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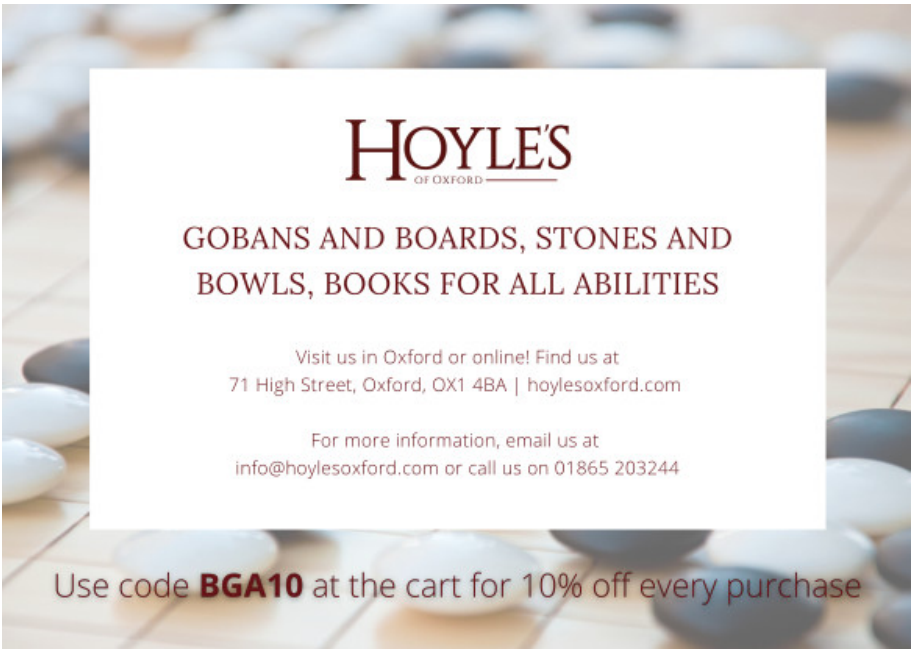

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EDITORIAL

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British Go Journal 204

Chinese influence in the UK is much in the news at the moment. Whatever else may be said, we can celebrate the surely-benign impact that the many Chinese students studying at British universities are having on Go in the UK. University College London (UCL) has become a major contributor, alone providing no less than 20 names on our ratings list when I consulted it recently, 12 of whom have dan grades. UK News (page 18) reports on the inaugural UCL Tournament, which was played in April. Our links with Chinese Go are also reflected in the report in Youth News (page 30) on our 'China Leagues' online match.

UK News also reports on the successes of a number of UCL players. Among those successes, Yanming Zhang and Yue Matt Xi won the British Open Pairs Championship in June, and they have provided us with some comments on the decisive game.

Another player of Chinese origin, Yaoling Yang (a former UCL student currently studying for a PhD at the University of Bristol), features prominently in this edition: on our front cover and in World News (page 34), winning strong tournaments in Paris and Prague. His entry in the European Go Database reveals that he has won 11 of the 16 tournaments he has played in Europe, starting with the British Open at Leicester in 2021. It is not the first time that our rating list has been headed by a 7-dan, but it is a rare event.

Richard Hunter continues his series *Advice for Doing Tsumego*, this time clarifying the meaning of the often-misused Japanese term *nakade*.

Unfortunately, John Tilley has been suffering health problems and so Go Jottings 25, which is in draft, does not appear in this edition. We wish John a speedy recovery and hope to include GJ25 in BGJ 205.

Pat Ridley
August 2023

Credits

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

Contributors: Tony Atkins, Richard Hunter, Toby Manning, Colin Williams, Yue Matt Xi and Yanming Zhang.

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

LETTERS

Winding Up The T Mark Hall Foundation

On 14^{th} July, the remaining funds from the T Mark Hall Foundation were distributed in accordance with the members' wishes, given an indemnity from the BGA for its final payment to cover any possible further tax liability (unlikely in my opinion). The bank account stands at zero so that's it from the TMHF!

The main wish of T Mark Hall was to form a new London Go Centre. The London Go Centre (LGC), a registered charity, exists to do just that and by far the main portion of the TMHF funds/assets have been redirected there. The LGC is in good hands and has formed a strong alliance with the Young Chelsea Bridge Club (YCBC) to continue in a sustainable way, with the former Salvation Army Hall owned by the operating company MPL (of which I am a director, representing the interests of the Go community, with MPL owned 15% by LGC). The London Mindsports Centre contains the T Mark Hall room which houses his library and his prized Go diploma. There is an annual (rapid play of course) tournament in his name. I am sure he would have been pleased with how things have turned out.

Many people have helped the T Mark Hall Foundation so it is perhaps invidious to name individuals, but a few have helped very much. Toby Manning undertook much of the heavy lifting to get things started and to oversee most of the administration until fairly recently. Mohammed Amin has been very helpful in navigating the tax affairs and he has enabled us to save money by not having to engage a professional accountant. Andrew Jones served diligently on the investment committee. John Fairbairn served to interpret T Mark's wishes since his will was necessarily rushed. Please forgive me if I fail to mention everyone who has helped or leave out anyone who deserves a special mention.

We were lucky in many ways. The investment performance was flattered by an extraordinary period of low interest rates. We cashed out with gains well over £100,000 to invest in the property before recent market corrections. I would like to commend the work of Gerry Gavigan in setting up and running the LGC and in finding the YCBC which led to the solution of buying the London Mindsports Centre. The LGC will effectively take over from the TMHF in administering T Mark's legacy.

The only possible cloud on the horizon is that planning permission for change of use of the former Salvation Army Hall remains outstanding. This is due to concerns over noise from the new heat pumps – hopefully, this will be resolved by encasing them in a noise-reducing cover and also moving the large heat pump (at some expense, unfortunately). It would be perverse if Hammersmith and Fulham Council were to reject the change of use given that the tide is turning ever more towards greener heating systems.

It remains to thank T Mark a final time for his generosity.

Alex Rix

alexander_rix@yahoo.com

President's Message

Toby Manning president@britgo.org

The 2022/3 season ended with a bang, with five separate tournaments during six weeks from the end of May to the start of July. I was fortunate to be able to attend three of them: in particular I enjoyed the 2-day events at Durham and Barmouth. One of the highlights of these multi-day events is the chance to socialise with other Go players: I particularly enjoyed the barbecue at Durham, hosted by Andrew and Alice Ambrose-Thurman. Attendance at "Not the London Open" was 58; the remaining events were away from the epicentre of British Go but their average attendance was still 29.

The Go calendar is now taking a break for the summer, with the exception of the European Go Congress in Leipzig, Germany, which will probably be underway (or even finished) by the time you read this. The arrangements for the Congress were made relatively late – alas, too late for me to attend – but at the time of writing there were a creditable 713 entries, although only 22 of these were from the UK.

I can strongly recommend the European Go Congress for those in need of a summer break and would encourage you to consider going to Toulouse in 2024 (see egc2024.org/en/index.html). Meanwhile, I await the resumption of the domestic tournament season at the end of the summer.

Go Club Venues

Last week I visited my next-nearest Go club, Nottingham. Several years ago it used to consist of four men 'past their prime' meeting in a noisy, not-well-lit pub in a suburb of Nottingham. Then it moved to 'The Dice Cup', a games café in central Nottingham, and now has a regular attendance of 8 - 10; the surroundings were much more conducive to playing Go, and the average age of those attending probably also halved. This shows the importance of having the right venue; I suspect many Go clubs could learn from Nottingham's experience.

❑

Advice for Doing Tsumego – Part Eleven

Richard Hunter

The Killing Technique known as Nakade

In response to some useful feedback on a previous part, I agree that it would be helpful to explain and clarify the Japanese Go term *nakade*. It is an important killing technique that everyone should learn and understand. Although it is useful to have simple names for techniques, there has been a lot of confusion about the definition and usage of nakade over the years and some of this confusion still persists today.

I will cover the basics of the technique itself, quote some simple, good definitions, and present links to deeper discussions elsewhere. In this issue and the next few issues, I will present and discuss problems that involve this technique. The early ones are easy, but later ones will be harder.

In the early days, English Go books and magazines such as *Go Review* used many Japanese Go terms, which became familiar to players at that time. These days, the majority of Japanese Go terms are usually translated into English. For example, it is better to say 'invasion' rather than *uchikomi* when talking to or writing for other people in English. If you have Japanese Go books, then knowing and understanding some Japanese Go terms is useful. But for most people, English translations are better.

One early book (Ishi Press G2), *Basic Techniques* by Haruyama and Nagahara, first published in 1969, was reprinted and revised in 1992 with English replacing many of the Japanese Go terms that appeared in the original version.

There are a dozen or so Japanese terms that are hard to translate into short English counterparts, so while definitions and explanations of these terms are available, the Japanese terms are widely used by many players. For example, atari, hane, ko, komi, and seki. Of these, atari is the first one that I use when teaching beginners.

Killing Technique

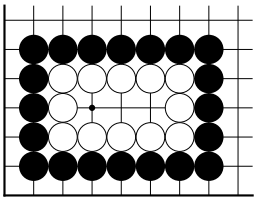


Diagram 1a
Unsettled

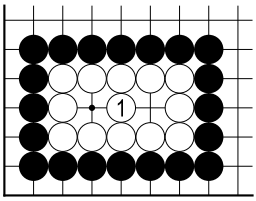


Diagram 1b
Alive

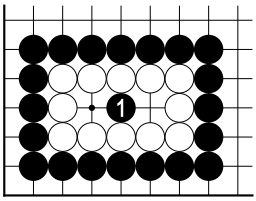


Diagram 1c
Dead

In Diagram 1a, White has surrounded three points of territory. This can also be called a three-point eye space. The life and death status depends on whose turn it is to play. White can live or Black can kill. This status is known as **unsettled**.

If White plays at the centre with ① in Diagram 1b, dividing the territory into two separate eyes, then she lives. In this position, White is absolutely alive (assuming that she does not commit suicide by filling in one of her own eyes). It is illegal for Black to play in either of the eyes, and also illegal to play in both at the same time. Instead of ①, any other White move inside the eye space is suicidal. A three-point eye space is the smallest one that can be divided into two eyes. One- and two-point eye spaces are both single eyes.

On the other hand, if Black plays inside White's territory (or eye space) with ❶ in Diagram 1c, he prevents White from making two eyes. Assuming that White will not capture all of the surrounding Black stones, White is dead. This is the killing technique called *nakade* in Japanese. It is a basic technique that everyone should understand because it comes up in most games (at least in reading even if it does not materialize on the board). ① in Diagram 1b is an equally important living technique that prevents Black from killing by nakade.

Since White's eye space in Diagram 1a is three points, Black's move inside the eye space in Diagram 1c is called 'a three-point nakade'. Similarly, killing moves inside larger eye spaces are called four-point nakade, five-point nakade, and six-point nakade.

Some Japanese Go terms that could be expressed in English sentences are still common among stronger and older players. *Nakade* is one of these. You may hear it in Go clubs or at tournaments. I discussed the Japanese for nakade and explained its literal meaning in Part Four of this series, in BGJ 197. I repeat that here (slightly shortened) for convenience.

The Japanese Go term nakade is commonly written in three styles (a mixture of kanji and katakana): 中手, ナカ手, or ナカデ.

中 *naka* 'inside, centre'
手 *te* 'a move in Go'

The Go term nakade uses the combining form of the second half: the sound of 手 *te* (て) shifts to *de* (で).

Thus, the literal meaning of nakade is 'inside move'. Inside what? Nakade is a move played inside the opponent's territory or eye space.

Next, I would like to look at a couple of good definitions of nakade. For accuracy and simplicity, I have chosen online Japanese definitions. I present their diagrams and original Japanese. I give machine translations (DeepL) to highlight some of the trouble such software has with Go terms. And I give my own translations (RH), though I consider myself to be a student of Japanese not a translator.

NIHON IGO RENMEI[1]

ナカデ（中手）相手の眼の急所に打つ手。

Literally: Opponent's eye's vital point at play move.
DeepL: 'A move that strikes the opponent in the vital point of the opponent's eye.'
RH: 'A move played on the vital point of the opponent's eye.'

The verb 打つ *utsu* is common in ordinary Japanese and it corresponds to a wide range of English meanings. Of these, 'to hit, to strike, . . . ' are the most basic. However, in the context of Go, it usually means 'to play a move on the board'. Slapping a stone down on a wooden board can make a beautiful sound.

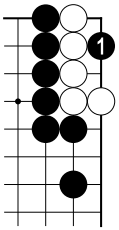


Diagram 2
黒 1 で三目ナカデ

黒 1 で三目ナカデ。

Literally: Black 1 by means of three-point nakade (it is).
DeepL: 'Black 1 with three eyes nakade.'
RH: 'Black 1 creates a three-point nakade.'

三目ナカデ *sanmoku nakade* literally means 'three points inside move'.

WIKIPEDIA[2]

ナカデ（中手）は、囲碁において石を殺す筋のひとつ。

Literally: Nakade (sentence topic) igo in placing stone killing technique's one.
DeepL: 'Nakade (中手) is one of the stone-killing strategies in Go.'
RH: 'Nakade is one of the stone-killing techniques in Go.'

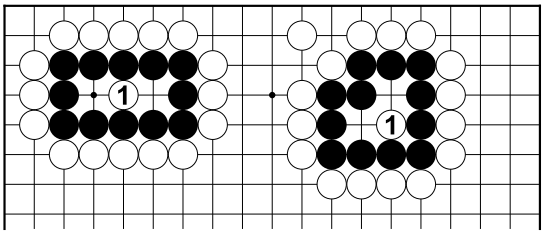


Diagram 3 – 三目ナカデ three-point nakade

[1] www.ntkr.co.jp/igoyogo/yogo_715.html
[2] ja.wikipedia.org/wiki/ナカデ
(Unfortunately the Japanese characters prevented this from being an active link. You will need to copy and paste it into your browser – Ed.)

There are two possible shapes for a three-point eye space. Both can be killed by an inside move at the centre that prevents the eye space from being divided into two separate eyes. Thus, such eye spaces are known as **killable** eye spaces or eye shapes.

Further down, the Japanese Wikipedia page also discusses larger eye spaces: 4-, 5-, and 6-point spaces. Not all of these can be killed. The square four is dead already (**settled**), assuming that Black and White play alternately and correctly locally. In each unsettled position, ① kills. Three of the eye spaces shown are alive (again, assuming alternate correct local plays).

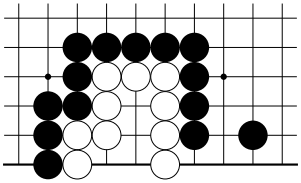


Diagram 4a
Four-point eye space
Alive

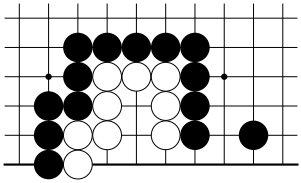


Diagram 4b
Eye space with a gap
Unsettled

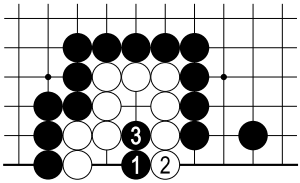


Diagram 4c
Black kills

The four-point territory (eye space) in Diagram 4a is alive as it stands (assuming as usual that Black and White play alternately and correctly locally). In Diagram 4b, White has a gap in her wall. This makes the position unsettled. White can live or Black can kill. Positions like this are often presented in books, usually as Black to play (or Black to kill). After ❸, White is dead. There is nothing that White can do to live even if Black ignores any White moves. White can only capture two black stones, which would result in a two-point eye space that cannot be divided into two separate eyes.

At the end of the game, strong players will both agree that the white group is dead as it stands. However, if White were to disagree, then the BGA rules make it simple for Black to capture the white group and remove it from the board without any loss of points. This feature is also useful for teaching beginners.

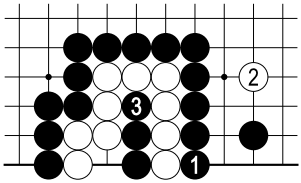


Diagram 4d – proof

Black can fill the last outside liberty with ❶. White has to play elsewhere (in her own territory because all the neutral points will have been filled) or pass and give Black a prisoner. Then Black can play another move inside White's eye space with ❸ (or at the other vacant point on the first line in this case). This puts White in atari. If White captures the three stones, then ...

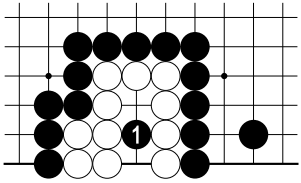


Diagram 4e – result

❶ in Diagram 4e is the killing move (nakade) played inside a three-point eye space. Although this eye space is vertical rather than horizontal, that has no effect. It is the size and shape that matter.

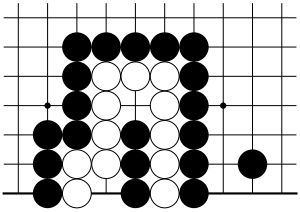


Diagram 4f – seki

The position in Diagram 4f is one line taller than the previous positions. This makes it crucially different.

In Diagram 4d, Black **almost** fills White's eye space with a three-stone **killing shape**. Here, 'almost' is a critical requirement: it means there is only one vacant liberty inside, so White is in atari.

In Diagram 4f, Black has a three-stone shape inside White's eye space but there are two inside liberties, so White is not in atari. White should play elsewhere. The result is regarded as alive. This is called *seki*, a commonly used Japanese Go term that is seldom translated. It is suicidal for White to play inside her own eye. If Black adds another move inside, creating either a straight or bent four that does almost fill White's eye space, then White can capture and create a settled eye space (not a killable eye space). Neither the straight four nor the bent four is a killing shape here, but 'Bent four in the corner' is a special case.

Here are some links to good Japanese web pages and a YouTube video about the basics.[3,4,5] The web pages use more diagrams than I do here and the video shows move sequences played out on the board. You should be able to grasp what he is explaining even if you don't understand any Japanese.

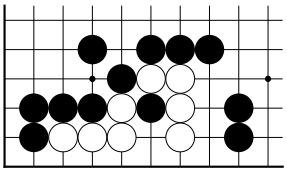
For a deeper and more detailed explanation of this killing technique in English, I recommend reading at least Part One of my series *Nakade and Ishi-no-shita* in BGJ 120 starting on page 12.[6] This was published in Autumn 2000. The series has six parts on nakade BGJ 120–125[7] and then switches to the second technique. These articles were later revised, improved, and expanded into a book called *Key Concepts in Life and Death – Inside Moves and Under the Stones Techniques*, which was published by Slate and Shell in 2007 (now out of print). The content was further enhanced for publication as a SmartGo ebook in 2013 (currently available).[8]

In the old journal articles, I used nakade many times. I also used both 'killing shape' and 'nakade shape', which are equivalent. In the book, I replaced nakade with 'inside move' and 'nakade shape' with 'killing shape'. I removed nakade from the body text entirely and only mentioned it in the preface. There are also other changes from the journal articles to the book. The book is definitely better, but the journal articles are free.

[3] yasashiigo.com/glossary/na_gyou/nakade.html
[4] yasashiigo.com/basic/basic_3/3_7.html
[5] youtu.be/4KsY-k3FJyo
[6] www.britgo.org/files/bgj/bgj120.pdf
[7] www.britgo.org/bgj/bgj.html
[8] gobooks.com/books-by-publisher.html#hunter

Next, I present some problems that involve nakade in either the correct or failure lines. The problems in future articles will be harder (and hopefully more interesting and instructive). If they look difficult, then read (or re-read) parts 1–5 in BGJ 120–124 or buy the book if you don't already have it. Part 6 in BGJ 125 features game examples that are interesting but not essential.

PROBLEM 1



Black to kill

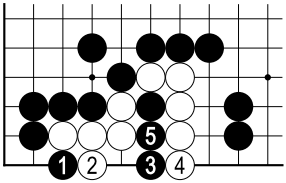


Diagram 5 – correct

Black must start with the hane of ❶ to reduce the size of White's eye space. If White blocks, ❸ and ❺ create a three-stone killing shape. White is dead. When the outside liberties get filled White will be in atari. After she captures the three stones, Black can play back at 5: the inside move that reduces White's eye space to one eye.

If White plays 4 at 5, Black replies at 4 creating a false eye.

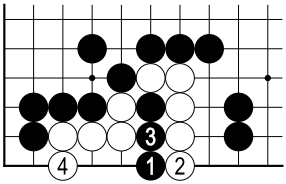
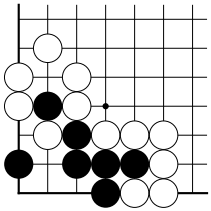


Diagram 6 – failure

Omitting the hane and starting with ❶ here fails. ④ creates a larger eye space, which is alive. If Black adds another move inside, it will make a non-killing shape that White can safely capture. Playing ❸ at 4 is too late: White lives with 3.

PROBLEM 2



Black to live

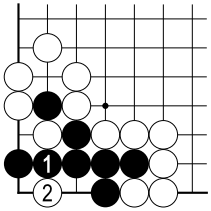


Diagram 7 – failure

Connecting with ❶ fails. Although this is atari on White's single stone, White plays inside with ② and Black can only get one real eye and one false eye.

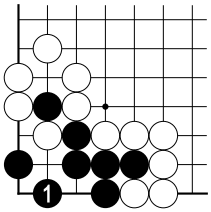
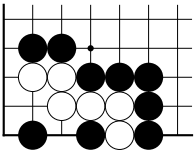


Diagram 8 – correct

Black must play at the vital point with ❶. This gives him two eyes. Wedging in at the 2-2 point is self-atari for White.

PROBLEM 3



Black to kill

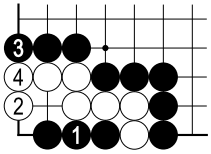


Diagram 9 – failure

Connecting with ❶ fails. ② creates a large eye space that is unkillable. The result will be seki.

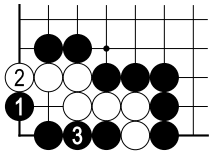
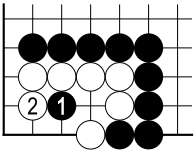


Diagram 10 – correct

❶ is the vital point. If White blocks with ②, Black connects with ❸, which leaves White with a fatal shortage of liberties. When the outside liberty is filled, White will be in atari.

PROBLEM 4



Black to kill

In this easy problem, ❶ and ② have already been exchanged. Many books present the position without this exchange as a problem that requires deeper reading. Trying to work out why this ❶ is correct and other moves fail is harder.

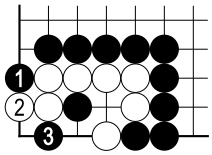


Diagram 11 – correct

❶ reduces White's eye space. If White blocks with ②, ❸ kills her. This tesuji takes advantage of White's shortage of liberties. Cutting at the 1-3 point would be self-atari, while playing atari at the 2-4 point would let Black create a three-stone killing shape.

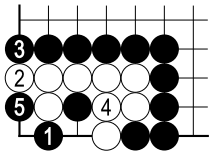


Diagram 12 – failure

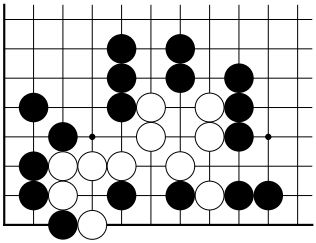
Omitting the hane leads to a ko.

SUMMARY

Nakade literally means **inside move**. It is a move played inside the opponent's **killable eye space** that kills the group by preventing the formation of two eyes. Nakade often results from **almost** filling the opponent's eye space with a **killing shape** and then playing back inside at the vital (central) point after those stones have been captured and removed from the board. It is an important killing technique to learn. It often comes up on the board and is often involved in reading out how to kill or live (by avoiding being killed). The narrow boundary between life and death, by seki and nakade, can be a single inside liberty.

PROBLEM FOR PART TWELVE

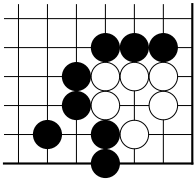
Below is a problem that I will discuss in the next part. If it looks difficult, then read (or re-read) parts 1–5 BGJ 120–124 or buy my book if you don't already have it.



Problem 5 – Black to play

❑

JOURNAL PROBLEM 1



Black to play and kill.

TOURNAMENT HISTORIES XVII: CHESHIRE

Tony Atkins
ajaxgo@yahoo.co.uk

The first event in Cheshire was the British Go Congress in Alsager in 1975, but the Cheshire Go Tournament itself was started by Brian Timmins on 28^{th} January 1984. It was held at the Oakley Centre, part of the Victoria Community Centre in Crewe. It had 32 entrants and Chee-kul Choi was the winner. The event was repeated in 1985, won by Richard Granville, and in 1986, won by Piers Shepperson, this was held later in that year because of the British Go Congress being held in Crewe. Brian then moved his event to Shrewsbury where he ran it from 1988 to 1999.

In 2001 the BGA had a policy of starting events, especially those suitable for kyu players, in parts of the country where there were not many events. Cheshire was a key area with no more Shrewsbury (though Gerry Mills later resurrected that between 2008 and 2014). Tony Atkins, then BGA Secretary, asked a Chess organising friend (Roger Edwards) if he knew of any suitable venues in the area. The reply was why didn't we join them in February at their Crewe Chess Congress and share their space. One advantage of doing this would be to be able to buy refreshments from the congress snack bar run by Roger's family. So the Cheshire Go Tournament restarted in February 2001, with both Open and Handicap sections (won initially by Kunio Kashiwagi and Richard Moulds). The Crewe factory canteen of Rolls-Royce proved a good venue, though the Go players had to be a lot quieter than they were used to and you had to bring your own heaters if cold.

Richard Moulds against Kathleen Timmins 2001

Toby Manning, winner 2005

In 2005 Bentley, as they were by then, were not able to make the canteen available, so an emergency venue for the Go tournament was found at Ashdene Primary School in Wilmslow, thanks to a Go player who lived next door, who was friends with the headmaster and whose Go-playing son attended.

In 2006 the Chess Congress found a new venue at the Community Centre in Frodsham, thanks to local player Pat Ridley. The Go tournament joined them in a side room, which was better as we didn't have to be quite so quiet, and it has been there ever since. In 2009 the British Go Congress was being held in Chester, so the tournament was replaced by a teaching day. The results of the Congress were used to select winners for the two Cheshire sections, open only to people from Cheshire and those who attended the Cheshire in the previous eight years.

Tony Pitchford and Pat Ridley 2008

Game Review 2010

From 2015, all the players play in one single McMahon section and Tony Pitchford became the co-organiser with Tony Atkins. 2020 was cancelled and there was no event in 2021, both because of the pandemic. The event returned in 2022, however, without the Chess event alongside.

The original Goban, sponsored by NMW Computers, became the Shrewsbury Tournament Trophy, so when the tournament was restarted the new trophies were the Cheshire Open Plaque, a wooden plaque with an oriental Go print, and the Cheshire Handicap Cup. Unfortunately these were retained by players who did not return to compete for them, so the replacement trophies were a cup for the Open and a shield for the handicap section. The trophies were abolished in 2015; Brian Timmins deservedly kept the handicap one.

Multiple event winners were organiser Tony Atkins in 2003, 2008 and 2012, Toby Manning in 2005 and 2013, Yangran Zhang in 2006 and 2018, Alistair Wall in 2015 and 2017, and multiple Handicap Tournament winner Richard Moulds.

Other noteworthy winners were Andrew Simons in 2019 and Runyi Wu in 2022. Attendances were typically in the 20s and 30s (though as low as 14), but thanks to Cheadle Hulme School attendances at recent ones have been higher (46 in 2018).

❑

BGA Section

Toby Manning

president@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

- We have held the Candidates' Tournament in Milton Keynes in early May with 17 participants; Bruno Poltronieri and Ho Yeung Woo qualify for the Title Match.
- Arranged British Title games. These will take place at the London Go Centre on August 26^{th} and 27^{th} (and 28^{th} if required): quiet spectators are welcome. Thanks to the London Go Centre for hosting.
- Held the Pair Go Championships in Frodsham, Cheshire (with 24 participants).
- We have developed our on-line offering, with a Saturday online club meeting every fortnight.
- We are starting an online (individual) league.
- Supported the appeal for Ukrainian children to go to the European Go Congress in Leipzig. Members donated a total of £736, to which the BGA added a further £342 (equal to 400€).
- Worked to get the EGF to run a balanced budget for 2023.

What we need

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.

We would welcome anyone who has some time to assist with any of the following:

- Identifying a location for the 2024 Candidates' Tournament (to be held over the first May Bank Holiday weekend).
- Storing and distributing promotional material. Dan Milne has taken responsibility for co-ordinating our overall stock levels.
- Storing and transporting equipment to local tournaments.
- Organising and running local tournaments (we can provide 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.
- A manager for the BGA Discord server: this should be a simple job for somebody with some experience with Discord.

❑

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.

BGJ Archive

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

Active Links

Online copies from BGJ 158 onwards contain active links to related information, including SGF files for the games and problems.

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 ajaxgo@yahoo.co.uk

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

UCL

The inaugural UCL Tournament was held on 15th April in the Chadwick Building on the University College London (UCL) main campus in Bloomsbury. The student organisers were flattered by the great enthusiasm from the Go community and the entry had to close five days before the event as capacity had been reached. In the end, a massive 81 players took part which caused delays at registration.

The bar was set at 5d, with nine players in the top group, resulting in fierce competition for the top prizes. The first prize went to Yiyang Ding (5d KCL), whilst the runners-up were Chun Fang (6d Edinburgh) and Yaoling Yang (6d Bristol). The best UCL player was Yicheng Xiao (6d) in fifth. Lucretiu Calota (4d St Albans) won the below-the-bar first prize, followed by Peikai Xue (4d UCL) and Yanming Zhang (4d UCL). Those winning prizes for three wins were Youdao Lu (1d UCL), Artur Gascon (1k Spain), Simon Thornewill (3k Stevenage), Natalie Hung (4k No Club), Alvin Choy (5k No Club), Caleb Monk (6k London), Jonah Burnstone-Cresswell (7k No Club), Marek Labos (8k London City), Theodor Calota (9k St Albans), Ayca Ceren Baylan (14k UCL), Blake Shamoon (17k No Club) and Lev Proleev (19k London Go Centre). Prizes for the best single-digit-kyu, double-digit-kyu and junior were also awarded.

The organisers thanked the many local students, the London Go Centre and the BGA for their support, and Go Magic, SmartGo and Awesome Baduk for sponsoring the tournament.

Candidates' Tournament

This year the qualifier for the British Go Championship match was held in Milton Keynes at the Open University Sports Pavilion. Between 29th April and 1st May, 17 players battled over six rounds. Two players ended on five wins and will play the match at the London Go Centre at the end of August. Bruno Poltronieri (4d Cambridge) only lost to Ho Yeung Woo (5d Nottingham), who in turn only lost to third-placed Peikai Xue (4d UCL). The next places were taken by Jun Su (4d Cambridge University), Tik Wai Cheung (4d Nottingham), Zhan Shi (3d Cambridge University), all on four wins, and top junior Scott Cobbold (3d London) on three wins. Thanks to a private sponsor cash prizes were awarded this year for those doing well.

Sheffield University

The first of two annual tournaments in Sheffield is the University one, this year held on 6th May at the Students' Union. Despite the distraction of the Coronation on the same day no fewer than 50 players took part, including a large number of local players and a group from Cheadle Hulme School (CHS).

The winner was Yicheng Xiao (6d UCL), ahead of Mingxuan Chang, Peikai Xue and Yangran Zhang. Winning all three games were Jack Warren (3k Nottingham),

Jonah Burnstone-Cresswell (4k Birmingham), Florian Pein (8k Lancaster), Botian Yang (10k Sheffield University), James Zhao (17k CHS) and Claude Robinson (28k CHS).

Not the London Open

The London Go Centre's summer event was this year played from 27^{th} to 29^{th} May, with this time 58 players competing. Winning all six games and the tournament was Yicheng Xiao (6d UCL). Fang Chun (6d Edinburgh) only lost to the winner to take second and Yiyang Ding (5d) was third by tie-break.

Yaoling Yang and Rachel Chik play at the NTLO Lightning

Cash prizes and certificates went to the top three players in various sections. Below the bar winners were Scott Cobbold (3d LGC), Zhuopeng Yu (3d UCL) and Frederic Schlattner (2d UCL). Best single-digit kyus were Gene Wong (1k No Club), Michael Kyle (1k Edinburgh) and Kam Chuen Leung (1k LGC), and best double-digit kyus were Diego Campoy (11k Cadiz), Horace Stoica (15k LGC) and Lauren Hindmarch (16k Lancaster).

Yicheng Xiao also won the Sunday evening lightning, having to beat Scott Cobbold in the final. Also notable was Rachel Chik (17k) who, as the lowest-graded player, stalwartly fought against two strong players (Yaoling Yang and Fang Chun) with large handicaps. Yiyang Ding won the losers section.

In-Seong Hwang lectures at the NTLO

Amongst the several visitors from the continent was the tournament's teacher, In-Seong Hwang (8d Grenoble), who had previously been teacher at the 2013 London Open. He reviewed 35 games over the weekend, sometimes being 'harsh' at mistakes seen, and ended the weekend with a public analysis of the last-round game between the event winner and young Alain Cheung (4d). He was much thanked for his efforts, as too was event organiser Gerry Gavigan for his.

Pair Go

The British Pair Go Championships were held this year on 10^{th} June in Frodsham, the home town of new organiser Pat Ridley. In the main section, the champions were Yanming Zhang and Yue Matt Xi, currently studying at UCL.

Yanming Zhang and Yue Matt Xi Pair Go Champions

They beat Wai Yi Chung and Ho Yeung Woo in the final round. The handicap section was a closely fought affair, with four pairs having two wins; however, Shobita Bhumbra and Tim James took first place with a slightly better tie-break score.

Though they were not successful over the board, former organisers Jenny Rofe-Radcliffe and Francis Roads won both the traditional quiz (a fiendishly difficult one on currencies kindly set by Tony Atkins) and the Best Dressed Pair prize. Olivia Jennison and Claude Robinson from Cheadle Hulme School also received a prize as the Best Dressed Junior Pair.[1]

Tim James and Shobita Bhumbra Handicap Section winners

Jenny Rofe-Radcliffe and Francis Roads scoop Best Dressed and the quiz

Durham

The Durham Go Tournament was held in its usual venue of Elvet Hill House, next to the Oriental Museum, on 17^{th}

[1] For more photos, see inside back cover.

and 18^{th} June. This city was busy, as a University open day was on, but still, 30 players managed to arrange to attend, including a Dutch player who was attending a conference. Also, some players and friends came to watch or just join in the social events.

The main social event was the traditional all-you-can-eat Saturday evening barbecue. Gazebos were erected to keep off the sun, but in the end were needed to keep off some drizzle at the start. However it stopped and much playing, eating and chatting was enjoyed in the organiser's garden. After the event, those still around went out for a meal too.

The traditional Durham barbecue

The only player winning five out of six was Sicheng Shang (5d) who was tournament winner and received the traditional Goat Ornament. Prizes were given to those on four out of six, namely Zeding Liu (5d), Daniel Guest (5k Sheffield University), Pat Ridley (9k Chester) and Daffyd Robinson (12k Lincoln). Also winning all the games they played were Peikai Xue (4d UCL) with three and Andrew Ambrose-Thurman (6k Durham) with four wins. Special mention was given to Craig Maclean (15k Durham) for not winning any games. Craig, however, got a prize in the small board side event, along with Chris Muse (8k Durham). The Lightning was won jointly by William Cleeve (15k Durham) and Colin Williams (4k Bristol).

As well as strong players giving casual reviews, Sam Bithell (2d Durham) gave game reviews throughout the tournament and afterwards reviewed the games that were streamed on YouTube.

Welsh Open

The Welsh Open was held as ever in Barmouth, on 24^{th} and 25^{th} June. Organisers Helen and Martin Harvey this year changed the venue to the Dragon Theatre, which was actually the first venue used in 1993. This renovated community facility proved to be a better venue than the previous hotel venue; it was much appreciated by the 30 entrants who had come from a good spread of English clubs, but also Scotland and of course Wales. The weather was mixed, but not so bad to prevent a bit of walking to see views of the sea and Snowdonia's mountains.

Alistair Wall wins The Welsh

The winner of £50 and the Brian Timmins Plaque was Alistair Wall (1d Wanstead) on tie-break from Toby

Manning (1d Leicester), both on five wins. Carl Roll (1k Nottingham) was the only player to have beaten the winner, but ended third on four wins. The other prize winner was Bjorn Eurenius (4k Lancaster) who won five games out of six. Nobody else won more than four, but pleasingly none won zero either.

Toby Manning receives the prize for second place

Bjorn Eurenius – five out of six

The Cheshire

The Cheshire Tournament, which had been postponed from March because of a train strike, took place on Saturday 1st July in three small rooms at its usual venue of Frodsham Community Centre. North-west clubs were well represented: Liverpool club provided five of the 32 players, Manchester eight, Lancaster four and Chester also four.

The bar had been originally set to give all the dans a chance of winning, but after a player arrived late the bar was raised to ensure a unique winner. This was Liverpool player Chenghang Liu (5d), beating Zhuopeng Yu (3d UCL) in the decisive third round to win his first UK tournament. The winner and the four other players with three wins out of three received vouchers from tournament sponsor Go Magic, as well as the customary choice of wine or chocolates.

Chenghang Liu wins The Cheshire

The four were Alvina Kwok (1d London), Peter Newsome (12k Manchester), Elliot Barlow (15k Cheadle Hulme School) and eight-year-old Clinton Yu (19k Manchester). ❑

EGF President's Report, 2009

If you missed it the first time, here is your chance to read Tony Atkins' final report as President of the European Go Federation in 2009.

Tony is well known for setting fiendish quizzes and puzzles, and he sets a puzzle here: who has just (in 2009) died and inspired this report? There are 24 clues. The answers are on page 29.

26th June 2009

Dear Members,

This time last year I was reflecting how travel costs were rising and made the off the wall comment that such a rise, necessary to heal the world's climate troubles, may affect Go events in the future.

However, I did not expect the economy to turn bad and the EGF's finances to end up in a jam. A long period of stability in the EGF ended when the Ing Foundation announced they could not pay any support in 2009, which made me scream as we had already committed to the 2009 EYGC and Ing Cup, since we had of course expected to get it.

I hope you will be happy with the proposal to increase membership rates, the first increase since the change to the euro in 1999.

Anyway the last year saw the first World Mind Sports Games, which really was a thriller. When folk said "will you be there?" (despite a view that said I had got to be there), I decided that I had to stay at home to provide the essential office function during the Games. Of course another part of me wished I was part of the large Go community that had come together in Beijing. I am sure those who were there will say the two weeks was gone too soon and they would remember the time in China for ever.

A lot of questions were being asked about the President: Who is it? Why isn't he here? This is a natural consequence of devolving International matters to Martin as Vice-President and allowing Erik to continue his work as we're almost there in terms of Olympic status.

It seems appropriate for international matters to take centre stage as we move into the next decade, so it is entirely appropriate for Martin to take on the job of President. The Olympic organisation often say they don't care about us, but Martin will help tackle this attitude and beat it.

Anyway rather than leave me alone in the closet, you have nominated me for Secretary. The way you make me feel is honoured to be supported in this way and I will reluctantly take on this job if you so desire.

Remember, whether playing black or white, to keep playing Go and as for promoting Go as a sport, don't stop till you get enough recognition in your country.

Best Go Wishes
AJAx
EGF President 2001-2009.

❑

BGA Pairs Championship Final

Yanming Zhang and Yue Matt Xi
yanming.zhang.22@ucl.ac.uk
yue.xi.21@ucl.ac.uk

The winners of this year's Open Pair Go Championships were Yanming Zhang and Yue Matt Xi, both students at University College London. They have kindly provided us with comments on key moments in their decisive third-round game with Wai Yi Chung and Ho Yeung Woo.

Yanming Zhang and Yue Matt Xi (l) playing Wai Yi Chung and Ho Yeung Woo

Black: Yanming Zhang (4d) and Yue Matt Xi (5d)
White: Wai Yi Chung (5d) and Ho Yeung Woo (5d)
Time control: 45 minutes sudden death.

In this game, both pairs demonstrated a solid opening. In the lower part of the board where the players engaged in combat, the black players showed a more cohesive approach in their moves and thinking. In the midst of a complex confrontation, the white players gradually revealed weaknesses under time pressure, putting them at a disadvantage. Despite several attempts to catch up, the white players couldn't force significant mistakes from the black players, resulting in a regrettable defeat. Overall, this was a game of high quality.

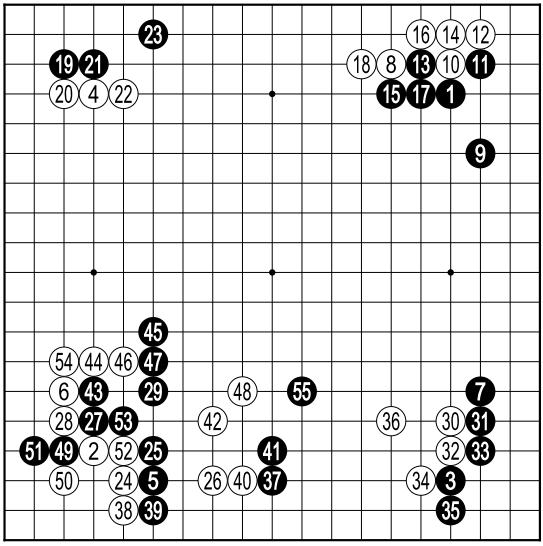
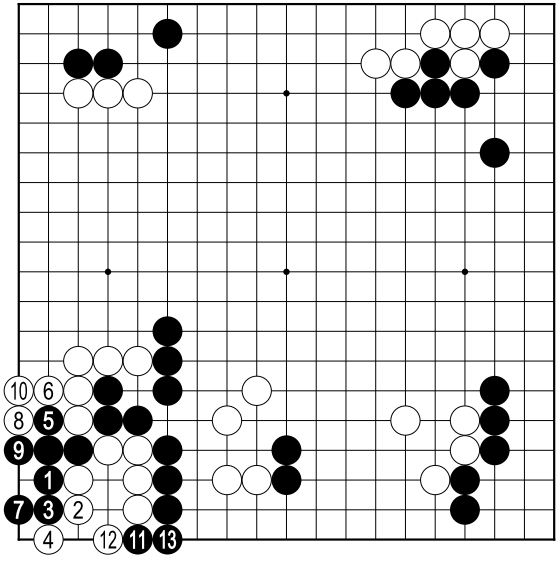


Figure 1: 1 – 55

The lower left corner has the following variations of a second-hand double-life (*a gote seki*), so the cut at ㊾ in Figure 1 does not result in a complete loss if Black plays this variation for ㊺.



Dia. 1: variation for 55

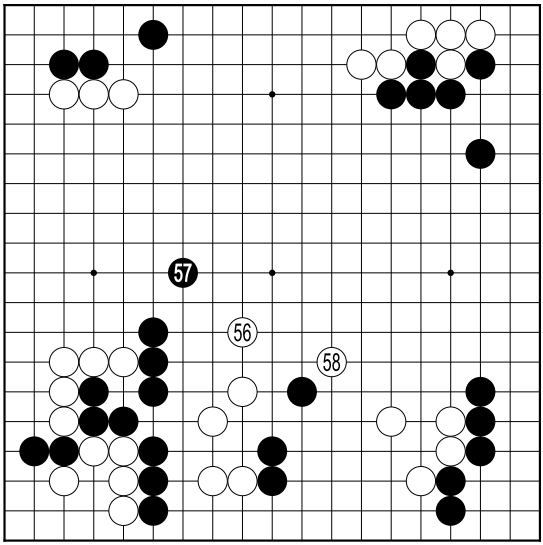
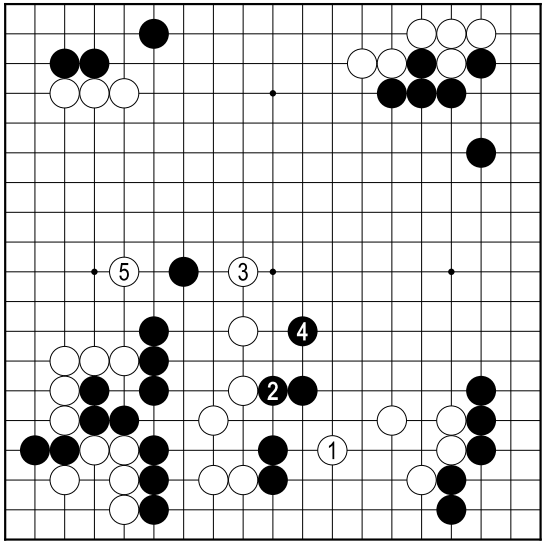


Figure 2: 56 – 58



Dia. 2: variation for 58

White's netting play at ㊽ is a bit aggressive. White should disrupt Black's eye space at ① in this variation. This move will also improve White's own eye shape.

After that, White should gradually jump out on both sides and proceed calmly.

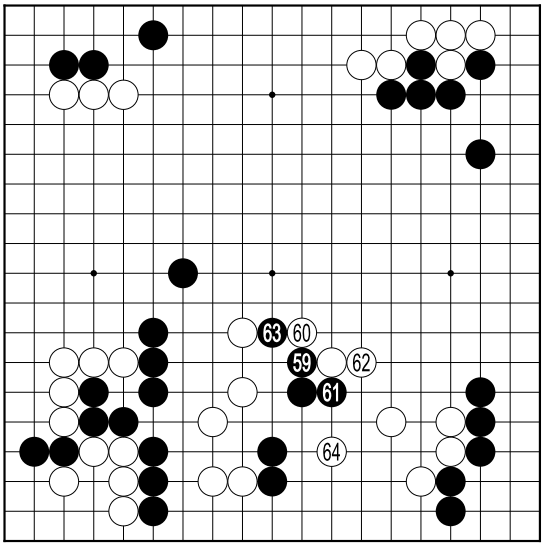
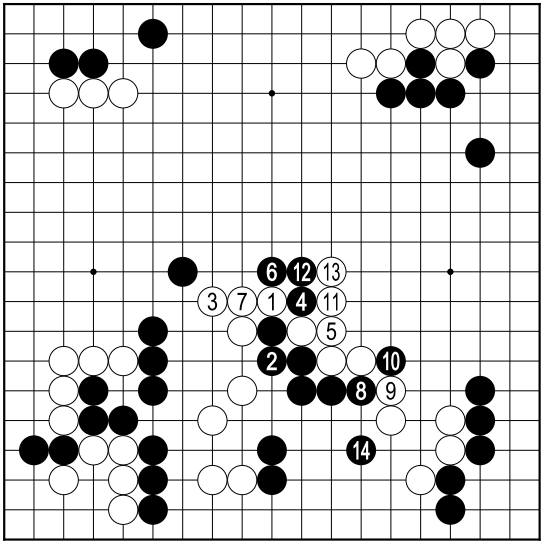


Figure 3: 59 – 64

White's flying move (*keima, or small knight's move*) ㊹ in Figure 3 above is also aggressive. However, ㊸ is sente and White almost collapses after being pierced by Black.

White should cover and forcefully block in the manner shown in this diagram.

The following moves are very complex, and both sides have many unsettled parts.



Dia. 3: variation for 64

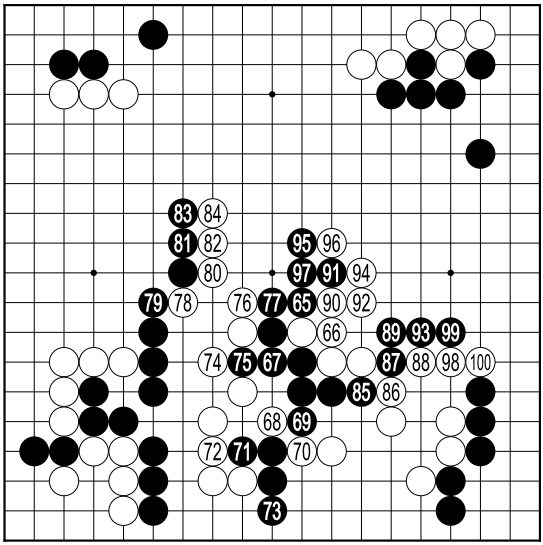


Figure 4: 65 – 100

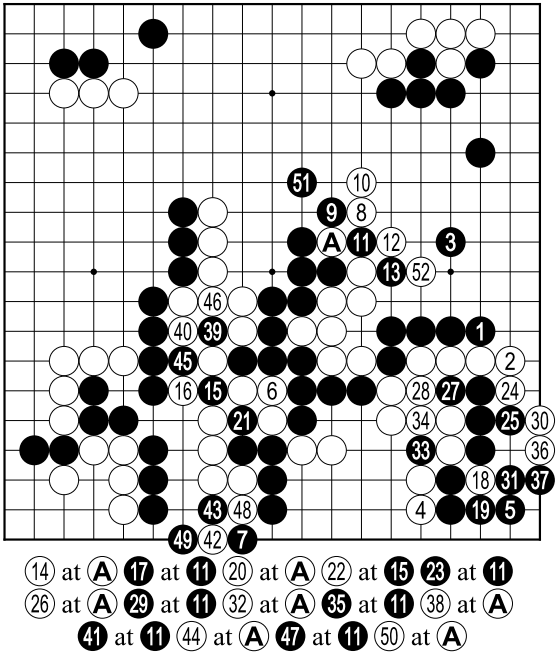
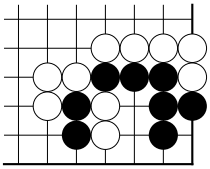


Figure 5: 101 – 152

The game continued to about move 200. Black won by resignation.

❑

JOURNAL PROBLEM 2



Black to play and live.

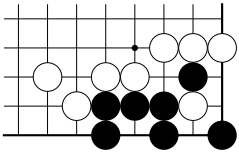
EGF President's Report, 2009 – Answers

The person who had died and inspired Tony's report to the EGF (page 23) was Michael Jackson.
The clues were 24 of Michael Jackson's songs:

Off the Wall
Heal the World
Bad
Jam
Scream
Get It
Happy
Thriller
Will You Be There
Got to Be There
Another Part of Me
Come Together
Gone Too Soon
Remember the Time
Who Is It
Why
We're Almost There
They Don't Care About Us
Beat It
Leave Me Alone
In the Closet
The Way You Make Me Feel
Black or White
Don't Stop Till You Get Enough

❑

Journal Problem 3



Black to play and live.

YOUTH NEWS

Tony Atkins ajaxgo@yahoo.co.uk

China Leagues

Over the Spring, a UK team, organised by Chiu Wong, played an online match against the Chinese team 'Li Ang Yi Dao', organised by Go teacher Li Ang. It ended with a very close result. In the six-a-side Group A, the match was tied (18-18). Players winning five games out of six were Sung Hee Lim, Alain Cheung and Michael Mitcham-Harding from the UK, and Nie Bochen from China.

Michael Mitcham-Harding (UK)

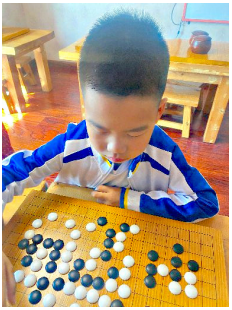
Sung Hee Lim (UK)

Nie Bochen (China)

Alain Cheung (UK)

In the eight-a-side Group B the score ended up 32-30 to the UK, with two games not played. Winning seven out of eight were Zhang Xiching and Ye Yunya for China and Aidan Fung for UK. It is reported the match proved a great experience for the youngsters taking part. Congratulations to both sides for such a close result. In the Autumn the next match will be the return of the "Super Go" series against Hong Kong.

Zhang Xiching (China)



Ye Yunya (China)

Aidan Fung (UK)

British Teams

As last year the British Schools/Clubs Team Championships was held as its own event on OGS. On the afternoon of Sunday 23^{rd} April, eight teams of three turned out to battle for the Castledine Trophy. As happens with team events the lowest-graded team had to play much stronger teams (the other low-graded team failing to materialise), so next year it is planned to have a handicap section to give players in lower teams the chance to win a game or two.

The best team was the Winchester School team of Ollie Kaung (1d), Zachary Yen (5k) and Oscar Mitcham (7k), with three match wins. The runner-up was Edinburgh A (Lukasz Kudla, Hanga Eory and Karl Patterson) with two match wins and six game wins. Third was Cambridge JOY (Jiarui Liang, Odysseas Jones-Roumeliotis, Yanyi Xiong and reserve Ruby Zeng) also with two match wins, but four game wins and two free wins. Oscar Mitcham, Hanga Eory and Derek Duan won all three of their games.

Tournaments

There were no individual youth tournaments during the Spring, however some of the youngsters played in general events. Noteworthy was Scott Cobbold ending seventh in the Candidates', Caleb Monk and Blake Shamoon winning three at UCL, Claude Robinson and James Zhao from Cheadle Hulme School winning three at Sheffield University, several young players doing well at Not the London Open and Clinton Yu winning three at the Cheshire.

At the halfway point in the Youth Grand Prix some hundred youngsters had scored points; topping the table were Caleb Monk (615), Ryan Zhang (571), Clinton Yu (563), Andrew Volovich (521), and Samuel Wu (456).

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How to Support your Tournament Directors

Colin Williams colin_williams@blueyonder.co.uk

Many players seem not to be aware that during a tournament they and the Tournament Director (TD) are busy at different times. The TD is busiest between rounds and can relax a little when a round has started. As such the TD will not always be available for social chit-chat and may prefer not to be disturbed.

Recently I sent a note out to TDs asking what they would like from players, and also what can drive them up the wall. I obviously hit a nerve. After filtering out some basic tournament etiquette items covered in the BGA Code of Conduct, here is my summary of what came back.

1. **Enter early.**
   All TD's need to know as soon as possible how many people are going to come, so please enter as soon as you think you are likely to be there. If you back out later and let the TD know there will be no hard feelings. Early entries also act as an encouragement to others.

2. **Arrive in good time.**
   The TD is always busy at the end of registration getting the draw for the first round done. As well as having to add in those who have just turned up on the day, late arrivals can cause the whole process to have to be started again. This delays the event for everyone else, and often results in the lunch break being significantly shortened. If you arrive late you must expect to have to miss the first round.

3. **Read the information supplied.** **the most common response I received**
   Please don't ask questions of the TD, who is often busy and stressed, when the answer is readily available. A typical example is "When does the next round start?", where a timetable is prominently displayed on the wall.

4. **Do not leave without informing the TD.**
   Entering then not turning up without letting the TD know is bad enough, but even worse is leaving the event mid-way through and not notifying the TD. If you're not going to come back from lunch please ensure that the TD knows.

5. **Respect the draw that is made.**
   It is really not helpful to ask for the draw to be changed, or have it explained why it came out like that, just as everyone else is settling down to start the round. In all events the draw is always the best compromise available between a number of factors, and unfortunately sometimes that may work against you. We understand you may not want to play people from the same club, and we try and avoid that, but avoiding it could cause undesirable knock-on effects to the rest of the draw.

6. **Leave your board as you would wish to find it.**
   Please pack away your stones at the end of the game (as quietly as

possible), take away cups etc. and dispose of any rubbish you may have left.

7. **Stay for the Prizegiving.**

   We appreciate people often have long journeys, but please do stay to support the prizegiving. As much as anything else, this is a courtesy to the other players who have won a prize (not a common event for many of us).

8. **Offer help at the end of the event.**

   If you are there at the end, please do consider helping clear up, even by small actions such as carrying equipment to a car. The TD will be eternally grateful to you, as they will be tired at the end of the day too.

9. **Not pausing your opponent's clock mid-game.**

   You may think you are being considerate to your opponent by stopping their clock during a comfort break, but you may delay the finish of the whole round which is discourteous to all the other players.

10. **Record your result promptly.**

    This is especially relevant for the top boards whose games usually go on longer. Please mark up your result as soon as you know it, you can always come back to the analysis after that.

11. **Offer to be a Ghost.**

    Where there is an odd number of players, one person will have to sit out in each round (the 'Ghost'). If you are willing to miss a round the TD would really appreciate knowing up front.

12. **Make sure you are playing the correct opponent.**

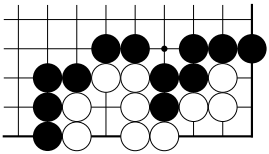
    This caused a slight problem in Belfast recently (you know who you are . . .)

13. **Unexpected acts of kindness.**

    An offer of fetching a cup of tea and a biscuit will always be appreciated, even if not taken up.

Finally, please just remember that the TD is a volunteer doing this for your benefit when they would possibly rather be playing themselves. ❑

JOURNAL PROBLEM 4



Black to play and kill in ko.

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 round six of the League C on 11th April, the team was matched against Slovenia. Bruno Poltronieri won by resignation against Andrej Kralj, Alex Kent won by 1.5 against Tim Klancišar and Scott Cobbold beat Martin Michel Majcenovic by resignation. Jon Diamond was the only loser, ending 13.5 behind against Janez Janža.

Meanwhile rivals Ireland beat Norway, with wins for Karl Irwin, Philippe Renaut, John Courtney and Matei Garcia, all by resignation. So Ireland stayed two points clear at the top of League C, with the UK still second.

In the final match of the season on 9th May the UK played Georgia. Bruno Poltronieri beat Mikheil Prishvin by resignation and Alex Kent beat Andro Nikolaishvili, who let his time run out after a misplay rather than resign. Jamie Taylor beat Irakli Mdinaradze by 97.5, but Scott Cobbold made a mistake and lost to Tornike Nanikashvili.

If Ireland lost to their opponents UK would win the league, but Ireland managed a draw against Bulgaria, with wins for Karl Irwin and John Courtney, and losses for Philippe Renaut and Matei Garcia.

Subsequently, Bulgaria had all the wins of one of their players overturned because of deliberate cheating. This gave the UK an extra win, but also Ireland; Ireland still topped the group one match point ahead of the UK. Thus Ireland gained promotion (and Bulgaria demotion) and the UK would have to play the penultimate League B team to gain promotion.

On the 13th June the five-board play-off saw the Finland team, with three 5d players, win all five games to stay in League B. Daniel Hu had trouble connecting, delaying the start of the match, and then he lost to Javier-Aleksi Savolainen by 22.5. Bruno Poltronieri lost by 9.5 against Jesse Savo, whilst the margin between Alex Kent and Vesa Laatikainen was 12.5. Scott Cobbold resigned against Olli Hella and Des Cann lost to Olli Ervelä by 17.5.

So the UK stay in League C, joined by demoted South Africa, Slovakia (who won their play-off against Georgia) and promoted Kyrgyzstan. Sweden beat Austria to take their place in League A, whilst Germany as League B winners replace Serbia. As usual, the top four League A teams (Ukraine, France, Czechia and Israel) play over-the-board finals before the European Go Congress.

Rip-Off

Not long after the British Go Congress in Belfast, the Irish organised their annual Rip-Off Tournament at the Dublin Teachers' Club on 29th April. None of the 16 players won all three games, but the winner was decided as Marc Stoer (1k Stockholm) on tie-break from Xingqun Lu (3d Dublin) and Alex Delogu (1k Dublin).

Stig Petersen (8k South Cambridge) was also among those who won two games.

European

The 50^{th} Paris International Tournament at Easter was attended by some 200 players. They celebrated the anniversary with special prizes, such as that given to Denis Feldman, who had attended the first edition.

Lukáš Podpěra, Robin Bonjean, Yaoling Yang and Tianyi Chen

The winner was Yaoling Yang (6d Bristol), ahead of Vsevolod Ovsiienko (5d Ukraine), Cornel Burzo (6d Romania) and Jonas Welticke (7d Germany). Tianyi Chen (5d Liverpool) was fifth.

Prague reached its 51^{st} edition on the weekend of 29^{th} April with 157 players from 22 countries. Yaoling Yang (7d Bristol) was first again with Kim Dohyup (7d Korea) second. Two others from the UK did well: Colin Clark (3k Manchester) and Tianyi Chen (5d Liverpool) both won four games.

Held in Strasbourg on 13^{th} and 14^{th} May, Ting Li (1p Austria) was the best of the 45 players from ten countries at the European Women's Championship. She became champion ahead of French players Ariane Ougier (4d) and Ngoc-Trang Cao (2d).

Photo credits: the photo from the Paris tournament was copied from the website of the European Go Federation, `eurogofed.org`

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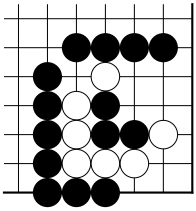
JOURNAL PROBLEM 5



Black to play and kill in ko.

SOLUTIONS TO THE JOURNAL PROBLEMS

The SGF files for these problems are to be found at www.britgo.org/bgj/issue204.

Solution to Problem 1

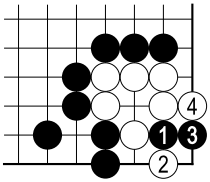


Diagram 1a (failure)

❶ If Black tries the 2-2 point...
② ...this lives.

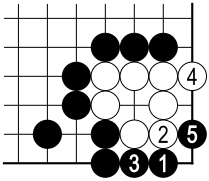


Diagram 1b (correct)

❶ This is the killing move – Black either connects out or takes away the eye shape.

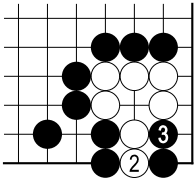


Diagram 1c (correct – variation)

② This also fails.

Solution to Problem 2

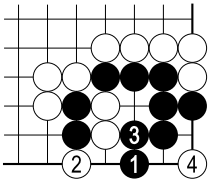


Diagram 2a (failure)

❶ If Black tries to make eye space with this or a similar move...
② ...White plays here and Black's follow-up is not sente.

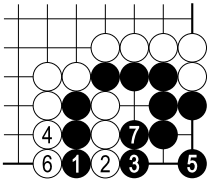


Diagram 2b (correct)

❶ Correct is to add a third sacrifice stone.
❺ Now Black uses the forcing move to make time to make two eyes.

Solution to Problem 3

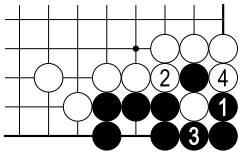


Diagram 3a (failure)

❶ This does not work.
② White can play here and Black is short of liberties.

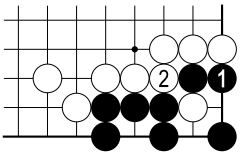


Diagram 3b (failure – variation)

❶ This also fails.

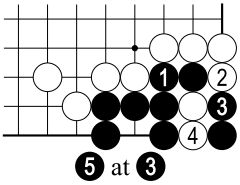


Diagram 3c (correct)

❶ This is the correct play.
④ White can capture two stones here but Black can play inside and trap the two white stones in a snap-back.

Solution to Problem 4

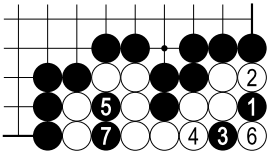


Diagram 4a (failure)

❶ This looks like the move to set up a ko.
④ White has enough liberties to play here.
❼ However White has to give up two stones to live.

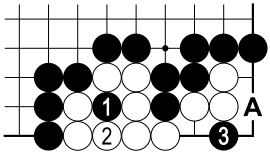


Diagram 4b (correct)

❶ Black must attack this eye first to reduce White's liberties. She cannot live in the corner if she gives up this eye.
❸ Now Black plays here or at **A**.

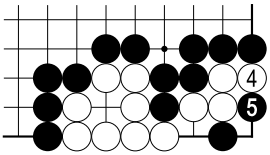


Diagram 4c (correct – continuation)

④ If White plays here ...
❺ ... Black plays here and White has to start the ko as connecting fails in damezumari.[a]

[a] *Damezumari*: a shortage of liberties.

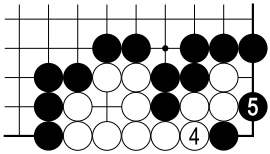


Diagram 4d (White's mistake)

④ White here (or at 5) dies.

Solution to Problem 5

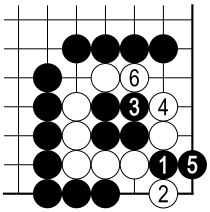


Diagram 5a (failure)

❶ Black can try this but it fails.
② Now whichever option Black chooses White can live.

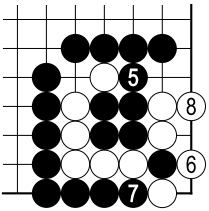


Diagram 5b (failure – variation)

❺ This also fails.

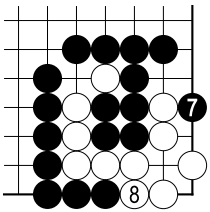


Diagram 5c (failure – variation)

⑧ White makes two eyes.

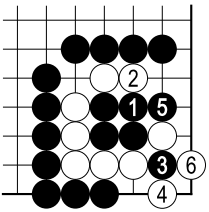


Diagram 5d (correct)

❶ So it is correct for Black to start here.
❸ Now Black plays here.

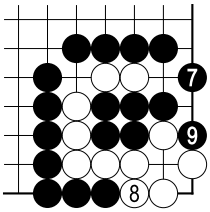


Diagram 5e (correct – continuation)

❼ This is the key move that sets up the ko shape.
❾ After this White must take this stone and fight the ko.

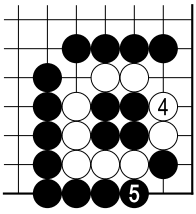


Diagram 5f (White's mistake)

④ This way …
❺ … White is unconditionally dead.

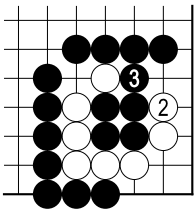


Diagram 5g (White's mistake)

❸ This way White doesn't have room to make two eyes in the corner.

❑

Association Contact Information

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Contributions to the Journal

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

Contributions are welcome at any time and the earlier the better. Those received after the copy date are likely to be too late for inclusion in the next issue. Please send them to journal@britgo.org. The Editor will be glad to discuss the suitability of any material you may have in mind.

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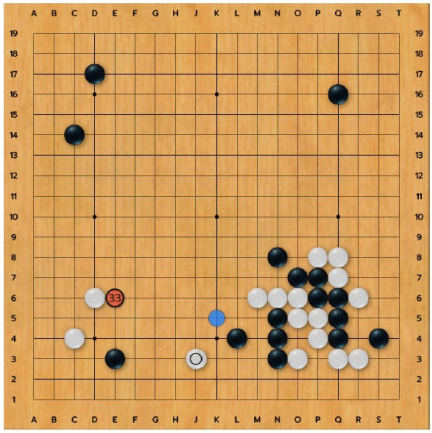

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