
British Go Journal

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Number 102

Spring 1996

Price £1.50



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Front Cover: Go on the Rocks, by Ralph Freeman of West Cornwall Go Club.

Tournament Calendar

British Go Congress: Durham, 12-14 April. Simon Shiu, 01642-534905.

Anglo-Japanese 'B': 28 April. For selection, David Ward, 0171-3543285.

Candidates': Cambridge, 4-6 May. By invitation only.

Bracknell: May. Clive Hendrie, 01344-472741 (work).

Scottish Open: 25-26 May. Stephen Tweedie, 0131-2283170.

Challenger's: June. By invitation only.

Pair Go: 8 June. Matthew Macfadyen or Kirsty Healey, 01926-337919.

British Small Board Championships: June.

Leicester: 15 June. Eddie Smithers, 01664-69023.

Anglo-Japanese: 22 June. By invitation. David Ward, 0171-3543285.

Barmouth: 29-30 June. Jo Hampton, 01341-281425.

Devon: 13 July. Alan Reid, 01364-643343.

Isle of Man: August 1997. (One week, alternate years.)

Northern Go Congress: Manchester, September. John Smith, 0161-4455012.

Milton Keynes: 14 September. Andrew Grant, 01908-669883.

Shrewsbury: 6 October. Brian Timmins, 01630-685292.

International Teams Trophy: 13 October. By invitation only. David Ward, 0171-3543285.

Wessex: Marlborough, 27 October. Terry Wright, 01275-842258 (before 10pm).

Three Peaks: Thornton in Lonsdale, 9-10 November. Alison Jones, 0181-5279846.

Swindon: 24 November. Paul Barnard, 01793-432856 (before 9.30pm).

West Surrey Teach-in: 7 December. Charles Bockett-Pugh, 01252-878191.

West Surrey Handicap: 8 December. Charles Bockett-Pugh, 01252-878191.

Anglo-Japanese: 14 December. By invitation only. David Ward, 0171-3543285.

London Open: December—January. Harold Lee, 0181-4401001.

London Youth: January.

Furze Platt: January.

School Teams: January.

Wanstead: February.

Oxford: February.

Trigantius: Cambridge, February.

International Teams: March.

Irish Open: March.

South London: March.

Coventry: March.

Tournament Organisers: Please supply information to the editors of the Journal and the Newsletter as early as possible

Notices

Promotions

To 1 dan:

Matthew Holton, Paul Barnard, Paul Donnelly, Paul Hankin, Tony Putman.

To 2 dan:

Alex Selby, Jo Hampton, Paul Smith.

To 3 dan:

Antonio Moreno, Toby Manning.

To 7 dan:

Shutai Zhang.

More notices on page 46

EDITORIAL TEAM

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I. C. Sharpe

Diagram producers

S. Bailey, P. Smith

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K. Timmins

British Championship 1995

Game 5

by Matthew Macfadyen

The final game of the 1995 British Championship was held in an upstairs room over the Swindon tournament. It provided yet another demonstration of Shutai Zhang's ability to play with great precision in the late middle game.

Black: Shutai Zhang, 6 dan
White: Matthew Macfadyen, 6 dan
Komi: 1/2. Time limit: 3 hours
Overtime: 5 stones in 5 minutes

20: It doesn't take long for the first fight to start.

26: White 26 is necessary to keep Black separated and give White things to attack. Of course the white stones are also weak but there would be no fun otherwise.

29: Black starts to remove the eye-space from the white corner.

37: Zhang is not trying to kill the White group, just looking for ways to embarrass it slightly.

39: This is how to play fighting go properly. There is no meaning in rescuing two stones on the side - White will escape easily - but with 39 Black keeps connected and starts to exact a price for White's weak group.

42: White 40 and 42 more or less force the big exchange which follows. Both players felt that the result was slightly better for White who settled a lot of worries by taking the lower side.

49: Normally Black would prefer not to play so close to his own thickness but the four stone wall is not properly connected to the centre stones yet and if he leaves this area alone White may manage to move out into the centre in sente.

54: The exchange to 54 adds territory to the White corner without doing much for Black's centre.

59: Black has to make territory in the centre.

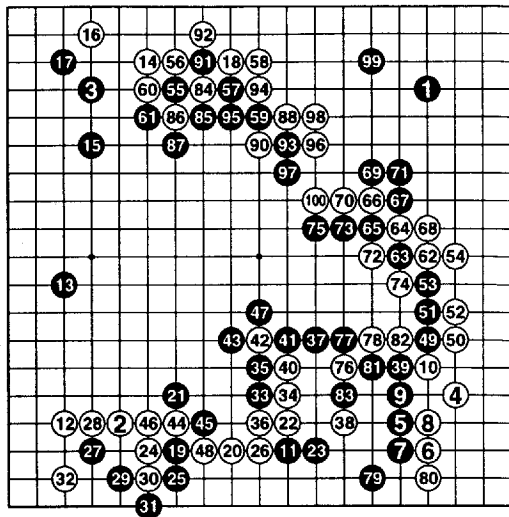


Figure 1 (1—100)
89 at 55

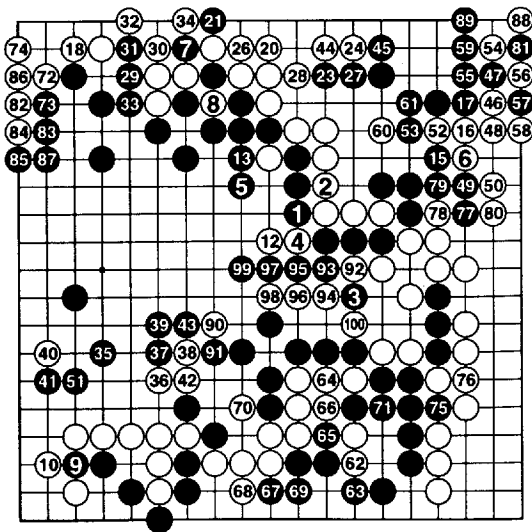


Figure 2 (101—200)
111 at 91, 114 at 84, 119 at 91, 122 at 84, 125 at 91

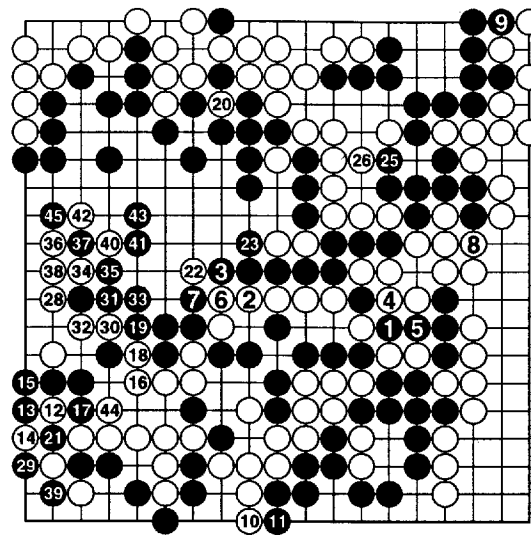


Figure 3 (201—245)
220 at 84, 224 at 212, 227 at 221

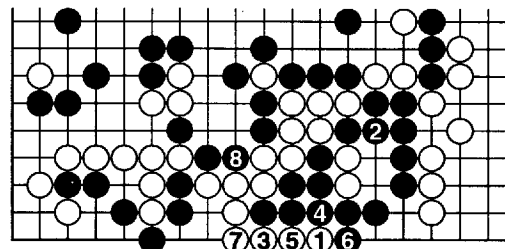


Diagram 1

71: Zhang switches his attention to developing the upper right corner. Losing three stones is big but not decisive.

83: There is no point in connecting in reply to 83. Black can live on the side. Later White may prefer to take points on the side and force Black to capture one stone. Actually I misread this area and as a consequence had too optimistic a view of the game.

88: White's plan is to nibble into the centre a bit from the top and then come in as far as is necessary in the lower left.

99: Black 99 is good. If he persists in capturing two stones in the centre White can play elsewhere (e.g. the lower left). 99 builds the Black corner and aims at weaknesses in the white group along the top.

106: This is now extremely big. Among other things I am getting nervous about the top left group and would like the option of capturing three stones as extra life insurance.

118: Big but thin. With a little more careful reading I should have played at 124 instead. That would be enough to

take the fun out of Black's ko while threatening significant damage to his corner. Getting to play first in the lower left is very important.

120: White has to defend this side otherwise seven stones will get cut off.

134: Black has sealed off the centre in sente.

135: Now Black is probably a little ahead. White's game plan has failed.

141: The 140-141 exchange is a loss for White.

148: I thought that this would need an answer.

161: Zhang's reading again proves precise. There is no way to kill the corner.

162: This was my delusion. I had been thinking all along that Black would have to answer this play by capturing one stone in the centre letting me take two on the side, but...

170: Diagram 1: This variation doesn't work. The white group is out of liberties

171: White lost a lot of points here. Now the game is effectively over.

192: The sequence from 192 has been available for a long time. It gains a few points for White but not enough.

220: Of course White should connect the ko in the lower left, but the game is unplayable for White by normal means and I am trying to dangle a carrot in order to make something strange happen. Unfortunately Zhang is Europe's top expert in this type of boat rocking manoeuvre and he knows exactly what is going on.

229: Impressively calm. Black has to have read out the ensuing fight precisely.

239: The point is that although White can probably live inside the Black territory he cannot do so in sente and the whole White group at the bottom is now unstable.

244: The whole White group will die if this move is omitted.

245: White resigns.

Years Ago

by Tony Atkins

Thirty Years Ago

Go in Austria was back on an organised basis and in the Soviet Union there was a 13x13 tournament in Leningrad. The first ever go event was held in Cairo.

Plans were well under way for the tenth European Go Congress to be held in Eltham, London. In America Richard Bozulich had a go column in a newspaper.

In Japan the 1965 Judan was Takagawa. Sakata lost the Tengen to Ohira 3-1, but won the Oza defeating Rin Kaiho. Kitani Reiko was the 1966 Women's Honinbo.

Twenty Years Ago

The first Northern Go Tournament was held at Manchester Polytechnic in the Autumn of 1975. Local man Colin Irving beat Toby Manning and 54 other players to receive the Red Rose Shield donated by John Barrs's widow. The 6th Wessex was won by Reading's David Sutton (2 dan). At the London Go Centre, as well as professional visits and the normal events, the final of the British Championship was gained by John Diamond 3-0 over Paul Prescott. At the same venue the London Open was won by K. Hirama from Japan ahead of M. Nashiwa and Robert Rehm. The first Leicester was won by Birmingham shodan Mark Hollings. The British Go Congress was held at Imperial College and was attended by 108 players; the winner was M. Nashiwa.

At the end of 1975 Otake took the Meijin 4-3 over Ishida and again Otake beat the same

opponent to take the Oza. The first Gosei was won by Kato by beating Otake and the first Tengen was won by Fujisawa beating Ohira 3-1. Kitani, famous for teaching many of the top pros, died on 19th December 1975 aged 66.

Ten Years Ago

In the Autumn of 1985 Richard Granville won the Northern ahead of John Smith and Edmund Shaw (3 dan). At Wanstead Matthew Macfadyen beat Terry Stacey to take first prize. West Germany won the first European National Team Tournament in Warsaw; the British team of Macfadyen, Barty, Granville and Rickard were third.

Having challenged for most of the previous seven years Terry Stacey finally won the 1985 British Championship 3-1 against Macfadyen. Korean J.Y Lee won the Nottingham, Jim Barty the Wessex, H. Washita the Edinburgh and Tony Atkins (1 kyu) the Black Bull Handicap. André Moussa of Paris cleaned up at the London Open winning first prize and the Lightning. The 1986 Oxford went to Stacey, and the Trigantius to J.Y. Lee. Macfadyen was the best of the 86 players at the 1986 British hosted by Brian Timmins at Crewe and Alsager College.

Brian Chandler won the lightning and Bristol won the first Nippon Club Cup.

In January 1986 Cho Chikun was badly hurt in a road accident whilst helping an injured motorcyclist; he fought the tenth Kisei title in a wheel chair but lost 4-2 to Kobayashi. Previously Kobayashi had also won the 1985 Meijin, but lost to Kato 3-0 in the Oza. In 1986 Kobayashi kept his dominance of titles by winning the Judan 3-0 against Takemiyu and then the Tengen beating Sonoda.

Introducing NNGS

by Erik van Riper *

NNGS is a go server located in Queens, New York, USA. It is small, friendly, and places great emphasis on teaching. There are facilities to replay games, from the large collection of professional games or your own games, so that you can review them with your partner or show them to other players for immediate comments. You can also play pair go or even take a look at a go problem whilst you are waiting for the next game.

NNGS has a website where you can easily download the interface program that you need with a mouseclick, and the entire manual for the server is contained on one page, for easier offline perusal.

The built-in ratings system is designed specifically to keep track of players' relative ratings, allowing for appropriate handicaps. You can also keep track of your playing level by looking at your personal ratings graph on the web and there are automatic 19x19 and 9x9 ladders.

NNGS also organises tournaments; the current one is in full swing. The main prize, a teaching game with Feng Yun, will no doubt be fiercely contested. (Thanks to Paul Margetts for organising this.) You can look at our World Wide Website at:

<http://imageek.york.cuny.edu/~cpu/NNGS/index.html>
or visit us here: telnet imageek.york.cuny.edu 9696

At approximately 80p an hour for BT charges plus about £11 for a service provider per month it is a cheap and convenient way to meet go players from all over the world!

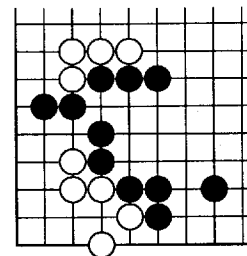
* Name and address supplied.

Monkey Jump Workshop

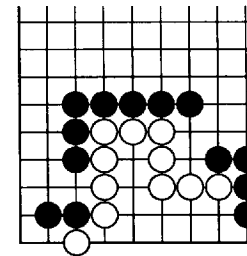
by Richard Hunter

Part 7: More Problems

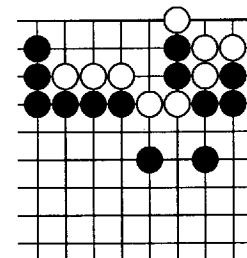
Here are some more problems to test you. They all involve the monkey jump in some way or other in a life-and-death position. Some problems are how to kill and some how to live. Consider both a large knight's move and a small one, but consider other moves too because the monkey jump is not the correct answer to all these problems; the monkey jump may only appear in a failure variation, which of course you should read out too. Move order is also important. The monkey jump is not always the first move. Some preparation may be required. And finally, some answers are ko, so read out the status of the group. Problems 19 and 20 are very similar. Black's shape in the corner is the same in both, but Black has a stone on the left side in problem 19 while White's position is stronger in problem 20. All the problems are Black to play. Answers on page 26.



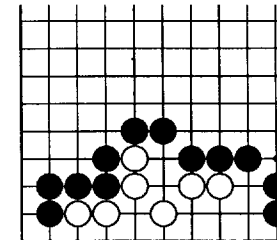
Problem 11



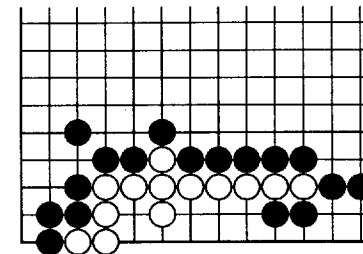
Problem 12



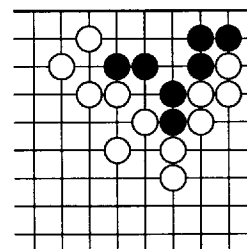
Problem 13



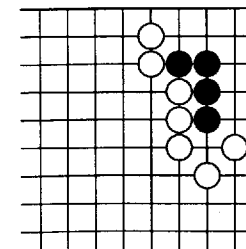
Problem 14



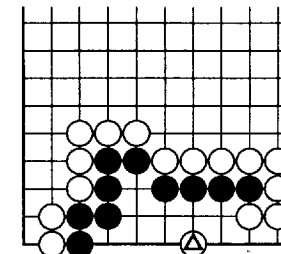
Problem 15



Problem 16



Problem 17



Problem 18

Problems 19 and 20 overleaf

BGA Computer Go Library

by Nick Wedd

The BGA Computer Go Library is a collection of free and shareware items of interest to Go players. The programs in it are all PC programs, but it also includes text files and game records that may be of interest to those with other computers.

BGA members can obtain material from it by sending me £2 per disk, for standard high-density 3.5" disks filled with whatever is requested. The charge for non-BGA members is £5 per disk. Those with internet access can also download items directly by ftp from:

ftp://ftp.eng.ox.ac.uk/pub/go/BGA/software

New in the Library

1. Kyu Games

This is a collection of ninety game records in the "Ishi" format. Unlike most game records, these are games played by kyu players, with commentaries by amateurs.

It is often recommended that a good way to improve at go is to play through professional games. I have not been able to manage this myself, as I cannot understand professional games.

All that I aspire to understand is the things understood by those who are a stone or two stronger than me. I therefore find it very useful to play through a game that was played in a tournament by someone not much stronger than me, with a commentary by a stronger player.

The commentator for many of these games is T. Mark Hall. I find his style of commentary particularly helpful. He does not go on about abstract concepts or long variations; he just points out, mercilessly, the three or so worst moves in each game. I am rarely left in any doubt about why the moves he criticises were bad.

Most of the games in this collection are by players around 1- or 2-kyu. This is because other players have been less inclined to record and contribute their games. I would like to include more games by weaker players. If anyone has records of games between players in the range 30-kyu to 5-kyu, I urge them to contribute them to the library, please.

2. MGT for Windows

This is for playing through game records in SGB format. Written by Hui Huang, it does the same job as My-Go-Tutor, but is easier to use, and requires the Windows operating system.

3. SGView

This is also a program for playing through game records

in SGB format. Written by Torsten Harling, it is also easier to use than My-Go-Tutor, and runs under DOS.

4. Go Maximizer

Described by Andrew Grant in BGJ 99.

A Note on Go game File Formats

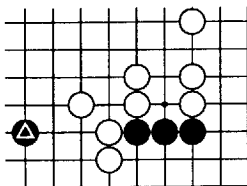
There are at least a dozen DOS file formats which are used for recording Go games. The three formats that you are most likely to come across are SGB, Ishi, and GMX.

SGB stands for Smart Go Board, a Macintosh program that uses it. It is the format most widely used on the internet for game records that can be copied freely, and the BGA Library contains over 500 games in this format. Dos and Windows programs recommended for reading and writing this format are MyGoTutor (described in BGJ 92), and MGT for Windows and SGView, both described briefly above. These three programs are all free.

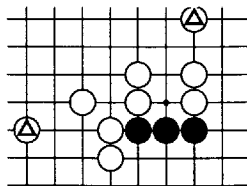
"Ishi" is the format used by the commercial GoScribe program. The BGA Library includes over 200 games in this format, which may be copied freely, and it is also used for copyright game records. It can be read and written by the GoScribe program, which costs £49.99, and by TeleGo, which is shareware, costing \$20. It can be read, but not written, by SGView, which is free. These three programs were all described in BGJ 99.

GMX (Go Maximizer) was written by John Fairbairn and described by Andrew Grant in BGJ 99. This program is free, but it only reads files and cannot be used to write them. The files that it reads are copyright.

Monkey Jump Problems (continued)



Problem 19



Problem 20

The Cutting Edge

One day Go seminars with Matthew Macfadyen

Serious students of the game now have the opportunity to improve and broaden their style and vocabulary in a programmed series of one day seminars run by the top British Go player in Leamington Spa. Topics for the rest of 1996 are as follows:

Session 3 Sat. 9 March 1996 How to thread your way through the maze of josekis	10 kyu to 5 kyu	Racing start
Session 4 Sat. 20 April 1996 Thickness vs. speed	5 kyu to 1 kyu	Hare or Tortoise?
Session 5 Sat. 11 May 1996 Running fights and how to control them	1 kyu and stronger	Jungle Law
Session 6 Sat. 22 June 1996 Life and death and how to cause them	10 kyu to 5 kyu	A Bird in the hand
Session 7 Sat. 6 July 1996 Playing go as if territory mattered	5 kyu to 1 kyu	A game of territory
Session 8 Sat. 24 August Fighting in your opponent's sphere of influence	1 kyu and stronger	Firewalking
Session 9 Sat. 31 August Solid moves and why strong players make them	10 kyu to 5 kyu	Keystones
Session 10 Sat. 21 September 1996 Moyos. How to build and how to reduce them	5 kyu to 1 kyu	Feel the width
Session 11 Sat. 19 October 1996 Starting the middlegame	1 kyu and stronger	Orienteering
Session 12 Sat. 16 November Forcing moves and keeping your balance	10 kyu to 5 kyu	Fly like a butterfly

* The strengths indicated are a guideline only, but players a long way outside the indicated range should enquire in advance as to whether modified teaching material can be made available. The modern interactive teaching methods used will require participants to be able to discuss technical material near each other's level.

* Each session will run from 10 a.m. to 6 p.m.

* Tea, coffee and a buffet lunch will be provided.

* Material for study in preparation for the session will be sent out a week before the event. Participants will need to have studied this material to make the most of the session.

* Numbers are strictly limited, so book early to avoid disappointment.

The cost for each session, including preparatory and follow up material is £40. Cheques should be made payable to M. Macfadyen.

Enquiries, and any particular requests for content, venue, or timing of future events should be sent to:

Matthew Macfadyen, 29 Milverton Crescent, Leamington Spa, Warwicks. CV32 5NJ
(Tel: 01926 337919 Email: matthew@jklmn.demon.co.uk)

Go Proverbs

by Francis Roads

Chapter 2

Apologies apologies. Diagram 4 in Chapter 1 got garbled somehow; it should have been as in Diagram 1. If you have been trying to use this joseki in your games, you'd better ring the Royal.

And thank you very much to Charles Matthews and Kevin Cole. Although letters to the editor often provoke replies, the average number of responses that one receives to technical articles is around the zero mark. Both the above players have sent me encouraging letters and lengthy lists of proverbs that they consider worthy of our attention. At least two of them I don't understand myself.

I now have nearly two hundred proverbs of various sorts, and this project, to describe all the regularly used proverbs over several BGJ issues, is beginning to stretch the connotation of the term "several". Nonetheless, I shall plough on with them, in no very special order, aiming to cover ten to a dozen each time.

This chapter is mostly about common life and death situations, and is meant to be a rather straightforward one. So if any beginners and DFK's (double-figure kyus) find it hard to understand, please write and tell me why.

Proverb 10

On the second line, six die and eight live.

You'll know this already if you've ever heard anyone tell the dreadful Batman and Robin joke at go parties. If you haven't, don't ask.

Diagram 2 shows what it's about. The eight black stones can always make two eyes,

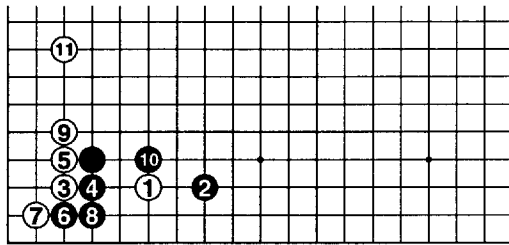


Diagram 1

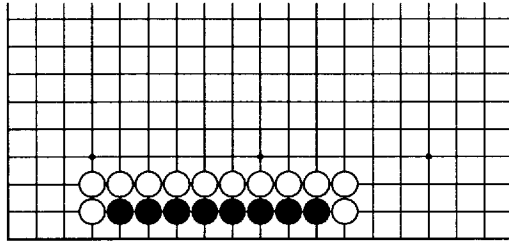


Diagram 2

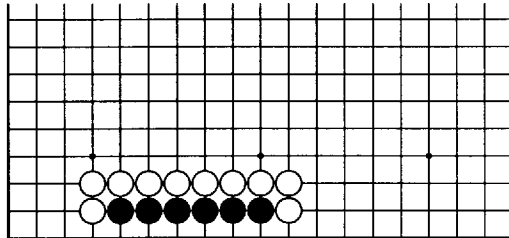


Diagram 3

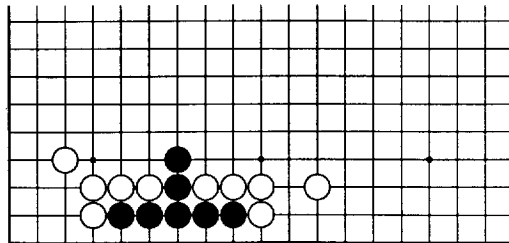


Diagram 4

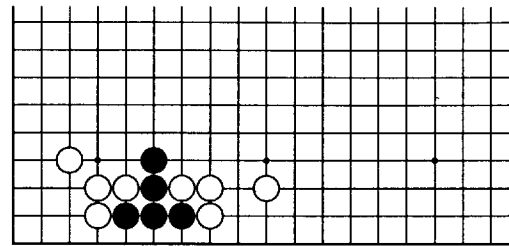


Diagram 5

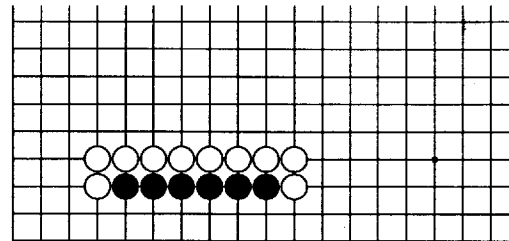


Diagram 6

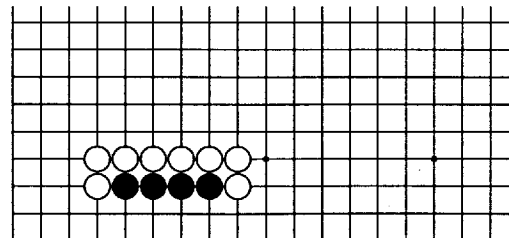


Diagram 7

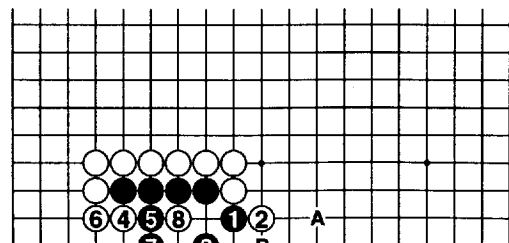


Diagram 8

however White attacks. But the six stones in Diagram 3 are dead already whatever happens.

What happens if there are seven stones in a position like this? In that case it depends on sente; that means that if White plays first he can kill; if Black, he can make two eyes. The variations of these positions are not difficult to work out, so I leave them all to you.

In practice, you rarely get a neat tidy row of stones like this.

What usually happens is that a larger group of stones is in trouble and seeking to make eyes along the edge. If you can make a position equivalent to eight-on-the-second-line, you're alive.

Proverb 11

On the second line, five are one eye; three none.

This is a Francis special, and is similar in usage to the previous proverb. The black group in Diagram 4 can always make one eye along the edge, and will require another elsewhere. But the one in Diagram 5 has no eye at all, and will need two elsewhere.

And as I expect you have guessed, when there are four stones in a row on the second line, whether or not one eye can be made depends on sente. Once again, the variations are easy to work out.

Proverb 12

On the third line, four die and six live.

The six black stones in Diagram 6 can always make two eyes, while the four in Diagram 7 can always be killed. And yes, you've guessed right, with five it depends on sente.

The variations are not quite so straightforward as on the second line, so I've given you a couple. Diagram 8 shows one

way in which Black might try to live. But after White 8 he is reduced to one eye.

For Black to play in this way, hoping for a blunder, is the crudest kind of go, which I frequently use when giving nine stones and feeling desperate. The whole point of these proverbs is to prevent you from wasting stones and increasing your loss like this.

Far better is to leave the position as it is, to give your opponent a chance to forget what is going on, and then later sneak in a stone around A. Then you can play the sequence shown, followed by B to start a ko fight to link along the edge.

Diagram 9 shows White trying to kill the unkillable and failing. White 11 is a particularly bad move, as it only makes the position into a seki, and loses sente. White 11 is just the sort of move that you should leave until the endgame.

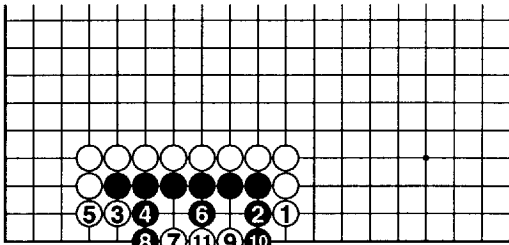


Diagram 9

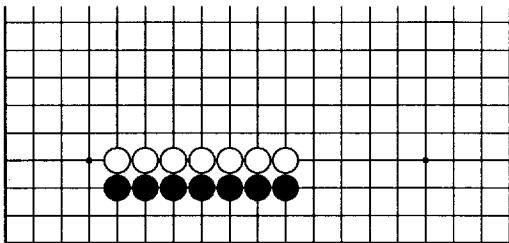


Diagram 10

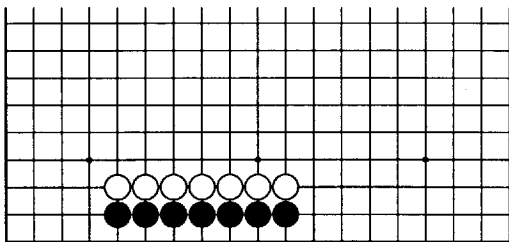


Diagram 11

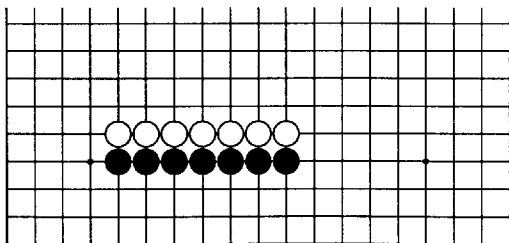


Diagram 12

Proverb 13
The second line is the line of defeat; the third is the line of territory; and the fourth is the line of influence.

Diagram 10 shows a row of black stones on the third line confronting a row of white on the fourth. It is quite clear that the black stones are worth precisely two points of territory per stone. To a very very very approximate approximation, the value of the central influence of the white stones is about the same.

Influence is always hard to value, and depends profoundly on the position of stones elsewhere on the board. But on the whole, territory on the third line has about the same value as influence on the fourth. Neither player has a particular advantage.

Now look at Diagram 11. The value of the white influence is effectively the same, but that of

the black stones is only one point per stone. So making territory in this way is not on the whole profitable. The black position in Diagram 2 is only recommended from the point of view of making eyes; definitely not as an efficient way of making territory in the opening stages.

Diagram 12 shows a position

where Black has managed to exchange fourth line territory for white influence. In many positions, an exchange like this is to Black's advantage. How did the stones get into such positions, do you ask? It doesn't really matter in what order the stones appeared on the board; it's the resulting position that counts.

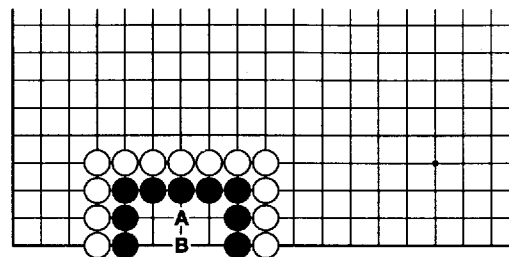


Diagram 13

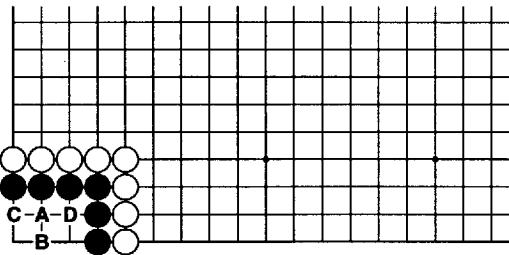


Diagram 14

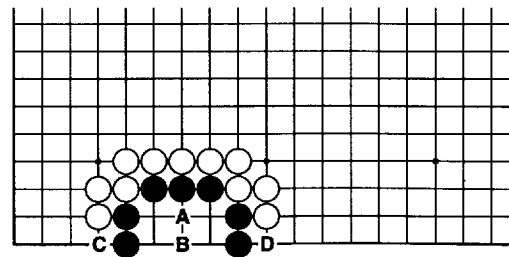


Diagram 15

Proverb 14
Rectangular six is alive.

The black group in Diagram 13 is alive even if White plays first. The points A and B are a good example of miai, which means that if White plays one Black will always play the other and be able to make two eyes.

Proverb 15
For rectangular six in the corner, dame are needed.

If White attacks at A in Diagram 14, the Black answer at B doesn't work this time. White continues at C, and if Black tries to make his two eyes with a play at D, he is embarrassed to discover that he has just played seven stones into atari.

If he had a liberty on the outside, it wouldn't be self-atari, and all would be well. But in that case White would have started the attack at B instead of A. If Black has just one outside liberty, the situation will become a ko fight, and if he has two or more he is alive regardless. I leave you to work out why. Of course, if he is short of liberties, he can live easily by playing at A or B himself - at the cost of sente.

Proverb 16
The comb formation is alive.

It comes as something of a surprise that such a frail looking formation as Black's in Diagram 15 is alive without a further move. But once again, the points A and B are miai.

If by chance either of the liberties C or D should become filled, Black needs an extra defensive move at once, and when the second one is filled he requires a second internal move, leaving only four points of territory. But that's better than a dead group.

