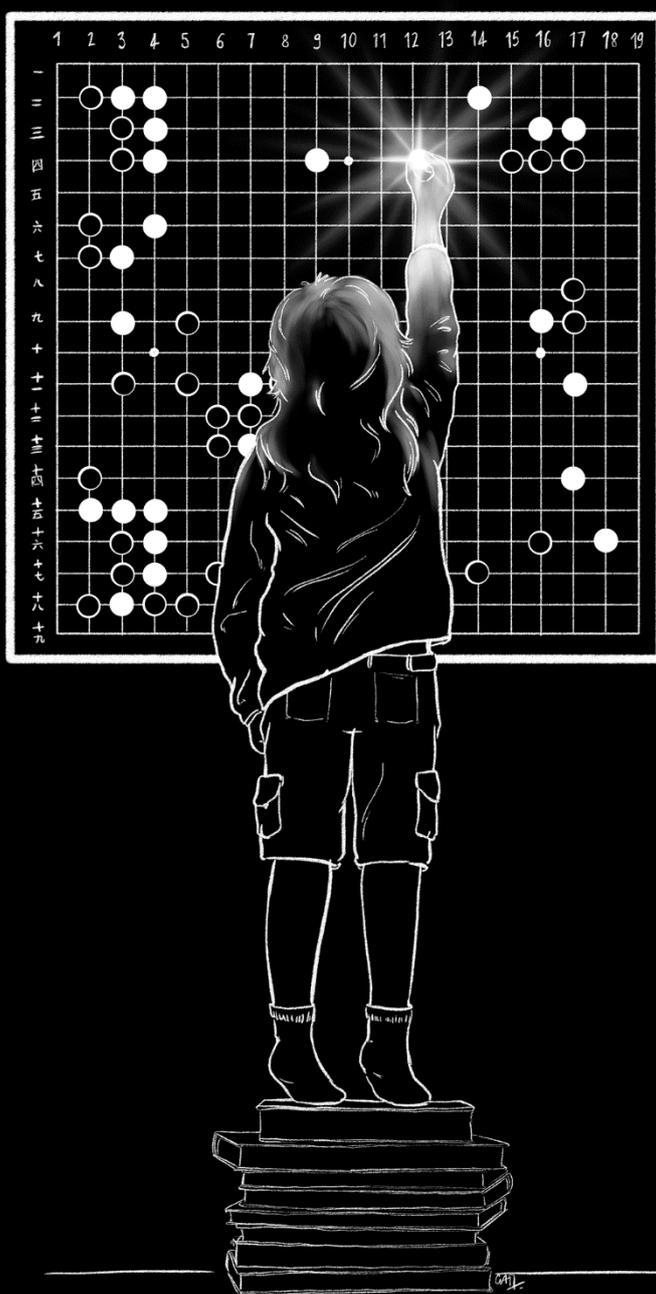


European Go Journal

February 2021



Artem Kachanovskyi

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Preface



Dear Reader,

My name is Artem Kachanovskyi. I am a 2 dan professional go player of the European Go Federation. I was born in 1992, and started playing go at the age of 7. I live in Kyiv, Ukraine.

Since 2018 I have been writing articles about go for the website of the European Go Federation. In 2019 I became a reporter of the European go news for the website of the International Go Federation.

Writing has always been an art for me. In go you find beauty behind the black and white stones, while in writing you find beauty behind the words.

Establishing the *European Go Journal* became a natural step in my career as a go writer and reporter, a step that followed my path as a professional go player. The idea of creating a go journal has been in my mind for years, until the time was ripe.

The journal features three sections, which are, in my opinion, interesting for any go player:

- Go News (Europe, World)
- Reading material (Interview, Art & Photography)
- Studying material (Game reviews, Studying with AI, Problems, Tesuji of the month)

I would be glad to cooperate with you, the reader. I invite you to contact me in case you have information to share for future editions of the journal. This can be:

- News from your local go community (preferably reports and game records of national championships and announcements or reports from international tournaments).
- A player to interview.
- Art and photography related to go.
- A relevant game record or board position to review and/or study with AI.
- A move that deserves to be called "Tesuji of the month"

Feel free to think outside of the box. Does your idea not fit into the above categories, but you think it would be good for the European Go Journal? Send it in anyway! Any feedback is appreciated. You can contact me at journal@eurogofed.org.

I hope you enjoy reading this journal.

Sincerely yours,
Artem Kachanovskyi 2p

European Go News

Round 5 of the Pandanet Go European Team Championship

Round 5 of the PGETC took place on February 2nd. Here are the results from League A:

Czechia vs. Israel 3 – 1

Board 1. Lukas Podpera 7d vs. Ali Jabarin 2p: 1-0

Board 2. Jan Prokop 6d vs. Amir Fragman 6d: 0-1

Board 3. Jan Simara 6d vs. Reem Ben David 4d: 1-0

Board 4. Ondrej Kruml 5d vs. Tal Michaeli 4d: 1-0

Ukraine vs. Russia 2 – 2

Board 1. Artem Kachanovskyi 2p vs. Ilya Shikshin 4p: 1-0

Board 2. Andrii Kravets 1p vs. Alexander Dinerchtein 3p: 0-1

Board 3. Dmytro Bohatskyi 6d vs. Anton Chernykh 6d: 0-1

Board 4. Valerii Krushelnytskyi 5d vs. Vjacheslav Kajmin 6d: 1-0

Romania vs. France 0 – 4

Board 1. Gheorghe Cornel Burzo 7d vs. Dai Junfu 8d: 0-1

Board 2. Elian_Ioan Grigoriu 5d vs. Tanguy Le Calvé 1p: 0-1

Board 3. Lucian Corlan 5d vs. Thomas Debarre 7d: 0-1

Board 4. Denis Dobranis 4d vs Benjamin Dréan-Guénaïzia 6d: 0-1

Poland vs. Serbia 3 – 1

Board 1. Mateusz Surma 2p vs Dusan Mitic 7d: 1-0

Board 2. Stanisław Frejlak 7d vs. Mijodrag Stankovic 5d: 1-0

Board 3. Koichiro Habu 5d vs. Mihailo Jacimovic 3d: 1-0

Board 4. Kamil Chwedyna 4d vs. Milos Bojanic 3d: 0-1

Hungary vs. Austria 3 – 1

Board 1. Pal Balogh 6d vs. Viktor Lin 6d: 0-1

Board 2. Dominik Bővíz 6d vs. Schayan Hamrah 5d: 1-0

Board 3. Csaba Mero 6d vs. Martin Unger 4d: 1-0

Board 4. Peter Markó 5d vs. Jürgen Suntinger 4d: 1-0

After five rounds, the tournament table looks as follows:

#	Team	G	Board Points					Pen	Game Points			P
			BP	1	2	3	4		W	D	L	
1	Poland	5	16	5	5	3	3	0	4	1	0	9
2	Ukraine	5	15	5	3	3	4	0	4	1	0	9
3	Russia	5	14	3	5	4	2	0	3	2	0	8
4	France	5	12	2	2	3	5	0	2	2	1	6
5	Czechia	5	11	3	2	3	3	0	3	0	2	6
6	Romania	5	9	3	1	3	2	0	1	2	2	4
7	Israel	5	9	2	3	2	2	0	1	2	2	4
8	Hungary	5	7	0	2	4	1	0	1	1	3	3
9	Serbia	5	5	1	2	0	2	0	0	1	4	1
10	Austria	5	2	1	0	0	1	0	0	0	5	0

The team of Poland is doing extremely well at the moment, although the Polish team has not yet played with any of the other leading teams.

Announcement Highlights of EGFs Special General Meeting

Due to the uncertainty caused by the Covid-19 pandemic, many of the administrative and planning tasks of the EGF couldn't be handled at the usual Annual Meeting in July 2020. Several countries couldn't vote at that meeting as they had lost their status as a developing country, and they would have needed to pay 200 € instead of the reduced fee of 50€. This was the reason this special meeting got set up to give all participants time to create a better fairer fee system which would be presented and voted upon in this special meeting. In the meantime, the European Go Cultural Center in Amstelveen near Amsterdam was sold and with the financial proceedings from this sale the Iwamoto Europe Foundation will be set up.

On February 6th Lorenz Trippel, the secretary of the EGF, announced the highlights of the Special General Meeting which took place in January.

Here are some of the most interesting points:

- The deadline for the decision on if the European Go Congress in Ukraine can take place is the end of April.
- The European Youth Go Championship which was supposed to happen this spring in Prague got moved to the second week of the European Go Congress in Ukraine (which will hopefully take place).
- Each participant of the European Go Congress contributes 20€ to the prize pool for the European Championship. This way the European Championship will have a guaranteed prize pool.
- The European Go Database had three change requests which were all accepted:

- a) Online tournaments can now be organized the same way as over the board tournaments with no special checks to see if a player is member of a country's organization.
- b) 9x9 and 13x13 tournaments can be entered in the database if all participants are below 20 kyu.
- c) Online tournaments can have higher classes if they are official or well organized. Till now they all had to be entered as a Class D which means that the games were only counted at a ¼ of the full weight compared to face-to-face tournaments.
 - No one got elected to the Iwamoto Europe Foundation but 5 candidates presented themselves, the election will take place at the next annual meeting in July.
 - The new fee system was not voted upon, instead a lengthy discussion was carried out to find some common ground on the topic. This discussion will be continued in a group of system makers and hopefully we can vote on a good solution at our next AGM.

Ilya Shikshin Wins European Professional Online Go League

Season 3 of the European Professional Online Go League started on December 5th 2020. This time six European pros participated in the League.

Country	Name	Rank	IS	ArK	PL	AJ	AnK	TC	Score	SODOS	Win-loss difference	Place
	Ilya Shikshin	3p		W+0.5 B+R	W+R B+R	B+R W+R	B+R W+9.5	B+R W+R	5	10	10	I
	Artem Kachanovskyi	2p	B-0.5 W-R		W-R B+R W+R	W+R B+R	B+R W+R	B-R W-R	3	4	1	IV
	Pavol Lisy	2p	B-R W-R	B+R W-R B-R		W+R B+17.5	B+R W-R B+R	B+R W+R	3	4	2	II
	Ali Jabarin	2p	W-R B-R	B-R W-R	B-R W-17.5		W-R B+R W+R	W-R B-R	1	0	-7	V
	Andrii Kravets	1p	W-R B-9.5	W-R B-R	W-R B+R W-R	B+R W-R B-R		B-R W+R B-R	0	0	-7	VI
	Tanguy le Calve	1p	W-R B-R	W+R B+R	W-R B-R	B+R W+R	W+R B-R W+R		3	4	1	III

The round-robin stage ended with Ilya Shikshin being undefeated, thus taking first place and qualifying to the Final. Pavol Lisy and Tanguy Le Calve took second and third places, having the same score as me (Artem Kachanovskyi), but leading by a tie-breaker.

In the Semi-final on February 6th Tanguy Le Calve won the first game against Pavol Lisy, but lost the following two.

The Final took place on February 7th. Ilya Shikshin ended up defeating Pavol Lisy with a score of 3-1. This was Ilya's first victory of the Online Pro League. The winners of previous seasons were:

- Season 1 – me (Artem Kachanovskyi), runner-up: Pavol Lisy.
- Season 2 – Ryan Li 1p (Canada), runner-up: Ilya Shikshin.

Season 4 is scheduled for spring 2021. At the moment there is no specific date, follow the announcements on the League webpage: <https://eurogofed.org/pros/league.html>.

Conclusion of the European Youth Go Team Championship 2020/2021

The seventh European Youth Go Team Championship (EYGTC) took place online from November 2020 to February 2021.

After the four rounds of accelerated Swiss system, the team of Russia remained undefeated, thus winning the competition for the 6th time. The runner-up was United Kingdom and third place went to Romania.

EYGTC was organized seven times before. The only season in which the Russian team did not win was 2019/2020. That year, the team of Germany was victorious.

Third Corona Cup Announced

The first edition of Corona Cup was organized in spring 2020 by Lukas Podpera 7d. It was a great initiative in times of COVID-19 outbreak, to organize serious tournaments online when playing face-to-face had become impossible.

The second edition took place from November till December 2020. While the first edition of Corona Cup didn't apply strict anti-cheating measures, the second one did. Top players were obliged to use web-cameras, and a special automatic algorithm was used over some of the games to detect cheaters.

Corona Cup turned out to be the largest online go competition in Europe. The first edition had 361 participants from 30 different countries, while the second one had 400 participants from 34 countries.

The third Corona Cup will take place on KGS from 8th of March until 20th of April 2021.

The tournament system is 6 rounds McMahon as usual. Time settings are: 60 minutes basic time, 3x30 seconds byo-yomi.

The tournament results will count for EGF rating as category B (75% value).

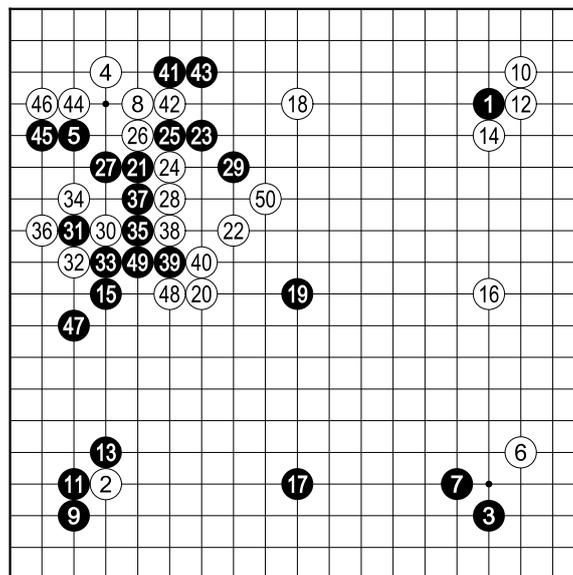
First place will walk away with a prize of 300€. Places two to five will also receive money prizes. Additionally, there are prizes in the category youth players, undefeated players and players with just 1 loss.

Game Review: European Professional Online Go League Final

Event	European Professional Online Go League (Season 3) Final, Game 4
White	Pavol Lisy 2p
Black	Ilya Shikshin 4p
Komi	6.5 points
Commentary	Artem Kachanovskyi 2p

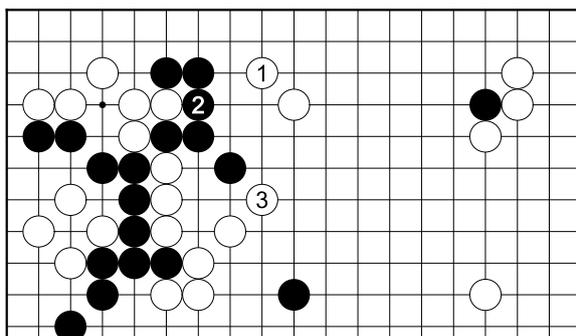
This game was the last one of the Final between Pavol Lisy and Ilya Shikshin. The Final was a best of five. Ilya was leading with a score of 2:1, which means that he was just one step away from winning the match.

Figure 1: 1 – 50



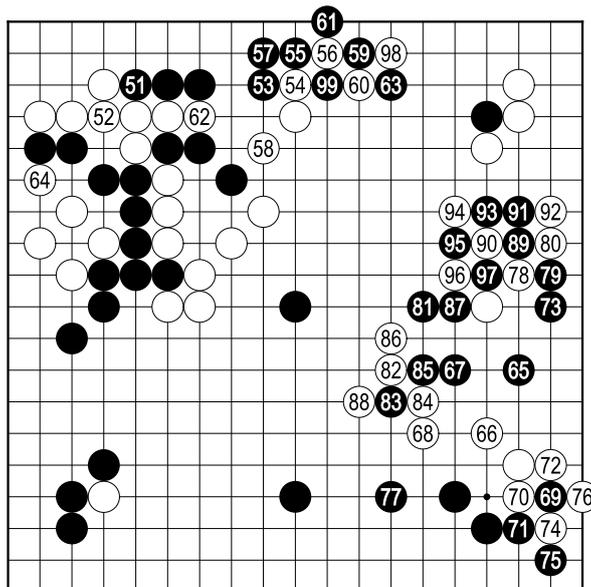
This game started with mirror go with White mimicking Black's moves on the other side of the board. This way of playing is rare, although there have been some professional players who liked to use this strategy. One example is Fujisawa Hosai 9p, who used to be at the top of Japanese go in the 1950s. Pavol Lisy likes to try unusual and brave ideas in fuseki.

- 19: The end of mirror go.
- 20, 22: What a creative way to play! I like these moves.
- 23: Invitation for a cut which White accepts immediately.
- 30 – 36: A ponnuki inside Black's territory? Why not!
- 48 – 49: It's a pleasure for White to get such an exchange.
- 50: I believe this move could have been played better (Dia. 1).



Dia. 1. Move 1 hits the vital point. Black's response is forced, and then White blocks Black with 3. As long as the white corner is safe, Black is in trouble on the upper side.

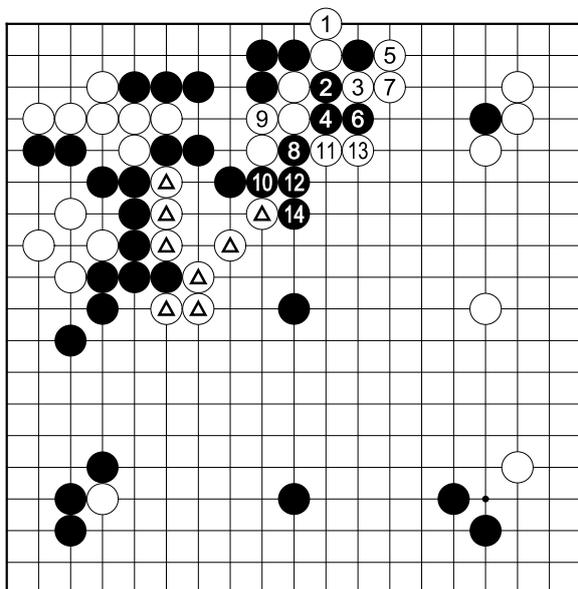
Figure 2: 51 – 100



100 at 90

52: This move could still be played at 53, which would give the same result as Dia. 1. Move 51 should have been played at 53 directly.

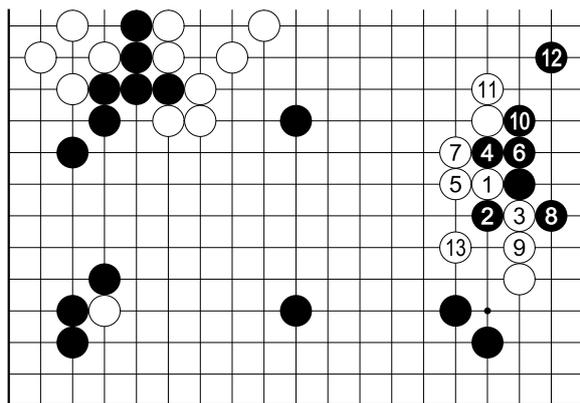
60: White can't resist harder (Dia. 2).



Dia. 2. If White tries to resist with move 1, Black will sacrifice several stones on the upper side.

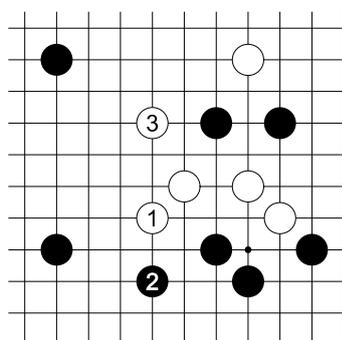
After move 14, the marked white group is no longer thick - instead it has become a target to attack. During this attack Black will gain more than he lost on the upper side - he can close the bottom and the left sides. Conclusion: not a good option for White.

66: In my opinion, it's better to block Black on the right side (Dia. 3).



Dia. 3. Black doesn't get many points on the right side, while White gets a strong influence towards the center.

72, 74: Seems like these moves are a little slow. Even after capturing a stone, White doesn't have two clear eyes yet. I would suggest to do something more active in the center (Dia. 4).



Dia. 4. Moves 1 and 3 give White some initiative in the fight. If Black ignores move 1 and makes a one-space jump at 3, White will enter the lower side and try to use the weakness of the corner.

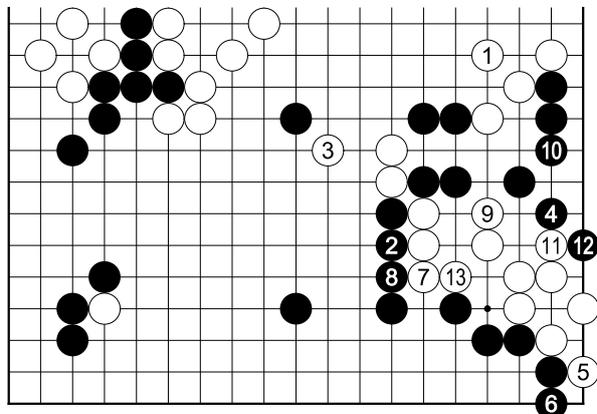


Ilya Shikshin at the Grand Slam in 2019. Photo by Misha Krylov

81: Preparation for a cut at 89.

82, 83: Both sides show no mercy, striking at the vital points of each other's shape.

88: Perhaps it was possible for White to connect on the right side (Dia. 5), but this move keeps up the uncompromising course of the game.



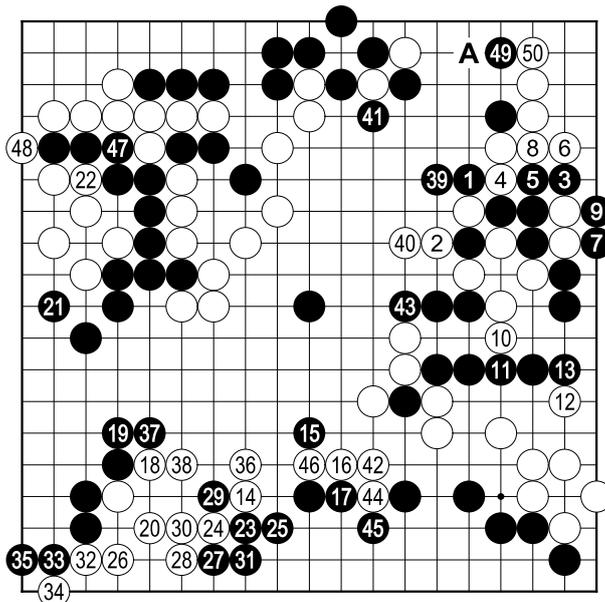
Dia. 5. After 13 White is alive. This result seems reasonable for both sides.

Note that Black still needs to take care of his group on the right side.

89: After this cut, a ko-fight is unavoidable.

98: A self-damaging ko-threat, but White has no better alternative.

Figure 3: 101 – 150 (1 – 50)



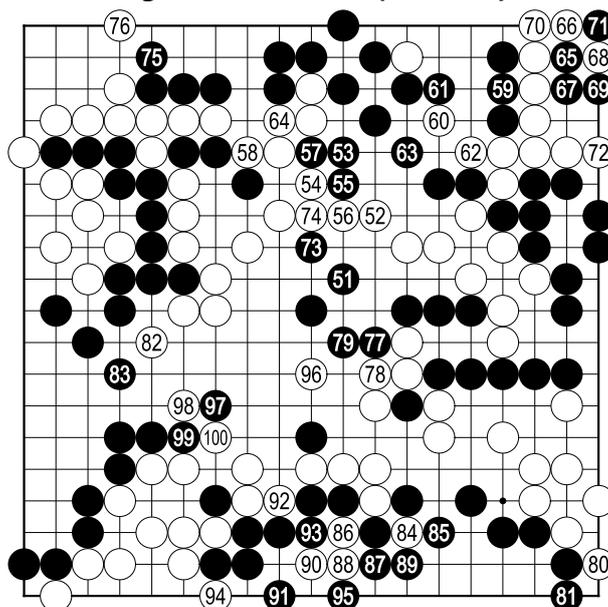
1: Black doesn't have a big enough ko threat, as losing the ko would lead to the death of Black's big group on the right side. Black has no choice but to eliminate the ko and be satisfied with White's self-damaging ko threat on the upper side.

14: Time to reduce the lower side. At the moment it's hard to judge who is leading in the game.

16: Besides being a probe that asks Black where he prefers to connect, this move also helps to completely capture the black stone.

18, 20: An elegant way to settle the group on the bottom side.

42, 44, 46: To me it seems like these moves are slow. I would prefer to play at A. In the game black gets to play 49 and the following sequence, which makes the corner vulnerable – White doesn't want to spend a move to defend it.

Figure 4: 151 – 200 (51 – 100)

51, 53: An effective use of the weakness the of white group in the center.

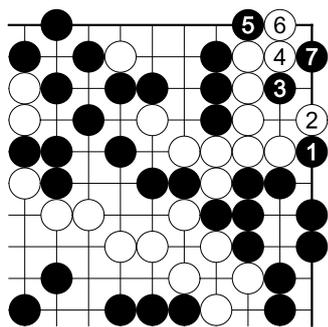
59: Forcing White to respond in the corner.

64: White does not agree to spending a move in the corner. Perhaps he would fall behind too much in the territorial balance. This move is big: five points in reverse sente.



Pavol Lisy at the Grand Slam 2019. Photo by Misha Krylov

65: There is a better way to play in the corner (Dia. 6).



Dia. 6. After moves 1 and 3, there is no way for White to avoid the direct ko.

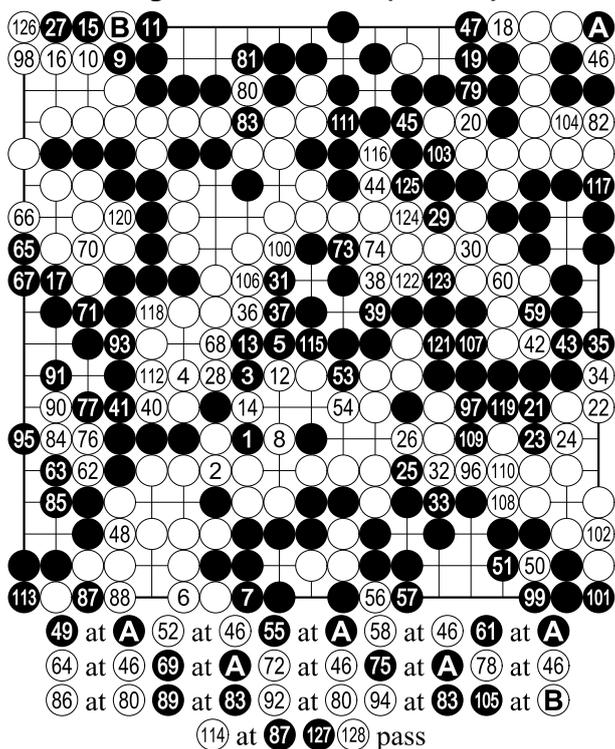
This is what is called a flower-viewing ko - Black feels no burden, as losing the ko would not be a big loss. White on the other hand loses the whole corner if he loses the ko fight.

70: After this move there is a thousand-years ko in the corner. It's hard for Black to use it immediately, although it will still bring some points later in the endgame – White will have to spend some moves capturing the four black stones in the corner.

75, 77: Black simply takes the big points. He seems to have a small but safe lead, and there is no way for White to reverse the game.

The game finished at 326 moves. Ilya Shikshin (Black) won by 6.5 points.

Figure 5: 201 – 326 (1 – 126)



World Go News

Iyama Yuta Leads 3 – 1 in the 45th Kisei Title Match

The Kisei is one of the major go titles in Japan. Traditionally, each game in the final match is played in a different city. Each game lasts two days. There is a special procedure of “sealing a move” before the break starts on the first day. The match is played until one of the players reaches four wins.

In the 45th Kisei title match, Iyama Yuta 9p faces Kono Rin 9p. Iyama Yuta won the first two games in January.

The third game took place on February 5th and 6th. Iyama Yuta won once again, by resignation. This put him just one game away from winning the title. Kono Rin has to win 4 games in a row to defeat Iyama.



Post-game analysis. Left: Kono Rin 9p, right: Iyama Yuta 9p. Photo by the Nihon Ki-in

In the fourth game, played on February 16th and 17th, Kono Rin won by resignation, thus keeping his hopes for the title alive.

The next game will take place in the beginning of March.

South Korea Wins the 22nd Nongshim Cup

The Nongshim Cup is an international professional tournament with three teams participating: China, South Korea, and Japan. Each team consists of 5 players and the competitions features an "arena" elimination system, meaning that whoever wins, moves on to the next round.

The 22nd Nongshim Cup took place online from October 2020 till February 2021. In the last five rounds Shin Jinseo 9p (South Korea) put on an incredible performance, defeating 5 opponents in a row and thus achieving victory for his teams.



Left: Shin Jinseo 9p, right: Ke Jie 9p

Opponents defeated by Shin Jinseo: Tang Weixing 9p (China), Iyama Yuta 9p (Japan), Yang Dingxin 9p (China), Ichiriki Ryo 9p (Japan), Ke Jie 9p (China).

Thanks to the winning streak of Shin Jinseo, Park Junghwan 9p, who was the last player on the list for the Korean team, did not have to play a single game.

Shin Minjun 9p Wins 25th LG Cup



In the Final of the 25th LG Cup, Shin Minjun 9p (South Korea) defeated Ke Jie 9p (China). Having lost the first game of the Final, the Korean player demonstrated great resilience and fighting spirit, and won the following two games.

Shin Minjun's way to the Final: Wang Yuanjun 9p (Taiwan), Ding Hao 7p (China), Lee Taehyun 7p (South Korea), Park Junghwan 9p (South Korea).

Ke Jie's way to the Final: Park Geunho 5p (South Korea), Shin Jinseo 9p (South Korea), Won Sungjin 9p (South Korea), Byun Sangil 9p (South Korea).

The Final took place online. The time settings were: three hours main time, 5 x 40 seconds byo-yomi.

The LG Cup is one of the most prestigious international go tournaments. The prize for first place is 300 million KRW (around 220.000 €), the runner-up gets 100 million KRW.

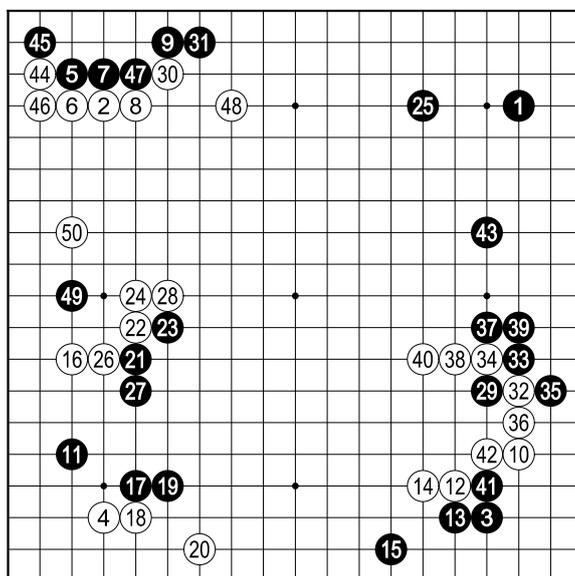
Game Review: 25th LG Cup Final

Event	25 th LG Cup Final, Round 3
White	Shin Minjun 9p
Black	Ke Jie 9p
Komi	6.5 points
Commentary	Artem Kachanovskyi 2p

This game was the deciding one in the match for the 25th LG Cup. The score was 1:1, with Shin Minjun winning the second game.

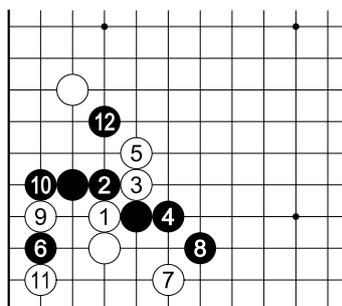
In games such as these, both players are under a lot of pressure, and it's not only the playing skills of the individuals that decide the winner. Psychological capacity plays a great role.

Figure 1: 1 – 50



Both sides were extremely accurate in the opening stages. There were no significant complications and that made for a peaceful pace, with a territory-oriented style of play.

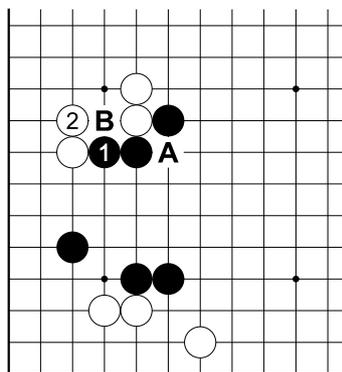
18: White could go for a cut here, and a fight would follow (Dia. 1).



Dia. 1. One of the standard sequences after the cut. The fight that follows is even for both sides.

It is also possible to play move 6 at 9 instead.

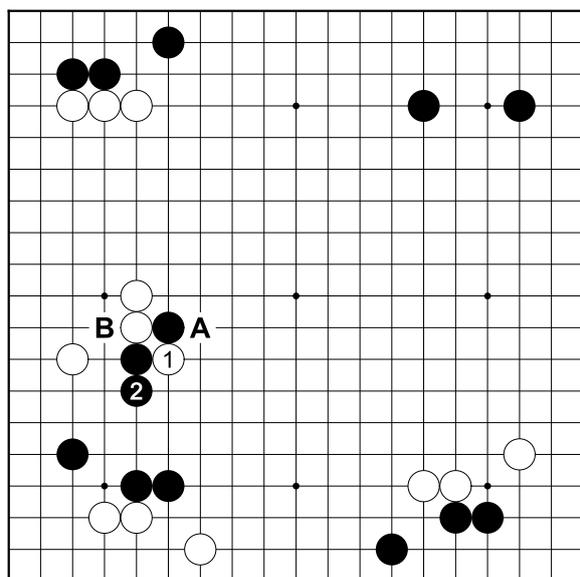
25: In this kind of shape, it's usual to play at 26, but in this particular case it doesn't seem to be good (Dia. 2).



Dia. 2. Exchanging 1 for 2 is almost automatic in such shape.

In this case though, Black would be left with the troublesome cutting point at A, while the cut at B is not dangerous for White. White does not have to defend: if Black plays B, White can block. If Black then cuts, White can capture the cutting stone.

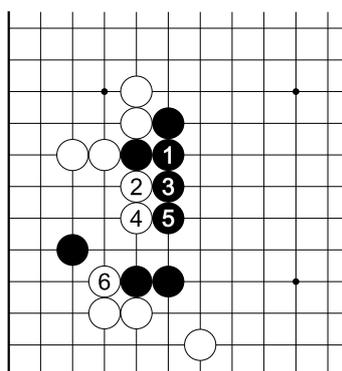
26: It's tempting to cut Black's stones of 21 and 23, but that fight does not look promising for White (Dia. 3).



Dia. 3. A cut at 1 seems to be natural, but the consequences are not good for White.

This makes the threat of Black's cut at B more severe. On top of that, White cannot capture Black's stone in a ladder with A: Black's corner enclosure in the upper right corner breaks the ladder.

27: If Black instead plays a hard connection to avoid White's pressure with 28, there is bad aji in Black's shape (Dia. 4).



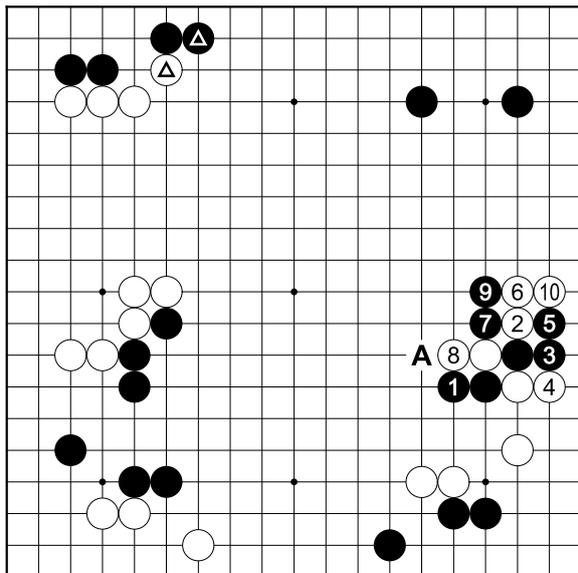
Dia. 4. The hard connection at seems like a good move at first sight, creating influence in the center and eliminating White's pressing move at 28 in Figure 1.

On closer inspection, however, this would be very bad for Black. There is a gap in the black formation, and White can exploit it with moves 2 to 6, cutting off Black's stone on the side.

29: A severe move, forcing White to crosscut.

30: A probe and also an exchange that aims to help White in the fight on the right side.

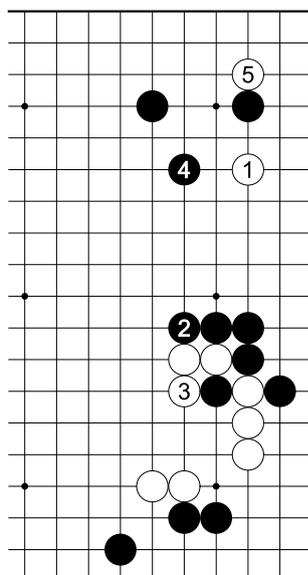
35: There is a proverb that says: after a crosscut, play a tobi ("tobi" means extension). In this case Black would like to play a tobi on the fifth line, but this is where the exchange in the upper left comes to White's aid (Dia. 5). This is the reason why Black doesn't have a choice but to give up the stone that White cuts off.



Dia. 5. An extension at 1 is the first follow-up that comes to mind when I see this kind of position. After White's move at 10 though, Black cannot capture the two white stones with A - White's exchange in the upper left corner (marked with the triangles) breaks the ladder.

Instead of 7, Black could as well crawl on the second line with 10, but that would be a long and painful way to go...

40: So slow, but so powerful! I like this move, but I believe White could also choose to invade the right side instead (Dia. 6).

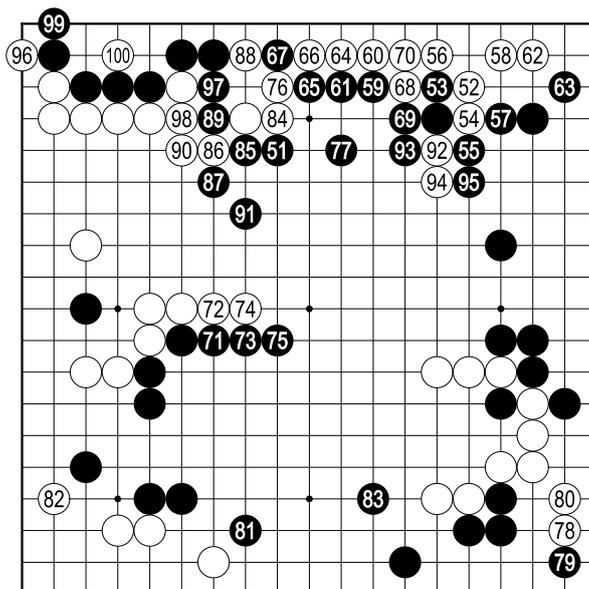


Dia. 6. After 5, it should not be hard for White to survive in the corner.

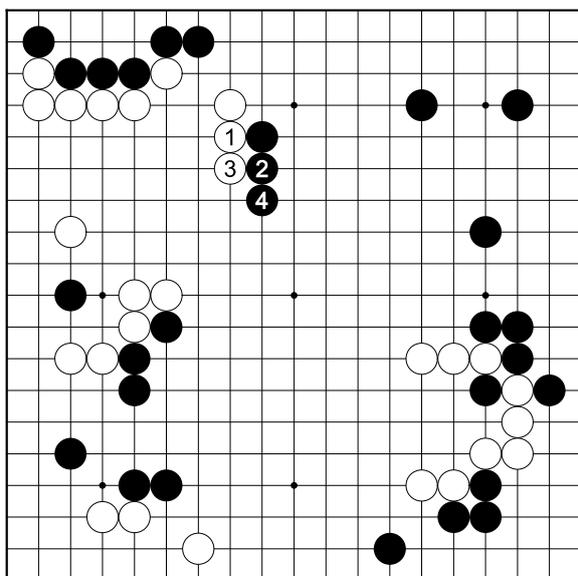
Instead of 4, Black can also choose to secure the corner and to attack the invading white stone (for example, with a move one line upper than 1). In that case, White would escape with a move like 4.

44, 46: A big exchange for White, with a natural follow-up at 48. If White doesn't play move 44, Black would occupy this point himself, threatening to jump into White's territorial framework on the left side.

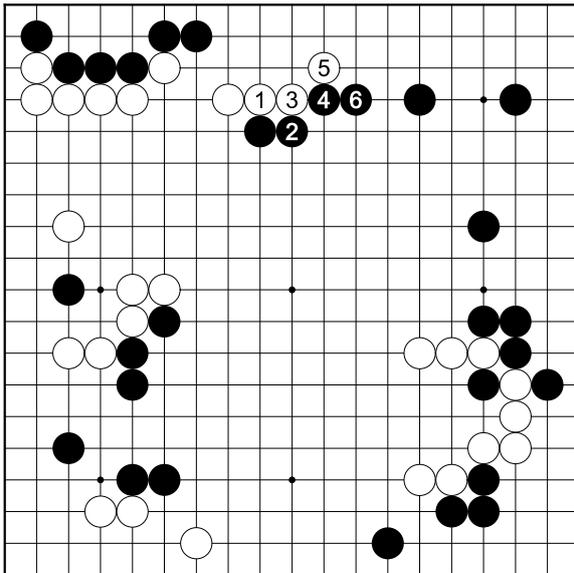
Figure 2: 51 – 100



51: A very interesting 5th line shoulder-hit. White doesn't seem to have a good response locally (Dia.7, Dia.8).



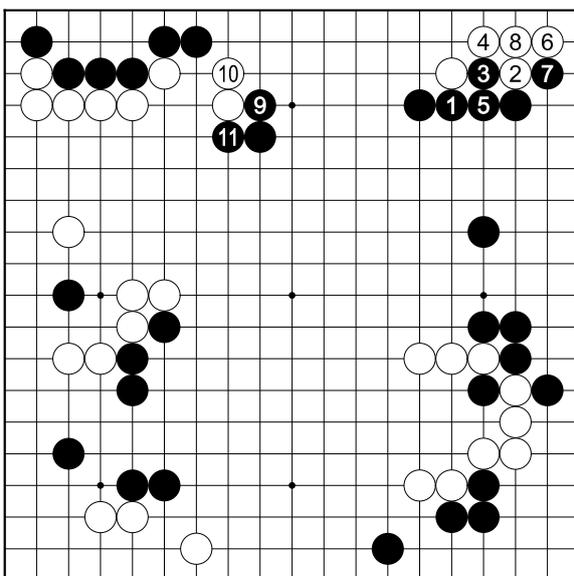
Dia. 7. If White pushes towards the center, it's clear that the area that Black is closing on the right is much bigger than the one White is closing on the left.



Dia. 8. If White pushes along the side, Black can strengthen the right-side moyo. White doesn't gain much, so this is a bad exchange.

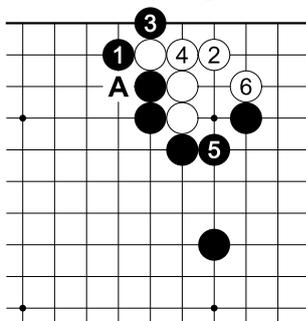
52: As there is nothing White can do locally, it's time to invade. The invasion White chose here is the most common one in Black's two-space shimari that is so popular nowadays.

53: Perhaps, black could also have played at 54 (Dia. 9).



Dia. 9. This sequence seems to be a possible alternative for the actual game. Instead of 10, White could play elsewhere as well.

57: It's tempting to block White in the corner (Dia. 10).



Dia. 10. White is happy to settle comfortably in the corner.

Moreover, there is a cutting point at A in Black's shape, and it would be painful for Black to defend against it and lose sente.

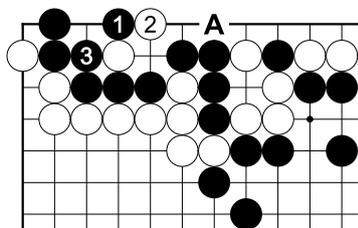
58 – 70: White settles on the side in gote. Yet, White has no reason to be sad about the result: Black has cutting points in the surrounding shape.

71, 78, 81, 82, 83: Both sides take big points. White concentrates on the actual points, while Black creates some potential in the center.

84: A sharp move leading to a new local fight.

92: White is cutting here not to attack Black's group, but to reduce the influence. In a few moves, his plan will become clear.

100: If there would be no aji around, the best Black can do here is a ko (Dia. 11).

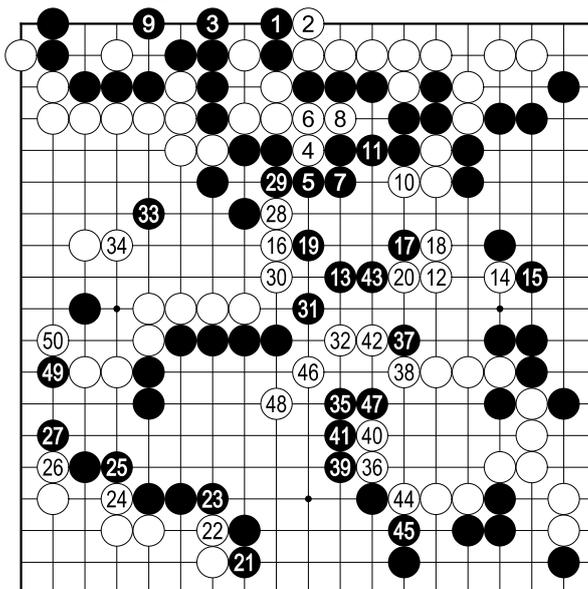


Dia. 11. In the actual game A is Black's sente. If that would not be the case, here is the ko that Black can make.



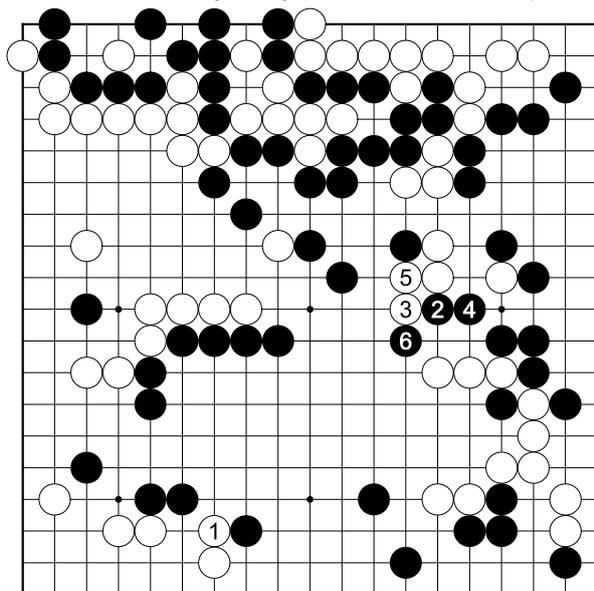
Ke Jie 9p (China)

Figure 3: 101 – 150 (1 – 50)



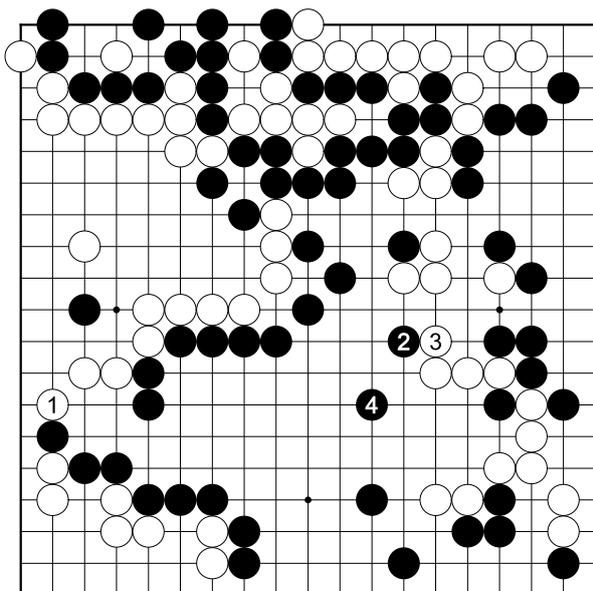
4, 6, 8: Good timing. Black has to come back to defend at 9 and White gets a sente move at 10, which helps the cutting stones in moving out with 12.

20: It's necessary to spend a move here (Dia. 12).

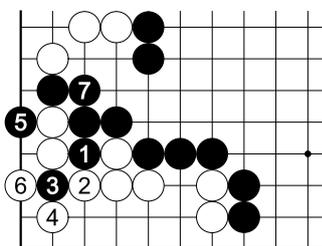


Dia. 12. If White plays a big move at 1, Black's cut at 2 would mean game over

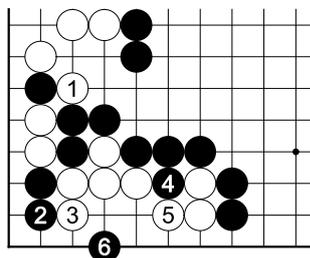
32: It seems to be big to attach on the left side, one line above Black's stone at 27, but there is a number of reasons why this isn't a good idea (Dia. 13-15).



Dia. 13. Protecting the center with 2 and 4 is bigger than move 1. In fact, move 1 doesn't even connect White's groups on the left side (Dia. 14).

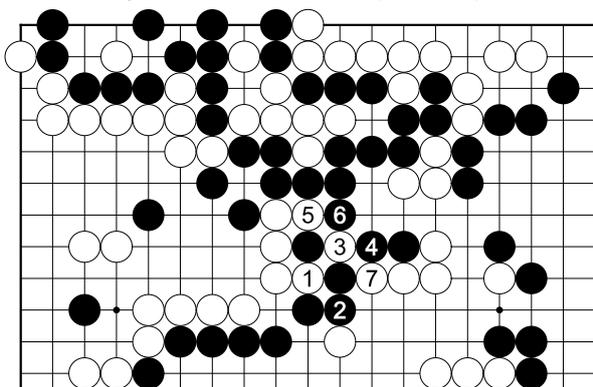


Dia. 14. Black can disconnect White here any time. White can't afford resisting instead of move 4 (Dia. 15).

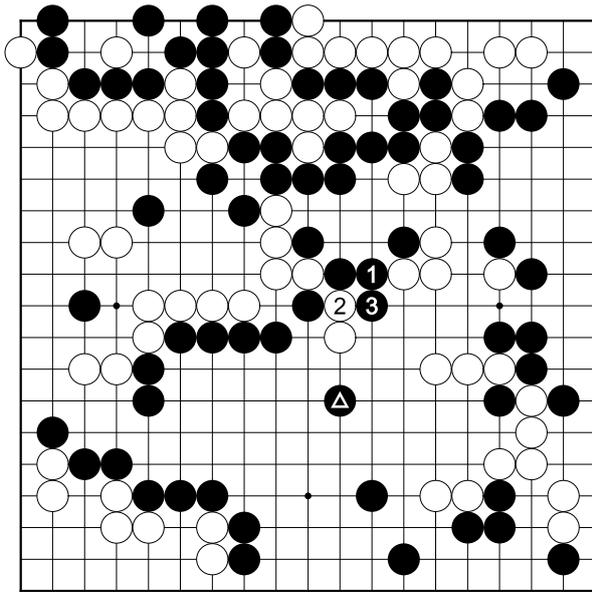


Dia. 15. White's corner dies after move 6.

35: Besides surrounding the territory in the center, this move helps Black to eliminate the aji created by White's move 32 (Dia. 16).



Dia. 16. If Black responds at 2 in answer to move 1, White creates a ko for cutting off a large black group – this is not an acceptable scenario for Black. Instead of move 2, Black has a better option (Dia. 17).

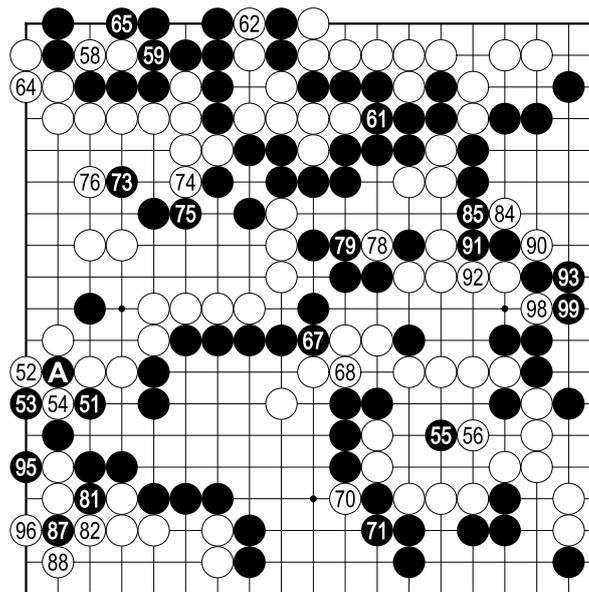


Dia. 17. After 1 and 3 it becomes clear how the marked stone helps Black to break through.



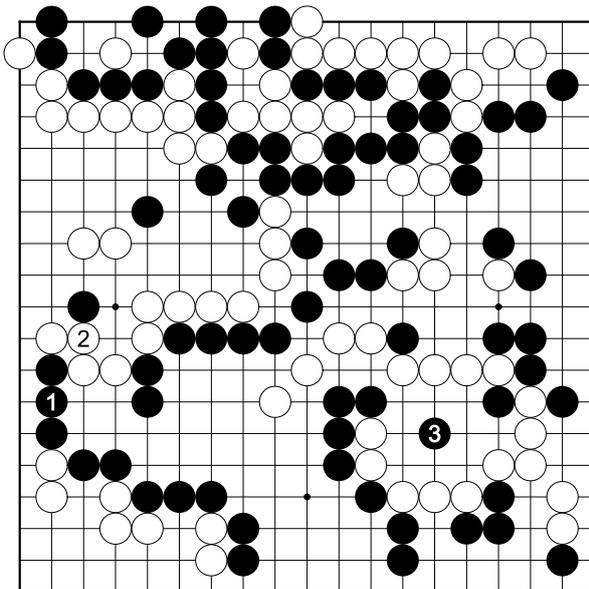
Shin Minjun 9p (South Korea)

Figure 4: 151 – 200 (51 – 100)



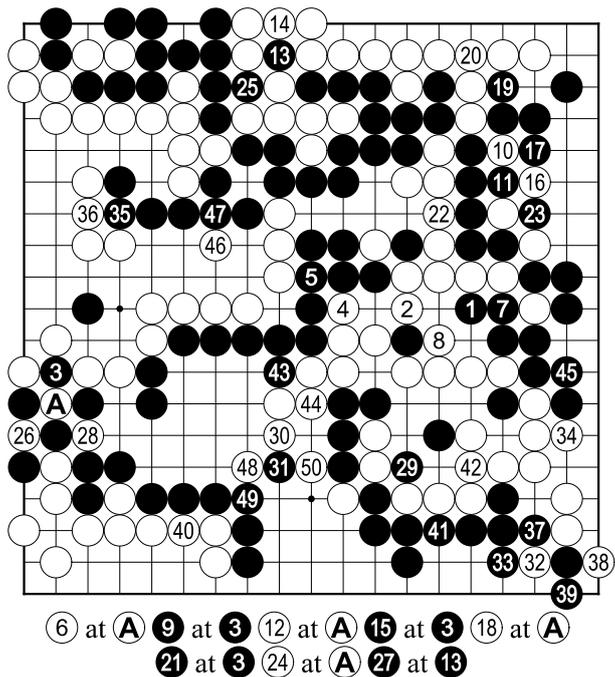
57 at A 60 at 54 63 at A 66 at 54 69 at A
 72 at 54 77 at A 80 at 54 83 at A 86 at 54
 89 at A 94 at 54 97 at A 100 at 54

51: Black initiates a ko which is impossible to win. Perhaps the game would have been closer if Black avoided the ko (Dia. 18).



Dia. 18. I am not sure if Black can win after moves 1 and 3, but it might have been closer than the actual game.

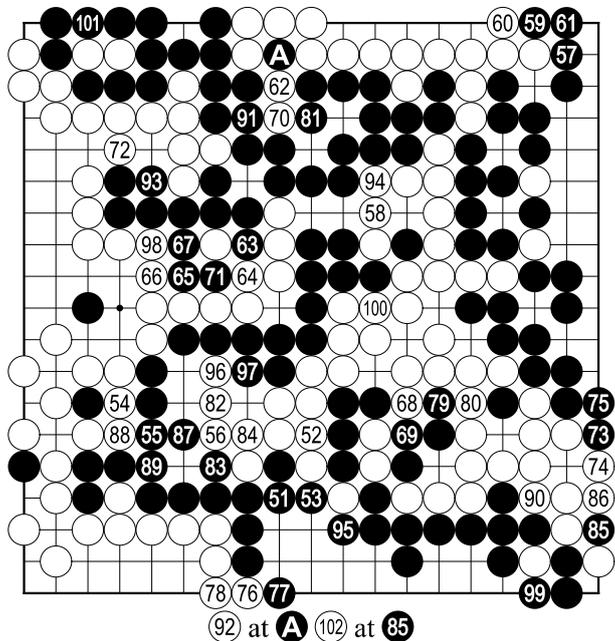
Figure 5: 201 – 250 (1 – 50)



28: At this point the outcome is clear.

The game finished at 302 moves. Shin Minjun (White) won by 3.5 points.

Figure 6: 251 – 302 (51 – 102)



Interview with Stanisław Frejlak 7d (Poland)

The first time I met Stanislaw, years ago, somebody told me: "he is a champion in mathematics." That somehow didn't surprise me at all.

Back then, his go level was around 4d. It was impossible not to notice his amazing ability to concentrate. His style on the go board was bloody - the more chaos there was, the better. His strengths were reading and calculating.

Since then, Stanislaw has improved a lot. He became strong in almost all the aspects of Go, and these days he regularly beats European Pros. His attitude towards the game, especially his focus, is impressive.

I interviewed Stanislaw about his life and the game of go:



Artem: Could you introduce yourself shortly?

Stanisław: My name is Stanisław Frejlak. I am a 7 dan player from Poland. I am 24 years old and I recently finished my studies at university.

Artem: When and how did you start playing go?

Stanisław: My dad taught me how to play go when I was a kid. At the age of six he took me to classes held by the former Polish champion, Krzysztof Giedroń. I attended these classes for a few years.

Artem: Why do you like to play go?

Stanisław: Playing go is very exciting. When I am playing an important game, I get completely absorbed by it. I stop seeing the world around and put all my mental effort into the game. For example, in my last face to face tournament, I played against Kim Youngsam. It was in September in Pardubice. The game was full of chaotic fights between big groups. I managed to keep the game unclear for a long time. Only in the endgame I got defeated by the powerful play of my opponent. After the game my friend told me about a kid who was watching my game. Apparently, the kid was running around the table looking at the board and the clock.

My friend asked me if I was not distracted by the kid. But in fact, when I was playing, I didn't notice him at all.

Artem: If I remember correctly, you used to be very good at mathematics, and participated in various mathematical competitions. Could you tell us about that, please?

Stanisław: When I was in school, I liked mathematics. My friend Leszek, who is also a go player, was participating in mathematical olympiads and advised me to do so as well. Later I went to a high school which was focused on math and science. In that period both me and Leszek cared more about the school and the mathematical competitions than about go.

The Mathematical Olympiad in Poland lasts for two days and each day the participants have to solve three problems. They have five hours. It might sound easy: just three problems, in five hours? However, the problems are very difficult and it takes a lot of time to find the solutions. Often five hours is not enough to finish. The difficulties don't lie in arduous calculations: in some problems there are no calculations at all. Generally, you have to prove interesting mathematical facts (related to geometry, number theory, combinatorics and so on). To prove these statements one has to come up with a clever idea. Sometimes this proof can be surprisingly short when you see it written down on paper, after giving it so much thought. And still it doesn't mean that the problem was easy.

When I was in high school, I felt that that participating in mathematical competitions and go tournaments helps improving at both mutually. They have a lot in common. The most important thing is to stay focused for a long period of time. To achieve good results, one needs to think in a rigorous way. One also needs to be creative and treat every problem or situation on a go board individually. In both types of these competitions there is also competitiveness involved. I don't know if it's healthy to try to be better than others, but I like this aspect of competing as it makes things exciting.

High school was important for me for another reason as well. I became close with a few of my classmates, who are now still my best friends. Unlike the friendships, the mathematical olympiads came to a stop when I finished high school. That's when I started focusing more on go.

Artem: Tell us about your education, please. What kind of profession would you like to have?

Stanisław: At university my major was mathematics. It was a natural choice for me after my high school. I also took a second major, in cognitive science.

Cognitive science is an agglomeration of a few fields of science which are in a way connected to cognition: neuroscience, psychology, linguistics, artificial intelligence and philosophy. There were a lot of interesting courses and studying it was a lot of fun. Studying mathematics was harder. It was definitely good exercise for the brain, but it was not the same as the mathematics competitions I had been participating in: instead of coming up with witty ideas in a specific amount of time, I had to learn and memorize dry theory, which was less fun.

In the last few months, I passed my final exams to graduate as a bachelor in both of my majors. Studying at university was interesting and broadened my horizons. However, I am relieved my studies are behind me.

I feel like my studies did not prepare me for a particular job. My focus is now on go, but if I need a different profession I might focus on programming. At university I followed a few programming courses and I sometimes exercise writing code for myself. The prospect of a full-time job as an IT expert worries me a bit though. It would take up a lot of my time and energy. On the other hand, it would allow me to earn good money.



Stanisław (on the right) in Moscow, Russia

Artem: Do you have any hobbies?

Stanisław: Hm, yes, but difficult to say. Many of my fields of interest were covered by my university studies. Recently, more and more things I am involved with are connected to go in one way or another. Except for go, at the moment I don't really do anything regularly just for the sake of doing it. And I guess that is what a hobby is, doing something just because you like doing it. Maybe there are a few things like that for me: I enjoy drinking tea. I like to listen to music. Sometimes I go for a walk with friends. But I don't really have a hobby like embroidery or foot orienteering, no.

Artem: How much time do you spend on go nowadays?

Stanisław: It is difficult to say.

In the last few years, I took part in the CEGO program in Beijing several times. Thanks to that program I spent studying go for over ten hours a day, in the Ge Yuhong Go Academy.

After coming back to Poland, I don't really have such a schedule anymore. Sometimes I watch games of professionals, sometimes I solve life and death problems, sometimes I play online. On average I probably spend between one to three hours on go per day. It is difficult for me to push myself to be serious about go without a schedule. That's why whenever online tournaments are organized, I am interested in taking part. For the last half year, I was also participating in an online CEGO program. Due to lockdown, it was not possible to go to Beijing but CEGO hired a teacher from the Ge Yuhong Go Academy who gave online lessons to eight of us European players a few times a week. Such organized online activities keep me involved in go.

Artem: How big is the role of go in your life?

Stanisław: It's growing. You could call go my passion: I am aiming to get stronger in go all the time and I am always looking forward to the next tournament in which I can compete with other strong players.

I mentioned that I spend one to three hours a day on go, but this only concerns my own training. One and a half years ago I started teaching go online. Recently I have been getting more students and by now I give lessons every day.

Thanks to go tournaments I made many friends with whom I keep in touch.

Artem: In which go projects do you participate at the moment?

Stanisław: Last year the Polish Internet Go League was established. I am a teacher at this event. I review games from the league every week and sometimes give lectures.

One and a half years ago I joined Polgote, a go project organized by Mateusz Surma. I offer individual lessons there and also a personalized tsumego training. In addition, I am one of the teachers reviewing games played in the Polgote Go School and teach classes on middle game there.

Last summer I went to the Jena International Go School to teach during a camp. From then on I've participated several other activities that were organized by JIGS. At the moment I am teaching at an online beginners' camp which lasts for nine weeks. The next step will be an Easter camp, probably with a few groups of students divided by strength.

I am also helping a bit in the EGF Academy. I manage a tsumego competition there. A few years ago, I was playing in the EGF Academy regularly myself and it helped me a lot to get stronger. I like this project a lot and I want it to grow.

Artem: Many European go players know you as a life & death and endgame master, in particular at the EGF Academy. Is it true that you are especially good at these aspects of go?

Stanisław: Haha, maybe a self-appointed life & death and endgame master. I am sure that there are a few players in Europe who are better at solving tsumego than me. When I went to Beijing for the first time, I realized how bad my reading was. From that moment I've been solving a lot of tsumego to improve.

A few seasons ago in the EGF Academy Viktor Lin was managing the tsumego competition. At one point, he stepped down and I decided that I am the right person to take over. That's why some people might think I am a life & death master.

With endgame it's a bit different. There exists a rock-solid mathematical theory of playing endgames. However, the theory is by far not enough to play endgame well, because it becomes useful only in the later stages. The reason for this is that in early endgame the calculations would be too complex. At that stage one needs to rely more on one's intuition. I understand the mathematical theory well but I am not sure if I have a particularly good intuition about the earlier endgame, so I am not necessarily an endgame master.

I believe that the mathematical endgame theory is rather simple. It consists of just a few types of arithmetical operations. You could call it elementary school mathematics. The difficulty lies in putting it into practice in your head, which can be confusing when you haven't trained it. If one is perseverant and practices it, one should be able to master the theory and use it even while playing in byo-yomi.

My bachelor thesis was on the mathematical endgame theory of go. I described the theory and then investigated how well KataGo (the strongest open-source AI) understands it. Turns out that it has some understanding of the concepts of sente and moves with continuations, but it's not very precise. We can all become better than KataGo at this part of go. In practice it might mean that in some complicated positions of the very late endgame we might be able to get a one point better result than the program.

Artem: How do you imagine your future? Do you see go as your profession or your hobby?

Stanisław: I prefer to imagine go as my profession. The ideal scenario would be to be good enough at go to earn money from tournament winnings. Teaching go is also something I like to do. When I teach go, I have personal contact with my students. I can see that they are happy about the lessons, which makes me feel that what I do is valuable.

In many other types of profession, the job is detached from the produced value, because the recipients of it cannot be seen. I worry a bit whether being a go player and a go teacher can be a stable job to sustain me. I like it though, even if it's paid less than some other professions.

Artem: Do you have many friends among go players?

Stanisław: In Poland the go community is a very nice and cozy environment where everyone knows everyone. For many years the main event on the Polish go calendar is the Summer Go Camp (Letnia Szkoła Go). It's organized in an amazing place in the middle of the forest. I go there every year, it is an environment in which I've grown up. In the last years I am going there as the main teacher, but it is still a great holiday for me. On the photo below I am at the Polish Summer Go Camp, playing a crazy game of water-balloon volleyball.



Can you find Stanisław on the photo?

I went to many international tournaments over the past few years, where I met young players from other countries, some of whom I remain in close contact with. I also made friends at CEGO's programs, where I lived together with a couple of European go players for a few months. Go congresses and festivals allow go players to hang out as friends. I've become good friends with a few players from abroad. These times of pandemic and lockdown are sad, because we almost never meet. Luckily, we can stay in touch online.

Artem: The Pro Qualification Tournament is supposed to be held this autumn. How do you feel about it? Do you have any expectations?

Stanisław: Hopefully it can be organized this year. It's a very important competition. I will do my best.

Before the previous Pro Qualification, I felt very confident. I had finished my third CEGO program in Beijing, felt strong and that I should win. I didn't. That was a bit of a blow, and I became a bit more sober. Last year I lost quite a lot of games to many European players. I learned that the competition is tough and that there are a couple of players who can win the next qualification. But I will do my best.

Artem: Is there a game record of yours that you would like to share with us?

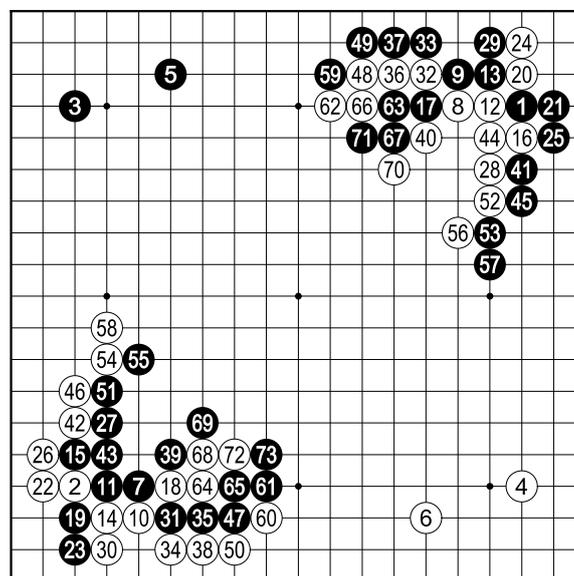
Stanisław: During my first CEGO program I started a bizarre rivalry with Jonas Welticke. He liked to play mirror go a lot with White. There are two ways to break the mirroring of moves. One can simply play tengen, which cannot be copied, or create two ladders that meet in the

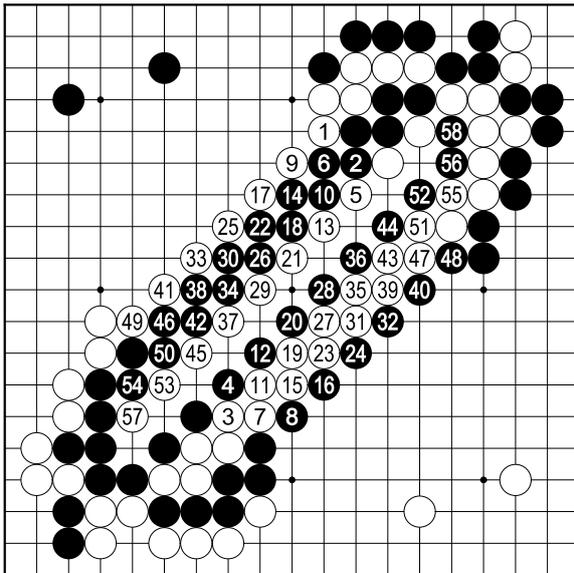
middle of the board. However, both of these strategies can lead to a complicated game. They aren't spectacular. I decided to create something spectacular. My main idea was to create two ladders that do not meet in the middle. They meet later, biting each other's tails. The go board turns into a double-uroboros. The black part of the uroboros eats up the white part because of the advantage of the first move. My first idea for such a situation included the small avalanche joseki. I told my plan to Slava (Vjacheslav Kajmin) and Oscar (Vazquez) and together we worked on perfecting it. We decided that whomever of us that would play Jonas with the black stones, would use the strategy. I want to share that game record. It happened in December 2016, if I remember correctly. It was played between Slava and Jonas. Yet I still feel like the author of that game. Who else could be called the creator? Not Jonas, I guess, because he just copies the moves. At least, that was the plan. Unexpectedly, Jonas decided to become a co-author of the game. He found a tesuji that none of us anticipated. His creative input was not welcome. But it was powerful and Jonas won the game.

That event did not stop my search for a spectacular mirror-breaking strategy. Afterwards I came up with many new strategies. But there was always a hole, always a flaw. The task of Jonas is just to find it during a game. There is no royal way to breaking the mirror. Or maybe?

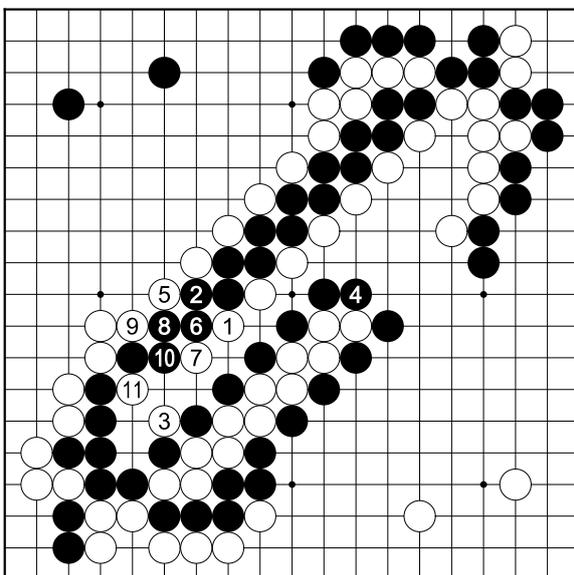
I recommend the readers to try and read out what happens if White just blindly copies Black's moves in both ladders. The next task is to find Jonas' tesuji.

Figure 1: 1 – 73. What can White do?





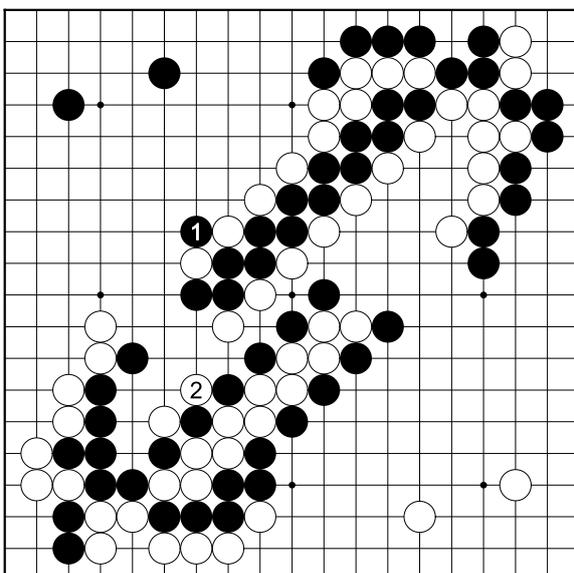
Dia. 1. Here is what happens if White simply copies Black's moves. The uroboros is complete after move 58.



Dia. 2. Instead of move 35 in Dia. 1, Jonas decided to first make Blacks group a little heavier with the exchange of White 1 for Black 2...

And then came the tesuji – move 3.

If Black simply captures White's group with 4, his own group, which is larger, dies after move 11.



Dia. 3. Instead of move 4 in Dia.2, it's correct for Black to save his own group.

White then saves his group with move 2 as well, and the game is extremely complicated.

White successfully countered Black's anti-mirroring strategy.

Art & Photography

Kim Ouweleen – The Ear Reddening Move, 2019



Kim Ouweleen, also known as Murugandi, is a go player and artist from Amsterdam, the Netherlands. He makes logos and illustrations for go clubs, go tournaments and associations.

Kim has made many go related artworks ^[1] over the years, most of them featuring animals. If you want to support Kim, have a look in his Etsy shop ^[2] where you can find posters and postcards of all his go-designs.

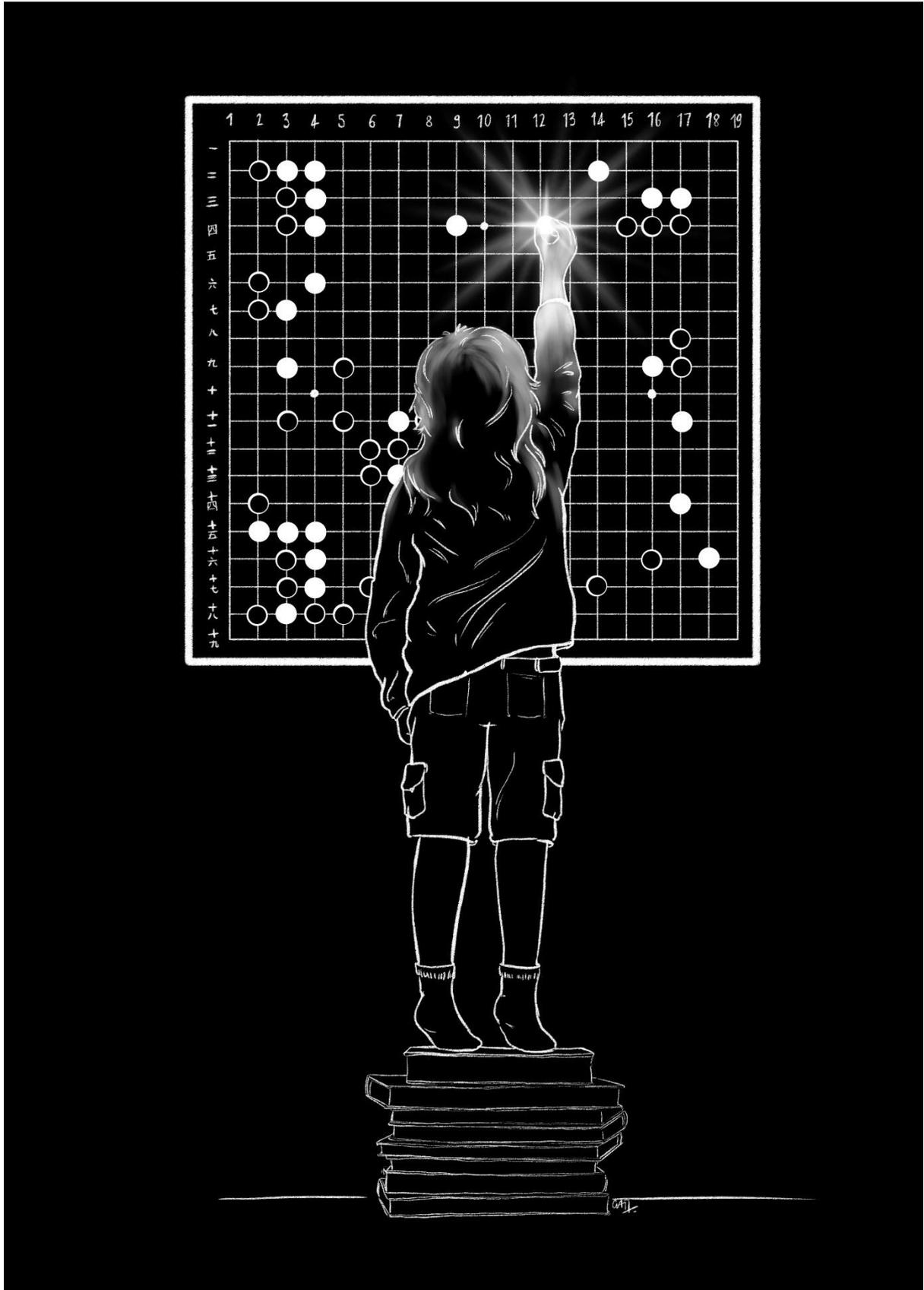
This artwork is titled "The Ear Reddening Move" and was commissioned by the 3rd Latin American Go Congress that took place on 10-13 October 2019 in the Nihon Ki-in da América do Sul in São Paulo. The toucan, a bird species indigenous to large parts of South America, is taking the place of legendary go player Honinbo Shusaku. The go match in the artwork is one of the most famous go matches ever played, known as "The Ear Reddening Game". The match is at its most vital stage and the toucan is about to play a move that went down in history. Reportedly, when Shusaku played move 127, it mentally shook his opponent, Gennan Inseki, so much so that his ears turned red. If you look carefully at the cacti, you can see that their fruits are already starting to blush.

Links:

[1] – go related artworks: <http://www.murugandi.com/game-of-go.html>

[2] – Etsy shop: <https://www.etsy.com/shop/Murugandi>

Camille Lévêque – Hope, 2020



Camille (Cami) Lévêque, French illustrator living in Grenoble, started playing go in 2018 in Toulouse. Passionate from the start, she is now 2d and specialized very early on in one-color simultaneous games.

At the time a teacher in agricultural high school, school, she has been drawing to promote go in Europe and America since 2019, under the pseudonym Stoned on the Goban. She is also involved in organizing go events and projects, such as the World Women Team Conquest. Camille works for the Grenoble Go Club as a teacher.

“Hope” is one of the illustrations she produced during the Inktober 2020. Inspired by a game between two professional players, the work speaks to us of renewal, creativity, and learning.

To support her work, you can follow her on her website ^[1], order in her store or become a patron ^[2] to receive exclusive goodies each month!

Links:

[1] – Cami’s website: <https://sillons-traces.fr/>

[2] – Patreon page: <https://www.patreon.com/stonedonthegoban>

Photo of Ukrainian Youth Player



I was fascinated by the peaceful look of this Ukrainian youth player, who carefully records her game at the 2020 European Youth Go Congress. Photo by Svitlana Kalmutska.

Let's Study with AI: San-ren-sei

San-ren-sei used to be one of the classic fuseki patterns of the 20th century. Perhaps it is the most intuitive of all the ways to start the game as Black - occupying three star points in a row, the third one being an extension from the other two. Even the go board itself gives you a hint – the star points are marked with bold circles.

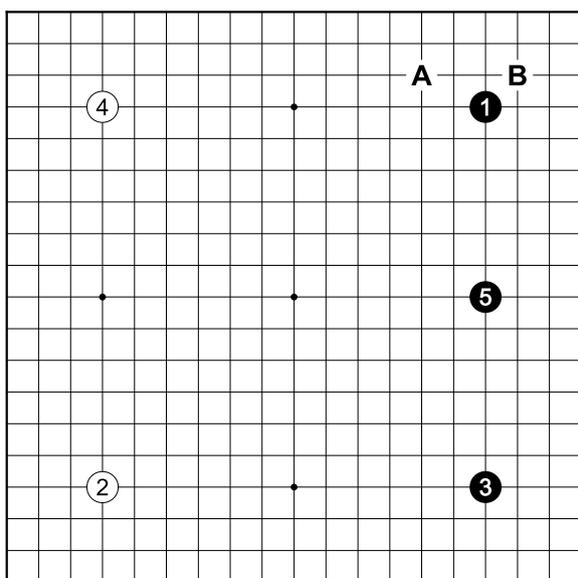
San-ren-sei started losing popularity long before the AI era. It became increasingly more popular to play a territory-oriented style.

When I was just starting to play go, san-ren-sei was used very often in my go club. It was my favorite fuseki for a long time. Having good reading abilities, I liked to build a large moyo, and after the opponent invades – kill the invading stones! That strategy worked well until I reached a certain level and my opponents started resisting more accurately inside the moyo. After all, surviving is usually much easier than killing. Unfortunately, I was forced to change my style. At that point it was too hard for me to understand: the purpose of large moyo is not killing the opponent, but rather attacking – and getting profit out of it. Very rarely is it possible to kill, and usually it involves a lot of risk.

As we will see, AI doesn't really agree with the idea of san-ren-sei. Nevertheless, this fuseki will always remain in my heart – for me it brings back fond memories of childhood.

In this research **Leela Zero** was used, approximately **100,000** **playouts** for each move.

White starts the game with 57%, Black – 43%. In each diagram I show how much the move that is being analyzed is worse than the move suggested by Leela.

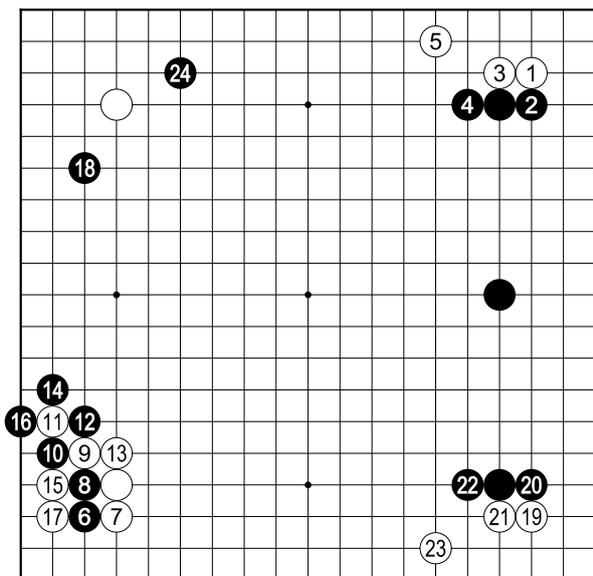


Dia. 1. White: 60%, Black: 40% (-3%)

Moves 1, 3, and 5 form the famous san-ren-sei fuseki. Black occupies three star points in a row. Looks frightening, doesn't it? Nowadays, this opening doesn't occur as often anymore.

Perhaps Takemiya Masaki 9p (Japan) is the most famous professional Go player who liked to play san-ren-sei. His style was called "cosmic one" – that's how much he liked to build large frameworks.

A and B are the follow-ups suggested by Leela. Move A is slightly preferable (1%).

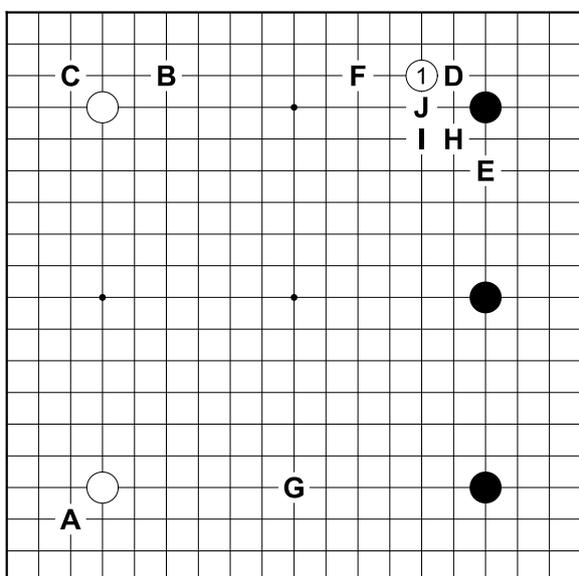


Dia. 2. White: 59%, Black: 41% (-1%)

Some five years ago, move 1 would undoubtedly have been deemed a bad move. It gives Black exactly what he wants - influence towards the right and lower sides, sente too...Yet, Leela judges this as not bad for White.

Pay attention to move 6. Black doesn't develop the san-ren-sei by occupying one more start point on the bottom side. Same for move 18.

Move 19 – one more invasion: who cares about the influence?

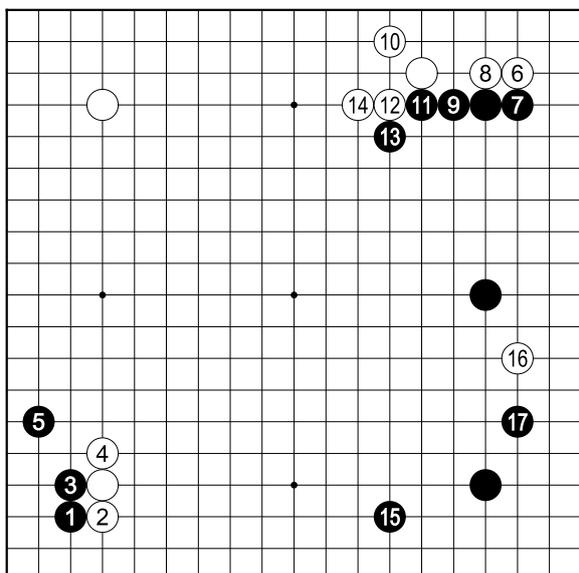


Dia. 3. White: 60%, Black: 40%

Here is the main suggestion of Leela.

A, B, C and D are the follow-ups that she suggests. Let's study them.

E, F, G, H, I, J – Moves that used to be popular in the past, feeling more "human". Let's see how bad they are, and what White should do in response.

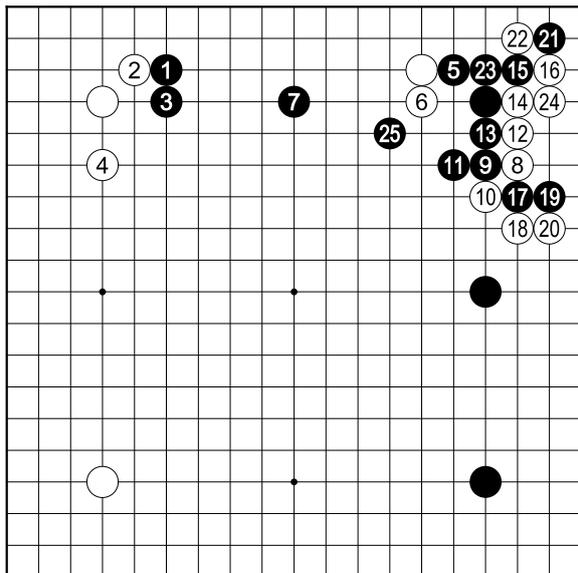


Dia. 4. White: 60%, Black: 40%

What is the first suggestion of Leela?

Of course. In any unclear situation: invade on san-san.

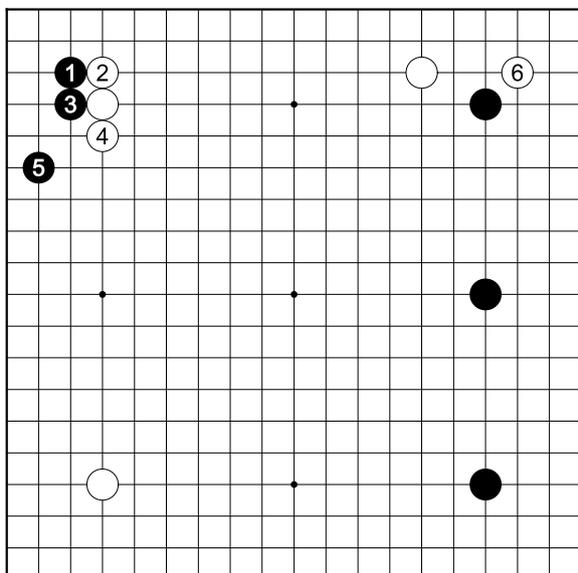
We can see that Black chooses a typical territory style of play.



Dia. 5. White: 60%, Black: 40%

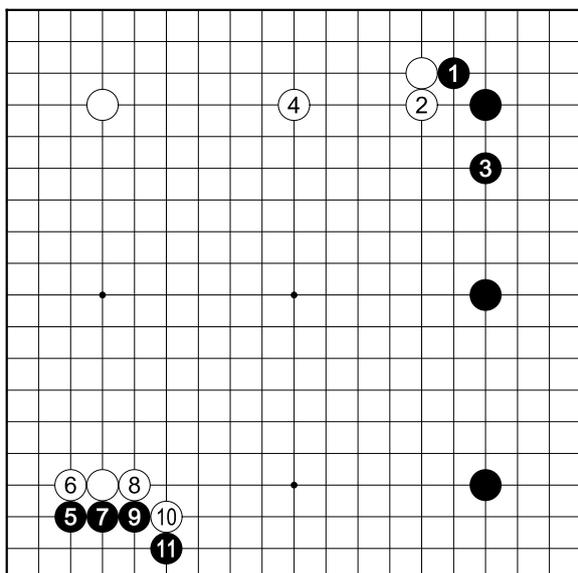
Move 7 is an interesting one here. Normally, Black would play at 9, but then White would occupy the star point at 7. Perhaps that would be a possible way to play as well, but the variation shown is more interesting.

17,19 - A generous sacrifice, with the purpose of capturing the entire upper side.



Dia. 6. White: 60%, Black: 40%

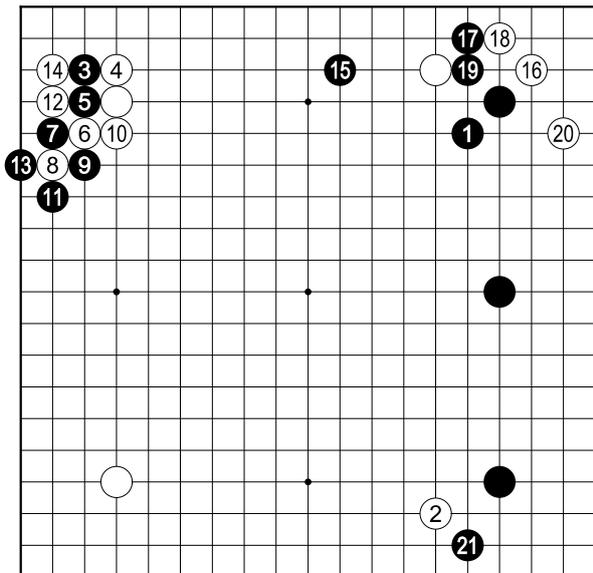
Another san-san invasion.



Dia. 7. White: 60%, Black: 40%

Exchanging 1 for 2 without Black having a stone on the upper side was always considered bad, until AI came to the scene. 1-4 is a simple joseki. In the olden days, you could often see beginners playing it, and get scolded for it by stronger players who would explain that the 1 for 2 exchange strengthens White. Leela disagrees and likes this way of playing.

Move 5 - Again, Leela chooses to abandon the san-ren-sei moyo and take territory instead.

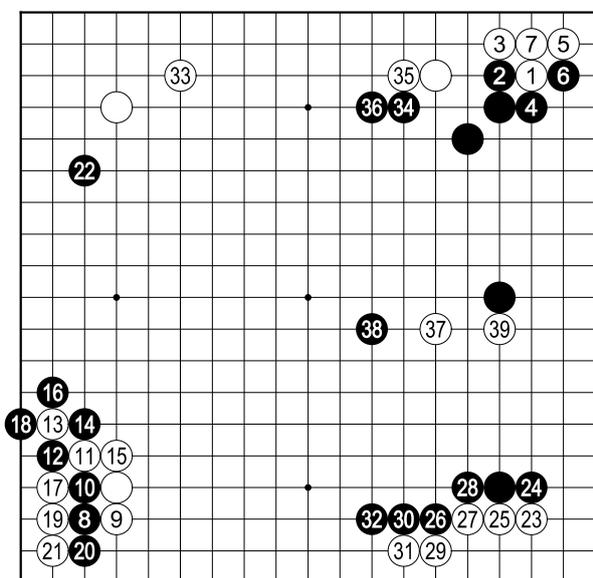


Dia. 11. White: 63.6%, Black: 36.4% (-3.6%)

Move 1 is another cosmic style move. Just like the others, it's not appreciated by Leela.

Move 2 - One of the possible continuations for White (see Dia. 12 and Dia. 13 for the alternatives).

Move 3 – Not a follow-up to the cosmic style. Is it possible that Leela just doesn't understand it?



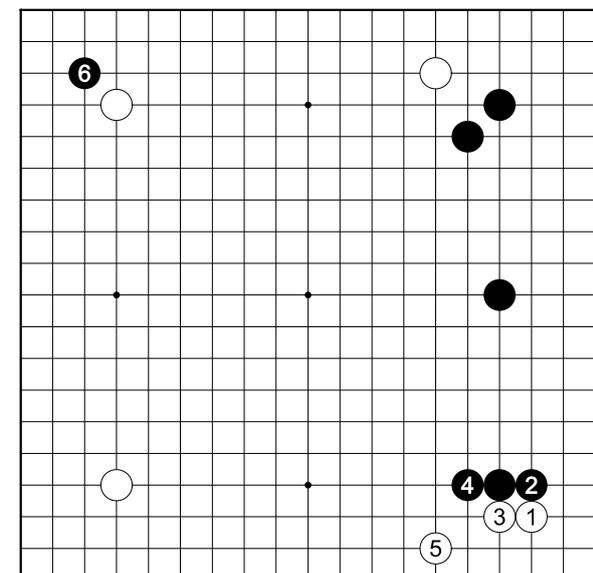
Dia. 12. White: 63.6%, Black: 36.4% (-3.6%)

San-san invasion is possible too, of course.

Move 8 – No surprise, no cosmic style.

Thanks to move 23, the position ends up with something like a classic san-ren-sei. Look at this right side.

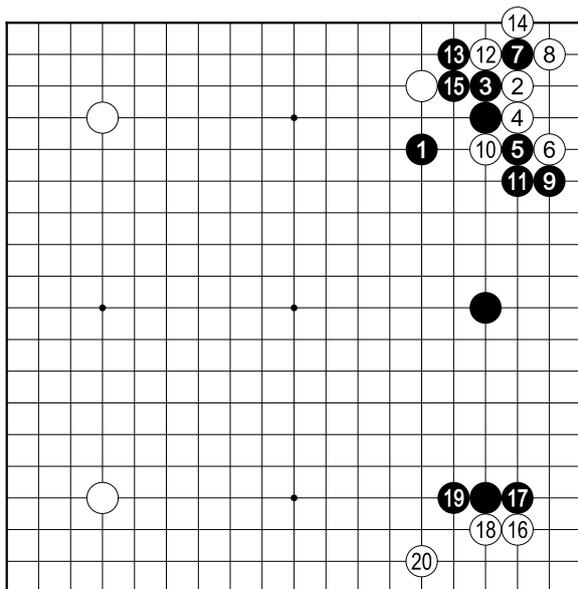
Move 38 – Finally, Leela understands!



Dia. 13. White: 63.6%, Black: 36.4% (-3.6%)

Another san-san invasion is good for White as well.

Move 6 – Sight. No comment.

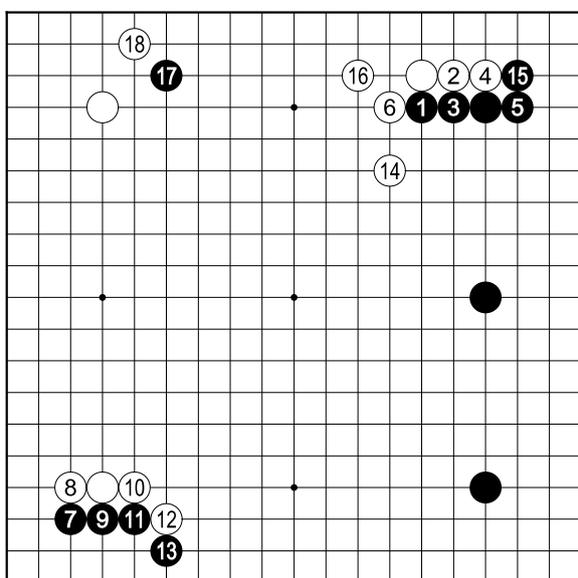


Dia. 14. White: 67.6%, Black: 32.4% (-7.6%)

In response to another cosmic move of 1, White jumps into the corner again, similar to the previous diagrams.

Move 16 – No need to stop while any san-san is open.

Good for White.

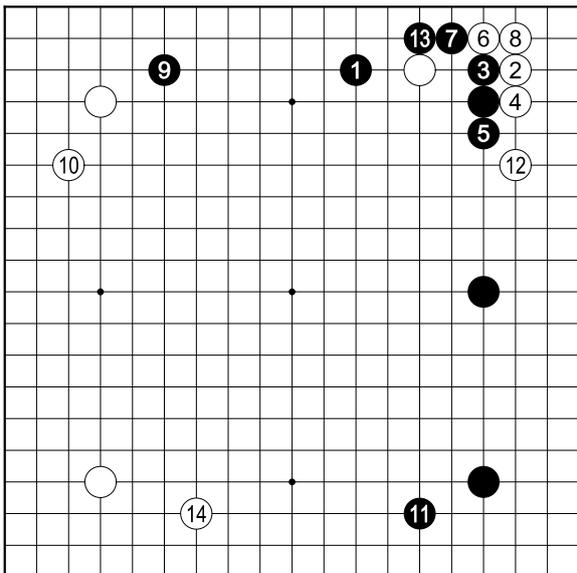


Dia. 15. White: 64.2%, Black: 35.8% (-4.2%)

Move 1 is another attempt at expanding the right side.

Move 2 is an AI invention. People used to play at 6 in response to move 1.

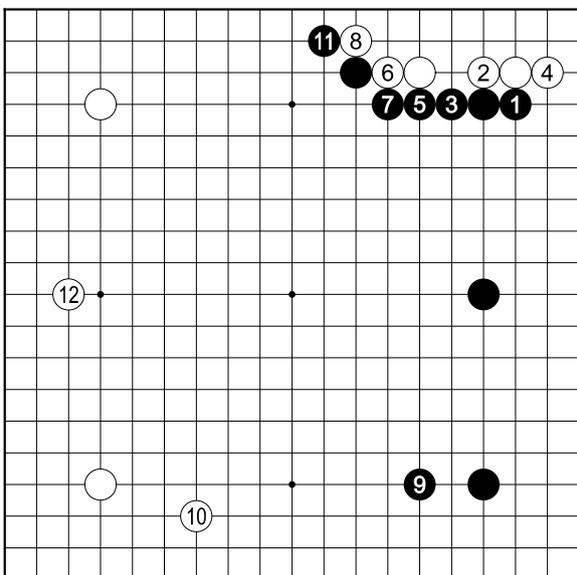
Moves 14, 16, 18 – Active and powerful.



Dia. 16. White: 62.8%, Black: 37.2% (-2.8%)

Move 1 is a classic way to expand the right side. Not classic, though, is Leela's recommendation to block from the top side with move 3!

Pay attention to moves 9 and 11. Again Black does not defend against the cut until move 13.



Dia. 17. White: 64.4%, Black: 35.6% (-1.6%)

Move 1 is blocking from the “correct” side, but Leela likes it less than blocking at 2.

Moves 9, 11 – Nice, playing for influence.

White doesn't hurry to reduce Black's right side, and builds up his own left side.

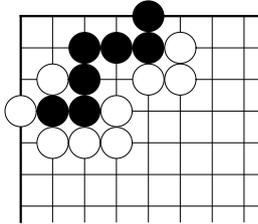
Well, that's it for my short research of the san-ren-sei fuseki.

Conclusion: Leela rarely agrees with the moyo-oriented style of play (Dia. 12 and Dia. 17 are exceptions). Typically, she prefers a territorial style of play.

Problems

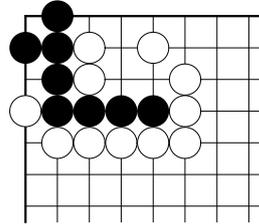
Problem 1

Black to live (15k)



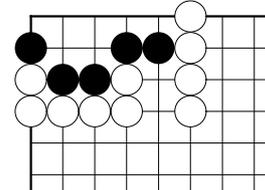
Problem 2

Black to live (15k)



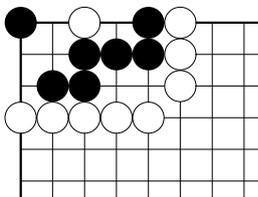
Problem 3

Black to live (15k)



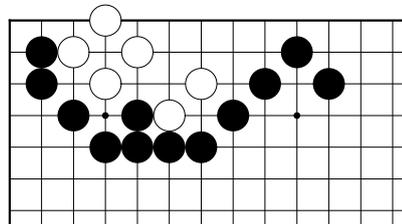
Problem 4

Black to live (10k)



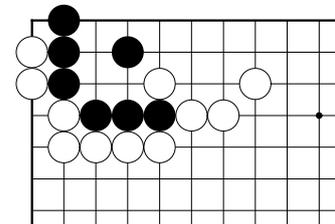
Problem 5

Black to kill (5k)



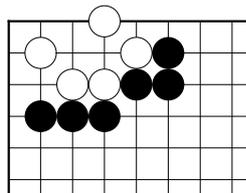
Problem 6

Black to live (5k)



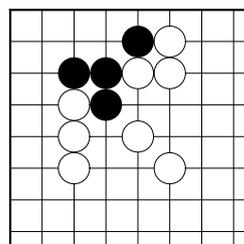
Problem 7

Black to kill (3k)



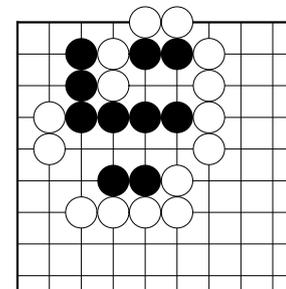
Problem 8

Black to live (1k)



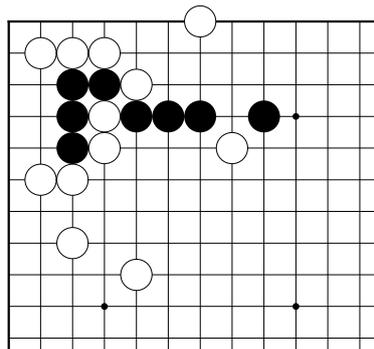
Problem 9

Black to live (3d)



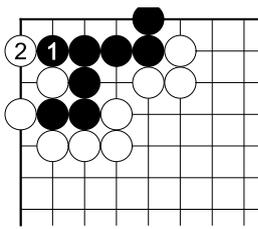
Problem 10

Black to save the four stones on the left side (5d)

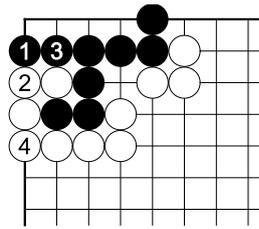


- I would recommend to go through all the problems.
- If some problems are too easy – check if you can solve them correctly from the first sight.
- If some problems are too hard – try to use your intuition.
- You can find the solutions on the next page.

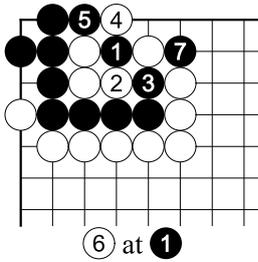
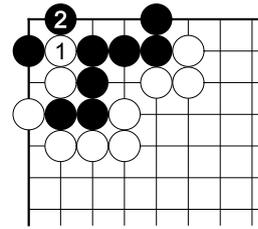
Dia 1.1. Ko (incorrect)



Dia 1.2. Solution



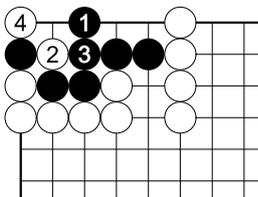
Dia 1.3. Resistance



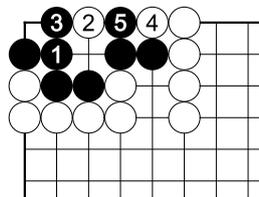
Dia 2.1. Solution

Black can capture White after sacrificing a stone

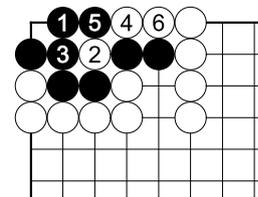
Dia 3.1. Incorrect



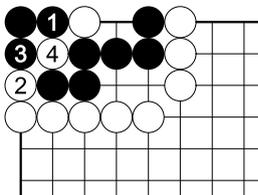
Dia 3.2. Solution



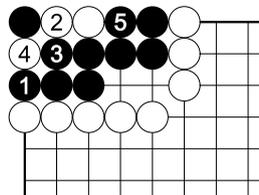
Dia 3.3. Incorrect



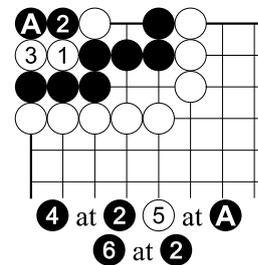
Dia 4.1. Incorrect



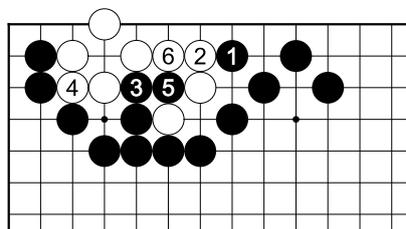
Dia 4.2. Solution



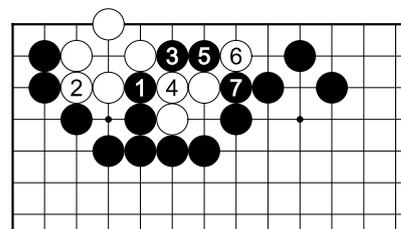
Dia 4.3. Resistance



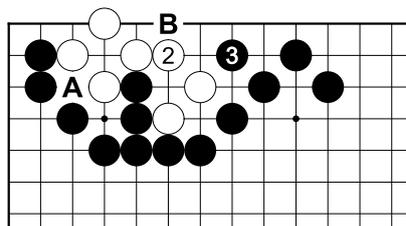
Dia 5.1. Incorrect



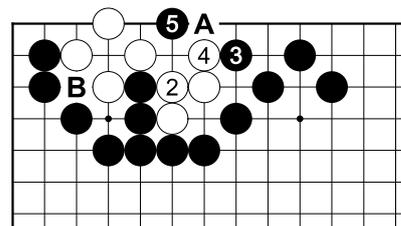
Dia 5.2. Solution



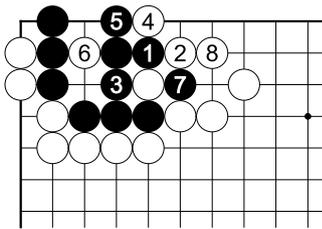
Dia 5.3. Resistance. A and B - miai



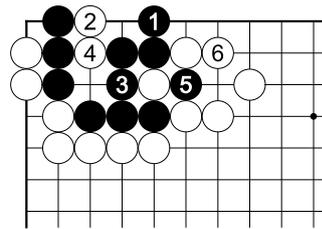
Dia 5.4. Resistance. A and B - miai



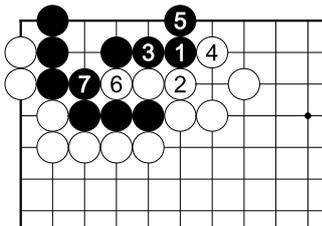
Dia 6.1. Incorrect



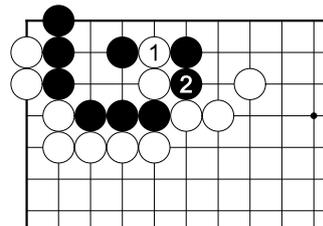
Dia 6.2. Incorrect – move 1 doesn't help



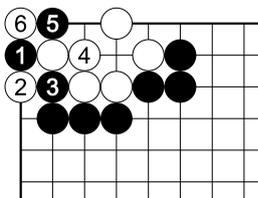
Dia 6.3. Solution



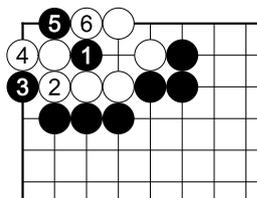
Dia 6.3. Resistance



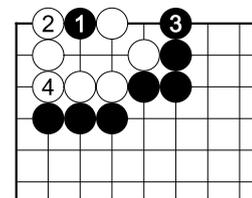
Dia 7.1. Ko (incorrect)



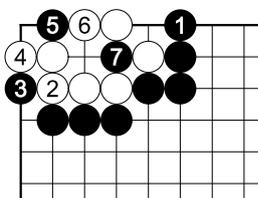
Dia 7.2. Incorrect



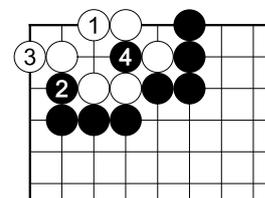
Dia 7.2. Incorrect



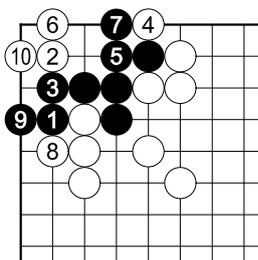
Dia 7.3. Solution



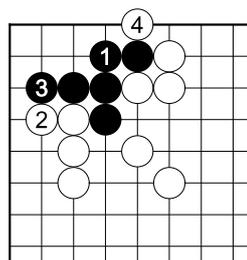
Dia 7.3. Resistance



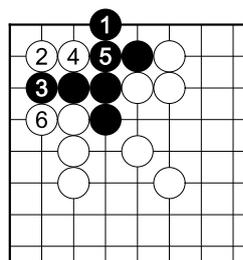
Dia 8.1. Incorrect



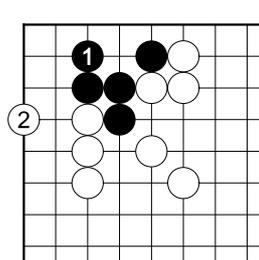
Dia 8.2. Incorrect



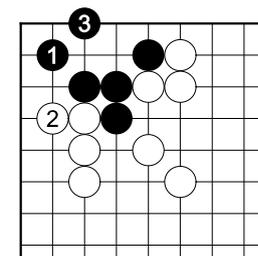
Dia 8.3. Incorrect



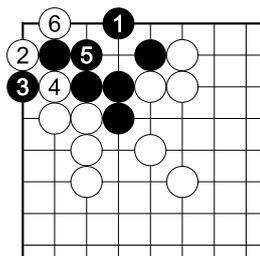
Dia 8.4. Incorrect



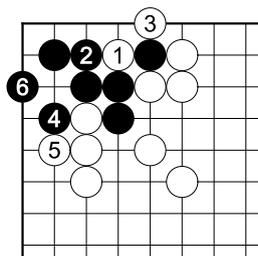
Dia 8.5. Solution



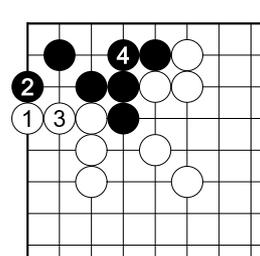
Dia 8.6. Ko (incorrect)



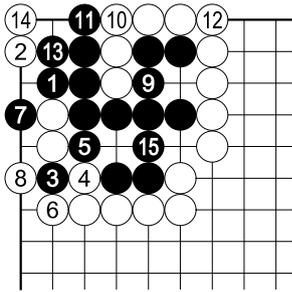
Dia 8.7. Resistance



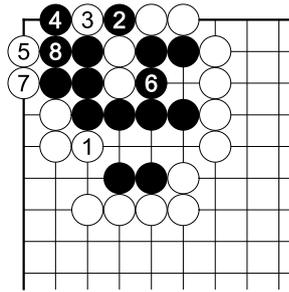
Dia 8.8. Resistance



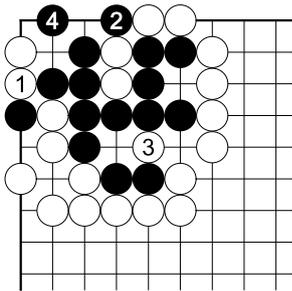
Dia 9.1. Solution



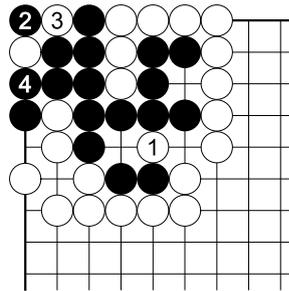
Dia 9.2. Resistance (move 2)



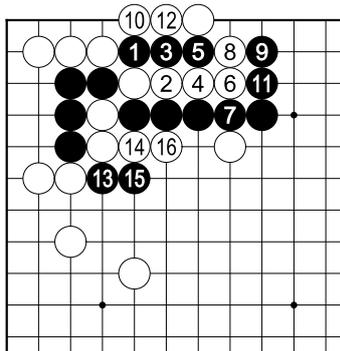
Dia 9.3. Resistance (move 10)



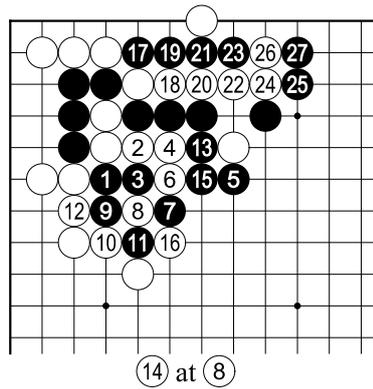
Dia 9.4. Resistance (move 14)



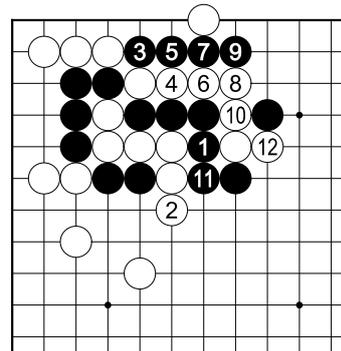
Dia 10.1. Incorrect



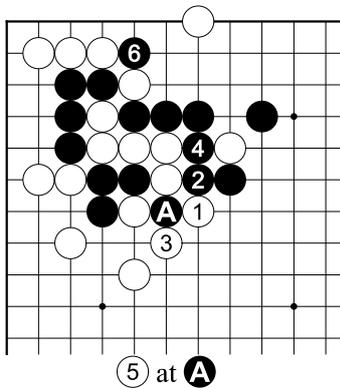
Dia 10.2. Solution



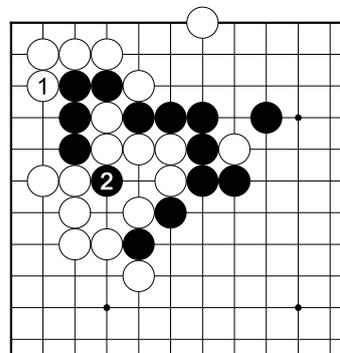
Dia 10.3. Incorrect (move 7)



Dia 10.4. Resistance (move 10)



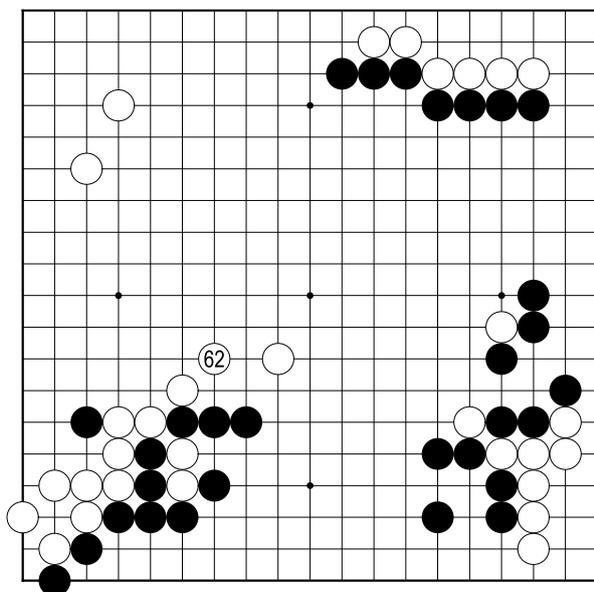
Dia 10.5. Resistance (move 16)



Tesuji of the Month

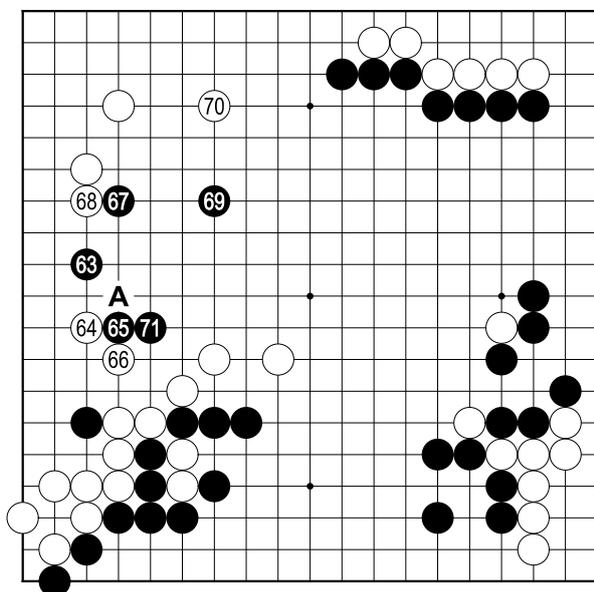
A tesuji is a masterful move. In this chapter I will show you not just one, but a sequence of masterful moves.

It happened in a game from the Nongshim Cup between Shin Jinseo 9p, South Korea (Black) and Yang Dingxin 9p, China (White).



Dia. 1. White has just played move 62, expanding a powerful influence on the left side, while at the same time reducing Black's potential on the bottom and right sides.

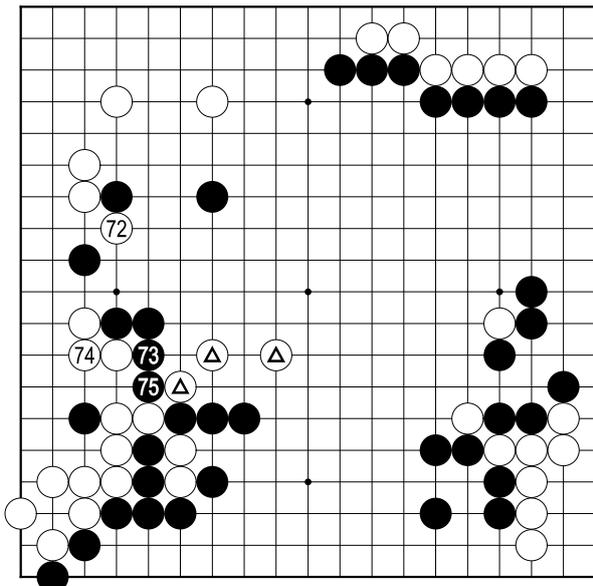
What should Black do?



Dia. 2. Black immediately invades on the left side – 63.

After move 71, it seems like Black created a group capable of protecting itself.

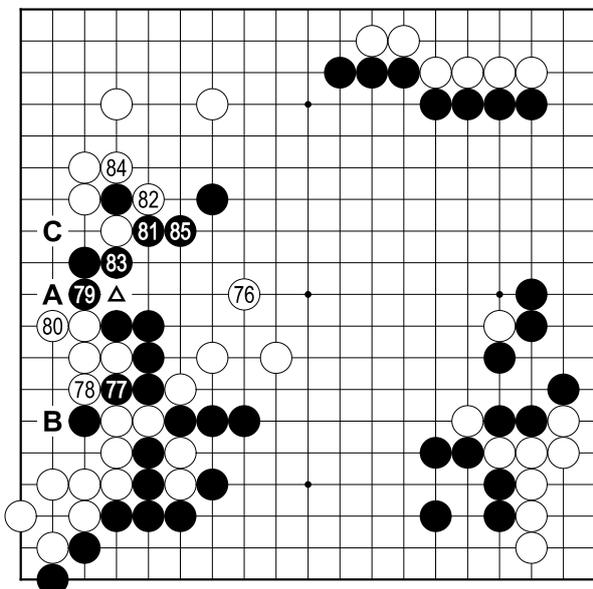
Perhaps it would be better for White to play move 68 at A instead.



Dia. 3. Move 72 – White keeps attacking Black, but...

Moves 73, 75 – Black cuts off the three White stones in the center.

Now the game will depend only on one thing: who will manage the fight in the center best? Black is backed up by a powerful position in the vicinity.

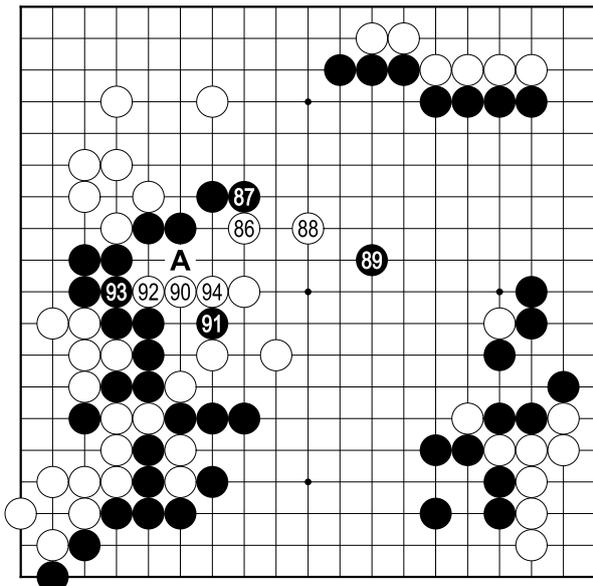


Dia. 4. With move 76 White makes good shape in the center, but moves 77 - 85 make Black strong and give him a clear advantage in the fight to come.

After 85, Black's group has an eye at the point that is marked with a triangle.

Move A is Black's sente – if White doesn't respond, the next move at B will kill the five stones on the side.

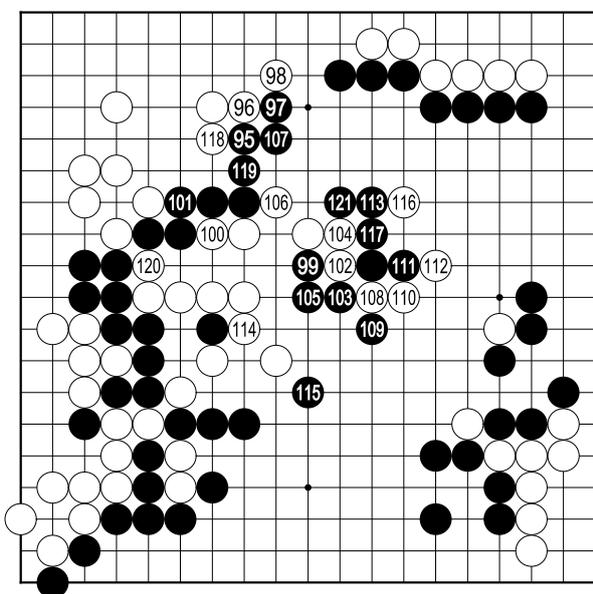
So, Black has one eye guaranteed, and one eye that he can make at any time by playing A and C.



Dia. 5. Move 89 – time to turn from defense to attack!

Move 90 expects Black to play at 92 in order to make an eye and protect against the cut. White would then play at A, threatening to cut, another sente move. That way, White's group would have good eye shape and very difficult to attack.

Move 91 – Black has another plan.



Dia. 6. Moves 95, 97, 99 – Black launches a severe counter-attack.

Playing move 114, White perhaps expected Black to connect at 120.

But how about a sacrifice? Move 115 encloses a large part of the board on the bottom-right.

Move 121 completes the sacrifice. The dust has settled and it becomes clear that Black has more territory than White.

White's only chance for victory is to survive inside's Black's moyo. White tried, but it was too great a task and Black won the game.