

# Sydney Go Journal

Volume 15 (Quarter 4 2007)

Issue Date – November 2007



**Australian  
Go  
Association**



Founding member  
International Go  
Federation



**DENSO**

## **4th Toyota & Denso Cup Oceania Division**

**Friday to Sunday 18-20 January 2008.**

Venue is Central Bardon (Bardon Conference Centre) 390 Simpsons Rd Bardon.

Accommodation is available on site. Friday will be a day of teaching and fun activities. There will be various playing divisions in the 6 round tournament, with generous cash and other prizes; the top Australian player receives an all-expenses trip to Japan to compete in the world playoffs to select an entrant to the professional Oza tournament.

**Entry free**

Full information and registration form on pages 40 of this journal or

[www.uq.net.au/~zzjhardy/toyotacup.html](http://www.uq.net.au/~zzjhardy/toyotacup.html)



**DENSO**

Special thanks to Tony Oxenham, Geoffrey Gray and Devon Bailey, 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)

# Contents

<b>Editorial</b>	<b>2</b>
<b>Mingren Challenger games</b>	<b>3</b>
<b>Fuseki problems</b>	<b>9</b>
<b>NSW Championship Game (Pro commentary)</b>	<b>12</b>
<b>Problems</b>	<b>19</b>
<b>The Ten Golden Rules of Go</b>	<b>22</b>
<b>Fuseki Answers</b>	<b>29</b>
<b>Problem Answers</b>	<b>32</b>
<b>Toyoto Denso entry form</b>	<b>40</b>

## **Editorial**

This is the 15th edition of the SGJ and I know from the the e-mails and other comments that players around Australia and around the world appreciate the journal.

It is therefore with regret that we announce that the SGJ will only appear quarterly from now on. During the first year we produced a journal a month but the workload it too great to continue at that frequency. This decision is obviously subject to review as and when circumstances change.

I would like to take this opportunity the thank our volunteers particularly Geoffrey Gray, Tony Oxenham, Devon Bailey and Donald Potter who have helped by proofreading, submitting ideas, commenting on content and supplying content. Your efforts are appreciated from Scandinavia to Malaysia, from America to Adelaide – very well done and keep up the good work.

### **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)



# Game 1

Date Played - 9<sup>th</sup> October 2007

Black – Kong Ji 7p

White – Ding Wei 9p (7.5 points komi)

Result – White wins by 1.5 points.

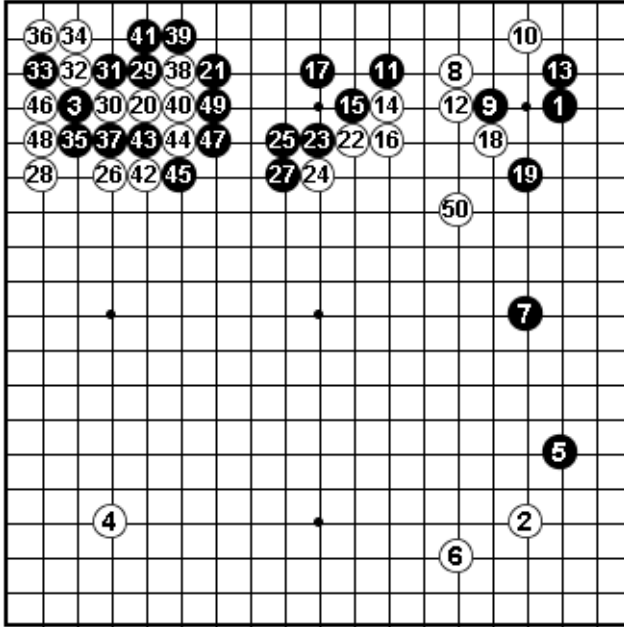


Diagram 1 (1-50)

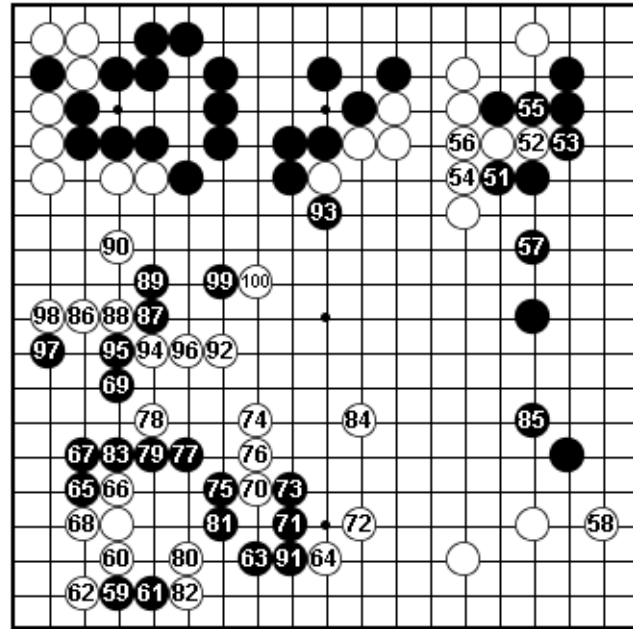


Diagram 2 (51-100)

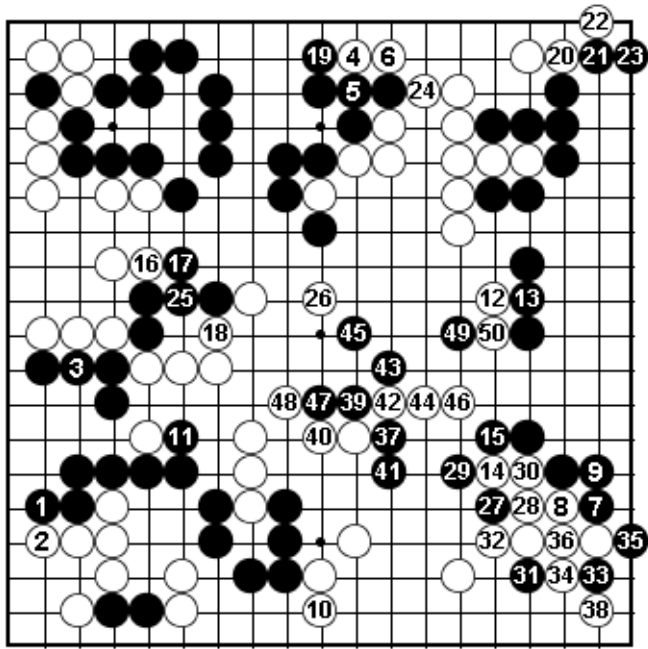


Diagram 3 (101-150)

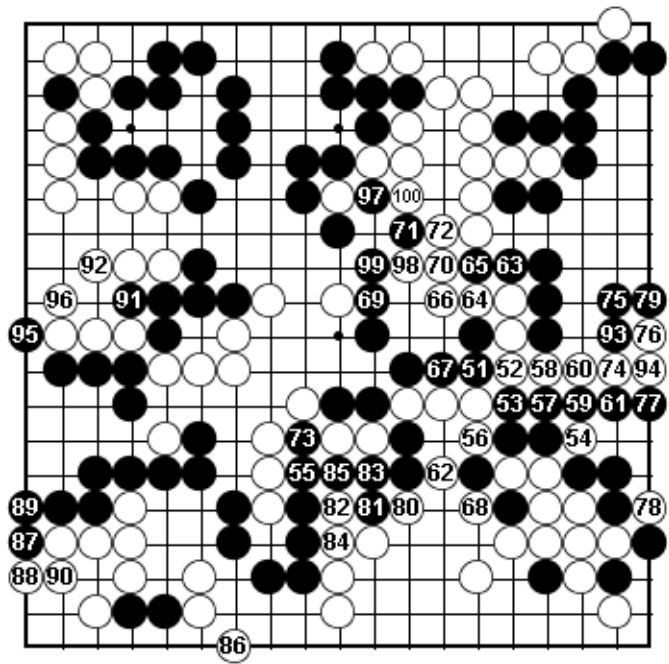


Diagram 4 (151-200)

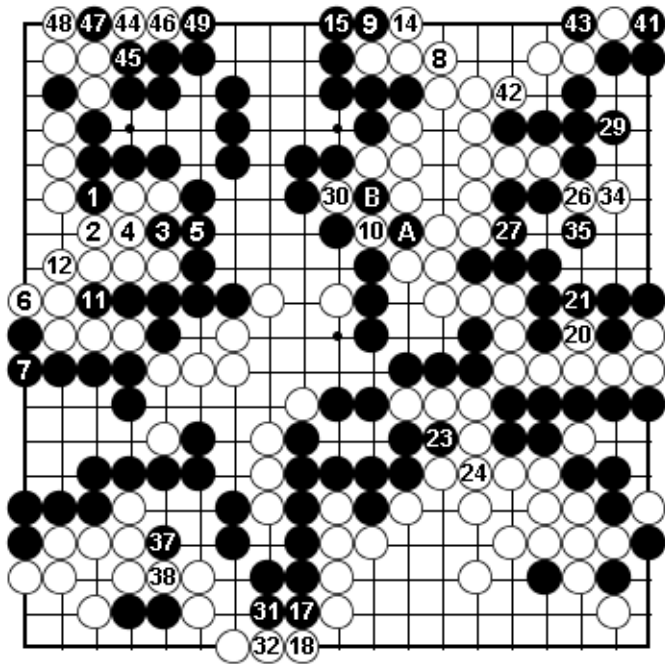


Diagram 5 (201-250)

13 at A, 16 at 10, 19 at A, 22 at 10, 25 at A, 28 at 10,  
33 at B, 36 at 30, 39 at B, 40 at A, 50 at 47.

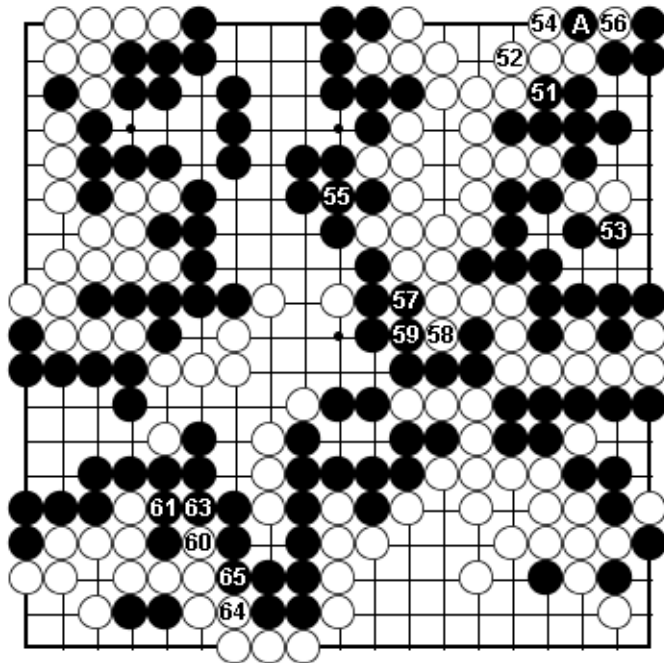


Diagram 6 (251-265)

62 at A.

## Game 2

Date Played - 11<sup>th</sup> October 2007

Black – Ding Wei 9p

White – Kong Ji 7p (7.5 points komi)

Result – White wins by resignation.

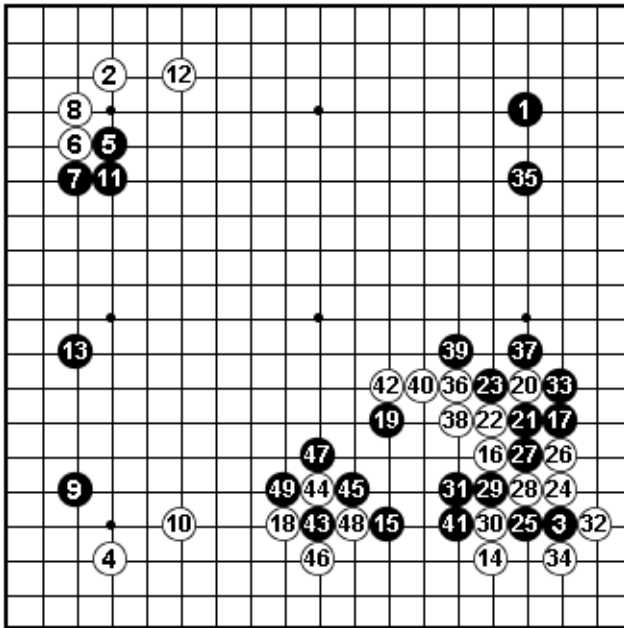


Diagram 1 (1-50)

50 at 43.

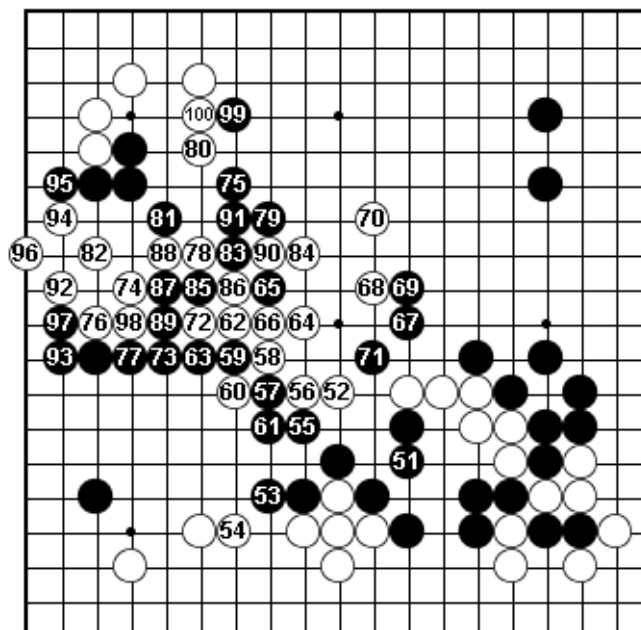


Diagram 2 (51-100)

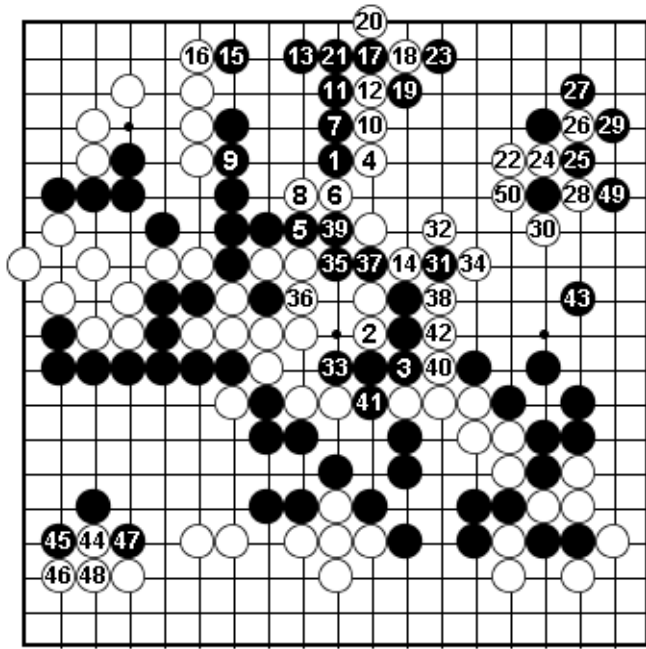


Diagram 3 (101-150)

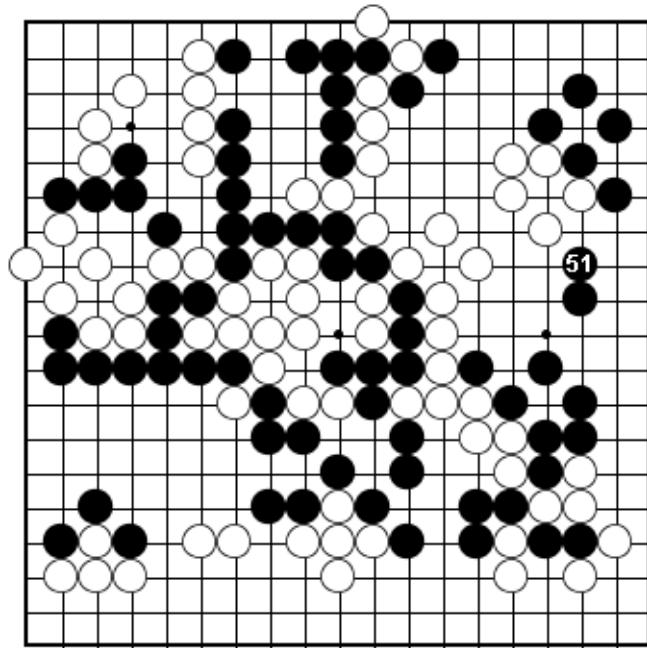


Diagram 4 (151-151)

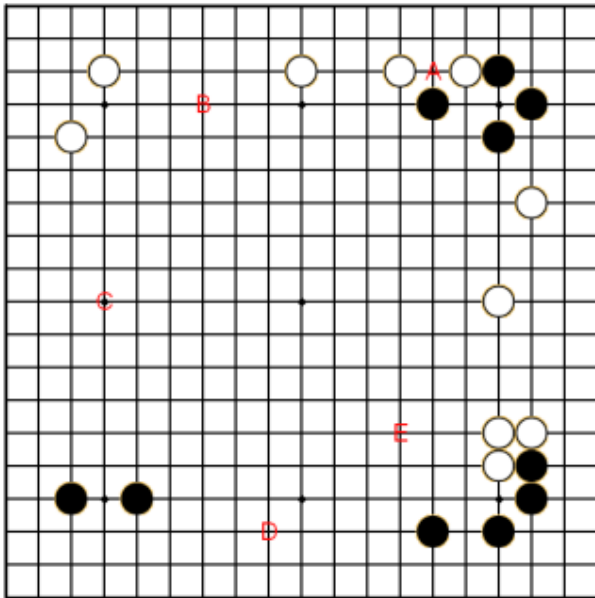


## Fuseki Problems

Below are a dozen Fuseki problem. Remember the Fuseki basics and you will have no problems.

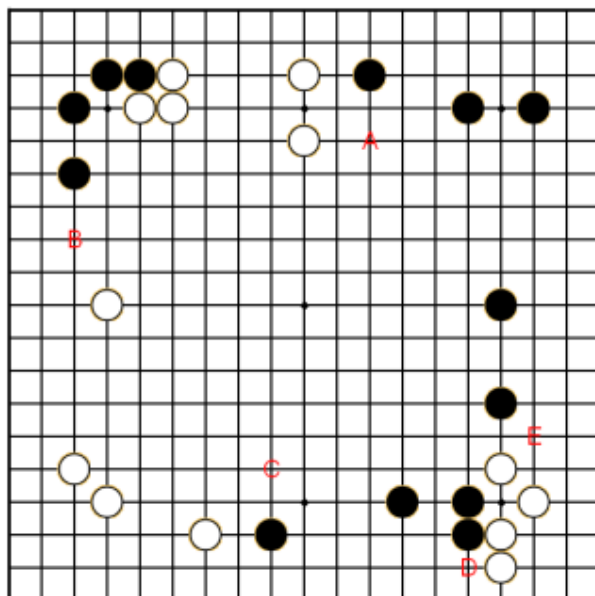
First, urgent moves before big moves;  
 Second, gain advantage through attack pressure  
 Third, double territory or double moyo moves  
 Last, look for the large open spaces – that is where you can make the greatest profit.

### Problem 1



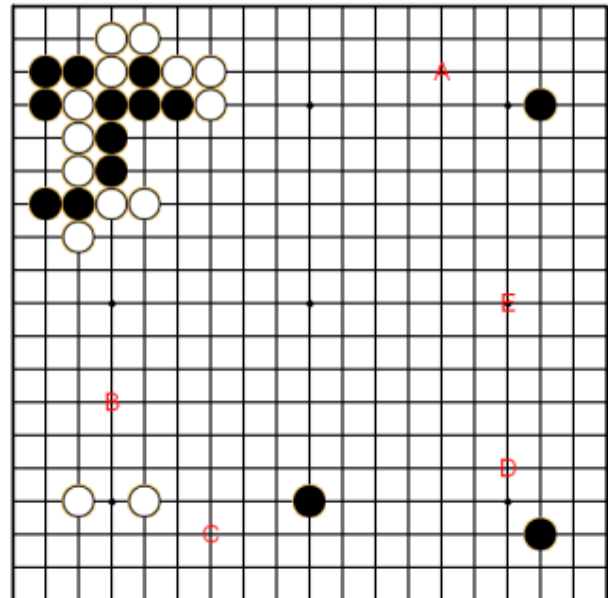
Black to play

### Problem 2



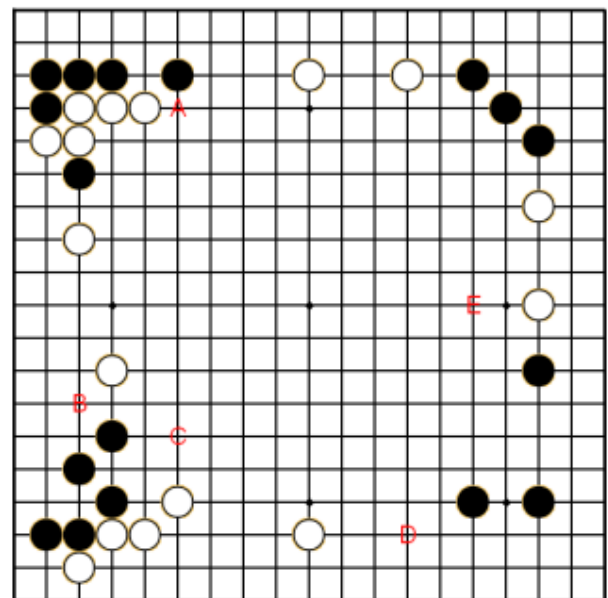
Black to play

### Problem 3



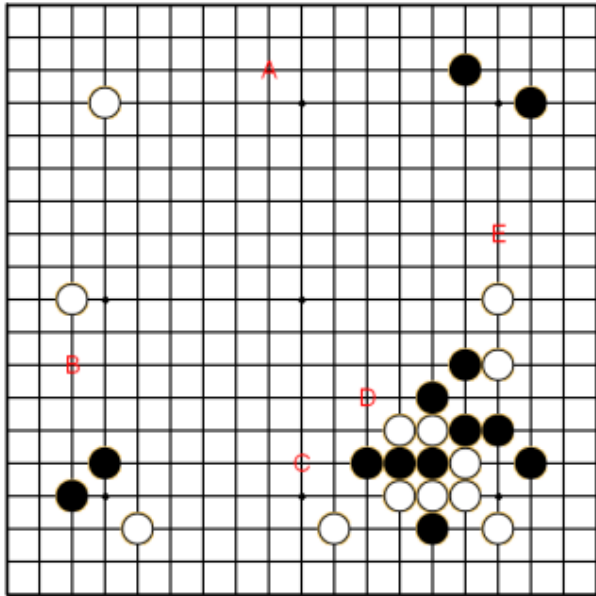
Black to play

### Problem 4



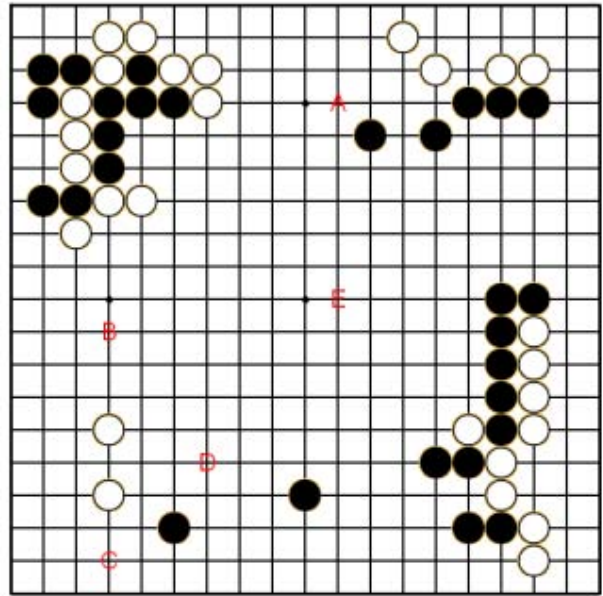
White to play

Problem 5



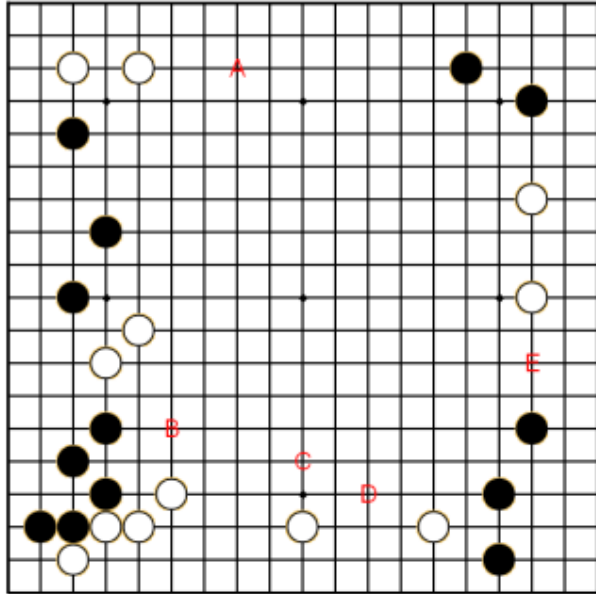
Black to play

Problem 7



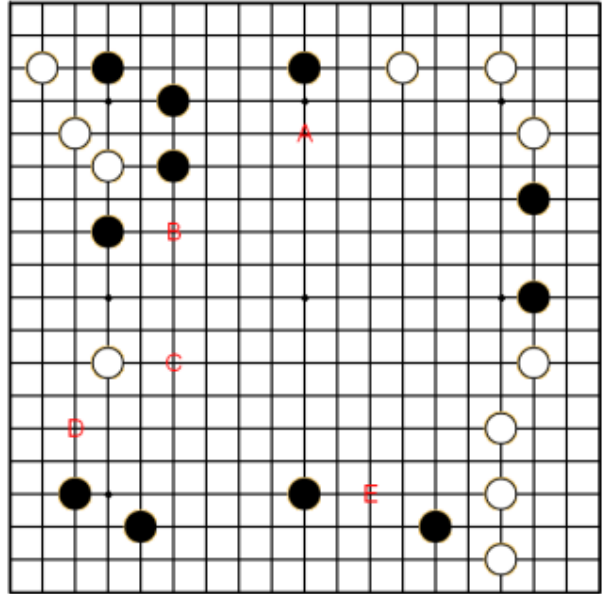
White to play

Problem 6



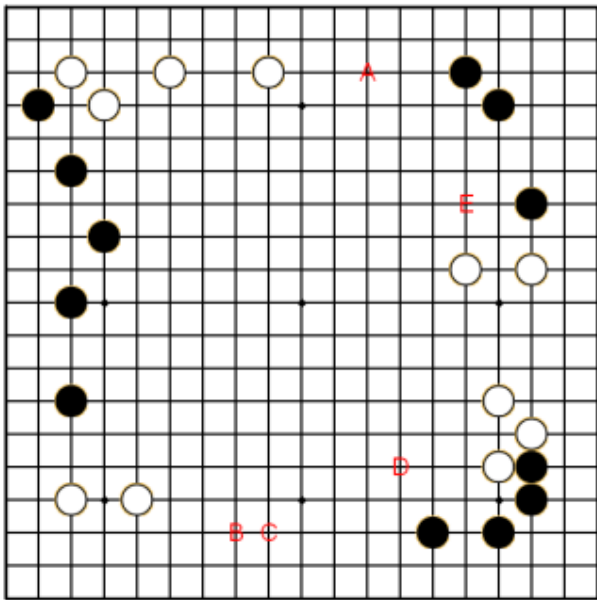
White to play

Problem 8



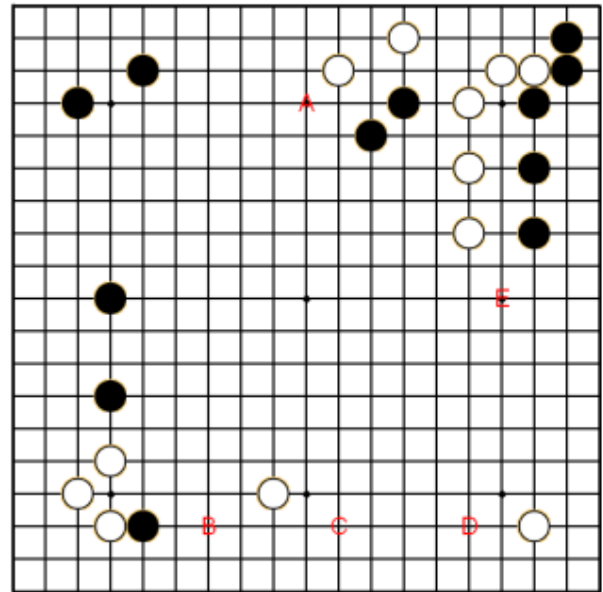
Black to play

Problem 9



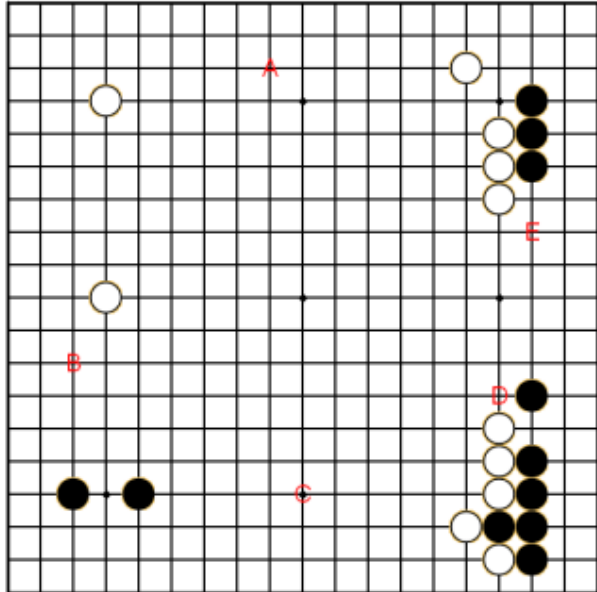
White to play

Problem 11



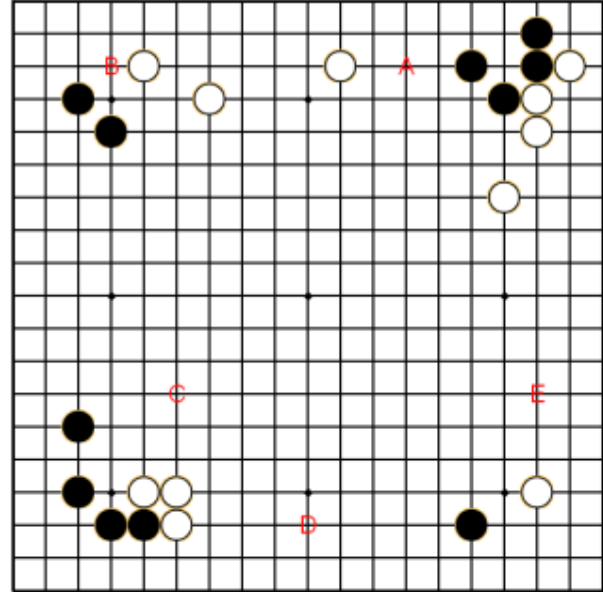
Black to play

Problem 10



Black to play

Problem 12



Black to play

The answers and some explanations are later in this edition.

## 2007 NSW Go Championships

Black – David He – 7d

White – Zhao Miao – 7d (6.5 komi)

White wins by 5.5 points

July 2007

This article has been adapted from a commentary prepared by Alexandre Dinerchtein (1p). It is not often that we get professional commentaries on our games, so I would like to extend sincere thanks to Alexandre and I hope you enjoy and learn from his comments. If you want more games commented by Alexandre visit [www.Go4Go.net](http://www.Go4Go.net).

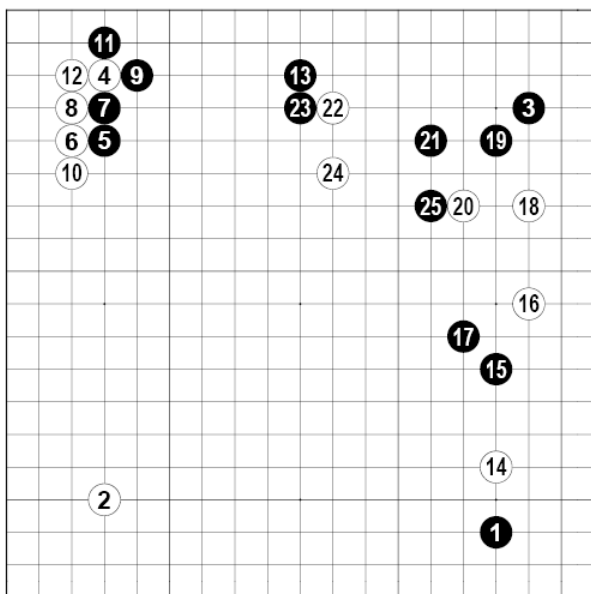


Figure 1 (moves 1 to 25)

The opening to 10 is quite normal. Instead of the kakari of 5 it is possible for Black to play a shimari at 46 in the top right corner but this is very much the second choice in this position.

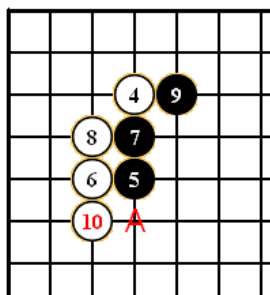


Diagram 1

Nowadays Black 11 is popular and is much easier than the large nadare joseki at A in Diagram 1.

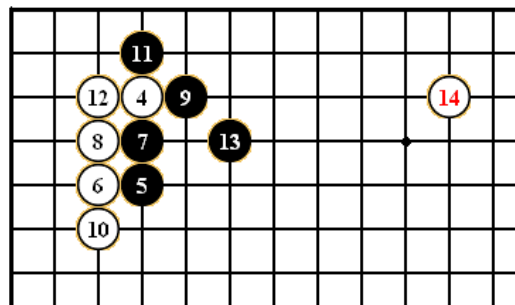


Diagram 2

If Black takes time to defend the cutting point with 13 in Diagram 2 then White will play 14 and it will be hard for Black to use his wall. In the game Black jumps to 13 (Diagram 3) this is a good move. Black 13 (diagram 2) was the joseki in the past, but nowadays we are trying to develop more quickly.

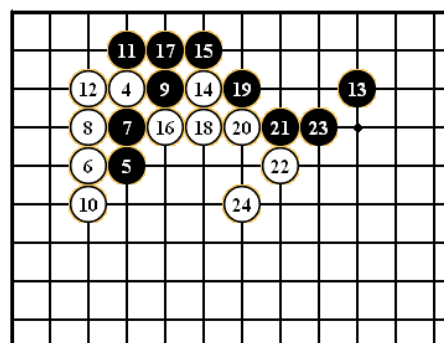


Diagram 3

It is possible for White to play the clamp of 14 followed by the sequence to 24. The main problem with this is that Black gets sente.

White 14 preventing Black from enclosing the corner is the most important place to play. Black 15 is a good choice; it squeezes White while building Black's moyo.

White 16 is a popular move with Chinese players. Black's kosumi to 17 is good; he also has the option to play towards the edge with 1 in Diagram 4

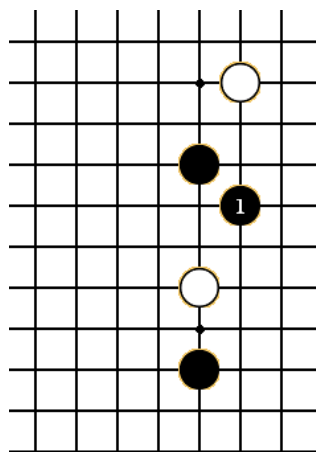


Diagram 4

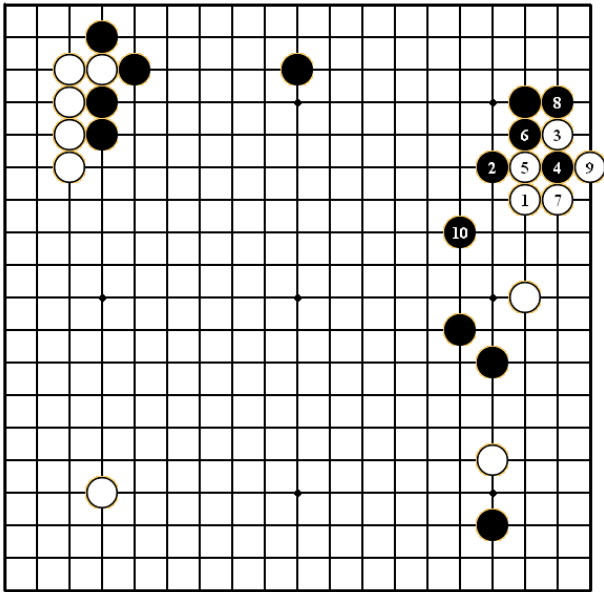


Diagram 5

The most active continuation after White 1 in Diagram 5 is the knight's move of 2. White lives but Black completes his net around the outside and his moyo is looking a lot healthier.

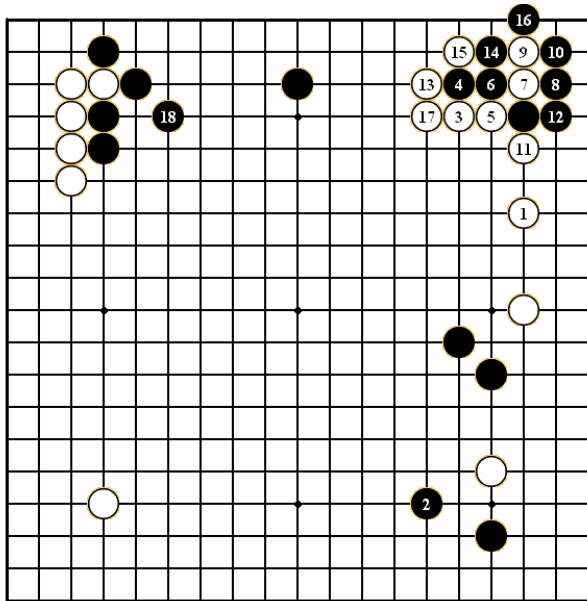


Diagram 6

Another way is to tenuki with 1 in Diagram 6 – the sequence to 18 is fine for Black.

The move played (19 in Figure 1) is a soft move.

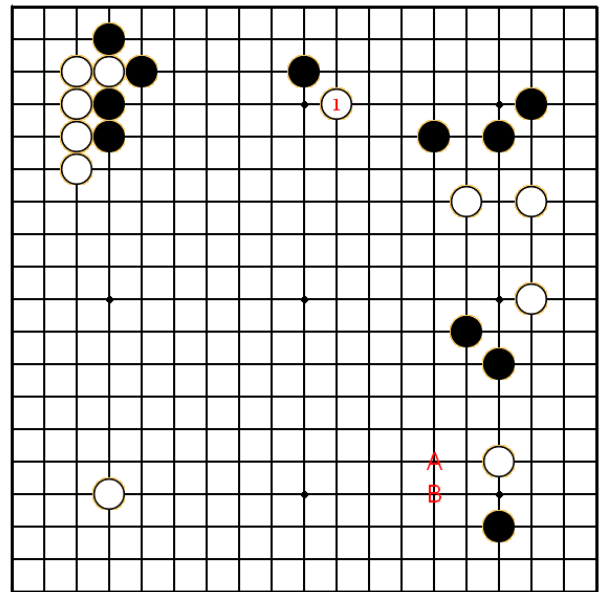


Diagram 7

White 1 in Diagram 7 is a sharp move, but it's easier to start the battle by escaping to 'A' or 'B'.

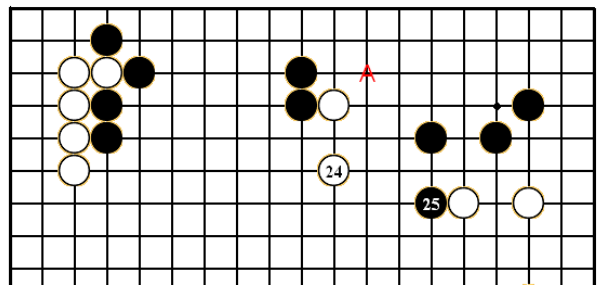


Diagram 8

Black 25 is a good answer to White'sikken tobi of 24. To play along the edge at 'A' would be too passive.

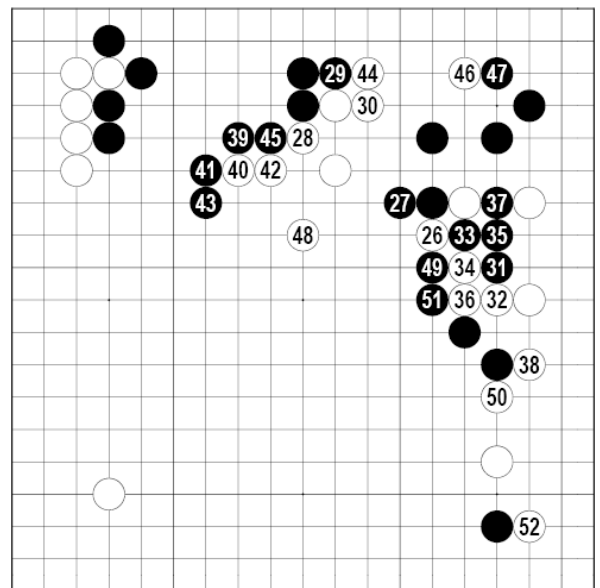


Figure 2 (moves 26 to 52)

Black 29 is a poor move – White is bound to respond with 30 which allows him perfect shape. The proper way to attack is with 2 and 4 in Diagram 9.

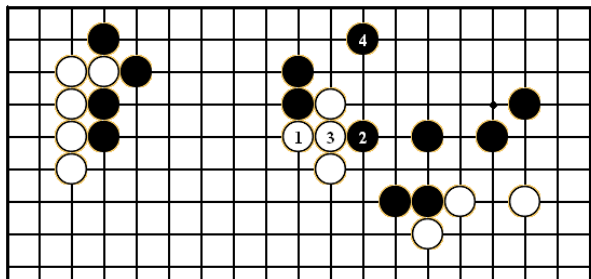


Diagram 9

Black 31 is an overplay – Black gains nothing with the sequence to 38.

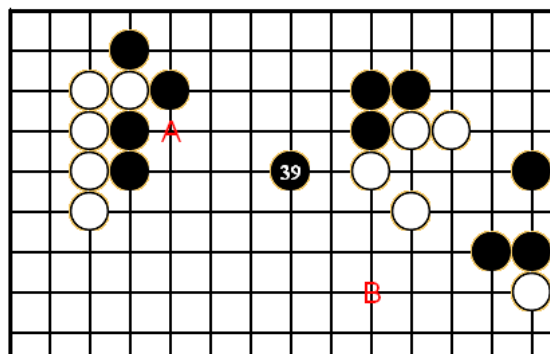


Diagram 10

Black 39 is dubious because of the bad aji at 'A' (in Diagram 10) – White should bide his time and simply jump to 'B', leaning on the Black stones with 40 and 42 makes Black's shape better.

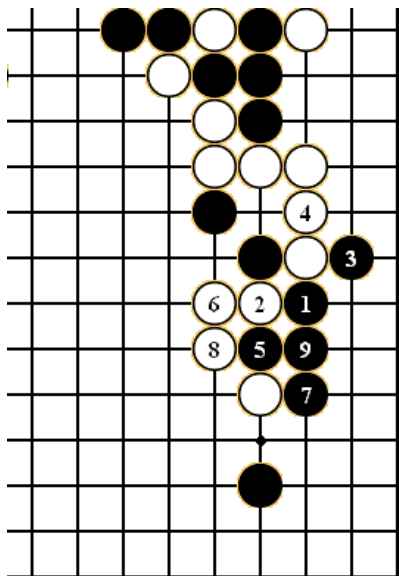
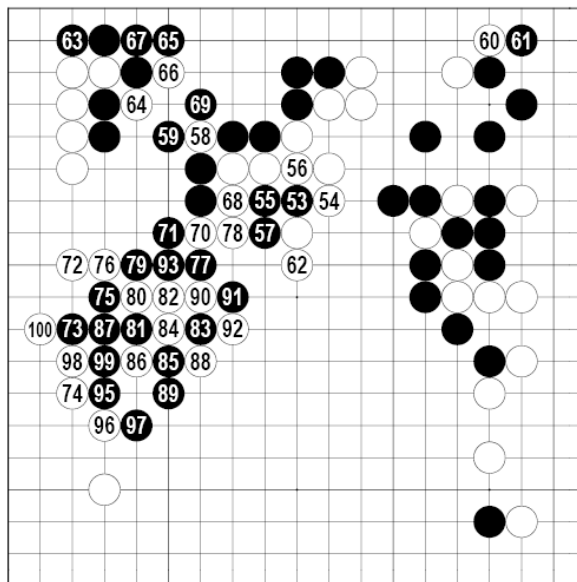


Diagram 11

Black 49 and 51 are slow moves. I (Alexandre Dinerchtein) prefer to play the sequence to 9 in Diagram 11 taking the territory.



94 at 83.

Figure 3 (Moves 53 to 100)

Black is behind on territory so the decision to attack looks natural, but by White 62 Black's attack runs out of steam. Black has bad aji at 'A' and 'B' in Diagram 12, so it's not easy to attack this group directly.

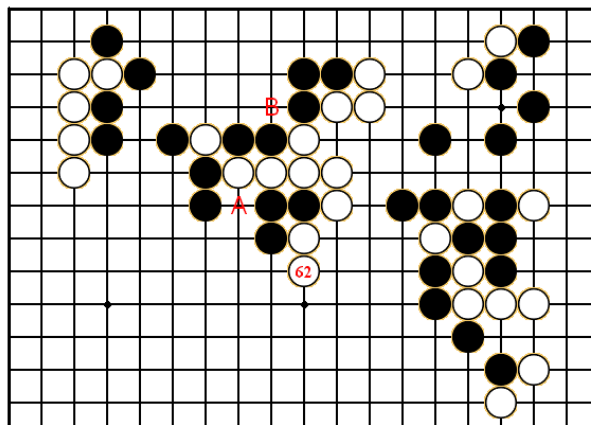


Diagram 12

Black 63 is a big move but it looks slow – White 64 is the right timing.

The result to White 72 is comfortable for White and his lead is now quite big. Black 73 is a sharp plan. (DGM comment – I think this means that by putting pressure on White's corner group Black may be able to establish a position on the lower left and bottom sides.)

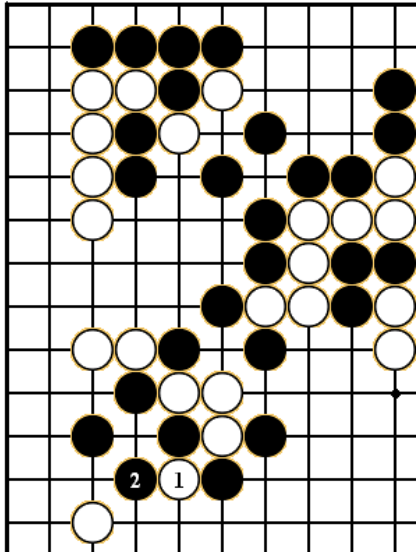


Diagram 13

Black 83 (Figure4) is a nice tesuji.

Black would like to play 87 at 2 in Diagram 13 but he does not have any ko threats. But Black cannot be too disappointed by 95 he has a powerful shape and it is still necessary for White to defend in the centre.

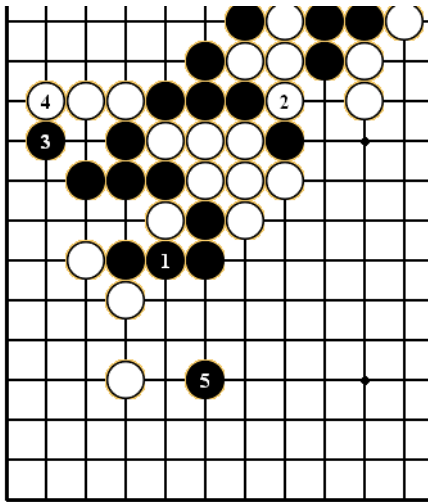
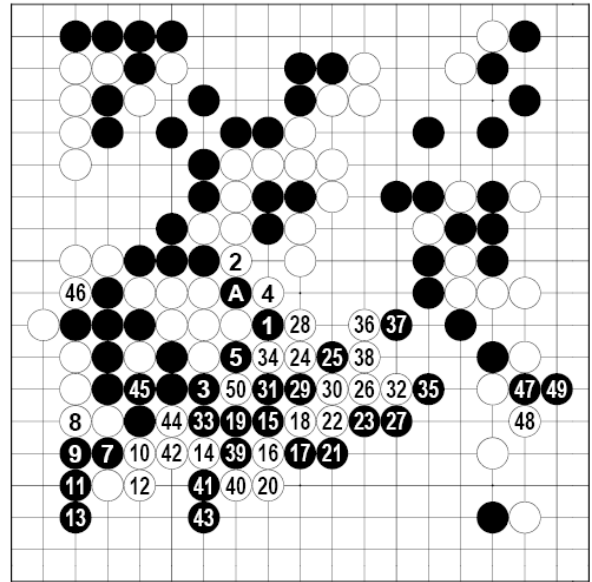


Diagram 14

Black 97 could also be at 1 in Diagram 14 – it is hard to say which is the better move.



⑥ at A.

Figure 4 (Moves 101 to 150)

After Black 101 White should play atari at 46 before cutting at 102.

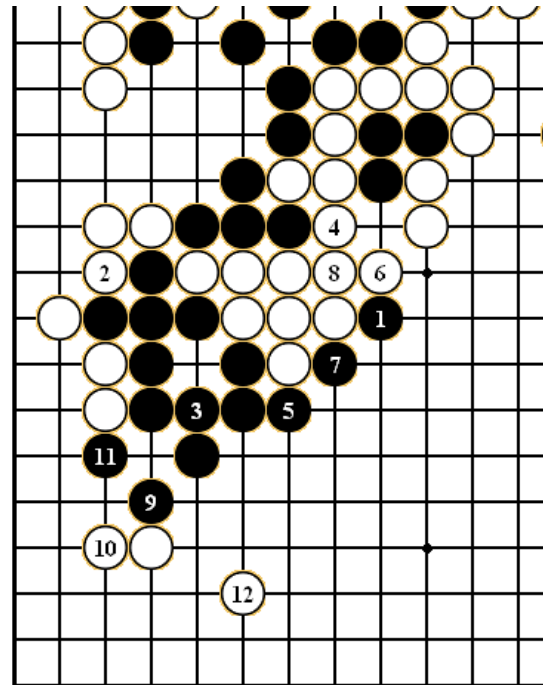


Diagram 15

The sequence in Diagram 15 will follow allowing White to secure his groups and take secure territory on the lower side.

I (Alexandre Dinerchtein) prefer the connection at 1 in Diagram 16 for Black. White connects his stones but the group is not yet alive.

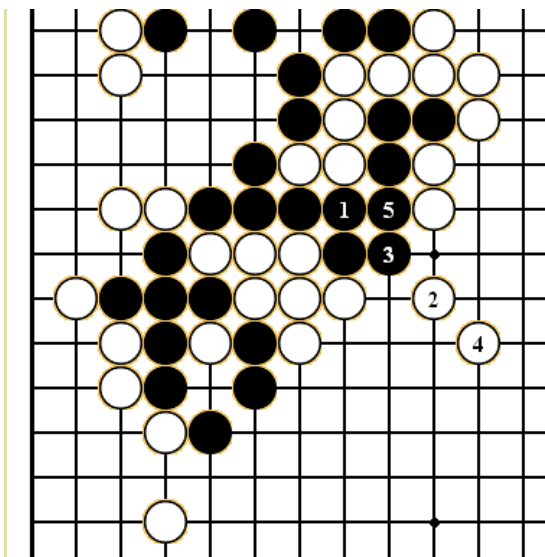


Diagram 16

In the game Black squeezes White but weakens his marked four stones in Diagram 17 – a nice profit for White later.

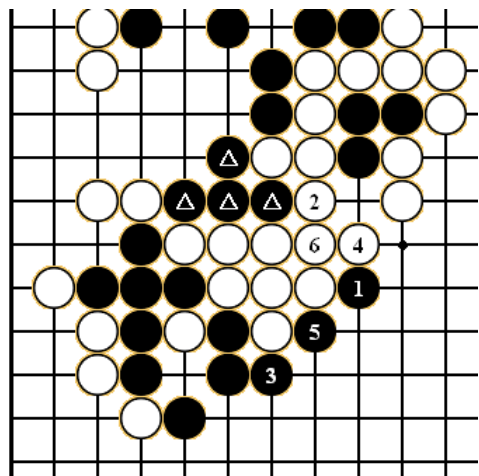


Diagram 17

It's not necessary for White to fight by cutting with 118, White can play defensively with the sequence to 9 in Diagram 17. White is ahead on territory and will have an easy game.

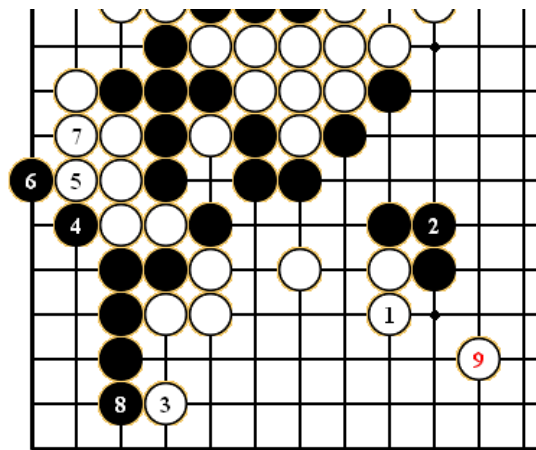


Diagram 18

After the cut it is probably better to extend at 'A' in Diagram 19.

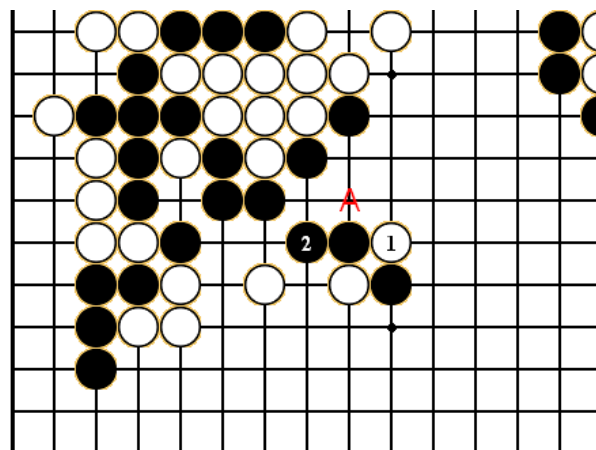


Diagram 19

Black extension at 121 is a brave move.

Until Black 142 in Figure 4 White has the chance to play the 'A', 'B', 'C' combination in sente.

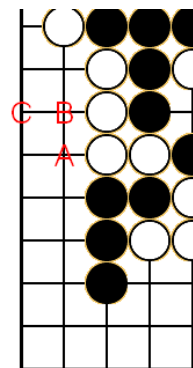


Diagram 20



After White 146 Black has to fight a ko for his group – unfortunately he has no threats. Black 147 is an attempt to create ko threats.

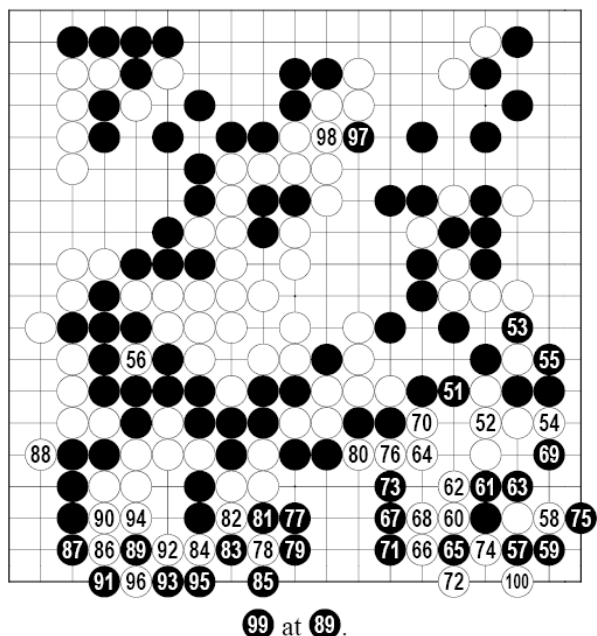


Figure 5 (moves 151 to 200)

White captures the Black group giving Black profit on the right side, but this is enough to win the game.

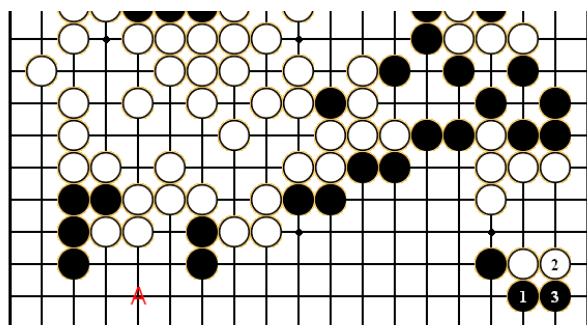


Diagram 21

Black 57 and 59 put pressure on the White's lower left corner but is probably thinking about connecting at 'A' this move is huge!

Black does manage to take away the corner but White has a lot of aji so it is difficult for Black to kill the group.

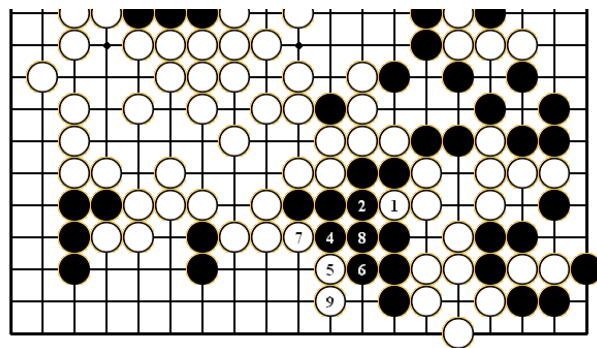


Diagram 22

After Black secures the corner with 175 White can capturing the two Black cutting stones with 176. If Black resists with 2 in Diagram 22 then White will shibori his group and Black loses big time.

Black 177 and 179 protect against the shibori and White plays safe by taking the two stones with 180 in Figure 5.

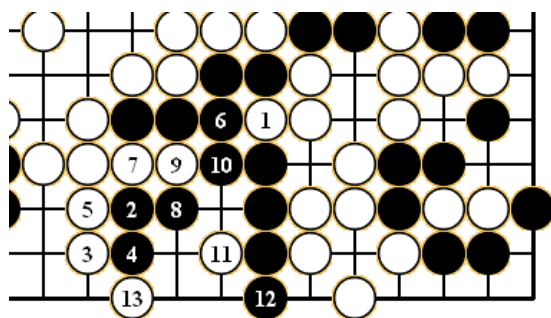


Diagram 23

White can in fact shorten the game by connecting at 5 in Diagram 23. The sequence to 12 is to be expected we can see that the capture race is favourable to White.

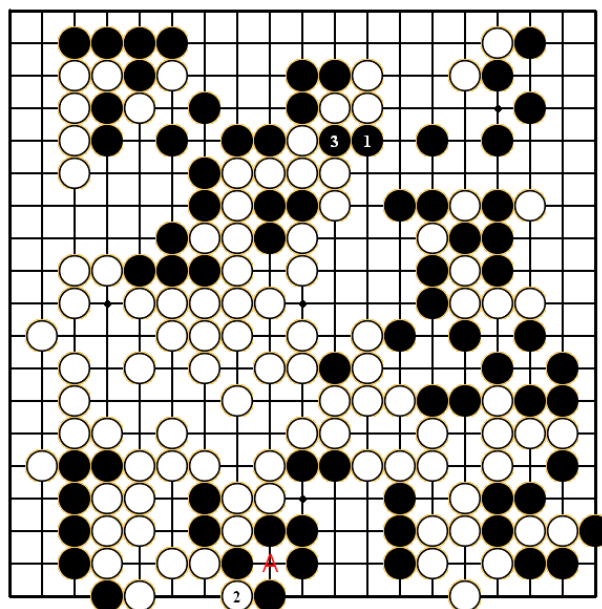


Diagram 24

White can afford to ignore the ko threat and capture with 2 in Diagram 24. When Black cuts at 3 White can kill the lower centre group with 'A'. After this Black's position would be hopeless.

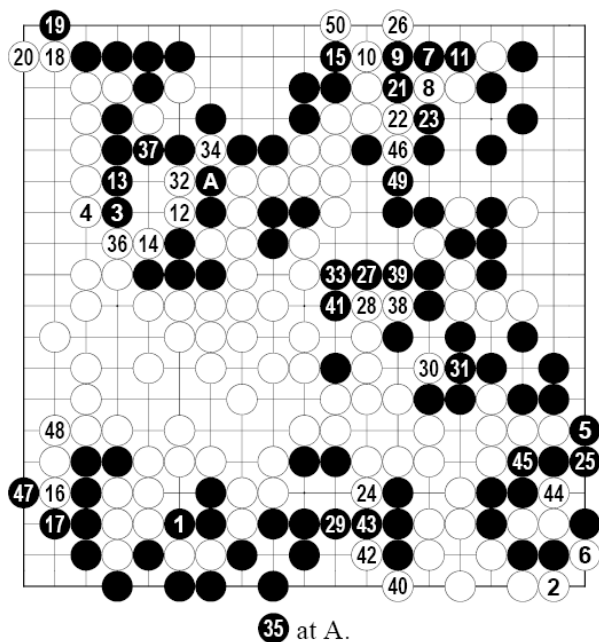


Figure 6 (moves 201 to 250)

Black 201 finished the ko – this is the right decision as Black does not have any more ko threats.

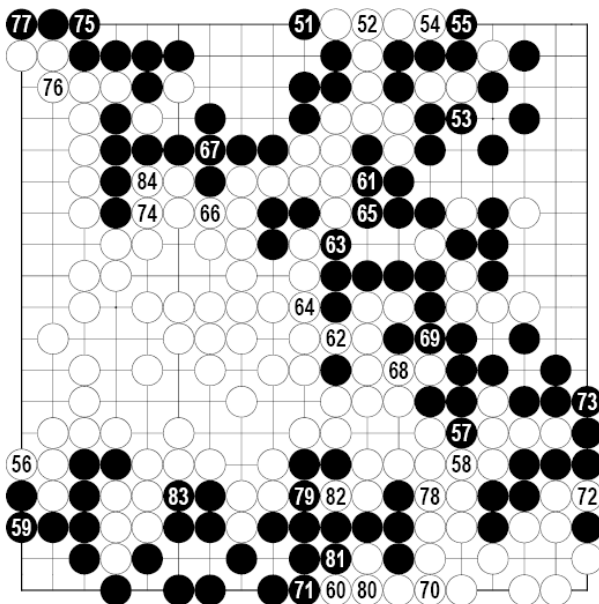


Figure 7 (moves 251 to 284)

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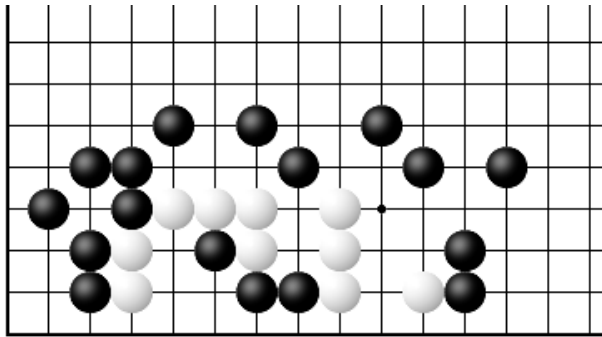
**AND more!**

# Problems

The following 21 problems are not simple. To solve them you need to throw away many of the lessons you learnt as a beginner or intermediate player – if you can work your way through the problems without resorting to trial and error on the board you will become stronger.

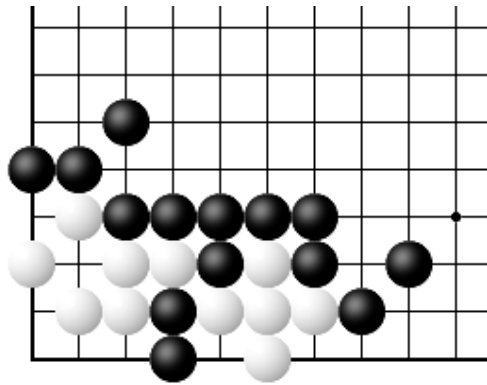
I was going to wish you good luck, but perseverance is going to be needed more than luck.

## Problem 1



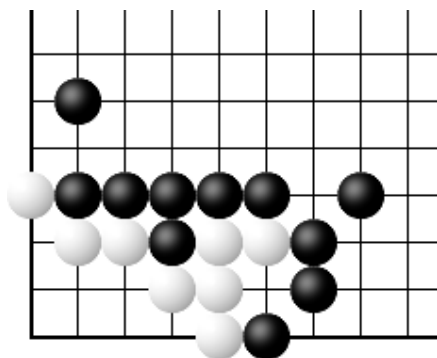
Black to play – his task is to kill White outright.

## Problem 2



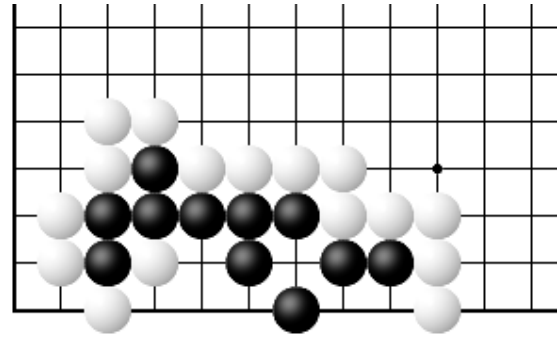
Black to play.

## Problem 3



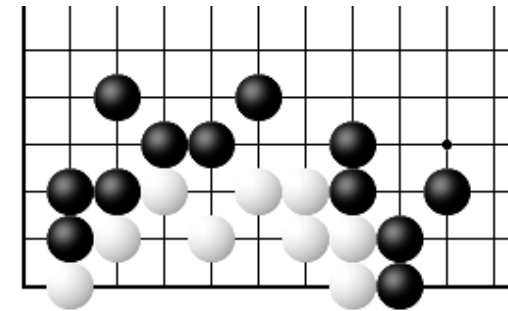
Black to play.

## Problem 4



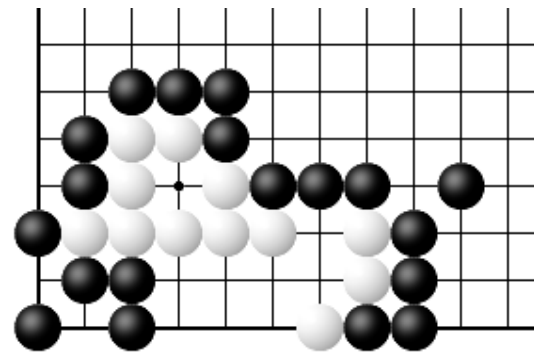
White to play.

## Problem 5

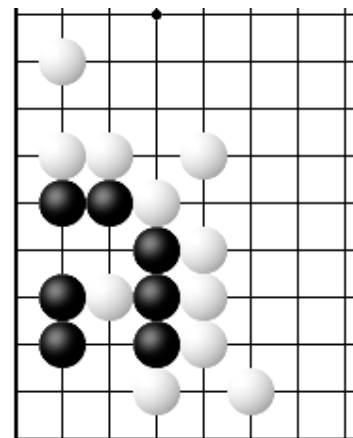


Black to play.

## Problem 6

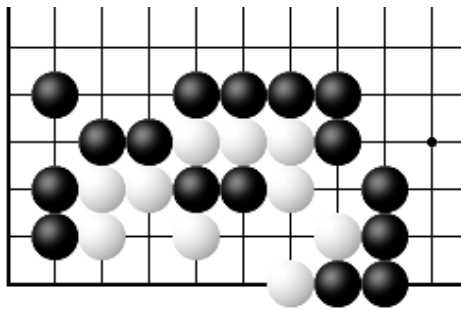


## Problem 7



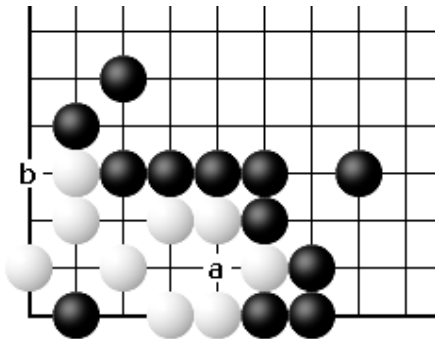
White to play.

**Problem 8**



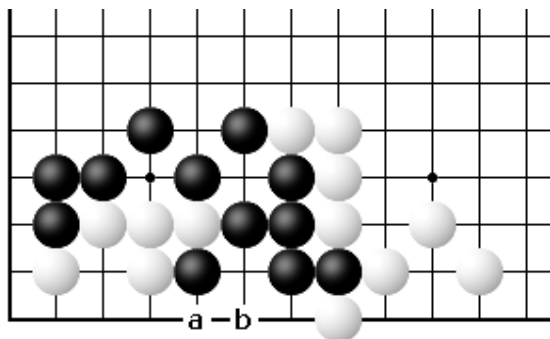
Black to play

**Problem 9**



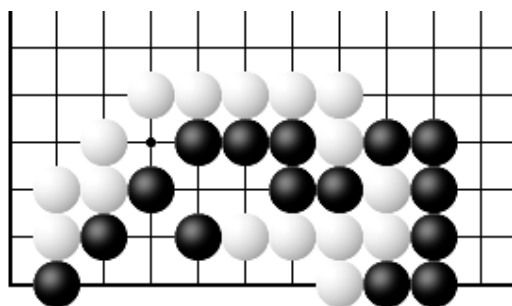
Black to play – White can make an eye at ‘a’ or ‘b’ and he already has one in the corner – you need something special here!

**Problem 10**



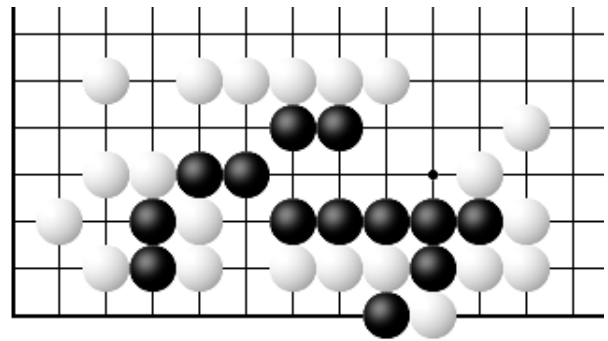
If White plays ‘a’ Black will play ‘b’ and there is a Ko for the White stones – how can White survive without having to fight a ko?

**Problem 11**



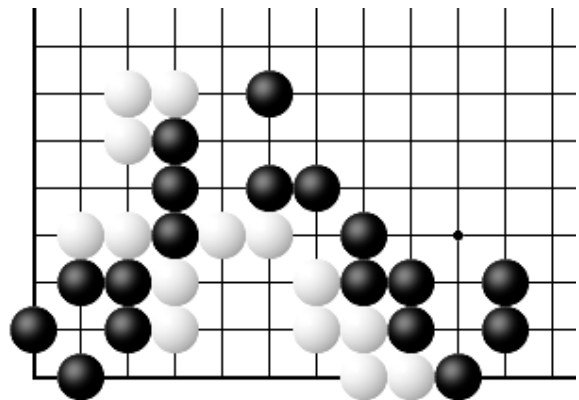
White to play.

**Problem 12**



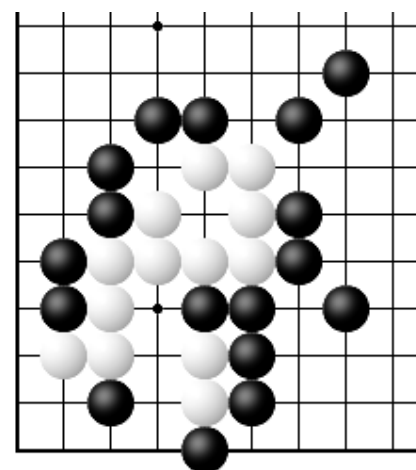
Black to play.

**Problem 13**



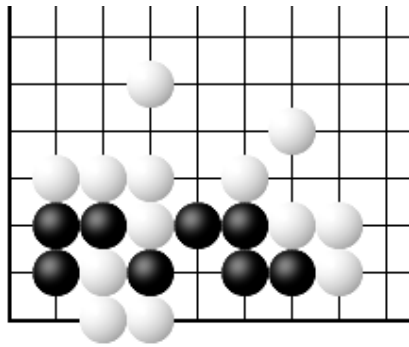
Black to play.

**Problem 14**



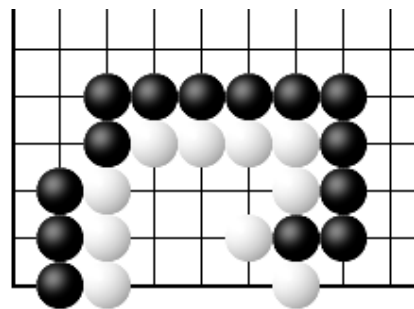
White to play and make another eye in the corner.

**Problem 15**



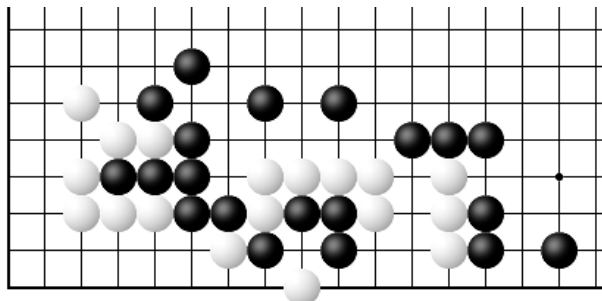
Black to play – can he afford to connect his single stone? The short answer is no – can you find the reason?

**Problem 16**



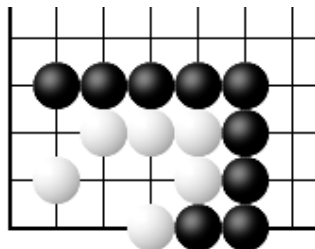
Black to play.

**Problem 17**



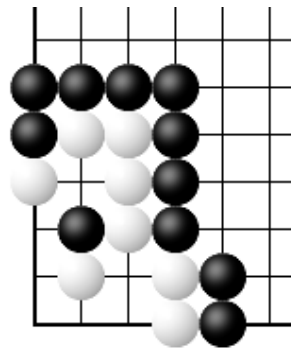
Black to play and kill White.

**Problem 18**



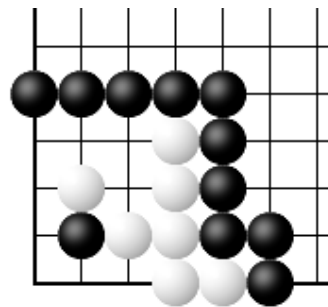
Black to play (and the answer is not ko).

**Problem 19**



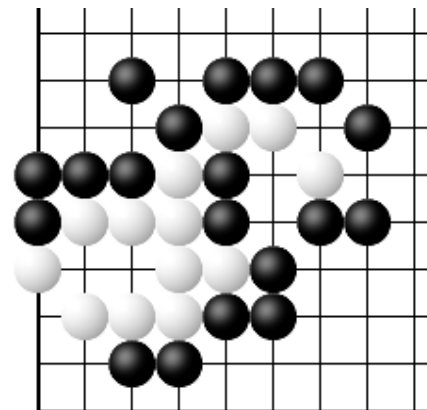
Black to play.

**Problem 20**



Black to play and avoid ko and seki.

**Problem 21**



Last and by no means least – Black to play and kill; if you can envisage the outcome without putting the stones on the board you are a very strong player.

Geoffrey Briggs found the following Tsume Go site

<http://tsumego.tasuki.org/?page=links>

This contains problem in SGF format  
Currently both classical problem collections, and Cho's problems are available – but no answers!

Thanks Geoffrey.

## Golden Rules of Go

The Golden Rules were written sometime during the early 8<sup>th</sup> century AD during the Tang Dynasty. Authorship is attributed to Wang Jixin a firewood collector. It is said that he became a fulltime Go tutor to Xuan Zong who was emperor of China between 712 AD to 755 AD.

Given the mists of time that sit between now and then it is hard to say if this is correct but it does give some context –the important thing is not the history of the ‘Golden Rules’ but their content.

The ‘Golden Rules’ are different from ‘Go Proverbs’ that guide in specific situations, the Golden Rules are fundamental to the way to approach Go.

### The Ten Golden Rules are:-

#### 1. Tan Bu De Sheng (贪不得胜)

Translation – The greedy do not get success.

#### 2. Ru Jie Yi Huan (入界宜缓)

Be unhurried to enter opponent’s territory

#### 3. Gong Bi Gu Wo (攻彼顾我)

Take care of oneself when attacking the other

#### 4. Qi Zi Zheng Xian (弃子争先)

Discard a stone to gain sente

#### 5. She Xiao Jiu Da (舍小就大)

Abandon small to save big

#### 6. Feng Wei Xu Qi (逢危须弃)

When in danger, sacrifice

#### 7. Shen Wu Qing Su (慎勿轻速)

Make thick shape, avoid hasty moves

#### 8. Dong Xu Xiang Ying (动须相应)

A move must respond to the opponent's

#### 9. Bi Qiang Zi Bao (彼强自保)

Against strong positions, play safely

#### 10 Shi Gu Qu He (势孤取和)

Look for peace, avoid fighting in an isolated or weak situation.

## Applying the Golden rules to a game

Reading these rules is one thing, understanding how to apply them is something else. The best means of explaining them is to put them into context in a real game.

The following is a 5 stones handicap game between two amateur dan players played on KGS played in August 2007. White wins by resignation.

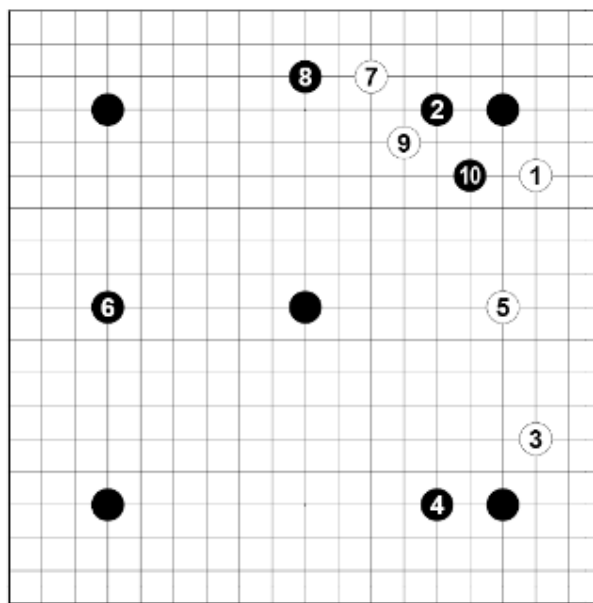


Figure 1 (moves 1 to 10)

With 5 stones already on the board it is often tempting for Black to attack White from the start to get a game winning advantage. This is not the right way to use the handicap.

To gain the most from the handicap you must be patient and build – the greedy do not get success. White 1 and 3 are typical tactics trying to tempt Black into aggression; this is invariably good for White.

To state the obvious – Black is the weaker player in a handicap game, he has the handicap as compensation for his lesser skills. To gain victory, Black has to keep the advantage for as long as possible. Allowing a fight to start early in the game is a high risk for Black – one mistake in a fight will result in the loss of some of all of the handicap advantage. Should this occur very early in a game it will almost certainly guarantee defeat.

Black is ahead at the beginning of a handicap game, he has nothing to gain by fighting. So when you are ahead make peaceful moves, moves that consolidate your advantage. Be patient and above all don't be













































