

BRITISH

GO

JOURNAL



Number 181

Autumn 2017

Youth Go Camp 2017



Raft-building on the lake



Roger teaching the C-group

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EDITORIAL

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Welcome to the 181st British Go Journal.

In This Issue

As I write this Editorial, the second game of the British Championship has just taken place. The winner was Daniel Hu (4d) who also won the first game of this best-of-three match, so Daniel has become the new British Go Champion. Congratulations to him! We have included a record of the first game in the series in this edition.

Other goodies to be found herein are: a report on the recent Youth Go Camp at Caythorpe Court in Lincolnshire; two reports on the Isle of Man Go Festival, which goes on in memory of its long-time organiser Leo Philips; a look ahead to the London Open and a report on the next London Go Centre; and a detailed analysis from Andrew Simons on the opening strategy of AlphaGo in its recent guise as 'Master', beating all comers including professional 9 dans.

But that's not all! Paul Barnard can always be relied upon to write an informative and interesting article, as is his latest one on Rips. And John Tilley continues his series of 'Go Jottings' aimed at SDKs, this time looking at the use of sacrifice stones.

Tony Atkins' collecting feature is about Go Documentaries, films about Go that have graced the big screen and nowadays our computer and DVD screens, in the past and in the present.

Finally, there are the usual clutch of tournament reports and Roger's Perspective, which looks at the start of the Go season, and also five problems, four of which are drawn from the Youth Go Camp, but the fifth one (courtesy of Liu Yajie) is actually pretty hard.

So I hope there is something here for everyone, and as usual do not hesitate to send me anything you would like to see in a future edition, including appreciative (or otherwise!) letters.

Bob Scantlebury

Credits

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

Contributions: Tony Atkins, Paul Barnard, Gerry Gavigan, Roger Huyshe, Liu Yajie, Ian Marsh, Francis Roads, Andrew Simons, and John Tilley.

Photographs: *Front cover*, Youth Go Camp Group photo. All other photographs in this edition 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, and Nick Wedd.

THE IOM GO FESTIVAL: A PERSONAL VIEW

Francis Roads

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For the last three decades I have been attending either the European Go Congress or the US Congress. But this year I missed both, because nothing will keep me away from the Isle of Man Go Festival. I have played Go in four continents and 20 countries, but there is nowhere that I enjoy Go more than in Port Erin, IOM.

What is so special about this event? Port Erin is a small, peaceful seaside town surrounded by some of the island's most attractive scenery. For this very reason many Go players' spouses, partners and families attend, so that when all attendees are gathered there is a good gender balance, such as is unknown at most Go events except Pair Go. There is a relaxed friendly atmosphere, in which we all soon know each others' names. There really is nowhere like it.

This year's festival was the 13th, and the first to clash in date with the other two congresses mentioned. The reason for this takes a bit of explaining. The inspiration and driving force behind the first eleven festivals was Leo Phillips, a woman of many talents, whose enterprise was all the more remarkable for the fact that she barely played Go herself. Sadly Leo succumbed to breast cancer shortly before the twelfth festival, and the Manx Go players decided at the time to make that one the last.

It was not only Leo's death which led to this decision. Owing to the increasing presence of motor cyclists, accommodation at the end of August was becoming increasingly difficult to book, especially for those players who like to book at the last minute.

And the event was suffering from the same diminishing attendance as many others, apparently because of the growth of Internet Go.

But there were many players disappointed at the loss of their favourite Go event. When the European Go Congress was scheduled to be held this year in Turkey, a number of UK players suggested that in the prevailing circumstances that would not be a popular venue for British players. It would therefore be reasonable to try to keep the festival going at a date which would clash with the EGC, but avoid the motor bikes. The IOM Go Club assented, and the festival was reborn.

The EGF decided to move their congress to Germany, but by that time plans for the rescheduled IOM festival were too advanced for cancellation. Despite the initial announcement of discontinuation, and the later change of date, there was a viable attendance of 34 players, plus numerous hangers-on.

The event followed the pattern laid down by Leo and her associates. A morning five-round 90 minute tournament; an afternoon three-round 1 hour tournament; two afternoons of handicap play; a variety of evening entertainment; and an off-day, this year on the Tuesday. Only one feature would have been missed by Leo; no music. She was an avid musician, and there used to be a musical evening, and songs late on the Friday, after the closing dinner; both now discontinued. One event deserves mention in despatches. Sandy Taylor gave a lecture on some professional moves which he would

have criticised had he been shown them in an amateur game. It gave us all second thoughts about some of the traditional principles of fuseki. I thought it the best lecture I had ever heard from an amateur player.

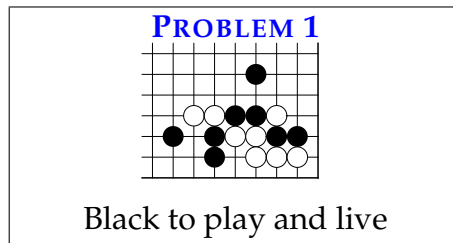
So what of the future? The driving force behind this event was Paul Smith, who did an excellent job of directing the event. Whatever may have gone on behind the scenes, from the players' point of view the organisation was first class. But Paul is not Leo, and in order to keep the event going, we may need more help with administration from other UK players.

The main problem is in choosing the date. We have learnt the hard way to keep away from the motor bike season, but because the festival is family-friendly, it has to be in school holidays. Ideally it should not clash with any part of the European Go Congress, but I do not regard avoiding this clash as crucial. The set of people who want to attend both events is small, and the EGC nowadays attracts

attendances of many hundreds. So plus or minus a handful of British players will make little difference to it. And in any case, the Manx event can overlap only one of the EGC's two weeks. Many players attend the EGC for only one week anyway.

There has also been a suggestion that as an informal, family-friendly event, the format of the IOM festival might be better transferred to a UK seaside location. (If you didn't know, The IOM is not part of the UK.) Resorts such as Scarborough or Llandudno have been suggested. Personally I doubt whether such a change would be successful. I believe that it is the very peace and beauty of Port Erin which attracts so many non-playing family members, and that to find a comparable venue in the UK would be difficult.

So what do you think? Do you hope that good old somebody else keeps this event going? Or might you be interested in helping to do so yourself?



WORLD NEWS

Tony Atkins

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Euroteams

As usual the finals of the Pandanet Go European Team Championship were held not online, but over the board between the top four teams, just before the start of the European Go Congress on 21st and 22nd July. As expected, Russia won all three matches. Romania was second beating Ukraine and drawing with third-placed Hungary (who also drew with Ukraine).

European

When Turkey pulled out of hosting the European Go Congress because of political unrest in that country, Russia was first to step forward to run the event with the same team of organisers that had run it there in 2016. However there was strong opinion it should not be in the same country as last and Germany bravely stepped forward. They organised the event, very successfully as it turned out, at Oberhof, with similar named sponsor Omikron that did cause confusion. The venue was the large Treff Hotel Panorama in a rural outdoor and winter pursuits area. More than 1000 people attended, with over 800 in the Open alone (including 11 from the UK), and with some twenty or so professionals, including most of the European ones.

As usual the very top European players competed in a seeded knockout with preliminary rounds to decide the European Champion. Russia's Ilya Shikshin claimed the title by beating Mateusz Surma in the final. Mateusz also had to settle for third in the Open behind Chinese

pros Li Xiaoxi and Zhang Tao, the last of whom won in all the ten rounds. Korea's Kim Young Sam won the Weekend Tournament with a perfect five wins. Pavol Lisy and Andrii Kravets took second and third.

As usual there were the usual side tournaments including Pair Go, Rengo, Women's, Children's, Lightning, small boards and various crazy Go events. Other popular events were playing other board games, karaoke and both a Russian and a Turkish evening, which along with the pro activities meant there was a lot to do even if the weather was not so good.

In 2018 the Congress returns to Italy when Pisa is the venue from 28th July to 11th August.

Women

The European Women's Championship was held in Odessa on the 19th and 20th August, and thanks to a lot of local Ukrainian kyu players it had a record fifty entrants. The noteworthy winner was Germany's Manja Marz (one of the Oberhof organisers). Second was Russia's Natalia Kovaleva and third was Rita Pocsai from Hungary.

Students

The European Student Championship on 9th and 10th September was held in Ceske Budejovice in Czechia. Top of the nine players was Alexandr Vashurov (5d Russia) and second was Schayan Hamrah (5d Austria). The UK's Joanne Leung (2d) was fourth on tie-break behind France's Valerian Bouette (2d).

KPMC

The Korea Prime Minister's Cup was held during the second week of September in Buan, in the south-west of that country. Fifty-five participants joined the tournament, including 32 Europeans. As usual the oriental countries won the top three places. Zhao Yikang of China was the winner. The current World Student Oza, Ozeki Minoru of Japan, was second, and Choi Kwang-Ho of Korea was third. Unusual however was the Mexican player, Abraham Florencia, taking fourth; Russia's Dmitrij Surin took fifth place.

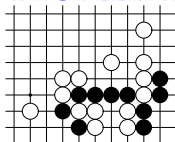
The UK's representative was Bruno Poltronieri (3d), who was reported to have enjoyed the event immensely, being impressed too by the hospitality and the organisation that started every round on time. He was pleased to

win half his games and end 30th, despite not being used to the 40 minutes main time used. He beat Longyang Li (5d) of New Zealand, Santiago Espinosa (4d) of Colombia and Dimitris Katsouris (1d) of Cyprus, but lost to Zhongxia Zhao (7d) of USA, Faishal Fitrah of Indonesia (4d) and Vladas Zaleskas of Lithuania (3d).



Bruno Poltronieri (R) and Vladas Zaleskas

PROBLEM 2



Black to play and save
four stones

YOUTH GO CAMP 2017

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Evening games in Caythorpe Court

When it was suggested to get a group of youngsters together for a residential training session over the summer holidays, it was necessary first to decide where to have it. It would be unfair on the host and a little impractical to all descend on a Go player with a large house and garden and erect tents, so it was quickly obvious that we needed somewhere that was used to having youngsters staying and that could provide classroom facilities for the Go teaching.

After a bit of research it seemed that adventure holiday centres were the best option, as there was also something exciting for the youngsters to do when not playing Go. After checking out a few possible venues, we decided that Caythorpe Court, near Grantham in Lincolnshire, was the best. Best both from the point of view of facilities available and its central location for ease of travel, with major railway station less than half an hour away by car.

Caythorpe Court was built as a hunting lodge around 1900 and later

had served as an agricultural college, before being bought up by PGL and turned into an adventure centre. This involved increasing the amount of accommodation and installing all the apparatus needed to support various outside activities.

The original plan was for 24 young players to join in, and the number reached 16 by the deadline. Three more were added late and so 19 youngsters, aged 10 to 17, from Manchester, Letchworth, Cambridge and London areas, made their way there on Monday 14th August. They were joined by five adults from the BGA, including one parent (Alison Bexfield) and four Go tutors and coaches (Andrew Russell, Roger Huyshe, Tony Atkins and Martin Harvey). A sixth tutor travelled in each day (Toby Manning).

On arrival we were met by our PGL representative, Charlotte, who was very enthusiastic at getting us to the correct place at the correct time and also was very excited to learn about Go. She promised to look up the Liverpool Go Club after she returned to her university studies in the autumn and made time to have some Go lessons with our youngsters.

The youngsters were then split into two by age for the first adventure activities: an afternoon of orienteering and raft-building. The latter proved quite amusing to watch. The four younger girls made a very stable raft with their four plastic drums, rope and planks. They paddled around the lake with ease. The younger boys, however, were not so sure how to balance five on theirs and when one

fell off immediately, shortly before pulling a second off, the other three drifted off to the other side of the lake and had to walk back.

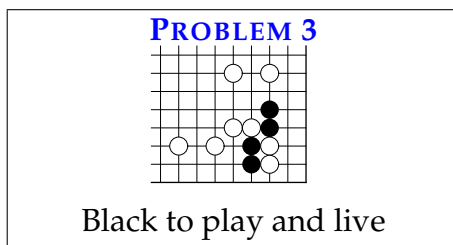
Once dried out and fed in the canteen, they all assembled in the downstairs rooms of the Court for a short Go tournament. The main purpose of this was to double check some players' levels to ensure they got into the correct teaching group, as grades varied from about 30k up to about 3k. Winner of the top group was Oscar Selby and Hilary Bexfield won both her games too. This was followed by Liar Dice and other games, before returning to our huts before lights out for a well-earned night's sleep (while four of the adults snuck off to the bar).

On Tuesday morning we were up just after seven and after breakfast returned to the Court for a morning of teaching in four groups by strength. Toby taught the top group, Alison and Roger did sessions with the next two groups and Tony worked with the fourth. The general theme for the study was Go proverbs, which were studied through problems, discussions, game analysis and so on. There are well over 250 proverbs – not including the false ones published previously in the British Go Journal.

After an early lunch, the youngsters (and some of the adults) took part in wall-climbing and archery. Andrew, with the older group, showed like them he could easily scale the wall and ring the bell, whilst Tony proved that once the arrow is loaded (the hard part) it was very easy to hit the bull or required part of the archery target every time.

After dinner and a little free time to play cards, practice Andrew's circus skills or just sit in the sun and chill, we organised a two-round Pair Go tournament with 12 pairs including the adults. The pairs winning both games were Alison and Yize, Hilary and Jacob, Joseph and Oscar.

On the final morning, we were up and packed at seven again and then there was more teaching, with Andrew helping too and Martin on hand where needed. After lunch there was a wrap-up session, featuring singing proverbs (singing whilst marching is a Caythorpe tradition) and the presentation of prizes and PGL certificates. Then the group said their goodbyes and left, both with happy memories and more Go knowledge, looking forward to maybe doing it again next year.



LONDON OPEN GO CONGRESS

Gerry Gavigan

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The David Ward Cup

The David Ward Cup (see photo), in memory of the long-term organiser of this tournament, will be awarded to the best-placed British player, together with a £50 prize.

The NYE meal will be in a local Italian restaurant "ASK" and we have obtained a 20% discount off the food bill.

For the first time (I think) We will be selling T-Shirts with the LOGC Logo (below).

The congress continues to be financially supported by the Nippon Club and again this year by DeepMind.

Further details from me or take a look [here](#)¹

The 44th London Open Go Congress is again at International Student House between 28th – 31st December.

For new readers this is a seven-round tournament with side events, lectures and games review by an EGF Professional, Catalin Taranu, 5p.

Pre-registration secures the best price and early bird registration ends on 31st October.

- Main tournament first prize £250
- First "below the bar" £100
- Lightning 1st prize £60
- Pair Go 1st prize £60
- The best performing player 10 kyū or weaker on registration £30



LOGC t-shirt

□

¹<http://londongo.club/events/44th-london-open-go-congress/>

PRESIDENT'S PERSPECTIVE

Roger Huyshe

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New Year's resolutions take place in January for some, but I feel that in Go they belong in September. This is the start of the year for schools and universities, both key recruiting grounds. Shorter days and the closure of summer hobbies bring with them a resurgence of the tournament season with the opportunity to catch up with friends and improve one's game. On a personal note, extra time on Go administration has helped me to slip a grade, so I am making my own resolution for more practice and tuition.

The season has just begun for the Pandanet European online competition and a team has been assembled to give serious competition for many of our stronger players. The BGA Online League also starts in the autumn, so if you are not in

the class for Pandanet, why not put in a team for the League? If there's insufficient players at your own club, try advertising for unattached players to join your team.

On the schools front, we have volunteers opening up new schools in Manchester, Cheltenham, two in London and possibly one in Warwick. Thanks to Gerry Gavigan, Dave Killen, Colin Lee, Paul Barnard and Martin Harvey for their efforts. Following on from DeepMind sponsorship and the Youth Go Residential, we have a real increase in active schools and in some areas a cluster of schools that can play each other.

At Universities, this is the season for Freshers' Fairs, although they will be over by the time the Journal is published. I hope that University clubs have taken advantage of the opportunity to showcase the world's oldest and best Mind Sport.

Website

For those of you who didn't read the October Newsletter, you will be finding significant changes to the menu tree of the website, possibly affecting bookmarks. This restructuring is in preparation of a new theme under Drupal7, the upgraded content management system, with a view to making the site more friendly for mobile phones. A new header 'Resources' will develop over time, hosting many of the useful niche items. Other movements should be to fairly obvious locations; failing that, the 'HELP' may give a clue.

□

ALPHAGO'S FAVOURITE OPENING

Andrew Simons

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Over the 2017 new year period, AlphaGo played a series of 60 online games with top professionals under the pseudonyms Master and Magister. It won all the games and introduced many interesting new ideas, which have since been adopted and experimented with by human players. The most common opening pattern in these games was something I call the "Master orthodox opening" (Michael Redmond calls it "Master's favourite opening" in his reviews) which I will analyse in detail, seeing where it departs from traditional opening theory and how small changes in the position alter the way it continues. The "orthodox opening" normally means a black 4-4 plus facing small shimari without caring about the white corners, but for the "Master orthodox opening" I mean the following whole board position:

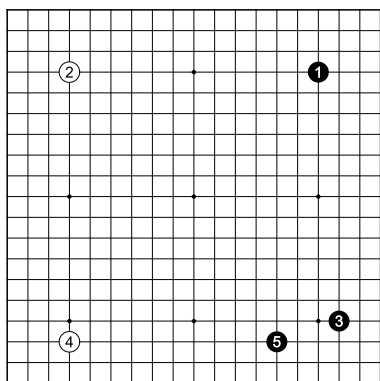


Diagram 1

Master played this as Black 13 times in its 60 games and played against it as White five times.

As an aside, it's worth noting that if ④ is at 4-4, as right, Master doesn't play the big low shimari but always the big high at ⑤, which it did four times, once exchanging A for B first (and if White answers with ⑥ at A as the humans did twice (Ke Jie and Gu Zihao), then Master played shoulder hit at C both times). I understand this as the 4-4 making the lower side a more interesting area for both (for starters Black can approach the 4-4 from that side, but not the 3-4), so Master plays high to increase the development potential on that side. This offers White the choice: either play a solid but slightly slow shimari there which I can efficiently shoulder hit, or if you go into the right side I can play first on the lower side and a high shimari is then better.

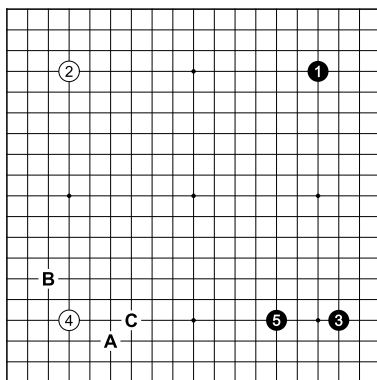


Diagram 2

Anyway, how to continue in the Master orthodox opening? The continuations from the 60 games are marked left. In all cases the humans played on the right side of the board: the wedge at A was played by humans three times, an inside approach at B seven times (a bit more modern/active than a wedge), and an outside approach at C once (by Nie Weiping). On the other hand Master never played on the right but always made its own shimari: four times a small high at D and once a small low at E (in this case the game was upside down which I wouldn't expect to make a difference, but is this a coincidence?). This is a very significant difference in direction and suggests our opening theory could be misguided.

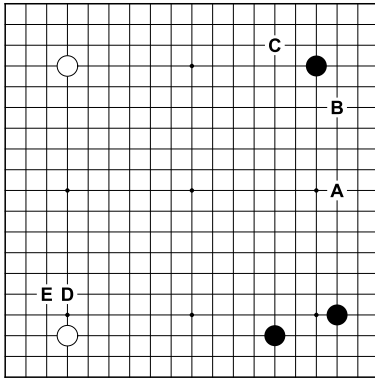


Diagram 3

Master seems to be saying it's fine to allow Black to take the very nice opening point in the middle of the right side (simultaneous extensions from the shimari and the 4-4) or a shimari from the 4-4 (tighter modern style), I'll just go my own way and build my own thing too, thank you very much. Perhaps this is because the komi is large (Master/AlphaGo apparently slightly prefers White on an empty board)? Given (mostly as Black) how much it likes to make a low approach to its opponent's 3-4 points, it seems it places a very high value on preventing that as White in this opening.

If White approaches the top right (squared white stone right) Master always answers with the knight's move (black square, seven games). White sometimes then slides (A, two games) or extends to the middle of the side on the 3rd line (five games). Master then always makes a low approach to the bottom left. In the two games where white humans slid, they then took the 3-3 (B) and Master ignored again to play on the left. This could be seen as fighting spirit: we humans think of the slide as a big move, threatening to play the 3-3 which is the mutual base point so semi-sente (the local answer for Black is to extend at C to make a base and prevent White attacking around there).

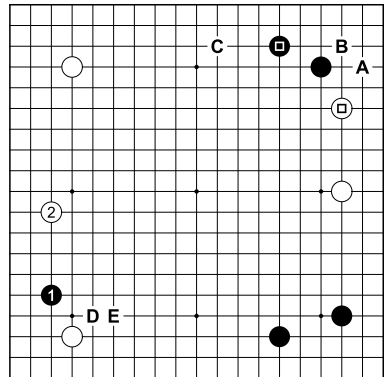


Diagram 4: Master plays D if no squared stones, E if squared stones exchanged

However, I suspect taking the 3-3 is slow: the shape is weak (the slide at A would be better placed one space to the left, you can tewari approaching a 3-3 stone) so it is not actually so easy to attack the black group: in both of the games Master didn't defend but played big moves elsewhere and then the humans tried to attack but failed to get a good result (#6 Li Xingyu and #24 Park Junghwan with the famous 2nd line crawl from Master).

Consequently I think the slide is not a good move, as its threatened follow-up of the 3-3 doesn't seem so severe when ignored, this view is reinforced by the fact Master never (if I recall correctly) played the slide in the 60 games. So if White extends we end up with a similar position to if White simply wedged (three games), but with the exchange of the squared stones (five games). Master then low approaches the bottom left and in all but one of the games the human played the three-space pincer (humans like the relationship of this with the 4-4) (the exception was with the wedge only, and the 'pincer' was one space further away). How Master continues depends on whether the squared exchange was made: if not then it plays the knight's press at D (two games), if it was then the large taisha press at E (five games)¹. Michael Redmond talked about this in his recent video on Li Qincheng's game (wedge only).

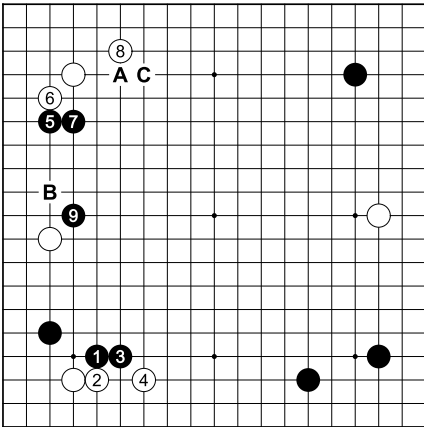


Diagram 5: Continuation after knight's press (no top right exchange); two games

Before trying to understand why this exchange makes a difference to which press Master plays, let's look at a typical continuation. With the knight's press (two games) it ends up as left. In one game the human (Li Qincheng) played low for ⑧ and Master played shoulder hit for ⑨, in the other they played high at A, and Master made a base with ⑨ at B on the third line. I can see some logic to this change: if White is low Black has more centre potential (can shoulder hit at A) so it makes sense to go for a direction in which you might end up with a centre wall (Redmond showed some variations with this), if White is high the black group is under more pressure so Master plays more conservatively to make a base.

¹'Taisha press' refers to a move in the Taisha joseki see <https://senseis.xmp.net/?TaishaJoseki>

With the taisha press the humans avoid the complicated taisha line and all five games proceeded as in Diagram 6. The normal joseki is then to jump to A and one human (#27 Fan Tingyu) did so. The problem with this is it is gote and Black can then counter pincer ② having built up the wall as some strength in sente. So in the other four games the humans crawled one more time, hoping Black would extend and then they could play on the left side (e.g. B which develops corner and extends a helping hand to the pincer stone such that with a black invasion between them it's Black who is the weaker one). If you crawl four times and Black extends then the black covering turn on the lower side is not so powerful on the corner group, e.g. C is not sente (Redmond talked about this in an older video).

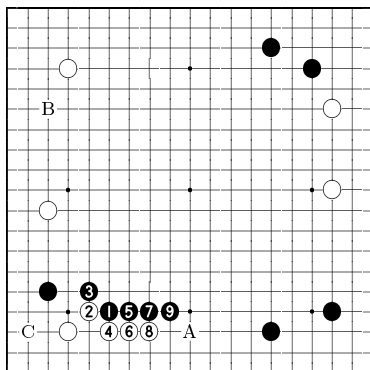


Diagram 6: Continuation after taisha press (top right exchanged); five games

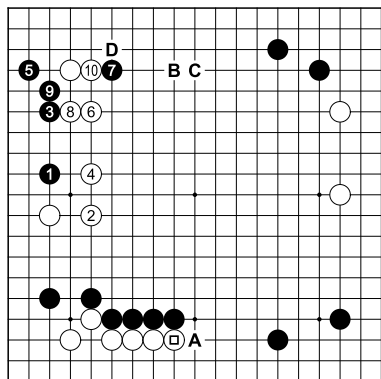


Diagram 7: Continuation after taisha press part 2; three games (in one game white squared stone at A)

Of course Master is aware (as far as an AI is!) that extending after the fourth crawl is slack, so immediately counter-pincers even though there is a locally urgent hane-at-the-head situation. In two of the games (#7, #9 Meng Tailing) the human immediately hanes and we get rather different results, but in the other two (#5, #28 Meng again) and Fan's jump we get very similar results, as shown left. Next Master extends to B/C on the top (aiming at D next) which develops the top side and gently reduces the influence of the white thickness. In the future, Master could even ask questions about how alive it is (in game #5 Master killed it). This pattern of giving walls and then reducing their influence crops up many times in Master's games, such as with the push through the table shape in the magic sword joseki.

In Fan's game he immediately defended at D, in the other two with the push on the lower side they played the urgent-looking liberty-taking hane at the lower side hoshi. During this sequence Master's slide of ⑤, allowing the seal at ⑥, is an interesting move. Professionals have played it before, but the jump out to ⑥ is more common. Master hitting the shape point at ⑦ seems to be a new move, though the similar idea at D has been played before.

So what difference does the exchange at the top right make to these results? Michael Redmond has a hypothesis that with the exchange a ladder in a taisha variation that was good for White becomes good for Black, so Black is happier to taisha, as on the right.

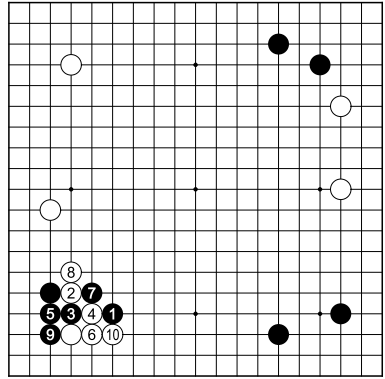


Diagram 8: Redmond's taisha ladder, part 1

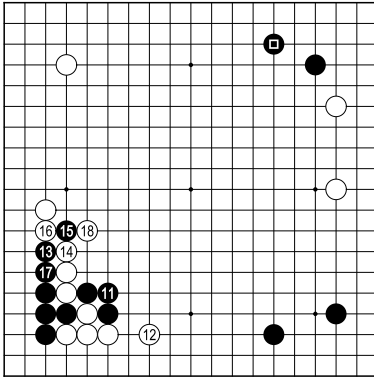


Diagram 9: Redmond's taisha ladder, part 2

The normal joseki is to play ⑬ on the 2nd line one point to the left, allowing White a comfortable connection at ⑮, but if White can't capture the cutting stone with the ladder left (which he can't with the squared stone present) then Black can play up onto the third line giving White a hard time. White could fight with ⑱ one below but it's a good fight for Black. Note White can't push through with ⑯ at ⑰ or he gets captured with a tombstone squeeze^a.

^a<https://senseis.xmp.net/?TwoStoneEdgeSqueeze>

So White would probably have to concede with something like right, but that's also good for Black who has a very thick shape on the left, so can look forward to pleasant centre fighting ahead.

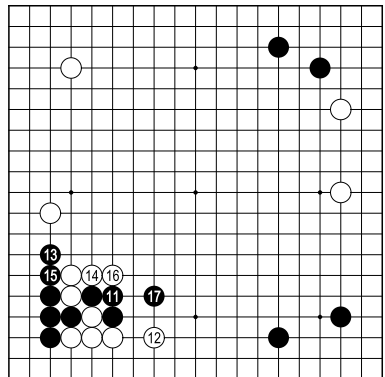


Diagram 10: Redmond's taisha ladder, part 3, White concedes

So that's Redmond's hypothesis for why Master doesn't taisha with the top right exchange not present. The assumption seems to be the taisha wall is a better wall than the knight's press and you should prefer it if you can get it without being scared of White fighting back and cutting. It seems plausible to me, but I have a slight feeling it is overly tactical and I think Master's strength lies more in global judgment, so looked for explanations in that vein.

Here is one such idea. In both games without the exchange and the knight's press, Master approached the top left rather than counter pincer. This gives White a choice to pincer and Black will probably take the corner. In his review of Li's game, after seeing Li's poor result on the side following the kick, Redmond thought that might have been better. That would result in Diagram 11. Note that Black ends up with a low stone on the top side at 10. I think that given this, if White approached at A now, Black wouldn't like to answer low at B, but maybe high, or invade, or kick, or something else.

However, maybe my distaste for two low stones is too strong as I do see pros doing things like this quite often, though perhaps they are playing bad moves from the perspective of a player at Master's level. If Black does the top left approach and take the corner with the approach-answer exchange already played he gets into this bad position. So if the top right exchange is made Black doesn't want to take the corner after being pincer because it ends up double low, and if there's no other good response to being pincer (for simplicity's sake I only assume taking the corner directly, high counter pincer could be a counter-strategy but probably White can fight back strongly given the two stones on the left) then you don't want to approach but counter pincer, and if you want to counter pincer you want a stronger/longer wall at lower left so prefer to play the taisha press. QED!

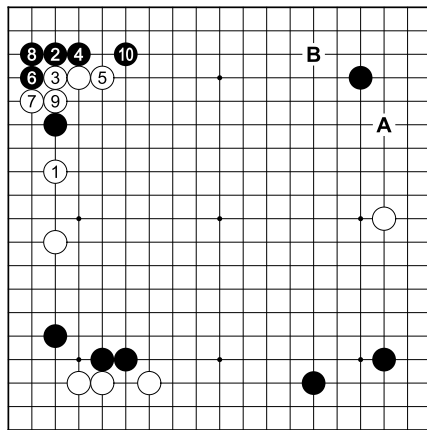


Diagram 11: Pincer instead of kick following knight's press

Another idea I had is that in the taisha variation when Master extends on the top side to reduce the wall, the top right exchange is working well to support that extension. Without it such a play could come under attack, see diagram right.

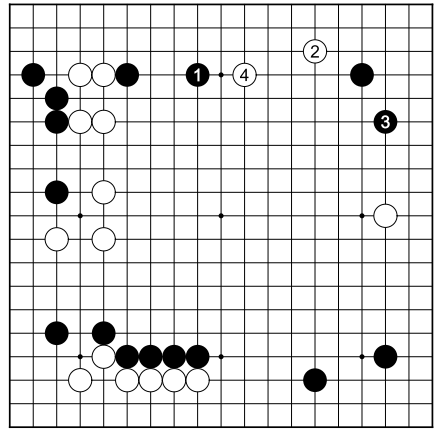
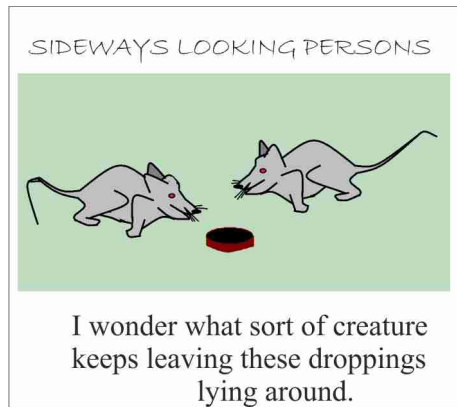


Diagram 12: 1 weaker without support at 2

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THE RIP

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“Rip” can be a verb or a noun. Only in Go does it seem to be a recognised abbreviation of “rip-off”. These are mildly interesting semantics at best.

What is much more interesting is that a good rip can cause much more emotion than a good win or bad loss.

In fact, more than once, I have seen a player on the receiving end of a painful rip resign on principle, even when still winning.

So what is a rip anyway? It seems to be a clever sequence of moves, normally in the later middle-game or end-game, which results in a significant capture of stones. Emphasis on “clever” sequence, but not brilliant.

A sequence that works because the sufferer didn’t defend when he could have, but not a dumb mistake. Equally, not a failure to spot a brilliancy. No, rip anguish is appropriate only when, on reflection afterwards, you get, “I should have seen that!”

Obviously, the boundaries of “brilliant”, “clever” and “dumb mistake” will vary according to the playing strengths involved, but the amusement or anguish appears much the same regardless.

Here is an example between two stronger SDKs:

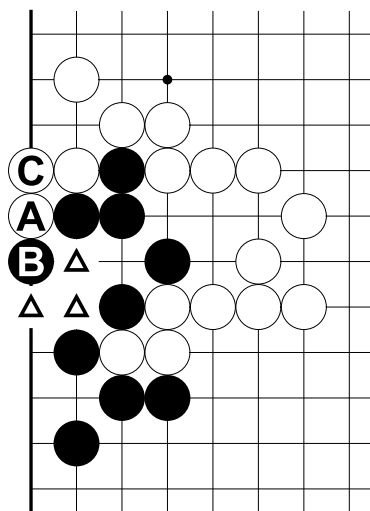


Diagram 1

White thought he saw a weakness in a black position and played the hane-and-connect sequence of A-B-C to get a few points in sente – hoping his reading/feeling was correct and that it really was sente – giving the position in diagram 1. After C, there was a pause while Black pored over the position – after all, although a defence was obviously going to be necessary when dame points were played, a premature defence would be to take gote unnecessarily.

Black pondered. White checked and rechecked his reading, and tried to look nonchalant. Or, more accurately, White read the position properly, having only partially read it before

playing A. Black decided that none of the three ataris available to White (marked) led to anything at present, and played tenuki.

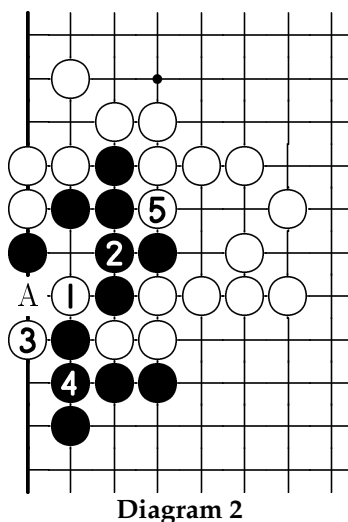
Gentle reader, you have the advantage of knowing that there is something there for White. Can you see it?

Now it was White's turn to pore and ponder. Did his clever sequence really work? After all, there were other moves available elsewhere. And if it didn't work, would it cost points to try it?

White decided it worked, or at least didn't cost anything, and played atari at ① in Diagram 2 below. Black was puzzled, and raised a quizzical eyebrow accordingly. He had read this and satisfied himself that he could connect and neither of the follow-up ataris on his lone stone on the edge led to anything. He took another quick look, but only really paused long enough to lower his eyebrow before connecting at ②. White smiled to himself – if his reading was correct, Black had just missed his chance to limit the damage by playing as marked by A. White played atari at ③, still a little hesitant, still not fully believing in his reading, but, surely he now had at least a ko?

The ko in question would have come from a Black play left of ④, but Black was now convinced White was playing rubbish moves that, after all, he was known to do from time to time. How could this second atari help White? The quizzical eyebrow was restored to its elevated position, and Black swiftly connected at ④.

White could now take a liberty off Black to seal his fate, and after a bit of thought decided it didn't matter which, and played at ⑤ with a loud and expressive "click", giving diagram 2.



Suddenly all was clear to Black – he could capture ①, but because of ③, would be caught in a snap-back.

To his credit, Black kept his comments to himself – although his body language was eloquent - and just gracefully resigned, although had he looked up and seen the broad smirk on White's face, it might have been too much for him.

Wonderful things, rips...!

□

RE-CREATING THE LONDON GO CENTRE

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Introduction

Older readers will remember the existence of a London Go Centre (LGC) in the late 1970s¹. We are pleased to be able to tell you that plans are well advanced to restart the LGC and explore ways to use it to develop Go and Go-related activities in a manner that goes some way to meeting the wishes of T Mark Hall who left a legacy to help create such an opportunity².

Background

The West London Go Club (WLGC) has been fortunate to be hosted by the Young Chelsea Bridge Club (YCBC) who have proven very sympathetic to helping us (and the BGA) host successful weekend events and tournaments there. Having first sounded out the YCBC manager, members of WLGC and Central London (CLGC) received outline approval for funding from the T Mark Hall Foundation (TMHF) of up to £10,000 to pilot and test the viability of a London Go Centre based at YCBC.

The key objective is to meet the wishes of T Mark Hall, who died in 2013, by creating a London-based Go centre offering:

- training and development
- outreach
- tournaments
- space for informal playing

Marketing and the whole rationale for an LGC including financial self-sufficiency remains the challenge.

However, our plans have been enthusiastically received by several long-standing members of the BGA who supported our view that the plans represent a low-risk opportunity to obtain the necessary evidence.

The LGC will be a charity

In addition to the pilot funding from the TMHF, we will be seeking donations from companies and grant-awarding charities, to help fund our wider activities. In order to provide assurance and governance, we will be seeking Charity Commission approval for a Charitable Interest Organisation (CIO) (a “limited liability” charity) which will have as its objects:

- To advance the education of the public in the subject of Go (also known as iGo, Wei-Chi and Baduk):
- For the public benefit to promote the teaching and playing of Go (including social and mental training) to people in such ways as the charity trustees think fit, including by awarding to such persons scholarships, maintenance allowances or grants to enable the advancement of their studies at the London Go Centre or elsewhere

¹It closed in 1978.

²<http://www.tmhallfoundation.org.uk/>

- For the public benefit to promote learning for pleasure by people no longer in full-time employment and maintain their cognitive abilities through the continued development of the individual capabilities, competencies, skills and understandings specifically associated by studying and playing Go
- To advance the education of the public in general about the benefits to be gained from studying and playing Go and to publish the useful results.

The advantage of CIO status is that it places an obligation on the Trustees to maintain the assets exclusively for the charitable objects. If the pilot is successful the CIO provides an ideal and adaptable vehicle for moving to bigger things.

One of the Trustees may be appointed by TMHF. A second may be appointed by the Nippon Club, who are planning to provide on indefinite loan some high-quality Gobans and stones as well as financial and other support.

Other Support

We have already been promised £500/yr for the pilot from a BGA member - others are welcome to match or exceed his generosity.

CLGC has a policy to support training up to the sum of £600/yr from existing funds which will be made available for LGC training activities.

Other sources of donations have been identified.

However, we will also be reliant on non-financial contributions from volunteers.

How to find out more

The LGC website already exists (but at the time of writing has no content), hosted by the London Go clubs³. All governance documentation will be available there to download as well as an activity and events calendar.

What will the LGC look like?

For a fixed fee to YCBC we will have:

- exclusive use of the premises for most weekends of the year (there are a couple of Bridge events that would take precedence) including some extended Bank Holiday weekends such as May Bank Holiday weekend. Exclusive use means that from Saturday morning until the end of the weekend there will be somewhere to play Go and/or provide training and development events (we will be exploring how to maximise that opportunity)
- the option of using the club during the week for one week during each of the three main school holidays for youth training

If the demand emerges we can further negotiate the use of the premises during the day from Monday to Friday, in practice until about 6.30pm.

The LGC will host WLGC once a week on Wednesday evenings (to include the possibility of an after-school club).

The existence of the LGC will be recognisable by external signage on the premises.

³<http://gocentre.londongo.club>

Activities

We are in the process of activity-building and will report further, but in addition to informal playing:

- LGC will take over the November “London Clubs training day” and we will be exploring ways to make this a more frequent event.
- We will be looking to establish regular teaching and coaching sessions for all levels provided by the cadre of strong British-based players
- We will be exploring the possibility of a “resident” professional Go player (Nippon Club have informally indicated that they would be prepared to fund a professional to teach stronger UK-based players, and we are exploring other possibilities)
- We will also be creating and publicising regular taster and beginners events
- Tournaments and other Go-playing activities such as team Go or relay Go

All of which could easily morph into weekend training camps, modelled on other international similar and successful ventures.

Outreach

Publicity will include filming lectures and uploading to an LGC YouTube channel, Facebook and other social media as well as articles in the British Go Journal (and elsewhere), the BGA website and the London Go Club website.

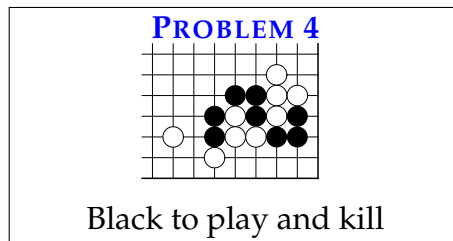
When is it all happening?

In early September the formal process of creating the CIO began. An inaugural meeting of the founding Trustees produced a list of 31 actions (which I won't list here). We are confident of a formal launch in October/November.

In the next issue of the BGJ (Editor willing) we will update you on how things are going. However you do not need to wait until then; feel free to get involved or just come along.

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LEO PHILLIPS ISLE OF MAN GO FESTIVAL

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Main tournament winner, Andrew Simons

The 13th Isle of Man Go Festival began on Sunday 30th July, but some players met up for a get-together at the Falcon's Nest the previous evening. The festival has been renamed in honour of Leo Phillips, who was one of the driving forces in setting up the festival in the first place. At the opening ceremony Francis Roads recounted some of his memories of Leo (who sadly died in July 2015, shortly before the previous Festival).

On the first day the main and afternoon tournaments started, both with the bar set at 1 kyu. There were 31 players in the main Open Tournament and 23 in the Afternoon. In the evening there was the quiz. Regular quiz-master Steve Jones was unfortunately not able to be

with us, but he very kindly set the questions anyway; as always they were intriguing, amusing and frequently very challenging! There were eight teams and the winners were team Marklom.

On Monday morning, before the second round of the Open, it was very pleasing to see a lot of game reviews going on. Quite a few dan players had volunteered to help with these and they carried on every morning of the tournament days. After the second round of the Afternoon Tournament there was an interesting lecture by Francis Roads. It was supposed to be about the sorts of mistakes that weaker players make without thinking, but it transpired that some dan players have also been making some of these same mistakes! In the evening there was the Rengo Tournament, with six pairs taking part. After two rounds Joanne Leung and Francis Roads were the only pair on two wins and they won their last game as well so were in clear first place. Ingrid Jendrzejewski and Matthew Selby were second with two wins out of three.

Tuesday was the free day and many people complimented the organisers on swapping this from the usual Wednesday because the weather on Tuesday was really good. Actually this was just a lucky accident as originally we thought that the Cherry Orchard would need the room on Tuesday afternoon and evening. Some people went to the top of Snaefell and had a magnificent view from the peak (in contrast to previous years when it was sometimes hard to see more than

a few feet because of the thick clouds). Others went to Douglas and, whilst there, saw the dragon sculpture in the Marina Gardens, which is a lovely memorial to Leo. In the evening there were other board games going on in the playing room until quite late.

On Wednesday the Afternoon Tournament came to a close. We had tried hard to make sure that as far as possible people did not play the same opponents in the morning and afternoon events, even on different days, but Francis Roads and Sandy Taylor were the only players above the bar on two wins so they had to be drawn together, even though they had played in the Open on the first day. On this occasion Sandy won, so he was the winner of the Afternoon Tournament. Francis was second, with Toby Manning third and George Wen fourth. The players below the bar getting prizes for three wins were Richard Wheeldon (2k), Oscar Selby (6k) and Ingrid Jendrzejewski (8k).

Afterwards Sandy Taylor gave a lecture about unusual moves that had appeared in common fuseki positions in professional games. This was fascinating and hopefully can inspire us all to be a bit more experimental when deciding where to play in the opening stages of games (and perhaps a bit more circumspect when criticising unusual moves played by weaker players). In the evening there was another alternative games evening. Over the course of the two evenings many games were played, including Shogi, Chinese Chess, Backgammon, Bridge, Pits, Ticket to Ride, Manx Monopoly, Stramash, Boggle, Anagrams, Continuo, Perudo and Mastermind.

Thursday saw the penultimate round of the Open and also the start of

the Handicap Tournament (using the Manx handicap system), which had 14 players. In the early evening Ingrid Jendrzejewski gave a reading of some of her flash fiction stories, for which she has won many prizes. The stories covered many themes, including earthquakes, fishing and living in the middle of the sea. They were thought-provoking as well as very entertaining.

After that there was the Small Board Competition, using the standard Cambridge handicap system. There were fifteen players. Jianzhou Mei (who is only eight years old) won all his games, suggesting that he is now quite a few grades stronger than his entry grade of 19 kyu, perhaps due to the effect of playing quite a lot of Go during the week. Indeed in the new rating list released after the tournament he has gone up to 15 kyu. Oscar Selby was placed second.

The last day of the Festival was Friday. Andrew Simons already looked likely winner of the Open, as the only competitor with four wins. When he won his last game against Francis Roads, he finished with a perfect record of five wins, two points clear of the rest of the field. Alex Rix was second and Joanne Leung third, with George Wen and Francis tied for fourth place, with George getting a special prize for being fourth in both this and the Afternoon. The players below the bar winning prizes for four wins were Geoff Kaniuk (6k) and Jianzhou Mei.

In the Handicap Tournament, Oscar Selby finished as the winner with five straight wins. He is another young player whose rating has gone up after the Go Festival. Second in the handicap event was Ingrid Jendrzejewski.

The Continuous Lightning competition had been going on since Sunday and by Friday afternoon Natasha Regan (1k) and Joanne Leung (1d) were the top two players out of the twelve taking part, so they met in the final which Joanne won. Friday afternoon was also the deadline for entries to the sandcastle competition which was declared as a tie between Paul Barnard and the Selby family.

The prize-giving followed the final buffet dinner. There is a new and very splendid Leo Phillips Memorial Trophy for the winner of the main tournament, and this was presented to Andrew Simons. Several other prizewinners received beautiful trophies with a Go and Mount Fuji theme, made by Roger Kent. Many people expressed the wish that this would not be the last Isle of Man Go Festival.

The Cherry Orchard staff should be praised for all their help during the week. We will miss Jerry who has worked at the Cherry Orchard for over 30 years and is now leaving; he is incredibly helpful and a great character.

Many thanks to everyone who helped in any way with organising the event - Geoff Kaniuk, David Phillips, Andrea Smith and the rest of the family, Francis Roads, Steve Jones, Roger Kent, Sandy Taylor, Toby Manning, Steve Bailey, Celia Marshall, Andrew Simons, the BGA who underwrote the event, everyone at the Cherry Orchard (especially Seamus and Jerry), everyone at Promenade Shirts (especially Kevin), everyone who came and played Go in such a good and friendly spirit, and anyone else I have forgotten!

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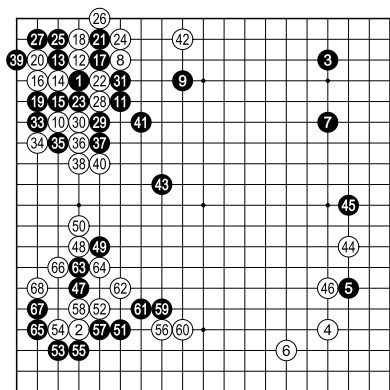
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PROBLEM 5

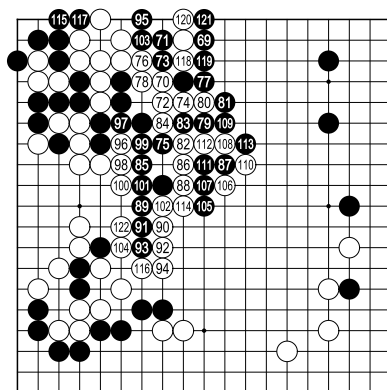
Black to play and achieve
the best result

BRITISH CHAMPIONSHIP GAME

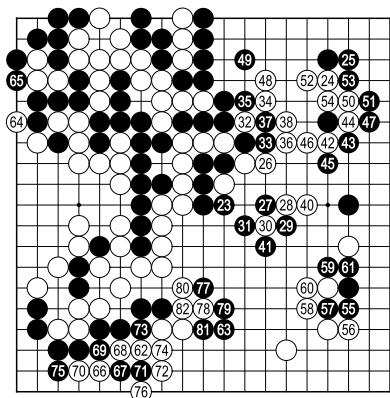
In the first game of the best-of-three 2017 British Go Championship title match, Daniel Hu beat Andrew Simons to go one up. Playing at Geoff Kaniuk's house in Cambridge on 19th August, they played a long game that lasted well into the evening. With live broadcast in the British Room on KGS, and parallel live commentary by Matthew Macfadyen, more than 60 spectators could be found enjoying the game at any one time. Eventually Andrew had to resign, having battled against time difficulties for over a hundred moves. For a record of the game with comments, go to the BGA website here¹. Daniel also won the second game to become British Champion.



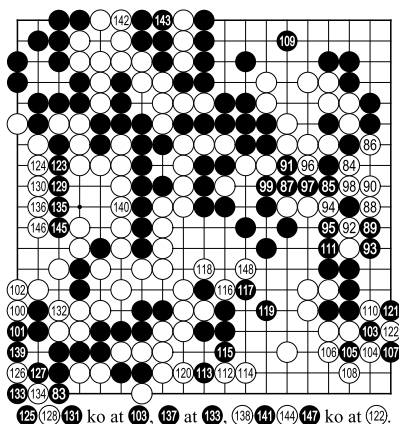
Ⓣ at 17.
Moves 1 - 68



Moves 69 - 122



Ⓣ at 32.
Moves 123 - 182



Moves 183 - 248

Ⓣ Black resigns.

¹<https://www.britgo.org/bchamp/index.html>

GO JOTTINGS 3

John Tilley

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In the last BGJ I mentioned Sakakibara Shoji, a professional 9 dan, who wrote "How to Make the Breakthrough to Shodan" based on his teaching experiences at The Japan Go Association. In that book he presented five areas for the amateur to focus on. These are:

- Good moves and vulgar moves
- Sacrifice stone technique
- Surrounding and reducing territory
- Life and Death; fights (semeai)
- Yose - game deciding plays

Sacrifice stone technique occurs throughout the game, its key for making shape, building thickness, settling weak groups, gaining liberties, reducing the opponent's liberties, life and death and in the endgame. It can also occur in trades, where whole groups are exchanged or sacrificed.

This month I have chosen two problems, where the theme is sacrifice stone technique.

Diagram 1 – The theme of this first problem is saving Black's weak group (shinogi in Japanese).

Diagram 1 shows a group of four black stones that seem pretty hopeless, I suspect not many kyu players would look twice at this position as it seems that Black's group doesn't have the width to live; if Black plays at B7 then they only have four stones in a row on

the second line with a notch at B9. The proverb tells us that "On the second line 8 live, 6 die", so you somehow need to play two or three moves in a row!

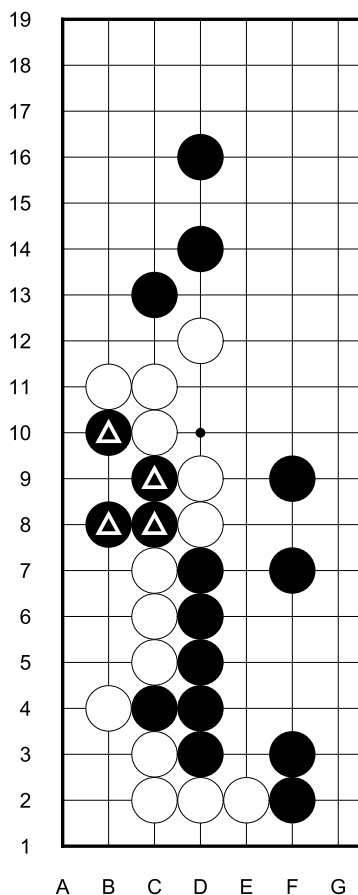


Diagram 1

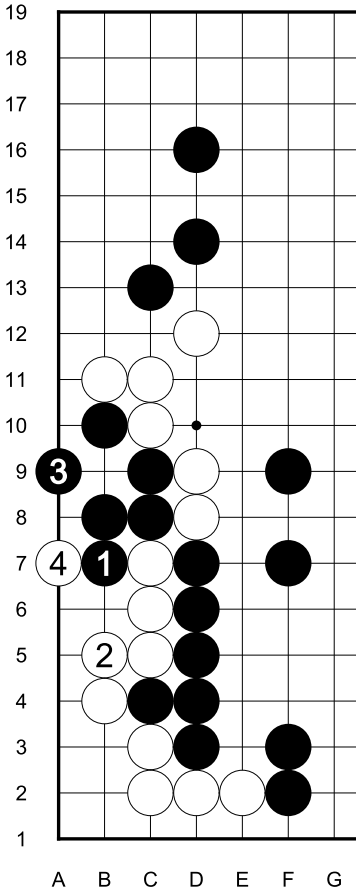


Diagram 2 – The “obvious” move at ❶

Dia 2 shows the “obvious” Black move of ❶; note ❷ a solid defensive play, we’ll come back to this move later. After ❸ Black is dead.

The only other possibility for Black is to cut at ❶ in Dia 3 and to sacrifice this stone; White must play ❷ and then capture with ❸. However ❹ leaves White with a shortage of liberties – White can’t play at B7, and a Black move at B7 is atari and then White can’t connect because of the cut at B3.

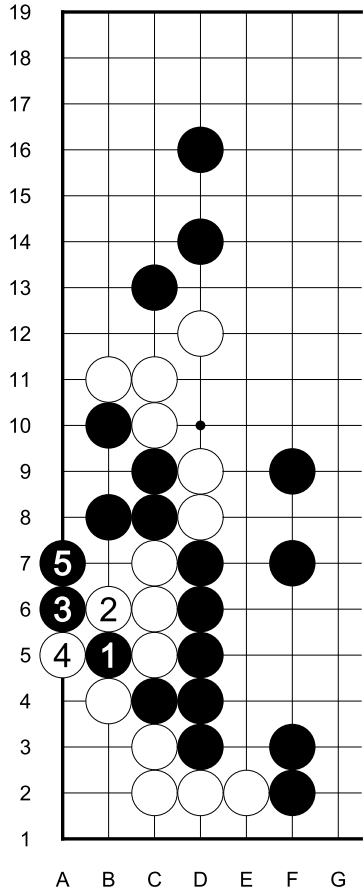


Diagram 3 – Correct

So White must defend as in Dia 4 and Black can live with ❷. Sacrificing one stone here at B5 effectively gives Black three moves in a row. Magic.

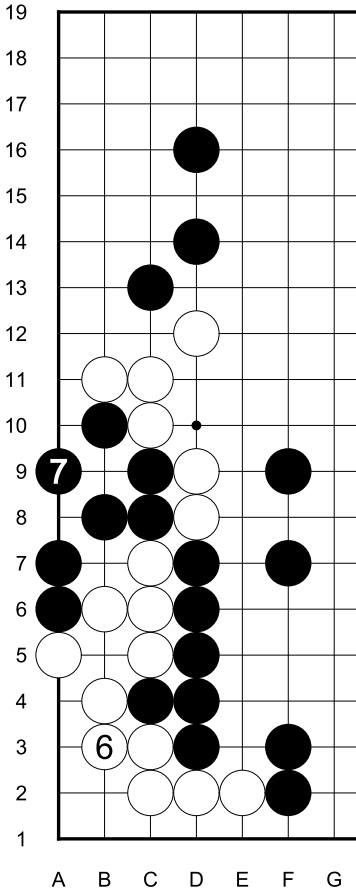


Diagram 4 – Black lives as White still can't play at B7

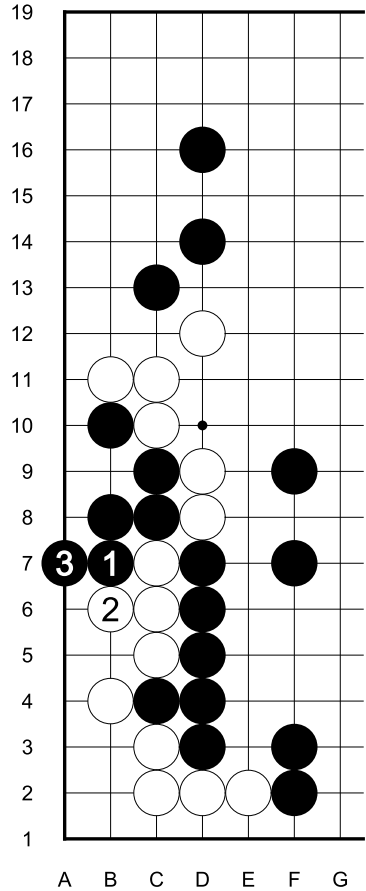


Diagram 5 – ① is wrong, ② is wrong - Black can now live

Looking back at Diagram 1, I find this problem rather satisfying - it doesn't look possible for Black to live, but sacrificing one stone, coupled with a shortage of liberties, effectively gives Black three moves in a row.

Going back to the solid defensive move of 2 in Dia 2, if White plays ② as in Dia 5, then this loose move presents Black with the chance to live by playing at ③, which threatens the throw-in of B5.

The theme of this second problem is settling a weak position. (sabaki in Japanese).

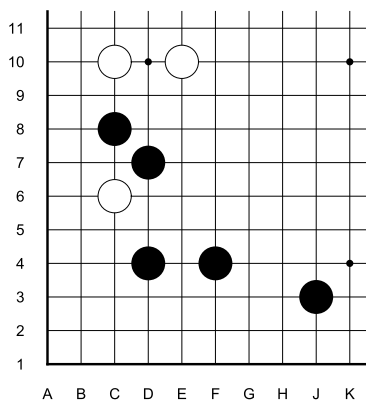


Diagram 6

Diagram 6 - This is a common position in handicap Go - White needs to settle his weak stone at C6. A simple stone count tells us that White has three stones and Black has five, so White is outnumbered 3 to 5. A stone count difference of two, tells us that White must play lightly and sacrifice stone technique is a key tool to do that.

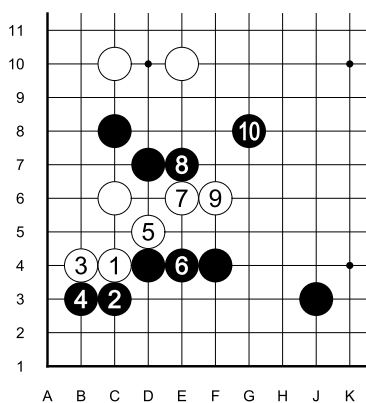


Diagram 7

Diagram 7 - A vulgar way of playing. White 3 is a heavy move, this solid

connection is far too slow. White only succeeds in building a weak group and creates serious trouble for themselves.

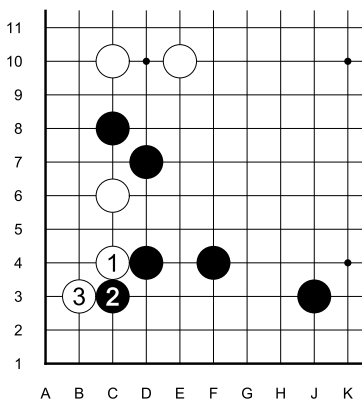


Diagram 8

Diagram 8 - The correct move is ③, the two step hane of B3. This is a light way of playing as White's stones ① and ③ are not connected.

Sonoda 9 dan, in his book "All about Sonoda's Proverbs" advises playing on the diagonals when outnumbered, such as ③ here. He also advises to play "criss-cross" (on the vertical and horizontal) when you have more stones locally. In the previous diagram, White 3 is "criss-cross", but White is outnumbered, so a diagonal move is better – i.e. ③ in Diagram 8.

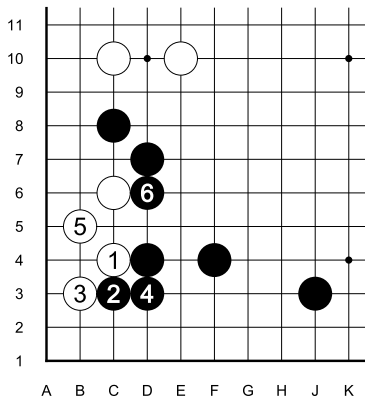


Diagram 9

Diagram 9 - The best response for Black is to play the solid connection of ④, a tight play which doesn't help White. The best White can do is the hanging connection of ⑤, which gets him a live position; Black has territory at the bottom and thickness. There is no sacrifice stone technique in this position(!), but White's light moves of ① and ③ have set one up if needed, see next diagram.

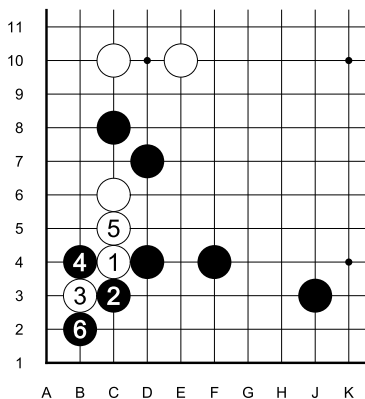


Diagram 10

Diagram 10 - ④ seems to belong to the "Always play atari" school of Go - a common trait of the DDK and some

SDK as well. This just gives White the chance to demonstrate a rather nice display of sacrifice stone technique.

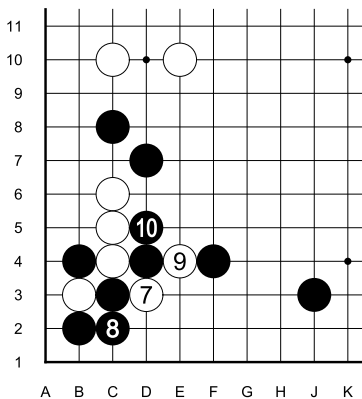


Diagram 11

Diagram 11 - White cuts and plays atari with ⑦ and then forces with ⑨, which sets up a nice pleasing forcing sequence. As White was outnumbered in Diagram 6, there is a need to settle the position - so playing lightly, playing diagonal moves, playing in contact with the opponent's stones, playing atari and using sacrifice stones are the tools of the trade to achieve that.

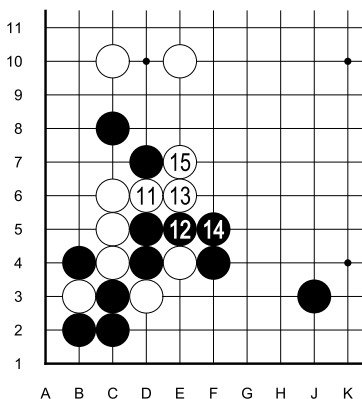


Diagram 12

Diagram 12 - White can now continue with the forcing sequence of the atari of ⑪ and the atari of ⑬, before turning at ⑮. Looking at the position after ⑮, White has sacrificed three stones (③, ⑦ and ⑨) and Black two stones (C8 and D7). Given the starting position and Black's numerical superiority, White can be satisfied with this trade, although Black does have sente and more potential territory.

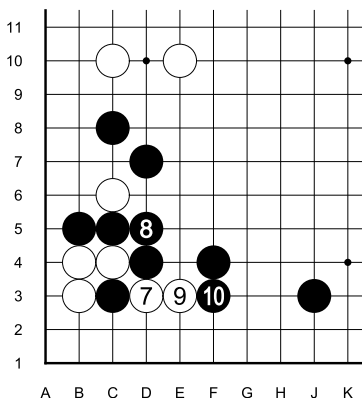


Diagram 14

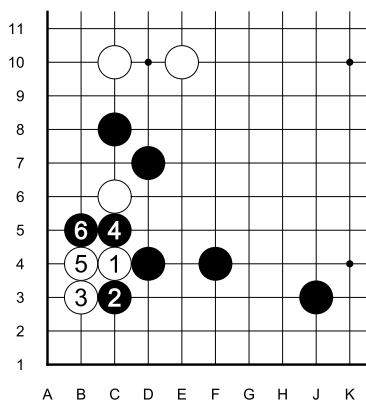


Diagram 13

Diagram 13 - Black had two different atari to try in the position of Diagram 10, this atari of ④ also belongs in the "Always play atari" school of Go.

Diagram 14 - White can cut with ⑦ and then play the slow looking move of ⑨, when Black plays ⑩ White has settled the position in sente. Black's two stones (C8 and D7) seem too close to Black's thickness, so White can be pleased with this diagram.

Problem 2 – Summary

It is well worth playing through this problem on a board, look at how White makes sabaki and also how White shouldn't play. Then look at Black's slow move of ④ in Diagram 9 and the two possible Black atari, which lead to mixed results.

A very good way of making sure that you understand, is for you to demonstrate this problem to some of your Go playing friends using a board and stones. I have found this an excellent teaching technique, ask a weaker player to teach you.

In the next BGJ I will look at another area from Sakakibara's book where sacrifice stone technique can be used at a tactical level.

□

UK NEWS

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Belfast

Lucretiu Calota, the Romanian 4d from St Alban's Club, won this year's Belfast Tournament on 22nd and 23rd July, with a perfect score of five. Second place was taken by Karl Irwin (4d Belfast). Local organiser James Hutchinson (2d) took third. In all 15 players took part in the friendly event, held as usual at the Boat Club. Lower down the rankings Kevin Farrell (8k Galway) did very well winning all five games and Rachel Plomp (16k Dublin) won three games.



Sue Paterson and Jon Diamond

Arundel

As is the norm, Arundel was bustling with tourists on Sunday 13th August when 22 players met up to play the Arundel Tournament. This was held at the usual venue of the football club, in the shadow of the castle. The players mostly came from southern England, including nine from the

local club, but also one came from Lincoln Club and one representing Paris (though actually currently living in Horsham). Jon Diamond was the winner four years after his last win there. He won all three games, including beating Alistair Wall in the final. The Paris player, Stephane Gros-Lemesre (10k), made the trip memorable by winning all three games.

MSO

The Mind Sports Olympiad (MSO) was held again at JW3 community centre in north-west London, but this time the Go events were at the start of the games festival, on 20th and 21st August, rather than at the end. This meant a lower attendance than the previous year, and the promised party of Chinese children under Sai Sun, for whom the date change was arranged, cancelled through terror worries. As usual a broad range of games were played and Go players won medals in some of them, such as Paul Smith getting gold in the Othello.

Held on the opening Sunday, the MSO Open attracted 14 players from 5d to 8k to play a four round McMahon with bar at 3 kyu. Winner of the gold medal and the top prize money was Gong Cheng (3d) who won all four, including beating the favourite Chang Han on time. Silver was shared by Lucretiu Calota (4d) and Chong Han (5d). Three of the below-bar players won two games, but none three, so no prize was needed lower down.

On the Monday afternoon 12 players entered the 9x9 event. As usual this contained some general games players, including a boy from

Romania and the Italian inventor of VEGEtables game. The gold medal went to Gong Cheng with four wins and again the silver place was shared, this time by Joanne Leung (2d) and Matthew Hathrell (2k).

In the evening of the same day the 13x13 event saw six Go players playing at the other end of a room that contained Lowball Poker players. Again Gong Cheng proved he did not have the worst hand by winning all four games to take his third gold medal of the week. Clear second was Alex Selby (2d) with three wins, and noteworthy was Roger Daniel (6k) in the bronze position with two wins, including one over Joanne Leung.



Paul Massey

Cornwall

The Cornwall Tournaments have a regular following and it was some of those regulars who won the two tournaments this year. The tournaments were held in sunny

Penzance, in The Luggier like the last years, on 9th and 10th September. Fourteen players from 1d to 12k took part in the Cornish Lightning Handicap on the Saturday afternoon. Winner of the Dominic Taylor Trophy for the third time in four years was Paul Massey (1k Mid Cornwall). On the Sunday there were 16 players in the Open; Toby Manning (1d Leicester) was the winner for the second year running and the sixth time in all.

The others winning wooden Go stone prizes were Tony Atkins (1k Reading) who was runner up in both events, Eric Hall (6k Swindon) who won all three in the Open and six out of seven overall, and Peter Collins (4k Bristol) won five out of seven overall. On the Saturday morning before the tournaments a teaching session was held by teachers Toby Manning and Tony Atkins presenting some of the material used at the recent youth Go training.

Sheffield

On 24th September, thirty-four players attended the third Sheffield Tournament held, like last year, at Greenhill Library. Toby Manning won his second tournament of the month by winning all three games. He beat Helen Harvey (3k Manchester) into a noteworthy second place in the last round, receiving the new trophy from organiser David Wildgoose. Local player Matt Marsh (3k) came third. Two of the large group from Cheadle Hulme School won all three games: Tom Bradbury (6k) and Rowan Borrows (31k). Daffyd Robinson (13k) must have been pleased with his three wins too, having travelled from Lincoln to take part.

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/issue181.

Solution to Problem 1

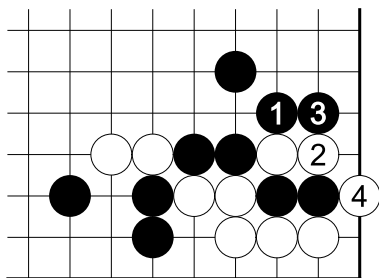


Diagram 1a (failure)

- ❶ This ladder simply fails.

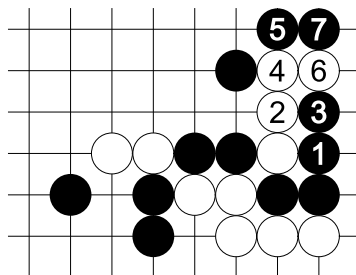


Diagram 1b (correct)

- ❶ This is the move that sets up a “loose” ladder.
- ❷ There is no way White can escape from this – “If you don’t know ladders don’t play Go”.

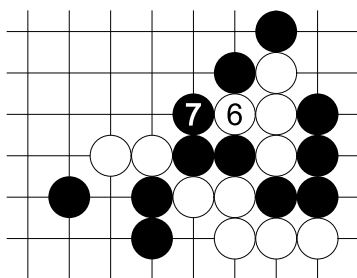


Diagram 1c (variation)

- ❷ Pushing into Black’s weaknesses does not help.

Solution to Problem 2

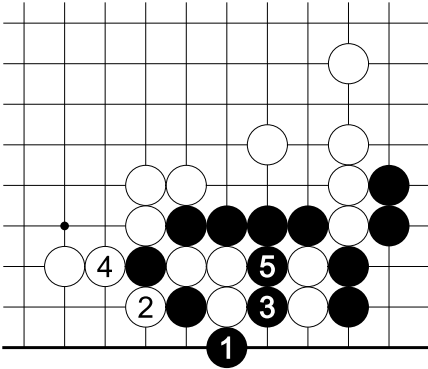


Diagram 2a (correct)

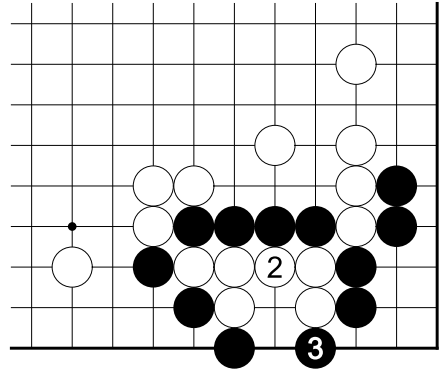


Diagram 2b (variation)

- ❶ This hane sets up “damezumari in the bamboo joint”.
- ❸ White runs out of liberties.

- ❷ This fails quickly.

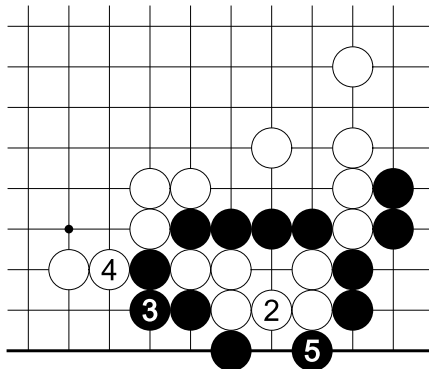


Diagram 2c (variation)

- ❷ This is too slow for White.

Solution to Problem 3

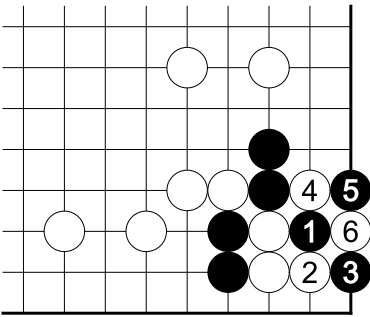


Diagram 3a (failure)

- ❶ The best possible outcome for Black after this is ko.

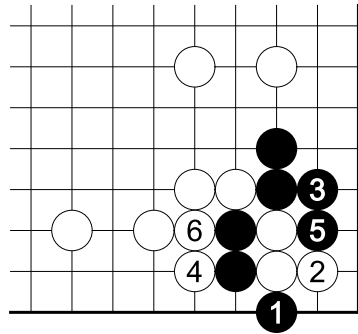


Diagram 3b (failure – variation)

- ❷ This is the correct response for White, if Black plays ❶.

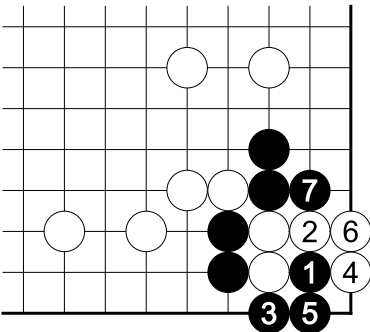


Diagram 3c (correct)

- ❶ This follows the proverb “Attach at the weasel’s belly”.
 ❷ Because the corner is in Black’s favour, White cannot capture Black.

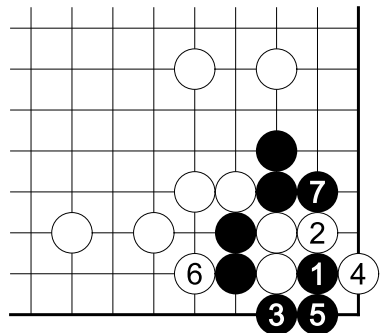


Diagram 3d (correct – variation)

- ❸ White does not have time to play here.

Solution to Problem 4

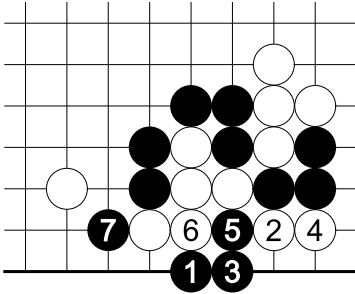


Diagram 4a (correct)

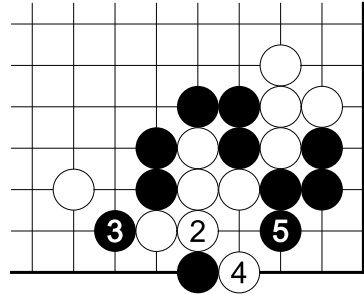


Diagram 4b (correct - variation)

- ❶ This obeys the proverb "Strike at the badger's belly."
- ❸ Now White is short of liberties and in bad shape.

- ❷ White can try this connection.
- ❺ White is still short of liberties.

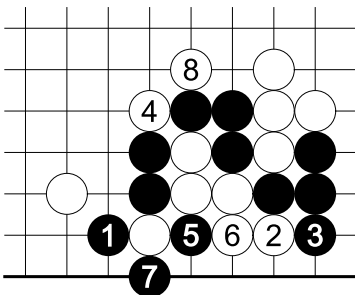


Diagram 4c (failure)

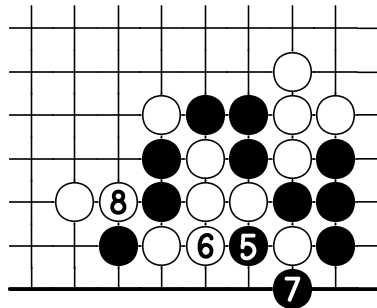


Diagram 4d (failure - variation)

- ❶ Playing more normal moves fails.

- ❸ Black lives in the corner but White escapes.

Solution to Problem 5

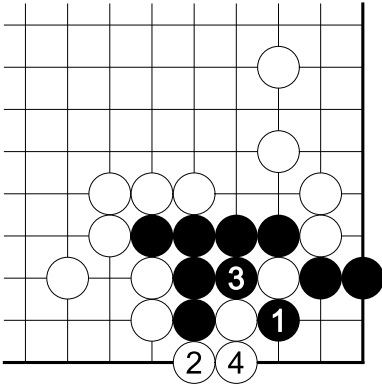


Diagram 5a (failure)

- ❶ Black here to capture one stone seems normal, but the group dies.
- ❷ There is only one eye in the corner.

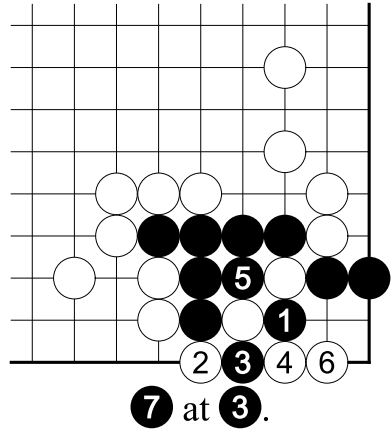


Diagram 5b (failure – variation)

- ❸ This is a better move than capturing the one stone, but the result is a ko.
- ❹ It's a simple direct ko, but Black can do better than this.

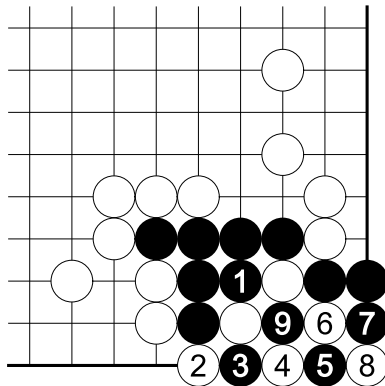


Diagram 5c (correct)

- ❶ This is the correct move.
- ❷ It is a double ko; this is the best result Black can get.

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

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.

CONTRIBUTIONS TO THE JOURNAL

The copy date for the next issue of the Journal is **4th December**.

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.

COLLECTING GO XXXIV: GO DOCUMENTARIES

Tony Atkins

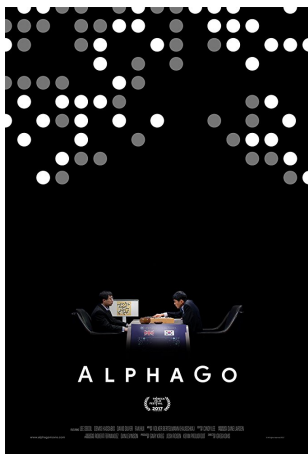
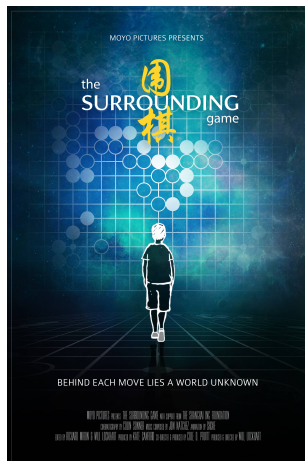
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The first documentary film on Go that was available in the West was produced in Japan in 1960 and distributed on cine film through Japanese embassies. Over the years since various short documentaries on Go have been produced mainly in the USA by the American Go Association and in France. More details here¹

“Weiqi Wonders”, subtitled “Conversations about the Game of Go in China” was a 50 minute documentary anthropologist Marc L. Moskowitz made in 2012. It looks how the game affects the lives of various Chinese players in today’s cultural setting. More details here²

The first of two documentary movies released in 2017 was “The Surrounding Game”. This was made by two American collegiate Go players, Will Lockhart and Cole Pruitt. It follows three young American hopefuls as they explore the world of Go with the aim of becoming the first of the new American Go professionals. It was filmed mostly in 2013 and features interviews with top professionals and footage of events such as the US Go Congress. It has been showing at various film festivals and Go events such as the 2017 European Go Congress. More details here^a

^a<https://www.surroundinggamemovie.com>



The second was “AlphaGo”. This was directed by Greg Kohs and follows the development of AlphaGo in London, through its match with Fan Hui and on to the show down with Lee Sedol in March 2016 in Korea. It features Demis Hassabis, David Silver, Aja Huang and others from DeepMind and interviews with various pros, scientists and commentators. At one point Toby Manning can be seen when he refereed the Fan Hui match. It has been shown at various film festivals including the BFI London Film Festival from 9th to 11th October. More details here^a

^a<https://www.alphagomovie.com>

¹<http://www.britgo.org/filmography/various>

²<http://people.cas.sc.edu/moskowitz/weiqi/weiqiwonders.htm>

