Studying Fuseki

This supplement contains the Fuseki study article published in SGJ 14 PLUS a number of extra study game.

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.

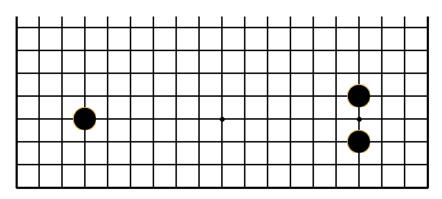


Figure 1

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....

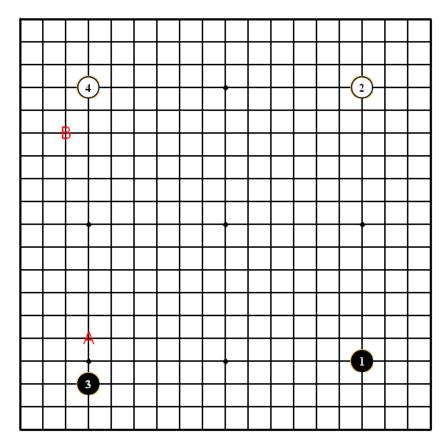


Figure 2

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 20th 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

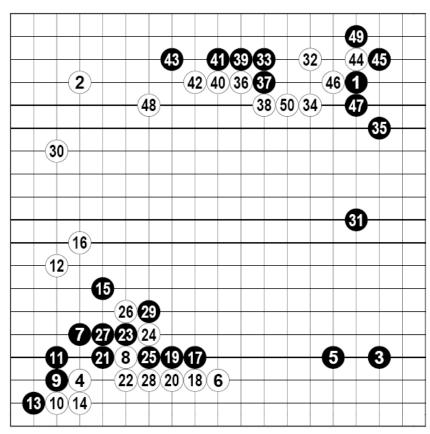


Figure 3

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

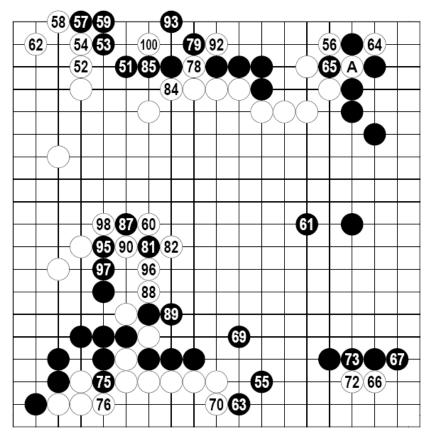


Figure 4

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

Ko moves

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

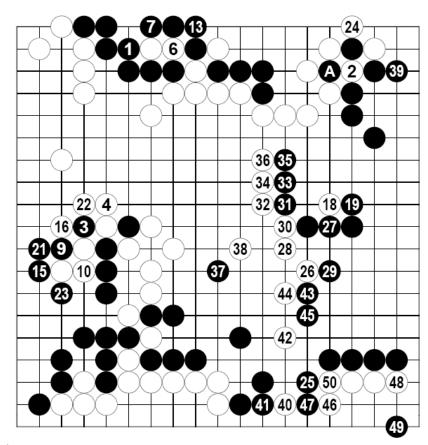


Figure 5 Moves 101 to 150

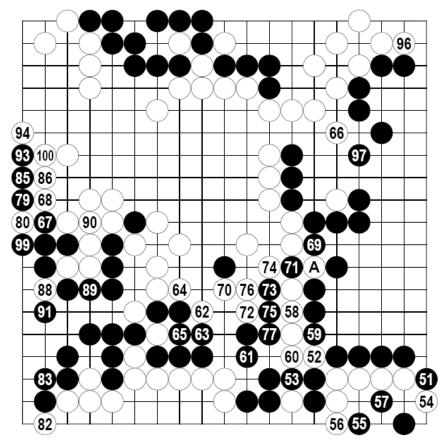


Figure 6

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

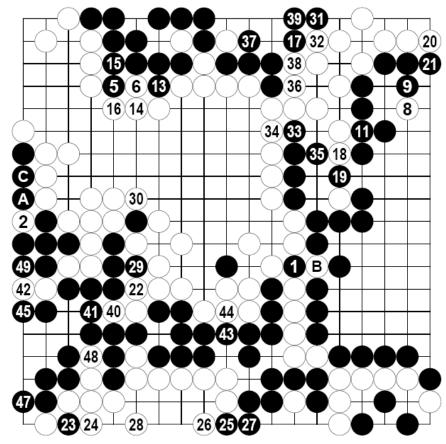


Figure 7

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.

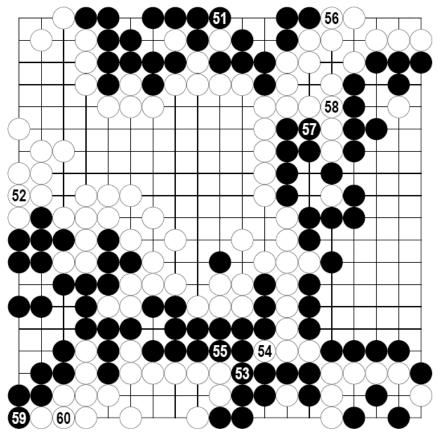


Figure 8

Moves 251 to 260

Event Year 2007 Chinese City League B

Date 2007-06-20 Black Cho Hanseung

Black rank 9p

White Weon Seongjin

White rank 7p Komi 7.5 Handicap 0 Result B+3.5 Round round 3

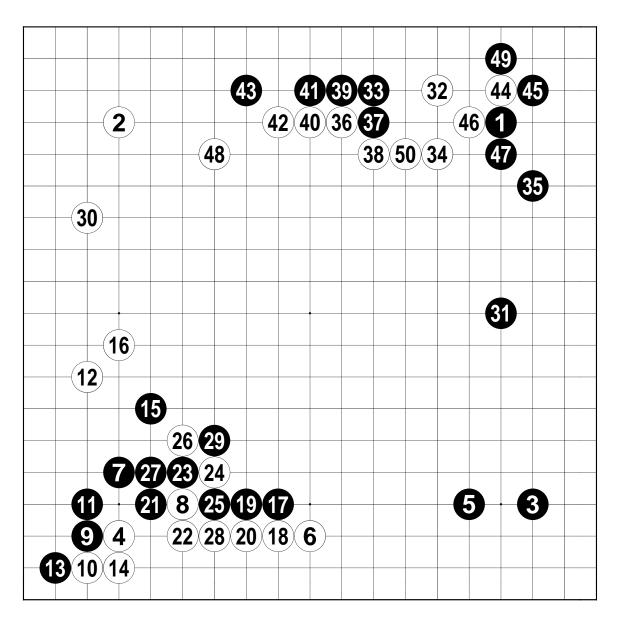


Diagram 1 (1-50)

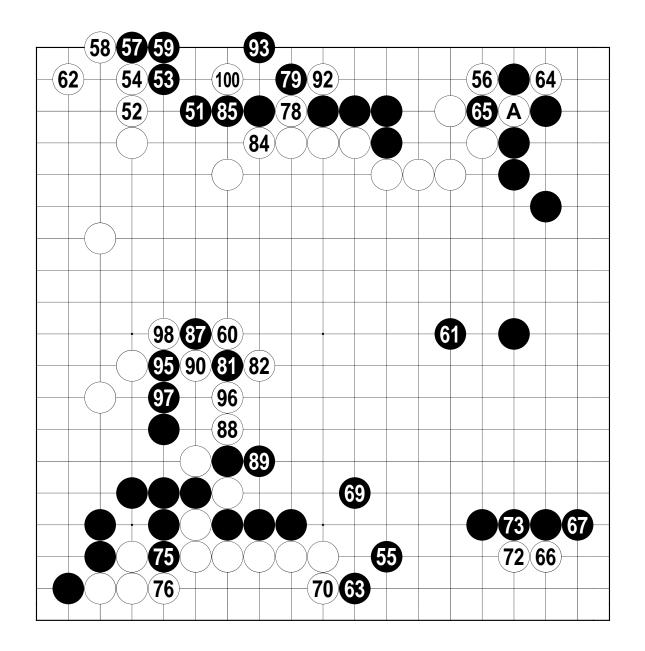


Diagram 2 (51-100)
68 at A, 71 at 65, 74 at A, 77 at 65, 80 at A, 83 at 65,
86 at A, 91 at 65, 94 at A, 99 at 65.

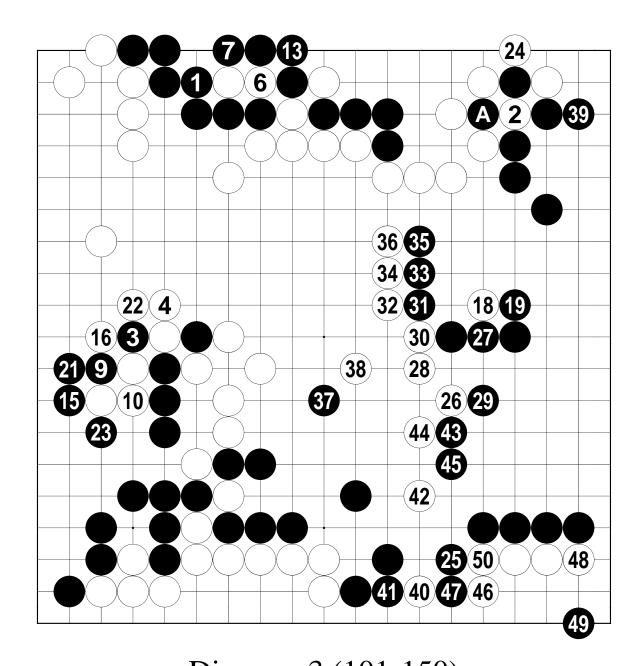


Diagram 3 (101-150)

5 at A,8 at 2,11 at A,12 at 6,14 at 2,17 at A,

20 at 2.

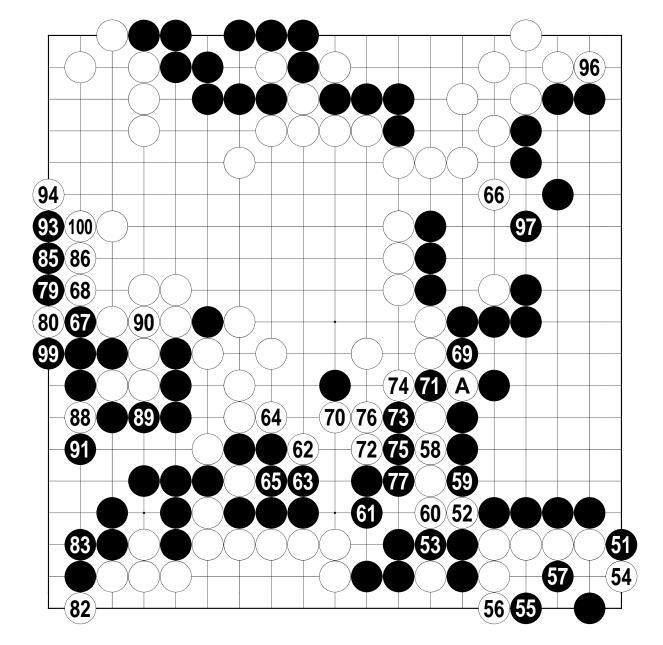


Diagram 4 (151-200)

78 at A, 81 at 71, 84 at A, 87 at 71, 92 at A, 95 at 71,

98 at A.

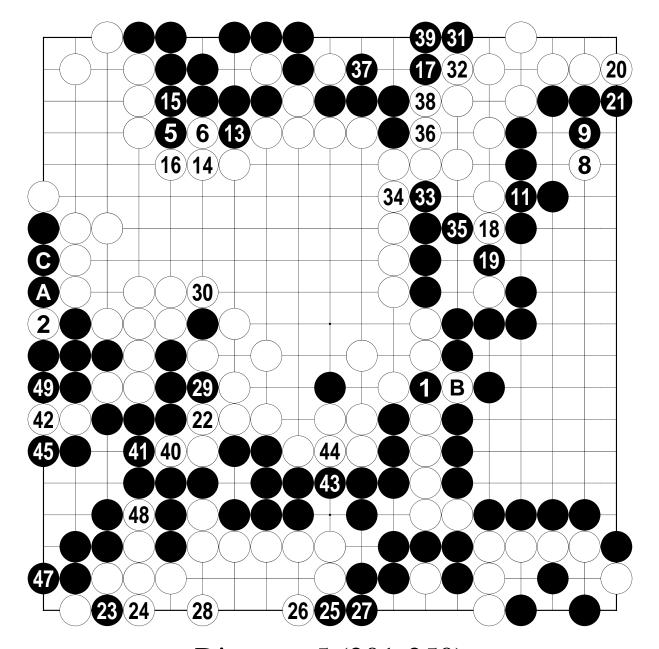


Diagram 5 (201-250)

3 at A, 4 at B, 7 at 1, 10 at B, 12 at 1, 46 at C,

50 at 2.

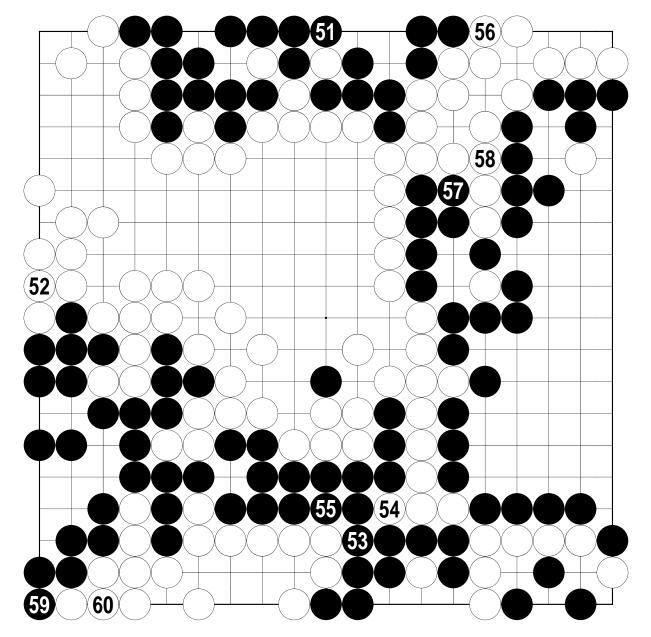


Diagram 6 (251-260)

Event 1st Saikoi League
Date 1956-02-22
Black Iwamoto Kaoru

Black rank 8p

White Takagawa Shukaku

 $\begin{array}{lll} \mbox{White rank} & \mbox{8p} \\ \mbox{Komi} & 0.0 \\ \mbox{Handicap} & 0 \\ \mbox{Result} & \mbox{B+R} \\ \mbox{Place} & \mbox{Nihon Ki-in} \end{array}$

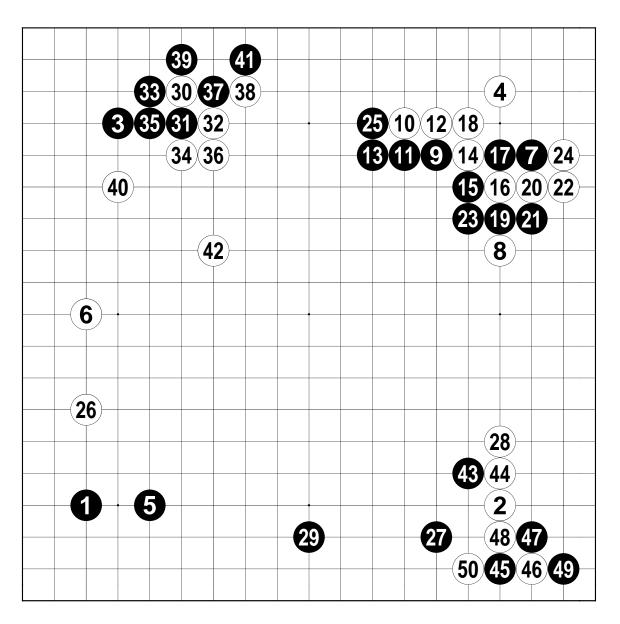


Diagram 1 (1-50)

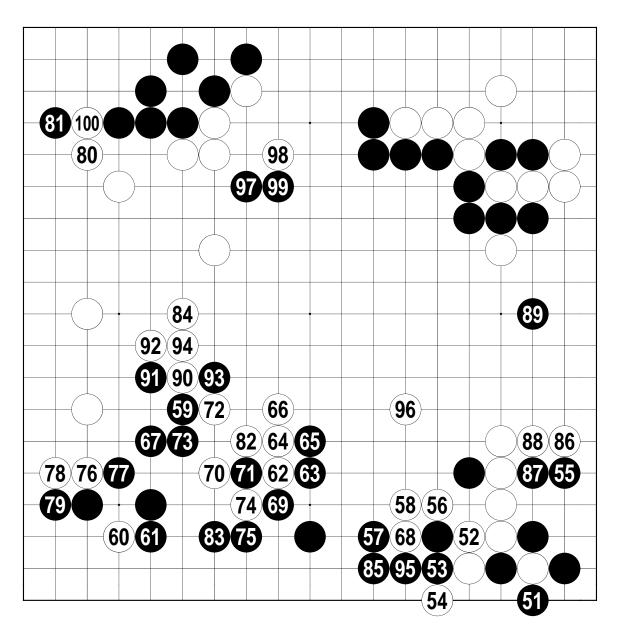


Diagram 2 (51-100)

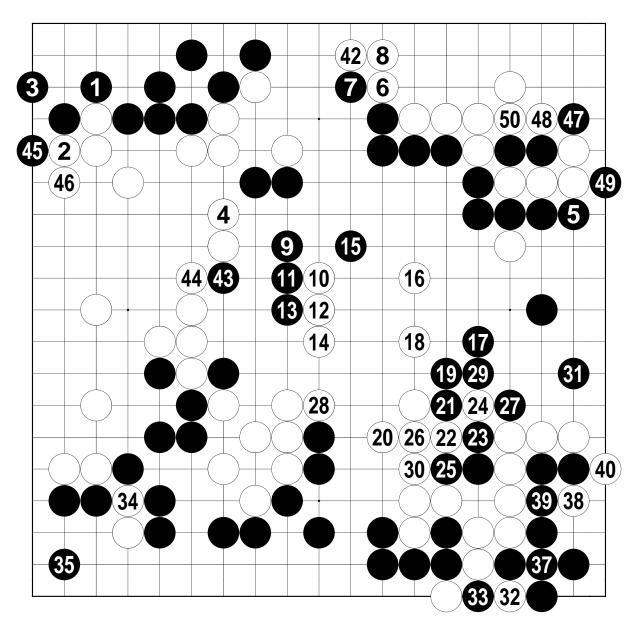


Diagram 3 (101-150)
36 at 32,41 at 33.

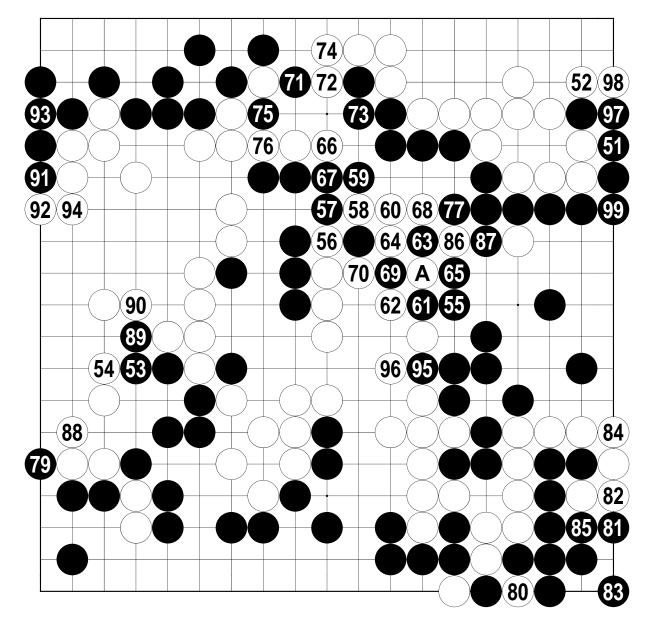


Diagram 4 (151-199) **78** at A.

Event 40th Honinbo Date 1984-08-20 Black O Rissei

Black rank 7p

White Otake Hideo

White rank 9p Komi 5.5 Handicap 0 Result B+1.5Nihon Ki-in Place

Round 3rd Preliminary, Group 1 Semi-final

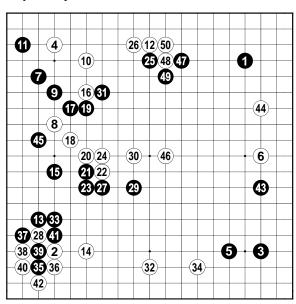


Diagram 1 (1-50)

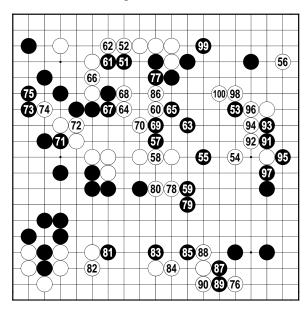


Diagram 2 (51-100)

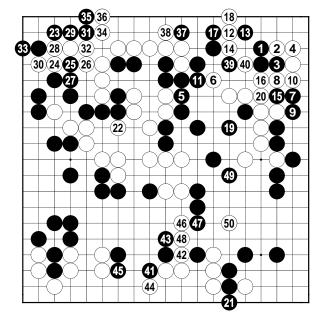


Diagram 3 (101-150)

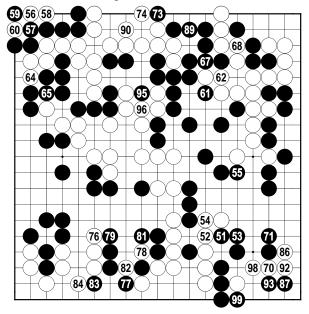


Diagram 4 (151-200)

63 at 69,66 at 60,69 at 69,72 at 60,75 at 69,

80 at 60,85 at 69,88 at 60,91 at 69,94 at 60, 97 at 69,00 at 60.

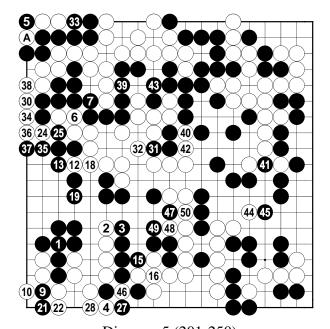


Diagram 5 (201-250)

8 at A, 11 at 5, 14 at A, 17 at 5, 20 at A, 23 at 5,

26 at A, 23 at 5.

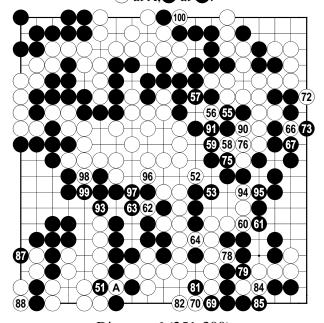


Diagram 6 (251-300)
(54) at A, (55) at (51), (68) at A, (77) at (51), (74) at A, (77) at (51), (80) at A, (83) at (51), (86) at A, (83) at (51), (92) at A.

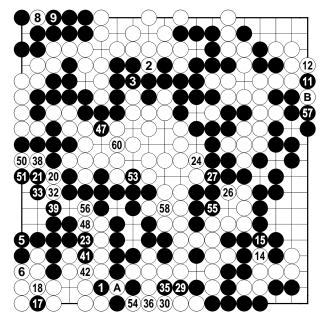


Diagram 7 (301-361)

4 at A, 7 at 1, 10 at A, 13 at 1, 16 at A, 19 at 1,

22) at A,23 at 1,28 at A,31 at 1,34 at A,37 at 1,

40 at A,43 at 1,44 at 20,45 at 32,46 at A,49 at 1,

52 at A,59 at 11,61 at B.

Date 1932-12-19 Black Hashimoto Utaro

Black rank 4p

White Kubomatsu Katsukiyo

 $\begin{array}{lll} \text{White rank} & & 6p \\ \text{Komi} & & 0.0 \\ \text{Handicap} & & 0 \\ \text{Result} & & B+R \end{array}$

Place Kobe Suwayama Club

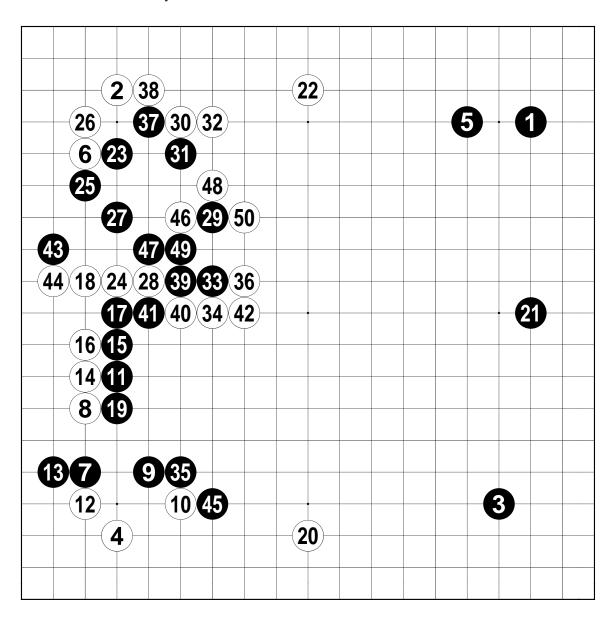


Diagram 1 (1-50)

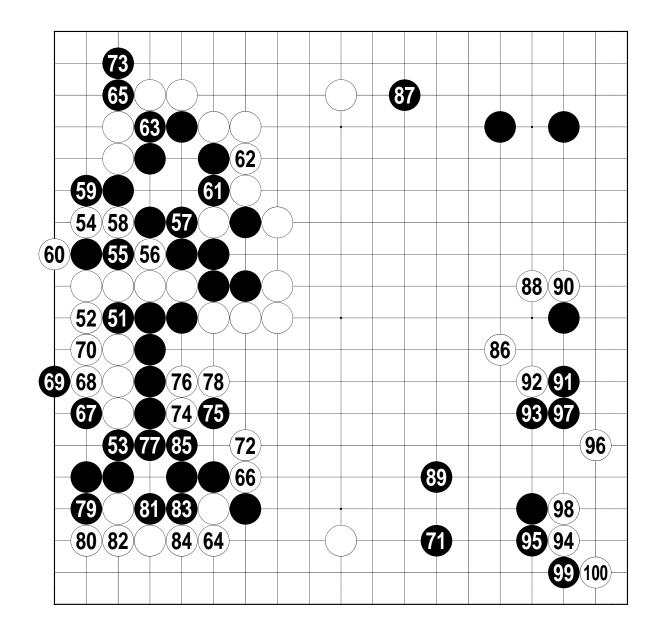


Diagram 2 (51-100)

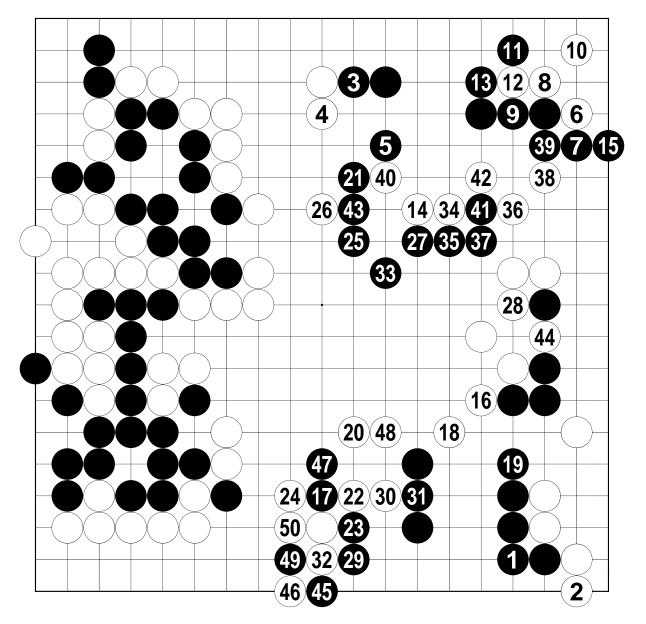


Diagram 3 (101-150)

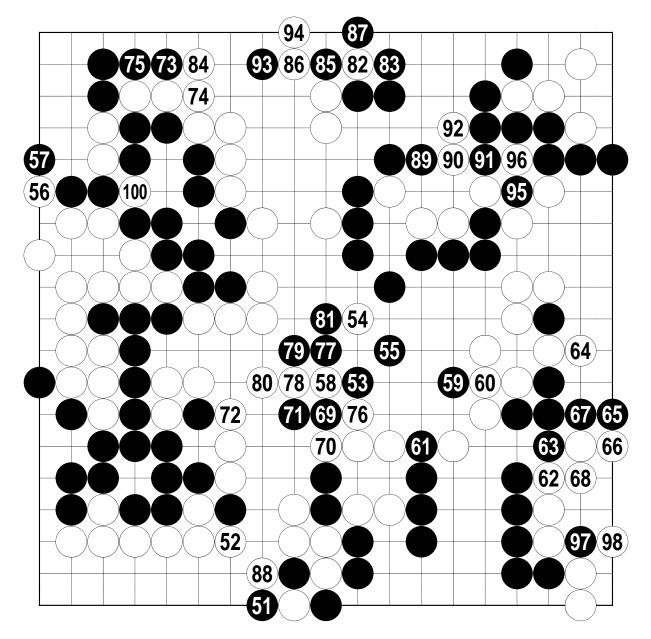


Diagram 4 (151-200)
99 at 95.

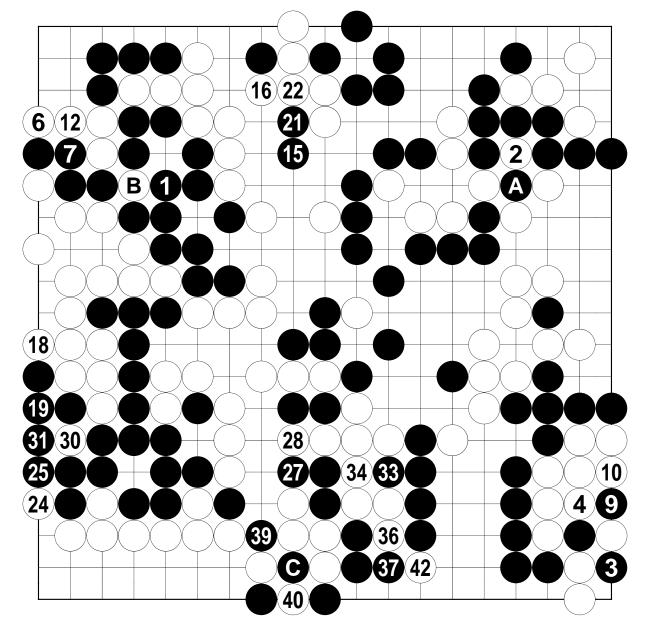


Diagram 5 (201-243)

5 at A, 8 at 2, 11 at A, 13 at B, 14 at 2, 17 at A, 20 at 2, 23 at A, 26 at 2, 29 at A, 32 at 2, 35 at A, 38 at 2, 41 at A, 43 at C.

Event 3-game match
Date 1944-01-01
Black Hashimoto Utaro

Black rank 7p

White Go Seigen

 $\begin{array}{lll} \mbox{White rank} & \mbox{8p} \\ \mbox{Komi} & \mbox{0.0} \\ \mbox{Handicap} & \mbox{0} \\ \mbox{Result} & \mbox{B+2} \end{array}$

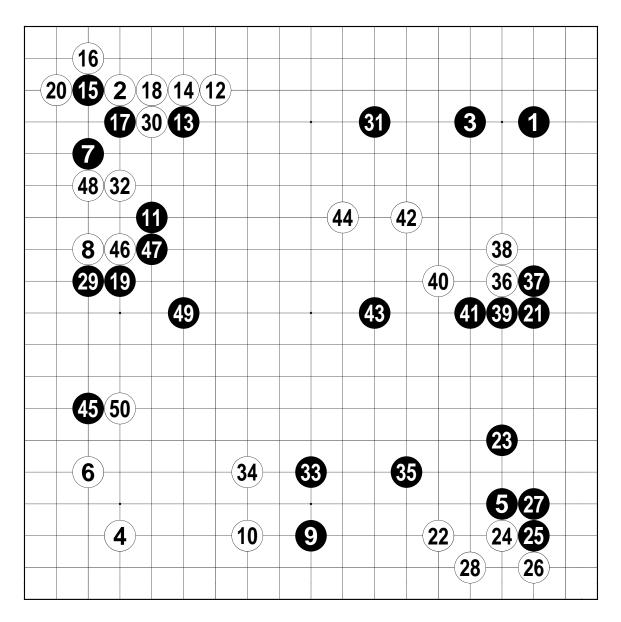


Diagram 1 (1-50)

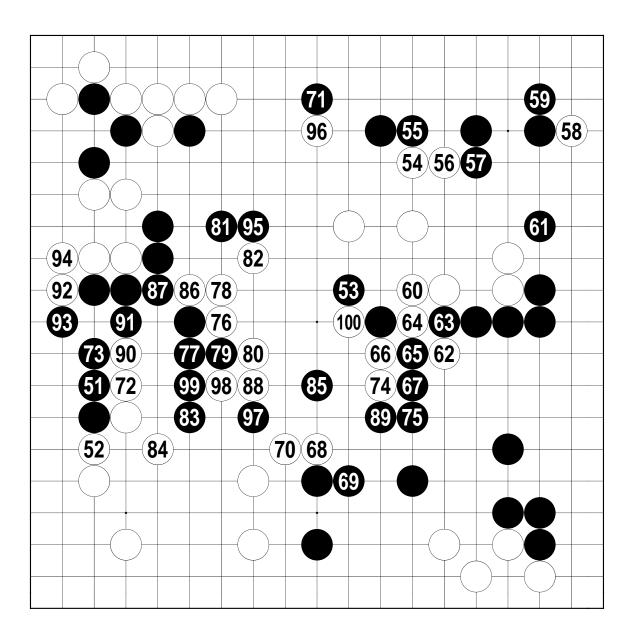


Diagram 2 (51-100)

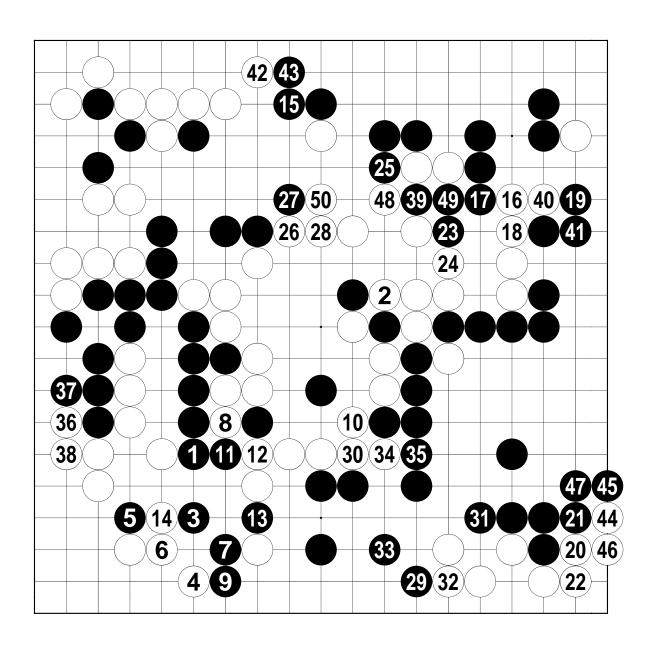


Diagram 3 (101-150)

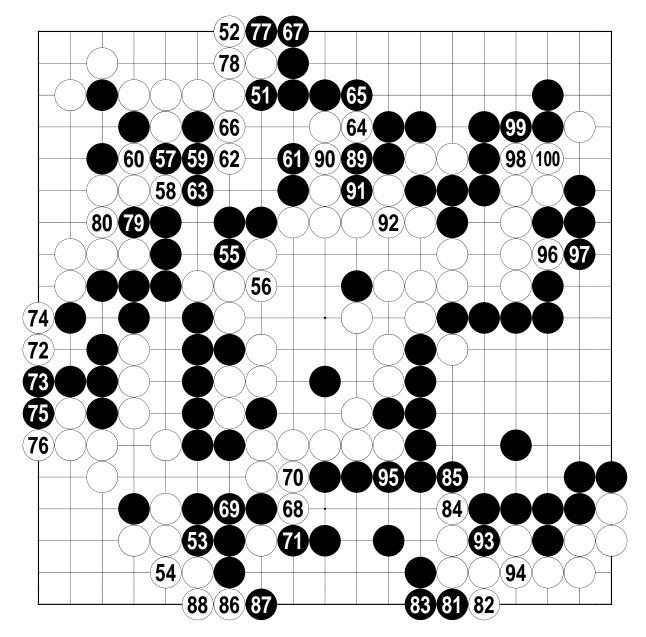


Diagram 4 (151-200)

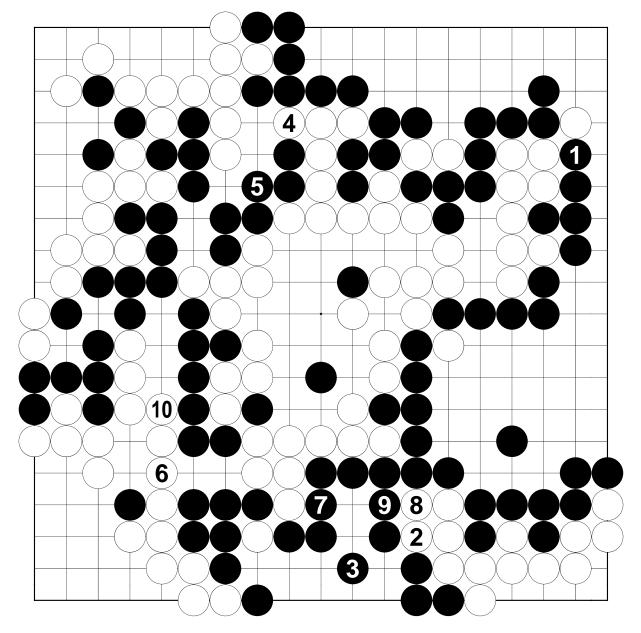


Diagram 5 (201-210)

Event 16th Oza
Date 1968
Black Sakata Eio

Black rank 1p

White Fujisawa Hosai

White rank 1p Komi 5.5 Handicap 0 Result B+R Place Nihon Ki-in

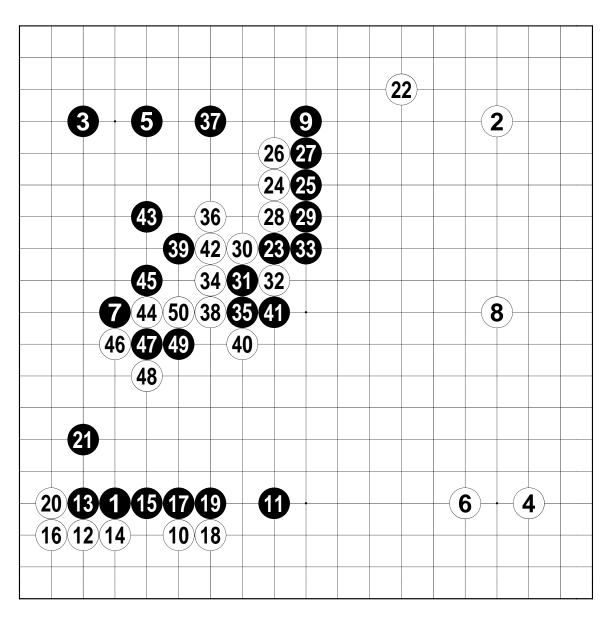


Diagram 1 (1-50)

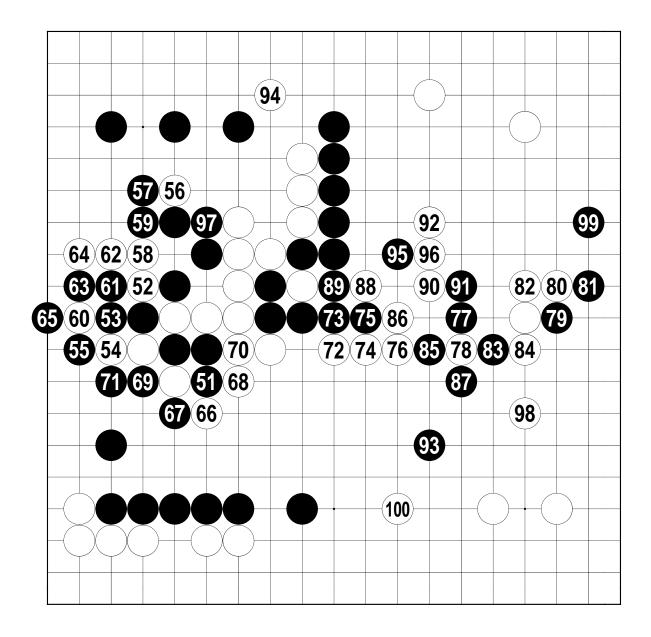


Diagram 2 (51-100)

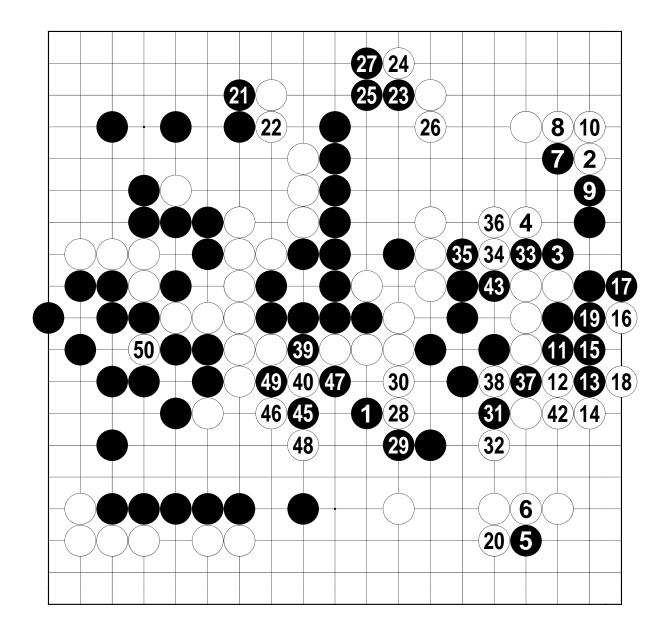


Diagram 3 (101-150)
41 at 37,44 at 38.

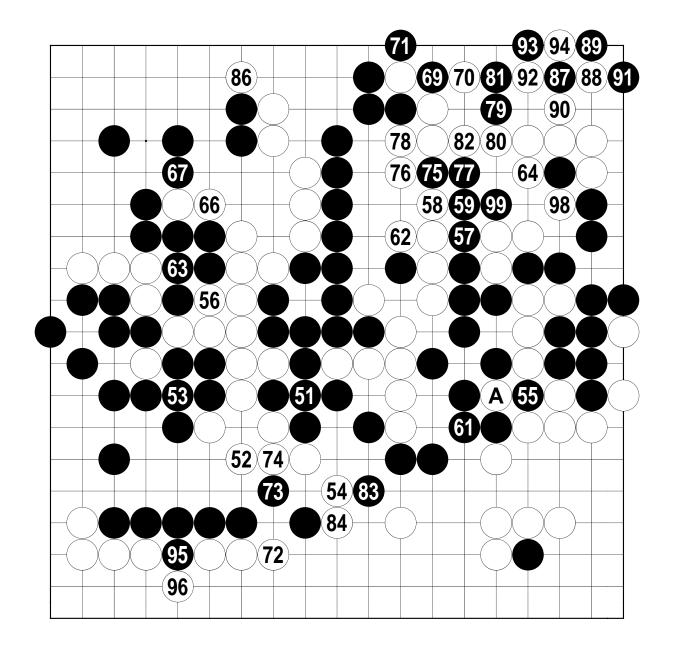


Diagram 4 (151-200)
60 at A,65 at 55,68 at A,85 at 55,97 at 87,100 at 94.

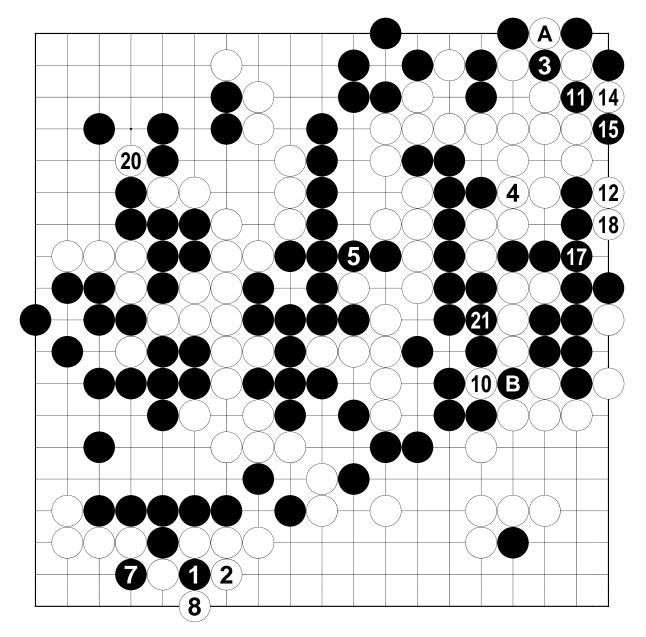


Diagram 5 (201-221)
6 at A,9 at 3,13 at B,16 at 10,19 at B.

Event 9th Chinese City League A

Date 2007-07-07 Black Fu Chong

Black rank 4p

White Zhang Xuebin

White rank 5p Komi 7.5 Handicap 0 Result W+8.5 Round round 8

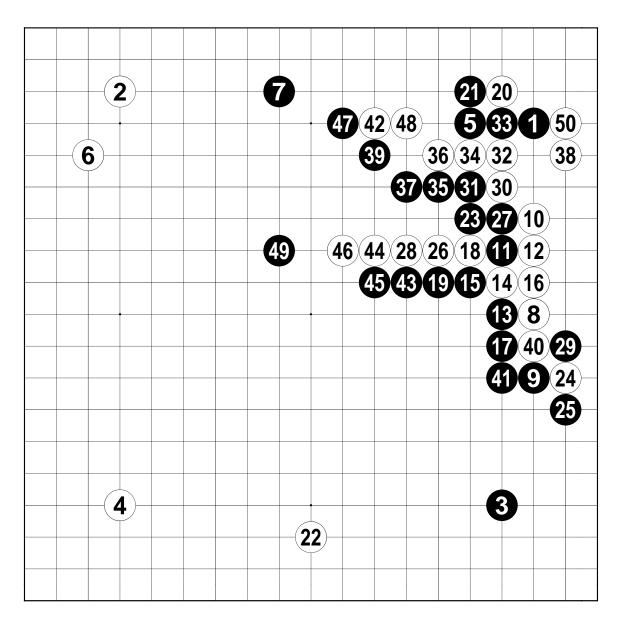


Diagram 1 (1-50)

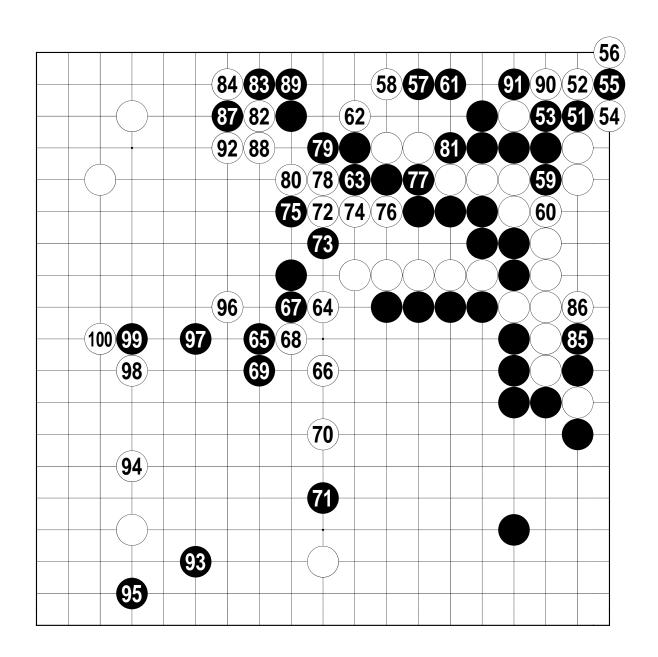


Diagram 2 (51-100)

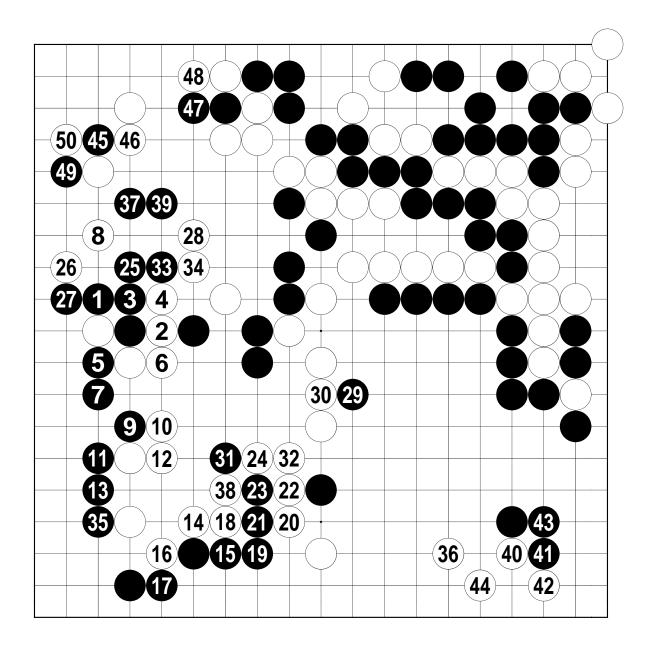


Diagram 3 (101-150)

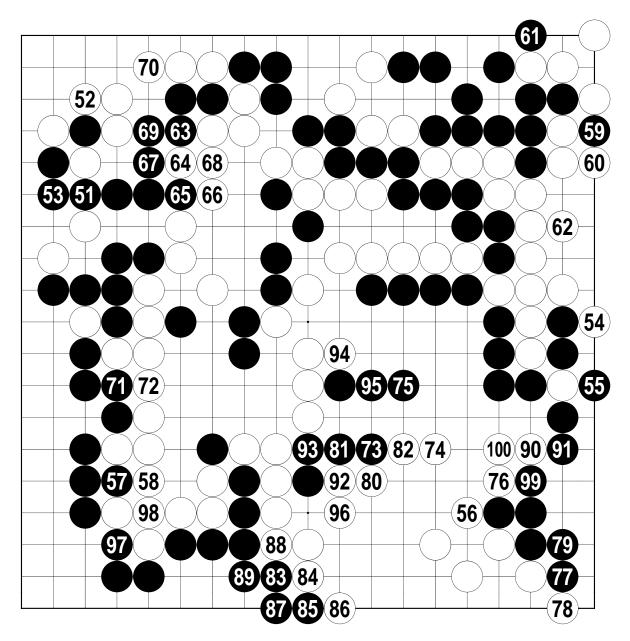


Diagram 4 (151-200)

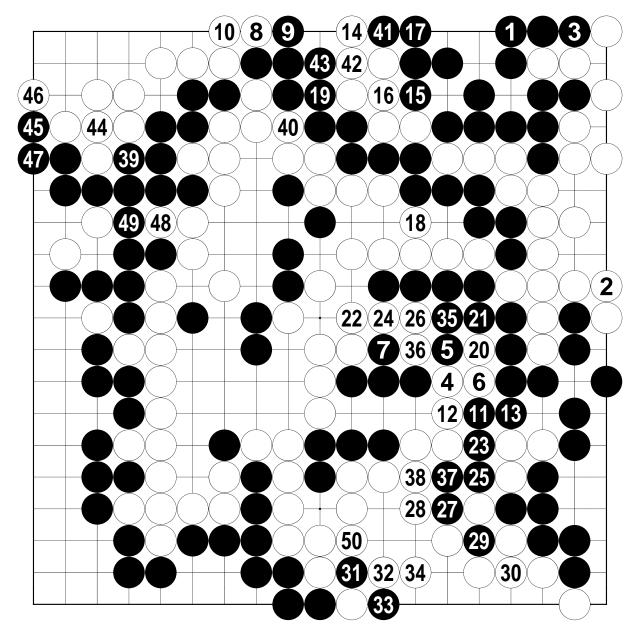


Diagram 5 (201-250)

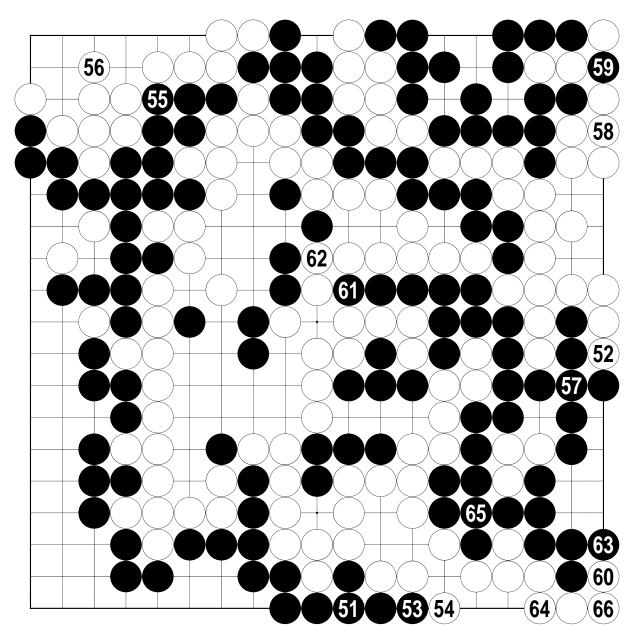


Diagram 6 (251-266)