

Sydney Go Journal

Issue Date - July 2006



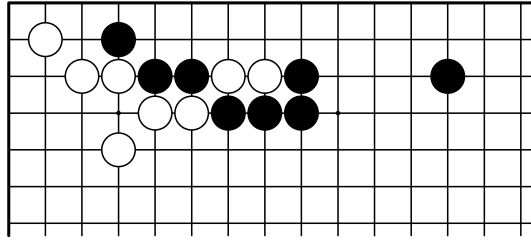
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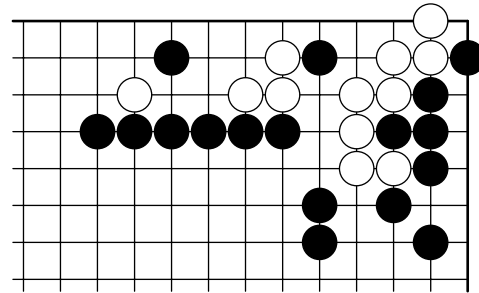
Problems

Problem 1



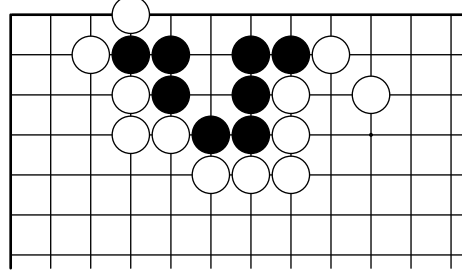
White to play. What is the best yose sequence here?

Problem 2



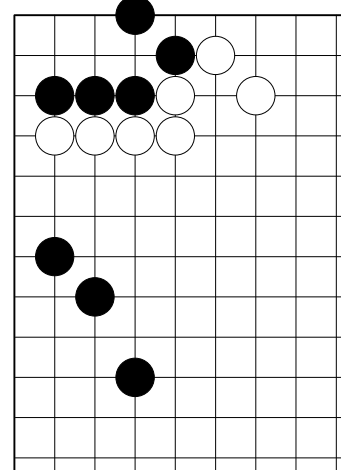
Black to play.

Problem 3

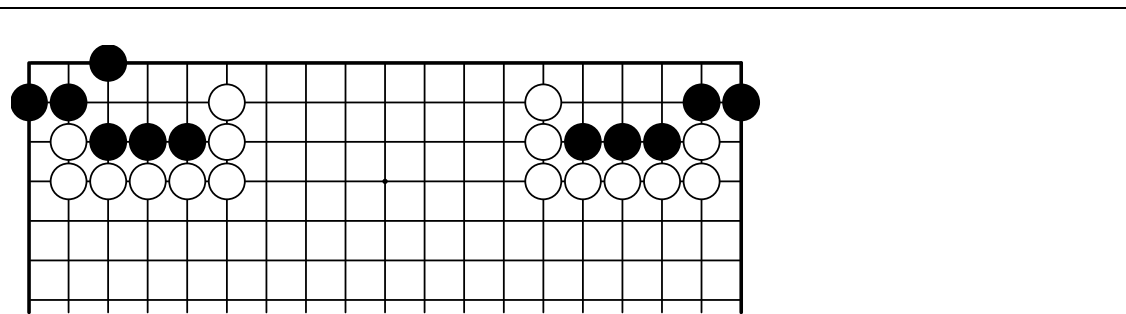


Black to live. It should be noted that if white's stone at D19 were at H19 the black group could not live.

Problem 4



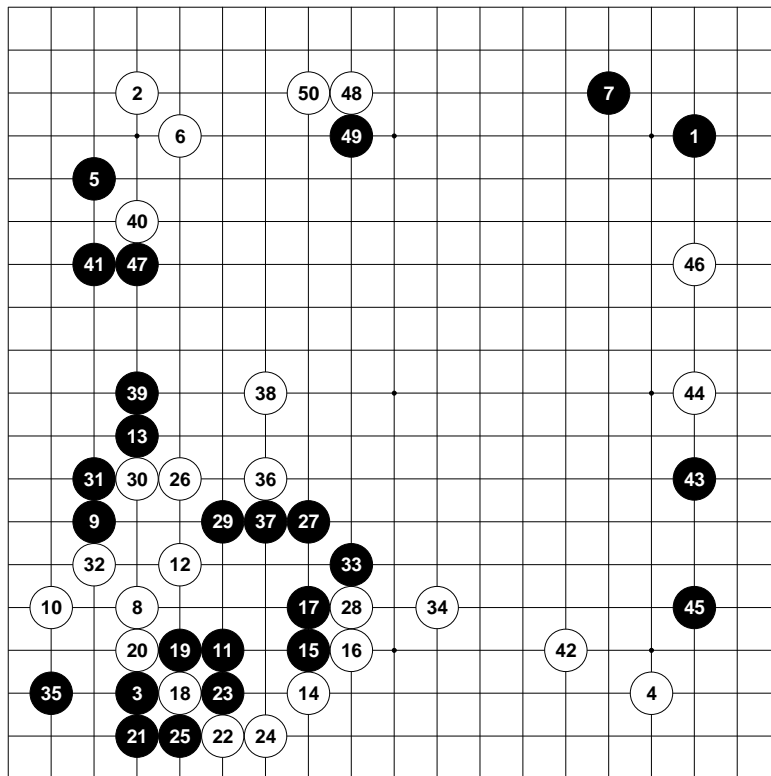
White to play.



Two problems... Left corner; White to play and kill. Right Corner; Black to play and live.

Games

Major Pro Tournament Games



61st Japanese Honinbo – Game 6

11th-12th June 2006

White - Yamada Kimio (6.5 points Komi)

Black - Takao Shinji (wins by resignation)

Figure 1 (1-50)

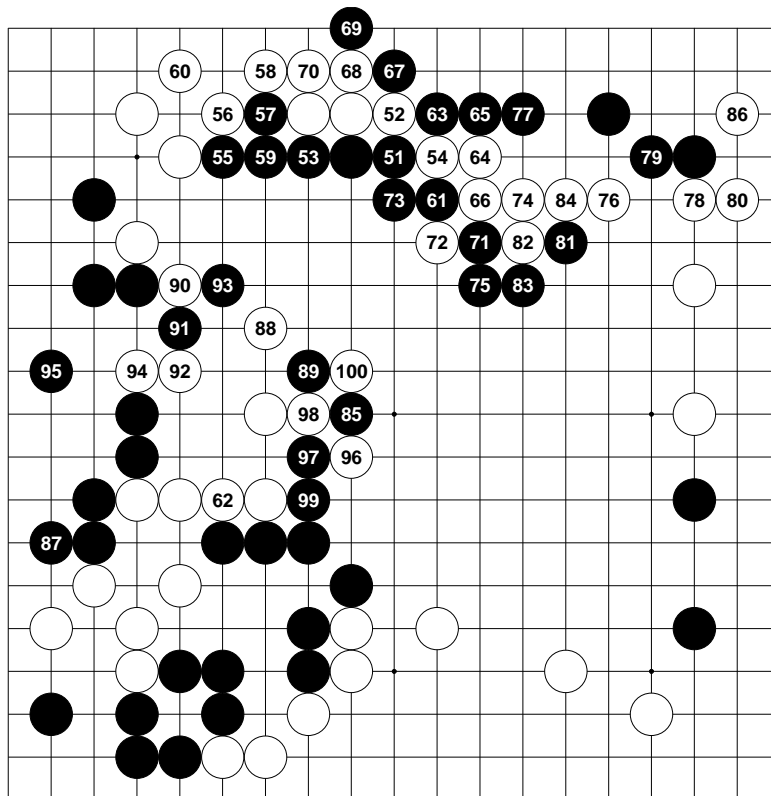


Figure 2 (51-100)

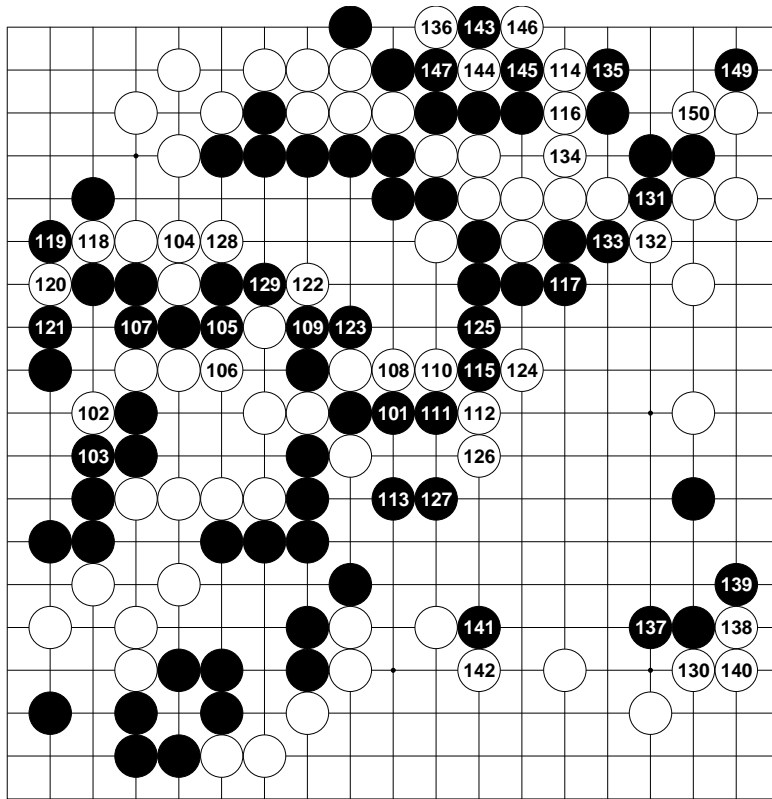


Figure 3 (101-150)

148 at 143

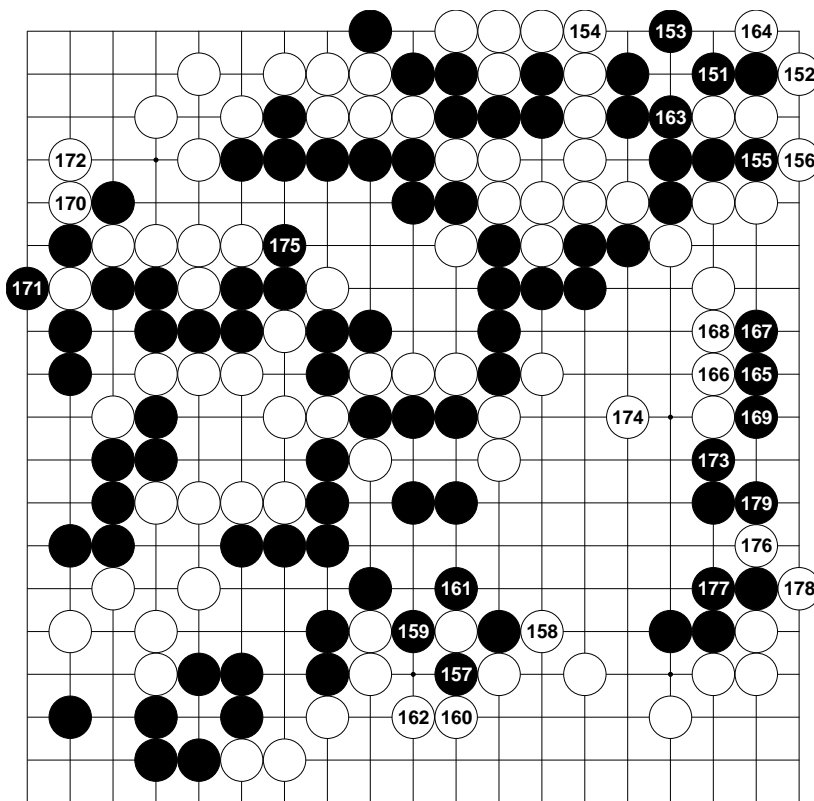


Figure 4 (151-179)

Amateur Game

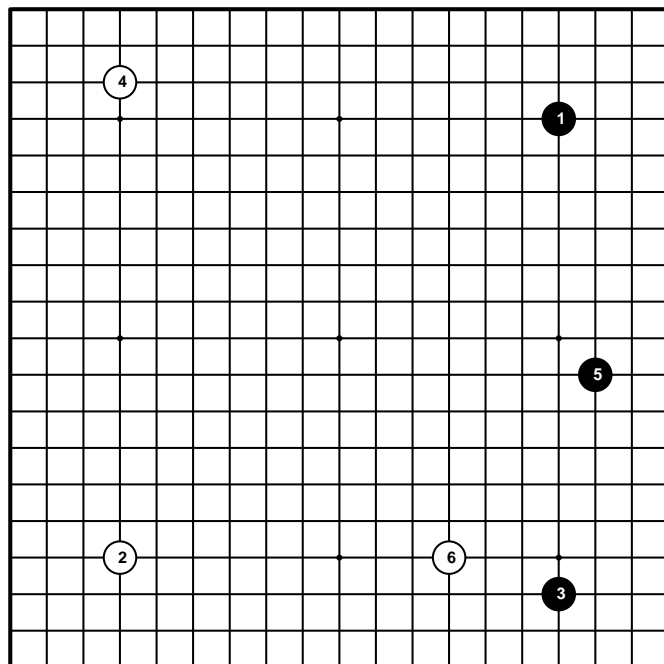
JAL Cup 2006

Black Patrick Gerold GRUTER (SUI) vs White Ming Yuan WANG (NZL)

6.5 points Komi; Black wins by 1.5 points

Comments by David Bofinger (DB) & David Mitchell (DGM)

Figure 1 – Moves 1 to 6



Ming Yuan WANG

4-dan、Age:40、
Insurance Accountant、 Hong
Kong



Placed 39th in the tournament

DB White 6 - Mistake! You were doing well with mirror go; now you're going to lose! Someone who knows 4-7 approaches to 3-4 may like to tell us about black's choices here.

DGM White 6 – this is not a popular move with professionals today – the most common response is 1 in diagram 1.

Diagram 1

The natural continuation is the ikken tobi of Black 7, followed by White 8 building a moyo on the top side.

White 6 does not construct anything, it is on the 4th line, black can slide underneath and his natural reply of 7 impacts white's influence in the middle.

The position for White in diagram 1 has greater potential for construction. A shimari in the top left not only secures the corner but puts 8 in an ideal position.

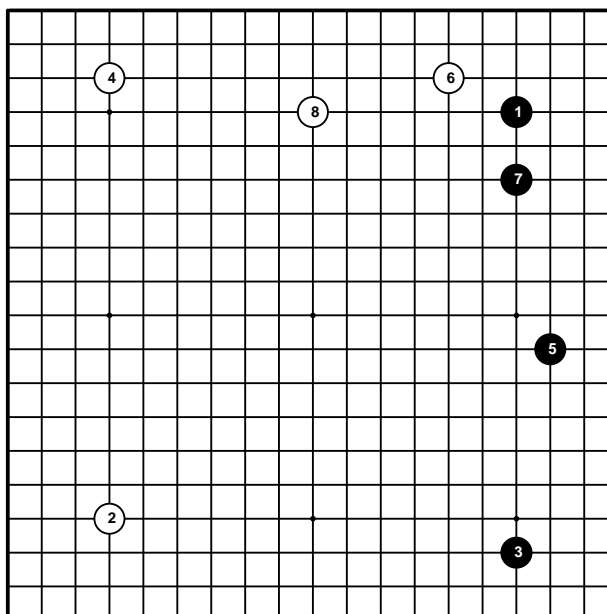
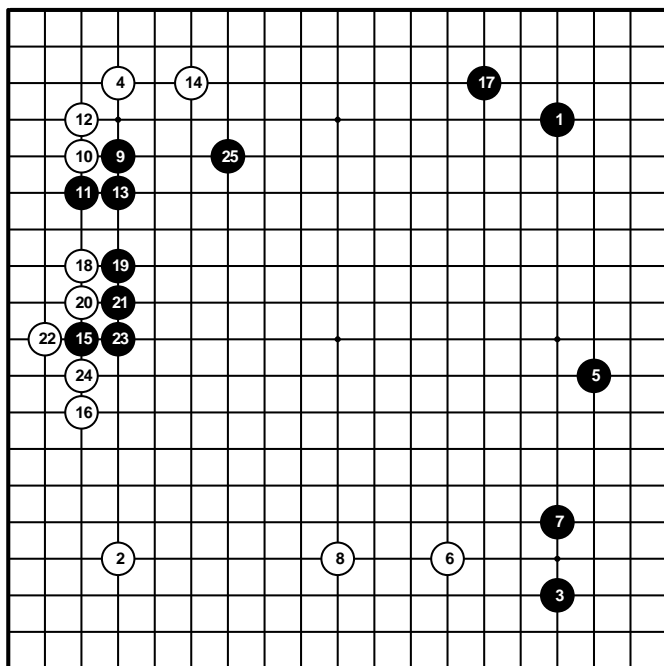


Figure 2 – Moves 1 to 25



Patrick Gerold GRUTER

2-dan, Age:39,
Biologist, Geneva



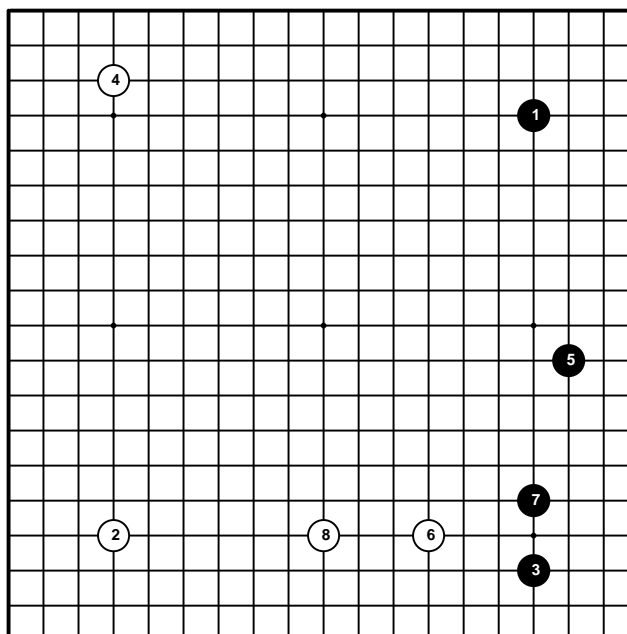
Placed 26th in the tournament

- DB White 8 seems to force black's move to be something high on the left edge.
 DGM White 8 is the only continuation worth considering after playing 6. If he does not intend to play here he should not play 6.
 DB Black 9. By making this an approach to the corner black allows white the chance of a pincer. This should make a lot of territory for white, though the influence of 1 means that black would get a lot as well.
 DGM The focus after white 8 is certainly the left side. It is difficult for Black to build on the upper side at this time, while the left is a lot easier.

Diagram 2

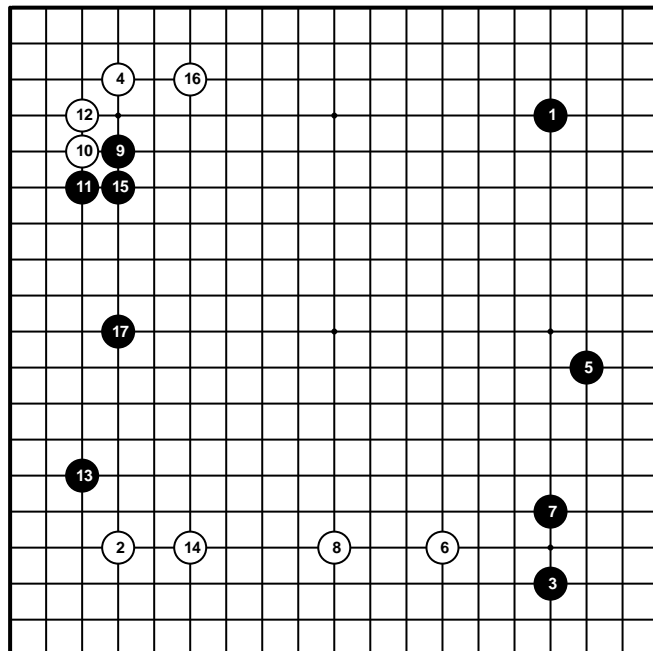
Black has the chance of playing A in Diagram 2

White then has to consider the purpose of the lower side. If he responds with B or C, defending the side he makes a slide a D very profitable for Black.



DGM Simply connecting at 13 is not good for Black. I think that Black should play 13 in Diagram 3. If white responds at 14 or 'A' then he can connect at 15 making a good position on the left. If white cuts at 15, then Black can attack the lower side dealing with the 5 & 11 lightly.

Diagram 3



Competition regulations

1. The championship will be an 8-round tournament conducted by the Swiss system.
2. All games will be played on even, with black giving a komi of 6.5 points (increased as of this tournament).
3. The time allowance is 1 hour 30 minutes per player, followed by 10/15 Canadian byo-yomi. Tournament clocks will be used for all games.
4. The tournament will follow the official "World Amateur Go Championship Rules". Any disputes or problems will be settled by the referees.
5. Referees will be professional players from the Nihon Ki-in and The Kansai Ki-in

DB White 16 would appear to be threatening 18, but ... Black doesn't care! His move at 17 makes no pretence of being sente; it's just a big reverse sente point. It also needs a further move to defend against the 3x3 invasion

White 18 Takes away the black base. White 14 now looks very powerful, which shows how much I knew when I thought that choice of joseki was odd. Mind you, there's a reason it's joseki. 16 through 18 have the feeling to me of two players who each think the other has made a mistake.

DGM Black 17 is not urgent but, indeed I do not believe it very big either because White cannot easily build on the top side. His stones in the upper left are low and not easily developable. The focus of the game is the left and lower side.

White 18 is the first move of the middle game. There are no weak groups; both players have mapped out their territory which is much the same size. Obviously there are huge gaps on the right side and lower left corner and side, but that is where the middle game will be fought.

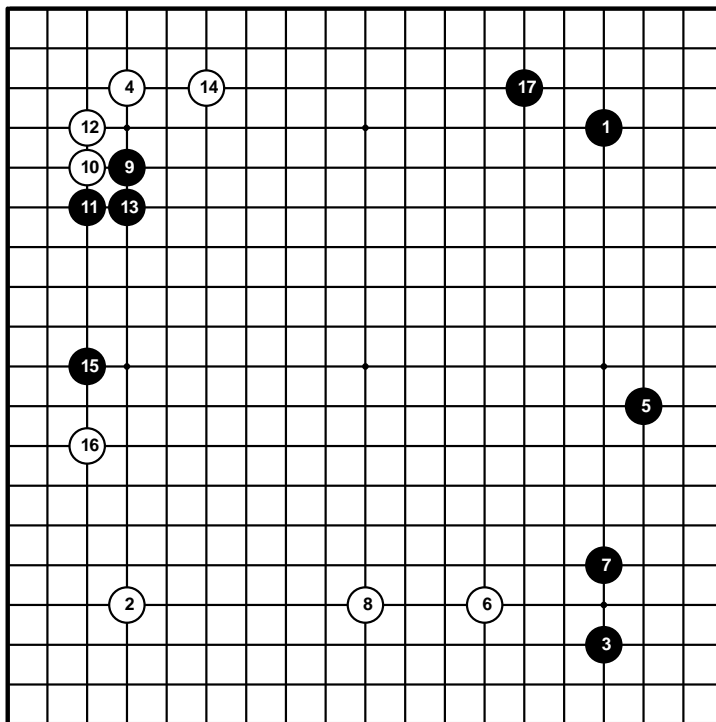
So what should White do? I do not like White's choice of leaping in and taking the base from Black group. The value of his influence is much more than the points he would make on the side; the Black groups are not weak at the end of the attack and White has no significant gain in territory.

It is not easy to find a good move for White and to me this is clearly the result of a 'destructive' fuseki, rather than a 'constructive' one. White 6 and 8 on the lower side are hard to use.

I think the idea of threatening the Black stones on the left is good and if that can be coupled with a creative strategy there may be better outcomes for White.

If white plays 'A' in diagram 4 he is signalling a clear intention to invade and attack at 'B'. White then has the chance to secure the lower left corner, or (and my preference) attack on the right to build a moyo in the middle. A move at 'C' for example threatens the right side while building the middle.

Diagram 4



DB 23 - Could this have been 24 in Diagram 5 instead?

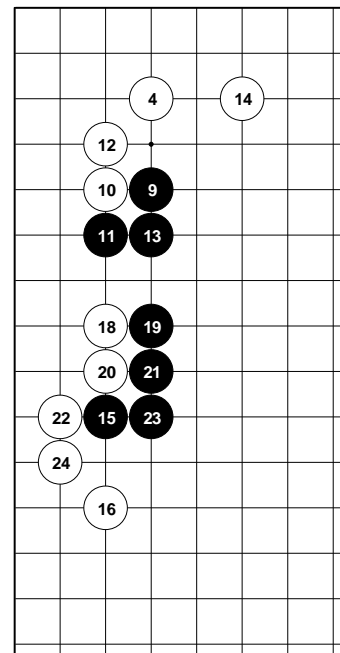
Assuming white answered at 24 (in Diagram 5) there is no aji of the cut and the aji at 'A' disappears, but ... White laughs in the face of aji!

White 24 (in Diagram 5) would be much more solid, I assume he played 24 (in the figure) instead because he doesn't want Black playing over the top of 16.

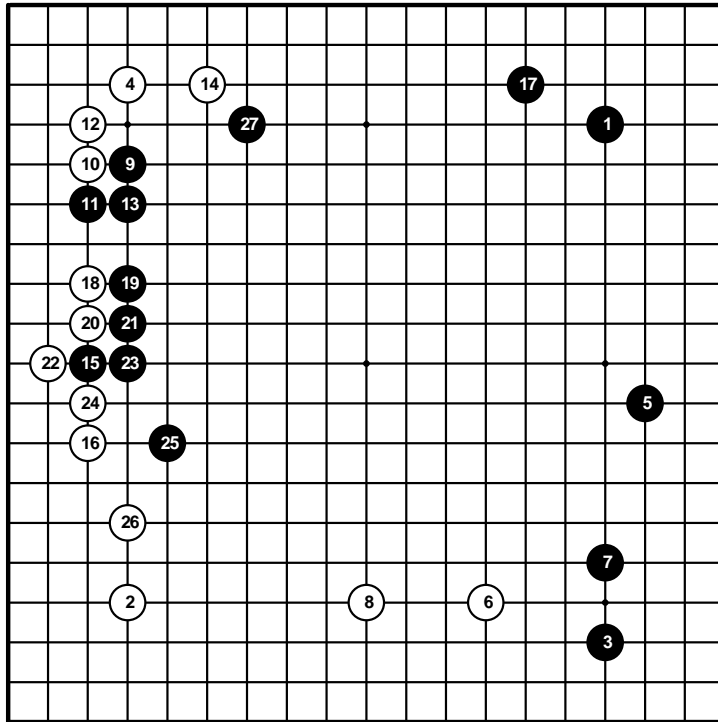
Black 25 tries to make the black wall meaningful.

DGM I prefer 24 in diagram 5. If White's strategy is to attack the Black stones then he needs to be strong. Black 24 in the game just leave too much bad aji for my liking.

Diagram 5

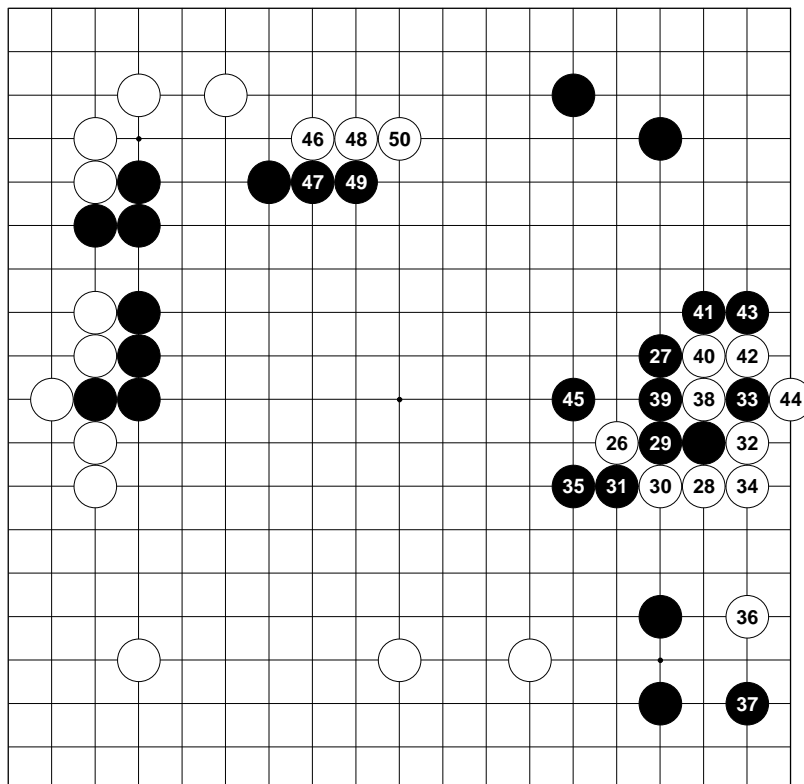


DGM Diagram 6



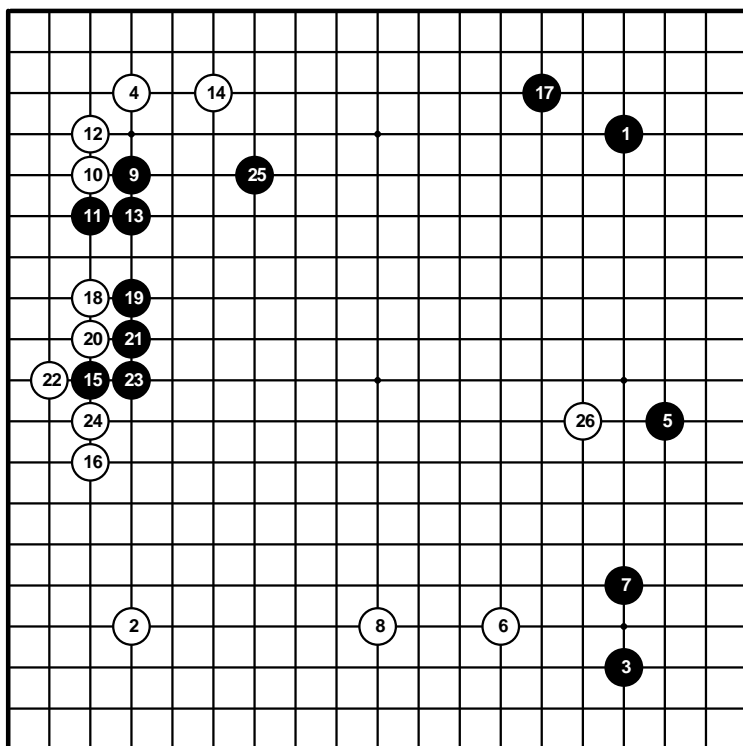
Black 25 in the game is a lack lustre move. Black can play at 25 in diagram 6, threatening 'A', if white defends he can play 27 creating a huge moyo. Any attack against his stones on the left has gone and White will have real trouble getting back into the game.

Figure 3 – moves 26 to 50



DB White 26 – perhaps the is thinking of something in the vicinity of ‘A’ in Diagram 7.

Diagram 7



DB Black 29 is bad shape - but what else can he do?

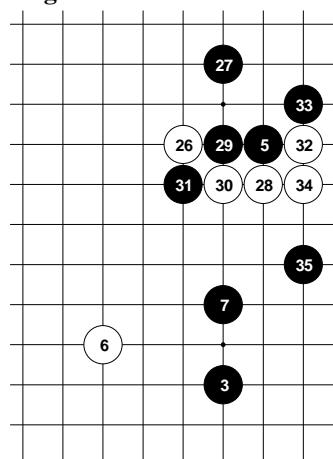
Black 35 is a clear statement of priorities. Black gives up 33 and hence any dream of attacking the white group on the right, which will now live small in comfort. In return, black gets the moyo from hell. The problem with any alternative is that 36 is really quite strong.

Playing 35 in Diagram 8 is the only practical way I can see to keep the pressure on the white group, and as I read out the fight it lives anyway which is horrid for black.

White 38 to 42 isn't worth all that much, for losing sente. But it gets the white group out of trouble and that must be enough.

White 46 through to Black 51 gives white a lot of open 4th line territory because he knows how badly black wants to close his moyo. Otherwise he'd be begging black to slide in with an extension from 17.

Diagram 8



DGM

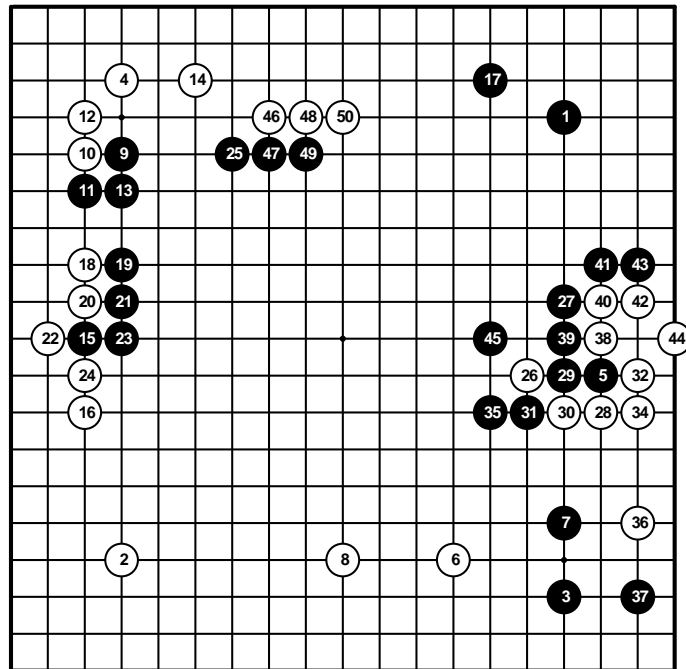
Diagram 9

Black 27 is the right way to deal with 26, but I cannot help feeling that 29 is wrong.

The sequence to 45 gets solid position in the centre, but it is in gote. White gets to play 46 through to 50 on the upper side and takes the lead.

Obviously there is a lot to fight for in the middle but White has his nose into the centre – ‘A’ in Diagram 7 would be a major issue for Black.

If Black defends at the top, White will take a huge rio moyo point around ‘B’ or ‘C’.



An alternative for Black is Diagram 10; this secures the lower right and chases white into the middle.

After Black 37 there are opportunities for Black to make a big area at the top by playing ‘a’; he can take the double moyo point of ‘B’ – he also has the opportunity to make more on the right with ‘C’. Longer term he still has chances against White’s right side group.

This outcome is better than the game.

Diagram 10

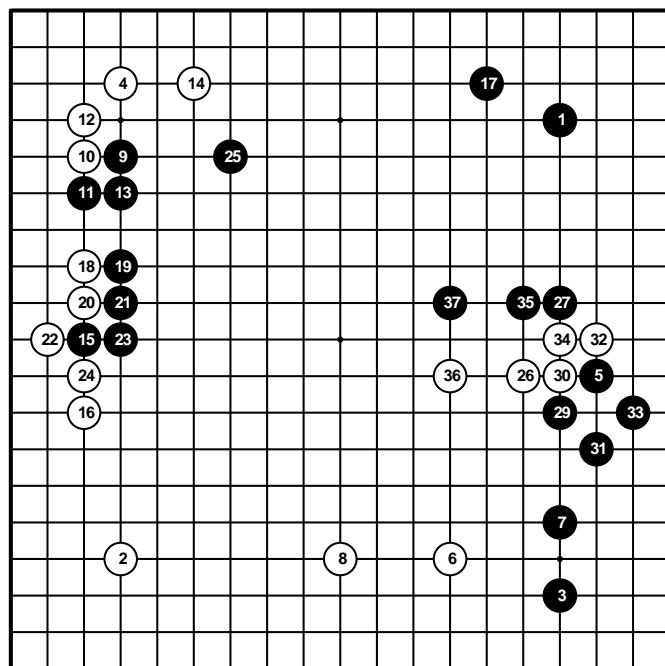
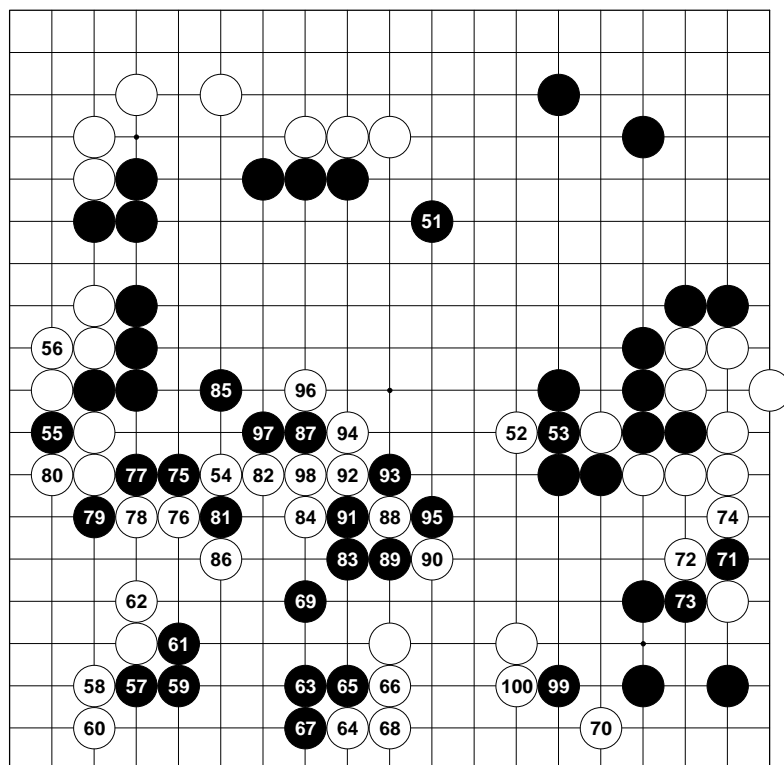


Figure 4 – Moves 51 to 100



DB White must have been feeling very impatient to play 54. It's colossal, and it's been sitting there for about thirty moves. "Put me on, coach."

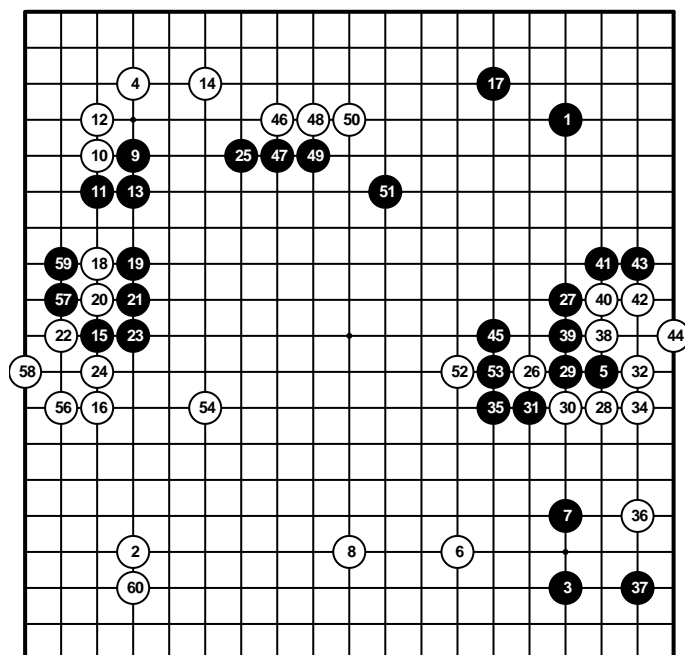
DGM The vital point after Black plays at 51; I am not sure that the exchange of 52 for 53 gains white much, but he kept sente.

DB White plays 58, but if earlier in the game he had played 55, what options might have opened up for white? Maybe push black into the corner, and take the edge? But now white's options are more limited: he doesn't want the fight straying near weaknesses like 79. If black waited for later to play 55, maybe white would let 18 and 20 go? Well, that's my reading of what's going on. But maybe white would want 58 anyway, it does, after all keep most of the corner and deny black an easy life.

DGM Black 55 is trying to make White pay for his loose move at 24, but at this stage it is not big. Black's left side group is safe, there appear to be no more than 15 points involved and there are bigger fish to fry. Assuming White plays 80, black is pretty much committed to taking the stones on the upper side; if not he has strengthened white's lower corner for no reason. White however does not think this way and obliges by defending at 56. This gives meaning to 55 that it does not merit.

If Black takes the two white stones as in Figure 11, White will secure his corner with 60. Black's centre is open at 'A'; he must also worry about 'B' on the upper side. The top right corner is not safe against 'C' and white can secure further profit by playing 'E'. Black cannot be happy with this outcome and his gain on the left is just too small.

Diagram 11



DGM Black is able to secure a nice position on the bottom with the sequence to 60. Not only is the group secure, white is split and his moyo gone!

DB Black sacrifices a stone at 71 for reasons that aren't clear to me. Some cunning tesuji I don't know. Anyway, it settles.
I'm not sure I understand the sequence from Black 75 to 81. It seems like ugly shape from black, running his stones into 16, though it does end up prettier than it looks in the middle.

I guess Black 83 this is a brief settling diversion from the main business on the left.

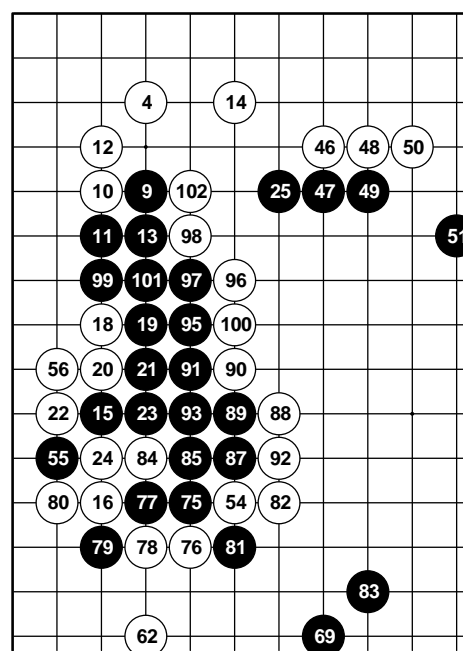
DGM

I too am left wondering about the sequence starting with 71.

I can see no clear tactical aim for Black – he is clearly worried about his stones on the lower side because he defends with 83, and there are plenty of ways for whites two stones to escape; he can play as he did in the game or he can capture the cutting stones as in Diagram 12.

Note: (86 @ 93); (94 @ 101)

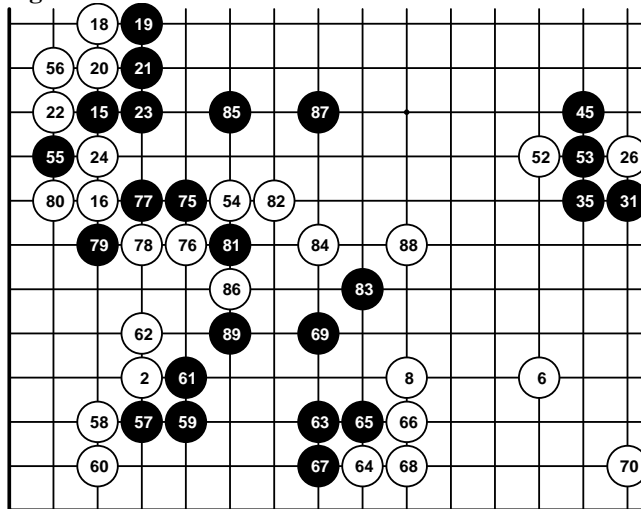
Diagram 12



DGM Black has the opportunity to take a game winning advantage by securing the centre. His move at 87 is too close and too greedy. He is forced by his

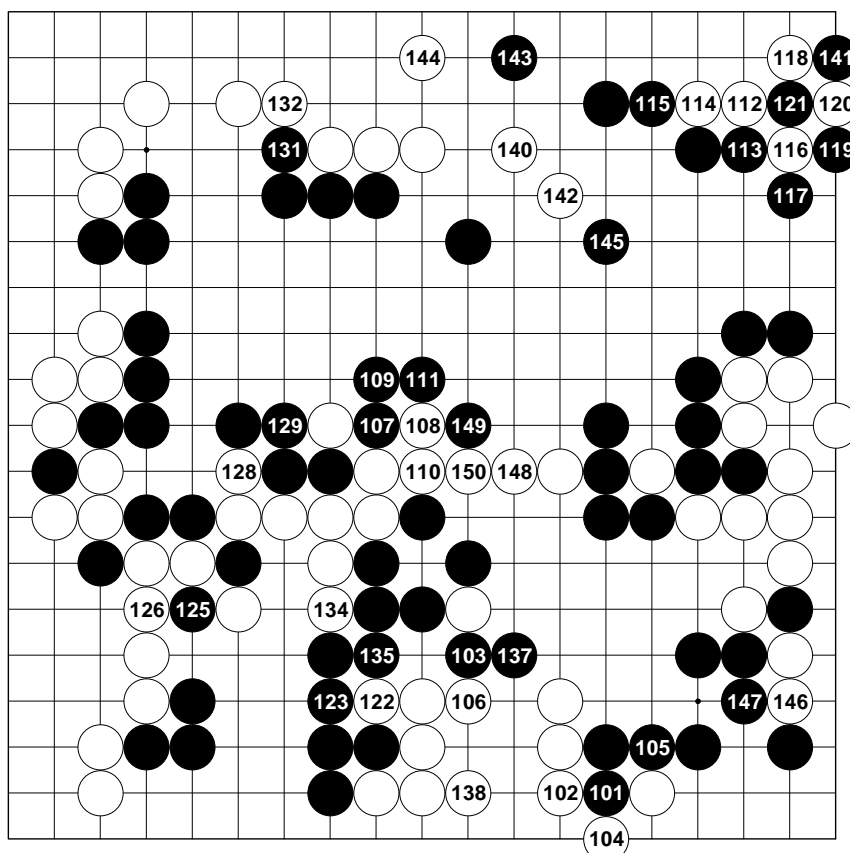
concern for his bottom side group to give up the centre, if he had played at 87 in Diagram 13 there would be no threat to the centre. If white pressed home his attached with 88 Black 89 lives – the key point is ‘A’, but Black ‘B’ and he lives.

Diagram 13



DB White 90 - Now white is sacrificing stones. It all works but I do wonder why it was necessary. Not just to deny an eye, surely?
The cut at 94 and 96 now looks very big.

Figure 5 – moves 101 to 150



DB Black 101 just shoves the white group around a bit. Maybe black needed to settle his own group? Not sure what's going on here.

DGM Black 111 is small – Black should really defend his upper right corner, but the lack of ko White ko threats makes this OK.

DB White 112 - If 17 had been at 115 then none of this would work. It's going to cost black ten points or so, you have to wonder if the extra extension was really worth that much. On the other hand if 17 had been at 201 then white would just live and that's rather more than ten points. So black hasn't done too badly.

White runs out of ko threats at 142 and is reduced to just playing two big moves in a row in basically the same area. The only other option was something like 97, to demolish the black centre territory. Actually, that looks slightly bigger to me but obviously white calculated otherwise.

Figure 6 – move 151 to 200

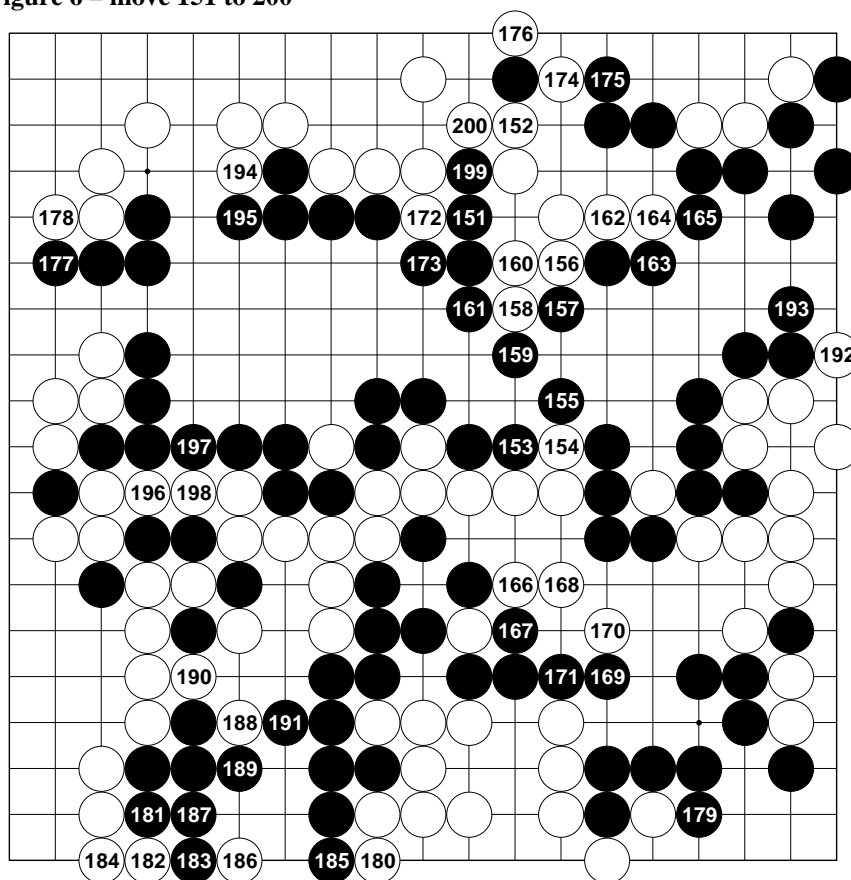
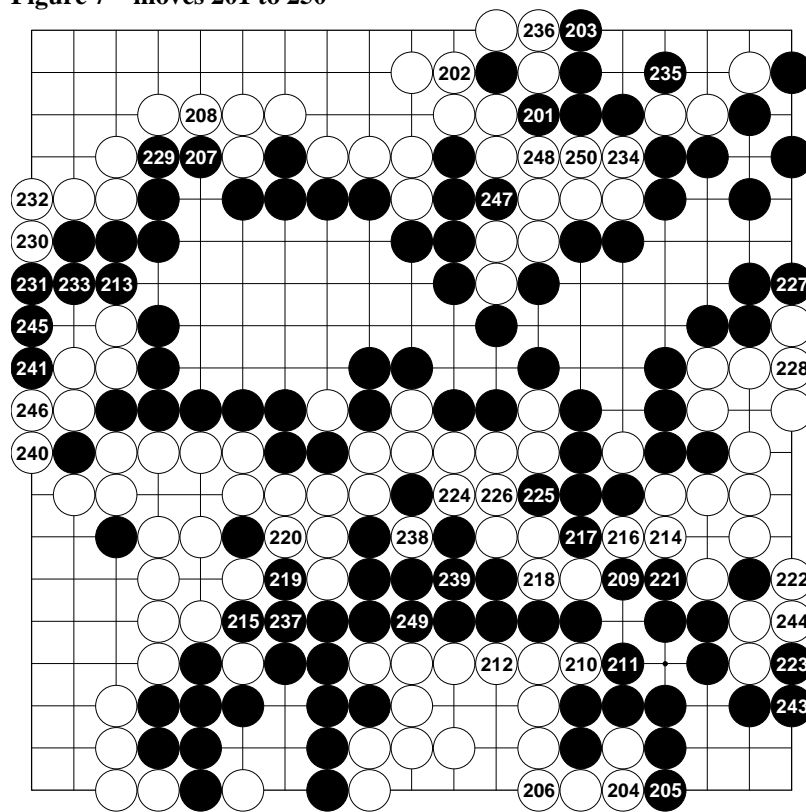


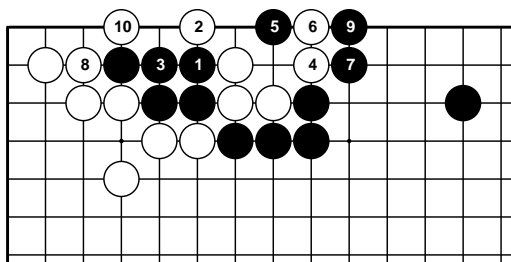
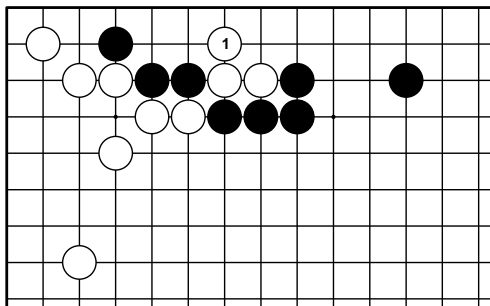
Figure 7 – moves 201 to 250



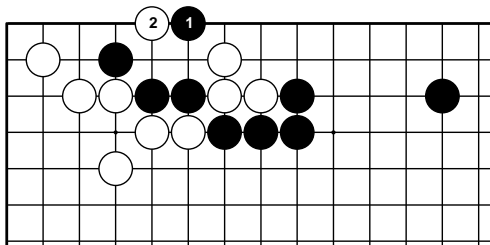
DGM Black wins by 1.5 points. A fair result in a game that had plenty of opportunity for both players.

Problem Answers

Answer to problem 1

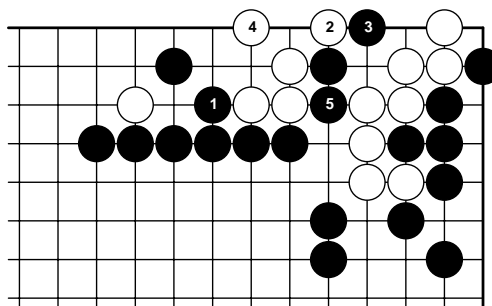


If Black answers with 1 – the obvious response, white continues to 10 and captures the black stones.



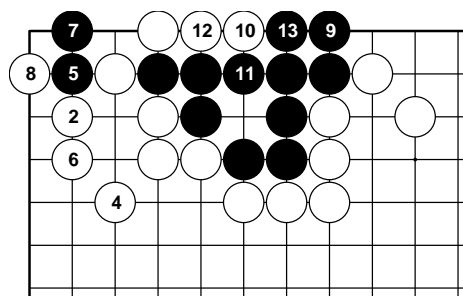
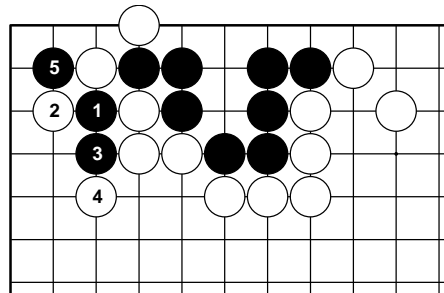
The shape move or suji for Black is 1, but white's response of 2 again leads to the capture of the Black stones.

Answer to problem 2



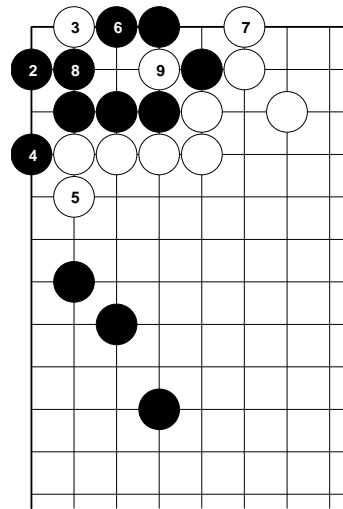
The best Black can get is a Ko!

Answer to Problem 3



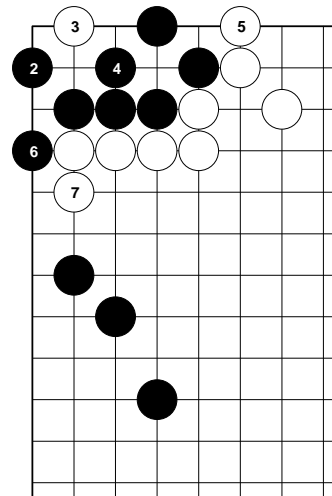
Against all the odds black can live. There are some tricky moves in the corner for you to analyse at your leisure.

Answer to Problem 4



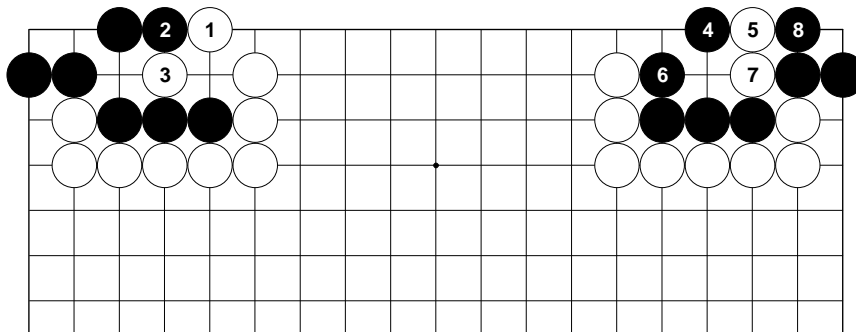
Once white plays 1, black is dead. Even with friendly stones at B13, C12 he cannot escape his fate

Answer to problem 4 (continued)



Black can try this variation but it leads to the same result

Answer to problem 5



Above are the correct answers. The reference diagram below shows the solution to Black's block at 1. White 2 is the key point to the shape – obviously white can connect underneath, and if Black blocks White can cut at 4 and Black is helpless.

