

Sydney Go Journal

Issue Date – May 2007



The 11th NEC Cup was a great success – see the News section for a report, pictures and the results.

NSW Championships

The NSW State Championships, will be held on June 9th and 10th
at Philas House, 17 Brisbane Street, Surrey Hills.

Contact Robert Vadas ravadas@yahoo.com for further details.

Special thanks to Tony Oxenham, Devon Bailey and Geoffrey Grey for proof reading this edition
and correcting my mistakes.

Contributions, comments and suggestions for the SGJ to: DavidGMitchell@optusnet.com.au

Contents

News	3
Liberties	6
Problems	16
Kisung Tournament overview	20
Kisung Semi Final	21
Kisung Final – Game 1	23
Kisung Final – Game 2	28
Answers	34

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

Wanted –

People to comment on games or write articles for this Journal.

Games by Australian players for commentary.

Note: The commentary process works as follows. First, you supply the game score, if there are good lessons in the game I will write a commentary and send it back to you for your comments and approval. Commentaries are not published without the approval of the person supplying the game and may be published without player names if requested. The purpose of this exercise is education not humiliation, so there is no reason to be afraid or embarrassed, send me your game scores.

News

NEC Cup Report

This is my unofficial report of the tournament, the official report and some games will be in next journal.

Congratulations must be given to NEC, The Nihon Kiin and the Melbourne Go Club for a great tournament. NEC have now sponsored the tournament for 11 years and have committed to continuing their support of this excellent event.

Special thanks must go to Mr Toshiharu Iwasa for his personal support and encouraging words at the opening and closing ceremonies as well as his continued support for the competition.

This year Mr Shinichi Aoki 9 dan professional from the Nihon Kiin attended as match referee. Mr Aoki was very generous with his time playing many simultaneous teaching games with as many as 6 opponents at a time. Playing against such a strong player is a very rare event for most Go players and a great honour. Everybody learnt from the experience but very few won their games.



Mr Aoki (9 Dan Professional)

Tournaments can only succeed if there are people doing the hard yards. Brad Melki, Brian Taylor, Tony Appleyard and others at the Melbourne Go Club deserves high praise. Organising a tournament is no easy matter and to do so with apparent ease and no problems shows just how effective and professional this team is. Very well done to you all.

The NEC Cup is a handicap tournament split into three divisions, the 'top' division are players of 3 dan and above; the second division range in playing strength from 2 dan to 4 kyu; the third group for grades below 4 kyu. There are generous prizes for each group as well as encouragement and fighting spirit awards for the second and third divisions. This gives all players a

- 3 shot at a big prize no matter what their strength which brings out the best from everybody at all levels.

There was an large contingent of young players some as young as 12 and 13 and competing strongly in all three sections of the tournament. It was great to see such talent and interest in young people – it bodes well for the future of Go in Australia.

Go was not the only cultural exchange sponsored by NEC, we also had the rare opportunity to see, hear and learn about the shamisen played by Noriko Tadano .



The winners of the first division were:

- 1st Yang Han (7 Dan) and given he won 6-0 perhaps stronger (and he's only 15 years old!)
 - 2nd Jaime Son
 - 3rd Michael Brockwell
 - 4th Steve Carson
 - 5th David Mitchell
- Fighting Spirit award - Koo-young Lim

The winners of the second division were:

- 1st Hong Da Shen
 - 2nd Tridat Tran
 - 3rd Barry Wu
 - 4th Jinan Cao
 - 5th Jitse Niesen
- Encouragement award - Ralf Neitzke
Fighting Spirit award - Rodney Topor

The winners of the third divisions were:

- 1st Jason Wu
 - 2nd Lee Seldon
 - 3rd Greg Wallace
 - 4th Fausto Gallego
 - 5th Ben Harrison
- Encouragement award - Robin Zhang
Fighting Spirit award - Mark Pearson

The winners were not just the people listed above, everybody had a really good time with the final result a resounding win for Go.

The 11th NEC Cup Australia GO TOURNAMENT

April 21st & 22nd 2007



Novotel Glen Waverley
285 Springvale Road, Glen Waverley

Organised by The Melbourne Go Club

Sponsored by
NEC



NSW OPEN GO CHAMPIONSHIPS 2007

Venue: **Philas House.** [Level 3] **17, Brisbane St, Surry Hills** [City]

Dates: **Sat 9th & Sun 10th June.** [Queen's Birthday long weekend]

Entry: **AGA members \$40**, non-members \$65. (Exact amounts appreciated).

Parking: Parking is in short supply.
Train from Museum Station (2 mins walk) or Central (10 mins walk) is best.

Lunch: **Provided**, as with tea & coffee.

Registration: Commences at 8:30am to 9:15am

Play:

Division A: Open, even games, 6.5 komi, Swiss style, 6 rounds, dan rated players only.
75 minutes each + 30 seconds byo-yomi, (once only).

Division B: Handicap, 1dan & kyu players, [Available only to members with current rank].
60 minutes each + 30 seconds byo-yomi (once only).
Double round robin if possible.

Rules: **Japanese counting and WAGC rule set.**

Disputes Disputes should be settled by the players where possible
If resolution of a dispute is not possible the ruling of the tournament director is final.

Times:	Round 1, Sat 09:15	Round 4, Sun 09:00 (<i>NOTE: This is earlier</i>).
	Lunch, 11:45	Lunch, 11:30
	Round 2, 12:45	Round 5 12:30
	Coffee 15:15	Coffee 15:00
	Round 3, 15:45	Round 6, 15:30
		Awards Ceremony, 18:00

Entry: Notify your club and rank to: Robert Vadas at [_ravadas@yahoo.com](mailto:ravadas@yahoo.com)
Money on arrival. Please: No cheques, no cards, just money.
If you play in division A, you might be eligible for representative points. This is to represent Australia. ***Please have your Australian passport handy for verification, only an Australian full citizen can represent this country.***

Late Entries: Entries cannot be accepted after play commences. If you may arrive late on Saturday, please notify Robert **BEFORE** 8:00 pm on Friday 8th June, so that a place can be held.

Late arrival: **Once clocks are started you have 15 minutes to arrive – failure to arrive within the 15 minutes means a loss by forfeit. No exceptions.**

Smoking: Smoking levels are down one floor from our room, on the street lobby. Please do not smoke in the foyer outside our room. The entire building is strictly non-smoking.

Emergency contact: The emergency number at Philas House during the tournament is (02) 9264 8301.

Give me liberty or give me death!

A long time ago on the other side of the World I taught a young Japanese student to play Go, his name is Mizuno Tetsuya. In return he taught me some Japanese phrases – some of which relate to Go.

One of those phrases (if I recall correctly) was “Damezumari wa hunzumari ga yori waruii” – translated this means “lack of liberties is worse than constipation”. This is not a well known Go proverb, probably something to do with its vulgarity, however it is absolutely right.

One of the most important parts of hand to hand battles in Go is liberties. A lack of liberties can cause catastrophic results while the exploitation of your opponent’s weaknesses and the reduction of his liberties can bring great benefits.

This lesson has two purposes, first to show you the most common shapes that suffer from damezumari and ways to defend or attack in such positions. The second lesson and the most important is that reading out situations accurately including the counting of liberties is vital to improving your skill and the only way that can be done is by practice.

To help with the second aim I have included a range of problems for you to solve in your head. The problems range in difficulty from easy to hard, but don’t let this put you off trying – I know kyu players that solve dan level problems and dan players that find some kyu problems impossible.

Connecting first line stones

One of the first lessons learned is to ensure edge stones are connected.

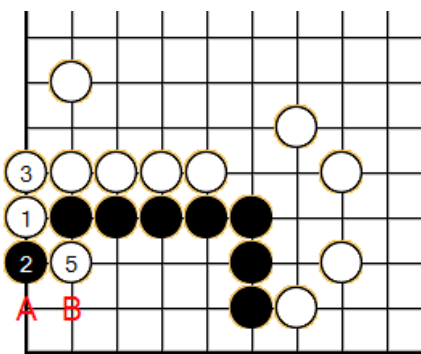
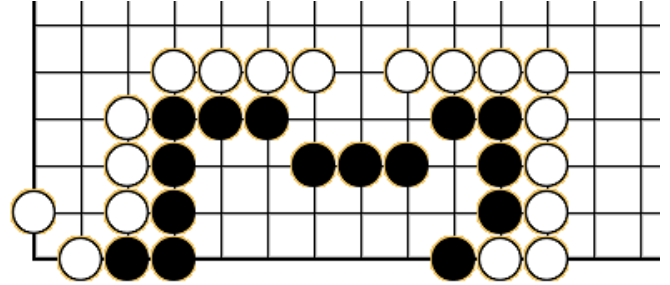


Figure 1

For example, In Figure 1 Black has failed to connect his stone on the edge after White 1 and 3. White can cut with 5 and Black is unable to save his stone. If he plays ‘a’ White will play ‘b’ – Black just never gets enough liberties to escape.



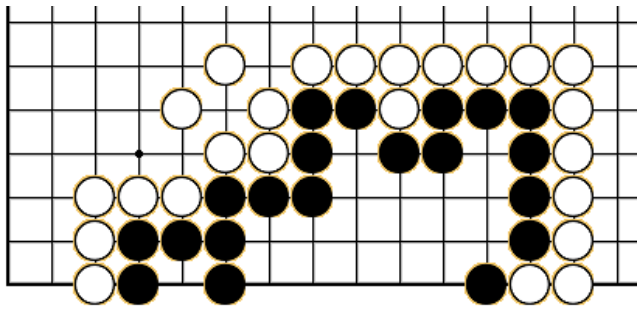


Figure 5

The only way to deal with the decision to connect or not is to work it out. Some teachers use a 'rule' to guide whether the cut will work or not – if there is a Black stone within 4 intersections of the cut on the first second or third line then the cut will not work. According to this 'rule' White can cut in Figure 5 and win.

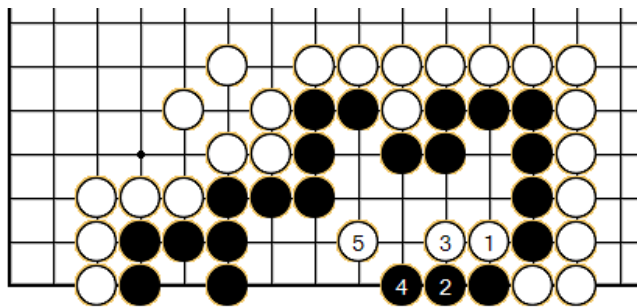


Figure 6

The key is the one point jump at 5. If nothing interferes with this then Black is doomed.

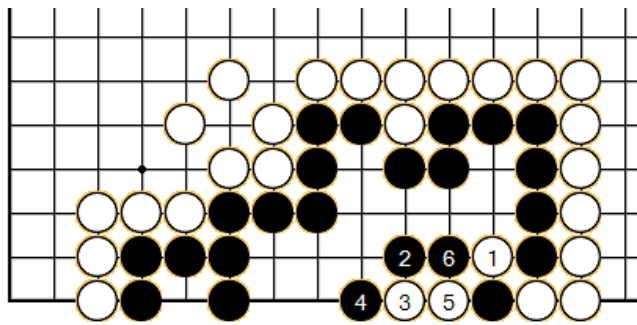


Figure 7

If Black realises he is going to lose the best thing is step back and play Black 2 in Figure 7 – this limits your loss. White 3 is an interesting move; Black cannot play 5 because he does not have enough liberties.

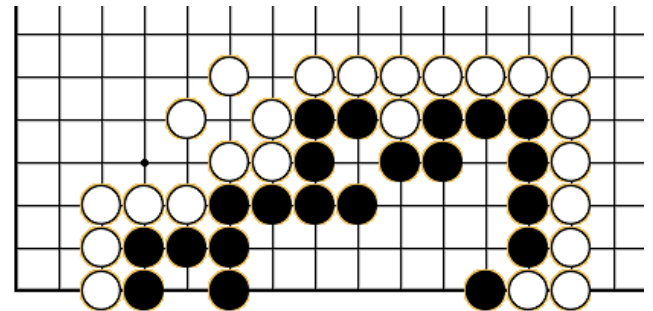


Figure 8

Changing the situation very slightly in Figure 8 so Black has an extra stone on the 3rd line (within the magic 4 intersections) so according to the rule Black is safe – he does not need to connect.

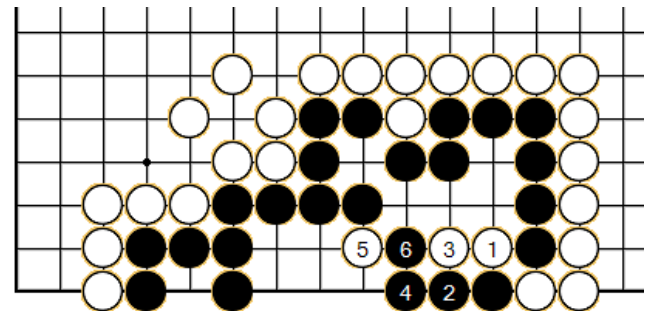


Figure 9

White can still cut at 1 but when he gets to the vital one point jump of 5 Black can push up and win the fight. But you will notice this is only possible because of other Black stones on the 4th line. This rule is very dubious, but it is a good place to start your thinking process, but you must read.

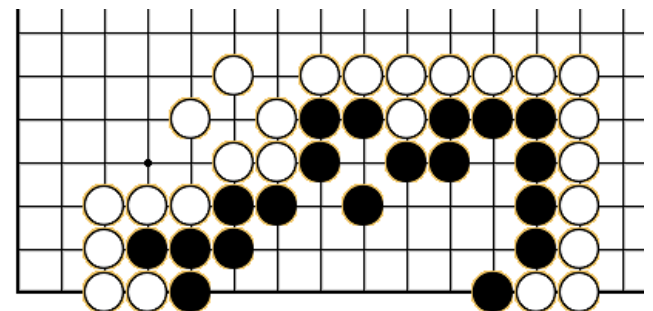


Figure 10

Other aji or weaknesses can also impact the situation – for example the shape in Figure 10 is similar to the previous examples.

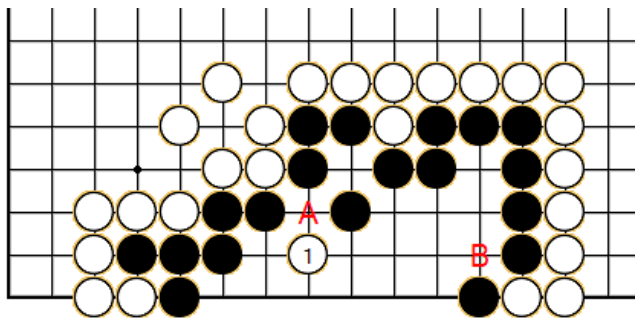


Figure 11

In this case White can play 1 threatening the cut at 'a' – if Black defends then White will cut at 'b'. The addition of one friendly stone can make all the difference in situations like this.

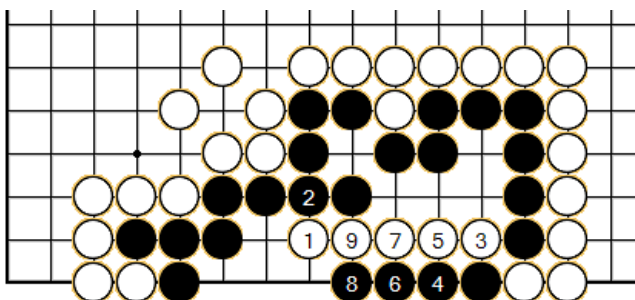


Figure 12

Black as no option he must connect at 2, so when White cuts at 3 in Figure 12, Black loses the fight. He cannot afford to run as he is captured in the sequence to 9. In this situation Black's best response to 3 is 7 to limit the loss.

Ladders (Shicho)

The basic ladder shape (or Shicho in Japanese) starts when White tries to rescue the marked stone in Figure 13.

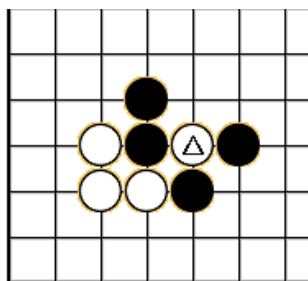


Figure 13

The pattern of the capture shown in Figure 14 forms a distinctive shape in going diagonally across the board.

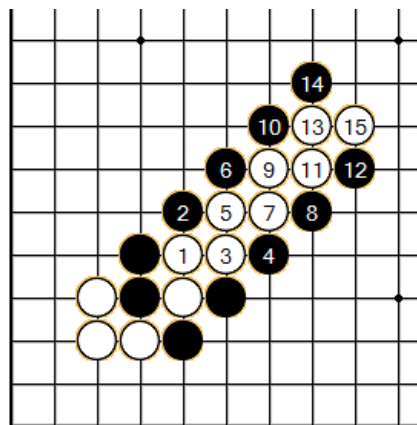


Figure 14

The Japanese word for this shape is 'shicho'; most translate this to the English word ladder. The shape will progress across the board in the fashion until one of 3 things occurs:

1. there is nothing in the way
2. there is a Black stone in the way
3. there is a White stone in the way

If there is nothing in the way the pattern continues until White 55 in Figure 15 – Black's next move at 'a' captures all of Black's stones.

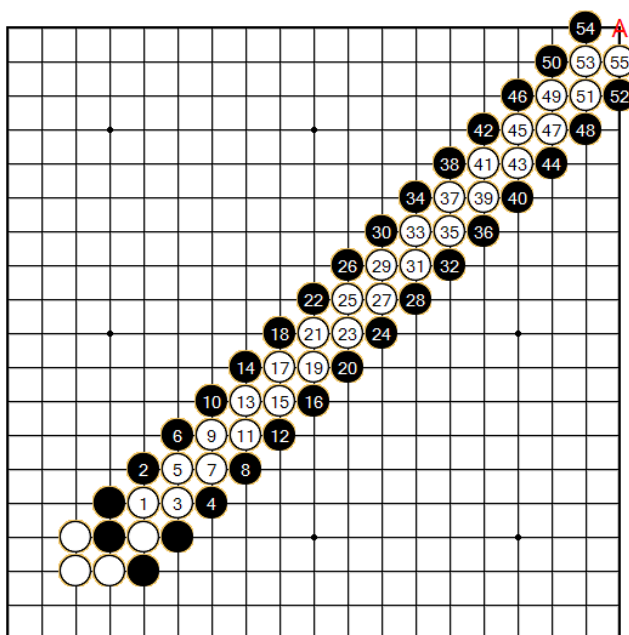


Figure 15

It is obvious after such a catastrophic loss that White loses the game. One old Go proverb reminds players of this issue – "If you don't know shicho, you don't know Go". Another reminds you that "every stone played in a losing ladder gives away 8 points."

With nothing in the way the laddered stones are captures. But what if there is a stone sitting in the path of the ladder.

White pushing out with 1 in Figure 16 is obviously wrong, White will be chased a few moves and his stones will be captured.

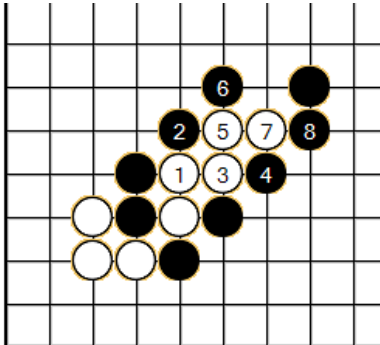


Figure 16

The final possibility is that White has a stone in the way.

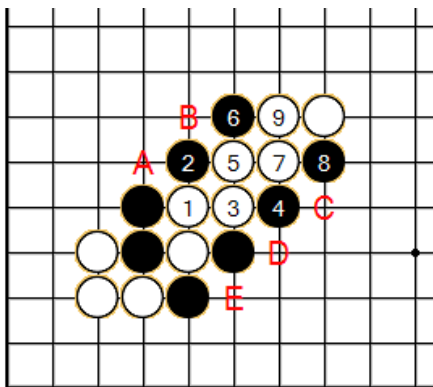


Figure 17

In Figure 17 White escapes and in doing so leaves 5 double atari points at 'a', 'b', 'c', 'd' and 'e'. Black cannot defend them all so he will suffer a significant loss.

The challenge of reading ahead a few moves is not a problem but sometimes the ladder breaker is across the other side of the board, and sometimes both Black and White have stones in the way, so the discipline of reading accurately is most important.

Take a few moments to read out the ladder in Figure 18 **in your head** – the answer is on the last page of this article - it is not as easy as it looks.

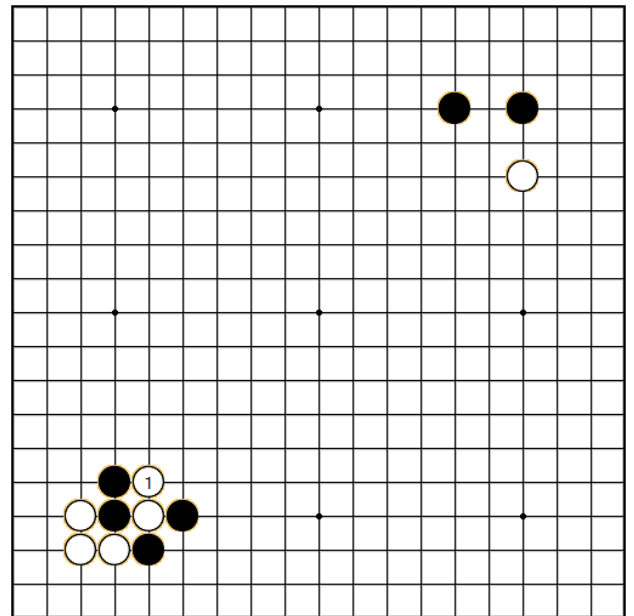


Figure 18

Shibori

Shibori is the art of squeezing your opponent's stones into a dumpling shape with little or no liberties. This often means sacrificing some stones to spoil the opponent's shape and get the outcome you want.

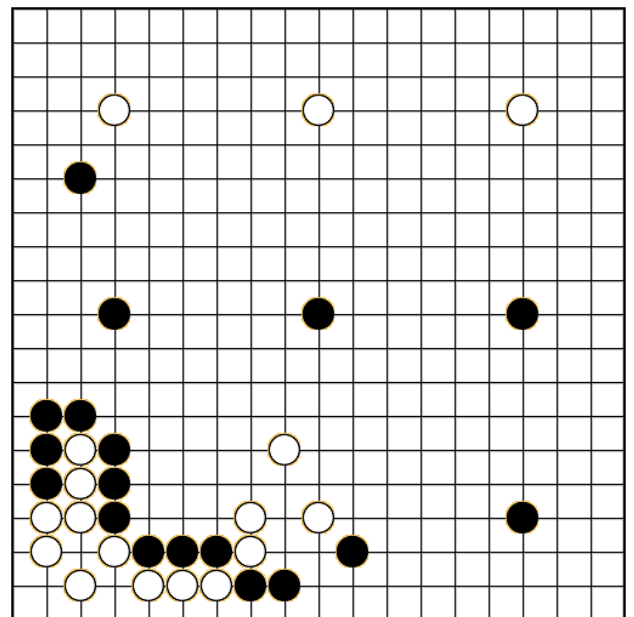


Figure 19

For example, White has four stones floating in Black's huge moyo in Figure 19. It would be good to capture the three stones and connect to the corner, but...

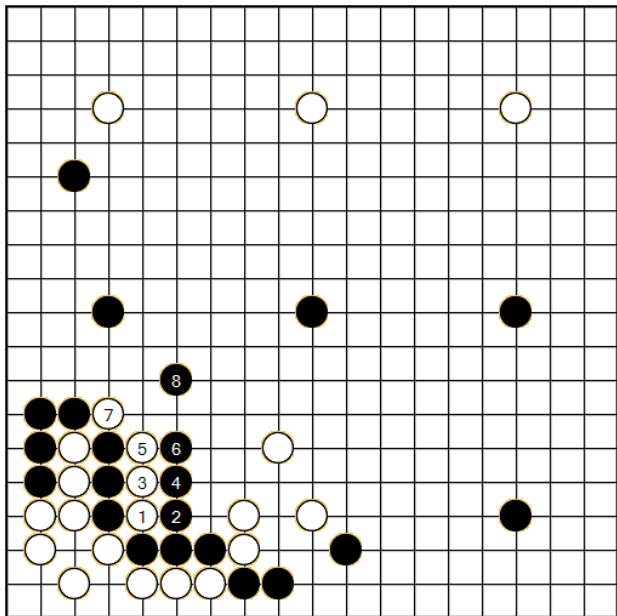


Figure 20

Black will try to sacrifice the other three stones keeping the moyo in the lower right quadrant of the board.

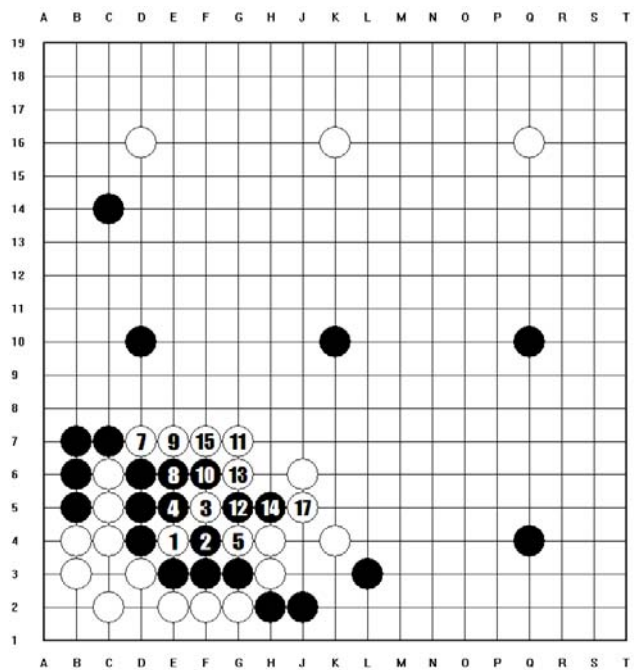


Figure 21

But White can squeeze Black by sacrificing White 1 in Figure 21. This enables White to shibori the Black stones into a dumpling shape and then cut at 7 in sente. Black can struggle but his stones will get captured.

Snap back

Figure 22 shows the basic snap-back.

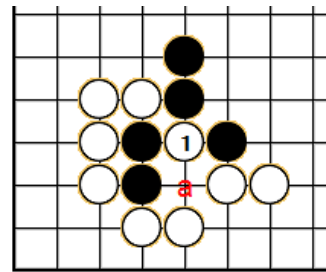


Figure 22

White 1 can obviously be captured by Black 'a' as in Figure 23...

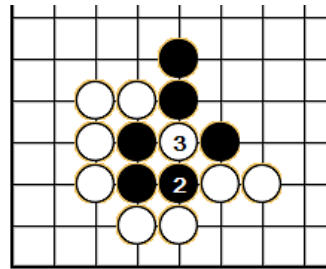


Figure 23

...but in doing so Black's three stones in Figure 23 can be captured immediately.

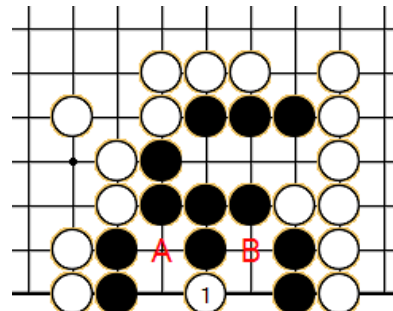


Figure 24

Snap back shape can occur on any part of the board. On the edge as in Figure 24 – White 1 creates two snap-backs one at 'A' the other at 'B'. Black cannot connect both so his stones die.

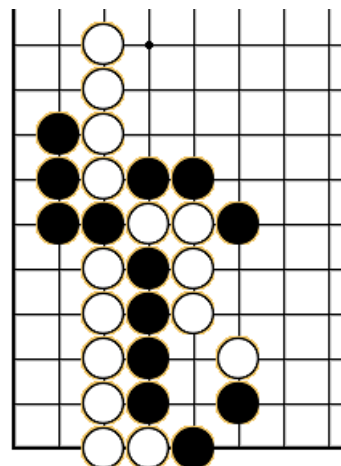


Figure 25

Looking at the shape in Figure 25 it is easy to see how White can capture 4 Black stones and connect his groups. The weakness for a snap back is always the same – the hanging connection or tiger mouth connection.

11

This next position (Figure 26) is looks similar except Black and White have two extra moves (the marked stones) and it is Black's move next.

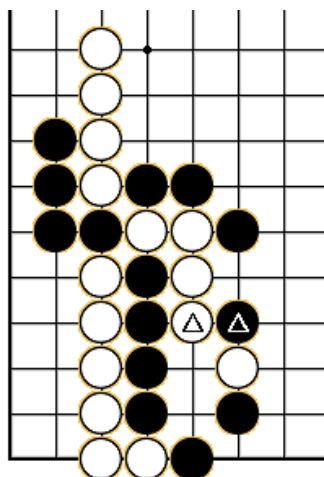


Figure 26

One of the old proverbs advises that 'the enemy's key play is my own key play'. The weakness is the hanging connection and White's key move is the throw-in, so what if Black just connects?

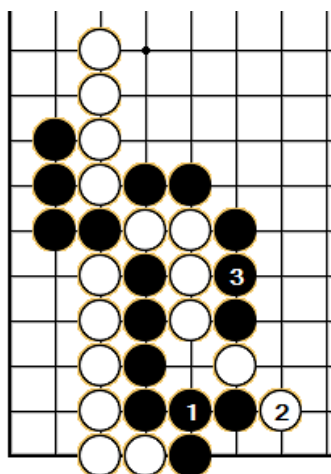


Figure 27

White has a couple of options but the simple connection at 1 in Figure 27 creates a damezumari for White not matter what he does. In Figure 27 Black plays from the outside in reply to White 2 and captures 4 stones.

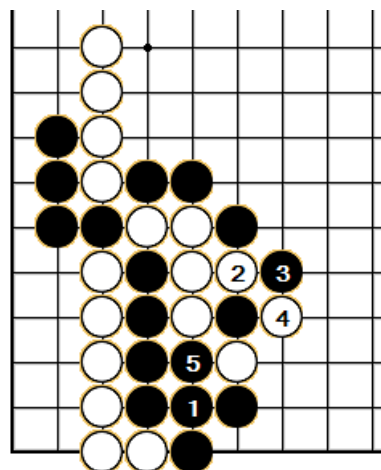


Figure 28

If White chooses the other option and plays atari at 2 in Figure 28, Black can sacrifice a single stone and force White into a dumpling (dango) shape with 3 and 5.

It is then an easy task to convert this into a ladder running straight into the bottom edge as shown in Figure 29.

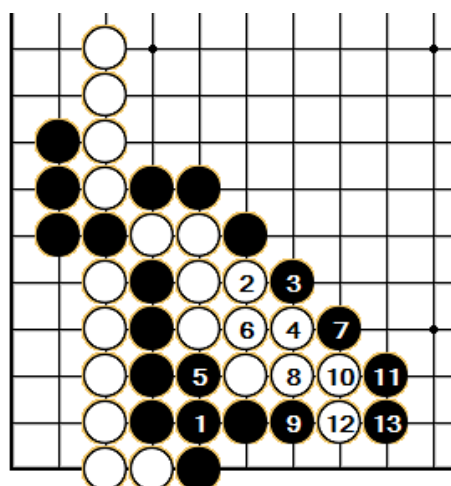


Figure 29

One final example in Figure 30 of the use of the snapback weakness – this comes from a real game between two 7dan amateurs on the "Orobaduk" web server.

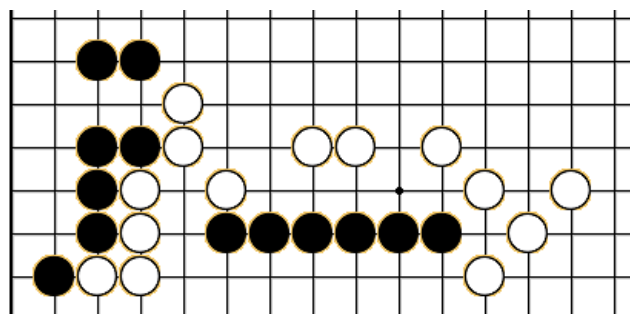


Figure 30

In the real game Black blocked at 1 in Figure 31.

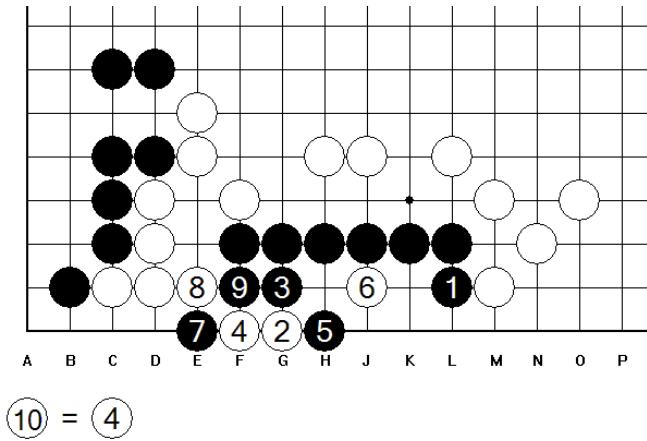


Figure 31

White can then kill with the sequence to 10, but there is a way to save the stones.

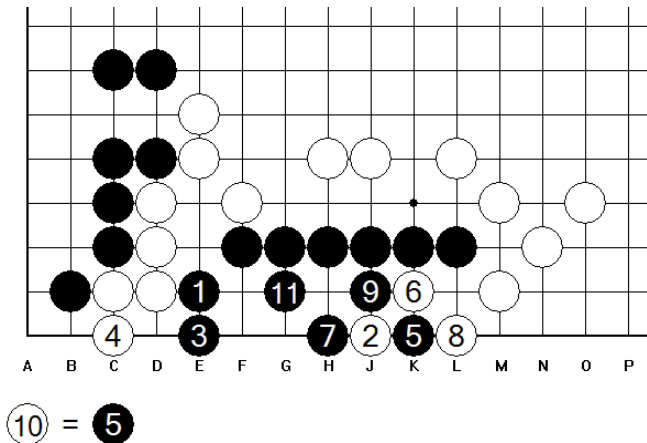


Figure 32

Black can play 1 this is important because the descent at 3 is then sente. So even if White plays the monkey jump along the edge with 2 Black is able to make enough eye-space with 3 to survive.

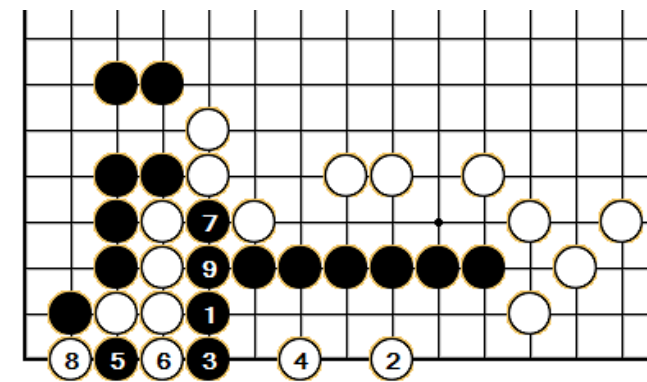


Figure 33

- 12 If White ignores the sagari (descent) at 3 Black pushed under with 6 threatening to connect. White 6 is a disaster because Black plays the snap-back at 7 and White's stones die.

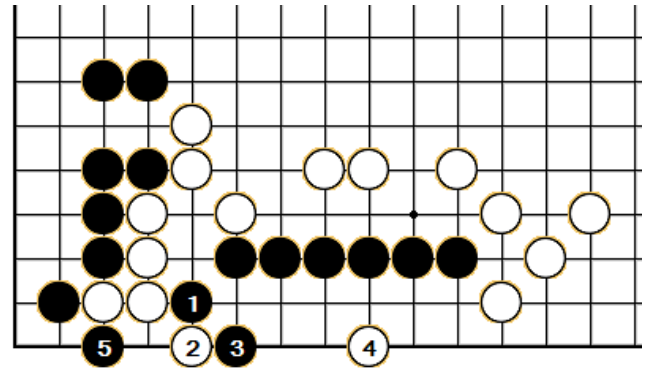


Figure 34

White 2 looks like it might help but after Black 5 the position is much the same.

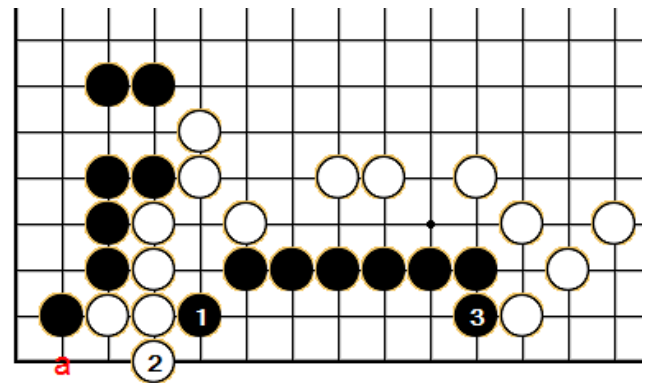


Figure 35

Of course if White descends at 2 or plays 'a' the Black can play 3 securing enough space to live.

So the lesson from this is to beware the hanging connection – it is good for eye-shape but can leave a weakness you will regret.

Loose capture (geta)

Enclosing stones is one of the first steps to capturing them; if you can force a situation where your opponent runs out of liberties so much the better.

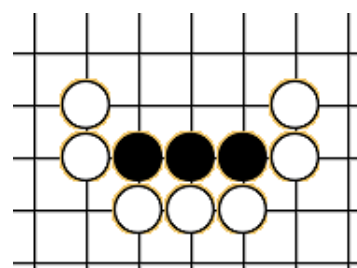


Figure 36

Figure 36 shows the classic 'cranes nest'. Black cannot escape.

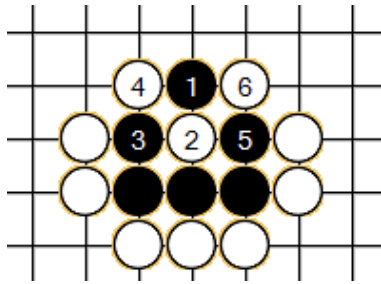


Figure 37

Black's best chance is 1 in Figure 37, but White plays 2 sacrificing a single stone and spoiling Black's shape. From White 4 onward Black is in atari and is captured after White 6.

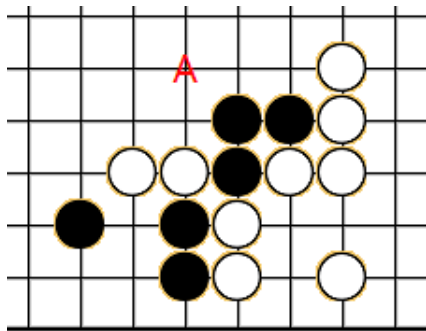


Figure 38

The loose capture or geta is based on the cranes nest shape. White can play 'A' in Figure 38 capturing the Black stones.

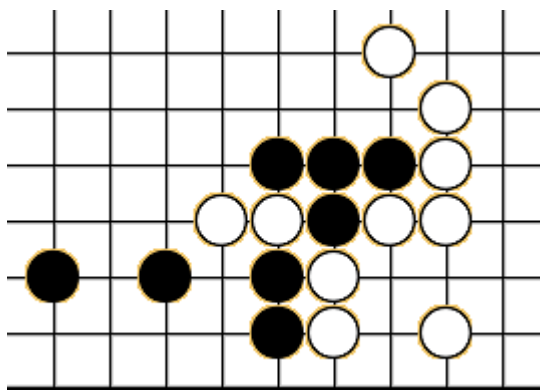


Figure 39

Knowing a shape and the variations of that shape helps you during play. The cranes nest is the basic shape and you can see in Figure 39 the beginnings of that shape appearing. White would like to save his 2 cutting stones but there is apparently no way.

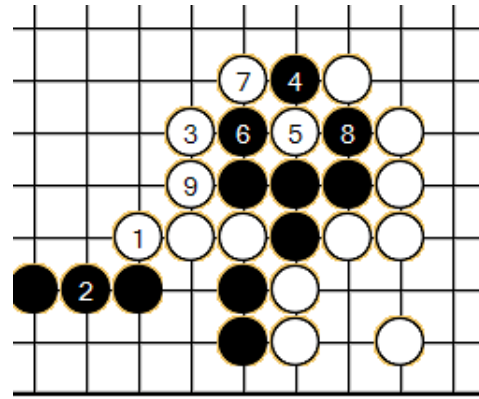


Figure 40

White 1 is a good threatening move gaining vital liberties on the outside. If Black connects at 2 White can play the loose capture at 3 – while the sequence may be different the final result is the same as the basic cranes nest capture.

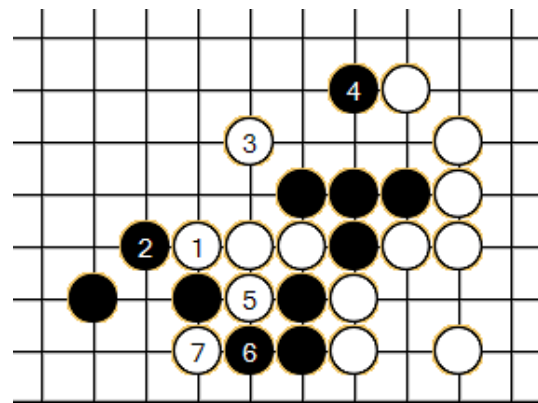


Figure 41

Black can lay a trap for White by playing 2. To avoid the trap White must exchange 3 for 4 then push and cut with 7 if he wants to capture the stones on the edge.

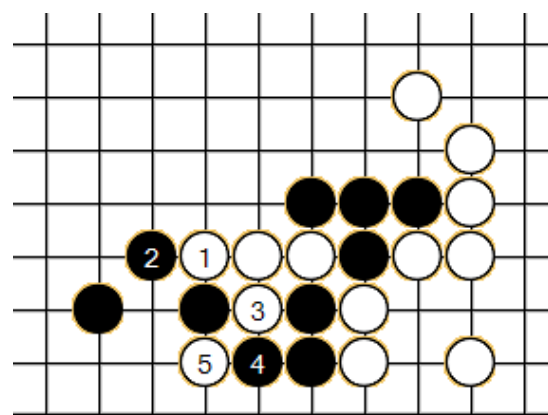


Figure 42

If White just pushes and cuts it looks like he can capture Black but...

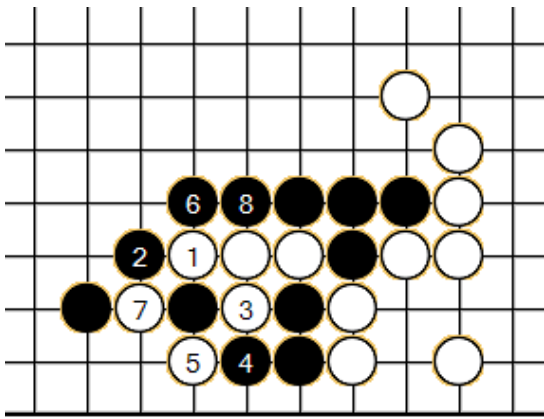


Figure 43

Black will sacrifice the single stone squeezing White's group to death.

There is Damezumari at the Bamboo joint.

The basic bamboo joint (shown in Figure 44) cannot be cut without two consecutive moves. Given that the rules prohibit this from happening the only apparent issue is ko threats, but that is not the case.

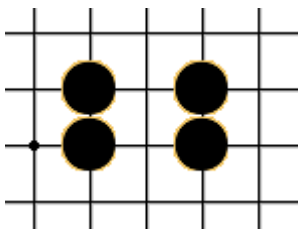


Figure 44

One of the oldest proverbs warns "there is damezumari at the bamboo joint".

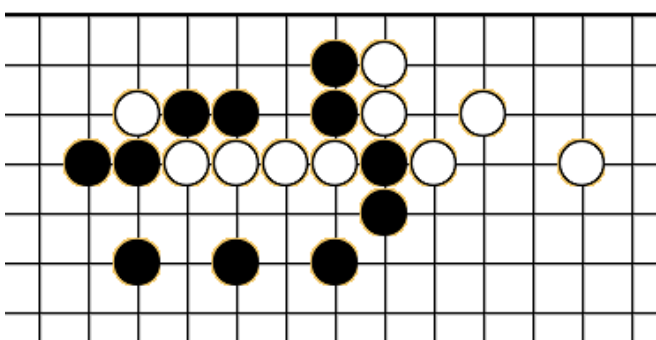


Figure 45

White looks in a desperate situation in Figure 45, but he can wriggle out using damezumari – the key is to get Black to make a bamboo joint.

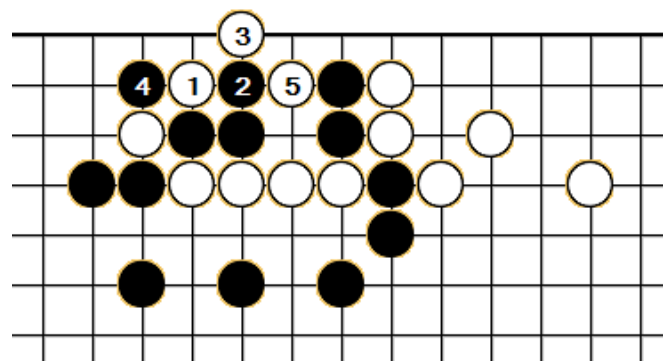


Figure 46

The 'trick' is to play underneath with 1, Black plays 2 making the bamboo joint – White can now exploit Black's lack of liberties by playing under with 3. If Black plays atari at 4 White will play his own atari with 5 and Black cannot connect.

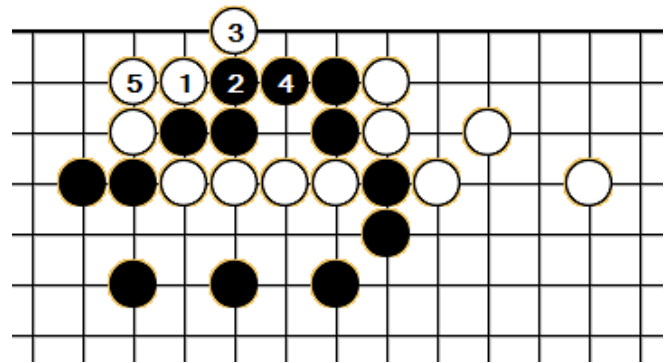


Figure 47

Black can try the connection at 4 but White will connect at 5 and all of Black's stones die.

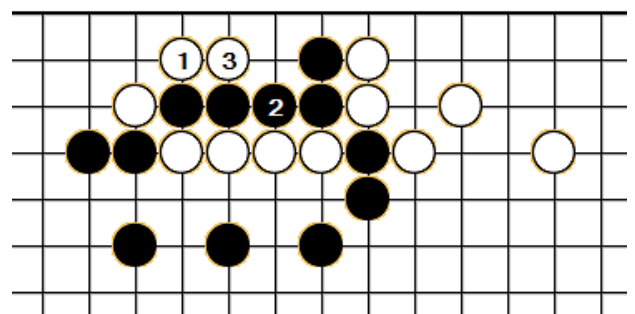


Figure 48

Earlier in the sequence Black could have connected at 2 but White can simply play 3 and Black loses.

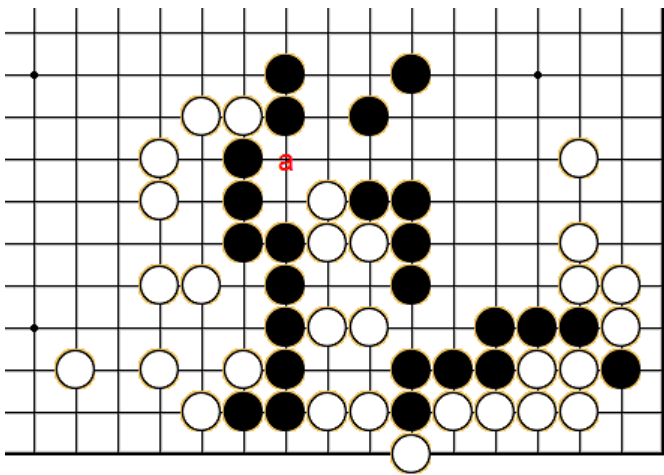


Figure 49

Bamboo joints often give a false impression of liberties and space. In Figure 49 White cannot successfully cut. If he tries Black will escalate until White sacrifices something...

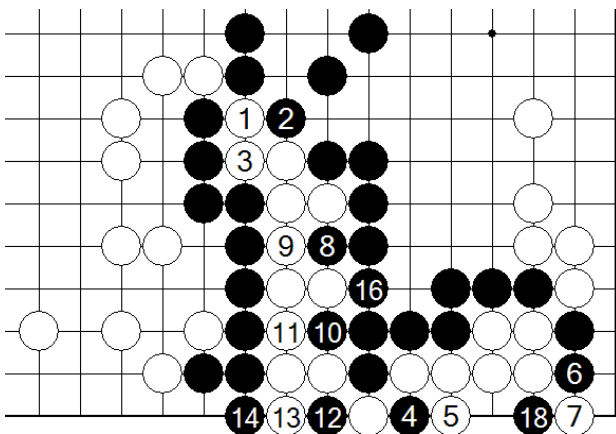


Figure 50

15 at 4; 17 at 12

... or lose over 20 stones as in Figure 50

Summary

The real lesson is to read accurately and one of the hardest part of reading is being aware of the number of liberties each of the groups have. As you can see some situations only work when you have liberties, so be careful.

There is no magic bullet - you will make mistakes when reading; you will lose stones and you will lose games because your reading is inaccurate. To improve But you must persevere, do not go in fear of losing stones, do not just defend at the slightest sniff of danger – such an attitude guarantees you will lose games and is a significant roadblock to improvement.

- 15 If you spot a tesuji (clever move) that reduces your opponent's liberties, play it. Even if you are 10 liberties ahead in the fight and don't really need to, play it - practice is important.

Have I mentioned that to get better you must read, and that reading sequences in your head is one of the key ways to improve? Slapping stones down on the board without thought is typical of a chimpanzee.

The following pages have a number of positions, some of which use the tactics described above. Use these as practice and if you can get your hands on more problems, practice with them too. Apart from books you can register with French web site **for free** that e-mails graded problems weekly (and includes answers to the previous week's problems) the web address is:

http://tsumego.jeudego.org/index_eng.php.

Finally, Figure 51 shows the outcome of the ladder problem posed in Figure 18 – an interesting twist at the end.

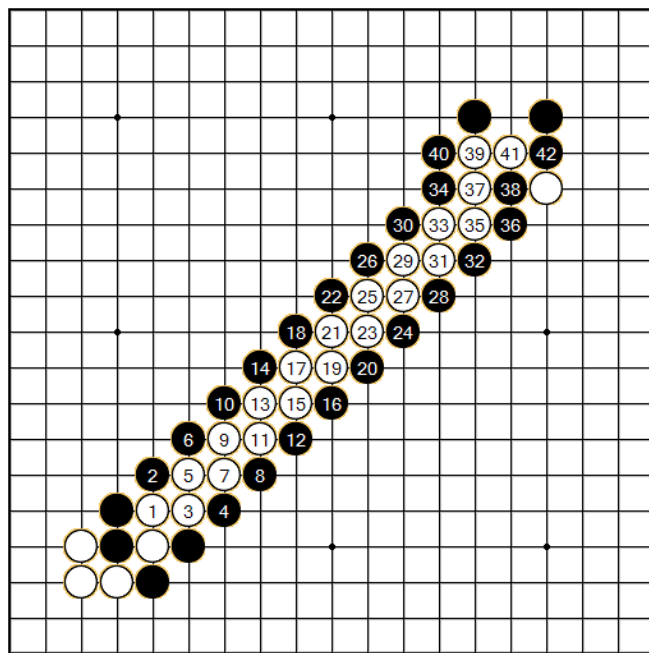
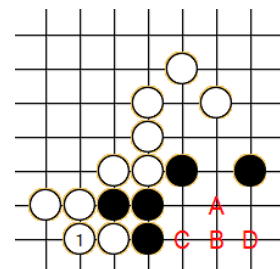


Figure 51

Rather than leave this space blank I have added this little problem from a game of mine at the NEC Cup. White played 1 as a threat in a 30 point ko. I thought I could live so filled the ko - can you live by refuting attacks at 'A', 'B', 'C' and 'D'?



Problems

This is the part of the lesson where you can gain real strength because you have to think, and you will gain much more if you work the answers out in your head, not on the board.

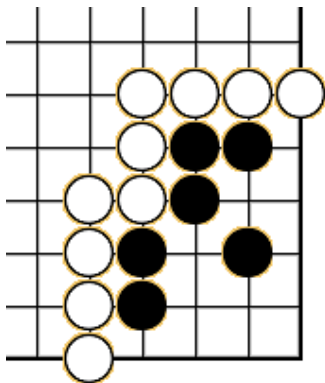
In a real game killing a group or winning a battle may feel good, but it does not win the game. If you waste a move killing dead stones not only will you give your opponent a chance, you will be very embarrassed during the games review.

So, if you want to learn the most from your games and these problems, work out sequences in your head. If you cannot visualise the result keep thinking.

The majority of the problems below come from real games on the KGS, IGC and OroBaduk web sites; the other problems are either 'classic' or from the depths of my imagination/memory.

Your job is to assess the position for each player – in some cases it is obvious another move will kill or maim the other player, the problem then is – do I have to play again? Does my opponent have a smart move that can save the situation?

One final tip – do one or two problems a day.

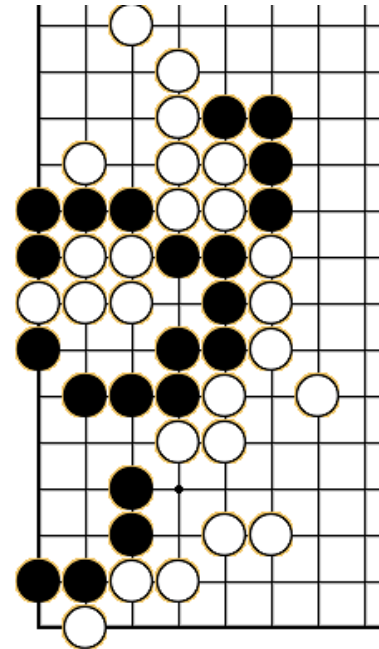


Problem 1 (medium to hard)

This is a situation from a game I played with Barry Jay in March 2007

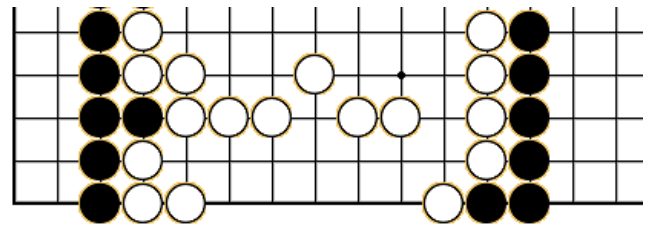
To play Go well you need three skills, reading, reading and reading.

Unless you know what can happen you cannot formulate reasonable tactics or strategies; unless you read accurately you cannot judge when to defend or attack; and if you play without reading your might as well toss a coin to decide the game – so practice your reading skills whenever you get the chance.



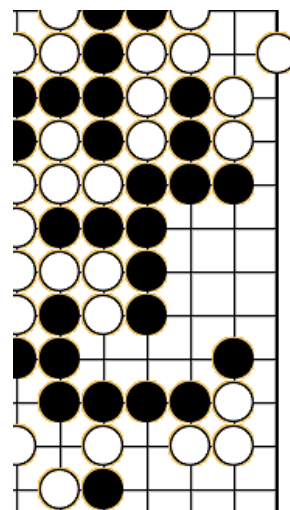
Problem 2 (medium)

Problem 2 is from a game I played with David Bofinger in March 2007.



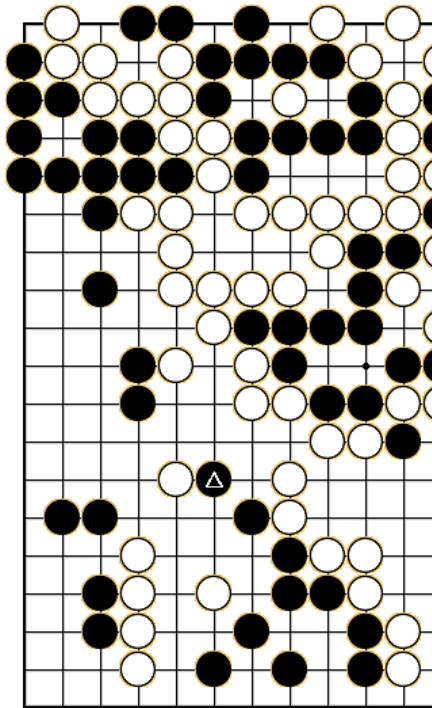
Problem 3 (easy)

The situation in Problem 3 was derived from a low kyu KGS game.



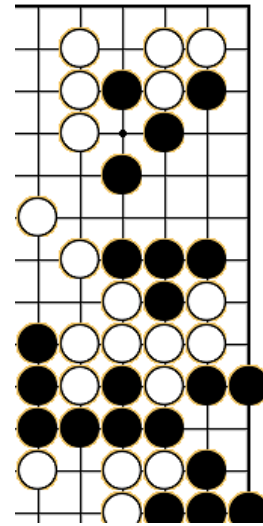
Problem 4 (easy)

The situation in Problem 4 was derived from a low kyu KGS game.



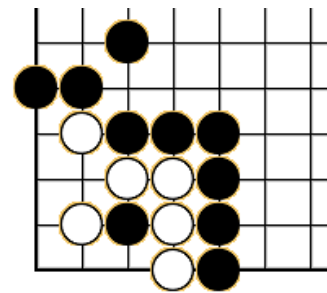
Problem 5 (medium to hard)

The situation in **Problem 5** is taken from a 3 kyu game on KGS.



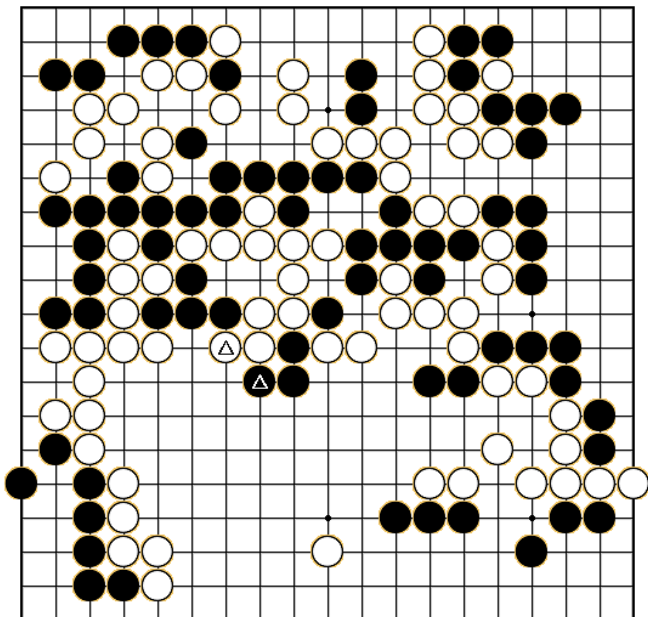
Problem 7 (easy)

Problem 7 is from a game between Kitani 9p and Iwamoto 8p played in 1959.



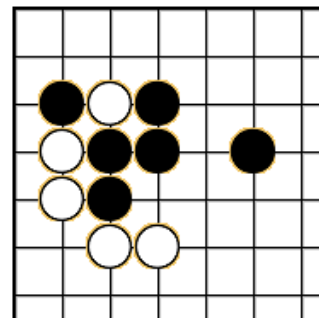
Problem 8 (medium)

The situation in **Problem 8** was derived from an IGC dan game.



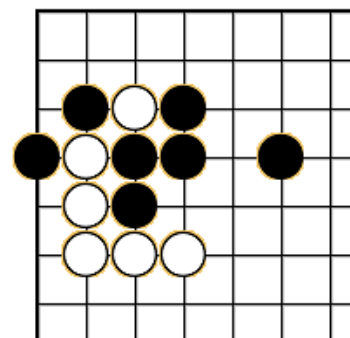
Problem 6 (easy)

Problem 6 is from a 3 dan game on KGS – Black and White have just exchanged the marked stones.



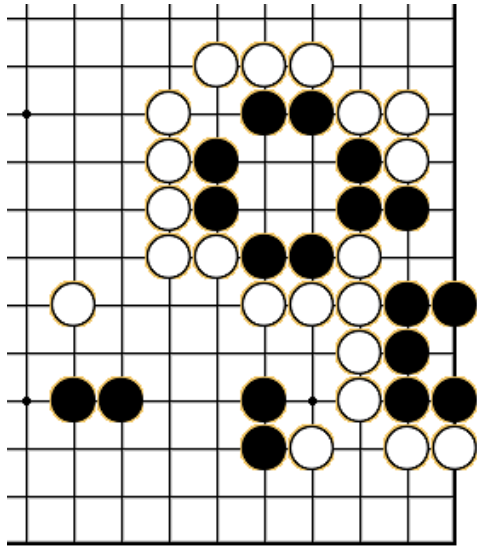
Problem 9 (easy)

Problem 9 is a position from a common joseki.



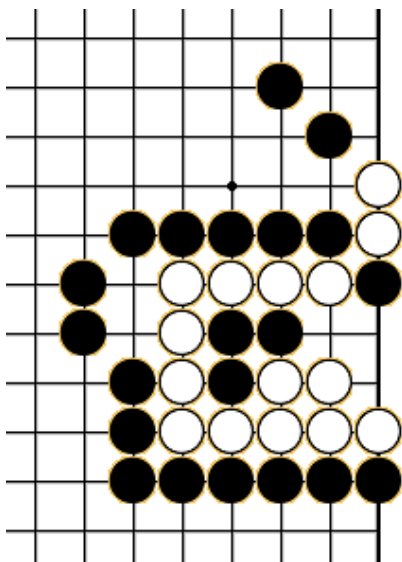
Problem 10 (medium)

Problem 10 is a similar position to **Problem 9**, but Black has played the hane and White connected.



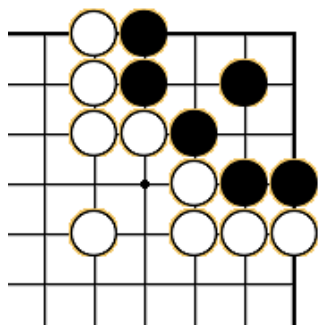
Problem 11 (easy)

The situation in **Problem 11** is derived from a high kyu game on KGS.



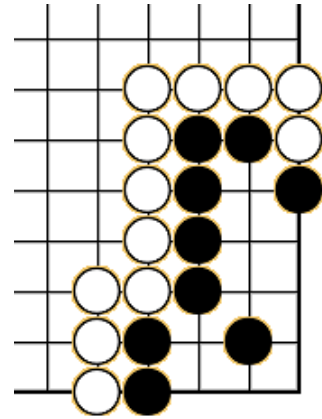
Problem 12 (medium to hard)

I came across the situation in **Problem 12** in 1977 – I took one look and said ‘White’s dead’ – is that right?



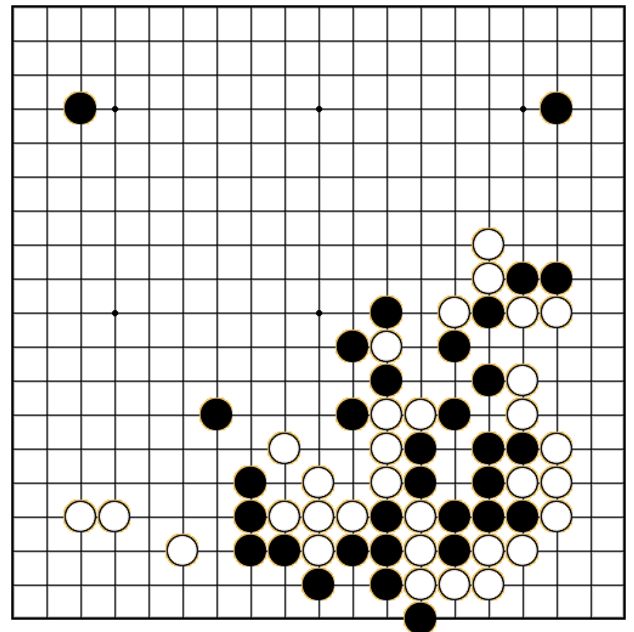
Problem 13 (easy)

The position in **Problem 13** was left as settled by the low kyu players on IGS – were they right?



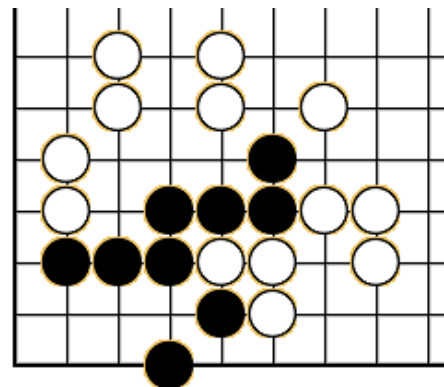
Problem 14 (easy to medium)

Problem 14 is from a KGS 1 dan game, the situation was left for sometime then Black defended, was he right, if so why?



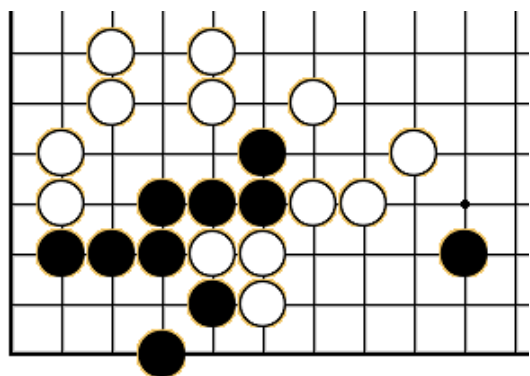
Problem 15 (medium)

This position is derived from the beginning of an amateur game. White’s central group is in trouble.



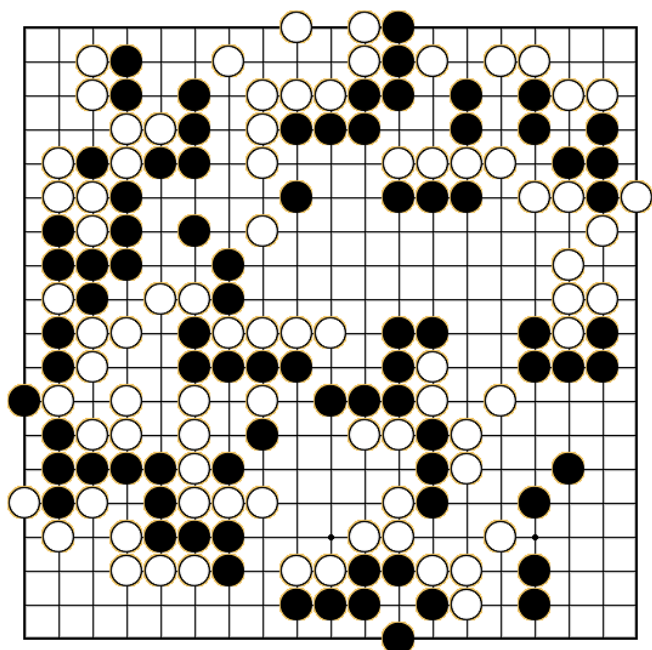
Problem 16 (medium)

The corner shape in problem 16 is a classic life and death problem which most middle level kyu players should know.



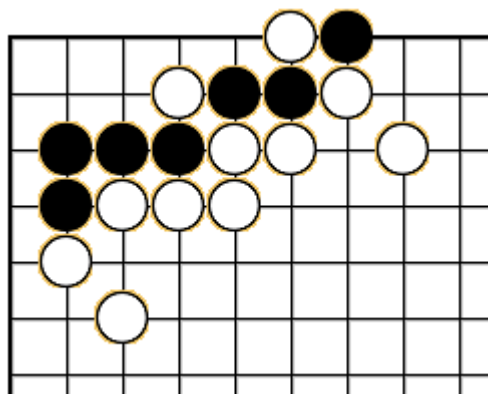
Problem 17 (medium)

Problem 17 comes from a 1 dan game on IGS; can you see why this differs from Problem 16 and how that impacts the result?



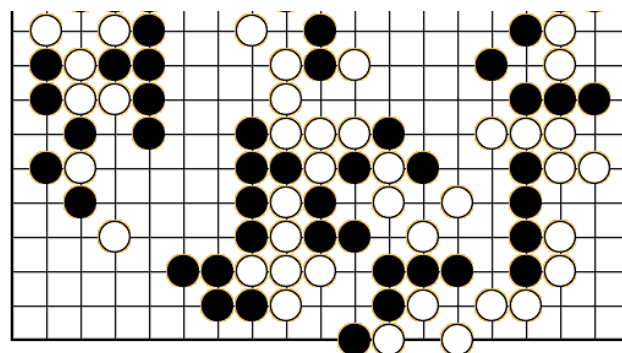
Problem 18 (medium to hard)

This final position came from a dan game played on the Orobaduk Go Server in April. White has a weak group ruining from the upper right side into the centre where a lot of Black stones await him.



Problem 19 (medium)

19 White can obviously kill Black, the real problem is what can Black do – how many ko threats can he get or can he do something?



Problem 20 (medium)

What is the status of the 6 White stones in the middle of the bottom side?

News (continued)

NSW Championships

The NSW State Championships, will be held on June 9th and 10th, at Philas House, 17 Brisbane Street, Surrey Hills.

Contact Robert Vadas ravadas@yahoo.com for further details.

Suji Magazine

Stjepan Lukac and a team of players in Switzerland have started a new magazine called "suji" that can be downloaded from www.suji.ch.

The first edition is available now and others are planned for every second month.

Visit the site and check this out – Stjepan and his team have done a good job it is worth reading.

361points.com

There are new lessons and games on 361points.com this month. If you have not already been to this site – you are missing out on some excellent lessons and commented games.

18th Kisung Tournament

This year the 18th Kisung (sometimes spelt Kiseong) challenger is Choi CheolHan who challenges Park YeongHun for the title. As 15th April two games have been played with Park Yeonghun winning both.

The Kisung Tournament is the Korean equivalent of the Kisei tournament in Japan. The Hanguk Kiwon and the 'World Newspaper' (Se-ky Il-po) sponsor the event.

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.

The Hanguk Kiwon was founded in November 1945 by Cho Namchul, who studied in Japan with Kitani Minoru.

The Kisung tournament has an 8 player league which determines the challenger. Time limits in the league are 4 hours per player followed by 1 minute byo-yomi and komi is 6.5 points.

The final is a best of seven series; each player has 5 hours thinking time with the same byo-yomi and komi as the league. The winner's purse is 18,000,000 SKW (US\$18,000).

Winners in previous year are:-

	Year	Winner
1st	1990	Cho Hunhyun
2nd	1991	Yoo Changhyuk
3rd	1992	Cho Hunhyun
4th	1993	Lee Changho
5th	1994	Lee Changho
6th	1995	Lee Changho
7th	1996	Lee Changho
8th	1997	Lee Changho
9th	1998	Lee Changho
10th	1999	Lee Changho
11th	2000	Lee Changho
12th	2001	Lee Changho
13th	2002	Lee Changho
14th	2003	Lee Changho
15th	2004	Choi CheolHan
16th	2005	Park YoungHoon
17th	2006	Park YoungHoon

18th Kisung Qualifying rounds

An ChoYeong, 9p	An ChoYeong, 9p	Choi CheolHan, 9p	Choi CheolHan, 9p
Lee HongYeol, 9p			
Heo YongHo, 5p	Choi CheolHan, 9p		
Choi CheolHan, 9p	Won SungJin, 7p	Won SungJin, 7p	
Won SungJin, 7p			
Paek DaeHyun, 6p	Han JongJin, 6p		
Han JongJin, 6p		Kim SungJun, 9p	Kim SungJun, 9p
Ko KeunTae, 5p	Paek HongSuk, 5p		
Park JungSang, 9p			
Paek HongSuk, 5p	Kim SungJun, 9p	Song TaeKon, 8p	
Yun HyunSeok, 8p			
Kim SungJun, 9p			
Cho HunHyun, 9p	Song TaeKon, 8p	Song TaeKon, 8p	
Song TaeKon, 8p			
Choi KyuByeong, 9p	Choi KyuByeong, 9p		
Lee SeDol, 9p			

Up to date information and game scores can be found at <http://gobase.org/games/kr/kisung/18/>

Kisung Tournament

18th Kisung - Semi Final

Date: 16th February 2007

Black: Choi Cheolhan 9p

White: Kim Seungjun 9p (Komi 6.5)

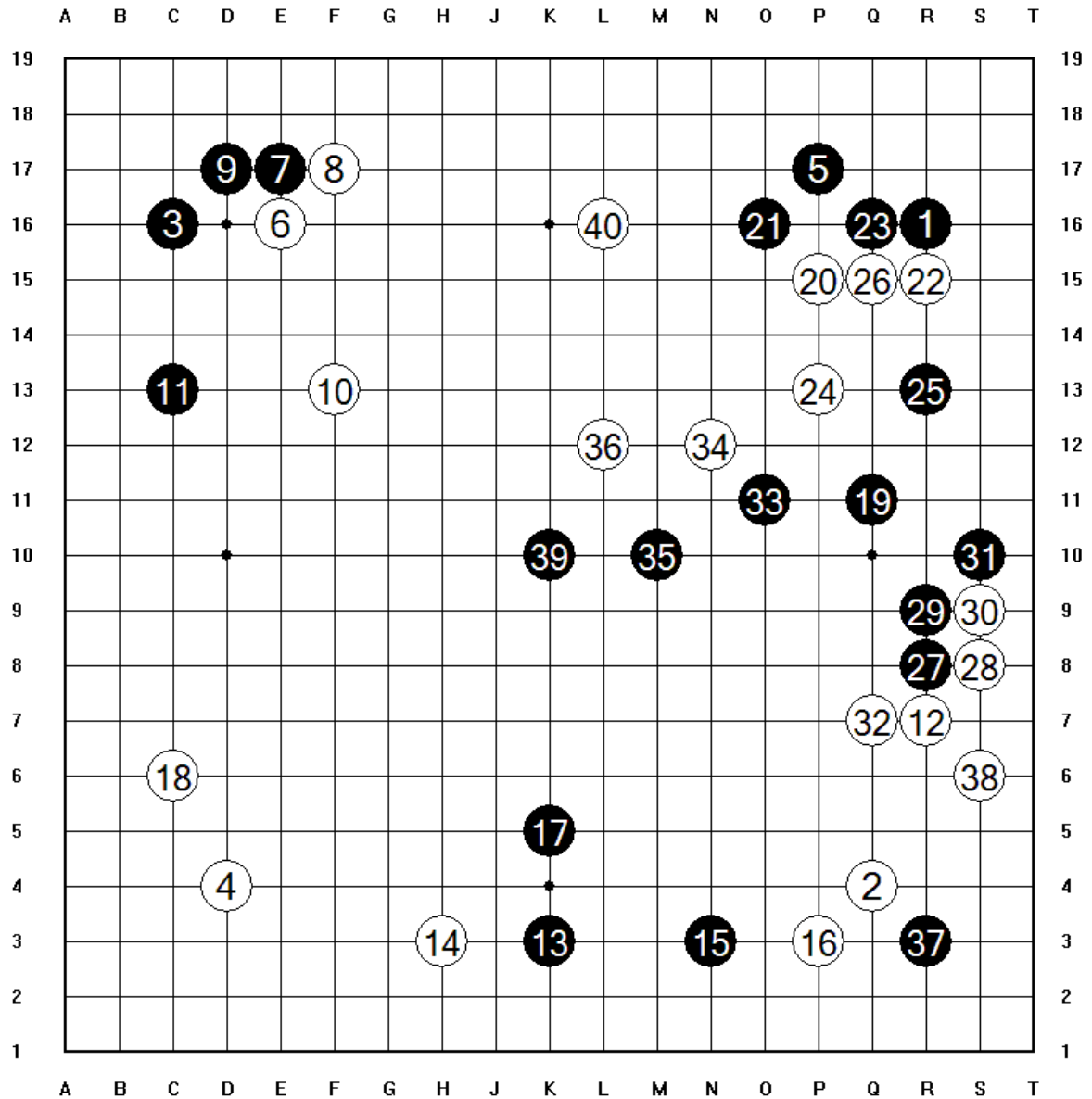


Figure 1

Moves 1 to 40

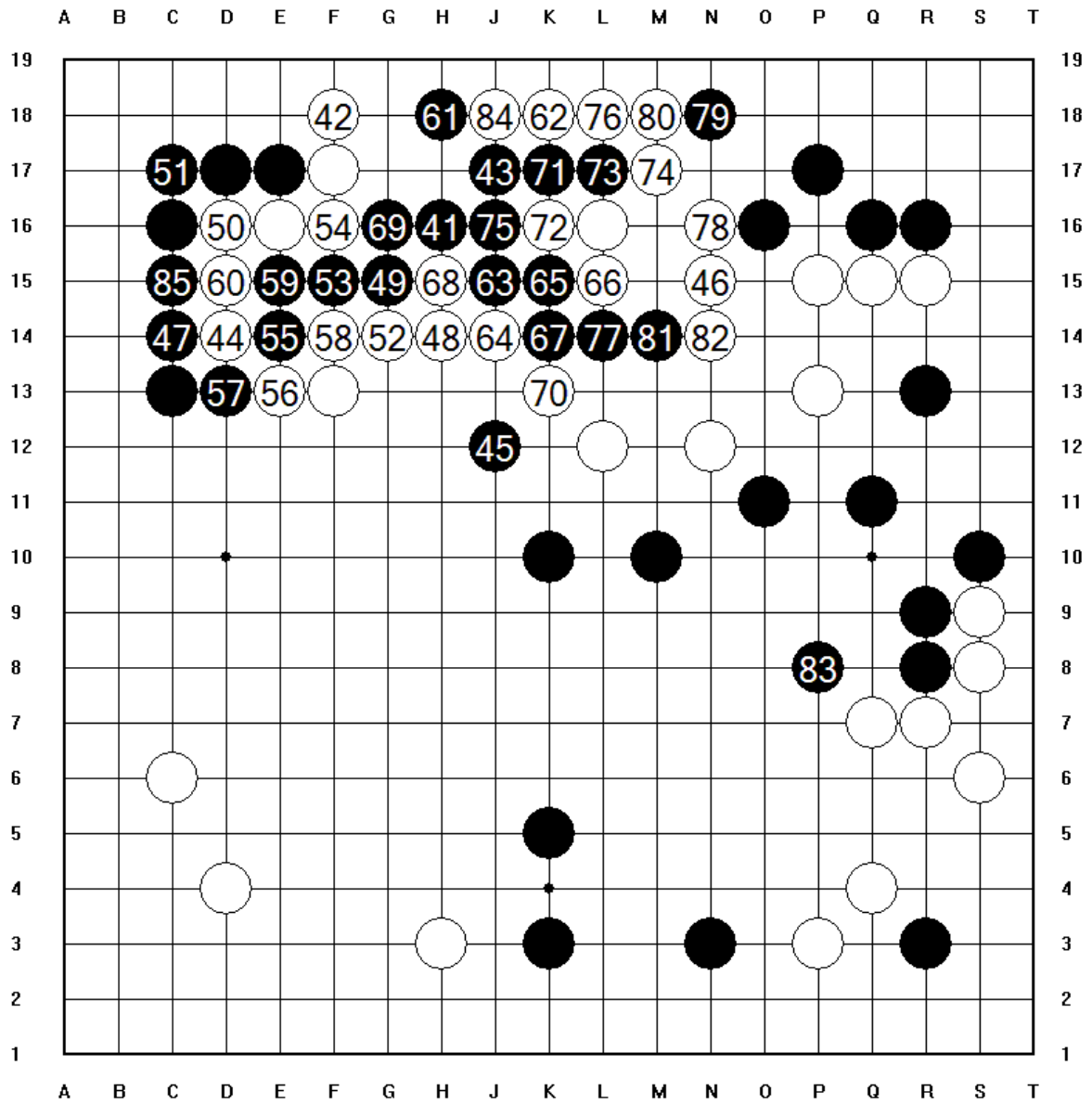


Figure 2

Moves 41 to 85

Black wins by resignation

18th Kisung - Final (Game 1)

Date: 2nd March 2007

Black: Park Yeounghun 9p

White: Choi Cheolhan 9p(Komi 6.5)

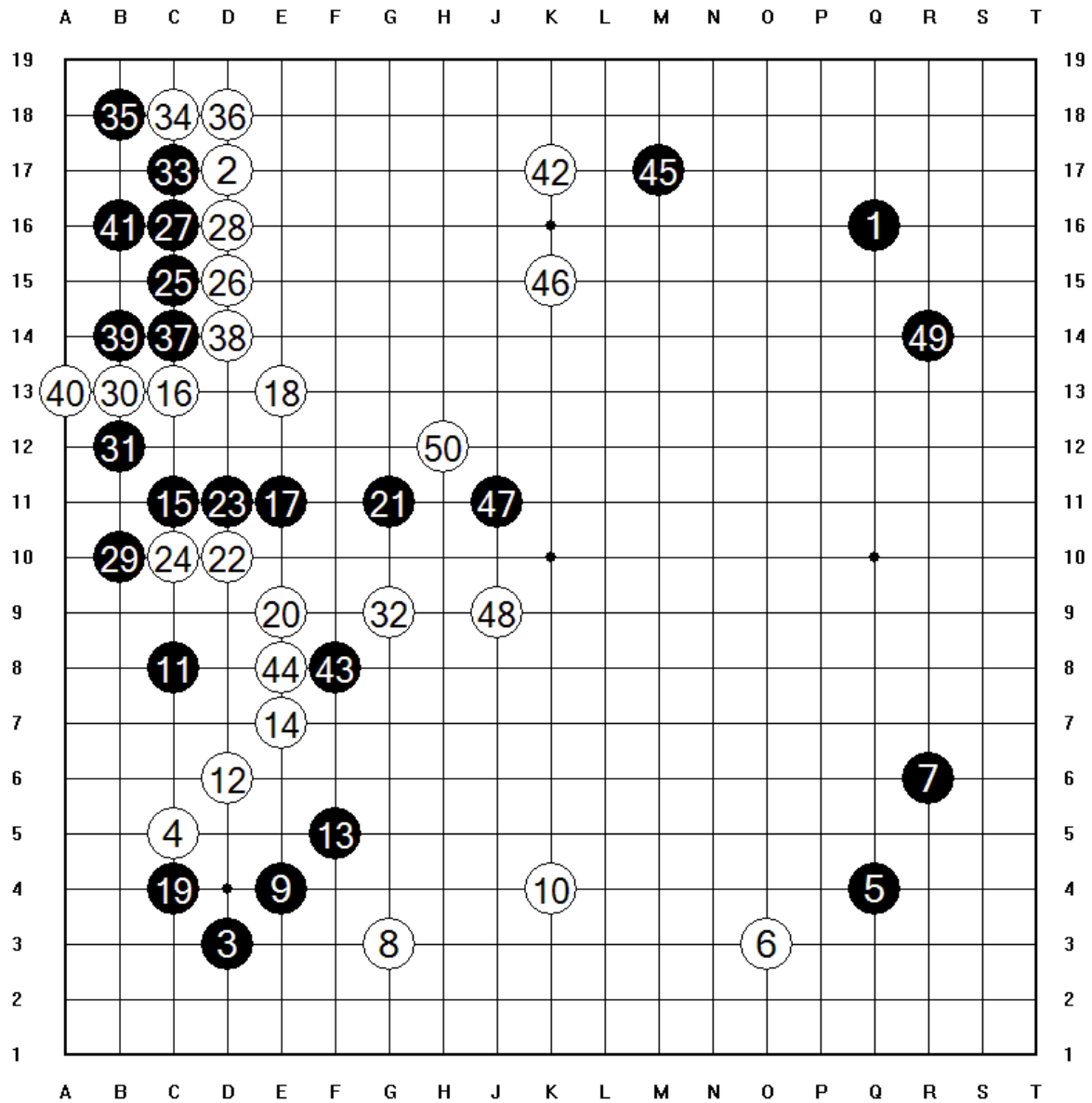


Figure 3

Moves 1 to 50

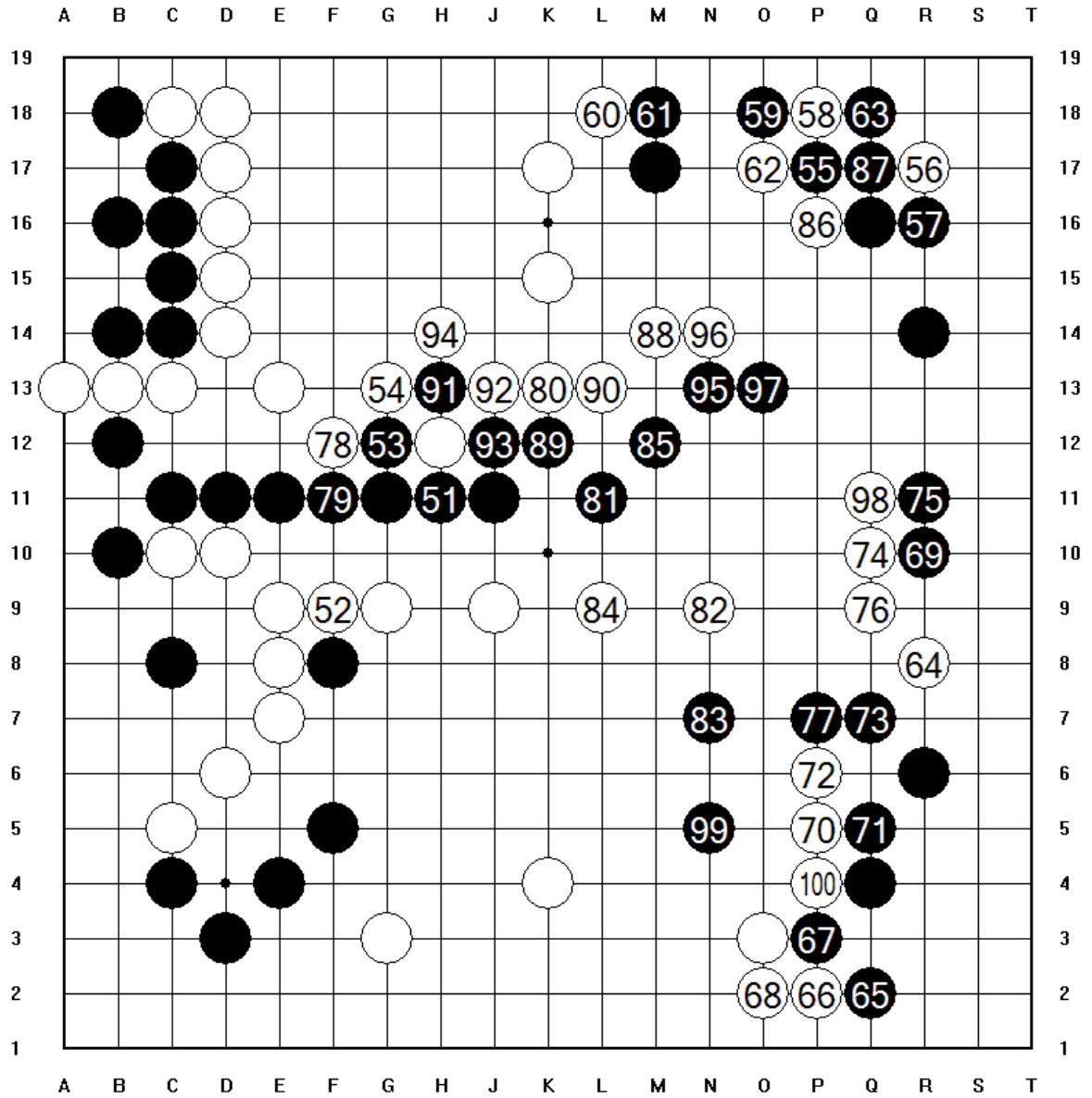


Figure 4

Moves 51 to 100

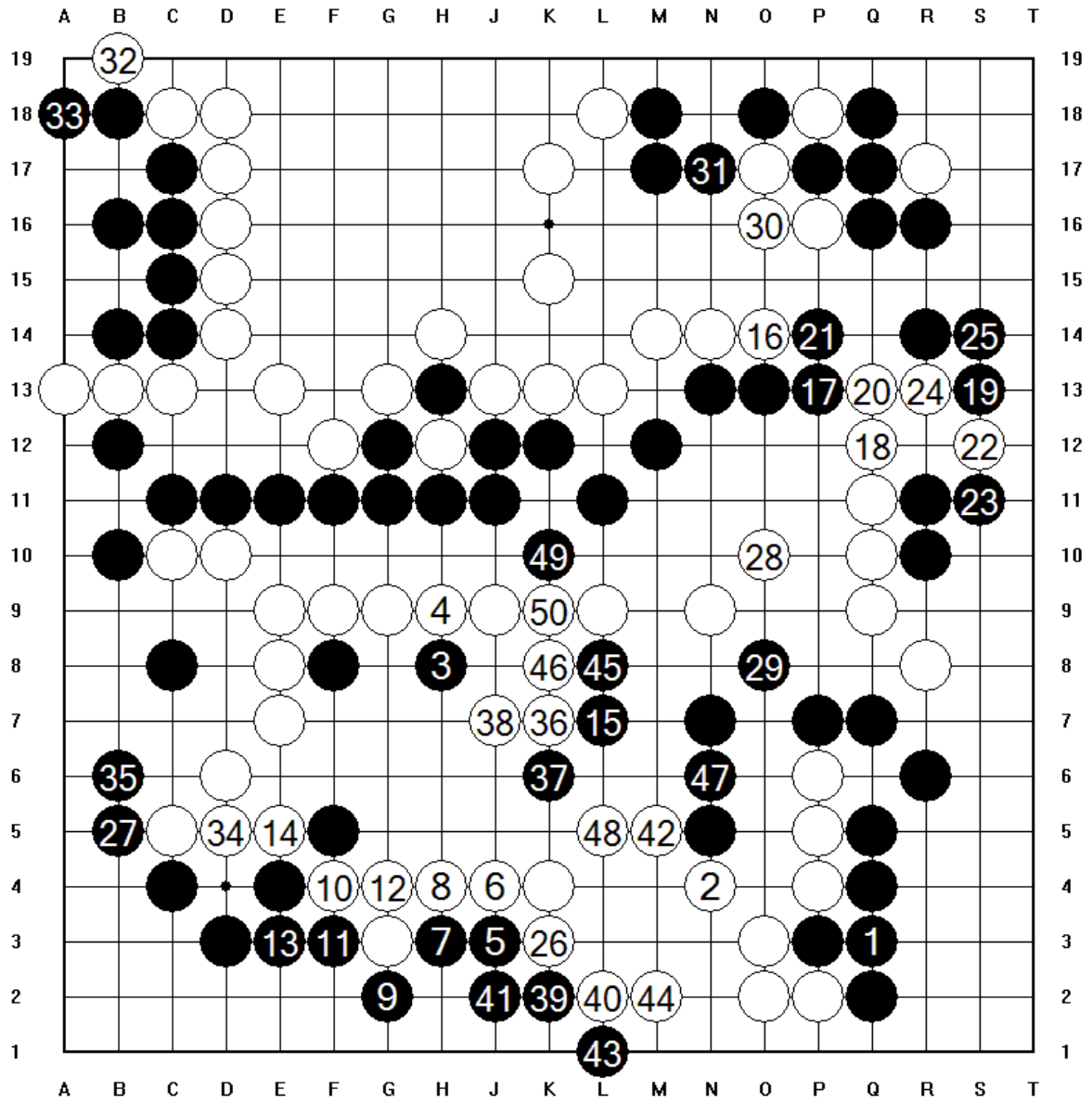


Figure 5

Moves 101 to 150

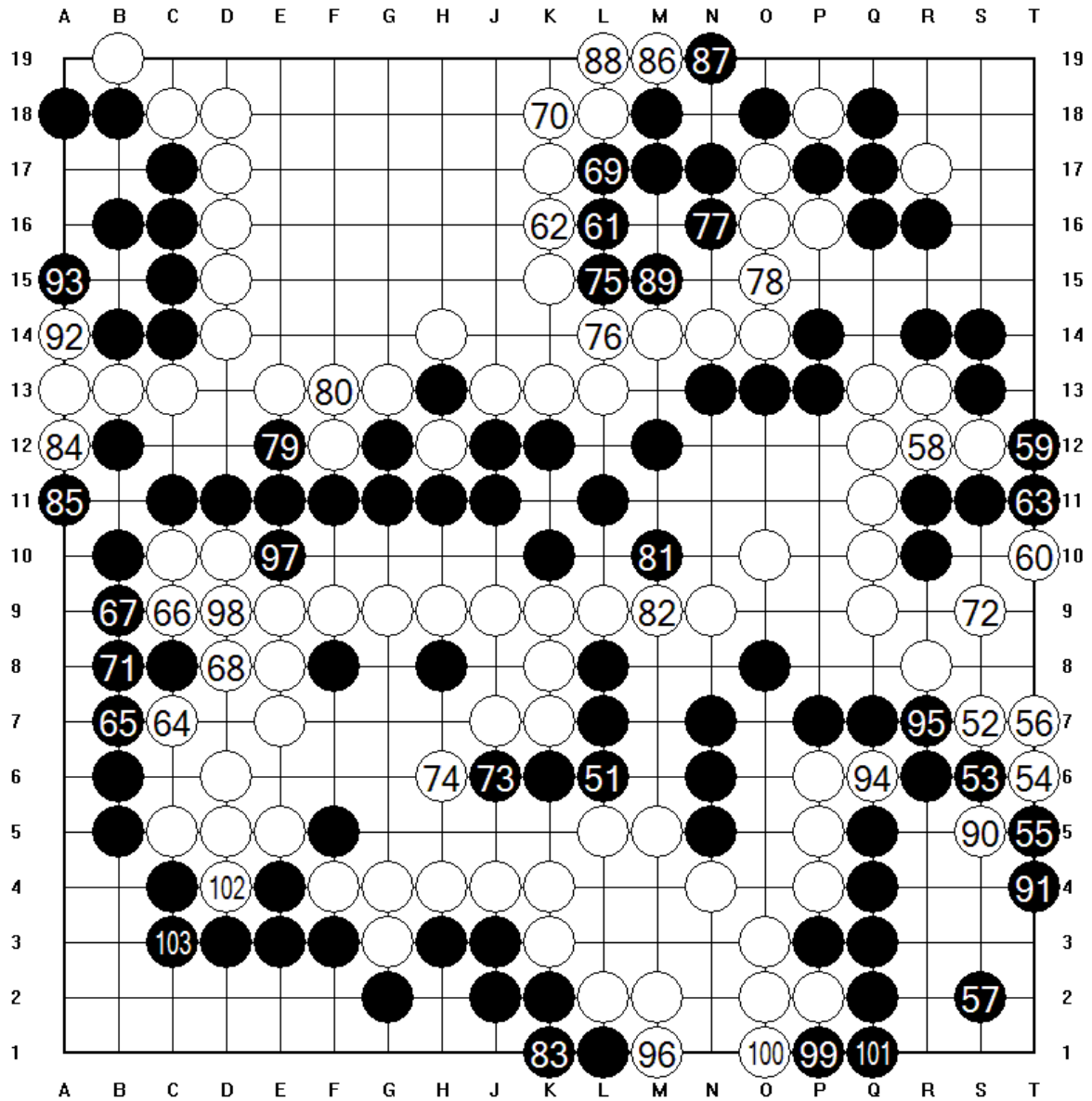


Figure 6

Moves 151 to 203

Black wins by resignation.

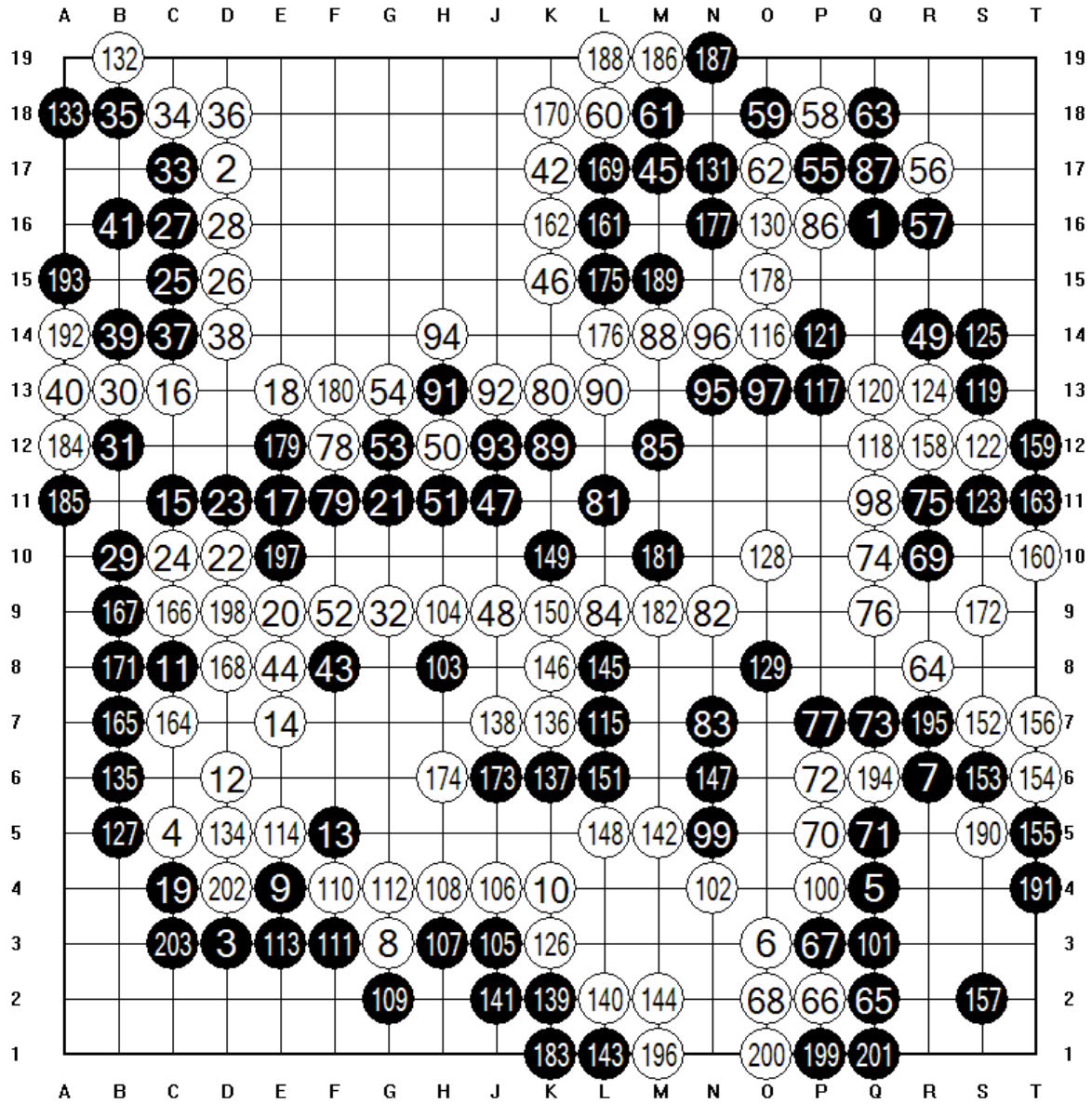
The following page has the complete game in a single diagram. This is done because some software is unreliable when printing partial diagrams.

18th Kisung - Final (Game 1) Complete score

Date: 2nd March 2007

Black: Park Yeounghun 9p

White: Choi Cheolhan 9p(Komi 6.5)



18th Kisung - Final (Game 2)

Date: 7th April 2007

Black: Choi Cheolhan 9p

White: Park Yeounghun 9p (Komi 6.5)

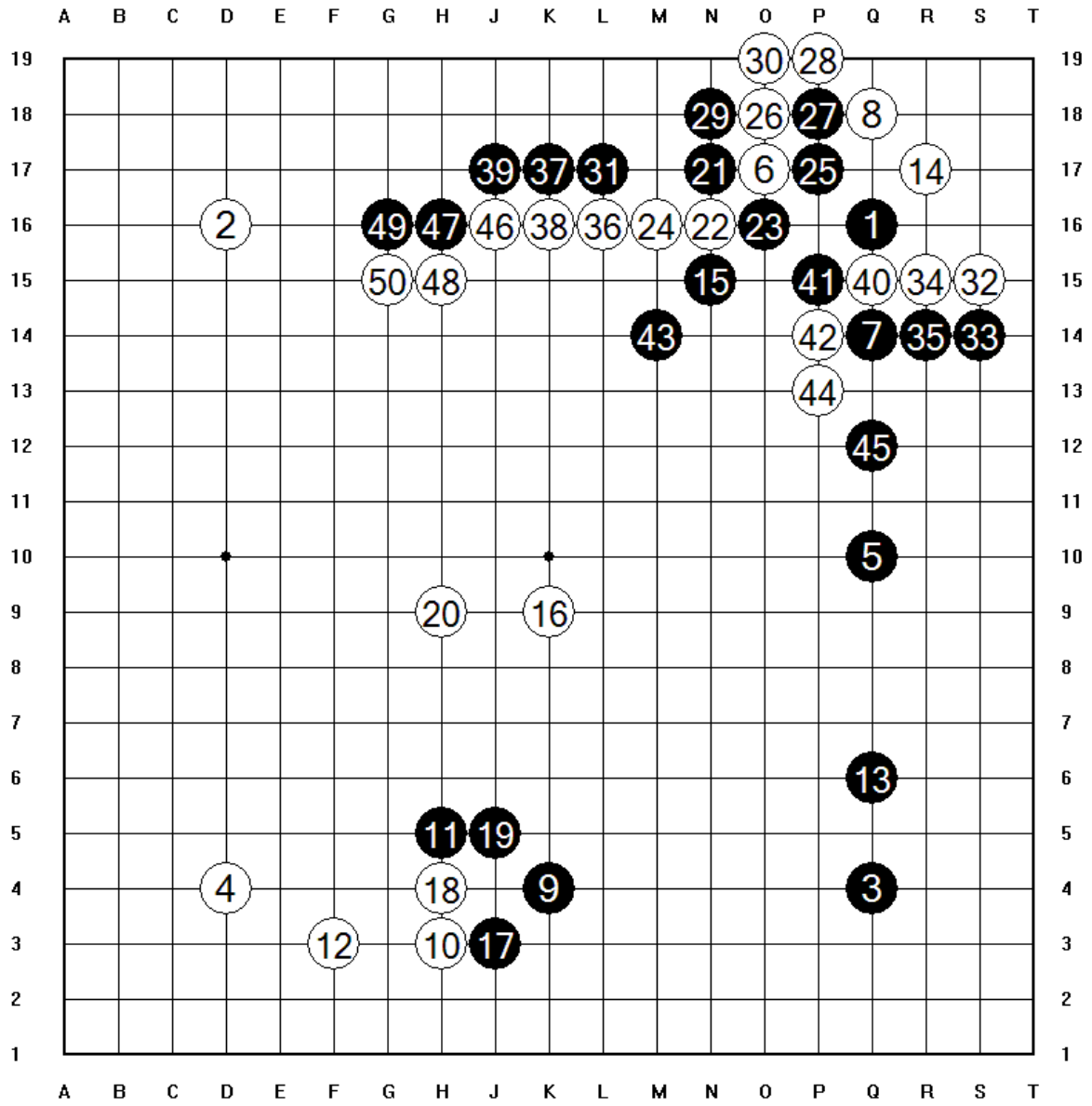


Figure 7

Moves 1 to 50

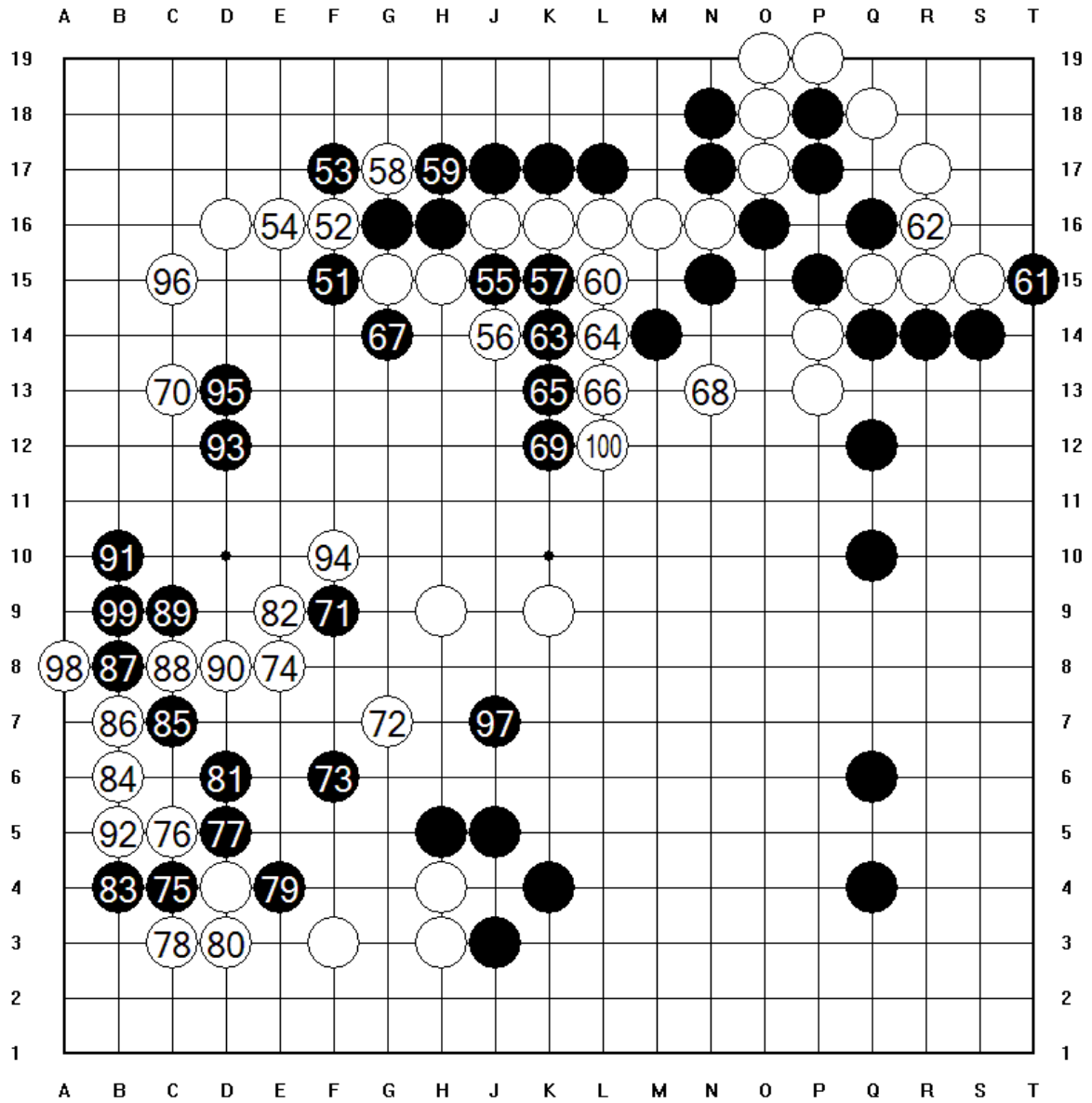


Figure 8

Moves 51 to 100

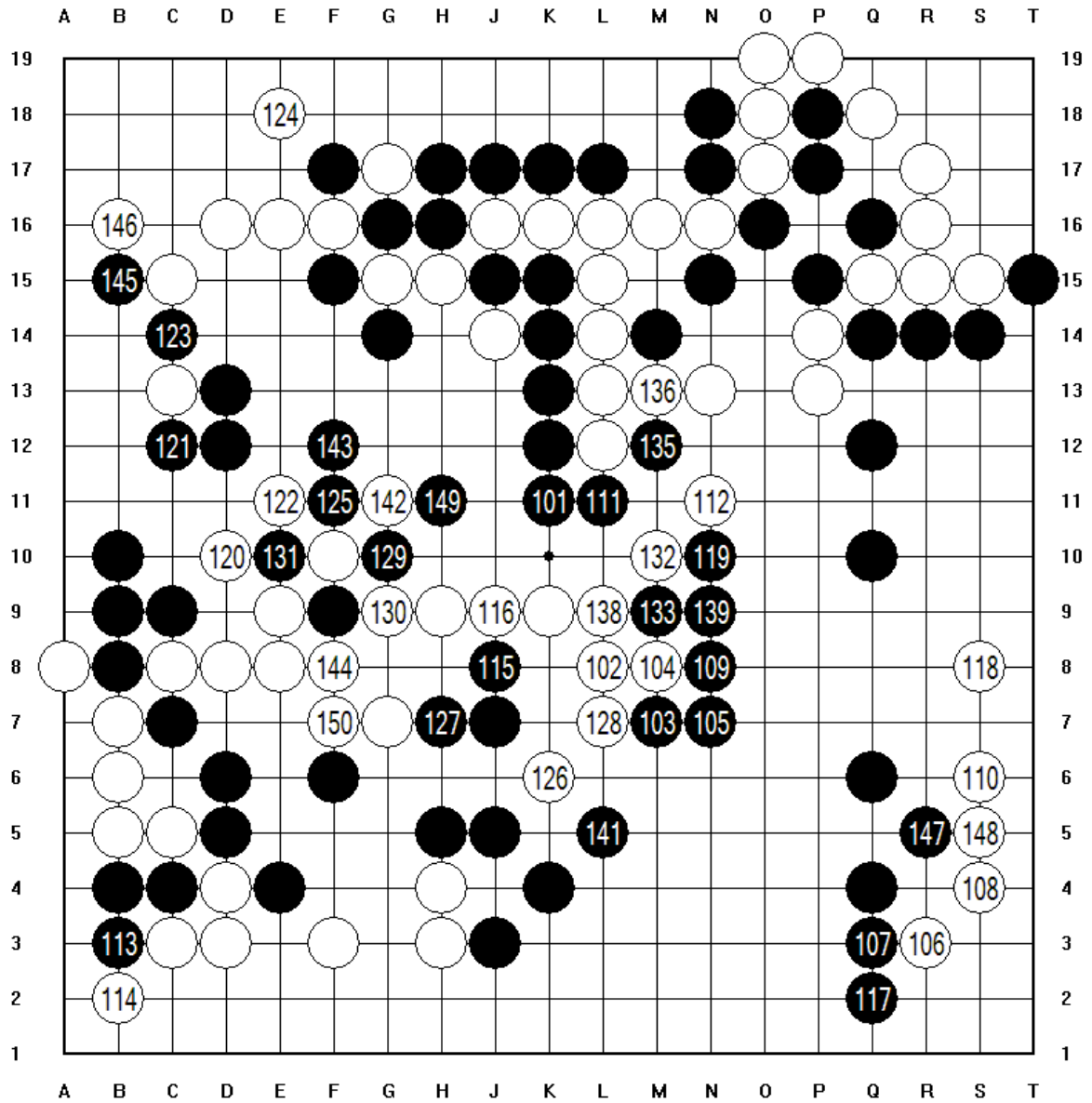


Figure 9

Moves 101 to 150

134 at F-10; **137** at 131 (E-10); **140** at F-10

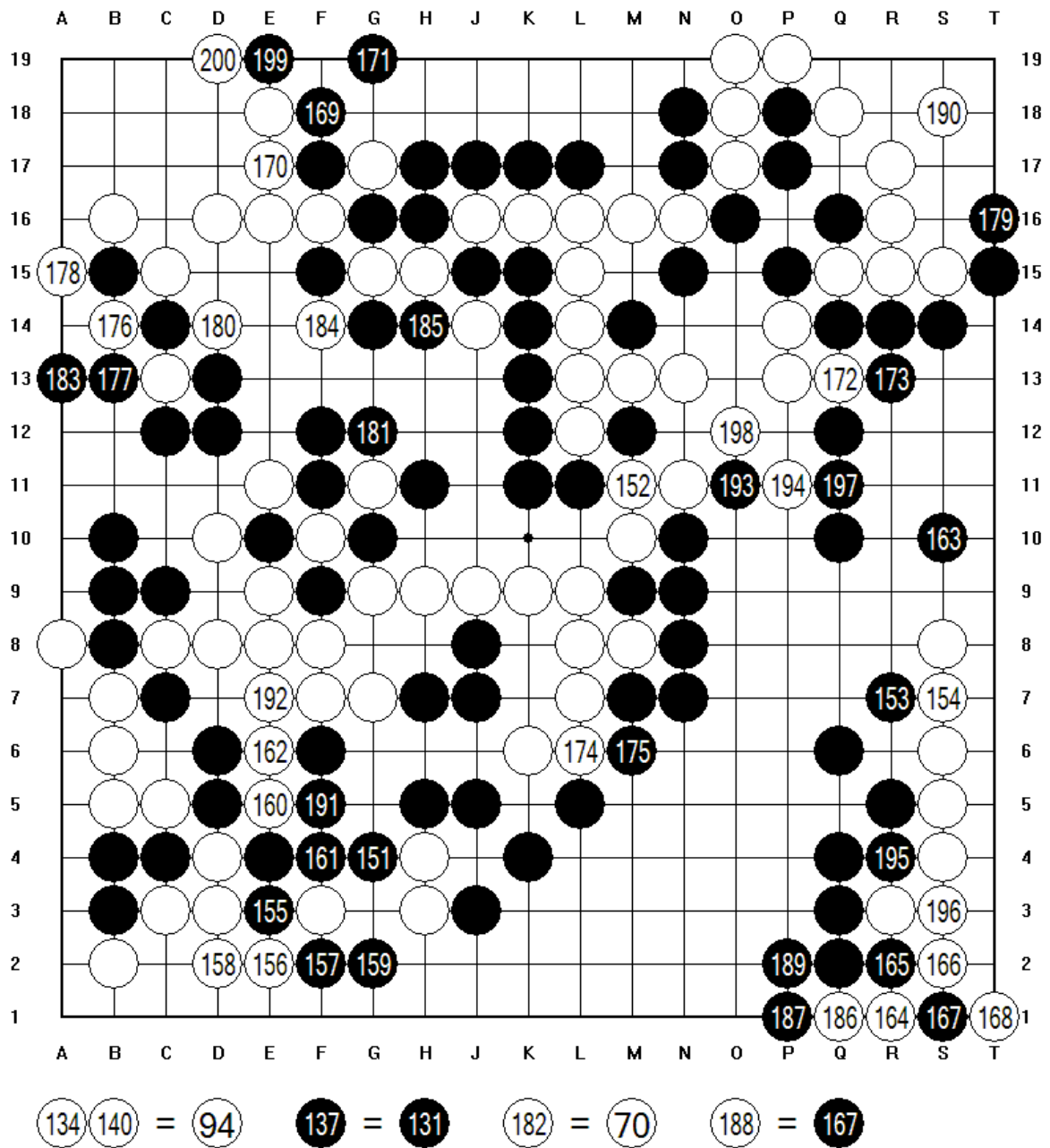


Figure 10

Moves 151 to 200

182 at C-13; **188** at 167 (S-1)

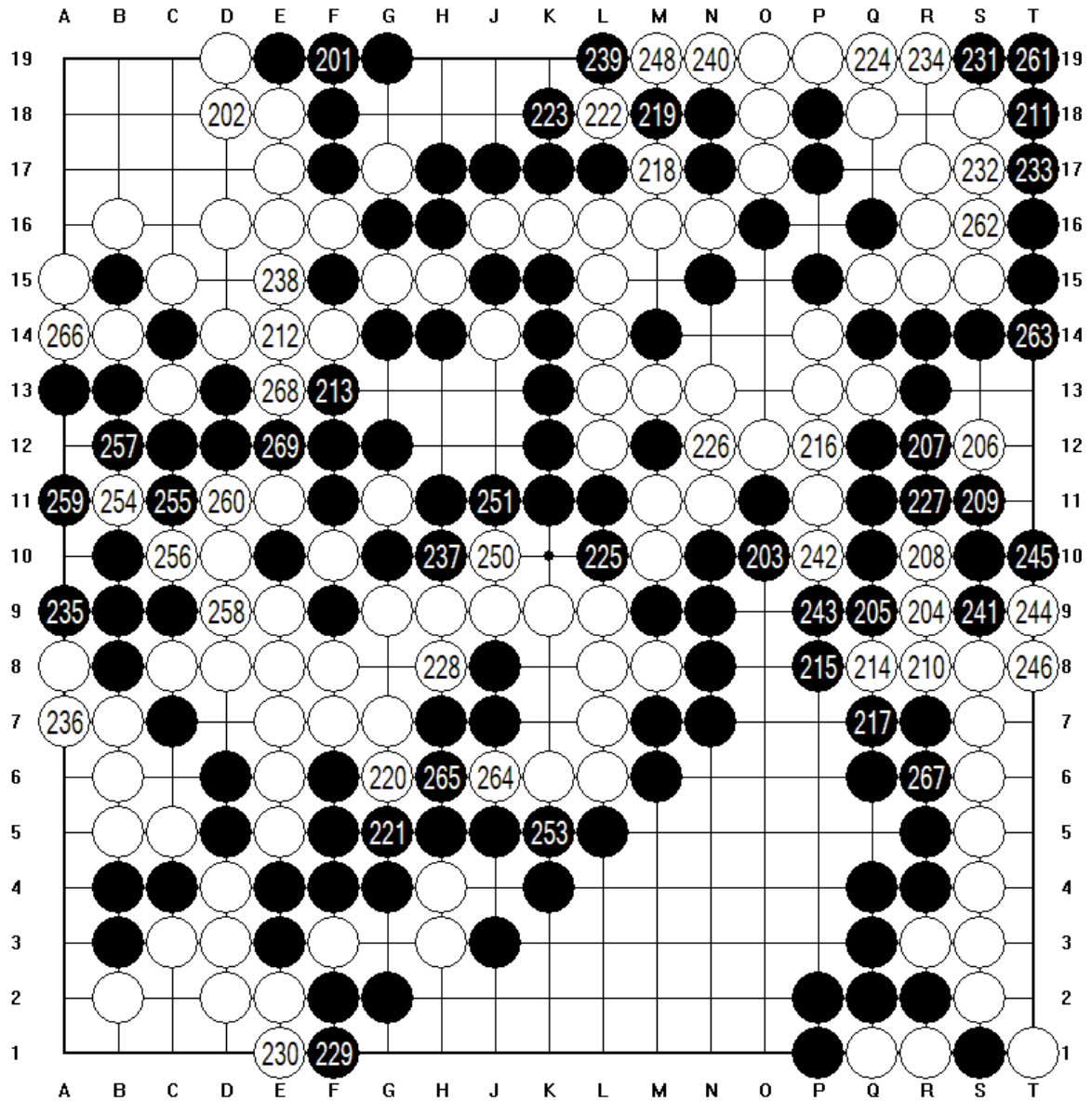


Figure 11

Moves 201 to 269

247 at G-15; **249** at 222 (L-18); **252** at C-14

18th Kisung - Final (Game 2) Complete Score

Date: 7th April 2007

Black: Choi Cheolhan 9p

White: Park Yeounghun 9p (Komi 6.5)

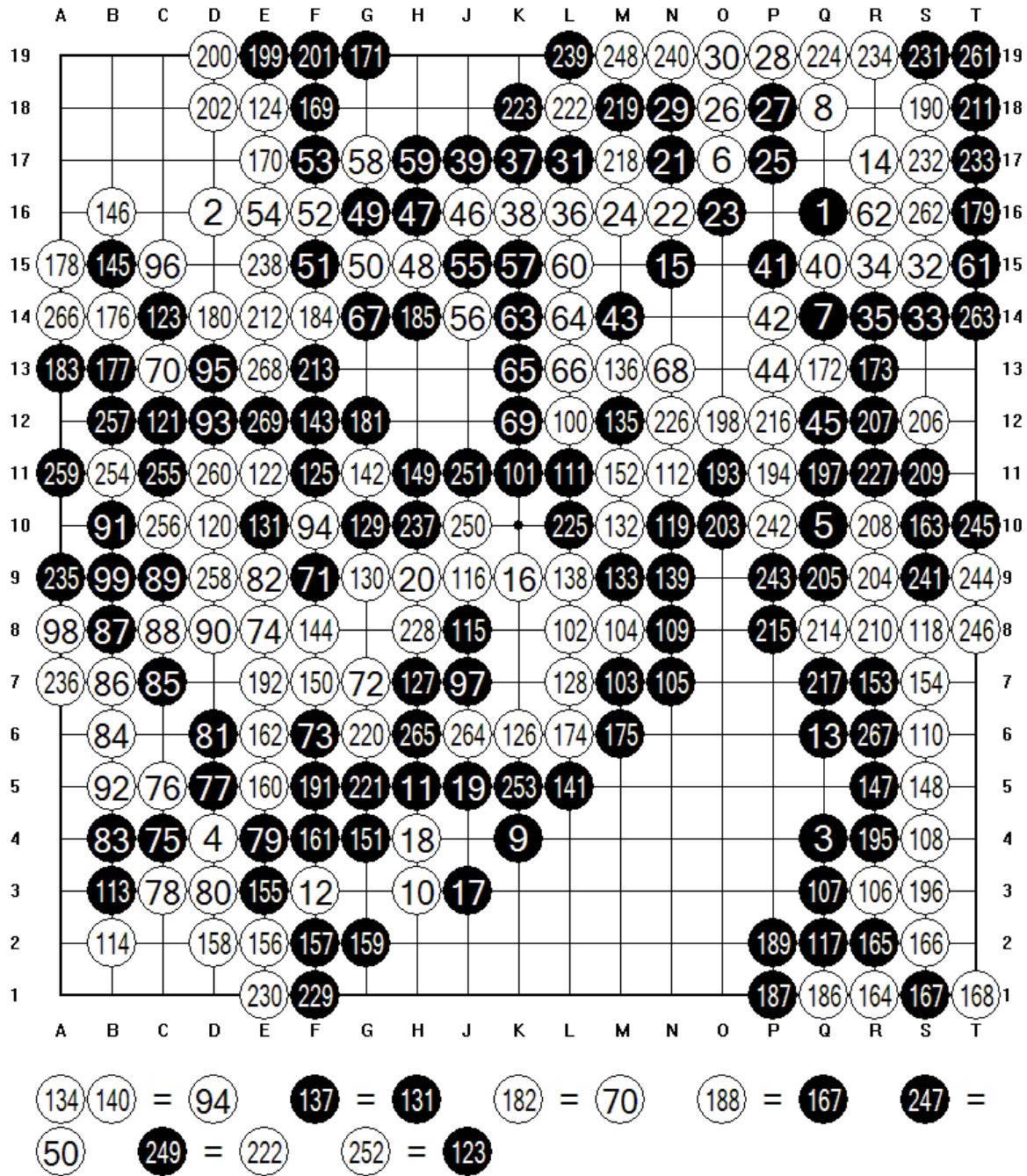


Figure 12

Moves 1 to 269

Answers

Answer 1

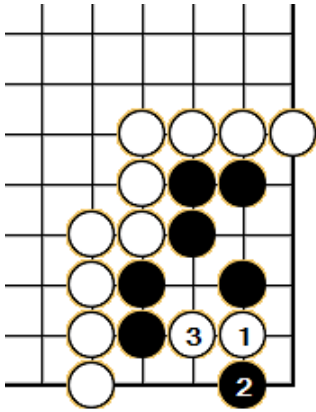


Diagram 1

The 2x2 point is vital in many corners but it is powerless against White 1 which has taken the key point; Black is dead after White 3.

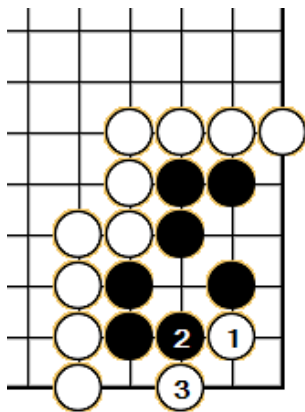


Diagram 2

Playing at 2 fails too because Black cannot prevent the connection underneath.

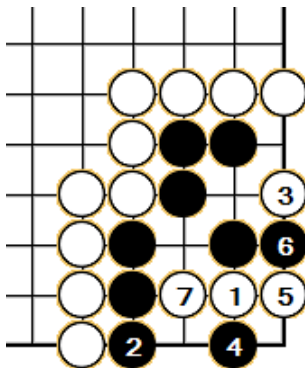


Diagram 3

A better looking option is Black 2, this makes the internal space as large as possible but it gives White liberties and after White 7 Black is dead.

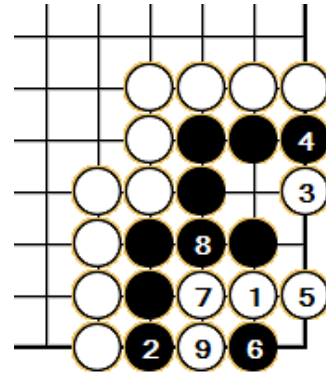


Diagram 4

Cutting of White 3 with 4 looks promising but White is able to make an eye with 9 again killing Black.

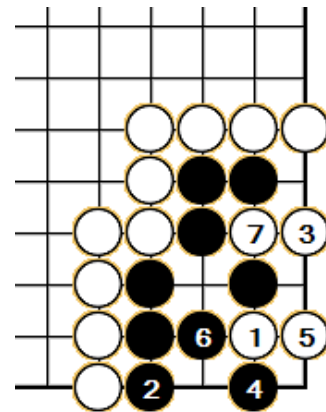


Diagram 5

Black 6 looks good but White has the brilliant tesuji at 7 and again Black dies.

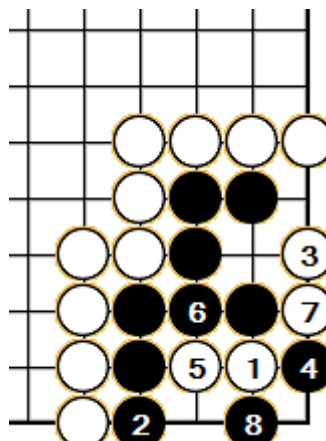


Diagram 6

A better result for Black is 4 in Diagram 6, this produces a ko for life.

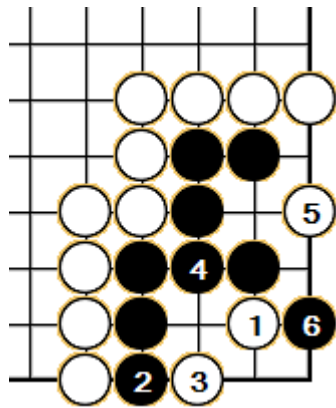


Diagram 7

White can vary the attack with 3 but the result will be ko.

Answer 2

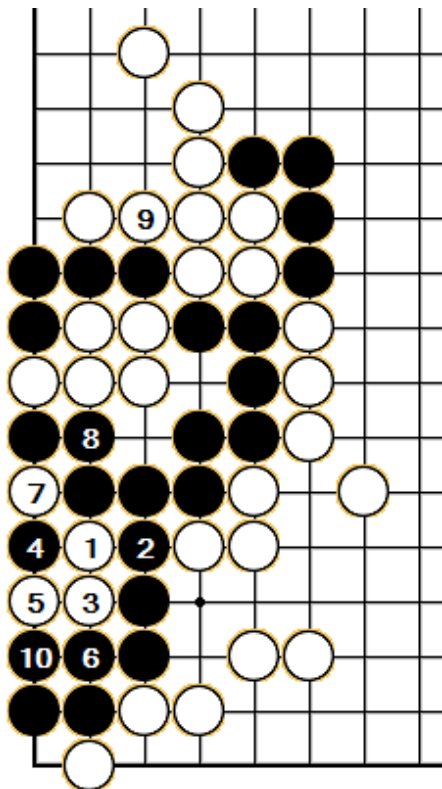


Diagram 8

White 1 in Diagram 8 is the obvious place to start, but the Black can play 8 in sente. At first it looks like White can either force a ko or get a 5 point nakade but Black 10 prevents the connection at 4 – so Black lives.

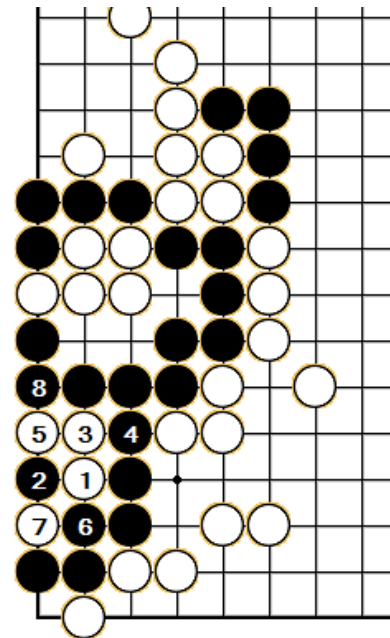


Diagram 9

White can try 1 in Diagram 9 a variation to avoid the damezumari on his 5 stones, but the result is the same, so Black is alive.

Answer 3

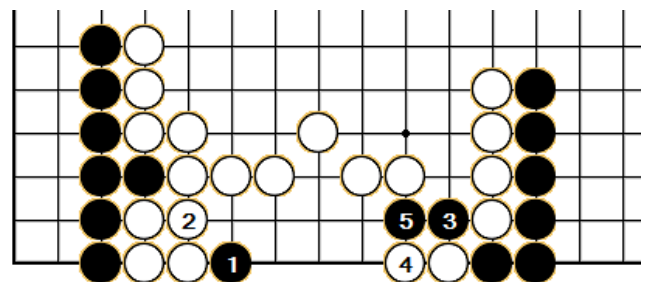


Diagram 10

Black 1 sets up the cut of 3 which reduces Whites area on the lower side. Without the weakness the cut does not work.

Answer 4

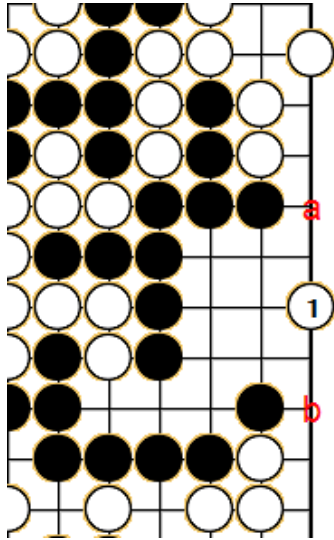


Diagram 11

This is a symmetry problem; there is no disadvantage to White if Black defends at 'a' or 'b' so the centre point is correct.

Answer 5

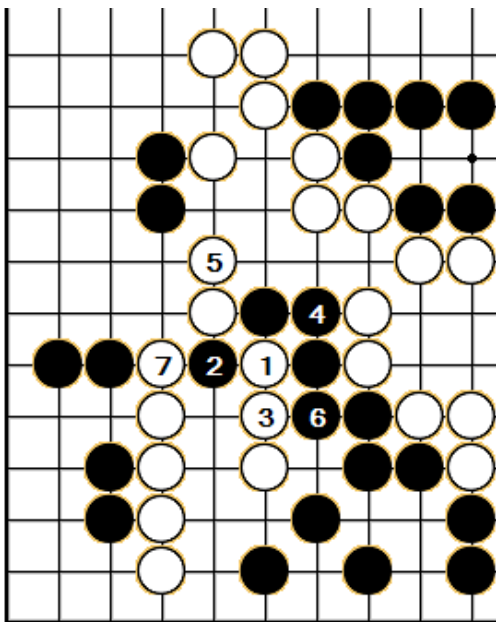


Diagram 12

White 1 looks an odd move but it exploits the weaknesses in Black's position and enables White to connect his stones.

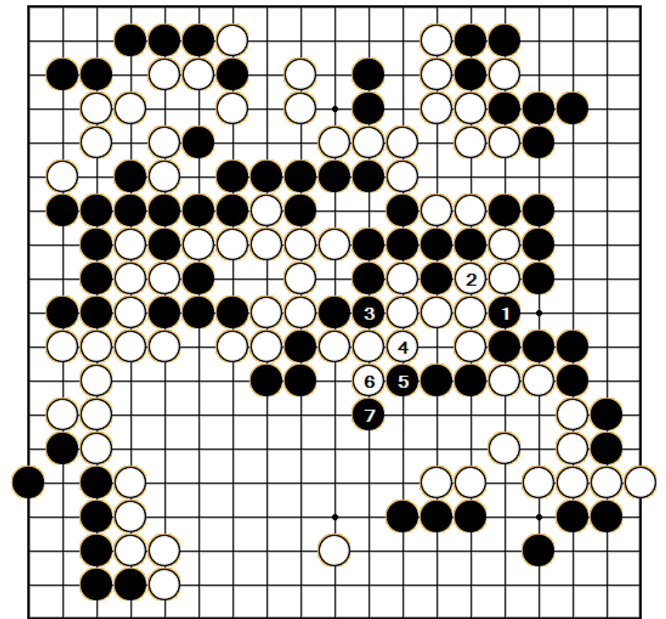


Diagram 13

The amateur Go proverb – 'atari is never a bad move' solves this problem. If White connects at 2 then Black must play the exchange of 3 and 4 and the rest is obvious. White can save the majority of his stones by playing at 3, this connects but group White cannot win the game.

Answer 7

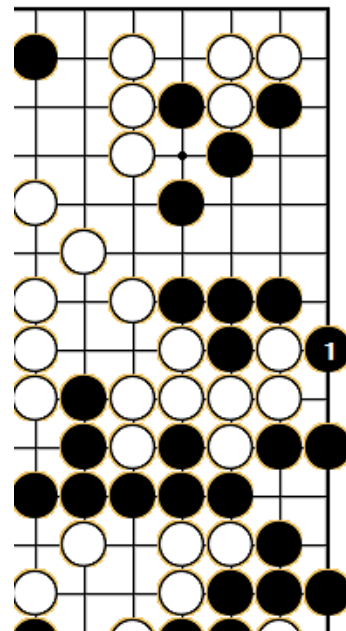


Diagram 14

It may be possible for Black to get two eyes on the upper side but White will gain sente yose during the process. It is better for Black to connect with 1, securing the group.

Answer 8

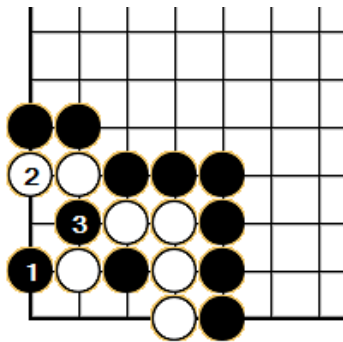


Diagram 15

Go Proverbs advise 'strange things happen at the 1x2 point'. Black 1 certainly looks strange but it is the vital point. White cannot block at 2 because of the snap-back.

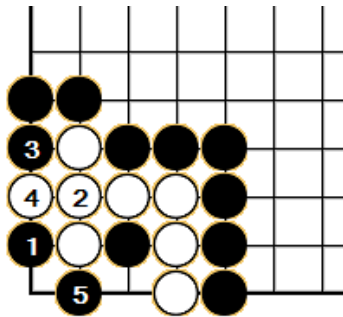


Diagram 16

Connecting at 2 in Diagram 16 leads to a ko.

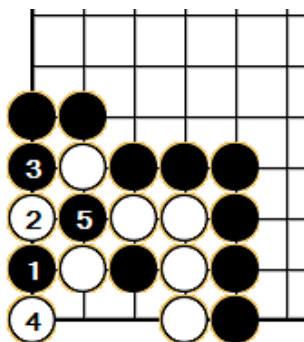


Diagram 17

Changing the sequence by playing atari at 2 in Diagram 17 which leads to a ko at 5. If White connects at 5 the position reverts to that in Diagram 16.

37 **Answer 9**

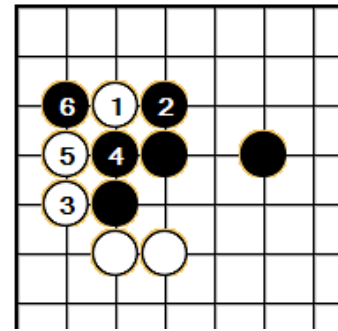


Diagram 18

Problem 9 is a standard yose following from the joseki shown in Diagram 18.

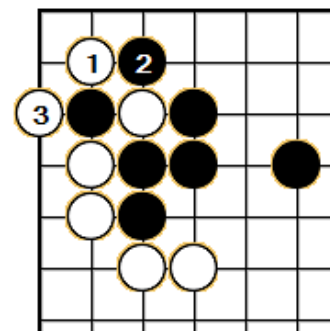


Diagram 19

White 1 is the correct move, Black cannot extend to 3 because White will connect and he loses the fight. This is a standard end-game for this position.

Answer 10

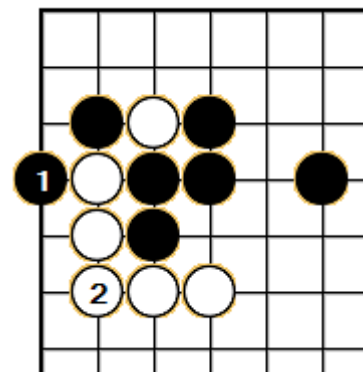


Diagram 20

In order to avoid the yose above Black sometimes exchanges 1 for 2 during the middle game - this is the problem shape.

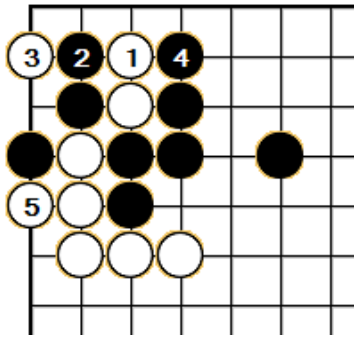


Diagram 21

White can still reduce the corner by extending at 1 and then playing the tesuji at 3. If Black defends with 4, White is able to connect underneath thanks to Black's damezumari.

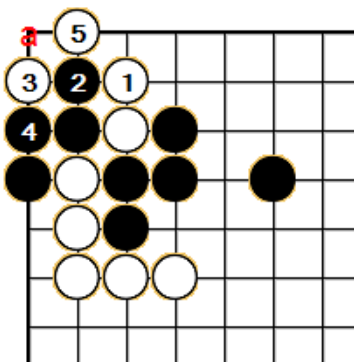


Diagram 22

Resistance is useless – playing at 4 turns the whole corner into ko – a disaster for Black.

Answer 11

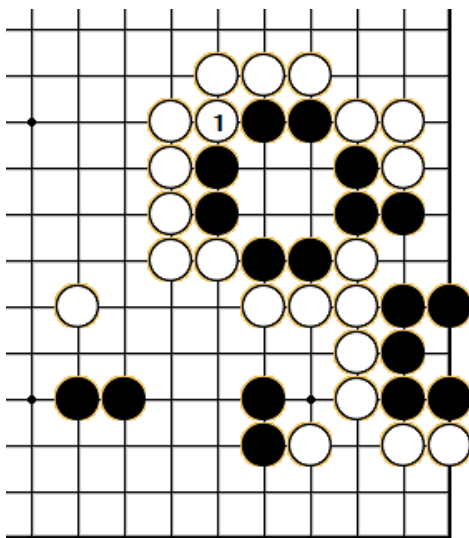


Diagram 23

White 1 kills through damezumari. No matter how Black plays inside the 4 point eye White will atari killing the group.

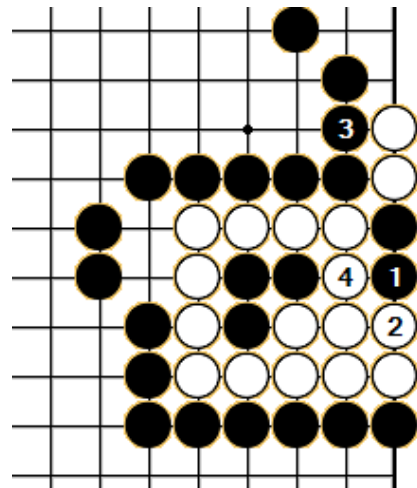


Diagram 24

I was wrong – White can live, but only because the two stones on the upper right have 2 liberties.

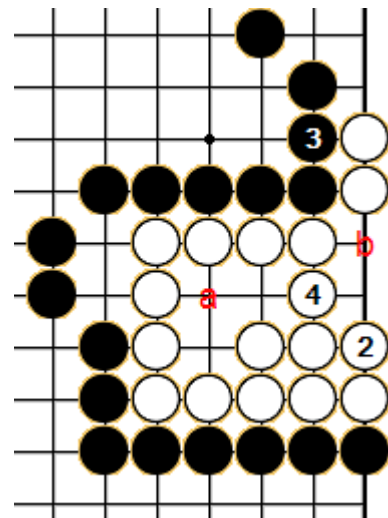


Diagram 25

After White captures with 4 there are two moves to live – either 'a', making two eyes in the middle or 'b' making an extra eye on the edge. White can live!

Answer 13

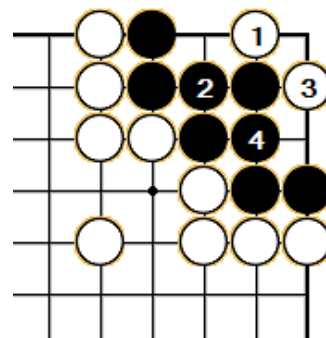


Diagram 26

The position in problem 13 was not settled White can kill (with a bent 4) with 1 and 3. (Note – this looks like seki but White is able to connect and force a ko at any time. The theory is that White will leave this until the end of the game, remove all ko threats and kill the

group. This is subject to much debate in the 'rules' world. My view is that each game is different and proof is required in every game to resolve such disputes.

39 but no points; if he lives he gains 4 points (5 in the corner minus the captured stone) but sente.

Q: What is the value of sente?

A: It all depends on the game.

Answer 14

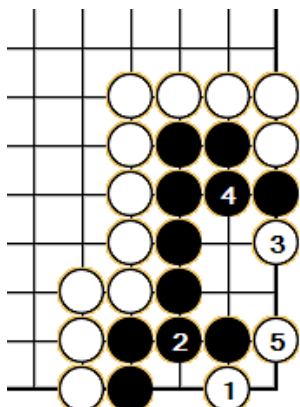


Diagram 27

White can either get seki or capture a Black stone. Seki occurs if Black connects at 2 and 4.

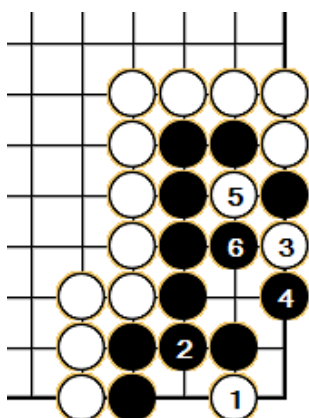


Diagram 28

Black has the option of giving up one stone by playing at 4, White captures with 5 and connects after 6...

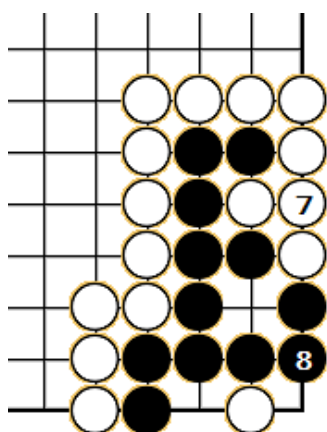


Diagram 29

... but must connect at 8 to avoid a ko. The correct answer depends on the game – seki gives Black sente

Answer 15

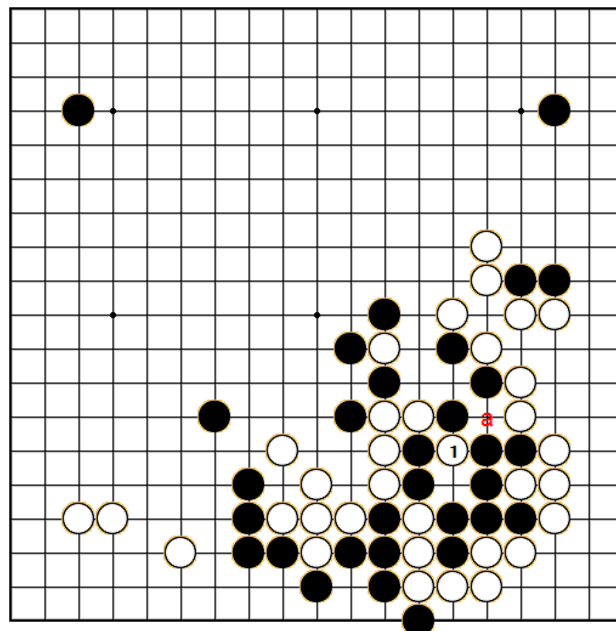


Diagram 30

White 1 is the correct answer. If Black captures the single stone White will play 'a' capturing a lot more Black stones.

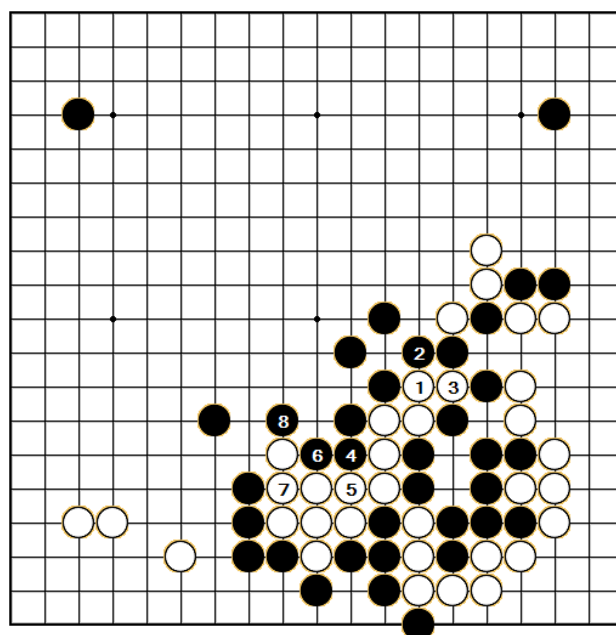


Diagram 31

White has to be careful on the greed front. It looks like he can push with 1 and play 3 cutting off a lot of Black stones. However, White runs out of liberties and is captured in a ladder after 8.

Answer 16

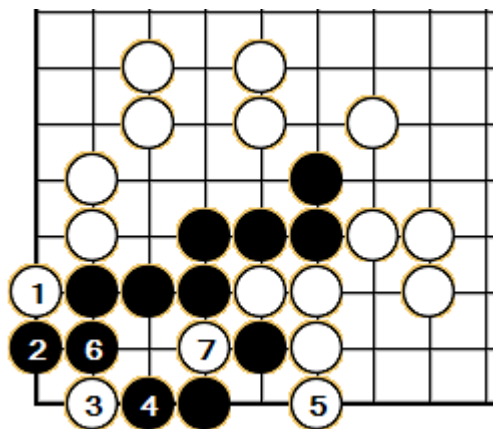


Diagram 32

This is a standard shape and a standard killing sequence. The combination of 3, 5 and 7 leave White with one eye.

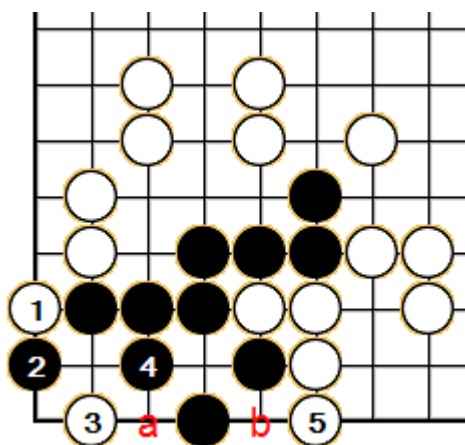


Diagram 33

If Black attempts to make two eyes with 4, White descends with 5 making 'a' and 'b' miai.

Answer 17

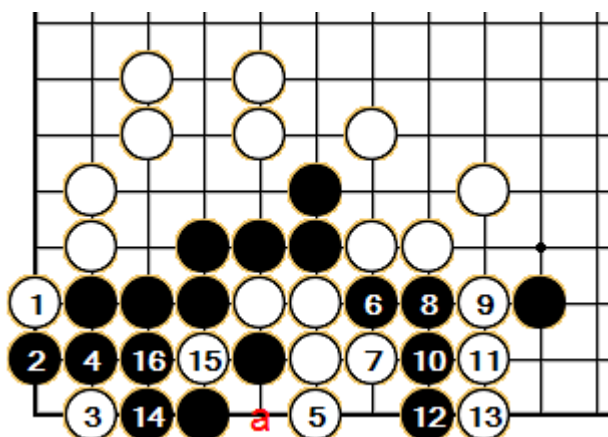


Diagram 34

The situation varies between problem 16 and 17 because of the cutting point at 6. White can capture the cutting stones in ladder but this reduces liberties

40 so he can no longer take Blacks second eye by playing 'a'.

Answer 18

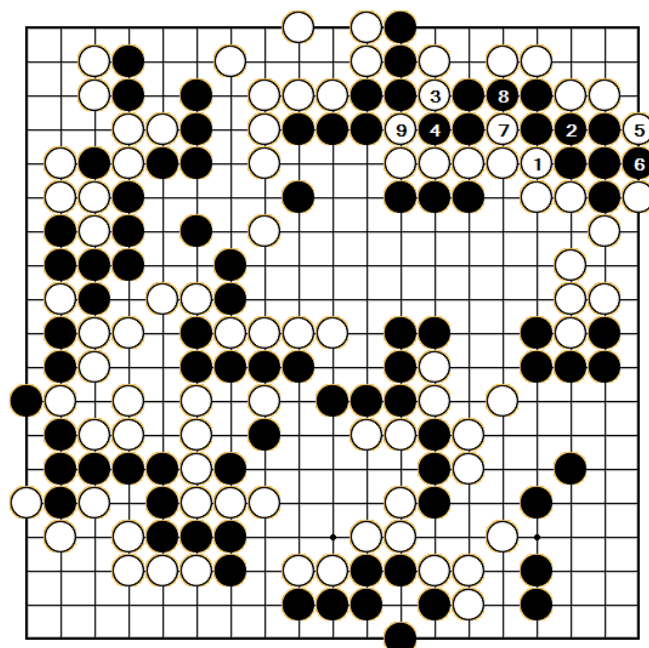


Diagram 35

White is able to connect his corner and centre groups along the right edge with the sequence shown in Diagram 35. Obviously Black would not resist with 6 – he would capture the two White stones on the upper side if he chose to continue in this area.

Answer 19

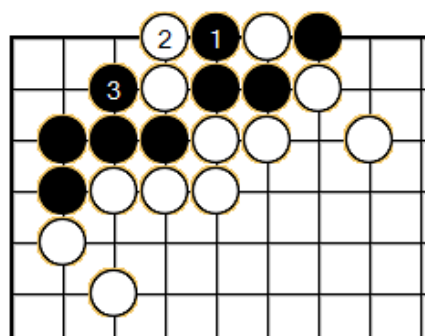


Diagram 36

Black 1 in Diagram 36 look hopeless, but there is nothing else he can do. White 2 is the only move and Black plays atari at 3.

White takes the three stones in Diagram 37 but by a miracle Black can now live. If Black plays 'A' he captures two white stones or he can play 'B' and make 2 eyes.

Common Japanese Go Terms

This is an extract of Japanese Go terms from the Sensei Library. Some descriptions have been added or altered (in italics) to explain the concept more clearly. Please visit the Sensei Library on the internet for a full list.

This content was published in an earlier edition but I tend to use Japanese terms a lot and some people have requested a reprint of the key terms.

Common Japanese Go Terms

[Aji](#) (Potential, literally *taste*) - 味

[Ajikeshi](#) (destroying aji) - 味消し

[Atari](#) (*atari – equivalent to ‘check’ in Chess – a threat to capture next move*) - 当たり

[Atekomi](#) (a play that threatens to cut a diagonal) - アテコミ

[Boshi](#) (Capping Play) - 帽子

[Chuban](#) (Chūban, Middle game) - 中盤

[Dame](#) – (*liberties for a stone or stones; also useless points between black and white territory*) 駄目 or ダメ

[Dan](#) (Grade, expert rank) - 段

[Furikawari](#) (exchange of potential territories) - 振り替わり or フリカワリ

[Fuseki](#) (Opening) - 布石

[Goban](#) (Board) - 碁盤

[Gote](#) (Losing the initiative, playing last) - 後手

[Hamete](#) (Joseki trap) - ハメテ

[Hanami ko](#) (flower viewing ko, picnic ko; *a ko that has to be won several times by one player to achieve a result*) - 花見コウ

[Hane](#) – (*a diagonal move (bending) around the end of your opponents stones*) ハネ

[Hasami](#) (pincer) - ハサミ

[Hiki](#) (Pulling back) - 引き

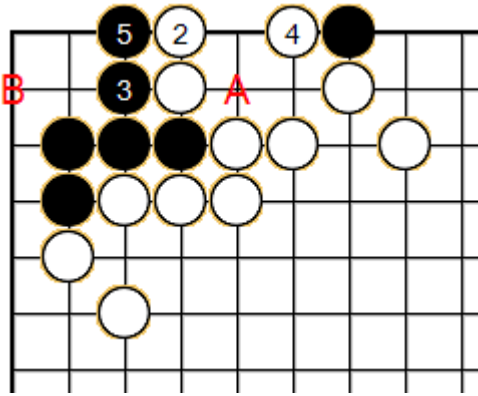


Diagram 37

Answer 20

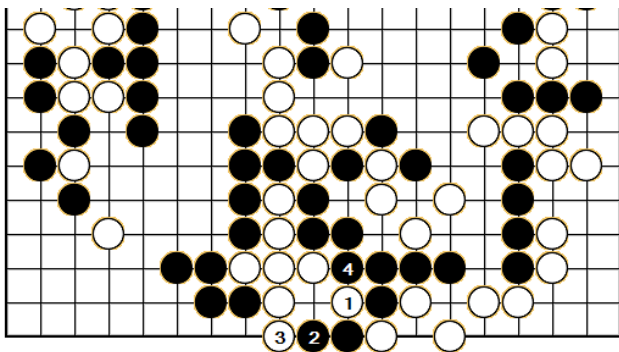


Diagram 38

The question is what happens if White cuts at 1 – is it a ko? The answer is no – Black can extend with 2 in Diagram 38 using damezumari against Whites stones.

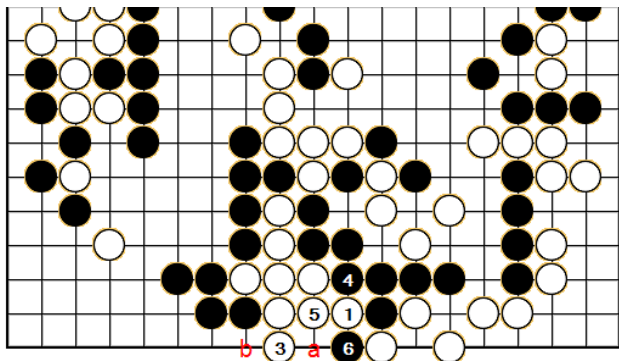


Diagram 39

White can capture two Black stones with 5 in Diagram 39 but Black sacrifices another stone at 6. If White persists by playing 'a' Black will play 'b' – there is just no way White can save these stones. So Black is free to play elsewhere. Incidentally, this position came from a professional game between Wang X. 9P and Tuo J. X. 3P. Needless to say they did not play out the position.

[Honte](#) (Proper move) - 本手

[Hoshi](#) (Star point) - 星

[Ikken tobi](#) (One point jump) - 一間トビ

[Ishi](#) (Stone) - 石

[Ji](#) (Territory) - 地

[Joseki](#) (*Jōseki*, Standard local play, typically in the corner) - 定石

[Kadoban](#) (*in a series of games (3, 5, 7 etc), a kadoban is a must win game - or the series is lost*) - 角番

[Kakari](#) – (*a move that attacks a single corner stone before it can be reinforced*) カカリ (in kanji, 掛かり)

[Kaketsugi](#) (Hanging connection) - カケツギ

[Karami](#) Splitting attack - 絡み

[Katachi](#) (Shape; *generally good shape; back shape is 'kōri katachi'*) - 形

[Katatsuki](#) (Shoulder hit) - カタツキ

[Keima](#) (Knight's move) - ケイマ

[Keshi](#) (Erasure, Reduction) - 消し

[Kikashi](#) (Forcing move) - 利かし

[Ko](#) (Kō) (Repetitive capture, literally *threat*) - コウ

[Kodate](#) (ko threat) - コウ立て

[Komi](#) (Compensation) - コミ

[Komoku](#) (3-4 Point) - 小目

[Korigatachi](#) (*Bad shape Over concentrated shape*) - 凝り形

[Kosumi](#) (Diagonal move) - コスミ

[Kosumi tsuke](#) (Diagonal attachment) - コスミツケ

[Kuro, Kuroi](#) (Black) - 黒 (noun), 黒い (adjective)

[Kyu](#) (Class, Below expert rank) - 級

[Magari](#) (turn; *to bend around the end of stones without leaving a cutting point*) - マガリ; 曲がり

[Me](#) (eye) - 眼

42 [Miai](#) (Shared alternative plays) - 見合い

[Moku](#) (point of territory) - 目

[Moyo](#) (Moyō, Framework) - 模様

[Nidan-bane](#) (Double hane) - 二段バネ

[Niken biraki](#) (Two space extension) - 二間開き

[Niken tobi](#) (two space jump) - 二間トビ

[Nobi](#) (stretch that adds two liberties) - both 伸び and ノビ

[Ogeima](#) (Large knight's move) - 大ゲイマ

[Sabaki](#) – (*light flexible good shape*) 捌き

[Sagari](#) (descent towards the edge of the board) - 下がり or サガリ

[Sansan](#) (the 3x3 point) - 三々

[Sanrensei](#) (three star points opening *along one side of the board*) - 三連星

[Seki](#) (mutual life) - セキ

[Semeai](#) (Capturing race, mutual attack) - 攻め合い

[Sente](#) (Initiative, playing first) - 先手

[Shicho](#) (Shichō, ladder) - シチヨウ

[Shicho-atari](#) (Shichō-atari, ladder breaker) - シチヨウ当り

[Shimari](#) (Corner Enclosure) - 締めまり

[Takamoku](#) (5-4 Point) - 高目

[Tenuki](#) (Playing elsewhere) - 手抜き

[Tesuji](#) (Skillful tactical play) - 手筋

[Tsukey](#) (Attachment) - 付け

[Tsuru no Sugomori](#) (Crane's Nest Tesuji) -

[Utte-gaeshi](#) (Snapback) - 打って返し

[Yose](#) (Endgame) - 寄せ

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