Author – David Mitchell on behalf of The Sydney Go Club

Sydney Go Journal

Issue Date – January 2007

Up coming events

LIGHTNING TOURNAMENT
Friday 12th January 2007
Prizes for First, Second and Third
Entry for the evening is just $5
17 Brisbane Street Surrey Hills
e-mail: ravadas@yahoo.com

Queensland Go Championship
Saturday 17th and Sunday 18th February in Brisbane.
Venue: Brisbane Bridge Centre
Registration and other details on back page
For the latest details visit www.uq.net.au/~zzjhardy/brisgo.html

Contributions, comments and suggestions for the SGJ to:
DavidGMitchell@optusnet.com.au

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

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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

Professional Games

34th Oza – Game 3

Played on the 30th November 2006
Black – Yamashita Keigo – 9p
White – Cho U – 9p
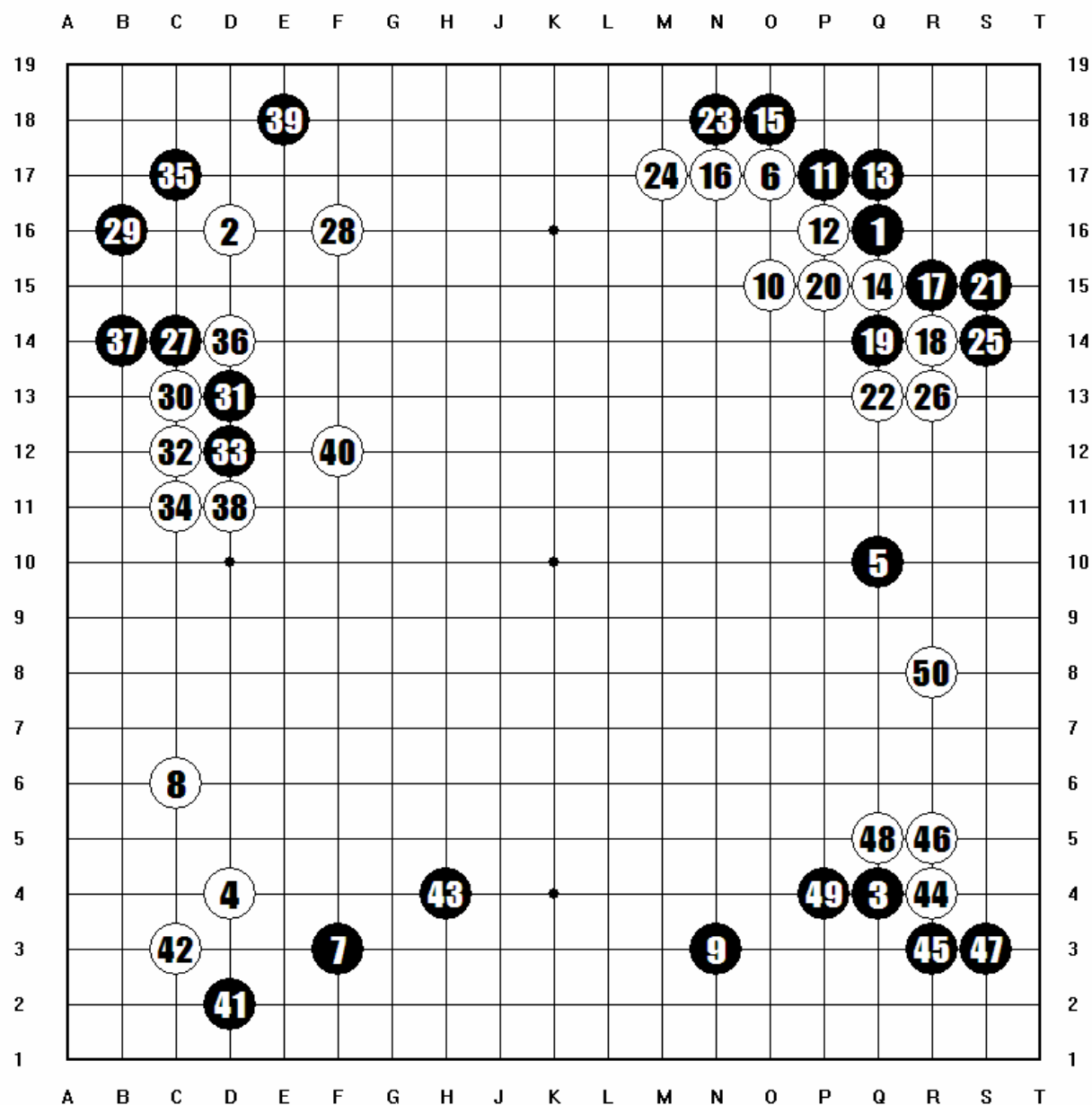
Komi – 6.5; Black wins by resignation
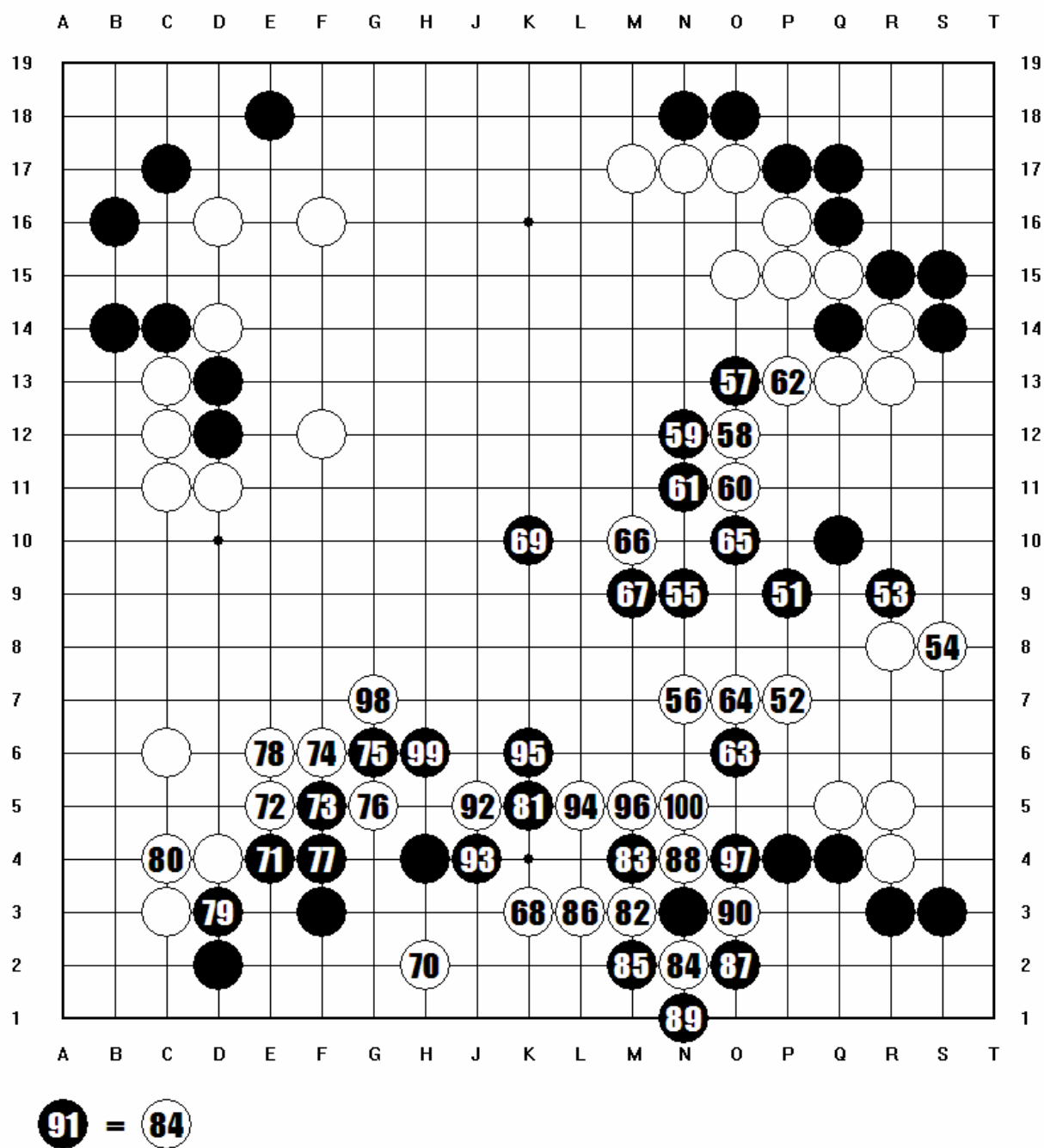

Figure 1 (moves 1 to 50)

Figure 2 (moves 51 to 100)
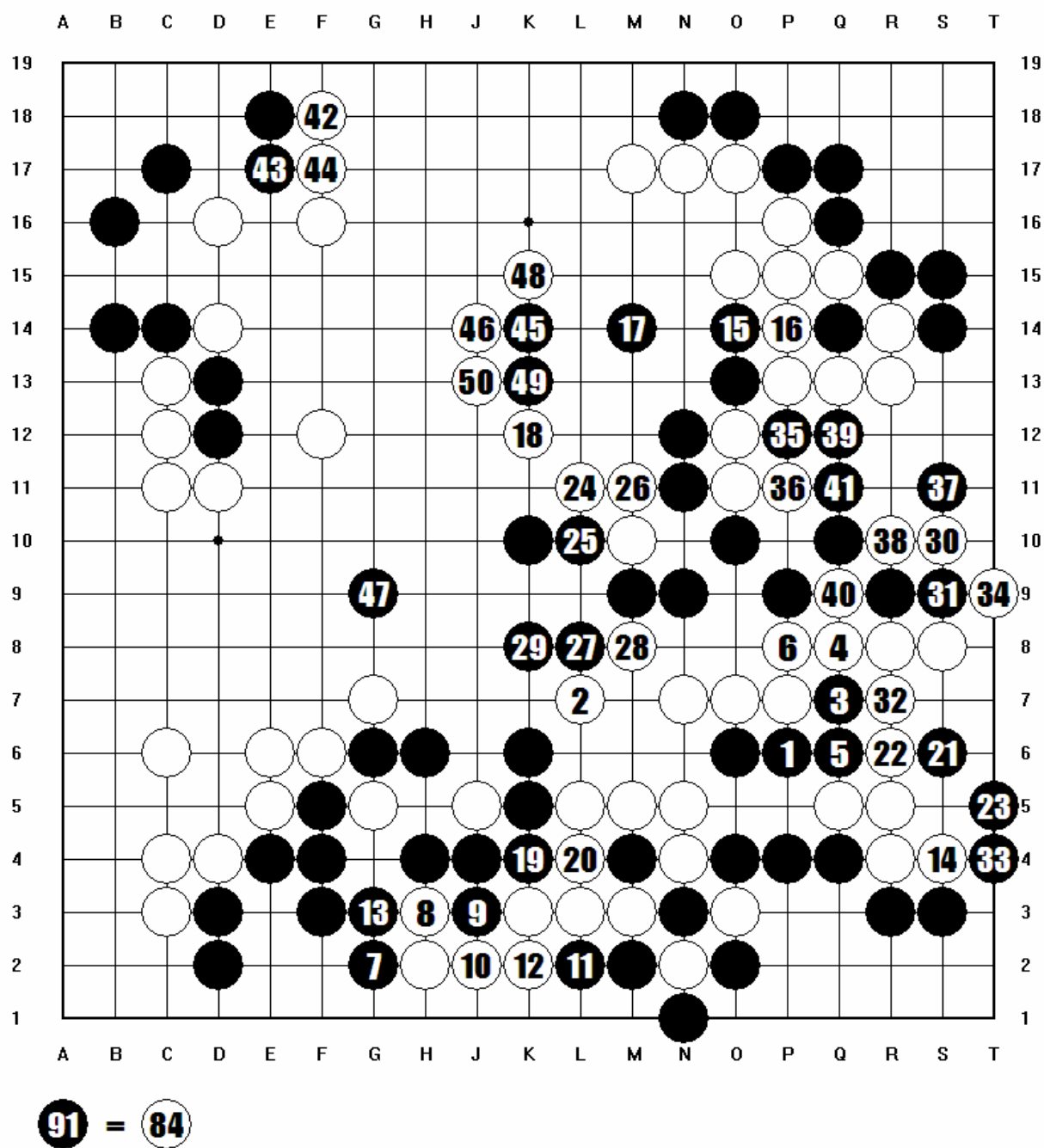
Figure 3 (moves 101 to 150)
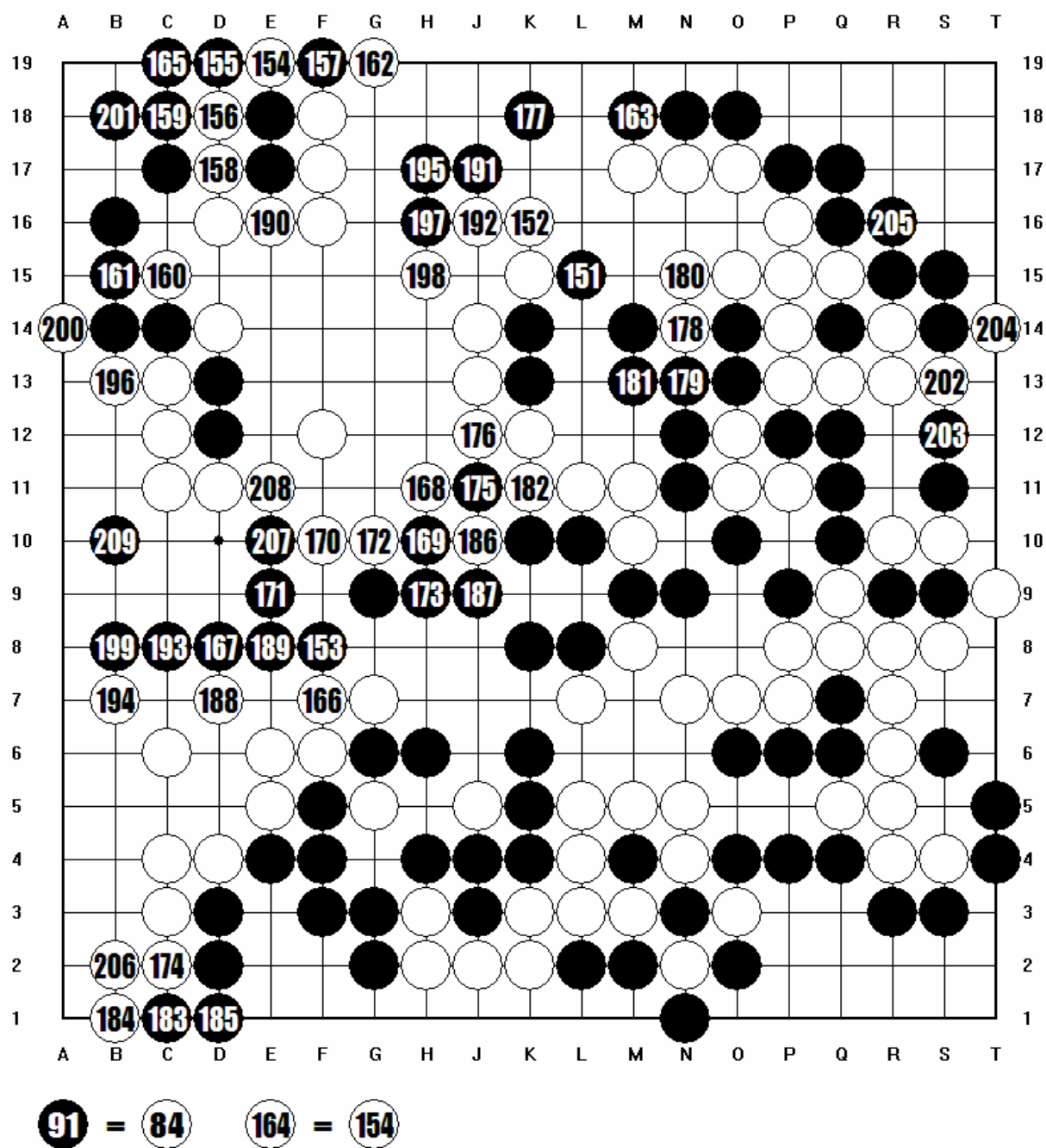
Figure 4 (moves 151 to 209)

White resigns after 209.

34th Oza – Game 4

Played on the 12th December 2006
White – Yamashita Keigo – 9p
Black – Cho U – 9p

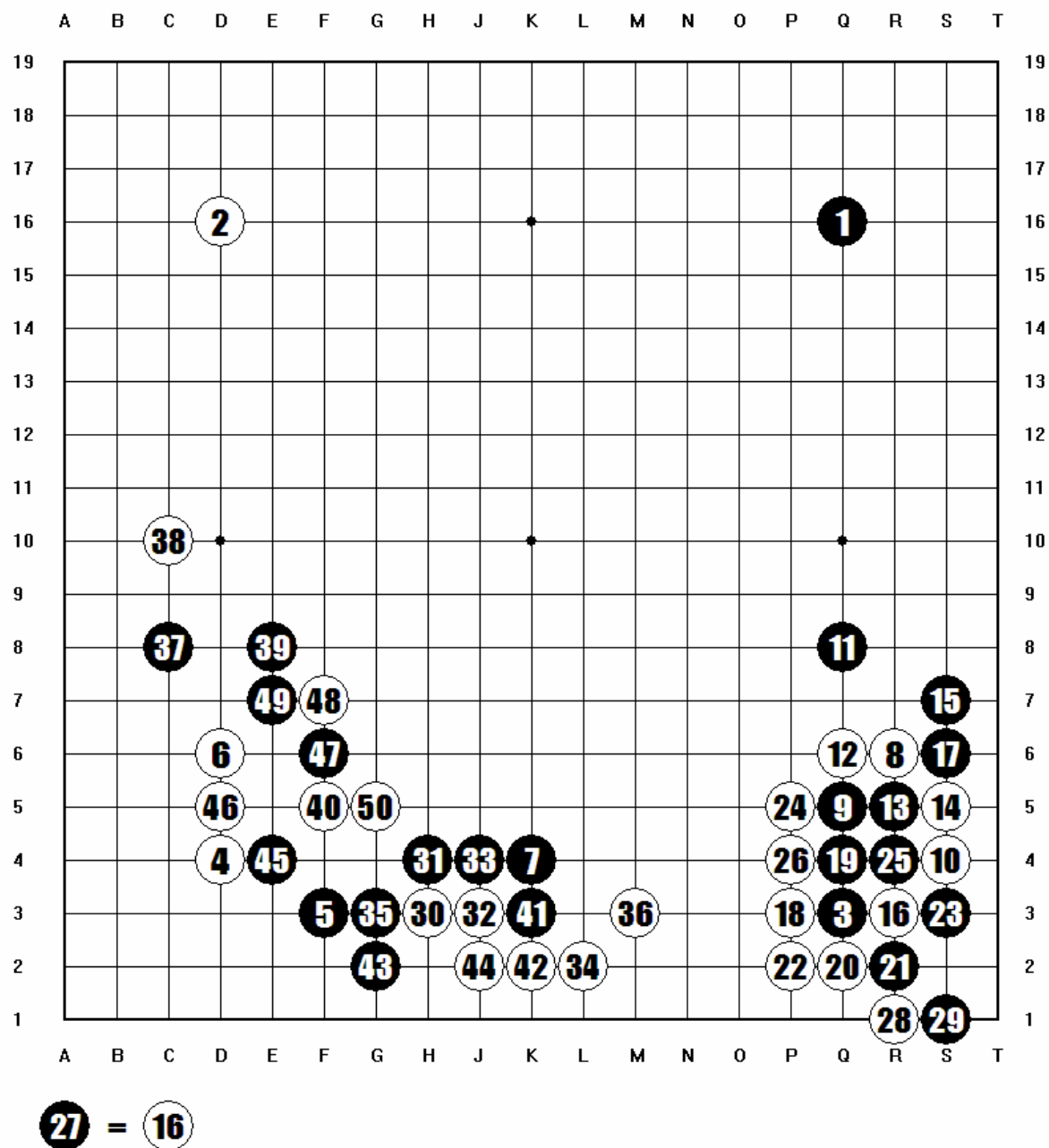Komi – 6.5; White wins by resignation
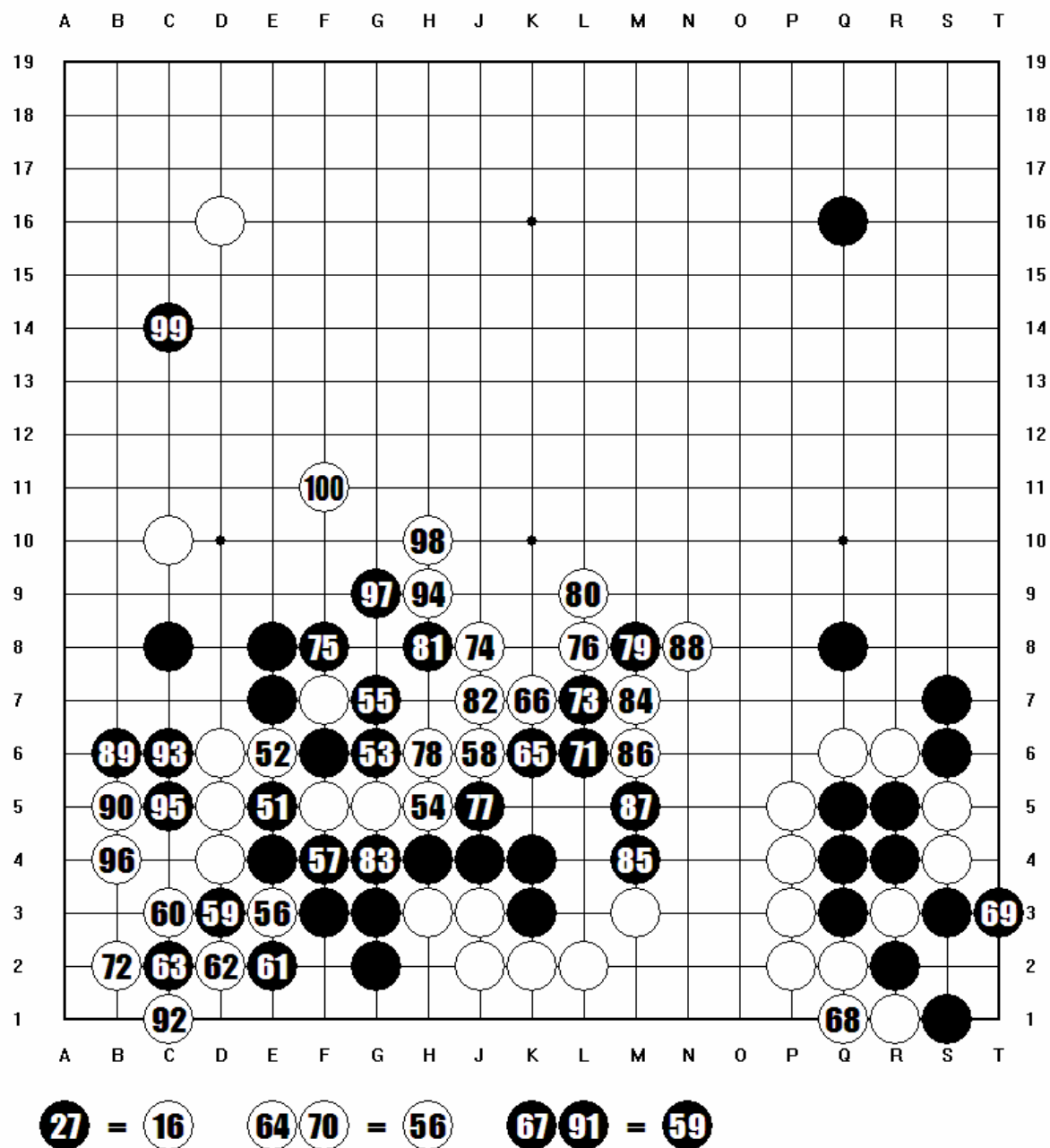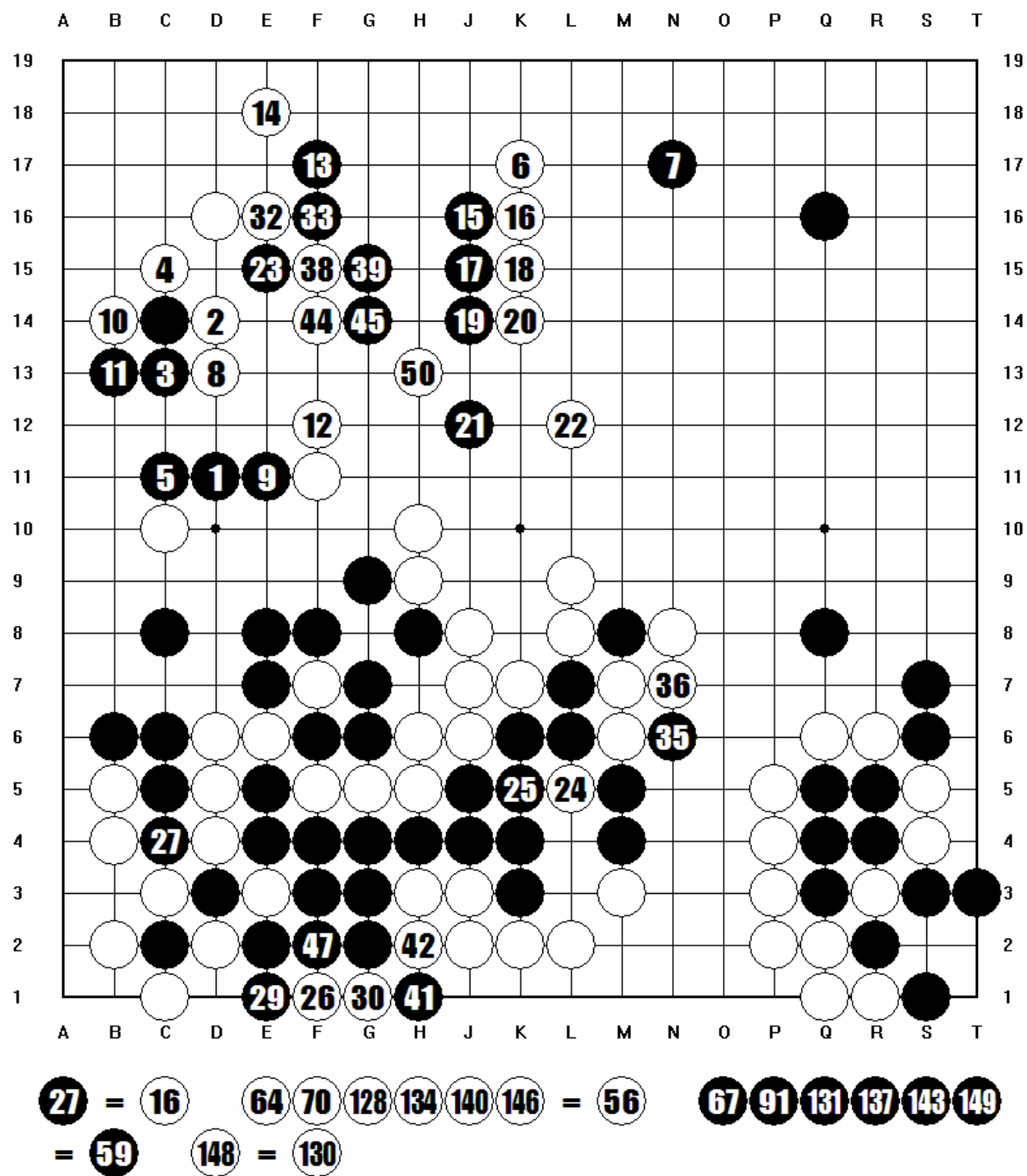

27 = **16**

Figure 5 (moves 1 to 50)

Figure 6 (moves 51 to 100)

Figure 7 (moves 101 to 150)

Figure 8 (moves 151 to 200)

Figure 9 (moves 201 to 250)

Black resigns after 250.
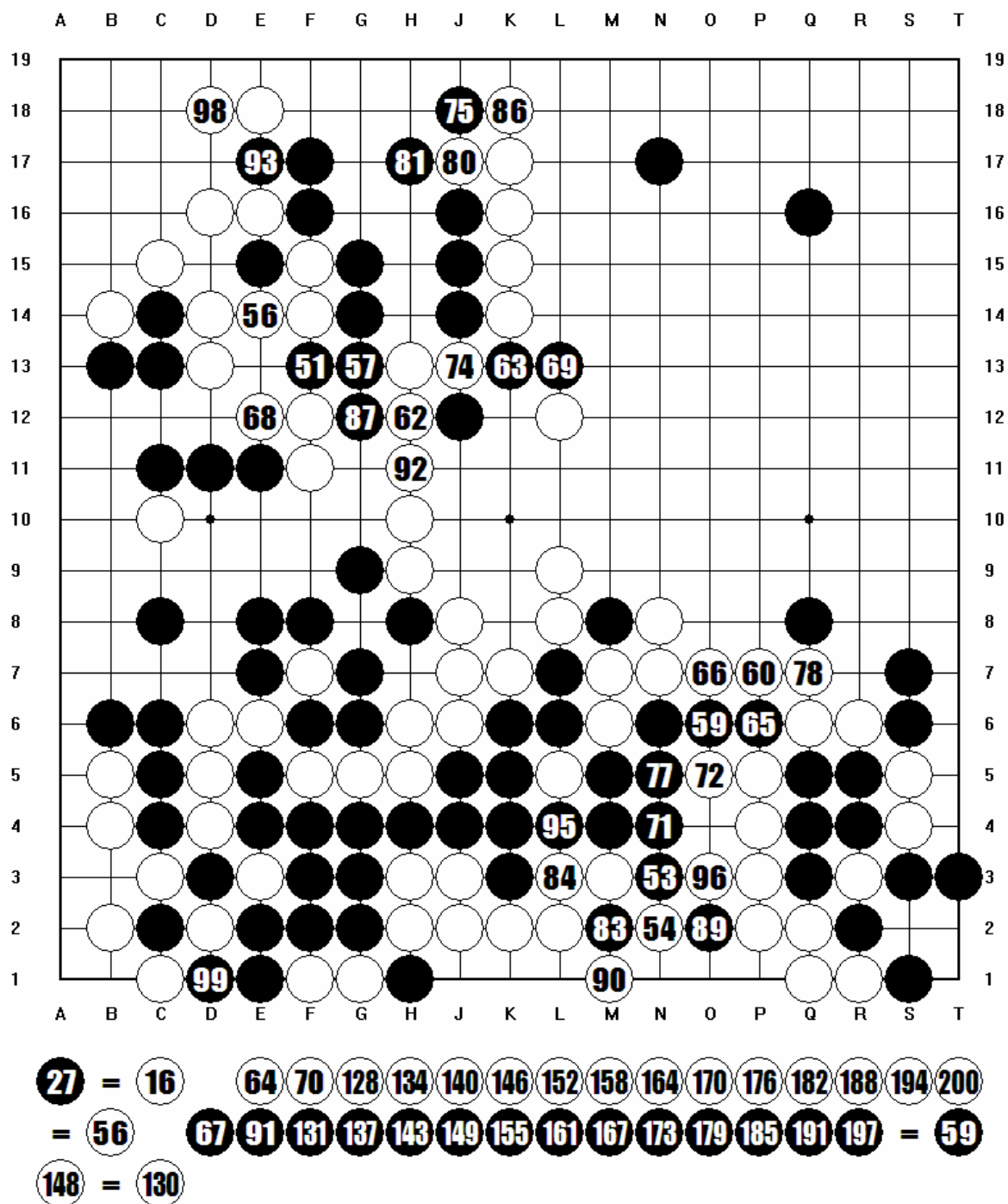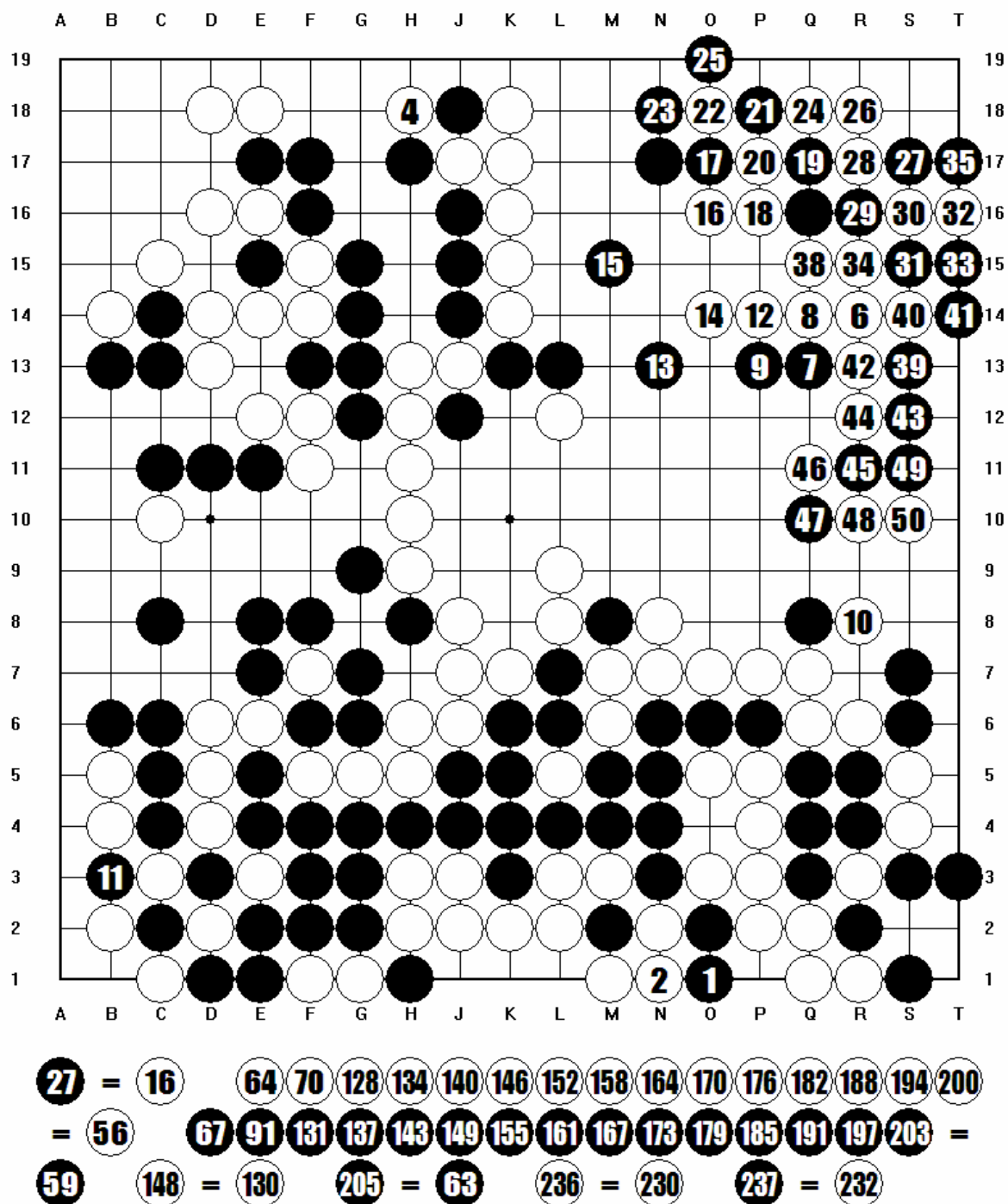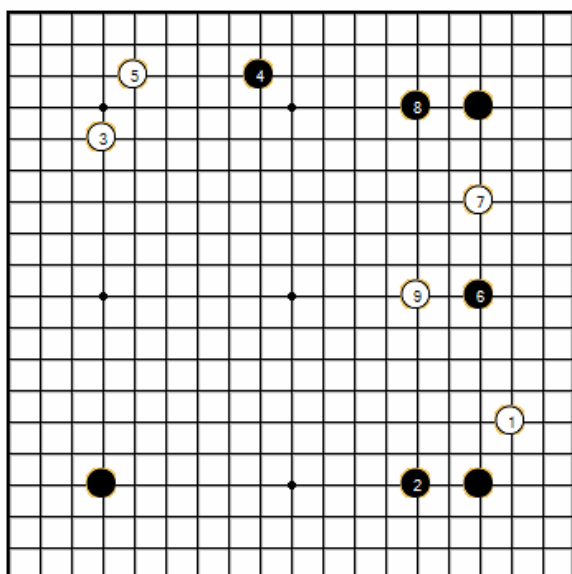
3 stones Handicap game

Let me start by asking for game scores of Australian amateur games for commentary; taking games from KGS is ok now and again but it is not the same as looking at our games.

This month we have a 3 stone game between two Australian players which contains some interesting lessons.

Figure 1

White 1 is normally played in the open corner – it is unclear why White played here first, perhaps to disorientate his opponent, perhaps because he had a special joseki planned for the upper left.

Black 4 approaches the upper left in a loose manner, Black should either invade the corner or attack 1 in the lower right, as it is White gets to play again in the upper left corner unchallenged and Blacks move is not as effective as it could be.

The combination of White 1, 7 and 9 on the right side is common in handicap games. Black is often flustered by this and starts defending, in fact this is a great opportunity to attack, but you must be bold.

Black 1 in Diagram 1 is a solid way to attack White's stone and brings Black's

right side stone into the centre. Seperating your opponents stones is a good strategy.

When White pushes out with 2, Black must run into the centre. This separates the White stones and creates opportunities for Black to attack and build territory in the upper left and the centre.

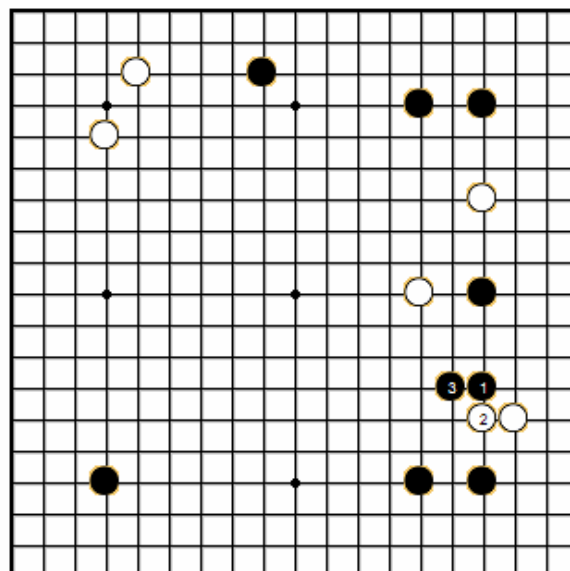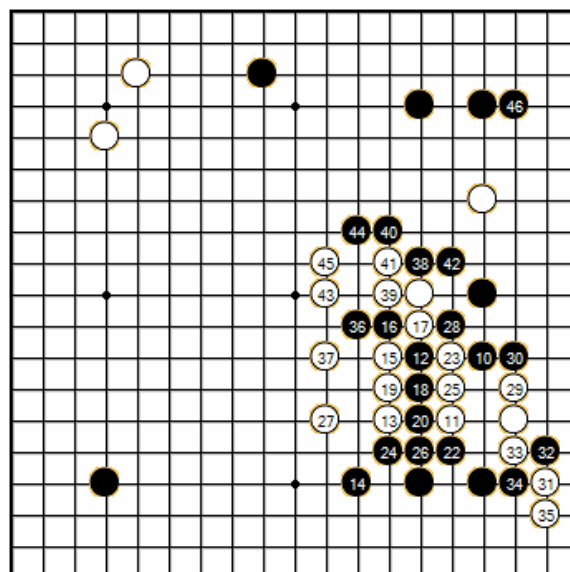**Diagram 1**

It should also be noted that White has a lot of trouble reducing the top area when he has 2 stones floating and weak on the upper side.

Figure 2

After White 13 in Figure 2 Black has a problem, either defend the bottom or run into the centre.
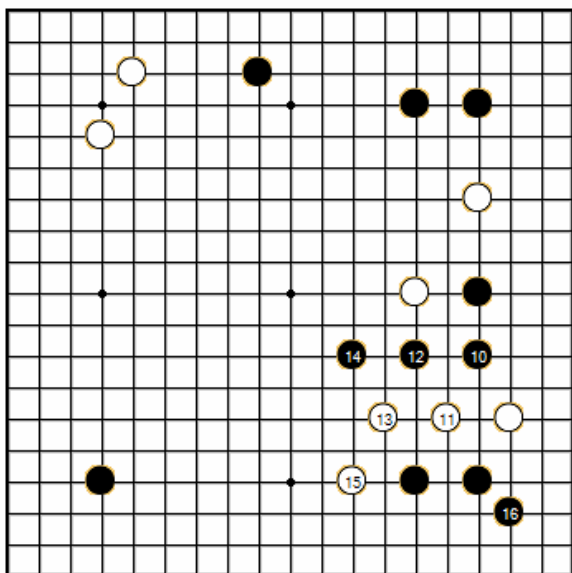
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Diagram 2

It is better for Black to get into the centre with 14 in Diagram 2; his stones on the right side can then be used to attack the floating White stones on the top. White can enclose the lower corner with 15 but Black will make two eyes easily by playing 16 on the san-san (3 x 3) point.

White does not have time to do anything on the bottom side because his two stones in the upper right are weak. In addition, the knight's move (between 13 and 15) is not secure so there are opportunities for Black there too.

Figure 3
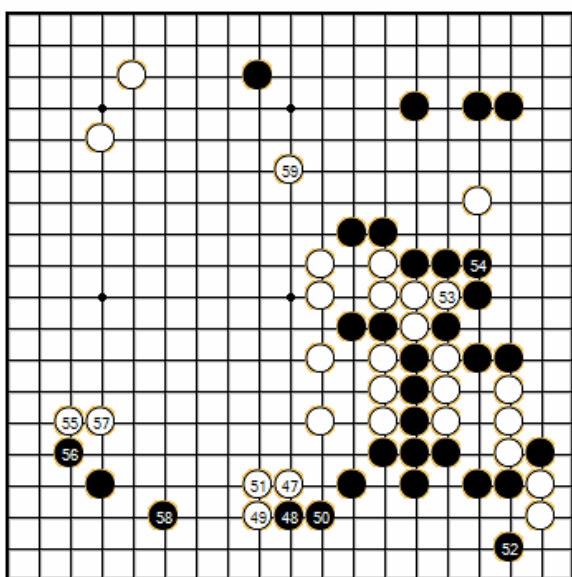
In the game White is able to complicate things because of Black's loose moves; Black to his credit did not lose the plot or any stones.

Black 46 secures a large corner, but White is not unhappy, the strength of his stones in the centre will dominate much of the rest of the game.

White 47 separates Black's stone on the lower side and starts to build a large moyo. The exchance of 48 through to 50 can be expected but Black made a mistake by playing 52. He expected White would have to make 2 eyes; White's 53 secures the group, either two eyes or connection.

This enables White to take sente in the lower left corner. White 55 starts build a moyo on the left side. Black grabs the corner with 56 and 58 but this helps White build his moyo and White 59 makes it seem quite large.

If Black had played 52 in Diagram 3 the whole concept of a White moyo on the right side would have gone up in smoke and Black would have an easy game.

Black's assessment of the game at this time was wrong. He decides the White moyo is too big and he must invade; but Black can win without invading.
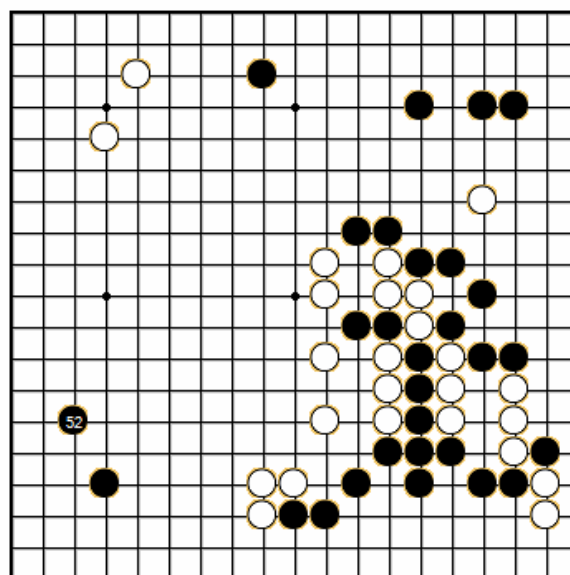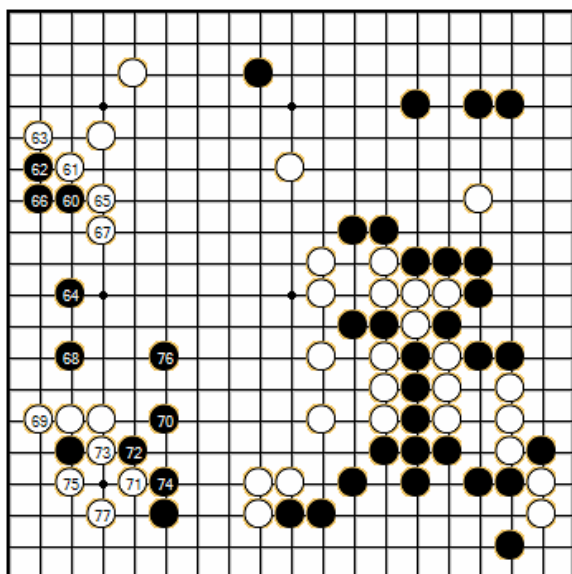

Diagram 3

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Figure 4

Black's attack on the left at 60 is deep and he must live, if he dies he will give White the entire area. It is far better to prod and push at a moyo from the outside and see what opportunities arise.
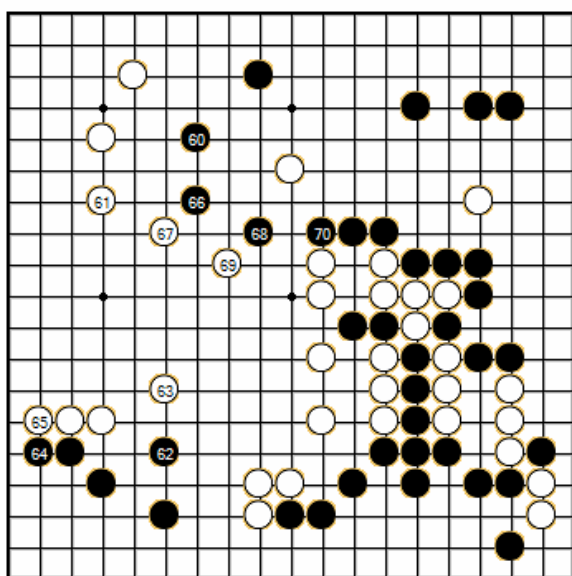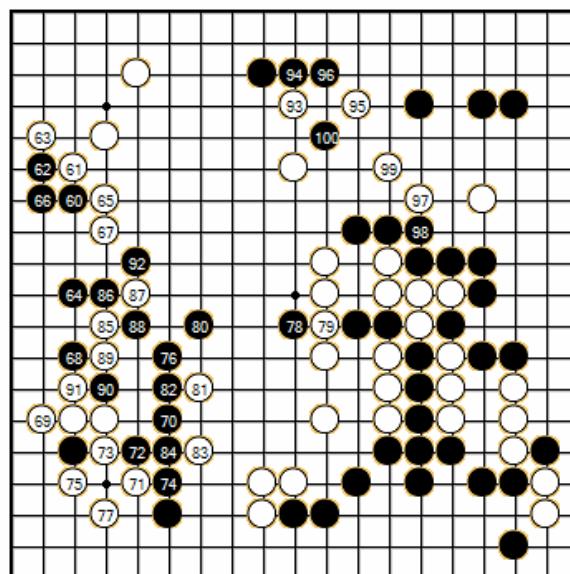

Diagram 4

If Black pushes as in Diagram 4 he does not risk his stones or territory. The focus is Black attacking – White defending. If Black plays this way he will win the game easily and without risk.

In the game Black manages to live on the left side, but at the expense of a lot of territory and greater strength for White in the middle.

Figure 5

In Diagram 4, Black has nearly 20 points in the lower left corner, in the game White gets nearly 20 points this is a swing of nearly 40 points. The neutralisation of the left side is balanced by the reduction of Black's upper area. Despite this Black leads by around 30 points.

White 93 is a good move threatening to take the upper side while creating a springboard into Black's upper right corner – his only real territory. A White invasion of the upper right corner is totally unreasonable, but by pushing at the edges White creates good opportunities and reduces the area significantly.

The entire game score is on the next page and is worth playing through.

The important lessons from this game are:-
- Keep you stones connected and separate your opponent.
- Make decisive moves, avoid loose moves like Black 10 in this game.
- Don't be intimidated by your opponent – Black 52 was played in fear and gave White a free move at a vital stage of the game – a very bad result.
- Continually assess the game and make decisions on fact not feeling. Black lost when he invaded at 60 because he did not know the state of the game!
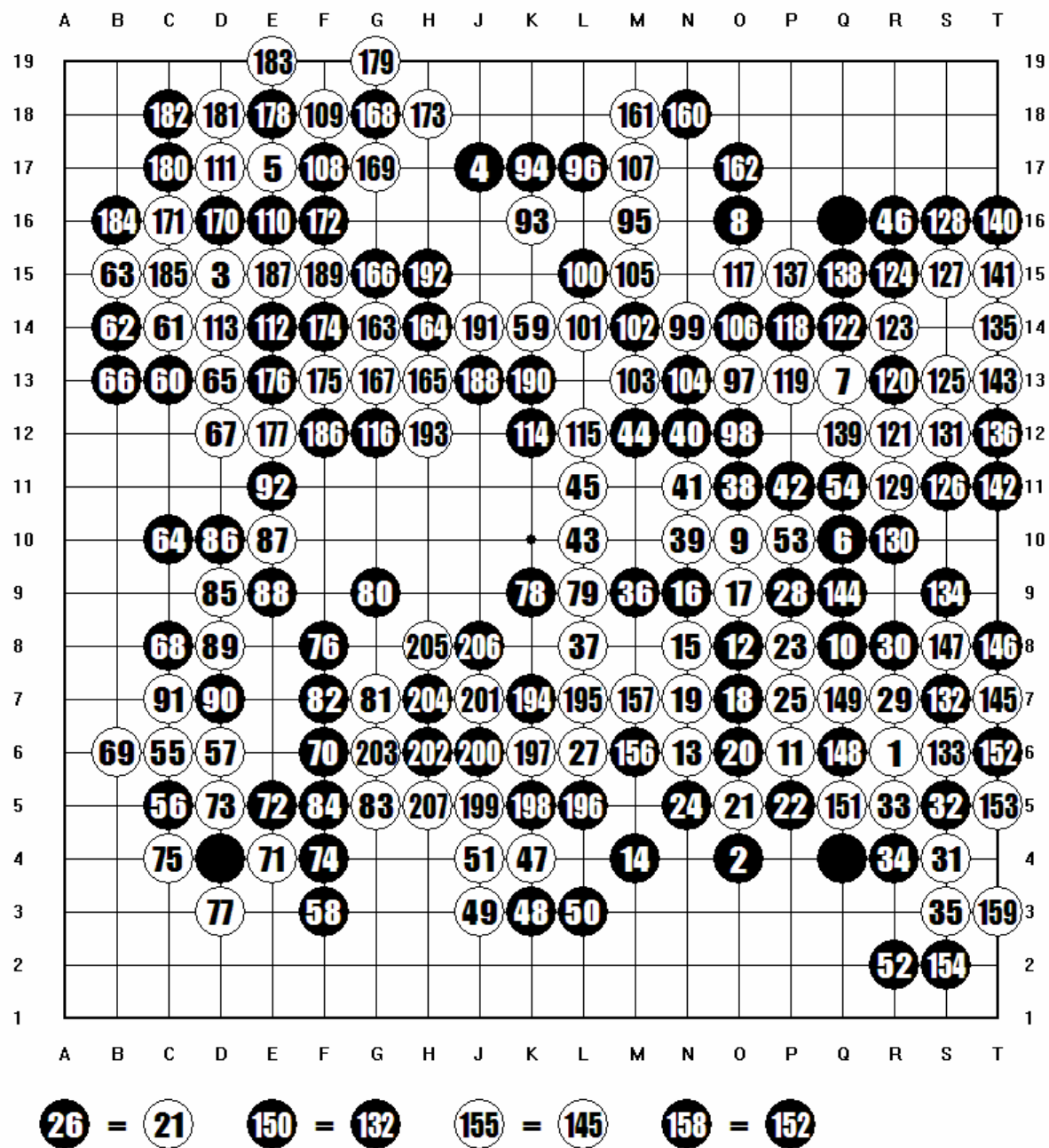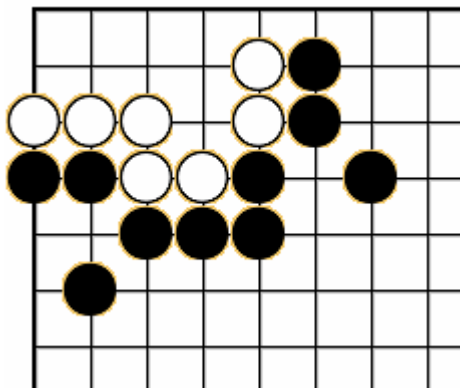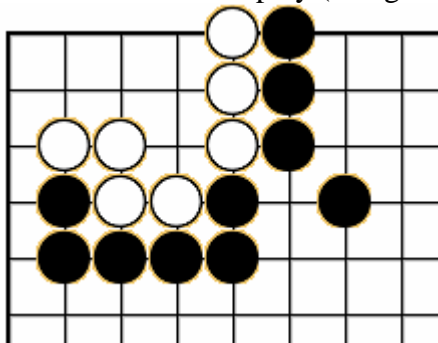
White wins by resignation.

Problems

Some problems are complex and some of these fall into that category. This does not mean you should give up and read the answers – this a real opportunity to learn and improve.
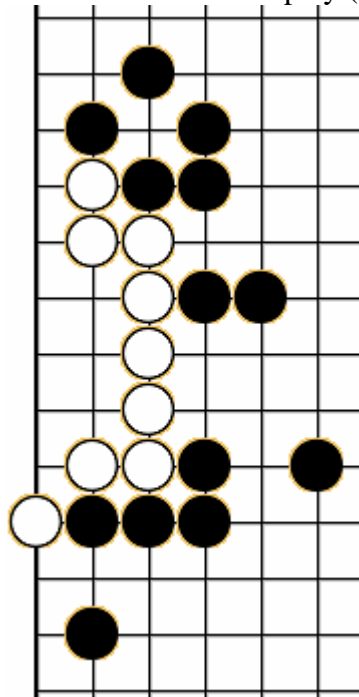
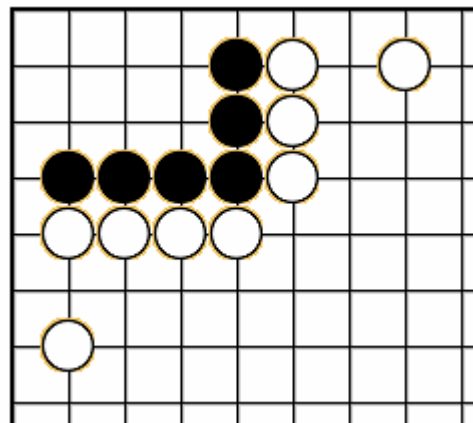Problem 1 – Black to play (end game).

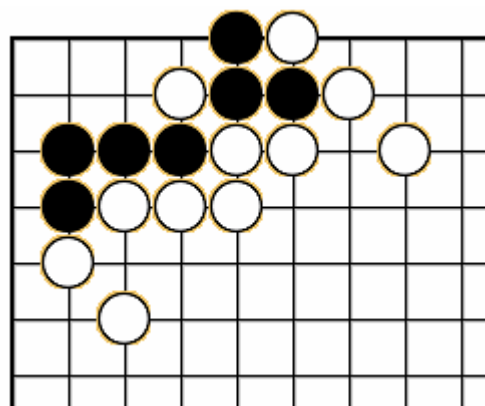

Problem 2 – Black to play (end game).

Problem 3 – Black to play (life and death)

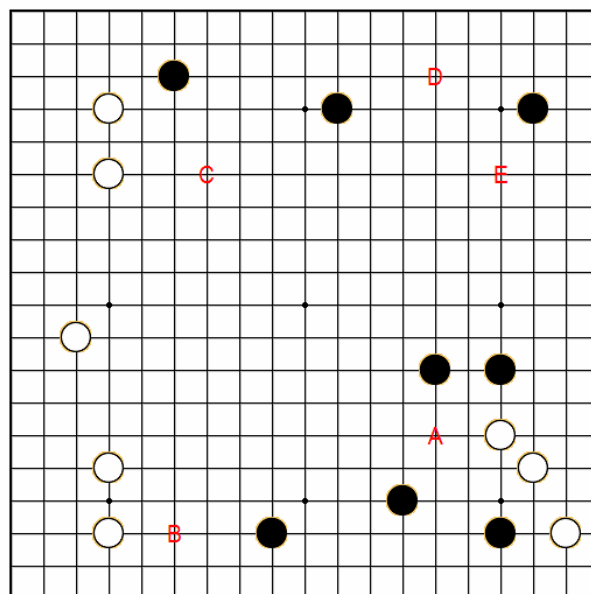Problem 4 – White to play (yose)

Problem 5 – Black to play (life and death)

Problem 6 – Black to play – Fuseki -

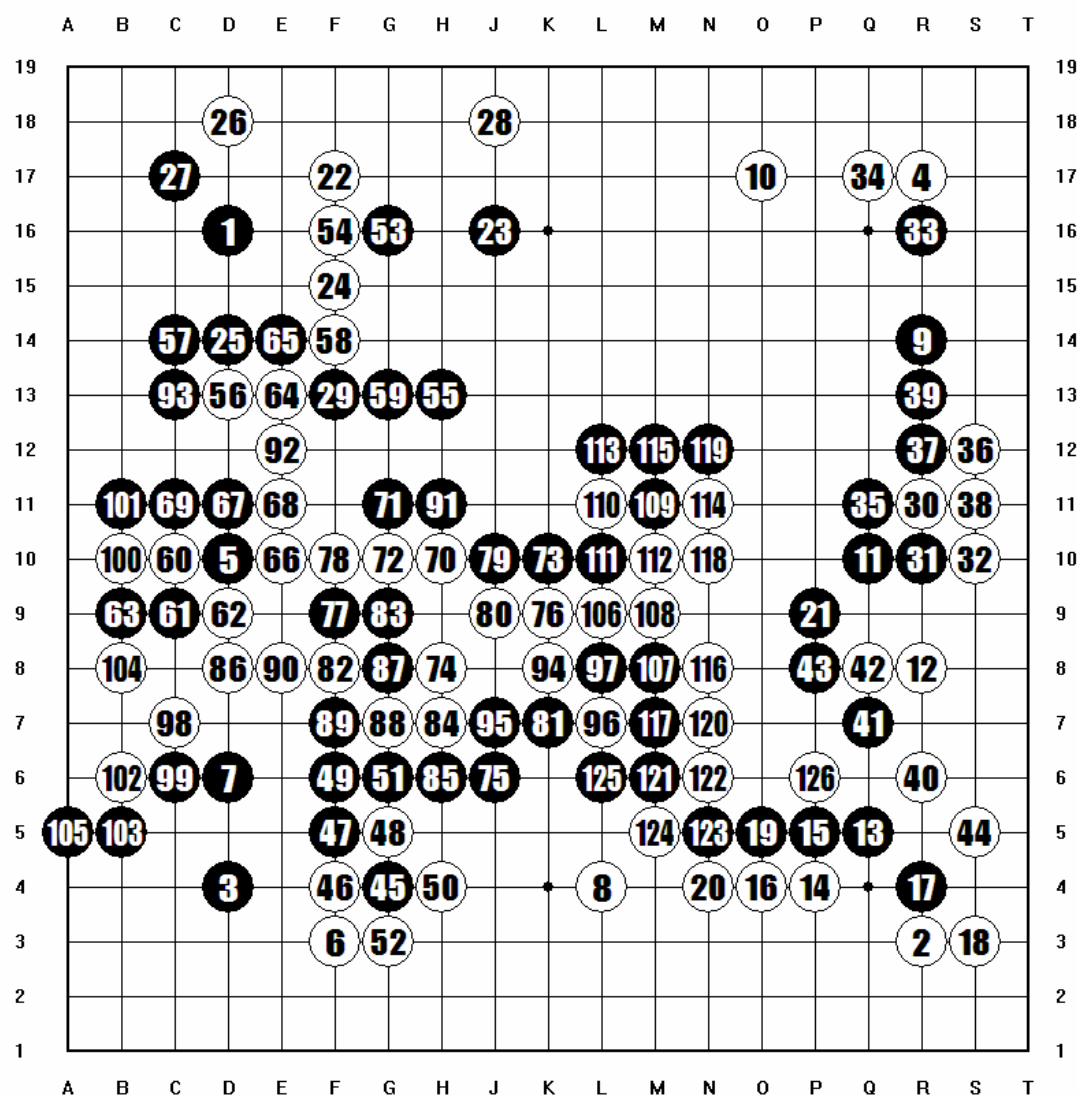Which of the 5 choices is best?

A tip – ready the Fuseki article in this edition, it will help.

1976 European Championship Game

This game was played in the last round of the 1976 European Go Championships in Cambridge. Patrick Merissert won this game and went on the become European Champion.

Event : 1976 Euorpean Go Championships
Place: Date : 1976-8-19
Black : Cas Muller3 dan   White : Patrick Merissert4 dan
Total Count:126 Move   Result : W+RKomi :5

It is interesting to note the changes in style in the last 30 years – were 3 dans then stronger than 3 dans today?

Basic Fuseki

At first glance the Go board appears to be featureless, all moves look equal. This is not true, but it takes time to realise the features and boundaries – equally, it takes time to understand how those things change as moves are made.
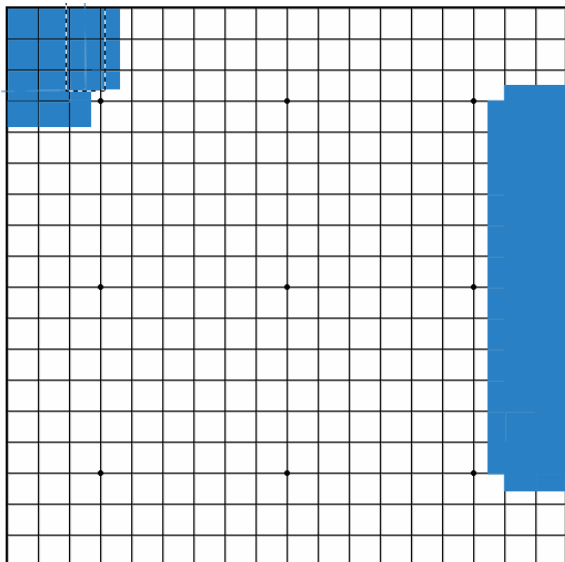
Go Board Geography

Diagram 1

There are three types of area, the corner, side and centre. The corner and side have a boundary somewhere between the 3rd and 4th lines and sandwich territory against the edge. The top left shaded area of Diagram 1 shows a 'corner', the right shaded area shows a 'side'.

Obviously there are four corners, and four sides – the remaining area is classified as the centre.

Defining the boundaries is important and knowing why they are where they are helps you understand the game generally and what is happening in specific games.

The corner area is governed by the ability of your opponent to live inside.

Black can play on the 4 x 4 point and claim he has played in the corner – he has however only claimed corner influence, not corner territory. White can invade at the 3 x 3 point and live easily.

A move on the 3 x 3 point is for territory only, because Black can play the 4 x 4 and take the corner influence.

Move efficiency

Efficiency is the ratio of stones played to points made. If each of your stones make a bit more territory than your opponent's then you will win.

The corner is the most efficient place to make territory, then the side and finally the centre.

This can be proven by taking 7 stones and building the maximum territory in each geographic location (as show in Diagram 2).
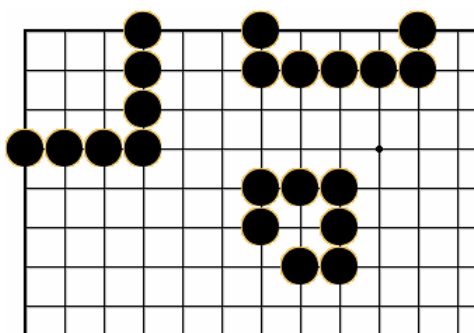

Diagram 2

Black makes 9 points in the corner, just 3 on the side and 1 in the centre. So the corner is clearly the most efficient place to make territory.

The next question is how much of each type of territory is available – there are around 60 points of corner territory (aprox 15 points per corner), there are around 120 points of side territory (aprox 30 points per side) which leaves 181 points in the centre.

Clearly there are a lot more points available away from the corners than in them, but side and centre territory is much harder to secure.

Balance

There are many diagrams in beginners' books that try to explain the balance between the 3rd and 4th line. Diagram 3 is my attempt to explain the statistical balance in value between the edges and the centre. The area on the outside is 151 points; the area on the inside is 156.

To achieve this near perfect balance the walls on 3 sides have been built on the 3rd line while one is built on the 4th line.
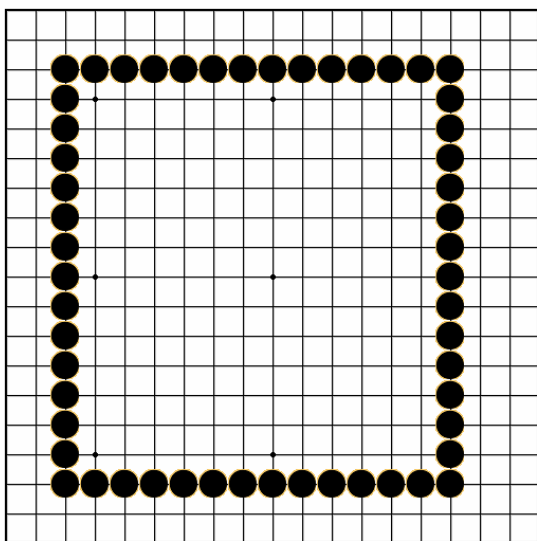

Diagram 3

Statistically the 3rd line is more valuable than the fourth and the boundary between territory and influence is around 3.25 lines from the edge.

Statistics are a good guide to general understanding, in this case where the balance is between side and central territory.
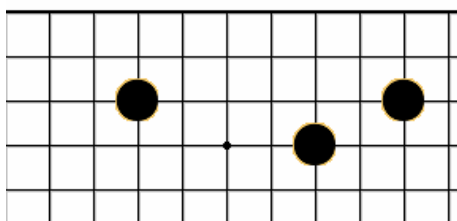

Diagram 4

Black's stones in Diagram 4 have a nice balance; they have secured the edges (on the 3rd line) and rise in the middle.
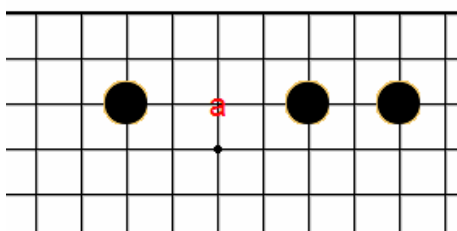

Diagram 5

To contrast this, consider the Black stones in Diagram 5, they are not just flat and unbalanced but have a weakness at 'a'.

To summarise the basics; the fundamental lessons you need to know are:

- Corners are more efficient than sides which are more efficient than the centre.
- There are 2 players – 4 corners, 4 sides and one centre. It is reasonable that each player will get 2 corners, 2 sides and share the middle.
- The 3rd line is for territory the 4th for influence.
- To win you must achieve a balance between edge territory and external influence.

Cohesion

It is important to make your stones work together, when linked stones are stronger and make larger profits. The converse is also true; if you can disconnect your opponent's stones they will be less efficient and make fewer points

Sometimes keeping stones connected and working together is impossible, perhaps you have to invade your opponent's area; in that case remember that sanctuary for weak stones is in the middle (there are four directions to escape).

Strategy

At the beginning you should plan your area much as a builder's pegs lay out the foundations when building a house. Your opponent will have his plans so you have to be fluid and prepared to change and respond as the situation develops.

Early moves should be should played lightly and away from other stones – not just your opponents stones, but your own. If you invest too much in one area you will leave one or more areas weak and you can rely on your opponent to take advantage of any weakness.

The first move

Obviously we want to start in a corner and it does not matter which one at this stage, they are all the same.

If we look at professional games we find that 59% of the time they play the 4 x 4 or (Hoshi) point, almost 40.5% of the time they play a 3 x 4 (Komoku) point.
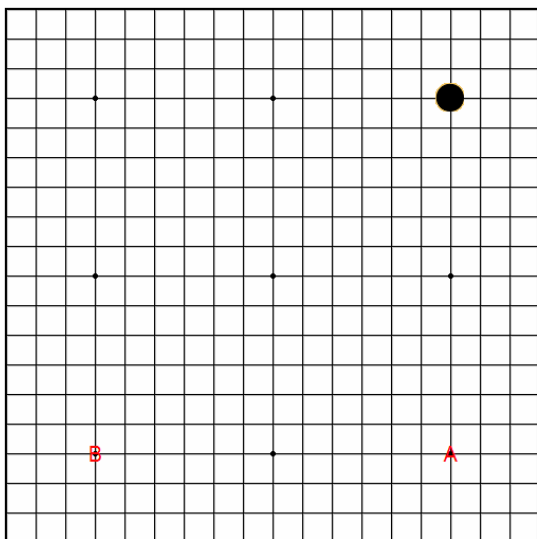
Diagram 6

If we assume the first move is a 4 x 4 or Hoshi point (in Diagram 6) then clearly the geography of the board has changed. Black has put a stake in the ground in and White can start making choices.

As we have already observe there are 4 corners and 2 players, so it makes sense for White to occupy one of the other vacant corners – 'A' and 'B' in diagram 6 are two different corner types.
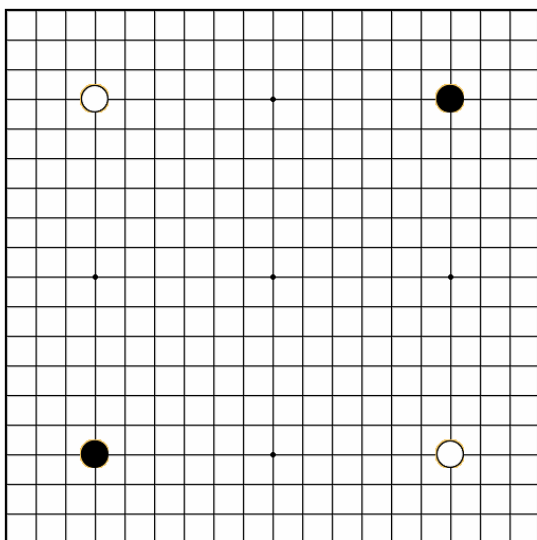
Diagram 7

If White plays 'A' in Diagram 6, he invites a cross fuseki as shown in Diagram 7. (Note: I have assumed 4 x 4 points for both players to illustrate the options only – other corner moves could be played).
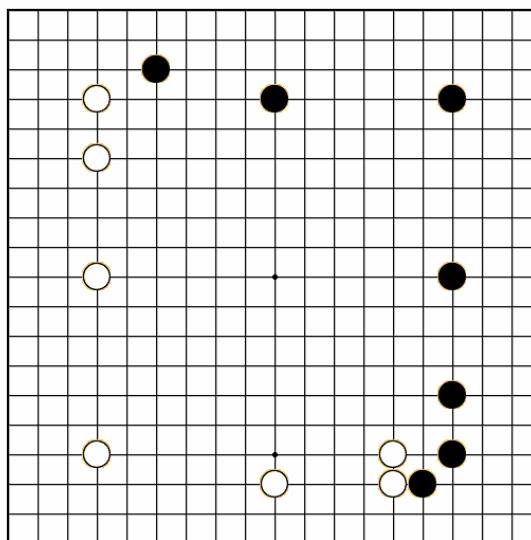
Generally a cross fuseki tends to lead to fighting and small areas.

The alternative is a parallel fuseki shown in Diagram 8; in fact most games start with parallel fuseki.
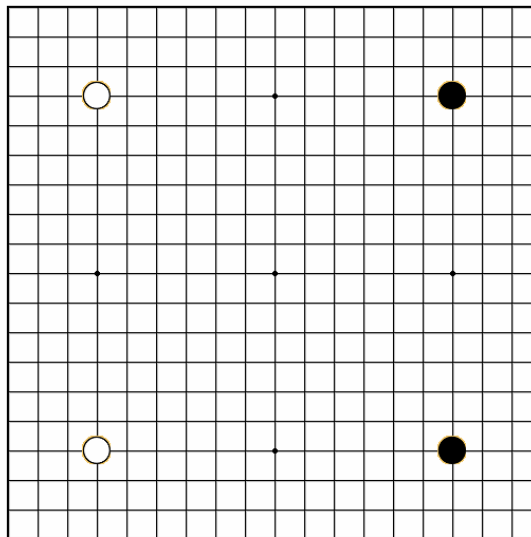
Diagram 8

In Diagram 8, it is clear that both Black and White are set to build large areas or Moyos between their corner stones along the sides and into the middle.

Diagram 9

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If the strategies continue in a simple manner as shown in Diagram 9, both players construct large frameworks.

This is an influence or moyo game most moves are on the 4th line with only a few on the 3rd line.

Moyo games stress the outside over edge territory and tend to feature large areas, invasions and running fights. If you want to study Moyo games you should study the games of Go Seigen or more recently Takemiya.

There are many combinations of corner moves, far too many to explain – but corners are not the end of the fuseki, there are four sides.

Developing from corners along sides is very important – we already know there is more than twice as much territory available along the edge than in the corner, and if corners are complemented with side territory there can be large profits.
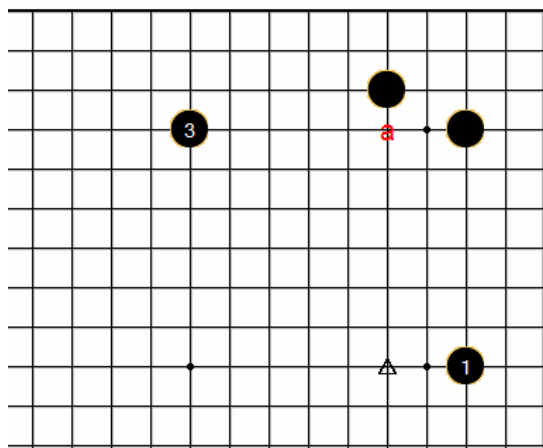
Diagram 10

If you have a two move corner enclosure such as shown in Diagram 10, the best development move is 1. This is because the shimari (corner enclosure) is taller facing the right side than the top and Black can develop the right side further by playing the triangle point (should White give him the chance).

The second most valuable development point is 3 in Diagram 10, staking out the top side.

The placement of 1 on the 3rd line is important – Black is trying to make territory, so he plays on the 3rd line.

Black's move on the upper side is on the 4th line because his corner stone in on the 3rd line, this maintains the 3rd and 4th line balance.

If Black's outside corner enclosure stone (in Diagram 10) was at 'a' then the extension along the top side would have been on the 3rd line maintaining a balanced position.

When building areas remember the balance between the 3rd and 4th lines – if you only play on the 3rd line you will be squashed flat and it will be hard to develop your area further. If you play too high your opponent will invade.

Diagram 11 - From the 4x4 (Hoshi) point Black will extend to 1. He has not secured the corner but is playing an influence game, almost inviting White to invade the corner.
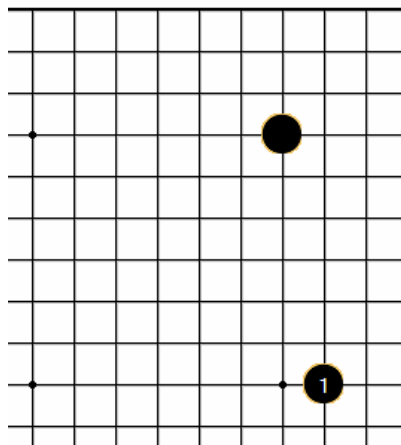

Diagram 11

White must be careful not to invade too soon as in Diagram 12. White will get the corner, aprox 10 points, but Black gets a strong wall which will yield a lot more than 10 points.
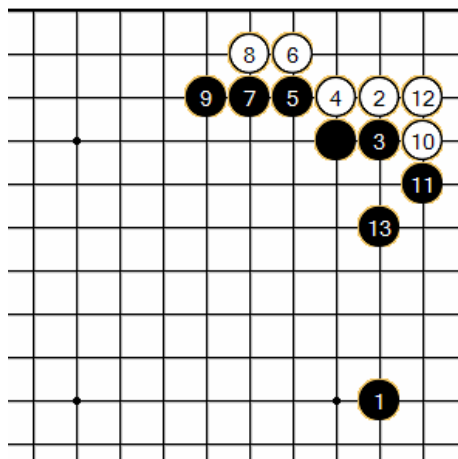

Diagram 12

On the other hand, if Black can build the outside as in Diagram 13 and White does not invade Black can seal the corner with 1. Black now has a large corner to go with his side and centre territory.
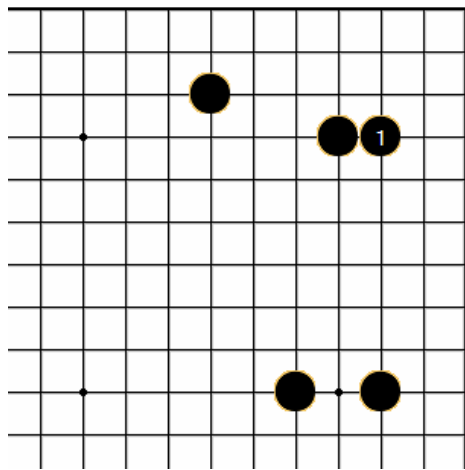

Diagram 13

Fertile areas

Life and Go were never meant to be easy – and while the preceding examples are correct they ignore the opponent. The value of an area is directly related to how easy it is to develop, not just for you but for your opponent.

Remember, the board is there to share; it is not possible to take the whole board – so long as you get 1 more point than your opponent it is OK.
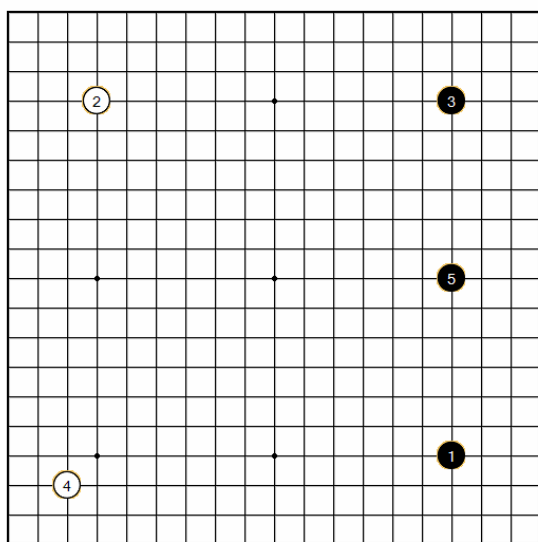
Diagram 14

In diagram 14 Black has taken the mid-point on the right side in this moyo game. The right side

is Black's most fertile area because there are no White stones about, and with a single move at 5 he can stake out the entire side 'joining' his corner stones.

The next most developable area is the lower side. If Black plays first he can put pressure on White's 3x3 stone in the lower left and enhance his moyo.
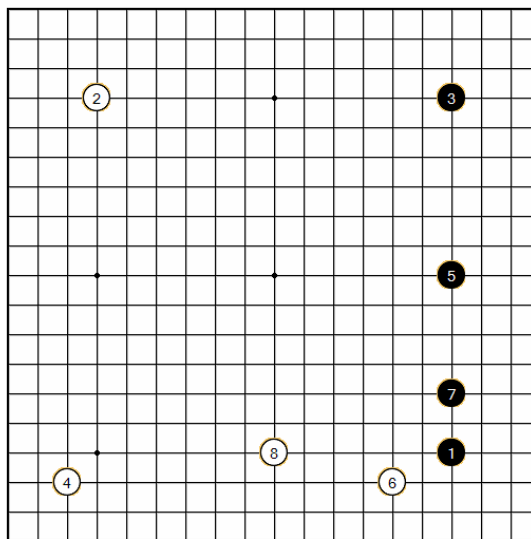
Diagram 15

If Black extends with 7 in Diagram 15, then White can take the big point of 6 and start constructing on the lower side (notice the 'balance' of 3rd and 4th line moves.

Principles are all well and good, what is needed are some practical examples and then practice against real opponents.

Some examples explained

Example 1

The first 6 moves in Diagram 16 are a common opening. All four corners are taken by move 5 and White plays a spoiling move on the upper side.

White could have chosen to defend his lower left corner with 6. This allows Black to play first on the upper side, linking his stones together and building a large area. So imposing is that outcome that White almost always plays the spoiling move of 6.
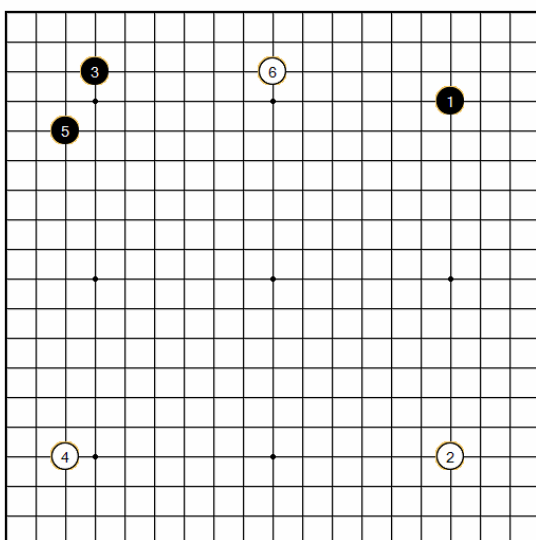
Diagram 16

Diagram 16 – Black to play. What should he do?

This question should be put to one side while you gather information. The first question is always 'what is my opponent's strategy?' or put another way 'what kind of game is this?'

Only by understanding the nature of the game can you begin to decide what to do next. There are two types of game, territory games and influence (moyo) games. So, is this a territory game or a moyo game?

A moyo game is one that stresses the outside it stresses influence and is characterised by 4th line moves; a territory game stresses territory in the corners and against the edge, and is characterised by 3rd line moves.

You can determine the game type by looking at where the stones are played. In this game six stones have been played four of which are on the 3rd line, only two on the 4th line. This is clearly a territory game.

The next question is 'which area is the most valuable place to play?'

The evidence is in front of you and the questions are:

- does either player have any weak stones?
- are there any open or incomplete corners?
- And. which is the most valuable side?

In Diagram 16 there are no weak groups for Black or White, so attention must turn to the corners and sides.

All four corners are occupied, the top left has two Black stones and is quite secure, the two right side corners have 4 x 4 Hoshi stones, which are difficult to attack with a single move.

The fourth corner is incomplete and can be attacked, so that is the most valuable area.
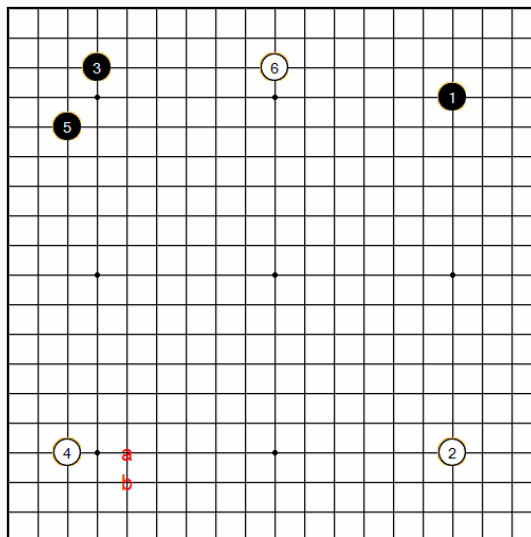
Diagram 17

We have the area – now we need to think about the move.

Normally Black will pick from two moves either 'a' or 'b' in Diagram 17 – both are reasonable but which is correct?

We have already decided this is a territory game, one that focuses on the edge rather than the centre, so the correct answer is to play 'b' on the 3rd line, playing in sympathy with the rest of the board.

A move at 'a' on the 4th line is for influence and effective for a moyo game. Playing on the 4th line is not a game losing move, but it does not work so well with the other stones on the board and is therefore less effective overall, it may only lose two or three points, but that can be the winning (or losing) margin too.

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Example 2

A similar but different fuseki in Diagram 18 poses a different problem, this time for White.

The same first analytical question; what sort of game is this? The same answer - this is a territory game. (5 moves on the 3rd line, 2 on the 4th).

Where is the most valuable place to play? In this case there is a weak White stone in the upper right corner, White must defend that first.
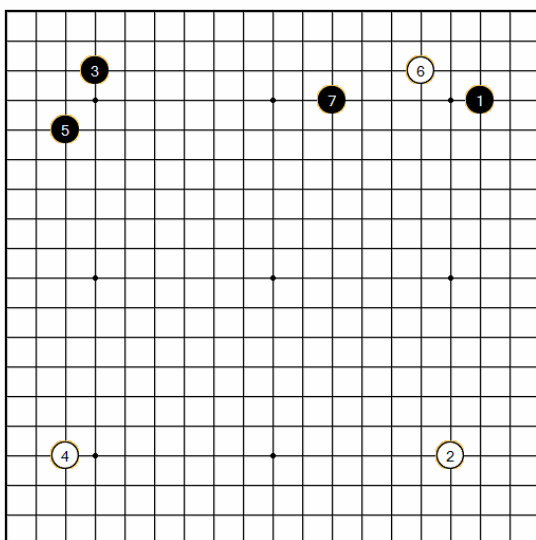

Diagram 18

Sometimes it is possible to sacrifice stones for something more valuable, but this early in the game there is nothing more valuable so defence is necessary.
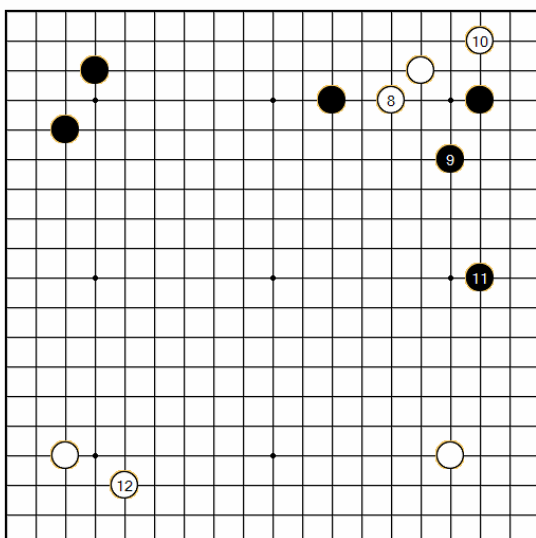
Diagram 19

There is an old proverb, 'urgent moves before big moves'. This is the best advice anybody can give.

Generally, weak stones have three options - run, live or die. If there is a strategic gain in running then do it, if not (and you can) make 2 eyes and live. If you cannot run or live… die with dignity.

In general, it is a good strategy to separate your opponent's stones; this is true in Diagram 18 and can be achieved while moving the weak stone into the centre.

The diagonal move (kosumi) of 8 in Diagram 19 is a secure way in to the centre – it separates the Black stones and lays the foundation for a base.

Black has to defend his inside or corner stone with 9 and White can then take a base by sliding into the corner with 10. If White had dived into the corner without the kosumi of 8, Black would have shut White in by playing 8 (or something similar) himself. Not a good outcome for White.

Continuing the sequence in Diagram 19, Black takes a big territory point with 11 on the right (that incidentally strengthens his two stones in the upper right corner) and White takes the opportunity to complete the enclosure of lower left corner.

Where next? We know it's a territory game; there are no weak groups and all four corners are settled, so which is the most valuable side? There are four options in Diagram 20.

1. Playing 'a' on the top side builds territory while helping the weakest Black stone on the board.

2. Playing 'b' on the right extends towards White's corner from an established position.

3. Playing 'c' in the middle of the lower side prevents White building a big area on the bottom.

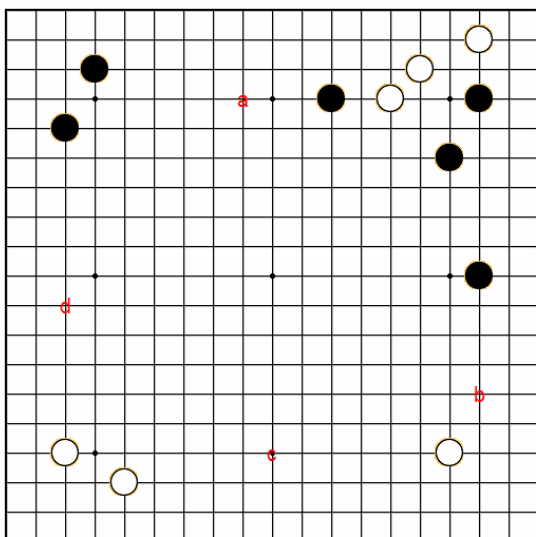4. Playing 'd' extends from Black's top corner while taking away White's extension from his lower left corner.

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Diagram 20

All options have something going for them, but which is best?

How weak is Black's stone on the upper side? The answer is 'not very' because it is on the 4th line and can run away easily – sure it can be squeezed but Black would have to go to sleep before it got captured.

The right side is smaller than the other sides, just count the gap between White's corner stone and Black's stone mid-way down the right side. The dispute is over 5 rows of territory, which is clearly smaller than the 10 rows in dispute on the other two sides.

Playing 'c' on the bottom side is big, but it is a spoiling move only, Black builds nothing himself. Normally this move can be expected to destroy between 15 to 20 points of territory, but it is all negative, there is nothing constructive.

A Black move at 'd' on the left side takes away an excellent extension from White's lower left shimari (corner enclosed) while making Black territory – this far exceeds the value of the other options because it creates area while reducing your opponents possibilies.

This is the area to play, and the 3rd line is the right spot.

Summary

Fuseki is both the hardest and easiest part of the game. It is easy to make apparent good moves without understanding why they are good. It is easy to recover mistakes through middle game fighting.

It is very hard to get the fuseki right, but it is fundamental to playing well. It requires good knowledge of joseki; good reading to understand how each of the corners will interact; it requires flexibility because your opponent can change direction easily AND it is sets the scene for the rest of the game.

The fundamentals explained here are:

- **Urgent points before big points;**
- **Corners before sides before the centre;**
- **Make your stones to work together**
- **Disrupt and separate your opponent's stones;**
- **Have a good balance between 3rd and 4th line**
- **Recognise the type of game and play accordingly**
- **First find the most valuable area to play, then pick the move**

As you improve you will also realise that games are not just moyo games or a territory games; parts of the board will contradict the general trend.

Understanding the nature of the position you and your opponent are creating is vital to picking a good move.

Reviewing your games is vital to increase your strength. Try to review the game with your opponent, even if it is only the first 30 or so moves.

When reviewing your games explain your thinking, show the variations you considered. It is surprising how different positions become when you speak your thoughts and play the positions out on the board.

Four Corners

Corner 1

Last month I left Diagram 1 as a problem. Black to play – can White live?
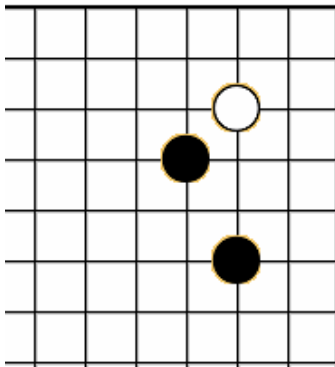
Diagram 1

The best White can do in this situation is the ko shown in diagram 2.
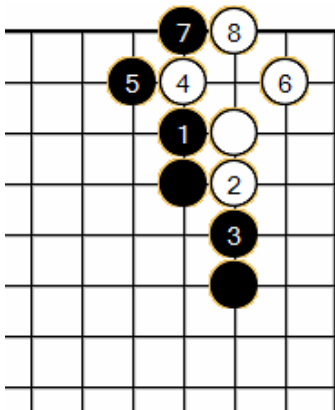
Diagram 2

Because Black can force a ko, White delays invading to the last minute and generally push around the edges, for example White 1 in Diagram 3.
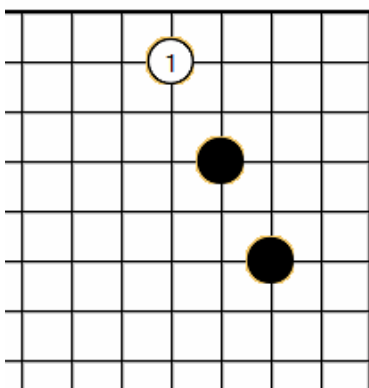

Diagram 3
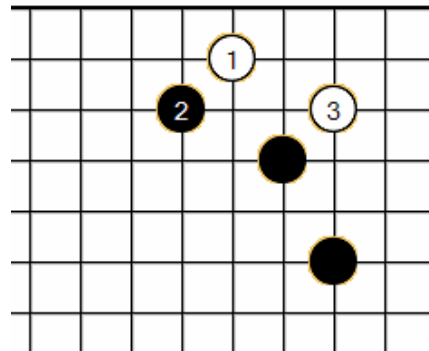
This may seem an odd move, but White has two aims.

Diagram 4

If Black tries to squash 1, then White will hop into the corner and live with 3.
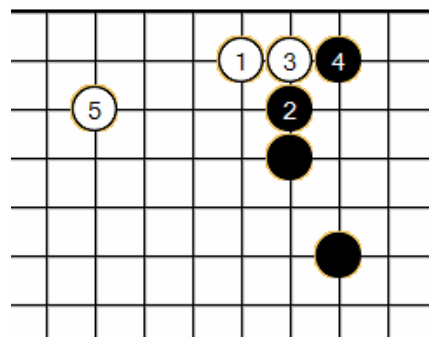
Diagram 5

If Black protects the corner with 2 (Diagram 5), White can push with 3 then extend with 5 making a base on the upper side.

If Black plays more aggressively with 2 in Diagram 6, White has the tesuji of '3' and can build a wall.
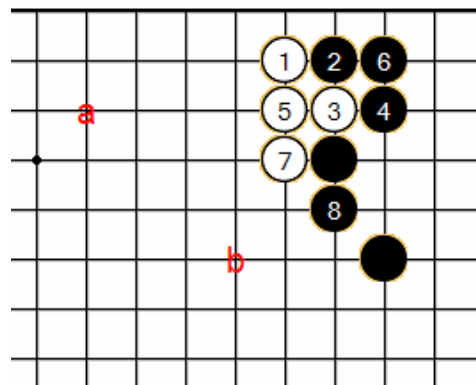
Diagram 6

Depending on the situation White may extend along the side to 'a' or may jump out with 'b' extending his wall.
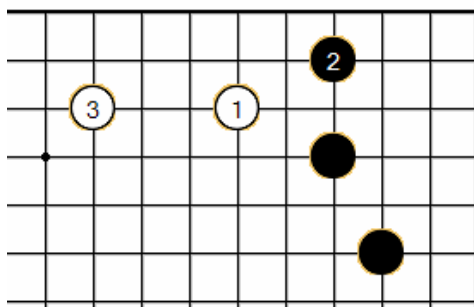
Diagram 7

These outcomes can be compared with the simple approach move of 1 in Diagram 7.

This is my preference for White because White leaves aji – he can approach from the right side, aim at the 3x3 point or can attach to Black's outside stone. The other sequences finish the position – there is nothing else to do, and nothing to worry Black. (And you should always give your opponent something to worry about)

Corner 2

Our next corner is found in many low to middle handicap games.
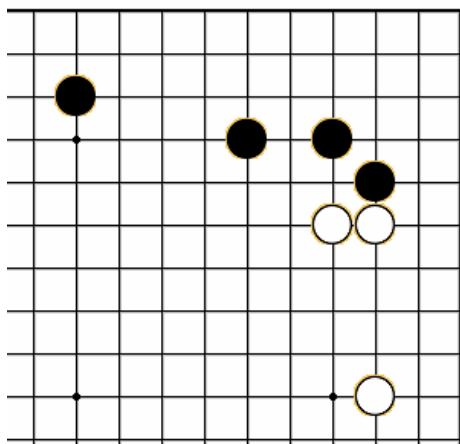
Diagram 8

At first it looks like White cannot invade the corner. But the 3x3 point in Diagram 8 is possible because Black's stones have several weaknesses.

Assuming Black wants to keep the upper side, he has 2 replies to the 3x3 invasion of Diagram 9. He can squeeze White as he connects which salvages the corner as well as leaving two White stones in atari for later.
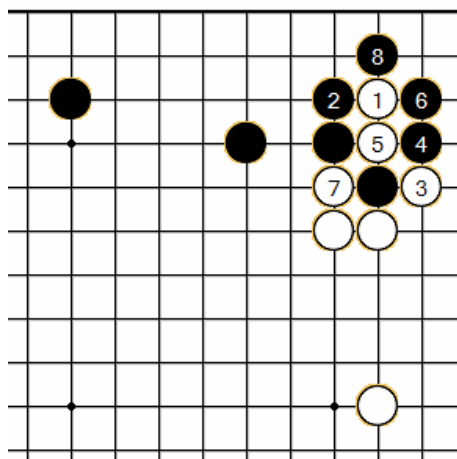
Diagram 9

Alternatively Black can connect at 4 (Diagram 10) capturing the White 3x3 stone and allowing a minor incursion into his area.
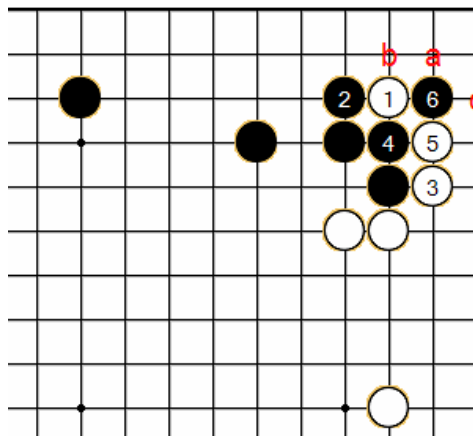
Diagram 10

It should be noted that White now has a good yose (end game) tesuji (clever move) at 'a'. When Black takes at 'b' White connects at 'c'.
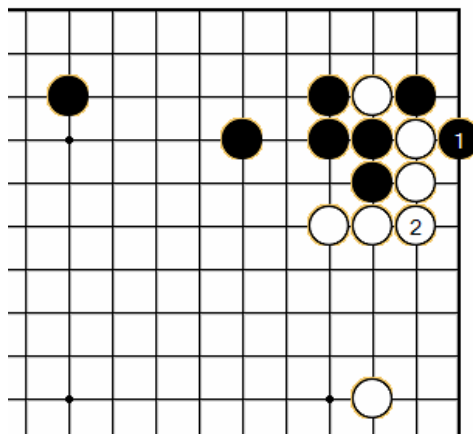
Diagram 11

At first it appears that Black's forcing move of 1 in Diagram 11 to eliminate this yose, but White still has two opportunities.
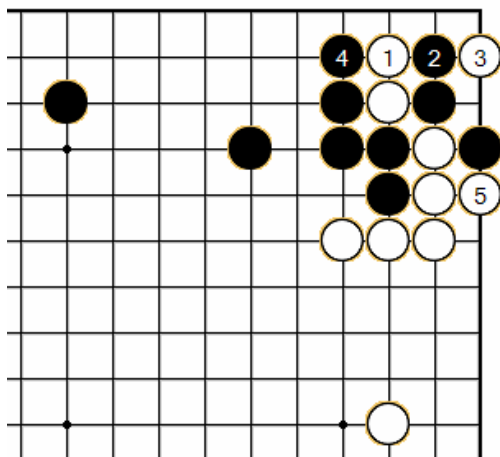
Diagram 12

His first option is to play 1 in diagram 12 – after White 5, Black lands up in damezumari (lack of liberties). So, White is able to reduce the corner despite Black 1 (in Diagram 11).
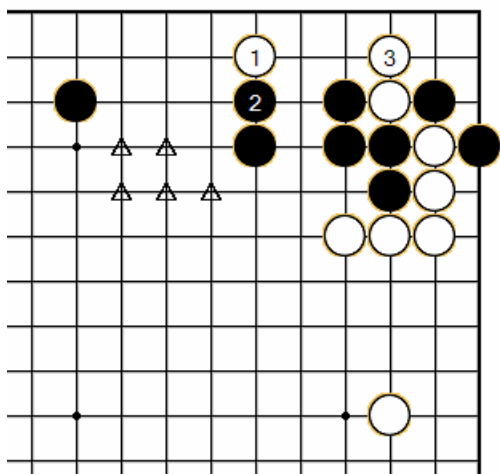
Diagram 13

The second option depends on White's control of one of the triangle marked points. The basic premise is that White can play 1 – if Black tries to enclose him say, with 2, and then White can extend at 3 and take the corner.

If White has a stone in the centre as in Diagram 14, then he can combine the threat to the corner with an invasion of the top side. White 1 and 3 are a nice combination and something Black must not allow.
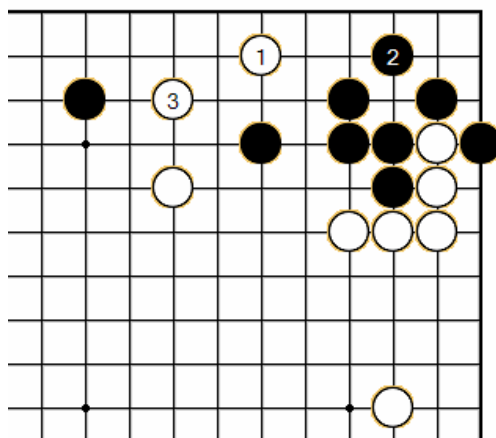
Diagram 14

It is for this reason that Black tends to play the sequence in Diagram 9, rather than the more aggressive move of 4 in Diagram 10.

Corner 3
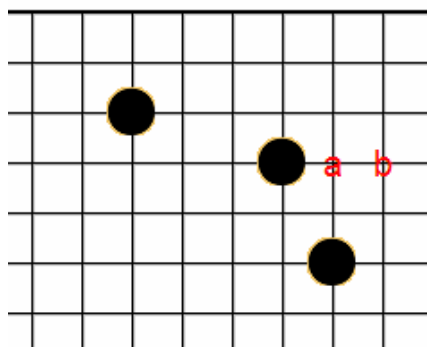
Diagram 15

Let me start by saying that Black should not make the corner enclosure in Diagram 15. White has plenty of opportunities against this corner and it is far better to play 'a' or 'b' rather than the small knight's move.

So what are White's options – first the 3 x 3 point – this is ko already explained earlier. (see Diagram 2).
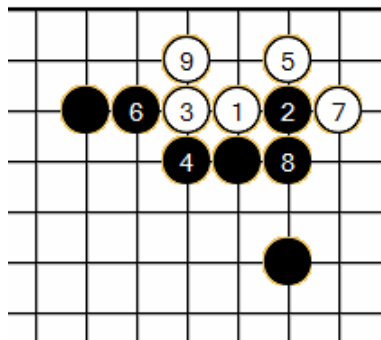
Diagram 16

White 1 in Diagram 16 is much more effective. If Black blocks in the corner White is able to extend with 3 and is clearly alive after 9.
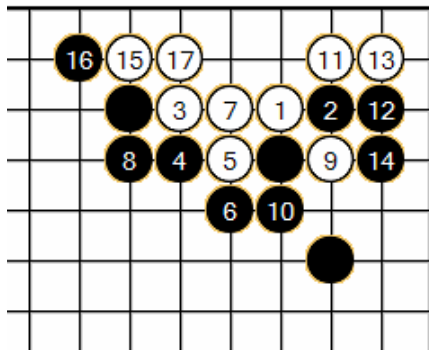
Diagram 17

Depending on the situation on the upper side White can also try 3 (Diagram 17), once again he lives but this is more complex.
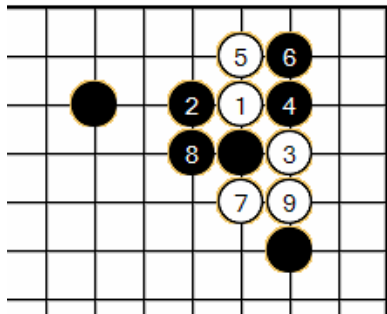
Diagram 18

Should Black decide the inside/corner is more important he can play 2 in Diagram 18, White must play at 3 – if White plays 4 the situation turns to ko. See Diagram 2 above. White escapes with 7 and 9 cutting off one Black stone while Black keeps the side and corner.
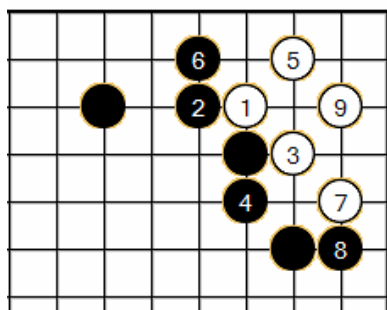
Diagram 19

If Black wants to keep the outside he can sacrifice the corner by playing the sequence to 9 in Diagram 19. White lives in the corner and Black gets a solid outside and sente.

Corner 4
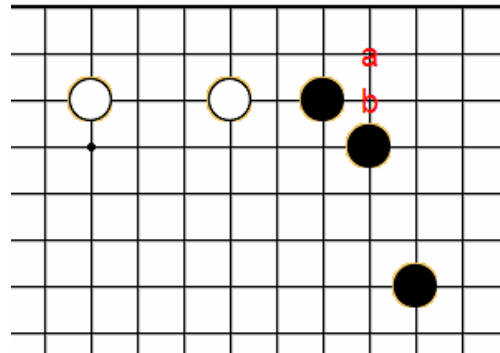
Diagram 20

Black's kosumi (diagonal move) still leaves weaknesses in the corner, he should play either 'a' or 'b'.
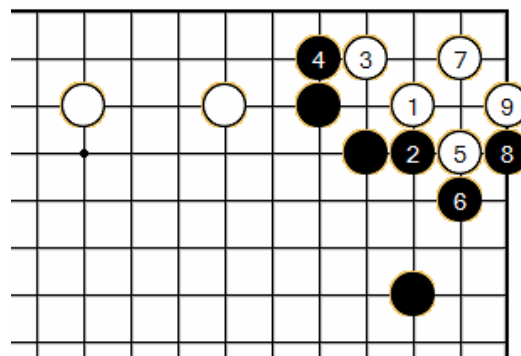
Diagram 21

White can force a ko with the sequence to 9 in Diagram 21, not a good outcome for Black.
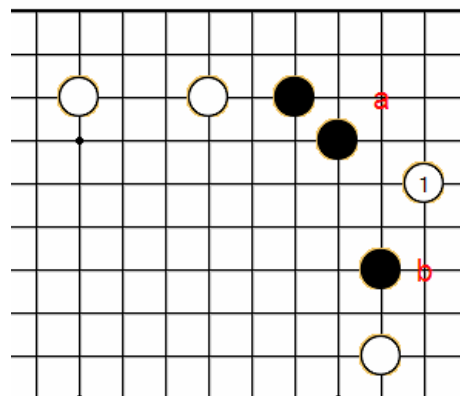
Diagram 22

In Diagram 22, White has a stone on the right side so he can aim at 1. This leaves White with two places to play - 'a' and 'b'.

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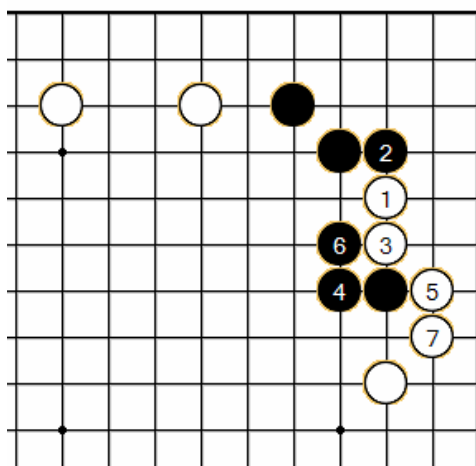
Diagram 23

The White stone on the right side also enables White to attack at 1 in Diagram 23. Black's natural reaction is to defend the corner; White can then escape with the sequence to 7
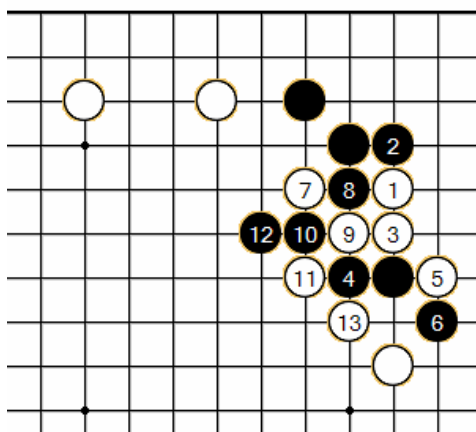
Diagram 24

Black cannot block at 6 in Diagram 24, White will either escape or capture Black stones.
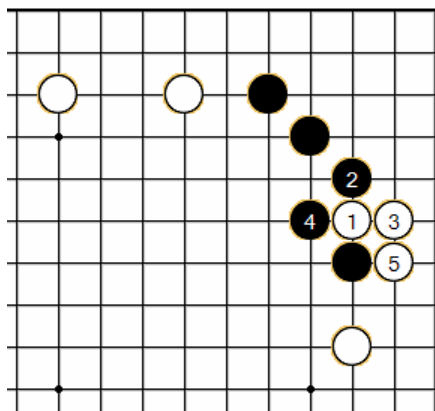
Diagram 25

Another simple way to attack this corner is White 1 in Diagram 25. Black 2 is a nice tesuji that keeps the situation simple. However, White can connect out with 5 leaving Black's corner open, if Black defends White gets sente.
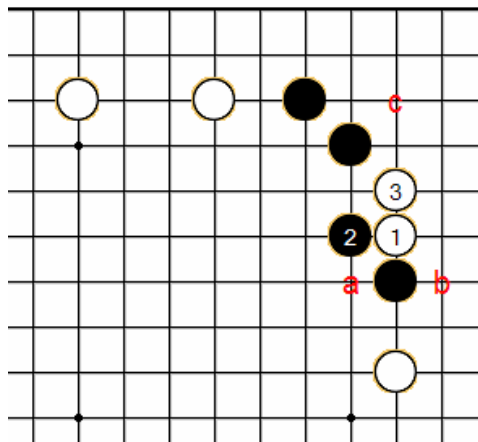
Diagram 26

Black can ignore the corner and play across the top, but White has at least 2 ways to deal with this. Either 3 in Diagram 26 which exposes three weak points, 'a', 'b' and 'c', so White will either live or connect.
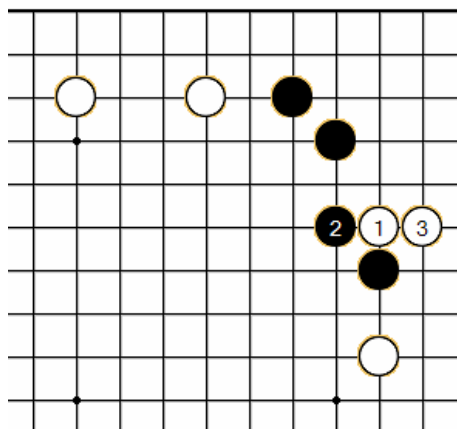
Diagram 27

Alternatively, White can simply descend with 3 in Diagram 27. This aims at the same weaknesses and sometimes confuses Black. If White plays this way Black can revert to the position to that in Diagram 25.

There are a lot more variation than shown here – this is a good shape to study for both handicap and even games.

Two page Joseki lesson

Diagram 1 - The shape in the top left has been played for centuries. It can be found as far back as the famous 'Castle Games' played in the 1850's.

We all learnt the sequence in ref diagram 1 when we first started. But putting that knowledge into the context of a Fuseki is another matter.
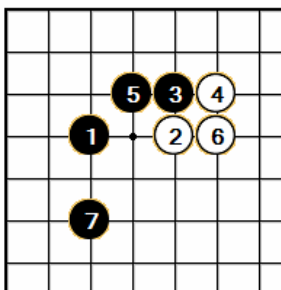
Ref Diagram 1
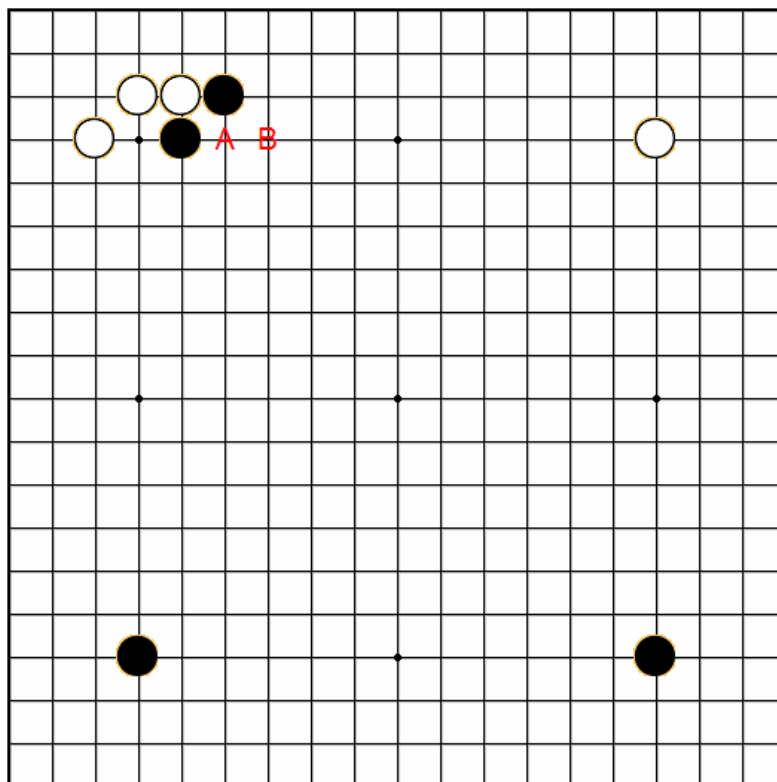
Diagram 1

The question is – Should Black play 'A' or 'B' in the upper left corner, which is right?

If Black plays 1 in Diagram 2, White will play 2 (or sometime 'a'); Black then extends to 3. White 4 is very nice as it not only strengthens White's corner but threatens to invade at 'b' – not so good for Black.
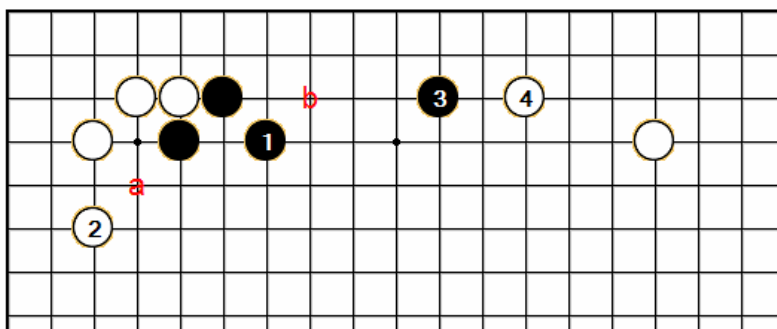
Diagram 2

Black can avoid this by connecting at 1 in Diagram 3. The sequence to 3 is natural. However, White is unlikely to play 'a' on the upper side and will take a bigger move elsewhere. Black also has a problem building from his shape which is quite low.
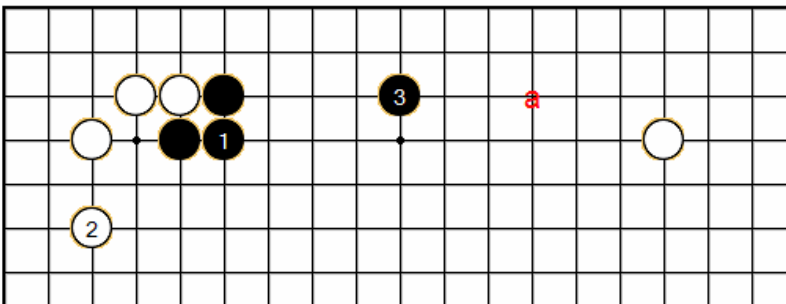
Diagram 3

The real answer to the question is that 'A' and 'B' are both right and both wrong depending on your opponent. To select the right move you must find a way to get him to commit sooner.

Diagram 4 - Black 1 in the upper right would normally be followed by 2. This is ideal preparation for Black 3 and 5 in the top left corner. The invasion at 'a' is no longer an immediate threat because White 2 is too far away.
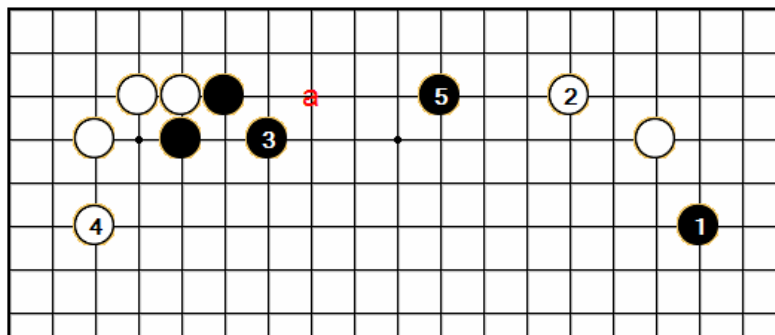
Diagram 4

If White tries 1 (Diagram 5), Black is happy to play 2 because Black can connect and White will run into the centre with a weak group.
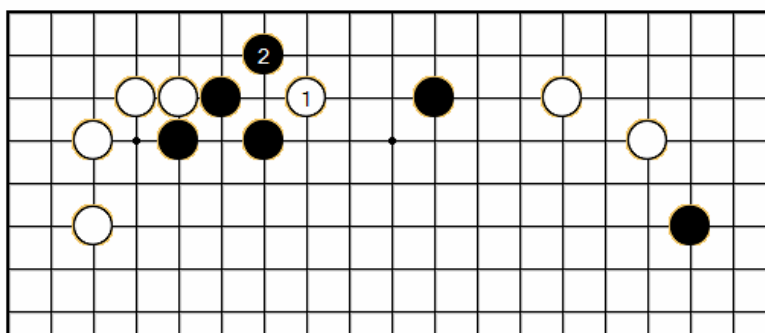
Diagram 5

White may spot this tactic and plays 2 in diagram 6, then Black will connect solidly at 3 and extend to 5 – keeping his distance from White.
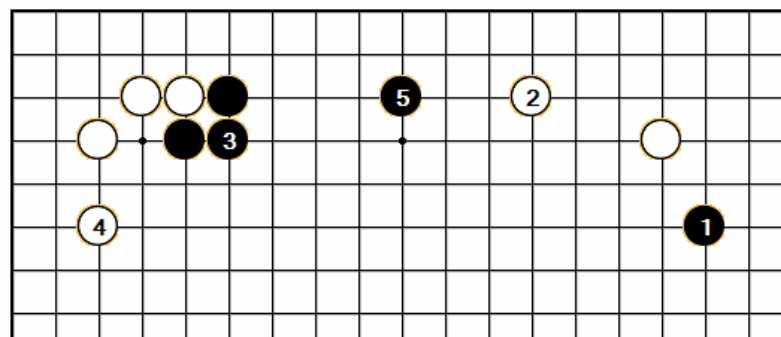
Diagram 6

Diagram 7. An alternative is to play 1 on the upper side, if White plays 2 then Black gets good shape to 5.
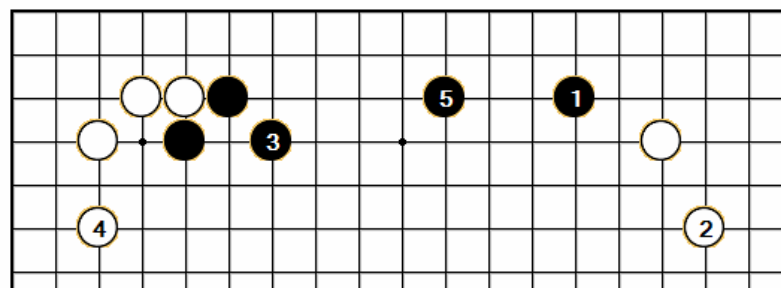
A comparison of Diagram 2 and Diagram 7 proves Black's advantage – had Black not exchanged 1 for

Diagram 7

2 in Diagram 7, White would not have played 2 allowing Black to play 1. Instead he would have played the sequence in Diagram 2.

This is by no means an exhaustive study of this joseki, but is should give you some ideas on how to pick and assess corner moves in relation to the rest of the board.

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Answers

Answer 1. Black can do better then just pushing along the edge at 3, he can in fact get 2 extra points by playing 3
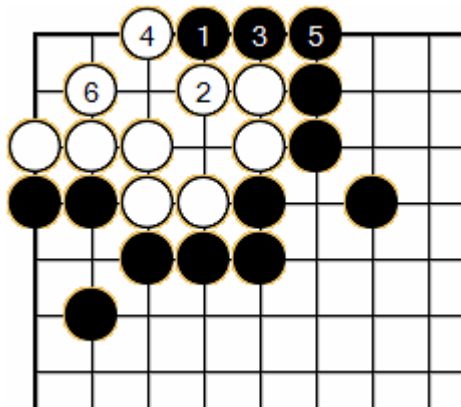
Answer 1

If White resists by blocking at 3 in Answer 1, White is able to get Seki (neutral area) as in ref diagram 1 – destroying all of White's territory.
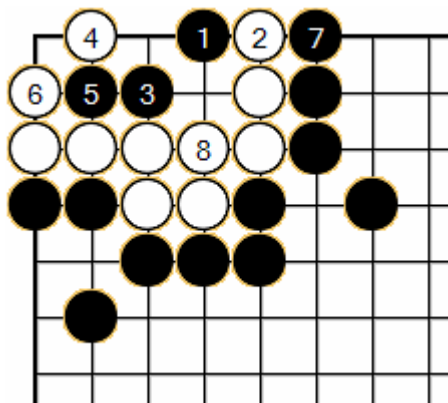
Ref Diagram 1

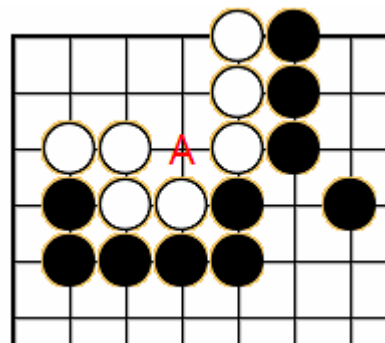**Answer 2**. Black 1 in Answer 2 is the key and White has little choice but the live in the diagram below.
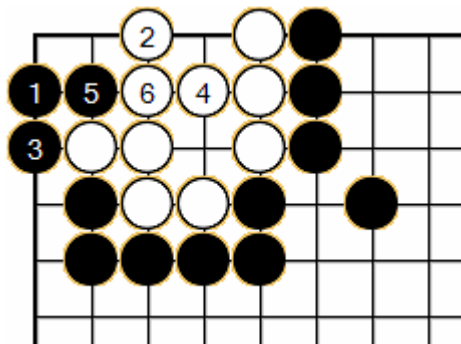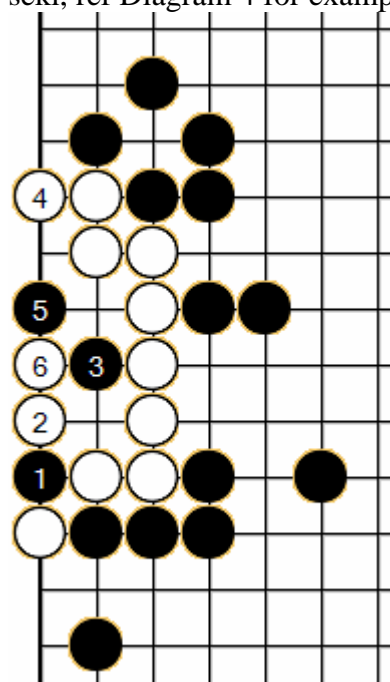
Answer 2
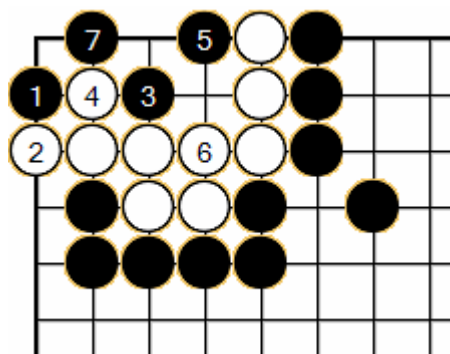
Ref Diagram 2

If White resists with 2, then Black can force a ko with the sequence to 7.

The lesson here is that White's weakness at 'A' in ref diagram 3 (the same for both versions of the problem) cannot be attacked directly, preparation is required.

Ref Diagram 3

Answer 3. White cannot play simply here because there are many variations that end in seki, ref Diagram 4 for example.

Ref Diagram 4

The only killing move is 1 in Answer 3. White's strongest response if 2, but Black 3 kills the White group.
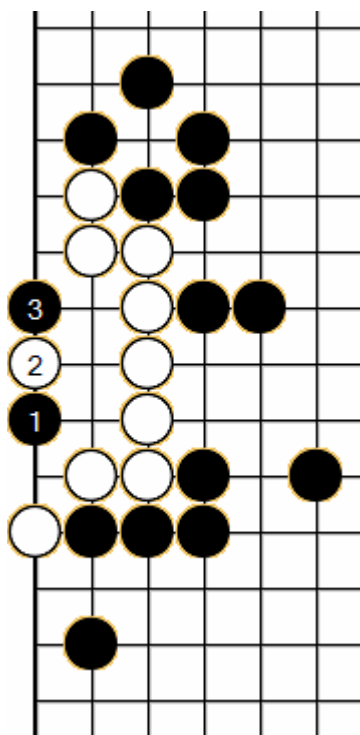
Answer 3

Resistance such as 2 in ref diagram 5 is useless. Black can form a nakade shape in the middle killing White.
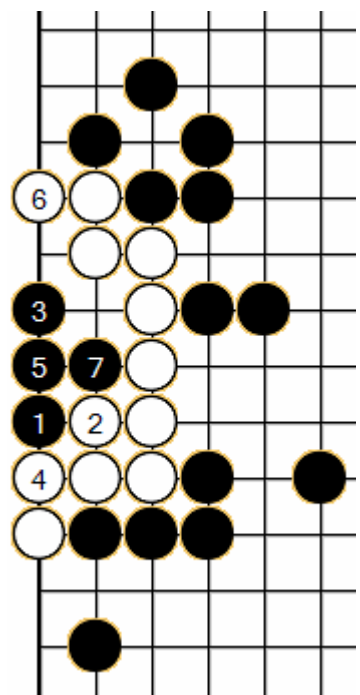
Ref Diagram 5

Answer 4.
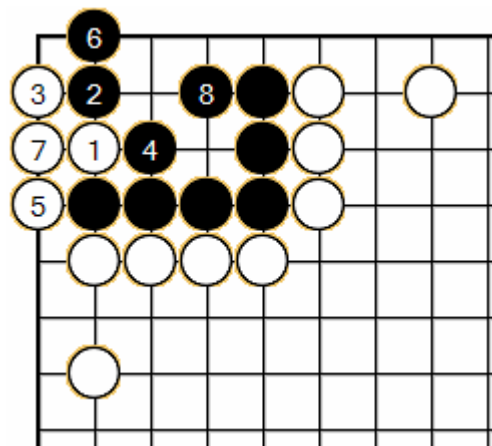
Answer 4

White is able to make a significant incursion into Black's area with 1. Black does not need to fight the ko and can live with 8. Resistance can be dangerous.
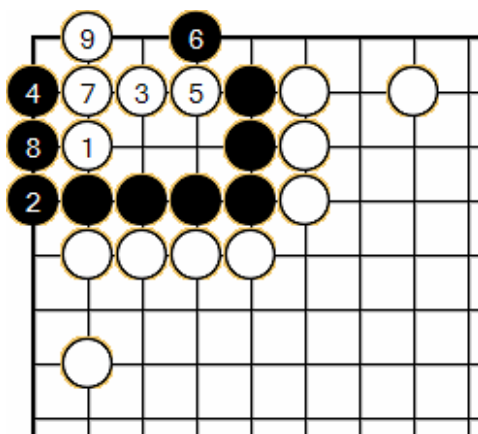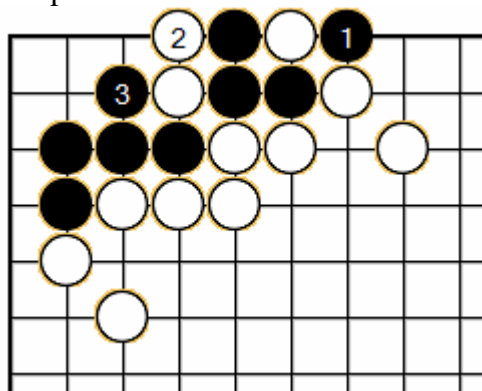

Ref Diagram 6

Black 2 clearly chops off White's stone, but White 3 is a great tesuji threatening to make at least one eye in the corner. Black prevents that but by 9 all of the territory has gone.
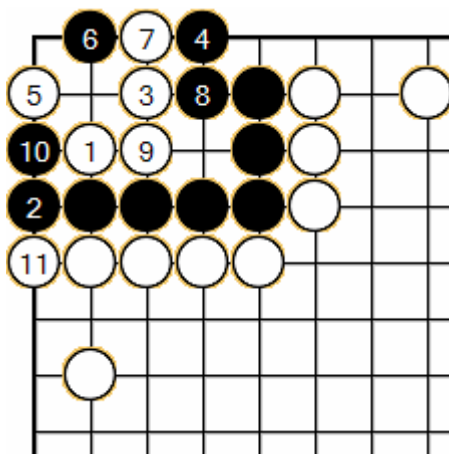
Ref Diagram 7

The danger posed by White 3 is clearly shown in ref diagram 7. If Black plays from the outside with 4, then White will make an eye. After 11 Black cannot capture the White stones and his group is dead.

Answer 5 – Black must capture the white stone with 1. The exchange of 2 and 3 is to be expected.
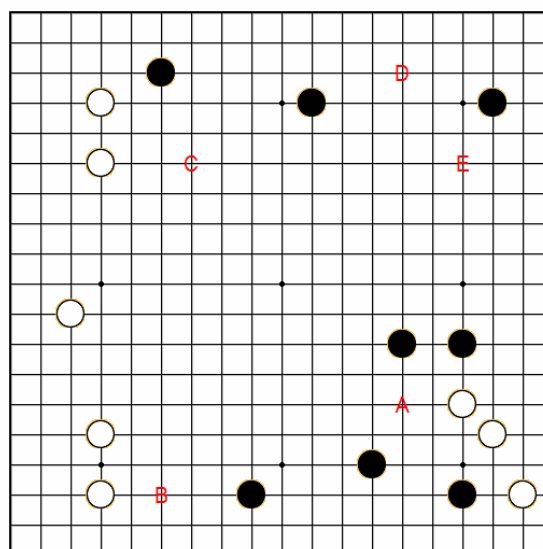

Answer 5 (part 1)
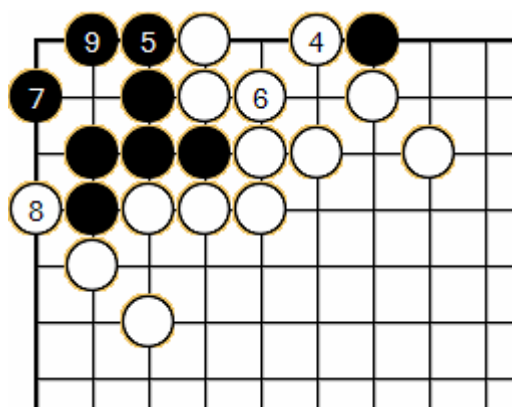
Answer 5 (part 2)

White takes the three black stones with 4, but there is a nasty surprise after Black 5 – White must protect at 6. Black is then able to live with the sequence to 9.

Answer 6
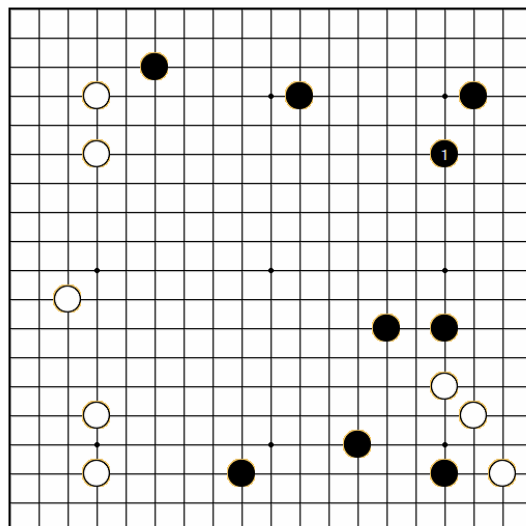
Black 1 is the correct move.

Ref Diagram 8

This is a moyo game – many of the moves are on the 4th line. Playing 'B' in ref diagram 8 is clearly wrong – it is 3rd line and impacts only a small area of territory.

'A' connects Black's stones, but with no real purpose.

'D' is big but on the 3rd line so does not fit with the rest of the game.

'C' is at a moyo boundary but not as big as

'E' which helps the corner while building the right side and centre.

January 2007

Chinese Go Terms (part 4)

X

- 细棋 (細棋) xì qí - close game
- 瞎劫 xiā jié - false ko threat
- 下 xià - lower
- 先手 xiān shǒu - sente
- 先手利 xiān shǒu lì - forcing move
- 先中后 (先中後) xiān zhōng hòu - sente with hidden gote
- 象步 xiàng bù - elephant's move
- 象步飞 (象步飛) xiàng bù fēi - elephant's move
- 象飞 (象飛) xiàng fēi - elephant's move
- 向小目 xiàng xiǎo mù - facing 3-4 points
- 象眼 xiàng yǎn - center of elephant's move
- 消劫 xiāo jié - ending the ko
- 小 xiǎo - small
- 小飞 (小飛) xiǎo fēi - knight's move
- 小尖 xiǎo jiān - diagonal
- 小林流 xiǎo lín liú - kobayashi opening
- 小目 xiǎo mù - 3-4 point
- 小伸腿 xiǎo shēn tuǐ - small monkey jump
- 小猪嘴 (小豬嘴) xiǎo zhū zuǐ - tripod group with extra leg
- 效果 xiào guǒ - effect; result
- 效率 xiào lǜ - efficiency
- 新布局 (新佈局) xīn bù jú - new opening
- 新手 xīn shǒu - new move
- 星 xīng - star point
- 星位 xīng wèi - star point
- 形 xíng - shape
- 形势 (形勢) xíng shì - situation

- 形势判断 (形勢判斷) xíng shì pàn duàn - positional judgement
- 形状 (形狀) xíng zhuàng - shape
- 秀策流 xiù cè liú - shusaku opening
- 虚手 (虛手) xū shǒu - pass
- 虚着 (虛著) xū zháo - pass
- 序盘 (序盤) xù pán - opening
- 学生 (學生) xué shēng - student
- 雪崩 xuě bēng - avalanche

Y

- 压 (壓) yā - push down
- 压力 (壓力) yā lì - pressure
- 眼 yǎn - eye
- 眼位 yǎn wèi - eye potential; eye space
- 眼形 yǎn xíng - eye shape; eye space
- 妖刀 yāo dāo - magic sword
- 摇橹劫 (搖櫓劫) yáo lǔ jié - double ko
- 要点 (要點) yào diǎn - vital point
- 要子 yào zǐ - key stones
- 业余 (業餘) yè yú - amateur
- 一方地 yī fāng dì - one-sided territory
- 一间拆 (一間拆) yī jiān chāi - one-space extension
- 一间跳 (一間跳) yī jiān tiào - one-space jump
- 一手劫 yī shǒu jié - direct ko
- 一子解双征 (一子雙双征) yī zǐ jiě shuāng zhēng - dual ladder breaker
- 疑问手 (疑問手) yí wèn shǒu - questionable move
- 弈棋 yì qí - play game
- 引征 yǐn zhēng - ladder breaker
- 赢 (贏) yíng - win
- 应氏 (應氏) yìng shì - ing's

- 硬腿 yìng tuǐ - first line descent
- 优势 (優勢) yōu shì - superior
- 有利 yǒu lì - advantageous
- 右 yòu - right
- 余味 (餘味) yú wèi - aji
- 愚形 yú xíng - dumpling shape
- 宇宙流 yǔ zhòu liú - cosmic style
- 原则 (原則) yuán zé - principle
- 院生 yuàn shēng - insei

Z

- 扎钉 (扎釘) zhá dīng - iron pillar
- 胀牯牛 (脹牯牛) zhàng gǔ niú - oshitsubushi
- 胀死牛 (脹死牛) zhàng sǐ niú - oshitsubushi
- 真眼 zhēn yǎn - real eye
- 镇 (鎮) zhèn - capping play
- 镇神头 (鎮神頭) zhèn shén tóu - dual ladder breaker
- 镇头 (鎮頭) zhèn tóu - capping play
- 征 zhēng - ladder
- 争棋 (爭棋) zhēng qí - official challenge match
- 征子 zhēng zǐ - ladder
- 整体 (整體) zhěng tǐ - chain
- 整型 zhěng xíng - settle
- 正解 zhèng jiě - solution
- 正确 (正確) zhèng què - correct
- 证书 (證書) zhèng shū - certificate
- 正着 (正著) zhèng zhāo - proper move
- 指导棋 (指導棋) zhí dǎo qí - teaching game
- 直二 zhí èr - straight two
- 直三 zhí sān - straight three
- 直四 zhí sì - straight four
- 职业 (職業) zhí yè - professional

- 只此一手 zhǐ cǐ yī shǒu - only move
- 治孤 zhì gū - settling weak group
- 中 zhōng - center
- 钟 (鐘) zhōng - clock
- 中腹 zhōng fù - center
- 中国流 (中國流) zhōng guó liǔ - chinese opening
- 中级 (中級) zhōng jí - intermediate level
- 中盘 (中盤) zhōng pán - middle game
- 终盘 (終盤) zhōng pán - endgame
- 中心 zhōng xīn - center
- 中央 zhōng yāng - center
- 中原 zhōng yuán - center
- 重 zhòng - heavy
- 专业 (專業) zhuān yè - professional
- 转换 (轉換) zhuǎn huàn - exchange
- 追 zhuī - chase
- 追捕 zhuī bǔ - chase
- 子 zǐ - stone
- 自然流 zì rán liú - natural style
- 自杀 (自殺) zì shā - suicide
- 左 zuǒ - left
- 左右同形 zuǒ yòu tóng xíng - symmetrical position
- 做活 zuò huó - make life
- 做劫 zuò jié - create ko

Source

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Queensland Go Championship

The Queensland Go Championship will be held on the weekend of 17 - 18 February 2007 at the Brisbane Bridge Centre, 104 Frederick St Annerley.

There will be 3 rounds of play on Saturday and another three rounds on Sunday with time limits of 1 hour 15 minutes each plus 30 seconds byoyomi.

Registration starts at 8.30am, play will start at 9.30am on Saturday.

At the lunch break, approximately 12.00pm, the AGM of the Brisbane Go Club will be held, and Round 2 will resume when this is completed (expected to be about 45 minutes).

Entrants must be Australian Go Assn. members or bona fide overseas visitors.

Entry Fees:
> $25 including lunch both days
> $15 under 16 as at 1/4/07
> Free under 10 as at 1/4/07
> Please pay on the day

There will be trophies as usual, and possibly other prizes depending on entries and sponsorship. AGA Credit Points may be awarded depending on entries.

Interstate visitors - there are a few decent motels within walking distance of the venue. Details will be provided on request.

Please pre - register by 14th February for catering and planning. Please advise name, rank and Club or affiliation.

Email John Hardy on j.hardy@uq.net.au