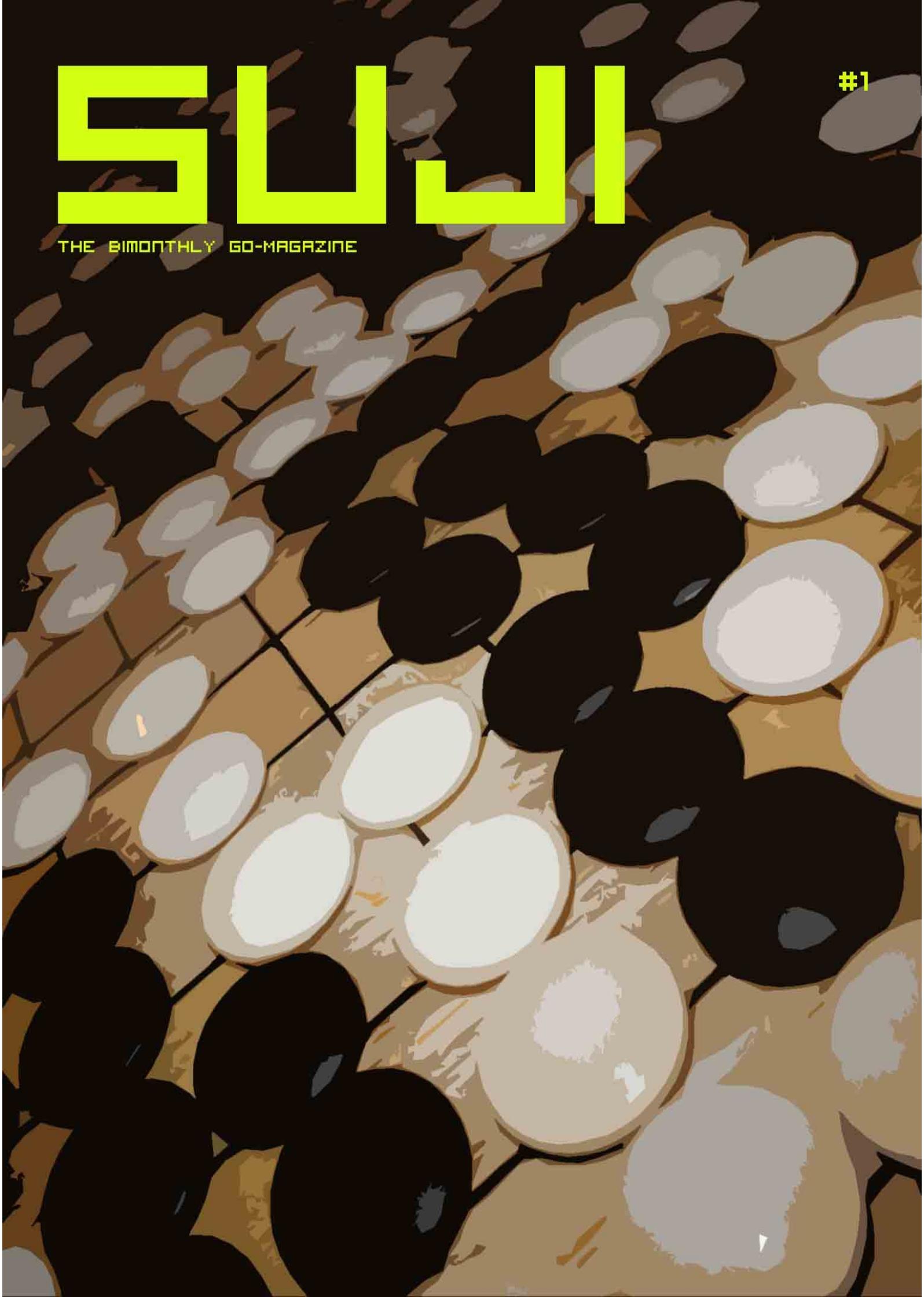


SUWI

#1

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, 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 indepent project we have tried to create something that is accessible for everyone. That's why we chose English over German, French or Italian. This magazine will include Swiss Events as well as big international competitions (such as the Judan-Tournament) and also useful information and exercise about Go in general. The content has been written by our authors or has been gathered from the internet and has been allowed to make public with friendly permisson 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: „He 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 wok well together“. With this project we want to set a new kind of movement in the Go-Scene, therefore we thought Suji fits the idea pretty well.

This Magazine is available for free on the internet², but we have to charge 5.- CHF for the prints to cover our expenses.

Stjepan Lukac
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1 [Http://www.swissgo.org](http://www.swissgo.org)

2 [Http://www.suji.ch](http://www.suji.ch)

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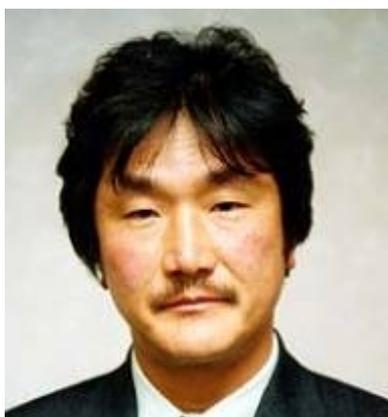
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Judan 2007

By Sorin Gherman

Result so far: Cho Chikun - Yamashita Keigo 1 - 0 in the 45th Judan title

Judan is one of the top seven professional Go titles in Japan. It means "10 dan" in Japanese. Judan is an annual tournament, the previous year's title holder is playing a best-of-five match with the winner of a qualification tournament. The first prize is the equivalent of 120000 US dollars.



The Judan title holder from last year is [Cho Chikun](#), one of the super-top professional players of the 20th century. He is 50 years old, and studied Go in the Kitani school. Born in Korea, he moved to Japan when he was 6, and became professional shodan when he was 11! He holds a record number of 69 titles - and at some point he was the title holder for all three of Kisei, Honinbo and Meijin top titles, which is still a unique accomplishment.

Cho sensei was also a self-appointed insei teacher at the Nihon Ki-in for quite a while. In 1992 I was the Romanian representative for the WAGC (World Amateur Go Championship) and I visited Igo Kenshu Center (the insei center in Chiba, near Tokyo, where 2 years later I was to [live in as an insei](#)). I witnessed Cho Chikun teaching Go to the insei - basically playing fast games with them, and then

reviewing the games in great detail.

Here's the story I heard about how Cho sensei became a self-appointed insei teacher: As he felt he wanted to give back something to the Japanese Go after a fulfilling career in Japan, he approached the Nihon Ki-in and offered to do voluntary work by teaching the official Nihon Ki-in insei for one year or so, once a week. This is a unique proposition, as far as I know - and the officials at Nihon Ki-in were taken so much by surprise, that they felt obligated to pay Cho sensei a very large fee for his voluntary work...

The biggest Cho Chikun fan outside of Japan seems to be Jan van Rongen, and his [Friday Night Files](#)³ webpage is nothing less than a shrine for Cho Chikun: you can find there most of Cho sensei's games, including his [insei games](#)!



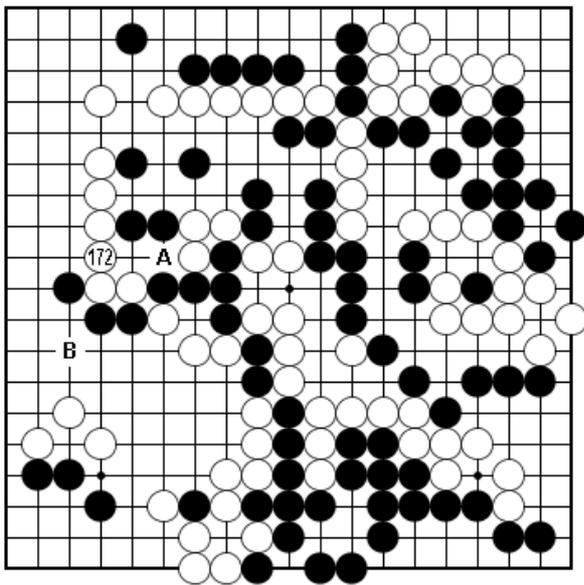
The challenger is Yamashita Keigo, 28, a student of Kikuchi Yasuro, who just [defended his Kisei title](#).

³ <http://www.xs4all.nl/~rongen17/>

Game 1

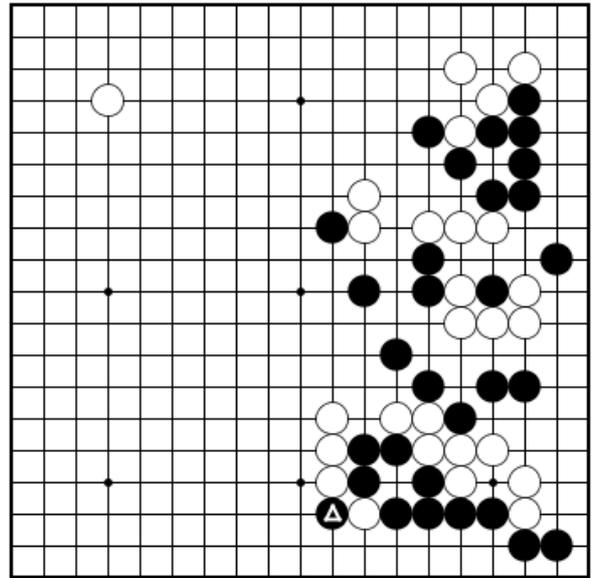
[Game 1](#) was played on March 8th, 2007. Cho Chikun won by resignation.

Cho won the first game in an impressive manner: it was a fighting game from the beginning to the end. Here is the final position of the game: Black resigned after White 172 in Dia. 1, which makes miai A (which saves some key White stones and force the huge black group in the center to live small with 2 eyes) and something around B, which makes a huge territory for White.



Dia. 1

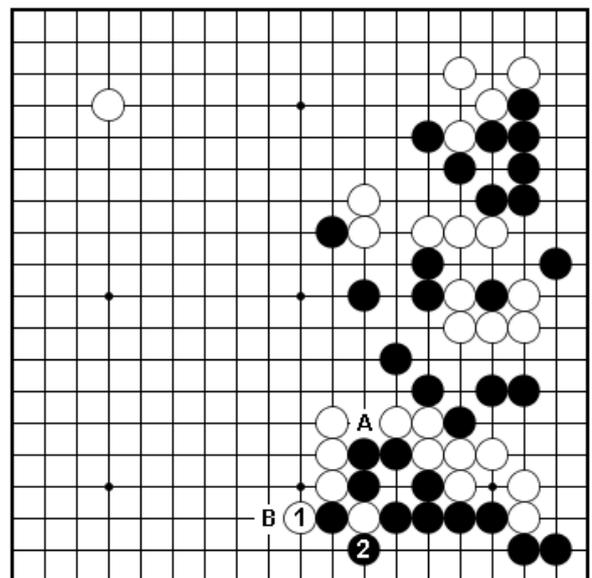
One of the key points in the game occurred in the following position in Dia. 2, where black played atari with the triangle marked move on the lower side. What should White play next?



Dia. 2

White cannot save his stone in atari, so one obvious way to continue is to sacrifice it as in Dia. 3. There are several problems, though:

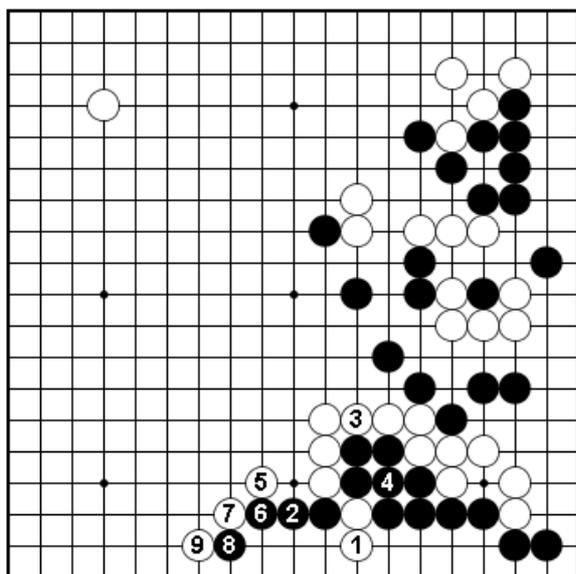
1. White worries about black A next.
2. White's wall on the left is not perfect: black can play a tesuji at B.
3. White's wall on the left is too far away from the lower-left corner to have much influence there, in case black plays first in that corner.



Dia. 3

The key here is the proverb "Sacrifice two stones instead of one". The reason behind the proverb: when we sacrifice one stone (which is already in atari) we only get one forcing move. When we sacrifice two stones, we'll get at least two forcing moves on the outside, which normally more than makes up for a few lost points.

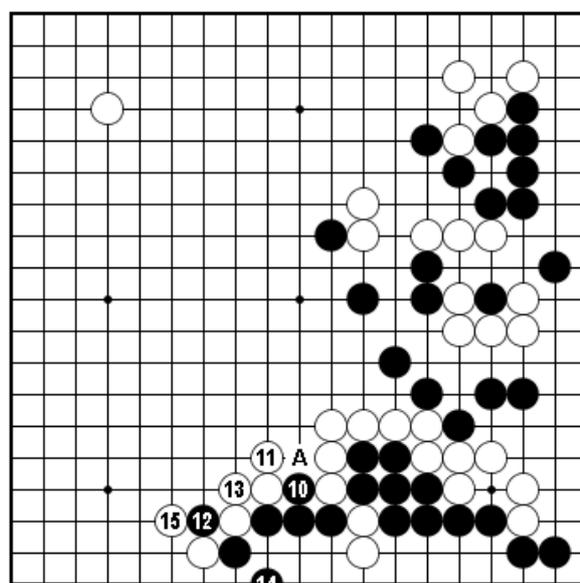
Dia. 4 shows what happened in the actual game. White is not worried about Black B in the previous diagram anymore, since that became a forcing move for White. On top of that, white gets several forcing moves on the left side, after he played the **double hane**. White's position is very thin, of course, with 3 cutting points, but black cannot really do anything about that because he is also lacking liberties.



Dia. 4

Black created defects in white's formation with 10 and 12 in Dia. 5 before defending with 14. White captures in a ladder with 15 and the dust settles here for now. White is left with a cut at A, true - but compared to Dia. 3, this one is much less of a problem for white, because the White group that Black would cut with A is "wider", has more breathing space in the center.

Also, white's wall is so close to the lower left corner and it has such a great influence in that area, that black will have to be very cautious when playing in that corner.



Dia. 5

The schedule for the next games

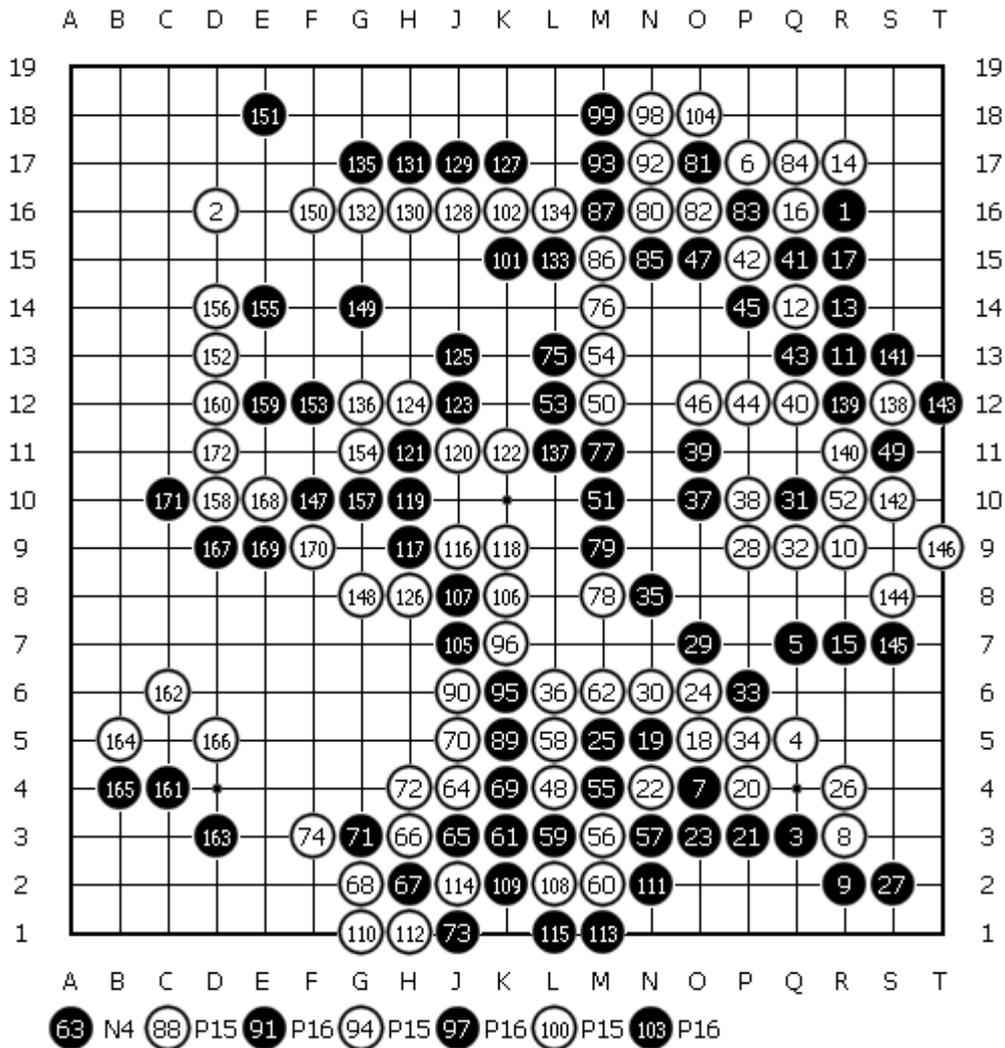
Game 2: March 29

Game 3: April 5

Game 4: April 19

All games are 1-day games, and they start at 9 am Japanese time. For those who plan to follow the games live on IGS or Cyberoro: Japanese time is GMT + 9.

The whole game



This article was contributed by Sorin Gherman [6 Dan]

361points.com/blog

Saying 'just one game' they began to play . . . That was yesterday.

European Youth Go Masters League 2007

By Jens Henker & Stjepan Lukac

History



In 2006 the first European Youth Go Masters League (EYGML) was organised by Antoine Frenech (5 Dan) and Floris Barthel (3 Dan) and took place in Strasbourg. Twelve players fought for victory in a round robin tournament and eventually eight of them participated in the Finals last year. The winner was no other than Ondrej Fidrmuc, 4 Dan.

This year the regulations have been loosened to attract more young Go players. I.e. The age-limit was lifted to 24 years (all players born later than 1983) and the rank-limit was set at 3 Dan and above. Nonetheless players who didn't exactly fit the requirements were allowed to play anyway. Like this the total amount of participants for this years tournament is 53! The qualification procedure for this year will be a round robin tournament in 6 groups. Only the best 16 players will be allowed to take part at the finals in Strasbourg that will take place by the end of the year. The preliminaries have already been played and the Round-Robin-Games are in process. Every player will play 8 to 9 games in his group. More information can be found on the official homepage⁴.

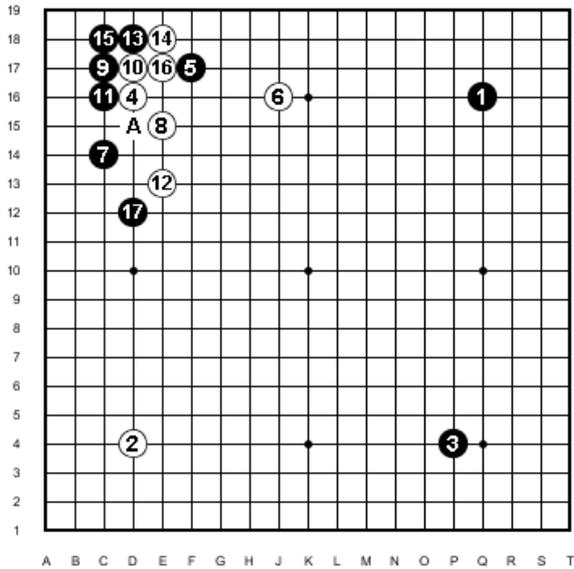
For the first time in EYGML-History some Swiss players are participating too. John Walch (2 Dan, from Go Club Nyon aka. John8), Stefan Wager (Shodan from Go Club Nyon aka. Eisit), Mario Zani (4 Kyu, from Go Club Winterthur aka. Mellonsan) and Stjepan Lukac (4 Kyu, from Go Club Winterthur aka. VincentV) amongst many other players are competing for a place in the finals. Enclosed you find the results of all Swiss players in the preliminaries. The game between Mellonsan and Kramafil has been reviewed by Jens Henker [4 Dan], most of the other games resulted in complete disasters :)

⁴ [Http://eygml.tasuki.org](http://eygml.tasuki.org)

Review

This game was played as a preliminary to the European Youth Go Master League (EYGML). The players were Mario Zani aka. Mellonsan [3 Kyu] and Kramafil [3 Kyu] (White). Black won by resignation.

Black won by resignation.



Dia. 1

Move 13 lacks efficiency.

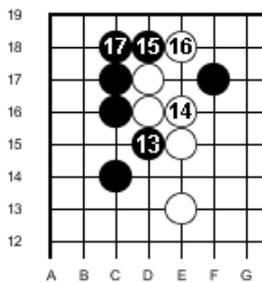
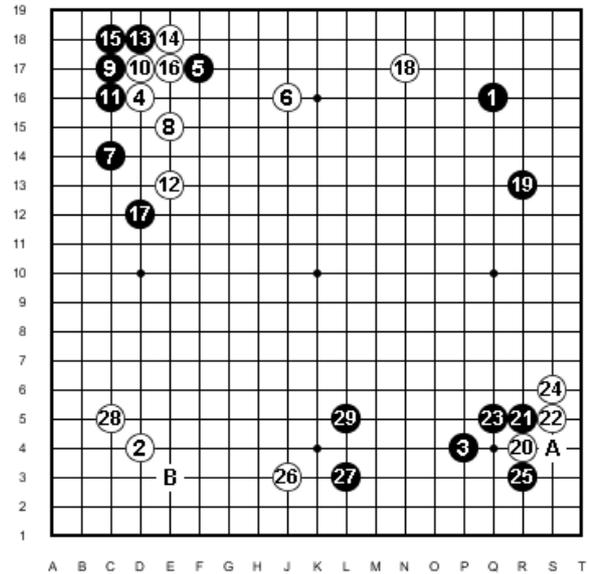


Fig. 1

The Variation of A (see Figure 1) forces white to answer at 13 and gives black good shape.



Dia. 2

Move 27 is big, but playing at A (see Fig. 2) might have been better. Like that blacks corner would have been unconditionally alive while white still would have a floating group (a group without a base).

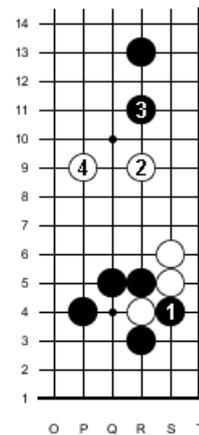


Fig. 2

Before playing a move in the opening, one should ask himself some questions. The order of the questions is very important.

1. Do I have any weak groups? If yes: defend and if no...
2. Does my opponent have any weak groups? If yes: attack and if no...
3. Where are big points?

Both players neglected to consider these

questions before playing the sequence that was actually played in the game. White was weak in the bottom right corner because he didn't defend in time, therefore black should have attacked white.

Black 29 is overconcentrated if you consider that black still should play the sequence in Figure 2. Moreover he helps white to eliminate his weaknesses at the left. Black loses the opportunity to attack at B (see Figure 3).

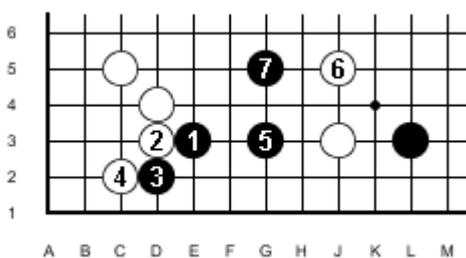
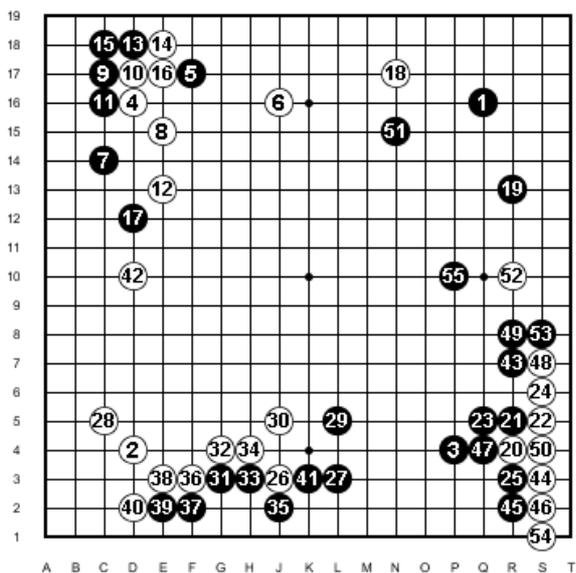


Fig. 3

The sequence shouldn't be played immediately but at a later stage of the game.



Dia. 3

Move 31, black unnecessarily complicates the game. Black A in Dia. 2 is still an excellent move. After that... (Figure 4)

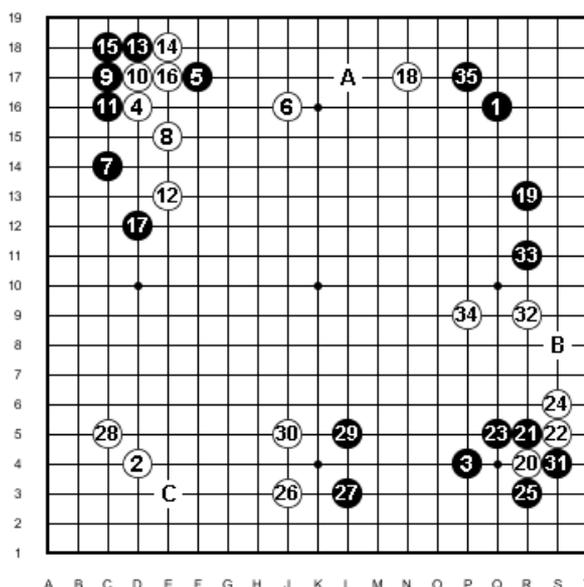
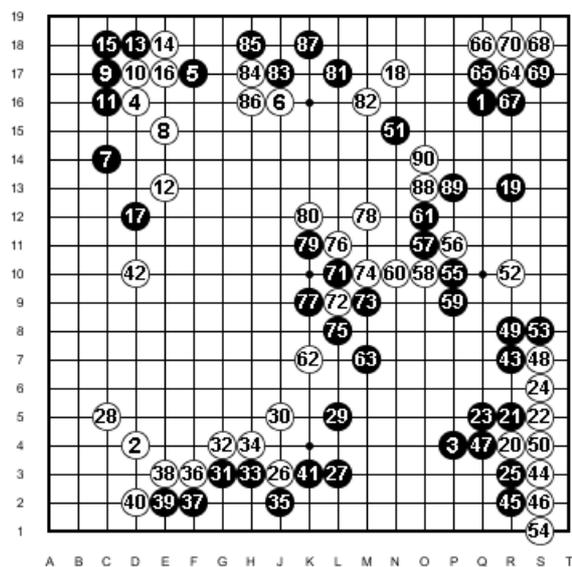


Fig. 4

... black has a large and safe territorial lead while white still has weaknesses at A and C. Black B would threaten the the status of the white group at the right. Move 55, a good point to play!



Dia. 4

Move 81, an overplay. Black has plenty of points, it's enough if he just reduces. (see Figure 5).

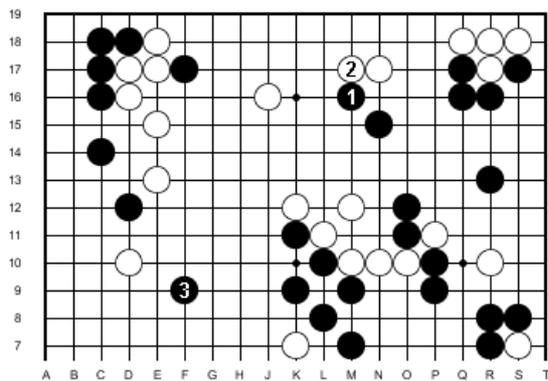
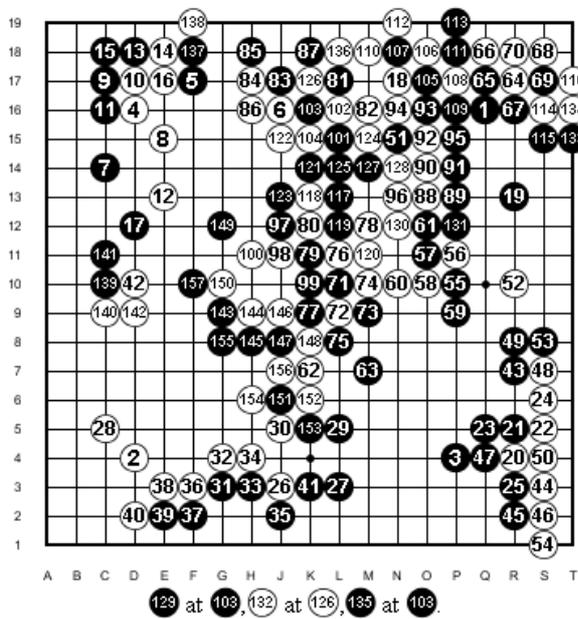


Fig. 5

Move 91, safety first! This move should have been played at 110. With a living group black can more easily use the aji in the center (If the picture is too small, there's a bigger version in the „Kifu of the other games“-section).

Move 101, black still isn't alive. 110 is the only move one should consider in such a situation! Remember the proverb: Don't go hunting while your house is on fire.

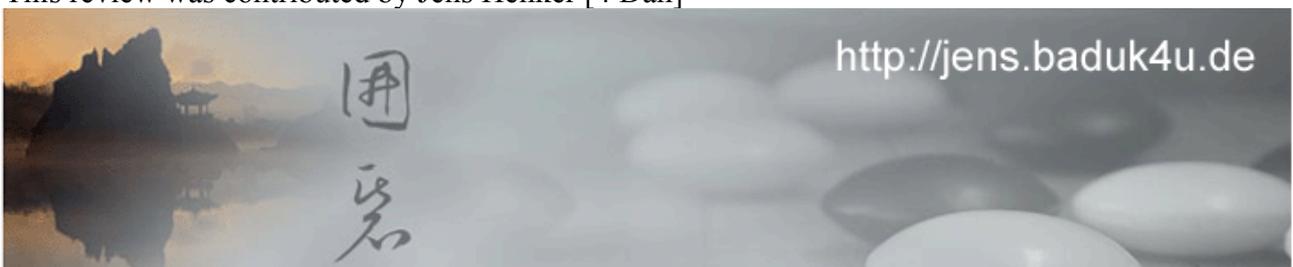
Move 149, the winning move.



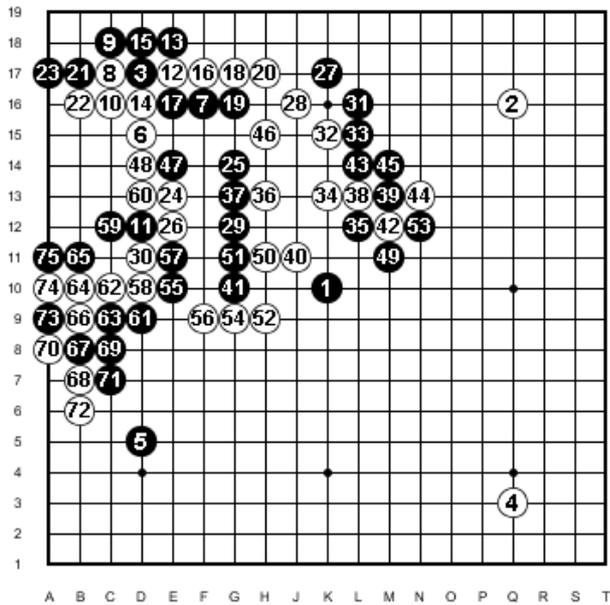
Dia. 5

Conclusion: Always remember to consider the three golden questions of the opening! Furthermore, if you are ahead, you shouldn't risk your good position. This should only be done when you're short of territory and losing. Black almost lost this game because he risked too much, but as white didn't punish his mistakes properly black eventually won.

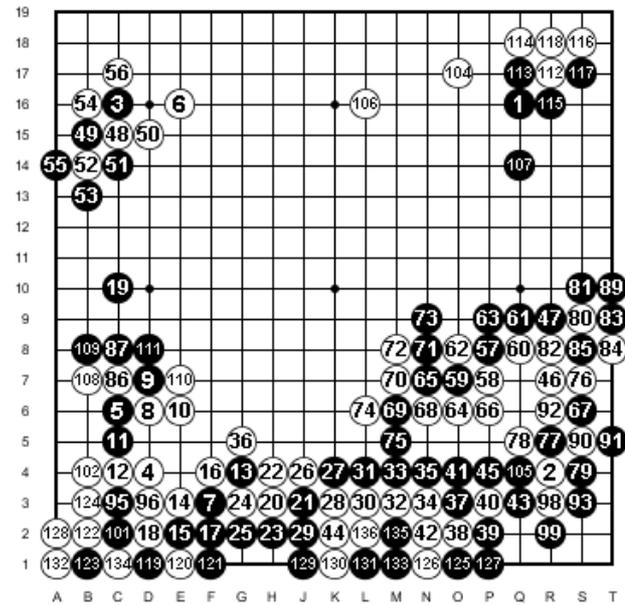
This review was contributed by Jens Henker [4 Dan]



Kifu of the other games



A B C D E F G H J K L M N O P Q R S T

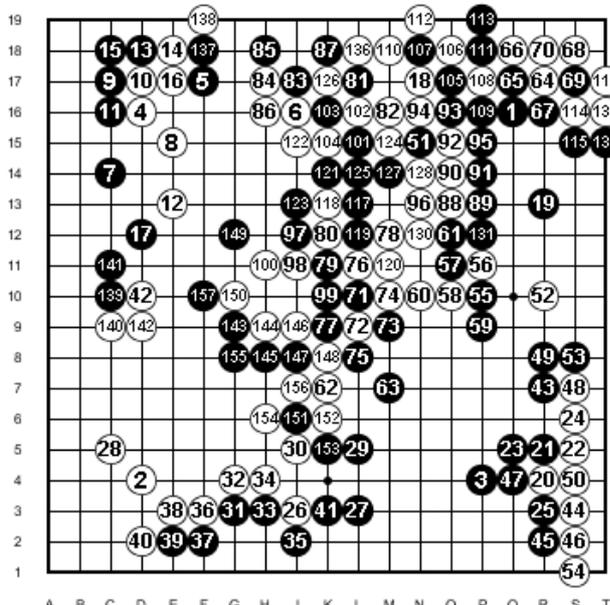


A B C D E F G H J K L M N O P Q R S T

88 at 80, 94 at 90, 97 at 77, 100 at 90, 103 at 77, 137 at 138.

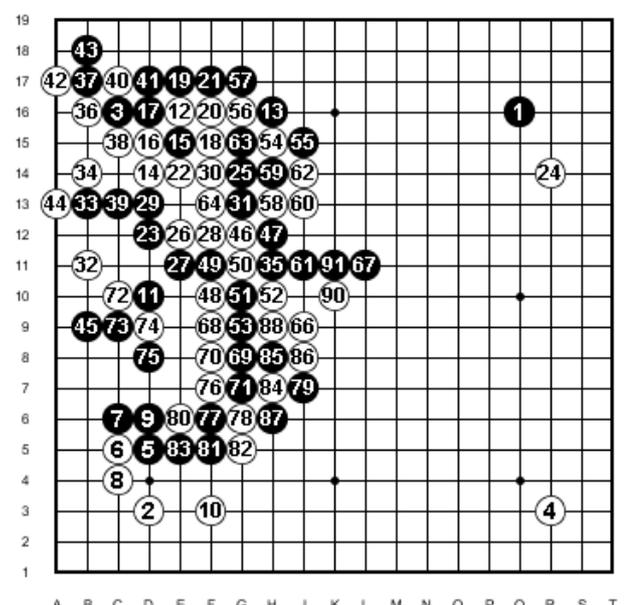
John8 [3d] (W) vs. Chwing [~3d], B+R

Eisit [2d] (B) vs. Twillo [4d], B+R



A B C D E F G H J K L M N O P Q R S T

129 at 103, 132 at 126, 135 at 103.



A B C D E F G H J K L M N O P Q R S T

65 at 54, 89 at 84.

Mellonsan [3k] (B) vs. Kramafil [3k], B+R

VincentV [1k] (W) vs. Prodigious [3d], B+R

Opening theory

By Mario Zani & Stjepan Lukac

Where to Start

The headline above is making sense in a lot of ways. It's our first number we release and I had to think of how and where to start as well. In addition it's the main issue we try to work out in this "Opening Section".

There are several different kinds of players. What makes Go so appealing is that it provides the possibility for a player to develop their style, their personal style.

Like everything every game has its beginning. There are certain theories about the opening and the opening is what we will be discussing here.

Some players, mostly those with pro strength take their time with the first move.

Amateurs on the other hand usually just play their favourite moves without hesitation.

We will try to make the beginning of a game more clear, which moves lead to what kind of game, its pros and cons.

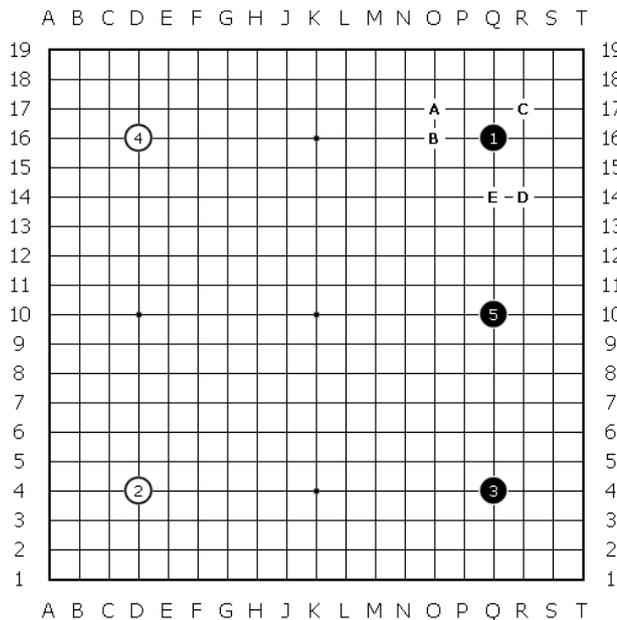
Here I rely on some literature, as well as the help of some friends I made during my time playing go and my own experience. I will point out some basic ways to approach common "Fuseki" positions and some basic Joseki. Everyone is welcome to make suggestions and share their opinion, because in the beginning, there isn't a "one and only" move.

San-Ren-Sei (三連星)

San-Ren-Sei means roughly translated "Three stars in a row" in Japanese.

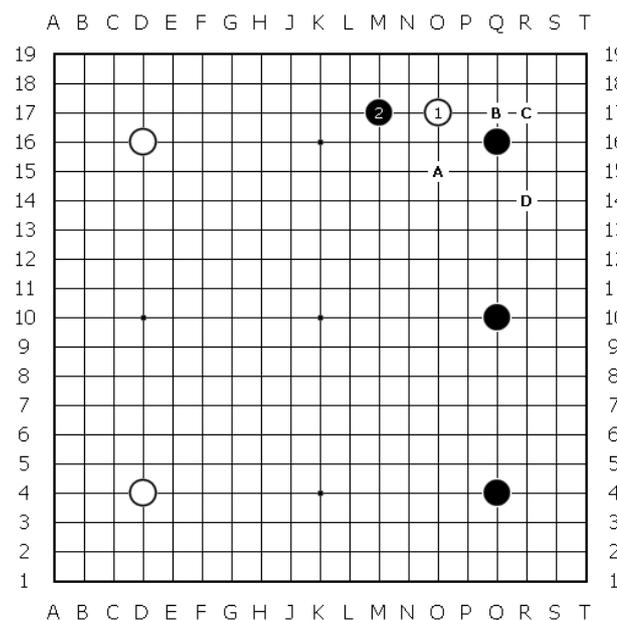
It's a common opening these days almost everyone encounters it in their "early days". Therefore it won't hurt to take a look at this "Fuseki" whether to learn something new or to solidify the already known.

In this kind of opening black focuses his full strength on one side of the board, waiting to see how white is going to deal with it. It's a strong opening but it's a bit inflexible and leads to a rather uncomplicated game.



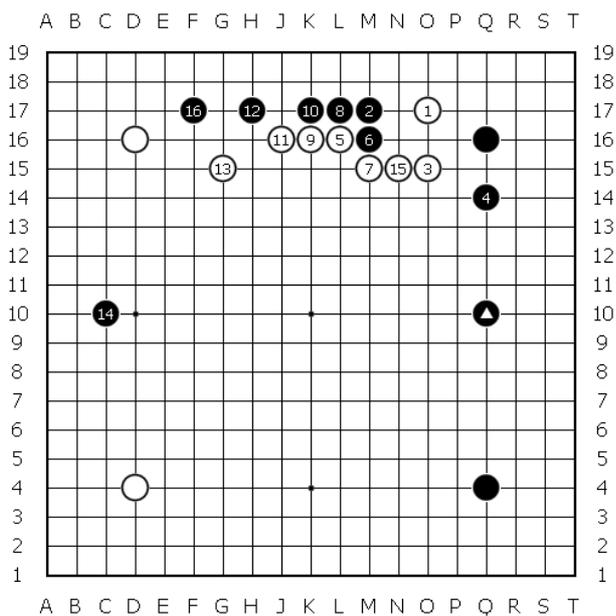
Dia. 1

This is the so called "three stars" position. A is the right approach for this position. The others are possible when black hasn't played San-Ren-Sei but would lead to an inferior result at this stage of the game.



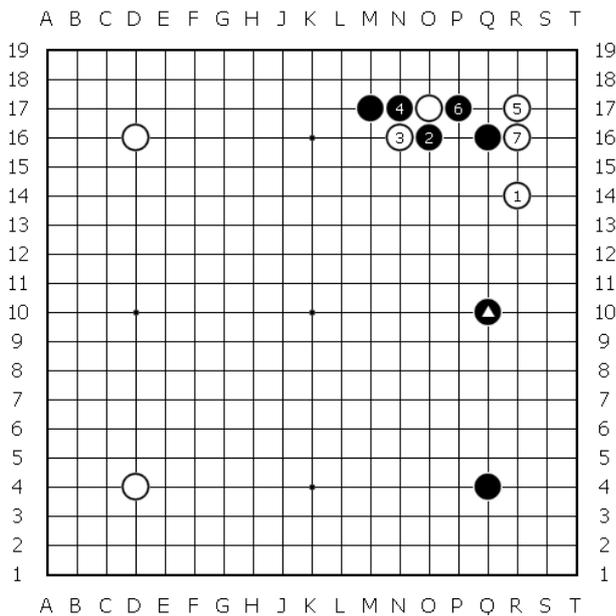
Dia. 2

This are the most common possibilities for white after the pincer of 2.



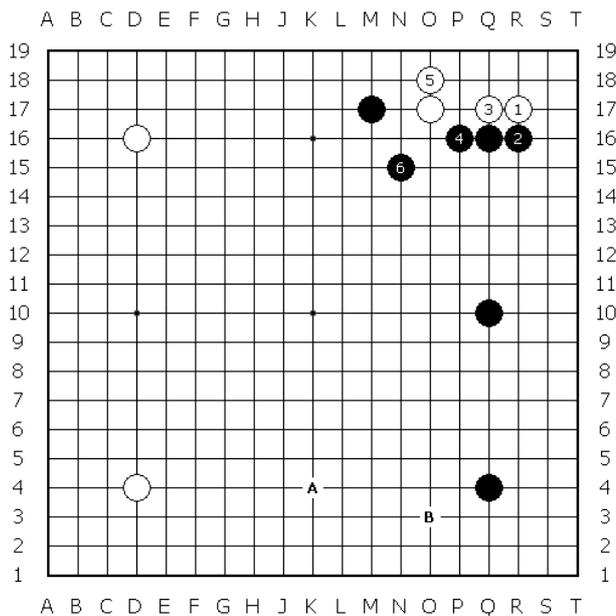
Dia. 3

With black's marked stone in place, white's approach at 1 is the right move. After black's pincer white shouldn't jump out because the influence which white builds with the Joseki up to 13 is nullified and merely inefficient after 14. Definitely a good result for black.



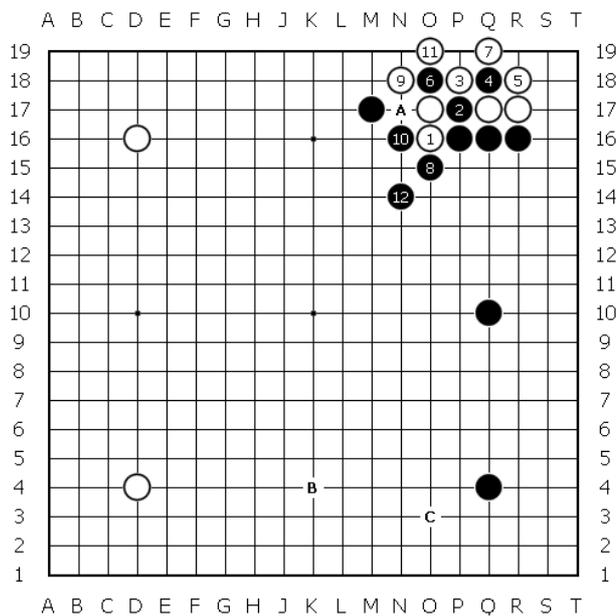
Dia. 4

The double pincer is an interesting option, but it can get quite complicated. This joseki is said to be better for white because the marked stone is oddly placed.



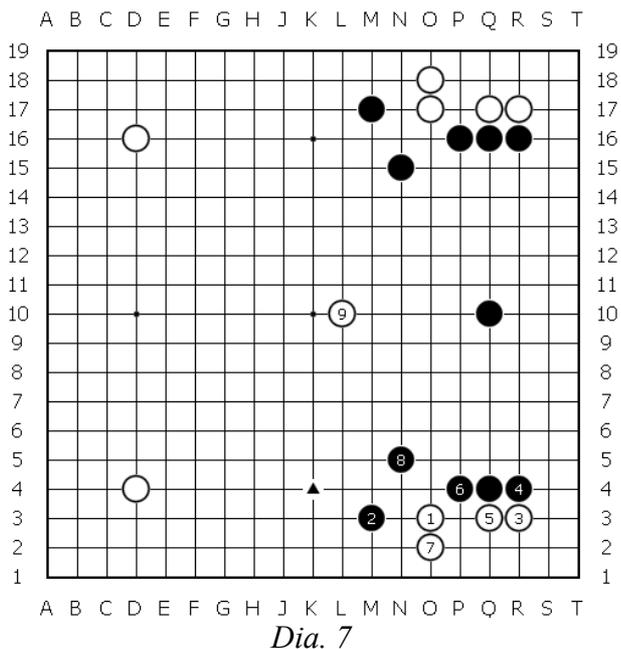
Dia. 5

This is common Joseki often seen in pro games. Black has a weakness between 4 and 6. White A and B are possible follow-ups which make the game well balanced.

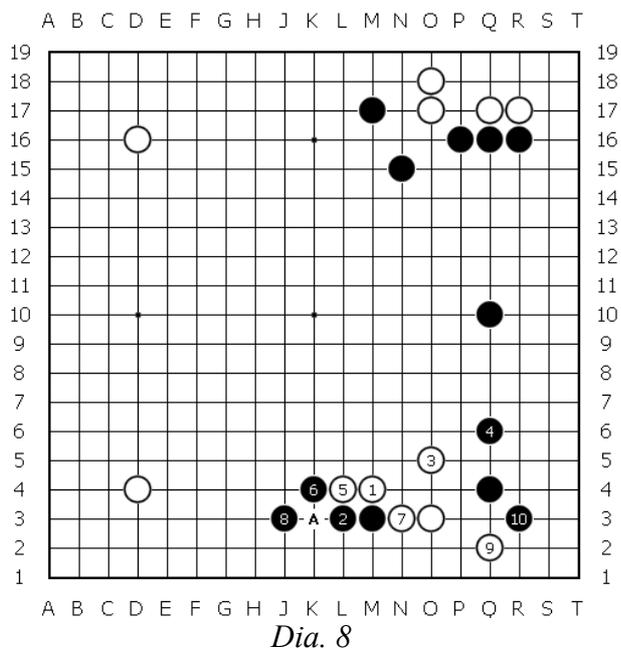


Dia. 6

This is an alternative Joseki. Black can make the exchange A for a move at 6 before defending at 12 which isn't really necessary. B and C are possible follow-ups for white.

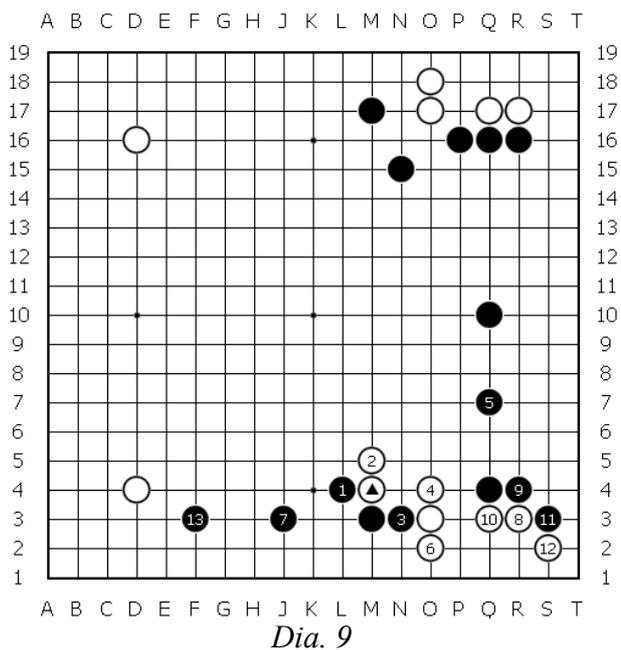


White plays an aggressive approach again at 1 instead of K4. White 9 is meant to restrict Blacks “moyo” and influence. At first glance this position seems to favour Black. But one tends to forget that white still has two corners occupied plus blacks weaknesses in his formation. However, this is a rather unlikely position, because most players dislike it.

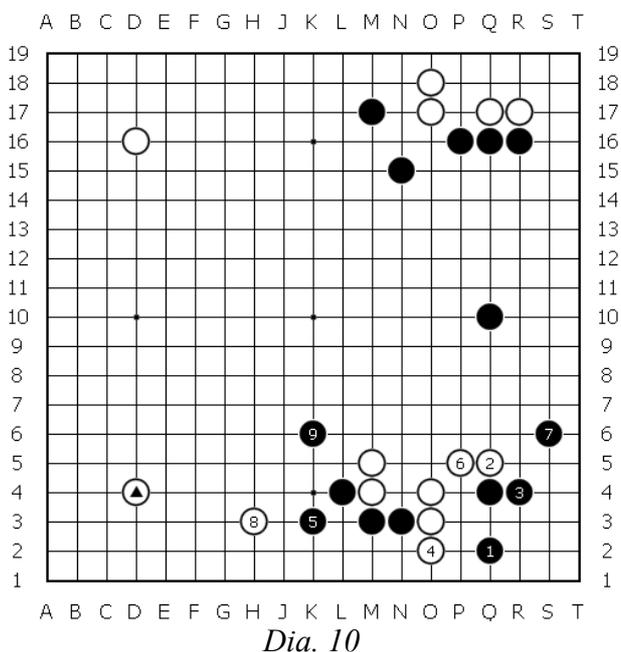


Cho Seok Bin (7D) showed us an interesting variation at last year's Go Workshop in Zurich.

White 7 is the correct move. White A instead would be complicated

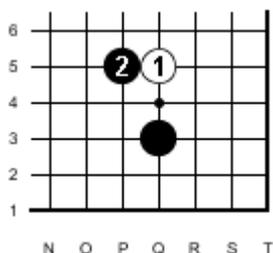


This is another position which may occur after playing the marked stone.

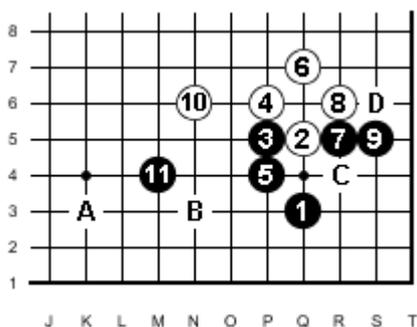


This position occurs when black choses to take the territory in the lower right corner. White 6 is especially good when there is a stone at the marked place, otherwise it's rather weak.

Joseki: The 3-4 point high approach outside contact

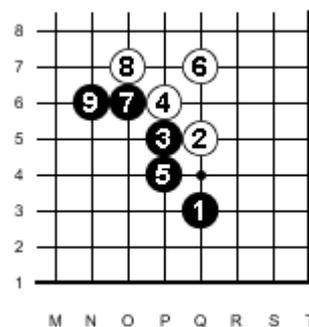


In this issue we'll analyze the outside contact play against the high approach to the 3-4 point. There are several possibilities of dealing with it. The basic Joseki is shown in Dia. 1 below.



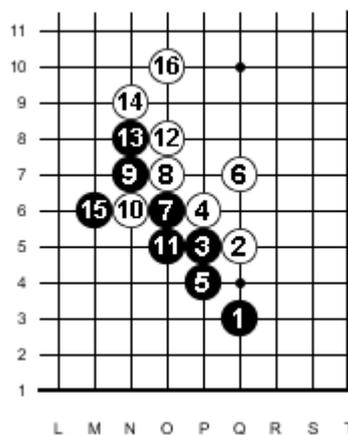
Dia. 1

At first sight, black's position looks favorable. But you mustn't forget that 11 is Gote for black, so white can take the initiative. So one might think about skipping black 11 and play elsewhere. If that happened, white would be very happy with occupying this point himself. Once he has done so, black's corner is completely sealed and white can still apply pressure with D (which is sente because of C). This would put black in a difficult situation. After black 11 the correct approach for white is at A, threatening the follow-up of B which would ruin black's corner and side. Instead of black 7 there is another variation (see Dia. 2).



Dia. 2

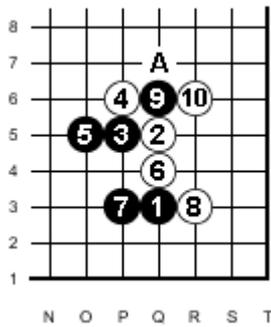
Move 7 enables black to build a large wall over the lower side. After 9 white can continue to push black and like this build a wall over the right side himself. Both of the players still have the possibility to either take the corner, or reduce the corner territory of the opponent. However this is only the peaceful way, Dia.3 instead...



Dia. 3

... shows the double-hane of 7 and 9. Compared to the previous variation this one lets black build even greater influence. Bear in mind though, that white builds a very strong position as well. The territory he makes is safe and very difficult to reduce unless the whole board position is favorable for black. You may have noticed that black comes out in sente in this sequence, but don't forget white 10, this stone could still become troublesome for black. Also notice, that the corner territory is still not definite.

Now that we've gone through the basics, let's look at some special-cases in Dia. 4.

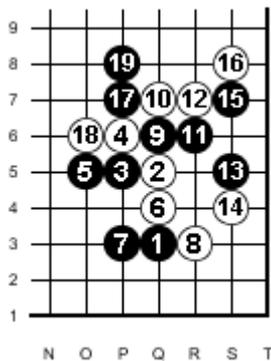


Dia. 4

The sequence up to 4 is the same like in the basic-joseki. But unlike there, black plays 5. This is an invitation for a fight, white accepts it when playing at 8. Black 9 and white 10 launch a fight in the center. Notice that 10 is the only possible move after white 8 and black 9. If white dares to play at A the sequence in Dia. 5 follows.

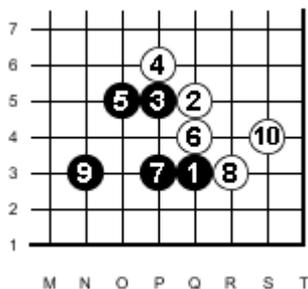
This variation is the most peaceful one. Although white makes good shape with 10, black has nothing to worry about. His stones are pretty much settled and he ends in sente.

If you would like further information to these or other joseki, you might profit from reading 38 basic joseki⁵ or go through the variations online, eg. at senseis library⁶. If you have questions or suggestions to make, feel free to contact us by e-mail at suji@swissgo.org.



Dia. 5

White 10 in Dia. 5 is a fatal mistake. Black plays the tesuji of 13 and white gets slaughtered. Not only does his corner get encircled (it might even die), he also serves the center-influence on a silver tablet to black. The game is virtually over for white.



Dia. 6

Black can avoid the fight by playing 9 at N3.

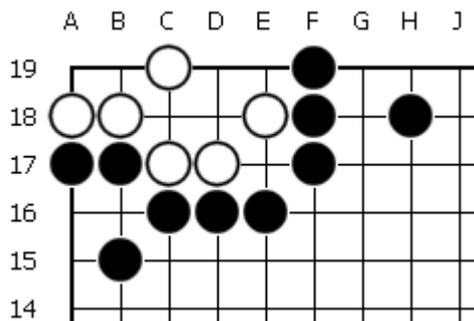
⁵ Published by *Kiseido Publishing Company*

ISBN: 4-906574-11-4

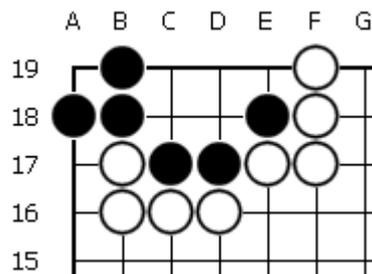
⁶ [Http://senseis.xmp.net](http://senseis.xmp.net)

Tsumego Corner

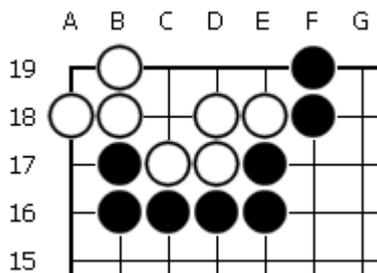
Black to move in each of the problems. The solutions can be found at the end of the magazine. Remember, *never* play the problems out on a goban, but solve them in your head instead! Try not to look at the solutions until you are entirely sure about your own. None of solutions is supposed to include a Ko (excepts for double-Ko).



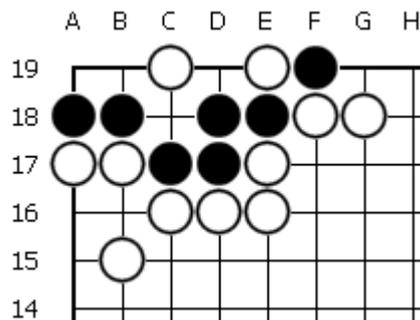
Problem 1



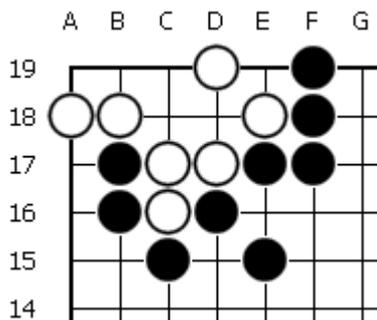
Problem 2



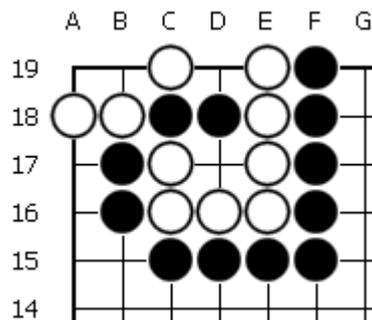
Problem 3



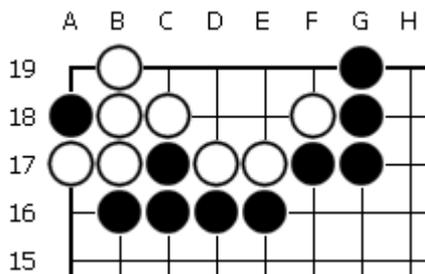
Problem 4



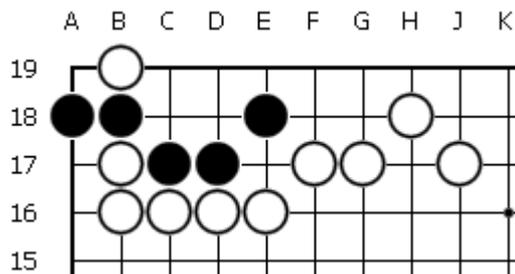
Problem 5



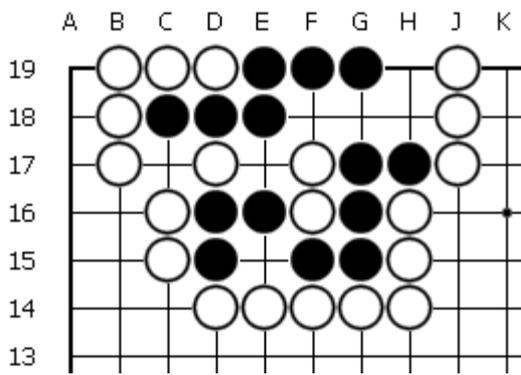
Problem 6



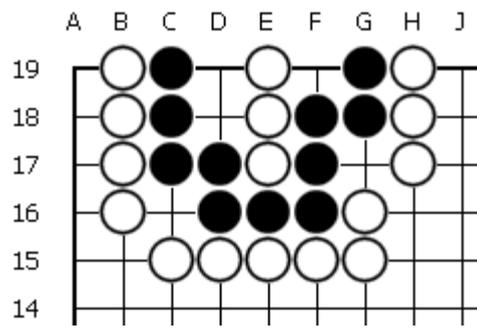
Problem 7



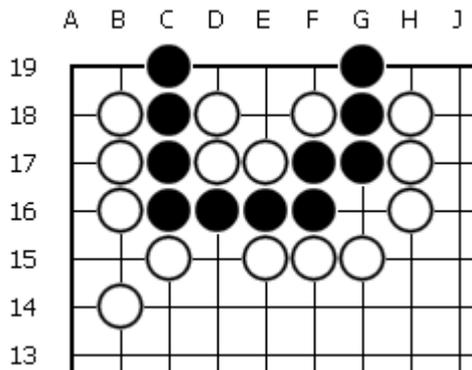
Problem 8



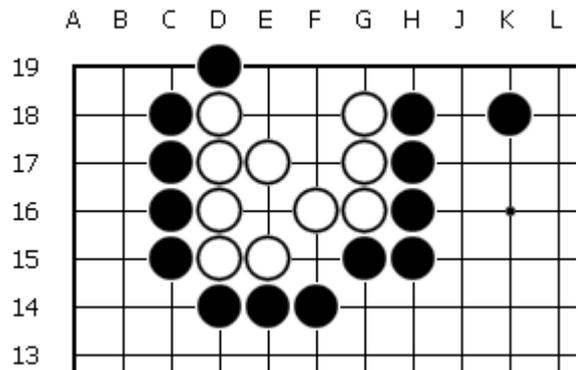
Problem 9



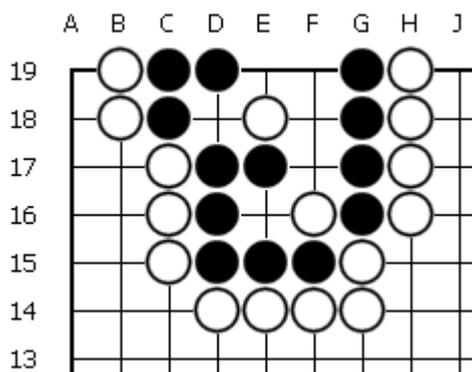
Problem 10



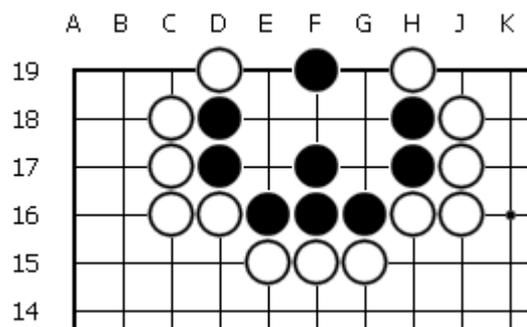
Problem 11



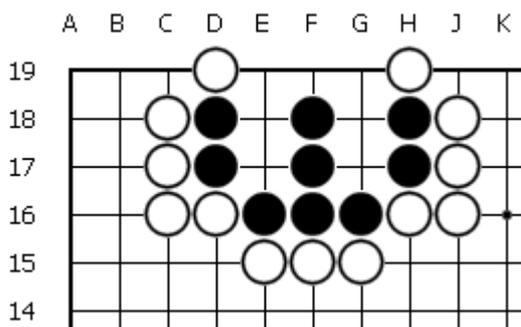
Problem 12



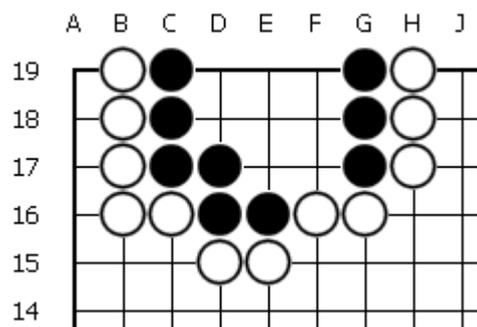
Problem 13



Problem 14



Problem 15



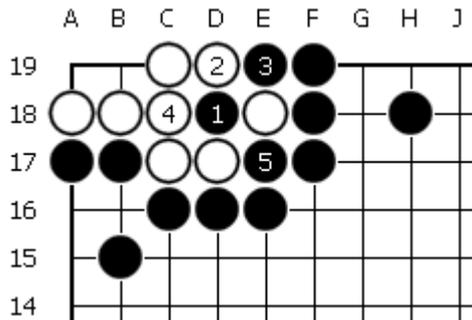
Problem 16

Upcoming Go tournaments and events in Switzerland

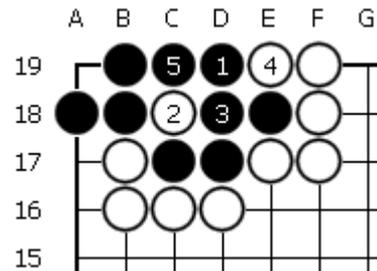
26.march 07 – 1. april 07	Visit of Ang Li [3 Dan pro] from China	March 25 Zürich, 26 Geneva, 27 Lausanne, 28 Veyrier March 30 - 1 April Zürich (Spring Tournament) More Info about Ang Li on his homepage: www.aygoschool.com Contact: ✉ awolff@worldcom.ch
30. march 07 – 1. april 07	Springtournament Zürich (incl. Ang Li workshop)	Friday evening 30th March Workshop with Ang Li 3 Dan Pro (same place as tournament) Location: Jugendherberge Fällanden http://www.zuerigo.org/fruehling2007.html
7. april 07 – 8. april 07	Polymanga Lausanne	Go stand, Chizu Kobayashi [5p] will be present www.polymanga.com ✉ Leonorejucker@yahoo.fr
21. april 07 – 22. april 07	Go Tournament Basel	Quartierzentrum Bachletten , Bachlettenstrasse 12, Basel http://brooklyngoclub.org/baslerbambus ✉ hauensteina@acm.org
28. april 07 – 29. april 07	14e Open de Go de Genève – JAL special Go challenge	First price: Europe-Japan round-trip ticket (JAL) Takes place in the same spot as the Swiss Go Championship 07
26. may 07 – 28. may 07	Swiss Go Championship 07 Schaffhausen	May 26-28, Pentecost/Pfingsten/Pentecôte http://goclubsh.ch/sgc
20. august 07 - 25. august 07	Go Stage – Les paccots	-
15. sept. 07 – 16. sept. 07	Swiss Pairgo Championship – Riederalp / VS	-

Tsumego Solutions

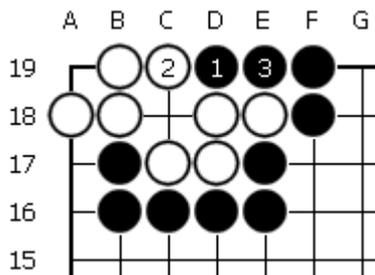
Here are the solutions for the problems in the Tsumego Corner.



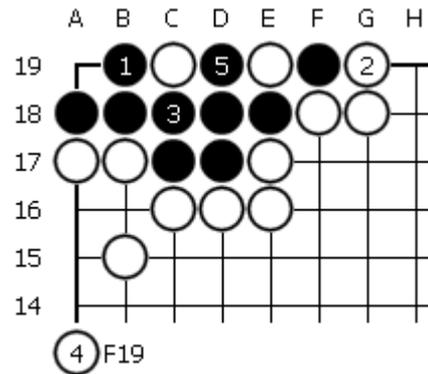
Problem 1



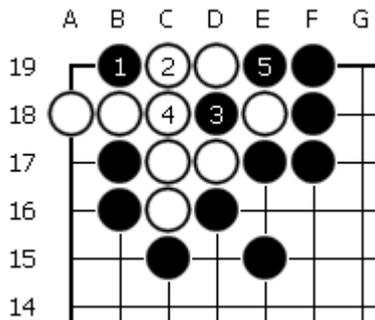
Problem 2



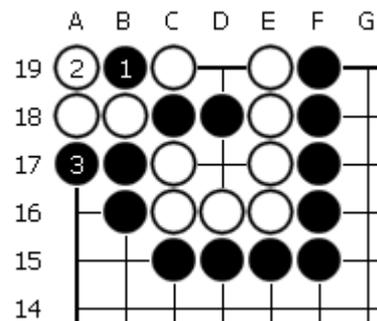
Problem 3



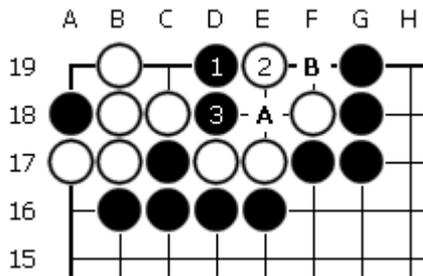
Problem 4



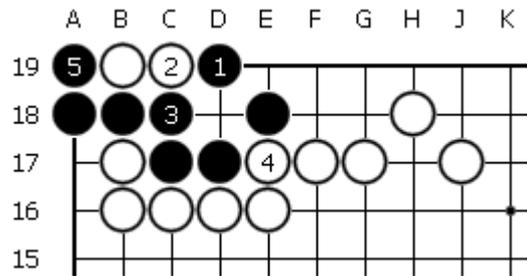
Problem 5



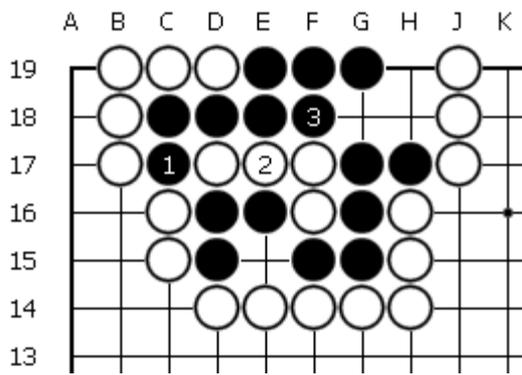
Problem 6



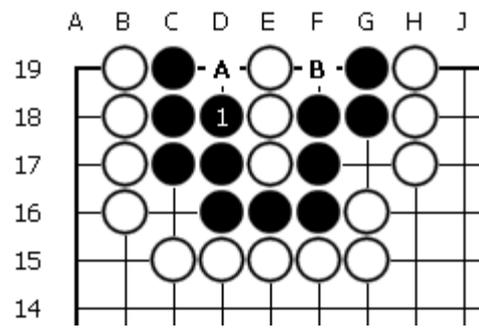
Problem 7



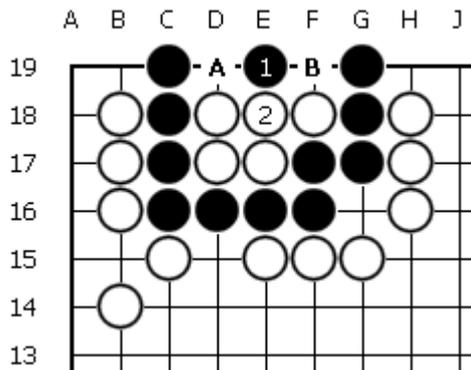
Problem 8



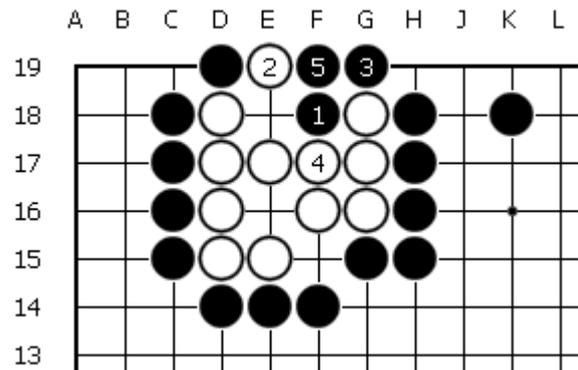
Problem 9



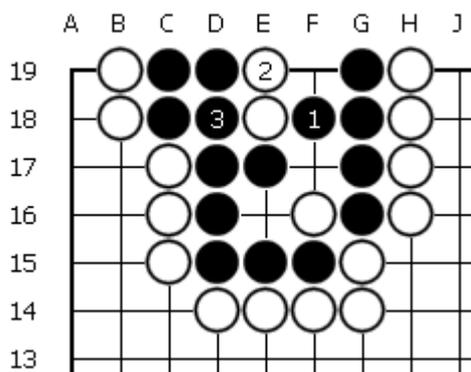
Problem 10



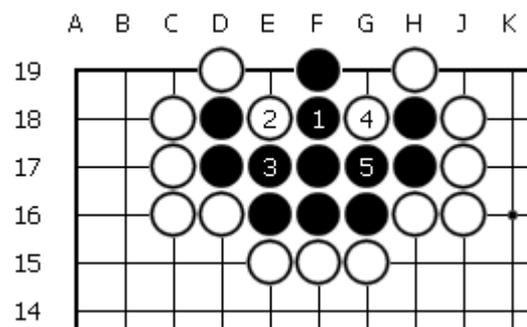
Problem 11



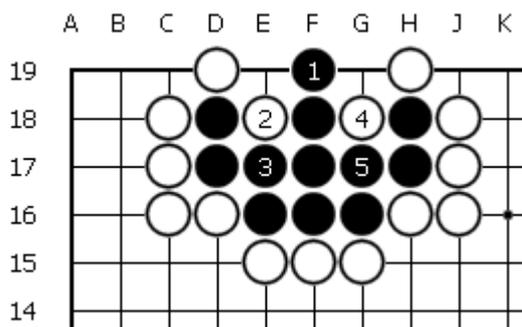
Problem 12



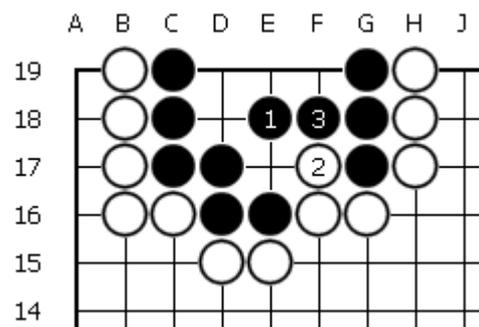
Problem 13



Problem 14



Problem 15



Problem 16

Go... an addictive game

Bad Shape

Go

Miai

... an addictive Game

<http://www.swissgo.org>

The next issue of Suji is coming out in June!

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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 something yourself or want to make suggestions, you can reach us under the adress mentioned above.

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