

BRITISH

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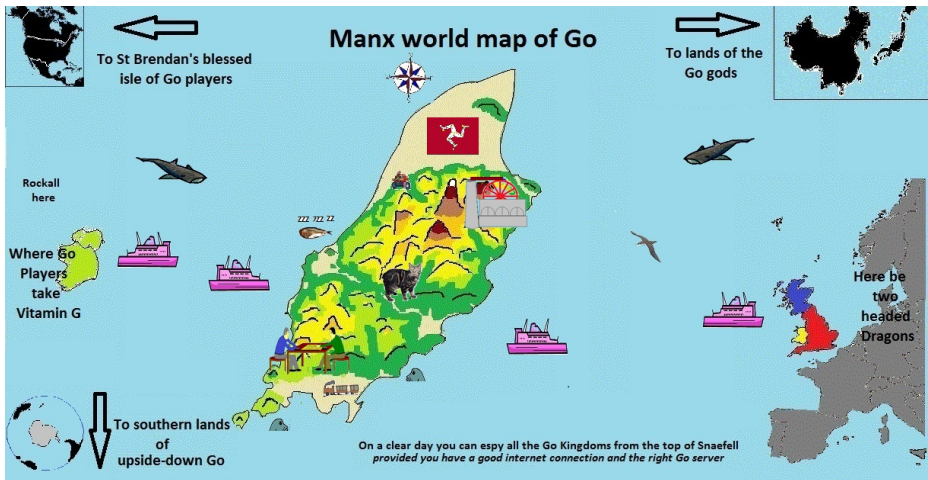
JOURNAL



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PHOTOGRAPH AND SCAN CREDITS

Front Cover

Vanessa Wong, European Women's Champion 2012 (see *See World News*)
— Petra Čechová

Above

Manx World of Go (see *Isle of Man Go Festival 2013*) — Sideways-Looking Persons

Thanks to Martin Kovařík and Petra Čechová for permission to use photos taken at the European Women's Championship, held in Brno, Czech Republic.

All other photographs were provided by the article authors.

CONTENTS

EDITORIAL		2
MCMAHON TOURNAMENTS	Ian Davis	3
NETS AND LADDERS	Chris Oliver	4
VIEW FROM THE TOP	Jon Diamond	7
BGA NEWSLETTER NO. 186	Jil Segerman	8
BGA CLUB SURVEY	Colin MacLennan	10
UK NEWS	Tony Atkins	12
NORMAN TOBIN	Tony Atkins	16
MASTERS OF GO (LOOKING BACK TO THE YEAR 2025)	Norman Tobin	18
FIGHTING IS GOOD FOR YOU	Toby Manning	22
CONSIDERING THE POSITION: PART 4	David Ward	25
WORLD NEWS	Tony Atkins	26
TYPES OF GO	Sideways-Looking Persons	28
MY MONTH AS AN INSEI	Katherine Power and Boris Mitrović	29
WOMEN-ONLY GO TOURNAMENTS	Alison Bexfield	30
ISLE OF MAN GO FESTIVAL 2013	Leo Phillips	32
CONSIDERING THE POSITION: ANSWERS	David Ward	34
WANSTEAD WISDOM	Francis Roads	37
SOLUTIONS TO THE NUMBERED PROBLEMS		38
UK AND IRELAND CLUBS LIST		40
NOTICE OF ANNUAL GENERAL MEETING		44
CONTACT INFORMATION		44
COLLECTING GO XV: BAGS	Tony Atkins — Rear Cover	

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EDITORIAL

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Welcome to the 162nd British Go Journal.

This Issue

We are sad to report the death of Norman Tobin, who did much for British Go and was Secretary and President of the Association. Tony Atkins has written an obituary for this issue, and we also include two items from the archives: a very witty story written by Norman, *The Masters of Go*, and a review by Toby Manning (*Fighting is Good For You*) of one of Norman's games.

We continue with our series from Chris Oliver for Double-Digit Kyus (DDKs), this time on *Nets and Ladders*. We introduced this series in response to feedback that the Journal needed to provide more material suitable for DDKs – how are we doing? Your views on this, and suggestions for topics you would like to see covered, will always be appreciated.

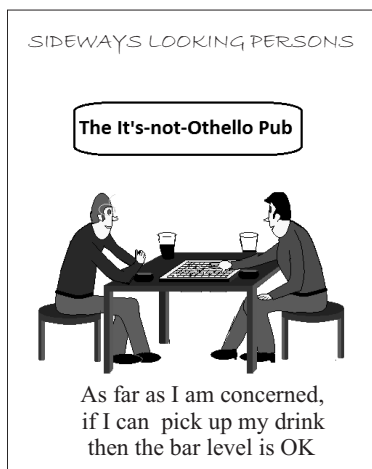
Credits

My grateful thanks to the many people who have helped to produce this Journal.

Authors; Tony Atkins, Alison Bexfield, Ian Davis, Jon Diamond, Colin Maclennan, Toby Manning, Boris Mitrović, Chris Oliver, Katherine Power, Leo Phillips, Jil Segerman, David Ward, Li Zixiao and our anonymous cartoonist, Sideways-Looking Persons.

Proof-readers: Tony Atkins, Barry Chandler, Martin Harvey, Richard Hunter, Neil Moffatt, Chris Oliver, Isobel Ridley, Edmund Stephen-Smith and Nick Wedd.

Happy New Year!
Pat Ridley



McMAHON TOURNAMENTS

Ian Davis

The McMahon tournament has long been the mainstay of the UK tournament scene – the three-round variety, which is effectively an eight-player knock-out, being the most frequent. It is a system that allows the top players the opportunity to fairly decide the winner by playing even games with each other, whilst allowing the lesser talents balanced tournament games. As such, it is a far more popular choice than the pure Swiss or Handicap tournament formats. In recent years, there have been several cases which can cause us to pause and think about what is the best way of doing things.

Players above the McMahon bar should, normally, be deemed strong enough to have a reasonable chance of winning the event. That can be taken, roughly, as being within 400 rating points, or four grades, of the strongest player on paper. It should be fairly obvious that the larger the range of strengths existing within an even group, the poorer the quality of the placements will be. It is also obvious that we desire there to be enough players above the bar to allow enough opponents to be available for the tournament leader.

Recently, there have been instances where the bar has had a very large range – some of these tournaments could have considered abandoning the traditional McMahon format. Here are a few examples of the bar population, in order of extremity, to muse over:

Tournament A – 5 rounds, 8 players:
3d 3d 1k 3k 5k 10k 10k 10k

Tournament B – 3 rounds, 8 players:
5d 3d 2d 1k 1k 1k 2k 2k

Tournament C – 5 rounds, 6 players:
6d 2d 2d 1k 1k 1k

The question, really, is what else can you do, particularly when you're probably relying on GoDraw¹ to support it.

For the first example, I would definitely have chosen to have a Handicap Swiss instead. For the others, it is not so obvious what we should do. It is possible to have fewer players above the bar, and to allow games between players on different sides of the bar to be played at a reduced handicap, instead of none. The idea here is that a 4d might be drawn to play a 3k, and it would be silly for this to be an even game: if the bar is at 1d and we have MMS-1 handicap assignments, by allowing reduced handicaps they would play on two stones. However this would cause problems for the tie-breakers commonly in use. In some cases, where it appears to be an option, a supergroup above the bar could be created, as used by European Go Congresses.

Regardless of the best solution, it seems to me to be a grey area in the BGA Handbook, which should be coloured, so that tournament directors can be informed of their best options. □

¹Geoff Kaniuk (author of GoDraw) notes that it supports: Swiss and Swiss Handicap; All-Play-All, with or without handicap; Supergroups and (if you get really desperate) repeat games.

NETS AND LADDERS

Chris Oliver

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The third article in our series intended specifically for double-digit kyu (DDK) players.

“Gotta Catch ‘Em All” is the mantra of another, slightly less ancient, Japanese game¹ – but it’s an attitude many Go players seem to display. While this attitude can lead you in to trouble, and making large captures is far from the only way to win a game of Go, knowledge of capturing techniques is essential.

This article is based on a real DDK game. [Diagrams](#) in this article will show variations on the same board position – but there are some differences, so take care to read each position carefully.

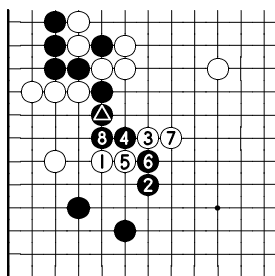


Diagram 1

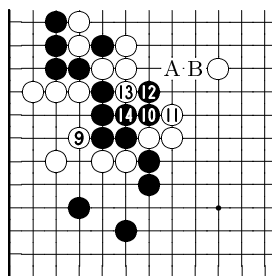


Diagram 2

Setting the scene: in Diagram 1, White has his eye on the black group marked with a triangle and has tried to cut it off from the other black stones. ⑧ is probably a mistake. In Diagram 2, White pushes the black stones towards the centre of the board, and needs to find a way to keep them from escaping. Like a good retiarius², White can use a net at A or B.

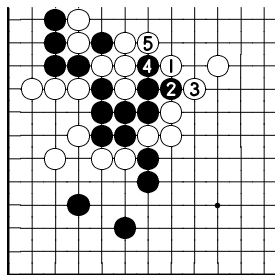


Diagram 3

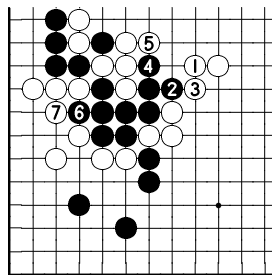


Diagram 4

Both of the above examples show nets – the name correctly suggesting that Black’s group is trapped, despite the holes in White’s position. Here Black pushes, trying to escape, but White’s stones gradually tighten around the group until it is in atari. Both these nets work but the net can be a dangerous technique; if your position is weak, the group may break out.

¹Pokemon.

²OED: an ancient Roman gladiator who used a net to trap his opponent

Here's an example where Black's group has too many liberties and breaks through the net. Note the difference in the position marked by the triangle stone.

After ⑨, things look bad for Black, but there are too many weaknesses in White's position.

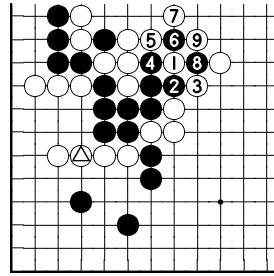


Diagram 5

So, as Mr Burns³ once mused, "the hunter has become the hunted".

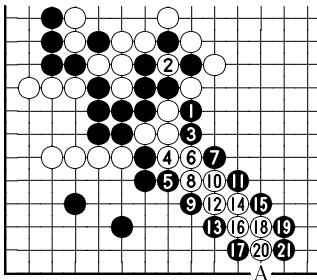


Diagram 6

Black escapes using the second technique in this article: the ladder.

Diagram 6 may seem complex, but the technique is simple; Black shepherds White's stones to the edge of the board until they have nowhere left to run. Each Black move reduces the White group's liberties from two to one. This is a critical feature of the ladder.

The structure on the outside is so weak that if White has an extra liberty, it's easy to play double atari on Black's stones anywhere on the outside – as shown in this diagram, where Black chooses the wrong ladder, and persists instead of abandoning the chase.

The follow-up will be painful for Black. After white A, black B and white C at ①, the black options of D, E or F do little to prevent White from running riot on at least one side of the ladder.

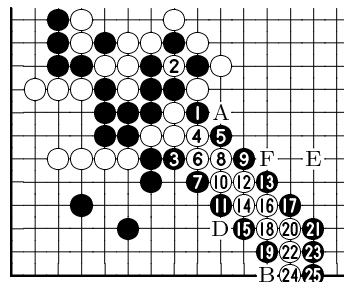


Diagram 7

³In *The Simpsons*



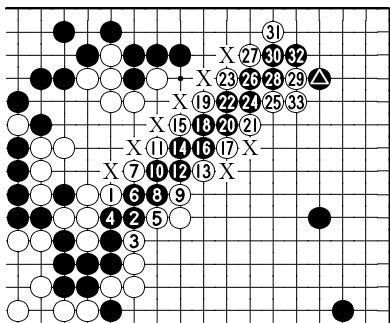


Diagram 8

In real games, ladders are rarely played out since both sides usually see who will win them. A potential problem with the ladder is the ladder breaker. This is a stone across the board which interferes with the course of the ladder.

If the ladder in Diagram 8 is played out after ⑦, the ladder breaker in the corner gives the struggling black stones enough breathing room to play a double atari at any of the marked points after ③③.

In this example, White uses the potential ladder as a threat by playing a ladder breaker across the board, Black must choose whether to take off the white stones (by playing A), or respond directly to the threat on the bottom side (e.g at B).

In Diagram 9, Black tries to do both – protecting the ladder with the shoulder hit at ⑤. This will be a complex fight, whether White chooses the follow-up at ⑥ or B.

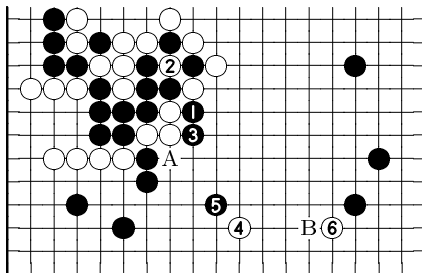
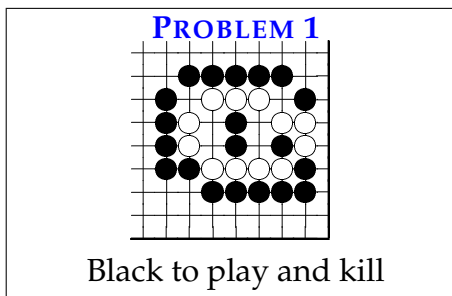


Diagram 9

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VIEW FROM THE TOP

Jon Diamond

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Sadly, last year ended with the funeral of one of our past Presidents – Norman Tobin. Go was very important in his life, so I was grateful that I was able to attend his funeral and represent us on this occasion. I hope not to have to do this too often in future.

Council set out five priorities for 2012 and we recently reviewed how well we've done. We awarded ourselves a B – reasonable, but not good enough. Part of the reason was that we set ourselves too many priorities, so we'll only be setting ourselves three for 2013 and hopefully will do better.

The main other reason was that we have failed to develop ideas for making the BGA more relevant to online players. We've got some, but they're not sufficient, so we'd appreciate your views as to what we should be doing in this area. We won't promise to implement them all, but at least they'll stimulate our discussions!

Korean Prime Minister's Cup: we've had a proposal to change the way we select players to represent us in this event in Korea. Since it's a significant change we're holding a consultation on the bga-policy mailing list¹. If you can't access this please contact me for an update.

One of our members wanted to write a legacy into his will in favour of us and asked about our registered address. Unfortunately we don't have one, but information as to appropriate wording etc if you want to make a legacy is on our website at www.britgo.org/donation - you could make a donation at the same time!

I'm looking forward to meeting many of you at the British Open and AGM in Stevenage in April. We're always looking for new blood to replace the old fogeys like myself on the Council, so could I ask you to consider standing? If you're in any doubt, then please contact myself or one of the other Council members (see the website for details).

Finally, over 100 membership renewals were due on 31st December. If you're amongst them I trust you've renewed, and if you haven't done so yet you can do so online at www.britgo.org/renew. And why don't you consider renewing for up to five years at the current rate and save yourself time and effort in future? If you aren't renewing why don't you tell us why? We need to know what we're doing wrong...

Best wishes for the New Year.

¹Visit lists.britgo.org.uk/cgi-bin/mailman/listinfo/bga-policy to subscribe.

BGA NEWSLETTER NO. 186

Jil Segerman

newsletter@britgo.org

The next issue will be distributed by email. The deadline for contributions is 11th February – please send them to the email address above.

IN BRIEF

- BGA News Pages: for the full stories see www.britgo.org/views/newsletterfull. If you prefer to scan the headlines and pick-and-choose what to read, see www.britgo.org/views/news.
- Cho U's 4 by 4 Go Puzzles for iphone and ipad: released in English – see www.britgo.org/node/4047.
- Strong Players' Teaching Weekend: report of a recent training event, with teaching by Go Juan, at www.britgo.org/node/4095.
- Congratulations to Vanessa Wong for becoming our sixth player with a 6-dan certificate, Martha McGill for becoming our 200th dan player and Dylan Carter the 201st!

FUTURE EVENTS

For January to July, the Tournament Calendar (www.britgo.org/tournaments/index.html) features:

Maidenhead-Hitachi, Saturday 19th January 2013
Cheshire, Frodsham, Saturday 9th February
Oxford, Saturday 16th February
Welwyn Garden City, Saturday 23rd February
Trigantius, Cambridge, Sunday 10th March
British Youth, Birmingham, Sunday 17th March
Strong Players Training, Sunday 31st March and Monday 1st April
Thames Valley Team Tournament, Monday 1st April
British Go Congress, Stevenage, Friday 5th – Sunday 7th April
International Team Spring Match, Sunday 14th April
Birmingham, Saturday 20th April (provisional)
Candidates' Tournament, Saturday 4th – Monday 6th (provisional)
Bar-Low, Cambridge, Sunday 5th May (provisional)
Bracknell, Sunday 12th May
Scottish Open – not yet decided
Challengers' League, Friday 24th – Monday 27th May (provisional)
Durham – not yet decided
Welsh Open, Barmouth, Saturday 22nd – Sunday 23rd June
UK Go Challenge Finals – not yet decided
Milton Keynes – not yet decided.

WHAT'S THE NEWSLETTER FOR?

Earlier this year, we changed the method of delivery of the Newsletter, mainly to save on postage which had become very expensive. We now produce eight Newsletters a year, alternating between a printed version in the BGA Journal and an email-only version.

Clearly there would have to be some changes in the purpose and content of the Newsletters. At first, we (the Newsletter and Journal Editors) figured out what to do as we went along. Now that we pretty much know what we're doing, we'd like to share this with the members – call it the 'NEWSLETTER POLICY' if you like. We welcome suggestions; please contact the Editors or any member of Council.

GENERAL CONTENT

- All content is subject to approval by Council
- In both the email and BGJ versions there are reminders and 'calls-to-action' (e.g. the Future Events list).
- In the email-Newsletters contributions of any length are welcome and should be sent to the Newsletter Editor. In the BGJ Newsletters space is limited, so contributions will need to be brief.
- These Newsletters supplement the BGJ-proper as a catch-all of information for our non-internet members, and will include some of the material that has already appeared in the previous email-Newsletter. They can also include items that have missed the deadline for inclusion in the BGJ-proper.

CLUB CHANGES

- Once a year the BGJ includes a full list of BGA clubs.
- The BGJ-Newsletters (but not the email-Newsletters) will include a list of subsequent changes. This is mainly for our non-internet members; better information is on the club list or map pages.

NEWS/VIEWS

- In the Journals, the two Editors collaborate to provide the information that is important to all our members, especially those without internet access.
- The email-Newsletters will highlight particular items of interest, giving just the web-links to the full details. □

BGA CLUB SURVEY

Colin Maclennan

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In BGJ 155 (Spring 2011) Jenny Radcliffe published a Go Club Census questionnaire, asking clubs about numbers of players, efforts to recruit new players and the views of members on what the BGA should be doing to support clubs and encourage Go-playing generally. The aim was to build up a picture of Go-playing in the UK to help the Council support the game. Only a few clubs replied, so I followed the survey up by telephone, and over the past year or so have managed to speak to someone from practically every club in the country.

This is a brief summary of what we learned from the survey and how the Council is following it up.

Numbers of Go Clubs

There are about 55 active Go clubs in the UK (plus a few school/youth clubs). This number includes four new clubs in the past year or two; Abergele, Grimsby, Northampton, and York (a restart). Most meet weekly, a few twice a week. One or two meet less frequently, e.g. fortnightly, or monthly.

Most clubs are quite small, some with only two or three players. Apart from the university clubs, the only clubs to report an average attendance of 10 or more were the Central London Go Club and the London City Go Club.

There are six university clubs: Oxford, Cambridge, Durham, Warwick, St. Andrews and Milton Keynes (Open University). These clubs reported larger numbers of players, up to 30, at the beginning of the year following a "Freshers' Fair" recruitment event,

but with that number tailing off as the academic year progressed.

These numbers suggest that there are about 250 Go players meeting face-to-face in clubs in a typical week.

Recruitment of new players

Only a few Go clubs have actively tried to recruit new players. Where clubs have tried local publicity, or have taken part in local events such as 'Japan' days, they have found interest, but not usually any new players. Where clubs have had new players join them, these have usually been existing Go players who have moved to the area and found the club via the internet.

The clubs that have had most success in recruiting new players are university clubs that have set up a stall at the annual "Freshers' Fairs" that most universities run in September/October. A university Go club will typically attract 20 or 30 new students at the beginning of the first term. Although this number reduces as the academic year progresses, it is very likely that some of them will become regular players.

What can the BGA do to support clubs and promote Go?

The clubs were asked for their views on what the BGA could be doing to support clubs and promote Go generally. There was a wide range of suggestions. The main threads were:

- There was general agreement that the BGA website is a great help to clubs. Most clubs who get new

members do so via our website. We should continue to develop the website.

- Members would like more done to raise awareness of the game in the country generally, but acknowledge that this difficult to do. There was general support for participation in major events, such as the Chinese Emperor exhibition at the British Museum, when the opportunity arises.
- Playing Go on the internet has greatly increased in recent years and is probably the main reason why some clubs find it difficult to attract and retain members. We need to find ways to promote the pleasure of playing Go face-to-face, or 'across the board'.

- There was widespread support for efforts to introduce Go teaching in schools and to young people.

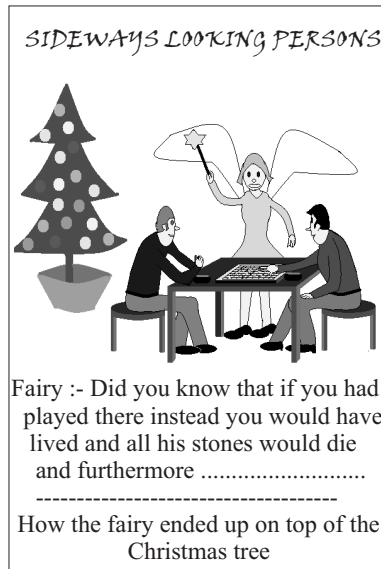
Actions being taken

The Council is following up this survey in two main areas to encourage recruitment of new players.

Firstly, we are concentrating on supporting our university clubs in running recruitment events at their "Freshers' Fair" events. We will also be looking for Go players who might be willing to start up a new club in universities that do not have one.

Secondly, we will be redoubling our efforts to promote Go in schools and encourage youth Go. Young people who have encountered the game at school are then likely to support university clubs.

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UK NEWS

Tony Atkins

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British Go Championship 2012

In 2012, Matthew Macfadyen had decided not to defend the title, which he had held for the previous four years and 25 times in total. This meant it would probably be one of the new generation of young rising stars that would take the title. Indeed it was two such players that earned their places in the title match: Nick Krempel (3d Central London) and Andrew Kay (5d South London). Nick had been in the 2011 title match, but it was Andrew's first time.

The first game was hosted by Nick in London on 8th September; the game was broadcast on KGS with a live review by professional Alexandr Dinerchtein. Andrew took black by nigiri, and ended up winning the game by resignation after a dramatic fight for a collection of white stones. The game was played over five hours plus lunch break, with approximately 120 moves played.

Fourteen days later the second game took place, hosted by the Epsom Go Club, with Jenny Radcliffe and Maria Tabor doing the broadcasting and organising again. As it was a best-of-three match, Nick made use of every second of his thinking time to try and avoid the loss. In the end, the exciting game lasted six hours and twenty minutes; it did not finish until well after six in the evening. Vanessa Wong had offered to do the online commentary, but lost her connection, and the kibitzers on KGS had to take over. In the end Nick could not catch up to Andrew's lead and Andrew won the game to become the new British Champion; Nick had to settle for for the runner-up place for

the second year in a row. Andrew was due to receive the John Barrs Goban Trophy at a presentation at a future tournament.

The game records are available at www.britgo.org/bchamp.

Belfast

The Belfast Tournament was again held at the Boat Club. It took place on the first two days of September and attracted 19 players, including one from the Netherlands, Laurens Spijker (2d), who won the event. Local Polish player Jakub Flasz (6k) won four games, as did Sheena Walsh (17k Dublin) and Kevin Doherty (10k Galway).

Northern

Though the venue had been in doubt until some months before, the Northern was held as usual at the Masonic Guildhall in a sunny and dry Stockport, on the 9th September. There were 20 players in total. Richard Moulds (3k Manchester), winner in 2011, retained his title, winning all three games: Brian Timmins (9k Shrewsbury) and Kathleen Timmins (14k Shrewsbury) also won all three.

Cornwall

The following weekend saw the Cornwall events at the Queen's Hotel in Penzance. As always, it gave a chance for a late-season holiday and also to taste the local fish. On the Sunday, Toby Manning (2d Leicester) won the Cornish Open by beating Tony Atkins (2d Reading) in the final. David Cantrell (6k South London) also won all three. The previous day there

was a teaching session in the morning run by Ian Marsh, Toby Manning and Tony Atkins. In the afternoon there was the handicap tournament, won by Peter Harold-Barry (5k St. Albans) – he beat local player Paul Massey (1k West Cornwall) in the final. Twenty players in all took part. Special thanks were given to organiser John Culmer, who battled on all weekend despite an upset stomach.

Swindon

The Swindon Tournament was held at its usual venue, the Even Swindon Community Centre, on 23rd September. Matthew Cocke (5d Epsom) was the only one of the 32 players to win all three games. He beat Alistair Wall (2d Wanstead), Tim Hunt (2d Milton Keynes) and then Alex Kent (2d Bristol) in the last round to take the title.

Shropshire Tournament

The erstwhile Shrewsbury Tournament, on 29th September, was moved to a country location this year – the little village of Hinstock, just south of Market Drayton. The Memorial Hall proved to be a spacious and pleasant venue, and it should be even better next year when the extension has been completed. The lunchtime food, laid on by organiser Roger Huyshe and his wife, was excellent and much appreciated by those who took up that option.

The overall winner was Toby Manning (2d Leicester), who had won the the previous year at Shrewsbury. Other prizes for three wins went to Peter Timmins (4k Shrewsbury), Pat Ridley (10k Chester) and Meic Hughes (18k Machynlleth). The long-distance traveller award was won by Graham Blackmore from

Scarborough. An innovation was the yose test, in which players were presented with a set 13x13 starting position on laptops running the latest version of Many Faces of Go and invited to find the best endgame sequence. MFG proved a little erratic, playing some strange moves, but the activity provided useful impromptu teaching.

East Midlands

The East Midlands on 14th October was again held at the Space Centre in Leicester and, as usual, players were able to visit the exhibition between rounds. Unfortunately the Leicester Marathon was on, which caught out one player, who had to miss the first round. Running out the winner this year was Jon Diamond (4d); he beat Bruno Poltronieri (2d Warwick) in the last round. Also winning three games were Edward Blockley (5k Worcester), Matthew Adron (7k Sheffield) and local player Stephen Bashforth (13k Leicester). The Northampton club team was especially pleased when two of their players, Laura Streamer (10k) and Ross Kane (19k), went home unbeaten too. Thirty-nine players took part, including a goodly number in the lower kyu grades.

London Teams

The autumn edition of this team event was held at the Nippon Club on 21st October. Cambridge A won all four matches, including beating thus far unbeaten Nippon A in the final round to win the top division. In the handicap division, the South London Go Club team won all their matches to win for the third year in a row, only losing one game; Cambridge B finished second. Players winning

all four games were Shinichi Nao, Alex Rix (3d Central London), Jonathan Turner (1k Central London), Patrick Batty (7k South London), David Cantrell (6k South London) and Nick Fry (8k Twickenham).

Online League

As so few games had been played it was decided to abandon the Individual Online League. Top of Division 1 with three wins was Andrew Simons (3d Cambridge). The Team League is continuing with Edinburgh holding the top place during October.

Wessex

The Wessex was held in Bath at St. Mark's Community Centre on the day the clocks went back, 28th October. Again, the players were kept well stocked with doughnuts during the day, though it was easy to pop into the ancient city centre for food at lunchtime. Missing from the event this year, however, was tournament founder Paul Atwell, who was unfortunately ill. Richard Hunter (3d Bristol) was the winner this year. He beat Sandy Taylor (2d Bristol) in the last round to collect the trophy and one of the bottles of wine donated by Bob Hitchens. Also winning three and being similarly rewarded were Dylan Carter (1k Cardiff) and young Oscar Selby (15k Epsom).

Youth Match

On the afternoon of Wednesday 31st October, a match took place on KGS between a team of French and a team of British youth players. The French fielded a team of eight. The British team originally consisted

of four players, each set to play two games: Henry Clay (1k), Melchior Chui (12k Cambridge), Peran Truscott (13k Cambridge) and Oscar Selby (14k Epsom). In the event, Peran's computer and KGS took against each other, so he was not able to join in. Heavy snow also made for a rocky start, delaying the French players (who were travelling from a youth camp to a college in Grenoble for the match). The French finally defeated the elements, and to avoid disappointing two of their players, Oscar Selby went above and beyond the call of duty. He played both boards three and four, for a total of four games – and he still managed to finish before anybody else!

Round one was played even and round two at handicap less one. After the first round the score was 2-2, with Henry and Oscar both killing large groups for comfortable wins. In round two Henry won again, coming very close to death only to turn the tables and kill his opponent's stones instead. On board two, Melchior had an easy win, playing black in a 4-stone game. The match ended in a 4-4 draw.

Three Peaks

As it was the 20th Three Peaks, Bob Bagot made a short speech about the origins and history of the tournament¹ and why it is still has the same name despite being in Grange-over-Sands, some distance away from the original three mountains. The Commodore Inn was again the venue and it had been spruced up under new management. Unfortunately Bob's computer failed so, with the help of some of the 42 players, a draw was done on paper and then on a laptop provided by Francis Roads.

¹See www.britgo.org/bgj/bgj160.html.

This earned Francis a special prize of a bottle of wine.

Matthew Cocke (5d Epsom) won the event in a three-way tie. Andrew Simons (3d Cambridge) and Richard Hunter (3d Bristol) were the two losing out by SOS (Sum of Opponent's Scores) when the three top players ended on four wins. Also on four wins were Roger Huyshe (3k Shrewsbury), Mike Cumpsty (3k), Dave Crabtree (8k Chester) and Brian Timmins (9k Shrewsbury). Tony Pitchford (10k Chester) also won a prize for winning three out of four. The team of three from Skye shared the prize for the furthest travelled.

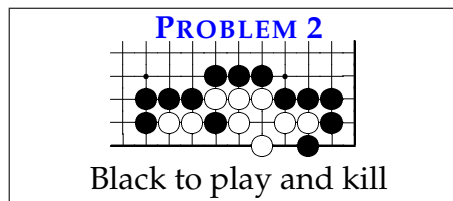
Coventry

Forty-three players took part in the Coventry Tournament in the Science Concourse at Warwick University on 24th November. Luckily the other student activities in the Concourse area, such as computer game designing and Asian dancing, did not disturb the players. The winner was Andrew Simons (3d Cambridge), who beat Siu Fung Cheung (4d Bournemouth) in the final. In third place was Francis Roads (1d Wanstead) on three out of three. Also winning all three were James Brownrigg (5k Chester), Thomas Streamer (7k Northampton), Oscar Selby (14k Epsom) and Paul Heeney (18k).

Edinburgh

After last year's wobble, the Edinburgh Christmas Open has made a full recovery. The 2012 event was attended by a healthy 32 players at an excellent venue, Old St Paul's Episcopal Hall, only a stone's throw from the station and with home baking laid on by local organisers Martha McGill and Matt Crosby. William Grayson (9k Durham) was the only player with four wins. Prizes for three wins below the bar went to Arthur Geddes (4k Glasgow), Andrew Thurman (7k Durham), John Shafer (7k Durham), Greg Cox (10k Dundee), Sam Sowden-Garcia (12k Durham) and David Barnes (17k Edinburgh). From the five players at the top all on three wins, the SOS tiebreak gave the whisky to David Lee (3d Dundee). The following three players on the same SOS performed nigiri for the one remaining prize which went to Jakub Ziomko (1d Poland) over Piotr Wisthal (1d Aberdeen) and Andrew Simons (3d Cambridge).

The day after the tournament, twelve players gathered together for a day of studying. Andrew Simons led the session, spending most of the day lecturing and reviewing games. After many hours of teaching he wrapped things up in the evening by playing simultaneous games with those who could stay, achieving a 6-0 victory. Many thanks to Andrew for all his hard work! □





With great regret we have to announce that Norman Tobin died on 20th October, after a long illness.

Norman was a long-time member of the British Go Association, starting in the 1970s, Honorary Secretary from 1982 to 1985 and then President from 1985 to 1991, running the Newsletter as well for two of those years. He was also a significant donor to the Association prior to his final illness.

Norman was born in Ramsgate, Kent in 1927, youngest of nine children. His family moved to Bath after his father died and he went to school there. He did his National Service and then read Physics at Bristol University. After working in rubber for a few years he moved into Operational Research, becoming the head of OR at BEA, later British Airways, until he retired in 1982. He was married for fifty years and had three children.

Norman never quite made it to dan level, peaking at about 1k in 1984. He started playing Go at BA in the 1970s and played for a while at the Central London Go Club and the London Go Centre, before becoming one of the mainstays at the North-West London Club in Greenford, alongside friend

and colleague Keith Rapley. Keith regularly played Go with Norman, even during Norman's final illness with Alzheimer's disease.

His daughter Deidre says 'Playing Go was a big part of his life and I especially remember him going to Japan with the Go Association some years ago. As children we were taught to answer the phone and explain to visitors from Japan how to get to the Central London Go Club in Covent Garden, so that they could play while they were in England.'

Apart from Go, Norman was notorious for running out of petrol when driving and interested in sport (mainly tennis, golf and, latterly, bowls, although he met his wife at a speed-skating session), languages (including learning Japanese), travel, ballroom dancing, oil-painting, fell-walking, music and theatre, and led a very active retirement.

When Norman was President in the 1980s and I was Secretary we used to meet in his house at West Common Road in Uxbridge. Every year we would spoil his enjoyment of Wimbledon by accidentally holding a meeting during the final. During meetings he used to entertain us with his stories, such as when he spilt a cup of coffee over a man's business papers when walking down a train aisle, or when he demolished some traffic lights on the A40 and brought West London to a standstill.

At tournaments he was noteworthy for his lively style and very fast play, and at one British Congress he claimed he had had a jigo, despite komi being five and a half points, because the game was so hard fought that he sweated half a stone.



During his period as President he was far-seeing and introduced computers to both the Journal Editor and the Membership Secretary to make their tasks easier and work better. He stepped down as President a year before the European Go Congress in

Canterbury to allow someone more Europe-focused to take over.

David Ward wrote: ‘Soon after I began playing in 1982 I joined the Central London Go Club and remember playing my first game at the club, which was with Norman Tobin. I took seven stones and lost; ‘What a strong player’ I thought. I then watched Norman take seven stones from Terry Stacey, and Norman lost. Both are sadly no longer with us. I had far to go then and, sorry to say, almost as far to go now!’

John Green wrote: ‘Norman played me a couple of times at the London Go Centre in the 1970s. He was a light-hearted, friendly opponent. He taught me the word “hornswoggle” at the end of a game which he lost.’

Keith Rapley gave a personal tribute at his funeral. The BGA was represented by Jon Diamond.

Tony Atkins

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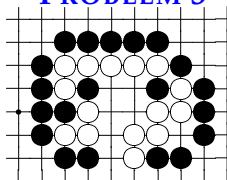
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&



PROBLEM 3



Black to play and kill

THE MASTERS OF GO

(LOOKING BACK TO THE YEAR 2025)

Norman Tobin

In tribute to the late Norman Tobin, at Brian Timmins' suggestion, we reprint this delightful story, written by Norman, which was first published in BGJ No. 79, Summer 1990.

This is the story of a clash between two outstanding figures in the history of Go, the account of a title match full of incident and drama, with the outcome in the balance until the very end. But before the story unfolds, we must devote a few paragraphs to setting the scene, to showing what was the background to such a match in those times.

It was in the first decade of the twenty-first century that double-ended tournaments began to appear in all serious sports and games that set one individual competitor against another. The principle was that while the strongest contenders were working their way through one round after another by defeating ever stronger opposition, the weakest players would be losing in one round after another against ever weaker players. Eventually, in complete symmetry, the top two players would enter the final to see who was the strongest of all, while the bottom two players would enter another final to see who was the weakest of all. The two concluding matches were known respectively as the upper and lower finals.

This came about through the burgeoning influence of a certain neo-Oriental philosophy that accorded equal honour to the triumphantly successful and the valiantly unsuccessful. Unfortunately

this was seized upon by many small sports clubs who saw the opportunity to award honourable retirement from the club to their weakest player, but in the main the spirit of the symmetry was maintained.

It was of course necessary to ensure that the losers were not buying their honour cheaply by losing on purpose, but this was made easy by the new techniques of the fashionable psycho-sensory engineering school. It was also necessary to exclude beginners, that is to say anyone unable to demonstrate that he had made a serious and sustained attempt to understand what he was supposed to be trying to do and how he might hope to accomplish it. Moreover, a competitor could not be allowed simply to lose by resignation and pass on to the next round. Accordingly, the rules of these 'lower half' tournaments stated clearly that voluntary resignation (or disqualification) would entail elimination from the tournament.

In the British Go world these double-ended tournaments were well established by the second decade of the century. The contest at each end was followed with equal enthusiasm by the cognoscenti, and there were as great struggles at the lower end of the competition as at the higher. The climax came in the Lower Final of the British Go Championships of 2025.

This final was between Brian Timmins, in his first national final, and Norman Tobin, who had held the title of Worst British Go Player for the last five years. There

was much support amongst the spectators for Timmins, who had lost to some impressively bad players on his way to the final, but the smart money was all on Tobin, who had lost all his matches this year with a panache and subtlety that could only come from a deep and long-held misunderstanding of the game. Moreover, at ninety-eight years he had an age advantage over his younger opponent, although some supporters who had known him from long ago claimed that his moves were even more astonishingly inappropriate in his early sixties. The only certainty was that with two such contestants the match would be truly memorable.

The day of the final arrived and there was thunderous applause as the two players were brought to the table by their managers in their wheel chairs. So loud, in fact, that both players woke up and Tobin was heard to say, in a remarkably firm voice: 'Where the devil am I?'

There had been the usual hard negotiation on the time limits prior to the match between the managers of the two finalists. The initial submission by the Tobin camp of 57 hours plus one hour byo yomi was widely accepted as a bluff, as was the Timmins camp's offer of 12 minutes plus 90 minutes byo yomi. These preliminary negotiations were by now traditional, and were followed as knowledgeably by the public as the match itself. This year the managers had eventually settled for five hours each, with one minute byo yomi and a sealed move each hour on the hour, before a scheduled nap of 15 minutes. Komi was the customary 11 points, a figure that had been reached on a steady drift starting with five in the

1960s and 70s, and six in the 1980s and 90s.

Tobin was to play Black and his old eyes steadied as he focussed on the empty board. The time-keeper started his clock. Several minutes passed.

'Are you going to move?' asked Timmins.

'Shut up! I'm counting,' replied Tobin cantankerously. Emotions traditionally ran high in the Lower Final. Then, after a pause and another quick scan across the board, 'I make it equal so far.'

Timmins stirred his komi noisily with his bony middle finger. 'I'm eleven ahead.'

Tobin slowly raised his eyes to glare at his adversary, his head still bent over the board. 'I have sente,' he said. A gnarled hand meandered slowly out over the board. It slid back, leaving a stone on the 8-7 point.

Timmins eyed this carefully through his reading glass, then slowly surveyed the rest of the board to make sure there were no more stones in residence. Then he leaned back and went very quiet.

After five minutes his manager woke him and pointed at the board. With an initial start of surprise, he clutched a white stone from his bowl and placed it accurately on the 1-1 point, then, with an expression of deep cunning, slid it slowly across the board on to the 9-8 point, beside the opening black stone. The audience settled down for a long struggle.

Black's second move was the sealed move at the end of the first hour. On the resumption it proved to be on the 1-1 point from which Timmins' first stone had migrated. This was a heavy blow. All of Timmins' stones had migrated from the point for the

last seven years and there was some doubt that he could get them on to the board anywhere else. He eyed the offending stone with dismay for some minutes. At last he straightened up and the years seemed to fall away from him. He reached firmly into his bowl, grasped a stone in the approved fashion between two fingers and thumped it down on the 3-4 point with the confident air of a newly-promoted shodan (though of course he did not fall into this category).

For the next twelve moves, to the despair of his supporters, he placed his stones consistently in sound positions, rapidly establishing a territorial advantage as well as dominating influence, while Tobin's black stones were subtly placed where they had little likelihood of affecting the outcome. It began to look as if Tobin's hold on the title was assured for yet another year.

The end of the second hour arrived and it was Timmins' turn to seal a move. On the resumption, when the envelope was opened the card was seen to carry the legend: 'Must get one dozen eggs before I go home.'

Tobin's manager was in like a flash. 'My man takes the title. This is not a move and Timmins is disqualified. According to the established rules for the Lower Final he is debarred and Tobin is the title holder.'

There were loud cheers from Tobin's supporters, but Timmins' manager was equal to the occasion. 'Nonsense!' he cried. 'The sealed move is on the 1-12 point. It clearly states one dozen on the card.'

Tobin's manager growled angrily. 'What's all this about "going home" then?' he demanded.

'That's all quite irrelevant,' came the reply. 'Let's get on with the game.'

Tobin's manager glared, but he had clearly been out-manoeuvred and there was some appreciative applause from the Timmins supporters. The Tournament Referee had watched impassively through this dispute. He would only intervene if the managers failed to resolve their difference.

The crisis had confused Timmins and his next twelve stones were all played in a tight dango in the middle of his territory. His supporters were becoming more hopeful.

Another dispute arose at move 63, when Tobin placed a stone on the space between the first line and the edge of the board and settled back in his chair.

'Illegal move!' cried Timmins' manager. "He's disqualified."

'Nonsense!' called Tobin's manager. This was the conventional start when replying to any contention regarding the rules. With the pregnant pause to follow, it gave the responder several seconds to frame a counter-argument. "He's thinking," he added hopefully.

"He's let go of his stone."

"That's because he can't think and hold his stone at the same time."

Timmins' manager had to concede that this was entirely possible. After some minutes Tobin caught sight of the stone and with a muttered "'ere we go!", pushed it on to the first line.

The game continued, the audience marvelling all the while at the inspired irrationality of the interplay. There were fast passages of play and slow. One sealed move followed another. During the fifteen-minute nap periods, unknown to the players, there was loud discussion of the current position and prospects.

As the endgame approached, everyone (apart from the two

contestants) was counting and recounting. Tobin had eleven dead groups and Timmins only seven, but there was no difference in the actual count and each had over an hour left on his clock. Either of these two outstanding finalists could lose the game from this position with a single inspired error. The title was still in the balance.

Timmins had just played another of his groups into atari and there was much whispering as the audience debated in hushed excitement whether there was any way that Tobin could fail to kill it. There was a pause.

The pause lengthened. Several minutes passed and Tobin's manager walked around the table to check that his man's eyes were still open. Twenty minutes passed and Timmins' manager took the opportunity to feed him intravenously. It had been a long match.

After forty minutes, Timmins' manager spoke. 'He hasn't moved at all, let alone on the board.'

'Is that a complaint under the rules?' growled Tobin's manager.

'No, no,' came the mild response, 'I was just making an observation.'

Nevertheless Tobin's manager went close to his man and stared hard, particularly into his eyes, which were wide open and apparently still intent on the board. After some twenty seconds he motioned to the tournament doctor, who hurried to his side. There followed a tense minute while the doctor examined the

stationary contestant. Then at last he turned to the anxious man by his side, with a look of sympathy. 'I am sorry to say that your man is dead,' he told him sadly, 'notwithstanding his two eyes.'

Tobin's manager turned to his opposite number, "I'm afraid our side has passed," he said, slowly and with dignity. 'Your man has the title.'

The response came with equal solemnity and none of the normal animosity of the contest: 'Nonsense, my good fellow. This was not a voluntary pass.'

There followed a long discussion of the minutiae of the rules, during which the temporarily-forgotten Timmins and Tobin still sat facing one another, respectively comatose and defunct. The Rules Committee was hastily convened by the Referee in an adjoining room. At last they returned and the Referee faced the audience.

'It has been ruled,' he said, 'that passing away does not constitute passing and does not therefore incur disqualification. On the other hand, it is clearly not possible to continue the match, now that one player inadvertently has the advantage of terminal incapacity. The title is therefore being awarded equally to both finalists.'

Thus it was that, in one and the same year, Brian Timmins gained his first title as Worst British Go Player, while Norman Tobin posthumously stretched his record title run to six years. □

FIGHTING IS GOOD FOR YOU

Toby Manning

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We feature a *game* played by the late Norman Tobin, a review of which was first published in *British Go Journal* No. 63, November 1984.

This game was played at the 1984 British Go Congress in Manchester. The participants have both been playing Go for some years, and are around 1k or 2k in strength. The game is, however, a little unusual for players of this standard, in that it lacks any real running fights. As we shall see, this is due to a tendency to play somewhat passively. Although many weaker players spoil their games through excessive aggression, a healthy sense of fighting spirit is in fact essential to good Go. The commentary is intended to highlight this need.

Black: Chris Kirkham

White: Norman Tobin

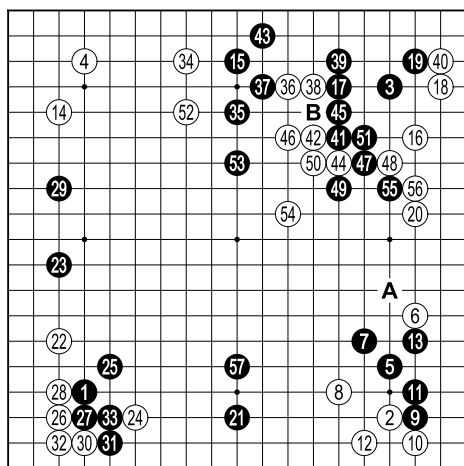


Diagram 1 (1 - 57)

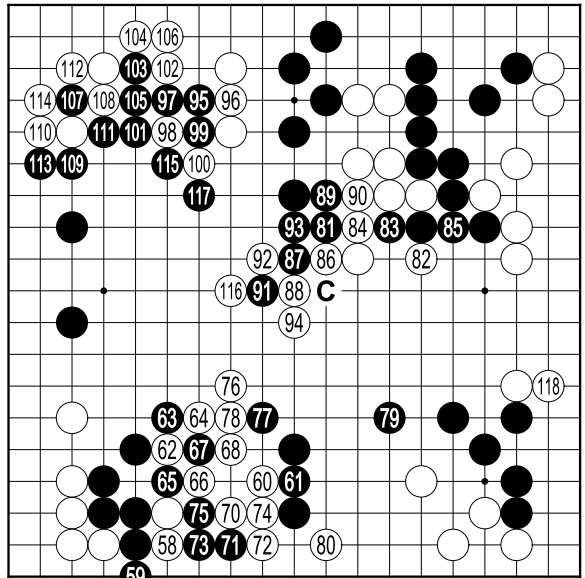
- 13 A bad move that leaves Black with a small, cramped group. He is in danger of getting only about five points – not nearly enough for the number of stones invested. Also 13 does not effectively restrain 6; if White later develops this stone, he will have effectively played on both sides of Black's scrunched-up group. The best move is to play on a larger scale by pressing down at A (see joseki books for possible continuations).
- 17 Better is a pincer on the right-hand side in order to break up White's incipient position. After 20 the black group in the bottom right is ineffectual, with little useful scope for expansion. It is important to try and make your stones work together; this takes priority to following joseki.
- 21 As both of White's positions top left and bottom right are strong (14 and 8 - 12), perhaps the biggest move is an extension from 15 towards White's corner enclosure; then from whichever side White approaches 1, Black can extend down the other side.
- 36 Not good. First White strengthens Black (the 34 - 35 exchange), then invades; also he chooses rather a poor point, since Black can, if he wishes, connect his two stones, 15 and 35, by attaching underneath 36. This is a fundamental point about invasions; the best invasions cut off enemy stones for a prospective future attack. Invasions which only aim at stealing territory are much less attractive, and often not worth the premium that has to be

paid – i.e. a weak group to defend. In fact such invasions are not proper invasions at all; in a sense they are just very deep erasing moves. However, Black fails to respond with adequate vigour.

- 37 This only helps White. the most severe reply is B, to try and shut White in. With 35 already in place, this move would set White problems. 39 is also passive, better is 45 or even 41. Worst of all is 43, which is purely defensive, and takes all pressure off White.
- 51 Note how 45 is now superfluous and Black has made an empty triangle. In the sequence up to 54 White succeeds in running away, and even has time to play 52, reinforcing the top. Black is now behind.

58 and 60 Emboldened by his success at the top, White sets about destroying Black's only other major territory – once again after Black has strengthened it: a policy not recommended.

70 Over-egging the cake. White must forget the tail of his group and get out into the centre by connecting at 68.



69 at 62.

Diagram 2 (58 – 118)

- 71 Black loses the thread slightly. What he should be thinking about is engineering a splitting attack on White's two weak groups, not picking up a couple of unimportant stones. It is important that Black get out into the centre ahead of White. Even if White manages to scrape two eyes or fashion a connection to the group to the right, Black will then be able to fall upon the other weak White group at the top. He would then have a chance of winning.
- 79 Better one point below 94.
- 81 Not the best way to attack this group. In such situations it is usually advisable to think on a larger scale. Black C is suggested.
- 95 Having failed to find effective sequences against White's weak groups, Black makes his last fling; he has to devastate White's corner to have any chance.

- ⑨⑧ An odd move, which seems designed solely to fashion a connection. If White wants to fight here, the best move is at ⑪⑤; if he wants to connect (which he can afford, being far ahead), then ⑨⑥ could have been played above ④⑤.
- ⑩⑦ An overplay. In the sequence to ⑩⑦ Black succeeds in making a fair-sized dent in White's top left territory; White has given ground, but avoided major damage.

A count at this stage shows that Black is about 15 points behind. However White, after ⑪⑥, has a few weaknesses. Black's last chance therefore was to extend at ⑪⑥ himself. This fight looks risky, but at least creates complications and could provoke White into an error. ⑩⑦ is also on the cautious side, since Black's centre group can connect to the top right. After ⑪⑧ he has no chance. White conducts the yose in workmanlike fashion; note how he keeps sente with ⑭⑥ and ⑮②.

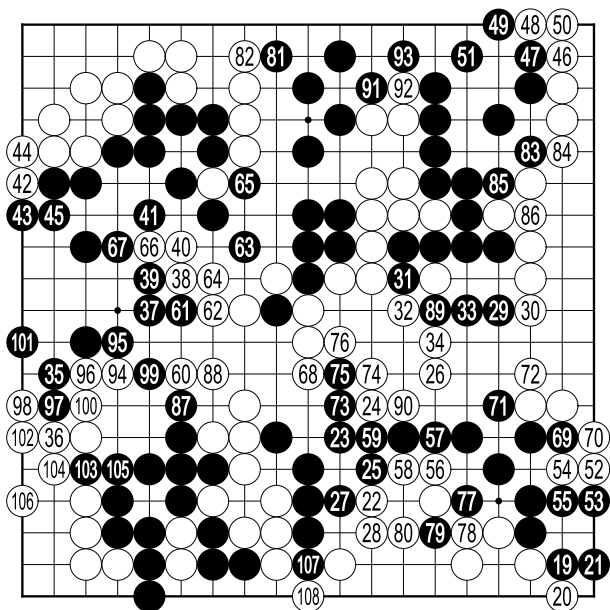


Diagram 3 (119 – 208)

Recording ends at ⑳⑧. White won by 18 points.

CONSIDERING THE POSITION: PART 4

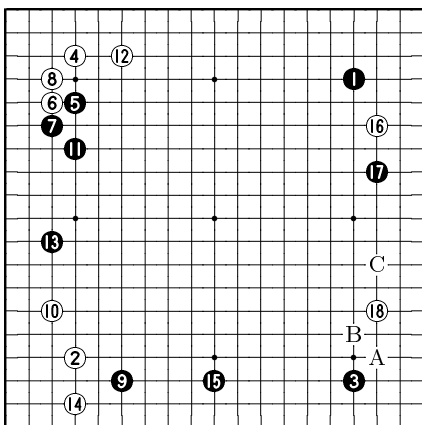
David Ward

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This is the fourth instalment of 'Considering the Position', based on a Chinese translation of a Korean text by Cho Hun Hyun, and in turn translated into English by Li Zixiao ('Purple Cloud', aka Dani Ward).

'(DW)' indicates a comment by me rather than one translated from the book.

The starting position¹



⑱ is a testing move. How should Black play so as to avoid falling into a trap?
DW: A trap? It is hard to see ⑱ as a trap, it all looks so normal, but to a pro's eyes something looks fishy!

This time it is just three options: A,B and C, to choose from, but in each case the follow-up is important and involves knowledge of some not-too-complicated joseki.

The answers are on page 34. □

¹The sgf file is at www.britgo.org/files/bgjgames/162-considering.sgf.

WORLD NEWS

Tony Atkins

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European Women

The European Women's Go Championship was held in Brno in the Czech Republic from 7th to 9th September. The venue was the usual location of the Hotel Santon, alongside its lake. Congratulations go to Vanessa Wong for winning the event. She beat Elvina Kalsberg (Russia), Manja Marz (Germany), Natalia Kovaleva (Russia), Rita Pocsai (Hungary) and Laura Avram (Romania).



**EWGC winners
Natalia Kovaleva, Vanessa Wong,
Rita Pocsai**

As a consequence, Vanessa again earned her place on the European team at the SportAccord World Mind Games in Beijing in December. Second placed was Rita Pocsai and third was Natalia Kovaleva, both with four wins. The UK's other representative, Alison Bexfield, finished with two wins from the five games.

European Teams

The third season of the Tuesday evening Pandanet Go European Team

Championship began with the UK team again in League B. The UK team was largely the same as before, but the most noteworthy addition was Vanessa Wong. The team hoped to improve on their position of fifth place the previous season.

Unfortunately the campaign got off to a bad start, with the UK losing all four boards against Austria on 25th September. Vanessa could not play, so new team member Martha McGill stepped up to play on board 4 but, despite trying a series of rather ambitious attacks, she had to resign. On board 1, Chong Han lost by resignation against Viktor Lin in a game of many ko fights, and David Lee also lost on board 3. Andrew Simons looked on course for a consolation victory, but made one too many endgame mistakes and lost by a small amount.

The team did a little better on 16th October with a draw against Denmark. Chong Han lost to Jannik Rasmussen and Jon Diamond lost to Uffe Rasmussen, but Andrew Simons beat Torben Pederson and Des Cann easily beat their fourth player. However on the 13th November the team went down 3-1 to Switzerland. Bei Ge was the only winner, with losses by Jon Diamond and Des Cann and also by Vanessa, still getting used to the technology.

The Irish team is again in the C Division, and started their campaign well when Gavin Rooney, Ian Davis, James Hutchinson and Justyna Kleczar beat Portugal by four boards to nil. In their second match the team staged a magnificent tactical draw against Spain. The fine wins

on the top boards were balanced by 'calculated losses' on the bottom boards, reported Ian. Unfortunately their third match did not go well with four losses, including one by default, against top-of-the-table Slovakia.

European Cup

The European Cup tournament at Brno was held in parallel to the European Women's Championship, and was won by (overall) European champion Jan Šimara. German player Franz-Josef Dickhut won by tie-break in Bochum in early October. The following weekend, the Istanbul Tournament attracted 146 players, the best of whom was Israel's unbeaten Ali Jabarin. In Brussels, Pavol Lisy from Slovakia was the winner; Ondrej Silt from The Czech Republic was second and Lluís Oh, the Korean from Spain, was third. With just London to go, this left Csaba Mero (Hungary) way out in the lead on 60 points, Ondrej Silt in second with 37 and Pal Balogh (Hungary) in third with 34.

KPMC

Toby Manning was our representative at the seventh Korean Prime Minister's Cup, held this year in Gwangju, Korea's sixth largest city, which is located in the south-west of the country. On the first day Toby easily defeated a Korean 'ghost', followed this with a narrow loss to Thailand and managed a very close victory against Denmark. On the second day, Toby lost to New Zealand (by one liberty) and to Vietnam by a small amount, and then beat Norway, ending up with three out of six. James Hutchinson of Belfast, playing for Ireland, also had three wins, beating Cyprus, Ecuador and Chile, but losing to France, Lithuania and Colombia.

The competition was won by Korea's Han Seung-Yu; China was second, Ge Yongfei of Canada was third, Japan fourth, Chinese Hong Kong fifth, Artem Kachanovskiy of the Ukraine sixth and Schayam Hamrah of Austria seventh. In all 70 players took part.

IAPGC

The International Amateur Pair Go Championship in Tokyo in November was spoiled a little by the Chinese pair being unable to take part. At least none of the lower teams, including Ireland's Sheena Walsh and Kenneth Savage, went home with zero points thanks to the bye. Winners of the event were the Korean pair of Jang Yun-Jeong, a student, and Lee Ho-Seung, a Go instructor who was also the winner in 2011. They beat one of the Japanese pairs, the Hiraokas, in the final. Japanese pairs also took the next five places, with Chinese Taipei in 8th. Ten European teams took part, including one pair selected at the European Pair Go Championship, but not one from the UK. Best of the Europeans were the Russians, Natalia Kovaleva and Dmitriy Surin, in 10th.

Cork

The University College Cork Tournament in November is always an international event, with players from many countries living locally and players traveling to take part from across Europe, including the UK. Winner for the second time in a row was Kim Ouweleen (4d) from Amsterdam, who beat the local top player, Gavin Rooney (3d), into second place. Another local player, Anthony Durity (7k), won all his five games. Others of the 31 who took part and won four were Blazej Przybyla (11k) from Poland and Colin Lafferty (12k) from Galway. □

TYPES OF GO

Sideways-Looking Persons

There are many styles of playing Go: some of them are given below.

- Frog Go – You hop from one crisis situation to the next but eventually you will croak.
- Cyclops Go – Your group may be enormous, but it is only ever going to get one eye.
- Snowman Go – You think you have a great shape, but when things heat up you are just left with two eyes (and a carrot).
- Inverted Pyramid Go – Impressive game structure that is doomed to be toppled.
- Kipper Go – It looks like there are two eyes but something definitely smells fishy.
- GPS Go – You know where you are in the game, but not where you are going.
- Peacock Go – Very pretty, but making unnecessary eyes.
- Dartmoor Prison Go – Taking the sledgehammer approach to attacking stones.
- Custer Go – The game is over but you still make a last stand in the centre of the board.
- Lighthouse Go – The occasional flash of inspirational Go.
- Nelson Go – It has cost an arm and a leg but you still only have one eye.
- Carlsberg Go – You think you are probably playing the best Go ever, but only because you are canned.
- Crystal Ball Go – Despite the current situation you keep predicting a better future.
- Jericho Go – The state of your walls gives your opponent something to trumpet about.
- Spider Go – You have spun your trap and are hoping your opponent is just fly enough to fall for it.
- Anne Boleyn Go – Your game is majestic until you lose your head.
- Big Bad Wolf Go – You may huff and puff, but your opponent's stones stand firm.
- Oyster Go – At the start of a teaching game, your opponent offers you pearls of wisdom, but they soon clam up.
- Star Trek Go – Playing bold moves in the hope of discovering life.
- Amoeba Go – There's life there, but you may need to put the situation under the microscope.
- Flying Pig Go – An unbelievable sequence of moves in the vain hope of trying to save your bacon.
- Midsummer Night's Dream 'Bottom' Go – You play as if in a dream and make an ass of yourself.

MY MONTH AS AN INSEI

Katherine Power and Boris Mitrović

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Katherine Power (7k) interviews Boris Mitrović (1k) about his month studying Go in the Korean-style Insei League.

Why did you join the League?

I came 2nd at the Durham Go Tournament 2012. The winner of the tournament, Andrew Kay, who recently became British Go champion, won a month's membership with the Korean-style Insei League, which he kindly donated to me. The League is an online programme, available to players all over the world.

What does "insei" mean?

The word "insei" means Go apprentice, a student learning Go at an institution, with the hope of becoming a professional. You might remember that Hikaru of the manga series 'Hikaru no Go' becomes an insei. Normally an insei would reside with an institution, but in this case all the teaching takes place online.

What does the League offer?

I was able to watch daily Go lectures, regularly play teaching games with Go professionals and play against the other inseis in the league. I also had the opportunity to have up to a quarter of my games reviewed by professionals.

Which aspects of the programme did you find most useful?

The lectures were extremely interesting and useful. They were generally centred around a theme, e.g. how to exploit aji, or keep sente. To illustrate each point, we would be shown many examples, taken from professional and amateur games. Sometimes a whole professional game would be reviewed, and we also had the opportunity to watch as a professional played a live game

while listening to his commentary.

That way you could really understand the thinking behind the moves.

Having my own games reviewed was also very helpful, because I could try out the new strategies I learnt, and immediately get feedback while the games were still fresh in my mind. One of my league games was even reviewed live, as part of a lecture.

Also, during the teaching games I felt free to experiment with my style of play, trying out new ideas, knowing I would get instant feedback.

Would you recommend the League to other players and do you plan to return to it?

I would definitely recommend this league to anyone my level. I felt that, thanks to the teaching I received, I improved much faster than I normally would. I think that the price (\$95 per month) is very reasonable for the amount of lectures, teaching games and reviews that one can get. Asian Insei Leagues have age limits, but in the West it is unusual to start playing Go at a young age, which is frustrating for aspiring professionals. This League has no age restrictions and is therefore a great opportunity for Western Go players wishing to become stronger.

Being in my final year of university, I will not resume the online league immediately as I need to focus on my studies, but I plan to come back to it as soon as I can.

You can read more about the Korean-style Insei League at insei-league.com/

□

WOMEN-ONLY GO TOURNAMENTS

Alison Bexfield

alison@bexfield.com

This is a thorny topic and I was in two minds whether to raise my head over the parapet. It is also a topic on which my views have swung back and forth over the years.

This year the European Women's Tournament (held in Brno) had some significant prizes at stake, with the top three women being awarded places at the World Sport Accord Games in Beijing later this year. I believe this reflects a desire in the international arena to see more participation at top amateur level from women. As a result there was an increased turnout of dan-level women at the event from a variety of countries. Even more pleasing was that the winner, Vanessa Wong, was British.

In my youth I was sometimes outspoken on why women-only events should be discouraged – the main reason being that I did not see why I could not compete with men on equal terms. The fact that women can indeed compete on equal terms is illustrated by the rise of Vanessa Wong to the top of the UK ranking list.

In the past, the BGA used to hold a Women's Championship. This was set up at a time when there was an annual world amateur women's event and the UK was offered a place. It seemed only fair that this was decided by competition between the eligible women. With the demise of that international event, the BGA's women-only tournament ceased – partly because of views such as mine.

The debate about women-only events has been raging in the chess world for many years. There are various arguments put forth against them –

one being that they take prize money and sponsorship money away from male chess players who have a higher ranking than the women competing in such events, so this is seen by some as discriminatory against men. Undoubtedly the women's Go places now available at the World Sport Accord Games could fuel such feelings.

Over time, my views have softened. There is undoubtedly a gender imbalance at over-the-board tournaments. As I scan the results of UK tournaments each month, I think that this is possibly becoming greater. I do not think this is healthy. For the future of the game, I believe we need to encourage more women to venture out to tournaments. Increasingly, for me, the social interaction at Go tournaments (who will be there) becomes more important in choosing which events to attend. A healthy gender balance affects the vibe and feel of an event, and in my opinion is more likely to encourage the junior players to attend. Any readers who do not believe there is a difference should try attending the Pair Go tournament, which has a very friendly atmosphere.

I do not believe that lots of women-only tournaments are the answer to encouraging more women to take up the game of Go. However a limited number of high profile events do have some value in raising the profile of women players and in encouraging women to keep playing. The possibility of one day winning the UK place at the Women's World Amateur event certainly motivated me through my early twenties. When there is a significant prize at stake

it seems only right to award this through some form of competition amongst the eligible population.

So why did I go to Brno this year? It was because the event offered some key elements that I now look for in a tournament. There was a keen element of competition, a really good prize at stake and, although I did not expect to come in the top three, there was the chance to play the top players in even games and see what I could learn from them, with the outside

chance of surprising everyone. All games were even and I had three games against 4d players. And there was good company, with a chance to mix with other female Go players from Europe.

I would be interested to hear from other women in the BGA as to their own views. I also encourage any female British single-digit kyu players and dan players to consider attending the next European Women's event, due to be held in Sweden in July 2013.

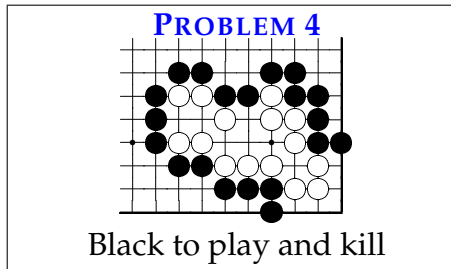
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The .sgf files for problems and games printed in this journal appear on

www.britgo.org/bgj/issue162

Links to electronic versions of past issues of the British Go Journal, associated files, guidelines for submitting articles and information about other BGA publications appear on the BGA website at

www.britgo.org/pubs



ISLE OF MAN GO FESTIVAL 2013

Leo Phillips

leo@manx.net

Welcome to the Isle of Man Go Festival 2013!

The 1st Isle of Man Go Festival will be held at the Cherry Orchard in Port Erin, from August 18 to August 23 2013.

Yes, it's the 11th Congress, but with a different name. Why 'Festival?' Well, a while ago, a Go-talker suggested having a Go Festival, and we thought: 'we've already got one, and it's been a "Congress" for 20+ years, so about time we had a change'.

We will be very happy to welcome back lots of friends, old and new, for this event. We consider it to be a week long Go party, with a good variety of different events, Go and social, so that hopefully, there is something for everyone to enjoy.

It will be mostly similar to previous congresses – still at the Cherry Orchard in Port Erin (new chef, better food there), the tournaments will be pretty much as they have been, as will the side events. We are bringing back the Alternative Games evening, in which we will have favourites, including Shogi, Circular Go, Cathedral, Liar Dice, Backgammon, and for the first time, Manx Monopoly. The Musical Evening will be held alongside the Alternative Games, all musicians welcome.

This Festival is for EVERYONE – from Dans to Double Digit Kyus, from small children to large adults, and everyone in between. It's a great festival for non-Go players as well, as there is lots to do and see in the Isle of Man. There will be a reception for non-players on Sunday morning, with coffee and cream cakes, and lots of tourist information.

Our new plan for the 1st Festival will be a Children's Tournament on the rest day. Round 1 will be held in the morning, then lunch somewhere nice, followed by Manx ice-cream, and two rounds in the afternoon.

If any grown-ups want to have a Die-Hard Tournament, that will run alongside the Children's Tournament.

As David and I will have been learning Manx for two-and-a-half years by August 2013, we will be able to do Manx classes for anyone who would like to learn our language.

The Congress is structured so that people can decide their own mix of Go and sightseeing – it is possible to play Go solidly all week, it is also possible to play Go for part of the day, and go out with family for the rest of the day.

We will start off the week with a big Saturday night meal at the Falcon's Nest Hotel, to which everyone, players and non-players, are welcome. Nearly everyone enjoyed this meal last time.

On Sunday evening, there will be our usual quiz, with everyone forming themselves into teams, and Steve Jones as quizmaster. A riotous time will probably be had by all, with prizes for the top teams.

Francis Roads has once more agreed to educate us with his excellent teaching sessions, which will help everyone to play better Go for the rest of the week. There will also be informal help for anyone who would like to improve their Go.

Monday night is Rengo night. The beauty of Rengo is its supreme inclusivity. Everyone can and does participate, from very small 40ks to

somewhat larger dan players, with partnerships of 40k + 4d as a regular feature.

Thursday sees the start of the Handicap Tournament, which uses the now-famous Manx Handicapping system, which has been proved to be an excellent way of ensuring fairer results. The fame of Manx Handicapping has spread worldwide, and it was recently adopted by the Gallatin Valley Go Club, in Bozeman, Montana, for their tournament. We hope that more clubs will realize the benefits of Manx Handicapping, and adopt it for their tournaments. (For more detailed info, please email David Phillips at davidp@manx.net).

On Thursday evening, we have the 13x13 Tournament, which has proved to be an excellent way for small children who have improved by lots of grades in a very short time to beat the Dans!

A regular feature of this Congress is the Sandcastle Competition, usually won by the Bexfield family. At the last congress, there was serious competition from the Selby castle builders. Architectural innovation in sand has always been a feature of this competition, with Matthew MacFadyen's 'dribble' technique (useful for Gaudi-esque effects) having been adopted by Charlotte

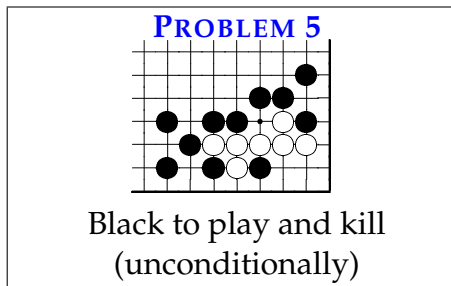
Bexfield: she is showing considerable talent as a hydraulic engineer as well as a very imaginative architect.

The Congress ends with a splendid Buffet Dinner, followed by the Prizegiving, compered by Steve Jones. The evening ends with a few Go songs.

The Festival is at the same time as the Manx Grand Prix practice week. Although it is a long way from Port Erin, the Manx Grand Prix is getting more and more popular, and many MGP visitors like to stay in Port Erin, so it is highly advisable to book travel and accommodation as early as possible. Details of travel and accommodation can be found on the Isle of Man Tourism Dept's website: www.gov.im/tourism.

The early-entry discount is given to UK Go players who book and pay before May 31, 2013, and non-UK entrants who have entered before May 31, 2013. We would like to hear from anyone who is coming, though the prize for the first entry has already been won by Paul Barnard. Email entries are accepted, and I will remind everyone in plenty of time to get the discount.

We look forward to welcoming as many Go players as possible and having a great festival. □



CONSIDERING THE POSITION: ANSWERS

David Ward

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Here are the answers to the questions posed in Considering the Position on page 25.

On the assumption that Black knows these joseki, the important question is: what is Black trying to achieve in considering this position? What is the position, as Black, you will be satisfied in achieving over the next 20 moves or so? Let's take a look at a top pro's analysis¹.

First, let's consider why White played ⑱ in the starting position (at X in Diagram 1 below). What is wrong with the obvious invasion at sansan?

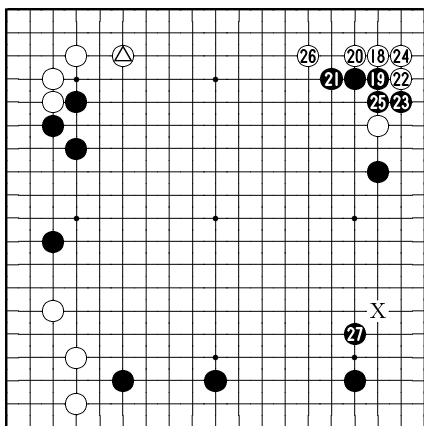


Diagram 1

Black will welcome the invasion at the top. The result presents Black with two important advantages:

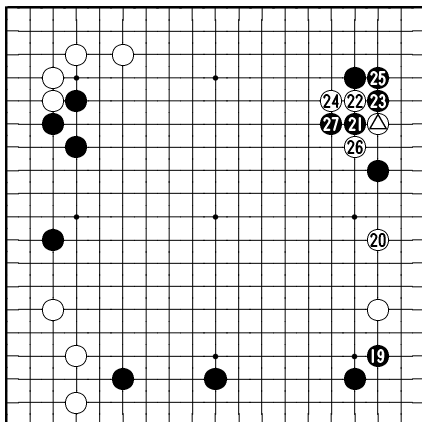
- 1) sente to play at ⑳, which works well with all the black stones.
- 2) White's stones end low on the top side. In particular the value of the marked stone is diminished.

For these reasons, White played ⑱ at X in the game.

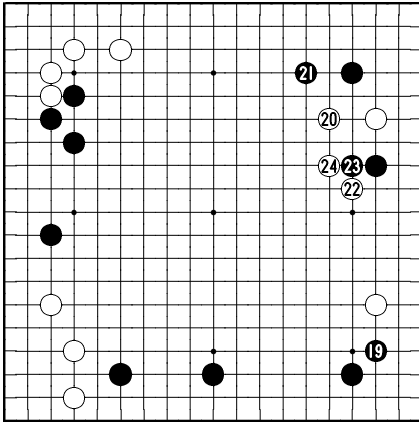
Variation A1

Black takes real territory. If White plays the normal move to settle the position then Black is satisfied to suppress the marked white stone.

This sequence is very good for Black as the ladder is good. Therefore White has to play at ㉓ instead of ㉒, which results in a low, uncomfortable, position.



¹The sgf file is at www.britgo.org/files/bgjgames/162-considering-x.sgf.



Variation A2

⑳ White will not follow Black's wishes but instead plays actively.

㉑ is virtually forced.

㉒ White attempts to surround the black stone.

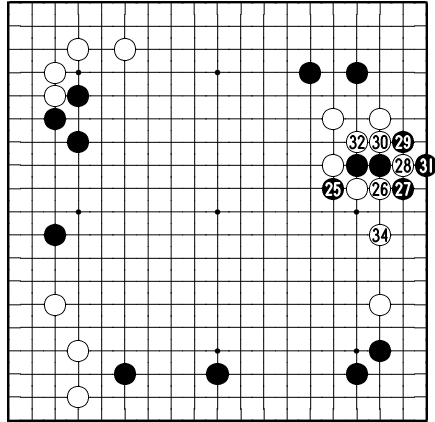
DW: This shape comes up a lot in actual games.

Continuing from the diagram above...

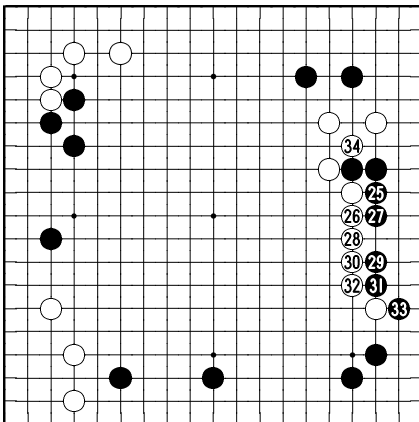
㉓ is unreasonable in this position.

The result to ㉔ is almost hopeless for Black.

DW: it is well worth remembering the throw-in of ㉔.



㉓ at ㉔



Variation A3

It is important for Black to play ㉗ and ㉙ to link up, but up to ㉔ White gets a strong outside position and Black is not satisfied.

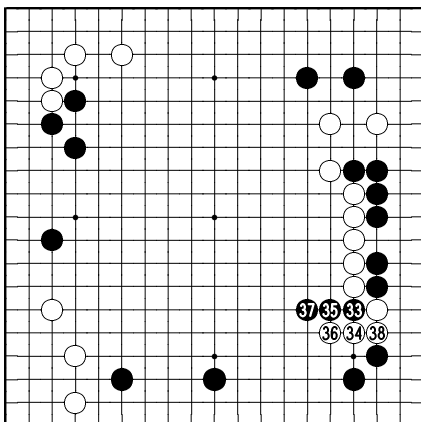


Variation A4

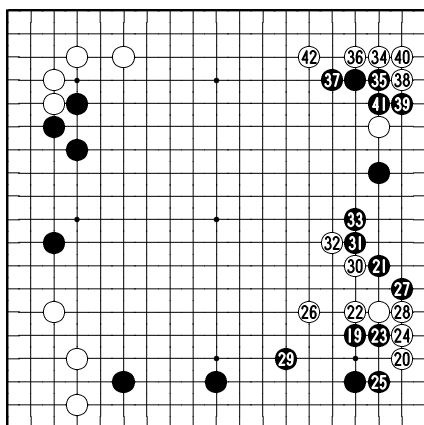
Varying with ③⑤ from the diagram above...

As the previous variation did not work so well, what if Black cuts?

After ③④, ③⑥ and ③⑧ White has separated Black into 2 groups. Black is in 'an unfortunate position to do battle'.



To summarise: Black A in the initial diagram will turn out badly if White finds the best moves.



Variation B

①⑨ Black takes real territory.

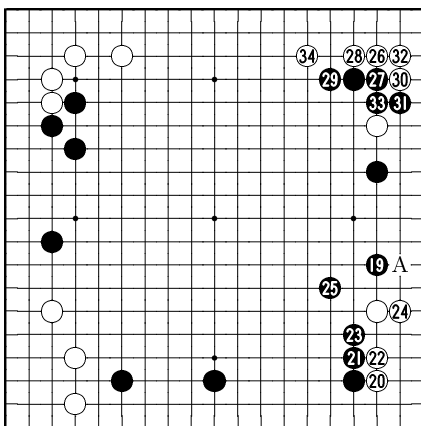
If Black pincers at ②① then the joseki variation from ②② – ③③ follows. The result is White has settled the position in sente and has first move at the top.

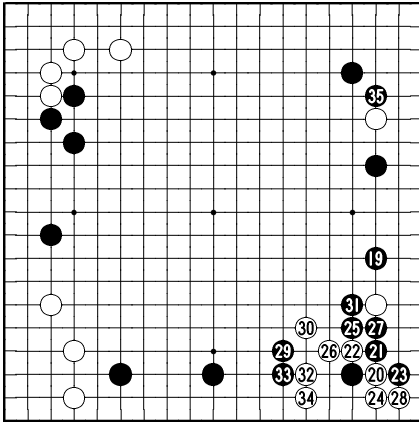
The continuation up to ④② demonstrates that White has settled two groups successfully and this is unsatisfactory for Black.

Variation C1

This ①⑨ squeezes (pincers) the white stone on the lower side and is the correct first move.

②⑩: White attempts to settle quickly. If Black allows this with this ②① then White will be able to play first at the top, as in the previous diagram. This is unsatisfactory for Black. Also note point A, which is an 'open door' and reduces the value for Black of the right side.





Variation C2

This is the correct answer. Black should prevent White settling in sente. Up to 33, Black gets sente and importantly plays 35 to take the initiative at the top.

DW: Black avoided the trap!

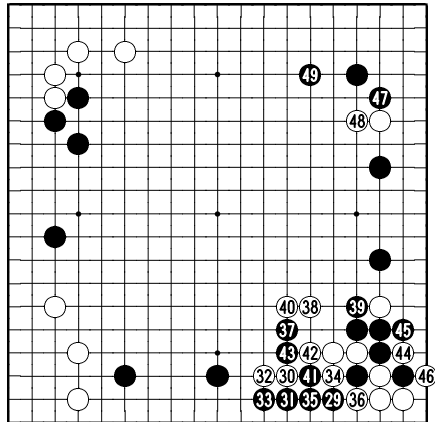
DW: so to simplify greatly; in summary, 'avoiding the trap' is for Black to keep sente on the right side to play first at the top and take the initiative.

Variation C3

Varying with 29 from the diagram above...

In the actual game the moves in the previous diagram followed, but Black tried a more complicated sequence with 29.

The result: from 30 - 48 Black did get sente to play at 49 and take the initiative; however there was no happy ending, as White won the game by half a point after 271 moves!



~ ~ ~

WANSTEAD WISDOM

Francis Roads

francis.roads@gmail.com

Overheard at the Wanstead Go Club:

'You should have resigned while you had the chance.'

~ ~ ~

'The proverb says that if you have six groups, one of them is dead.'

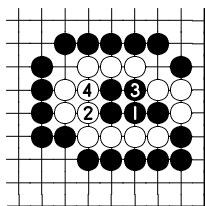
'But I have seven.'

~ ~ ~

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/issue162.

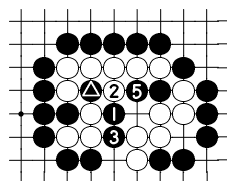
Solution to Problem 1



5 at **1**
Diagram 1

1 is atari and the correct move. With **1** (atari) and **3**, Black makes a bulky-five killing shape. If White takes, Black just plays back at the vital point with **5**.

Solution to Problem 3



4 at **△**
Diagram 3

The atari with **1** is the correct first move. If White escapes the atari by taking, then **3** leaves White short of liberties. If **2** is at **3**, then **3** at **5** sets up a snap-back.

Solution to Problem 2

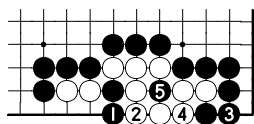


Diagram 2

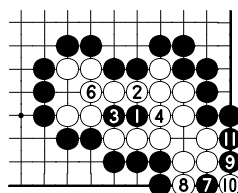
Sacrificing two stones with **1** should seem natural and is correct.

White must atari from the right with **2** to avoid self-atari.

Black calmly connects with **3**.

Now **4** is self-atari, so White cannot make a second eye.

Solution to Problem 4

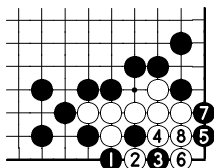


5 at **3**
Diagram 4

3 and **5** threaten a snap-back.

7 (or **7** at **9**) is the tesuji for ensuring there is no eye in the corner.

Solution to Problem 5



⑨ at ②

Diagram 5a

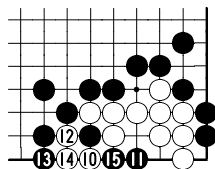


Diagram 5b

It seems natural for Black to connect out and ① is the correct first move. White normally throws in (with ②) to gain eye-making shape.

⑤ is an exquisite move that enables Black to kill unconditionally instead of by ko (with ⑤ at ⑥).

With ⑨ (at ②), Black now makes a four-stone sacrifice.

If ⑩ takes, ⑪ reduces the space to only one eye.

⑫ looks like it makes a second eye, but Black calmly descends to the edge and, despite capturing the stone, White does not get an eye here.

~ ~ ~

THE BGA ANALYST

dward1957@msn.com

David Ward would like to remind BGA members about the Analysis Service.

Would it be helpful to have your games analysed?

The Shodan Challenge is a great idea and enables mentors to help weaker players improve. However, the BGA Analysis Service is still available. Should you wish to use it, just send me an .sgf file of a representative game by email; I usually return the annotated game within a week.

Many Go players become stuck at one particular level and end up playing essentially the same type of game over and over again. That is fine if you are happy to just enjoy playing, but if you have the desire to improve, then you will probably need to learn to “see” the game in a different way.

I try to pitch my comments to the level of the player; never too technical, because there are many reference guides available for joseki and life and death. I pick out two or three positions where I feel the individual player would benefit from looking at the game slightly differently.

Hopefully, one day this leads to a eureka moment, “Ah, I get it”.

UK AND IRELAND CLUBS LIST

For current meeting and contact information and links to club web pages please visit britgo.org/clubs/map

The list below is of active Go clubs. Any player turning up at the venue at the advertised time can be reasonably sure of a game, but it's advisable to check first.

Anyone not within easy reach of an active Go club can get contact details of any Go players in their area from our Membership Secretary.

Please send corrections and all new or amended information to the Website maintainers at web-master@britgo.org

ABERGELE The Departure Lounge, 9 Market Street, Abergele, North Wales LL22 7AG; Thursday evenings;
Michael Vidler 01745 870 353 michael_vidler@hotmail.com

ARUNDEL 1 Town Quay, River Rd, Arundel, West Sussex BN18 9DF;
Sunday – last in month, but please ring first to confirm;
Sue Paterson 07549 898 376 suepat812@btinternet.com

BATH The Dolphin Inn, 103 Locksbrook Road BA1 3EN; Tuesday 19:30;
Paul Christie 01225 428 995 paul@widcombe.me.uk

BELFAST Function Room, Belfast Boat Club, Table Top North society BT9 5FJ;
Monday 19:00; James Hutchinson james8hut@hotmail.com

BILLERICAY 42 Mons Avenue, Billericay, Essex CM11 2HQ; Monday 19:30 in term-time; Guy Footring 01277 623 305 Guy@Footring.net

BIRMINGHAM Starbucks cafe in the International Convention Centre (ICC) B1 2EA; Saturday 14:30; Andrew Russell ar41284@yahoo.co.uk

BOURNEMOUTH 24 Cowper Road, Moordown BH9 2UJ; Tuesday 20:00;
Marcus Bennett 01202 512 655

BRACKNELL The Green Man, Crowthorne Road RG12 7DL; Tuesday 20:00 most weeks; Ian Marsh 01344 422 296 Laurence Anderson 01276 686 333 bracknell@kisekigo.com

BRADFORD The Noble Comb, Quayside, Salts Mill Road, Shipley BD18 3ST; Wednesday 19:30; Ewen Pearson 01274 598 980 ewen_pearson@hotmail.com

BRIGHTON Swan Inn, Middle Street, Falmer BN1 9PD; Wednesday 20:00, but please check by email first; Jil Segerman 07920 865065 or 01273 470 346, Sue Patterson 07549 898 376 brightongo@googlegroups.com

BRISTOL Bristol County Sports Club, 40 Colston Street, Bristol BS1 5AE; Wednesday 19:30; Paul Atwell 0117 986 1206, 07811 195 364 Paul5Bristolgo@aol.com

CAMBRIDGE CITY CB1, 32 Mill Road CB1 2AD; Friday 18:00-21:00, Saturday 17:00 onwards, Sunday 18:00-20:00; Simon Mader mader.simon@gmail.com

CAMBRIDGE JUNIOR CHESS AND GO St Augustine's Church Hall, Richmond Road CB4 3PS; Wednesday 18:00-19:30;
Paul Smith 01223 563 932 andreapaul@ntlworld.com

CAMBRIDGE UNIVERSITY The Buttery, Clare College CB2 1TL; Monday from 20:00 during University terms; 3rd floor, the University Centre, Mill Lane CB2 1RU; Thursday 19:00-21:00; Ryutaro Ikeda ri250@cam.ac.uk

CARDIFF Ocean Palace Chinese Restaurant, 48 Tudor Street, Riverside CF11 6AJ; Tuesday 19:00-23:00; Neil Moffatt 029 2041 2539 neil.moffatt@ntlworld.com

CHELTENHAM Thursday 19:30; Adam Watts 07403 475 573

CHESTER Ye Olde Custom House Inn, 65-67 Watergate Street CH1 2LB; Wednesday 20:00; Tony Pitchford 01925 730 583 tony@towbarsdirect.co.uk

CORK (UCC WEIQI CLUB) Boole 5, Boole Basement, UCC (University College Cork); Thursday 19:00; goclub@umail.ucc.ie

DUBLIN Larry Murphy's, Corner of Baggot Street and Fitzwilliam Street; Monday about 20:30-21:00 except Bank holidays, Wednesday about 20:30-21:00; dublin@irish-go.org

DUNDEE Mennie's, aka the Speedwell Bar, 165-167 Perth Road DD2 1AS; Monday from 20:00; Rich Philp 01382 666 129, Peter Clinch 01382 665 322 richphilp@hotmail.com

DURHAM The Bar, Ustinov College, Howlands Farm DH1 3TQ; Monday 20:30; The Elm Tree pub, Crossgate DH1 4PS; Thursday 19:30; Andrew Thurman andrew@thurman.org.uk

EDINBURGH Edinburgh Games Hub, 101 Lauriston Place, EH3 9JB; Thursday 18:30; Phil Blamire 0131 663 0678 contact@edinburghgoclub.co.uk

EPSOM Paul and Yvonne's house KT17 3BN; Friday 19:30-22:30; Paul Margetts 020 8393 2627 Paul.Margetts@cognex.com

EXETER upstairs at Georges Meeting House, South Street EX1 1ED; Monday 19:00; David Storkey 01392 461 182 DaveStorkey@netscape.net

GALWAY Westwood House Hotel bar; Wednesday 20:00; Richard Brennan richardkbrennan@eircom.net

GLASGOW Aragon Bar, 131 Byres Road G12 8TT; Thursday 20:00; John O'Donnell 0141 339 0458 (home), 0141 330 5458 (work) jtod@dcs.gla.ac.uk

ISLE OF MAN Sunday 20:00; Leo and David Phillips, 4 Ivydene Ave, Onchan IM3 3HD 01624 612 294, 07624 473 688 leo@manx.net

LANCASTER Gregson Community Centre, 33 Moorgate LA1 3PY; Wednesday 20:00; Adrian Abrahams 01524 34656 adrian7k@live.co.uk

LEAMINGTON 22 Keytes Lane, Barford, Warwickshire CV35 8EP; Thursday 19:30 (not Easter Thursday) – contact before coming for the first time; Matthew Macfadyen 01926 624 445 matthew@jklmn.demon.co.uk

LEEDS UNIVERSITY The Faversham, 1-5 Springfield Mount, Leeds LS2 9NG; Tuesday 17:30-20:00; Jitse Niesen jitse@maths.leeds.ac.uk

LEICESTER Stephen Bashforth's house, Mayfield, Station Road, Kirby Muxloe LE9 2EN; Thursday 19:45; Toby Manning 01530 245 298, go@jrt.org.uk

LINCOLN The Wig and Mitre, Steep Hill LN2 1LU; Monday 19:00-22:00 (1st Mon); Richard Leedham-Green richard.leedham-green@ntlworld.com >

LONDON CITY Melton Mowbray pub, Marlborough Court,
14-18 Holborn EC1N 2LE; Friday 18:00; David Carter dch888@gmail.com

LONDON, CENTRAL Nippon Club Salon, 2nd floor, Samuel House,
6 St Albans Street, (off Jermyn Street) SW1Y 4SQ; Saturday 14:00-21:00;
Jonathan Turner 07968 538 881 (mobile) je_turner@hotmail.com

LONDON, EAST Wanstead House, 21 The Green, Wanstead E11 2NT; Thursday
19:00 (except August); Francis Roads 020 8505 4381 sec@wansteadgoclub.org.uk

LONDON, NIPPON CLUB IGO KAI Kiyohiko Tanaka 07956 594 040
KGS: matta, tanaka@gokichi.co.uk

LONDON, NORTH Gregory Room, Parish Church, Church Row,
Hampstead NW3 6UU; Tuesday 19:30; Michael Webster nlgoclub@gmail.com

LONDON, SOUTH The Balham Bowls Club, 7-9 Ramsden Road,
Balham SW12 8QX; Monday 19:30; David Cantrell david@cantrell.org.uk

LONDON, TWICKENHAM The Alexander Pope Hotel, Cross Deep,
Twickenham, West London TW1 4RB; Wednesday 19:30;
Colin Maclennan 020 8941 1607 colin.maclennan@btopenworld.com

MAIDENHEAD Friday 20:00; Iain Atwell 01628 676 792

MANCHESTER The Shakespeare pub, 16 Fountain Street M2 2AA;
Thursday 19:45; Chris Kirkham 0161 903 9023 chris@cs.man.ac.uk

MID-CORNWALL Glenview Farm, Wheal Buller, Redruth, Cornwall TR16 6ST;
Tuesday 20:00; Paul Massey 07966 474 686

MILTON KEYNES The coffee bar in the Catering Hub, The Open University,
Walton Hall MK7 6AA; Tuesday 12:15-13:15; Wetherspoons,
201 Midsummer Boulevard MK9 1EA; Tuesday 18:15;
Tim Hunt 07850 119 939 T.J.Hunt@open.ac.uk

NORTHAMPTON Blackcurrent Centre, St Michaels Avenue, Abington, Northampton
NN1 4JQ; Wednesday 19:00; Thomas Streamer 07926 357 826 tommyst@gmail.com

NOTTINGHAM The Last Post, Chilwell Road, Beeston NG9 1AA;
Wednesday 19:30-22:00; Brent Cutts 0115 959 2404 brent.cutts@boots.co.uk

OXFORD CITY Freud's Cafe Restaurant, 119 Walton Street OX2 6AH; Tuesdays
and Thursdays 19:00-23:00;
Harry Fearnley 01865 248 775 (day/eve) harryfearnley@gmail.com

OXFORD UNIVERSITY JCR (AKA the Danson Room) of St Anne's College,
Woodstock Road, Oxford, OX2 6HS; Wednesday 19:30 during University terms;
Tom Baker Tel/Text: 07580 444 893 thomas.baker@st-annes.ox.ac.uk

PURBROOK Mostly at Peter Wendes's house PO7 5LU; Thursday evenings,
most weeks – please phone to confirm;
Peter Wendes 02392 267 648 pwendes@hotmail.co.uk

READING Eclectic Games, 36 Market Place RG1 2DE; Monday 18:30 (except
Bank Holidays); Jim Clare 0118 950 7319 jim@jaclare.demon.co.uk

SHEFFIELD Hillsborough Hotel, 54-58 Langsett Road, Hillsborough S6 2UB;
Sunday 19:45; Phil Barker 0114 255 1440 (home) pandjbarker@virginmedia.com

SKYE Givendale Guest House, Heron Place, Portree, Isle of Skye IV51 9GU;
Tuesday 19:30; Carel Goodheir 01478 612 909,
Jurriaan Dijkman 01478 612 183, 07554 434 215 carelgoodheir@gmail.com

ST ALBANS The White Lion, 91 Sopwell Lane AL1 1RN;
Wednesday 20:00 – players normally present from 19:30;
Alain Williams 0787 668 0256, 01923 676 157, addw@phcomp.co.uk

ST ANDREWS Aikman's Cellar Bar, 32 Bell Street KY16 9UX;
Tuesday 19:30-23:00; Edwin Brady edwin.brady@gmail.com

SWINDON Running Horse, Wootton Bassett Road, Swindon, Wiltshire SN1 4NQ;
Wednesday 19:30; The Beehive, Prospect Hill SN1 3JS; Sunday evening;
David King 01793 521 625 secretary@swindongoclub.org.uk

WARWICK UNIVERSITY Room B2.03 on campus (see website for directions)
CV4 7AL; Wednesday 17:00-20:00 during University term ;
Bruno Poltronieri go@uwcs.co.uk

WEST CORNWALL John Culmer's house, Rose-in-Vale, Gweek, Helston
TR12 7AD; Thursday 20:00;
John Culmer 01326 573 167 johnculmer@btinternet.com

WEST SURREY Monday 19:30-22:00 first in month except bank holidays;
Pauline Bailey 01483 561 027 pab27@stocton.org

WINCHESTER The Black Boy Public House, 1 Wharf Hill, Bar End SO23 9NQ;
Wednesday 19:30; Alan Cameron 01794 524 430 alan.cameron@iname.com

WORCESTER AND MALVERN 27 Laugherne Rd, Worcester WR2 5LP;
Wednesday 19:30; Edward Blockley 01905 420 908 ed_go.2004@yahoo.co.uk

YEOVIL Mason's Arms, 41 Lower Odcombe, Odcombe BA22 8TX;
Thursday 19:45; Julian Davies 01935 423 046 GoStone@gmail.com

YORK El Piano, 15 - 17 Grape Lane, York YO1 7HU; Tuesdays 19:30;
Chris Maughan goclub.york@gmail.com

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CONTRIBUTIONS TO THE JOURNAL

The copy date for the next issue of the Journal may be found on the front page of our website, at www.britgo.org.

Contributions are welcome at any time. Please send them to journal@britgo.org.

The Editor will be glad to discuss the suitability of any material you may have in mind.

The BGA website has guidelines at www.britgo.org/bgj/guidelines for those wishing to contribute material.

ANNUAL GENERAL MEETING

The AGM of the British Go Association will be held at the Ramada Cromwell Hotel, Old Town High Street, Stevenage on 6th April 2013 at 6 pm. or shortly thereafter.

Although our Constitution requires Members to notify the Secretary of Proposals for the Agenda by 31st December, Council has decided to extend this deadline to 31st January. If you have any items you wish to place on the Agenda, please notify him by that date, preferably by email to secretary@britgo.org. Please note that you need to supply the signatures of the two BGA members proposing and seconding each proposal.

Nominations for Council positions are welcome at any time.

CONTACT INFORMATION

Journal comments and contributions: journal@britgo.org

Email for general BGA enquiries: bga@britgo.org

BGA website: www.britgo.org

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

BGA policy discussion list: bga-policy@britgo.org (open to BGA members only).

Use the links on the Help page of our website to join these.

President: Jon Diamond 01892 663 837 president@britgo.org

Secretary: Jonathan Chin secretary@britgo.org

Membership Secretary: Paul Barnard, 16 Braemar Close,
Swindon SN3 1HY; 01793 692 408 mem@britgo.org

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BGA on Facebook: www.facebook.com/BritishGoAssociation

BGA on Twitter: twitter.com/britgo

COLLECTING GO XV: BAGS

Tony Atkins

ajaxgo@yahoo.co.uk

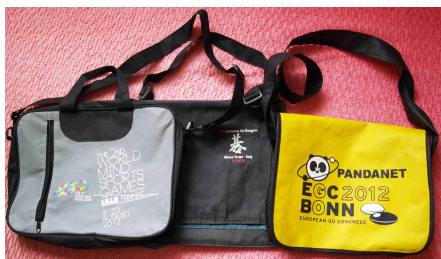
The biggest complaint the BGA received when hosting the European Go Congress in 1992 was that we had not provided a congress bag. For several years congresses had produced useful bags, made from linen or cotton, and had issued them with any printed material at congress registration. They were easy to fold and put in a pocket, but prone to creasing.



For 1992 we decided on other goodies printed with the congress logo, such as mugs and pens, but when the European was held in Dublin in 2001 the error was rectified and a bag was produced with the event logo and the sponsors name proudly on it. Croatia also produced a bag the following year listing all their sponsors. It is those two, plus an earlier Hamburg bag from 1988, that can be seen in the first photograph.

In 1996, when the European Go Congress was at Abano Terme in Italy, a congress bag was produced of a more substantial nature. They were made from black plastic and a coloured lining and came with a sturdy carrying strap. These were great for everyday use after the event, but wear and tear eventually took its toll on the corners and the fixings.

Not many such bags have been produced, but in 2012 both the European Go Congress in Bonn and the World Minds Sports Games in Lille produced bags. The German bag was produced in bright colours the yellow version is shown in the second picture whereas the French one is grey and has several useful zip pockets and handles.



One of the exciting parts of a trip to Tokyo is of course to visit the Nihon Ki-in and its Go shop. As well as a delightful Go object, such as a fan or a Go book, you of course get a bag in which to carry your purchase. Shown in the third picture are some paper and plastic bags with the Ki-in logo.

(continued overleaf)

(Collecting Go XV: Bags ... continued from inside rear cover)

When you attend an international tournament in Japan you are often given a gift such as a scarf, vase or plate. However one year a cloth bag was issued with a draw string top, much to the puzzlement of the recipients.



'What is the use of that?' they thought, before the penny (or yen) dropped and it was realised that this was a Go bowl bag, designed to enable you to carry your Go stones around safely in their wooden bowl. This bag is shown in the picture above.