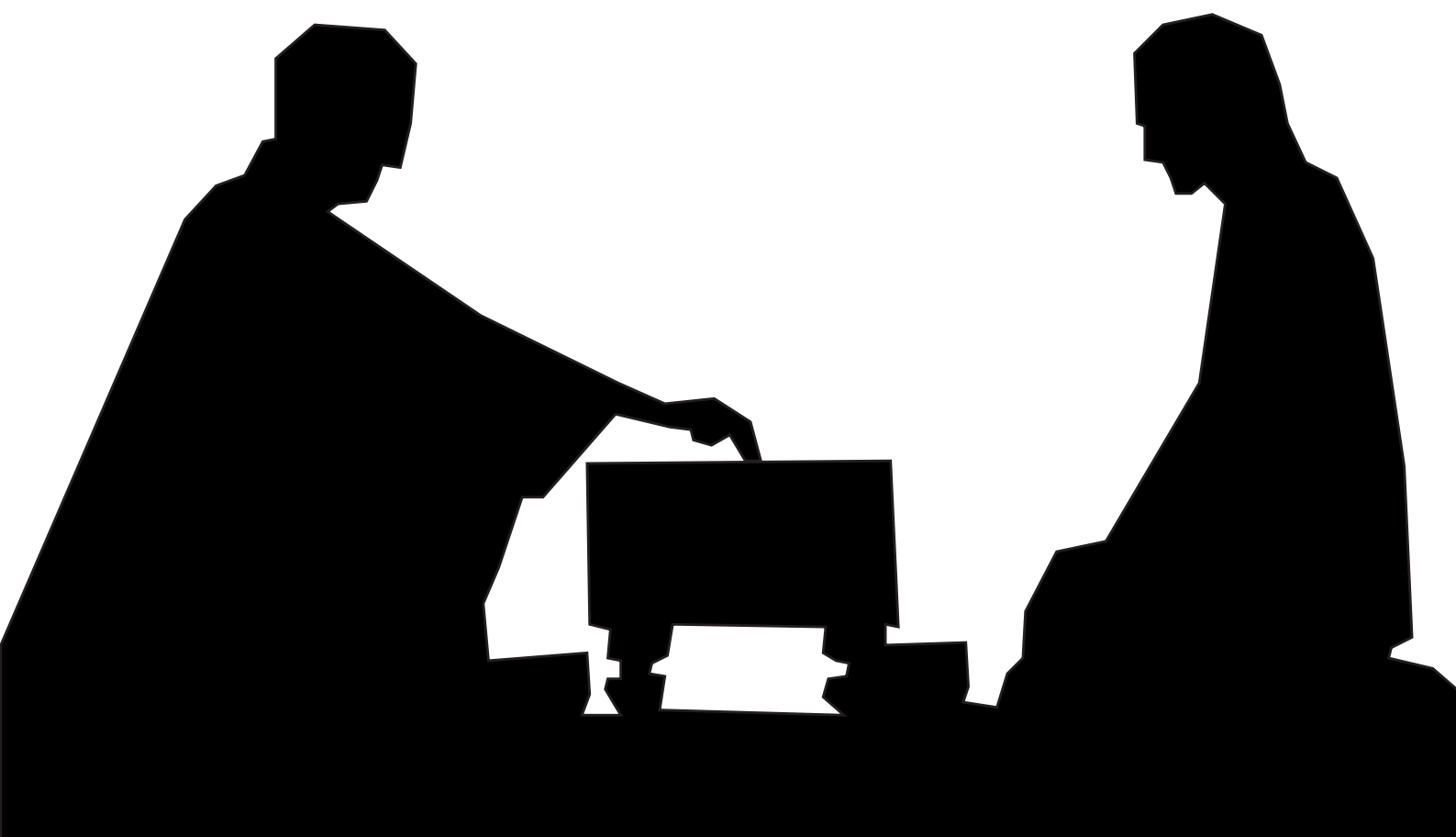


SWWI

#2

THE BIMONTHLY GO MAGAZINE



Introduction

Dear Reader

This Magazine covers lots of events as well as different information about the game of Go (Japanese: 囲碁 “igo”, Chinese: 圍棋 “wéiqí”, Korean: 바둑 “Baduk”). The whole project is still in its infancy and only maintained by very few people. Therefore we would like to apologize for possible mistakes and/or unclearness. If you don’t know what Go is and would like to know more about it, visit the homepage of the Swiss Go Association¹.

The aim of this publication is the Swiss Go-Community. The „Bulletin lémanique de Go“ has already contributed a big deal to the popularity of Go in France as well as the French part of Switzerland. With this independent project we have tried to create something accessible for everyone. That’s why we chose English over German, French or Italian. This magazine will cover Swiss Events as well as big international competitions and also include useful information on Go and of course exercises. The content has been written by our authors or has been gathered from the internet and been allowed to publish with friendly permission of the original authors.

In the game of Go the word „Suji“ (筋) is used to describe the line of play or relationship of moves to each other, when applied to a local position. Or when applied to a player, the efficiency of her moves: „She plays bad suji“ means that the moves of this player are placed badly or played in a wrong order. „She has a good feeling for suji“ means „her moves work well together“. With this project we want to set a new kind of movement in the Go-Community, therefore we thought Suji fits the idea pretty well.

This Magazine is available for free on the internet². The printed Version costs 5.- CHF to cover our expenses.

Stjepan Lukac

¹ <http://www.swissgo.org>

² <http://suji.ch/>

Content

Imprint	2
Pro Game: 45th Judan	3
Player Profile: Ion Florescu	7
Game Review: Morrison vs. Hess	9
Swiss Go Championship 2007	11
Zurich Spring Tournament 2007	12
Komoku Joseki	13
Problems: Tsumego	14
Problems: Fuseki	15
Upcoming Tournaments and Events	16
How to Improve	17
Solutions: Tsumego	18
Solutions: Fuseki	19

Imprint

SUJI is published six times a year: February, April, June, August, October and December

Editorship:

Stjepan Lukac, Mario Zani, Josef Renner, Roberto Morrison

Contributors:

Lloyd Gowen: *KGS-Nick “Lloyd”*

Ion Florescu: <http://learngo.world-go.org>

Website maintenance:

Philip Ulrich

With friendly support of:

Winti Go-Club <http://www.go-winterthur.ch.vu>

Swiss Go Association <http://www.swissgo.org>

Rentahost: <http://www.rentahost.ch>

Software for Diagrams:

Gowrite: <http://gowrite.net>

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

Contact:

Homepage: <http://www.suji.ch>

E-Mail: suji@swissgo.org

As **SUJI** is still in the infancy the editorship as well as the contributors might change from issue to issue. If you would like to contribute content or want to make suggestions do not hesitate to contact us.

Pro Game: 45th Judan

As we have already presented you the first game of this years Judan tournament, we couldn't just leave with that one game, so here's the rest of the five. What began as a one-sided fight, (Cho Chikun won the first two games) developed to a thrilling competition when Yamashita Keigo managed to pull out two consecutive wins, both by resignation. Nevertheless Cho Chikun managed to win the last game by 3.5 points and therefore stays Judan for another year. We'll be looking forward to the next tournament! As for the Kifu, we won't be presenting the first game as it was already reviewed in issue #1.

If you have any suggestions to make about what games you want to see in the next issues (doesn't matter if they're old or new) please let us know.

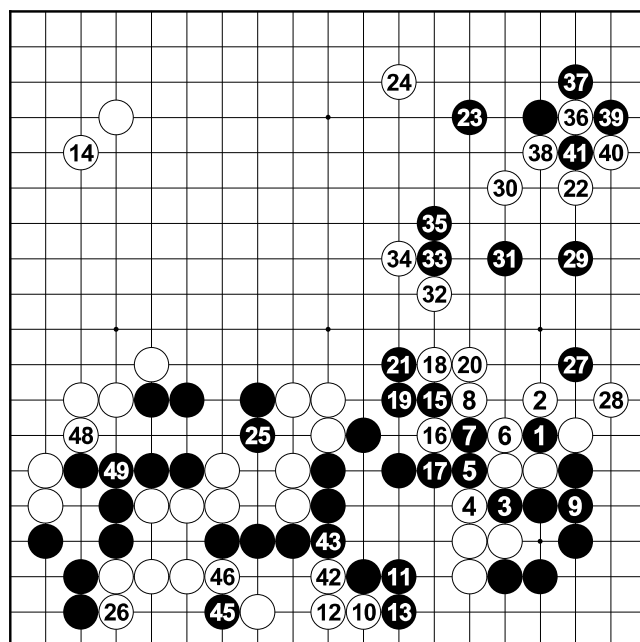


Figure2 (1- 50)

44 at 36, 47 at 41, 50 at 36.

Game 2

Black: Cho Chikun [9p] - White: Yamashita Keigo [9p]

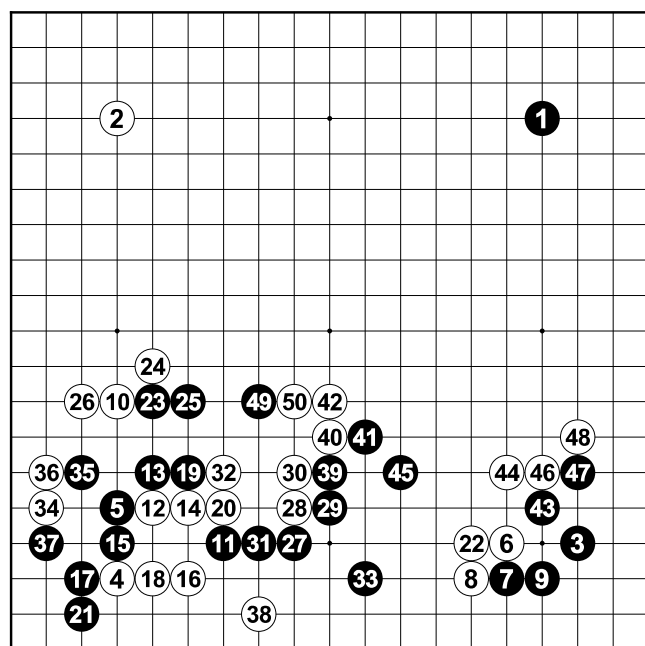


Figure 1 (1- 50)

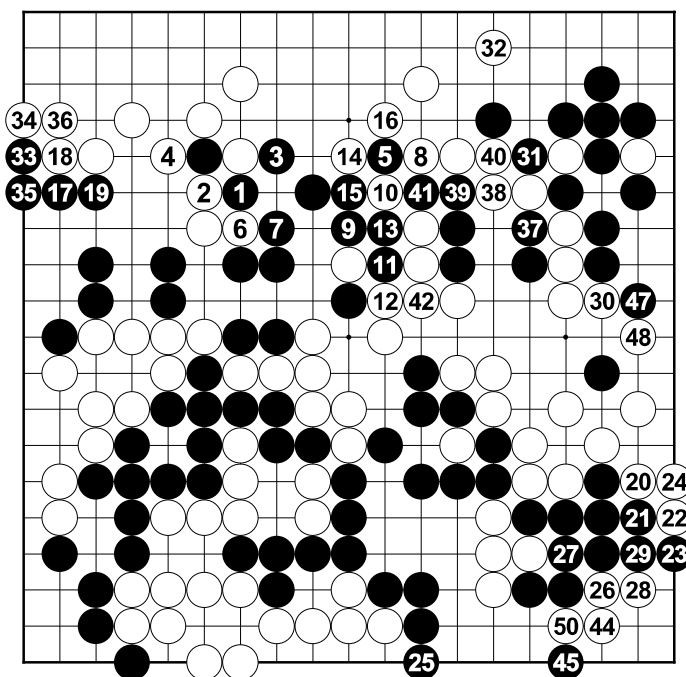


Figure 3 (1- 50)

43 at 5, 46 at 10, 49 at 5.

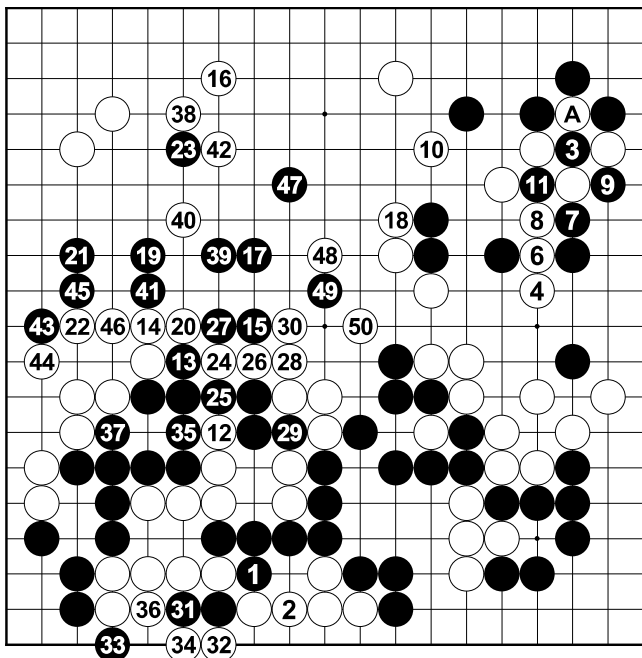


Figure 4 (1- 50)

5 at A.

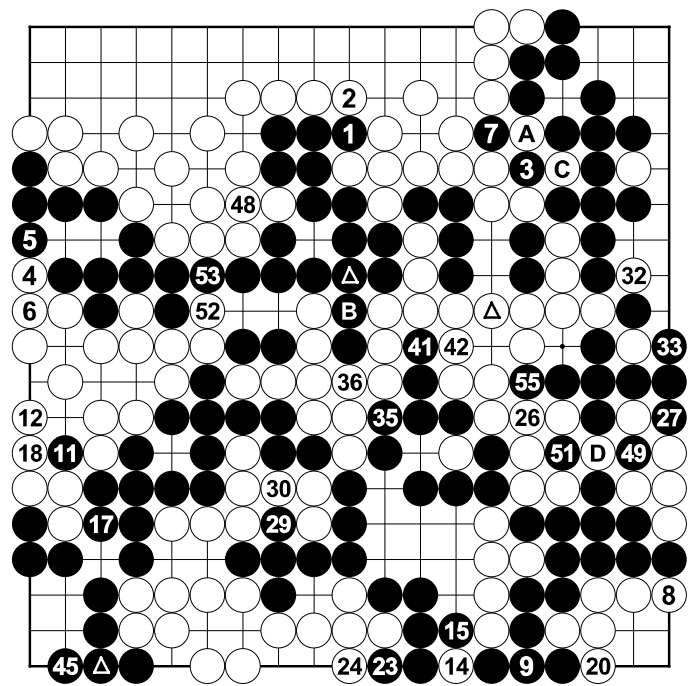


Figure 6 (1- 56)

10 at A, 13 at 7, 16 at A, 19 at 7, 21 at 14, 22 at A, 25 at 7, 28 at A, 31 at 7, 34 at A, 37 at 7, 39 at B, 40 at A, 43 at 7, 46 at A, 47 at C, 50 at 7, 54 at D, 56 at 51.

Black + 2.5

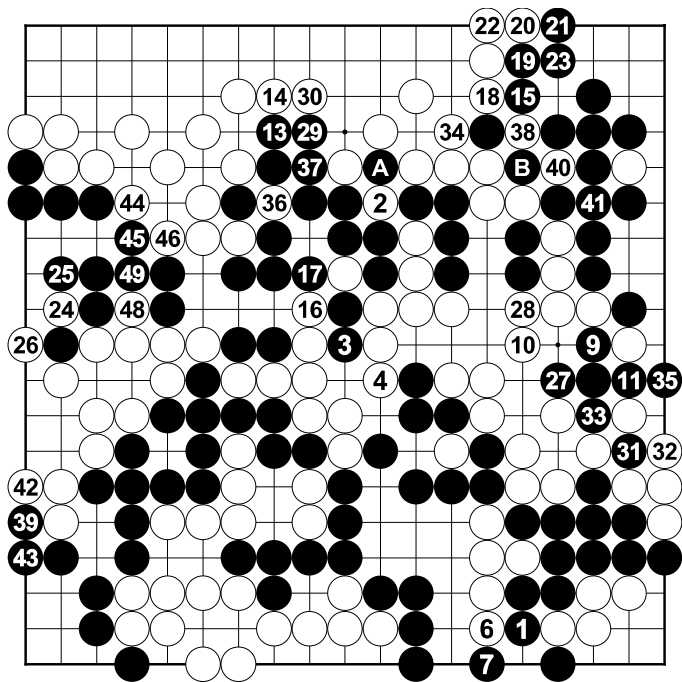


Figure 5 (1- 50)

5 at A, 8 at 2, 12 at A, 47 at B, 50 at 40.

Game 3

Black: [9p] Yamashita Keigo - White: Cho Chikun [9p]

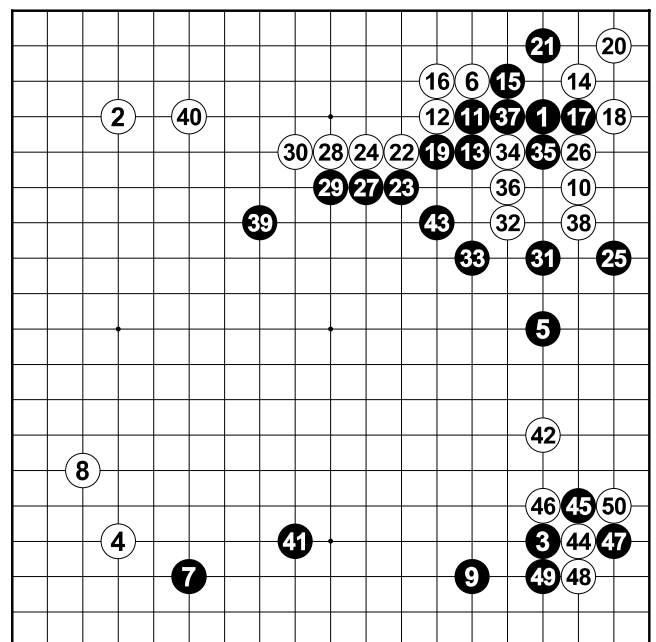


Figure 1 (1- 50)

Game 4

Black: Cho Chikun [9p] - White: Yamashita Keigo [9p]

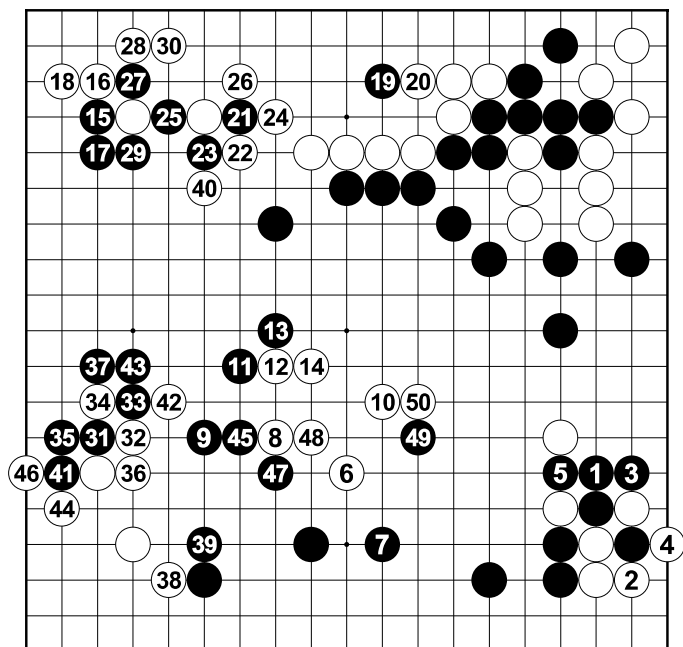


Figure 2 (1 - 50)

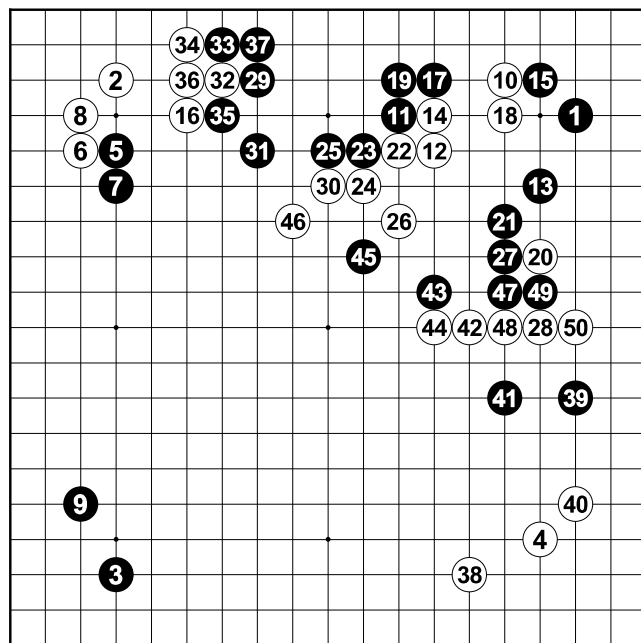


Figure 1 (1 - 50)

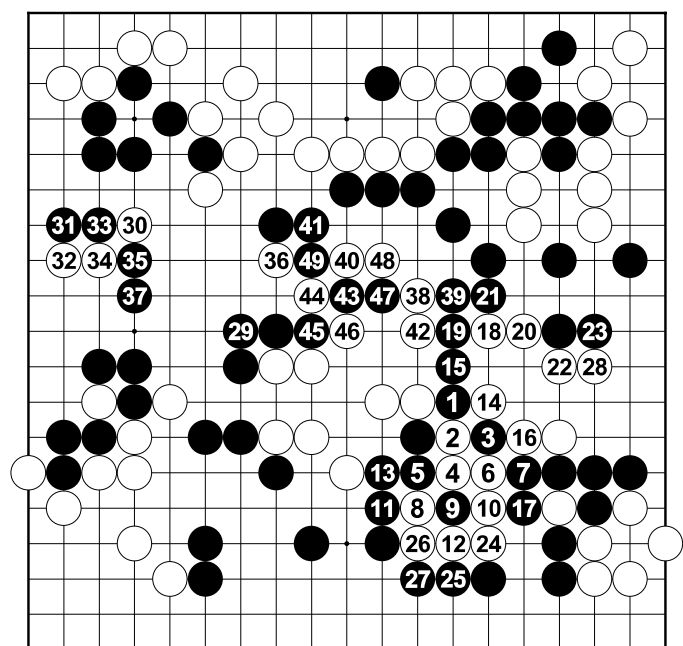


Figure 3 (1 - 49)

Black + Resignation

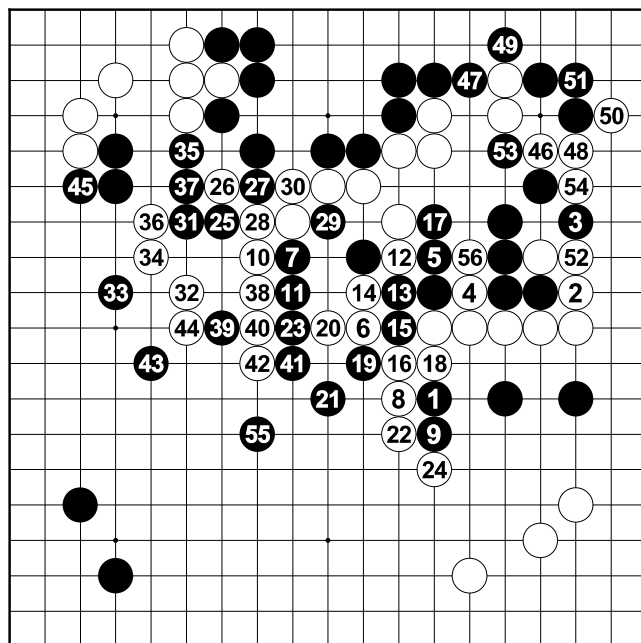


Figure 2 (1 - 56)

White + Resignation

Game 5

Black: [9p] Yamashita Keigo - White: Cho Chikun [9p]

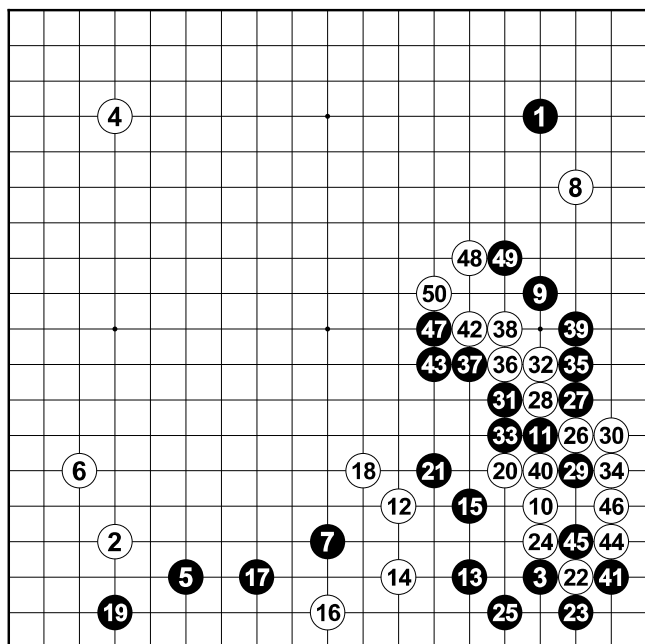


Figure 1 (1 - 50)

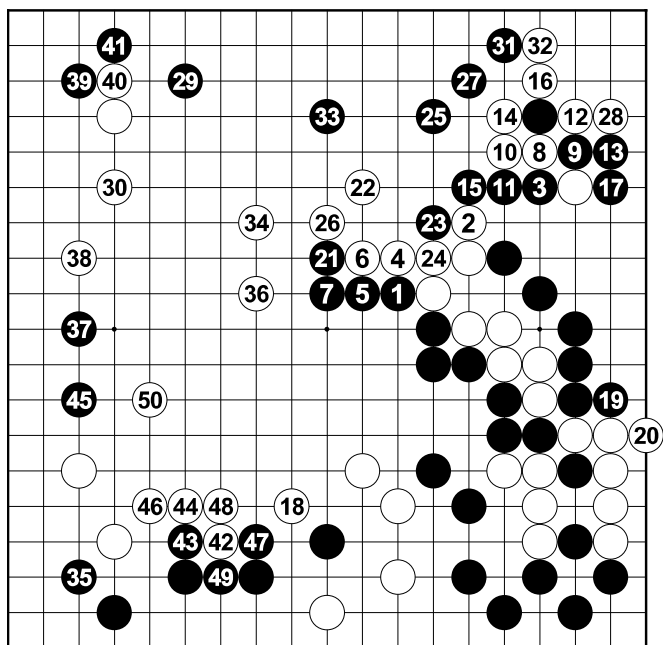


Figure 2 (1 - 50)

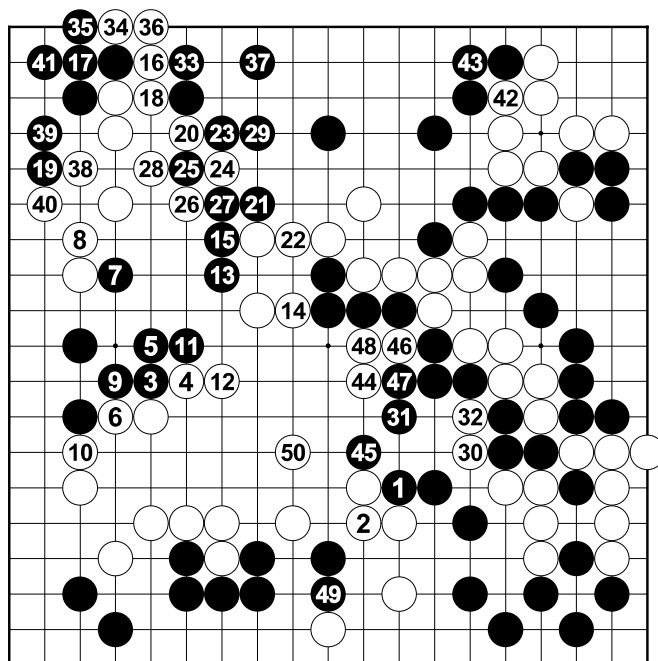


Figure 3 (1 - 50)

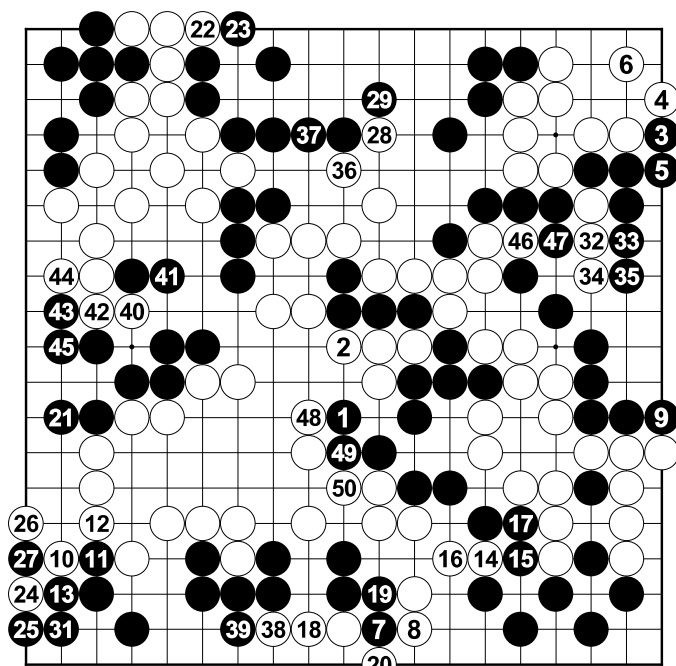


Figure 4 (1 - 50)

30 at 24.

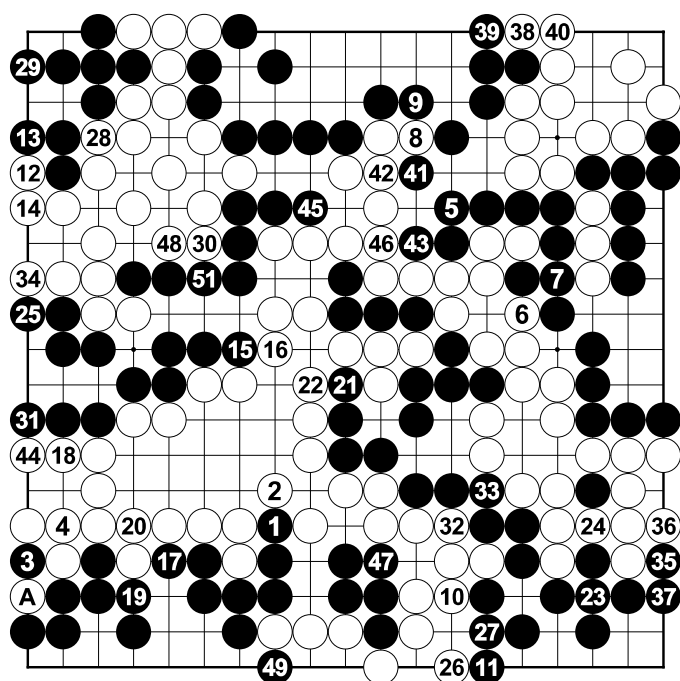


Figure 1 (1 - 50)

⑤0 at A, ⑤2 at ③.

Black + 3.5

Player Profile: Ion Florescu

By Ion Florescu & Stjepan Lukac

Name: Ion Florescu
Age: 37
Nationality: Romania
Rank: 6 Dan

Ion Florescu (also known as Mirel amongst many Go-players) was one of the first Europeans to ever enter a Insei-school.

He spent several years in Japan playing with strong Insei of which many have turned pro in the meantime. He also recorded many tournament games between well known players (such as Lee Chang-Ho, Cho Chikun, Cho Hun-Hyun,...). Nowadays he teaches players on KGS under the Nickname „Tsurukame“.



Suji: What was the best experience you made in your go-career?

Winning a game or a tournament is surely a great experience and I have many such nice memories. However, overcoming own limits was always my goal and there is a great experience I lived while in Japan. On December 12th 1996 I was

doing byo-yomi (counting seconds for players after the basic thinking time was over) for, apparently, a normal game. They entered byo-yomi quite early and the game was very close so they were spending a long time for each move, counting and recounting the score. I was watching them, the game and the clock as well, while sitting in seiza (the polite way to sit next to professionals when assisting them). My job was to count the time only, but I was also counting the score, trying to guess who's going to win. They played several ko fights, capturing in the end more than 100 prisoners! They even finished the stones they had in bowls, so were forced to get a new bowl each... The game lasted very long and an incredible number of moves were played. In the end, I guessed the score right and the happiness I felt healed instantly the pain I had in my legs, after sitting in seiza for so many hours. Later on, I learned that the game was one of the longest games ever played in professional tournaments in Japan (The game can be viewed on the Suji-Homepage!).

And what was the worst?

My worst experience was somewhere in early '90s. I went to a tournament in Prague, a Grand Prix tournament and I traveled by train with many other Romanian Go players. We used to travel in groups, by train, playing cards and go all night long, having fun. The train was a night one and we had to play the first round next morning so I decided that I better don't sleep at all and to make sure I'm "fresh" in the morning, I drank instant coffee and cola all night long, an explosive combination! Of course, I was very active in the morning and very happy about my decision and I was also winning the first game, against Jürgen Mattern, 7 times European Champion. I had such a clear lead, that people around were wondering why he's not resigning. Then, I started to feel bad... At first, my hands started to shake, then I couldn't keep stones between my fingers properly and in the end I couldn't place them on the board anymore... I was in such a miserable situation, clock was ticking, my opponent was playing all kinds of moves, good or bad, but instantly and all my efforts to finish the game were in vain... I was forced to resign and was so angry at myself, that I decided I'll never drink coffee again and sleep properly before a tournament. I have friends who perform best when doing just the opposite, so you have to decide for yourself what's best ;)...

Was there an event that was especially funny or memorable in some other way?

One funny thing happened at my first European Go Congress, Vienna 1990, at the opening ceremony. I was playing and commenting with a Japanese while drinking some wine, when a blond guy approached and started to explain us how we should have played, speaking Japanese to my opponent... I was rebuffing all his moves and I was quite annoyed that he insisted on telling me I'm wrong while all the sequences we were playing were ending bad for him... After many such trials and failures, he said that he's sure he's right but can't find the right punishment for my stupid moves (or so I understood :)). We decided to settle this on the real board, playing a minimatch, to see who's better. He won first game, I won the second and he won the 3rd, at that moment I agreed he's better. People were gathering around us, enjoying the match (while we were sweating...). I later

1 <http://suji.ch>

learned that he is the strongest European player and he even won the tournament! If I knew that beforehand, I surely had a different attitude (I was 4 dan by then) but this was my first tournament and had no idea of who the others were...

What are your favorite go-books and your model (someone you look up to)?

My favorite book is “Invincible, the games of Shusaku”² for the nice comments and pieces of history you can find in it. My favorite Go-player is Fujisawa Shuko for he is equally a great master, teacher and a nice person.

What is your favorite go-proverb?

“Play far from thickness”. When I got to really understand this, I made a huge leap...

When and why did you start playing go?

I started to play go in 1993, after reading an article in a cross-words magazine, out of curiosity. I just bought a go set and started to play with my brother, learning together the rules and discovering all kind of tricks (such as ladder and net).

Why have you decided to become an Insei?

I decided to become an Insei when a Japanese friend (the one from question #3 :)) offered me the chance to go to Japan for studying go. I always wanted that, but never had the possibility to fulfill my dream before that (I went to Japan in 1995). I’m an EGF 6 dan now.

How was the time as an Insei for you? After all you were one of the first Europeans to ever visit a Japanese Insei-school.

I had a great time! I was successful in the League, promoting to the A class quite fast (in less than 1 year) so it was easy to bear the distance from home. However, I did bad in the qualifications for the Honsen (tournament to decide who’s going to become a pro). Eventually, in 1998, after the Maku-hari Study Center was shut down, I was forced to quit being an Insei and returned home. Still, I can call the time I spent in Japan, about 3.5 years, the best years so far.

You’ve been playing go for a very long time now. How do you think Go in Europe has changed/evolved respectively what is now different from when you started playing? And how do you think it will change in the future?

I think the number of active players is about the same as 20 years ago, but the level had increased a lot. There are many strong players now, and many young ones too. I’m very happy people are taking go seriously because my only occupation now is teaching go, so I have constantly people taking lessons from me. I think we’ll soon have professional players in Europe, the level is getting higher and the internet is perfect for spreading the game.

Do you think that improvement in Go depends on whether you have talent or not? How can Go-players improve their play?

Yes, some talent is needed for go but most important thing is love for the game, pleasure for playing and studying. Best way to improve is by playing and trying to discover what went wrong after the game. Doing this constantly will surely bring progress.

Is there anything you want to communicate to our readership?

Try to have fun while playing go, to communicate and make friends through the game. If you use the game for different purpose, then you’re probably on a wrong way.



<http://learngo.world-go.org>

² Published by Kiseido Publishing Company, ISBN: 978-4906574018

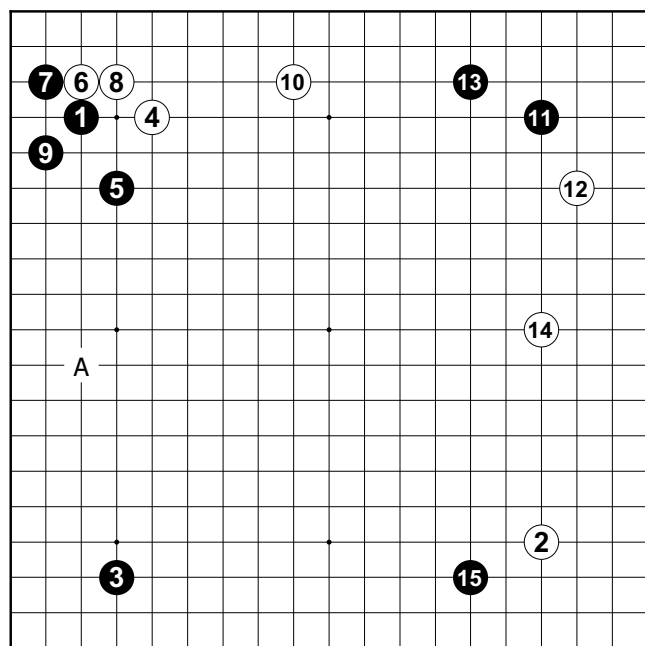
Game Review: Morrison vs. Hess

By Roberto Morrison

When you read comments translated from Japanese you sometimes see comments about the “fighting spirit” of a player, or a move “lacking fighting spirit”. In the WAGC they also award a special “fighting spirit” prize! I would like to spend a couple of words about it as I don’t remember any book explaining that concept - except maybe “The Breakthrough to Shodan”¹. The weak spots of the opponent, and when the moment comes and the surroundings are favourable, you have to be ready to attack, even if it implies a certain amount of risk.

I would like you to appreciate the “fighting spirit” that inspired several black moves after the fuseki: Black is a young player rated several stones weaker than white (me). Nevertheless, after falling behind in the middlegame, he looks for the weak points of white and several times finds the right moments to exploit them without caring about the risks. These actions don’t bring the victory only because of the difference of technical skill, but timing and weak spots are chosen very well and playing them even against a “stronger” player shows a very good “fighting spirit”.

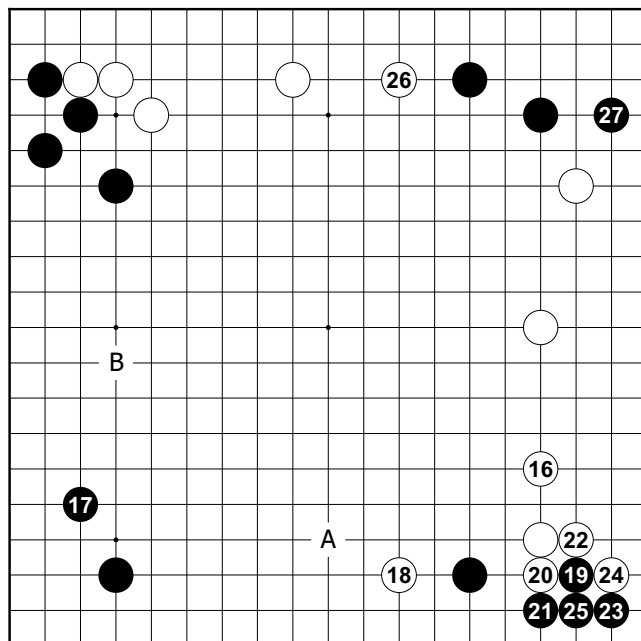
This game was played between Cédric Hess 2 Kyu and Roberto Morrison 2 Dan at this year’s Bern Tournament.



Dia. 1 (moves 1-15)

Move 11. An extension around A would work well with both upper and lower corners letting less chances for White to create trouble. But taking a third corner is very big too.

¹ ASIN: B0006CVCYK published by „The Ishi Press“



Dia. 2 (moves 16-27)

Move 17. Tenuki in the lower right corner is possible: extensions A and B are missing to balance black's fuseki. But playing low (3rd line) on the lower left corner is not coherent with the strong framework in the upper left, which calls for influence. Move 26 strengthens the left side in sente.

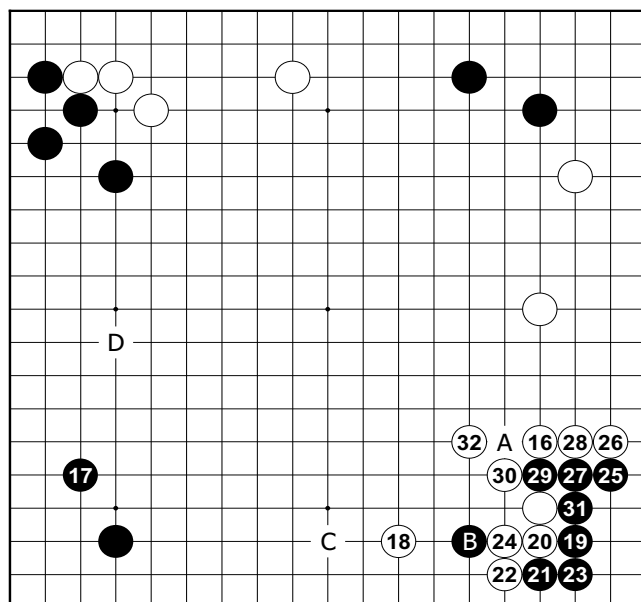
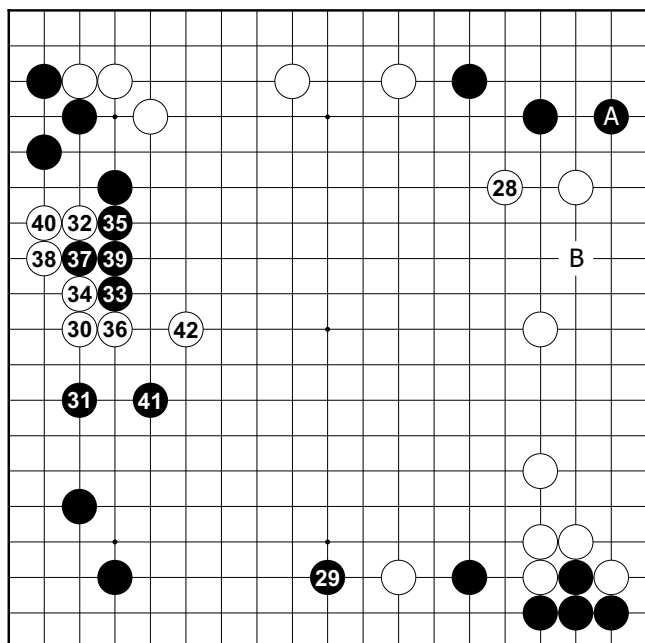


Fig. 1

Figure 1: I (white) didn’t like to play this joseki now because it ends gote and 18 is too close to the white wall at the end. Move 32 in Figure 1, It’s not a good idea for white to take sente by playing elsewhere and let black cut at A! But then, because of the stone at B, black plays C in sente and also gets D. It is too good for black to get a nice extension on both sides of the shimari!

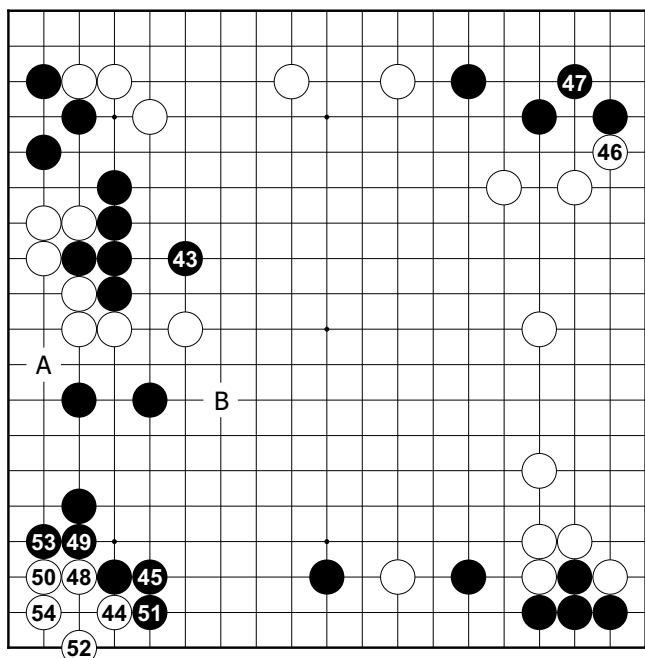


Dia. 3 (moves 28 - 42)

Move 28. This move looks slow, but otherwise Black could safely invade at B thanks to A, destroying the white moyo on the right and fight close to his strong corner.

Move 29. The most interesting extension on the board, weakening the lonely white stone. Now Black 30 is the last interesting extension that remains.

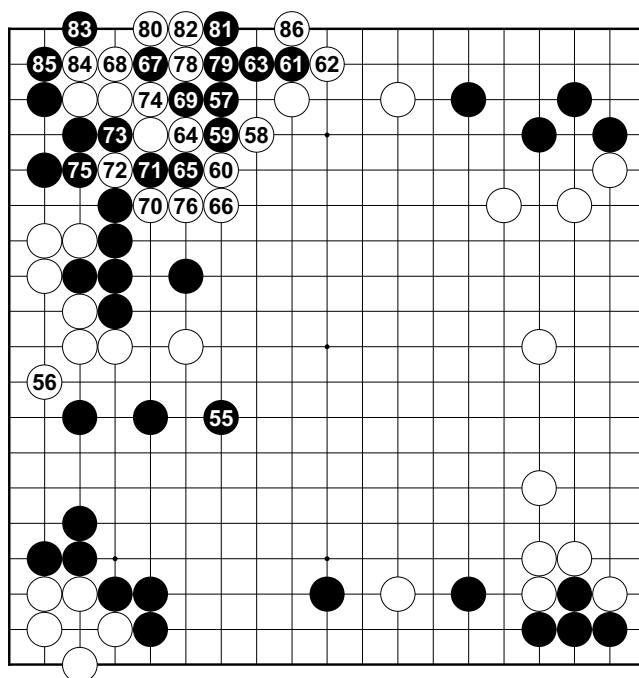
Move 31. Good choice of direction and fighting spirit: letting the invader establish quietly a base would be slack. Pushing him against the stronger wall on the lower side is just the right way.



Dia. 4 (moves 43 - 54)

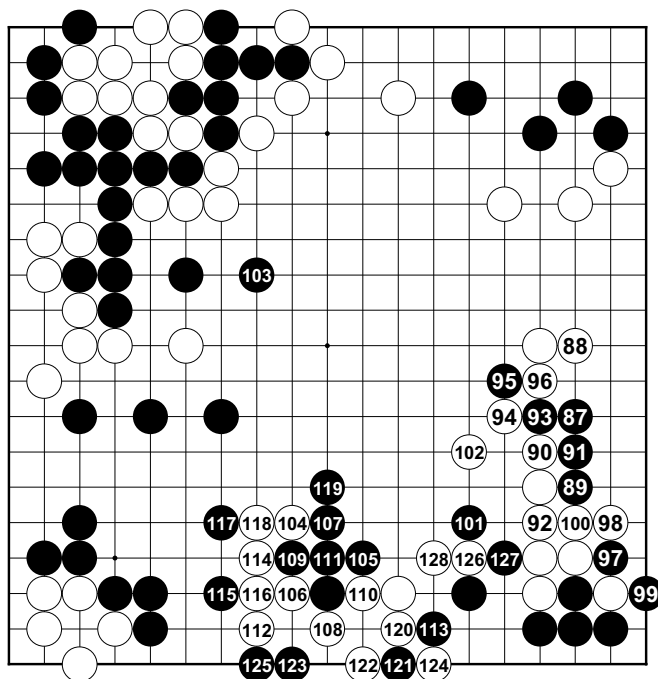
Move 43 is really too close to the solid black wall! Depriving White of the base with A or developing the upper moyo with B look better.

Move 44. A typical probe, played before Black consolidates that corner too much: it is still possible to either live in the corner or to run away, depending on Black's answer. But if White waits too much, maybe the escape way to the center will be closed in future.



77 at 72
Dia. 5 (moves 55 - 86)

Black realizes that if he goes on answering passively, he will keep staying behind in territory. Again he shows good fighting spirit looking for the most crucial weak point of White: Move 57. Definitely the right group to attack! Up to move 86 a hard fight follows: Black maybe should have played differently somewhere, but it is difficult because all ladders starting to the right side are favourable to White.



Dia. 6 (moves 87 - 128)

Move 87, again earning a compliment! The first fight finished badly, but if Black can isolate the lower stones, they'll have to live in a narrow space and the right moyo is destroyed! The gap between the White stones is too big and black cannot die. But instead of 89 a simple jump to the center would have caused much more trouble to White.

After 96 Black lacks space and liberties, he is completely isolated. Move 97. Taking this stone kills the 4 black stones and let the surrounding white stones alive.

At move 128 Black resigns.

Swiss Go Championship 2007

By Stjepan Lukac

The Go Club of Schaffhausen officially opened his gates in January this year. 4 months later they already organised the Swiss Go Championship. Quite the career, don't you think? The tournament took place from 26th to 28th May and 29 players appeared. It's true that there was a bunch of people more at last year's tournament in Geneva, nevertheless the event was a full success. As a little bonus the annual meeting of the SGA was held on the second day of the tournament. One of the things that were decided, was to make Suji the official magazine of the SGA.



Next year's tournament is going to take place in Fällanden (the same spot where the Springtournament was held). Enclosed you find the top 10 and some pictures of the event. Josef Renner became Swiss champion and is therefore going to participate at the World Amateur Go Championship in Japan, John Walch has collected the second-most MacMahon points of all participants, so he'll represent Switzerland at the International Baduk Prime Minister Cup in Korea. The tournament winner was Armel-David Wolff, who is not Swiss and therefore could not be included in the selection for Switzerland's representatives. Nevertheless, congratulations to all three of them!

The Results:	1.	Armel-David Wolff	3d
	2.	Josef Renner	3d
	3.	Patric Grüter	3d
	4.	John Walch	2d
	5.	Yijun Li	1d
	6.	Kaoru Umehara	1d
	7.	Lorenz Trippel	1d
	8.	Ivan Baeriswyl	1d
	9.	Mario Zani	4k
	10.	Flavien Aubelle	2k



1st price

2nd price?

Zürich Spring Tournament 2007

By Stjepan Lukac

Spring is great for three reasons: It gets warmer outside, spring fever and of course the Zürich spring tournament! This year the tournament was held in Fällanden. The Go Club Zürich even leased a whole building for full 3 days of which two were used for the tournament itself and one for a extra workshop with Li Ang [3 Dan Pro]. No less than 58 players actually appeared at the tournament and fought for victory, even though some of them seemed more interested in the Ping-Pong-table outside the building ☺.



The advantage of making a tournament in a place like this that you can play until whenever you like, so quite a lot of people played and studied until the early morning hours. Ang added a bit spice to the event when he decided to enter the tournament himself. Eventually he even donated three brand new go books to the prizes. Moreover he taught us many joseki and opening-strategies during his workshops.

The Results:

- | | | |
|-----|--------------------|----|
| 1. | Li Ang | 3p |
| 2. | Jonas Fincke | 4d |
| 3. | Francesco Marigo | 4d |
| 4. | Armel-David Wolff | 3d |
| 5. | Daniil Matveev | 3d |
| 6. | Johannes Kiliani | 2d |
| 7. | John Walch | 2d |
| 8. | Stefan Wager | 1d |
| 9. | Andreas Hauenstein | 2d |
| 10. | Josef Renner | 3d |

The next Swiss Championship (2008) is going to take place at the same spot, as all of the players seemed to enjoy it really much, see you there! Enclosed you find a list of the top 10 players of the tournament. For more information visit the official homepage of the Swiss Go Association¹.

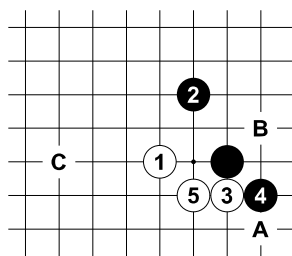
¹ <http://www.swissgo.org>

Komoku Joseki: High Kakari vs. Keima

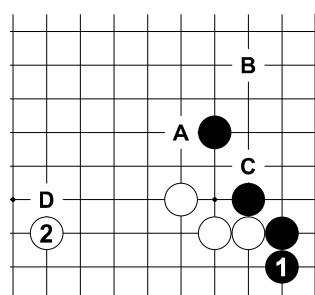
By Stjepan Lukac

Unlike the Tsuke-moves, Black 2 in Dia. 1 is a more flexible way of answering the high approach.

After White 5, Black has 2 ways to continue the joseki, A and B (or of course tenuki). If White decides to tenuki right after playing 1, Black has the severe follow up of C. Once he played this move, White will have a hard time making a base at the bottom.



Dia. 1



Sequence A

Now let's have a look at Sequence A: 1 and 2 are normal. White might also play at A instead of 2, but Black will be happy to strengthen his right side. After 2, White can still aim at A to build center influence and strengthen his own position.

As you may have noticed, Black ends up in gote if he wants to strengthen the right side with another extension, so one might consider this variation unfavorable for black. Notice though, that with Black 1 Whites territory at the bottom has been greatly reduced and that extending along the side and occupying the corner have become miai.

The attacking points white is aiming at are B followed by C, but playing that right now would only help Black, since Whites group at the bottom is still too weak. However, there is a situation in which Black can unleash the full destructive potential of sequence A, see Fig. 1.

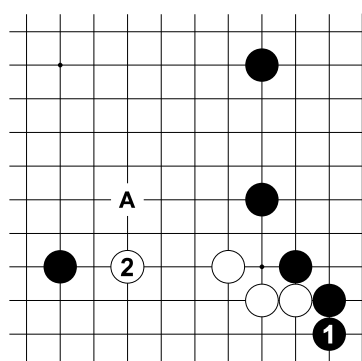
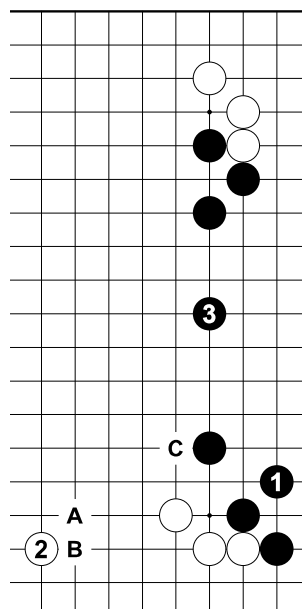


Fig. 1

If there is another Black stone at the bottom, White is in trouble. With Black 1 robbing his base he has no other choice but to run towards the center with A. Black profits from this chase by building strong side and center influence. Now that you got an idea of Sequence A, let's have a look at another possible Sequence in Dia. 2.



Dia. 2

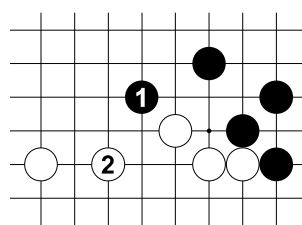
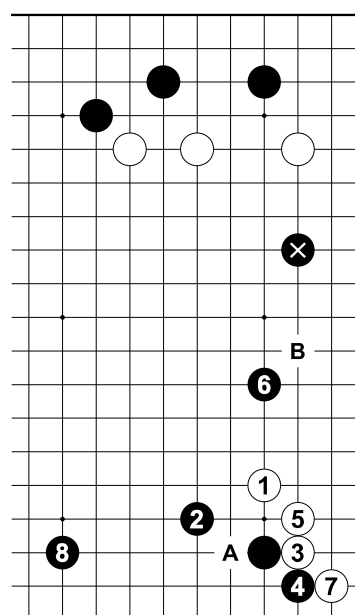


Fig. 2

... by playing at 1 in Fig. 2. This move keeps White low while building a wall to the left side.

Despite all that, there are some situations in which you can't stick to the joseki, such as the one in Dia. 3.



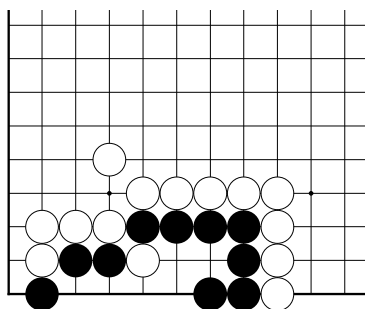
Dia. 3

If White continues the joseki by either playing Sequence A or B the result for him will be unfavorable because he ends up gote and Blacks marked stone will come under heavy attack. Therefore strengthening the marked stone becomes first priority, a high 3-space extension is ideal as it's flexible. White has now two options, one is to attack the two black stones at the left by playing at B, or attacking the bottom by playing at A. Note however that even if Black skips 8, White mustn't attack from the left side, doing so would lead to a favorable result for black as he can run towards his two weak stones and strengthen them.

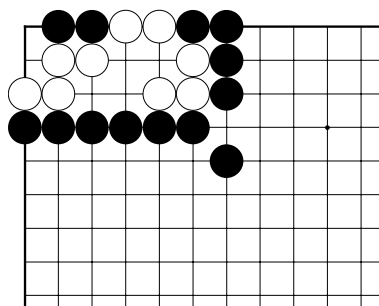
Blacks keima response might look like a peaceful and laid-back answer to the high approach, but as a matter of fact it is quite the opposite and serves as a base for a heavy attack.

Tsumego

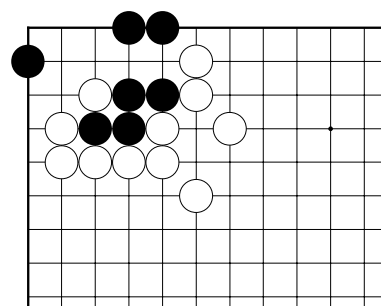
1



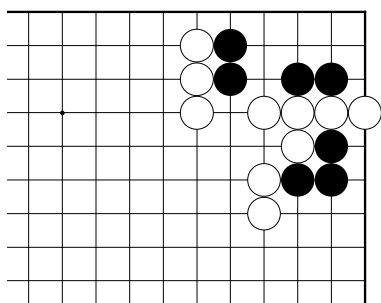
2



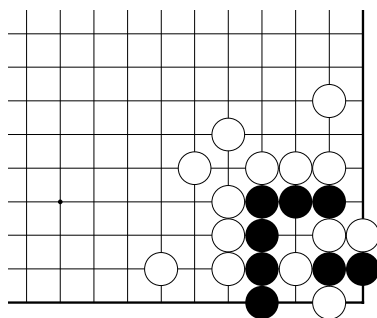
3



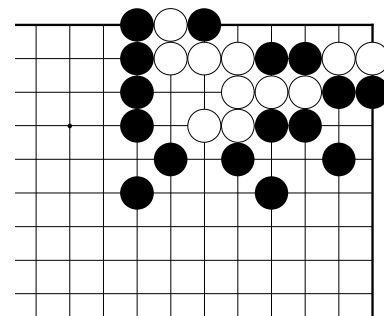
4



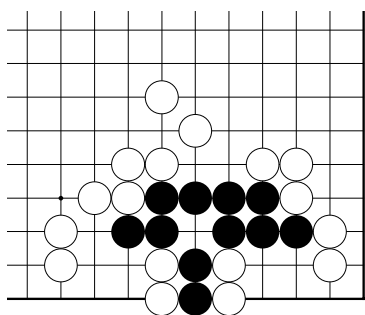
5



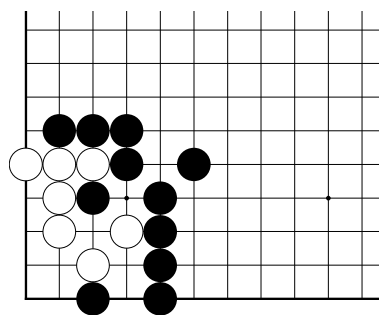
6



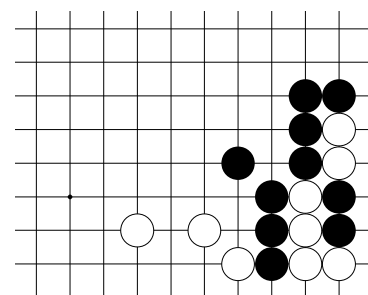
7



8



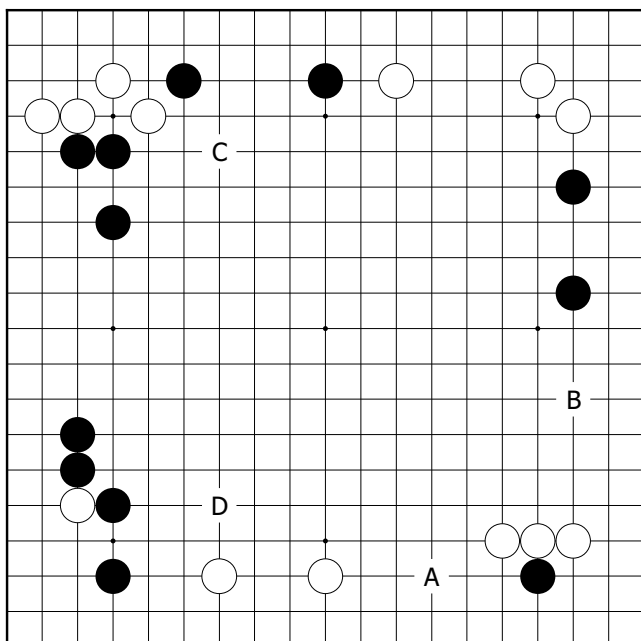
9



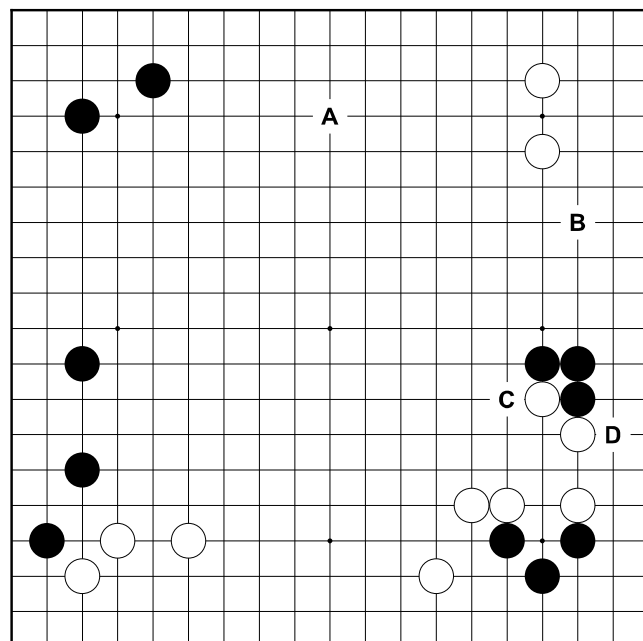
Always Black to move. Solutions on Page 18.

Fuseki Problems

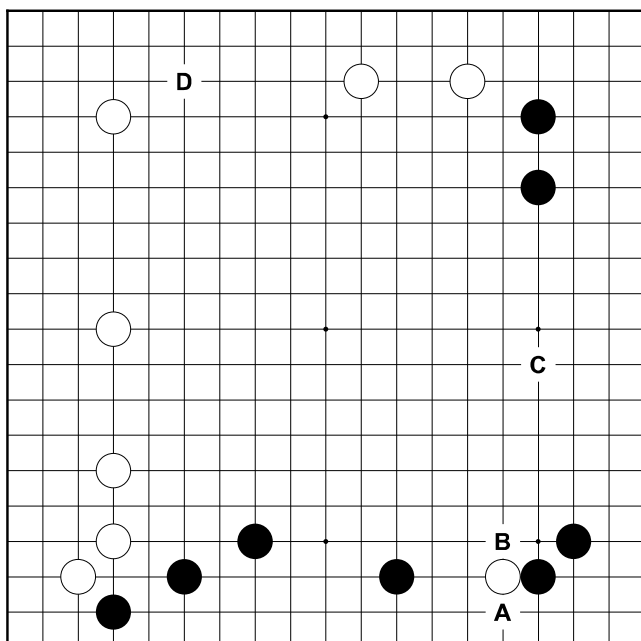
1



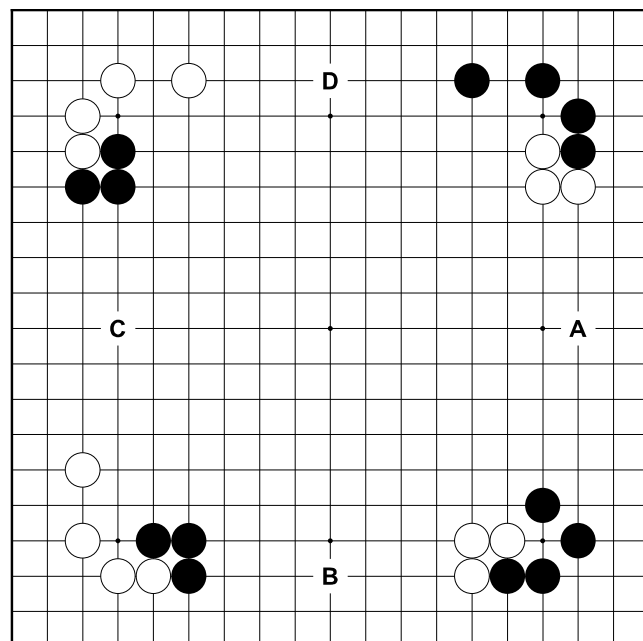
2



3



4



Always Black to move. Solutions on Page 19.



Upcoming Go Tournaments & Events

June	9 th - 10 th	Tournament Lausanne	goclublausanne@free.fr
July	14 th - 28 th	European Go Congress 2007	http://egc2007.goverband.at/
August	20 th - 25 th	Go Camp – Les Paccots	http://www.swissgo.org
September	5 th - 16 th	Swiss Pairgo Championship	Riederalp / VS
October	27 th - 28 th	Tournament Veyrier (GE)	jmlouis@vtx.ch
November	10 th	Tournament Winterthur	http://www.freimann.eu/go
November	24 th - 25 th	Tournament Luzern	muellerdo@gmx.net

Galleries and results to the events can be found on <http://www.swissgo.org>. If you have pictures or movies you want to submit, please either upload them yourself or send them to us¹.

¹ suji@swissgo.org

Lloyd is well known on KGS for giving weaker players free lessons. He plays handicap games with them and afterwards gives a detailed review. As he already has years of teaching-experience we thought he might give the Suji-readers a few hints on how to approach the game correctly and how to improve. We're proud to present you his article.

Who wants to improve? And how to do it!

By Lloyd Gowen (KGS: Lloyd)



I was a music teacher and performer for my professional life, not a go professional. But I did enjoy playing and stumbling around the go board. When I was beginning I realized that pros were so far beyond my ken that there was no jumping the gulf. I was lucky that I lived in a city where there was a go club often visited by visiting pro players. I had the chance to play with some great 9 Dans: Go Seigen, Miyashita Shuyo, Iwamoto Kaoru, Jiang Zhujiu, Rui Naiwei and quite a number of other visitors who kindly did teaching games at our club.

They were unfailingly kind, and in a day when Americans were totally unaccustomed to paying for professional help, they taught at very low prices or free. It was a great time for me to sit and watch game after game.

I play games on KGS now in a small attempt to 'pay back' some of the largesse that I experienced. My games are with players between 5K and 15K (I am rated at 1K there). I play a game and then review it, trying to touch on the things that might help people to improve.

Some people think that handicap play is a waste of time. Lets put that point straight right away. If you cannot win a 'won' game then how do you expect to win an even game? Learning to use the 'head start' handicap stones gives a chance to get to the endgame with still a chance to win. In a nine stone handicap game, the black player may still have a chance to win as yose starts (end game plays). This keeps the game lively to the very end. However, the black player should resign when it is obvious that the game is lost. If, in a club, you persist playing well after the game is lost, you might not find the same player interested to play you again soon. Politely resign and hope for the comments to follow! Take all the handicap games you can get!

In early stages the hope is to realize the GRAND strategy. But, sadly, grand strategies of kyu players usually fail because the weaker player misunderstands when a corner NEEDS another move to survive. The result is one of two errors: playing an extra move to be sure, or failing to play the last necessary move. Playing the extra move loses sente, and failing loses the group! The loss of sente is very severe and I tell people that it costs about 15 points to pass in the middle game. Now, I know that you might not be passing in middle game, but those tiny (save one stone) plays are the near cousin to passing. Each loss of sente that way is equal to loss of one and a half handicap stones!

The only way to stop this point loss is to get good at reading life and death situations. And the fastest way to improve that is the 'life and death' problems. They have all the criti-

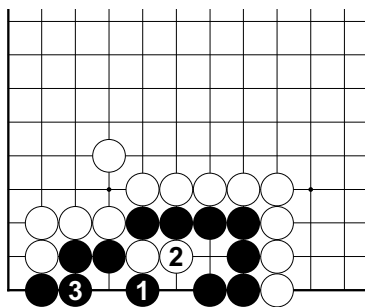
cal shapes in nice pill sized packets. Musicians play scales, athletes train with weights, and go players use these little problems! Work on problems that are not difficult and do LOTS of them. Do the same set a second and third time, because with practice comes intuition, that ability to sense when there is a chance! Difficult problems have their place, too, but not for beginners. The hard problem is merely three or four simple problems in a tangle. Spending a lot of time on such a problem turns out to be a waste compared with working the 'garden variety' problems. Because those are the ones that show up so very often during games: snap-back, throw in to reduce liberties, cutting, and squeezing. Soon you will discover that the seeing weak or strong corners is much easier.

We can learn lots about the game from watching stronger players play, or better yet, by looking at pro games. But how can we use these games to improve? I suggest playing over a game looking for the sente/gote relationships. Notice particularly when a player takes a gote move! Find what threat was forcing him to play defensively and you will start to see what drives the game. It is the threat of severe damage that keeps a player in charge of the game, and the fight to take sente that is so interesting to watch. Every move must have a purpose. Try to find the purpose: protect, take big point, threaten to kill, crowd, or cut. Best are the dual threat moves; protect from cut and threaten to kill, or threaten to kill a big group or cut off a smaller one! Go is like language, and the patterns are the words. There is a reason the game is referred to as 'handtalk'.

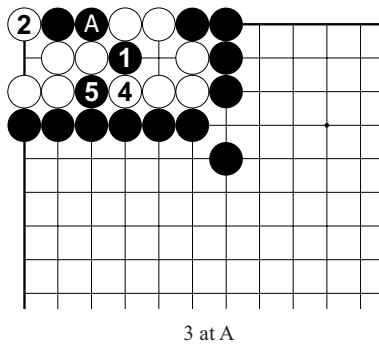
But, most of all, Go is interesting and fun. Without these qualities, the game would not have survived down to the 21st century.

Tsumego Solutions

1

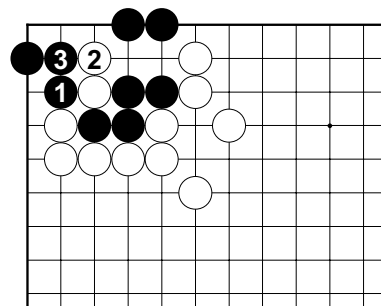


2

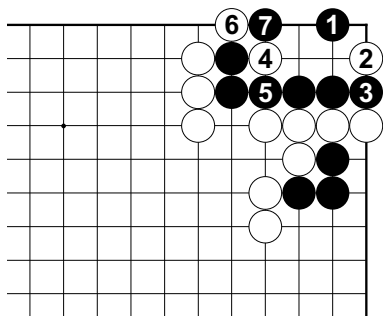


3 at A

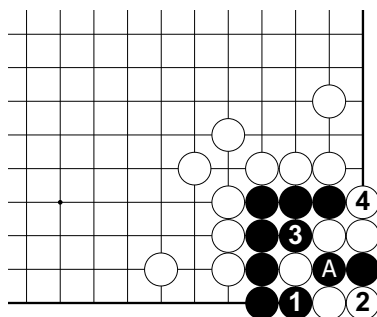
3



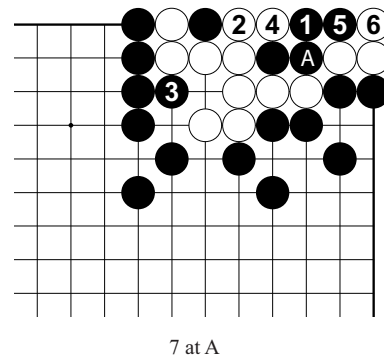
4



5

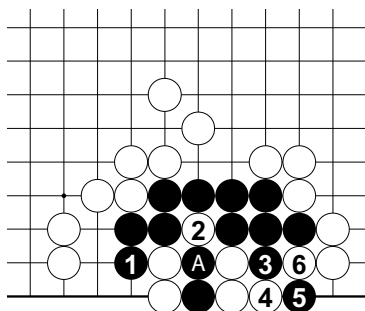


6

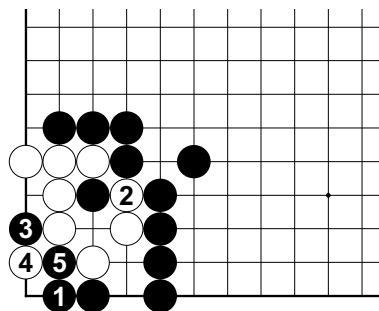


7 at A

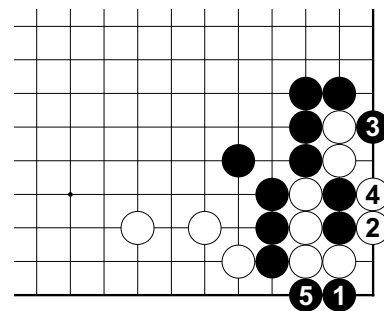
7



8

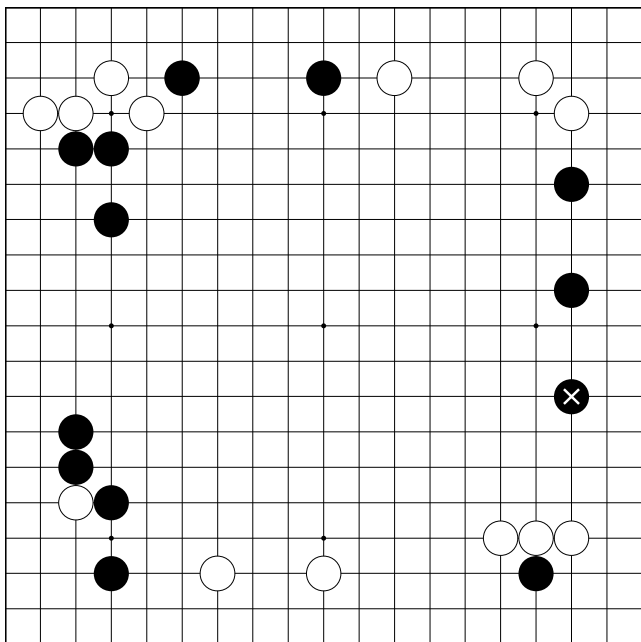


9

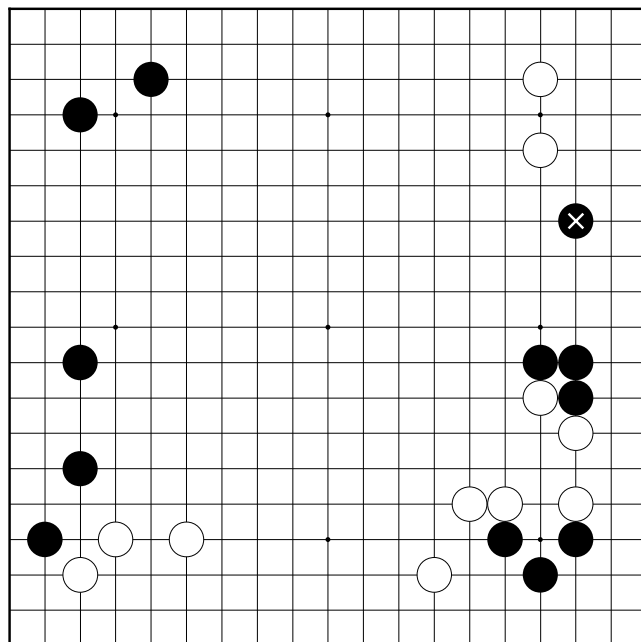


Fuseki Solutions

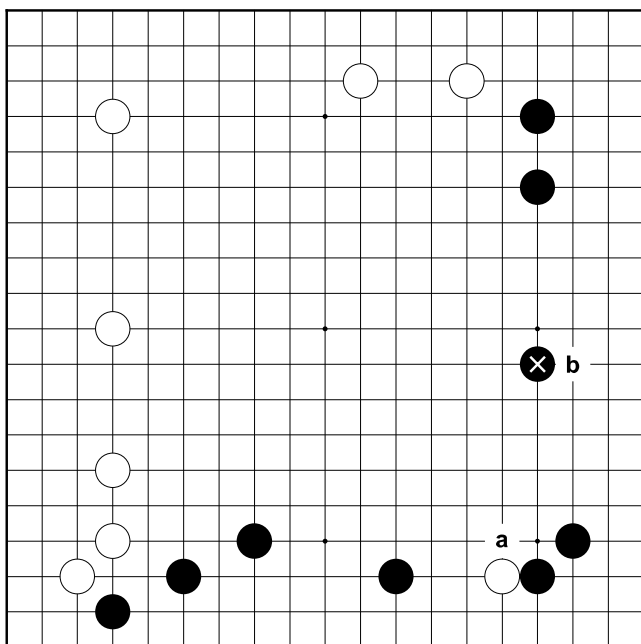
1



2



3



If Black a White b.

4

