

Sydney Go Journal

Issue Date – April 2007

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This website is about the [game of Go](#).

I studied Go in Japan - you can read about [my experience as a professional Go player's apprentice \(insei\)](#).

- Don't know **what is Go**? Read the [introductory page](#).
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<http://361points.com/>

Up coming events

11th NEC Cup

Saturday and Sunday April 21, 22 in Melbourne.

Contact: Brad Melki, 03-9528-1149, email bmelki@hotmail.net.au

Venue: Novotel Glen Waverley, 285-287 Springvale Road, Glen Waverley

Format: 3 divisions (3-7dan, 3kyu-2dan, 15-4kyu), all handicap games, prizes in all divisions. Entry fee \$40. Please register by April 6, supplying a phone or email contact and your rank (AGA or internet).

Contributions, comments and suggestions for the SGJ to:

DavidGMitchell@optusnet.com.au

Special thanks to Devon Bailey, Tony Oxenham and Geoffrey Grey 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

Guksu Tournament

The Guksu or Kuksu tournament is contested each year in Korean and is the equivalent of the Honinbo tournament in Japan with corresponding prestige. The Korean word kuksu corresponds to the Chinese guoshou, a very high term of praise with a meaning 'national treasure'.

The Guksu is the oldest (current) Go competition in South Korea starting in 1956. Like the Honinbo it does not have the largest prize money but tradition and the significant prestige of the title Guksu (the best player of the country) means that many people considers it the most precious title.

The tournament is managed by the Hanguk Kiwon¹ and sponsored by the Tong-a Il-po (Far East Daily News); the winner's prize is worth 40,000,000 SKW (\$40,000).

The challenger selection process is a complex double knockout competition while the final us over 5 games. In the final each player has 5 hours thinking time plus one minute byo-yomi. White gets 6.5 points komi.

Previous winners are:

Year	Winner
1956	Cho Namchul
1957	Cho Namchul
1958	Cho Namchul
1959	Cho Namchul
1960	Cho Namchul
1961	Cho Namchul
1962	Cho Namchul
1963	Cho Namchul
1964	Cho Namchul
1965	Kim In
1966	Kim In
1967	Kim In
1968	Kim In
1969	Kim In
1970	Kim In
1971	Yun Kihyeon
1972	Yun Kihyeon
1973	Ha Chanseok

¹ The Hanguk Kiwon is the Korea Baduk (Go) Association – it oversees Go Professionals in South Korea issuing ranking certificates and organising major tournaments. It fulfils a similar role as the Nihon Kiin in Japan.

1974	Ha Chanseok
1975	Competition not held
1976	Cho Hun-hyeon
1977	Cho Hun-hyeon
1978	Cho Hun-hyeon
1979	Cho Hun-hyeon
1980	Cho Hun-hyeon
1981	Cho Hun-hyeon
1982	Cho Hun-hyeon
1983	Cho Hun-hyeon
1984	Cho Hun-hyeon
1985	Cho Hun-hyeon
1986	Seo Bongsoo
1987	Seo Bongsoo
1988	Cho Hun-hyeon
1989	Cho Hun-hyeon
1990	Lee Chang-ho
1991	Cho Hun-hyeon
1992	Cho Hun-hyeon
1993	Lee Chang-ho
1994	Lee Chang-ho
1995	Lee Chang-ho
1996	Lee Chang-ho
1997	Lee Chang-ho
1998	Cho Hun-hyeon
1999	Rui Naiwei
2000	Cho Hun-hyeon
2001	Lee Chang-ho
2002	Lee Chang-ho
2003	Choi Cheol-han
2004	Choi Cheol-han
2005	Lee Chang-ho
2006	Lee Chang-ho
2007	Yun Junsang

This year the final was of interest because the challenger, Yun JunSang was just 19 years old. His opponent Lee ChangHo is renowned in the Go world and many consider him the strongest player in the world. This was very much the old order being challenged by the new and few doubted that Lee ChangHo would prevail.

This attitude was swiftly changed after Yun JunSang won the first two games. Lee ChangHo won the third but that was all. Yun JunSang took his first major title at the age of 19, a tremendous effort.

50th Guksu

Finals - game 1

Black Yun JunSang (wins by resignation)

White Lee ChangHo (6.5 points Komi)

Played on 10th January 2007

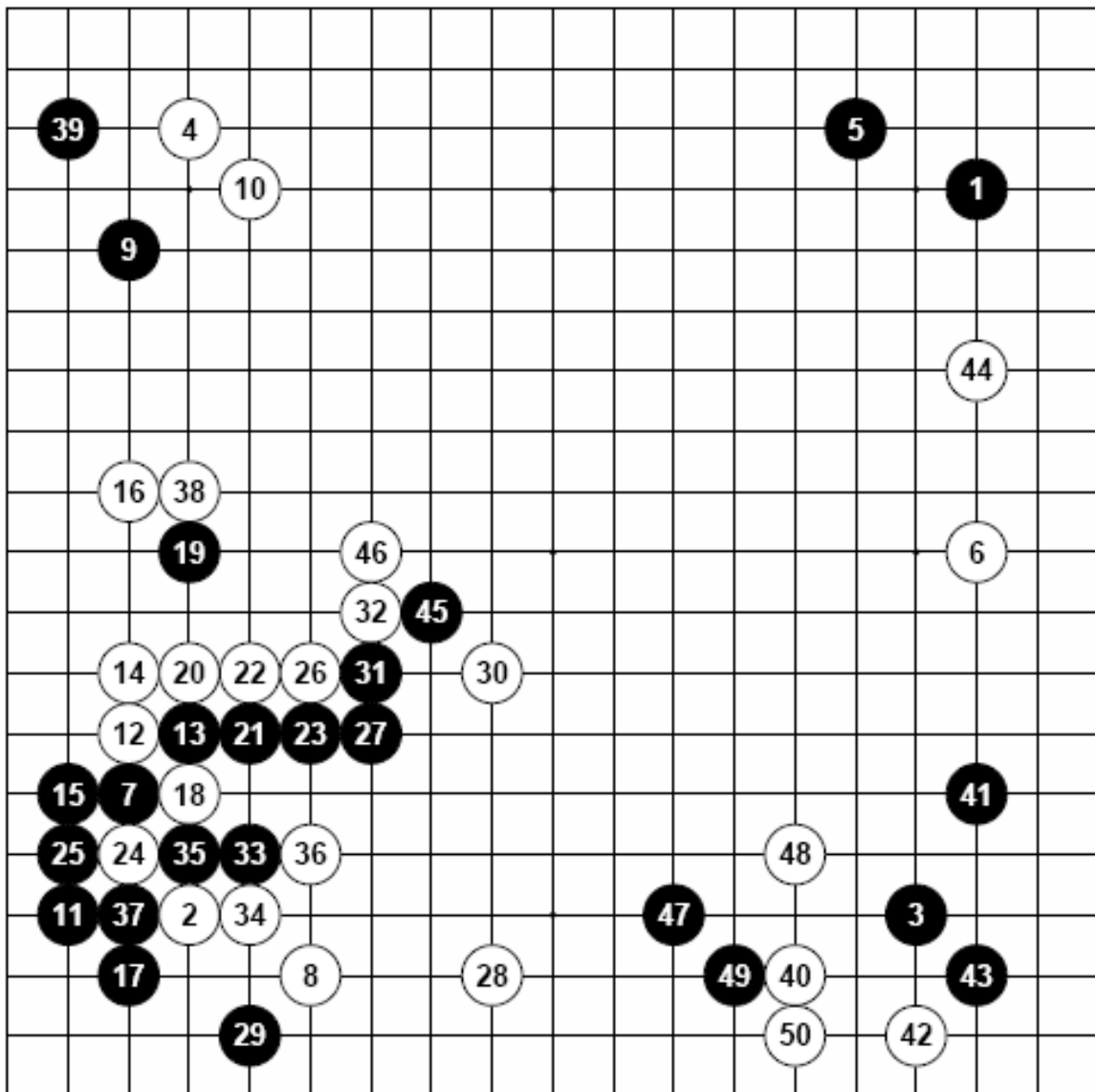


Figure 1

Moves 1 to 50

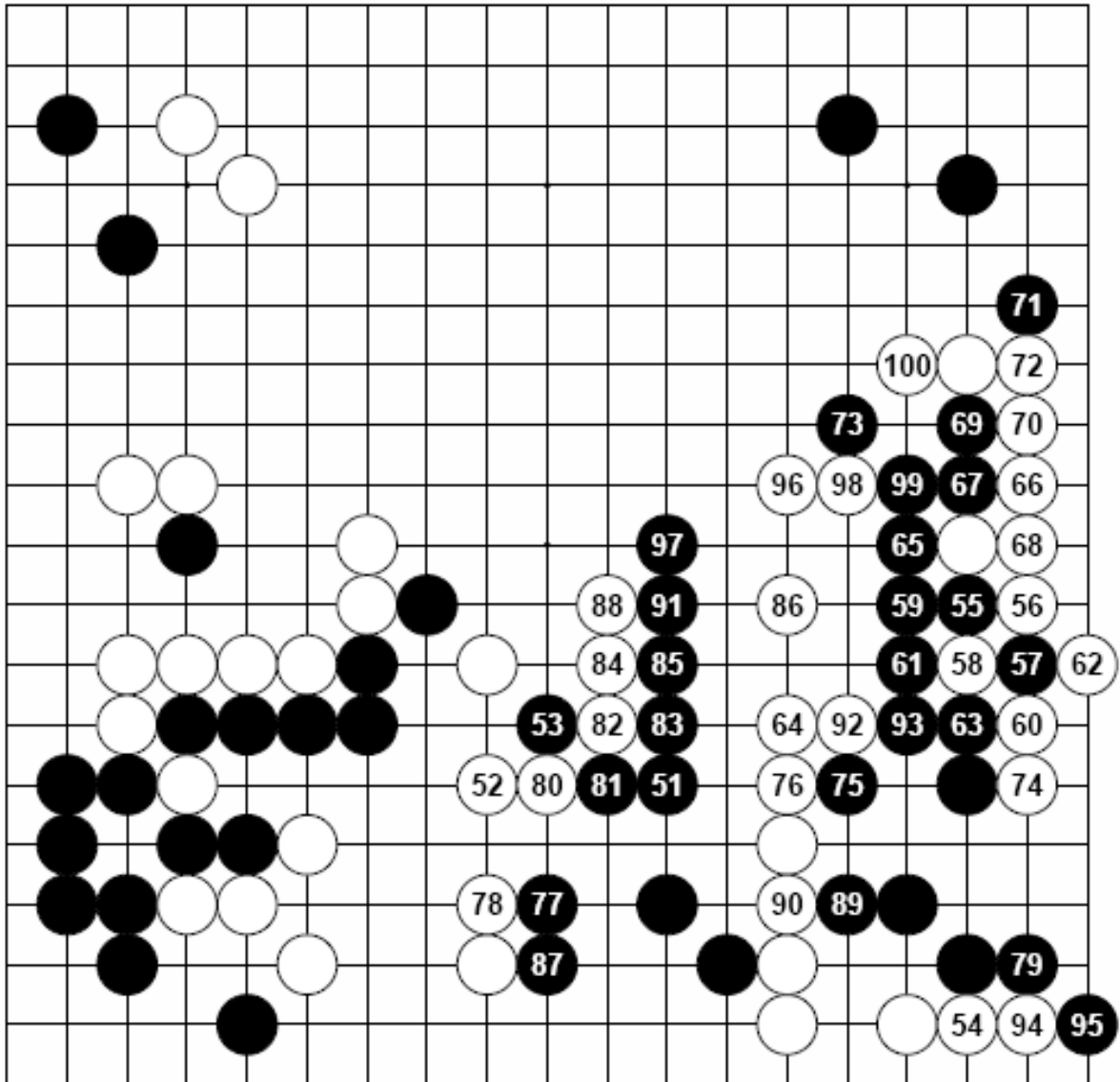


Figure 2

Moves 51 to 100

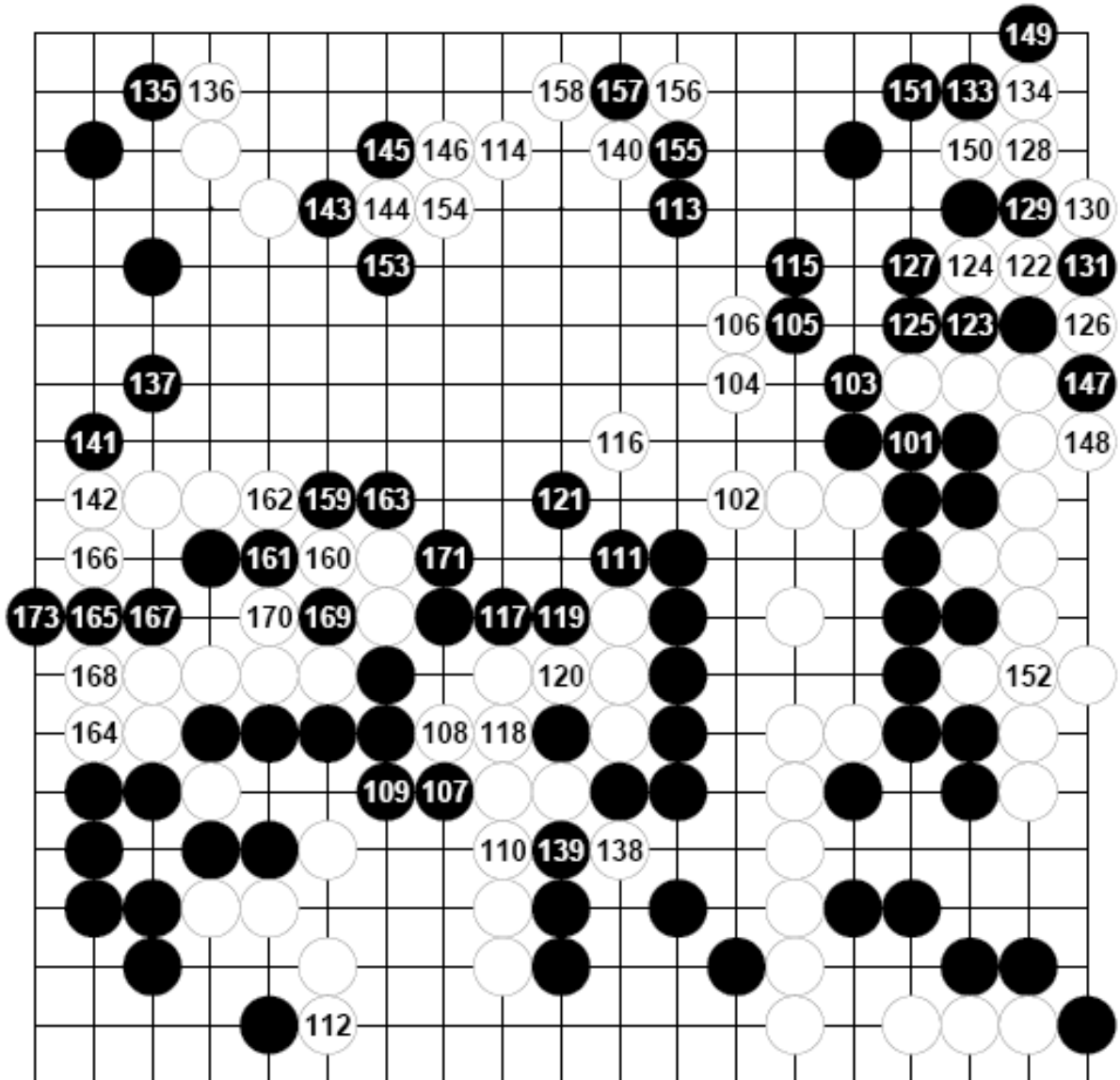


Figure 3

Moves 101 to 173

132 at 122
172 at 169

Game 2

Black Lee ChangHo

White Yun JunSang (6.5 points Komi; wins by 0.5 points)

Played on 31st January 2007

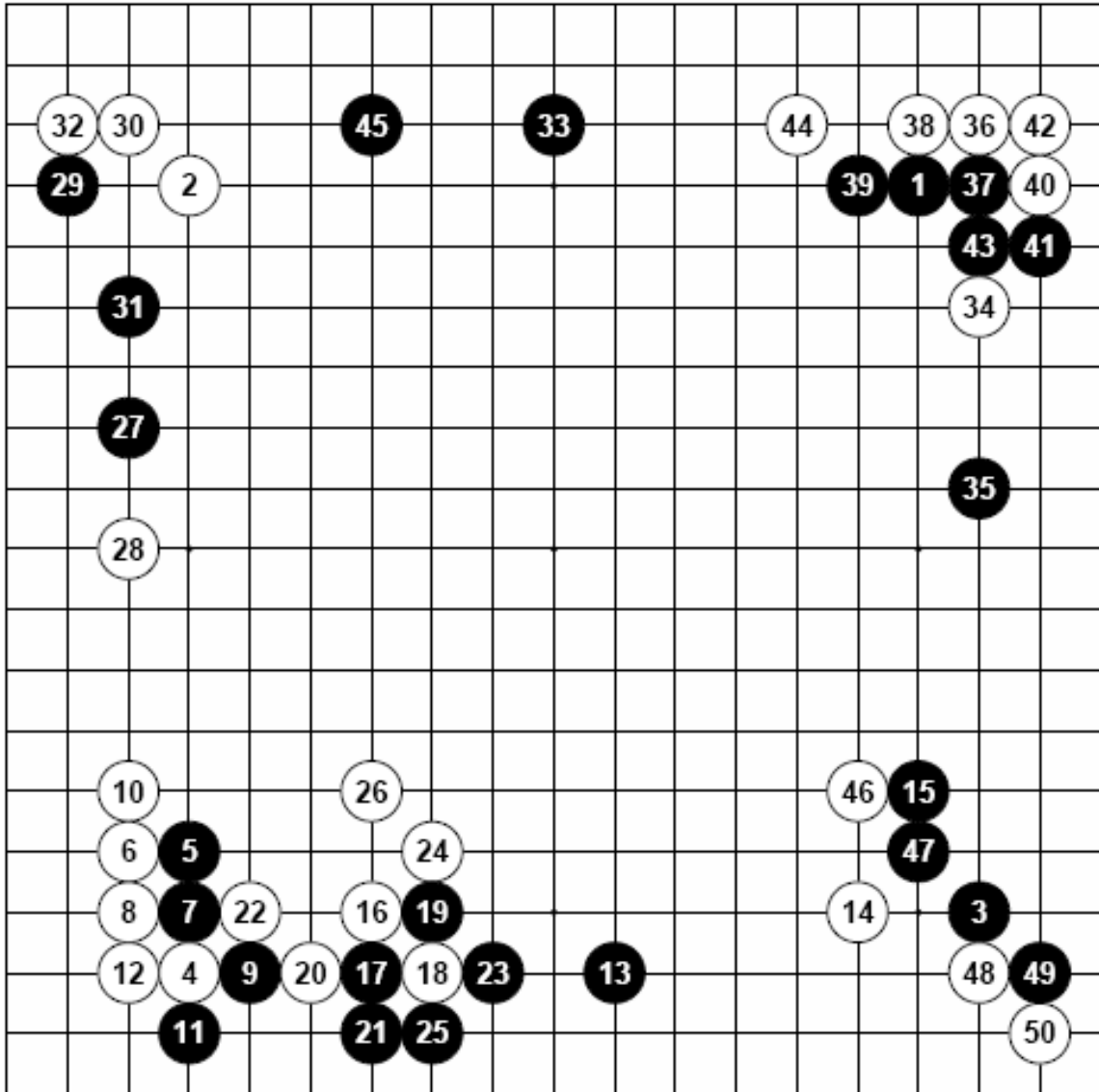


Figure 4

Moves 1 to 50

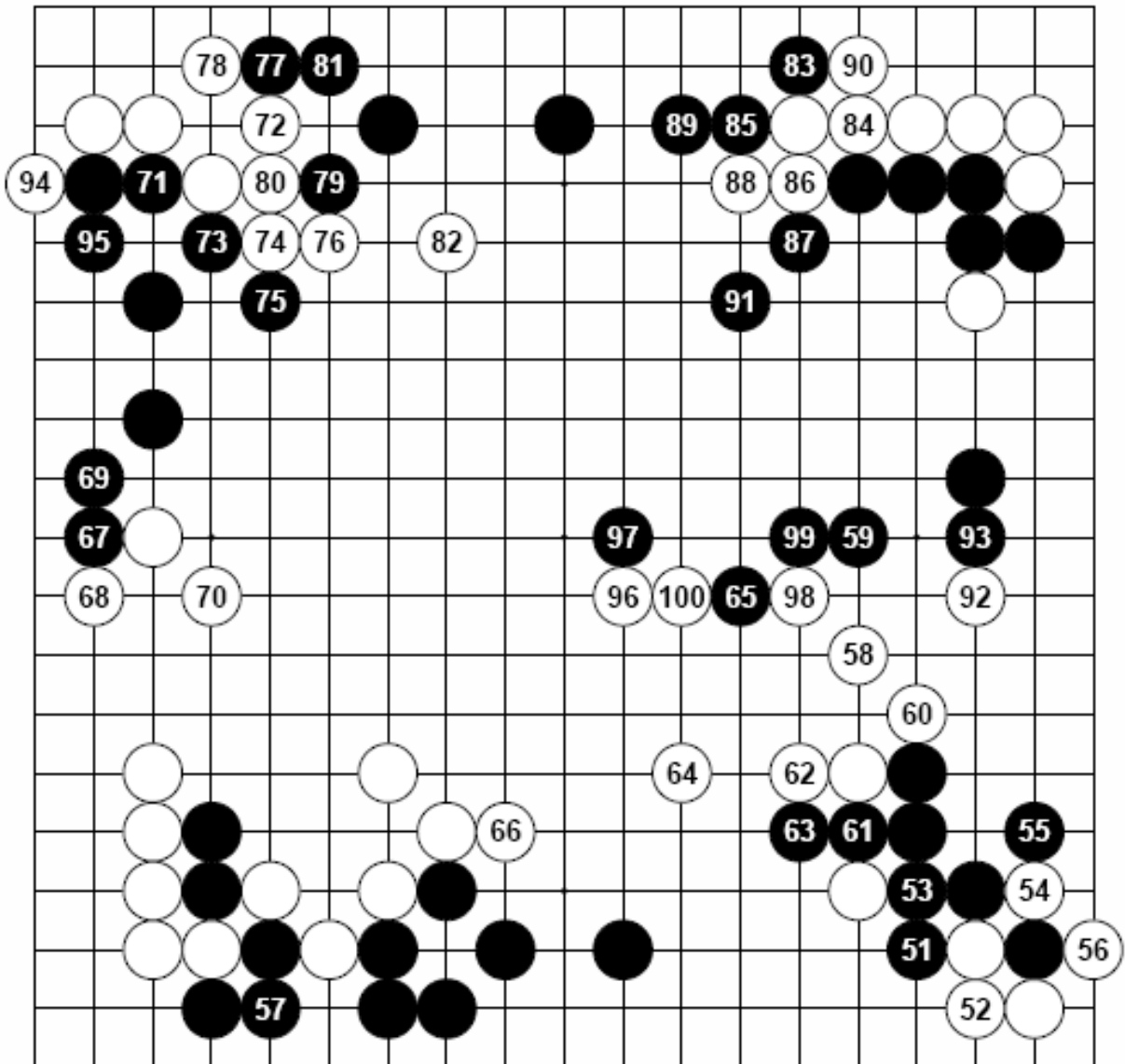


Figure 5

Moves 51 to 100

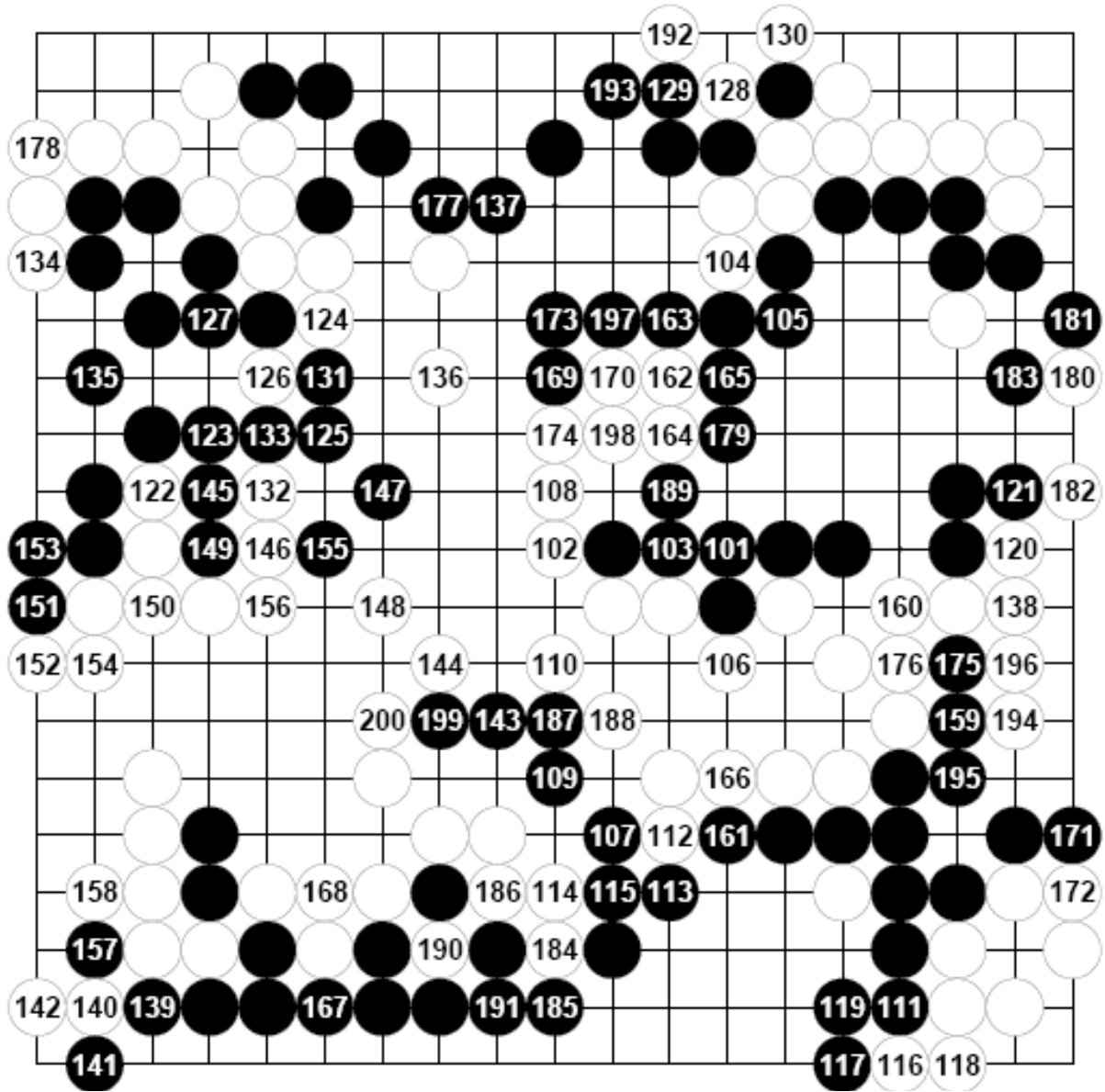


Figure 6

Moves 101 to 200

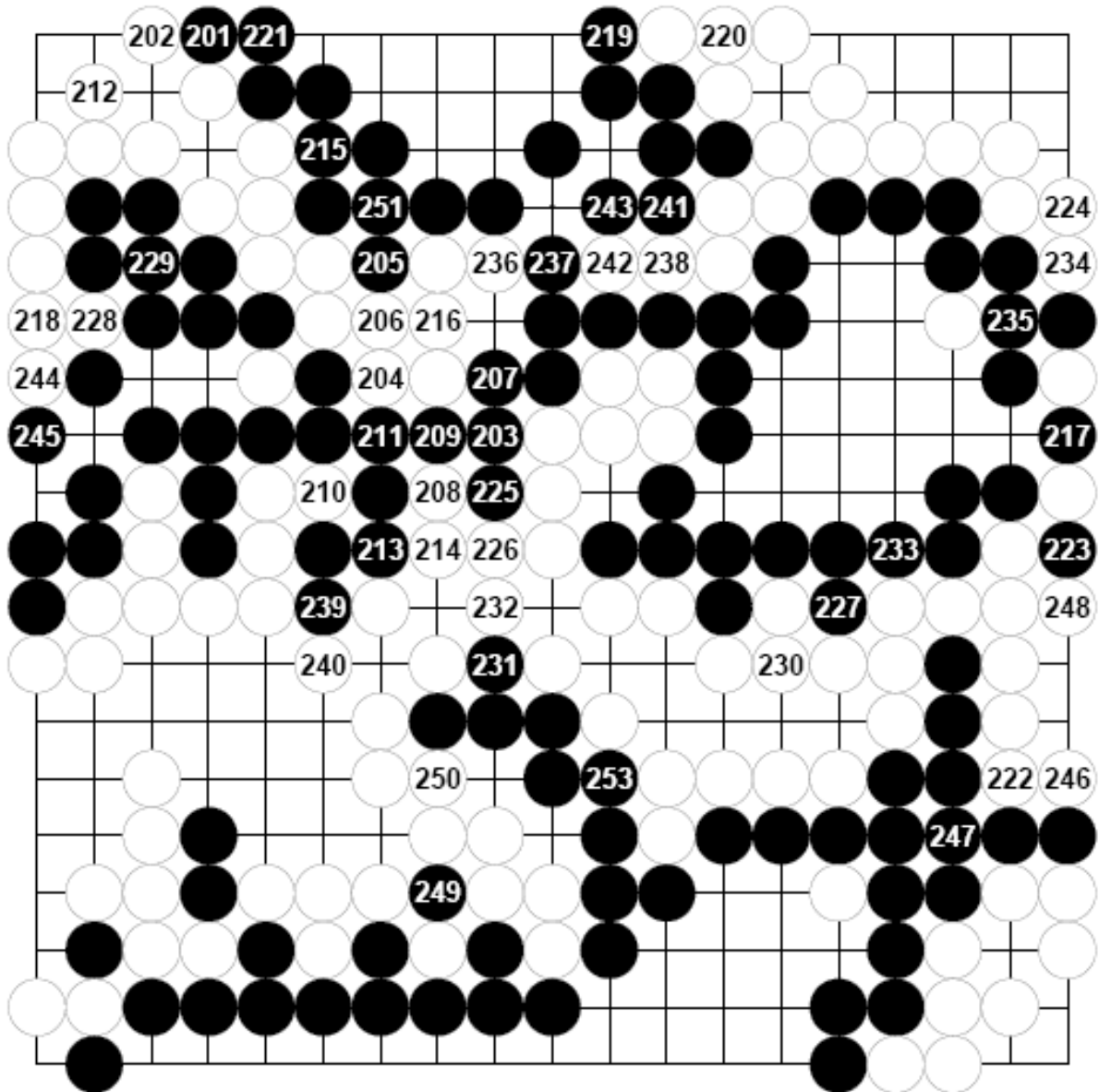


Figure 7

Moves 200 to 253

252 below 249

254 at 249

255 below 217

Game 3

Black Yun JunSang (wins by resignation)

White Lee ChangHo (6.5 points Komi)

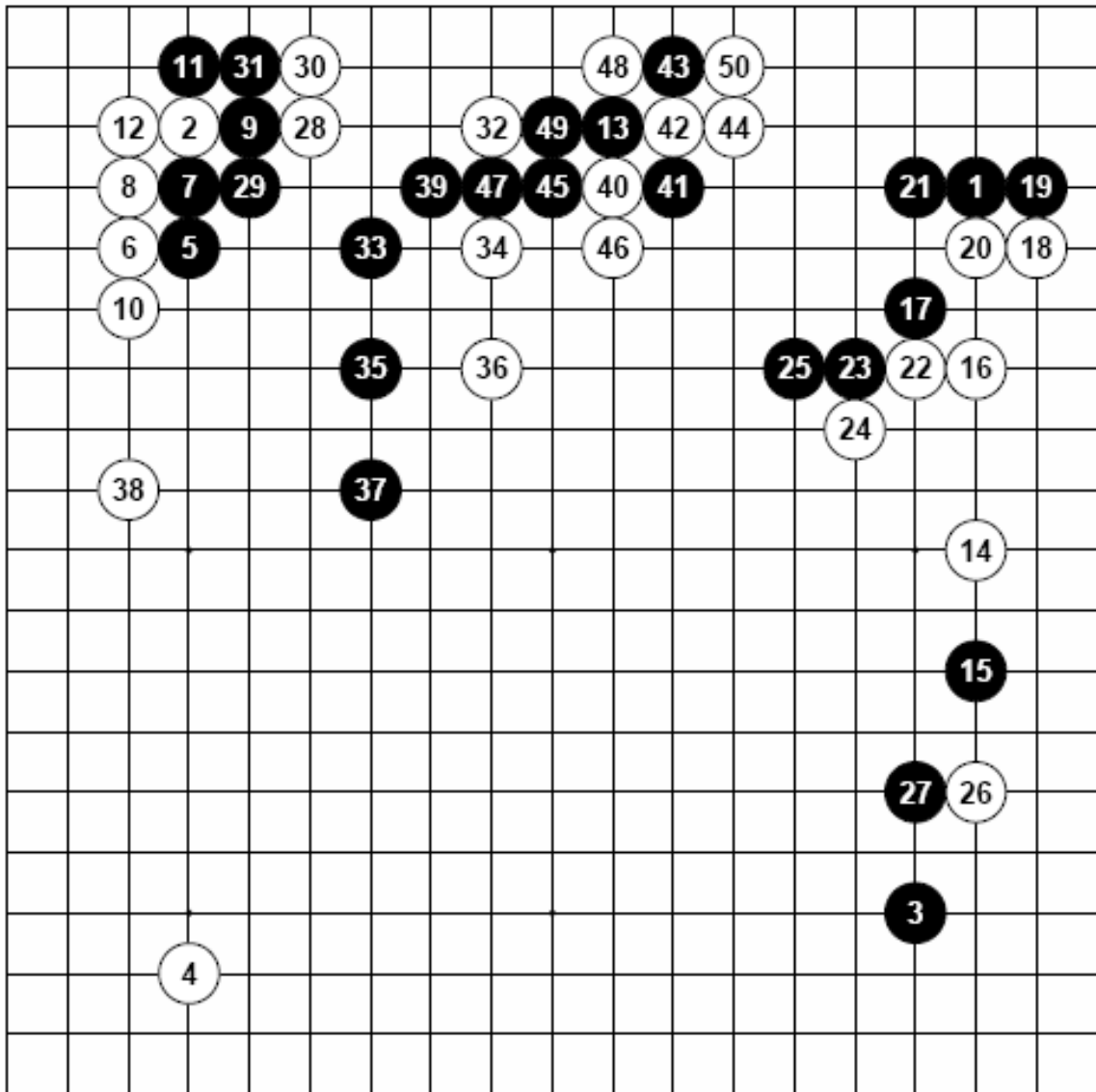
Played on 12th March 2007

Figure 8

Moves 1 to 50

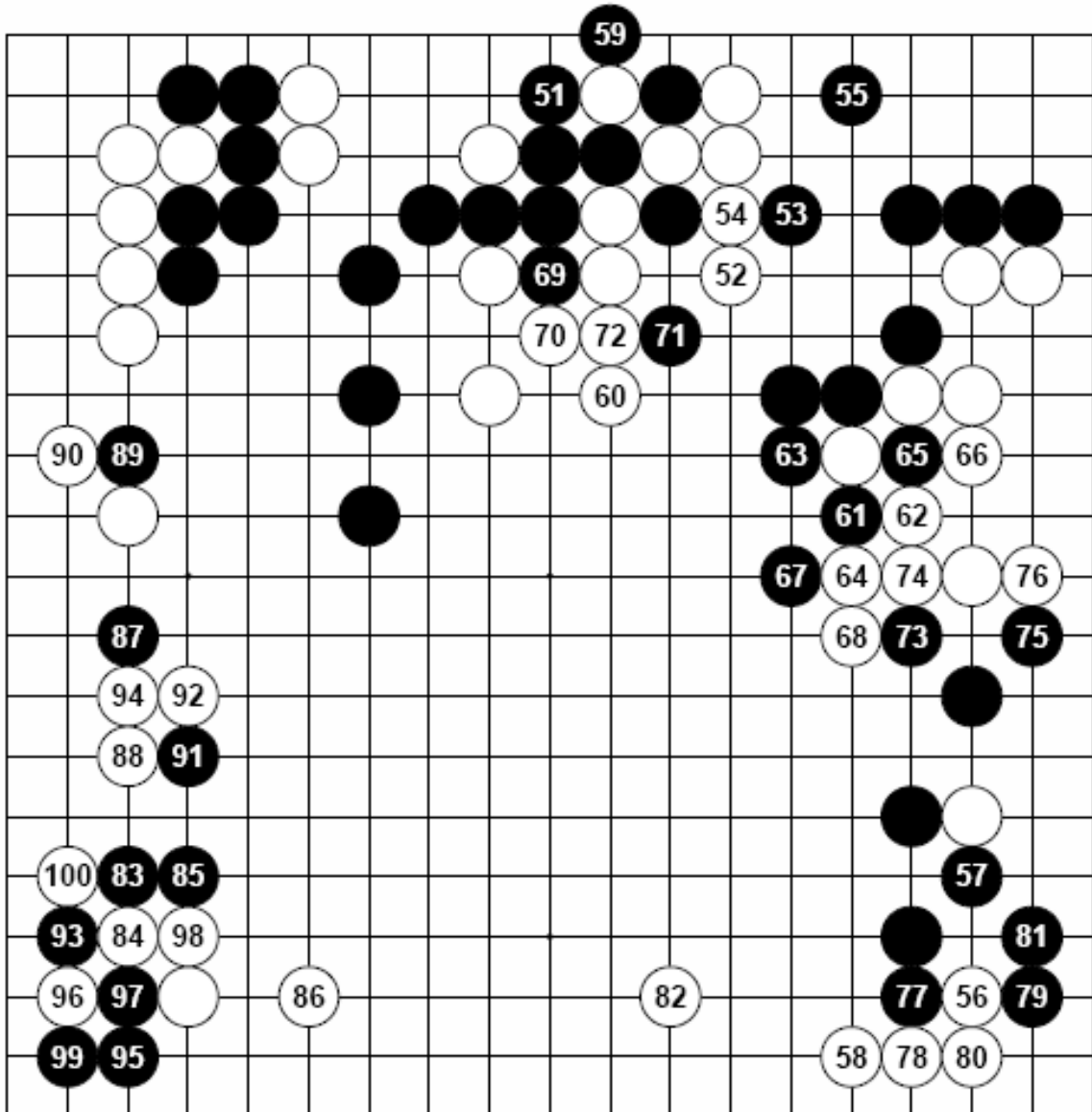


Figure 9

Moves 51 to 100

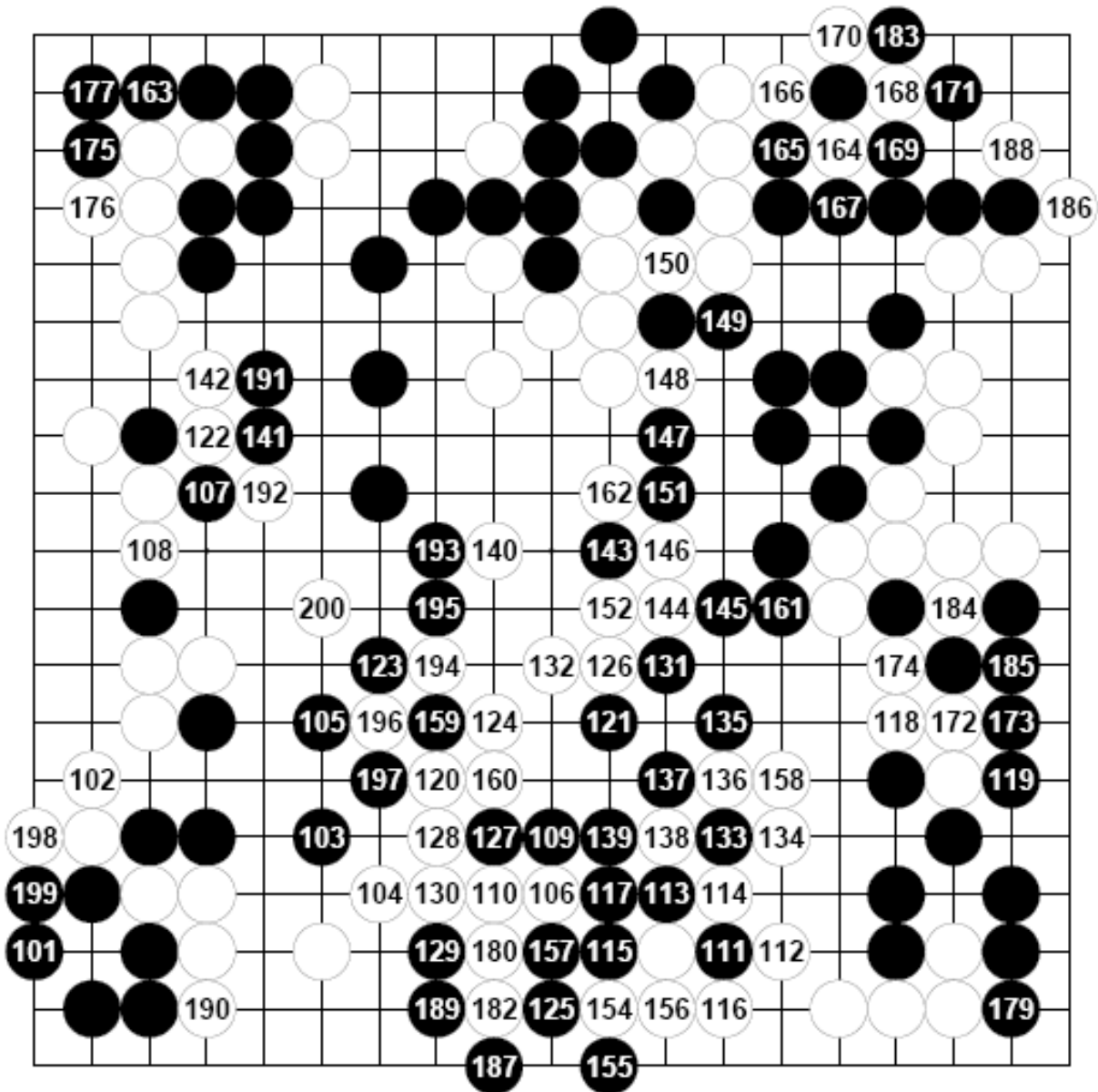


Figure 10

Moves 101 to 200

153 at 133
 178 at 164
 181 at left of 168

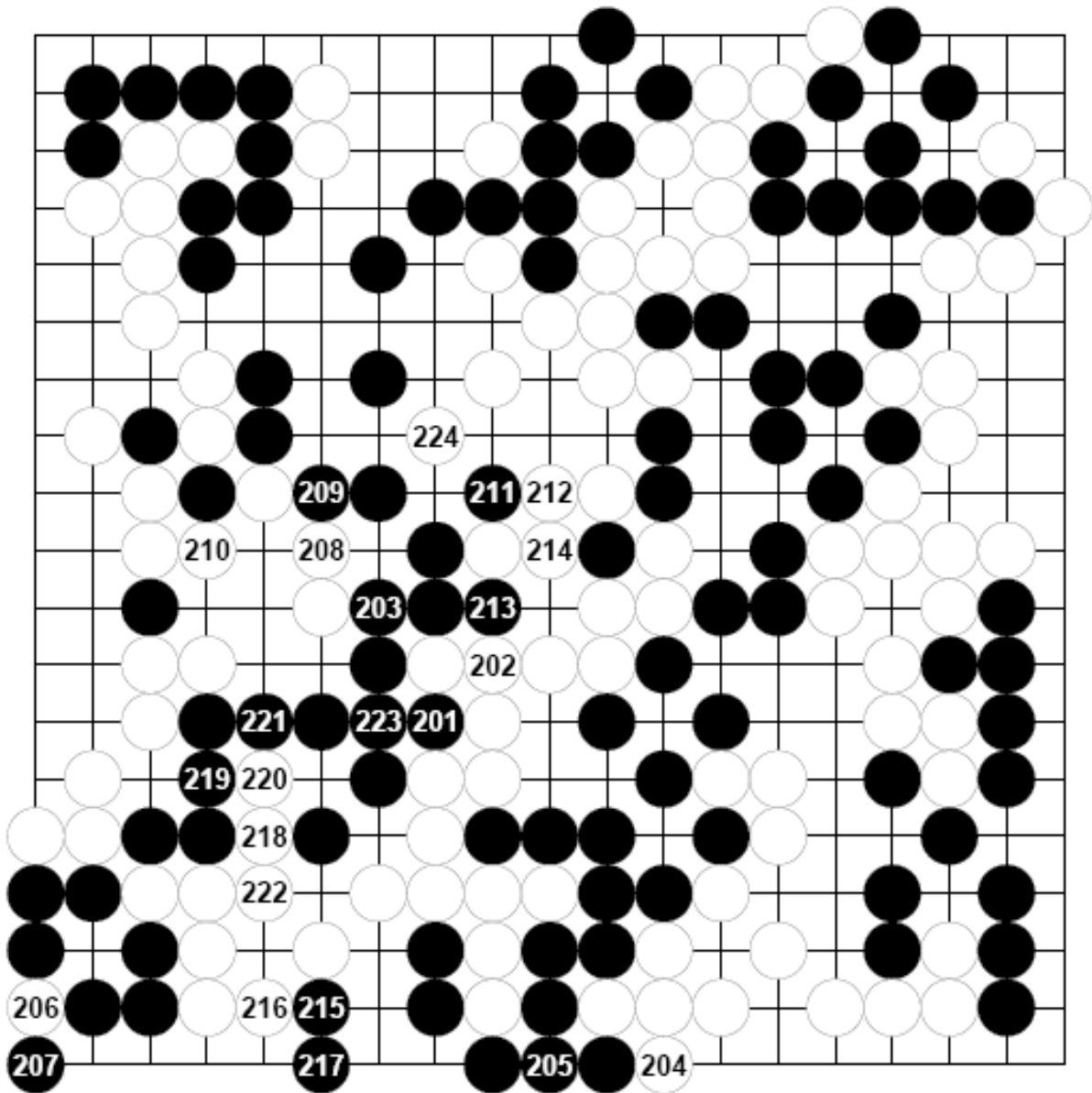


Figure 11

Moves 200 to 224

201 at 159

Game 4

Black Lee ChangHo

White Yun JunSang (6.5 points Komi; wins by resignation)

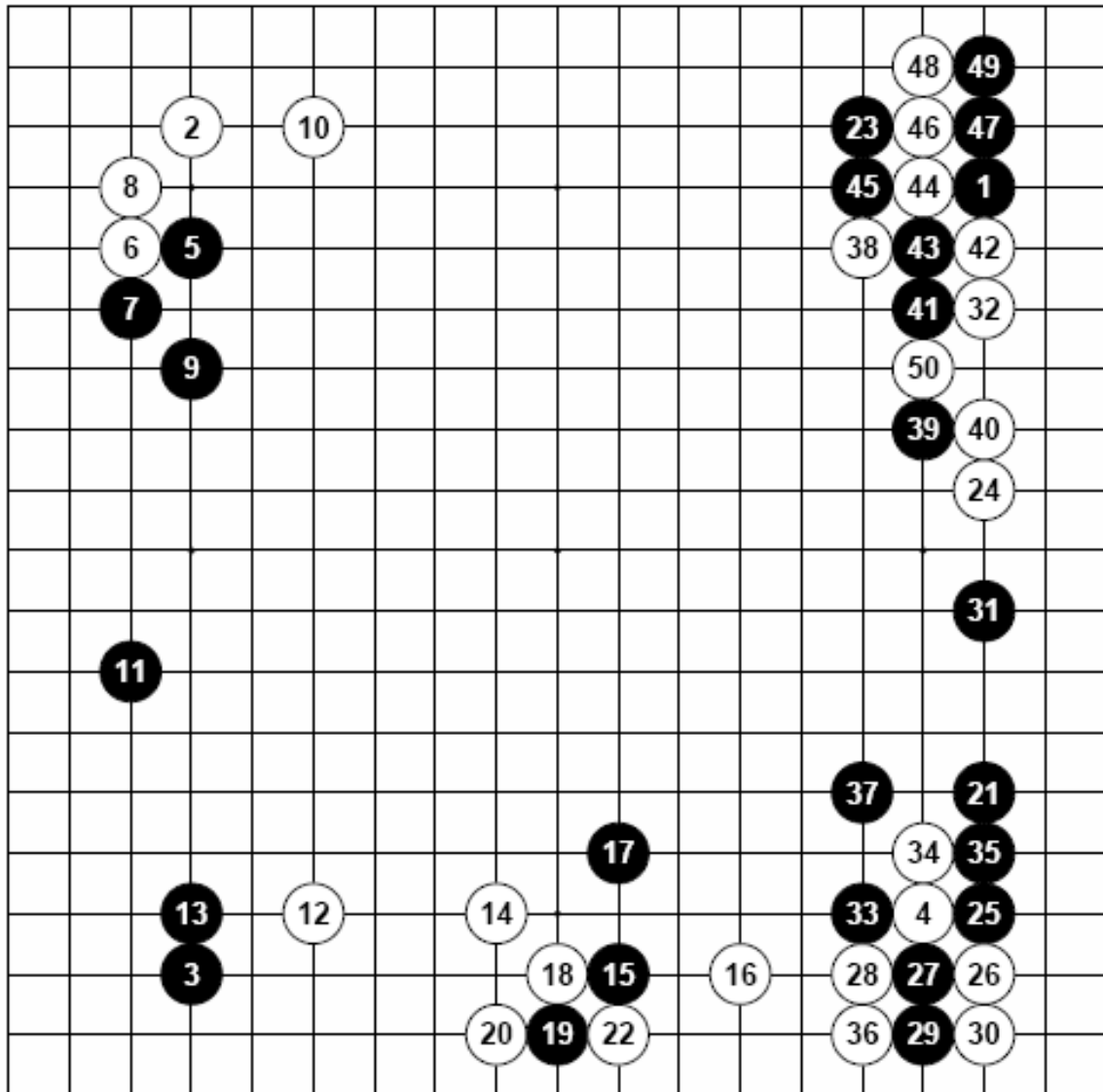
Played on 16th March 2007

Figure 12

Moves 1 to 50

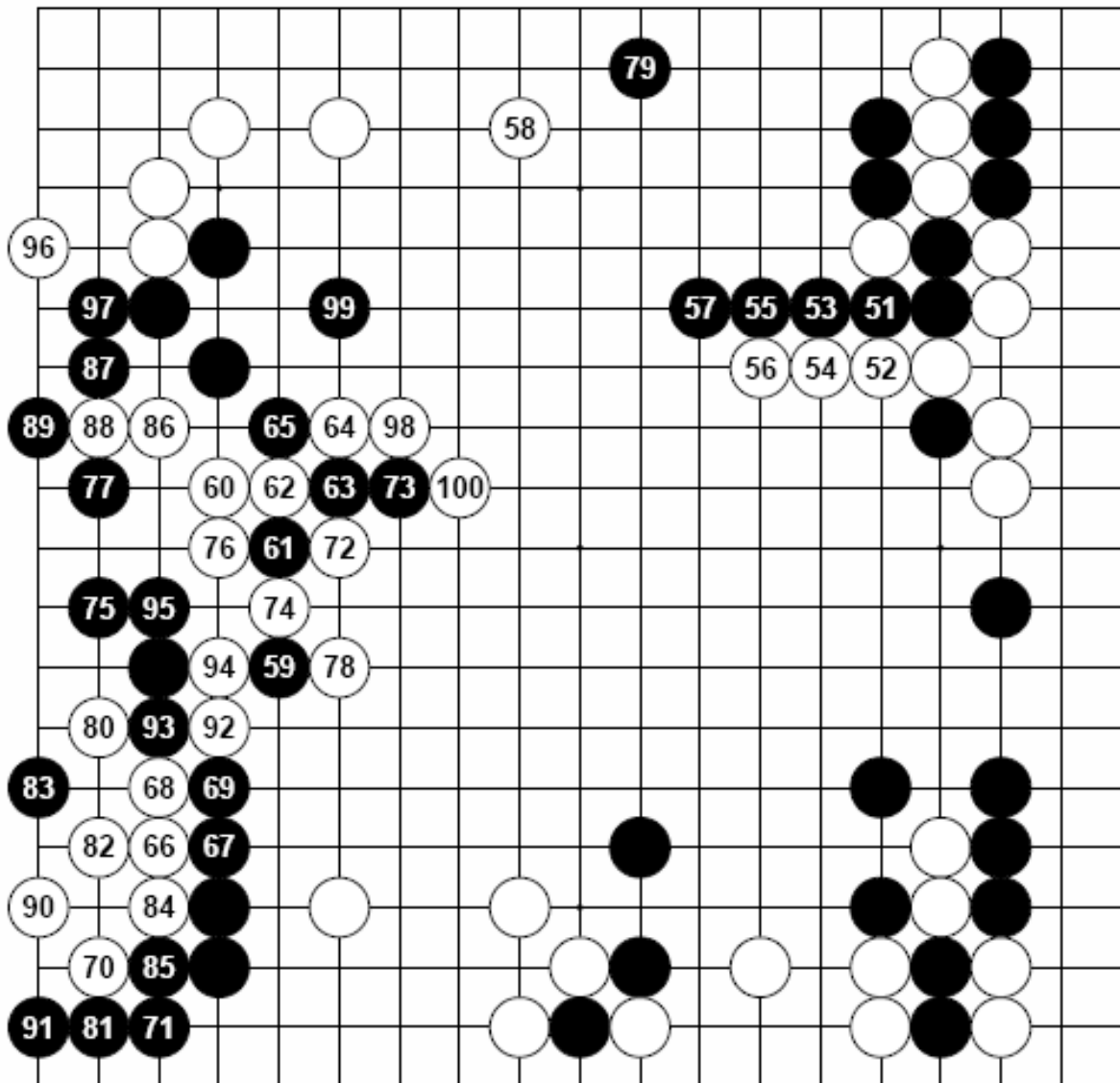


Figure 13

Moves 51 to 100

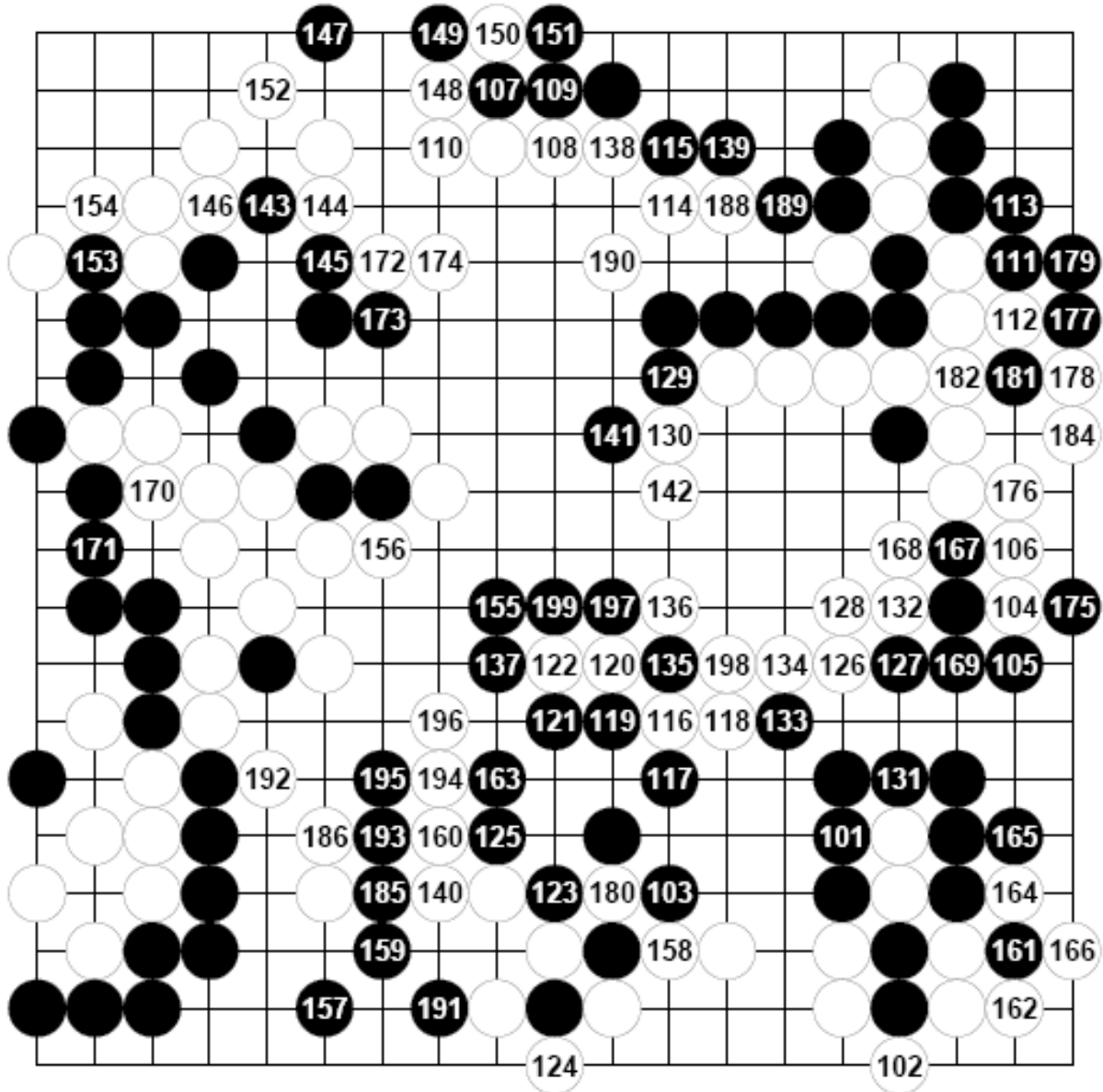


Figure 14

Moves 101 to 200

183 at left of 158

187 at 180

200 at 135

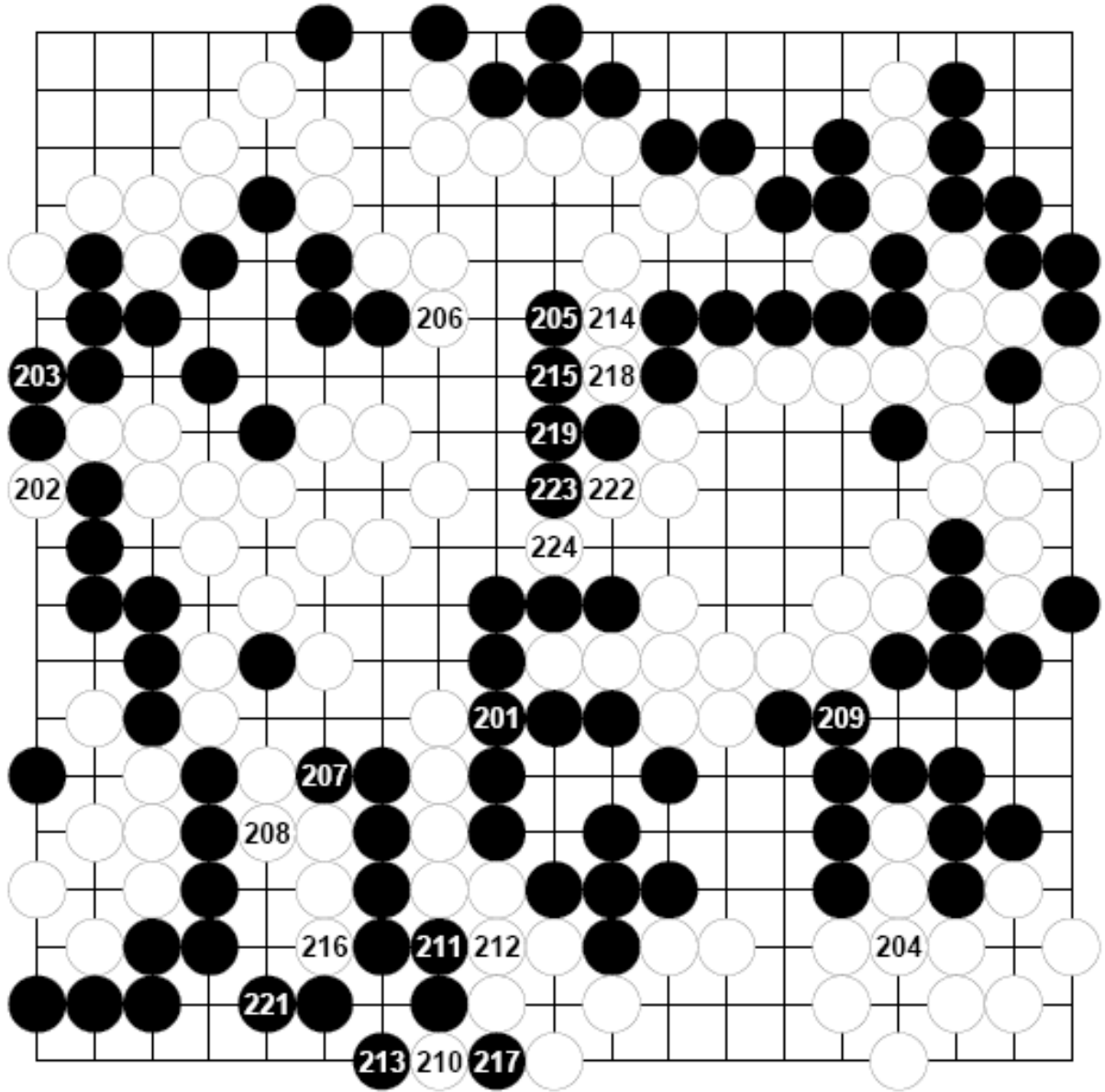


Figure 15

Moves 201 to 224

220 at 210

361Point lessons

By Sorin Gherman

Sorin Gherman is a Romanian 6 dan amateur who studied as an insei from February 1994 to September 1995 as a student of Kobayashi Chizu.

His sempai, or student mentor, was Hans Pietsch.

Sorin's Go site 361points.com is focused on studying Go. It describes how insei study and it contains several Go articles and lessons.

Sorin has given permission to reprint some of the lessons from his web site in the SGJ. The following are the first two on the web site.

Right now the web site has 15 lessons, a number of interesting commented games and a blog – very informative and interesting.

361points.com

Lesson 1

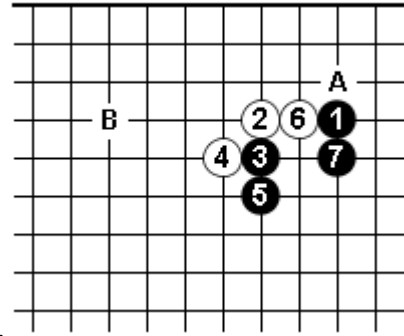
How to Estimate a Position by Changing the Order of Moves (Tewari)

I am going to show you how to estimate a position by changing the order of moves and reducing it to some position you already know. This kind of analysis is called tewari in Japanese.

This was shown to me in Japan by one of the official insei instructors, Aragaki Takeshi 9 dan pro. He confessed that it was the famous Takemiya Masaki how showed this to him.

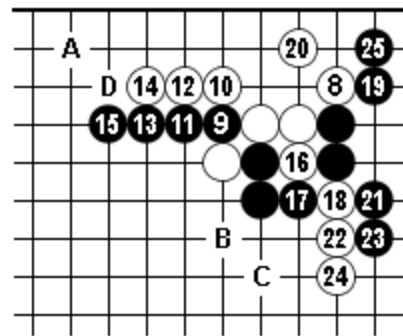
Dia 1 shows the beginning of a joseki. White's usual follow up moves are A and B.

A leads to immediate complications, while B is very peaceful. As a result of reading joseki books, what I "knew" was that A is the only real move here, while B is nothing but a very lame compromise, at least from a local perspective



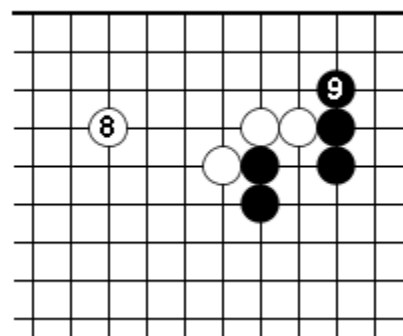
Dia 1

Let's first have a look at A, which is White 8 in dia 2. Notice how each one cuts the opponent's position in a somehow symmetrical manner. After Black descends with 25 in the 2x2 point in the corner, White has to decide between A (followed by Black attacking with C) and B (which is more active, but Black gets to close at D in sente).



Dia 2

Dia 3 shows variation B for White in dia 1 - the one that's supposed to be too slow for White. Black gets a solid position in the corner, while White is developing towards the left - but has no territory yet.



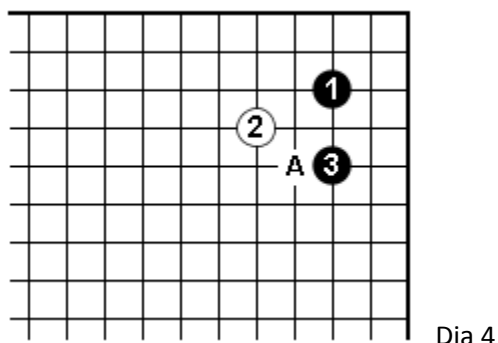
Dia 3

In dia 4 we start the tewari analysis. We try to get a "second opinion" on the result in dia 3 by finding another sequence of moves that leads to it - hopefully a sequence that is easier to judge.

We start with Black 1 in 3x3 - a common way to occupy a corner. It used to be popular in the past,

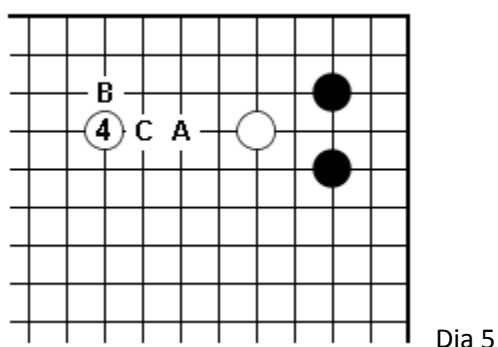
but it is not seen much nowadays. Anyway, so far so good. 12

White 2 in dia 4 is a common approach move. Black 3 is OK - at A it looks more aggressive, but it cannot really be criticised.



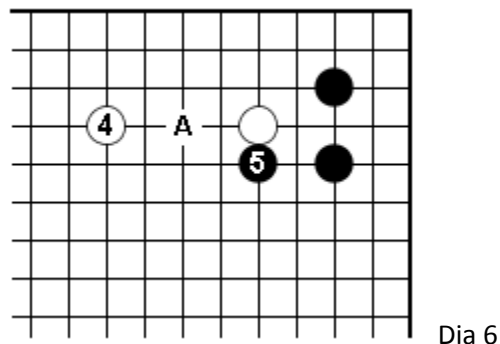
Let's have White extend at 4 in dia 5 as his next move. This is not a good move: given Black's solid position, White is extending one line too far, practically inviting Black to invade at A.

Instead of 4, White should extend at B or C in dia 5.

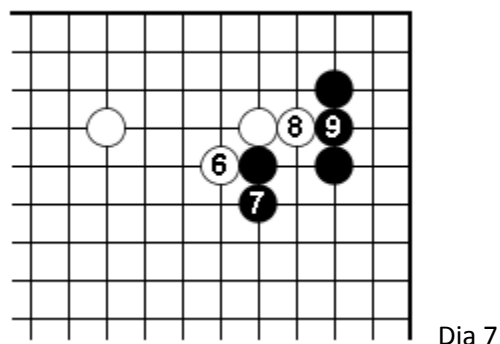


Now let's make Black play the contact move at 5 in dia 6. How is this move?

Given what we just said about the previous diagram, it looks like Black is throwing away the invasion at A. This can't be good, Black should invade at A instead to take advantage of White's mistake. By playing in contact instead of invading, White's over-extension with 4 turns into a good looking move.



Dia 7 concludes our analysis: White 6 to Black 9 are all natural moves. So we found a sequence that leads to the same result as dia 3. All moves are more or less OK, except for White 4 and Black 5 in dia 6. Given that Black made the last mistake, the result cannot be bad for White.



Conclusion

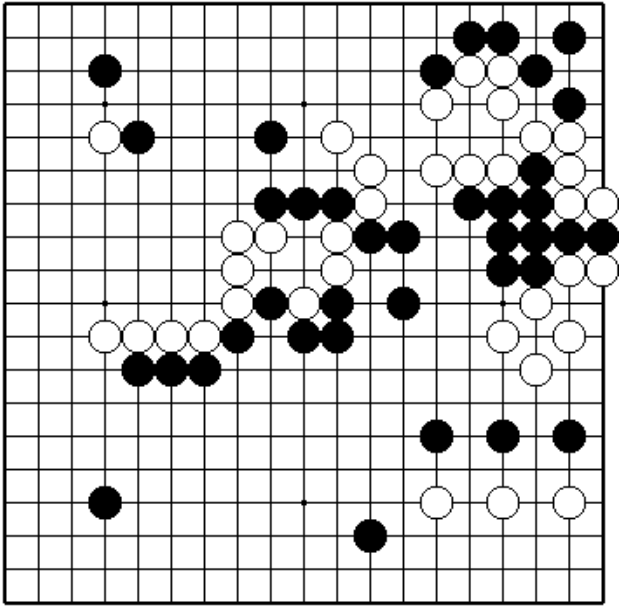
When in doubt about a position's outcome, try to find another sequence that leads to the same position, such this new sequence is easier to judge. Then you have to see who makes the last bad move in the new sequence (that is usually the one whose final position is worse), and in general which of the bad moves are still bad in the end - sometimes a bad move turns into a good one with the opponent's "help".

Lesson 2

Sometimes It's Better Not to Know Joseki

White to play next in dia 1.

Try to think of at least 2 alternative approaches, each with several follow-up moves.

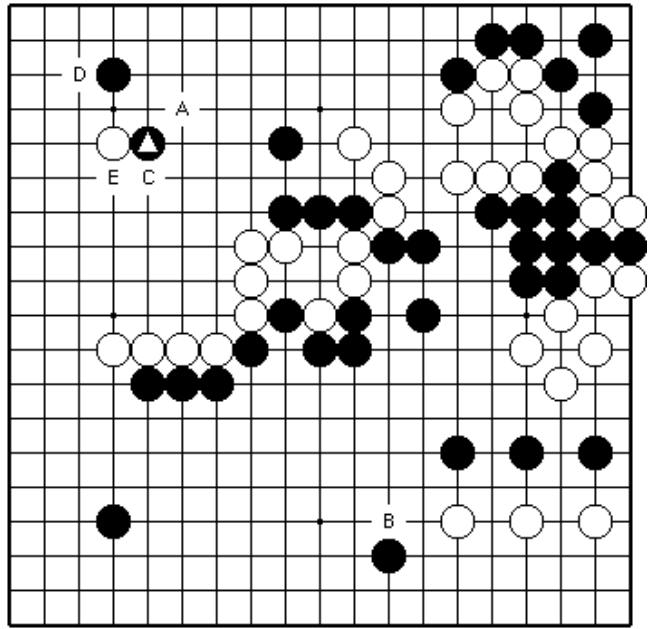


ia 1

Dia 2 gives a bit of background about the position. I am White in this game from the insei league. My opponent has just played the triangle-marked contact move in the upper left, to prevent White's attack with A.

White would like very much to get to play first on the lower side, at B, to prevent Black from making a huge territory on the lower side. B also creates some possibility for White to isolate the 3 Black stones next to the lower right corner.

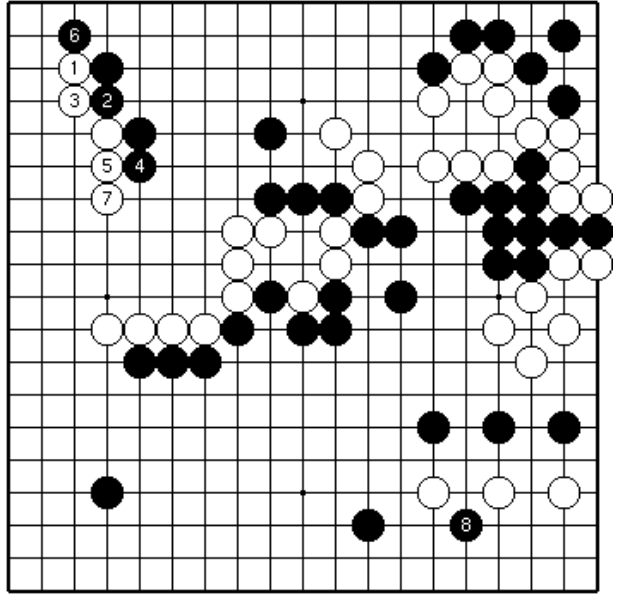
During the actual game I only considered the book follow-up moves for White in the upper-left: C and D. Visualising several of the normal continuations from each, nothing looked too promising for White. That is what I mean by "it is better not to know joseki": you get a lot of blind spots since your brain tends to ignore any non-standard move.



Dia 2

White 1 in dia 3 is one of the 2 standard variations that I considered, and this is what I played in the game. White lost the initiative, and Black got to play first in the lower right, at 8.

White has already lost.

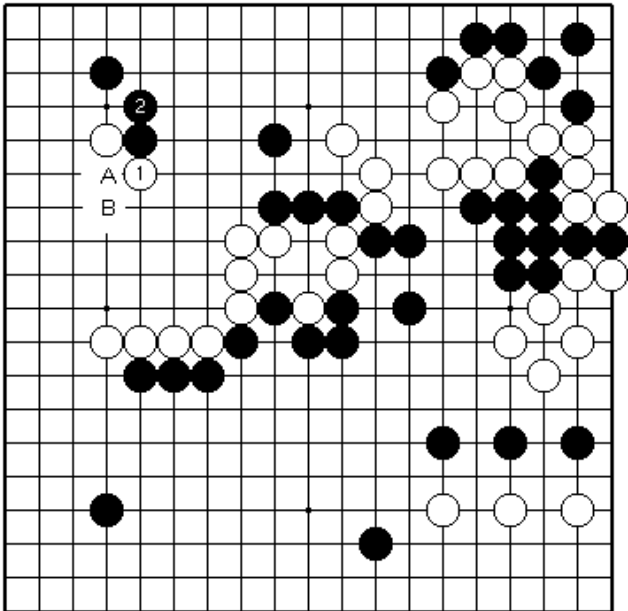


a 3

Di

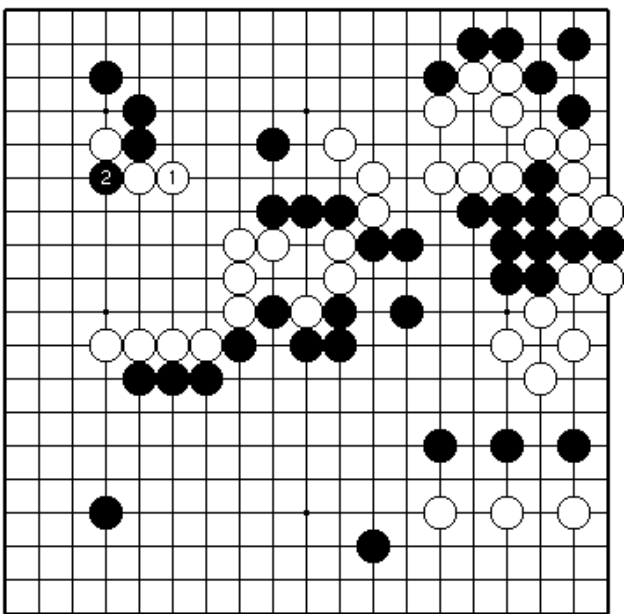
In dia 4 we see the other standard variation.

After Black 2, White usually connects with A or B.



Dia 4

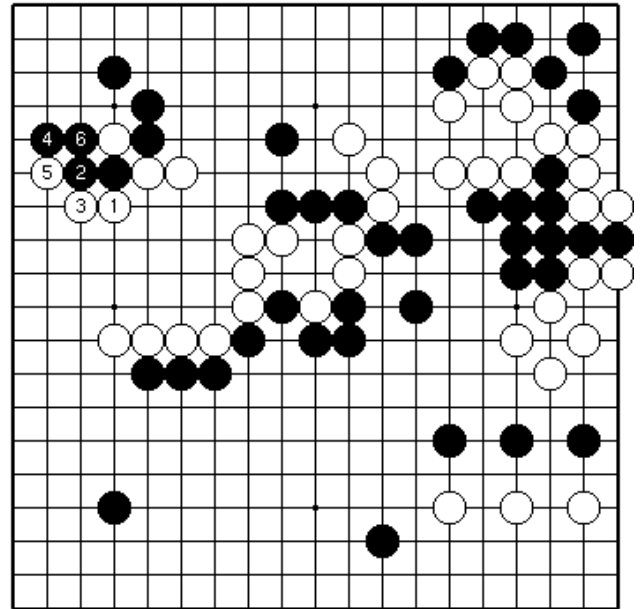
There is actually a third possibility, which is to extend to White 1 in dia 5.



Dia 5

Dia 6 shows the standard follow-up. This is usually labeled as "for special occasions", which means that White sacrifices the stone in the corner to build a wall on the outside. Of course, it doesn't make any sense for White to give away even more territory in the corner, and build a wall next to his existing one.

Instead of of playing the standard White 1 in dia 6, though, White has to be creative. Last chance to test your creativity now - before I spoil it and show the answer in the next diagram.

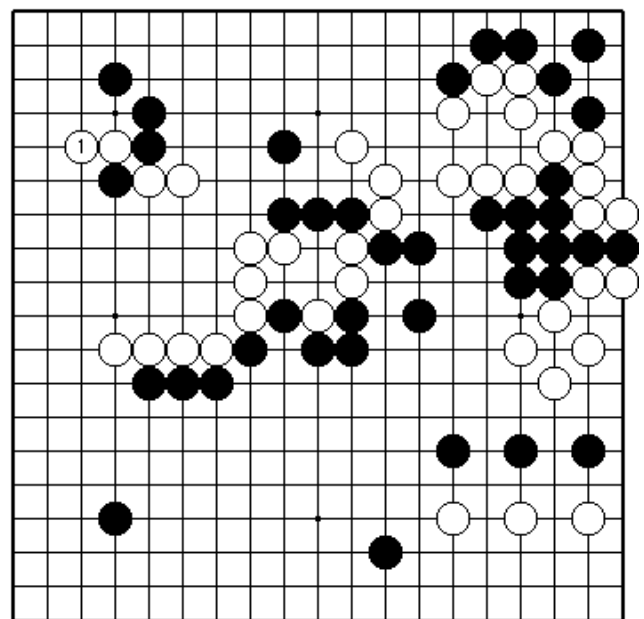


Dia 6

One of the 3 official insei instructors, Tei Meiko 9 dan, showed me that White can play 1 in dia 7.

If you look at this move from a fighting perspective, it makes perfect sense: "extend from a cut", says a proverb.

It is very important to look at each position as a unique fight, not as a joseki. My mistake here was to regard the situation in the upper-left as a joseki, so I only considered the standard follow-ups that I knew about.



Dia 7

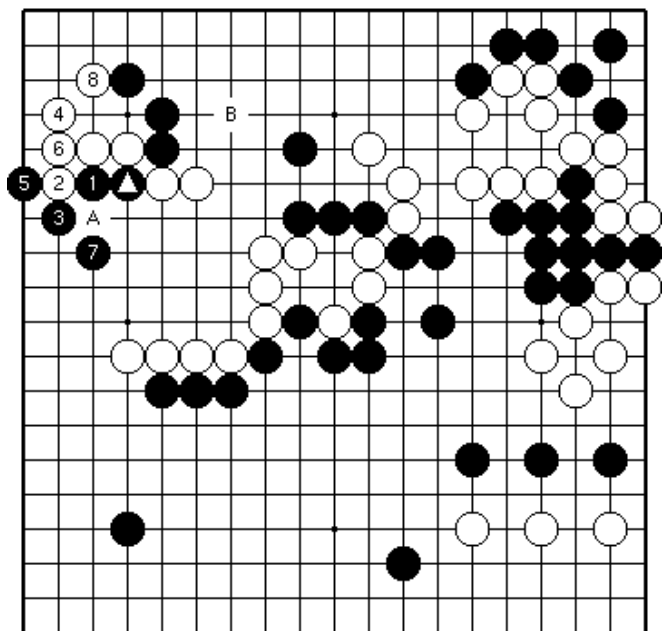
If Black descends with 1 in dia 8, White makes eye shape in the corner with 4 and 8 - a combination to remember. Black has to defend

with 7 against White A, but then White can attack severely with B.

23

Conclusion

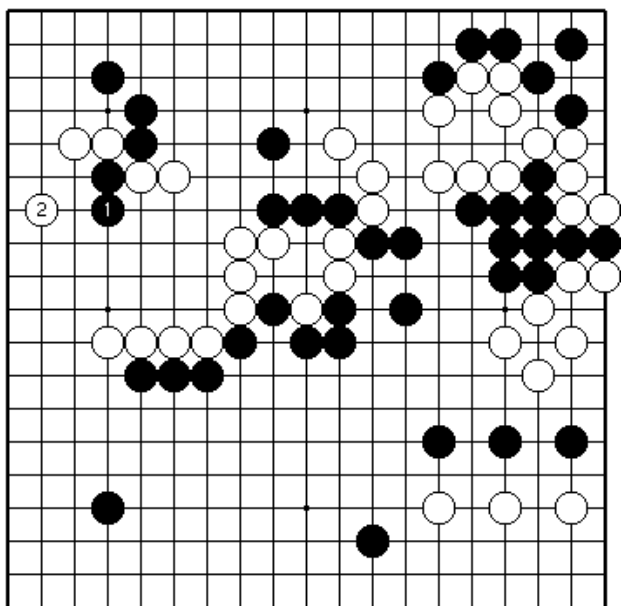
- Go is way too complex to be reduced at some recipe. Each position is unique and deserves full attention.
- Knowing joseki can do more harm than good.



Dia 8

This position doesn't look good at all for Black - suddenly White's wall came to life, and Black has weak groups.

Black should actually extend with 1 in dia 9 - this is the locally correct move - but in this case it doesn't make much of a difference. Black is still floating in the middle of White's influence.



Dia 9



Upcoming events

DON'T FORGET.....

11th NEC Cup

Saturday and Sunday April 21st & 22nd

in Melbourne

Contact: Brad Melki, 03-9528-1149, email bmelki@hotmail.net.au

Venue: Novotel Glen Waverley, 285-287 Springvale Road, Glen Waverley

Format: 3 divisions (3-7dan, 3kyu-2dan, 15-4kyu), all handicap games, prizes in all divisions. Entry fee \$40. Please register by April 6, supplying a phone or email contact and your rank (AGA or internet).

Max Latey Game

The following game was played by Max Latey on KGS and has courageously consented to having it analysed and published. It is an interesting game with some good lessons.

Max is Black and included his thoughts on the game. I have put Max's comments in boxes and have marked them (ML).

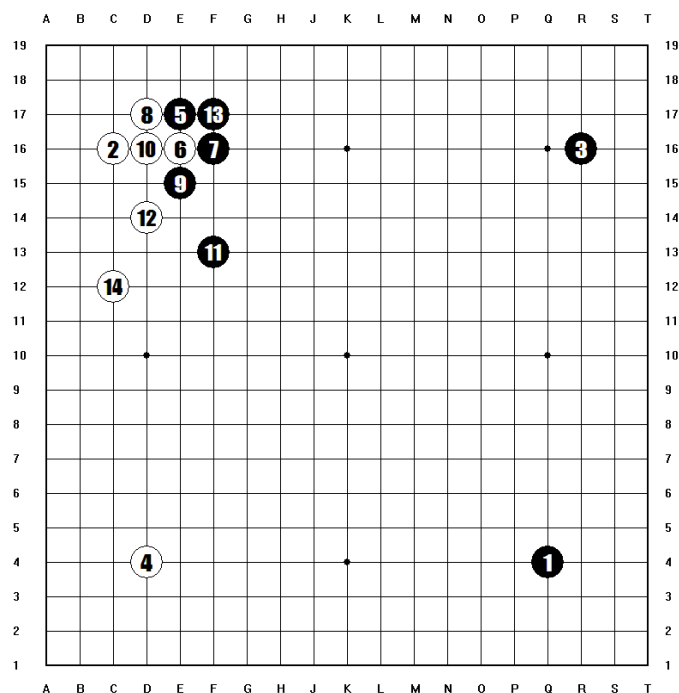


Figure 1

Moves 1 to 14

The result to 14 is excellent for Black. White has invested 6 of his first 7 stones in the upper right corner to make around 25 very secure points. The problem is the rest of the board. Black has staked out a huge moyo on the upper and right sides and still has sente.

ML – White 5 - I thought approaching c16 was the only choice, but could not decide between the high or low approach. In the end I chose low for no better reason than I'd been studying white's various pincer responses recently

DGM – either is OK, I prefer 5 as played in the game.

The problem is the joseki White played in the upper left corner – while this might be a joseki it does not work in this game. Playing set piece battles without taking into account the rest of the board will not win games.

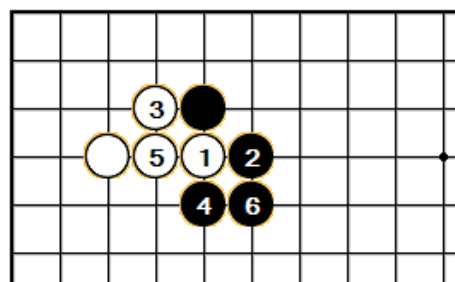


Diagram 1

The normal shapes that can be expected following White 6 are shown in Diagram 1 and Diagram 2.

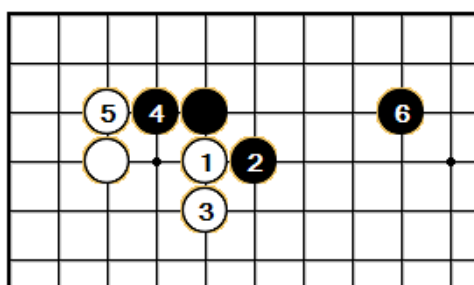


Diagram 2

ML – White's choice of 6 the attachment on top surprised me. Black 7 - The only move? That's what the books say!

ML – White 8 surprised me even more. From an approach to a 4-4 it seems playable, but here I didn't think white got enough in return for making black strong facing his own corner

Envisaging this outcome should not be difficult and it is quite clear Black has a large moyo where all his stones work together.

Another way to analyse the situation is to compare the situation before and after these moves.

Prior to 6 Black had a single stone in the top right with no specific territory and several ways for White to attack; White had the first move in the corner and sente.

After White 14, Black has a wall supporting a large moyo on the upper and right side and has sente. White has taken one corner with his first 7 moves and has limited opportunity to expand.

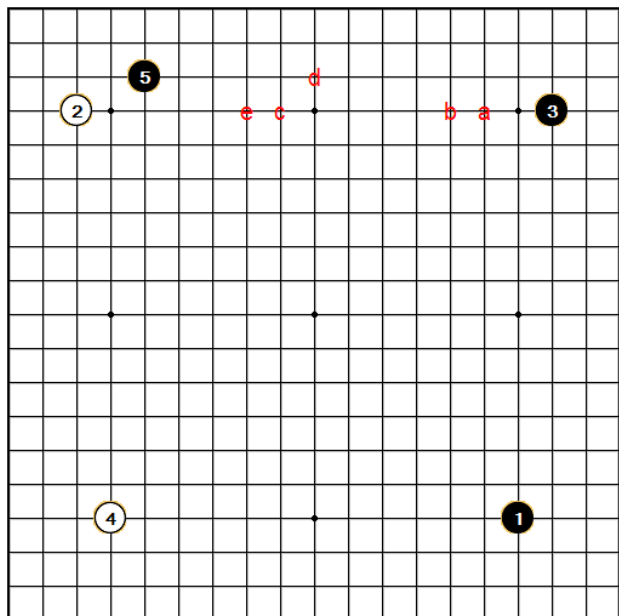


Diagram 3

The normal moves for White in this situation are 'a', 'b', 'c', 'd' and 'e' in Diagram 3. The first two ('a' and 'b') are particularly common as they attack the open corner and disrupt Black's strategy.

ML – After White 10 I had to choose where to connect. I picked 11 as it seemed fast. If I was going to give up my stone on the edge I wanted something a bit more than the solid connection on top in compensation

I like Black's move at 11 – very nice – it fits with Black's moyo strategy and exploits White's clumsy opening.

ML – White 12 seemed to be a wasted move to me so I defended to get a nice strong wall facing the side

ML – White 14 – I didn't think this needed to be answered so I took a big point. In retrospect, an extension along the side may have been better - maybe L16?

DGM – The corner is the right place to play.

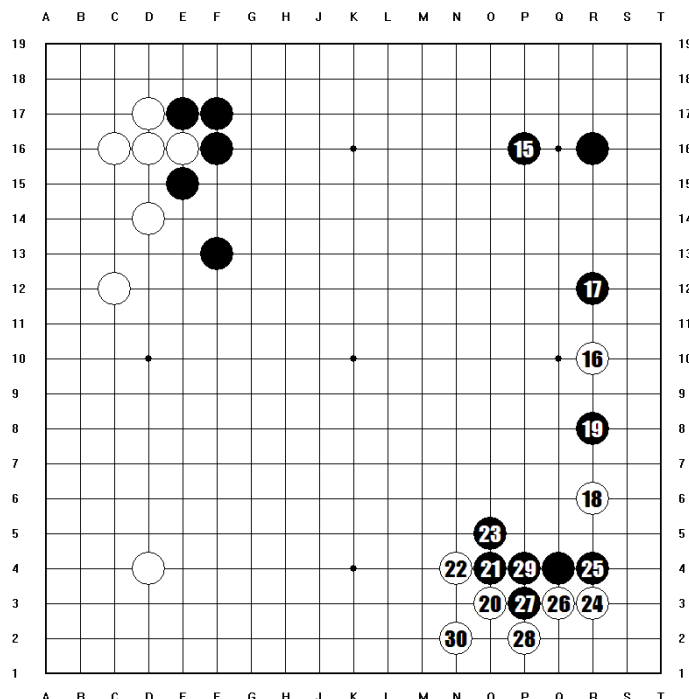


Figure 2

Moves 15 to 30

Black uses his sente well closing the upper right corner with 15 in Figure 2. White has a lot of catching up to do in the face of Black's formidable moyo.

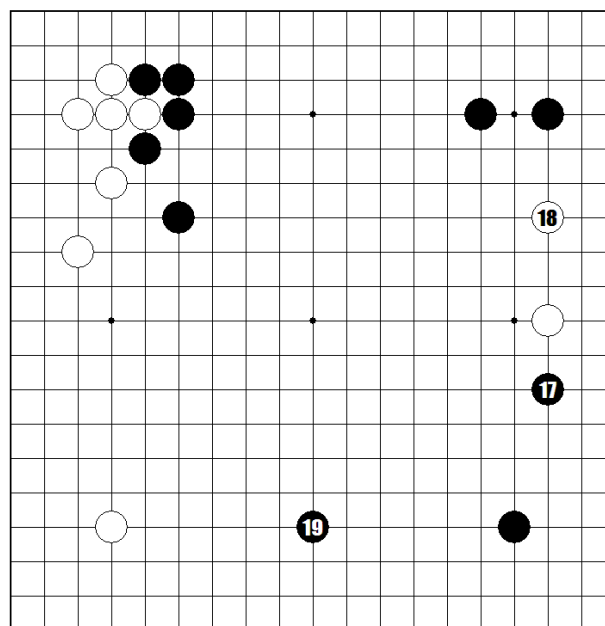


Diagram 4

White 16 in Figure 2 is the only move; failure to play here is unthinkable.

Black's at 17 is good, but there is a choice here, Black could play 17 in Diagram 4 instead. This is really a matter of choice and personally I would as Diagram 4; my reasoning is that this builds a position in uncharted territory and will probably deliver more than any loss on the right.

An extension along the right side is to be expected. White 18 (Figure 2) invites a fight. There is a saying 'rich men don't pick fights' – this is most appropriate in this situation. Black has a substantial lead and can afford to play solid moves – White has to try just that little bit hard or he will lose.

18

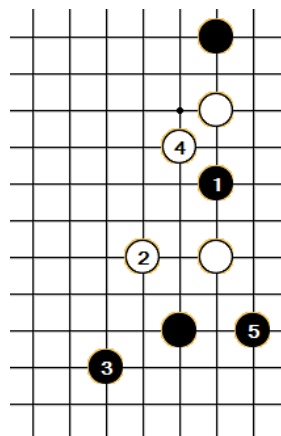


Diagram 6

Black was probably expecting the joseki in Diagram 6, but White is desperate so he tries to mix it up and plays 20.

The sequence in the game is OK but Black must play at 1 in Diagram 7. White cannot omit 2 without significant loss which means that Black plays 'a' cementing his moyo and attempting to swallow White's stones on the right.

ML - Looking back at Black 19, I now feel this invasion was wrong, but not sure where else would have been better.

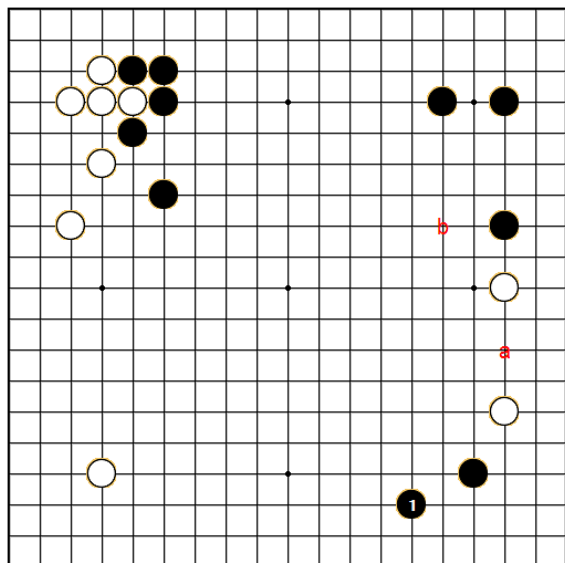


Diagram 5

Black 1 in Diagram 5 settles the lower right corner and leaves White to worry about 'a'. Black on the other hand can look forward to building his moyo with 'b' or playing on the lower side.

ML –I chose Black 21 the attachment rather than the diagonal move at p5 as I didn't want to push r6 into movement.

ML –I was happy to play Black 23. I thought one of white's stones (r6 or r10) would die. I feel white should perhaps have gone into the corner instead of n4?

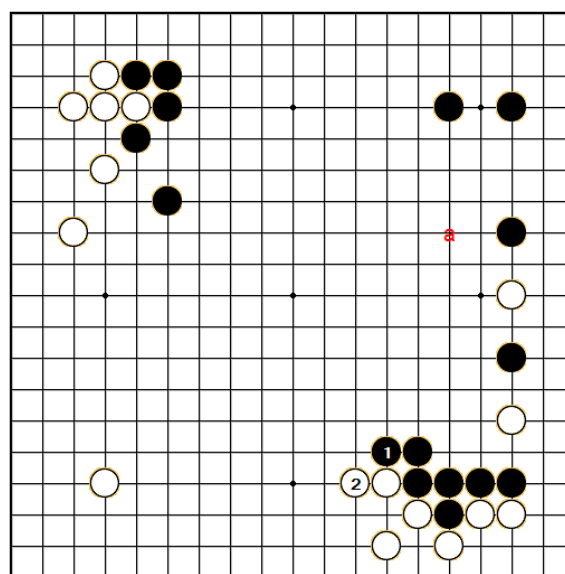


Diagram 7

Playing against the stone on the right with 1 in Diagram 8 is a mistake that plays into White's hands. Not that this is bad for Black, simply that Black has not taken advantage of his position.

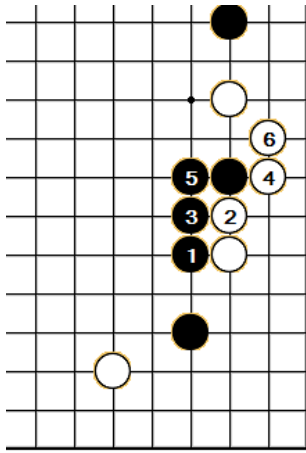


Diagram 8

Black 31 is not necessary, the black stone can escape in two directions, so Black should extend his wall as already shown in Figure 7.

White 32 in Figure 3 is a desperate move but Black is not paying attention to his wall and there is just a chance that White can escape and put pressure on the Black wall.

White gets his wish and separates Black's wall with the sequence to 43, but in the process of stretching his position White leaves behind critical weaknesses.

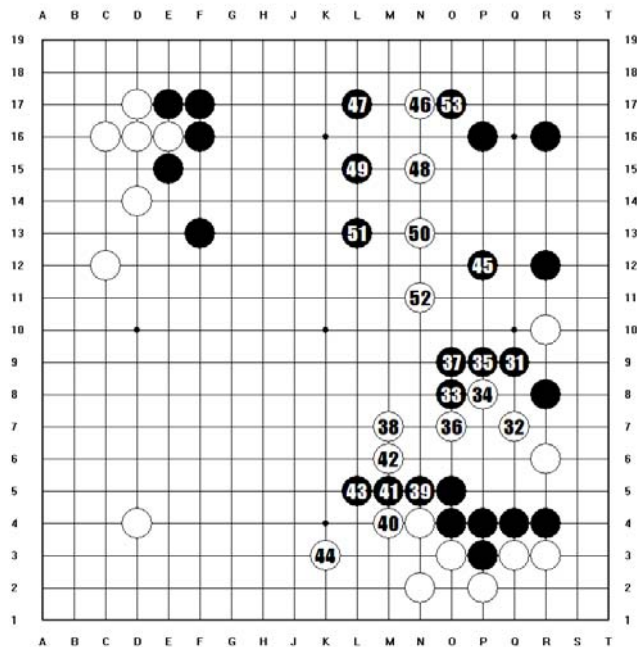


Figure 3

Moves 31 to 53

ML - I now regret this Black 31. N5 or similar feels much better.

ML - Black 33 is not good at all. I left the cutting point behind. Still feel n5 is best.

19 ML - After White 38 I now have a heavy, eyeless group to worry about. Nice...
ML - I was not sure what White was thinking with 42. He let me off very lightly I feel!

White 44 is a mistake - Black can play geta with 1 in Diagram 9 and capture the White stones.

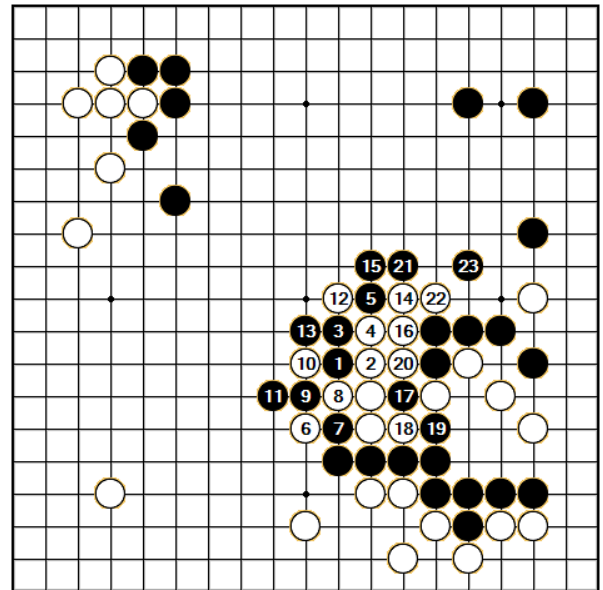


Diagram 9

Black 45 is wrong - ALWAYS, ALWAYS play urgent moves before big moves. It is obvious the Black wall is in trouble, and even if Black could not see the capture sequence in Diagram 9 he knows the group is weak; It must be defended.

ML - Black 45 is a terrible tenuki. Defending the R4 group is urgent!

The obvious and best move is the ikken-tobi of 1 in Diagram 10, this helps Black's stones, keeps White's profit on the lower edge in check and builds to attack White's 6 stones running out from the right side.

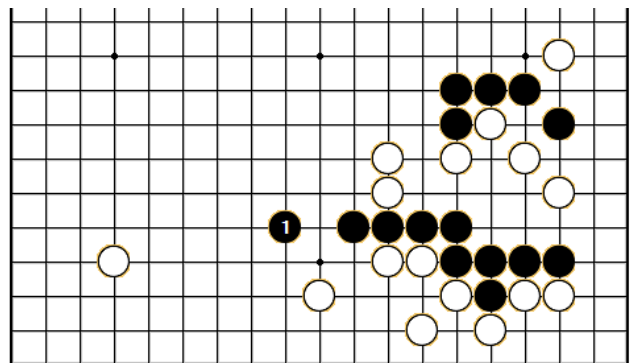


Diagram 10

White 46 is the right place to start reducing the moyo, but White has forgotten the basics too and is creating another weak group.

ML - White 46 invades! I don't feel this is urgent for white. j6 or j7 would have had me very worried.

20

Looking at Black 53 from a purely tactical point of view, it is far better to play 1 in Diagram 12. This give White nothing to work with and no eyes, the kosumi gives White threats unnecessarily. As can be seen in Figure 4 White is able to gain eye shape with 54 and 56 – something that is just not possible if he had played 1 in Diagram 12.

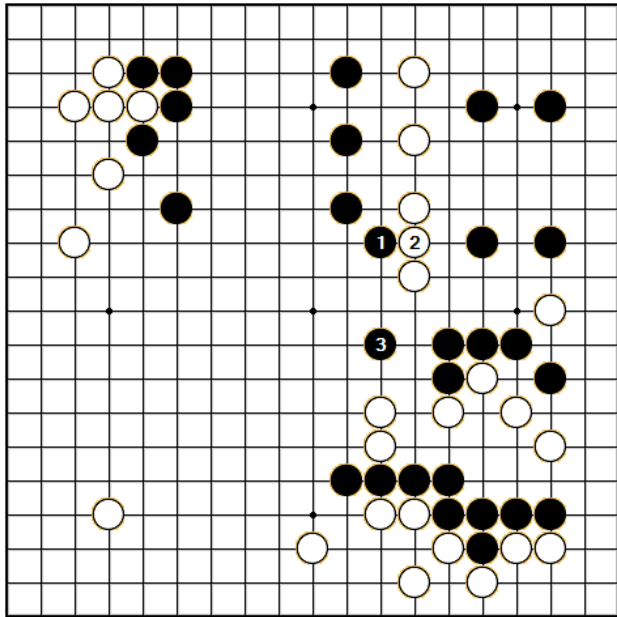


Diagram 11

Black 47, 49 and 51 are great moves, White does not have space for two eyes and must run, then for some inexplicable reason Black played 53 to defend the upper right corner.

ML - Happy to chase white with 49 and 51, but really saving the r4 group is much more important.

ML - In retrospect, maybe Black 51 would have been better at p14, but still, should go down and save r4.

DGM – P14 is worth 6 or 8 points, there is no power advantage either – not a good move. Defending the weak group has been a priority for some moves now.

Black should continue the running battle by separating the two weak White groups. For example Black could play 1 and 3 in Diagram 11, it is hard to see what White can do here.

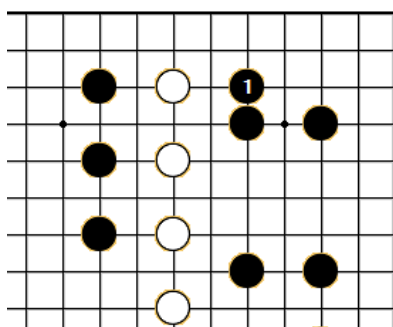


Diagram 12

ML – Black 53 – I am trying to take some profit whilst preventing the possibility of an eye on the edge for white.

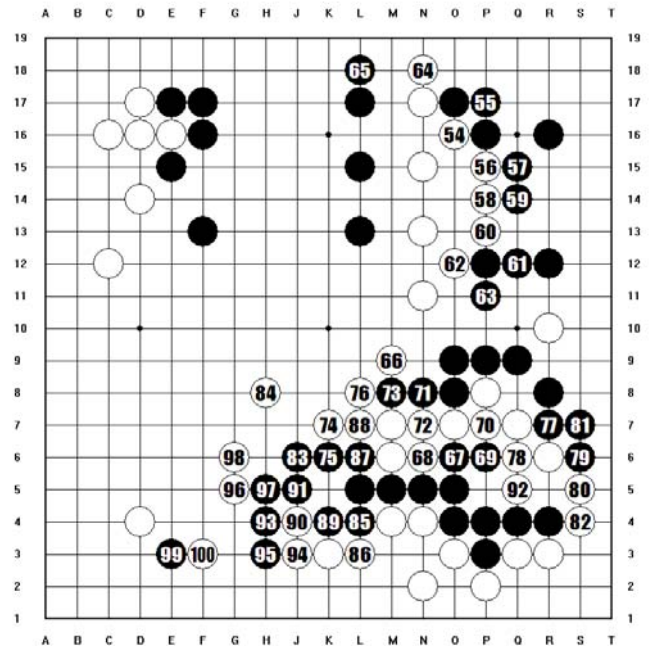


Figure 4

Moves 54 to 100

ML – White 54 and 56 take full advantage of my slack moves.

ML – White lives to 62, but gave me cash in the bank in exchange.

DGM – White is a lot stronger and will probably make two eyes; but Black already had the ‘cash in the bank’ so there was no gain.

Black loses his way in the fight, this can be seen clearly from moves like 63 and 65. His wall is in desperate need of help but he takes small points on the upper side.

White 66 is a vital point for both, now White has a chance if he can make a profitable attack against Black’s lower right string of stones. Black’s desperation can be seen in the way he thrashes about looking for two eyes.

ML – Black 67 is completely the wrong way to try to save this group I now feel. Even if I make two eyes white will get to seal me in and could build a moyo around d4 quadrant.

ML – Black 73 - Embarrassing. I think I can get two eyes, one at q5 and one on the edge by threatening to link up, but I don't want to be sealed in by j5 (or similar)

ML – Black 79 & 81 - Ridiculous sequence of moves..was I trying to lose?

White smells blood after 82 – his outside stones can connect or escape so he pushes harder but it is obvious Black will live.

White 92 is a one point gote move, sure it takes away Black's second eye but the profit from playing 1 and 3 in Diagram 13 is huge.

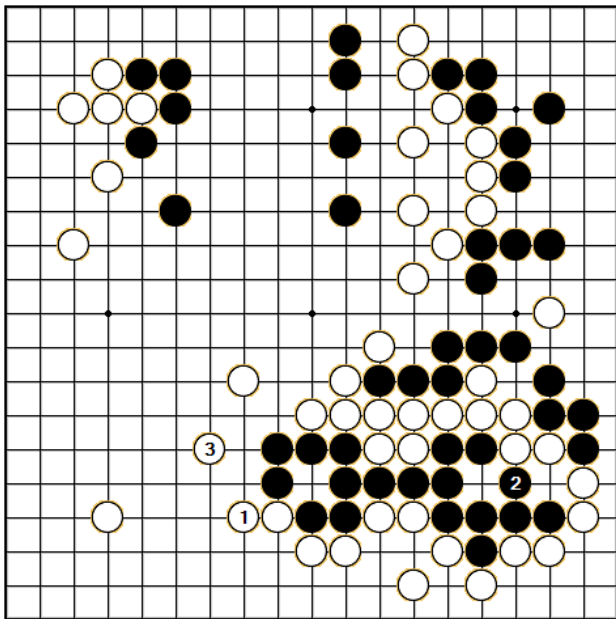


Diagram 13

There is a proverb – large groups don't die. This is not exactly true, it can and does happen, but it can make the result of the game a bit of a lottery.

ML – Black 99 - My thinking is now to trash as much of white's area as possible. I don't foresee any trouble with making a second eye..

ML – Black 117 - I'm now alive and feel I'm ahead on territory going into the endgame.

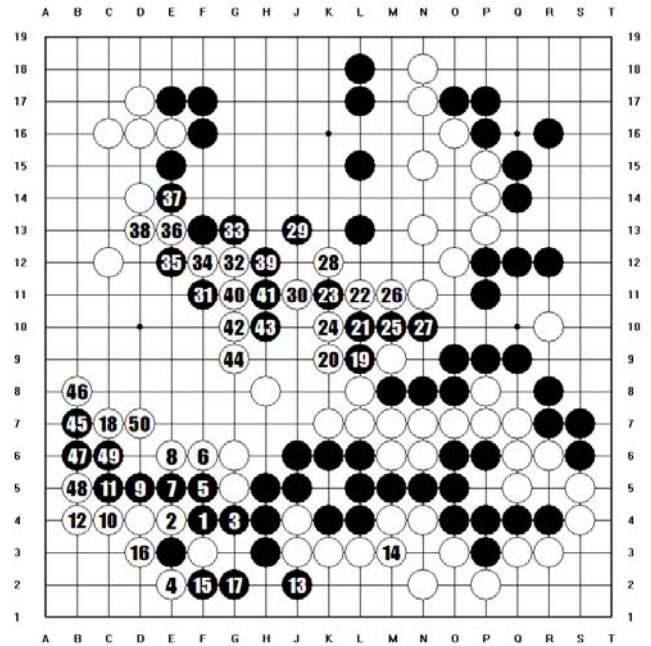


Figure 5

Moves 101 to 150

Black does manage to wriggle his way to 2 eyes by 113 in Figure 5 and White tries to make territory on the left side with 18. Despite the fight Black has still got a reasonable lead – I count 10 points, plus sente, everything depends on the left side and yose.

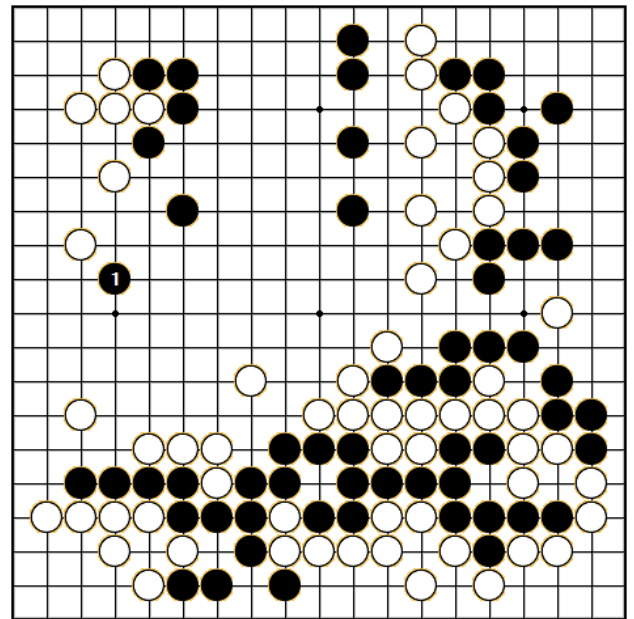


Diagram 14

The middle game finished with 118 and large yose starts. Black's cut at 119 is of little or no value; it is far better to squash the lower side with 1 in Diagram 14.

ML - Black 119 – I wanted to try and use the thinness in white's centre wall to prevent any territory from forming, plus was thinking about r5 in the background

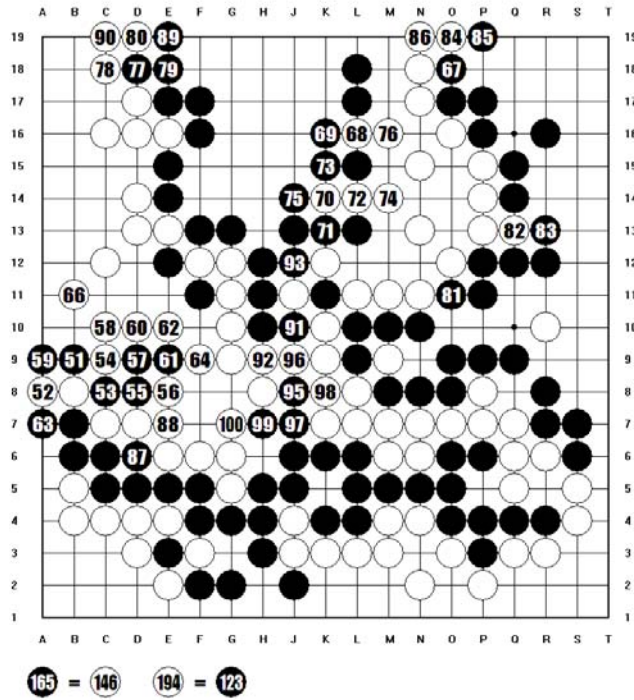


Figure 6

Moves 151 to 200

The cut clamp at 51 is very good, but it is doubtful either player saw the sequence in Diagram 15.

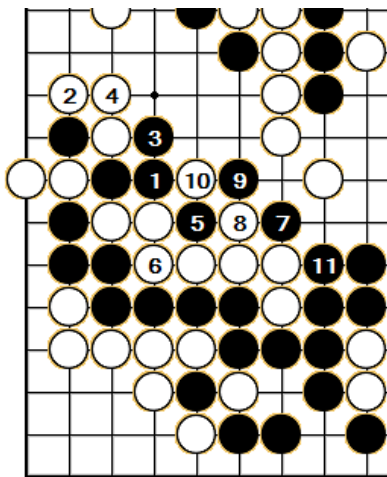


Diagram 15

ML – White 52. I was waiting for something like this. Although I feel I've made the worst mistakes, White's made a few too. One more was all I wanted.

The remainder of the game has some interesting tactical opportunities for both players. Whilst I have not commented on the rest of the game it is worthy of review, so please take the time to play it out.

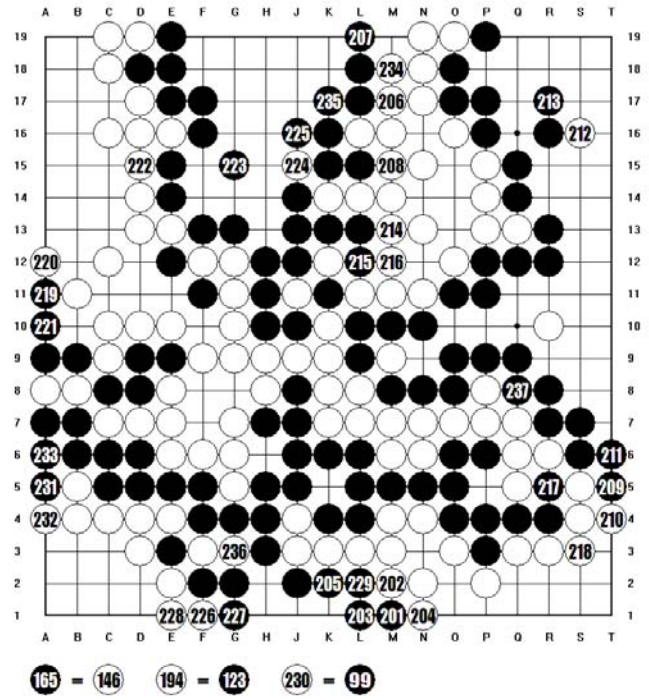


Figure 7

Moves 201 to 237

White's poor fuseki and Black's understanding of his own position led to a huge lead for Black. White has better fighting skills and managed to reduce the deficit but not by enough.

Black was winning the game from move 11 and deserved to win in the end.

I did my commentary first, then read Max's input. It is pleasing to see that in review he saw several of the important issues in the game. That is a great sign of somebody not just wanting to improve, but have the potential too. Keep it up Max and don't let phantom attacks divert you – play with caution not with fear.

Four Corners

This month the theme is reducing corner enclosures. This situation is never simple and there are many variations dictated by the surrounding position. It is almost impossible to complete a shimari and get an extension without your opponent doing something. So these are the bare essentials; they give you an idea of the kind of moves and possibilities you have when reducing territory or invading shimari based moyos.

Corner 1

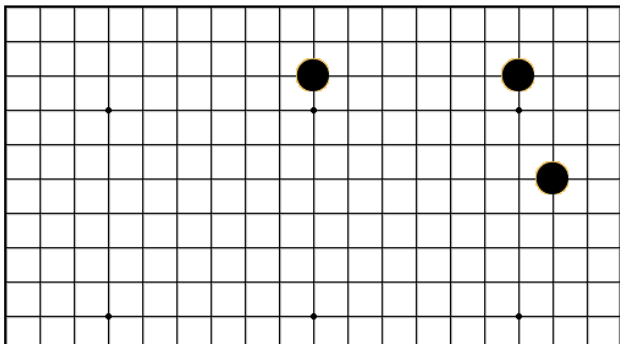


Diagram 1

The first corner (Diagram 1) is a large knight's move shimari with an extension and the aim is to reduce the moyo.

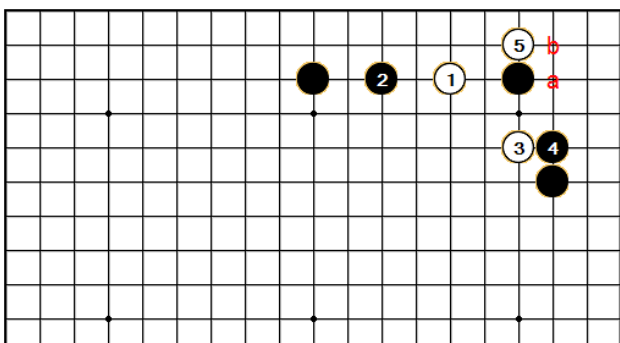


Diagram 2

The key to attacking this corner is the weakness of the large knight's move. The combination of 3 and 5 in Diagram 2 make it difficult for Black to press home a telling attack, while White is happy to make shape and escape into the centre.

After 5 Black has the choice of 'a' or 'b'.

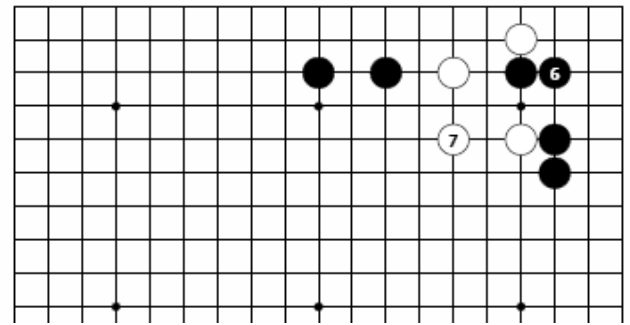


Diagram 3

If Black pulls back with 6 in Diagram 3 then White will make shape with 7. The push into the corner can be used to build an eye on the edge but that can be saved for later.

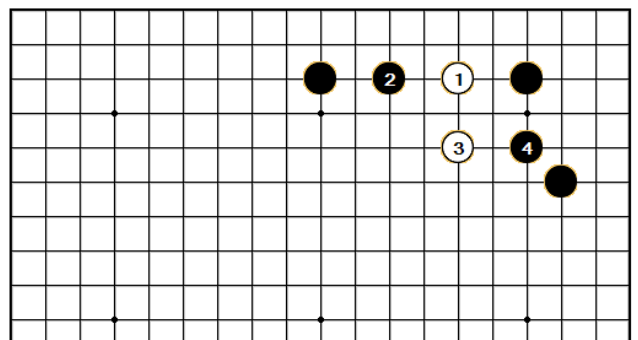


Diagram 4

This shape can be compared to the simple one point jump of 3 in Diagram 4. In this case White has almost no eye shape, not good.

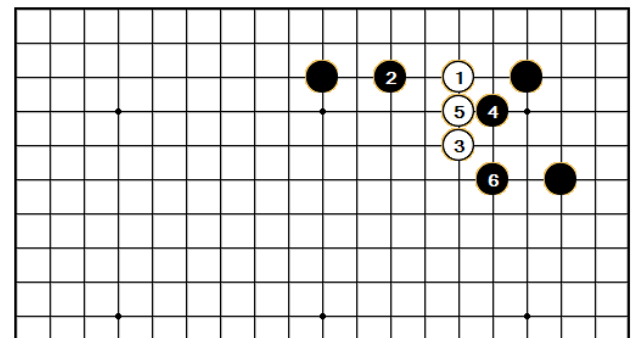


Diagram 5

What is worse is that Black can also peep with 4 in Diagram 5 and start a running fight targeting White's weak stones. Neither of these outcomes is good so the one point jump (contrary to the proverb) is bad.

Corner 2

The small knights enclosure is much stronger so White has to find something more direct.

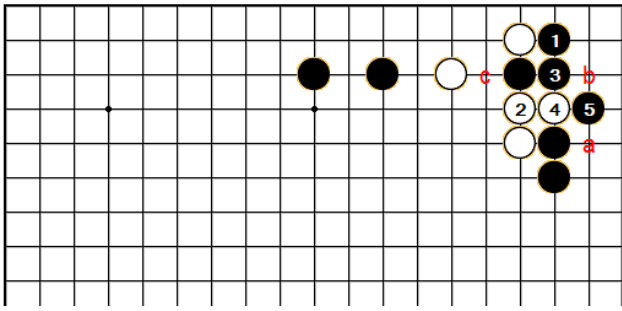


Diagram 6

Black's other option was 'b' (1 in Diagram 6). White then clamps with 2 and pushes through with 4. It should be noted that Black plays the connection at 3 rather than blocking at 4 to avoid giving White an atari at 'c' and good eye shape.

After Black 5 there is aji for White at 'a' and 'b'.

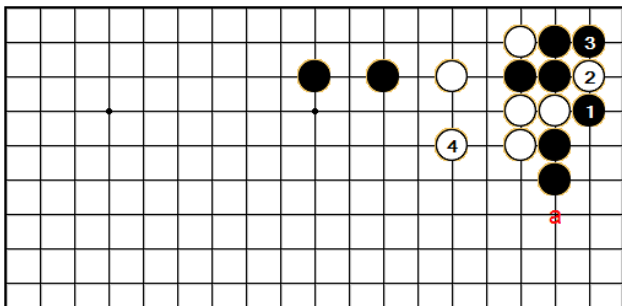


Diagram 7

White can use this weakness by cutting at 2 in Diagram 7. Black can atari at 3 and White will make shape with 4 but he has sown the seed for forcing moves at and around 'a' – depending on the situation on the right side.

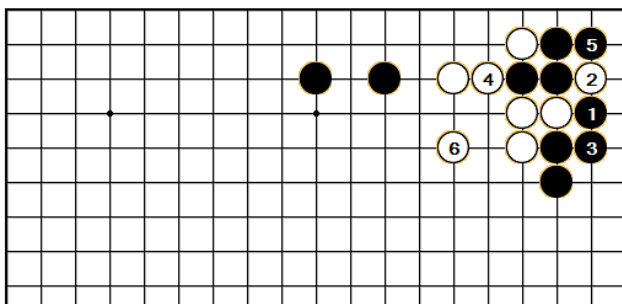


Diagram 8

If Black tries to avoid the aji by connecting at 3 in Diagram 8 White is able to play 4 and take perfect eye shape with 6. When you consider that White was outnumbered 3 to 1 at the beginning the result is quite reasonable.

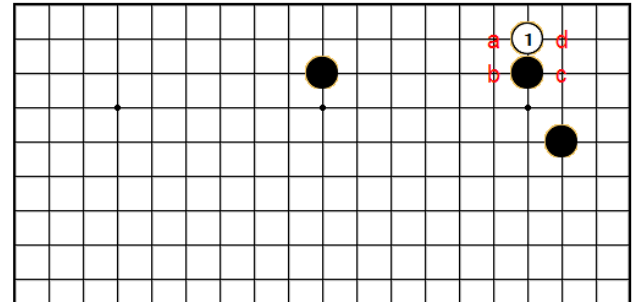


Diagram 9

White 1 is the normal starting point, Black then has four continuations 'a', 'b', 'c' and 'd' in Diagram 9– which is chosen depends on Black's strategy and the position on the rest of the board.

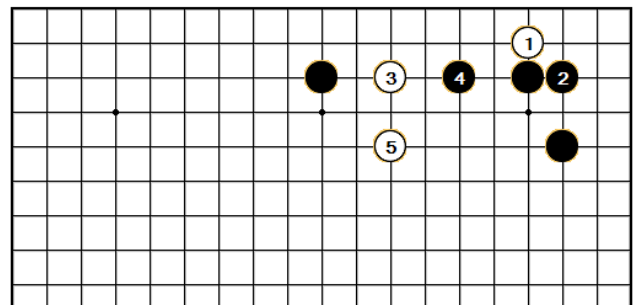


Diagram 10

Black 2 (Diagram 10) is a solid move leaving no aji for White, so White plays 3 offering the stone while reducing the upper side.

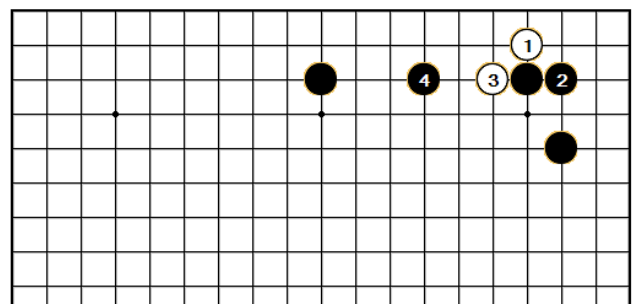


Diagram 11

If white tries to extend along the side with 3 in Diagram 11 he makes a bad mistake. Black will extend with 4 on the top side taking the eye space and then chase White into the centre.

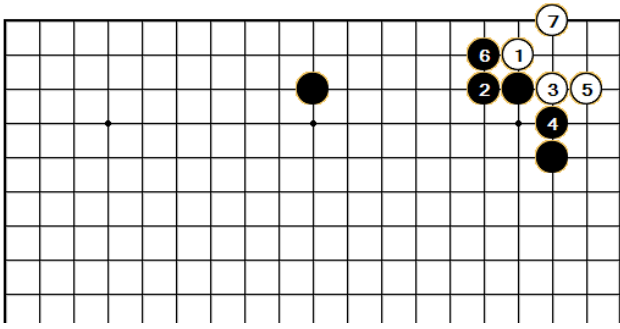


Diagram 12

Black can also elect to play 2 (Diagram 12) extending solidly on the outside. This enables White to make a live shape in gote while Black takes influence on the outside. Black also has a bonus of 4 ko threats against the corner which should not be under-valued.

25 If Black wants to keep the corner he can play 1 in Diagram 17. White will give up the single stone to get forcing moves at 4 and 6 before skipping lightly away with 8. Black can pick off one stone, perhaps 2 but in doing so will give White better shape. There is no effective tactical attack against White's stones so they must be dealt with strategically.

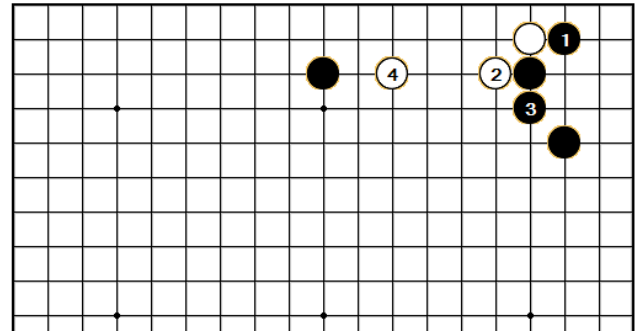


Diagram 18

Black can also defend the corner with 1 in Diagram 18 but White is able to play up with 2. Black can either play 3 allowing White to extend along the side with 4 or he can capture the single stone on the upper side and revert to the position in Diagram 17.

Corner 3

This time Black has a double wing from his keima shimari and the problem is reduction, there is no invasion that can live.

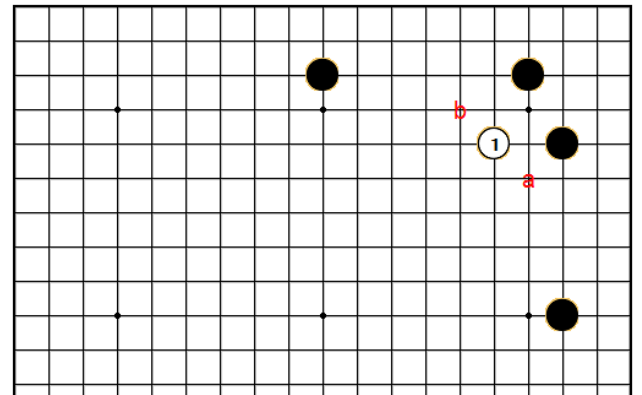


Diagram 19

The normal reduction move is 1 striking at the point of symmetry; Black then has the choice of defending at 'a' or 'b'.

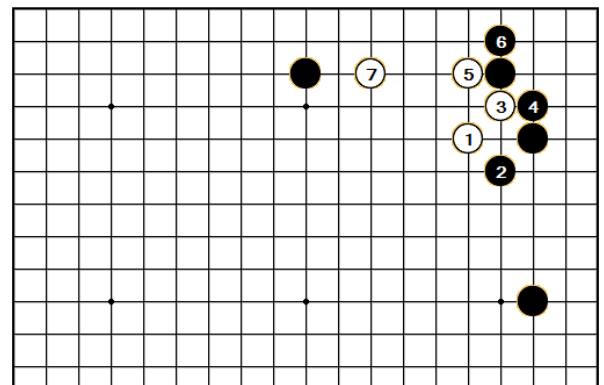
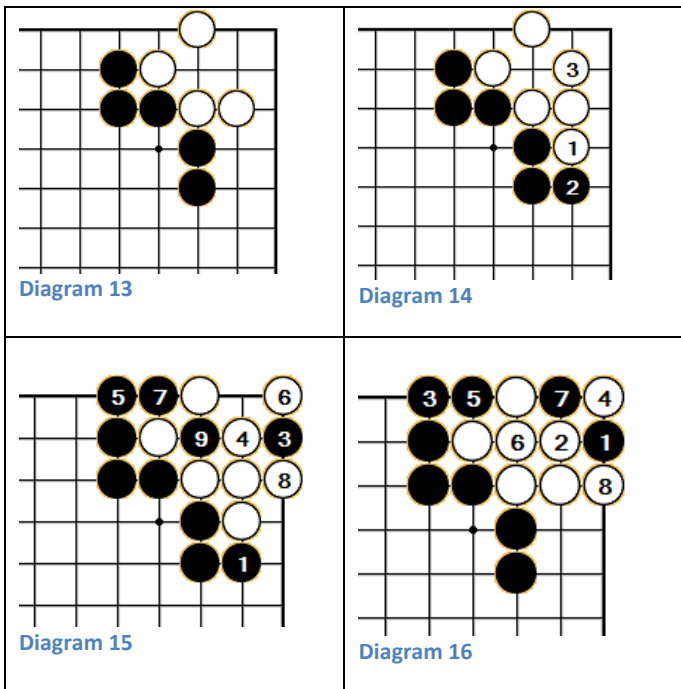


Diagram 20



A brief tactical comment. White is alive in Diagram 13 but he cannot play 1 without defending at 3 (or something similar) in Diagram 14. If he does not play 3 Black is able to force a ko as shown in Diagram 15. This tactic does not work in the original position because Black can play 8 in Diagram 16 and get two eyes. So if you live like this BE CAREFUL.

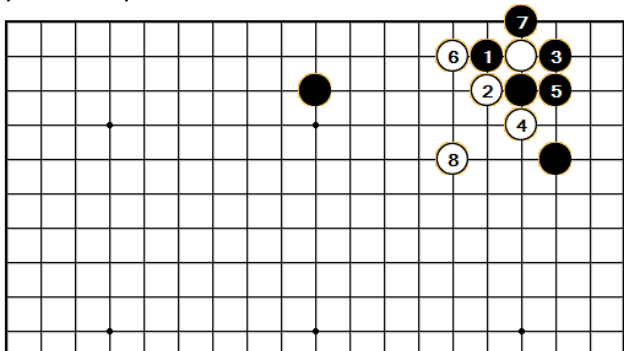


Diagram 17

If Black defends at 1 (Diagram 20) then White can play the fairly crude and vulgar sequence to 7 making eye shape and destroying most of the upper side.

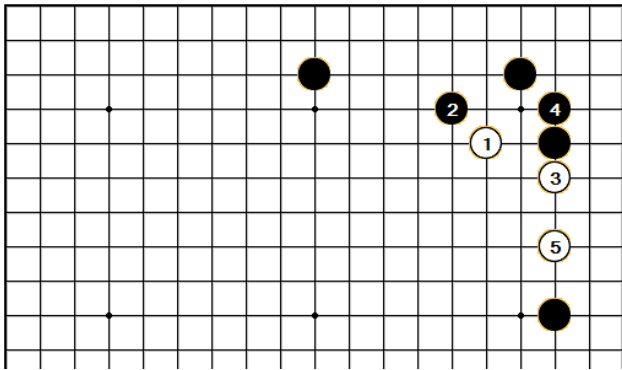


Diagram 21

Black's alternative is to defend the upper side with 2 in Diagram 21, this gives White the opportunity to play 3 leaning on the Black shimari stone. After White 5 Black has lost his area on the right and his extension stone has been isolated.

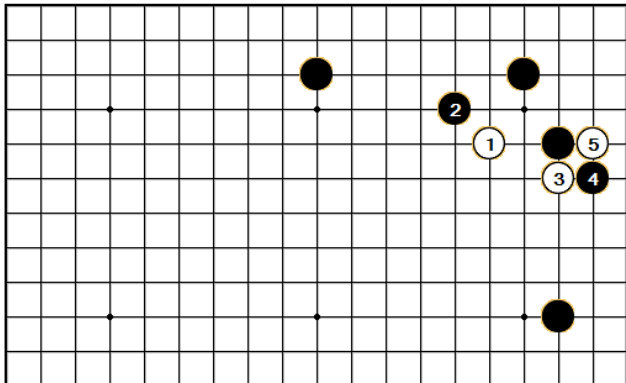


Diagram 22

Black 4 in Diagram 21 looks tame, but if Black tries to force the position with 4 White will play the cut at 5. This looks odd because Black can capture the stone almost immediately, but...

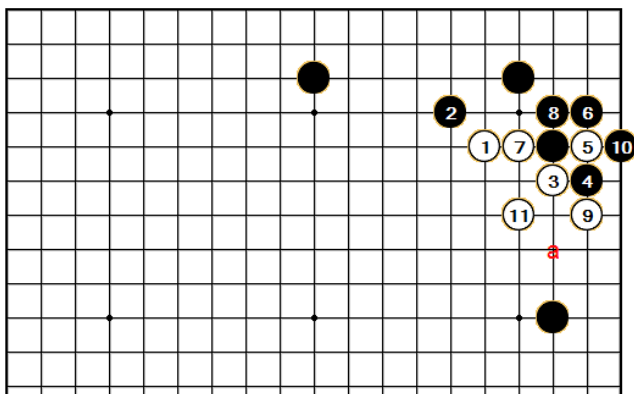


Diagram 23

The result of capturing in Diagram 23 is ok, but White is able to build a more solid position with the atari at 7 and 9. The hanging connection of 11 does connect the stones and make some eye shape but Black can peep at 'a' before running into the centre.

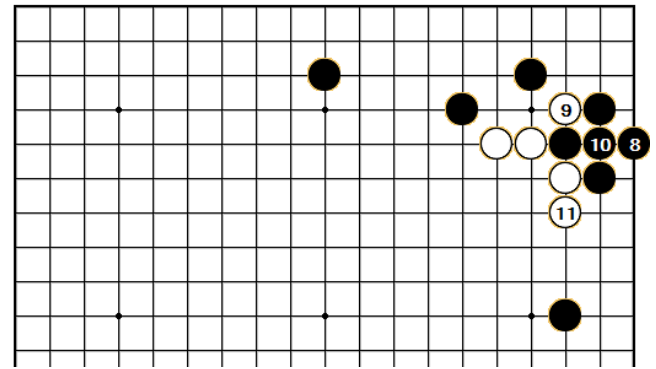


Diagram 24

It is possible for Black to take the White stone with 8 in Diagram 24. This gives White the atari at 9 and he will then extend to 11. This looks better but Black has left a lot of weaknesses and White will undoubtedly exploit them given the chance. Black may also reflect on the size of his territory on the right – one stone on the first line and three on the second line – not the traditional location for moyo stones.

Corner 4

Our last corner (Diagram 25) is a double wing formation based around a one point jump corner enclosure (ikken shimari).

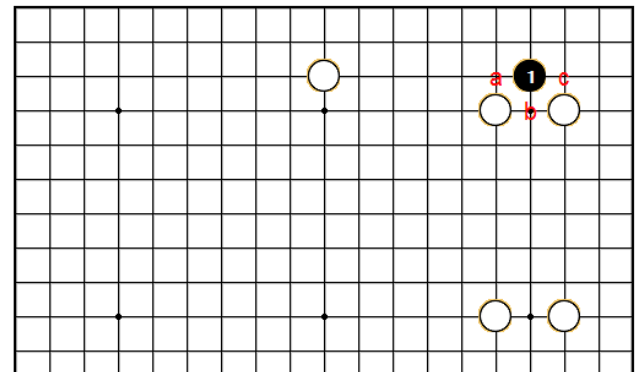


Diagram 25

The strength of the ikken shimari is influence. There is no move like 1 in Diagram 22 that forces the selection of one side or the other. But like all things, a strength also points to the weakness – in this case territorial security. Black can play 1 in Diagram 25 to attack the corner territory.

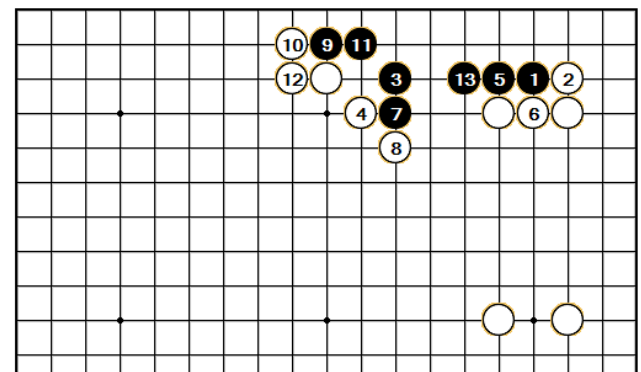


Diagram 26

White's first option is to block by playing 2 on the 3x3 point in Diagram 26. Black then hops lightly along the side and lives with the sequence to 13. White can play 4 at 5 capturing Black 1 but Black will play at 8 escaping easily.

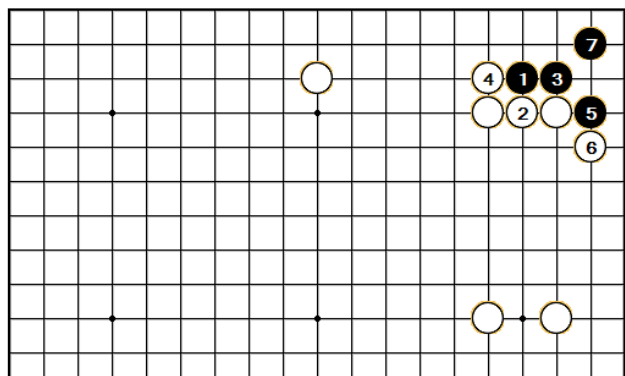


Diagram 26

White's second option is to connect at 2 in Diagram 27, but Black can force a ko with the sequence to 7. Black must be careful with this sequence and make sure he has enough ko threats or the invasion will come to nothing.

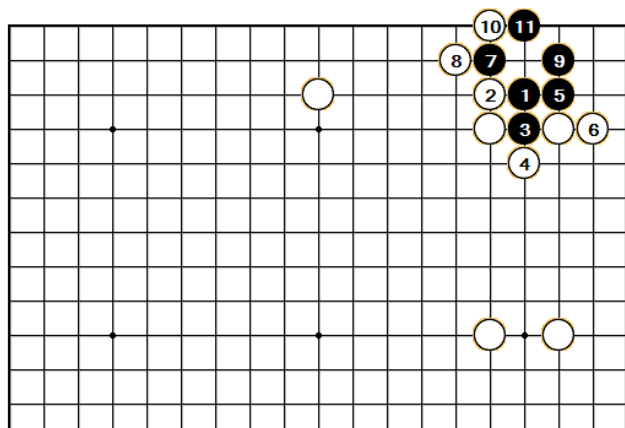


Diagram 27

White's final option is 2 in Diagram 28, this too leads to ko but one that is more dangerous for White. If Black wins the ko the external cutting points could give Black much more than just two eyes.

Summary

The four examples above are just the tip of the iceberg, there are literally hundreds of variations.

All of the sequences here and in other books and magazines must be considered in the context of the whole board and your strategy. A 'good' result in isolation may be a disaster in the context of the whole board. Think very carefully and don't play by rote.

How to study go

DO:

- ... engage your brain, during study and play
- ... play as much as possible against as many different players as possible
- ... play quickly but thoughtfully
- ... try to have a strategy and play toward it – at least you will know what you were fighting for even if you lose
- ... discuss your games with your opponent and others (stronger or weaker): it always helps to see it through someone else's eyes
- ... study and learn professional games and try to understand the moves
- ... play through printed game scores – this will help you find the next area of play and while it may be frustrating on occasion it is at those times that you are learning. This method teaches far more than clicking on the 'next move' button or waiting for 'auto-play' to show you what happens next.
- ... study lots of go problems (tsume-go, tesuji etc) and try to think out the position rather than playing it out – you will learn much more
- ... read as many books and magazines as you can
- ... stretch your imagination and try new things
- ... be ready to lose while experimenting, but you'll sure make up by also learning something useful
- ... write a constructive critical commentary on somebody else's game – try to teach at least one lesson
- ... when studying turn the board around 180° every 30 to 40 moves, it is surprising what you see.
- ... respect your opponent

DON'T:

- ... take the Go books literally, they are guides that point to ideas or set sequences, they are not the font or all knowledge.
- ... worry about losing, every game is a lesson you learn for your next game
- ... focus on winning the game as the only thing: try to focus instead on playing well, on playing moves you'll not regret at the post-mortem analysis, this way you'll learn and win naturally
- ... think for too long for any particular move: usually after a long thinking session one plays strange, unnatural moves, many times wrong ones. It happens to professional players too
- ... worry about your grade – if you play well you will do well, if you play poorly you will do poorly no matter how many 'dan' or 'kyu' you claim.

Three stone game

Date	23 rd February 2007
White	Moon-Duk H. 7p (win by resignation)
Black	David Mitchell

We have been very lucky to have Mr Moon-Duk a 7 dan professional from Korea visit the Sydney club on a number of occasions. This is my second game with him and I was determined to do a better job here than the first where I got smashed in an early fight.

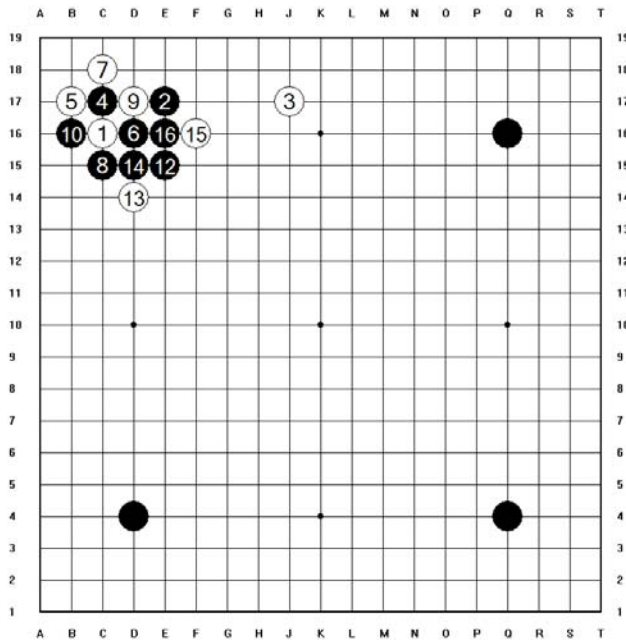


Figure 1

White 3 is an interesting move in a three stone game and there are a number of ways to deal with it. The first option I considered was 4 Diagram 1.

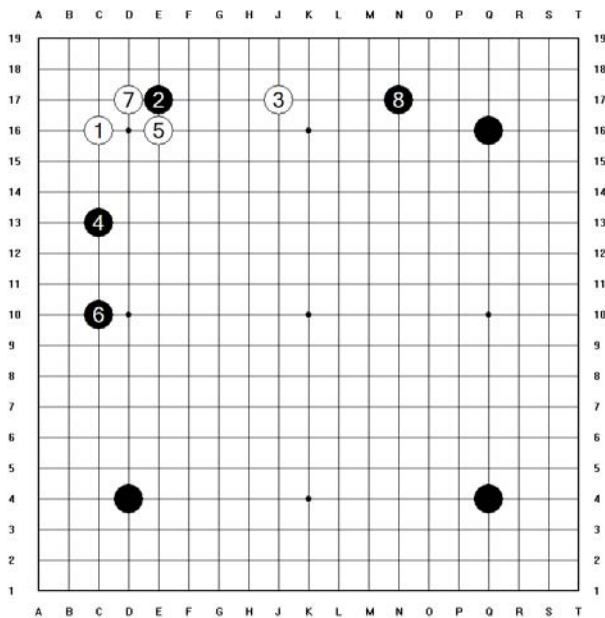


Diagram 1

28 This sequence sacrifices Black 2 for sente and the chance to build something better on the rest of the board. The obvious problem is that White gets a solid position with reasonable territory from the start. I rejected this option.

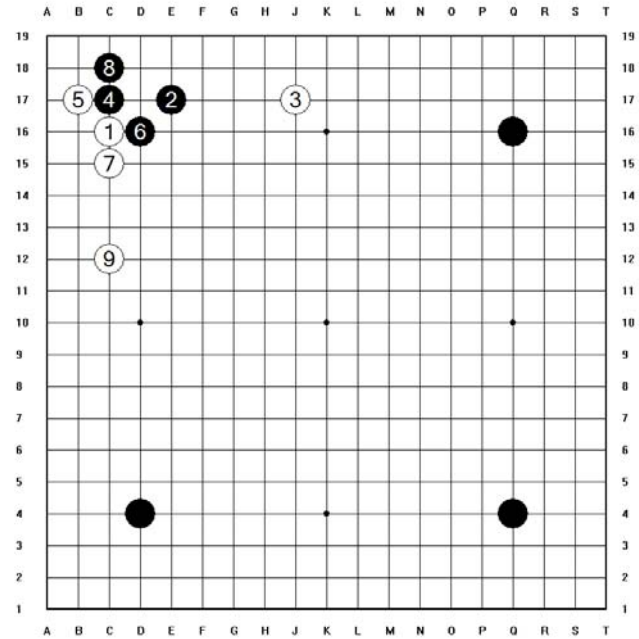


Diagram 2

The second sequence I considered was 4 and 6 in Diagram 2. This gives me a solid position in the upper left corner with B18 and G17 miai for life. Black also has a forcing move at D15 to build the upper side.

After 8 White has to play on the left side, probably 9 and that means I can then turn my attention to the rest of the board.

My preference is N17 – this starts to build a big corner while aiming at an attack on White 3. I liked this outcome because White has a weak stone and the rest of the board is open. This means any attack on White 3 can lead to profit.

As you can see in Figure 1 White did not allow this option – Black’s second move was a mistake!

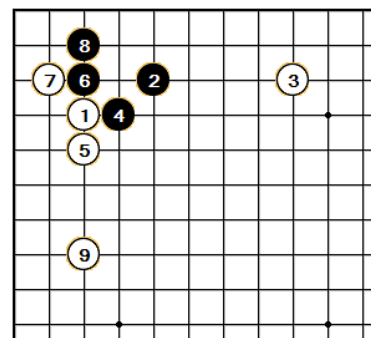


Diagram 3

If Black wants to force the shape in Diagram 2 he must play 4 (Diagram 3). Once White pushes out with 5 Black can revert to the original pattern.

White 5 and 7 in Diagram 4 are the obvious problem but the sequence to 16 captures the White stones. This is joseki - Black gets the corner while White gets influence on the upper side.

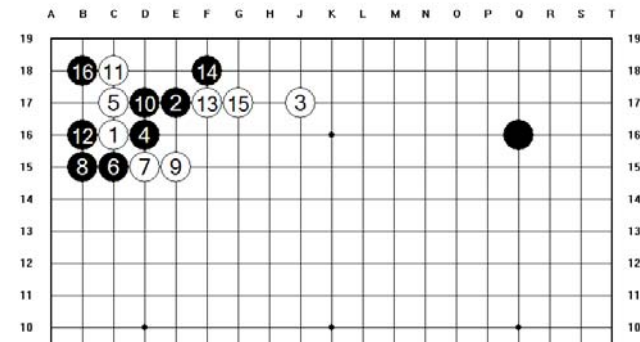


Diagram 4

In an even game with a White stone at Q16 the outcome is good for White, but in a handicap game Black already has the upper right corner and the result is not so good for White.

In any event I did not achieve my aim and ended up with a lump of stones in the upper left corner.

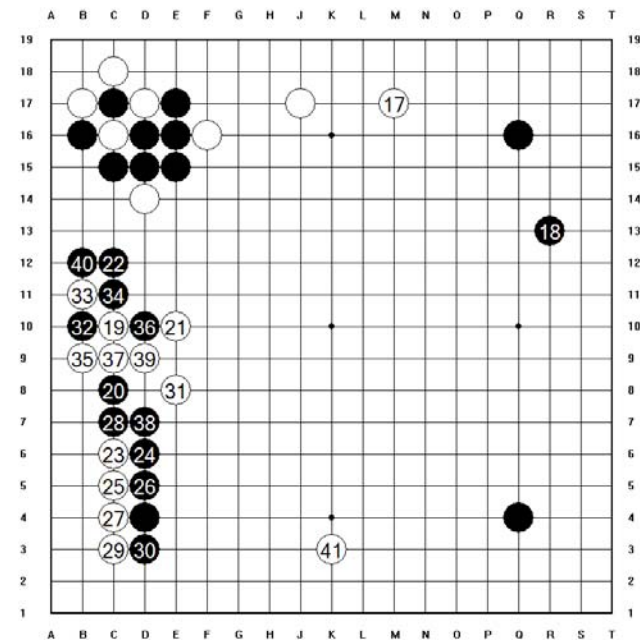


Figure 2

White 17 (Figure 2) looks passive but it is setting up an attack on the top right corner. If Black takes the option on the left side with 18 in Diagram 5 White will attack with 19 putting pressure on the Black corner. This kind of weakness will neutralise the potential on the right side and I did not want that.

29 As you can see I chose to build on the right and fight on the left because there is aji against the White stones in the upper left corner that should help make life for the stones.

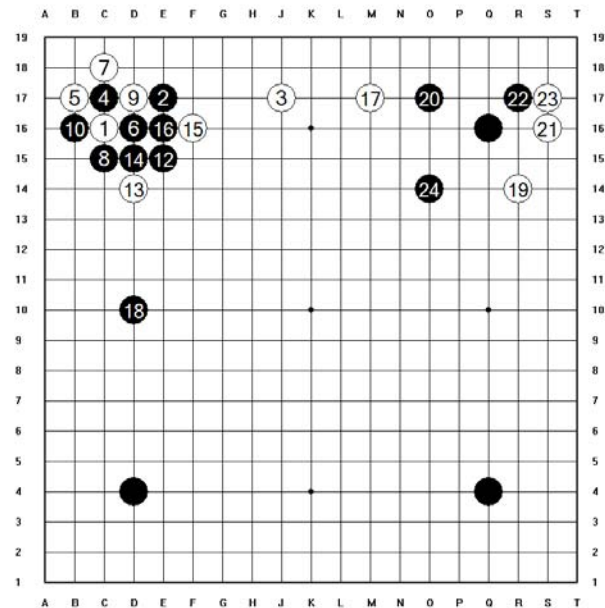


Diagram 5

Black 28 in the game was misplaced, it would have been better to push towards the corner with 1 in Diagram 6. White defends with 2 and Black is able to complete his wall in sente with 9.

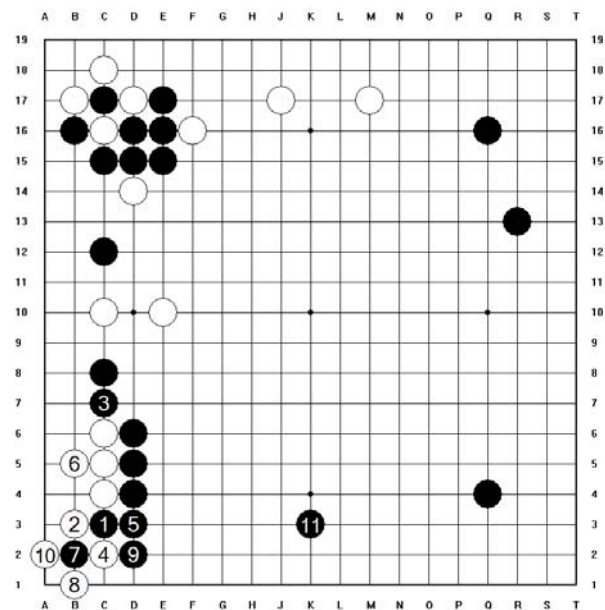


Diagram 6

The sacrifice of 7 is an interesting tactic in Diagram 6. The explanation is that Black wants to play 9 to complete his wall, but it needs do so in sente or White

will take the extension away with a move like 8 in 30
Diagram 7.

If Black simply plays 7 White will play 8 because Black cannot kill the White corner. By playing 7 in Diagram 6 White is forced to reply and Black is able to get the extension.

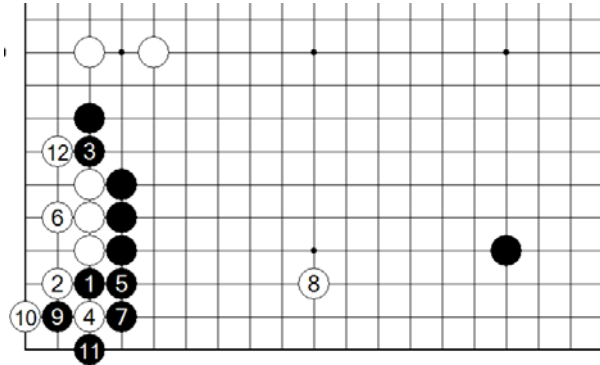


Diagram 7

I did not like my position after White 31 in Figure 2, connecting directly or making a hanging connection were too bad and I looked for another way to resolve the situation. I thought I'd found another way out along the lower edge but it was an illusion and I ended up strengthening White, having to come back and make the ignominious connection while White got the vital point on the lower side.

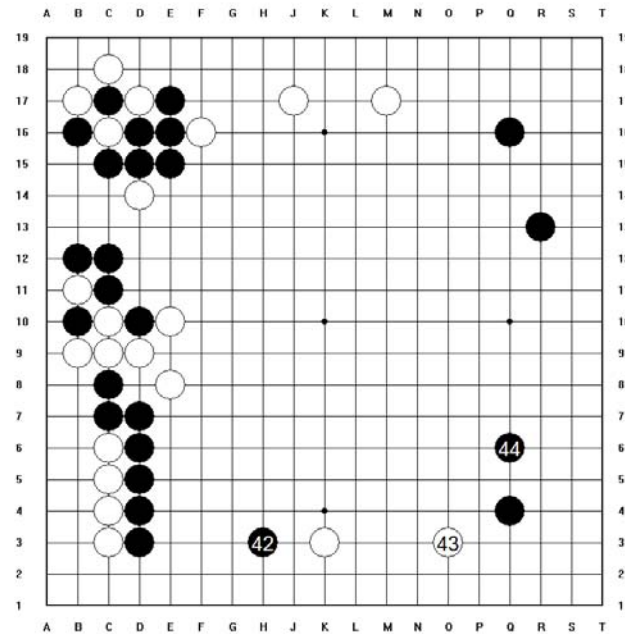


Figure 3

The extension at 42 in Figure 3 was painful but necessary the Black wall has no eyes, it just has to be done.

Black 44 could have been at 1 in Diagram 8. This is a sacrifice stone that allows Black to secure the corner, on the other hand White is able to settle his position.

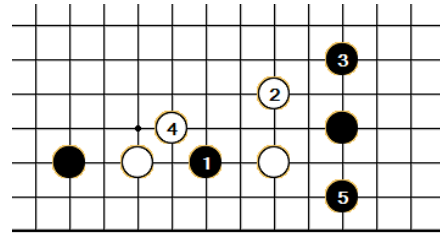


Diagram 8

In the game White invaded the corner with 45 in Figure 4 and I determined to seal him in. My thought was that I would be able to attack the stones on the lower side or make territory on the upper right.

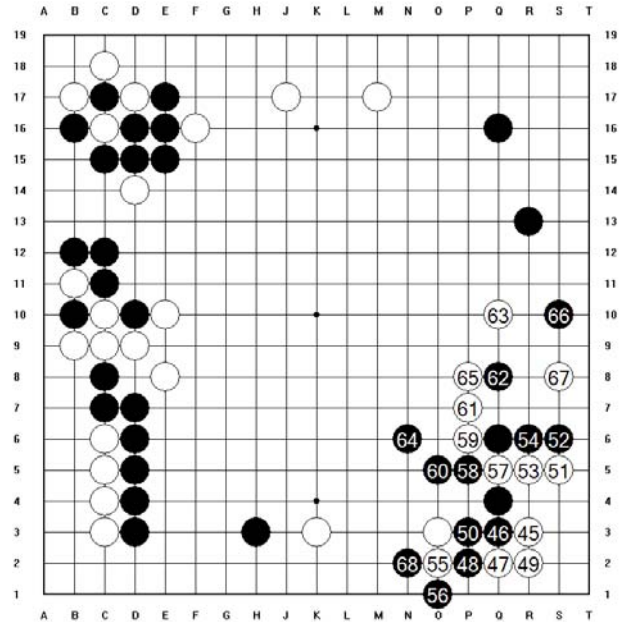


Figure 4

White 55 is an interesting move which I did not fully appreciate at the time, I did know that if White gets shut in as shown in Diagram 9 he must defend at 1 or die.

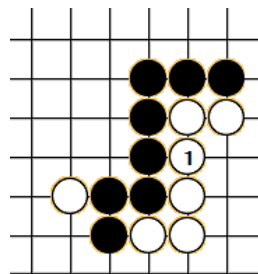


Diagram 9

If White does not connect Black kills by playing the hane at 1 in Diagram 10 and finishes White with the other hane at 3. This is a famous example used by Segoe Kensaku in his book 'Go Proverbs Illustrated'.

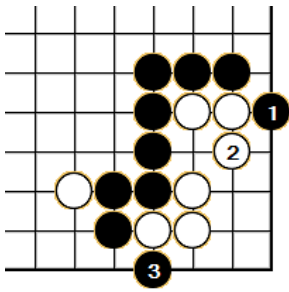


Diagram 10

Obviously Black has a better position in the example diagrams than the game because the Black stones are connected, but if I live or escape with my stones on both sides White has to go back and defend.

White 55 helps the stone on the lower side. If I sagari at P1 to keep pressure on the White corner I don't get such a good attack on the side group. The hane gives me an opportunity to take White's base later but it leaves a weakness which helps White's corner.

I have to play 64 or my lower group will get into serious trouble but I was also attacking White's lower side. I expected White to defend these stones and I would continue the fight on the right.

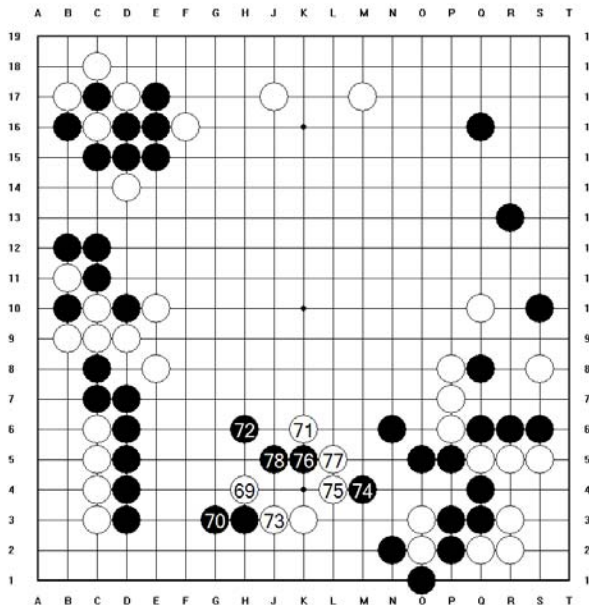


Figure 5

White ignored the threat and took the right side. I have no choice, I have to press home my attack on the lower side. I took the base and White ran out into the centre. I failed to profit from the attack and did not recover from my loss on the right side.

That is all I recorded. I will do better next time, but there are several good lessons in this game, but there was also one small victory for Black later in the game which I will share (after all I have shared the disasters).

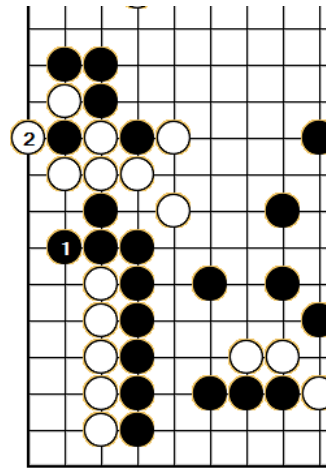


Diagram 11

During the fight on the outside I was able to get extra stones in the centre. Black 1 (Diagram 11) split White's groups and created an attack on both sides. White took the stone on the upper left side – so my problem was to kill the corner.

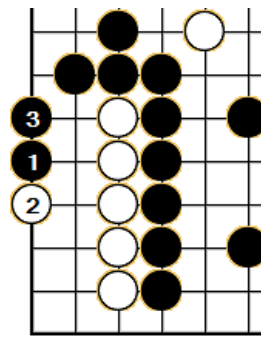


Diagram 12

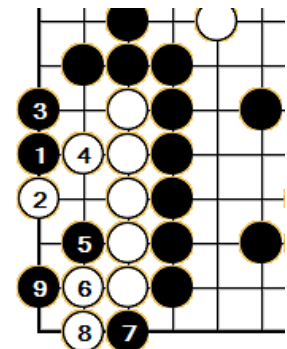


Diagram 13

The correct move is 1 in Diagram 12, when White plays 2 Black pulls back with 3. This is a very strong move for Black and takes away aji for White – it also kills the group.

In the game the group was left for dead and White did not test my knowledge of the rest of the position. The question in my mind was what happens if White plays 4 in Diagram 13.

This is a tricky sequence and if White had pursued the fight it is not clear that I would have responded appropriately, on the other hand the White group is a great source of ko threats so Mr. Mook-Duk did not play it out.

If you play an interesting game, please send it in. All commentaries are referred to the players and will not be published unless approved.

Basic guide to extensions

Extending from a stone or wall of stones is a fundamental part of playing Go. It is a problem that is faced at all stages of the game.

Players often misunderstand the different nature of extensions at different stages of the game and make basic mistakes.

In the early stages of the game when there are not many stones on the board extensions are used more like builder's pegs than solid reliable territory.

In the later opening and middle game extensions are used to make territory along the side, normally from walls but some times from a single stone to make a base.

No move can ever be made without reference to the position and this is of absolute importance when extending at any time during the game. If you do not read you will get nasty surprises.

Early extensions

Extensions at the beginning of the game are played to map out the territory and build frameworks.

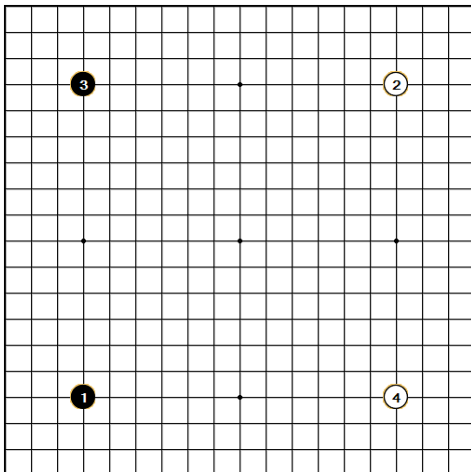


Diagram 1

Diagram 1 is just 4 moves into the game, its Black's move. There are several options but Black has decided to extend on the left side, where should he play?

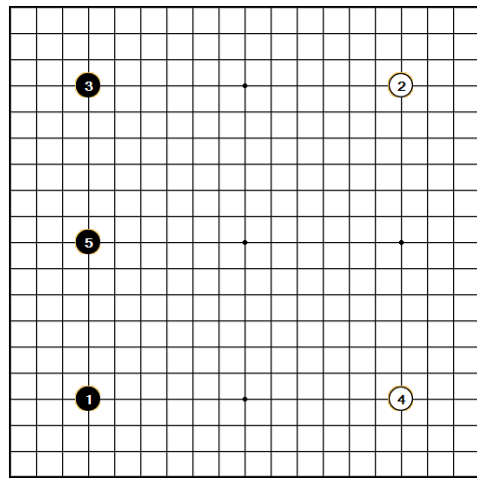


Diagram 2

The correct answer is to play 5 in Diagram 2, right in the middle of the left side. This is a moyo building extension, made to create a big framework.

At the beginning of the game the priority is to stake out area; the process of connecting the stones and realising the territory comes later. So extensions span huge gaps.

In Diagram 3 White wants to extend on the right and decides to play in the middle of the side.

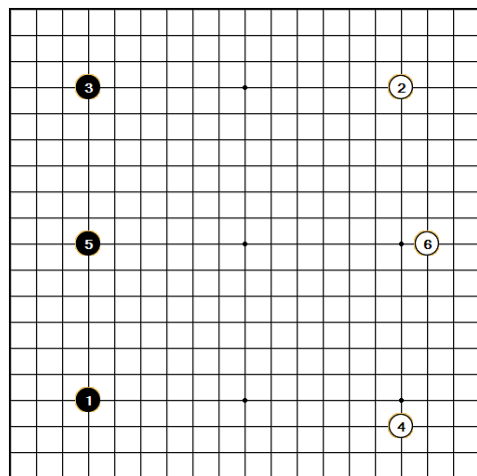


Diagram 3

White 6 in Diagram 3 extends from the lower right corner and appears to follow the same principle as Black 5 in Diagram 2.

Unfortunately White has gone just a bit too far. In the fuseki your extension should be no more than 6 intersections away, in this case White has gone 7.

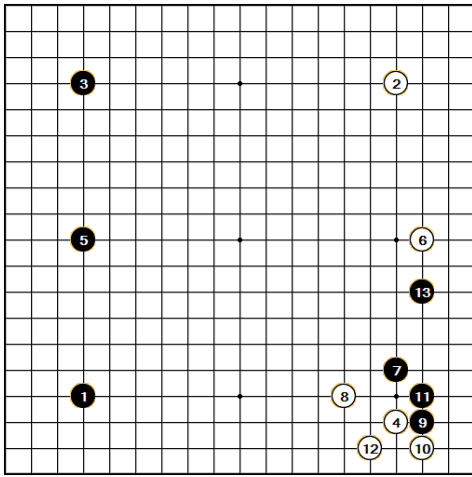


Diagram 4

Black 7 in Diagram 4 takes advantage of the extended gap, he is able to build a solid base with the sequence to 13.

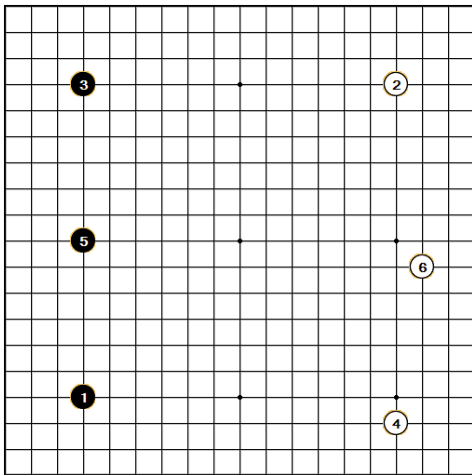


Diagram 5

A better extension for White is 6 in Diagram 5. (Note - this shape is called the Chinese fuseki.)

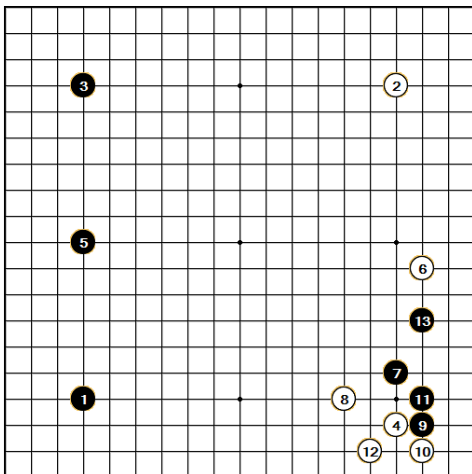


Diagram 6

33 If Black tries 7 (Diagram 6), White will come out with 8 securing his group with 12. Black now has a problem; he can only extend to 13. This is cramped an inefficient – even worse the Black stones are still subject to pressure.

The correct extension from a corner at the very beginning of the game is on or next to the middle of a side. But you must not leave a gap of more than 6 intersections

Shimari Extensions

Shimari (corner enclosures) are generally two stones that secure the corner. They are built during the opening phase to take the corner but their power can be used to create extra territory along the side.

In Diagram 7 Black has taken the upper left corner with 5 making an ikken shimari (one point jump corner enclosure).

White needs to decide what to do – when posed with this question it is often best to ask ‘what does my opponent want?’

In this case Black would like to extend - either along the upper side or down the left side.

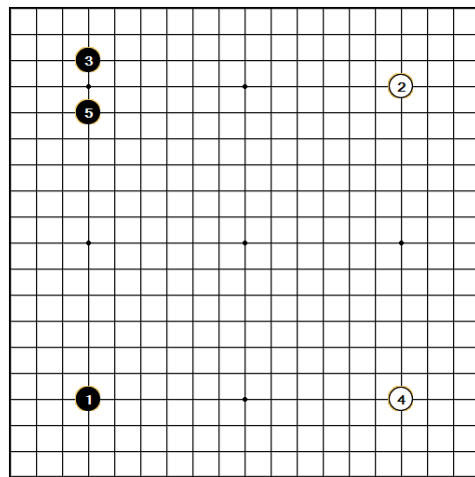


Diagram 7

When extending from a shimari the best and most profitable direction is the high side - in this case the upper side.

(Black 5 is on the 5th line relative to the top side but only on the 4th line relative to the left – hence the upper side is the ‘high side’.)

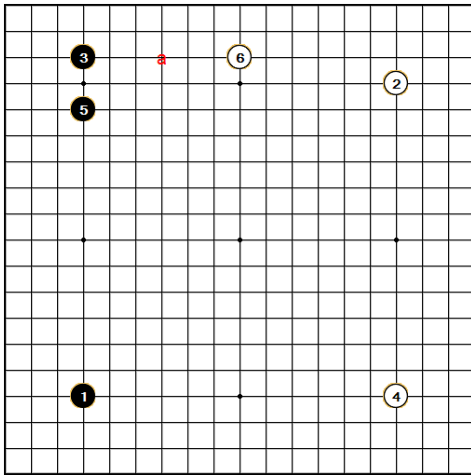


Diagram 8

White 6 in Diagram 8 takes the vital point; this move extends from White's upper right corner making territory while also limiting Black's potential on the top. Later, if Black tries to isolate this stone, White can extend to 'a' forming a base. An extension in front of the shimari is still possible but the profit is much smaller and is generally played later in the game.

The other extension for Black is on the left side. White 6 in Diagram 9 prevents this extension, but this move is destructive only, it does not bring the profit White 6 did in Diagram 8. So this is not as important as the upper side.

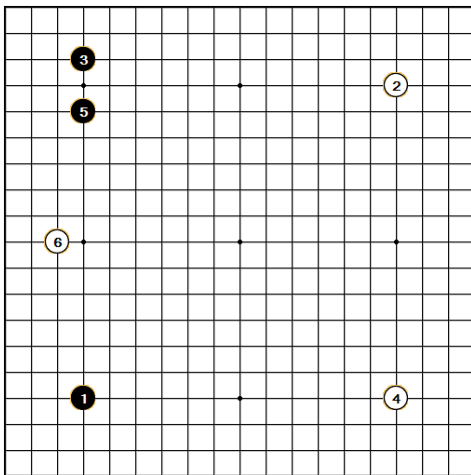


Diagram 9

Taking a shimari early in the game is important for two reasons; first it takes one of the corners (the most efficient places to make territory) and second it builds a position that can be developed along the side and into the middle.

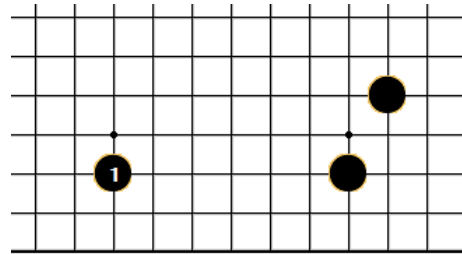


Diagram 10

In Diagram 10 Black has taken a corner with the keima shimari (small knights corner enclosure). His next aim is to extend from that position and the normal extension is 1. This uses the influence of the shimari to build a framework on the lower side.

Invasion is difficult for White, not because he cannot find a spot and get out, but because he will be attacked and that will give Black more than he loses. A running fight gives you control of the game, something you should strive to get.

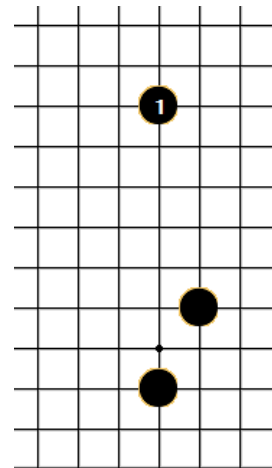


Diagram 11

There are two sides to the corner enclosure, the second and less valuable place to play is 1 in Diagram 11. You will note that this move is on the 4th line; this is because Black's keima shimari is low, (the side stone is on the 3rd line) and you must keep your position balanced between 3rd and 4th lines.

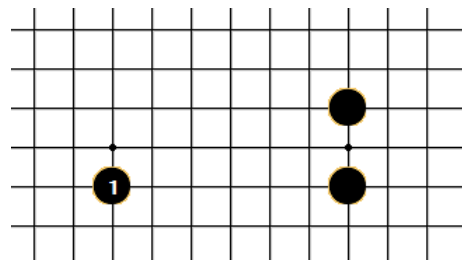


Diagram 12

When Black plays an ikken shimari (one point jump corner enclosure) as in Diagram 12 the best extension is still 1 and for the same reasons as Diagram 10. The most valuable area is in front of the high side of the corner enclosure.

The low side is also valuable and Black should not be too upset if he gets to play 1 in Diagram 13. This builds good territory and is a better shape than Diagram 11. This is because the extension stone is on the 3rd line giving a good balance with the high corner enclosure.

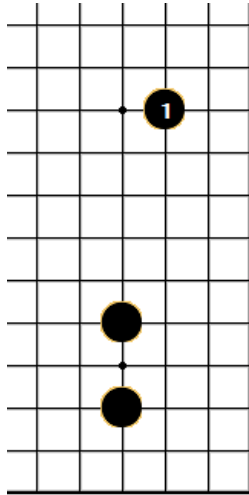


Diagram 13

It should be noted that the extension of 1 in Diagram 13 is more valuable than the similar extension in Diagram 11 for two reasons. First the shape of the territory is better (a 3rd line stone on the outside is safer).

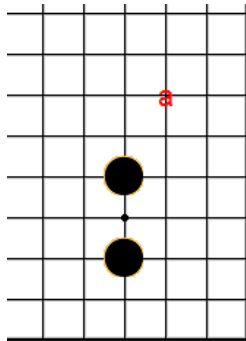


Diagram 14

Second, Black's corner is subject to pressure; if White play's 'a' in Diagram 14 he threatens to slide into the corner. By extending along the side Black discourages this attack.

Extending for safety

Extensions in the early stages of the game build frameworks. Later in the game the nuts and bolts of making life or territory and keeping stones connected comes to the fore.

In the late opening and middle game players extend along the side for one reason – to get or destroy territory.

Sometimes this is called getting a base, which is an admission that the territory will be small, perhaps only one point; but the aim is territory.

Obviously the more territory you get the better, but at the same time if your stones become separated you will get nothing. So you must strike a balance between safety and risk.

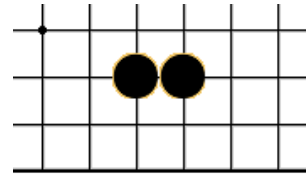


Diagram 15

Simply extending from a single stone (Diagram 15) is safe, but in most cases it is not the most efficient move because it gains so little.

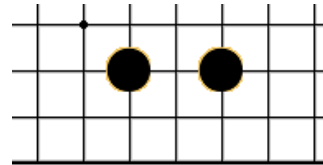


Diagram 16

The one point jump (Diagram 16) extends the space and is reasonable safe; it really depends on the surrounding stones.

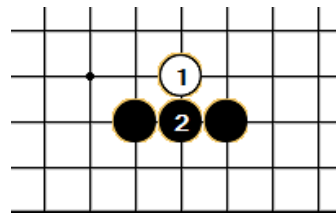


Diagram 17

Taken in isolation the position is quite safe. If White peeps Black will defend, the stones are solidly connected and Black has some area on the bottom side.

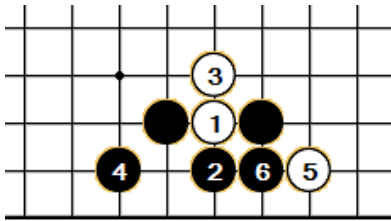


Diagram 18

If White tries to wedge between the stones with 1 in Diagram 18, Black can easily connect along the edge with 4. White can peep at 5 but Black will connect and he has made a nice base – not totally alive, but close.

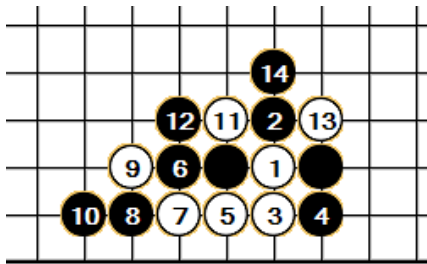


Diagram 19

Diagram 19 shows a more aggressive approach from Black. White can get into serious trouble if he is not careful or does not have any assistance close at hand.

The bottom line is that White cannot split the Black's two stones shown in Diagram 16.

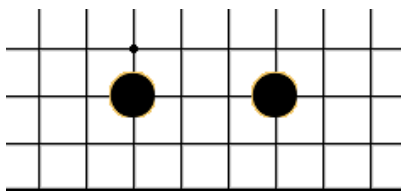


Diagram 20

White can in fact go one space further and play a two point jump as shown in Diagram 20. This extends the area and increases the risk but in a standalone position Black is safe.

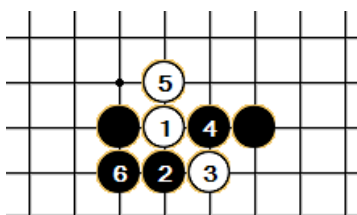


Diagram 21

If White is going to try anything he has to play directly in contact with one of Black's stones – for example White 1 in Diagram 21. Black can connect along the edge with 2 and even if White is very aggressive and plays 3 Black can cut and connect with 4 and 6.

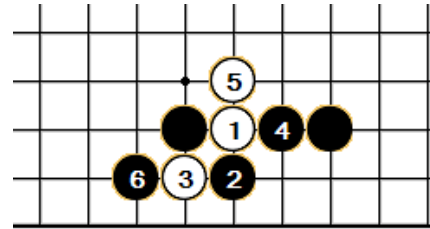


Diagram 22

White can try to confuse things by cutting at 3 in Diagram 22 to confuse matters, but Black 4 and 6 not only connect the stones but make a lot more territory too.

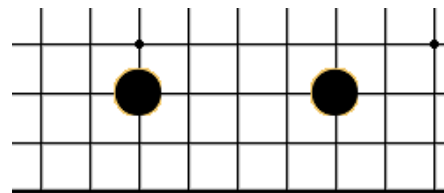


Diagram 23

The three point jump in Diagram 23 is possible but the risk of invasion is high.

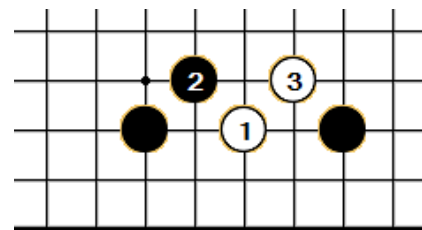
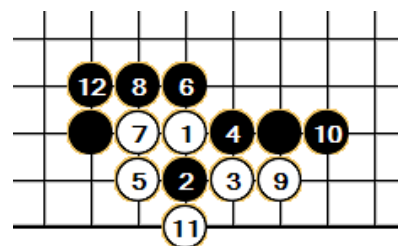


Diagram 24

Black cannot swallow White 1 in Diagram 24. White is able to escape with the kosumi (diagonal move) of 3 if Black plays 2. This result is very poor for Black, his stones are separated and White escapes into the centre.



If Black plays 2 in Diagram 25 trying to connect along the edge, then White can capture that stone and take away Black's base. The outcome in isolation is good for Black because of the influence is worth more than the edge points, but if White has a strong central position the outside wall may be in trouble because it has no eyes.

Generally a two point jump along on the third line is safe and makes a base (but not two eyes). Obviously if your opponent has a stones nearby this extension may not work, so do not play a two point jump blindly – always read out the position.

So far so good, but what about extending from walls.

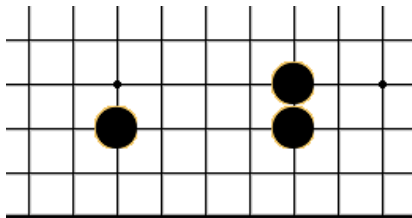


Diagram 26

When you have a two stone wall (as in Diagram 26) you can leave a gap of three points between the wall and the extension and not be cut.

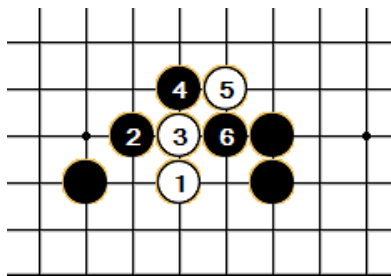


Diagram 27

If White tries invading with 1 in Diagram 27 then Black can play the strong diagonal move of 2 and White runs out of space and is eventually cut off with 6.

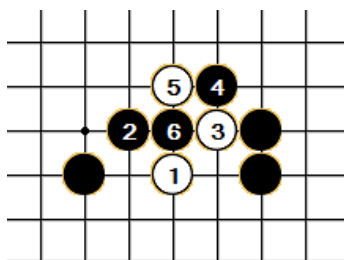


Diagram 28

The diagonal move of 3 in Diagram 28 does not work. The difference between this and Diagram 24 is the two stone wall.

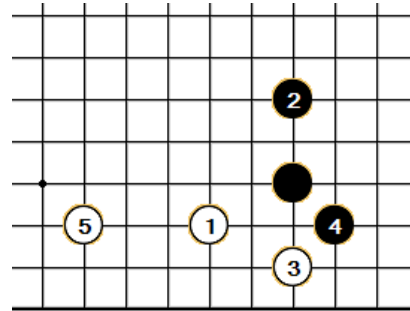


Diagram 29

You will probably have seen the joseki (corner opening) in Diagram 29. White approaches the corner so Black defends; White slides towards the corner and Black blocks; White then extends to 5 – a two point extension from a one stone high wall.

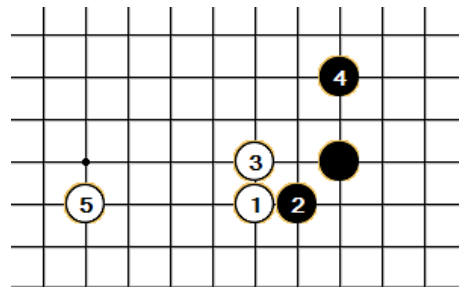


Diagram 30

Diagram 30 shows a variation; Black first plays 2 forcing White to defend before extending to 4. White now has a two stone high wall so he can extend 3 points.

There is a rule of thumb – a safe extension leaves a gap of the height of your wall plus 1. The rule works for walls up to 6 stones high but it really depends on local, so always read out the position.

Extension and strength

The distance extended and the meaning of an extension depends entirely on the situation in which the move is played. Extensions are made for territory but that is not their only purpose; they can also be used to attack or defend weak stones.

If a move that makes territory also has another meaning offensive, defensive or destructive then it should not be discarded without real reason.

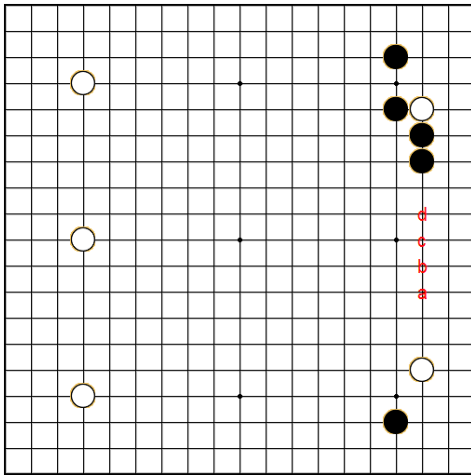


Diagram 31

In Diagram 31 White wants to extend from his single corner stone in the lower right corner – there are four choices indicated, which is right?

The decision is driven by the strength of the Black group in the upper right corner, these Black stones are powerful so White should stay away – in this case a simple 2 point extension in Diagram 32 is best.

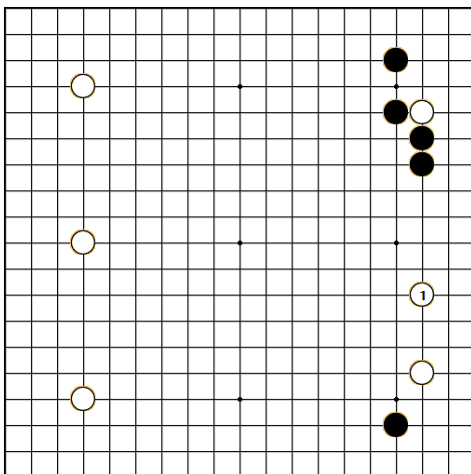


Diagram 32

38 The two point extension at 1 gives him a base and importantly White has three options if attacked – he can extend further along the side, he can slide into the corner or he can run into the centre.

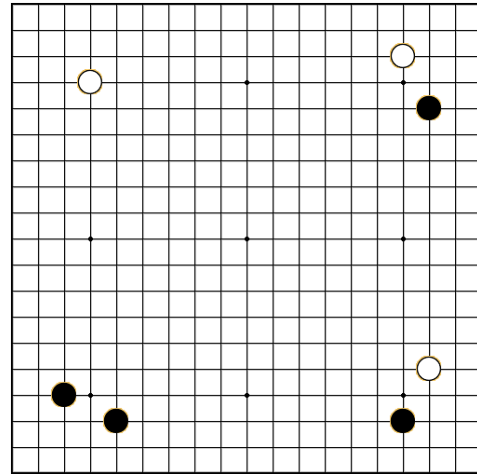


Diagram 33

If the situation in the top right corner were different, say like Diagram 33 then the choice would be different.

In this case White should extend all the way to 1 in Diagram 34. White extends from his stone and squeezes Black's upper corner stone. Because Black is weak White is not concerned about the strength of his stones or the connection between this extension and the lower right corner stone.

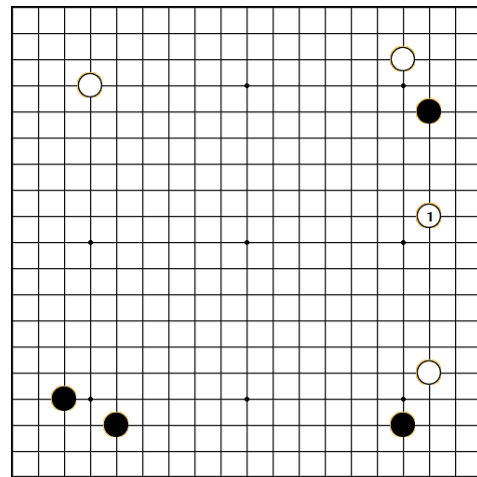


Diagram 34

It should be noted that half hearted measures such as the extension in Diagram 35 allow Black the opportunity to extend to 'a' strengthening the top right corner stone. Not a good outcome for White.

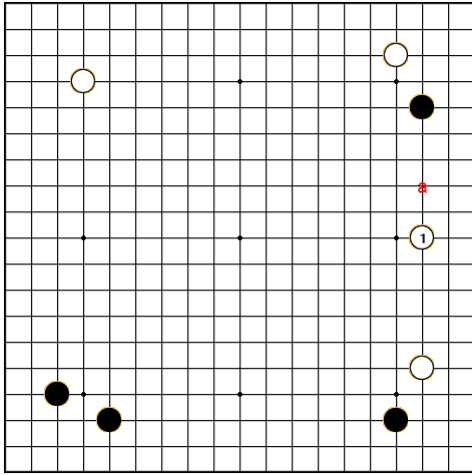


Diagram 35

Some times the strength is not just one or two stones tall, it is 10 or more. Extending from that kind of influence requires a different attitude.

Diagram 36 is from a game between Mimura Tomoyasu 9p (White) and Ryu Shikun 7p.

White created a strong position around the upper right corner. Using that wall to make territory requires some sort of extension, but where?

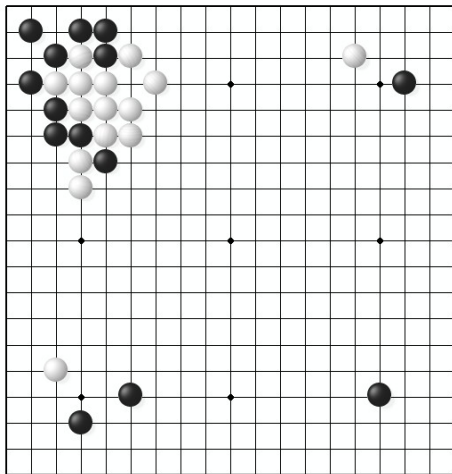


Diagram 36

As already explained, the rule of thumb is to stay away from strength – don't go near to the strength.

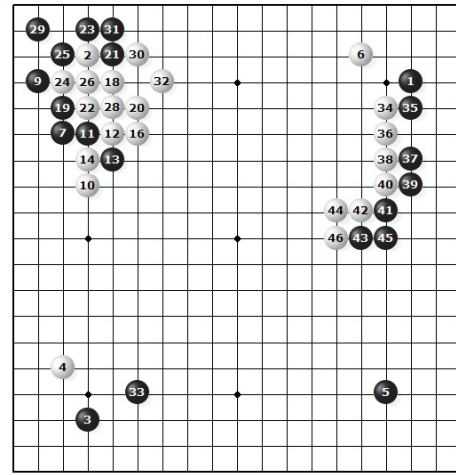


Diagram 37

White's approach is not only to stay away from his strong wall, in Diagram 37 he put pressure on Black with 34 through 46 and builds another wall staking out a huge territory on the upper side.

Strength should be used to attack or build – simple extensions from strong positions waste the potential.

Summary

- When extending during the early opening look to the corners and mid-point of the sides.
- When extending from small or medium size walls, leave a gap the height of the wall PLUS 1.
- The high side is the most valuable place to extend from a shimari.
- Combining an extension with another strategic aim such as an attack or reduction of your opponents territory is very good.
- Ensure you have a balance between 3rd and 4th lines when extending
- Don't play close to strength (your opponents or you own).
- When making an extension to defend your stones be cautious, your opponent may have stones nearby that invalidate normal guidelines.
- Always read out the situation, use rules of thumb or proverbs as a guide only – read out the possibilities before making a decision.

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