

BRITISH

GO

JOURNAL



Number 201

Autumn 2022

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Front cover: Gaoge Wang, British Champion 2022.
Photo kindly provided by Gerry Gavigan.

CONTENTS

EDITORIAL		2
PRESIDENT'S MESSAGE	Toby Manning	3
YOUTH NEWS	Tony Atkins	5
GO JOTTINGS 22 – SPLIT SHAPE FROM 1975	John Tilley	8
UK NEWS	Tony Atkins	15
BGA SECTION	Colin Williams	18
WORLD NEWS	Tony Atkins	20
TOURNAMENT HISTORIES XIV: SWINDON	Tony Atkins	22
ADVICE FOR DOING TSUMEGO – PART EIGHT	Richard Hunter	24
BRITISH CHAMPIONSHIP 2022: GAME 1	Artem Kachanovskyi	30
GO JOTTINGS 22 – SPLIT SHAPE FROM 1975: ANSWERS	John Tilley	37
SOLUTIONS TO THE JOURNAL PROBLEMS		42

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EDITORIAL

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British Go Journal 201

As we publish our first Journal after the milestone edition of [BGJ 200](#), I am immensely grateful for the continuing contributions from our regular authors Tony Atkins, Richard Hunter, John Tilley and our indefatigable problem-setter. In John's *Go Jottings* article, there is a photo taken at the London Go Centre at its opening in 1975 (on page [10](#)) which has attracted some interest from those who were there. Space does not permit a full list of members past and present that have been identified, but perhaps we will return to this in a future edition.

Readers' feedback will always be welcome and the more the better. One item of feedback we have received is a request for more game reviews, so it is a particular pleasure to include a review of the first of this year's British Championship games, provided by top European professional (and Editor of the European Go Journal) [Artem Kachanovskyi 2p](#). We will have his review of the second game in our next edition.

Pat Ridley
November 2022

Credits

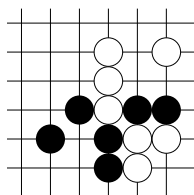
Many thanks to all those who have helped to produce this Journal.

Contributors: Tony Atkins, Richard Hunter, Artem Kachanovskyi, Toby Manning, John Tilley and Colin Williams.

Photographs: Gerry Gavigan provided the photo on the front cover. All other photographs in this edition were provided by the article authors, or are credited directly in the article.

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JOURNAL PROBLEM 1



Black to play and rescue
two stones

PRESIDENT'S MESSAGE

Toby Manning

president@britgo.org



European Go Federation AGM

I spent an enjoyable 10 days at the European Go Congress in Romania in the summer. Sadly, uncertainty due to the Covid-19 outbreak and the war in Ukraine meant that attendance was much lower than usual; the number of UK players who attended was also low. This was a shame, especially as it is likely that there will be no European Congress next year – it was originally scheduled for Ukraine, but will not go ahead there for obvious reasons. We can, however, look forward to Toulouse in 2024.

One of the duties I had in Romania was attending the AGM of the European Go Federation. This is the one real chance each year that each country has to influence the EGF Executive, but in reality it is not very effective. The EGF is in financial difficulty – its expenditure exceeds its

income and a big sponsorship deal is coming to an end, but the Executive's response is not to cut its expenditure (much of which seems to benefit the strongest European players) but to raise subscriptions, despite howls of pain from some of the poorer countries suggesting that they cannot afford even the present level.

Until 2021 subscriptions were set at €1 per member (€0.50 for those under 18) with a minimum of €50, but there were a surprising number of countries that only paid the minimum and there was no way of auditing the payments. This was then changed to a rate of €3/per person – but only payable for those on the European Go Database with a strength above 10 kyu. This resulted in an increase in EGF subscription income of around 25%, although our payments more than doubled – I think we have an above-average number of tournaments, hence a larger proportion of members are people on the database.

The Executive had intended to ask for an increase from €3 to €4, but they failed to put the proposal on the Agenda (!) so it will remain at €3 for 2023, but they are threatening to propose an increase to €5 at next year's AGM, which will probably be held online.

Despite the parlous financial position – the EGF is living off reserves – the AGM approved a deficit budget; ours was the only vote against adopting it.

For completeness, we also pay ¥36,000 (approximately £220) as an annual subscription to the International Go Federation. ▷

Film

One of the spin-offs from DeepMind's AlphaGo development is that Go is no longer a niche game, but is increasingly moving into the mainstream. A good example of this is seen in the film industry: while *A Beautiful Mind* (2001) showed Go as a game played by mathematical geniuses, *Knives Out* (2019) showed it played by ordinary people. And recently Tony Atkins and myself have been assisting in the making of a film *Club Zero*, ensuring that the games of Go looked realistic and that there were no continuity issues – we hope this will be released sometime next year.

Northern Ireland

Although Northern Ireland is an integral part of the UK, to date it has remained somewhat detached from the BGA. I am pleased to say that this position is to be rectified as we plan to hold the British Congress in Belfast over the weekend of March 31st / April 2nd, and we hope that many members will make the trip across the Irish Sea to visit this under-appreciated city.

Kids' Go Server

A couple of years ago we had discussions with the American Go Association about producing a Go

Server for children. This would not only make it “kid-friendly”, but also ensure that safeguarding issues were fully considered.

We rapidly agreed that this would be done on a commercial basis, and the American Go Foundation (the charitable arm of the AGA) and the Castledine-Barnes Trust, now the Youth Go Trust, would finance it, with an 80:20 split. The cost at the time was estimated at \$25,000; the project has been managed on the UK side by members of the BGA Youth Committee.

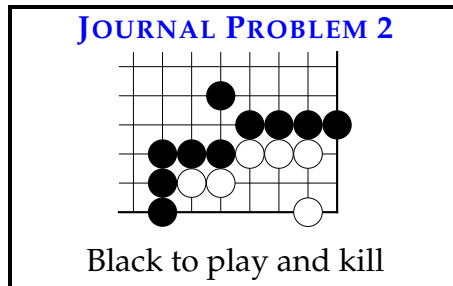
I am now pleased to announce the release of the “beta version” (i.e. a version released for comment and evaluation) at www.kidsgoserver.com. It is based on OGS, using the OGS engine to determine when stones are captured, etc. The outturn cost is \$27,000.

We have already identified a few enhancements required, including:

- the addition of voices to the lessons;
- better software enabling kids to play each other.

but we would welcome further comments. Please send them to youth-chair@britgo.org.

□



YOUTH NEWS

Tony Atkins

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BGA youth players at the 2022 Go Camp

Go Camp

On Wednesday 10th August, 17 young players made their way to Caythorpe in Lincolnshire for our fifth Youth Go Camp. They came from as far as Scotland and Cornwall. Most came by car, but train to Grantham and then bus to Caythorpe village was also possible.



Rafting

As soon as they had all arrived, the first of the physical activities started. The older ones did the Sensory Challenge first (walking a

trail blindfolded), the younger ones climbing; then they swapped over.

After dinner, the Go started with a big board tournament, before the players retired to the dorms to try and get some rest despite the heat. Unfortunately, the rooms were quite small and crowded, but the spacious bathrooms provided a good venue for midnight Go games and it was light by 05:30 for those who wanted an early kick-about on the field outside.



Scott's group

On Thursday morning the teaching started in three groups, split by grade. This time one of the youngsters was also a teacher, with Scott Cobbold taking the top group. Alison Bexfield took the next group and Tony Atkins and Greg Kudla the other. They had two small classrooms to study in, plus the bigger pavilion (also used for the group activities).

That afternoon, the activities were high trapeze and rafting; the latter was the most popular activity as getting wet was cool in the thirty-plus degrees temperature. The evening activity was Pair Go, with the adults joining in.



Pair Go Final

On Friday the bottom two groups swapped teachers and in the afternoon the activities were high-wire course and archery.



Alison's group

The final evening saw various Go activities. The Pair Go final was won by Lea Wong and Caleb Monk (beating Andrew Volovich and Greg Kudla). Meanwhile, there were more big-board games for the higher-graded players and small-board games for the lower ones. The 19x19 results show Lukasz Kudla and Lawrence Baker both winning three out of three; the 13x13 results also show Lawrence Baker winning three out of three therein.



Daniel Chun Yang v. Edmund Smith

Additionally, Toby Manning was there to discuss with the participants how the BGA and the Youth Go Trust can aid and support youngsters more. Later that evening the older ones went outside for an impromptu star-gazing session on the field, though the peak of the promised meteor shower was after bedtime.

Saturday teaching was different for the top group as Bruno Poltronieri had turned up late the evening before to take them. The lower group learnt some Go variants such as Kriegsspiel and Joker Go.

After a wrap-up session, group photo and lunch, it was off home again, all managing it despite train strikes, with happy memories of another successful

and fun camp. It is planned to hold the sixth camp at the same time in 2023.

MSO

As mentioned in UK News half the players in the MSO Go Open were juniors. Congratulations to Alain Cheung, Scott Cobbold and Alvina Kwok who took the Junior Medals with good results amongst the top group.

In the below-bar group Andrew Volovich and Oliver Bardsley did well. The 13x13 saw the Junior Medals going to Caleb Monk, Edmund Smith and Andrew Volovich. Playing these two events allowed Andrew and Scott to dominate the top of the Youth Grand Prix table.

Youth Team Selection

On the afternoon of Sunday 18th September twenty youngsters met on OGS to play the annual tournament that helps the team captain, Alison Bexfield, select the UK team for

the European Youth Go Team Championship.

Scott Cobbold (3d) won as expected, beating Gene Wong (1k) into second place. The only other player to score three was Yiliang Liu (16k).

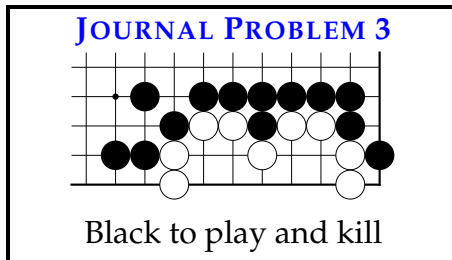
Match Against Hong Kong

Throughout the summer the ‘Super Go’ match against the team from Hong Kong continued. A typhoon (at their end) postponed the games the first weekend in July.

On restart, their Kayden Li won two games before our Sung Hee Lim beat him. Their Hellos Au then won three, putting them 12-3 ahead. However, Lea Wong beat him and remarkably went on to beat their next ten players to put us 14-12 ahead.

Hong Kong’s Wu Zi Qi beat both Gene Wong and then Lea Wong to equal the score at the end of September, with the strongest three players of each side left in. Wu Zi then beat Isabella Qiu to put Hong Kong one game ahead.

□



GO JOTTINGS 22 – PART 1

SPLIT SHAPE FROM 1975

AND TWO JAPANESE BOOK REVIEWS

John Tilley

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In the last BGJ (number 200) I introduced the term ‘split shape’ (‘sakare gatachi’ in Japanese). Having sent the article to the editor, something at the back of my mind made me go through my jottings collection as there was a loose end.

I eventually found it, and it is a very good example, in BGJ 28 from 1975. It is in a game played by Paul Prescott (3 dan and British Champion) in a four-stone demonstration game against Iwamoto Kaoru (9p), at the opening of the original London Go Centre. (See *sgf* at britgo.org/files/bgjgamesold/02803.sgf.)

After the game, Iwamoto said there “was a fundamental misunderstanding of a basic principle of Go and was the key point to this game”. Those words had lurked at the back of my mind for some 47 years but I had never really fully appreciated why Black’s move was so bad.

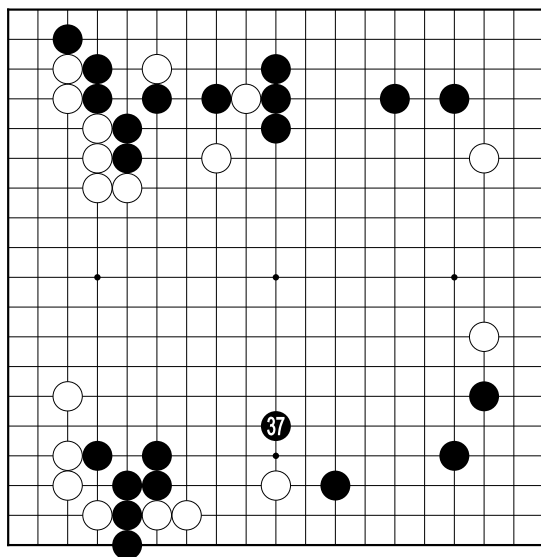


Diagram 1

The key point of this game starts with 37. Magari Reiki, the commentator, (recently promoted to 9 dan professional) smiled when Paul played here; this boshi (capping move) is a professional move.

He said he wanted to buy a bowler hat in London, but wasn't sure what to do with it! (The notes to the game in BGJ 28 are based on comments by Magari, translated by Stuart Dowsey.)

Note – Magari’s students had paid for his trip to London to celebrate his promotion to 9 dan. Magari was Iwamoto’s senior pupil and an excellent teacher; he wrote a number of first-rate articles in *Go Review* in the 1970-1972 period which are well worth digging out. They cover good shape and bad shape!

39 is bad, it is a classic example of 'split shape'.

Black should have backed off by playing either A or B and not 39, which drives White out and onto Black's stones and leaves Black clinging to a strong white wall.

The terms 'sakare gatachi' or 'split shape' don't appear in the BGJ comments, just Iwamoto's comments on 39 being a "fundamental misunderstanding".

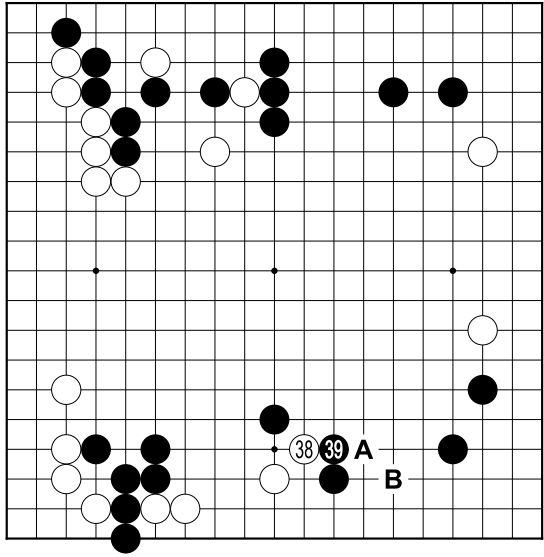


Diagram 2

I don't think the term 'split shape' had appeared previously in western Go literature: maybe Iwamoto or Magari had used the phrase 'sakare gatachi' and Stuart Dowsey explained/translated it as "Black's stones 27 [the stone below 39] and 39 are left clinging to a strong wall. Remember the Go Proverb 'Don't approach strength' " – which is quite a good explanation.

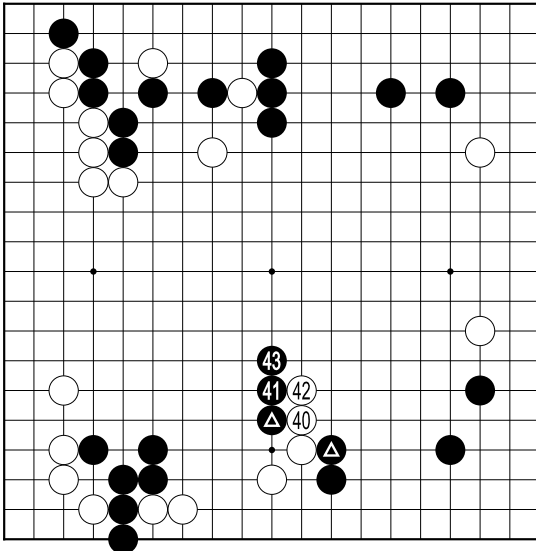


Diagram 3

Black has driven White between the two marked stones.

I used the term 'a ripped keima' in the previous Jottings.

White now separates Black's lower left group into two and Black has his hands full. Iwamoto won by nine points.

The whole game is in [BGJ 28.](#)^{a)} Note that the moves are numbered from ②, as back in 1975 our diagram equipment dictated that.

The game was played as a demonstration game (see photo) in front of a packed Go Centre - I think Magari made a few comments during the game and afterwards reviewed it.

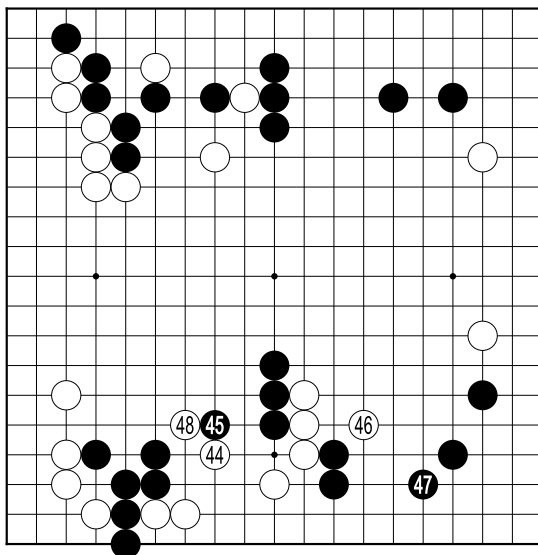


Diagram 4

^{a)}And at

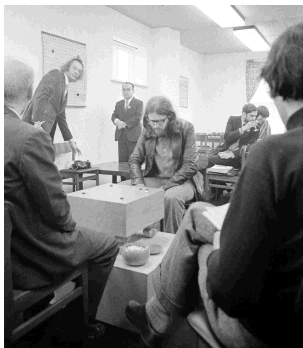
britgo.org/files/bgjgamesold/02803.sgf



The key moment in the game. Iwamoto and Paul are playing in the main room to the left of Stuart Dowsey, who is standing by the demonstration board.

White has just played ④¹

¹Among current members, we believe John Allen, Jim Clare, Jon Diamond, Harry Fearnley, Richard Hunter, Toby Manning, John McLeod, John Tilley and Francis Roads are all on this photo, and no doubt there are others (see also Editorial). *Ed.*



From the left: Iwamoto (with back to camera), Stuart Dowsey (standing), Magari Reiki (commentating), Paul Prescott and (seated) Jim Bates.

The conditions were a challenge for Paul, as there was inevitably some noise in the room.

This game finally made me realise that split shape is a really important concept and even an amateur 3 dan can misunderstand it.

Part 2 - Book Reviews

In [BGJ 200](#) I promised to review the two books that I used in the article on Shape and Efficiency. The books are in Japanese, so perhaps a key part of any review has to be their accessibility for Go players with no or limited Japanese. There are precious few English Go books on 'Shape', hence my interest in these two Japanese books. You can buy both books as PDFs for just under £15 in total today, which is October 1st 2022.

The two books have a similar format, being divided into chapters on a variety of shape concepts with an introduction to each, followed by a number of problems, plus a few one-page essays.



Author: Yoda Norimoto

Title: Rapidly increase the efficiency of your stones.

Pages: 233

Price as PDF from Mynavi: ¥1327 (Oct 2022 = £8.25)
book.mynavi.jp/ec/products/detail/id=22512

- Eight chapters – 65 problems
- Problems have answer diagrams labelled correct or incorrect
- Intro – efficiency of stones
- Topics – thinking about the empty triangle, centre of three stones, 'split shape', learning from first principles, sacrifice, play from your weak stones, moves that lead to dangerous shape, efficiency of stones.

Author: Mimura Tomoyasu

Title: Shape of the stones

Pages: 413

Price as PDF from Mynavi: ¥1047 (Oct 2022 = £6.50)
book.mynavi.jp/ec/products/detail/id=99510



- Ten chapters – 77 problems/themes
- Themes have answer diagrams with ‘smileys’ (from three good down to three bad)
- Problems have answer diagrams labelled correct or incorrect
- Topics – ‘split shape’, head of two stones, empty triangle, careless moves give foolish shape, ways of connecting, vital points, ponnuki is 30 points, flow of play, good move and bad move next to each other, heavy and light stones.

Go problem books in Japanese have always been popular in the west, as with knowledge of maybe just ten Japanese characters some problem books were quite accessible. The BGA sold Maeda’s three volumes of tsume-go problems back in the early 1970s.

Move forward some fifty years to 2022 and there is now a series of books in English that will help you learn to read Japanese Go books, all by Richard Hunter. Currently, there are five books; all five books are available as ePUB and you can download sample pages. The three-volume series *Just Enough Japanese* will get you started; then the sequel series *The Road to Understanding Japanese* (of which the first two of the planned three volumes have been published to date) starts by taking a number of sample pages from Japanese previews of Go books on the web.

gobooks.com/books-by-author.html#richard-hunter

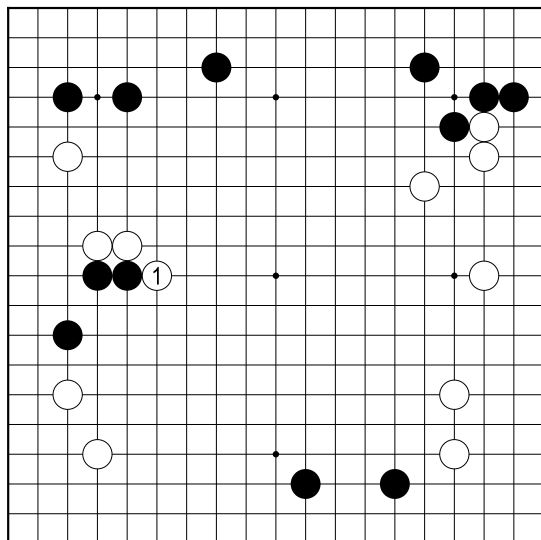
The blurb for *Just Enough Japanese* says that “This series guides you from knowing zero Japanese to understanding the text of Go problems and their answers, and extracting key information from game records.” “Examples are taken from Go books and are presented with diagrams. This unique approach avoids irrelevant vocabulary and grammar.” A highly recommended set of books.

Now there are also online dictionaries for smartphones, PC and iOS - I use www.jisho.org and midori on my iPhone.

Many books and magazines are available as PDFs – I bought a couple and as expected you could select-copy-paste Japanese characters into online dictionaries. I was then surprised to discover that for some PDFs you could export the whole book into a text file of Japanese characters. In 2022 freely available translation software doesn’t make a very good job of Go terms, but it can help.

Here are four selected problems as part of this review of the two books.
 (The sgfs are at britgo.org/bgj/issue201.)

Selected Problem 1 – Mimura page 105



White has just played ①
 – hane at the head of the
 two Black stones.

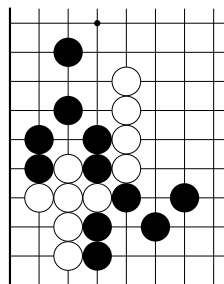
How should Black
 respond?

Black to play

Selected Problem 2 – Yoda page 128

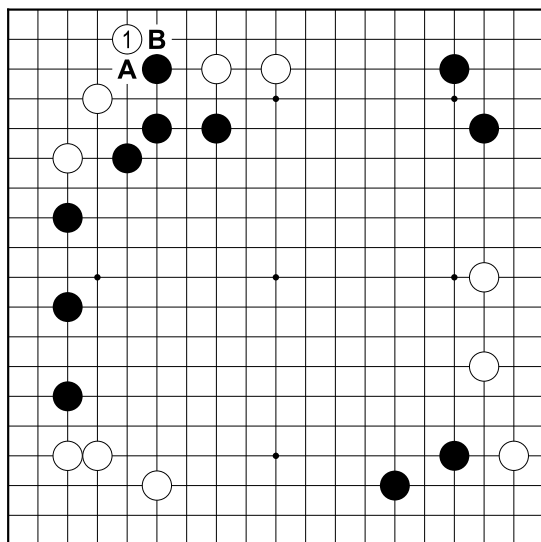
White's corner group is the L-shaped group, so
 it is dead. White needs to find a way out.

This is one of those problems that quite a few
 SDKs might miss over the board.



White to play

Selected Problem 3 – Mimura page 185



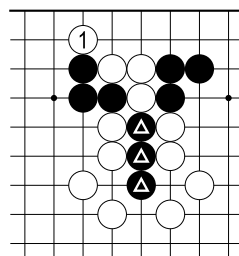
Black to play – A or B?

Black to play

Selected Problem 4 – Yoda page 218 - タヌキ

Can Black save the three marked stones? This is quite a tricky position in a game, but a dan player should spot it.

A hint is provided by the three Japanese katakana characters which make this problem easier, so if you don't know katakana try a 'select, copy and paste' into www.Jisho.org and then try sensei's library.



Black to play

The answers to these four problems are on page 37 in this issue of the BGJ.

Solving these problems is one thing, understanding the Japanese explanation is another (there are some key concepts) and teaching the concepts to your friends yet another. I think that if you can solve all the problems in these two books then you are quite a strong dan player; at first glance, Yoda's book looked fairly easy, but there is a lot going on.

Perhaps the accessibility of a Japanese Go book depends on the number of kanji and the complexity of the grammar constructs. So how many different kanji are there in various Go books? I wrote some code to look at all the kanji in a file of exported text and to count their occurrences.

For the two books in [BGJ 200](#) the figures are:

100 kanji = 80-83% of whole book

200 kanji = 91-92% of whole book

250 kanji = 94-95% of whole book

Japanese children today will learn 2136 kanji at school, so if you learn the right 10%-15% of those kanji, quite a bit of these books will be accessible. Yes, you need to know some grammar, but Richard Hunter's books will get you off to a good start. Yes, you need to learn katakana and hiragana, but the task of learning enough Japanese to get a rough idea of what is in a Go book is not as bad as you might have thought. And there are some really good books to aim at!

Caveat: the two books that I looked at in Jottings 21 are problem books; such books use fewer kanji and have easier grammar. Obviously, some of the books on Mynavi use quite a few more kanji and more complex grammar – so start with the right books. Make sure you buy books on Go and not Shogi!

Start by studying Richard Hunter's books and learn, say, five kanji a week – in a year a number of excellent Japanese Go books will start to be yours. You don't need to worry about pronunciation or understanding 100% of the book.

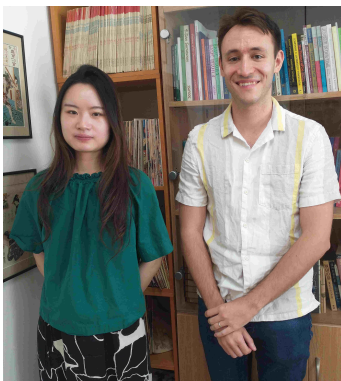
□

UK NEWS

Tony Atkins

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



Gaoge Wang wins British Championship

This year's British Championship match between Gaoge Wang (4d London) and Bruno Poltronieri (4d Cambridge) was played at the London Go Centre on 20th and 21th August. As Gaoge won both games (by 2.5 and 3.5), the third possible game was not played. See also the review of Game 1 on page 30 and video reviews of both games on our YouTube channel.¹

Gaoge Wang and Bruno Poltronieri Gaoge is the second female to play in

¹www.youtube.com/@britishgoassociation.

the final (Vanessa Wong was the first in 2010) and becomes our first female champion, to add to the British Pairs Champion title she won with Peikai Xue in June. Gaoge writes: "I started to study Go when I was five and I was professionally trained in Beijing for seven years. I came to UK for my undergraduate studies at Imperial College in 2014, and I am having my PhD degree at King's College now. For achievements... Most of my achievements happened before my 13th birthday! There are only a few I achieved in the UK. I won this year's Pair Go Championship; 3rd place in T Mark Hall Rapid Play in 2021; winner of the MSO 19x19 in 2018; 5th place in the Annual World Collegiate Weichi Championships [women's group] in 2018 (held in Cambridge)."

Mind Sports Olympiad

Having had two years, and the first MSO Grand Prix, online (see [BGJ 200](#), UK News), the Mind Sports Olympiad returned to being a physical event over eight days at the end of August. It was held at the now usual venue of the [JW3](#), a modern community centre on London's Finchley Road.

As usual, a wide range of games featured, ranging from Diving-Chess to a quiz and from old to very new. The top games player overall (for the fifth time) was Andres Kuusk from Estonia.

A few Go players took part in and were successful in other games. Natasha Regan won Bronze in Backgammon, Chess Exchange and Gold in Vege Tables. John Bamford won Silver in Carcassonne. Matthew Hathrell won seven medals including four Golds (Blokus, Continuo, Poker, Cities and Knights). The Smith family did well, dominating the

Cribbage Pairs (Silver for Roella and Kelda, Bronze for Paul and Andrea). Paul additionally won Bronze in Oware and Roella Bronze in Cities and Knights. Edmund won Silver for Monopoly and Junior Gold in Monopoly, Dominion Expansions, Cities and Knights, and Ticket to Ride, as well as his Go medal.



Tony Atkins, pairing by card

After hosting the Countdown Tournament during the day, arbiter Tony Atkins moved on to run the ten-player Go 13x13 on the evening of Sunday 28th August.



**Colin Williams and Peikai Xue
13x13 tournament**

The winner was Changhao Huang (5d). He beat Joanne Leung (2d) in round four, with Joanne then taking Silver. Colin Williams (4k) beat Peikai

Xue (3d) in the last round and took the Bronze by the MSO tie-break system. The Junior medals went to Caleb Monk (7k), Edmund Smith (1k) and Andrew Volovich (7k), all with two wins.

On the last day, Bank Holiday Monday 29th, the MSO Go Open (19x19) was held. The Arbiter was again Tony Atkins, aided by Colin Williams, who had brought the sets. Remarkably, this year half of the 26 players in the tournament were juniors and most of the adults were Chinese students. As usual the top 16 players battled for the medals and this time prize money of £80, £40 and £20.



The 19x19 tournament

By the last round it was Yaoling Yang (6d Birmingham) and Zeyu Qiu (5d Birmingham) who had won three and so they had to play for the Gold medal. As expected, Yaoling took the Gold; Zeyu had to be content with the Silver. Jun Su (4d Cambridge) took the Bronze by tie-break from Changhao Huang (5d UCL).

Also winning three was Alain Cheung (4d Kingston), who took the Junior Gold; both Scott Cobbold (3d Wanstead) and Alvina Kwok (1d London) won two to take Junior Silver and Junior Bronze respectively. Best player in the below-bar group was Andrew Volovich (7k Cambridge),

who remarkably won all four games; Oliver Bardsley (10k Harpenden) won three.

Edinburgh

This was the first Edinburgh Tournament in nearly three years and it had a good attendance of 25 players, matching the previous edition in 2019. With the shift to 10th September from Christmas, there was even some late summer sunshine available in the garden of the now usual venue of St. Columba's-by-the-Castle.

Thanks went to everyone who helped with the organisation, set up and moving the kit further than expected (as there were road closures in advance of the late Queen's coffin arriving). Zeyu Qiu (5d Birmingham) was the winner with three wins out of three. Also on three wins was Florian Pein (13k Lancaster) and prizes also went to everyone on two wins.

Swindon

The Swindon Tournament was back, on 24th September, at its usual Conservative Club venue in the Old Town part of Swindon. Twenty-one players took part, with a small top group of 3d and above.

In the end, there was no unique winner as three Chinese players all beat each other. Unfortunately for Changhao Huang (5d UCL) his SOS was one point worse than the other two, so Guodong Cao (4d Oxford University) and Peikai Xue (4d UCL) tied for first. Jonathan Evans (1d) was the only player to win three games and got the only prize awarded below the bar.

Credits: the photo of Gaoge Wang and Bruno Poltronieri at the British Championship match was kindly provided by Gerry Gavigan.

□

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.

Conversion

The conversion process to a Company Limited by Guarantee started on 22nd August when we invited all existing members to become Members of the new Company; at the time of writing just under 20% of members have joined the new company (we expect most members will convert when their subscription comes up for renewal).

We are therefore in a transition phase at the moment: we expect the process to end on 22nd November when the existing BGA assets (and liabilities) will be formally transferred to the new company.

We ran into a slight hiccup: the contract of employment of our Treasurer, Richard Wheeldon, precludes him from being a Director of any other organisation without the express permission of his employer, and he will not be taking up a Directorship of the new Company. I am pleased to say that Phil Beck (1d, Cambridge) has stepped into the breach and has been appointed Finance Director of the new Company.

Recent Initiatives

- The first BGA Online League has started, organised by Dylan Carter. This doubles as both a competition and player improvement initiative, as there will be match reviews by

stronger players afterwards. If you want to compete in subsequent seasons please watch out for announcements in the newsletter, or in the news items on the web page.

- We have agreed the date for the 2023 British Go Congress with the Irish Association – more on this in the President's report.
- The newly purchased equipment has made its debut at the MindSports Olympiad and at the Edinburgh tournament.
- Video reviews of the championship matches have been added to our YouTube channel.¹ These have received positive feedback from those who have watched them.

Future Actions

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.

In this issue, we want to focus on what is undoubtedly our greatest

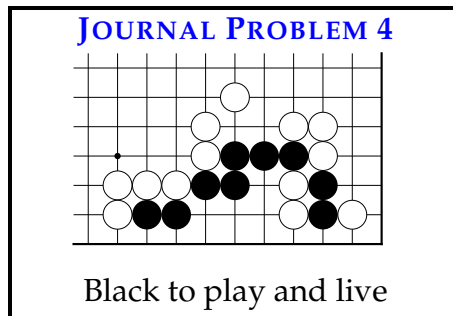
¹www.youtube.com/@britishgoassociation.

need – assistance in outreach and marketing.

- We would very much welcome anyone who has some time to assist with any of the following:
 - Storing and distributing promotional material.
 - General wordsmithing for outreach activities, such as writing short articles for publications, creating new posters and handouts, etc., etc.
 - Use of graphic design or composition skills, of any level, to assist in things like our makeover of our handouts and possibly the design or theme for the web page.
 - Identifying and setting up campaigns, from the small to the large, to promote awareness of the game and attract new players.

- We have received some comments that the Tournament Calendar is a little emptier than usual, possibly a knock-on from Covid. We would encourage potential tournament organisers to set up events, and where help or advice is needed, including financial support, please contact the tournaments officer on tournaments-chair@britgo.org.

□



WORLD NEWS

Tony Atkins

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European Go Congress

The European Go Congress returned in 2022, with the 64th edition being held in Vatra Dornei in the north of Romania near to the Ukrainian border (but well away from the area of fighting). As usual, the Pandanet Go European Team Championship Finals were held just before the Congress, with teams from Czechia, France, Poland and Ukraine.

Ukraine beat Poland and Czechia, but drew with France, to take the title; a popular result given what was happening in their country. Both France and Czechia beat Poland to take second and third respectively.

The main Open event attracted 323 players. Two Korean pros dominated the event with Choi Won Jin winning all ten games, just ahead of Kim Yuchan. A Korean, Kim Dohyup, also took third with eight wins, but in fourth was Yaoling Yang from Bristol with seven wins.

Best out of the seven other UK players were Leshan Feng (5d) in 15th, Scott Cobbold (2d) in 29th and Edmund Smith (3k) with seven out of nine.

Remarkably, in the 257-player weekend tournament Yaoling Yang was the winner. A former Milton Keynes player (now in Denmark), Qiuchi Li, was second and the pro Kim Yuchan had to settle for third.

Of the other seven UK players, Leshan was placed 16th and Scott won four out of five. Kim, however, did win the 214-player Rapid-play, with Choi taking second. Yaoling was sixth, Leshan was eighth, Scott won six out of eight and Edmund six out of

seven. The results of these latter two youngsters saw them earning well-deserved promotions.

The European Go Championship itself was won by Benjamin Dréan-Guénaizia of France, who beat Ukraine's Artem Kachanovskiyi in the final.



Benjamin Dréan-Guénaizia, 7d – new European Champion

As usual, there were several other side events and the normal congress teaching and social activities.

With the 2023 Congress scheduled to be in Ukraine, there is doubt whether the event will be held elsewhere next year or not at all.

Confucius Cup Dublin

The top event in Ireland is the Confucius Cup, which is regarded as the Irish Open. Thanks to the Confucius Institute's support the event was able to be played in their building on the UCD Campus.

The playing room was very light and airy with plenty of space, allowing for one game per table; the top two boards were in private rooms on the first floor and these were streamed over Twitch.

Alongside the Go tournament, the next room hosted the European Chinese Chess Championships, which is also part of the overall Confucius Cup weekend. Additionally, the sponsors provided a very nice complementary buffet on the Saturday.

Not quite half of the 39 players attending (from 1p to 10k) came from outside Ireland. This included four from the UK who managed to arrive despite Ryanair trying to spoil the very pleasant weekend for at least one of them.



Stanisław Frejłak, 1p

The winner was Stanisław Frejłak (1p Poland) on five wins and second was Kim Dohyup (7d Korea). In third place by tie-break was Toanyi Chen (5d Liverpool). Nobody lower down managed to win more than three games.

KPMC

The 17th Korea Prime Minister Cup International Baduk Championship was held in the Bitgoeul Gymnasium, Gwangju, from 24th to 30th September. The winner was Korea's Jeong-Seon Kim on six wins, with the group on five wins being from Taipei, Japan, Netherlands (Rob van Zeijst), Thailand and New Zealand.

For the UK, Bruno Poltronieri placed 28th with three wins. He lost to Colombia, Sweden and Singapore, and won against Lithuania, Italy and Brazil. Fifty-two countries took part.

Euro Go News

As well as the European Go Journal publication (eurogojournal.com), top European news stories appear on the European Go Federation website (eurogofed.org). Recent stories have been about the suspension of Russia and Belarus, the first major tournament in Kyrgyzstan, memories of Radek Nechanický and Jan van der Steen, the European Go Congress, the eleven-player European Student Go Championship in Trier on 17th and 18th September (won by Martin Ruzicka of Germany) and the forty-player European Women's Go Championship held the following weekend in Budapest. This was won by Rita Pocsai (Hungary) on tie-break from Ariane Ougier (France) and Manja Marz (Germany).

Other recent stories include the EGF Academy, translation of a Go book into Brazilian Portuguese and registration for European Go Congress 2024 (in Toulouse).

Photo credits: the photos are copied from the website of the European Go Federation, eurogofed.org □

TOURNAMENT HISTORIES XIV: SWINDON

Tony Atkins

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In 1993 Swindon Go Club, under the direction of Paul Barnard, decided to hold their own tournament and arranged it for Sunday 7th November. It was called National Power Swindon Open as it was held at the National Power headquarters in West Swindon, just off junction 16 of the M4. Mr. Brunel was thanked for making access to Swindon from London easy, but the venue was a long way from the station, so by car was the easiest method.

As well as providing a comfortable venue for the 83 players, the company also provided some goodies, such as cooling-tower mugs, as prizes. Sadly some of the young players were alleged to have dirtied some fresh paint and someone had smoked in the toilets, so the company declined to have the event there again.

The second Swindon Open was a year later at Walcot Common Room, a small community centre on the main road into the town from the east. The National Power Trophy was still available to the winner, as well as a £25 first prize.



National Power Mug

The third edition was held at the Allied Dunbar Club next to the large Tesco supermarket in the east of the town. One of the games of the 1995 British Championship match between Matthew Macfadyen and Shutai Zhang was held in an upstairs room. A side event at this time was the 13x13 self-paired competition, noteworthy for its tall trophy, taller than some of the winners!



Macfadyen vs. Ge title game 2006

1996 was the largest event with 86 players. In 1998, as the Club was not available, the event was held in the large hall of the Even Swindon Committee Centre, near to the Designer Outlet Village, just north-west of the town centre. The Club was used again for the next two years, but then sadly the Club was sold to Tesco and demolished to expand the store's facilities.

After a gap of four years, the event returned in 2005, still in the month of November, but with a drop to 44 players. The return saw the use again of the Even Swindon Committee Centre, but the cost of entry had risen from £5 to £7.

In 2006 another British Championship game was played in a side room, between Matthew Macfadyen and Bei Ge. From 2007 the event moved to a new September date slot. The Centre stayed as the venue for several years, however the event was held in neither 2013 nor 2015, as the venue was not available.

A new venue has been in regular use from 2016, though no event was possible in 2020 or 2021 because of the pandemic. This is the Conservative Club in Old Town Swindon, which at the back has a spacious playing room and its own car park, like the previous venues. The entry fee is now £10 and has been so for more than ten years.

The first winner was Shutai Zhang. T Mark Hall, Simon Shiu, Matthew Macfadyen, Jaeup Kim, Alistair Wall, Bei Ge and now Peikai Xue have each won it twice. The other winners were Francis Roads, Des Cann, Alex Selby, Matthew Cocke, Jitka Bartova, Edmund Shaw, Chao Zhang and current joint champion Guodong Cao.



**Jitka with trophy and David King
2014**



Paul Smith vs. Paul Barnard outside venue, 2016

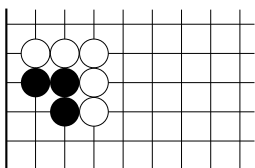
ADVICE FOR DOING TSUMEGO – PART EIGHT

Richard Hunter

The theme for this part is making use of building blocks.

PROBLEMS FROM PART SEVEN IN [BGJ 200](#)

Problem 1



Black to play

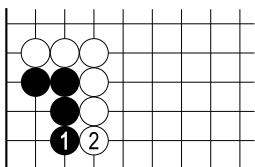


Diagram 1 – failure

The descent at ① hardly needs mentioning, and it usually isn't mentioned in books to save space. After ②, the resulting shape in the corner is known as the L group. It is dead as it stands. Even if Black plays first, White can kill.

This shape appears in many books on basic life and death. You should learn the status by heart and be able to kill it however Black tries to live. It can then be used as a building block for reading longer move sequences.

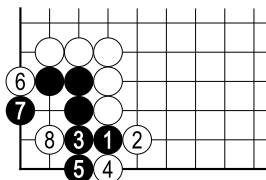


Diagram 2 - failure

The hane of ① is a common mistake. It widens Black's eye space as much as possible. However, Black's next move then becomes the problem.

White blocks at ②. If Black makes the solid connection at ③, the resulting shape in the corner is known as an L group with one leg. This is unsettled, which is also something you should know well and be able to use as a building block. With sente, Black can live or White can kill. A similar position appeared in Part Three in [BGJ 196](#).

The hane of ④ reduces the corner to one eye after ⑧. There does remain the question of whether Black can escape to the right, but the result will not be good for Black overall. Even if Black manages to live, White will make more profitable thickness in return. One example is shown in Diagram 3.

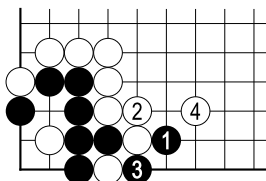


Diagram 3 – failure continuation

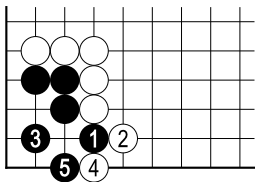


Diagram 4 – ko

Consequently, Black may decide to fall back to the 2-2 point with ③. This leads to a ko.

In books, this is usually designated as a failure, but professionals do sometimes choose to play a ko in a game instead of humbly living unconditionally. However, that is not a good idea for kyu players.

Instead of ⑤, connecting solidly on the second line leads to a one-eyed corner with a similar potential pyrrhic escape to the right.

You can study the variations on your own if you are interested. Many books eliminate such possibilities by adding one or more extra white stones on the right side for simplicity.

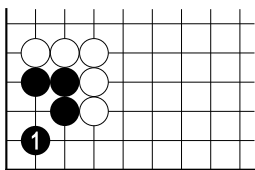


Diagram 5 – correct

Black can live unconditionally by omitting the ①-② exchange in Diagram 4 and starting by falling back to the 2-2 point immediately with ①. This can be a blind spot if you have not encountered it before.

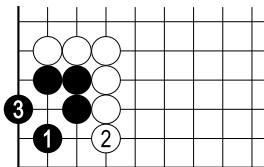


Diagram 6 – correct continuation

White descends to ②, but Black lives with ③. This is a good technique to master as it often comes up in games.

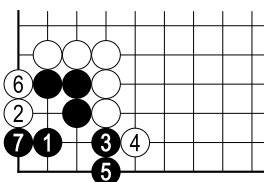


Diagram 7 – correct variation 1

You might wonder about ② here. Black can indeed live, though finding the right moves may be tricky.

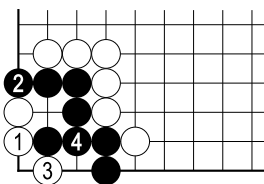
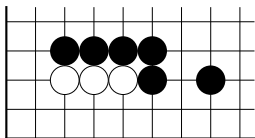


Diagram 8 – correct variation 2

Playing ⑥ in Diagram 7 at ① here instead leads to a seki, but it weakens White's potential territory on the left side, so the choice depends on the full board position. Note that ④ is necessary. If Black omits this move, then White can throw in there and fight a ko.

Problem 2



Black to play

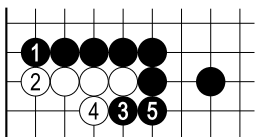


Diagram 9 – correct

This problem is not that difficult if you think calmly and use previously mastered techniques as building blocks. ① is a solid killing move that removes any danger of White escaping up the left side. ② makes it easy for Black.

The position after ⑤ should be familiar by now. If you have to work out the result after these five moves in a game, then you will be out of your depth. Knowing that White's shape is dead, and thus a good goal to aim for, is essential for time-saving and accuracy.

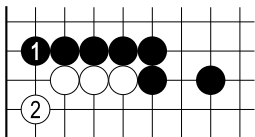


Diagram 10 – correct variation

② at the 2-2 point can be tricky to answer. Indeed, the position after ② is often presented as a separate book problem. Think about it for a bit if you want. I will return to the continuation later as Problem 4 in this article.

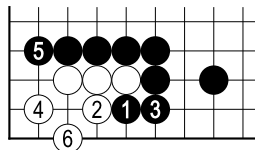


Diagram 11 – failure

Playing the hane at ① could well lead to the result we saw in Problem 1. Black's connection suggests that he does not realize that White can live.

Black could of course back down and play ③ at the 2-2 point but things get complicated. It is better to start with the descent of ① in Diagram 9, which keeps it simple.

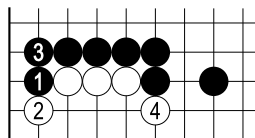


Diagram 12 – failure

The hane at ① is a commonly seen mistake. Many kyu players play it quickly without thinking every time it comes up in a game. Breaking bad habits can be harder than learning new techniques, but it is a good way to improve.

Black connects at ③ to stop White from capturing ①, and White widens her position with ④. Playing ④ in the corner would lead to a quick death.

How should Black answer ④? Let's consider two candidates: playing a hane in the corner at the 2-1 point or blocking to the right of ④.

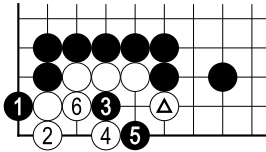


Diagram 13 – failure continuation 1

There are many interesting variations that you can study on your own if you want. ③ is a good move that leads to a ko. Blocking on the second line to the right of the marked stone instead would let White live with the comb shape, which was mentioned in Part Six.

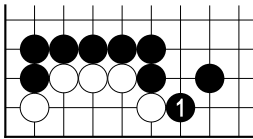
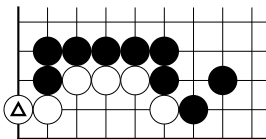


Diagram 14 – failure continuation 2

Instead of playing in the corner, as in Diagram 13, blocking on the side with ① here leads to several interesting variations.

Problem 3



Black to play

If White extends in the corner with the marked stone, we get a position that is often presented in books as a problem in its own right.

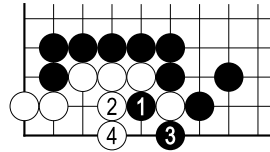


Diagram 15 – failure

Capturing with ① lets White live.

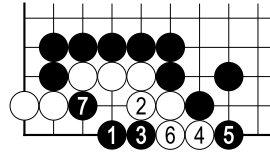
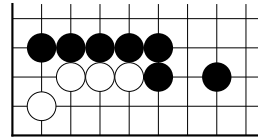


Diagram 16 – correct

① strikes at the vital point at the centre of the three White stones on the third line. Whatever White does, Black can kill. For example, if White connects at ②, then extending at ③ is a calm safe response.

Problem 4



Black to play

Continuing on from Diagram 10, how should Black respond to White's 2-2 point defence?

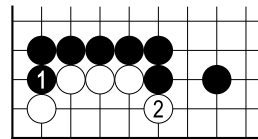


Diagram 17 – failure

① leads to the position discussed in Diagram 12.

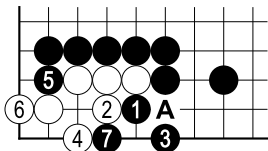


Diagram 18 – failure

The hane of ① reverts to the position discussed in Problem 1 if Black connects solidly with ③ at A. The hanging connection of ③ here offers the chance to fight a ko. However, that is not the best result for Black.

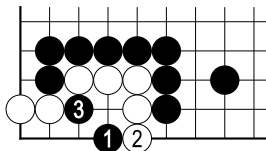


Diagram 21 – correct

① is a tesuji that strikes at the vital point and ③ finishes White off. Other moves instead of ① would let White live.

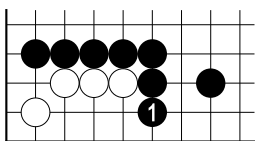


Diagram 19 – correct

The descent at ① looks feeble but it avoids any dangers, though the continuations can be hard to read if you are unfamiliar with them.

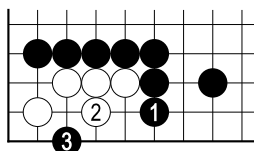


Diagram 22 – correct variation

Returning to Diagram 19, White moves such as ② here are easily refuted.

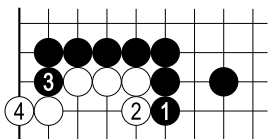
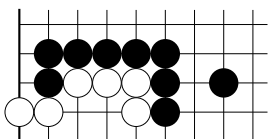


Diagram 20 – correct continuation

If White maximizes her eye space by blocking at ②, ③ leads to a position that is often presented in books as a problem in its own right.

Problem 5



Black to play

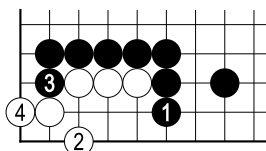


Diagram 23 – correct variation

However, this ② can be hard to refute if you have not encountered it before. Indeed, you might reject ① as being ineffective or not even consider it. Black exchanges ③ for ④. But where does he play next?

The position was covered in the previous article Part 7 in [BGJ 200](#). I hope you recognize the shape and remember the correct answer.

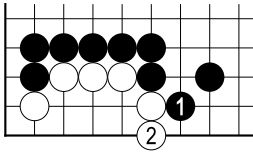


Diagram 24 – future complications

Finally, returning to Diagram 14, how should Black respond if White descends at ② here?

This position can arise in games via several different routes and it appears as a problem position in many books. I will discuss it in detail in the next part.

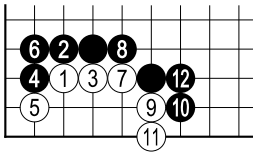
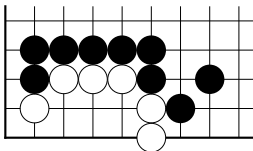


Diagram 25 – corner invasion

This is another example of how the position might arise.

PROBLEM FOR PART NINE

Problem 6



Black to play

Japanese

ハネ *hane*

Hane is a common Go term that is never translated into English. It means a diagonal move that bends (literally, springs) around an opposing stone.

It is the noun derived from the verb *haneru*, which is common in ordinary Japanese. In modern Japanese Go books, hane is always written in katakana to indicate its special use as a Go term.

セキ *seki*

Another common Go term that is not translated. Opposing groups locked in a seki are regarded as being alive because, despite not having two eyes, neither side can attack the other without playing self-atari.

Of course, a self-atari played as a ko threat might get ignored, so stones in a seki are not invulnerable. In modern Japanese Go books, seki is always written in katakana.

□

BRITISH CHAMPIONSHIP 2022: GAME 1

Artem Kachanovskiy

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The 2022 British Championship was played as a 'best of three games' between Gaoge Wang and Bruno Poltronieri (see also UK News on page 15). In this article, top European professional [Artem Kachanovskiy 2p](#), reviews [the first of these games](#), which was played at the London Go Centre on 20th August. He will review the second game in BGI 202.

Black: Bruno Poltronieri 4d.

White: Gaoge Wang 4d.

Time controls: Fischer; 1hr 40mins + 45 secs/move.

Result: W+2.5.

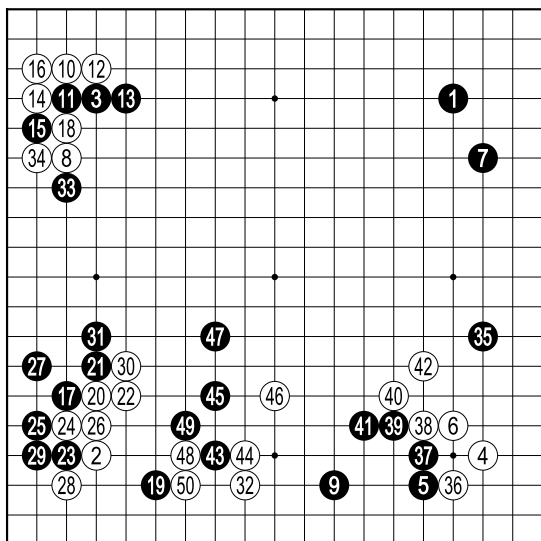
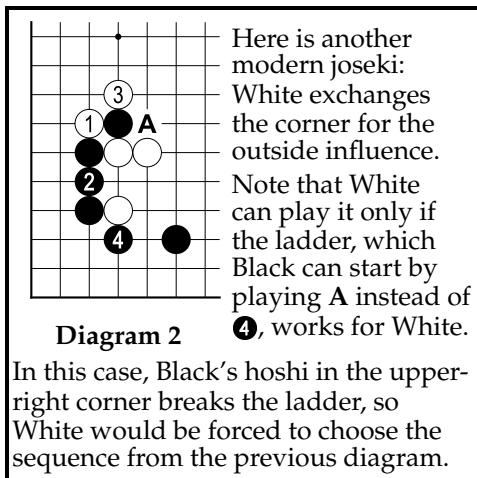
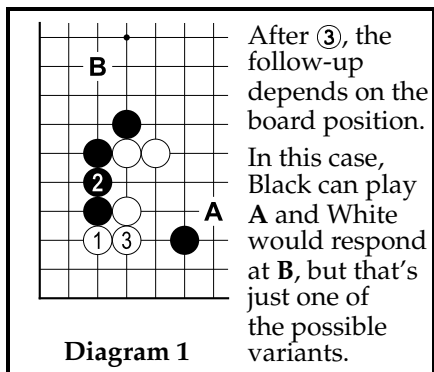


Figure 1: 1 – 50

②4 This move opts for an old-fashioned joseki that was considered bad for White even in the pre-AI era. AI agrees with that estimation and prefers modern alternatives from Diagrams 1 and 2 below.

③2 is played in a wrong direction. The two black stones on the lower side are solid, so Black can play a shoulder-hit at ④3 to separate White's group on the left from the stone on the lower side. This happened a little later in the game.



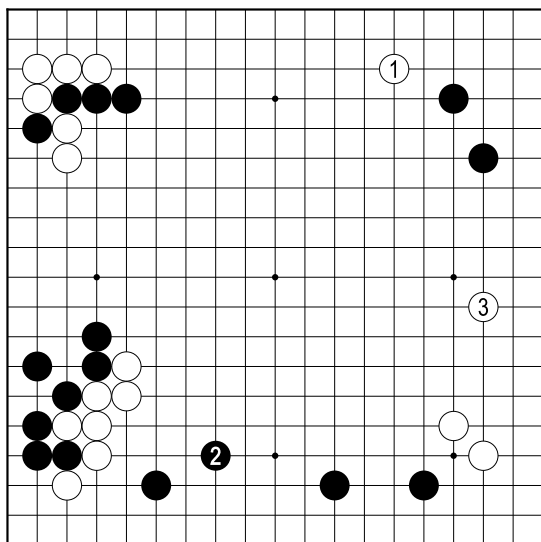


Diagram 3

This diagram demonstrates a more natural development of the situation instead of ③② in the game.

② on the lower side can be ignored – White can occupy another big point, for example ③ on the right. There is no way for Black to start a direct and profitable attack.

- ④⑤ (Figure 1) This shape is vulnerable – a few moves later White used its weakness to link up her stones on the lower side. See Diagram 4 below.
- ④⑥ White had to play at ④⑧ immediately, using the weakness of Black’s shape as it was still there.
- ④⑦ See Diagram 5.
- ④⑧ Excellent move; perhaps Black didn’t see it coming.
- ④⑨ See Diagram 6.

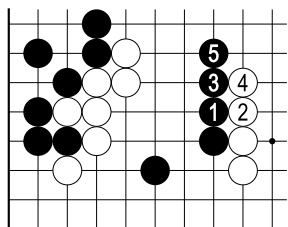


Diagram 4

①, a solid extension, is a more reliable shape than ④⑤ in the game.

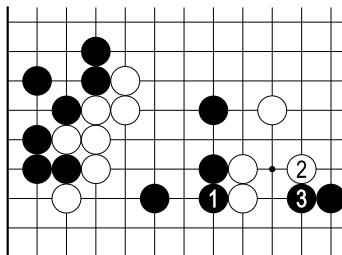
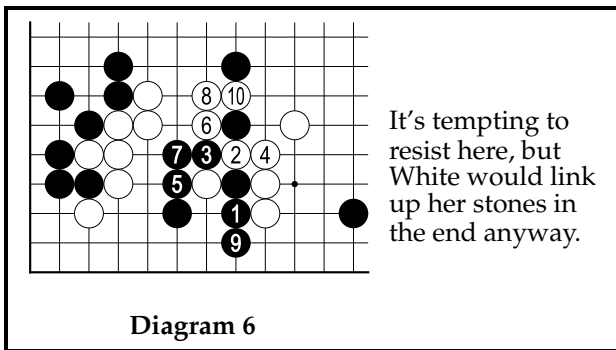


Diagram 5

Instead of ④⑦, Black had a chance to fix his shape.



61 (Figure 2) A passive move – see Diagram 7 for an explanation.

70 The fight on the lower side was successful for White. Black hasn't made many points, while White entered the centre of the board from two directions – 70 and A (46) – making the black group in the middle vulnerable.

71 See Diagram 8.

72 A great move, launching a sente attack on the group on the lower side.

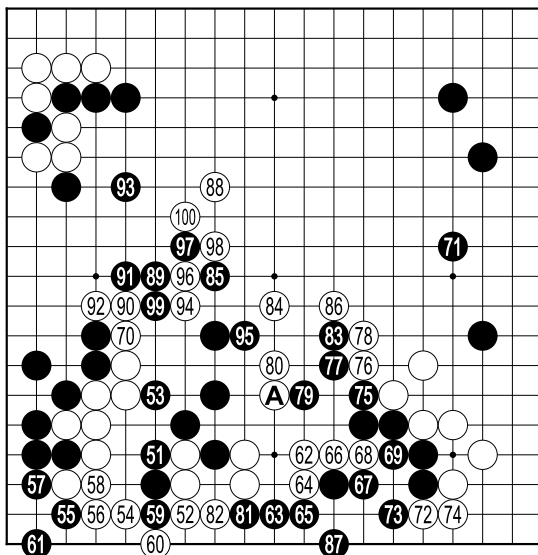
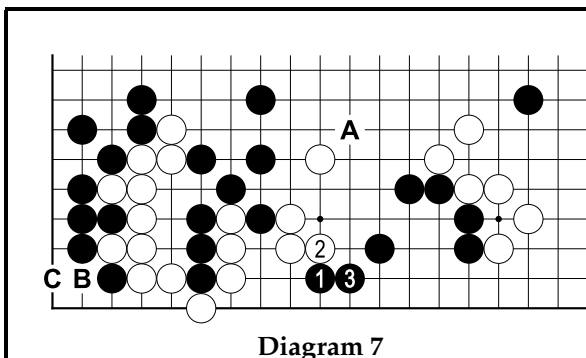


Figure 2: 51 – 100



Instead of 61 in the game, this sequence expands Black's life base on the lower side and reduces White's base.

Next, White would be forced to move towards the centre, for example at A. White B would only make one eye for her group after Black C, so there is no need to prevent this move.

Even though this alternative for 71 looks passive, it prevents White from playing here and threatens to jump to A, weakening the corner.

This move would be called "honte" in the Japanese terminology - a "fair" move, slow-looking but good.

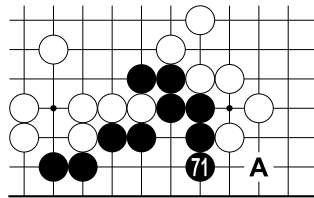


Diagram 8

- ⑧7 (Figure 2) The fact that Black was forced to play here means that White's attack was successful – White created influence on the outside, while Black occupied a neutral point.
- ⑧4 This move is active, but doesn't work well - see Diagram 9 for an alternative.

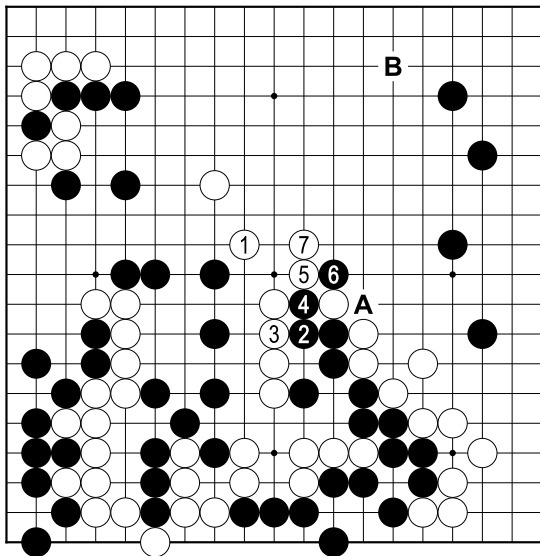


Diagram 9

① links up the white stones in the centre and seals in the black group. White is not afraid of Black wedging at ② and ④: after ⑦, Black A is a big move, but not urgent.

Instead of ② and ④, Black would be forced to protect his group in the left part of the board, so White would be in time to play a big move at B afterwards.

- 107 This move cuts off the big white group in the lower left while also protecting the black group, bringing Black back into the game.
- 118 Unfortunately for Black, this move was a big mistake – see Diagram 10.
- 116 See Diagram 11.

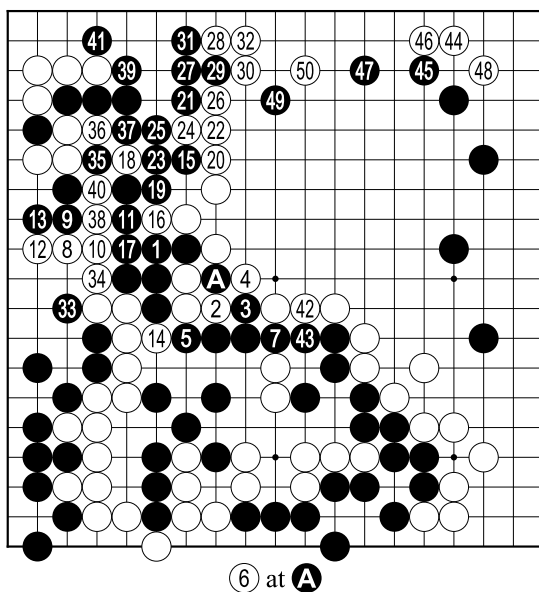
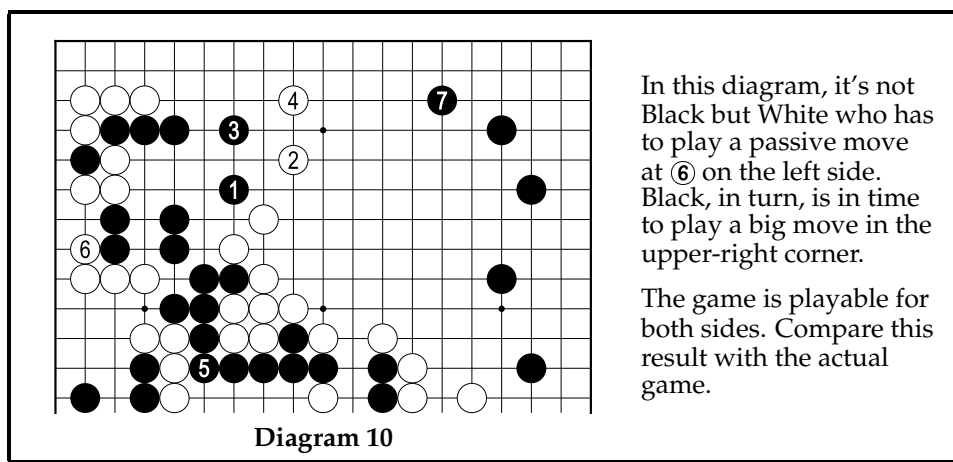


Figure 3: 101 – 150



In this diagram, it's not Black but White who has to play a passive move at 6 on the left side. Black, in turn, is in time to play a big move in the upper-right corner. The game is playable for both sides. Compare this result with the actual game.

It might seem like ① cuts off the black group, but ④ saves the situation: A and B are miai.

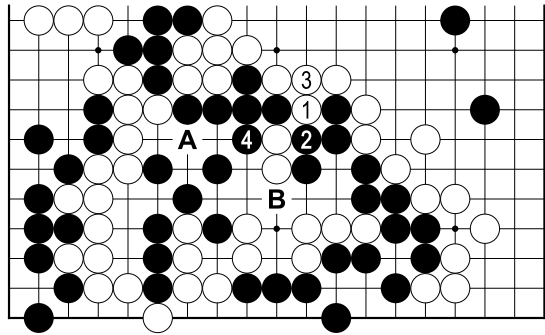


Diagram 11

- ①④ (Figure 3) A painful loss for Black: the three stones on the left, including the triangle-creating move at ①③ Black played earlier, are now cut off and White linked up her group with the corner. Moreover, Black still has to spend a move on the upper side to live there, and White can extend on the upper side, making use of the wall she made while attacking Black.
- ①④ A wrong way of using the thickness in the centre – see Diagram 12.

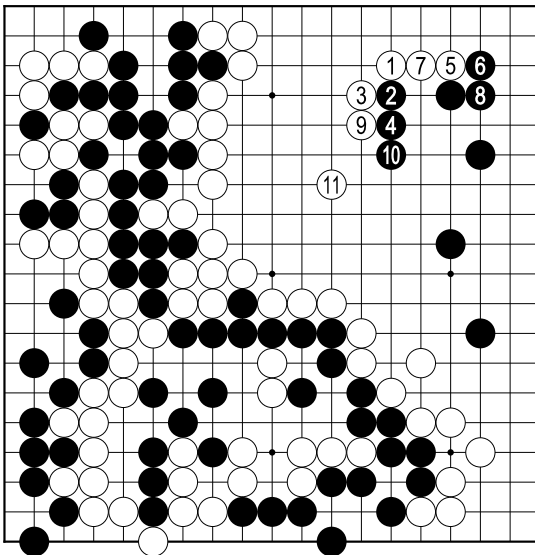


Diagram 12

White should enclose the territory on the upper side and in the centre. This way White is at least ten points ahead.

181 Black tried hard and played a brilliant endgame in the centre, enclosing significant territory using White's weaknesses.

However, that wasn't enough – in the end, White won by 2.5 points.

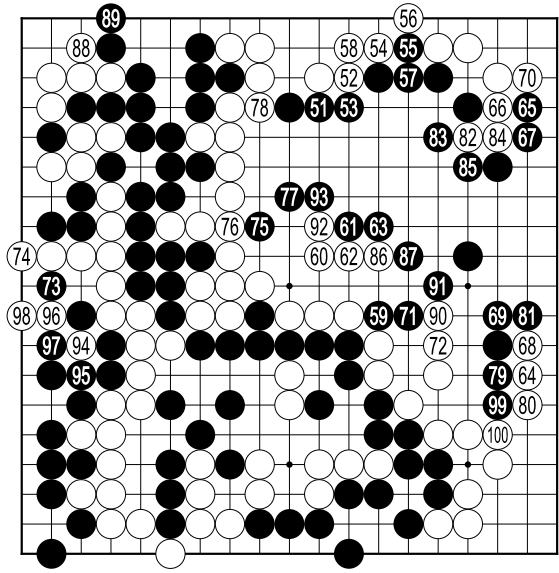


Figure 4: 151 – 200

This game showed that the opponents are of a close level. Even though White had been leading throughout almost all the game, she still made mistakes and gave Black chances. Nevertheless, Black didn't make full use of his opponent's mistakes, so White managed to keep her lead until the end of the game.

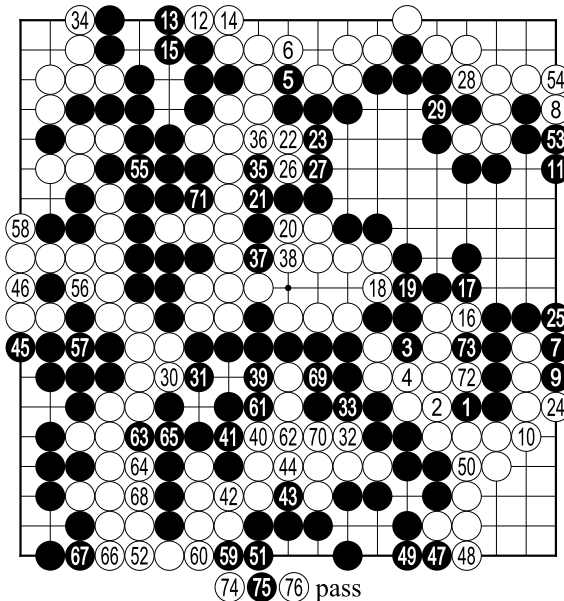


Figure 5: 201 – 276

GO JOTTINGS 22 – PART 2

SPLIT SHAPE FROM 1975: PROBLEM ANSWERS

John Tilley

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Here are the answers to the problems posed in Go Jottings 22 on page 8.

Selected Problem 1

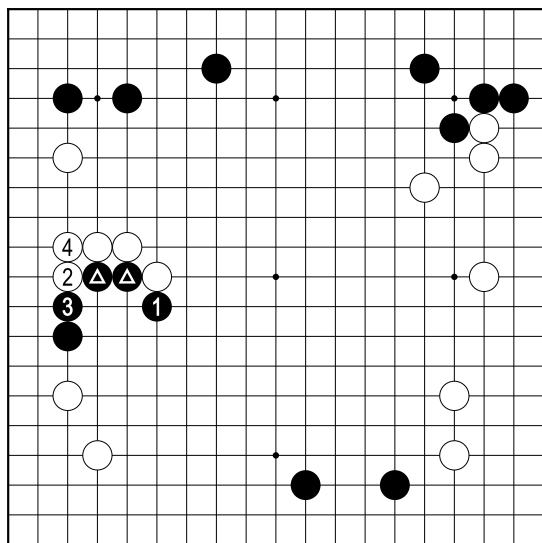


Diagram 1a

The hane of ① here seems right, but this gives White the hane of ②, ③ is forced and after ④ Black's shape is not that good.

Mimura comments "When your opponent plays hane at one end of two stones don't let them play hane at the other end". This is not a proverb that I had previously heard.

Black must play here at the other end of White's two stones and the sequence to ⑤ follows.

Note that White can't cut with ② at A as black B just captures in a ladder.

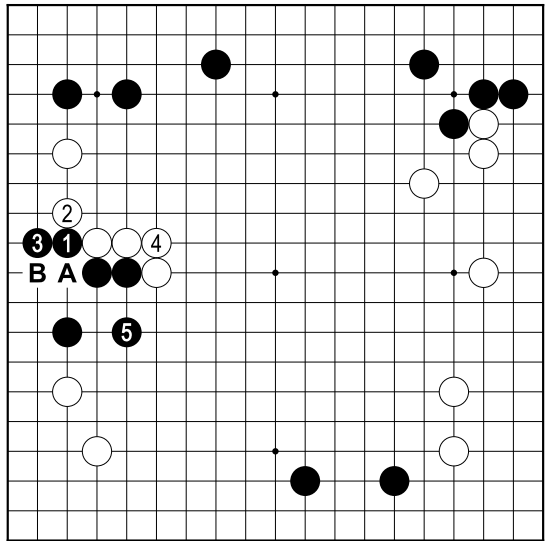


Diagram 1b

Selected Problem 2

The White atari of ① is a move quite a few kyu players might play, but Black just connects with ② and any Black weakness has vanished.

Don't play atari unless you really have to.

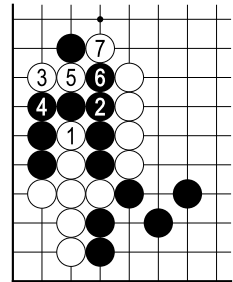


Diagram 2a

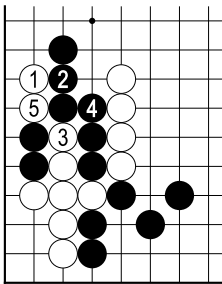


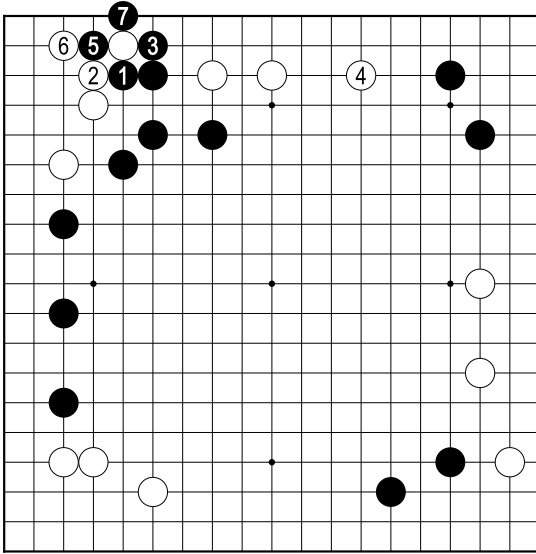
Diagram 2b

① is correct. After ② White now plays the atari of ③ and White wins the fight.

This is one of those sequences that has to jump into your mind immediately if you want to improve your Go.

"Atari, atari is a sign of duffer's Go".

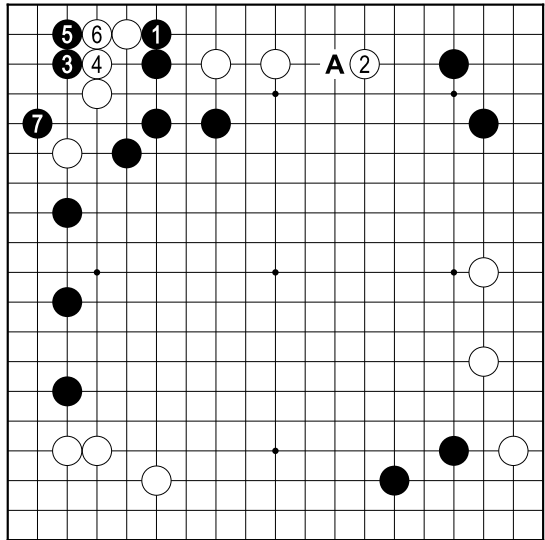
Selected Problem 3



The push at **1** may seem right, but White can play **4** and after **7** White can easily live in the corner.

1 is lukewarm, as it gives White sente to play at **4**.

Diagram 3a



Black's simple descent to **1** forces White to answer at **2**, else Black A is quite severe.

Now Black can attack with **3** through to **7**.

Diagram 3b

Selected Problem 4

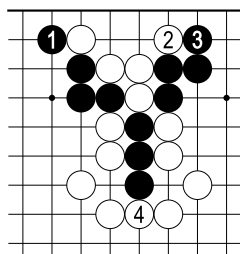


Diagram 4a

If Black answers White's hane at ①, then White can play a second hane at ② – playing two hane like this gives you an extra liberty.

After ④ Black has lost the fight.

If Black tries ① here then it doesn't help, as after ⑧, White has won the fight.

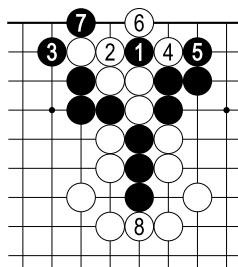


Diagram 4b

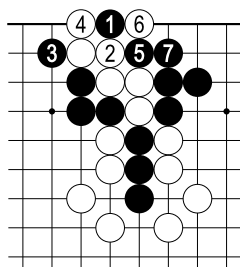


Diagram 4c

The somewhat unlikely move of ① here is tesuji.

Should White answer at ② then after ⑦ Black has more liberties and wins the fight. However White has a better move than ②, so ③ is incorrect.

② is the second hane again but ③ is wrong, as White can connect at ④ and after ⑥ White will win the capturing race.

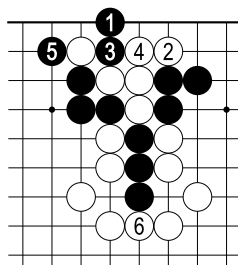


Diagram 4d

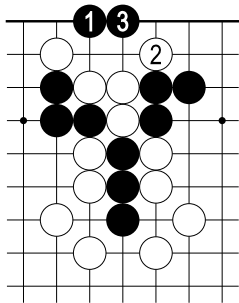


Diagram 4e

Black should play at ③ here, which is a remarkable tesuji, and Black will now win the fight. This tesuji is known in Japanese as “the raccoon dog drums his belly”. See some examples in games at:

senseis.xmp.net/?TanukiNoHaraTsumuzi

In Yoda’s book the phrase タヌキ (tanuki, meaning raccoon dog) appeared with the problem, which is a big hint and makes the problem much easier. There are no such hints when playing games.

④ and ⑥ don’t help and after ⑦ Black wins the capturing race.

I first saw this tesuji in 1968 at the European Go Congress in Berlin, I remember Henk de Vries watching a game and saying with a smile “He doesn’t know the tesuji” – this has stuck with me over the years. I think kyu players would be unlikely to play this tesuji and dan players should spot it over the board.

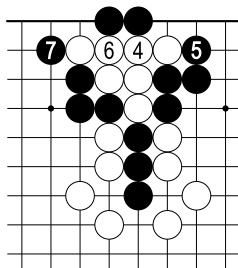


Diagram 4f

I wonder when it was discovered and by whom; hopefully, after demonstrating it to his stunned fellow Go players he was taken out for a suitable celebration.

I hope that the previous Jottings in [BGJ 200](#) on shape topics and these four sample problems present an interesting picture of what professionals think amateurs should instinctively know.

□

JOURNAL PROBLEM 5

Black to play and capture
two white stones

SOLUTIONS TO THE JOURNAL PROBLEMS

The SGF files for these problems are to be found at www.britgo.org/bgj/issue201.

Solution to Problem 1

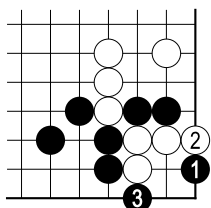


Diagram 1a (correct)

- ① This is the correct play.

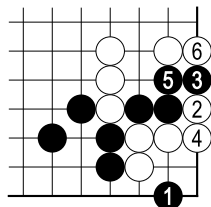


Diagram 1b (failure)

- ① This 2-1 point fails, as White has more liberties.

Solution to Problem 2

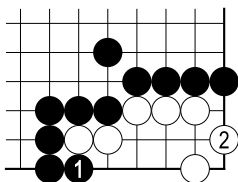


Diagram 2a (failure)

- ① Sometimes pushing is correct, but White can get eyes.

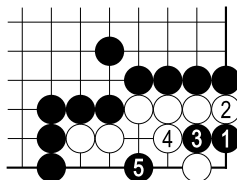


Diagram 2b (correct)

- ① This is the key point for both sides.

Solution to Problem 3

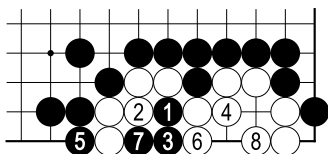


Diagram 3a (failure)

- ① Black can try this attack.
- ④ However White can play here.
- ⑧ Part of White's group lives.

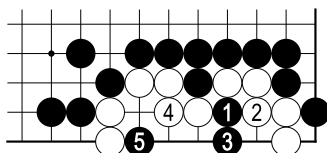


Diagram 3b (correct)

- ① The correct cut is on the corner side.

Solution to Problem 4

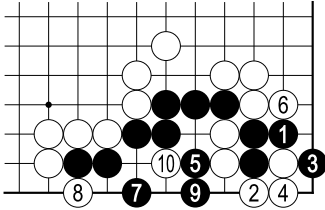


Diagram 4a (failure)

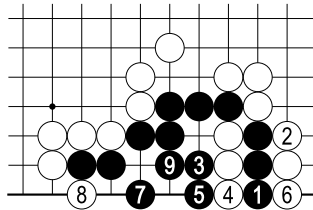


Diagram 4b (correct)

- ❶ Black can try and make use of the corner to get ahead in the fight.
- ❷ However the shape to the left can only make one eye.

- ❶ This is the correct play that allows Black to live.
- ❷ The extra forcing move allows Black to make two eyes.

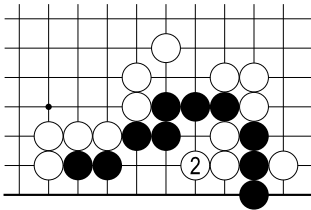


Diagram 4c (correct – variation)

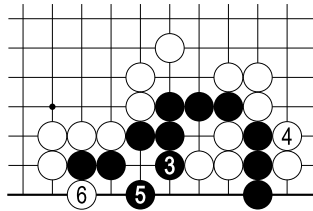


Diagram 4d (failure)

- ❷ This is White's strongest reply and Black needs to respond carefully. There are several ways for him to go wrong.

- ❸ Blocking here is suicidal.

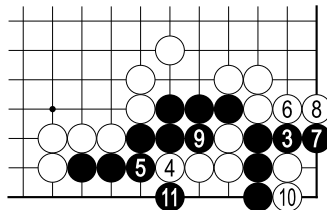


Diagram 4e (correct – continuation)

- ❸ Black must play here.
- ❷ This is best. Black has four liberties and so does White, so you might think White can win by playing next, but White will need to play on one of her own liberties.

Solution to Problem 5

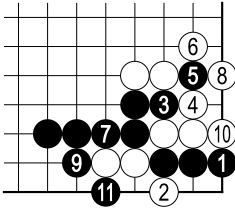


Diagram 5a (correct)

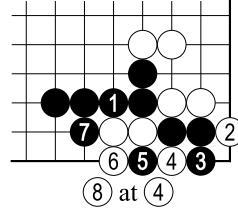


Diagram 5b (failure)

❶ Tesuji.

❶ This leads to ko.

□

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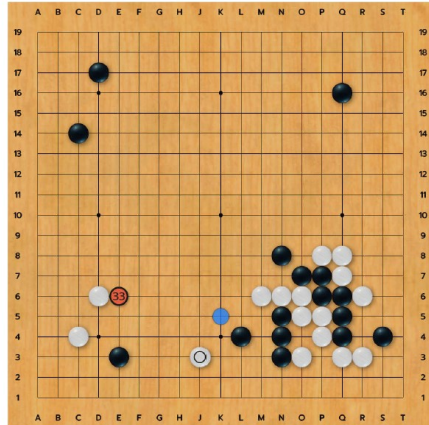
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