

# Sydney Go Journal

Issue Date – September 2007



## Australian Go Association



Founding member  
International Go  
Federation

### Australian National Championships

**Saturday and Sunday September 29-30.** Sydney Go Club, Surry Hills.

Venue: Philas House, [Level 1] 17 Brisbane St, Surry Hills [City]

For location use [Google maps](#) searching for "17 Brisbane St, Surry Hills, NSW"

Parking: In short supply. Best is train [from Museum Station 2 mins walk; from Central 10 mins walk].

Lunch: Provided, as with tea & coffee.

Registration ends at 09:15 on Sat morning

AGA members \$45, non-members \$70.

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).

Registration and further details: contact Robert Vadas [ravadas@yahoo.com](mailto:ravadas@yahoo.com).

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

Contributions, comments and suggestions for the SGJ to: [DavidGMitchell@optusnet.com.au](mailto:DavidGMitchell@optusnet.com.au)

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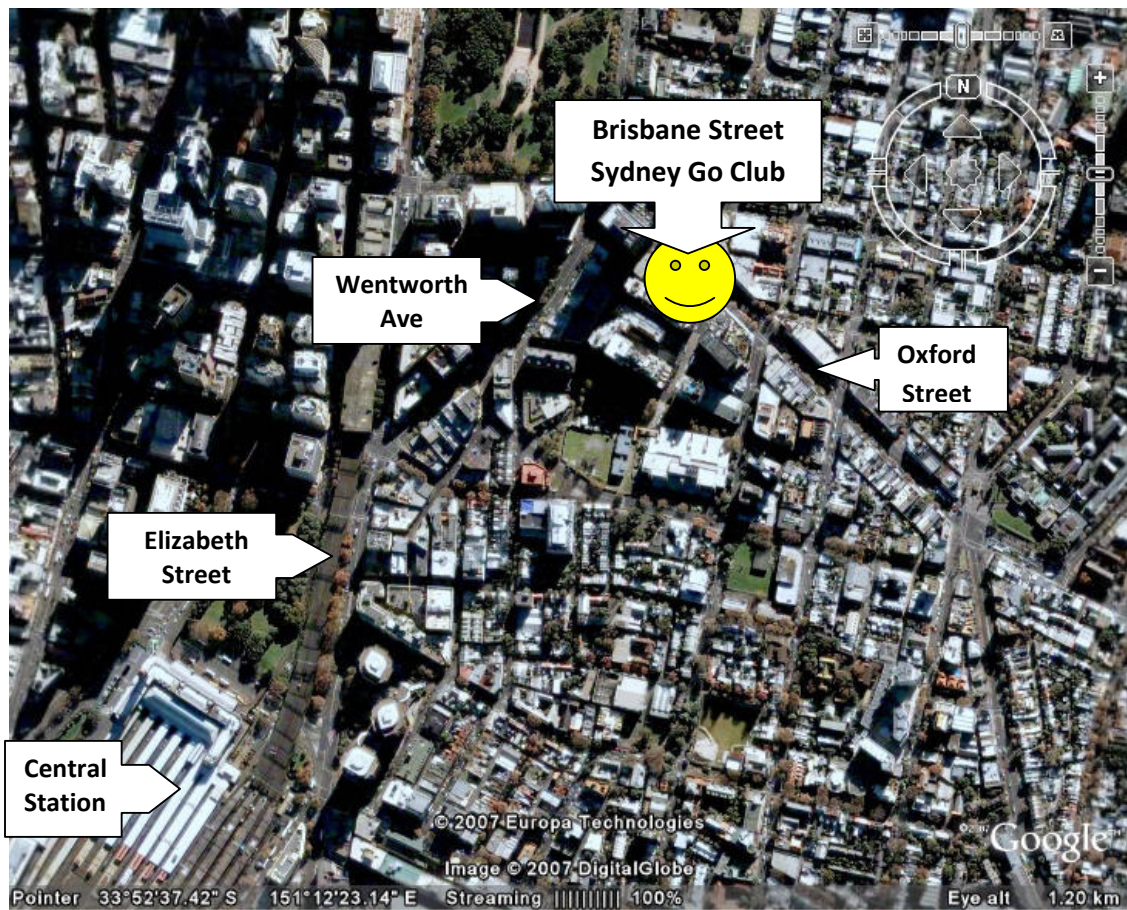
## **The Sydney Go Club**

Meets Friday nights from 5.00pm at:

Philas House, 17 Brisbane St, Surry Hills

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

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



## Studying Fuseki

More years ago that I care to remember I played at the Enfield Go Club in north London. I arrived early and put the Go sets on the tables – on one I set up 9 stones and waited to be annihilated by whoever walked through the door first.

Over time my skill improved and I got to play even games. The problem was that I had no idea what to do – there are so many ways to play and so many choices that I tried something different every game. This was amusing but not helpful – after a few months my teacher and strongest player at the club Francis Roads suggested that when playing Black that I pick on a single fuseki shape and try to play that for a period of two or more months. (Obviously if you are playing White is more difficult to pick a consistent pattern).

Francis' advise was excellent and helped me then and since to study and learn fuseki (opening strategy) and joseki (opening tactics). This section contains a number of professional games all of which start with the same shape for Black shown in Figure 1.

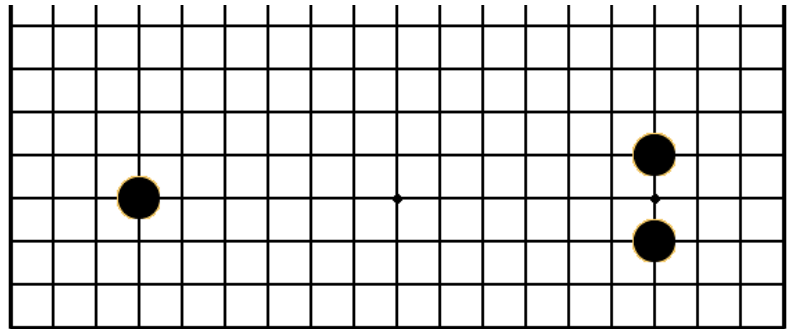


Figure 1

The shape is good for study because you can almost always achieve it by starting with a hoshi such as 1 in Figure 2. It really does not matter which corner White takes you can play 3 in the other adjacent corner. White will almost certainly take the empty corner so you can complete the shape by playing 'A'.

Once you are happy with your understanding of the shape you can change the fuseki slightly by playing 'B' instead of 'A'.

So, the following pages have games that all start with this shape – there are games played this year and others played many years ago.

Good luck with you study, it is hard work but it is worthwhile – here is what you do....

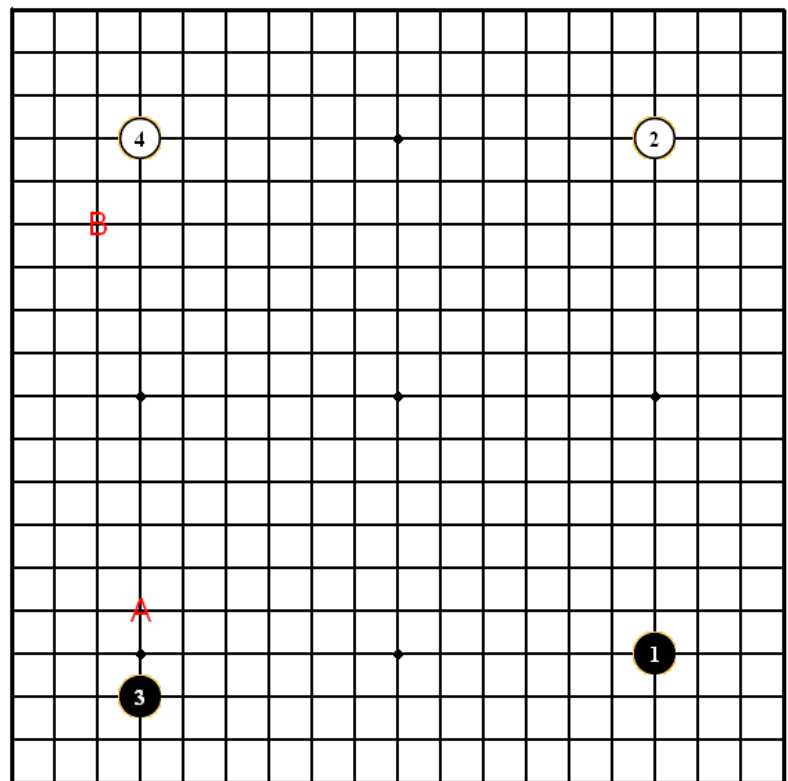


Figure 2

First memorize the game. This means playing the game through several times with the score, as you do so you will notice moves that look odd or that you have difficulty in remembering – write the move number of a piece of paper.

Once you think you memorized the game, turn over the kifu (game score) and try again. You will make mistakes but eventually you will memorize the whole game.

The second thing is to review the moves you noted – try to understand what was going on and play out as many sequences as you want to gain that understanding.

This first game was played on 20<sup>th</sup> June 2007 in the Chinese City League.

**Black: Cho Hansueng 9p**  
**White: Weon Seongjin 7p**  
**Komi is 7.5 points**  
**Black wins by 3.5 points**

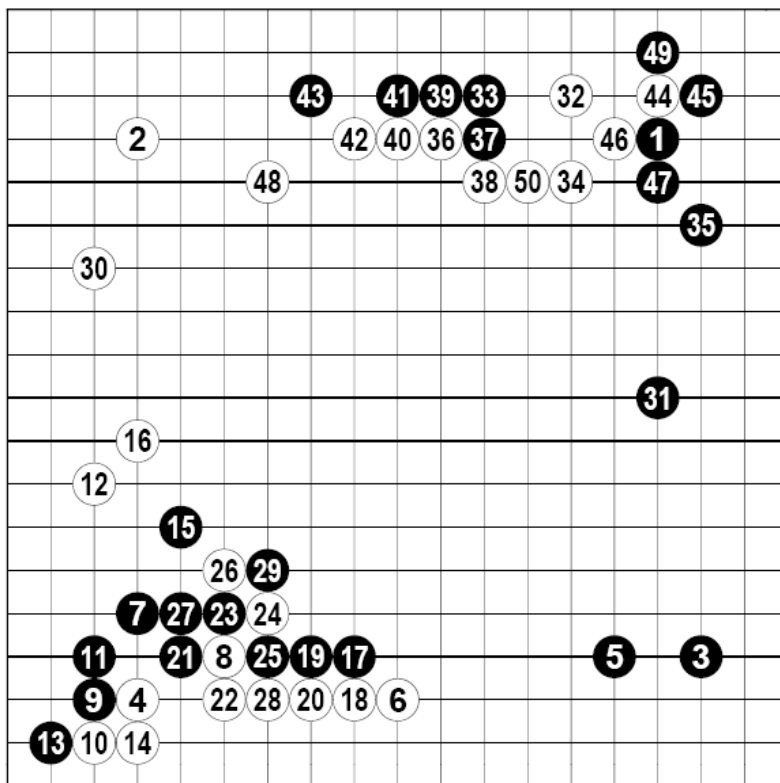


Figure 3

Moves 1 to 50

**Ko moves**

- 68 at A
- 71 at 65
- 74 at A
- 77 at 65
- 80 at A
- 83 at 65
- 86 at A
- 91 at 65
- 94 at A
- 99 at 65

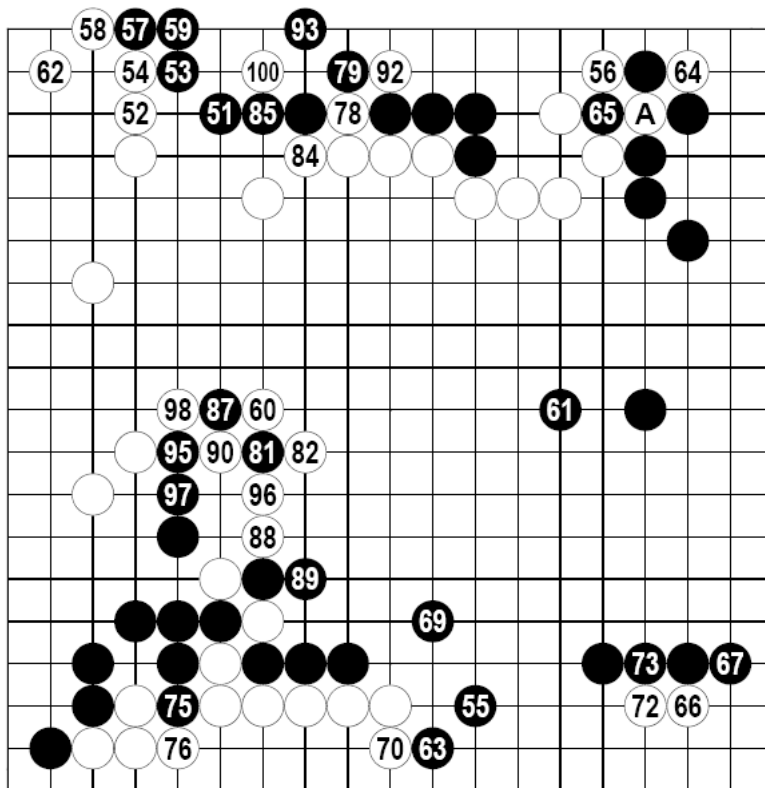


Figure 4

Moves 51 to 100

**Ko moves**

- 5 at A
- 8 at 2
- 11 at A
- 12 at 6
- 14 at 2
- 17 at A
- 20 at 2

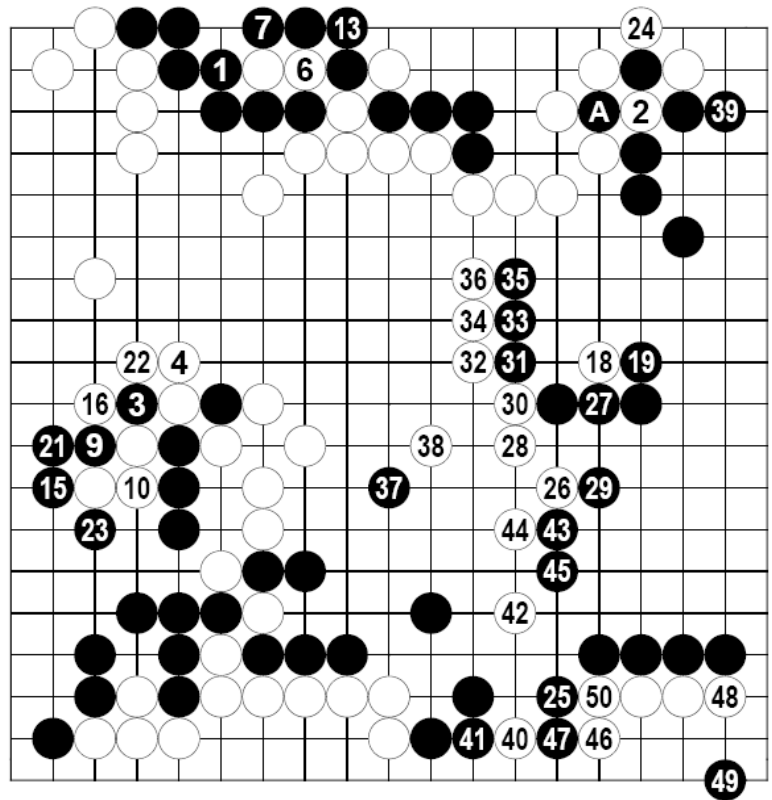


Figure 5

Moves 101 to 150

**Ko moves**

- 78 at A
- 81 at 71
- 84 at A
- 87 at 71
- 92 at A
- 95 at 71
- 98 at A

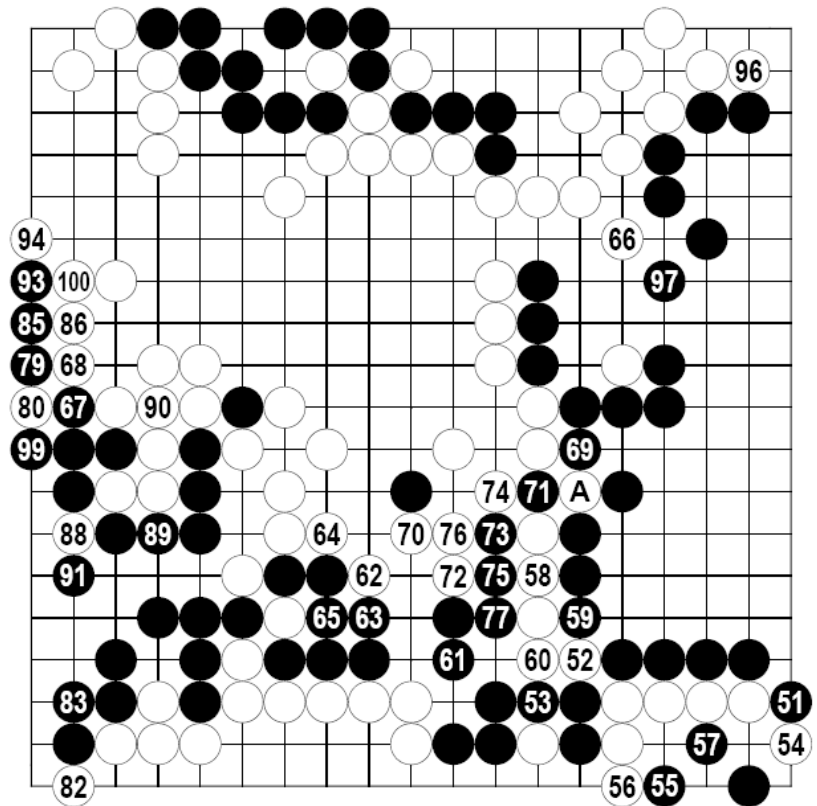


Figure 6

Moves 151 to 200

**Ko moves**

- 3 at A
- 4 at B
- 7 at 1
- 10 at B
- 12 at 1
- 46 at C
- 50 at 2

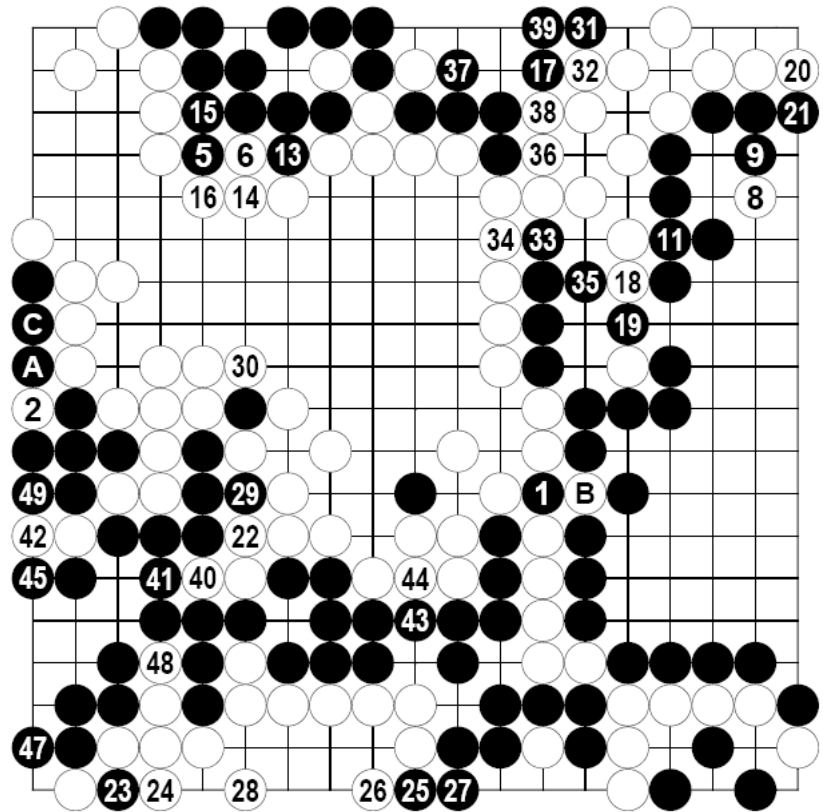


Figure 7

Moves 201 to 250

In order to keep the Sydney Go Journal to a reasonable size I have attached a number of .sgf game files of professional games that use this Fuseki pattern.

Enjoy your study.

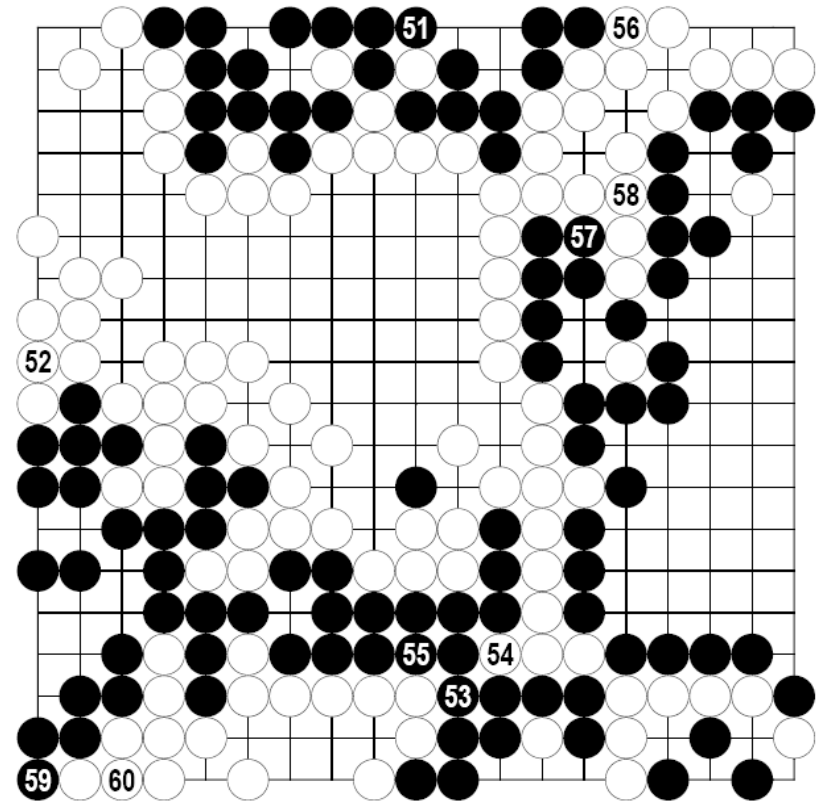


Figure 8

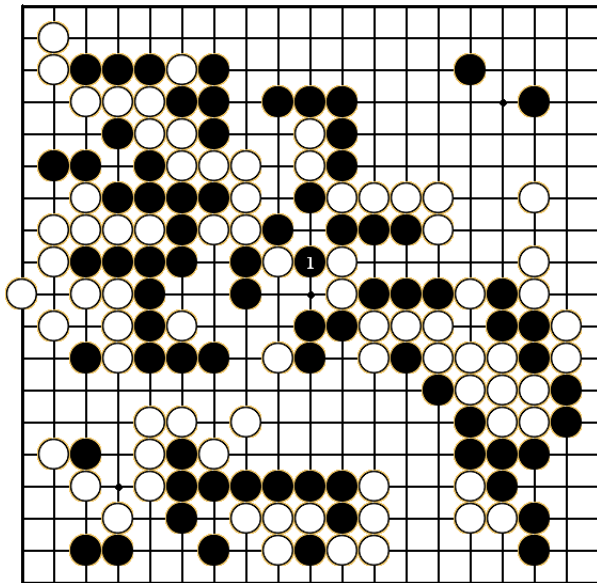
Moves 251 to 260

## A dozen problems

Here are 12 problems to test your tesuji and life & death skills. To gain the most from you should work the answers in your head not on the board!

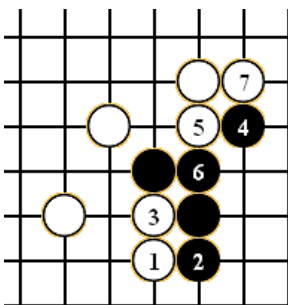
I have taken a number of these positions from KGS and professional games but some are 'traditional' shapes that occur frequently in games.

Enjoy solving the problems, answers are at the end of this edition.



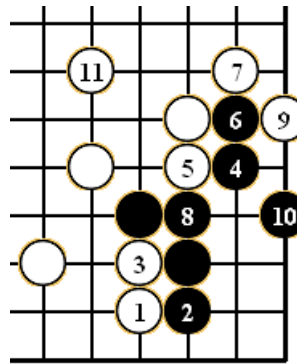
**Problem 1**

This first problem is from a game played between Zhou Heyang (9p) taking White and Tuo Jiaxi(9p) on the 30th June 2007. Black has just cut off a large White group in the upper left corner – please make two eyes.



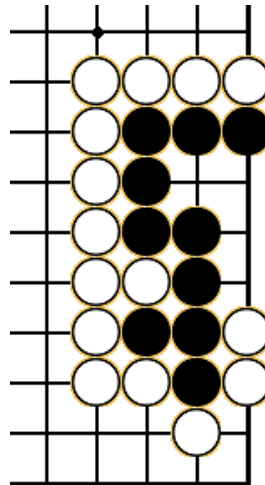
**Problem 2**

The shape in Problem 2 is formed if the hoshi stone is surrounded and White attacks. How can Black survive?



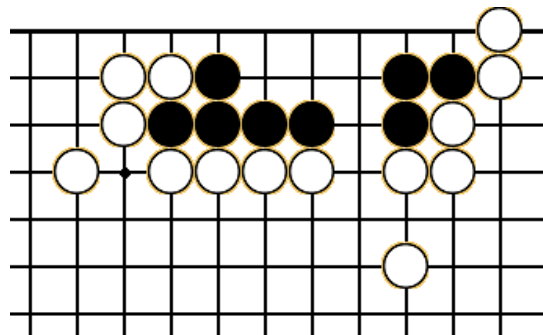
**Problem 3**

A similar situation to the previous problem – is this safe or does Black need another move?



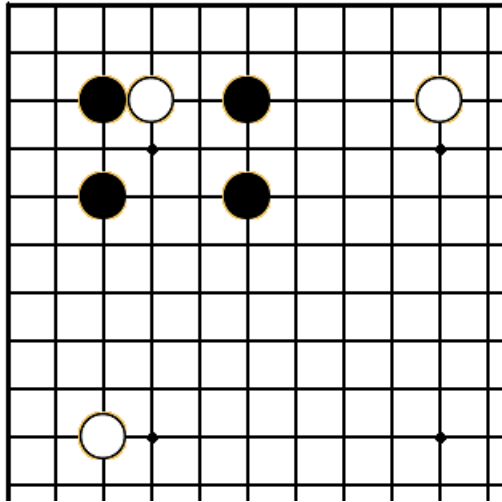
**Problem 4**

Black is in trouble in Problem 4 what can he do to salvage this position?



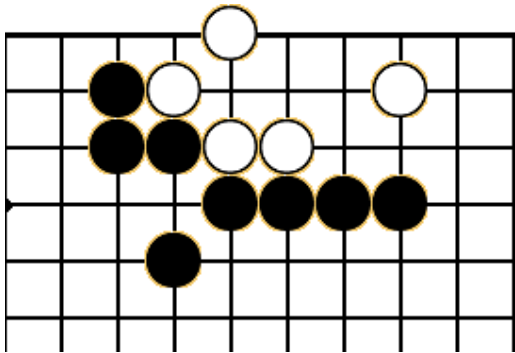
**Problem 5**

Black to play – and to quote Marvin – "...don't talk to me about life".



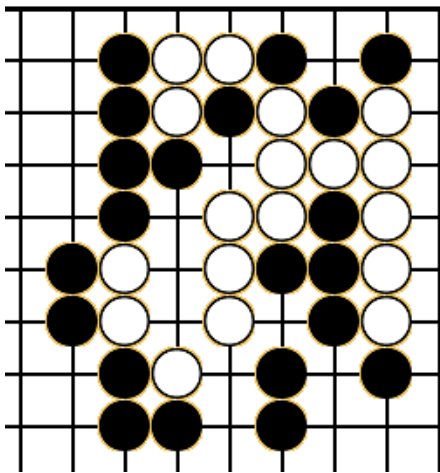
Problem 6

White to play – what can he do with his beleaguered stone in the corner?



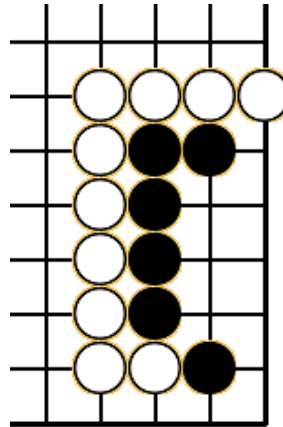
Problem 7

Black to play – you will probably recognize this shape from handicap games, is White's position viable or can Black kill?



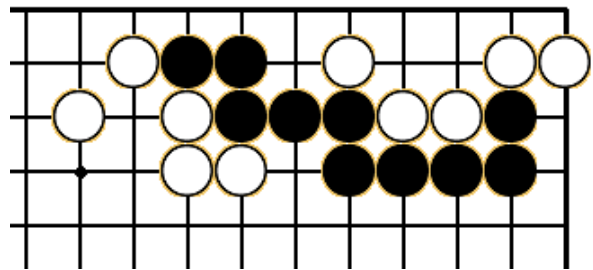
Problem 8

Black to play – and there is more to this position than just end game.



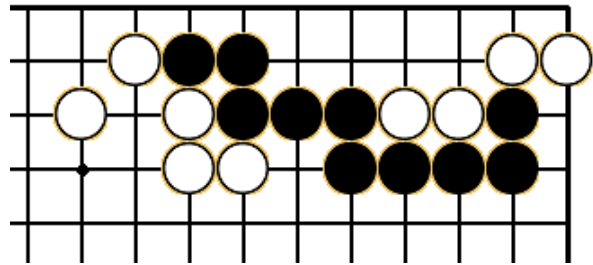
Problem 9

Black to play.



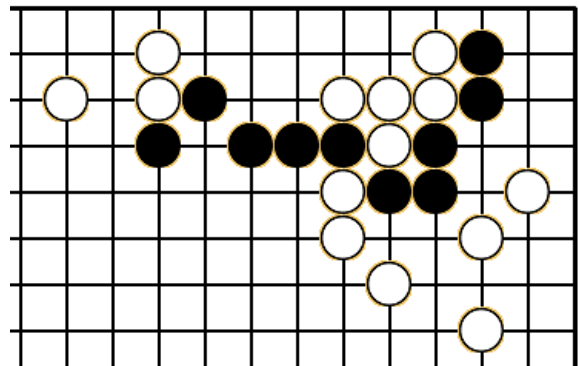
Problem 10

Black to play – the first part of a problem pair!



Problem 11

White to play...



Problem 12

Last, but by no means least, Problem 12 – Black to play.





## Connections for beginners

### Connecting - the rule

One of the first rules of Go is connecting stones. We all know the rules state that 'stones connect along the lines'. We know that 'stones on diagonals are not connected' and 'stones that are connected along the lines act as a single entity – they live together or die together', but that is just the beginning of the story.

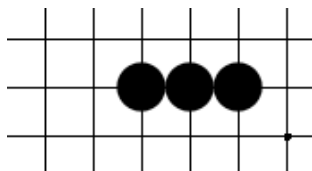


Figure 1

Starting with the basics – the three Black stones in Figure 1 are connected; there is a line between the three stones and this fits the rules exactly.

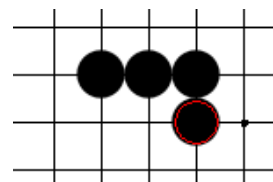


Figure 2

Similarly the stones in Figure 2 are connected because there is a line between each of the stones.

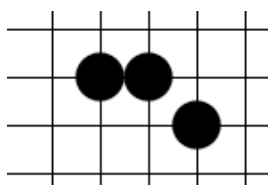


Figure 3

According to the letter of the law the three stones in Figure 3 form two groups. The two stones on the upper line are connected – there is a line 'connecting' them together. The third stone is not connected – there is no line between it and the two stones.

Stones can be connected in any manner provided there is a line between each of the stones. They may form a snake like shape such as in Figure 4. At first it appears that the two marked stones are not connected – there is no line between them! But this is wrong they are connected the long way around the string.

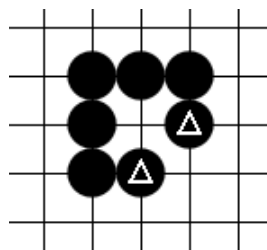


Figure 4

Connecting stones along the lines is a very basic concept it is used to prove territory or to prove life. But is it not always necessary to be 'legally' connected to be practically connected.

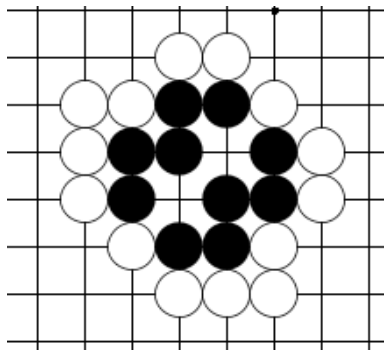


Figure 5

For instance, Black clearly has two groups in Figure 5, (the upper 5 stones are not connected to the lower 5 stones) but White cannot capture because Black has two eyes.

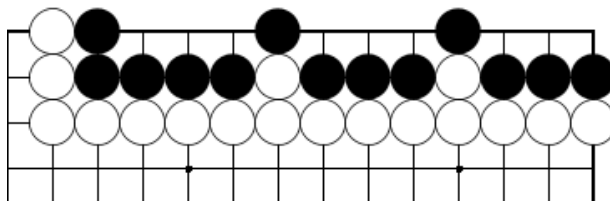


Figure 6

According to the rules Black has five groups in Figure 6, but there is no need to connect and he will get 9 points of territory in a game – If Black chooses to connect he will reduce his area by 4 points, something that is entirely unnecessary.

It is clear from the two examples above that the connection rule does not explain all connection in the real world. In the real world stones are connected unless they can be disconnected – not very helpful when you are teaching beginners but that is reality.

In the real world stones can be connected by 'virtual connections', the connection does not exist now but can be made to exist if the need arises.

Using this understanding we should say that Black has one group in Figure 3. It is one group because White cannot cut unless he makes two moves in a row.

### Basic Connections

In Go you must always assess the situation. Only then do you have enough information to decide what to do. Do not get pushed around, just because your opponent says 'atari' you have to defend, similarly just because your opponent threatens to cut does not mean you have to connect. Always look at the whole board and then make a decision.

Assuming connecting your stones is the most important thing, you need to consider how to connect. This may sound odd but there are many ways to connect stones.

Connections fall into two general groups: solid connections and loose connections (descriptions of the various types of loose connection are covered later in this article). All connections intend to protect your position and all connections have pros and cons, to pick the right connection requires judgment and a clear understanding of the position and your aims.

### Solid Connections

The most basic type of connection is the solid connection. For example White 1 in Figure 7 connects White's single stone to the rest of the group. Solid connections are easy to understand because they comply with the letter and the spirit of the laws of Go.

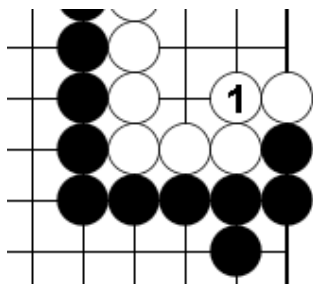


Figure 7

The advantage of a solid connection is just that – it is solid. The rules of the game forbid your opponent from capturing the stone unless he captures all connected stones. Your opponent has no ko threats and there are no tesuji that can break the join. The downside of a solid connection is its compact nature and (normally) its inability to do more than just connect.

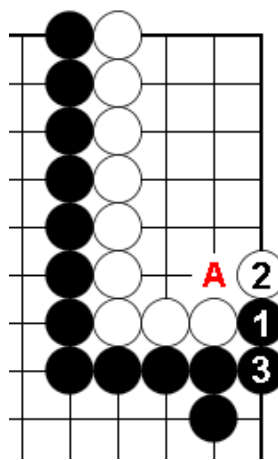


Figure 8

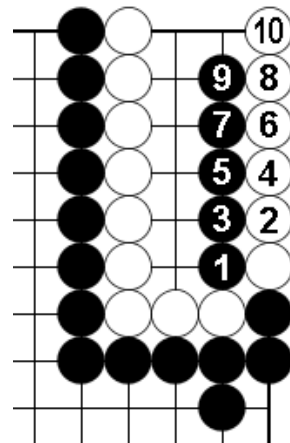


Figure 9

In Figure 8 White cannot ignore the cutting point at 'A'. In Figure 9 Black cuts and drives White into the corner and certain death.

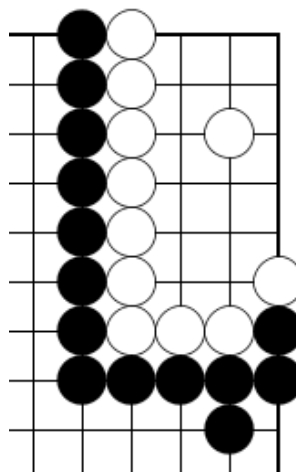


Figure 10

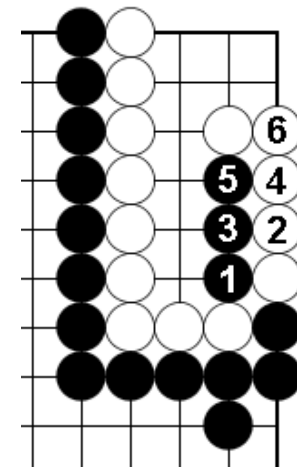


Figure 11

It seems obvious that you must connect when faced with this shape. But not always.... it depends on the entire position – connecting is only necessary when the cut works.

For example, White doesn't have to play another move in Figure 10 – because Black's cut at 1 in Figure 11 does not work. White is able to connect to a friendly stone and escapes with the sequence to 6.

Friendly stones can be helpful but sometimes they only appear helpful. The position in Figure 12 is only slightly different but White needs to defend.

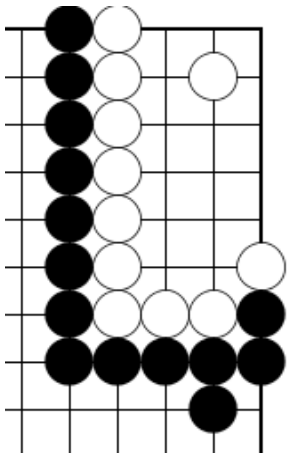


Figure 12

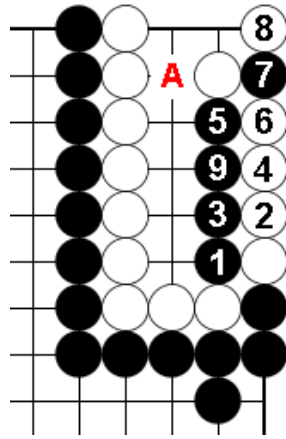


Figure 13

If Black is allowed to cut he has the 'geta' (loose capture) tesuji of 5 in Figure 13. After this White's stones are captured; if White connects at 7 after Black 9 then Black will play 'A' capturing the lot.

**Tip**

Knowing whether the cut works or not requires reading – make sure you know what you are doing and don't waste moves. If you defend unnecessarily you will waste moves and not learn anything, if you play out a situation that fails you waste ko threats.

**If you genuinely don't know whether to connect or not, don't connect - leave it.** Losing a game is a small price for a lesson – and learning is much more valuable than winning a game.

Connecting stones solidly is not just a feature of the end game; it is seen in all phases of the game. The most common reason for a solid connection is in reply to a direct attack.

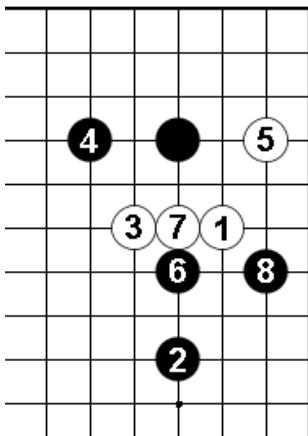


Figure 14

A common direct attack is the 'peep' Black 6 in Figure 14 peeps at the one point jump. White 7 follows the proverb 'even a fool connects' and

prevents Black from splitting White's position. The joseki continues with 8 (and there are many variations).

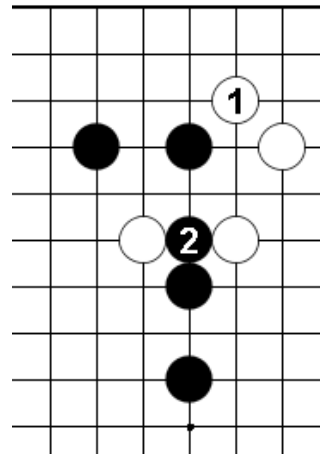


Figure 15

If White plays 1 in Figure 15 taking the corner Black will cut with 2. White will gain a secure corner but it is small compensation for the strength and influence Black gets on the outside.

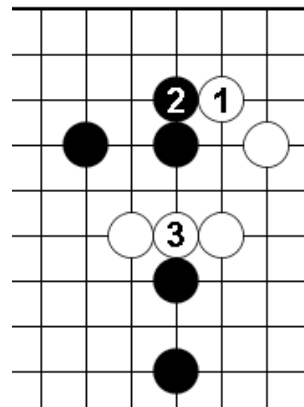


Figure 16

If Black is diverted from his threat to cut and plays 2 in Figure 16 limiting White's corner, then White will play 3 connecting to the centre – brilliant for White but very bad for Black.

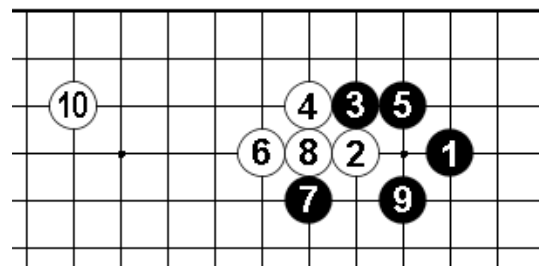


Figure 17

Another example of a peep attack is Black 7 in Figure 17. Black is trying to improve his position on the right

side by peeping with 7 and then playing 9 the result to 10 is a common joseki.

However, it is not always necessary to connect...

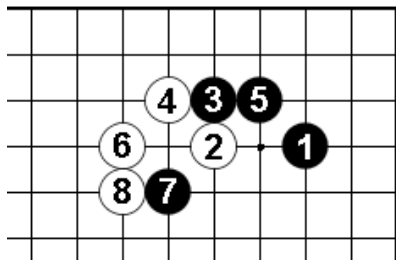


Figure 18

White can allow the cut if it fits his strategy. In Figure 18 White is trying to increase his influence along the upper side by playing 8, this is inviting Black to cut.

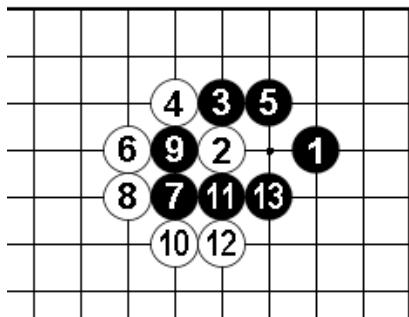


Figure 19

If Black takes the bait and cuts White will sacrifice the single stone and take the influence on the outside in sente.

Obviously Black has blundered into White's trap and White has gained influence around the outside. White's stones are not connected and this creates opportunities (aji) for Black, but over all White has done well.

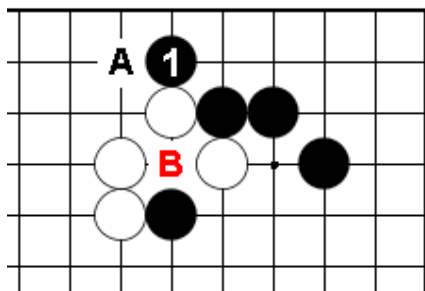


Figure 20

The weakness of this shape is Black 1 in Figure 20 – if White plays 'A' to defend the upper side, Black can cut at 'B' in sente then prevent White's squeeze tactics. The outcome may be OK for White, but it all depends on the rest of the board.

Note – If you want to learn more about any joseki in this article you can use Kogo's online Joseki dictionary or any of a number of Joseki Dictionaries available from most good Go book sellers.

### Loose connections

Connecting solidly is not always enough, sometimes you need to connect AND do something else. Sometimes you need to connect and make two eyes, sometimes you need to connect and extend, other times you need to connect two cutting points. This is where a family of loose connections can help.

The most common loose connections are the 'tiger mouth' or hanging connection, bamboo joint, one point jump and knight's move connections.

### Tiger Mouth (Hanging Connection)

The tiger mouth connection is the most common loose connection.

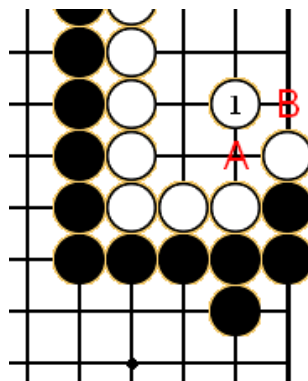


Figure 21

White 1 in Figure 21 is an example of a tiger mouth connection. If Black plays 'A' or 'B' he is risking his stones in the same way as if he put his head into a tigers mouth – it is likely to be bitten off.

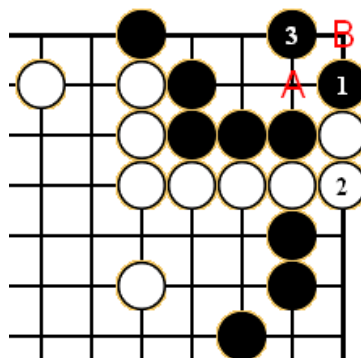


Figure 22

In Figure 22 Black can make two eyes (one at 'A' the other at 'B') by playing the tiger mouth connection of 3, but...

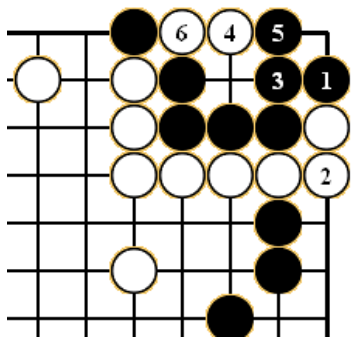


Figure 23

If Black plays the solid connection at 3 in Figure 23, White will play 4 killing the group.

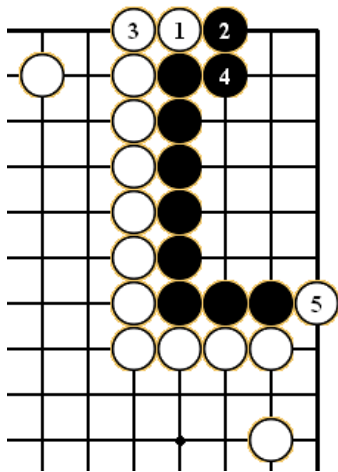


Figure 24

In Figure 24 Black chooses (wrongly) to connect solidly with 4, this is not a bad move in the local situation but when White plays 5 the error can be seen – Black requires another move in his territory at 8 in Figure 25.

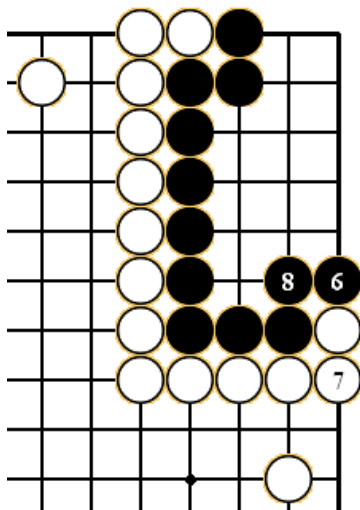


Figure 25

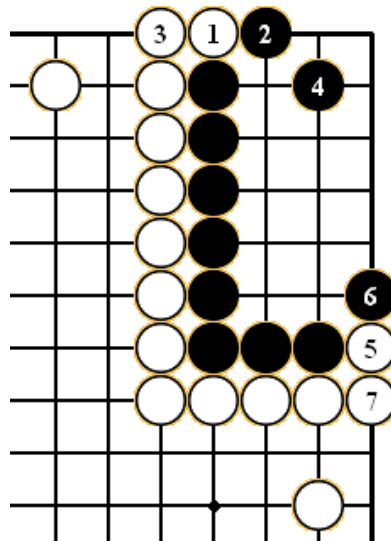


Figure 26

A better outcome for Black is the tiger mouth connection at 4. In this position Black does not have to defend after White 7 there is no need.

If White cuts after Black plays somewhere else he can force Black along the edge, but Black's stones at 2 and 4 prevent the tesuji sequence of 13 and 15 from working – Black is safe.

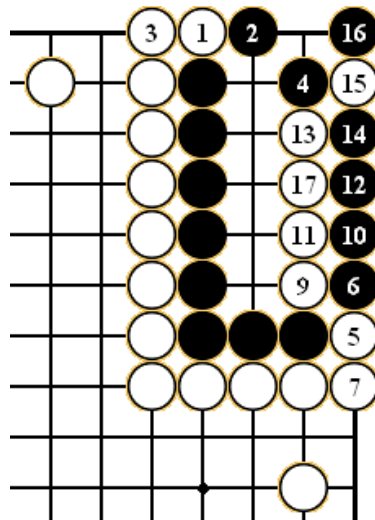


Figure 27

Tiger mouth connection occurs at in all phases of the game. In the opening (fuseki) it is important to 'influence' as much of the board as possible and loose connections like the 'tiger mouth' can deliver that result.

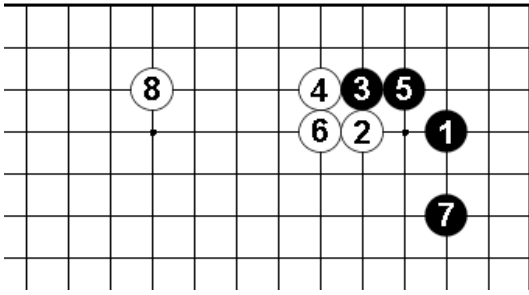


Figure 28

The sequence to 8 in Figure 28 is a common joseki; Black keeps the corner while White makes a position on the edge. White 8 is the optimal extension, if White plays any further along the upper side Black will invade.

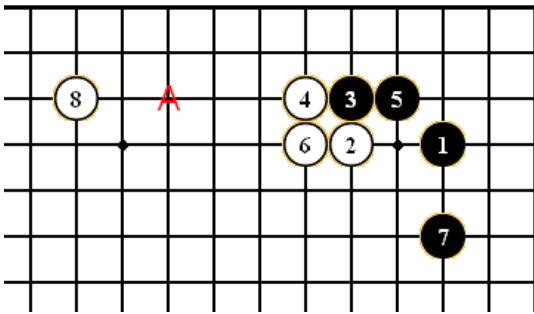


Figure 29

A White extension to 8 in Figure 29 is too far, Black has a number of attacks including the invasion at 'A', while another move by White will cause his position to be over concentrated.

If White wishes to extend further it can be done, but there must be preparation.

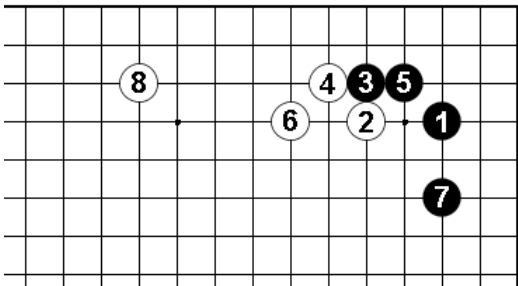


Figure 30

If White does not play the solid connection but instead plays the tiger mouth at 6 in Figure 30 then the extension to 8 is OK because the gap is smaller.

A word of warning – all loose connection come at a cost. In this case (Figure 31) White must respond to Black 1 (normally with 2), failure to defend leaves an excellent invasion point for Black at 'A'.

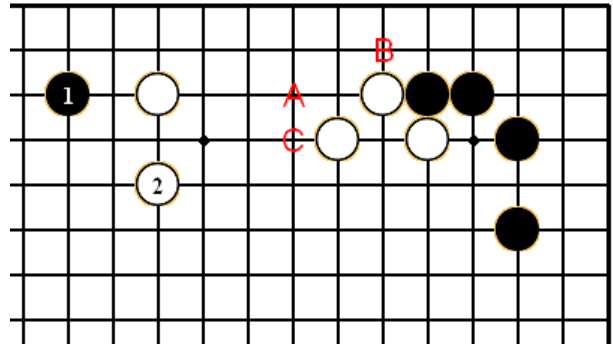


Figure 31

There is no good answer to Black 'A'; he has two escape routes – either underneath with 'B' or into the centre with 'C', neither result is good for White. So make sure you are happy with these consequences before making the move.

### ***Knight's connection***

The knight's move connection is a close relative of the tiger mouth connection. It works in a similar manner to the tiger mouth in that it tempts the direct cut but if cut the knight's connection helps capture the cutting stone.

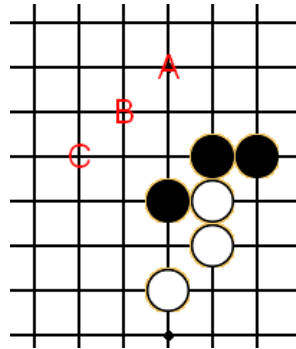


Figure 32

Moves 'A', 'B' and 'C' in Figure 32 are knight's move connections.

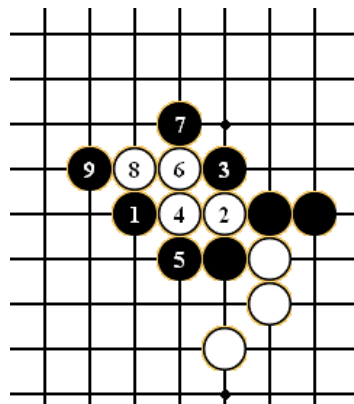


Figure 33

It works this way Black plays the knight's connection of 1 in Figure 33 and White cuts at 2, Black is then able to force White into a ladder to capture the cutting stone. Obviously Black will have worked out the ladder before playing 1.

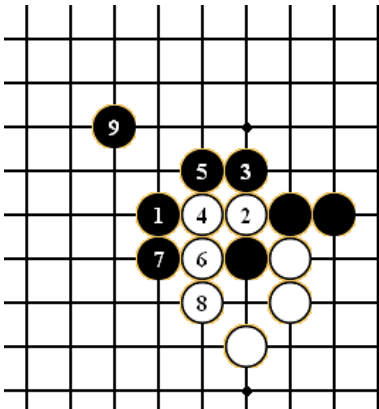


Figure 34

If the ladder turns against Black through some subsequent exchange Black can still profit from the situation by turning the ladder in the other direction with 5 in Figure 34. By sacrificing a single stone Black is able to shibori (squeeze) White's position and takes the outside influential with the sequence to 9.

In the opening (fuseki) a knight's move connection is used to develop rapidly and is most common in moyo (huge territory) games.

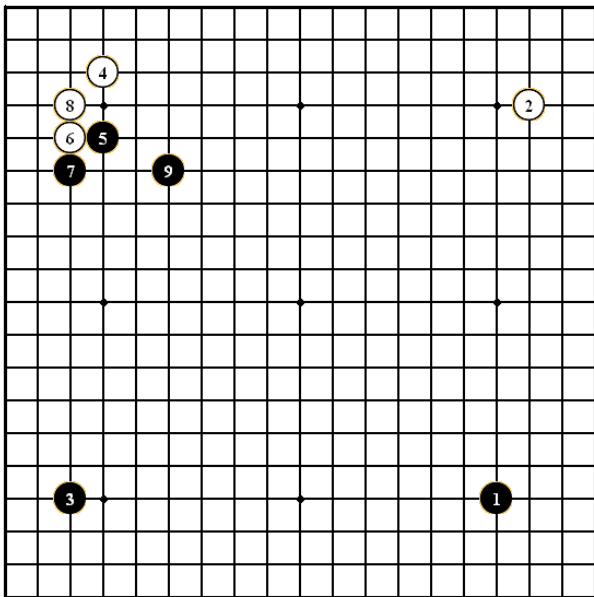


Figure 35

For example, Black 9 in Figure 35 helps protect the cutting point between 5 and 7, it aims to squash the upper side and build a wall for a moyo on the left and lower sides of over 100 points.

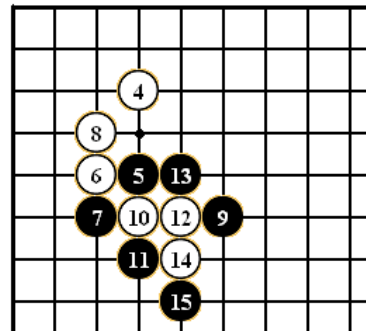


Figure 36

White cannot cut at 10 because Black will capture the cutting stone in a ladder (Figure 36).

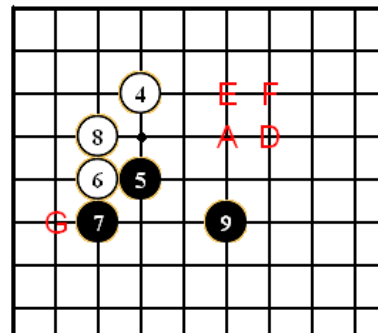


Figure 37

The most common response to this shape is to play elsewhere. White has a live position in the corner while Black's shape is light and difficult to attack, so there is no urgency to continue here. If White chooses to continue the most common move is 'A', although 'D', 'E' and 'F' are also common. Sometimes White even plays 'G' but second line moves are not normally good in the opening – so think carefully before doing that!

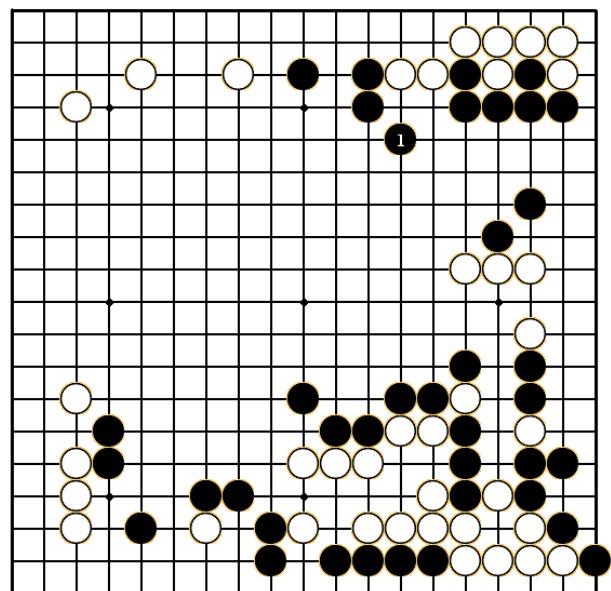


Figure 38



Knights move connections are seen in the middle game too. The position in Figure 38 is from a game between Iwamoto Kaoru (B) and Kitani Minoru (W). Black 1 connects the three stones on the upper side with the right side group to form a huge wall with which to pressurise White's 4 stones in the middle of the right side. In the game these stones live but White loses much elsewhere and Black wins by 2 points.

### ***Ikken tobi connection***

The ikken tobi (one point jump) connection is protection should your opponent try to cut, like other loose connection it has two aims, the first is to protect against the cut the other is to influence a greater area of the board.

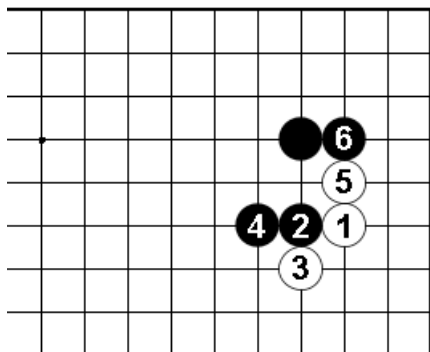


Figure 39

The position in Figure 39 is the start of an ancient joseki (opening sequence) – called the tsuke nobi joseki. (Note *tsuke means attach – nobi means extend*). Black 2 is the attachment, 4 is the extension. Black blocks White's probe with 6 and threatens to cut 1 and 3.

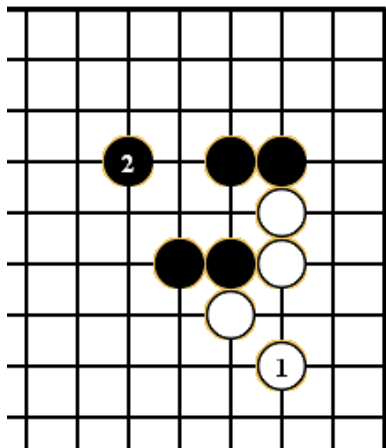


Figure 40

White protects against the cut – possibly with a tiger mouth connection of 1 in Figure 40 then Black plays at 2 – an ikken tobi connection.

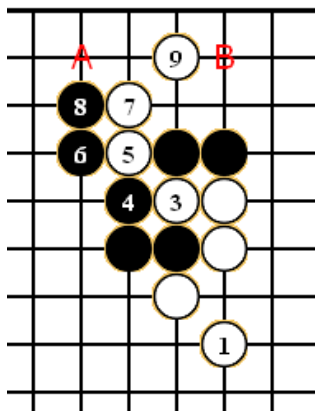


Figure 41

The danger for Black if he does not defend is the push and cut or 3 and 5 in Figure 41; once White plays 9 he creates a balance or miai between 'A' and 'B' – if Black plays one White will play the other.

### ***Bamboo joint***

The shape in Figure 42 is a bamboo joint, like other loose connection there is no 'law of the game' connection but White cannot cut the two sides apart.

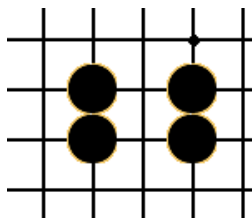


Figure 42

The bamboo joint can be played at any stage of the game but tends to occur more frequently during early and middle game phases.

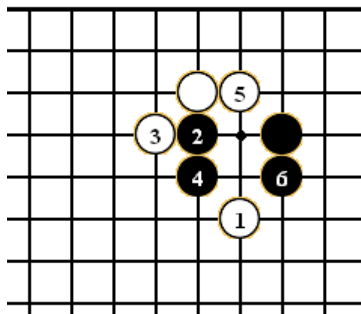


Figure 43

The sequence in Figure 43 shows a common joseki that utilises the bamboo joint. The advantage of this shape is that Black is spreading his position along the

edge, putting pressure on White 1 and connecting his stones.

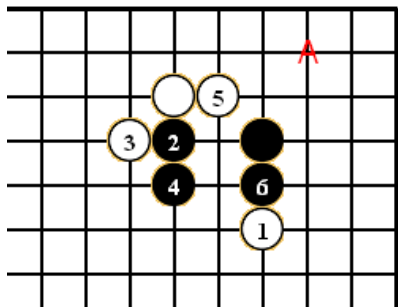


Figure 44

Another example is the joseki sequence in Figure 44 – Black 6 does a similar connection and pressure job here to the previous diagram.

Bamboo joints do have a weakness – the Go proverb ‘there is damezumari at the bamboo joint’ was covered in a previous edition of the journal, but to illustrate the issue...

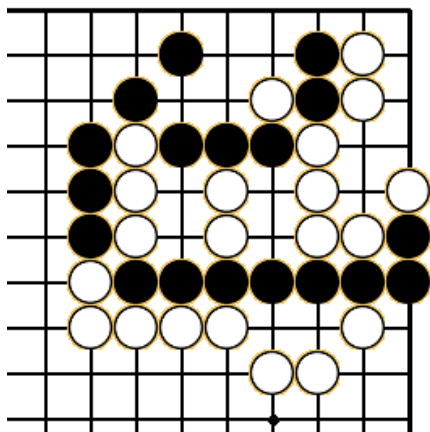


Figure 45

Black’s 8 stones on the right side look dead, but the weakness of the bamboo joint can be used to save them.

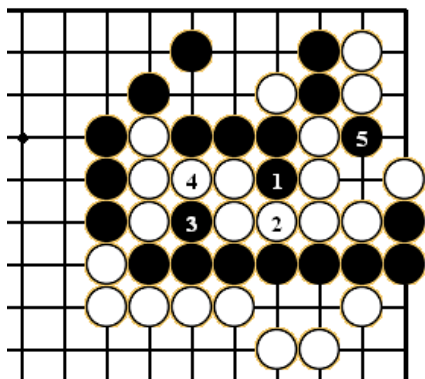


Figure 46

If White defends when Black tries to cut each of the bamboo joints in Figure 46 he uses up his own liberties enabling Black 5 to capture a large group.

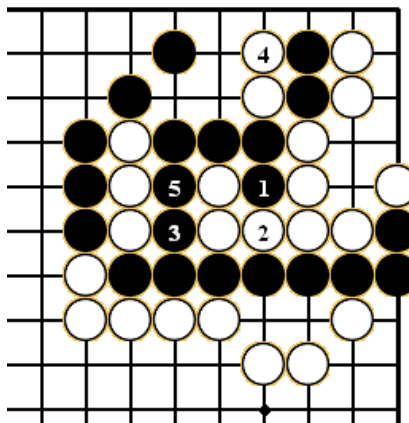


Figure 47

Obviously White will not play this out but will give up the 3 cutting stones as shown in Figure 48.

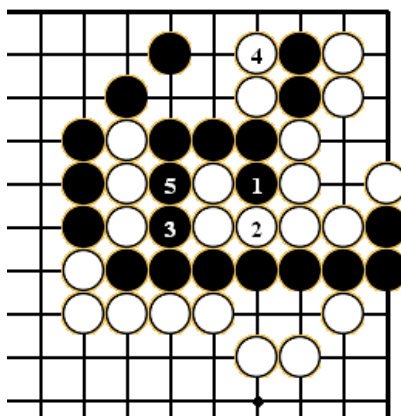


Figure 48

It should be clear that connecting is as complex as any other part of the game. There are a variety of moves that connect stones but selecting the right one is not easy, and each has its own strengths and weaknesses.

As you learn more and play more you will find that certain positions demand a particular type of connection. Experience of that sort is gained through regular practice; however you can gain similar skills and experience by tackling problems.

### Working through some examples

There are two main challenges when it comes to connecting your stones. First, spotting the need to connect and second, connecting while achieving a secondary aim.

Realising the need to connect and potential weaknesses is part of keeping your eyes open – look

at your stones as if you want to cut or kill them, that way you will see the weaknesses your opponent sees.

The second challenge – connecting while doing something else too requires some imagination and thought.

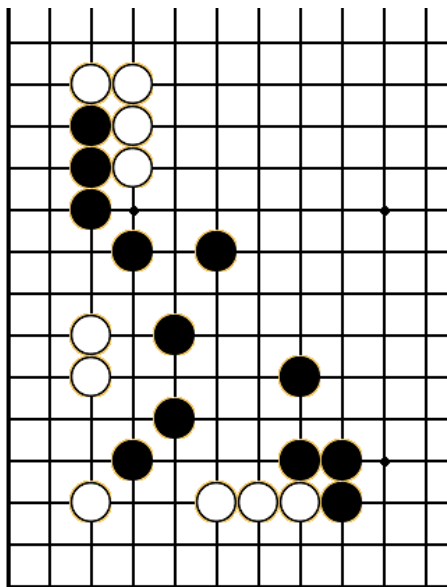


Figure 49

An example of two aims is Whites position in Figure 49. White is clearly in trouble, his stones are spread widely apart and there are two gaping holes both of which can be cut.

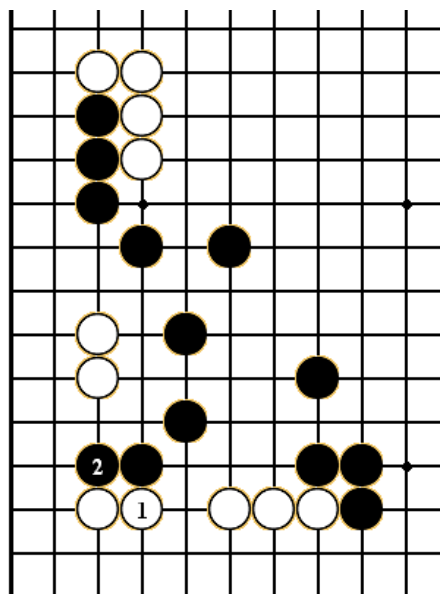


Figure 50

If White connects on one side – say with 1 in Figure 50, Black will sever the connection on the other side with 2 and capture two stones and a significant territory. Not a good outcome.

The key here is to recognise the symmetry of the position.

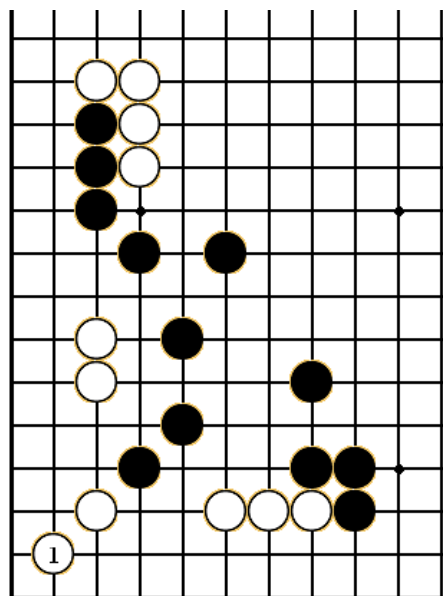


Figure 51

White 1 in Figure 51 is part of a tiger mouth connection – not just in one direction but in both.

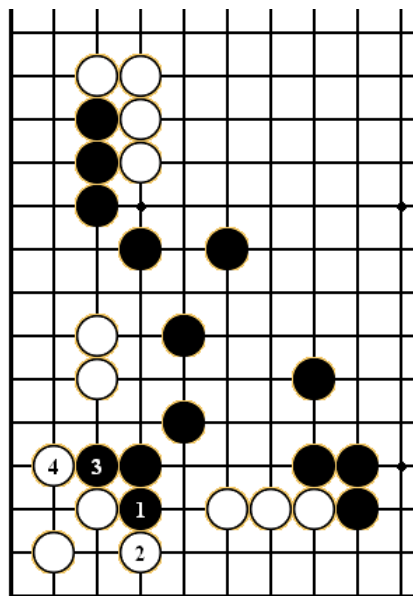


Figure 52

If Black pushes with 1 in Figure 52 White is able to defend with 2 finishing the tiger mouth connection in the corner. The same is true if Black pushes with 3.

Do not be fooled into thinking this use of the tiger mouth connection is only something for hand to hand battles – it is equally useful in the early middle game.

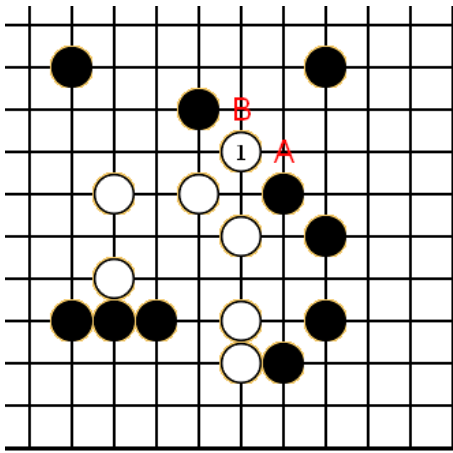


Figure 53

For example Black has put a lot of pressure on White's stones in Figure 53, but his position has holes and it looks like White will just wander through the gaps and destroy Black's shape. Black would love to play both 'A' and 'B' but neither the rules not his opponent will allow that.

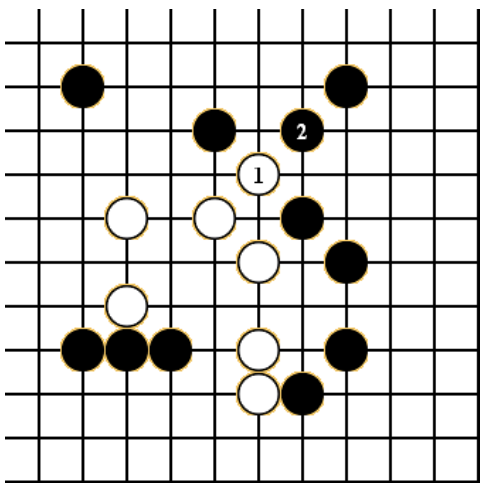


Figure 54

The connection tesuji is 2 in Figure 54, by stepping back and using his stones Black can complete the net on both sides – should White try to push the potential cutting points are protected by the tiger mouth connections.

Sometimes it is necessary to prepare the ground before a connection works; that often means negotiation. For example it would be great for White to connect his single stone on the lower side to his live stones in Figure 55, but Black is not going to let him do that unless there is a real reason.

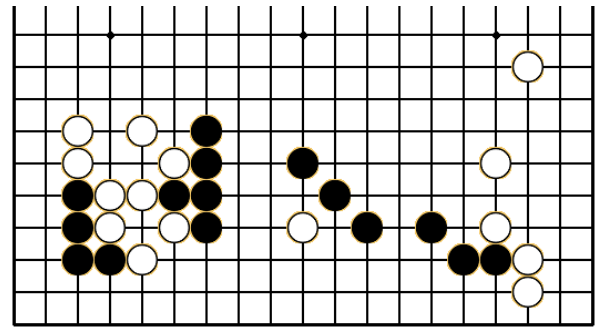


Figure 55

The leverage or preparation White needs is against Black's corner stones...

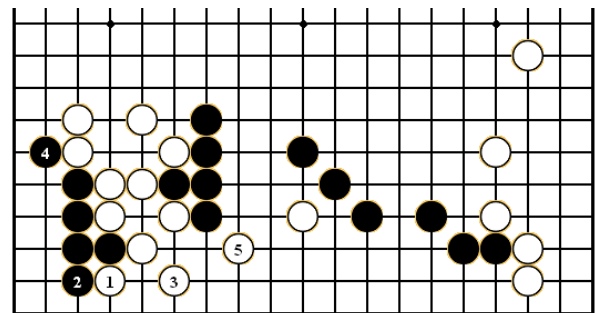


Figure 56

White 1 and 3 threaten to kill the corner, if Black plays at 4 to live then White can connect underneath with 5.

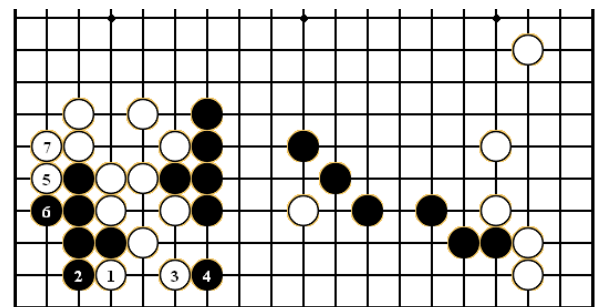


Figure 57

Obviously if Black tries to protect the lower side with 4 White will kill the corner – either way White makes a significant profit.

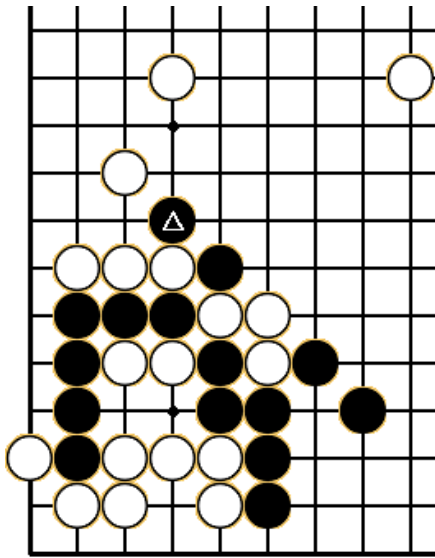


Figure 58

In Figure 58 Black has to capture the three stones or his big group will die, the problem is that his cutting stone is weak. If the cutting stone had more liberties or was connected to the marked stone then everything would be fine, but it's not!

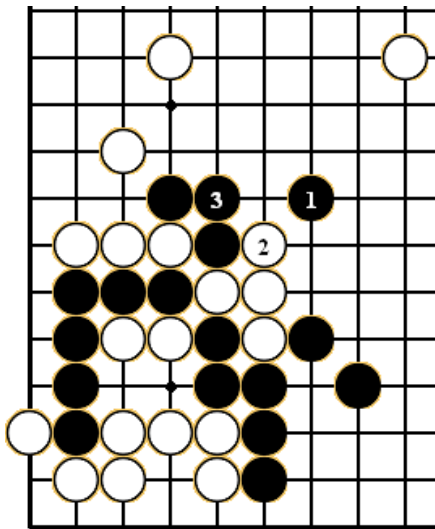


Figure 59

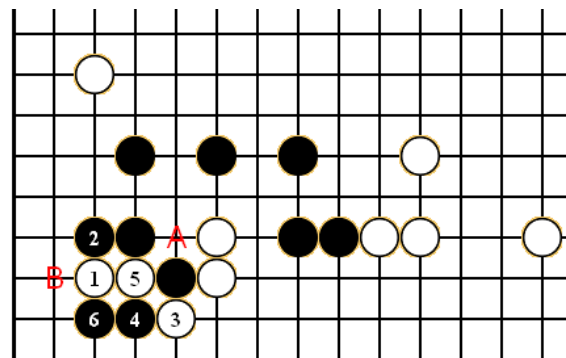
The key is a knight's connection at 1 in Figure 59; this defends the cutting stone AND acts as a loose capture or 'geta' against the White stones. If White pushes with 2 Black will connect and there is no way out for the White group.

## Next steps

Your next steps are:

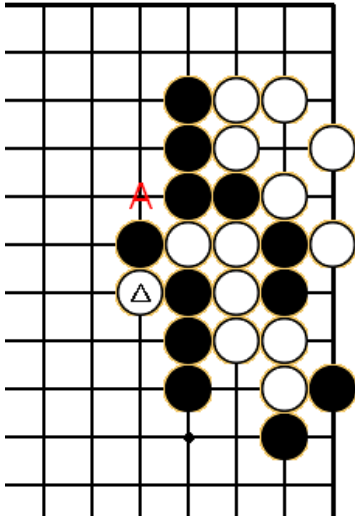
1. Commit these different types of connection to memory and remember their relative strengths and weaknesses. Each one has its place and you need to learn to pick the right one in each situation.
2. Practice problems – I have included some connection problems here for you to try in the safety of your home. There is no risk with these problems – you are not risking a loss against your arch rival, so think about the answers, don't play them out or look at the answers – think them through.
3. Last, but by no means least, practice. You will have the opportunity to use all of these connections in your games. Sometimes you will choose the right way and other not, but it is only through practice that you will really learn these lessons properly.

## Problems



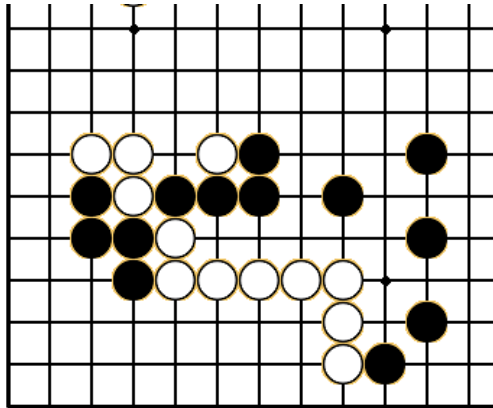
Problem 1

White tried to live in the corner by playing the san san (3x3) point in Problem 1 and Black played the standard joseki. If White takes the single Black stone by taking at 'A' Black will play 'B' and White will die. So what can white do?



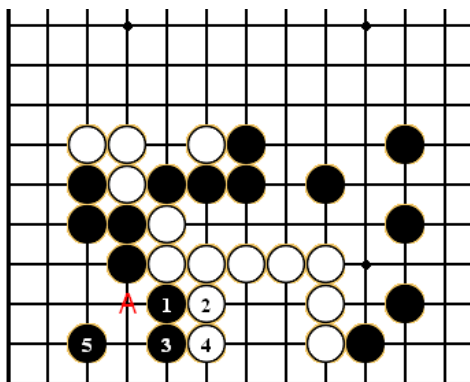
Problem 2

The shape in Problem 2 is the result of a common hoshi (star point) joseki. Black has built a nice wall but White has the potential to cause trouble with the marked stone on the outside, in addition there is a cutting point at 'A'. How can Black repair his position?

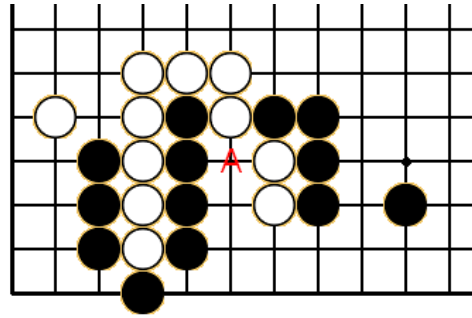


Problem 3

Black to play in Problem 3 – he would like to play the sequence to 5 in Reference Dia 1. If White plays this way his group will die (the door group is dead!). However, Black has a concern what if White cuts at 'A' instead of playing 2 – does the cut work?

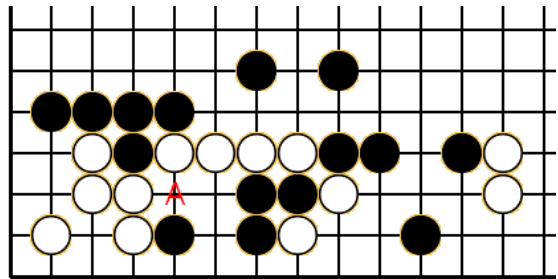


Reference Dia 1



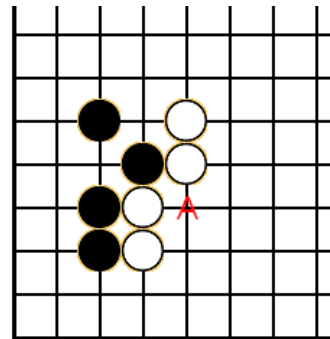
Problem 4

In Problem 4 White has a cutting point at 'A' – if he defends the cut Black will connect his corner group along the lower side. Can White do more than just save his two stones?



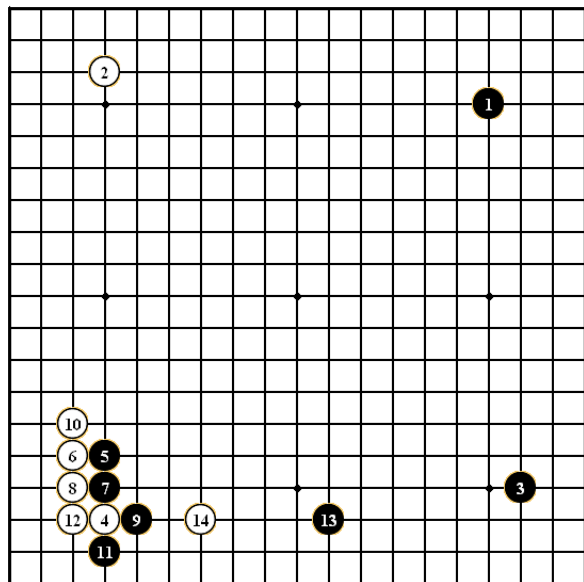
Problem 5

Black would like to cut at 'A' in Problem 5 but is it really a cutting point?



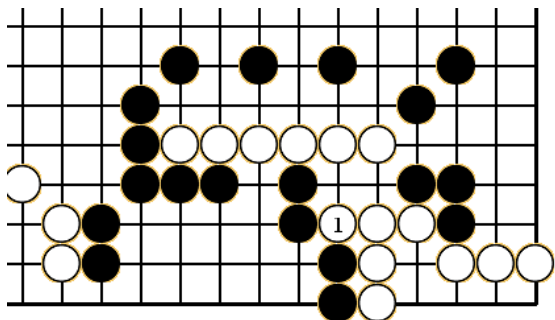
Problem 6

The position in Problem 6 is from a common even game joseki – White has a cutting point at 'A', what is the correct connection?



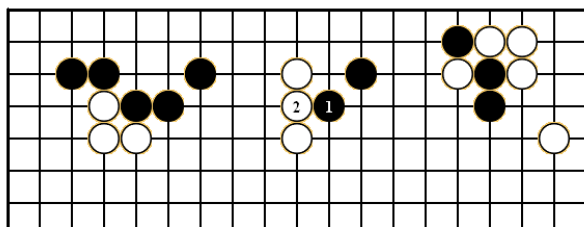
**Problem 7**

The position in Problem 7 is from a professional game played in May 2007 between Cui Ning (W) and Tang Yi (B). White has played an aggressive attack with 14 aiming at the cutting points in Black's group – what is the best way for Black to connect?



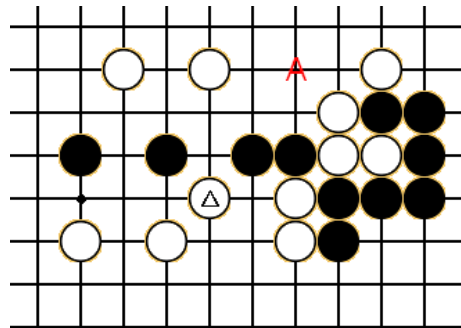
**Problem 8**

White has just played 1 in Problem 8 connecting his central string of stones to the corner, in the process he has threatened to capture two Black stones. Should Black choose to defend the cut, which is the best way?



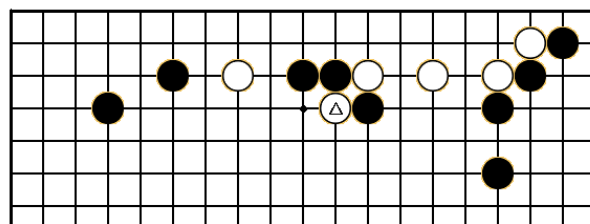
**Problem 9**

Black has played to peep at 1 in Problem 9 and White has connected – what can Black do to stabilise his position?



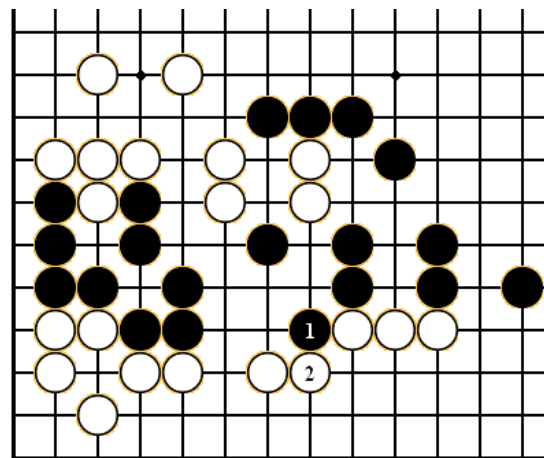
**Problem 10**

White has just played the marked stone peeping at Black's one point jump. White expects Black to connect allowing White to connect his outside stones with 'A'. Can Black spoil White's plan?



**Problem 11**

The position in Problem 11 is from a handicap game – White wants to connect into the centre, decimate Black's territory and get sente – but then he always does. White's real aim in this position is to rescue the marked White stone.



**Problem 12**

Black wants to connect his left side group in Figure 12 – he exchanges 1 for 2 on the lower side and then kills a small White group in another part of the board. Can White cut off Black's group?

## 28<sup>th</sup> WAGC

This is an interesting game with one fundamental lesson – Go is a territory game – you can fight and destroy territory until the cows come home, but unless you make territory you will lose.

**MEXICO**



**MALAYSIA**



White: Carlos Gonzalez Zelaya (Mexico)      Black: Boon Ping Teng (Malaysia)

This game was played in round 8 of the 28th World Amateur Go Championships on 31<sup>st</sup> May 2007. There are 6.5 points komi.

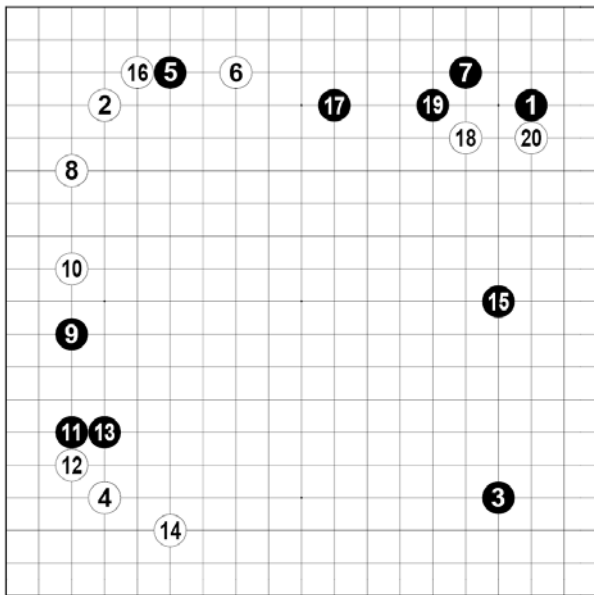


Figure 1

The opening to 8 in Figure 1 is normal and can be seen in many professional games, but Black 9 is not the right focus of the game.

Black 9 is a destructive move – it takes away territory from White while building almost nothing for Black. If you survey the board you will see that the lower and right sides are still open and Black should be building area in one of those places.

Invasions and territory reductions are necessary when you have not got enough area – in this case disrupting White's area is not important because there are many big moves to play.

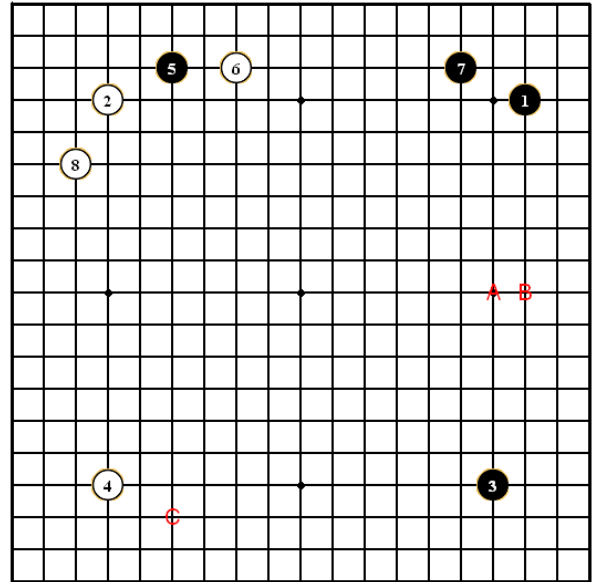


Diagram 1

Black normally continues on the right side – either 'A' or 'B' in Diagram 1; this builds territory in front of the shimari and starts to make a moyo based on the lower right corner.

This is not the only strategy, it is also possible to build along the lower side with 'C' – this stretches Black's position and can lead to fighting, but that does not make it bad – it all depends on what you want to do.

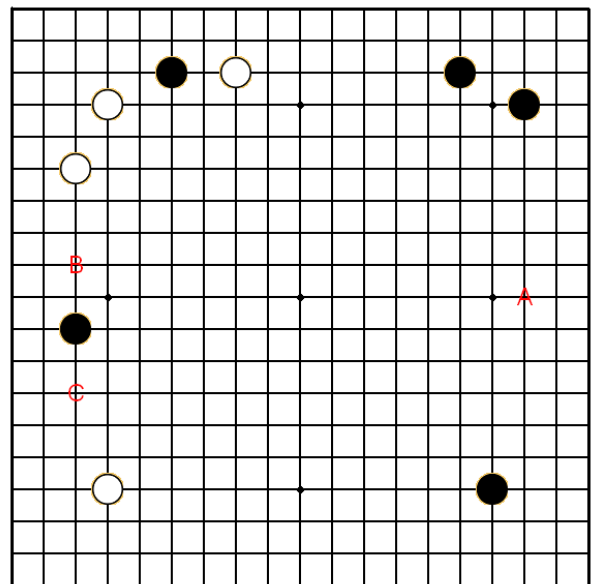


Diagram 2



White 10 (Figure 1) should be at 'A' in Diagram 2. One way to look at this is that Black spoils White's potential on the left so it is only fair and reasonable that White returns the complement. This is not necessarily the right way to think but in this case it is right because the right side is clearly the most valuable area on the board.

White's decision to continue on the left is an error – there is no urgency for White to continue on the left because no matter which way White approaches the Black stone Black will extend in the other direction.

Equally it is not clear which approach 'B' or 'C' (in Diagram 2) is best for White, either could be good it just depends on what happens elsewhere. Given this lack of clarity White should bide his time and play elsewhere.

Balanced or 'miai' situation like this occur frequently during fuseki; many players settle the situation immediately but that is wrong. You must be patient and wait – often these 'balanced' positions can be turned and used against your opponent, at the very minimum they will cause him to worry.

The sequence to 14 in Figure 1 helps Black settle his position in sente and so he is free to play 15 on the right side – this is a poor result for White.

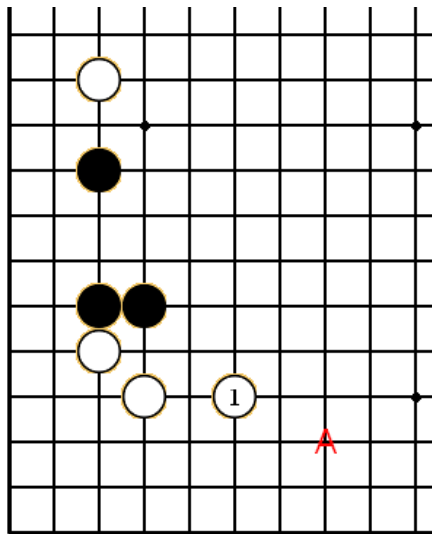


Diagram 3

One final point on the left side exchange – White 14 (Figure 1) is a defensive move; it does not put as much pressure on Black's left side group as the one point jump in Diagram 3 does.

Under normal circumstances White would be concerned about 'A', but Black is keen to take the big more at 15, so that risk is reduced.

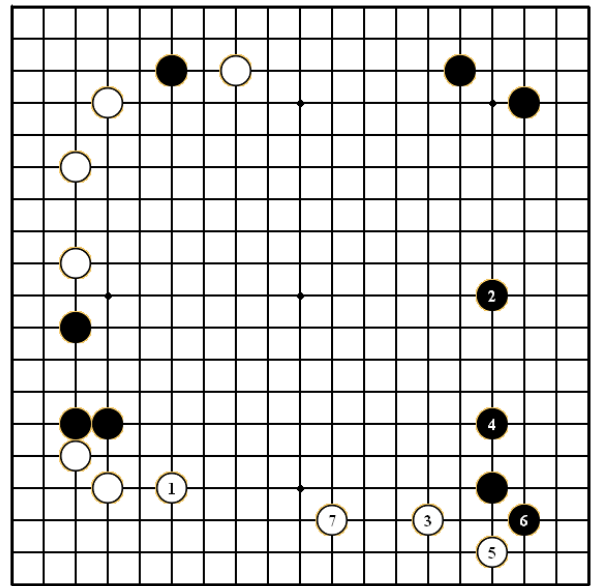


Diagram 4

In addition, if Black takes the big point of 2 in Diagram 4 White could continue with 3, 5 and 7 in Diagram 4 building a reasonable position on the lower side. In the game this is not as effective because of the low position of White 14.

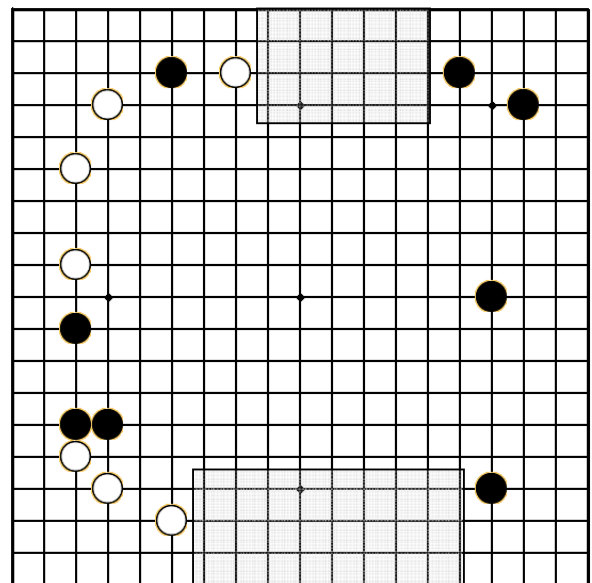


Diagram 5

After Black 15 there are two big areas to claim (the shaded areas shown in Diagram 5). The lower side is 9 rows wide and the upper side is 6 rows wide.

The upper left corner left corner is not important at this time because the best Black can get is a ko for life (see Diagram 6).

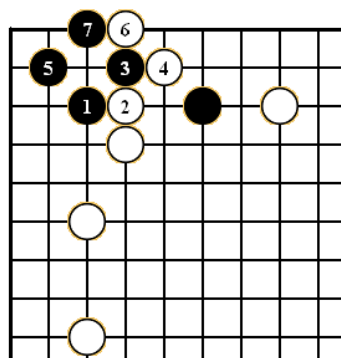


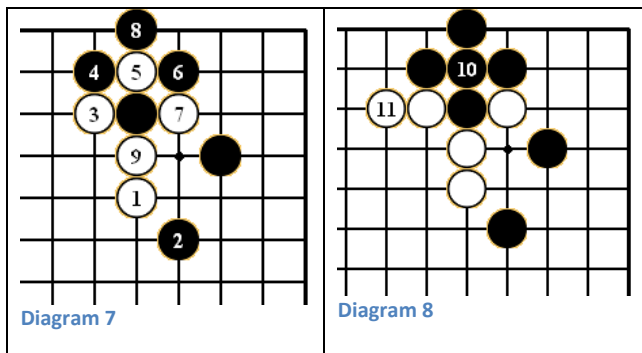
Diagram 6

In the game White defends in the upper left corner. Not only does this move lack urgency it also puts White's first eight moves on the left side – not a good balance.

Black's 17 is not a bad choice. It is not the largest area but it threatens to rescue White 5 and puts pressure on White 6. White cannot continue in the upper left corner as he will become even more over concentrated

White 18 is not a bad idea if it is played as a kikashi – a sort of hit and run move – but White has to build something on the bottom side.

Perhaps White thought that Black would defend the right side with 2 in Diagram 7 and the fight would continue as in Diagram 8, but Black plays the kosumi of 19 puts paid to that idea.



White must play on the lower side now; getting embroiled in a fight in the upper right gives Black the initiative – Black is attacking White is defending. This means that Black will be able to leave the fight first and play on the lower side before White.

It is important to judge when a game moves from fuseki to the middle game, from construction to

negotiation. In this game White loses sight of this, so even though White destroys Black's area in the upper right, Black is able to gain more than adequate compensation elsewhere.

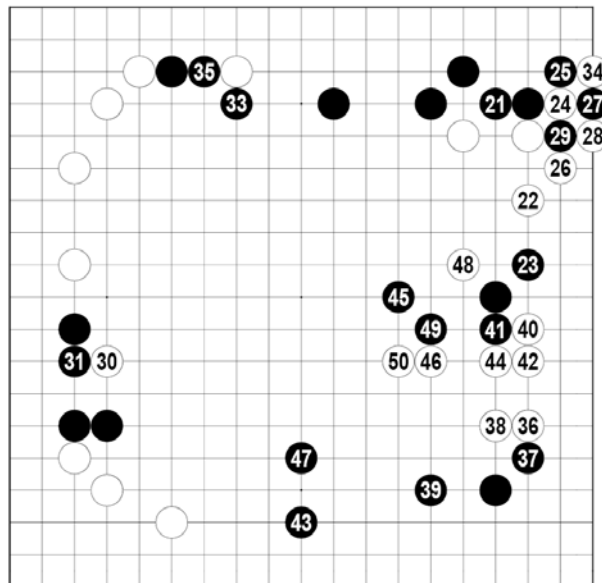


Figure 2 – Moves 21 to 50. (Ko moves – 32 at 24)

White's tactics in the upper right are also too early. The problem is that White can get a ko but he does not have sufficient ko threats. The ko fight is for between 20 and 25 points – Black can make an equivalent profit at 'A', 'B' or 'C' in Diagram 9, while White is left scratching for something to attack.

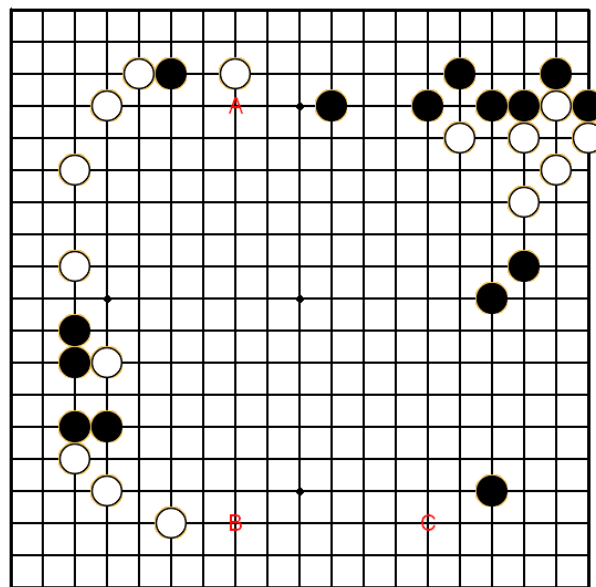


Diagram 9

The other problem for White is that Black can abandon the ko and connect at 1 in Diagram 10 anytime. White's group is stronger but it does not have two eyes.

Perhaps because of this White settles the ko sacrificing White 6 for the safety of his group, but much of the area Black lost in the corner is recouped on the upper side.

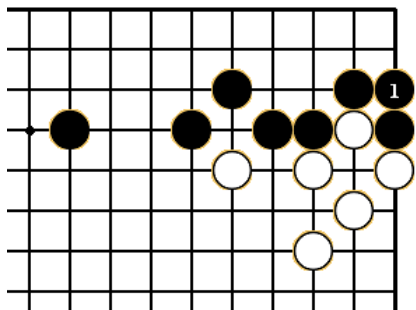


Diagram 10

At this stage White does not have enough territory; he must use 36 to build on the lower side. Playing between Black's positions on the right guarantees White will be under immediate attack, this is not good. Black uses the attack against White 36 to build along the lower side.

White may have had designs on Black two side stones (15 & 23). The problem is that these stones are light and cannot be put under sustained pressure for White to make profit.

White's invasion does destroy around 15 points and makes a handful of White points but Black takes the majority of the lower side. This exchange is clearly in Black's favour.

A stock take after White 50 sees White with around 50 points. He has 20 points in the upper left, 15 in the lower left and around 10 points on the right.

Black has about 60 points, around 30 on the upper side, 25 on the lower side, and 5 on the left.

Black's position is more easily developable than White's but both players have similar power and attack potential but Black has sente.

The assessment at this stage is clearly in Black's favour.

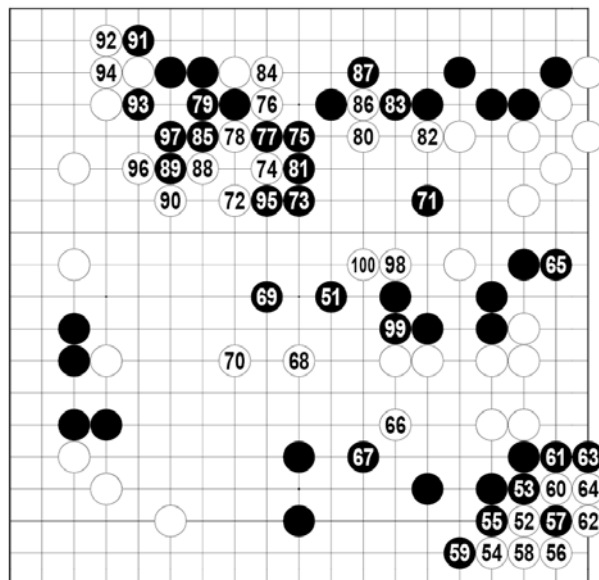


Figure 3 – moves 51 to 100

Black 51 (Figure 4) is better at 61 defending the corner and threatening the base of White's group. There is attack potential against Black's right side group but it is hard to see how White will profit from such an attack. Given that Black is ahead he should try to secure his position.

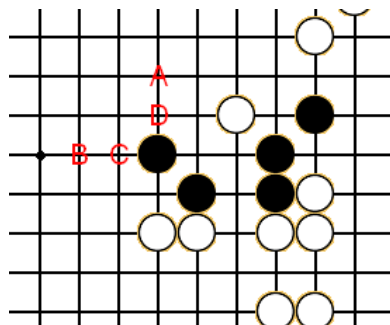


Diagram 11

Should Black defend the corner it is hard to see how White could attack Black's side group. He could play 'A' in Diagram 11, but Black will jump to 'B' and if White plays 'B' then Black can play 'A'.

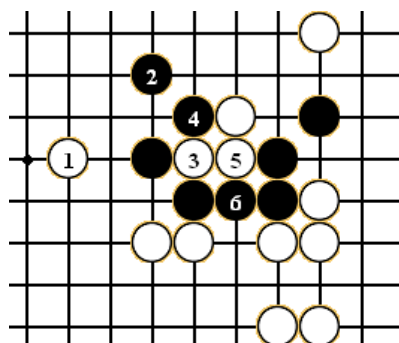


Diagram 12

Note – it looks like White can play 3 in Diagram 12, but Black can give atari with 4 and then connect at 6 – White cannot cut because of the weakness of 3 & 5 which will be caught in a ladder if White cuts.

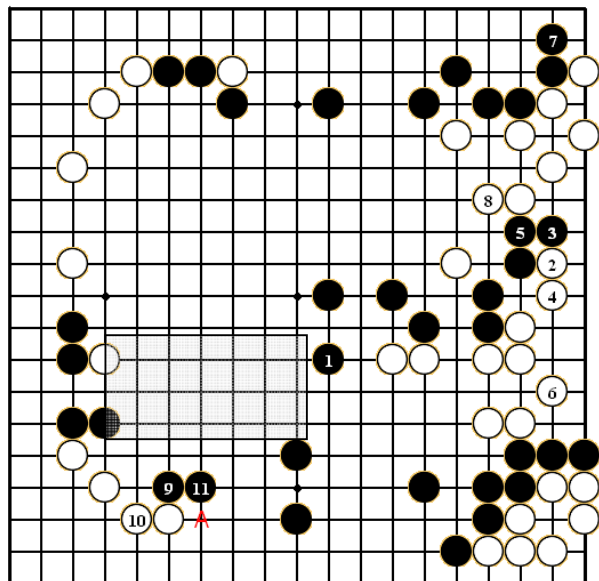


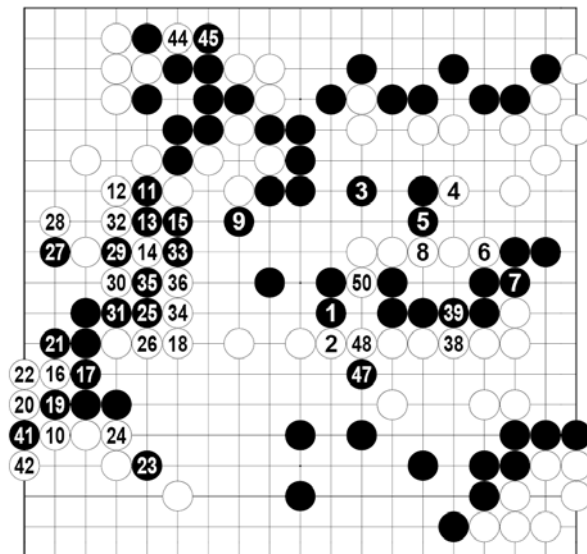
Diagram 13

Black has lost some territory after White's invasion of the lower right corner so he needs to profit from the weakness of White's right side stones.

Black 65 does not have any territorial value; it certainly separates White's groups but when attacking you need to make profit. In this case I cannot see how Black can profit from a running fight, so is probably better to shut White in with 1 in Diagram 13. White will have to live in some manner on the right say 2 through 6 or something similar. Black will get sente from the attack so he can come back and play 9 & 11 on the lower side. This completes three sides of a 20 point territory shown in Diagram 13 and sets up 'A' for more profit on the lower side.

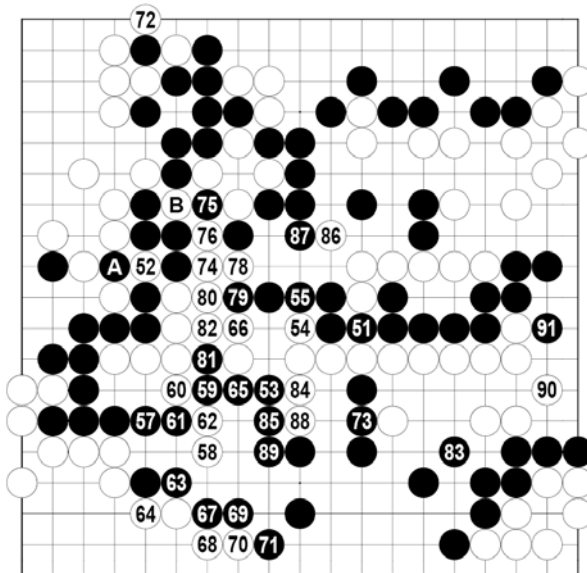
Attacking must always be for profit – Black 65 does not do this. Sure it attacks White's big group but big groups tend to live a lot more often than die. Always play to profit from an attack independent of the life & death status of the group you are attacking.

The remainder of the game is shown in Figures 5 and 6 which Black wins.



37 at 29, 40 at 14, 43 at 29, 46 at 14, 49 at 29.

Figure 4



56 at A, 77 at B.

Figure 5

The lesson to take away from this game is to build first, fight later.

Go is not like other games where the opponent is wiped out and you win. Go is a game of sharing, a game of balance – provided you get more than half the board you win. Be magnanimous and let your opponent have something, so long as you get the same plus a point or two you will win.

## Answers

### Answer 1

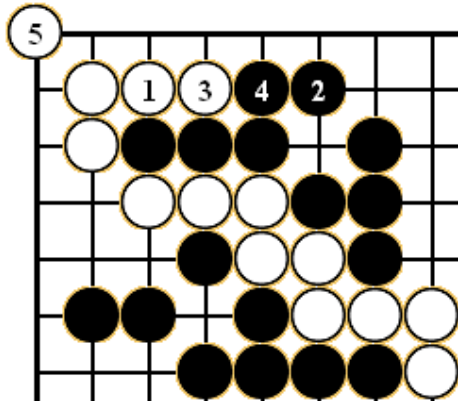


Diagram 1

The most efficient way to save the group is to push at 1 and 3 in Diagram 1, this pushes out the boundaries of White's eye space – White 5 on the 1x1 point then makes two eyes.

### Answer 2

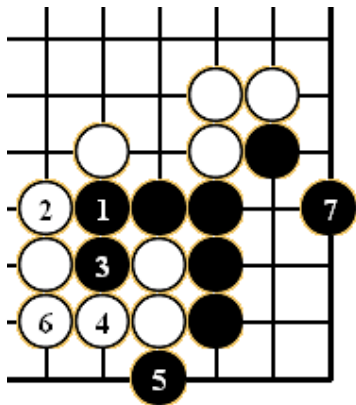
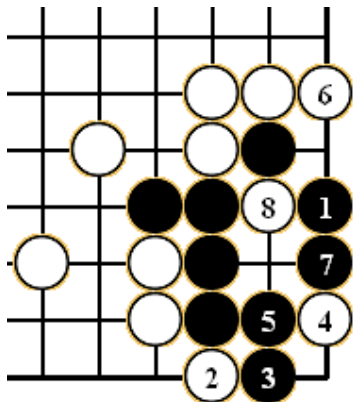


Diagram 2

In order to live Black must push with 1 and 3 so he can play 5 in sente. Once that is done Black can play 7 and live.



### Diagram 3

If Black simply plays 1 in Diagram 3 then White will play the hane of 2 and kill the corner.

### Answer 3

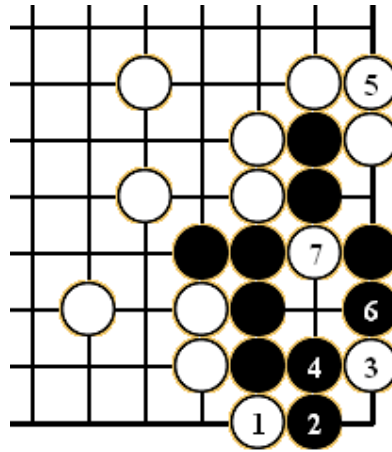


Diagram 4

Black has to play to live – if Black plays tenuki White will play 1 and 3 in Diagram 4 and then connect with 5. This is the same tesuji sequence as the previous problem.

### Answer 4

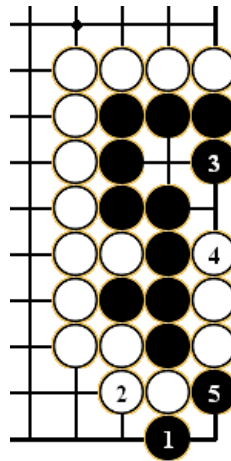


Diagram 5

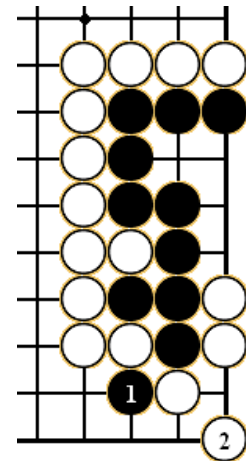


Diagram 6

The correct answer to this problem is ko; Black 1 in Diagram 5 is the only way to start, but the really tricky move is Black 3. If Black plays at 4 then White will play 3 and kill.

The 'obvious move' is the cut but White can play 2 in Diagram 6 on the 1x1 point and Black dies.

## Answer 5

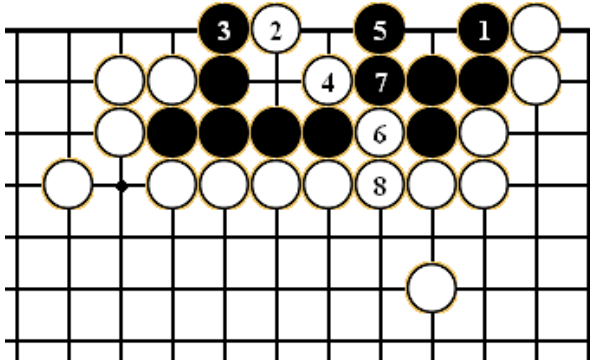


Diagram 7

Black has only a small area, so first instincts are to protect the borders – Black 1 in Diagram 7 looks good but White kills with the sequence to 8.

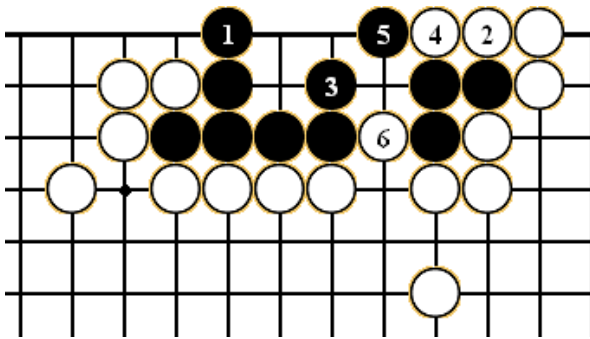


Diagram 8

Protecting the other boundary with 1 in Diagram 8 is not better White simply pushes with 2 and 4 and Black dies!

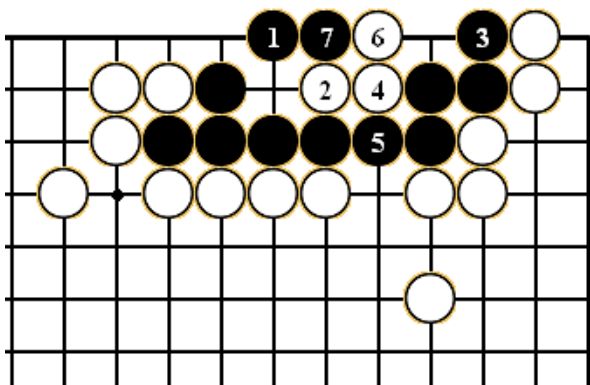


Diagram 9

The correct move is 1 in Diagram 9, this builds eye shape while defending a boundary. White can no longer just push; he is obliged to play inside. So the sequence to 7 leads to seki, which after all is life albeit without any points.

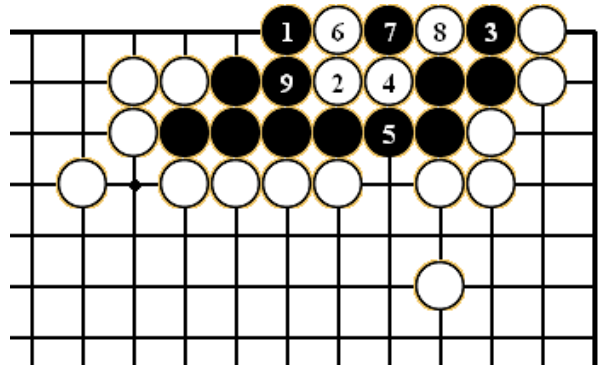


Diagram 10

Diagram 10 is for those that thought they saw a ko.

## Answer 6

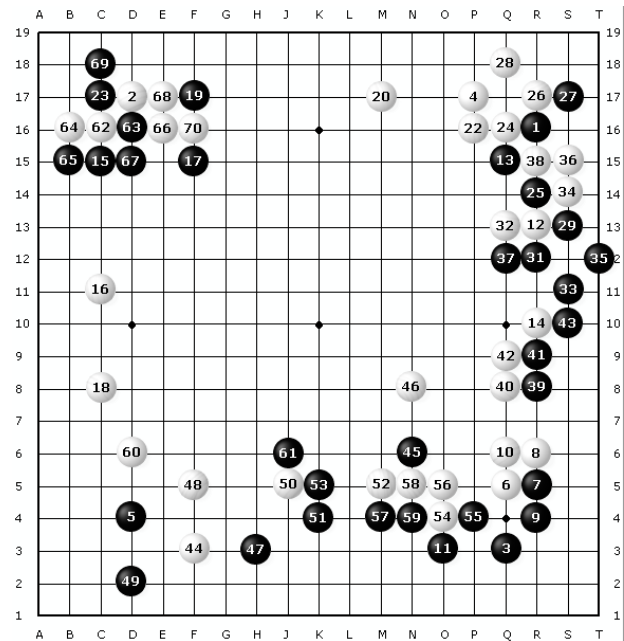


Diagram 11

The situation in problem 6 looks contrived but it does occur in professional games. Diagram 11 shows a game between White Cho Hunyuun (9p) and Lee Changho (9p) in June 2007... After Black secures the corner with 69 White is able to push his way out.

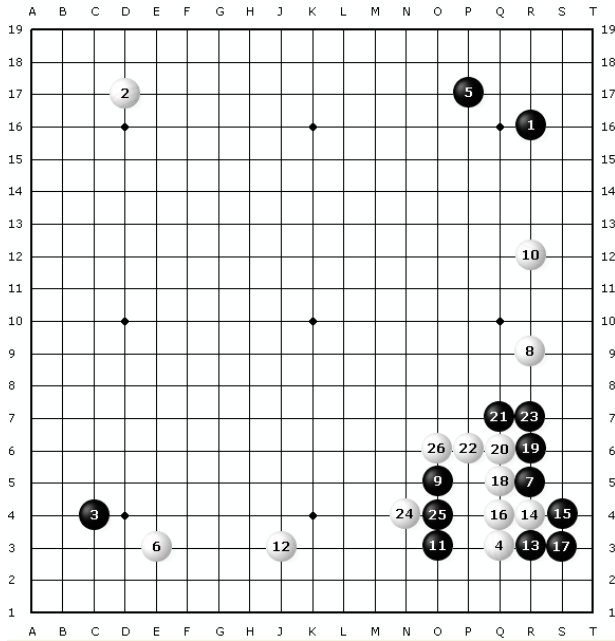


Diagram 12

The situation in Diagram 12 is from a game between White – Kada Katsuji (9p) and Ishida Yoshio (6p) in 1969. Again White is able to cut his way out.

Answer 7

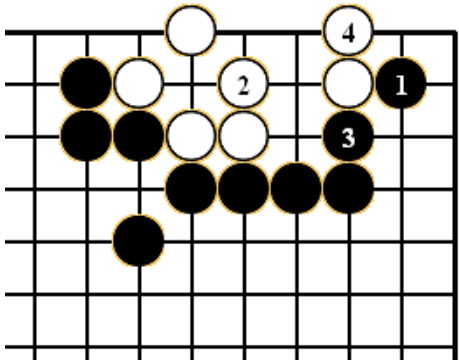


Diagram 13

White can only live with the assistance of Black. If Black blocks in the corner with 1 in Diagram 13 then White will play 2 and make two eyes.

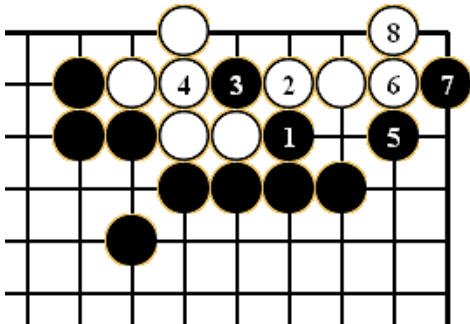


Diagram 14

Similarly if Black just prods with 1 in Diagram 14 he will force White to make two eyes.

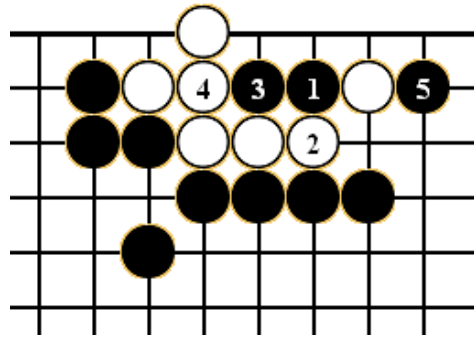


Diagram 15

The right answer is to jump with 1 in Diagram 15, White has no option but to cut with 2 and now Black can spoil the eye shape by taking the vital point of 3 – White dies.

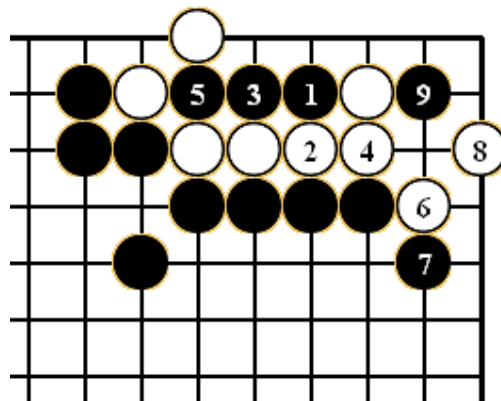


Diagram 16

If White argues by connecting with 4 in Diagram 16 then Black cuts at 5 and White is unable to make two eyes in the corner.

Answer 8

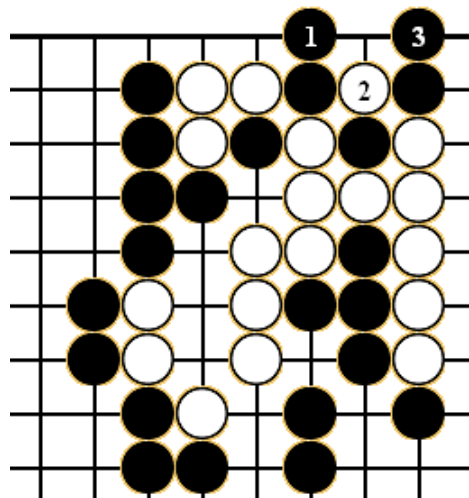


Diagram 17

Sagari to the edge is a powerful tesuji. In Diagram 17 Black is able to kill all of the White stones with 1 and 3 because White cannot prevent Black connecting along the edge.

## Answer 9

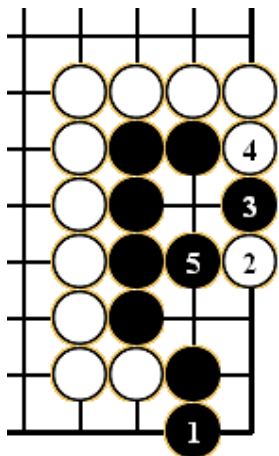


Diagram 18

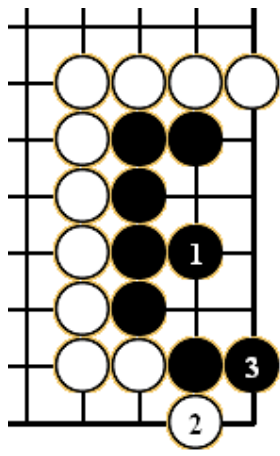


Diagram 19

Black has to be careful in problem 9 – simply defending the boundary with 1 in Diagram 18 leads to ko. The only way to make two eyes is to play 1 in Diagram 19.

## Answer 10

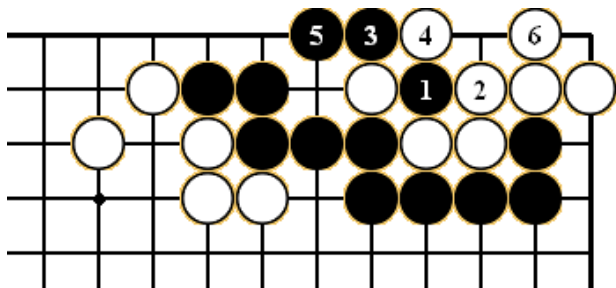


Diagram 20

Problem 10 is the first of a problem pair. Black 1 and 3 in Diagram 20 looks like a good combination but after 6 White is alive.

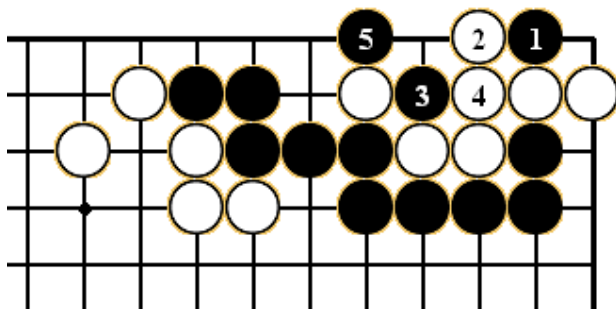


Diagram 21

The tesuji is Black 1 in Diagram 21 followed by the cut at 3, this way White cannot make two eyes.

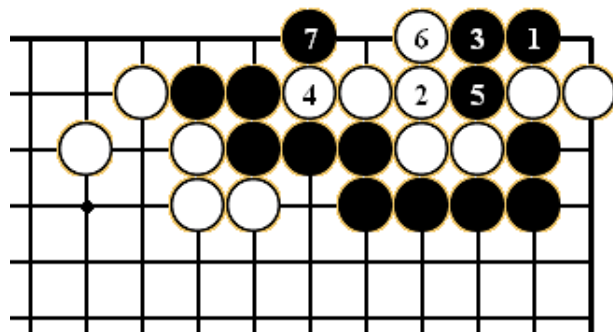


Diagram 22

If White connects at 2 (as in Diagram 22) to prevent the atari then Black simply extends with 3, White simply does not have enough space or liberties to survive.

## Answer 11

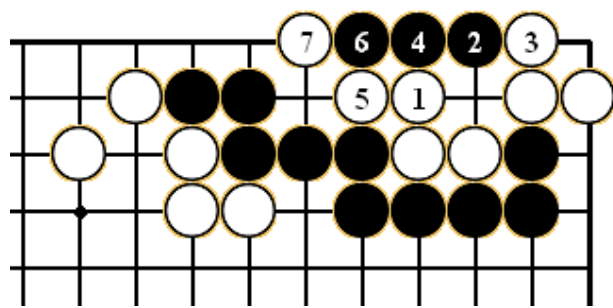


Diagram 23

Problem 11 is the second part of the problem pair; we already know that the hane does not work, so it should be simple to find 1 in Diagram 23. If Black tries to kill directly with 2 then White can live by playing 3, 5 and 7.

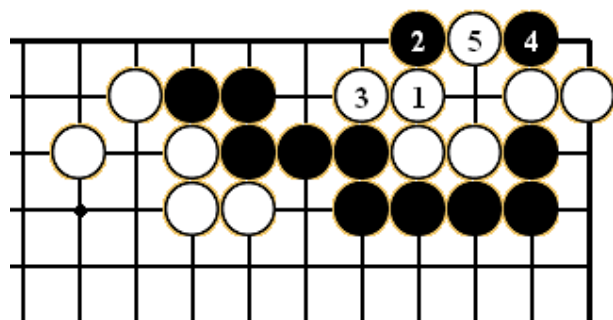


Diagram 24

The real answer is ko – Black plays 2 in Diagram 24 forcing White to extend with 3 and then creates the ko by jumping to 4.



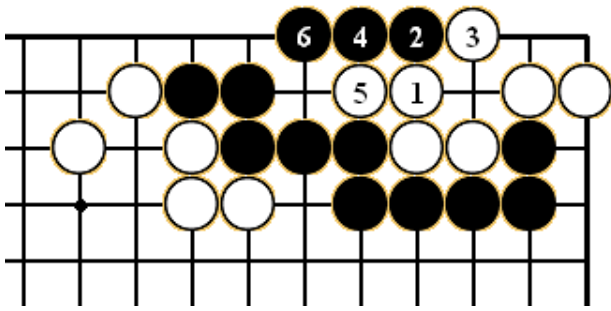


Diagram 25

Resistance is futile, if White plays the atari at 3 Black will simply run along the first line and White has one eye.

### Answer 12

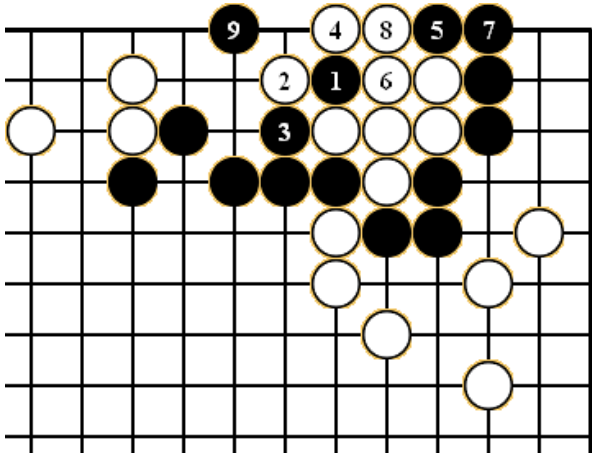


Diagram 26

The final problem looked complicated but in the end it came down to one thing – liberties. The way to live is to kill the White stones. Black 1 in Diagram 26, from then on it is simply a matter of keeping White's stones under immediate threat of capture.

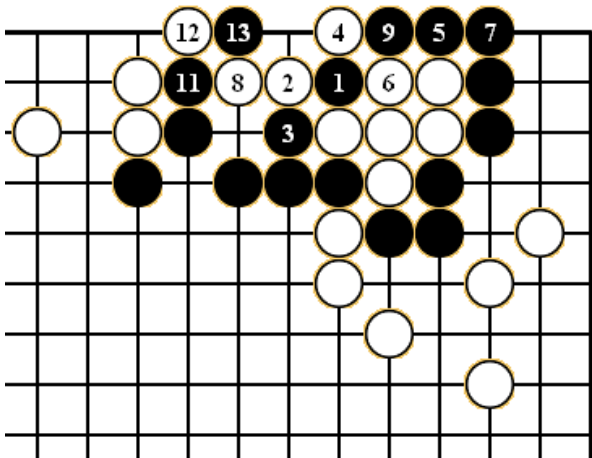


Diagram 27

If White tries to change the situation by extending with 8 in Diagram 27 the Black gives atari and White runs out of liberties after Black 13.

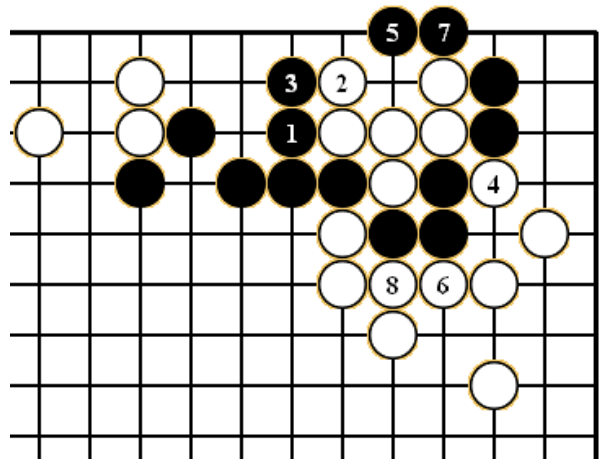


Diagram 28

Simply descending with 1 in Diagram 28 is not enough; White plays 2 and can either connect along the edge or kill the three Black cutting stones.

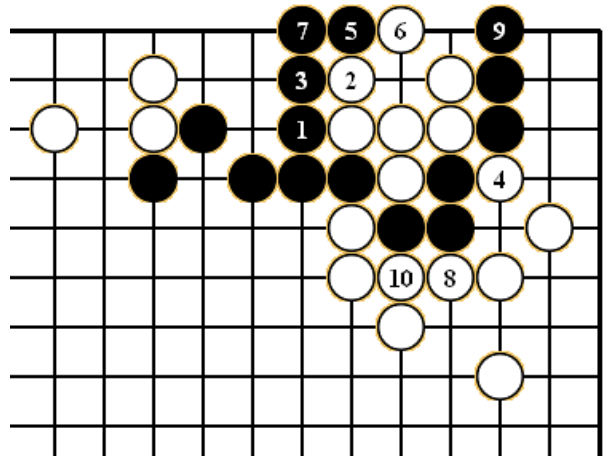


Diagram 29

Playing the hane of 5 in Diagram 29 gets the same result as 5 in Diagram 28 – Black simply does not have enough liberties.

# Connection answers

## Answer to Problem 1

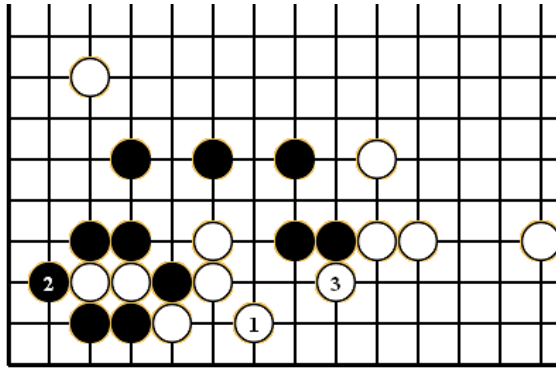


Figure 1

The correct move for White is the tiger mouth connection of 1 in Figure 1 – Black captures two stones in the corner but White escapes.

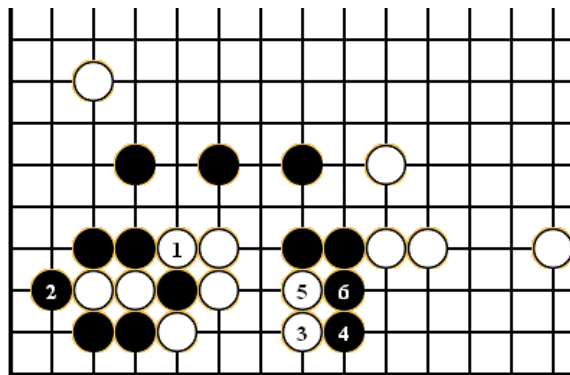


Figure 2

If White takes with 1 in Figure 2 he dies. There is no way to connect following Black 6 and there is only enough room for one eye!

## Answer to Problem 2

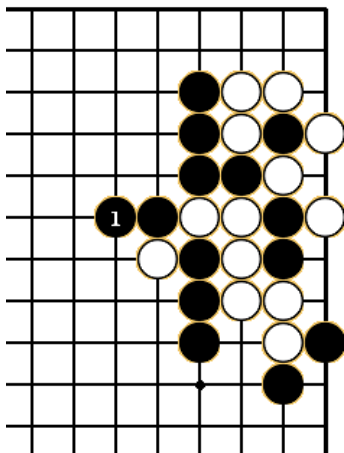


Figure 3

Black 1 in Figure 3 is the correct way to defend the wall. Obviously White's cutting stone is not captured but it would come under severe attack should it try to run away immediately.

## Answer to Problem 3

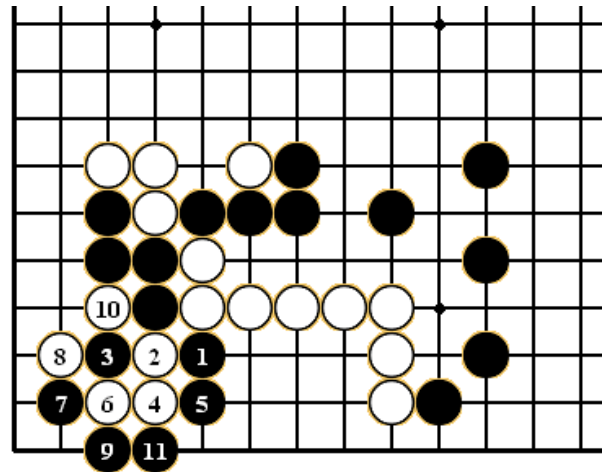


Figure 4

Black can play the hane at 1 in Figure 4. If White cuts with 2 Black is able to squash White's group and capture the cutting stones after 11.

A supplementary question you might like to consider. White cannot cut at 2, but does he have a way to live?

## Answer to Problem 4

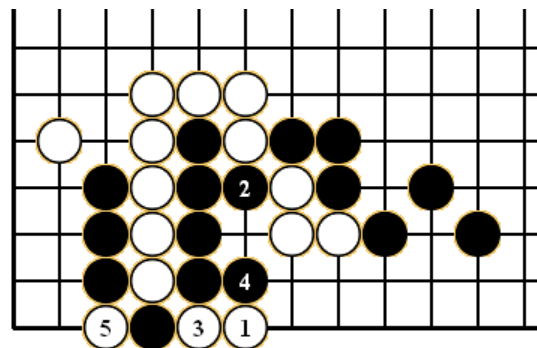


Figure 5

The knight's move to 1 in Figure 5 is the right way for White to make a reasonable profit. Black can cut at 2 but White kills the three stones in the corner.

Resistance is useless!

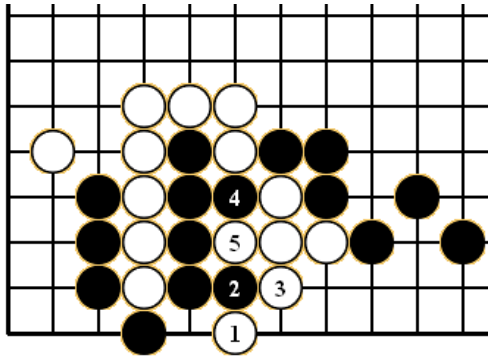


Figure 6

Should Black push at 2 he finds there are insufficient liberties to cut at 4. Not only do the three corner stones die but many others besides.

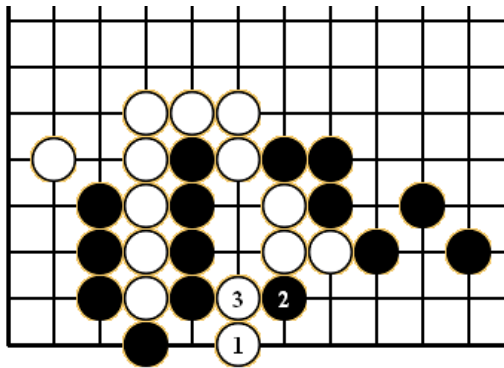


Figure 7

Sometimes the one point jump tesuji at 2 works but again the Black stones run out of liberties.

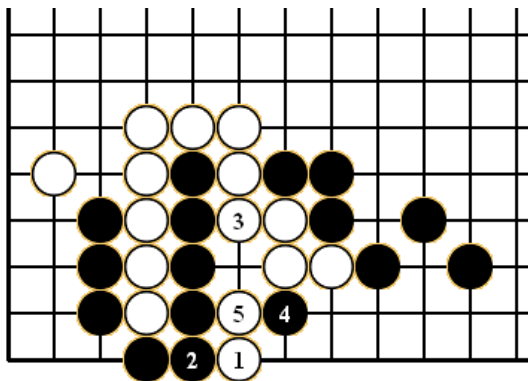


Figure 8

Finally, the solid connection does not work either – White connects his three stones and all Black's stones die.

## Answer to Problem 5

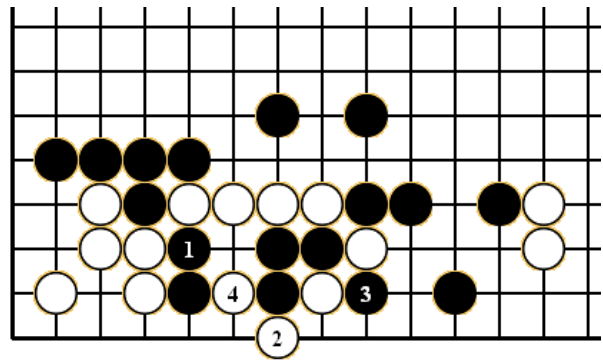


Figure 9

White's stones are connected because Black cannot cut at 1. Black makes a bamboo joint when he plays 1 and as mentioned before this shape is notorious for a lack of liberties. In this case White can play 2 and if Black cuts on the outside White pushes between with 4 capturing the cutting stone.

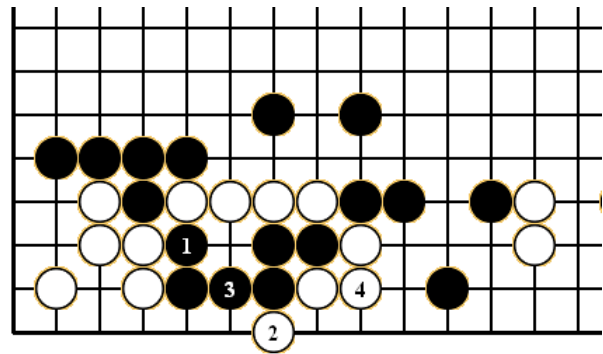


Figure 10

If Black defends at 3 in Figure 10 to prevent the damezumari, White connects at 4 – both of his groups have 4 liberties White's has just 3 – not good news.

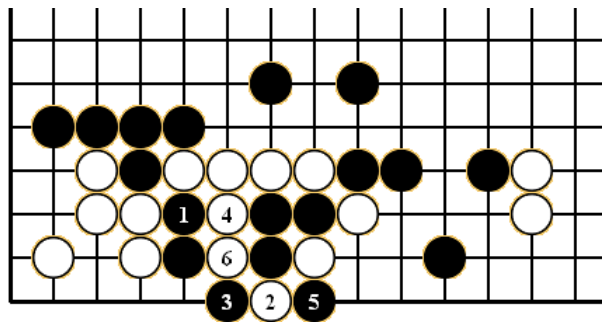


Figure 11

The only other option for Black is to block at 3 in Figure 11, but White simply pushes down with 4 and 6 giving double atari.

The lesson from this problem, is to look at your own weaknesses – sometimes aggression gets you into trouble.

**Answer to Problem 6**

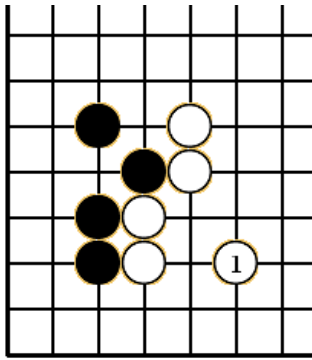


Figure 12

White 1 in Figure 12 is the correct shape; this defends the cut and makes a base on the lower side.

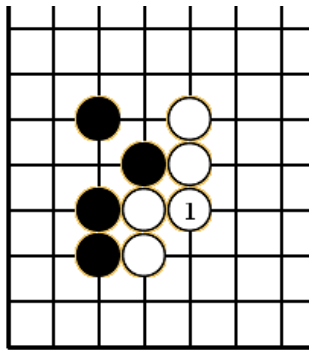


Figure 13

The solid connection in Figure 13 is safe, but White has bad shape and no base.

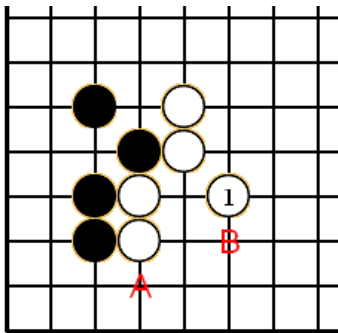


Figure 14

The tiger mouth connection looks good at first, but there are too many ways for Black to exploit the shape. A move at 'A' is good end game for Black while a move at 'B' disrupts White's eye space.

**Answer to Problem 7**

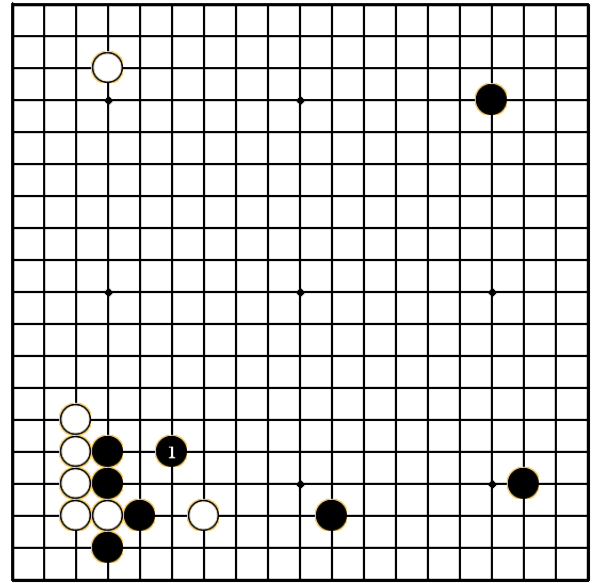


Figure 15

Black 1 in Figure 15 is the right way to play. This puts pressure on White's stone, defends the cutting point and gives Black a broader front as she moves into the centre of the board.

**Answer to Problem 8**

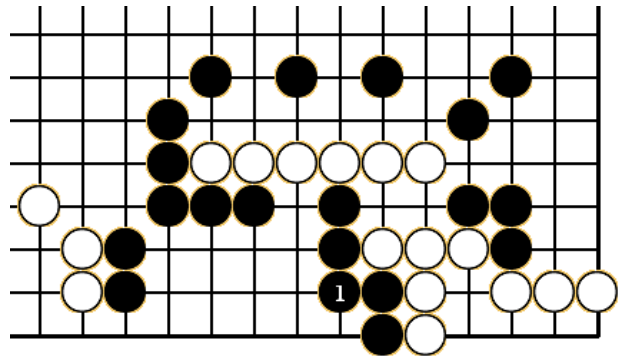


Figure 16

The solid connection at 1 in Figure 16 is the right answer.

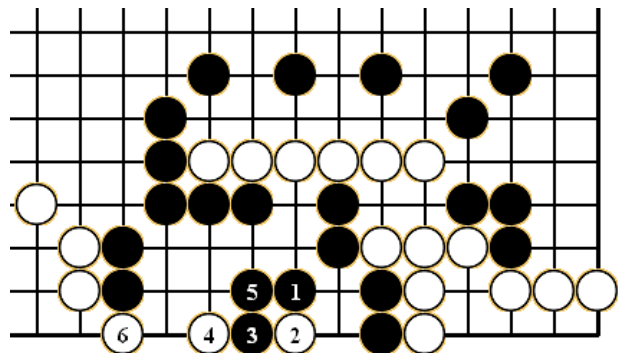


Figure 17

If Black plays the tiger mouth of 1 in Figure 17 White can exploit the weakness with 2. Black plays 3 to capture the stone but White is able to get some profitable end game with the atari at 4 and connection at 6.

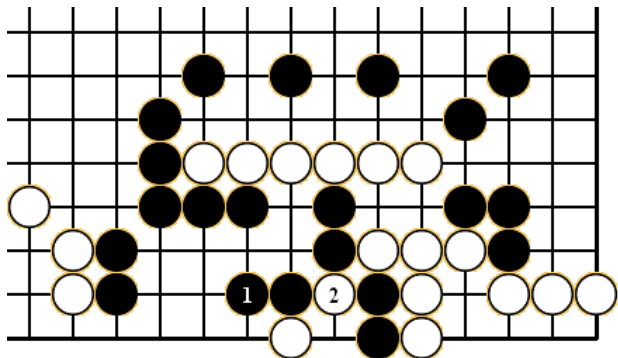


Figure 18

If Black plays 1 in Figure 18 to avoid the fight White can cut at 2 and capture the two stones in a snap back.

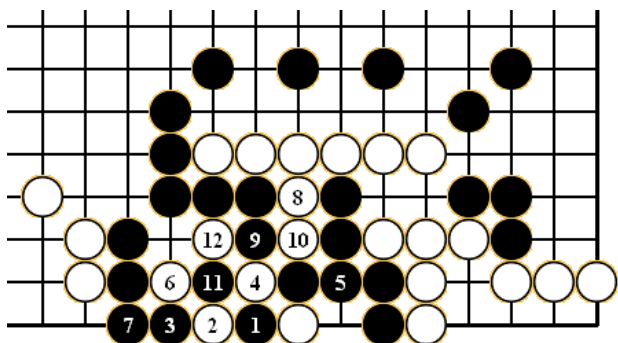


Figure 19

The only other path of resistance is 3 in Figure 19 but despite his best efforts Black cannot rescue the situation...

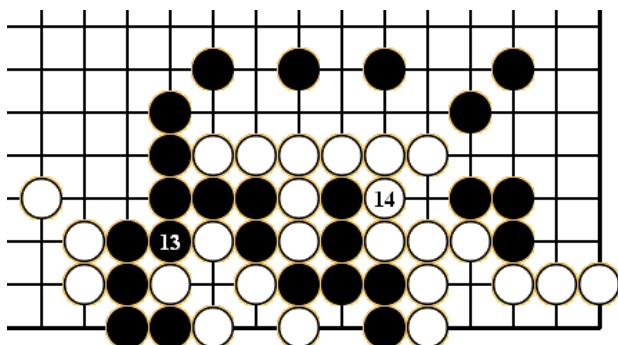


Figure 20

By 14 in Figure 20 he has lost more than a few points in end game.

## Answer to Problem 9

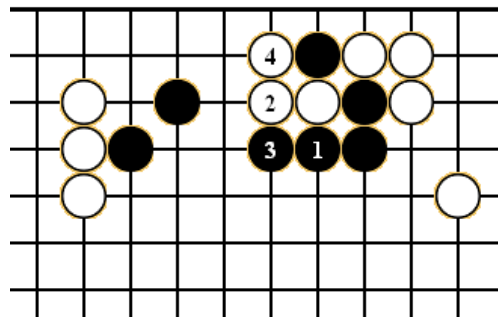


Figure 21

Black can sacrifice the single stone on the edge to gain a wall on the outside, but there is a gap in the wall and Black has not got eye shape. Not the right answer.

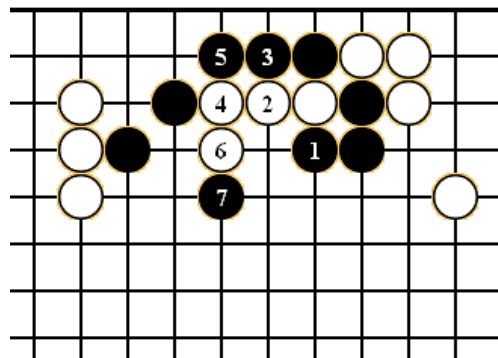


Figure 22

Pushing the cutting stone along the upper side in Figure 22 and then extending with 3 has great potential. If White persists with 6 and 6 Black is able to capture the stones with 7. A good result.

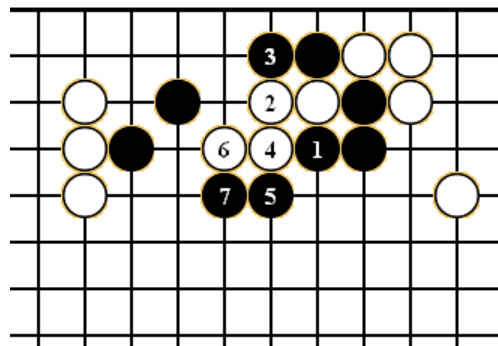


Figure 23

A similar outcome occurs if White tries to push directly into the centre with 4 in Figure 23 – White's cutting stones are captured.

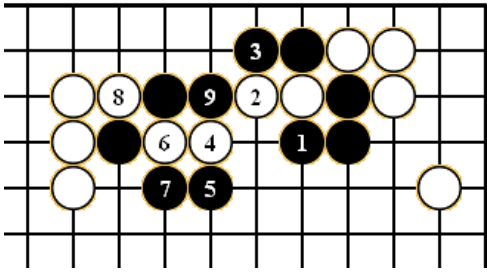


Figure 24

White can be a little smarter and extend to 6 in Figure 24, but Black is able to connect his stones and make eyes with the sequence to 9.

### Answer to Problem 10

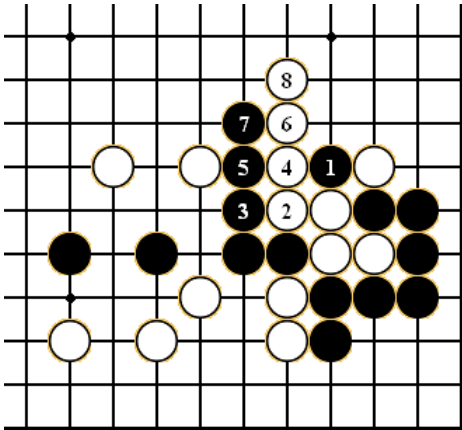


Figure 25

Black's cut at 1 is the right idea, but the sequence to 8 is too good for White – he is running along the 5<sup>th</sup> line and Black has no eye shape. Something better is needed.

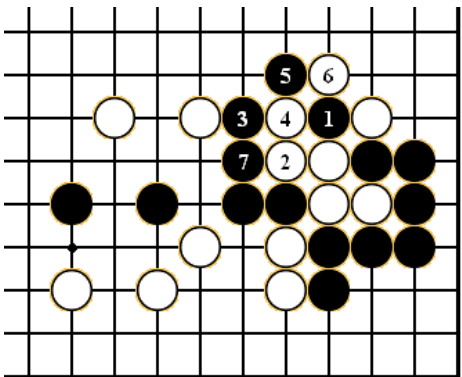


Figure 26

The way to exploit the cut is to sacrifice Black 1 in Figure 26, this enables Black to squash White's shape in sente...

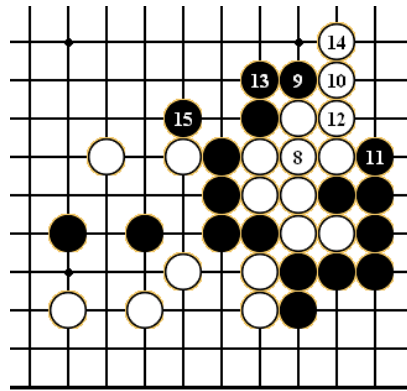


Figure 27

.. and after Black 15 the boot is on the other foot – no longer is White attacking Black – White will be too busy defending the group on the right to worry about cutting.

### Answer to Problem 11

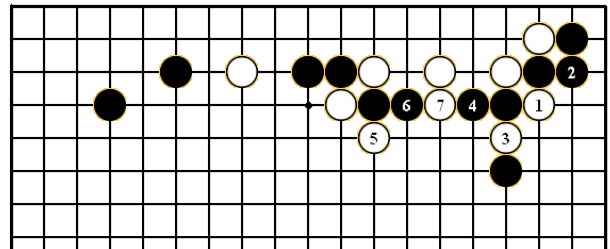


Figure 28

Before the rescue effort begins White needs a little preparation. It is clear that Black must connect at 2 and extend at 3 in Figure 28, if he ignores either move White will make significant profit in the corner.

White then plays atari at 5, when Black extends White pushes through with 7 – Black is in serious trouble after this, he cannot save both sides.

### Answer to Problem 12

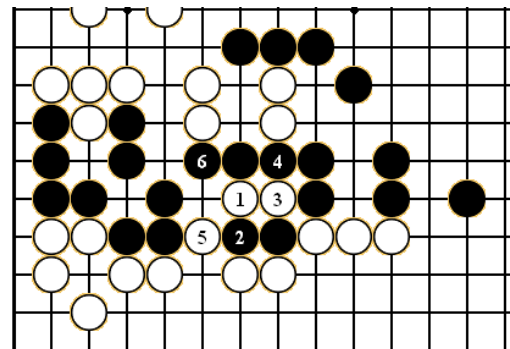


Figure 29

... and the answer to question 12 is no – White's best hope of cutting Black's position is 1 in Figure 29, but Black can sacrifice two stones and connect out with 6.

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