

GO WINDS

Volume 3 Number 2

Summer 1999

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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!

CONTENTS

| | |
|--|----|
| Nie Weiping's Introduction To Go Lesson 10 | 1 |
| Ma Xiaochun's Go Lecture 3 | 5 |
| Cho Hunhyun's Right Way To Go Part 10 | 8 |
| Lee Changho's Novel Plays and Shapes Part 10 | 10 |
| Kobayashi Koichi's Fuseki Charisma Part 2 | 12 |
| Go Stories Part 2 | 16 |
| Sangit's Column Part 2 | 17 |
| Go - Application of The Principles of War 10 | 18 |

NIE WEIPING'S INTRODUCTION TO GO

Lesson 10 Throw-in and Wrapping Tactics

As the names imply, throw-in tactics involve sacrificing stone(s) to force the opponent's stones into an over-concentrated shape before capturing, and wrapping tactics capture the opponent's stones by tightly wrapping around the opponent's stones by reducing outside liberties. Recently, these two terms have been combined together to become one term. Being able to apply both of these tactics together can do wonders to one's game.

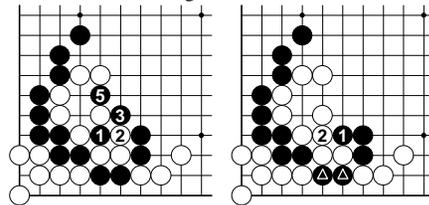


Diagram 1 (4@1)

Diagram 2

Diagram 1 - Black's throw-in at 1 sacrifices one stone before capturing the opponent's stones with a wrapping tactic. White is forced to capture at 2. Black ataris at 3 and 5, and white cannot connect. This is an example of a throw-in/wrapping tactic.

Diagram 2 - Instead of the throw-in/wrapping tactic, if black simply ataris at 1, white is happy to connect at 2. Regardless of the future development, the • stones are short one liberty and die.

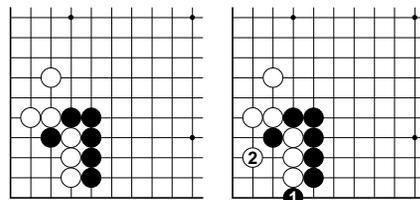


Diagram 3

Diagram 4

Diagram 3 - Throw-in and wrapping tactics cannot always capture the opponent's stones. However, mastering these tactics will improve one's games, especially in ruining the opponent's shape. Not realizing this, one will miss a lot of opportunities. Here, for example, straight forward tactics aren't effective. Are there better tactics?

Diagram 4 - Although black's hane at 1 is

sente, white jumps to 2 and is alive. Black has no follow up tactics.

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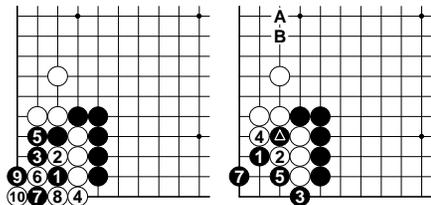


Diagram 5

Diagram 6 (6@•)

Diagram 5 - Black's clamp at 1 is better than black's hane at 1 in **Diagram 4**, however it is still not the correct solution. The two-step ko that results with the sequence through 10 does not favor black.

Diagram 6 - Correct Solution. The diagonal at 1 is the key! It paves the road for wrapping tactics. White is forced to capture at 2. Black wraps around white with 3 and 5. After black 7, white still needs to reinforce at A. Otherwise, black pincers at B, and the entire white group is under attack.

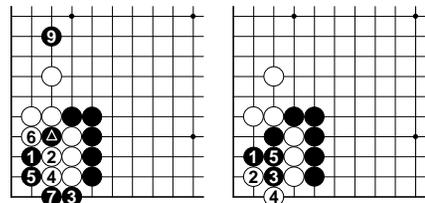


Diagram 7 (8@•)

Diagram 8

Diagram 7 - If white 4 in the previous diagram extends instead (of capturing), black will certainly atari at 5. After 8 white loses sente in the corner, and black pincers at 9. Black has sente here in comparison with **Diagram 6**.

Diagram 8 - If white attaches at 2 instead, black wedges in at 3. After white ataris at 4, black's connection at 5 captures white.

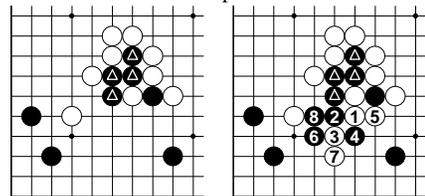


Diagram 9

Diagram 10

Diagram 9 - Throw-in and wrapping tactics are very powerful in capturing races. For example, what is white's best tactic against the four • stones?

Diagram 10 - White's extension to 1 is slack. Although white hanes at 3, he cannot surround the • stones. After black ataris at 4 and white

captures at 5, black ataris at 6 again and black escapes with 8. White miscalculated.

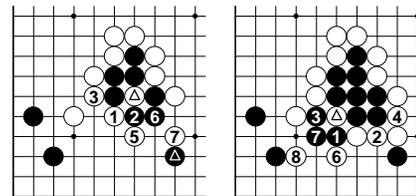


Diagram 11 (4@•)

Diagram 12 (5@•)

Diagram 11 - White's hane at 1 forcing black to capture at 2 is the key. After white atari at 3 and black connects at 4, white ataris again at 5 forcing black to extend at 6. Due to •, the black stones cannot be captured by a ladder. Therefore, the key for white is to fence black in with 7.

Diagram 12 - Continuing from the previous diagram, black can only atari at 1. White 2 and 4 sacrifice one stone with wrapping tactics. Black's connection at 5 is certain. Due to the presence of •, the ladder still does not favor white. Therefore, white fences again at 8, and black is captured.

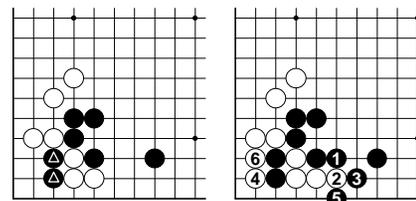


Diagram 13

Diagram 14

Diagram 13 A lot of throw-in and wrapping tactics occur along the edges and in the corners. Can black save the two • stones cut off by the three white stones?

Diagram 14 - If black defensively retreats to 1, white extends to 2, forcing black to block at 3. Now white simply reduces black's liberty at 4 and black is one liberty short and is captured after 6.

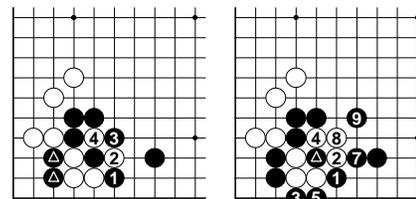


Diagram 15

Diagram 16 (6@•)

Diagram 15 - Black's hane at 1 is obviously a big improvement over the simple extension in the previous diagram. However, when white ataris at 2, black 3 is a big mistake. White's

capture at 4 results in a ko. This is not the best outcome.

Diagram 16 - Black's hane at 1 is correct. When white ataris at 2, black's hane at 3 is the key. After white captures at 4, black ataris at 5. Black then fences white in with 9 and captures white with the wrapping tactics.

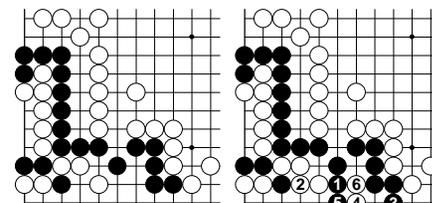


Diagram 17

Diagram 18

Diagram 17 - Although wrapping tactics can be used to capture the opponent's stones, it can also be used to make life in situations as shown here.

Diagram 18 - Black descends to 1 trying to maximize eye space. White reinforces at 2 and black descends again to 3. White strikes at 4 and black descends again to 5. After white extends to 6, black has only one eye. If black forms an eye with 5 at 6 first, white retreats to 5 and black is still dead.

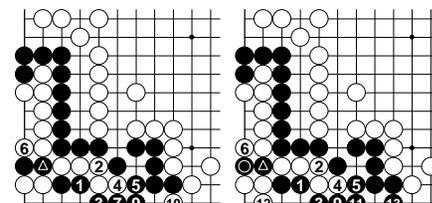


Diagram 19 (8@•)

Diagram 20 (7@• 8@Z 10@•)

Diagram 19 - Black's squeeze at 1 is the key. White connects at 2 and black ataris at 3 on the first line. However, black 7 is not correct and after 10 black is still dead.

Diagram 20 - Black's throw-in at 7 taking away white's eye with sente is correct. After black 11, white is forced to make life at 12. Black also makes life by descending to 13. If white 12 at 13 to destroy black's eye, black also destroys white's eye at 12. White is clearly short of liberties.

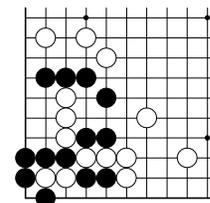


Diagram 21

Diagram 21 - Can white rescue his three stones?

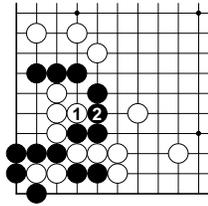


Diagram 22

Diagram 22 - If white tries to escape by thrusting at 1, black connects at 2 and the few white stones are dead. It is clear that brute force does not work here and white should look for another maneuver.

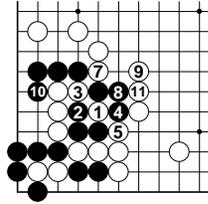


Diagram 23 (6@1)

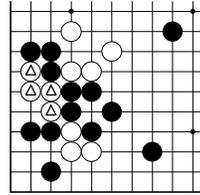


Diagram 24

Diagram 23 - White's wedge at 1 is exquisite and the only tactic to help the few white stones escape. When black ataris at 2, white counter-ataris at 3, forcing black to capture at 4. White then wraps with 5 and 7. After 8, white fences black in with 9. White beats black by one liberty following 11 and saves his stones.

Diagram 24 - The four) stones have only four liberties and white will certainly lose if he engages in any capturing race with the upper or lower left black group. Are there any special tactics white can employ to capture the center black group?

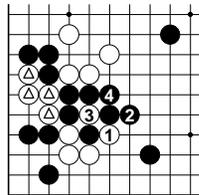


Diagram 25

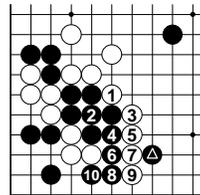


Diagram 26

Diagram 25 - White's atari at 1 from the bottom is wishful thinking, hoping black will connect at 3 allowing an atari at 2. However, black will extend to 2 and after 4 white is clearly short of liberties.

Diagram 26 - White's atari from the other side is correct. However, white 5 in trying to trap the black stones with a ladder is a mistake. Due to the presence of •, the ladder does not

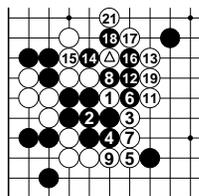


Diagram 27
(10@1, 20@)

favor white and white loses the capturing race after 10.

Diagram 27 - This diagram shows the correct solution. The fencing-in moves at white 5 and 13 are the key. White captures black with the sequence through 21 with

wrapping tactics.

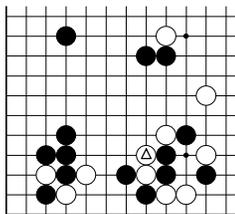


Diagram 28

Diagram 28 shows a very intriguing position involving wrapping tactics in a game between Cho HunHyun 9 dan (white) and Fujisawa Shuko 9 dan (black). If white extends to 1, how should black

respond?

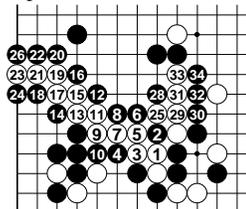
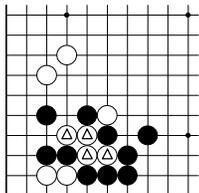


Diagram 29 (27@2)

Diagram 29 - From the atari of black 2 to 34, black can successfully annihilate white. Therefore, Cho did not extend to 1 in the game and played elsewhere.

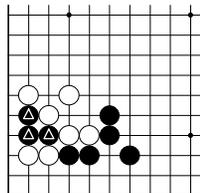
EXERCISES



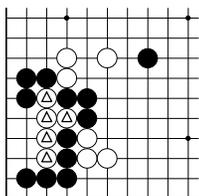
Problem 1

Problem 1 - Black to play. How can black capture white's four stones?

Problem 2 - Black to play. How can black utilize his three stones and get the biggest profit?



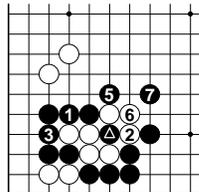
Problem 2



Problem 3

Problem 3 - White to play. Can white rescue his five stones?

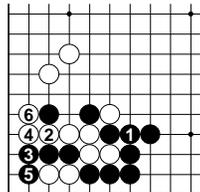
SOLUTIONS



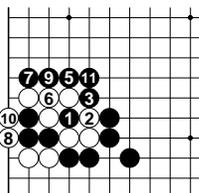
Correct Solution 1 (4@•)

Correct Solution 1 If one thinks along the line of wrapping tactics, black 1 is the obvious choice. The sequence from white 2 to 6 is inevitable. Black's fencing-in at 7 is the key.

Failure Diagram - If black simply connects at 1, white ataris at 2 and extends to 4. After turning to 6, white is home free. Black fails.



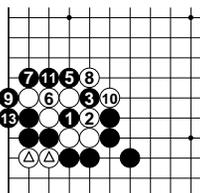
Failure Diagram



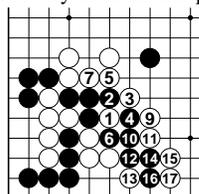
Correct Solution 2 (4@1)

Correct Solution - 2 The throw-in at 1 forces white to capture at 2. Black keeps the heat on by wrapping at 3 and 5. The clamp at black 7 is a brilliant sacrifice. White ataries at 8. In the sequence through 11, both sides make the appropriate response in the corner. White gets territory and black gets outside influence.

Failure Diagram Instead, if white ataris at 8 on the outside, black connects at 9 and kills white's two stones after 13. On the outside, white ends up with an overdeveloped shape and is clearly in an inferior position.

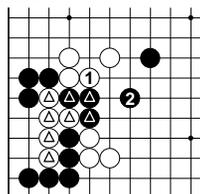


Failure Diagram (4@1, 12@3)



Correct Solution 3 (8@1)

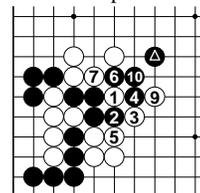
Correct Solution 3 The hane at white 1 is the correct solution. Black extends to 2 and white hanes at 3. After black ataris at 4, white wraps with 5 and 7. If black connects at 8, white traps the black group with a ladder. Black



Failure Diagram 1

fails.

Failure Diagram 1 - Both sides have three liberties on the surrounded marked stones. If white simply reduces a liberty at 1, black jumps to 2 and escapes.



Failure Diagram 2 (8@1)

Failure Diagram 2 If white reduces a liberty at 1 instead, black extends to 2. White hanes at 3 and black ataris at 4. Although white makes use of wrapping tactics, due to the presence of •, white can't fence in black and fails.

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MA XIAOCHUN'S GO LECTURE 3

Final of The Fourth Ten Strongest (Chinese) Players Tournament with Ma XiaoChun 9 dan (Black) vs. Nie WeiPing 9 dan (White) played on November 26, 1990, in Beijing.

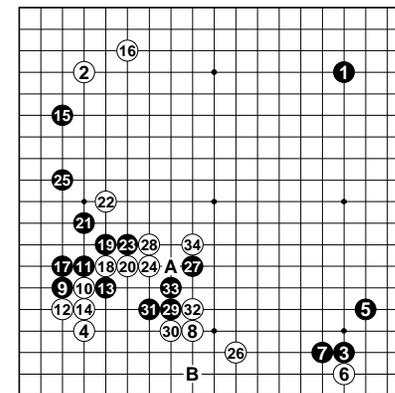


Figure 1 (1-34)

Figure 1 - Black 1 to 5 is a popular fuseki in recent years. White 6 is a favorite probe by Nie. White 10 stresses real territory, and was obviously planned when playing 8.

Black approaches the corner at 15, before settling his shape with 17 through 21. This variation is based on Ma's recent research.

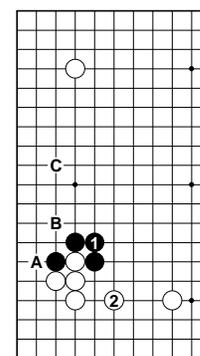


Diagram 1

Diagram 1 - Black 15 usually connects at 1 followed by 2. If black descends to A, a white peep at B or a white jump to C results in an overdeveloped shape for black. Clearly, this does not match Ma's style.

White considered long before approaching at 22. Locally white A is good shape, however, if black sneaks in at B, white has no follow-up tactics.

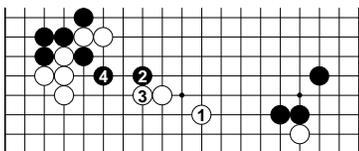


Diagram 2

Diagram 2 - If white 22 at 1, black shoulder hits at 2 and will certainly get to attack at 3 or 4. This does not favor White.

In the actual game, white 22 forces the exchange of black 23 for white 24, before white takes 26. This way white strengthens his lower left group.

Black 25 can also approach at 26 with great momentum, but of course there are certain risks involved. After black 27, white refuses to back off by poking through with 28.

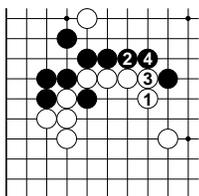


Diagram 3

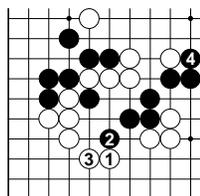


Diagram 4

Diagram 3 - White 28 at 1 is cool-headed link. Nie's worry about not able to turn the entire lower left corner into territory might have deterred him from adopting this maneuver.

Figure 2 - 1-30 (35-64) The sequence following white 2 is simply beautiful. As a result, white links up his groups from left to right and reaps up quite a bit of territory. The price for all of this is that black 11 becomes a sente.

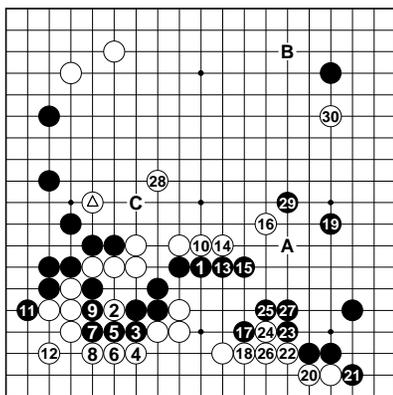


Figure 2 (1-30 (i.e., 35-64))

Diagram 4 - If white jumps to 1, the central white group is cut off after the exchange of black 2 for White 3. The difference between this diagram and that of the actual game is huge.

The sequence through 16 results in even exchange for both sides. White 20 is premature. If black blocks at 20, the value is small. Black is very thick after 27 and moves around A are no longer sente for white. White is not better off. Therefore, white 20 should have approached at B.

Ma spent close to 20 minutes before playing black 23. What was he thinking about?

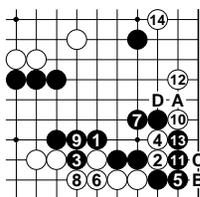


Diagram 5

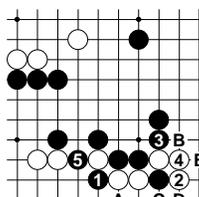


Diagram 6

Diagram 5 - Obviously, black worries that white would cut at 2 if black hanes at 1. When black ataris at 3, a hit at white 4 is powerful. Although black can capture white 2 and 4 with sequence through black 9, white has the tactics of white 10 and black is not satisfied. If black 11 hanes at A, white blocks at 11 and black can only descend to B. (If black hanes at C, white can throw in at B and form a ko.) White then cuts at D and creates all kind of possibilities.

Diagram 6 - However, with black's brilliant atari at 1 the hit at white 3 is no longer a threat, because black can atari at A. White manages to make life in the corner with sequence from white 2 to black 5, but black gets a thick outward influence. Moreover, black B is sente, or the white corner is dead following black white D, and black E.

Since black is thick on the lower right, the reinforcement at white 28 is timely, or black attacks at C. White not only loses), the entire central white group is in danger.

Black 29 maximizing his territory on the right is very effective. In response, white must invade on the right hand side with 30.

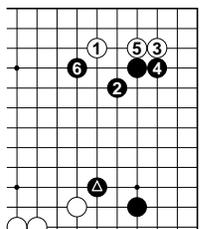


Diagram 7

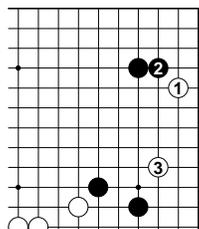


Diagram 8

Diagram 7 - If white approaches the upper right corner at 1, a diagonal at black 2 is powerful. Black secures his territory on the right with sequence through 6. The location of • is excellent. White is clearly inferior from a global point of view.

Diagram 8 - White 30 is a common invasion maneuver. One can also consider white 1.

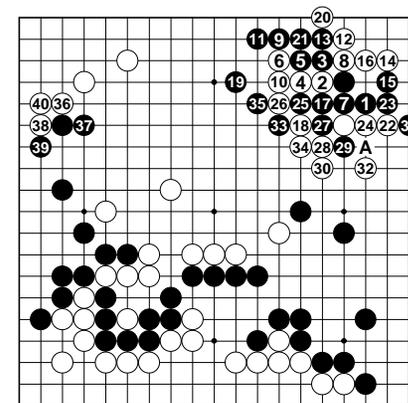


Figure 3 - (1-40 (i.e., 65-104))

Figure 3 Black's diagonal at 1 is powerful.

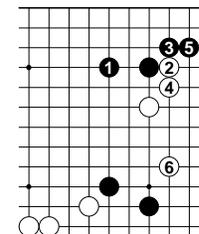
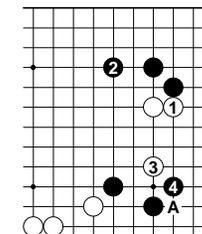


Diagram 9



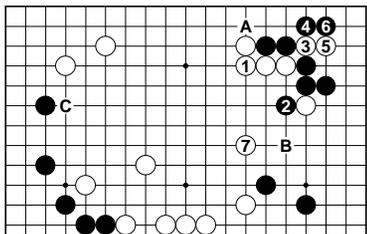


Diagram 12

We should clarify a few points here. First of all, white 8 connecting at 1 in **Diagram 12** is the correct answer. After black hanes at 2, white sacrifices 3 and 5 before developing his moyo by jumping to 7. White reserves the right to descend to A with sente. As a follow-up, white can reduce black's moyo at B or expand his framework at C. This way, it would still have been a close game.

The block at white 26 in response to the thrust at 25 is another mistake.

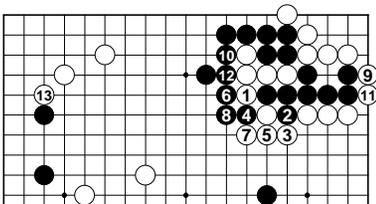


Diagram 13

Diagram 13 - This is what white wishes to see. White connects with sente after black 12, before hitting at 13. White is better off.

To white's surprise, black brilliantly cuts at 29, forcing white to extend at 30. If white connects at 34, black attaches at A, capturing three stones.

After black blocks at 31, black traps five white stones with 33 and 35, and white suffers dearly.

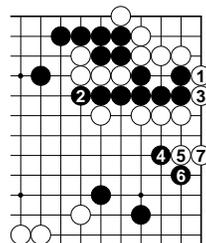


Diagram 14

If white 26 hanes at 1 in **Diagram 14** to connect, white can minimize his loss and he might still have a chance in the game.

Figure 4 - After black 1, black is clearly ahead.

White stubbornly resists at 2, however black did not make any mistakes in

responding and main-tains the lead throughout the game.

Black won by resignation in 181 moves. With this victory, Ma became the only other player beside Nie to capture the champion of the Ten Strongest Players Tournament.

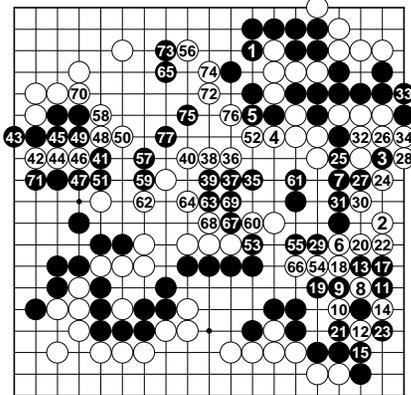


Figure 4 (1-77 (i.e., 105-181)) (16@8)

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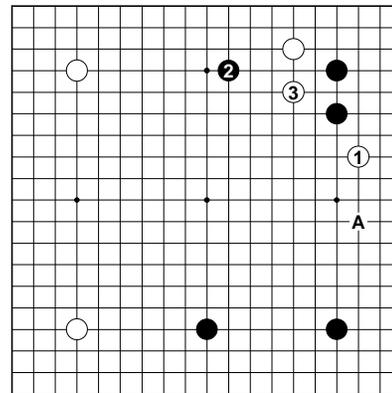
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CHO HUNHYUN'S RIGHT WAY TO GO

Part 10

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



A Diagonal Play

Black to Play - White 1 trying to prevent black from extending on the right hand side is greedy. Black of course attacks white at 2. Black 2 can also attack white 1 with a pincer at A. White runs toward the center by jumping to 3. The question is, what should black do in this situation? What is the most effect tactic to adopt?

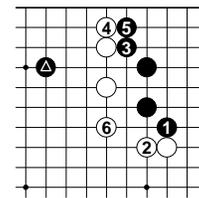


Diagram 1

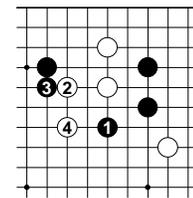


Diagram 2

Diagram 1 - Bad Moves Attachments like black 1 and 3 are usually bad. Although black secures his corner territory with 1 and 3, white gets thick with 2 and 4, before sealing black off in the corner with 6. This does not favor black. In attacking white, • has been isolated and might come under attack.

Diagram 2 - Black is Thin Black jumps to 1 trying to separate white. However, due to black's own weakness, this is not an effective maneuver. White diagonals at 2, and black extends to 3. White's jump to 4 is a very flexible tactic. Black has the burden of taking care of both groups.

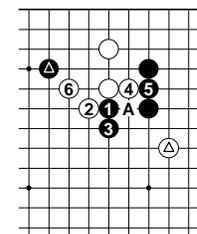


Diagram 3

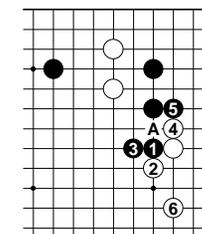


Diagram 4

Diagram 3 - Black Has Weakness Black attaches at 1 trying to strengthen his own group and attack •. However, one should note that attaching strengthens oneself as well as one's opponent. Although black is strengthened with the sequence through 6, • has little or no value. Moreover, there is a cut at A.

Diagram 4 - Similar Result The purpose of black's attachment at 1 is to strengthen the black group on the right and to attack the two white stones on top. However, white's territory enclosure on the right is not acceptable to black. Due to the presence of a cut at A, black cannot attack the two white stones effectively and is not satisfied.

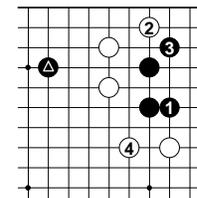


Diagram 5

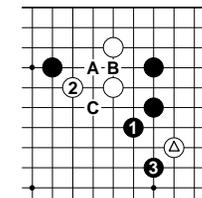


Diagram 6

Diagram 5 - Black is Passive Although black can secure territory by descending to 1, it's too passive. Black should not have attacked with • in the first place if his intention was to defend the corner. With sente, white jumps to 2 and 4. Black's shape is cramped, while white's shape is vivid.

Diagram 6 - Correct Solution A diagonal at 1 is the correct maneuver. When white jumps to 2, black presses at 3 to contain •. If white tries to rescue •, black A, white B and black C spell trouble for white.

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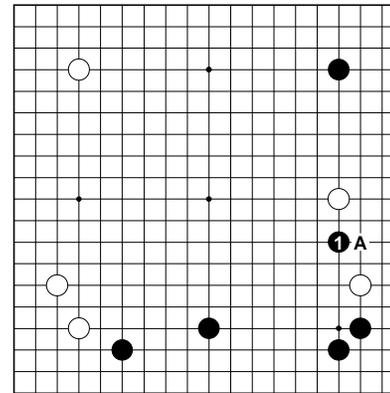
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LEE CHANGHO'S NOVEL PLAYS and SHAPES Part 10



**A Novel Invasion
that Claims Victory for the Challenger**

This game is from the 16th Gukgi Tournament. Yu Chang-hyok (Yoo Chang-hyeok) took white against Lee Chang-ho (Yi Chang-ho) and were playing to determine the challenger for the Gukgi title. Generally speaking, black's invasion at 1, which allows white to connect by attaching at A, will be criticized by professional players. After the game, Lee admitted that he never planned on the play but rather made it impulsively during the game. The interesting thing was, Yu seemed to be baffled by this invasion and did not know what to do. He then made one bad play after another and eventually lost the game. Let us analyze this novel invasion which is seemingly against go theory.

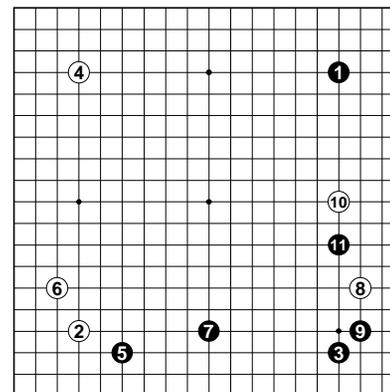


Diagram 1

Diagram 1 - Actual Game. The sequence through 7 is a very common fuseki. When white approaches the lower right corner at 8, black's diagonal at 9 adopts a real territory strategy. Although white's extension at 10 looks uninspired, it stresses speed. Black 11 is the novel invasion.

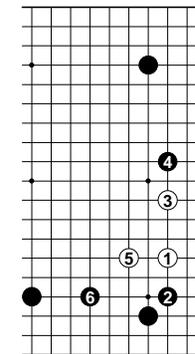


Diagram 2

Diagram 2 - Conventional Approach. White's extension to 3 in reply to black's reinforcement at 2 is the conventional approach. Black forces at 4. When white jumps to 5, black reinforces the bottom with 6. Both sides can be satisfied.

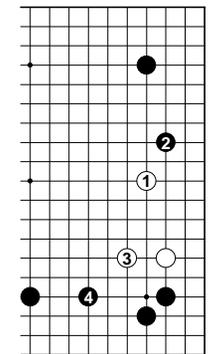


Diagram 3

Diagram 3 - Another Common Approach. When white jumps to 1, a forcing attack at 2 is common sense. Following the exchange of white 3 for black 4, an extension by white on the top is a common position seen in actual games.

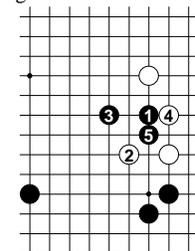


Diagram 4

Diagram 4 - Unreasonable For White. White's jump to 2 is an unreasonable reply to black's invasion at 1. After black jumps to 3, white tries to connect underneath. Black 5 aims at white's weak links and white fails.

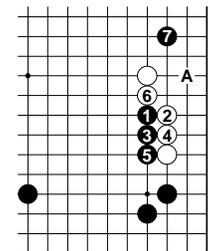


Diagram 5

Diagram 5 - An Excellent Forcing Play. After the exchange of black 1 for white 2, black extends to 3. When black extends to 5, white hits at 6 to settle his shape. Black's forcing attack at 7 is deadly. White has no followed up. Allowing black to occupy A will take away white's base. Even if white is able to reinforce

at A, it's not a desirable position for white.

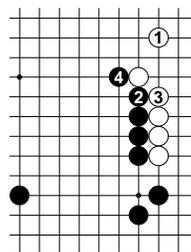


Diagram 6

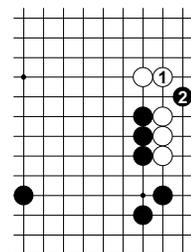


Diagram 7

Black is favored and won by resignation in 229 plays.

Diagram 6 - White Is Worse. Since white is not willing to create the result of **Diagram 5**, he jumps to 1 instead. However, black blocks white with 2 and 4 and expands his moyo on the bottom. This result is even better for black than **Diagram 5**.

Diagram 7 - Excellent Timing. White's extension at 1 allows black to peep at 2 and is very bad for white. Regardless of which side white blocks on, black can utilize sacrifice tactics.

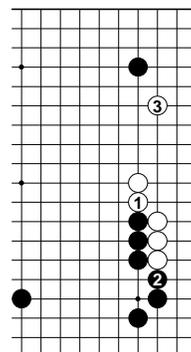


Diagram 8

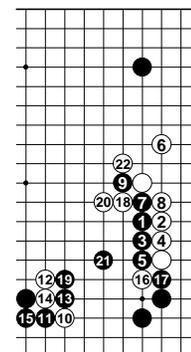


Diagram 9

Diagram 8 - Black Is Falling Behind. Black's block at 2 in response to white's hit at 1 is too passive. White's approach at 3 is an excellent maneuver. Although black is thick on the lower right corner, black is falling behind due to white's excellent shape with 3.

Diagram 9 - Although the Ladder Is Unfavorable Black Is Better off. Black can be considered successful after 9. White's invasion at 10 is premature. Even if the ladder does not favor black, the sequence from 11 to 15 does not favor white. Black won by resignation in 139 plays.

Diagram 10 - Another Example. This example is taken from the second round of the Pae Wang Tournament, with Im Sonkun 8 dan taking black against Kang Cholmin 7 dan. Black's jump to 9 gives black a thick moyo. Black handles white's invasion at 10 keeping sente to 24, before the excellent attack at 25.

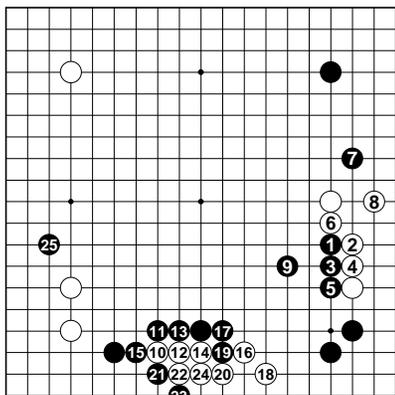


Diagram 10

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**KOBAYASHI KOICHI'S
FUSEKI CHARISMA**

**Part 2
Small Knight's Approach**

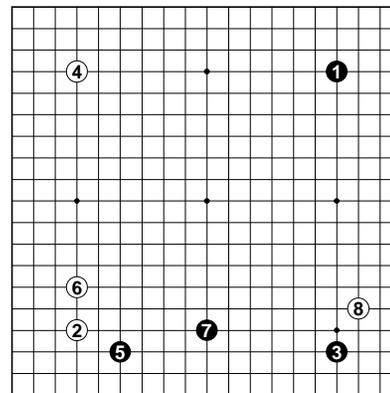


Diagram 1

Diagram 1 - The sequence from 1 to 7 is known as Kobayashi's basic fuseki shape. In the last issue, we discussed the one-space high approach. Here we analyze the small knight's approach.

How can one challenge white's approach at 8? From black's point of view, this small knight's approach is very welcome, because one can effectively counter attack with a pincer.

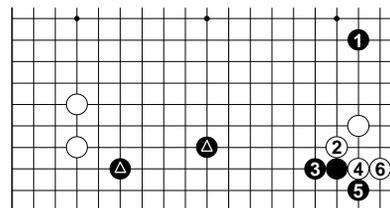


Diagram 2

Diagram 2 - Three-Space Pincer Black must pincer in this situation, however, how one pincer attacks is the key. For example, if black three-space pincers, white 2 to 6 settles his group. This way, does not fully utilize the special characteristics of the Kobayashi style because the two • stones merely surround territory and nothing else.

Diagram 3 - One-Space Pincer A one-space pincer can fully utilize the effectiveness of the Kobayashi style. A high-one-space pincer at A is not bad either.

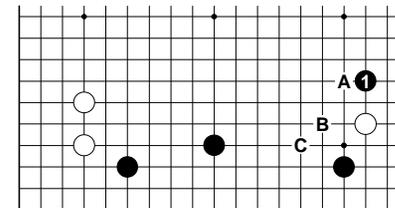


Diagram 3

The variation of white B and black C becomes the center of discussion here.

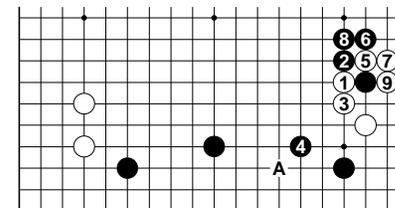


Diagram 4

Diagram 4 - White is Satisfied After white 1 and 3, black 4 is common knowledge. (Black 4 at A is also a joseki, but its correlation with the left side is not as good.) White 5 to 9 settles his group. Black is not satisfied with the result similar to **Diagram 2**.

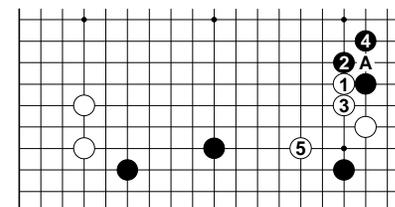


Diagram 5

Diagram 5 - Protects the Cut After white 1 and 3, black 4 protects the cut at A (4 at A works also). Black must find a good maneuver against white 5.

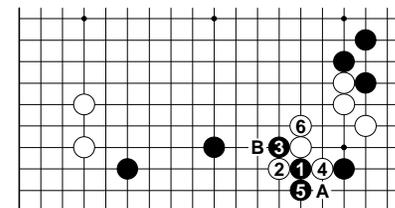


Diagram 6

Diagram 6 - Black Fails Black 1 is a common attachment found in text books. However, one should not hastily adopt this maneuver. After the exchange of white 2 for black 3, white ataris at 4 and retreats to 6. If black turns at A, white ataris at B (the ladder favors white). Therefore black 1 fails.

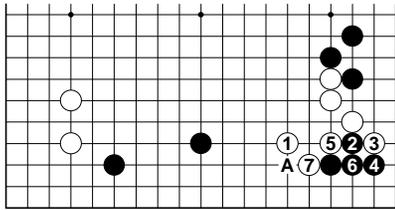


Diagram 7

Diagram 7 - Diagonal Hit The attachment at A in reply to white 1 does not work. Therefore, black tries to settle his group in the corner by hitting diagonally at 2. White settles his shape with 3 to 7. It looks as if black is bad, but not really...

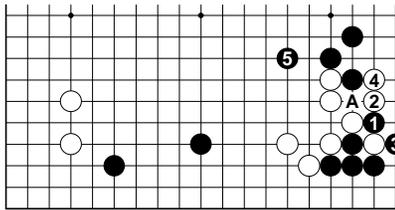


Diagram 8

Diagram 8 - Even Exchange Continuing from the previous diagram, black ataris at 1 and captures at 3. Whether white's crawl at 4 is better than a connection at A is not clear. Black's jump to 5 is excellent. This way black's correlation with the right side is not bad and is an even exchange.

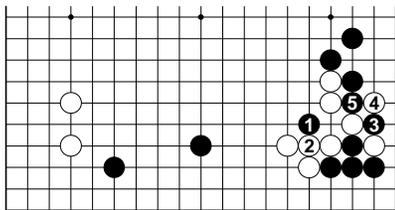


Diagram 9

Diagram 9 - White Fails A peep at 1, before black 3 is a powerful tactic and reflects the essence of the Kobayashi style. If white

connects at 2, black cuts at 3. When white ataris at 4, black pokes at 5.

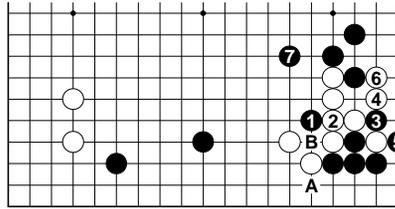


Diagram 10

Diagram 10 - Successful In reply to black 1, white must connect at 2 and then black's cut at 3 and capture at 5, shows the effect of black 1. Black then jumps to 7, aiming to attack the white group. In the future, black can hane at A, and cut at B.

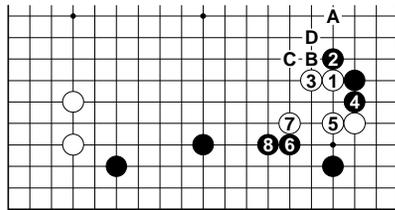


Diagram 11

Diagram 11 - Attach and Extend This shows the variation of the attachment at 1 followed by the extension at 3. The sequence through 8 shows the first stage of this joseki. Since the white group is not settled, black has the initiative. Black gladly strengthens his territory on the bottom with 6 and 8. The second stage is followed by white A, black B, white C and black D. Black welcomes this battle with the position of black's stones on the right.

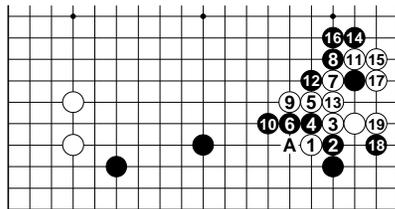


Diagram 12

Diagram 12 - Black is Satisfied White can also try to cap at 1 instead. However, black will definitely cut with 2 and 4. When white attaches at 7, black is not satisfied with black A and white 11, which allows both sides to settle.

Therefore black continues the attack with a hane at 8. Black is satisfied with the sequence to white 19, giving black a large territory on the bottom.

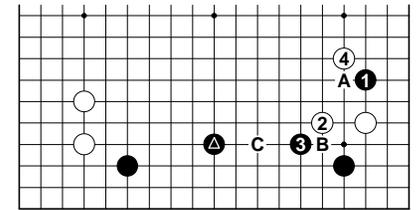


Diagram 13

Diagram 13 - Low Pincer A low pincer at black 1, in reply to white's small knight's approach conforms to Kobayashi's style. As far as white's reply is concerned, we have discussed the variations of white A or B. Now, let's analyze the one-space jump to 2, which is a very important lesson for the low pincer attack.

In reply to black 3, white 4 is the only reply. Although, from a local point of view, white 4 can also pincer at C. However, due to the presence of •, the selection of this joseki is quite unreasonable.

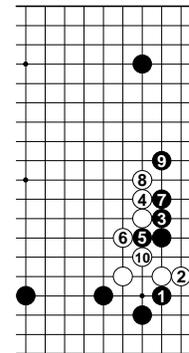


Diagram 14

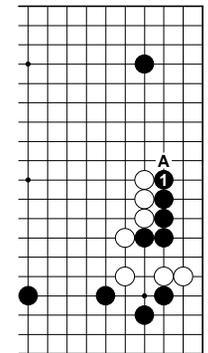


Diagram 15

Diagram 14 - Continued from the previous diagram, the sequence from black 1 to white 10, shows a well-known joseki. The end result is approximately an even exchange. Recently, it was discovered that black has a powerful alternative.

Diagram 15 - Crawling Once More Instead of jumping to A, black crawls once more at 1. What powerful attack is concealed in this extension?

Diagram 16 - White Collapses If white impulsively extends to 1 in reply to •, black's wedge at 2 is a severe attack! After black 6, the four white stones are captured. If black wedges at 2 and extends to 4 before the exchange of • and white 1, white's block at • does not favor black.

Diagram 17 - White Presses Unwillingly White presses at 2 to avoid a wedge. However, the exchange of white 2 for black 3 is bitter for

white. After black 5, black is quite satisfied and white still needs to reinforce at A.

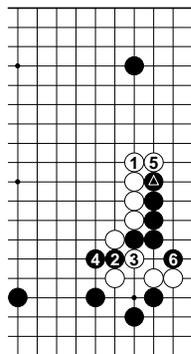


Diagram 16

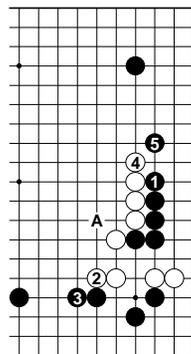


Diagram 17

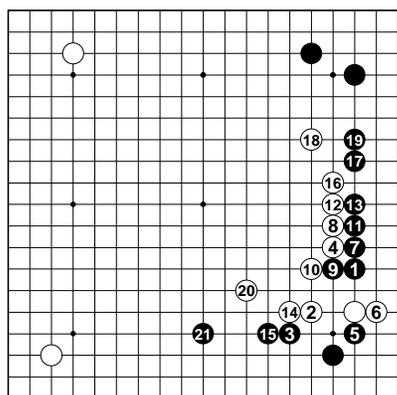


Diagram 18 - An Actual Game This game was played between Cho ChiKun and Hane Yasumasa 9 dan. Although this is not Kobayashi style, it is a good reference for study.

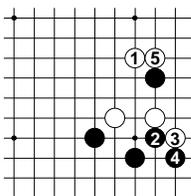


Diagram 19

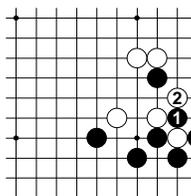


Diagram 20

Diagram 19 - Since **Diagram 17** is based on black's point of view, let's re-examine white's reply. In reply to black 2, what if white hanes at 3 first before blocking at 5?

Diagram 20 - Continued from previous diagram, since black 1 and 3 are gote, white can be satisfied with this result.

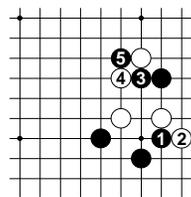


Diagram 21

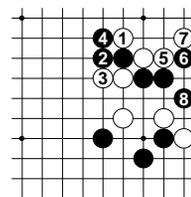


Diagram 22

Diagram 21 - When white hanes at 2, the thrust and cut at 3 and 5 are severe.

Diagram 22 - Continued from previous diagram, if white ataris at 1 and extends to 3 to resist, white cannot take care of both sides after black 8.

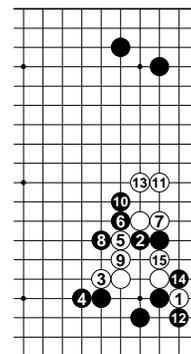


Diagram 23

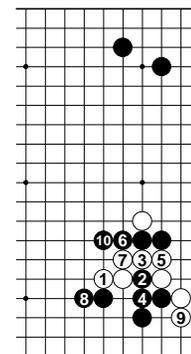


Diagram 24

Diagram 23 - This game was played between Cho ChiKun and Kato Masao. After 1 and 2, white presses at 3 before blocking at 5. The sequence through 15 is an even exchange for both sides. However, black has a more severe tactic with 4.

Diagram 24 - The wedge at 2 and connection at 4 in reply to white 1 are powerful. Black gains the initiative with the sequence through 10.

Diagram 25 - This game was played between Kataoka Satoshi and Kato Masao. White's simple block at 6 in reply to black 5 is an even exchange.

Diagram 26 - One-space high pincers are just as good as one-space low pincers. Generally, white jumps to 2 and plays a counter-pincer at 4. In the future, black can jump to A, followed by white attaching at 5.

However the main purpose of the Kobayashi style is to attack under favorable conditions, thus black descends to 5. Due to the scope of this article, we will not give a detailed explanation. The cut and thrust battle of white B, black C, white D, black E, white A, and black

F is not bad for black.

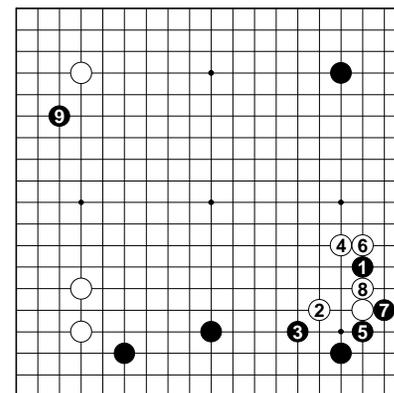


Diagram 25

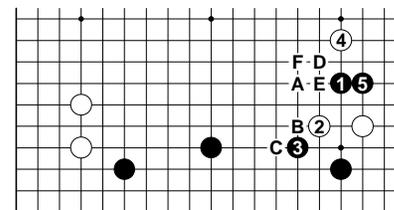


Diagram 26

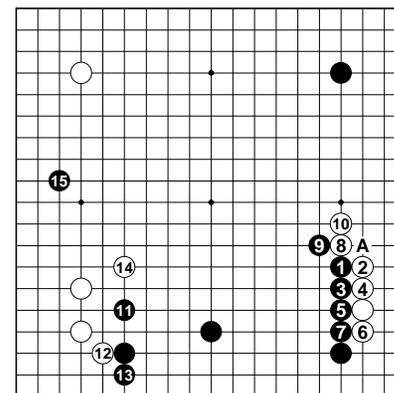


Diagram 27

Diagram 27 - This game was also between Kataoka Satoshi (black) and Kato Masao. White's attachment at 2 in reply to black 1 is to avoid direct confrontation with black. If black 3 hanes at A, white plays sabaki at 8. Alternatively, black expands his moyo from

GO STORIES

Part 2

Forget Your Troubles and Enjoy Go

Handtalk, Sit-Still, and Trouble-Forgetter, are just a few nicknames for Go. In *Shi Shou Xin Yu*, Wang Zhong Lang (424 AD) referred to Go as Sit-Still, and Zhi Gong referred to Go as HandTalk. Zu Na of Dong Jin (317-420 AD) refers to Go as Trouble-Forgetter. Zu Na's younger brother Zu Di was defeated in his effort to invade the northern kingdom, and Zu Na was saddened greatly. He spent his time playing Go all day, trying to forget this mishap. His friend, Wang Yin urged him not to waste his time. Zu Na replied, "I just want to forget my trouble!" To Zu Na, this was a sad experience. However, most people who are not familiar with history, have the impression that he had a wonderful life playing Go, not being bogged down by daily affairs. Go, being considered as one of the four accomplishments by scholars and officials alike, is a great treasure of the Chinese culture. There have also been numerous inspiring Go related stories passed on from generation to generation. Especially during the Wei Jin and Nan Bei Dynasties, there were numerous renowned Go players, and Go was very popular. People sitting still in front of the Go boards could be seen everywhere, with stones in their hands, talking leisurely to their opponents.

Jin Shu, in *Fei Xiu Zhuan*, mentioned Fei Xia's conduct in a Go related story. One day, Fei Xia was playing Go at a dinner party in the house of general Zhou Fu. Zhou got drunk and knocked Fei over onto the ground. To many people's surprise, Fei got up and returned to the game as if nothing had happened. Of course this might not be due entirely to Fei's good conduct. Go is known to have a mesmerizing effect on people to the point that they are not aware of what's happening around them.

Known as a member of the Seven Bamboo Sages, Yuan Ji was also a Go player. According to the legend, this person was totally mesmerized when playing Go. Jin Shou, in *Yuan Ji Zhuan* describes the scene when Yuan's mother passed away while Yuan was playing Go with his friend. When his opponent heard that Yuan's mother had died, he urged Yuan to stop the game, but Yuan insisted that they should finish. After the game was over, Yuan drank close to 20 liters of wine, let out a loud cry and vomited several liters of blood. This was a sad and touching story.

Another story involves the two sons of Kung Yong during the Three Kingdoms (220-265 AD). As recorded in *Wei Shi Chun Qiu*, Kung

Yong was beheaded by Cao Cao for saying the wrong thing. Kung's sons were eight or nine years old then and were playing Go when the news of their father reached them. Still continuing with the game, their servants urged them to run for their lives. They replied calmly, "Have you heard of the eggs being spared when the nest breaks?" As a result, both of Kung's sons were beheaded too.

Yuan Ji tried to find a moment of peace of mind in Go and the two sons of Kung tried to grasp a short period of last minute joy in the game. But as far as humor is concerned, none compared to the story told in chapter 22 of *Sui Jing Zhu*. Yuan Lan (also known as Yuan Jian) was a judge in Kai Feng province at the time, who constantly invited friends over to play Go. One night, as Yuan Lan was playing Go, some pirates decided to rob the city. When the guards came to notify Yuan, he was so involved in the game that he ignored the guards. Being concerned, the guard raised his voice saying, "The situation is very tense outside with the robbery!" Yuan replied, "I have a robbery (the Chinese word for ko is the same as robbery) here too, and it's also very tense!" This was indeed a funny story. Very few Go stories from the Wei (220-253 AD) Jin (265-420 AD) and Nan Bei Dynasties (420-589 AD) are humorous or funny. Most of the stories are sad like the following one.

Following the two Jin Dynasties (265-420 AD) came the Liu Song period. Wang Huo was a scholar of noble character at that time, who was also a good Go player. Emperor Song Ming (Liu Huo) envied Wang's fame and decided to kill him by sending him a bottle of poisonous wine. When the imperial edict and the poisonous wine arrived, Wang was engaged in a ko fight in a game of Go. After the game was over, Wang put away all the stones one by one before bowing solemnly to his game opponent and told him that the Emperor had ordered him to commit suicide. Picking up a cup of the poisonous wine, Wang said to his friend, "I would not recommend that you drink this wine." He then drank the poison. What was Wang thinking about during the endgame?

Maybe he wasn't mad. Maybe he wasn't even afraid. And, maybe he was simply thinking how he can gain an extra point in the endgame. Later on, Emperor Song Wei Zhong wrote in his poem, "Forget your troubles and enjoy Go..." Maybe he never did understand what scholars of the Wei Jin Dynasties were thinking in their last games, but it's quite appropriate in general.

SANGIT'S COLUMN

Part 2

I will introduce you to a joseki that is very useful

in handicap games, and also even games where you have played Sanrensei. There are beautiful tesujis that will be given which will improve your general Go sense. This column is again excerpted from my book *Cosmic Go* co-authored with my teacher Mr. Yang Hui ren.

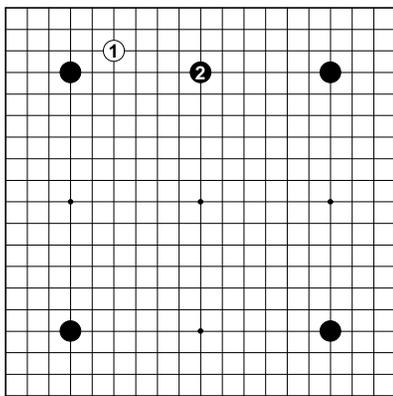


Figure 1

Figure 1 - We will take a 4-stone game and when white plays the knight's approach at 1, we ask you to 3-space high pincer at black 2.

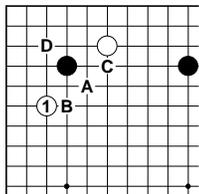


Diagram 1

Diagram 1 - White has double approached with two low-knights. (In the previous issue, we discussed how to play when white 1 is a 1-space high double approach at B.) Black invariably replies to the white low counter pincer of 1 with A, B, C, or at rare times with D. A is simple but can be severe on white. B is time honored but mild and somewhat peaceful. C is powerful and does not follow white's marching orders, while D is special purpose and not recommended in a four-stone game.

If black diagonals at D white can seal black in with A and hold a strategic advantage. Please note, attaching on B will be attaching on the strong stone (an attachment that most books preach) while an attachment at C is attaching on the weak stone and goes against the book formulas. With everything else constant, we prefer the attachment to the weaker stone! *Cosmic Go* explores this issue in depth.

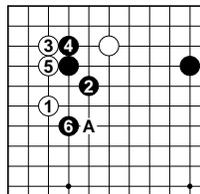


Diagram 2

Diagram 2 - Coming out diagonally with black 2 is simple looking, but if followed up properly can lead to severe fighting. It is a favorite of Rin Kai Ho who uses it as black in a *sanrensei* (three star points in a row) formation. We highly recommend black 2, with the caveat that you follow it up with the severe attack that we will show you.

In response to black 2, white invariably dodges at 3, black blocks at 4 and then leans at 6, a severe attack that you should incorporate as part of your style. This lean of black 6 is a very important tactic and can arise with komoku josekis and middle game fighting. The black continuation of A (instead of the lean of 6) is somewhat mild and is often recommended by stronger players. But remember, stronger players do not want you to play severely. Then the number of handicap stones will fall!

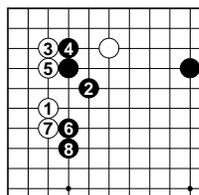


Diagram 3

Diagram 3 - When you lean at 6, if white submissively answers at 7, be ecstatic(!) and extend at 8; you are getting the outside and forming the foundation of a winning strategy. Remember the Go proverb about taking territory? The second line is the line of defeat, the third line is the line of territory, whereas the fourth line is the line of victory. If white is forced to take territory on the third line at the beginning of the game, where black has a handicap, black has imposed his will on white.

Diagram 4 - But be prepared for the violent push and cut of white 1 and 3. Most dan players will probably adopt this diagram. Be sure to know what to do when white cuts with 3. Proudly slam down a stone at A, a tesuji of universal value! The continuations may get difficult.

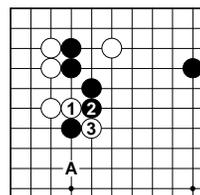


Diagram 4

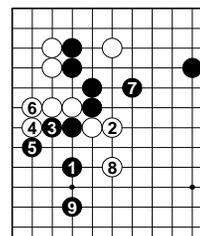


Diagram 5

Diagram 5 - Black jumps to 1 and white stands up at 2 and the sequence continues to black 9. This sequence is a natural continuation; black has isolated a white group and is stable on both sides. A similar sequence may come about in a slightly different order.

Diagram 5A - Black first pushes down at 1 and the tesuji comes a step later. Note the slightly different arrangements of the white stones in diagrams 5 and 5A and the correspondingly different arrangements of the black stones. Note in particular black's tight connection at 7. In both cases, black has gotten off to a good start!

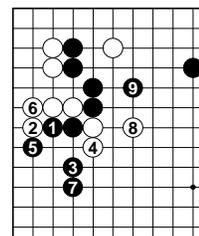


Diagram 5a

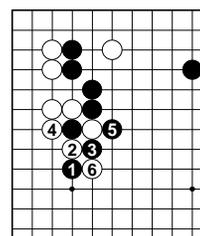


Diagram 6

Diagram 6 - When black plays the skip tesuji of A in Diagram 4, a white atari at 2 is nothing to be afraid of. Black counters with his own double atari of 3, white captures, and black ataris again at 5. If white connects to the right of point 4, black connects at 6 and is happy.

Diagram 7 - But if white cuts again at 1, then black takes a stone with 2, white connects and black plays the same skip tesuji of 4. If white persists, black builds up more thickness and white is falling more and more behind. Both Diagrams 6 & 7 are very good for black. Expect other variations, but when you come out diagonally at the five-five point and play the severe press of black 6 in Diagram 3, you are being the aggressor and good things will happen to you.

We will continue with other variations of this joseki in the next issue. In the mean time please write to me (schatterjee@cba.neu.edu) with your thoughts on this column.

GO — AN

APPLICATION OF THE PRINCIPLES OF WAR

Part 10

Excerpts from *Go Notes* By Craig R. Hutchinson

THE UNITY OF COMMAND PRINCIPLE

In every game there should be unity of effort under one responsible commander within the player. Unity of command provides the means to achieve the highly essential unity of effort required in Go operations. Unity of effort requires that all elements of a force work harmoniously toward a common goal and implies the development and cooperation of the full combat power of the available forces. Cooperation and the spirit of team play help to further unity of effort, but history shows that it can be guaranteed only by placing the forces to be engaged in an operation under one commander with full authority to direct and control the active strategy and tactics of subordinate commanders and their forces. For example when employing a joseki, who is the commander? The book it came from or the player employing the joseki.

The player is the fundamental commander in Go and remains constant. Go severely tests the physical endurance and moral stamina of the individual player. Strong players, inculcated with a proper sense of duty, a conscious pride in the unit, and a feeling of mutual obligation to their comrades in the group, can dominate the demoralizing influences of battle far better than those imbued only with fear of punishment or disgrace. Patriotism and loyalty coupled with the knowledge of, and a firm belief in, the principles under which the game is being fought are essential.

A leader must have superior knowledge, reading skills, will power, moral and physical courage, self-confidence, initiative, resourcefulness, force, and selflessness. A bold and determined leader will carry his formations with him no matter how difficult the situation, always aware of the great responsibility imposed upon him.

The combat value of a unit is determined in great measure by the command qualities of its leaders and members, and by its will (potential) to fight. Superior combat value will offset numerical inferiority. Superior leadership combined with superior combat value of units equipped with superior combat potential constitutes a sure basis for success in battle.

(To be continued with the Situation Estimate)

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