





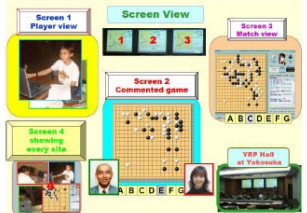





Sydney Go Journal

Issue Date – July 2007

(Happy Birthday to us – 1 year old! – well done team!)

<p>Sydney Go Journal Issue Date - July 2006</p> 	<p>Sydney Go Journal Issue Date - August 2006</p> 	<p>Sydney Go Journal Issue Date - September 2006</p> <p>This special was created with the assistance of the following referees (in alphabetical order):</p> <p>Go Game Assistant http://www.go-game.com Used for game not reference diagrams, capturing and other reference. Cost: US\$20.00</p> <p>GoDiagram http://www.go-diagram.com Used for printing full page games with a color bar and not missing for captured stones. Reference</p> <p>MyGoGo http://www.mygogo.com Used for game records, points, friends and example games. Cost: US\$20.00</p>	<p>Sydney Go Journal Issue Date - October 2006</p> 
<p>Issue Date - November 2006</p> <p>1st Meijin to be settled in November</p> <p>Takeshi Takai won the 4th game to take the Meijin title by half a point. At 364 moves this is the longest finish game in Japanese Go history. Facing kachiku (madness) death Cho fought back in the 5th game to win by resignation. The title and US\$200,000 will now be settled in November.</p> <p>A brief background of the players....</p> <p>Takeshi Takai was born on 26th October 1976 in Chiba City, Chiba Pref. Japan. He has risen quickly through the ranks going from 1p in 1995 to 9p in 2005 (an automatic promotion for winning the Hangeho title) under the guidance of Fujisawa Shiroe sensei (7p).</p> <p>In July 2003 he reached 500 wins having played only 600 games - a 75.0% win rate. In January 2006 he became the youngest ever to reach 600 wins and only the 40th player ever to achieve the goal.</p> <p>Cho Chikun was born on the 20th January 1980 in Taipei, Taiwan. He moved to Japan in 1998 as a pupil of Cho Kaku. He was 10p in 1996, progressing to 9p in 2003, as doing so he set a record for the fastest promotion to 9-dan - 9 years three months.</p> <p>During his career he has set many records, at 21 he was the youngest major title challenger ever for Honinbo in 2001, he held the Japanese record for most wins in a year (70) in 2002, and the longest winning streak in the Cho's 17 games. This last achievement broke the record set by Cho Chikun's back in 1973.</p>	<p>Sydney Go Journal Issue Date - December 2006</p>  <p>Wishing you all a very Merry Christmas</p>	<p>Sydney Go Journal Issue Date - January 2007</p>  <p>Up coming events</p> <p>LIGHTNING TOURNAMENT Friday 12th January 2007 Prize: for First, Second and Third Entry for the evening is just \$5 17 Brisbane Street Surrey Hills e-mail: jayndu@yahoo.com</p> <p>Queensland Go Championship Saturday 17th and Sunday 18th February in Brisbane. Venue: Brisbane Bridge Centre Registration and other details on back page For the latest details visit www.qgo.net.au/~szhardy/qgo2007.htm</p>	<p>Sydney Go Journal Issue Date - February 2007</p>  <p>Dr. Geoffrey Gray's unique Go Box (picture courtesy of Dr. Gray)</p> <p>Up coming events</p> <p>Queensland Go Championship Saturday 17th and Sunday 18th February in Brisbane. Venue: Brisbane Bridge Centre Registration and other details on back page For the latest details visit www.qgo.net.au/~szhardy/qgo2007.htm</p>
<p>Sydney Go Journal Issue Date - March 2007</p> <p>Australia to be part of the Yokohama Web Go Convention with Japan, China & Korea in 2007</p> <p>(see below for features of the convention)</p>  <p>For more information see page 3</p> <p>Up coming events</p> <p>11th NEC Cup Saturday and Sunday April 21, 22 in Melbourne.</p>	<p>Sydney Go Journal Issue Date - April 2007</p> <p>361 Point Web Site Hosts the SGJ</p>  <p>For great educational material and commented games visit 361point.com</p> <p>Up coming events</p> <p>11th NEC Cup Saturday and Sunday April 21, 22 in Melbourne.</p> <p>Contact: Brad Maki, 01-8121-1149, email bradmaki@baker.net.au Venue: Nivonon Glen Winery, 25-27 Springvale Road, Glen Winery Format: 3 divisions (1-10p, 11-14p, 15-18p) 30 handings game, prize in all divisions. Entry fee \$40. Please register by April 6, supplying a phone or email contact and your rank (AGA or otherwise).</p>	<p>Sydney Go Journal Issue Date - May 2007</p>  <p>The 11th NEC Cup was a great success - see the News section for a report, pictures and the results.</p> <p>NSW Championships The NSW State Championships, will be held on June 9th and 10th at Philips House, 17 Brisbane Street, Surrey Hills. Contact Robert Valdes rvaldes@yahoo.com for further details.</p>	<p>Sydney Go Journal Issue Date - June 2007</p>  <p>Australian Go Association</p> <p>GOING TO AUSTRALIA? Start in Sydney to see a great board game where you can learn the rules and see the most regular players. It's a great opportunity to see the best of the game and to see the best of the game.</p> <p>The AGA is a non-profit organisation whose aim is to promote the game of Go in Australia and to provide a forum for the game of Go in Australia. The AGA is a non-profit organisation whose aim is to promote the game of Go in Australia and to provide a forum for the game of Go in Australia.</p> <p>Wants to know what's going on in Australian Go? Visit http://www.austgo.org.au/</p> <p>NSW Championships The NSW State Championships, will be held on June 9th and 10th at Philips House, 17 Brisbane Street, Surrey Hills. Contact Robert Valdes rvaldes@yahoo.com for further details.</p>

ACT Championships

Saturday and Sunday July 28, 29.

Venue will be the School of Arts, ANU Campus.

Contact: Jason Wright meatex@gmail.com 0438464535 for details.

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

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

Contents

News & Reviews	3
Eland Cup Quarter Finals	6
Fuseki Problems	20
WAGC Tournament	23
NSW Tournament	34
Fuseki Answers	42

The Sydney Go Club

Meets Friday nights from 5.00pm at Philas House, 17 Brisbane St, Surry Hills

Entrance fee - \$5 per head; Concession \$3; Children free - includes tea and coffee.

For further information from Robert ravadas@yahoo.com

For weekly articles and commented games subscribe to GoAma

See page 5 News and Reviews for details.

Want to know what's going on in Australian Go?

Visit: <http://www.australiango.asn.au/>

News

SGJ to be published bi-monthly

For the past year we have been able to produce a journal one a month. Due to work and other commitments we have decided to publish the journal every two months. The next journal will be in September and all 'odd numbered' months from now on.

I would like to thank everybody who has supported this initiative – your e-mails and ideas are appreciated.

NSW State Championships Report

The NSW State Championships (sponsored by [Raphael Shin](#)) were held over the Queens' birthday long weekend, and a wet and windy time it was too.

Robert Vadas and his family did a nice job organising the tournament including lunch and refreshments on both days. Well done Emerald, David and Robert.

The tournament attracted some strong players, and I mean strong 7 dan players – Mr David He and Mr Zhao Miao were formidable opponents for anybody trying to take a top spot.

The NSW Championships were split into two divisions – a handicap division and an open division. The winner of the open division was Zhao Miao, a new arrival to Sydney from China.

The winner of the Handicap section was Peter Huang who won all of his games. Well done Peter on your win and promotion to 1 kyu.

There is a picture report and games later in the journal; everybody had a very good time. On behalf of all participants' – sincere thanks to [Raphael Shin](#) for the prizes and [Devon Bailey](#) for providing the trophies.

ACT Championships

The Canberra Go Club invites all Go players to the ACT Championships

Saturday and Sunday July 28, 29.

Venue will be the School of Arts, ANU Campus.

Contact Jason Wright

e-mail: meatex@gmail.com or

Phone: 0438464535 for details.

Web Site review

Below is a list of the best educational Go Web sites. They have a mixture of content, some free, some paid.

This section will be a feature of future editions and I will add more sites as they are identified.


http://www.361points.com A free site with lots of excellent lessons and plenty of commented games. The content is kept up to date and provide a great resource.

http://www.gobase.org/ This is a fundamental reference site for anybody following current games or searching the extensive archive and library.

http://www.gogod.co.uk/ GoGod is a purchased product, but the Web site does provide news, history and other services. The content of the subscription is very extensive and well worth having.

http://www.go4go.net/v2/ This is a great site for discussions, blogs and exchanging ideas with other players. There are also a range of services provided by Alexandre Dinerchtein including the GoAma e-newsletter. Some services are paid, some are free – all are very good – well worth investigation.

http://www.suji.ch/ This site is the home of Suji magazine. This enterprise is in the early stages of development so the content is a little sparse but the intentions are good. Keep watch on this site it looks like it will be a good source of information and lessons soon.

Go4Go and GoAma Newsletter



The GoAma newsletter recently passed its 60th edition a tremendous effort from Alexander Dinerchtein and his team. This is just one of the features of the Go4Go web site which can help any amateur player improve their skill.

The web site address is <http://www.go4go.net/v2/> - this is a completely open environment in which users can participate forum discussions, writing blogs, authoring wiki pages, contribute news articles and much more.

The educational material includes the **GoAma Newsletter** which is prepared by an editorial team headed by Alexander Dinerchtein, contents include game commentaries, competitions, interviews with famous players and much more.

You can also get **Professional Game Collection** containing 14,000+ games (as of Feb. 2007) covering most of the international tournaments and the domestic tournaments of China, Japan and Korea. For a small fee, users can have the latest SGF files delivered by weekly emails.

Alexander Dinerchtein, 1p, also known as 'Breakfast' and well known for his commentaries on pro games, KGS games, and reports on major European and American tournaments will comment on your games for a fee (see web site for details).

To give you a taste of the content, I have extracted an article from the 57th Edition of the GoAma newsletter.

Dan differences between Chinese, Taiwanese, Japanese and Korean professionals. How to compare these grades?

If we look at Chinese female professionals, we may see that there are lots of 1-dans. Nobody were promoted to 3-dan during the last few years and only

one girl – was promoted to 2-dan, because of her good performance in the recent Female Jeongganjang cup.

During that event, Japanese players told that Chinese female shodans are much stronger than the players of other ranks. We can also say that in China it's harder to get a promotion than to reach the 1-dan level. Today we will compare the rules of getting promotions in 4 Asian countries.

China They use new rules since 2002. You can get a 9-dan if you win the World Go Championship, including Asian TV cup or take the second place twice. Wang Xi, 5-dan and Gu Li, 7-dan were promoted to 9-dan, according to this rule.

You can win the 7-dan promotion for winning international matches such as Chinese- Japanese Tengen-holders match, Young stars match and others. In case of female professionals, they get 6-dan automatically after winning the World Championship and 5-dan for winning the Blitz World Championship.

The local Chinese tournaments have very small influence on getting promotions. Only 2 players were promoted from 7-dan to 8-dan (Qiu Jun, Hu Yaoyu) during the last few years and nobody was promoted to 9-dan.

This system force professionals to show good results on international area, if they want to be promoted Taiwan Taiwanese professionals are lucky. They adopted new rules in 2006. If you win the World Go Championship or get the second place – you win the 9-dan promotion.

If Chen Yaoye, 5-dan was Taiwanese, he would be a 9-dan already, because he got the second place in the recent LG cup. You can get an 8-dan by entering semifinals and 7-dan for surviving till quarterfinals of World Championships.

There is also important to show good results in local tournaments. You may get 7-dan for winning major tournaments such as Tengen, Kusu and Odza and 5-dan for winning smaller tournaments. You can also get a promotion just by winning games in pro tournaments.

It's necessary to win 20 games for 1-dan to 2-dan promotion, 50-games for 3-dan promotion and so on.

It's even possible to become a 9-dan without winning important tournaments, just by reaching 560 victories.

Japan In Japan local tournaments are most important and it's the main difference between China or Korea. They use new rules since 2003 and we can divide them into 3 groups: important titles, score and prize money.

You can get 9-dan for winning World championship or Kisei, Meijin or Honinbo tournaments, or if you win smaller tournaments twice. 8-dan for getting second place in Kisei, Meijin or Honinbo or after winning Judan, Tengen, Gosei, Oza or NHK cup

You have to win 750 games for becoming 9-dan, more games than in Taiwan. Fewer victories are necessary for low dan promotions. There are lots of professionals in Japan (much more than in Taiwan), who play lot of games with each other, so Japanese players can get new dans quickly.

It's also possible to get new ranks by winning the best income contest at the end of each year. We can say that Japanese system is the easiest one. Nie Weiping, 9-dan told that he is almost sure, that his son, who lives in Japan, will be a 9-dan one day.

We can clearly see the high dans inflation. There are seventy six 9-dans in Japan – much more than in other countries. Most of them never showed outstanding results and never played for big titles.

Korea New rules are working since 2003. You may get 3 grades promotion by winning the World Championship and 2 grades promotion for winning main Korean tournaments. It's possible to get a 1 grade promotion for taking second places in World Championships and main Korean tournaments, also by winning smaller Korean tournaments.

Female players can get 1 grade promotion after winning the Female World Go Championship. For example, Kong Jie, 7-dan will be a 9-dan in Korea, as the winner of the largest local tournament (Changki cup).

Also they have a similar rule with Taiwan and Japan – it's possible to get a promotion by winning some games, but they count only games played in first stages of all tournaments, except female-only events. You can meet some old players at the first stages, so

it's not hard to reach the necessary number of victories; even for female professionals (they need smaller number of wins for getting a promotion)

Conclusion: Chinese ranking system is the most difficult one. Don't be surprise, if you see Chinese 1-3 dan players, who easily beat 7-9 dan players from other countries or really strong players like Kong Jie, Hu Yaoyu or Xie He who are not able to reach the 9-dan level for a very long time. They cannot get this rank, until they show outstanding results on international ring!

The menu of features at Go4Go is as follows....



<http://www.go4go.net/v2/>

4th Electronic Land Cup: 2007

The Eland Cup was established in 2004. The qualification process is a knockout tournament followed by a best of three game final.

Komi is 6.5 points

This month's games are from the semi finals.

Previous winners are:

Year	Winner	Challenger	Result
2004	Kim SeongLyong	Kim JooHo	2-1
2005	Lee ChangHo	Choi CeolHan	2-0
2006	Lee ChangHo	Park JungSang	2-0

Quarter final game 1

Black: Kim Il Wan – wins by resignation

White: Lee Hyeon Wuk Komi 6.5

19th June 2007

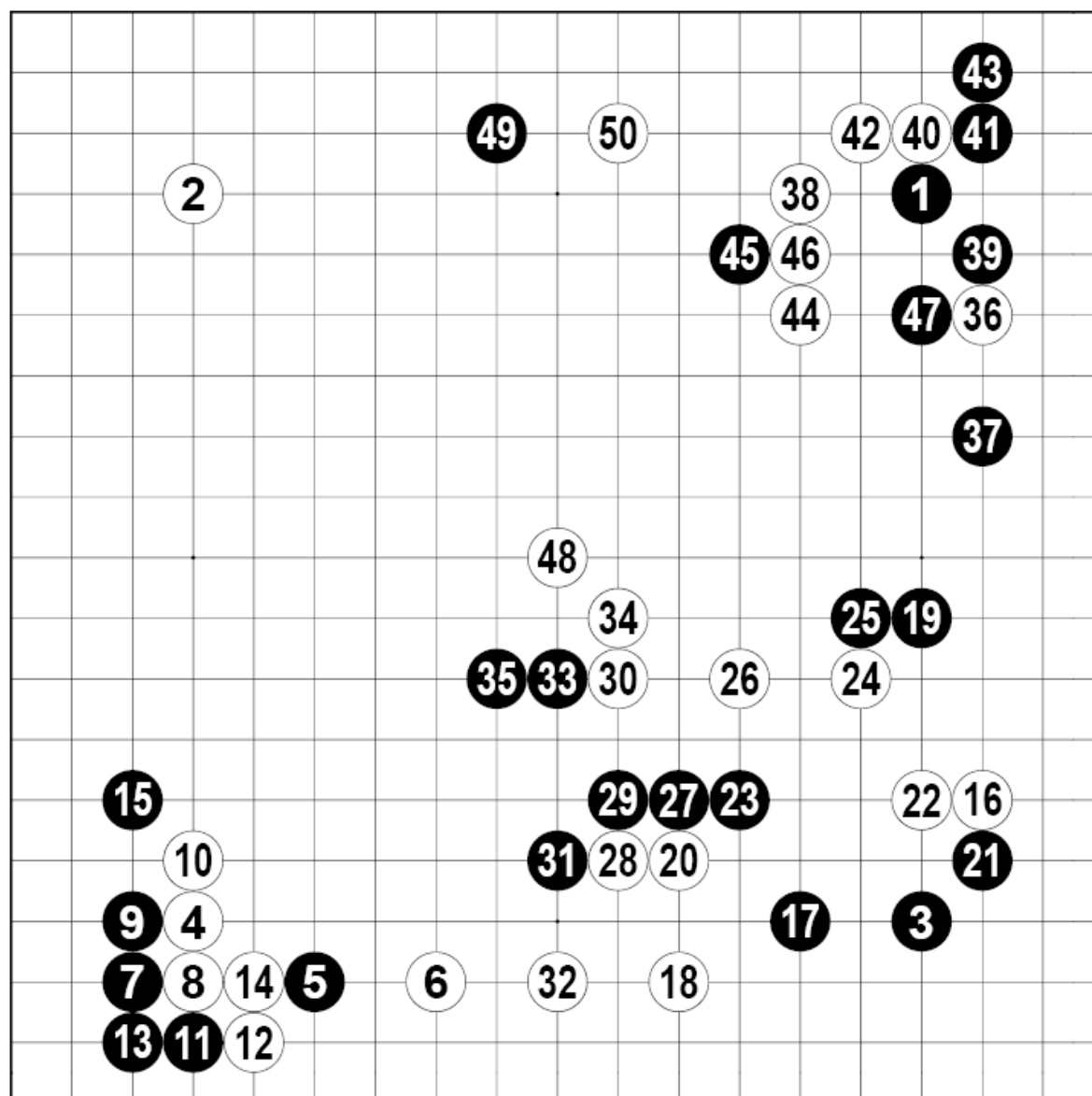


Figure 1 (Moves 1 to 50)

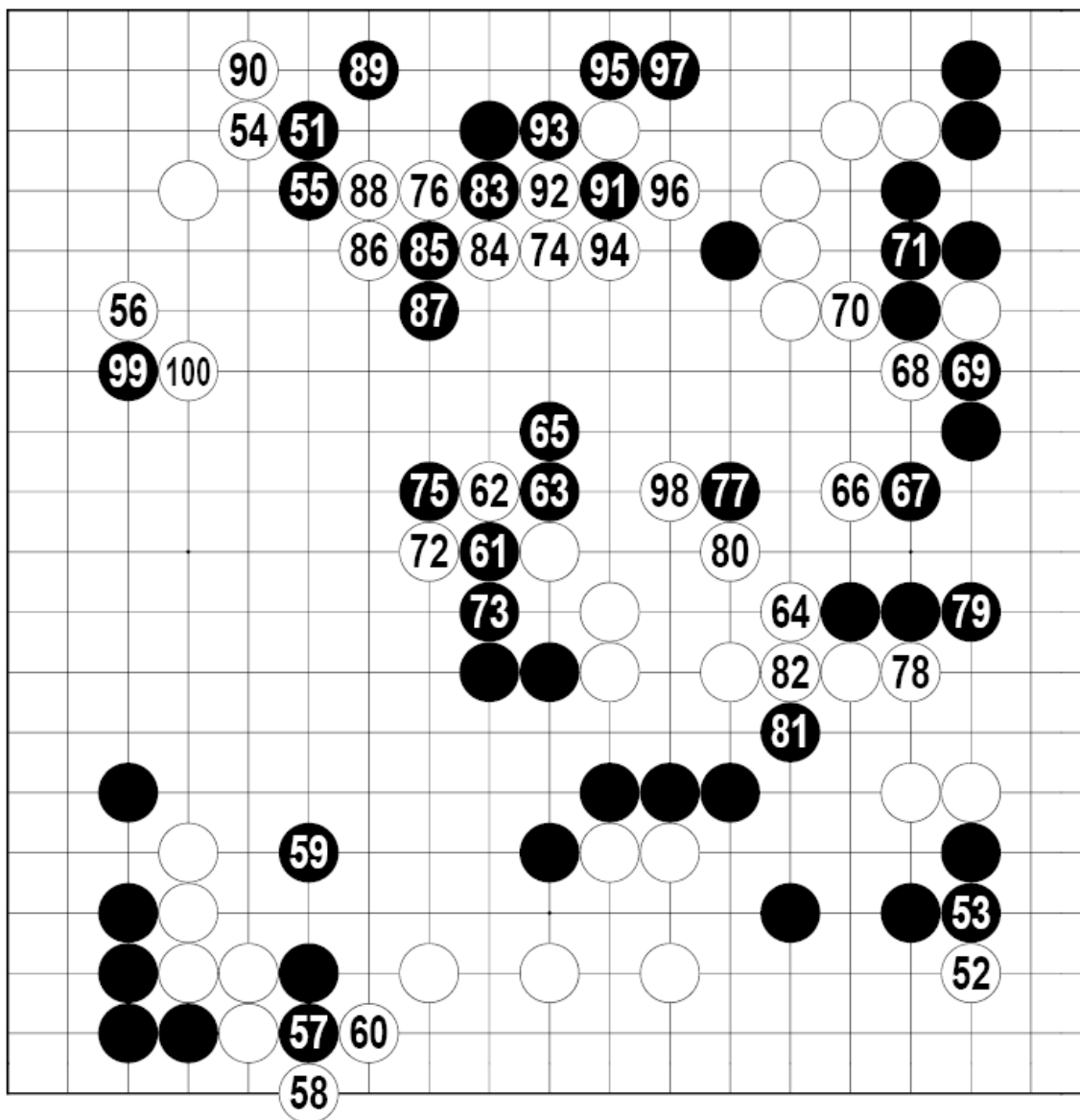


Figure 2 (moves 51 to 100)

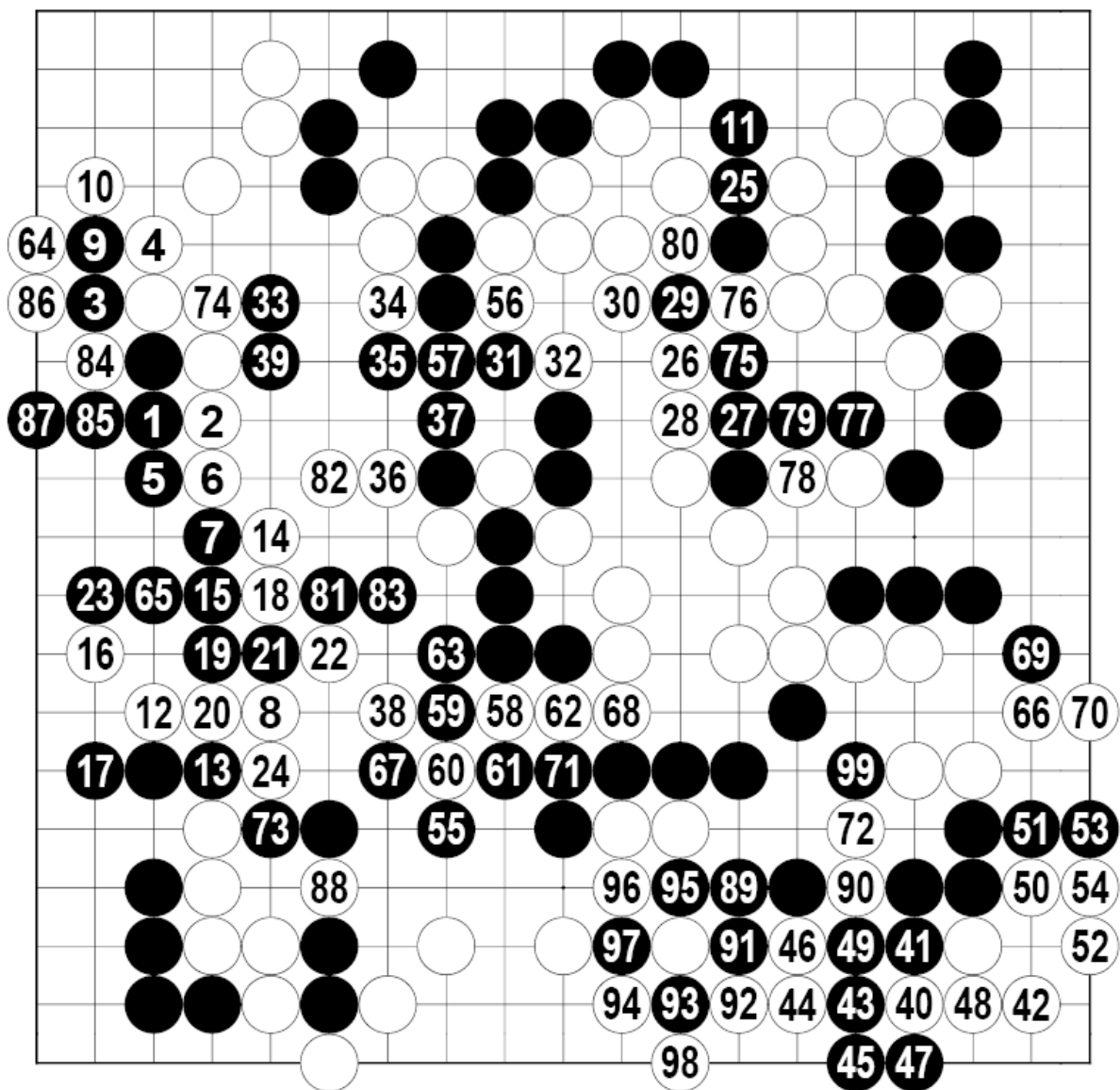


Figure 3 (moves 101 to 199)

Quarter final game 2

Black: Lee Chang Ho – wins by resignation

White: Choi Cheol Han Komi 6.5

18th June 2007

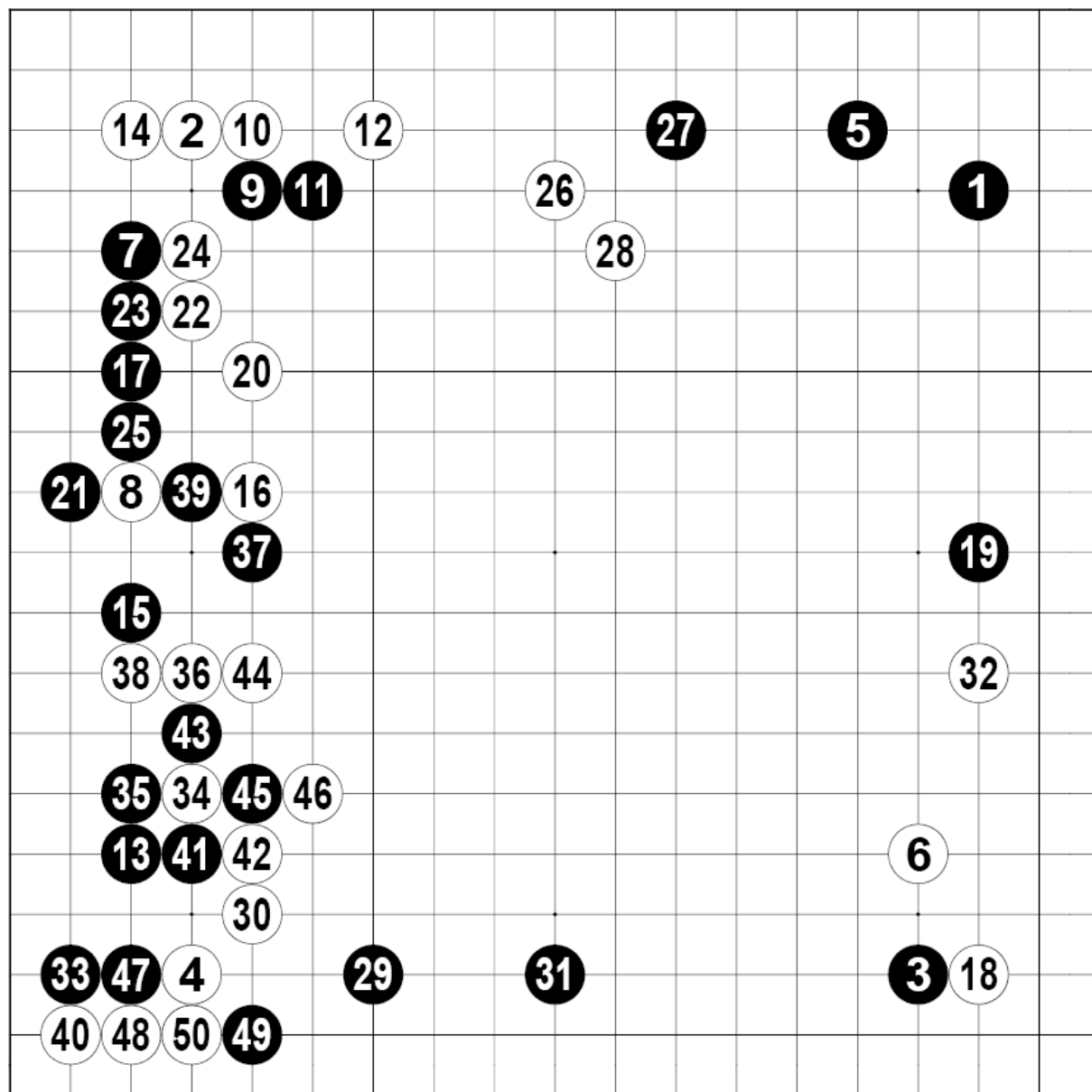
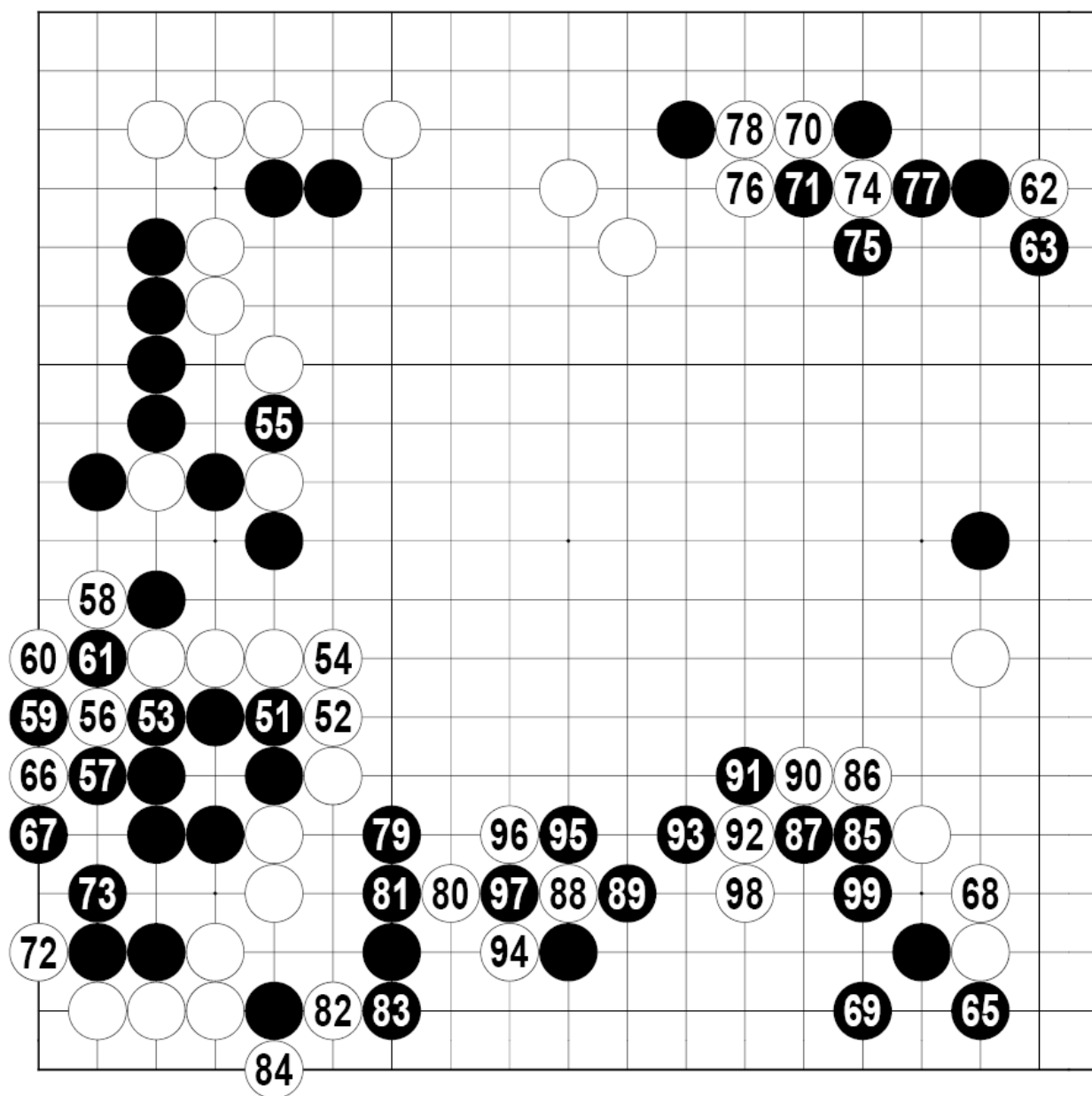
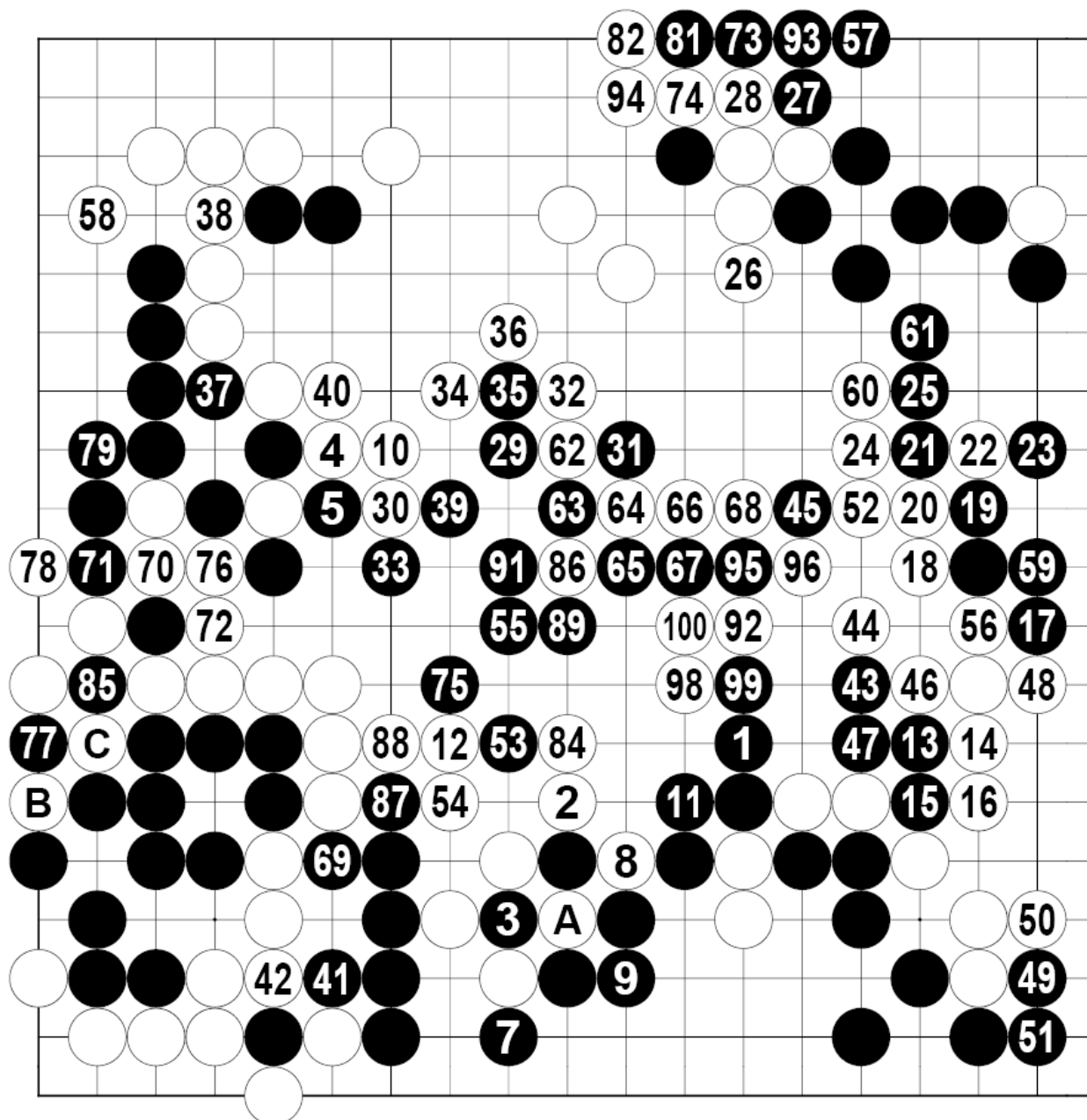


Figure 1 (moves 1 to 50)



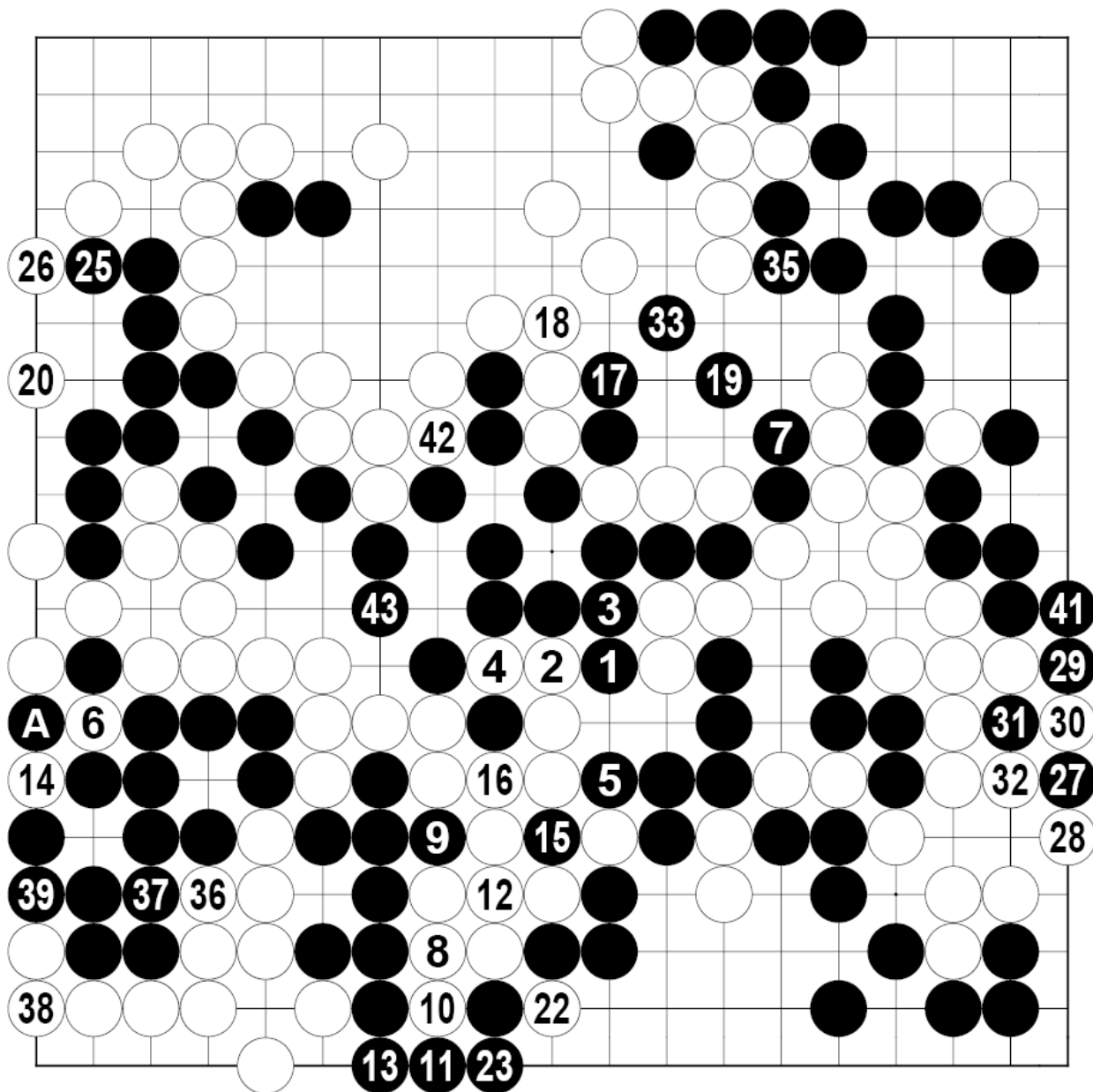
⬤64 at ⬤56, ⬤100 at ⬤88.

Figure 2 (moves 51 to 100)



⑥ at A, ⑧⑩ at B, ⑧③ at ⑦⑦, ⑨⑩ at C, ⑨⑦ at ⑧⑤.

Figure 3 (moves 101 to 200)



21 at A, **24** at 14, **34** at A, **40** at 30.

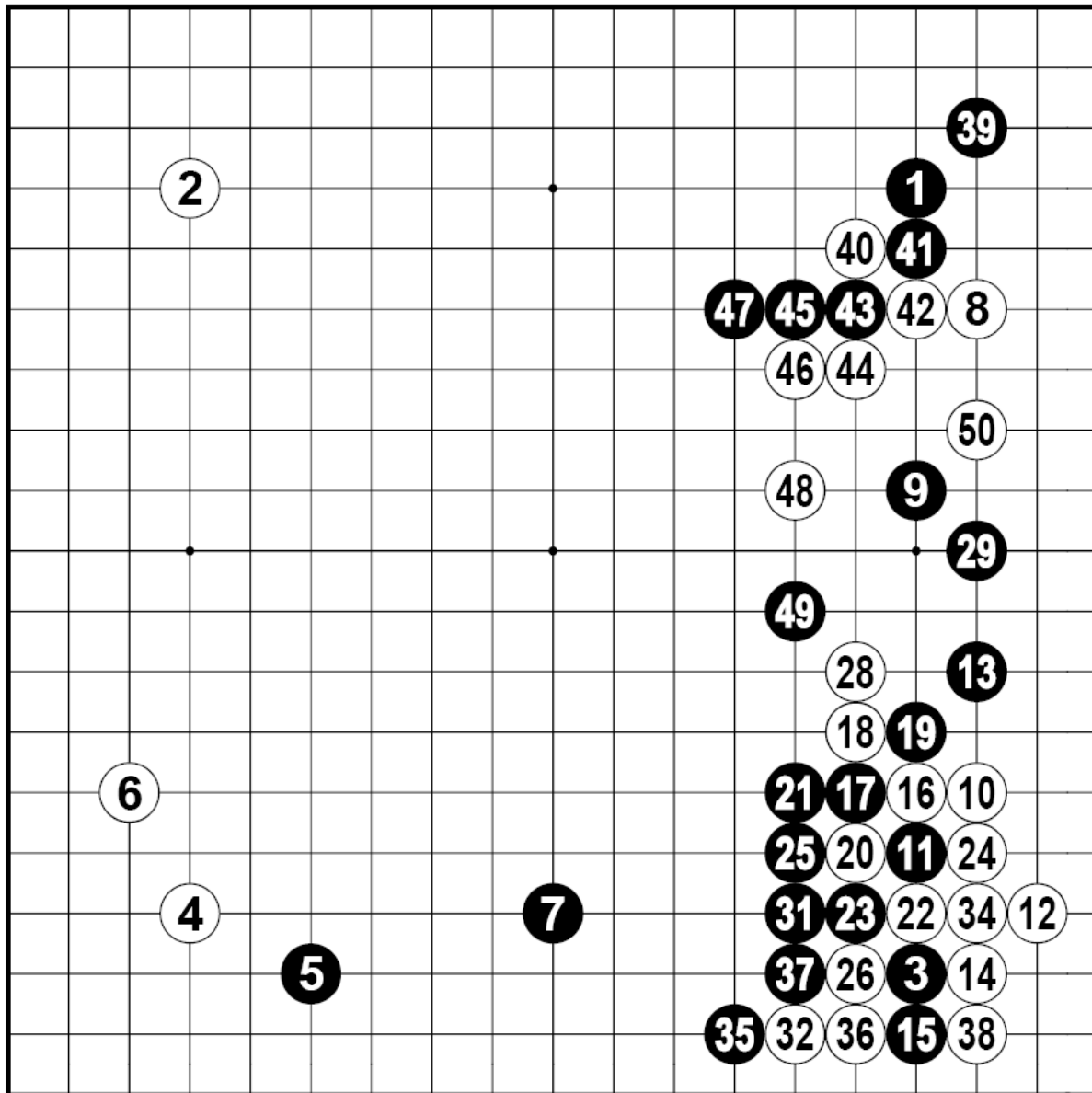
Figure 4 (moves 201 to 243)

Quarter final game 3

Black: An Cho Yeong – wins by resignation

White: Paek Hong Suk Komi 6.5

11th June 2007



27 at **11**, **30** at **20**, **33** at **11**.

Figure 1 (moves 1 to 50)

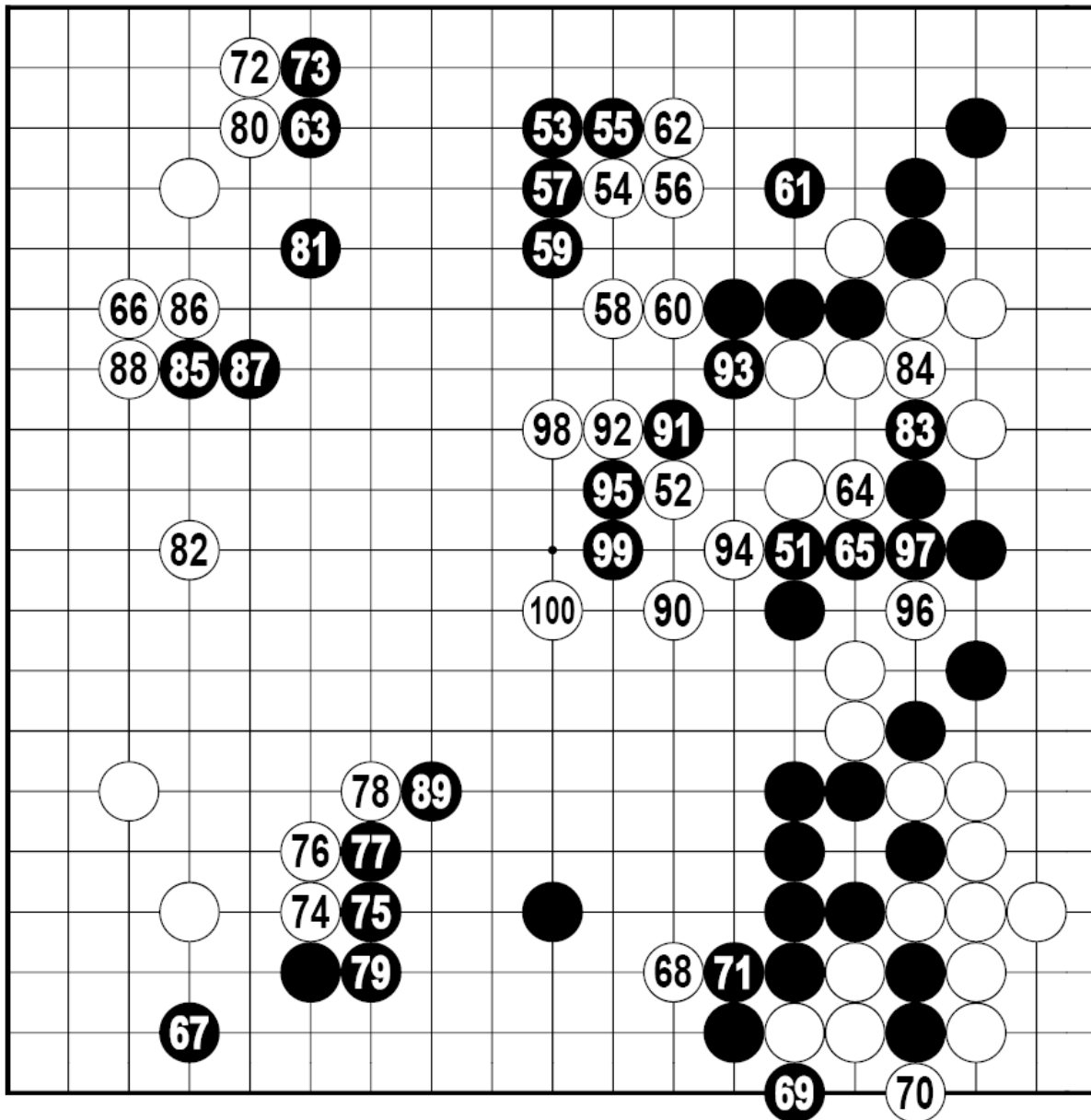
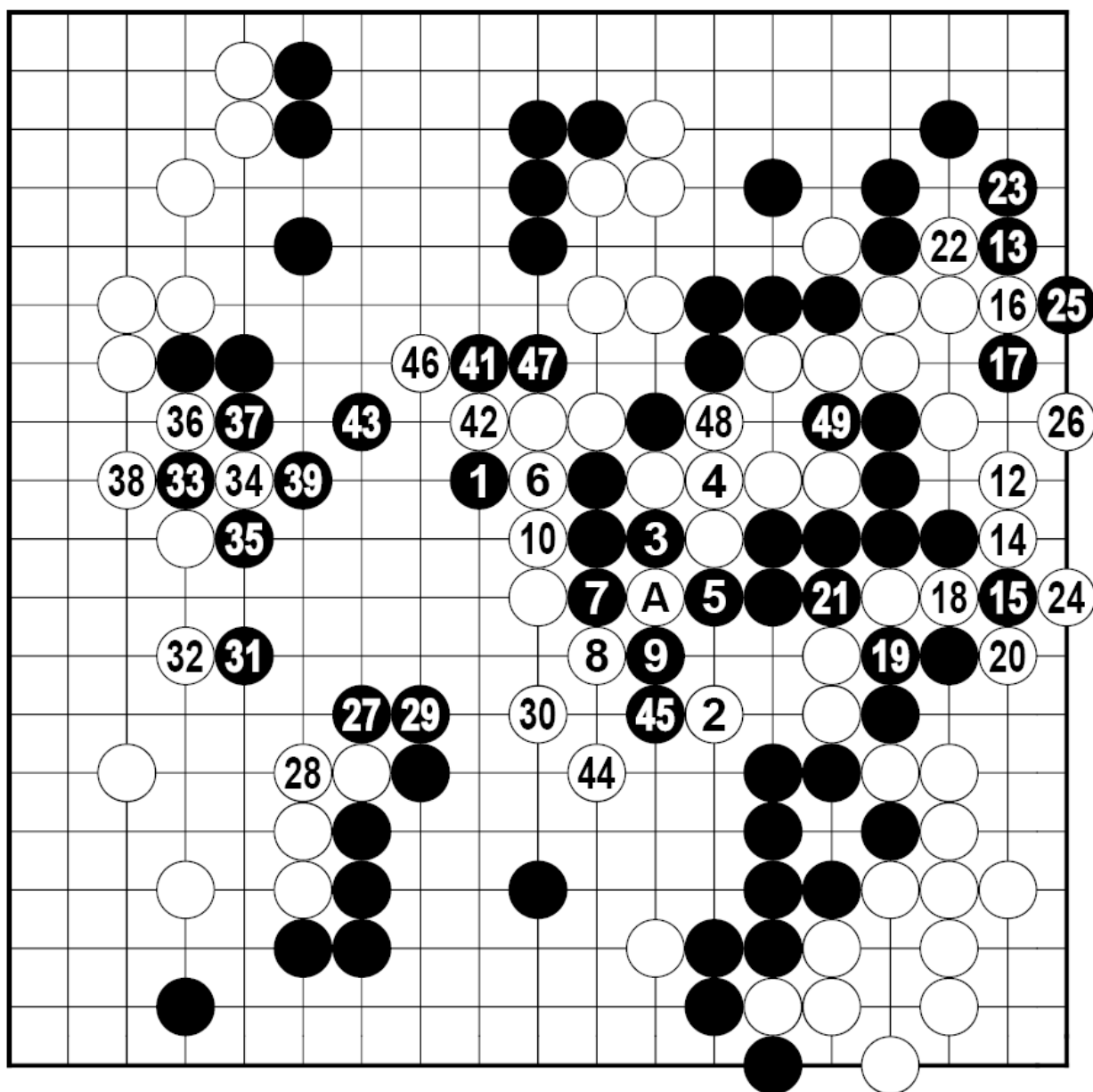


Figure 2 (moves 51 to 100)



11 at A, **40** at **33**.

Figure 3 (moves 101 to 149)

Quarter final game 4

Black: On So Jin

White: Kang Dong Yun Komi 6.5 – Wins by 0.5 points

12th June 2007

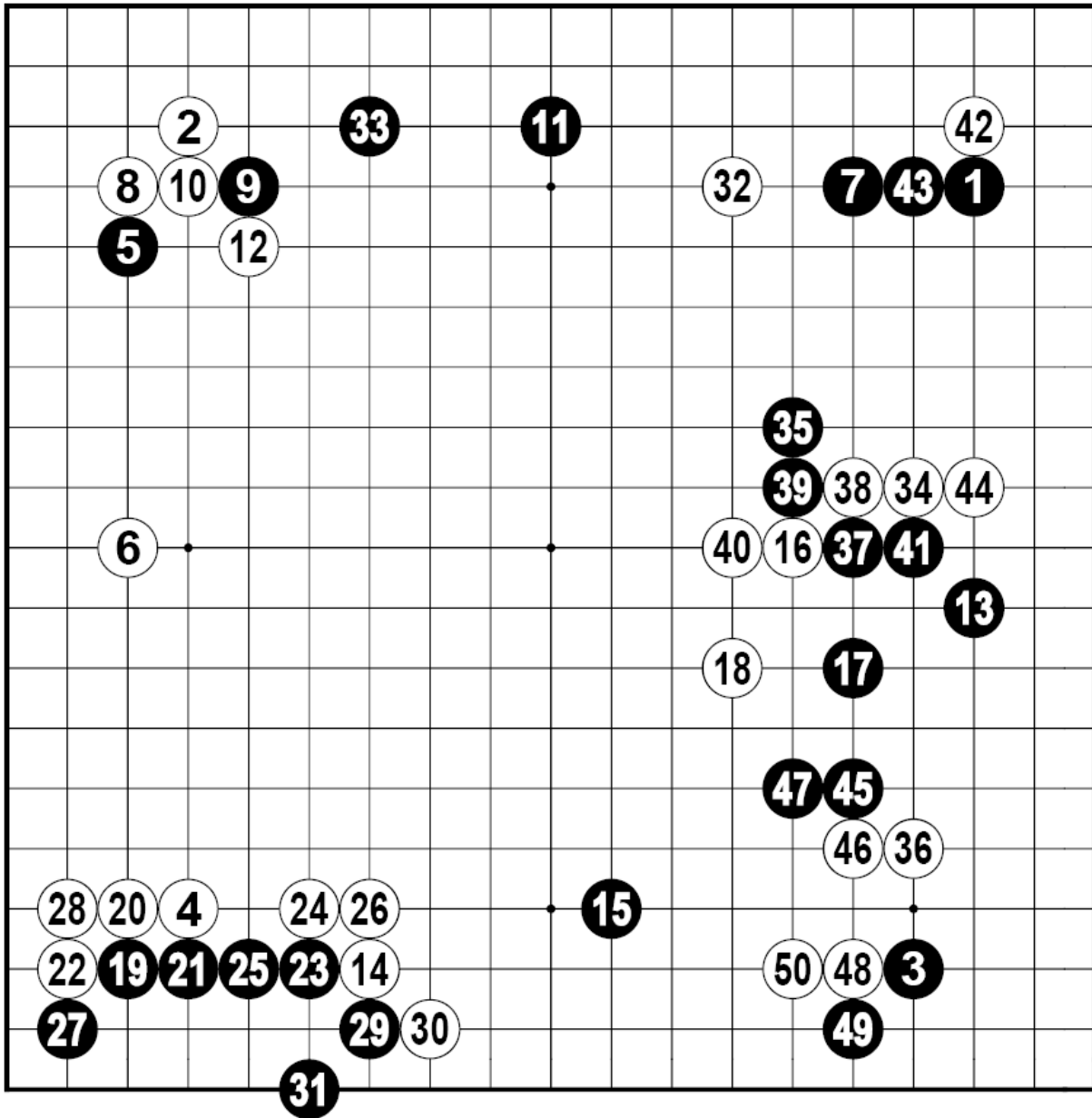
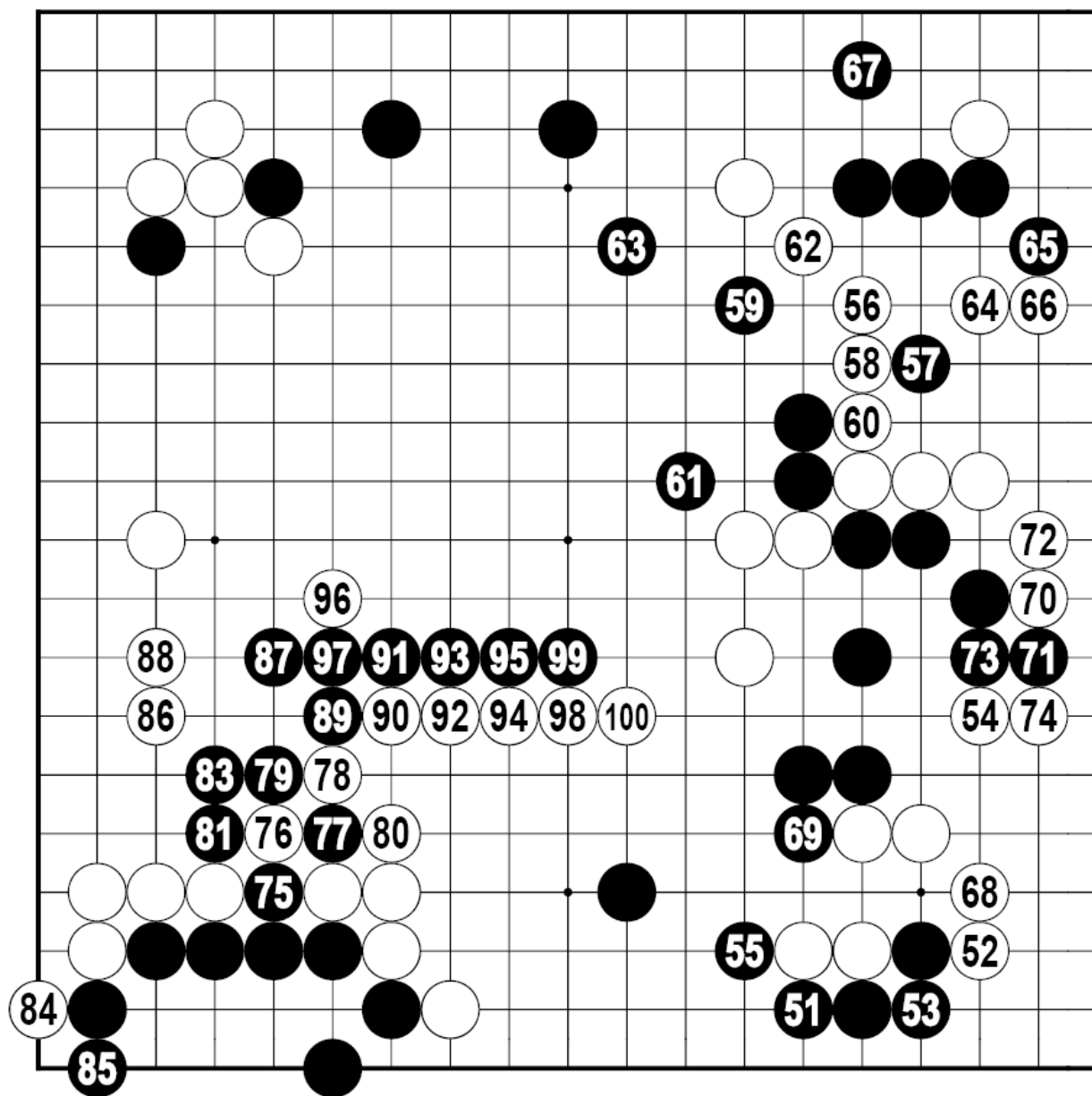


Figure 1 (moves 1 to 50)



82 at 77.

Figure 2 (moves 51 to 100)

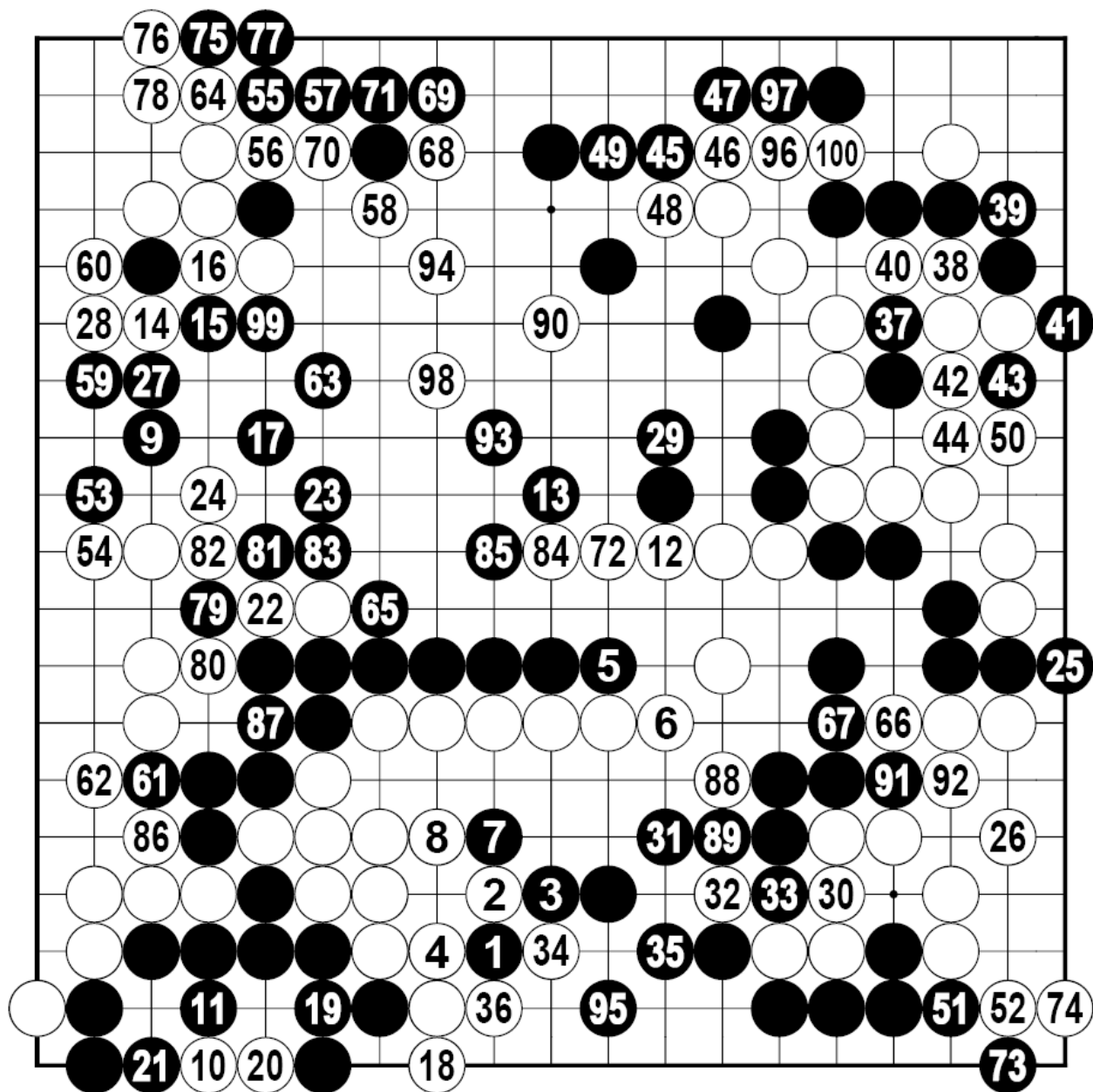
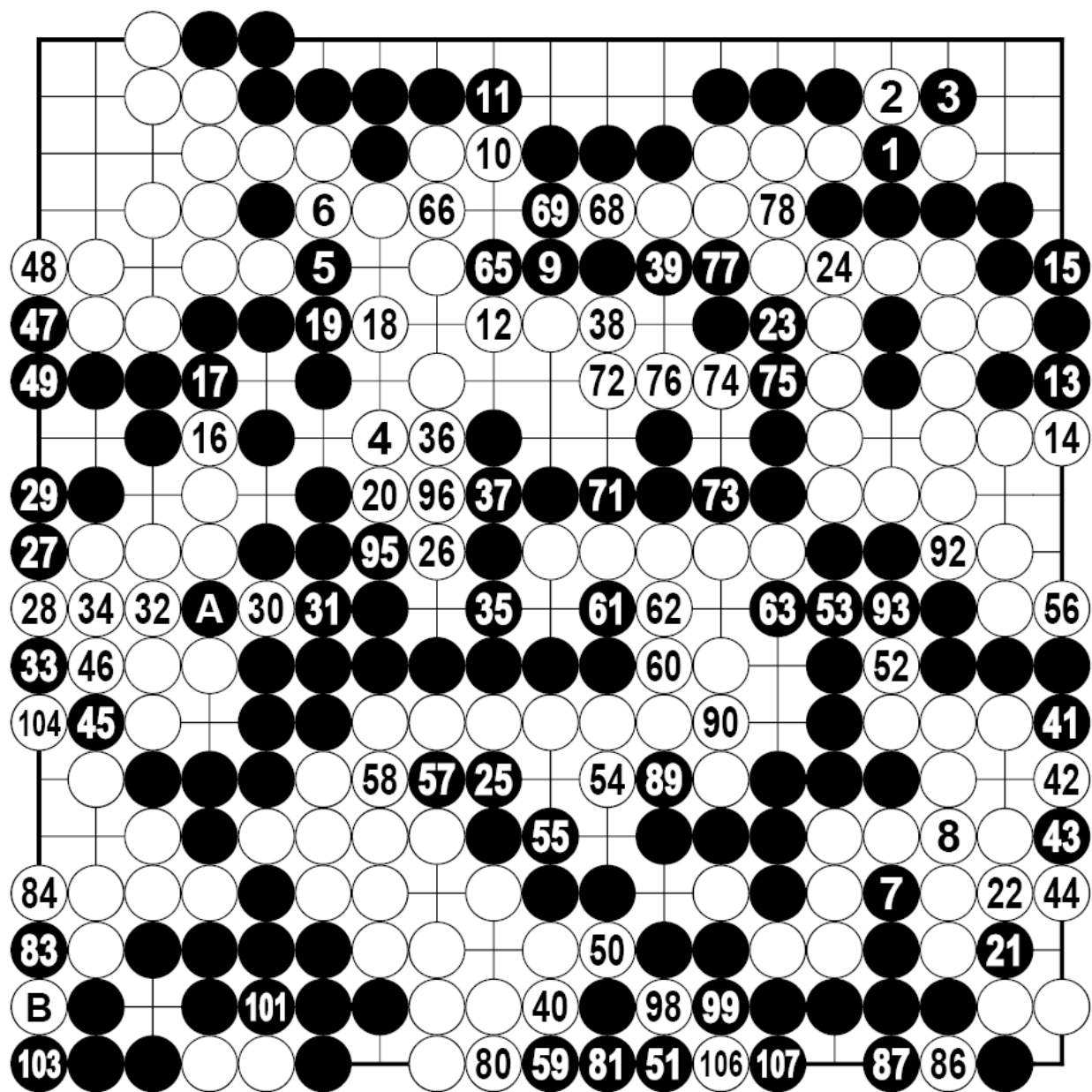


Figure 3 (moves 101 to 200)

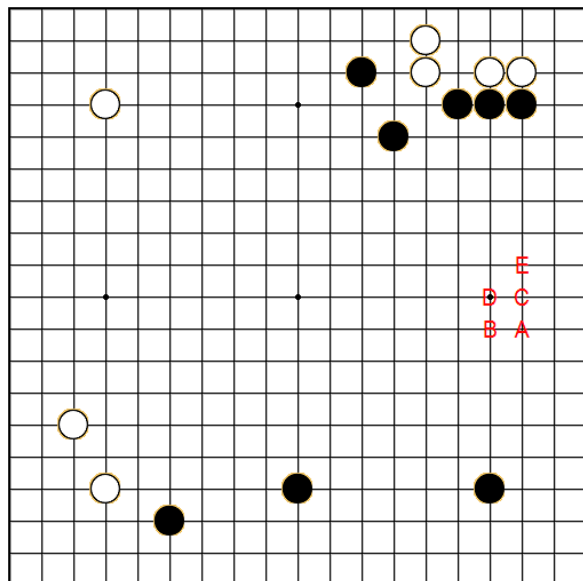


64 at 30, 67 at A, 70 at 30, 79 at A, 82 at 30, 85 at A,
 88 at 30, 91 at A, 94 at 30, 97 at A, 100 at 30, 102 at A,
 105 at 83, 108 at B, 109 at 86, 110 at 83.

Figure 4 (moves 201 to 310)

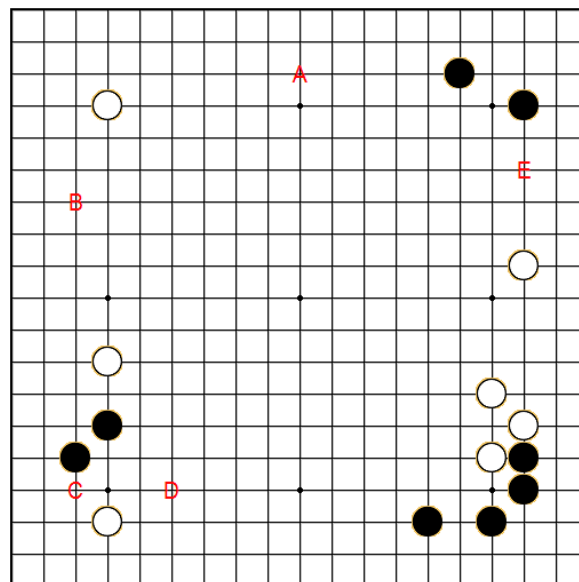
Fuseki Problems

The following set of 10 Fuseki problems will challenge your skill in this aspect of the game. The answers are at the end of the journal.



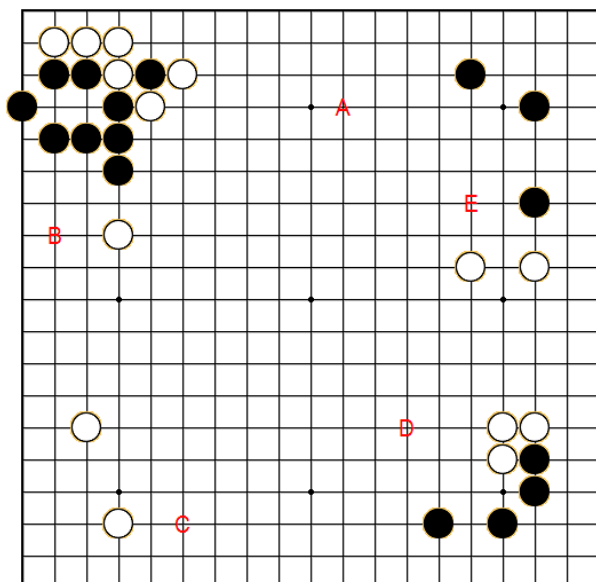
Problem 1

White to play – White must invade the moyo on the right or Black will have a game winning advantage – which of the 5 options is best?



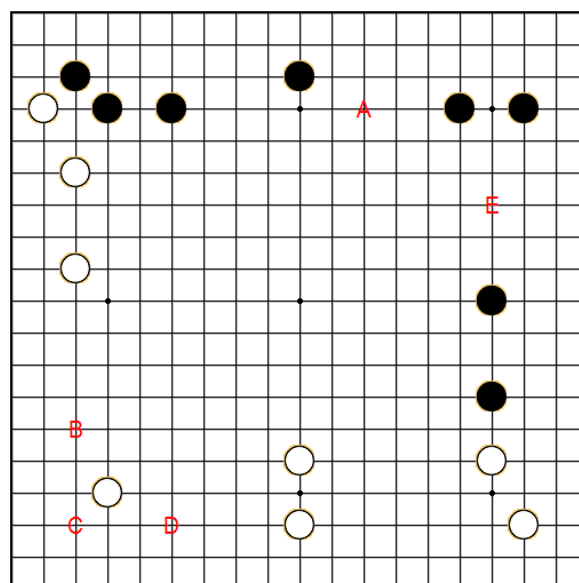
Problem 3

White to play – a bit of a messy opening, how should White continue?



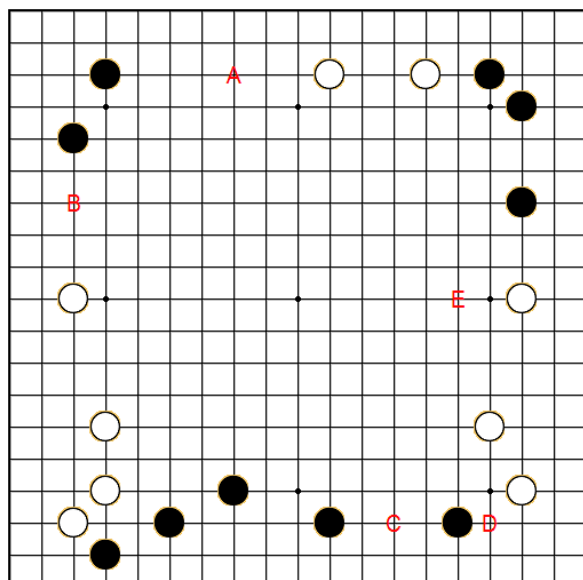
Problem 2

Black to play – there are a number of big moves on the board – which of the 5 options is best?



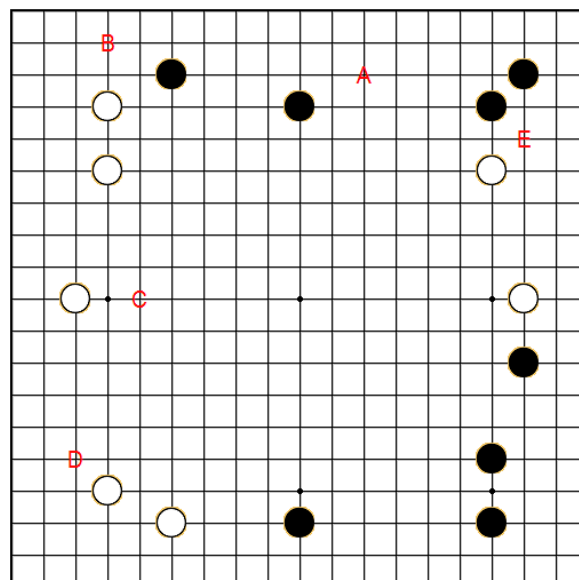
Problem 4

Black to play – you need to decide whether to attack or defend, then pick which of the 5 options is best?



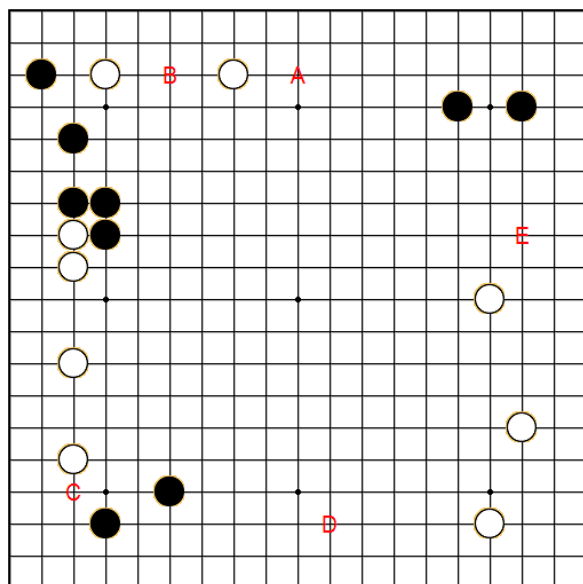
Problem 5

White to play – a peaceful start to the game, how should White continue?



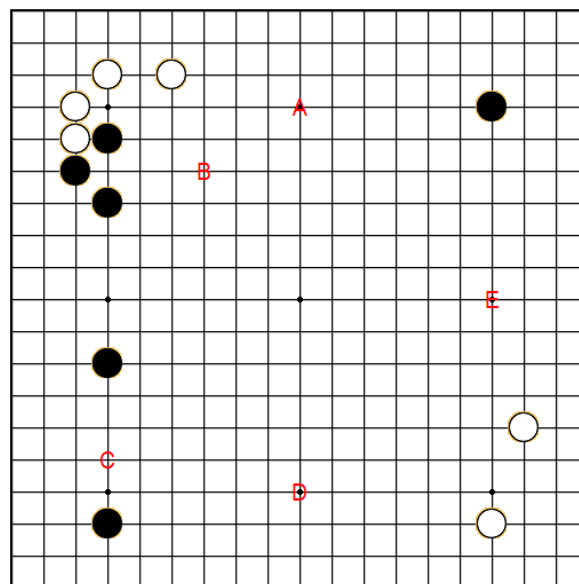
Problem 7

White to play – first assess if you should attack or defend then pick the move.



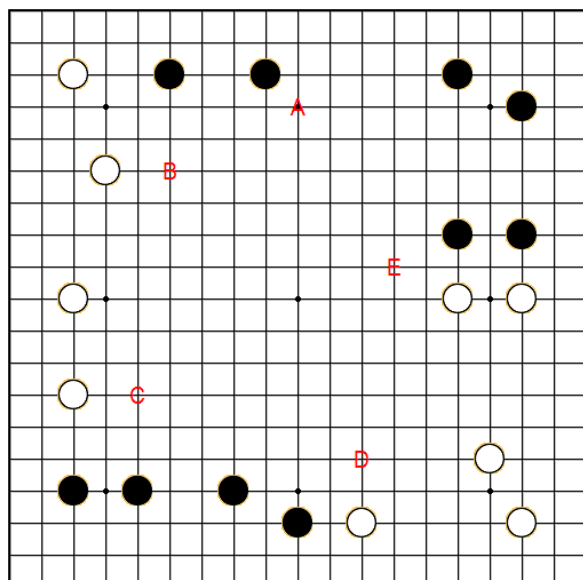
Problem 6

Black to play.



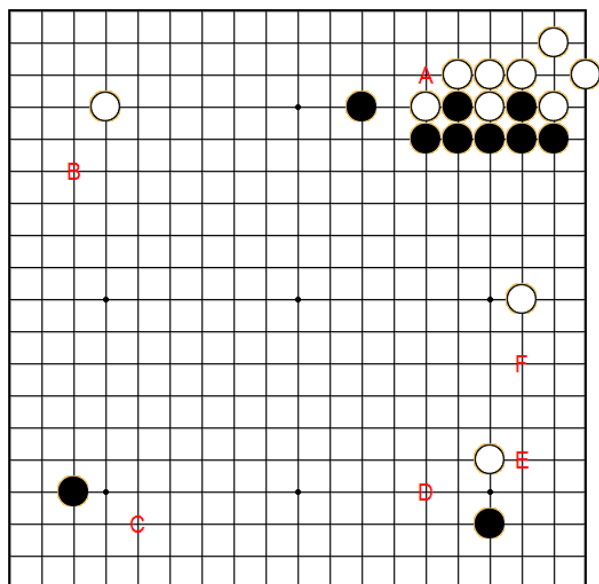
Problem 8

Black to play – there are lots of big points, which is best?



Problem 9

White to play – this is a moyo game, both players have good potential – how should White continue?



Problem 10

Black to play – There are a lot of open spaces – how should Black continue?

Go Playing & Game Review Software

I have been asked about Go software. I have used or tried the software listed below and ranked their functions and ease of use with stars.

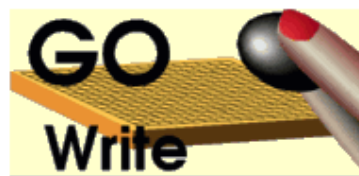
There is a comprehensive list of software in Sensei's Library at: <http://senseis.xmp.net/?GoPrograms>

MultiGo more control, more fun

Freeware. ***

It is designed to view/edit Smart-Go format (SGF) files. It also supports other popular file format including *.BDX, *.NGF, *.GOS, *.GIB, *.UGF, *.GO. It has a Windows style interface and is easy to use.

<http://www.ruijiang.com/multigo/>



Freeware. ***

GOWrite 2 is a full featured SGF viewer, editor and publishing tool for game of Go. It has a Windows style interface and is easy to use. I particularly like the print wizard.

<http://gowrite.net/GOWrite2.html>

Go Game Assistant

Shareware – best if purchased. ****

Go Game Assistant is a comprehensive tool for Go games. It contains a total of 56,877 professional games and 4,372 josekies. It can help you play, study Go games, comment a game with reference inserts, play online, record, print, manage Go files, convert different formats, and it even includes coaching courses. The software does have problems when printing but apart from that works well.

<http://www.go-assistant.com/english/>

Moyo Go Studio

Freeware version available – best if purchased ****

Moyo Go has a lot of good features, it is not as easy to use as some of the products above but that is only because it has a rich set of functions. The freeware version comes with over 50,000 games on a searchable database. MoyoGo's weakness is printing diagrams – despite that I use it a lot – well worth purchasing a full licence.

<http://www.moyogo.com/>

.....Continue on page 29

World Amateur Go Championships 2007

The 28th World Amateur Go Championships were held at the Nihon Kiin in Tokyo, Japan, starting on 28th and finishing on the 31st May 2007.

The tournament, sponsored by the Nihon Kiin and the Chiyoda Association for Culture and Arts.

Toyota Motor Corporation/Denso Corporation were special co-sponsors. Japan Airlines, /Autodesk, Inc. and Chiyoda City Management Foundation also provided sponsorship.

Support also came from The Ministry of Foreign Affairs/The Japan Foundation and the Kansai Kiin.

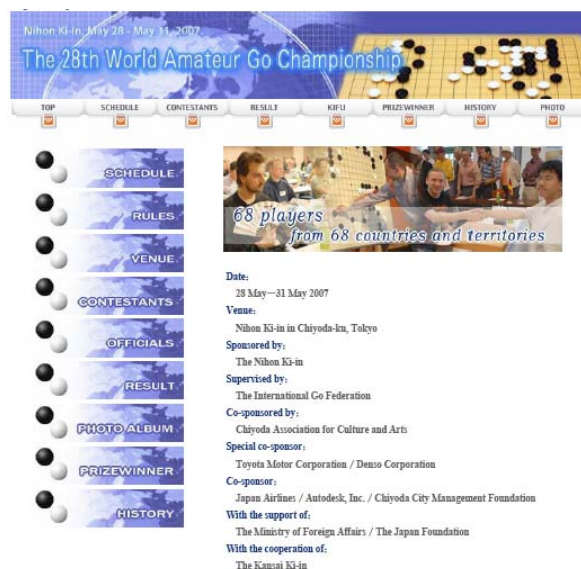
There were 68 participants from 68 countries and territories. Apart from practicing Go there was no other common factor.

They ranged in age from 13 to 72, their occupations range from school student, farmer, motel owner, biostatistician, lawyer, journalist, teacher, computer engineer, and even a Chartered Accountant.

The final positions after 8 rounds was:-

1	Ziteng SHAN	CHINA
2	Dong-Ha WOO	JAPAN
3	Yu Cheng LAI	KOREA
4	Cristian Gabriel POP	ROMANIA
5	Andrey KULKOV	C·TAIPEI
6	Hironobu MORI	ARGENTINA
6	Jing YANG	SOUTH AFRICA
8	Merlijn KUIN	HONG KONG CHINA
9	Zhiyuan LIU	U.S.A.
10	Michal Lech BAZYNSKI	CZECHIA

Commentaries, interviews and other back ground information can be found at www.361points.com - some very interesting articles thanks to Sorin Gherman – well done.



Full details and games from every round can be found at:

<http://www.nihonkiin.or.jp/amakisen/worldama/28/e/>

ASIA : 13 players - (China, Chinese Taipei, Hong Kong, China, India, Indonesia, Japan, Korea, Malaysia, Mongolia, Nepal, Singapore, Thailand, Vietnam)

MIDDLE & NEAR EAST: 2 players - (Israel, Turkey)

EUROPE : 33 players - (Armenia, Austria, Azerbaijan, Belarus, Belgium, Bosnia and Herzegovina, Bulgaria, Croatia, Czechia, Cyprus, Denmark, Finland, France, Germany, Hungary, Ireland, Italy, Lithuania, Luxembourg, Netherlands, Norway, Poland, Portugal, Romania, Russian Federation, Serbia and Montenegro, Slovakia, Slovenia, Spain, Sweden, Switzerland, Ukraine, United Kingdom)

AFRICA : 3 players - (Madagascar, Morocco, South Africa)

NORTH & CENTRAL AMERICA : 7 players - (Canada, Costa Rica, Cuba, Guatemala, Mexico, Panama, U.S.A.)

SOUTH AMERICA : 8 players - (Argentina, Brazil, Chile, Colombia, Ecuador, Peru, Uruguay, Venezuela)

OCEANIA : 2 players - (Australia, New Zealand)

WAGC 2007

Round 2 - 28th May 2007

Black –Zoran Jankovic – 5 Dan

White Harim Araki – 1 dan (6.5 Komi)

Black wins by resignation

This is a game from the second round of the tournament.

Hatim Araki played well in the tournament finishing 31st, a great result from a country not renowned for its Go players and better than many players ranked 3 and 4 dan. Well done.

MOROCCO



Hatim e ARAKI

Shodan, Age:36, Entry:4,
CTO, Paris

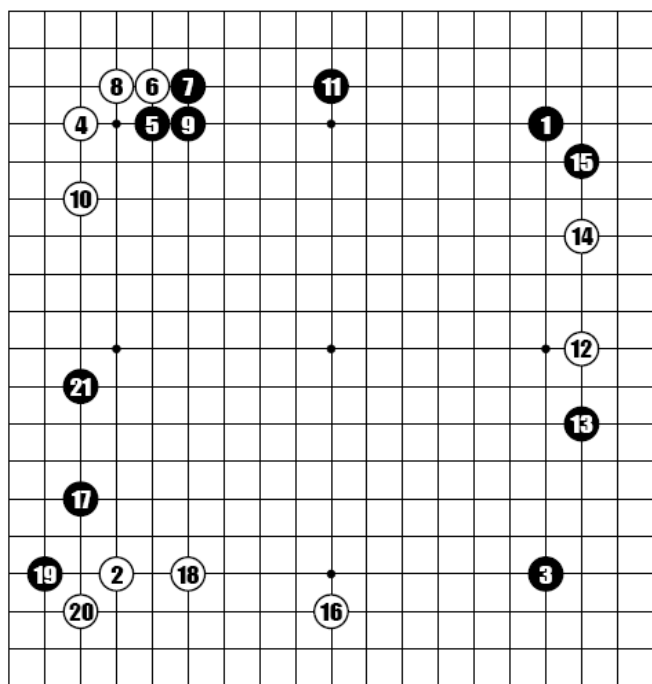


Figure 1 (Moves 1 to 21)

Both players started with a simple but professional fuseki. The first divergence is Black 11; this move should not be on the 3rd line.

SERBIA AND MONTENEGRO



Zoran JANKOVIC

5-dan, Age:49, Entry:1, Go
teacher, Kragujevac

Both players are clearly playing for influence; the first 3 moves were on the 4th so Black 11 should also be on the 4th line to complement the moyo strategy.

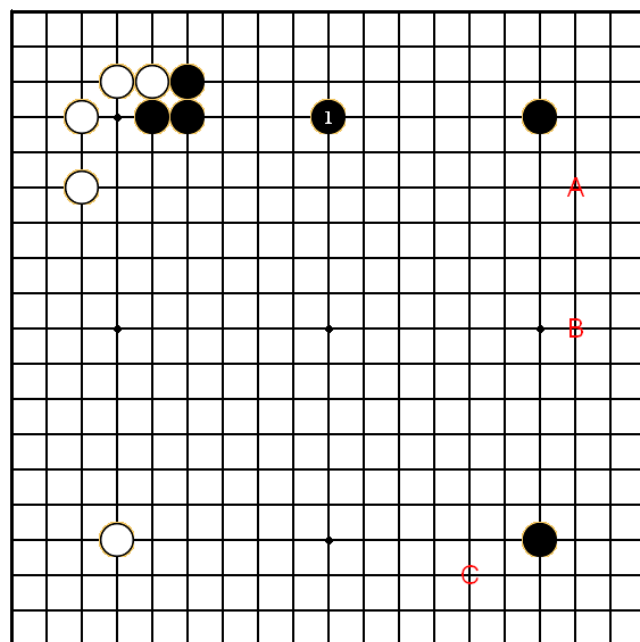


Diagram 1

The key to any moyo game is having your stones work together. If your position becomes disjointed or inconsistent you will lose, in this case the slip is minor but professional players always play the fourth line in this position.

The normal continuation is 'A' – but 'B' in the middle of the right side or 'C' a kakari in the lower right is also reasonable.

In the game White takes the mid-point on the right side. Black 13 (Figure 1) is the wrong direction.

Black 1 in Diagram 2 is better; this way Black can build a larger area on the upper side and a position on the lower side. Staking out a virgin area like the lower side

The diagram shows a 19x19 Go board with a sequence of 9 numbered moves. The stones are numbered as follows:

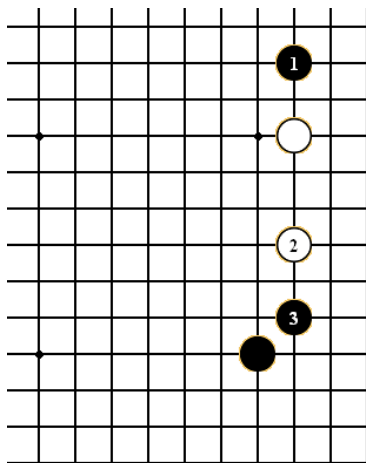
- White stones: 1, 3, 5, 7, 9
- Black stones: 2, 4, 6, 8

The sequence of moves is as follows:

- White 1: Lower right corner (17, 17)
- Black 2: (17, 16)
- White 3: (17, 15)
- Black 4: (17, 14)
- White 5: (17, 13)
- Black 6: (17, 12)
- White 7: (17, 11)
- Black 8: (17, 10)
- White 9: (17, 9)

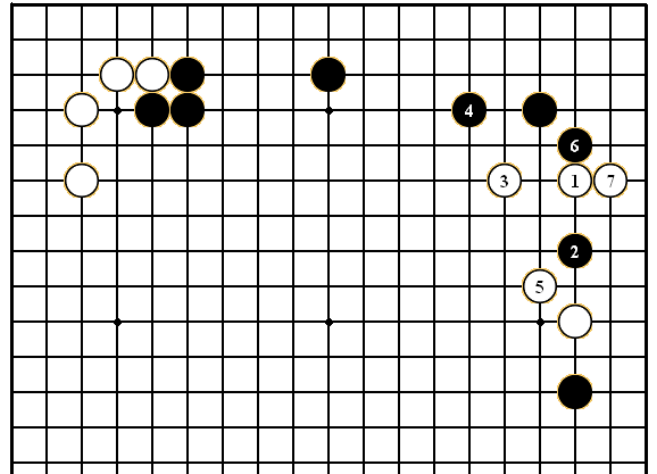
The sequence continues with several more moves, including a large capture in the upper right corner (around 10, 10) and a sequence of moves in the upper left corner (around 10, 10 to 10, 17).

White 2 (Diagram 2) is the normal reply to Black 1 and the sequence to 9 is Joseki.



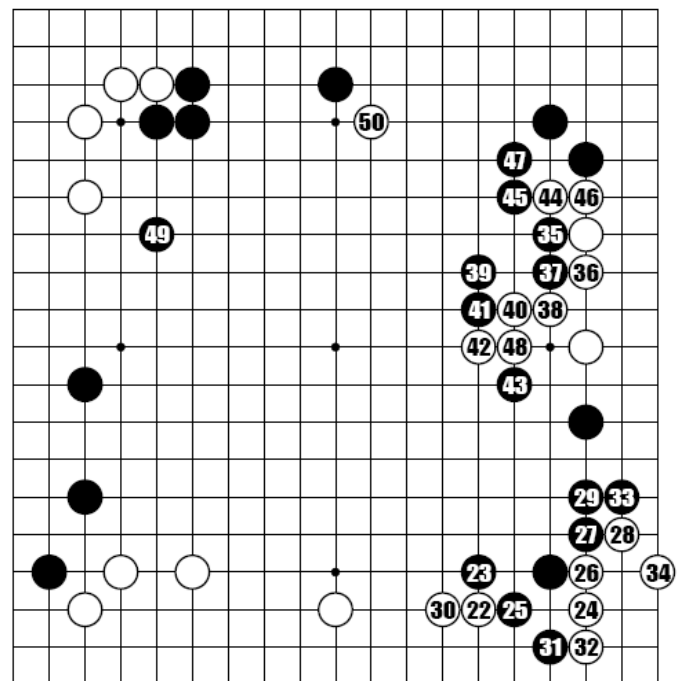
White may consider playing the 2 point jump at 2 in Diagram 3 but Black 3 strengthens the corner and threatens White's base.

In Diagram 2 the White stones are safe with some territory, Black has built a position on the lower side but there is aji and good yose against the right corner. It's therefore not surprising that most professionals prefer this sequence to that in Diagram 3.



White 14 in Figure 1 should be at 1 in Diagram 4 – the same comments made about White 2 in Diagram 2 apply here.

White 16 through to 21 is a natural sequence although White needs to be careful that his two stones on the right side don't get too weak, they have a base but not two eyes. Black will attack if he becomes stronger in the lower left corner and will definitely try to build the upper side using these two stones as leverage.



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The normal reply to White 22 (Figure 2) is to protect the corner and leave White to defend his weaknesses.

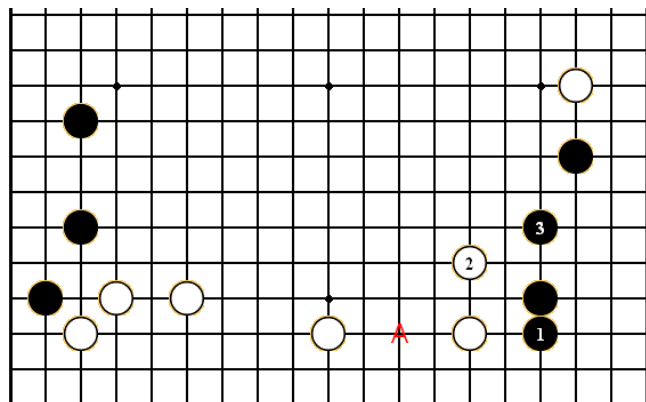


Diagram 5

The sequence in Diagram 5 is normal. Black 1 takes the corner while at the same time threatening to play 'A'. White jumps to 2 and Black can then play 3 securing about 20 points in the corner area.

White does not need to play 2 immediately – he can tenuki, but this leaves Black the invasion aji at 'A' and influence building aji at 2, so most of the time White plays 2.

In the game Black plays in contact – he probably has his eye on White's two stones on the right side. He is trying to build strength in order to attack.

White leapt into the corner with 24 – this is not good. Black is bound to enclose the stones and in the process make as much if not more territory on the outside.

Certainly White destroys Black's corner but White's group is not very profitable and the strength Black gains on the outside is much more valuable at this stage of the game.

While White 24 is not good, but White 30 is a disaster – Black's kosumi at 25 kills the corner. The shape in Diagram 6 is a well known tsume Go problem, the sequence 1 through 7 in Diagram 7 kills the corner.

The shape in the game (Diagram 8) is similar to Diagram 6. All Black has to do to kill the corner is play the hane at 5 followed by the 1x2 point and White is dead.

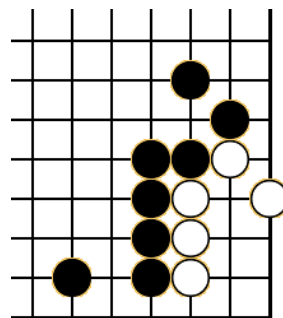


Diagram 6

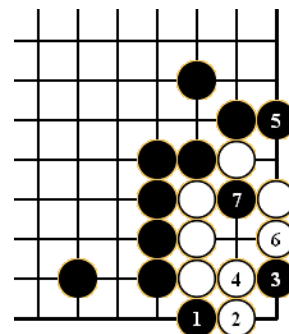


Diagram 7

In the game White has on the lower side, but it is no help – Black can kill White's stones.

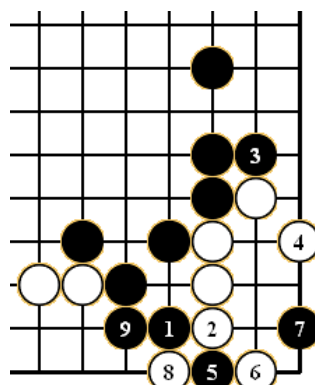


Diagram 8

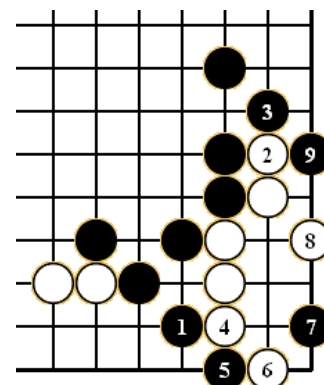


Diagram 9

It looks like White can push at 2 in Diagram 9 but Black can block at 3 and the position becomes much the same as Diagram 7 – Black kills White's group with the sequence to 9.

Black chose not to kill – rather he decided to attack the two White stones in the middle of the right side. I would be surprised if the players did not know the status of the corner, but as the group remained in limbo until the end of the game I cannot be sure.

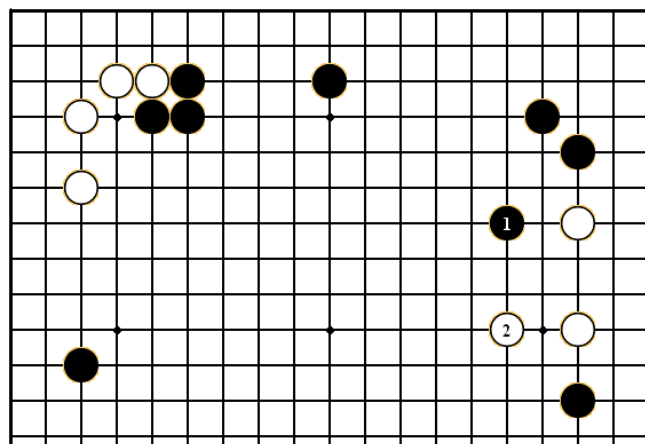


Diagram 10

Meanwhile back at the game. There are a number of middle game joseki for attacking two stones on the side. In this case there are two that help build Black's moyo. The first is the capping move at 1 in Diagram 10, White can run out with 2 and Black can then play another move to expand his moyo.

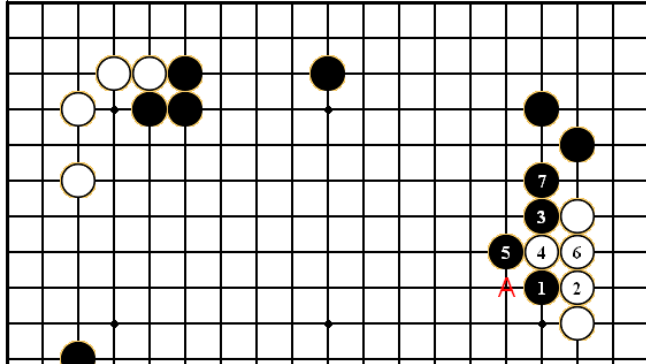


Diagram 11

The second way is more direct – Black 1 in Diagram 11 threatens to separate White's two stones, White defends and the sequence to 7 builds a nice wall for Black. White's group is almost settled not least because of the cutting point at 'A'. If White is happy that his group on the right is safe he can take sente.

In this situation I prefer Diagram 10 – Black has more options and sente.

Black 35 in Figure 2 achieves a similar result because White pulled back with 36 – this was too passive.

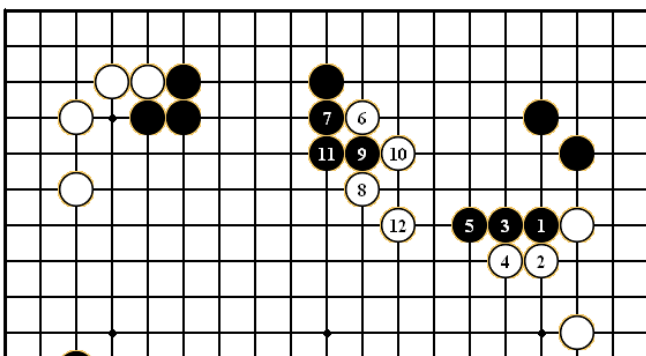


Diagram 12

White should play the hane at 2 in Diagram 12. Black plays nobi and White can push once more with 4 strengthening the right side group. White's stones are stronger allowing him to reduce the moyo with White 6, or something similar if he chooses. This differs from the game because Black has not had time to play 48 so his moyo is not so deep.

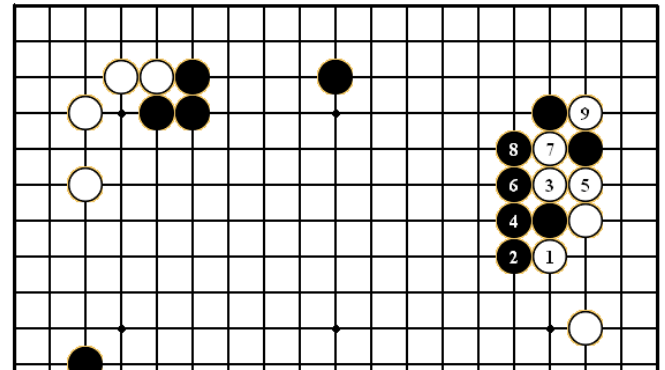


Diagram 13

Perhaps Black was afraid of Black 2 in Diagram 13. This certainly assists Black build the upper side moyo but White can either break through or take territory on the side in the sequence to 9.

Black 49 ends Black's current phase, so it's time to assess the situation. Obviously the White group in the lower right is killable, but we will ignore that for the moment.

Black has about 6 points on the left and a similar amount on the right side. The top side moyo is about 60 points if nothing is done, giving Black a total of 72 points.

White has about 35 points on the lower side, plus 6 on the right side and around 15 in the upper left, plus komi giving a total of 62.

So Black is ahead by 10 points but the life (or death) of the lower right corner is huge. The net value of the lower right corner is 23 points (if it lives White gets 4 points, if it dies Black get 19). White can play and live but Black will get another move and the prospect of an even bigger moyo is not something that White would enjoy. The outlook for White is very bleak.

The best thing White can do is reduce the moyo, but White 50 is either too deep or not deep enough. If White is trying to squash the area he can play 1 in Diagram 14.

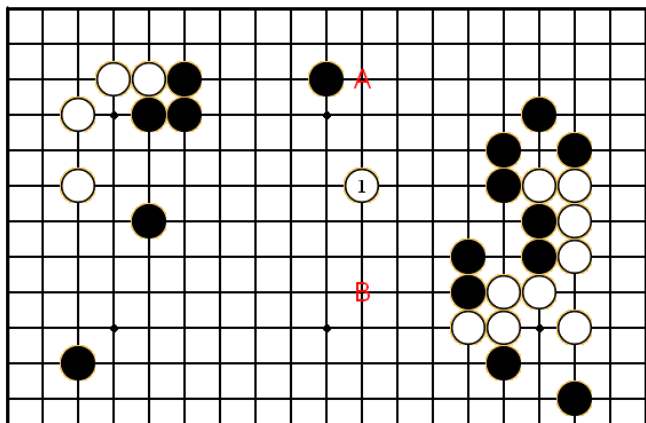


Diagram 14

If Black tries to enclose White 1 White will play the attachment at 'A' starting a fight for life inside Black's area; if Black defends the edge White can skip away to 'B' having squashed the area.

Obviously the reply is Black's choice, but Black knows he is ahead so he is likely to play defensively allowing White to take the top off the Black moyo.

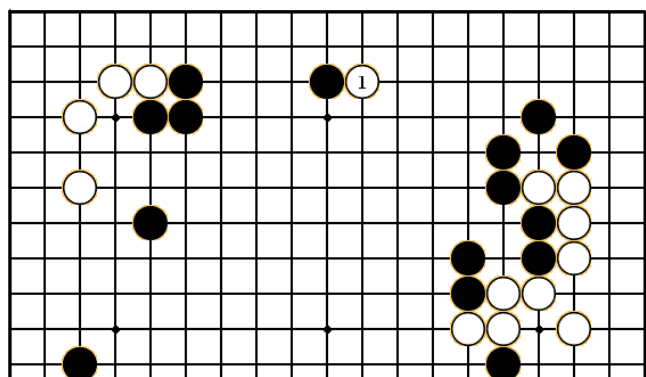


Diagram 15

White's alternative is to play 1 in Diagram 15; this is a very desperate tactic that is only used in extreme circumstances. In this game White is desperate, so it may be worth trying.

White 50 (Figure 2) is too deep for a light move and not deep enough to create a life and death battle. Black plays 51 through 55 - simple strong moves that keep most of his area while White is struggling to get out alive.

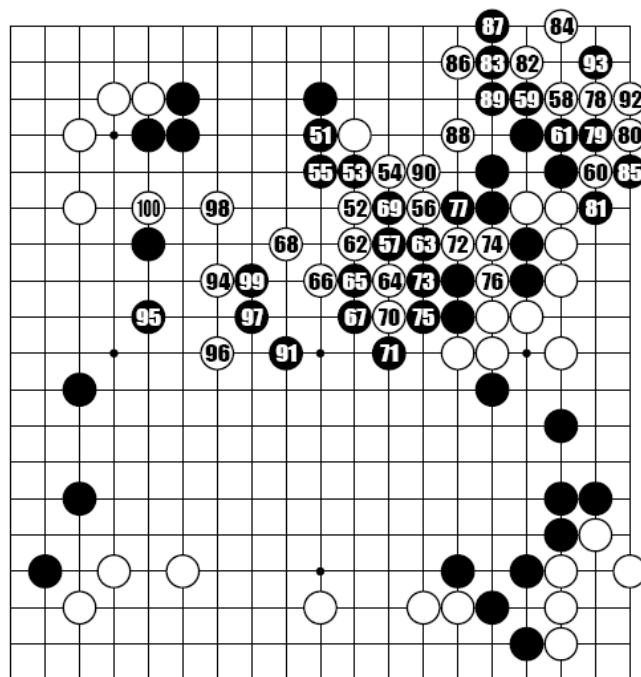


Figure 3 (moves 51 to 100)

The jump to 52 is good but the hanging (or tiger mouth) connection of 56 is too heavy and further compounds White's problems. When reducing areas you must play flexibly with light moves (float like a butterfly!).

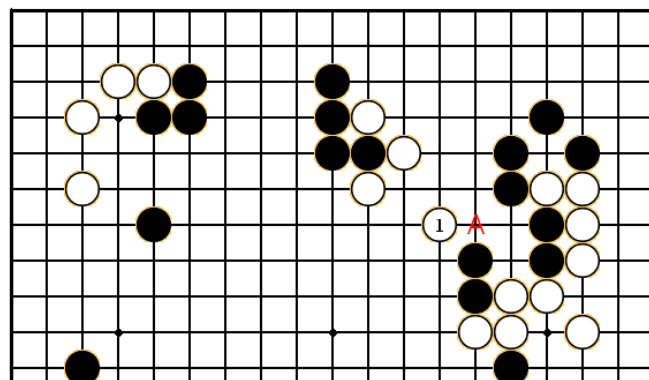


Diagram 16

White 1 in Diagram 16 is light and gets him closer to the centre, but importantly it aims at 'A' which will aim to cut off two Black's stones from the corner.

White fights valiantly but Black 77 secures most of the territory on the upper side and with it Black's game winning advantage.

White 86 in the upper right corner is totally unreasonable – White must make two eyes with 9 in Diagram 17, playing 86 shows the desperation that has crept into White's game. White should resign at this point.

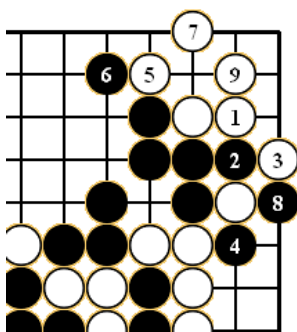


Diagram 17

After 87 Black has clearly won the game and does not need to do anything dramatic. He spends the next 70 or so moves picking off White stones and making more territory – this just makes White's position more desperate.

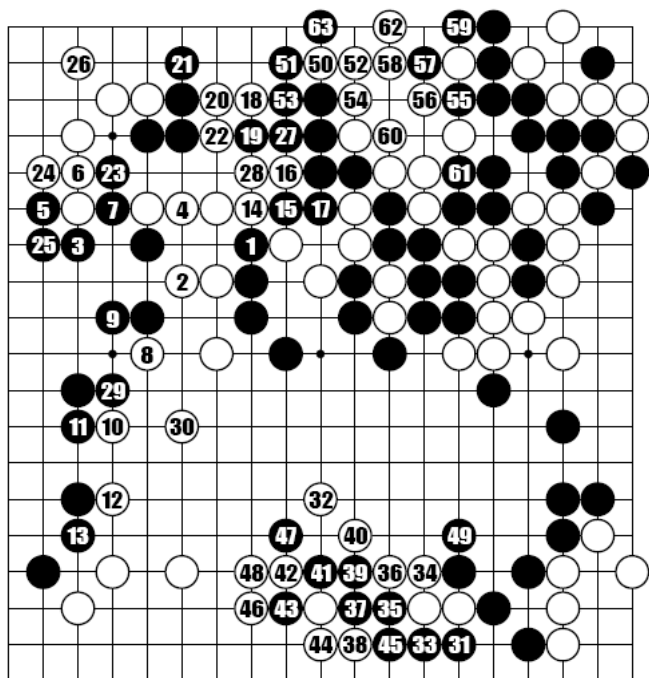


Figure 4 (moves 101 to 163)

The game continues to move 163 when White resigns.

Software review continued....



Drago

Freeware ***

DraGo features include browse and edit game files, print and export, create game database and search for games using pattern or other game properties (players, result, date etc). You can replay games, solve problems, play against GNU Go. There are also predefined and user defined printing styles; Games can be exported to RTF, PDF, HTML and Word WMF, BMP, JPEG, GIF, PNG and ASCII. Visit the web site because there are more features.

<http://www.godrago.net/>



Commercial product – 15 day trial use ***

SmartGo offers a wide range of functions for Go players from 20 kyu to 6 dan. Its powerful features are easily accessible in a well designed user interface. The main functions in SmartGo are grouped into tabs that organize your Go activities as well as your games.

<http://www.smartgo.com/en/index.htm>

GoRilla v9

Freeware **

GoRilla is a game editor for the analysis and review of games of Go, Othello/Reversi, Hex, Unlur, Y and Havannah. It is available for download from this web page. This software is interesting because it addresses Go, Othello/Reversi and Hex.

<http://www.dashstofsk.f9.co.uk/gorilla.html>

Hibiscus Go

Shareware – no further development or upgrades **

The Hibiscus Go Editor is available on this site since 1997. The current version 2.1 dates back to 1998! Hibiscus Go is available for download in the full licensed version. You can use Hibiscus Go for free! If you like it, you are welcome to pay the license fee. Despite its age and the lack of development or bug fixes this is a good product.

<http://www.euronet.nl/users/amba/index.html>



<http://senseis.xmp.net/>

WAGC 2007

Round 2 - 28th May 2007

Black – Mandish Singh – 1 dan

White – Andrius Petrausk – 3 dan (6.5 Komi)

White wins by lots

INDIA



Mandish SINGH

Shodan, Age:25, Entry:3,
Computer engineer

LITHUANIA



Andrius PETRAUSKAS

3-dan, Age:32, Entry:3,
Manager, Vilnius

This game is an interesting contrast in styles – Black plays very conservative safe moves while White plays pushy aggressive moves stretching his position to breaking point (and beyond).

To some extent the slow and steady play of Black goads White into more extravagant and risky play.

Both players could learn a little from each other – Black needs more aggression while White should play a defensive move once in a while.

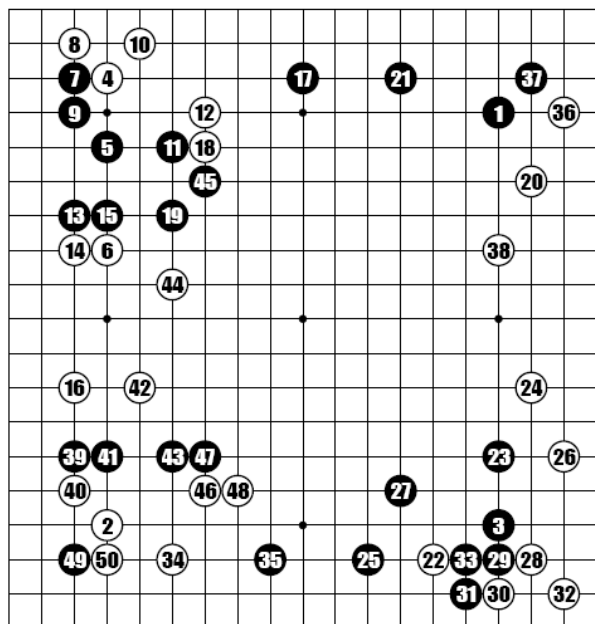


Figure 1

The game to White 6 cannot be distinguished from many professional games, but Black 7 is definitely not a professional move.

The normal way to continue is 1 in Diagram 1; the sequence to 10 is one of the many variations of the blood thirsty sword joseki. The complexity in this variation starts with Black 'A' – if you want to find out more see Kogo's Joseki Dictionary. The particular joseki can be simplified by playing 'B' – not the optimal move for a professional, but certainly playable for most amateurs.

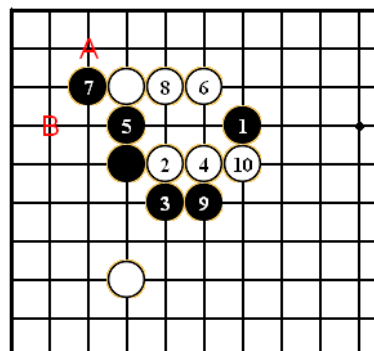


Diagram 1

In the game Black chooses to slide into the corner with 7 to make a base. The sequence to 12 is to be expected, but Black's shape is cramped and White is very happy - his pincer is perfectly placed and his corner group is strong with a stone on the 4th line poised to make territory on the upper side.

Black has to do something out of the ordinary in this position or his stones will be over concentrated and inefficient (a sure way to lose the game).

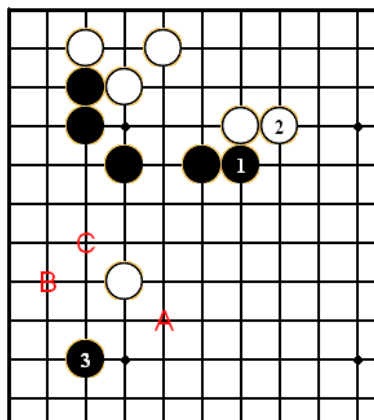


Diagram 2

One way is to push at 1 in Diagram 2, then counter attack the squeeze stone with 3. White has three choices – 'A' pushing into the centre; 'B' ensuring

Black cannot connect along the edge or 'C' taking the remnants of eye space away from Black as well as dividing Black's stones.

Black 13 (Figure 1) is too defensive, certainly Black makes a safe group with 15 but he has only 6 or 7 points of territory with 6 stones. A stone to territory ratio of 1 to 1 is equivalent to playing on the second line – not a good result.

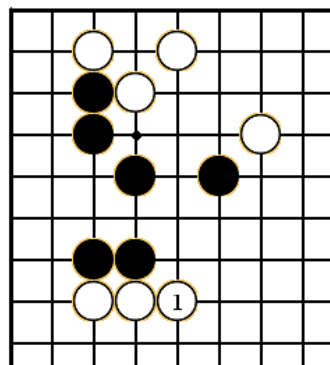


Diagram 3

White 16 in Diagram 3 is better at 1. This prevents Black from playing over the top of White's two stones.

White may be concerned about the area between the wall and his hoshi (star point) stone in the lower left corner. There is no need to worry – this is a moyo, it is not territory. If Black invades White can gain profit by attacking the invading stone(s).

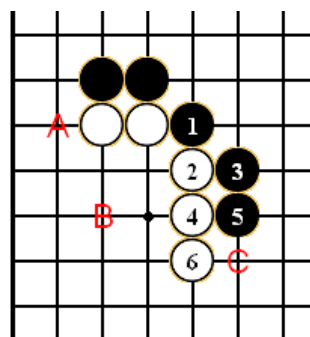


Diagram 4

There is a very old proverb – **'at the head of two stones play hane'**. The reason for the advice is the power gained in the attack.

White 2 in Diagram 4 is the obvious reply but Black can push over the top with 3 and 5 because White's two stones are weak. White must draw back with 4 and 6, but even then there is bad aji at 'A', 'B' and 'C'.

The proverb works the other way too **'if you have two stones in a row, don't let your opponent play hane'**.

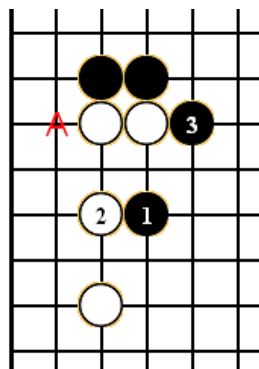


Diagram 5

In the game White has a stone on the left side, but Black can still exploit the weakness by playing 1 and 3 in Diagram 5. This squashes White's position and creates good yose aji at 'A'. Depending on the surrounding position Black may be able to play Black 1 at 2. This fight is too small for this stage of the game, but Black should keep this aji in mind for the middle game.

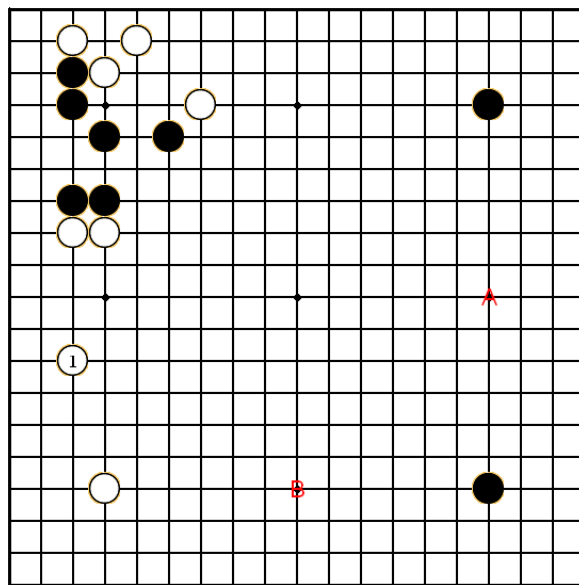


Diagram 6

White 16 finishes the first phase of the game; it is time to assess the situation.

Counting territory is not really relevant at this time, there is too much undecided. The key questions are 'how and where to attack?' and 'how and where to develop territory?'.

Remember **urgent moves before big moves**. A quick look shows that none of the groups on the board is weak, so there are no urgent moves. It is time to look for big moves.

The san-ren-sei of 'A' is big; it builds a large moyo framework on the right side with further development along to top or bottom sides. A Black stone at 'B' in the middle of the lower side is also important – both players would like to play here to extend from their facing corners along the lower side.

Black 17 (Figure 1) on the top side is not ideal. White's stones in the top left are strong, approaching them is not profitable. If White had a weak group that could be killed or chased an approach along the top would be OK, but not here.

In response White pushes up with 18, Black defends his upper left group and then White tenukis.

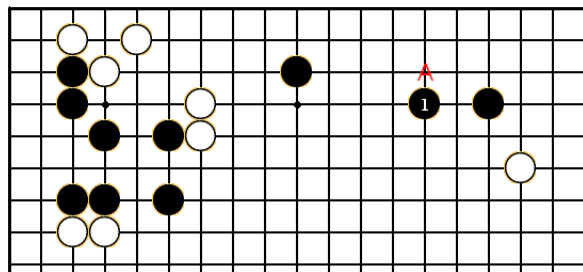


Diagram 7

Black needs to put pressure on White 20 so he should play 1 in Diagram 7; this prepares to attack while protecting the upper side. This move could be played at 'A' but that takes the edge off the attack.

Playing the large knights move of 21 is too far from the action and too weak to press home an effective attack – there is no pressure on White so he can do as he wishes on the right and lower sides.

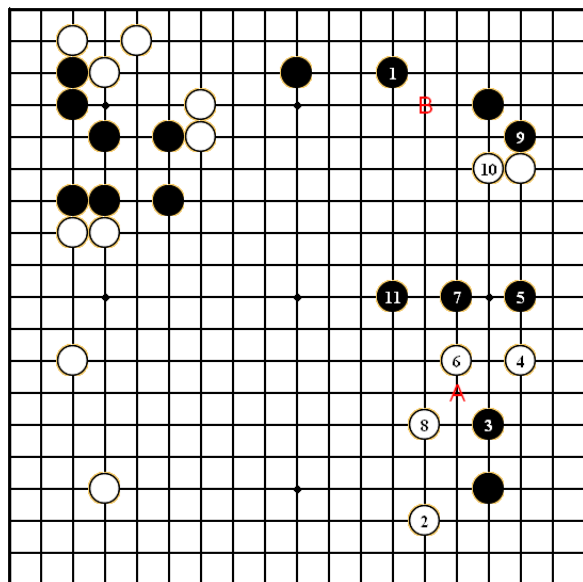


Diagram 8

White 20 through 24 (Figure 1) are straight from a handicap game – White is being way too aggressive. This over aggression gives Black an excellent opportunity to attack White's groups and make a profit but Black 25 is the wrong direction – splitting attacks return better profits.

Black 5 in Diagram 8 is a better attack on White's stones because it splits White. When your opponent is cut into two pieces you can attack either side. Your opponent has an intractable problem – he must defend in two places at once – something has to give.

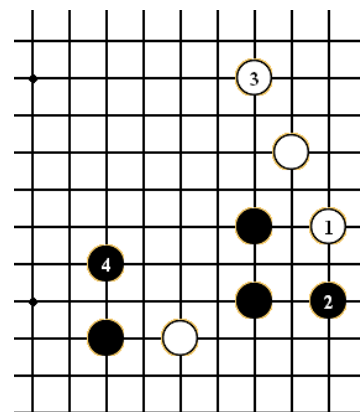
In this case White will probably jump to 6 (Diagram 8), Black follows with 7. If White plays to defend these stones (say 8) then Black will turn his attention to the two stones in the upper right corner. If White plays to defend the upper right corner Black will play 8 - neither outcome is good for White.

Black's two stones in the lower right of Diagram 8 are quite healthy - the 'net' around Black's corner is full of holes. For example White would not relish the prospect of a Black move at 'A', but apart from that Black can always play 3x3 to make two eyes.

You will note if Black had played 1 at 'B' in Diagram 8 his attack against the two White stones is much stronger.

Black 25 (Figure 1) is ok, but White adopts an interesting tactic – he offers to sacrifice the stone giving Black another over concentrated shape. Black duly obliges with the sequence to 33.

Black must not play this way. When White slides with 1 in Diagram 9 Black must block with 2. If White defends with 3 Black can play 4 loosely enclosing the single White stone.



White's stone is not dead, but if White tries to live Black will build a strong wall around the corner and the potential on the lower side and impact on the centre will be adequate compensation.

In the game Black captures the single White stone on a small scale in gote, and White is able to defend the lower left corner with 34 (Figure 1) and limit the influence of Black 25 and 27.

White 34 finishes the current phase of the game. At this time Black has about 35 points on the board, White around 45 plus 6.5 points komi. So White is at least 15 points ahead.

This is not an impossible situation particularly as all of Black's positions are strong, but Black must attack!

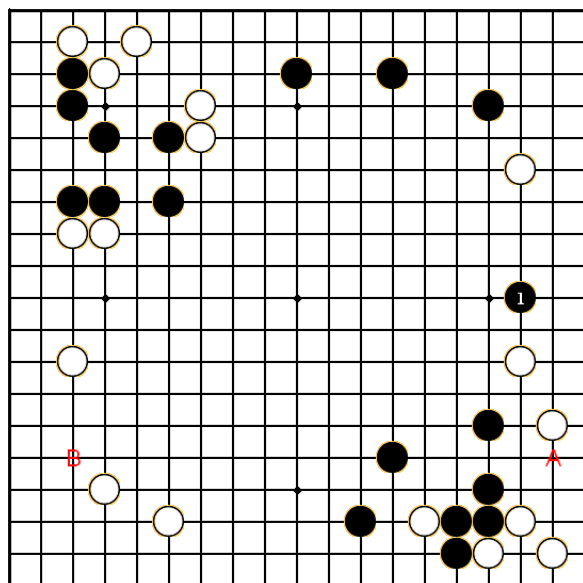


Diagram 10

Black's best chance is still on the right side with 1 in Diagram 10. There is cutting aji at 'A' and White's stone in the upper right is weak.

To have a chance of winning the game Black must not only make profit from this attack he must prevent White from playing 'B' securing the lower left corner – a big ask but continuing to play passive moves is not going to help.

Black plays 35 on the lower edge and White secures his stones on the right. At this stage Black is too far behind and has squandered his last chance.

Figure 2 and Figure 3 complete most of the game – Black lost by lots.

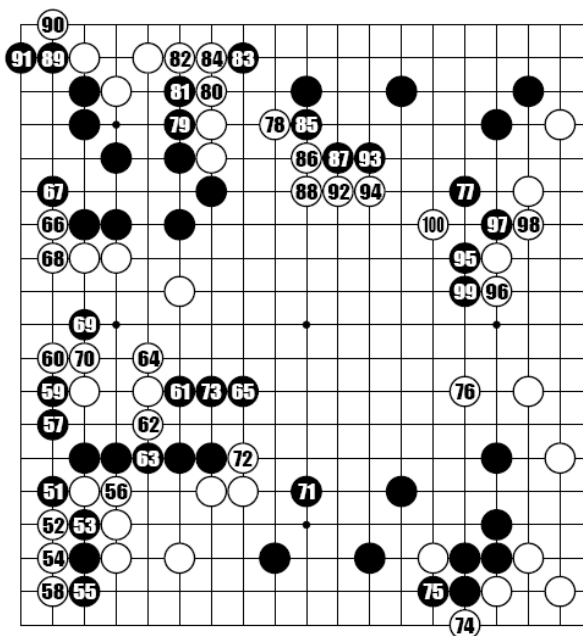
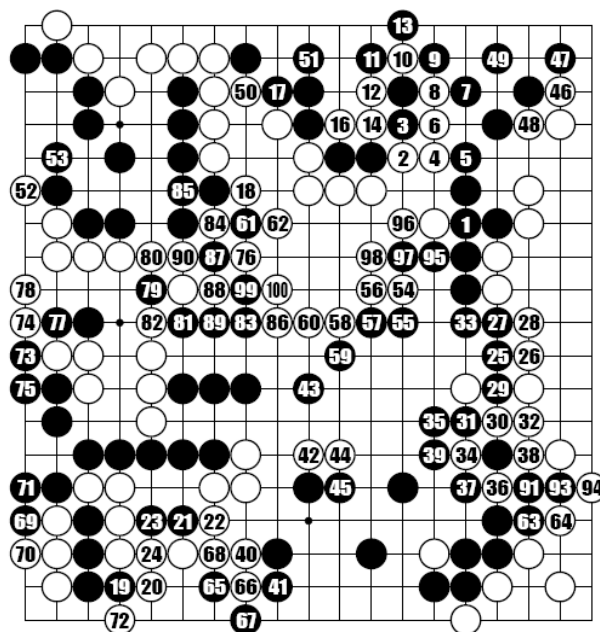


Figure 2



115 = 110 192 = 23

Figure 3

The main lesson from this game is that you must have a balance approach to strength and weakness, attack and defence.

White played fast moves stretching his positions but leaving many weaknesses; Black played solidly but his positions were over concentrated and he did not attack.

NSW State Go Championships 2007

The following pictures tell the story of the NSW State Championships more eloquently than words.

I have commented on one game and printed two others to study, unfortunately pressure of work (the paid sort) meant I did not have time to comment on all the games for the journal.



NSW Go Championships

Black: Barry Jay

White: Michael Brockwell 6.5 points komi

10th June 2007

Commentary – David Mitchell

Some of the games at the NSW Championships started well and went on to be interesting (see later games) others started well and straightforward mistakes lost the game. Barry was in good company when he lost this game – I misread a ladder in one of my games and lost within 50 moves. (Seems I don't listen to my own advice ☺).

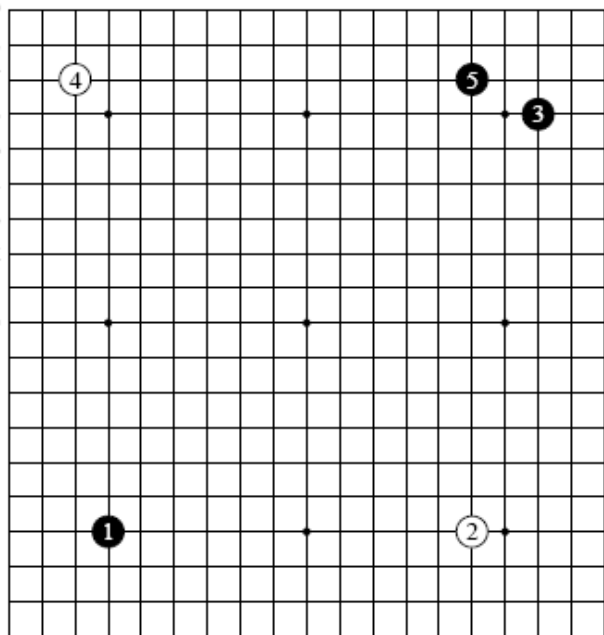


Figure 1

White 2 is an interesting move and poses some real questions for Black early on. It is not totally unheard of in professional games but there are less than 100 games that start this way.

A 5x4 (takamoku) move emphasises influence – in this case White 2 aims to build on the lower side – but it also has the potential to take the corner with the 3x4 (komoku). The main difference between this and the 4x4 point is that Black will find it hard to approach the lower right corner along the bottom edge. Equally, if Black plays in the corner White will build influence in sente and then attack the Black's hoshi stone at 1.

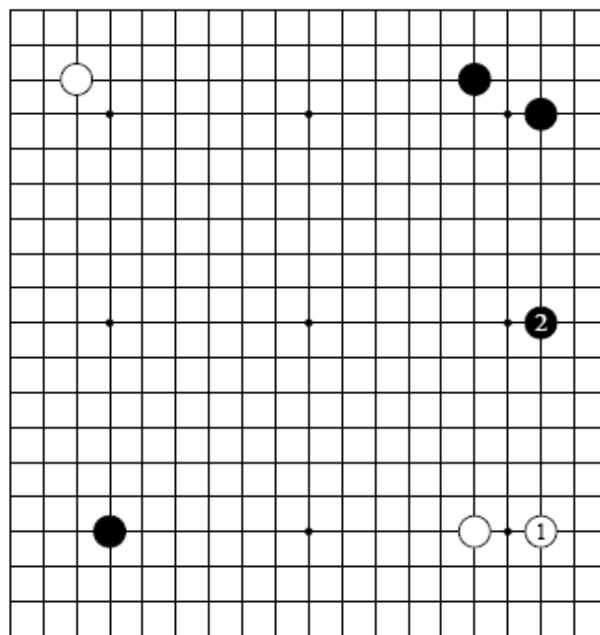
So much for the obvious – but why should White do this?

In my view this question goes back to the very fundamentals of Go. Black has the first move and can

build his position and set his strategy from a 'green fields' position. Black can formulate a plan before the game starts and have a reasonable chance to execute it - White cannot. White's strategy must be tempered by Black's moves and it will take time to wrest sente from Black. Playing 'fast' moves such as the 5x4 point is a means for White to try to unsettle Black and gain his own momentum. Not being a mind reader I cannot say this was Michael's intent, but it's certainly the thought in my mind when I try this sort of thing.

Back to the game - the most common continuation is a Black 4x4 (hoshi) move in one of the empty corners. This tends to lead to 'messy' games with running fights and not many moyos. Also, if you believe the statistics Black wins over 60% of games by taking a hoshi point!

Black decided to take a shimari in the upper right, so played 3. White could prevent the shimari but only at the expense of the fourth corner; so he took the upper right with a 3x3 (san-san) knowing full well that Black would make the shimari.



At this stage White needs to activate his plan. Playing passively at 1 in Diagram 1 is just not good enough – he needs to do more.

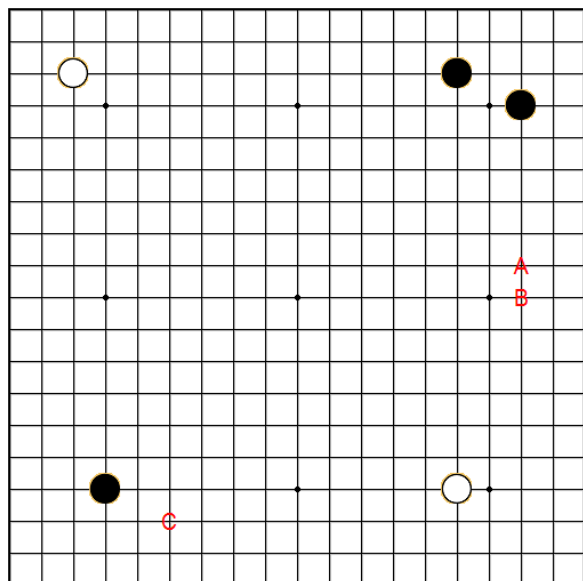


Diagram 2

The most common moves are 'A' or 'B' on the right side or 'C' on the bottom. White is playing as if the corner is already his and in doing so tempts Black to invade. If Black goes in to the corner too soon White's profit on the outside will be large and if he waits too long White will make a shimari to complete the corner.

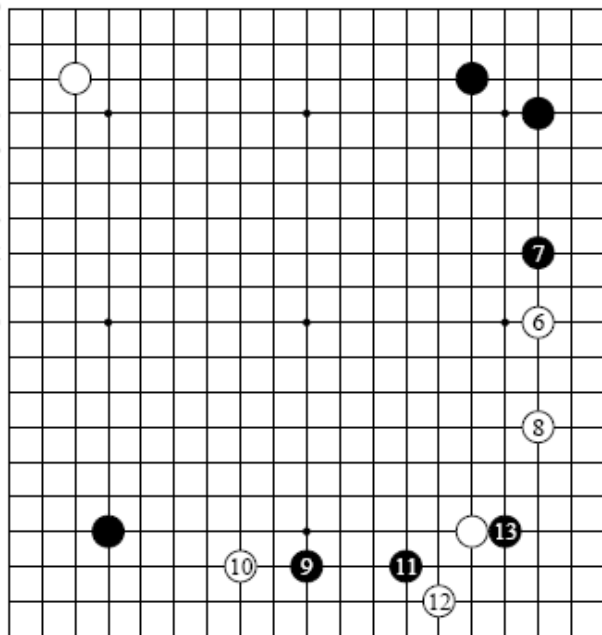


Figure 2

Black 7 is a mistake, and the easiest way to demonstrate this is with a simple Tewari analysis. ('Tewari analysis' is a means of analysing a shape independent of the move sequence).

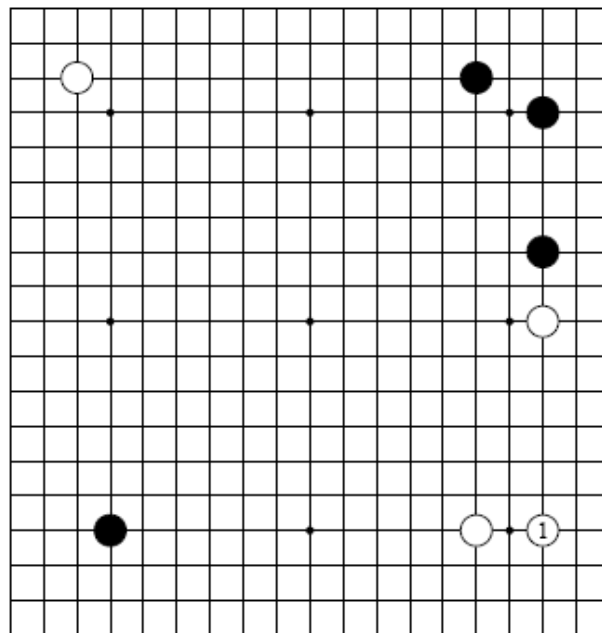


Diagram 3

White's best option is to simply take the lower right corner with 1 in Diagram 3. We now compare the situation with that in Diagram 4.

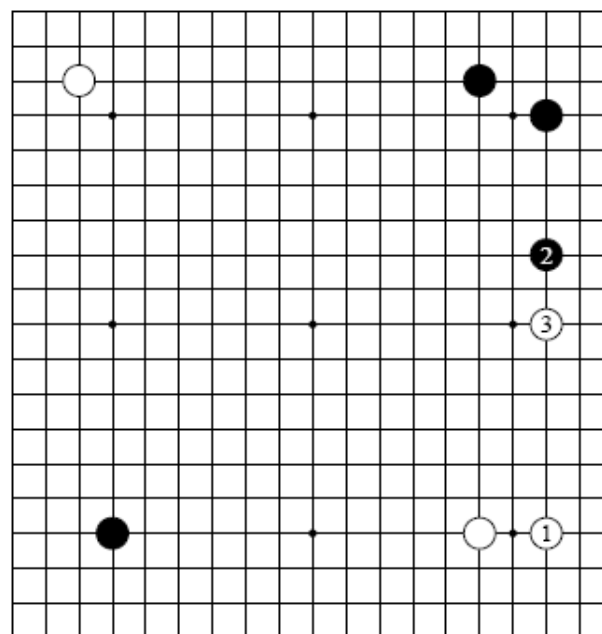


Diagram 4

This tewari analysis has changed the sequence to achieve the same shape as Diagram 3. There is no way Black will play 2 In Diagram 4, it is too close to his corner and allows White takes the optimal side extension with 3.

Certainly there are ways to invade the area in front of White's shimari, but White a superior position to that in Diagram 1.

The correct move for Black is to invade the corner with 1 in Diagram 5.

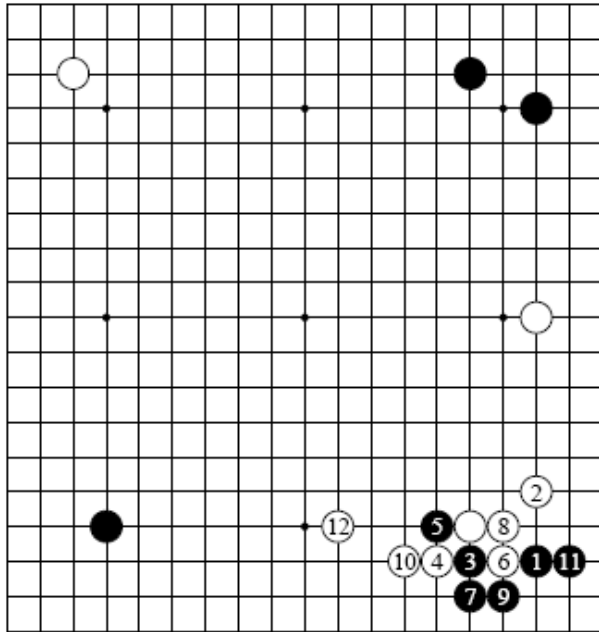


Diagram 5

There are many joseki that can be played in this position. The sequence in Diagram 5 was played by Takemiya Masaki 9p and Yamashiro Hiroshi 9p in a fuseki very similar to Barry and Micheal's in 2005.

White 8 in Figure 2 is a mistake. Not just because of the analysis above, but also because White does not leave himself with a good follow up move.

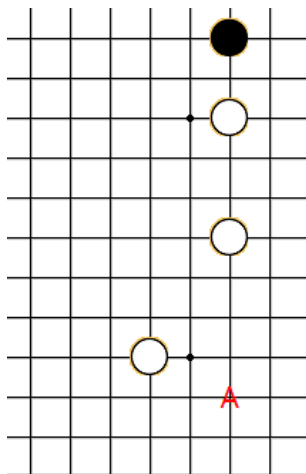


Diagram 6

Black can still invade at 'A' and live, so if White is to make this his area he needs yet another move. Playing 'A' himself or the 3x4 point puts White 8 (in Figure 1) in an inefficient position.

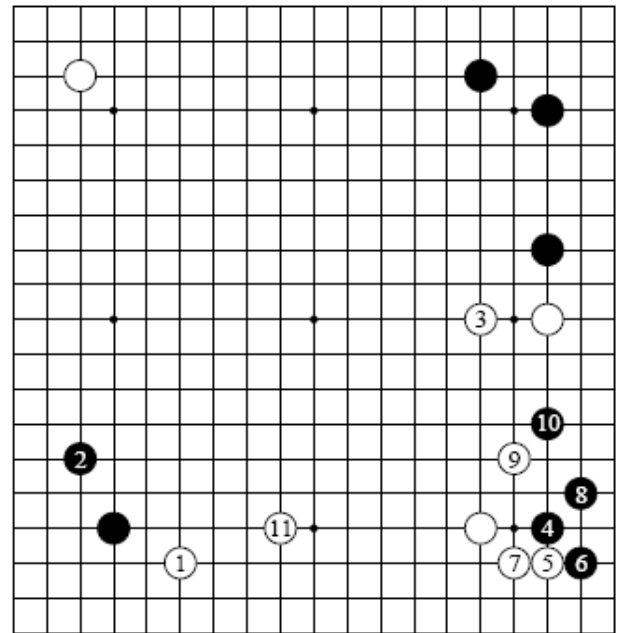


Diagram 7

If White does not like taking the corner, then it is possible for him to aim at a moyo on the lower side. Exchanging 1 for 2 in the lower left corner and then jumping out with 3. Black cannot allow the shimari so invades with 4 – obviously there are options but the strategic aim would be press black down with say 5, 7 and 9 – then come back and play 11 scoping out a large area on the lower side.

Without doubt the best move for White is to take the corner as shown in Diagram 4 – it is a certain gain, the alternatives do not do that.

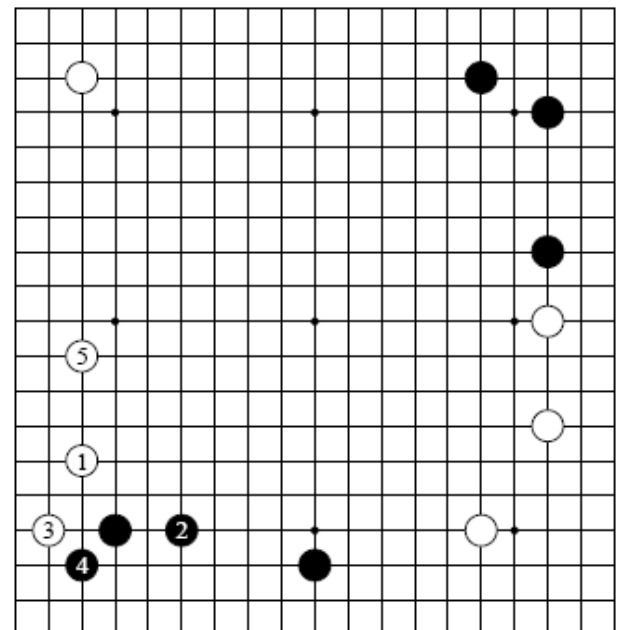


Diagram 8

Black 8 is the key point, Black cannot allow White to play first on the lower side.

In reply White should simply build a position on the left as shown in Diagram 8. There is no urgent move on the lower side or even in the lower right corner. There are bigger fish to fry on the upper and upper left sides. Obviously White should be aiming to complete his corner but that should occur later.

White 10 in Figure 2 is way too aggressive.

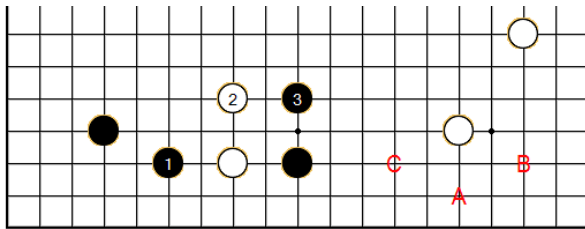


Diagram 9

One way for Black to proceed is to squeeze White's invasion stone with 1 in Diagram 9 then follow the two White stones into the centre with 3. Playing 1 not only puts pressure on White's stone, it also takes territory, which cannot be bad.

White has to run with 2 and there will be a running fight which will destroy potential in the centre for both. This is better for Black because he is less reliant on influence for his area than White.

Another feature of this sequence is that Black can choose to make a base at 'C' almost any time; and depending on the running fight it is also possible for Black to play 'A' – 'C' and 'B' then become miai – not a nice prospect for White.

Black chose not to squeeze but to extend along the lower side; even if Black intends to extend he should first squeeze at 1 in Diagram 10 and then play 3 – if he does not he loses his chance later.

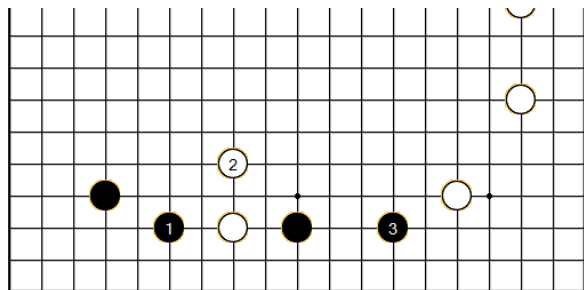


Diagram 10

After Black extends White threatens his base, the normal move is to jump with 1 in Diagram 11.

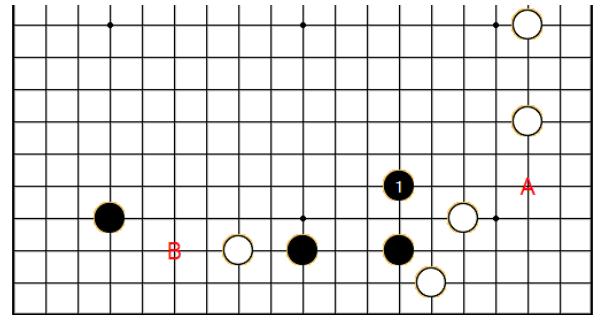


Diagram 11

This move secures the Black stones (for the time being), and creates good aji at 'A'. Black's problem is that White has sente and that means he gets first move to secure his stone in the lower side – Black has lost the chance to play 'B'.

Black 13 in Figure 2 – what can I say? Sorry Barry, this is not the best move of the game.

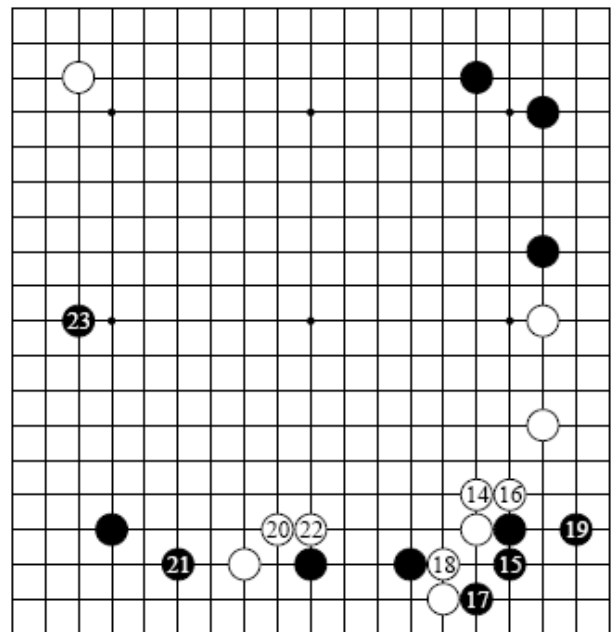


Figure 3

The reason Black 13 is bad is that Black is splitting his stones for little or no gain. Certainly Black takes the corner away from White, but we have seen in previous diagrams that there is plenty of aji to reduce the corner, so living in the corner is not so big. On the other hand White has now got a coherent position. His previously disconnected stones are now working well together and could well make a substantial area in the middle.

At this stage of the game I count about 50 points for Black. 25 in the lower left corner and left side, 20 in the upper right corner and side and 5 in the lower right corner. White has about 10 in the upper left, half a dozen on the right side 20 on the lower side and at least 20 in the centre, plus komi, plus the next move.

Obviously there are significant areas on the upper side and upper left side still to be settled and central area has the annoying habit of disappearing, but White is ahead and Black has to make the running.

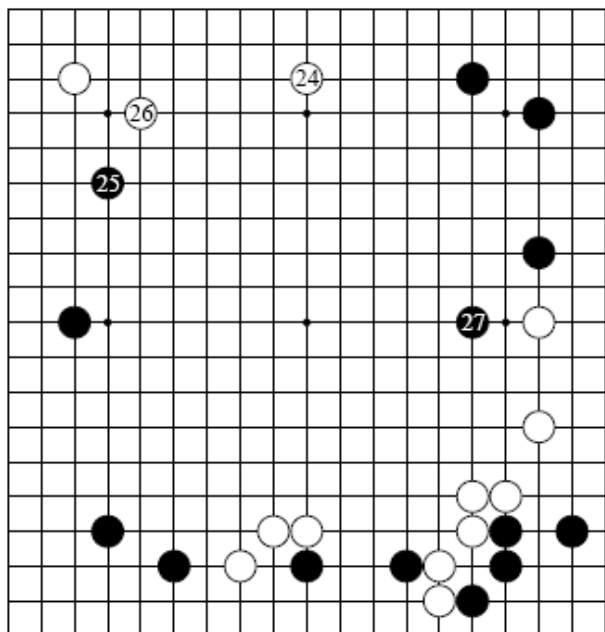


Figure 4

Black is behind and therefore needs to do something more than the passive move at 25. At the minimum Black should squash White's area by playing 1 on the 4x4 point in Diagram 12.

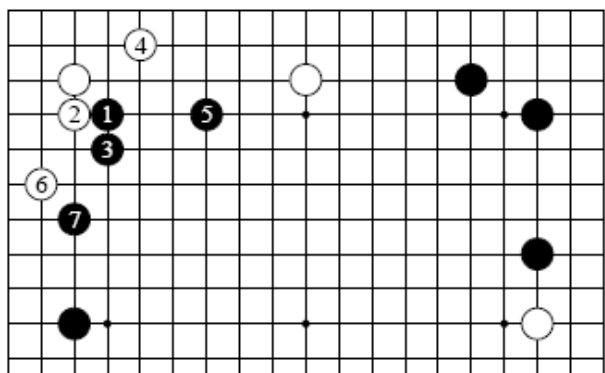


Diagram 12

If Black plays this way, he builds potential in the centre but also threatens to cut off the single White stone on the 10x3 point on the upper side. It is

White's move, but there are good options for Black and the balance of the game is changing.

Black 27 in Figure 4 puts the pressure on White but...

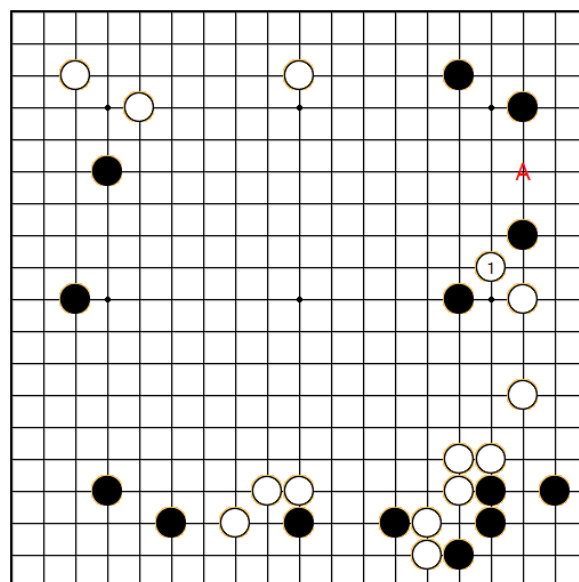


Diagram 13

... White can easily cut the stone from Black's corner with 1 in Diagram 13, which exposes the weakness at 'A' – so while White's area is reduced so is Black's.

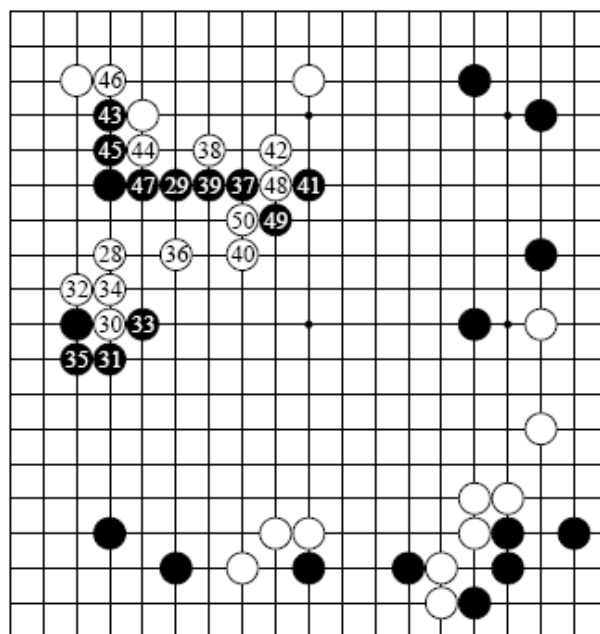


Figure 5

The story of the game ends with Figure 5. Black fails to connect following the peep at 42. The game continued but the result was determined here.

My thanks to both players for the game score.

NSW Go Championships

Black: David He - 7 dan

White: Zhao Miao – 7 dan; 6.5 points komi

10th June 2007

This game is between the two strongest players at the NSW Tournament, and while the tournament was not a knockout with a grand final, this game is the equivalent of such a match.

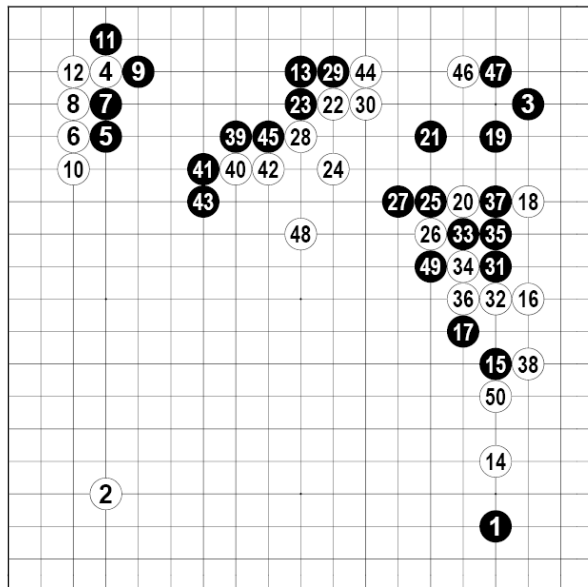
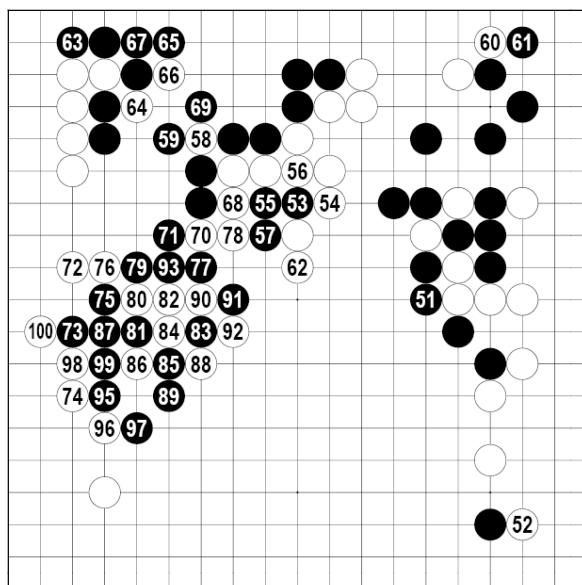


Figure 1 (moves 1 to 50)



94 at 83.

Figure 2 (moves 51 to 100)

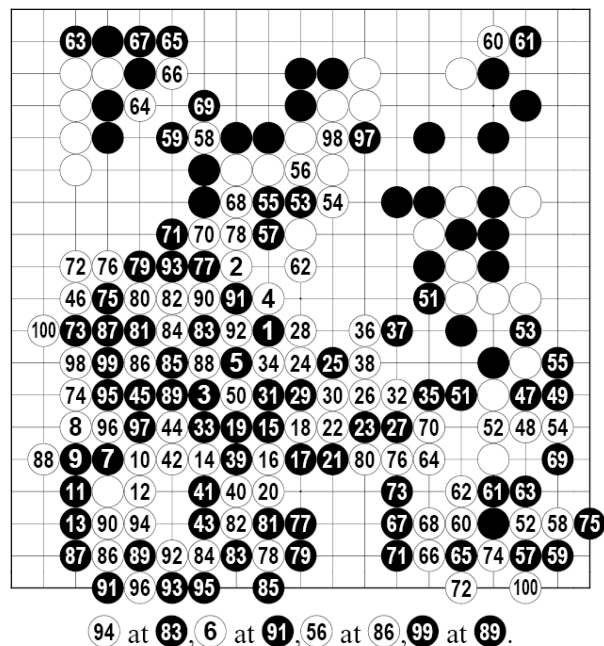


Figure 3 (moves 101 to 200)

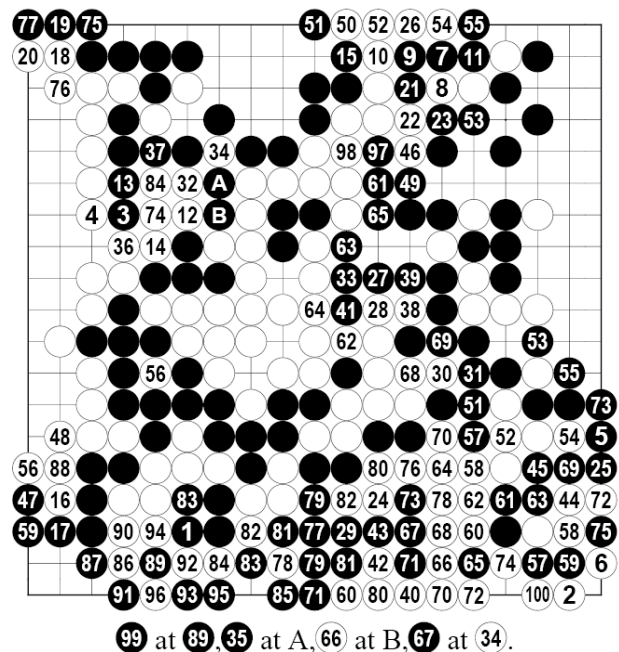


Figure 4 (moves 200 to 284)

Black's play after losing the huge group is a fantastic lesson in tenacity. Despite that herculean effort White won by 5.5 points.

Upset of the tournament

Black: Shi Hao 3 dan

White: Zhao Miao

9th June 2007-06-30

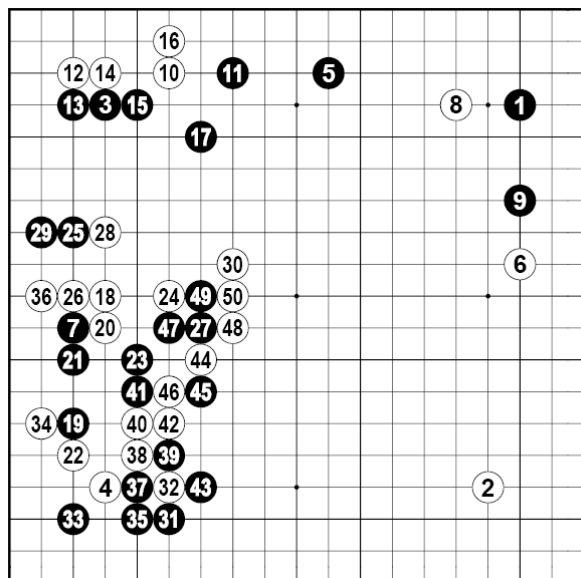
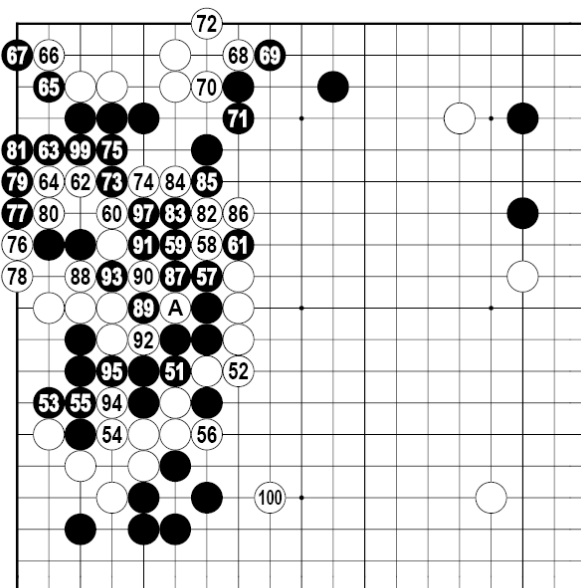


Figure 1 (Moves 1 to 50)

Black played some very interesting moves on the left side. Black 23 in reply to the kosumi tsuke of 22 and the sagari at 29 are well worth further study.



(96) at (90), (98) at A.

Figure 2 (moves 51 to 100)

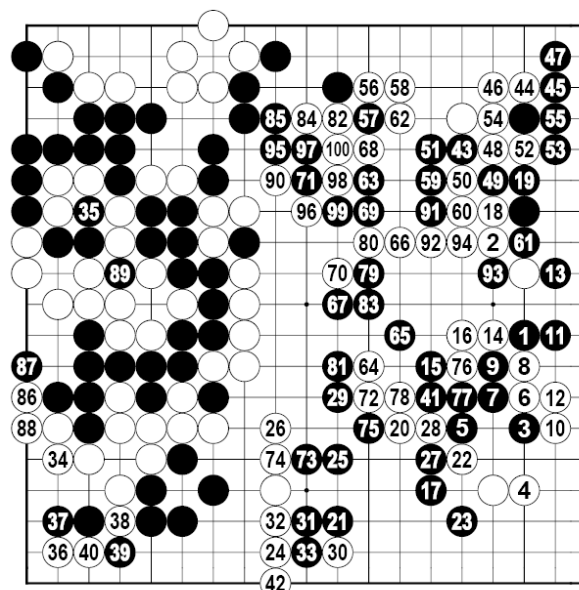
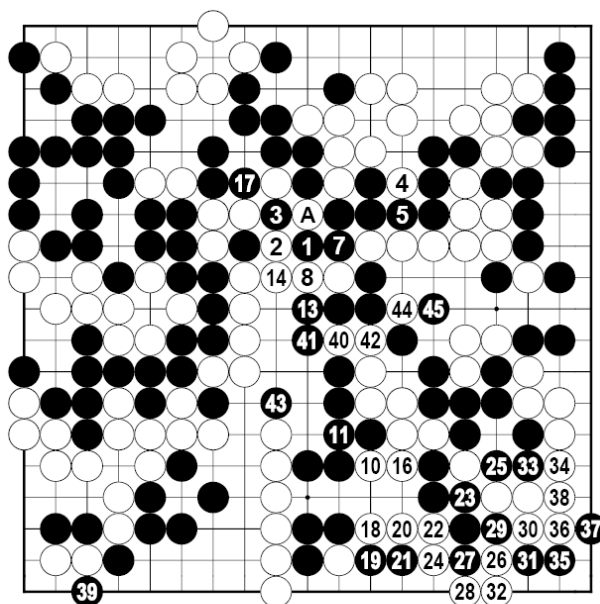


Figure 3 (moves 101 to 200)



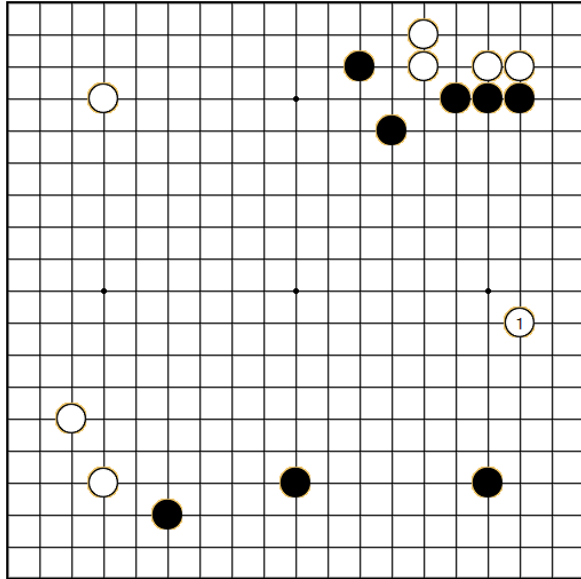
(6) at A, (9) at (3), (12) at A, (15) at (3).

Figure 4 (moves 201 to 245)

White resigns after Black 245.

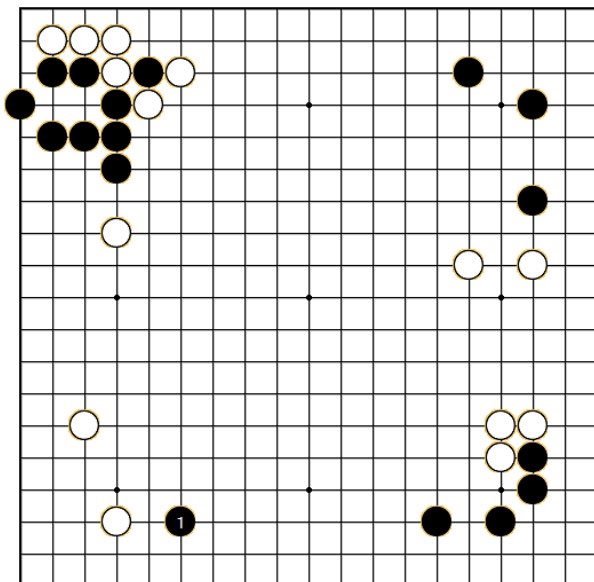
This is a very interesting game and a great victory for Mr. Shi Hao – well done.

Fuseki Answers



Answer 1

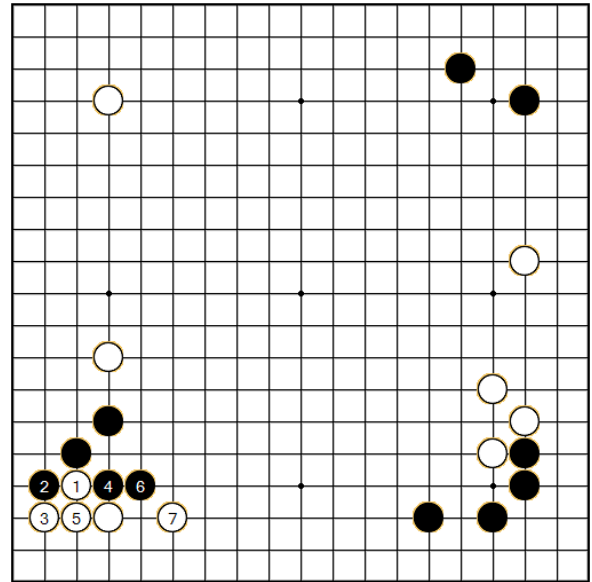
Stay away from strength; give yourself enough space to extend. Play on the 3rd line for territory (or to put it another way, play on the third line for a base). These three basic rules dictate that White 1 is the correct move. When in doubt go back to basics they really do help.



Answer 2

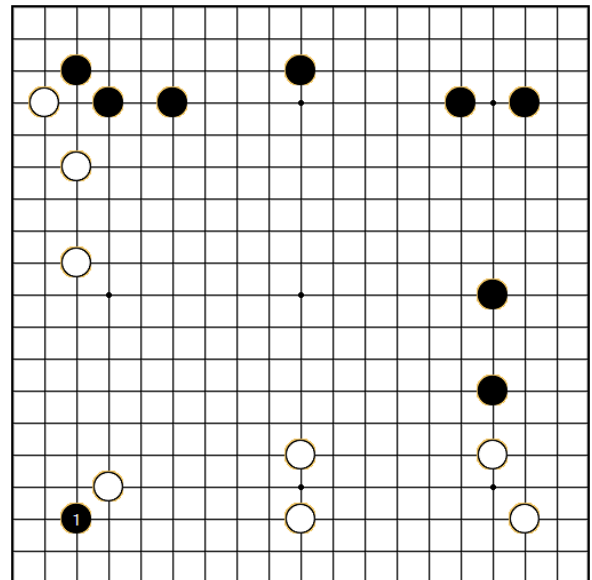
Neither side have any obvious weak groups nor a great moyo in need of reduction, so the next thing to do is probe where your opponent is thinnest. In this case the large knight's shimari in the lower left corner is the weak point. Black 1 is the correct move, it

threatens to attack while at the same time laying claim to some of the bottom side.



Answer 3

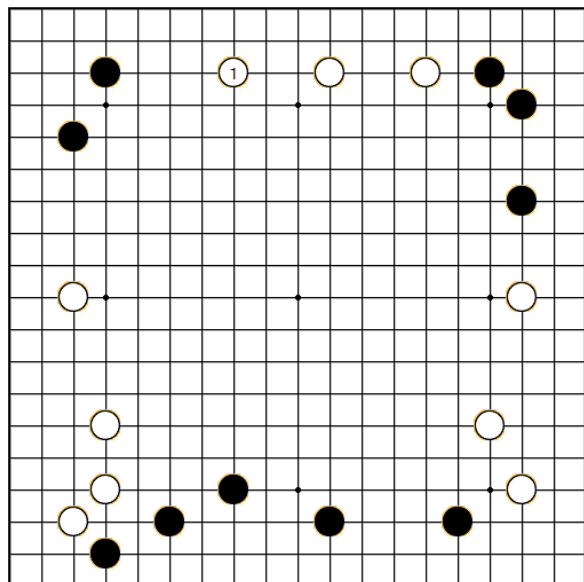
The first rule of the opening is defend weaknesses before making big moves. White's stone in the lower left needs help and the best way is to make territory. It may not be much but White is not just alive, he is making points. Failure to defend this stone would give Black a great target – there is nothing bigger on the board.



Answer 4

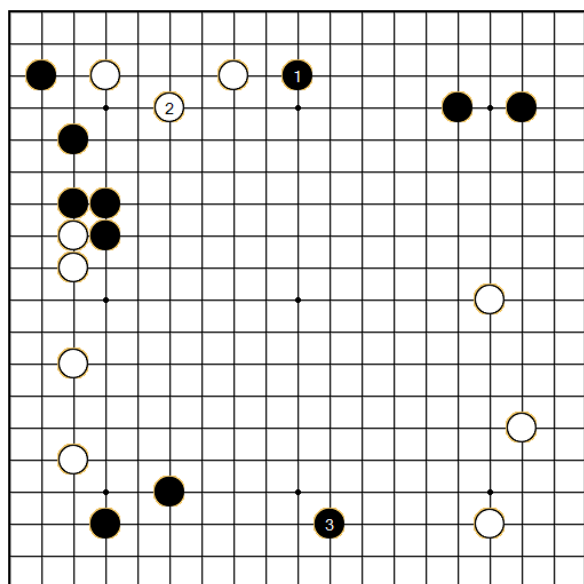
There are no weak groups, both players have substantial moyos, so it is all about territory. The biggest point is the 3x3 in the lower left corner. It is possible to play 10 x 10 but this is very airy and

uncertain. Taking the corner from White is profitable and secure.



Answer 5

White 1 is correct, it prevents Black building in front of his shimari in the upper left while extending the base of White's two stones on the upper side.

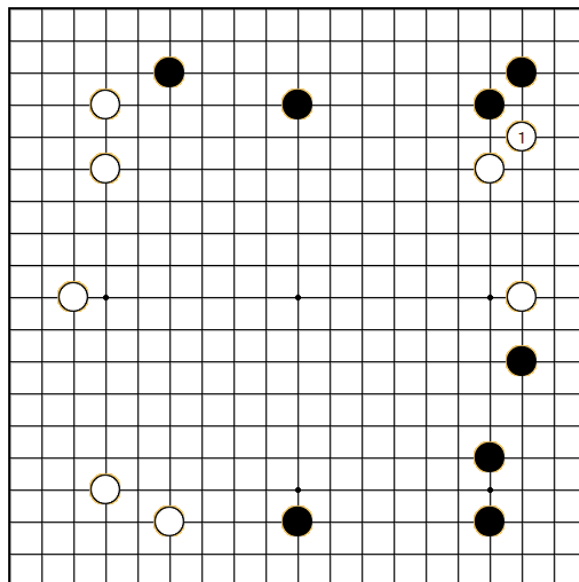


Answer 6

There are several big points on the board, Black's problem is not finding a place to play but how to gain the most. White's two stones in the upper left are 'light' – or to put it another way, White is happy to give up one if there is a splitting move.

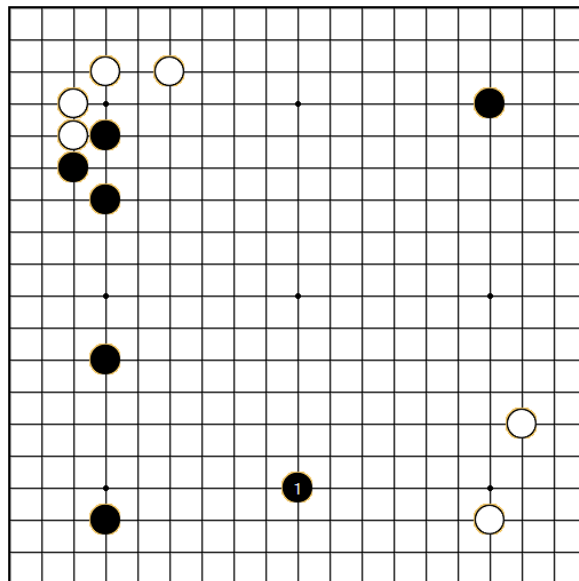
Black 1 is the correct move, this enclosed White's stones while extending from the shimari in the upper

right. White has to defend and that gives Black the time to play 3 on the lower side.



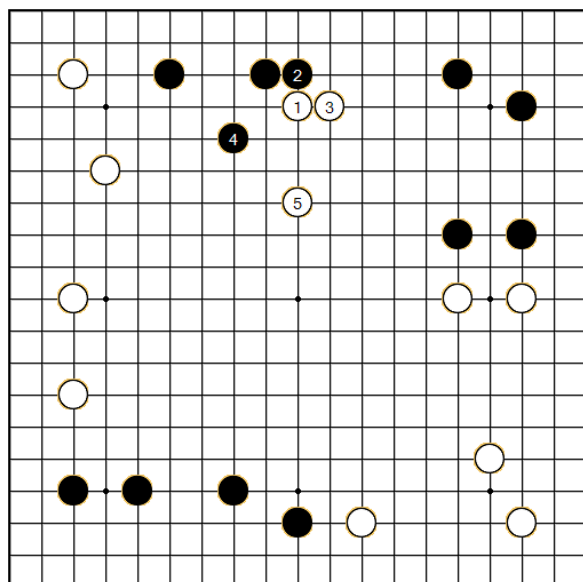
Answer 7

White cannot take any big points until he does something about his weak stones on the upper right side. The best way of doing that is 1, now both players can get back to building their moyos.



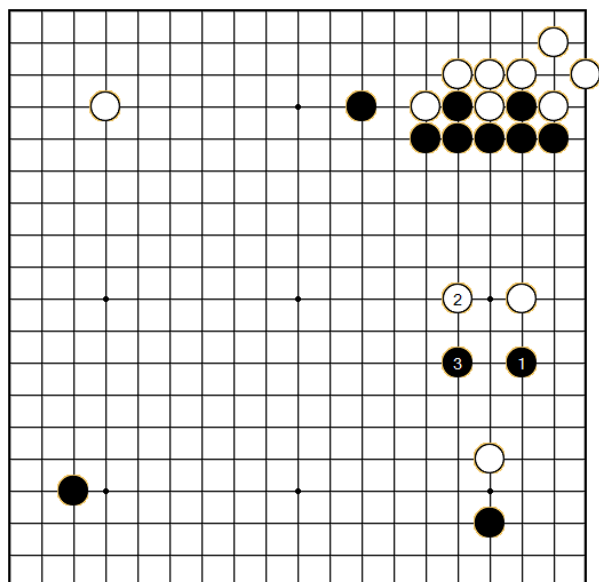
Answer 8

There are no weak groups, so it is simply a question of finding the biggest area and taking the best point. The upper side is not developable for White, nor is the right side – this means the bottom side is most important. Black 1 is correct it is a double moyo move and the biggest thing on the board.



Answer 9

Again there are no weaknesses, but this time all the big points have been taken. White 1 on the upper side reducing Black's moyo is the right move. The normal continuation of 2 and 4 by Black are countered by White running into the centre.



Answer 10

Black has a nice wall but White's stones on the right side limit its value. On the other hand White's stones are a long way apart. Black 1, dividing White's stones makes good use of the wall and starts a running fight that will benefit Black. White 2 can be expected and Black must respond with 3. Remember, when you have a wall you may not profit directly from its power, the profit may appear somewhere else on the board.

In this case Black will build more on the lower side than he would without the wall.

When thinking about fuseki always remember...

Always consider your opponent

If you know what your opponent wants you can adjust your game accordingly. If you never think about your opponents aims your strategy will be incomplete.

Urgent points before big points

Defend your own weaknesses or attack your opponent's weaknesses before taking big moves.

Corners before sides before the centre

Elementary I know, but many people forget that corners can deliver efficient territory.

Make your stones work together

If all your stones work together with the same end in mind you will have a formidable position, equally if you can disrupt your opponent's position you will aid your cause immensely.

Build a balance between the 3rd and 4th lines

If you do not have a balanced position you create weaknesses that your opponent can exploit. So use both the 3rd and 4th lines and keep balanced.

Take double moyo points first

Look for the developable areas for both players, if there is an area where both can develop potential take that first, it has almost double the value of a building move on its own.

Third line for territory, fourth line for influence

Decide what you want and play the most appropriate move. If you need a base or want territory play on the 3rd line, if you want influence or a moyo play on the 4th line.

Find the area, then find the move

Mechanical I know, but if you first decide the region to play it is a lot simpler to find the right move. If you have trouble finding the right move, you may not thinking broadly enough – take a step back, check the strategic area and then look for the move.

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