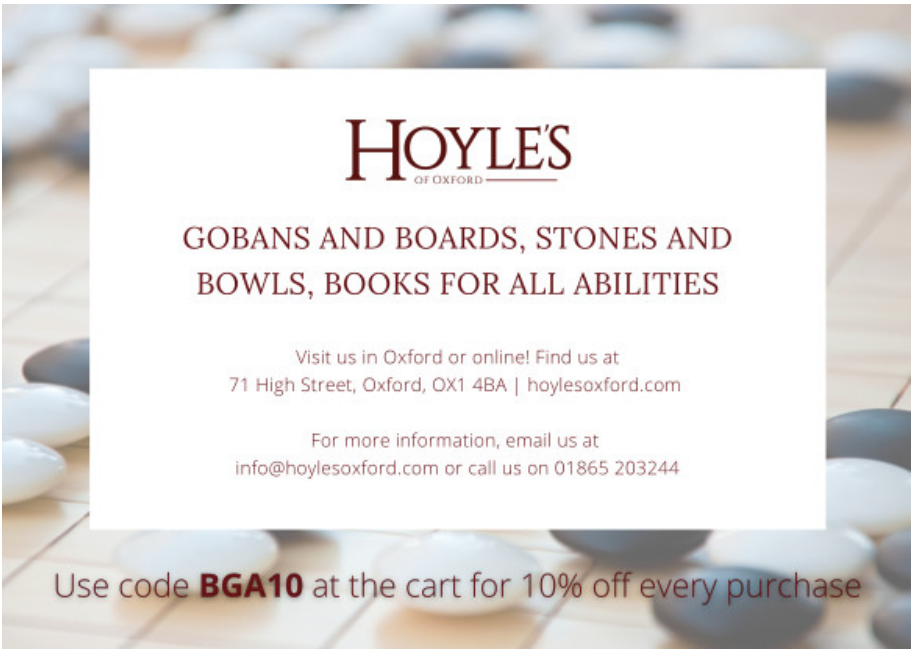
BRITISH GO JOURNAL

Number 207 Spring 2024



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Front cover: UK team at the European Youth Go Championships – see Youth News.

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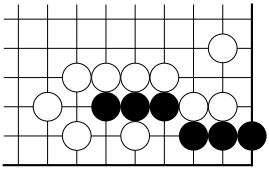
Journal Problem 1



Black to play and live.

EDITORIAL

journal@britgo.org

British Go Journal 207

Last Advice

Richard Hunter completes his series of articles *Advice for Doing Tsumego*, which began in BGJ 194. In his concluding remarks, he says "In the future, these articles might form the basis of a Go book, but no promises." As he observes "All four of my published books on Go techniques (not the ones on Japanese) started off as BGJ series in the past". For the record, these are:

- *Cross-Cut Workshop*, BGJ 92 to BGJ 97 (except BGJ 96) plus BGJ 112;
- *Monkey Jump Workshop*, BGJ 96 to BGJ 102 (updated in the e-book);
- *Counting Liberties & Winning Capturing Races* in BGJ 102 to BGJ 120 (also with a contribution from Simon Goss in BGJ 120);
- *Key Concepts in Life and Death*, based on the series *Nakade and Ishi-no-shita* in BGJ 120 to BGJ 133.

Some have appeared elsewhere, for instance the *Cross-Cut* articles were reprinted in the French Go Journal. All are available as e-books through SmartGo Books (gobooks.com/books-by-author.html#richard-hunter).

Thank you Richard! We look forward to your next series.

Sad News

Sadly, there have been several deaths of well-known members of the BGA in recent months.

Pauline Bailey passed away in November, at the age of 99. Though she hadn't been to a tournament for some years, Steve Bailey reports she was still playing on the Dragon Go Server until quite recently.

As reported in the January BGA Newsletter, Kathleen Timmins died in December. Kathleen was BGA Membership Secretary from 1998 until 2007. I had the pleasure of playing Pauline and Kathleen many times.

Derek Hunter, the eldest brother of Richard Hunter, died in March. Derek started playing Go in the mid-1960s and was BGA secretary for many years. He was granted life membership. He appears in the 1968 photo in BGJ 200, page 19. We hope to include an obituary for him in the next edition.

The actor Michael Culver (1938-2024) died in February. Perhaps best known for his role in the film *The Empire Strikes Back*, he was a keen Go player, reaching the rank of 1 dan and playing in London clubs and tournaments. In BGJ 85 (page 16), you can see a review by Matthew Macfadyen of a game he played, partnered by Alison Cross, against Sue Paterson and Jim Barty in the first British Pair Go Championship in 1991.

More Books

On a lighter note, another long-standing member, Bill Brakes has written a novel called *Three Cold Dishes* and it's available from Amazon as an ebook or paperback. Bill says "As the title suggests, it is a story about revenge and could be classified as a thriller/crime novel. A 'page-turner' as one of my readers has described it!". While Go does not feature in the novel, his "... four short stories collections are also still available, and one of them (*Connections: ragged and precious*) has Go as a central theme."

Pat Ridley
May 2024

Credits

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

Contributors: Andrew Ambrose-Thurman, Tony Atkins, Tim Hunt, Richard Hunter, Artem Kachanovskyi, Toby Manning, Paul Smith, David Wildgoose and Colin Williams.

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

CONTRIBUTIONS TO THE JOURNAL

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

Contributions are welcome at any time and the earlier the better, please. 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.

THE BGA ANALYSIS SERVICE

analyst@britgo.org

One of the benefits of being a BGA member is that you can get your games analysed by a stronger player. If you would like to take advantage of this, please send me the game record as an SGF file. (If you don't know how to do that, don't worry. Just get in touch and we can sort out the practicalities.)

For more details, please see
www.britgo.org/positions/gamereviewservice.

Tim Hunt

President's Message

Toby Manning president@britgo.org

As previously announced, I am standing down as President and this is my last message in this slot. So this is something different: a personal review of 50 years of Go administration.

My Go-playing career effectively started when I went up to Cambridge University in 1971. Although I knew the rules (indeed, was about 20 kyu) I was completely self-taught. I joined the Cambridge University Go Society (CUGS), which at the time was not doing well, and at the end of the year, I was 'elected' secretary of CUGS. In 1973, together with Brian Castledine, we tried to run the first Cambridge Go Tournament (it was later that it gained the epithet 'Trigantius') but had to cancel it as there was a petrol crisis at the time. The first Cambridge Go Tournament was therefore in 1974 during my third academic year, when I had been 'promoted' to President of CUGS.

In Autumn 1974 I started work and moved to Bristol. At the time Bristol Go Club had the responsibility for editing the British Go Journal, and in 1976 I was invited to join the editorial team, editing three issues (numbers 31, 35 and 39). Then in November 1976, I was co-opted onto the BGA Council, under Bob Hitchens as President. I had a major dilemma when a group of people from London offered to take over editing the Journal: I voted in favour of the move as I thought they would do a better job but I do not think I was ever really forgiven by my friends in Bristol. Meanwhile, I was involved in Bristol Go Club, doing the draw at the Wessex Go Tournament (then held in Marlborough) for three or four years.

Brian Castledine had been elected BGA President in 1978 but he died later that year, leaving a large hole, and I decided to offer myself as President at the forthcoming AGM.[1] So April 1979 was an important month for me: I started a new job in London at the same time as running the British Go Congress in Bath, and was elected BGA President. BGA Secretary at the time was one Matthew Macfadyen.

Council was very young: I think we were all under 35, and comparatively inexperienced. Of course, in those days there was no internet, no word processing: Journal diagrams were put together by sticking numbers onto a grid and photographing it.

I was President for four years, before retiring, finding it difficult to do the job at the same time as developing

[1] There is an obituary for Brian Castledine in www.britgo.org/bgj/bgj045. *Ed.*

a career and having an active social life. I stood down in 1982, but not before running the British Congress in Nottingham, where I first met the indefatigable Tony Atkins. However, I continued to help run the Central London Go Club, where I was secretary with Jon Diamond as President. Jon was always a joy to work with: co-operative, helpful and always constructive. During this time we ran the London Open Go Congress at the InterVarsity Club in Covent Garden: I will always remember us doing a manual draw with up to 140 entrants.

After standing down as President I continued being active in the BGA, being Auditor for several years before passing the job onto Alison Bexfield. For most of this time, T Mark Hall was Treasurer, and he was again a joy to work with: he kept good records and was always happy to accept my advice.

From around 2003, I had no role in administering the BGA until in 2008 the First World Mind Sports Games were announced. It was decided that the BGA should send a large team, and I volunteered to act as co-ordinator on condition that Jon helped me. Jon agreed and we took a team of approximately 20 to Beijing in the Autumn.

I was co-opted onto Council in April 2008; Jon was co-opted 10 months later, and then became President in 2009. But as a member of Council, I was unhappy with the financial information we were getting and, on the basis of 'put up or shut up', I offered myself as Treasurer and was elected in 2011, re-creating a fruitful and enjoyable collaboration with Jon.

Jon stood down in 2015 and Roger Huyshe took over as President. I had first known Roger in the 1970s, when he ran my local Go Club (Corby); we also sometimes played Bridge together, but we lost contact in 1979, as he stopped playing Go, until he came back onto the scene in 2009. Roger was also a joy to work with.

Roger died in November 2017; I was happy to remain as Treasurer but was unable to find a replacement candidate for Roger, so in 2018 I became President and Richard Wheeldon took over as Treasurer. In 2020 Colin Williams made the mistake of saying to me that he was interested in getting involved in the BGA, and he took over as Secretary. Colin was another great pleasure to work with.

Meanwhile, T Mark Hall had died in 2013, leaving a large sum of money to the Go Community: we set up the T Mark Hall Foundation and I became Finance Director of this company as well as BGA Treasurer. Then, in 2020, we contributed the majority of the Foundation's funds towards the purchase of the London Mind Sports Centre in Ravenscourt Park, near Hammersmith, now home of the London Go Centre.

Reflections

I have enjoyed volunteering for the Association over the last decades. What made it most enjoyable was working as a team: the friendship, cooperation and help from other members has been invaluable. Although I have mentioned some of the most important people in the above text, there are many others but space prevents me from mentioning them all.

❑

YOUTH NEWS

Tony Atkins ajaxgo@yahoo.co.uk

Hong Kong Match

This match continued in the new year, starting with Ryan Zhang losing to Tang Kit Hin who had beaten Gene Wong. Scott Cobbold as last player needed to beat all five remaining Hong Kong players. He won four easily, but in the deciding game on 17^{th} February, he played well in a fighting game against Lee Ho Ham, but lost by 4.5. This made Hong Kong the winners 13-12.

European Teams

The UK youth squad won their third round match in the European Youth Go Team Competition on 13^{th} January against Romania. Yanyi Xiong, Blake Shamoon and Alvina Kwok won their games, but our top two boards, Scott Cobbold and Alain Cheung, were unable to overcome their opponents, although Scott fought hard to lose by only 8.5.

In the fourth round however, on 11^{th} February, they lost to Austria 2-3. Michael Mitcham-Harding and Audrey Fung produced victories on the top two boards, but Aidan Fung, Lukasz Kudla and Emily Gan were unable to match this good performance.

The final result was that Ukraine, being unbeaten, won the competition, with Germany second and Poland third; the UK team came fourth.

Pandanet Teams

This new Championship is similar to the adult Pandanet Teams with all players having to be citizens of the country they represent, but with five-board matches on a Wednesday. Additionally, board four must be female and board five must be an under-12. Nine countries entered, split into two leagues, of which the UK is in the top one and has to play the other three teams twice.

In the first match on 28^{th} February Scott Cobbold, Ryan Zhang, Michael Mitcham-Harding and Lea Wong all won and only Yanyi Xiong lost, to take the match. The second match on 13^{th} March was against Croatia. Scott on board one had played his game early and secured a confident win, meaning the UK only needed two wins from the remaining games; these were gained by Lea and Ryan. Both Yanyi and Michael fought hard but lost their games to slightly stronger opposition.

On 3^{rd} April against Romania, the team won again, three games to two. Blake Shamoon won comfortably against an opponent one grade lower than him; however, Zoe Walters started well, but could not hold her off higher graded opponent. Ryan and Michael were both evenly matched against their opponents, with Ryan winning by 7.5 and Michael losing by 7.5. Scott played another exciting and long game, ultimately clinching victory by just 1.5 points.

These three wins put the team at the top of the A-League halfway through, with the three rematches to come.

City Teams

In the Euro City Youth Go League 2023/24 there were eight UK teams in the three leagues. Games were played this time on PlayStrategy on alternate Tuesday evenings throughout the autumn. After the leagues, the top sides played knock-outs to determine the winners.

The top division final between London and Wuppertal was very close. In the handicap games, the London players were white on all three boards and only Alain Cheung won his game for London. In the even games, Scott Cobbold and Gene Wong both won to tie the match. However, London won on tiebreak because they won more of the even games, repeating the previous League's result.

European Youth Go Championships

This was held in Hamburg, Germany, from 21st to 23rd March. It was preceded by a three-day training camp. Ninety-eight entrants from 13 European countries took part, including 23 dan players and 38 in the under-12 section (including four of dan level).

Of the UK contingent of five players, Ryan Zhang (3d) took third place in the Under-12 group with four wins and losses to second-placed Bende Barcza (2d Hungary) and winner Bartik Dach (2d Czechia).

Spike Shamoon (3k), our only representative in the Under-18s (won by Uze Xing (5d Germany)), and Rachel Chik (15k) both won four games lower down the field.

Seen at the EYGC

The eight-player Under-21s was won by Benoit Robichon (3d France), on tie-break from Arved Pittner (5d Germany) and Denis Dobranis (5d Romania). Ryan Zhang, playing with Violeta Gorbulska (5k Ukraine), also came third in the friendly Pair Go.

Toby reviewing Rachel's game with the Dutch captain and her opponent

Toby Manning attended as non-playing captain and thanked the Youth Go Trust for supporting the UK players.

Credits: The photograph 'Seen at the EYGC' was provided by Toby Manning; the one of the game review was provided by Jochen Fassbender.

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GO-PLAYING ROBOT

David Wildgoose dbwildgoose@gmail.com

David versus robot

One of Sheffield's members (George Zhou) has purchased a Go-playing robot which was recently released in China, and we have jokingly referred to it as one of Sheffield's newest players.

The robot is currently available in China only, but apparently there are plans to release a version suitable for Western players later this year.

The robot has three boards available; 9x9, 13x13 and 19x19 and it is able (via its head camera) to automatically recognise and play on each board.

It has a deliberately 'cute' appearance that is clearly designed to appeal to children and is capable of teaching them how to play Go.

It also includes many Go problems which it sets up on the board for you to play. When you have successfully solved a problem it will then automatically set up another problem for you to attempt. Interestingly, it does this by rearranging the board rather than by a simplistic approach of 'clear the board and then set up the next problem'. When it does this, (or when clearing the board after a game), it can pick up to five pieces at a time.

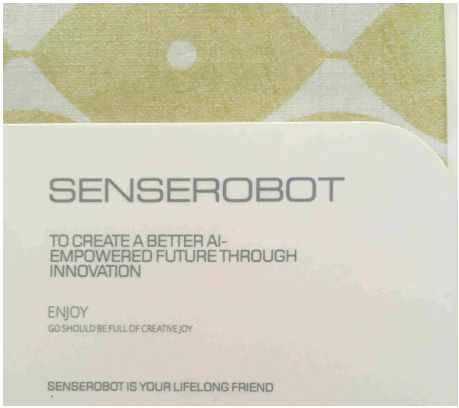
The stones themselves are plastic, presumably with a magnetic core. They don't appear to use a low power sensor (e.g. RFID) to identify themselves. Instead, the robot uses its head camera to automatically recognise individual stones and their positions on the board. It obviously knows the state of the board and is capable of recognising any deviation. As a result, it doesn't understand placing two stones as implying resignation - it says "abnormal" (in Mandarin) and then puts the two stones back in your box.

It uses Chinese (area) scoring by default, placing any captured stones back in your box. It can't always cleanly pick up stones from the boxes, adjusting slightly and making additional attempts. It is helpful to deliberately smooth out the stones in order to make it easier for the robot to pick up a stone from the heap.

If WiFi is not available then the built-in Go engine plays around the 8 kyu level, but it is primarily intended to play by connecting to a strong internet AI player.

The robot includes a very useful ability to act as a client to around five different Chinese Go sites.[1] This enables you to play online but using a real board and real pieces.

I attempted to play a 13x13 game against it and initially assumed I was playing well. Of course, as the game progressed it was obvious that it was holding steady with a one-point lead that I was unable to overcome – typical AI behaviour, but this might be useful when playing children because any games are automatically 'close'.



We then tried to play a 19x19 game against it, but we sneakily used a (different) internet AI to play our moves and assess the optimum play in response. The first 40 or so moves in the game were identical. Then things got interesting, with regular disagreements on the optimum play. Initially, we weren't sure which AI was reading the game more accurately. Eventually, however, the other online AI was able to beat the robot. Incidentally, the robot always played quickly (within seconds).

George paid around £350 for the robot in China. It will be interesting to see what the Western version will cost when it becomes available.

❑

[1] Sadly, the Fox server is not (yet) one of them, nor any Western sites such as OGS or KGS. Presumably, this will be remedied prior to the release of a version of the robot in the West.

ADVICE FOR DOING TSUMEGO – PART FOURTEEN

Richard Hunter

This part ends the series with a summary and some illustrative problems that cover introduced ideas plus a couple of new ideas. The series has not covered all of the key points and advice given in Go books. I mainly focused on the two most important points. I also took a couple of diversions and added in nakade clarification.

Many professionals recommend doing tsumego (and life-and-death) problems as the best way to get stronger.[1] It is ok to look at the answers. It is better to do many easy problems than a few hard ones. Reread books and progress via shape recognition. Studying should be fun, not a gruelling workout.

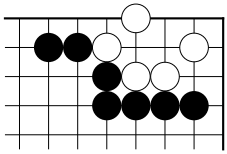
The two most important points to consider at first when reading out a position are playing from the outside or playing inside. These target the eye space size and the vital point, respectively.

When trying to kill your opponent's group, think about narrowing the eye space from the outside. When trying to make your own group live, think about widening the eye space. If you read out that this approach does not work, then next consider playing on the vital point. Sometimes, the vital point will be so obvious that you can skip straight to this step and quickly see that it does indeed work. However, in most cases, both in book problems and in actual games, it is better to think first about reducing or enlarging the eye space.

I also mentioned a couple of problem-solving techniques based on the idea of rearranging the move order. One is to omit the needless exchange of ❶ for ② and simply start with the next move: ❶ at 3. The second is to mentally consider White-Black-Black instead of the normal Black-White-Black sequence. That helps you think about your opponent's aim. In games and harder problems, it is important to read out your opponent's strongest responses.

[1] *Tsumego* are problems mainly about life and death, but also about ko, capturing races, cutting, connecting, etc. – see senseis.xmp.net/?Tsumego.

PROBLEM 1



Black to play

This is a common position that appears in many problem books to introduce an important technique.

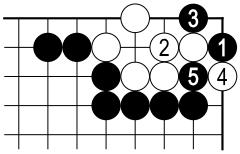


Diagram 1 – failure

❶ reduces the eye space, but it does not kill unconditionally. ② makes an eye and ④ creates a ko for life. However, Black can do better.

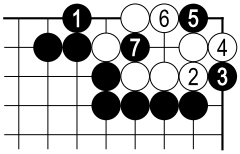


Diagram 2 – correct

Descending to the edge of the board with ❶ is a tesuji, but it might be difficult to read if you are unfamiliar with it. If White tries to expand her eye space with ②, Black reduces it with ❸ and then strikes with ❺, a second tesuji that kills White. This shape crops up in other similar positions, including ones that occur in games.

You might recognize the descent to the first line from journal Problem 2 in BGJ 205[2]. In that answer, the descent was actually move 5 not 1 because the problem started with fewer stones in the corner.

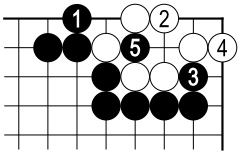


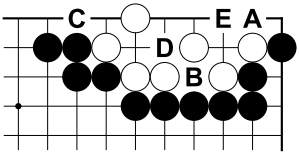
Diagram 3 – correct variation

② is answered by ❸. ❺ lets Black prevent White from making two eyes.

[2] britgo.org/bgj/bgj205.

PROBLEM 2

Problem from Part Thirteen in BGJ 206



Black to play

Black has three ways to reduce White's eye space (**A, B, C**) and a couple of vital-looking points (**D, E**).

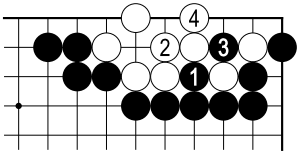


Diagram 4 – failure

Playing atari from the outside with ❶ reduces White's eye space and might look as if it kills, but that is wishful thinking. White does not connect, but instead plays ②. This ensures that White gets two eyes at the cost of sacrificing a stone or two. If White were to connect with 2 at 3, then a Black move at 2 would kill her.

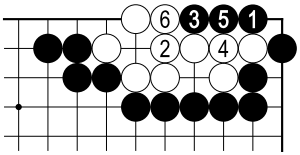


Diagram 5 – failure

Playing atari in the corner with ❶ looks like it gets a ko. If White blocks with 2 at 5, Black captures and the result is indeed a ko. However, once again White can do better. ② lives unconditionally. Trying to kill White with ❸ fails. ⑥ enables White to capture three black stones, which gives White an eye. In a game, Black might benefit from capturing the stone in atari in sente (3 at 4) and letting White live rather than hoping for (or expecting) a White mistake.

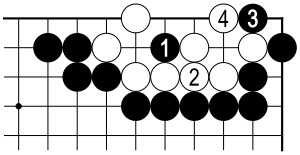


Diagram 6 – failure

❶ is certainly a vital point that White wants to play. It gave her life in Diagram 4. However, if Black plays there immediately, the result is a ko. Black can do better.

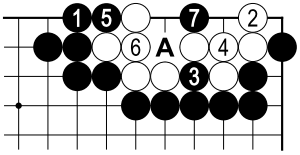


Diagram 7 – correct

Descending to the edge of the board with ❶ is the move that kills. Black can refute any White response. If White expands her eye space with ②, then ❸ works. ❶ prevents White from living by playing at **A**, as she did in Diagram 4. Problem 1 is a nice stepping stone for solving this harder problem.

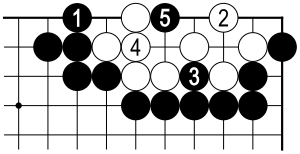


Diagram 8 – correct variation

② doesn't work either.

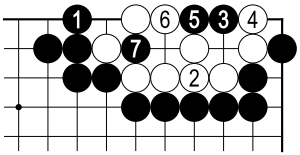
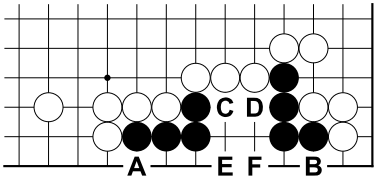


Diagram 9 – correct variation

And neither does this ②. ❺ and ❼ use the same killing technique that we saw in Diagram 2.

PROBLEM 3



Black to play

Go proverbs are useful, but they are not always applicable. My advice (consider the eye space first and vital point second) is usually best, but not always. I chose this problem to illustrate such an exception as well as illustrate a new idea.

Black has four ways to enlarge his eye space (**A, B, C, D**) and two vital-looking points (**E, F**). The correct solution to this problem is fairly easy. Playing on the true vital point divides the eye-space into two separate eyes. The other vital-looking point fails. Widening the eye space might lead to a bigger live territory, which is tempting. However, the move sequences are harder and have many variations, which you might misread. These failure lines illustrate several important life-and-death techniques. It is always good to think about failure lines in book problems in terms of how you would punish Black in a game for failing to play the correct moves.

First, let's consider White's aim in this position. How would she play if it were White to play first?

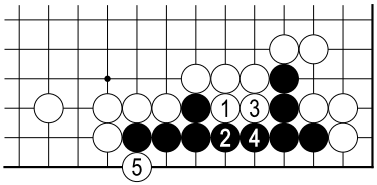


Diagram 10 – White first, White kills

① and ③ reduce Black to a straight seven on the second line. We previously met 六 死 八 生, which means 'six dead eight alive'. Seven is unsettled. Since White has sente to play next, ⑤ reduces the row to six, which is dead.

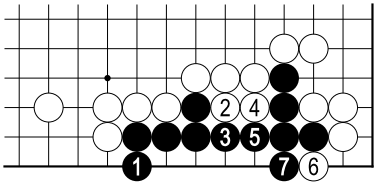


Diagram 11 – Black A, mistake by White

That assessment might tempt you to think that ❶ lives, but that is wishful thinking. ❶ fails. If White simply plays ②, ④, and ⑥, then Black does indeed live, but that depends on a mistake by White. White has a stronger response.

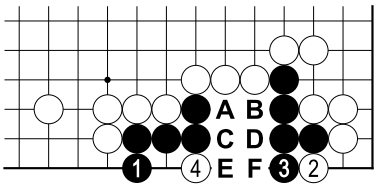


Diagram 12 – failure A, White's refutation

The hane at ② kills, so ❶ fails. If Black blocks at ❸, White does not push in from above, but plays ④ at the point that would give Black an eye of the smallest possible size leaving the most room for a second eye. Black has several possible continuations, but none of them work. For example, with Black playing next, **ABDE** leads to a single eye, which is dead. **BCAF** leads to death by nakade. **ECAF** is similar.

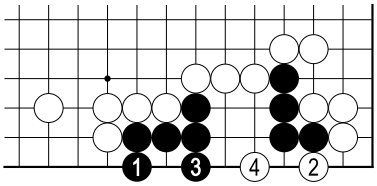


Diagram 13 – failure A, variation 1

Black might think that answering ② with ❸, which makes an eye, is good, but ④ is a strong response that kills Black. I leave the various continuations for you to read out.

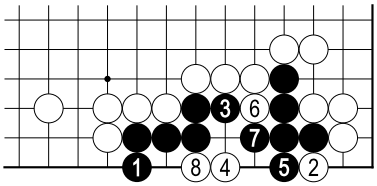


Diagram 14 – failure A, variation 2

❸ looks promising. It enlarges Black's eye space. However, ④ is a strong response that kills Black. It threatens to either connect out or prevent Black from making two eyes.

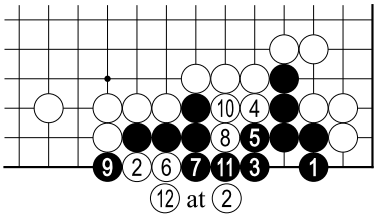


Diagram 15 – failure B

The descent at ❶ on the other side fails too. ② kills Black. Again, there are several possible continuation lines, but I will show only two and leave the rest for you to read out. ❸ is answered by ④ and ⑥. White must play ⑩, which is sente, before throwing in at 12.

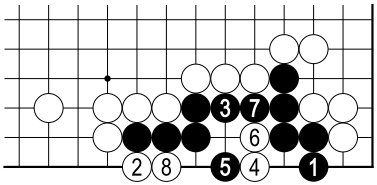


Diagram 16 – failure B, variation

If Black tries ❸ here, ④ kills. Black has no reply that works.

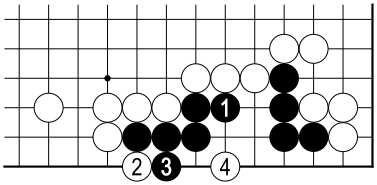


Diagram 17 – failure C

❶ is answered by ②. Black's eye space is dead. Wherever Black plays next, White can prevent him from making two eyes.

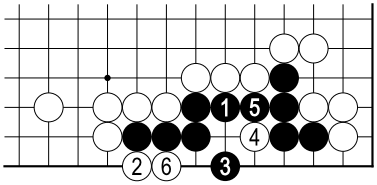


Diagram 18 – failure C, variation

❸ threatens to make an eye, but ④ breaks it in sente. ❸ at 4 doesn't work either.

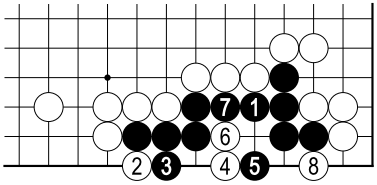


Diagram 19 – failure D

❶ fails in a similar manner. ② reduces the eye space and Black cannot make two eyes.

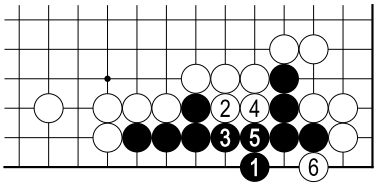


Diagram 20 – failure F

❶ is easy to refute. ② and ④ are both sente. Black has to stop White from pushing further down to the second line, which would falsify one of his attempted eyes. However, ⑥ leaves Black with only one eye.

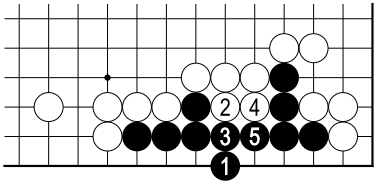


Diagram 21 – correct E

The only candidate left is ❶ (**E** in the problem diagram). This is a fairly obvious vital point that divides Black's eye space into two. If this was the first move that you thought of, that's fine. It jumped off the page for me when I first saw this problem.

You can regard this problem as an exception to the advice to think of the eye space first and vital points second. Once you have spotted a way to live, you can always look for a better, more profitable way. However, do be careful. Don't get greedy and misread the complicated lines discussed above.

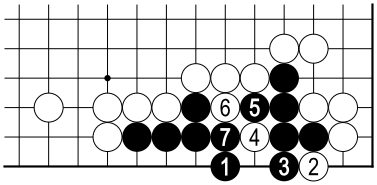


Diagram 22 – correct variation

② here also fails to kill Black. Playing ② at 4 leads to a similar result.

Conclusion

I hope you found this series interesting and useful. Feedback to the journal is always welcome and helpful; otherwise, I just write my own ideas. In the future, these articles might form the basis of a Go book, but no promises. I have other plans that I want to spend time on first. All four of my published books on Go techniques (not the ones on Japanese) started off as BGJ series in the past.[3]

❑

[3]See Editorial – *Ed.*

Promoting Go in the UK: 30 Years of Youth Go in Cambridge

Paul Smith paul361smith@gmail.com

Increasing the size of the Go community in the UK is not easy because very few people in the UK know what Go is. Even after the publicity of the AlphaGo match with Lee Sedol, a survey showed that only 4% of UK adults were aware of Go.

There are few opportunities to discover the game. Shops that sell board games are likely to stock Chess, Scrabble and a variety of modern board games such as Catan and Carcassonne, but except for a few specialist shops none stock Go. Bookshops rarely stock Go books. This situation is in many ways worse than it was 50 years ago when Ariel and Spears Go sets were common, and Iwamoto's *Go for Beginners* was in many shops.

At the time of the AlphaGo match, Go was featured in TV and radio news programmes and some British Go players were interviewed and gave out information about the British Go Association and how to get involved with Go. The BBC news website had an article about Go and a link to the BGA site. But all this publicity didn't lead to many new Go players. In the light of this, it seems clear that it's very hard to promote Go at a national level. A more fruitful approach might be to promote Go in local areas and build up groups of players in particular towns and cities.

There is a network of Go clubs in the UK, and there are tournaments somewhere in the country on maybe half the weekends of the year. But many of the clubs have very few members and may not meet very regularly. Clubs and tournaments often lack double digit kyu players, so any beginners find themselves far away in strength from potential opponents.

It's more likely for people to take up Go as children or students than as adults. However, even promoting Go for children is difficult. Schools are not likely to be enthusiastic to start a club for a game that they have not heard of, and parents are unlikely to see the value of their children playing Go. They are more inclined to be keen on Chess, as they can see that there are many school clubs and junior tournaments so their children would be joining a large community of enthusiastic players.

Despite these difficulties, we have had some success in promoting Go to children in Cambridge, although it has taken many years to find good ways to do it! We think we now have a model that could be applied successfully in other places, at least in the UK and similar countries,

Youth Go in Cambridge – Stage 1 – Chess & Go Club

We are lucky that there is a well-established Go Club in Cambridge University, which dates back to the 1960s. Because of this, Cambridge has generally had a reasonable number of local Go players, both current students and people who studied at the university and then stayed in Cambridge afterwards.

In the early 1990s however, there were no school-age players and we felt that the local Go community would never thrive unless there were opportunities for local children to learn to play, but we had little idea where to start. If we just started a club aimed at junior players then it was likely there would be little or no interest.

At this point, we had a stroke of luck. We knew some people at the local Chess club, particularly the Chess club president, Patrick Ribbands. He told us that they had been running a children's club but no longer had enough helpers to run it, so it was likely to close down. We suggested joining forces to run a Chess & Go Club for children and he was very keen on the idea. We applied for a grant from the Ing Foundation, who gave us enough money to buy some Go equipment and to advertise the club to local schools. In those days, schools wanted paper flyers to distribute to each class teacher. We spent a lot of time producing these and cycling around Cambridge, giving them out to schools. This was successful; we got enough members to have 20-30 children coming regularly to the club, most of whom could already play Chess but very few knew about Go. However, most children wanted to learn both games and many came to love playing Go as well as Chess.

Youth Go in Cambridge – Stage 2 – Small Board Tournaments

Once we had taught some children to play Go, it was not clear what the next step should be. Some of the children were enthusiastic but club meetings were quite short and there was little opportunity to do much teaching, especially as we were often both teaching the rules to beginners and also organising Chess. The children learned to play on 9x9 and 13x13 boards, but many Go players advised us that they should move up to playing 19x19 games as soon as possible. This didn't seem practical given the length of the club sessions, the limited experience of the juniors who were only playing Go once a week and the concentration span of the younger players.

We think the situation may be very different in countries where Go is played traditionally, where there is an expectation from parents that children will study the game and become stronger. Here parents didn't in general see the value of Go and there was no opportunity to give children homework or set up longer meetings.

The adult players at tournaments were much stronger than the children in our club, and at this time there was only one youth Go tournament each year in the UK. We organised a small Go championship within our club, played on 13x13 boards, but there seemed little chance of the children getting involved in the wider Go community.

To address this, we created some new events; in particular we worked with the British Go Association to set up a national tournament called the UK Go Challenge. This was a blatant copy of the UK Chess Challenge, run by a Chess player called Mike Basman. Any school or youth club could organise a heat from which players could qualify for a regional final (a Megafinal) and then a National Final (Gigafinal). It's very successful, and at one point there were more than 70,000 children taking part each year. With Mike's permission, we

copied his concept; he also gave us free advertising in his mailings which went out to over 2,000 schools.

The UK Go Challenge was set up as a 13x13 competition to make it accessible to schools with short club sessions and mostly beginner level players. Twenty-three schools and clubs took part in the first year. There was only a heat stage and a national final. Since then the competition has not really thrived; the national final has continued to take place every year but very few clubs run heats. However, in our Cambridge club it has been very important: in each Spring term we hold a heat of the UK Chess Challenge and in the Summer term a heat of the UK Go Challenge. This means that children have the chance to play Go competitively in a national event and it shows the parents and children Go being taken seriously in a similar way to Chess.

Children from our club also joined in a rapid 13x13 handicap tournament called the Sonoyama Trophy, run regularly by the university club, and the national 13x13 Go championships, which we helped to revive and hosted in Cambridge several times.

We believe that to get more children playing Go, it's very important to normalise competitive 13x13 Go events, and not treat 13x13 Go as being for beginners. With the smaller board, it's easy to have fast or arena tournaments and it's easier to set up competitions that feature a wide range of strengths. School clubs that have short meetings also work better with small board games. We are lucky that in the national 13x13 Go championships a lot of dan players take part, so children can see that players of all levels can enjoy small board Go.

Youth Go in Cambridge - Stage 3 - Clubs in Local Schools

In the course of running our club, some parents of children who liked Go suggested that we might run Go clubs in local schools. We held a Go stall at some local junior Chess events and this brought us into contact with some teachers who ran school Chess clubs. As a result of all these contacts, we got the opportunity to start running some clubs in local schools.

Our first attempt involved four different schools, a mixture of before school, lunchtime and after school clubs. The most successful one ran for 12 years but after a while all these clubs closed because we didn't have enough helpers able to commit to running the club every week.

Once one of our main organisers retired from their job, we had more capacity to run school clubs again and currently there are four school Go clubs in Cambridge, three run by us and one run independently by a teacher.

Youth Go in Cambridge - Stage 4 - More Teaching

At around this time we had some visits from professional Go players and this really helped to boost our club.

But soon we ran into a problem when the local Chess club decided they could no longer be involved with the Junior Chess & Go Club. Fortunately, we were able to continue, being run by Go players and parents, sometimes with the help of enthusiastic local Chess players.

We had a short teaching session at the start of each meeting, which alternates between Chess and Go. We usually have three Go teachers which has

given us the chance to split the players up into groups by ability and this has allowed the players stronger than 20 kyu to play a lot more on full-size 19x19 boards. We have around 40 ordered lessons from our teaching sessions and we are trying to document these with attached Go problems and supporting activities.. We've recently joined a group of other Go teachers from around Europe so we can work together on producing a Go curriculum from materials like this.

During the main part of our meetings the children play each other on a Go ladder and we also have a system where they play increasingly challenging games against the Go teachers. They begin on 9x9 boards with seven or eight stones and the handicap reduces each time they win. Once it is down to three or four stones they move up to 13x13 boards with 13 stones and once they get the handicap down to about four stones they move up to 19x19 boards with 13 handicap stones. This method seems effective in helping children to improve.

During the summer holidays, we organised some Go teaching days with around a dozen children in each day. Each session was led by two teachers and we were able to charge enough money to make reasonable payments to the teachers. At about the same time a couple of the children started having private lessons, which again allowed the teachers to be paid.

Youth Go in Cambridge – Stage 5 – Lockdown and Online Go

Things were going well in our club, with some of the Cambridge children doing well in national youth events and regular Go tournaments. Some even played at the European Youth Go Championships or were selected for the national youth team.

But then the coronavirus pandemic struck and all our face-to-face meetings had to stop, so we moved our club meetings online onto OGS. We started off with just a Cambridge youth meeting, but this was very successful, so we helped to start a national youth online meeting at the weekend. We typically had two or three adult helpers at these online meetings and sometimes as many as 15-20 junior players at one time.

Many children had had their normal leisure activities stopped, so they had more time for online Go. We helped the BGA organise some national online events that our local junior players could join in with. These included international matches against a team of juniors from Beijing, a team from a Go college in Hong Kong, and the Netherlands youth team. There was an England v Scotland youth match as well and a match between top UK juniors and some adult players.

We still have an online meeting on OGS once a week (with a Zoom meeting held alongside so we can talk to the children). It is good for players who can't get to our other club meetings, and it's easier to review the games than at the face-to-face clubs.

Youth Go in Cambridge – Stage 6 – Present Day

We opened a second branch of the Junior Chess & Go Club in south Cambridge.

During lockdown, a European online 13x13 team event called the Euro City Youth Go League was set up by Marc Rieger from Germany. We helped to revive this, working with

Go organisers from Germany, Italy and the Netherlands. The event was very successful, with 29 teams from eight countries. Importantly, we were able to enter five teams of our local players (17 players in total) so they could play competitive games against players from all around Europe. This gave us many game records that we could review afterwards. It was also good that our club could have online Go teams, alongside our online Chess teams who play in the UK's national Online Junior Four Nations Chess League (4NCL).

Cambridge University Go Club meets on Sunday afternoons at 4 pm so we started some teaching sessions for the stronger local junior players in the 90 minutes before this meeting starts. The teaching is led by two dan players who are university students and who are paid by the parents for teaching the children. Our strongest youth players are getting some high-level teaching with teaching games and game reviews on full-size boards.

With these teaching meetings, the four school clubs, the two branches of the Junior Chess & Go Club and the online meetings there are in total eight meetings each week of junior Go players in Cambridge.

There are about eight adult players regularly involved in this but some don't have much spare time so we doubt that we have much capacity for further expansion without more helpers. We've had generous financial support from Cambridge Youth Go and the Youth Go Trust, enabling us to purchase equipment. We continue to promote our activities to the wider local community, for example at local youth Chess events.

There are more than 60 school-age players actively playing Go in Cambridge now. Most are still beginners, but around 20 are stronger than 20 kyu and nine are single-figure kyus. Now that we have more formal teaching sessions, the strength of the players should improve more rapidly than before.

We hope that what we have done is copied or adapted in other places. It has taken us many years, but if people can learn from our successes and mistakes maybe they can achieve more than us in a much shorter time!

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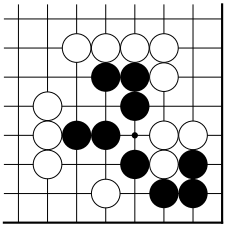
JOURNAL PROBLEM 2



Black to play and live.

UK News

Tony Atkins ajaxgo@yahoo.co.uk

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

Lancaster

The second Lancaster Go Tournament was held on Saturday 3rd February, once again in Lancaster University's maze-like Management School building. Despite some travel difficulties caused by train strikes, the tournament still managed to attract 45 players with a wide variety of grades and ages.

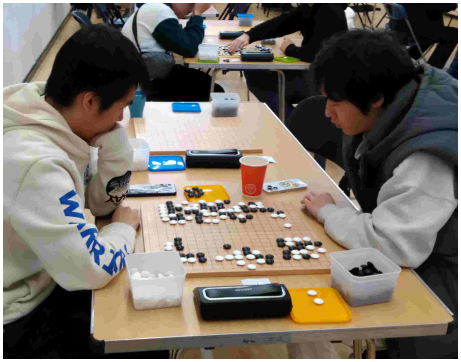
Peikai Xue (4d UCL) was the winner, with Zhan Shi (2d Manchester) second and Sam Bithell (2d Durham) third. Prizes for winning all three games went to Alistair Burgess (30k Cheadle Hulme School [CHS]), Jeremi Grabas (15k Durham), John Armitage (10k Lancaster), Craig Maclean (9k Durham), Elliot Barlow (8k CHS), John O'Donnell (6k Glasgow) and Björn Eurenius (2k Lancaster).

In the side 13x13 tournament youngsters Olivia Jennison (24k) and James Zhao (13k) battled it out for the first prize, with a late flurry from James to claim the first prize.

Oxford

Oxford Tournament returned to the calendar on Saturday 24th February. The new venue was the West Oxford Community Centre on Botley Road, not far from the station. Flooding, however, meant the adjacent park and children's playground were awash and couldn't be enjoyed, but the water had not quite reached the terrace of the centre's café. As usual Hoyles' Games were there in a side room, with Emily selling equipment and some of the latest books.

Best of the 54 players was Tianyi Chen (6d Liverpool), beating UCL's Peikai Xue into second.



Yaoling Yang vs Tianyi Chen

Also on three wins out of three were Michael Mitcham-Harding (4k York), James Taylor (6k Oxford University) and Si Qi Adam Chen (17k Oxford City).

Throng around top boards at end of round 3

Also prizes, thanks to the generous sponsors, were awarded in various divisions, youth categories and for prowess in the 13x13 side competition. Most games in this were played by the

youngsters Cayden Yeung (24k) and Clinton Yu (18k), the latter of whom managed around 40 such games during the day.

Harry Fearnley works out the 13x13 scores of Cayden and Clinton

Cheshire

The Cheshire Open managed to avoid rail disruption this year to take place in its normal spring spot.

Chenghang Liu wins The Cheshire

Frodsham Community Centre was again the venue on Saturday 2nd March and it attracted 48 players, including a minibus from CHS.

Cheshire games

The winner was Chenghang Liu (5d Liverpool). Zhan Shi (3d) from Manchester was second.

On three wins out of three were Andrew Russell (2k Birmingham), Lauren Hindmarch (10k Lancaster), Joe Bonser (25k CHS) and Jake Bentham (30k CHS).

Ezreal Yang – six-years-old

Another notable performance was by six-years-old Ezreal Yang (12k Manchester), who won two.

Coventry

Leaving its normal late autumn date, the Coventry Tournament was held on Saturday 9^{th} March. It was held at the University of Warwick Faculty of Arts building. However, on the day they discovered the expected rooms were not booked and games for the 23 players had to take place wherever space could be found. China's Dongshan Wang (5d) was the winner, with UCL's Peikai Xue (4d) second. On three wins out of three were Jonah Burnstone-Cresswell (2k Birmingham) and Florian Pein (7k Lancaster).

Trigantius

Cambridge's annual Trigantius tournament was again held at the excellent St Philip's Church venue. This time it was on Saturday 16^{th} March. Regrettably, being a week later than usual, this was out of term for local students, making attendance of 61, 18 fewer than in 2023.

Zeyu Qiu wins The Trigantius

The top boards were again dominated by Chinese students. The winner was Zeyu Qiu (5d Birmingham). Second was Zihao He (3d) and third was Tianyi Chen (6d Liverpool), squeezing out Lucretiu Calota into fourth.

Other prizewinners on three wins out of three were Matt Reid (1k Cambridge), who was also best kyu-grade player for the second year running, Jonathan Grant (2k Cambridge), Spyros Roumeliotis (6k Cambridge), Justin Leung (8k Tonbridge School) and Alida Chan (9k Tonbridge School). Bob Baldwin (11k Stevenage) was best double-digit kyu player.

Paul Smith also organised a 13x13 side event, mostly competed by Cambridge Juniors who had finished their main games early.

MSO GP

The Mind Sports Olympiad GP, played annually online, had three Go events, all held on the PlayStrategy server, using their automated tournament system. Unfortunately, apart from the four medal winners, it is only possible to see results with the players' online usernames.

The 21-player 19x19 event on Saturday 17^{th} February saw gold going to Yat Hin Yorkson Cheung, silver to Denis Dobranis and bronze to Darius Dobranis.

On Sunday 25^{th} February 13 players played 13x13, with medals going to Darius, Yorkson and Joanne Leung. Finally, in the 14-player 9x9 on Sunday 10^{th} March they went to Joanne, Darius and Yorkson.

Yorkson thus defended his GP Abstract Games title, but he didn't come near dethroning Polish games player Maciej Brzeski from the overall GP title.

❑

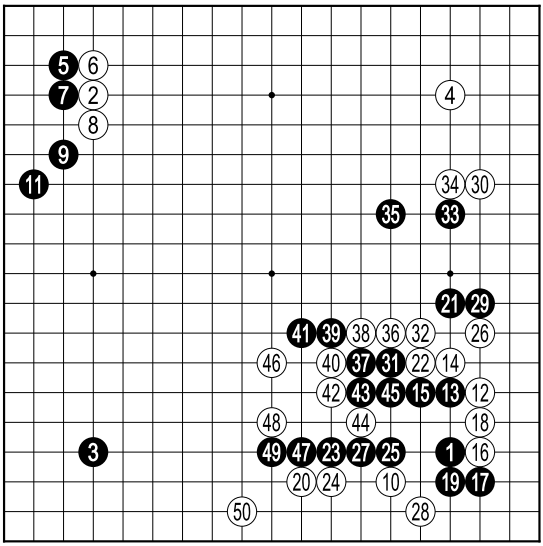
BRITISH CHAMPIONSHIP 2023: GAME 3

Artem Kachanovskyi journal@eurogofed.org

European professional Artem Kachanovskyi 3p reviews for us the final game in the 2023 British Championship.[1]

This is the third and deciding game of the best-of-three final match of the 2023 British Championship between Ho Yeung Woo 5d (Black) and Bruno Poltronieri 4d, played on the 28^{th} of August.

Black: Ho Yeung Woo 5d.
White: Bruno Poltronieri 4d.
Time controls: Fischer; 1hr 40mins + 45 secs/move.
Result: Black won by resignation.



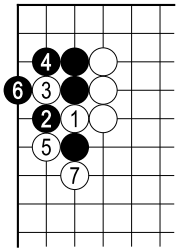
⑩ See Diagram 1.
㉑ A popular modern joseki in the lower-right corner.
㊵ This cut was a mistake in the direction of play. White created a weak group in the middle while his group on the right is not settled yet; at the same time, the black group running out from the lower-right corner is relatively strong. See Diagram 2 for an alternative.

Figure 1: 1 – 50

㊾ is a painful move for White. ㊼ and ㊾ along with ㊽ and ⑳ form a shape called 'completely split keima' – one of the worst shapes in the game.

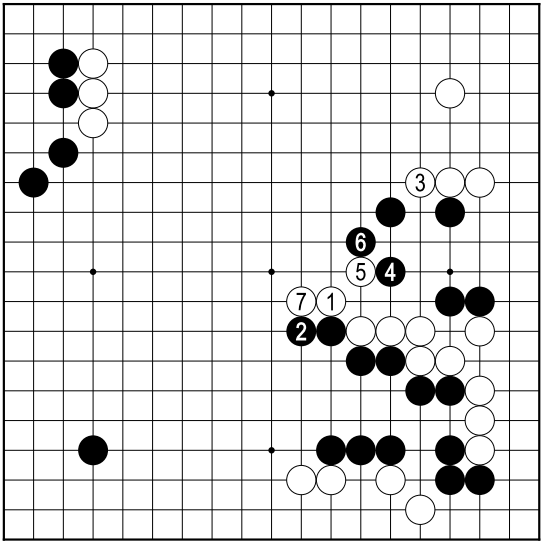
Instead of ㊽, it was better to draw back and sacrifice the stones in the middle, for example by playing at 49, but I understand that it's hard to do it once ㊻ has been played.

[1]The sgf is at britgo.org/files/bgjgames/207-BGA-Champ-Game-3.sgf. The two preceding games were reviewed in BGJ 205 and BGJ 206.



Dia. 1

⑩ in the game prepared the conditions for this ladder.



Dia. 2

Alternative to ㊵ in the game – a struggle between the running groups.

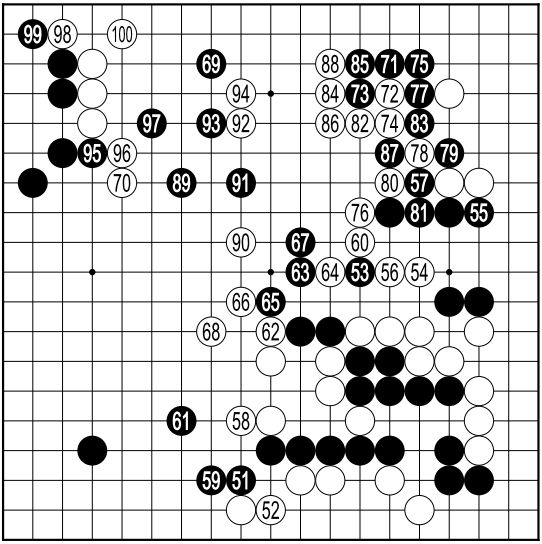


Figure 2: 51 – 100

㊹ A strong resistance – see Diagram 3.

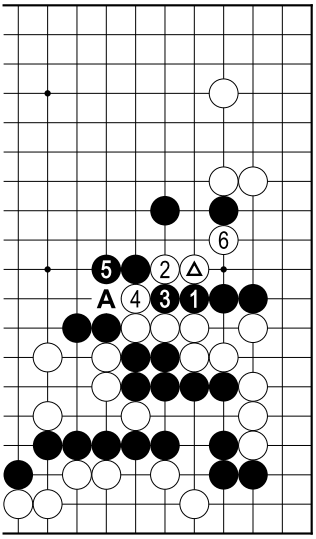
㊼ This is an important point of the shape for both sides, but allowing White to cut in the middle was painful – see Diagrams 4 and 5.

㊹ After this move, the White group on the right side is practically alive.

㊼ See Diagram 6.

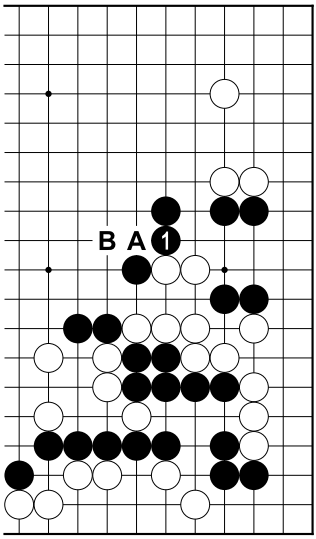
㊽ Good shape for White. It's still a game, although Black is slightly ahead.

㊷ White splits the black groups, trying to utilize their weakness – a good idea. This leads to a complicated struggle – the culmination of this game.



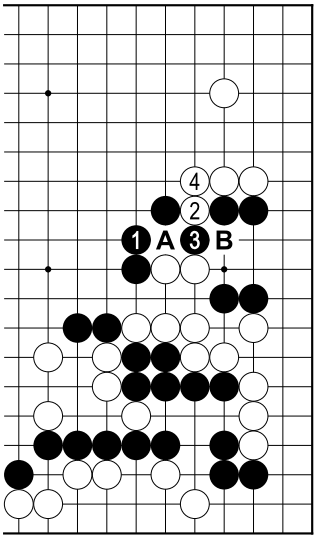
Dia. 3

Black would like to cut off the white stone Δ here, but ⑥ separates the four black stones on the right. Since there is also a cutting point at **A**, this fight is promising for White.



Dia. 4

This connection looks like a proper move in this position. This way, the black stones in the middle remain linked up and Black can still utilize the weakness of the white group on the right side. The ladder starting with **A - B** works for Black.

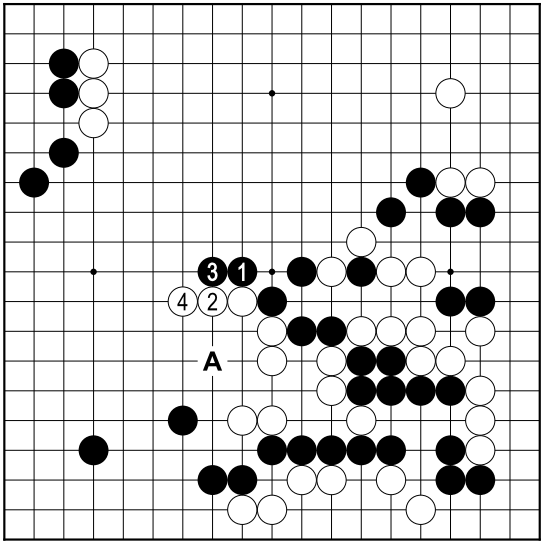


Dia. 5

This connection looks more solid but allows White to split Black – **A** and **B** are miai.

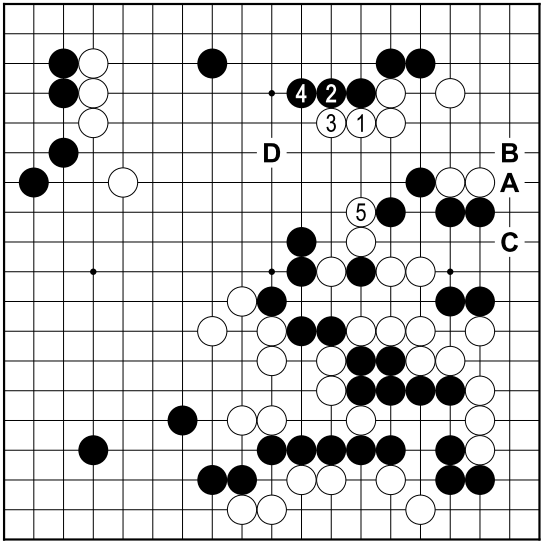
Since the white group on the right is settled, it would be better to put pressure on the other white group in the centre instead of extending at ⑰ in the game.

Black might still consider striking the vital point of White's shape at **A** after ④.



Dia. 6

⑯ See Diagram 7.
⑫ See Diagrams 8 and 9.
⑱ White hopes to kill the whole upper side and centre of the board, but there is too much space there – Black will live.
⑱ See Diagram 10.



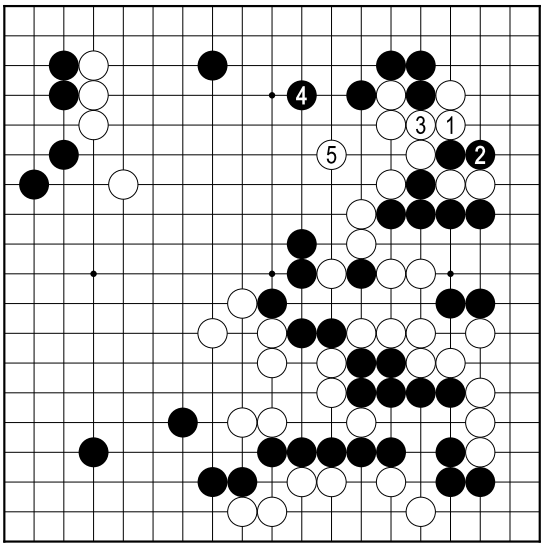
Dia. 7

⑯ in the game was a careless move – it's hard to respond to Black's next move. It was better to push on the upper side as in this diagram and then seal in the black group on the right with ⑤.

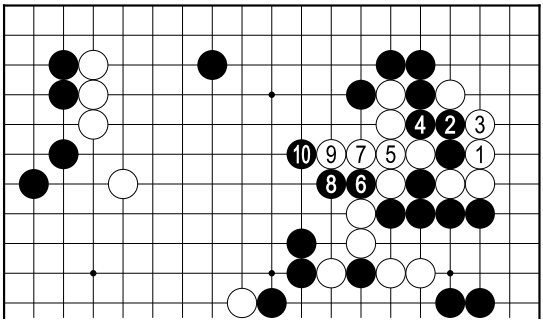
Black would probably need to live on the right side with a combination like **A - B - C** and White can attack the black group in the middle with **D**. This was White's chance to seize the initiative in this game.

㉜ in the game sacrificed the corner, but it was too big.

It was better to play as in this diagram, trying to attack the black group in the centre of the board afterwards.



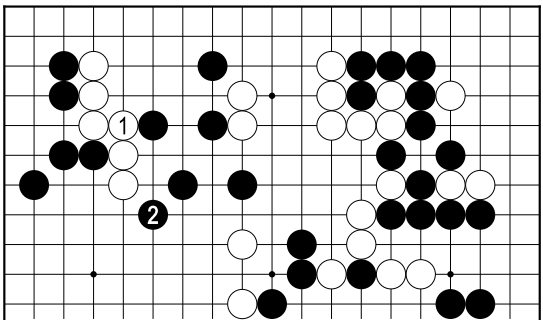
Dia. 8



Dia. 9

White goes all-in here, but a cut at ❻ is too severe. White would not be able to survive both in the upper-right corner and with the group Black has just cut off.

White needs to connect here, but ❷ escapes and White has no chance of killing Black.



Dia. 10

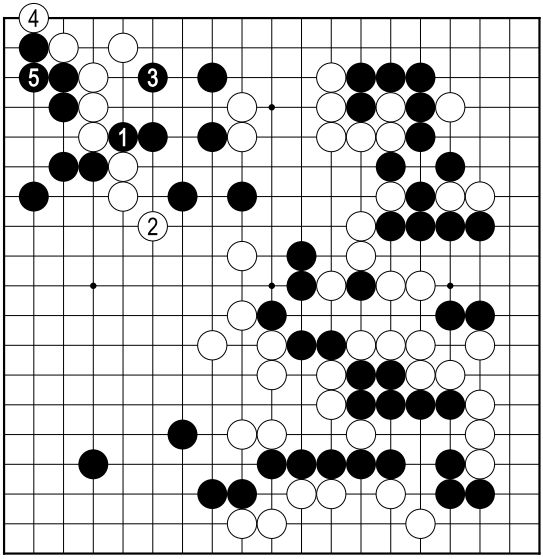


Fig. 3: 101 – 105

Bruno resigned after 105 moves.

It was a fierce fight and a well-deserved victory for Ho Yeung Woo 5d, the new British Champion!

❑

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Follow us on X: twitter.com/britgo

Gotalk general discussion list: gotalk@britgo.org (open to all).

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

43^{rd} World Amateur Go Championships

Tim Hunt tim.hunt@open.ac.uk

Before Christmas 2023, I travelled to Shenzhen, China to represent the UK at the World Amateur Go Championships. Forty-six countries participated, with Korea winning and China second. I won three of my seven games against opponents from four continents, placing 35^{th}, which was OK given the strength of the field. More importantly, I met lots of friendly people, and had a great time at this impeccably organised event. In parallel, there was a 'Shenzheng Masters' tournament for eight professionals, and at the closing ceremony the winner was handed their trophy by Gu Li.

The playing room

Above: the well-appointed playing room (note the bonsai by each pillar) showing the start of my game from Round 6 against Renate which is analysed below.

Shenzhen is the City inside China closest to Hong Kong, and is undergoing enormous expansion. The day after the tournament they took us sightseeing, and I have never seen so much construction. This photo, from their equivalent of the London Eye wheel, shows an area which, thirteen years ago, was mostly undeveloped. In this view, the tallest building in the distance, to the right of the main road, is the Pearl Tower, which is right beside our hotel.

View of Shenzhen

The tournament venue, the Bao'an District cultural centre, was just a short walk around the corner from there (dodging many cycles and electric scooters). The impression I got was that Bao'an was hosting the event to get themselves on the cultural, as well as economic, map. They are investing heavily in promoting Go; on the tourism day, we were also taken to play 'friendship' games against children from the local Go clubs. Average age: about seven. Typical strength: amateur dan level.

The event was really well organised, with many local volunteers in yellow

tabards to do everything from meet us at the airport, guide us from the hotel to the tournament venue and back, look after our mobile devices while we played, and so on. This was my first experience of competing in a tournament where they took the possibility of AI cheatings seriously, but if you have been following the recent allegations in the chess world, you will appreciate why this is now necessary.

In contrast, it then felt rather odd playing in the London Open after Christmas, where this risk was just ignored. Of course, after each game, Smart Go on my phone was a useful tool to analyse the games with my opponents and other players.

Anti-cheating measures

Above: serious anti-cheating measures. The posters on the wall of the playing room, like the one behind me, explained traditional Go terms, like 'hand talk'. You can also see further nice use of plants to decorate the room and demarcate the playing area.

Overall, a fantastic event. I feel very privileged to have had this experience.

Game review: Round 6

1

White: Tim Hunt 2 dan, UK
Black: Renate Reisenegger 2 dan, Chile
Rules: IGF rules (6.5 komi)

This was not the best-played game I was involved in, with many mistakes by both players, but as you can see from KataGo's "who's winning" graph, that made it the most exciting, with many changes of lead. Luckily, my opponent made the final mistake, and I held it together after that.

KataGo graph

[1]The sgf is at www.britgo.org/files/bgjgames/207-WAGC.sgf.

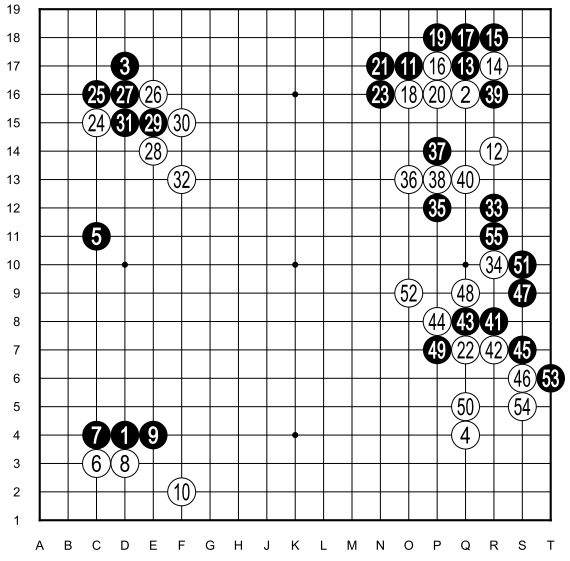


Figure 1: 1 – 55

(22) The first significantly suboptimal move. It should have been at N16, where my opponent immediately plays.

(24) Approaching this corner is the right plan, but this is not the best starting move. The AI's preferred style is to make the contact play at the 4-4 point. However, the real problem is (28), which is a bit heavy. (Mixing things up more with the contact play at D11 is suggested.)

(37) This is not a good idea – it becomes a bit of a wasted stone. Black gets in a bit of trouble, which White does not take the best advantage of.

(48) For example, this would be better shape at P9.

(56) – (81) Both players are missing what is really important, which is that if Black comes out in the gap near N11, White could have weak stones above and below. Therefore, N11 is often the place to play.

(82) This solves one of those problems (but N11 was still better at that moment).

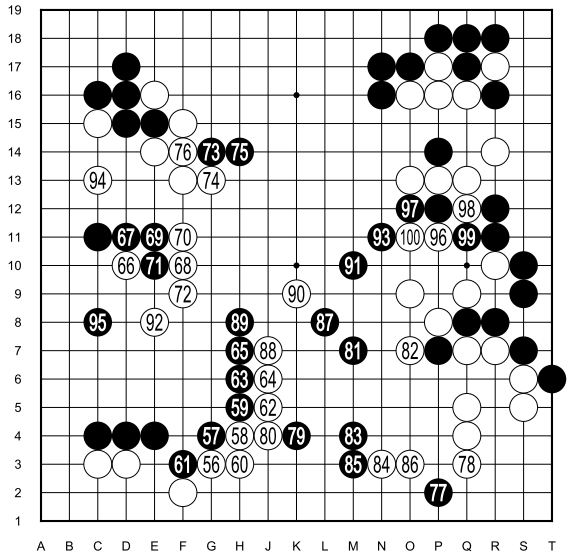
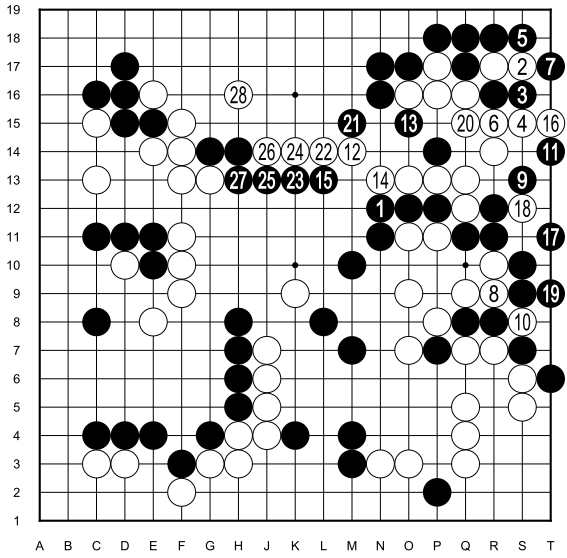


Figure 2: 56 – 100

87 and 89 These should be wasted moves which just end up being dame points, except that I ignore the growing threat to my group in the top right, which is getting weaker and weaker.

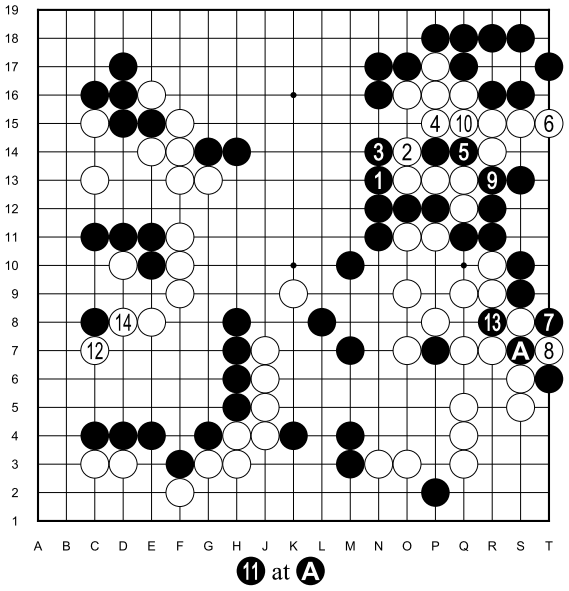
95 and 96 These are both moves that miss the key point in the shape. 95 should be at Q12 and 96 should be at O12.



110 This captures some mostly worthless stones. I thought it was sente, threatening to kill Black, and Renate believed me.

However, with accurate reading, Black can play at N13 and live by capturing White, but only taking advantage of White not having any good enough ko threats (see Dia. 1).

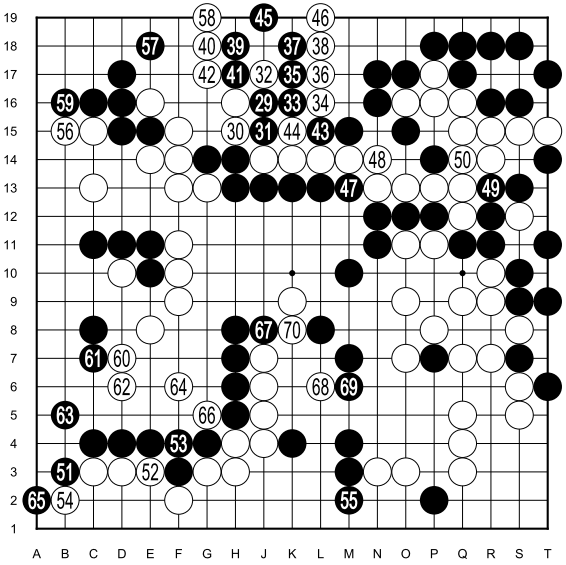
Figure 3: 101 – 128



Dia. 1: Variation for 111

(112) Running with this group is pretty desperate, but White is losing. The four white stones which Black threatens with (113) and White saves with (120) are just not important. (They at most make a difference between zero or one eye for the group).

(128) White is trying to get out by threatening things, but this should not work.



(141) This is the losing move. J18 would have saved the black stones, and so would have killed White. The game moves make an eye, but in this semiai, that does not just win (few shared liberties).

(146) After this, the black stones are basically captured, although there is some ko aji.

(156) This was played to force Black to live, so I could erase the ko aji.

Figure 4: 129 – 170

After this, Black takes some risks to try to find a comeback, but nothing works.

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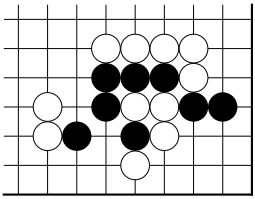
JOURNAL PROBLEM 3



Black to play and live with all his stones.

TOURNAMENT HISTORIES XX: OXFORD

Tony Atkins ajaxgo@yahoo.co.uk

The Oxford Tournament's roots go back to the 1960s. A Go meeting was held in Trinity College on 26^{th} April 1967 that was attended by 45 players from a wide area. The Oxford University Go Club was so pleased with the event that they ran the British Go Congress at Jesus College from 22^{nd} to 24^{th} March 1968. Throughout the 1970s matches were held against both Cambridge University and local clubs, but the current series of tournaments started in February 1983. It has been held 30 times over subsequent years, gaps occurring when there was no keen student available to help the organisation. Of course, the city club helped run the events too, with Harry Fearnley the key figure for many years.

Attendances have always been high, with 72 at the first edition, rising to 114 in 1987. The average in the late 1990s was around 100, with 2012 attracting 87 players and still getting 54 players in 2024.

1997 – Go by candle light

Terry Stacey won the first event and won again in 1986. Matthew Macfadyen won in 1987, 1989, 1998, 1999 and 2008, as well as the 'Not the Oxford', held in London in 1985 when Oxford was cancelled at short notice. Other multiple winners were Piers Shepperson (1989, 1996 and 2002), Edmund Shaw (1990, 1991, 1993 and 1996) and young Li Shen (2003, 2005 and 2013). Over the years many oriental visitors and residents have won the title too, with (like most other events) Chinese students winning the recent editions.

2020 venue

For many years Hoyle's, the local games shop, has supported the event and provided a sales stand of books and sets. Often the event is followed by a meal out, some to commemorate Simon Eve, a former local player. In 2013 and 2020 the Oxford Novices was also held alongside.

The tournament has been held in Lincoln College, Rhodes House, University College, Somerville College and Freud's café -bar, but the venue for the most years was St Edmund Hall. In recent years, the event was at Oxford Deaf and Hard of Hearing Centre (2020) and West Oxford Community Centre (2024).

Memorable events include in 1997 playing by candlelight in Freud's Café (an old church with low-level lighting) with one game (Roads v. Wang) featuring a rare double-headed dragon[1] (see BGJ 107, p41), and in 1989 when they bravely tried the first ever computer pairing and it all went wrong, leading to a very late start.

2024 venue

2024 tournament hall view

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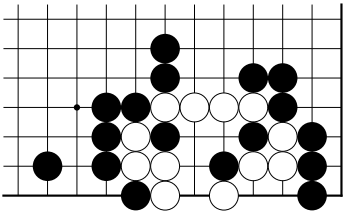
JOURNAL PROBLEM 4



Black to play and kill.

[1] A group that lives with only two false eyes.

PHOTO COMPETITION

Andrew Ambrose-Thurman andrew@ambrose.thurman.org.uk

There are many Go players who are also talented photographers and artists. However, something that we hear from clubs and people running events is that there aren't all that many Go-related images on the internet that are available for them to use – if you want to put a picture on a poster for an event, you'll often need to take your own.

Go pictures can also be a good way to advertise the game to people who haven't come across it before: Go events can look fun and exciting, and Go sets can be beautiful and intriguing. When people see games being played they'll often stop to ask about it.

We're wanting to improve things by running a photo competition, to spread the word and give the BGA and other Go groups more resources for Go events.

This isn't just for photographs; if you're an artist and want to enter with your Go-related drawings, they would also fit the competition.

We want the pictures to be easy for people to use, so to enter the competition you'll need to post them to somewhere public, and they will need to be posted without copyright restrictions. There are several examples of places where you could post them listed on the website, at britgo.org/photocompetition. You'll also need to make sure that you've had permission from anyone appearing in the photos.

There's a full set of rules on the website. To enter, use the hashtag #BritishGoPhoto (so it's easy for people to find) and email a link to journal@britgo.org with the subject 'Photo Competition'.

This will be a rolling competition, running from one edition of the BGJ to the next. There is no prize for winning the competition, other than the glory of having your name listed in the Journal (where we'll be announcing the winners).

Whether you're a photographer or an artist, I hope you'll take part! The website has more details about the competition, but if you have any questions that haven't been covered, do get in touch.

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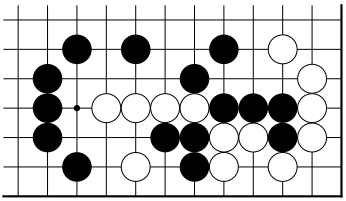
JOURNAL PROBLEM 5



Black to play and rescue the three black stones.

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 britgo.org/events/euroteams2023.

Pandanet Teams

The third match of the Pandanet Go European Team Championship C-League season, on 23rd January, was against third-placed Denmark. Bruno Poltronieri, Scott Cobbold and Alison Bexfield all won, but Tim Hunt lost, meaning the team won 3-1. Leaders South Africa drew with Kyrgyzstan, so the United Kingdom team moved up from second to first place.

The fourth match of the season was against Spain on 13th February. Bruno, Scott and Des Cann won, but Toby Manning lost, so the team again won 3-1. This cemented their lead at the top of C-League.

The fifth match on 12th March was a five o'clock start against Kyrgyzstan, because of the time difference. Scott, Jon Diamond and Tim won, but Bruno lost, meaning another 3-1 win. As South Africa only drew with Slovenia, the team moved three points clear at the top of C-League with two matches to go.

Ulster

After no event in 2023, the Ulster Open was back on Saturday 17th February. The venue was the usual Lisburn Chess Club and 14 players attended. The winner was Lucretiu Calota (4d St Albans), the only player not from Ireland. Nobody else won more than two games.

Senko Cup

This world championship for women was held in Japan in March. The top division of eight professionals saw Choi Jeong beat Xie Yimin in the final. In the eight-player amateur division there were three Europeans: Dita Vášová (1d Czechia), Barbara Knauf (3d Germany) and Milena Boclé (3d France). They all lost in the first round. Quynh Anh Ha was the winner from Vietnam.[1]

Barbara Knauf from Germany facing Quynh Anh Ha from Vietnam

Milena Boclé from France facing Pinyada Sornarra from Thailand

[1] See also Milena Boclé's report at www.eurogofed.org/index.html?id=410.

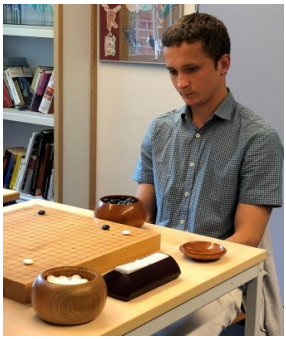
Dita Vášová from Czechia facing Xinyuan Wu from Singapore

European Pro Championship

The seventh European Professional Championship, the Tsinghua Weiqi Foundation Cup, was held from 20^{th} to 23^{rd} March in Hamburg, at the same time as the European Youth Go Championship (for which, see page 6). Six of the nine European professionals took part (see www.eurogofed.org/pros/ for the complete list of pros) and played a five-round, all-play-play, tournament. Polish professional Mateusz Surma 3p was the winner with four wins, on tie-break (an additional game) from Andrii Kravets (2p Ukraine). Artem Kachanovskyi (3p Ukraine) took third place on tie-break from Stanisław Frejlak (1p Poland).

Mateusz Surma 3p

Andrii Kravets 2p



Artem Kachanovskyi 3p

Stanisław Frejlak 1p

Photo credits: the European Go Federation and Milena Boclé.

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SOLUTIONS TO THE JOURNAL PROBLEMS

The SGF files for these problems, showing a fuller set of lines, are to be found at britgo.org/bgj/issue207.

Solution to Problem 1

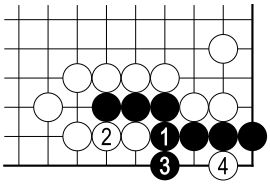


Diagram 1a – failure

❶ Connecting fails.

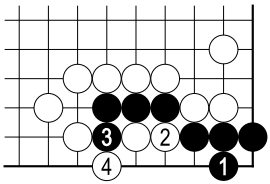


Diagram 1b – failure

❶ This also fails.

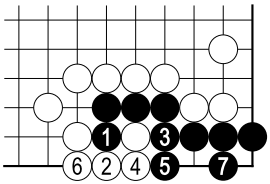


Diagram 1c – correct

❶ This is the correct first play.
❼ Black lives.

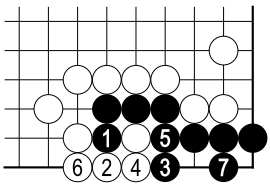


Diagram 1d – correct, variation

❸ This also works.

Solution to Problem 2

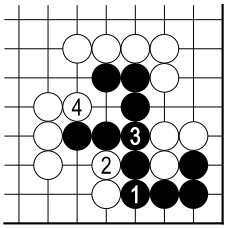


Diagram 2a – failure

❶ This play fails.

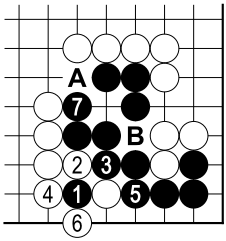


Diagram 2b – correct

❶ This is the correct first play.
④ With one eye already in the corner, Black would get a second if a white stone is captured on the edge.
❼ **A** and **B** are miai to make a second eye.

Solution to Problem 3

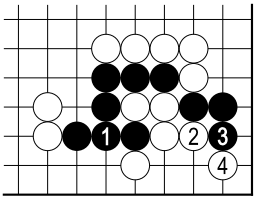
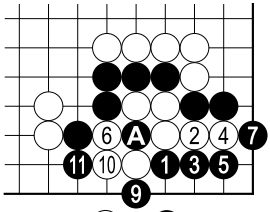


Diagram 3a – failure

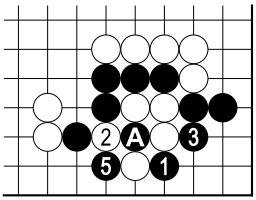
❶ If Black connects White can play to capture the two stones on the right.



⑧ at Ⓐ

Diagram 3b – correct

❶ This is the correct play, starting a spiral ladder.



④ at Ⓐ

Diagram 3c – correct, variation 1

② Capturing here just makes the ladder shorter.

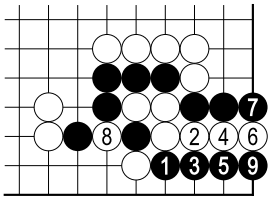
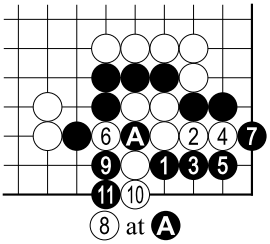


Diagram 3d – correct, variation 2

⑥ However far White plays, it changes nothing.



⑧ at Ⓐ

Diagram 3e – correct, variation 3

Solution to Problem 4

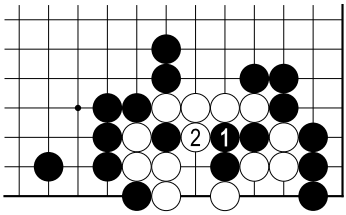


Diagram 4a – failure

❶ Black cannot make a killing shape by playing inside the white group.

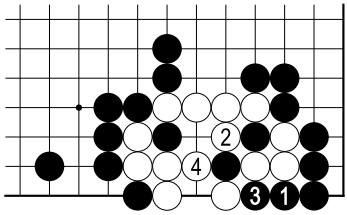


Diagram 4b – failure

❶ Playing here does not work either.

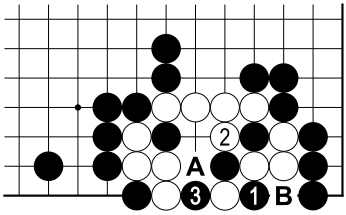


Diagram 4c – correct

❶ This is the correct first play. If White takes this stone it is a snapback on four white stones.
❸ Black takes here and now White playing either **A** or **B** is self-atari. White is dead.

Solution to Problem 5

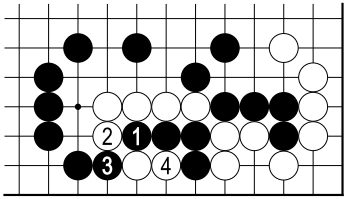


Diagram 5a – failure

❶ Clearly Black cannot start here.

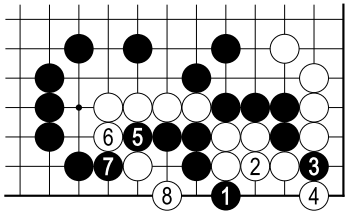


Diagram 5b – failure

❶ This doesn't help as Black still has insufficient liberties.

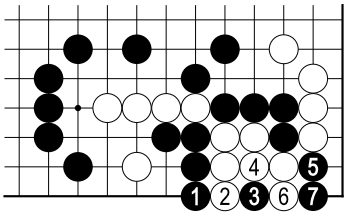


Diagram 5c – correct

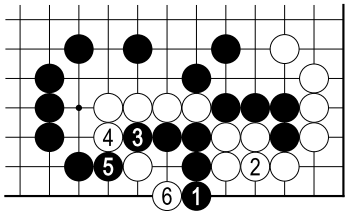


Diagram 5d – failure, variation

❶ This is the correct first play, threatening to capture the stones to the right.
② Mistake by White.

❸ This still doesn't work for Black.

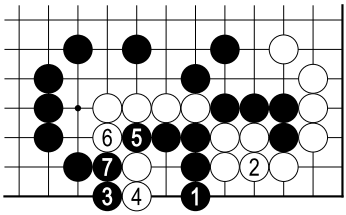


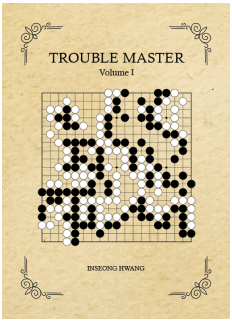
Diagram 5e – correct continuation

❸ This is the correct next play.
❼ Now the cut works, leaving a temporary seki if White plays to the right of ❶. However, the five white stones in the middle are dead and the seki is broken.

❑

TROUBLE MASTER

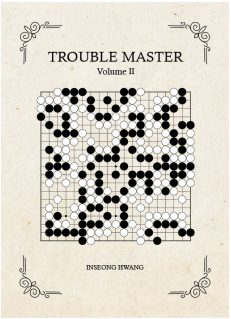
The Brand-new Tsumego problem books by In-seong Hwang 8 dan



…It is true that most people believe that life-and-death ability in Go depends solely on reading power, specifically depth or length of reading. While this is important, another crucial aspect is suspicion. Your suspicion primarily detects and guides the direction of your reading. Then reading ability (depth of reading) comes into play. However, what happens if you miss a chance simply because you did not even notice something was happening? This realization reinforced my belief that there should be a training tool designed to help my students seize those moments.

While pondering those thoughts one day, I had an insightful moment: "Why must all problems have a definite solution? Wouldn't it be even more entertaining if they were uncertain?" ……Each book contains 20 problem sets / about 150 troubles. Moreover, I share my insightful advice, which comes from over 20 years of teaching experience, through a problem description of each problem set.

I hope these problems make your Go world even more entertaining and rich. The books are available on Amazon.



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The channel may be found at www.youtube.com/@BritishGoAssociation.

Latest video: review of Alison Bexfield 1 dan vs Kjeld Petersen 1 dan by In-Seong Hwang 8 dan at www.youtube.com/watch?v=lDrx91DtcFg.

In addition, London Go Centre has an active YouTube Channel with a wide range of content at www.youtube.com/c/LondonGoCentre, including lectures by In-Seong Hwang from the 2023 Not The London Open and lectures by Catalin Taranu from the 2023 London Open.

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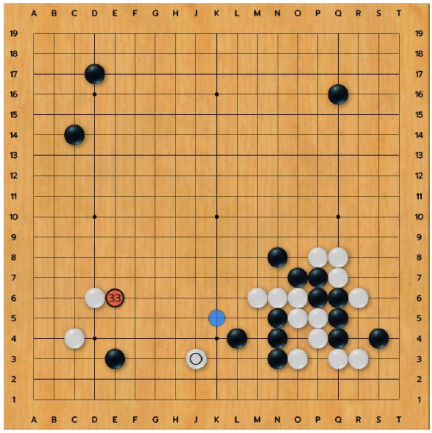

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