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Front cover: Chinese bowls – see Go Spotting inside.

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EDITORIAL

journal@britgo.org

British Go Journal 203

Last edition

Shortage of space in [BGJ 202](#) prevented me from properly thanking our contributors to the last edition. In particular, thanks to [Artem Kachanovskyi 2p](#) for his review of the second of the 2022 British Championship games while continuing to edit the [European Go Journal](#) through all the blackouts and drone attacks on his home city of Kyiv.

John Tilley and Richard Hunter continued, as they do in this edition, with their excellent series *Go Jottings* and *Advice for Doing Tsumego*. Jochen Fassbender remembered Hans Pietsch, who had died 20 years ago, and contributed a review by Hans himself of a game played by Hans against Matthew Macfadyen in 1987.

I am glad that we were able to provide commented games in BGJ 202, as I believe many readers enjoy these and we have not carried many recently. I would really like to be able to do so regularly, ideally one in every edition. Please send them in!

Obituaries

It is sad to report the death of one of the early stalwarts of the BGA, Geoffrey Gray, at the age of 98. Francis Roads provides us with an obituary.

Alan Held, former Secretary, President and Vice-President of the EGF, has also died; his obituary has been written for us by Tony Atkins.

Combined sgf files

Thanks to the enterprising Huw Mort, the supporting page on the BGA website with sgf files for each edition (e.g. www.britgo.org/bgj/issue202) now has a file combining all the sgfs, which some members may find convenient to use instead of opening them individually. Not all sgf viewers can open files containing multiple games, but those we know can do so are [Sabaki](#), [BW-Go \(Android\)](#) and [SmartGo One](#). Combined files have been produced for editions from BGJ 200 onwards.

Pat Ridley
May 2023

LETTERS

The Road to Understanding Japanese Volume 3

I am pleased to announce the release of the third and final volume in the series *The Road to Understanding Japanese*.

For more details, see SmartGo Books.¹

This ebook is available not only for Apple iOS and macOS devices, but also as an ePub (see gobooks.com/epub.html) for reader apps on other platforms such as Android and Windows. I have no plans to offer a paper version.

Richard Hunter

The Road to
Understanding
Japanese ③

Richard Hunter

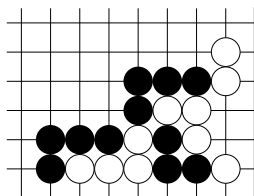
Credits

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

Contributors: Tony Atkins, Richard Hunter, Toby Manning, Francis Roads, John Tilley and Colin Williams.

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

JOURNAL PROBLEM 1



Black to play and rescue
three stones.

¹gobooks.com/books-by-series.html#road-to-understanding-japanese.

PRESIDENT'S MESSAGE

Toby Manning

president@britgo.org



At the recent AGM, we said goodbye to Mohammed Amin, and welcomed new members Sam Bithell and Daniel Milne to the Board. I thank Amin for steering us through the conversion process as we became a Company Limited by Guarantee.

Sam is taking on responsibility for Player Development. He is already planning a strong players' residential weekend in the early Autumn – open to those of around 1 kyu and above – and hopes to arrange other teaching events during the year. If you are interested in hosting such an event, please get in touch.

At the AGM we also announced the receipt of £10k from the T Mark Hall Foundation, being the first (and major) tranche of money as the Foundation is in the process of being wound up: the residual funds of the Foundation are to be split 50:25:25 between the London Go Centre, the BGA and the Youth Go Trust. This emphasises that the BGA itself is relatively wealthy, and the Board is continually looking for ways to productively utilise this money. Although the financial results for 2022 showed a loss of £1,271, we

do not believe that an increase in subscriptions is yet warranted.

Tournaments

Our Tournaments go from strength to strength, with 49 entrants at Lancaster, 79 at the Trigantius in Cambridge and 47 at the British Congress in Belfast. As I write, the Tournament at UCL is fully subscribed at 80. We seem to have finally recovered from Covid. I hope that this can encourage some of the tournaments that ceased during the pandemic to be resuscitated.

Website

Our Technical Committee, run by Stephen Tweedie, has plans for further improvements to the website, improving and developing some of the software that goes with it (mostly related to managing tournament entries and results), as well as making it mobile-friendly. However, just as they were getting into their stride it was announced that we needed to upgrade our server (please do not ask) and so effort had to be diverted into this issue.

We also recognise that we are not making sufficient use of social media, and we hope to rectify this during the current year.

My Future

I joined Council in 2008, becoming Treasurer in 2011 and then President on December 2018 upon the untimely death of Roger Huyshe. It is now time for me to take a step back and hand over the reins to a successor, and I will not be standing for re-election as President in 2024. □



Alan hailed originally from Montreal in Canada and, despite living in Europe for fifty years, was a very proud Canadian at all times.¹ He studied accountancy, but switched first to nuclear physics and then to general relativity. This subject took him via London and Pittsburg to the University of Bern in Switzerland.

Here he settled down and met his wife Viva Blochlinger, who survives him. He continued in research and teaching and was editor of the Journal of General Relativity and Gravitation;

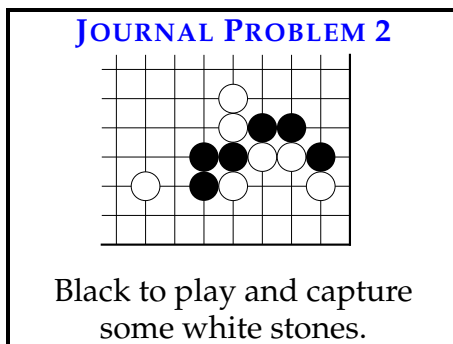
he was an expert on Einstein and his work at Bern.

His other great love, of course, was Go. Starting with promotion and organisation through the local club in Bern, he moved on to help promote Go throughout Europe. He was on the executive of the European Go Federation for more than ten years as Secretary (1988-1990), President (1990-1997) and Vice-President (1997-1999).

British players would remember him from the European Go Congress at Canterbury in 1992 (pictured) and other European events, such as the Irish Open (winning five at 3k in 2000).

As part of his EGF responsibilities, he visited Japan and he was fascinated by their culture, also being a black belt at Aikido. He loved to welcome the Japanese and other pros to Europe. His contribution to the development of European Go should not be forgotten.

Tony Atkins



¹See also the obituary in the Montreal Gazette, montrealgazette.remembering.ca/obituary/alan-held-1086967754.

BGA SECTION

Colin Williams

secretary@britgo.org



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

Some of what the BGA has been doing for you

- Most notable recently was organising and running the BGA Congress in Belfast, the first time in 65 years that it has been in Northern Ireland.
- At the time of writing, planning is in hand for the Candidates' Tournament in Milton Keynes at the end of April. Entries are light this year, so a superb opportunity for people to rank highly in the British Championship.
- Sam Bithell has taken on the 'Player Development' role, and is arranging a strong players' weekend with a visiting lecturer. Date to be arranged; please keep your eyes open for news on that one.
- Pat Ridley is organising the Pair Go Championships in Cheshire in June - more details on the [Events Calendar](#).
- The Technology Committee has been working hard in the background to update our website hosting arrangements, including removing a number of security weaknesses that had arisen as a result of software becoming obsolete.
- Shortly you should notice e-mails from the Officers come from 'britgo.org' e-mail addresses. The creation of dedicated mailboxes for the officers will help in a number of ways, including making for an easier handover when Officers change.
- Our Code of Conduct has been updated to provide additional guidance on the use of electronic devices at tournaments, and also to be explicit about how Officers' and Directors' communications should be clear on whether it is an official BGA position, or a personal view.
- We are preparing a 'Benefits' document for Clubs, making it easier for clubs to understand what is available from the BGA to assist them.
- As an opportunity arose, we have acquired another 30 tournament sets, consisting of thin but good looking boards, and plastic stones. These increase our stock (necessary as tournament numbers seem to be on the increase) and are also significantly easier to transport than thick boards with glass stones.

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.

I am pleased to say we have recently had a volunteer to assist with our Marketing vacancy, from someone who currently works as a Marketing Manager. More news on this as things are worked out.

This still leaves us with many small and larger roles to fill. We would very much welcome anyone who has some time to assist with any of the following:

- Storing and distributing promotional material, and maintaining an understanding of our stock levels of such items.

- Storing and transporting equipment to local tournaments.
- Organising and running local tournaments (we can provide considerable assistance for startup events).
- Technical skills suitable for supporting or enhancing our website and the various software components associated with it and the running of tournaments. (More details available if you are interested.)
- Answering, or routing and co-ordinating the answers to general queries such as those that arrive periodically through info@britgo.org.

□

~ ~ ~

TOURNAMENT HISTORIES XVI: TRIGANTIUS

Tony Atkins

ajaxgo@yahoo.co.uk

Having been delayed from late 1973 because of the fuel crisis, the first Cambridge Tournament was inaugurated by Toby Manning on 9th June 1974 in the Wordsworth Room at St. John's College. The entry fee (30p, members 10p) was paid by 45 players. The winner was R. Ku (3d), a Korean from London. The following year was also at St John's.

The 1977 edition was renamed by David Erbach to the Trigantius, in homage to Jesuit priest Nicolas Trigault who wrote about Go in China in the 17th Century. The 1977 and 1978 tournaments were held at the University Centre, the latter getting 82 players, with a new March date proving better. However, sometimes spring sunshine was supplemented by snow (one year it was even in February).

The 1979 and 1982 tournaments used Churchill College, with Selwyn College in 1980 and Emmanuel from 1983 to 1985 (where the hall got quite dark after sunset) before returning to Churchill for another five years.



Current venue of St. Philip's

From 1991 it moved out of the city for four years to the Memorial Hall in Great Shelford. From 1995 until 2008 it was held again at the riverside location of the University Centre, apart from when it was closed for work in 2000 and St. Paul's Church was used instead. In 2009 it was at the Frank Lee Centre at Addenbrooke's, 2010-2012 at St. Columba's Church, and 2013 and 2014 at the Parkside Centre. From 2015 to 2020 the University Social Club in Mill Lane was used, and after skipping 2021 it moved to the current venue of St Philip's Church in Mill Road. The biggest event was in 1999 when 95 players took part, but numbers are still high with 69 in 2019 and 57 in 2022.

Early multiple event winners were Terry Stacey and Matthew Macfadyen, and there has been a good mix of British and visiting players winning. There have been three occasions where the event was drawn or split by tie-break because the 'bar is always 3 dan' rule proved inappropriate. The recent winners have been Chinese students: Tunyang Xie and Yaoling Yang.

Early multiple event winners were Terry Stacey and Matthew Macfadyen, and there

There has quite often been a novices' event during the afternoon, played on small boards. In 1997 the British Women's World Qualifier was held alongside. Thanks to sponsorship from Hitachi, between 1996 and 2001 Charles Matthews was able to produce and distribute an excellent tournament booklet, with the results, game reviews and teaching.

Aside from this event there have been many others in Cambridge. The Bar-Low (sometimes part of the Cambridge MSO) was started here in 1997, before moving to London after 2013.

There have been several youth events, the British Small Board and stages in the British Championship, together with the British Go Congress in 2007 (at Selwyn) and 2017 (at the Centre for Mathematical Science), the prestigious European Go Congress at St Catharine's College in 1976 and World Collegiate Championships in 2018.



Helen Harvey at the Women's World Qualifier, alongside the Trigantius 1997

□



I first met Geoffrey in 1965 at the London Go Club, when its twice-weekly meetings were held at a pub in Wigmore Street in the West End of London. He immediately struck me as a cheerful and friendly player. As I was a beginner at Go, he was always happy to give me a nine-stone game. When I became BGA president in 1971, following the untimely death of John Barrs, he served on my committee and allowed us to meet in a room in his flat above his doctor's surgery in Chelsea. He also served for a period as chair of the London Go Club.

When Nihon Ki-in sent a professional player to visit Britain and do some teaching, Geoffrey helped us out of a difficult situation. We found that the BGA had been expected to provide

full accommodation for him, which at that time was way beyond our financial resources. Geoffrey allowed the player to stay in a room in his flat and provided his meals. I have not identified the player, because he had not been an easy guest. On one occasion he remarked: "This room does not suit my mood". Geoffrey coped, as he always did.

In 1977 he decided to return to his native Australia, which he did by serving as ship's doctor on a liner, which you could do in those days. We were sorry to see such an active and lively member of the British Go scene depart. He reappeared once in 1978 at the EGC in Paris, which seems to have been his last trip to Europe. He became as active in Australian Go as he had been in European, as far as the great distances in that country allowed.

I next saw him in 1996, during an eight-week Go-playing trip around Australia and New Zealand. He welcomed me into his Sydney flat, where he claimed that his collection of Go books was the largest in the Southern Hemisphere, and it probably was. Later he took me to his country home in Tuncurry, a seaside town in New South Wales north of Newcastle. It was here that he spent his last days. He died peacefully in his sleep on 13th February, aged 98.

Francis Roads

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.

Pandanet Teams

In the third match of the Pandanet Go European Team Championship C League season, on 24th January, the UK team beat Norway three games to one. Bruno Poltronieri won his game against Heming Hanevik by resignation. Alex Kent scored a win by 15.5 points against Tomas Hjartnes. Scott Cobbold played Stian Valle and won comfortably by 34.5. However, Des Cann lost by 5.5 to Rasmus Stene. Unfortunately for Ireland, their top board didn't show up against Georgia and, despite wins for Gavin Rooney and Philippe Renaut, they could only draw as John Courtney lost his game, with penalty points too for the missing game. However, this meant that the UK team moved up from second to top place.

In February the UK team was matched against Ireland, the other top C-League team. The teams agreed to play three of the games early to avoid playing on Saint Valentine's Day. Alex Kent suffered a slightly disappointing 1.5-point loss against Philippe Renaut. Bruno Poltronieri also suffered a disappointing loss, by 5.5, to Karl Irwin. Scott Cobbold played Gavin Rooney and lost by resignation. This left Tim Hunt to try and salvage a single game on the day itself. He kept the crowd entertained for a couple of hours, against James Hutchinson, until finally the massacre was complete. This put Ireland back on top and moved the UK down to second on tie-break.

The UK team was matched against Denmark in round five on 21st March and won three games to one. Bruno Poltronieri won his game against Mathis Isaksen by half a point. Pandanet said 1.5, but it didn't seem to know that there are no points for eyes in seki under Japanese rules. Alex Kent won by resignation in an exciting game against Ruairi Powell. Scott Cobbold quickly capitalised on the mistakes of Jannik Gram to win by resignation, but Jon Diamond had to resign his game against Mikkel Kragh Mathiesen when a big group died. Ireland also scored three wins to beat Spain. Philippe Renaut, Gavin Rooney and John Courtney took the wins, whilst Karl Irwin lost to Óscar Anguila on board one. This meant the UK remained second in League C behind Ireland, with two matches to play.

World Pair Go

The 32nd International Amateur Pair Go Championships was held in Tokyo, at its normal venue of the Hotel Metropolitan Edmont, on the 10th and 11th December. As usual, five teams from European Countries played (Czechia, France, Netherlands, Slovenia and Sweden) plus, representing the EGF, Ariane Ougier and Benjamin Dréan-Guénéaizia, European Champions. The winners were Han and Hong of Korea, who beat a Japanese pair in the final. Third was Chinese Taipei, then the EGF pair; China and another Japanese pair completed the group

on four wins. Cho and Kim of Korea won the parallel Matsuda Cup World Students Pair Go Championship.

As well as the usual friendship games, the World Pair Go Official Handicap Tournament was held on the 9th and 10th. This had 64 pairs from 25 countries, playing in groups. Again Korea won the A-Group. The other three groups were won by Japan, Slovakia and Japan. Our representatives, Ingrid Jendrzewski and Alex Selby, were second in the D-Group. They beat some Chinese children and Sara Greenberg and Ronald Mackenzie of Canada, but lost to Ueno Misato and Takashi Toshinobu of Japan in the final.

Europe

The 6th [European Grand Prix Finale](#) was held in Grenoble from 25th to 27th January. The winner was Stanisław Frejolak.

The [Pro Qualification tournament](#) was held in Brno over two weekends in February and March. Jan Šimara won the final against Lukáš Podpěra to become the ninth European Professional Go player.



Jan Šimara

Photo credits: the photo of Jan Šimara was copied from the website of the European Go Federation, eurogofed.org □

JOURNAL PROBLEM 3

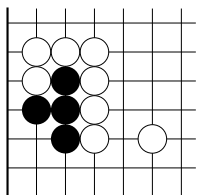
Black to play and live.

ADVICE FOR DOING TSUMEGO – PART TEN

Richard Hunter

This part continues on from the previous part, looking at variations and published errors.

PROBLEM 1



Black to play

This position is a variation on Problem 1 in Part Eight in [BGJ 201](#). White's position is stronger on both sides to eliminate any attempts by Black to escape along the sides. The correct answer, variation, and failure lines shown in the source book were all previously discussed. First, ignoring the failure lines, I review the correct line and its common variations. Then I discuss a new variation that is not mentioned in the source book or in many other books. It might be tricky to refute in a game, so it is good to experience it in advance.

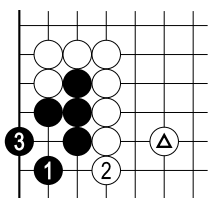


Diagram 1a
– Correct

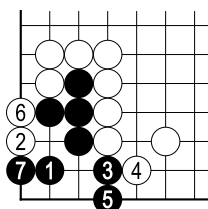


Diagram 1b
– Black lives

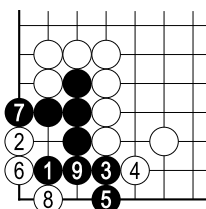


Diagram 1c
– Black lives

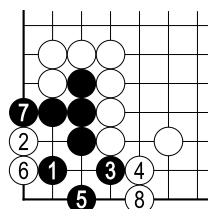


Diagram 1d
– Black mistake

① in Diagram 1a is the only move that lets Black live unconditionally. ② is most likely to give White her best result in a game and it is the most common continuation in problem books. After ③, Black is unconditionally alive. The extra white stones make no difference in this line. However, the marked stone does mean that if Black plays 1 at 2, then White can choose to respond with 1 and kill unconditionally.

② and ⑥ in Diagram 1b fail to kill Black. Note that if White plays ②, then ③ is essential. Blocking at 6 would let White kill with 3.

⑥ in Diagram 1c is a tricky move, but Black can live unconditionally. ⑨ is necessary to prevent a ko. In the source book for Problem 1, this line is only mentioned in the text as a variation using letters added to Diagram 1b. I think it is much better to see the line in a diagram, but paper books are short of space.

⑤ in Diagram 1d is a mistake. This time ⑥ is effective. After ⑧, the result will be a ko.

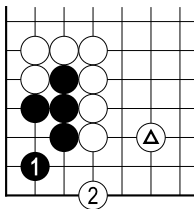


Diagram 2
– correct, variation

② is a new attack that I did not discuss before. How should Black respond to ②?

Consider the effect of the marked stone.

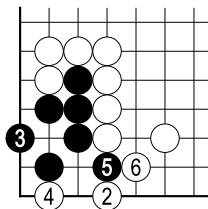


Diagram 3
– mistake by Black

When White plays 2 on the second line (as in Diagram 1a), ③ here is indeed the correct response. However, playing it in response to this ② is a fatal mistake that might happen in a game if Black responds without looking or thinking carefully. ② on the first line allows White to jump to ④, which kills Black unconditionally.

So Black needs to find a better response to this ②.

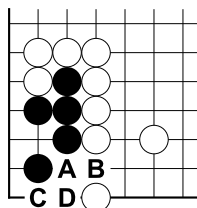


Diagram 4
– candidates for Black

Black A dies unconditionally.

Black B reverts to a familiar ko.

Black C dies unconditionally.

Black D is the only way to live unconditionally.

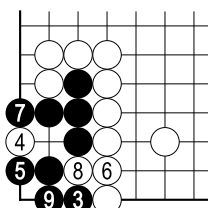


Diagram 5
– correct

③ is correct. If White plays ④, then ⑤ is the safest way to live. It leaves 6 and 7 as miai.

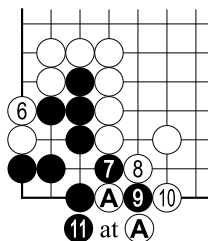
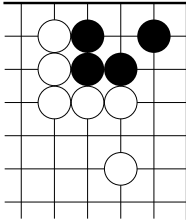


Diagram 6
– correct, variation

PROBLEM 2



White to play

This problem appeared in *Go Review* 1970 June. The position is similar to Problem 1, but unusual in that Black has already played the key defensive move at the 2-2 point. This shifts the focus of the problem onto White's following moves.

Go Review gives two answer diagrams (Answer and Ref. Dia. below). Once again, I quote the original texts, which include grammar errors this time. I hope you can grasp the intended meaning and spot the diagram error in the move sequence.

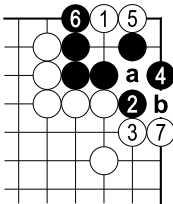


Diagram 7 (Answer)
– diagram and text errors

“The oki of W1 here is the first step. Against which the hane of B2 is inevitable. Next after the exchange of W3 and B4, W5 is absolutely necessary in order to the most favorable result, that is, ko up to W7, which is correct answer. The atekomi at ‘a’ or ikkentobi at ‘b’ instead of W1 also look tesujis, but both of them end in failure.”

oki = ‘placement’

atekomi = ‘contact move touching two opposing stones at right angles’

ikkentobi = ‘one-point jump’

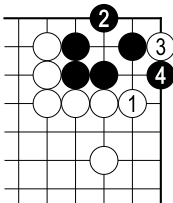


Diagram 8 (Ref. Dia.)

“In an actual game, the sagari of W1 is very often adopted in such a shape, this move doesn’t work in this case.”

sagari = ‘descent’

I hope that you are now aware that once Black has played at the 2-2 point, he can live unconditionally (if he plays the correct subsequent moves). Diagram 8 is equivalent to Diagram 1a. Black lives. But the text in *Go Review* implies that White can do better with the line in Diagram 7.

Diagram 7 and the original *Go Review* text are wrong. The ko that is claimed to result after ⑦ only arises from a mistake made by Black. ② in Diagram 7 is the correct response to ①. The exchange of ② for ③ is also usual. However, ...

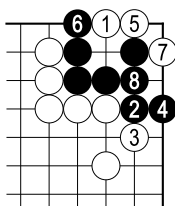


Diagram 9
– corrected version of
Diagram 7

④ in Diagram 7 is the mistake that leads to a ko. Black can live unconditionally if he descends straight down to the edge with ④ here, as shown in Diagram 1c.

⑥ is necessary to prevent White from throwing in there and making a ko. The result is a seki, which is alive.

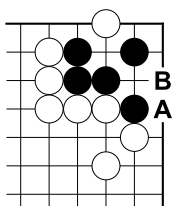


Diagram 10
– error in *Tsumego Pro*
problem

Black to continue

At the time I planned this article, I had never seen the error in Diagram 7 before. After coincidentally reading the *Go Review*, to my surprise, I also encountered it in the daily problems in the popular app *Tsumego Pro*, which I like and recommend. Perhaps you saw it too. It was the Apple iOS app medium problem 2/2 on 25/01/2023.

We sometimes discuss these problems at our Go club and we have noticed that the daily problems for Android and Apple devices on the same day are different.

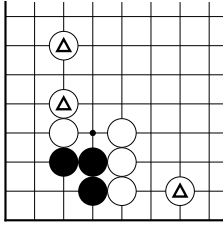
The position was similar to Diagram 7, though the 2-2 point had not yet been played. *Tsumego Pro* gave a correct answer line, but it also labeled a failure line as correct. I only noticed the error by tapping on the hint icon out of curiosity.

Midway through, the two points marked **A** and **B** here were both marked as correct (with green circles). In response to Black playing **B**, White connected out to the left and Black lived. However, that is wrong. The app failed to show White pushing further into the corner to the 1-2 point and making a ko (see Diagram 1d).

At this stage of the answer line, only the descent at **A** lives unconditionally.

I took a screenshot and sent it to the developer with a comment, but have not received any response yet.

PROBLEM 3



Black to play

This problem is another variation with three additional defensive stones and an open liberty. Do they have any effect or is the result just the same as before?

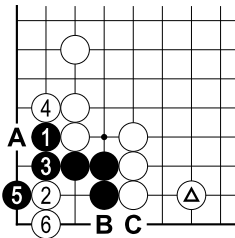


Diagram 11
- failure

The extra stones remove any danger of Black escaping up the side after ② prevents Black from living in ko. After ⑥, A and B are miai, so Black dies.

However, it is important to be aware that if Black got a hane at C in exchange for the marked white stone, then this hane prevents White from connecting out, so Black can live with A.

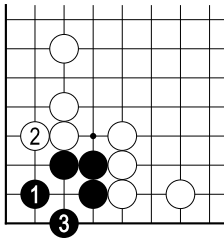


Diagram 12
- correct

The correct answer given in the book is the same standard line that we have seen before (Diagram 1a).

The defensive stones and the open liberty have no effect. White cannot kill. Black lives unconditionally.

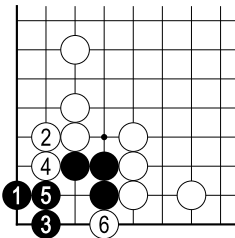
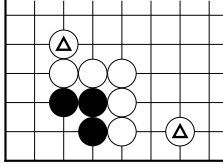


Diagram 13
- failure

This is a line that I have not seen before in books. ① fails to live. The extra defensive stones don't seem to have any effect.

PROBLEM 4



Black to play

Yet another variation. The source book has only two answer diagrams: one correct and one failure. However, I show a few more below to go into more detail.

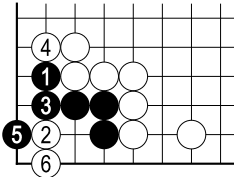


Diagram 14
- failure line

This failure line given in the book is the same as in Diagram 11. Black dies.

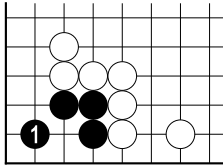


Diagram 15
- vital point

Not surprisingly, ① is the correct first move. It usually enables Black to live unconditionally.

Do the extra defensive stones in this position let White get a better result than usual?

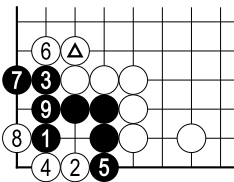


Diagram 16
- Black lives

When I encountered this problem in the source book, the first move I seriously considered was ②. However, ③ and ⑤ definitely result in unconditional life. This is a standard line that has already been discussed.

And ④ at 5 lets Black live easily.

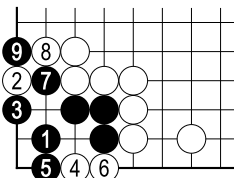


Diagram 17
- Black lives

Next, I considered ② here. Black must widen his eye space with ③.

Can White get a better result in the corner? It seems not. ④ fails to kill. And ⑥ at 7 fails too.

At this point, I decided that White's defensive stones had no effect and the answer would just be the usual standard sequence. However, when I turned the page to look at the answer and confirm, I was stunned! White does indeed have a better attack.

Think about it a bit if you wish, but don't bust a gut over it. It is fine to look at the answer, which is given on page [24](#).

...

THE JOURNAL ONLINE

Recent Journals and SGF files

Links to this, the preceding three journals and the SGF files for the problems and games, are available in the BGA Members Area at www.britgo.org/membersarea.

Log in to see these recent editions.



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Past Journals are available online, at www.britgo.org/bgj/bgj. All but the last four may be read without logging in.



Active Links

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BGA Publications

General information about the Journal and other BGA publications, links to associated files and guidelines for submitting articles appear on the BGA website at www.britgo.org/pubs (no login required).



UK NEWS

Tony Atkins

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

British Small Board

There were 38 players, including 17 juniors, at the British Small Board (13x13) Championship in The Old Library of Pembroke College, Cambridge, on Sunday 12th February. More players wanted to enter, but they were restricted by the room capacity.



British Small Board Championship

The winner was Changhao Huang (5d UCL) who won the £50 cash prize and keeps the trophy until next year. In second place was the

previous champion, Cambridge student Tunyang Xie (5d). Zhichen Zhou (10k), also from Cambridge University, won a special prize for five wins.

The top junior was Mark Kirillin (6k) and the runner-up was Samuel Wu (7k). Bowang Li (24k) won the prize for the younger age group (up to Year 3) and Ashvikan Shaathvegan (35k) won in the youngest age group (up to Year 1). From Cambridge Juniors, all these won cash prizes. There were also small prizes for all the junior players who played in all rounds and won at least two games.



Changhao Huang and Tunyang Xie

Thanks went to the Cambridge University Go Society for hosting the event and to the British Go Association and Cambridge Junior Chess and Go who both provided extra prize money.

Lancaster

The inaugural Lancaster Go Tournament was held at Lancaster University on Saturday 18th February, run by organiser Marco Praderio with the help of Florian Pein, Ai Guan and Vasiliki Makri. It attracted a large entry, with 49 players, of whom 16 were attending their very first tournament. Many prizes were awarded, thanks both to the large entry and to generous sponsorship from Go Magic. Tianyi Chen (5d) from Liverpool took first place and his first UK tournament win. Second place went to local player Junlin Lei (5d) and third place went to Zhan Shi (3d Cambridge University). Additional prizes for winning all three went to Clinton Yu (25k), Hopkins Cheung (20k Lancaster), Elliot Barlow (16k Cheadle Hulme School) and Florian Pein (9k Lancaster). The prize for strongest Single Digit Kyu (SDK) went to George Zhou (1k Sheffield). Cash prizes were awarded to all of these players. Finally, Go Magic vouchers were awarded to strongest Double Digit Kyu (DDK) John Armitage (10k Lancaster) and strongest TPK (20 plus kyu) Hopkins Cheung.

A side 13x13 tournament proved popular, with 15 players taking part. To encourage both participation and performance, it was decided to award three points for each win and one point for each loss, with prizes awarded for most points accumulated. In the end, the top places all went to youngsters from Cheadle Hulme

School. James Zhao (17k) won with a perfect 18 points from six games. Second was Alexandros Theodosiou (27k), scoring 15 points from nine games. Both were rewarded with chocolates. Honourable mention went to Morgan Pittaway (18k) who was third with nine points from three games.

MSO GP

After holding the Mind Sports Olympiad (MSO) online in 2020 and 2021, it was decided to continue with an online games festival each winter to balance the actual MSO each August. The second such MSO Grand Prix, as it is called, started in February 2023 and featured two Go events. The first of these was the 19x19 which attracted 45 players on Saturday 25th February. Because of the large increase in players, up from 11 to 45, it was run by Paul Smith as a McMahon not a Swiss. It was nice to see a lot of juniors taking part, including a large group from Turkey, and indeed one of the juniors nearly won one of the medals.

Winning all four games to take the gold medal place was Ho Yeung Woo (5d Nottingham). Second on tie break was Yat Hin Yorkson Cheung (5d Hong Kong) and third was Jun Su (4d Cambridge University). Top junior was Ryan Zhang (2d London), who was also placed fourth overall. Kwun Yin Ng (1d UK) won junior silver and Alper Sulak (2d Turkey) took bronze on tie break from Chun Yin Ng (2k UK). Also doing well further down the rank list were Philipp Meng (12k Stuttgart) and Lytton Yao (16k Edinburgh), who each won four out of four.

Trigantius

For the second time this year, an event in Cambridge had to close its entry list some days before because of high demand to play. This year's Trigantius on Saturday 11th March had 79 players from 35k to 6d, of whom 23 were juniors. It was played, as last year, at St Philip's Church Centre, with lower boards in the church and the strongest players in a room upstairs.



The Trigantius

Because of a problem with one of the top player's registrations (withdrawing and then cancelling the withdrawal), there were nine players above the 4d bar and it ended up with two of them unbeaten. Thus a tie was declared between Yicheng Xiao (6d UCL) and Fang Chun (6d Edinburgh).

Other players winning all three games were Michael Kyle (1k Edinburgh), Yanyi Xiong (6k Cambridge Juniors), Jonah Burnstone-Cresswell (7k), Spyridon Roumeliotis (10k Cambridge) and Clarence Qin (20k). The Best Kyu prize went to Matthew Reid (1k Cambridge) and Best DDK to Zhichen Zhou (10k Cambridge University), as those on three wins couldn't get a second prize.



**Joint winners
– Yicheng Xiao and Fang Chun**

Paul Smith ran a 13x13 side event in the front café area. Prizes went to first Odysseas Jones-Roumeliotis, second Yanyi Xiong and third Andrew Volovich. In addition, some Dan diplomas were handed out at the prize giving to mark recent promotions.

MSO GP 9x9

The second Go event in this year's Mind Sports Olympiad Grand Prix was the 9x9 event, played online on OGS over Sunday afternoon, 12th March. There were 24 players from 35k to 6d with a large geographic spread. The Gold medal winner from Hong Kong was Yat Hin Yorkson Cheung (5d) with eight wins. Silver went to Ho Yeung Woo (5d) from Nottingham for seven wins and Bronze to Germany's Jonas Welticke (6d) on six wins. Tim Hunt (2d) topped the group on five wins. The Junior Medal winners were Ryan Zhang (2d), Andrew Volovich (6k) and Julia Volovich (10k), all on four wins. Yorkson's win made him the MSO GP Abstract Games Champion (having also won Icebreaker, Fractal and Quarto) and helped Hong Kong lead the medals table, ahead of Italy and Great Britain.

British Go Congress

For the first time in 65 years, the British Congress was held in Northern Ireland, in the Maldron City Hotel in Belfast, from 31st March to 2nd April. Forty-seven players made the journey, including nine from south of the border due to the efforts of the Irish Go Association.



James Hutchinson and Tiberiu Gociu



Colin Williams, Toby Manning and trophies

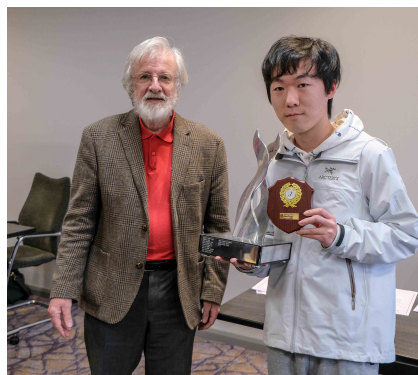
Thanks go to the Irish Go Association, which provided the kit for the event, to Tiberiu Gociu, who did much of the local legwork before and during the event, and to Toby Manning and Colin Williams for running the two tournaments.

In the Lightning on the Friday evening, there was a good turn-out, with six groups of four in the round-robin stage. After a fierce knock-out, the final was won by last year's winner Changhao Huang (5d UCL) who narrowly beat Theodor Calota (12k St Albans).



Theodor Calota and Changhao Huang with Toby Manning

The Open seemed very much to be going the way of Tianyi Chen (5d Liverpool) until Changhao Huang beat him in the last round. Eventually, Tianyi won it on a tie-break from Mingxuan Chang (4d), who had only lost to Tianyi, using the sum of opponents' scores.



Tianyi Chen – Open Champion



Peikai Xu
Winner of The Terry Stacey Trophy

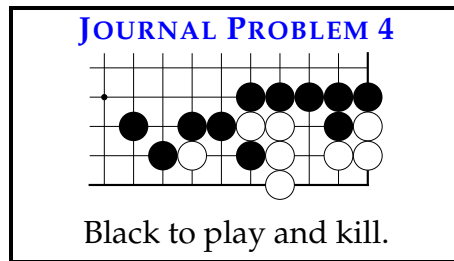
Two players achieved five wins out of five, Theodor Calota (12k St Albans) and Dewei Liu (7k Belfast). This was especially impressive by Dewei as he entered two grades higher than his 2022 EGD ranking.

In addition, Peikai Xue was awarded the [Terry Stacey Trophy](#) for the most above-bar wins in the previous year.

Overall the participants appeared to enjoy the event, relished the opportunity of playing opponents that were new to them and, for many, enjoyed the chance to play in a different city.

Credits: the photos from The British were kindly provided by Ruari McCloskey and Peter McLoughlin.

□



ADVICE FOR DOING TSUMEGO – PART TEN

– CONTINUED

Richard Hunter

Continued from the article on page 12.

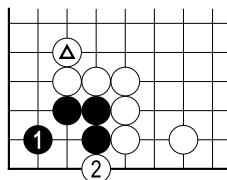


Diagram 18
– correct

① is the usual move, but ② was a total surprise to me. It is a move I have not seen before in any books presenting variations on this basic shape. It works because of the location of the marked stone.

Note how this differs from Problems 1 and 2.

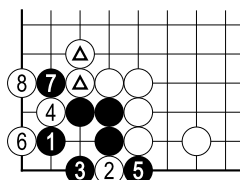


Diagram 19
– correct, continuation

This is the single correct answer diagram given in the source book. If Black blocks on the first line with ③, White hanes with ④. This is atari so Black captures with ⑤.

Next, White plays a second hane with ⑥. Black cuts at ⑦, but White creates a ko with ⑧ in conjunction with the two marked white stones in a row on the third line. This local shape is a familiar technique for making a ko, but it never entered my mind when I was trying to solve this particular problem. I just assumed the position was equivalent to the usual ones.

I hope you liked this amazing problem. I got a real buzz from seeing the beautiful solution. The final technique for making the ko is not difficult. But the necessary preparation to reach that position was something I never considered. ② in Diagram 18 is a real blind spot. Oh, if only I could play that in a real game. I hope you get a sense of exhilaration and inspiration from it too.

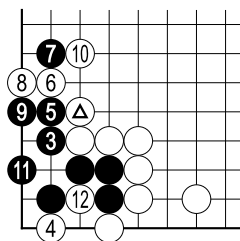


Diagram 20
– correct continuation 2

The book did not show, or discuss in the text, any variations, so I'd like to present a couple.

Instead of blocking at the bottom, if Black widens his eye space with ③, then White can jump to ④. Simply extending to the 1-3 point would let Black block at 4 and live in the same manner as Diagram 1b. After ④, if Black extends to ⑤, White can block at ⑥, making use of the marked stone. The final result will be a ko in the corner.

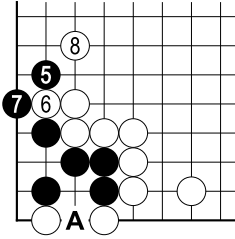


Diagram 21
- similar

Jumping with ⑤ would lead to the standard crawl to nowhere. Tsumego positions assume that there are no Black stones to connect up with.

At some point, Black will have to give up trying to escape and throw in at A to make a ko. Otherwise, White can connect there and kill unconditionally.

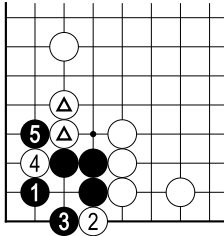


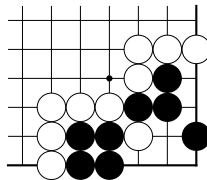
Diagram 22
- no ko

Finally, let us return to the position in Problem 3 and see if this stunning move works there.

④ is not atari because there is an open liberty at the 4-4 point. Consequently, Black can capture with ⑤. Even though White has the same two marked stones, not to mention other extra defensive stones, this open liberty is the decisive factor that eliminates any ko.

□

JOURNAL PROBLEM 5



Black to play and live.

GO SPOTTING

Tony Atkins

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The BGA website has various lists of places where Go can be spotted in things such as novels or movies. Here is a round-up of Go spots from the last few months.

A new addition to the list of novels (britgo.org/general/novels) is Ian McEwan's 2019 novel *Machines Like Me*.

This is a tale of a man's relationship to his AI-powered android. It is set in 1982, in an alternative history where Alan Turing didn't die and he and Demis Hassabis created the first Go AI program in 1968! Go and the match against the pro are described on pages 37-39. Later (page 177), Turing describes how they wrote the learning program that mastered Go and how they then revisited Chess using the same approach.

The BGA's list of printed Go technical books (britgo.org/booklist/year) has recently had two new books by Robert Jasiek added: *Basic Endgame Problems, Vol. 1, Gote* and ... *Vol. 2, Sente*.

While we await the movie *Club Zero* that is due out in the summer, *Tetris* is the latest addition to the BGA Filmography (britgo.org/filmography). This new film is about how Henk Rogers (3d) got the rights for the Tetris computer game from Russia and sold them to the Japanese. The trailer shows Go being played in the foyer of the Nintendo office as he walks in.

Also newly added there is *The Glory*, a drama series shown on Netflix. This Korean revenge thriller features Go

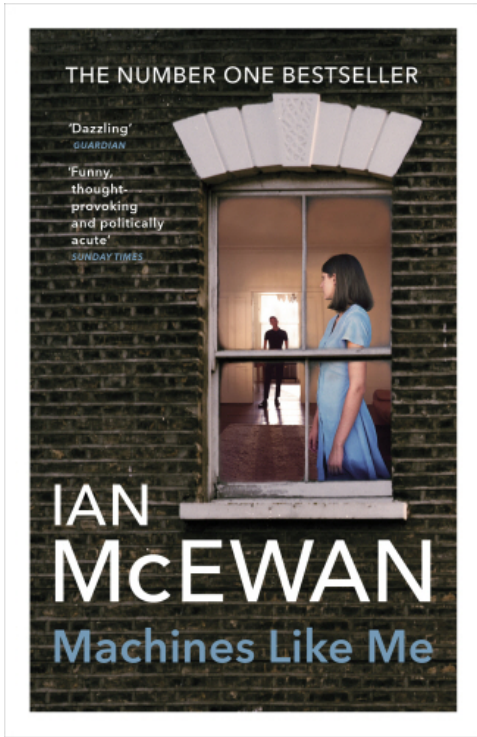
in four episodes. The heroine Moon Dong-Eun sets out to get revenge on a childhood bully. In Episode 2 she learns Go from a medical intern, Joo Yeo-Jeong, and Go is played in a club in Episodes 3, 4 and 8.

Tokyo Vice is a drama set in Japan that was shown on the BBC. It is about an American reporter investigating the Yakuza. A Go board and bowls can be seen next to the television set in the gangsters' restroom in Episode 3.

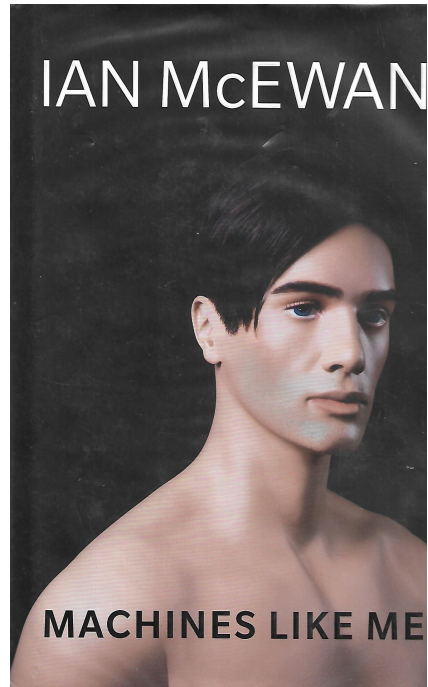
Quiz shows often feature questions on Go: *Bridge of Lies* recently featured a round on games played with or without dice. In the autumn on *Bargain Hunt* two Gobans were bought for a bargain price of £90 the pair, but then, unfortunately, sold even cheaper at £50! Go was described as a game of skill, strategy and subtlety.

Press appearances are also listed in the BGA website media section (britgo.org/history/media). Three recent additions to the list are *FT Weekend* from 18th February on beating AI, *Guardian* 24th December with Gaoge Wang as one of several featured games players and *Economist* 22nd November *Going Home Early* on Chinese pros losing ground against pros from elsewhere.

Whilst a friend who works for Oxfam in one of my local charity shops was trying to sell me a Mount Fuji mug, I was more excited about what was next to it on the shelf in the shop: a pair of Chinese porcelain bowls with lids – just the right size for Go stones and a bargain at £9.98 the pair! (See photo on the front cover.)



Machines Like Me – paperback



Machines Like Me – hardback

□

GO JOTTINGS 24

– ADVANCING FROM THE OPENING TO THE MIDDLE GAME

John Tilley

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Professionals have often said that most amateur games are won or lost in the middle game. Surprisingly, there are not so many books on this key phase. One of the first English writings was a series in the magazine *Go Review* on *Advancing from the Opening to the Middle Game*, which ran from July 1968 to May 1970, with some twenty articles in ten chapters, presenting different key concepts, all illustrated by largely professional games.

There are some gems here, which is what I shall try to focus on as some of it is still not that well known. The articles manage to hide the light of these gems under a bushel(!), but this applies to much of the English language Go material before James Davies started to write for Ishi Press.

The series does not credit an author: I think it most likely uses material from one of the Japanese magazines *Kido* or *Igo Club*. The examples are nearly all from professional games of the 1960s, with a few from games by strong amateurs, all chosen carefully with top professional opinions.

This series starts with:

Concept 1 – “One should begin to fight in an advantageous situation” and “generally the more stones one has played, the more advantageous he (*sic*) will stand”.

I have chosen three of the example games that illustrate this concept, out of nine in the article. The first game is a relatively easy example (if anything involving professional players can be described as easy!).

Game 1

Black: Mukai 6p

White: Maeda 8p

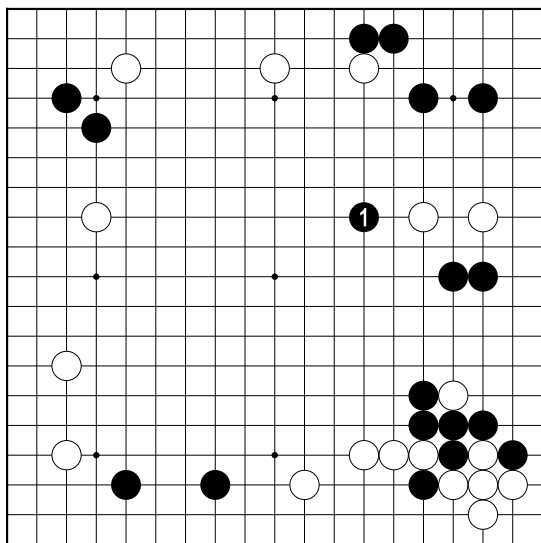


Diagram 1.1

This game is a good example of where a simple stone count shows one of the players has a significant advantage and should attack. I can't answer the question of how Maeda (then 8p) got into this position, but it's instructive to consider it!

In the top right corner, Black has six stones and White has only four stones. (Include everything up to the central star point when making this count, so it's an area of 10x10 lines.)

Black has the local advantage and must attack White. ① is a capping move and is just what the situation demands.

White must save his two stones; sacrificing them is far too big. In order to make eyes he has to follow the sequence to ⑭, which allows Black to strengthen himself, and then ⑮ is another severe attack.

White will now have his hands full with his three stones around ⑮. Black went on to win; his two moves ① and ⑮ were the turning points in this game.

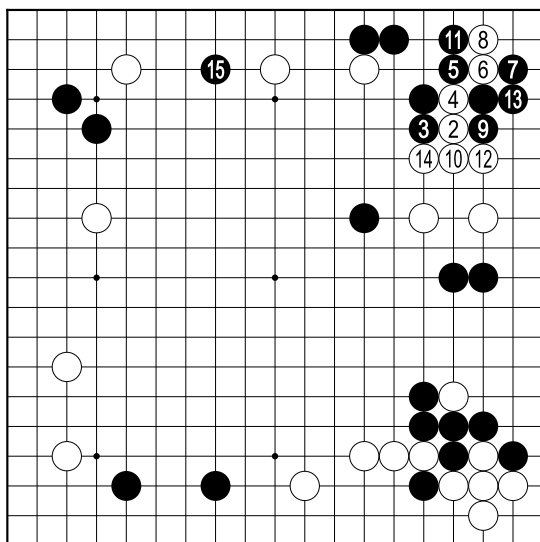


Diagram 1.2 (2-15)

Game 2 – A game between two of the top amateurs

(Comments by Go Seigen).

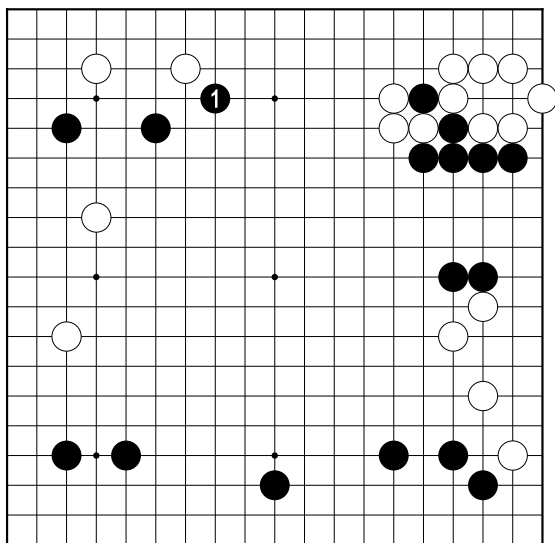


Diagram 2.1

① looks like a good move. On the left side of the board, Black has five stones and White just four, so this pressing move looks correct at first glance. If White runs along the third line at the top, Black can build up strength to attack White's two stones on the left.

However, White has strong outward influence in the top right corner and can push out and cut, as in the next diagram, as he is backed by this strength.

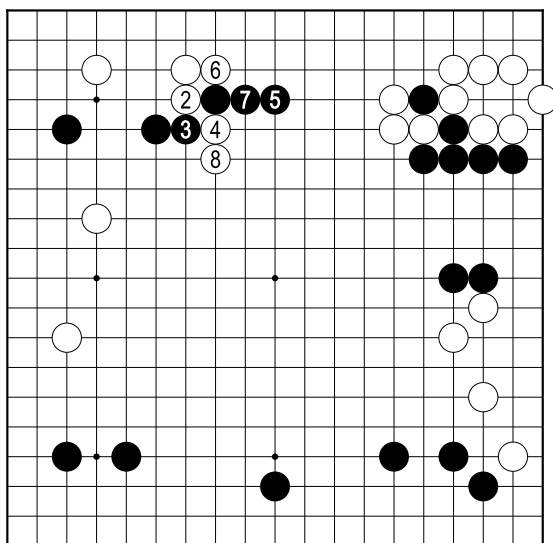
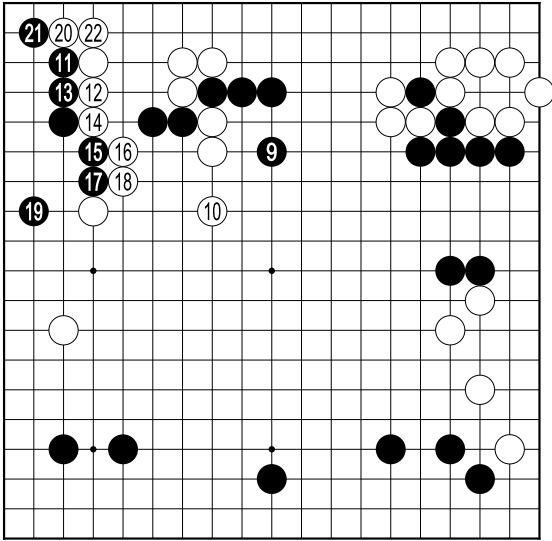


Diagram 2.2 (2-8)

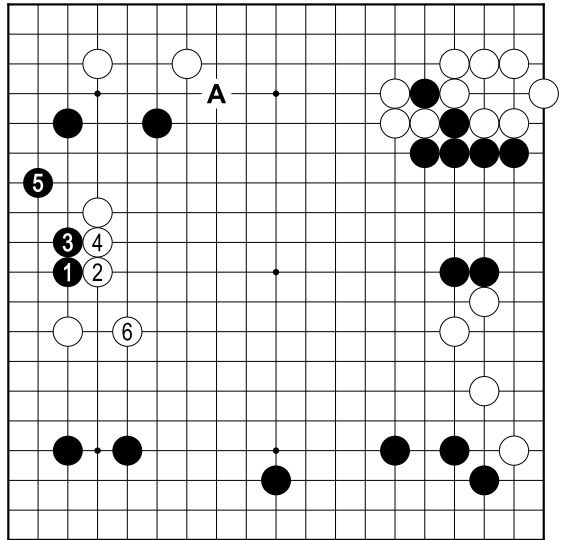
White's push with ② is just the move and after ⑧, Black has a hard fight.

Note that you don't always "cut at the waist of the knight's move"; sometimes a push and cut is correct.



Black had a hard fight and lost his two stones, all due to the overplay of the knight's press of ⑪.

Diagram 2.3 (9-22)



Black can strengthen his two stones in the top left and then play the knight's press at A.

White's push through doesn't work now.

Diagram 2.4
Sequence recommended by Go Seigen (and KataGo)

Game 3

Black: Kasakada 5p

White: Koyama 5p

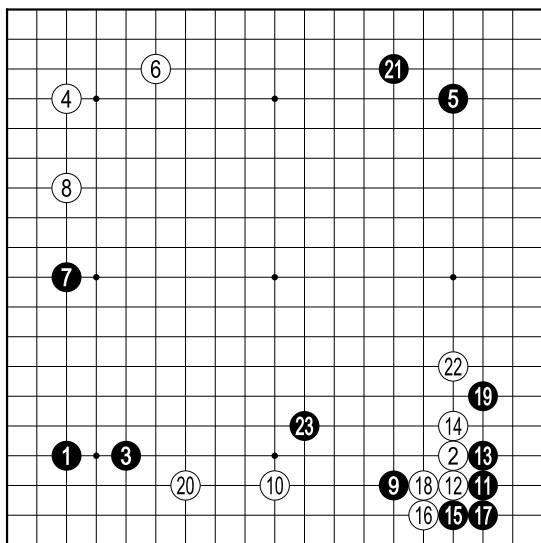


Diagram 3.1 (1-23)

White has built a moyo with the sequence to 22, so Black plays the erasing move of 23.

The relative strengths around here are very advantageous for White, so Black must be careful.

24 looks at invading the left side. Black's replies with 25, 27 and 29 are good shape. However, 33 and 37 are both mistakes.

33 was criticised by the commentator, Handa 8p. It doesn't really threaten White's five-stone group on the bottom side, which is quite sound. Black should play at A or make the B - C exchange.

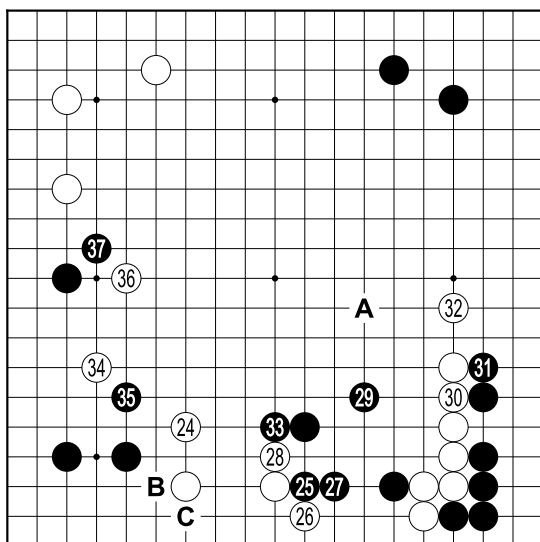


Diagram 3.2 (24-37)

37 is another misjudgement. White is quite strong in the top left corner, but that is where 37 is headed, "nevertheless Black is moving in that unfavourable

direction". "Black will be forced to wriggle". Don't play towards your opponent's strong position.

I confess that I didn't see this as White strength and found it interesting that Handa called this a strong corner. This is of course why this game has been chosen.

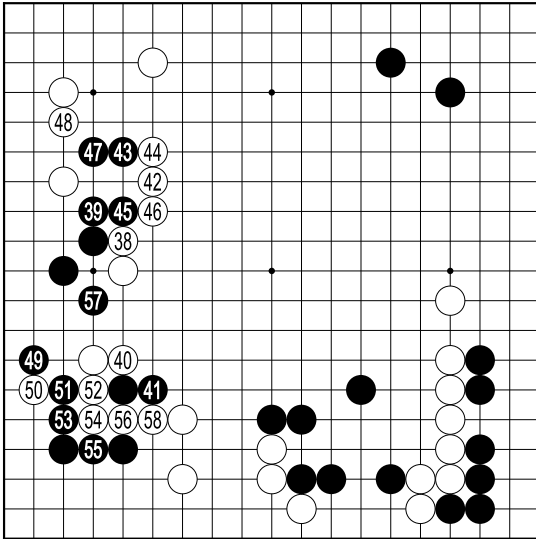


Diagram 3.3 (38-58)

Black has to withdraw and play 49.

White has succeeded in building a thick wall in the centre, strengthening his corner with 48 and capturing two stones.

Black should not have played at 37.

The sequence A, B and C in the bottom left corner was recommended by Handa 8p, who said: "when at a disadvantage, neglect to play, select a more profitable move." I find this a fascinating comment – it seems to me that it is a case of "when in a hole stop digging".

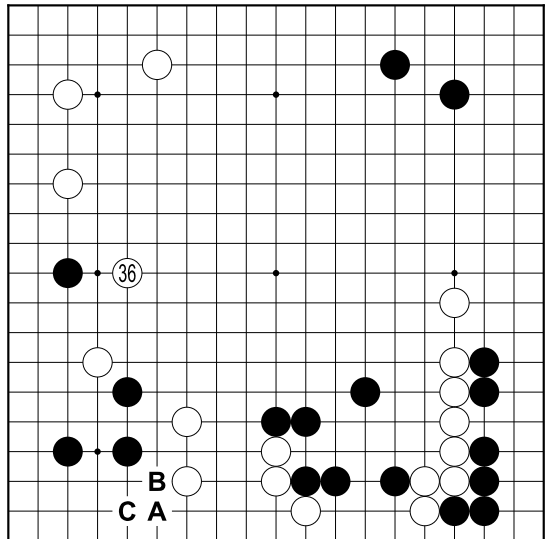


Diagram 3.4
Sequence recommended by Handa

Summary

I put these three games in increasing order of difficulty. The first game is a textbook example of counting stones in part of the board to see who has the advantage. This subject was covered in *Go Jottings 8 (BGJ 187) – Easy Positional Judgement – Understand in 30 Seconds* - a book in Japanese by Mizokami Tomochika 9p, which was published in May 2013.

This technique first appeared in English in *Go Review* in 1968, but then perhaps not again for almost forty years when Otake's book (Hinoki Press), *Secrets of Strategy*, was published in December 2007. I don't know why there was such a long gap; perhaps not everyone likes the concept. I have to confess that originally it rather passed me by in 1968 and only made an impact when I read Otake's and some other books mentioned in my summary many years later.

This concept was the first of Otake's "Ten conditions of Go Knowledge" - Number 1. "The attacking force must be properly deployed". "The best place to fight is where one has the greatest attacking force (stones)". Sadly this book is now out of print. Otake does not give an example of stone counting, he just implies you should do it. Note: the original *Go Review* article from 1968 actually gave a detailed stone count for this north-east corner.

I then came across the technique in a book in Japanese by Sonoda 9p who wrote about fighting where it is advantageous in two of his books, the first one being *Good and Bad points to play*, published in February 2004. See the very good review at Sensei's Library:

senseis.xmp.net/?GoodPointsAndBadPointsToPlay

The seventh printing was just three years later.

This technique is also in *All about Sonoda's Proverbs* (in Japanese), May 2016. Here Sonoda presents a checklist of how to decide where to play, followed by his proverbs, all illustrated by problems and eight of his commented games. This book is one of my favourites. The online blurb describes it as "about the direction of play".

book.mynavi.jp/ec/products/detail/id=52891

The downloadable PDF has all the text as selectable, so that kanji can be copy/pasted for study.

Finally, there are three books on the middle game in English that come to mind, the second and third are recommended.

The Ishi Press book *The Middle Game of Go* by Sakata Eio (1971) had mixed reviews. I haven't looked at it for years – I found it hard going.

Attack and Defense by Akira Ishida and James Davies (Ishi Press, 1980) is excellent.

Close Encounters with The Middle Game (Kiseido, May 2016): this book looks at 32 games and it says it's aimed at the 5kyu to 2dan. Written by the strong Dutch amateur Michiel Eijkhout.

□

YOUTH NEWS

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British Youth

The 2022 British Youth Go Championships was held on Saturday 21st January 2023. It was held, as was the 2021 event, at the Leicester County Bridge Club, in the northern suburbs of the city. The modern building, built originally as a nursery, again proved a fine venue for the event, with a separate area available for the novices and another room for parents to amuse themselves in.

The event continued to prove popular, with almost every available table and Go set in use. Indeed 48 youngsters, from 5 to 18 years old, battled for the age group titles; awards were also given for best player below the 5k bar and for the best Novice.



Scott against Daniel Chun

Scott Cobbold was Under-18 champion, and retained the British Youth Go Champion title, by winning all his five games. Noteworthy results were by Hanna Kudla, who won all five below the bar (also taking the Under-16 title) and Charlie Field (son of former Furze Platt player Simon Field) who won his first

four in the Novice Section. Best school was plainly James Gillespie's High School from Edinburgh, but a mistake on the entry form meant the Castledine Trophy was not competed as advertised, this now being competed for at a separate online event. As well as prize money and sweets for the winners, all players went away with a goody bag from the Youth Go Trust, who supported the event and launched the new trust at lunch time.

Section Winners (runners-up)

U18: Scott Cobbold (Daniel Wang)
U16: Hanna Kudla (Hanga Eory)
U14: Alvina Kwok (Gene Wong)
U12: Andrew Volovich (Samuel Wu)
U10: Mark Kirillin
U8: Aidan Fung (Ryan Xing)

Champion: Scott Cobbold
Top Girl: Alvina Kwok
Handicap: Hanna Kudla
Novices: Charlie Field (Daisy Turner)

Euroteams

On 19th January the UK youth team played Turkey, in round 3 of the European Youth Go Team Championship. On paper, it looked likely to be a close match. Claire Chen picked up a good win by resignation. Gene Wong played another very solid game to win by resignation too and Lukasz Kudla managed to turn his game into a win by resignation. Andrew Volovich kept his cool in a game that swung back and forth to clinch victory against his higher-rated opponent by 4.5 points. Isabella Qiu scored the only loss.

Then in the last round on 11th February the team was drawn against Czechia. Emily Gan finished first, taking a slightly surprising loss by 2.5, whilst Samuel Wu won by default. Scott Cobbold scored an easy win, while Gene Wong and Yanyi Xiong cruised to relatively easy wins by resignation.

These two four-one wins put the UK second overall, just ahead of Ukraine on board count and behind France, who were unbeaten.

European Youth



Lukasz and Ryan at EYGC

The Turkish had some organisational problems but settled at quite short notice on a venue of Beytepe Campus of Hacettepe University in Ankara. The event ran from 23rd to 25th March. □

In each of the three groups, there were lots of local Double Digit Kyus (DDKs) plus players from around Europe. There were 42 players in the Under-12 group. Our players both won five out of six; Ryan Zhang took second on tie-break behind Turkey's Alper Sulak (2d), qualifying for the World Youth Go Championships, and Lukasz Kudla was 12th.

Alexander Timperi, who has moved back to Finland from the UK, was fifth with three wins. Best of the 23 Under-16s was Vsevolod Ovsienko (5d) from the Ukraine and Germany's Yuze Xing (4d) was second. The winner in the 22-player Under-20 group was Denis Dobranis (5d) from Romania, and Germany took second again with Arved Pittner (5d).

Youth Online

The monthly Sunday afternoon Go club and the DDK teaching sessions continued in 2023, but in the first quarter no online tournament was organised, with youngsters encouraged to join the MSO GP events, as reported in UK News.

At the end of March, the next [match against our friends the Chinese](#) started. This time there were two groups split by grade and within each group, each British player would play all the Chinese. On the first weekend, there were, on the British side, two wins for Sung He Lim, one each for Alain Cheung and Gene Wong in the 12-player A-Group, and a win each for Andrew Volovich, Aidan Fung, Emily Li and Emily Gan in the 16-player B-Group.

SOLUTIONS TO THE JOURNAL PROBLEMS

The SGF files for these problems are to be found at www.britgo.org/bgj/issue203.

Solution to Problem 1

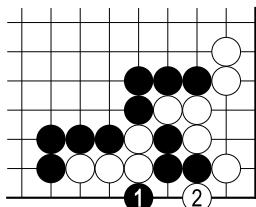


Diagram 1a (failure)

- ❶ Clearly if Black just fills liberties then White is one liberty ahead.

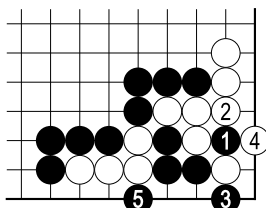


Diagram 1b (correct)

- ❶ So using the corner threat is the way to go.
- ❷ Now Black seems to have an advantage.

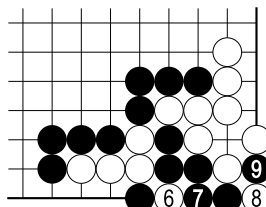


Diagram 1c (correct - continuation)

- ❸ This move is dangerous for Black.
- ❹ It is a ko with White to find the first ko threat.

Solution to Problem 2

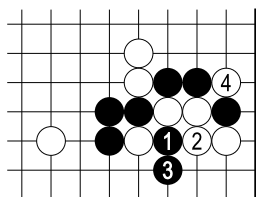


Diagram 2a (failure)

- ❶ If Black plays this way nothing works.

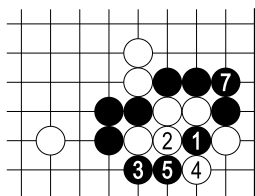


Diagram 2b (correct)

- ❶ This is the standard way to play in this shape.
- ❷ Now Black can squeeze.
- ❸ White is not alive in the corner and the Black stones on the outside are currently safe from capture.

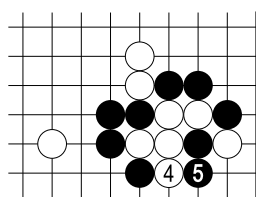


Diagram 2c (correct - variation)

- ❹ This is no good.

Solution to Problem 3

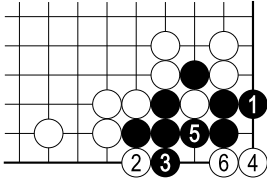


Diagram 3a (failure)

- ❶ Black can try to maximise the living space by playing here.
- ❹ But this play kills.

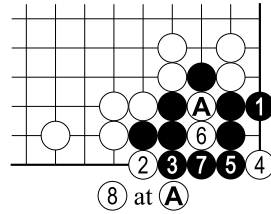


Diagram 3b (failure – variation)

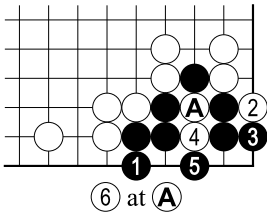


Diagram 3c (correct)

- ❶ Black must maximise the space by playing this side.
- ❸ Black is already alive.

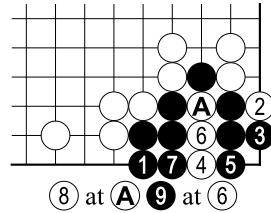


Diagram 3d (correct – variation)

- ❹ This looks like an eye-preventing move.
- ❺ Black still lives.

Solution to Problem 4

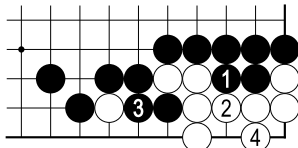


Diagram 4a (failure)

- ❶ If Black plays too simply, White makes two eyes.

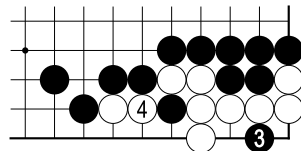


Diagram 4b (failure – variation)

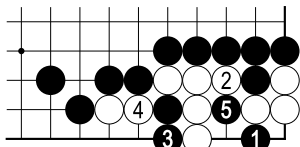


Diagram 4c (correct)

- ① This is the correct play, being on the vital point both for eye-destroying and snap-back threatening.
- ⑤ This is a snap-back and double atari.

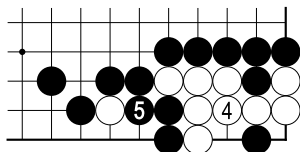


Diagram 4d (correct – variation)

- ⑤ White is dead.

Solution to Problem 5

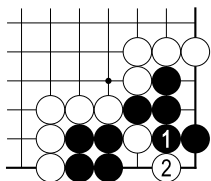


Diagram 5a (failure)

- ① It looks like threatening to capture the stone attacking the four black stones will enable an under-the-stones eye.
- ② However White doesn't take but plays here killing Black.

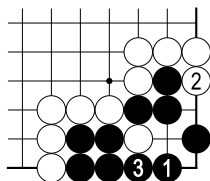


Diagram 5b (correct)

- ① This is the correct play to threaten to save the four stones or make two eyes on the side.

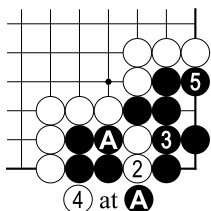


Diagram 5c (correct – variation)

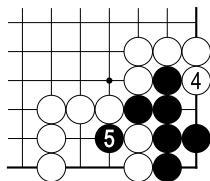


Diagram 5d (correct – variation)

□

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CONTRIBUTIONS TO THE JOURNAL

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

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.



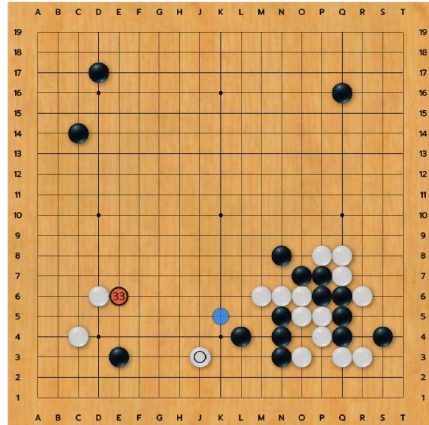
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