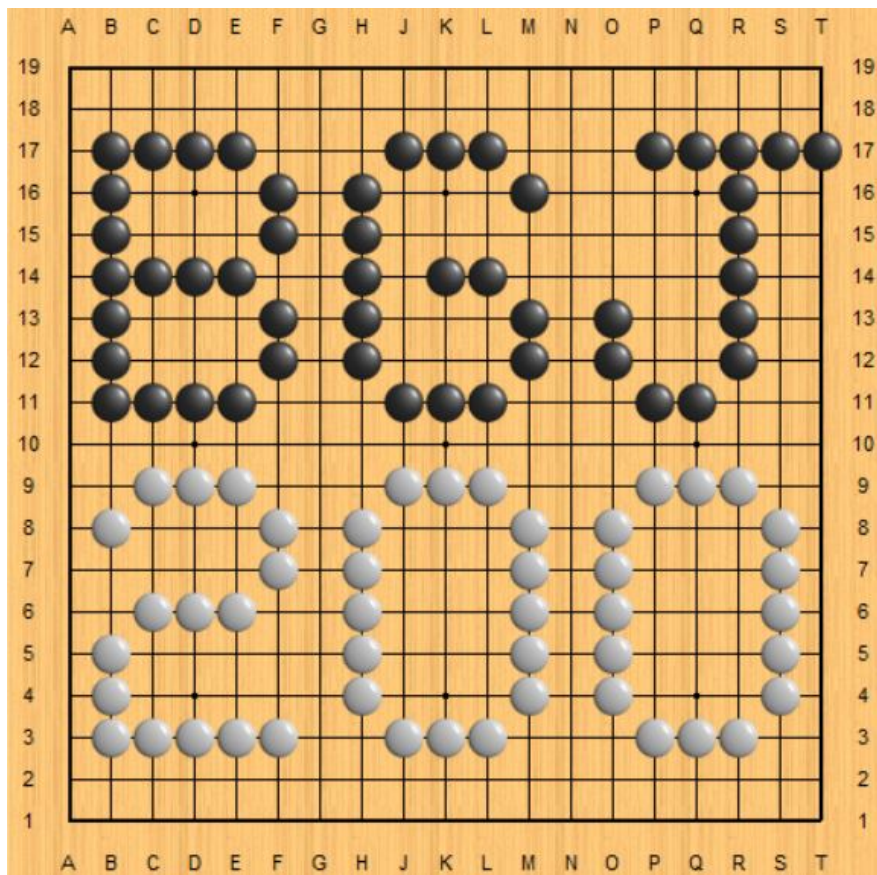


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EDITORIAL

journal@britgo.org

British Go Journal 200

It is a privilege to be able to present this landmark edition. I wonder what kind of lifespan Jon Diamond might have imagined for the BGJ when he started it in 1967, in spite, perhaps, of what seems to have been a degree of scepticism from BGA President, John Barrs. The BGA was a very much smaller organisation in those days, the availability of the instructional information needed by its members much less than it is today and the technology for producing the Journal was rather primitive. The Journal has necessarily evolved over 55 years in both the latter respects.

In these pages, in addition to our usual content, we have a number of items to commemorate past editions. There is an article celebrating the wonderful portraits of Go players by artist Jiri Keller, some of which have adorned the covers of previous BGJs and some of which have not been seen in the Journal previously. I am grateful to Richard Hunter for suggesting this article and tracking down the BGA front covers, and to Jiri Keller for the additional pictures.

Tony Akins has provided a history of the British Go Congresses that have taken place and been reported in the Journal over this period, and snapshots of the Journal covers at 50-edition intervals that demonstrate the evolution mentioned above. Tony, of course, has been one of the – no, *the* – main contributor to the Journal over the years. As far as I have been able to establish, Tony's first contribution was a report on the 1985 European Go Congress in [BGJ 66](#).

Our problem-setter has selected seven classic or historic problems from past editions. I have attempted a review of the past 200 editions that borrows heavily from the one written by Francis Roads for [BGJ 100](#). Besides being himself one of the main contributors to the Journal, Francis has taken on many roles for the BGA; he has now stood down as organiser of the British Pair Go Championships after the best part of 20 years – see the report in UK News.

John Barrs himself gets a mention in the article on Jack Good who, in 1965, wrote an article in *New Scientist* magazine at Barrs' request that seems to have led to a big surge in membership in the early days of the BGA. The Journal readily adopts Good's motto "If it's not checked, it's wrong", and I am once again grateful to our team of proofreaders for weeding out many errors before we go to print.

Last, but not least, by popular demand and with great thanks to Jochen Fassbender, there will be an index for editions up to (and including) BGJ 200, continuing from Jochen's [original index](#) for editions 0 to 112. It is too large to distribute in printed form and will be made available on the BGA web pages – more about this in due course.

Pat Ridley
August 2022

JUBILEE CAKES AT THE LEAMINGTON GO CLUB



Chocolate to play and not get eaten

Problem kindly contributed by Matthew Macfadyen.

The solution is at

www.britgo.org/files/bgjgames/Jub-probx.sgf.

Credits

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

Contributors: Tony Atkins, Richard Hunter, Jiri Keller, Matthew Macfadyen, Toby Manning, John Tilley and Colin Williams.

Photographs: 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.

PRESIDENT'S MESSAGE

Toby Manning

president@britgo.org



In the summer we have had a number of multi-day tournaments. I had the pleasurable experience of attending the Candidates' (held over three days), Durham and the Welsh Open in Barmouth (both two days), and I am writing this at the European Go Congress in Romania, where I will be spending 10 days; unfortunately the Cornwall Go Festival will not be taking place this year.

These events give a wonderful opportunity to socialise, and I find the evenings spent with other Go players are almost as enjoyable as winning some games; I can particularly recommend the barbeque hosted by the Ambrose-Thurmans at Durham. I am now looking forward to meeting many foreign Go players over the next few days, and I look forward to meeting many of you at UK tournaments during the Autumn.

The European Go Congress is rather smaller than in previous years, with only (!) 396 registrants from 33 countries. I know that some people were put off by its proximity to Ukraine, and also perhaps by the possibility of travel disruption, but there is no trace of the war here and I arrived with no problems. It is being held in a delightful small resort in the mountains, with opportunities for hiking, rafting, mountain biking or just relaxing with nice scenery for those who are not playing Go. It is interesting to note that 23% of the entry is female and 22% are under 16 (of course the female contingent includes some under 16s).

The event started off with the finals of the Pandanet Go European Team Championship. Up to the finals, this event is played online (with the UK team having been relegated from League B to League C), but the top four teams in League A play an over-the-board knock-out to determine the overall winner. There was extremely enthusiastic applause when Ukraine triumphed and took the cup, ahead of France, Czechia and Poland.

200 Issues of the British Go Journal

Elsewhere in this issue there are celebrations of 200 issues of the British Go Journal and here are my personal reminiscences.

The first Journal that I saw was No. 15 in 1971. It was in black and white, and was put together with the tools that were then available; there was no word processing or desk-top publishing.

In the 1970s Bristol Go Club was responsible for the editorship; as a member of the Club I was responsible for issues 31, 35 and 39. When I look back at them I am both pleased with the content and appalled at the layout; it is so much better now with modern publishing tools. The BGA records also show that I helped with issue 61,

when I was living in London, but I have no recollection of this.

But many others have made much greater contributions to editing the Journal than myself: most notable was the indefatigable late Brian Timmins, responsible for an amazing 47 issues, almost a quarter of the total.

□

~ ~ ~



Women of Britain say Go

This poster was on the wall of the then London Go Centre at Lambolle Place in 1978.

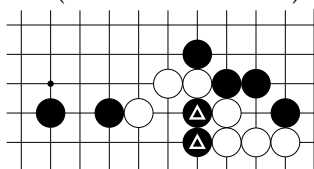
(Photo kindly provided by Jiri Keller. The poster is or was available from the [Imperial War Museum](#).)

BGJ PROBLEMS

Problems have spanned the previous 200 editions of the British Go Journal. Here are some classic and landmark problems from over the years (with some rotated and changed to Black to play). That from **BGJ 0** is the first ever problem and that from **BGJ 4** is the first with a diagram, rather than coordinates. That from **BGJ 20** is a classic ladder problem and that from **BGJ 57** is a classic shape problem. Problems **50**, **100** and **150** are from landmark editions of the BGJ.

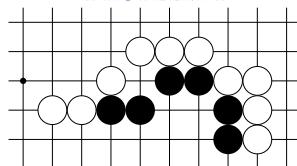
PROBLEM 0

“Bat b5 c2 c5 c8 c10 d3 d4 e5,
Wat b2 b3 b4 c4 c7 d5 d6”
– (shown rotated here)



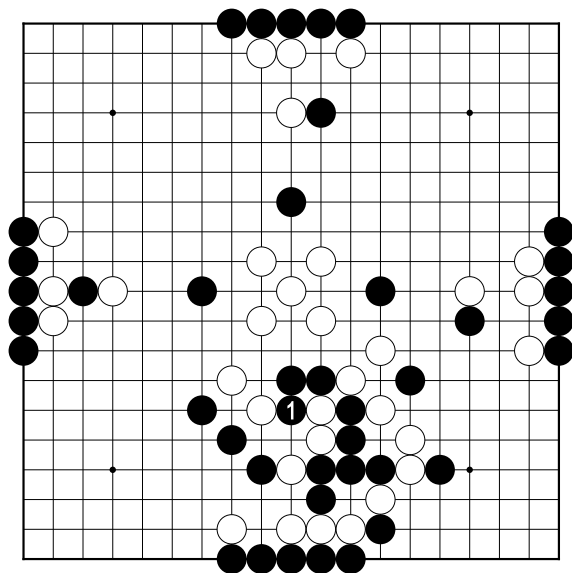
Black to play and save the triangled stones.

PROBLEM 4



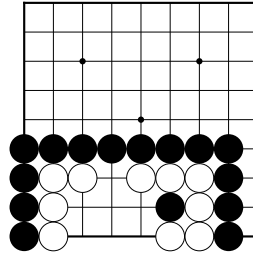
Black to play and live.

PROBLEM 20



The Spider's Web.
Can Black rescue two stones with ❶?

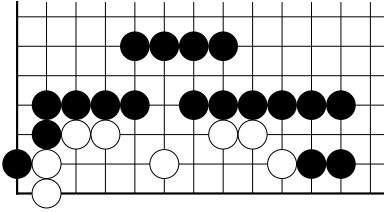
PROBLEM 57



Black to play and kill.

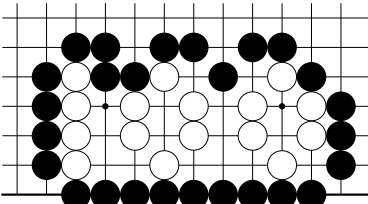
"There are some ways of killing groups which are so gut-rendingly exciting that, if you were actually to perpetrate one of them in a game it would keep you smiling for weeks. The first step toward doing this is to recognise the positions when they occur. This is one of them."

PROBLEM 50



Black to play and damage the white position.

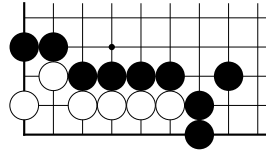
PROBLEM 100



Black to play and kill.

(Note the white shape, appropriate for edition 100!)

PROBLEM 150



Black to play and kill.

~ ~ ~



Cartoon first appeared in [BGJ 57](#).

GO JOTTINGS 21 – SHAPE TOPICS

John Tilley

john@jtilley.co.uk

In [BGJ197](#) I reviewed a book on ‘Sacrifice’ by Mimura Tomoyasu 9p and I noticed that he had written a best-selling book on ‘Shape’, so I bought it. However, I hit a wall almost immediately, as when I browsed the contents the first chapter was on ‘sakare gatachi’ and I couldn’t translate ‘sakare’ or initially find any reference. In fact, it means ‘split shape’.¹



Ishi no Katachi
by Mimura Tomoyasu

I then spotted a book on shape and efficiency by Yoda Norimoto 9p, so I bought that too and it also has a chapter on sakare gatachi!

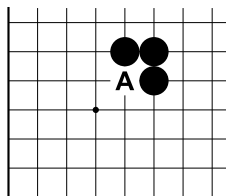
These two books both cover the obvious topics on shape and stone efficiency: hane at the head of two stones, empty triangle and ponnuki, and also the less obvious such as split shape. I am going to start with the empty triangle and then move onto sakare gatachi. These two topics are perhaps surprisingly in the first three topics in each of these two books.

The empty triangle? “You cannot be serious!”, I hear the cries, “We expected more for BGJ200”.

Hold on a minute. When two professional nine dans write best-selling books on ‘Shape’ and they each have a chapter on the ‘empty triangle’ maybe there is more to this than meets the eye.

The first three example problems that I have used are all from Mimura’s book. I will review the book in the next BGJ.

Part 1 – The empty triangle



Dia. 1

First a quick refresher: here is the empty triangle – these three stones have but seven liberties, the empty triangle reduces that from the maximum of eight.

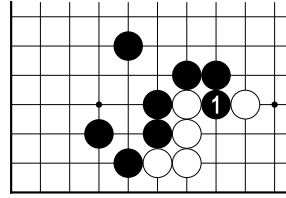
Remember this shape is only an empty triangle if there is no stone at A.

¹Note that gatachi is the combining form of katachi.

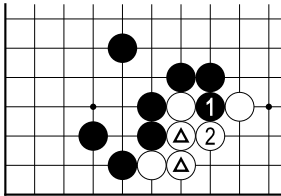
Problem 1

Black has just pushed with ①.

How does White reply?



Dia. 2



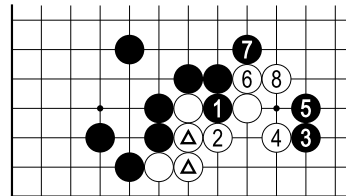
Dia. 3

This diagram shows the wrong reply. ② makes an empty triangle together with the two marked stones.

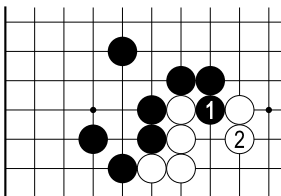
I wonder what would be played in most kyu games?

After White's empty triangle, Black can now attack with ③ here, a good move.

Please note that with ③ Black can't cut to the right of ② and mustn't peep at 4. The peep would just make White stronger, as he just connects all the stones together.



Dia. 4



Dia. 5

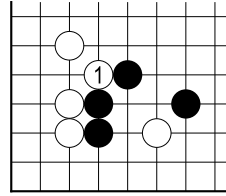
The correct answer to Black's push ① is for White to fall back to ②; now there is no empty triangle.

Similar shapes are quite common in actual games.

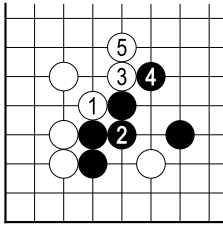
Problem 2

This shape occurs in handicap Go.

How does Black answer ① ?



Dia. 6

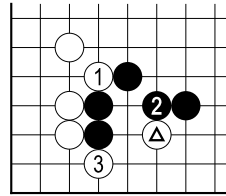


Dia. 7

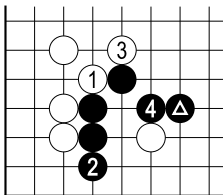
Black's connection at ②, making an empty triangle, is clumsy. White will be delighted to play ③ and ⑤.

Note that the lone White stone on the third line has four liberties and that could spell danger for Black in a handicap game.

Black's answer of ② is really bad, as White can connect underneath with ③.



Dia. 8



Dia. 9

The correct move for Black is to drop down here with ② and then protect the cutting point with ④ here.

Problem 2 is a good example of the empty triangle and shape considerations. There are enough opportunities to go wrong.

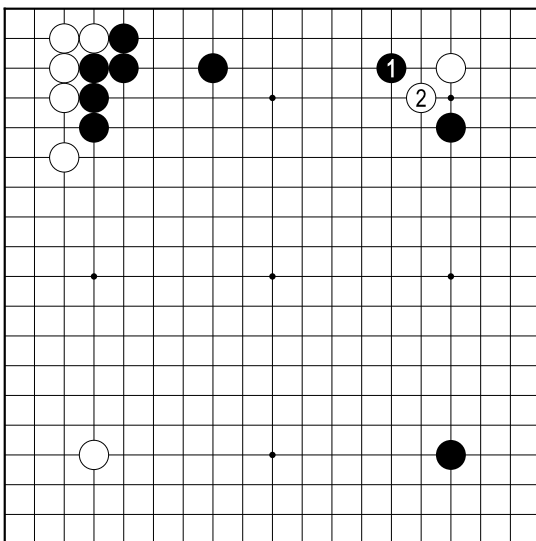
Part 2: Sakare gatachi – Split Shape

'Sakare gatachi' is one of the first three chapters in both Mimura's and Yoda's books on shape, which makes me think it's important. I first found a reference to sakare gatachi in *The Go Player's Almanac* (2001 edition), where it is translated as split shape, but it is not in the previous edition (1992). There are also references on Sensei's Library under a variety of headings. Mimura starts with the problem below.

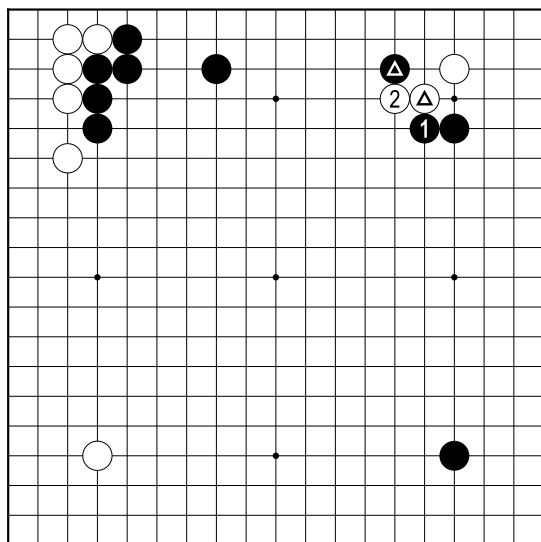
Problem 3

Here is a textbook example of split shape, Black has played ① and White jumps out with the diagonal move of ②.

How should Black respond?



Dia. 10



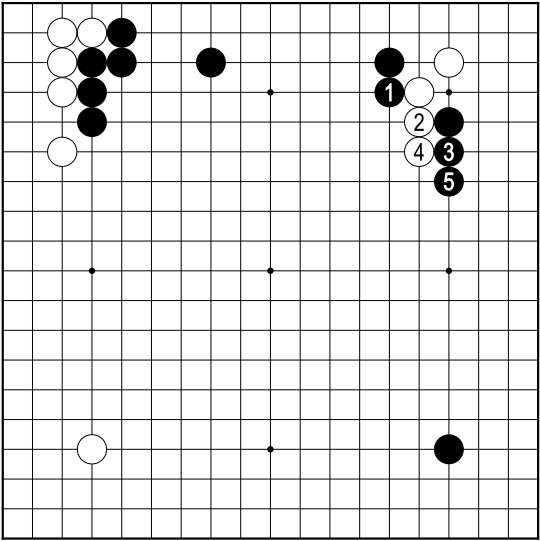
Dia. 11

① here is poor. It just pushes White out into the centre and weakens Black's marked stone, which is left clinging to White's strong position.

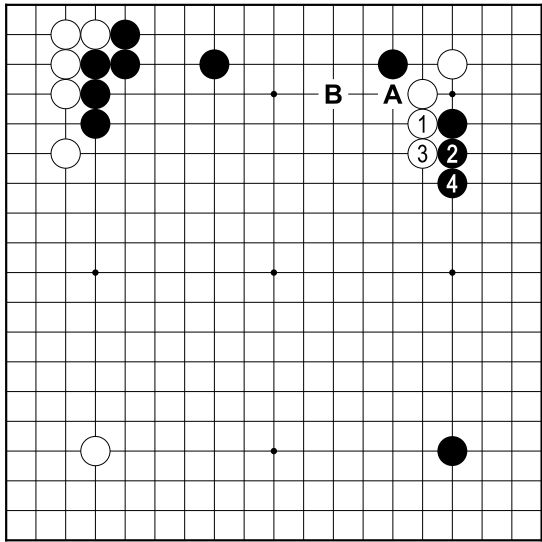
Black is helping White – don't play like this!

① here is also poor. Again, it pushes White out into centre and Black's two groups in the top right corner are a textbook example of split-shape, as they are separated by White's four stones.

Black's two stones are just clinging to White's strong shape.



Dia. 12

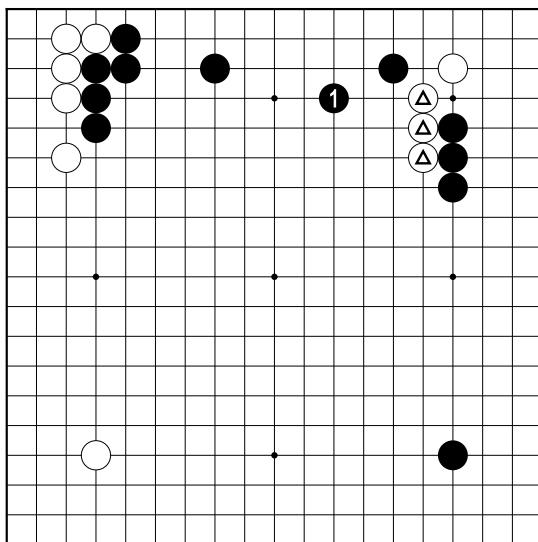


Dia. 13

It is instructive to analyse this position by removing ① in Diagram 12 and considering ① here. After ④ where would Black play if it were Black's move – A or B?

Hopefully no one would play at A – it's a beginner's move, played thinking that Black can surround and capture White's stones with a series of contact moves.

Go doesn't work like this.



❶ here looks ideal, it's a well-balanced move.

Dia. 14

At this point, something rang a bell and it then struck me that this problem was reminiscent of something in *Go Proverbs Illustrated* by Kensaku Segoe² – printed in 1960. On page 201 we have “The Poor Player plays the opponent’s game for him” and “If your plays provoke reactions that tend to strengthen your opponent’s development, you are only playing his game for him”. There are six pages in this chapter and I have to confess that in 1967, when I bought the book, while I understood the examples it wasn’t something that I felt I deeply understood. It has only taken 55 years for the penny to drop...

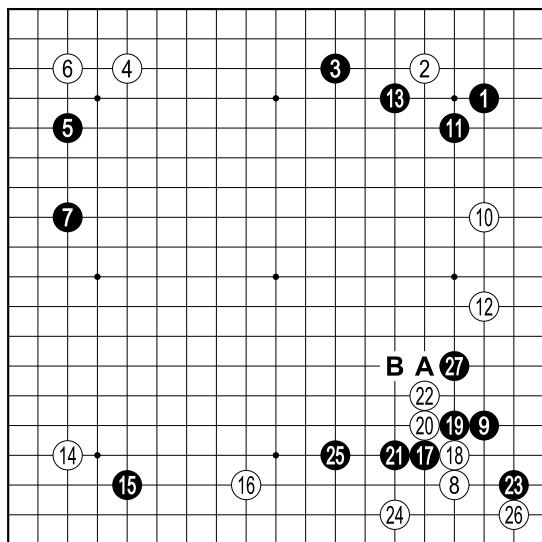
I then stumbled across something in Sensei’s Library. *L’âme du go – les formes et leur esthétique* is a French Go book by Fan Hui, a 2 dan professional Chinese Go player who moved to France in 2001. Literally translated as “The soul of Go – shapes and their aesthetics”, it discusses shape.

There is an English translation of Chapter 2 on Sensei’s Library.³ The first part discusses split shape. Fan Hui calls two of the shapes the ‘ripped keima’ and the ‘ripped tobi’. There is also a section on the diagonal one-skip jump. Please read this article and then re-read it!

Last night, when this article should have been finished(!), I stumbled across a textbook position in one of Dosaku’s games. Dosaku is one of two Japanese players who was called a “Go Saint” (the other being Shusaku).

²Kensaku Segoe is how the author’s name appears on the book. That order is western style, which was usual at that time. You may be more familiar with Segoe Kensaku.

³senseis.xmp.net/?FourBasicShapes.



Dia. 15

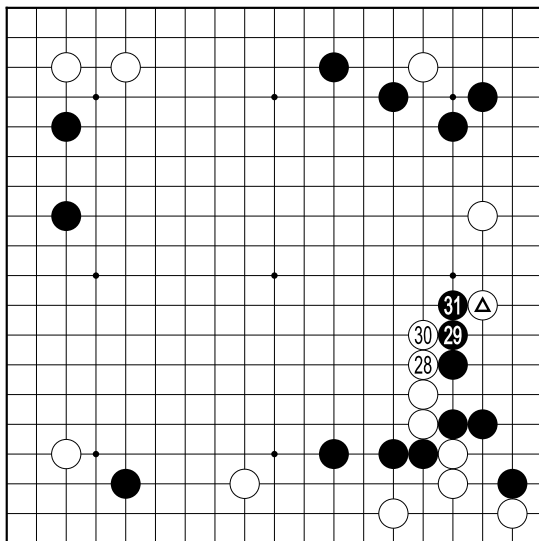
Diagram 15 is a famous game and Black has just played at 27.

What should White do about his two stones: play at A or B?

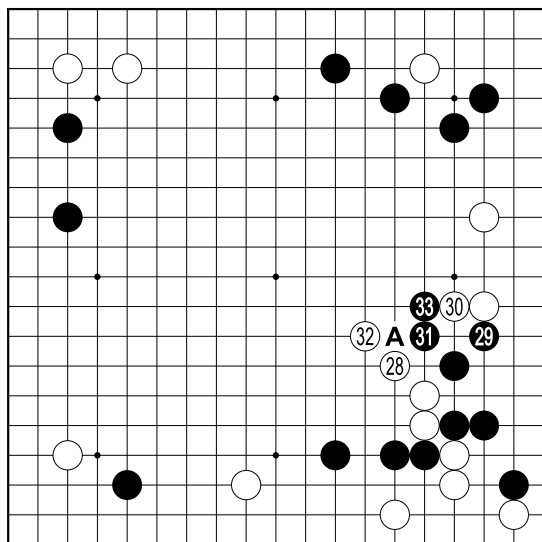
Remember that kosumi is often a weak move and a direct move is preferred, but...

White 28 (A in the previous diagram) is a poor move as it pushes Black in the direction he wants to play – a classic example of split shape – and the marked White stone has become weak. Black will say “Thank you”.

Note that 28 and the marked White stone make a basic shape – the diagonal one-skip jump. 28 pushed Black to play on the key point in this shape, separating these two stones – see Fan Hui.



Dia. 16



Dia. 17

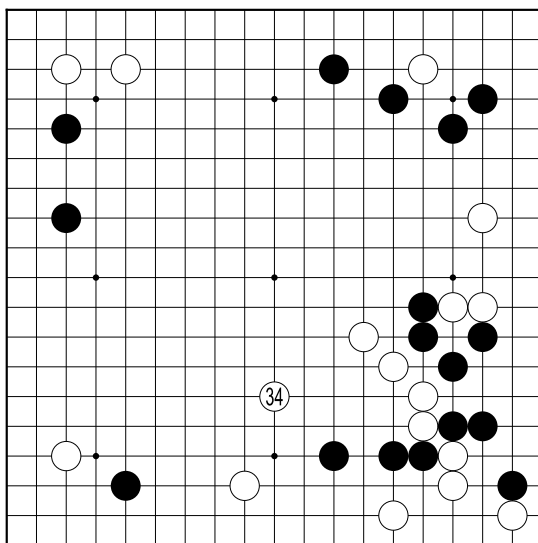
White should play away with the diagonal move at ⑳, which is here correct shape, and ㉑ to ㉓ follow.

㉔ is key, another kosumi played to avoid A, which would have been "split shape" again! Two good examples of split shape in just five moves.

It is unusual to see two kosumi played like this, but Otake repeats that here it is the correct shape.

Now ㉔ is one of those moves that I would love to have played, a once-in-a-lifetime move. Remember that White has twice avoided split-shape and played kosumi.

A most instructive sequence in a really fascinating game.



Dia. 18

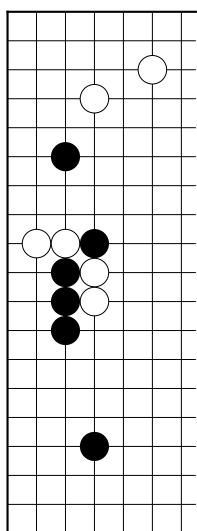
This was a Castle game, played in December 1667 in front of the Shogun. Black was Yasui Chitetsu and White was Honinbo Dosaku. There is an English commentary in *Otake's Secrets of Strategy* (Hinoki Press 2007 – sadly out of print) which doesn't explain the split shape very well; he just says here it is the correct shape.

This game is most famous for Dosaku's sacrifice of two groups. If you can borrow or otherwise find a copy of this book, please study this magical game. (It is also 1667-12-05a in GoGod.⁴ White wins by five points.)

There are some other references on Sensei's Library which are worth a look when discussing split shape.

- Driving Tesuji (senseis.xmp.net/?DrivingTesuji).
- Squeezing the toothpaste (senseis.xmp.net/?SqueezingOutTheToothpaste).

These are another example and name for split-shape, respectively. Personally, I would take Fan Hui's writings as gospel. After all, he is a professional 2 dan and having lived in France for 10 years, he chose to write on shape in his first book, with split shape being a large part of Chapter 2.



Dia. 19

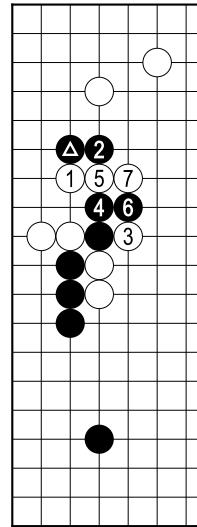
Problem 4

White to play – note that the driving tesuji and split shape are closely linked.

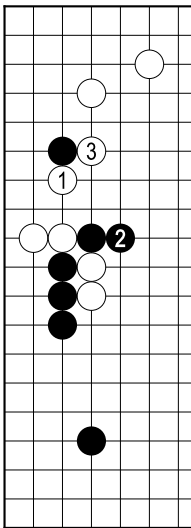
⁴Games of Go on Download, gogodonline.co.uk.

White can set up the driving tesuji with ① here and if Black replies with ② then the sequence to ⑦ follows. Black has been squeezed and made split shape – Black’s two stone and three stone groups are separated.

Fan Hui would call Black’s marked stone and ④ a ‘ripped keima’ and again ② and ⑥ are another ‘ripped keima’. I had not previously come across the concept of a ripped keima.



Dia. 20



Dia. 21

Black should have played at ② here, allowing White to play ③, which avoids the driving tesuji and the split shape.

Summary

This article was going to be a review of Mimura's book *Ishi no Katachi*. I then thought of making it a double review with Yoda's book on stone efficiency, but it somehow acquired a life of its own as I started to dig into 'split-shape'. I had never heard of split-shape before and suddenly there were two examples in a famous game of Dosaku's that I had played through several times, blissfully unaware of it. I find these surprises part of the fascination of Go; after 55 years, for me, it is refreshing to find a new basic concept.

I will review these two books in the next Go Jottings – "I have started so I shall finish".

Note that there are two versions of Mimura's book – May 2006, 304 pages and November 2018, 400 pages. The book can be bought⁵ as a PDF for ¥1327 and the text in the PDF can be selected/copied/pasted into online dictionaries or apps.

Yoda's book – May 2011, 208 pages is also available from Mynavi, for ¥1047.⁶

If you are thinking of getting into Japanese Go books, these two could be a good starting place.

□

THE JOURNAL ONLINE

BGJ Archive

All past Journals are available online, at www.britgo.org/bgj/bgj

Journals and SGF files

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).

⁵book.mynavi.jp/ec/products/detail/id=99510 .

⁶book.mynavi.jp/ec/products/detail/id=22512.

TOURNAMENT HISTORIES XIII: BRITISH

Tony Atkins

ajaxgo@yahoo.co.uk

Following the success of running a tournament in Oxford in 1967, the first British Go Congress was held at Jesus College from 22nd to 24th March 1968. Over half the 57 players who took part are shown in the illustration from [BGJ 5](#). The tournament was played in groups with handicap games. The 'Congress' part of the name comes from the Association's AGM being held on the Sunday. Early history is described at britgo.org/history/firstbgcs.



British Go Congress 1968

Since then the Congress was held every year (apart from 2020) and usually in the Easter university holidays. No fewer than 33 of the 54 Congresses have been held in university and college buildings, with the local student accommodation available for the players to stay in: 1988 was the first congress that was not, being at Stowe School, with four other school venues used since.

In 2000 a hotel (in Ipswich) was used, the first of ten hotel-based events. Venues have also been a factory social club, an art centre, a sports centre, a town hall and a holiday camp (Butlin's). Two Congresses used two venues, with a pub and a community centre adding to the venue types. When accommodation has not been available at the venue, local hotels have been used by players.

The event moves around the country to allow people from different areas to join the AGM, normally on the Saturday evening, but since the pandemic, the AGM has been held separately online. On the next page there is a montage of ten venues - how many do you recognise? There is a list of all venues on the history page at britgo.org/history/bgc.

The main tournament, the British Open, is held usually over six rounds on the Saturday and Sunday. Matthew Macfadyen has won it ten times and T Mark Hall won it four times. Overseas visitors have won it on occasion, with Ulf

Olson and Mark Willems winning, and nowadays it is more often than not won by a Chinese student. On the Friday evening, a lightning tournament is held, recognised as the British Lightning since that stopped as a separate event. Again Matthew Macfadyen (ten times) and T Mark Hall (seven times) dominate the winners list, but because of the handicap format, in some years, a lower kyu player has won it.



BGC venues - where were they?
The answers are on page [58](#).

The highest attendances are when the event is held in the Midlands or in or near London. The biggest event was in Reading in 1987 when 120 attended. The other big events were in Alsager, Coventry, Nottingham and London. In later years 50 to 70 is a typical number, but 98 attended Cambridge in 2007. The last two events, post-Covid, attracted 33 (Leicester) and 54 (Lancaster).

The event gets lower numbers if in a remote location, such as Cornwall or Scotland, so it will be interesting to see how many attend if it is held in Northern Ireland in 2023.

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With apologies to Giles

Cartoon first appeared in [BGJ 22](#).

YOUTH NEWS

Tony Atkins

ajaxgo@yahoo.co.uk

Youth Stars

Some of our top young players have been doing well in tournaments featuring adults as well. Gene Wong and Alain Cheung won three at the Candidates' Tournament, with Scott Cobbold (2d) winning four to end up third. Scott had previously won four in the British Open, where Claire Chen and Alvina Kwok had won three, and he won four at Not the London Open (again Claire won three).



Youth Stars at the British Pair Go Championships

l to r: Alain Cheung, Lea Wong, Gene Wong, Aiden Fung, Audrey Fung, Rachel Chik and Alvina Kwok.

Alvina and Alain also did well at Pair Go, winning two, and Lea and Gene actually won the handicap section. Well done to them all!

Youth, June

Each month, on the first Sunday, an online session is arranged for our youth players. It is either a club session (sometimes with a training session before) or a tournament.

The June event was a handicap tournament on Sunday 5th. Only six players, from 1d to 19k, took part and after three rounds two were unbeaten. These were Cambridge's Andrew Volovich (7k) and Cornwall's Taher Anjari (13k); Andrew won the play-off to take first place.

Hong Kong Match

On 4th June, we started a match on KGS between seventeen British youth players and a team of seventeen Chinese children from Hong Kong Children's Go College, the second against this team. The match will carry on for several weeks with usually two games each weekend at 10:00 each day. The match, as in the first edition in 2020-2021, is in the SuperGo format of 'last team standing', with the winner of each game staying on. Hong Kong's Gustavo Tse was the player doing that, winning the first six games. He had wins over Liann Wong, Youquan Zhu, Jayden Choi, Sophie Yeung, Nikola Yeung and Emily Li. Julia Volovich substituted for the next game and managed to put a stop to Gustavo's run by earning our first win.

Cambridge – Edinburgh

On 27th June an inter-club match was played on OGS, organised by Greg Kudla and Paul Smith. Both 19x19 and 13x13 games were played by 25 players, split into groups by strength. Cambridge won the single-digit kyu group 3-1, but the double-digit kyu group was a 2-2 draw. In the lowest group, played over three rounds, it

was again a draw, 5-5, so Cambridge managed to win the match by two games.

UK Go Challenge

The 2022 UK Go Challenge was structured so the heats could be run online or on boards as circumstances allowed. The heat in Cambridge was very successful, with 24 players. The overall winner was Samuel Wu, whilst Yiliang Liu was best in the middle age

group and Bowang Li in the youngest. Best new player was Elijah Whitbread.

As well as certificates, all the players got small prizes of pencils, rubbers and Go "bugs". Organiser Paul Smith said: "I am sure this is the highest standard we have had of players at our junior club in all the 28 years we have been running."

Credits: The photograph above was provided by Pat Ridley.

□

WORLD NEWS

Tony Atkins

ajaxgo@yahoo.co.uk

Pandanet Teams

The seventh match of the Pandanet Go European Team Championship season was against Finland on 13th April. At their request, Bruno Poltronieri played board one on the previous Saturday and the games on the Tuesday were at staggered times. Bruno beat Javier-Aleksi Savolainen by resignation after it got complicated at the end and his opponent had little time to think. Jon Diamond resigned against Tuomas Hella after he fell behind and then lost a corner. Jamie Taylor also lost after he read out one move and then played a different one against Oiva Moisisio. Alison Bexfield ended up with insufficient territory against Olli Ervelä and so the match was lost. This put the team in bottom place of the B League, on tie-break behind South Africa. Because Russia and Belarus had been removed from the leagues, there would only be one relegation place for this season.

The UK team also lost to a strong team from Germany on 3rd May. Bruno lost against Benjamin Teuber, Jon lost in the fight against Arved

Pittner, Des Cann threw away a won game against Niels Schomberg and Tim Hunt lost to David Ulbricht. This cemented Germany in second place behind Austria. The UK stayed bottom behind South Africa in ninth and Croatia in eighth.

The UK team beat Croatia on 24th May, winning all four games comfortably, its first and only win of the season. Daniel Hu beat Stjepan Meštrović, Bruno beat Mirta Medak, Alex Kent beat Vigor Grego and Des beat Tadej Petar Tukara.

Congratulations to them for this convincing win, but to avoid relegation they needed South Africa to lose their last-round match. However, South Africa defeated a weakened Italian team, which meant that the UK team ended bottom of League B and has therefore been relegated to League C for the 2022-2023 season.

Germany and Austria both won their matches to take first and second places respectively. Finland also won to end third on tie-break from Italy.

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BGA SECTION

Colin Williams

secretary@britgo.org



This is a regular section in the BGJ looking at news from the BGA. If you want to speak to the BGA about anything below please contact any member of the Council, or use info@britgo.org.

Some of what the BGA has been doing for you

- The first stage of the British Championship, the Candidates Tournament, was successfully held in Letchworth. Thanks go to the Bexfields for kindly offering their garden (and food) for social events which were much appreciated by the attendees. Planning for the title match is now underway.
- As part of our tournament equipment strategy we are in the process of purchasing a small number of sets, and a large number of digital clocks. Unfortunately, our current model of clock was unobtainable, but after consulting with our colleagues in the EGF there was a nearly unanimous recommendation for the DGT2010 (seen below), which we went for.



It supports Fischer time and both Japanese and Canadian byo-yomi.

- The new sets are solid one-piece boards, just over 1 cm thick, with plastic stones. These were selected due to their overall ease of transport and, not least, weight

considerations. Once they have been trialed for a while we hope to continue to replace some of our older tournament kit with more of these.

- The 2022 BGA AGM was successfully held at the end of May; our thanks to those who turned up for the discussion and debate. Full details can be seen in the minutes which are posted at www.britgo.org/history/accounts. As a result of the AGM, we will be transferring to an incorporated body, namely a Company Limited by Guarantee, and the Governance Committee is continuing to work to make that a smooth transition.
- Work is ongoing to renew the 'Trifold' publicity hand-out, often used as a give-away at events and exhibitions.
- The BGA has been working with a number of different Go-related organisations to arrange discounts for BGA members, to increase the benefits you get as part of your membership.
 - For Go books and equipment, there's a discount from [Hoyles](#).
 - For Go lessons, there's a discount from [Guo Juan's Internet Go School](#).

- For interactive Go learning online, there's a discount from [Go Magic](#).
- For game analysis, there's a free week from [AI Sensei](#) for each tournament you play.

You can access all the discounts at britgo.org/membersarea/discounts (you'll need to be logged in as a BGA member to view the page).

If you know of any other organisations that you would like the BGA to contact regarding future discount opportunities, or if you run a Go-related organisation and would like to support the BGA and its members, please get in touch.

- Some of the sponsorship deals put in place by the BGA have been evident in the prizes available at recent tournaments such as the Durham and Welsh Opens. Work is needed to upgrade the Tournament Organiser's Handbook to include details of what is now available (see below).

Where the BGA needs assistance

The BGA always has a longer wish list of actions than it has the resources to achieve, and we would warmly welcome help from any member who would like to volunteer to assist us. We have tasks appropriate to whatever time commitment you want to offer, and whatever aspect of supporting Go you want to be involved in. Some of the areas

where we are especially looking for volunteers at the moment are:

- We would welcome help from anyone having graphic design or composition skills, of any level, to assist in things like our makeover of the Tri-fold handout.
- We are aware that the Club Organisers Handbook needs a significant revamp. Anyone willing to help Andrew Ambrose-Thurman with that please do get in touch.
- Similarly we have an outstanding task to refresh and update the Tournament Organisers Handbook. We would be very happy to hear from any current tournament director who can assist, from providing stories of their own experiences to writing chunks of text.
- The 2022 British Championship title matches are likely to start in August, probably in the London area. If anyone is willing to assist please contact info@britgo.org. In particular, we are looking for someone to act as match referee, someone to assist with broadcasting the match (probably on OGS), and strong player(s) who would be willing to provide a running analysis or commentary on the match.

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THE BRITISH GO JOURNAL THROUGH THE YEARS

Tony Atkins

ajaxgo@yahoo.co.uk

BGJ 0, Spring 1967

This is the first of what is known as 'early issues', which were printed on a 10" x 6" sheet of paper. The first issue was published in 1967. It contained 10 pages of text and 10 diagrams. The first issue was published in 1967. It contained 10 pages of text and 10 diagrams. The first issue was published in 1967. It contained 10 pages of text and 10 diagrams.

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The fourth issue was published in 1967. It contained 10 pages of text and 10 diagrams. The fourth issue was published in 1967. It contained 10 pages of text and 10 diagrams. The fourth issue was published in 1967. It contained 10 pages of text and 10 diagrams.

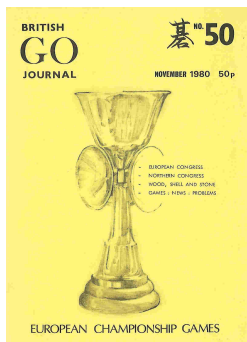
Size and cover: six foolscap pages (no cover).

Editor: John Diamond.

Price: 2s/6d (12½p) by separate subscription from membership.

Contents: News from Japan (Sakata beat Rin in the Oza), seven problems, two game reviews and an article on opening strategy (extensions, joseki and handicap joseki) – all with move coordinates and not diagrams.

BGJ 50, November 1980



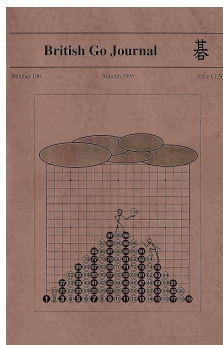
Size and cover: 24 A5 pages including yellow cover.

Editors: Alison Cross, Jim Barty and Matthew Macfadyen.

Price: 50p.

Contents: two articles and games from European Go Congress in Mali Losinj, cup won by Matthew Macfadyen on cover. Games from the Northern, Ipswich report, Revelations, news and letters from Francis Roads and David Mitchell. Article on making a goban by Stewart Dowsey. Adverts for a magnetic Go set (£5), Go Proverbs books (£1.25), Go World subscription (£9.90) and BGA subs (club members £1.80).

BGJ 100, Autumn 1995



Size and cover: 64 A5 pages, brown cover with competition-winning pyramid design by Emma Marchant.

Editor: Brian Timmins.

Contents: 400 Years of Japanese Go part 16, articles on IGS and a Go program, a report on Isle of Man and several on European Go Congress in Tuchola. Commented kyu games, Ten Best Games number 8 and games from Tuchola and IGS. Learning

Go, Wanstead Rip Off, Japanese for Go Problems and Monkey Jump Workshop (both by Richard Hunter). News (including photos of British Go congress and British Youth), letters, club list, adverts from European Go Journal and BGA book service. Special article on History of the BGI by Francis Roads.

BGI 150, Winter 2009



Size and cover: 48 pages A5, white cover with photograph of Japan visit. Cover in colour with inside contents in black and white.

Editor: Barry Chandler.

Price: £3.50.

Contents: Article on Japan youth visit, the Go Show of Peter and Sheila Wendes, championship game 2 (Matthew Macfadyen against Hui Wang). Profile of Edwin Brady, results

of member survey, Jon Diamond's View from the Top, early Go history. Obits of Andrew Grant and David Strowlger, letters, news, collecting stamps, Go cartoons. Adverts for the Castledine-Barnes Trust, Pentangle Games and Winton Capital Management (major sponsor).

BGI 200, Summer 2022



Size and cover: 64 pages A5, white cover with Go board showing "BGI 200". Full colour throughout and available also to members as a pdf file without the print copy.

Editor: Pat Ridley.

Price: not shown (quarter of membership fee would be £6.00).

Contents: For contents see elsewhere!

□

THE FIRST 200 JOURNALS

Pat Ridley

journal@britgo.org

This review is adapted from an article written for the January 2022 edition of the European Go Journal. Please see also the acknowledgements below and Tony Atkins' article *The British Go Journal Through The Ages* elsewhere in this edition.

This edition, BGY 200, is actually the 201st, as I will explain. The BGY was the brainchild of Jon Diamond, who will need no introduction to BGA members as for many years the British Champion and still an active player for the British team in the Pandanet Go European Team Championship; he edited the first ten editions.

The first edition was assigned the number 0. You might think this bears the mark of someone with a background in programming or mathematics, but Jon says that this is not the reason. Unnumbered at the time but retrospectively labelled BGY 0, it was a pilot edition needed to convince the BGA's all-powerful President and founder, John Barrs, that this was a worthwhile venture. It was published in Spring 1967. The BGY has been in print ever since, in principle appearing quarterly but with a few gaps along the way (though no gaps since 2008!).

You can see that first edition at www.britgo.org/bgj/bgj000 (and front page in Tony Atkins' article *The British Go Journal Through The Ages*). It is very different to the Journal of today. To quote Jon "The technology used in creating this issue was rather primitive: manual typewriter and Roneo (duplicating) machine, which meant that corrections were difficult, if nigh impossible, and that the quality of the printing was variable (to say the least) and dependent on how hard the typewriter keys were depressed,

how well the typewriter roller fed the printing master through the machine, the inking process etc."

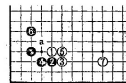
There were no photographs and indeed no diagrams until BGY 4 in March 1968. Games records took the form of algebraic notation, familiar from Chess games. Electronic word processing was not in use for the Journal until 1984.

John Tilley tells me that the early diagrams were either taken from the American Go Journal or Sakata's three volume series, as was the case for the first ones in BGY 4, in 1968. He hand-drew the diagrams for some 5-10 journals, starting with BGY 8 (Spring 1969), using a Rotring pen and Letraset for the numbers as actual size. The Rotring pens come in different thicknesses and are used for technical drawing. Letraset was translucent sheets with letters and numbers in different sizes that could be dry-transferred to a diagram by gently rubbing.

A- 5 f4

This promises an extension to k3, which is not as far as after S g4, but it leaves fewer weaknesses behind for B to exploit. The decision as to which move to choose rests mainly on the situation in the se corner. For instance, if there were B stones at c3 and c5, S g4 would be best so as to prevent B making the very good extension to m3. Then Dia. 1 nearly always follows naturally. Sometimes 6 is played at 'a' if there is a "low", or third line, B position in the nw corner.

It is sometimes good for B to deny W his extension to k3 with 8 k3, and then W will gain great central influence by playing as in Dia. 2. 4 played at c6 would be a mistake as then S c3 captures the corner.



Dia. 1



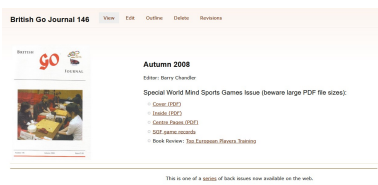
Dia. 2

First diagrams – BGY 4, Spring 1968

He asked the Nihon Ki-in about diagrams and managed to obtain

paper sheets with sets of stones, and empty boards (some 30cm square), so that diagrams could be produced using real cut and paste, photographed with suitable contrast and reduced to magazine size. These were in use from 1973 (BGJ 20) for the next 10 years (we passed this 'technology' onto the Dutch), until the IBM PC became available.

The emphasis of those early journals was heavily on instructional material, leavened with a little news about professional Go in Japan. There were very few books on Go in English in those days. Some series of articles have become books themselves: *Four Hundred Years of Japanese Go* came from a series by the late Andrew Grant between 1991 and 1997 (BGJs 85-107), and Richard Hunter's books *Monkey Jump Workshop*, *Counting Liberties and Winning Capturing Races and Key Concepts in Life and Death* (Slate and Shell/SmartGo Books) were based on series of BGJ articles (*Counting Liberties...* being also included in Richard Bozulich's *The Second Book of Go* (second edition), which will be familiar to many beginners).



BGJ 146 – a special edition for the World Mind Sports Games in 2008

At first, copies were for general sale (half price to BGA members). At some point, the price on the cover became notional only (a reminder to members of the value of their BGA annual subscription!); it has gone altogether now. Spare copies of

(some) past editions are available and from time to time they are provided in return for a donation to funds for the BGA's youth Go activities. All past editions are available on the BGA Journal Online Archive at www.britgo.org/bgj/bgj, except for the last four editions, which are visible only to BGA members.

The Archive seems to us to be an important historical record and a way our members can continue to have access to journals long after they have run out of shelf space for all those old editions they may only refer to once in a blue moon. It was a wonderful and gratifying surprise recently to receive an email from a young Italian player who pointed out a missing page in the digitised copy of a BGJ from 1999. It turns out that he has been using the *Go Tutor* articles in editions around that time to learn how to play. It was a great pleasure to repair the defective copy for him. There is an index for the editions up to BGJ 112 on the website at www.britgo.org/bgj/index/top provided by Jochen Fassbender. Jochen, a professional indexer, has also generously offered to provide an index for 113 to 200.

The Journal content has evolved over the years and these days carries a mix of material: news (UK, World, Youth), problems, games, tutorial articles, message from the President of the BGA, book reviews, obituaries and travelogues. We have been delighted to carry articles on the history of Go in Europe from time to time. Several of the earlier history articles were written by the noted historian of European Go, Franco Pratesi, and collaborators. Recently we have completed a five-part series, *The Slow Way West*, by Theo van Ees. For the benefit of readers particularly interested in this area, historical articles have been

extracted and are made available at www.britgo.org/history/earlyhist. (Also, thanks to Theo, the copies of the BGJ that used to be held at the European Go Cultural Centre are now lodged at the Mind Games Collection Centre, [Tresoar](#), in Leeuwarden in the Netherlands, along with the rest of the European Go Library.)

The technology for making the Journal has also evolved. For the last 15 years or so, we have used the LaTeX document preparation system (a mark-up language widely used for academic publications and by the publishing industry generally) to produce a pdf file for printing and our website. There is a steepish learning curve to climb for those not familiar with it, but in my opinion it is worth the effort. Through the various templates and shortcuts that have been developed, assembling the Journal is a relatively straightforward task, which can be undertaken by a single Editor. Go diagrams are produced with the help of Lauri Paatero's GoWrite2.

The Journal is produced in the form of an A5 booklet. Except for special occasions, such as [BGJ 146](#), covering our participation in the Mind Sports Games in 2008, in recent years we have limited ourselves to 44 pages for cost reasons, but that has been a good match to the amount of material we receive (though some Journals of the past were much bigger – [BGJ 135](#) ran to 98 pages). Until recently, the body was in greyscale with only the cover in colour. Beginning with [BGJ 196](#), Summer 2021, we now use colour throughout.

With the rise of the internet, some readers now prefer to read the Journal electronically rather than on paper. For the last 10 years, the copy on the website has been in full

colour anyway, and URLs in the text are active links, so there are some advantages to this. Many of us older readers prefer their reading matter on paper, however!

Also last year, the BGA subscription was restructured to provide a discount for those not wishing to have the paper version. It will be interesting to see how the readership divides between these categories. For [BGJ 197](#) there were 320 printed copies, and there were 98 BGA members listed as preferring to read it (if they do!) online – we send them an email to alert them to its arrival on the BGA website, with details of the contents.

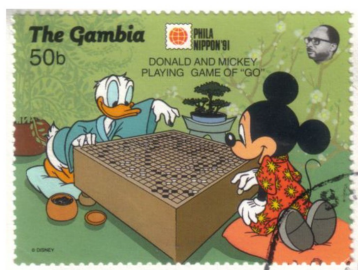


BGJ 175, Spring 2016

Though assembling the Journal can easily be done by one person these days, the BGJ's team of volunteer proofreaders are key to maintaining its quality. I thank its current members: Tony Atkins, Barry Chandler, Mike Cockburn, Brent Cutts, Martin Harvey, Richard Hunter, Bob Scantlebury and Nick Wedd. We

have two rounds of proofreading before publication, dividing up the contents between team members and ensuring that each article is checked by two people in addition to the author and Editor. Our Membership Secretary, Chris Kirkham, provides updated address lists on each occasion for both the printed copy and pdf-only subscribers.

Of course, the Journal is defined by the quality of its content and we have been blessed with a number of regular and excellent contributors over the years, notably Tony Atkins, Richard Hunter, Francis Roads and John Tilley. The earliest of Tony's news articles I can find is a report on the 1985 EGC in [BGJ 66](#) and he has written very many other articles besides (the current edition is no exception) – it is hard to imagine a BGJ without his contributions. He also maintains the Journals' presence on the BGA website.



Donald Duck and Mickey Mouse play Go ¹

I hope I do not tempt fate when I say that, sufficient contributions somehow

do turn up every quarter. We are always keen to receive contributions from first-time and occasional authors on any Go-related topics. Non-BGA members receive gratis copies in thanks. Please send your contributions and/or questions to journal@britgo.org!

Finally, I must pay tribute to the previous editors of our 200+ editions. Jon Diamond, the originator, has already been mentioned, Matthew Macfadyen (1979-1987) and Bob Scantlebury (2015-2020) both edited over 20 editions and Barry Chandler, my predecessor for my first spell in 2009, gave me much helpful support when I was learning the ropes. Our longest-serving editor, though, was the late Brian Timmins, who edited 47 editions between 1988 and 2000 – a feat of endurance that is unlikely to be beaten.

Acknowledgments

In looking back on the early years, I have had the invaluable help of an article written by Francis Roads for [BGJ 100](#). His *History of the British Go Journal*, with more detail than I present here, is available on the British Go Association website at www.britgo.org/bgj/history and I have borrowed heavily from it in writing this article. I would also like to thank John Tilley for many helpful comments and suggestions.

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¹From Tony Atkins' *Collecting Go* series, [BGJ 149](#), inside front cover.

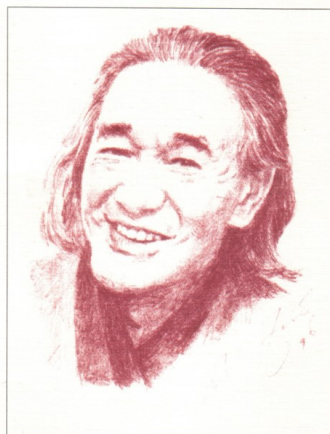
JIRI KELLER'S GO PORTRAITS

Richard Hunter and Pat Ridley

Jiri Keller is a London-based artist. The Journal has featured some of his fine portraits of Go players on its front covers, and we show them again here. Several (Go Seigen, Sakata Eio, Iwamoto Kaoru, Kobayashi Koichi) were part of a set produced for the BGA as postcards. To these, we have added more Go player portraits not previously seen in the Journal, kindly contributed by Jiri.



Jiri Keller



Sakata Eio
BGJ 108 Autumn 1997

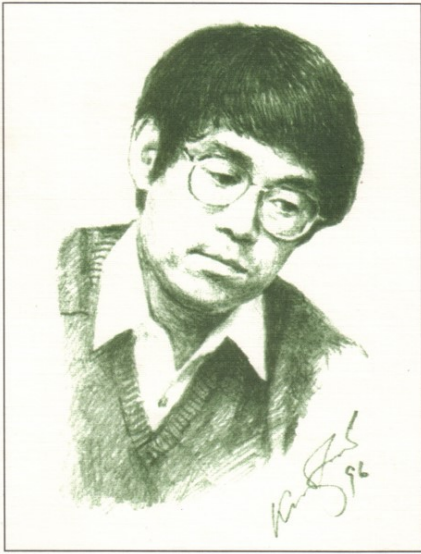


Go Seigen
BGJ 107 Summer 1997

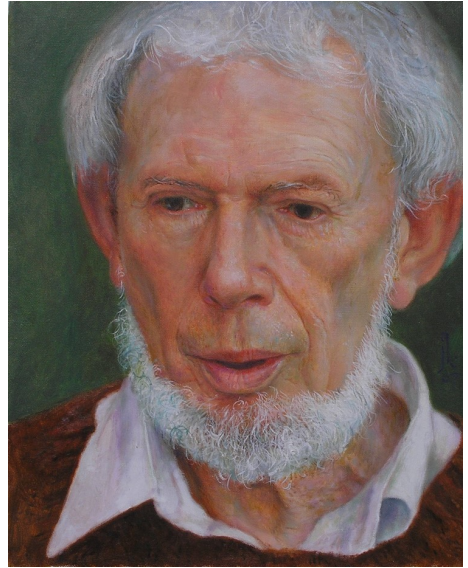


Iwamoto Kaoru
BGJ 109 Winter 1997¹

¹Also on the cover of [BGJ 118](#) Spring 2000, to accompany an obituary for Iwamoto.



Kobayashi Koichi
BGJ 110 Spring 1998

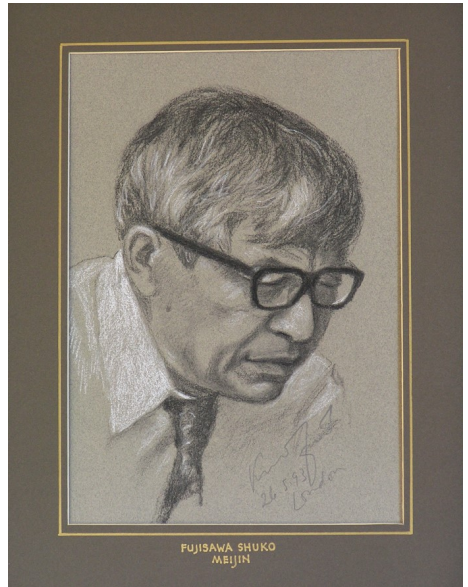


Geoff Kaniuk

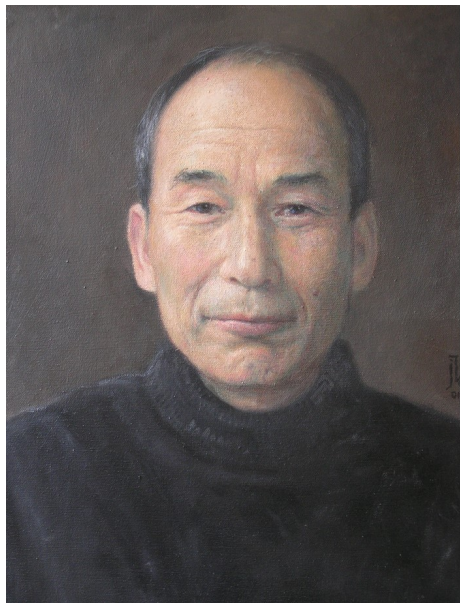


Gerry Mills
BGJ 154 Winter 2010-11

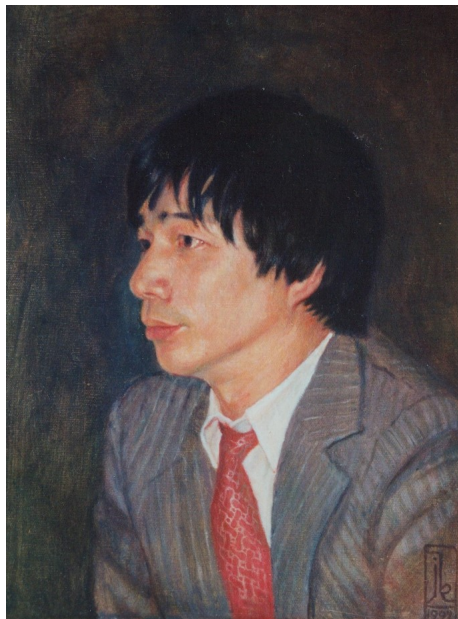
The painting of the late Gerry Mills was a gift to Gerry on his retirement as BGA Bookseller in 2010, funded by donations from Members.



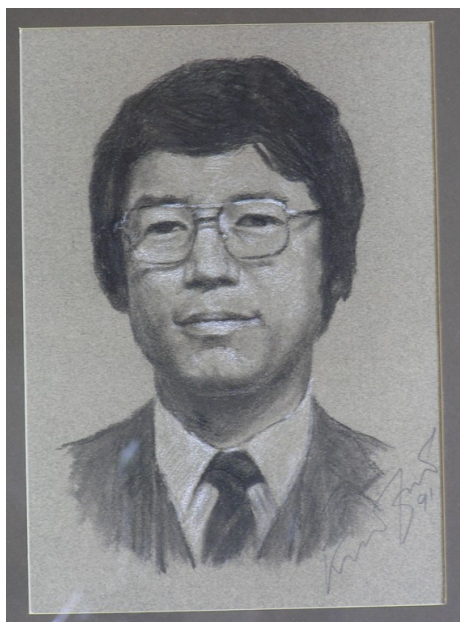
Fujisawa Shuko



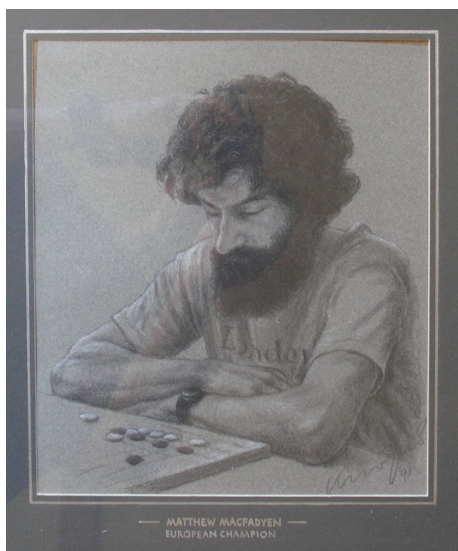
Hori Toshiyuki



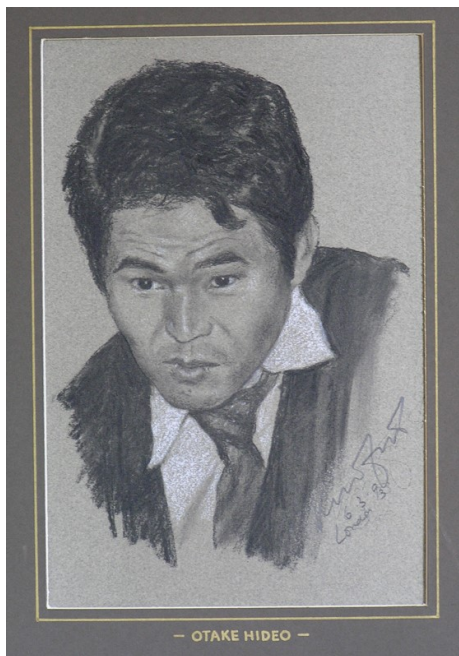
Kato Masao



Ishida Yoshio



Matthew Macfadyen



Otake Hideo

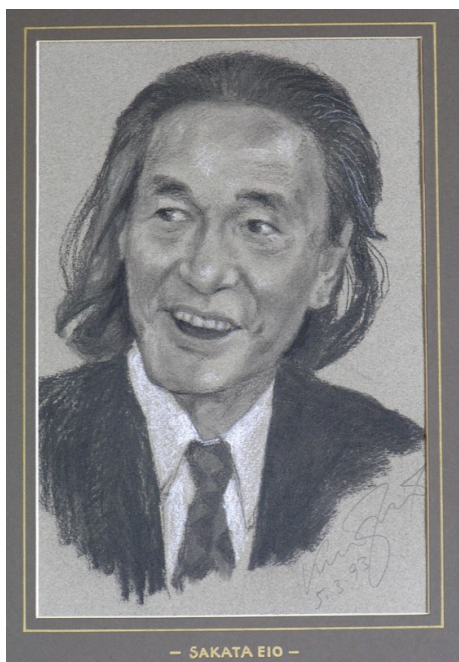
The charcoals were done for the 1993 European Championships held in Prague.

Jiri's web page at www.painters-online.co.uk/artists/jirik has many more wonderful portraits.

Though not a portrait, the cover of BGJ 105 also had the drawing below. Inside the front cover, it is attributed to 'Giri Keller'.



Year of the Rat becomes
Year of the Cow
BGJ 105 Winter 1996



Sakata Eio

Jiri provided many such drawings for London Open entry forms.



Jiri Keller and Richard Hunter

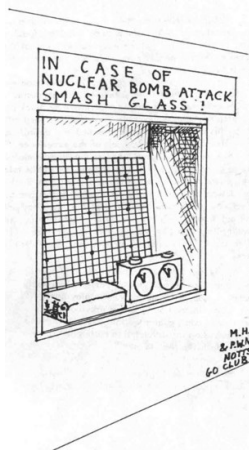


Sakata – Takagawa

Credits The two photographs of Jiri above were provided by Richard Hunter and Louise Bremner, and were taken in Japan in 1982.

□

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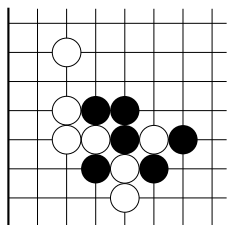
Cartoon first appeared in [BGJ 49](#).

ADVICE FOR DOING TSUMEGO – PART SEVEN

Richard Hunter

PROBLEMS FROM PART SIX IN BGJ 199

Problem 1



Black to play

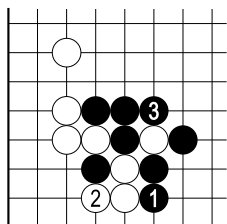


Diagram 1 – failure

This is a common failure line. Black thoughtlessly plays ① because it is sente. White defends at ②. Then Black stops and thinks. Ah, it is necessary to defend at ③, so he ends in gote.

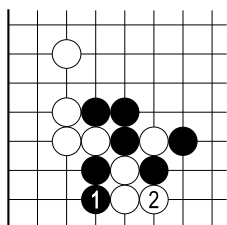


Diagram 2 - failure

Playing on the inside with ① fails owing to Black's weakness. ② is atari, so Black needs to defend.

There are several possible variations after this, but White should get a good result whatever happens.

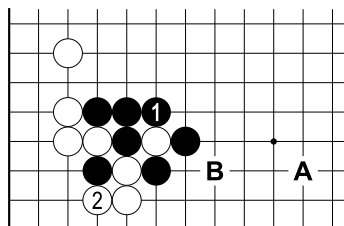
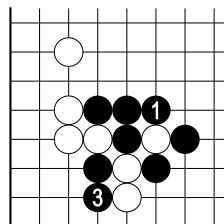


Diagram 3 – correct

The proper move (*honte*) in this position is to capture with ①. This threatens White, so she should defend. Capturing with ② is the usual move. This makes it easier for White to invade a potential Black territory on the right in future.

For example, if White invades at A, then White B will be sente to connect out. An alternative to ② is to push to the right on the second line and peep at B after Black blocks. Then, after Black connects, White returns to defend at 2. The choice will depend on the whole board position.

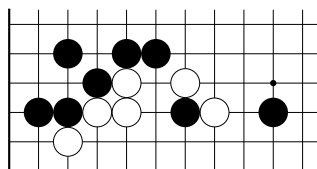


② elsewhere

Diagram 4 - correct variation

Why is ❶ in Diagram 3 good? It defends Black's central weakness in sente. If White does not defend at ❷ in Diagram 3, then Black can capture the two white stones by playing ❸ on the inside. Defend first and then attack from a strong position.

Problem 2



Black to play

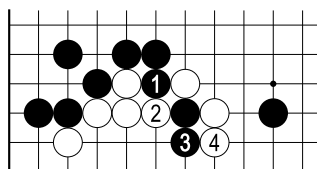


Diagram 5 - failure

Black pushes in with ❶ and then extends with ❸. However, this crude style of play and lack of reading is not very profitable.

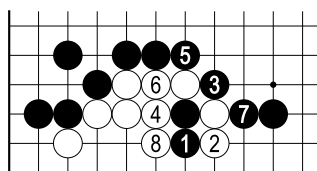


Diagram 6 – correct

Black should omit the ❶-❷ exchange in Diagram 5 and simply extend with ❶ here. This threatens to connect out to the right and leave White's group unsettled. Next, Black cuts at ❸. The result may be hard to read out if you are not familiar with this technique.

There are several possible variations, but White's safest choice is to capture the two black stones and ensure life for her group. As a result, Black has forcing moves that allow him to build a wall on the outside.

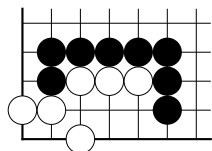
Problem-solving technique

In the previous part (part 6 in BGJ 199), I mentioned the trick of mentally rearranging the move order. Here, I would like to discuss its appearance in a YouTube video (in Japanese). This is a 2016 upload of an old lecture given many years earlier by a famous professional Go player, Ishida Yoshio 9 dan. He discussed the tsumego problem shown in Problem 3 and explained an interesting approach to solving it (and other problems too). I have adapted his comments for use in this article.

The problem is one I have presented in the past at our local club. None of the single-digit kyu players got it right. They tended to read the first couple of moves and fail to notice the pitfall just around the corner. Dan players have almost certainly seen it before and should recognize it instantly. Kyu players who have seen it before may remember the answer. If not, then try to solve it, but don't spend too long. Try to identify the difficulties and then go ahead and look at the answer. That is perfectly ok. It is an approach recommended by many professionals.

The important point about basic life and death is repetition: seeing the same problem many times and progressing from getting it wrong to getting it right and then getting it right faster and faster.

Problem 3



Black to play

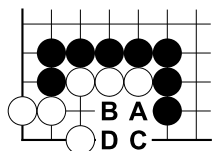


Diagram 7 – candidates

The problem looks easy. There are not many sensible places to play (A–D), but for many people it is hard to solve. In a game, many players would just assume that White is alive. As a book problem, you know the goal should be achievable.

White has one definite eye in the corner. The point to the left of B looks likely to become White’s second eye, so how can Black break this potential eye and capture White?

Starting with Black A or Black D looks hopeless. If Black plays A, then White B, Black C, White D, and White has two eyes. If Black starts with D, then White C captures it leaving A and B as miai. Thus, many people jump to the obvious-looking candidate.

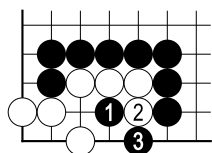


Diagram 8 – failure

① looks like the vital point of the eye shape. White must play ② to prevent Black from connecting out. Then ③ is atari, so if White cuts on the first line (to the left of ③), Black can capture the four White stones. However, there is a blind spot that kyu players usually miss. They only read as far as ③.

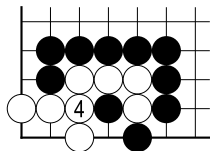


Diagram 9 – White lives

White can connect at ④. This fills in the potential eye-point that was mentioned earlier. Nevertheless, ④ is atari on Black, who now realizes that if he connects, he is caught in an *oiotoshi*¹. In conclusion, starting with ① at B in Diagram 7 is a failure. So if Black chooses another first move, White can play there.

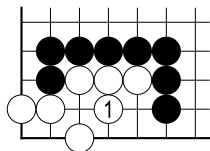


Diagram 10 – way of thinking

Let us rearrange the order of moves: Instead of Black-White-Black, consider White-Black-Black. White plays ①, which almost completes the potential eye, but now Black gets two moves in a row.

In fact, wherever White plays first in Problem 3, Black can kill with two moves in a row, but ① here looks like the vital point, so we will just discuss that. Please confirm by yourself that other White moves fail.

¹*Oiotoshi* – ‘chasing and bringing down’, ‘connect and die’. See www.britgo.org/general/definitions.

As mentioned in the previous part, you sometimes do get two moves in a row locally, for example when the first move is a ko threat that your opponent ignores, so this is a normal practical reading technique.

So how can Black kill White after ① here if he gets two moves in a row?

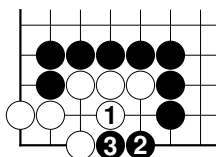


Diagram 11 – White, Black, Black

② and ③ kill White. This is not hard to read out. With ③, Black breaks the potential eye by occupying two diagonal corners. A simplified version of this position is shown in Diagram 12 for convenience.

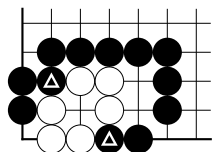


Diagram 12 – false eye

The two marked black stones at the diagonal corners of the 3x3 square make it into a false eye. The same is true for two black stones at adjacent corners. White needs to occupy at least three of the corners to have a real eye. These are vital shapes that often arise in reading and also appear on the board in games.

Returning to the original position (Problem 3) and the normal three-move sequence Black-White-Black, the question is which of these two moves Black should play first.

Well, we already considered playing ③ first (D in Diagram 7) and it failed, as I hope you confirmed.

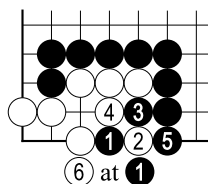


Diagram 13 – failure

① fails. ② captures it. ③ at 4 is no good either because White replies at 3. So, ...

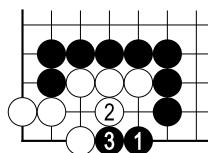


Diagram 14 – correct

... how about ① here? If White plays ②, then Black can extend to ③. This is the result we looked at in Diagram 11.

In the previous part, I mentioned that you don't always want to play your opponent's vital point immediately yourself. An alternative is to make her move there ineffective.

If Black starts by playing White's vital point (② here), he fails as shown in Diagram 8. ① here discourages White from playing at ②.

Next, let us consider alternative White responses.

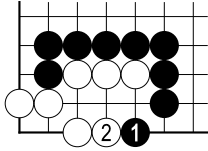


Diagram 15 – best continuation

After ❶, ❷ looks best. Playing ❷ on the second line above ❶ would allow Black to extend safely to 2 and White would die. ❷ is the corner of the 3x3 square and the point that enabled Black to kill in Diagram 11.

However, Black has a superb move available. Did you read it out?

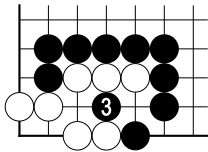


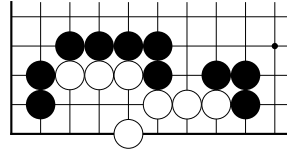
Diagram 16 – climax

❸ strikes at the vital point that White chose not to play. White would like to cut to the right, but that would be self-atari, so there is nothing that she can do to prevent Black from playing there and connecting out.

This ❸ is a blind spot for many players who have not seen this position before. It can be hard to read out in a game, so it is best to encounter it in advance.

This is a beautiful problem that many kyu players find difficult. Ishida's technique is enlightening. It might help you to break through a barrier to progress.

Problem 4



Black to play

Here is a related position that is essentially the same.

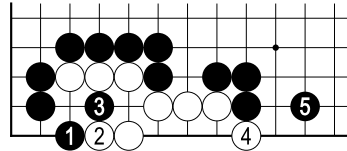
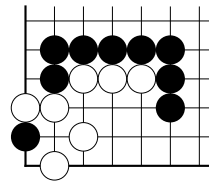


Diagram 17 – correct

Although the stones are arranged differently from Problem 3, White has one eye on the right and the same liberty shortage on the left. The correct answer uses the same sequence of moves.

Problem 5



Black to play

And here is another similar-looking position.

White has one eye in the corner and the three white stones in a line to the right have all their outside liberties filled. However, the differences have an important effect.

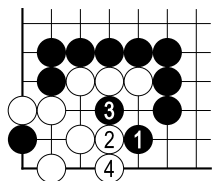


Diagram 18 – failure

The diagonal move of ❶ does not work in this position. White butts against this stone with ❷ and Black wedges in with ❸.

This does indeed prevent White from cutting to the right of ❸ or making an eye to the left of ❸. However, since it does this in gote, White can ignore it and make an eye on the first line with ❹.

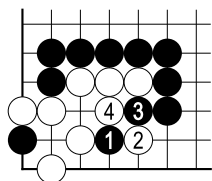


Diagram 19 – correct

In this position, the attachment of ❶ is correct. This works because it is not on the first line as in Diagram 13.

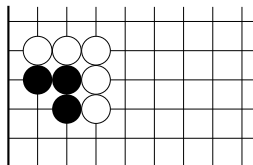
If White clamps at ❷, Black plays ❸ and ❹ does not capture ❶. It only puts ❶ into atari because a stone on the second line has more liberties than a stone on the first line.

Since ❶ is not removed from the board, White is left in atari, so Black can capture the four white stones.

PROBLEMS FOR PART EIGHT

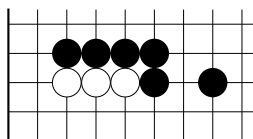
Below are two problems that I will discuss in the next part.

Problem 6



Black to play

Problem 7



Black to play

Japanese

本手 *honte* the proper (honest, correct) move.

本 is a common kanji that covers a wide range of different English meanings. In the context of Go, you will see it meaning 'a book'. It also appears in words such as

- 基本詰碁 'basic tsumego';
- 本因坊 Honinbo;
- 一本 *ippon* 'one (thing)' e.g. 一本道 'ippon-michi' a forced sequence. An inevitable sequence. An unforked road (literally, a straight road).

□

PRAGUE MUSINGS

Colin Williams

Colin.Williams@blueyonder.co.uk

In April I took the opportunity to go to the 50th Prague Go Tournament, which was also the 14th Korean Ambassador's Cup. This article is just a series of thoughts that I brought back from the event.

The event was held in what I would class as a standard business hotel on the outskirts of Prague. In all 168 players attended, with the only other UK representative being Gerry Gavigan. Given the numbers, we were split into two playing halls, a large main hall and a secondary room. Both were perfectly good playing venues. Here is the main room preparing to start the final round.



The Playing Room

As I was there with my family, my time outside of the actual matches was already spoken for, so I didn't look into whether any additional events were laid on for the evenings.

First musing

Wouldn't it be good if a UK tournament could attract that many players, and why don't we? The nearest we have is the London Open, which in the pre-Covid years was getting about 100. You may well disagree with the reasons I came up with, but I think to match Prague we would need to overcome or ameliorate in some way:

- Travel – as an island we are naturally harder to get to, almost certainly involving a flight. Most central European tournaments have good numbers of people driving to them (Martin Stiassny, EGF President, drove 13 hours to the Prague event).

- Sponsorship – without sponsorship or financial backing the risk of making a significant loss is probably high
- Cost of accommodation and food – in general, our accommodation costs are higher than those in the rest of Europe. Add that to travel costs and it becomes expensive for people to come. When I was in Prague I took my wife and daughter to an up-market restaurant for dinner. Three courses of good food and drinks for three people came to £55 in total. Where could I match that in the UK?
- Lack of ambition – other than the LGC, has anyone even considered trying to put on a tournament of this size?

The relevance of this is that the BGA are planning to bid to host a European Congress in perhaps 4-8 years' time, so all these factors (and more) will need to be thought through and taken into account.

The event was in general very well run (congratulations to our hosts) but fell into the common trap of starting late and not always keeping to the timetable.

Second musing

Why do events still run late given the current level of supporting technology? How did we manage in the past?

To show the event's history they posted up two results sheets from the 1979 event, for dan and kyu players respectively.

NAME	CLUB	DAN	I		II		III		IV		V												
			W	L	W	L	W	L	W	L													
M. FAYDEN M.	London	5	9	60	1	0	8	18	40	1	3	6	80	4	4	13	40	1	5	1	20	1	0
BERGMANN S.	London	3	7	16	0	1	0	18	40	1	3	6	80	4	4	13	40	1	5	1	20	1	0
JOHN W.	London	3	10	30	1	1	1	24	6	0	1	19	41	1	2	18	34	1	2	11	10	0	
MURCEK J.	London	3	14	40	1	1	1	20	15	0	1	19	40	1	2	18	24	1	3	8	10	1	
SCHILLER S.	London	3	10	15	1	1	1	20	15	0	1	19	40	1	2	18	24	1	3	8	10	1	
SUC L.	London	3	16	40	1	1	1	20	15	0	1	19	40	1	2	18	24	1	3	8	10	1	
BARTY J.	London	3	2	24	1	1	1	20	15	0	1	19	40	1	2	18	24	1	3	8	10	1	
BROWN R.	London	3	13	40	1	1	1	20	15	0	1	19	40	1	2	18	24	1	3	8	10	1	
BURNETT R.	London	3	1	0	0	0	0	24	0	0	0	15	40	1	2	18	24	1	3	8	10	1	
BULLOCK R.	London	3	1	0	0	0	0	24	0	0	0	15	40	1	2	18	24	1	3	8	10	1	
DIFFERS S.	London	3	2	40	1	1	1	20	15	0	1	19	40	1	2	18	24	1	3	8	10	1	
VOSEL V.M.	London	3	4	0	0	0	0	20	15	0	1	19	40	1	2	18	24	1	3	8	10	1	
GRÖBENHART M.	London	3	1	0	0	0	0	24	0	0	0	15	40	1	2	18	24	1	3	8	10	1	
M. LEED J.	London	2	5	15	0	0	0	15	40	1	2	18	24	1	3	8	10	1	2	10	1	0	
RODRIGUEZ A.	London	2	24	0	0	0	0	15	40	1	2	18	24	1	3	8	10	1	2	10	1	0	
POLLAK M.	London	2	6	0	0	0	0	9	0	0	0	10	0	0	11	40	1	2	10	1	0		
DAVIS R.	London	2	6	40	1	1	1	2	23	0	2	2	0	0	28	0	0	2	10	1	0		
EMMETT S.	London	2	20	40	1	1	1	2	23	0	2	2	0	0	28	0	0	2	10	1	0		
DOBSON W.	London	2	30	11	0	0	0	40	23	1	2	2	0	0	28	0	0	2	10	1	0		
EMMETT S.	London	2	11	0	0	0	0	40	23	1	2	2	0	0	28	0	0	2	10	1	0		
GRÖBENHART M.	London	2	18	0	0	0	0	15	40	1	2	18	0	0	15	40	1	2	10	1	0		
HUNT S.	London	2	19	24	1	1	1	2	23	0	2	2	0	0	28	0	0	2	10	1	0		
HOLBROOK J.	London	2	25	40	1	1	1	2	23	0	2	2	0	0	28	0	0	2	10	1	0		
JONES M.	London	2	27	0	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	
MCDONALD M.	London	2	17	0	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	
MURPHY M.	London	2	20	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	
MURPHY M.	London	2	23	40	1	1	1	2	23	0	2	2	0	0	28	0	0	2	10	1	0		
ROBERTS M.	London	2	24	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	
ROBERTS M.	London	2	24	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	
ROBERTS M.	London	2	24	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	
ROBERTS M.	London	2	24	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	
ROBERTS M.	London	2	24	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	
ROBERTS M.	London	2	24	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	

1979 Results Sheet

This photo of the smaller dan player sheet is, I'm afraid, low quality, but you may be able to make out that the event was won by one M Mc Fayden (sic)

with 6/6. I can only imagine the checking and cross-checking that went into completing these sheets and running the tournament then.

What more could we be doing to help keep events on time and generally running smoothly?

Third musing

What would players at larger events appreciate in terms of other social or group functions being arranged? Evening lightning tournaments are quite common, but if a TD arranged a brewery tour and tasting (for example) for an evening, presumably with a fee attached, would that be popular I wonder?

Obviously each tournament would have to assess what's available locally, but I wonder how many multi-day tournaments do? Surely anything we can do to increase the attractiveness of an event has to help in encouraging greater participation, which is something we all want.

When time allows I plan to attend more european events, they are always a pleasant adventure. I'm sure there will be plenty of scope to see what works well and what doesn't and bring those lessons back.

□

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Cartoon first appeared in [BGJ 29](#).

UK NEWS

Tony Atkins

ajaxgo@yahoo.co.uk

UK tournament results are available at www.britgo.org/results/12months.



British Pair Go Championships – see report below

British Go Congress

With the relaxation of Covid restrictions, the British Go Congress was able to return to its usual place in the calendar, the weekend before Easter (8th to 10th April). This year it was held on the campus of the University of Lancaster. It was generously sponsored by SmartGo and the prizes included vouchers for SmartGo products.

The Friday early evening weather provided hailstones but no actual lightning to accompany the British Lightning, which was a few minutes late starting because of traffic delays. Groups of four players played all-play-all leagues with a time control of 12 minutes sudden death, the winners going on to the knock-out stage. The final took place next day, as planned; it was won by Changhao Huang (5d Liverpool) and Zherui Xu (4d Cambridge) was runner-up.



**Changhao Huang
Winner of the British Lightning**

For the six-round British Open, the Congress made use of two large rooms in the Welcome Centre; the playing room and a similar room for refreshments, relaxation and analysis. Unfortunately, there was no heating control in the original playing room, so play was moved to a new room after round 1. In all other respects, the venue proved to be very good and thanks went to Marco Praderio and his helpers for the local organisation.

There were 48 players, ranging from 5 dan to 37 kyu and with the bar at 3 dan there was fierce competition for the title. The winner, with five out of six, was Leshan Feng (5d Liverpool). He was followed by three players on four wins: Zherui Xu was placed second on tie-break from Tianyi Chen (5d Liverpool). Narrowly missing out in fourth was the Lightning winner, Changhao Huang.



Leshan Feng, British Open Champion, receives the trophy from Toby Manning

Nobody succeeded in winning all six games, but prizes for five wins were awarded to Giles Englebert

(6k Oxford), Marco Praderio (9k Lancaster) and James Zhao (27k Cheadle Hulme School). Alexandros Theodosioia (37k Cheadle Hulme School) had only been able to attend on the first day and won a prize for winning all three games. Scott Cobbold (1d Wanstead) won four games and the prize for best junior. Prizes were awarded for the best-placed players in three kyu ranges: 1-10 kyu Gokul Subramanian (1k Cambridge); 11-20 kyu Gerry Gavigan (11k London Go Centre); 21+ kyu Yasmin Giles (25k Lancaster). James Zhao also received a prize for winning the most games in the informal 13x13 competition.



**James Zhao
13x13 winner**

Ulster

With the first Ulster Open only organised the previous November, the second was held on Saturday 23rd April, again at the Lisburn Chess Rooms. This time local player and

organiser James Hutchinson (2d) took the title with two wins and a bye; two Dublin players John Courtney (1d) and Matei Garcia (1d) placed next ahead of fellow Dubliner Stephen Nulty (5k), who won all three games. Fourteen players took part

Not the London Open

The third Not the London Open was held at the London Go Centre over the early May Bank Holiday weekend. The professional-in-residence was Stephanie Yin from the New York Institute of Go, informally assisted by Mateusz Surma.

The tournament attracted 57 entrants, ranging from 7 dan to 20 kyu. There were some interesting skirmishes anticipated above the bar and the organisers were not disappointed. With Yaoling Yang (5d) falling to Zeyu Qiu (5d); Zeyu falling to Lukas Podpera, (7p) and Lukas falling to Yaoling, it was looking like the tournament would be decided by 'rock, paper, scissors' until Bruno Poltronieri (4d) played very well and defeated Lukas by 1.5 points in the final round. So the order was Yaoling first, Zeyu second and Lukas third. All the top board games were live-streamed and the pros were able to make commentaries and lectures, available afterwards on the London Go Centre YouTube channel.

Peikai Xue was first below the bar, with UK youth champion Scott Cobbold second with four wins (which included defeating a 4d). British youth did very well generally: Lea Wong got five wins out of six, Gene Wong and King Hee Lim scored four, with Claire Chen, Sung Hee Lim and Andrew Volovich on three. Also adults Richard Wheeldon (1k

South London) and Florian Pein (16k Lancaster) each won five.

Claire also deserves a mention for defeating Yaoling in the double-elimination lightning tournament (only Yaoling's second defeat in UK tournament play), but Yaoling coped with a 21-stone handicap to beat Vlad Brebaneau and then beat Bouyan Li twice to win first place.

Sheffield University

The first Sheffield University Go Tournament was held over three rounds on Saturday 14th May. This was the first Go tournament held in Sheffield since the University Go Society was revived earlier in the academic year. It was a great start for the Society, with a little help from the BGA, with the event attracting 22 attendees. It was held in a large room with nearby café, rented out from the University in the Broomhall area of the city, and the many windows allowed for some lovely sunshine for the players to compete in.



Sheffield University Tournament

Runyi Wu (5d Sheffield University) took first place, his second tournament win in a row after winning The Cheshire in March. Tom Bradbury (2k Sheffield University) followed in second place, and there was a tie for third place between Toby Manning (1d Leicester) and Dennis

Deng (2d Sheffield), both taking home prizes.



Runyi Wu with incoming SUGS President, Joseph Martin

James Zhao (23k Cheadle Hulme School) also took home a prize, being the only other player who won all three of his games. There was a selection of prizes, with a range of chocolates up for grabs and some house plants (in some novelty plant pots!).

Mind Sports Olympiad Grand Prix

Following the success of two Mind Sports Olympiads played online, and with the main MSO returning to being a physical event in August 2022, the organisers decide to run an online Grand Prix event over several weeks

in the Spring. The Small Board Go was held on Saturday 21st May on OGS. Fourteen players took part with the gold going to Yat Hin Yorkson Cheung (5d) from Hong Kong, with five wins. Silver went to Bernd Radmacher (4d) from Germany and bronze to the UK's Joanne Leung (2d), both on four. The full board event was on Saturday 28th May with only eleven players, so the event was cut from four to three rounds. Again, Yat Hin Yorkson Cheung was the winner with Bernd Radmacher second. This time Fedor Dmitriev (4k) was third.

Prizes in the Grand Prix were awarded to players scoring the most points over several different games and it was noteworthy that Go player Natasha Regan was the top female, despite not playing in the Go events.

Candidates'

The tournament was played over three days of the Platinum Jubilee holiday at the Letchworth Settlement in Letchworth Garden City. Notably, of the 16 players that took part, four were juniors. One of these, Scott Cobbold, won four games, as did Tim Hunt. However, congratulations go to Gaoge Wang, from London, who had an unbeaten six wins to top the results table. Also, congratulations go to Bruno Poltronieri from Cambridge who was runner-up, only losing to Gaoge (in round 4).

So the best-of-three match for the British Championship, currently held by Daniel Hu, will be between Gaoge (the second female after Vanessa Wong to play) and Bruno (also last year's challenger).

Durham

The first physical tournament in Durham since 2019 was held on

11th and 12th June (2021 was held online). There were 27 entrants with grades ranging from strong dan level to double-digit kyu. While several players were from the local club, the majority had travelled from further away, the organisers saying it was good to see so many familiar faces after an interval of two years for Covid.

As in previous years, the tournament was held in some rooms in Elvet Hill House (though this year covered in scaffolding). This is next door to the Oriental Museum and several players enjoyed having a wander around the museum between games to see their Go-related exhibits.



Guodong Cao receives the Goat Ornament and consumables from Alice Ambrose-Thurman

Unfortunately, Andrew Ambrose-Thurman was isolating at home with Covid during the tournament and so was not able to run it. Luckily,

Dan Milne and Helen Harvey stepped up to help his wife Alice run the tournament. The winner was Guodong Cao (4d Oxford University) who won the coveted Goat Ornament with 5 wins out of 6. Prizes were also awarded to Zheng Wang (5d), Leonardo Forchini (6k) and Nicholas Yelland (8k Durham) who all won 5 games out of 6. Dan Milne (4k Durham) won the small board and lightning side tournaments.

On the Friday evening, several players enjoyed an evening of Go and conversation in the Old Elm Tree pub in the city centre and on the Saturday about 20 people took part in the Go BBQ at Alice and Andrew's in a village just outside Durham. While it had been rainy and windy earlier in the week, by the time Saturday evening rolled around the weather was fine. Andrew had to wave sadly out the window at everyone from his isolation, but plenty of sausages were delivered to him. The BBQ included several Ukrainian dishes prepared by their Ukrainian guests. Everyone enjoyed trying these dishes and meeting the guests, who have just started learning Go and playing at the club.

Pair Go

After missing two years, the British Pair Go Championships was back on Saturday 18th June. This time it was at the new venue of the London Go Centre and thanks went to them for hosting. The large downstairs room was used and provided a very comfortable and convenient location, especially for the players from London who took part. For the last time, the main organiser was Francis Roads, who has decided to pass on the reigns after twenty years. He was, as ever, ably assisted by his Pair Go partner,

Jenny Rofe-Radcliffe, who did the pairings.

This time the top championship section consisted of the eight strongest pairs, regardless of nationality, with the remaining six pairs playing in the handicap section. Gaoge Wang and Peikai Xue were the new champions, beating Xinyuan Wu and Xinchu Gong in the final round.



Peikai Xue and Gaoge Wang, 2022 British Pair Go Champions with retiring organiser Francis Roads

All players received prizes, in the spirit of Pair Go, with Alison and Simon Bexfield winning the Fighting Spirit prize. In the handicap section, it was a pair of junior friends, Lea Wong and Gene Wong, who were the winners, beating the organisers in the last round. In this section, the Fighting Spirit prize went to youngster Rachel Chik playing with Paul Smith from Cambridge. It was also good to see another young pair, Audrey and Aiden Fung, playing in their first UK event.

The new organiser, Pat Ridley, judged the Best Dressed competition and awarded the prize to Xinyuan Wu and Xinchu Gong. As usual, there was a

quiz sheet provided by Jenny Rofe-Radcliffe to amuse players between games; Natasha Regan and Matthew Cocke solved the most cryptic word clues to win the prize.

Welsh Open

The Welsh Open returned for its 28th edition on the 25th and 26th June. The venue was once more the Min Y Mor Hotel in Barmouth, which gives the chance to stay on site, to socialise over the well-attended Saturday evening dinner or to quickly pop to the beach and enjoy the, sadly rather mixed, weather. A total of 22 players came to play, including a number from Cardiff (all in Macfadyen-style trousers as a tribute to the multiple winner of the event), North West and South West England and a few from further away.



Martin Harvey with winner Peikai Xue and the Brian Timmins Plaque

Top player this year was London's Peikai Xue (3d), who won all six games to earn himself the Brian Timmins Plaque. Equal second were Cardiff's Dylan Carter (1d) and Leicester's Toby Manning (1d) with four wins. Bjorn Eurenus (8k Lancaster) won five games, and Lucas Horton (9k), Pat Ridley (11k Chester) and Kieran Moore (14k Cardiff) each won four games. In addition, Louise

Bremner (2k Bristol) got a prize as top kyu player.

This year, thanks to Dylan's efforts, organisers Helen and Martin Harvey were able to announce that prizes and discounts were being provided by Go Magic and, received via the BGA Secretary, a free trial was available from AI Sensei; both sponsors were thanked for their support.



Cardiff players Dylan Carter and Kieran Moore in Macfadyen tribute trousers

Credits: Photos of The British from Helen and Martin Harvey; Sheffield from Charis Wang; The Pairs, Durham and Barmouth from Pat Ridley.

□

JACK GOOD

Pat Ridley and John Tilley

The mathematician Jack Good (9th December 1916 – 5th April 2009) made an important contribution to the popularisation of Go in the UK in the early days of the BGA. He was a fascinating character in many ways and we hope that Journal readers will enjoy learning a little more about him.



Jack Good

Our account takes us to Bletchley Park in World War II, the origins of computers in the UK in the post-war period, GCHQ at the start of the Cold War, and the film set of *2001: A Space Odyssey*.

Jack Good learns to play Go

Jack Good was taught to play Go in 1941 by Alan Turing, the famous mathematician and cryptographer, and they regularly played Go for several years at Bletchley Park. Good was also a strong chess player and after the war he met the chess-playing brothers Oliver and Jonathan Penrose (ten times British Chess Champion) and their brother Roger, who also played Go, when their family returned to the UK from Canada.

Good had moved down to London in 1948 and his main Go opponent eventually became Roger Penrose (now Sir Roger and Nobel Prize Winner for his work on the formation of black holes).¹ Their strengths were about level and they played some twenty games together, the winner being designated by them 'British Go Champion'.

John Barrs meets Jack Good

John Barrs' contribution to Go in Britain is well-known.² An account of Barrs' Go-playing career appeared in a letter he wrote in *Go Review* in August 1965. He had learnt of Go in 1929 and founded the Linton House Wei-chi Club in 1930. In the early 1950s he played chess at the West London Chess Club, perhaps partly with the aim of poaching chess players to play Go.

In 1953 he read a chess book by Edward Lasker which mentioned

¹www.nobelprize.org/prizes/physics/2020/summary.

²Bob Hitchens, *John Barrs and the Birth of the BGA*, *BGJ* 136, Summer 2005, pp. 22-24.

Go³ and he wrote to Lasker, who sent him some copies of the American Go Journal and put him in contact with one or two English Go players (probably including Penrose⁴ and maybe also Good), as that was the year that John Barrs discovered the Penrose-Good 'Go cell'.

Barrs used to invite Good to dinner, after which they would play Go. Out of fifteen serious games played without handicap, Good won ten. These fifteen games were a key step in the history of British Go. Note that Good was then a stronger player than Barrs.

In 1948, Good had joined GCHQ, which was then based in Eastcote, London, and it was fortuitous that before relocating to Cheltenham in 1954 there was a period of 1953-1954 when Barrs and Good lived close to each other in London, met through Lasker and Penrose, and played those fifteen games over dinner.

Good later wrote that after 1954 he had little opportunity to play Go, but Barrs went on to found the BGA and left Good far behind in playing strength.

Barrs, however, kept in contact with Good and ten years later he asked him to write the *New Scientist* article.

By Good's own estimation, in 1965 he had a playing strength of about 6 kyu (and this is also what Barr's address book of Go players around that time, in the BGA Archive, says).

It seems likely that Lasker also gave Barrs some European addresses, as it was in the early 1950s that Barrs contacted Leonhard Grebe in Germany (and "Austrian Go Leaders") for a list of British players.⁵ Good and Penrose both appear in Grebe's lists of Go players in Europe lists for 1957 and 1960.⁶ These give Good classes in the Rger system⁷ of 25 and 29, which, according to the table in BGJ 8, Spring 1969, equate to 3 and 5 kyu.

The New Scientist article and what followed

Barrs had been invited to write an article for the 'Free Energy' column in the popular science magazine *New Scientist*, but he was too busy so he asked Good to write it instead. Good's article appeared in the 21st January 1965 edition under the title 'The Mystery of Go'.⁸

Two weeks later this led to an appearance on the *Time Out* TV programme on the BBC, explaining the rules of Go with a demonstration game and, at the end of February, an article 'The Coming of Go' in *The Sunday Times*.

The *New Scientist* article and the two follow-ups acted as major catalysts for Go publicity. They produced some key new Go players at major universities, who went on help with the administration of the BGA and

³The book must have been *Modern Chess Strategy, with an appendix on Go* – first edition 1945, second edition 1950.

⁴Roger Penrose was known to the American Go Association – his name and address appear under England in a list of AGA members "as of September 15th 1950" in the American Go Journal, Vol. 1, No. 4, Summer 1950.

⁵Hitchens, *John Barrs and the Birth of the BGA*.

⁶We thank Theo van Ees for copies of these lists.

⁷Franco Pratesi *The Go Ranking System of Bruno Rger*, BGJ 120, Autumn 2000, pp. 44-45.

⁸Available at www.chilton-computing.org.uk/acl/literature/reports/p019.htm.

running the first British Go Congress in 1968 in Oxford.

The BBC *Open Door* programme, made by the BGA, was transmitted on TV on 3rd June 1974, accompanied by an article in *The Radio Times*, which provided a significant boost in membership. The London Go Centre opened in 1975 and this all helped the membership pass one thousand.

The BGA website has a set of annual reviews⁹, starting with 1965. From these, we see that in 1965, the BGA had “100 members, of which 50 were in London”; in 1966 there were 300. The 1966 European Congress was held in London. BGA membership numbers are more precisely recorded from 1972 onwards when there were 516 members (the highest recorded number is 1,048, in 1975).

Good’s own account of his Go-playing career appeared in a letter, presumably invited as a result of the *New Scientist* article, in the *Nihon Ki-in English language magazine Go Review* in May 1965. It is here we learn that he was taught to play Go by Turing “in 1940” (though actually it must have been after May 1941, since that is when Good started at Bletchley Park) and of his games with Penrose. There is, of course, no mention of Bletchley or cryptography in the letter, as that remained classified.

Early Life: 1916-1940

Good was born Isadore Jacob Gudak, the son of an immigrant Polish family; his name was later anglicised to Irving

John (“Jack”) Good. A man with a playful sense of humour, he had the habit of introducing himself with “I’m Good” and (for reasons that will become clear), drove a car with the numberplate 007IJG.

His talent for mathematics soon became clear; for example, at the age of 9, he discovered the existence of irrational numbers for himself while trying to understand the square root of 2. From Haberdashers’ Aske’s School (1928-1935) he went on to Jesus College, Cambridge for a degree and Ph.D. in mathematics.

He was an excellent chess player, and while at Jesus, in 1939 he became champion of Cambridgeshire. He was not called up immediately as his PhD gave him a reserved occupation classification until its completion in May 1941.¹⁰

War Years: Bletchley Park, 1941-1945

Good was recruited, as many mathematicians and chess players were, by the Government Code and Cypher School¹¹ to work at Bletchley Park on decrypting German ciphers. He was initially assigned to Hut 8 (under Turing and later Hugh Alexander) to work on the naval Enigma.¹² Almost immediately he greatly upset Turing who found him asleep on a night shift. However, all was forgiven when Good made a key contribution to breaking the naval Enigma daily key and he became friends with Turing.

⁹www.britgo.org/history.

¹⁰Many of the autobiographical details here are drawn from a comprehensive interview with DL Banks, *Statistical Science*, 1996, Vol. 11, No. 1, 1-19., *A Conversation with I. J. Good*, which is linked from senseis.xmp.net/?IrvingJohnGood.

¹¹GC&CS (known as the Golf Club and Chess Society by its staff), the forerunner of GCHQ.

¹²Enigma and Lorenz were both cipher machines, Enigma was used on lower level messages, Lorenz was more complex and secure and was used for the highest grade of intelligence.

Good used to visit Turing at his billet at The Crown Inn near Bletchley to play Go. Turing was not himself, however, particularly strong at board games and Good was soon able to give him a six-stones handicap. Good also played Go with his Bletchley Park colleague, Hugh Alexander (twice British Chess Champion).

Turing's stellar contributions to mathematics, his statistical contributions to the breaking of the Enigma- and Lorenz-encrypted ciphers during WWII and the origins of digital computers during and after the war are well known and well documented in many books (see especially *Alan Turing: The Enigma* by Andrew Hodges, *Colossus* by Jack Copeland and others and *Prof – Alan Turing Decoded* by Dermot Turing) and the film *The Imitation Game*.

Turing was very interested in the possibilities of artificial intelligence and also played chess; putting these together, he immediately thought about how computers could be used to play chess and act as a test-bed for the development of AI; he had many discussions with Good on the subject.

In the course of their work at Bletchley Park, Turing and Good made innovative use and rediscoveries in an area of probability theory known as Bayesian statistics. Controversial and even frowned upon by some statisticians at the time, this is a

method for reasoning about events (e.g. encrypting machine settings) from observations (e.g. encrypted messages and other intelligence) and is particularly useful when observations accumulate and probabilities need updating.¹³

In 1943 Good was moved to Hut M, as the statistics expert to work on Lorenz-encrypted ciphers.¹⁴ "Heath Robinson", the first electronic machine designed to help with the process, had been developed but a statistical method to break the key quickly was needed.

The work that Good and others did at Bletchley Park was classified and not made public until many years later,¹⁵ but it is now widely accepted that what they did shortened the war significantly. In the course of it, they developed Colossus, the world's first large-scale electronic computer.

Post-War: 1945-1964

The things he was involved with at Bletchley Park – digital computing, artificial intelligence and, especially, Bayesian statistics – shaped his future career. Much of the work he did in this period was also classified but he continued to write and publish books and papers on Bayesian methods and probability.¹⁶

Immediately after the war, one of his bosses at Bletchley Park, Max

¹³Bayesian statistics and some of its applications, such as hunting for lost submarines and atomic bombs (!), are entertainingly described in a popular science book by Sharon Bertsch McGrayne, *The Theory That Would Not Die*, Yale University Press, 2011. Modern-day applications include the algorithms controlling driverless cars.

¹⁴B. Jack Copeland and others, *Colossus: The Secrets of Bletchley Park's Codebreaking Computers*, Oxford University Press, 2006. This contains several contributions from Jack Good.

¹⁵F.H. Hinsley and Alan Stripp, *Codebreakers: The Inside Story of Bletchley Park*, Oxford University Press, 1993. Good contributed one of the chapters.

¹⁶For instance, the influential *Probability and the Weighing of Evidence*, Griffin, 1950. He was also co-editor with Alan James Mayne and John Maynard-Smith of the 1962 book *The Scientist Speculates: An Anthology of Partly-Baked Ideas* – see the review in *Nature*, Vol. 393, 18 June 1998, p.642.

Newman (the driving force behind “Heath Robinson”), recruited Good (and, later, Turing) to Manchester University, where he was a lecturer in mathematics from 1945 to 1948. Amongst other things, he worked on the development of the Manchester Mark I computer.

However, he soon left to take up a position with GCHQ (Government Communications Headquarters), first at Eastcote in London and then, when it moved in 1954, near Cheltenham. What he did there was, of course, again classified, indeed he declined to say anything about it in his interview with Banks.

After he resigned from GCHQ in 1959 (he had planned to accept the offer of a Chair at Chicago University but changed his mind), he was a consultant for a few weeks for IBM and then employed by the Admiralty Research Laboratory. In 1962 he went to the USA to work at the [Institute for Defense Analyses](#).

Return to Academia: 1964-1994

In 1964, Good returned to the UK, to a joint appointment with the Atlas Computer Laboratory (based at Chilton, near Harwell) and Trinity College, Oxford,¹⁷ which lasted until 1967. It was during this appointment that he wrote the famous article for *New Scientist*.

In another snippet from John Barrs’ *Go players address book*, we found a letter from Bernard Nurse, Trinity College Oxford, dated 2nd March 1967: “A friendly match with Harwell was arranged; in addition to 4 of

them, Dr. Greenburg and Dr. Good participated.” Unfortunately, there are no more details, and we can’t be sure for which side Jack Good played!

Also during this period, Good published a much-quoted visionary paper, *Speculations Concerning the first Ultra-intelligent Machine*,¹⁸ which he arrived at after thinking about artificial neural networks (the technology, Go players, will recall, at the heart of AlphaGo).

In this paper, he anticipates that a sufficiently intelligent machine would be capable of designing even more intelligent machines, leading to an “... ‘intelligence explosion’, and the intelligence of man would be left far behind... Thus the first ultra-intelligent machine is the last invention that man need ever make, provided that the machine is docile enough to tell us how to keep it under control.”

Note the cautionary final clause! Towards the end of his life, it seems, the optimistic tone of the paper became replaced by pessimism on how the intelligence explosion would actually work out for mankind.¹⁹

Perhaps it was this paper, or his book *Logic of Man and Machine*, published in 1965, that lead him to the set of Stanley Kubrick’s 1968 film *2001: A Space Odyssey*, to which he was a consultant – the film featured the fictional and somewhat sinister supercomputer, HAL 9000.

¹⁷www.chilton-computing.org.uk/acl/associates/permanent/good.htm.

¹⁸*Advances in Computers*, Vol. 6, 1966, pp. 31-88.

¹⁹James Barrat, *Our Final Invention: Artificial Intelligence and the End of the Human Era*, Thomas Dunne Books, St. Martin’s Griffin, 2013; especially the extract in George Dvorsky, *Why a superintelligent machine might be the last thing we ever invent*, Gizmodo, 2013.

He must have made other contributions to the film world too because in 1995 he was elected a member of the Academy of Motion Picture Arts and Sciences.²⁰

In 1967, he moved on again, this time to take up a Chair at Virginia Polytechnic Institute in the USA, where he was to stay until his retirement in 1994.

Over his whole academic career, he wrote a vast number of papers. He adopted a numbering system for them²¹ and his book, *Good Thinking: The Foundations of Probability and Its Applications* (University of Minnesota Press 1983, Dover 2009) has a bibliography of his main publications, from which we see that he authored or co-authored at least 1,517,²² not counting any he would have written in the last 10 years or so of his career and after as an Emeritus Professor.

Summary

It is hard to do justice to such a prolific career, and we have certainly not done justice in this short article to his chess-playing abilities. He could hold his own with the leading UK chess players of the day, including Hugh Alexander and Harry Golombek, at least in rapid play games, and he made seminal contributions to the development of chess computer programming.²³

Jack Good was a prodigiously talented mathematician who made a significant contribution to the war effort, the development of the digital computer, and developments in mathematical probability and statistics. But from our narrow perspective as Go players, we remember him most for the boost he gave to the popularity of Go in the UK through his 1953 games with John Barrs and the 1965 *New Scientist* article.

Credits: The photograph of Jack Good is from the GCHQ publication *Codes, chess and Kubrick: the life of Jack Good* – see footnotes.

□

BGC VENUES – ANSWERS

Tony Atkins

ajaxgo@yahoo.co.uk

Here are the answers for the British Go Congress venues montage on page 20.

From top to bottom and left to right: Abingdon School; Felsted School; Butlin's, Bognor Regis; Horntye Park Sports Centre, Hastings; Novotel, Ipswich; University of Kent, Canterbury; Royal Holloway College, Egham; Cromwell Hotel, Stevenage; Selwyn College (The Diamond), Cambridge; and Wells Hall, Reading.

□

²⁰en.wikipedia.org/wiki/I._J._Good.

²¹Number 142 is co-authored by one K. Caj. Doog – clearly he knew his subject backwards!

²²*Codes, chess and Kubrick: the life of Jack Good* at

www.gchq.gov.uk/information/codes-chess-and-kubrick-life-jack-good says "His list of publications runs to over 2000 items and over 3,000,000 words."

²³www.chessprogramming.org/Jack_Good.

SOLUTIONS TO THE JOURNAL PROBLEMS

The SGF files for these problems are to be found at www.britgo.org/bgj/issue200.

Solution to Problem 0

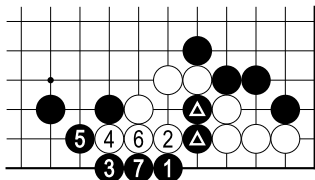


Diagram 0a (correct)

- ① This is the move that connects Black's stones.

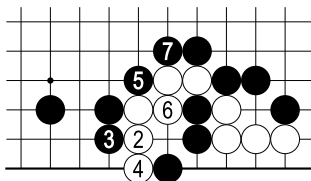


Diagram 0b (correct – variation)

- ② If White tries to disconnect, it is White that gets captured.

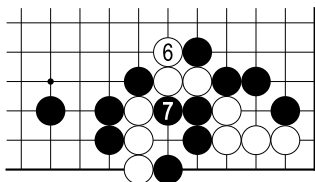


Diagram 0c (correct – variation)

- ⑥ Some white stones can escape.

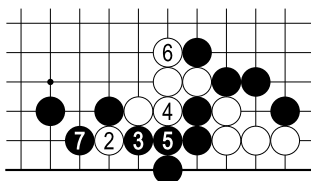


Diagram 0d (correct – variation)

- ② This doesn't work either.
⑤ Either one or four stones will be captured.

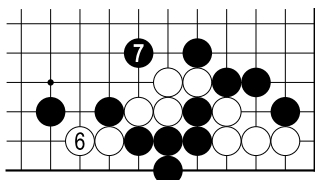


Diagram 0e (correct – variation)

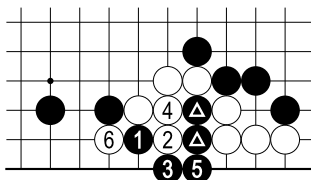


Diagram 0f (failure)

- ① This leaves bad shape and Black fails.

Solution to Problem 4

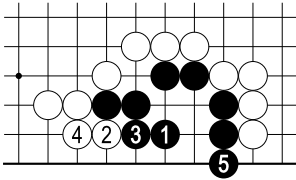


Diagram 4a (correct)

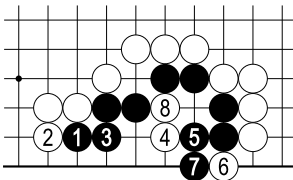


Diagram 4b (failure)

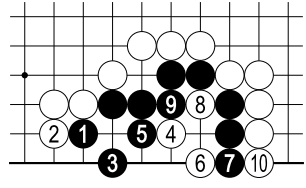


Diagram 4c (failure – variation)

- ❶ This is the correct first play.
- ❷ Black lives.
- ❸ This also fails.
- ❹ This is the vital point.
- ❺ Black is short of liberties.
- ❻ Black is in a snap-back.

Solution to Problem 20

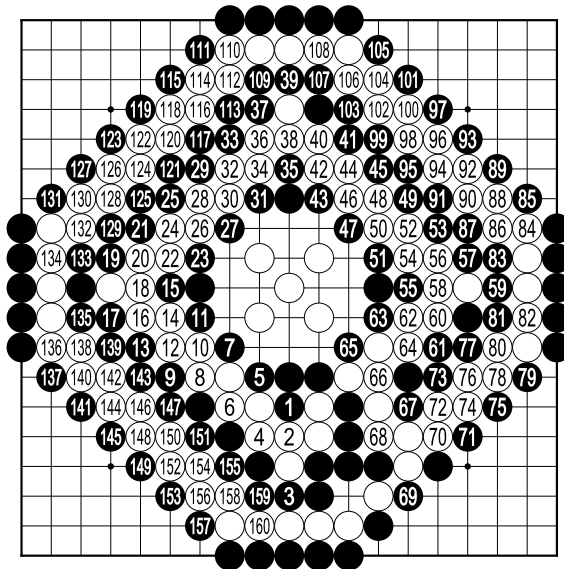


Diagram 20 (correct)

- ❶ The Spider's Web. Can Black rescue two stones with 1?
- ❷ The ladders starts ...
- ❸ White is in damezumari and loses.

Solution to Problem 50

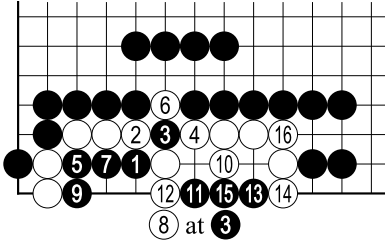


Diagram 50a (sente for Black)

This ④ makes a seki and gets White the most points, but it is gote for White.

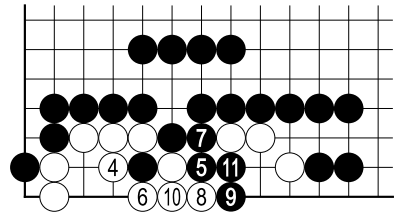


Diagram 50b (sente for White)

- ⑩ This way gives more points to Black, but White has sente, which may be important.

Solution to Problem 57

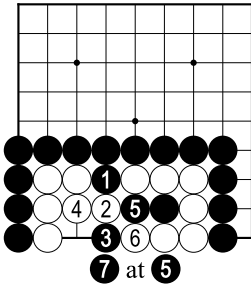


Diagram 57 (correct)

- ① The first move is easy.
- ③ This is the move that puts White into a bad shape.
- ⑤ Sacrificing another stone...
- ⑦ ...sets up a double snap-back.

Solution to Problem 100

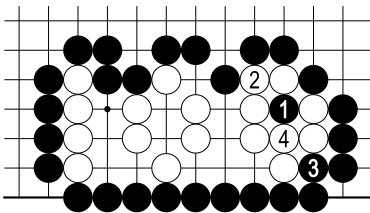


Diagram 100a (failure)

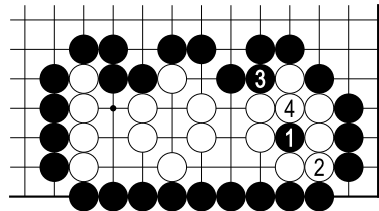


Diagram 100b (failure – variation)

- ① The throw-in does not take the eye away.

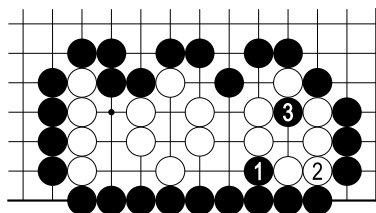


Diagram 100c (correct)

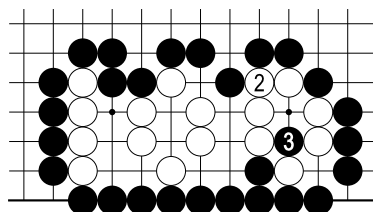


Diagram 100d (correct – variation)

- ❶ It is this or the other second-line move to the right that takes away the eye.

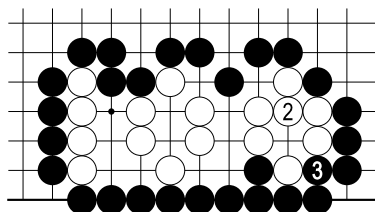


Diagram 100e (correct – variation)

Solution to Problem 150

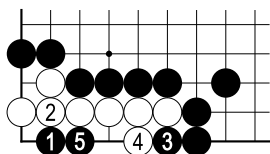


Diagram 150a (correct)

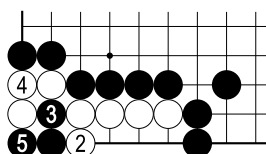


Diagram 150b (correct – variation)

- ❶ This is the vital point – this is the correct way to kill White.
 ❷ Connecting leaves too little space on the edge.
 ❸ But Black can play the 2-2 tesuji.
 ❹ This is self-atari.

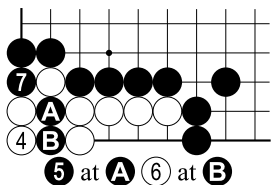


Diagram 150c (correct – variation)

- ⑤ White still cannot connect the single stone because of damezumari.^a
- ⑦ White dies.

^a*Damezumari*: Shortage of liberties. There is a glossary of Go terms at www.britgo.org/bgj/glossary.

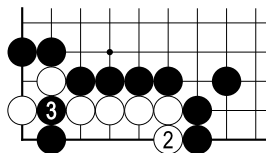


Diagram 150d (correct – variation)

- ② And widening the base clearly goes nowhere.

□

ASSOCIATION CONTACT INFORMATION

Association contact page: britgo.org/contact

Email for general BGA enquiries: bga@britgo.org

President: Toby Manning president@britgo.org

Secretary: Colin Williams secretary@britgo.org

Membership Secretary: Chris Kirkham mem@britgo.org

If by post: 201 Kentmere Road, Timperley, Altrincham, WA15 7NT

Newsletter Editor: newsletter@britgo.org

Journal comments and contributions: journal@britgo.org

Our Facebook page: facebook.com/BritishGoAssociation

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

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.



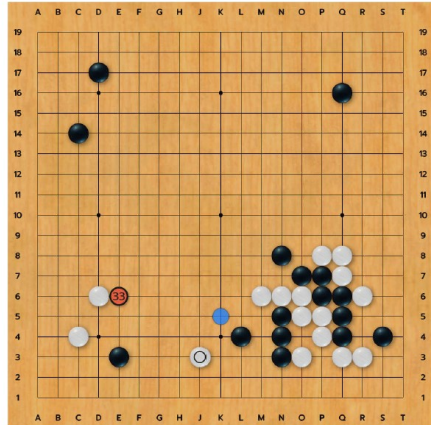
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