

Author – David Mitchell on behalf of The Sydney Go Club

# Sydney Go Journal

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Dr. Geoffrey Gray's antique Go Ban (picture courtesy of Dr Gray)

## Up coming events

### Queensland Go Championship

Saturday 17<sup>th</sup> and Sunday 18<sup>th</sup> February in Brisbane.

Venue: Brisbane Bridge Centre

Registration and other details on page 33

For the latest details visit [www.uq.net.au/~zzjhardy/brisgo.html](http://www.uq.net.au/~zzjhardy/brisgo.html)

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Special thanks to Devon Bailey and Geoffrey Gray for proof reading this edition and correcting my mistakes.

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## **The Sydney Go Club**

Meets Friday nights at :-

At Philas House  
17 Brisbane St  
Surry Hills

From 5.00pm

Entrance fee - \$5 per head; Concession \$3; Children free - includes tea and coffee.

For further information from Robert [ravadas@yahoo.com](mailto:ravadas@yahoo.com)

## Lightning Tournament

The lightning tournament was held on the January 12<sup>th</sup> and a good time was had by all, thanks to Robert Vadas organising skills.

The final was between Max Latey and David Mitchell, the latter managing another lucky win.

The following pictures tell the story more eloquently than words.



David Mitchell (foreground); Max Latey (background); the two finalists



Devon Baily and Robert Vadas (foreground) concentrating on a middle game fight.



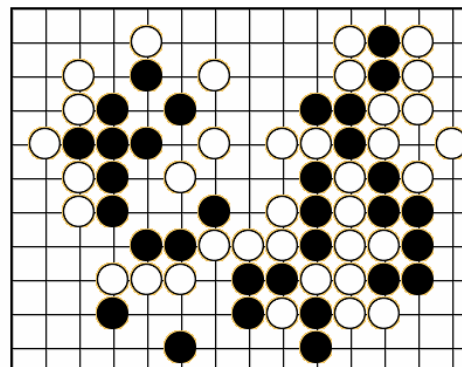
Robert giving some sage advice.

None of the games are featured here because none were recorded (duh) and even if they were the players would sue if their efforts were made public.

The situation (below) caused much debate – can Black live – What do you think?



Michael (foreground) Terry (background) playing in his first lightning tournament.



## Changqi Cup

The Changqi Cup is sponsored by the Shanghai Ing Changqi Weiqi education foundation. Mr Ing Changqi is the famous Chinese millionaire who played Go from an early age and promoted Go around the world.

Mr Ing has had a lot of influence on modern Go. He established international Go through the Ing Cup, which he founded and personally financed. This brought together the top players from Korea, China, and Japan in serious competition (and for serious money).

Mr Ing did not limit his support of Go to professional competitions, he promoted Go among the young and in western countries through sponsorship and amateur competitions.

He established the Ing rules which aimed at simplifying Go rules and giving clear resolutions to some difficult situations which could occur under the Korean and Japanese rules. Ing rules are used in professional and amateur tournaments around the world.

Mr Ing also showed statesmanship and foresight by establishing a foundation for the promotion of Go after his death and it is that foundation that supports the Changqi Cup. Mr Ing Changqi died in 1997 but his enthusiasm and dedication for the game live on through his works.

The Changqi Cup tournament started in 2004 and is a knockout tournament featuring 24 players (8 additional players join in the 2nd round). Each player has 3 hours time and komi is 7.5 points.

In semi-finals of the 3<sup>rd</sup> Changqi Cup, Kong Jie beat Tuo Jiayi two games to nil. In the second semi-final Gu Li beat Hu Yaoyu two games to one. So the finalists are Kong Jie and Gu Li.

Details of the qualifying rounds are on the next page. You will see the quality of the entrants is very high and although the tournament has only been in existence for a few years it carries a lot of prestige (as well as prize money).

Previous tournament results are:

	Year	Winner	Loser	Win-Loss
1st	2004/5	Kong Jie	Wang Lei	2-1
2nd	2005/6	Zhou Heyang	Kong Jie	2-0

### 3<sup>rd</sup> Changqi Cup qualifying rounds

	Kong Jie, 7p	Kong Jie	Kong Jie
Piao Wen Yao, 5p	Qiu Jun		
Qiu Jun, 8p			
Wang Yao, 6p	Chang Hao	Wang Lei	
Chang Hao, 9p			
Zou Junjie, 5p	Wang Lei		
Wang Lei, 8p			
Li Zhe, 5p	Li Zhe	Wang Xi	Tuo Jiaxi
Liu Xing, 7p			
	Wang Xi, 9p		
Tuo Jiaxi, 3p	Tuo Jiaxi	Tuo Jiaxi	
Xie He, 6p			
	Huang Yizhong, 6p		
Zhou Junxun, 9p	Zhou Junxun	Zhou Ruiyang	Gu Li
Peng Quan, 7p			
Yu Bin, 9p	Zhou Ruiyang		
Zhou Ruiyang, 4p			
Luo Xihe, 9p	Luo Xihe	Gu Li	
Liu Shizhen, 6p			
Gu Li, 9p, Minren	Gu Li		
Ma Xiaochun, 9p			
Chen Yaoye, 5p	Chen Yaoye	Chen Yaoye	Hu Yaoyu
Niu Yutian, 6p			
	Zhou Heyang, 9p		
Ding Wei, 8p	Zhang Xuebin	Hu Yaoyu	
Zhang Xuebin, 5p			
Zhang Xiang, 8p	Hu Yaoyu		
Hu Yaoyu, 8p			

Note: Some players were seeded into the second round because of other tournament wins

### 3<sup>rd</sup> Changqi Cup (First semi final decider)

Black Kong Jie 7P

White Tuo Jiaxi 3P

Komi 7.5 – Black wins by resignation

Figure 1 (moves 1 to 50)

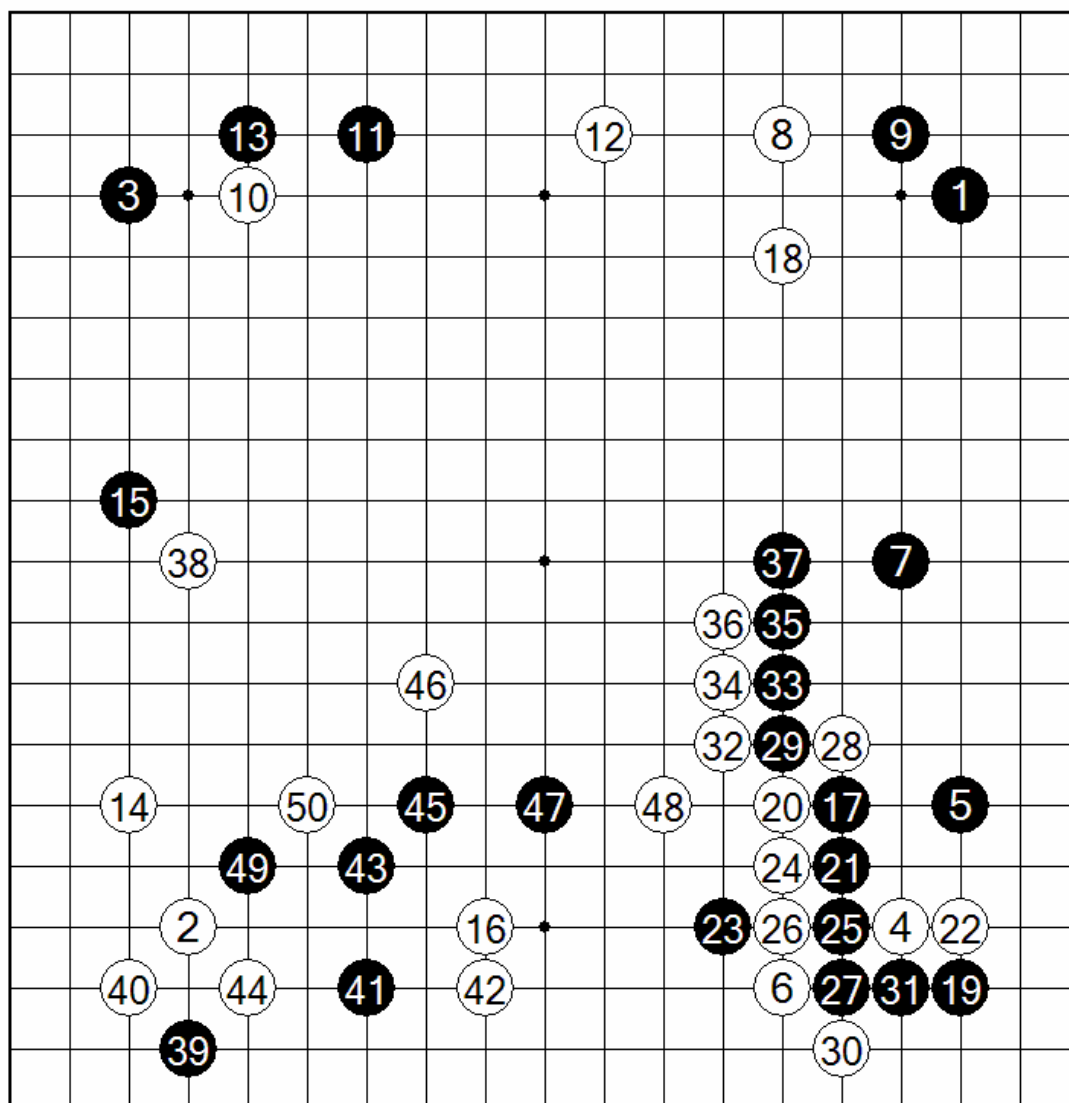
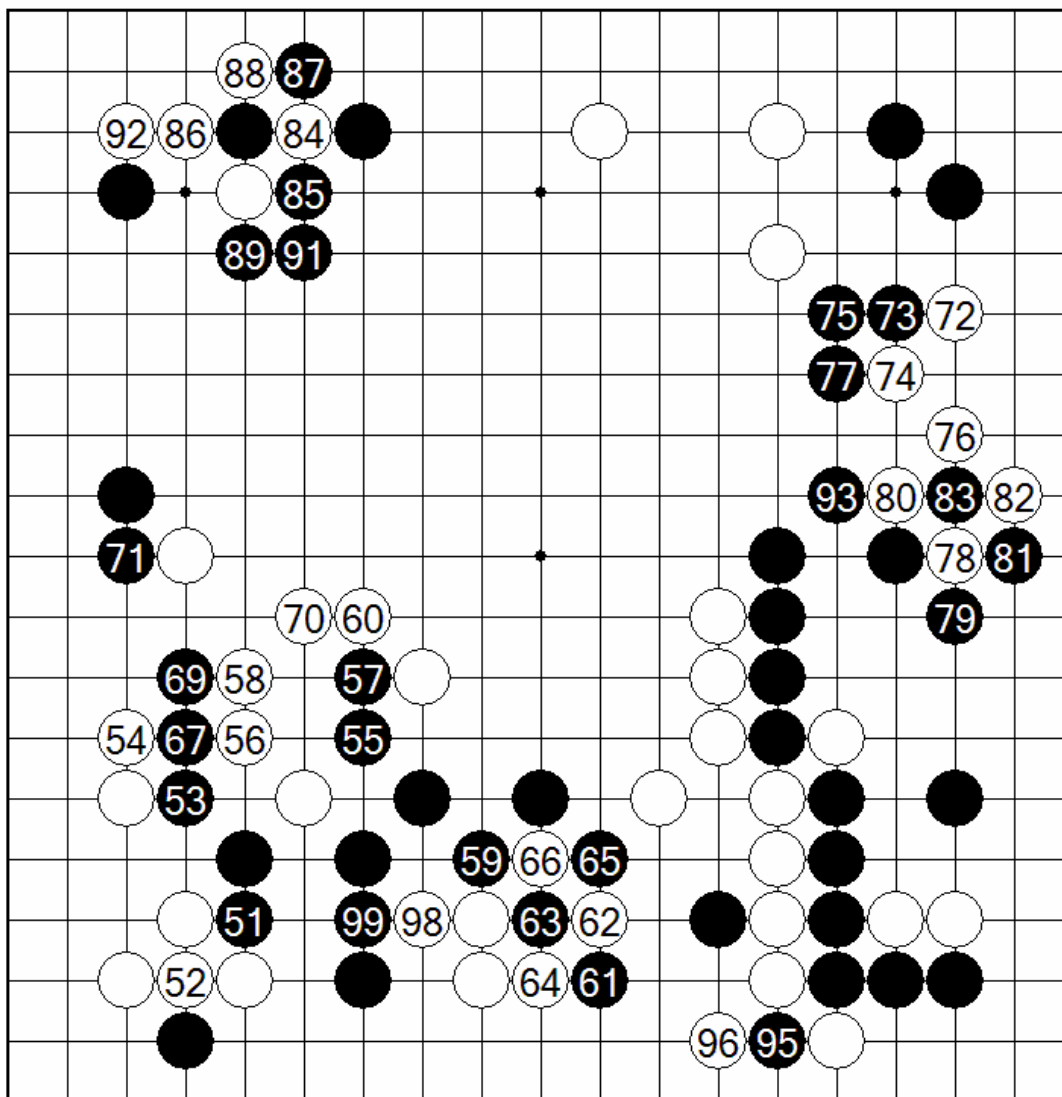
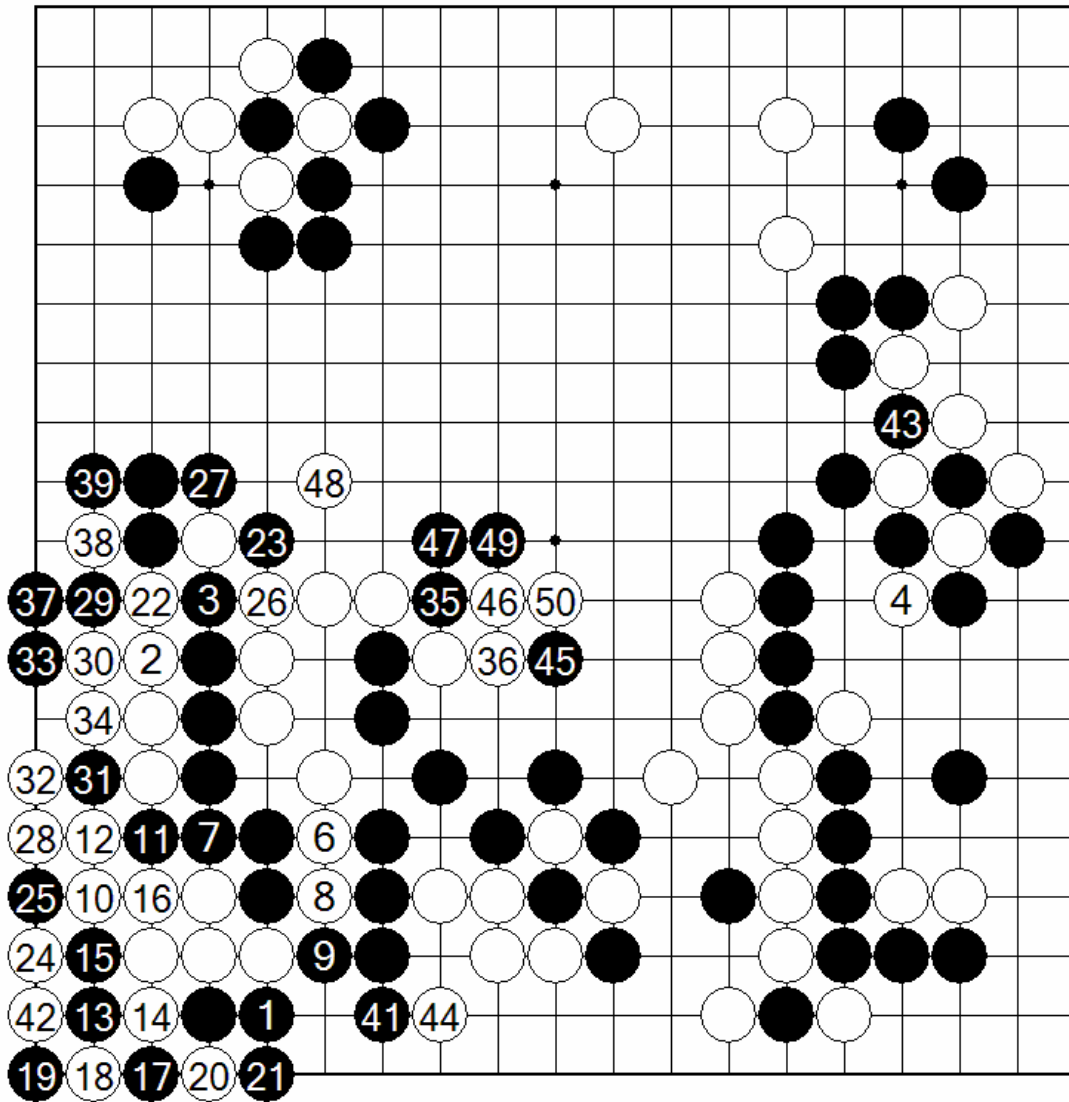


Figure 2 (moves 50 to 100)



68 at 63; 90 at 84; 94 at 78; 97 at 83; 100 at 78

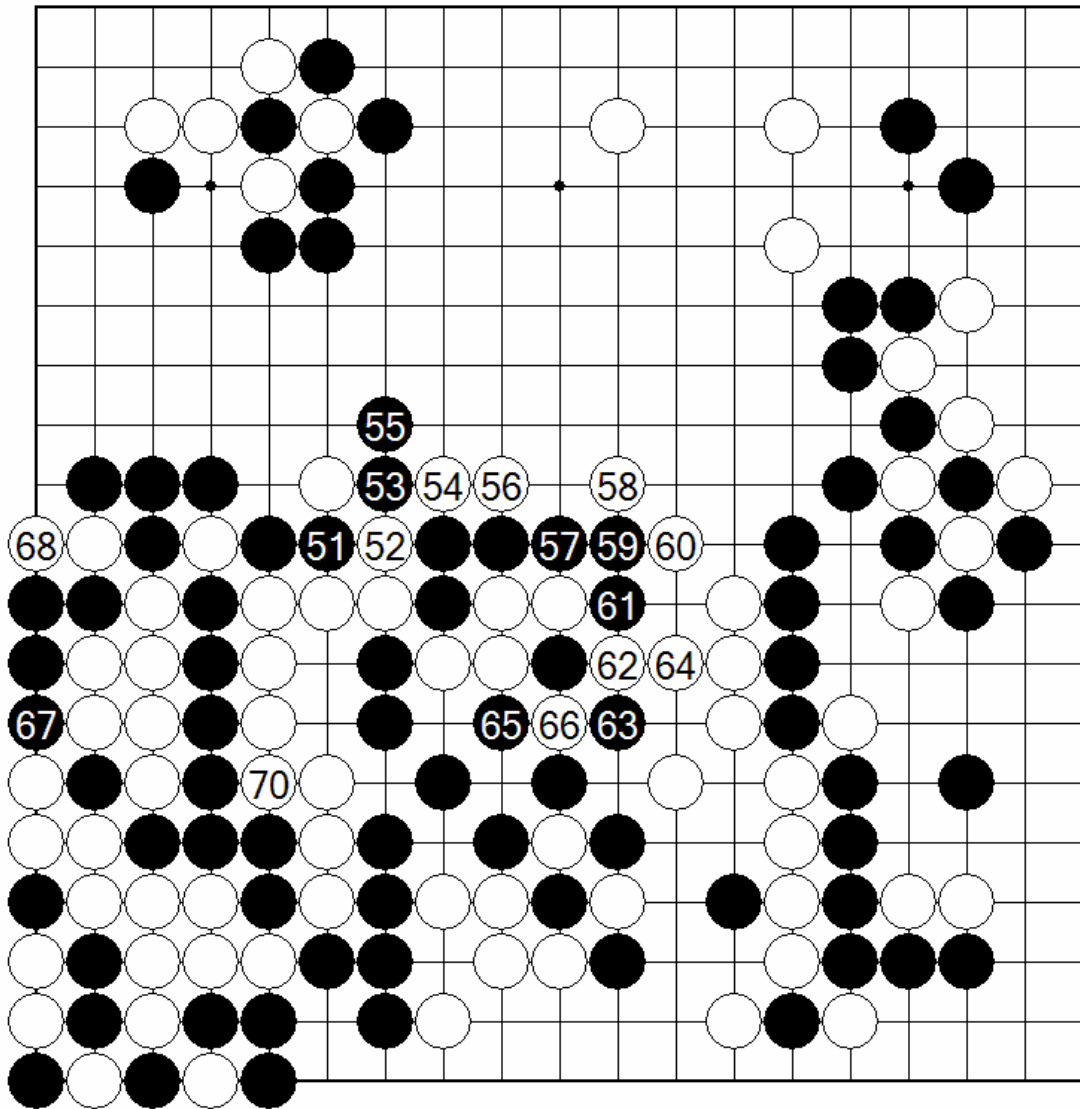
Figure 3 (moves 100 to 150)



5 takes ko; 40 at 25



Figure 4 (moves 150 to 173)



69 at 45; 71 connects; 72 at 66; 73 at 67

### 3<sup>rd</sup> Changqi Cup (Second semi final decider)

Black Gu Li 9P

White Hu Yaoyu 8P

Komi 7.5 – Black wins by resignation

Figure 5 (moves 1 to 50)

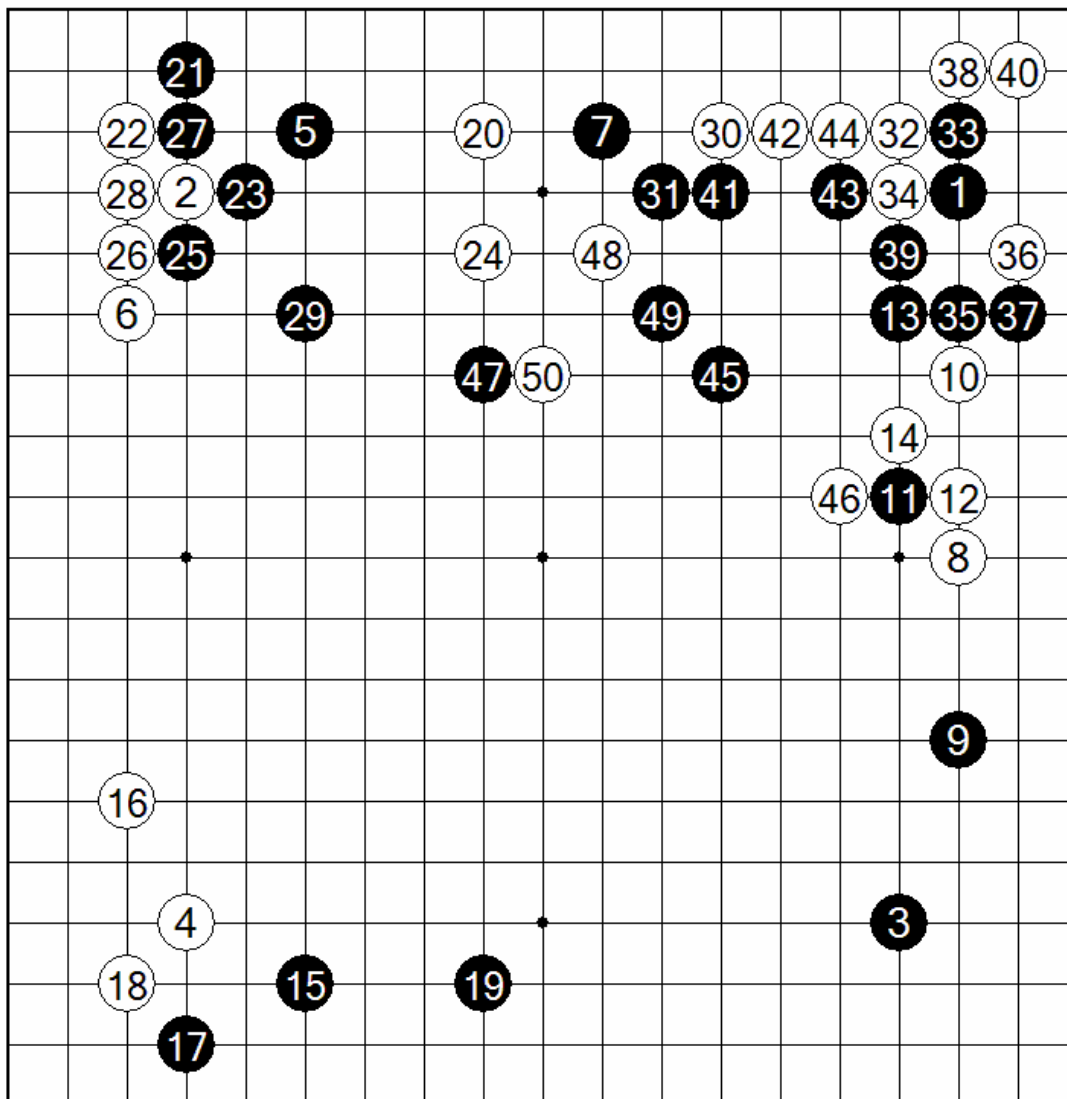


Figure 6 (moves 50 to 100)

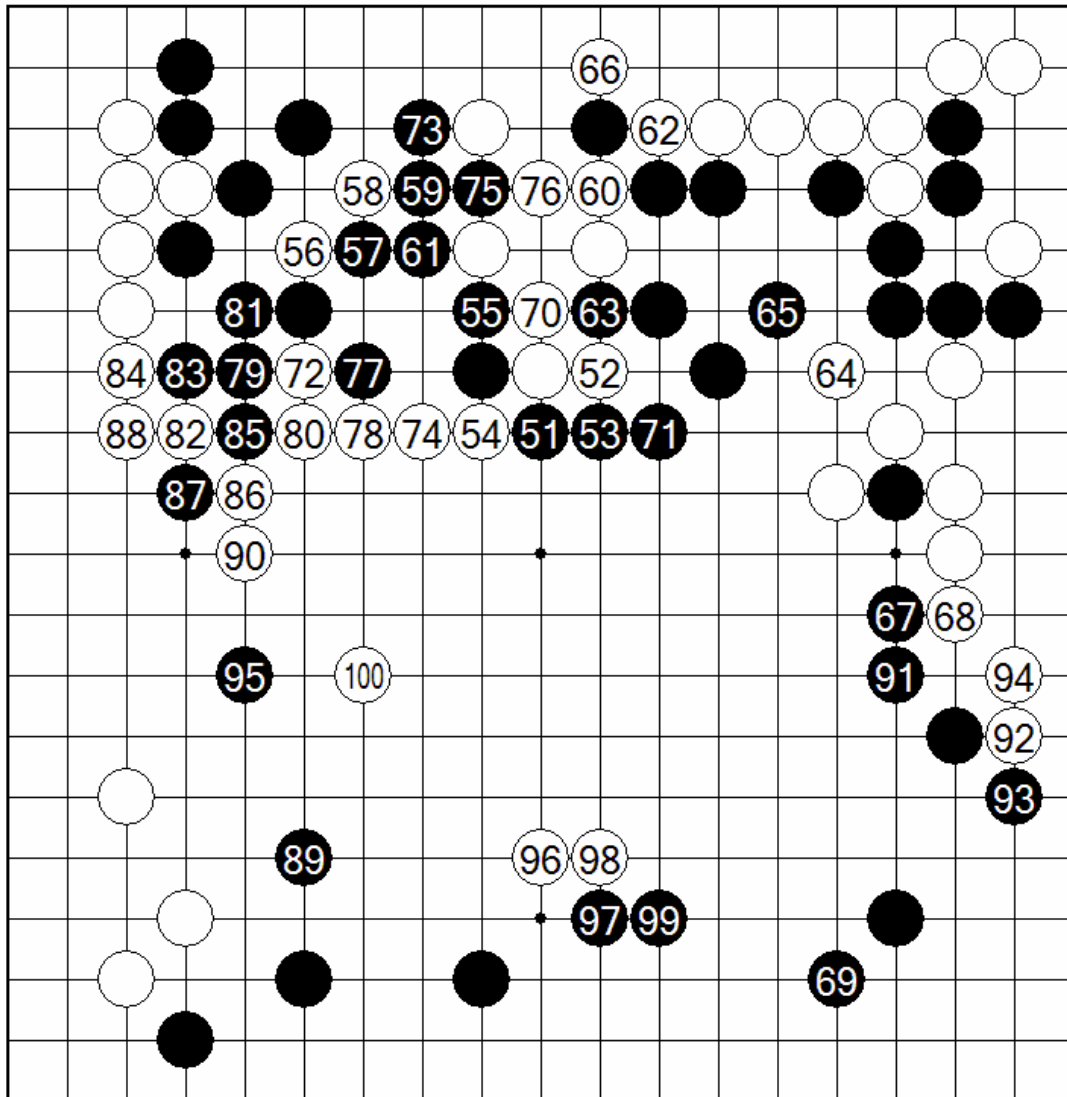


Figure 7 (moves 100 to 150)

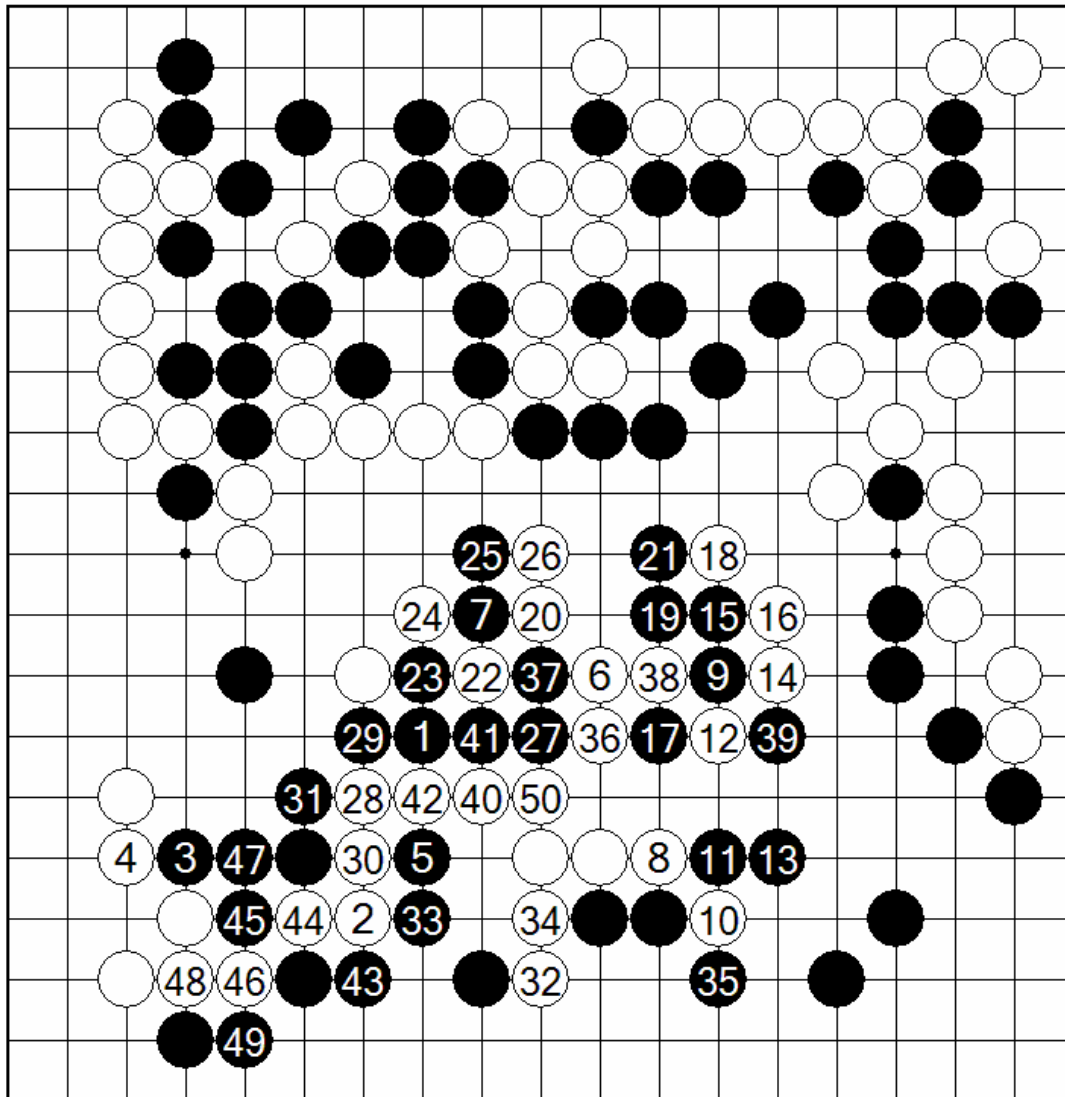
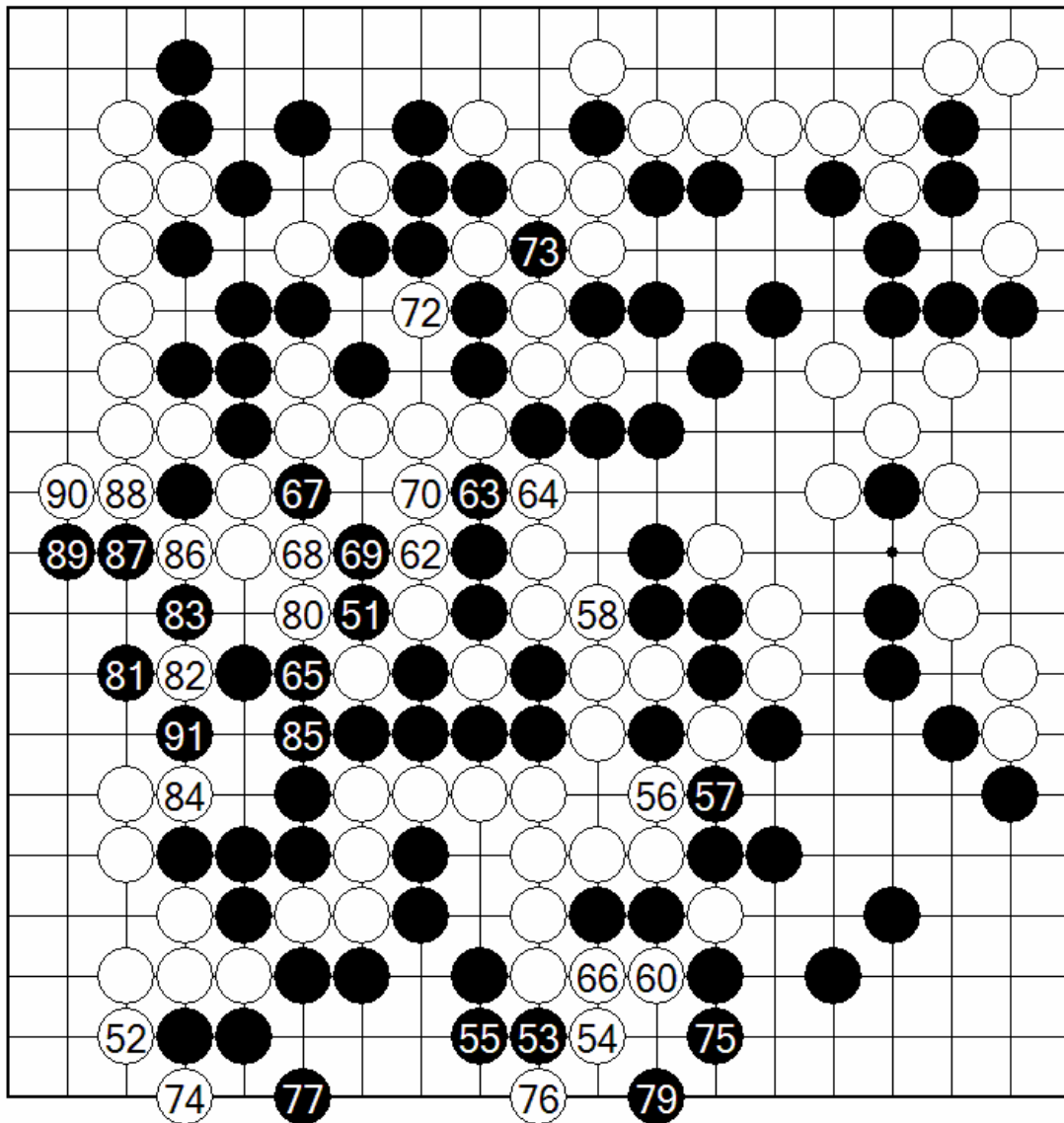


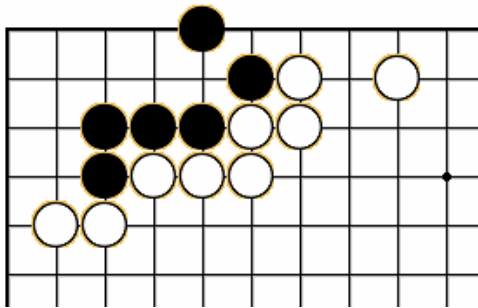
Figure 8 (moves 150 to 191)



159 = 117   
 161 = 112   
 171 = 122   
 178 = 24

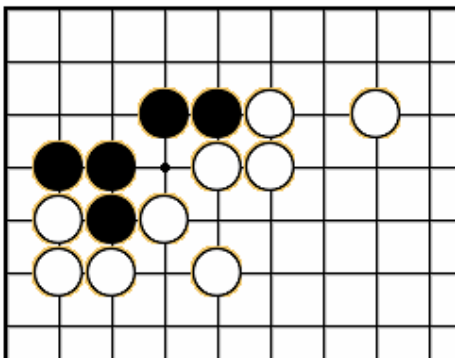
# Problems

## Problem 1



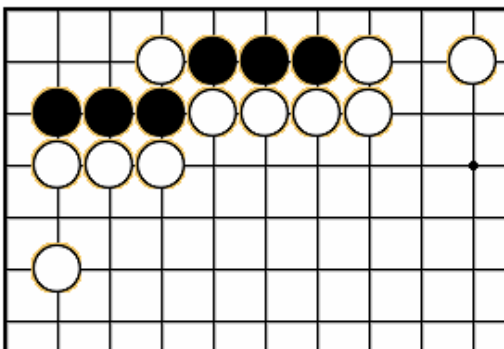
White to play – yose.

## Problem 2



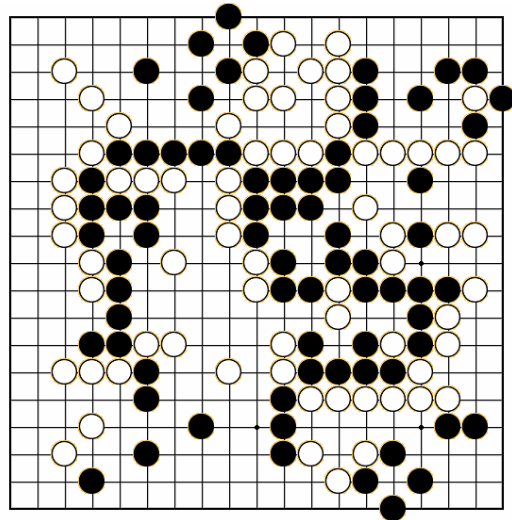
White to play – yose

## Problem 3



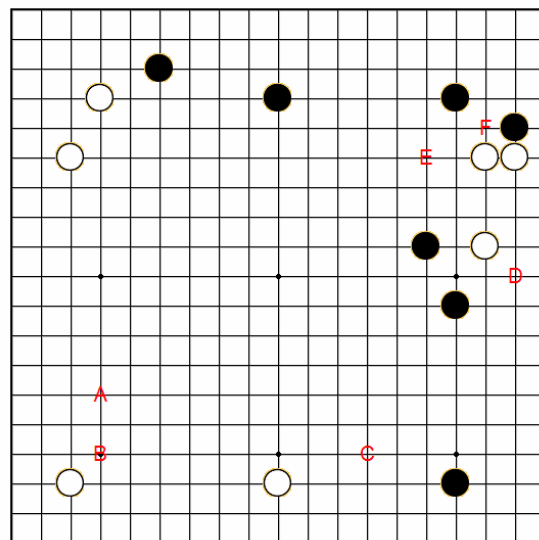
White to play - yose

## Problem 4



Middle game - Black to play

## Problem 5



Black to play – Which is the best move, A, B, C, D, E or F? also explain why.

# Handicap Strategy

Handicap games are for education – when taking a handicap you are trying to learn from somebody better than you.

Anybody who has played a high handicap game knows there will be complex fights, which is part of White’s strategy. The crucial learning element is that Black learns to fight for a purpose and to support a strategy.

When asked about strategy most kyu players gaze back with uncomprehending stares, ‘what do you mean by strategy’ is the most common reply I get. Sometimes it get ‘I have 9 stones. All of the strategic points are taken’.

All players need a strategy, it is a set of high-level principles that guide decisions.

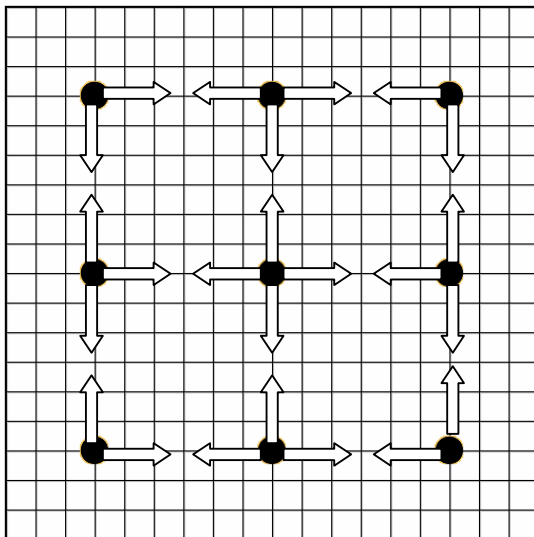


Diagram 1

In a 9 stone handicap game Black’s advantage is not cash in the bank, it is opportunity. All of the handicap stones are on the 4<sup>th</sup> line or higher, none of which take certain territory; they are all influence stones.

Diagram 1 shows a 9 stone handicap to which I have added arrows to represent Black’s influence. If those arrows were

solid lines of stones then Black would have sure territory and White would not have space to build territory.

Black’s advantage is influence which he must use. **To use influence effectively it is vital that the stones remain connected.** This should be Black’s strategy.

Knowing what you want is only half a strategy. You need to get inside your opponents head and figure out their strategy, only then can you find a way to thwart it.

White has one and only one strategy against a high handicap – divide and conquer. If Black keeps all of his stones connected he will make territory despite himself.

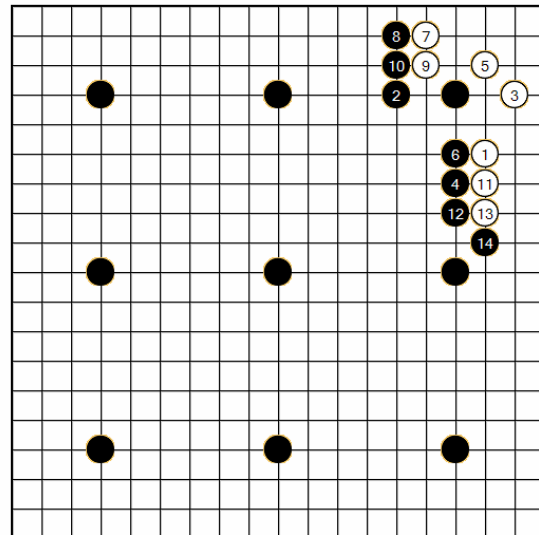


Diagram 2

For example, in Diagram 2 Black has given up a large corner in order to connect his handicap stones. White has made a nice profit but Black has made territory too – in the middle – and without really trying.

A similar but different outcome can be seen in Diagram 3. White has made a huge area in the corner taking full advantage of Black’s passive replies. Despite playing feeble moves and running away when attacked Black has made territory in the centre to match White’s corner.

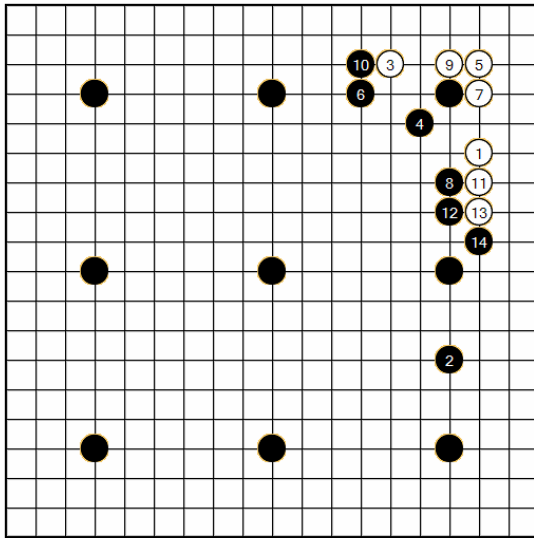


Diagram 3

White's only strategy is to isolate the Black stones into separate groups and destroy the influence. Black's only strategy is to keep his stones connected. **United we win divided we fall.**

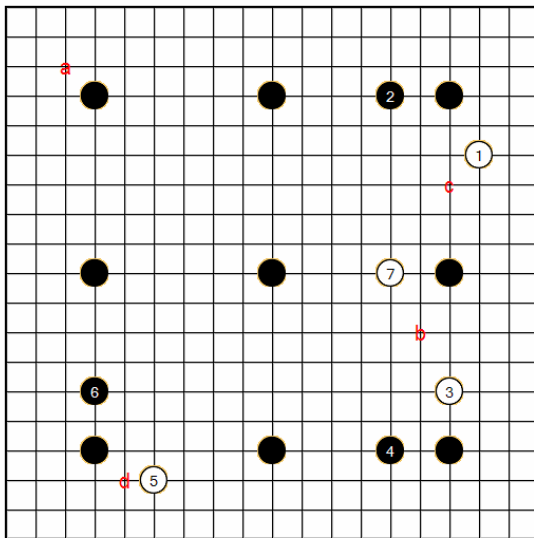


Diagram 4

Diagram 4 shows the start of a 9 stone game. White has started dividing Black's stones. White keeps sente (the initiative) until 7 and now Black can draw breathe and see how to employ his strategy.

Which is the best way for Black to use his handicap in Diagram 4, – a, b, c, or d?

Let's analyse each option. It is obvious that 'a' is strategically wrong; it does make the upper left corner secure but it does nothing for the rest of Black's stones.

Black 'b' (8 in Diagram 5) looks better. It rescues the isolated Black stone which can be connected to the rest of the network.

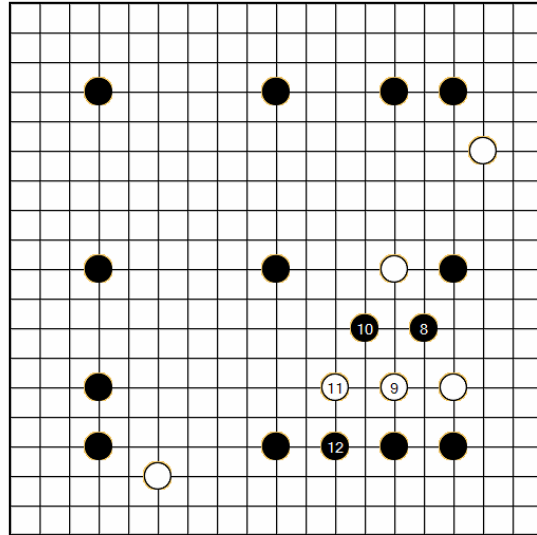


Diagram 5

Black 'c' (8 in Diagram 6) is also possible, this simple sequence puts a lot of pressure on White. If White comes out, Black simply extends towards the centre connecting his isolated side stone to the rest of his network.

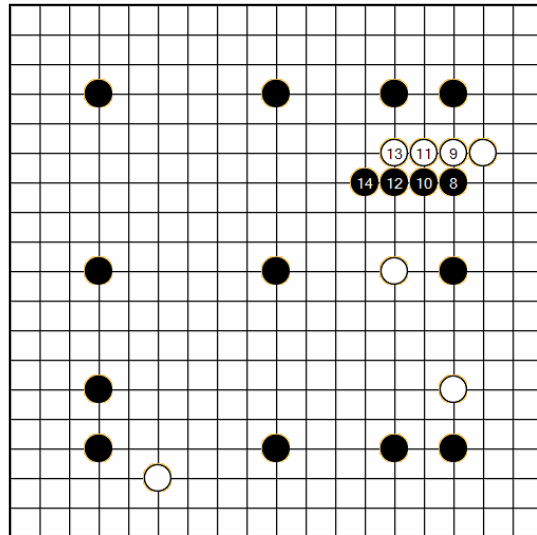


Diagram 6

It should be obvious from this analysis that there are two escape routes for Black's 'isolated' stone on the right. White 7 creates



the illusion that Black has a weak stone – White is testing Black, he is trying to see if Black understands his advantage and how he proposes to use it.

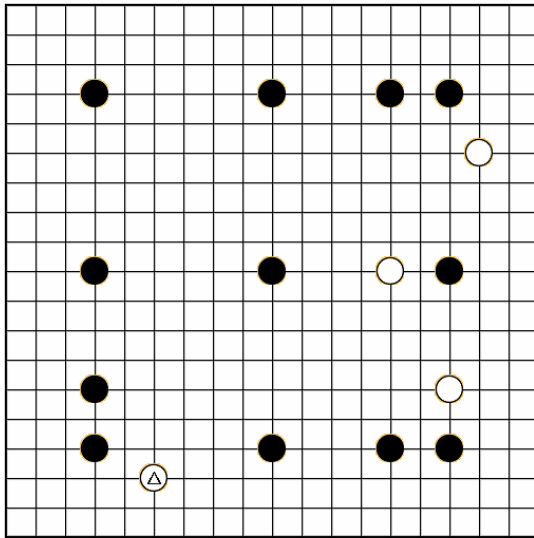


Diagram 7

Having established that there are no urgent moves Black is free to play anywhere on the board.

**'Urgent moves before big moves'** is not just a handicap strategy; it is the single most important strategic principle in Go.

White's marked stone in Diagram 7 is isolated, out numbered – and prone to attack.

Black 8 in Diagram 8 is an excellent way to attack. First Black nudges White into the centre and then restricts eye space with 10 – White has no choice but to run into the middle.

Black is now in control – he can direct the fight and direction of the stones in any way he wants, but he must maintain his strategy.

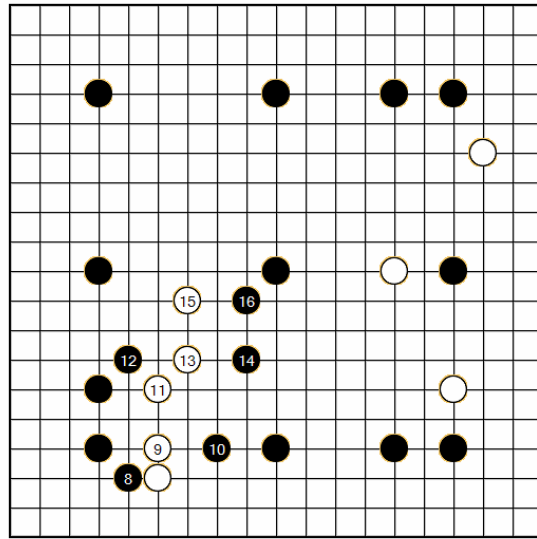


Diagram 9

One option for continuing the chase is the sequence to 15 in Diagram 9. Black chases White along the left side while connecting the handicap stone in the middle of the lower side to the centre. Not bad at all!

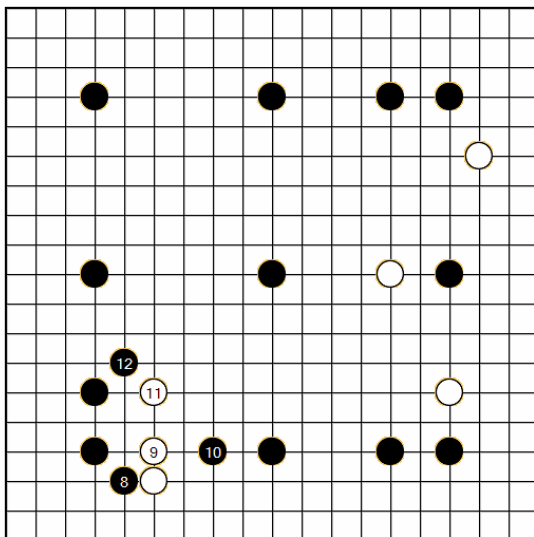


Diagram 8

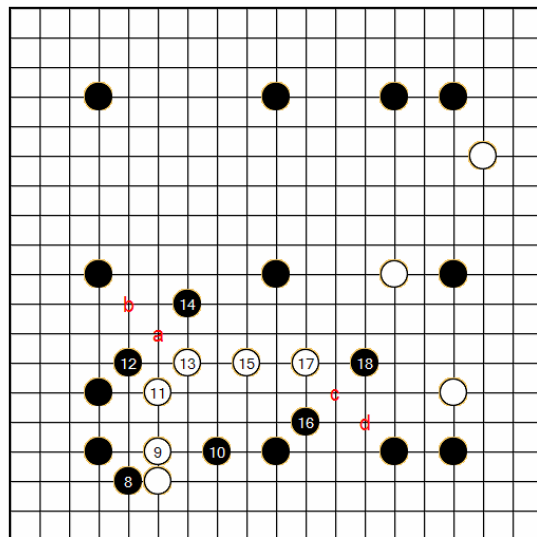


Diagram 10

The second option is to turn White as shown in Diagram 10. If White tries to break through at 'a' then Black can defend at 'b'.

White will be forced towards the right with moves like 15 and 17 (provided Black does not lose his nerve). Black is then able to bring the two fights together and play the key point of 18.

If White tries to break through with 'c' Black will reply at 'd'. Now Black has forced the weak stone on the lower left across the board and is using it to fight on the right.

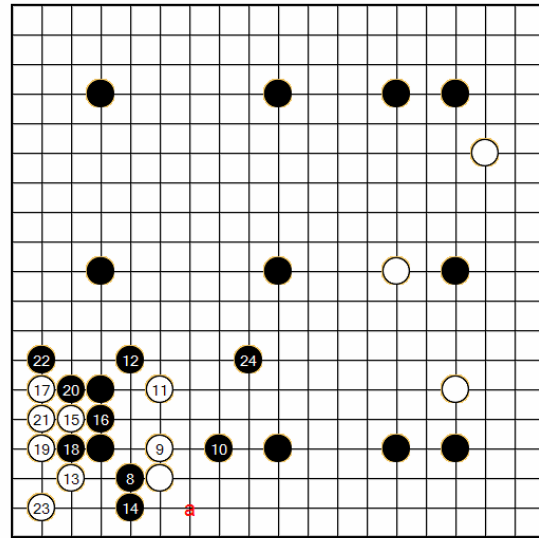


Diagram 12

White is hoping to disrupt the strategy, but Black 14 maintains focus – separating White and keeping Black connected. Note - if Black plays 'a' he can connect to the lower side stone.

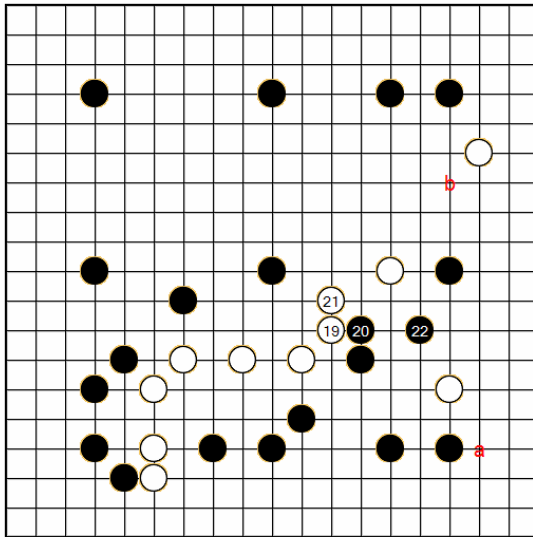


Diagram 11

If we continue the chase – Black forces White back into the centre with 20, then connects his stones on the right with 22.

White then has to deal with Black 'a' taking a huge corner or 'b' continuing the attack! Either way White is in major trouble.

White has played honest moves in these examples, in a game he is not going to be so obliging – he will fight!

For example he may decide to invade the corner with 13 in Diagram 12 instead of running into the centre. Black must stick to his strategy – keeping his stones connected.

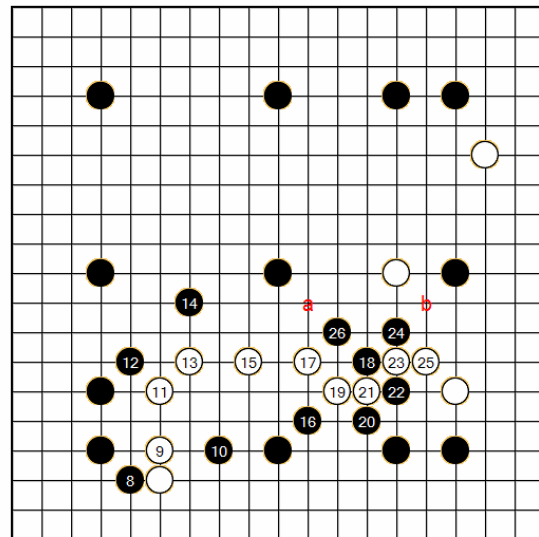


Diagram 13

The important thing about Black's attacks in Diagrams 9 through 12 is that he stays away from his opponents stones.

This is a fundamental lesson – **to attack effectively stay away from your opponent's stones.** Conversely – **if you want to strengthen a weak group, play in contact with your opponents stones.**

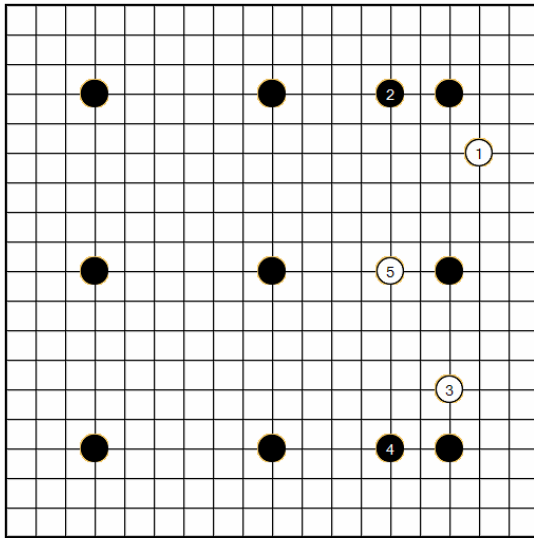


Diagram 14

White is unlikely to split his forces as he did in Diagram 7 as this gives Black an easy target. He is likely to play to 5 in Diagram 14, but the general strategic principles are the same.

To finish off this lesson let me show you a few simple handicap joseki and how they relate to high handicap strategy.

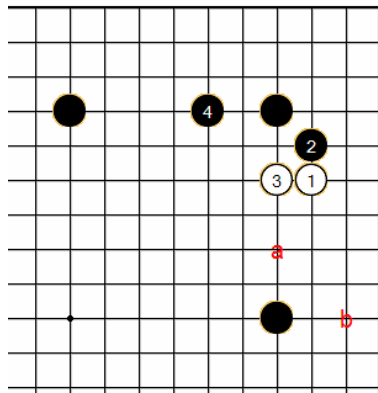


Diagram 15

Black 2 in Diagram 15 is a joseki. This is a generally a poor choice for the start of a high handicap game because it gives White an extra move for very little gain and there is still aji around the 3x3 point.

From here White can play either 'a' or 'b' to gain a base – and thanks to White 3 he is

closer to the centre. Never force your opponent to play a move he wants.

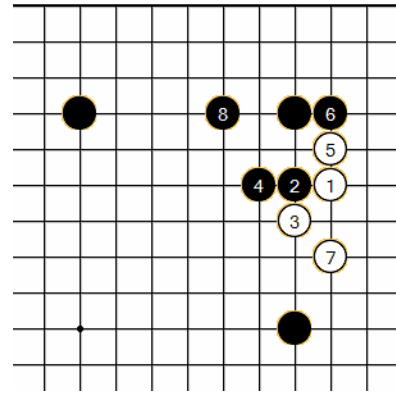


Diagram 16

The Tsuke-nobi joseki in Diagram 16 is a poor strategic choice at the beginning of a high handicap game. After 8 White has a base and sente while Black has secured an extra 8 to 10 points in the corner – who do you think has gained the most?

Looking at this another way – White's first move faces 9 Black stones with another to follow - White has no friends. Black has the upper hand because the handicap has given him influence and control over the whole board.

From a strategic and tactical point of view Black's advantage is at its peak at the very beginning of the game. Black has 9 stones while White has only 1, as the game progresses that ratio decreases.

Black's best chance to control the game is at the very beginning when the ratio is at its best.

The one point jumps of 2 and 4 in Diagram 14 look boring, but they are the foundation for attack. If you want to know how to handle this, refer to Diagrams 5 and 6.

One final point – strategy is for the whole game, not just the first 20 moves. White will be trying to divide your stones at all stages of the game, so stay awake!

## Real Examples

So much for theory, let look at some real examples and analyse White's strategy. The first example is a game between a Professional 9 dan and a 3 kyu amateur played in IGS in December 2006.

It may seem odd to start the analysis from the end, but let's look at the final position before we go into detail.

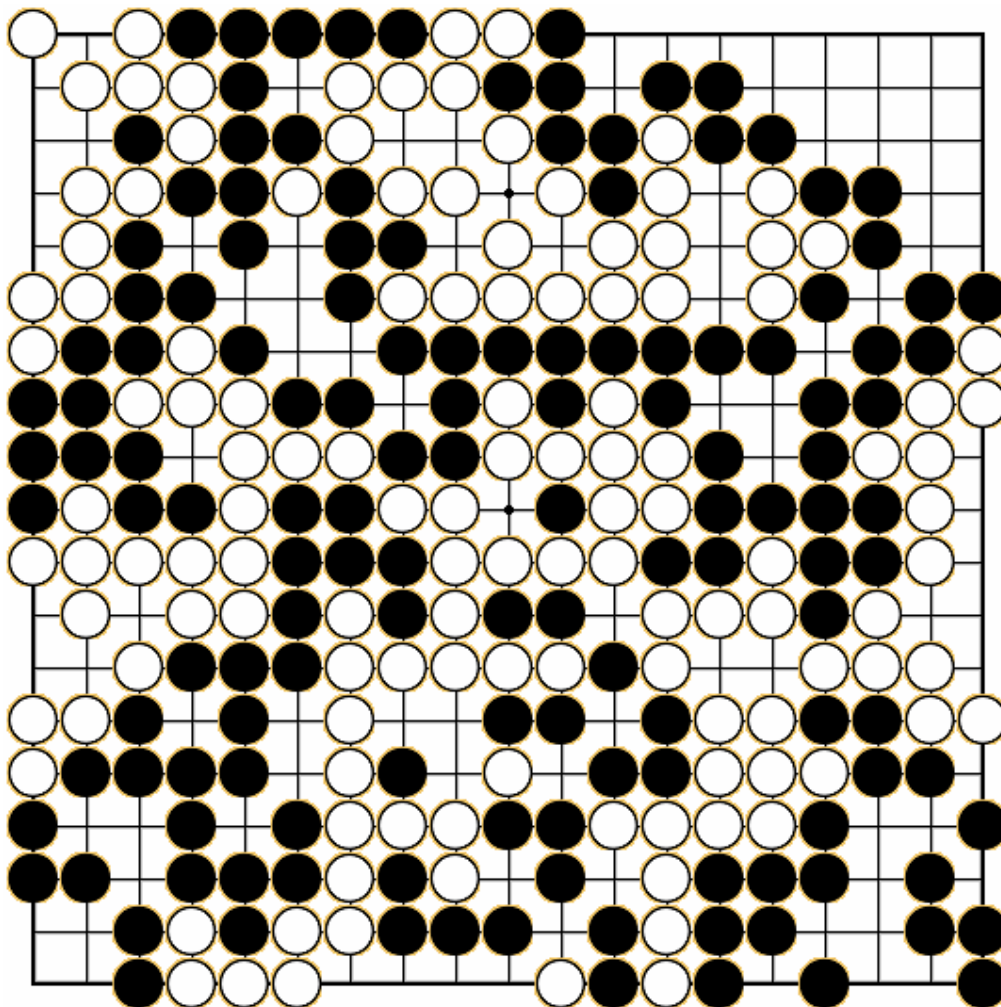


Diagram 17

Black had an 8 stone handicap and White won the game by over 10 points. How that was achieved can be seen in the final picture.

The top half of the board is great for Black; he has one group and 36 points; White has a few groups and just 15 points. If Black had repeated that in the lower half he would have won. Unfortunately the bottom half of the board is a totally different picture, Black has 3 separate groups, one of which is dead, the territory favours White to such an extent that he wins by a large margin.

So let's go through the game with particular attention on White's strategy.

### Figure 1 – Moves 1 to 15

White's first 15 moves are targeted at dividing Black. The fact that Black invests a lot of stones in the upper right and looks like getting a lot of territory is of no interest to White, his aim is to separate Black into as many groups as possible. The more groups Black has the less the territory he will make, also there is a greater likelihood that one of those groups will get into trouble and perhaps even die.

There is an old Go saying – territory is only counted at the end of the game. This does not mean that territory is unimportant, but there are other things to consider above immediate profit during the course of the game.

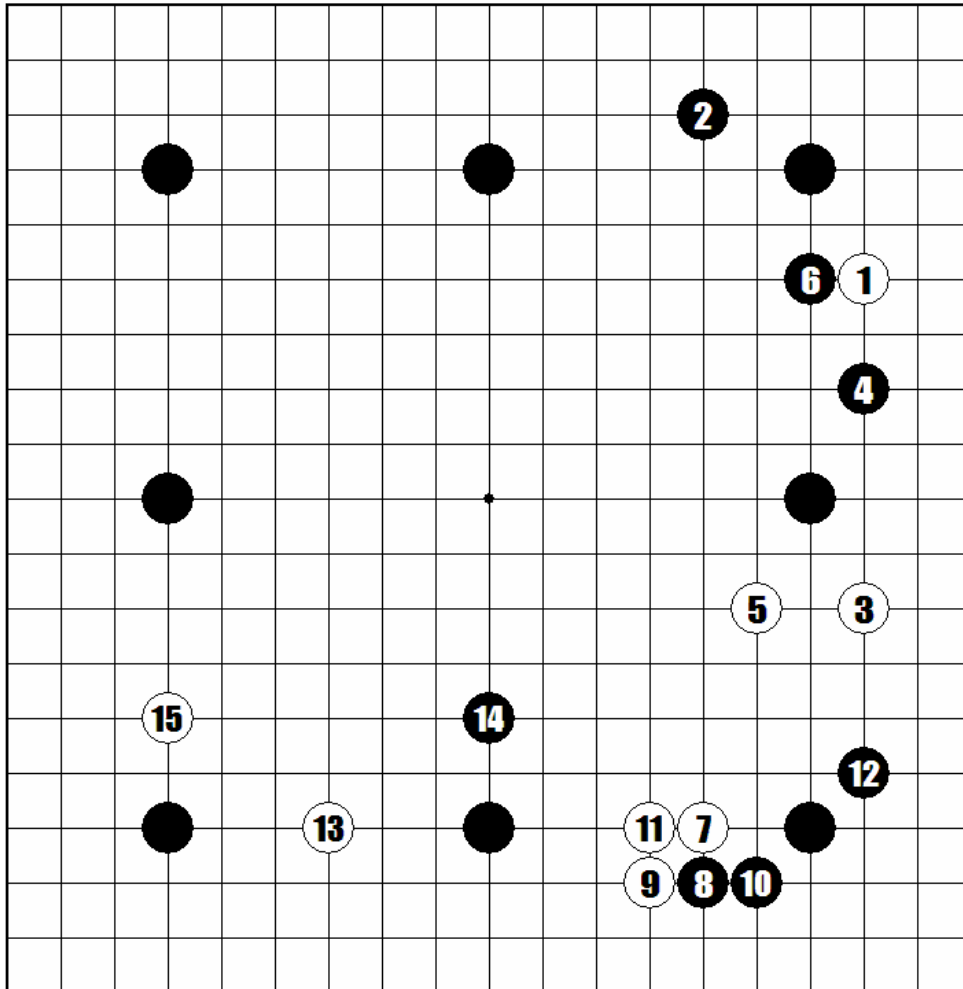


Figure 1 (Moves 1 to 15)

Because Black does not have a guiding strategy he makes some poor choices. For example Black 14 would have been much better at 15. This would connect an important corner stone to the rest of Black's network.

First principles tell us that corners are more important than sides, therefore extending from the corner stone is more important for Black than defending the side.

If we swap 14 and 15 around as in Diagram 18, Black has nothing to fear; he can deal with White's attack in two ways.

Black chooses to sacrifice the lower side stone then Black 1 (diagram 18) is an obvious threat to rescue the stone that build influence on the left side. If White defends then Black can play 3 strengthening the corner and threatening to slide to 4. Later in the game Black can play 5 and 7 creating a lot of aji at 'a' or 'b'.

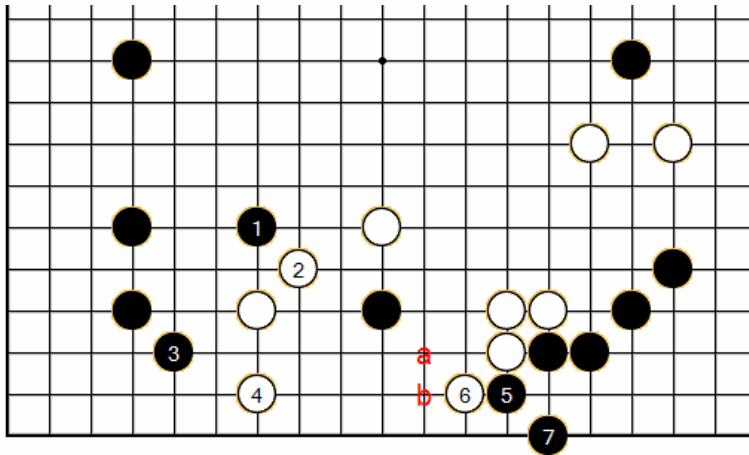


Diagram 18

The total gain for White is at most 20 points, and importantly he has had to defend to get them. Black's lower right corner is worth nearly as much as White's side and Black as pushed towards the centre with 1 while keeping sente. Not a bad result for Black – and his stones are still working together.

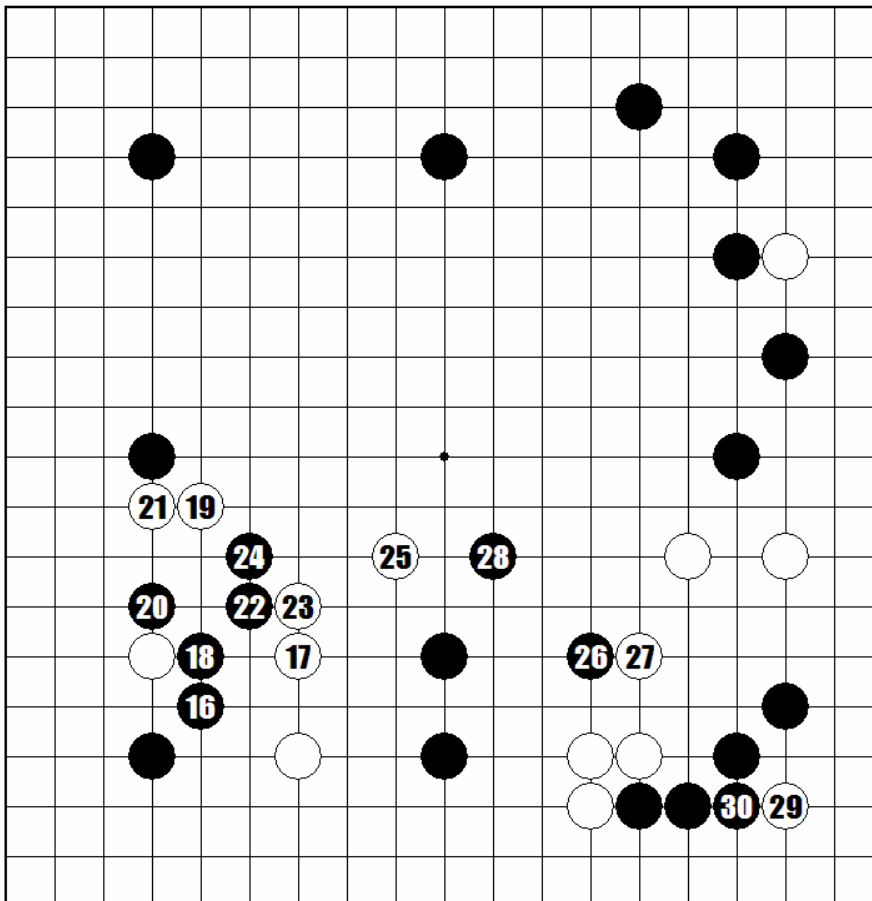


Figure 2 – Moves 16 to 30

White 17, 19 and 21 clearly demonstrate White's separation strategy.

Black's lower right corner is isolated following White 27, so White plays the probing move of 29 to test Black's tactical skills. If Black gets into trouble in the corner he will have to run and White can then attack two weak groups, if Black survives White has not lost much.

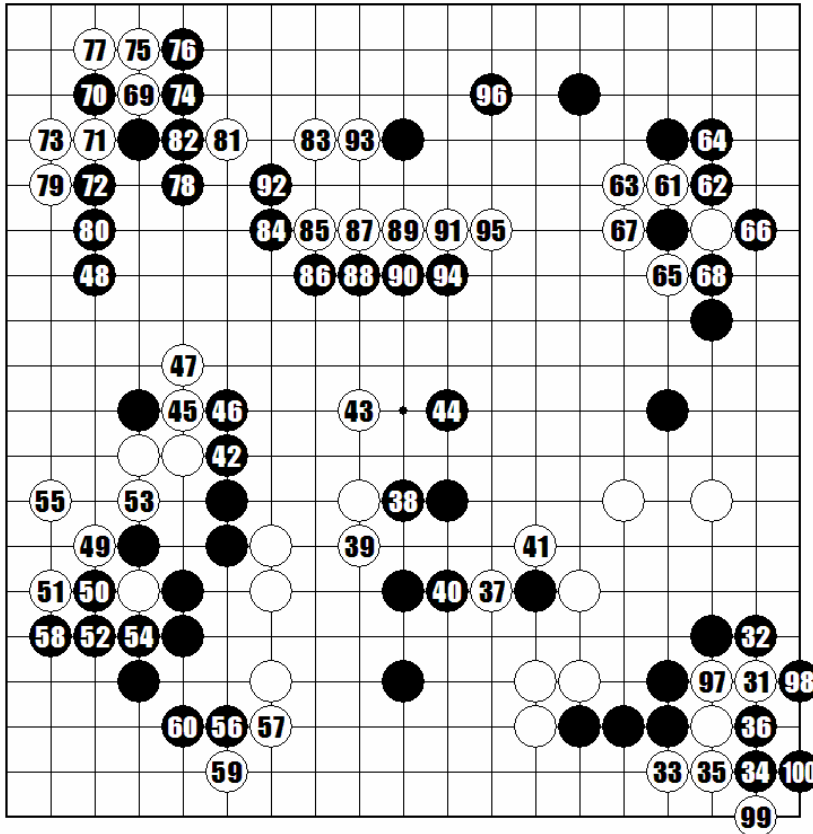


Figure 3 – Moves 31 to 100

The fight to 36 seems to have settle the lower right corner, but it is ko. There are a lot of variations but the end result of a ko – some are not nice kos for White but he is giving 8 stones.

Playing the ko now is of no advantage to White, there are few ko threats of any value and much of the board is open, so he plays elsewhere. If Black defends the corner White gets two moves elsewhere – a good gain for White.

Black's lack of strategy is clear with his reply to 61. If he had connected his stones and made the wall in Diagram 19 he can turn the tables and attack White with 68.

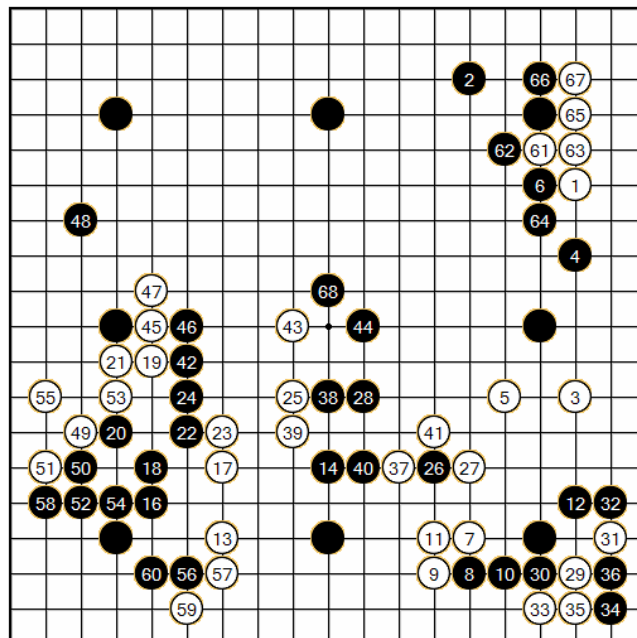


Diagram 19

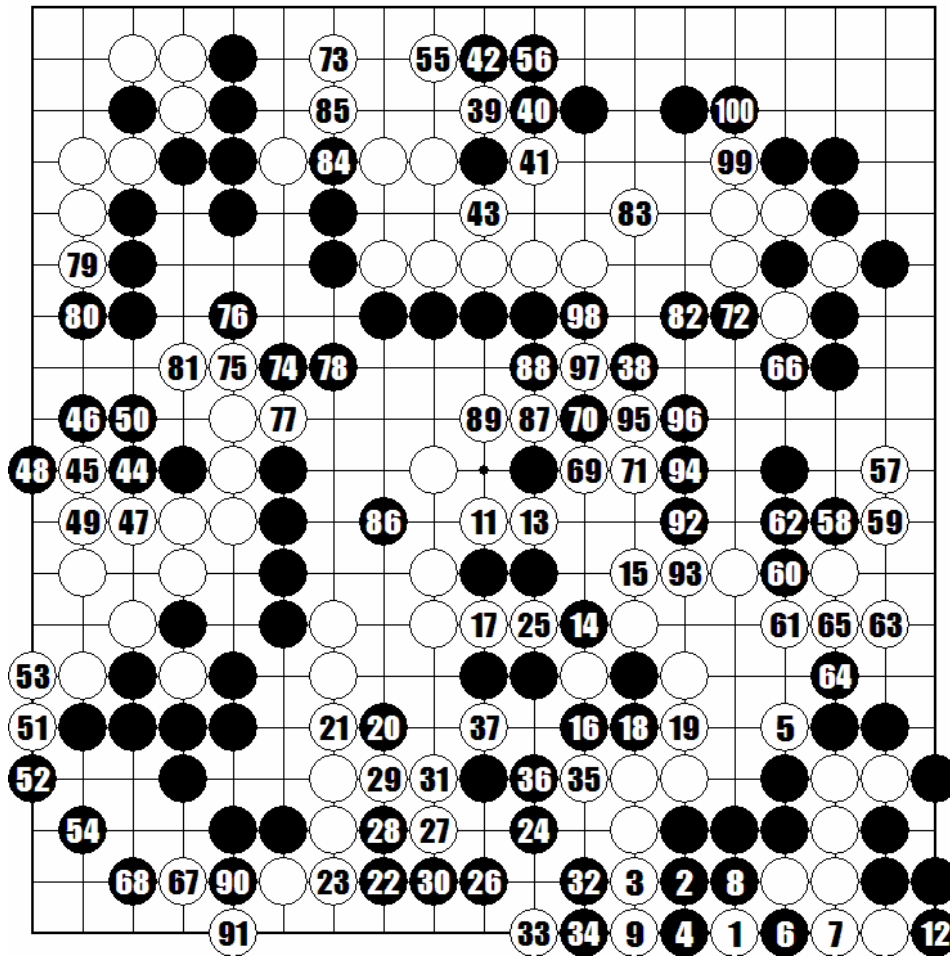


Figure 4 – Moves 101 to 200

White 11 in Figure 4 is a huge threat which must be answered. If Black loses the corner he loses 40 points; the battle between the two groups in the centre is about 60 points. Not only that, Black has ko threats against the White group.

For example, if Black connects at 2 (Diagram 20) his stones are connected, this quite literally makes life difficult for White's lower centre group. If White takes the ko and Black can play 4; assuming White takes the ko Black can play 6 leaving the White group in severe trouble.

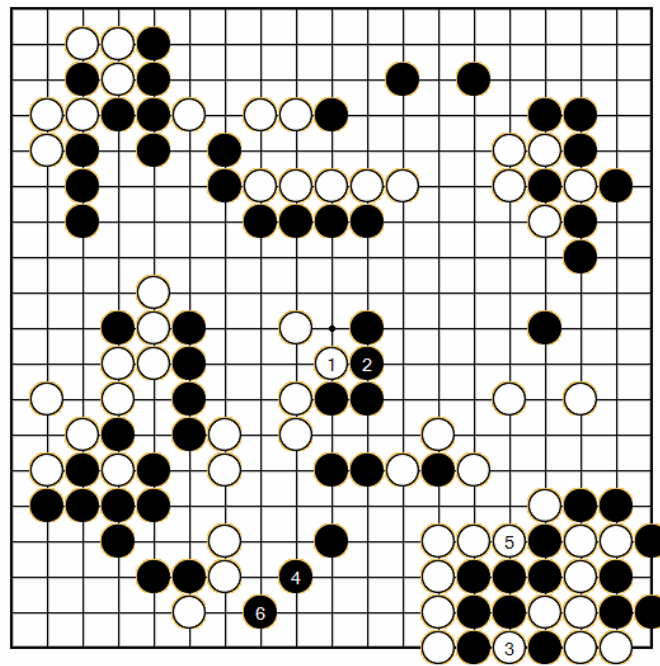


Diagram 20

Black lost the game with 118, but he was already losing because he did not have a strategy.



## Example 2

Our second example is a nine stone game between an 8 dan professional and a 6 kyu, played in IGS in December 2006.

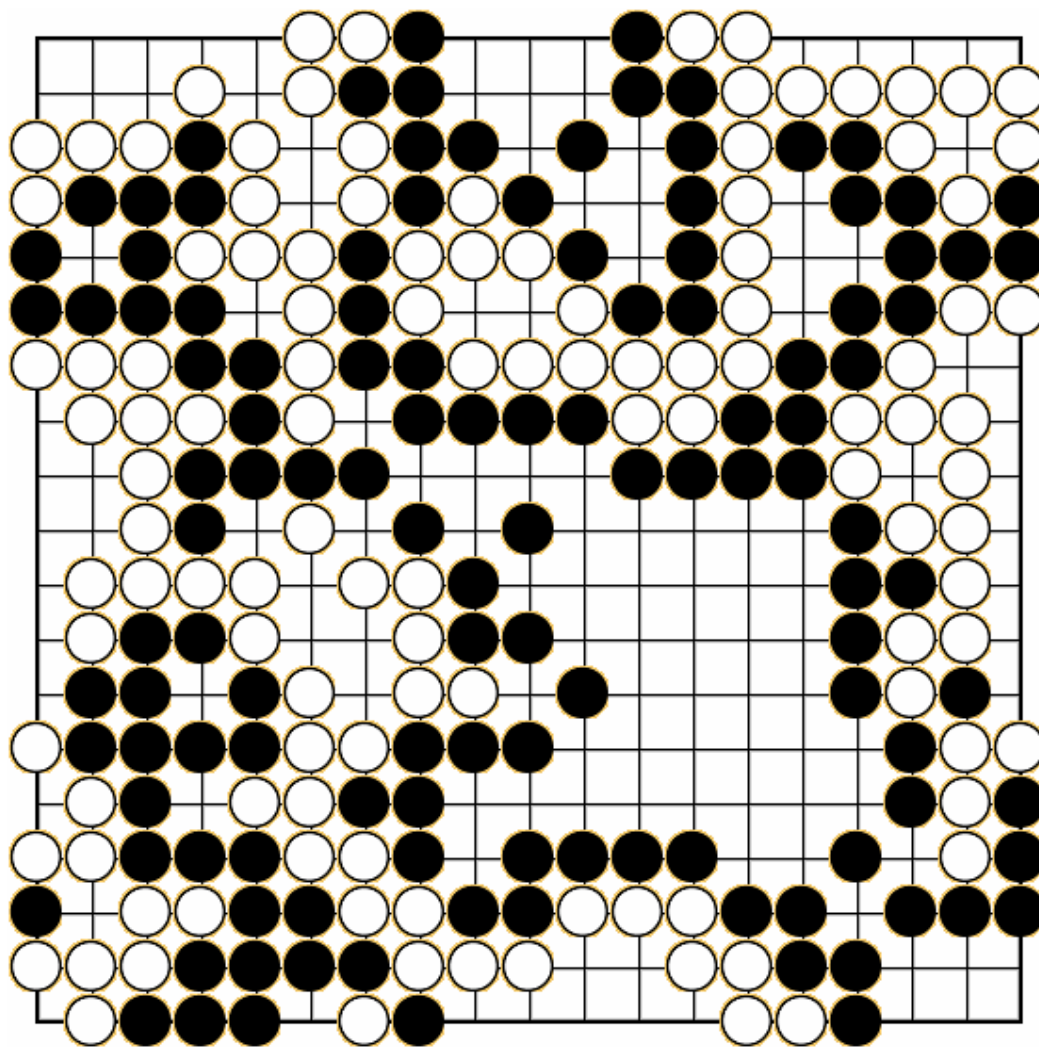
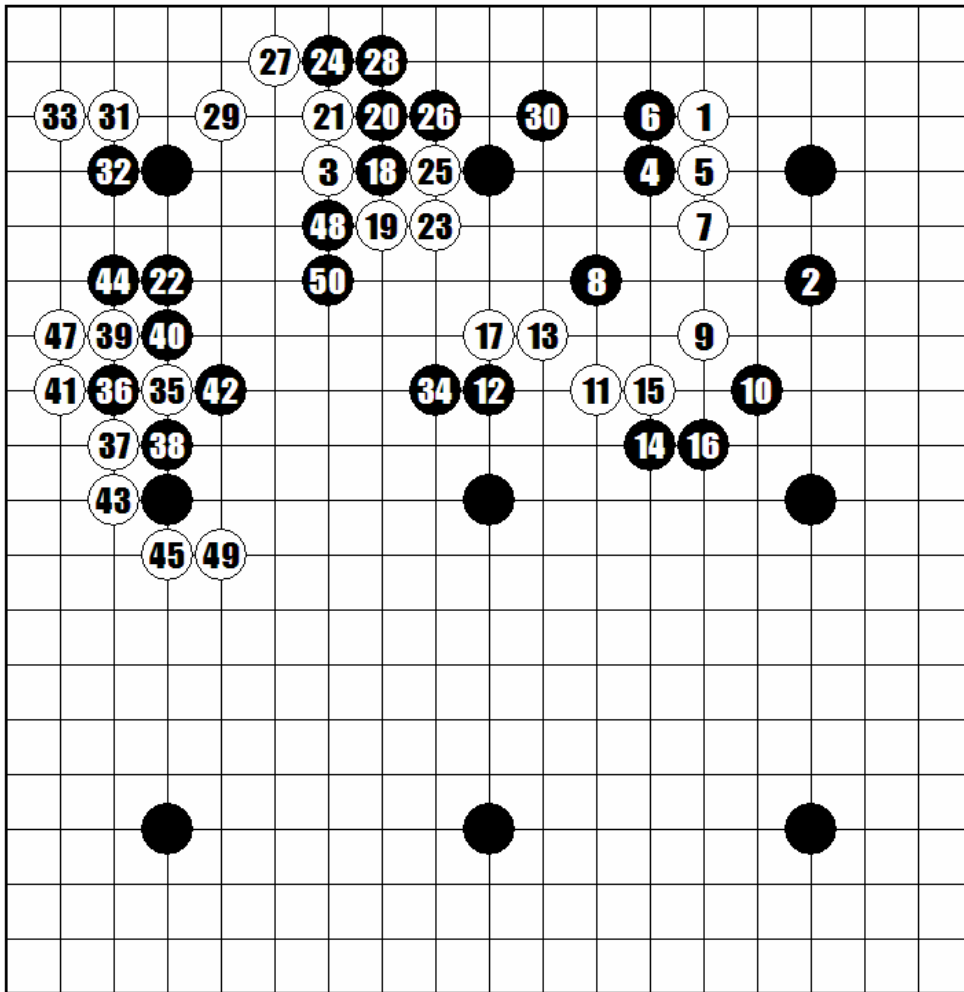


Diagram 21

Again we start by looking at the final position (Diagram 21).

Black has obviously lost by a lot because of the dead group in the lower left corner. But there are some interesting features – Black has made a substantial area in the lower right corner and centre – he kept his handicap stones connected and made a lot of points.

White is pushed into a low position against the right side with very few points and whether by accident or design Black kept his stones connected and built a good territory.



**46 = 36**

Figure 5 (Moves 1 to 50)

This game features a more traditional opening on the top side. White's strategy of separation is clear; his moves at 11, 13 and 19 are all aimed at confining Black's top side stones. As with the first example White is not concerned with territory or killing; he is taking the opportunity to divide Black's position. White succeeds in enclosing Black's group as well as separating the left side handicap stones with 45 and 49.

Black can feel reasonably happy because his upper right corner is connected to the side stone, and the right side and centre stone have been connected with 14 and 16. This is the basis for the large territory we saw in the final position.

Black 6 is the wrong direction, he should have moved towards the centre to connect his and separate his opponent's stones, running to the side for two eyes should be his last resort.

Similarly, Black 18 would have been much better connecting this upper left corner to the rest of the Black stones.

The upper side group can escape with 19 or make eyes at 20 – alternatively it can be sacrificed – personally I would let White take these stones in exchange for two moves on the lower side.

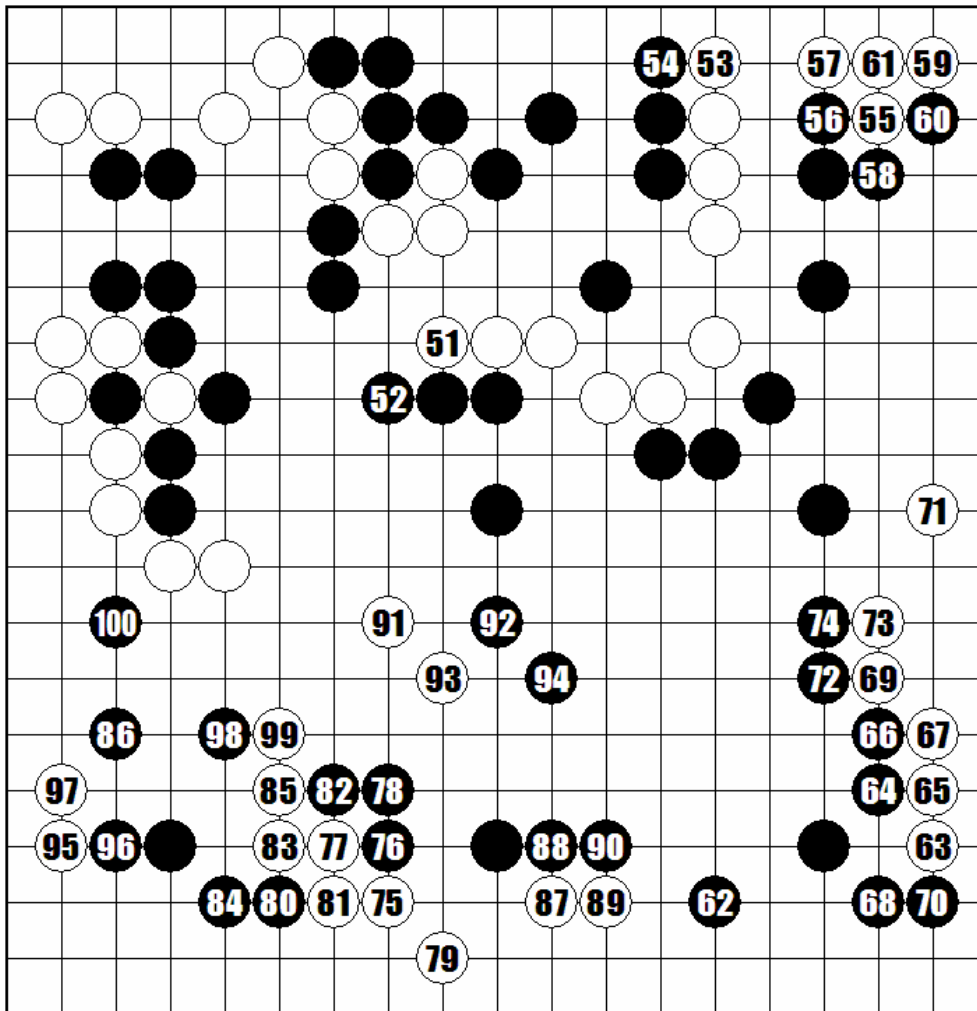


Figure 6 (moves 51 to 100)

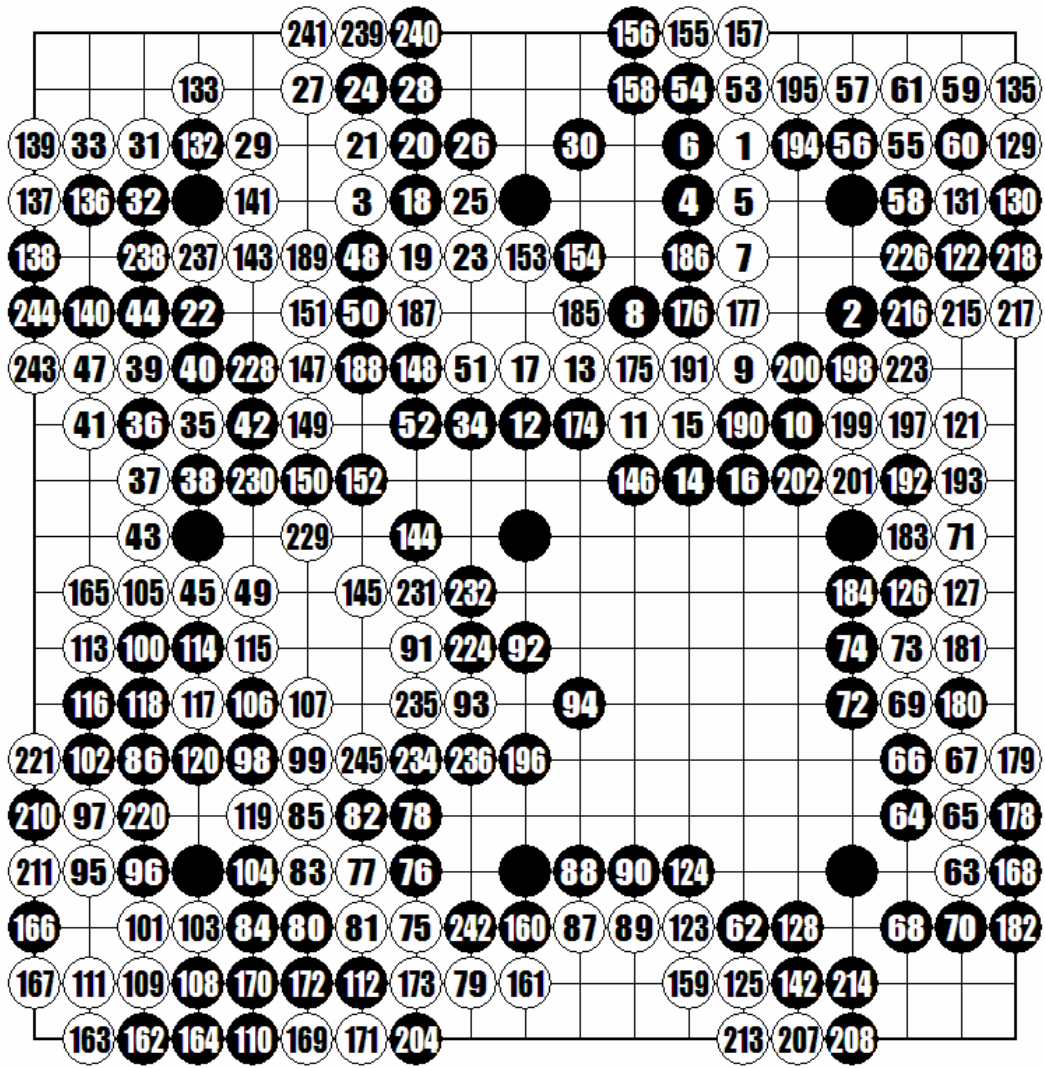
Black 64 is the right direction and Black plays very nicely in this area to build the middle, squash White and keep the corner.

Black 76 is wrong; playing in contact with a stone you are attacking is a bad thing. Black's options are to play 80 squeezing from the corner, 78 to build the middle or 79 to attack the base.

Despite the tactical error 76 and 78 strengthen the centre and Black secures enough territory to win the game after 94 – provided nothing dies.

Black plays well and is leading until he makes a life and death blunder by ignoring his stones in the lower left corner. Without that loss Black would have won, but what is important to realise is that if Black had connected this group a small end game blunder would have been a couple of points, not 50 points.

Figure 7 on the next page contains the complete game score.



$$\begin{aligned}
 & \textcircled{46} \textcircled{206} \textcircled{212} \textcircled{233} = \textcircled{36} \quad \textcircled{134} \textcircled{222} = \textcircled{60} \quad \textcircled{203} \textcircled{209} \textcircled{227} = \textcircled{35} \quad \textcircled{205} \\
 & = \textcircled{171} \quad \textcircled{219} \textcircled{225} = \textcircled{131}
 \end{aligned}$$

Figure 7 (moves 1 to 245)

# Four Corners

## Corner 1

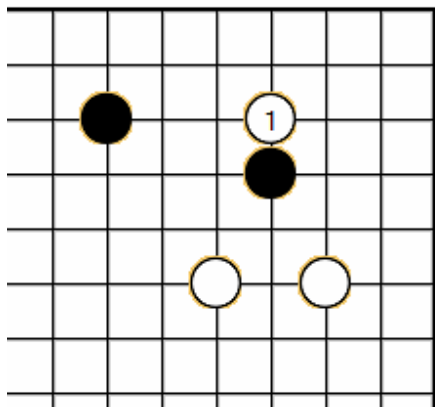


Diagram 1

White 1 is an odd looking attack on the Black stones in the corner, but it not easy for Black to deal with – there are several traps.

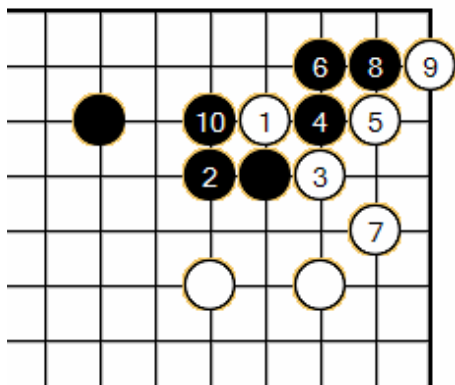


Diagram 2

The Joseki move is Black 2 (Diagram 2) this connects Blacks stones and gives White the problems. Playing the 3x3 gives White a cutting point and plenty of opportunity.

Having securely connecting his stones now White has the problems. White can get a nice base in the corner in sente, while Black settles his group.

This is a reasonable outcome for both particularly when you consider that White had 3 stones against Black's 2 in the original position.

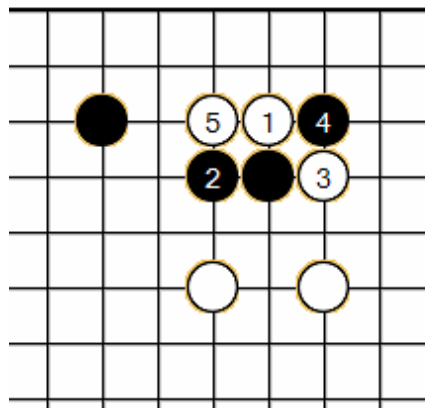


Diagram 3

White can mix it and create complications by playing 5 in Diagram 3.

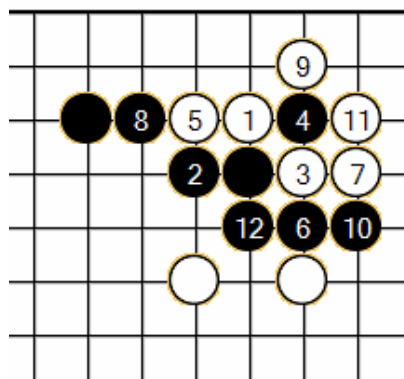


Diagram 4

Diagram 4 shows the correct sequence which leaves White with the corner, but his two stones on the outside are floating and friendless; a much worse position that Diagram 2.

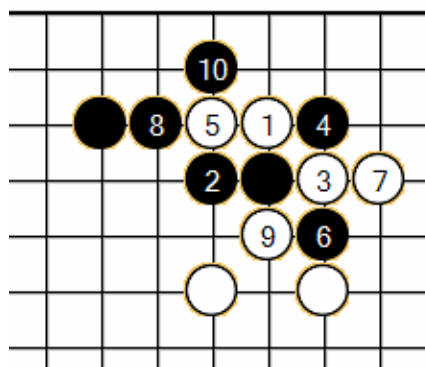


Diagram 5

If White does not like the outcome in Diagram 4 he can capture Black 6 and Black takes the two stones on the upper side.

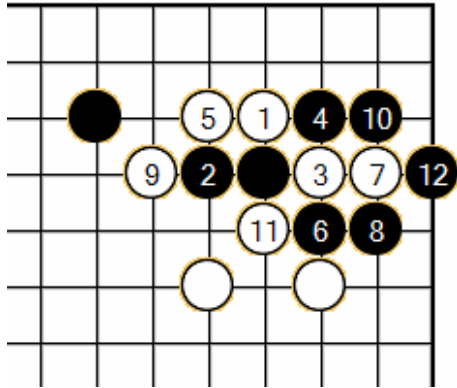


Diagram 6

If Black muddles the sequence and plays 8 first, then White will play 9 and 11. Black 12 is of little consolation because White plays at 3 taking the eye and keeping his stones connected.

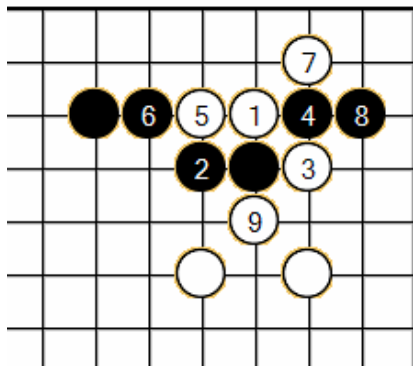


Diagram 7

Similarly, if Black fails to atari White 3 (in Diagram 7) then White will play 7 and 9. This leaves the cutting point on the outside and two stones in the corner to defend at the same time – a very bad outcome for Black.

### Corner 2

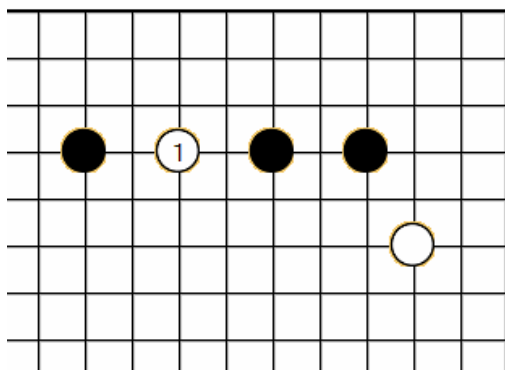


Diagram 8

White 1 is a classic handicap invasion – Black goes all weak at the knees and his territory disappears. That is not what should happen.

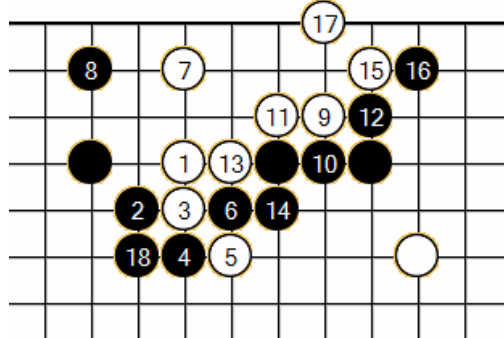


Diagram 9

Black should push White from the side with 2. White can form a life of sorts with the sequence to 17, but Black 18 secures a solid frame work around the outside worth far more than the 3 or 4 points White has on the inside.

Often when I explain this the Black players says, ‘but I lost all my territory’ – the short answer is that Black had no territory to start with, all his stones are on the 4<sup>th</sup> line, the 3x3 point is open and the gap between the two corner stones and the central side stone is too great to defend.

Don't think of the position prior to White 1 in Diagram 2 as territory – that is poor thinking.

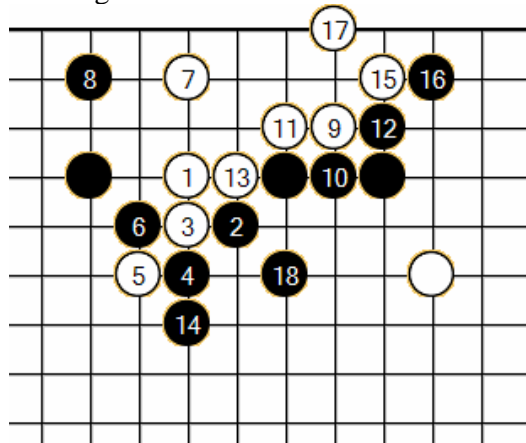


Diagram 10

Black can push from the corner and White is able to revert to a similar position as

Diagram 9, but White has the option to play the empty triangle in Diagram 11. Not nice, but perhaps better than being enclosed.

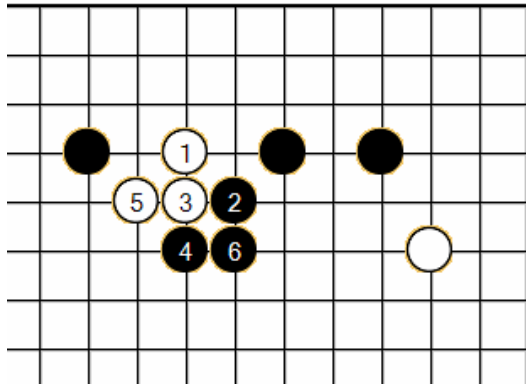


Diagram 11

One final thing to note...

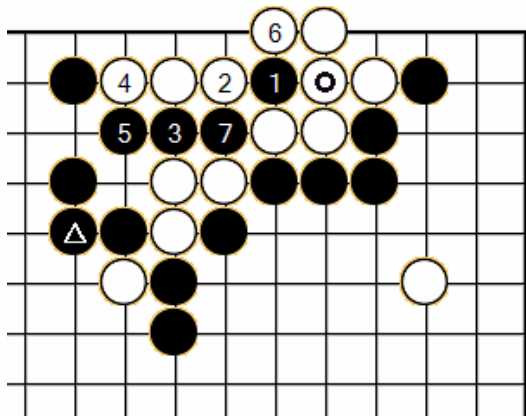


Diagram 12

If at some stage Black gets to play the marked stone in Diagram 12, then he can capture part of White's group by playing 1. This is obviously yose but there are three good ko threats too.

### Corner 3

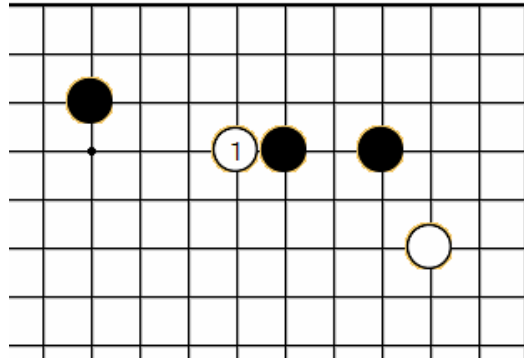


Diagram 13

The other move that causes Black a lot of trouble is 1 in Diagram 13.

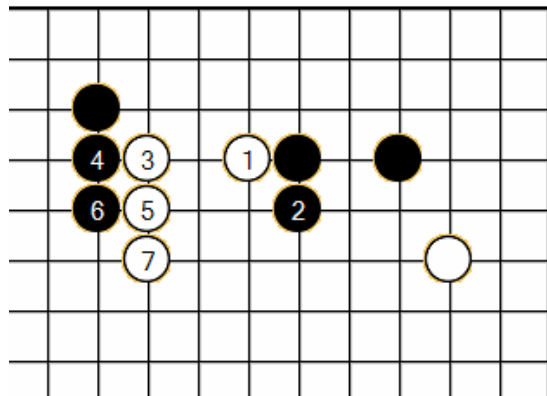


Diagram 14

The correct way to deal with this is 2 in Diagram 14. This clearly separates White 1 from the stone on the right, it also puts a lot of pressure on White 1. The normal sequence to 7 gets White out but Black has built a wall on the upper side.

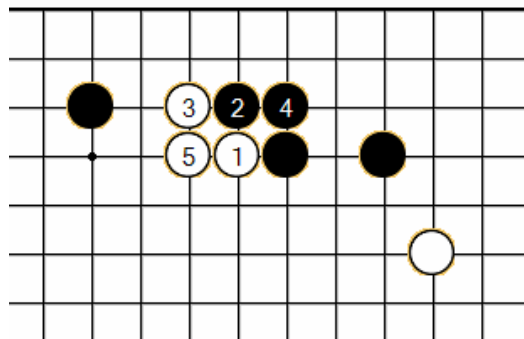


Diagram 15

Black 2 and 4 in Diagram 15 are defensive moves trying to take area in the corner, this

gives White a far better position because the Black stone on the upper side is isolated – it is not the 3 stone wall in Diagram 14.

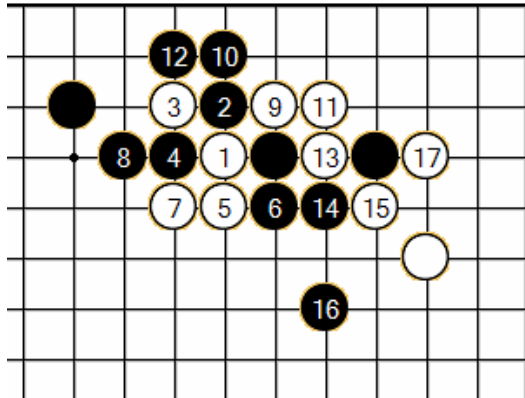


Diagram 16

Cutting at 4 in Diagram 16 is dangerous; Black can easily give White a large corner.

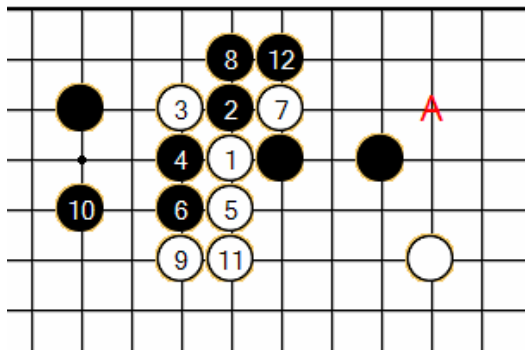


Diagram 17

Diagram 17 shows the correct sequence where Black connects underneath with 12 and White gets strong moves at 9 and 11 and has 'A' to get a nice corner position at the same time threatening to rescue 7. If White saves 7 then Black's two stones in the corner are likely to be in trouble – not good.

## Corner 4

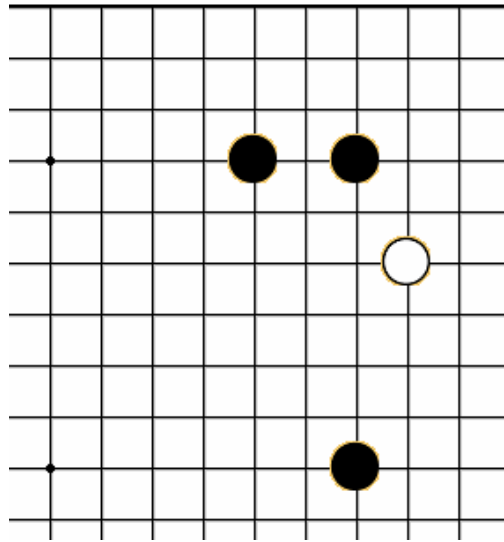


Diagram 18

White is out numbered 3 to 1 and wants to secure his stone.

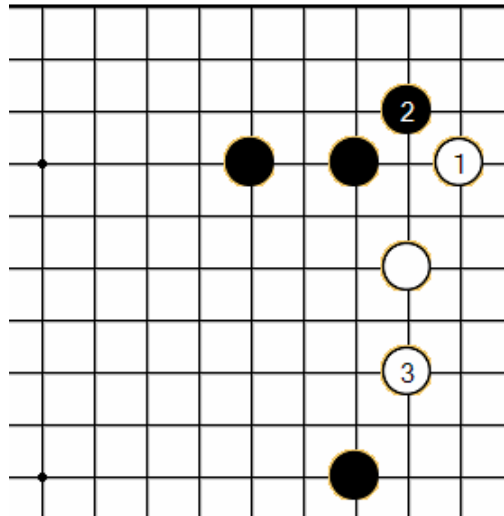


Diagram 19

White can slide to 1 and have a cramped extension to 3 as is Diagram 19, but the group is not really safe – it is a base but not two eyes.

Diagram 20 – By attaching at 1 and White can get his eyes easily in the sequence to 11. Black secures the upper side and small corner but White is safe. In addition the Black stone on the right is isolated and depending on the rest of the board may be in trouble.



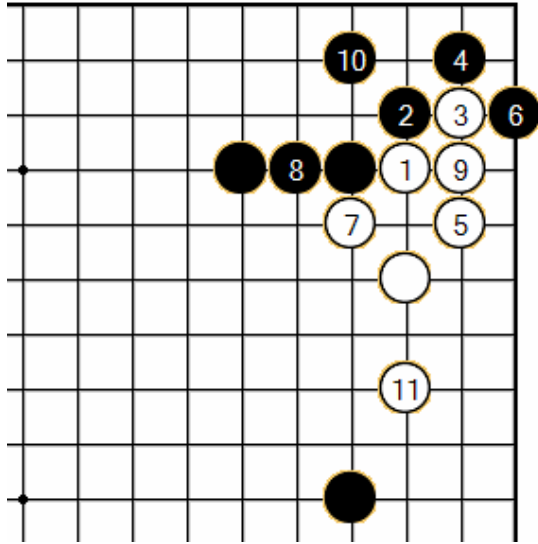


Diagram 20

The atari of 4 in Diagram 21 is wrong; when White connects with 5 Black has too many weaknesses.

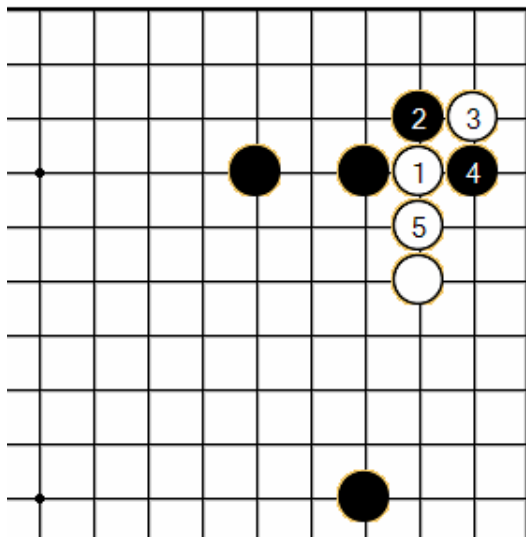


Diagram 21

It may be possible to play as in Diagram 21 is Black has a lot of strong stones in the centre, but unless it is overwhelming White is going to live.

The atari at 4 in Diagram 22 is the obvious move, but the only way to consolidate is to extend to 6. White's cut at 7 is obvious and now there is a messy fight with plenty of twists and turns.

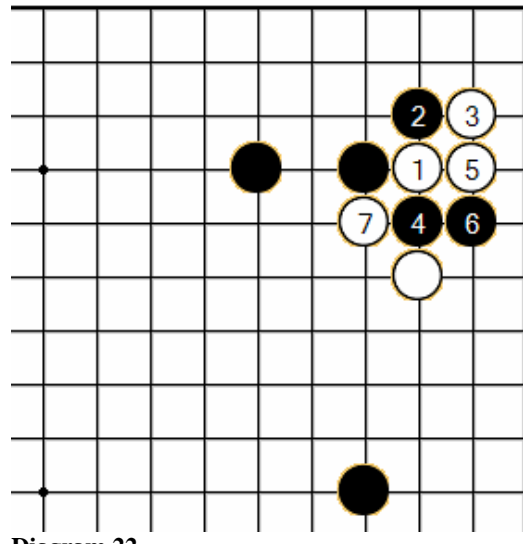


Diagram 22

Black's only option is to extend on the second line with 8, but after Black 12 White can pick 'A' or 'B'.

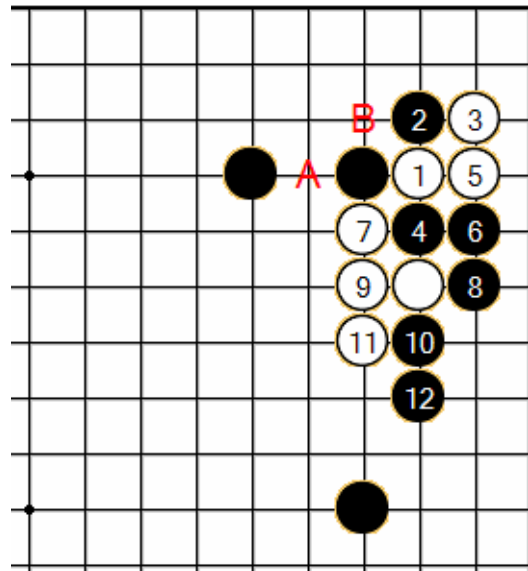


Diagram 23

If the influence is important then White will play as in Diagram 24

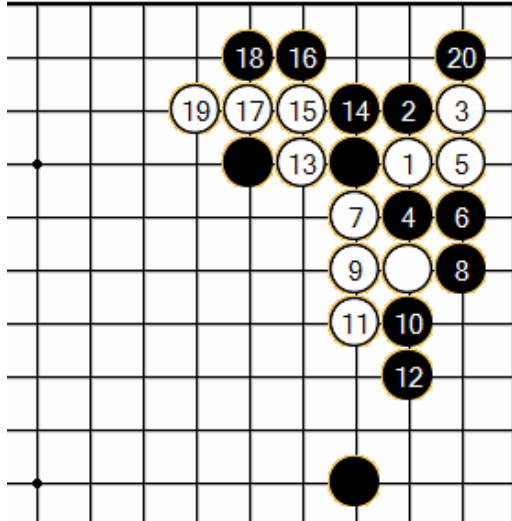


Diagram 24

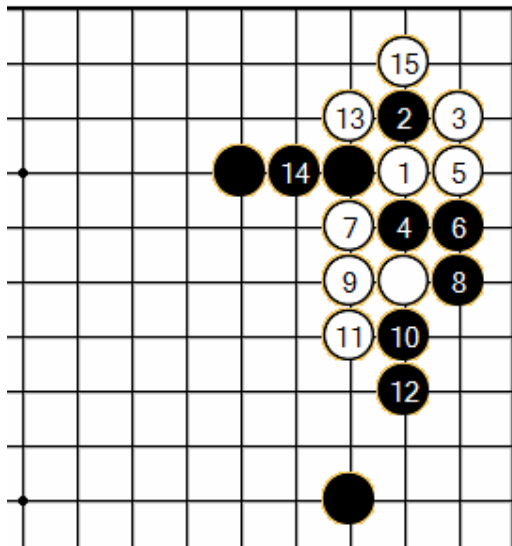


Diagram 25

If White is strong on the outside and he wants to take the corner then 13 and 15 do the job.

## Queensland Go Championship

The Queensland Go Championship will be held on the weekend of 17 - 18 February 2007 at the Brisbane Bridge Centre, 104 Frederick St Annerley.

There will be 3 rounds of play on Saturday and another three rounds on Sunday with time limits of 1 hour 15 minutes each plus 30 seconds byoyomi.

Registration starts at 8.30am; play will start at 9.30am on Saturday.

At the lunch break, approximately 12.00pm, the AGM of the Brisbane Go Club will be held, and Round 2 will resume when this is completed (expected to be about 45 minutes).

Entrants must be Australian Go Assn. members or bona fide overseas visitors.

### Entry Fees:

\$25 including lunch both days

\$15 under 16 as at 1/4/07

Free under 10 as at 1/4/07

Please pay on the day

There will be trophies as usual and possibly other prizes depending on entries and sponsorship. AGA Credit Points may be awarded depending on entries.

Interstate visitors - there are a few decent motels within walking distance of the venue. Details will be provided on request.

Please pre - register by 14th February for catering and planning. Please advise name, rank and Club or affiliation.

Email John Hardy on [j.hardy@uq.net.au](mailto:j.hardy@uq.net.au)

## Two page Joseki lesson

The sequence to 3 in Diagram 1 is popular in amateur and professional games alike.

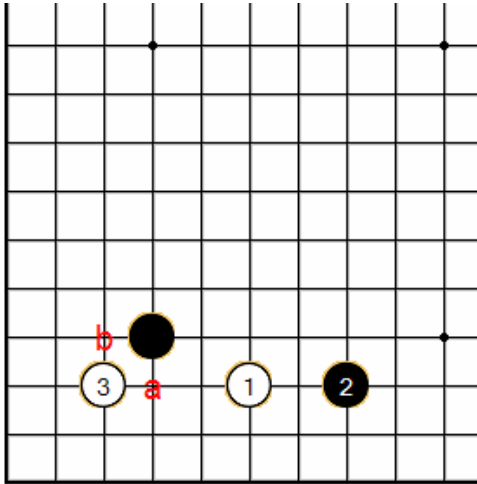


Diagram 1

Black has two choices 'a' or 'b'. Black's gut reaction is to seal White in with 'b' and follow the sequence to 8 in Diagram 2.

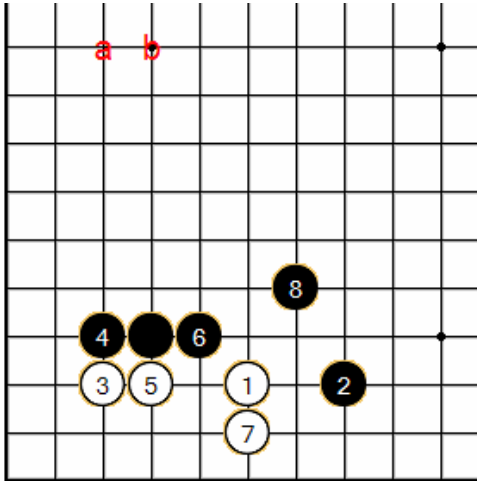


Diagram 2

This sequence is wrong. To play this way Black must already have a stone at 'a' or 'b' on the left side.

If Black plays in this way, White will immediately play either 'a' or 'b' himself and Black will be wondering what he got in exchange for the corner.

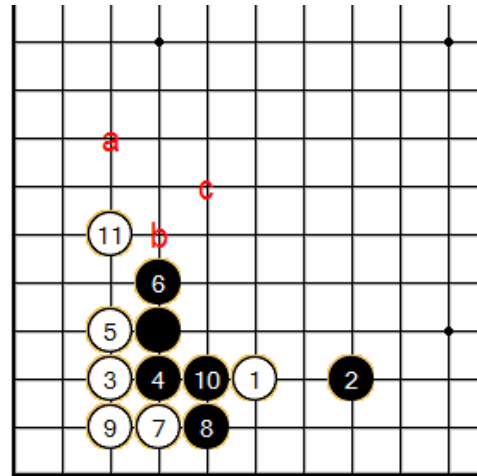


Diagram 3

Without a stone on the side Black has to divide White, giving him a good size corner. In compensation Black gets sente and some good aji at 'a' or 'b' or 'c' for later.

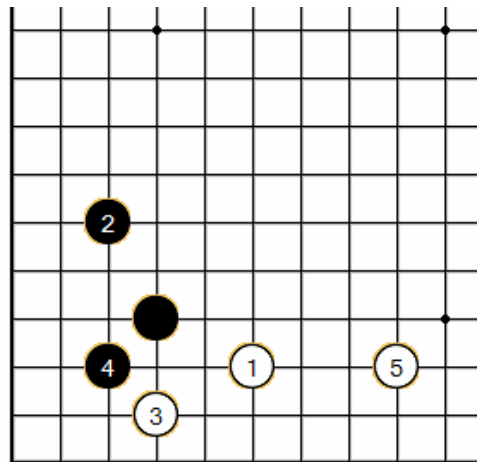


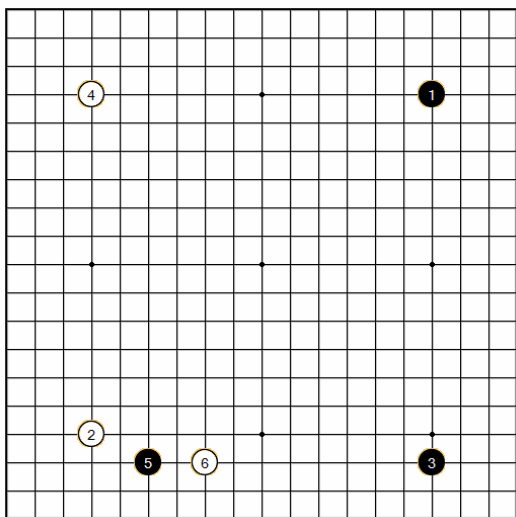
Diagram 4

Black is better off playing 2 and 4 in Diagram 4 than he is playing the squeeze play. His territory on the left is secure, and White's position can still be put under pressure.

### How it works in a Fuseki

Diagram 5 shows the first 5 moves of a game. This is a professional game and there are many that start with this pattern.

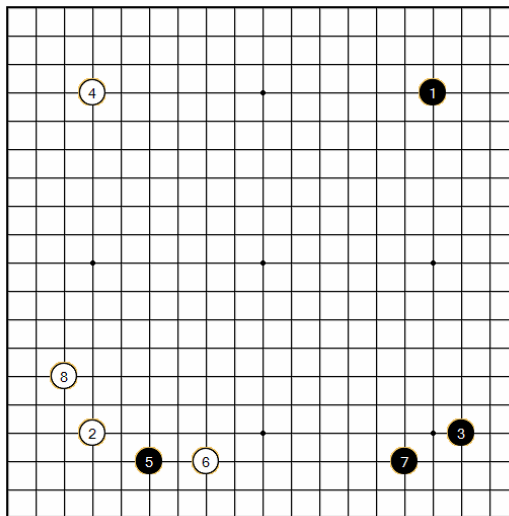
White does not have the stone on the left side but he is concerned about Black development along the lower edge and right side.



**Diagram 5**

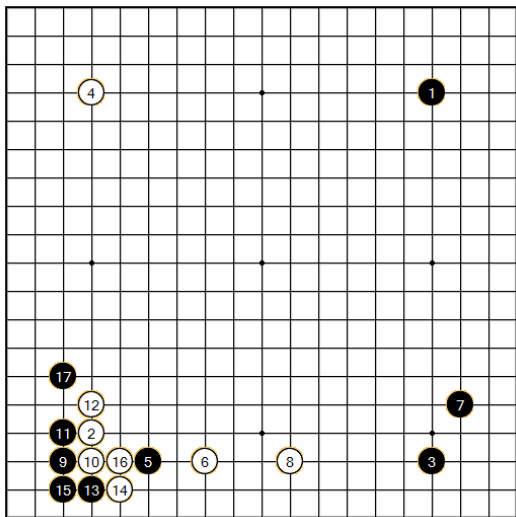
The single most common response in this situation is for Black to make a shimari in the lower right corner – not to respond to the squeeze on the lower left immediately.

lower edge was not important to Black – his shimari faces the other way.



**Diagram 7**

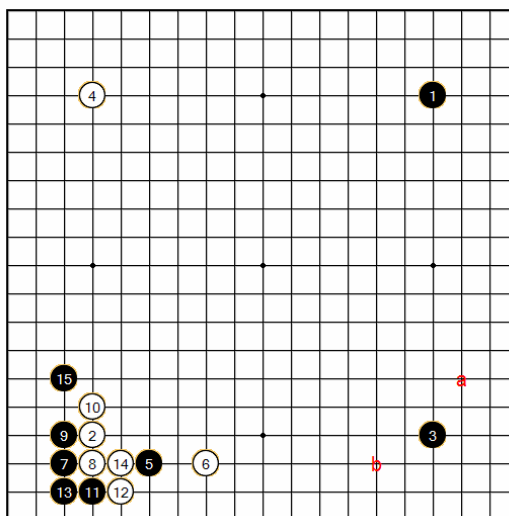
What about Black 5 – well, this is a light stone and Black will probably ignore it for now preferring to play on the right side or perhaps the top. Similarly, White’s attention will be elsewhere because there is no single move that will kill Black 5.



**Diagram 6**

Black invades the corner; White separates the Black stones and builds along the lower edge. This not only settles White’s stones it does so in the face of Black’s shimari – White also has sente.

In Diagram 7, Black’s lower right stone has taken the other komoku point. If White again squeezes with 6 and Black makes the shimari, now White play at 8 on the left side.



**Diagram 8**

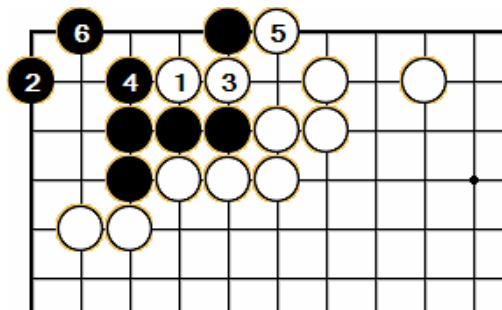
If White squeeze with 6 and Black has a hoshi stone in the lower right, then Black will leap into the corner.

Once the left corner is settled White’s next move will either be a ‘a’ to get a foot hold on the right side or at ‘b’ to build from his stones in the lower left.

This is because the value of extending to 8 in Diagram 6 has been diminished – the

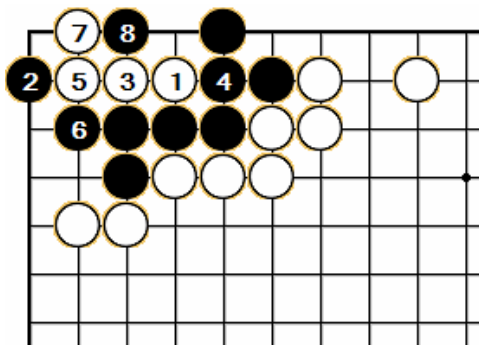
# Answers

## Answer 1



Answer 1

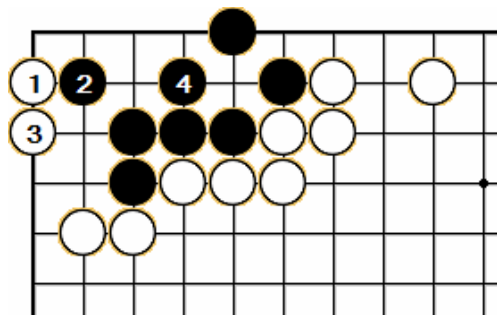
The peep at 1 is devastating for Black's shape. He cannot connect because White will play the monkey jump at 2 removing his eye space. Black must make eyes in the corner and 2 is the only solution. White captures the single stone with 3 and 5 while Black grovels for life in the corner.



Ref Diagram 1

If White gets greedy and extends to 3 in ref diagram 1 then Black will connect the cutting point. White 7 attempts to make a nakade shape, but Black 8 prevents that and makes 2 eyes.

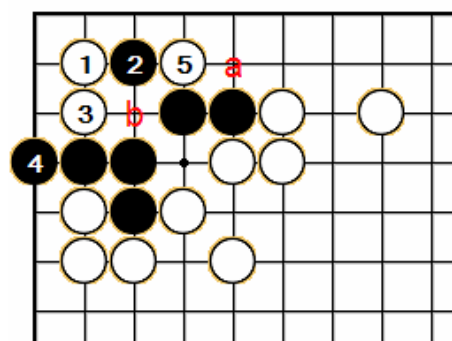
It appears that White can force a ko by playing at 8 (instead of 7), but Black will play 7 then connect 2 and 6 – once again he is safe.



Ref Diagram 2

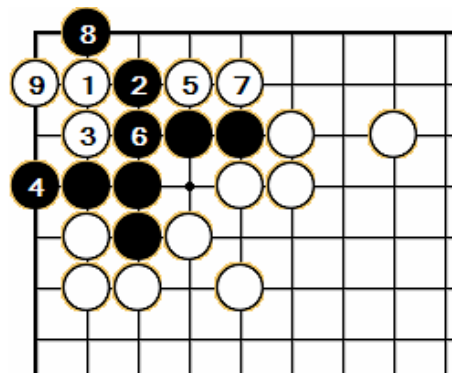
The result in Answer 1 can be compared with ref diagram 2, an approx 7 point difference.

## Answer 2



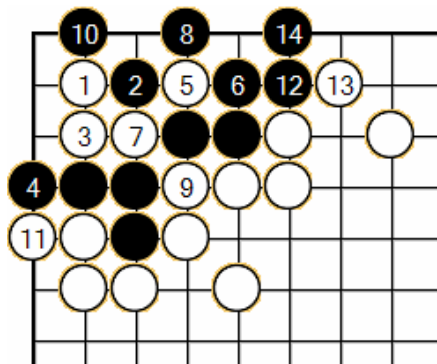
Answer 2

White 1 is the vital point but the tricky move is White 5. This creates problems for Black at both 'a' and 'b'.



Ref Diagram 3

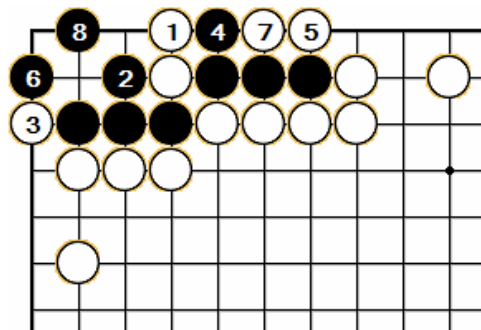
If Black Connects at 6 (in ref diagram 3) then White can kill by playing 7. No matter what Black does in the corner he will only get one eye.



Ref Diagram 4

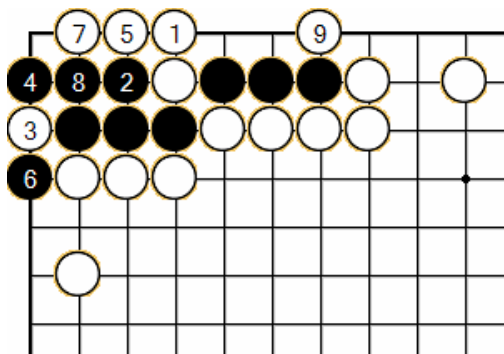
Black can get life by playing 6 in ref diagram 4, but he sacrifices 3 Black stones in the process.

### Answer 3



Answer 3

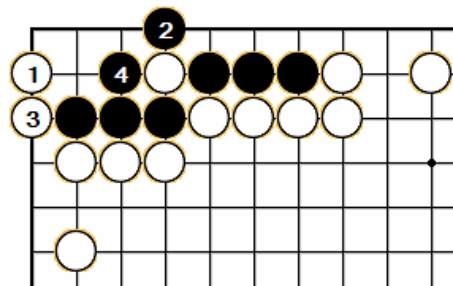
White 1 is the correct move, if Black takes the two White stones after White 5, then White will play 6 leaving Black with one eye. Black is able to tap dance a bit and sacrifices three stones to live.



Ref Diagram 5

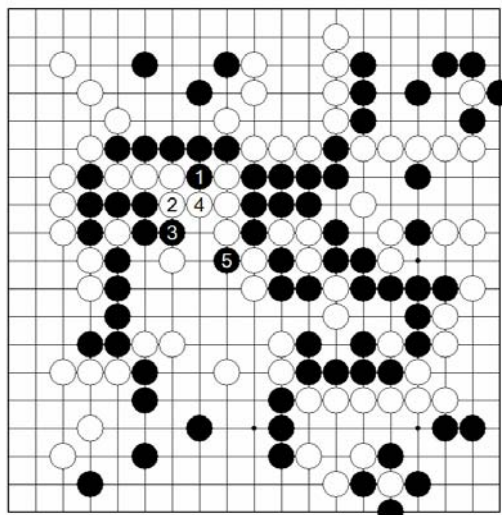
Ref diagram 5. Black 4 (in answer 3) is vital, if Black tries the same tactic but does not play 4, then White kills all of the stones

The normal yose is 1 in ref diagram 6, this makes a gain, but not as big as in **Answer 3**.



Ref Diagram 6

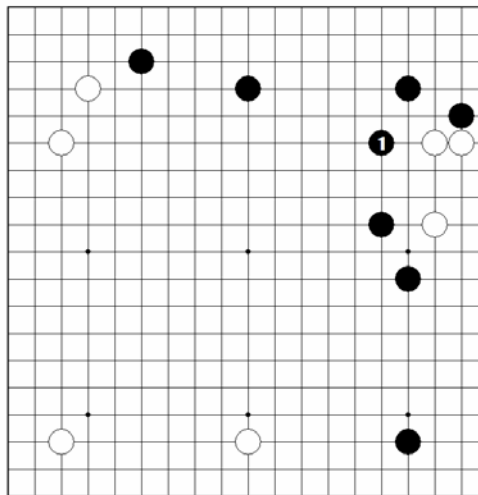
### Answer 4



Answer 4

Black is clearly ahead on territory provided he can will the central White stones. The sequence to 5 achieves that aim.

### Answer 5



Answer 5

Black 1 is correct because it links Black's stones and forces White into a low position. It's also good for Black because he's playing a moyo game and this builds the framework.

## Korean Go Terms

- (바둑) Baduk - [Go](#)
- Baduk P'an - [Board](#), [Goban](#)
- (백/白) Baek - [White](#)
- (반칙) Banchik - illegal play ([taking back a move](#), [suicide](#), exceeding allotted time, ...)
- (발전자/발田字) [BatJeonJa?](#) - [Diagonal jump](#)
- (빅) Bik - [seki](#)
- (빈삼각) [BinSamGak?](#)- [Empty Triangle](#)
- (붙임) Buchim - [Attach](#)
- (불계승/不計勝) Bulgyeseung - win by [resignation](#)
- (착수/着手) Chaksu - Placing stones on the board, a [move](#)
- (철주/鐵柱 or 쌍점/雙點) [CheolJu?](#) or [Ss'angJeom](#)- Two Stones in a straight line aka [Iron Pillar](#)
- (천원/天元) Cheonweon - [tengen](#)
- (치중수/置中手) [ChiJoongSu?](#)- A move that goes at opponent's [vital point](#). [Bob Myers](#): Really? From the characters, one would guess [nakade](#). [helger](#): [sendol](#)'s explanation: semi-forcing move, not absolutely [sente](#)
- (침입/侵入) [ChimIp?](#)- [Invasion](#)
- (초반/初盤) [ChoBan?](#)- [Opening](#)
- (초읽이) Choilgi- [Byo Yomi](#)
- (축/逐) Chuk(Chook) - [Ladder](#)
- (대국) Daeguk - to play a game
- (대국 종료) Daeguk Jongnyo - (the end of the [endgame](#)) i.e. no profitable moves left
- (단수/單手) Dansu - [atari](#)
- (덤) Deom - [komi](#)
- (들여다보다) [DeulYeoDaBoDa?](#)- To [Peep](#)
- (두칸뿔) [DuKanDd?'wim](#) - Two Space Jump
- (갈라침) Gallachim- [Wedge](#)
- (걸침) [GeolChim?](#)- [Kakari](#)
- (근거/根據) [GeunGeo?](#)- [Base](#)
- (끝내기) Gg'eutNeGi- [Endgame](#)
- (기사/棋士) Gisa- Go Player
- (고목/高目) Gomok - [5-4 point](#)
- (곤마/困馬) [GonMa?](#)- Baseless group of stones
- (공격/攻擊) [GongGyeok?](#)- [Attack](#)
- (공배) Gongbae - [dame](#)
- (급/級) Gup - [kyu](#)
- (군힘) [GutChim?](#) - [Enclosure](#)
- (과수) Gwasu - [Overplay](#)
- (계가/計家) Gyega - counting the [score](#)
- (흑/黑) Heuk- [Black](#)
- Hwallo - [Liberty](#)
- (후빔수) [HuBimSu](#)- An [invasion](#) of an opponent's territory that makes the opponent's territory dead or a [bihk\(seki\)](#)
- (후절수/後切手) [Hujeolsu](#) - [Under The Stones](#)
- (후수/後手) Husu - [gote](#)
- (화점/花點 or 성점/星點) [Hwajeom](#) or [Seongjeom](#)- [hoshi](#)
- (환격/還擊) [Hwan-Gyeok](#) - [snapback](#)
- (협공/挾攻) [HyeopGong?](#) - [Pincer](#)
- (자충/自充) [JaChoong](#)- 1. [Auto-atari](#) spot (Equivalent to chinese 不入) 2. a move that takes up one's own [liberties](#) (used in life-death situations/problems)
- (자충수) [Ja-Choong-Soo](#) - a move which fills one's own liberties, or has the potential to do so
- (장문/槩門) [JangMun?](#) - [Net](#)

- (절단/切斷) JeolDan? - Disconnect
- (정석/定石) Jeongseok - joseki
- (점바둑) JeopBaduk?- Handicap Go
- (젓힘) JeotChim?- To turn
- (집 also 가/家, 호/戶) Jip - territory
- (찌르기) Jji'ReuGi- Pierce
- (종국/終局) Jongguk - the end of the game (not the endgame)
- (중반/中盤) JungBan?- Middle Game
- (끊다) Kkeunhta - To cut
- (마늘모 or 입구자/入口字) MaNeulMo? or IpGuJa? - Diagonal Move, kosumi
- (맞바둑) MahtBaduk?- Non-Handicap Go, even game
- (맞보기) Matbogi - miai
- (미생마/未生馬) MiSengMa?- A group of stones that is not yet alive.
- (모자씨움/帽子씨움 or 모착/帽着) MoJaSs?'euiUm(MoJaShiUm?) or MoChak?- To Cap
- (모양) Moyang - Shape; in the context of go, this word may also refer to what is still only "the shape" of a territory, that is, a moyo.
- (무리수) Murisu - Overplay
- (무승부/無勝負) Museungbu - a void game (due to repeated board position)
- (날일자/날日字) NalIlJa? - Sun-Character jump aka Knight's move
- (노림) Norim - Nerai
- (누르다) NuReuDa?- To push
- (눈목자/눈目字) NunMokJa? - Eye-Character jump aka Large Knight's move
- (패/霸) Pae - ko
- (괘감) Paetgam - ko threat
- (포도송이) PoDoSongI- Dango (literally: a bunch of grapes)
- (포석/布石) Poseok - fuseki
- (폐석/廢石) PyeSeok- Describing stone usually hard to move, or has no purpose because it is isolated or disconnected
- (사석작전/捨石作戰) SaSeokJakJeon?- Sacrifice Stone Plan/Play
- (사활) Sahwal - [life & death]
- (삭감) SakGam?- Reduction play
- (삼삼/三三) SamSam? - 3-3 point
- (세력) SeRyeok? - Thickness
- (선수/先手) Seonsu - sente
- (승부수) SeungBuSu? - Shobute (aggressive) movement to change the unfavorable situation
- (실수/失手) ShilSu?- Mistake
- (실리) Shilli - Territory towards edge usually formed by 3rd or 4th line
- (속수/俗手) SokSu- 1. A move that makes the previous bad move a benefit. 2. A move that the player have no good plan/action afterwards, basically self-hurting move.
- (소목/小目) Somok - 3-4 point
- (쌍립/雙立) Ss'angNip- Bamboo joint
- (수상전/手相戰) SuSangJeon- Fight for liberties. Bob Myers In other words, a race to capture?
- (수습/收拾) Suseup - To control a situation
- (뒷맛) Twitmat - Aji
- (외목/外目) Waemok - 5-3 point
- (연결/連結) YeonGyeol? - Connect (two groups)



- (요석/要石) [YoSeok](#)- pivotal stones at very important position and should not be given up. taneishi
- (유가무가/有家無家) [YuGaMuGa?](#)- One group of stones not having an eye, while the opponent's has one eye aka [me ari me nashi](#).
- (행마/行馬) [Haengma](#) - the flow of the stones
- (맥/脈) [Maek](#) - [tesuji](#)
- (속임수) or (함정수/陷手) [SoGimSu?](#) or [HamJeongSu?](#) - [joseki trap/trick play](#)

- (대사정석/大斜定石) [DaeSaJeongSeok?](#)- [Taisha Joseki](#)
- (대붕설형정석/大崩雪形定石 or 큰눈사태형정석/큰눈사태形定石) [DaeBungSeolHyeongJeongSeok?](#) or [KeunNunSaTaeHyeongJeongSeok?](#)- [Large Avalanche Joseki](#)
- (소붕설형정석/小崩雪形定石 or 작은눈사태형정석/작은눈사태形定石) [SoBungSeolHyeongJeongSeok?](#) or [JakGeunNunSaTaeHyeongJeongSeok?](#)- [Small Avalanche Joseki](#)

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## Korean for Reading

- 흑선 - Black to play
- 백선 - White to play
- 정답 / 정해 - Correct Answer
- 실패 - Wrong Answer, Mistake
- 변화 - Variation
- 도 - Diagram
- 불만 - unsatisfactory
- 손해 - loss
- 만족 - satisfactory
- 실전의 진행 - Game progress
- 무리 - overplay
- 상용 - commonly used
- 순실 - honest, serious
- 좋음 - good
- 중복 - over-concentration
- 큼 - large, on a big scale
- 최선 - best, best plan
- 호각 - even, equal, good match
- 주문 - plan
- 약간 - some, a little

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