

BRITISH

GO

JOURNAL



ERRATA IN **BGJ 196**

1. On page 24 the caption for the photo of **Otake Hideo** is incorrectly given as Otake Hideyuki (as was the corresponding Photo Credit on page 29).
2. On page 27 the name Fujisawa in **Fujisawa Hideyuki** and in his *alias*, Fujisawa Shuko, is spelt incorrectly as Fuijisawa.

These have been corrected in [the online copy](#) on the BGA website.

My apologies to John Tilley for these errors and thanks to Richard Hunter for pointing them out. *Ed.*

CONTRIBUTIONS TO THE JOURNAL

The copy date for the next issue of the Journal is **1st January**.

Contributions are welcome at any time and the earlier the better. Those received after the copy date 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.

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EDITORIAL

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British Go Journal 197

This edition

This issue has the fifth and final chapter of the series from Theo van Ees, *The Slow Way West*, that began in **BGJ 193**. These will be added to our online archive of history articles at www.britgo.org/history/earlyhist, to which Theo has already contributed three articles as either sole or co-author. We thank Theo for all his contributions to our Journal and we hope we can carry future articles from him.

Theo is the member for Go of the Steering Committee of the Mind Games Collection Centre, Tresoar (based in Leeuwarden in the Netherlands) to which the European Go Library, previously housed at the now-defunct European Go Cultural Centre, has relocated.¹ Thanks to Theo, copies of our Journal are now lodged there.

This time, we have changed the nature of our Go problems, with eight aimed at providing training material for relative newcomers to the game. We hope this provides a useful service without unduly disappointing stronger players who enjoyed the more challenging problems (though, as we know, solving simple problems is good exercise for all levels!). They may be interested in the recent book *Diabolical*, by David Mitchell, reviewed for us here by Francis Roads.

Saijo Masakata

It is with great regret that we read of the death of Saijo Sensei, who many attendees at European Go Congresses will remember fondly. Tony Atkins has written an obituary for him in this edition, and there is also a nice tribute to him on the [European Go Federation website](http://www.eurogo.org).

Pat Ridley

November 2021

Credits

Many thanks to all those who have helped to produce this Journal.

Contributions: Andrew Ambrose-Thurman, Tony Atkins, Theo van Ees, Gerry Gavigan, Richard Hunter, Toby Manning, Francis Roads, and John Tilley.

Photographs: *Front cover*; Youth Go Camp 2021 (see Youth News).

All photographs in this edition were provided by the article authors, or are credited directly in the article.

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

¹www.tresoar.nl/

PRESIDENT'S MESSAGE

Toby Manning

president@britgo.org



Council News

In July Council co-opted Stephen Tweedie. Stephen lives in Edinburgh, and as a consequence Council has the widest representation geographically ever.

Matt Marsh and Gerry Gavigan have decided to leave Council, although they will still both be active within British Go. Matt will continue to help out with running Tournaments, while Gerry, as written elsewhere within this issue, will continue to be a leading light in the London Go Centre.

In the light of several new Council members, and some questions on what should be our priority actions, Council decided to hold an all-day strategy meeting at the start of September. This permitted us to get to know each other in person rather than via the ubiquitous Zoom, and the six-hour meeting concentrated on our medium-term strategy and objectives, rather than on the nitty-

gritty of running the organisation. Some of the key topics discussed were:

- What does/should the BGA do for its Members, and for clubs?
- What should our strategy for 'outreach' be to increase the number of players?
- Our relationship with the EGF, and whether we wanted to bid for tournaments such as the European Congress.
- How to better co-ordinate and increase our volunteer base to match the opportunities available.

As you would expect, a significant number of actions and ideas came out of the session, which we will be taking forwards.

Tournaments Restart

I am pleased to say that we have restarted face-to-face tournaments after an 18-month hiatus (our last Tournament was on Skye in mid-March, 2020) with the delayed British Congress, held in Leicester in early October. We had hoped to be able to provide more notice about the event, but our initial venue fell through, resulting in a delay in finalising the arrangements.

Other tournaments are also appearing on the Events Calendar: I hope that I may meet many of you at one of these events.

And as Andrew Ambrose-Thurman writes elsewhere in this issue, Clubs have also resumed face-to-face play.



Online Go

Our experience over the last 18 months has demonstrated that we have not been paying enough attention to online Go, a message also contained in Andrew's article. We do take part in both the Pandanet European Go Team Championships, and the European Youth Go Team Championships, but only a small

number of people can take part in these events. Colin Williams, our Secretary, ran a successful on-line congress in February this year, and I know he hopes to repeat this. However, we clearly need to expand our online Go offering, and we will be looking to see how this can be done over the next few months.

□

ASSOCIATION CONTACT INFORMATION

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Follow us on Twitter: twitter.com/britgo

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

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

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

UK NEWS

Tony Atkins

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MSO

As in 2020, the 2021 Mind Sports Olympiad was held online between 13th August and 5th September. This year the normal round medals were replaced by a special design based around pentagons to celebrate it being the 5x5 or 25th edition. A total of 4082 competitors represented a record 114 countries; Great Britain led the medals table followed by Estonia and Poland. There was the usual eclectic selection of traditional and modern games, card games, mental calculations (won by 11 year old Aaryan Shukla from India), memory, quiz competitions and so on, and the overall Pentamind (won by Maciej Brzeski), Eurogames (Ondrej Pulec) and Modern Abstract World Championships (Andres Kuusk).

The MSO Open (19x19) was held on the afternoon and evening of Sunday 22nd August. As usual with online events there were a handful of entrants who did not become players, but 40 people did take part. However four rounds make a long event and 14 of the players quit early during the evening, some because of big time zone differences. Hiroki Kanno, the defending champion from Hong Kong, won all four games to take the gold position. In the last round he beat Yen-Jeung Chiang of Taiwan, who had expected to do well but had earlier lost to Chris Bryant. Because of the many drop outs it was easy to lose early to a strong player and then end up with three wins to get a medal. This happened to Sam Barnett (2k) who took silver and Tim Hunt (2d) who took bronze.

There were 11 juniors in the event and two of them, together with Italy's Pietro Lonardi (8k), won all four games below the 5k McMahon bar: Andrew Volovich (10k) and August Cai (14k). The gold junior medal went to Sam Barnett and silver to Lea Wong (4k).

On the evening of Wednesday 25th the board size changed to 9x9. Twenty-two players took part for the fun of five games, though the sudden death time limit saw two games end on the last move, which was only fun for one of the players. Again Hiroki Kanno won all games to take the gold position. Juan Francisco Garcia de la Banda (Paco) from Spain took the silver on four wins by SOS tie-break and two players tied for third: Alexander (Sandy) Taylor and Webber Tse; Tim Hunt just missed out on a medal. Webber, one of Hong Kong's top juniors, earned junior gold and junior silver went to Oliver Bardsley, who won three games.

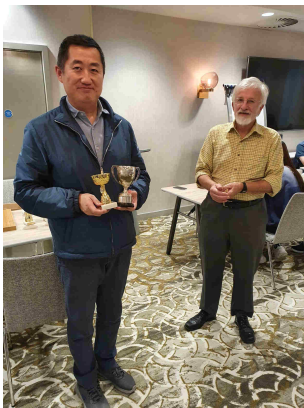
On Friday 27th it was the 13x13 event; it was a small friendly event with 12 players. Hiroki Kanno won all games to take the gold position for a third time in the year. Silver went to Paul Smith on three wins by SOS tie-break and three players shared bronze: Masayuki Ishida, Natasha Regan and Webber Tse. Again Webber got junior gold and this time Andrew Volovich got the junior silver, also with three wins.

▷

British Go Congress

With a hiatus because of the pandemic of over eighteen months since the last over-the-board tournament (Skye in March 2020), it was decided to make a splash for the restart by holding the retimed British Go Congress in an up market location. The Novotel in Leicester was decided as the venue, using one of their function rooms. The hotel was new in 2020, so new that Google Street view shows an empty space (actually occupied by the remains of a Roman villa). The hotel and its surrounding plaza are just outside the city's inner ring road in the north-west corner and opposite the remains of the Great Central Railway's old station, the hotel's construction bringing revitalisation to the area.

As the Annual General Meeting was held online earlier in the year, the Congress just comprised the British Open and the British Lightning Championship. Notice of holding the event was quite short and, as some people are still avoiding travel and crowded spaces, only just over 30 players enjoyed a weekend of games, from the 1st to 3rd October.



Chong Cheng
British Lightning Champion

The Friday evening Lightning Tournament had twelve players playing in three groups. Tim Hunt (2d Milton Keynes) and Leo Kai Mei (5d Durham) each won a group and the other group was tied by Gong Cheng (3d London City) and Niall Tuohy (6k Dublin). That conveniently gave four players for the knock-out stage. In this, Tim lost to Niall and Leo lost to Gong, and then Gong beat Niall to take the title. Both finalists won trophies to keep, but hopefully their achievement was not marred by the typo on the trophies; the engraving says they had won the "British Lighting Championship"!



Niall Tuohy
British Lightning Runner-Up

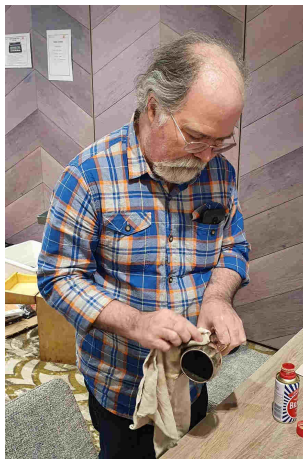
The main tournament, the Open, was closely fought over its six rounds. The bar was set at 3 dan as there was a strong contingent of dan players that included four 5 dans. Eventually Yaoling Yang (5d Bristol) pulled away from the pack and won with six straight victories. On four wins were Daniel Hu (5d London) and Leo Kai Mei (5d Durham). Notable results were achieved by two of our junior players: Scott Cobbold (2k Wanstead)

won his first five games, but was unable to play in the last round, and Caleb Monk (9k London) won five games and lost just one.

Peter, as well as playing in five rounds, handled the draw and even polished the trophies.



Yaoling Yang
British Open Champion



Peter Fisher

The event was also the qualifier for the British Championship, replacing the Candidates' Tournament. It seemed likely, after all qualifying conditions are checked, that the title match would be between Daniel Hu and Bruno Poltronieri.

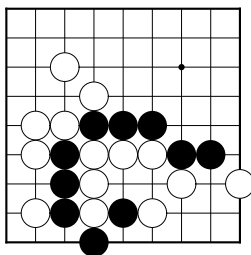
Thanks go to the organiser and BGA President Toby Manning, Colin Williams and Matt Marsh who helped, and to Peter Fisher from Leicester.

The immediate feedback from the players was that they had enjoyed a friendly event in comfortable surroundings and were glad to be back to face to face matches. Next year it is planned to have the congress at its normal time of year, around Easter.

Thanks to Colin Williams for his report and the photos of the British Congress.

□

JOURNAL PROBLEM 1



Black to play

HOW LONDON GO CENTRE FOUND ITS PERMANENT HOME

Gerry Gavigan

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Playing in the T Mark Hall room

Old readers will remember the first London Go Centre established by Stuart Dowsey, supported by Iwamoto Kaoru 9p, in the 1970s.

For new readers this story starts over five years ago, in 2015, when the West London Go Club (WLGC) was given the opportunity to use the Young Chelsea Bridge Club's premises in Goldhawk Road.

As the relationship developed with Bridge it became obvious that we could do more for Go. The opportunity was assisted by a number of serendipitous circumstances. For example, there is an annual 'be there or be square' Bridge event in a central London hotel between Christmas and New Year. The Young Chelsea rooms lay empty while the International Student House (ISH) increasingly marginalised British Go's premier tournament, the London Open Go Congress (LOGC), which itself was becoming unsustainable because it was making a substantial loss.

I had taken on the organisation of the LOGC and had managed to

persuade the ISH not to go ahead with a planned venue hire charge of £4,000 and instead do a two year deal 2016-17 of £2,750/yr, but even that constituted a base cost of over £25 per entrant and the early bird adult price was £35.

At about the same time as the T Mark Hall Foundation (TMHF) was exploring how it could deliver its remit of establishing a centre for Go in London. I realised this was an opportunity to pilot WLGC into 'London Go Centre' in a manner commensurate with demand. So I approached Jonathan Turner, whom I knew from Central London Go Club, and Alex Rix (whom I knew barely at all at the time except he had approached me about incorporating the David Ward Cup into the LOGC, so I divined he must have some left) and Richard Wheeldon who similarly seemed to carry some gravitas.

We went for a two year pilot project, initially a club night and the LOGC; to Young Chelsea's astonishment, with a suggested annual rent of £2,500.

Alex presented the plans to the TMHF and they supported the pilot with a grant of £5,000/yr and during the period supplemented the deal with small grants for specific items.

The first LOGC held by the newly created London Go Centre was scary to say the least, but the vibe was amazing. Just watching people hanging around and not disappearing indicated that we had got something right, including running at a substantial surplus.

As we moved to the end of the pilot, we realised it was possible to expand what we we did, so we pitched to Young Chelsea that we wanted to increase our use of the premises.

We wanted seven tournaments a year, including becoming a permanent and stable home for the Bar Low tournament as well as piloting a new tournament of similar size to the London Open, called naturally enough 'Not The London Open' (NTLO), which takes place on a May bank holiday weekend. Cutting through some of the detail, the rent rose to £4,100/yr and again the TMHF was supportive of a five year agreement as we expanded our activity. The Nihon Ki-in was supportive by sponsoring Antti Törmänen as the professional for the second NTLO. Young Chelsea were happy to let us display T Mark's picture collection and house his extensive collection of books.

In parallel we broke new ground by establishing the LGC as the first Go-related charity, with the gang of four as trustees. We did this because it seemed like a good way of establishing the LGC as a permanent entity. This again was a fortuitous decision based on unforeseen future events.

The story can skip forward to about November 2019. We had settled down in Goldhawk Road, feeling pretty pleased with ourselves, when the landlords made Young Chelsea an offer they couldn't refuse. The outcome of which was that a new home was required for Young Chelsea, so a new home was required for the LGC. It really wasn't clear what we were going to do. However, fortune favoured us again.

A small cabal of Bridge players took it on themselves to find a new home for Young Chelsea and the former, but now empty, Salvation Army Citadel in Dalling Road was identified. They put up a lot of money but they didn't have enough.

They spoke to us and we realised that the circumstances presented an opportunity to deliver on T Mark's intentions. We prepped them and they pitched to the TMHF, whose investments, thanks to the advice of Alex and Andrew Jones, had expanded considerably. TMHF agreed to contribute £400,000 to the £1.5m cabal pot.

It was clear that the LGC, being a charity, was a well-regulated, tax-efficient and secure home. So the TMHF gifted us £100,000 in the hope that we would invest it wisely and they invested £300,000 directly. We invested our £100,000 wisely and the building was bought in about September 2020.

Peculiarly, the Covid period created an uninterrupted opportunity for the building to be refurbished (which, of course, turned out to be more work than originally envisaged). The initial estimate was £100,000, which grew to about £250,000 with the final figure still to be determined at time of writing.

The TMHF voted to wind itself up and transfer all of its investment to the LGC and some more besides to enable us to contribute to the funding gap, create a small contingency fund to help us get re-established and provide cover for unforeseen expenditure.

At the same time, the LGC reconstituted itself into a membership-based charity and members of the TMHF were invited to join so as to provide continuity of oversight

to what was now a considerable investment.

The inability to host face-to-face tournaments because of Covid saved us from an inability to provide premises for the 2020 European Women's Championship (EWGC) and the tournament was postponed to 2021.

The next race was whether the building would be ready for September 2021 (the date for the postponed EWGC) and things were looking tight to impossible. It's an ill wind that blows nobody any good and so when the post Covid travel restrictions forced the EWGC online, we were a bit relieved.

We ran the tournament on OGS in partnership with the BGA and Matt Marsh did a sterling job as Tournament Director; we received many compliments about its smooth running.



Soon after that, the LGC was able to host our first club night in a partially finished building and before the T Mark Hall room (a gesture made by Bridge to Go as a token of appreciation) was ready for use.

We played Go in the T Mark Hall room for the first time in late September and were finally able to

partially restore the T Mark Hall gallery and library (work is ongoing).

By the time this article is published we will have held our first tournament weekend with the 3rd T Mark Hall Rapid Play tournament and the 23rd Bar Low.

At the time of writing this article, I've just got back from a Wednesday night social Go night in which we hosted an unheard of eight Go beginners.

This gives rise to delivering on the possibility we have had baked into the new arrangements for LGC at the London Mindsports Centre, of running a Saturday Go school along with social Go.

The lectures for the Go school will be recorded and appear on our YouTube channel <https://www.youtube.com/c/LondonGoCentre>, where you will also find Diána Kőszegi's game reviews of the EWGC. If you want to keep up to date about our videos join us on Twitter <https://twitter.com/LondonGoCentre>.

And, of course, everyone is welcome to the new permanent home of LGC, especially to the 47th London Open Go Congress, at the usual time of 28th - 31st December. Five years on and still only £35 for adults if you get in quickly enough.

I want to conclude this article by thanking the members and directors, past and present, of the T Mark Hall Foundation for their support. There are other people that should be thanked too: the Bridge cabal, Rosie White, Christine Duckworth and Brian Callaghan; John Fairbairn for validating our vision, Nippon Club Igo Kai (Tanaka-san) for financial support support and general encouragement and the London Go players who funded the purchase

of a top class traditional Japanese Goban with slate and shell stones, to be used as the top board for our major tournaments.

The final words go to Tom Urasoe, external director of the Nihon Ki-in:

Congratulations! I am pleased to hear the wonderful news! The late Iwamoto Kaoru sensei should be also delighted with it.

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THE JOURNAL ONLINE

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

Journals and SGF files

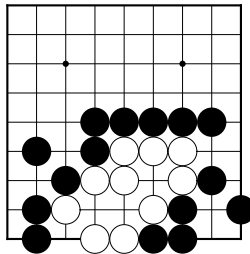
Online copies of this, the preceding three journals and the SGF files for the problems and games, are available in the BGA Members Area at www.britgo.org/membersarea. Log in to see these recent editions.

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

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).

JOURNAL PROBLEM 2



Black to play

YOUTH NEWS

Tony Atkins

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UK Go Challenge

The online youth event for July, held on the afternoon of Sunday 4th July on OGS, was the 2020-2021 UK Go Challenge Finals. Thirty-two young players battled over six rounds on 13x13 boards. This time the winner was Chen Qin from Nottingham, who was also top girl. Second equal were Scott Cobbold and Alexander Timperi, both from London, on SOS tie-break from Daniel Yang from Birmingham and Jan Kudla from Edinburgh. As usual the age group categories were determined by a knockout system.

| | |
|-----------|-------------------|
| Boys U08 | Lukasz Kudla |
| Boys U10 | Alexander Timperi |
| Boys U12 | Daniel Yang |
| Boys U14 | Yifeng Yang |
| Boys U16 | Scott Cobbold |
| Boys U18 | n/a |
| Girls U08 | n/a |
| Girls U10 | Chen Qin |
| Girls U12 | Lea Wong |
| Girls U14 | Hanna Kudla |
| Girls U16 | Julia Volovich |
| Girls U18 | n/a |

The winning teams were decided on a percentage system, with Best Team being the team "AJCGo" (Chen, April, Jin and August), the Best School, James Gillespie High School and Best Primary School, James Gillespie Primary School, both in Edinburgh.

Youth Go Camp

After a year gap, the annual residential Youth Go Camp was back, from 16th to 19th August. This, the fourth edition, took place yet again at the PGL activity centre Caythorpe Court in Lincolnshire. As the previous time, accommodation was in a

purpose-built accommodation block, just used by our group, with all meals provided in the PGL dining room. One difference at Caythorpe this year was that there were fewer large groups present, with most of the clientele being families. Otherwise much was the same as before with a student, Amy, assigned to look after us, who also took an interest in our Go activities.



Canoeing

There were 22 young participants from age 10 to 18 and 25k to 2k, including a big group from Edinburgh. The campers made their way to the area by train or car, but the pick ups from Grantham station proved harder than expected after Martin Harvey had car trouble on the way to the station and the back-up car was heading in the wrong direction. One leader managed to get the hourly bus to Caythorpe village and walk up to the site. Luckily getting home was less stressful!

As before, it was a mixture of outdoor activities in the afternoon, Go games in the evening and teaching in the

mornings. This time the afternoon activities were giant swing, air rifle shooting, canoeing, vertical challenge and archery, and the weather kept fine for these. The adults skilfully avoided joining in anything physical and even managed to hold a committee meeting during one session.

Tony Atkins, Helen and Martin Harvey, with visiting teachers Toby Manning and Huw Mort. The title for the teaching was "It will be alright in the end", though that was not necessarily all about the endgame.



The Vertical Challenge



Alison's Group

The evening competitions were a four-round tournament over two nights, with even games as far as possible, which was won by Scott Cobbold (2k from London), and a Pair Go tournament, with no overall winner. Every morning the tuition was led by resident teachers Alison Bexfield,

As well as learning a lot, much fun was had, and the only problem for the adults was getting excited children to go to sleep at night. The camp will be repeated next August with the same format, but hopefully with a stronger adult present as the youngsters are starting to reach the dan grades.

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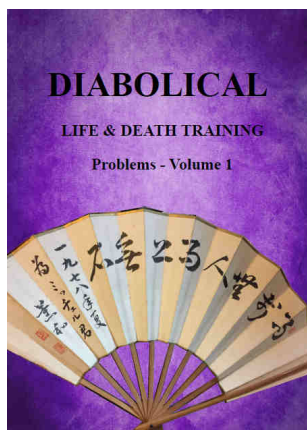
JOURNAL PROBLEM 3

Black to play

DIABOLICAL: LIFE AND DEATH TRAINING

Francis Roads

francis.roads@gmail.com



Author: David Mitchell

ISBN: 9780645076509

Those who were around at the time of the first London Go Centre at Belsize Park (1974-78) will remember the Assistant Manager, David Mitchell, 4 dan. I am proud to say that I taught him Go when he was a pupil at my Comprehensive school. Following the closure of the centre he emigrated to Australia, where he now serves as President of the AGA.

If, like me, you enjoy sitting with a physical book rather than staring at a screen, and if you like to be challenged by Go problems which are truly diabolical, you'll want this book. In the words of the author's introduction: "This is a training tool to help improve reading skills. The problems are complex. While the problems have been broken into three categories, the majority are truly diabolical."

The example at the end of this review shows, as an introduction, the only

easy problem in the book. As you can see, there are four positions on one board, but only one is unsettled. So these are whole board problems, all with Black to play; there is only one move on the entire board that is correct. The solution to this problem is given, but you'll have to buy the book to see it. And if you are expecting any more problems as simple as this one, forget it. I am still stuck on many of them. The more complex problems have been validated by a professional, so as the author says, "They are not impossible, they just seem that way."

The book is available as print-to-order from Booktopia –

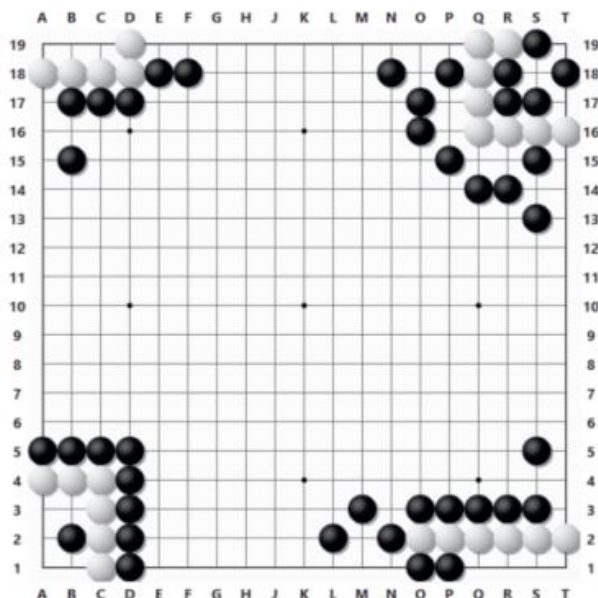
<https://www.booktopia.com.au/diabolical-david-mitchell/book/9780645076509.html>.

Needless to say, there is an online version available through the Apple book store and other ebook resellers. The cost there is AU\$8.99. There are no answers in the book, other than to the introductory problem. An answer book has been prepared, and to find that you need to go to the AGA website <https://australiango.asn.au/>.

Cho Yeonwoo 2P has reviewed the book on YouTube. The link is https://www.youtube.com/watch?v=rSC5Z2le1s0&ab_channel=GoProYeonwoo or you can search for her channel "Go Pro Yeonwoo".

But the printed book is a delight to hold and study, and I hope that any UK players who feel that their reading skills would bear improvement will want a copy of this innovative training tool.

Example problem – Black to play



The first thing to do before thinking about the position above is to define the problem and assess the situation.

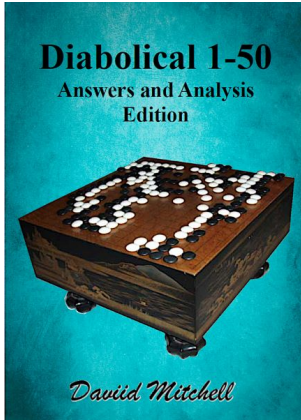
We know it is Black to play but Black is required to prevail in all positions. This can only mean one thing, some or perhaps all positions are already settled; the groups are either alive or dead no matter who plays first.

The first task is to eliminate settled positions which will identify the unsettled position and the heart of the problem.

The positions in the example are all *nakade* problems so it should not be difficult to decide which is unsettled. In this book it is not that simple. You may well find two or more positions that appear unsettled; if you are in that situation you have not solved the problem.

Postscript

I have now received a copy of *Diabolical; Answers and analysis edition*. This gives solutions, with detailed analysis, to the first 50 problems in *Diabolical*, that is to say those in the Warm Up and Troublesome sections. The *Diabolical* ones are still to be covered.



David tells me that he has spent seven months on this book. The extent of his work may be seen in that fact that 269 pages are devoted to the discussion of problems which occupy just 50 pages in *Diabolical*. The author writes:

This book is intended for kyu and lower dan levels who are seeking a new way to improve their skills. The books contain the

problems as well as the answers and detailed analysis. Purists do not advise looking at answers because the person studying does not get the maximum benefit. I agree but some players may never solve some of these problems. But if they study and try to solve them before looking at the answer there will be a benefit. So enjoy the problems; try your very best to solve each one and only look at the answer as a very last resort. Solving a problem without looking at the answer must be your goal because when you can do that you are thinking like a dan player.

Well, good luck with these books if you are a kyu player. If you can solve many of these problems, you are indeed on the verge of danhood. And I think that higher dan levels will also find the book a challenge.

The printed book can be found at Barnes & Noble¹ and other suppliers through print-on-demand. The ebook is available through the Apple book store or booktopia.²

The Goban on the cover belongs to Geoffrey Gray. Older British players will remember him on the London Go scene in the 60s and 70s. His 97th birthday is in November 2021. He is living with his family in Tuncurry, NSW, Australia.

□

¹www.barnesandnoble.com/w/diabolical-answers-and-analysis-david-mitchell/1140201601.

²www.booktopia.com.au/diabolical-answers-analysis-mitchell/ebook/9780645076523.html.

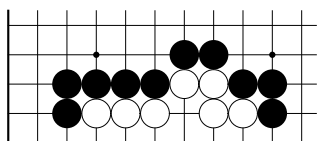
ADVICE FOR DOING TSUMEGO – PART FOUR

Richard Hunter

Review

Let us have a quick review of the first two approaches to consider when trying to solve tsumego.

1. When trying to kill your opponent, think first of reducing the eye space from the outside.
2. Next, consider playing at the vital point.



Problem 1 – Black to play

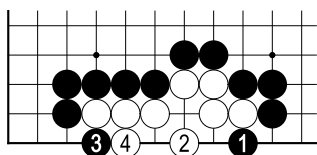


Diagram 1 – failure

If Black reduces the eye space from the outside with a hane on the right, White takes the vital point with ②. Then ③ is answered by ④, so White is alive.

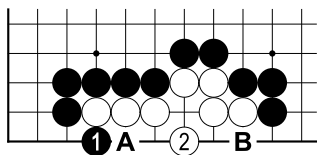


Diagram 2 – failure

If Black reduces the eye space from the other side, White again takes the vital point with ②. This leaves A and B as *miai*, so White will live.

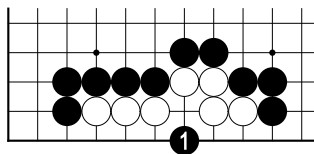
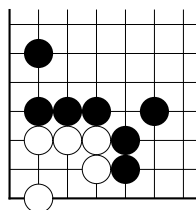


Diagram 3 – correct

Since reducing the eye space fails, what about playing at the vital point? In both the failure diagrams, White replied with ② at the same point. That is a good indication of where the vital point is. There is a proverb that says 'Your opponent's vital point is your vital point' or some other similar translation. In many cases, that is true, though not always. ① kills White. Please convince yourself of this.



Problem 2 – Black to play

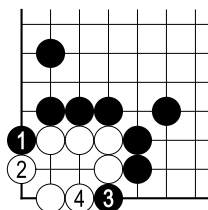


Diagram 4 – failure

If Black reduces the eye space from the outside with the hane of ①, White blocks at ②. Then ③ is answered by ④, so White is alive.

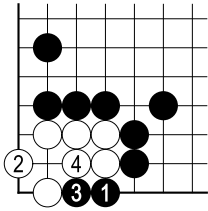


Diagram 5 – failure

If Black reduces the eye space from the other side, White falls back to ②, which is the vital point, rather than blocking at 3, which would give Black a second chance to kill. After ④, White has two eyes.

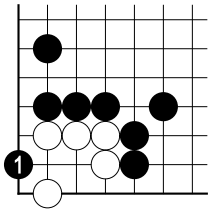


Diagram 6 – correct

Once again, reducing the eye space fails to kill, and in both the failure diagrams, White replies with ② at the same point. So think about playing there. The 2-1 points in the corner are often the key to living with your own group and killing your opponent's group.

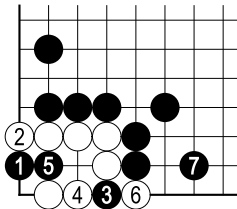
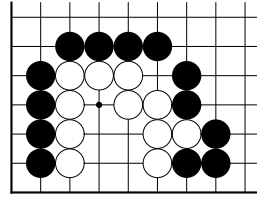


Diagram 7 – correct, continuation

After Black plays ①, White blocks at ② to maximize her eye space, but it is insufficient.

~ ~ ~



Problem 3 – Black to play

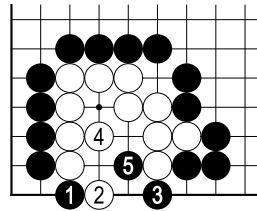


Diagram 8 – correct

First, consider reducing the eye space from the outside. But from which side? The hane on the longer side is correct. White blocks at ② to maximize her eye space. Then Black hanes from the other side with ③. ④ makes an eye in the centre, but ⑤ steals the potential second eye. Next, cutting on the first line would be self-atari for White.

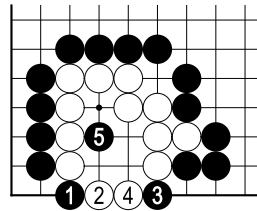


Diagram 9 – variation

If White plays ④ on the first line to maximize the eye space, the five point-eye shape thus created is a killable shape that you should learn if you do not already know it. ⑤ takes the vital point. This move is called a *nakade* (中手).

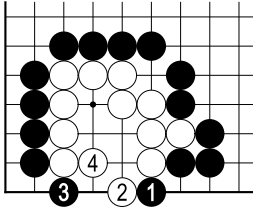


Diagram 10 – failure

If Black hanes first from the other side, then ④ creates a zigzag (dogleg) four-point eye space, which is alive. Black cannot prevent White from dividing it into two eyes. If instead Black plays ③ at the vital point below the star point, then White can live by enlarging the eye space with ④ at 3.

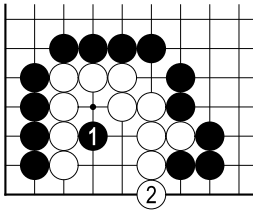


Diagram 11 – failure

① is certainly the vital point, but playing it first fails to kill White. The position after ① is sometimes presented as a problem because it has several variations and failure lines. The correct response for White is ②, which ensures life in seki. If White descends on the other side instead, Black kills by reducing the eye space with a hane at 2. Please study this and other variations on your own if you want. I recommend [this video](#)¹ on Michael Redmond's YouTube channel.

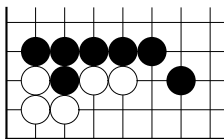


Diagram 12 – failure

Reducing the eye space from the outside with ① seems to be the obvious move. However, it is too straightforward. Black needs to be able to read ahead and see that White gets enough space to live.

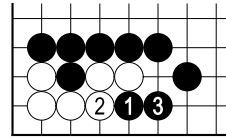


Diagram 13 – correct

① is a tesuji (a skillful tactical move). If White gives way with ②, she is left with insufficient space to make two eyes.

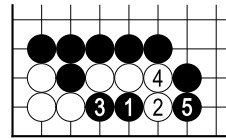


Diagram 14 – correct, variation

If White intercepts with ② here, ③ is atari, and the White stones cannot escape.

~ ~ ~

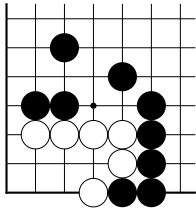
PROBLEMS FOR PART 5

Below are two problems that I will discuss in the next part.

Problem 4 – Black to play

¹youtu.be/3RETyD0Hu4

Problem 5 – Black to play



Problem 6 – Black to play

Japanese

中手 *nakade*.

This is a term that is used by many western Go players. It literally means 'an inside move'. It is a move played at the vital point of the eye space of one of your opponent's groups that kills the group by preventing the formation of two eyes.

中 *naka* 'inside, centre'.

手 *te* 'a move'.

The kanji 手 is an important one that often appears in Japanese Go books.

It is also part of the familiar words sente 先手, gote 後手, and tesuji 手筋 that are widely used in English.

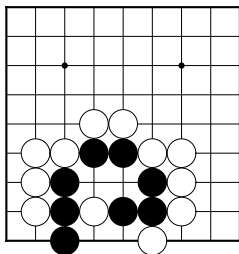
The literal meaning of 手 is 'hand', but it has several derived meanings such as 'trick, technique; worker'.

For example, by adding this kanji as a suffix to 'drive' you get 'driver'.

The dictionary that I use includes 'move (in Go, shogi, etc.)'. In the word nakade, the sound of *te* (テ) shifts to *de* (デ).

□

JOURNAL PROBLEM 4



Black to play

SAIJO MASATAKA

1941-2021



A relaxed Saijo teaches in Dublin

Saijo Masataka, a Japanese professional who was well known through his teaching trips to Europe, died on 6th August. He was born on 5th January 1941 in Chiba Prefecture. In 1964 he became a professional at the Central Japan branch of the Nihon Ki-in in Nagoya and reached 8p in 1981. On retiring in 2004 he was promoted to 9p.



Saijo takes on Alison Bexfield on the Isle of Man

Saijo visited the Isle of Man Go Congress for teaching in August 1995 and also was at the Irish Open in Dublin in Spring 2000 and, among his many European Go Congress visits, at Dublin again in 2001.



Saijo playing Simon Goss EGC, Slovakia 1999

He also made a trip to London in October 1990 with Takemiya Masaki and Miyamoto Naoki.

Tony Atkins

I was very sorry to hear of Saijo's death. He was one of the most popular teachers at European Go Congresses (see World News in [BGJ 120](#), Autumn 2000, for a picture of 'Saijo's Castle' at the Strausberg EGC) and I always went to his lectures for DDKs, until he retired altogether. His last was at Tampere in 2010, which is after he retired from the Nihon Ki-in. Participants donated funds so that he could attend, since he was no longer eligible to be sent by the Nihon Ki-in.

Pat Ridley

□

WORLD NEWS

Tony Atkins

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KPMC

The 16th edition of the Korea Prime Minister's Cup International Amateur Baduk Championship was played online between 2nd and 29th August. It showed that Go has become a young person's game, as seen by the ages of the top four players. Remarkably, Anton Chernykh of Russia (born 2000) and Pongsakarn Sornarra of Thailand (born 2007) made the semi-finals, but as expected the final was Korea against China. Kim Seunggu (born 2006) beat Huang Qiuxuan (born 2010) by 1.5.

The UK representative was Dylan Carter who lost to Lisa Meyer of Austria and Justin Teng of USA in the group stage. James Hutchinson, representing Ireland, beat Victor Chun Kang Wong of Brunei and, despite losing to I-Tien Chen of Chinese Taipei, survived until the knockout stage where he lost to Morikawa Shunji of Japan.

European Teams

The finals of the Pandanet Go European Team Championship are usually played over the board at the European Go Congress. With that not on, this year the top four teams played online on the 28th and 29th August. France was the clear winner, winning all three matches and only dropping two games out of twelve. Russia was second, beating Ukraine and drawing with Poland. Ukraine beat Poland to take third.

European Women

The original plans were to host the European Women's Go Championship at the London Go Centre in 2020, and failing that in 2021, but travel restrictions caused it finally to be moved online to OGS on 4th and 5th September. Gerry Gavigan of the Centre was still the event organiser and Matt Marsh took on the job of tournament director, delivering the pairings and results very efficiently.

At one point there were over 40 entries, but in the end this reduced to 30, spread over 10 countries. Russia fielded the largest number of entrants, followed by France, Ukraine and Germany.

Made very welcome at their first European Go event was a team of five lower-graded players from Kyrgyzstan. Although Kyrgyzstan is not yet a member of the European Go Federation, they were given a special dispensation to take part as guests, thereby encouraging the nascent Go scene in a western-Asian country that is also about to join the Pandanet Go European Team Championship.

The online games attracted audiences of up to 80 and Diana Koszegi (2p) analysed some games on Twitch (which were uploaded later on the LGC YouTube channel). During the final round, with Benjamin Drea-Guenazia (6d), she commented live on three games (the top two boards and Julia Volovich's game).

Thirteen players started above the McMahon bar and it was likely that the large Russian contingent here would dominate. Indeed it was two

Russians, five-time winner Natalia Kovaleva (5d) and 2014 winner Dina Burdakova (5d), that ended the first day unbeaten. On the Sunday morning it was Dina that won their clash and she was expected to end unbeaten.



Dina Burdakova
European Women's Champion

Russian teenager Virzhinia Shalneva (3d) lost to Dina in round three, but beat Natalia in round 5. She held on in the last round against Olesia Malko (1d Ukraine) to end on five out of six. The last round upset was Dina's loss, by 7.5 against Milena Boclé Reznikoff (2d France), so she too ended on

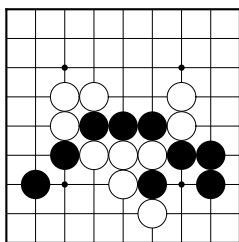
five. Ending on four were Natalia, Milena and Anastasia Khlepetina (1d Russia). The places were split by SOS as follows (with anti-cheating checks not finding anything adrift), making Dina Burdakova the champion for the second time – congratulations to her!

1. Dina Burdakova (5 wins, SOS 23)
2. Virzhinia Shalneva (5, 19)
3. Natalia Kovaleva (4, 22)
4. Anastasia Khlepetina (4, 21)
5. Milena Boclé Reznikoff (4, 20)

Top-graded UK player was Alison Bexfield (1d) who beat Lisa Meyer (1k Austria) and Alina Jakimova (1k Russia), but lost four, including to Manja Marz (3d Germany) in the last round. Lea Wong (4k) beat Mariia Chernova (5k Ukraine), Elizaveta Antonova (3k Russia) and also Alena Jakimova. The star at the lower end of the draw was our own Julia Volovich (13k), who was the only player to win all six games, including a last round win by 2.5 over Elfia Khodzher (13k Russia), who had won four games.

□

JOURNAL PROBLEM 5



Black to play

GO CLUBS

Andrew Ambrose-Thurman

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Coping during Covid

When the first lockdown started in early 2020, it had a profound impact on the many Go clubs that form the backbone of Go playing around the UK.

A lot of Go players are used to meeting in a club of one kind or another – whether that’s a group of friends playing casually from time to time in each other’s houses, or a more formal organisation with membership fees hiring a room each week, or somewhere in between. Online Go playing has been becoming increasingly popular over the last decade, but for many people their club was where they played most often.

The pandemic swept that aside, and – in common with many companies, organisations, and other groups – clubs had to work out how best to survive in this period of change.

During the summer we surveyed the organisers of different Go clubs to see how they’ve been coping – and while some clubs have been doing worse than others, there is some definite hope for the future.

Of the clubs that responded, 43% have already started meeting again in person.

53% said that they have been meeting online as a group during the pandemic, and there were several positive comments regarding online club meetings – one person said that they had seen better attendance when online, and another said that they were in no hurry to go back to face-to-face playing, as people preferred to not have to travel. A group of Welsh

clubs have got together to meet online jointly. Several clubs said that – going forward – they were planning to use a hybrid model, with a mixture of online and in-person playing.

58% of the clubs that told us about their player numbers said that they’ve seen similar or increased numbers of players. These were not always exactly the same people as they had before. Sometimes, for example, previously regular players did not want to move online and sometimes people from a wider area either found their local club for the first time over the internet, or found it easier to make it to meetings when they didn’t have to leave the house.

Some clubs said that they had seen an increase in new people reaching out to them about face-to-face meetings since the easing of restrictions earlier in the summer.

While some clubs have seen an improvement, it’s important to remember the clubs that haven’t managed as well over the past couple of years. 17% of clubs that replied had sadly had to close (although some were closing for reasons unconnected to the pandemic, such as people moving away), and another 7% both hadn’t been meeting online and felt that they were not yet ready to start meeting again in person.

42% of the clubs that told us about their player numbers said that they’d seen a drop in numbers – sometimes quite dramatically. While this will include people who have drifted away, or who don’t play online and are hesitant to return in person, there were also many clubs who had lost

players to Covid-19 – and the toll from this will be felt by many in the Go community.

The statistics have been mixed – with some hope for the future, but also a warning that we need to support clubs through these difficult times. If your club has been having problems, the BGA is here to help you (see below).

The statistics also don't include some clubs that we've been struggling to get in contact with. If you haven't been in touch with me over the past few months, we may not have the right contact details for you! Please drop us an email to clubs-chair@britgo.org to let us know how you're getting on, and what the BGA can do to help.

If you're not a club organiser yourself, and would like to help, why not seek out your local club in the BGA Clubs Directory (see below)? You can also ask the club organiser if there's anything you can do to help make their job easier! You could even check whether there's a club near where you're staying, whenever you're away from home.

The BGA Clubs Directory

Several clubs have changed their details over the past couple of years, and we've been trying to tidy up the list of Go clubs on the BGA website to make sure it's accurate.

This is a work in progress – and it can't happen without help from people like you!

If you run a club, or play in a club, please take a minute to go to www.britgo.org/clubs/list and see if the details match what actually happens – if not, let us know and we'll update it.

All types of Go club are included – from large to small, informal to

formal. A lot of new players find their local club via the BGA website, and if the details are wrong they could turn up to the wrong place, or write to an email address that no longer exists. (People do get in contact with the BGA from time to time to say that they've been wanting to learn Go, but can't get hold of their local club!)

We're planning some changes behind the scenes for the clubs list, including better ways to link to things like your website, Facebook group, Twitter feed, etc. We'll also be adding information about clubs that meet either only online, or hybrid clubs that have some meetings online and some in person. If you've got any suggestions for what you'd like to see from the clubs list, do get in touch (clubs-chair@britgo.org).

A few clubs have been removed from the club list because they appear to no longer be meeting. Please let us know if your club has been removed by accident!

What the BGA can do for your club

Club organisers put a lot of effort into running their clubs, and the BGA is here to help.

At a recent Strategy Day the BGA Council discussed the range of things that different clubs would like, and the best way that the BGA can support them in the things that they do. This was based on feedback from a survey that was sent out to club organisers, and we concluded that an 'a la carte' offering would be the best way forward – letting you pick which of the BGA's services make most sense for your club. Some of these will require something back from you, but they'll be tied to specific services so it's clear and transparent

what you need to do and what you get in return.

We're planning to bring out a document in the coming weeks with more details, so please make sure that your contact details are up to date so you don't miss it. Some of the benefits will include (amongst others):

- A reopening grant to help with costs when restarting after the pandemic
- Listing on our website
- Promotional materials
- Loan of equipment, for tournaments and for new clubs
- Help with recruitment events and teaching events
- Public liability insurance
- A visiting teacher scheme
- Help, advice, and support

What club organisers can do to help the BGA

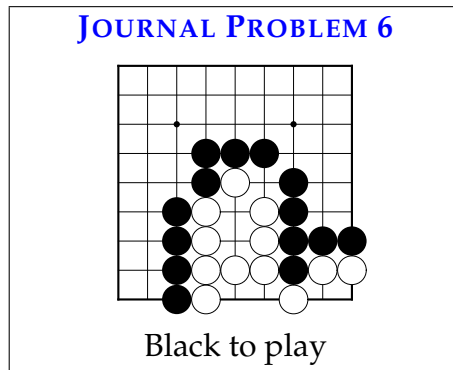
The BGA is run by volunteers, just like you. Over the coming months we'll be looking for people to help us make things better for clubs.

An example is the Club Organisers' Handbook. This is the BGA's How To guide for running a club, with a lot of useful information covering subjects such as how to start a new club, how to teach beginners, ideas for publicity, and tips on running things like competitions and teaching events.

It was last revised in 2010, and there are several parts that are now out of date. There are also large gaps in the Handbook – for example around running online meetings. Over the next few months we'd like to look into revising it.

Would you be interested in getting involved with this? If so, please get in touch.

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GO JOTTINGS 18

THE ART OF SACRIFICE: A BIGGER PICTURE

John Tilley

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In the last BGJ I rather optimistically wrote that "I wanted to look at just what 'sacrifice' could cover" and so the pile of books on my desk has been topped by several books on sacrifice stones for quite some time.

Sacrifices can occur on both a local and a global level, the significant difference is that in a local position you are adding stones and also sacrificing some; but on a global level you are looking at the strength and weaknesses of existing stones and groups and deciding what must be kept and what can be discarded.

On global sacrifice Mimura (9p) says: "It is said that there is a rule of thumb that if you have mastered the art of sacrifice then you are an expert dan. It is true that kyu players seem to be unable to sacrifice stones, and they try to run away with unrescuable stones."

First, here is a text-book example of sacrifice at a local level.

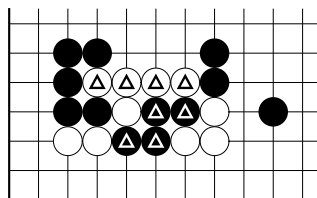


Diagram 1
Black to play

Black's four stones have just two liberties and White's have three liberties, so Black needs to do something special. There is a sacrifice technique for Black to gain a liberty in sente.

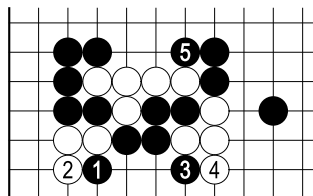


Diagram 2

Black starts by playing the two hane of ① and ③, White answers and then Black can start the capturing race with ⑤.

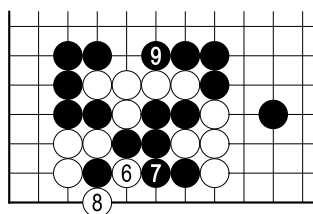


Diagram 3

White now needs to make two moves to capture ① and so Black will win the capturing race; by sacrificing ① Black has gained a liberty.

If this is new to you then set the position up on a board and play through it and count the liberties of each group move by move.

Local sacrifice of stone(s) can be used to:

- Capture enemy stones
- Connect your stones
- Create thickness
- Make sabaki¹
- Life and Death
- Gain points in yose
- Win semeai (fights)

and there are a number of tesuji that are used to achieve these aims.

If you want an introductory refresher on local sacrifice then Tony Atkins wrote an excellent five-page article on the "throw-in" (a sacrifice tesuji) in [BGJ 192](#), which is well worth re-reading.

I wrote on sacrificing just one stone in Go Jottings 3 ([BGJ181](#)) and two stones ([BGJ182](#)) in Go Jottings 4. During the summer I was looking for a book on sacrifice that was "different" and found this:

捨て石 集中講義 (Sacrifice Stones – Intensive lectures)

It was on Amazon Japan and well recommended, so I tracked down a second hand copy. It is also available as a PDF.

三村 智保 (Mimura Tomoyasu) is a Japanese professional 9 dan, aged 52. He has a Youtube channel, blog and has written several well received books.

Mimura's book starts with "What is Sacrifice" and then over seven chapters he presents 36 full board problems. Chapter 8 then covers

sacrifice tesuji and Chapter 9 presents 12 full board problems to see if you have understood everything.



Mimura Tomoyasu

Note that nearly all the problems are full board problems, so Mimura is writing about sacrifice on a global scale – the strategy of sacrifice.



Sacrifice Stones – Intensive lectures

¹Sabaki: Light play; disposable stones. See www.britgo.org/general/definitions.html and www.britgo.org/bgj/glossary.html for the the definitions of Japanese Go terms.

In the Introduction, Mimura wrote “I had never thought about why it was a good idea to throw away stones. So, in preparing this book, I thought carefully about the question, “Why do we throw away stones?”

The answer to this question comes down to one phrase: “We throw away stones because it is more profitable to do so.”

Stones that can be discarded:

1. Throw away stones that are not wanted.
2. Discard stones that should not be saved.
3. By sacrificing stones, you can improve the shape of your own stones.

Note: books on sacrifice tactics always translate “sute-ru” as “to sacrifice” and “sute-ishi” as “sacrifice stone(s)”.

捨てる = suteru
捨て石 = sute-ishi

The word “suteru” can also be translated as “throw away” or “discard” or “abandon”. I chose to translate it as “throw away” and “discard” in the list above in an attempt to distinguish between local and global sacrifice considerations.

Mimura Advice 1

“Throw away stones that aren’t wanted”

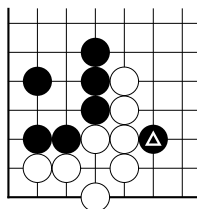


Diagram 4

White is alive here, so the Black stone – Mimura calls it a “not wanted stone”. This is a textbook example of such, an isolated stone or stones clinging to a strong position. Remember – “throw away not wanted stones”. Do not attempt to rescue it/them!

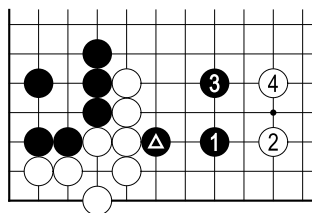


Diagram 5

In spite of this, Mimura says that there are many kyu players who will try to rescue \triangle by playing 1.

They probably don’t think about what will be gained by playing 1 and 3, which creates a weak group. Please don’t do this.

“If a stone(s) is attached to the opponent’s strong stone, it will only be attacked more severely if it escapes, and nothing good will come of it.”

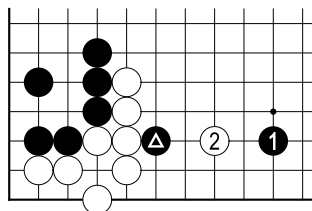


Diagram 6

This diagram is bad for both.

Black should not even play at 1 here – it’s too close to White’s strength and attempts to rescue an unwanted stone. It is important to realise that 2 is also

a bad move – again it’s too close to White’s strength and it is attacking an unwanted stone. In summary – don’t rescue unwanted stones but don’t attack them either.

Mimura Advice 2

“Discard stones that should not be saved”

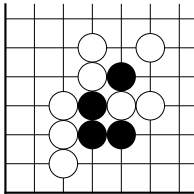


Diagram 7

“Discard stones that should not be saved” – namely the three Black stones here. Note that White is really strong and Black is outnumbered, four stones to White’s eight. “It is very important to get rid of unwanted stones as soon as possible.”

However some players will start by playing Black 1 and 3, in a misguided attempt to save these three stones. Crawling along the second line like this is a huge loss for Black; White’s central influence is really big.

“You should throw away the stone(s) without regret, and take care of the situation while the damage is small.”

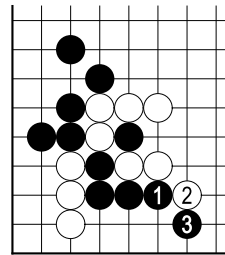


Diagram 9
A different situation

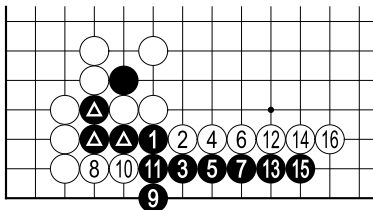
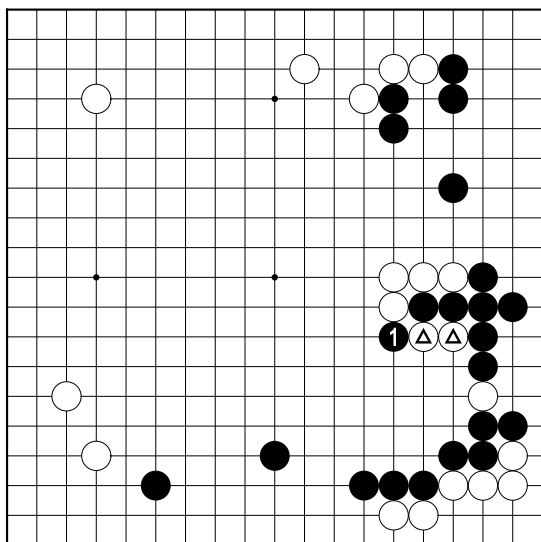


Diagram 8

Now Black’s three stones are cutting stones and this makes the position quite different, so Black should play 1 here. White’s three corner stones are now in trouble.



This is the first of two full board positions from Mimura's book. Black has cut with ❶; how would you respond as White?

Black's stones in the lower right corner, some 14 in all, are strong stones. White's two marked stones are weak so I think you already know what White's next move is.

One moment though! What do you think of Black's move ❶?

Diagram 10
Position from an amateur game

Well, this cut ❶ is a bad move; Black is attacking two stones that White doesn't want. (I found this quite an eye opener.) This is a key point so we will come back to it later.

White welcomes Black's cut, as the next diagram shows.

White is relieved that Black has cut with ❶. White can force with ❷ to ❸ here and be very satisfied with a good shape.

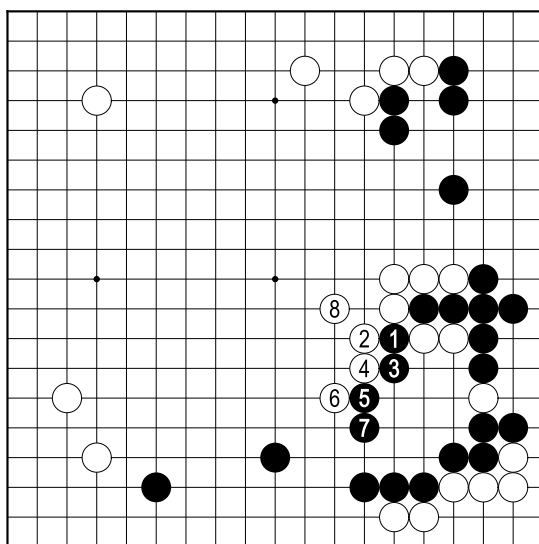


Diagram 11



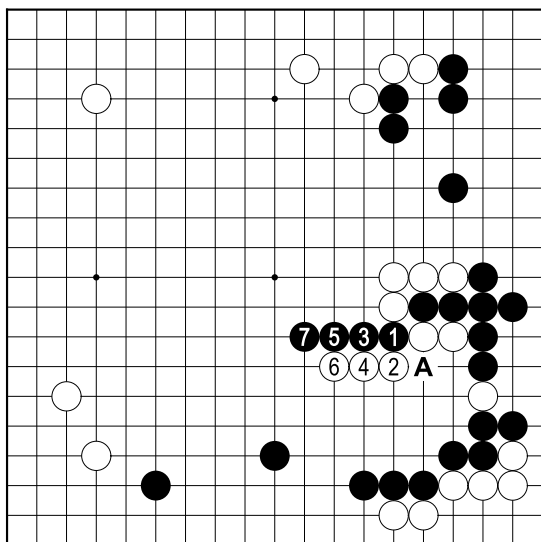


Diagram 12

White must not try and rescue these two stones; playing ② here is reckless and a big mistake. After ⑦ there is still the cut of A and White has been busy creating weak groups in gote.

Remember, the cut of ① was a bad move, but if White falls into the trap of playing like this, then Black will get away with making bad moves. There are some key lessons here!

Always look at the whole board: it is not always a case of “cut first think later”!

White’s six stones are all weak; don’t play in contact with stones you want to attack. Remember, a direct cut is not necessarily a good move.

Black should have played on a large scale and attacked all the White stones with ① here.

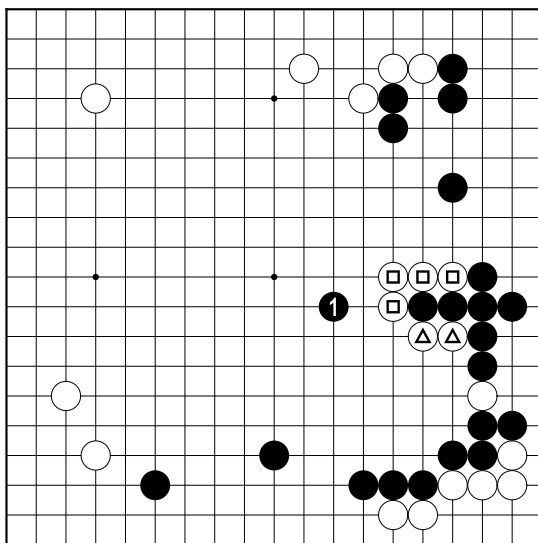
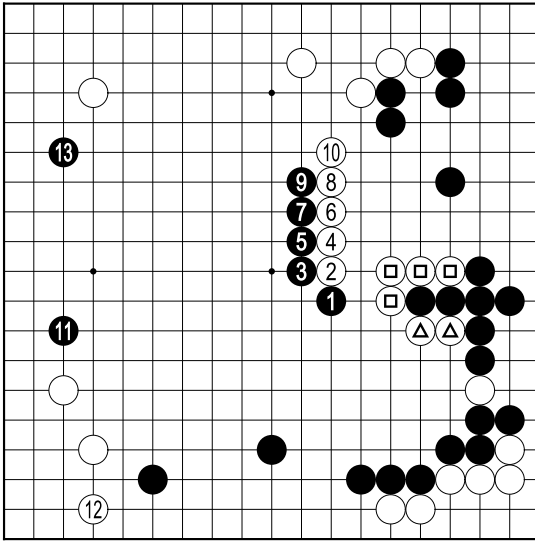


Diagram 13

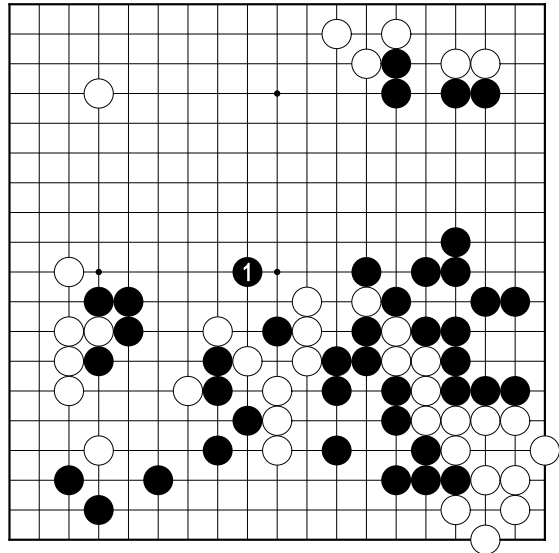


White can't afford to lose these stones (imagine the size of Black's territory if they were all captured) and so plays ② in contact with Black's move ① and continues with contact moves to ⑩.

Black has easily built a magnificent wall and can now force with ⑪. White must answer as White's corner has become thin and then with ⑬ Black will be very happy.

A fascinating problem.

Diagram 14



Black, Rin Kaiho 9p, has just played ① so it is Mimura's turn to play.

"White is in a difficult position, so we will get out of our predicament by changing our way of thinking."

Diagram 15
Professional game example -
the second of two full board examples



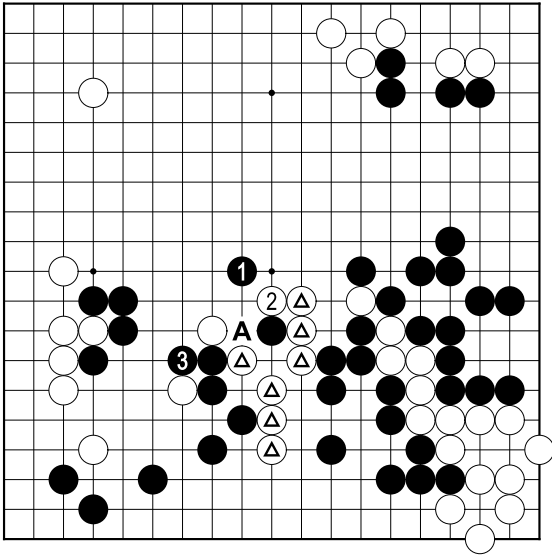


Diagram 16

“If you play ② to prevent the cut at A then White’s seven stones will not be captured for the time being, but the outlook for White is not that good.

Let us look at what would follow after ① to ③.”

White seems to have no choice after ③ but to run away with ④ and ⑥.

Black can build thickness at the top by forcing with ⑤ and ⑦ and then attack with ⑨ and after ⑮ there seems to be not much hope for White.

Mimura offers no further comments here – but White’s central group is still thin and Black has a large amount of territory in the top right.

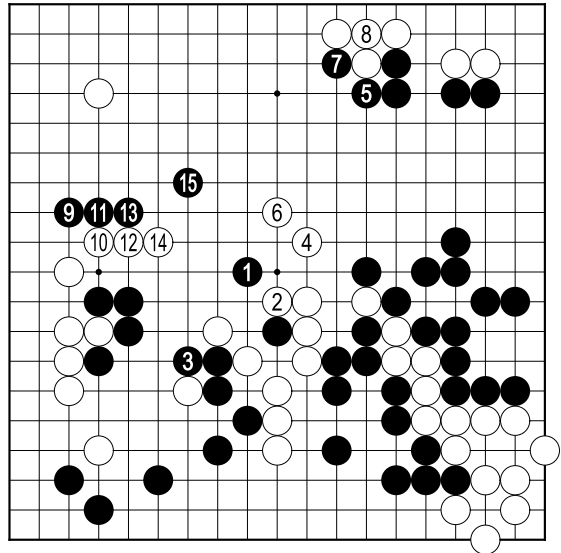


Diagram 17

Amateurs probably wouldn't think of sacrificing White's seven stones – it is hard to do. "Don't be fooled by the number of stones."

② here allows Black to cut with ③, but White can now make a large dent in Black's lower side with ④ to ⑯. The loss of White's marked stones is large, but White's position on the left side is now also large and the situation is much more hopeful than in the previous diagram.

Note that Black would make a double empty triangle here, so it is probable that Rin would have avoided this variation!

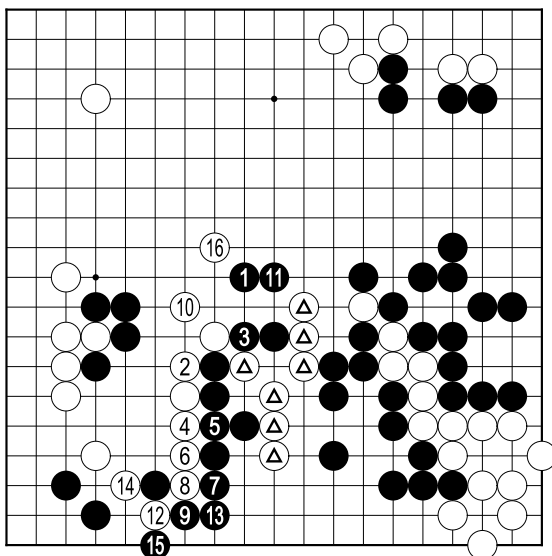


Diagram 18
Sacrifice technique -
the suggested way to play

Just for reference, Mimura gives a list of stone(s) that should probably not be discarded.

- Cutting stones
- Stones that take away the opponent's base
- Stones that would give the opponent an ideal shape, if captured, such as a ponnuki

Further highly recommended reading: in "Otake's Secrets of Strategy", published by Hinoki Press, Otake (9p) gives three example games where the strategy of sacrifice is key. "The best way to take advantage of that stone(s) is to give it as a present to the opponent". I like those words.

Some Go books use the terms "junk" stones and "key" stones.

カス = kasu = junk or dregs

カナメ = kaname = pivot or key

Both terms are usually written in katakana. You might have noticed that Mimura's book has a marketing navy coloured wrap around it and the blurb is about "junk stones". In the book Mimura doesn't use the term, he wants you to think for yourself: do I want this stone(s)?

Conclusion

This is the end of my review and the material that I have used from Mimura. I think this starts with some fairly easy concepts, but the two full board positions I chose are hopefully food for thought. Did you realise that the Black cut of ① in Diagram 10 was a bad move? Did you think of the sacrifice in the Rin-Mimura game? ▷

The PDF can be bought and downloaded from Mynavi Books in Japan for Yen 1408, which is about £9.25:

<https://book.mynavi.jp/ec/products/detail/id=22334>.

Should you buy this PDF? The content is excellent, but it is in Japanese. The price is fair and on the plus side the correct diagram in each problem has a smiling face next to it and the bad sequences a sad face. There is a summary caption for each diagram, but it needs a fair degree of Japanese to read all these.

You can't "select-copy-paste" the text from this PDF directly into a translation engine, but if anyone is interested in techniques for accessing Japanese Go book PDFs please contact me directly.

A word of warning – there are several hundred very interesting Go books on this site. Don't get carried away!

The authors of the six books that I now have on sacrifice all write about its importance.

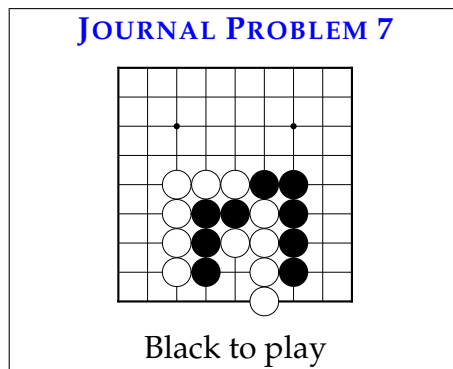
Iwamoto (9p) says in his book on tactical sacrifice "Would it sound strange if I told you that the first secret to becoming good at Go is to learn how to sacrifice stones without hesitation?".

Sakakibara (9p) includes tactical sacrifice as the second of the five areas that amateurs must focus on to reach 1 dan.

Sakata (9p) writes on global sacrifice "we need to be able to make a number of decisions about what to throw away." "This can be a headache for those who don't want to throw away their stones; however, this is an essential skill for moving on to more serious games."

Photo Credits: Mimura Tomoyasu – Nihon Ki-in.

□



THE SLOW WAY WEST: OR HOW BADUK TRAVELLED FROM CHINA TO EUROPE – CHAPTER 5

Theo van Ees

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This is the final part of the series that started in [BGJ 193](#), Autumn 2020. It is based on an article written for Myong-Ji University, Korean baduk university, in 2005, adapted for the British Go Journal.

First steps: 1875–1900

It would be very interesting to set the developments in the playing of baduk against the social economic history of the Far East in this period – the forceful opening to Western trade of the, till then, isolated countries of China, Korea and Japan. Japan quickly modernised in what is known as the ‘Meiji Restoration’ and in China and Korea also new developments took place. But I will not go into this and instead concentrate on Europe.

This section of the history of baduk in Europe is particularly significant. In a few years, knowledge of the game passed from prehistory to history, from undefined information to games correctly played. But the spread of baduk in Europe did not make it a popular game.

In approximately the same period, another Japanese game became popular in several European countries under the name of Gobang or Go-Bang. It is uncertain whether the popularity of this game helped or hindered the spread of baduk. The main advantage of Gobang being widely played was that the game set could be used for playing baduk too.¹

I will follow the traces of the game in England and above all Germany. In England the game did not develop

continuously and was only played in a few family circles. The German development started in Leipzig and soon reached Vienna and other towns. Baduk material and literature could be found on sale. Most of these early centres, however, disappeared too in the following years. Other countries were yet less relevant.



Herbert Giles

Herbert Allen Giles (1845-1935) was one of the greatest experts in Chinese language and culture of his time. His knowledge of China came from his studies and personal practice in the

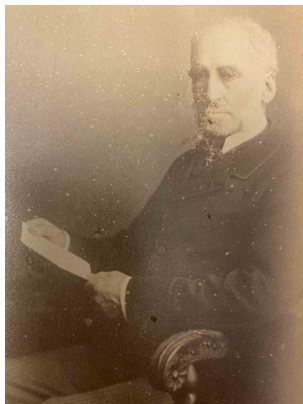
¹Pratesi, Franco *Eurogo: vol. 1 - Second edition*, Roma: Aracne, 2004, 72-75.

British Consular Service, from 1867 to 1892.

Giles earns the great merit of bringing the first description for correctly playing the game to Europe in 1877. Unfortunately, his description was at that time not easily available, even though he published it twice; in a journal,² and in a miscellaneous collection of his studies.³ Giles not only gave us the first satisfactory description of Wei-chi, but he also explained why travellers and merchants had not previously been capable of learning and explaining the game, namely because of the language.⁴

It is a pity that Giles could not publish everything he had written on the topic. A manuscript on Wei-chi is kept in the John G. White Collection of the Cleveland Public Library (which is the richest collection of chess literature in the world) and was only recently discovered.⁵

Edward Falkener (1814-1896) was a well-known architect and a board game specialist. The game of Wei-chi was of course present in his book on unusual board games of ancient and oriental civilisations.⁶ We find in his book a photograph of a Japanese traditional baduk set, something not known in Europe. He not only provides general information on the game and its rules, but also inserts the score of a played game.



Edward Falkener

The game is Li Haimen vs Qian Gongnan and can be found in the GoGod collection; the approximate date is 1850.⁷ Li Haimen (aka Li Zhanyuan) was good enough to play even games with Zhou Xiaosong, who was on a par with his contemporary Honinbo Shuwa. In modern terms he would be about 7-dan professional. This game is one of the first to be published in Europe and the first in English.



²Giles, Herbert A. *Wei-ch'i, or the Chinese game of war*, Temple Bar, 1877, Vol. 49, No. 194, 45-57.

³Giles, Herbert A. *Historic China and other sketches*, London: Thos. de la Rue, 1882

⁴Ees, Theo van *The slow way West Chapter 1*, British Go Journal, 2020, No. 193, Autumn, p. 29.

⁵Pratesi, Franco *Pioneer of go*, British Go Journal, 1999, No. 117, Winter, 6-7. The manuscript is recorded in the Library catalogue as: Giles, Herbert Allen, 1845-1935. *Game of go*. [188-].

⁶Falkener, Edward *Games ancient and oriental and how to play them*, London: Longmans, Green and Co., 1892, 239-250 (XXIII. The game of enclosing); illustrations: opposite p. 239, 262, 363.

⁷GoGod is a huge database of games in sfg format, and an Encyclopaedia.

The name of **Eugenio Zanoni Volpicelli** (1856-1936) is known among historians of board games thanks to two pioneering English articles that he published in Shanghai. The first deals with Chinese chess and the second contains one of the earliest descriptions of Wei-chi in a European language.⁸ The article, published in 1894, has no fewer than 28 pages. He provides a lot of examples of eye shapes and life-and-death positions, ending his description with an example of the Chinese counting method.



Eugenio Volpicelli

This work has a remarkable historical value. It appears to be compiled from Chinese sources, independent of the previous description of 1877 by Herbert Giles. It is also entirely independent from the fundamental German articles published in 1880-1881 by Korschelt, based on direct experience of Japanese Go. Volpicelli was a scholar and writer of many books on oriental politics and culture. Most of his life he was in the Italian diplomatic service in China. After

his career, he studied medicine and Buddhism: he died in Nagasaki, Japan.^{9,10}

The most important developments concerning the spread of baduk took place in Germany. Here the seeds for future growth were planted.



Oskar Korschelt

Oskar Korschelt (1853-1940) is one of the most important contributors to the spread of baduk in Europe. After the opening of Japan, many scholars from the Western world were asked to contribute to the necessary modernisation. Korschelt was one of them; he lived in Japan for about ten years. He published several scientific papers and also about baduk. His work was published in 1881 as four consecutive instalments in a scientific magazine,¹¹ and reprinted in the same year as a book with the title *Das*

⁸Volpicelli, Z. *Wei-ch'i*, Journal of the North-China branch of the Royal Asiatic Society, 1891-1892, Vol. 26, 80-107.

⁹Pratesi, Franco *Unmasking an Italian chameleon*, British Go Journal, 2000, No. 118, Spring, 14-16.

¹⁰Paratico, Angelo *Eugenio Zanoni Volpicelli: an Italian Sir Edmund Backhouse?* A paper read at the Hong Kong Branch of the Asia Society on October 8th, 2013. www.gingkoedizioni.it/eugenio-zanoni-volpicelli-an-italian-edward-backhouse/.

¹¹Korschelt, O. *Das Go-Spiel*, Mittheilungen der Deutschen Gesellschaft für Natur- und Völkerkunde Ostasiens, 1881, Heft 21, September 1880, 12-20; Heft 22, December 1880, 54-71; Heft 23, März 1881, 118-119; Heft. 24, Juli 1881, 159-165

Japanisch-Chinesische Spiel Go.¹² This publication is a historic event in the world of Western baduk because it is the first baduk book. Korschelt states that the reason for his learning the game of baduk was a serious illness that left him bedridden for a long time during his stay in Japan. On this occasion he was able to read a description of the game.

It is noteworthy that Korschelt looked for a baduk master. He got help from the strongest Japanese baduk player of the time, Murase Shuho, who in 1886 became the 18th Honinbo. As a consequence, he learned the elements of the game relatively fast, and when he decided that baduk was worthy of being known in Europe, he published a work that was far more advanced than a beginners book. Shuho allowed him to use parts of a not yet published book on openings, *Hoen Shinpo*.¹³



Murase Shuho

The examples and the commented games were the most advanced possible at the time! It is thus not

surprising that this work was the basis of other baduk handbooks, such as the first baduk book published in the USA, which, by the way, is still in print.¹⁴ Korschelt's book was translated in English after 85 years in 1966 and it also is still in print.¹⁵

Back in Germany he was not particularly active in spreading baduk among the Germans: other people used his writings as a starting point for this. However, we can still find his name listed as subscriber to *Deutsche Go-Zeitung*, in 1919.

Korschelt's hometown of Leipzig soon became the centre of remarkable baduk activity. As soon as Korschelt's book was published, **Richard Schurig** (1825-1896), a teacher of mathematics from Leipzig, critically examined it. Accustomed as he was to write didactic texts, he concluded that the description offered by Korschelt was too difficult for a beginner and a simplified version had to be compiled.

Schurig's simplified booklet was published in 1882 and reprinted several times.¹⁶ The fact that two editions of his baduk booklet were published in 1882 is a clear proof that it was welcomed by readers. His publisher offered two or three baduk sets of different value for sale. One of those, the cardboard game set, from the collection of Ger Hungerink is shown here.

¹²Korschelt, O. *Das Japanisch-Chinesische Spiel 'Go': ein Concurrent des Schach*, Yokohama: Buchdruckerei des 'Echo du Japon', 1881

¹³Fairbairn, John *New Ways in Go: a complete translation of Honinbo Shuho's classic Hoen Shinpo*, London: GoGod, 2013. E-book, available from [SmartGo Go Books](#).

¹⁴Smith, Arthur *The game of go: the national game of Japan*, New York: Moffat, Yard and Company, 1908.

¹⁵*The theory and practice of go* by O. Korschelt, Rutland; Tokyo: Charles E. Tuttle, 1966.

¹⁶Schurig, Richard *Go: das Nationalspiel der Japanesen*, Leipzig: Verlag von Moritz Ruhl, 1882, 16 p.



Schurigs' game set.
(Photo: Ger Hungerink)

His introduction was also printed in instalments in the *Deutsche-Schachzeitung*, the best known chess journal of Germany.¹⁷ Thus, some baduk knowledge reached groups of chess players everywhere in Germany. In 1888 other articles were published by Schurig¹⁸ and a third enlarged edition of his booklet appeared.¹⁹

Another remarkable event was the introduction of baduk in Anton's encyclopaedia of games, published in Leipzig.²⁰ The game of baduk was included in the treatise, starting with its 4th edition of 1884. Seeing six pages devoted to baduk in this well-known book on various games may seem small progress, but we should not forget that in many countries this did not occur until almost a century later. The text and diagram are taken from the article published earlier by von der Gabelentz.²¹

In Leipzig, Schurig got help from a group of Japanese students, especially one called Miura. A teaching game played by him with a Leipzig player was published in most of Schurig's

editions. Miura gave his opponent 11 handicap stones, but lost the game by 29 points.

Around that time a group of players in Leipzig was formed around Schurig. This group can be considered as the first baduk club in Europe. All the facilities that can assist the growth of a baduk group were present: the presence of experts of Oriental languages and culture, easy access to the chess environment, easy access to schools and universities, baduk sets available, a baduk manual printed and locally on sale, Japanese visitors ready to teach, articles in the local press, and description of baduk in a games book. It is a pity that the roots of the game were not strong enough in Leipzig: within a couple years the club disappeared.

Conclusion

Just before the beginning of the 20th century, baduk was introduced as a new board game in Europe. Not much information is found about the pioneers of European baduk, except for some small mentions in early baduk literature. The first to give a full description of the game was a renowned scholar of Chinese culture, Herbert Giles. His task was hard, as Wei-chi was the game of educated people, who could not be expected to learn barbarian languages or to deal with foreigners. Eventually, Giles was able to learn the game; however, his activity was not enough for a

¹⁷Schurig, Richard *Das japanisch-chinesische Go-Spiel*, *Deutsche Schachzeitung*, 1882, Jhrg. 37, No. 7, July, 193-201; No. 8, August, 236-241; No. 9, September, 272-277.

¹⁸Schurig, Richard *Das Go-Spiel*, *Illustrierte Zeitung*, 1888, No. 2355, 18, August, 176-177.

¹⁹Schurig, Richard *Go: das Nationalspiel der Japaner*, Leipzig: Verlag von Oskar Ruhl, 1888, 44 p.

²⁰Anton, Friedrich *Encyklopädie der Spiele*, 5, Auflage, Leipzig: Verlag von Otto Wigand, 1889, 223-229 (entry: das Go-Spiel).

²¹von der Gabelentz *Das Go-Spiel*, *Illustrierte Zeitung*, 1882, No. 2031, 3, June, 462-463.

significant spread of the game outside his family.

Oskar Korschelt learnt the game from the strongest Japanese master of the time, and wrote a concise but complete description of baduk. The next pioneer was Schurig, in Leipzig, who published several editions of a beginner's booklet and probably started the first baduk club.

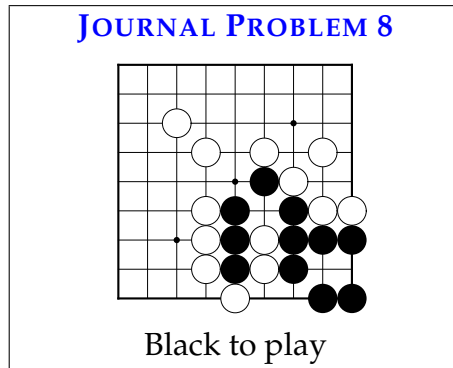
Besides the writings of these pioneers, there appears to have been success both in publishing articles and reports, and in manufacturing baduk sets in Germany. These first activities were a real start and a serious manifestation of regular play. However, in other European countries, the game of baduk did not

have an early literature and was often mistaken for another game that came into fashion at the time, Gobang.

I stop this article on the brink of the 20th century, a century which gave us an internationalisation of baduk competition with players in many countries, but only a modest growth in popularity of baduk.

In the 21st century there are spectacular developments, with computer programs based on Artificial Intelligence becoming stronger than humans and the introduction of professional players from Europe and America. I do hope the game keeps growing all over the world.

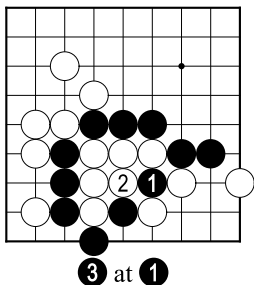
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SOLUTIONS TO THE JOURNAL PROBLEMS

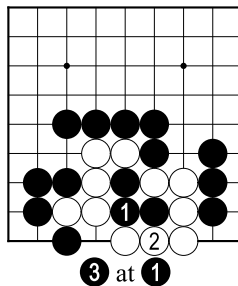
The SGF files for these problems are to be found at www.britgo.org/bgj/issue197.

Solution to Problem 1



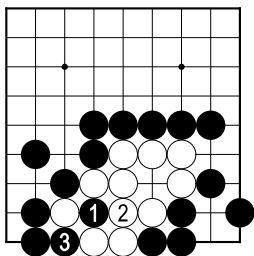
- ① Black throws in. White is in atari.
- ② If White captures to try to escape from the atari, she still has only one liberty.
- ③ Black completes the capture with a snapback.

Solution to Problem 3



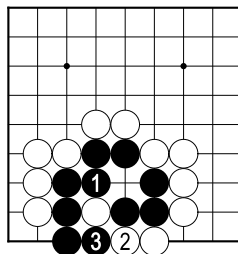
- ① This creates a killing shape.
- ② The capture doesn't help.
- ③ Black plays on the vital point to ensure White can only make one eye.

Solution to Problem 2



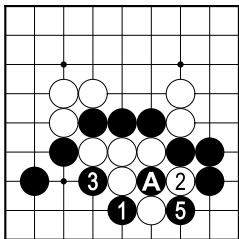
- ① Another throw-in.
- ② Playing at 3 would be self atari, but capturing instead doesn't help.
- ③ This makes the eye false.

Solution to Problem 4



- ① Black makes an eye.
- ② White can put the empty triangle in atari.
- ③ However, Black escapes from the atari and makes the second eye.

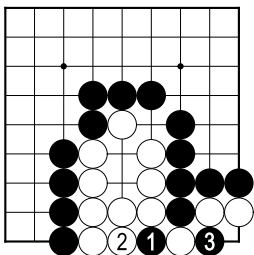
Solution to Problem 5



④ at A

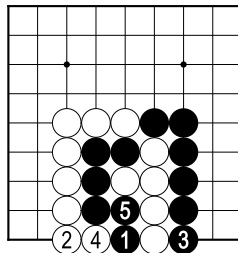
- ① The three black stones in the middle have only two liberties, so this atari is just in time.
- ② White escapes from the atari by capturing A.
- ③ Black squeezes – atari again.
- ⑤ White cannot gain liberties because of the edge and any atari plays are too slow.

Solution to Problem 6



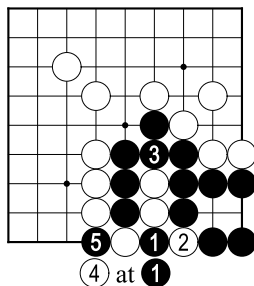
- ① Black prevents a white eye to the left.
- ② If this is at 3 instead, it is self-atari and Black captures at the right of 3.
- ③ After this, whatever White does the two eyes on the edge are both false.

Solution to Problem 7



- ① Black had fewer liberties but this prevents White from occupying one immediately while occupying one of White's.
- ② So White has to play a preliminary move, but is now behind in the race.

Solution to Problem 8



- ① Playing atari immediately at ③ and then at 2 would allow White to connect her stones. This sacrifice deprives White of a liberty at 2.
- ③ Now White will only have one liberty after connecting.

□

TOURNAMENT HISTORIES X: LEICESTER

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The first tournament held in Leicester was a five-round handicap event on 1st February 1976 held at the Telecoms Area Sports and Social Club. Winner of the top division of five was Mark Hollings.

The following year the British Go Congress was organised by Bob Woolley at Gilbert Murray Hall. There were 108 players, of whom T Mark Hall won the Lightning and M Nashiwa won the British Open.



Mike Harvey takes on Eddie Smithers in the 66 Club, 1983

In 1978 the Leicester Tournament format changed to McMahan and Adam Pirani won the event organised at 66 London Road by Jean Woolley. The entry fee was £2.50. The event continued, missing 1981, but the 1982 event was run on 4th July by Eddie Smithers at the 66 Club (named after its former address), which was now on the ground floor of BT's Albion House office block (since demolished) opposite the station.



Bird statues at Oakham School, 1989

In 1989 the club ran the British Go Congress again, but this time at Oakham School under direction of Eddie Smithers. Best of the 85 players was Piers Shepperson who won on tie-break from Matthew Macfadyen and Alex Rix.

Eddie continued as the main Leicester Tournament organiser for many years, but later other club members such as Richard Thompson and Peter Fisher ran the event. It continued up to 2004, but from 1991 had moved from Sunday to Saturday and had the new venue of the Church of the Martyrs in Shaftsbury Road in a residential area west of the city centre.



Macfadyen versus Roads, Oakham School, BGC 1989

A typical attendance was 56 in 1984, but 74 attended in 2000 and a record 91 in 1992 (at the height of the Furze Platt and Brakenhale School period). Multiple winners included Quentin Mills in 1982 and 1983, Simon Shiu in 1994, 2001 and 2003, Matthew Macfadyen in 1995, 1997 and 1998, and Des Cann in 1990, 1991, 1993, 1996, 1999 and 2000.

In April 2005 the club hosted the British again. The University's Stamford Hall was the venue for the 62-player event, run this time by Toby Manning.

Tony Goddard was the Open winner, with runner up T Mark Hall.



Stamford Hall BGC 2005



Tony Goddard (right) receives trophy from Toby Manning, BGC 2005

In Autumn 2006 it was decided to instigate the replacement East Midlands Tournament, so the local event would be the premier event for the area.

Ironically, shortly afterward the Nottingham Tournament restarted as an independent event, rather than being a host of the East Midlands by rotation.

The venue for the East Midlands was the conference room of Leicester's National Space Centre museum, which was used up until 2012. For 2013 and 2014 the venue changed to Thorpe Astley Community Centre in a western suburb of the city. Largest attendance was 61 in 2010 and the 2014 event, sadly the last, had 32. Jon Diamond won the event three times.

The Space Centre was used again as a venue in November 2016, but this time it was for the British Youth Go Championships, and the 44 children taking part were able to enjoy a quick look at the museum too.

The British Go Congress returned to the city in October 2021, with the new Novotel Hotel, in the centre opposite the former Central Station, being the venue for the first over-the-board event in the UK for 18 months.