

GO WINDS

Volume 4 Number 1

Spring 2000

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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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NIE WEIPING'S INTRODUCTION TO GO

Lesson 13 The Seki-to Tactic

Seki-to is a tesuji involving the sacrifice of two stones on the first and second lines which forces the opponent to form a clumsy shape leading to his capture. It generally takes place during capturing races in the corners.

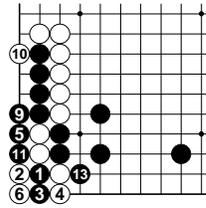


Diagram 1
(7@1, 8@3, 12@1)

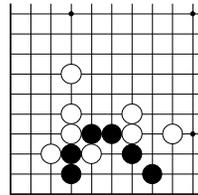


Diagram 2

Diagram 1 - Here is a capturing race between the four black stones and the three white stones. black cuts brilliantly at 1, forcing white to atari at 2. A descent to black 3 is the key. With the sequence from white 4 to black 13, black kills white with the Seki-to tactic. This illustration shows the basic shape of the Seki-to tactic.

Diagram 2 - After understanding the Seki-to tactic, one must learn how to apply it flexibly. How should white play in this situation?

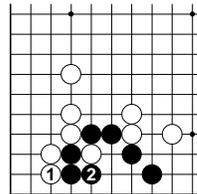


Diagram 3

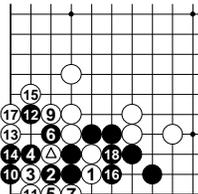


Diagram 4 (8@)

Diagram 3 - A lot of beginners would be happy to block at 1, giving black the opportunity to turn to 2. However, this is not the best choice for white.

Diagram 4 - The block at white 1 is correct. However, due to the mistakes in the follow-up sequence, white ends up being captured. When black ataris at 4, white plays the wrapping tactic at 5 and 7. With the sequence from the connection at 8 to 18, white's wrapping tactic fails. White is one liberty short in the capturing race and ends up being captured.

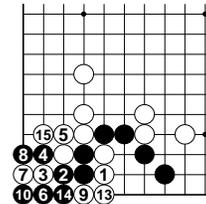


Diagram 5
(11@3, 12@7)

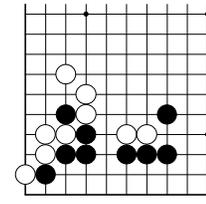


Diagram 6

Diagram 5 - When black ataris at 4, white's connection at 5 is correct. A descent to white 7 in reply to black's atari at 6 is also a key play. With the sequence through white 15, black is captured.

Diagram 6 - White should reinforce his position in this situation. If a white tenuki, what severe tactics can black employ against white?

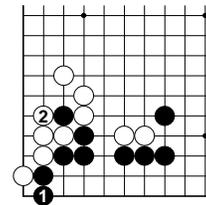


Diagram 7

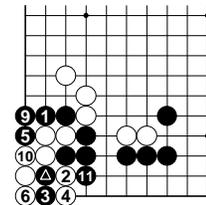


Diagram 8
(7@•, 8@3)

Diagram 7 - A descent to black 1 is hasty. When white reinforces at 2, black has no follow-up tactics. Black 1 helps reinforce white.

Diagram 8 - A block at black 1 is the most severe measure. White ataris at 2 and black descends to 3 forming a Seki-to shape. Black 7, following the atari at white 4 and the capture at 6 is another key play. White is forced to capture at 8. Black connects at 9 and annihilates white.

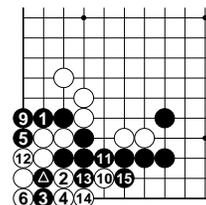


Diagram 9
(7@•, 8@3)

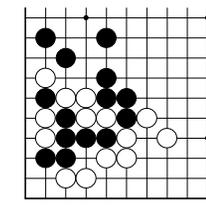


Diagram 10

Diagram 9 - If white jumps to 10 instead, black connects at 11. When white connects at 12, it looks as if white has extended his liberties. However, with the black atari at 15, white is still dead.

Diagram 10 - It looks as if black is dead in the corner, but this is not the case. Black can stage a deadly attack on white.

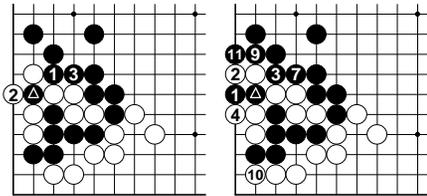


Diagram 11 (4@•)

Diagram 12
(5@•, 6@1, 8@5)

Diagram 11 - If black ataris at 1 directly, white captures at 2. After the exchange of black's atari at 3 and white's connection down at 4, a capturing race results. Black is clearly short of liberties.

Diagram 12 - Black 1 shows an understanding of the Seki-to tactic. With the sequence through 11, black uses the Seki-to tactic to capture white. Black 1, 3, and 5 are related key plays.

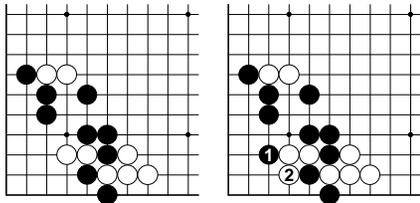


Diagram 13

Diagram 14

Diagram 13 - Here is a typical shape in actual games. Knowing what to do in these situations shows that one has reached a certain level in strength. How should black play?

Diagram 14 - One should not be satisfied with the exchange of black 1 for white 2. Is there a better tactic to gain the upper hand here?

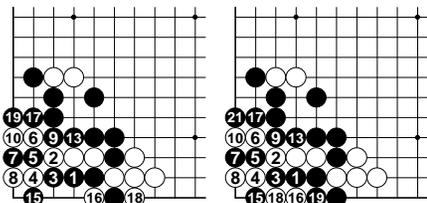


Diagram 15
(11•5, 12@7,
14@11)

Diagram 16 (11•5,
12@7, 14@11,
20@18)

Diagram 15 - The crawls at black 1 and 3 forming the Seki-to shape with white's hane at 4 and black's cut at 5 is the maneuver. The hane at 15 is the final key and the sequence through 19 kills white by one liberty. If black 15 at 17, then white 16 at 15, and black is short one liberty and is killed.

Diagram 16 - In the previous diagram, if white 16 is played here, then again black 17, and white dies with the sequence to 21.

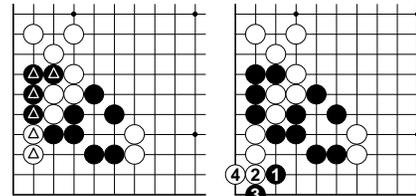


Diagram 17

Diagram 18

Diagram 17 - The black • string and the white) string each have four liberties. Black to play. How should he reduce white's liberties?

Diagram 18 - Simply jumping down to black 1 is weak, because it does not reduce white's liberties. White extends to 2 and black hanes at 3. After white descends to 4, black is clearly short liberties and will lose the capture race.

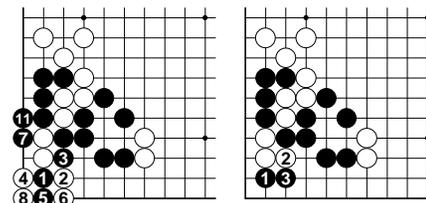


Diagram 19
(9@1, 10@5)

Diagram 20

Diagram 19 - The hit at black 1 is strong. If white hanes at 2, black cuts at 3. When white ataris at 4, black's descent to 5 is crucial. Black kills white using Seki-to tactics through 11.

Diagram 20 - If white turns at 2, in reply to black's hit at 1, black simply blocks at 3, beating white by one liberty in the capturing race.

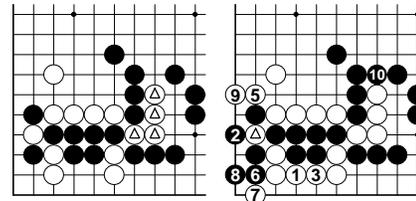


Diagram 21

Diagram 22 (4@)

Diagram 21 - Mastering the Seki-to tactic, one can often annihilate his opponent in a capturing race. How can white rescue his four) stones?

Diagram 22 - With a white atari at 1, black simply captures at 2. If then a white atari at 3, black connects at 4. White can only block from the outside at 5. Black crawls along to 6, and white loses the capturing race by one play after 10.

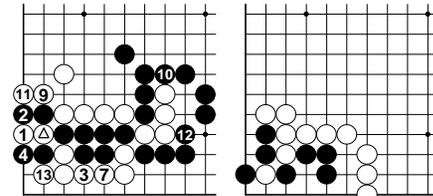


Diagram 23
(5@), 6@1, 8@5)

Diagram 24

Diagram 23 - From the previous examples, it is not difficult to find the correct solution to this problem. White descends to 1 to form a Seki-to shape, forcing black to block at 2, before playing atari at 3. White prevails with the sequence through 13.

Diagram 24 - Although the Seki-to tactic generally occurs in capturing races, it can also be used in killing corner groups. How can white kill black?

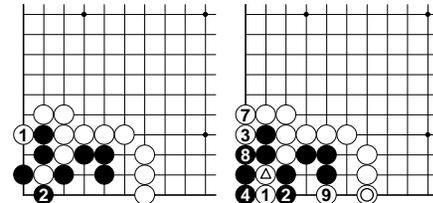


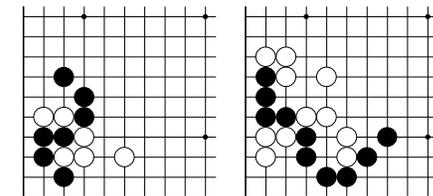
Diagram 25

Diagram 26
(5@), 6@1)

Diagram 25 - A hasty atari at white 1 prompted black to capture at 2 and live.

Diagram 26 - A descent to white 1 is the key. When black blocks at 2, white ataris at 3. When black captures at 4, the throw-in at white 5 is certain. Black is forced to make an eye with gote at 8, and white takes away black's second eye with 9 linking with F, killing black.

EXERCISES

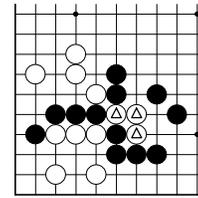


Problem 1

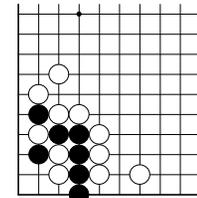
Problems 2

Problem 1 - White to Play. Mastering the Seki-to tactic, it's easy to find the solution for this problem. What is the outcome?

Problem 2 - Black to Play. How can black come out ahead in the capturing race in the



Problem 3

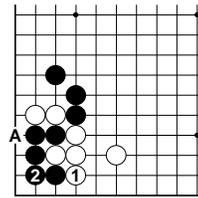


Problem 4

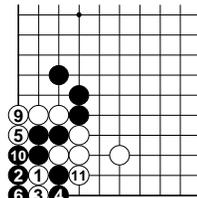
Problem 3 - White to Play. At a glance, it looks as white's three) stones are dead. Can white rescue his stones?

Problem 4 - White to Play. This is a very interesting shape in the corner. How can white use Seki-to tactic knowledge to help to kill this corner?

SOLUTIONS



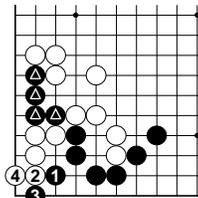
Failure Solution 1



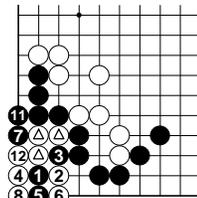
Correct Solution 1
(7@1, 8@3)

Failure Solution 1 - If white blocks at 1, black connects at 2. As a result, this exchange helped black to extend his liberties, killing the two white stones on the left. Playing white 1 as a hane at A, black connects at 2 and white still dies.

Correct Solution 1 - White cuts at 1 and descends to 3, sacrificing two stones. White beat black by one play in the capturing race through white 11.



Failure Solution 2

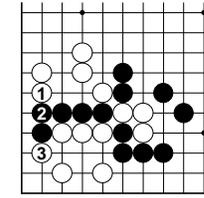


Correct Solution 2
(9@1, 10@2)

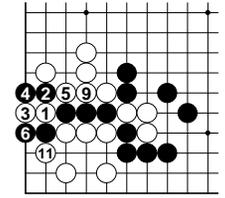
Failure Solution 2 - A diagonal at black 1 does not work. White extends to 2 and black hanes at 3. Black fails with the sequence through 4, as the four • black stones are clearly short of liberties.

Correct Solution 2 - A hit at black 1 is powerful for capturing the three) stones. White hanes at 2, and black cuts at 3. After

white's atari at 4, black descends to 5. The sequence through black 11 is inevitable and white is killed by the Seki-to tactic.



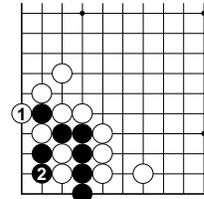
Failure Solution 3



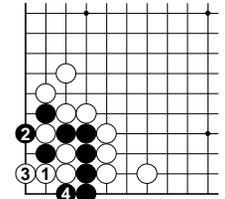
Correct Solution 3
(7@1, 8@3, 10@7)

Failure Solution 3 - Reducing blacks liberties directly with 1 and 3 does not work. Black has enough liberties and can tenuki, white fails.

Correct Solution 3 - A cut at white 1 sets the stage for the Seki-to tactic. Black fails with the sequence through 11. If black 4 connects at 5, white turns at 4, and black is still captured.



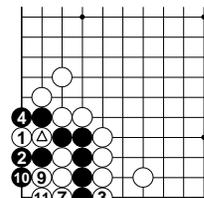
Failure Solution 4.1



Failure Solution 4.2

Failure Solution 4.1 - If white simply captures at 1, black reinforces at 2 and makes life. White fails.

Failure Solution 4.2 - An atari at white 1 does not work either. Black captures at 2, and white descends to 3. When black turns to 4, the four white stones in the corner are dead.



Correct Solution 4
(5@), 6@1, 8@5)

Correct Solution 4 - A descent to white 1 is brilliant, forcing black to block at 2. When white ataris at 3, black captures at 4. White then throws in at 5, taking away an eye from black. After black captures at 6, white ataris at 7, forcing black to connect at 8. As a result, black's territory is reduced to an oversized nakade eye and is dead. White's killing of the black group can be attributed to the application of the Seki-to tactic.

the crawl to black A, and white's block at B, make black C a sente, forcing white to respond at D. Black can still invade at E and white is not completely alive.

After white reinforces at 6, black is thick and caps aggressively at 7. Since black has a good lead, he adopts a simple and straightforward strategy.

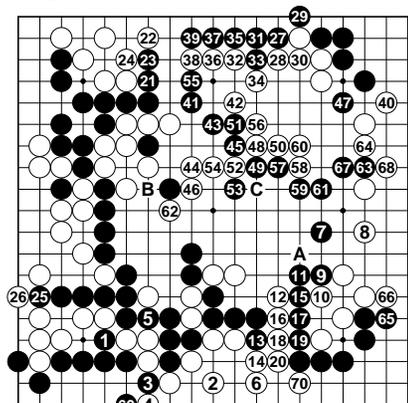


Figure 3 (1-70, i.e. 101-170)

The attachment at black 9 is a mistake. Black tries to play safe, but overlooked that white can connect at 12. The correct response is to diagonal at A, and wait for the opportunity to peep at 10.

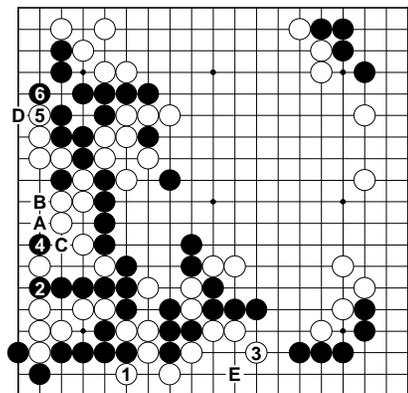


Diagram 6

With sente, black turns to 21 and is still far ahead.

Black 23 is a mistake. This should have been played as a direct clamp at 27. Although this seems submissive from a local point of view, it is a straightforward way of maintaining the lead. The crawl to black 39 is not necessary. It should have been played according to Dia. 7.

Diagram 7 - A diagonal at black 1 is big.

white's sente following 2 puts black in a difficult position. The block at white 8 is the biggest. After black settles his shape with 9 and 11, black reduces white's framework at 13, splitting the center with white. This way, black is at least 10 points ahead

The jump to 41 is unnecessary. Black should still play 9 and 11 according to Dia. 7, before playing atari at 69. This outcome is not worse than Dia. 7.

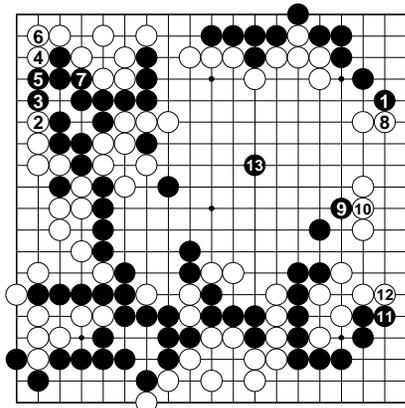


Diagram 7

When white attaches at 46 and 48, black fails to attack white and allows white to form four points of territory. The game instantly becomes tense again.

Black is forced to play 49 and 51. White 52 is better played as a simple block, prompting black to press at 57. White 58 is a powerful play. Black 59 and 61 are the only replies. If black 61 is played at B, white ataris at C and the outcome is hard to predict. After white makes life at 62, black suffers enormous losses.

Black calmly performed a positional judgement and decided to settle his shape with sente at 63, before making the big endgame play at 69. Black still has the lead.

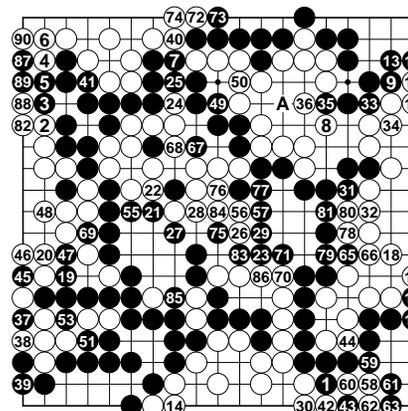


Figure 4 (1 - 90, i.e., 171 - 260)
(52@45, 54@37, 64@43)

Figure 4 (1 - 90, i.e., 171 - 260) Playing white 2 as a jump to 13 is a sente. This endgame play is worth 5 points.

It's a mistake for black to hit at 7, anticipating white to reinforce at A. Black should diagonal at 8 instead. Black then hits at 7, after white reinforces at 36. Black gets 3 more points this way.

This further narrows the margin in the game. Black 9 can also be played as a capture at 14. The descent to white 30 is questionable, it should have been played as a throw-in at 39. The result is more complicated as shown in Dia 8.

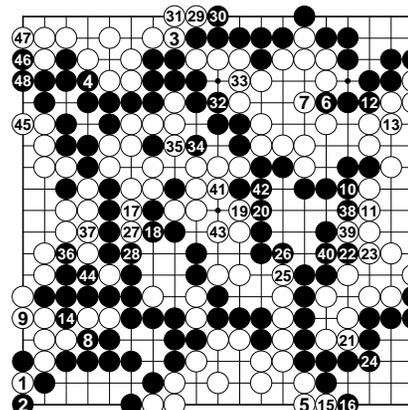


Diagram 8

Diagram 8 - When white throws in at 1 black has to capture at 2. White cuts at 3, forcing black to make life at 4. White then descends to 5 to reap up endgame profit. When black ataris at 8, white dare not initiate the ko fight and connects at 9 instead. After black captures two stones with 14, both sides proceed with the

endgame plays. White 45 gets the last point on the board. Black has 62 points compared to white's 56 points. Black beats white by 0.5 point.

In the actual game, black's throw-in at 37 gave up one point. However, black gains one point in the corner and traps two white stones. When black 69 captures two white stones, black has 7 more points of territory than white. The game ends at play 260 with black winning by 3/4 points.

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**Lee Changho's
ABC's of
Positional Judgment
Part 1**

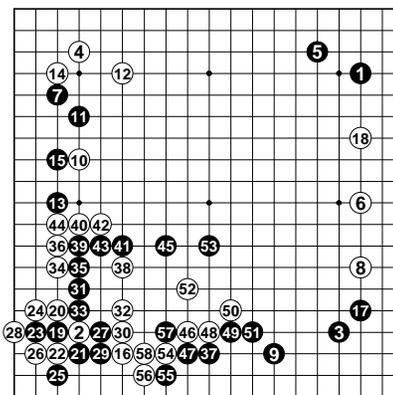


Figure 1 (1-58)

Figure 1 - This game is taken from the first game of a three-game semifinal match of the 16th ***. The game has just proceeded passed play 58.

First, let us perform a positional judgment. Black has 10 points on the upper right and 25 points on the lower right for a total of 35. If black to play, he can get 8 more points from the left... White has 10 points on the right, 10 points on the upper left, 9 points on the lower left, and 5 points in the bottom, for a total of 40 with 5.5 points komi. Both sides have quite a bit of territory and it's black to play. Since black has weak stones in the middle, the position slightly favors white.

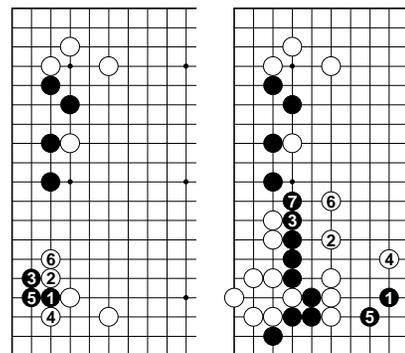


Diagram 1 **Diagram 2**

Diagram 1 - (Wrong Direction of Play)

After play 18, black attaches at 1, trying to turn the game around abruptly. However, if white replies at 2, after 6 black is put in an unfavorably low position. **Diagram 2 - (Difference Compared to the Actual Game)** It would be better if black 37 in the actual game is played as a forcing play at 1. After white 2, black easily connects his two groups on the left side of the board, to get rid of his weak groups. However, white also has the brilliant plays of white 4 and 6. Moreover, white gets to play at the big territorial point on the upper part of the board. Thus white is still slightly favored.

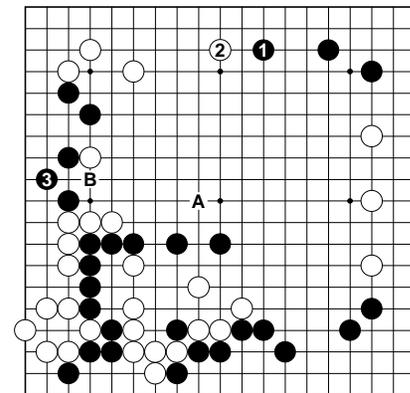


Diagram 3

Diagram 3 - (A Steady Progression) Following **Figure 1**, one would consider the two-point extension of black 1 as a normal response. Although this play adds more than 10 points to black's upper right corner, white gets just as much with an extension to 2. Moreover, this play strengthens white's upper left corner. Therefore, the best strategy for black is to strengthen his left and central weak groups. Although black **A** strengthens the central 'dragon', the actual profit is small. Therefore, black 3 is the appropriate response. As for territory, black 3 and **B** are about the same. Assuming these were the responses, let's perform a positional judgment. Black has 15 upper right points, 25 lower right points, and 8 points on the left, for a total of 48. White has 10 points on the right, 18 upper left points, 7 lower left points, and 5 bottom points, for a total of 45 with 5.5 points komi. Since white has sente and black has weak stones, the game still favors white. **Figure 2** - Black invades directly at 59, looking for immediate battle. Let's perform another positional judgment after black 89. Black has 10 points on the upper right, 25 points on the lower right, two points on the top,

and 6 points on the left, for a total of 43.

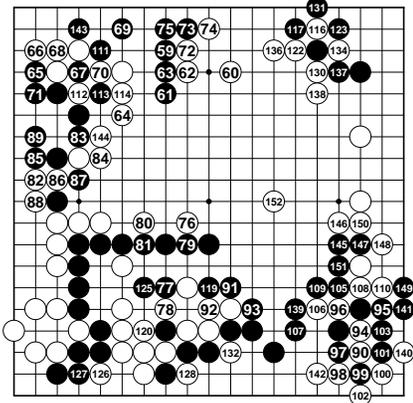


Figure 2 (59-152) (104@99, 115, 121, 129@67; 118, 124, 133@112; 135@116)

White has 10 points on the right, 4 upper left points, 16 lower left points, and 3 bottom points, for a total of 38 with 5.5 points komi.

On the surface, it looks like black gained ground and surpassed white. However, with black's weak stones and white's sente, the position favors white.

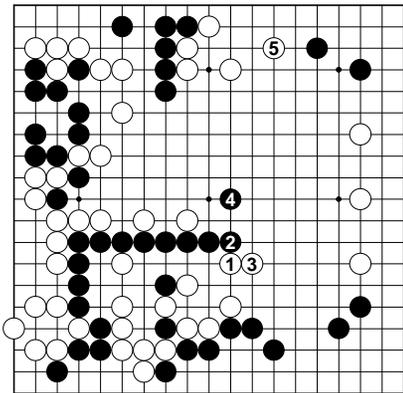


Diagram 4

Diagram 4 - (White Succeeds) Here white attacks the central black dragon with 1 and 3, forcing black to connect at 4, before defending at 5. This way, white gains two middle points and 5 top points, while black's situation remains almost unchanged. White successfully maintains his lead.

In the actual game, white invades at 90, intending to reap up profit with sente. Black 91 and 93 brilliantly connect the central dragon to the lower right group. Now black clearly has the lead with a secured weak group and respectable territory.

After that black created an upper left ko to really turn the game around. After white 152 encloses center territory the positional judgment is as follow.

Black has 12 upper right points, 15 lower right points, and 27 upper left points, for a total of 54.

White has 17 lower left points, 10 bottom points, and 4 lower right points, for a total of 36 with 5.5 points komi + X potential center points.

White has to get at least 18 points to catch up. However, black will certainly get more territory accordingly. Therefore, black clearly has the lead.

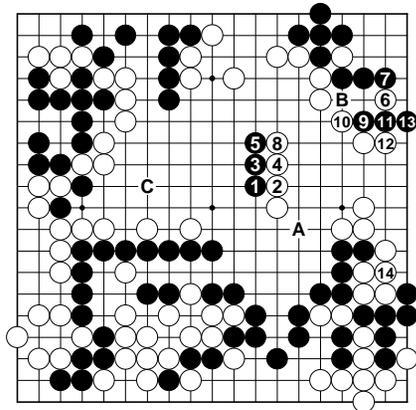


Diagram 5

Diagram 5 - (Black is Favored) In response to 152, black should erase white's territory with black 1. If white replies at 2, black continues to press with 3 and 5. The best white can do is to play sente at 6, before white 8. However, the attachment at black 9 is big. After black traps white 6, black's upper right territory is greatly increased.

Let's perform another positional judgment according to this scenario.

Black has 18 upper right points, 10 lower right points, and 27 upper left points for a total of 55.

White has 17 lower left points, 10 bottom points, 4 lower right points, and 18 center points, for a total of 54 with 5.5 points komi.

The difference in the game is very small and it looks like one of those half point games. However, black can play sente at A, leading to an increase of his territory in the center. Black can also play sente at B to gain profit. Moreover, black can utilize his thickness to reduce white's framework at C. Thus although the difference in territory is small, black is clearly favored. Playing according to this scenario, it's difficult for white to catch up.

Therefore in reply to black's invasion, white must not block passively at 2, and must attack

black 1 and reap up territory in doing so. This way, white can prevent black from expanding his territory, while enclosing close to 20 points of territory.

points, 4 lower right points, and 20 upper right points, for a total of 56 with 5.5 points komi.

Black has about half a point lead and the advantage with thickness in the center.

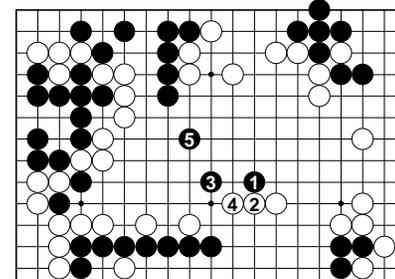


Diagram 6

Diagram 6 - (Black Connects) The press of white 2 in reply to black 1 is the first play to come to mind. It cuts off the connection between black 1 and the bottom group. The jumps to 3 and 5 are of good pace, linking to the upper black group with great flexibility. White's attack fails.

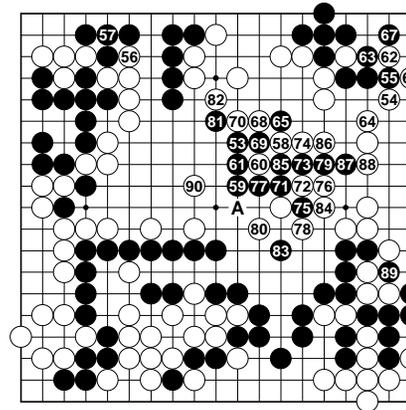


Figure 3 (53-90, i.e. 153-190)

Figure 3 In the actual game, black makes a shallow reduction of white's territory with 53. At this point, white should cut at A, forcing black to connect to above. Cutting off black's connection from above and below will put black in a very difficult position. Unfortunately, white 58 is too yielding, allowing black to maintain his lead. However, it would be better if black plays 59 as a sente at 77 before attaching at 65.

With play 88, it's time to decide the game. Let's perform another positional judgment.

Black has 11 upper right points, 17 lower right points, 27 upper left points, and 2 center points, for a total of 57.

White has 17 lower left points, 10 bottom

ANALYZING KOREAN GAMES

Part 1 A Good Game of Lee Changho (1)

Lee Changho (white), Cho Hunhyun (black), White wins by 7.5 points.

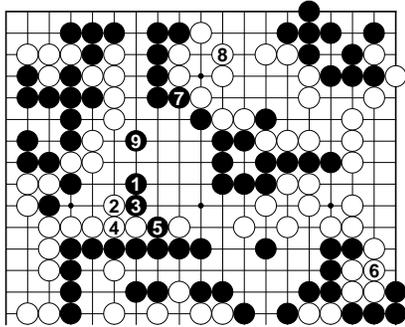


Diagram 7

Diagram 7 - (Black has the Advantage) Black tries to enclose the central territory with 1. Although white gets to connect at 6, black blocks with sente at 7 before defending at 9, forming 15 points of territory in the middle. This exchange favors black increasing his lead from half a point to one and a half points.

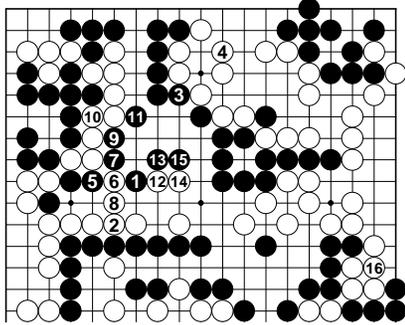


Diagram 8

Diagram 8 - (A Close Game) A connection at white 2 is better than that of **Diagram 7**, limiting black's central territory with the sequence through 16. The game becomes very close. With the connection at 16, white loses sente, giving black the opportunity to control the tempo, with approximately a half point lead.

In the actual game, after black captures three stones at 89, white occupies the vital point of white 90, causing a turn-around. Although black 89 is worth about 10 points, the value of 90 exceeds 10 points, depending on who gets to play there first.

To summarize, although black increases his lower right territory, he allows white to occupy the vital point of 90, with much more profit. This turned the game around, giving white a 2.5 point victory.

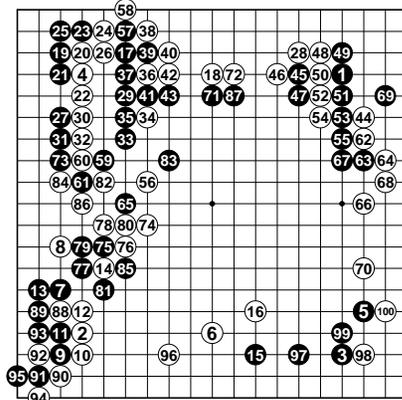


Figure 1 (1-100)

Focal Point 1 - White 50 Go teachers always urge their students to avoid plays like white 50, because black would simply retreat to 51. However, according to Go Seigen's recent analysis, white 50 is a simple yet powerful play, demanding a response from black. Double approaches on a star point corner appear frequently in ancient Chinese games. Generally, black 49 is played as an attachment at 53. Without any prior knowledge of Go Seigen's analysis, Lee plays white 50 in this game, building thickness. This helps, white's attack at 56 and even adds to white 16's strength.

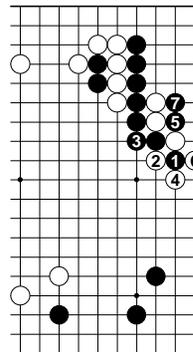


Diagram 1

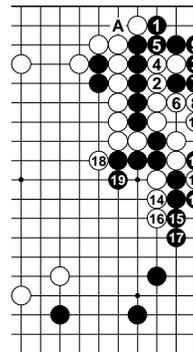


Diagram 3

Focal Point 2 - White 62 After the novel play on the upper right corner, how should white

settle his shape? To this, Lee played white 62. Why does black retreat to 65 in reply?

Diagram 1 - Black's two-step hane at 1 and 3 looks correct but it is not. White forms a ponnuiki, and black's loss outweighs his gain.

Diagram 2 - The retreat to black 1 and the hane at 3 are the strongest replies. White 8 in sacrificing the corner for outward influence is critical. In order to gain sente, black is forced to press crudely at 11. The hane of white 14 and 16 are sentes. With the sequence from 8, white builds up an outward influence to counter black's framework on the upper left. After white turns to 18, black is in a difficult position.

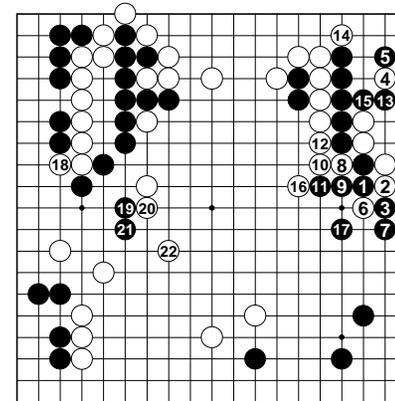


Diagram 2

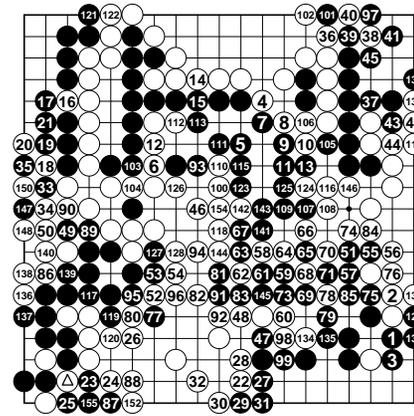


Figure 2 (1-156, i.e., 101-256) (72@65, 149@40, 151@18, 153@), 156@147)

Diagram 3 - This diagram shows the variation of black 15 in the previous diagram. From the point of view of life-and-death, the stubborn block at black 1 is acceptable. However, the throw-in at white 12 makes 14 and 16 sentes, before the hane with 18 at the head of black's stones. This forces black to form an empty

triangle at 19. This greatly reduced black's thickness in the center. Besides, a connection at A is sente. Black's profit is limited. This is why professionals seldom play this way.

A Good Game of Lee Changho (2)

Lee Changho (white), Cho Hunhyun (black), White wins by 0.5 point

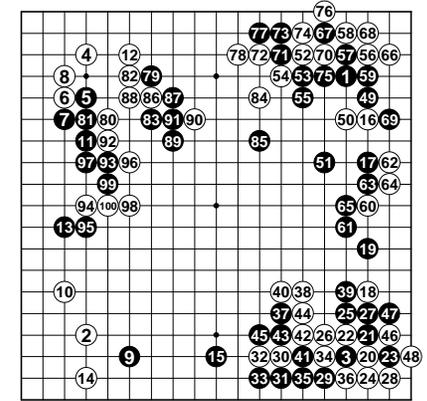


Figure 1 (1-100)

Figure 1 - Cho Hunhyun played an aggressive game, with Lee keeping a close distance, and countering with powerful attacks. Both parties played very hard, leading to a rough fight.

Focal Point 1 - Black 5 to 13 Black 5 to 13 constitutes a favorable position used frequently by Korean players in international tournaments.

Focal Point 2 - Brilliant Attack and Defense on the upper right of Figure 1 Black 49 and 51 are fierce plays trying to prevent white from invading black's three-space jump on the right and an invasion at 3-3.

Although white 60 looks like a passive play (with sequence up to black 65) it makes white 66 an absolute sente. White 78 obtains great profit in the corner. As a whole, white is better off, recovering his losses in the lower right corner.

Figure 2 - Focal Point 3 - Lower Left Corner Beginning with the black's stubborn peep at 99, a fierce battle began surrounding the cut at A.

White 12 ignores black's threat and continues to seize territory. From a local point of view, this is quite effective.

White 32 is an unpredicted strong hane! Allowing black to hane at 33 would be perfect for black.

With the sequence through 41, black destroyed the lower left white corner. However, the attacks of white 42 and 44 are fierce. Black 45 is the proper response. White has no choice but to extend to 46.

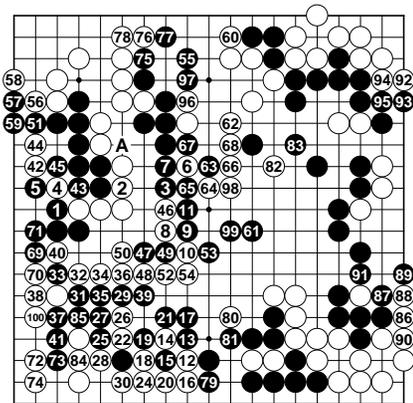


Figure 2 (1-100, i.e., 101-200) (23@15)

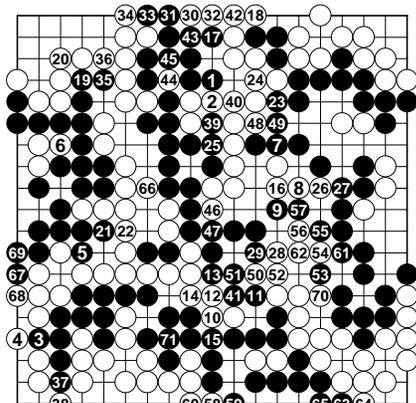


Figure 3 (1-71, i.e., 201-271)

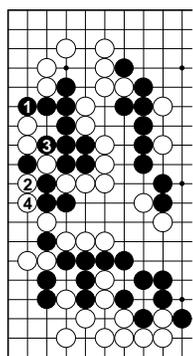


Diagram 4

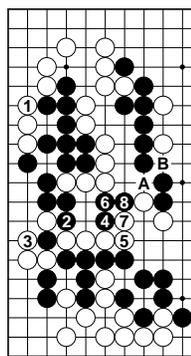


Diagram 5

Diagram 4 - The descent to black 1 is basic instinct. However, the squeeze at white 2 is exquisite and black is dead, after white 4.

Diagram 5 - After white connects at 1, black 2 is the only escape. After the bamboo joint of black 6, white has no follow up tactics. If white hits at 8, black thrusts and cuts at 7. This illustrates why white 46 is a sente. With the exchange of white A for black B, white 7 works.

The sacrifice tactic of black 47 is exquisite. white has no chance to attack the two black groups. Black is safe after black 59.

Focal Point 4 - White 64 White 64 is an exquisite endgame play. Black has no good follow up tactics. With 68, white completely destroys black's center. Knowing this, black 61 should have tiger connected at 99, and white 64 is no longer a concern. However, black 61 is a far more effective play in securing the center than 99, if white overlooked the importance of 64. Professionals are not likely to make mistakes without a reason.

Figure 3 -The game's conclusion.

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We hope the reader will have fun getting strong. Enjoy! Price: \$17.50 s/h: \$1

Yoo Changhyeok on Attack

Part 1.1

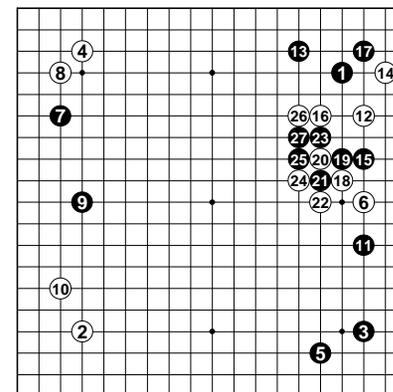


Figure 1 (1-27)

Figure 1 -This is the semi-quarter final of the 8th Fujitsu Tournament, with me taking white against Kobayashi Koichi. Black's cut at 19 and 21 sparks up a fight right from the opening. With the sequence through 27, both sides played their best.

Nowadays, through the research of novel plays, players have reached new heights in the level of go skills. The sequence through 27 appears constantly in actual games. Thus mastering the variations of this sequence is a shortcut to getting stronger.

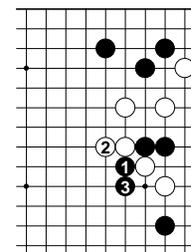


Diagram 1

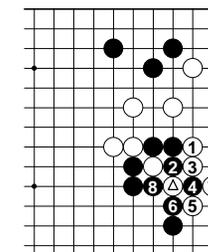


Diagram 2

Diagram 1 - (An extension is the common reply) When black cuts at 1 (black 21 in actual game), the common reply is to extend to 2. However, an extension to black 3 is what white worries about...

Diagram 2 - (Black is thick) White hits black's nose at 1. The sequence through black 8 is common sense. However, black is thick this way. Moreover, the capture of) is sente for black. This does not favor white.

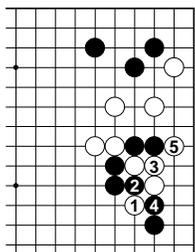


Diagram 3

Diagram 3 - (White escapes) Of course, white can escape to 1. If black cuts at 2 and 4, white can capture two black stones. This way is simple and clear cut for white.

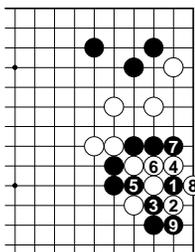


Diagram 4

Diagram 4 - (Not good for white) An attachment at black 1 is tesuji. Black beats white by one liberty in the capturing race with the sequence from white 2 to black 9.

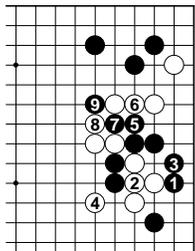


Diagram 5

Diagram 5 - (White is desperate) Of course white can connect at 2, before fencing in the two black stones at 4. Thrusting bluntly to 5 and 7, before cutting at 9, will put white in a desperate position. From this, one can see that the exchange of black's cut at 1 for white's extension to 2 (in **Diagram 1**) is not favorable for white. This is why white counter-attacks at 22, in the actual game.

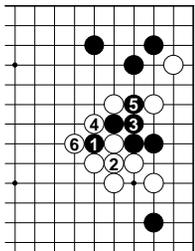


Diagram 6

In the actual game, white should not connect when black ataris at 25, or **Diagram 6** results.

Diagram 6 - (Big Profit) After the exchange of black 1 for white 2, black pushes through with 5. Black's profit far out-weighs white's outward influence. Moreover, white 6 is gone.

Diagram 7 - (White defeated badly) What if white cuts at 2? Because of the attachments at 7 and 11, white is defeated badly. Therefore the actual game responses are the best for both sides.

Figure 2 - (White is worse off) White's jump out to 1 in the actual game is not good. Black 2 is brilliant. After white jumps out to 11, he is thin in both top and bottom, and faces a tough battle ahead.

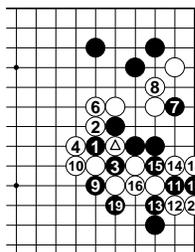


Diagram 7
(5@), 21@11)

Diagram 8 - (Also bad) What if white extends to 1? After black escapes to 4, white is worse off. The sequence through black 8 is similar to the result in the actual game.

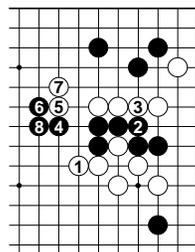


Diagram 8

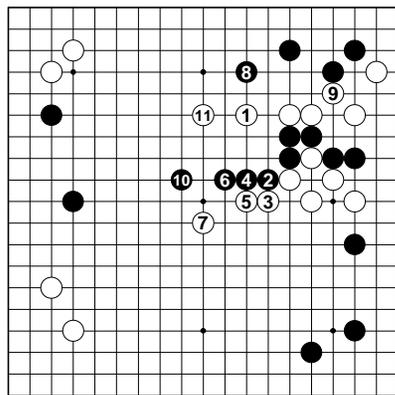


Figure 2 (1-11, i.e. 28-37)

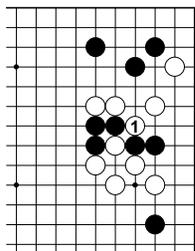


Diagram 9

Diagram 9 - (Yoo Changhyeok' Attack) Black should go all out here. A direct cut at white 1 is the most powerful play.

Diagram 10 - (Pressing and surrounding) Black is forced to capture at 1. At this time, white should not give black the opportunity to take a breather. White continues to surround at 2, which is most critical. If black escapes to 3...

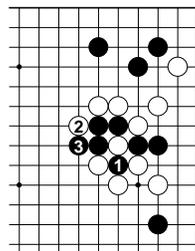


Diagram 10

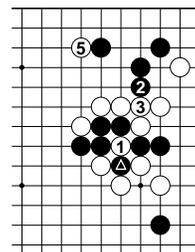


Diagram 11 (4@•)

Diagram 11 - (An exquisite ko threat) When white captures at 1, black ko threatens at 2, before recapturing the ko stone. It looks as if white is in trouble. White's attachment at 5 is an exquisite ko threat that puts black in a difficult position.

Diagram 12 - (Difficult for black) If black hanes at 1, white ko captures at 2 and black has no follow up tactics. White's cut at A, and the ataris of white C and E, are convenient ko threats. However, the key is that white does not have to answer any ko threat. The reader should understand this point. Therefore, even if black 1 extends to A, white can still put him in a difficult position by capturing the ko stone at 2.

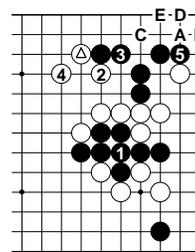


Diagram 13

Diagram 13 - (White plays leisurely) Therefore, when white attaches at , black can only connect at 1. This is followed by a leisurely hane at 2 and a tiger at 4. Black 5 cannot be neglected.

If black neglects 5, white plays at 5. Black A, white B, black C white D, and black E

results in a ko. The above variation was explored in detail with Lee Changho at the Chungan Baduk Research Center. Unfortunately, I had forgotten about it and did not apply it in the actual game!

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GO STORIES

Part 5

Who would trade a hundred years for a game of Weiqi?

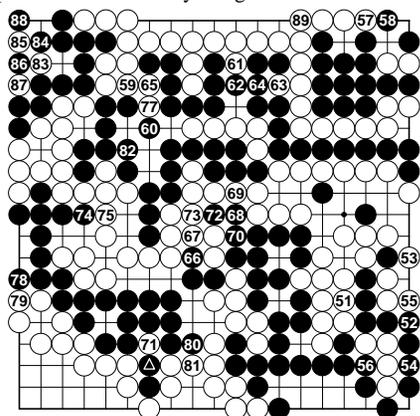
According to the legend, 'One day in heaven is equivalent to a hundred years on earth.' Go or Weiqi has been regarded as a favorite of the fairies. While the fairies are battling out in a game of Go in the mountains, the earth had experienced great changes from one generation to the other. There is a famous legend from Jiangnan, known as the story of the 'Ranka Mountain'.

The story of the 'Ranka Mountain' was first recorded in 'Shu Yi Zhi' written by Ren Fong of the Nan Dynaty. The story was recorded as follows. During the Jin Dynasty, there was a mountain in the Zhejiang province where fairies resided. One day, a woodcutter called Wang Zhi went up this mountain, looking for wood to cut. He saw a few fairies gathering around a rock, playing a game of Weiqi and singing songs. As Wang curiously got closer to the game, he was mesmerized and totally forgot about wood cutting. (See cover art, with Wang Zhi observing the game between two fairies). Suddenly, a fairy got up and quickly stuffed something into Wang's mouth, which was soon discovered by Wang to be a prune. After eating the prune, he became energetic and did not feel hungry at all. The game was extremely interesting, full of unexpected turns. After a while, before the game was ended, one of the fairies lifted up his head and said to Wang, 'Why don't you go home? How long are you planning to stay here?' Being startled, Wang tried to pick up his axe to leave, and was shocked to find that the handle of his axe had rotted. When he returned to his village, he was surprised that there were no familiar faces. After inquiring, he found out that a hundreds years had passed while he was watching the game in the mountain. This story is known as the story of the 'Ranka Mountain'.

Although the Ranka story was only a legend, it has been very popular among Weiqi players. It has also become a theme that poets and painters like to use in their works. Zhang Jiang of the Ming Dynasty wrote a poem. "...like a dream to Wang Zhi, as he watched the game played on the rock. It's better to be drunk for 3,000 years than having the axe rotted before your eyes but falling short of becoming a fairy." Zhang Yiling wrote a poem on his painting, the Ranka Mountain, "People envy the life of fairies, but life of a fairy is quite pitiful- Who would trade a hundred years for a game of Weiqi?" From this, one can see that not everyone envies the life of a fairy. However, the ability of Weiqi in allowing people to forget their troubles is

fascinating.

In ancient game collections, there is a game record called the 'Ranka Diagram', as seen in 'Wang You Qing Yue Ji', written by Li Yiming, of the Song Dynasty. A note next to the game record, says 'Wang Zhi went up the Ranka Mountain, looking for wood to cut. He ran into a few fairies playing Weiqi, and recorded the following game. White plays first and black wins by one point.' Looking at the position, both sides start the game with star point opening with 150 moves each. Black captured 22 stones and white captured 9. Black has 18 points and white has 17. The story mentioned that Wang left the mountain before the game ended. So, why was this game recorded to the last play remains a puzzle. It takes a fairy to figure this one out.



Ranka Diagram (76@•)

The Ranka Diagram above is one of the oldest records of a Chinese Go game.

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SANGIT'S COLUMN

Part 5

In the last installment, we started looking at 3-stone handicap strategy. We will return to that theme but in this issue we will look at two *hametes* (trick plays) that can arise in two quite commonly played joseki. These are excerpted from various sections of my four volume book, *Galactic Go*, co-authored with my teacher, the professional Go player Yang Huiren. To get the most out of these, please answer them on your own before looking at the answers. We begin with an easy one.

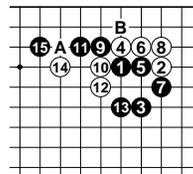


Diagram 1

Diagram 1 - A 5-4 point joseki is being played. Black 9, an aggressive move has to be answered by the cut of white 10. Both sides then play correctly to 15. Black 15 is correct. White A is not to be feared since black B is sente against the corner.

Diagram 1.1 - Suppose black played 11 of Dia. 1 at 1 here? Do you know how to punish black for such a boorish move?

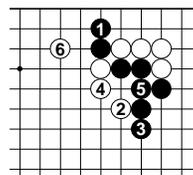


Diagram 1.2

Diagram 1.2 - White 2 is tesuji. If 3, white exchanges 4 for 5 and traps the two black stones with the tesuji of 6. We look at one variation. (White 2 and 4 can be played in reverse order).

Diagram 1.3 - Suppose black ignored white 2 in the previous diagram and played 1 here. How should white proceed?

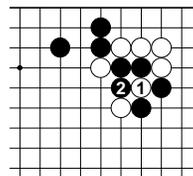


Diagram 1.4

Diagram 1.4 - White begins by throwing in at

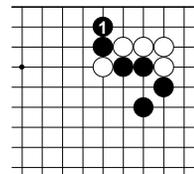


Diagram 1.1

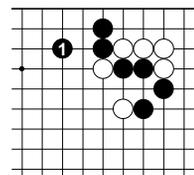


Diagram 1.3

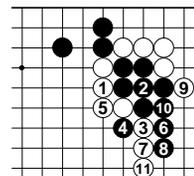


Diagram 1.5

1. Black takes at 2.

Diagram 1.5 - *Continuation*: The plays to white 11 are then automatic. Black has to struggle on the right side just to live giving white mammoth center thickness and the game. White lives in the corner.

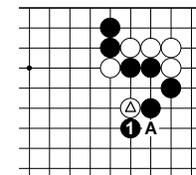


Diagram 1.6

Diagram 1.6 - *One more variation*: When white played 1, suppose black hanes at 1 instead of drawing back at A as in Dia. 1.2. Do you know how to continue?

Diagram 1.7 - White should exchange 1 and 3 for black 2 and 4 and then play the key move of 5 which takes away a liberty. (The throw-in does not work here). When white cuts at 7, the position reverts back to Dia. 1.5 and Black is crushed again. This concludes our analysis of the problem.

For our second problem we will look at a *taisha hamete*. The *taisha* joseki is so long and complex that *hametes* are every where.

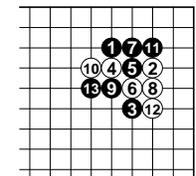


Diagram 2

Diagram 2 - *The taisha*: After the sequence to white 12, black 13 starts a branch of the taisha that has been around for hundreds of years. What is white's proper response?

Diagram 2.1 - *Correct continuation*: White must come out at 1 and the sequence to white 11 is almost a one-way street. Black has many continuations including the time honored *hamete* play of A.

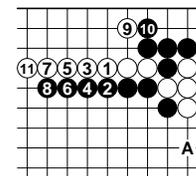


Diagram 2.1

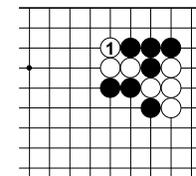


Diagram 2.2

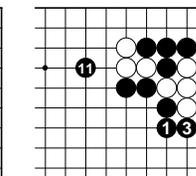


Diagram 2.3

Diagram 2.2 - Suppose white did not play the correct move (1 in **Dia. 2.1**) but played 1 here? How would you proceed as Black?

Punishment 1: (Diagram 2.3) The stand of black 1 is good. If white 2, black has the force to white 10 and then vigorous attack with 11.

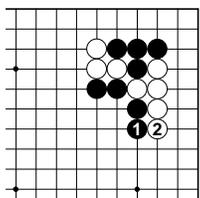


Diagram 2.4

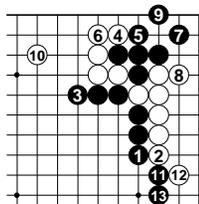


Diagram 2.5

Variation Diagram 2.4 - Suppose white 2 is played here. What would you do?

Diagram 2.5 - How about black 1? After white 2, black 3 is effective. After white settles with 10, the hane at 11 puts black on the driver's seat.

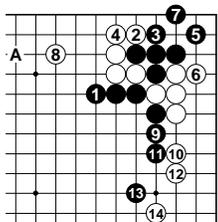


Diagram 2.6

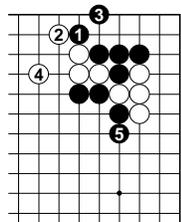


Diagram 2.7

Punishment 2: (Diagram 2.6) - Black 1 is another simple idea. After white 12, depending on the position, black may exchange 13 for white 14 and then aim to attack at A.

Punishment 3 (Diagram 2.7) - Playing the hane at 1 and connecting at 3 and when white makes shape with 4, black 5 is another way.

Conclusions: You are free to choose the punishment for white that suits your fancy. The important thing to remember that white 1 in **Dia. 2.2** is not joseki and white must pay for playing it!

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