

GO WINDS

Volume 2 Number 3

Fall 1998

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Recent sets have focused on "How the pros play the ...". So far there are sets covering the "Chinese Fuseki" Volume I (a second volume is in preparation), and "Nirensai", Volumes I and II. A "Sanrensei" volume is also in preparation. All these disks typically contain 300 games.

The latest addition to this series is a "specialty" item - so special GoGoD invented a new term for it. It is the "Sideways Chinese" fuseki, which incorporates the Mini-Chinese pattern. Very rarely seen in western publications yet played by most of the top pros, this opening is illustrated by over 130 games from Japan, China and Korea. Over half have brief comments. The next specialty item in preparation is a set of games featuring unusual fusekis - this will include rare New Fuseki games.

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GO WINDS

HI!

Welcome to Yutopian Enterprise's *Go Winds*, designed to add spark to the winds of your Go studies. If you have any suggestions for improvement please let us know. We are providing a series of translated articles from the Chinese and Japanese Go scene and a series of articles on the application of the principles of war to Go. Enjoy!

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Translations by
Sidney W. K. Yuan
Editing, Layout, and Diagrams by
Craig R. Hutchinson
Diagram Creation Software - Go Write
Proof Assistance - Anthony Blagrove

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Nie Weiping's Introduction to Go

Lesson 7

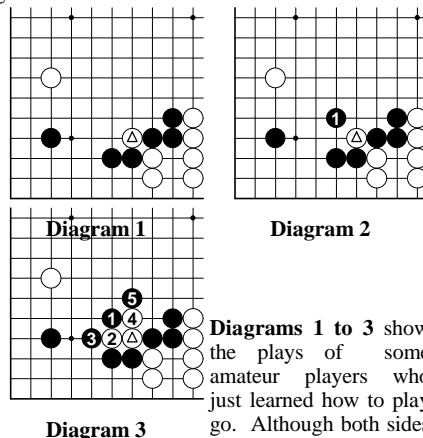
Introduction to the Middle Game

When the opposing territory and moyo are more or less delineated, the opening stage ends and the middle stage begins. The middle game has the most complicated strategies and tactics with the greatest variation, and is very difficult to master. Out of the Opening, Middle and Endgame stages, most low level players tend to lose their games in the Middle game. Thus, whatever happens in the Opening and Endgame stages has little or no impact on the outcome. I have seen an amateur 2 dan player, who didn't fully understand the concepts of joseki and endgame, win one game after another with accurate calculations and brilliant attacks in the Middle Game. There are a lot of amateur players who have such fighting abilities.

When a game enters the middle stage is not determined by the number of plays, but depends on the progression of the game. Some games proceed steadily and sail into the endgame directly from the Opening. This is quite common in professional games but is quite uncommon in amateur games which consist of horrendous middle game attack and defense. In other games, a simple confrontation in the corner can light up the middle game battle.

Generally speaking, the middle game is full of variations resulting from territory enclosure, territory reduction, invasion, and making eye shape. It relies heavily on accurate calculation and the applied strategy and tactics.. Missing either will lead one to go astray.

An important factor in getting strong in the middle game is to master all kinds of capturing techniques. This is the only way to orchestrate a sequence of beautiful and magnificent middle game battles.



Diagrams 1 to 3 show the plays of some amateur players who just learned how to play go. Although both sides

made mistakes, the plays are quite unique.

White) in **Diagram 1** is on a vital point both sides try to possess. Black can connect separated stones by capturing). Black 1 in **Diagram 2** is a fencing-in play which captures white).

An analysis of low kyu level games shows that they tend to score perfectly when faced with similar problems in quizzes but make the same mistake time after time in actual games. For example, the thrusts of white 2 and 4 lead to local failure.

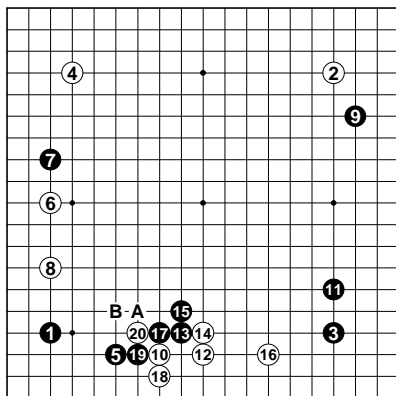


Diagram 4

Diagram 4 shows a game between two beginners. With white's cut at 20, the game proceeds into the middle game. However, it is a bad play leading to the premature arrival of the middle game. Beginners only realize that black cannot capture white 20 at A (due to a ladder block at white 8), but fail to recognize black's fencing-in play at B.

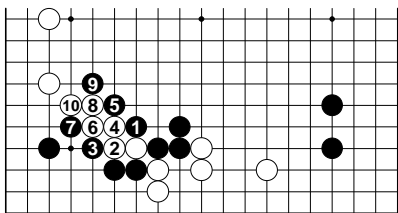


Diagram 5

If black attacks with a ladder at 1 as in **Diagram 5**, white can try to escape with 2. A continuation with the ladder sequence to 10 results in black's failure.

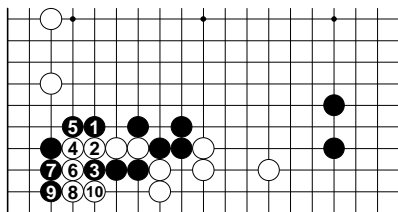


Diagram 6

If black plays as in **Diagram 6**, white captures three black stones after 10 and black fails. The fencing-in and forcing plays are not suitable here.

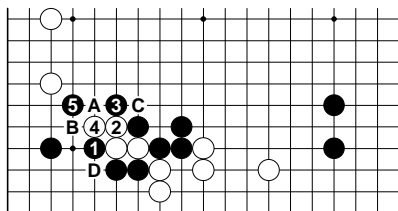


Diagram 7

Black 1 to 5 in **Diagram 7** is an exquisite sequence that is not easily noticed by beginners. White now is faced with four choices; a thrust at A or B or an atari at C or D.

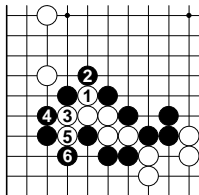


Diagram 8

Let's analyze the four variations starting with A. If white thrusts at 1 in **Diagram 8**, black blocks at 2 and white is captured after black 6.

Let's look at variation B where white thrusts at 1 in **Diagram 9**. After black blocks at 2, white thrusts again at 3 and black blocks at 4. Although white captures a black stone with 5, black ataris at 6 and if white connects at •, black captures white.

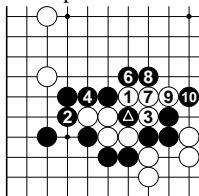


Diagram 10 (5@•)

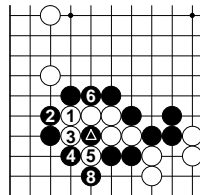


Diagram 9 (7@•)

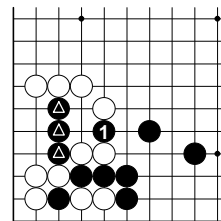


Diagram 12

Diagram 12 - The three • stones are surrounded by white. It only takes professionals a second to spot white's weak link and deliver the fatal blow. Black 1 attacks white's weak link and reduces the liberties of the two white stones.

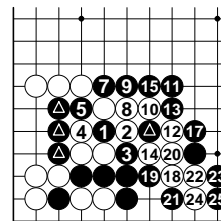


Diagram 13
6@a, 16@•)

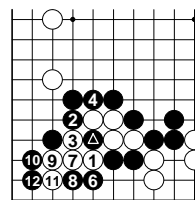


Diagram 11 (5@•)

If white ataris at 1 in **Diagram 10** (variation C), black cannot connect at 3 and can only counter-atari at 2. After white captures at 3, black wraps at 4 and captures the white group with a ladder after 10.

Variation D is shown in **Diagram 11**. After white cuts at 1, black cannot connect at 3 and has to use wrapping tactics with 2 and 4. Black once again captures white with a ladder after 12.

From the variations, one can deduce that black 5 in **Diagram 7** is a deciding play which gives black a global lead. With accurate calculation and outstanding perception, it is a key play in the early middle game. The first plays of the middle game perceive and determine the flow of the game.

So how one develops the perception of the middle game is the second topic of this lecture. Perception is acquired after careful study of shapes. Shape can be studied through books and actual games. Thus perception in the middle game is based on the comprehension of shapes.

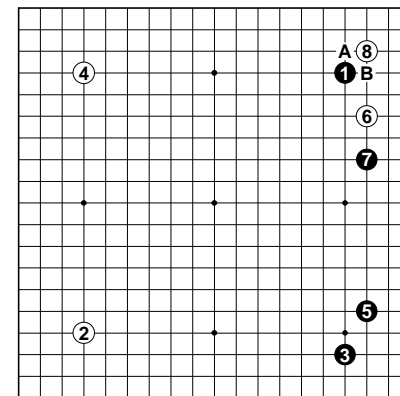


Diagram 14

The important goals for beginners are to develop perception, learn to calculate and study the direction of play. In determining the correct direction of play, one will get half the job done, making the game's outcome more transparent. For example, in **Diagram 14** after white invades at 8, black can block at A or B. Let's look at the consequence of blocking at A first. With the sequence through 6 in **Diagram 15**, black failed to effectively use his stones, allowing white to occupy the excellent point at 6. Although black followed a joseki, he missed the direction of play. Middle game perception follows from middle game objectives just as opening perception follows from opening objectives.

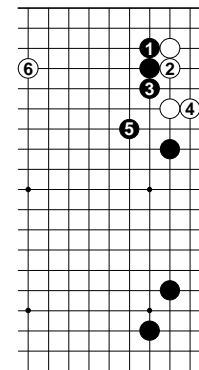


Diagram 15

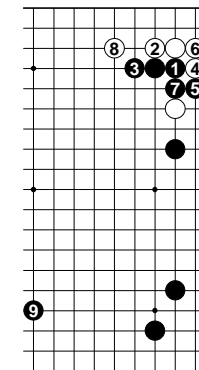


Diagram 16

Diagram 16 - Black's block at 1 forcing white 2 is correct. After the joseki through 8, black takes sente with 9 and obtains a well-balanced position.

We looked at direction in the opening, now let's look at direction in the middle game.

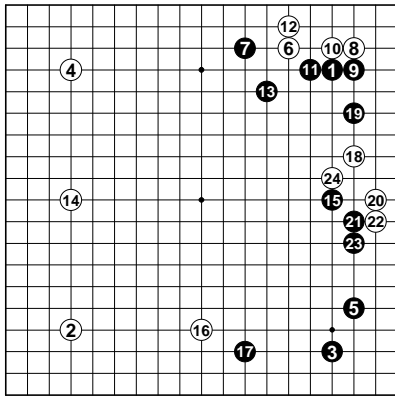


Diagram 17

One has to use a lot of strategies like sealing off and seizing base. These are some of the decisions that one has to make. Therefore the direction of play is very important. Let's look at the example in **Diagram 17**. White's invasion at 18 is not good. However, the direction of black 19 is wrong and black fails after 24. Black did not get any profit, and allowed white to easily make life instead.

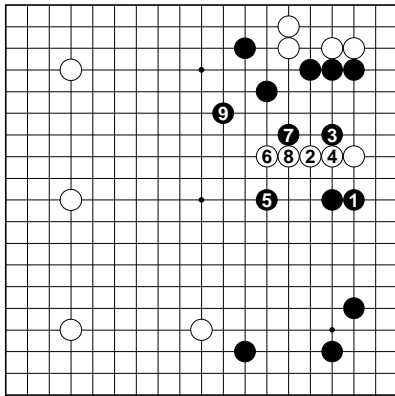


Diagram 18

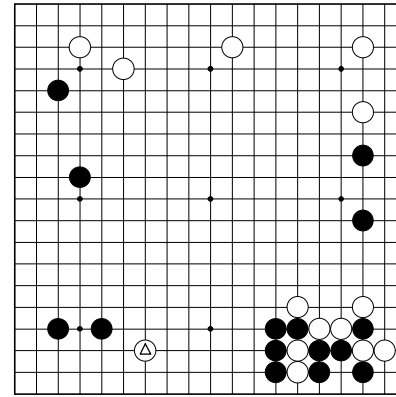
The reason for black's failure is discussed below. Black should have played 19 from the side with more open space. Remember, the purpose of a middle game attack is to enclose territory. **Diagram 18** shows the correct direction of play. Black's descent to 1 secures the territory on the lower right corner, and makes use of black's thickness on the upper right to take control through attacking. White escapes by jumping to 2, and black peeps at 3. This forces white to play heavy with 4 while black strengthens his stones. Black then jumps to 5 to beef up his lower right corner. When white jumps to 6, black peeps again at 7. After white connects at 8, black attacks by lightly

jumping to 9. This typical middle game attack gives black good territory and white a heavy group without a base.

Of course, most beginners fail to see that far down the road in the middle game. However, regardless of one's strength, the success of one's middle game often decides the outcome of the game. Middle game techniques like life and death, attack and defense, enclosure and reduction of territory, and invasion are not easily comprehended by beginners. However, one must understand the basic strategies and tactics involving the direction of play, middle game calculation, and the perception of shape. The reader must understand their implication in actual games and be flexible in their application.

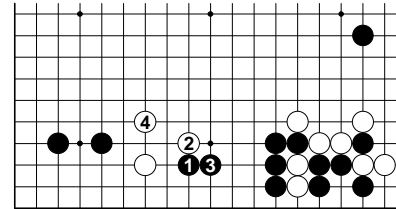
Unfortunately, most beginners tend to pay more attention to capturing stones. Instead of going after the immediate return (as in the case of capturing), one should emphasize the correct shape of each play. Only by doing so, can one raise one's efficiency in actual games.

EXERCISES



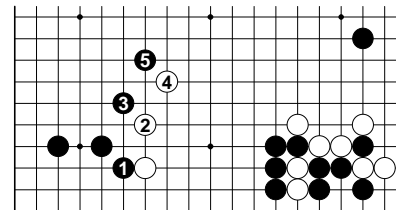
Problem 1

Problem 1 - White invades at 1. At this time, black can practice the theory discussed above by attacking 2. The perception is important here. How should black play?



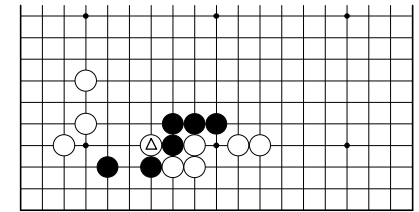
Failure Diagram

Failure Diagram - Black attacks at 1 and after white attaches at 2 and jumps to 4, white is light and mobile. On the other hand, black's thickness on the lower right is heavy and not effective. This is a typical mistake of direction of play. Black fails.



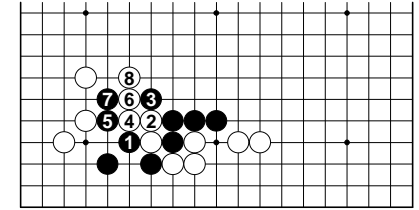
Correct Solution

Correct Solution - The diagonal at 1 is correct. After white jumps to 2, black attacks with 3 and 5, pressing white against black's thickness on the lower right. This is an effective tactic which uses black's thickness on the right to expand his moyo on the left.



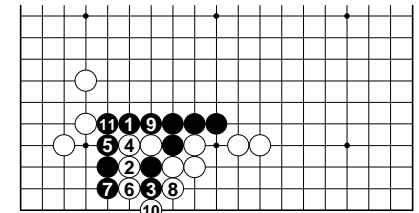
Problem 2

Problem 2 - White's cut at 1 threatens the two black separated groups. How should black respond?



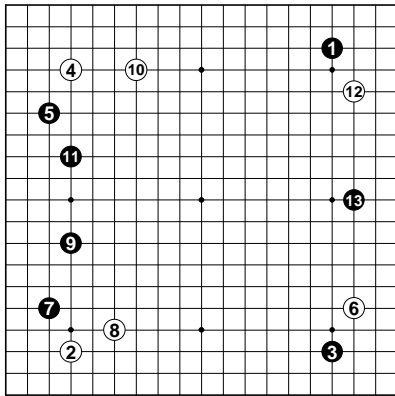
Failure Diagram

Failure Diagram - Black's atari at 1 is a mistake in the wrong direction. After 8, white effortlessly escapes. The two black groups are not completely alive and black faces difficult times ahead.



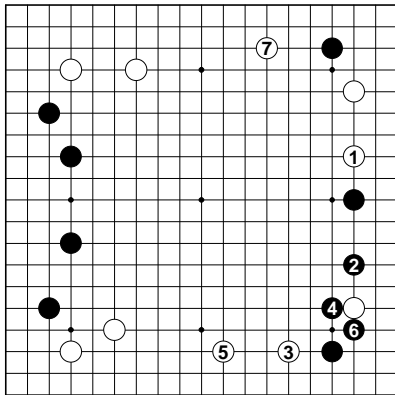
Correct Solution

Correct Solution - Black's jump to 1 is the key to good shape. Black uses sacrifice tactics to remain connected and seals white in from the outside.



Problem 3

Problem 3 - This is a typical opening. When black invades at 13 attacking both 6 and 12, the board position instantly becomes more complicated. How should white react?



Correct Solution

Correct Solution - White 1 is the correct direction. After black extends to 2, white counter-pincers at 3 in the correct direction again. White's beautiful following sequence, keeps the whole board position in mind. White 3 and 7 are two brilliant plays which deserve one's contemplation.

(to be continued)

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Essential Joseki The Master of Go Series by Naiwei Rui 9 dan

This is the first volume in a four-volume series published in China between 1990 and 1996. The series is designed for mid-level players, but all four volumes will challenge amateur dan level players. These books are useful both as lesson-books and as references. This volume is a handy joseki reference. It is far more comprehensive than elementary works such as 38 Basic Joseki, and much more accessible than any of the multi-volume dictionaries. The author provides sage advice on when to choose each variation based on the whole-board situation. Potential ladders, ko fights, and seki are all explained in detail so the reader can appreciate the conditions a particular joseki can or cannot be played.

Go Seigen's Lectures Volume 2 Winning a Won Game

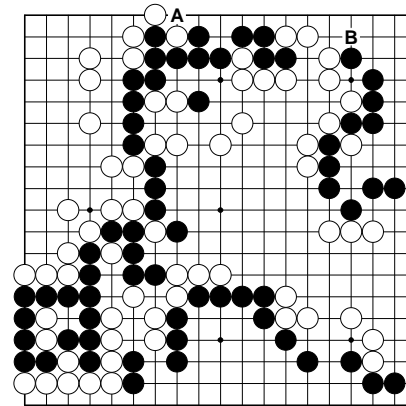
Go Seigen provides **Three Golden Rules** with examples of their application in actual games and as well as in seven of Go Seigen's recent games highlighting **Seven Examples of Success**. In addition **Three Examples of Failure** are provided in three other recent Go Seigen games. One often encounters professional games lost after building up a commanding lead, or a game is won by turning the tables on the opponent. The material presented in this book highlights such cases.

We hope the reader will have fun getting strong. Enjoy! Price: Each \$14.95 s/h: \$1

MA XIAOCHUN'S GO QUIZ 4

Exquisite Tesuji

There are many types of tesuji. Most occur in the middle game and less frequently in the opening and endgame. Some tesuji are readily discovered, others are not. The key is to pay attention to the shape and structure of stones. Here are a few examples below:



Problem 1

Problem 1 - Black to play in the endgame. Black's top dragon can capture and live at A. However, it allows white to hane at B, the biggest endgame play on the board, resulting in a very close game. Look at the problem again. Can one simultaneously make life and endgame profit?

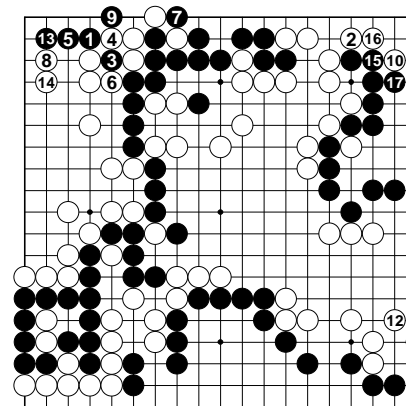


Diagram 1

Diagram 1 (Correct Solution) - The attachment at 1 probing white, is an excellent tesuji! If white blocks at 5, black wedges at 3 and makes life with sente and can descend to 2.

White ignores black 1 and descends to 2 and black still wedges in at 3. Black 1 and 3 are related brilliant plays. Black 9 links underneath and successfully reduces white's territory in the corner. Black successfully takes the lead after blocking at 17.

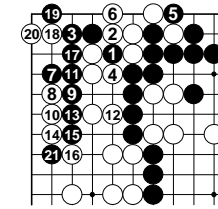


Diagram 2

Diagram 2 (Variation) - If white descends to 6 preventing black from connecting, black jumps to 7. Although white plays forcefully, due to his own weakness, he failed to capture black after 21.

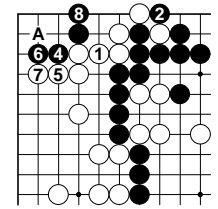
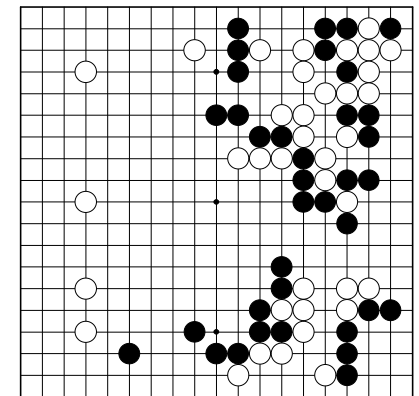


Diagram 3

Diagram 3 (Making Life in the Corner) - If white connects at 1 in reply to black's initial attachment, black can only make life at 2. If white plays elsewhere black hanes at 4 and the corner is alive. Black's descent to 8 is a brilliant play. Please verify if 8 at A, white clamps at 8 to force a ko.

Due to an exquisite tesuji, the game was instantly decided instead of going through the lengthy endgame. The attachment at black 1 in **Diagram 1** is the winning play.



Problem 2

Problem 2 - The white group on the lower right is not completely alive. Black to play. What's the best way to attack white? The key is the first play.

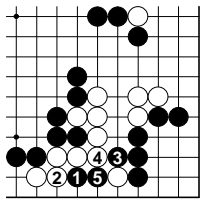


Diagram 1

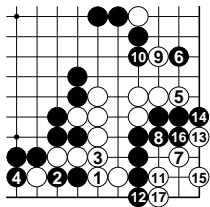


Diagram 2

Diagram 1 (A Powerful Move) - Black's tesuji attachment at 1 plans to destroy white's eye space underneath. If white connects at 2, black thrusts to 3 and ataris at 5. White fails to make two eyes on the top. If white 4 at 5, black cuts at 4, cutting off and capturing the white stones on the top.

Diagram 2 (A Stubborn Resistance) - The hit at white 1 offers the most stubborn resist. Black 2 and 4 capture one stone and take away an eye. White blocks at 5, threatening to make eyes on the side or capture black's corner. Black disregards the life and death of his lower right corner and continues to eliminate white's eyes. White peeps at 7. With the variation to black 18, an Approach Move Ko results. Although this is a triple Approach Move Ko for white, this is the only way white can make life.

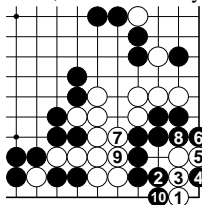


Diagram 3

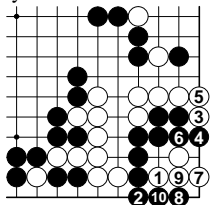
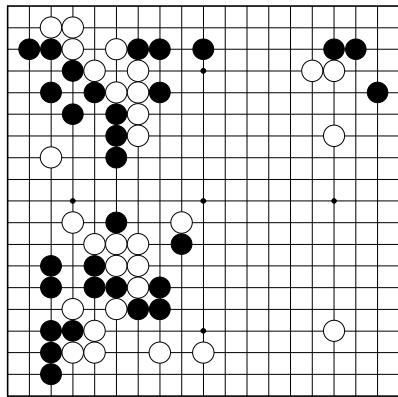


Diagram 4

Diagram 3 (Variation) - The jump to white 1 is a common tactic. Since black has two external liberties, he can turn at 2, before poking at 4. White cannot fill in from either side and is one liberty short in the capturing race.

Diagram 4 (Seki Inside and a Dead White Group Outside) - White diagonal at 1, before the hane at 3 and connection at 5, still fails to kill Black. After black 10, a seki is formed in the corner, but the surrounding white group is dead.

Looking back, it's impossible to kill white if black missed the tesuji of eliminating white's eyes in the bottom.



Problem 3

Problem 3 - The key of the whole board position is centered around the attack and defense of the four black stones in the middle. Black can take the initiative by successfully managing the four black stones. Note that both the top and bottom white groups have weaknesses. It's black to play. How should black proceed?

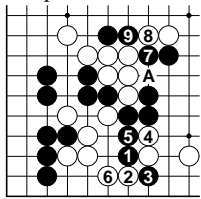


Diagram 1

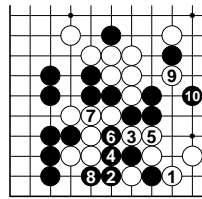


Diagram 2

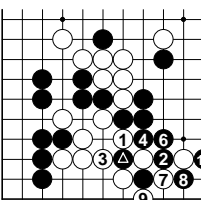


Diagram 1 (First Step of the Battle) - Black's jump and cut with 1 and 3 is a common tesuji used in this shape. Although white can counter with 4 and 6, it leaves weaknesses that black can utilize. When black cuts with 7 and 9, white cannot thrust and cut at A. The upper left white group is in trouble favoring black.

Diagram 2 (Variation) - If white ataris at 1 instead, black counter-ataris at 2. When white wedges at 3, black calmly connects at 4, creating two cutting points and white cannot protect both. If white connects at 5, he still loses the capturing race after black jumps to 10.

Diagram 3 (A Ladder) - If white wedges at 1 instead, black counter-ataris at 2. A black-favored ladder is formed with the sequence through 10. Allowing black to capture the

outside stone with a ladder is not acceptable to white.

Black's attach-and-cut tesuji probed white. Depending on white's reply, black can attack and defend accordingly. This kind of situation happens frequently in actual games. The reader should learn to carefully observe and determine the opponent's weak link before delivering the fatal blow. One should never let these winning opportunities slip by.

(to be continued)

Go World

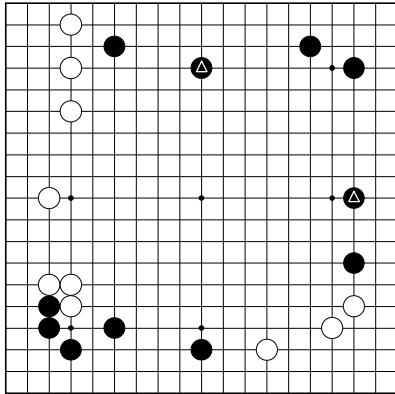
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CHO HUNHYUN'S RIGHT WAY TO GO

Part 7

Instead of trying to win every game, I think one should try his best to make good plays and thus create game records that one can be proud of. In our lives, we are constantly faced with the opportunity of going the right way. Likewise, in the game of Go, the opportunity of making the right play appears at every turn. Life is beautiful and so is Go.

Cho Hunhyun



Problem

Problem - This is a typical position where black emphasizes outward influence and white stresses actual territory. White's territory on the left and lower right are quite solid. On the other hand, black's outward influence on the upper right is quite magnificent. At this time white can balance the board position by erasing black's moyo. With black's small knight's corner enclosure plus his extensions at •, white has only one play to reduce black's influence.

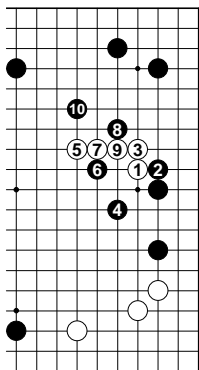


Diagram 1

Diagram 1 - The shoulder hit at 1 is a common tactic to suppress black on the third line. Black 2 to white 5 are the proper responses. Not only does black force white into an over-concentrated shape, he also creates great potential for territory on the top. White's plan for erasing black's territory failed desperately.

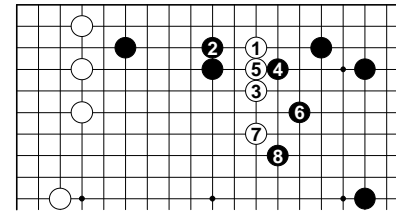


Diagram 2

Diagram 2 - White invades at 1 on the top and black doubles up nicely at 2. Black attacks after white 3, building up territory on the right. Instantly, the game becomes one-sided. Therefore, one must plan carefully before invading.

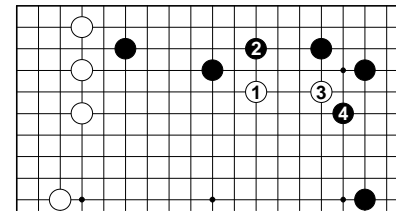


Diagram 3

Diagram 3 - If white approaches overcautiously with 1 and 3, worrying that black might attack, black makes territory with 2 and 4. This is like scratching your foot with your boot on - useless.

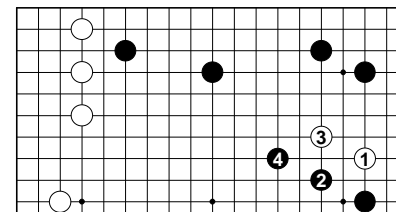


Diagram 4

Diagram 4 - White's invasion at 1 is too deep. After black attacks at 2 and 4, white is in trouble.

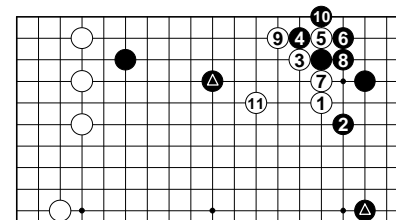


Diagram 5

Diagram 5 - White 1 is the key that pinpoints black's weakness with the two • stones extending from the small knight's corner enclosure. If black jumps to 2, white attaches at 3, and after black hanes at 4, white 5 is a well-planned cross-cut. After 11, white is alive and erased black's moyo.

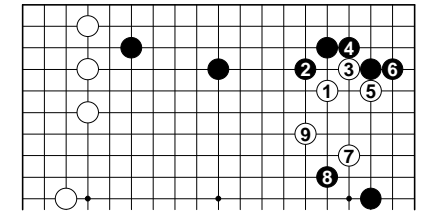


Diagram 6

Diagram 6 - If black diagonals at 2 instead, white obtains profit with 3 and 5 before extending to 7. After 9, we can see that white is no longer under severe attack.

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LEE CHANGHO'S NOVEL PLAYS and SHAPES Part 7

base.

The attack and defense of corners is an integral part of whole-board joseki. This is because of the big profit in the corner and the fact that most big groups (dragons) have their roots in the corner. Therefore the thought of willingly sacrificing the corner is hard to imagine. However, this is the novel play that we are trying to introduce here.

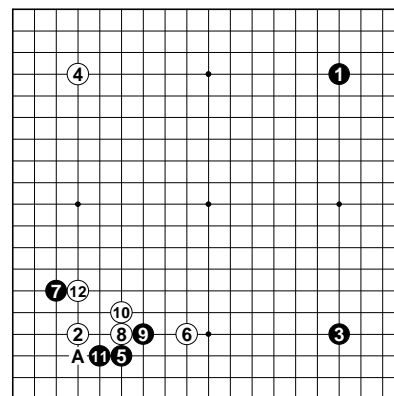


Figure 1

Figure 1 - This game was between Rin Kaiho 9 dan and Cho Hun-Hyun during a semi-final Fujitsu Cup. Generally white blocks at A with 12, **Diagram 1**, to complete a joseki very familiar to the reader. However, the attachment at 12 leads to a novel play.

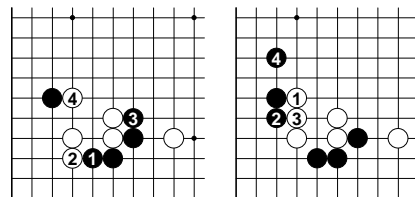


Diagram 1

Diagram 2

Diagram 1 - The joseki requires white to block at 2 in response to black 1. After black extends to 3, white then attaches at 4.

Diagram 2 - Following **Figure 1**, the first thing which comes to mind is an extension to 2 in reply to 1. This is a vital point for white's shape. After white connects at 3, black jumps out to 4, and the five white stones are without a

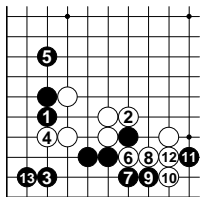


Diagram 3

Diagram 3 - If white tries to capture three black stones and presses at 2 on the other side, black jumps into the corner. Even if white blocks at 4 and cuts at 6, black successfully manages to settle his stones on both sides with the sequence through 13.

Diagram 4 - If white blocks at 2 instead, black settles his group on the left with 3 and 5. After white presses at 6, black jumps to 7 to make life. The outcome of this exchange is highly uncertain.

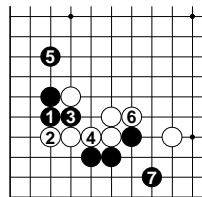


Diagram 4

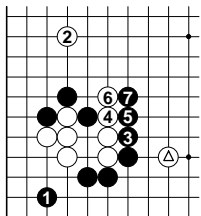


Diagram 9

Diagram 9 - The jump to black 1 to live in the corner is the best choice. If white jumps to 2, black pushes upward continuously from black 3 to 7. White's profit on the left is limited. Moreover,) is completely useless. Black is successful.

Diagram 10 - A press at white 2 is the correct solution. At this time, black has the choice of playing at A, B, or C.

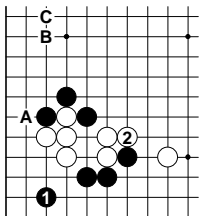


Diagram 10

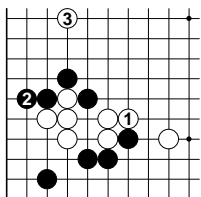


Diagram 11

Diagram 11 - The descent to black 2 is crude. After white pincers at 3, black's clumsiness is clearly seen.

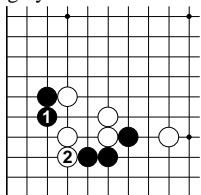


Diagram 5

Diagram 5 - White's block at 2 is the key attack which makes black 1 unacceptable. Please refer to the next diagram.

Diagram 6 - In response to the block at white 1, black must extend to 2. When white hanes at 3, black tigers at 4. White's jump to 5 is severe. After white 9, black has to make life on both sides in a difficult position.

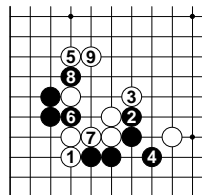


Diagram 6

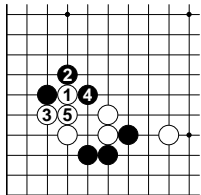


Diagram 7

Diagram 7 - Because of the above variation, black hanes at 2. The exchange of black 2 for 3 is the best choice for both sides. When black ataris at 4, white is certain to connect at 5. The sequence that follows is the key. One must pay attention.

Diagram 8 - The descent to black 2 is bad. After white blocks at 3, black is attacked from both sides.

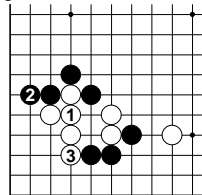


Diagram 8

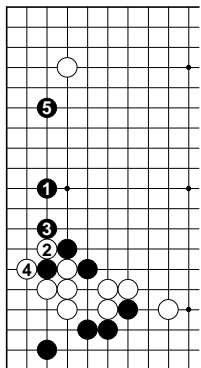


Diagram 12

Diagram 12 - If white ataris at 2 instead, black counter-ataris at 3 before approaching the corner at 5. Black's pace is fast and light.

Diagram 13 - After black 1, forcing at 2 is the correct direction. Black connects at 3 and is basically settled. However, after white attacks at 4, black seems over-concentrated.

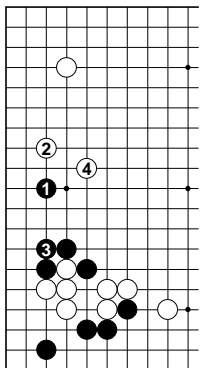


Diagram 13

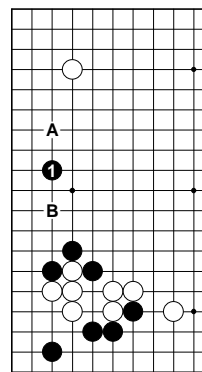


Diagram 14

Diagram 14 - Black's side split at 1 is appropriate. At this time, white has the choice of A or B.

Diagram 15 - After white's forcing approach at 2, the connection at black 3 forms the good shape of a two space jump from two consecutive stones. This result clearly favors black.

It seems like the only way is to invade at B in **Diagram 14**. In the actual game, both Rin Kaiho and Cho HunHyun made the best moves resulting in the novel play. Please refer to **Figure 2**.

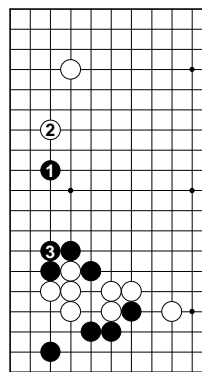


Diagram 15

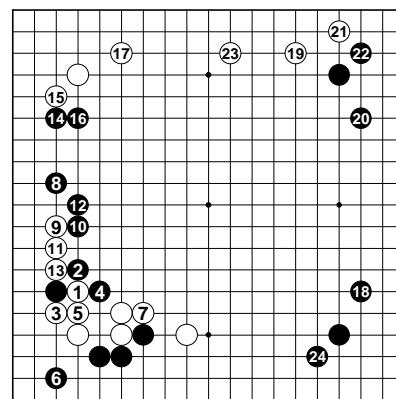
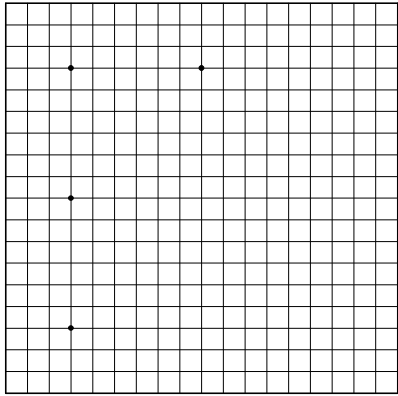
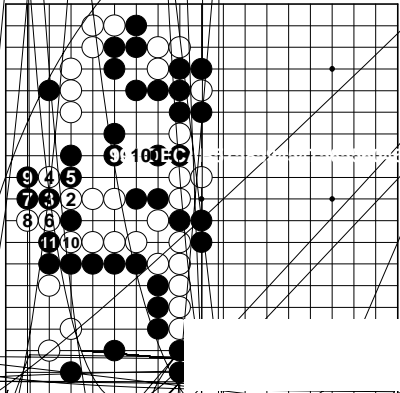
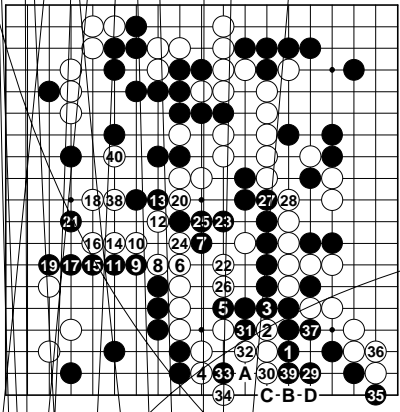


Figure 2

Figure 2 - After white invades at 9, black presses at 10 and draws back to 2, forcing white to atari a stone at 13. Black then approaches the upper left corner at 14. Up to this point, both sides can be satisfied with the result.





THE PRINCIPLES OF WAR

Part 7

Excerpts from *Go Notes* By Craig R.
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THE SIMPLICITY PRINCIPLE

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Because of the complexities of Go, simplicity takes on added significance. The simple and flexible plan is paramount when the entire balance of forces may be altered in an instant or a formation can be wiped out in a flash. Operations must continue and opportunities must be exploited in spite of missing formations or lack of mobility. A plan, simple to execute based on the best reading obtainable is the key to simplicity.

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(To be continued with the Surprise Principle)

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