



**CANADIAN GO
ASSOCIATION**

Newsletter

February and
March
2014



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Photo by Brayden England

Article to the Readers

By: Matthew Mennie

It's a great honour to be able to bring this newsletter to the members of the Canadian Go Association. I would like to thank James Sedgwick, the president of the Canadian Go Association, Mark Wong, Irene Shaw, and Ben Mantle. Without them the newsletter would have been a bunch of blank pages. Mark Wong, has officially changed his role in the newsletter process, from editor and compiler to editor in chief. Also, Ben Mantle has joined the team as an editor. It is the Canadian Go Association's hope that with multiple people working on the newsletter that it can become something similar to Suji Magazine. We call on all members to provide any photographs from Go events or from anything Go related for the next newsletter. With additional photographs, our team can put a newsletter together that is equal in quality to magazines sold on shelves. If you would like to volunteer to be a member of our newsletter team, please email me at kenshin767@gmail.com.

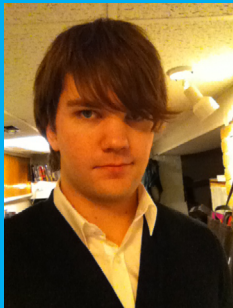
In recent events, the Canadian Go Association is now a registered Non-For-Profit Corporation. This allows the Canadian Go Association to be more respected by the Go community as more than just a glorified Go club. Other things in the works at the Canadian Go Association are the investigation of sourcing for Go equipment for clubs, and the revamping of our ranking database.

In regards to equipment, we on the Canadian Go Association Executive board are investigating alternative sources to obtain equipment from. This allows for potential cost savings and quicker delivery options to clubs. If you would like to aid in this endeavour, please email Tyler Reynold's at tylerjohnreynolds@gmail.com.

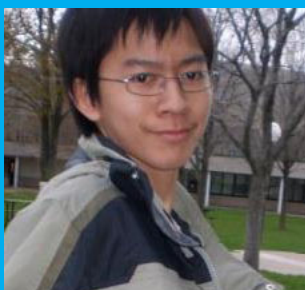
With the improvements to the ranking database, the Go community will soon be able to upload copies of their game records to their own registered accounts, and view the game records online. For tournament organizers, we are working on a bulk import feature to aid in the uploading of tournament games. Each game that is uploaded will in turn be able to adjust the players rank in the database. With this, the players will have real control of their rank through their games.

The Canadian Go Association is run entirely on donations. At the time of writing, the donation box on the Canadian Go Association website has a total of \$115 donated. We would like to thank the donators and hope this new feature on the website will allow for easy donations. If we don't get enough donations to run, this will cause issues with the association. Please donate today so we can continue to operate and won't have to switch back to paid memberships.

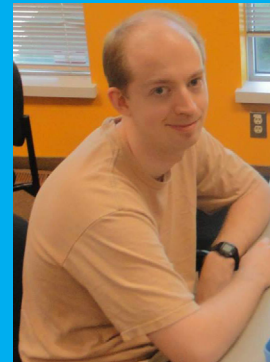
The Newsletter Team



Editor:
Ben Mantle



Editor in Chief:
Mark Wong



Compiler:
Matt Mennie

Canadian Go Open 2014

The Canadian Go Open 2014 venue has been announced. Please see below for details.

Date: June 28th – July 1st 2014

Location: Taiwanese Culture Centre

Address: 8853 Selkirk street Vancouver BC

Schedule:

June 28th

9:00AM Register and Round 1

2:00PM Round 2

June 29th

9:30AM Round 3

1:30PM Round 4

June 30th

9:30AM Round 5

1:30PM Round 6

7:00PM Banquet

July 1st

9:30AM Pair Go

Fees:

Main tournament and Pair Go

Adult :\$110 (includes 4 days lunch)

Youth \$95 (includes 4 days lunch)

Main tournament:

Adult :\$90 (includes 3 days lunch)

Youth \$75 (includes 3 days lunch).

Main Prize:

1st place \$1000

2nd place \$500

3rd Place \$200

Every group has a different prize.

Joseki Explained: Intro, Star Opening: Part I

- “Separated in the Subway”

Joseki Explained

By Ben Mantle

Introduction

This will be the first of probably hundreds of Joseki of which I will be explaining every tactical, strategic, and conceptual choice behind each individual move in each pattern. Every single Joseki will be made understandable, and through use of them in our games, you will feel a deeper understanding and a sense of comfort in applying these variations. The idea is to develop an innate understanding, allowing us to both apply and remember these moves better, and to assimilate these patterns into our play in terms of move functions rather than regurgitating them. Joseki are only useful for the tactics we can pick up and the concepts and judgments we can extract from them. I hope these analyses will meet the following goals:

- Help us feel confident in our games and provide essential Joseki to add to our arsenal for all future games (while as stated above that I do not advocate blind regurgitation of patterns, memorizing is sometimes the precursor to the derivation of Go skills).
- Provide a novel resource from which to gain a deeper understanding of all the moves involved in a given pattern.
- Provide for players/teachers a resource with which to teach Joseki to others, or to which those others could be referred.
- Coin new names for certain moves and patterns, providing assistance with visualizing and remembering them by categorizing them in less of a head-spinningly numerical manner and more of a memorable, nominally visual one.
- Explain every detail of Joseki, allowing us to assimilate everything involved, such as:
 - o Whole-board strategy
 - o Tewari analysis
 - o Situational assessment ability
 - o Tesuji (for living, capturing, fixing, cutting, movement etc.)
 - o Effective shapes
 - o Efficiency of stones
 - o Tactical/comparative advantage (eg. comparing a pattern with a similar or obsolete one)
 - o The meanings of certain exchanges (eg. a move we normally aren't supposed to play but has some benefit specifically in said case — or otherwise, a move that seems random until knowing how it affects a local situation), and more.

- Thus, players can study Joseki in a fruitful, comprehensive, and exhaustive manner leading to something far removed from a mere increase on our Joseki repertoire. In studying Joseki this way, we may increase our entire understanding of Go and thereby increase our Go winning power!

I am taking it upon myself to coin names for every Joseki I write about. This could allow us all to avoid those times when we're talking about Go with our friends and finding ourselves inconveniently having to spend a minute or two awkwardly trying to explain to them using references to shapes and coordinate.

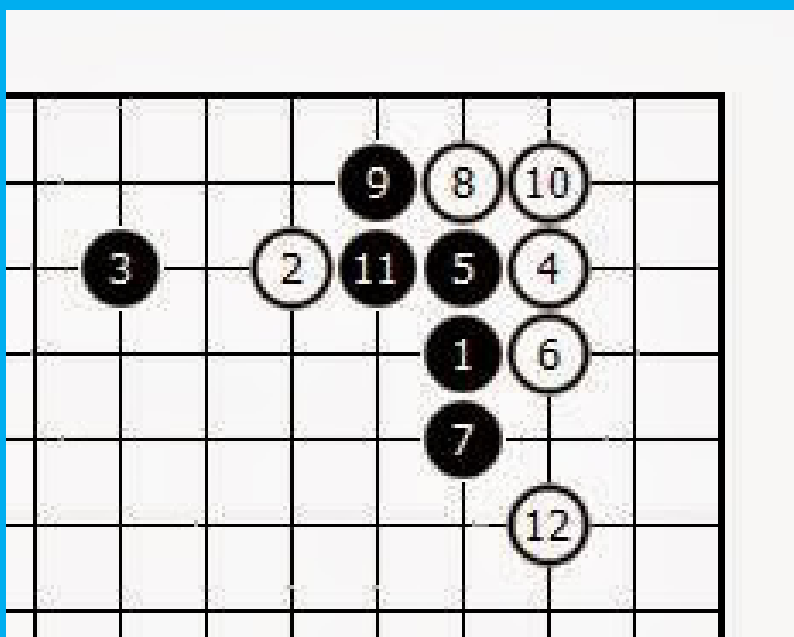
Let's fill the holes of the English-speaking Go world!!

Please enjoy this continuous resource — there will be a lot more where this came from. Please assist me in spreading these documents around the internet and the Go community. I offer full permission to post these entries anywhere — just credit me somewhere (as Ben Mantle and/or as Yukigami) or make reference to my blog, Nevermeltice (<http://ygami.blogspot.ca>).

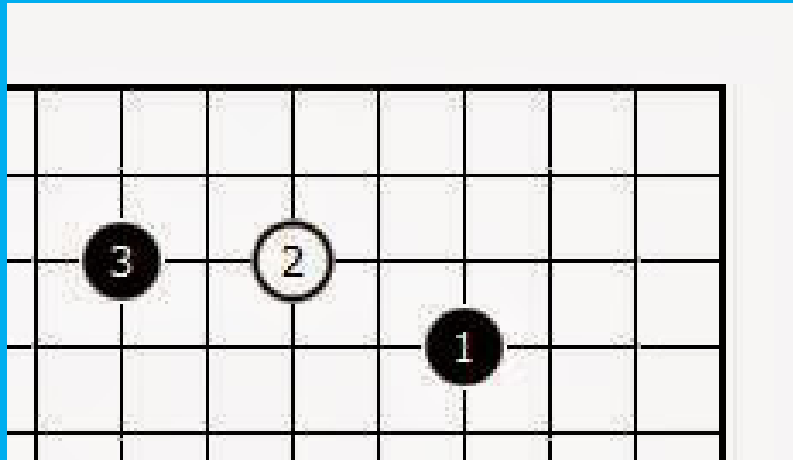
Thanks!

Joseki Explained STAR OPENING

PART I “Separated in the Subway”

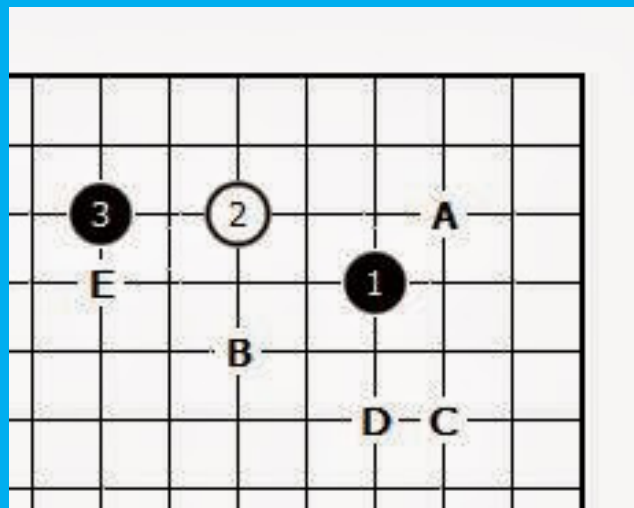


The Joseki featured above is one variation resulting from white's approach move at (2). White (2), the "Knight's Move" ("keima" in Japanese), is the most common method of approaching the Star Opening corner at black (1). We very rarely approach in another fashion. The pattern we see above comes up extremely often in real games, including high-dan and pro games. It is important for beginners to learn this Joseki early on (probably before 10-kyu), even though there are more than 10 moves involved.

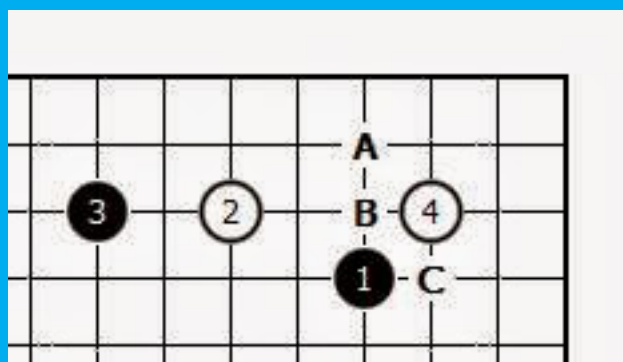


After black has started off with the star point corner move at (1), white's approach at (2) is basically the only method of approaching the corner, unless of course local or whole-board circumstances cause a more locally unorthodox play to become more advantageous.

Black (3) is a "pincer", causing white (1) to be under pressure from both sides by (1) and (3). Because of this, it becomes unfavourable for white to try to make a base (space for points/eye space) on the top edge, due to its relative futility. Below, we see white's range of normal responses:



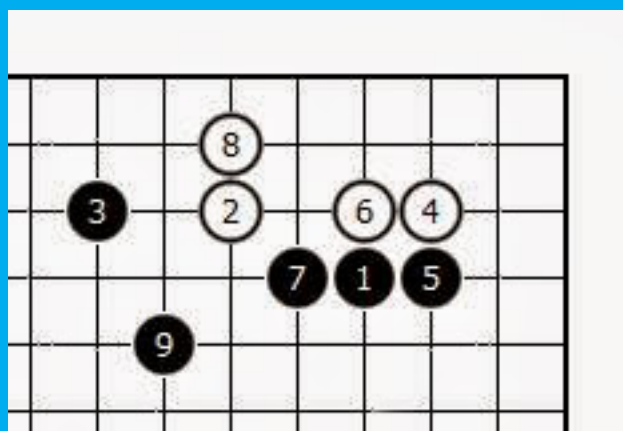
The list of white responses from (A) to (E) are fairly exhaustive as far as "normal" moves go. Furthermore, (E) is a lot less common and typically more common in games in which white tries to overcome the disadvantages of a handicap game, and (B) is not uncommon, but allows black to stake out some territory on both the top and the right sides. C and D, some "double approach" moves for this situation, are common. However, they're more advanced in that they lead to a fair amount of complication, so we will get to them at some later point in this "Joseki Explained" series. We will look at the most common continuation, which succeeds (A).



In this situation, white has invaded at (4) on the 3-3 intersection of the corner, the typical invasion point which I refer to as "the heart of the corner". Black (B) chops (4) off from (2), and it becomes impossible to connect (4) back to (2) after that as long as black has anything to say about it - but we will see more about that soon.

If white tried to move in a more connected manner, such as white (A) or (B) rather than (4), black would respond with black (4) and white will have only helped black to secure the corner with (4) and will still be lacking sufficient eye space. Thus, white (4), allowing black a chance to cut white off with (B), is the best way to continue among those three choices, and as we will see, white by the end of the sequence will have found sufficient territory without any disadvantage from a local standpoint.

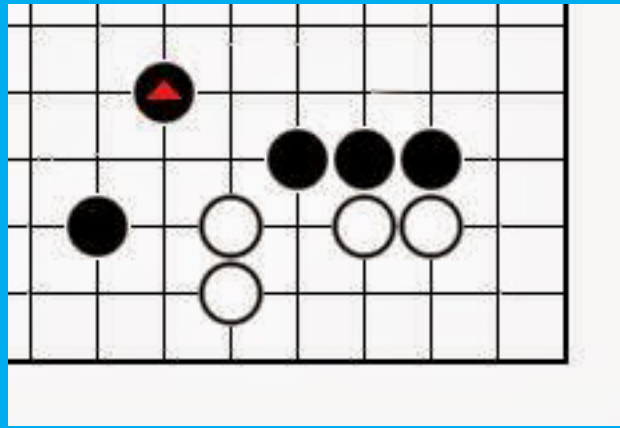
Rather than cut with (B), black may choose (C) in order to begin making a wall that faces and emphasizes territorial development on the right side of the full board (just south of this local situation). The choice of black (C) leads to several variations all leading to white gaining the whole corner and black gaining a large wall facing south. A popular example variation is displayed below:



Slightly off topic: for the above shape I coin "Cattle Wall".

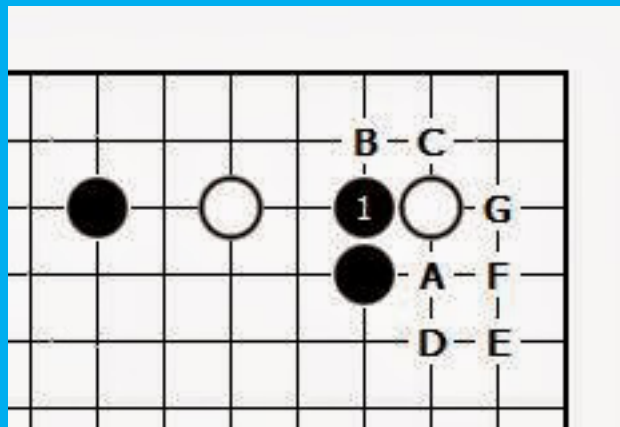
Maybe it should be called "Herding Sheep"?

Black gets an obvious wall, the formation is black and white of course, and if we flip the perspective...



The three black stones making up the double knight's move triangle form the part we can call a cow's head (perhaps including the nearest white stone). The vertical white stones represent the front legs, and the horizontal black stones and white stones represent some of the rest of the body, the three horizontal black stones being the cow's back.
Can you see it??

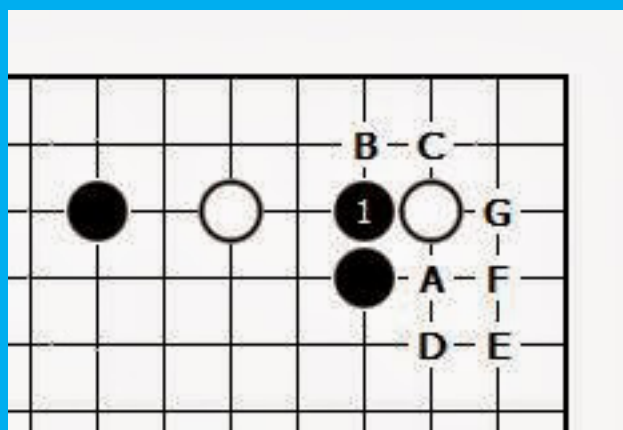
Continuing from where we left off,



Compared to the aforementioned alternative Joseki, in which black chooses to block the bottom side with (A) instead of cutting with (1), the variation we see here emphasizes the top edge of the board, building a black wall that faces and thus emphasizes the area to the left (west) of it. Black (1) is the best way to cut white's corner stone off from its ally. This is because:

1. It is connected to the Star Corner stone, and by sharing liberties with it, prevents a liberty shortage for black, and;
2. At the same time, it decreases the liberties of the white corner stone by touching it, and also limits the white corner group's ability to expand eye space.

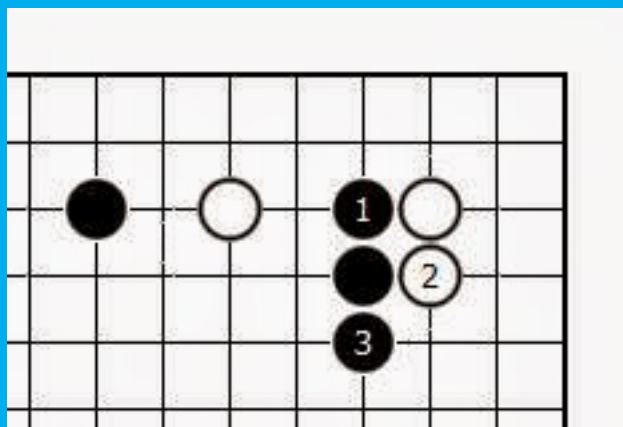
Because of these various effects of (1), White's fastest escape/expansion moves toward the most open area, (D) and (E), do not work well. If White (D), Black pushes in at (A) and when white blocks with (F), Black rips white apart with the atari at (G).



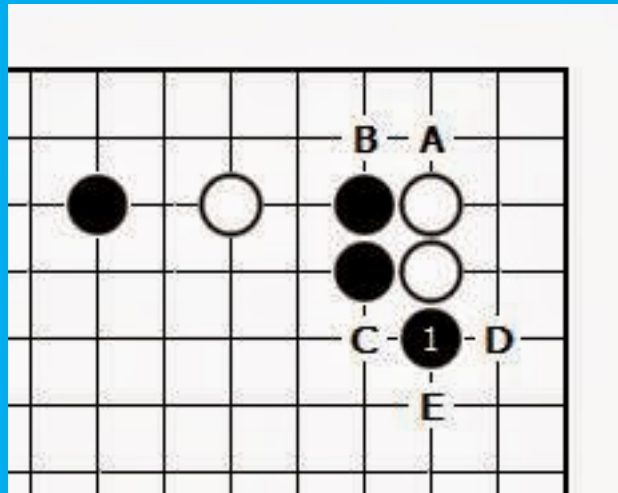
As for E, it is low to the ground (near the edge) and thus surrounds little territory. Furthermore, there are a plethora of options here for black to take advantage of the corner stone's liberty shortage; even just black (C) is might be enough.

White (B) and (C) are on the second line and seek eye space toward the top edge rather than the more open area down south along the right edge of the board. When compared with the real Joseki variation (as we'll see), these options are inferior.

White (F) is the right idea, but is needlessly close to the edge in this case. On the other hand, White (A) is the simplest and best move. It increases the corner stone's and thus also its own liberties, it expands eye space as much as safely possible and avoids moving down needlessly to the second line, and it affects the black stones outside of it by decreasing their total remaining liberties from five to four as well. The shortening of liberties carries effects that sometimes take place later on, with increasing consequences as liberty counts are reduced to small numbers like 3, 2, 1, and of course zero.



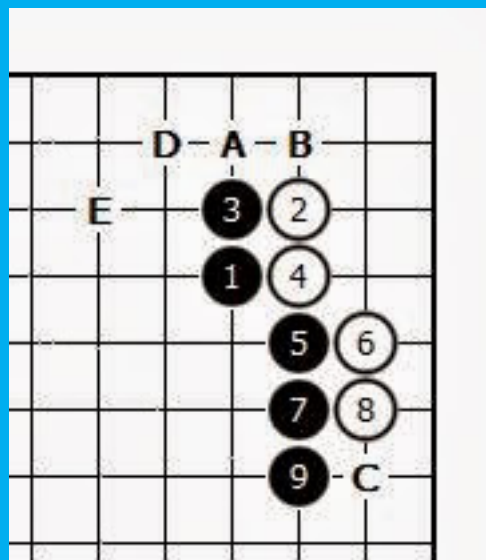
The correct move for black is to match face by extending to (3), keeping ahead of white as well as increasing black's own liberties.



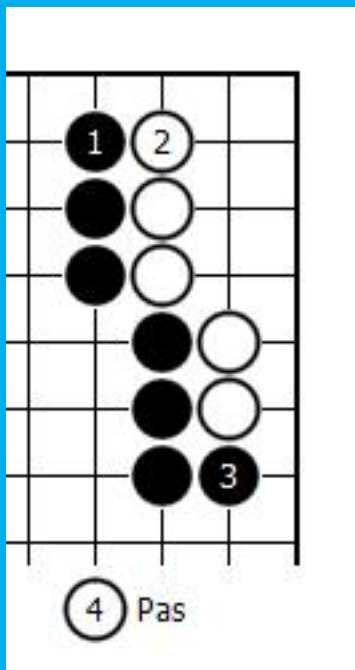
Normally, black wants to Hane here at (1). This is because a Hane - in this case usually continuing with white (D) and then black (E) - pushes white's territory down a line closer to the edge while increasing the size of the area around black's wall - thus increasing black's potential territory.

While exchanging territory for wall is usually close to even (fair) when the territory is on the third line, 2nd-line territory is not worth trading a wall for at all, as it gains just one point at a time. Crawling on the second line is played often but for special reasons only, such as to reduce a finished territory, obtain necessary extra eye space, prevent a forcing move (Sente) available to the opponent, etc.

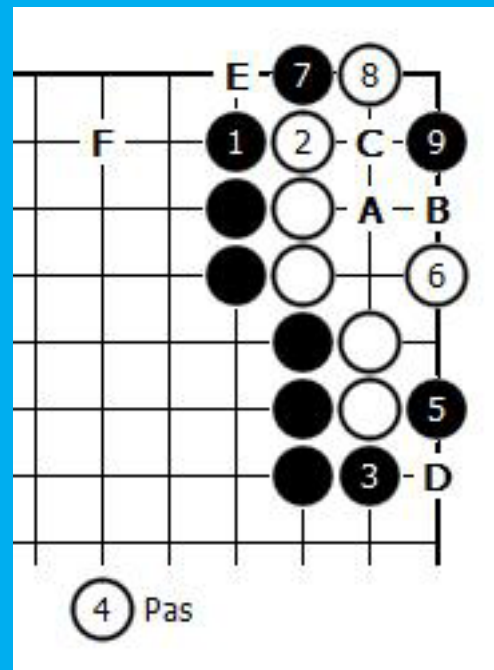
For example:



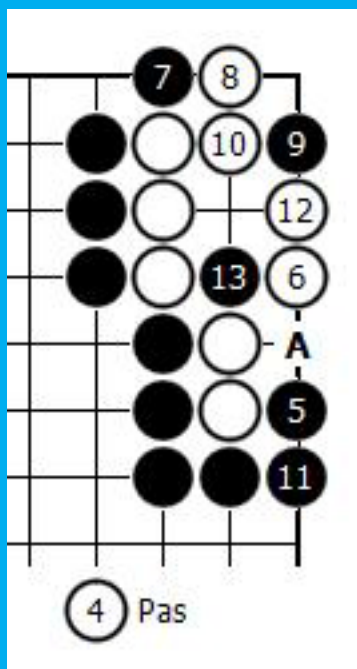
Here is an unfinished sequence resulting from white invading black's Star Corner at the 3-3 intersection with (2). If white plays elsewhere after black (9), black can look for the right timing and play a forcing move at (A). If black blocks at (B) to defend his eye space, (C) is now sente for black - black can capture the entire corner if white ignores again (see next page for the variation). For this reason, white expands the corner with the sequence of (A)(D)(B)(E) even though it gives black a very powerful outside shape, because it avoids a lot of painful sente moves available to black that fully block off both the top and the left sides of the board in sente. After white (6), the unhappy crawl at (8) is necessary in order to prevent black from playing a sente move at (8).



From the position above, if white plays elsewhere (tenuki) with (4), black can capture the corner as follows.



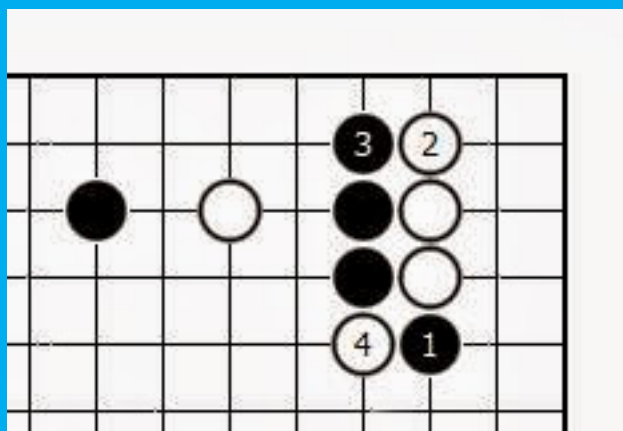
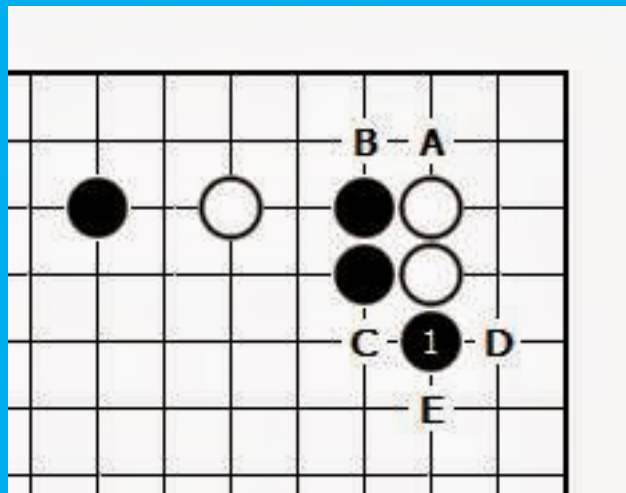
Using the fundamental principle of life and death by reducing the space before playing on a vital point inside, black's best sequence begins with (5). Next, black reduces from the other side with (7) before playing on the key point of (9). It should not be difficult to see identify the appeal of black (9) as a white move there would very clearly bestow life upon the white group. Capturing with (E) is futile for white, as black can just safely contain white with (F) and white obtains nothing more than a false eye. White can attempt to find two eyes using (A), (B), or (C), but regardless of which move white tries, black responds to any of them with the clever tesuji of (D).



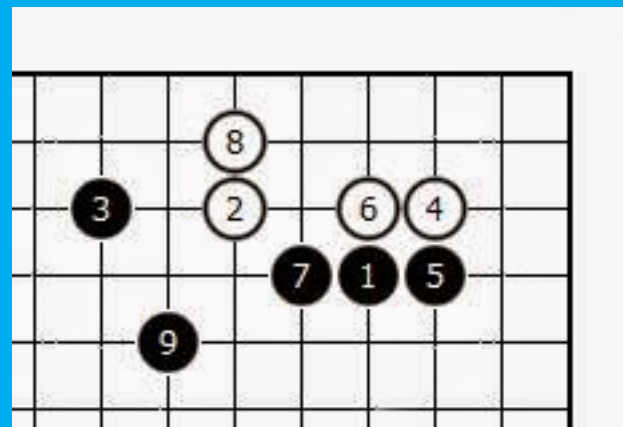
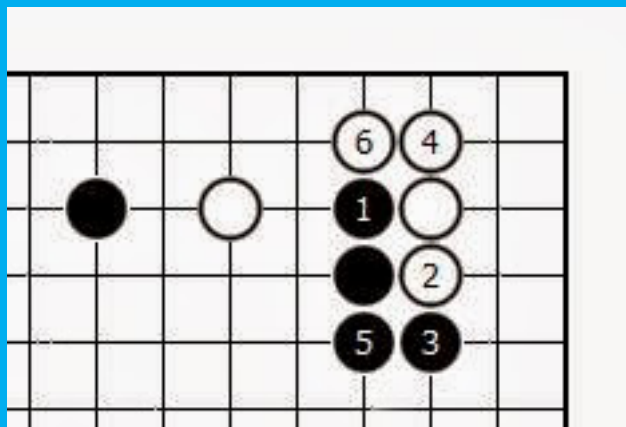
If white A, black captures white with the atari at (12). If white plays any combination of (10) and (12), responds with the double tesuji combination of (11) followed by (13) in the above diagram. Any other variations not mentioned are even simpler for black to carry out.

Going back to the main discussion:

Left: In this situation black (1) is wrong. There is a cut at (C) for white that black must worry about this time, and the best way for white to exploit it is to first exchange white (A) - threatening to connect under to the original corner approach stone - for black (B), which blocks it off. White then cuts at (C).



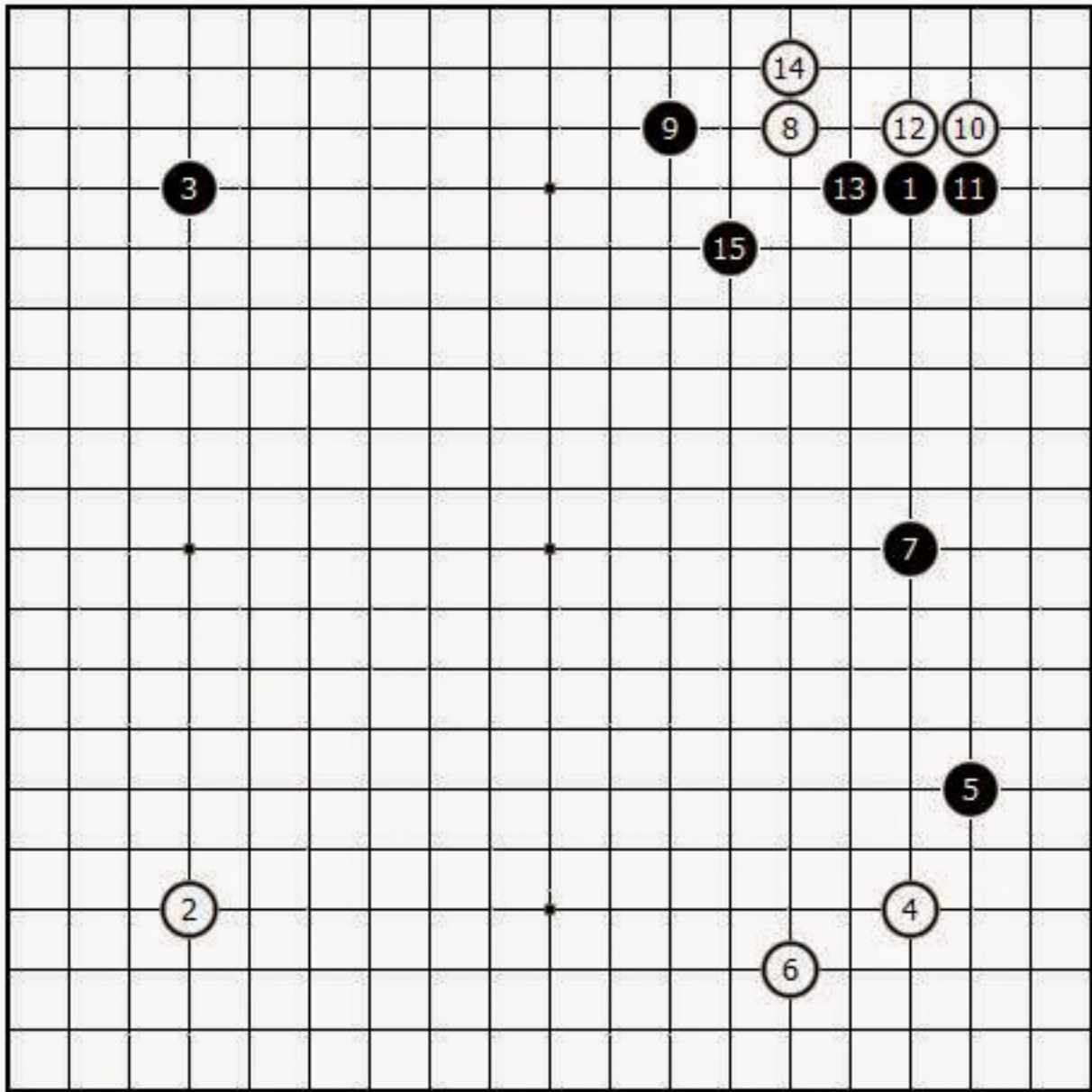
Right: So white exchanges (2) for (3), then cuts at (4). As you will see, the cut at (4) is fairly devastating. Note that even if black ignores (2) to come back to connect at (4), white will connect up to his outside stone with white (3). We see this in the diagram below, on the left:



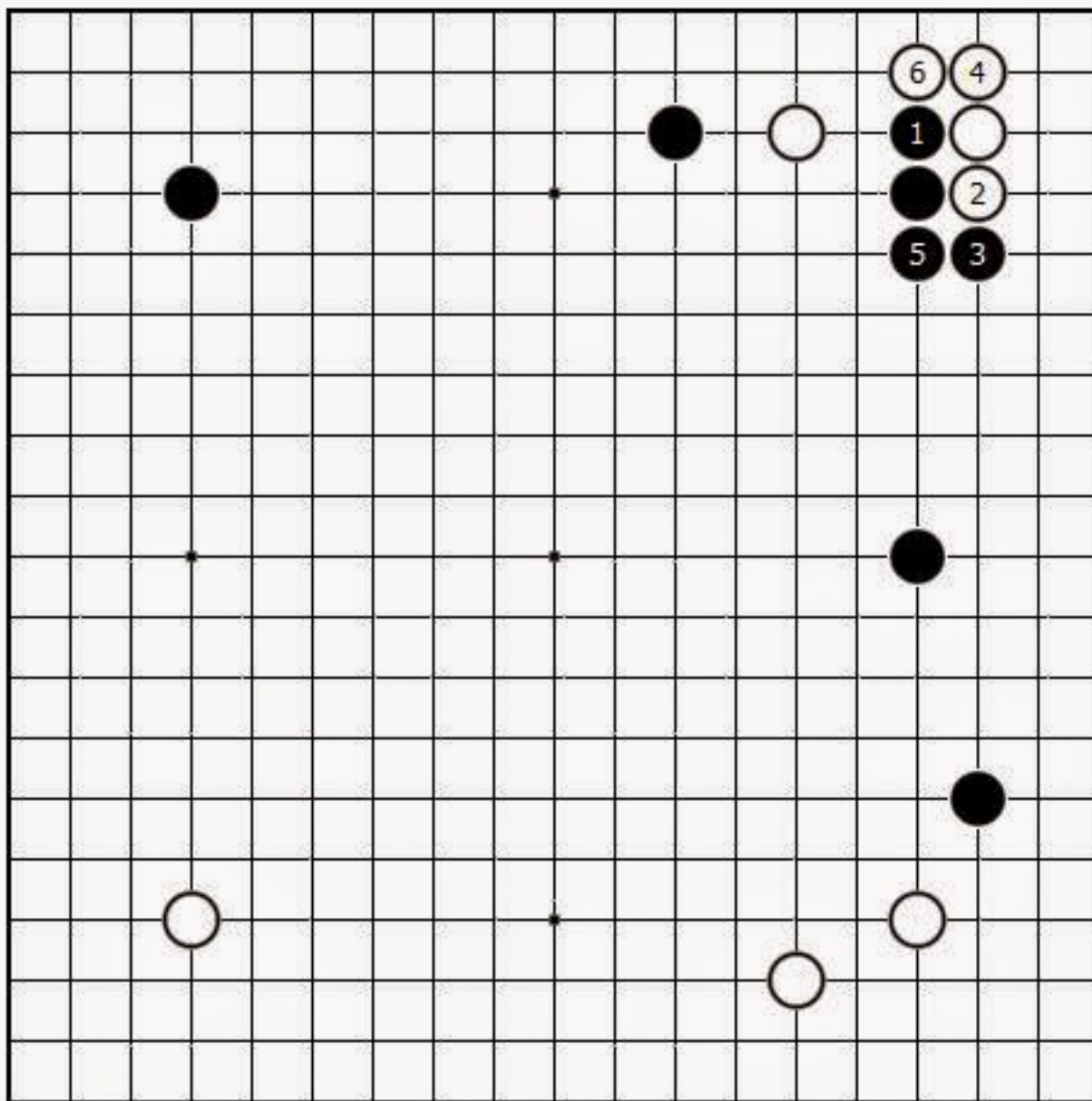
LEFT: White (4), preparing to cut at (5), is correct. Black may minimize losses by connecting at (5), allowing white passage to unite with (6), and this is generally the best way for black to salvage the situation after the mistake of black (3). But the result remains better for white.

RIGHT: The diagram on the right will be used for comparison; as we compare the two shapes, we see that white's total territory is greater in the diagram on the left.

Black plays (1) in the diagram on the left in order to emphasize the left side of the board (below this corner), and only if black already has a stone one or around the left side star point (see below):



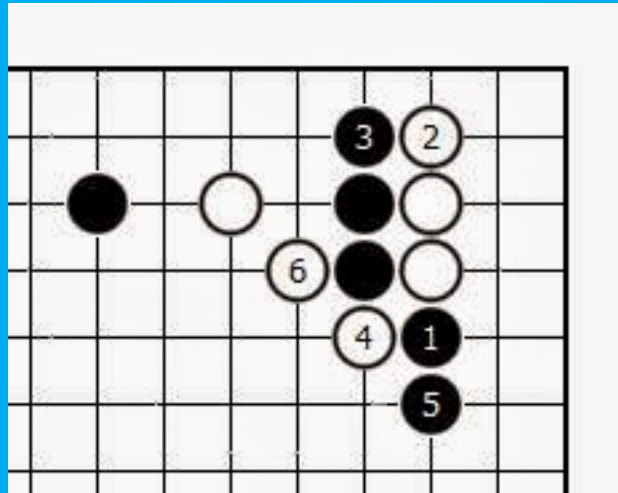
As we can see in this diagram, black (7) works well with the wall black gets from the Joseki. The right side becomes well-constructed potential territory. If we imagine the other shape, however...



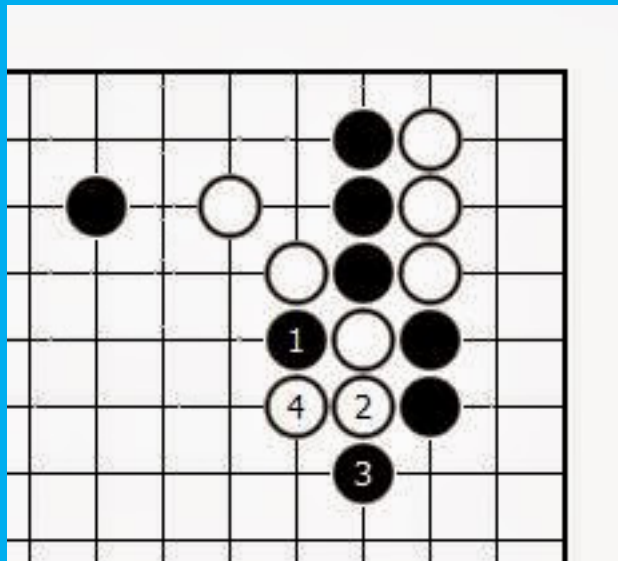
...We can see that black's total potential area on the right side is less this way. Furthermore, white's corner has yet to be sealed off. Lastly, the original pincer play by black, located just left of white's corner there, is no longer working efficiently. Black would have to add another move in order to properly block white off, and even then, this black stone is not in a very good place for developing the now-important right side.

Thus, the result is unfavourable for black.

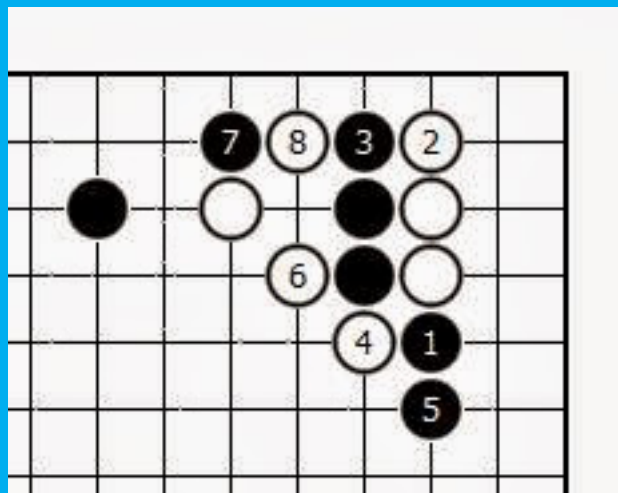
Let's continue with the explanations! We are almost through all of the variations following the mistaken Hane.



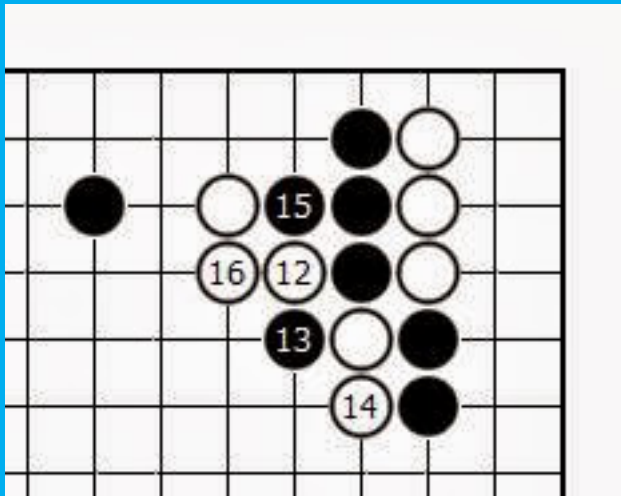
After white cuts at (4), black may try (5) or similar to save the group at (1), but white (6), by reducing the liberties of the other black group, captures it. Despite the disconnected and liberty-short appearance of the outside white stones such as (4) and (6), the capture of black (3) is clean:



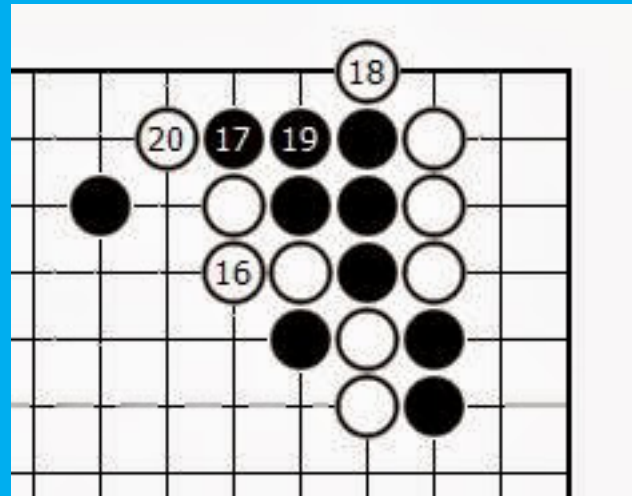
The diagram above shows us that black (1) does not begin a ladder; After black (3) and white (4), black's stone at (1) has been put into atari, so the ladder has failed.



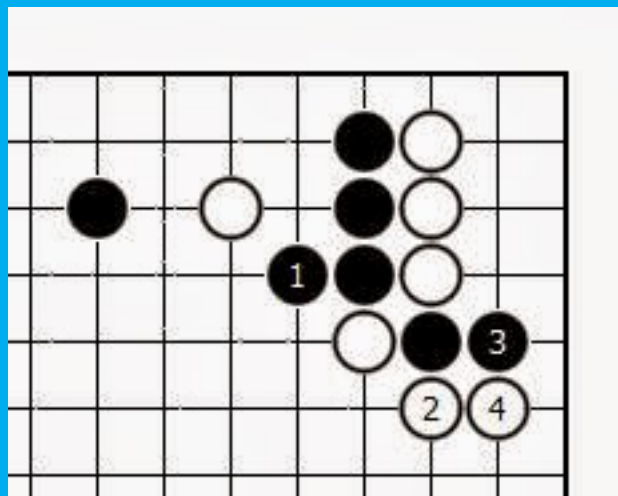
If black tries to connect back with (7), white easily foils this attempt with (8), a basic Tesuji that takes advantage of the black group's liberty shortage; black cannot cut off white (8) from white (6), as this would put black's own stones into atari and get them captured by white.



LEFT: How about if black plays atari at (13), causing white (14), and then another atari at (15), taking advantage of the fact that the first atari at (13) reduced white (12)'s liberties?



RIGHT: Well, white connects at (16) and black can try to connect back with (17), but... Even though white can't wedge in between with (19) this time, white can just atari with (18), then capture everything cleanly with (2) - black has collapsed.

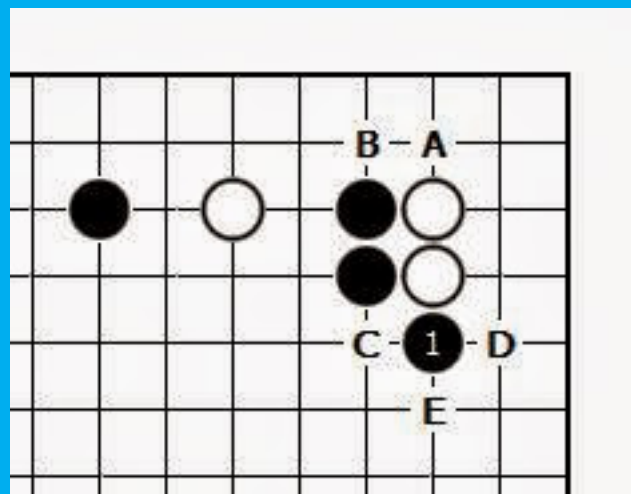


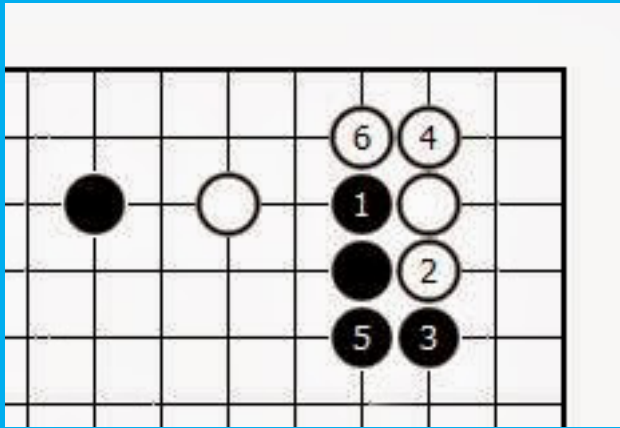
Lastly, we have this variation.

Black might instead attempt to save the larger cluster by playing (1), for example, but after white (2), black's original Hane stone is captured up to (4) and black suffers a large disadvantage in this variation as well.

To conclude the analysis of the mistaken Hane then:

Black should not play the Hane at (1), as it leads to major consequences due to proximity to the stone white used to approach the Star Corner.



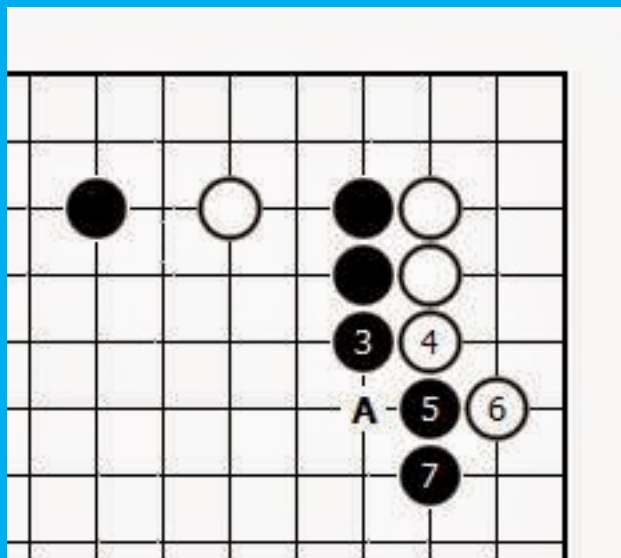
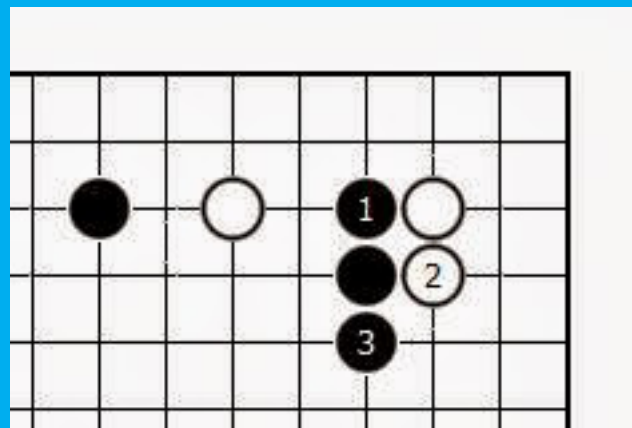


If we have already played the mistaken Hane, we should most definitely salvage the situation in the way shown in the diagram to our left.

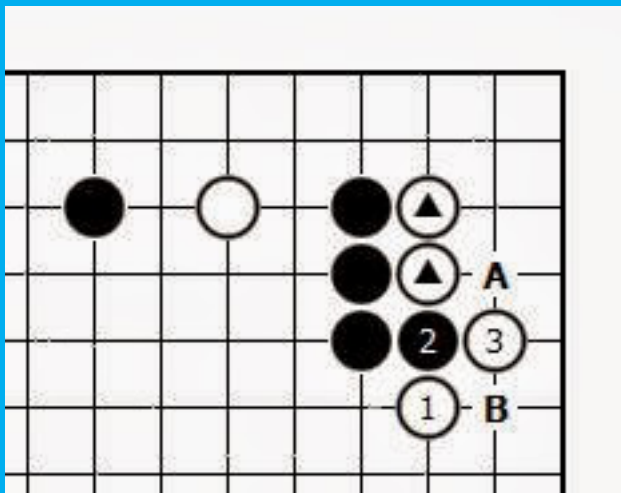
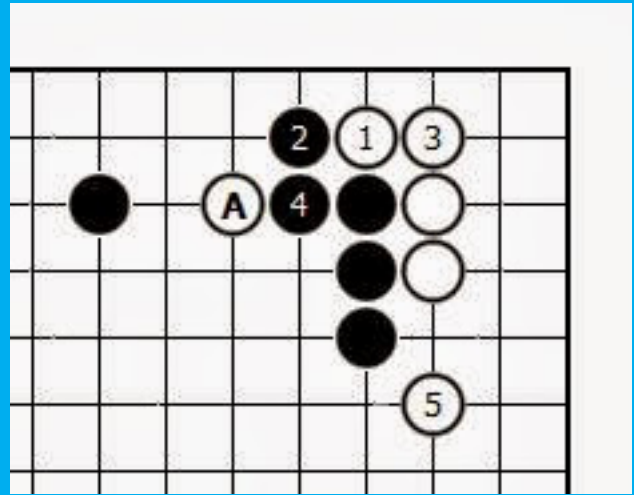
Let us return to the main discussion then.

To refresh what was stated earlier, let's be reminded that (3) is the correct move for black because the Hane is mistaken and leaves behind a lethal cutting point.

Continuing,



White (4) is generally not correct, as this allows black to Hane at 5. Unlike the previous mistaken Hane we thoroughly analyzed, the addition of black (3) before playing Hane does not suffer the same immediate problem as did the black Hane at (4). With (5), white is pushed down to the second line at (6) and the local result starts to look favourable for black. This would seem especially the case if we compare the shape in this above diagram to the one from the completed, correct Joseki we are currently analyzing. Here is the comparison: (see next page).

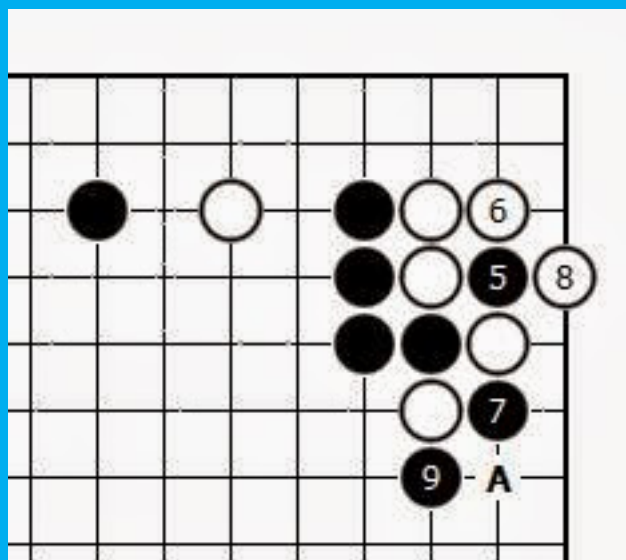


Using the same logic to refute other considerations, we should naturally consider white (1) in the above diagram, as it gets ahead of black and is not dissatisfyingly close to the right edge of the board. Analyzing the shape we see that after black pushes at (2) and white naturally blocks at (3), white (1), (3), and the triangled stones each have only 3 liberties (as they are not connected by their liberties, and thus count as 3 separate "groups"). There are cutting points at (A) and (B), which black should immediately exploit.

The diagram shows a Go board with a 10x10 grid. The sequence of moves is as follows:

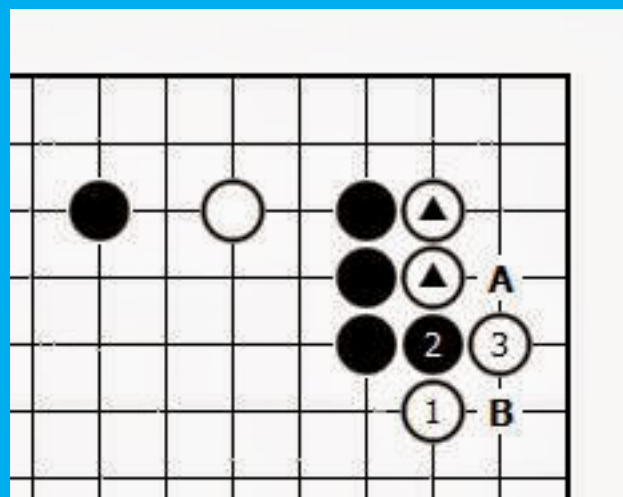
- 1. Black stone at (4, 4)
- 2. White stone at (5, 4)
- 3. Black stone at (6, 4)
- 4. White stone at (6, 5)
- 5. Black stone at (6, 6)
- 6. White stone at (7, 6)
- 7. Black stone at (7, 7)
- 8. White stone at (8, 7)
- 9. Black stone at (8, 8), capturing the white stone at (8, 7) marked 'A'.

However, this result allows white to become strong on the outside by capturing black (7), and this is more than black needed to offer to white even if the result is still acceptable or favourable.



The correct way for both sides is shown in the diagram on the left, and the result is superior for black.

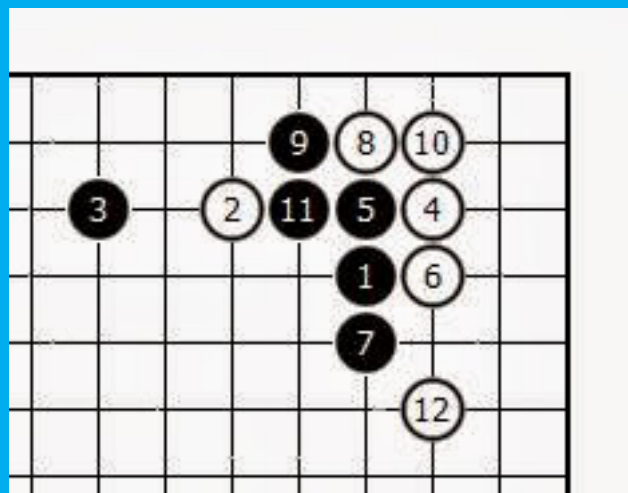
Thus, white (1) in the diagram, to the right, is incorrect. The idea to get out and ahead of black is correct, but white's stones lack the liberties to do so in this best of ways.



So...

How can white move out properly? It seems like we've already tried everything.

Not exactly.



This diagram (left) shows the correct continuation for both sides, from start to finish.

As discussed in earlier variations, black should not allow white to connect to the friendly stone at (2). Thus, when white plays (8) and black plays (9), white can connect and expect black to also connect. White has gained liberties through these exchanges, and after black's connection at (11), white is able to jump over and get out with (12) because the push-and-cut for black no longer works. If black tries to push and cut this time, white just prioritizes the stone at (12) and black's inside stone(s) will not have enough liberties to win a capturing race against the white corner [(4),(6),(8),10)].

I hope these explanations prove exhaustive and thorough, and thoroughly useful!

We will continue with many more Joseki to come!

...But it's not only limited to Joseki~

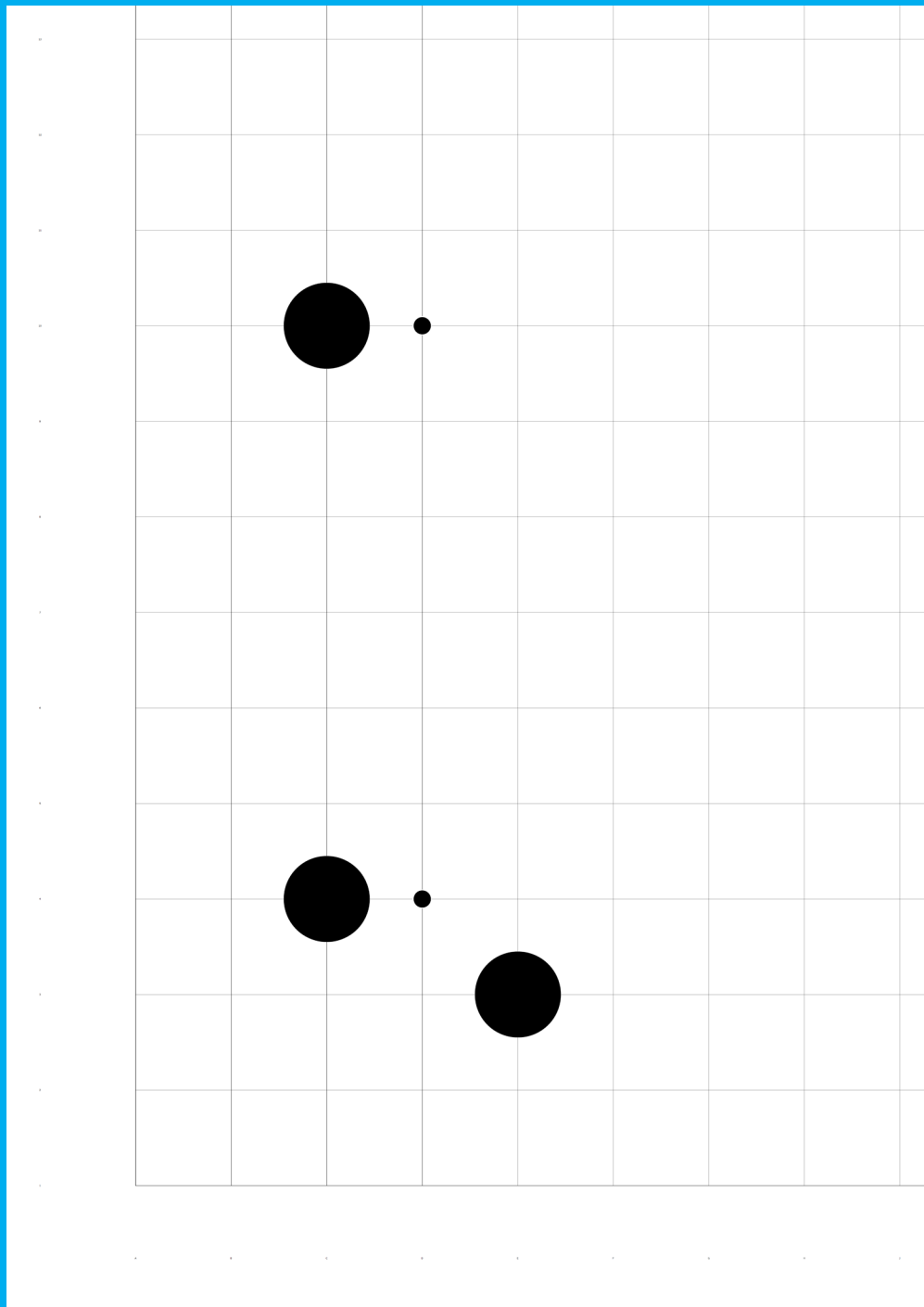
"Cattle Wall" Joseki coming soon! Stay tuned!

Go Problems Part 2

by Irene Shaw

Intermediate Problem

White to play to invade Black's territory.



Canadian Go Association

Online Go League Report

By James Sedgwick



Photo by: Brayden England

For our first session in 2014 Bill Lin and Wang Zi battled it out for the dragon title, as they did through much of 2013. This time it was Bill coming out on top with a 3-1 win; two 0.5 point victories proved the key to victory. In the A-1 group Ryan Li crushed us all on the way to his meeting with Bill next session. I've been looking forward to seeing this one, both Ryan and Bill were in the final 8 for professional qualifying this year, perhaps it is a prelude of what's to come in 2015 professional qualifying action.

In A-2 young star David Lu (scheduled to represent Canada at the world youth championships in Malaysia this summer) won; he moves up the A-1 group. The A-3 fight was very even, but Oliver squeaks out a win, moving up to A-2. In A-4 Dmitry Shorikov secured the win. A-5 was won by Hongya Qu. B1 went to Clifford Roberts. B2 was won by Steve Fung. B3 went to Martin Gavel, and B4 to Anthony Long. Monsoon Shrestha took B5. Finally, Musa Al-Hassy won B6.

The next session will commence Sunday March 16th(14-2), I hope to see you all there. The prizes for 2013 haven't been sent out yet, expect an announcement in the next news letter about those winners.

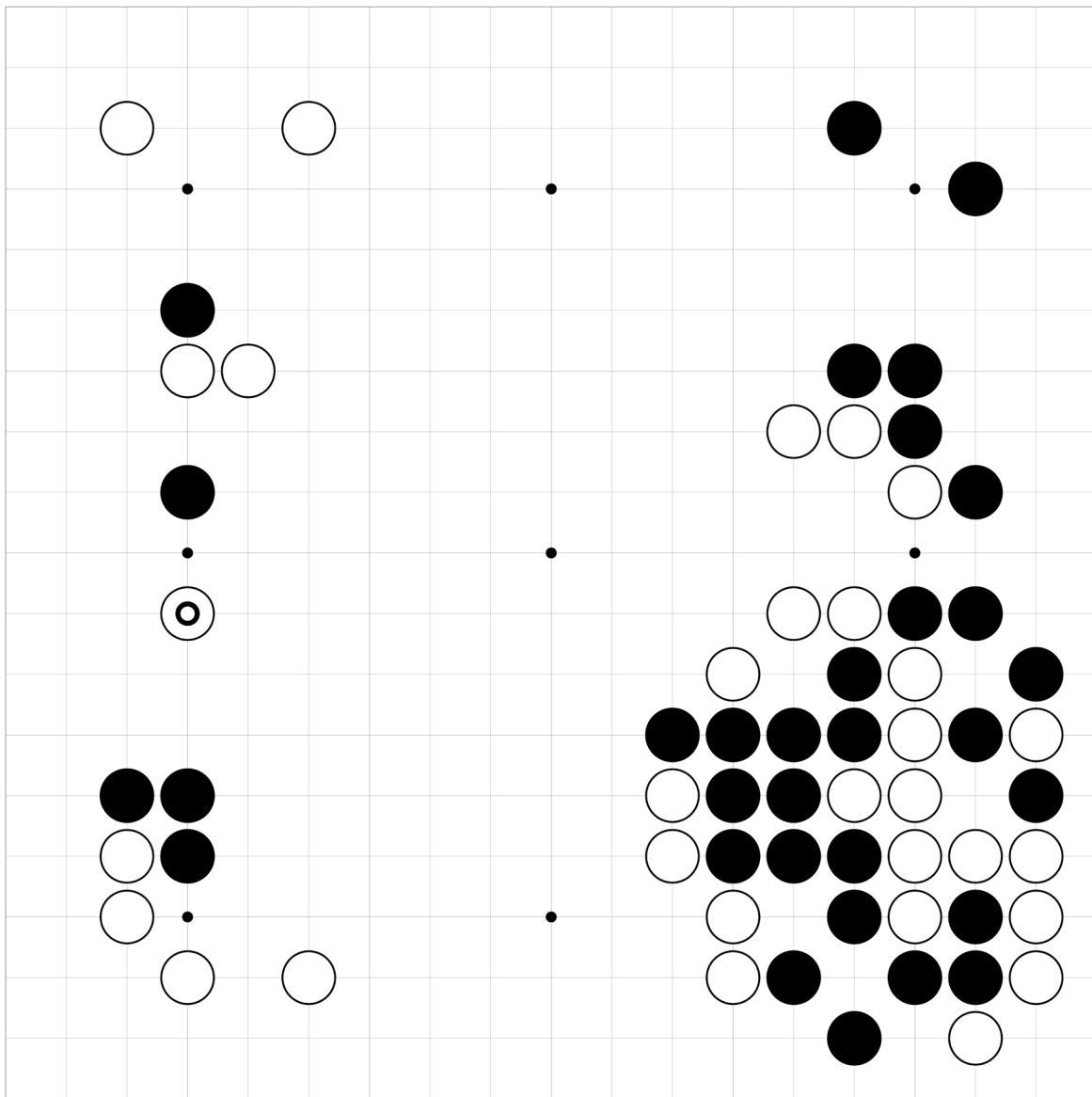
Go Problems Part 3

by Irene Shaw

Expert Problem

White's last move is O.

Let's first look at the bottom right. Is white alive or not? If it is possible to kill white's group, where should black play?



Lee Sedol Vs. Gu Li Jubango Match

One Review

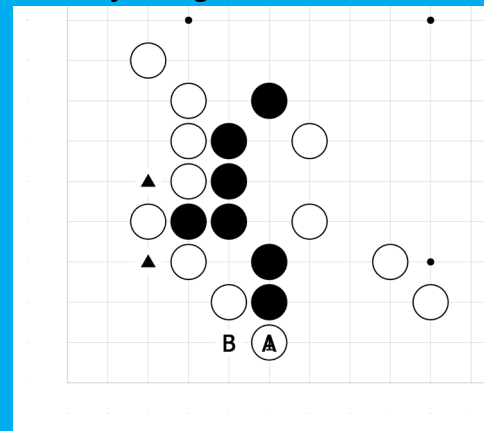
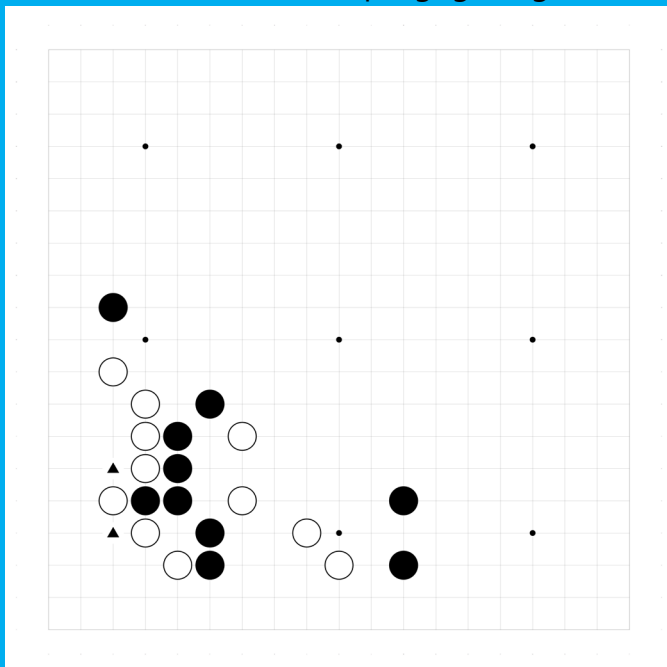
By James Sedgwick

As I expect most of you are aware, in the January 10th game Jubango between Lee Sedol and Gu Li kicked off. A game is being played on the last Sunday of each month. This is the first such Jubango between top players in approximately 70 years, and as you'd expect it's arousing huge interest. The winner's prize is \$900,000 CAD, also the largest winner's prize for a Go tournament to date (other events will have a larger prize pool for the whole field, but this is the largest amount to be awarded to one player).

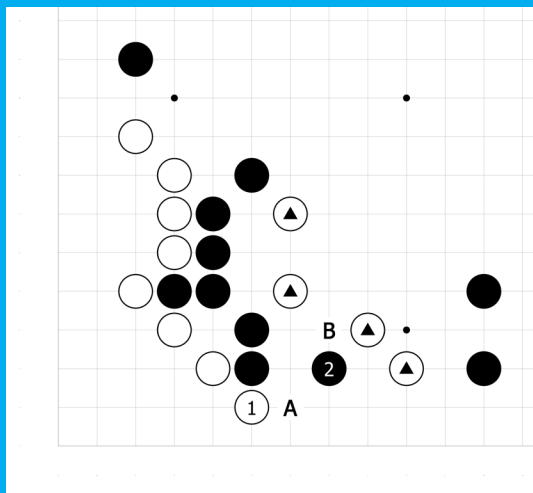
The first and second game were won by Lee Sedol, and proved worthy of the hype. Various public commentaries have been posted:

1. <http://gogameguru.com/go-commentary-lee-sedol-vs-gu-li-jubango-game-1/>
2. Baduk TV transscription of the live commenatary:
<http://www.usgo.org/news/2014/01/report-from-korea-jo-hanseung-9p-kuksu-games-available/>
3. KGS plus has the audio commentary available for all (be warned, it is approximately 8 hours)
4. On badukmovies.com Canada's own Gansheng Shi 1P does a review (subscription required)
5. A review aimed at kyu players : <http://www.bengozen.com/wgw-31-gu-li-vs-lee-sedol-juban-go-game-1-amateur-review/>

All of the above are worth a look. I'm going to take a closer look at this position from early in the game. How many of you remember the book "Beyond forcing moves"? It looked at various positions with some aji, and what use could be made of this aji. Here the aji are the two triangled cutting points. Usually there was naive sequence, a sequence that gave 80% value, and then something a bit better that was hard to find. Lee Sedol came up with a sequence here that was definately 100%, and set himself on the path to victory. The third game will be played on March 30th. See the full schedule here: <http://gogameguru.com/tag/mlily-gu-vs-lee-jubango/>.

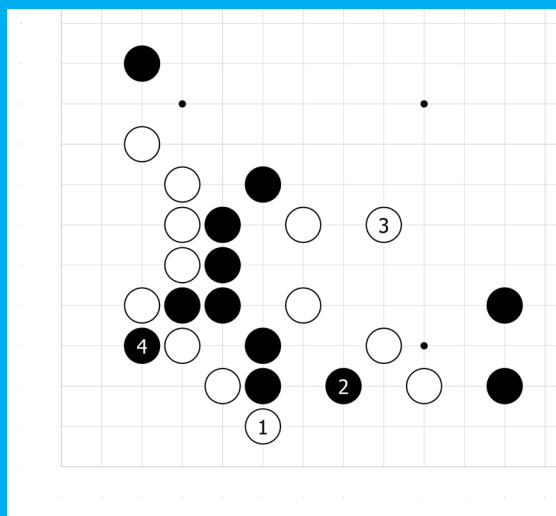
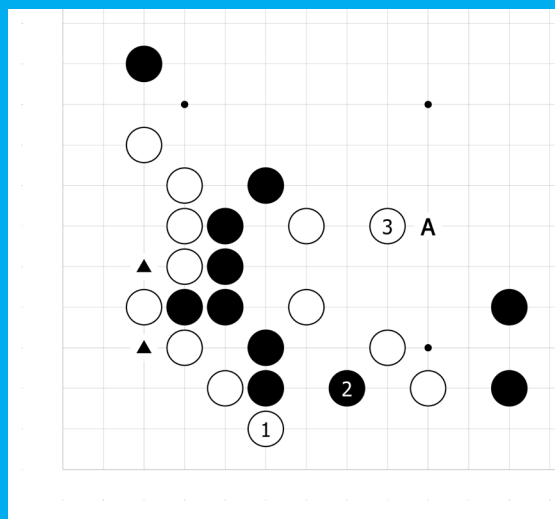


White chose this move A to defend the triangled aji. In hindsight B was probably a better choice, but black's counter was hard to find. What would you play now?

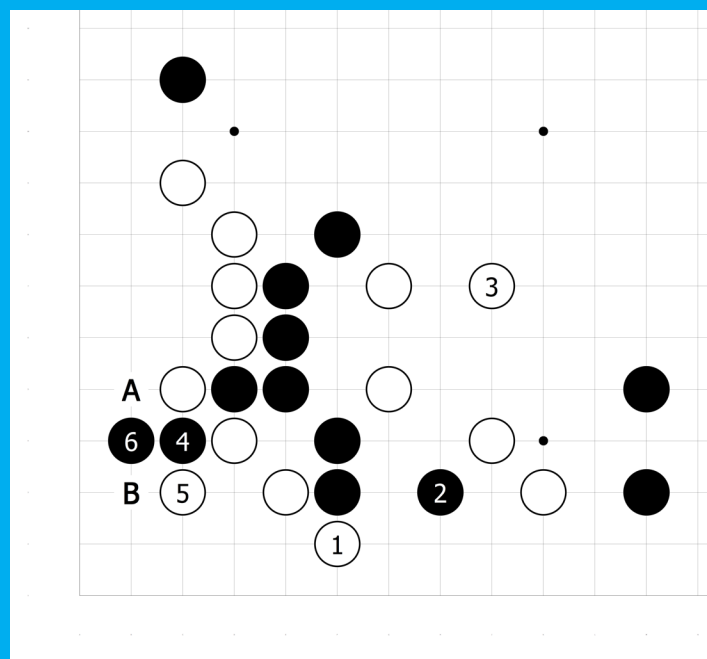


Even as a "black to play" problem it is hard to come up with this move instead of A. At this point the triangled stones are becoming weak, so white needs to defend them. A white exchange of A for the bamboo joint at B will weaken the center even more, so white defends directly in the center.

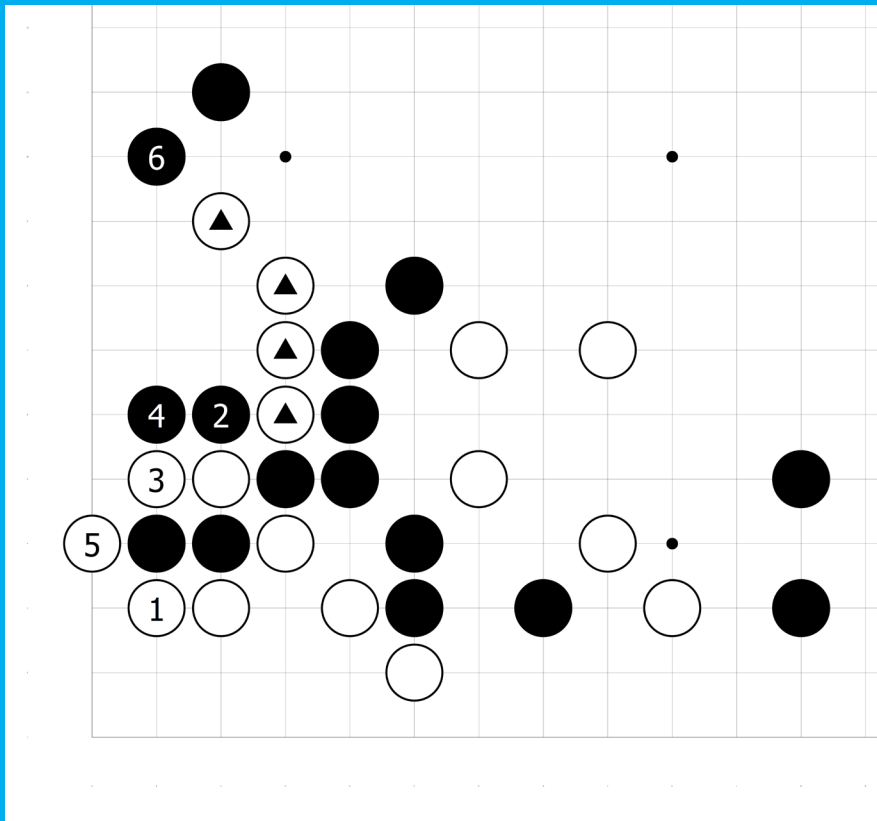
Right: In the game Gu Li played this move. The Go game guru commentary suggested A might have been a bit better (a lighter shape). Now black has the chance to go back to work on white's weakness again.



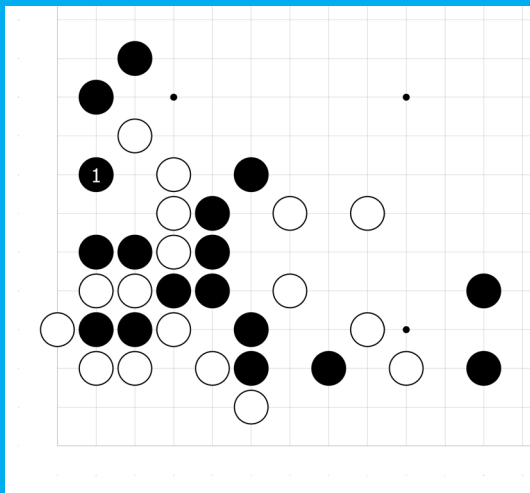
Above:
Black cut, and the next few moves are forced.



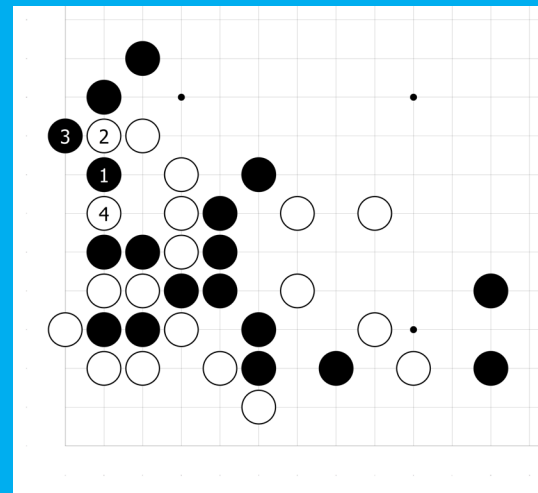
Above:
Now black can consider A or B. To a professional, B will be deemed not acceptable. Do you know why? See the variation (see next page).



Here, this black move will be sente, threatening to cut off the triangled stones. The difference in endgame where this is sente for black versus white have a 50% chance of getting it is too large. If white ignores this how should black connect his 2 and 4 stones?



Above: This is the correct answer.
But you need to be careful..



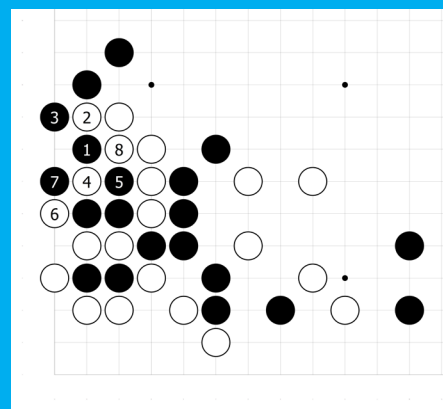
Above:
How do you handle this move?

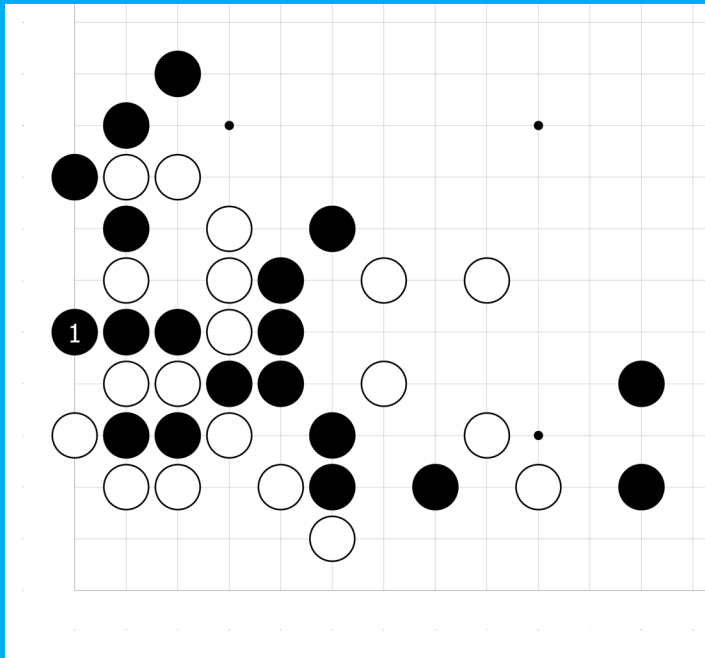
Right:

4....O

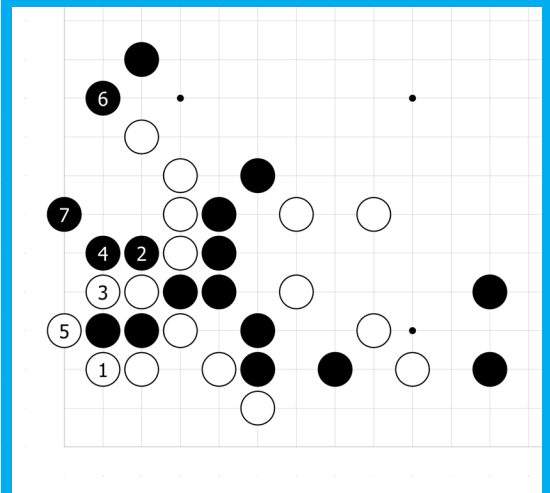
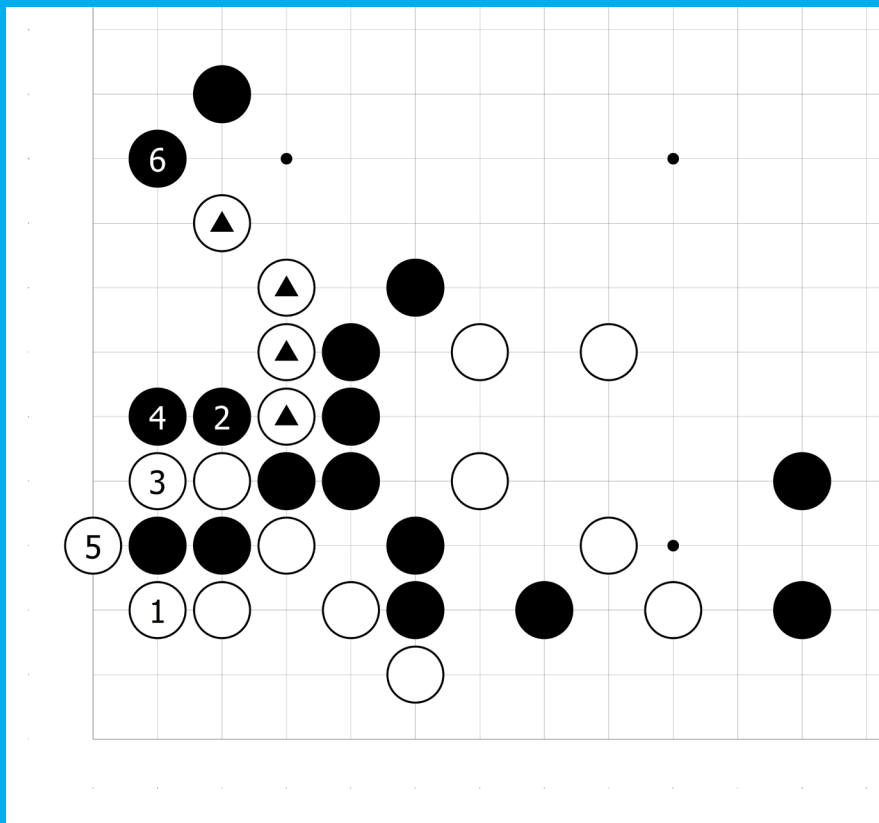
Oops! White has gotten a ko.

See next page for correct move!



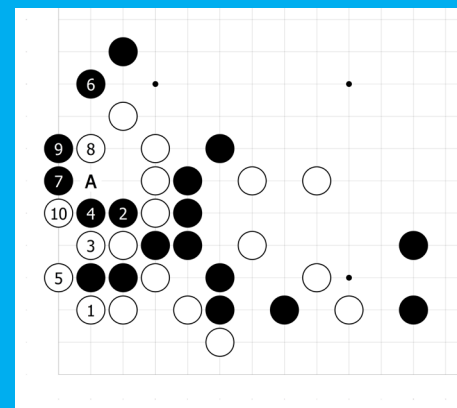


This is the answer. White can do nothing.

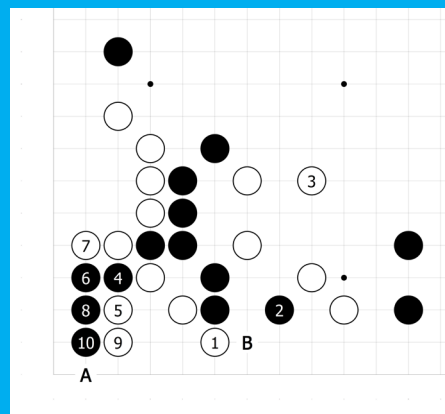
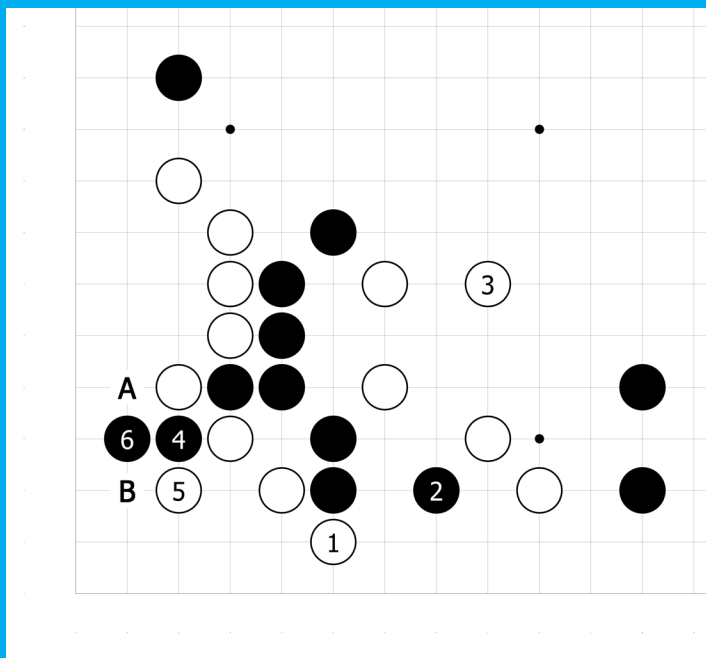


Above:
Normally black plays here. But..

Below:
Black cannot connect at A. So this variation is only a ko to connect.

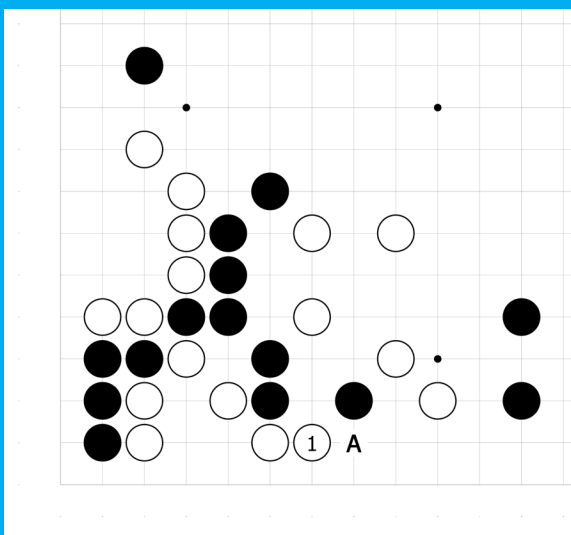


Going back to below and continue at B:

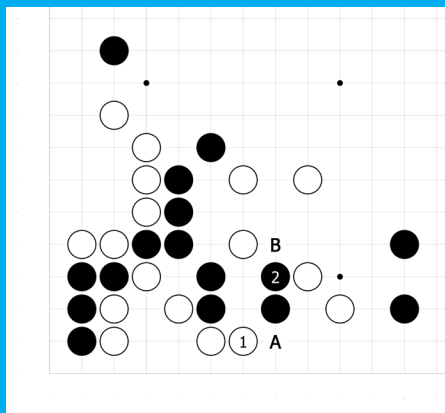


Above:

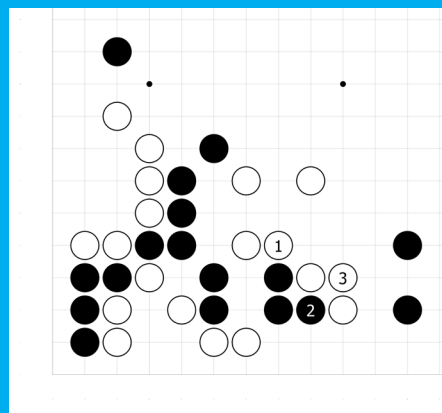
This is sente. A and B can be considered. See the variation for B.



If black were kind enough to block here white could push and cut, and it would be a great success. But black won't be so friendly.

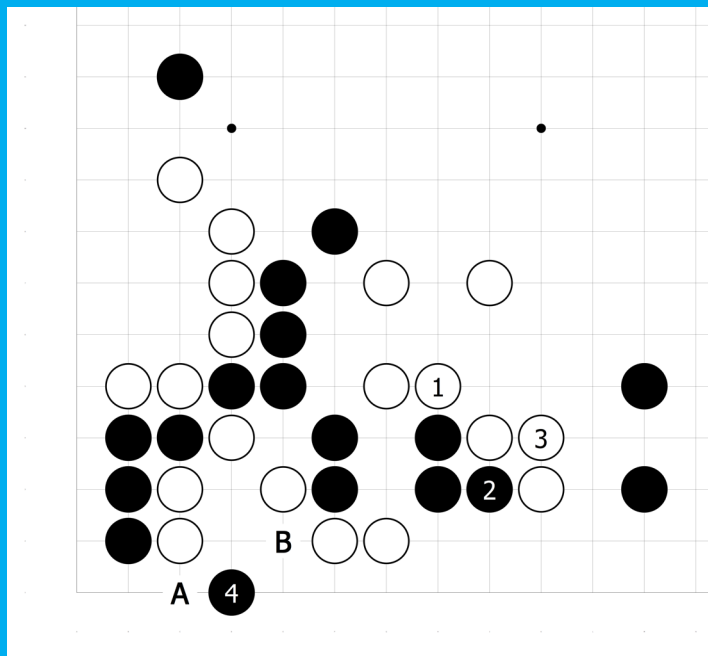


Black will play this bamboo joint. Now white can think about A and B, see the variation for B.



B variation Part 1:

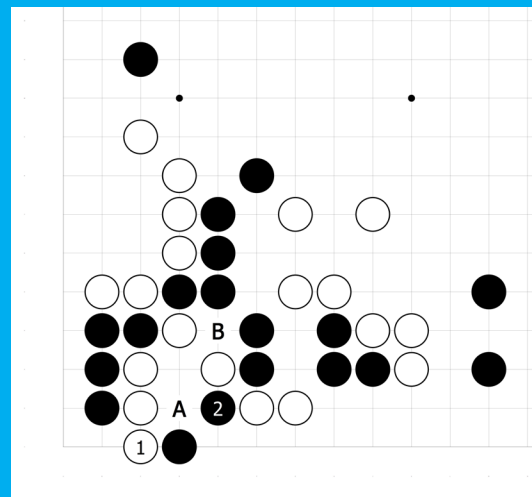
After these exchanges black can go back and make use of his corner stones.



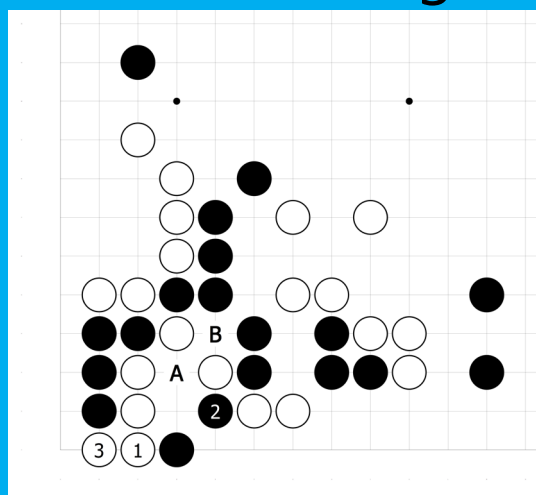
B Variation Part 2:

After these exchanges black can go back and make use of his corner stones. By playing at A and following up with A. See A below.

Just cutting is the correct follow up. If white A black plays B and white cannot connect. So..

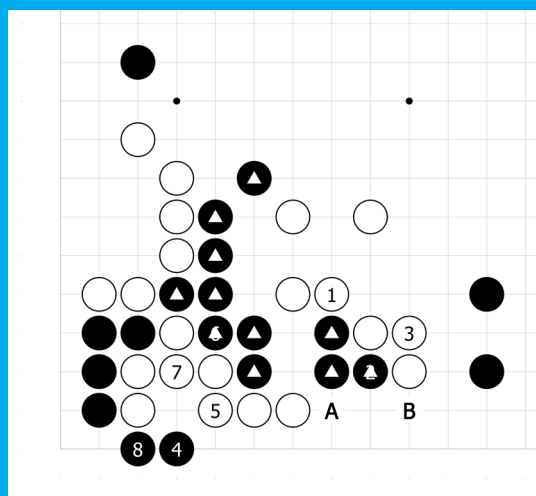


This variation results in the following:

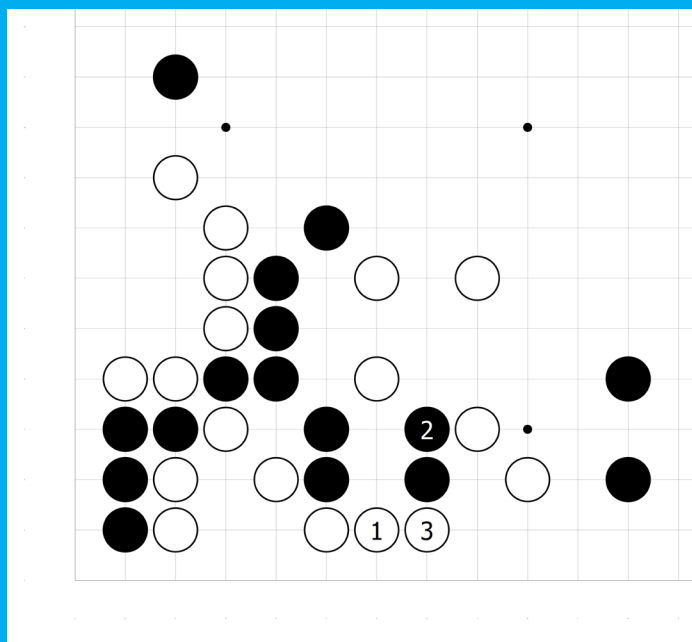


This seems to be the way for white. But now black has found the right time for a throw in at A, and then Black can atari at B and white cannot connect. Again no good for white.

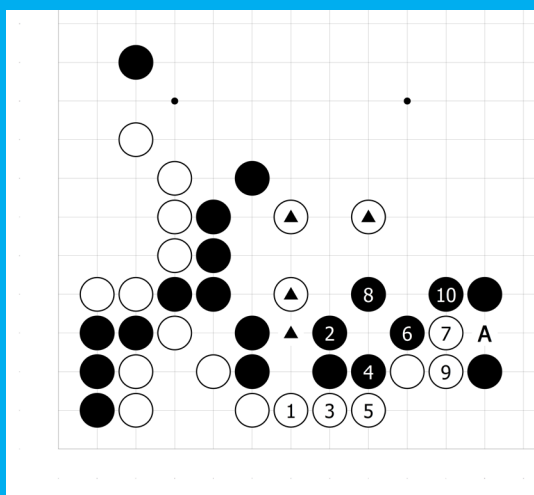
Back to B variation started on the previous page:



After this the black group and the white group in the corner have a capturing race to fight. White cannot win it cleanly, whatever variation he chooses. And black will get a move around A in, allowing a connect with B or so later. This helps the marked black group get stronger. White cannot choose this.

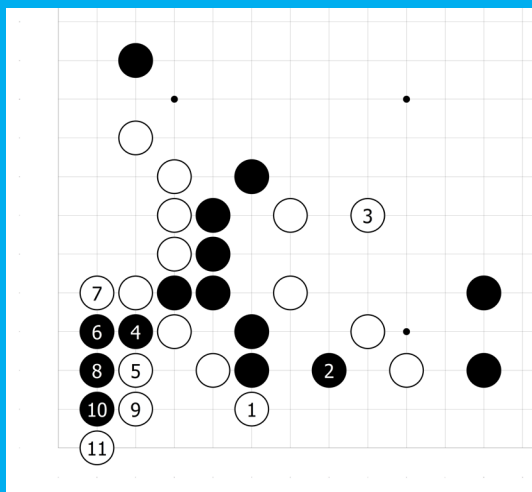


Now if we go back before B variation and play at A the following happens:

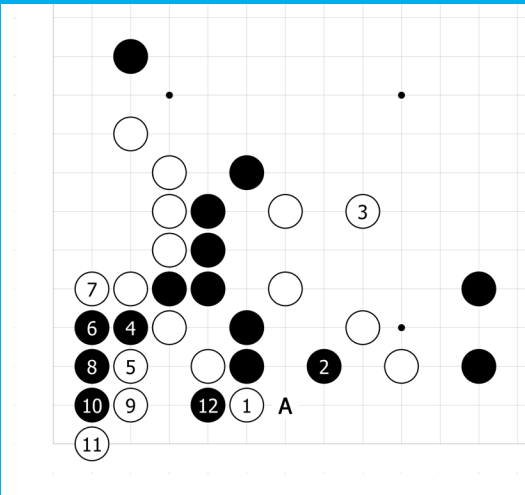


Even though white has gained something by creating the cutting point at A and eliminating the aji in the corner, the weakness of the marked stones in the center more than compensates black for this, this variation is unacceptable for white.

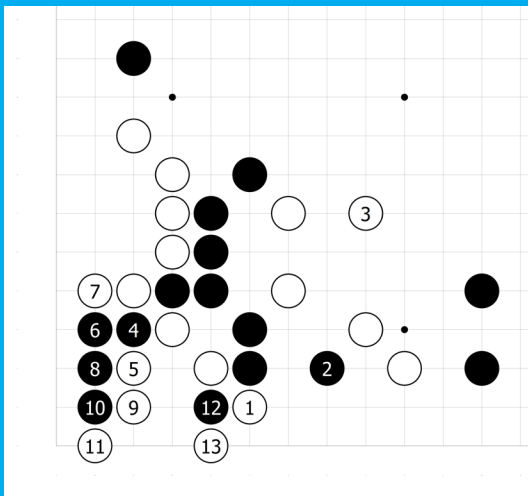
Going back to the second diagram on page 29:



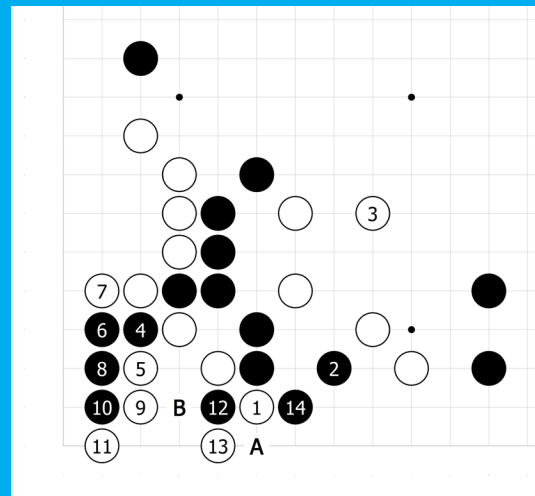
After look at the previous variations, you can see why this is correct. And now it is time for the final tesuji; the one that explains this whole sequence.



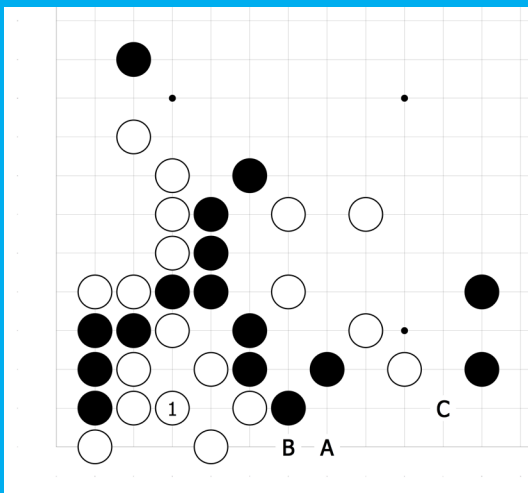
Black cut here! If Lee blocked with A and white connected all Lee's moves in the corner would do nothing, just waste ko threats. Blocking with A was always black's privilege. If you look at earlier variations it should be clear why A can't be played by white now.



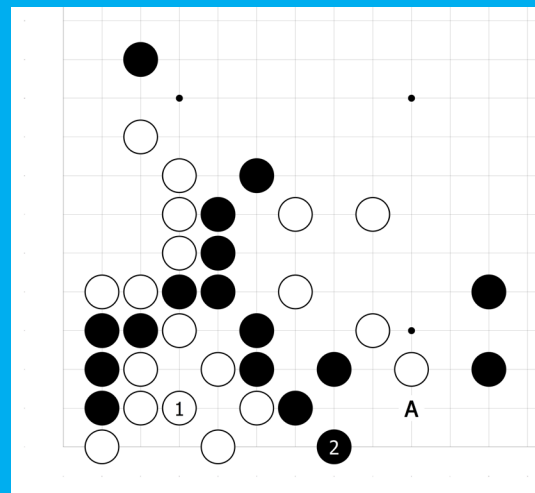
So white takes the stone.



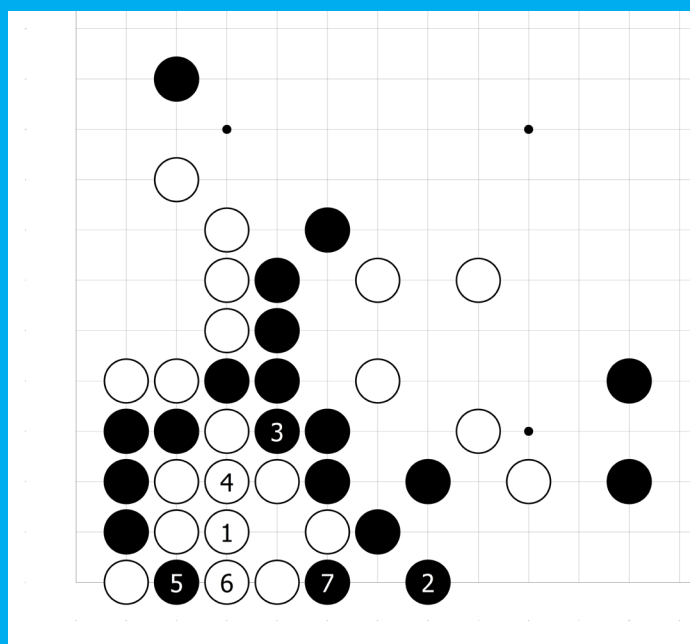
White can consider A or B. Lets see the variation for B.



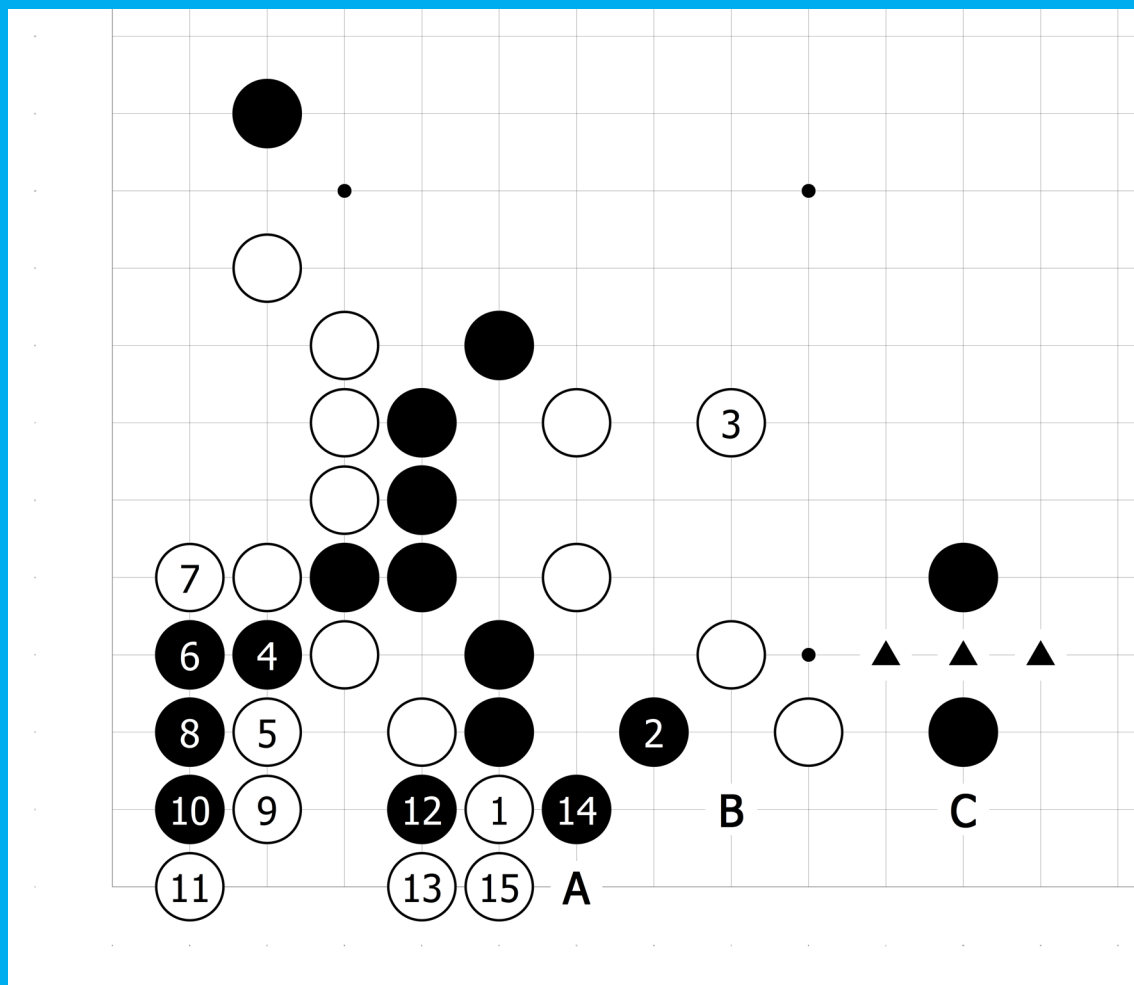
If white takes here, both A and B will be sente for black, instead of only B being sente(see the continuation to demonstrate why A is sente). A black stone at A allows black a connection at C. This is a loss for white.



If white cuts with A or tenuki's...



And it is a ko for the corner.



This is the game sequence. And the end result is black has gained a sente move at A. This means B makes an eye in sente. Each 1/2 eye for a weak group can be considered worth 5 points, so black has made a 5 point gain. In the game later white had cut with the triangled stones. Black was able to play C, and the sente move at A gave black a connection to the group containing A. This was decisive.

University of Waterloo 2014

Go Tournament

WHEN: Saturday, March 22, 2014

WHERE: University of Waterloo. Room 2034 in the MC building (Mathematics center)

DIRECTIONS:

See the campus map at <http://uwaterloo.ca/map/index.php>. Look for the building labelled "MC". There are entrances at the four corners of the building. Once inside, room 2034 is near the north end of the second floor. If you cannot find the room, there are floor maps of the building posted near all the entrances.

Driving directions and parking information are listed on the same link as above. The closest parking space available seems to be in lot M (\$4 per day), lot N (\$3 per day), and lot J (\$3 per day). You can also park in lot X for free. Since it is on a weekend there is also free parking at St Jerome's and Renison university college parking lots.

TOURNAMENT FORMAT:

- Several divisions

- 4 Rounds

- Swiss Macmahon style match-ups

- Japanese rules / 6.5 komi

- Certificates to top players in each division. Divisions will be decided once we get a good sense of how many players are coming.

- 30 min each + canadian byo yomi: 10 min 20 stones, then 10 min 30 stones, then 10 min 40 stones, etc.

PRIZES

As we done in the past, our prize pool is donation based. If you can, please bring something that you're willing to donate (Go books, oriental things, or anything else another Go player might find interesting). We'd like as many people as we can to leave with a prize.

REGISTRATION:

Please register here if you are planning to attend the tournament. Registration is not mandatory but helps us with the organization of the tournament.

FEES:

None! We want this tournament to be accessible to everyone. However, a suggested donation of \$5 to the Waterloo Go Club will be greatly appreciated; it will help us purchase more equipment for our club.

See next page for Schedule

SCHEDULE:

9:00 AM - 10:00 AM: Set up and Registration
10:15 AM - 11:45 PM: Round 1
11:45 AM - 12:45 PM: Lunch
12:45 PM - 2:15 PM: Round 2
2:15 PM - 3:45 PM: Round 3
3:45 PM - 5:15 PM: Round 4
5:15 PM - 6:00 PM: Awards + Clean-up

Please try to arrive before 10. We'd like to start the tournament on-time.

OTHER NOTES:

There are a few places to buy a quick lunch from the SLC building close by. Also, there is a plaza 5 minute walk from the tournament site, where you can get some more interesting lunches from.

CONTACT:

If you have any questions about anything at all, email the UW Go Club at uwgoclub@gmail.com. You can also find us on facebook at <https://www.facebook.com/groups/uwgoclub/>.

Register here: <https://www.eventbrite.ca/e/university-of-waterloo-2014-go-tournament-registration-10564622069>

4th Brock Go Tournament

The Brock Go-Club invites everyone to our third Brock Go-tournament.

When & Where: Sunday March 30th, 2014

Brock University, St Catharines,

Plaza building, 4th floor, room 408 (building 30 on the campus map).

Event details:

Main tournament: 4 rounds, 30 min each side

In addition: self pairing 13x13 tournament

Schedule:

Registration: 9:00

Start 1st round: 10:00

Start 2nd round: 11:30

Lunch time break

Start 3rd round: 13:30

Start 4rd round: 15:00

Prize giving: 16:30

We are open to suggestions especially those coming from Rochester and Toronto about changes in the number of rounds and times in order not to close too late.

See next page for additional details

Registration:

Please send an email to Thomas Wolf, twolf@brocku.ca

subject: 4th Brock Go tournament

content: your name, playing strength, city/club (if applicable)

Driving Directions:

On the QEW drive towards St Catharines. Shortly before St Catharines exit into Hwy 406 towards Thorold. After about 10km exit on the right into St. Davids West. At the 2nd crossing either

- turn right into Glenridge Ave, after 250m on the right enter parking lot of Niagara Peninsula Children's Centre (green sign with yellow sun drawing) for free parking (in front of building 30 on the campus map), 4 min walk), or
- go straight and then 1/2 around the circle for parking lot D on the campus map), \$6 for 1 day pass and 3 min walk).

Food:

Free: bagels, cream cheese, drinks

- 3 min walk: dining hall at Brock with a wide selection of good quality warm and cold food from 8:30am - 11pm
- 5 min walk: McDonalds, Tim Hortens, Subways

Fee:

The tournament is free but a donation of \$5 for the purchase of equipment or the donation of a prize are appreciated.

Participating Players:

Oliver Wolf (Brock) 5d

John Dew (Brock) 2k

Chris Gaudaur (Brock) 3k

Tom Fraser (Brock) 6k

Richard Chan (Brock) 9k

Justin Grossman (Brock) 10k

Prizes:

We will aim at having a prize for every player and cash prizes for the best three of each group. Groups will be decided when we know the number and strength of participants. We are grateful to financial support by the Brock Confuzius Institute and the Brock Student Union.