What Can You Teach a Child Through the Game of Baduk?

Koreans Express Worldly Affairs Through Baduk

Reactions On

The Future of Go Summit

45th Paris Tournament

A Short Game Review
We are the Myosu Global Baduk Magazine Team. Myosu is a Korean term meaning ‘excellent move’. Since there is no global English Baduk magazine nowadays, our goal is to make an enjoyable magazine for the English speaking Baduk community.

In this magazine, we want to share all kinds of stories from the Baduk world; not only news and playing techniques, but also insights into Baduk culture, people, etc... We hope that we can connect the Baduk world and bring our community closer. This is the first issue of our magazine, we hope that it is useful, interesting, but most importantly, enjoyable!

We really want to know about your Baduk life, about how and what happens in your country’s Baduk community, and we are looking for some guest writers to strengthen our team. No matter where you are from, how strong you are, when and why you play Baduk, if you love Baduk and want to share your Baduk story, or have any questions, please contact us.

Thank you so much!

Editor-in-chief

Le Kieu Khanh Linh
June 2017

We are looking for more ideas to create the best magazine for Baduk lovers, so please feel free to send us your feedback and suggestions to:

myosu@mjbadukstudies.com.

www.facebook.com/Myosu-Global-Baduk-Magazine-147576629121055/

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As the new president Moon Jae-in takes office in Korea, Baduk fans expect a fortunate wind to blow for the Korean Baduk world. Moon Jae-in, of the democratic party, is not just a Baduk fan, but also quite impressively holds the rank of amateur 4d. Hope is that a bigger interest will be aroused again for Baduk, so that more financial means can be attracted. That being said, don't forget to greet the president on behalf of your country's Baduk association when he visits!
The Future of Go Summit held at the end of May in WuZen, China, drew a lot of attention. Many people all over the world were looking forward to see what height AlphaGo had risen to since the match against Lee Sedol in April 2016 and the 60 consecutive wins on the internet later in the year.

I asked some students in our department of Baduk Studies how they had experienced the event here in Korea. Before reading their answers, why don’t you take a minute to recall those exciting five days and ask yourself: How many games did you watch, which of them did you enjoy watching the most, and what was the most impressive or memorable moment for you? Now, let’s have a look at the students’ answers. Their playing strengths refer to their ranks on the Tygem server.

Reactions on “The Future of Go Summit”

Daniela Trinks

I watched only the first game. Although it was clearly a game that Ke Jie couldn’t win anyway, I was curious to see whether AlphaGo would play new moves. Even though there wasn’t any special move in the first game, you could feel AlphaGo showing us a clear difference in strength between humans and computer. Despite the difference, I felt from AlphaGo’s moves that our general knowledge of Baduk wouldn’t be completely overthrown by a god of Baduk. In the game I saw no shocking moves, but AlphaGo’s moves that were solid as an iron wall made me feel that is a clear gap.

Song Dong-seob (3 dan, senior)

I watched three games and I enjoyed the 51 consultation game the most - it was amazing. The most impressive was Ke Jie’s tears - it seemed to me to be the moment when humans had been surpassed.

Lee Eun-joon (9 dan, junior)

Among the three games I watched, I enjoyed the consultation match most because it wasn’t the usual 1:1 setting, but five pros were allowed to play as a team. I wondered whether the collaboration of five top players would enable humans to win against AlphaGo. However, the most impressive match was the first game. When seeing the moves 30 and 54, I realized that we have to think outside the box when playing Baduk.

Cho Eun-jin (9 dan, senior, National league player)

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Lee Won-hee (5 dan, sophomore)

I watched two games, but not completely. I enjoyed watching the second game the most. In the first game Ke Jie was behind from the opening, but in the second game I was very excited when I heard that Ke Jie might have a chance to win. It was in the middle game when they played the ko. I was impressed to see that in the first game Ke Jie was at a disadvantage early in the game. That means that AlphaGo’s upgrade had made it so much stronger. Of course I was also upset about the fact that Ke Jie was defeated easily.

Cho Jae-kang (3 dan, freshman)

I’ve watched all the games. For me, the consultation game was the most interesting one because a lot of people talk about it. However, I was most impressed by Ke Jie’s tears - I’ve never seen anyone doing that during a game of Baduk.

Kang Tae-hoon (9p, sophomore)

I checked out all the game records, but I could only watch the first and second games live, because we watched them together with our professors during class time. When I heard that AlphaGo was more developed than last year, I was more eager to watch the games. For me, the second game was the most fascinating one. When people analyze AlphaGo, they usually said “It will be difficult for AlphaGo if you make the game complicated.” However, in the second game it was a tough battle from the very beginning, but I think AlphaGo showed perfect reading even in the complicated situations and won the game. Ke Jie’s tears were the most impressive moment of the whole event. It is almost impossible for competitive players to shed tears in front of others - what a high wall Ke Jie must have faced when he played AlphaGo! When I saw the games of AlphaGo vs. AlphaGo, I realized that the frame of current knowledge was broken.

Hu Yingyue (9 dan, sophomore)

I’ve watched all five games. It was the second game I enjoyed the most, because Ke Jie had the best chance to win. It was the most exciting game, and it showed the highest level of human play. Even though it is sad that he lost the game, overall it was remarkable. When Ke Jie left the board half way and cried alone in the corner, that moment left the deepest impression on me. While the 20 year-old young man was blaming himself for the mistakes he made, he already became a hero in others’ eyes.

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The months of March and April have not been quiet ones in the Western Baduk world. While European professionals show their strength in Ireland, but falter in Serbia, the US had a busy Baduk month with two Baduk documentary premieres and the opening of the national Go center in Washington.

In the meantime, the European Pair Go championships were held, as well as Malaysia’s national open championships. Finally, what is going on in the online Pandanet leagues; European, North American, and Latin American?

The US hosted not one, but two Baduk documentary premieres in April. The much anticipated (and delayed) “The Surrounding Game” premiered at the American Documentary Film Festival in Palm Springs, California on April 3. The NYC Tribeca festival is host to the premier of “Alphago”, a documentary on the legendary matches of Lee Sedol and Alphago. First showing will be on April 21.

In the meantime, the “National Go Center” is successfully opened at the end of April. This Go center, located in Washington DC and brought to fruition by funding of the Iwamoto North America foundation, as well as tributes and efforts from volunteers, will be “A home for regular play, tournaments, instruction and educational outreach.” according to its website. http://nationalgocenter.org/

March saw two bonus tournaments of the European Grand Prix, where players can earn points to be selected as international representatives by the EGF, taking place in Dublin, Ireland and Nis, Serbia.

While the recreational player was quite underrepresented at the Confucius Cup in Dublin, this Grand Prix tournament did attract many top players, as well as professionals from abroad. Korean 7d Kim Seongjin edged out a half point win over European professional Pavol Lisy in round 3, which turned out to be the deciding match for the title. Third place went to another European professional, Mateusz Surma, who lost to both aforementioned players. This tournament was a double event with Chinese chess being played as well.

Two weekends later the same two professionals participated in Nis, but ended up outside the top three with two losses each. Winner of the tournament was Christian Pop, Romanian 7d, who remained undefeated. Completing the top three were respectively French 6d Tanguy le Calve and Nis local Dusan Mitic, also 6d.

In the first weekend of April, the French city of Strasbourg had the honour of hosting the European Pair Go championships. This tournament, which took place in the Maison de la Region Grand Est, set the scene for a lot of drama and referee interventions, many of which can be attributed to the playing time of 45 minutes sudden death. The tricky time settings caused issues including both pairs seeming to have lost on time, and both pairs passing while the game has yet to be finished. Fortunately, although perhaps with disagreement of some of the participants, all these issues were resolved by the referees. Top three pairs were, in order, Kovaleva-Surin 5d, Zhao-Krämer 6d and Shikshina-Shikshin 7d.
The online Pandanet leagues host games between some of the strongest players in Europe and the Americas. Perhaps these leagues don’t get as much publicity as they should. The oldest of the three leagues, the European team championships, is already well underway in its seventh season. The top four teams, as every year, play the finals at the European Go Congress, which will be held in Oberhof, Germany, this year. With one more regular round to go in May, these four finalists have already been decided. Russia leads, with thirteen points out of eight rounds. Second, third and fourth are Ukraine, Hungary and Romania, each with eleven points. That is three more points than France, the present number five, who will only get two points upon victory in the last round and is therefore unable to break into the top four.

The AGA city league has two more rounds to play in the current season. Canwa Vancouver, the champions of last season, are leading with a clean five wins, zero losses record. Perhaps Boston, the current number three, can give Vancouver their first loss in the next round. Greater Washington, second in the rankings, would surely welcome that prospect. Finals will be played at the US Go Congress.

Finally, the Latin American team championships. The top two teams will be sponsored by Pandanet to play the finals of this event at the very first Latin American Go Congress, in Mexico. With three more rounds to go, Mexico itself is in first place with a clean 6-0 record. Argentina and Colombia are giving chase with a 5-1 record each with Argentina slightly ahead due to the number of individual won games. In the next round the latter two countries will be pitted against each other, then Mexico will face Colombia in the last round.

One of the most prestigious tournaments in Europe, the 45th Paris tournament sponsored by Variantes and Guo Juan’s Go school, took place from 15th to 17th of April during the long Easter weekend in Neuilly. 135 players, from France as well as other European countries and Asia, participated in this event. The games of the tables 1 and 2 of each round could be watched on the OGS go server.

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**RESULTS:**
First place : Kim Seong-jin 8 dan (1,000 Euros)
Second place : Gao Jiaxin 6 dan (500 Euros)
Third place : Oh Chi-min 7 dan (250 Euros)
Fourth : Dai Junfu 8 dan (150 Euros)

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**Michiel Tel**
Kim Seong-jin, the winner of the Paris tournament, kindly accepted to answer our questions.

For all the Baduk fans who do not know of you, could you introduce yourself and tell us about your Baduk career?

My first Baduk experience took place when I was 9 years old. And I started to study at Yoo Chang Hyuk Dojang, as an insei, when I was 15 years old.

I gave up studying after finishing middle school in order to focus on Baduk. I was really eager to learn more, so for five years, I studied Baduk day and night. That's how I got a high ranking among other insei. Unfortunately I couldn’t become pro, since there are few who are selected and the competition was very hard. After that, I started to teach Baduk at a professional Baduk school for two years. At the same time I used to visit BIBA (Blackie’s International Baduk Academy). One day, I realized what I really wanted to do, and that is to spread Baduk around the world. That’s why I came to Germany (Berlin). It was an exciting new experience.

Now I’m teaching Baduk in Berlin, experiencing European life style, learning German, and meeting a lot of Baduk lovers when I participate in tournaments. I really want to thank everyone, especially the Berlin Go Association for giving me the chance to have such a wonderful experience.

What is your best memory related to Baduk?

The moment I won the BC Cup in Korea. I was really proud of myself. It was an achievement.

Well ... You should know some openings, some patterns. I would advise you to memorize some pro games. It will help you understand the direction of play. You also need a lot of tesuji, so you can become a very good haengma maker. Improving your reading skill is also very important. But the most important, and no one should forget that, is enjoying playing Baduk.

This is the first time I’ve given an interview in my life. I’m very happy, it is glorious. I just want to say thank you very much.

And last question, for all the Baduk fans around the world who want to be as strong as you, what advice would you give them?

Well ... You should know some openings, some patterns. I would advise you to memorize some pro games. It will help you understand the direction of play. You also need a lot of tesuji, so you can become a very good haengma maker. Improving your reading skill is also very important. But the most important, and no one should forget that, is enjoying playing Baduk.

Figure 1 (1 to 40): White 12 in the lower left corner is an aggressive move. White wants to take some territory while keeping Black under attack.

So Black reinforces his two stones with the sequence up to 19. Black 25 is a severe invasion.

Up to move 40, White made a thick shape, while Black secured the lower right corner as decided territory. Black 39 is a mistake. A better alternative is shown in Dia 1.

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Figure 3 (56 to 73): Instead of 58, the correct move would be White 72. Black 61 is a bad exchange; he should immediately play at 63.

Dia. 3: Instead of 61, Black should play at 1. It's the vital point for influence. Black cuts White with 3 and then attacks the three White's stones with 5. This leads to a favourable game for Black.

Figure 2 (41 to 55): Black 41 is an overplay. White's attachment at 42 is the right response. Up to 55, Black defended his weak group on the side but he lost the thickness in the center. The result is good for White.

Dia. 2: Instead of 41, Black should have jumped at 1. White has to connect his two weak groups with 2 and 4, after which Black can enclose the center with 5 and 7. This is an even result.

Figure 5 (86 to 135): White 106 and 108 launch a great attack, destroying Black's eye shape. After 128, the black group in the center is in danger. Black 129 is a good move to live.

Dia 5: Instead of 130, if White plays the sequence 1 to 6, then he has to connect the ko if he wants to kill Black. After this sequence, Black plays A to E and lives.
The 55th Judan title match

The 4th game of the 55th Judan title match (sponsored by the Sankei Shimbun) was played in the Kansai General Headquarters of the Kita Ward in Osaka City on November 21. Iyama Yuta (27 year old) successfully defended against the challenger, Yu Zheng Qi 7p (21 years old) with 3 wins and 1 loss, winning the last game in 196 moves by resignation.

Japanese News

Go national team of Japan 2017

The national Go team of Japan was set up with a strong incentive to “fight as Japanese representatives in solidarity”. The team was set up in 2013 and aims at improving the skill of Japanese Go players to gain better results internationally.

Male players

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<td>Iyama Yuta 9p</td>
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Lian Xiao ends Chen Yaoye’s 8 years Tian Yuan reign!

The New Tian Yuan, Lian Xiao 8p

Tian Yuan (Chinese equivalent of the Tengen) is one of the oldest traditional major tournaments in China. It started in 1987 and is similar in structure to the big titles in Japan. The winner of a preliminary tournament plays a best-of-three-match against the previous year’s title holder.

The time setting in this tournament is 2 hours and 45 minutes followed by five periods of 60 seconds byo-yomi. The prize for the winner is 200,000 RMB and 80,000 RMB for the runner-up (approximately 26,000 and 10,500 euro).

Chen Yaoye was the record holder as he won the title eight times in a row (2009-2016)

Before this record, Gu Li was the title holder for six years in a row (2003-2008).

Lian Xiao 2-0 Chen Yaoye

People might know Chen Yaoye as the winner of two major international tournaments (2013 9th Chunlan Cup, beating Lee Sedol 2-1, and 2016 3rd Bailing Cup, beating Ke Jie 3-1). He also became the world’s youngest professional 9 dan in 2007 when he was only 17 years old (Lee Chang-ho wasn’t 9 dan at that age even though he won a world championship at 16). In spite of Chen’s outstanding international tournament results, Lian Xiao took the spotlight in China from him.

Even though Lian Xiao’s best result in an international tournament is only world top 8, one cannot disregard his strength, as he is the holder of both the Mingren and Tian Yuan title in China. As of April 2017, Lian Xiao is ranked world number three according to Goratings.

“I prefer to fight on the board, as it’s so tiring to take care of all the small points in the end game. Fighting in Baduk is so much fun”. Lian Xiao is well-known for his fighting skill. Below is the final game between Lian Xiao and Chen Yaoye.

Kew Chien Chong

It’s so tiring to take care of all the one point by one point. Fighting in Baduk is so much fun

- Lian Xiao
Dia. 1: Chen Yaoye (Black) vs Lian Xiao (White).

Black took the initiative to attack white at the beginning with White 40 (triangle), Lian Xiao found the only way to escape and save his whole group. But he paid the price by letting Black split his group in two. Nie Weiping 9p said White is not in a good position.

Dia. 2: Chen’s slack move.

At Black 8 Chen didn’t bend at 9, which was surprising. A play here helps to destroy the White’s moyo. After moves 9-13, White built up the moyo in the center and it looks like White has turned the tables.

Dia. 3: Realisation.

Chen realised he was not in a good position and invaded the White’s moyo with Black 1 and 3. Lian Xiao retaliated with White 2 and 4. Chen didn’t want to live in gote, which resulted in a chaotic fight on the bottom.

Dia. 4: Sacrifice.

Black’s bend (triangle) is very powerful and Chen follows up with tesuji attachment at Black 2, for which, Lian Xiao had no good response. In the game, he chose to sacrifice the stones and attack Black on the left side. Overall it is still a difficult game for Chen.

Dia. 5: Last hope.

If White surrounds all the territory in the middle, Black is definitely not going to have enough. Chen tried to threaten White’s group by playing at Black 3. However, Chen’s moves are in vain as Lian Xiao captures the two stones with White 6, and manages to connect his whole group with White 14. The game is basically over for Black after White saved his dragon.

This game has fully shown the playing style of the two players. Chen likes territory and Lian Xiao is very strong in reading. Chen was leading in the opening, but it was not enough to cover up the mistake on the lower left. He should played the bend at 9 in Dia. 2. He chose the wrong direction on the lower left and that cost him the game.

Sina Sport
Korean Baduk League

The Korean Baduk League started with eight teams in 2004. The number of teams fluctuated between seven and ten over the years and currently there are nine teams in the league. Each team consists of one coach (a professional player) and five main and three reserve players. The latter ones play in a reserve league which is called the Future's League.

Every team faces each other twice during the regular season and the top four teams qualify for the post-season (play-offs) at the end of regular season. In the post-season, the 4th team plays against the 3rd team and then the winning team plays a best-of-three match with the 2nd team in order to qualify for the final against the 1st team. Both regular and post-season matches are played on five boards. First boards are played with one hour main time and five 40 seconds byo-yomi whereas remaining boards are played with 10 minutes main time and five 40 seconds byo-yomi.

The league winner after the post-season gets prize money of 200 million Korean Won (≈$176,000 US Dollars) and runner-up team gets 100 million Korean Won. For every single game, the winner gets 3.5 million Korean Won while the loser gets 600 thousand Won. There are also several other money prizes such as monthly MVP (Most Valuable Player), honor awards, rookie award etc. For the 2017 season, the total prize money is 3.7 billion Korean Won (≈$3.26 million US Dollars).

So, let’s see the results of 2016 season which was finished last December. After 16 rounds, Posco ChemTech, Korea Ginseng Corp, T-broad and SK EnClean made it to the post-season in 2016 KB Korean Baduk League.

In the post-season, T-broad first eliminated SK EnClean by 3-1 and then beat Korea Ginseng Corp by 3-2 and 3-1. Hence, T-broad team, winner in 2015 and 2016, faced Posco ChemTech in the finals. The final series was absolutely thrilling. T-broad won the first match 3-1 and everyone thought that they would get their third consecutive league championship easily. However, Posco ChemTech won the second match 3-2, so the third match was going to be the decisive one. In the third and final match, T-broad won on the first two boards while Posco ChemTech won on the third and fourth boards which made the score 2-2. On the last board Kang Yutaek from T-broad won against Yun from Posco ChemTech and T-broad became the KB Korean Baduk League champion for the third consecutive year.

Park Jeong-hwan also won the KB League MVP award for the third year in a row.

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2016 KB Korean Baduk League Regular Season Final Standings

<table>
<thead>
<tr>
<th>#</th>
<th>Team Name</th>
<th>Rounds</th>
<th>Wins</th>
<th>Losses</th>
<th>Board Points</th>
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<tr>
<td>1</td>
<td>Posco ChemTech</td>
<td>16</td>
<td>11</td>
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<tr>
<td>2</td>
<td>Korea Ginseng Corp</td>
<td>16</td>
<td>10</td>
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<tr>
<td>3</td>
<td>T-broad</td>
<td>16</td>
<td>10</td>
<td>6</td>
<td>44</td>
</tr>
<tr>
<td>4</td>
<td>SK EnClean</td>
<td>16</td>
<td>9</td>
<td>7</td>
<td>40</td>
</tr>
<tr>
<td>5</td>
<td>Korea Price Information</td>
<td>16</td>
<td>7</td>
<td>9</td>
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<td>7</td>
<td>Kixx</td>
<td>16</td>
<td>7</td>
<td>9</td>
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</tr>
<tr>
<td>8</td>
<td>Hwaseong City</td>
<td>16</td>
<td>6</td>
<td>10</td>
<td>38</td>
</tr>
<tr>
<td>9</td>
<td>Shinan Chunil Salt</td>
<td>16</td>
<td>5</td>
<td>11</td>
<td>34</td>
</tr>
</tbody>
</table>

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T-broad Team wins the KB Korean Baduk League three years in a row

(photo taken from: http://www.Baduk.or.kr)
Korean Professional Baduk Player

Ranking

According to the Korean professional Baduk players rankings announced in April 2017 by the Korean Baduk Association (KBA)*, Park Jeong-hwan 9p the so-called “immovable first place” has been holding the top of the list for 41 consecutive months. Shin Jin-seo 7p, who took second place from Lee Sedol 9p in December 2016, is still ahead. Shin Jin-seo was only ranked number seven at the beginning of 2016 and he is expected to be the next number one after Park Jeong-hwan. However, the rating gap between him and Park Jeong-hwan is still more than 100 points as it can be seen from the April 2017 ranking list below.

There was no change in the top eleven places since March 2017. Top female professional player Choi Jeong 7p is ranked 55 (was #57 in March 2017) and she is the only female player in the top 100.

The Korean Women’s Baduk League

The Korean Women’s Baduk League started with seven teams in 2015. In 2016, the number of teams increased to eight and the 2017 season also began with eight teams this February.

Each team in the league consists of one coach (a professional player) and four players. There must be at least three Koreans among the players. Every team faces each other twice during the regular season and the top four teams qualify for the post-season (play-offs) at the end of the regular season. In the post-season, the 4th team plays against the 3th team and the winner team plays a best-of-three match with the 2nd team in order to qualify for the final against the 1st team. Both regular and post-season matches are played on three boards. First boards are played with 1 hour main time and 5 times 40 seconds byo-yomi whereas second and third boards are played with 10 minutes main time and 5 times 40 seconds byo-yomi.
In the post-season, Seoul Bukwang Pharmaceutical won against Gyeonggi Hoban Construction by 2-0 and qualified to the semi-finals. In the semi-final match, Yeosu Geobukseon eliminated Seoul Bukwang Pharmaceutical by 2-1, 0-2 and 2-1, and advanced to the finals. In the finals, Yeosu Geobukseon faced Pohang Posco ChemTech. Pohang Posco ChemTech won the first match of the final series 2-0. Then, Yeosu Geobukseon won the second match 2-1 and third match was going to be the decisive one. In the third and final match, Pohang Posco ChemTech won on the first two boards and became the winner of 2017 MDM Korean Women’s Baduk League. Kim Chae-young won against her sister Kim Da-young on the second board of the decisive match - it was one of the most interesting scenes in Korean Women’s Baduk League.
The annual earnings of professional players in 2016 has been announced* in Korea. According to the report, Lee Sedol 9p earned the most amongst Korean professional players. His great results both in national and international arenas allowed him to earn more than 800 million Korean Won (≈708.000 US Dollars) in 2016. Especially, the Google DeepMind Challenge series with AlphaGo that brought Baduk fever to Korea and earned him more than 200 million Korean Won. After two years Lee is once again (8th times in total) at the top of the annual earnings list.

With an annual earning of 583 million Korean Won (≈516.000 US Dollars), Park Jeong-hwan 9p got the second place. 20th LG Cup winner Kang Dong-Yoon 9p took the third place with 488 million Korean Won (≈432.000 US Dollars).

Choi Jeong 7p broke her career annual earning record and took the ninth place in the list. Oh Yujin 5p surpassed the 100 million Korean Won barrier for the first time and became the second woman in the top ten. Lee Changho 9p, Byun Sang-il 5p, Na Hyeon 7p and An Seong-joon 7p were the other players with earnings over 100 million Korean Won.

Average earnings for 1-10 places were around 340 million, 1-30 places was around 167 million, 1-50 places was 116 million and 1-100 places was around 66 million Korean Won last year.

Hüsrev Aksüt

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### 2016 Korea Prize Money Ranking

<table>
<thead>
<tr>
<th>Player Name</th>
<th>Prize Money (Korean Won)</th>
<th>Main Results</th>
</tr>
</thead>
<tbody>
<tr>
<td>1 Lee Sedol</td>
<td>801,069,166</td>
<td>Google DeepMind Challenge Match, 35th KBS Cup winner, 17th Maxim Cup winner, 43rd Myungin Cup winner, 2nd Milly Cup runner-up, 2016 CCTV Hase Cup runner-up, 2016 Samsung Cup top 4, 8th Ing Cup top 4, Chinese B-League.</td>
</tr>
<tr>
<td>2 Park Jeong-hwan</td>
<td>583,101,933</td>
<td>2016 KB Korean Baduk League, 59th Kuksu winner, 34th KBS Cup winner, 43rd Myungin Cup runner-up, 8th Ing Cup runner-up, 21st LG Cup top 4, 2016 Chinese A-League</td>
</tr>
<tr>
<td>3 Kang Dong-Yoon</td>
<td>488,860,966</td>
<td>20th LG Cup winner, 2016 Kuksu Mountain Cup winner, 8th Ing Cup top 8, 2016 Samsung Cup top 16, Xinao Cup top 16, 2016 Chinese A-League</td>
</tr>
<tr>
<td>4 Kim Jiseok</td>
<td>295,276,300</td>
<td>1st IMSA Elite Mind Games Men’s Team winner, 8th Ing Cup top 8, 2016 Chinese A-League</td>
</tr>
<tr>
<td>5 Lee Dong-hoon</td>
<td>272,648,202</td>
<td>21st GS Caltex Cup winner, 1st IMSA Elite Mind Games Men’s Team winner, 2016 Samsung Cup top 16, 3rd Bailing Cup top 16, 2016 KB Korean Baduk League winner, 2016 Chinese A-League</td>
</tr>
<tr>
<td>7 Park Yeong-hoon</td>
<td>225,721,600</td>
<td>20th LG Cup runner-up, 17th Maxim Cup top 4, 8th Ing Cup top 16, 2016 Chinese B-League</td>
</tr>
<tr>
<td>10 Oh Yujin</td>
<td>145,776,475</td>
<td>21st Women’s Kuksu winner, 7th Kunglyung Cup winner, 17th Women’s Myungin runner-up, 5th Chentae Mountain Nongsang Bank Cup runner-up, 2016 MDM Korea Women’s Baduk League 2nd place, 2016 Chinese Women’s League</td>
</tr>
</tbody>
</table>

*Source: BadukTV (www.tvbaduk.com)
A Long Exciting Fighting Match

First, let’s introduce the two players. Kang Dong-yoon 9p (26) is a strong Korean Baduk player and currently ranked 9th in the Korean ranking list. He has won two international championships, the 22nd Fujitsu Cup in 2009 and the 20th LG Cup in 2015-2016. However, last year he failed to reach the last 16 of the 21st LG Cup. Without a seeding he had to play in the preliminary round this year.

Fan Yunruo 5p is a highly promising young player (born in 1995) from China. He defeated Park Jeong-hwan 9p in the last Nongshim Cup in October 2016. In addition, he played in the semi-finals of the 21st Samsung Cup in November 2016.

Pro Game Commentary

Tournament: 22nd LG Cup 2017, Final preliminary round
Black: Kang Dong-yoon 9p (Korea)
White: Fan Yunruo 5p (China)
Date: 2017.4.8
Place: Korean Baduk Association, Seoul

On So-jin 7p & Daniela Trinks
Figure 1 (1 to 10)

**Fig.1:** White’s attachment at 8 in the corner is an active move. Instead of White 8, he can also play at A or B. Let’s check out how Black can respond to White 10.

Dia.1-1: The first option for Black is the solid connection with Black 1. Lee Sedol 9p and Ke Jie 9p played this variation three times in the final of the 2nd MLily Cup in 2016, the only difference was White had occupied the lower left corner with a 3-4 point instead of the 4-4 point.

Dia.1-2: Descending with Black 1 is not a good choice for Black. After White 4, White’s position is stronger than the one shown in Dia. 1, and thus not easy to invade.

Dia.1-3: If Black pushes with Black 1, White will jump with 2. Black responds by playing the vital point at 3. The result after Black 3 is even. Next, White can choose between A, B or C to continue.

Figure 2 (10 to 25)

**Fig.2:** Fan Yunruo tries a new move at 12. Kang Dong-yoon’s response was the invasion with Black 15 after making an exchange in the lower left corner. White tries to settle with White 16 - 18, then Black chooses an easy way to deal with the situation by playing the moves 21 - 23.

Dia.2: Instead of Black 21, he might extend with 1. In that case, Black captures three stones up to Black 9. However, there is bad aji remaining in Black’s position, at A and B.

**Fig.2:** Black 25 looks quite thin. Isn’t it common to play the one-point jump at A instead? How does Black answer if White tries to cut?
Fig. 3: After the combat on the right side, White gets sente and pincers with White 44. The result is good for White because White 44 reduces Black's influence. In addition, there is a gap at A, which is why Black's development is limited when it comes to making a big framework and territory on the bottom.

Dia. 3-1: If White attaches against Black 1 instead of Black 45 is not a good idea. White can easily settle his group and Black's position is heavy.

Dia. 3-2: Black has actually a better plan to deal with White 1 in the previous diagram. He responds with Black 2 and after the sequence through Black 14, White has lost a lot of points in the corner.

Dia. 4-1: The attachment at Black 1 instead of Black 45 is not a good idea. White can easily settle his group and Black's position is heavy.

Fig. 4: When Black pushes at 53, White answers at 54, which looks like a weird move. Why didn't White make a tiger's mouth instead?

Dia. 4-2: If White plays a tiger’s mouth at 1 instead of White 54 in the actual game, Black will push twice and then occupy the vital point with Black 6.

Dia. 4-3: If White instead of 54 just extends at 1, Black will press with 2 and 4. White won't have any difficulty to live but Black's influence in the center has become powerful. In other words, this result is favorable for Black.
Figure 5 (67 to 91)

Fig.5: After the fight on the lower side came to an end, Black approached at 67, and White pincered at 68. Black 71 is the vital point here, defending his group and at the same time reducing White’s position. White is leading in the game. The reason is that Black didn’t get enough territory and influence from attacking on the right and bottom. With Black 75, Black invades at 3-3, trying to catch up. Black 81, 83 and 85 are excellent moves as you can see in the following variations.

Dia.5-1: Instead of Black 81, the hane at 1 is the usual way to continue. However, after the sequence up to Black 5, Black will end in gote. White will take the initiative and start to attack the black dragon on the bottom while occupying a big point at 6. Needless to say, White is happy with this result.

Dia.5-2: If Black cuts with 1 and then ataris with 3, White will take the corner. This result is also unsatisfactory for Black.

Dia.5-3: Instead of White 86 cutting with White 1 does not work. Black will counter-attack with Black 2, starting a capturing race. White has to take Black’s liberty with White 9 to win the race. However, after Black cuts at 12, he can escape.

Dia.6-1: Instead of White’s aggressive attachment at 98, White should simply play at 1 to make solid territory.

Dia.6-2: Why didn’t Black capture three stones instead of Black 109? If Black blocks at 1, Black could consider capturing three stones. However, the descent at White 4 is sente. Black has to respond at 5, and White can capture Black’s corner with 6. Black avoided this variation by playing at 109 in the actual game.

Dia.6-3: After White connected with 118, the atari at Black 1 looks tempting but it doesn’t work. White will capture five stones with the moves up to White B.

Dia.6-4: Instead of White 120, White cannot block at 1 because Black 2 works now (the black group can escape with the moves through Black B).
Fig. 7: Black 123 is a multi-purpose move. It not only takes profit but also attacks the white group. With 129, Black takes advantage of the dead stones inside White’s territory in order to attack the white group on the bottom from far away. White defends his group with the moves up to 164 while Black gets some profit in the center. The result is a great success for Black as he has managed to turn around the game.

Fig. 8: When White attacks Black’s corner with the placement at White 170, Black tries to create a ko with Black 171. The ko fight ends with a huge trade with Black 181.

Dia. 7-1: Connecting with White 1 instead of White 140 is overplay because it puts the whole white group in danger.

Dia. 7-2: Instead of Black 153, attacking the white group with Black 1 and 3 doesn’t work because White can live by taking advantage of Black’s weakness.

Dia. 7-3: It seems natural to block at 1 in response to White 154 but White will cut off Black’s heavy group on the right side with 2.

Dia. 8-1: Usually Black 1 is the correct endgame move but the game is very close, so Black had to play more aggressively at Black 171 in order to keep the territorial balance.

Dia. 8-2: Black might consider playing at Black 1 instead of Black 181. However, White can make a ko at 2. Black doesn’t need to take such a risk.
Dia.10-1: Instead of White 212, White might consider White 1. However, Black will attack the white group with the moves up to Black 6 and White can’t find the means to live.

Dia.10-2: If White responds to Black 213 by cutting at 1, Black can create a ko with the moves up to Black 6. However, White doesn’t have enough ko threats.

Dia.10-3: In response to Black 295, White 1 is the correct move. Nevertheless, Black is still ahead by approximately ten points.

Dia.10-4: After Black 297, White is at a loss for an answer. Blocking with White 1 doesn’t defend against White’s weakness because Black can cut and atari with Black 2 and 4.

Dia.10-5: Even blocking at 1 doesn’t solve White’s troubles. Black pushes at 2 and cuts at 4. White cannot connect at 5 because Black plays the double atari at 6. White’s whole group is in danger due to the ko fight starting with Black 8.

Fig.9: Another big ko fight appears with White 204.

Fig.9: Both players kept choosing complicated variations. Black 297 was an excellent tesuji that ended the dramatic battle. After 297 moves Black won by resignation.

Figure 9 (184 to 204)

Figure 10 (205 to 297)
We often think that most of the life and death (L&D) problems we solve will not appear in our games. In this section, we are going to check out some L&D positions that do frequently occur in real games.

**Question 1 - Dan level**

The question above is a shape from a real game, white wants to live in the corner. Where should white play?

This position is also from an actual game. How can black attack white in the corner?

This variation frequently occurs in a 3-4 corner with a knight’s enclosure. White’s probing move at 1 asks for black’s response. After black plays 8, white needs to find a way to live.

This shape occurs when white invades black’s corner enclosure, consisting of a 4-4 point and a knight’s expansion. White tries to live by playing a tiger’s mouth at 7. Does black have any way to fight back?

**Answer question 1**

White 1 is a tesuji that prepares the miai of playing at 2 or 3 next. White can make two eyes without any difficulties.

**Variations : Black to play**

These two questions are similar to the previous shape. Dia. 1 shows a very famous L&D problem. It even got a name in China; the “little piggy mouth”.

Try to find out the differences between diagrams 1 and 2. Even though they look similar, results will be different. White can’t kill black in Dia. 2 if black plays first.

**Question 2 - Dan Level**

This position is also from an actual game. How can black attack white in the corner?

This shape occurs when white invades black’s corner enclosure, consisting of a 4-4 point and a knight’s expansion. White tries to live by playing a tiger’s mouth at 7. Does black have any way to fight back?

**Answer question 2**

Black plays the atari at 1 to destroy white’s eye shape. White’s strongest move is the block at 2 to make a ko in the corner.

**L&D Variations:**

These shapes are common and often appear in real games. Solving and studying these shapes helps you understand the variations that might happen in your games.
Koreans express worldly affairs through Baduk

ONE of the reasons is considered to be because Baduk metaphors make it easy for readers to understand what happened. Byo-yomi, for example, seems to convey urgency of things more clearly than its equivalent “deadline.” Baduk fans would understand how pressing it is to make a move in byo-yomi when the last minute is ruthlessly being counted down.

ANOTHER reason seems to be the perception that Baduk metaphors are more tasteful than just straightforward expressions. Take, jachungsu, for instance. It indicates bad behavior which is likely to result in an unfavorable result despite expectations of a possible one.

For most Baduk fans the game of Baduk is very interesting to play as a pastime. It provides Baduk players with indescribable pleasures and attractions – the thrill of fighting, aesthetics of shapes, commanding an army of stones, etc.

The role of Baduk in society is not, however, confined to this leisurely purpose. A careful look into the use of Baduk leads to the notion that Baduk plays a variety of roles in human life. It carries out a social function by letting players make friends with others. It also serves an educational purpose: Many children learn the game to foster mental abilities like intelligence, focus and personality development, while some businessmen seek for wisdom of management.

One of the most peculiar functions of Baduk is the use as a metaphor for worldly affairs. Strangely enough, people are employing the game to describe human affairs taking place in everyday life. Moreover, people like to compare happenings in the world to Baduk. A minister of the government’s economic policy to Baduk, economy in Korea said, for example, “Comparing the principles of opening and the techniques of Jungsuk(joseki).” Another philosopher explains social norms with the rules of Baduk. A professor of accounting is fond of drawing Baduk to explain the principles of accounting.

The mass media, in the same way, borrow several Baduk terms to express social phenomena. A newspaper says, “Hyundai Motors, poseok for boosting domestic consumption.” “Poseok” means the opening in Baduk, which is frequently used in newspapers. “Daemabulsa” or “A large group of stones never dies.” is also often seen in the headline of the newspaper: as an example, “The myth of daemabulsa has been broken.” The number of the words frequently used in current language from Baduk amounts to more than 30; joseki, bad move, sequence, byo-yomi, etc.

Another similarity is that both are by nature “problem-solving,” which requires the participants to engage in the constant choice of appropriate moves. If you make right choices, you will have a nice game; if not, a bad game.

Diagram 2. Every player faces situations which require solving problems such as this. One has to choose one move out of several candidates, just as everybody makes a decision or a choice in every setting.

It is no wonder that people try to articulate happenings in life through Baduk if the game is similar to human life. Such a metaphorical function may give a new delight to Baduk enthusiasts as well as general public.

Diagram 1, Diagram 2

"Why do people love to use Baduk when explaining varied things in the world?"

Isn’t it peculiar to employ the game of Baduk in talking about worldly affairs? It must be a special culture of Korea that Baduk plays a figurative role this way. Why do people love to use Baduk when explaining various things in the world? Why do newspaper writers dare to bring Baduk terminology to their reports on social happenings?

Koreans employ Baduk to describe human affairs taking place in everyday life. It must be a special culture of Korea that Baduk plays a figurative role this way.”
The board game of Baduk is known as one of the most complex board games that humans have ever played. Many authors have associated Baduk with various strategies and philosophies that can be applied in war (The thirty six stratagems applied to Baduk – Ma Xiaochun), in business and management (The Asian CEO in action - Korsak Chairamisak/ Le manager, joueur de Baduk – Jean Christian Fauvet).

Baduk is also starting to be taught to children in primary schools, not only in the East (Japan, Korea, China), but also in the West.

Besides being a way to help children to develop the power of calculation, what else can you teach these young, open-minded children via the complex and beautiful game of Baduk?

1. Calm, perseverance and concentration
By nature, children are restless and impatient. While it is also good to let them be like this, sometimes you would want them to calm down, tell them that they have to wait, and also, increase their ability to focus on something. Here, Baduk would be the perfect solution. As with any other board games, your children would need to sit down and play the game, and wait for the opponent to make a move before they can make their own move. Sometimes, when playing Baduk with my 4-year-old son, I purposely wait while it’s my turn, and he indeed asks “Dad, what are you doing, why don’t you play?” I would then smile at him, and reply “Your move is so good, so I need to think a bit. Good things take time, you know?” And after a while, one time I see him seeming to lose concentration and looking elsewhere, and ask him “Hey, why don’t you play?” - “I’m thinking. You know, you need to think before playing!” Lesson learned!

As for concentration, we all know that Baduk is a game which requires logical and sequential thinking, so the more a kid understands (and enjoys) the game, the more they will be able to concentrate on it.

2. Winning and losing
Any child, and perhaps anyone, loves winning over losing. But of course, it is not possible to always win everything you play, or do. My son hates to lose his games of Baduk. Each time I tell him that he has lost, he would burst out in tears, and state that he would never play the game again. I was a bit frustrated by his attitude, but with time, I understand that it is something natural of any human being, and start to help him to alleviate his disappointment, rather than tell him to stop crying. I strongly believe that such an early experience he had from Baduk will help him to think more positively about winning and losing when he grows up.

Another interesting thing that I have discovered, is that he only hates himself losing, but does not “enjoy” to see his opponent losing. One time our 9x9 game resulted in a draw (I don’t use komi to simplify things), and when I told him that we both had the same number of points, he immediately stated “So we both win!” Having played thousands of games of Go throughout my life, and many times seeking to win even by the smallest margin, all of sudden, I realized what I have missed! Yes, why can’t we both win? Such a beautiful lesson that I learned from a child!

WHAT CAN YOU TEACH A CHILD THROUGH THE GAME OF BADUK?
3. You cannot have it all

In early childhood, some children have a strong desire for possessions. They want everything around them to be their own “properties”: my mother, my parents, my toy, my school, my… That partly comes from the fact that they are the center of interest of the whole family, and everything turns around them. However, it can result into children becoming egoists and having trouble in integrating into the larger environment later, especially for children who do not have siblings. Here again, the game of Baduk would be a wonderful tool to teach them that they can’t have everything! First, you cannot take all the territories, because there will always be your territories, and your opponent’s territories. Second, if you want to capture all your opponent’s stones, you will surely get your own stones captured! Just play a nobi on a stone in atari, and then tell the child to try to capture it. They will soon realize that the more they try, the more the group gains liberties, and they simply have to accept that they can’t capture it this way.

To summarize, Baduk is a beautiful constructive game, a perfect simulation of life that allows you to teach your children about constructive spirit, about sharing, and also about understanding others’ point of view.

4. Understand the view point of others

Many young children also have egocentric thinking and behaviors, which means they can only present (and impose) their perspectives, but cannot understand others. Playing Baduk is a great way to help them to understand this concept.

When I first taught my son to play Baduk, I played many 9x9 games with him, always letting him taking half of the board while I took the other half. Then after a while, I started to teach him basic principles of shape, liberty counting, as well as some capturing, cutting, connecting techniques… We then started playing 13x13. I told him to place 9 stones of handicap, and this time troubled him with many attacks, invasions, capturing races… I still didn’t go all out, and he was able to secure more territory and won. However, he was not satisfied with his win. When I asked him why, he replied “Because you didn’t go easy on me” – “I gave you a big handicap, and you still won, why do you say that I didn’t go easy on you” – “Because you attacked all the time. None of my stones can have a rest. Handicap doesn’t mean go easy”. Here, he does understand my intention! Lesson learned!

To end this article, I would like to recommend that every Baduk player who has young children (or nephews or neighbor’s children) to teach them a bit of Baduk, and play Baduk with them. You will not only teach them many interesting things, but you will also learn a lot yourself!
C&IP – The First Printed Baduk Book in China

C&IP is short for Collection of the Carefree and Innocent Pastime; the oldest surviving Baduk manual. The manual can be traced back to the Song Dynasty, China (AC 960-1279). C&IP was thought one of the most important Baduk manuals, which appeared between other ancient Baduk works called Dunhuang Qijing and Xuanxuan Qijing, the earlier of which has no surviving copy. It is noted as the second edition and the editor is named Li Yimin, a Baduk official in the Northern Song Dynasty. Since it is a book from the time of engraving printing technique, it is regarded as a Baduk encyclopedia for the ancient Chinese world.

There are four parts in the book. The first part is on Baduk theories including the Qijing Shisan Pian (The Classic of Weiqi in 13 Chapters) and two other Baduk treatises. The second part consists of 18 games records played before or in the Northern Song Dynasty. The third part is about ancient joseki. The fourth part contains 34 life and death problems. Even now, there is still a lot of mystery surrounding this book, awaiting to be revealed. For example, what is the exact date it was printed? Why does the book contain so many information gaps and inconsistencies and what are the reasons for them?

In my dissertation there are three hypotheses on C&IP based on a book stored in The National Library of China. The first hypothesis describes that it was printed during the period of Song Qinzong, which is towards the end of the Northern Song Dynasty according to the tabooed(*) Chinese characters in the text and its contents. The second one is about the version of the book; my hypothesis is that the surviving book now is an amalgamation of pages from both the first and the second edition. The third hypothesis is about the titled records of ten games, which were “played” by seven Baduk players during the Northern Song Dynasty. Because of the title of Shi Getu (The Ten Grid Diagrams or the Ten Researched Diagrams), it is assumed to be a kind of Baduk learning material like military maneuvers, well-arranged to show opening strategies starting with the same joseki in each game and then mixed with some other ancient joseki. They are not records of real games but an innovation for making full use of the printing plate and an enjoyable reading in the time of engraving printing techniques.

The great value of C&IP becomes clear through aspects related to Baduk literature, development of Baduk techniques, cultural patterns of Baduk in the Song dynasty, and its educational practice for humanistic development. It can be a good sample for both researches of Chinese rare books and ancient Baduk studies. As an ancient textbook for Baduk learning, it focused on personality development and shows that Baduk is very beneficial as a mind sport and for humanistic development.

(*) Taboo Word Practice has a long history in Chinese literature. It should be avoided to repeat the names of Emperors or elderly people. This is the main difference about the naming culture between the West and the East. For example, people could not address the Emperor’s name directly. If there was a word or a similar pronunciation in one’s own name, they were supposed to change their name.
International Students
AT THE DEPARTMENT OF BADUK STUDIES

On Wednesday, at 9 am I got a text message, “Professor, I’m sorry I will be a bit late to your class today. I can’t figure out how to turn on the hot water to take a shower.” It was a new graduate student who wasn’t familiar with the new facilities yet. As I had lived ten years in Korea, I knew very well that international students struggle with many seemingly trivial tasks in daily life. Back in your home country it wouldn’t be a big deal, but the language barrier and different culture makes studying abroad often baffling.

For many foreigners, including myself, studying at the department of Baduk Studies has been a wonderful opportunity to explore Baduk culture in Korea while pursuing an academic degree. The first foreign student, Svetlana Shikshina from Russia, came in 2000, achieving her main goal of becoming a professional player in 2003, and graduating with a B.A. in Baduk Studies in 2004.

Until now (July 2017) as many as 64 international students from 20 countries have enrolled here. The majority came from other Asian countries, especially from China (36 students). Besides that, 15 students from Europe increased the cultural diversity. Each of them bring a unique view and experience from their own country, which enrich the academic teamwork activities as well as the extracurricular activities such as the English Baduk club where Korean and foreign students learn Baduk, English and Korean together.

Recently the number of foreign students at our department has increased greatly, e.g. in the graduate school there are fourteen foreigners and only two Koreans. The international atmosphere is not only encouraging Koreans to learn and practice their English language ability, it also helps foreign students to overcome feelings of loneliness or homesickness by discussing daily difficulties or cultural differences and by preparing assignments together. Furthermore, the internationality provides Korean and foreign students the opportunity to meet students from other countries, and experience foreign culture on hand.

Certainly one of the biggest challenges is learning the Korean language. Although every semester two graduate classes are held in English and four undergraduate classes in Chinese, the majority of the courses are held in Korean, which is why international students are required to learn the Korean language as soon as possible in order to graduate. While some students manage to reach an advanced level in Korean within a year, others struggle with the language and culture differences until they graduate, or even have to quit their studies. Fortunately, nowadays Korean language classes are offered on campus, and the credits can be used in the Bachelor course program.

For me, making Korean friends and exploring Korean culture on weekend trips helped a lot to adjust to the foreign country and learning the Korean language faster.

Together with the Koreans Prof. Jeong Soo-hyun, Prof. Kim Jin-hwan and Prof. Nam Chi-hyung and the Chinese Prof. Sun Dechang and Prof. Sun Yuan, it is my pleasure to use my own experience and support international students to make their stay in Korea an enjoyable and meaningful time.

-Daniela Trinks-
Interview With Kőszegi Diána & Kim Seung-Jun
from BIBA

*KIBA: Blackie International Baduk Academy

For the first issue of our magazine, Kőszegi Diána and Kim Seung-Jun, the creators of BIBA school - International Baduk Academy, kindly accepted to answer our questions.

Hello, can you introduce yourselves? When did you start to play Baduk?

Kim Seung-Jun
I started to play Baduk when I was 10 years old. My father was my first and last teacher (1 Gup, equivalent to 5-7 dan). There were already a few schools at that time, but I decided to study alone at home. Then I became Insei. For joining the Insei’s group, I had to play a testing game against a strong Insei. I played a 4 stones handicap game, and I managed to win. The teacher of the insei (who was a pro player) asked my opponent, how strong I was. Even though he lost, he answered that maybe 5 stones handicap would be the correct handicap. I really thought I wouldn’t make it. Then the teacher asked me what I would like to be. I just answered the “King of Baduk”. The teacher told me I could come back the next week.

From that time on, I was going to KBA two or three times a week to play insei games. Those were the only games I played for a week. I also remember I had to go to the Kiwon to get the copy of the newest game records (there was no internet at that time nor books to study Baduk). After four years, I became pro at the age of 14.

Kőszegi Diána
Before BIBA, there was an International Baduk Academy (IBA) in Korea, but unfortunately IBA closed at the end of 2010. We opened BIBA on 2011, January 31st. Kim Seung-jun 9p contacted Mr. Seong Gi-jeong, the owner of the Jin-seok Baduk Academy in Sanbon, they have known each other for a really long time. We decided to start our school at the same place with the Korean Academy. Foreign players have the chance to study Baduk the same way as Koreans kids and also play against strong opponents.

How many hours do students study Baduk per day? Can you tell about your daily schedule at BIBA?

Kim Seung-Jun
We recommend the students to come earlier, do some self-study (review games, solve life and death problems to warm up). Then have lunch and around 2pm start the league games against other foreigners or Korean kids (most of the Korean
kids are in the academy from 2pm to 9:30 pm). At least two league games are recommended per day, then we review it. If there are some big tournaments for pros, we study the games together. After dinner, students can play another league game or study together. From time to time we also play teaching games with the students.

Diana: It depends on the student. Not every student has the same goal, some of them come just for Baduk, some also want to know more about Korea and its culture as well. We try to be flexible and give what they want. They study about 6.5 hours during weekday. Weekends are mostly free-time, but sometimes there are some Baduk events, where we all go together. And during the camp periods, we have a tough schedule. For example, during the Thai Camp in BIBA, we studied every day from 10am until 9pm (except when we had sports in the evenings).

As far as I know you also organize some events for your students. Which events did you hold recently?

Diana: Recently we went to a team tournament that Korean Women’s Baduk Society organized. Also during the Thai camp, we made a match game event against Ansan Jang Su-young Baduk Academy. Before the match, we visited the Flower Baduk Center and played against the members of the club. The students could also play simultaneous games against pros.

Kim Seung-Jun: We also held a camp for Thai kids. Our ex-student Him (6 dan from Thailand) opened a school in Thailand and he visited BIBA with his students. We were more than 14 people, but usually we have about 5-6 students as same time.

Lastly, which study methods do you find most effective in order to improve one’s Baduk level?

Kim Seung-Jun: This is how I distributed my time when I was studying seriously and I believe this is still a good way.

- Playing games: 20%
- Watching pro games: 50%
- Getting review from a strong player: 10%
- Solving Life and Death problems: 10%
- Reading books: 10%

Diana: All of these are needed. I think the important thing is that everyone should work on their weakest aspects. Most of us like to study what we enjoy, so if someone is not good at Life and Death that means he doesn’t like solving problems, but actually he should probably solve a lot of problems.

Is there anything you would like to say to conclude this interview?

Kim Seung-Jun: I created BIBA school to help foreigners improve in Baduk, share my experiences (How to study Baduk, show some Korean culture) and have new friends (with Korean professional, strong amateur players and other students).

Diana: I was lucky to meet Baduk at the age of 9. Since I have known this game, I have been crazy about it. It changed my life. It is a pity that Baduk is not that popular in Europe yet. I hope more players will have a chance to meet Baduk.

Thank you again for taking some time off from your busy schedule for this interview.

Do you also have an online program for people who cannot come to Korea?

Diana: Yep, we have an online teaching program started from this March. The second season has already started (as of April). We have around 30 students divided in 4 groups. You can check the detailed information on our website (bibaBaduk.net)

We made this program for people who would like to join BIBA in Korea but cannot and also for people who already have been to BIBA and want to continue their studies.

Watching pro games

Getting review from a strong player

Solving Life and Death problems

Reading books etc

≈50%

20%

10%

10%
**How to Make a Baduk Pillow**

**Materials**
- A pillow
- Lace
- A piece of checkered fabric
- 2 pieces of different colored fabrics for the main part of the pillow (e.g. black and white)
- Buttons with two different colors

**Directions**

**Step 1**
Cut each piece of the main fabrics into two equal isosceles right triangular pieces. The side length is the length of the pillow’s side with 2 cm for sewing.

Sew the two hypotenuses of the fabrics so we have a square.

**Step 2**
Cut the checked fabric into a small squared piece.

Sew the buttons on the intersections of the checked fabric with any arrangements you like so we will have a “board” with “stones” on.

Fold the edges of the checked fabric, lay it on the big square (right sides together) and sew them together. Stitch the lace to the checked fabric. This is (A).

**Step 3**
Cut the colored fabrics into two pieces (B1) and (B2) with random shapes (a side of each piece is folded in and stitch along the side as in the picture) so they can form a square which size is the same as (A).

**Step 4**
Lay (B1) on (A), right sides facing each other, sew together with 1 cm for seam allowance, except for the folded side.

Do the same with (B2).

Turn the pillowcase right side out.

**Step 5**
Sew two buttons on the facing sides of (B1) and (B2). Use leftover lace to form knots for the buttons.

Good night - we wish you a sweet dreams about Baduk.
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Isn’t Baduk a very serious game, where people are always bent over the board in deep thought? We want to show the other, lighthearted side of Baduk! Please share funny Baduk moments that you captured on camera!

To join this contest, please send us your photo with explanation to our email: myosu@mjudukstudies.com before August 20th 2017.

Please title your email “Baduk picture contest 2017”.

We will post your photos on our Myosu facebook page and choose the winner by the number of likes and shares on Facebook.