

BRITISH

GO

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Lucretiu Calota with Sue Paterson (Arundel)



David and Leo Phillips with Francis Roads and Elinor Brooks (At a previous Isle of Man)

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EDITORIAL

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Welcome to the 173rd British Go Journal.

In This Issue

This issue is dedicated to the memory of Brian Timmins and Leo Phillips who both made outstanding contributions to the flourishing of Go in Britain for much of their lives. They will both be sadly missed and are irreplaceable.

Geoff Kaniuk has written an article on the difficult issue of setting the bar in a McMahon tournament which is both scholarly and yet addressed to the layman. And I have taken the unusual step of writing an article myself about Go and philosophy, thus covering my two chief passions. I also included a 'filler' article about the Monte Carlo method in computer Go.

Toby Manning and John Collins have submitted a last-minute piece about the status of Go as a sport, following on from the recent decision about Bridge; worth a look.

The Game Review is a game of Brian's which I felt was appropriate - it is just a pity that he lost it! And Roger Huyshe has penned another survey of Go books, this time on joseki. He would welcome any feedback from strong players about the opinions of a 'lowly kyu player' (his words).

The journal is a little late this time mainly because I have been distracted by running the first Sheffield Go Tournament in October. Many thanks to all who came and helped make it a success. We were surprised by the relatively big turnout of 39 players, including quite a few youth players.

Finally, can I put in a plea for contributions to the journal. Anyone can write an article, there is no need to be famous or a dan player, as long as it is authoritative and well written and something to do with Go.

Bob Scantlebury

Credits

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

Contributions: Tony Atkins, Paul Barnard, John Collins, Jon Diamond, Roger Huyshe, Geoff Kaniuk, Matthew Macfadyen, Toby Manning, Ian Marsh, Bob Scantlebury,

Photographs: *Front cover*, Brian Timmins and his wife Kathleen. All photographs in this issue were provided by the article authors or sourced from the BGA website.

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

LETTERS TO THE EDITOR

Publishing the Pairings

I recently returned from the European Go Congress in Liberec in the Czech Republic. The Czech Go Association did a pretty good job overall, but in one respect the organisation was questionable. Before each round a single pairing list in a small font for several hundred go players was attached to a wall. It took a full 15 minutes for all the players to ascertain their table number. The result was 15 minutes of hubbub as people found their opponents and engaged them in friendly conversation. (That shouldn't happen, but it's another issue.) Most British tournaments have low enough numbers to read out the draw, but when that is not done there can be a bit of a scrummage.

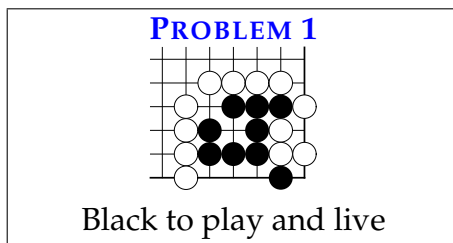
The argy-bargy can be avoided quite simply by printing out several copies of the list, by following the American practice of printing a list in alphabetical order of surnames, or, most simply of all, by using a larger

font. I saw at least one player who brought a magnifying glass each day, and others simply photographed the list and increased the print size on their phones or tablets. I simply do not believe that modern technology does not supply the means of using a font (say 16 pt.) visible at a distance, and helpful to those with weak eyesight.

But in these days of paperless offices, do we need a printed list at all? Cannot the draw be shown scrolling style with a data projector, or on networked screens? Could each player's table number be sent to them by text? If the list were uploaded to a website, those with smartphones could not only determine their own table number, but also help their friends. I am surprised that there should exist this problem when the Go community is awash with technical folks.

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FINDING THE BAR

Geoff Kaniuk

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INTRODUCTION

In the traditional McMahon tournament there is no bar. Each player starts with a McMahon score determined by grade, and the score increases by 1 for each win. Clearly the very strongest players have a big score advantage and players one grade from the top have severe problems catching up on score. In modern terms this means that the bar is set to the highest grade. There is also no bar in a Swiss tournament, as everyone starts at score 0. We can consider Swiss as a special case of McMahon, where the bar is set to the lowest grade. The bar is introduced in modern McMahon tournaments in order to counter the artificial score advantage given to the very strongest players.

In these tournaments, the pairing rule at its simplest tries to pair players on the same score. Once the pairing is chosen the players do their best to win, and the outcome of the game is determined by the probability of win between two players of possibly differing grades. At the bottom end of the draw this probability is only mildly different from 50%. For example the win-probability derived from the European Go Database for a 10 kyu to beat a 9 kyu is 46%. But for a 4 dan to beat a 5 dan the probability is 24%. The reality is that a 5 dan has a huge advantage over the 4 dan players. A bar setting below 5 dan gives the 4 dan at least *some* hope of overtaking the top score, should the 5 dan stumble.

Go organisations usually provide a number of guidelines to enable

organisers to set the bar. One of these is that the tournament should have a unique winner. For a three-round event the bar is invariably set as near to 8 players as possible. But the entry at the top can be very thin and we have seen tournaments where there is just 1 player for each grade group going down from 4 dan, and this *could* mean setting the bar at 2 kyu. If players enter at realistic grades, this bar setting would lead to a number of unhappy players forced to play games they have no chance at all of winning! The other main guideline comes in the form of a table specifying a population range for players above the bar depending on the number of rounds. This way of setting the bar gets into the same kind of trouble we have seen for the 3 round event, especially when there are large gaps in the entry at the strong end.

McMAHON MODEL

In order to make progress on finding the bar, we need to understand how player performance is affected by the bar setting. The key to player performance in a tournament is the strength of the player's opponents, because it is player grades which (statistically) determine the outcome of a game.

The draw-master's dream is an entry where all grades are evenly and handsomely populated. For example: 4 players per grade ranging from 8 kyu to 5 dan in a 6 round event. With our simple pairing rule, and knowing the probability of a win between any two players, we are almost set to construct a model of any McMahon tournament.

What we don't know is the probability that a particular player *meets* another particular player in any specific round. But we do have everything we need to *simulate all* rounds of the tournament:

1. Set the bar.
2. Pair all players this round.
3. Simulate results using win-probability.
4. Repeat at 2 for the next round.

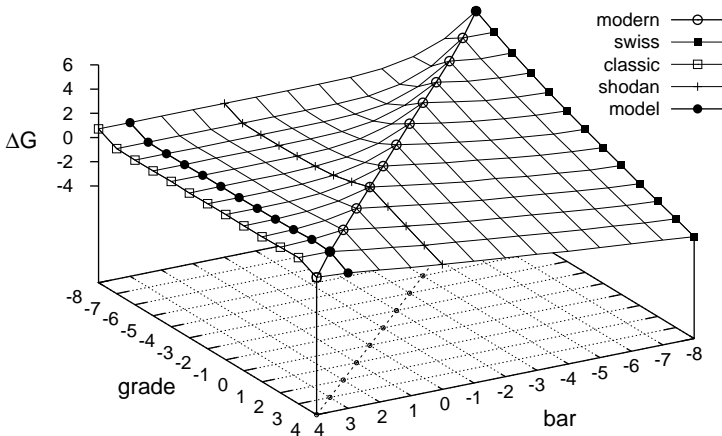
The simulated player-performance can be measured by the probability distribution of scores in each grade group. It is obtained by repeating the above tournament simulation many times to get accurate score distributions (and score averages) for each bar setting. See reference [1] for the full details.

The other key quantity identified above is the average grade of a

player's opponents. We are interested in the *group average* i.e. the average of the grades of all opponents of all players of the same grade (g). The difference between the average opponent grade and the grade of the group is denoted ΔG . This quantity depends on the bar (b) and on the group grade and is shown plotted in the diagram.

When the bar is set to 5 dan (the point 4 on the bar scale), we see from the graph *classic* that all players experience a value of ΔG which is very close to zero (apart from the extreme grades). So in the classic McMahon tournament, where there is no bar, players have a fair mix of opponents.

When the bar is set to 8 kyu (point -8 on the bar scale) we have a Swiss tournament, and now there is just one grade at about 2 kyu where $\Delta G \approx 0$. Stronger players have an easy time, as they meet many weaker ones.



The startling feature of this plot is the presence of the ridge (the *modern curve*) lying exactly above the dotted line $g = b$ shown in the base plane of the plot. This line identifies the players at the bottom of the bar. As we move down the ridge from the lowest to the highest bar ΔG continually decreases from a value of 4.1 at 8 kyu to -0.6 at 5 dan. It is very close to zero at 3 dan and it is only at this point that as players at the bottom of the bar then experience a fair mix of opponents. Furthermore, as shown in graph *model* the value of ΔG is also very close to zero for *all* grades below the bar, except the very weakest. This suggests that 3 dan is a good setting for the bar: all from 3 dan and below can expect to meet players near their own grade. We call the bar obtained from $\Delta G \approx 0$ the *model bar*.

If the bar were to be set at shodan however, a larger ΔG is felt by the 1 kyu and 2 kyu players, and it gets bigger as the bar is decreased further.

FINDINGS

I have carried out a vast number of simulations on randomly generated entries to see the problems faced by draw-masters in real life. In these simulations the smooth-looking surface presented above does crumple somewhat, but the basic characteristics are retained.

Examination of the average score for each grade group reveals that for the *classic* McMahon tournament the average number of wins is half the number of rounds. In modern McMahon tournaments the average wins for players at the bottom of the bar is half the number of rounds only when the *bar is set* to the model bar. In this case, players below the bar also win half their games.

Another useful result concerns the *bar depth*: the difference between the maximum grade and the bar grade. It does vary with the number of rounds, but for all rounds its most likely value is just 1. It has an extremely low probability of being 3 or more, no matter what the number of rounds. One third of three-round tournaments have a bar depth of 0.

CONCLUSION

The bar tables have their use but cannot cope when the entry has an irregular distribution at the top grades, as was first discussed by Ian Davis in BGJ 162. We now have an algorithm for setting the bar which gives sensible results even when there are gaps in the entry. Finally I wish to thank Charles Leedham-Green and Fred Holroyd for their useful comments on my rather long article [1]. This contains revised guidelines for setting the bar.

REFERENCES

- [1] www.kaniuk.co.uk/articles/pairing/mcmahon-bar.pdf

□

WORLD NEWS

Tony Atkins

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European Women

The European Women's Go Championship took place at the Kiyi Pansiyon in Cirali, 70km from Antalya. This was also the venue for the Turkish Go Camp from 3rd to 12th July, with the women's event on the last two days. There were 21 players from 12 countries and thanks to support from the sponsor, Middle Earth Travel Agency, the top player of each country received free accommodation.

This time it was the Hungarian player Rita Pocsai who triumphed by winning all five, ahead of the Russian players Elvina Kalsberg and Natalia Kovaleva. Fourth was Romania's Laura Avram and our representative, Joanne Leung (2d), ended up in fifth place with three wins.

European Teams

The top four teams of the A League of the Pandanet Go European Team Championship again played over-the-board finals at the European Go Congress on the two days before the main event started. With Russia not having qualified, there would be a new winner. However it was a very tight result. In the first round both Ukraine and France won against Czechia and Romania, and in the second round the two winners drew with each other, whilst Czechia won. The final round result was the same as the first with the opponents switched. In the end, having been equal on match points, board points and having tied their match, France was declared winner on league position, with Ukraine taking second.

European Go Congress

The 59th European Go Congress was held at the end of July and start of August in Liberec in Czechia. The city is in north Bohemia, right near the Polish and German borders, and may be better known by some under its German name of Reichenberg. It has an elegant town hall, a 16th Century castle, a museum, zoo and botanic gardens, and a cable car to take you up a nearby hill topped with a television tower that looks like a giant sink plunger.

The venue was the hotel part of the Babylon Centre, a large complex built on the site of an old textile factory, which features a themed water park, amusements, science show, casino, disco and shopping area. Its attractions and location made this one of the biggest congresses with 762 players in the main European Open.

Wang Zheming (8d) from China was unbeaten after ten rounds to become European Open Champion. Kim Young-Sam (7d) from Korea won the 502-player Weekend Tournament and Taiwan's Chan Yi-Tien (7d) won the 299-player Rapid Tournament by tie-break from Wang Zheming.

There were the usual selection of side events, including Pair Go and a veteran's tournament. The top game-winner of the large contingent of British players was Matt Marsh (7k) who won 7/10 in the Open and 7/9 in the Rapid.



Matt Marsh

In a new system, the best 24 European players present competed over the first eight days for the European Championship. In the semi-finals Israel's Ali Jabarin beat Russia's Ilja Shikshin and Fan Hui beat fellow Frenchman Thomas Debarre. Fan Hui won the final by resignation to retain the title.

On the evening of the 28th July, the EGF AGM was held. Toby Manning was the UK representative. This time it was possible to watch the meeting via streaming from the Congress website. Iceland was welcomed as a new member, various issues were discussed and event venues selected, all decisions made using a new weighted-voting system.

World Youth

The 32nd World Youth Go Championship, sponsored by the Ing Foundation, was held in Harbin, China, from 22nd to 24th August. As usual the top four Go countries dominated the results with China winning both age groups. Wang Xinghao won the under-12 and Li Wieqing under-16, both ahead of Taiwan and Korea. Noteworthy, however, was Ary Cheng of the USA taking fifth under-12 and Johannes

Walka of Germany taking fifth under-16. Top-placed European's under-12 were Virzhiniia Shalneva of Russia and Arved Pittner of Germany, both of whom came to the EYGC in Bognor Regis in 2014.

European Students

Joanne Leung (2d) represented the UK at the European Student Go Championship, held at the Confucius Institute in Cluj-Napoca, Romania, on the weekend of 19th September. She won three games out of five, including a half-point win over a 5 dan, to take sixth place out of 14. As second-highest female, she earned a place at the World Student Pair Go Championships in Tokyo in December. Joining her there would be Julia Seres of Hungary, Alexandr Vashurov of Russia and the event winner Peter Marko from Hungary.

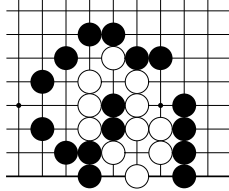
Peter Marko won the event on tie-break from Austria's Viktor Lin. Lin earned support to the World Collegiate, next July in Canada. Third place was taken by Mateusz Surma, who as a European professional cannot play in these events.

Pandanet Teams

On 15th September the UK team played their first match, since being promoted back to the B League, of the new season in the Pandanet Go European Teams. The match was against the strong team of Hungary. Chong Han's opponent, Pal Balogh, did not show up on board one, giving the UK a won board. Unfortunately the other three games were losses: Alex Kent lost to Rita Pocsai and Sandy Taylor lost to Peter Marko, both by resignation, and Jamie Taylor lost a close game to Zoltan Fodi by 2.5 points.

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PROBLEM 2



Black to play and kill

EXPLANATION OF JAPANESE TERMS

Where space permits, less-common terms are explained in footnotes. If no explanation is provided then take a look at:

www.britgo.org/general/definitions

www.britgo.org/bgj/glossary

or search senseis.xmp.net/?GoTerms.

Please let the Editor know if the term is still not found. One of the experts can then write an article to explain it ☺

VIEW FROM THE TOP

Jon Diamond

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This has been an encouraging few months, with new clubs starting up in Tonbridge and York University and enquiries about the possibility of players getting together, possibly to set up a club. We've set up a new page on the website to help¹ so why don't you have a look? If there isn't a club in your area why don't you try to form one? The Association is able to help in many ways; please get in touch to discuss how we can.

One new club especially to mention is that of West London, set up by Gerry Gavigan, which we hope will act as a focus for increasing the playing of Go generally in the central London area and on more nights of the week.

Donald Campbell is undertaking a club survey at the moment, but one area that we're concerned about is the low percentage of club players who

are our members. Why don't you talk to your club members and persuade them that it's their moral duty to belong, even if it doesn't necessarily make financial sense!

Our pressure has opened up the EGF rating system a little to allow for limited online tournament games to be included, so that online players can be more easily integrated into the face-to-face community. As a consequence, we'd like to resurrect the Students Championship, but we really need an organiser. Are there any volunteers?

The EGF has also redesigned its website² to make it a better shop-front for us, which is good, but I'm disappointed by the UK participation in their Academy. Originally this was aimed at young and strong players, but has now broadened out. So why don't you have a look at what's going on and join in?

Finally, at the AGM in April I'll have been President for seven years and I think that's really long enough for someone to fill any role these days; after a while you can get stale, so I'll be stepping down.

We'll formally call for nominations in the AGM announcement in the new year, but I'd like you all to think about how you can help steer the development of the Association, perhaps by serving on Council (we have space for at least two new members) or even, dare I say it, as President!

Please contact me if you want to know more.

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¹http://www.britgo.org/clubs/_request

²<http://www.eurogofed.org>

THE PHILOSOPHY OF GO

Bob Scantlebury

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Bob Scantlebury

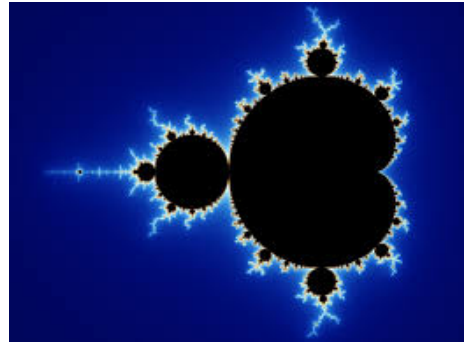


Figure 1

Introduction

As well as Go, one of my main interests is philosophy – and particularly the philosophy of science and mathematics. Many years ago I read the book *Godel, Escher, Bach* by Douglas R Hofstadter (it is a book well worth reading) and it introduced me to the Mandelbrot Set. This is a mathematical object, born out of chaos theory, of quite astonishing beauty (see later). It occurred to me recently that Go, too, is a mathematical object generated by a very simple set of rules and explored by the simple act of playing the game. And I, at least, think that Go, like the Mandelbrot set, is very beautiful.

Mathematics

The Mandelbrot set is the set of complex numbers 'c', for which the sequence $(c, c^2 + c, (c^2+c)^2 + c, ((c^2+c)^2+c)^2 + c, (((c^2+c)^2+c)^2+c)^2 + c, \dots)$ does not approach infinity. I think you'd agree this is a very simple definition; but the set itself is far from simple – it is infinitely complex.

Figure 1 shows the entire set as drawn on the complex plane – this is therefore at low magnification, but it is possible to 'zoom in' to any level of magnification using a computer model.

Figure 2 shows part of the set at higher magnification. It is a Mandelbrot 'baby' – a shape very like the whole set, surrounded by feather-like "arms". The colour is added by the computer model but the shapes themselves are pure mathematics.

Figure 3 shows yet another part of the set a high magnification. This time the feather-like arms make up a galaxy-like spiral.

Unlike the Mandelbrot set, which is purely static, Go is both static and dynamic. It is static by way of the patterns of the stones on the board and it is dynamic by virtue of the flow of the game as it evolves from an empty board to a full board, one stone at a time.

Just as the Mandelbrot set is the interface between two regions, Go occurs at the interface between Black

and White. It is probably chaotic (in the mathematical sense) and so not completely random but still quite unpredictable. No two games are the same.

The rules of Go are very simple (like the Mandelbrot equation) but the possibilities are virtually endless. Of course, although the actual number of possible games is finite, it is a truly huge number.

Even though it is fundamentally mathematical and abstract, Go has a very concrete realization which can be enjoyed by all ages. Like the Mandelbrot set it is beautiful.

Games

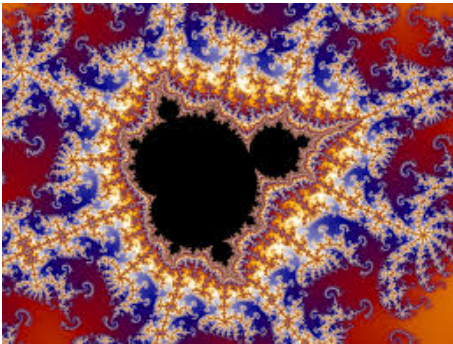


Figure 2

There is a popular misconception that board games (or all games) are 'mere' games and are just for kids and just for Christmas or evenings in. But games are not at all childish. Look at Football; sometimes called 'The Beautiful Game' (a view not universally shared!). It is something of a national obsession as are many sports. Go, like Chess, is a 'mind-game' rather than a physical one but it is nevertheless still not trivial or unimportant. It is important and

healthy to keep our brains active and (in the Far East anyway) Go is an industry that makes money and is a livelihood for the lucky ones.

In the 20th century, a new discipline arose called Game Theory. This is essentially mathematical. The phrase 'zero sum game' comes from it, and it was extensively used in strategic studies, particularly the Cold War. Games are a vital part of life, where competition is always an issue. There is competition for scarce resources in nature; it is the driving force behind evolution. Natural selection (or "survival of the fittest") is about winning and losing and life and death. In his many books about evolutionary biology (like *The Selfish Gene*), Richard Dawkins mentions a paradigmatic game called Prisoner's Dilemma, which is the basis of co-operation in the natural world and perhaps the source of morality itself.

Other games are available! There is Chess, of course, which is also mathematically-based and (to many) a beautiful game, though perhaps not as obviously as Go is with its static patterns of black and white stones gradually flowing around the board.

Again, in the last century a book appeared called *Games People Play* by Eric Berne. It was all about the intrigues that people unconsciously get up to in social interactions. Berne studied these interactions and decided they were very like games. He developed an entire discipline of psychotherapy called Transactional Analysis (TA) based on his observations in group therapy over many years. There was also a book called *The Mastergame* by Robert S de Ropp which is not unconnected with Berne's work and suggests that finding ultimate meaning in life is

a matter of finding the right game. Finally, early in the last century the philosopher Ludwig Wittgenstein suggested that perhaps language was itself a game. This is deeply significant since most of philosophy seems to be about problems with using language.

Art

Go is beautiful. It appeals to the eye and to the inner eye of those who understand its subtleties.

Because of its beauty, there is joy in the losing of a game well played. It's not actually about winning and losing; that is just the icing on the cake, the horseradish on the beef, not the main course.

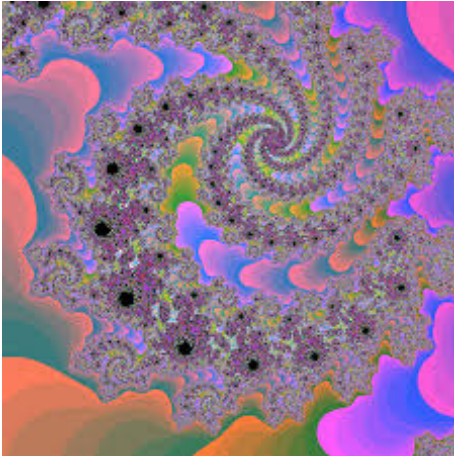


Figure 3

The beauty of Go resides in the patterns and geometrical shapes that the stones make on the board. The elements could not be simpler: black and white, circle and square, lines and points. The stones display power and strength. They project influence over the board. The game is

about existential struggles of life and death, fighting over territory. There is movement like dance and flow like music.

Life

You could compare Go to life. Like Go, life unfolds while people interact with one another using laws, rules and conventions. Like life, Go has depths that are unfathomable even by the strongest professional. It satisfies a lifetime of dedicated study.

Go is absolutely pointless (but harmless) but we still love it like we love art, drama and sport. This is because it is a model for life.

Conclusion

Cynics reading this (but I hope no Go players) might detect an air of faux profundity. Perhaps Go really is just a game – a harmless pastime of no special significance or merit played by social misfits who can't find anything worthwhile to do with their sad lives.

I beg to differ.

Go is the ultimate game. "If there is intelligent life elsewhere in the universe, they will almost certainly play Go" (Emmanuel Lasker¹). It is a model for life itself and the many battles we have to fight to achieve success in the dog-eat-dog modern world. And it is a thing of great wonder and beauty.

My hope is that I am preaching to the converted and that we in the BGA all share this great love of the game and look forward to a lifetime of enjoyment to be had from engaging with it. How very lucky we are.

□

¹<http://senseis.xmp.net/?GreatQuotes>

THE JOURNAL ONLINE

To access the full range of features, read the Journal online.

SGF Files

The SGF files for problems and games printed in this journal appear at www.britgo.org/bgj/issue173.

Online Journals

Online copies of this and the preceding three journals are available in the BGA Members Area at www.britgo.org/membersarea. Log in to see these recent issues.

Links to electronic copies of earlier issues, associated files, guidelines for submitting articles and information about other BGA publications appear on the BGA website at www.britgo.org/pubs (no login required).

Active Links and Colour

Online copies from [BGJ 158](#) onwards contain active links to related information, including SGF files for the games and problems. The links are identified by blue text – clicking on these will open the selected links on your computer (this feature may not be supported by some older PDF file browsers). Original photographs in colour are reproduced in colour in these issues.

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SIDEWAYS LOOKING PERSONS



My Go server nom de guerre is
Mohammed Ali as my moves float
like a butterfly and sting like a bee.

Unfortunately when a bee stings
it dies

IS GO A SPORT?

Toby Manning and John Collins



Readers cannot fail to have picked up on the publicity surrounding the English Bridge Union's (EBU) court case against Sport England in September. Are there any implications for us?

“Official Recognition”

What is so important about “Official Recognition”? As in many cases, the key here is money – and in particular, tax.

There are two ways in which a sporting organisation can claim exemption from various taxes. The first is to be a charity – and there are now half a dozen Bridge Clubs which have successfully achieved charitable status. However, the downside of being a charity is that it limits what the organisation can do: if the activity is not charitable, then it cannot legally undertake the activity. Thus, for example, while encouraging clubs and running tournaments for all may be considered charitable, sending international teams to compete abroad probably is not charitable.

The other way is to become a “Community Action Sports Club”, or CASC. This gives similar privileges to being a charity, but without the same limitations. However, HMRC will only agree to an organisation becoming a CASC if it is recognised as a “Sport” by Sport England (SE), a government quango. Recognition by SE can also open other doors; for example there is the possibility, albeit remote in the current climate, of getting money from SE.

For some organisations the tax benefits are quite significant. VAT does not have to be charged on entry fees, and business rates are low or non-existent if one owns property. However, none of these applies to the BGA at present.

The EBU Case

The EBU actually has two separate legal cases going on at the moment. The one which gained all the publicity was a Judicial Review against Sport England (SE).

The EBU had applied for recognition with SE, who refused. The only way that the EBU could challenge this was by Judicial Review.

It should be emphasised that the Judicial Review was NOT about whether or not SE should recognise Bridge. It is about whether or not SE had used the correct criteria in refusing to recognise Bridge. So that even if, in the opinion of the judge, SE had used an unreasonable criterion, it could still formulate a new policy which excluded mind sports, legally this time.

The EBU asked for a statement from the English Chess Federation to be admitted in evidence but SE objected and the judge decided their evidence wouldn't have enough bearing on the issues to admit it. (We had spoken to the EBU and offered to make a statement supporting them, but our offer was too late).

SE's refusal to grant recognition to Bridge was largely based on the Physical Training and Recreation Act 1937, which was referred to frequently. However all but one section of the Act was repealed by the 1944 Education Act! The EBU argued that the Act (or what is left of it) was being misconstrued by SE. Did the title of the Act, the Physical Training and Recreation Act 1937, mean Physical Training and Physical Recreation as SE claims, or Physical Training and possibly-non-physical Recreation? In his judgment the judge concluded that there was "a compelling case in support of the contention that the phrase "physical training and recreation" within s3(1)(a) [of the 1937 Act] is to be interpreted as meaning physical training and physical recreation" (emphasis added), thus demolishing the EBU's argument.

The judge also referred to the European Sports Charter definition of Sport as "meaning all forms of physical activity which, through casual or organised participation, aim at expressing or improving physical fitness and mental well-being, forming social relationships or obtaining results in competition at all levels".

The EBU claimed that there are government-funded bodies which DO recognise Mind Sports: the CCPR, now called the Sports and Recreation Alliance (of which we are

a member) recognises Chess, Bridge and Go, but this cut no ice with the judge. Neither did the fact that SE recognises activities such as darts and snooker, which involve little physical recreation.

The government (Department of Culture, Media and Sport) were also party to the case. They pointed out that when the issue of Chess being classified as a sport came up in Parliament in 1999, the then minister, Tony Banks, was very sympathetic but stated that the 1937 Act would have to be amended by primary legislation to recognise Chess as a sport.

The judge concluded: "I am satisfied that the defendant's adoption of the definition of 'sport' contained in the European Sports Charter was in line with both a proper interpretation of s3 of the 1937 Act and also a proper construction of the objects and powers contained within their Royal Charter. It follows that the claimant's application for judicial review must be dismissed". For those who wish to read the entire 25 page judgment, see the reference below¹.

The other legal case involves the interpretation of a European Directive that states that "VAT is not payable on participation in Sporting events". The EBU took a claim to a VAT tribunal: after losing the initial claim they went to appeal, and the appeal decided it was unable to decide if Bridge was a Sport or not and referred it to a European jurisdiction for a decision (the case has not yet been heard).

Current BGA Policy

At the moment the BGA is an "Unincorporated Organisation": it has no status in law, and the only "official recognition" we have is that

¹See <http://www.bailii.org/ew/cases/EWHC/Admin/2015/2875.html>

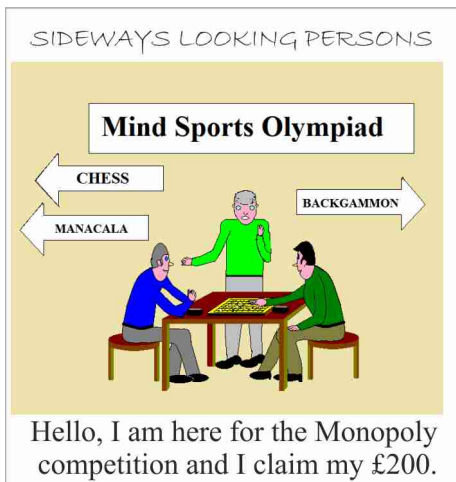
we are recognised by the Sports and Recreation Alliance. Thus we cannot own property, and cannot enter into enforceable contracts. Council keeps a watching brief on our status: if we were to become a legal organisation it would probably be as a "Company Limited by Guarantee" (as are both the EBU and the ECF). A CASC as described above is a special sort of Company Limited by Guarantee. However, at the moment there would

appear to be several dis-benefits in terms of additional bureaucracy, and few benefits, the main one being that if we were to become a charity or CASC then we could claim gift aid on a portion of membership subscriptions.

We continue to keep a close watch on what our friends in both Bridge and Chess are doing, to see if there is anything which could be relevant to us.

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BGA ANNOUNCEMENTS

FUTURE EVENTS

For the next six months, the Tournament Calendar (www.britgo.org/tournaments) features:

British Youth Go Championships, Birmingham, Sunday 22nd November

South London, Saturday 28th November

Coventry, Saturday 5th December

Edinburgh Christmas, Saturday 12th December

London Open, Monday 28th – Thursday 31st December

Maidenhead-Hitachi, January 2016

Cheshire, Frodsham, Saturday 6th February 2016

Isle of Skye, Portree, Isle of Skye, Saturday 5th – Sunday 6th March 2016

Trigantius, Cambridge, Saturday 12th March 2016

British Go Congress, Sheffield, Friday 1st – Sunday 3rd April 2016

Welwyn Garden City, Saturday 23rd April 2016

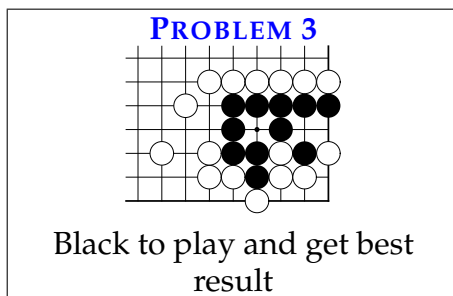
OFFICIAL VACANCIES: CAN YOU HELP?

Vacant posts are listed at www.britgo.org/positions/vacancies.

We need volunteers for:

- Championships Organiser
- Exhibitions
- GoTalk Moderator
- Regional Youth representatives (three vacancies)

If you are interested in any of these, please contact our President, Jon Diamond (president@britgo.org), or any member of Council.





Brian Timmins (on right)

Brian graduated in Modern Languages from Durham University and always kept in touch with colleagues from Durham (several were at his funeral) and he often went to reunions in preference to Go events. He was married to Kathleen for 56 years. He left a son Peter (also a Go player) and a daughter Helen, who is married with a daughter. Brian's romantic nature was clear when he presented Kathleen on her 40th birthday with a concrete mixer.

Brian initially worked at a school near Reading and then became Head of the French Department at a school in Holyhead. In 1969 he settled at Wollerton in Shropshire in order to teach at nearby Madeley College. The college closed in 1982 and Brian was able to take very early retirement.

Brian encountered Go in about 1974 through the article in the Radio Times connected with the Open Door programme on Go. He made himself a set, but could find nobody to play with until a colleague arrived who played and he was then able to track down the BGA. He also met a few more Go players through Mensa. In 1982 the College was the host of the School Championship.

He became involved with the club at Crewe through which he hosted the first Cheshire Tournament in 1984. He organised the event again the following two years and also hosted the British Go Congress at Crewe and Alsager College in 1986. He then relocated his tournament to Shrewsbury, which ran from 1988 until 1999 under his direction. He also ran a club in Shrewsbury for a few years.

In 1985 he came forward to help the BGA as Publicity Officer, but was quickly converted into the Membership Secretary when a vacancy came up. He held this important role from 1985 until 1991. It was later also held by Kathleen for nine years. He decided to give up Membership Secretary as he was by then also the editor of the British Go Journal. He held this job from issue 72 in autumn 1988 through to 118, the spring 2000 issue. During this time he brought new standards to the production, some of which were very thick with content. He worked at the European Go Congress held at Canterbury in 1992 as the congress bulletin editor. He also liked to write and twice had short stories published on the radio.

In recognition of this work he was made a Vice-President and Life Member at the Annual General meeting in 2000, and was rewarded with a goblet in which he could enjoy some well-earned wine.

He was fluent in French and this and his knowledge of other languages stood him in good stead at the European Go Congresses which he and Kathleen attended together very often. They attended 16 times

from 1988, attending every one between 2007 and 2013. He also went to Japan as European captain to the International Amateur Pair Go Championship in 1993.

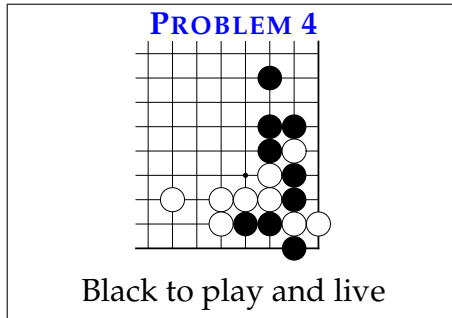
He also attended many events at home, being regular at the Cheshire and Welsh Opens among others. He won the Cheshire Handicap in 2014. His grade was 3 kyu in 1992, but a combination of the new rating system and old age saw his grade drop to 10 kyu at one point. However, he bounced back to 8 kyu.

Another event at which he was a

regular was the Northern and in 1993 he is remembered for having lit up his pipe on stepping out of the accommodation block so setting off the fire alarm. Indeed it was his pipe that was remembered most by the BGA's printer when they were recently visited by Roger Huyshe. Brian would often be found sat outside at events enjoying the air and allowing others to come and join in pleasant conversation. As Matthew Macfadyen writes, we must play our own part in filling that empty seat.

Tony Atkins

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BRIAN TIMMINS

Matthew Macfadyen

Brian was an Honorary Life Member of the British Go Association. I am also a members of this small select group. But I did this the easy way, having a bundle of fun playing a lot of games of Go. Brian's method involved many years of dedicated and almost thankless hard work; 47 issues of the British Go Journal and countless hours as Membership Secretary.

I do not remember exactly when I first met Brian, but I was well aware of him as a constant fixture at Go tournaments before 1990, when we shared a happy day touring the Schoenbrunn palace in Vienna with Kathleen, Kirsty and Peter during a 'rest day' of that year's European Go Congress. I quickly discovered that his habitual unassuming modesty concealed a wide-ranging knowledge of language and culture. The day was followed by a bizarre twist, when the fiendish opening manoeuvre I had introduced during our picnic lunch so that we could all win our games the next day fell flat – Kirsty was drawn to play Peter the next round.

Brian played Go with an unequalled passion and dedication. He was often to be seen playing additional 'friendly' games in between the formal sessions at tournaments, even when the tournament was in a delightful spot like the Isle of Man and most of the other players were away watching seals or visiting castles.

Brian never became a really fearsome competitor at Go, and I suspect this had much to do with his best qualities: an unrelenting honesty, which made him reluctant to indulge in the sort of underhand swindles which many of his opponents delighted in, and a kind consideration for all who he met which prevented him from enjoying humiliating his opponents.

We will remember Brian for his very special gift of being able to improve his own stature by making jokes against himself. This is only possible for a completely honest person. It is no accident that Brian was chosen by Norman Tobin for his whimsical article (BGJ 79) in which Norman imagined his own death (aged 98) while playing Go against Brian in a stupendously geriatric game to determine Britain's worst Go player.

Whatever he was doing, Brian had the gift of being able to leave a room with smiles on more peoples' faces than when he entered it. We who loved him had been looking forward to many years of increasingly eccentric and risible dotage. Now that he has left the room, leaving a very conspicuous empty chair, we can only honour his memory by playing our own part in filling that empty seat.

□



Leo lived in Manchester until she was about six, but spent most of her childhood in the countryside on the border between Cheshire and Staffordshire. She was described as a very intelligent and very naughty girl at school. She loved music, taught herself various musical instruments and became involved in folk singing, where she met her first husband, Alex. The relationship did not hold good; after they had split up she married Les, with whom she shared a common interest in motor bikes. This led to their visiting the Isle of Man for the TT and they moved to the island in 1989, but split up shortly afterwards.

Leo stayed on the island where she developed an interest in Go through her friendship with David Philips. Leo Austin, as she was then, appeared on several tournament results sheets at around 25 kyu, a level beyond which she never passed due to her many other interests.

Her greatest contribution to the Go scene, however, was the founding in 1991 of the Isle of Man Go Week or Festival with David. She later married David and they continued to run the event every two or three years until this one, with the help of the other local players.

The first three editions were held at the Sefton Hotel in Douglas, not too far from where they lived in Onchan. It then moved to the Cherry Orchard in Port Erin, which must have made it more tiring to organise, having to travel each day. However they kept cheerfully at it, enabling all attendees to have fun and enjoy some well organised tournaments. The week attracted between 35 and 50 players and visitors have attended from Japan, Finland, Germany, Austria, Netherlands, Belgium, France, Ireland and Portugal.

Leo's main delight at the Festival was always the music evening, with many ancient instruments being played, helped by Francis Roads with his crumhorns and France Ellul with his harp. But for Leo, the Festival would never have happened.

It was in tribute to her contribution over the last 25 years of running it, whilst with David, that the twelfth and last edition went ahead in 2015 in her memory. It was sad that she succumbed to her cancer just a few weeks before it took place.

Tony Atkins

SIDEWAYS LOOKING PERSONS



Although the super heroes enjoyed playing Go, the games always ended in super-ko

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GAME REVIEW

Paul Barnard

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This is a recent game¹ between the late Brian Timmins and the previous BGJ Editor, Pat Ridley. Comments are by Paul Barnard. Pat Ridley (10k) is Black and Brian Timmins (9k) is White.

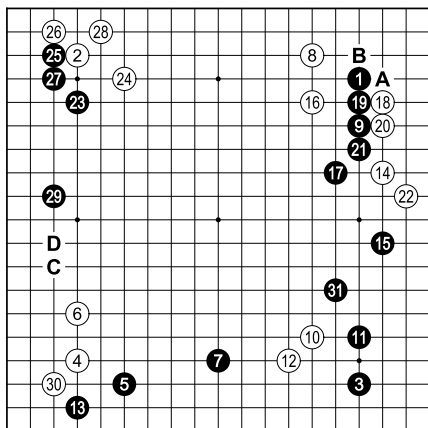


Diagram 1: moves 1 - 31

- ⑩ White sometimes approaches a 4-4 stone at the 6-6 point in handicap go, expecting Black to jump in one direction or the other, with the intent to jump down to the other 4-6 point. But this is not a handicap game, and ③ is not on the star point. Playing ⑩ here just invites Black to complete his shimari. So although ⑩ can run away easily enough, it is not really doing any damage to Black - on the contrary, it induces Black to play a move that he wanted to play anyway. And White has plenty of alternatives.
- ⑫ White now has a problem. ⑩ was in a funny place, so it is hard to find somewhere to play ⑫ that makes ⑩ look like a good move. Running away now with a jump up the board (say) would just encourage Black to add more scale and strength to his framework. ⑫ as played looks like an attempt to prepare for an attack on the two Black stones to the left, ⑤ and ⑦. But Black will just take the opportunity with ⑬ to strengthen.

The point here is that forcing moves which, when answered, leave you with a better position, are good. But here, White has forced Black to play moves he wanted to play anyway, and has not generated a profit for himself. So, not good!

- ⑭ This would have been one of the options for ⑩, but now with ⑪ on the board...

¹The sgf file is at www.britgo.org/files/bgjgames/173-timmins.sgf.

... ⑮ is ideal.

⑯ This is a good move. If White had jumped towards the centre from ⑭, Black would have jumped towards the centre from ⑨, and White would have lost potential along the top, and still be burdened with two unsettled groups below. Playing ⑯ as in the game starts building a white moyo along the top, and gives Black the problem of trying to make profit from the unsettled white groups. This is not easy!

⑰ ⑯ means that a white peep at ⑱ is quite powerful, so Black should play solidly, i.e. the diagonal move one point above ⑰, not the knight's move as in the game. If Black is going to play out towards the centre (correct) and not grovel in the corner, he should make sure he does not get cut.

Black would like to play ⑲ in the corner instead, but then a white move at ⑲ would be good shape and cut through the knight's move. So Black has to play ⑲ as in the game to keep connected to ⑰, and White can play in the corner to settle his group and leave Black with a string of stones with White both sides. ⑰ should have been a diagonal move.

Playing ⑳ here settles the group well enough, and threatens to reduce Black's bottom right area. But if Black answers locally, his corner will be very strong and he will be in a position to attack the two white stones (⑩ and ⑫). Of course, Black can also tenuki as he does in the game. White could instead have settled his group by playing up towards the corner at A, which would be sente because of the threat to hane at B. Playing that way would deprive the black string of stones of any potential base in the corner, and keep White's options open in the bottom right.

㉑ Black should play at C first. Because ㉒ was a wide extension, a white play at D would threaten an invasion and thus be sente (and ㉓ should have been at D for that reason). Playing ㉑ at C would prevent that, extend Black's territory, and reduce White's corner territory. And there is a good chance White would want to answer it, thus enabling Black to get to ㉑ as in the game anyway.

㉔ (Diagram 2) Black should be happy to connect (at ㉕) against this peep. He would have a rock-solid corner position, and the three white stones would be undercut. White would then have to be very brave to try to attack the three black stones on the left.

Playing ㉖ here gives White a choice of which side to cut. Better to accept that territory is being lost in exchange for getting ㉔ on the board, and to play ㉖ at ㉗ on the 3-3 point. This forms a live group in the corner with some territory, and does not make the mistake of helping White make eyes by giving him an easy capture.

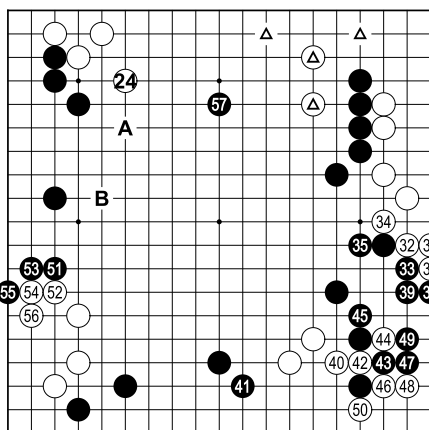


Diagram 2: moves 32 - 57

- ⑤⑩ It is probably worth going back and having another look at the value of connecting against the peep with ④①, as compared to the game result.
- ⑤① At least Black gets sente and uses it for the big move (see comments at ③①).
- ⑤⑥ The usual hane-and-connect sequence is fine for White here.
- ⑤⑦ This is clearly a turning point in the game.

A quick estimate of potential territories suggests that Black is a little ahead, even allowing for komi, until White's territory at the top is counted. Black needs to keep this down to not much more than ten, or if more, Black needs to add to his own territory. So, what to do?

Option 1 is to play a move at A - the junction of two moyos - allowing White to strengthen his moyo, but adding to Black's. There is no obvious white response that completely prevents Black then reducing/invading, but clearly that will then be a bit of a fight.

Option 2 is a full-blooded invasion, somewhere in the middle on the 3rd line. It looks like there is enough room to live if penned in, or to run away. Black may just be able to make something of the fact that the two marked white stones do not yet have a base, even though they can be settled quickly enough with plays at the marked points.

Option 3 is a reduction like ⑤⑦ in the game. Reducing moves are usually safe, but may not be severe enough. The problem in this game is that ⑤⑦ can be answered with White A, which Black would really want to answer locally. And White may well have another forcing move or two around B before turning to answer ⑤⑦. Of course, Black may not answer White A, in which case mayhem would ensue.

It is hard to know what to do in situations like this. It probably depends as much is anything on preferred styles of play.

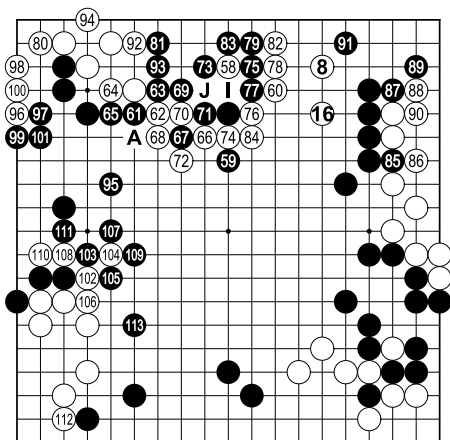


Diagram 3: moves 58 - 113

- 117 Black should connect under now (marked), and make White run away in gote.
- 121 Should be one line higher.
- 122 White should get his stones connected out first.
- 159 Playing at 66 looks likely to kill the white group! If White somehow wriggles life into his group, it will be gote and Black can come back to 159 as in the game.
- 169 Black still seems to be able to kill the white group! 68 threatens to make an eye, but if Black uses 169 to take it away, it's hard to see two eyes.
- 173 End of the game record. Black won by four points.

59 Not necessary here; better at 61. White should play 60 at A. It is probably sente, but even if Black does not respond, it looks like the most that it will cost White would be the loss of 16 while connecting 58 and 8. And White would be able to follow up from A.

66 clearly doesn't do the job. White would like to play at 70, but a black answer at J is a good response. White can play at 69, followed by Black at 68 et cetera. This keeps all White's territory at the top, but lets Black grow his territory. The game would remain close.

71 Should be one point higher (J), because 71 as in the game allows a white cut.

72 Should cut!

76 White should play atari at I. After Black J and White at 63, Black is helpless.

94 Not necessary. A black play at 94 is captured, and there is another eye to the left.

113 Better one point below. The ponnuki above doesn't need any help.

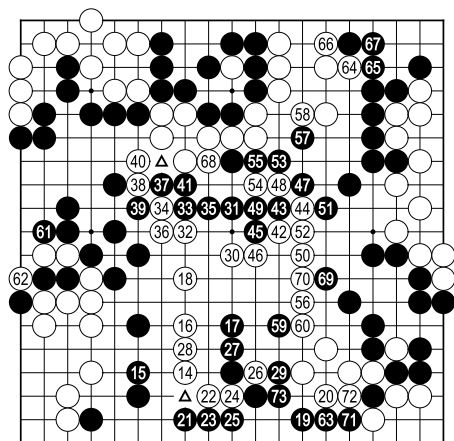


Diagram 4: moves 114 - 173

MONTE CARLO METHODS

Bob Scantlebury

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Computer Go programs that play Go well are famously hard to write and they are lagging far behind Chess programs in their strength. I use the well known SmartGo program which suits me as it is around 8 kyu (I am about 7 kyu), but stronger programs have not been written until relatively recently. You may have heard that a popular and successful way to achieve greater strength is to use so called 'Monte Carlo' methods. This article explains what this is, lifted mainly from Wikipedia¹.

Design Philosophies

The only choice a program needs to make is where to place its next stone. However, this decision is made difficult by the wide range of impacts a single stone can have across the entire board, and the complex interactions stones' groups can have with each other. Various architectures have arisen for handling this problem. The most popular use:

- some form of tree search,
- the application of Monte Carlo methods,
- the application of pattern matching,
- the creation of knowledge-based systems, and
- the use of machine learning.

Few programs use only one of these techniques exclusively; most combine

portions of each into one synthetic system.

Monte Carlo methods have been developed into a technique called Monte Carlo Tree Search (MCTS) that is useful for searching for the best move in a game. Possible moves are organized in a search tree and a large number of random simulations are used to estimate the long-term potential of each move. A 'black box' simulator represents the opponent's moves.

The Monte Carlo Tree Search method has four steps:

1. Starting at the root node of the tree, select optimal child nodes until a leaf node is reached.
2. Expand the leaf node and choose one of its children.
3. Play a simulated game starting with that node.
4. Use the results of that simulated game to update the node and its ancestors.

The net effect, over the course of many simulated games, is that the value of a node representing a move will go up or down, hopefully corresponding to whether or not that node represents a good move.

Monte Carlo Tree Search has been used successfully to play games such as Go, Tantrix, Battleship, Havannah, and Arimaa.

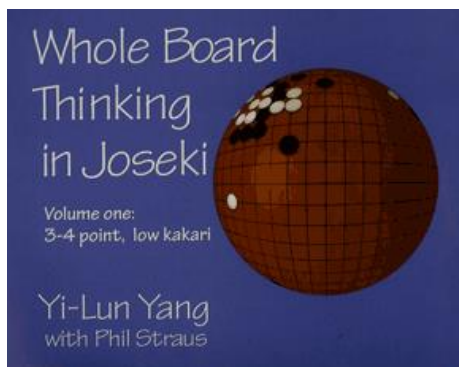
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¹https://en.wikipedia.org/wiki/Monte_Carlo_tree_search

BOOK REVIEWS - 3

Roger Huyshe

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Cover of a well-known joseki book

Joseki books

“Learning Joseki Loses Two Stones Strength - Studying Joseki Gains Four Stones Strength”

This often cited proverb is intended to remind one that learning joseki by ‘rote’ is useless and the worst thing to do is simply to select a joseki from one’s comfort zone. The aim should be to understand what each move does and how this particular sequence affects the whole board.

Nevertheless it is helpful to pick up joseki over time and a painless way of doing so is to refer to one of these books after a game.

4-4 Point Joseki - A Brief Introduction; – William Cobb

A slim book, 40 pages of A6, which provides a manageable start to the subject of joseki, aimed perhaps at 18-12 kyu. The first half outlines common 4-4 joseki, important for both even and handicap games. There follow a number of simple problems to test your understanding of how to use

these joseki in the context of their surroundings.

Elementary Go Series; Vol 2 - 38 Basic Joseki; – James Davies

This book is an old favourite, first published in 1975 but showing its age with the omission of modern variations. That said, it is a useful introduction for kyu players, and short enough that one can attempt to treat this as a study book as well as a reference book. The main variations of each joseki are covered in a few pages and, importantly, the reasons for them.

Whole Board Thinking in Joseki; – Yilun Yang

This comes in two volumes, the first on 3-4 point low kakari and the second on 3-4 point high and far approaches. The cover beautifully illustrates the thinking behind the book. Problems come in a group of 2 or 3, each with the same corner position but with differing situations in the other corners. We are invited to choose the joseki continuation appropriate to each circumstance. The concepts are accessible to most SDK, but getting the correct answer to a good number of problems requires significant joseki knowledge and probably dan-level strength.

Get Strong Series; Get Strong at Joseki; – Richard Bozulich

There are three volumes, each covering a different set of common joseki. The books are divided so that the problems explore three themes. One is ‘choosing the right joseki’ in the context of the whole

board. Second is 'joseki variations', which include both proper variations and non-standard moves from the opponent. And third is a group of problems titled 'after joseki', which focus on remaining aji or endgame opportunities. All these are vitally important topics but it means that the books function essentially as problem books, rather than reference books.

21st Century Dictionary of Basic Joseki; – Takao Shinji

This is a 2010 update of the respected Ishida's Dictionary of Basic Joseki (3 volumes). There are two substantial volumes of nearly 300 pages each, the first of which addresses 3-4 point openings and the second deals with others. The book gives much more space than earlier ones to 4-4 point joseki in line with the increased frequency in the modern game.

The books are well laid out with both a textual and a pictorial index. The explanations are clear enough to be accessible to anyone from say 10kyu or stronger who wants a solid reference work.

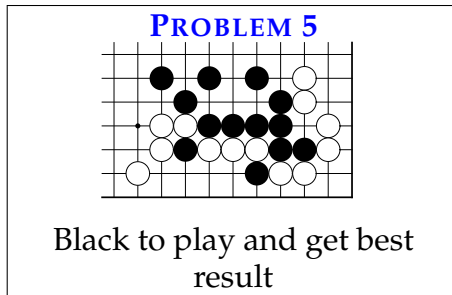
Computer-based joseki resources

A free alternative to a book is Kogo's Joseki Dictionary. This is an SGF (smart go format) file which can be downloaded from waterfire.us/joseki.htm. You will need an .sgf file viewer/editor that handles variations; the website gives a table of program compatibility. With this software one can play through any joseki and explore the variations. Brief comments are made on good and bad moves and also on the choice of branches according to any developments along adjacent sides.

A significant drawback is that there are many patterns in Kogo's that are hard to find, particularly when there is more than one way of reaching a given position.

On the positive side, use of a computer program makes it very quick and easy to explore a joseki after a game to check on mistakes and variations. Refutations of errors are seldom provided and "left as an exercise for the reader".

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UK NEWS

Tony Atkins

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Welsh Open

The 23rd Welsh Open was held on the weekend of 20th June, again at the Min-Y-Mor Hotel in Barmouth, but organised by Martin and Helen Harvey this year, having been staged for many preceding years by stalwarts Tony and Sue Pitchford. Over the two days, 26 players took part and, encouragingly, all but two players chose to play in the extra (sixth) round. This year the playing area was changed to two very pleasant rooms within the hotel (Bistro Room and Family Room) and, though the weather was overcast most of the Saturday, it brightened up on the Sunday afternoon.

The traditional evening meal on the Saturday attracted 20 people. The organisers were grateful for this support, which helps keep the hotel management sweet! Sadly, though, the hotel was one chef down for the weekend, which led to some delay in the meal courses, for which apologies were offered.

It was extremely close at the top of the tournament. Nyoshi Ngoc-Trang Cao (2d Strasbourg) and Mingcan Xu (3d Cardiff) finished level on 5 wins and also level on SOS. However, Nyoshi sneaked the main prize via the deciding SOSOS. Prizes for four wins went to Richard Hunter (2d Bristol), Roger Huyshe (3k Chester) and David Horan (7k Chester).



Ngoc-Trang Cao winner at Barmouth

Milton Keynes

35 players gathered in the sunny Open University Sports Pavilion for the 27th Milton Keynes Go Tournament on 27th June. The tournament was another win for Alistair Wall (2d Wanstead). Second place went to Nyoshi Ngoc-Trang Cao (2d), who beat the tournament organiser (Tim Hunt 2d) by half a point in a hard-fought game in round 2, but, as previously announced, she had to leave a round early. The excuse was quite good. She and her friend Jitka Bartova wanted to get back to Leamington to hear Matthew Macfadyen and Kirsty Healey singing in a concert.

Also on three wins were another organiser, Ben Ellis (3k), Andrew Russell (4k Birmingham), Edwina Lee (6k Maidenhead) and Joey Capper (10k). In the team competition, Milton Keynes club showed themselves to be ungenerous hosts, taking it with six wins out of ten.

Perhaps more importantly the Milton Keynes Go side event was won with a perfect and persistent eight out of eight by Edmund Smith. Special mention should also go to Steve Bailey with seven out of nine. Nearly half the players in the main tournament were brave enough to play at least one game on this mind-bending map-like board.

UK Go Challenge

The finals of the UK Go Challenge for schools and young players were held at the Howard Hall in Letchworth Garden City in Hertfordshire on 18th July, pleasingly located next to a park with an ice cream van. The event was supported by Cambridge Youth Go Project and the local Letchworth Go Clubs.

There was a team trophy match between the best senior school (St Francis, Letchworth) and the best primary school (Milton, Cambridge) which was won by Milton 2-1.

The overall place and age group categories were determined by a knockout system between the 19 players. All age group winners received a framed certificate and a Go book of their choice, some donated by David Hall. The top three winners and the best challenger got a large framed certificate showing their achievement. Andreas Ghica was good at solving problems.

- 1st - Alex Terry (Top Boy)
- 2nd - Melchior Chui
- 3rd - Charlotte Bexfield (Top Girl)
- Challenger - Zichen He (Cambridge)
- U18 Boys - Melchior Chui (Cambridge)

- U16 Boys - Alex Terry (Bungay)
- U14 Boys - Malachi Willson (London)
- U12 Boys - Anthony Ghica (Newmarket)
- U10 Boys - Edmund Smith (Milton)
- U8 Boys - Jianzhou Mei (Milton)
- U16 Girls - Roella Smith (Cambridge)
- U14 Girls - Charlotte Bexfield (Letchworth)
- U12 Girls - Hilary Bexfield (Letchworth)

Belfast

The Belfast Tournament was again held at the Belfast Boat Club, this time on the weekend of 8th August. Karl Irwin was victorious with a perfect 5/5. He has been teaching Maths in China, and presumably also studying Go as he entered at 4 dan.

James Hutchinson (1d) was second, his seventh year in a row to make the top three without winning. In third place was visiting Louise Roullier (5k) from France. Jose Morales (24k Belfast) won 4/5 handicap games. Twelve players took part.

Arundel

After a year's gap because of the British Go Congress and European Youth at nearby Bognor Regis, the Arundel Tournament was back. This time 24 players met up to play, again at the football club in the shadow of the castle, on 15th August.

The winner was Lucretiu Calota (4d Romania) who beat Jon Diamond (3d) in the final round. Also winning all

three games were Peter Collins (4k Bristol) and Charlotte Bexfield (10k Letchworth). The 9x9 side event was won by Edmund Smith (on 4/4) and second was Charlotte Bexfield (on 2/5).



Isle of Man Trophies

Isle of Man Go

The Isle of Man Go Festival has ended for the last time. This edition was the 12th since the event started in 1991, but with the recent sad death of founder Leo Phillips it has been decided this will be the last.

Again the players assembled for the week of 23rd August at the Cherry Orchard in Port Erin, including several families and players from as far away as Sweden and Japan. There were events daytime and evening on most days, including a music evening, and also the chance to explore the island in between. Players competed in the events for unique wooden trophies.

37 players took part in the Main Tournament, played over five mornings. Piers Shepperson (4d Epsom) won all his games to take the title for the fourth time. Sandy Taylor (2d Bristol) won four to come second. Roella Smith (12k Cambridge) won

all her five games and her brother Edmund Smith (11k) won four. Edward Blockley (5k Worcester) and Richard Wheeldon (4k South London) also won four.

The Afternoon Tournament was played as usual over the first three afternoons and had 24 players. Richard Hunter (2d Bristol) won all three games to take the first place and again Sandy Taylor was second. Ingrid Jendrzejewski (10k Cambridge), Edmund Smith and Roella Smith won all three games.

The Handicap Tournament on the last two afternoons was dominated by the youngsters and topping the list of 19 names was Roella Smith who again won all five games. Edmund again did well with four wins; Jil Segerman (9k Arundel) and Ingrid Jendrzejewski also won four.

The Lightning Final was played between Edmund Smith and Charlotte Bexfield, with Edmund winning. The Rengo (Doubles) final was won by Oscar Selby and his mother Natasha Regan, beating Charlotte Bexfield and Roella Smith. Ingrid Jendrzejewski won the 13x13. The sandcastle competition was won by Leo's Castle, constructed by Constance, Margot, Matthew and Rosalind Selby, Adrienne and Richard Regan and Ingrid Jendrzejewski.

In the children's event Steve Jones (1k) played simultaneous handicap games against all the entrants (Oscar Selby, Charlotte Bexfield, Edmund Smith, Roella Smith, Kelda Smith and Constance Selby) and Steve gallantly lost all six games.

MSO

The 19th MSO, again at the modern Jewish community centre JW3 on Finchley Road in London, was

dominated in the Go events by Aja Huang and Joanne Leung.

In the first Go event, the 9x9 on Sunday morning 30th August, Joanne Leung won all four games to take the gold medal. Silver went to the event arbiter Tony Atkins, and bronze and junior gold went to Edmund Smith. In the second event, the 13x13 that afternoon, Aja Huang won the gold, pushing Joanne back to silver. London teenager Kapriel Chiarini took the bronze medal.

On the Bank Holiday Monday, 14 players gathered for the main 19x19 Go event. After three rounds the only players unbeaten were Aja Huang and Lucretiu Calota. Aja won their encounter to take the £100 prize and the gold medal for the second year running. Silver went to Lucretiu and the bronze to Joanne. These two shared the prize money for second and third with Alistair Wall, who also had three wins but a lower SODOS tie-break. Best junior players were Laurence Turner and Kapriel Chiarini.

Overall attendance at the MSO was up twenty percent this time, with 330 players registered, playing an average of just under four events each. Several Go players took part in other events. Chris Bryant won the Decamentathlon ahead of Matthew Hathrell, for example, four of the Smith family played Agricola, and the Junior Medals in Dominion went to Edmund Smith, Constance Selby and Roella Smith.

Northern

Alistair Wall (3d Wanstead) was the overall £100 winner at the 2015 Northern on 6th September. This repeated his victory of 2005. Runner-up (£50) was Mark Baoliang Zhang (1k Manchester). Also awarded prizes for three wins (£15) were David Wildgoose (10k Sheffield) and Daniel

Huynh (14k Birmingham). Thirty players took part, including 16 from the Manchester club. As in 2014, the venue was generously provided by the Bank of East Asia, in the centre of Manchester, and the prizes were sponsored by SAM Properties. About a dozen players gathered after the event for a meal (and some more Go) in Chinatown.

Cornwall

The Cornish Tournaments stayed in Penzance, on the weekend of 12th September, but moved to a new seafront venue in The Lugger. This allowed players to watch the tourists running from the showers and the waves breaking over the front on the Sunday, but also to enjoy the sun when it shone.

The Saturday saw the usual teaching session in the morning, run by Toby Manning and Tony Atkins, and in the afternoon the Cornish Handicap rapid play. This was won for a second year in a row by Mid Cornwall's Paul Massey (1k), who beat Tony Atkins (1k) in the final. Winning three out of four were Adi Mandrekar (12k Mid Cornwall), Jess Bevington (24k West Cornwall) and Toby Manning (1k Leicester).

Alistair Wall got his third tournament win of the summer by taking the Cornish Open title to add to those for Milton Keynes and the Northern. He won the Devon and Cornwall Go stone trophy for the fifth time by beating the previous winner, Toby Manning, in the final. Of the 21 players, the others who won three games were West Cornwall players Ashlei Bevington (30k) and Jess Bevington (24k) and Jil Segerman (9k Arundel). Tony Atkins won three games out of four, having played two games in round one.

SOLUTIONS TO THE NUMBERED PROBLEMS

The SGF files for these problems, showing a fuller set of lines, are to be found at www.britgo.org/bgj/issue173.

Solution to Problem 1

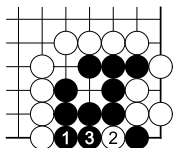


Diagram 1a (failure)

- ❶ This threatens to make an eye, but White can throw in making it false.

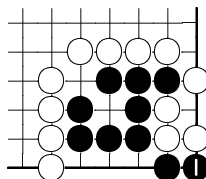


Diagram 1b (failure)

- ❶ This is self-atari so fails.

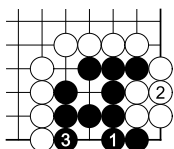


Diagram 1c (correct)

- ❶ This is the move as it threatens to make an edge eye or to catch the three white stones.

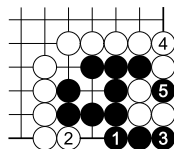


Diagram 1d (correct)

- ❷ If White plays here to prevent the eye, Black ataris and White can't save his stones.

Solution to Problem 2

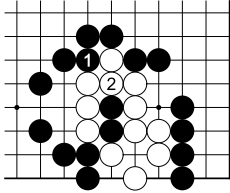


Diagram 2a (failure)

- ② This is two eyes.

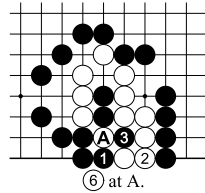


Diagram 2b (failure)

- ① This looks like it makes the second white eye false.
 ② But White can play here which is a ko for the life of the white group. However, there is a way for Black to kill White unconditionally.
 ④ and ⑤ elsewhere.

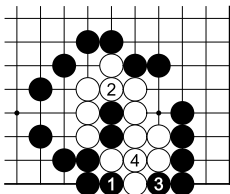


Diagram 2c (failure)

- ② It dies if White takes.

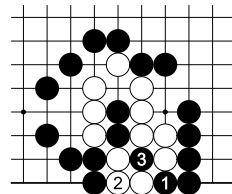


Diagram 2d (correct)

As noted above, there is a way for Black to kill White unconditionally.

- ① Black must play this side.
 ② With the other responses, White dies the same as before, but with this one White also dies.

Solution to Problem 3

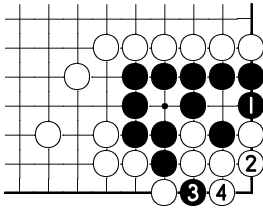


Diagram 3a (failure)

- ❶ Black needs a second eye but cannot get one here.

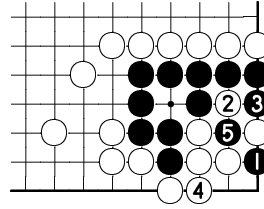
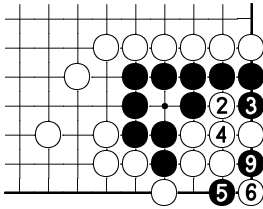


Diagram 3b (correct)

- ❶ This might be a way to set up a ko.
- ❷ White cannot connect here as Black lives without ko.



❶ at ❹
Diagram 3c (correct)

- ❷ So White connects here.
- ❸ But now it becomes ko for the life of the black group.
- ❹ and ❺ elsewhere.
- ❻ If White answers Black's ko threat, Black threatens to live big.

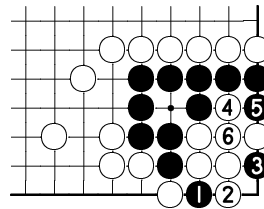


Diagram 3d (failure)

- ❶ It might seem that the throw in here also works.
- ❷ This is the correct response.
- ❸ Black dies.

Solution to Problem 4

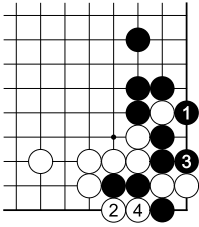


Diagram 4a (failure)

❶ This isn't fast enough.

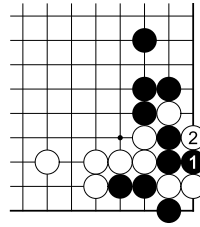


Diagram 4b (failure)

❶ This fails as it is self-atari.

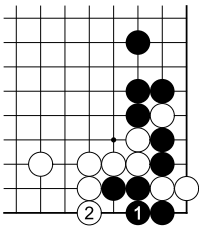


Diagram 4c (correct)

❷ Still Black is short of liberties... or is there something?

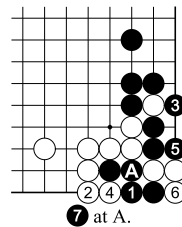


Diagram 4d (correct)

❷ Black plays under the stones and traps the three white corner stones.

Solution to Problem 5

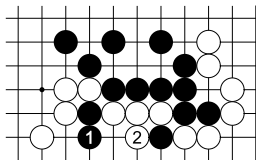


Diagram 5a (failure)

- ❶ Drawing out this stone does not help.

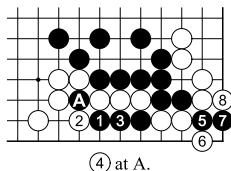


Diagram 5c (failure)

- ❶ Sometimes the squeeze helps...
- ❷ ... but not here.

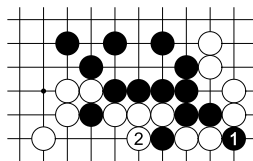


Diagram 5b (failure)

- ❶ Nor does the cut.

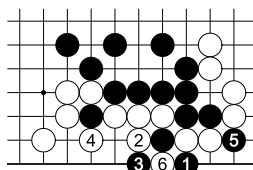


Diagram 5d (correct)

- ❶ This is the tesuji as it threatens the other three moves.
- ❷ White can play atari but cannot avoid ko.

CONTRIBUTIONS TO THE JOURNAL

The copy date for the next issue of the Journal is **30th November**.

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.

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Youth Go discussion list: youth-go@britgo.org, intended for junior
players and their parents, Go teachers, people who run junior Go clubs
and tournaments, and youth Go organisers.

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

COLLECTING GO XXVI: TROPHIES

Tony Atkins

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Most British Go players can only dream of winning a trophy for first place in a tournament. To win the British Open in most years you have to be at least 4 dan in strength.

However sometimes, as an official, it is possible to look after a trophy for a while as the actual title holder is abroad or unable to transport or store the trophy safely. This was why I was privileged to look after the trophy for the British Open for a while in the 1980s. The trophy is called Minds in Conflict. It was created specifically for the Open, thanks to then sponsor Rolls Royce. Indeed the two flame-like minds that are rising from the shiny metal Go board are made from an alloy used in aero-engines.



The Stacey trophy goes each year to the player who wins the most games above the McMahon bar in UK tournaments. Again it is bulky to transport and again I have had the privilege of looking after it. It consists of a polished white marble Go stone sitting on top of a base of yew wood, taken from an ancient tree that fell in Stowe School grounds. Unfortunately someone who thought it looked like one of those ancient petrol pumps and the petrol pump nickname seems to have stuck.

Pictures of all BGA trophies are on the website at www.britgo.org/hof/trophies and those awarded at club-run events are shown against those events' details.

(Collecting Go XXVI: Trophies ... continued from inside rear cover)

Several tournaments give out mini-trophies to prize winners at all levels of play, and while not as impressive as an annual winner's trophy, these do give a feeling of achievement.

Tankards are quite substantial, have a practical use, and somewhat resemble what an actual trophy might be. Shown are metal ones from the London Open and the European at Canterbury, and a National Power china one donated by the sponsors of the first Swindon Tournament.



The Wessex Tournament always awards its prizes by divisions and small silvery cups have made up the prizes for several of the years. Shown are those from four years between 1987 and 2002 that have a heavy base and a variety of cup designs.

The West Surrey Handicap Tournament was one where anybody of any level could win the annual trophy. Even if you did not, you could still be rewarded with a plastic mini-trophy of a variety of designs. These were awarded for prowess at Go and also sometimes for prowess at the quiz or other side event. The two farthest right were awarded at Isle of Man Go Weeks, the more substantial one for winning the Afternoon Tournament.



The Mind Sports Olympiad has awarded gold, silver and bronze medals in every event for most of its 19 editions. The metals used have changed over the years and of course are not the real metals the medals represent. For a couple of years the medals were replaced by awards – heavy marble paper weights. Paperweights have also been awarded at the London Open. Two bronze medals, two silver medals and two gold awards are shown from various years of the Olympiad.