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Sydney Go Journal

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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

31st Meijin

After the first two games of the 31st Meijin had been played it looked like the challenger Cho U was going to go down without a fight. Cho recently lost the Honindo to Takao with only 2 wins in the 6 games played.

Cho's record against Takao (see table below sourced from <http://gobase.org/information/games/>) could be better – out of 9 games played there are 6 wins for Takao compared to 3 for Cho.

Event	Player black	Player white	Date	PC	RE
Honinbo tournament	Cho U	Takao Shinji	2005-06-27	   	○ 0.5
Honinbo tournament	Takao Shinji	Cho U	2005-06-20	   	○ R
Honinbo tournament	Cho U	Takao Shinji	2005-06-08	   	○ R
Honinbo tournament	Takao Shinji	Cho U	2005-05-26	   	● 4.5
Honinbo tournament	Cho U	Takao Shinji	2005-05-09	   	○ R
Shinjin-O	Cho U	Takao Shinji	2002-09-30	   	● R
Shinjin-O	Takao Shinji	Cho U	2002-09-16	   	○ 3.5
Ryu-Sei Cup	Cho U	Takao Shinji	2000-08	   	○ R
Shin-Ei	Cho U	Takao Shinji	1999-10-16	   	○ R

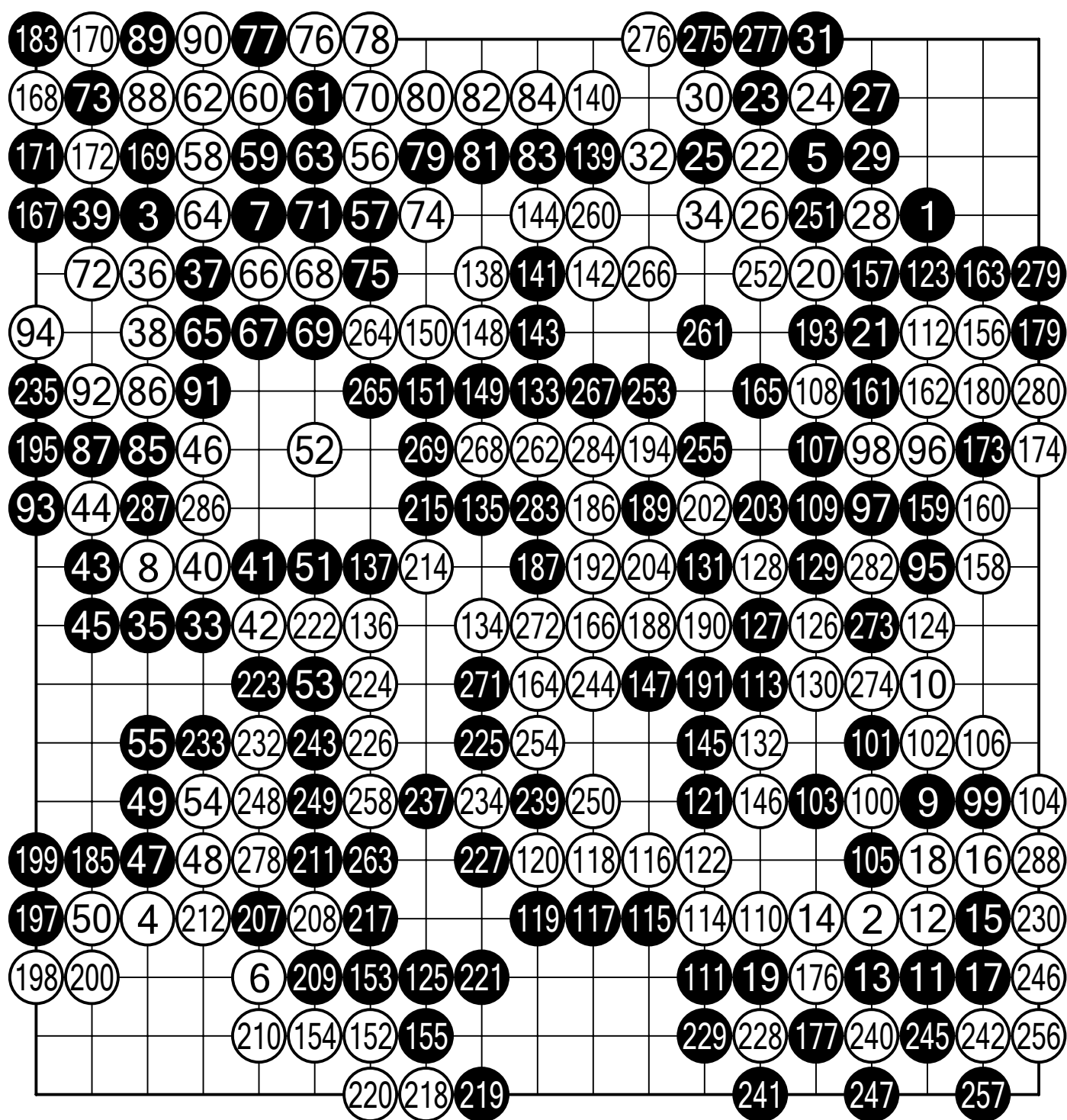
The 31st Meijin was shaping up much the same, with Takao winning the first two games. Cho U proved he was not a pushover with a decisive win in the 3rd game.

The first three games of the 31st Meijin are here for your study and enjoyment.

Please note: Meijin game 4 will be covered live on IGS-PandaNet.

Also, highly recommended as a source of information and study...
<http://gobase.org/>

GOBASE^{.org}



175 181 = 73 178 = 172 182 = 77 184 = 89 196 206
 216 236 = 168 201 213 231 238 = 183 205 = 128 259 = 234
 270 = 189 281 = 208 285 = 273 289 = 282

Event : 31st Japanese Meijin

Place:

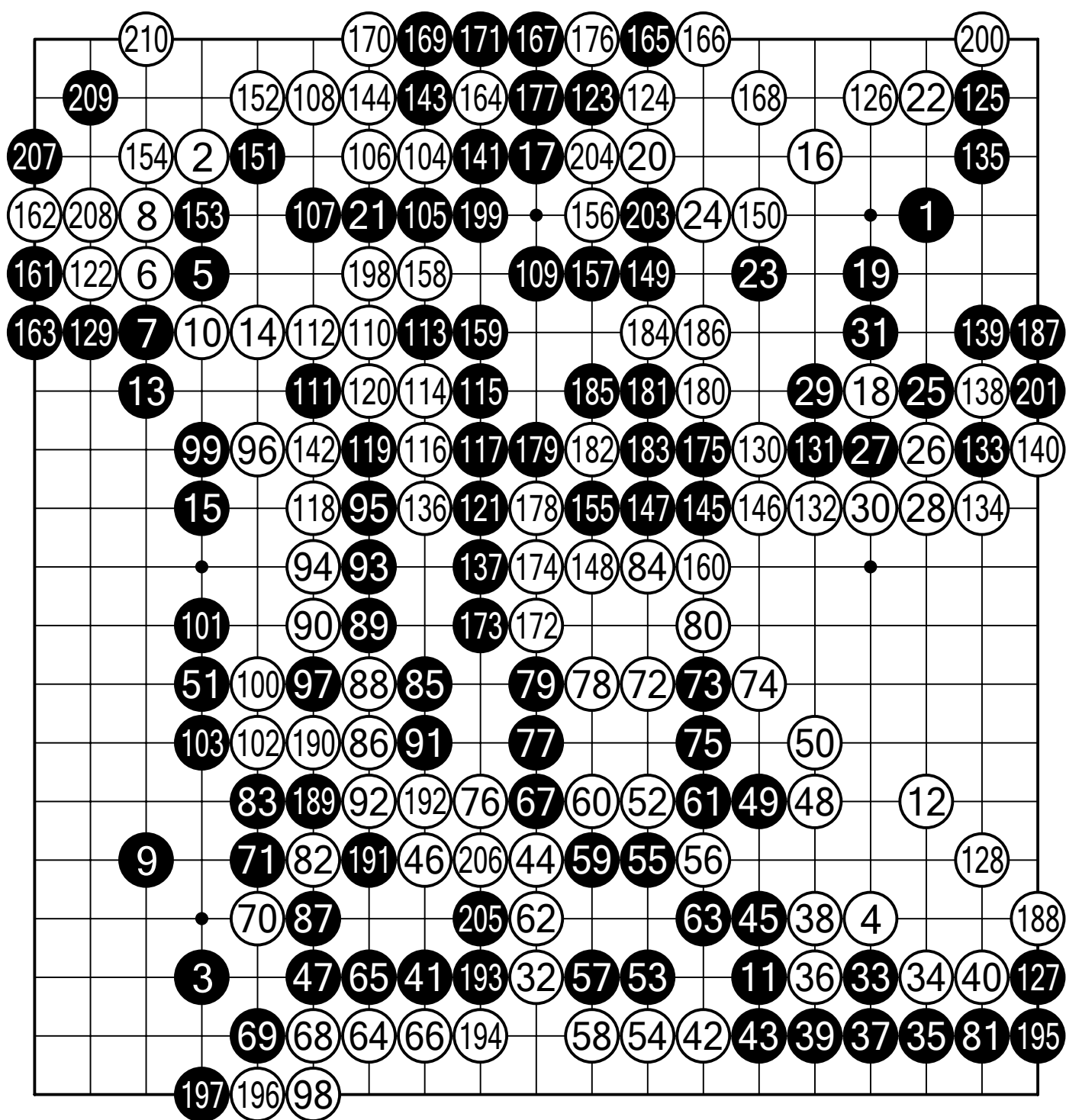
Black : Takao Shinji9p

Total Count:289 Move

Date : 2006-09-08

White : Cho U9p

Result : B+0.5Komi :6.5



Event : 31st Japanese Meijin

Place:

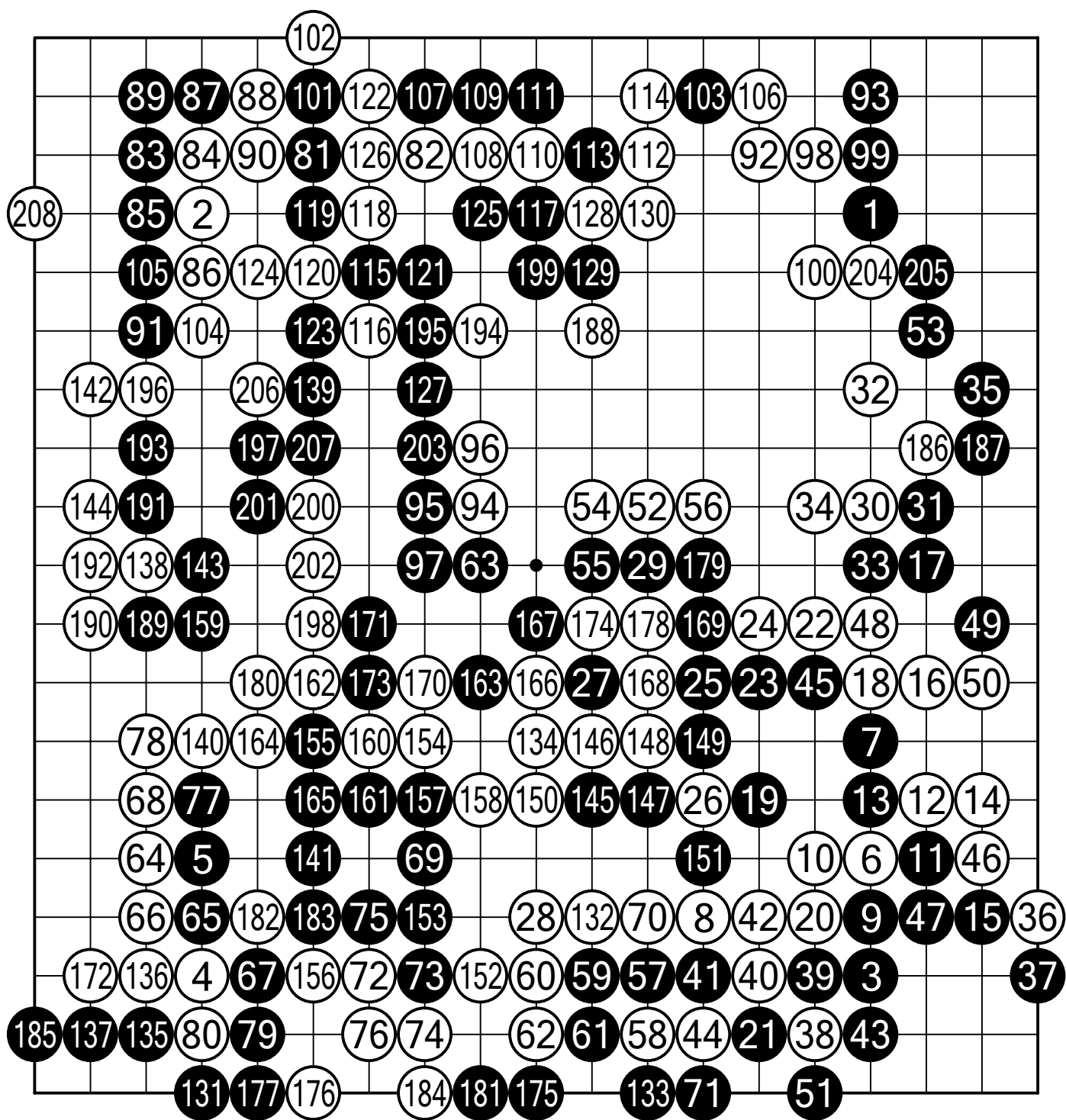
Black : Cho U9p

Total Count:210 Move

Date : 2006-09-20

White : Takao Shinji9p

Result : W+RKomi :6.5



Event : Meijin title,31,Japan,Asahi Shimbun

Place:Japan

Black : Takao Shinji9p, Honinbo

Total Count:208 Move

Date : 2006-09-28,29

White : Cho U9p, Meijin

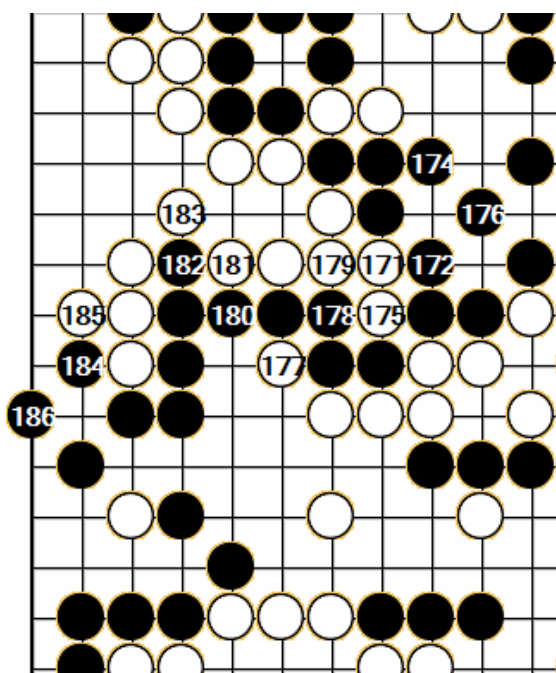
Result : W+R

Problems

I tried to take positions from real games – 3 out of 4 is not bad

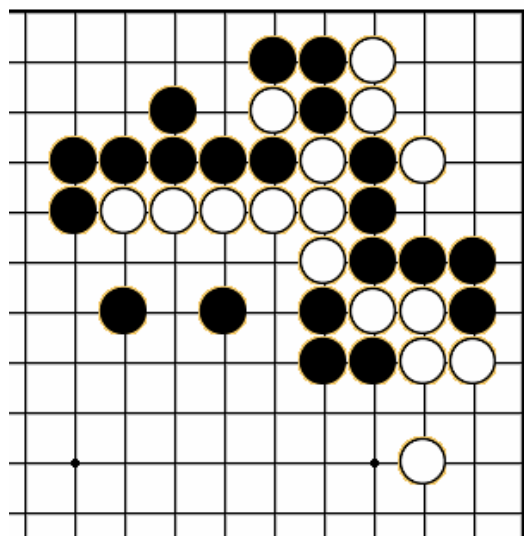
Problem 1 – Black to play

This position came from an IGS game played between Moto162 (5 dan) and Lucky7 (7 dan). White 187 was a gote yose on the other side of the board, how should Black play here?



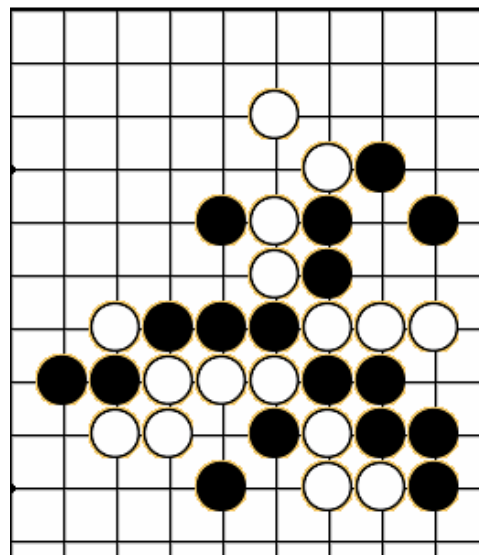
Problem 2 - White to play

A problem for White (from a game between David Mitchell and Robert Vardas at the Sydney Go Club).



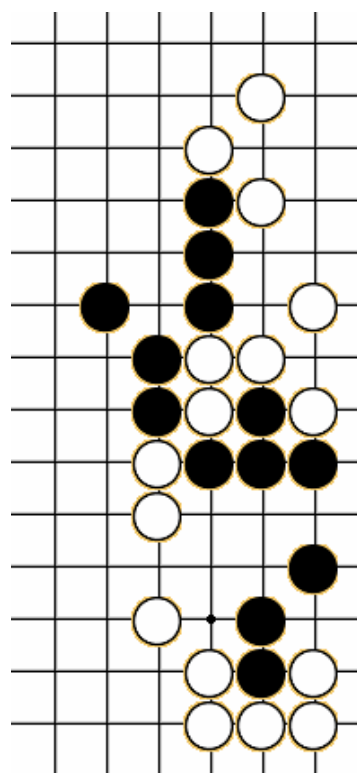
Problem 3 - White to play

This is from a game between Cho Hunhyun and Lee Changho, played this month. The outcome of this fight determined the game.



Problem 4 – Black to play

This is not from a real game, but it should be easy if you remember the tesuji lesson from last month.



JAL CUP - The 27th WAGC Round 7

Played on 31st May 2006

Black BENCHARIT (THA) vs. White CANGAS (ESP)

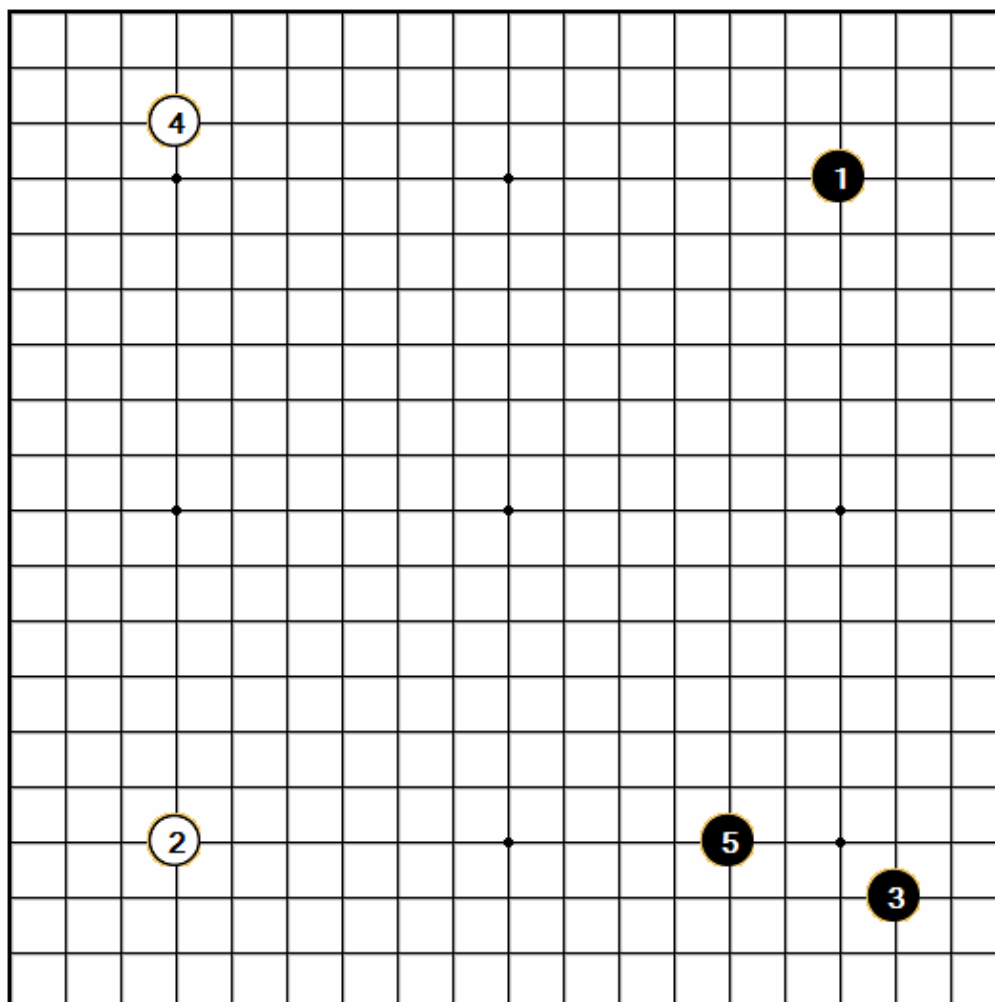


Figure 1 (moves 1 to 5)

Black 5 is a strange move and inconsistent with the san-san of 3. When playing hoshi or san-san in a corner you are playing a single move to finish that corner, there are follow ups but the intent is to play elsewhere.

In professional games the most common continuations to these first 4 moves are ‘a’, ‘b’ and ‘c’ in Diagram 1. There are several reasons for this, first, the corner is more important than side or centre; second, Black has no urgent play in his two corners and finally White’s corner is open and vulnerable to a Black attack, Black should take the option before White can defend.

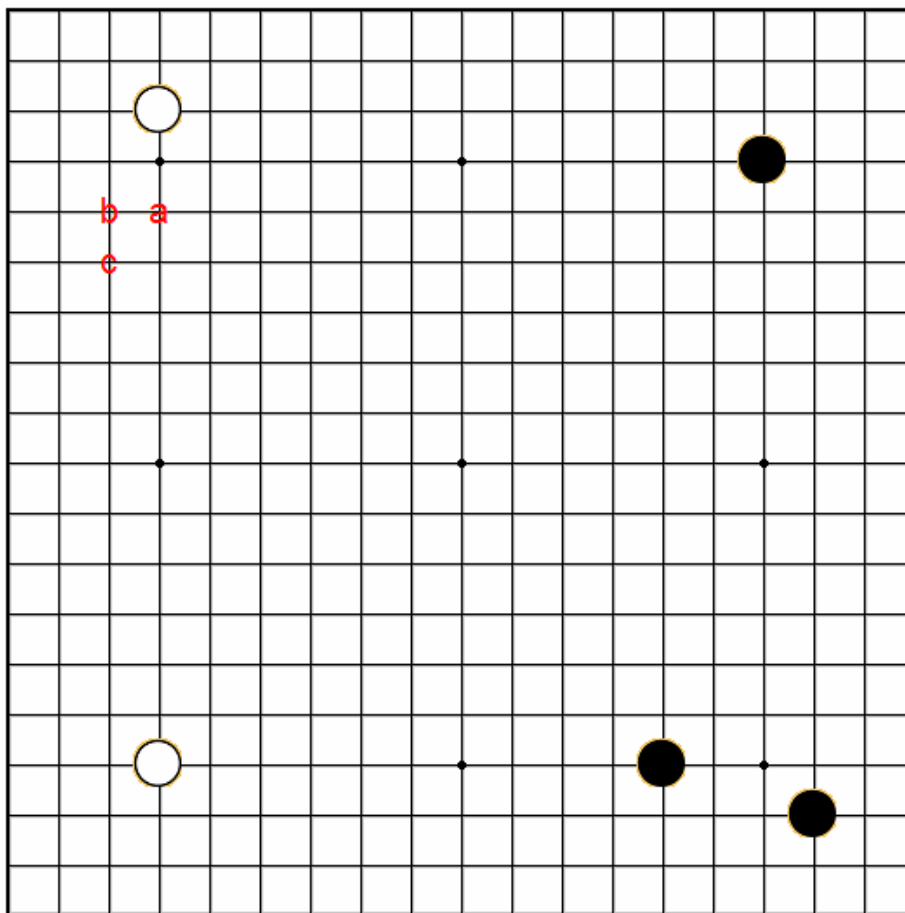


Diagram 1

Just one more thing about Black 5. If Black were planning two moves in the lower right he would normally look for a shimari such as Diagram 2, 3 or 4.

Diagrams 2 and 3 are similar to the game, they secure the corner and can be extended along the side. In the game (Black 5) is high and can be approached along the lower side, the shimaris in Diagrams 2 or 3 have no such weakness.

It is possible Black has a liking for this shape, or perhaps he feels this will unsettle his opponent. Nevertheless, the professional move is in the upper left.

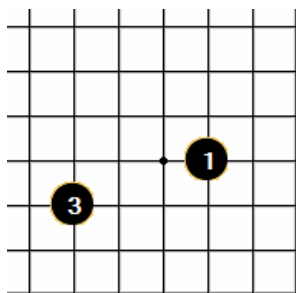


Diagram 2

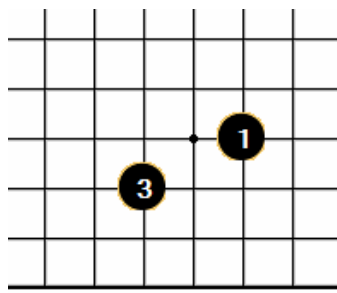


Diagram 3

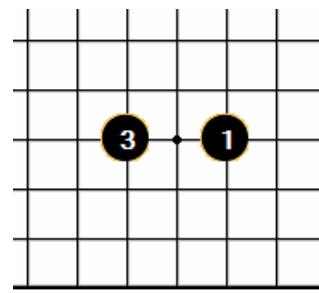


Diagram 4

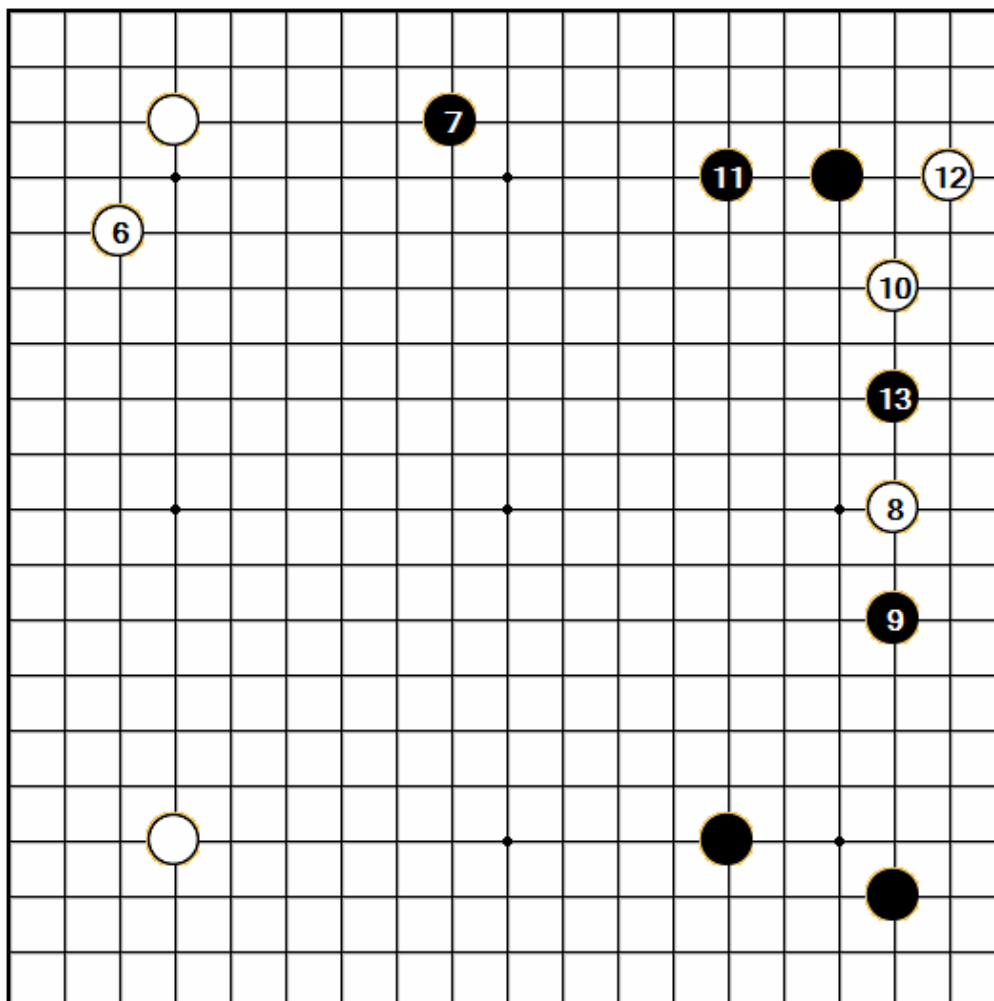


Figure 2 (moves 6 to 12)

White 6 makes the Shimari and Black 7 is to be expected. White 8 lacks decisiveness, playing in the middle of the side like this surrenders the initiative to your opponent – you are saying, “I don't mind which way you go, I'll let you choose.” – You should avoid giving the initiative to your opponent, make your own decisions and plans, then stick to them.

Black's natural reaction is to invade, not build, this is easy to understand because Black has made a large framework and is stretched rather thinly. The best place to invade is a place where you can also attack. The weakest stone in Black's framework is the upper right Hoshi stone (1 in Figure 1).

Therefore the best approach is to attack at 10, but what are the consequences. Obviously Black can squeeze, but the gap between his pincer stone and his 'shimari' in the lower right is large and will require repair. White will have the opportunity of building a base in the corner which can assist his later reduction of the Black Moyo.

If Black extends on the upper side (directly at 11) then the gap between that and Black 7 in Figure 2 is very wide and in need of repair before it can be counted as territory.

Black 13 (Figure 2) is a common invasion – most of the time White jumps to 1 (in Diagram 5). Black can choose ‘a’ or ‘b’, but whichever he chooses White will play the other.

In the game White went straight into the corner; White played the strange tesuji of 16, and started a complex fight.

Diagrams 6 through 8 show the most common ways of dealing with the move. Some sequences such as Diagram 7 depend on ladders. This is a position worthy of study because of the number of variations and complex outcomes.

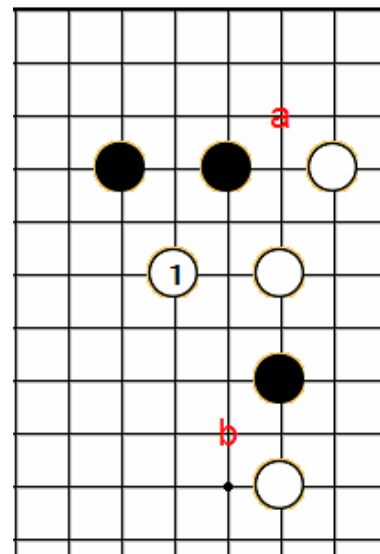


Diagram 5

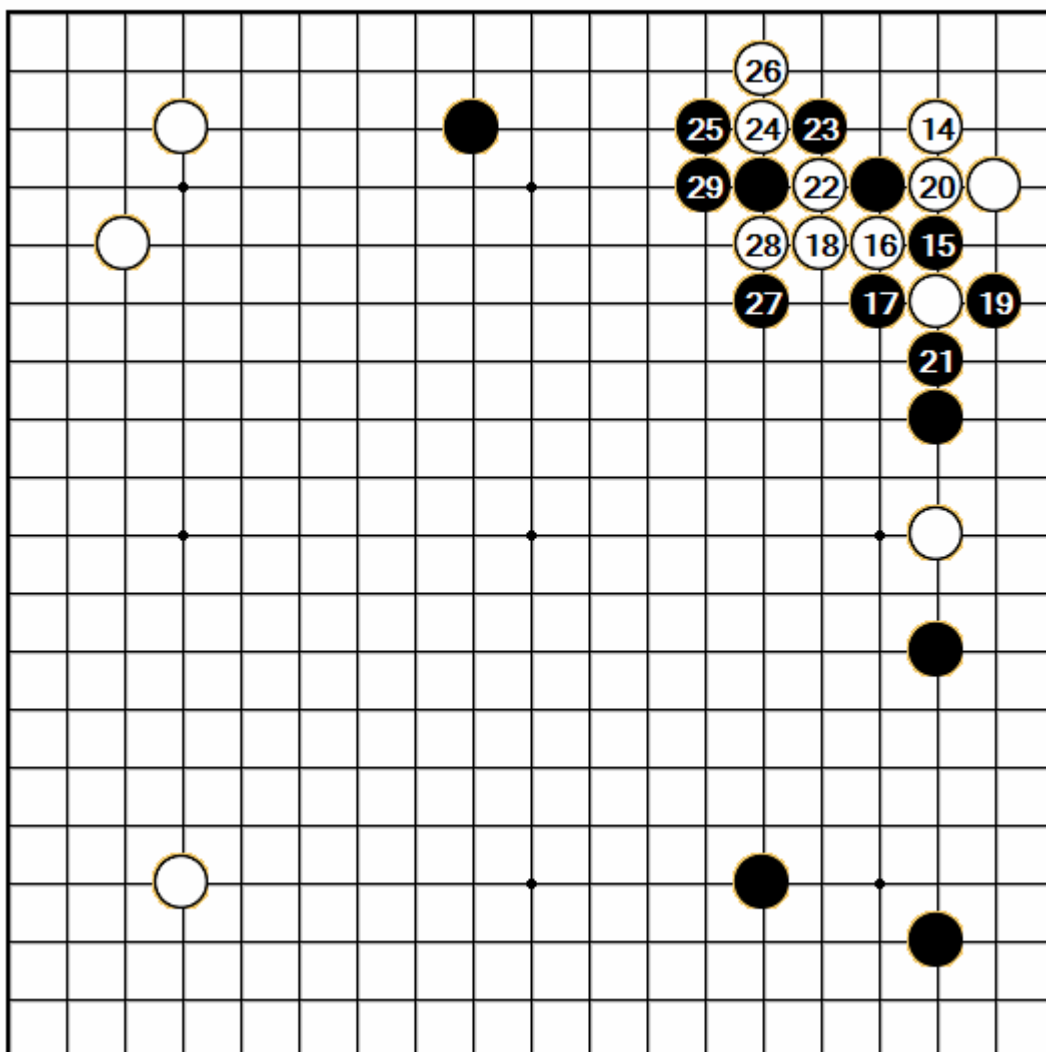


Figure 3 (moves 14 to 28)

White 16 has the same flavour as White 8. Both surrender sente to Black. In this case White 16 has only two liberties and will be subject to severe pressure. Black then is in the box seat to direct the fight.

White is forced to do what Black wants, unless of course Black makes a mistake.

The joseki in Diagram 8 has been played by many strong players over the years including Cho Chikun, Kato Masao.

The shape also features in a 1991 game between Lee Chang Ho (4 dan) and Songsheng Wu (9 dan), Mr Wu played the outside shape taking influence.

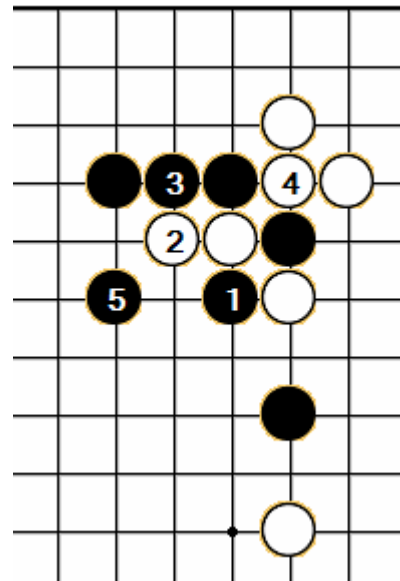


Diagram 7

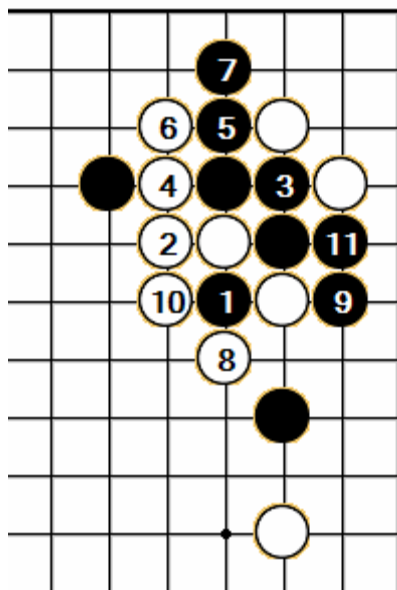


Diagram 6

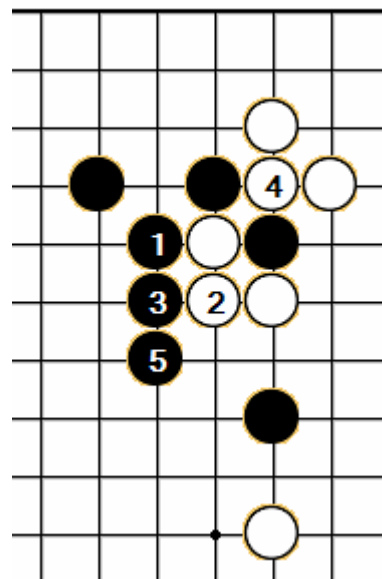


Diagram 8

Black's aim with 27 (Figure 3) is to hem White in and try to cash in on his moyo, unfortunately White's atari at 28 is too big to ignore, now White can come into the centre.

The outcome to 29 is disappointing for Black, his moyo on the right (using rough estimates) can be no more than 80 points (assuming sturdy defense), which is not enough to win the game. In addition, White has plenty of opportunities on the left and lower side. I do not believe the game is unplayable for either, but given the choice I would pick White's position over Black's at this stage.

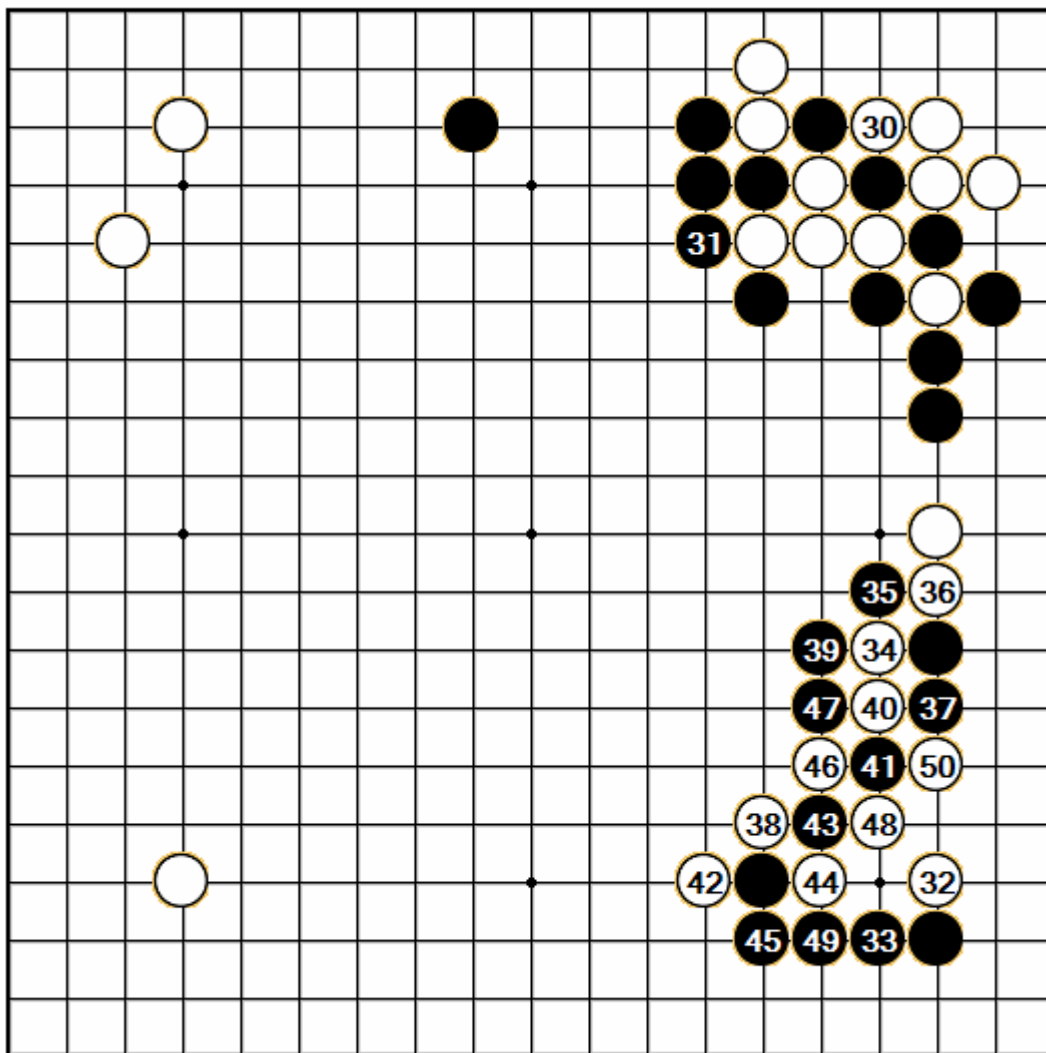


Figure 4 (moves 30 to 50)

White 30 is a big mistake - for some inexplicable reason White took the Black stone with 30 enabling Black to hem him in. Perhaps White was concerned his corner would be attacked, it is hard to say, but allowing Black to enclose the corner is a huge mistake.

White should push out with 1 in Diagram 9 without fear of being cut. Black cannot respond with 'a' because he will be captured – even if Black plays 2 White can continue on the outside because Black still cannot connect at 'a'.

As will be seen later this incursion into the centre would have changed the whole complexion of the game.

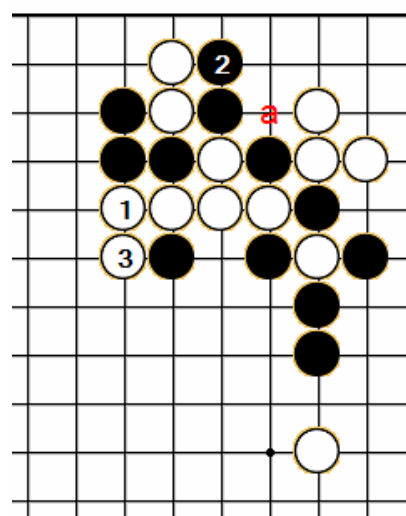


Diagram 9

One thing that I have found in Go (and life) is that real mistakes never come on their own, they bring their mates. The second and third mistakes are the most dangerous because they multiply and compound the initial error. White's decision to dive deep into Black's moyo with 32 (in Figure 4) and keep on fighting is the second and more significant mistake.

A calm assessment shows that Black's moyo is not that big that White has no hope, There is plenty of opportunity for White without knee jerk reactions. White needs to construct his own moyo while reducing Blacks.

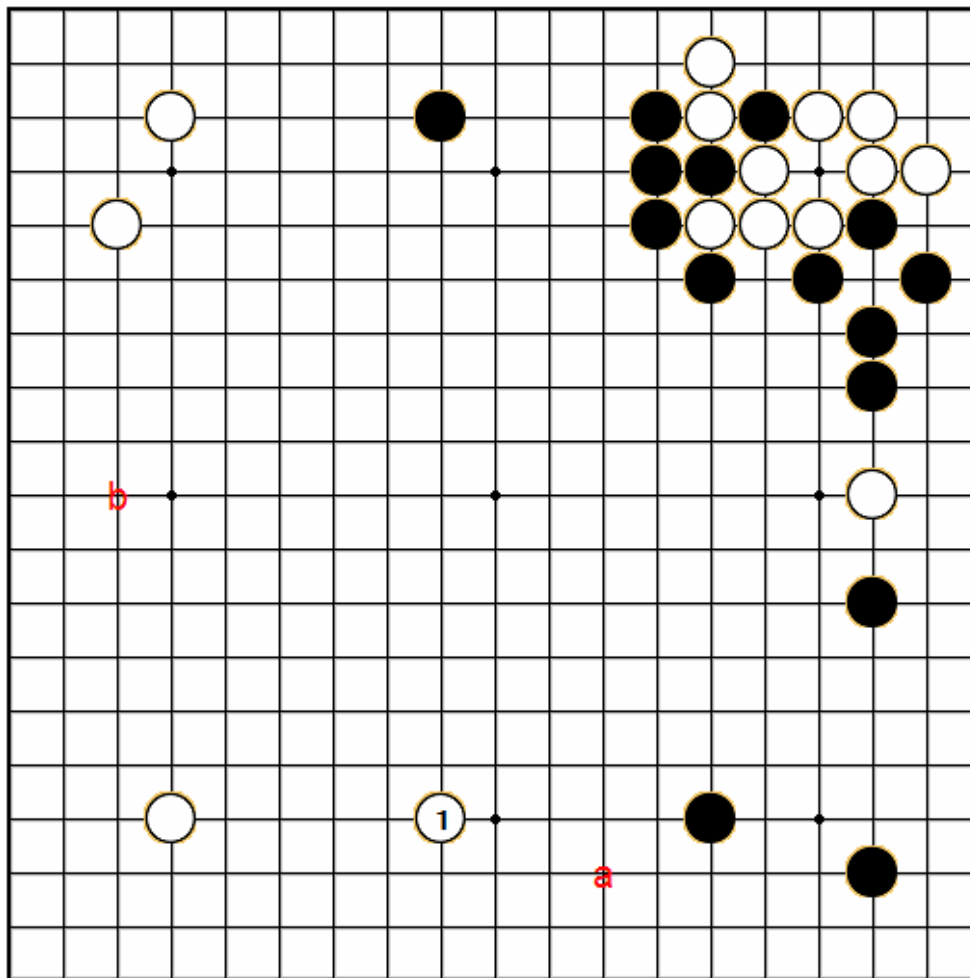


Diagram 10

Playing at 1 in Diagram 10, on the boundary of two moyos, is the right direction. The fourth line is correct because White is reducing the Black moyo. By squeezing the Black moyo in this way White extends his potential on the lower and right sides.

Black cannot cut off White 1 because White has the extension of 'a' and make a base. Black now has difficulty expanding his left side moyo into the centre without conceding large areas to White on the lower and left side, so he will want to reduce the right side.

The focus of the game now changes to the left side, because a move at 'b' by White puts him ahead.

It should be noted a White move at 'a' is big in its own right as it exploits the weaknesses of the san-san shimari while making territory. (see comments on page 1).

White's fight on the right is misguided, but he really does not lose anything with his moves to 48 (Figure 4), the right side was pretty much Black's to start with and to this stage the fight has settled that situation – he can back out now without significant loss.

White however plays a move to split two live Black groups from his weak invasion group. White 50 is the game losing move - there is no way that White can hope to attack any of Black's stones on the right side and White stones are not alive even after he captures Black 41. White's only move is to connect at 51.

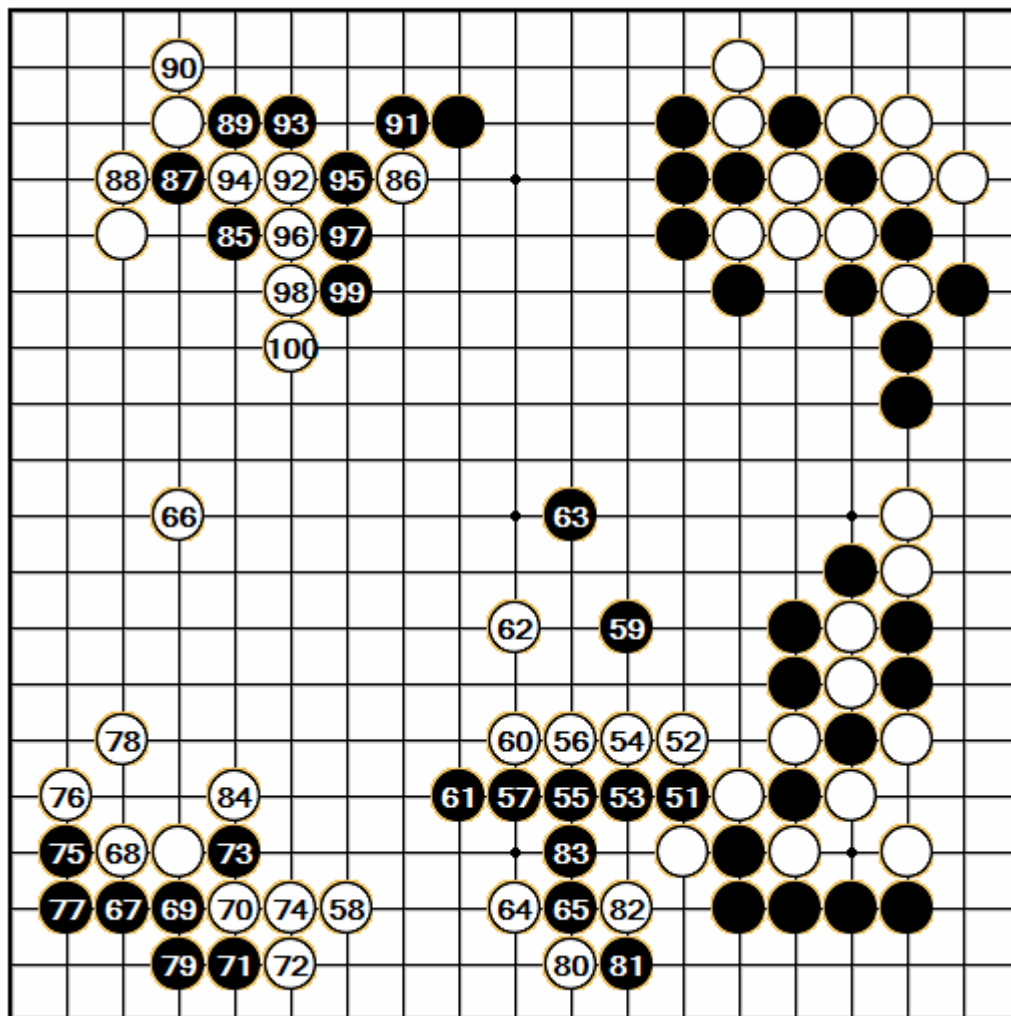


Figure 5 (moves 51 to 100)

Once Black cuts with 51, White has no option but to chase Black along the 5th line straight into one of the only places on the board where White could have made territory, at the same time Black is able to extend his moyo on the right and centre with 59 and 63.

A bad passage of play for White; three of the White's last ten moves have been mistakes, that sort of percentage does not win games.

Following White 84 (Figure 5), Black still has the potential to attack the weak White group running into the centre from the lower right.

This is an attack to make profit and win the game, it is not an attack to kill. Chasing a group towards safety while securing territory is a far safe way to win the game than trying to kill stones.

In this case Black would exchange 'a' for 'b' before prodding White with 'c'. The running fight would go in the direction of the arrows – Black securing more territory in the centre and upper side, White would be filling dame just connecting his stones and Black is walking alongside into White's only significant area.

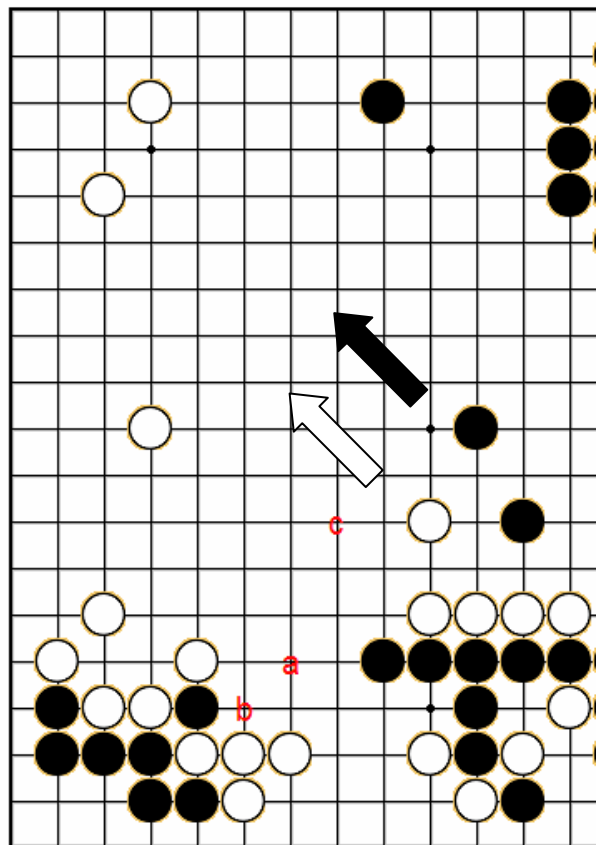


Diagram 11

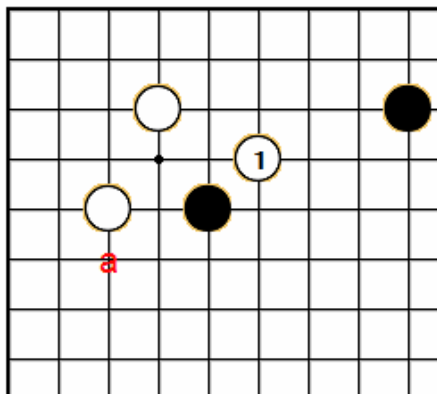


Diagram 12

White 86 is too far from the corner, the normal move is 1 in Diagram 12.

Black then has 'a' to reduce the right side. It is hard to say if this is good or bad for White because no matter what outcome here he is still over 20 points behind.

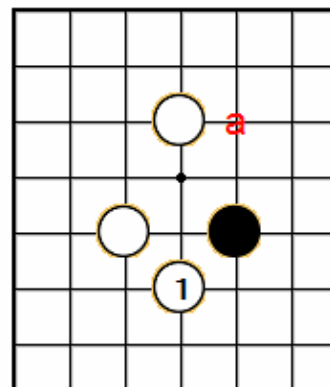


Diagram 13

The other move when faced with 85 (figure 5) is to play the kosumi of 1 in Diagram 13. This builds the left side but Black will play 'a' and turn much of the upper side into his territory.

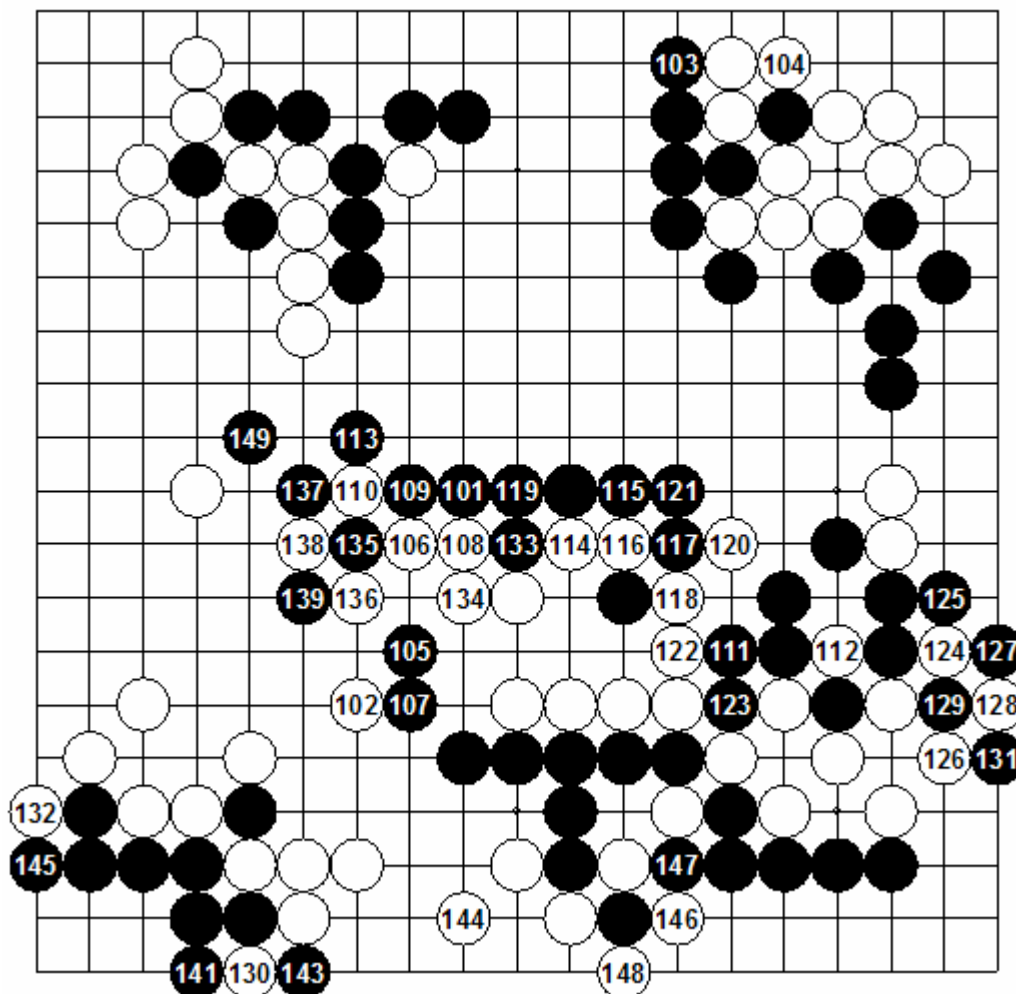


Figure 6 (moves 101 to 149) Ko moves (140 at 110, 142 at 135)

White 112 must be at 123. The White stones are too weak to leave alone.

Black's ko threat of 141 should have been at 'a' in Diagram 14. White has no ko threats and this move must be answered.

Black 143 is an error; the corner group still does not have two eyes. White does not spot this and defend with 144, Black can then live. Black would have squandered much of his lead if the group dies but he would still be ahead and should win.

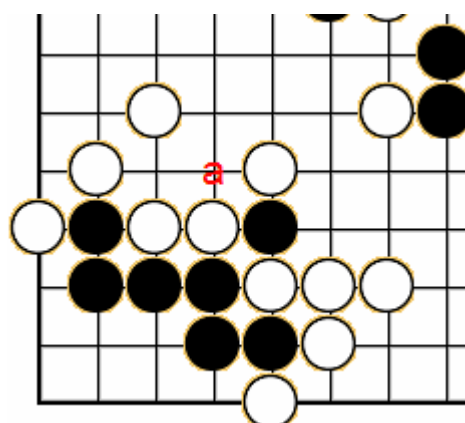
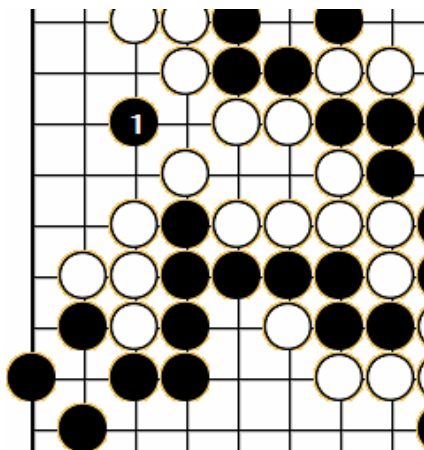


Diagram 14

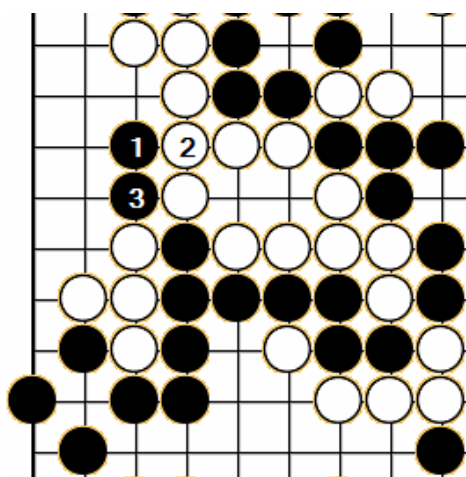
Both players had plenty of opportunities, but White made too many errors early on in the game, so Black's victory was the right outcome.

Answers

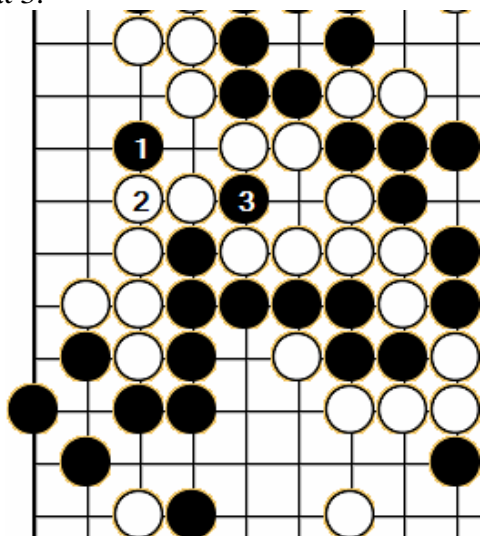
Answer to problem 1



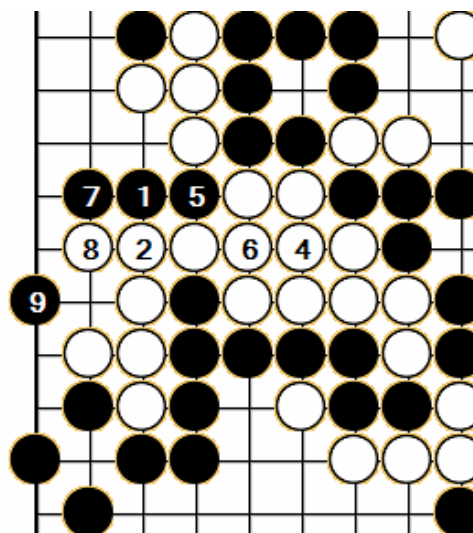
Black 1 is the key point.



If white connects at 2, then he loses his four stones on the side after Black cuts at 3.



If White connects at 2, Black throws in at 3.

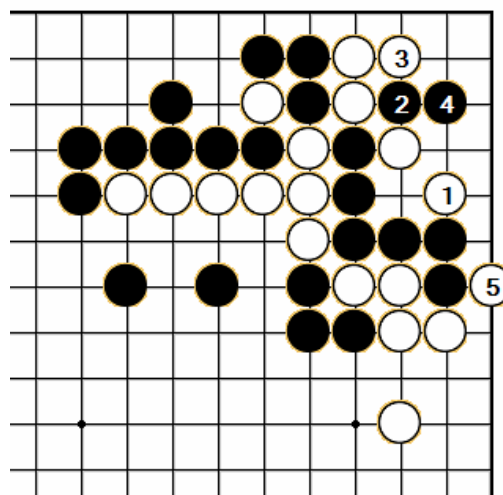


(Black 3 at 6)

Unfortunately Black has a forcing sequence to 9 capturing all White's stones.

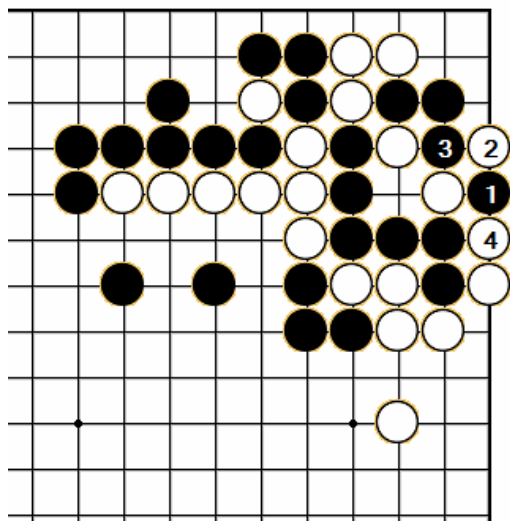
Answer to problem 2

Reduction of liberties is vital or the White stones on the outside lose the semeai. Black 2 further splits white, but after 5 there is no escape.



Answer 2a

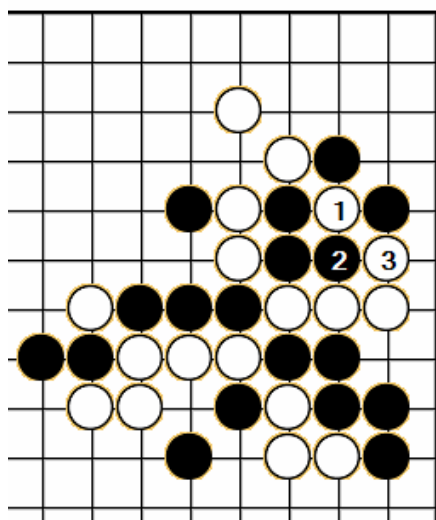
Black 1 (Answer 2b) is the strongest response but after White 4, Black's stones are captured.



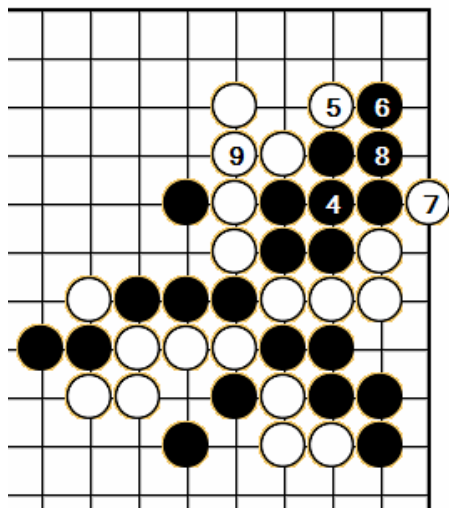
Answer 2b

Answer to problem 3

Answer 3 (a) - White's throw-in at 1 is vital for the dame-zumari to come later.

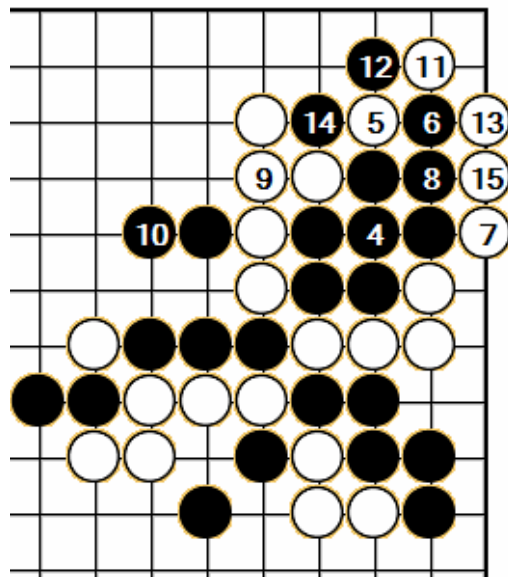


Answer 3 (b)



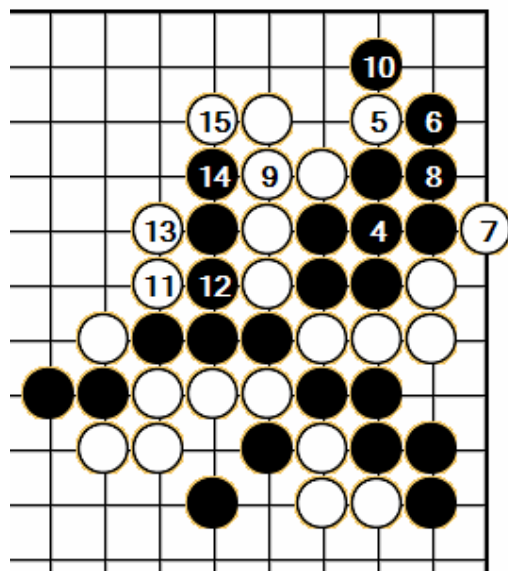
Answer 3c

The game actually stopped at White 9, the remaining moves are explanation for those that might miss the ladder.

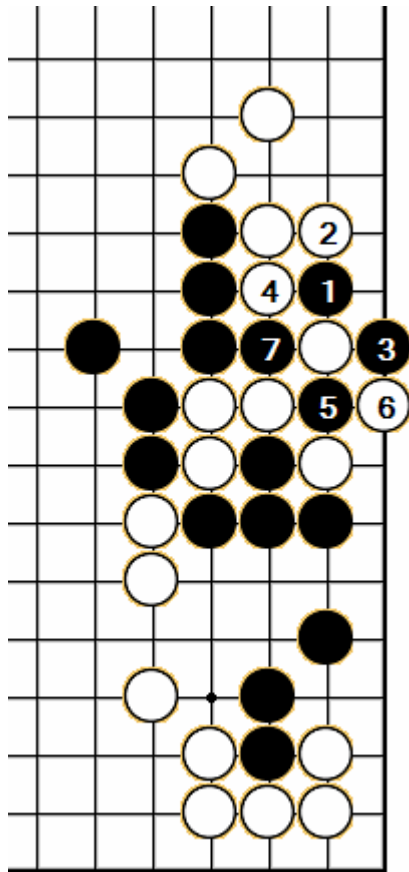


Answer 3d

If Black decides to defend the corner, White can create a simple ladder with the sequence to 15.



Answer to problem 4



White 2 and 4 are the strongest resistance White can manage but Black either lives or escapes. Obviously White should connect at 7 instead of taking with 6 letting Black live.

Australian Go Clubs

A

Go Club of Adelaide (GCA)

Secretary: Kazuya Miki

Postal Address: 22 Grove Street, Unley Park, S.A., 5061

Email: miki38@tpg.com.au

Phone: 08 8357 3328 (Phone/Fax)

Where: Daniel O'Connell Hotel, 165 Tynte Street, North Adelaide.

When: Wednesday, from 6:30pm to late.

B

Brisbane Go Club

President: Mark Bell

Secretary: Andrew Lewis

Phone: 07 3875 6649

Alternate Contact: John Hardy

Email: J.Hardy@uq.net.au

Phone: 07 33988898

Club night

Where: Pancake Parlour, Charlotte St., Brisbane

When: Tuesday, from 6:00pm to late.

Cost: First night Free then \$5 per year & \$1 per week (Includes AGA membership)

Beginners night & teaching

Where: Queensland Contract Bridge Club, Woolloongabba

When: Wednesday nights 6:45pm - 9:30pm

Cost: \$1 - please pay at door

Contact John Hardy for Club and Teaching nights

The Sunday Experiment

The Artrageous Arts Centre, 88 Loftus St., Deagon

When: Sundays from about 2:00pm

All other details contact Horatio Davis

Email: horatio@computer.org

Tournament: Queensland Open Go Championships, Early May and Regular Tournaments and Competitions.

<http://uqconnect.net/~zzjhardy/brisgo.html>

C

Canberra Go Club

President: Neville Smythe

Secretary:

Email: Neville.Smythe@anu.edu.au

Phone: 6232 7277 (H)

Where: Room G17, Mathematics

C – Continued

Department, ANU Campus
When: Wednesday, from 6:30pm till late.
and
Where: King O'Malleys Tavern, City Walk, Canberra
When: Saturday, from 12:00 noon to late.

Tournament: Canberra Open Go Championships, July

H

Hobart Go Club

Contact: Currently there is no Go Club known to the AGA in Tasmania.

M

Melbourne Go Club

President:
Secretary:
Contact: Brad Melki
Email: bmelki@hotmail.net.au
Phone: (03) 9528 1149 (W)
Address:

Phone or email for details

Tournament: Victorian Open Go Championships, Mid January

Melbourne Japanese Go Club

President: Yoshi Nagami
E-mail: nagami@optusnet.com.au
Phone: 03 9727 3388

Where: Phone Yoshi for details
When: Thursday nights from 7:00pm til late.

Melbourne Students Playing Go

President: Paul Tran
Contact: David Ormerod
E-mail: dormerod@gmail.com

When: Contact David for details

P

Curtin Go Club

Contact: Adam Harley

Phone: 0402 931 807
Email: uizado@inet.net.au
or
Contact: Kevin Chu
Mobile: 0422 219 583

Where: As arranged.
When: As arranged with the above contacts

Tournament: No state Tournament advised to the AGA.

S

Sydney Go Club

Contact: Devon Bailey
Address: PO Box 369 Mortdale, NSW, 2223
Phone: (02) 9534 1321 (H)
Email:
devonbailey@optushome.com.au

Where: Western Suburbs Leagues Club, 115 Liverpool Street, Ashfield
When: 5:30pm onwards on Saturday evenings (**Please note day change**)
Cost: First night Free, then \$15 per year (West's Membership) and \$2 per week (Includes AGA membership).

Tournament: New South Wales Open Go Championships, June

and regular Tournaments and Competitions.

The CASS Go Club

Contact: Devon Bailey

When: Friday 9:30am til 1:00pm
Where: 143 Forest Road, Hurstville.
(**Please note venue change**)
Cost: \$1 (covers tea/coffee and a biscuit).

Limited Parking Available, Visitors & beginners welcome.

Source:
<http://www.australiango.asn.au/clubs.html>

Chinese Go Terms (part 1)

B

- 白 bái - [white](#)
- 败 (敗) bài - failure
- 败着 (敗著) bài zhāo - [losing move](#)
- 扳 bān - [hane](#)
- 板六 bǎn liù - [rectangular six](#)
- 半劫 bàn jié - [half-point ko](#)
- 棒接 bàng jiē - [pole connection](#)
- 包围 (包圍) bāo wéi - surround
- 薄 báo - [thin](#)
- 抱吃 bào chī - [capturing technique by atari](#)
- 本身劫 běn shēn jié - [local ko threat](#)
- 本身劫材 běn shēn jié cái - [local ko threat](#)
- 本手 běn shǒu - [proper move](#)
- 笨重 bèn zhòng - [heavy](#)
- 崩 bēng - collapse
- 崩溃 (崩潰) bēng kuì - collapse
- 逼 bī - [checking extension](#)
- 鼻顶 (鼻頂) bí dǐng - [nose tesuji](#)
- 比气 (比氣) bǐ qì - [capturing race](#)
- 比赛 (比賽) bǐ sài - [tournament](#)
- 边 (邊) biān - [side](#)
- 变化 (變化) biàn huà - variation
- 变相中国流 (變相中國流) biàn xiàng zhōng guó liú - [mini chinese opening](#)
- 变形中国流 (變形中國流) biàn xíng zhōng guó liú - [mini chinese opening](#)
- 变着 (變著) biàn zhāo - unusual play
- 并 (並) bìng - [horizontal stretch](#)
- 布局 (佈局) bù jú - [opening](#)
- 不利 bù lì - disadvantageous
- 不入 bù rù - [suicide](#)
- 不入子 bù rù zǐ - [suicide](#)

- 不提三目 bù tí sān mù - [three points without capturing](#)
- 不提五目 bù tí wǔ mù - [five points without capturing](#)

C

- 猜先 cāi xiān - [guessing the stones](#)
- 猜子 cāi zǐ - [guessing the stones](#)
- 参考 (參考) cān kǎo - reference
- 拆 chāi - [extension](#)
- 拆逼 chāi bī - [checking extension](#)
- 拆二 chāi èr - [two-space extension](#)
- 拆三 chāi sān - [three-space extension](#)
- 拆四 chāi sì - [four-space extension](#)
- 拆五 chāi wǔ - [five-space extension](#)
- 拆一 chāi yī - one-space extension
- 长 (長) cháng - [stretch](#)
- 长考 (長考) cháng kǎo - think for a long time
- 长气 (長氣) cháng qì - increase liberties
- 长生 (長生) cháng shēng - [eternal life](#)
- 场合定式 (場合定式) chǎng hé dìng shì - situational joseki
- 超大飞 (超大飛) chāo dà fēi - [very large knight's move](#)
- 超高目 chāo gāo mù - [4-6 point](#)
- 超时 (超時) chāo shí - lose by time
- 成功 chéng gōng - success
- 成立 chéng lì - possible
- 秤砣 chèng tuó - [two-stone edge squeeze](#)
- 吃 chī - [capture](#)
- 吃亏 (吃虧) chī kuī - loss
- 持棋 chí qí - [draw](#)

- 冲 (衝) chōng - [push through](#)
- 重复 (重複) chóng fù - [overconcentrated](#)
- 初段 chū duàn - [1 dan](#)
- 初级 (初級) chū jí - beginner level
- 刺 cì - [peep](#)
- 次序 cì xù - [sequence](#)
- 错误 (錯誤) cuò wù - [mistake](#)
- 错小目 (錯小目) cuò xiǎo mù - [rotating 3-4 points](#)

D

- 搭 dā - [attach](#)
- 打入 dá rù - [invasion](#)
- 打 dǎ - [atari](#)
- 打吃 dǎ chī - [atari](#)
- 打二还一 (打二還一) dǎ èr huán yī - [capture two recapture one](#)
- 打挂 (打掛) dǎ guà - adjourn game
- 打三还一 (打三還一) dǎ sān huán yī - [capture three recapture one](#)
- 大 dà - large
- 大场 (大場) dà chǎng - [big point](#)
- 大飞 (大飛) dà fēi - [large knight's move](#)
- 大局感 dà jú gǎn - [whole board thinking](#)
- 大龙 (大龍) dà lóng - [dragon](#)
- 大模样 (大模樣) dà mó yàng - [large-scale framework](#)
- 大伸腿 dà shēn tuǐ - [large monkey jump](#)
- 大头鬼 (大頭鬼) dà tóu guǐ - [two-stone edge squeeze](#)
- 大眼 dà yǎn - eye with two or more spaces
- 大猪嘴 (大豬嘴) dà zhū zuǐ - [j group](#)
- 带钩 (帶鉤) dài gōu - [long l group](#)
- 单关 (單關) dān guān - [one-space jump](#)
- 单官 (單官) dān guān - [neutral point](#)
- 单劫 (單劫) dān jié - [half-point ko](#)
- 单行道 (單行道) dān xíng dào - [one-way street](#)
- 挡 (擋) dǎng - [block](#)
- 刀把五 dāo bǎ wǔ - [bulky five](#)
- 刀板五 dāo bǎn wǔ - [bulky five](#)
- 刀柄五 dāo bǐng wǔ - [bulky five](#)
- 刀五 dāo wǔ - [bulky five](#)
- 倒扑 (倒撲) dào pū - [snapback](#)
- 倒贴 (倒貼) dào tiē - [reverse komi](#)
- 倒脱靴 (倒脫靴) dào tuō xuē - [under the stones](#)
- 低 dī - [low](#)
- 敌 (敵) dí - enemy
- 敌人 (敵人) dí rén - enemy
- 地 dì - [territory](#)
- 地盘 (地盤) dì pán - [territory](#)
- 地域 dì yù - [territory](#)
- 点 (點) diǎn - [placement; point](#)
- 点方 (點方) diǎn fāng - [eye-stealing tesuji](#)
- 点角 (點角) diǎn jiǎo - [corner invasion](#)
- 点目 (點目) diǎn mù - [counting](#)
- 点眼 (點眼) diǎn yǎn - [placement inside opponent's eye](#)
- 丁四 dīng sì - [farmer's hat; pyramid four](#)
- 顶 (頂) dǐng - [bump](#)
- 定式 dīng shì - [joseki](#)
- 定型 dīng xíng - [settle](#)
- 东坡棋 (東坡棋) dōng pō qí - [mirror go](#)
- 斗方 (鬥方) dòu fāng - [carpenter's square](#)
- 读秒 (讀秒) dú miǎo - [byo-yomi](#)
- 渡 dù - [bridge under](#)

- 断 (斷) duàn - [cut](#)
- 段 duàn - [dan](#)
- 对局 (對局) duì jú - play game
- 对杀 (對殺) duì shā - [capturing race](#)
- 对弈 (對弈) duì yì - play game

E

- 恶手 (惡手) è shǒu - [bad move](#)
- 二间拆 (二間拆) èr jiān chāi - [two-space extension](#)
- 二间跳 (二間跳) èr jiān tiào - [two-space jump](#)
- 二连星 (二連星) èr lián xīng - [ni ren sei](#)
- 二手劫 èr shǒu jié - [one-move approach ko](#)

F

- 发展 (發展) fā zhǎn - [develop](#)
- 反打 fǎn dǎ - [counter atari](#)
- 反攻 fǎn gōng - [counter attack](#)
- 反击 (反擊) fǎn jī - [counter attack](#)
- 反夹 (反夾) fǎn jiā - [counter pincer](#)
- 反提 fǎn tí - recapture
- 方法 fāng fǎ - [technique](#)
- 方四 fāng sì - [square four](#)
- 方向 fāng xiàng - [direction](#)
- 方形 fāng xíng - [mouth shape](#)
- 防 fáng - [defend](#)
- 防守 fáng shǒu - [defend](#)
- 飞 (飛) fēi - [knight's move](#)
- 飞压 (飛壓) fēi yā - [press](#)
- 废子 (廢子) fèi zǐ - [useless stones](#)
- 分投 fēn tóu - [splitting move](#)
- 分先 fēn xiān - [even game](#)
- 封 fēng - [seal in](#)
- 封手 fēng shǒu - [sealed move](#)
- 封锁 (封鎖) fēng suǒ - [seal in](#)
- 浮棋 fú qí - [floating stones](#)
- 浮子 fú zǐ - [floating stones](#)

- 负 (負) fù - lose
- 复盘 (復盤) fù pán - [game review](#)

G

- 概念 gài niàn - [concept](#)
- 感觉 (感覺) gǎn jué - [feeling](#)
- 高 gāo - [high](#)
- 高级 (高級) gāo jí - advanced level
- 高目 gāo mù - [4-5 point](#)
- 根据 (根據) gēn jù - [base](#)
- 根据地 (根據地) gēn jù dì - [base](#)
- 攻 gōng - [attack](#)
- 攻击 (攻擊) gōng jī - [attack](#)
- 公气 (公氣) gōng qì - [shared liberty](#)
- 攻守 gōng shǒu - [attack and defence](#)
- 共活 gòng huó - [seki](#)
- 孤棋 gū qí - [floating stones](#)
- 挂角 (掛角) guà jiǎo - [corner approach](#)
- 拐 guǎi - [bend](#)
- 怪着 (怪著) guài zhāo - ghost move
- 关 (關) guān - [one-space jump](#)
- 官子 guān zǐ - [endgame](#)
- 龟甲 (龜甲) guī jiǎ - [tortoise shell](#)
- 规则 (規則) guī zé - [rules](#)
- 鬼手 guǐ shǒu - ghost move
- 滚包 (滾包) gǔn bāo - [squeeze](#)
- 滚打 (滾打) gǔn dǎ - [squeeze](#)
- 滚打包收 (滾打包收) gǔn dǎ bāo shōu - [squeeze](#)
- 过分 (過分) guò fèn - [overplay](#)

Source

This is an list of Chinese Go terms from the Sensei Library. Continues next edition.

Who's who

Max Latey

I was first introduced to Go by my father at the age of 6, though our conversations rarely ran beyond, "Don't suck those, you'll choke!". My Dad taught me the rules and we played a game or two, but Transformers and Zoids could not be beaten by the interplay of black and white stones.

From then on, beyond knowing the basic rules, I wouldn't pick up a Go stone more than once or twice a decade until about 2 years ago, when a friend of mine mentioned that he'd begun playing Go and asked if I'd heard of the game. As I was an old hand and thought I had a reasonable grasp of the game I agreed.

The friend in question had been ready for his international master norms in Chess a few years previously. He crushed me like a bug.

Being a competitive sort, and a strategy addict to boot, I resolved to improve and made Go a part of my life. I've loved every minute of it since.

The last two years have been a combination of slow steady improvement and great leaps from a lowly 25 kyu to a patchy 4-5 kyu. On the way I've been lucky to have had some amazing teachers, from the infinitely patient 5 kyu who gave me 9 stones and beat me by 150 points, to the Japanese shodans (somehow they were all shodan) who would watch over my games and occasionally sigh and shake their heads.

I now, finally, feel I have a grasp on just how much I don't know about Go and am looking forward to slowing bringing up my strength in all aspects of the game. My current target: eliminating my appalling blunders...

I play at the Sydney Club and can sometimes be found online.

KGS: elsewhere

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