

BRITISH

GO

JOURNAL



In the time of Covid-19

Experiments in Coronavirus avoidance at the London Go Centre



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EDITORIAL

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Welcome to the 193rd British Go Journal.

Change of Editor

After five and a half years and 22 editions, Bob Scantlebury is standing down as Editor. On behalf of all our readers, I thank him for the excellent service he has given and the excellent standard of the Journal during his tenure. The letter from Steve Smith in this issue makes it clear how much the efforts of Bob and our contributors are appreciated—a fitting tribute, I think. We have not lost Bob altogether as he and I have swapped places, Bob now joining the proofreading team.

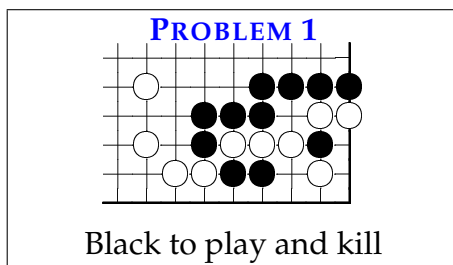
In This Issue

Richard Hunter sets us an interesting and difficult problem under the heading of a Japanese saying and leads us by the hand from failure to success. Paul Smith reports on the match played through June, July and August between the UK Youth Team and a team of Chinese children who are being taught by the Chinese professional, Li Ang, which the UK team won narrowly. Tony Atkins contributes four articles again this time—his usual News items and continuations of his series on Tournament Histories and places you might have visited for tournaments, but for Covid-19.

John Tilley contributes Go Jottings 14 on the subjects of bad habits and good moves. Some of you may have noticed the item in the AGA eJournal for 22nd August titled '50 years aGO: August 1970', mentioning both John and T. Mark Hall—see page 4 for a photo and details.

Theo van Ees makes a welcome return to these pages with another article about the history of Go in Europe with *The Slow Way West*. We include the first part of a longer article first written for Myong-Ji University. Our website has links to a number of previous BGJ articles on the history of Go in Europe by Theo and others at www.britgo.org/history/earlyhist.

Pat Ridley



LETTERS TO THE EDITOR

Dear Editor

A letter to say thank you to you¹ and your team for BGJ 192. A great edition of real and practical help for us players only just SDK.

Some excellent articles and if I may especially praise the Go Jottings series from John Tilley. This article was of particular value and led me to ponder the number of opponents' stones which have survived when clearly they should have died. My Go is on a plateau at the moment—well for the last five years in fact—and this might just chivvy me in the right direction; Go could perhaps become fun again.

This was well complemented by the article on Throw-Ins. These have always been something of a mystery to me and seem to work for dan players and lead to unfavourable ko fights for us kyū players.

There was much of real interest elsewhere in the Journal, including Tournament Histories and the new format problems.

Good one, thanks again.

Steve Smith

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Credits

Thanks to the many people who have helped to produce this Journal.

Contributions: Tony Atkins, Theo van Ees, Richard Hunter, Toby Manning, Paul Smith, Steve Smith, and John Tilley

Photographs: *Front cover*, Jayden Ng, winner of the final game for the UK Youth Team vs Li Ang's Junior Players, shown here with his trophies from the British Youth Championships 2019—photo kindly provided by Caris Cheung. Gerry Gavigan provided the photos of an LGC experiment in socially-distanced Go for the inside front cover.

Inside, John Tilley provided photos of T. Mark Hall, the 'Foreigners vs Japanese Ladies' match and the opening of the original London Go Centre. Li Ang provided photos for the report on the match between his students and the UK Youth Team. Tony Atkins provided the photo of the Salvation Army Building in Ravenscourt Park, London. All other photographs in this edition were provided by the article authors.

Proofreading: Tony Atkins, Barry Chandler, Mike Cockburn, Brent Cutts, Martin Harvey, Richard Hunter, Bob Scantlebury, and Nick Wedd.

¹Refers to our previous Editor, Bob Scantlebury!

50 Years Ago in Japan

“The third annual match between Koyukai (a women’s Go group affiliated to the Nihon Ki-in) and Foreign Go players 7 Americans, 2 English and 1 Austrian was held on August 23, 1970, at the Iwamoto Go Salon in Ebisu, Tokyo.” Go Review Nov 1970.



Foreigners: 1. G. Kazlow, 2. R. Bozulich, 3. R. Dolen, 4. H. Müller, 5. W. Pinkard, 6. R. Lamber, 7. **J. Tilley**, 8. S. Horowitz, 9. **T.M. Hall**, 10. I. Eiss. The Foreigners won 8-2, with John Tilley (shodan) winning and T. Mark Hall (4 kyu) losing. The other Foreigner to lose was Gene Kazlow.



Iwamoto Go Salon – Summer 1970.
T Mark Hall second from the left,
Stuart Dowsey in the middle.
Photo: J Tilley.

PRESIDENT'S MESSAGE

Toby Manning

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In my last message I said “we look forward to a return to normality”. How wrong I was; after a brief lull in the summer we are now in the second wave of Coronavirus and it looks unlikely that we will be able to resume normal Go playing until at least Easter, over a year after our last face-to-face tournament.

There have been some experiments: The London Go Centre is experimenting with all players wearing masks, and with each player having their own board, but in my opinion it is not the game we all know and love.

Similarly, I have seen pictures from oriental clubs with perspex screens separating the players, but I personally would be put off by the formality and clinical surroundings.

However, it is not all doom and gloom. As I write the T Mark Hall Foundation is going into partnership with the Young Chelsea Bridge Club in an attempt to purchase a building in Hammersmith for Mind Sports (see page 18 for details) and by the time this magazine reaches you we should know if we have been successful. If so the London Go Centre will move to the new building.

Youth Issues

Meanwhile our Youth Squad has been busy under the able leadership of Alison Bexfield and Paul Smith. They have established a monthly on-line tournament which regularly has about 30 entrants, and we look forward to this year's European Youth

Go Team Championship, which starts in November.

Our partnership with the American Go Foundation to establish a Go server specifically for young children is proceeding apace.

On-Line

Meanwhile our on-line tournaments proceed under the able organisation of Matt Marsh, with tournaments in July and August. The start of the on-line league has been delayed as there has been insufficient interest so far. Meanwhile a number of our members have been playing in on-line overseas tournaments, with a chance to (virtually) meet different opponents.

BGJ Editor and BGJ Analyst

I cannot end this message without paying tribute to Bob Scantlebury, who has just stood down as Editor, and Paul Barnard, who stands down as the BGA Analyst.

Bob has been responsible for the last 22 issues, regularly producing 4 issues a year, a record second only to the late Brian Timmins. We thank Pat Ridley for taking up the reins.

Paul, who has been our Analyst since 2014, is standing down from the role for health reasons, and we are very grateful to him for his long service in the role, and as Membership Secretary before that. The BGA is therefore looking for a dan player to take over the role of Analyst. If you think you might be interested, please contact player-development-chair@britgo.org to discuss. □

UK NEWS

Tony Atkins

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Youth Training

On Sunday 5th July, 30 young Go players gathered online for the first online Youth Go Squad training tournament on OGS. Any known player who had reached 20 kyu or better was invited and many had improved over recent months. Eight players were playing above 3 kyu, including three under-12s. Jacob Zhang (3d London) was the strongest and won all three games. Other notable results were the three wins from Edmund Smith (3k Cambridge), Caleb Monk (11k Epsom), David Baldwin (14k Letchworth) and one of the Scottish youth team, Lukasz Kudla (14k Edinburgh).

Online July

Thirty-six players took part in the second BGA real time online tournament on 25th July. This time it had a single day, three-round format, again on OGS. Kalle Timperi (1d) came out top, winning a £45 Amazon voucher for his efforts. Joel Barrett (4k) and Michael Kyle (3k) took second and third place, winning vouchers of £25 and £10 respectively. Vouchers were also awarded to others on three wins: Sam Barnett (7k) and Jason Jackson (18k). Prizes also went to the highest placed below-the-bar (Colin Williams, 5k) and highest placed DDK (Dan Whiteley, 10k).

MSO

The 2020 Mind Sports Olympiad moved online with free entry, which naturally attracted large numbers

of players, with the barrier of travel and the cost of entry removed. It is claimed 5884 players from 106 countries played in a hundred events. Chess and Poker entries were in the hundreds. As usual some members of the Smith family were among the medal winners and Polish Go player Maciej Brzeski was fourth in the hotly contested Pentamind. This was won by Ankush Khandelwal, who was one of the players featured in the [Pentamind documentary](#)¹ that was released on YouTube during the month. Many of the events had live commentaries broadcast alongside their finals to add to the excitement.

MSO 9x9

All Go events were played on OGS and the first was the 9x9 on the evening of Wednesday 12th August. Forty-two players entered, but in the end 28 players turned up to still make it the biggest MSO 9x9 ever. Small board play is always less popular than 19x19; some editions only attracted four entrants! Gold medal this year went to Carlo Metta (3d), from Italy, who won all five games. The Silver went to Davit Rostomashvili, a strong online player from Georgia, and Chinese player Wei Zhou (7d) took Bronze, both on four wins. Also with four wins, but just missing out on a medal by tie-break and no longer counting as a junior, was Jacob Zhang (3d) in fourth. Junior Gold went to Ryan Zhang (3k) who notably won all four games he played (missing round two because of setting the time control incorrectly in the first game).

¹msoworld.com/product/pentamind-documentary-film/

MSO 13x13

The second Go event was the 13x13 on the evening of Friday 14th August. Twenty-three players turned up, though some Russians arrived late due to getting the time-difference wrong and one player dropped out after one round. The second Gold medal of the year also went to Italy, with Alessandro Pace (4d) winning all five games. After applying tie breaks, Silver was Maciej Brzeski (4k) and Bronze was Chinese player Wei Zhou. The UK's Tim Hunt (1d) was fourth, also on four wins, just missing a medal. Top juniors were Russia's Fedor Dmitriev (10k), Ryan Zhang and Oliver Bardsley (13k).

MSO 19x19

The main 19x19 tournament was on the afternoon and evening of Sunday 23rd August. Forty-six players took part; as well as a lot of UK players and quite a few from elsewhere in Europe, there were players spanning time zones from America to Hong Kong. With the bar at 4k the top players battled over four rounds to see who would make the final, whilst below the bar a big group of players played enjoyable games, though some of the handicaps got as high as 19!

As many as 14 of the players were juniors, who had quite a late night as the fourth round games ended between 22:00 and 23:00. Junior medals went to Italy's Davide Bernardis (2d, Gold) who was also fourth over all, Samuel Barnett (5k, Silver) and on tie-break Ryan Zhang (Bronze), who unfortunately lost one game because of loss of Internet. Winning all four games below the bar was Russian junior Fedor Dmitriev.

Four players at the top were unbeaten going into the last round: Hiroki Kanno (6d), Lucas Neiryneck (5d), Chao Zhang (5d) and remarkably Joseph Cranmore (1k). It was the first two of these that won to qualify for the final. Played on shortened time limits, the other players were able to watch an exciting final game ending just on midnight. Despite having played all through Hong Kong's night, Hiroki Kanno was the winner by resignation, taking the Gold medal and £50 first prize. Belgium's Lucas Neiryneck therefore took the Silver and the Bronze went to Wei Zhou after applying the MSO tie breaks. After Davide in fourth, Joseph and Chao were placed fifth and sixth, and in equal seventh were Maciej Brzeski and Tim Hunt.

Online August

The third online tournament was played one game a day over the August bank-holiday weekend. Twenty-nine players took part. Zherui Xu (4d Cambridge) came out as winner for the second time in these online tournaments and won a £25 Amazon voucher. Second place went to Mark Baoliang Zhang (1k) and third place went to Yangran Zhang (3d), who won £20 and £15 vouchers respectively. A strong showing from Sheffield Go club saw both Teague Johnstone (6k) and Steve Andrews (14k) win £15 vouchers each for winning all three of their games, and David Wildgoose picked up a £5 voucher for the tied highest-placed DDK prize. Dutch player Gerold Nicolassen (10k) picked up the other half of that prize and Gene Wong (3k) won a £10 voucher for the highest placed below-the-bar player. ▷

Second Youth Training

The second of these tournaments was held on 6th September. Some of the top players were missing, but still 32 players took part. This time there was a closely fought top group with six players around 3k in strength. This group included a couple of players

who have risen rapidly in strength over the previous six months. One of these rising stars, Sam Barnett (3k Cheadle Hulme), was undefeated to take first place. Other players who finished on three wins were Megan Upton (15k Cheadle Hulme), Lytton Yao (18k Edinburgh) and the ghost, Charlotte Bexfield (7k Letchworth).

THE JOURNAL ONLINE

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

SGF Files

The SGF files for problems and games printed in this journal appear at www.britgo.org/bgj/issue193.

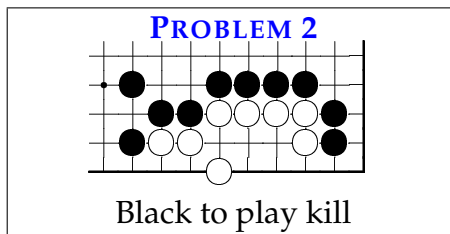
Online Journals

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

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

Active Links and Colour

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



WORLD NEWS

Tony Atkins

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KPMC

Unlike some world events that were cancelled, the Korea Prime Minister Cup moved online and was held during August on Tygem. The preliminaries were held in geographically based groups to avoid time difference problems. The top 32 then proceeded to a knock-out stage. Bruno Poltronieri was selected to be our representative and entered a group with Denmark, Netherlands and Poland. He lost to Mathis Isaksen and Alexander Eerbeek, so did not have to play group winner Stansilaw Frejlak.

Philippe Renault played for Ireland, losing to Vsevolod Ovsienko, aged 12 from the Ukraine, but beating Jeremie Hertz of Luxembourg and Vladas Zaleskas from Lithuania. In the knock-out stage he lost to Youngwoon Park, representing Hong Kong, who was a losing semi-finalist. The Korean representative was also a losing semi-finalist. The final saw Tianfang Ma of China beating Minoru Ozeki of Japan. USA, Canada and South Africa were the top non-Asian teams, joining Chinese Taipei and the others in the last eight.

European Teams Finals

The top four teams from the Pandanet Go European Teams would have met for finals in Ukraine just before the European Go Congress, but that was of course postponed to 2021. Like the Annual General Meeting and the European Go Championship (now scheduled for the autumn), this too had to be held online and was naturally played on Pandanet. France defended their title won in Belgium. They beat Ukraine, winning

all four boards, and then Czechia, winning 3-1. This set them up for a show-down against Russia who had already drawn against Ukraine. France won this match 3-1, with wins for Tanguy Le Calvé, Thomas Debarre and Benjamin Dréan-Guénéaizia; Russia's Ilya Shikshin won on board one, against Dai Junfu. Czechia beat Ukraine to take third.

US Go Congress

This had been scheduled for Estes Park, Colorado, in the Rockies. This was replaced by a full online version over the same dates (1st to 9th August) and nearly a thousand participants enjoyed the usual full timetable of tournaments, lectures and social events. Xinyu Tu (7d) won both the Open and the Blitz. Many of the lectures are being released on YouTube over the autumn. There is a similar Latin American event planned for 3rd to 11th October.

Irish Summer Cup

To keep themselves amused over the summer whilst unable to meet in person, the Irish Go Association ran a four-team Supergo match on Pandanet. James Hamilton was a star by winning four in a row for his team (ANI) before losing to Philippe Renault. Ian Davis of team Goseigen lost to Matei Garcia in the other semi-final. In the final game on 7th September, Philippe beat Matei of team Takemiya to take the title for team ChoHunYun; Chin Koay, Richard Brennan, Michele Renault, Piotr Gawron and Alex Delogu were the other winning team members.

□

FAILURE BREEDS SUCCESS—PART 1

Richard Hunter

In these difficult times, it is nice to take inspiration from ancient words of wisdom.

失敗は成功の母

This is a nice maxim that I have seen quoted in Japanese Go books. It is the Japanese version of an ancient Chinese proverb, but I don't read Chinese or have any Chinese Go books, so I can't check this. The first word in the Japanese is one of the most useful ones for people who have Japanese Go problem books. It means 'failure', and it often occurs in a diagram caption on the answer pages along with the correct answer diagram. The other words are not so common in Go books.

'Failure' is the topic, and the other words tell you something about this topic. The literal meaning is 'As for failure, success's mother (it is equal to)'. A smoother translation would be 'Failure is the mother of success', which is similar to various sayings in English, such as 'Failure leads to success'. This is good practical advice that applies not only to the game of Go, but also to life in general.

No Go player ever wins all of their games. Everyone loses sooner or later. Go is a good vehicle for teaching you a practical lesson: learn from your mistakes and don't regret them or worry about them. Failure is not something to dread. As you get stronger, the bad moves you played and the games you lost as a beginner become irrelevant. In science, failure is normal and essential. Trial and error is

the usual approach. Experiments fail and theories are disproved. Negative results are important too. People build on these failures and science progresses. In business too, failure is a prerequisite for success. The classic example is Thomas Edison, who said "I have not failed. I have found a thousand ways that won't work." (or he may have said ten thousand). The end result was the incandescent lightbulb, which is only now being superseded by LEDs.

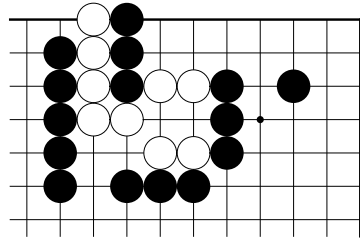
Go players should be aware that Go proverbs do not apply in every case. For example, 'A one-point jump is never a bad move'. Proverbs indicate likely candidates for good moves and are good short cuts for beginners that help them avoid wasting time reading ineffective moves.

Offering converse advice to 'Failure is the mother of success' is 'Failure is not an option'. This certainly does not apply in every case. Indeed, I think it applies only in a small number of special cases. The words are associated with Gene Kranz and the Apollo 13 mission. However, he did not say those words during the mission. This is a tag line created to promote the movie, and it certainly has attracted a lot of attention. These fictitious words were given to the actor for dramatic effect. This advice might apply in cases that could lead to apocalyptic disaster, but perfectionism has its downsides and is known to lead to procrastination, stress, and anxiety. Instead, do your best and learn from your mistakes.

Problem 1

失敗は成功の母

Strong players can tackle this difficult problem as it is. I will guide the greater majority of readers through it via hints and subproblems. I think it is a beautiful and instructive problem. I hope you enjoy it and learn from it.



Problem 1 - Black to play

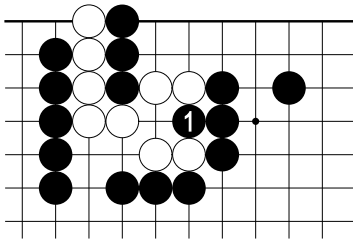
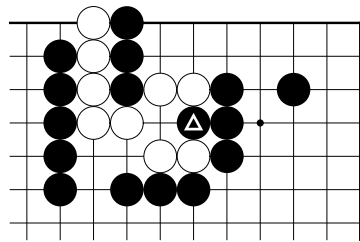


Diagram 1

❶ is a failure. This position becomes Problem 2. Read out how White can live. Then build on that knowledge as a stepping stone to finding the correct move for Black in the original problem. The answer is given on page 17.

Problem 2

Advanced Japanese: 失敗は成功の母 is read 'Shippai wa seikō no haha'. An alternative version is: 失敗は成功の元, where 'haha' (mother) is replaced by 'moto', which means origin, source, base, foundation, root, cause, etc. This is often rendered as 'Failure is the (or 'a') stepping stone to success'.



Problem 2 - White to play

Continued on page 17

GO JOTTINGS 14—BAD HABITS AND GOOD MOVES

John Tilley

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There are just a few Go books that offer focussed advice on how to become stronger and during the lockdown I rediscovered Sakakibara's book *How to Make the Breakthrough to Shodan*¹ which is a classic. I mentioned it three years ago in [BGJ 181](#) and its section on "sacrifice stones" inspired Go Jottings 3 and 4²

This book is based on the experiences of Sakakibara (9p) in teaching classes at The Japan Go Association. The blurb on the cover is clear: "Nihon Ki-in³ statistics show that for every 80 beginners only one will make sho-dan." It continues along these lines—there are many people who get close to first dan but don't make it. Therefore, I have tried to clarify what bad habits create a "barrier" in this book.

I bought this book second hand some five years ago; I started collecting the "Go Super Books" series⁴ back in 1970 when I was living in Japan. I worked part-time at The Nihon Ki-in and my desk was opposite the editorial assistants for the Go Super Book series, and Kamimura-san and Akimoto-san were kind enough to give me copies of the first 20 books, provided I could read them the title—I did need some help!

When I was getting back into Go after 2005 I reread some of the volumes which are particular favourites and I decided to track down those with interesting titles which I didn't have. A warning – Sakakibara's book can help point you in the right direction, but obviously a 217 page book won't suddenly turn you into a sho-dan, a lot of hard work is still needed!

The five areas of Sakakibara's book are:

- Bad habits and good moves - 49 pages
- Sacrifice stone technique - 39 pages
- Surrounding and reducing territory - 47 pages
- Life and Death; fights (semeai) - 47 pages
- Yose - game deciding plays - 35 pages

The first section is all about good shape, *suji*⁵, *tesuji* and "zoku-suji" in Japanese: the latter can be translated as "vulgar moves". I prefer "bad habits"

¹Published in Japanese in August 1974 "Go Super Books" number 39.

²In BGJs [181](#) and [182](#).

³See en.wikipedia.org/wiki/Nihon_Ki-in.

⁴senseis.xmp.net/?GoSuperBooks. The best known Go Super Book is probably Kageyama's *Lessons in the Fundamentals of Go* published in English by The Ishi Press in 1978.

⁵*Suji*: Style, skilfulness. See www.britgo.org/general/definitions.html for this and other Japanese Go terms.

to “vulgar moves”. I feel “bad habits” is more acceptable as it implies you are doing something wrong without realising it⁶.

Robert Terry translated “zoku-suji” as “anti-suji” in *Tesuji and Anti-Suji of Go* and he wrote a translator’s page on suji, tesuji and zoku-suji. Sakata started his book with eleven pages on suji and tesuji—his final words being “in short one must master the ordinary tesuji that are effective in real game fighting”. Words of wisdom.

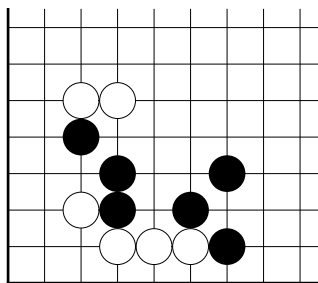
Sakakibara first stresses the importance of recognising your bad habits and eliminating them. A 9 kyu will have some fairly basic bad habits, a 1 kyu fewer, but will still have some. In my club experience at Winchester, common bad habits (from 15 kyu to maybe 5 kyu) are:

- Always playing atari.
- Peeping at cutting points.
- Prodding at the knight’s move and not cutting.
- Always answering the opponent’s move.
- Playing the obvious reply—remember “the good point and the bad point are next to each other”.

Please note that the first three bad habits all result in one’s opponent strengthening their position—stones become stronger once connected.

First let’s look at two problems which illustrate bad habits.

Problem 1



Black to play

What is the status of the White group?



⁶Go Review in 1970 used the phrase “vulgar moves”, but I think that is a bit harsh - no-one wants to be told “you are playing vulgar moves”.

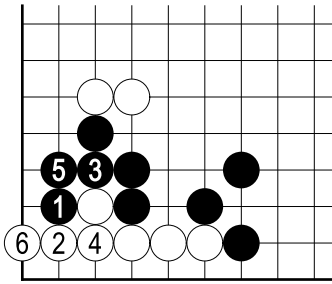


Diagram 1

① in Diagram 1 hits the vital point, but after Black connects at ⑤, White can live with ⑥. “On the second line, in the corner, six live but four die”. Black has played a text book bad move—which one? ③ is the culprit—it’s an atari. Playing atari automatically is a bad habit—it probably forces the opponent to reply and strengthen the position, in this case it leads to ⑤, which is gote.

Black should play as in Diagram 2—just pull back with ③. After ④ White’s shape is defective. If this position were now presented as a problem would you as Black play “A”? Hopefully “No way!” Black can kill White with the hane of ① in Diagram 3.

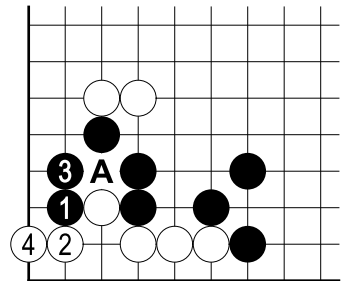


Diagram 2

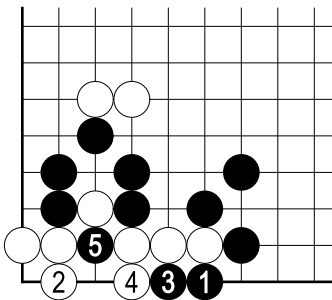
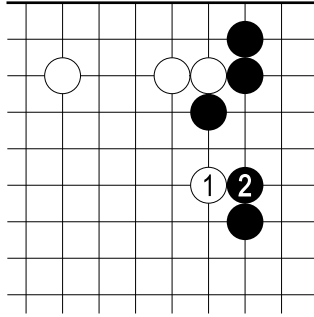


Diagram 3

Should White make an eye with ②, Black can push with ③ and the throw-in ⑤ is the key move, which takes advantage of White’s defective shape.

Problem 2



White to play

This shape occurs in handicap Go—White has just played at ①. ② is a solid and safe reply. White now plays at ③ in Diagram 4.

Black's reply ④ is poor—a bad habit. White can atari with ⑤ and when Black plays ⑥ White takes sente.

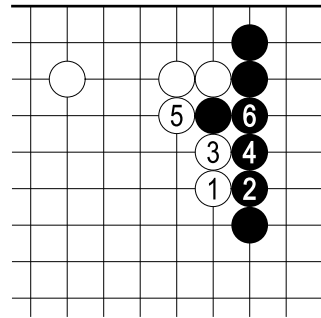


Diagram 4

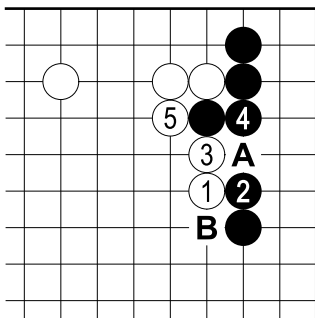


Diagram 5

Black should simply play the solid connection at ④ and after ⑤, Black has sente. If this position were now presented as a problem would you as Black now play “A”? Hopefully “No way!”—locally the turn of “B” is much bigger. This problem comes from an article by Magari 9p on “Zoku-suji”. I coined the term “bad habit” for ④ (rather than “vulgar move”), as it’s the sort of move us amateurs make without thinking about and I think my aging mother would prefer to think that I had some “bad habits” rather than I was making “vulgar moves”.

These two problems are examples of fairly common SDK bad habits—playing atari without thinking is perhaps the most common.

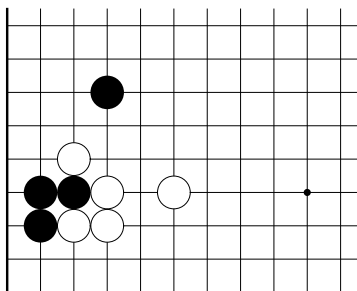


Test - "Bad habits and good moves"

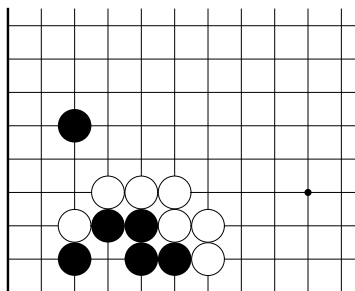
In his book Sakakibara next gives an eight-question test on "Bad habits and good moves"—the theme is about good shape. I have taken a couple of his problems and added two others from another source. Please look at the four problems from 3 to 6 and choose the first move that occurs to you—we are talking seconds of thought here, not minutes.

Black to play in each case.

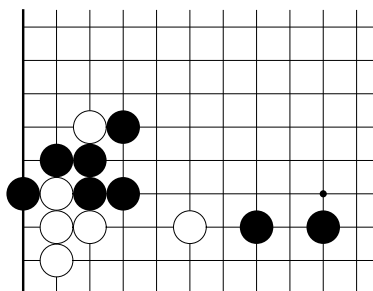
No hints.



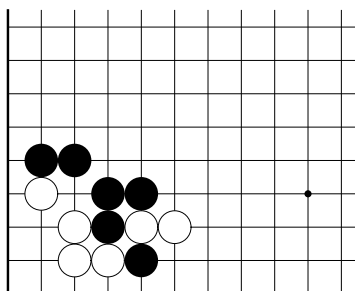
Problem 3



Problem 4



Problem 5



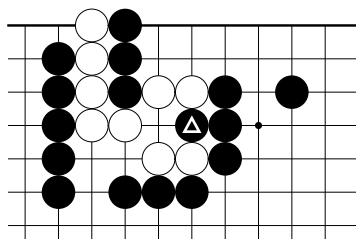
Problem 6

The answers to the test problems and the conclusion of the article are on page [32](#).

FAILURE BREEDS SUCCESS—PART 2

Richard Hunter

This is the first continuation of Failure Breeds Success, on page 10



Problem 2 - White to play

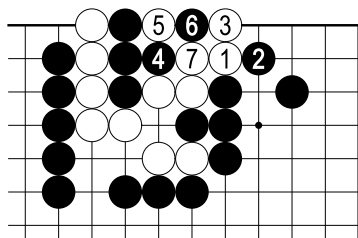
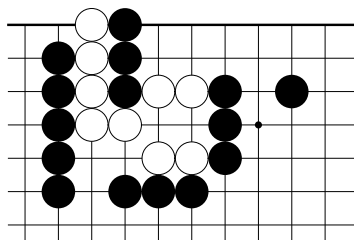


Diagram 2

White expands her eye space on the top side with 1. Next, White 3 is a key move. All other defences fail. Black's attempt to create a killing shape with 4 is crushed by the 'oshitsubushi' technique^a.

^aSee senseis.xmp.net/?OshiTsubushi. ⑥ at ⑤ would be illegal.

So let us return to the original problem (Problem 1, which is repeated here). Find a better move for Black 1. The answer is given on page 25.



Problem 1 - Black to play

Continued on page 25

T MARK HALL FOUNDATION— CREATION OF LONDON MIND SPORTS CENTRE

Toby Manning

president@britgo.org

Introduction

Since 2017 the London Go Centre, with financial support from the T Mark Hall Foundation, has been established at Goldhawk Road in the Young Chelsea Bridge Club's premises. The YCBC are being asked by their landlord to move from their premises, and they plan, in conjunction with the Foundation, to purchase an ex-Salvation Army Hall in Hammersmith to establish a "London Mind Sports Centre". This will become the new home of the London Go Centre.

When T Mark Hall died in 2013 he left around £350,000 to the Foundation. Good investment performance means that the Foundation currently has assets of around £460,000.

The Salvation Army Building

The building is in Ravenscourt Park, adjacent to the tube station (this is the first station west of Hammersmith on the District Line). Currently this building has two floors, but there is scope to undertake major internal modifications and insert a third floor. Each floor is equivalent in floor area to the existing YCBC premises. The proposal is to purchase the building as freehold for around £1.75M. The Foundation will contribute £400,000; the Bridge community will contribute around £1.6M, leaving some money left over for fees, stamp duty and initial refurbishment costs. We have set up a new Company, MindSports Property Limited, which will purchase and own the building; the Foundation

will own 20% of the shares in this new company. MSPL will then lease the building to YCBC who will in turn sub-let part of it to the London Go Centre. YCBC will be responsible for building maintenance.

In order to avoid a significant tax bill, potentially £20k, the Foundation will actually invest £300k in MSPL and will donate £100k to the London Go Centre, who will invest this money in MSPL. We hope that the London Mind Sports Centre will support Chess as well as Bridge and Go (discussions are in progress), and possibly other Mind Sports or similar (Backgammon, etc.). It might host the Mind Sports Olympiad, for example.

At time of writing (end of September) we have made an offer to purchase the building, subject to survey, but we do not know if the offer will be accepted; we are in dialogue with the Estate Agents and the signs are hopeful. When you are reading this the position will, perforce, have moved on and you can see the current position at the Foundation's web-site¹. If the purchase falls through the YCBC (who are leading on this transaction) will be seeking to purchase an alternative property in West London.

The Future

If the transaction proceeds the Foundation will be left with around £60k to support British Go, and its Board will be making proposals for its future direction. It is not envisaged

¹www.tmhallfoundation.org.uk

that the London Go Centre would require additional financial support. In particular we recognise that the Mind Sports Centre may be seen as

too “London-centric” and we hope to ensure that the rest of the country can also benefit from T Mark’s generous legacy.



The new London Go Centre building?



T Mark Hall at the opening of the original London Go Centre, May 1975

□

UK YOUTH TEAM V LI ANG'S JUNIOR PLAYERS

Paul Smith

paul361smith@gmail.com

At the beginning of May I got an interesting e-mail from Tunyang Xie. He is a very strong Go player who is currently a student at the University of Cambridge, and he has won a few tournaments during his stay here including the last two Cambridge Trigantius events. He put me in touch with Li Ang, a 3-dan professional from China, who had been teaching a group of children and was interested in arranging for them to play a match against some junior Go players from the UK.



Li Ang

Li Ang is the author of over 35 Go books, and the teacher of many professional Go players in China. Some of his pupils when he was training the Beijing youth team went on to be world champions. From 2006-2009 he visited many countries in Europe, giving more than 100 lectures. Li's sister is Li Yue, a strong player who has won several tournaments

in Europe. The group of Li Ang's pupils in this match came together at the start of February and they have improved rapidly in the months since then.

This suggestion of an international match had very good timing, since with the lockdown in the UK we didn't have any over-the-board tournaments going on. And quite a few junior Go players had a lot of time on their hands, not being able to go out and carry on their usual activities.

The idea was to play a match in the style of the Japan-China Super Go contests which took place in the 1980s and 1990s. (This was a very famous series of competitions held at a time when Japan had been dominant in world Go for some time but the top Chinese players were reaching the level of the top Japanese ones. The first three series all went to the final game and were all won by China, partly due to the heroics of their final player, the "iron goalkeeper" Nie Weiping, who won 11 games in a row across the first four contests.)

The Super Go system works like this. The first players from each team play each other, then the loser drops out of the match and the winner continues and plays the second player from the other team. It carries on in this way, with the winner staying on each time and the loser dropping out. Finally one team runs out of players and the other team has won. Usually both teams put their strongest players at the end of their team order.

We invited all of the strong youth players in the country that we could find and we managed to put together a team of 12 players to compete against Li Ang's team.

Even though Li Ang's players were just from one class, and our UK team was representing the whole country, we also had to have an older age limit for our players in order to make the teams relatively equal. So Li Ang's players were aged 6 to 10 years old whereas the UK team were the best players we could find under age 20.



Jiao Sitan, aged 6

The last three places on our team were the top three players from the British Youth Championships held in November 2019—youth champion Jayden Ng, runner-up Gene Wong and third placed Daniel Yang. We also had some fast-improving teenagers, Scott Cobbold and Jonah Burnstone-Cresswell, who both played their first tournaments in 2019 but have reached around 3-kyu level. And at the younger end of our team were two 8-year-olds; Alexander Timperi and

Yanyi Xiong, who had been first and second in the national under-8s age group last year, playing at 12-kyu and 15-kyu, but had both become much stronger since then.

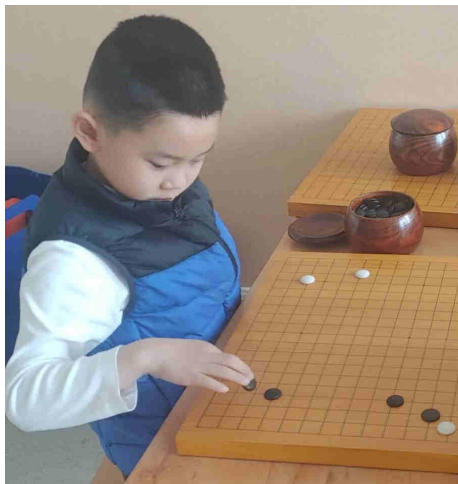
It was arranged that the match would be played on the KGS Go server, using Chinese rules. The time limits for the first players were 40 minutes plus byoyomi, this was increased to 60 minutes plus byoyomi later in the match.

When we saw the list of Chinese players, it was hard to tell how the two teams compared due to the different grading systems. This was the main thing that was worrying me: I hoped that the match would be a close contest because that would be exciting and would give the players the most interesting games.

The first players on the teams were both girls. On the UK team was Lea Wong, aged 11, who lives and goes to school in London but at the time of the match was in Hong Kong visiting some family members. The first player on the Chinese team was Jiao Sitan who was only 6 years old. She is clearly very strong for her age but Lea won this game and the next two by a fairly clear margin.

The fourth game was Lea against Zhang Zhexuan. Again Lea was ahead at the beginning, capturing some stones in the bottom left and mapping out some territory at the top. But Zhang developed a large area in the lower right centre and then broke into the top area as well, in the end he was a comfortable winner. Zhang also won the next game against Caleb Monk, recovering from losing a group in the lower right by splitting a group at the top left into two and killing both parts.





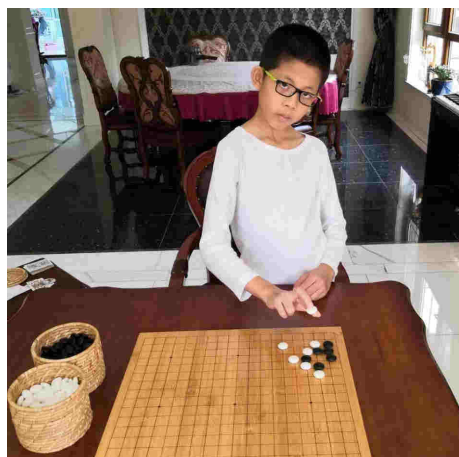
Zhang Zhexuan

Next up for the UK team was Yanyi Xiong from Cambridge, who played in a swashbuckling style, often invading and making complications. His first game against Zhang started badly as his bottom right corner group died and another group at the bottom seemed in great danger. But that group ended up winning a semeai and after that Yanyi was clearly ahead. In the next game Yanyi also fell well behind until an unlikely-looking invasion in the lower right corner worked and the game became close; he ended up winning by 9.5 points. He won the next three games as well, in each case pulling well ahead in the late middle game. So Yanyi had won five in a row and the UK team were now 8-2 ahead.

In the next game Wu Haochao for Li Ang's team finally ended Yanyi's run and then he also won by a good margin against Alexander Timperi and Alexander Hsieh, so the match was pulled back to 8-5.

The UK's next player was Jonah Burnstone-Cresswell, who first played

in a tournament only in November 2019 but has rapidly become a strong player. In his first game against Wu Haochao he was always ahead and won by resignation. But his next game against Bai Yichen was the closest in the whole match. Jonah was a long way behind in the middle game, Bai had territory on the right and bottom while Jonah had some stones in the centre that did not appear to be achieving much. But Bai missed quite a few chances to win, and his lead slowly disappeared; in the end Jonah won 2.5 points. Jonah won his next game as well; it was quite close until he killed a large group in the top left.



Wu Haochao

At this point the score was 11-5 and Li Ang's team was down to their last player, Li Yuze. However the match was far from over. Li Yuze won his next three games (without ever looking in danger of losing) against Jonah, Scott Cobbold and Edmund Smith—all around 3-kyu level—and the match was getting a lot closer.

Our next player Gene Wong also lost (a group died in the top left) and we were down to only three players left.

Number 10 of 12 players on our team was Tom Bradbury, a student at Sheffield University. At the time of the match he was at the [Jena International Go school \(JIGS\)](#) in Germany. (This school opened last year and has already become very well known in Europe. It has a mixture of short term and long term students, as well as some boot camps. There is a special programme for elite junior students, while others are available to players of all ages.)



Li Yuze

Tom's match against Li Yuze was quite even in the opening but he fell behind after a sequence in the top left corner and then never found a way to catch up. Our next player Daniel Yang

also lost so the score had come back to 11-11 and the last player on each team. At this point Li Yuze had won six in a row and never seemed to have been seriously threatened by the UK players.

We watched the final game with some excitement to see what would happen. Our player was Jayden Ng, the reigning British Youth Champion. According to AI analysis, Jayden fell over 10 points behind in the opening and early middle game. But as the game went on he caught up and moved ahead; in the end he won by 11.5 points. So our team had got there in the end, but only just!

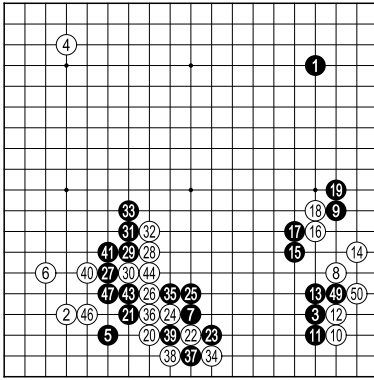
We are very grateful to Li Ang for giving our players this opportunity. It was a very enjoyable match and one in which our players learned a lot. We hope there will be the chance to play more matches like this.

Li Ang very generously donated signed books as prizes to the three players on the UK team who won three games or more (Lea, Yanyi and Jonah). Thanks are also due to Louise Bremner and the other KGS administrators who helped us to publicise the match with announcements and priority listing of the games, and to Tony Atkins who reported on the match on the BGA website and helped to supervise some of the games.

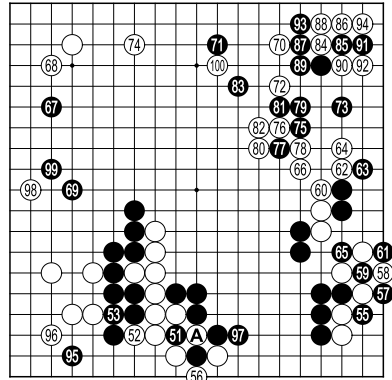
A full list of the teams, results and sgf game records can be found at britgo.org/junior/chinamatch2020.

Here (overleaf) is the final game of the match, played between Jayden Ng (Black) and Li Yuze.

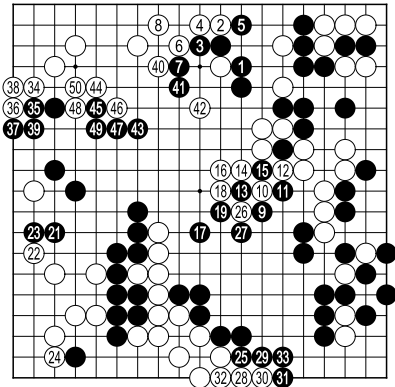
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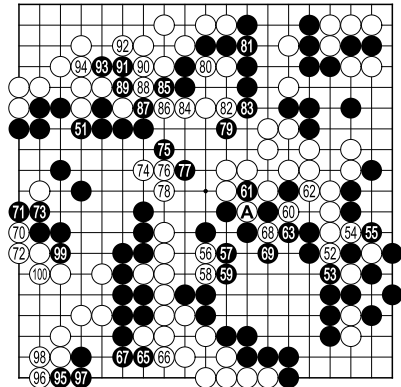
(1-50)
 ④2 at 22 ④5 at 39 ④8 at 22



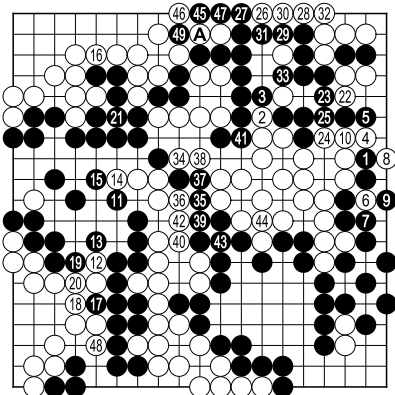
(51-100)
 ⑤4 at A



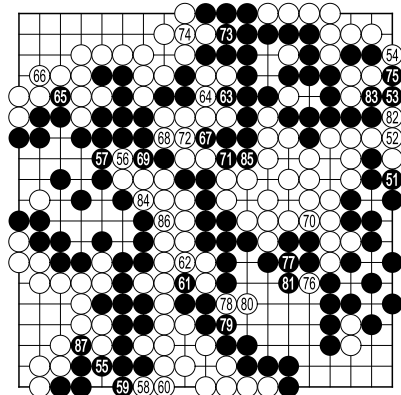
(101-150)
 ⑥20 at 10



(151-200)
 ⑥64 at A



(201-250)
 ⑦50 at A

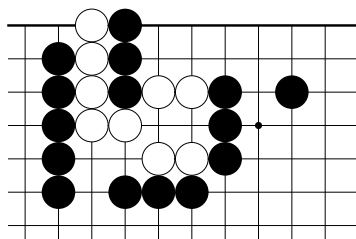


(251-289)
 ⑧88 ⑧69 pass

FAILURE BREEDS SUCCESS—PART 3

Richard Hunter

This is the second continuation of Failure Breeds Success, on page 10



Problem 1 - Black to play

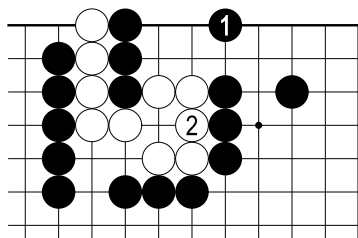
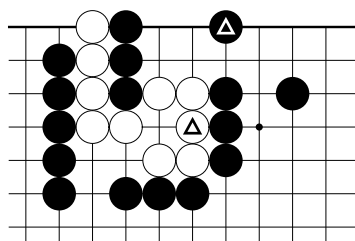


Diagram 3

① is a tesuji. All other black moves fail. Please check them and convince yourself. That is good reading practice.

In particular, ① refutes White's attempt to live by making an eye in the centre with ②.

Can you see why? This is Problem 3. The answer is given on page 31.



Problem 3 - Black to play

Continued on page 31

THE SLOW WAY WEST: OR HOW BADUK TRAVELLED FROM CHINA TO EUROPE—

CHAPTER 1

Theo van Ees

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This is based on an article written for Myong-Ji University, Korean baduk university, in 2005, adapted for the British Go Journal.

Introduction

The history of baduk is long. According to most experts it is the oldest board game that is still played in our times. It is safe to say that it has been played constantly for more than two millennia. The game was invented in China and gained popularity in the highest classes. Around 600 AD it spread East to Korea and Japan, where it also knew substantial growth. The spread eastwards was halted by the natural boundaries of the Pacific Ocean. To the South-West baduk came as far as the mountain ranges of the Himalayas, where the game is found in Tibet, Nepal and Sikkim. The game however didn't migrate across the mountains to India. To the West it is found in Mongolia, but it didn't find a way further into Russia or Iran.

The interesting question is now why the spread of baduk stopped. Of course the natural barriers such as mountains, oceans, deserts and uninhabited taiga were formidable obstacles, but those could be overcome. China wasn't totally isolated. From the earliest times all kinds of cultural and commercial exchanges between China and Europe existed. From the conquests of Alexander the Great (356-323 BC), the Romans and Genghis Khan (1162-

1227) all kinds of cultural relations between East and West emerged. The Romans had a strong liking for silk and they got it through commercial interaction with China. The overland merchant way to China was via a network of connected cities and oases, that we now know as the 'Silk Road' or the 'Via Serica'. Along this dangerous road, more than 4,000 km long, all kinds of trade and cultural exchanges are found through the ages. In the towns on the way people from different origins settled and this was an important source of cultural exchange. Buddhism went from India and Islam from Arabia to China, chess from China to India and Europe (the origin of chess is still highly debated, so maybe it started from India), jade and silk from China to Europe and lapis lazuli from Afghanistan to the rest of the world. Art, religions, new ideas and knowledge, but also gold, ivory, porcelain, horses and exotic plants and animals, all travelled along that road, transported by soldiers, pilgrims and merchants.

The Roman board game "XII scripta" is found in Uzbekistan and Chinese backgammon seems to be inspired by the Romans. Playing cards and dominoes, Chinese inventions, reached Europe in the 14th century.¹

¹Schädler, Ulrich; *Some games travel, some games don't*, p. 15. In: 2nd ICOB 2003 : the 2nd International Conference on Baduk. - S.l. : Department of Baduk Studies, Myong-Ji University, 2003. - p. 11-22.

How far did baduk travel?

Western frontier

In China's Far West in the heart of the Gobi desert lie the 'caves of the Thousand Buddhas' at Tun-huang. It is the greatest of all Central Asian Buddhist rock temple complexes, a centre for prayer and thanksgiving. It served from Han times on as China's gateway to the West, the last halt in China. Here the Silk Road split into a northern and southern route and all travellers coming to or from China by land had to pass through Tun-huang. In its heyday more than thousand grottoes were used as temples and chapels, where pilgrims asked for a safe journey through the desert or gave thanks for safely arriving here. Unlike other oasis towns along the way Tun-huang and its temples more or less survived unharmed through the ages.

It was here that Sir Aurel Stein, a great explorer and discoverer in Central Asia, in 1907 laid his hands on an important library of age old manuscripts, which had been hidden in a cave some ten centuries before. They are now in the British Museum in London. The most important find was the oldest printed book: the Diamond Sutra, printed in 868. ²

More important for our purpose was the find of the manuscript of the Qi Jing (Classic of Weiqi) ³, the earliest manuscript on baduk. The text was composed ca. 550, and the manuscript was transcribed between the 6th and 9th century. The end of the description has the signature of a Tibetan monk,

so it is possible that baduk was known in Tibet.

Even further to the West in a 7th century tomb in Astana, near Turfan in the Sinkiang Uighur Autonomous region, the first baduk painting was found. It shows a woman playing on a 17x17 board placing a stone with her index and middle fingers. ⁴



Tang lady

So we can say that baduk travelled certainly to the most western frontier of China and maybe farther to Tibet. Here the trail stops for the moment. That is how far West (at least information about) baduk travelled over land.

But why did baduk not travel farther? Why didn't it leave the Chinese sphere of influence?



²Hopkirk, Peter; *Foreign devils on the silk road : the search for the lost cities and treasures of Chinese Central Asia*: Oxford university press, 1985. Chapter 12. Tun-huang - the hidden library, p. 156-177.

³idp.bl.uk/database/oo_scroll_h.a4d?uid=1861942536;bst=1;recnum=10528;index=1;jmg=1

⁴Lo/Wang, p. 189, 191-193. *Spider threads roaming the empyrean : the game of weiqi*, Andrew Lo and Tzi-Cheng Wang. In Asian games. - New York : Asian Society, 2004. - p. 186-201.

Theories

In the 2nd ICOB proceedings, Ulrich Schädler published some thoughts about the spread of board games. We should not only look at the games themselves, but also study their wider cultural background.⁵

He also tells us that games spread through contact between people.

*Games do not travel by themselves. ... It consists of a set of rules and comes into existence only at the moment, when one or more players apply these rules, that is: play the game. Thus games resemble parasites: they need human beings to survive and to spread. People leaving their natural habitat for example will take their games with them, just as they take other traditions ... with them. The game will at first be played by the same people in their new home, but with contacts to the indigenous people increasing it will slowly become known also to the new neighbours.*⁶

*On the other hand people from outside, be it travellers, missionaries, merchants or soldiers, having temporary contact with a certain region or people from that region may get to know a game, like it and bring it back when they come home.*⁷

In a recently published catalogue of an exhibition of 'Asian games' we can find two extended articles on the cultural background of baduk in China and Japan.⁸

From all information I have gathered it is clear that in the early period Go was for the greater part a pastime for the elite.

*Although it is likely that commoners also played weiqi, it was the elite who adopted it as a game of high culture. The famous weiqi players and games of antiquity already were listed in compendia by the Ming period, a historiographical tradition that has continued down to the present and parallels that of chess.*⁹

And maybe because it was just played by the elite it didn't spread outside China.

*Given the hold that weiqi exerted on the Chinese elite for two millennia, it is not surprising that the game spread to the surrounding regions over which China exerted its greatest cultural influence — namely, Korea and Japan. ... It was played on a limited scale in Nepal, Sikkim, and Tibet, but did not spread westward, more probably because, although no less intellectually demanding than chess, its pieces lacked the figural imagery that makes chess so compelling. If its appeal outside East Asia remained restricted by its cerebral, even abstracted nature, within its homeland weiqi inspired a rich cultural legacy.*¹⁰

So the abstract nature of the game could be an obstacle for appreciating and learning the game outside China's influence.

Schädler also mentions some of baduk's inherent properties which could have hindered its spread, as contrasted with the rapid spread of chess from the 9th century onwards. He names dynamism (speed), variability and gambling, which, according to him, are missing in baduk and are properties very much

⁵Schädler, op. cit., p. 17

⁶Schädler, op. cit., p. 17

⁷Schädler, op. cit., p. 18

⁸*Asian games : the art of contest*, edited by Colin Mackenzie and Irving Finkel. - New York : Asian Society, 2004.

⁹Lo/Wang, op. cit., p. 196

¹⁰Lo/Wang, op. cit., p. 199

liked by European games players. To sum it up:

*The game did certainly not meet the taste of the players of board games neither in India and Arabia nor in Europe. These were interested in short, quick games with a lot of movement going on and the possibility of gambling (...)."*¹¹

Herbert Giles, the famous British diplomat and sinologist, explained why it was so difficult for a foreigner to learn the game.¹²

Skill in wei-ch'i implies the astuteness and versatility so prized amongst the Chinese. They could hardly believe a man to play wei-ch'i well and yet be possessed of indifferent abilities as a practical man of the world. It would amount to a contradiction of terms. (...)

Up to the end of 1874 we had frequently alluded to it in conversation with educated Chinese, and had always found them loud in its praises. At the same time it was freely declared to be far too difficult for foreigners to learn. (...)

If anything, it was meant that the sole means of communication being the Chinese language, too great difficulty would be experienced by the teacher in making the intricacies of the game sufficiently clear to the learner. For,

*inasmuch as only educated men know Wei-Ch'i, and no educated men can speak a word of English, the alternative would be a pidgin-English-speaking servant, and then it would be necessary first to make him understand the principles he was undertaking to explain.*¹³

So it boils down to a communication problem. Without speaking Chinese it would be impossible to learn the game, as none of the literati spoke English.

My explanation why baduk didn't go westwards is simple: the people who played the game didn't leave China. They were scholars and high officials who formed the local and central elite. So people along the Silk Road had not much chance to see the game played and hence the game didn't travel. On the other side it was difficult for foreigners inside China to come into contact with the literati. There was a language barrier that efficiently blocked the diffusion of the game.

Acknowledgement

This article could not have been written without the help of Franco Pratesi. He gave me his permission to use the material we collected in *Eurogo* 1.¹⁴

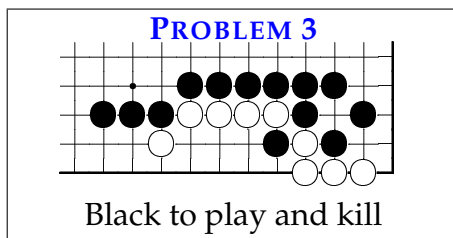
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¹¹Schädler, op. cit., p. 21-22

¹²*Wei-ch'i, or the Chinese game of war* by Herbert A. Giles. - Temple Bar, 1877. - Vol. 49, No. 194, p. 45-57.

¹³Giles, op. cit., p. 27

¹⁴*Eurogo* is a set of three volumes by Franco Pratesi covering the history of the game in Europe. senseis.xmp.net/?Eurogo.

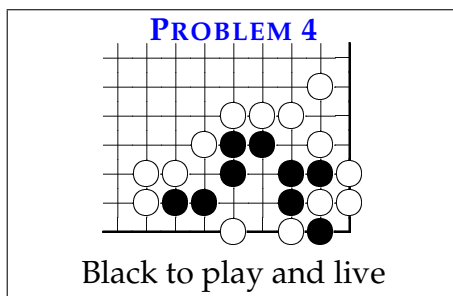


CONTRIBUTIONS TO THE JOURNAL

The copy date for the next issue of the Journal is **31st December**.

Contributions are welcome at any time and the earlier the better. Those received after the copydate are likely to be too late for inclusion in the next issue. Please send them to journal@britgo.org. The Editor will be glad to discuss the suitability of any material you may have in mind.

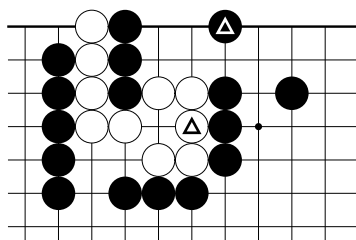
The BGA website has guidelines at www.britgo.org/bgj/guidelines for those wishing to contribute material.



FAILURE BREEDS SUCCESS—PART 4

Richard Hunter

This is the third continuation of Failure Breeds Success, on page 10.



Problem 3 - Black to play

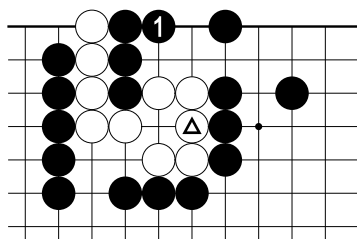
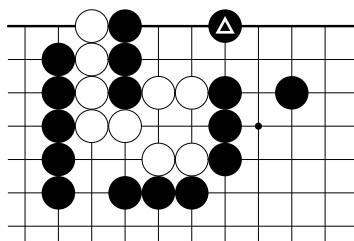


Diagram 4

Next, since making an eye in the centre fails for White, find a better move for White. This is Problem 4. The answer is given on page 37.

The empty triangle of ❶ is an example of a bad shape being a good move. It is the only move that enables the three black stones to connect out. All other Black moves fail. Please confirm.



Problem 4 - White to play

Continued on page 37

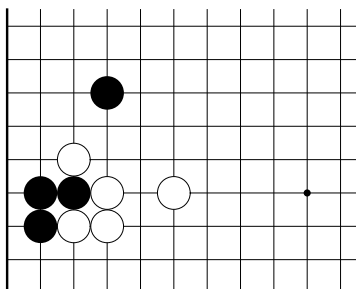
GO JOTTINGS 14—PART 2

John Tilley

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Here are the answers to the “Bad habits and good moves” test problems on page 16 and the conclusion of the article.

Problem 3



Black to play

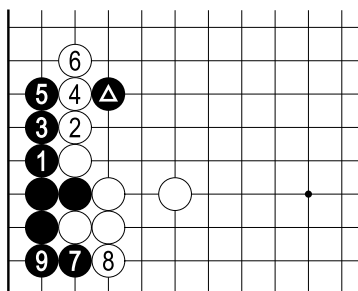


Diagram 6

Black’s push ① is poor as White can run along the third line and Black has to live with ⑦ and ⑨ in gote, also Black’s marked stone has become weak.

Black can connect with ① here—“simple!” once you have seen it before.

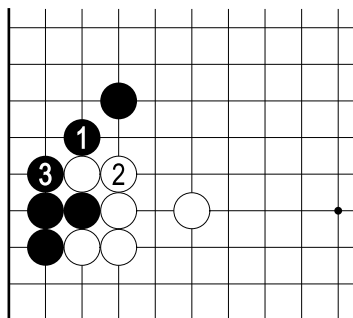
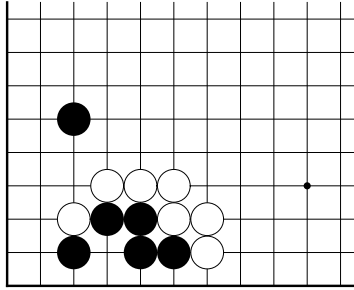


Diagram 7

Problem 4



Black to play

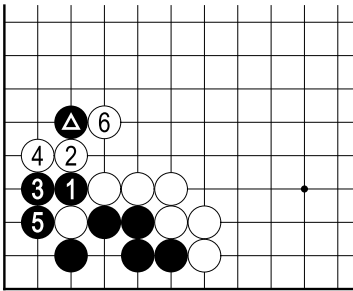


Diagram 8

Black's cut at ❶ is poor as White can push down with ❷ and then White ❹ envelops the Black stone.

Black can connect his stones together with ❶ here; should White drop down with "B" then Black "A" captures two White stones. The points "A" and "B" are miai.

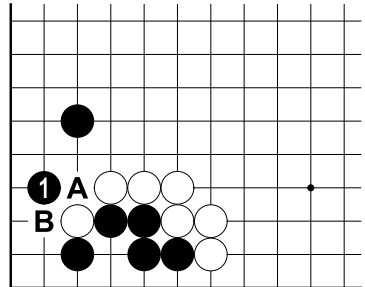
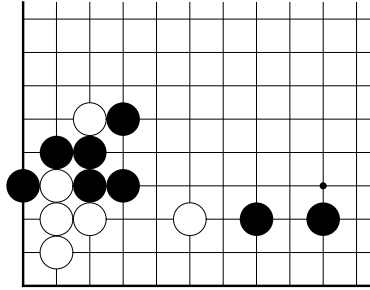


Diagram 9



Problem 5



Black to play

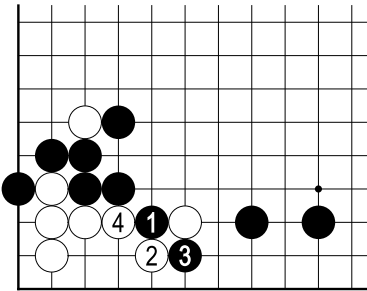


Diagram 10

If Black pushes with ❶ and then tries the cross-cut of ❸, White is more than happy to play ❹. This cross-cut is a “tesuji in appearance only”^a—❶ just helps White—it’s played without thinking.

^aThe memorable phrase “tesuji in appearance only” appeared in the English language magazine “Go Review” in the 1960s. I confess I rather like it.

Black should instead make the placement of ❶ and steal White’s base.

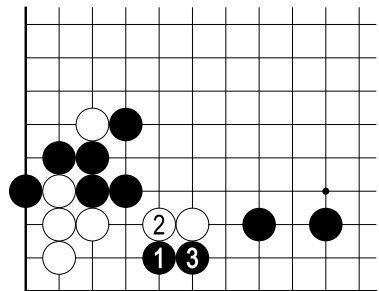
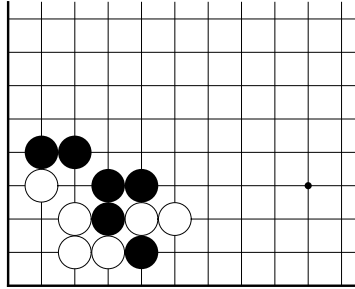


Diagram 11

Problem 6



Black to play

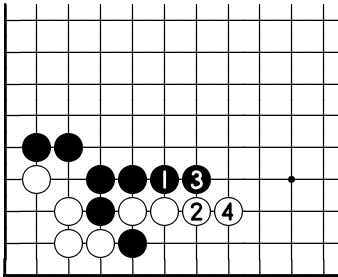


Diagram 12

This is perhaps the hardest of these problems. If Black pushes on the fourth line with ❶ then White will be delighted with the outcome.

The correct move is the nose-attach of ❶—full marks if this was the move you instantly spotted. Should White answer at ❸, then ❷ leaves White cut in two and struggling.

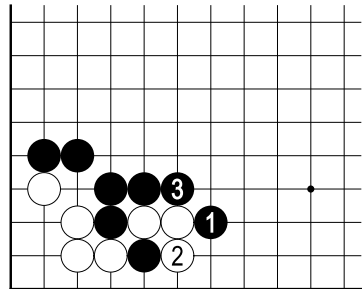


Diagram 13

You might feel that the six problems in this article were too easy—surely the secret of getting to shodan has more to it? Perhaps not—it's all about the basics. In his book Sakakibara spends 88 pages on the first two sections—they cover shape, sacrifice, bad habits and good moves. He gives two eight-question tests—in both cases it's all about the first move that comes to you and that should be without thinking. It's important to have these basic moves as a key part of your skill.

The themes of the other four problems in the test in this section are:

- Fencing-in (geta)
- Cut at waist of knight's move leading to snap-back
- Eye-stealing tesuji
- Guzumi—occasionally playing an empty triangle is correct shape

None of these tesuji are difficult – except perhaps guzumi and the nose attachment.

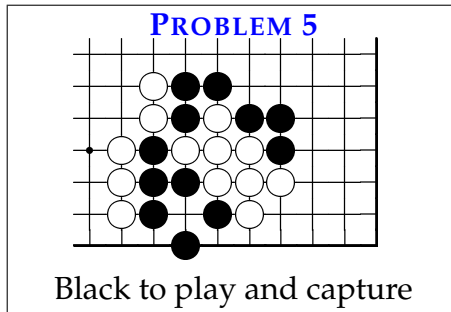
Suggested further reading:

- *Tesuji and anti-suji of Go* – Sakata
- *Making good shape* – Rob van Zeist and Richard Bozulich – Kiseido book K73, 2002.
- *All about shape* – Charles Matthews
- *Tesuji* – James Davis

A book on "zoku-suji" by Magari 9p was translated in Go Review over 14 issues from 1969-1970. Magari's examples are all taken from amateur games (from 3 kyu up to 5 dan) or his teaching games (7 to 4 stones) and the level of "zoku-suji" here will test dan players. Magari was always watching games being played at Iwamoto's Go Salon on Sundays and he would occasionally pop over to a game, show you a piece of magic and record the position.

I reread these articles in preparing this column and it struck me that there are a few underlying tesuji that amateurs often miss and he calls these vulgar moves, but at a higher level than this article. I plan to look at some of these tesuji in the next Go Jottings.

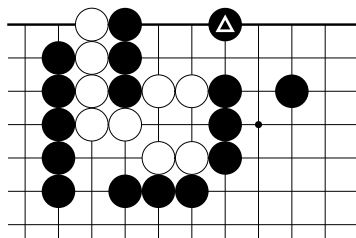
□



FAILURE BREEDS SUCCESS—PART 5

Richard Hunter

This is the fourth continuation of Failure Breeds Success, on page 10.



Problem 4 - White to play

The attachment of ① is White's best move. It does not live unconditionally, but neither does it die unconditionally.

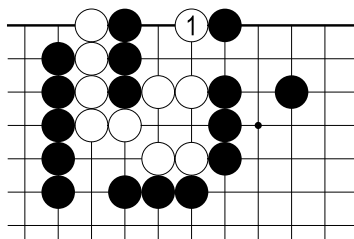
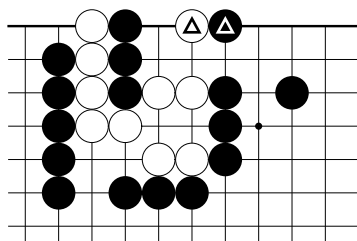


Diagram 5



Problem 5 - Black to play

Read out the rest of the sequence to the final result, which is a ko. The answer is given on page 40.

Continued on page 40

WHAT YOU MISSED AFTER LOCKDOWN

Tony Atkins

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Since June lockdown restrictions have been eased and travel for events became possible again, but because of distancing and infection rules all the UK over-the-board tournaments stayed cancelled. Here are some reminders of what you have missed over the summer, if you had gone to the events and had time to see the local sights.

The Irish had planned an event in Galway in the middle of June. You could have visited its riverside cathedral, shown here, if it had gone ahead.



Galway Cathedral

The Not the London Open was planned for the London Go Centre; here is part of the T Mark Hall library contained therein.



T Mark Library, LGC

The Scottish Open was expected to be in Dundee, but if you had travelled from the south up you could have stopped in Edinburgh and enjoyed the view from the castle as seen here.



Edinburgh

The fourth Youth Go Camp was scheduled for Caythorpe Court again at the end of August. Here is the house itself with some budding Go players.



Caythorpe Court

Cornwall was expected to be in Falmouth again this year. From there you can get the ferry to St Mawes and look back across the Fal estuary as seen here.



St Mawes, Cornwall

On your way back from Cornwall you could have stopped at the Japanese Garden at St Mawgan near Newquay and got your board out by the Zen garden.



Japanese Garden, St Mawgan

If you had gone to Swindon you might have had time to visit the "Steam" museum and see if Mr Brunel is still standing in front of the replica North Star locomotive.

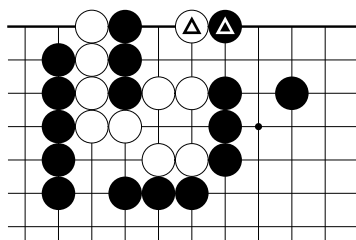


The Steam Museum, Swindon □

FAILURE BREEDS SUCCESS—PART 6

Richard Hunter

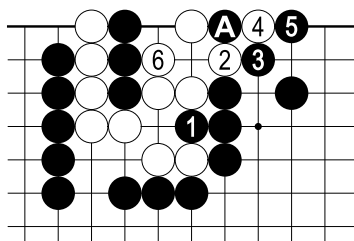
This is the fifth and final continuation of Failure Breeds Success, on page 10.



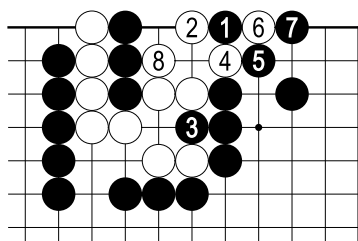
Problem 5 - Black to play

① is Black's best move. He must break White's potential eye in the centre and then prevent White from making two eyes on the top. Playing anywhere at the top instead fails. Please confirm.

White attacks at the top with ② and tries to make two eyes, but she has to play ⑥ to prevent Black from making a killing shape. Then Black takes the ko with ⑦. This is a ko for the life of the White group.



7 at A
Diagram 6



9 at 1
Diagram 7

Here is the full correct line in one diagram. Go back to the problem and try to visualise the correct answers and the various responses by both sides to mistakes by the other side.

Reading out the strongest moves for your opponent is an important principle of solving problems.

□

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/issue193.

Solution to Problem 1

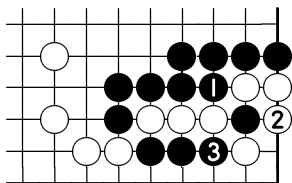


Diagram 1a (failure)

- ① is atari so seems plausible.
- ② If White plays this way, Black kills.

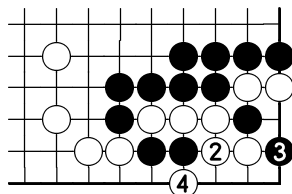
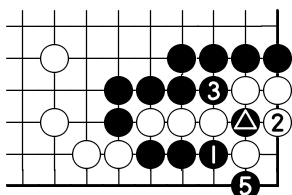


Diagram 1b (failure, continued)

- ② However White can give up just two stones and live by playing here.



④ at \triangle

Diagram 1c (correct)

- ① The internal atari is the correct play.
- ② If White takes, Black wins the liberty race.

Solution to Problem 2

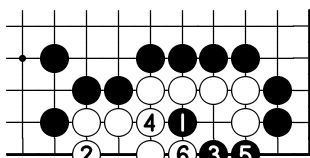


Diagram 2a (failure)

- ① Playing in the eye-space is often correct.
- ⑥ But White can live by playing here.

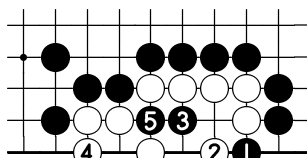


Diagram 2b (correct)

- ① It is this hane that kills here.
- ② If White plays here ...
- ③ ... then this placement kills.

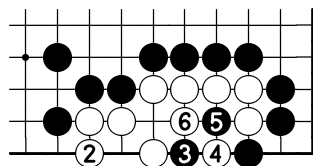


Diagram 2c (correct, variation)

- ② If White makes an eye with this ...
- ③ ... Black stops the other eye with this.
- ⑥ This would be self-atari.



Solution to Problem 3

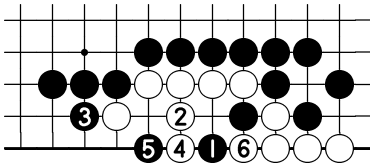


Diagram 3a (failure)

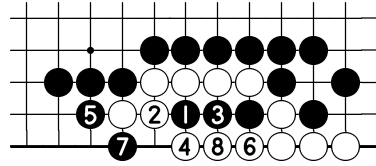


Diagram 3b (correct)

- ❶ This move looks the sort of move to ruin White's shape.
- ❸ However White has enough corner liberties to live by playing here.

- ❶ This is the killing move.
- ❸ If White plays to capture the three stones ...
- ❹ ... then this stops the other edge eye.

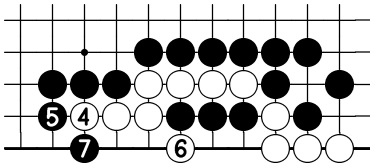


Diagram 3c (correct, variation)

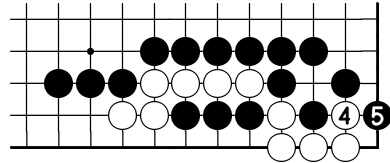


Diagram 3d (correct, variation)

- ❸ White's extension does not help the liberties or the eye-shape.

- ❸ Note there is no eye in the corner.

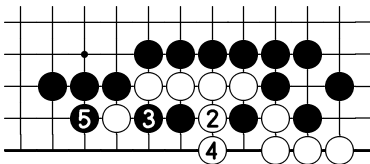


Diagram 3e (correct, variation)

- ❷ Playing here, White quickly dies.

Solution to Problem 4

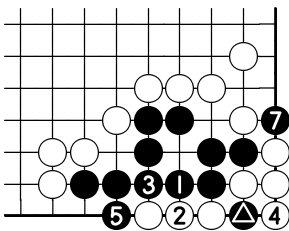


Diagram 4a (correct)

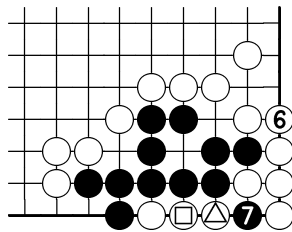


Diagram 4b (correct, variation)

- ❶ This is the play to live.
- ❸ Now White is short of liberties.
- ❹ After connecting, White is still in atari.

- ❹ Here Black captures three stones to make a second eye.

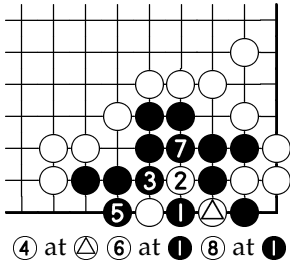


Diagram 4c (failure)

- ① Taking here is only a ko.
- ⑤ Black dies if the ko is given up.

Solution to Problem 5

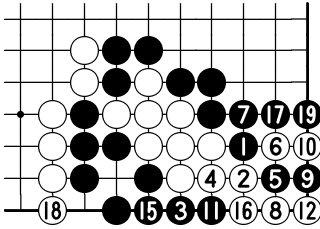


Diagram 5a (correct)

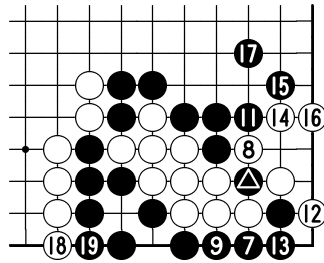


Diagram 5b (failure)

- ① Black should just fill liberties to start with.
- ② If White plays instead at ⑪ she threatens a ko. Black should play at ⑮ (see website for diagram).
- ⑦ Black now has a choice at this point. Connecting is correct.

- ⑦ This continues the squeeze but causes problems later.
- ⑮ This is seki.

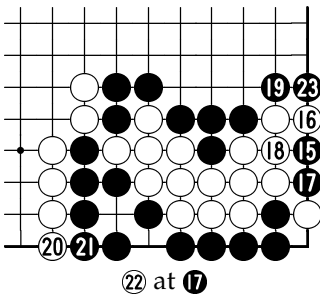


Diagram 5c (failure, variation)

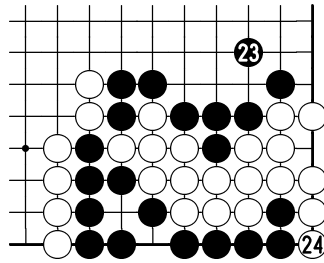


Diagram 5d (failure, variation)

- ⑮ Black can try this but White can escape.
- ⑳ Black has cutting points above so this will fail.

- ㉓ If Black fixes the cut first with this ...
- ㉔ ... White has time to place the black stones at the bottom in atari and live.

□

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

TOURNAMENT HISTORIES VI: DEVON AND CORNWALL

Tony Atkins

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Devon 1997, Dartmoor

In 1995 the players of the south-west decided to invite those from up country to join them for a tournament in order to increase contact with those outside the peninsula. Totnes, with its twisty roads, river and castle, was selected as being a touristy place to visit and the first tournament was held there on Saturday 22nd July in a hall in the town centre.

For the next three years, Tom Widdecombe moved the venue to the Moorlands Hotel, oft frequented by Agatha Christie, near his home at Haytor Vale on the edge of Dartmoor (1997 shown above). Each time the attendance was in the twenties, though the final year of the Devon was a bit lower, when it was run at the Three Crowns on Plymouth's historic harbourside on 18th April 1999 (right).



Devon 1999, Plymouth



It took nearly a year and a half for the event to cross the Tamar and become the Cornwall Tournament in September 2000. However, it retained the unique Devon Go Stone Trophy and the smaller wooden stone prizes. The venue was the Yacht (right), a seafront inn in Penzance where it stayed until 2009. The rise of profitable lunchtime dining saw the venue lost, and so the next five editions were at the town's largest seafront hotel, The Queens (below).



The Yacht, Penzance

This had previously been the location of the British Go Congress when it visited in 2003. In 2015 the event moved to the nearby Luggar, but in 2019 the event left Penzance altogether and the Falmouth Hotel was used. This was more convenient for most local players who now live further east than when the event arrived in Penzance.



The Queen's Hotel, Penzance

One change between Devon and Cornwall was the instigation of the Handicap Tournament on the Saturday before the Open on the Sunday.

With its Celtic handicap (plus two) and dan punishment (simultaneous games when an odd number), this saw a wide range of winners from 30 kyu (Annie Hall in 2002 seen with other winners below), up to dan level.

Local player Paul Massey was the most successful at this event winning three times, but it had taken him until 2009 to be the first local winner of the Open.

The organiser, John Culmer, became the second local to win the Open, in 2013.

The event continues to attract twenty to thirty players, with the event having strong support from Bristol, Swindon, Thames Valley, Leicester and London. Twice, visiting Japanese have won the event, so the locals have achieved their aim.



Cornwall 2002