

GO WINDS

Volume 4 Number 2

Summer 2000

\$3.00

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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Published by Yutopian Enterprises
2255 29th Street, Suite #3
Santa Monica, Ca 90405

Tel: 800-YUTOGO-3; FAX 310-578-7381

e-mail: sales@yutopian.com
web-site: www.yutopian.com

Published Quarterly
Price: \$3/Issue Subscription: \$10/Year
(Yutopian customers with a \$50 order or more per year receive the magazine free.)

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Printed in America

NIE WEIPING'S INTRODUCTION TO GO

Lesson 14 Correct Shapes in Actual Games (1)

In beginners' games, one would discover a lot of overdeveloped shapes and crude plays which directly influence the outcome of the games.

Learning the correct shapes in actual games is a vital lesson for beginners. Mastering the correct shape can help the reader to get strong in a hurry. Typical beginners have disappointing results in actual games even after memorizing life and death and josekis. This is because they do not fully understand the correct shapes. On the other hand, every play seems inevitable in a professional game, yet the game is often determined by the side playing plays that are relatively more effective. Regardless of whether it is the opening or middle game, correct shapes will provide good footholds for future battles. In contrast, groups with bad shapes will become burdens, not allowing one to fight battles on even ground. After studying games of strong and weak amateurs, one can conclude that the side which loses, often makes bad shape plays, filling up one's own liberty, or even help the opponent during capturing races. Whether it is the opening, or close-encountered battles, exquisite plays or crude plays, good or bad shapes often play a key role in the outcome of the game.

In the actual games of beginners, due to a lack of understanding of the effectiveness in the placement of stones, a lot of overdeveloped or over-concentrated shapes occur. These plays directly reflect the strength of these players.

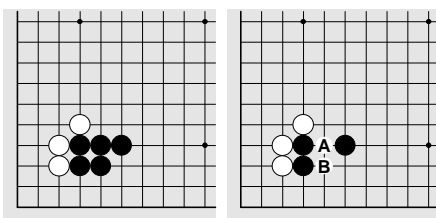


Diagram 1

Diagram 2

Diagram 1 - The five black stones crowded together are a typical example of over-concentrated shape.

Diagram 2 - The same shape without a black stone at **A** or **B** constitutes a good shape.

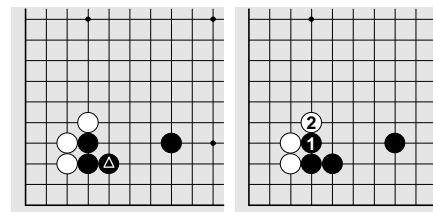


Diagram 3

Diagram 4

Diagram 3 - black forms an overdeveloped shape. The • stone has little or no effectiveness at all. This example is taken from another beginner's game. Why is the • stone bad? First of all, its position is bad, forming an empty triangle. Secondly, its effectiveness is low with three stones crowded together.

Diagram 4 - This is another example of crude play. After black crudely thrusts to 1, white hanes at 2. The exchange of black 1 for white 2 gives black a terrible shape.

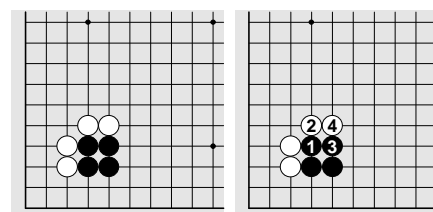


Diagram 5

Diagram 6

Diagram 5 - First, note that black and white each have four stones. The four black stones have no development potential for effectively enclosing territory or engaging in future battles. The four white stones occupy the corner and have certain outward influence. The difference is obvious. If such shape is formed in a professional game, the side that takes black will certainly lose!

Diagram 6 - Black 1 and 3 are big crude plays.

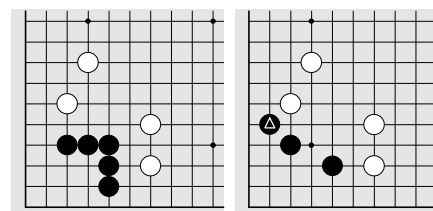


Diagram 7

Diagram 8

Diagrams 7 & 8 - Here is another illustration of stone effectiveness. In Go black and white play alternately and whoever makes the most effective plays will win. In **Diagram 7** the five black stones enclose the corner, but their overall effectiveness is very low. Compared with **Diagram 8**, it is not difficult to see the difference in effectiveness.

Diagram 7 uses 5 stones to secure twelve

points of territory; **Diagram 8** only uses 3 to secure 13 points of territory. The effectiveness of the • black stone is extremely high. This is an example of good shape making effective stones.

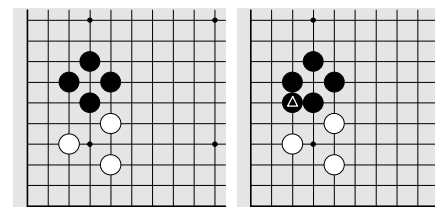


Diagram 9

Diagram 10

Diagram 9 - After understanding the concept of overdeveloped shapes, let us take a look at good shapes. The four black stones here form an excellent shape called "ponuki". There is a proverb, "A Ponuki is worth 30 points." This means that if one allows the opponent to capture a stone and make this shape during the fuseki or the middle game, it's worth 30 points.

Diagram 10 - Almost everything is relative. Comparing **Diagrams 9 & 10**, one notices that the • stone is redundant and ineffective. Therefore from the point of view of black's shape **Diagram 9** is far better than that of **Diagram 10**.

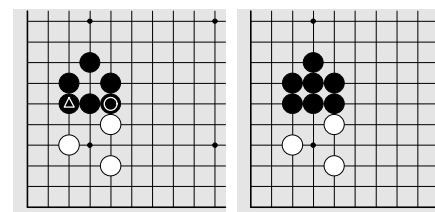


Diagram 11

Diagram 12

Diagram 11 - In this diagram, • & Z are two redundant stones. Thus the effectiveness of this shape is even worse than that of **Diagram 9**. One more stone is wasted as compared to **Diagram 10**. Relatively speaking, one cannot consider this as good shape. However, this is not considered as a bad shape either. What we try to convey here is that playing the • & Z stones in **Diagrams 9 & 10** elsewhere will greatly increase the effectiveness of stones. Of course, whether **Diagram 9** or **10** constitutes a bad shape depends on the whole board positional judgment.

Diagram 12 - However, we can be sure that black here is a bad shape with over-concentrated stones. It is heavy and wasteful. Shape is the position formed by the connection of stones.

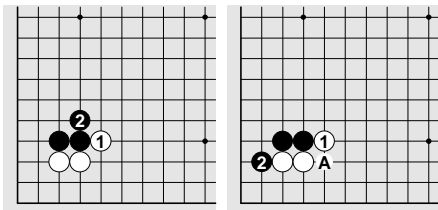


Diagram 13

Diagram 14

Diagram 13 - The turn at black 2 in reply to the hane at white 1 forms an over-developed shape called an empty triangle. Black 2 did not reduce white's liberties nor form any threats to white. This is a typical mistake by beginners.

Diagram 14 - A hane at 2 in reply to white 1 forms a good shape. The cut at A is very evident and black succeeds.

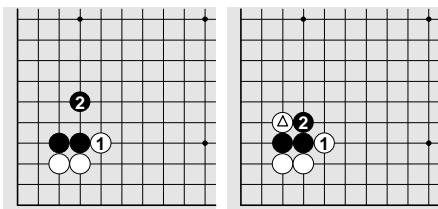


Diagram 15

Diagram 16

Diagram 15 - In some situations, whether a shape is good or bad, depends on the surrounding stones. Here white hanes at 1 and black jumps to 2. As mentioned previously, this is a good shape.

Diagram 16 - With the presence of), however, black's turn at 2 forms a very good shape. Why? It's because) is badly hurt. With the presence of 2,) is almost useless. Therefore, whether a shape is good or bad depends on the surrounding stones.

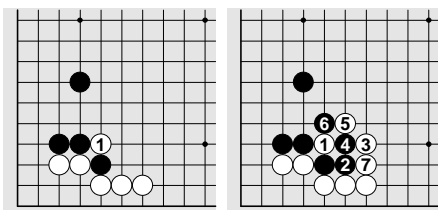


Diagram 17

Diagram 18 (8@1)

Diagram 17 - Beginners have the bad habit of not sacrificing stones, which usually leads to bad shapes. For example, trying to rescue the black stone when white plays atari at 1 will certainly result in bad shape. Remember, don't try to rescue useless stones. Give them up if necessary!

Diagram 18 - Black escapes to 2, thinking that the ladder favors black. White fences with 3, and ataris with 5 and 7. Although black avoided being captured, his shape is terrible, with

over-concentrated stones.

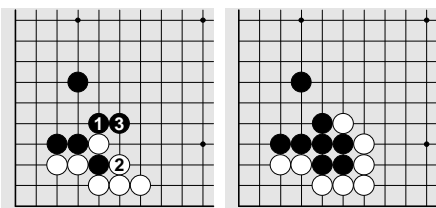


Diagram 19

Diagram 20

Diagram 19 - In reply white's atari 1 in **Diagram 17**, black should give up his stone and play a counter-atari at 1. After white captures at 2, black extends to 3. Black is successful in forming a great shape that is full of potential.

Diagram 20 - The end result of **Diagram 18** is depicted here. The black stones are crowded together to form an over-concentrated shape. On the other hand, white is thick on the outside and has tremendous potential. Comparing to **Diagram 19**, the difference is pronounced.

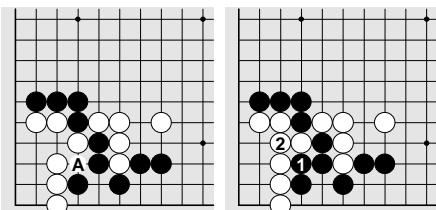


Diagram 21

Diagram 22

Diagram 21 - Most beginners have a bad habit of making ataris wherever possible. Here is an example. White can play atari on two black stones at A. On the other hand, black can play atari on one white stone at A. Actually, either side should refrain from playing at A.

Diagram 22 - Black exchanges 1 for 2. It doesn't look bad on the surface, however, it brought disaster to black.

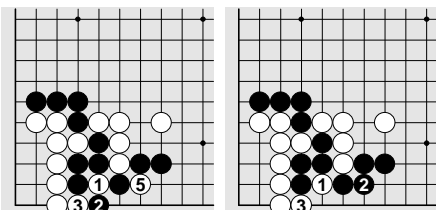


Diagram 23 (4@1)

Diagram 24

Diagram 23 - Since black filled in his own liberty, white has a hidden tactic of a throw in at 1. Black cannot descend to 3 and has to capture at 2. White then ataris at 3 and 5, wipes out black.

Diagram 24 - Therefore, when white throws in at 1, black should connect at 2, giving up four black stones. Beginners should take note not to

fill in one's own liberties, or play atari recklessly. These are typical crude plays.

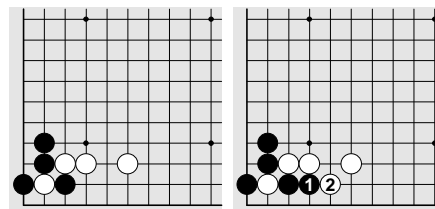


Diagram 25

Diagram 26

Let us look at a few more of beginners' mistakes.

Diagram 25 - Here is a common shape in the corner. But if one is not careful about shape, crude plays can easily result.

Diagram 26 - The crawl along at 1 is a crude play. It does not extend black's liberties or increase black's territory much. Moreover, black has to follow up or lose the corner. This can be considered as a typical beginner's mistake.

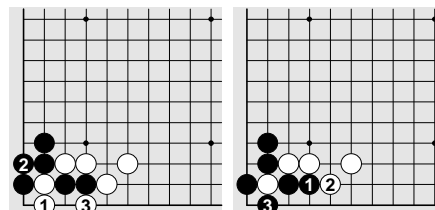


Diagram 27

Diagram 28

Diagram 27 - Continuing from the previous diagram, if black plays elsewhere after crawling along the side, white descends to 1. Black cannot occupy white's liberties on either side, and the connection at 2, unfortunately, is too late, as white ataris at 3. White beats black in the capturing race.

Diagram 28 - Therefore, after the exchange of 1 and 2, black must capture at 3. Giving up sente for such a small corner is not worth it. Therefore black 1 is crude and should be saved for the end game.

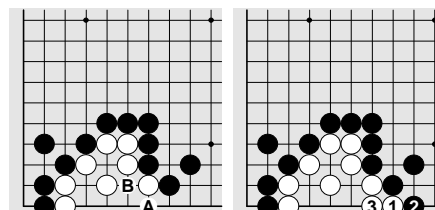


Diagram 29

Diagram 30

Diagram 29 - This example is taken from a beginner's game. The exchange of black A for white B is the normal sequence. However, if white is greedy for small profits, a big crude play can be result, leading to self-destruction.

Diagram 30 - If white is greedy and hanes at 1, black ataris at 2, forcing white to connect at 3. White thought he gained advantage on black, but instead, he reduced his own liberties.

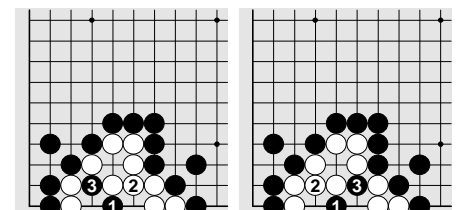


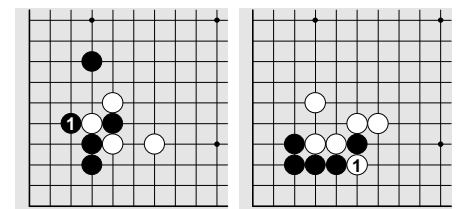
Diagram 31

Diagram 32

Diagram 31 - If white plays elsewhere, black pinpoints white's weakness and delivers the fatal blow at 1. This play kills the entire white group. If white connects on the right at 2, black throws in from the other side at 3, reducing white to one eye.

Diagram 32 - If white connects on the left, black throws in on the right, killing white. White 1 in **Diagram 30** is a big crude play; a typical beginner's mistake.

EXERCISES

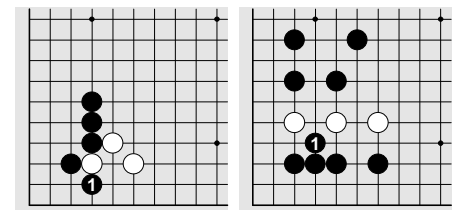


Problem 1

Problem 2

Problem 1 - White to Play - When black ataris at 1, how should white respond to get a good shape?

Problem 2 - Black to Play - The atari of white 1 is not necessary. How should black react?



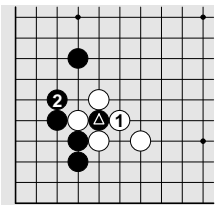
Problem 3

Problem 4

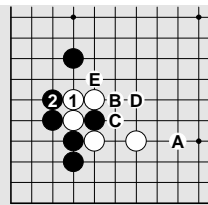
Problem 3 - Black to Play - This is a common position in actual games. How should white reply to the atari of black 1?

Problem 4 - Black to Play - Is the peep of black 1 a good play? Why?

SOLUTIONS



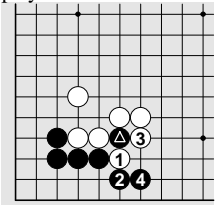
Correct Solution 1



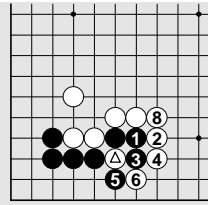
Failure Diagram 1

Correct Solution 1 - Capturing • forms a good shape for white. Black is forced to extend. This is the best reply for white.

Failure Diagram 1 - If white connects directly at 1, black crawls along at 2 hugging onto the white stones. White will fall into gote, if he captures at C. However, if white does not capture and jumps to A, black extends to C. If white fences at D, black thrusts to B. Due to the presence of an atari at E, white dares not block. Even if black does not extend to C, he can hane at B, or peep at D, forming a clean shape. This illustrates why white 1 is not a good play.



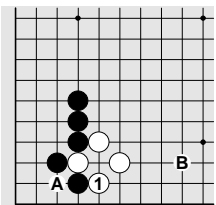
Correct Solution 2



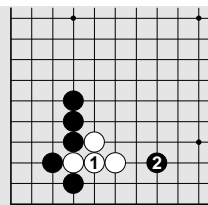
Failure Dia 2 (7@)

Correct Solution 2 - Black gives up • and ataris at 2. This is the correct solution. If white captures at 3, black extends to 4.

Failure Diagram 2 - If black does not give up his stone and extends to 1, white wraps around black and builds up an overwhelming outward influence.



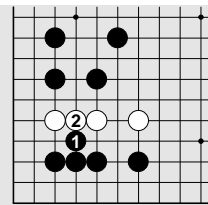
Correct Solution 3



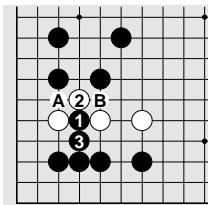
Failure Diagram 3

Correct Solution 3 - White 1 in forming a ko is the correct solution. In the future, white can cut at A, turning it into a big ko. If black connects at A, white can extend to B with sente.

Failure Diagram 3 - White connects at 1, forming an overdeveloped shape with low stone efficiency. Allowing black's forcing play at 2 is painful for white.



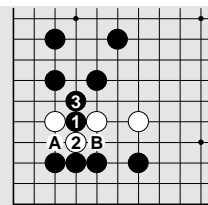
Failure Diagram 4



Correct Solution 1a

Failure Diagram 4 - Black 1 is crude. After white connects at 2, black has no follow-up tactics.

Correct Solution 4 - The wedge at 1 is brilliant. If white ataris from the top with 2, after black connects at 3, there are two cutting points at A and B. White cannot protect both cuts.



Reference Diagram 4

Reference Diagram 4 - If white ataris from the other side, black extends to 3. White still has two cuts at A and B and cannot reinforce both.

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MA XIAOCHUN'S GO LECTURE 7

Second game in the 8th Chinese Tengen
Finals

Black - Ma XiaoChun 9 dan, White - Liu Xiaoguang 9 dan. The game was played on February 22, 1994 in Shanghai.

Ma XiaoChun 9 dan and Liu Xiaoguang 9 dan are two veteran players. Six years ago, they met in the 2nd Chinese Tengen Finals. After two straight wins, Tengen Ma lost three straight games, handing the Tengen title to Liu. Soon after, Ma took the Meijin title from Liu, winning 3:0. Although in head to head matches, they are tied 1:1, Ma's held a better record than Liu. During the 1992 and 1993 time frame, Ma lost three matches to Liu, in the Fujitsu Cup, the 1st Qi Huang title, the 7th Tengen Tournament. This time, Ma successfully beat all his opponents and challenged Liu Tengen in this five-game match.

In the first game, Liu made a lousy play with the lead, and lost.

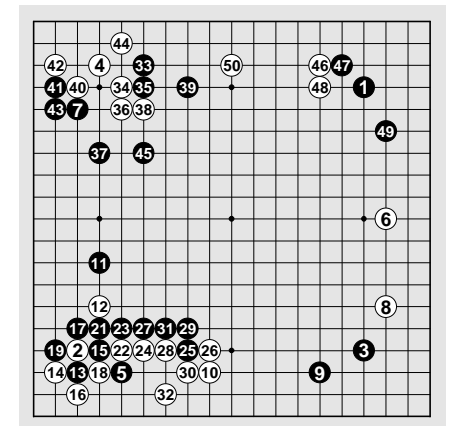


Figure 1 (1-50) (20@13)

Figure 1 - (1-50) After the exchange of 8 and 9, white's response at 10 is worth our attention.

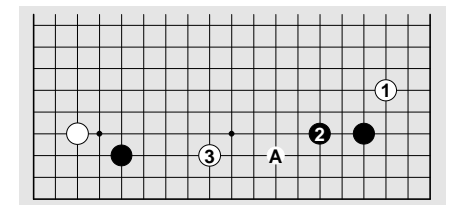


Diagram 1

Diagram 1 - If black jumps to 2 in reply to white 1, white can pincer at 3. A two-point extension to A is excellent for white. Black 9 in the actual game is a solid play. The location of the pincer at 10 is questionable. One can consider a high pincer at 25.

Black's counter-attack at 11 puts white in a difficult position.

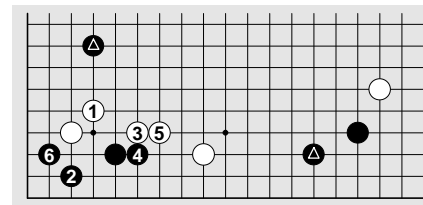


Diagram 2

Diagram 2 - If white diagonals at 1, black jumps into the corner with 2. With the sequence through 6, black obtains real territory, and white gets the outward influence. With the constraint of •, it's difficult for white to develop his influence.

The atari at white 16 is the only play. If 16 retreats to 17, black descends to 16, making black 11 an excellent attack.

After black 25, white 26 is another play that is worth our attention.

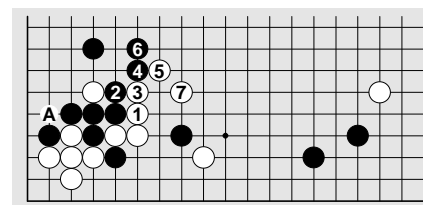


Diagram 3

Diagram 3 - The good sequence through 7 gives white the option to atari with sente at A.

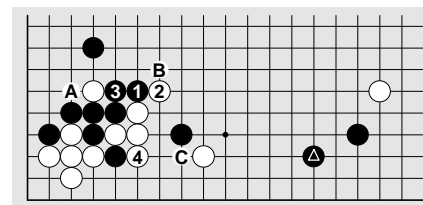


Diagram 4

Diagram 4 - Black 1 is the key play for good shape. If white 2 cuts at 3, black turns to A and white has no follow-up tactics. If white hanes at 2, black connects at 3. After white 4, black can either hane at B or block at C. Since • forms a solid shape, black's position is satisfactory.

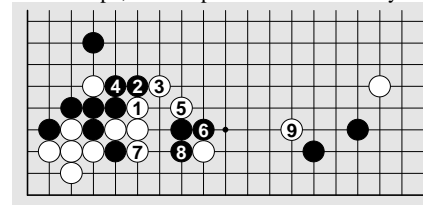


Diagram 5

Diagram 5 - White 4 in the previous diagram

should first tiger at 5, followed by black 6 and white 7. White then attacks at 9, following black 8.

White is badly hurt in the actual game, after the sequence from white 26 to 32.

Let's perform a positional judgment at 32. Both sides have two stones on the lower right and one stone on the upper left and are about even. Black occupies the upper right corner with one stone. Although white has 20 points on the lower left, black's territory on the left far exceeds that. Since black has the sente, it's obvious black has the lead.

Black pincer attacked at 33, and waited for white to extend to 34 and 36, before jumping to 37, and turning his framework into territory. This is a prudent strategy.

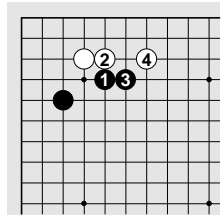


Diagram 6

Diagram 6 - Although the press at 1 makes black feel good momentarily, black cannot possibly defend against white's invasion because his framework is too vast.

White makes the exchange of white 38 and black 39, before defending the corner at 40. This is the correct order.

Diagram 7 - If white plays the sequence of 1 to 7 first, black will not jump to A, but to 8 instead to expand his central moyo.

White 46 is brilliant, making it difficult for black.

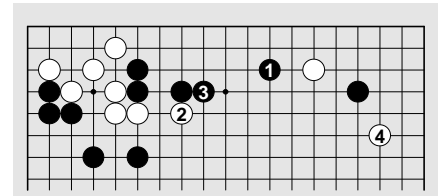


Diagram 8

Diagram 8 - Generally speaking, a pincer at black 1 is the normal response. However, white's press at 2 puts black in a difficult position, and black is forced to retreat to 3. White approaches the corner on the other side with white 4 and black has no good tactics for tackling the white stone.

Therefore, white adopts the diagonal of 47 followed by the corner enclosure of 49. On the other hand, white occupies the excellent point of 50 and can be satisfied. However, due to

white's losses on the lower left, black still has the lead.

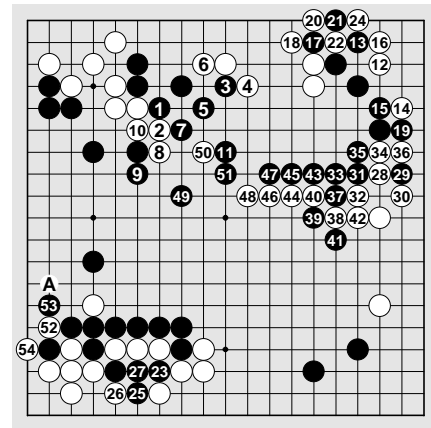


Figure 2 (1-54, i.e., 51-104)

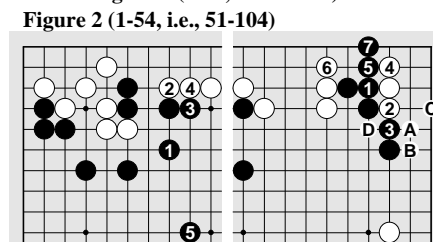


Diagram 9

Diagram 9 - Not worried that white might attach at 2, the block at black 1 is strong. After white 4, black gets to enclose territory with 5. Even if white cuts off two stones on the top, black's overall territory still exceeds white's.

After 11, black's top group is still not settled. The difference in the game has begun to narrow. Black 13 is the correct reply to white 12.

Diagram 10 - Black 1 looks powerful, however black allows white to occupy the key endgame point of white 6. Note that the white corner is not dead yet (white A, black B, white C makes life for white). Moreover, white can cut at D and use that to position strategic ladder blocks. Therefore, white is satisfied with this result.

The sequence through black 19 is inevitable. White ataris at 20 and black forms a ko at 21. The sequence through 27, results in a large break-even exchange.

When white jumps to 28, black 29 and 31 are brilliant plays in aiding weak stones. White tries to claim victory by cutting at 40.

Although black 43 is one way to handle the situation, there is a more simple approach.

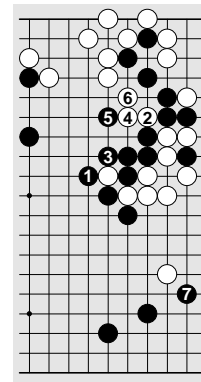


Diagram 11

Diagram 11 - Black ataris at 1 with a ladder trap. Although the cut-off of six black stones is not small, black captures a white stone in the center and he gets to play sente at 5, before taking a big territorial point at 7. From a global point of view, black still has the lead.

Although white 52 and 54 look small, it's actually big. White can clamp at A, or invade black's territory.

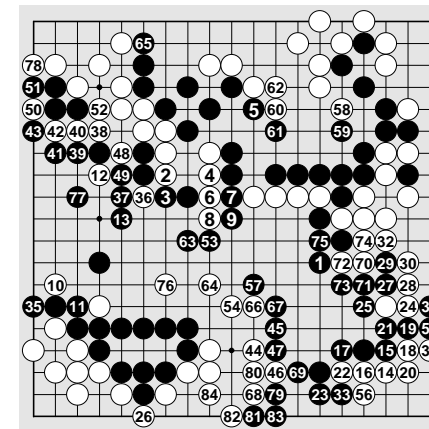


Figure 3 (1-84, i.e., 105-188)

Figure Three, 1-84 (i.e., 105-188) After missing so many opportunities, black finally takes the biggest point left on the board with 19 on the lower right. Black should have played 1 at 19. Even after black 9, the four white stones are not entirely dead, therefore the value of black 1 is not big.

After white 10, black should still play 11 as a defense at 19.

White 12 is brilliant.

Diagram 12 - If black connects at 1, white 4 is a brilliant play after the exchange of 2 and 3. After white 8, black cannot protect both cuts at A and B. black 13 is a solid reply. After black occupies 19, black has the lead from a global point of view.

White 14 is brilliant, ignoring the left side and invading the lower right corner. This is the biggest point on the board.

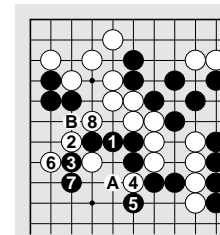


Diagram 12

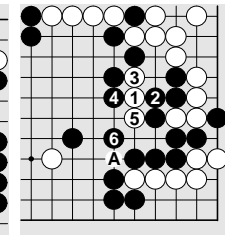


Diagram 13

White again plays the brilliant plays of 22 and 24. With sente, white connects at 26. At this point, the game is up in the air.

White 46 is the final losing play for white.

Diagram 13 - White 1 is a brilliant attempt to turn the game around. Due to the presence of the cut at A, black cannot capture the white stone. After black 6, white obtains sente, and the game is close.

In the actual game, both sides repair their weaknesses after the exchange of white 46 with black 47. White loses the opportunity in Diagram 13 and the game.

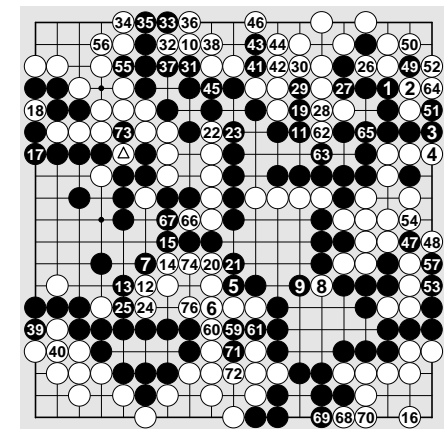


Figure 4 (1-76, i.e., 189-264) (58@47, 75@))

Black wins by 3.75 points after 264 plays.

In the third game, Ma beat Liu again and captured the Tengen title with a score of 3:0. Besides Tengen, Ma also held the Meijin, Qi Huang, and Da Guo Shou titles and became the undisputed number one player in China.

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Lee Changho's ABC's of Positional Judgment

Part 2

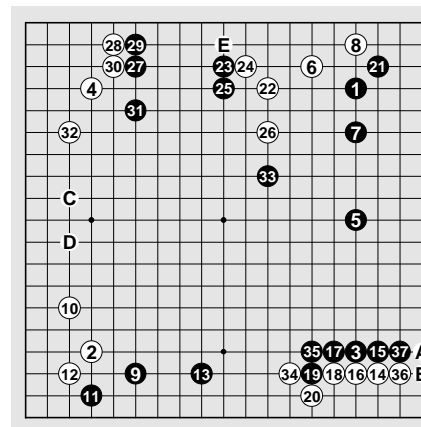


Figure 1 (1-37)

Figure 1 - This game is taken from the final game of the five-game match of the 24th Meijin Tournament. (Lee Changho Meijin, taking white versus Yoo ChangHyeok 6 Dan.)

The game has just proceeded to 37. Let's perform a positional judgment.

Black has 9 upper left points, 30 right side points, 10 right side thickness points, 5 lower left points, for a total of 54 points.

White has 7 top points, 15 upper left points, 6 lower left points, and 7 to 8 left side points, 10 lower right points, for a total of 51.5 with komi.

From a global point of view, black's thickness seems to balance white's territory.

Let's look at points of mutual interest. The hane and connection at **A** and **B** is only about 4 points. Since this is a sente, it's important to be the first to play there. However, if black hanes at **B**, white can tenuki and invade the bottom, leading to big loses for black. Therefore, the hane at **A**, is considered as white's privilege. Any play that can reduce black's territory framework on the right should be considered carefully before determining its timing.

We considered white has 7 to 8 potential left side points, because if black plays first at **C** or **D**, white will get to play at **D** or **C**. Generally speaking, a two-point extension is worth 4 points. Since the two-point extension can exert pressure on the upper black group, it is worth about 7 to 8 points.

The endgame play at **E** is a sente that influences the well being of the white dragon.

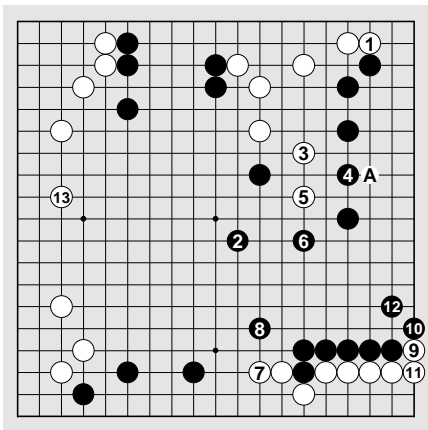


Diagram 1

Diagram 1 - (Remote Attack) White 1 establishes a base for white's dragon, waiting for an opportunity to invade at A. Therefore, the value of white 1 is big. With white 1, one can foresee the two-point extension to 13. Let us perform a positional judgement.

Black has 8 upper left points, 48 right side points, 5 lower left points, for a total of 61 points.

White has 11 upper right points, 21 upper left points, 6 lower left points, 8 left side points, 13 lower right points, for a total of 64.5 with 5.5 komi.

It's black's turn to play. The game's outcome depends on the development of black's thickness.

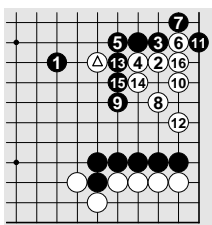


Diagram 2

Diagram 2 - (An Even Exchange) In the game, when white invades at (), black attacks immediately at 1.

At this time, white invades deeply at 2 to make life. This is the correct approach.

Although, there are a lot of variations here, the first one that comes to mind is white 16. Although black's thickness on the right has been erased greatly, black builds up stronger thickness on the outside. Therefore, this is an even exchange.

Figure 2 - Black's position on the right has changed greatly when the game proceeds to play 82. Let's perform another positional judgment.

Black has 3 upper left points, 30 upper right points, 5 lower left points, 2 lower right points (black's privilege), for a total of 40 points.

White has 6 upper right points, 35 left side points, 9 lower right points, 3 right side points, for a total of 58.5 points with komi.

Although it's black's turn to play, the difference

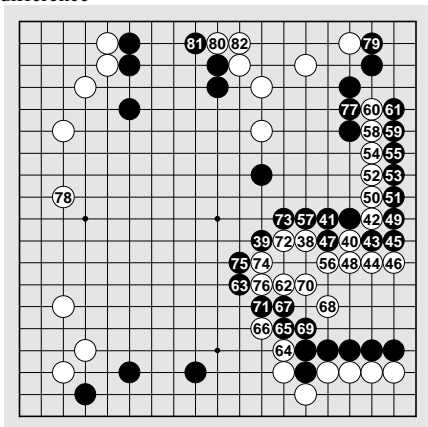


Figure 2 (38-82)

in the game is too big. This is because of black's mistake in handling white's invasion on the right. In order for black to have a chance of winning this game, he must utilize his thickness in the center to fully develop his territory.

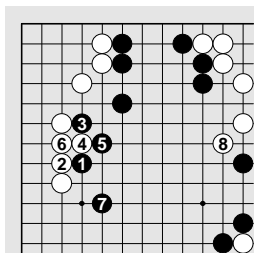


Diagram 3

Diagram 3 -

(Black Fails) The press at 1 and 3 is a common tactic for cultivating center territory. After black jumps to 7, white will tenuki and diagonal at 8, countering black's plan. However, if black diagonals at 8, white jumps to 7 and black still fails.

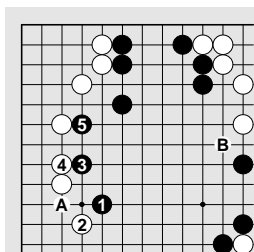


Diagram 4

Diagram 4 -

(Black's Intention) In jumping to 1, black aims to attach at A. White 2 eliminates black's threat of attaching at A. Black plays sente at 3 and 5 before sealing at B, enclosing big territory in the center. If black's plan succeeds, black's position would quickly improve.

Diagram 5 - (White's Intention) White 1 aims at black's weakness on the right, forcing black to reinforce at 2. White then diagonals at 3, destroying black's territory. If black ignores 2 and seals at A instead, the game becomes complicated.

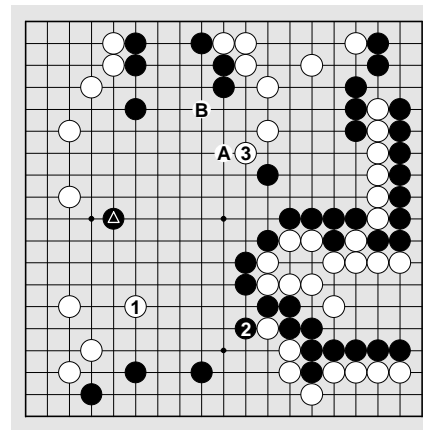


Diagram 5

White can ignore • and diagonal at 3 directly. This is straightforward and easy to understand. A follow-up jump to B attacks the upper black group.

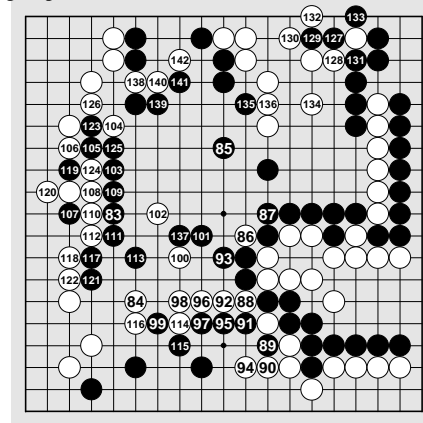


Figure 3 (83-142)

Figure 3 - Due to white's mistakes, black got quite a bit of territory in the center. After 136, black tries to cultivate the center regardless of consequences. White thus wedges in with 138, attacking black's weakness on the top. This is the final battle field for deciding the game.

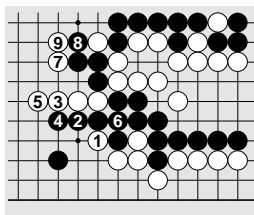


Diagram 6

When black turned at 93, white could have attacked as follows.

Diagram 6 - (White Captures the Winning Opportunity) White ataris at 1 and black

connects at 6. If white 7 and 9, the game is in the bag for white.

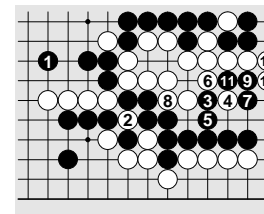


Diagram 7

Diagram 7 - (Black Needs to Make Life via a Ko Fight) Even if black guards the center with 1, white captures the ko stone. Black attaches at 3, but cannot make life cleanly and has to connect via a ko fight. With the sequence on the lower right black gains 2.5 points.

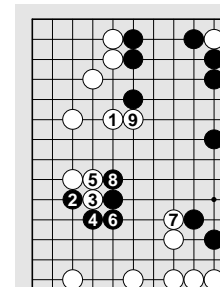


Diagram 8

Diagram 8 - (White's Variation) In the game white failed to timely push through in the center, and allowed black to enclose huge territory. If 102 is played as white 1 here, white prevents black from securing big territory on the upper left at the expense of allowing black to invade white's left side. This outcome is better for white.

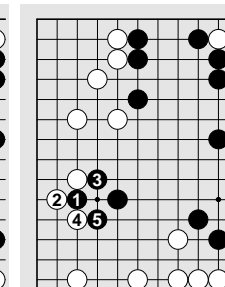


Diagram 9

Diagram 9 - (Black Initiates the Ko Forcefully)

If white hanes at 2 in reply to black 1, black initiates a ko forcefully with 3 and 5, since black has endless ko threats on the left and upper white groups. Therefore, white should avoid the ko or it will tip the balance to black's favor.

Diagram 10 - (The Best Choice) When black ataris at 1, white connects at 2. Black 3 is the best choice, leading to a half point victory for black.

If white 26 extends to 27, black wedges at A. White B and black C lead to a huge ko, which does not favor white.

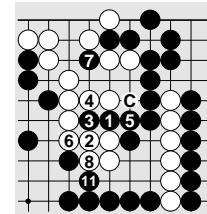


Diagram 11

Diagram 11 - (The Dragon is Trapped) White tries to connect with 2 in reply to black 1. After white connects at 6, the cut at 7 is an excellent point. The white dragon is trapped.

Figure 4 - (The Actual Game) In the actual game, black reinforces at 1, forcing white to capture two black stones with sente at 2. The

proper play of white 6 is at 17. But since white

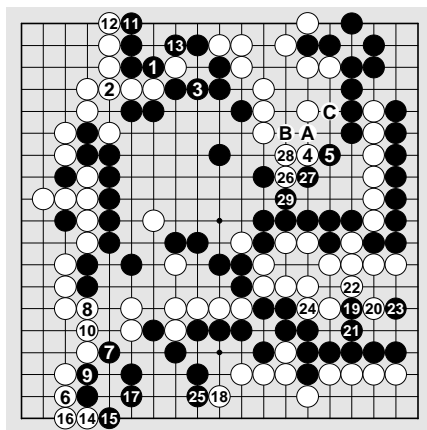


Diagram 10

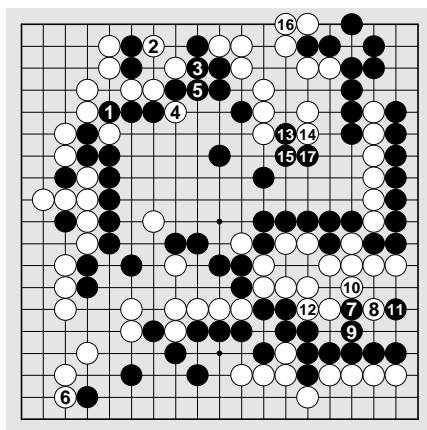


Figure 4 (1-17, i.e., 143 - 159)

obtained great profit on the upper left, he decided to play this way. With the sequence from 13 to 17, black tries very hard to catch up. However due to the great losses suffered from the mistake of black 1, white ended up with a 1.5 points victory.

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Analyzing Korean Games

Part 2

A Good Game of Lee Changho (3)

Lee Changho (Black), Yoo Chang-hyeok (White)
 Black won by resignation

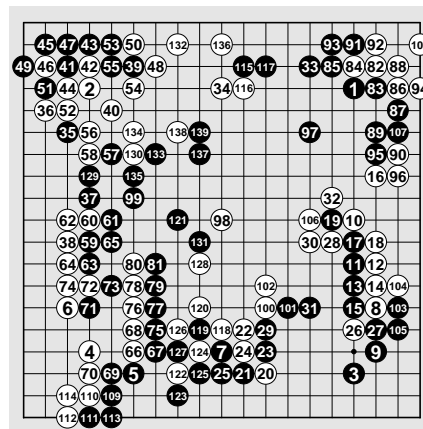


Figure 1 (1-139)

Figure 1 - Focal Point 1: Black 11. Normally, 11 is played as a forcing approach at 16, a favorite play of Kobayashi Koichi, followed by an invasion at 12. In this game, Lee employed the novel play of a high invasion at black 11, seemingly very confident about this play. When faced with the challenge of white 28, black calmly repairs his weakness at 29. In reply to the ladder of 32, normally black would play a ladder block. Since black determines the ladder block is not effective, he ends the ordeal with sente at 103 and 105.

Focal Point 2: black 41 Black seems to say, "the more territory the better."

Focal Point 3: Solid and Victory Black's solid approach ended up with a big lead in territory.

Another Good Game of Lee Changho (4)

Yoo Chang-hyeok (Black), Lee Changho (White)

Figure 1 - Focal Point 1: Black 17 This is a favorite play by Yoo that he often uses.

Focal Point 2: White 24 Normally 24 is a diagonal at 82, or an extension to 25. It can also invade the corner at A. When I first saw 24, I could not believe my eyes. However, after pondering, I realized its exquisite nature. First of all, the right and bottom of the board are quite empty, with lots of big territorial points. Therefore, white should not be too concerned

about his group on the right. Secondly, white must be flexible if he wants sente.

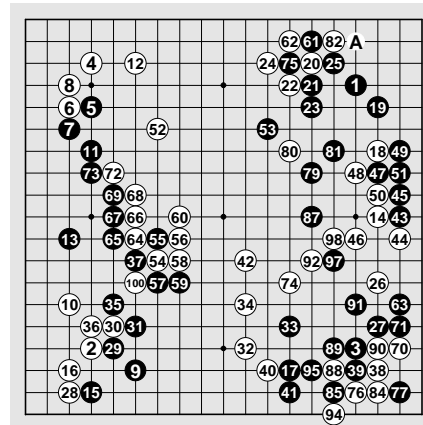


Figure 1 (1-100) (78,86,96@20;
83,93,99@75)

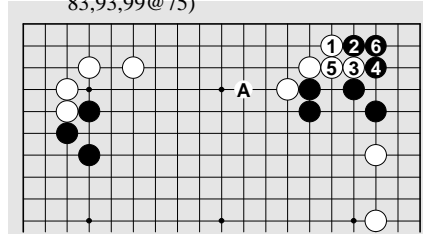


Diagram 1

Diagram 1 - A white diagonal at 1 is common shape. The sequence through 6 can be considered a joseki. However, white should not tenuki here, or a pincer attack at A will be severe.

Let's consider black's position. Can black tenuki with 25? The answer is 'No'. Allowing white to invade at A is not tolerable for black.

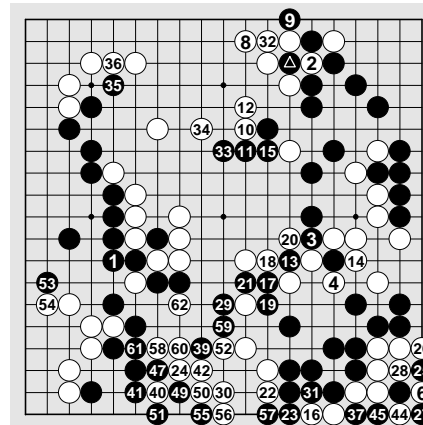


Figure 2 (1-62, i.e., 101-162)
(5@•, 7@2; 38,46@6; 43@25; 48@44)

Figure 2 - Focal Point 3: The outcome of the ko fight on the top. In Figure 1, white formed a ko at 62 and followed through with sente at 82. From a psychological and strategic point of view, one would want to win every ko fight if possible. However, when black took the ko at 5, white did not lose any ground ignoring it. How did white do it? If white wants to win the ko fight then he cannot go all out to kill the lower right black dragon. Instead of winning the favorable ko on the upper part of the board, white elects to play thick on the lower right. Black 3 is a damaging ko threat for black. With this, white already gets his payback, not to mention the territory formed on the upper part of the board with sequence from 8 to 12.

Focal Point 4: Life and Death on the Bottom Lee's calculation is extremely accurate. By ignoring the ko threat of black 47, white makes life in the corner with 48. White 58 is exquisite, forcing black to play 59.

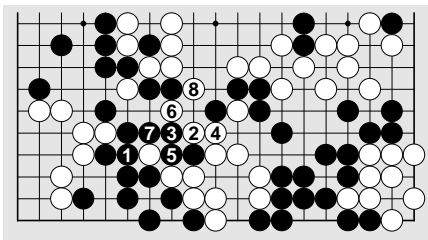


Diagram 2

Diagram 2 - If black connects at 1, white ataris at 2 and connects at 4. White safely escapes, with sequence through 8.

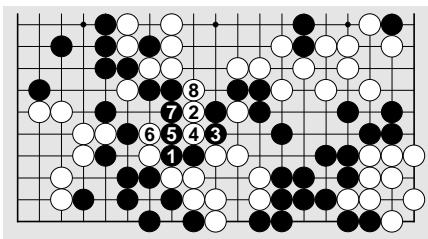


Diagram 3

Diagram 3 - If black connects at 1, white 2 is a tesuji. Black 3 does not work, for white captures black with the sequence through 8.

Diagram 4 - If black blocks at 3, white timely ataris at 4. Black 5 prevents white extending to A. After white captures at 6, white makes life with sente at 10.

Black reinforces at 59. Unfortunately white delivers the final blows of 60 and 62.

Diagram 5 - If black does not resign, he is faced with another ko fight. Unfortunately, black has no ko threats.

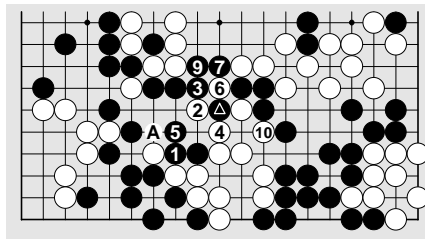


Diagram 4 (8@•)

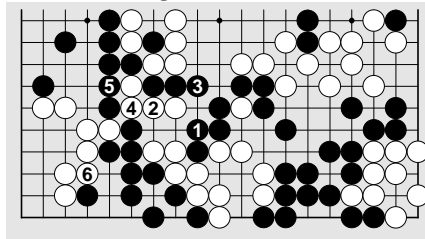


Diagram 5

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Yoo Changhyeok on Attack

Part 1.2

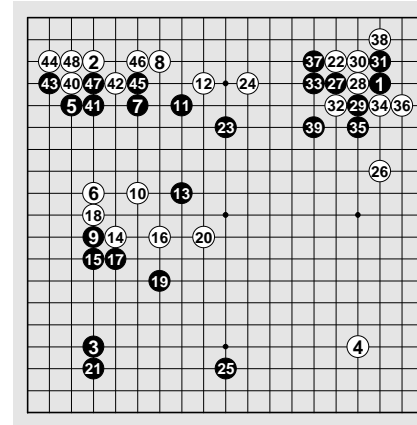


Figure 3 (1-48)

Figure 3 - In foreign games, there are attacking tactics that are worth our attention, and here is an example. The sequence from 1-48 is so perfect, that it looks as it was created for teaching purpose.

Although black is relatively thick, there are weaknesses. With sente, how should black handle the six invading white stones on the left, is the key focal point in this game.

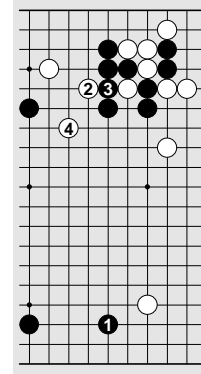


Diagram 14

Diagram 14 - (Worry of a Counter-Attack) Although black 1 is an eye-catching territorial point, the counter-attack of white 2 and 4 would erase black's thickness and turn the game around. Moreover, this weakens the upper left black group instantly, making it almost impossible for black to attack the six invading white stones.

Diagram 15 - (Black helps white instead) Attacking the six invading stones is not easy as one can imagine. The sequence with black's

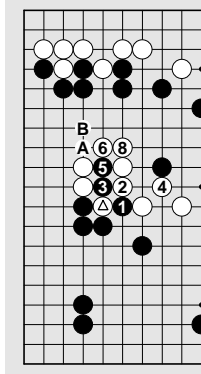


Diagram 15

wedge at 1 to white 8, helped white become thick. If black cuts at A, white ataris at B and black still gets nothing.

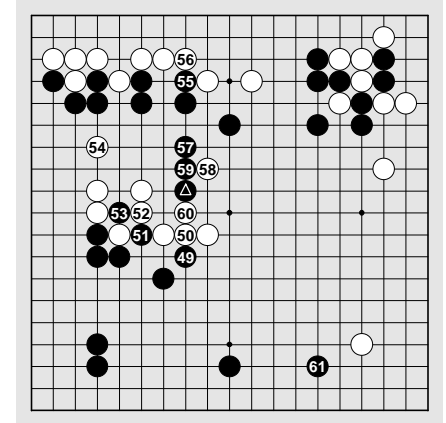


Figure 4 (49-61)

Figure 4 - Black 49 peeps at the six invading stones.

Though it looks ordinary, it is a breath taking urgent point for attack. This is a sophisticated play of great value. Please take note.

White is forced to connect at 50. Black then ataris at 51 and captures at 53, making • an astounding urgent point. Although white manages to retaliate at 54, black beefs up his thickness with 57 and 59.

Unfortunately, the approach at 61 is premature.

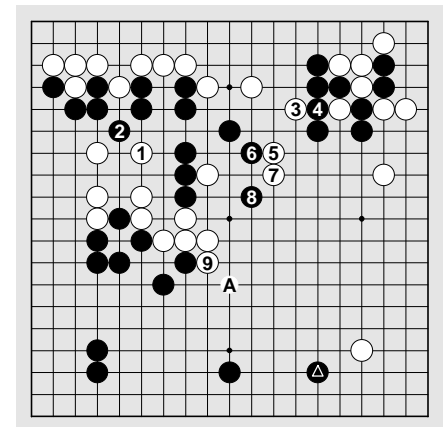


Figure 5 (1-9, i.e. 62-70)

Figure 5 - After the sente at 1, white cuts with 3 and 5. Up to white 9, black is in a miserable position. As a summary, • should have been played as a jump to A. With this exquisite play, black is guaranteed a victory. This illustrates the point that even with good attacking tesuji, it's not easy to follow through with flawless attacks.

GO STORIES

Part 6

Dueling it Out on a Three Feet Wide Board

Some compare the theory of Weiqi to the Art of War. Others compare it to the way of proper conduct. Indeed, the theory can be applied to a vast variety of things. During the Nan Dynasty, Emperor Liang Yuan Di, Xiao Yi was the king of Xiangdong. In the third year of Tai Qing, he led an expedition army against the king of Hedong, Xiao Yu (his brother). Xiao Yu's slogan against this expedition was, "Xiangdong has only one eye." Xiao Yi lost an eye during his childhood and Xiao Yu used a Go proverb to mock Xiao Yi, signaling that with one eye, he is bound to die. In Han Yu Ben Ji of Shi Ji, it was mentioned that Han Yu and Liu Bang divided China by signing a treaty that gave the territory west of Hong Gou to Liu Bang and east of Hong Gou to Han Yu. Analogies have often been drawn between this incident and seki or dual lives that occur on a Go board. Huang Tingjiang of Bei Song Dynasty wrote the following famous poem, "When I am free and have time to rest; I like to play Weiqi and chat. My heart is anxious like a spider web floating in the sky; My body is still like a cricket transforming into a withered branch. Xiang Yi had one eye but he lived; a dual-live was persisting but won by Liu Bang, who said I value every second of the day? I do not even know the time had passed midnight!"

This is indeed a well-written poem. However, it's a bit difficult to tell if one is applying stratagems to Go, or is it the other way around. This poem has been well received. Deng Yuan Hui of Qing Dynasty, praised Huang's poem as one of the best, with profound meaning.

As early as the Dong Han Dynasty, two philosophers stressed the analogies between Weiqi and war maxims. Hen Tan said in Xin Lun, "There is the game of Weiqi, or the game of war. Best players deploy their troops effectively, and take advantage of the whole board position. Mid-level players are good in taking profits through attacking. Weak players take small profits by defending their groups and making life." Ma Yong also wrote, "The game of Weiqi is a game of warfare, turning the three foot board into a battlefield. When the soldiers on each side face each other, it looks like they are evenly matched. Clumsy strategies are useless and the weak will certainly perish." From this, it is plausible that ancient Chinese (as early as the Han and Wei Dynasties) used Weiqi to simulate warfare, much like modern generals analyze battles on a computer screen.

Not only can Weiqi give insight to fighting a

war, it can also be used to govern a country. In Xin Wu Dai Shi, edited by Auyang Xiu of Bei Song Dynasty, it was written, "The secret to have a peaceful country that is free of rebellions can be learnt from Weiqi. One must know all the right plays in the right locations at the right time." Besides stratagems, Weiqi is also referred to in ancient literatures as the symbol for power.

There is a saying, "A single play that claims victory", which has been used to describe individuals who claimed kingship. In the Legend of Tang, there is a chapter called the "Bearded Musketeer", which mentioned the story of claiming kingship on the Weiqi board, instead of the battlefield. During the end of the Sui Dynasty, there were three musketeers, known as Li Jin, Hong Fu Nu, and the Bearded Musketeer. All of them had great ambitions, especially the Bearded Musketeer who wanted to be king. A sorcerer told the Bearded Musketeer that the king's presence can be felt in Tai Yuan. He then traveled to Tai Yuan with Li Jin and Hong Fu Nu. At Tai Yuan, they heard that the son of Li Yuan (a judge) called Li Shiming was a person of great charisma, and asked another judge Liu Wen to arrange for their meeting. The Bearded Musketeer pretended that he wanted to challenge Li Shiming in Weiqi, but instead, he wanted to explore Li who might fight over the kingship with him. When the Bearded Musketeer finally met Li, he found him of great character and very friendly. The Bearded Musketeer placed a stone at the star point and shouted, "I'll take the four corners of the world!" (See cover artwork with Li playing go against the Bearded Musketeer.) Li did not extend along the side of the board but placed a stone right in the center (Tengen) and said, "I'll capture the victory with one play!" Everyone was surprised by this unusual play. The Bearded Musketeer realized immediately that Li had what it takes to become a king. He resigned by saying, "I lost! One mistake cost me the game. What can I say." He then left Tai Yuan and gave up his plan of becoming the king. Indeed, after a few years, Li became the king of China, known as the Tai Zhong, the first emperor of the Tang Dynasty.

The game of Go normally starts from the corners with literally thousands of joseki. However, not too many people will play at the center before occupying the corners and sides. Why the Bearded Musketeer resigned may be puzzling to the reader, because playing recklessly at the center does not reflect the character of a king who has to rule over the entire country. However Li wasn't just any king. He established the Tang Dynasty single-handedly. So for him, it might be okay to play an unorthodox play. Actually the play at Tengen is like a king sitting in the center, overseeing the entire world (board)!

SANGIT'S COLUMN

Part 6.1

We will continue our study of three-stone games, where white starts on the komoku point and black approaches with a knight's play. White now plays the three-point low pincer and black plays the aggressive taisha. What follows is excerpted from my first volume of a four volume book called *Galactic Go*, co-authored with my teacher and friend Yang Hui ren, a professional from the PRC. You can write to me at Sangit@Chatterjee.com.

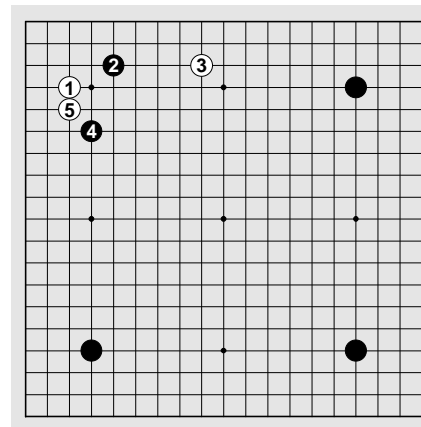


Diagram 1

Problem Dia. 1- Black 4 is quite popular among professionals recently. The number of variations however are limitless. White 5 is a somewhat subdued response. How should black continue?

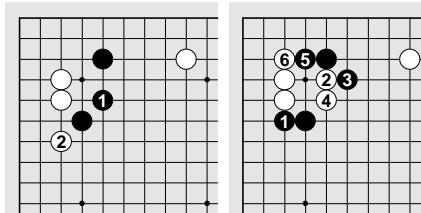


Diagram 1.1

Diagram 1.2

Answer Dia. 1.1 - The diagonal drawback of 1 and white's jump to 2 is correct. A simple joseki.

Dia. 1.2 - If black 1, white plays 2. Black's position crumbles with the sequence to white 6. White is alive while black is insecure and he has peeped at the bamboo joint not once but twice!

Dia. 1.3 - Joseki analysis. The Black 2-White 3-Black 4 combination, popular in the Edo period (1600-1867), has made a comeback today. Consult Ishida's Dictionary (Vol. I) and John Power's *Invincible: The Games of Shusaku*

for examples.

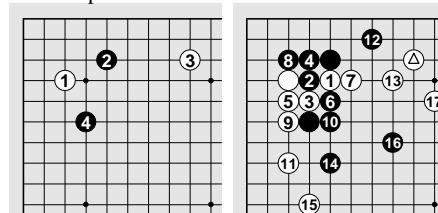


Diagram 1.3

Diagram 1.35

Dia. 1.35 - The usual. If white responds to the taisha by attaching at 1, then the sequence to white 17 is the usual joseki. Without the pincer at 1, white plays 17, a point above as a 1-point jump. However, many variations are possible.

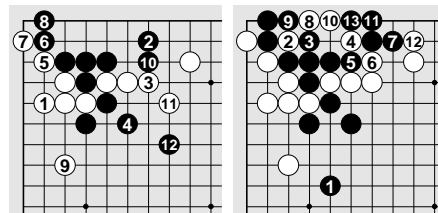


Diagram 1.4

Diagram 1.45

Dia. 1.4 - White 1 is of recent origin. Black 2 is answered by white 3. After black 4, white plays 5 and 7 before jumping with 9. Black 10 is tesuji. White 11-black 12 follows. **Dia. 1.45** examines the need for black 10.

Dia. 1.45 - Reasoning. If black jumps to 1, white plays 2. When black captures with 3, white plays 4 and the sequence to black 13, leaves black completely sealed in. Compared to **Dia. 1.4**, black is inferior here.

Problem. How should black continue after white 2 in **Dia. 1.1**?

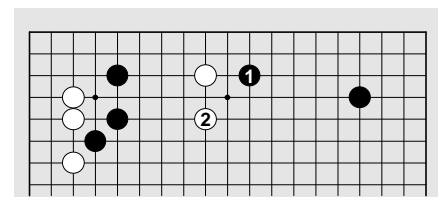


Diagram 2

Answer Dia. 2 - Game sequence. The black pincer of 1 is the only play. White jumps out to 2.

Problem Dia. 2 How should black play?

Answer Dia. 3.1 - Black 1 is an elegant tesuji. white has to play 2 and 4 before jumping to 6. Black 7 forces white out at 8 setting up the cap at 9. The game is proceeding favorably for black.

Problem Dia. 4 - Game sequence. The black push of 1 is a bit heavy. How should black play after the sequence to white 8?

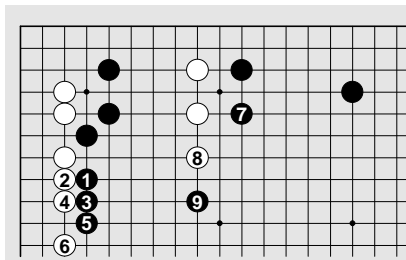


Diagram 3.1

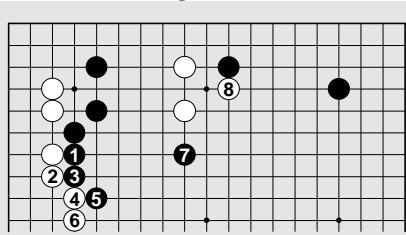


Diagram 4

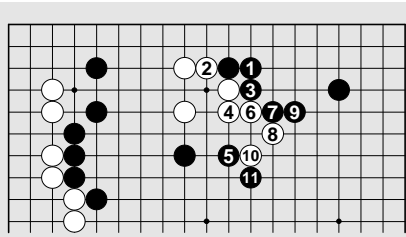


Diagram 4.1

Answer Dia. 4.1 - Black should draw back at 1 and if white blocks at 2, the sequence to black 11 is then a one-way street. The result is good for black.

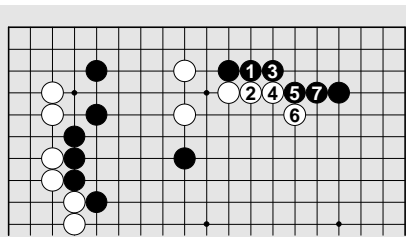


Diagram 4.2

Dia. 4.2 - If white pushes at 2, then the sequence black 3-white 4-black 5-white 6-black 7 will follow. This is an extremely good result for black.

Problem Dia. 5 - Black 1 is about a 90% play. After the sequence to white 4 black gets bad shape peeping at the white bamboo joint. How should black continue now?

Answer Dia. 5.1 - The black jump of 1 shows nice timing. Black expects white A-black B.

White however, upsets the apple cart and plays the tesuji of 2. How should black respond to white 2?

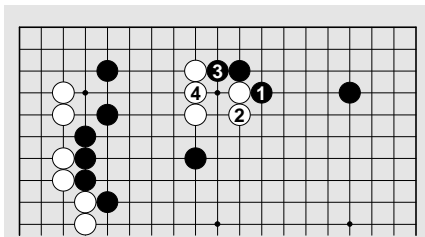


Diagram 5

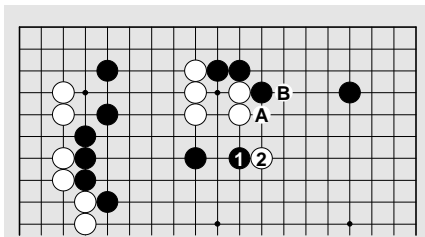


Diagram 5.1

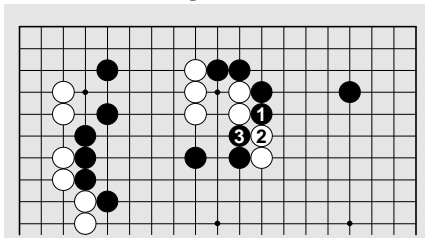


Diagram 6

Answer Dia. 6 - Black should push at 1 and if white blocks at 2, black will cut at 3 and white's position comes apart at the seams. White will not play this way.

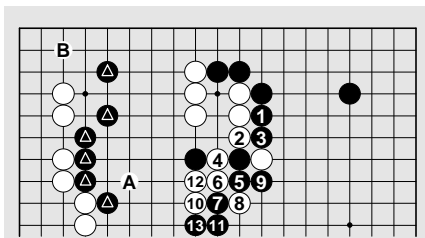


Diagram 6.1

Dia. 6.1 - White will play 2, forcing the sequence to black's golden turn at 13. The stones are safe since they can get out by connecting at A or making life by sliding to B. The situation is tense, though.

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