

BRITISH

GO

JOURNAL



Number 202

Winter 2022 – 2023

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Front cover: Live streaming of Bogatskyy vs Kim, London Open.

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Credits

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

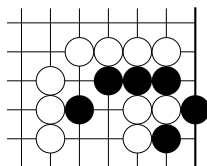
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Pat Ridley

February 2023

JOURNAL PROBLEM 1



Black to play and live

PRESIDENT'S MESSAGE

Toby Manning

president@britgo.org



Conversion

Conversion to a Company Limited by Guarantee is proceeding smoothly and we are in the finishing straight, with one exception: a bank account. HSBC said that we would need a new account, but after an initial positive discussion refused to engage with us further: Metro Bank looked good and then refused us (we do not know why) after board members had filled in many forms; after nearly reaching the finishing line with Nat West they decided that we had completed the wrong forms and we had to start again. As I write this, at the start of January, prospects looked good, and I hope that by the time you read this conversion will be completed. Meanwhile, a quarter of you have already become members of the new Company, and we expect the rest of you will gradually join as your existing membership subscription expires.

T Mark Hall Foundation

The T Mark Hall Foundation was financed from the generous legacy (around £0.3M) of T Mark Hall, who died in 2013; an astute investment policy increased this to £0.45M (after expenses) in 2020. Most of the funds were donated to the London Go Centre (LGC) in 2020 and 2021 where they were invested in the 'bricks and mortar' of the London Mind Sports Centre. However, this left a rump of around £40k which is to be split between the LGC, the BGA and the Youth Go Trust in the ratio 50:25:25. Winding up the Foundation and distributing the assets does, however, await a response on the tax position from HMRC, and getting an agreement from them has been difficult.

However, the bottom line is that the BGA currently expects to receive around £10k when the winding-up is completed.

Tournaments

Our Tournament Calendar is slowly recovering towards the pre-Covid position, but there is still some way to go. The number of tournaments in 2022 was about $\frac{2}{3}$ of the pre-Covid number, and total attendance at tournaments was about 60% (these numbers refer to face-to-face tournaments: in addition, there were, of course, some online events).

Membership

Our membership numbers are pretty static – they have been resting at around 450 for several years. While this is in one sense reassuring – the Covid-19 lockdowns seem to have had little effect – but on a large scale, it is disappointing.

Those people who attend tournaments are encouraged to join the Association – not only is the BGA very visible (not least by the provision of equipment) but there is also a financial incentive. But we believe that there are many players who attend club meetings (but not tournaments) but are not BGA members. So you can do your bit: if fellow club members are not BGA members, why not encourage them to join?

Finances

Subscriptions have remained fixed since 2012 at £24 for a ‘standard’ membership. Since then the RPI has increased by nearly 50%, with (probably) more to come; on the other hand, we received generous sponsorship from Google DeepMind totaling between £15,000 and £20,000 in the middle of the last decade. And we expect to receive a further (approximately) £10,000 when the T Mark Hall Foundation is wound up.

I have asked our new Treasurer, Phil Beck, for a detailed report on our likely finances for the next 5 years, to see if an increase in subscriptions is warranted.

□

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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.

At the time of writing it is still 2022, so I would like to wish everyone a very happy, safe, and Go-filled 2023.



News feed on the website, or look for announcements in the monthly Newsletter.

Some of what the BGA has been doing for you

- The first BGA Online League, organised by Dylan Carter, is gradually drawing to a conclusion. Hopefully there will be a second season. If you wish to be involved please keep an eye out on the BGA
- Planning is underway for the joint British/Irish Congress in Belfast at the start of April. We are currently waiting for quotes back from hotels that can act as a suitable venue. We expect there to be more to announce on this by the end of January. Please do make every effort to support this event,

which will give you a chance to see a vibrant and fascinating city.

- Thanks to Tim Hunt, the Candidates' tournament will be held at the [Open University Pavilion activity room and bar](#). At the time of writing a booking request has been sent in and we are awaiting confirmation.
- The BGA management team is planning a face-to-face Strategy Day on February 19th, immediately following the Lancaster tournament. The agenda is yet to be finalised but topics we expect to address include what we need to do in order to bid for and then run a European Congress, how best to utilise (or not) our financial reserves, and the everlasting topic of what we can do to promote the game to more people within the UK.

Some other News

Readers of GoTalk will have seen that our current champion, Gaoge Wang, appeared in a piece in the Guardian magazine a little before Christmas.

The BGA always has a longer wish list of actions than we have 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.

- Continuing the appeal from the last Journal 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 webpage.
 - Identifying and setting up campaigns, from the small to the large, to promote awareness of the game and attract new players.

- On a personal level I may well not be able to be at the Candidates Tournament this year. As a result the BGA are looking for a volunteer from those who are attending to run the draw. Given the size of the event, it is perfectly possible to both play and run the draw, and support should be available from others at the event. Would anyone interested in helping please contact tournament-chair@britgo.org

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WORLD NEWS

Tony Atkins

ajaxgo@yahoo.co.uk

For summaries and sgf files of the UK matches in the Pandanet Go European Team Championships described below, see www.britgo.org/events/euroteams2022.

Euroteams

The UK is now in the C League of the Pandanet Go European Team Championship. On the evening of Tuesday 25th October, in the first match of the season, the UK team played Bulgaria. Des Cann's game ended quickly with a win and new team captain Bruno Poltronieri also won. Unfortunately, Jamie Taylor and Scott Cobbold both lost, leaving the match drawn and the team in third position out of eight.

The team's second match on 22nd November was against Spain. Unfortunately for Spain their number one player, Óscar Anguila, was ill and so the team order was shuffled up with a reserve on board three. In the match the UK players outplayed their opponents to win all four games; this moved the team up to second place. Well done to Daniel Hu, Bruno Poltronieri, Alex Kent and Scott Cobbold.

Ireland is also in the C League. In their first match, they beat Denmark three-one, with wins for Karl Irwin, Philippe Renaut and John Courtney, but a loss for Gavin Rooney. Then in their second match they had the same result against Slovenia, cementing the team in number one position.

WAGC

This year the Chinese organised the World Amateur Go Championship online on the Fox server. They gave players the choice of four start times for games, which were set to be convenient for the Chinese game monitors. However, these times were not suitable for an English schoolboy and our representative, Scott Cobbold, struggled to play the first three games, winning one, but then he had to withdraw, leaving him unplaced. In all, 44 countries took part, with China's Bai Baoxiang the winner. Korea took second, Hong Kong third and, notably, France's Thomas Debarre was fourth. Japan and Chinese Taipei completed the list of countries on five wins.

European Pairs

Twenty-one pairs took part in the 24th European Pair Go Championship that was played on 8th and 9th October in Strasbourg, France. Ariane Ougier and Benjamin Dréan-Guénaizia of France defeated Germany's Zhao Pei and Lukas Krämer (placed second) and managed to win their remaining games to take the title. Benjamin became only the second player to be European Go and European Pair Go champion in the same year (the first was Ilya Shikshin in 2016).

□

BRITISH CHAMPIONSHIP 2022: GAME 2

Artem Kachanovskyi

journal@eurogofed.org

Following on from his review of the first game in the 2022 British Championship in [BGJ 201](#), [Artem Kachanovskyi 2p](#) reviews the second and last game, which was played at the London Go Centre on 21st August. The *sgf* for this review may be found at britgo.org/files/bgjgames/202-BGA-Champ-Game-2.sgf.

By winning this game, Gaoge Wang won the best-of-three series 2-0 and thus became British Champion.

Black: Gaoge Wang 4d.

White: Bruno Poltronieri 4d.

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

Result: B+3.5.

The first game was a close and intense battle, which ended up with Gaoge winning by 2.5 points.

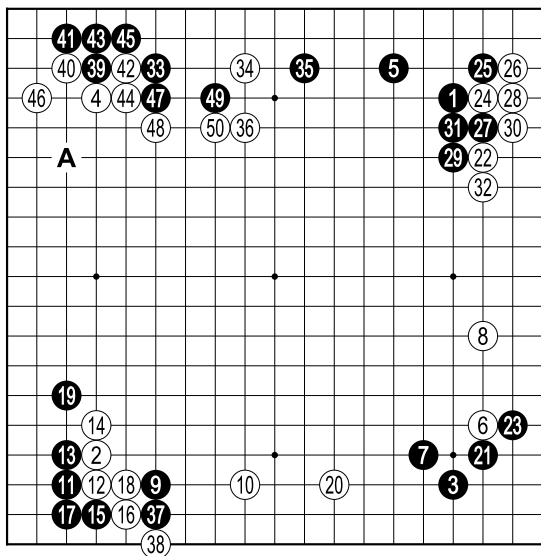
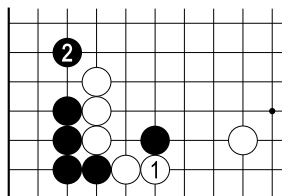


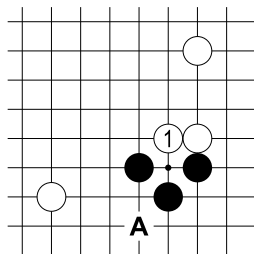
Figure 1: 1 – 50

- Ⓐ See Diagram 1.
- Ⓒ See Diagram 2.
- Ⓓ Bruno played the same move as on the lower side – perhaps, one of his favourite josekis.
- Ⓔ See Diagram 3.
- Ⓕ This move is a little slow. It would be more natural for White to play at A.
- Ⓖ This attachment is normally played when White has a stone at A. See Diagram 4.
- Ⓗ See Diagram 5.

The AI prefers this extension over Ⓐ in the game. You will barely see the move from the game in modern professional games, although it used to be a popular joseki in the pre-AI era.



Dia. 1: variation for Ⓐ

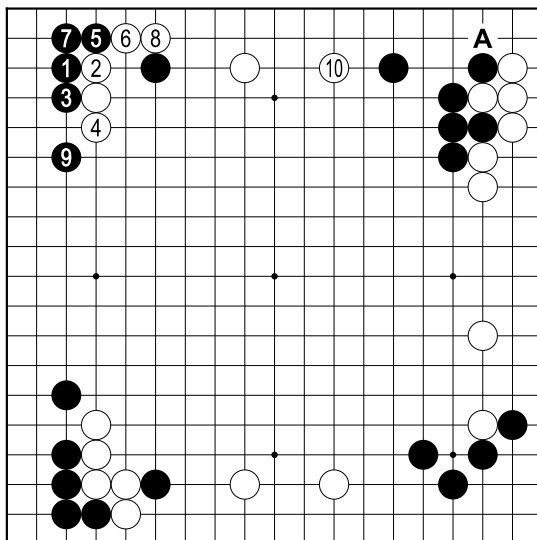


Despite looking slow, this move is playable – it strengthens White’s group and prepares to attack Black’s corner, for example at A.

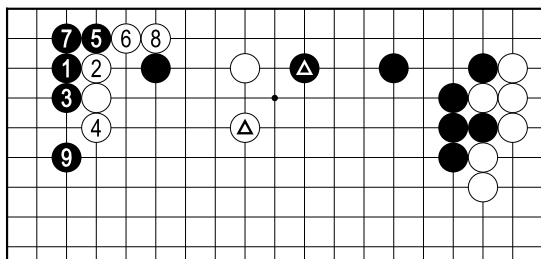
Dia. 2: variation for 22

With 35 in the game Gaoge most probably wanted to avoid this follow-up.

However, even though Black is now forced to play A in order to protect her group, this is a playable position for both sides.



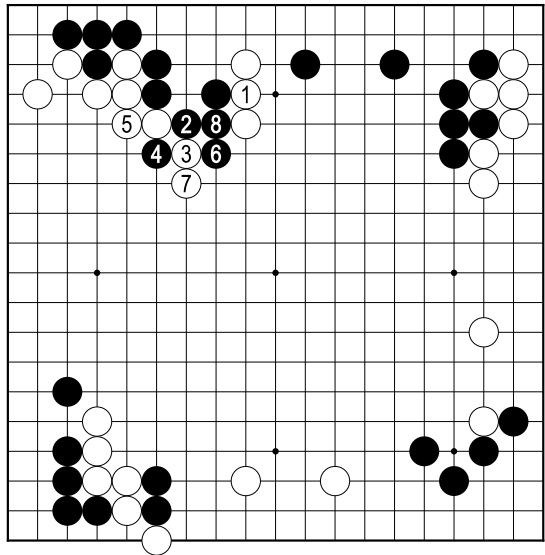
Dia. 3: variation for 35



Dia. 4: variation for 39

With the marked exchange, the san-san invasion looks even better.

49 in the game was a clever move. If White tries to protect the cutting point, Black breaks through towards the centre – bad for White, since the three white stones on the upper side are now under attack.



Dia. 5: variation for 50

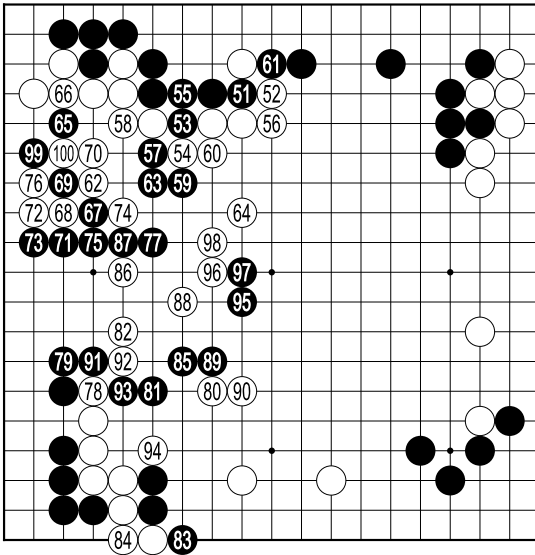


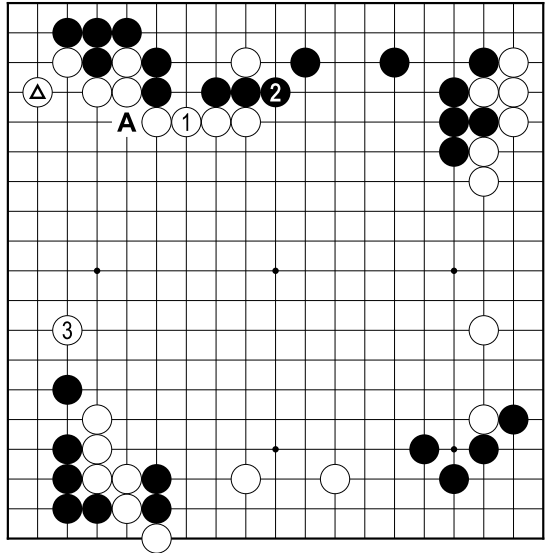
Figure 2: 51 – 100

- 52 See Diagram 6.
- 61 A good result for Black – she gained around 15 points on the upper side while White still has to settle his group in the centre of the board, separated by 57 and 59.
- 62 See Diagram 7.
- 69 The combination 65 to 69 is creative and strong, sealing White in on the left side.
- 77 The overall result of the struggle in the upper left is favourable for Black: she made points on the upper and left sides, while the white group in the centre of the board remains vulnerable.

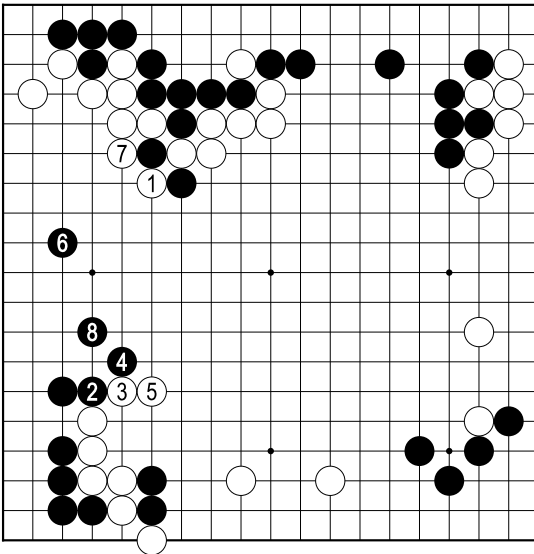
81 Since Black has no weakness around, she can afford to play a move like this, reducing White's moyo on the lower side.

For White it was better to give up a stone on the upper side this way, extending a moyo on the left and lower sides.

It's a pity that there is the aji of a cutting point at A – the triangled move was better one space to the right.



Dia. 6: variation for ⑤2



Dia. 7: variation for ⑥2

If White captures the cutting black stone, Black can use its aji and extend on the left side.

It would be impossible for White to make full use of the thickness he makes in the centre of the board.

⑩1 White attacked Black as severely as he could, but Black managed to keep the situation under control. White ended up with a weak group in the centre, too.

⑩8 See Diagram 8.

⑩10 You might understand this move from Diagram 8.2.

⑩17 This move is a little passive. Black's central group is strong enough. A more active alternative would be an invasion at A on the right side, separating the triangled white stone.

⑩20 See Diagram 9.

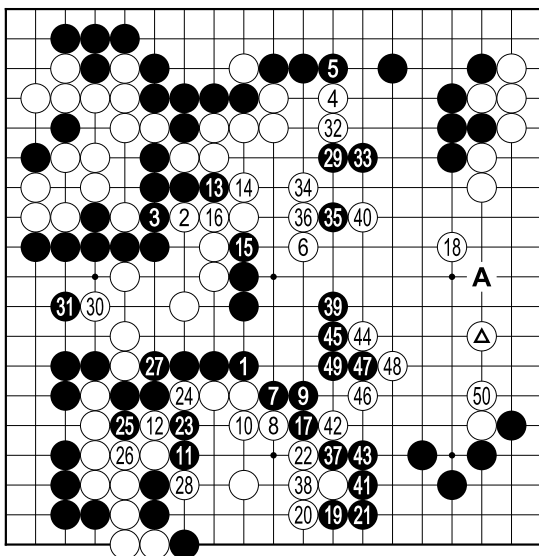
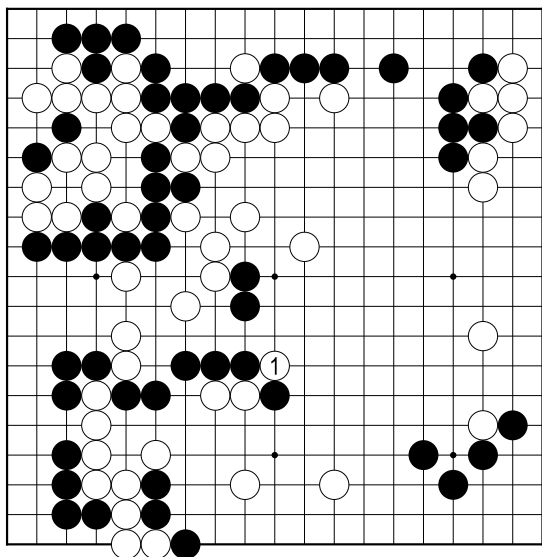


Figure 3: 101 – 150

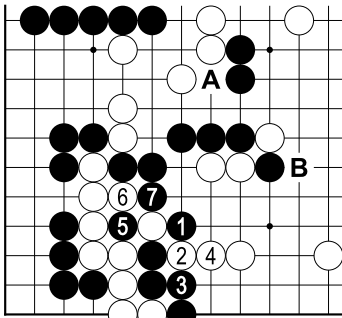
⑩21 After this move, Black is slightly ahead in the game and White doesn't have anywhere to catch up.



Dia. 8: variation for ⑩8

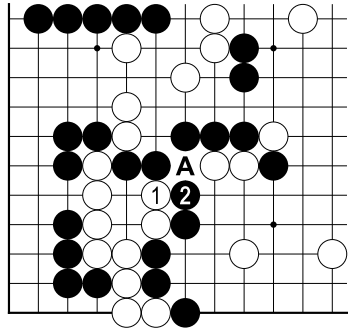
It's tempting to cut off Black's stone, especially since White is slightly behind in the game, but White's position on the lower side is too thin.

This is a complicated moment, but let's try to figure out what happens if White plays here.



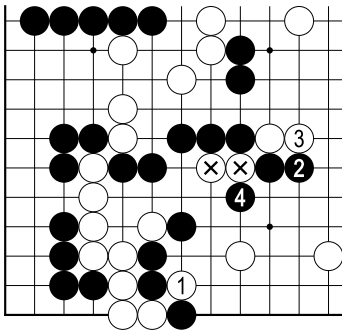
Dia. 8.1

White carries too big a responsibility in this ko fight. Meanwhile, Black has numerous local ko threats, for example A and B.



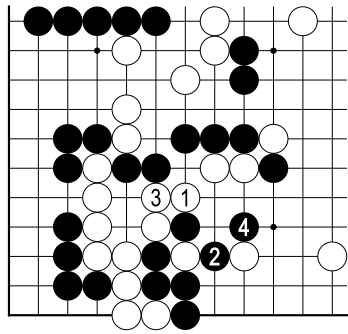
Dia. 8.2

① – the same move as White played later in the game – doesn't work now, since White can't cut at A. (This diagram is mentioned later in the game, in the commentary to move 110.)



Dia. 8.3

If White simply tries to link up with his two stones on the lower side, Black kills the marked cutting stones.

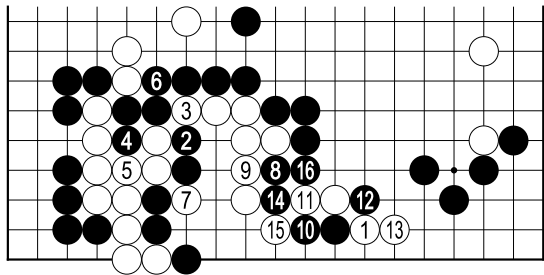


Dia. 8.4

If White tries to resist this way, his position on the lower side falls apart.

⑪ in the game was the last complicated moment. Once again, the aji on the lower side doesn't let White play aggressively, as shown in this diagram.

After the preparation (2-8), ⑩ breaks White's shape on the lower side.



Dia. 9: variation for ⑫

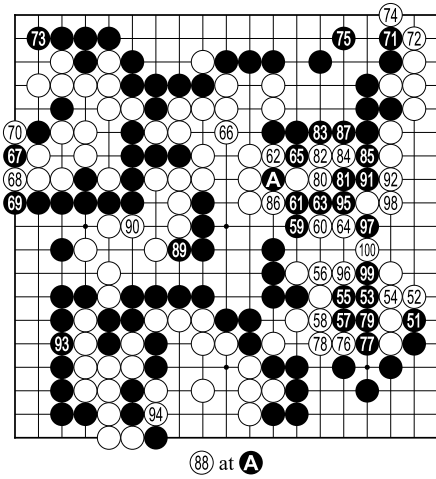


Figure 4: 151 – 200

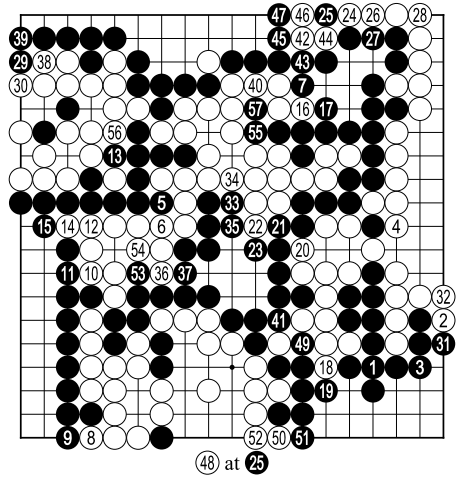


Figure 5: 201 – 257

As in the first game of the series, Gaoge was ahead from the early stage and managed to keep a small lead. This time, however, she seemed to control the game better, giving fewer chances to Bruno.

Congratulations to Gaoge for the British Championship!

□

JOURNAL PROBLEM 2

Black to play and live

SUPPORTING YOUNG PLAYERS – THE YOUTH GO TRUST

The Trustees

trustees@youthgotrust.org.uk

What will Go in the UK be like in 2050?

Will there still be Go clubs in the corners of cosy pubs or will one only be able to find an opponent in the virtual world? When we asked a group of our young Go players for their views, they told us that they were keen on ‘over-the-board’ encounters in preference to playing online. These are the young people who may well start Go clubs in the future as they move on to college or university. Our young Go players light the spark of enthusiasm for the game amongst their friends, passing the torch to the next generation.

Youth Go is pretty healthy in the UK. This is down to the huge efforts of those folk who teach and support young players in schools and clubs. It is due to their commitment that we have weekly school clubs, tournaments, a summer youth Go camp and a thriving and well-organised youth team.

The Castledine-Barnes Trust has been supporting young players for more than 20 years. In the last seven years over £3,000 has been paid out in small grants to enable children and young people to learn Go, attend tournaments and win prizes. The time has now come to give the trust a new name that more closely reflects our activities. So, on 21th January, at the British Youth Go Championship, we launched the **Youth Go Trust**. Our objective is to promote the playing of Go amongst young people and we will be looking for innovative ideas to achieve this. An additional

new feature is that we are applying for charitable status from HMRC. This means that (if granted) gifts and legacies to the trust will be able to attract gift aid or other tax benefits.

There are a few ways that you can help:

- Let us know if you have a proposal to support youth Go that is in need of financial assistance. You can always contact us at trustees@youthgotrust.org.uk to tell us about your ideas.
- If you are running a tournament, be aware that there is potential funding available to make your event attractive to youngsters, for example, the Trust could support a young person’s prize.
- When the time comes to review your will, consider financially supporting the young Go players through a legacy to the YGT.

Go is special. The vision for 2050 is that there will be players throughout the land playing the game in clubs and tournaments as well as on their devices. The Youth Go Trust is ready to invest in our young players to support this vision becoming a reality.

Trustees:

Martin Harvey
Toby Manning

Ingrid Jendrzewski
Sue Paterson



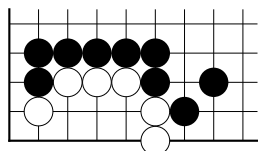
ADVICE FOR DOING TSUMEGO – PART NINE

Richard Hunter

The theme for this part is the value of ‘studying failure lines’ and ‘fostering scepticism’. Most of the answers in printed problem books and magazines are correct. If you disagree or find that your move is not discussed, then you should think about it or ask a stronger player. However, mistakes do occasionally get published. They are usually spotted later and corrected in future editions or in other books presenting the same problem. Unfortunately, if your copy has a mistake, then it remains forever (unlike [SmartGo ebooks](#)).

PROBLEM FROM PART EIGHT IN [BGJ 201](#)

Problem 1



Black to play

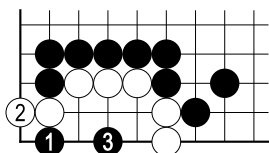


Diagram 1 – correct

① is the vital point in this position. If Black plays the simple hane at 2, then White will descend at 1, creating a comb formation, which is alive. ② is the strongest response and it is given in all modern books. Next, Black jumps to ③, which is the centre of the three white stones on the third line.

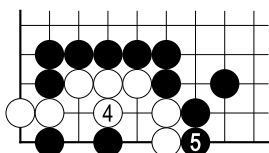


Diagram 2 – correct continuation

④ is the best reply. ⑤ is the best continuation because it blocks off the side in sente.

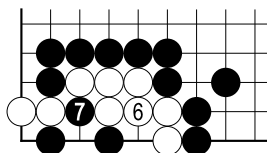


Diagram 3 – final result: ko

⑥ prevents a snapback. Then Black throws in at ⑦. This is atari on the stones to the right, so White has to capture it and fight the ko. This is a ko that White takes first.

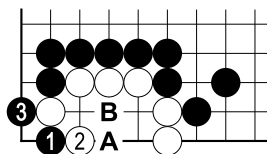


Diagram 4 – simple variation

If White plays ② here, then ③ is the response given in most books. This is also a ko that White takes first, but since Black has a local ko threat, it is effectively the opposite.

Moreover, the sequence of moves is short and simple. Black also has the option to play ③ at A, which White answers with B leading to a ko. ② in Diagram 1 offers Black more opportunities to make a mistake.

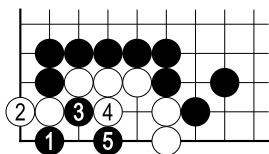


Diagram 5 – inferior variation

Many books discuss this alternative ③. It does work in that it produces the same ko (White takes first). However, it is inferior for two reasons.

First, Black fails to block off the side, as he does with ⑤ in Diagram 2, so if White wins the ko and lives, Black's outside wall has a hole at the bottom. Second, cutting immediately at ③ here only works if all the outside liberties on the three white stones are filled. If one is open, then this ③ fails and White can live (see Problem 3). Consequently, there are no positive reasons for playing it. It is better to understand and learn the moves in Diagrams 1–3.

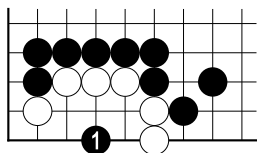


Diagram 6 – failure

Starting with ① here (③ in Diagram 1) is a mistake. It allows White to live unconditionally. However, finding

the right sequence of moves may be difficult. Many kyu players get some moves wrong. Moreover, a couple of books and magazines have published errors, which you might have seen and learned. I discuss some errors that I have noticed later on in this part.

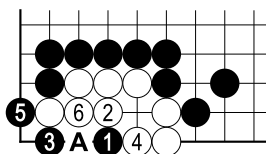


Diagram 7 – failure sequence

After ①, ② is the correct continuation for White. If Black then plays ③, White responds at ④, which is atari on ①. Black can connect out with ⑤.

At this point, it might look as if the result will be a ko: White captures a stone with A and Black captures by playing at 6. However, White can do better.

Connecting at ⑥ sets up an *oiotoshi*.¹ If Black plays at A, joining ① and ③ together, then all three stones are left in atari and subject to capture.

Three stones in a line like this give White an eye (as noted in Part Six in [BGJ 199](#)) even if Black captures back at 3. In conclusion, White gets one eye above ④ and another eye where she will capture ①.

This failure line is shown in most books and often is the only one discussed. However, when I presented this problem at our local club and at a tournament, I found that kyu players often choose a different move for ③, which is discussed in only a few books.

¹*oiotoshi* – 'chasing and bringing down', 'connect and die'.

See www.britgo.org/general/definitions.

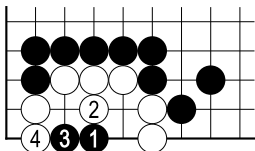


Diagram 8 – mistake by White

③ here is a variation on Black's failure line. How should White answer this ③ and live?

④ is the move that most kyu players play. It looks like it works, but it doesn't. This is one of the printed errors that I discuss later. Think a bit about how Black should refute this ④. The answer is given later in this part.

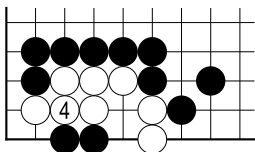


Diagram 9 – correct continuation for White

④ here is a blind spot that many players fail to see even when moves 1–3 are already on the board in front of them. However Black responds, White can live unconditionally.

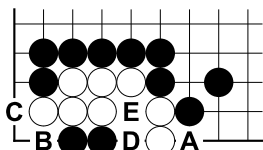


Diagram 10 – continuation sequences

Black plays first in each case and White lives unconditionally. I give some continuations using letters to save space.

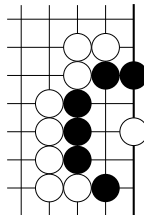
ABCD
ABDE

BD (note **BCAE** would be a seki with zero points)

CD

DCAE (note **DBC** would be a mistake by White)

Problem 2



Black to play

This problem was published in the journal about ten years ago. The position is equivalent to Diagram 6 with reversed colours and a different orientation. The move on the 1-4 point is a mistake, so the problem is to refute it.

The single-diagram solution representing the correct answer that was published was wrong. I show it below with the original text.

I remember going over this problem on a board at Barmouth with several of the participants. None of them had spotted the mistake in the journal and no one else reported it to the editor. This problem appears in numerous books (and magazines) and I have seen more than one diagram (and text) error.

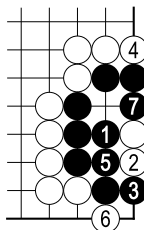


Diagram 11

– diagram and text errors

The original journal text said "Playing ① in Diagram 7 (*Diagram 11 here*) is the only way to live. If Black starts at 2 (*instead*), White plays the diagonal move that cuts Black apart, but if Black plays like this he easily lives.

If White plays ② at 3, then Black must not play next at ⑤, but at ⑦, else he dies."

The move sequence in this diagram is wrong. Can you see the error?

① is indeed correct and Black can live if he plays all the right moves. ② is the variation mentioned in Diagram 8 (③ there).

When I originally read this journal, I thought ③ was not the usual move that I had seen before in books. And ④ looked strange too.

In conclusion, ③ is a mistake and ④ fails to punish it. ⑤ recovers and lives. So two mistakes in a row revert to the correct result.

After carefully studying the position, I reported the error to the journal editor. A text-only erratum was published in the next issue containing a link to corrected diagrams on the BGA website; the correct solution diagram was not printed in the journal.

As a result, the editor (Pat Ridley) asked me to join the proofreading team and help out by checking the journal problems and their answers in advance. I have been doing that ever since. I am not, in fact, the anonymous person who kindly selects and submits the useful journal problems, though some people mistakenly think I am.

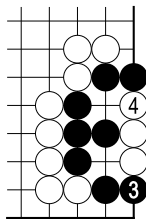


Diagram 12 – White's refutation

Instead of ④ in Diagram 11, White should play ④ here. This leaves Black with a fatal shortage of liberties.

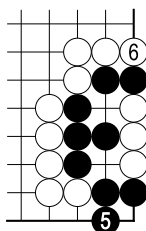


Diagram 13 – continuation 1

If Black makes an eye in the corner with ⑤, White captures two stones with ⑥.

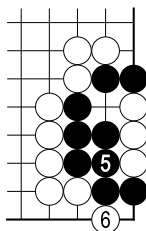


Diagram 14 – continuation 2

If Black connects with ⑤ here, White prevents the eye in the corner with ⑥. The three white stones in a line form a killing shape.

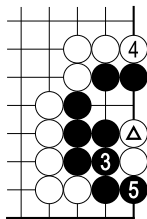


Diagram 15 – Black’s correct move

Instead of ③ in Diagram 11, Black should play ③ here. This is the blind spot mentioned in Diagram 9 (④ there). ③ enables Black to live. This is the correct refutation of White’s original mistake of △. After ③, there are several moves that White can try but none of them work. ④, ⑤ is one commonly published continuation. The result is crucially different from Diagram 14.

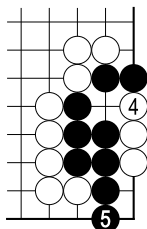


Diagram 16 – variation

④ here is answered by ⑤. Again, compare this with Diagram 14 and understand the difference. I leave you to confirm that White cannot kill and also to read out and refute other alternatives for ④ such as playing at one or the other of the 2-1 points.

More Published Errors

The position in Problem 1 appeared in *Go Review* 1970 March (with reversed colours and a different orientation). It had one answer diagram (correct answer) and two reference diagrams

(failures). However, all three diagrams were wrong, and so was the accompanying text. I did not read this *Go Review* when it came out in 1970. Indeed, I had not even started playing Go then. It was in a stack of unwanted magazines that I recently acquired and started looking at.

By coincidence, I happened to read it while planning this part and the previous part. I hope by now you will also be familiar with the accepted lines and sceptical of Diagrams 17 to 20.

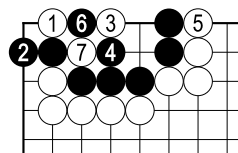


Diagram 17 – error 1

The first five moves of the correct answer diagram are indeed correct. However, ⑥ is wrong. It does lead to a ko, but one that is better for the attacker (White in this case). Compare this with Diagrams 1–3, where the defender gets to take the ko first.

This ⑥ is an error that I have not seen anywhere else. A supplement to a 1962 *Kido* magazine that I have gives the correct sequence, so it should have been well known in 1970.

The Nihon Ki-in provided a valuable resource to overseas Go players by publishing the magazine *Go Review* in English (1961–1977). By 1970, Ishi Press had only published about four books. The monthly schedule of *Go Review* was tight and there was little time and few people for proofreading.

I have great respect for *Go Review*. It contains many interesting articles. Nevertheless, it is important to be aware that it does contain some errors.

I checked in my Japanese copy of Sakata's 碁の手筋と俗筋 (*Go no Tesuji to Zokusuji*) which used to be available in English as *Tesuji and Anti-Suji of Go*. Many Japanese books allocate two pages for a problem and answer. They present the problem on one page and the answers are on the next page out of sight behind it. Often there are only two answer diagrams: one correct and one failure. This is especially true for basic life and death problems.

For harder problems, some books devote more diagrams. Sakata devoted nine answer diagrams to this pattern, though it is a discussion book rather than a problem book. The first edition was 1968 and my copy, which has the proper correct answer, is the 56th edition, 1973. Japanese Go books often have small print runs and numerous reprints if they are popular.

Another book that discusses this pattern and several variations with many diagrams is Cho Chikun's *Dictionary of Life and Death*, which I also have in both Japanese and English. The English book is out of print and the Japanese one has been superseded by the Nihon Ki-in's more recent dictionary by Cho U published in 2014 (which I do not have).

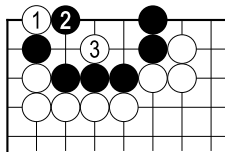


Diagram 18 – error 2

Go Review uses a lot of Japanese Go terms. Many of these are not widely used now but translated instead. Here, *osae* = 'block' and *oki* = 'placement'.

The *Go Review* text says that "... if Black responds with the *osae* of 2, he is killed by the *oki* of White 3."

This is wrong. ③ does not kill. Black can make a ko for life.

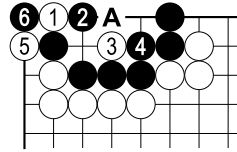


Diagram 19 – refutation

Black must play ④. Next, ⑤ is best. Then ⑥ makes a ko. This is a simple unforked road. The exchange of ③ for ④ has no real effect. This sequence without the 3-4 exchange appears in Sakata's book and Cho's book and is shown here in Diagram 4. ③ here is the local ko threat that White should play after Black takes the ko, not before.

④ at 5 would allow White to cut at 4 and kill unconditionally. ⑤ at A would let Black capture at ⑥ and live unconditionally.

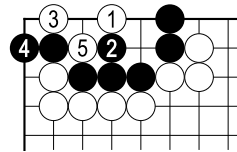
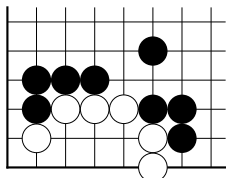


Diagram 20 – error 3

① should be familiar to you now as the failure line. It lets Black live unconditionally. However, *Go Review* gets ④ wrong and the text says that "White 1 here is also a vital point. However after the exchange from Black 2 to 4, he is forced to play the horikomi with his 5. In this point this result is inferior to Ans. 3 (*Diagram 17 here*) in spite of the same ko." (Here, *horikomi* = 'throw-in'.)

I hope you can see that this is totally wrong and recall the correct 4 given in Diagram 7 (④ there).

Problem 3



Black to play

This position is a variation on Problem 1. The three stones on the third line have an open liberty. It appears in the classic Go book *Gokyō Shūmyō* written by Hayashi Genbi, published in 1812, and gets reused in many modern books. The book does not (I think) contain the more basic shape with filled liberties (Problem 1). I have several books that present a selection of its problems and also the five-volume set with commentaries by Go Seigen in Japanese.

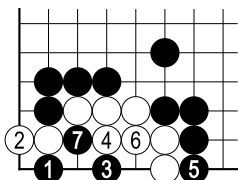


Diagram 21 – correct answer

The correct answer is identical to Diagrams 1–3. The open liberty has no effect on this move sequence. The only difference is that ⑦ is not atari, so Black cannot resolve the ko by capturing white stones. Instead, he must connect to make a killing shape. Go Seigen calls ② *tōzen*, which translates as ‘natural, right, proper, appropriate’.

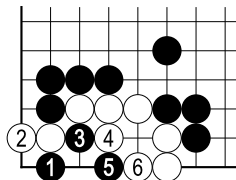


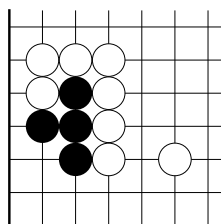
Diagram 22 – failure

Cutting with ③ here is a total failure when there is an open liberty. In Diagram 5, the result was merely inferior, but here the lack of a liberty shortage means that ⑤ is not atari, so White can live unconditionally.

Go Seigen says in the text that if the liberties are filled (Problem 1 here), there are many people who cut at ③ and then play ⑤ like this (see Diagram 5 here) which does make a ko, but the proper sequence is the one shown in Diagrams 1–3 here.

There are more variations on this basic pattern in Cho Chikun’s book, and some also appear in other books. The next part will continue looking at variations and published errors.

Problem for Part Ten



Black to play

This is a variation on Problem 1 in Part Eight in [BGJ 201](#) that I shall discuss in the next part.

□

YOUTH NEWS

Tony Atkins

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HK Match

The online match against Hong Kong continued in October, with Scott Cobbold's run continuing with wins against Wu Zi Qi (by resignation) and Lee Ho Nam (by time), but he lost to Webber Tse (by resignation). The 'SuperGo' match ended excitingly on 6th November when Webber Tse beat Alain Cheung, our last player, by just 5.5 to win the series 17-16. Webber was also the HK player who won the previous series for them by just one board too.

UKGoC

The main online event this autumn was the delayed 2022 UK Go Challenge Finals on 16th October. Thanks to a lot of advertising by Paul Smith, 40 players took part. Due to this increased entry and many late arrivals, it was not possible to do a carefully matched draw and the Swiss system used gave large grade differences in some games, for which the organisers were sorry. Cyrus Shek (3k Ayrshire) won all six games, with Claire Chen (2d), Lea Wong (1k) and Isabella Qiu (2k) winning five each. The age group winners were:

Boys U08	Mark Kirillin
Boys U10	Lukasz Kudla
Boys U12	Sung-Hee Lim (by SOS)
Boys U14	Cyrus Shek
Boys U16	Kwun Yin Ng (by SOSOS)
Boys U18	-

Girls U08	Rachel Chik
Girls U10	Liann Wong
Girls U12	Isabella Qiu
Girls U14	Lea Wong
Girls U16	Hanna Kudla
Girls U18	Claire Chen

November Handicap

The online event on 13th November was advertised as a handicap tournament. It unfortunately broke the record for the smallest BGA tournament, the previous being a Rengo tournament where five players and the organiser turned up. Just one player entered, the ever-keen Andrew Volovich, so he took the event unchallenged!

Euroteams

The UK youth team is again playing in the European Youth Go Team Championship. This time each match is five games played on OGS (not KGS), with one player U20, two U16 and two U12. Team manager Alison Bexfield selected the team and aims to rotate the players to give all a chance to play, whilst trying to match strengths of opponents and yet giving the team a chance of winning.

The first match was scheduled for the normal Saturday, 12th November, but Germany desired two games to be played on the Friday before. Paul Smith kindly agreed to monitor the games, but in the end, only one was played as a German player was ill. That game, against Yanyi, was finally played on the following Friday.

In the match, Scott Cobbold lost to Shizhao Li by resignation, Gene Wong lost by 12.5 to Kirby Zhang, Cyrus Shek lost to Yuze Xing by resignation, Yanyi Xiong lost to Jing-Xiang Qiao by resignation and Andrew Volovich lost to Ryan Sun by 21.5. This confirmed Germany, without any Russian teams

playing, as the number one seeds for this year.

In their second match the UK youth team played Hungary, with games spread over the two days of the weekend of 10th December. The first two games to be played saw Daniel Chun Yang beating Zalan Makany by resignation, but Lea Wong lost to Bence Tomesz by 29.5. Later Emily Gan beat Noemi Balogh by 108.5. On the Sunday, our Lukasz Kudla beat Dávid Kis-Gadó by 63.5 and Samuel Wu beat Csaba Kis-Gadó Junior by 79.5. This meant the UK won 4-1, a great result as both Samuel and Emily were new to the event and Samuel and Daniel were playing up an age group.

London Youth

This event took place at the London Go Centre in West London on 3rd December. Thanks go to them for hosting and to the Youth Go Trust for sponsoring the event.



Andrew Volovich vs Caleb Monk

The event was planned to be split into three sections but, in the end, there were insufficient players so the event changed to three games for all players, with the novices just playing in the afternoon.

As expected, Scott Cobbold won all three games to win the top group,

with nobody else winning more than one.



Scott Cobbold vs Ryan Zhang

Natalie Hung (4k), playing in her first UK tournament, won the Handicap section, just ahead of Caleb Monk (6k). The Novices section was won by Clarence Qin (20k) from Leamington. In all, twelve youngsters took part.



Rachel Chik vs Clarence Qin

Youth Grand Prix

Taking the first place prize money, donated in memory of John Rickard, was Andrew Volovich, with 1008 points. Scott Cobbold gained points at the London Open which moved him into second with 748 points, just ahead of Caleb Monk on 740 and, missing out on a prize, Lea Wong on 735.

□

COMMEMORATING HANS PIETSCH

Jochen Fassbender

gojodojo@googlemail.com



Photo credit: Sensei's Library

16th January 2003: on that fateful day a small Nihon Ki-in delegation consisting of Nagahara Yoshiaki 6p and Hans Pietsch 4p – who were on a Go promotion tour through Central America – were on a sightseeing trip by car to Lake Amatitlán in Guatemala when they were robbed, during which Hans was shot. Despite the efforts of their Guatemalan host Edgardo Cáceres to get Hans rushed to hospital, Hans didn't survive this ordeal. The impact of his shocking death was magnified when, by coincidence, I heard about it on local radio news.

Fast forward to December 2022. BGJ editor Pat Ridley had asked me to write a few lines about Hans

to commemorate him and what happened twenty years ago. To find out the latest, I was about to call someone I hadn't met since the 90s: Hans' mother Kveta Pietsch. I hesitated a bit before dialing her number. How would she react?

She didn't recognize my voice but immediately remembered me when I mentioned my name. She was pleased that I called her. However, there isn't any news to report I'm afraid to say. Back then, two suspects were caught but had to be released due to lack of evidence. Kveta Pietsch had given up hope years ago of hearing any news from the Guatemalan authorities, so this remains a cold murder case.

Some background information on Hans Pietsch¹: he became the first German professional at the Nihon Ki-in. It all started in 1984 when Hans, aged 15, came to the Bremen Go Club for the first time. He had already played Go for about two years against one of his schoolmates. However, it became instantly clear on his first two evenings that a potential talent had come to the club when he beat me in three straight games on a small board, each time with one less handicap stone, before I could stop him in the fourth game.² And that assessment turned out to be true: Hans made it to shodan in a little over one year and after two and a half years he had already reached 4d.

That was his strength when he beat the then European champion Matthew Macfadyen 6d at the 1987

¹See also senseis.xmp.net/?HansPietsch and www.361points.com/hans/.

²Those first four games were on 11x11 boards with 6, 5, 4 and 3 stones. I was shodan at that time.

London Open (see below) – quite an achievement for someone playing only for such a short period of time. He ended in second place after Terry Stacey 5d.

Hans went to Japan to become an insei (apprentice professional) in 1990 and, after some long grueling years in the

insei league, eventually became a pro in 1997, reaching 4p in 2000, and was posthumously promoted to 6p by the Nihon Ki-in.

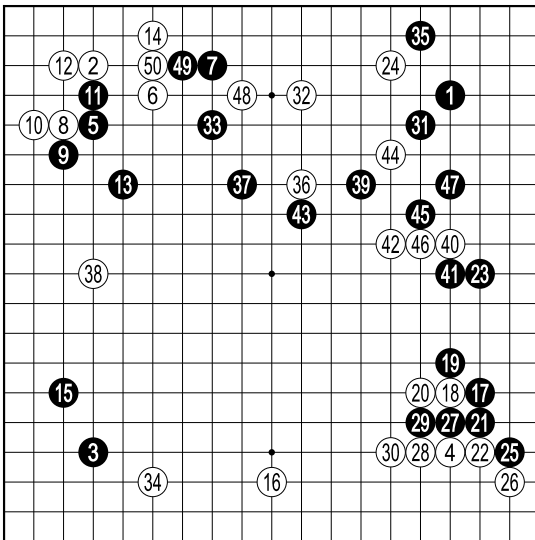
The game mentioned above and commentary by Hans were originally published in the [Bremen Go magazine Windmühleki No. XIX](#) (June 1988).

Event: London Open 1987
Black: Matthew Macfadyen 6d
White: Hans Pietsch 4d
komi: 5½
Result: White wins by resignation.

Editorial comment in *Windmühleki*: “This is a masterpiece by Hans, a victory against the current European champion. Hans plays rather riskily and almost fell victim to Matthew’s *karami* (splitting attack) but his weak groups on the upper and right sides survive like a miracle.”

The sgf file is at britgo.org/files/bgjgames/202-macfadyen-pietsch.sgf.

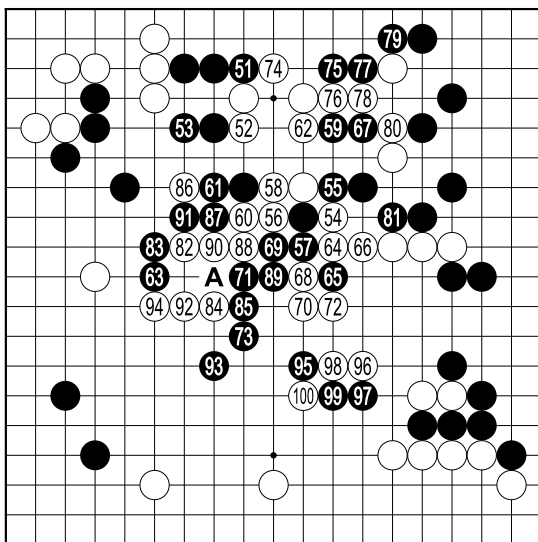
Comments by Hans (with clarifications by JF in italics):



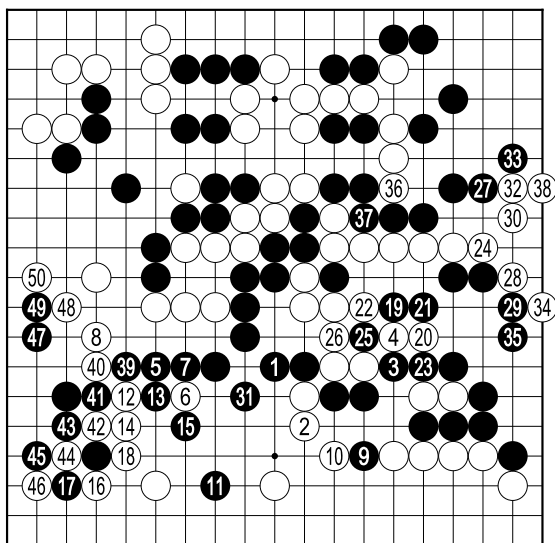
- ⑭ Lukewarm; better at ⑤⑩.
- ⑳ The regular defence in the corner (at ⑩) would probably be better.
- ㉘ White should not avoid the fight by playing at ㉙.
- ㉚ This is lukewarm, too. The invasion in the corner is better.
- ㉛ Second [*dubious*] tenuki [*in an important situation, ㉜ being the first*]. ㉝ is too good for Black [*against the weak white group on the upper side*].
- ㉞ and ㉟ are classic handicap style.

1 – 50

- 57 Atari from above, taking profit, would be completely sufficient.
- 78 Lukewarm; better more tightly at A.



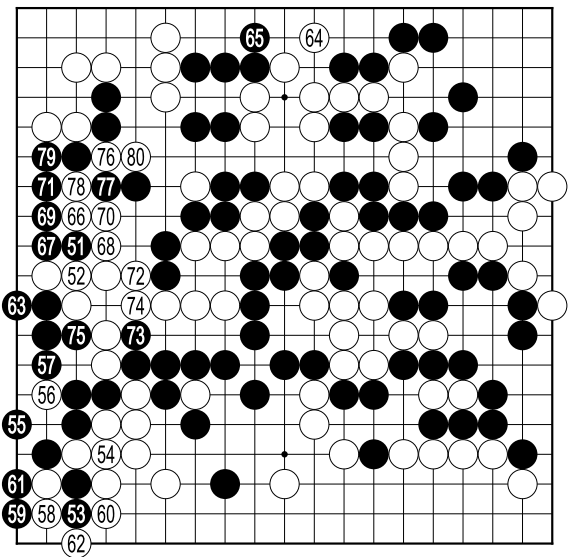
51 – 100



101 – 150

- 111 A careless overplay; Black should connect at 140.
- 123 Black should throw in at 125.
- 124 White should connect at 125 in sente.
- 135, 141 Last chance for Black to turn the tide.

- 163 Blunder; better at 167.
- 180 Black is unable to capture the two white stones.



151 – 180



JOURNAL PROBLEM 3

Black to play and kill

GO JOTTINGS 23

STUDYING PROFESSIONAL GAMES

John Tilley

john@jtilley.co.uk

Yoda Norimoto (9p) wrote that he started to play through the classic games from the Edo Period when he was just five years old. He later wrote a slim book called *How Pros Think*, part of which was translated on [Life In 19x19](#).

Which professional games should I study?

“If you study the game records of the past, you will encounter moves that appeal to you and where you say ‘Good move!’ You are impressed and inspired. You think to yourself that you too would like to be able to play such good moves. That being the case, you should try playing over those game records.”

Yoda wrote two books - *Famous Old Games to play over to make you stronger*. Volume 1 covers the Edo Period and Go Seigen, and Volume 2 is primarily Dosaku and Go Seigen.

Volume 1 (right)

book.mynavi.jp/ec/products/detail/id=22178

Volume 2

book.mynavi.jp/ec/products/detail/id=22282

(Note that the text in these two PDF is not in Unicode – it needs to be OCR-ed.)

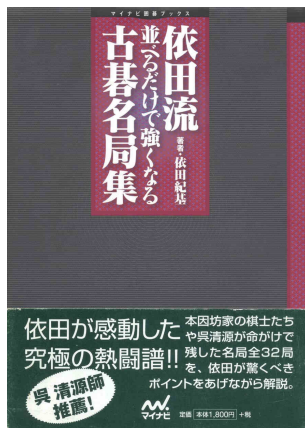
Interestingly, in a later book on AI, Yoda again chose to focus on games by Go Seigen and Dosaku. Perhaps not everything is so new in AI after all?

Why study professional games?

Professional players have often advised us about how to study and offer:

- Play lots of games and get them reviewed
- Study tesuji and tsume-go
- Play through professional games

A key piece of advice is to play through the games on a real board with stones. It helps the concepts stick. In this column, I am talking about real printed books, not online SGF clicking. You need to find the moves on the diagram and play them on the board.



How strong should I be to play through pro games?

I would say anything from beginner upwards, although I have met SDK¹ players who won't, as they claim they can't understand the moves. Well, you won't understand most of the moves but you might get some good ideas about shape and some basic principles of Go.

Nowadays you can also watch game reviews on YouTube. Perhaps a combination of reading the book, watching it played through online and playing through on a real board, several times, is an effective learning technique.

I have always enjoyed playing through professional games on a board, ever since I started playing in 1965. My first board was cardboard and the stones were cardboard square shapes. There were just two games in Lasker's *Go and Go Moku*, one of which was the famous 1926 game between Honinbo Shusai and Karigane.

It never occurred to me not to play it through, many times, but as a beginner I couldn't understand much of it. Somehow the description in Lasker's book caught my imagination and I became a Go player.

Five years later I spoke to Nagahara (then 4p) in the summer of 1970. He said it's important to know how to study. As a 1 kyu you will probably only understand 10% of the game, so why play through these games? You will be subconsciously learning good shape, about strong and weak groups, sente, gote and tenuki. I would add that it is important that you chose the right games and you don't try and dive deep by reading through lots of variation diagrams.

There haven't been any book reviews in the BGJ for quite a while now, so I thought it would be interesting to look at John Fairbairn's most recent books of game collections that he has published over the last four years.

gogodonline.co.uk/books/

This website shows a total of 26 books (December 2022). The last ten have been published by John using Kindle Direct Publishing, which prints books on demand.

I am going to concentrate on the first two volumes of classical Japanese Go. There is a very large amount of background material here that is not available anywhere else in the English language. I find this material one of the delights of playing through these games.

John Fairbairn started in April 2019 to focus on books on historical Go. The first was *Genjo-Chitoku* and that book introduced his 'Go Wisdom' Format.

¹Single-digit kyu.

Genjo-Chitoku – Friends and Rivals at the Pinnacle of the Go World

John Fairbairn

Kindle Direct Publishing

459 pages

280mmx216mm

£31.71

The author introduces this book as “an experiment in its own right”; it discusses how to study and who to study. This large tome presents 86 commented games between two players from 1788 to 1815 – Japan’s Golden Age of Go. Honinbo Genjo and Yasui Chitoku both reached 8 dan but, out of respect for each other, neither tried to become 9 dan (Meijin).

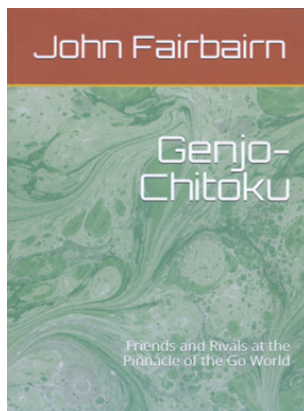
The author has taken commentaries from many sources. The fact that these exist indicates the regard these games are held in by many professionals, from Jowa to Yoda (9p). The games were collected by Jowa and, much later, Iwamoto; their contrasting styles provide much interest. Chitoku’s style is very restrained, thick and solid, which makes these games excellent study material.

This book also introduces the ‘Go Wisdom’ Format – no variation diagrams and a 36-page appendix on Go principles/terms. The author wants you to play through the games on a real board, as this is claimed to be the best way to study them and to think about various points raised in the commentary.

The appendix of Go principles/terms contains pointers to the Japanese terms in these games, so you could read this appendix and follow the links to the examples. For example:

- construction (kamae)
- ijime and yoritsuki (both mean bullying)
- influence v thickness
- momentum (choshi)
- shinogi v sabaki.

Some of these terms aren’t used much in western Go literature or are misused. It is interesting to read the appendix to see what is/isn’t used. Once you’ve read through the appendix and looked at some of the principles, can you explain their meaning?



Games of Shuei

John Fairbairn
Kindle Direct Publishing
538 pages
280mmx216mm
£66.31

The second book in Go Wisdom Format presents 121 commented games together with a further twelve games with commentaries by Shuei. Go Wisdom is now a 39-page appendix/reference.

Shuei is one of the most highly rated players to study, both Takagawa (9p) and Fujisawa Shuko (9p) felt that they couldn't play like Shuei did.

This seems to me to be the book that John Fairbairn wanted to publish first back in 2019, but he wanted to find his feet with the layout and his Go Wisdom Format in the appendix.

Personally, I highly recommended this book, it's not the cheapest, think of it as a cost of 50p a game plus the reference of Japanese terms. . .

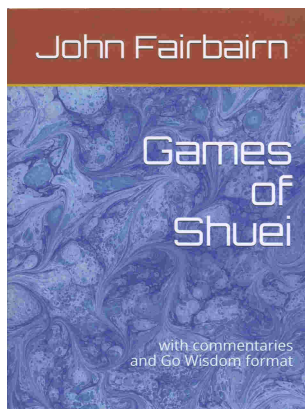
Other Go Wisdom Books on Japanese Go

- First Teenage Meijin (Shibano Toramaru)
- Go Seigen and Archers of Yue
- Kamakura – Go Seigen and Kitani 10 game match
- Ogawa Doteki (Great prodigy)
- Survivors – Go Seigen and Iwamoto

These other five volumes are much thinner, but only two books (Go Seigen and Archers of Yue, Kamakura) have the full Go Wisdom appendix.

I feel that the layout of the diagrams and text in Go Wisdom Format is much easier for the editor, typically a game starts on the left-hand page with four diagrams on it, with corresponding text on the right-hand page. If there are no variation diagrams it avoids flowing text around these.

Contrast this with John Fairbairn's *Power – Honinbo Shusai Defends the Nihon Ki-in* (2012) which has a commentary of 70 pages with 131 explanation/variation diagrams, some in multiple parts. This was published by Slate and Shell. The editing and layout must have been a challenge. I have to say, though, this is a magic book, sadly now out of print.



Stepping back, it is interesting that there are now several ways of presenting game collections.

1. Classic presentation – typically all of a player’s games with 50, 100 or all the moves per diagram, few if any comments. eg *Go Seigen’s Works* in four volumes. In 1962 *Sakata’s Go* (selected games) was published in three volumes – with all the moves on one diagram, followed by a separate detailed commentary on multiple diagrams. *Relentless* published in English by “Go Game Guru” in 2016 discusses this approach on page xi – “the method used by players who are studying to become professionals”. Well worth reading. Playing the game through from a figure with all the moves on it – you need to be a strong kyu in order to do this, as finding the moves will initially be challenging, but it will help you become stronger.
2. Collections in English, eg *Invincible*, 1971 *Honinbo Tournament*, *Appreciating Famous Games*. Lots of variation diagrams and explanations. The background to the games is enjoyable, but I question *Appreciating Famous Games* stating that it is for players 9 kyu to 4 kyu – too many unnecessary variations and comments.
3. Games chosen for amateurs to play through; each game has a highlight. This way of presenting games has become more popular recently – Yoda used the highlight approach in the second of his two books – it’s meant to help focus on the key moment and inspire. I feel that such books should appeal to the SDK.
4. Small collection of games by a player, e.g. Takemiya *My 30 best games* – surely this has grabbed your attention! Takemiya also published a two-volume collection of his commented games with assistance from Nakayama Noriyuki (author of *The Treasure Chest Enigma*). Again each game has a highlight. Another example is *Go Seigen – 100th birthday selection – 60 selected games*. Again this starts with the highlight, then the whole game is covered. Yoda wrote that Go Seigen was his favourite player.
5. Ohashi Naruya – a comment for every move! This is definitely a case of ‘now for something completely different’. There are three volumes in the series and each contains six games, carefully selected from over the last 350 or so years, each game filling 40 or so pages. The bump on the cover below says “Understand the feeling of Go”. For each move, Ohashi gives the grid reference and move type followed by a comment. So for example the Go Seigen game at the end of this column would start (Black 1) (16-5 upper right corner takamoku). Note that some Japanese videos on YouTube of the NHK Tournament announce this, perhaps telling you the move type reinforces your thoughts on the game and helps you learn, although it’s not that easy to do the commentary yourself in English!

Note that sample material is provided on the mynavi website, which will help you decide how approachable these books are. There are three similar books in this format.

book.mynavi.jp/ec/products/detail/id=105337

book.mynavi.jp/ec/products/detail/id=101448

book.mynavi.jp/ec/products/detail/id=104842

In 1970 I met with Nagahara (then 4p) in Japan and he talked about how to study: **“Really all amateur games are won or lost in the middle game”**. Once you are 3 kyu or stronger “study by playing through professional games fairly quickly for 15-30 minutes on a board, then close the book and replay the game without the score. The first time this is difficult, but it will show you gaps in your thinking” and “Aim to play the game through three times without the score”.



Study Game

Finally, I thought I should present a game for study. This is a Go Seigen game from 1956, which is presented in the first of Yoda's two volumes. Minimal comments; go with the flow.

Black: Suzuki Etsuo 7 dan

White: Go Seigen 9 dan

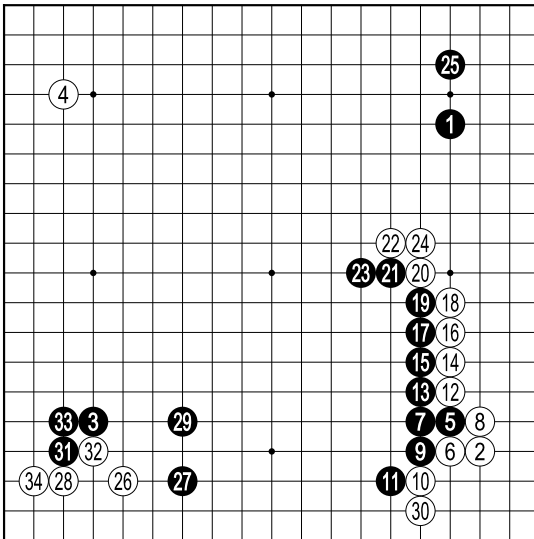


Diagram 1 (1-34)

⑤ is key, Yoda wrote “I don’t know if this move is good or bad”. Once it is played Black pushes White along the fourth line, which seems wrong.

The real lesson is how Black plays ② – key to using his thickness on the right.

Once White invades at 50 it all comes down to using thickness and Black gives a masterclass in this.

Try and play the game through several times; hopefully, it will prove instructive.

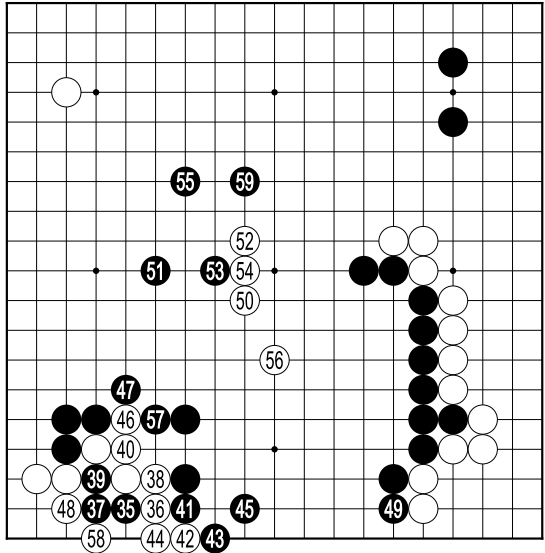


Diagram 2 (35-59)

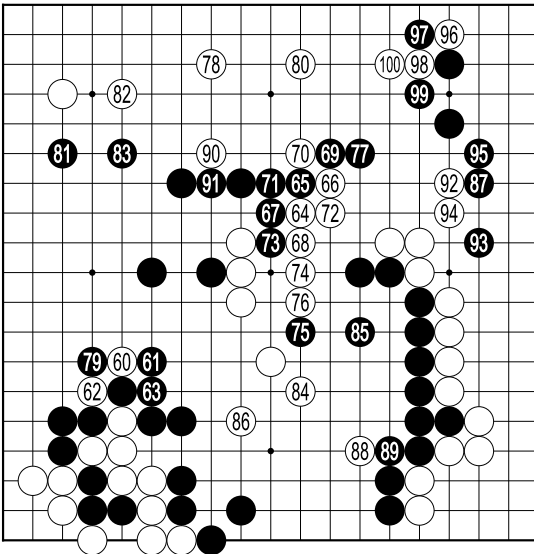


Diagram 3 (60-100)

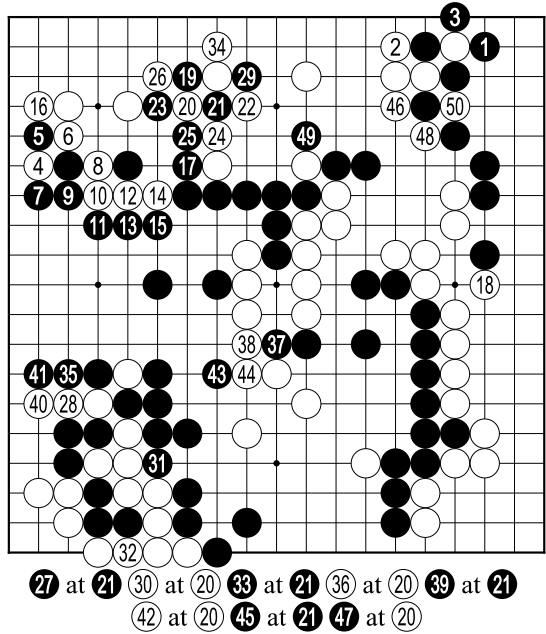


Diagram 4 (101-150)

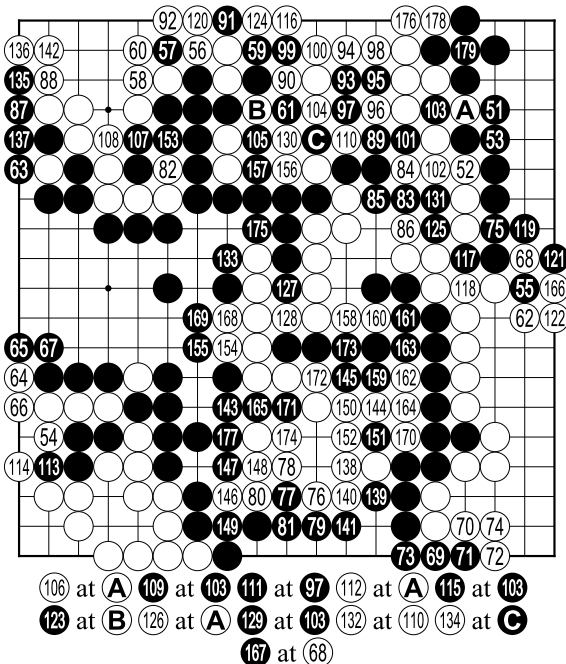


Diagram 5 (151-279)

Black wins by 9 points.

It is instructive to look at the board position after 34 (Diagram 1) and then after 150 (Diagram 4) and see where each side made their territory. Please play the game through on a real board; don't just click through an SGF.

□

UK NEWS

Tony Atkins

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

Sheffield

With the Sheffield University club already having run a tournament in 2022, the annual Sheffield Tournament returned as the second event in the city. It was held at its usual Greenhill Library venue on Sunday 9th October. Out of the twenty entrants it was a youngster from London, Alvina Kwok (1d), who was the winner, with another Londoner, Richard Wheeldon (1d) second. Winning all three games lower down the draw were Bjorn Eurenus (7k Lancaster) and Steve Andrews (13k Lincoln).

Wessex

This year's Wessex attracted 36 players to the usual venue of St Mark's Community Centre, Bath, on the hill behind the station, on Sunday 30th October.



Yue Matt Xi receives the trophy from organiser Paul Atwell

Unfortunately, a couple of train problems meant two of the top players missed the first round. With the bar at 3d, the strong event was won by Yue Matt Xi (5d London). Getting small

trophies for winning all three games were Alistair Wall (1d Wanstead), Malcolm Walker (4k), Alex Terry (6k Bath), Robert Wilkinson (7k Bristol) and Patrick Ridley (10k Chester).

Bar Low

The first of two events at the London Go Centre on the weekend of 5th November was the 29-player Bar Low for kyu-players. London youngster Lea Wong (3k) won all five games to take first place. The London Go Centre Club's Francesco Chiarini (7k) and Nathaniel Chan (15k), one of several lads from Tonbridge School, both won four out of five.

T Mark Hall Rapid

On the Sunday, 6th November, the London Go Centre hosted 18 players for the Rapid event held in memory of the LGC benefactor T Mark Hall. Peikai Xue (4d UCL) was first, winning all five games, one win ahead of Ziyi Meng (3d London) and Eugene Wong (4k). Youngster Caleb Monk (7k Epsom) won all five and Pierre Oliviere (9k St Albans) won four.

Three Peaks

Over the same weekend as the London Go Centre events (5th - 6th November), the Three Peaks Tournament restarted after the Covid gap, back at its normal Wheatsheaf venue in the centre of Ingleton and with the same organiser in Adrian Abrahams. It attracted 32 players from the north-west and further away.



Adrian Abrahams presents first prize to Junlin Lei

Junlin Lei (5d Lancaster) won the event with five wins. Scoring four were Tim Hunt (2d Milton Keynes), Colin Williams (5k Bristol) and Florian Pein (10k Lancaster).

Northern

It was good to see the Northern Tournament resume after the two-year pandemic break when it returned to Cheadle Hulme School on Sunday 20th November.



Junlin Lei (r) wins The Northern – seen here with David Barnett of CHS

Sizeable contingents from Sheffield University and Lancaster added to

the pupils at the school, and others, to bring the total attendance to 32. The overall winner was Junlin Lei (5d Lancaster) with three wins. Zhang Wei (5d Manchester) was in second place with two.

Getting prizes for winning all three games were Marco Praderio (7k Lancaster), Lucas Horton (9k), Rahul Surapaneni (13k Cheadle Hulme School) and Joseph Martin (16k Sheffield University). David Wildgoose (9k Sheffield) got a prize for winning two games and a jigo.

Helen and Martin Harvey also organised a 13x13 side-tournament with the prize for that going to James Zhao (21k Cheadle Hulme School). Chris Kirkham and the other organisers were very grateful for the use of the school premises, which provides an extremely pleasant venue with convenient parking, and to David Barnett, the contact at the school now that Mike Winslow has moved on, for supervising throughout the day and handing out the prizes.

London Open

The 48th London Open was held at the London Go Centre on the last four days of the year, as normal. The large prize fund for the Open (£500 for the winner) helped to attract 70 players from some twelve countries, with the large group of very strong players at the top being swelled by many Chinese students, and with no fewer than 45 dans. As a consequence, the bar was set a 5d which unfortunately meant the very top three players ran out of sensible opponents for the last round. Thus it was decided by the players and organisers that any tie for first would not be broken, rather than depending on arbitrary tie breaks. In the end, one of these three lost and it

was two players, Minseong Kim (7d Korea) and Yaoling Yang (6d Bristol), that were declared joint winners, both on six out of seven. This was Yaoling's second win here in a row. Chun Fang (5d Edinburgh) had to be content with third place on five wins.

Kai Hei Chan (4d Nottingham) was top below the bar with five wins and Haolin Cheng (1d Sheffield) won six. Top 1k was Ai Guan (Lancaster), with runner-up Francis Roads (Wanstead). Bjorn Eurenus (6k Lancaster) won six and the Top DDK was Nicholas Liddington (10k Nottingham). Top British player, collecting the David Ward Trophy, was Daniel Hu, who won two games out of four but then fell ill and had to withdraw.

On the Thursday evening there was the usual Pair Go (Doubles) tournament. Yaoling Yang continued his dominance of British Go by winning with partner Peikai Xue, current British Pair Go Champion. A kyu-player pair, Dwayne McCormack (5k Stevenage) and Daniel Guest (6k Sheffield University), took second place.

On the Friday evening the Lightning was run as a double-elimination knock-out. It additionally included Yukai Hwang (6d), a Taiwanese on holiday in London. Winner was British Youth Champion Scott

Cobbold (3d Wanstead), with second Yike Tang (4d Cambridge) and third Peikai Xue (4d UCL).

The professional-in-residence was Stanisław Frejłak (1p) from Poland. He was much appreciated by participants for giving game reviews and lectures, which were recorded to later appear on the London Go Centre YouTube Channel. After round seven he reviewed the top board game of the last round, with prize certificates being passed to winners both before and after the lecture.



Stanisław reviews – ‘White’s stones are a bit over-concentrated’?

The planned Rengo Tournament, filling in the slot from afternoon to the evening's New Year celebrations, had insufficient interest and was not competed.

Credits: the photo from The Wessex was provided by Colin Williams, and from Three Peaks and The Northern by Helen Harvey.

□

JOURNAL PROBLEM 4

Black to play and escape

FESTIVAL OF THE MIND

Doug Haynes

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The recognition of the Game of Go as being enjoyable to play and as enhancing mental activity is growing in the UK. That is evident from observations at the recent weekend *Festival of the Mind* at the Liverpool World Museum (in the Ancient Egyptian Galleries), where we were invited, as last year, to demonstrate Go to museum visitors.



Go and Chess side by side

For decades, schools and families have fostered the playing of Chess – there is an innate attraction in the variety of black and white pieces (kings, queens, bishops, knights, rooks and pawns) and their contrasting moves on the 8 x 8 chessboard. In Go, however, there is innate simplicity in playing black and white stones on the grid intersections on a 9x9, 13x13 or 19x19 board, but the stones themselves are rather bland!

To quote a strong player (2d) at the Liverpool Go Club, “I moved on from Chess to Go to experience having more room for creativity and style, and less requirement for rote learning/memorising.” Strengths are, of course, relative. ‘Leo’¹ (a strong 5d – as if a weak 5d ever existed!), who was already a 1d aged 8 growing up in China and also until recently a member of Liverpool Go Club, would *make mincemeat* of our strong player on an even game.

There is an implication here from the further 15+ years of AI software development that it took to beat the existing world champion; mastery of the game of Go is far more complex and difficult than the game of Chess.

That itself may be a deterrent to primary and junior schools being attracted to Go. However, the evidence at some secondary schools, notably Cheadle Hulme in the Northwest, where Go teaching and learning has been consistently supported as part of a school club with local volunteer Go tutors, is that

¹Leshan Feng, who was the winner of the 2022 British Open.

teenagers can make good and consistent improvement if they apply themselves to the game.

The recent *Festival of the Mind* drew considerable interest, from very young children to all ages of adults. There was probably two or three times the interest for Chess than for Go and a little interest in the tile-based game of Mah Jong. The game of Bridge would clearly qualify as a mind game but was not represented. The three Go tables we had set up gave the opportunity for people of all ages to stop and enquire and to 'have a go!' Most people, when trying out a game on a 9x9 board, were able to experience the cathartic process of placing the stones on the board, and observing various shapes taking place, some successful and some unsuccessful in creating living shapes.



Both Go and Chess involve the brain functioning in different and complementary ways – the handling of *geometrical concepts* and the handling of *analytical processes*. Perhaps the balance is rather different between the two games.

The author asks:

- Is it a matter of cosmetic attraction that draws people to one game rather than the other?
- If it could be proved that Go developed an individual's geometrical and analytical skills more effectively than Chess, would that provide an argument for investing funds into promoting Go from a young age?
- Since Geometry is taught within the Maths syllabus in schools, would it be sensible to try to link the playing of Go with mathematical teaching and mathematical staff?
- The great Chess Players have typically come from Russia, America, China, India, Ukraine; the Go equivalent is from China, Korea and Japan. Is it a cultural issue?

The Festival of the Mind Go tables were set up and staffed by five members of the Chester and Liverpool Go Clubs.

Credits: The photographs above were kindly provided by Gary Cleland of the Liverpool World Museum.

□

TOURNAMENT HISTORIES XV: NORTHERN

Tony Atkins

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The Northern was started in 1975 by John Pindar to balance the tournament calendar geographically, as most events were in the south. A one-day three-round tournament at Manchester Polytechnic on 6th September attracted 56 players, with prizes awarded in divisions. Colin Irvine beat Toby Manning in the final, receiving the Red Rose Shield that had been donated by the wife of John Barrs. The South Cheshire team won the bottle of sake and David Mitchell of the London Go Centre ran the shop.

The second edition a year later changed to six rounds over the weekend of 11th and 12th September. It was held at Didsbury College of Further Education and Paul Prescott won on tie-break from Matthew Macfadyen, who in turn won the 1977 tournament. In 1978 (a year when the British Go Congress was also held in Manchester at Owens Park) a late change moved the event to Thornleigh Salesian College in Bolton, the new venue thanks to Joe Stephenson. Matthew Macfadyen won this too and every year up to 1981 (and also in 1987).

In 1980 the Northern moved to what became a regular venue, Manchester University's rather grand Ashburne Hall. This is situated in Fallowfield, south of the centre, near to the 'Toast Rack' building and opposite Platt Fields Park. It also provided accommodation on site (£34 including meals in 1989) which made it easy for those from further away to attend, the record being 75 players in 1994. In 1984 the British Go Congress was at the same location, so only 34 attended the preceding Northern, run by John Smith.



Round 2 strong players action, 1982



Playing in the gym, 1992

In 1993 the venue became the nearby Allen Hall (now closed). The Northern in 1993 and 1994 were both listed as the UK event in the European Fujitsu Grand Prix, replacing the London Open. Controversy occurred in the first of these when the winner missed the last two games to fly back to Asia. Typical winners in this period were Matthew Cocke (four times) and T Mark Hall (four times). In 2002 it moved to St Anselm Hall in Victoria Park, the last time accommodation was provided.

From 2003 to 2005 the Northern changed date from September to August and was part of the Mind Sports Olympiad (MSO), which had moved out from London to the Renold Building in the centre of Manchester. With multiple Go events at the MSO, the Northern in one year only had 11 players.

After missing 2006, Chris Kirkham resurrected the tournament in its original three-round, one-day format (which continues today) and ran it at the Masonic Guildhall in Stockport.

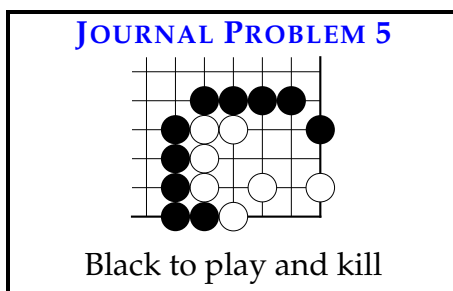
This attracted between 20 and 42 players and ran there until 2013. 2014 and 2015 were held with kind support from the Bank of Asia at their Manchester offices.

In September 2016 it moved again to its current venue of Cheadle Hulme School, which kindly allows the use of its buildings at a weekend in support of the efforts of Helen and Martin Harvey in running the large club at the school. Professional player Catalin Taranu attended as a teacher for the 2017 event. The date drifted through October to its current November date, with the numbers attending being around thirty. Typically nowadays the winner is one of the local Chinese students. As there could be no event in 2020 or 2021, of course, the 2022 edition was the 45th; the 2023 date is already announced (19th November).



Matthew Cocke (3rd), Matthew Macfadyen (2nd) with John Smith, 1993

□



SOLUTIONS TO THE JOURNAL PROBLEMS

The SGF files for these problems are to be found at www.britgo.org/bgj/issue202.

Solution to Problem 1

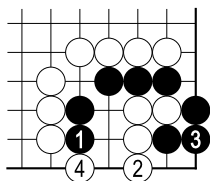


Diagram 1a (failure)

- ❶ This looks like the largest eye space but Black loses all his eyes in the corner.

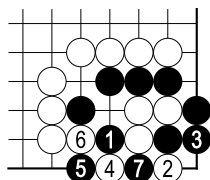


Diagram 1b (failure)

- ❶ Filling a liberty might also be possible.
- ❷ However it is ko.

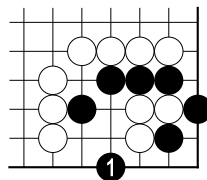


Diagram 1c (correct)

- ❶ This is the correct play, which avoids ko. White cannot create a killing shape.

Solution to Problem 2

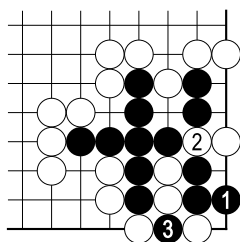


Diagram 2a (failure)

- ❶ Black can try to take the 1-1 point by playing here first.

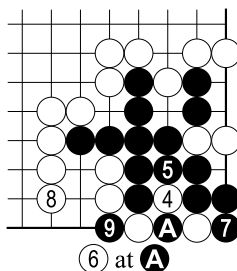


Diagram 2b (failure – continued)

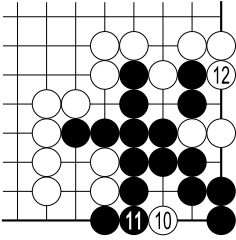


Diagram 2c (failure – continued)

⑫ Black can only make one eye.

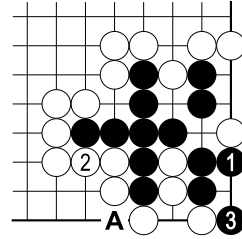


Diagram 2d (correct)

- ① This is the correct first play.
- ② White protects the weakness.
- ③ But Black can start the ko (White ends the ko by connecting at A, not at 1-1 of course).

Solution to Problem 3

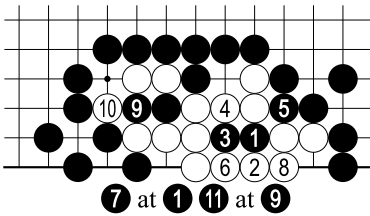


Diagram 3a (correct)

- ① This is the correct first play.
- ⑦ After this throw-in White cannot make two eyes.
- ⑨ Note this is not an eye for White now.

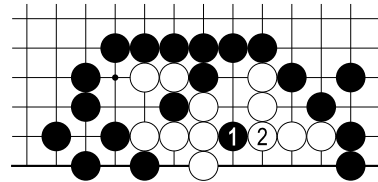


Diagram 3b (failure)

- ① However this fails.

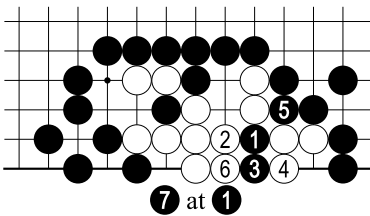


Diagram 3c (correct – variation)

- ② If White tries this atari instead...
- ⑦ Then again the throw-in here stops two eyes.

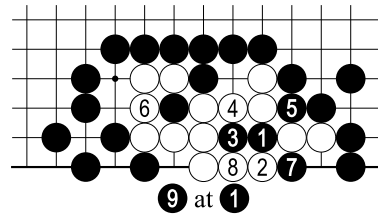


Diagram 3d (correct – variation)

- ⑥ White can try this instead.
- ⑨ But this throw-in again prevents two eyes.

Solution to Problem 4

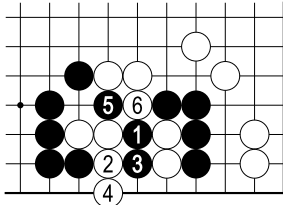


Diagram 4a (failure)

- ❶ This wedge seems the obvious first play.
- ❸ However this is double-atari and Black cannot escape.

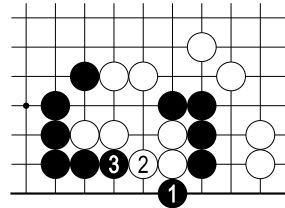


Diagram 4b (correct)

- ❶ Playing this hane first is the correct play.
- ❷ If White tries this...
- ❸ ... then this play means it is miai for Black to connect on the edge or push through above.

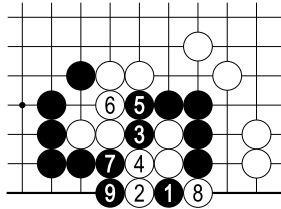


Diagram 4c (correct – variation)

- ❷ This is White's strongest reply.
- ❸ White runs out of liberties.

Solution to Problem 5

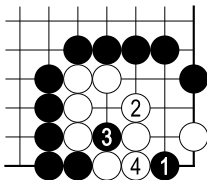


Diagram 5a (failure)

- ❶ The looks like the point to stop the eyes on the edge...
- ❷ ... but White lives easily.

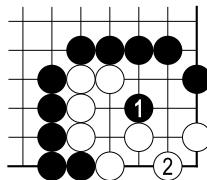


Diagram 5b (failure)

- ❶ This is the play to remove the eye on the left...
- ❷ ... but White makes two eyes on the edge.

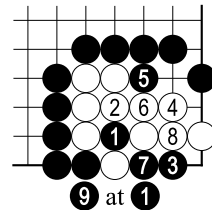


Diagram 5c (correct)

- ❶ So the throw-in here is the correct first play.
- ❷ Then Black attacks the edge eyes.
- ❸ Black can start the ko to kill White.

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

CONTRIBUTIONS TO THE JOURNAL

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

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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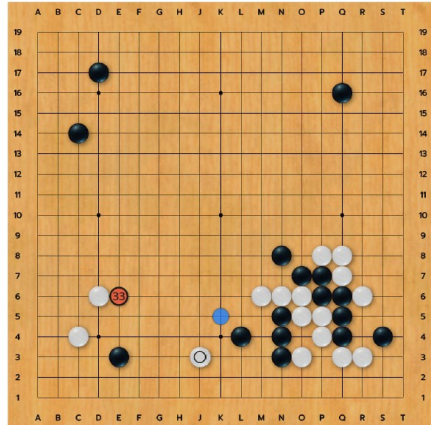
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