

BRITISH

GO

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Number 189

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## Caythorpe Youth Camp 2019



**Preparing for Zip Wire**



**Pair Go**

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# EDITORIAL

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Welcome to the 189<sup>th</sup> British Go Journal.

## In This Issue

We are fortunate this autumn in having many contributors to the Journal and quite a variety of articles. Some are old hands (Paul Barnard and Francis Roads) and some new to writing about Go or at least new to me; I speak of Colin Williams and Peter Wendes. Peter's wife Sheila has written during my tenure but not Peter himself until now. They continue to promote Go up and down the country, our only professional (they earn a living doing it) Go teachers; not that they have reached a professional grade as far as I know. (Has any British player done so? Let me know if you know.)

Francis has written a new song for the EGC, as he does every year, which I hope readers will play on whatever instrument they have mastered well enough (a recorder is not expensive) and sing together at clubs and tournaments around the country... ideally at least.

Our President Toby Manning has written an extra-long message this time including a report of his trip to China. Martin and Helen Harvey have also been to China with a youth team, who should by rights have won a fighting spirit prize for coming last of all the competing teams (they were by far the weakest team on paper with no dan players at all). And Toby was inspired by Durham's latest T-shirt to write about the famous ten-thousand-year ko.

Contributing to this last article was Richard Hunter (who promises to appear in future journals now that he has time to write, having finished a major project in SmartGo Books). Richard has started the ball rolling with a letter inviting contributions from younger players – we were all young once and we were all beginners once – there is no shame in being inexperienced – I expect to be inundated with material from teenagers very soon.

Finally some news from your humble editor. I have decided I will step down as editor next year. I will not edit issue number 194 and beyond. The debate has resurfaced, in the light of my decision, whether or not we should have a print edition of the BGJ or just an electronic/online one (à la Newsletter). What do you think? The amount of work involved would not change but it would save oodles of money. Then we could cut the membership fee (controversial) or spend the money on something more useful/important (suggestions please).

*Bob Scantlebury*

## Credits

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

**Contributions:** Tony Atkins, Paul Barnard, Martin Harvey, Richard Hunter, Liu Yajie, Toby Manning, Francis Roads, John Tilley, Peter Wendes and Colin Williams

**Photographs:** *Front cover*, Group photo of the Caythorpe Youth Camp. All other photographs in this edition were provided by the article authors or sourced from the BGA website.

**Proofreading:** Tony Atkins, Barry Chandler, Mike Cockburn, Brent Cutts, Martin Harvey, Richard Hunter, Pat Ridley, and Nick Wedd.

## LETTERS TO THE EDITOR

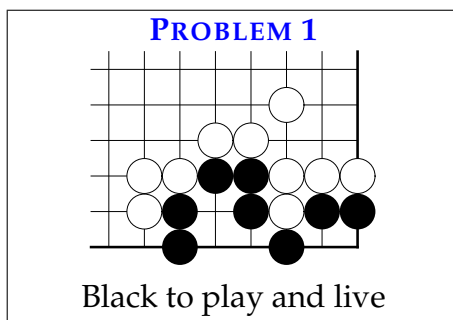
### Young people and the BGJ

I enjoy reading the British Go Journal. It has a good balance of different types of articles, so there is always something of interest to a wide range of readers. I have always liked the tournament and travel reports by Francis Roads. And Paul Barnard has an entertaining writing style. In the past, there were many interesting technical articles, so it is nice to see John Tilley's jottings, which appeal to my interest in Japan and Japanese books. I particularly liked Martin Harvey's report on the youth team in Kiev.

One thing that is missing is articles written by younger people. How did they feel about going to Kiev or to the Summer Camps? Anyone can submit articles to the journal. No one should feel shy or unqualified. The journal has published articles by beginners and double-figure kyus.

Young people, you are welcome to write articles or submit artwork too. You can get advice and help from the journal editor, and the proofreaders should catch any potentially embarrassing mistakes from being printed. So give it a go. Unleash your creativity.

**Richard Hunter**



# YOUTH CAMP 2019

Tony Atkins

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**Caythorpe Court House**

The first two residential Youth Camps, in the previous two years, only lasted two nights and three days. One of the things the youngsters had asked for was whether it could be longer and so, despite extra cost, it was extended to start on a Tuesday and end on the Friday. The week chosen was the last week in August, just before the return to school and straight after the August bank holiday. There was a worry that this was too close to the Mind Sports Olympiad Go event, but four youngsters played the MSO and still came to the camp the following day. Another worry was the price increase, but two hundred pounds did not deter the entry and it was soon clear the number of students would rise from the previous 18. In fact 26 youngsters aged from 10 to 17 made use of what was actually a bargain price, as it was forgotten to add VAT to the price quoted when setting the entry fee. Thankfully the event has been supported by the DeepMind sponsorship.

To make things easier Caythorpe Court in Lincolnshire was again selected as the venue as we know the venue and they know us and what we

want to do. This is sufficiently near the North-West and the East Anglia clubs for reasonable access by road, and is also thirty minutes drive from Grantham's mainline station by taxi or pick-up. The nearest station is actually the delightful rural halt of Ancaster, complete with signal box, semaphore signals and nature garden, but only four trains stop there each way per day. Luckily, one arrives from Grantham at the end of lunchtime, so it was possible for myself to be picked up from there (though I had to return from Grantham), thanks to Martin Harvey.

By the time I had arrived Helen Harvey had sorted out everybody into their rooms and folk were getting ready for the first activity sessions. Instead of the huddled accommodation, this time we were in a brick-built block, a recently refurbished survival from the location's time as an agricultural college. This proved very convenient for both the dining room and for Caythorpe Court house, where the teaching took place in two classrooms. However some of the dormitory rooms were a bit crowded and I had foolishly put the noisy young boys next to the young girls. It did however have a teachers' lounge, convenient for the crossword club and also the youth committee meeting, and a picnic bench outside for youngsters' card games and chat.

The arrival day was very hot and the first activities included fencing in a stuffy hall. The stuffiness spoils the fun and it was left to those who had done it before to show the others how to do it properly. The other

activity was the giant swing and the group that had done fencing first was certainly glad to get out into the fresh air, whilst the other two groups had the stuffy bit second. The second afternoon's activities were air rifle shooting (which worked well unless you had a damaged gun sight) and then high wire walkway (which was not spoiled by a bit of soft rain). The final afternoon featured zip wire and then the entertaining-to-watch raft building (where some of the youngsters even managed to stay dry this year).



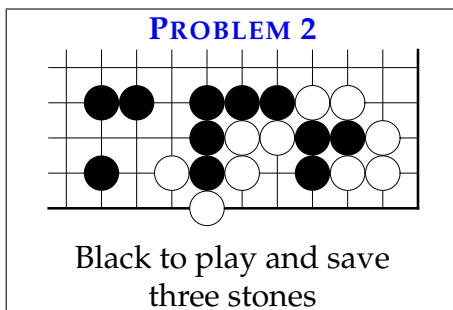
**Tournament Scene**

Each evening we had two rounds of a tournament. The first evening was a rating tournament, with even games as far as possible, to get a better understanding of some of the players' levels. On the second evening we

held a 32-player Pair Go tournament, which included the adults. The pairs average strengths were all within two grades and nearly all the pairs were correctly male-female. The third evening was finals night for the Pairs and the last two rounds of the rating tournament. The latter was won by Hilary Bexfield (16k Letchworth) with four wins, whilst the Pair Go (despite the many correctly formed pairs) was won by David Baldwin (18k Letchworth) and Alexander Hsieh (8k Cambridge). They beat Rahul Surapaneni (16k Cheadle Hulme) and Amy Upton (13k Cheadle Hulme) in the final.

Every morning was tuition on the wide-ranging theme of Lessons in the Fundamentals of Go. The lessons were led in small groups by Toby Manning, Alison Bexfield, Tony Atkins, Tom Bradbury, Martin Harvey, Charlotte Bexfield and Huw Mort. Huw and Toby commuted in for one or two days, whereas the others bravely stayed over. Lots of valuable study of games, positions and principles was enjoyed by all, until after a final wrap up session it was time to head home with the fourth camp, next summer, to look forward to.

□



# VIENNA 2019

Colin Williams

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## The diary of a kyu player abroad

After a 25-year gap and following my retirement I recently came back to Go. A few games at the Bristol club made me think I had remembered enough to be about 6 kyu (as opposed to my previous best of 2 kyu). So in a fit of enthusiasm I decided to do what I never managed to do before, and go to a tournament in Europe. I know that many of you do this regularly, but for those that haven't and may be considering something similar, here is a rough diary of what happened.

### February:

First and most important hurdle cleared – agreed with my wife that she was happy for me to go!

Looking at the EGF calendar Vienna in June seemed to make sense. It is a two-day tournament (so worth the travel), Easyjet fly there from Bristol, and I knew it as a great city to spend time in, having been there once before.

I could see no details other than the very brief EGF calendar entry, so I contacted the organiser. He assured me that the date and location were cast in stone, and that a website with full information would be coming soon. On that basis I made the commitment and booked flights and accommodation, having found a self-catering apartment within 200 yards of the venue.

Rehearsed my only German "Noch ein bier bitte!"

### May:

My results at the Oxford tournament, my first since my return, confirm I'm roughly 6 kyu.

No more news on the tournament or website, so am getting a little nervous as to whether it is going to happen or not. Contacted the organiser again, who responded with a link to the website which had just gone live<sup>1</sup>. I was pleased to see an informative and professional website, and surprised to see a 6 dan professional from Japan would be the special guest. Proud to be the first to register!

### June 1<sup>st</sup>:

Three weeks to go, checked on who had registered. Slightly worried to see just 25 attendees, of whom 18 were dan players, and 13 were 4 dan or above. Nearest players to me were a 1 kyu, a 4 kyu, an 8 kyu, and a 15 kyu. This wasn't boding well for getting to play even games in a 5-round tournament.

I had also heard from somebody that UK kyu players were probably 2 grades weaker than their European equivalents; if true that means the matches I do get are going to be tough!

### June 13<sup>th</sup>:

With early (and hence cheaper) registration due to close tomorrow, happy to see we are now up to 48 participants, with five others apart from me in the 4 kyu – 8 kyu range. Somewhat stunned to realise that

<sup>1</sup><http://goverband.at/wien2019/>



there are now 19 entries at 4 dan or above.

Checked Google maps, confirmed my apartment is 200 yards from the venue, and noticed that halfway between the two is something labelled 'Bierhof'. Prospects are looking up!

### June 17<sup>th</sup>:

Now at 53 participants, high dan players still arriving! Players represent Austria, Canada, China, Czech Republic, France, Germany, Great Britain, Hungary, Israel, South Korea, Poland, Romania, Russian Federation, Serbia and the Ukraine. Wonder briefly if I should take a small Union Jack flag to put on my table, but reject the idea.

### Thursday June 20<sup>th</sup>:

Drained the National Grid by charging up iPad, phone, shaver, toothbrush, and Kindle. 63 entries registered now, add Egypt and Switzerland to the list. Ten players in the 4 kyu to 8 kyu range, so I'm no longer worried about high handicap games. Now 24 entrants at 4 dan or above.

### Friday June 21<sup>st</sup>:

Easyjet flight slightly delayed – but even on time I wouldn't have got there for the opening ceremony, which included the professional commenting on a game between a 6 dan and Leela Zero.

Found my apartment (eventually), and checked I knew where the tournament would be, which was right next to the AlphaGo monument<sup>2</sup>.



I successfully checked out one of the many local Bierhofs.



### Saturday June 22<sup>nd</sup>:

Nice to see tournaments are the same the world over. The organisers appeared to have trouble with the software to get the draw out, and we started about half an hour late.

Boards 1 - 20 were on the 13<sup>th</sup> floor, the rest on the first floor. The 13<sup>th</sup> floor was definitely 'Go with a view'.

<sup>2</sup><https://www.eurogofed.org/?id=118>



Round 3 – Lost an early fight again to a player ranked a grade higher than me; final result was a large loss.

So day 1 finished at about 19:30, and I staggered back to the apartment to freshen up and then go and find some beer and food.

Round 1 – Feeling stupidly nervous; managed a win having been down for a lot of the game.

The lunch buffet was, as you would expect in Austria, excellent food. Everything priced at 1 euro kept it simple. Drinks were 3 euros for an unlimited supply across the two days.

### Sunday June 23<sup>rd</sup>:

The organisers had sensibly set the first round to start at 10:30, so we could have a relaxed start to the day. I was determined to win one more as 2 from 5 was my personal target before I came.



Round 4 – Scored a win against a player ranked a little below me. I was ahead, and when he went into overtime (30 stones in 10 minutes) I managed to cause complications and extend the lead.

Round 5 – By now the number of people graded close to me that I hadn't played was running a bit thin. I gained a final win against an opponent who was probably two grades below me, so finished on 3 out of 5.

Round 2 – Lost by 10 to a player ranked a grade higher than me, so quite happy with the result.

There was a formal prizegiving ceremony at the end, for which the organiser Daniel Boesze changed into a jacket and tie! Here he is with Kobayashi Chizu (6p) from Japan waiting for it to start.



### Monday June 24<sup>th</sup>:

Spent the morning having a better look at Vienna before flying back, but did manage to buy my wife a present or two. Hope she doesn't think they're bribes to make it easier for me to get away next time!

### In Summary:

This was a very enjoyable experience, as much because of the wonderful location as anything, and one I would recommend to anyone else considering it. The key for me was choosing somewhere I would appreciate even if I lost all my matches, and knowing that I had a reasonable chance of a few even games.

Finally, I'd like to send my thanks to the organisers who worked really hard all weekend at keeping things running, the food and drink flowing, and the rooms and facilities tidy.

Full results will be up on the EGD site, and better pictures than mine can be found by navigating from the Austrian Go site<sup>3</sup>.

The main winners received handsome cash prizes.



There was also a table of goodies for minor prize winners and the raffle at the end.

<sup>3</sup><http://goverband.at/wp2/>

# WORLD NEWS

Tony Atkins

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## Pandanet Finals

Played on 19<sup>th</sup> and 20<sup>th</sup> July, before the European Go Congress, France won all three of their over-the-board matches in the finals to win the Pandanet Go European Team Championship. Russia won two matches and Ukraine one; Romania was fourth. All matches were won three boards to one.

## EGC

The European Go Congress was held from 20<sup>th</sup> July to 4<sup>th</sup> August in the IHECS school building in the centre of Brussels, not far from the famous Manneken Pis statue which appeared on the event logo.

The top European players played for the champion's title, which was taken by Ilya Shikshin, beating Artem Kachanovskiy in the final. Lukas Podpera was third. Meanwhile 666 players took part in the Open. This was won by Sun Tengyu (7p China), ahead of Yoon of Korea and Jia of China. Stanislaw Frejolak was top European in fourth. Zihe Zhau (4d Oxford) was the highest placed UK player in 48<sup>th</sup> with five wins.

Five oriental players tied the 535-player Weekend Tournament, Mr Song of Korea ending up first. European pros Pavol Lisy and Ali Jabarin were placed next. Various UK players did well: Ryan Carlson (12k West London) won all five, Sue Paterson (4k) and Toby Manning (1k) each won four.

There was the usual selection of side events, one of the most popular of which was the Pair Go. Virzhinia Shaleva and Yoon Namgi won the top group. Lizzy Pollitt (18k) from Cheadle Hulme School won the E-Group, winning five out of six with

partner Li Feng (2d China). Lizzy had good results in the other events too, with three out of four in the Open and four out of five in the Weekend. School friends Amy Upton (14k) and Tom Bradbury (2k) also did well at the Weekend with three wins each.

## Korea Prime Minister Cup

The 2019 Korea Prime Minister Cup International Baduk Championship was held in Yeongwol, in the East of Korea, from 31<sup>st</sup> August to 6<sup>th</sup> September. Our representative, Andrew Kay, did extremely well to come ninth out of 62 entries, one of the UK's best international results ever. He had four wins (against Cyprus, France, Argentina and Hungary) and two losses (to Korea and Thailand). The Irish representative, Ruari McCloskey, was 59<sup>th</sup> with one win (against India). The overall winner was He Xin of China with six wins. The group on five wins was Korea, Japan, Chinese Taipei, Germany (Arved Pittner), Thailand and USA. Eighth was Hong Kong.

## European Ladies

A goodly 36 women players assembled in Trier, in Germany, on the weekend of the 8<sup>th</sup> September to determine the best female in Europe. Play was split between the richly decorated electoral palace and the university. The surprise winner was Ariane Ougier (3d), who at the time was both French Junior and Female Champion. She beat top Russian players such as Dina Burdakova and Natalia Kovaleva, who had to settle for second and third places. We look forward to the 2020 edition, which is to be at the London Go Centre.

# ON BEING THE BGA ANALYST

Paul Barnard

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One of the things you get for your membership dues is the right to request the services of the BGA analyst. Send him a game record, and a little while later, it comes back with comments. This is a free service that has been available for (at least) several decades.

Back when I were a lad, (OK, young adult), people used to record their games on paper. It has been a while since I saw this being done, so for the benefit of our newer members, it is probably worth describing. You would get a sheet of paper marked out in the 19x19 grid – such sheets used to be readily available – and as each move was made, you would write the appropriate move number in the appropriate place on the paper, putting a circle round each Black move to make it a bit easier to read later. It was OK until some stones were captured and you had stones appearing in places already marked – you had to start writing down stuff like, “82 at 27” or “163 takes ko.” But such difficulties were accepted, and the end result was a sheet of paper with an entire game on it, or at least, that part of the game that you had bothered to record.

It is nigh on impossible to follow what is going on from a game record like that, let alone evaluate the efficacy of various moves. You have to play it out on a board. Pity, then, the poor BGA analyst of old, who would get such a sheet together with vague questions like, “What do you think?” Or, “What am I doing wrong?” Not only did he have to get his Go set out and find his way through the game,

getting stuck every now and again, wondering: “Where the hell is move 94? or “There are two moves labelled 126; and two 127s – what actually happened?” Then he had to write up his comments, and every time he wanted to show a variation longer than two or three moves, he had to produce a new diagram.

I remember sending off for an analysis back in the day, and when I received it, being rather disappointed. I had a commentary alright, but it was brief – like you get in the journal – with such things as, “Better at K4” without much explanation as to why this was so. And yet, clearly significant time had been spent on me. I felt guilty about the limited benefit I was getting from the effort applied by the analyst, and didn’t use the service again.

Time marched on. Laptops, then tablets and phones became common, together with game recording software, .sgf files became the standard format, and it all became electronic, easier and better. And somehow, I became the BGA analyst after David Ward died, some time early in 2014. I think I have only ever been sent two paper game records; all the others have been .sgf files, so it has been easy to play through games and add variations. I’ve been able to spend all my review time on the game, and none on fighting the mechanics. It has meant I could easily show why the move was better at K4, or whatever, with one or more variations to support my words of explanation. It still takes me a few hours to produce an analysis, but it feels rewarding, even fun, and not at

all a chore. And if I needed/wanted to, I could do less, quicker, and it would still be a lot more than in days of yore.

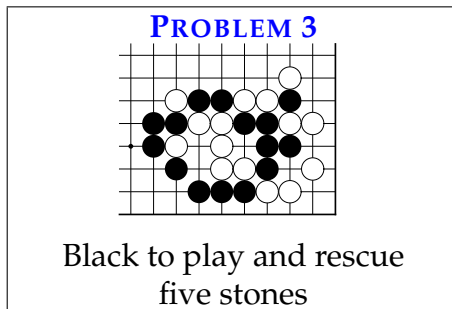
Why have you never seen any of my analyses in the journal? Quite simply, there is too much to a review – I would consume an entire journal putting it all down on paper! Most probably I do too much – if my ‘customers’ were to go through all my diagrams and explanations, it would take a long time. But the point is that they don’t need to, they can go through the main line, and only call up the supporting variations to understand the more subtle points, or answer, “What if . . .” questions.

Time has marched on again. It is now easy to get reviews and analyses online, by players and AI software that are stronger than me. I don’t think the depth of such analyses or the tailored explanations are as good as I have offered, and nor do I think that the stronger grade of such reviewers adds anything material to the quality

(I reckon four or five grades difference between the player and the reviewer is enough, especially given that the reviewer can take the time to check his analysis, look up joseki, etc.). But still, I understand the appeal of such options. And while most of my ‘business’ is repeat customers, which does suggest I am doing something right, it has been a while now since I have been asked for much more than one review in a month. And in fact, new customers have been few for quite some time now. Even one of two of my repeat customers have gone quiet.

So what? Well, as I keep saying, time marches on. One of the consequences is that I am getting old and decrepit – I’ll spare you the details – but it is clear to me that there is an end approaching in respect of what I can do. For now, I am happy to carry on – I do enjoy this job – but it would be nice to get my replacement in place before I have to stop. Any volunteers?

□



~ ~ ~

# EGC Song 2019

Francis Roads

Belgian traditional tune

$\text{♩} = 144$  G Am D<sup>7</sup> G

1. In pre-vious years we've had to squint To read the draw in ti - ny print.

G Am D<sup>7</sup> G

But now they e - mail you each day And tell you who you have to play.

CHORUS: G D<sup>7</sup> G D<sup>7</sup>

*So here we are for go board tus - sles, Flex our in - tel - lec - tual mus - cles,*

G Am D<sup>7</sup> D<sup>7</sup> G

*That's why we've all come to Brus - sels For our an - nual con - gress.*

## Start with the chorus:

So here we are for go board tussles,  
Flex our intellectual muscles,  
That's why we've all come to Brussels  
For our annual congress.

1. In previous years we've had to squint  
To read the draw in tiny print.  
But now they email you each day  
And tell you who you have to play.

2. Some folks would like to play all night,  
And carry on till broad daylight,  
But here they close the door at eight,  
And after that you're far too late.

3. On Wednesday they stay closed all day,  
But some folks still would like to play.  
There's still some places where you'll get  
A game; a café with a set.

4. We all like weather when it's fine,  
But temperature at thirty nine  
Make concentrating quite a pain,  
And ev'rybody hopes for rain.

5. Three flights of stairs we have to climb,  
That's fine for young folks in their prime.  
The lift is what we'd rather choose,  
But that we're not allowed to use.

6. The tourists Brussels streets congest  
And Belgian chocolate is their quest.  
For me the best thing I've found here  
In Brussels is the Belgian beer.

7. When in the street, take extra care.  
Electric scooters ev'rywhere.  
They don't obey the Highway Code  
So watch it when you cross the road.

## Final Chorus:

So here we came for go board tussles,  
Flexed our intellectual muscles,  
That's why we all came to Brussels  
For this splendid congress.

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# PRESIDENT'S MESSAGE

Toby Manning

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At the end of August I, along with about 60 other top Go officials from around the world, was invited to the 'Worldwide Weiqi Organization Leaders Friendly Match' in Rizhao, China by the Chinese Weiqi Association (CWA). Rizhao is a coastal city about half way between Shanghai and Beijing. The event was part of the 2019 Chinese Weiqi Congress.

It was well-organised, with almost military precision. The CWA provided the flights and accommodation, and also provided each foreign guest with a 'volunteer' – generally a local student – to provide help, support, translation/interpretation facilities. They generally acted as a 'minder,' but in a non-oppressive way. Simultaneous translation was provided throughout, which meant that my left ear was getting Chinese through a loudspeaker while my right ear was getting English through an earphone.

Apart from the obligatory eating, drinking and other entertainments (kung-fu display, Chinese opera,

traditional dancing) the major items were:

- Opening Ceremony
- Keynote Speech by the new President of the CWA
- Tour around the Congress (games in progress, bookshops, exhibition, etc.)
- Friendly Match
- Leaders' Conference
- Closing Ceremony

At the Opening Ceremony we played a game where each participant made a single move. The first two moves were made by Nie Wei Ping and Takemiya, after which the standard of play dropped (unsurprisingly!). When the game stopped after 60-odd moves it was adjudged even.

The keynote speech was given by Lin Jiancho, the new President of the CWA. The speech was quite political, with quotations from President Xi, praise of Huawei as a sponsor and obligatory references to the 'belt and road initiative.' He explained that there has been a significant change in the organisation of Weiqi in China; the CWA has been centralised and has been given more power.

His speech also included a potted history of Weiqi in China, but failed to recognise either the significant contributions made by other countries (notably Japan), or the IGF.

As well as watching games in progress – from a children's tournament where some of the players were under



30 kyu to a title match – there were exhibitions of books and a Go-playing robot that used air suction to pick up the stones and place them on the board.

In the friendly match I was paired with the 5-dan President of a local Finance Company. After some confusion about whether I was 1 dan amateur or 1 dan professional, I won both games, with 3 stones then 2 stones handicap. (I should have said I was 2 dan.)

The ‘Leader’s Conference’ consisted of each delegate making a short speech about Go in their country. There were no questions and no time for discussion. As all the speeches had been previously circulated (and are

available in the written proceedings) this was not particularly useful.

I also had the opportunity to meet Shutai Zhang again. Shutai was a member of the Organising Committee and had been resident in the UK in the 1980’s (and British Champion 1993-1996, defeating Matthew Macfadyen).

### **Incorporation**

In my last column I mentioned that Council was looking at incorporating the BGA, effectively changing its legal status. We thank those members who are contributing to the debate. Progress is being made, but slowly. Once Council has produced a final recommendation it will be put to the members for approval. □

## **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](http://www.britgo.org/general/definitions)

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

or search [senseis.xmp.net/?JapaneseGoTerms](http://senseis.xmp.net/?JapaneseGoTerms).

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

# GO JOTTINGS 10

John Tilley

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Fifty years ago I was marched into the bookshop in the Nihon Kiin by Richard Bozulich and found that I was buying the first two volumes of Maeda's TsumeGo trilogy in Japanese for 150 yen each. Richard had then lived in Japan for some two and a half years and had founded The Ishi Press. I was told that the best advice he could give me was what he and Stuart Dowsey had received from their professional Go friends – 'study these books.' I was also told that I wouldn't need Volume 3 (yet) – focus on the 'easy' problems.

Maeda's books are currently out of print, so today's advice would be to study 'Graded Go Problems for Beginners' known as GGPB. Volume 4 overlaps the first volume of Maeda, so take the word 'beginner' in the title with a pinch of salt.

Maeda Volume 1 has problems from 10kyu to 4-5kyu, whereas GGPB Volume 4 has problems from 8kyu to 3kyu.

It's easy to say 'study TsumeGo' – the hard part is getting down to it. I managed to go through nearly all of Volume 1 of Maeda several times, but never really got into Volume 2. My strength rose to 1 or 2 dan in the early 70's. On the other hand Matthew Macfadyen studied all three volumes intently and published the times he took to solve all the problems in each book; he became European Champion.

The word 'change' in the title of this column reflects Richard Hunter's article in the previous BGJ on 'Paper and Electronic Go Books' – some 137

electronic Go books are now available in soft-copy in the ePub format, which makes them available on both the Windows and Android platforms, whereas previously it had been just Apple. More information here<sup>1</sup>.

All these books are available in the two formats for a single price – both for the Go Books app on iOS/Mac and now in ePub format for Windows and Android. Note that this does not include a printed copy.

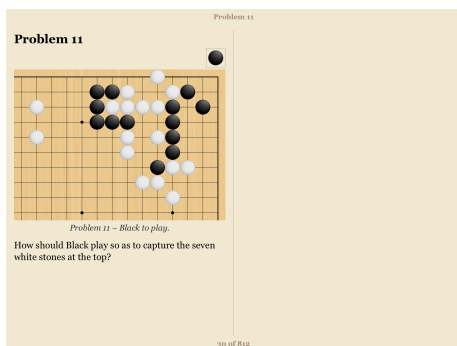
The recommended viewer for Windows is Calibre, which is a free download.

So, what does this mean for the non-Apple user? As a Windows user you can download sample pages of all the books for no charge and then once you have installed Calibre, you can browse through them. Some of the books display better than others, so please make sure you check the sample files on your platform and viewer before buying any book!

An example – you could buy Graded Go Problems for Beginners (GGPB) Volume 3 in hard-copy for \$29.95 (£24.80) plus postage from Amazon, in the ePub/GoBooks formats it costs just \$6.99 (£5.80).

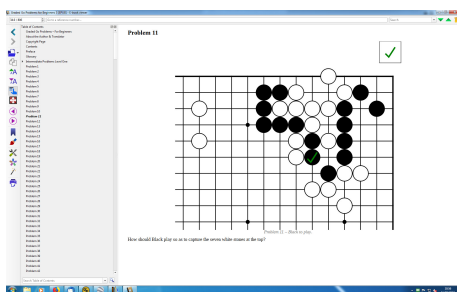
I have been pleasantly surprised by GGPB on Windows with Calibre. The problems are presented one by one and you can click on the intersections and either get a green tick or a red cross. Scrolling to the next page shows the variations, or you can just click on the next problem. There are explanatory diagrams for the right and most wrong answers.

<sup>1</sup><https://www.gobooks.com>



**GGPB Volume 3 on the iPad – interactive moves, right and wrong answers**

Here is the same book as ePUB running under Calibre on Windows 7.



**Interactive moves with a mouse click, right and wrong answers**

I find this a refreshingly different way to study Go problems. It is always tempting to peep at the answer with a hard-copy book and with the Maeda books there were two or three problems per page, so you had to solve two or three problems before turning over. I have found that I look at the problems in GGPB more carefully before clicking and that I am not being put off by a physical book that has several hundred problems.

<sup>2</sup><https://www.jisho.org>

<sup>3</sup><https://web.archive.org/web/20120207050803/http://www.jklmn.demon.co.uk/gradprob.html>

You might find that having these volumes on a smart-phone, tablet or desktop makes it easier to study them and might help break the ‘tsundoku’ habit – but no guarantee!

In a previous Go Jottings I referred to the Japanese word ‘Tsundoku,’ which means buying books and not reading them, it doesn’t just apply to books on TsumeGo!

つ どく  
積ん読

The website<sup>2</sup> lets you enter English/Japanese and here it shows you the characters for ‘tsundoku’ (with the hiragana pronunciation) as above. Perhaps the fact that such a word exists might lead you to admit that you too have many books of TsumeGo gathering dust.

Matthew Macfadyen’s data for players of different strengths to solve several books of TsumeGo can still be found on the web; it provides some quite fascinating information. The number of wrong answers is maybe more important than the time taken. Well worth researching. The data covers GGPB Volumes 1 to 4, Maeda 3 volumes and 1001 Life and Death Problems.

More info here<sup>3</sup>

A reminder:

**GGPB** Vol2 = 25-20 kyu

**GGPB** Vol3 = 20-15 kyu

**GGPB** Vol4 = 8-3 kyu

It is interesting that players in the 2 dan-6 kyu range were making a significant number of mistakes, even with GGPB Volume 2. You shouldn't be getting problems for 25-20 kyu wrong in a game as a SDK, let alone as a dan player – so don't ignore Volume 2. For a kyu player Matthew's data gives 5% wrong – that's some 15 problems

I think that time spent studying Volumes 3 and 4 is time well spent – perhaps a time of 30 seconds a problem is a reasonable target, although having been through a volume once, you should aim to be faster on subsequent attempts. Matthew's data shows kyu players getting some 10% wrong with Volume 3 and again 10% with Volume 4

I previously mentioned that the published strength of GGPB Volume 4 reflects that of Maeda Volume 1, however it took Matthew twice as long on average to solve Maeda Volume 1 compared to GGPB Volume 4.

There are many references to professionals urging amateurs to study 'easy' tsume-go by studying them quickly. This helps you recognise the shapes that occur again and again, although having spotted the shape you do need to check that it works.

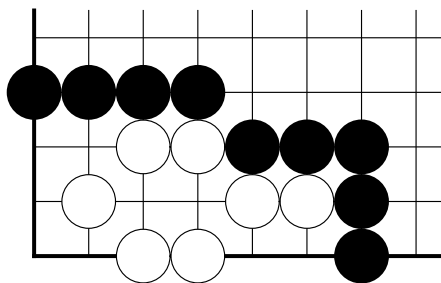
Sherlock Holmes commented that: 'if you have the details of 1000 cases at your finger tips, it would be very odd indeed if you couldn't

unravel the 1001.' He could have been talking about TsumeGo – a number of professionals have written that they memorise the shapes in TsumeGo.

I have kept quite a few problems that made me sit up and take notice. Here are some which still appeal even after 50 years. All these problems have something special about them, none of them are really difficult, some have a blind spot, and they may well get missed in a game; all have a certain something.

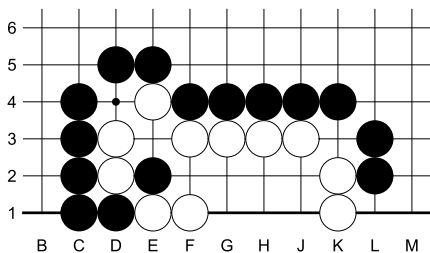
I used the following problems at the Winchester Go Club in 2017 as weekly challenges – they can be solved by SDK players around 6-8 kyu; they might take a minute or three but they are not impossible.

There is more to TsumeGo than just problems, some problems have a certain 'artistic element' or appeal – so perhaps I could call this selection 'Getting to appreciate TsumeGo?'



**Problem 1 – Black to play**

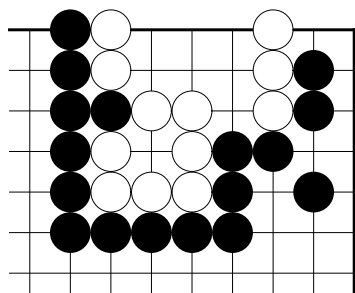
It looks like White has 3 eyes, but you must always be suspicious. Would you have solved this in an actual game?



**Problem 2 – Black to play**

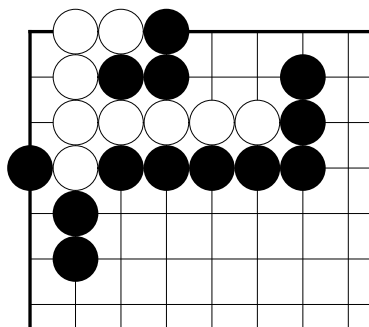
This is one of my favourite problems – at first glance as White has a row of five internal spaces from E2 to J2 inside his group, it ‘must be alive’ – but maybe, just maybe?

The next two problems are challenge problems. Hint from Sherlock Holmes ‘when you have eliminated the impossible, whatever remains, however improbable, must be the truth.’ The answers will be given in the next BGJ, or you can get in touch with the editor if it all gets too much.



**Problem 3 – Black to play**

There are not that many moves to try. This problem is by Maeda 9 dan, who was known as ‘The God of TsumeGo.’



**Problem 4 – Black to play (4-5 kyu)**

Again there are not many moves to try. This problem too is by Maeda 9 dan.

I hope you try these two challenge problems; you might just get the TsumeGo bug.

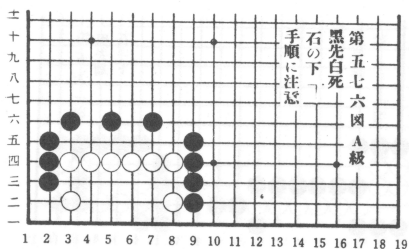
I will end this column with a problem that made a big impact on me in 1970. It is one of the ishinoshita problems in Segoe’s red book – ‘TsumeGo Dictionary’ – arranged by tesuji, which was first published in 1954. I bought the book at The Nihon Kiin bookstall as it looked interesting!

You can flip through the book. There are 10 problems on each page, arranged by tesuji. Sometimes a shape would jump out at you as it was so different to all the others that used the same tesuji.

Some of the problems are easy, some look harder and a few are ‘obviously’ impossible... such as this one. It has an A rating. You need to read 23 moves. Please don’t let that put you off; this is a really magical composition. I have reproduced the problem as it is printed and also the answer as it is printed, which is in a separate volume.

Please note that this book doesn’t contain answer diagrams. Answers

are given in Japanese co-ordinates – which makes it really hard to cheat. It is at the opposite end of the technological spectrum to the soft-copy Go books that I wrote about earlier. These problems are now on a Chinese website though.



**Segoe Red Book – problem 576 – ‘A’  
kyu - Black to play and kill White.  
Ishinoshita.**

Note that the coordinates are in Japanese and Roman numerals. There is a certain sense of satisfaction to be had by working through this problem on a board and hopefully a sense of ‘shock and awe.’



**Segoe Problem 576 – answer.**

You need to be able to read the Japanese numerals 0 to 9 and start in the top right. The first column gives the problem number and then Black to play and kill White. The answer starts in column 2. The first move is ① on the 3-3 point, the second move is ② on the 4-2 point and so on all the way to ㊸ on the 5-2 point.

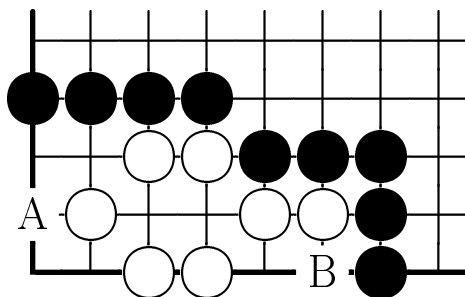
I think that today’s Go players might be surprised that such material existed and that we bought it – actually there wasn’t much to buy, even in Japanese. The quote ‘But you try and tell the young people today that... and they won’t believe ya’ seems appropriate here, especially as it’s Monty Python’s 50<sup>th</sup> anniversary.

You might be relieved to learn that the SGF is available on the BGI web site.

I showed an easier problem from Segoe’s red book to Kitani Reiko, 6 dan professional, she solved it instantly. Some years later I read in Go World that Kobayashi Koichi, who became her husband, had worked through this collection some twenty times; although he did say that he still found one or two of the problems ‘hard.’

**ANSWERS**

**Problem 1**



**Diagram 1**

It seems that White can create a second eye by playing at either A or B, so something special is called for. **1** in Diagram 2 does the job.

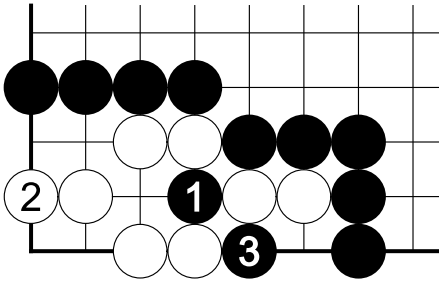


Diagram 2

**1** reduces the number of White's liberties to just two, if White makes an eye with **2** then **3** can't be captured due to the snap-back.

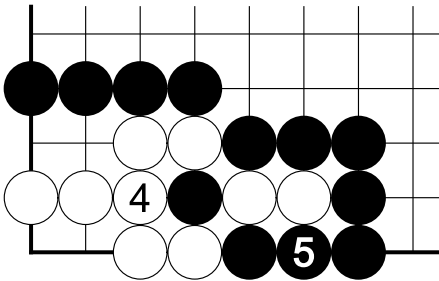


Diagram 3

When White captures with **4**, **5** leaves White with just one eye.

**Problem 2**

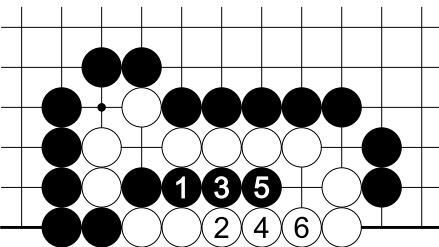


Diagram 1

There is no option but for Black to run along with **1** to **5**, some thought is now needed as if White captures four Black stones in a row he will have two eyes.

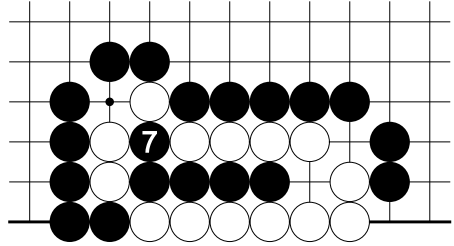


Diagram 2

Black puts his five stones into atari with **7** and White has no option but to capture them.

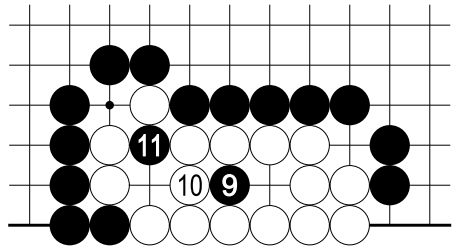


Diagram 3

After **9**, White can try **10**, but **11** kills. The White shape of three stones, to the left of where Black has played **11**, occurs quite frequently. This problem requires a leap of faith to play the Black moves **1** to **7**.

It is well worth setting this up on a board and playing through it.

□

# UK YOUTH TEAM TRIP TO CHINA

Martin Harvey



The six and Yichun Zhao at the Big Wild Goose Pagoda, Xi'an

## 15<sup>th</sup>-23<sup>rd</sup> August 2019 'I-GO:' The Belt and Road International Youth Go Invitational Tournament

**Team Leader:** Martin Harvey

**Team Coach:** Helen Harvey

A team of four English teenagers completed a very enjoyable tournament in China.

We are all very grateful to our Chinese hosts' hospitality, and facilitation through DeepMind's AlphaGo ambassador, the Grenoble-based Fan Hui (2p).

The nine day trip to Xi'an was full of opportunities for learning – and character building! – mostly from playing much stronger opponents. Our four players, plus we two accompanying adults, had a great time immersing ourselves in Asian culture and history. Many local sight-seeing trips, hotel and all meals were generously provided. The event was expertly run by the organisers. The whole experience, whilst tough and tiring, was a fantastic one for all participants.

## Players

Our team, as explained below, was 'Cheadle Hulme School' (CHS). Our four players were:

- Edmund Smith, 3k, from Cambridge
- Rowan Borrow, 12k, CHS
- Daniel Gascoyne, 14k, CHS
- Amy Upton, 14k, CHS

## Short notice for team selection

The BGA first heard such a possible event and invitation mooted back in late December 2018, but at that time no firm details were available. It wasn't until early April that formal inviting began.

The BGA accepted our (Martin & Helen's) offer to accompany the youngsters and make the extensive arrangements. First we had to compile grade and contact details for all the strongest UK players. Assisted by BGA President Toby Manning, we sent out an email to all those players.

We were hampered by the short notice as the event was in the middle of the summer, and many parents had already made at least tentative plans for the holidays. Added to that was the fact that the exact day our flight would take off was the day when the A-level exam grades were sent out to all UK sixth-formers! Needless to say, this meant that five of our oldest (and typically strongest) players had to decline, as they needed that day to start their university place finalisation, sometimes using the clearance procedure.



We set a fairly short window in which parents would need to respond.

As days went by during this period, we had two thoughts:

**One:** How strong a team would we get for this perhaps once-in-a-lifetime Chinese experience?

**Two:** We had a personal interest as we are Go volunteers at CHS two days a week.

So, would any of the desperately keen CHS students, whom we know well, manage to obtain a place? Beyond our control, all three CHS achieved a place.

We arranged that the parents would break the great news to their children in person, and reports back from the resulting team and their parents was that they were all, naturally, 'beyond thrilled.'



**Three CHS teenagers in costume**

## **Planning the China visas and many flights**

What a palaver it is completing China's online visa application form! Daniel's mum Fiona made me laugh with her apt observation:

*'I like a challenge and this visa application is certainly better than Sudoku! It seems the consulate is checking if people really want to visit.'*

We all had problems doing our own photos to satisfy the system... and gave up, resorting to commercial photo booths!

To keep us together as a group on the flights, Helen and I booked all the flights, mostly obtaining seats together. To save money on flights, we booked three flights each way, changing at the KLM hub in Amsterdam and at Beijing. This meant a long door-to-door duration of some 30 hours each way.

The seats we reserved at the time of booking disappeared, very annoyingly, when the airlines twice changed the flight schedule. We were invited to pay more to choose seats again, or risk waiting until free seat choices at online check-in the day before the flights. We declined to pay extra. Determined remonstrations with both KLM and Experia got us nowhere, with each advising us to sort seats out with the other. In the end though, at online check-in, it transpired we could in fact choose adjoining seats; phew! But our time in Xi'an firmly made up for our trials and tribulations.

### **Thursday 15<sup>th</sup> – Manchester to Amsterdam – team motto**

The outward and return journeys afforded much time for sleeping, using in-flight entertainment, and team-bonding, as on each of the three flights the four youngsters paired up with a new teenager. We also played some Go at Beijing airport, where we had some hours to kill.

We envisaged the strength of our opponents, figuring (correctly) that all teams would have at least one strong dan player. Thus Edmund at board 1 would have a tough time. As Asian countries are steeped in Go tradition, we imagined all chosen players would have parents, friends and relatives to play Go against. Thus we expected boards 3-4 to share a lot of Edmund's pain.

So Edmund came up with 'Consistency' as our team motto... woe betide anybody winning a game – they'd risk ostracism or worse!

### **Friday 16<sup>th</sup> – transfer to hotel, Azure, dignitaries' banquet and opposition strengths**

On arrival at Xi'an airport, teams were collected by friendly blue-shirted men, whom we'd see very often helping us throughout our stay. When leading us, they held aloft a blue and white emblem of the competition, making them easy to spot and follow when in a crowded area. Then they bussed us to our fine lodgings; the Golden Flower Hotel.

There, we and the French team were delighted to meet our assigned interpreters. The French were allocated a young French-speaking man. We were introduced to Azure,

a young lady who would be with us throughout our stay. She spoke excellent English and first sorted out the allocation to all players of our souvenirs, official lanyards, rooms and key cards, plus (for each team) two A4 booklets: [Event] Guide and Program. These booklets confirmed our expectations about the strength of the competitors we might face; see the Teams table a little below.

The hotel would host all games, proceedings and meals.

For the evening meal, the top organisers and dignitaries hosted a Welcome Banquet in a side room. At their large round table, complete with customary lazy Susan, there was room for a couple of team leaders to attend. The French and I were in the very lucky few, honoured to be invited to join them. This was a fine opportunity for our kind hosts to meet and greet leaders who'd travelled from far-away countries. The interpreters ate with us all, and kept us informed throughout as to the local customs and procedures.

One custom involved showing friendship via a strong but tasty Chinese wine. The dignitaries individually took the opportunity, whenever so moved, throughout the long meal, to bring a top-up of wine to a visitor and/or make a toast. It was a meal and occasion to cherish.

It was clear from the list of teams and grades shown in the booklets that the UK would on paper struggle not to finish bottom. But somebody has to. We were here to enjoy all parts of the experience, and we were certainly not going to judge our trip by any Go results; so no pressure!

These were the twenty teams, and the strengths of their boards B1-B4, in what transpired as the order of our seven matches:

Round	B1	B2	B3	B4	Team name
1	5d	5d	5d	5d	Xi'an Yanta Road Primary School Team, China
2	5d	5d	5d	5d	Xifei No. 2 Primary School Team, China
3	6d	7d	5d	5d	Nanshan Middleton School Team, Taiwan
4	5d	5d	3d	3d	Weinan Tongguan Go Team, China
5	5d	5d	5d	5d	Xi'an Han and Tang Youth Go Team, China
6	3d	3d	2d	1d	Malaysian Team
7	4d	4d	3d	2d	Ulumuqi Team, China

Teams we avoided:

B1	B2	B3	B4	Team name
5d	5d	5d	5d	Chang'an Xiong Guo Primary School
3d	4k	6k	8k	French Team
5d	5d	5d	5d	Lanzhou Team, China
1p	5d	5d	5d	Nie Weiping Go Dojo Team, China
6d	6d	5d	5d	Japan Tianzhao Team
5d	5d	5d	5d	Xi'an Team, China
7p	3p	2p	5d	Xi'an No. 83 Middle School Team, China
5d	5d	5d	5d	Xi'an Railway No. 1 Middle School, China
5d	3d	1d	1d	Singapore Team
5d	5d	5d	3d	Xining Team, China
5d	5d	5d	5d	Yinchuan Team, China
1p	6d	6d	6d	South Korean Team

### Saturday 17: Pagoda trip, Opening Ceremony, teams and countries, draw, leaders' meeting



UK team teenagers all smiling

The daily routine was established with breakfast before starting activities at 08:00.

In the morning, we all visited the Big Wild Goose Pagoda, taken there on

several nice coaches, as became the norm. The 64m tall Buddhist pagoda was built in south Xi'an in 652, and is a UNESCO World Heritage Site. Free from flight days, the UK contingent were far from alone in enjoying the features and views from the fresh air park area, rather than queuing for the pagoda climb.

While the youngsters dodged and played among the park's fountains, Helen and I started as we would continue: taking turns photographing events so the youngsters could just relax and have fun. [Back in Manchester, we circulated our photos to the parents, for the families' interest and their children's memories.]

On the way back for lunch at the hotel, the buses paused near the Drum Tower, for taking quick photos.

Later, dignitaries, organisers, all 120 participants and a throng of professional photographers attended the very polished and impressive Opening Ceremony, culminating in the draw for the competition. Each team leader went up onto the stage and said Stop and Start for the computer to randomly pick that team's opponent, with the resulting draw building up on the large screen at the back of the stage.

The 20 invited teams came from France, Japan, Malaysia, Singapore, South Korea, Taiwan and the UK, plus several from Xi'an, and others who had travelled from the other 30-plus Chinese provinces – some quite remote.

Later, elsewhere, the team leaders were all requested to attend a meeting to meet the referee and hear the rules read out, which included the barring of electronic equipment by players. Also, leaders formally confirmed the board order of their players.

### **Sunday 18<sup>th</sup>: first 3 matches and gifts to opponents**

On the Sunday we played and lost the first three rounds of the seven round competition, a pattern that would not change much :(

On match days the first matches started at 08:30. All spectators – even team officials – were required to leave the playing room after the first 15 minutes of play, for peace of mind of the referees, understandably. Our players had bought and brought small gifts from the UK, to give to each of their individual opponents. These were well received, as were those we accepted in return.

### **Monday 19<sup>th</sup> – Tao Temple, Mausoleum and friendlies vs the French**

A day full of Chinese history and culture, and relaxing with the French in the evening.

In the morning, the organisers took us to visit Louguantai Temple, situated in the northern foothills of the Qin Mountains (70 km east of Xi'an), the birthplace of Taoism. It is a famous and much-visited holy site, founded in the Western Zhou Dynasty and flourishing in the Sui and Tang Dynasties. It is a beautiful and scenic spot, surrounded by mountains, a bamboo forest and decorative buildings. Whilst there, most of the players dressed up in traditional costume, sang, played games of Go and practised bow and arrow shooting, much to the delight of the media cameras. Great fun was enjoyed by all.

After lunch at our hotel, the same buses took us to the Han Yang Ling Mausoleum museum, located on the bank of the Wei River in the northern suburbs of Xi'an. It is built on the Yangling Cemetery where King Jing of the Western Han Dynasty and Queen Wang were buried together in different caves. Many burial graves were seen with personal effects for the afterlife. This site is a very easy one to visit, as numbers were very manageable, and viewing areas fairly extensive.

After dinner, we six and the French group all enjoyed meeting up to relax and play and review friendly games between us, including Pair-Go.

## Tuesday 20<sup>th</sup> – Rounds 4-6, superb outdoor play and Mrs Chen

Rounds 4, 5 and 6 brought more learning, though we had close games on several boards.

The evening brought much enjoyable compensation via watching a very impressive performance about Chinese history. We were all provided this – in a hugely generous gesture – by Mr Zhao, a successful local industrialist, whose son Yichun we'd met in Brussels just a fortnight earlier. That was at the EGC (European Go Congress), attended by Helen and me, Edmund, Amy and her mother, and two others from CHS. Amy and Yichun met there, and agreed to partner each other in the EGC Pair-Go, with some wins.

Mr Zhao provided two cars to take us to the play, which was staged outdoors with a wonderful backdrop of a mountain, trees and water. At different times the mountain lit with white lights, different houses illuminated, and a snowy path appeared leading up to the mountain summit, where a half moon shone; remarkable! The stage sets, fountain displays, graphics, lasers, dancing and costumes were extremely grand and fabulous to watch. We thoroughly enjoyed it and gave a very big thank you to Mr Zhao and Yichun for a great night out. It was also enhanced by Mrs Chen accompanying us. Officially from the media, Mrs Chen, with her good English, in fact helped us throughout our stay, always ready to assist if we had any problem or request. She provided much explanation of the story behind the play we watched: 'Song of Everlasting Sorrow.' See here<sup>1</sup>.

<sup>1</sup><http://en.hqc.cn/>

## Wednesday 21<sup>st</sup> – Last round, Closing Ceremony, city wall and South Lake

In the morning came the final round. Whilst we lost the round, to our great surprise and enjoyment Rowan (12k) beat his 4d opponent. Indeed all our players felt they played their best games in this round. All four boards were narrow wins, adding to some boards where we had narrow defeats in the earlier matches.



**Amy & Daniel & their opponents**

In the afternoon came the Closing Ceremony, where the top three teams received cheques and the next three teams certificates. All 20 team leaders went on stage together, to be presented individually with a nice, tall and heavy, glass and engraved commemorative award. Winning the tournament was the Xi'an No. 83 Middle School Team, with Korea second and Japan third.

The UK Team of mostly double-digit kyu players reflected on how games had gone. True, we didn't manage to beat any of the seven teams we played, as we always faced dan players. But any UK team would have struggled, and we were all delighted with our whole Chinese adventure. All our players had hand-recorded most of their games, and benefited from those reviewed in Xi'an, with

reviews of the remaining games to be received when back in England.

In the evening, Mr Zhao drove one of two cars he again kindly provided, to take us round the city. This enabled us to enjoy walking along the impressive city wall, and also along the very pretty south lake. We also presented Mr Zhao and Yichun with a rather nice gift, as a token of our appreciation for all their generosity and help. It was a rotating world globe which Mrs Chen and I had selected that morning, and they thanked us for the gesture and sentiments.

#### Thursday 22<sup>nd</sup>: Terracotta Warriors, Xi'an airport and much gratitude

On this our last day in China, and again courtesy of Mr Zhao and two cars, we visited the Terracotta Army, before he took us (with luggage) to the airport for a meal. The warriors site is a contender for the eighth Wonder of the World. It was one of the great discoveries in the history of archaeology in the 20<sup>th</sup> century. It was added to the World Cultural Heritage list by UNESCO in 1987. As you can

image, this was an intensely busy tourist location. The UK Team was very pleased to have had the chance to visit this location.

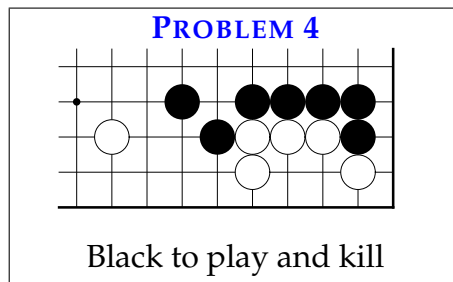
#### Friday 23<sup>rd</sup>: Three Flights, bridge, pits, and return to Manchester

At Beijing airport, we amused ourselves by a long session of first bridge and then pits<sup>2</sup>.

It felt good to arrive back after the long journey home. However, we all brought home many happy memories of the friendly and kind people we had met during our stay in China, and are full of thanks for the organisers, hosts, Fan Hui, interpreters, Mr Zhao, Yichun and others. The event had truly lived up to its published sub-line of 'Playing Go Connects Distant Friends From All Over The World.' The teenagers have many nice tales to share – as do we ourselves – with relatives and friends, be they Go-players or not yet so.

Footnote: when we submitted this article, we notched up over 245 emails, and it'll exceed 250 once remaining expenses are finalised!

□



<sup>2</sup><http://www.stocton.org/pits.htm>

# A MIDSUMMER DAY'S DREAM

Peter Wendes

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## Taking Go to Cannes Lions June 2019

If you are prepared to provide an introduction to Go to any group, anywhere on Earth, at short notice, as Sheila and I do, you will not be surprised to hear that you are not deluged with enquiries. Requests from far-flung places do come in, once or twice a year, but these rarely materialise. Some are the result of wishful thinking, where someone has not realised the logistics involved, or needed to get it past the inevitable committee. And then again, once in a blue moon, some work out – a trip to California to address their Association for the Gifted, or a workshop for teachers in the Netherlands, for example.

Our latest of these dream assignments arrived in early June. A very large advertising agency wanted to provide a day on an island off Cannes as part of the Lions event, which is a bit like the Film Festival, but for the creative industries. They had asked for Go by name and had engaged an events management company to organise it. Could we do it? They were offering all expenses plus a reasonable fee, so we

agreed. It was a nice gig, with possible opportunities for the future too.

We were slightly surprised when the schedule arrived. When we run events in schools we expect a fairly hard day's work. Keeping dozens of, or even a couple of hundred of, children on task with an activity they have never seen before is certainly possible, but it is by no means what one would call an easy day. We were booked in on the island for exactly one hour, from 11:00 to 12:00 noon! The customer is always right, and so off we went.

We were met at Nice airport by a driver in a very large black limousine, one size down from 'stretch'. The hotel had managed to lose our booking details, which ruffled a few feathers, but all was resolved and we settled down to an evening in the balmy air of Cannes and the prospect of an interesting day ahead.

The hotel made up for the mix-up of the previous evening with a splendid breakfast, and then it was time to be whisked away to the jetty where speedboats were shuttling presenters like us and various staff out to the island. We arrived in good time at the venue, a large restaurant and grounds set among pine trees. In schools, timings are critical if you don't want to clash with break-times and dinner staff, so we were slightly surprised when no-one had arrived at 11:00. The delegates had been delayed, and only began to appear at 11:25, so we thought we would have half an hour with them before lunch. This was not to be – they were gathered together

and given a talk about the speakers for the afternoon.

It was now lunchtime. We chatted to a few as they made their way to their tables, and talked about what we were there for over an excellent lunch, but there was simply no opportunity to do what we had intended, and had come prepared for. But the events company were perfectly happy – we had arrived, with Go, as agreed, and they had the photos to prove it! The delegates had had the chance to see our teaching board set up, and also a normal 19x19 with a game in

progress. Those who were interested declined booklets, saying thanks, but they would look it up online. Photos were taken, and we had to remind ourselves that we were not the main focus of the day. So that was that. Watermelon ice-cream arrived at 4:00, and we were shuttled back to the mainland, back to the airport, suffered the almost inevitable flight delay, and arrived back home in the early hours. The whole process was over so quickly it seemed like a dream, but at least it was a midsummer's one!

□

## CONTRIBUTIONS TO THE JOURNAL

The copy date for the next issue of the Journal is **18<sup>th</sup> November**.

Contributions are welcome at any time. Please send them to [journal@britgo.org](mailto: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](http://www.britgo.org/bgj/guidelines) for those wishing to contribute material.



# IMPRESSIONS OF BRUSSELS

Francis Roads

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I have just returned from 15 days in Brussels, at the European Go Congress. There were about 800 of us there altogether, though some came for just one of the two weeks, and some just for the weekend tournament. There were 24 Brits there at various times, though that is still minuscule compared with, for example, the hundreds of German players. The problem of stay-at-home Brits is still with us.

We played in a university building. On the ground floor was a bar, where food and, more importantly, Belgian beer were on offer. This was the main place for informal play. Most of the boards were up three flights of stairs in what seemed to be a largely open-plan area, but screened off by glass partitions into separate "rooms". It wasn't air conditioned, but there were only two or three really hot days. Going up and down those stairs was a bit of a pain. For some reason the lift was out of bounds. Still, it was a reasonably comfortable playing area.

The general organisation was pretty good, all things considered. I thought that Marie Jemine, the main tournament director, was something of a heroine, leading a team keeping many hundreds of Go players in order, while nursing a 7-month old baby.

For some reason they cut down rather on side events. There was no continuous self-paired event, no lightning, and no facility for playing Go on the Wednesday off-days. Indeed, they closed the whole building on those days, which meant that if you didn't fancy a day trip

to Ghent, Bruges, or any of various possible destinations, your best option was one of the Brussels cafés which keep a couple of boards for customers. Heigh ho! If only we had more such cafés in Britain!

But one side event which I hadn't come across before was a beer tournament. For this, you get a point for each game won, plus a point for each beer drunk. I didn't enter. I felt in need of no extra motivation to drink Belgian beer.

There was a capacious auditorium, where we had two pro lectures every day. These were worth attending. I learnt quite a lot about how AI is changing what pros do. Some centuries-old joseki are played differently now. I still feel that there is no great need for us amateurs to adopt all the Alpha Go ideas about the opening unless we can follow it up with Alpha Go-standard middle game play. And there I think even the pros may fall down; the depth of reading of AI is mind-bogglingly deep.

Brussels is a pleasant enough city. There are plenty of museums and the like to visit. My choice fell upon the galleries devoted to art, musical instruments and chocolate respectively. Where it doesn't do so well is on parks and open spaces. And watch out for all the electric scooters; publicly available ones are ridden dangerously fast, and not always very safely.

As usual when I attend the EGC I am expected to produce a new song for the song night on Friday evening. My latest effort appears above. What I wasn't expecting was to be called

forward at the closing ceremony to receive a prize of one T-shirt for doing so. The PDF of my song was flashed up onto the screen, to be met with cries of "Sing! Sing!" from several

hundred Go players. So I did, into a microphone, but just the first verse. Next year the EGC is in the Ukraine. I'm still thinking about that.

□

## THE BGA ANALYST

[paul@psaa.me.uk](mailto:paul@psaa.me.uk)

I would like to remind BGA members about the Analysis Service.

Would it be helpful to have your games analysed?

If you think it might, just send me an `.sgf` file of a representative game by email; I usually return the annotated game within a week.

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

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

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

**Paul Barnard**

# TEN THOUSAND YEAR KO

Toby Manning

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**Durham T-shirt**

Those who attended the recent Durham Go Tournament may have seen their latest T-shirt design (pictured). The design on the shirt represents a 'mannen ko' – colloquially known as a 'ten thousand year ko.' However, James Davies, in *Life and Death* (published 1975) refers to a 'thousand year ko' (pages 118 and 125) – so where does the ten-fold inflation come from?

The group in the corner is seki if Black takes the ko and then fills it. However, either side can prevent seki by starting a ko, but it is generally to neither side's benefit to do so. White can play atari but risks losing his entire group as Black starts the ko, or Black can

take the ko and then play atari but risks letting the entire group live with territory. In both cases the person who starts the ko has to make the first ko threat. So the position is likely to be left until the end of the game when seki will be the result, although both sides need to be careful to retain at least one large ko threat.

According to Richard Hunter, the Japanese term 'mannen ko' translates into 'a ten thousand year ko' – but ten thousand is used to represent a large number rather than a precise one. For example, the expression 'Tsuru wa sennen kame wa mannen' translates as 'Cranes (live for) a thousand years, turtles ten thousand.' Ten thousand is a standard unit of counting in Japanese, whereas we use multiples of 1000.

The Dictionary of Go Terms by Kiseido (2001) says 'mannen-ko: thousand-year ko; literally, ten-thousand-year ko. A type of ko that is indirect for both sides but can become a seki if connected.' The recently published 'Chinese-English Dictionary of Weiqi terms' – not yet available in the UK – refers to a 'Ten-thousand year ko' (page 159).

If anyone can shed further light on this discrepancy we would be grateful for the additional information.

□

# UK NEWS

Tony Atkins

[ajaxgo@yahoo.co.uk](mailto:ajaxgo@yahoo.co.uk)



**Cup Cakes**

## **Durham**

Durham Tournament is a friendly weekend, which starts with a pub meal on the Friday evening and provides a good base for non-playing family to see the sights, such as the Oriental Museum, which is also now the regular tournament venue. In celebration of 25 years of Go in Durham, the event was suitably festive, with appropriately decorated cupcakes and tee-shirts; nearly half the 36 players were current or former members of Durham Go Club. The event was played over six rounds on the 15<sup>th</sup> and 16<sup>th</sup> June, with the top boards broadcast live on a big screen

and recorded on YouTube. As usual the Saturday evening was barbecue night and, despite the arrival of rain, the players and others were able to enjoy plenty of food, drink, chat and Go.

The sun was back for Sunday morning and, despite a delay getting in the building, the players were able to continue competing for the traditional Goat Ornament prize. This time it went to Nottingham's Tetsuro Yoshitake (3d), who was unbeaten. Other prizes went to Chao Zhang (6d), for five wins, Alex Kent (3d), Ed Blockley (6k), Martin Harvey (7k) and Nicholas Yelland (20k), for winning four games, and to Durham players Robin Nandi (20k), Thomas Hill (25k), Hailiang Du (1k) and Yuiwai Chung (15k), who won all the rounds they played. Unfortunately the side events attracted little interest, but the 13x13 winner was Ryan Zhang and the Lightning winner was Matthew Frye, both winning their only game!

## **Welsh Open**

The sun shone well for the 27<sup>th</sup> Welsh Open on 22<sup>nd</sup> and 23<sup>rd</sup> June. It was again held in the coastal town of Barmouth, nestling by beautiful Snowdonia, at the Min-y-Mor hotel, with tables in the garden overlooking the beach. The hotel also provided the Saturday evening meal and welcome refreshment, although there was a temporary shortage of the Abbot Ale. Some of the 36 players had come a long way, including an intrepid youngster making a first trip from Germany.



**Bob Bagot accepting the Fighting Spirit prize**

The tournament was dominated by three Chinese players, who each ended with five wins out of six. After SODOS tie-break, Xunrui Zhao (3d London) was the winner, collecting the cash prize and the Brian Timmins Plaque, presented by Brian's daughter Helen Boccacci and granddaughter Zarabeth. Tunyang Xie (4d Cambridge) and Zhiqing Zhang (5d London) had to settle for the next two places. Only one kyu player, a player from a Welsh club, won more than four games to receive a prize, namely Dave Wheeler (10k Monmouth). The Fighting Spirit prize went to Bob Bagot for perseverance despite defeats.

### **Isle of Man**

Held from 11<sup>th</sup> to 16<sup>th</sup> August, the 2019 Isle of Man Go Festival (in memory of Leo Phillips) took place again in Port Erin, but this time in a new venue, St Andrew's Church Hall. Although attendance was lower than in previous years, the 21 participants (and several spouses and friends) were a friendly lot and the congress spirit of previous years continued, reported Alison Bexfield.

The new venue proved a success, its well-equipped kitchen doubling up as an analysis room and, being slightly nearer the sea, enabling a sea view from the window. However, being cooler than usual for August and slightly breezy, no one took advantage of the garden to play outside. Rescheduling the day off from the forecast rain of Wednesday enabled everyone to make the most of the glorious Tuesday sunshine. Those who made the trek to the top of Snaefell found the clear views across the seven kingdoms rewarding. There was also sufficient sunshine to enable the ritual large sandcastle to be built.

The main tournament was won by Richard Hunter (1d) on tie-break from Sandy Taylor (2d); Sandy had his revenge in the afternoon tournament by winning that. Denis Becker (7k) from France won four out of five in the main tournament and Ed Blockley (6k) won all three in the afternoon tournament. The 13x13 tournament was won by Charlotte Bexfield (6k), with an unbeaten record. The Rengo was won by the Denis Becker and Alan Dean partnership. Two prizes were awarded in the handicap tournament, to Richard Hunter and Denis Becker. The 'fighting spirit' prize went to Alan Dean (5k), while his wife, Barbie (7k), got a special prize for having three games within one point! The Congress finished with a dinner in the conservatory at the Falcon's Nest, during which the prizes were awarded.

It was a shame that organiser Francis Roads was unable to attend, but Alison Bexfield, Toby Manning and Richard Wheeldon stepped in to run the various events during the week. Local player Roger Kent also helped by providing some unique and interesting prizes.

## MSO

This year's Mind Sports Olympiad was held, like the previous five editions, at the JW3 community centre in London over the nine days ending on 26<sup>th</sup> August. As usual a large variety of games and mind sports, both new and traditional, was played over the eight days of the event. Several Go players and their families were seen in non-Go events, with some, like Natasha Regan, winning a Gold medal.



**13x13 Winner Chao Zhang with Tony Atkins**

Unfortunately the first Go event (9x9) scheduled for the Friday morning was cancelled by the organisers as they thought there was only one entry, but it turned out there was an error in their registration system and some people were disappointed not to play. That afternoon, the 13x13 event did go ahead with 12 players from 6d down to beginner, including a father and son from Spain. The Gold medal and £60 first prize went to Chao Zhang, who won all four games as expected. After

tie-break, Paco Garcia de la Banda (Spain) took the Silver and the Bronze went to Bruno Poltronieri.

The Bank Holiday Monday was very hot and sunny. Twenty-two players took part in the Open, played on the McMahon system with the bar at 5k. Daniel Hu won the tense final to end unbeaten on four, taking the Gold medal and £200 first prize. The players on three were then separated by Median Buchholz tie-break (SOS with best and worst game deleted) giving Silver to Chang Zhao and Bronze to Quentin Rendu from France. Jesse Savo had to be content with fourth place. There were six junior players and junior medals went to Edmund Smith, Scott Cobbold and Alexander Hsieh, with Caleb Monk winning the handicap section on four wins.

## T Mark Hall Rapid

On 7<sup>th</sup> September the second T Mark Hall Rapid Play Tournament was held at the London Go Centre. There were 22 entries ranging from 5d to 25k, including several youngsters. The winner, with a clean sweep, was first time entrant Zhang Zhiqing (5d). Second place went to another first timer, Gene Wong (3d), a youngster just moved here from Hong Kong. Third was Alistair Wall (1d). The battle below the bar was won by three 2k players, Quentin Rendu, Richard Wheeldon and Paul Smith. Pierre Oliviere (11k) was the best-placed DDK and both Joe Monk (13k) and Oliver Bustos-Langton (7k) won four games. A special 'fighting spirit' prize was awarded to Ellis Martin (20k) from Sir John Lawes School, who hung in there despite having no success at his first event.



**Zhang Zhiqing**

The day concluded with a lecture on 'weaknesses in shape' by Zhang Chao, 6D, who promised that it marked the start of many lectures. The Centre's lectures also feature on their YouTube channel, such as one by Chinese pro Liu Yajie (2p), who visited the centre on Wednesday 22<sup>nd</sup> August.

### **Cornwall**

The Cornish weekend of Go moved this year from Penzance to Falmouth. Unfortunately a combination of factors saw a low attendance at the Falmouth Hotel venue. The event, however, kept the same format as in previous years, with Ian Marsh and Toby Manning leading a teaching session on the Saturday morning, 7<sup>th</sup> September. The eleven-player Handicap Tournament that afternoon was won by a Cornish player, Miles Henderson Smith (11k), with Peter Collins (3k Bristol) being runner-up on tie-break from Toby Manning (1k Leicester). On the Sunday, Toby Manning won the ten-player three-round McMahon tournament for the seventh time. Paul Massey (1k) from the local club was second.

### **Belfast**

The Belfast Tournament took place at its usual Boat Club venue on 14<sup>th</sup> September. Ten players played four or five handicap games to determine

that the strongest player Daqun Wang (2d Belfast) was also the best with four wins. Players on three wins were Matei Garcia (1k Dublin), Ruaru McCloskey (10k Belfast) and Caroline Hutchinson (17k Belfast).



**Joint Winners Jonathan Reece and Alistair Wall**

### **Arundel**

Twenty-one players made it to the tenth Arundel Tournament on 21<sup>st</sup> September. Organiser Sue Paterson was especially grateful to those who had travelled many miles (some even braving the M25) to enjoy the Go and the sunshine. Although there was a good showing of double-digit-kyus (seven in all), there was only one dan player and the top four played a round robin. This resulted in a tie and joint winners were Alistair Wall (1d), from Wanstead, and Jonathan Reece (1k), who was on a brief visit from South Africa. Two players won all three of their games: Malcolm Hagan (7k Arundel) and Pierre Oliviere (11k Harpenden).

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# BGA ANNOUNCEMENTS

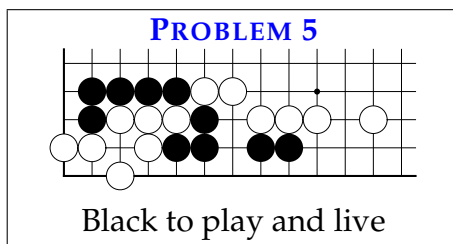
## FUTURE EVENTS

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

**Northern**, South Manchester, Saturday 12<sup>th</sup> October  
**Cambridge Juniors' 25<sup>th</sup> Anniversary**, Sunday 13<sup>th</sup> October  
**Wessex**, Bristol, Saturday 26<sup>th</sup> – Sunday 27<sup>th</sup> October  
**Three Peaks**, Ingleton, Saturday 2<sup>nd</sup> – Sunday 3<sup>rd</sup> November  
**Guy Fawkes Weekend**, LGC, Saturday 2<sup>nd</sup> – Sunday 3<sup>rd</sup> November  
**International Teams Autumn Match**, LGC, Sunday 3<sup>rd</sup> November  
**Doki Doki Festival**, Manchester, Saturday 9<sup>th</sup> – Sunday 10<sup>th</sup> November  
**Coventry**, Saturday 16<sup>th</sup> November  
**British Youth Go Championship**, Rugby, Saturday 30<sup>th</sup> November  
**Edinburgh Christmas**, Saturday 14<sup>th</sup> December  
**London Open**, LGC, Saturday 28<sup>th</sup> – Tuesday 31<sup>st</sup> December  
**Harpenden**, Sunday 12<sup>th</sup> January 2020 (provisional)  
**Hitachi-Maidenhead**, Maidenhead, January 2020 (provisional)  
**Trigantius**, Cambridge, March 2020  
**Trigantius Novices**, Cambridge, March 2020  
**Isle of Skye**, Portree, Skye, Saturday 14<sup>th</sup> – Sunday 15<sup>th</sup> March 2020  
**British Go Congress**, April 2020

LGC = London Go Centre

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# 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/issue189](http://www.britgo.org/bgj/issue189).

## Solution to Problem 1

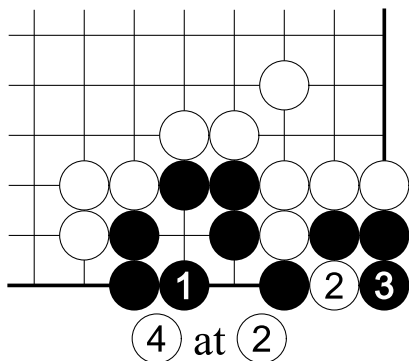


Diagram 1a (failure)

- ❶ This looks like eyes.
- ❷ However, White can play the snap-back and kill.

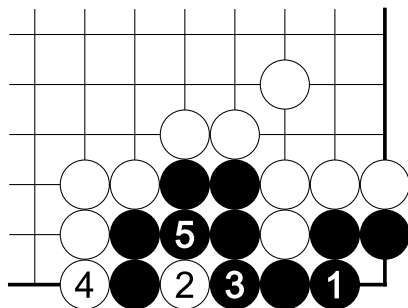


Diagram 1b (correct)

- ❶ The play that stops the snap-back is the correct one.
- ❷ Two eyes.

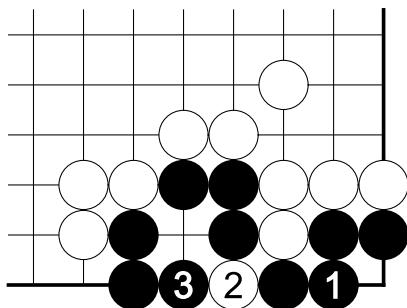
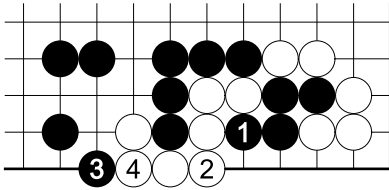


Diagram 1c (correct - variation)

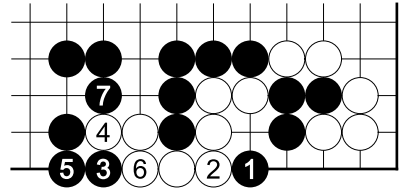
- ❸ Three eyes.

## Solution to Problem 2



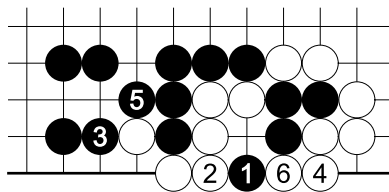
**Diagram 2a (failure)**

- ❶ The simple play fails.
- ❷ Black is behind in the race to capture.



**Diagram 2b (correct)**

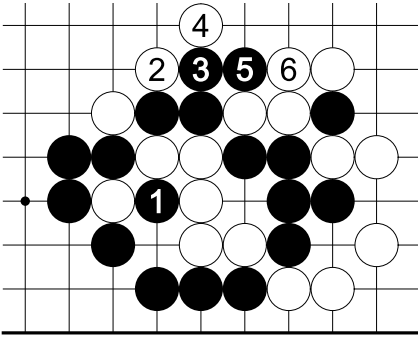
- ❶ This is the correct play.
- ❷ Black now plays here to win the capturing race.



**Diagram 2c (mistake by Black)**

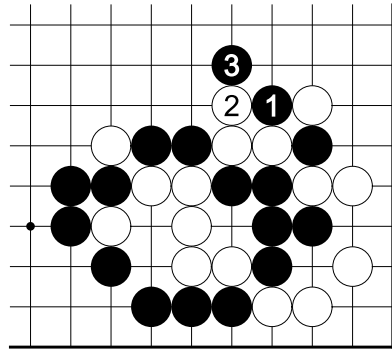
- ❷ Filling this liberty is not fast enough.
- ❸ Black loses the race.

## Solution to Problem 3



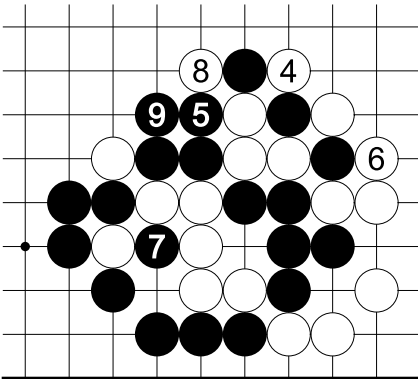
**Diagram 3a (failure)**

- ❶ Taking the stone is not fast enough; White traps two stones in a ladder and saves everything.



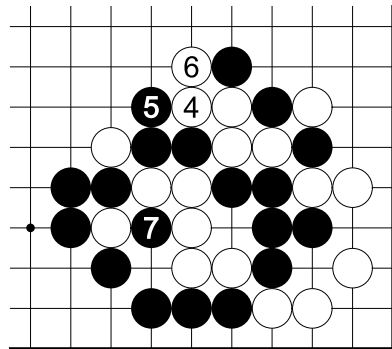
**Diagram 3b (correct)**

- ❶ Black has to gain liberties in the fight, so should start here.



**Diagram 3c (correct – continuation)**

- ❹ White cannot ladder the four black stones.



**Diagram 3d (better for White)**

- ❺ This is also possible.
- ❻ White cannot ladder the three Black stones. However, White gained a few more points this way.

## Solution to Problem 4

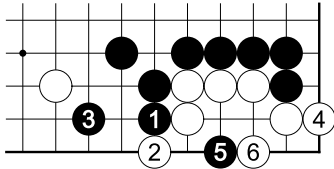


Diagram 4a (failure)

- ❶ This sometimes works, but not with the single white stone to the left.

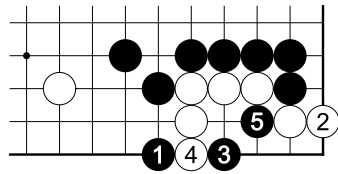


Diagram 4b (correct)

- ❶ This is the correct play.

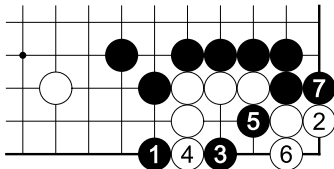


Diagram 4c (correct – continuation)

- ❷ White cannot avoid capture.

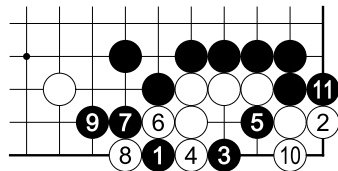
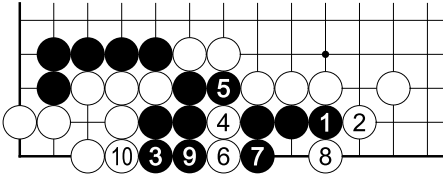


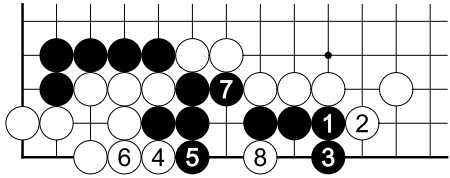
Diagram 4d (correct – variation)

- ❸ Pushing through here does not help White.

## Solution to Problem 5



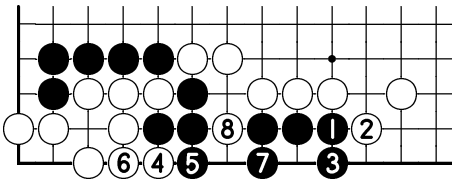
**Diagram 5a (failure)**



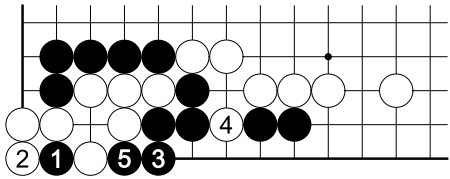
**Diagram 5b (failure - variation)**

- ❶ Expanding the eye space is normal, but it doesn't work here.
- ❷ Again Black has a weakness.
- ❸ Snap-back shape.
- ❹ Black only has one eye.

- ❺ Again Black has a weakness.
- ❻ Snap-back shape.



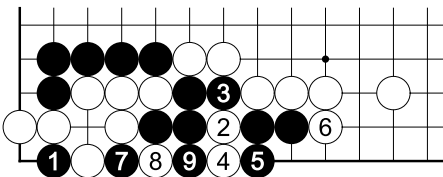
**Diagram 5c (failure - variation)**



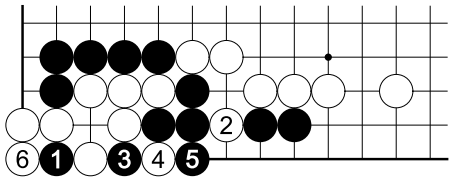
**Diagram 5d (correct)**

- ❺ Again Black has a weakness.
- ❻ Black is too short of liberties to capture this stone.

- ❶ This is the correct play.
- ❷ If White captures, Black easily lives.
- ❸ White's corner is dead.



**Diagram 5e (correct - continuation)**



**Diagram 5f (correct - variation)**

- ❹ A ko is the solution; the best result for Black here.

- ❺ Black can also play the throw-in straight away.
- ❻ White doesn't have time to connect the ko and live in the corner.

## ASSOCIATION CONTACT INFORMATION

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*Youth Go discussion list:* [youth-go@britgo.org](mailto: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.

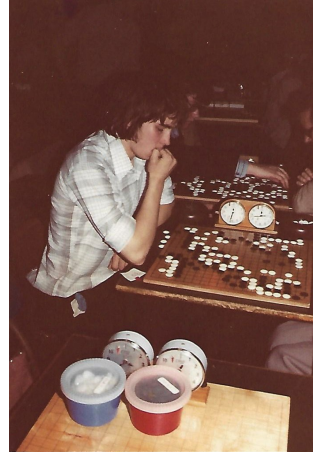
# TOURNAMENT HISTORIES II: WESSEX

**Tony Atkins**

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Back in 1970 the BGA had only 24 clubs, but several of them were in the London to Bristol corridor. As the M4 was not yet complete west of Reading, the A4 would have to be used to reach a tournament in the area and so the ancient Wiltshire market town of Marlborough was chosen by Bristol Go Club to host the first Wessex Tournament. The town hall, with its large upstairs hall, provided the venue on 1st November and 26 players plus a ghost came to take part. The organisers arranged catering, which long became a feature of the event, and found Robnor Paints of Swindon to be the sponsor. Tournaments were a rare event in those days and Francis Roads proved the event newsworthy on Radio 4's Today programme. The players were split into three divisions and Mark Roberts of Bristol (4k) was the first winner.

In 1971, with the motorway now open, the entry doubled and the players played their four rounds of handicap games in six divisions. The event was arranged on the day the clocks went back to give an extra hour for travel (though not so every year to start with). An American visitor, Rick Hubbell, won the event. Having helped organise the first event, though he missed the day, Paul Atwell was again on the organising team, and his attendance continued at all following events.



In 1972 and 1973 the then mayors came to visit and watch the 70 and 74 players respectively. Winners were J. Diamond and Frank May. The lower division winners included players Manning and Huyshe, and a 12k from Oxford, called M. Macfadyen. In 1974 the entry exceeded a hundred by two. A pen and pencil set and two pounds of sugar were among the prizes for every player thanks to the sponsor. Nagayama from Bristol took the trophy as well.

For the next few years the numbers stayed in the nineties or hundreds and winners were David Sutton, Mark Hollings, Adam Pirani, Terry Stacey, Matthew Macfadyen and T Mark Hall. The gloom of the town hall can be appreciated in the first view from 1980 and in the second Mike Harvey can be seen receiving a prize in 1982 from the Bristol organisers.

Numbers slipped a bit in the 1980s, with Richard Granville and Jim Barty joining the winners. In 1986 the number went back over the hundred thanks to Berkshire school pupils joining, and in 1990 and 1995 the numbers were 127 and 126. New winners included Piers Shepperson, Harold Lee, Edmund Shaw, Alex Rix, John Rickard and Tony Goddard. From 1999 numbers were dropping and the new winners were Young Kim, Seong-June Kim, Jinhoon Yoon and Francis Roads. T Mark Hall won another three times in 1992, 1995 and 2001, with only Matthew Macfadyen winning more.

With numbers down to 65 in 2005, the price of the venue going up and Marlborough no longer being a sleepy quiet place on a Sunday, the decision was to move the event nearer to Bristol, stop the provision of meals and drop the fourth game. The new venue was the J N Fear Institute in Keynsham, with only 48 and 24 players in the two occasions there, run by Bob Hitchens; they were won by Mike Charles and Jaeup Kim.



From 2008 the event organisation was taken over by Bath Go club who moved it to St. Mark's, a community centre in an old church just south of the centre of Bath. Over the next eleven editions attendance was between 29 and 43; a lot of the new generation players were among the winners. The pictures show games from the event in 2016 and Alex Kent (right) receiving the trophy that year.

For the landmark fiftieth edition in 2019, the event becomes a two-day Go festival in a hotel just north of Bristol; there is a rapid-play tournament in memory of T Mark Hall.