

Sydney Go Journal

Volume 15 (Quarter 4 2007)

Issue Date – November 2007



**Australian
Go
Association**



Founding member
International Go
Federation



DENSO

4th Toyota & Denso Cup Oceania Division

Friday to Sunday 18-20 January 2008.

Venue is Central Bardon (Bardon Conference Centre) 390 Simpsons Rd Bardon.

Accommodation is available on site. Friday will be a day of teaching and fun activities. There will be various playing divisions in the 6 round tournament, with generous cash and other prizes; the top Australian player receives an all-expenses trip to Japan to compete in the world playoffs to select an entrant to the professional Oza tournament.

Entry free

Full information and registration form on pages 40 of this journal or

www.uq.net.au/~zzjhardy/toyotacup.html



DENSO

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

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

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Editorial

This is the 15th edition of the SGJ and I know from the the e-mails and other comments that players around Australia and around the world appreciate the journal.

It is therefore with regret that we announce that the SGJ will only appear quarterly from now on. During the first year we produced a journal a month but the workload it too great to continue at that frequency. This decision is obviously subject to review as and when circumstances change.

I would like to take this opportunity the thank our volunteers particularly Geoffrey Gray, Tony Oxenham, Devon Bailey and Donald Potter who have helped by proofreading, submitting ideas, commenting on content and supplying content. Your efforts are appreciated from Scandinavia to Malaysia, from America to Adelaide – very well done and keep up the good work.

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

20th Mingren Challengers final 2007

All of the games from this and previous years Mingren title games can be found on www.gobase.org and mentioned in previous editions, this is a great place to find Go news, current games and other study material.









The following two games were played between Ding Wei and Kong Jie to decide who will challenge Gu Li for the 2007 Mingren title.


GOBASE.org




























Go, an addictive game
Copyright © 1994

tournaments | mingren title, 20th edition, 2007

Challenger final

	1	2	T
Ding Wei	    2		
Kong Jie	0 1.5	    0	

Challenger tournament

Yu Bin, 9p	Piao Wenyao	Piao Wenyao	
Piao Wenyao, 5p	    0 R	                      	

Game 1

Date Played - 9th October 2007

Black – Kong Ji 7p

White – Ding Wei 9p (7.5 points komi)

Result – White wins by 1.5 points.

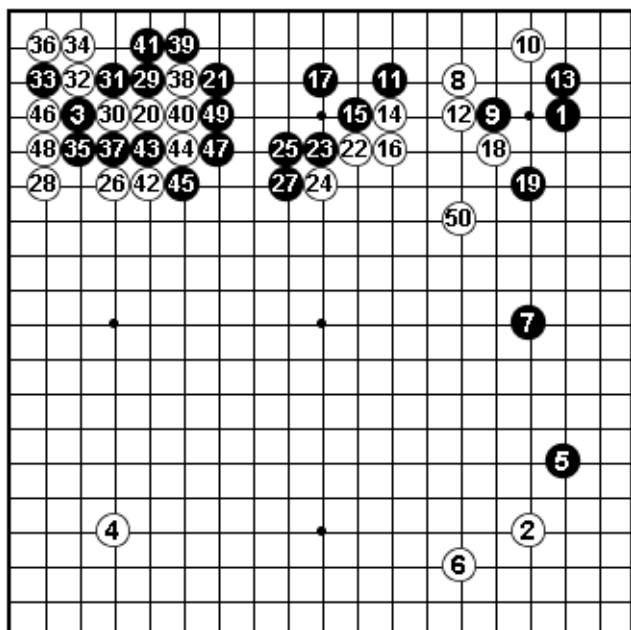


Diagram 1 (1-50)

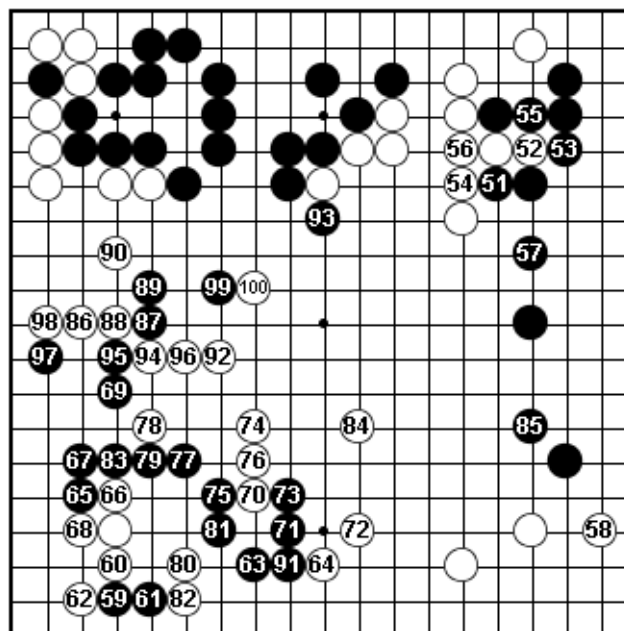


Diagram 2 (51-100)

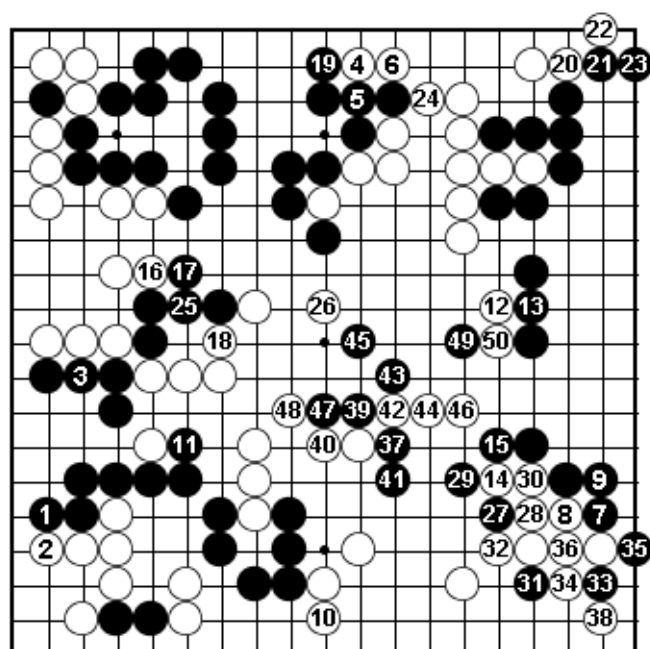


Diagram 3 (101-150)

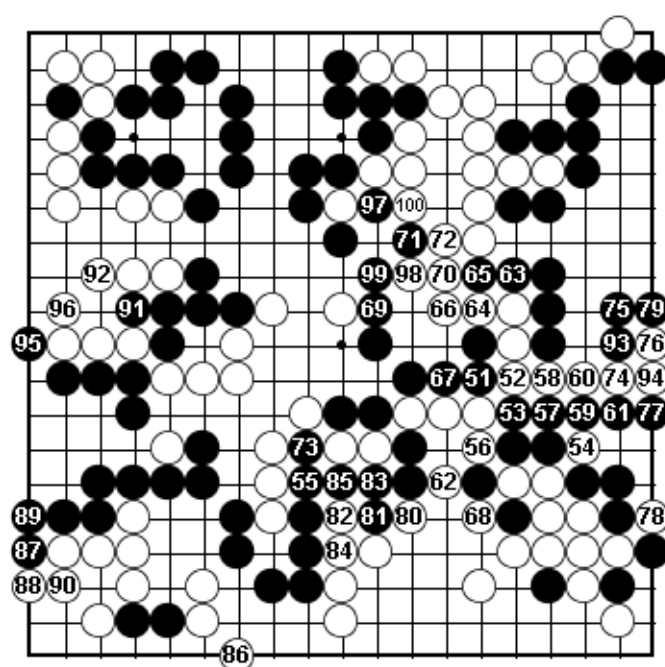


Diagram 4 (151-200)

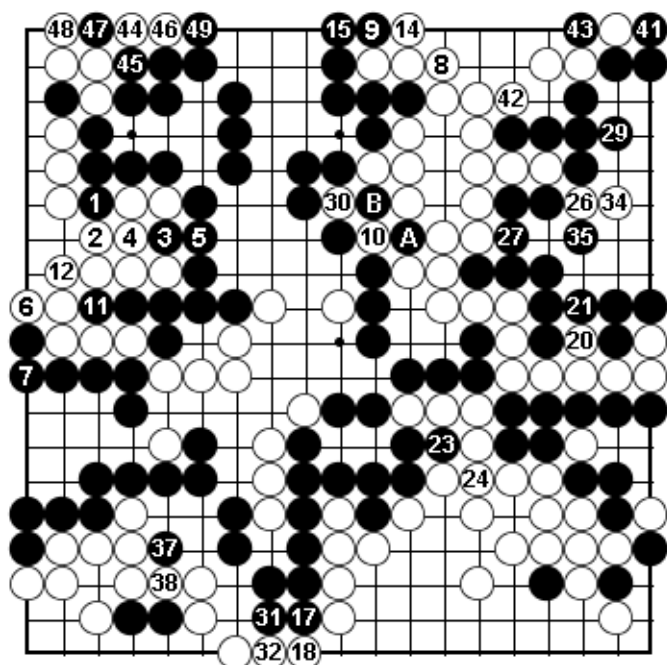


Diagram 5 (201-250)

⑬ at A, ⑮ at ⑩, ⑰ at A, ⑲ at ⑩, ⑳ at A, ㉑ at ⑩,
 ㉓ at B, ㉕ at ⑩, ㉗ at B, ㉙ at A, ㉚ at ⑩.

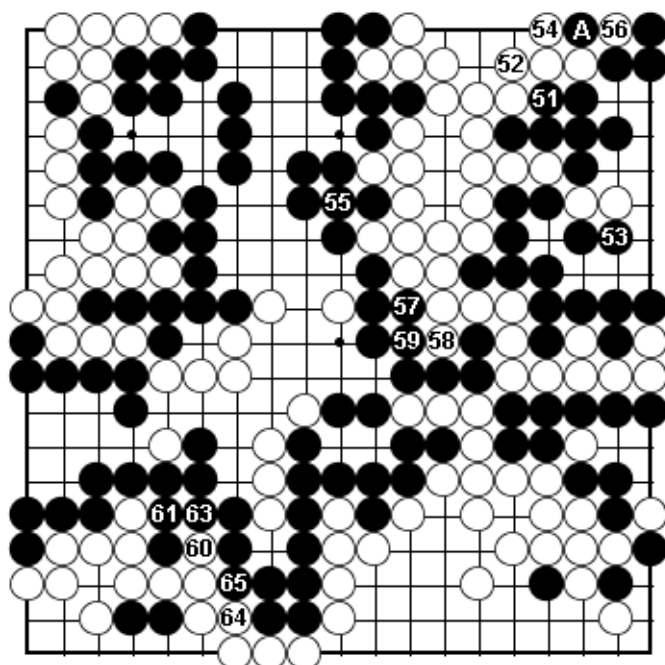


Diagram 6 (251-265)

⑥② at A.

Game 2

Date Played - 11th October 2007

Black – Ding Wei 9p

White – Kong Ji 7p (7.5 points komi)

Result – White wins by resignation.

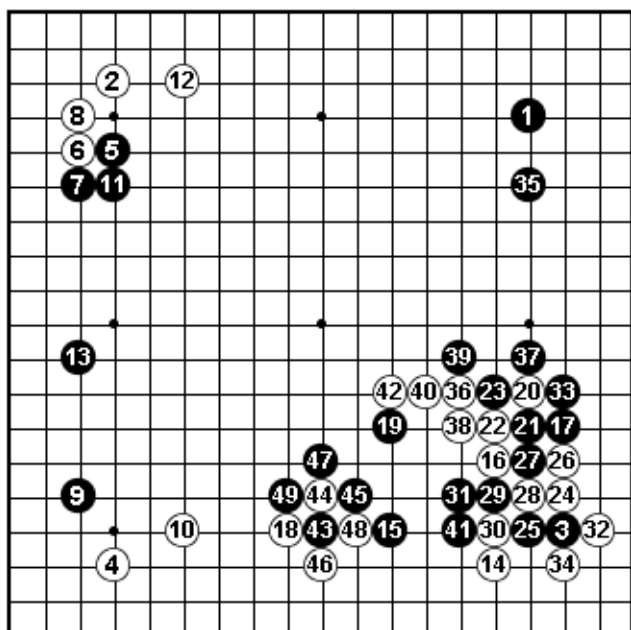


Diagram 1 (1-50)

50 at 43.

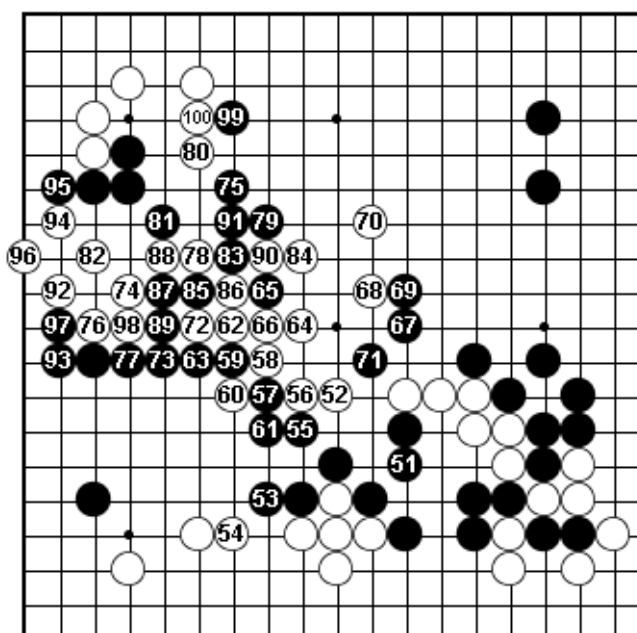


Diagram 2 (51-100)

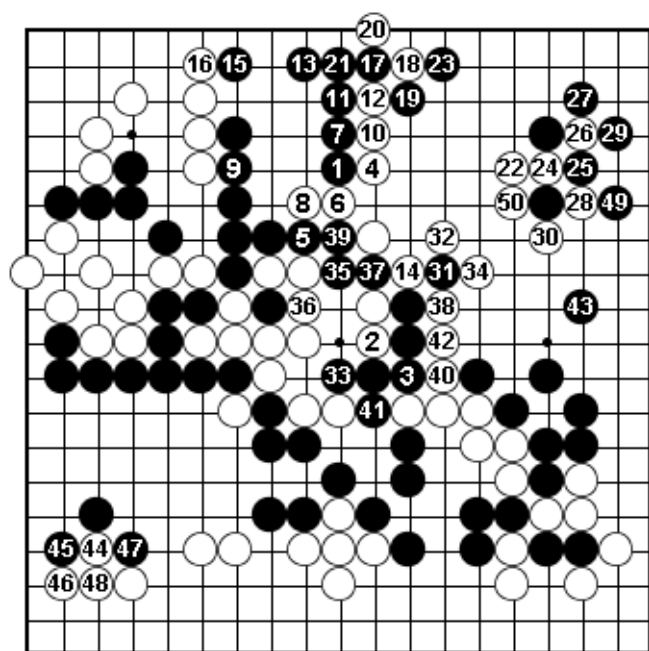


Diagram 3 (101-150)

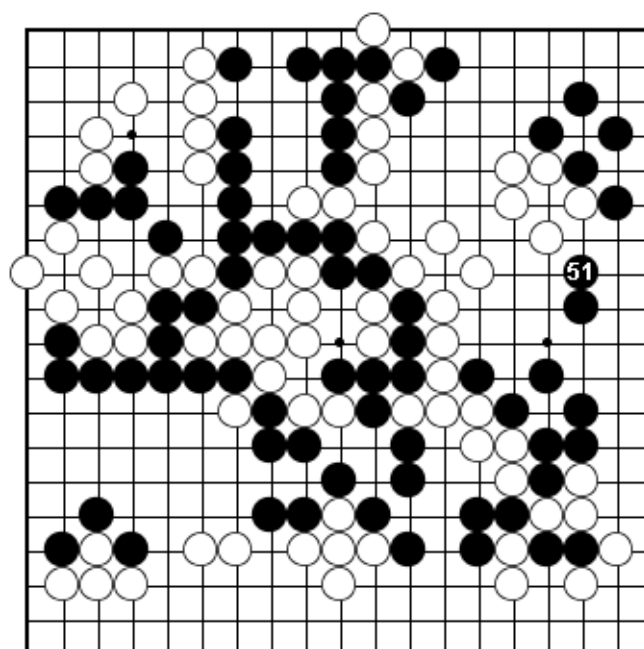


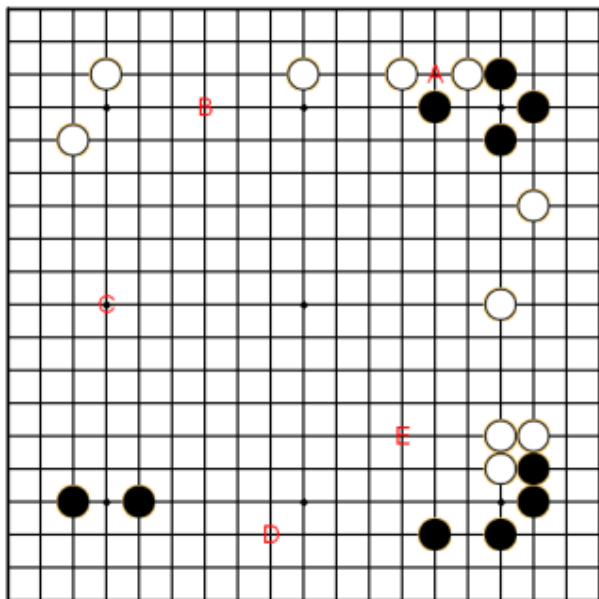
Diagram 4 (151-151)

Fuseki Problems

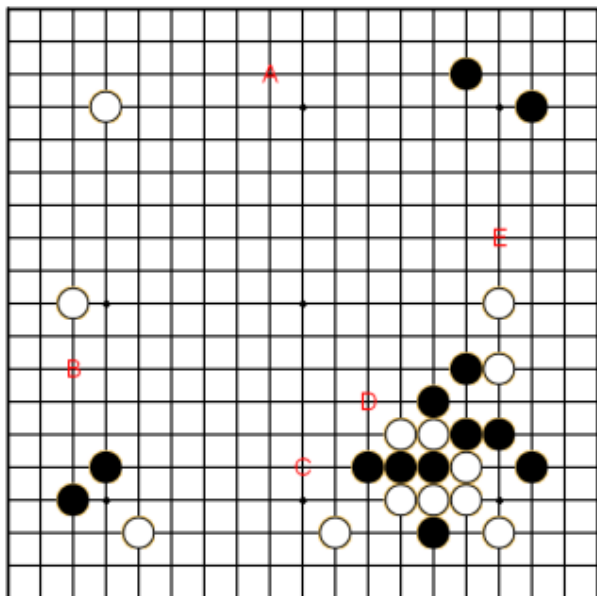
Below are a dozen Fuseki problem. Remember the Fuseki basics and you will have no problems.

First, urgent moves before big moves;
 Second, gain advantage through attack pressure
 Third, double territory or double moyo moves
 Last, look for the large open spaces – that is where you can make the greatest profit.

Problem 1

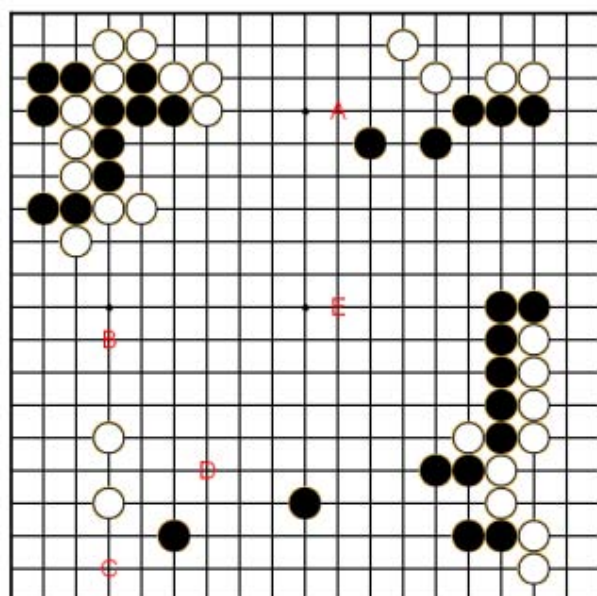


Problem 5



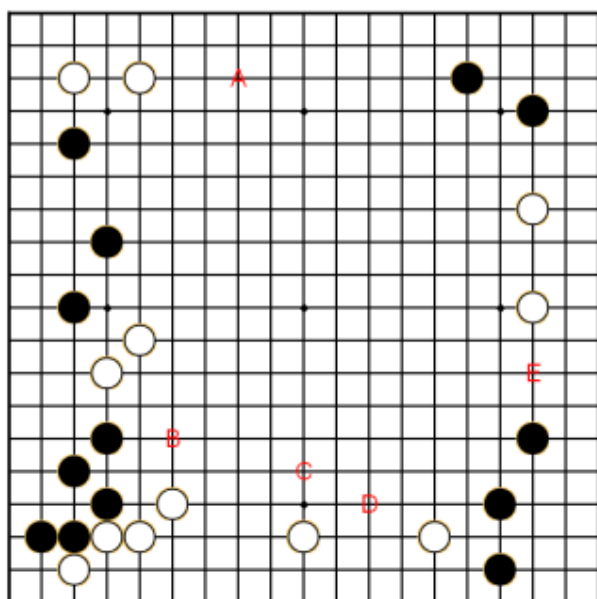
Black to play

Problem 7



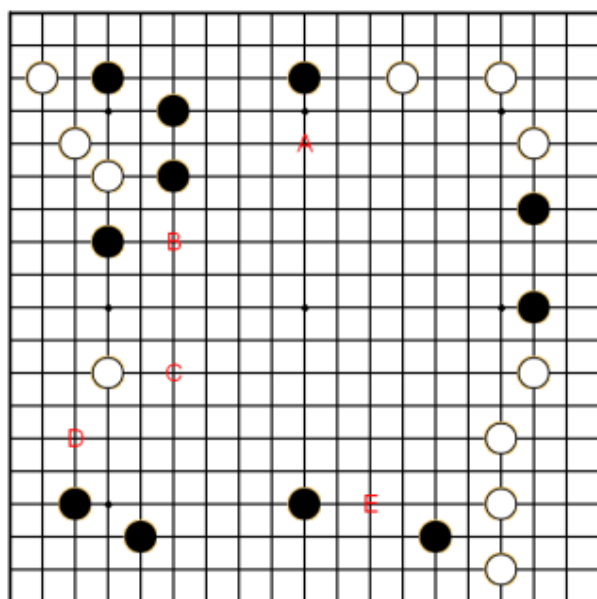
White to play

Problem 6



White to play

Problem 8



Black to play

[illegible]

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2007 NSW Go Championships

Black – David He – 7d

White – Zhao Miao – 7d (6.5 komi)

White wins by 5.5 points

July 2007

This article has been adapted from a commentary prepared by Alexandre Dinerchtein (1p). It is not often that we get professional commentaries on our games, so I would like to extend sincere thanks to Alexandre and I hope you enjoy and learn from his comments. If you want more games commented by Alexandre visit www.Go4Go.net.

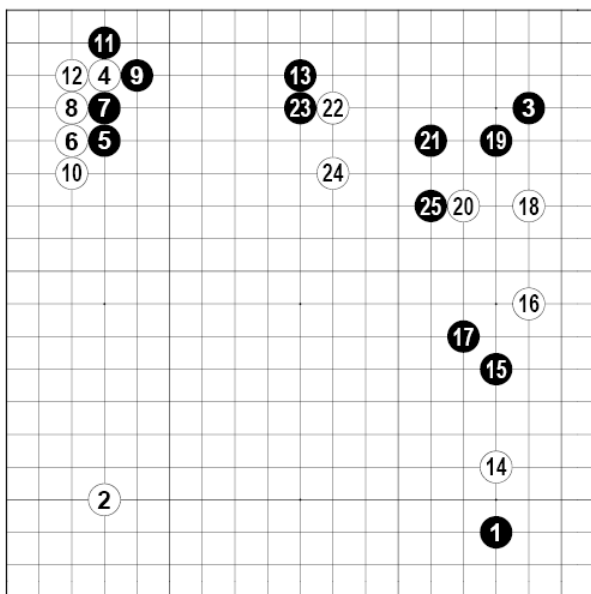


Figure 1 (moves 1 to 25)

The opening to 10 is quite normal. Instead of the kakari of 5 it is possible for Black to play a shimari at 46 in the top right corner but this is very much the second choice in this position.

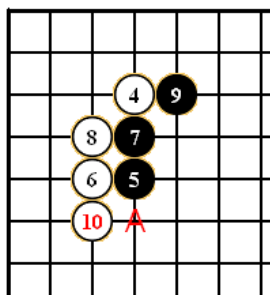


Diagram 1

Nowadays Black 11 is popular and is much easier than the large nadare joseki at A in Diagram 1.

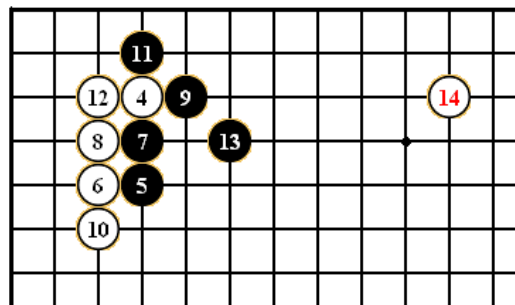


Diagram 2

If Black takes time to defend the cutting point with 13 in Diagram 2 then White will play 14 and it will be hard for Black to use his wall. In the game Black jumps to 13 (Diagram 3) this is a good move. Black 13 (diagram 2) was the joseki in the past, but nowadays we are trying to develop more quickly.

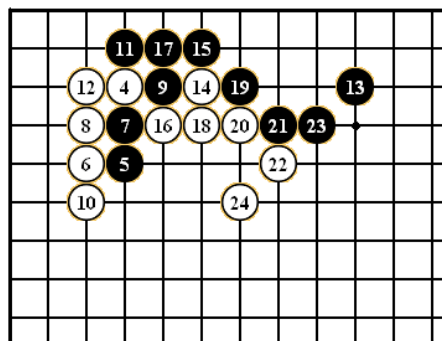


Diagram 3

It is possible for White to play the clamp of 14 followed by the sequence to 24. The main problem with this is that Black gets sente.

White 14 preventing Black from enclosing the corner is the most important place to play. Black 15 is a good choice; it squeezes White while building Black's moyo.

White 16 is a popular move with Chinese players. Black's kosumi to 17 is good; he also has the option to play towards the edge with 1 in Diagram 4

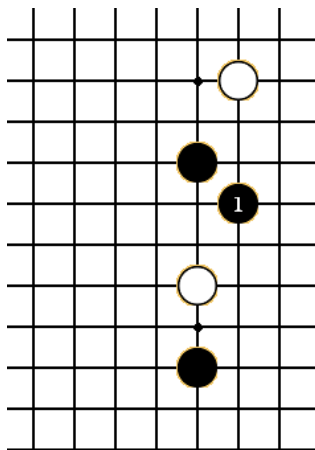


Diagram 4

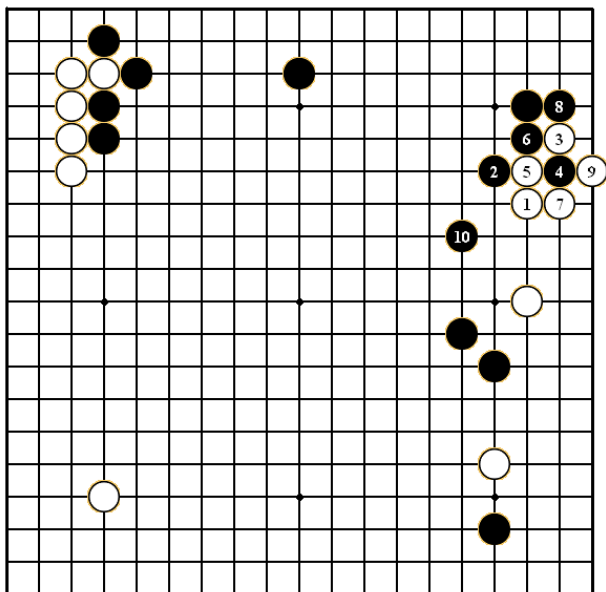


Diagram 5

The most active continuation after White 1 in Diagram 5 is the knight's move of 2. White lives but Black completes his net around the outside and his moyo is looking a lot healthier.

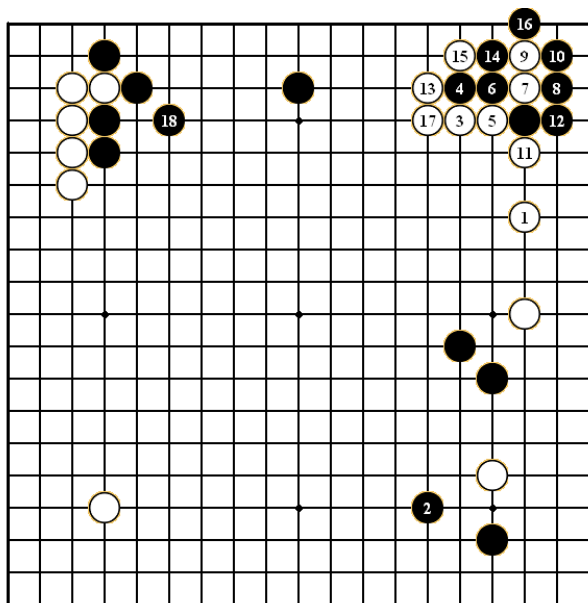


Diagram 6

Another way is to tenuki with 1 in Diagram 6 – the sequence to 18 is fine for Black.

The move played (19 in Figure 1) is a soft move.

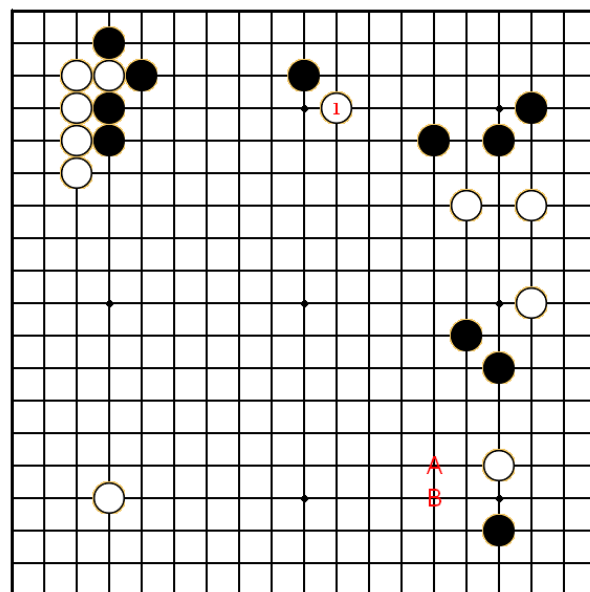


Diagram 7

White 1 in Diagram 7 is a sharp move, but it's easier to start the battle by escaping to 'A' or 'B'.

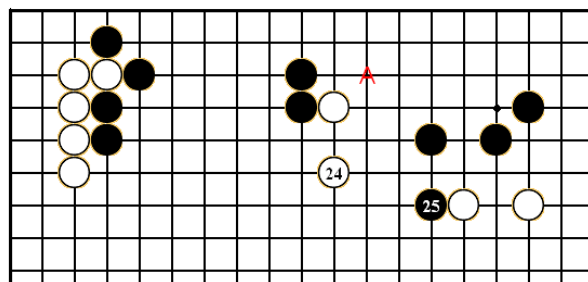


Diagram 8

Black 25 is a good answer to White'sikken tobi of 24. To play along the edge at 'A' would be too passive.

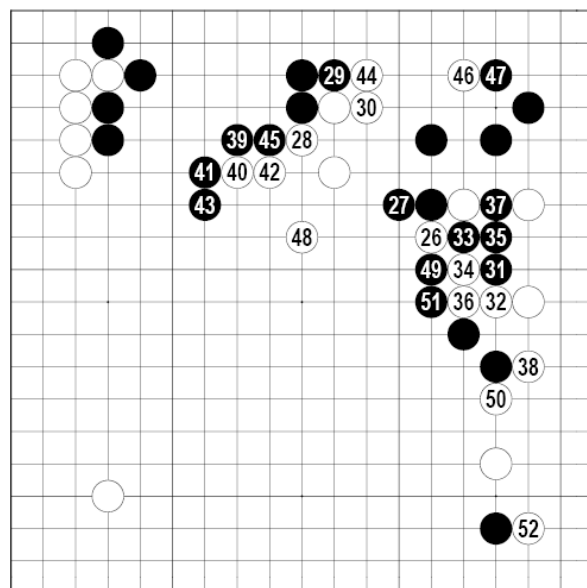


Figure 2 (moves 26 to 52)

Black 29 is a poor move – White is bound to respond with 30 which allows him perfect shape. The proper way to attack is with 2 and 4 in Diagram 9.

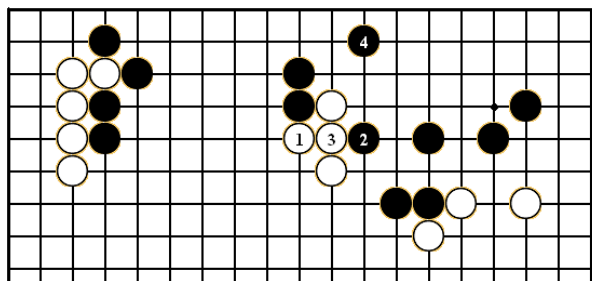


Diagram 9

Black 31 is an overplay – Black gains nothing with the sequence to 38.

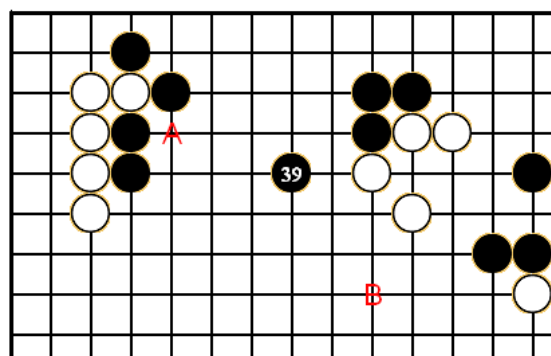


Diagram 10

Black 39 is dubious because of the bad aji at 'A' (in Diagram 10) – White should bide his time and simply jump to 'B', leaning on the Black stones with 40 and 42 makes Black's shape better.

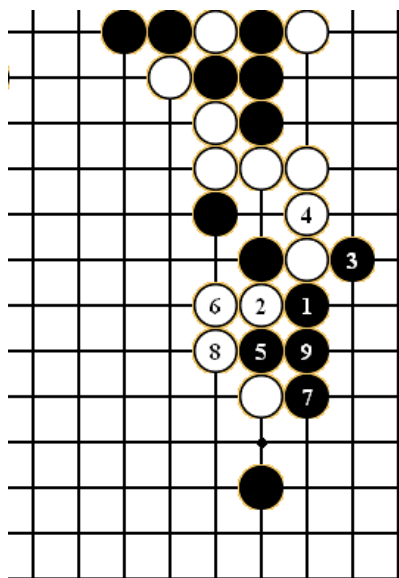
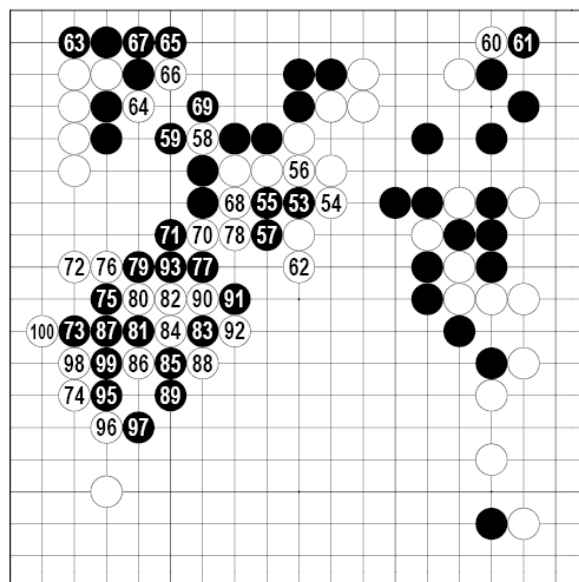


Diagram 11

Black 49 and 51 are slow moves. I (Alexandre Dinerchtein) prefer to play the sequence to 9 in Diagram 11 taking the territory.



94 at 83.

Figure 3 (Moves 53 to 100)

Black is behind on territory so the decision to attack looks natural, but by White 62 Black's attack runs out of steam. Black has bad aji at 'A' and 'B' in Diagram 12, so it's not easy to attack this group directly.

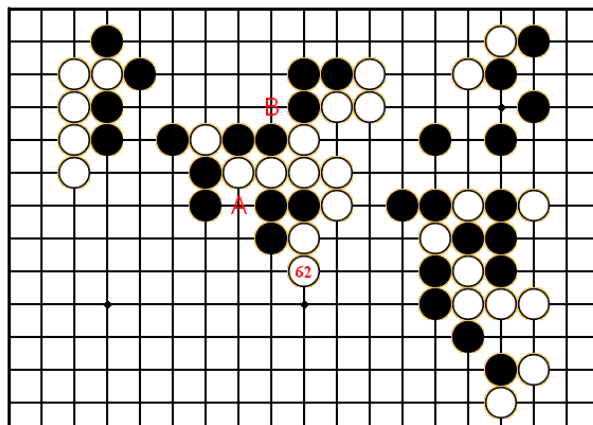


Diagram 12

Black 63 is a big move but it looks slow – White 64 is the right timing.

The result to White 72 is comfortable for White and his lead is now quite big. Black 73 is a sharp plan. (DGM comment – I think this means that by putting pressure on White's corner group Black may be able to establish a position on the lower left and bottom sides.)

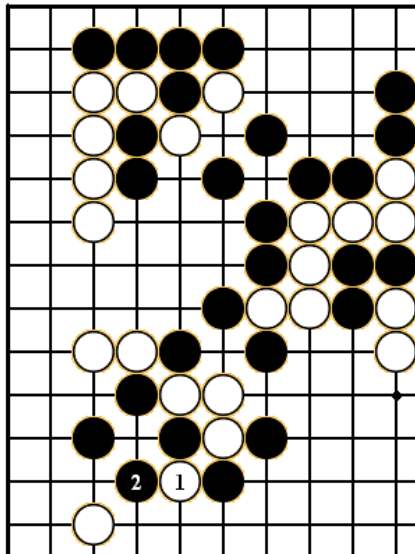


Diagram 13

Black 83 (Figure4) is a nice tesuji.

Black would like to play 87 at 2 in Diagram 13 but he does not have any ko threats. But Black cannot be too disappointed by 95 he has a powerful shape and it is still necessary for White to defend in the centre.

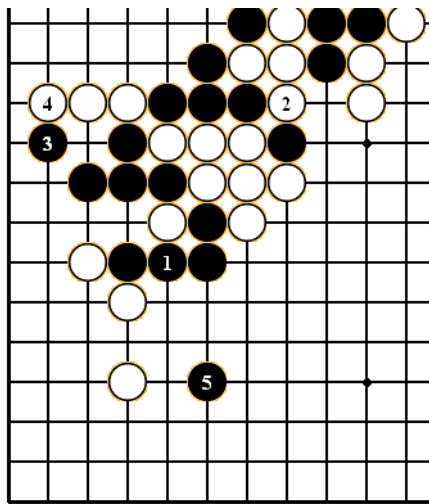
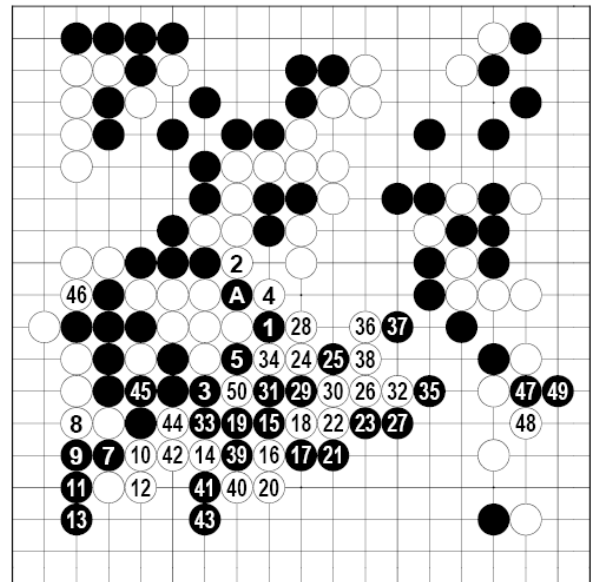


Diagram 14

Black 97 could also be at 1 in Diagram 14 – it is hard to say which is the better move.



6 at A.

Figure 4 (Moves 101 to 150)

After Black 101 White should play atari at 46 before cutting at 102.

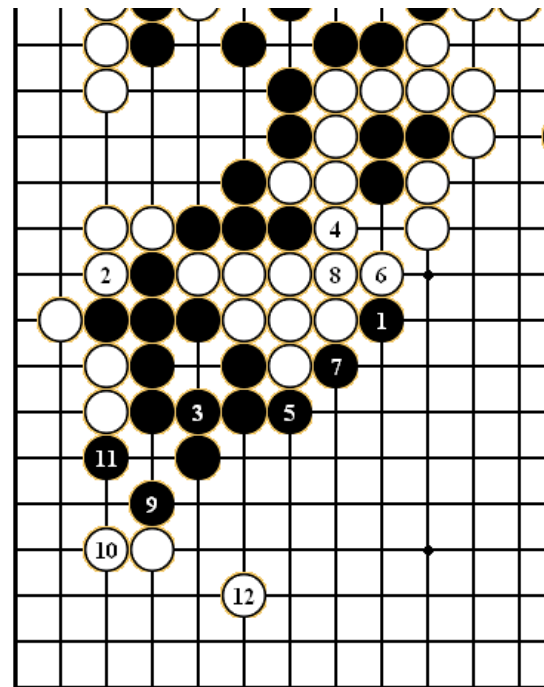


Diagram 15

The sequence in Diagram 15 will follow allowing White to secure his groups and take secure territory on the lower side.

I (Alexandre Dinerchtein) prefer the connection at 1 in Diagram 16 for Black. White connects his stones but the group is not yet alive.



Diagram 17

Diagram 18

The diagram shows a Go board with a grid of intersections. Black stones are numbered 1 through 10. White stones are numbered 1 through 10. A red arrow points to the spot where White can capture Black's stone 10.

Diagram 19

Diagram 20

After White 146 Black has to fight a ko for his group – unfortunately he has no threats. Black 147 is an attempt to create ko threats.

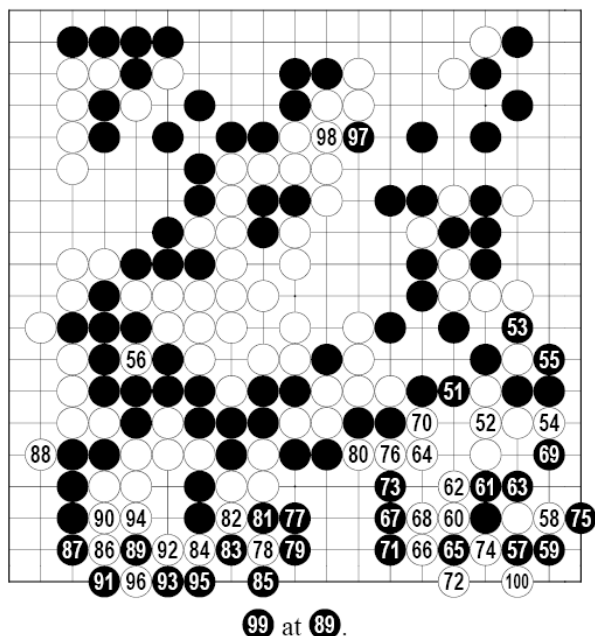


Figure 5 (moves 151 to 200)

White captures the Black group giving Black profit on the right side, but this is enough to win the game.

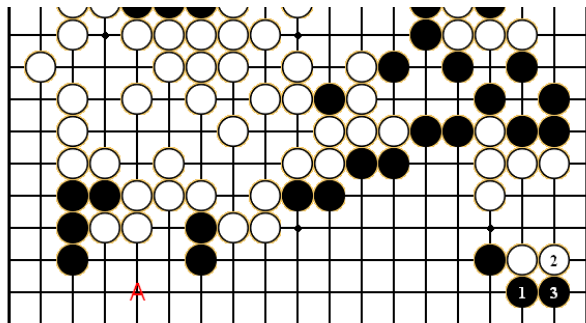


Diagram 21

Black 57 and 59 put pressure on the White's lower left corner but is probably thinking about connecting at 'A' this move is huge!

Black does manage to take away the corner but White has a lot of aji so it is difficult for Black to kill the group.

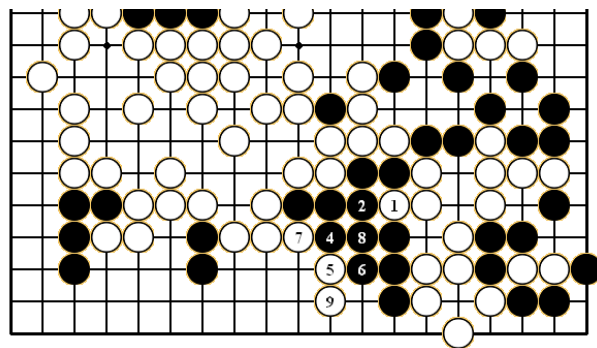


Diagram 22

After Black secures the corner with 175 White can capturing the two Black cutting stones with 176. If Black resists with 2 in Diagram 22 then White will shibori his group and Black loses big time.

Black 177 and 179 protect against the shibori and White plays safe by taking the two stones with 180 in Figure 5.

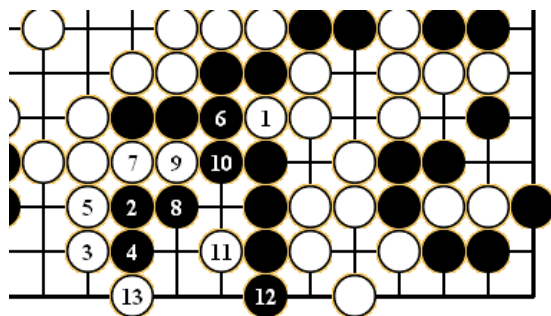


Diagram 23

White can in fact shorten the game by connecting at 5 in Diagram 23. The sequence to 12 is to be expected we can see that the capture race is favourable to White.

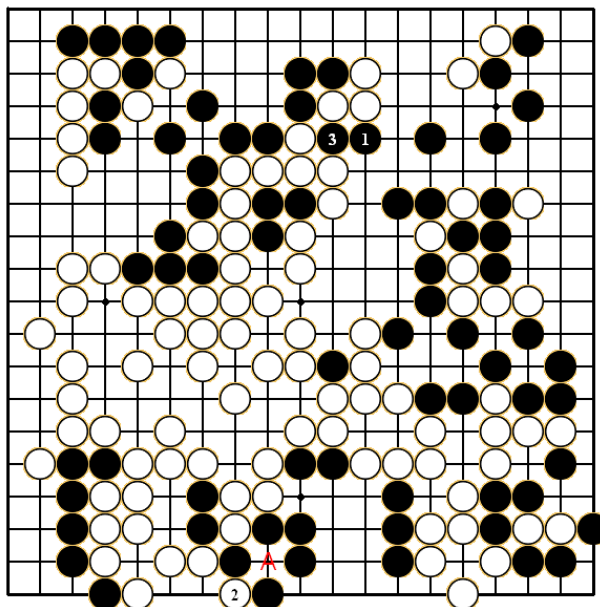


Diagram 24

White can afford to ignore the ko threat and capture with 2 in Diagram 24. When Black cuts at 3 White can kill the lower centre group with 'A'. After this Black's position would be hopeless.

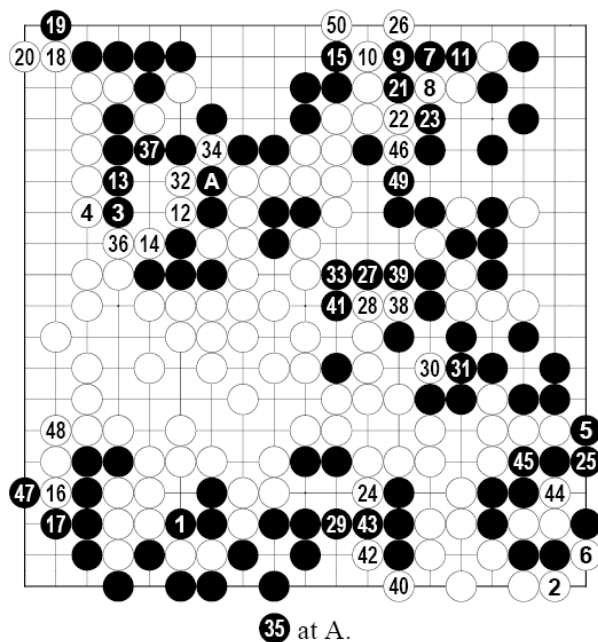


Figure 6 (moves 201 to 250)

Black 201 finished the ko – this is the right decision as Black does not have any more ko threats.

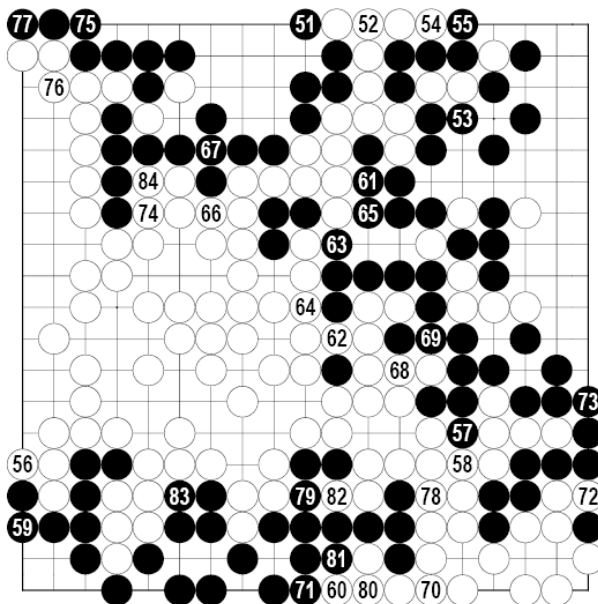


Figure 7 (moves 251 to 284)

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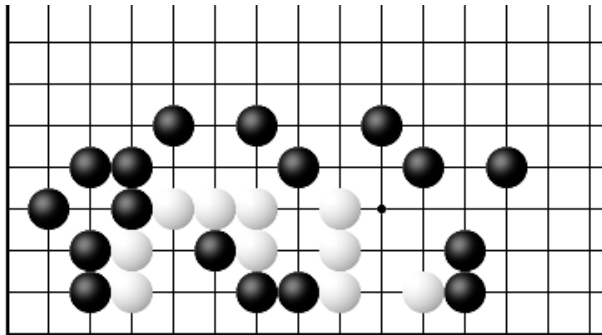
AND more!

Problems

The following 21 problems are not simple. To solve them you need to throw away many of the lessons you learnt as a beginner or intermediate player – if you can work your way through the problems without resorting to trial and error on the board you will become stronger.

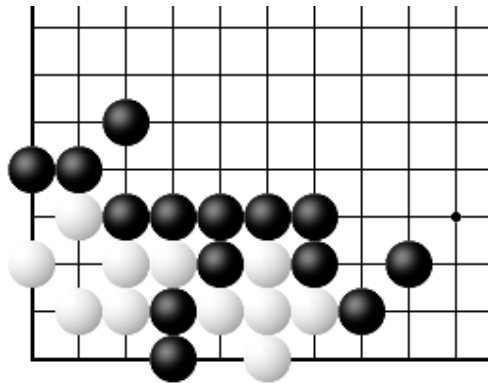
I was going to wish you good luck, but perseverance is going to be needed more than luck.

Problem 1



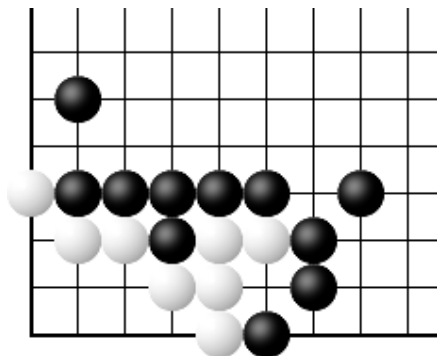
Black to play – his task is to kill White outright.

Problem 2



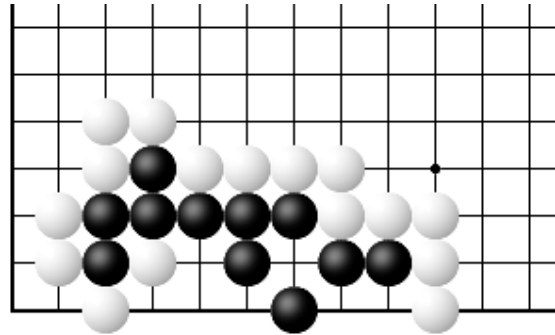
Black to play.

Problem 3



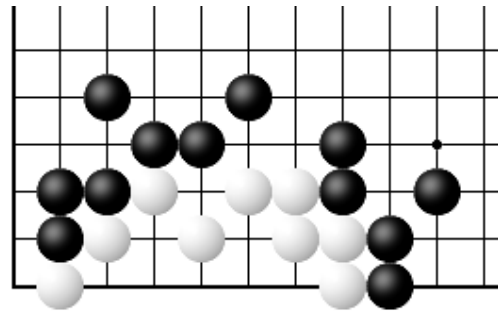
Black to play.

Problem 4



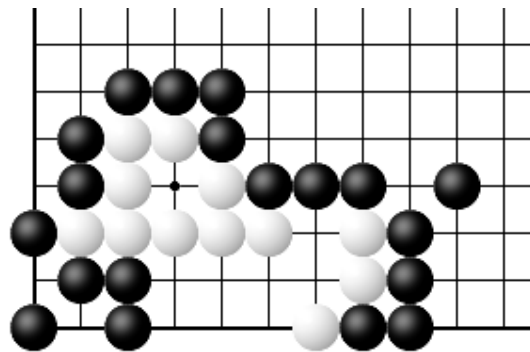
White to play.

Problem 5

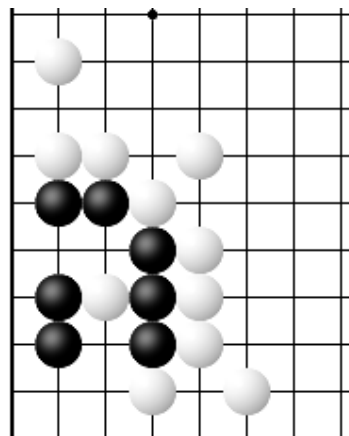


Black to play.

Problem 6

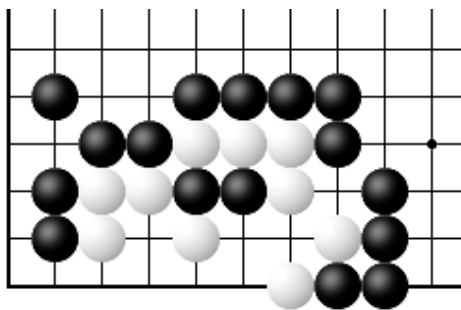


Problem 7



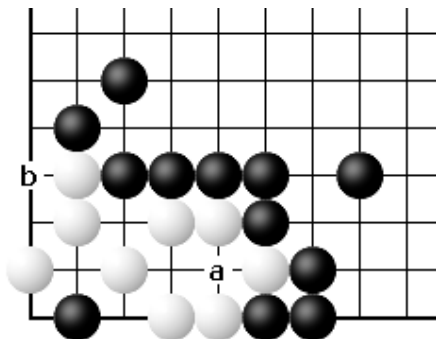
White to play.

Problem 8



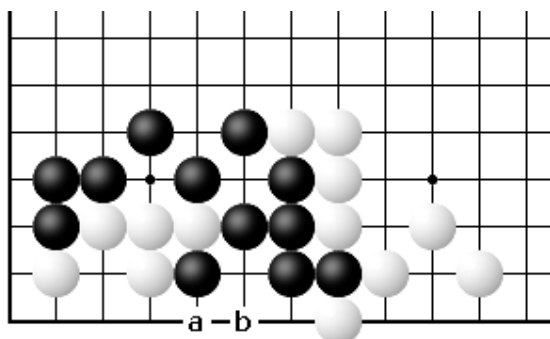
Black to play

Problem 9



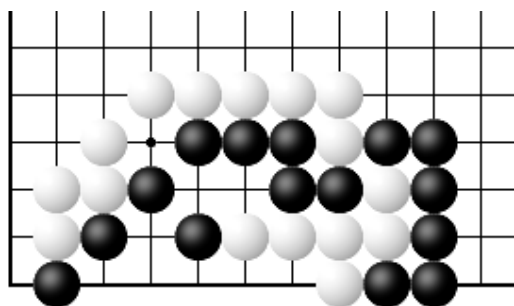
Black to play – White can make an eye at ‘a’ or ‘b’ and he already has one in the corner – you need something special here!

Problem 10



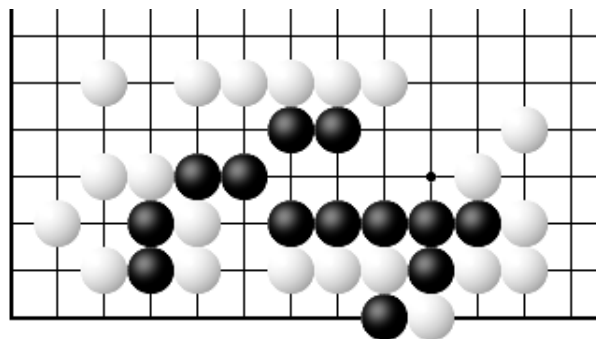
If White plays ‘a’ Black will play ‘b’ and there is a Ko for the White stones – how can White survive without having to fight a ko?

Problem 11



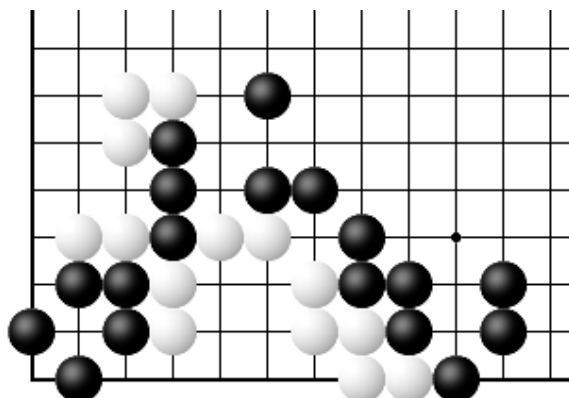
White to play.

Problem 12



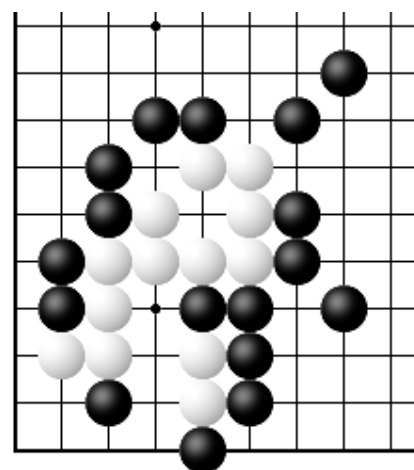
Black to play.

Problem 13



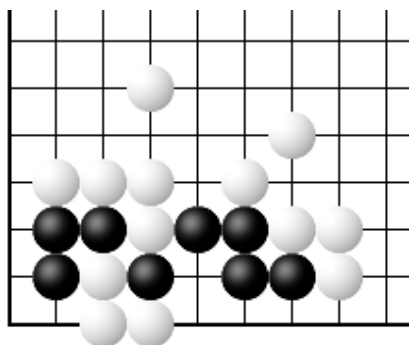
Black to play.

Problem 14



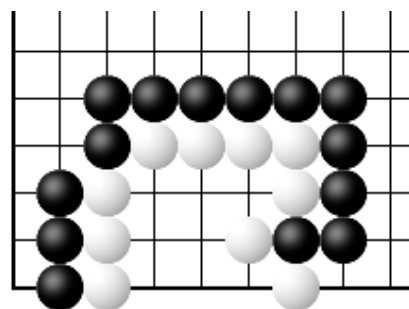
White to play and make another eye in the corner.

Problem 15



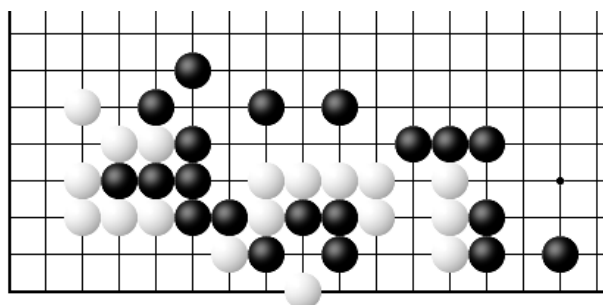
Black to play – can he afford to connect his single stone? The short answer is no – can you find the reason?

Problem 16



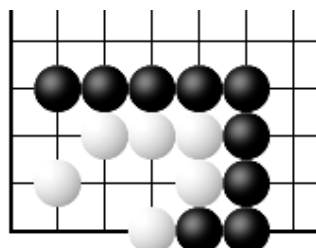
Black to play.

Problem 17



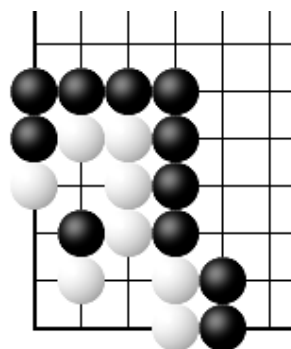
Black to play and kill White.

Problem 18



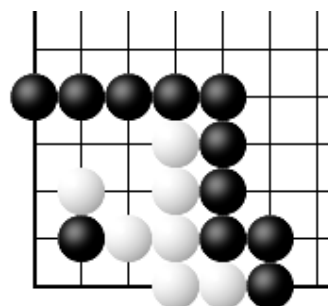
Black to play (and the answer is not ko).

Problem 19



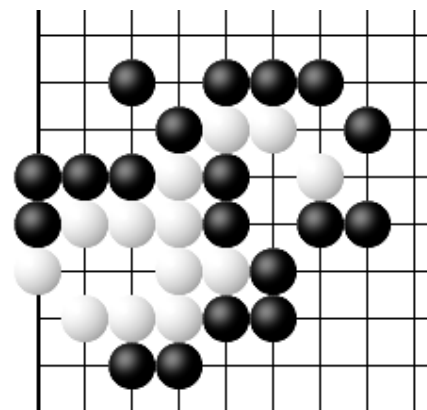
Black to play.

Problem 20



Black to play and avoid ko and seki.

Problem 21



Last and by no means least – Black to play and kill; if you can envisage the outcome without putting the stones on the board you are a very strong player.

Geoffrey Briggs found the following Tsume Go site

<http://tsumego.tasuki.org/?page=links>

This contains problem in SGF format
Currently both classical problem collections, and Cho's problems are available – but no answers!

Thanks Geoffrey.

Golden Rules of Go

The Golden Rules were written sometime during the early 8th century AD during the Tang Dynasty. Authorship is attributed to Wang Jixin a firewood collector. It is said that he became a fulltime Go tutor to Xuan Zong who was emperor of China between 712 AD to 755 AD.

Given the mists of time that sit between now and then it is hard to say if this is correct but it does give some context –the important thing is not the history of the ‘Golden Rules’ but their content.

The ‘Golden Rules’ are different from ‘Go Proverbs’ that guide in specific situations, the Golden Rules are fundamental to the way to approach Go.

The Ten Golden Rules are:-

1. Tan Bu De Sheng (贪不得胜)

Translation – The greedy do not get success.

2. Ru Jie Yi Huan (入界宜缓)

Be unhurried to enter opponent’s territory

3. Gong Bi Gu Wo (攻彼顾我)

Take care of oneself when attacking the other

4. Qi Zi Zheng Xian (弃子争先)

Discard a stone to gain sente

5. She Xiao Jiu Da (舍小就大)

Abandon small to save big

6. Feng Wei Xu Qi (逢危须弃)

When in danger, sacrifice

7. Shen Wu Qing Su (慎勿轻速)

Make thick shape, avoid hasty moves

8. Dong Xu Xiang Ying (动须相应)

A move must respond to the opponent's

9. Bi Qiang Zi Bao (彼强自保)

Against strong positions, play safely

10 Shi Gu Qu He (势孤取和)

Look for peace, avoid fighting in an isolated or weak situation.

Applying the Golden rules to a game

Reading these rules is one thing, understanding how to apply them is something else. The best means of explaining them is to put them into context in a real game.

The following is a 5 stones handicap game between two amateur dan players played on KGS played in August 2007. White wins by resignation.

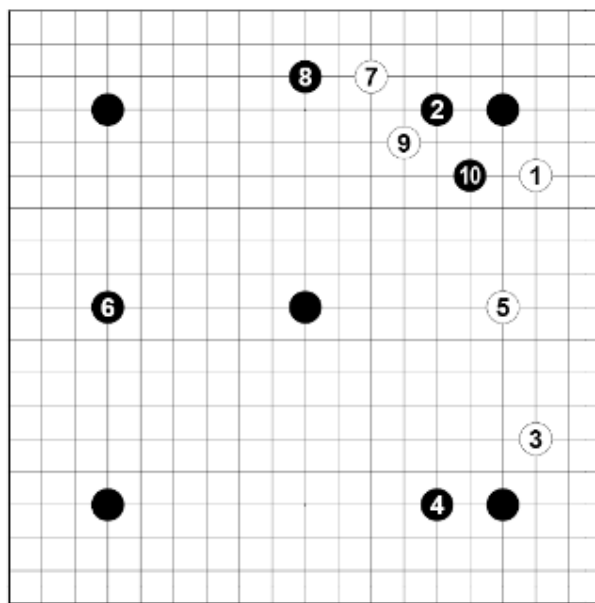


Figure 1 (moves 1 to 10)

With 5 stones already on the board it is often tempting for Black to attack White from the start to get a game winning advantage. This is not the right way to use the handicap.

To gain the most from the handicap you must be patient and build – the greedy do not get success. White 1 and 3 are typical tactics trying to tempt Black into aggression; this is invariably good for White.

To state the obvious – Black is the weaker player in a handicap game, he has the handicap as compensation for his lesser skills. To gain victory, Black has to keep the advantage for as long as possible. Allowing a fight to start early in the game is a high risk for Black – one mistake in a fight will result in the loss of some of all of the handicap advantage. Should this occur very early in a game it will almost certainly guarantee defeat.

Black is ahead at the beginning of a handicap game, he has nothing to gain by fighting. So when you are ahead make peaceful moves, moves that consolidate your advantage. Be patient and above all don’t be

greedy you have an entire game to play, not one skirmish.

Black's pincer at 8 and jump with 10 are the right strategy, Black is building his area while restricting White's.

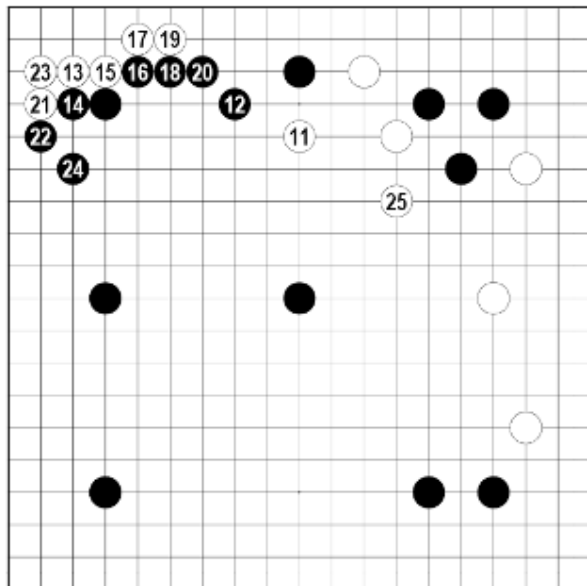


Figure 2 (moves 11 to 25)

In Figure 2 White has to do something about the upper left corner and upper side – if Black secures the corner he will make significant profit and build good influence. White's invasion at 13 is a standard tactic and White lives in sente – on the other hand Black has a strong wall.

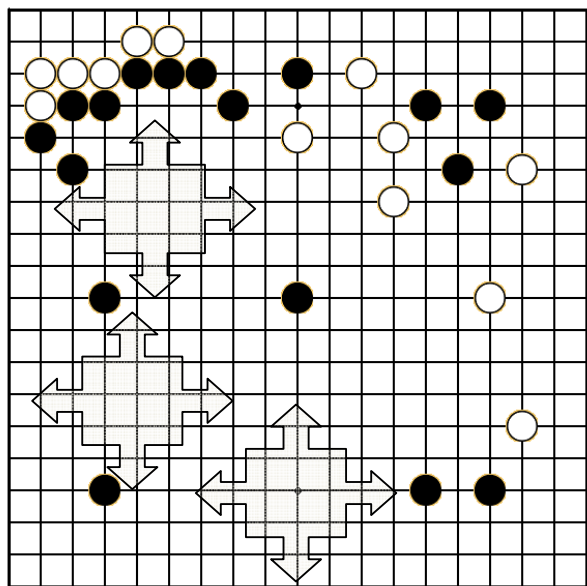


Diagram 1

White uses 25 to strengthen his upper side group and lean on Black's upper right corner. Whilst this helps White's group it relinquishes sente to Black.

Black has to make a decision – there are three significant areas that can be turned to territory (see marked areas in Diagram 1) and a battle between the White and Black positions in the upper right corner. What should he do?

It is quite easy to get confused in such situations, after all Black can attack White's upper side group, he can attack White's right side position and he can build a number of moyo's on the left and lower sides. Every one of these has great potential and the capability of winning the game, but deciding which is correct can be difficult. The way to cut though is to clear you mind and pretend you are White – what would your strategy be?

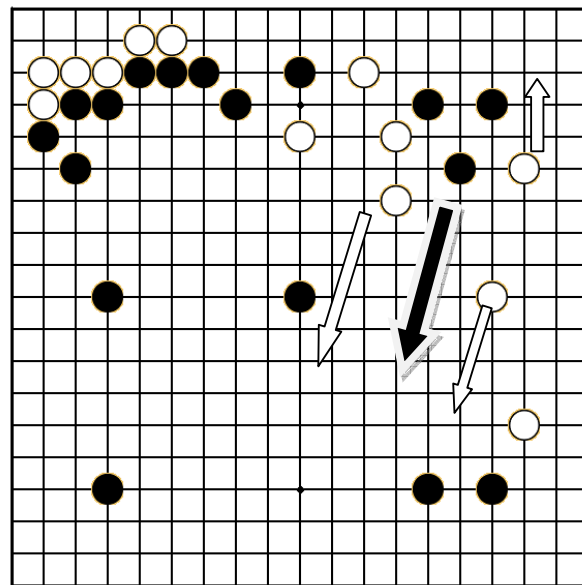


Diagram 2

The answer is straightforward; White would like to chase the Black group down the right towards the lower edge. This aims to do a number of things – it strengthens White's stones on the upper side, it helps bridge the gap between White's stones on the right and it helps destroy Black's potential in the centre and lower sides.

The key for White achieving these aims is weaken and chase Black's upper right corner stones.

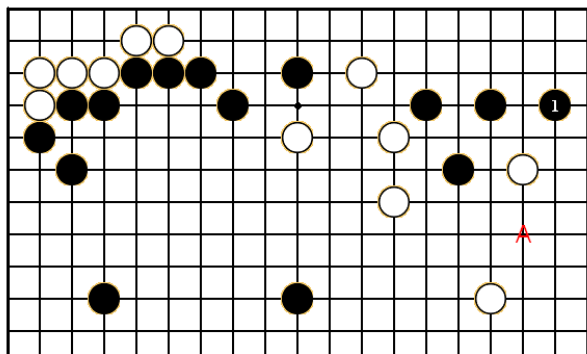


Diagram 3

With this understanding it is a lot easier to find the right move. Black must play a peaceful patient move. In this case Black 1 in Diagram 3 is the right way to play, this settles the corner stones and puts all sorts of pressure on White and asks some embarrassing questions, for instance

How can he settle the upper side White group?
 How can he prevent an invasion at 'A'?
 How can he reduce Black's moyo on the left? and
 How can he get enough territory to be in contention?

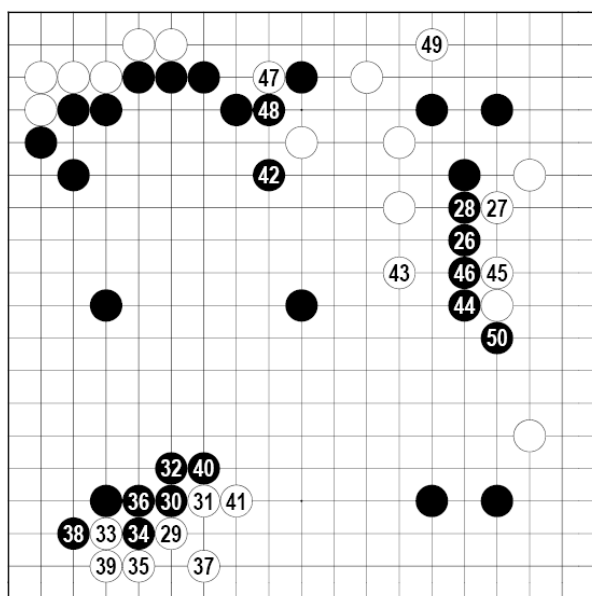


Figure 3 (moves 26 to 50)

Black 26 in Figure 3 does half the job but the corner is still open and White's attack strategy is still possible. White strengthens the right side with 27 then switches focus to the lower left corner.

Black plays a simple joseki in the lower left corner that uses all of Black's other stones constructively. The new wall complements the one in the upper left and gives meaning to the tengen (10 x 10(handicap stone. This is an excellent strategy.

Despite the minor slip of Black 26, Black's strategic aims and use of the handicap up to 42 is great and he retains much of his initial advantage. White must try desperate things – Black must be careful!

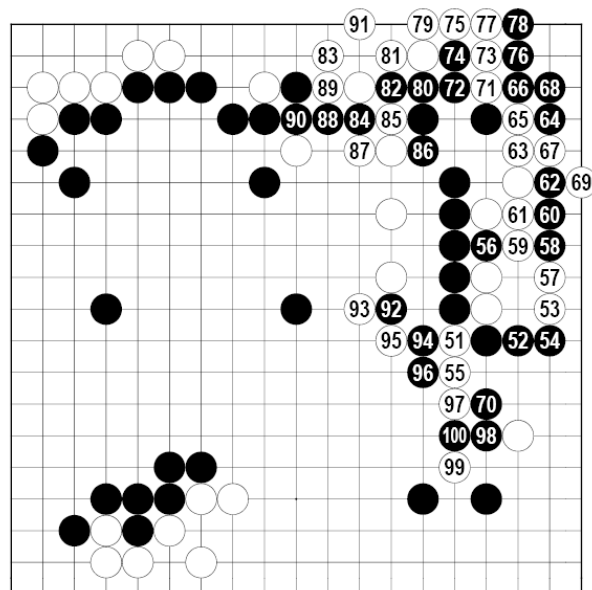


Figure 4 (moves 51 to 100)

Black 50 is not an unreasonable move in an even game – it is not an unreasonable move in a handicap game when the position is tight, but when you have the advantage you should not be hasty or greedy.

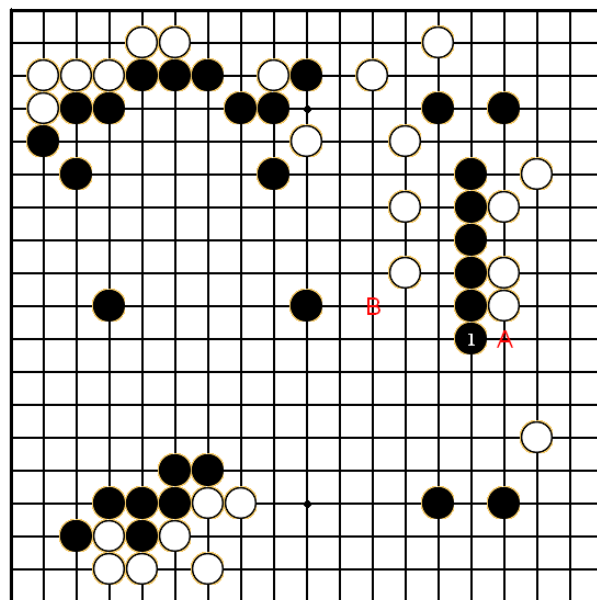


Diagram 4

Black 1 in Diagram 4 is a solid move that puts pressure on White by creating miai of 'A' and 'B' (whichever move White plays, Black plays the other).

White 51 is way too aggressive but White has little choice – he needs to complicate the game. Black, on the other hand needs to keep things simple. The sagari of 52 invites a complex fight. The nobi of 2 in Diagram 5 leads to ko at 'A'. In fact, this kills White because after Black takes at 'A' White has no ko threats.

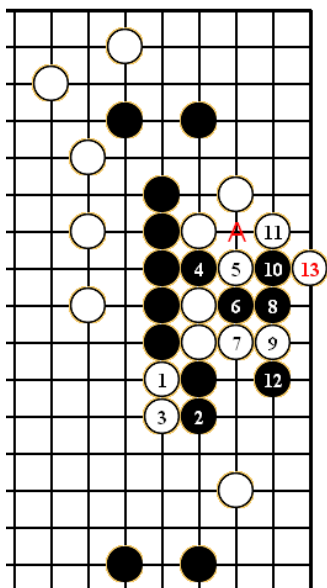


Diagram 5

Black 58 is a mistake, simply descending at 1 in Diagram 6 kills White. If White cuts at 4 Black simply pushes along the second line to 11 and then comes back to capture the 5 White stones with 13 through 19.

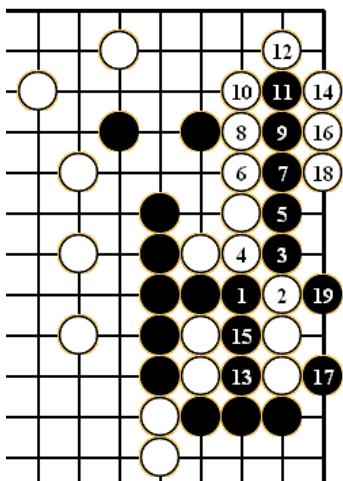


Diagram 6

Black chose a complex line with 51 and complexity favours the stronger player (most of the time). White 57 adds to the complexity and puts pressure on two Black groups.

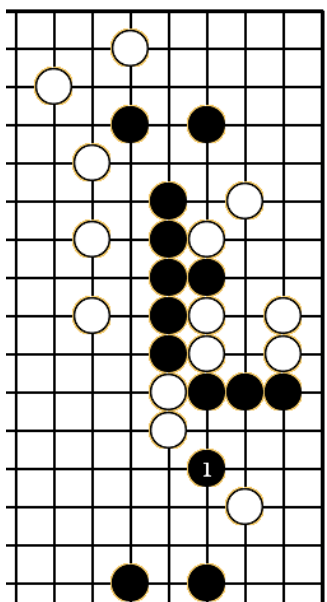


Diagram 7

It is important to take care of yourself when attacking, Black needs to take a step back, stop trying to kill White and defend his own stones. Black 1 in Diagram 7 settles Black's 3 side stones and asks White to live.

Remember that White wants to attack the Black group so letting it connect is a failure; dying is not good either.

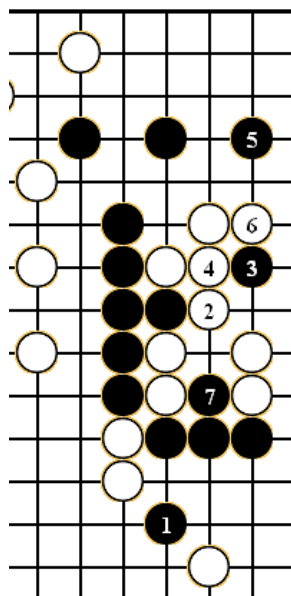


Diagram 8

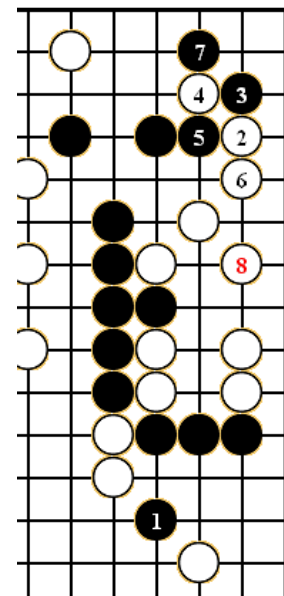


Diagram 9

White 2 in Diagram 8 looks like the best way for White to live, but the peep at 3 robs White of eye shape – After Black 5 White will find it hard to make two eyes.

Another way is for White to slide into the corner with 2 in Diagram 9 but after 7 White must play 8 to ensure life. Black 1 in Diagram 10 and Diagram 11 show a couple of variations.

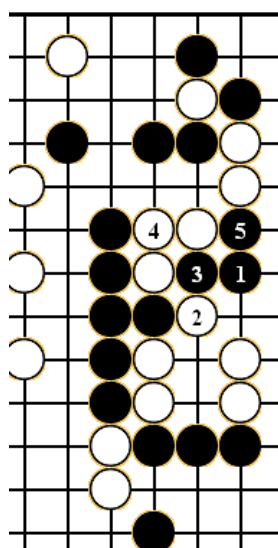


Diagram 10

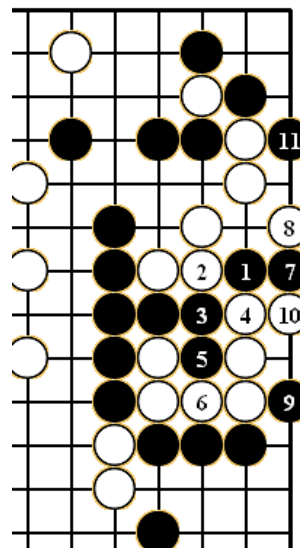


Diagram 11

White 71 is to be expected; if Black takes White's eye with 2 and then lives in the upper right corner, White can live by playing 7. Should Black try to create a nakade shape by playing 8 then White will play atari at 9 and live.

Black has the opportunity after White's cut to make a strategic sacrifice. He can play 1 in Diagram 12 giving up the corner (around 20 points) for a solid wall on the outside. Black is at least 50 points ahead and White has no leverage or weak Black groups to kill to catch up.

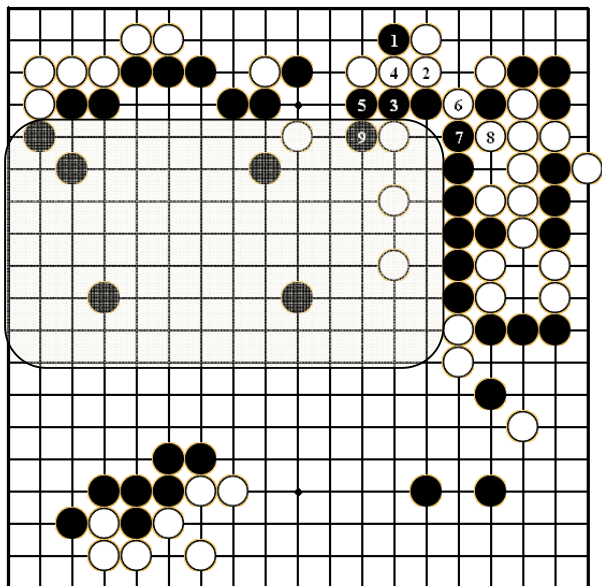


Diagram 12

In the game Black took the aggressive line and almost won... If Black had played 19 in Diagram 13 instead of connecting at 90 then White would have been in all sorts of trouble.

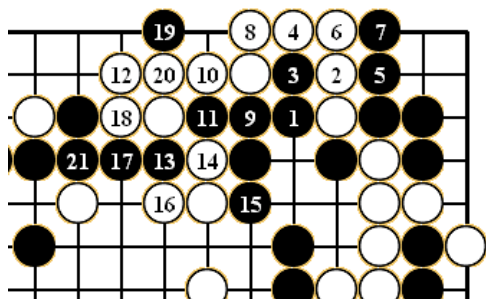


Diagram 13

The point here is that Black could have won easily by abandoning the small corner for the big centre, instead he risked everything. To put this in western parlance, Black is inviting a hiding to nothing.

After White lives with 91 it is a good time to survey the situation. Black's group in the upper right is unsettled, whoever plays first wins; Black's stones at 10, 28 etc are also unsettled. Most of White's stones are safe except the floating group in the middle. Looking at the territory and potential it is clearly Black's game, but then he did have a 5 stone handicap so that is to be expected.

Clearly the centre is most important, so Black's choice of 92 is correct. This separates the centre stones from 51 and 55 while rescuing Black stones.

Let me be very clear about this position – Black has won the game, all he has to do is secure the win. This is done by giving White a little profit while Black takes a big profit.

The first option is for Black to extend at 1 in Diagram 14 instead of 94.

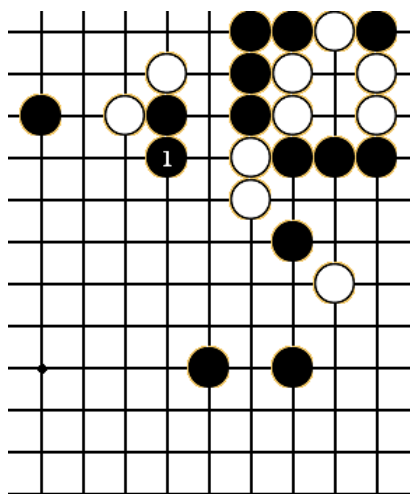


Diagram 14

Black cannot cut at 2 in Diagram 15 because of the geta (lose capture) at 5.

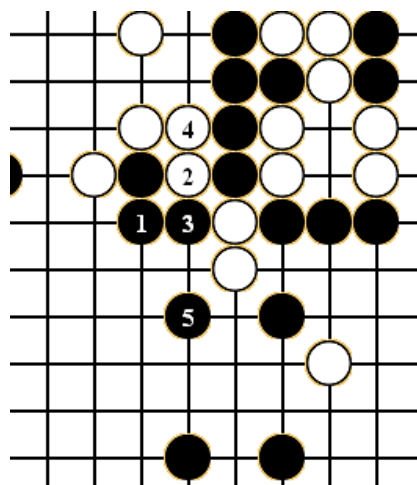


Diagram 15

In order to avoid this White is likely to play 2 in Diagram 16 threatening the four Black stones on the side. Black can ignore this threat and complete his wall with 3 and 5. There is still some aji at 'A' and 'B' for Black but he has taken over 80 points in the centre for the loss of 25 to 30 points on the side.

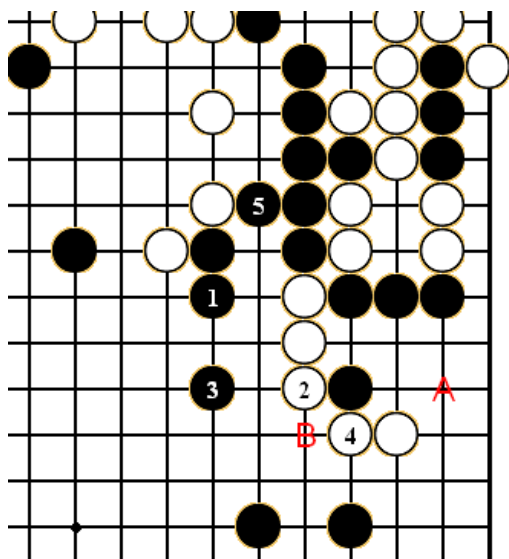


Diagram 16

Another opportunity of similar sort is possible in response to Black 97.

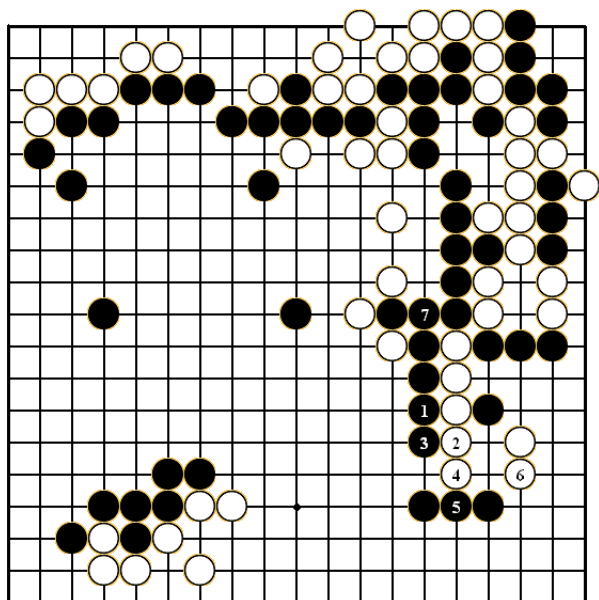


Diagram 17

Instead of defending the four stones Black can complete his wall with 1 through 7 in Diagram 17 making a huge area in the centre. White has gained more than he should, but he has lost the game.

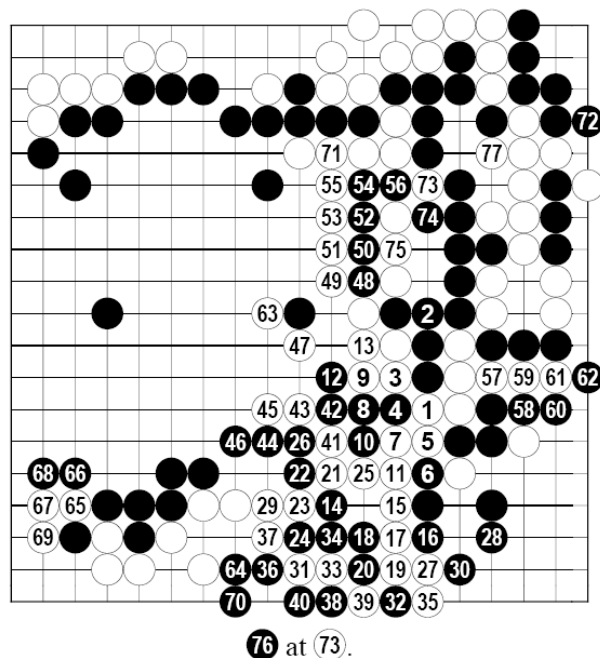


Figure 5 (moves 101 to 177)

Black 100 forces the game into even more complex fighting. Black had a winning game but he is giving White every chance he can.

Black 106 looks OK, but it is a mistake. Black should extend to 1 in Diagram 18. This loose capture works even if White tries to escape along the right side.

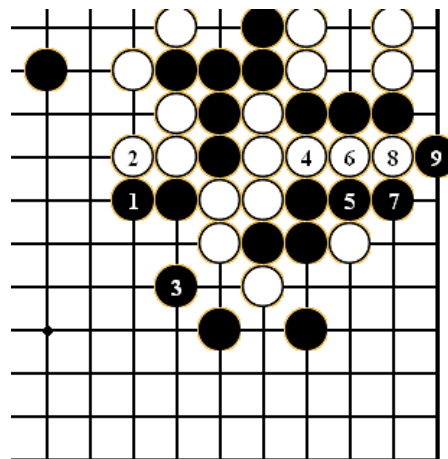


Diagram 18

This fight is very complex and Black is unlikely to spot this sort of sequence. It is far better to play simple moves and win than become embroiled in an unnecessary fight that you may or may not win.

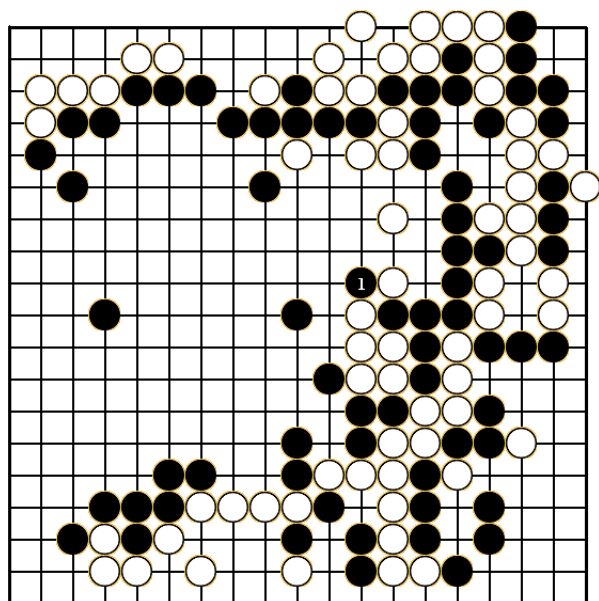


Diagram 19

The next opportunity to win is to ignore the Black stones on the lower edge and cut at 1 in Diagram 19 instead of 132. Again Black takes a huge central area and White gets more than he should, but Black wins the game!

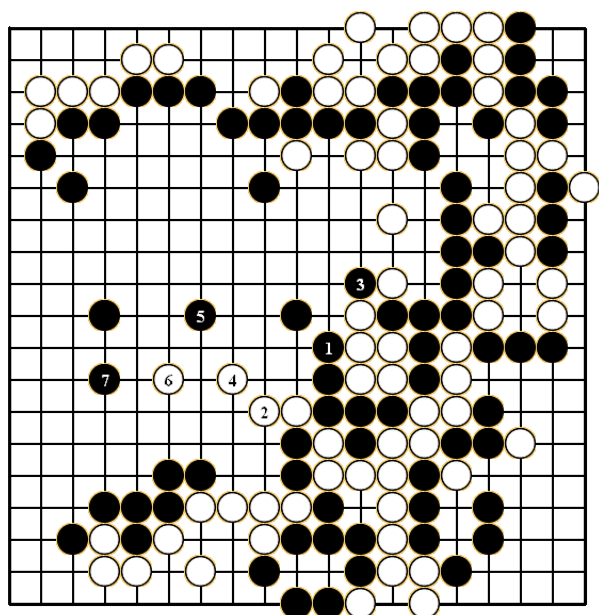


Diagram 20

The last real hope of cashing in the winning position is to play 1 and 3 in Diagram 20 instead of 144. This rescues the large Black group in the upper right while making a substantial area in the middle. White can push in with moves like 2 and 6 but Black keeps the majority of the area. Taking a worst case scenario on the end game Black is still 30 points ahead.

In the game Black missed the geta of White 147 and as my good friend Donald Potter says – go is a game of

psychology, and at this point Black has psychologically lost.

Black has the good sense to cut at 148 and save his central group with the sequence to 156.

White 171 is sente against the large Black group – It is not obvious but the fact that White can kill the upper right corner making 19 points and he chose to save 6 should have got the alarm bells ringing.

Black 172 is a silly mistake, he should play 1 in Diagram 21 this leaves 'A' and 'B' as miai to live. Black thought he could cut on the edge and save the 3 Black stones on the right and missed the snap back at 'C'.

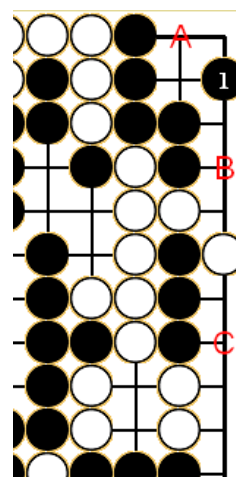


Diagram 21

White happily ignores that and plays 173 to kill the central Black group and now Black cannot win – he resigns.

Black is still ahead if he lives with the centre group and White had taken the 19 points in the upper right corner, but there is a lot of play on the left side and Black is likely to lose.

The 'Golden Rules' are very simple, I am sure the term 'common sense' came to mind when you first read them. But common sense often goes out the window when you are playing.

Try to remember the golden rules, they will help you improve your game.

Fuseki Answers

Answer 1

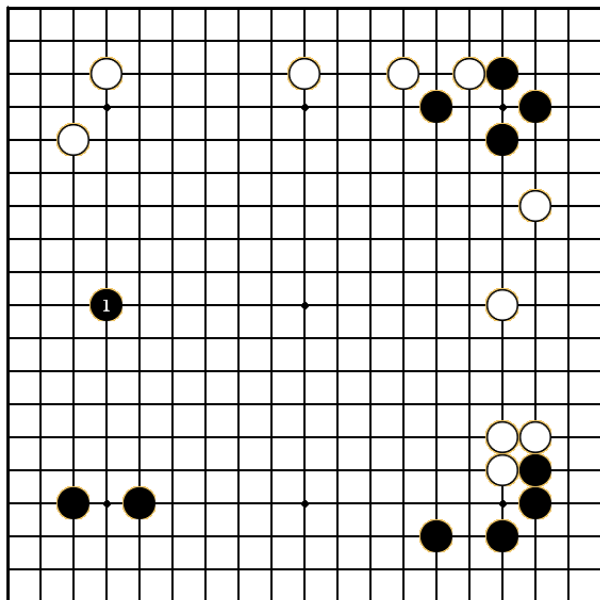


DIAGRAM 1

There are no weak groups in Diagram 1, so Black 1 in the middle of the left side is the best move. This not only makes territory for Black but limits White's development in the upper left corner.

Answer 2

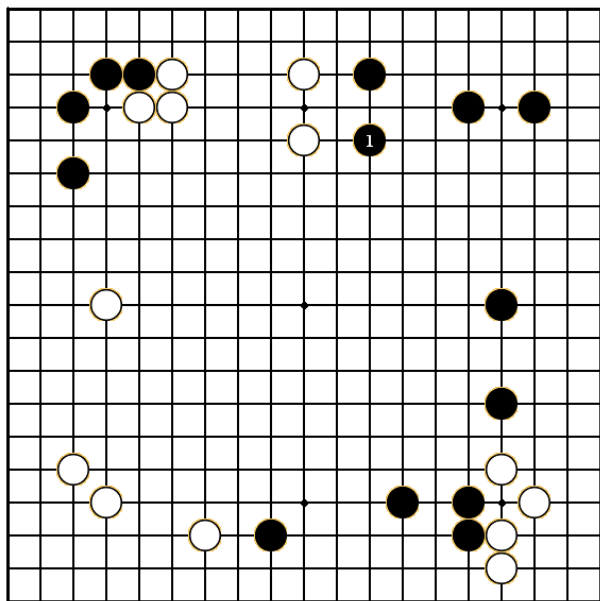


DIAGRAM 2

Once again there are no weak groups. This time Black 1 in Diagram 3 securing the boundary of his upper right moyo is the correct answer.

Answer 3

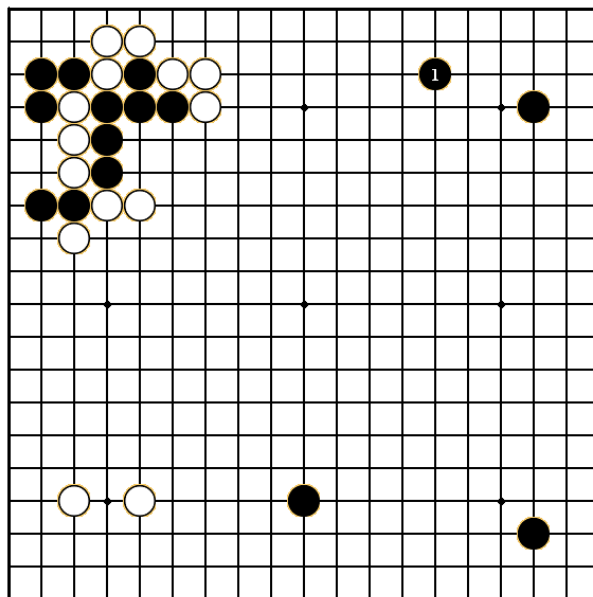


DIAGRAM 3

There are no weak groups in Diagram 3 so we are looking for the big move. This time the biggest move is 1 in the upper right corner. This secures the corner, limits White's potential on the upper side and helps the right side.

Answer 4

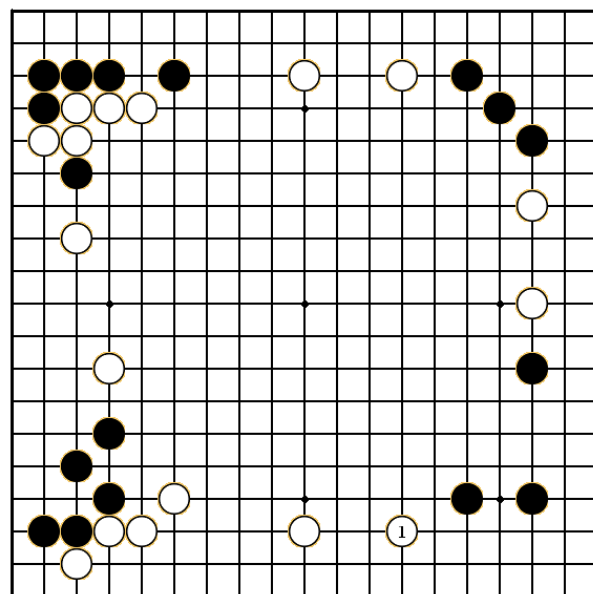


DIAGRAM 4

White 1 on the lower side is the right answer in Diagram 4. This extends from White's position while attacking the open skirt of Black's shimari in the lower right.

Answer 5

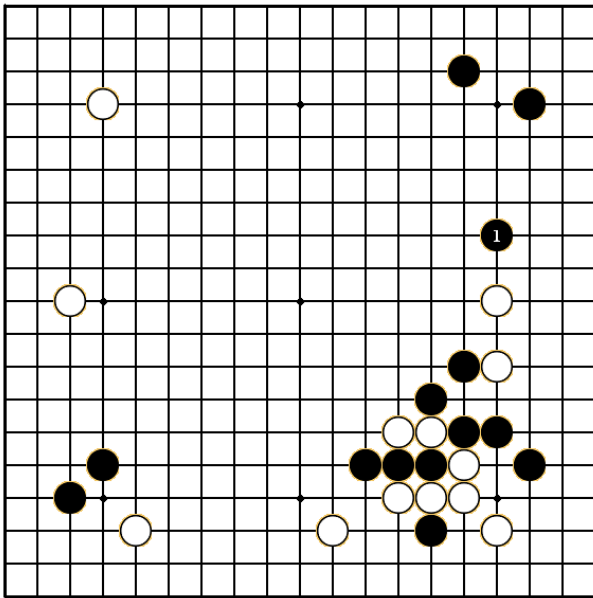


DIAGRAM 5

Black 1 in Diagram 5, attacking the two White stones while making territory in front of the upper right shimari is the right answer.

Answer 6

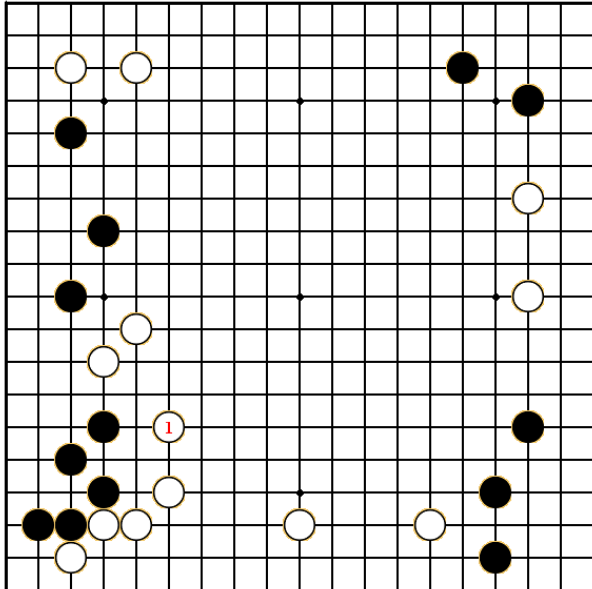


DIAGRAM 6

White 1, building the lower side while helping out the two White stones floating on the left side is the right approach. If Black gets to play at 2 White will have all sorts of problems.

Answer 7

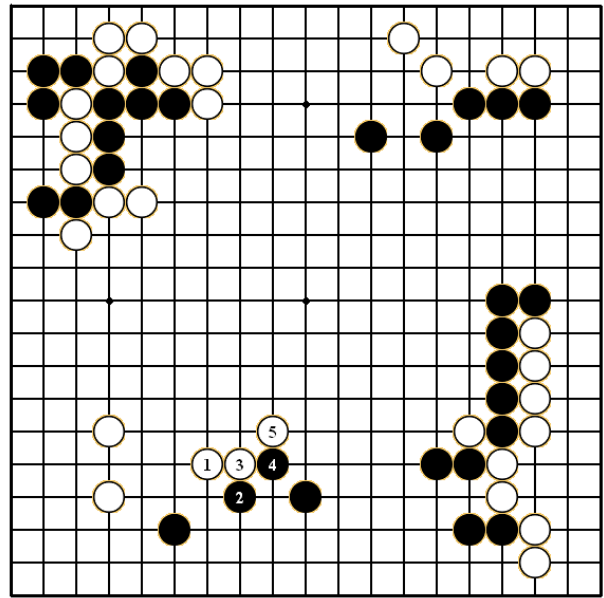


DIAGRAM 7

Black and White have facing moyos in Diagram 7, so settling the boundaries is most important. White 1 on the lower side is the right way to proceed for White.

Answer 8

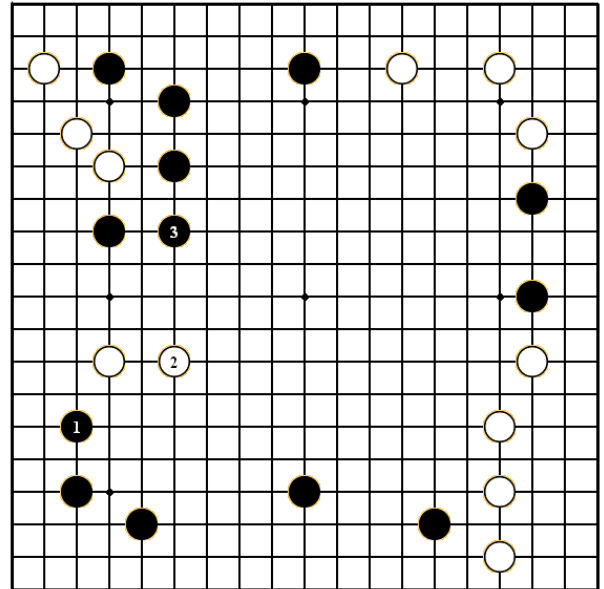


DIAGRAM 7

White's single stone in the middle of the left side in Diagram 7 could not be a clearer target if it had a bulls-eye painted on top. The right answer is Black 1 – not to make territory, but to remove White's eye potential. If White runs away with 2, Black will continue with 3 and the game will be very hard for White.

Answer 9

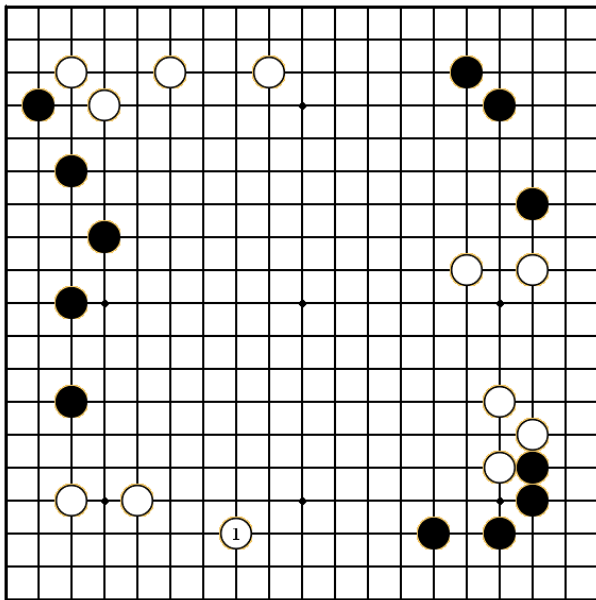


DIAGRAM 9

White 1 in Diagram 9 is the best option. If White plays further along the lower-side it leaves behind weaknesses in the corner.

Answer 11

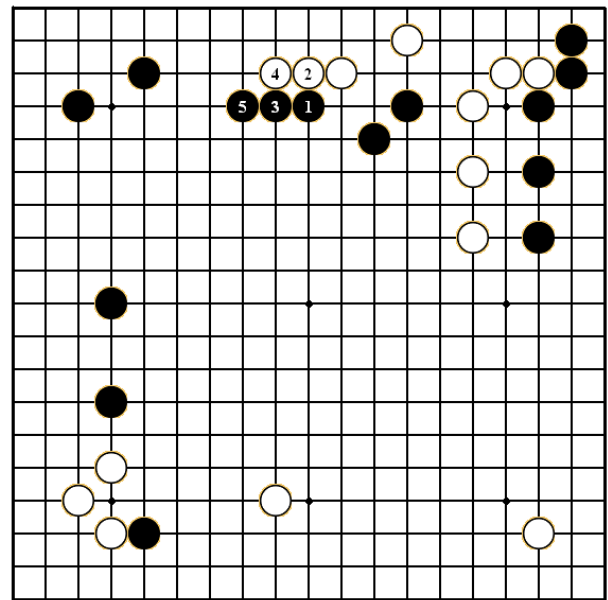


DIAGRAM 11

The combination of Black 1 through 5 in Diagram 11 is the right way for Black to play. This builds the moyo while strengthening the two floating Black stones in the upper right corner.

Answer 10

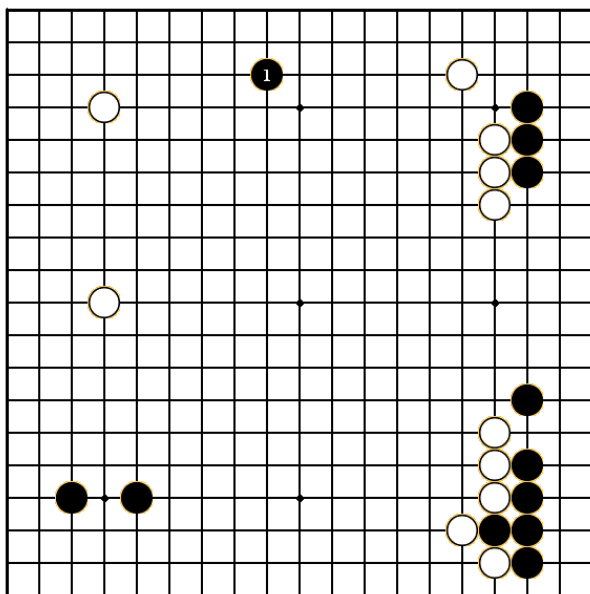


DIAGRAM 10

Black has to prevent White from extending on the upper side in Diagram 10. Playing 1 in the middle of the upper side leaves room to extend in either direction and reduces the value of White's walls on the right side.

Answer 12

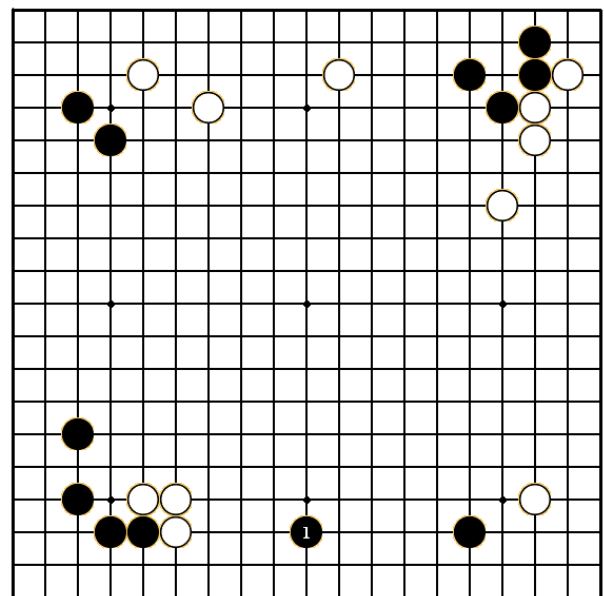


DIAGRAM 12

Of all the problems this should have been simplest. Black 1 in Diagram 12 extends from his stone, prevents White from extending and creating an attack potential against White 3 stones in the lower left.

Answers

Answer 1

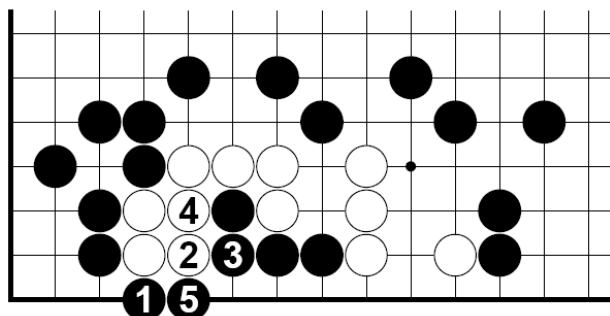


Diagram 1

The correct answer is the hane of 1. If White resists with 1 in Diagram 1 then Black connects with 3 and connects underneath with 5.

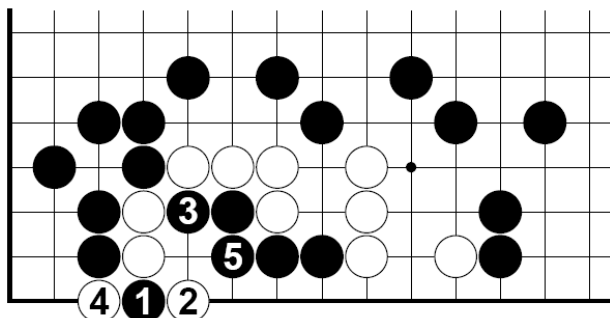


Diagram 2

If White resists with the atari at 2 in Diagram 2 then Black can cut at 3 and connect at 5. Black wins the semeai easily.

Answer 2

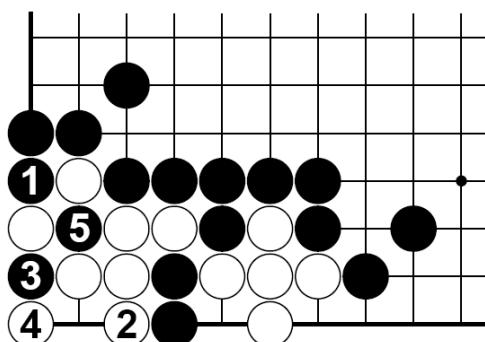


Diagram 3

The tricky move to spot is Black 3. If White takes with 4 in Diagram 3 then Black can fight a ko for the life of the group.

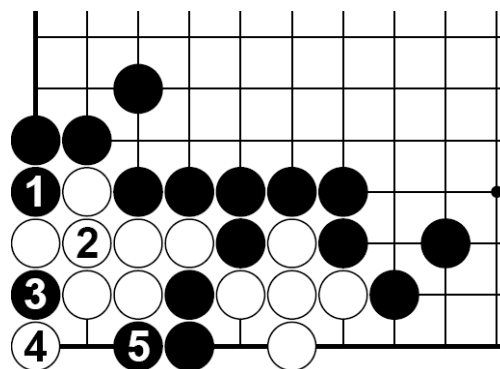


Diagram 4

White may be tempted to connect at 2 in Diagram 4, but Black can again play at 3 and now White is dead.

Answer 3

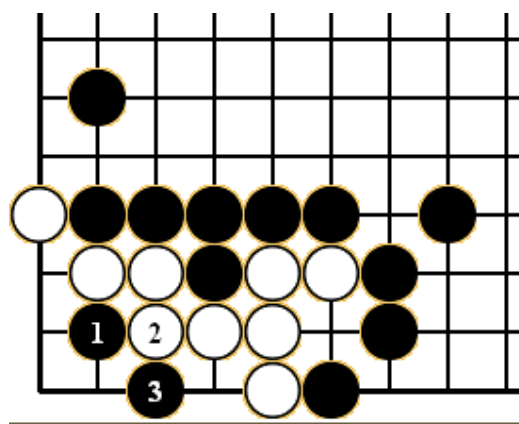


Diagram 5

Black kills with 1 in Diagram 5.

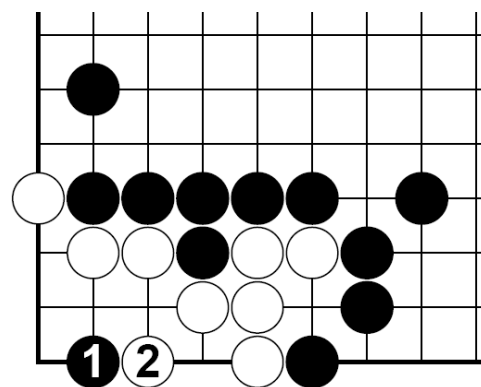


Diagram 6

The 'usual' killing move of 1 in Diagram 6 on the 1x2 point does not work, White lives by playing 2.

Answer 4

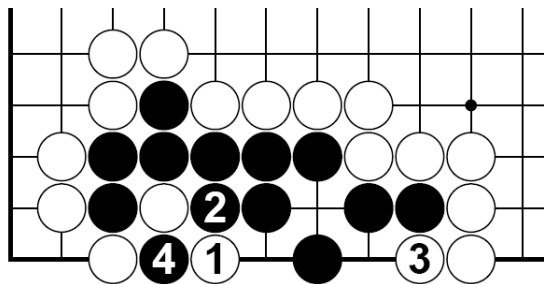


Diagram 7

White 1 in Diagram 7 is the correct answer. Black gives atari and fights the ko when White takes his other eye.

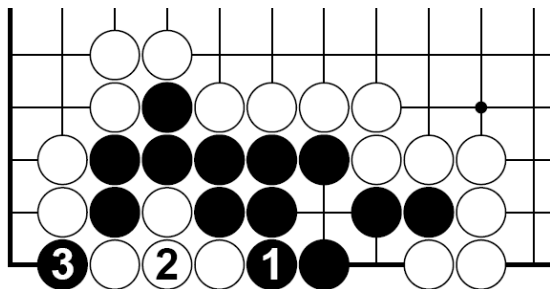


Diagram 8

At first sight it appears that Black can play 1 to avoid the ko in Diagram 8 but White connects with 2 and when Black takes the four White stones with 3 White plays back at 2 killing the Black group.

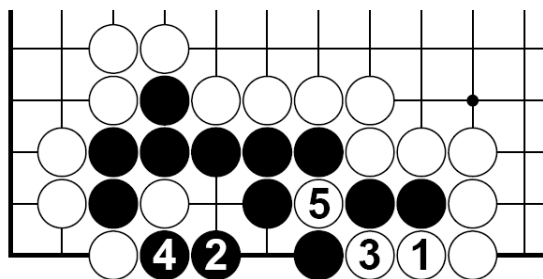


Diagram 9

Taking the eye on the right with 1 and 3 in Diagram 9 does not work because Black will capture 5 making two eyes.

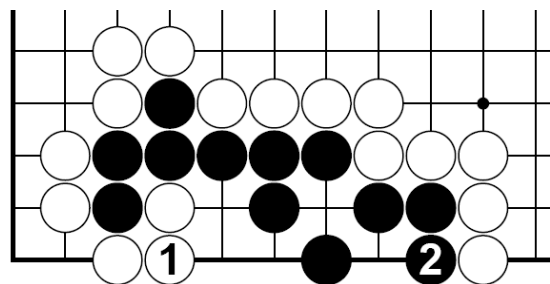


Diagram 10

Similarly protecting the cut a 1 in Diagram 10 lets Black live with 2.

Answer 5

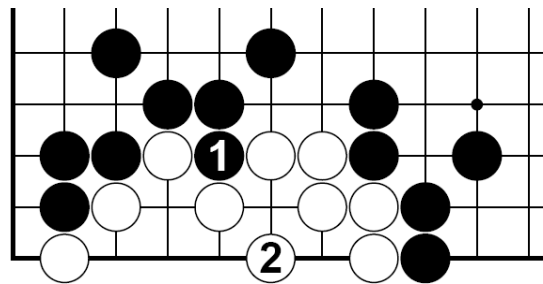


Diagram 11

Black 1 in Diagram 11 looks like the place to start but White makes two eyes with 2 – not a good answer.

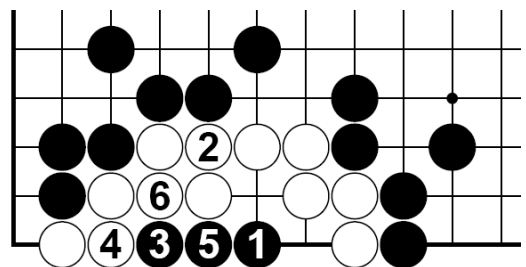


Diagram 12

Black 3 in Diagram 12 leads to a seki – this is not the best answer.

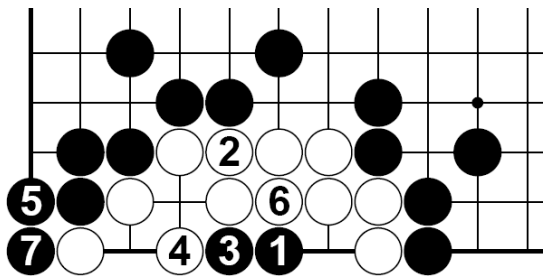


Diagram 13

The correct answer is ko. Black 1 and 3 in Diagram 13 put White in damezumari and by Black 7 White has to fight a ko for life.

Answer 6

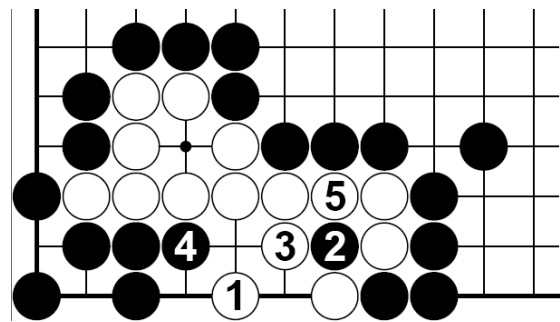
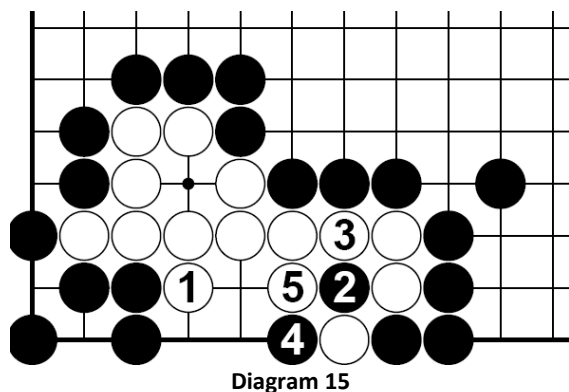
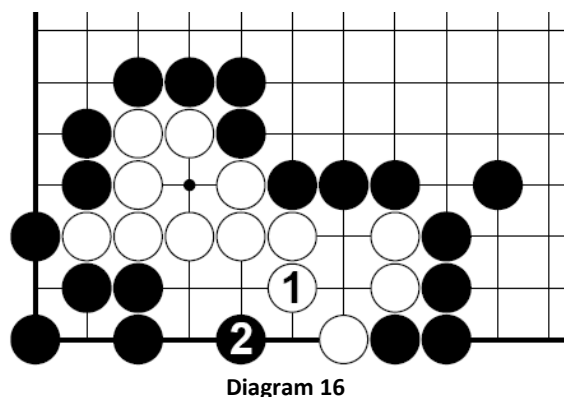


Diagram 14

The correct answer is 1 in Diagram 14. If Black cuts at 2 White plays 3 – now Black cannot stop White making two eyes.

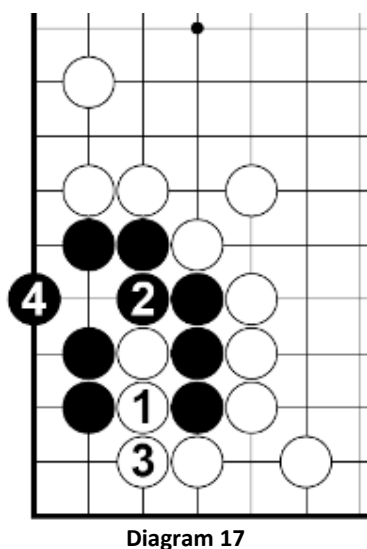


If White tries to extend his area with 1 in Diagram 15 Black can play 2 and there is no second eye – White dies.

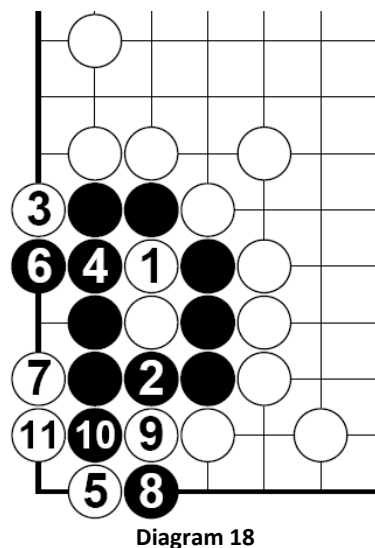


In a similar way, if White tries to divide the area with 1 in Diagram 16 then Black 2 kills White.

Answer 7

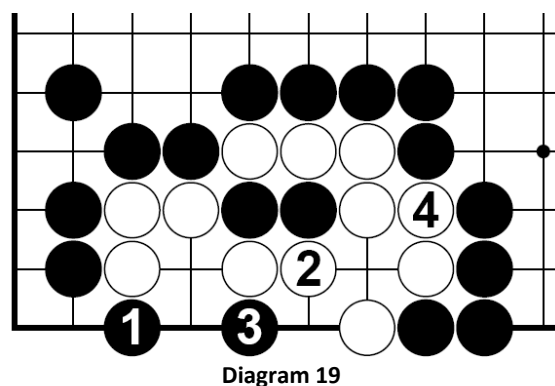


White can save his single stone by playing atari at 1 in Diagram 17 but Black lives. This can only mean one thing (when somebody sets you a problem) – don't save the stone!

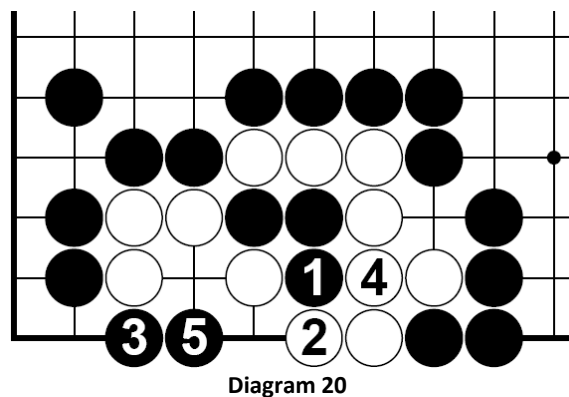


Once you give up the idea of saving the stone you can find a nice (or from Black's perspective nasty) ko with the sequence to 11 in Diagram 18.

Answer 8



Simply playing atari at 1 and jumping to 3 in Diagram 19 is ok for yose (endgame) but it is not good enough here.



The correct answer is to run the ladder one more time in Diagram 20. White has no option but to atari at 2, but the counter atari of 3 and extension at 5 kill White.

Answer 9

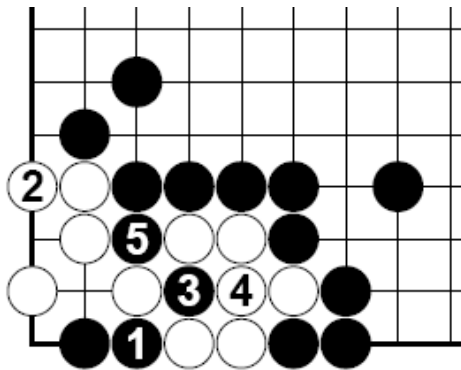


Diagram 21

The only way to kill is with 1 in Diagram 21. If White ignores the threat and makes a eye with 2 Black sacrifices a stone with 3 and then play 5 killing White.

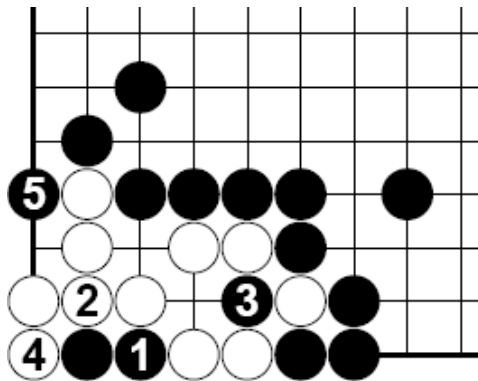


Diagram 22

If White plays atari at 2 in Diagram 22 Black 3 and now White is dead. Even if he takes the two stones with 4 Black prevents the second eye with 5.

Answer 10

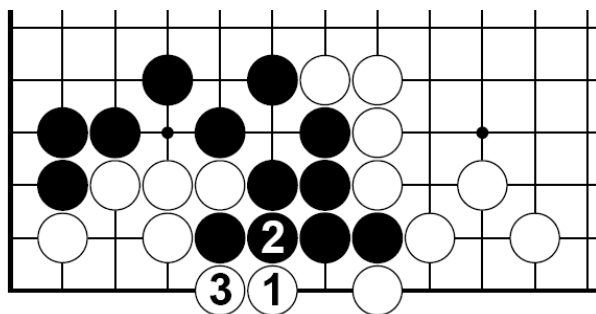


Diagram 23

If you refer back to the annual of SGJ archives you will find somewhere advice that says – if your opponent has a good reply to your move – try playing it yourself. This is a classic example and White 1 in Diagram 23 is the right answer. If Black connects at 2 White can connect underneath with 3 saving his corner stones.

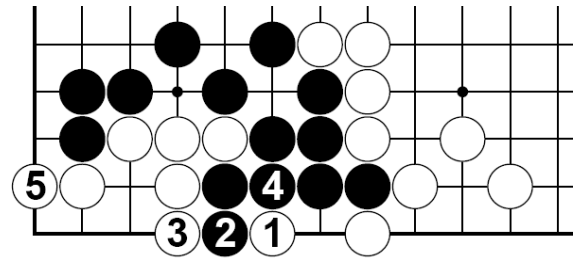


Diagram 24

If on the other hand Black resists with 2 in Diagram 24, White can live with 3 and 5.

Answer 11

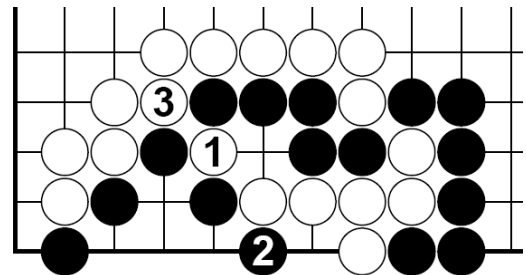


Diagram 25

Remember the snap-back (lest we forget). The right and obscure looking answer to this problem is the sacrifice of White 1 in Diagram 25. If Black plays 2 on the edge White wins easily with 3.

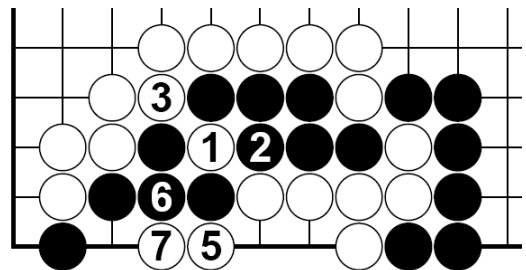


Diagram 26

If Black captures with 2 in Diagram 26, then White is happy to capture the Black stones with the sequence to 7.

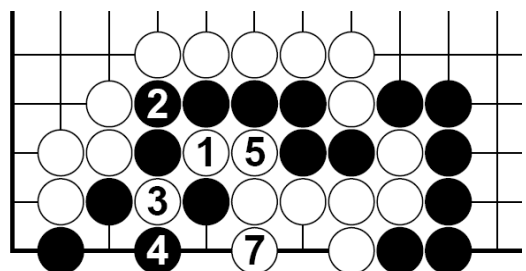


Diagram 27

The strongest resistance is however to connect at 2 in Diagram 27, but the sacrifice of 3 prevents Black from making an eye, so when White plays 7 Black dies.

Answer 12

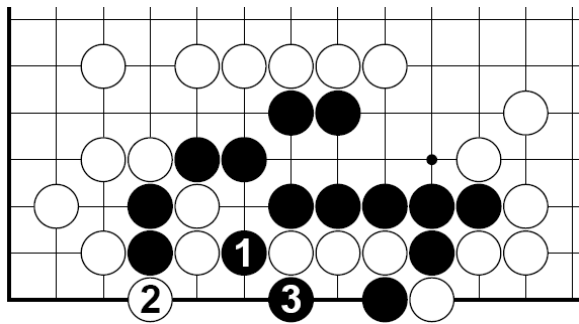


Diagram 28

Black 1 wedging through in Diagram 28 is the right answer, but White can do better than the exchange of 2 and 3 to resist.

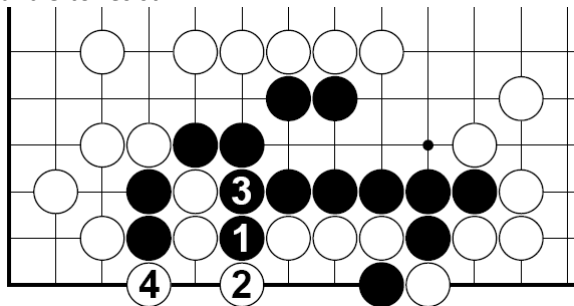


Diagram 29

The atari of 2 in Diagram 29 encourages Black to connect but then White plays 4 to connect underneath – killing the Black group.

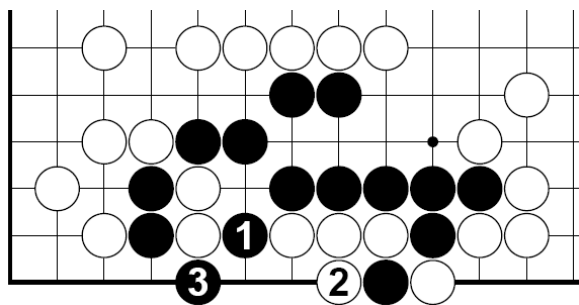


Diagram 30

White can counter this with 2 in Diagram 30 but then Black captures two White stones and lives – not a good look!

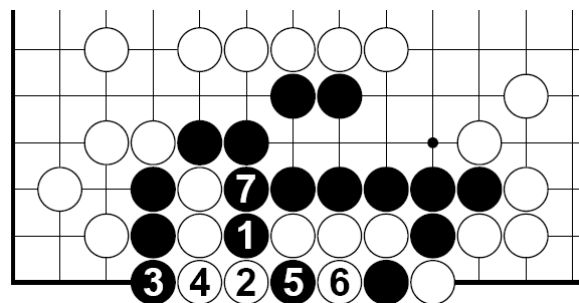


Diagram 31

So the atari at 2 is ok, the connection must be the problem. The only other option is the sagari of 3 in Diagram 31, if White connects at 4 Black can sacrifice a single stone with 5 and then atari at 7 to live (with profit).

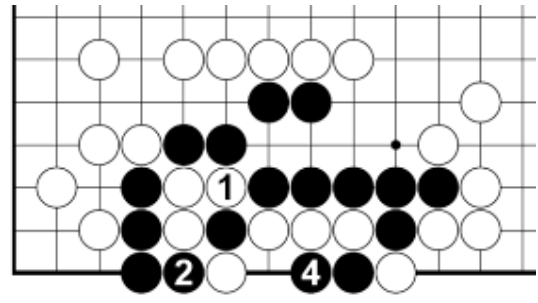


Diagram 32

If White captures with 1 in Diagram 32, then Black can play atari at 2. Should White connect his stones Black will play 4 to live with a greater profit.

Answer 13

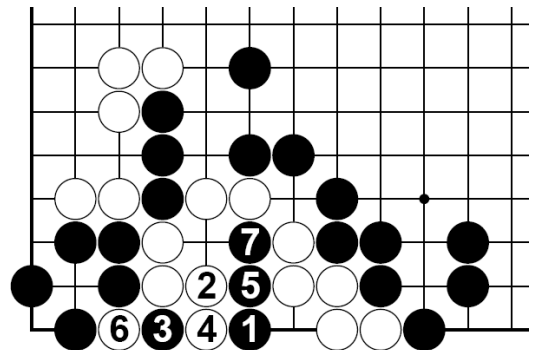


Diagram 33

Black 1 in Diagram 33 kills the White group. If White resists the sequence to 7 proves the point.

Answer 14

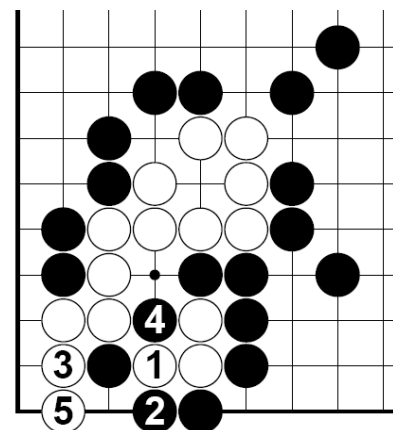


Diagram 34

The only way to live is to sacrifice another stone. White 1 in Diagram 34 creates enough aji (threats) for White to play 3 and 5 for his second eye in the corner.

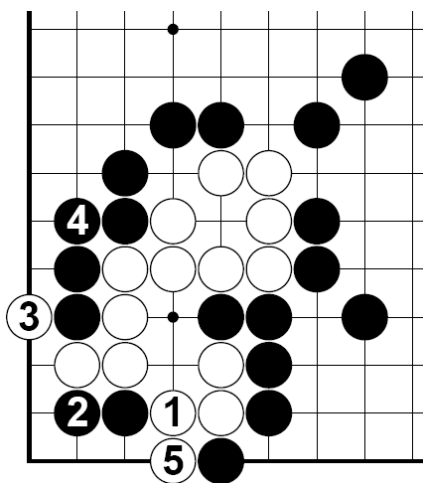


Diagram 35

If Black plays 2 in Diagram 35 he will find that resistance is useless – White 3 and 5 not only make two eyes but several points in the corner.

Answer 15

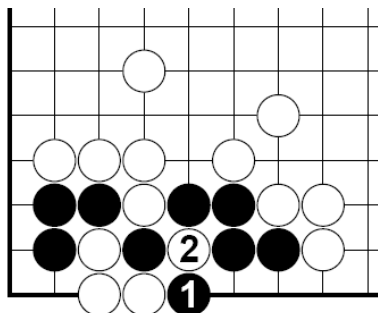


Diagram 36

The correct answer is that Black must play 1 in Diagram 36 and fight a ko. It certainly does not look like it, but White has a tricky move in this position.

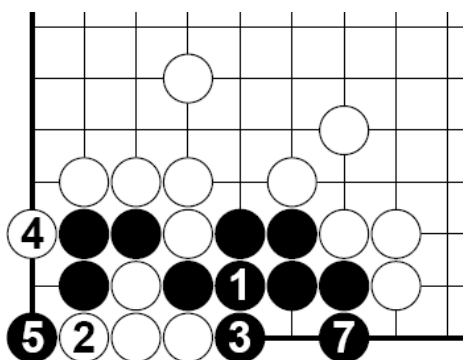


Diagram 37

White can sacrifice and extra stone with 2 in Diagram 37. Black captures with 5 but White plays inside to the right of 2. If Black makes an eye with 7 White plays at 2 to kill.

This is hard to envisage, but take a look at Diagram 38, this should make things clearer.

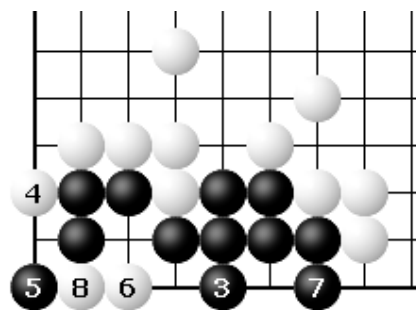


Diagram 38

Answer 16

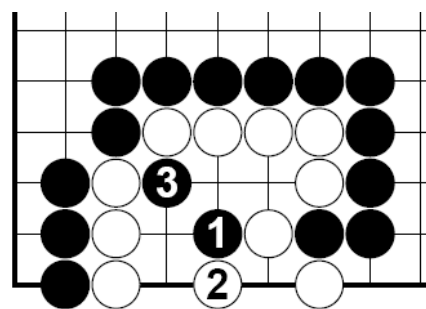


Diagram 39

Black 1 in Diagram 39 is the vital point; no matter what White does he dies.

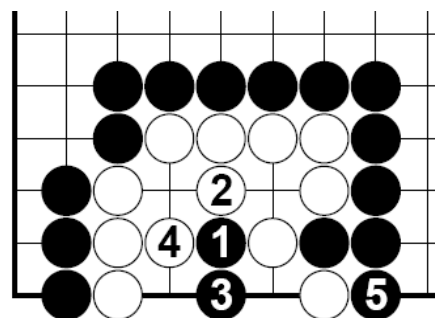


Diagram 40

If White plays on top with 2 in in Diagram 40 then Black plays sagari at 3 and by Black 5 the White group is dead.

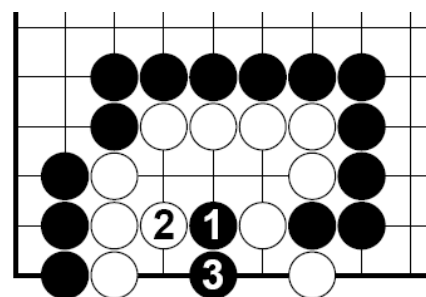
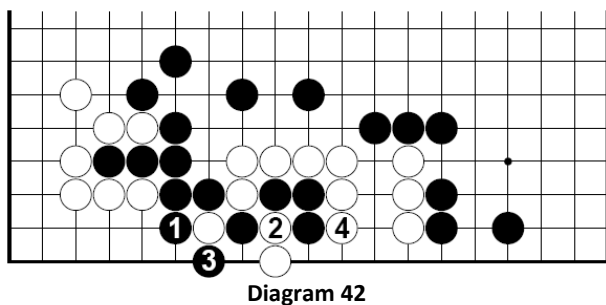


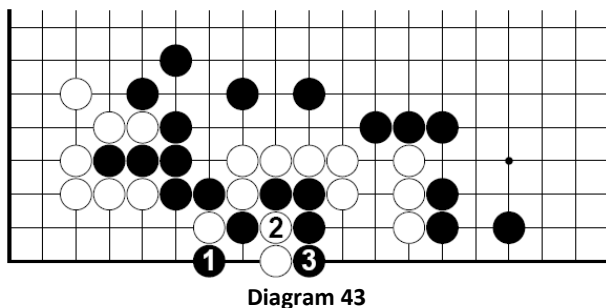
Diagram 41

Similarly the clamp of 2 in Diagram 41 fails – Black plays sagari and White has no reply.

Answer 17

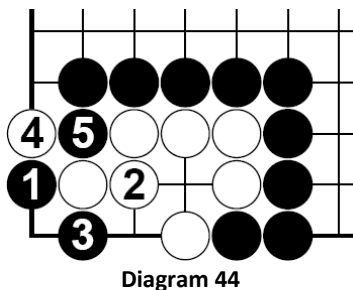


Playing atari at 1 in Diagram 42 allows White to cut at 2 and then live by capturing three Black stones with 4. Not a good result for Black.

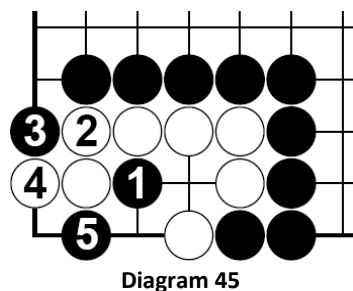


The correct answer is to play the other atari – at 1 in Diagram 43! Now if White cuts at 2 Black can play 3 for the snap-back.

Answer 18

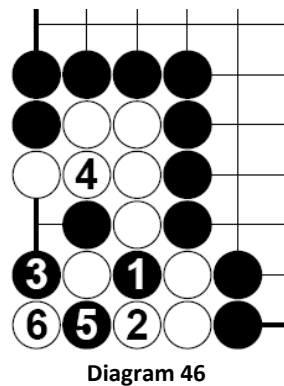


Black can get a ko with the sequence to 5 in Diagram 44, but this is not the best.



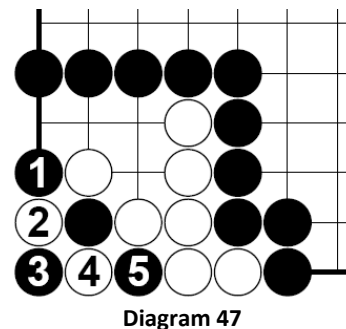
The best result is to play 1, 3 and 5 in Diagram 45 to kill White unconditionally.

Answer 19

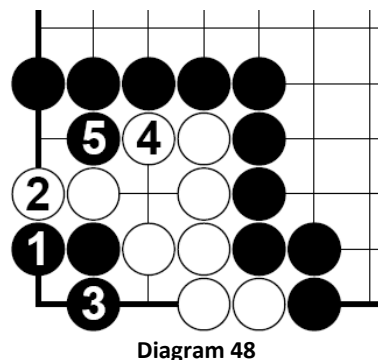


The only answer is Black 1 in Diagram 46. Once you have seen that the sequence to 5 and the ko that follows is inevitable.

Answer 20



Black can force a ko with 1 in Diagram 47 but the sequence to 5 is not the best.



The right answer is 1 and 3 in Diagram 48. It looks like White can make a second eye with 4 but Black 5 makes it a false eye. White is dead.

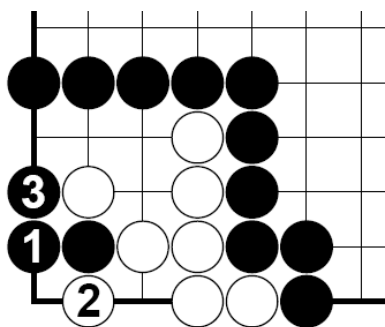


Diagram 49

It should be obvious that if White plays 2 in Diagram 49 to make the eye on the lower edge Black will just connect to his surrounding stones.

Answer 21

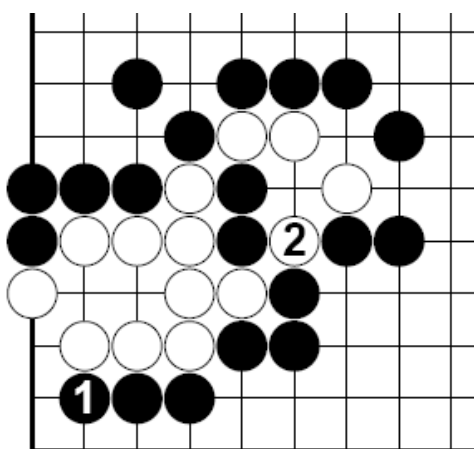


Diagram 50

Black 1 in Diagram 50 permits White to capture the two Black stones and live – this is not the best outcome.

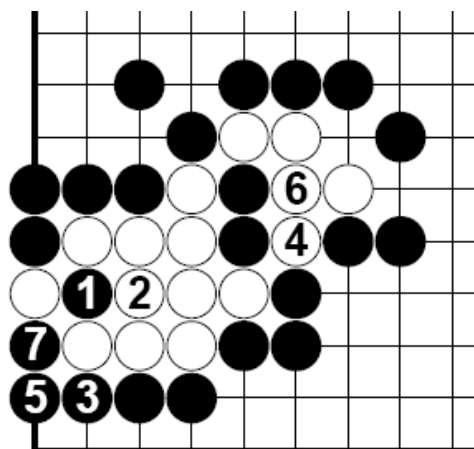


Diagram 51

A better option for Black is to sacrifice a single stone at 1 in Diagram 51. When White captures Black pushes down with 3. Now the eye on the edge can be

blinded with 5 and 7. But has White got a better option?

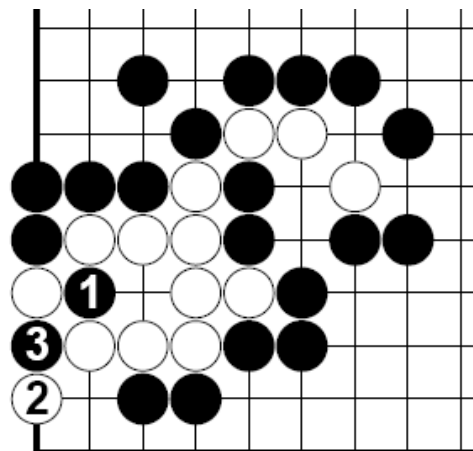


Diagram 52

The correct answer to this problem for both players is ko. White plays 2 in Diagram 52 and the battle can commence.

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