Author – David Mitchell on behalf of The Sydney Go Club
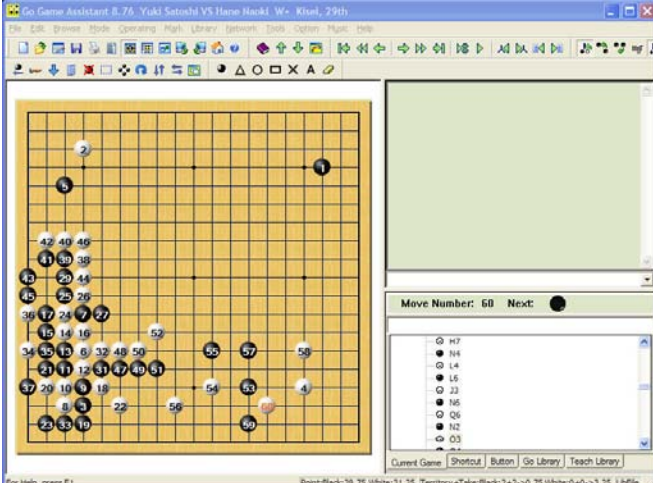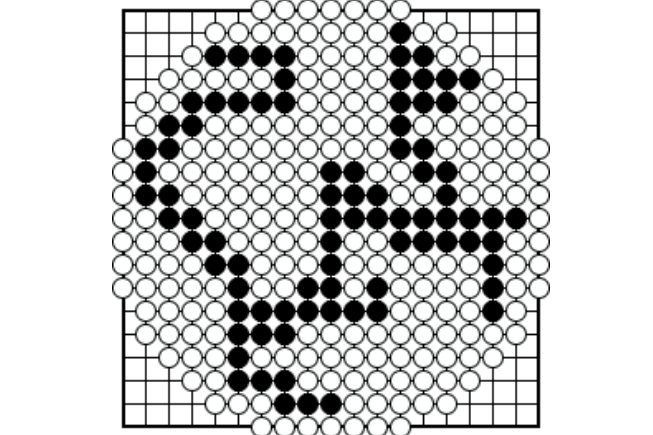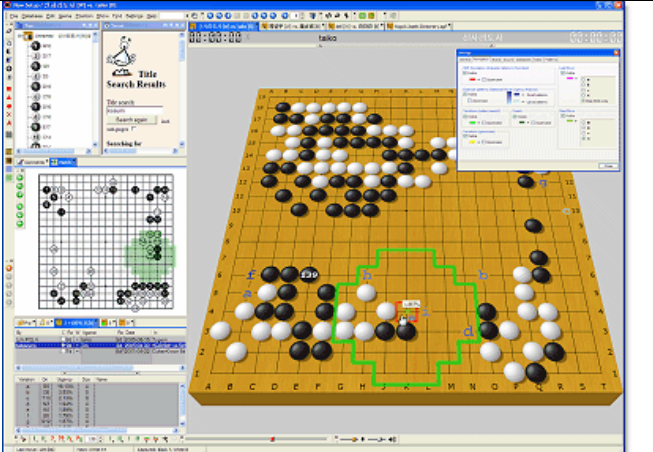
Sydney Go Journal
Issue Date - September 2006

This journal was created with the assistance of the following software (in alphabetic order):

Go Game Assistant http://www.go-assistant.com/english/ Used for game and reference diagrams, cataloguing and cross reference. Cost US$29.00	
GoDrago http://www.godrago.net/en.htm Used for printing full game scores with a clear font and not missing Ko or captured stones. Freeware	
MoyoGo http://www.moyogo.com/ Used for game analysis, joseki, fuseki and example games. Cost US$62.00	

Why three applications… simple really, none of them deliver everything, so I use the strengths of each (or perhaps it's because I am old, grumpy and don't like fighting with software). Bottom line – if you think you want Go software, first determine what you want, and look for the package that fits your need.

Author – David Mitchell on behalf of The Sydney Go Club

Contents

The Sydney Go Club

Meets Friday nights at :-

At Philas House
17 Brisbane St
Surry Hills

From 5.00pm

Entrance fee - $3 per head includes tea and coffee.

For further information from Robert ravadas@yahoo.com

Tesuji

Tesuji are clever tactical sequences – they can help you live, kill, make points and gain sente. Sounds great, I bet you would like a nice big bag full for each game that you play – but how much do they cost?
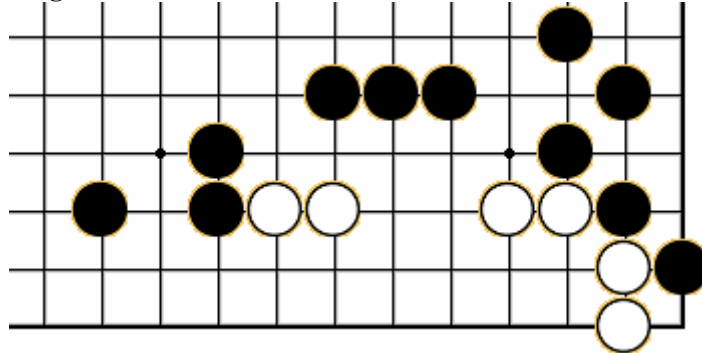
Diagram 1
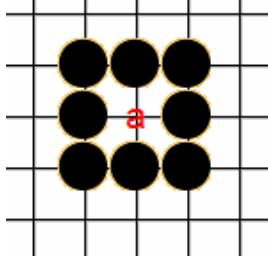
Surprisingly little, just a bit of study and your imagination.

All tesuji are tactical moves and therefore are close in hand to hand moves. I remember what to look for by using the image of diagram 1 – the eight intersections adjacent to 'a' (either direct liberties or diagonal moves from it).
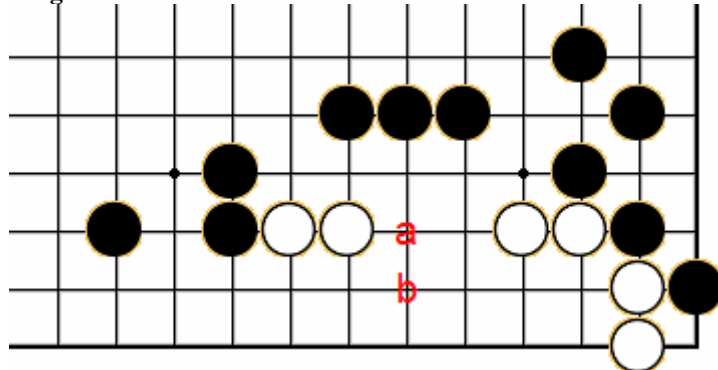
So, how is 'a' determined?

Diagram 2

It works like this…
suppose you have the situation in Diagram 2, Black would really like to cut white into two.

Black would really like to play 'a' and 'b' in Diagram 3 – the trouble is that (unless there is a ko) No matter what Black does White will play the other move – if black plays 'a', white 'b' and visa versa.
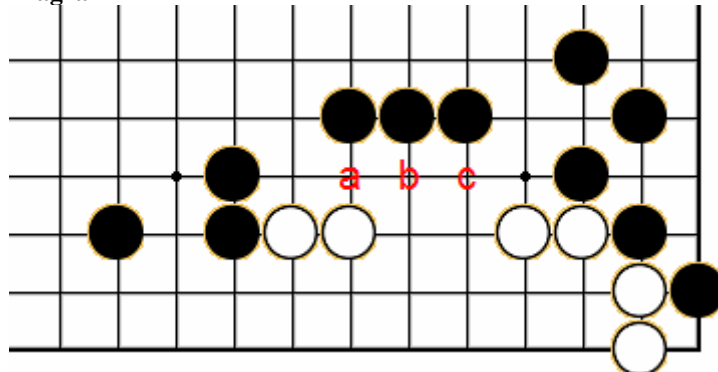
Diagram 3

The first move that comes to mind is 'a' and that is where I start.

I then check all the moves adjacent to 'a' (Diagram 3). This may seem quite a laborious process, but with practice you can eliminate many of the moves at a glance. For example 'a', 'b' and 'c' in diagram 4 can be ignored, so there are only 4 moves left.
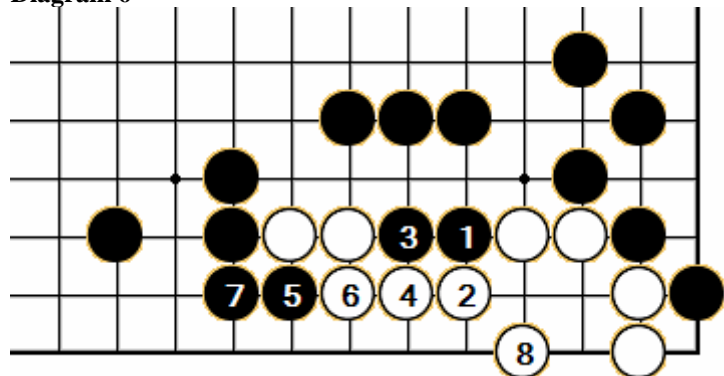
Diagram 4

The remaining moves are 'a', 'b', 'c' and 'd'. So we need to look at each in turn (very carefully). Tesuji are not single moves, they are sequences and some of the moves that start the sequence can be odd. Trust me, they are odd, so never ever reject a move because it looks odd.

Diagram 5
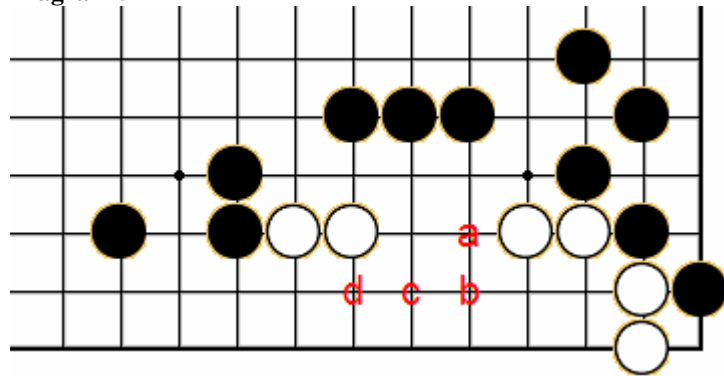
Trying the obvious (in your mind) gives you a good idea of the lay of the land. Black 1 will provoke 2, Black is then stuck with the sequence to 8 where white connects and lives.
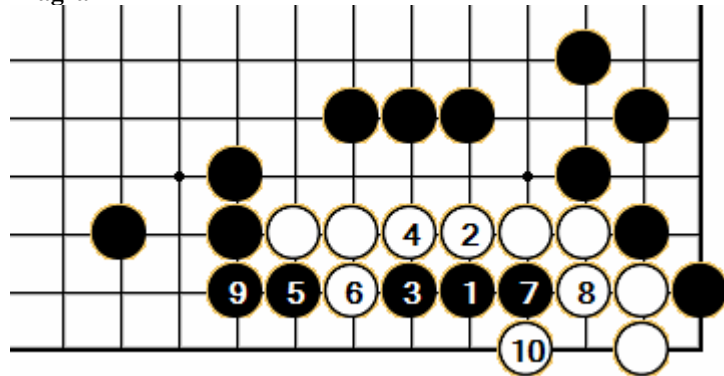
Black cannot play 3 at 4, because white will play 3 (Atari) and Black has achieved nothing.

Diagram 6

'b' (Diagram 5) or 1 in Diagram 7 looks good, but after 10 White connects and makes two eyes.

Things were really promising until White 6, then the cutting point (Black 9) exposed the weakness of the situation.

Diagram 7

The sequence to 10 in Diagram 8 has the same result through a different sequence, which is hardly surprising as 1 in diagram 8 and 1 in diagram 7 have a kind of symmetry.
The other aspect of these two moves is they cannot connect, so there is only one threat – taking eye space.
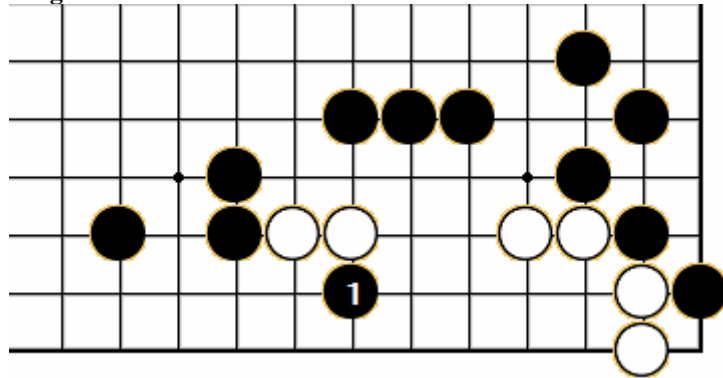
Diagram 8
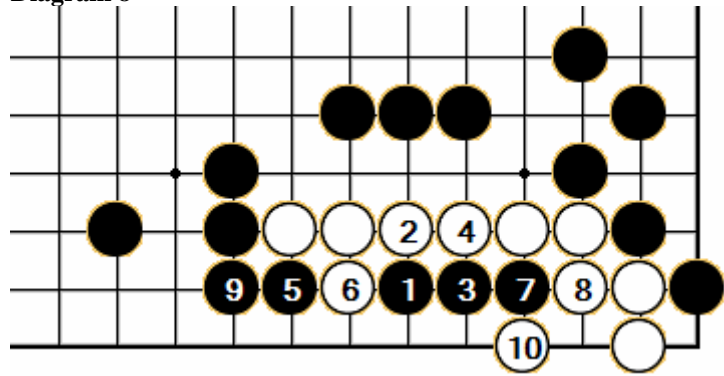
Black 1 in Diagram 9 is the last move standing, and be honest; unless you were working methodically and checking every adjacent intersection you would not have considered it.
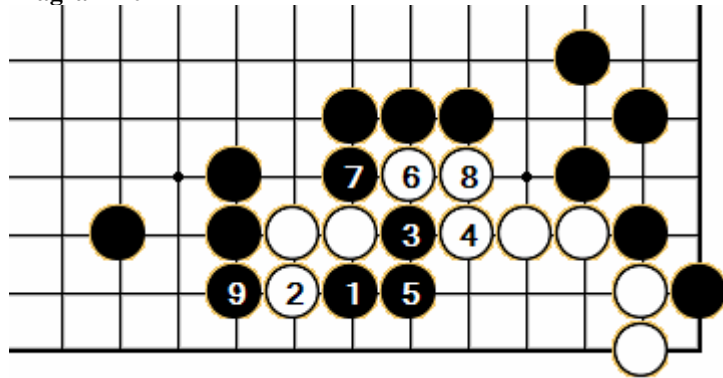
It is odd, but this is not a disqualification.

Diagram 9

White's natural reaction is to block at 2 in diagram 10, but Black appears to have a winning sequence with 3 through 9. This not just cuts the stones it kills them!

But beware, tesuji work for both players – you must always check, and when you are sure, check again.

Diagram 10

White 4 through 12 in Diagram 11 sees black cutting the group into two and white living in gote with just 2 points on the bottom.

No a bad result, but the original sequence killed all White's stones!
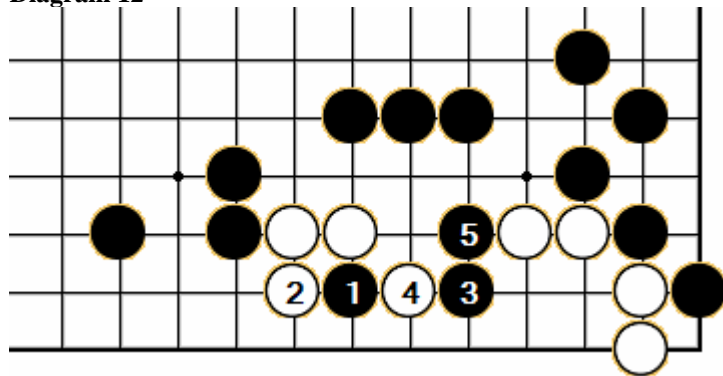
Diagram 11
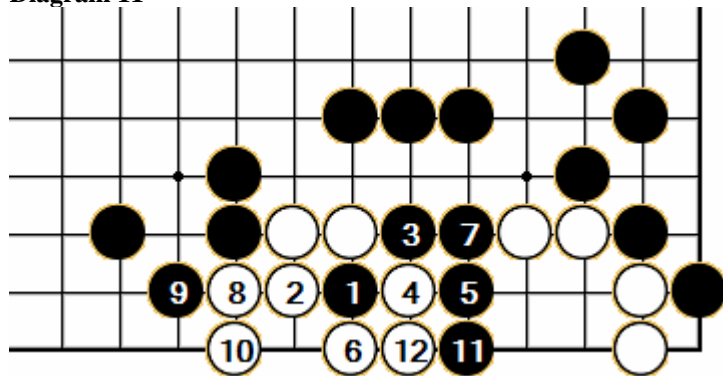
Black knows he cannot play at White 4; this reverts to Diagram 8, but what about '3'? The sequence to 5 is simple enough and White cannot make 2 eyes.

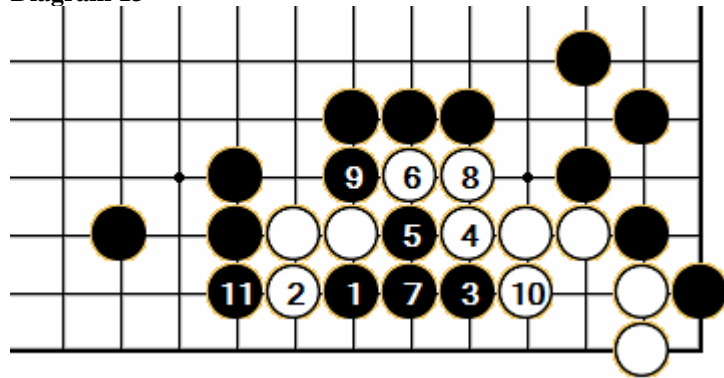Black seperates and kills – there is not better outcome.

Diagram 12

White can wriggle, playing 4 is an other option, but once the sequence reaches 9 we have reverted to Black's winning sequence in Diagram 10.

Tesuji are odd, they look strange because they are moves played out of sequence, but when the obvious fails, tesuji work.

Diagram 13

The trick (if such a word is appropriate) with tesuji is that they change the sequence, they are often second or third moves in a sequence, but when played ahead of time circumvent natural barriers or refutations – they make ideas work that would normally fail.

Nothing is every as easy as it looks, to learn tesuji and remember them in games your must practice. To help you on your way I have included 5 problems that you should be able to solve – good luck.

Problems
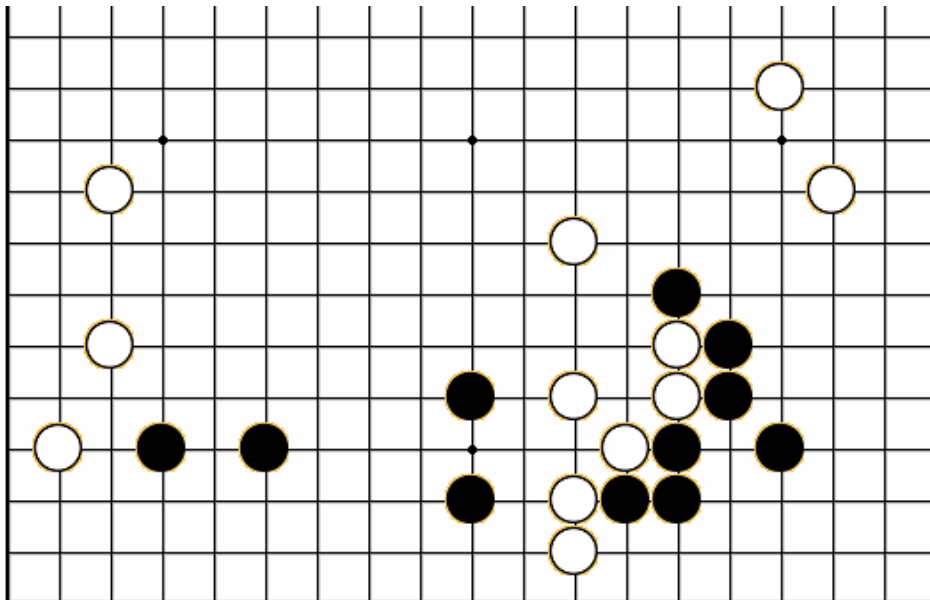
Problem 1 – Black to play
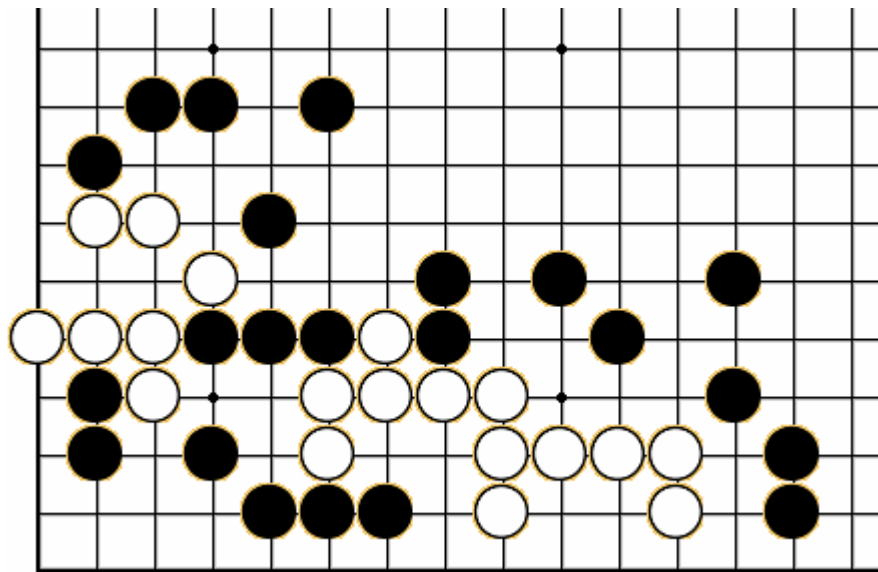
Problem 2 – White to play
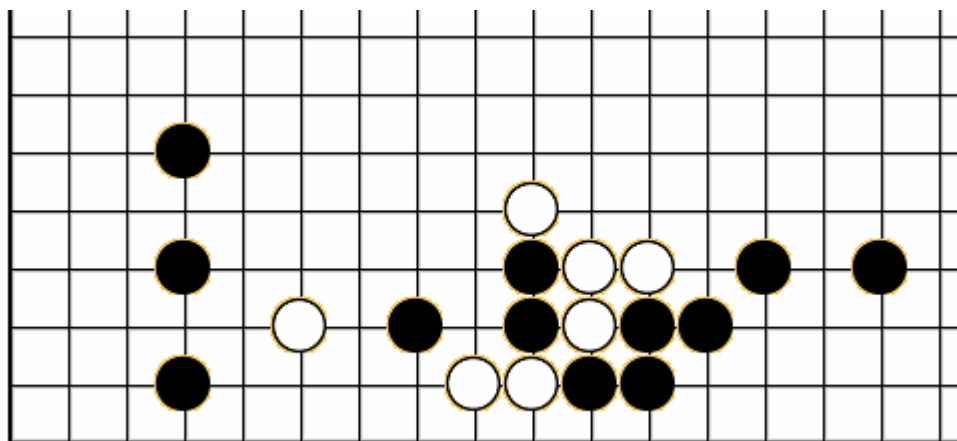
Problem 3 – White to play
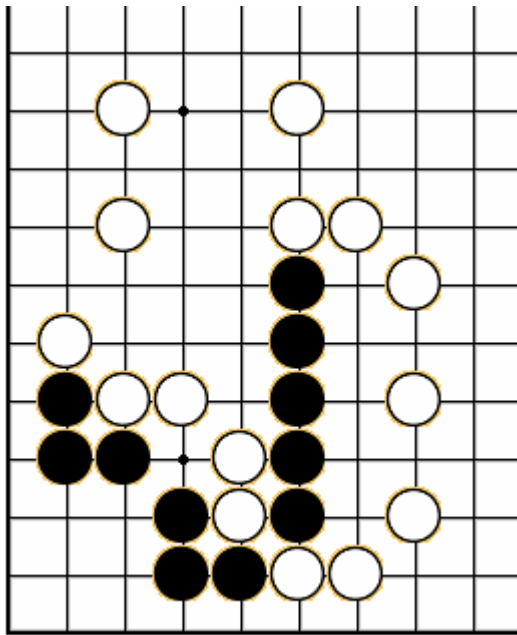
Problem 4 – Black to play
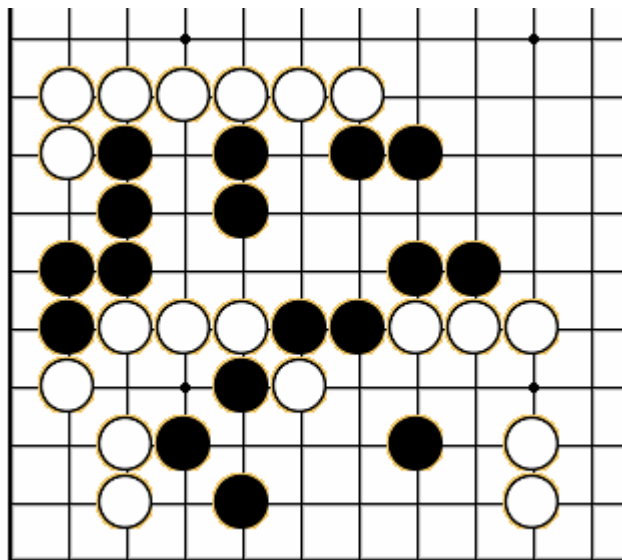
Problem 5 – White to play

Pro-Games

This month I have selected 3 games, each game has the same first 19 moves…
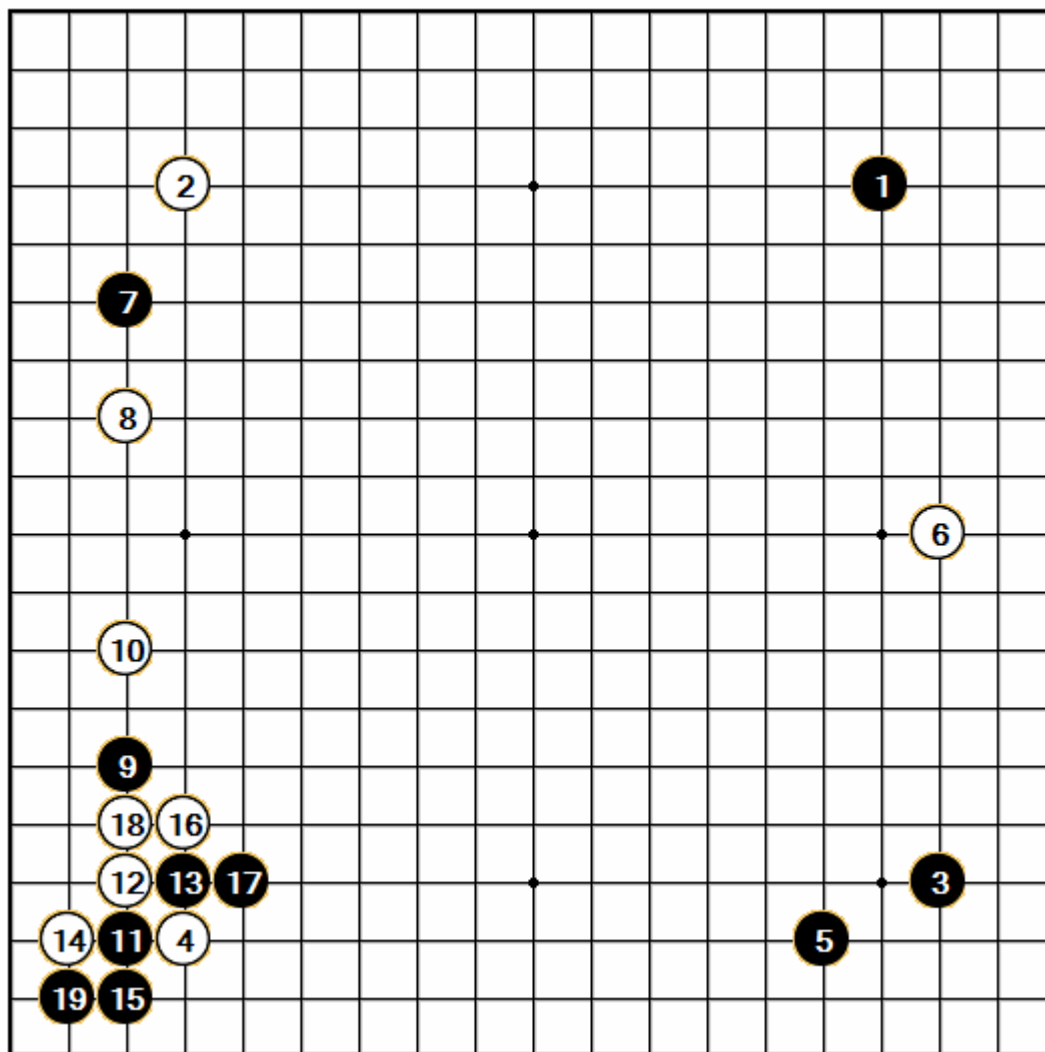
These are all games played within the past 3 years but the results vary from a half point game to resignation.

There are some interesting similarities as well as major differences – enjoy your study,

Game 1
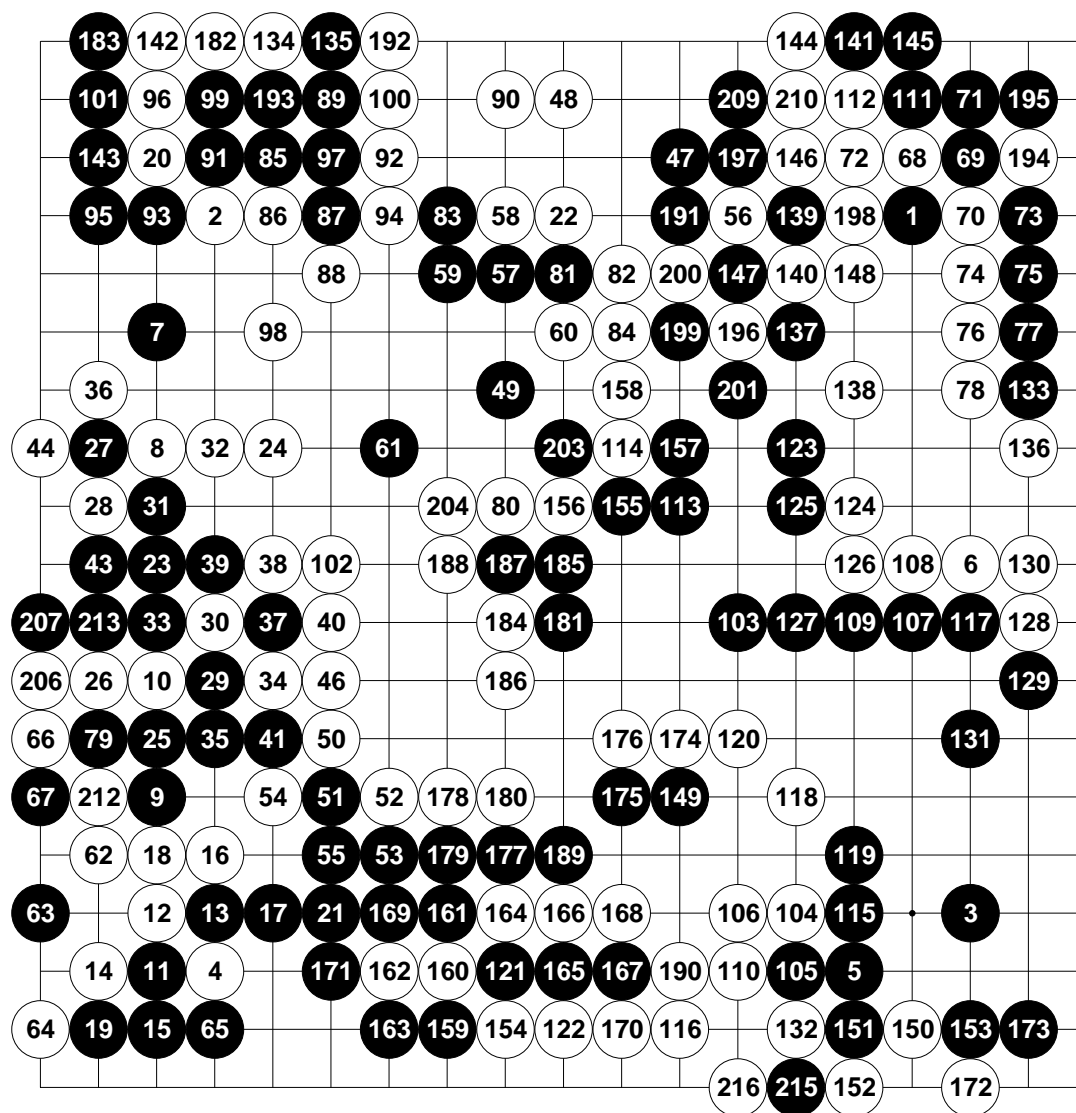
Figure 1 (1-217)
42 at 30, 45 at 37, 202 at 56, 205 at 139, 208 at 56, 211 at 139, 214 at 56, 217 at 139

Game 2

Black	Li Kang
White	Chang Hao
Place	Lanzhou
Date	2003-11-02
Result	W+R
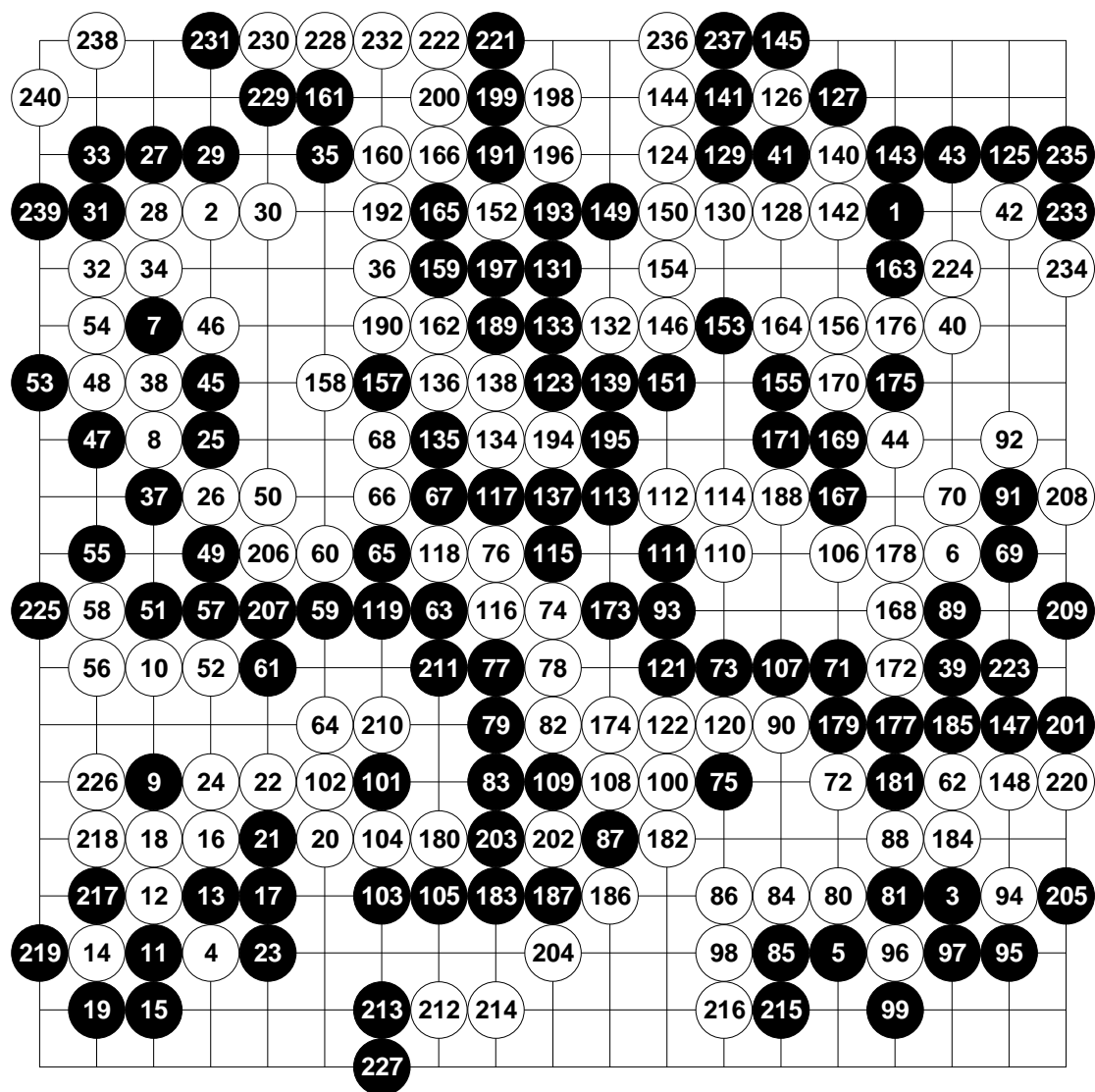
Figure 1 (1-240)

Game 3
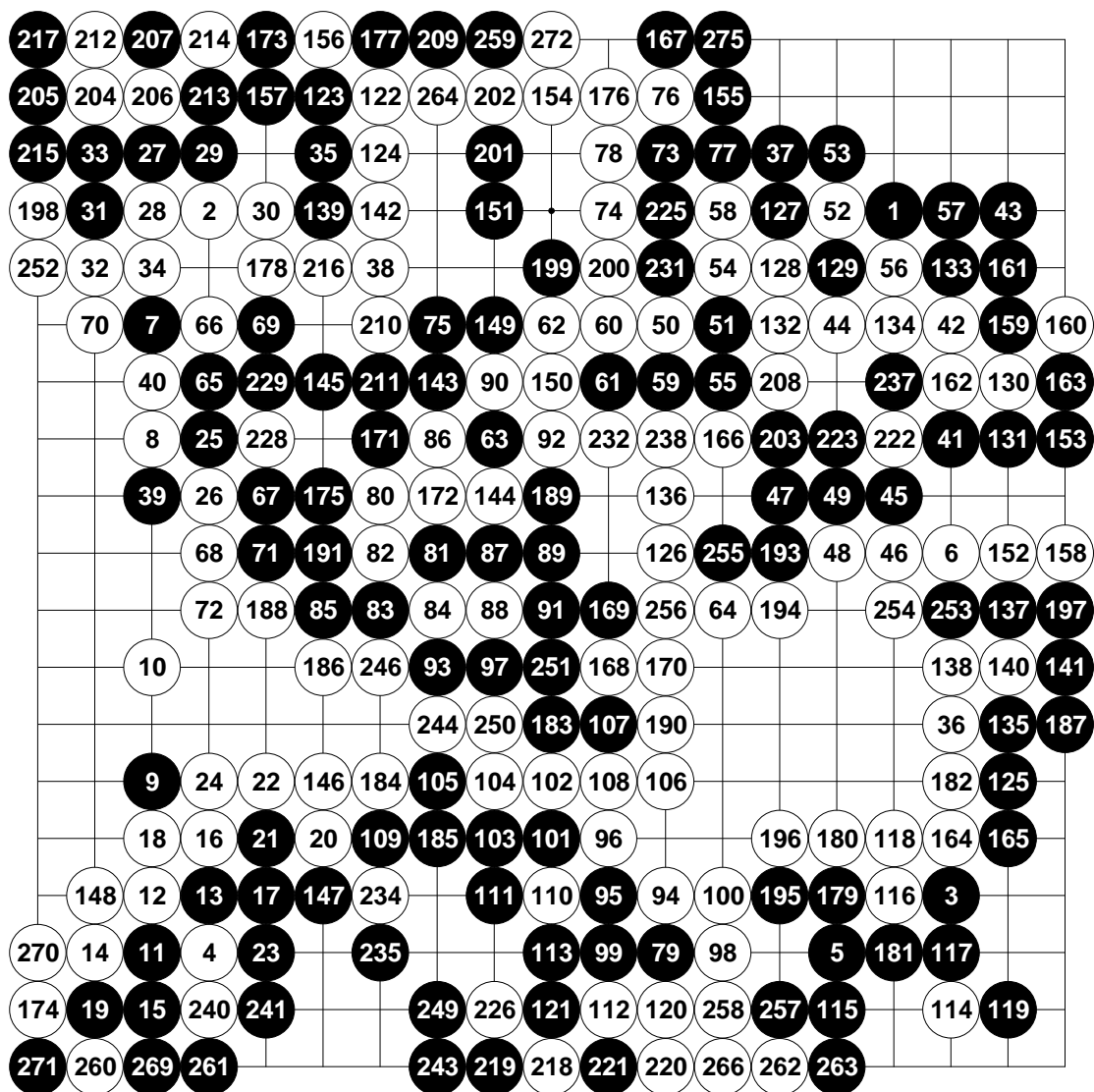
Figure 1 (1-276)

192 at 63, 224 at 218, 227 at 221, 230 at 218, 233 at 221, 236 at 218, 239 at 221, 242 at 218, 245 at 221, 247 at 84, 248 at 218, 265 at 207, 267 at 52, 268 at 221, 273 at 156, 274 at 260, 276 at 271

2006 Canberra Go Conference (Second Round)

Black - Ben Bildstein 2 dan vs. White - Carl Jiang – 5 dan

Figure 1 – moves 1 to 6

The position to Black 5 is quite normal; White 6 is not a move seen in professional games. The normal continuations are either a Shimari (Corner enclosure) at 'a' or a kakari (attack) at 'b' with the aim 'c' to complete a small Chinese fuseki on the lower side.

White 6 poses no problem to Black and there is no pressing need to reply, indeed it is not clear which side Black should approach at this early stage of the game.
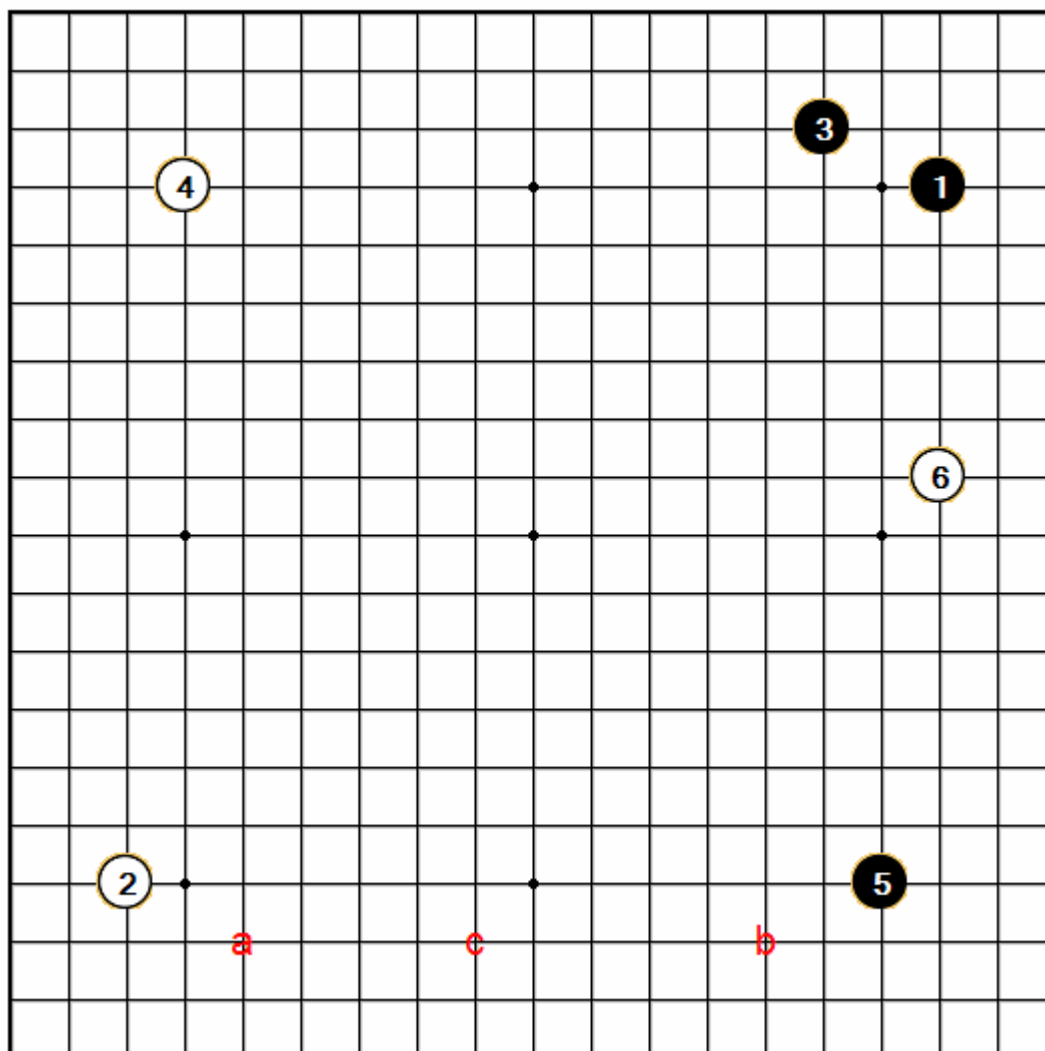
There are no urgent points, so Black can pick a big point; the largest is probably at 'a' preventing Black securing the lower left corner.

The situation then sees Black with a constructive position on the bottom and the upper right corner with potential to extend in either direction, while White has difficulty building on the left without Black building more area for himself.

For example, if White takes to passive option to build on the left side with 8 & 10 in Diagram 1, then Black will build along the bottom side with 9 & 11.
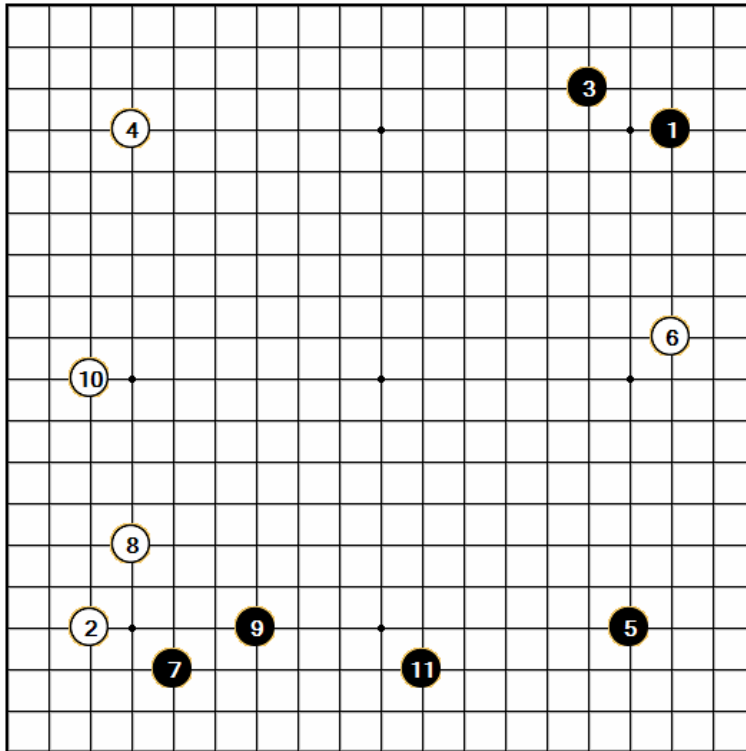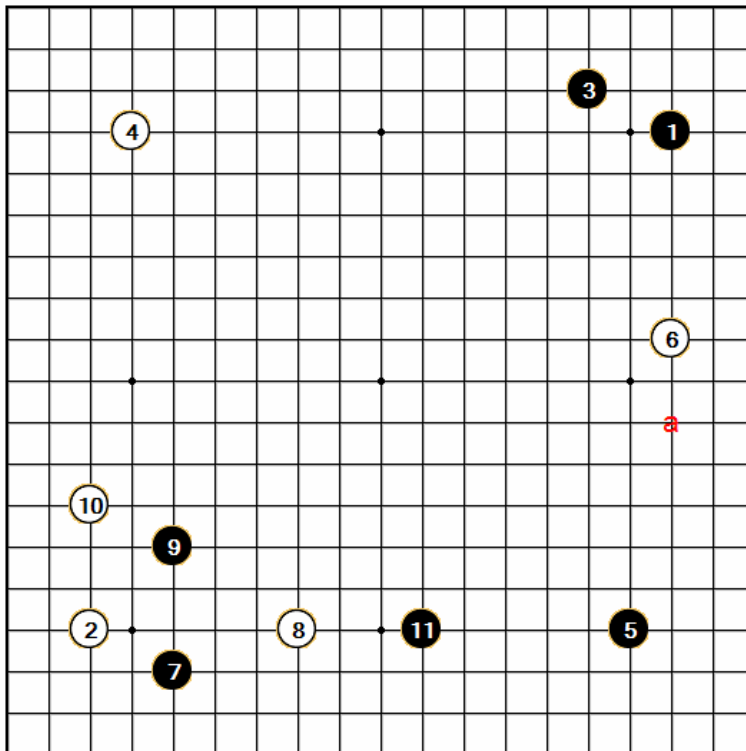
Diagram 1

Diagram 2

Should White pincer the Black stone (Diagram 2), then Black can run into the centre with 9, then counter pincer with 11. Much depends on the fight, but Black has the

possibility to extend to 'a', push White 6 towards the Shimari (Corner enclosure) while making a nice moyo (large potential area) around the bottom right corner.
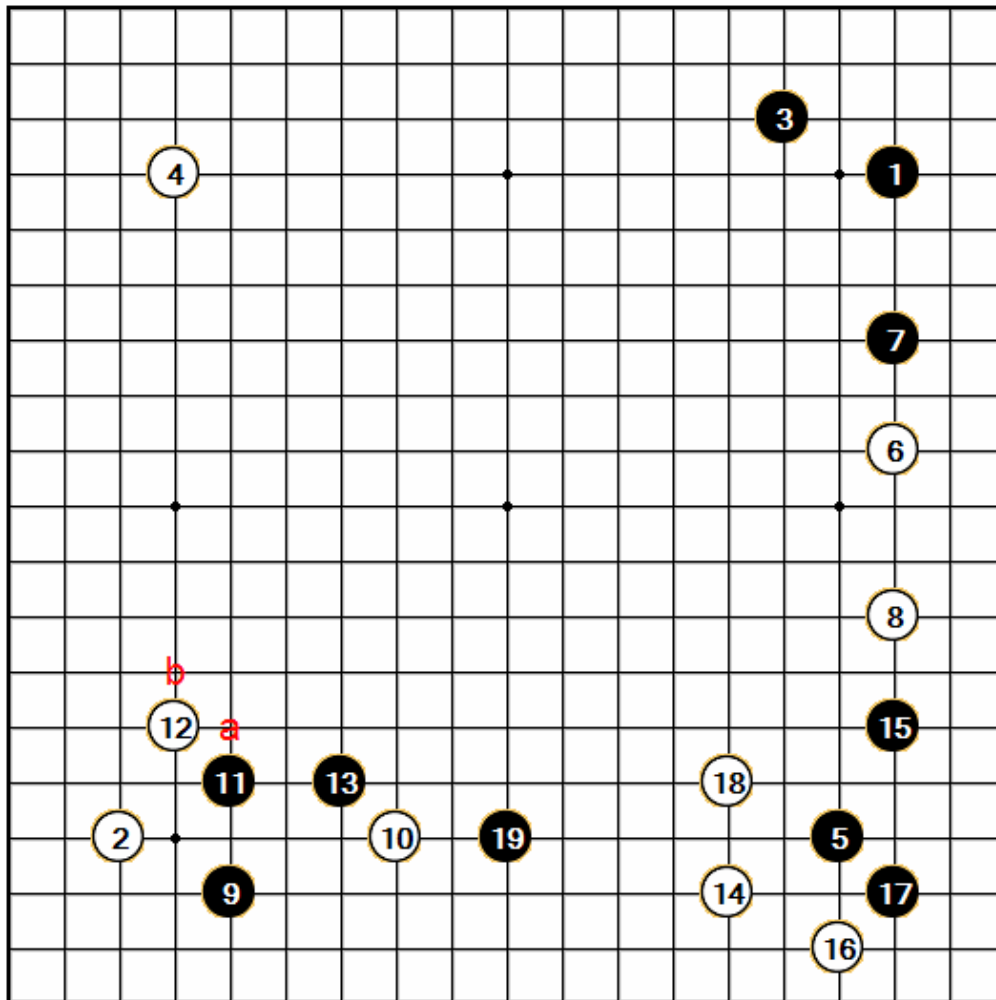
Figure 2 – moves 1 to 19

Diagram 3

Black chooses to build from his Shimari (Corner enclosure) with 7 – White's extension to 8 is natural, now Black attacks the lower right corner with 9.

The ikken tobi (one point jump) of Black 11 is cited as standard for the one space pincer (high or low) but is not played with the low 2 or 3 space pincer in 'Modern Joseki & Fuseki'; which goes on the say that 'it indicates a special strategy'. The Nihon Kiin Super Book on this Joseki does not even mention the 11 as an option.
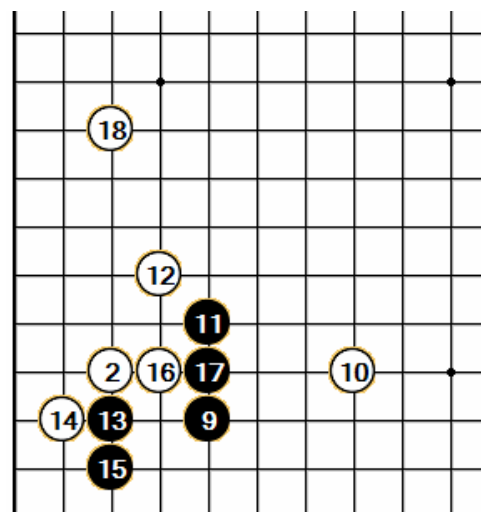
A standard Joseki sequence is 13 through 18 in Diagram 3 sees the corner shared while Black builds a wall. There is no need for Black to play further although his future plans would include an attack on White 10.

The important thing to remember after White 12 (figure 2) is that Black should not exchange 'a' for White 'b' – this is a significant loss for Black.

Diagram 4

Black 13 (Figure 2) is an uncommon move which aims to attack the pincer stone. It is not in the Joseki books and has only been played half a dozen times by professional in the past 30 years.

There are two ways of dealing with this – either take an area on the left as in Diagram 4, and challenging Black to attack the pincer stone. (White 16 could also be at 'a').
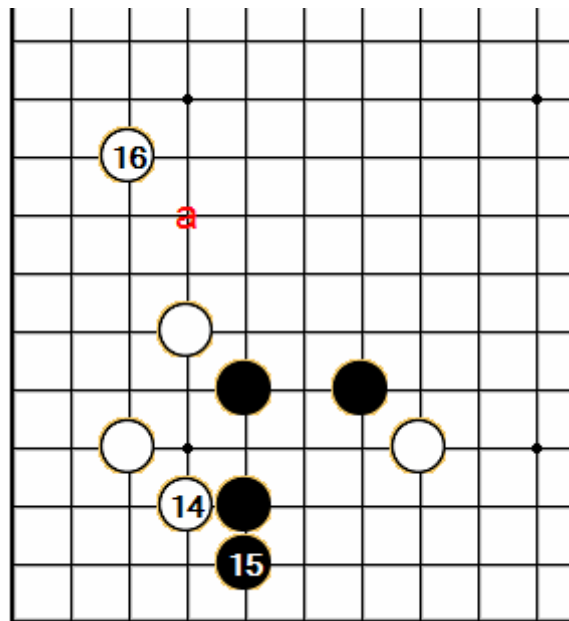
After all White 10 (Figure 2) is on the 4th line, it is light and difficult to capture, so this is not a direct sacrifice.

The alternative is to extend from the pincer stone (in diagram 5) as Kato did in 1971 against Takagawa in the 19th Oza Tournament.
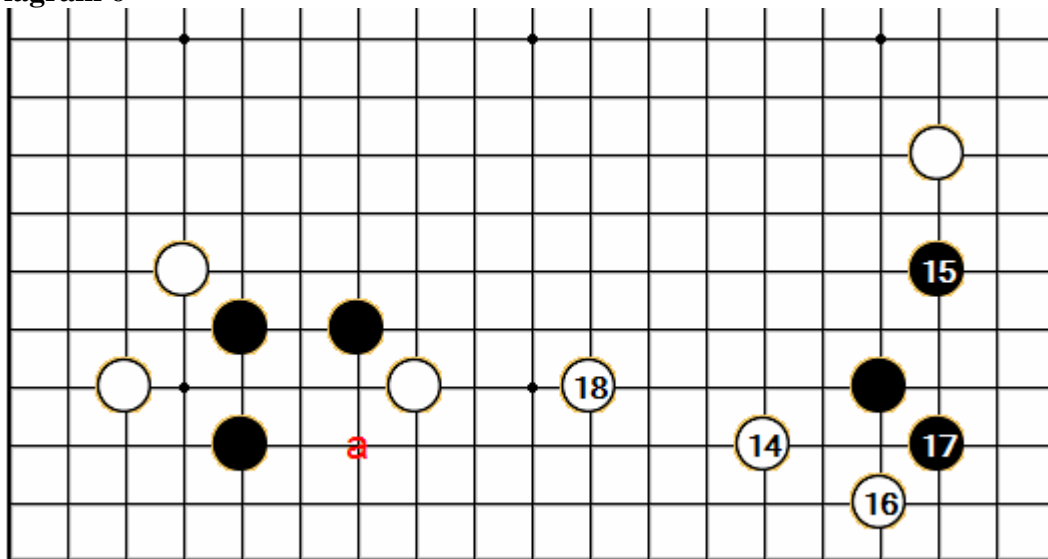
Diagram 5
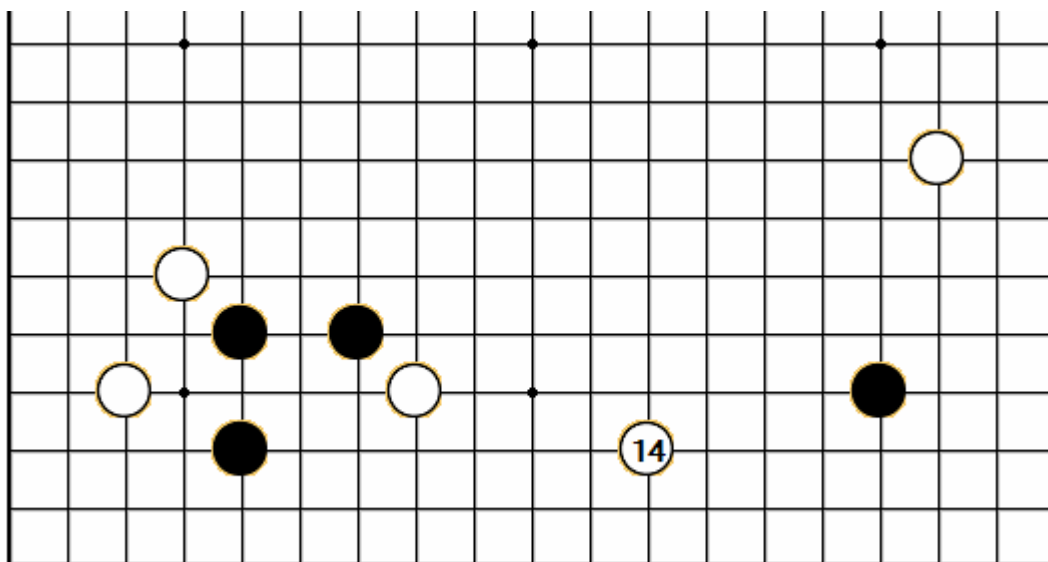
White 14 (figure 2) adopts this second approach although Black combined it with a kakari (attack) on the lower right corner. Black 15 & 17 (figure 2) are to be expected, but White 18 leaves too much space between his stone, this is not good.

White 18 (figure 2) threatens to attack the lower right corner while reinforcing his lower group, but at this stage there is no pressing need for Black to respond.

Diagram 6

Given that Black will ignore the threat of 18 it is probably better for White to build a position on the lower side (Diagram 6). It is difficult to find a natural shape move for White following Black 15, but White 18 would appear a reasonable compromise, later White 'a' promises to attack Black's base and make a reasonable territory.

Black cannot resist splitting whites stones with 19 (figure 2), but the fight that follows to 30 (figure 3) is messy for both. Black has two points of attack, 'a' on the left and somewhere between on the bottom side around 'b'. An option is for Black to strengthen his position with 19 (Diagram 7) threatening both attacks. The extra strengthening move makes either attack more effective.
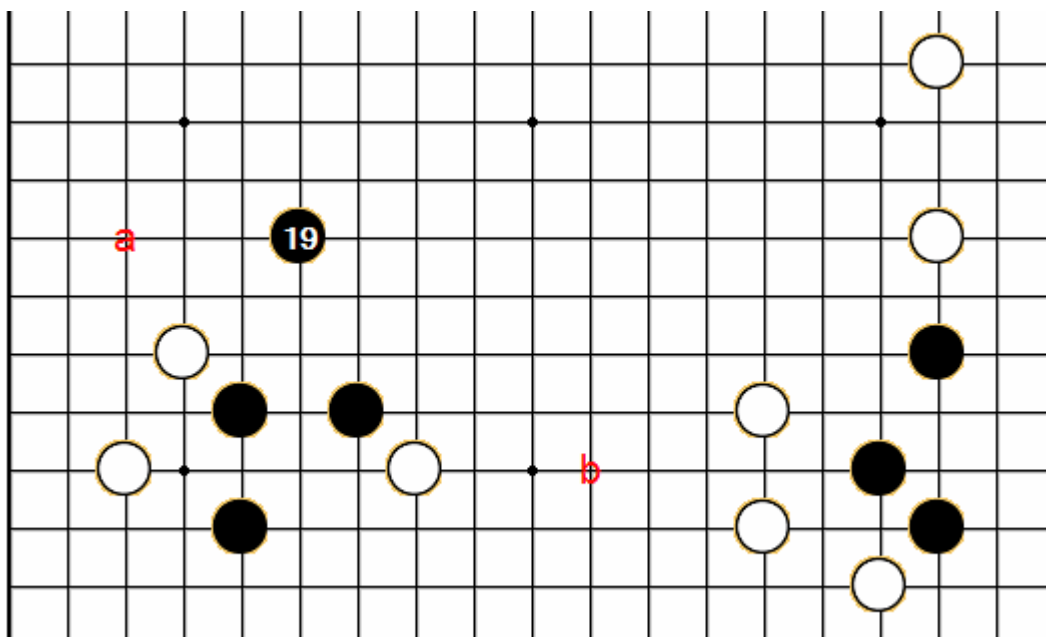
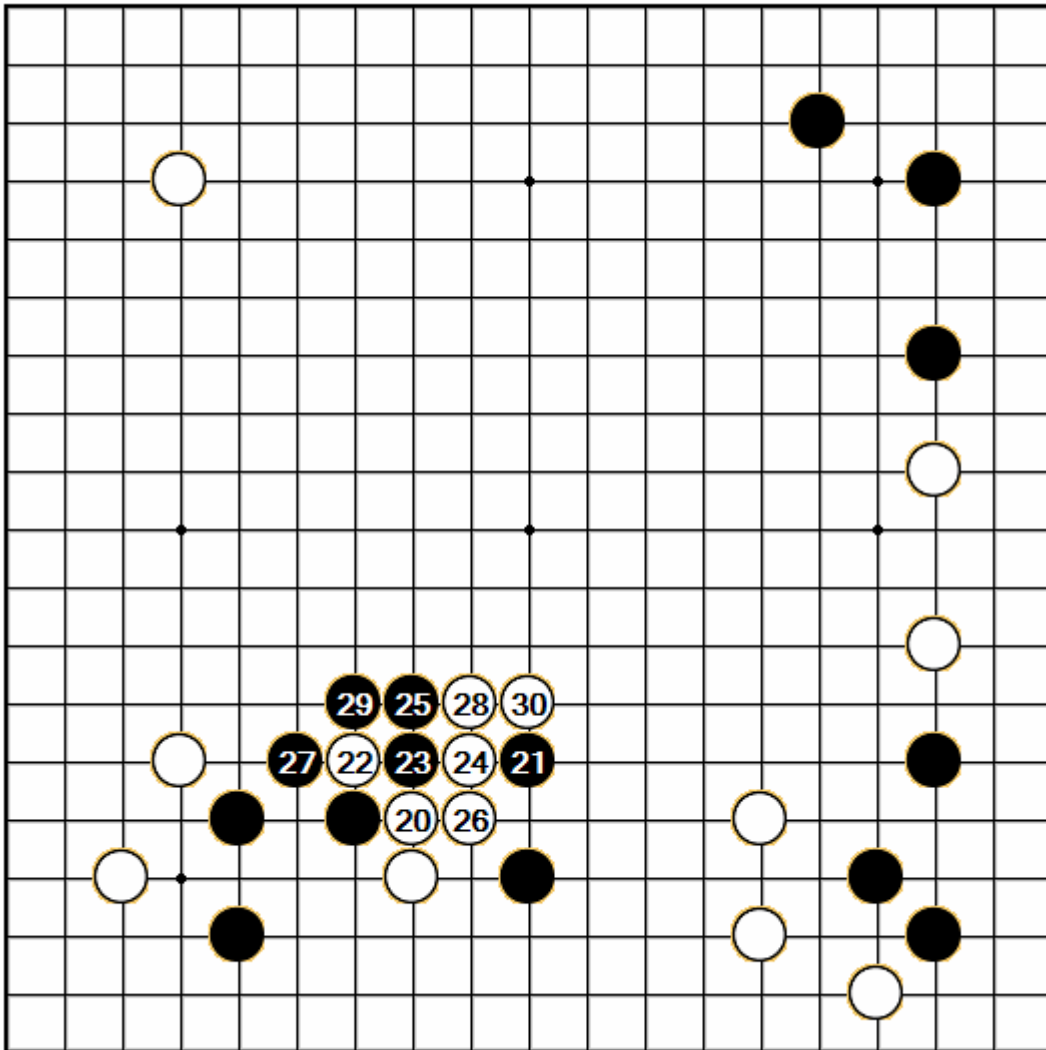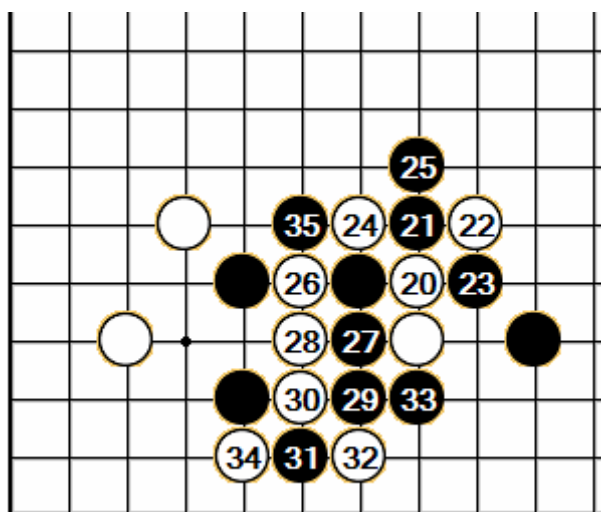**Diagram 7**

Figure 3 – moves 20 to 30

Diagram 8

Black 19 is such a direct attack that it leaves White with little option but to extend to 20 (figure 3).

The natural response for Black would be 21 in Diagram 8, but Black cuts with 23 and the result to 34 is disastrous.

While this is probably one of the worst sequences White could play, there are no easy answers after Black 21, White 22.


NW – Black 27 should be at 28, this is a better outcome for Black because White has separate groups. White 28 forces the capture of 22, this would be better directly at 30. Later White can cash in his ladder breaker.

Diagram 9
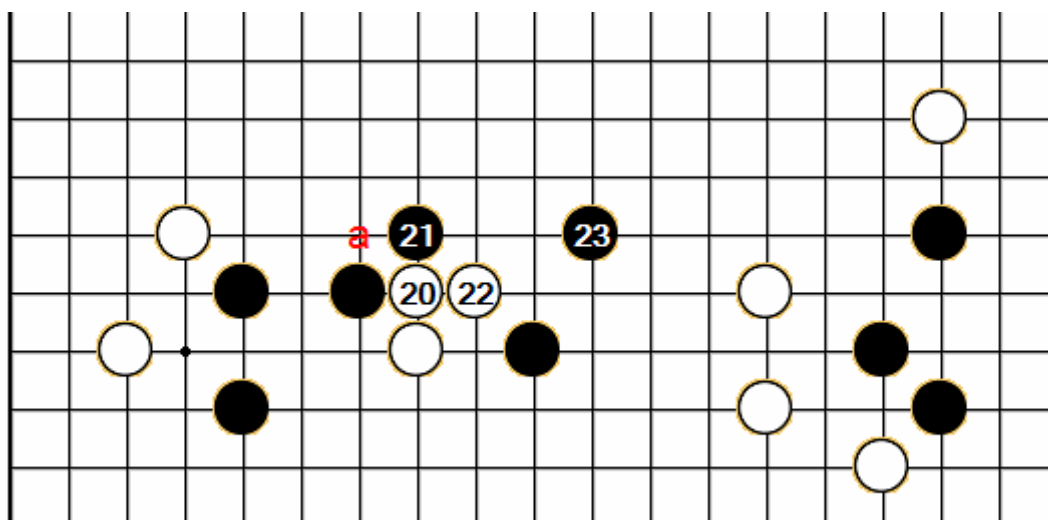
White can make the empty triangle at 22 (Diagram 9), then black can run away lightly
with 23. White is left with a bad shape running into the centre; the only saving grace
is that Black has weak groups on either side.

Diagram 10
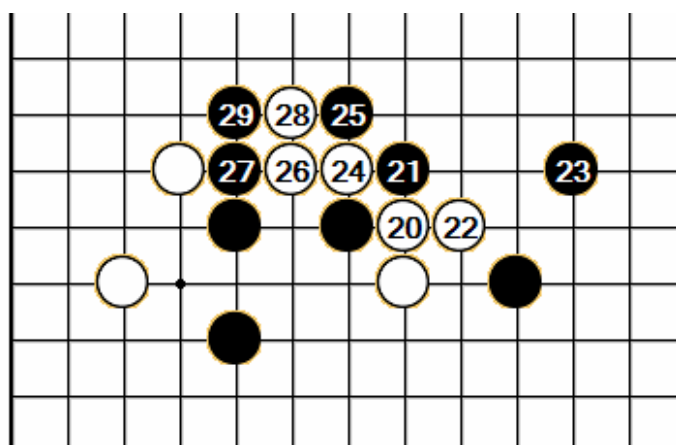
If white cuts at 'a' (Diagram 9),
then Black can play as in
Diagram 10 severely damaging
White's lower left side.

This type of attack is not to
everybody's taste, it requires
compromise and exchange. Jim
Kerwin commented in a recent
KGS lecture that most amateur
players dislike sacrifice (or
exchange) while professional
players look for the opportunity.

When playing you should look for times to take stock – review the situation and make
choices, Black has this option after White 30.

The power position to 30 is even – Black can attack White's lower left side while
White has a strong attack against the two stones on the lower side.

Territorially, Black has 30 secure points on the board; White has about 40 (including
Komi) and assuming the Black stones on the bottom die (which is not certain).

Black has a strategic choice now - defend the two stones on the lower side or attack
on the right. Defence is subservient, it is response to pressure, acceptance that you
are in a weaker position and will take directions from your opponent. It means your
opponent will decide the direction of play; he has the opportunities, and he will decide
when play moves to another part of the board. Attack is the opposite – I like to attack.

It has to be said that during any game you will do your fair share of attack and defence, but given the choice (and there is a choice at this point in this game) you should look to attack.

Figure 4 – moves 31 to 65
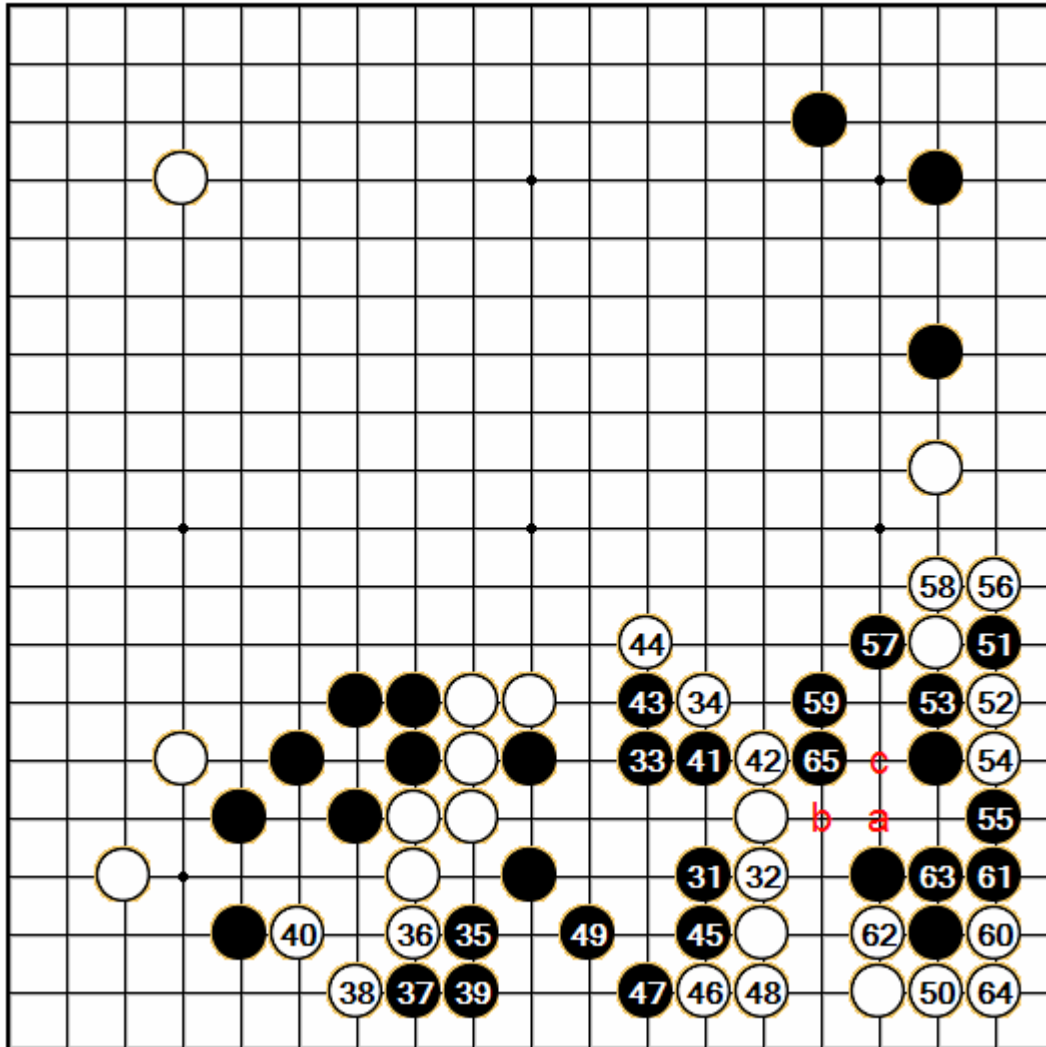
Black chooses to defend his two stones….

Diagram 11

At the end of the fight (Black 65) - Black has a live group on the bottom side; his group in the lower right has one eye (the sequence White 'a', Black 'b' White 'c' means Black must run).

White has a live group on the right side (previously subject to attack); his group on the lower side is stronger because of 36, 38 & 40 and he has sente. White also has the sequence to 8 in Diagram 11 to strengthen his outside.
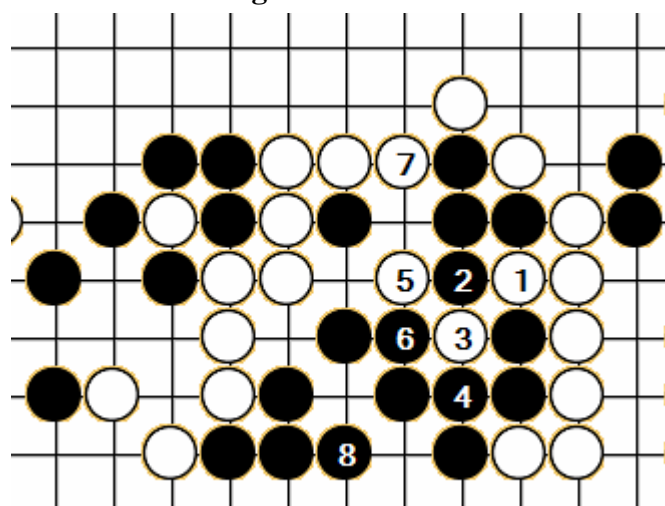
NW – Black 33-49 are bad for black--a small life, little potential for attack. Black must think rather of how to keep those three white groups on the lower right from linking up.

Figure 5 – moves 66 to 70
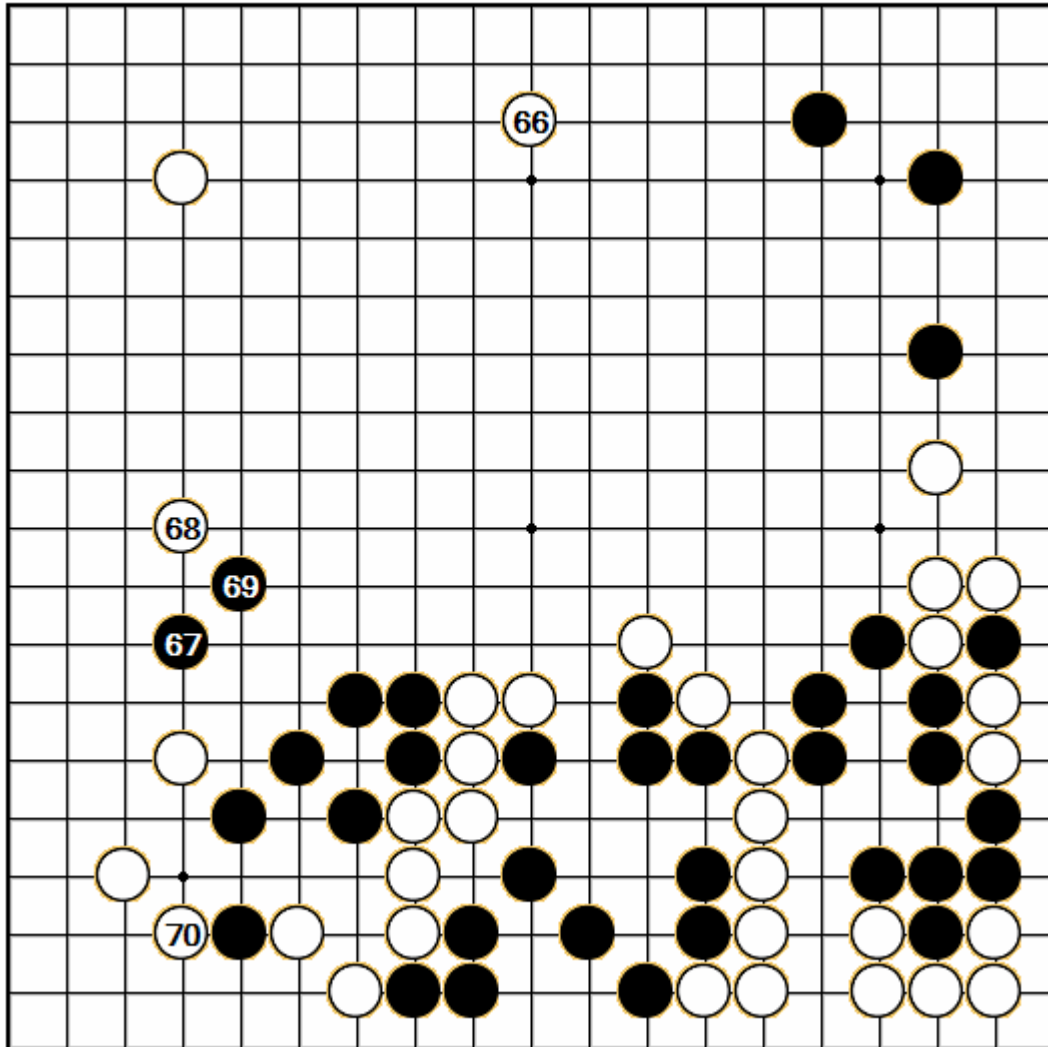
White 66 is a big move, but it does nothing to address either urgent areas of the game – the lower left side or Black's weak stones in the lower right corner.

White 66 would have been better at 67, this not only build territory but addresses one of the urgent areas of the game. Black could extend on the upper side to 66, but that should not worry White.

NW – White 66 is OK, white is ahead.

NW – Black 69 is no good, Black must play in the lower left corner. This settles the stones while taking territory.

After some sente preparation (Diagram 12) White can reduce Black's lower left group to one eye, he can then chase it in the direction of the black arrow – White would be following the line of the White arrow. White would have no qualms as he follows Black into the top side, corner and right side areas that contain Blacks only territory.

I am sure you can find sequences and variations on this idea, but the bottom line is that Black is in trouble because of his weak group.

This is a classic example of the Go proverb 'urgent moves before big moves'. Black appears to make a gain by taking the 'big' move, but the attack on his weak stones neutralise any gain.
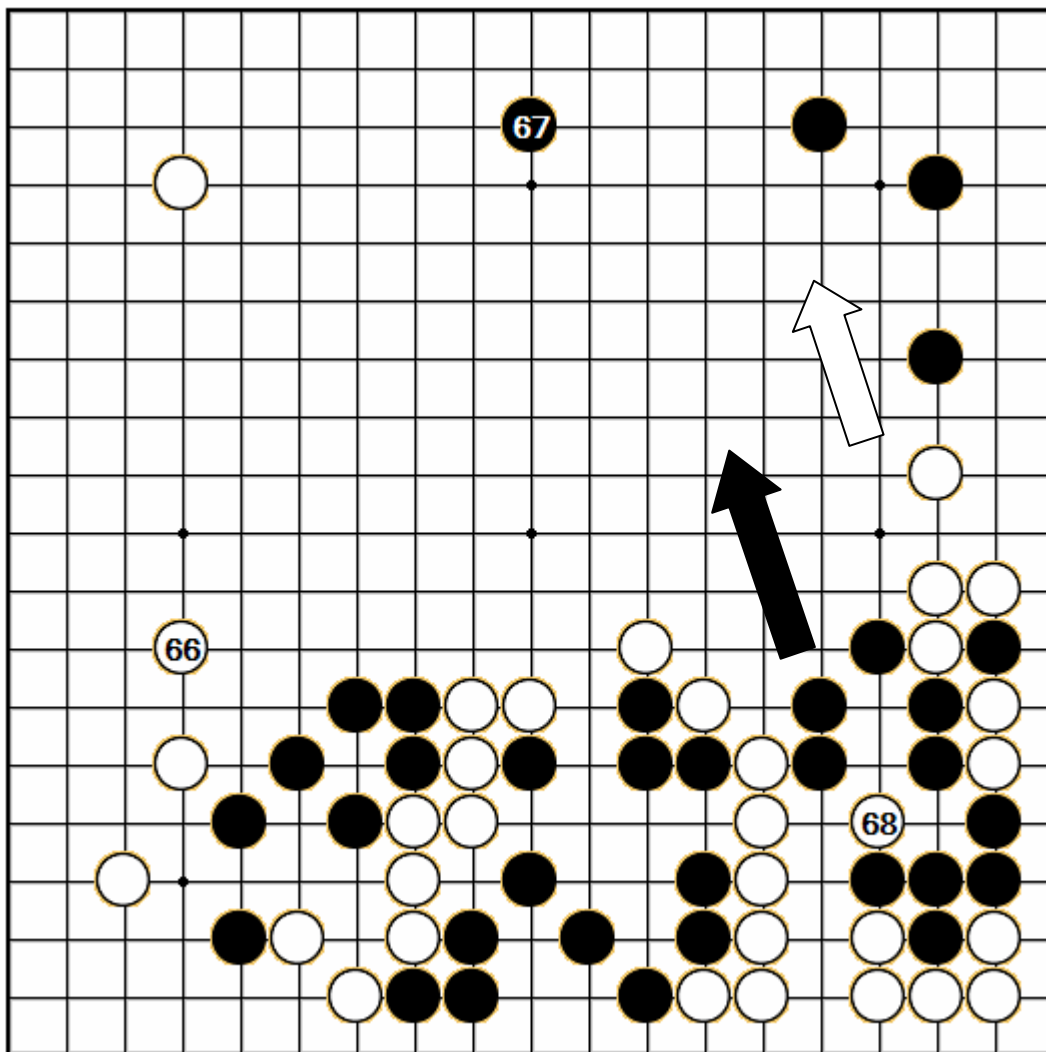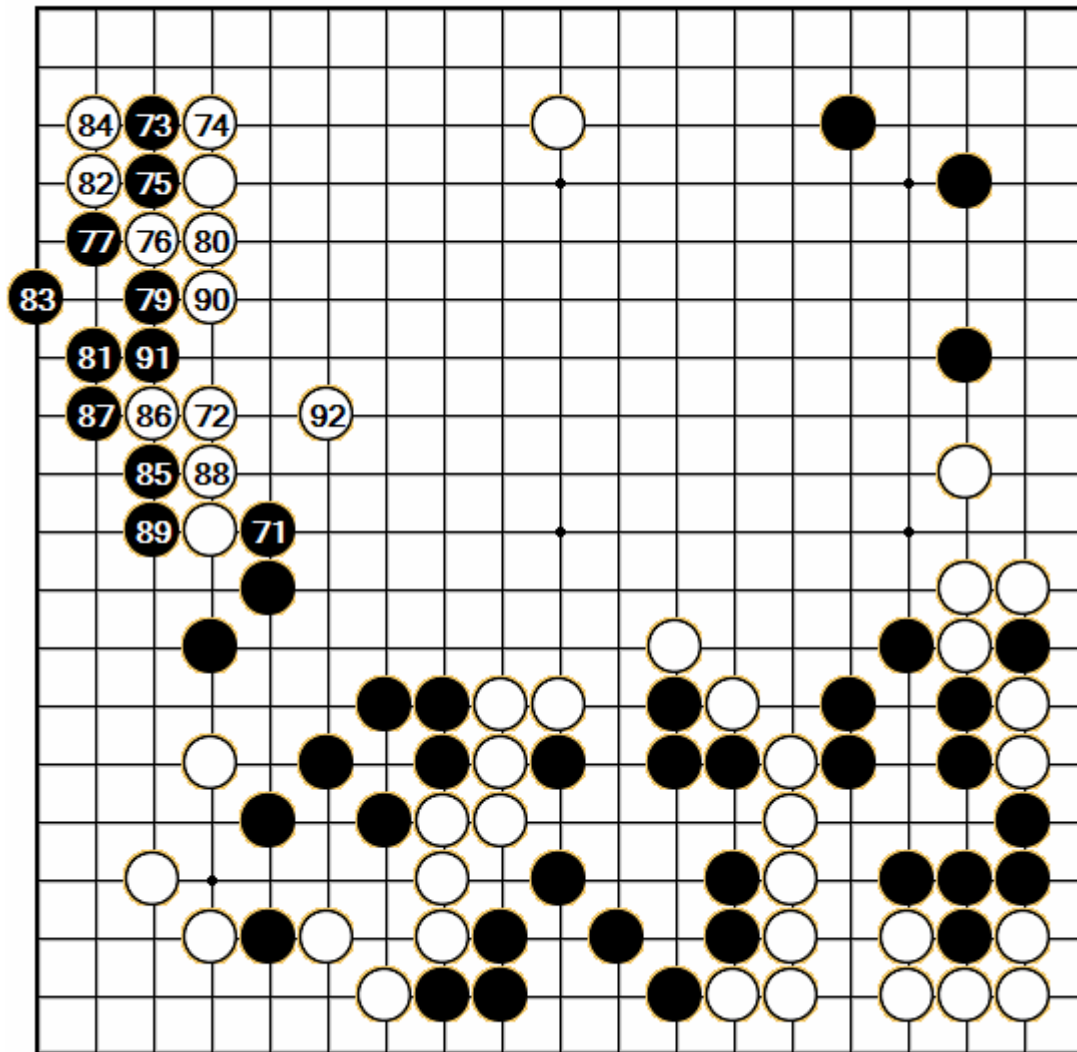
Diagram 12

Figure 6 – moves 71 to 92

NW – Black 71 is no good, it helps White do what he wants on the left side.

Black 73 is vital after White 72, if Black does not invade the corner White's territory will be huge. The sequence to 92 settles the upper left side.

NW – Black 85,87,89 must be all be at 90! Black 89 is horrible, he needs to cut off the white stones and prevent a solid white wall

Black 93 follows the proverb 'strike at the shoulder to reduce a large territory', but Black's weak group in the upper right is still a problem – sooner or later he must do something about it.

**Figure 7 – moves 93 to 105**
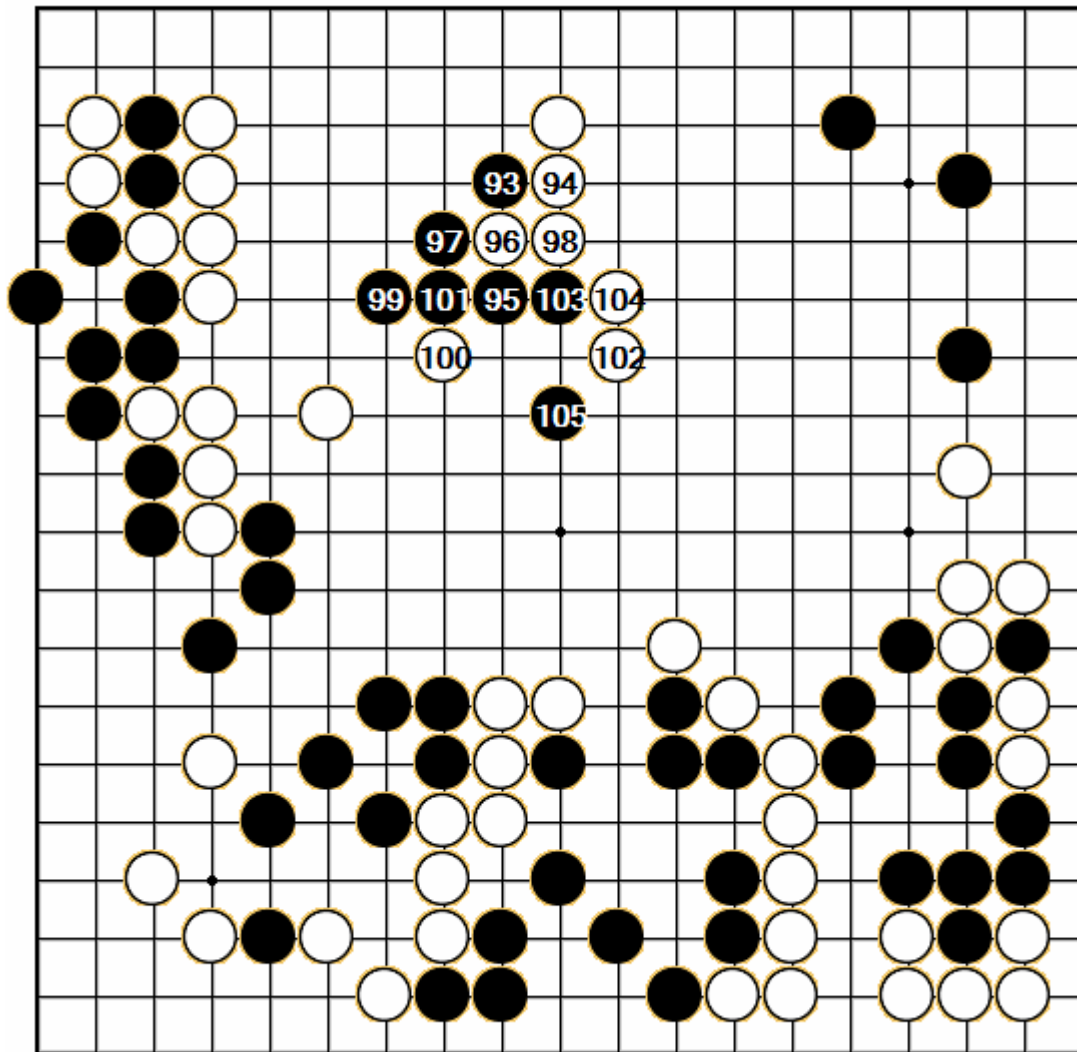
The exchange to 105 (Figure 7) is to be expected and now White has the perfect opportunity to play a splitting attack.

White can play 106 (Diagram 13) building a net for Black's lower right group should Black not make two eyes.

White can then press home his attack on Black's central group. Even if Black does not die, White will get to extend to 'a' and Black simply does not have enough territory.

Diagram 13
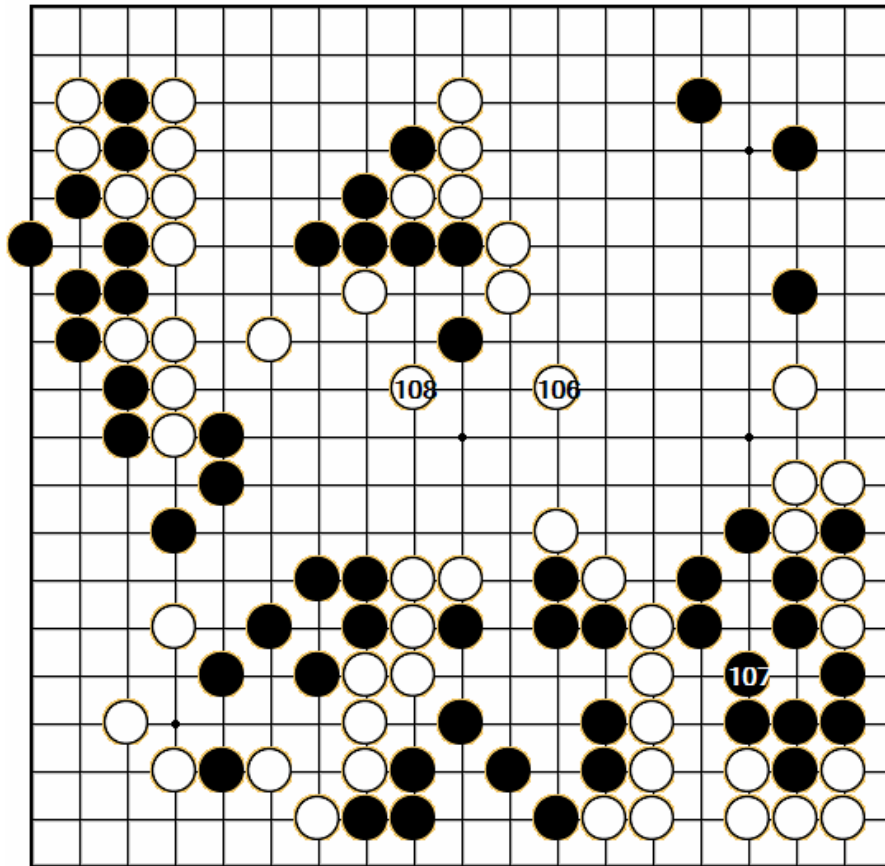
The sequence in the game to 112 is not much different but Black fails to defend White must attack the Black group with 114 (diagram 14).
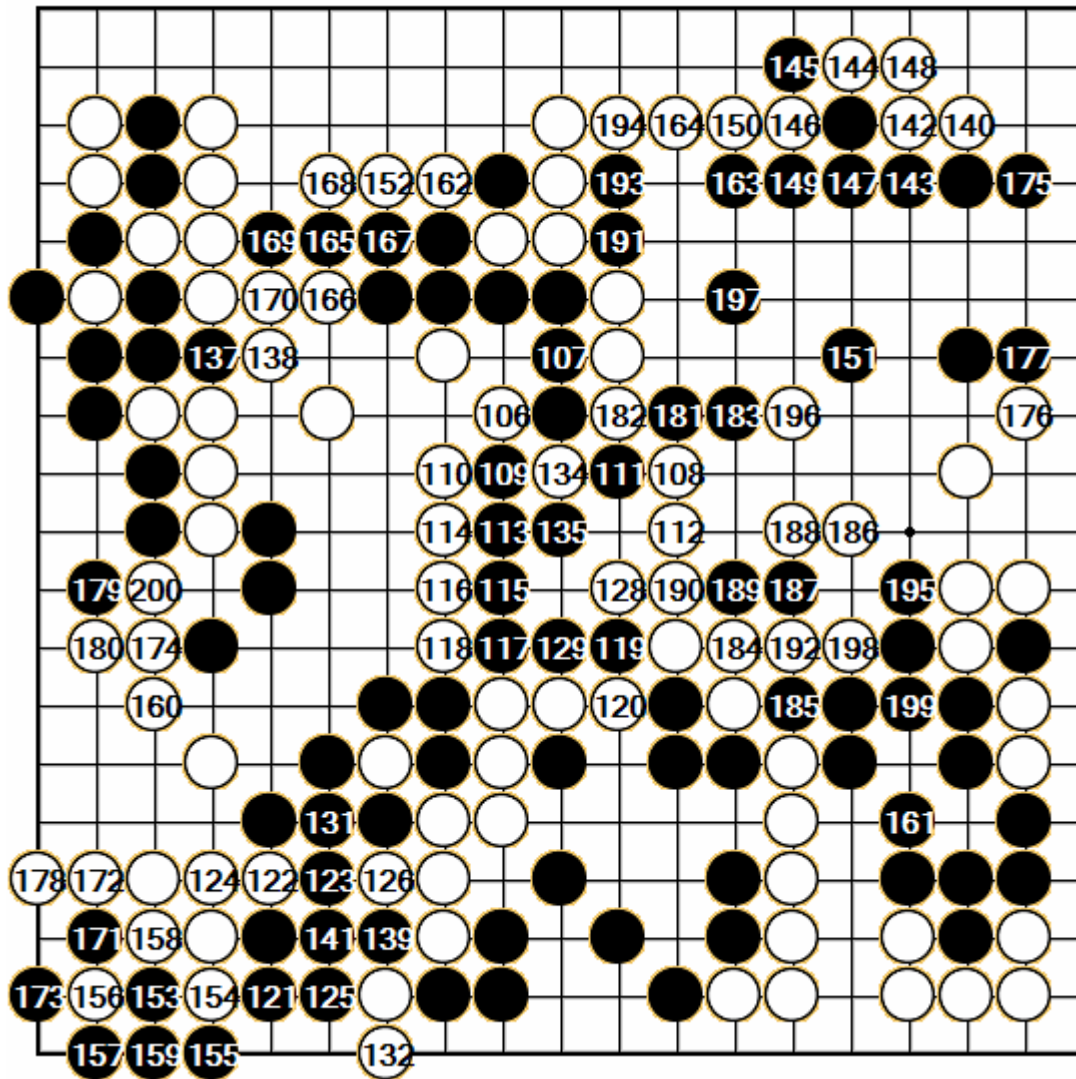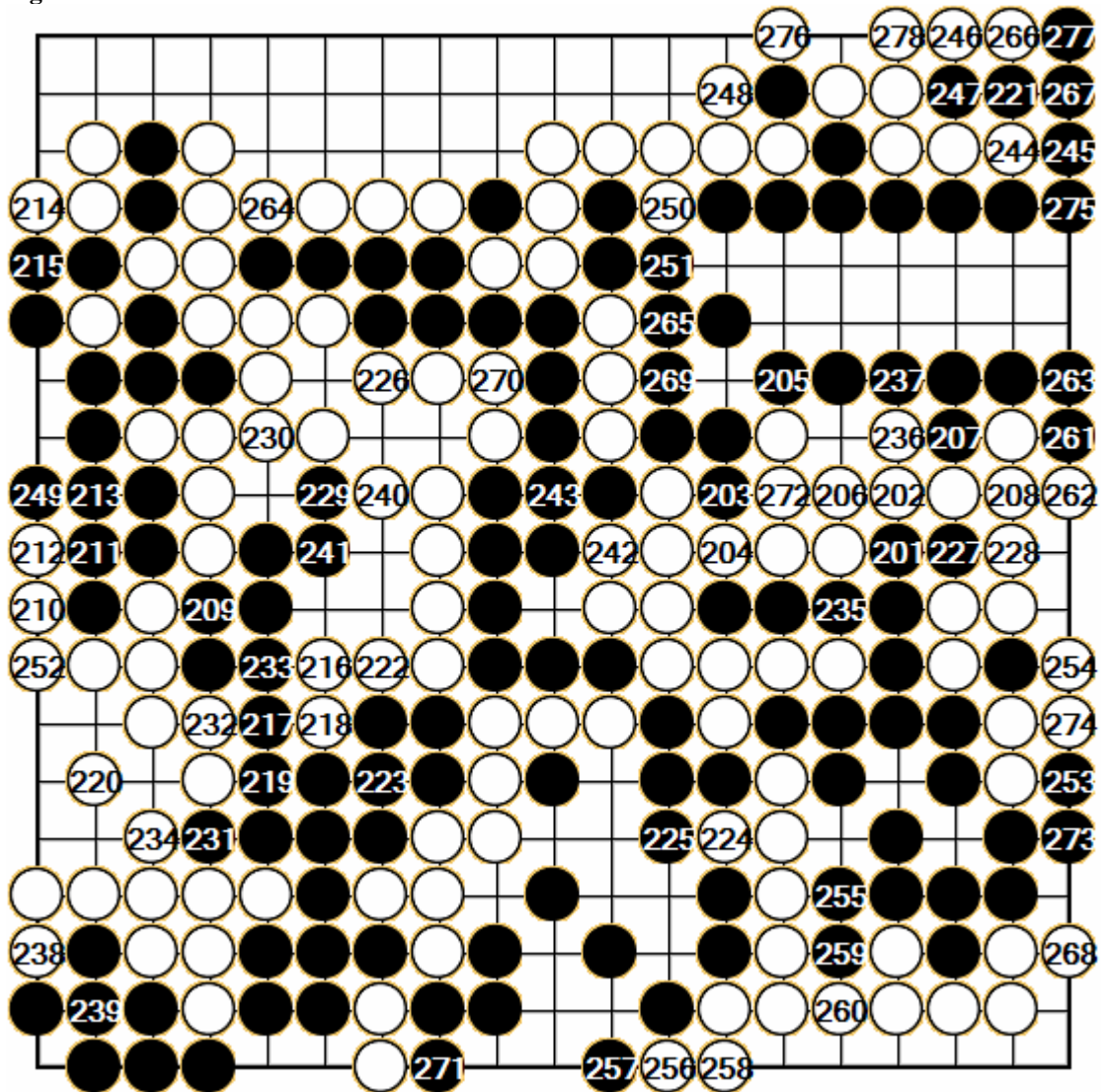
Diagram 14
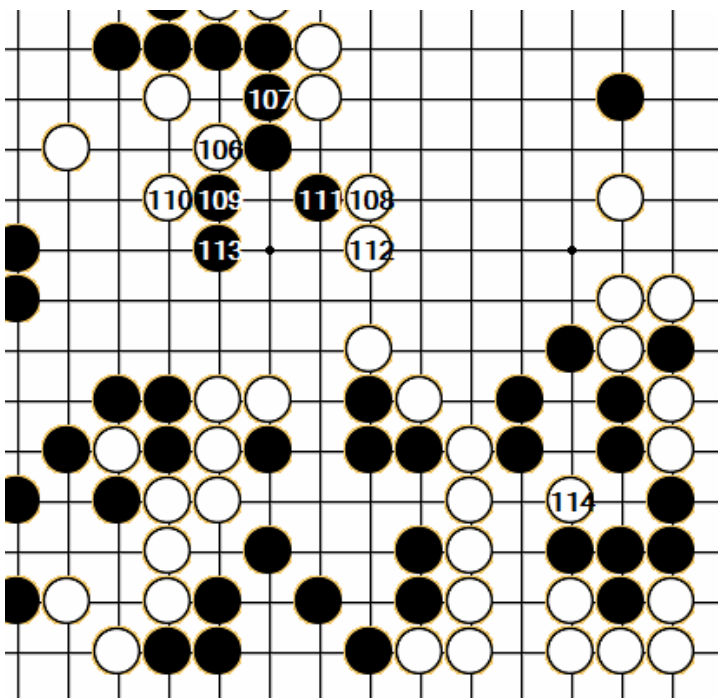
Figure 8 – moves 106 to 200

White 106, 110 and 114 (figure 8) attack from the wrong side – they also expose the weakness of White's group in the middle of the lower side.

White 120 is a major mistake; he probably missed the effect of 121, perhaps expecting Black to play double Atari at 184.

White was winning and winning by a lot – yet he picked a fight. **Rich men don't pick fights,** only fight when you need to, in this case White does not need to fight, just play normal moves and win.

White 120 at 121 finishes the game, not as spectacularly as capturing a huge group, but White wins easily. After the loss of this group the game is close.
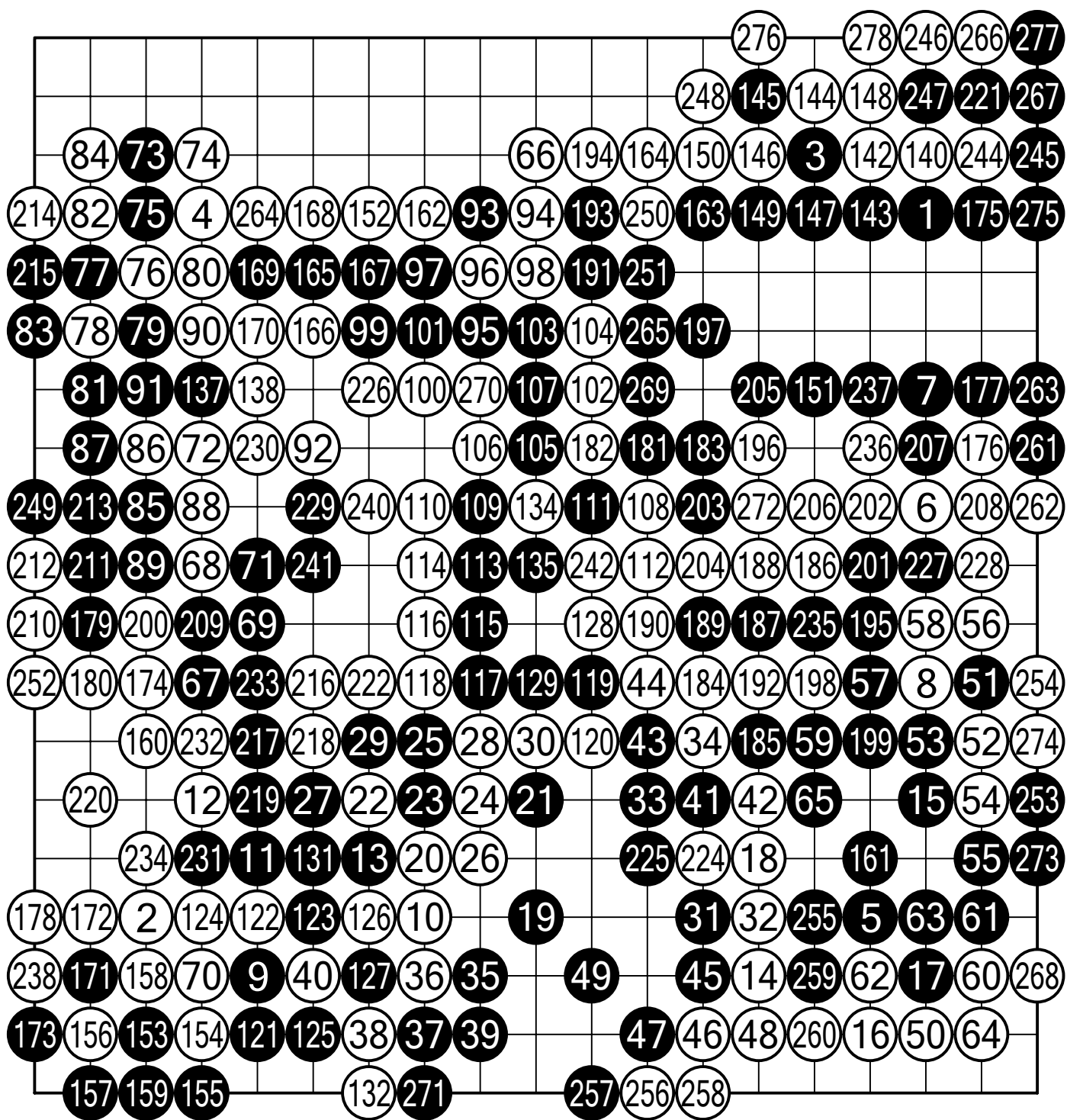
Figure 9 Moves 200 to 279

Black wins by half a point.

Note – Sometimes when printing individual diagrams the software does not show all moves, the following page is the complete score.

Most comments by David Mitchell, additional comments from Norman Wildberger (marked with NW). My thanks to Norman for validating my original commentary and his useful additions.

130 136 141 = 40   133 139 = 127   223 = 22   239 = 156

243 = 134

Event :
Place:2006 ACT Championship   Date : 2006-07-22
Black : Ben Bildstein2d   White : Carl Jiang5d
Total Count:278 Move   Result : B+0.5Komi :6.5

Tesuji Answers

Answer 1
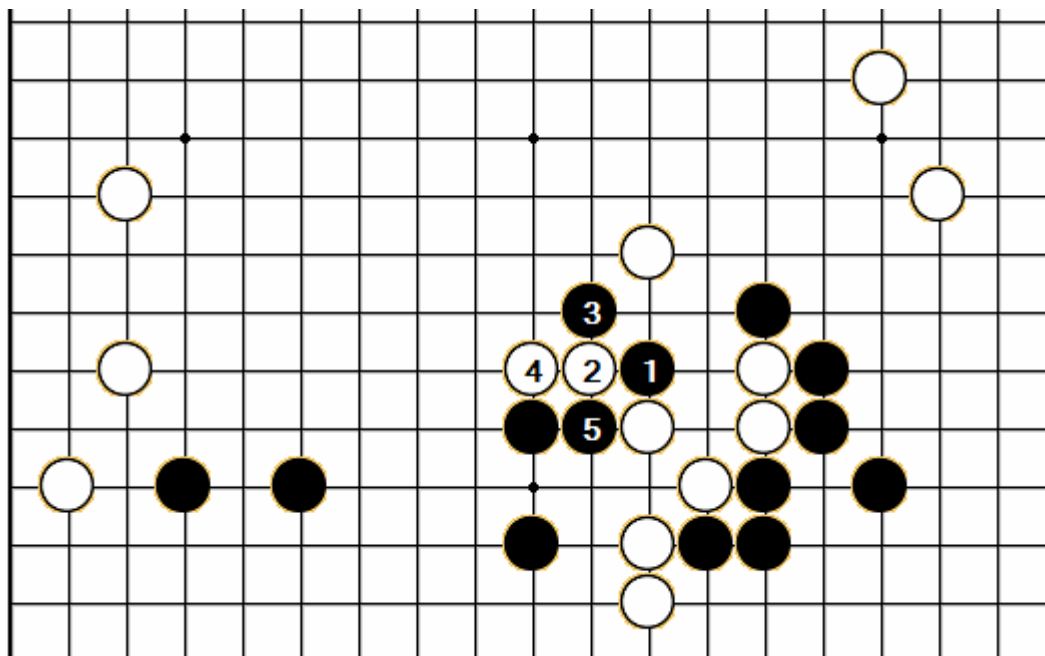
Black 1 exploits the weakness of White's shape. Black 3 is the difficult move to see, but once you find it everything conspires to give Black a large capture. (and yes, this can happen in real games, except Black normally does not look!)

Answer 2
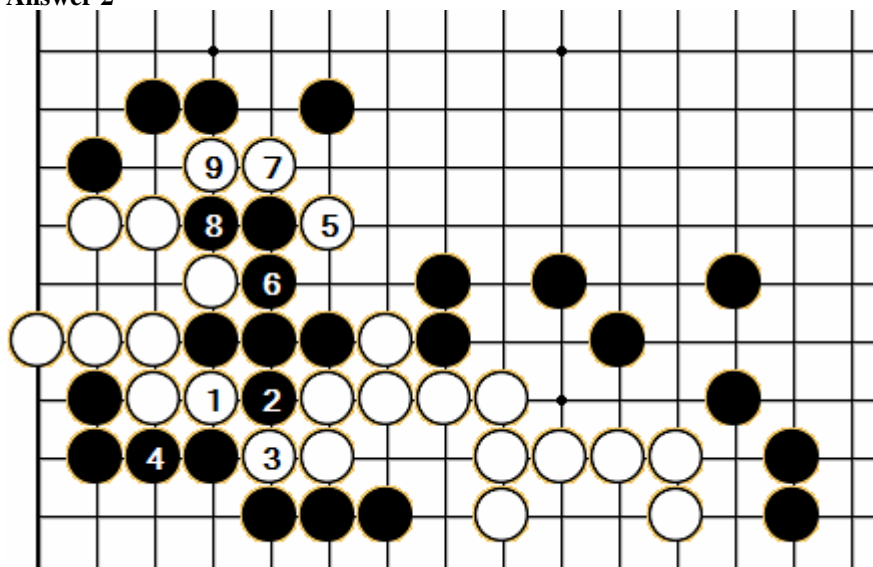
Preparation is required in the corner first, Black has to connect at 4, and then White is able to capture the Black group with 5 and 7.
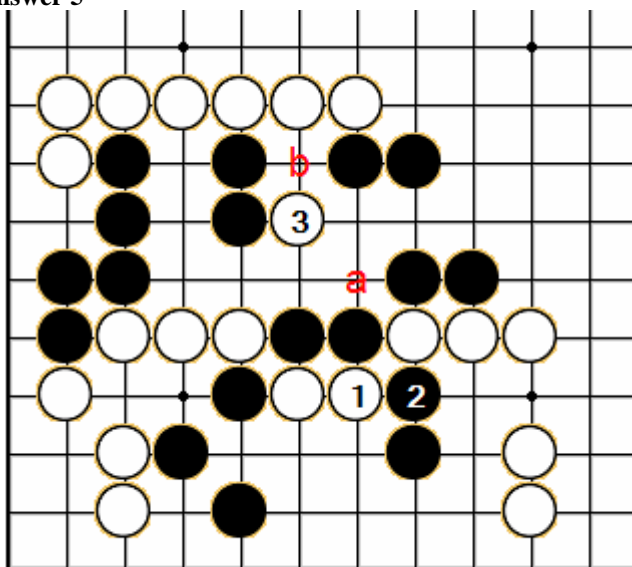
Answer 3
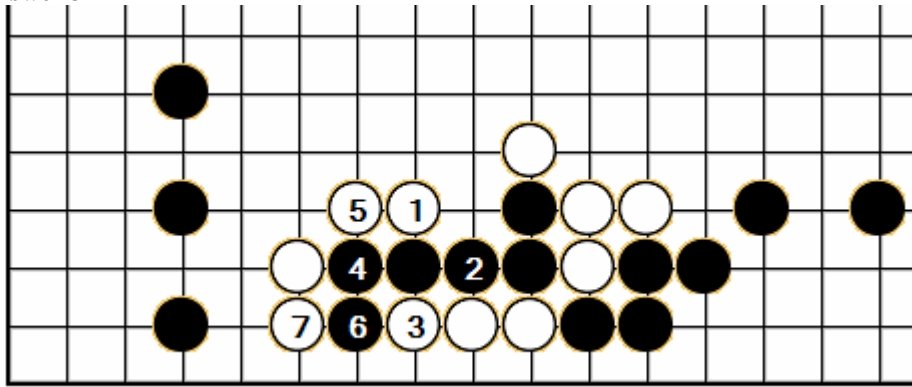
White 1 is quite a simple move to spot; it is the extension at 3 that is difficult to see.

Answer 4
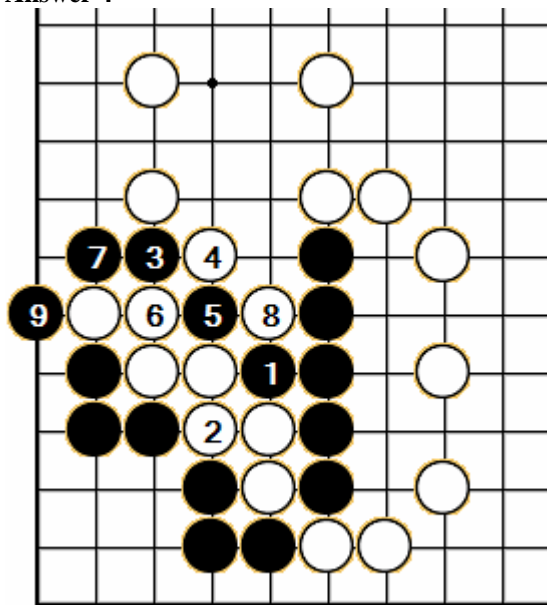
White cannot save his stones after 9. In the normal course of events White would cut his losses and take sente after Black 1; White also has a good ko threat.

Answer 5

After White 3, Black has to defend at both 'a' and 'b' so White not only lives in the corner but captures some of the surrounding stones.

Common Japanese Go Terms

- Aji (Potential, literally *taste*) - 味
- Ajikeshi (destroying aji) - 味消し
- Atari (atari – *equivelent to 'check' in Chess – a threat to capture next move*) - 当たり
- Atekomi (a play that threatens to cut a diagonal) - アテコミ
- Boshi (Capping Play) - 帽子
- Chuban (Chūban, Middle game) - 中盤
- Dame – (*liberties for a stone or stones; also useless points between black and white territory*) 駄目 or ダメ
- Dan (Grade, expert rank) - 段
- Furikawari (exchange of potential territories} - 振り替わり or フリカワリ
- Fuseki (Opening) - 布石
- Goban (Board) - 碁盤
- Gote (Losing the initiative, playing last) - 後手
- Hamete (Joseki trap) - ハメテ
- Hanami ko (flower viewing ko, picnic ko; *a ko that has to be won serveral times by one playerto achieve a result*) - 花見コウ
- Hane – (*a diagonal move (bending) around the end of your opponents stones)* ハネ
- Hasami (pincer) - ハサミ
- Hiki (Pulling back) - 引き
- Honte (Proper move) - 本手
- Hoshi (Star point) - 星
- Ikken tobi (One point jump) - 一間トビ
- Ishi (Stone) - 石
- Ji (Territory) - 地
- Joseki (*Jōseki*, Standard local play, typically in the corner) - 定石
- Kadoban (*in a series of games (3, 5, 7 etc), a kodoban is a must win game - or the series is lost*) - 角番
- Kakari – (*a move that attacks a single corner stone before it can be reinforced*) カカリ (in kanji, 掛かり)
- Kaketsugi (Hanging connection) - カケツギ
- Karami Splitting attack - 絡み
- Katachi (Shape; *generally good shape; back shape is 'kori katachi'*) - 形
- Katatsuki (Shoulder hit) - カタツキ
- Keima (Knight's move) - ケイマ
- Keshi (Erasure, Reduction) - 消し
- Kikashi (Forcing move) - 利かし
- Ko (Kō) (Repetitive capture, literally *threat*) - コウ
- Kodate (ko threat) - コウ立て
- Komi (Compensation) - コミ
- Komoku (3-4 Point) - 小目
- Korigatachi (*Bad shape* Over concentrated shape) - 凝り形
- Kosumi (Diagonal move) - コスミ
- Kosumi tsuke (Diagonal attachment) - コスミツケ
- Kuro, Kuroi (Black) - 黒 (noun), 黒い (adjective)
- Kyu (Class, Below expert rank) - 級
- Magari (turn; *to bend around the end of stones without leaving a cutting point*) - マガリ; 曲がり
- Mannen-ko (Mannen-kō, Ten thousand year ko) - 万年劫
- Me (eye) - 眼
- Miai (Shared alternative plays) - 見合い

- Moku (point of territory) - 目
- Moyo (Moyō, Framework) - 模様
- Nidan-bane (Double hane) - 二段バネ
- Niken biraki (Two space extension) - 二間開き
- Niken tobi (two space jump) - 二間トビ
- Nigiri (procedure to decide which player has Black - 握り
- Nirensei (Two star points opening) - 二連星
- Nobi (strech that adds two liberties) - both 伸び and ノビ
- Ogeima (Large knight's move) - 大ゲイマ
- Onadare (large avalanche joseki) - 大ナダレ
- Owari (the end; *literally – it is over; a way to resign*) - 終り
- Sabaki – (*light flexible good shape)* 捌き
- Sagari (descent towards the edge of the board) - 下がり or サガリ
- Sansan (the 3x3 point) - 三々
- Sanrensei (three star points opening *along one side of the board*) - 三連星
- Seki (mutual life) - セキ
- Semeai (Capturing race, mutual attack) - 攻め合い
- Sente (Initiative, playing first) - 先手
- Shicho (Shichō, ladder) - シチョウ
- Shicho-atari (Shichō-atari, ladder breaker) - シチョウ当り
- Shimari (Corner Enclosure) - 締まり
- Shin Fuseki (New Fuseki) - 新布石

- Shinogi technique of making life within your opponents sphere of influence - 凌ぎ
- Shodan (1-dan) - 初段
- Shuban (Endgame) -　終盤
- Takamoku (5-4 Point) - 高目
- Takefu (Bamboo joint) - タケフ
- Te (Play, move, literally *hand* {noun}) - 手
- Tenuki (Playing elsewhere) - 手抜き
- Tesuji (Skillful tactical play) - 手筋
- Tsuke (Attachment) - 付け
- Tsuru no Sugomori (Crane's Nest Tesuji) -
- Utte-gaeshi (Snapback) - 打って返し
- Warikomi (Wedge) - 割込み or ワリコミ
- Wariuchi (Splitting move) - 割り打ち
- Yose (Endgame) - 寄せ

Source

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

Next issue will feature Chinese Go terms.

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