

Myosu

GLOBAL BADUK MAGAZINE

First Issue | June 2017

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



Letter from the editor-in-chief



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 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@mjubadukstudies.com.

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

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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

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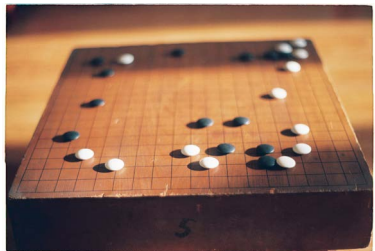
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Moon Jae-in - “New hope for Baduk”

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!

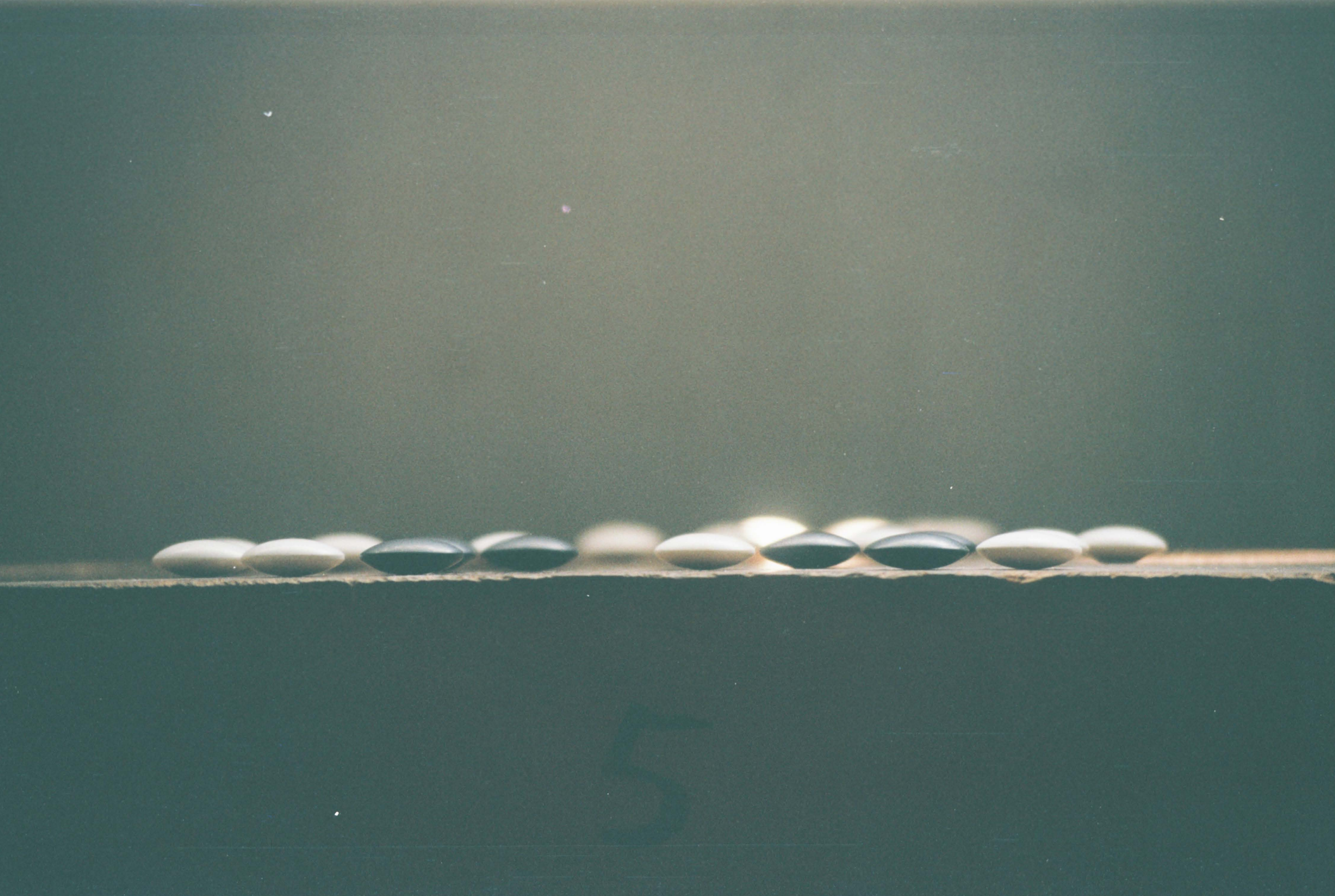
Michiel Tel



Moon Jae-in plays Korea's number 1 Park Jeong-hwan during a visit to the Hankuk Kiwon in July, last year

Source : Korean Baduk Association

Photo credits: Hankuk Kiwon



The Future of Go Summit held at the end of May in Wuzhen, 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



Song Dong-seob (3 dan, senior)

I watched three games and I enjoyed the 5:1 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)



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 there is a clear gap.



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

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.

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 (1p, 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.

Kwak Do-hyun (9 dan, junior)



I've watched three games, among them I enjoyed the first one the most because we studied and discussed the moves together. AlphaGo's calmness was most impressive. No matter how hard Ke Jie tried to upset the game, it didn't work.

Kim Dong-ho (6p, senior)



I've watched four games, and found the consultation game most enjoyable. I knew that the Chinese professionals had studied a lot about AlphaGo beforehand, and I thought that their team of five might manage to defeat AlphaGo. The most memorable moment was when Ke Jie peeped in the second game on the second line, and AlphaGo's response to that. At that point I realized that now there is really a big difference in strength between humans and AI.

Mai Zhaofeng (9 dan, currently exchange student at Myongji University)



I watched all games, but I was most impressed by the second game because it showed AlphaGo can also control the situation even when there is chaos. Alphago always plays moves which will surprise humans. I think it is AlphaGo's style, but for now, we need to try to understand why AI plays like this.

Baek Woon-ki (9 dan, sophomore, National league player)



I watched all games in order to study Baduk. The second game was most fun to watch. The reason is that it was the only game in which the human had a chance to win. It was very impressive to see that AlphaGo has reached a strength approaching that of the god of Baduk. Last year AlphaGo made a few mistakes, but this year I couldn't see any.

International News

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?

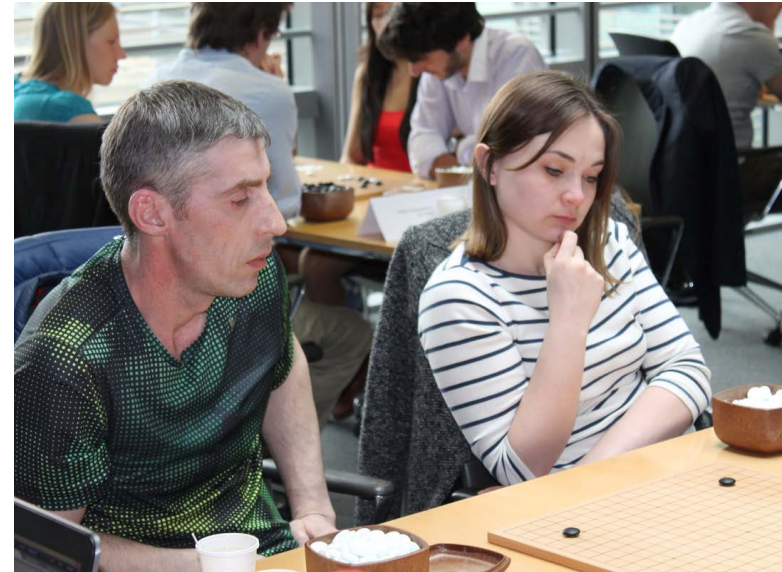
The US hosted not one, but two Baduk documentary premieres in April. The much anticipated (and delayed) "The Surrounding Game" premiered at the American Documentary Film Festival in Palm Springs, California on April 3. The NYC Tribeca festival is host to the premier of "Alphago", a documentary on the 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 Wash-

ington 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/>

US



The 2017 European Pair Go duo; Natalia Kovaleva and Dmitri Surin (both Russia).

[credit: Motoki Noguchi]

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 Seong-jin 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.

EURO



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 cur-

rent 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.

Michiel Tel

ONL

45th Paris Tournament 2017

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.

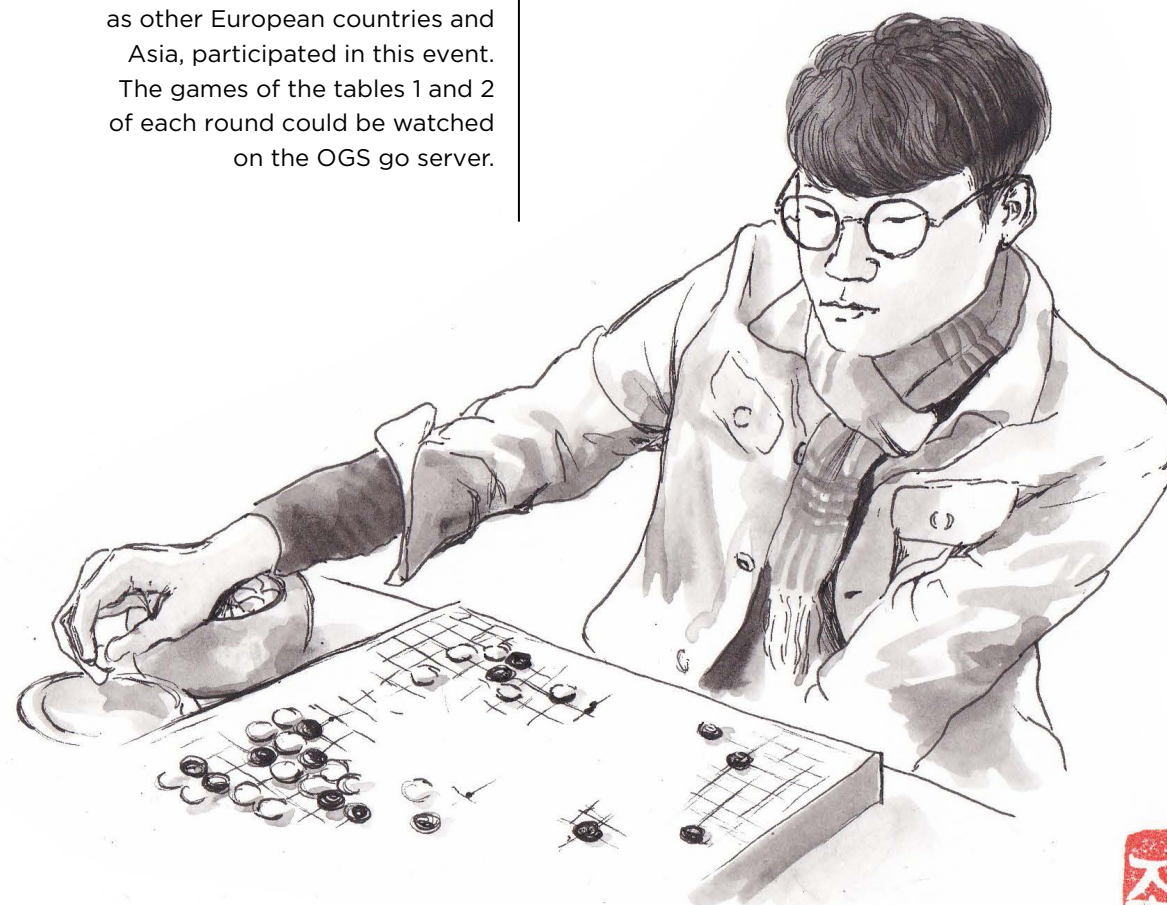
RESULTS:

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)



Kim Seong-jin 8 dan (drawing and photo by Zoé Constans)



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.

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.

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.

Adrien Andy



45th Paris tournament, round 6

Black: Kim Seong-jin, 8 dan

White: Oh Chi-min, 7 dan

Result: W+R

Short game review by On So-jin 7p

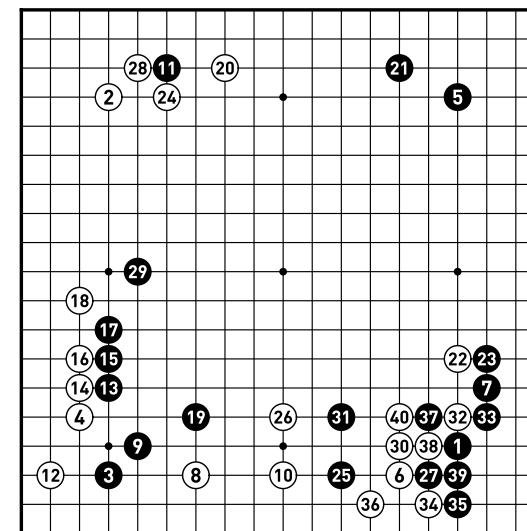
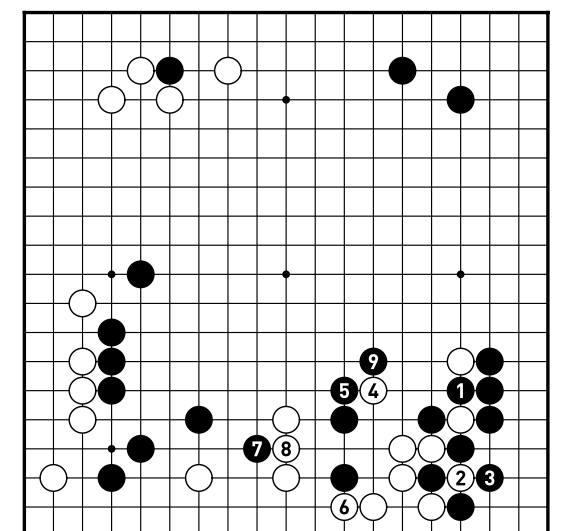


Figure 1 (1 to 40): White 12 in the lower left corner is an aggressive move. White wants to take some territory while keeping Black under attack.

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.



Dia. 1: Instead of 39, Black should play 1 and capture White's stone. With the sequence up to 9, Black makes thickness toward the center.

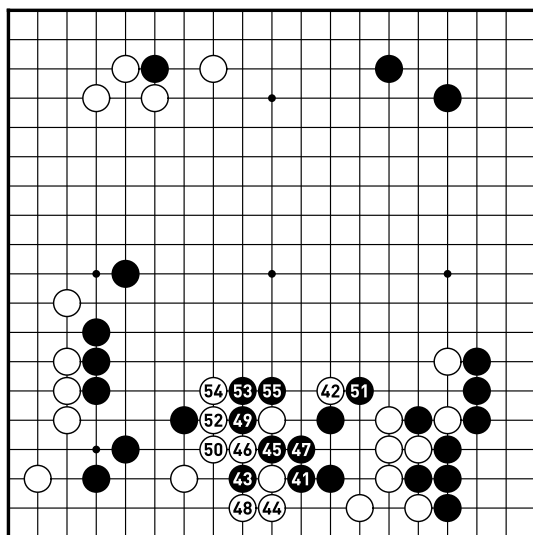
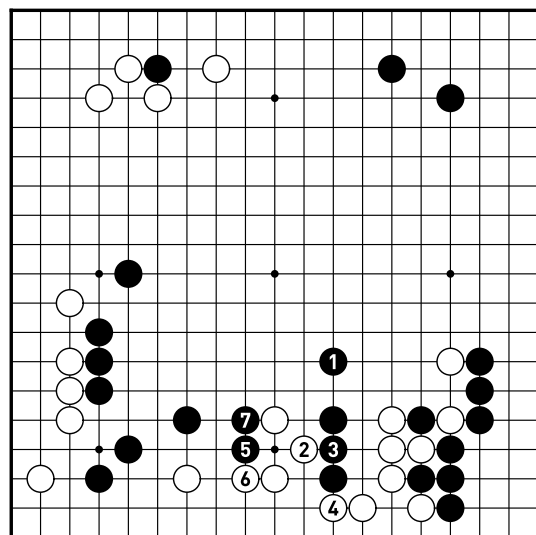


Figure 2 (41 to 55): Black 41 is an overplay. White's attachment at 42 is the right response. Up to 55, Black defended his weak group on the side but he lost the thickness in the center. The result is good for White.



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.

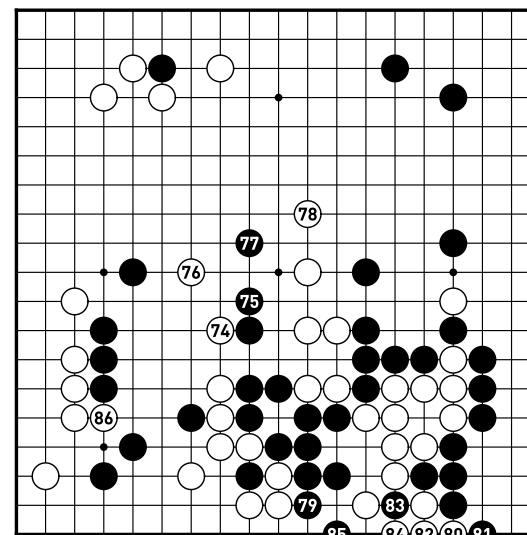
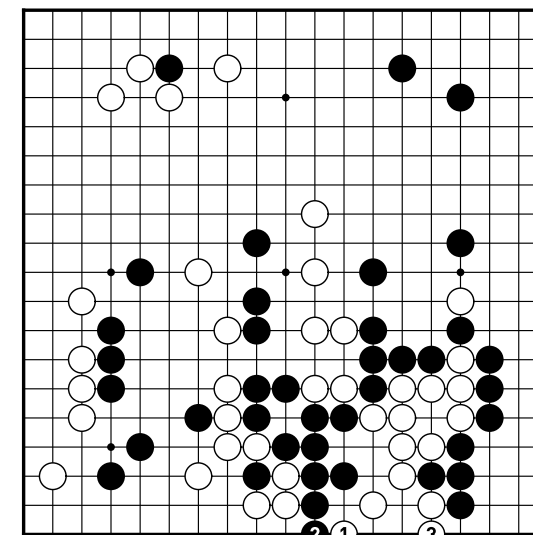


Figure 4 (74 to 83) : White 80 is a fatal mistake. Black 83 is an excellent move. White's group is dead.



Dia. 4: In order to live, he has to play at 1 and 3 instead of 80 in the game.

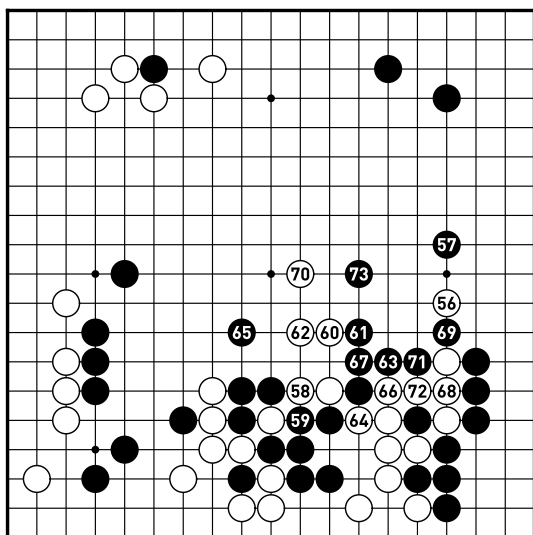
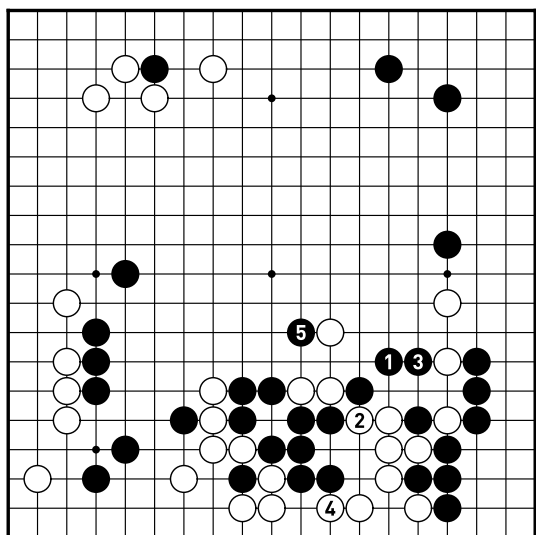


Figure 3 (56 to 73): Instead of 58, The correct move would be White 72. Black 61 is a bad exchange, he should immediately play at 63.



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.

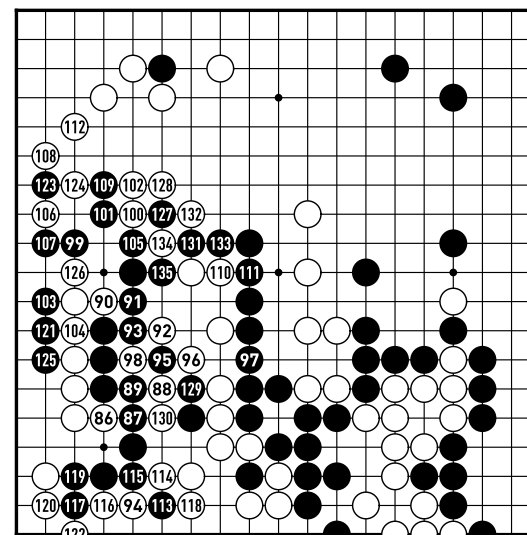
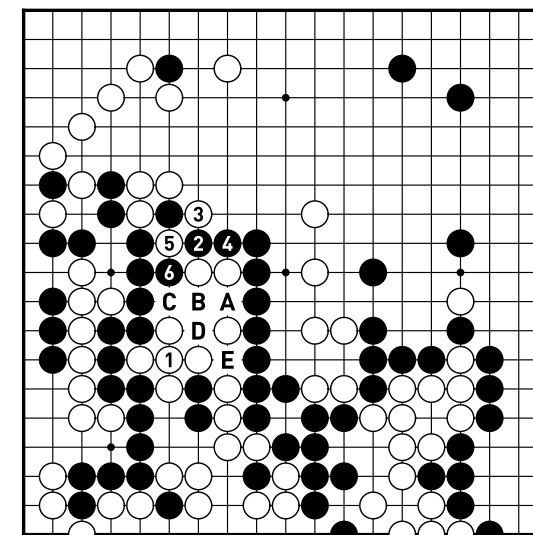


Figure 5 (86 to 135): White 106 and 108 launch a great attack, destroying Black's eye shape. After 128, the black group in the center is in danger. Black 129 is a good move to live.



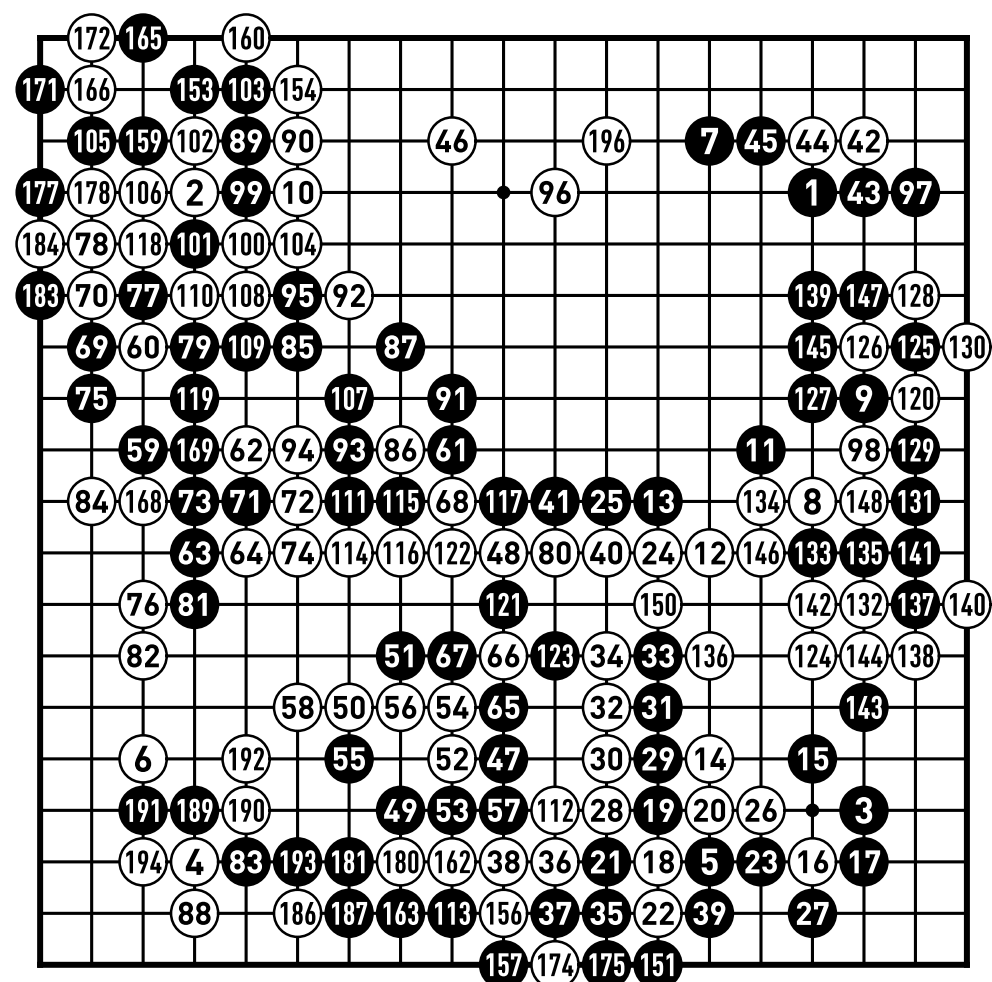
Dia 5: Instead of 130, if White plays the sequence 1 to 6, then he has to connect the ko if he wants to kill Black. After this sequence, Black plays A to E and lives.

Japanese News

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.

Pham Minh Quang



149 at 125 152 at 126 155 at 125 158 at 126 161 at 125 164 at 126
 167 at 125 170 at 126 173 at 125 176 at 126 179 at 125 182 at 126
 185 at 125 188 at 126 195 at 125



Game 1: March 7 (Tue)
Iyama Yuta won, B+Resign.

Game 2: March 30 (Thu)
Iyama Yuta won, W+Resign.

Game 3: April 6 (Thu)
Yu Zheng Qi won, W+Resign.

Game 4: April 21 (Fri)
Iyama Yuta won, W+Resign.

After winning the Judan title last year, Iyama became the first player in history to hold seven major titles at once. However, he lost his Meijin title to Takao Shinji 9p afterwards. Iyama's goal this year is to once again hold seven major titles.

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

Iyama Yuta 9p	Takao Shinji 9p	Yamashita Keigo 9p
Cho U 9p	Hane Naoki 9p	Yoda Norimoto 9p
Satoshi Yuki 9p	Ryu Si Hoon 9p	Kono Rin 9p
Murakawa Daisuke 8p	Ida Atsushi 8p	Motoki Katsuya 8p
Shida Tatsuya 7p	Yo Seiki 7p	Hirata Tomoya 7p
Ichiriki Ryo 7p	Fujita Akihiko 6p	Hsu Chia Yuan 4p

Female Players

Aoki Kikauyo 8p	Hsieh Yi Min 6p	Fujisawa Rina 3p	Mukai Chiaki 5p	Wang Jing Yi 2p
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Lian Xiao ends Chen Yaoye's 8 years Tian Yuan reign!

The New TianYuan, 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 Changho 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



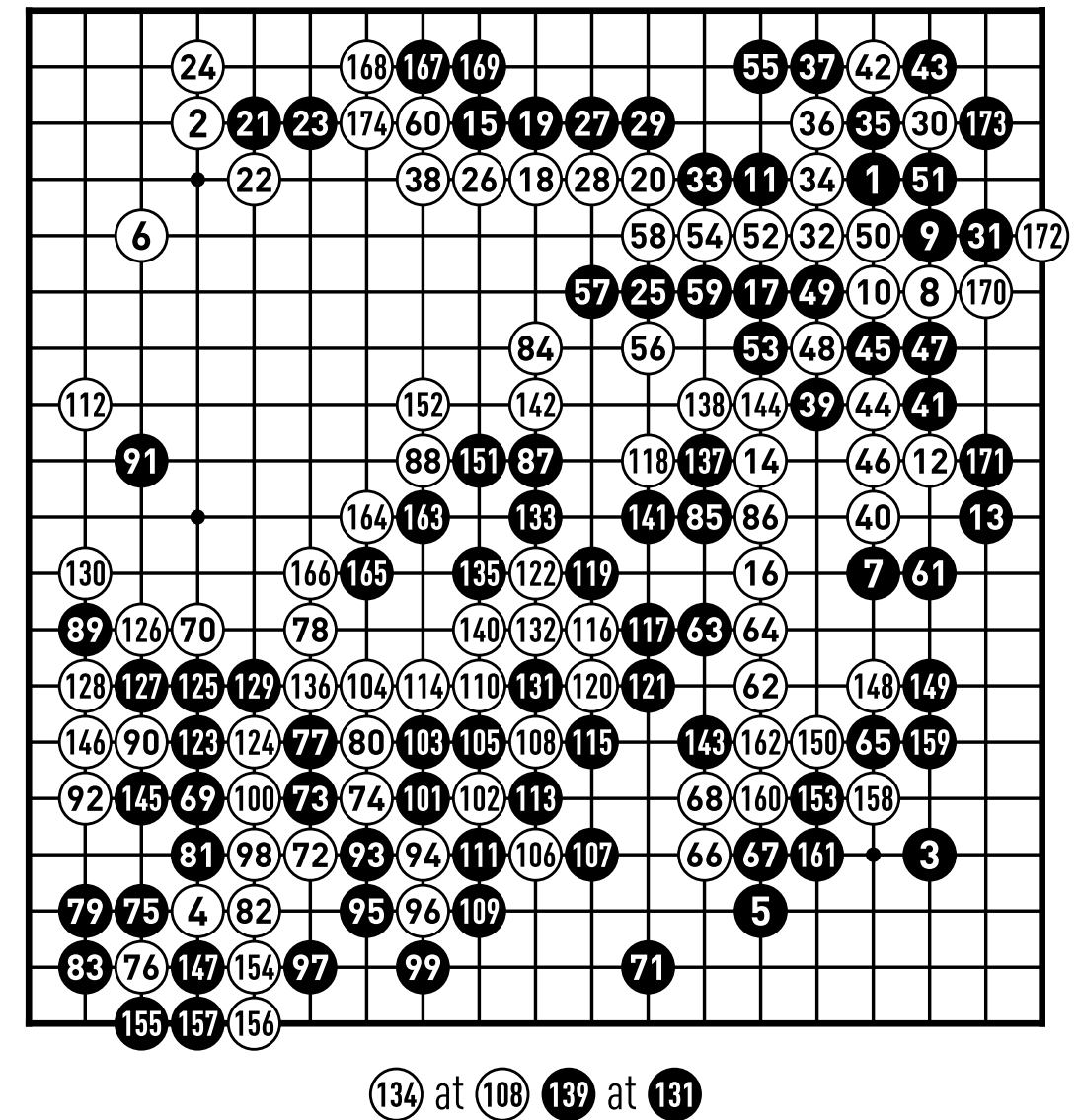
"It's so tiring to take care of all the one point by one point. **Fighting in Baduk is so much fun**"

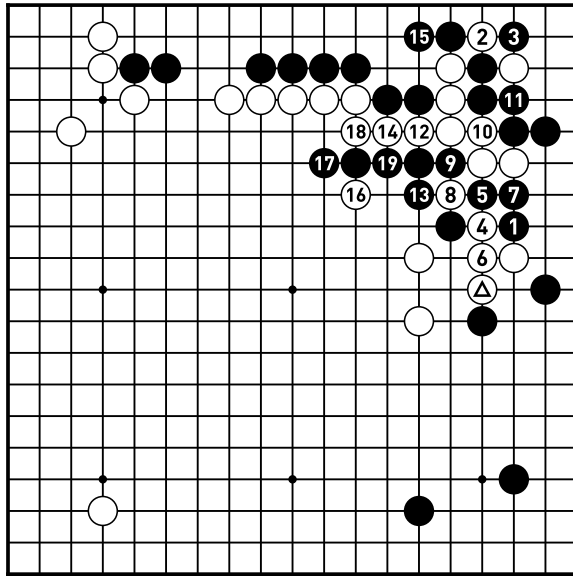
- Lian Xiao

China Tian Yuan Final, Second Match

Black: Chen Yaoye 9p
White: Lian Xiao 8p

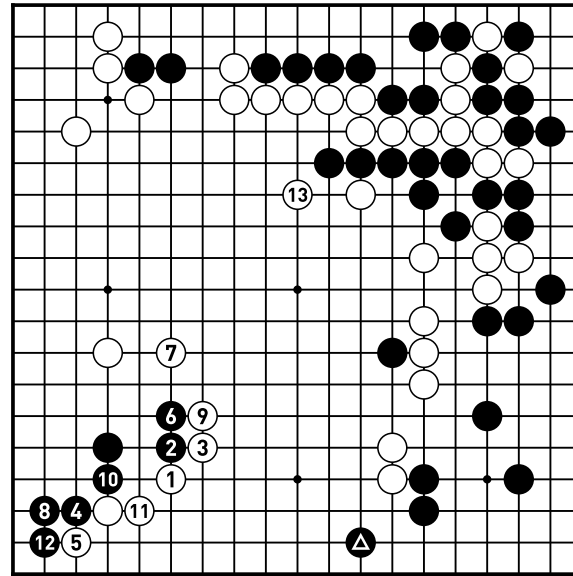
Date: 2017. 04. 13
Result: White + Res





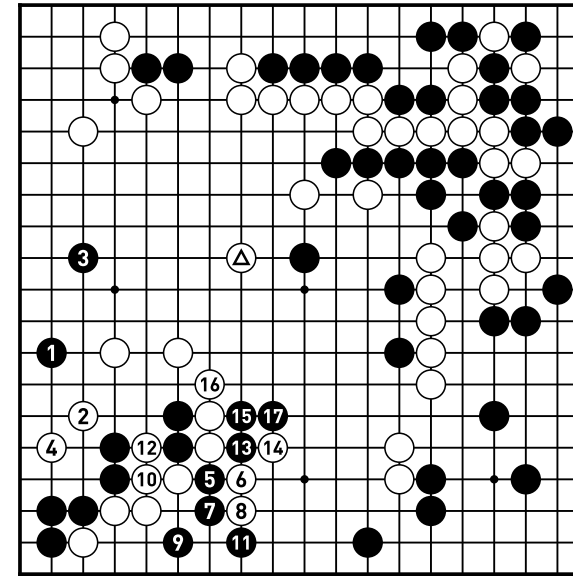
Dia. 1: Chen Yaoye (Black) vs Lian Xiao (White).

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.



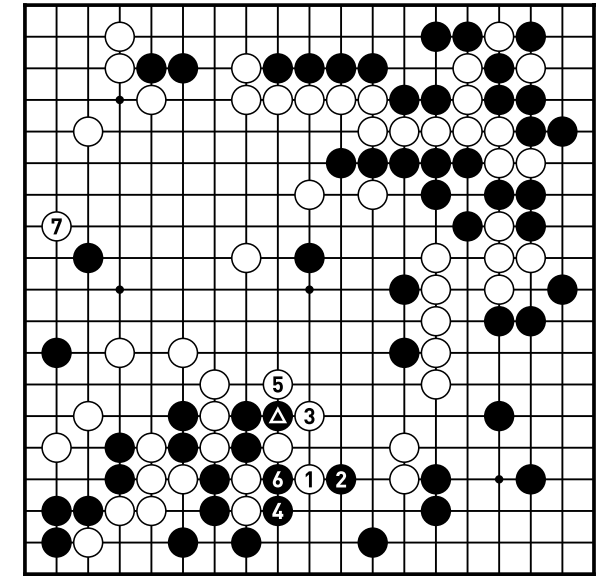
Dia. 2: Chen's slack move.

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.



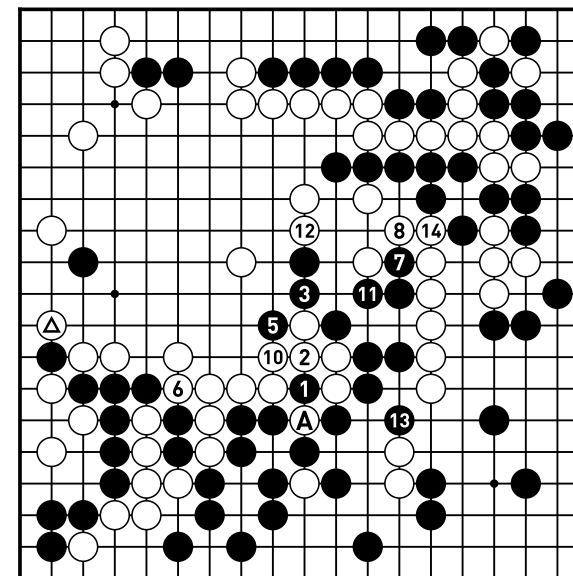
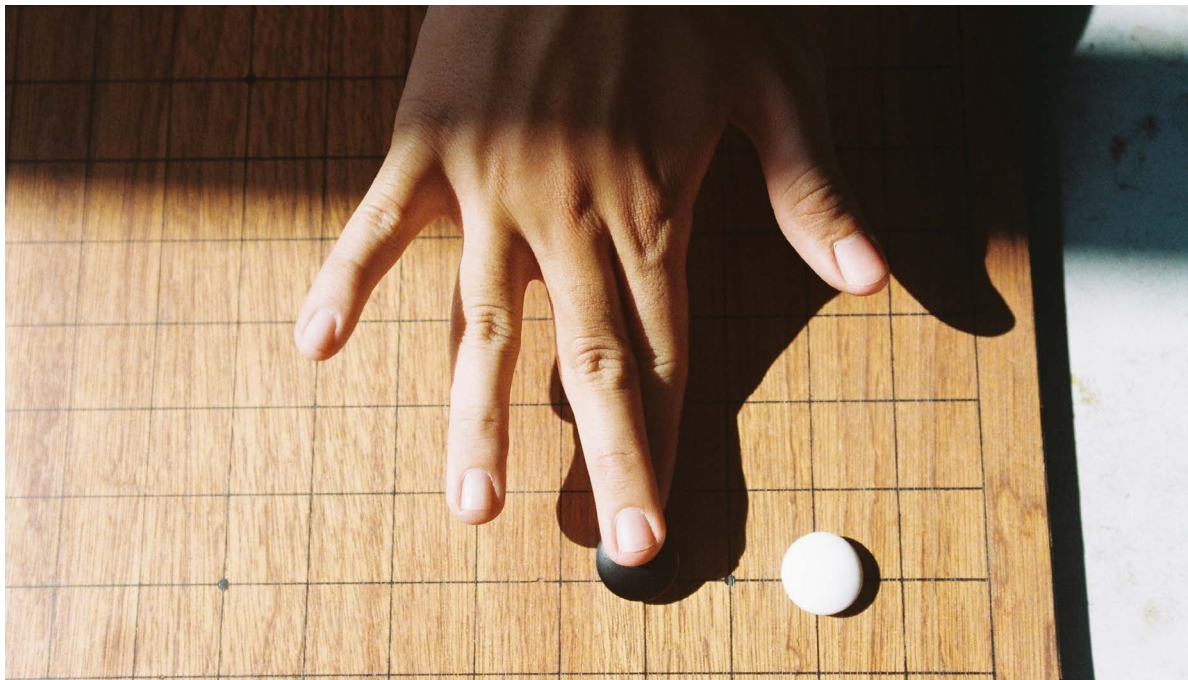
Dia. 3: Realisation.

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.



④ at A ⑨ at ①

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 have 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 one time 60 seconds byo-yomi whereas remaining boards are played with 10

boards are played with 10 minutes main time and five times 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.

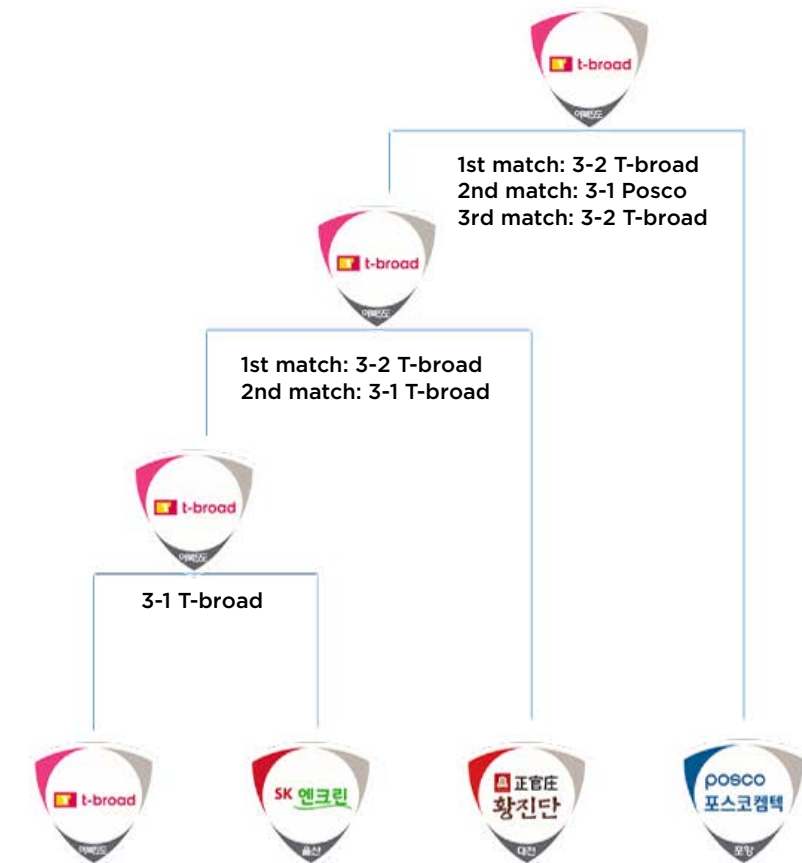
In the post-season, T-broad first eliminated SK EnClean

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.

#	Team Name	Rounds	Wins	Losses	Board Points
1	Posco ChemTech	16	11	6	45
2	Korea Ginseng Corp	16	10	6	49
3	T - broad	16	10	6	44
4	SK EnClean	16	9	7	40
5	Korea Price Information	16	7	9	39
6	BGF Retail CU	16	7	9	36
7	Kixx	16	7	9	35
8	Hwaseong City	16	6	10	38
9	Shinan Chunil Salt	16	5	11	34

2016 KB Korean Baduk League Regular Season Final Standings

2016 KB Korean Baduk League Post-season Table



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.

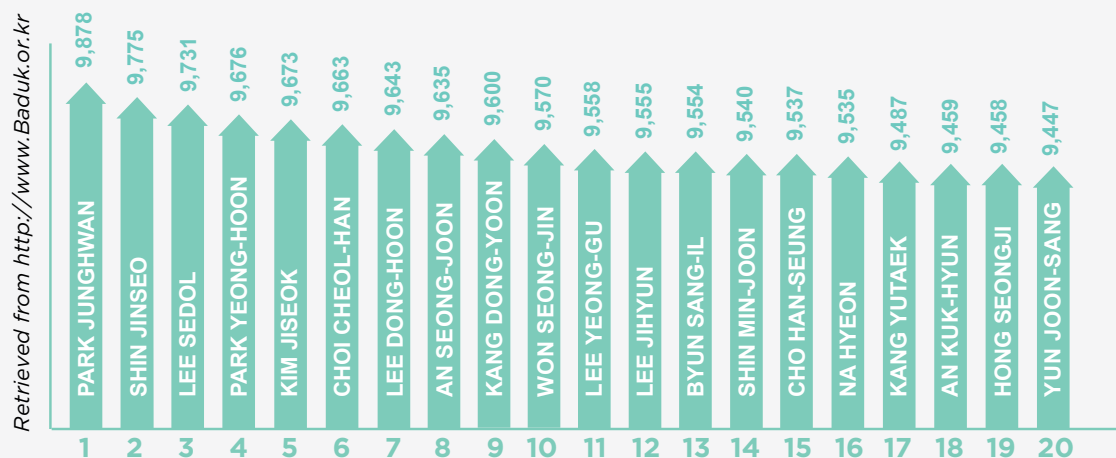
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Park Jeong-hwan 9p



Shin Jin-seo 7p

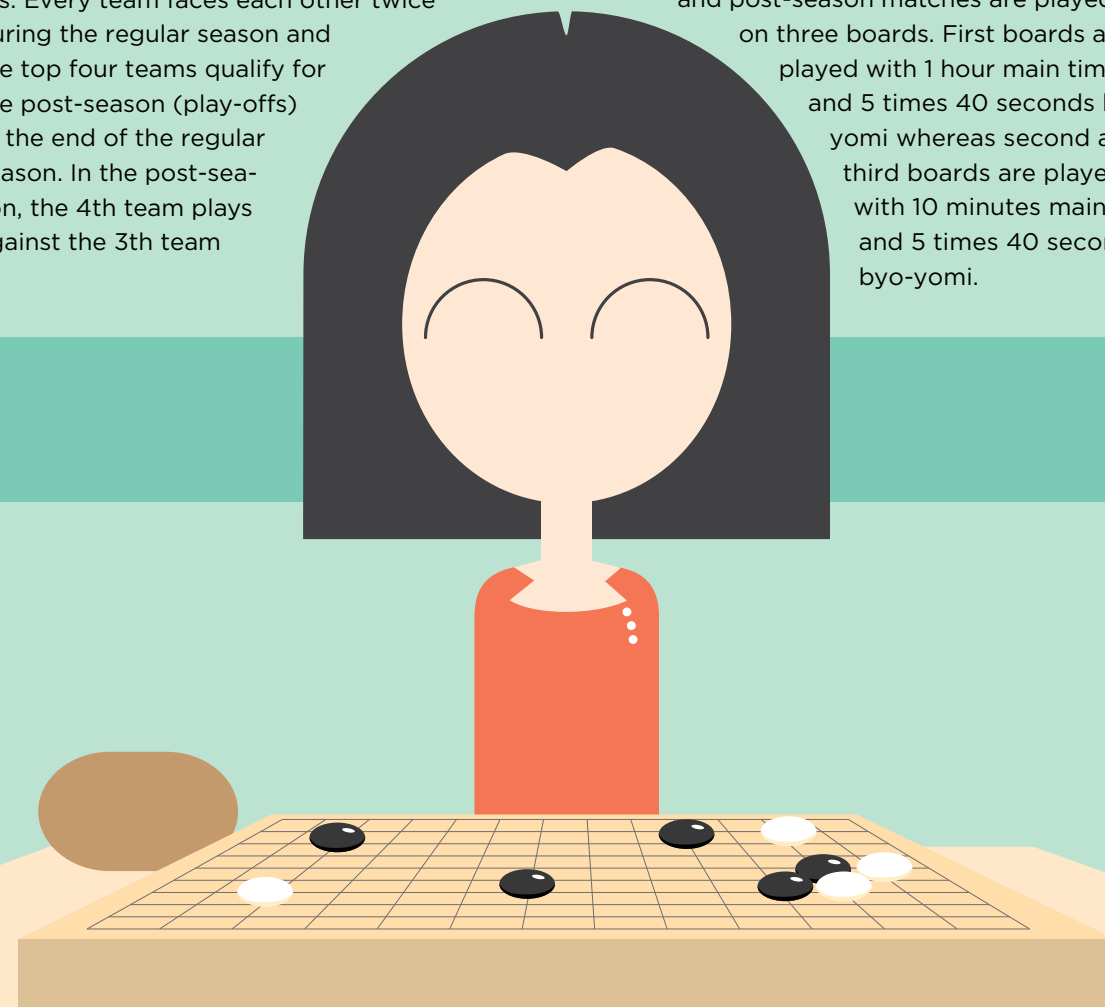


Korean Women's Baduk League

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.



So, after the short introduction of the league let's see what's happened in the MDM Korean Women's Baduk League 2017 season. After 14 rounds of the regular season, Pohang Posco Chemtech led the league with 11 wins and qualified to the finals. Yeosu Geobukseon and Seoul Bukwang Pharmaceutical placed 2nd and 3rd, both with nine wins. Gyeonggi Hoban Construction got the 4th place with eight wins. Inje Haneul Nerin, the winner of 2015 and runner-up in 2016 had a bad season and placed 7th with only five wins.

In the individual rankings of the regular season, three players led the league with winning ratio over 80%. Choi Jeong 7p and Kim Chae-young 7p had the most number of wins while Cho Hye-yeon 9p was in the third place with a higher winning ratio.

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.

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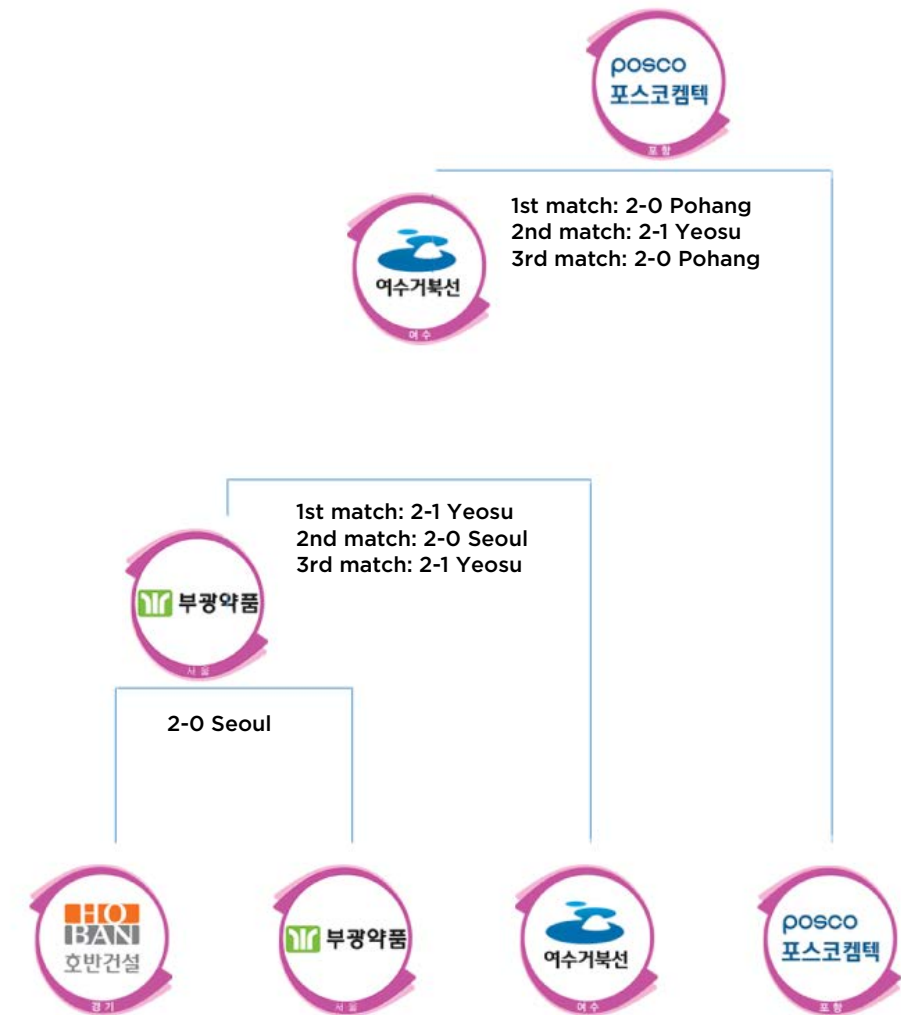
#	Team Name	Rounds	Wins	Losses	Board Points
1	Pohang Posco ChemTech	14	11	3	29
2	Yeosu Geobukseon	14	9	5	23.5
3	Seoul Bukwang Pharmaceutical	14	9	5	22
4	Gyeonggi Hoban Construction	14	8	6	20
5	Buan Gomso Salt	14	6	8	18
6	Chungnam SG Golf	14	5	9	21
7	Inje Haneul Nerin	14	5	9	17.5
8	Seogwipo Chilsimni	14	3	11	17

Team Standing 2017

#	Player Name	Team Name	Rounds	Wins	Losses	Board Points
1	Choi Jeong	Seoul Bukwang Pharmaceutical	14	12	2	85.7%
2	Kim Chae-young	Pohang Posco ChemTech	14	12	2	85.7%
3	Cho Hye-yeon	Pohang Posco ChemTech	12	11	1	91.7%

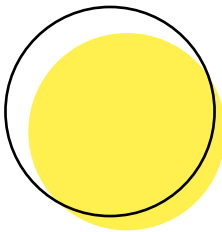
Player Results 2017

2017 MDM Korean Women's Baduk League Post-season Table



Kim Chae-young (on the left) and Kim Da-young reviewing the final game

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.

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2016 Korea Prize Money Ranking

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.



Lee Sedol 9p

Source: BadukTV (www.tvbaduk.com)

	Player Name	Prize Money (Korean Won)	Main Results
1	Lee Sedol	801.069.166	Google DeepMind Challenge Match, 35th KBS Cup winner, 17th Maxim Cup winner, 43rd Myungin Cup winner, 2nd Mlily Cup runner-up, 2016 CCTV Hase Cup runner-up, 2016 Samsung Cup top 4, 8th Ing Cup top 4, Chinese B-League.
2	Park Jeong-hwan	583.101.933	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
3	Kang Dong-Yoon	488.860.966	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
4	Kim Jiseok	295.276.300	1st IMSA Elite Mind Games Men's Team winner, 8th Ing Cup top 8, 2016 Chinese A-League
5	Lee Dong-hoon	272.648.202	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
6	Shin Jin-seo	235.688.887	21st LG Cup top 4, 3rd Bailing Cup top 4, 2016 Samsung Cup top 16, 2016 KB Korean Baduk League 3rd place, 2016 Chinese A-League
7	Park Yeo-ng-hoon	225.721.600	20th LG Cup runner-up, 17th Maxim Cup top 4, 8th Ing Cup top 16, 2016 Chinese B-League
8	Choi Cheol-han	203.562.280	2016 KB Korean Baduk League 2nd place, 2016 Chinese A-League
9	Choi Jeong	152.372.420	17th Women's Myungin winner, 1st IMSA Elite Mind Games Women Individual runner-up and Pair winner, 6th SG Cup Pair Tournament winner, 2016 Pair World Cup 3rd place, 2016 MDM Korea Women's Baduk League winner, 2016 KB Korean Baduk League, 2016 Chinese Women's League
10	Oh Yujin	145.776.475	21st Women's Kuksu winner, 7th Kunglyung Cup winner, 17th Women's Myungin runner-up, 5th Chenta Mountain Nongsang Bank Cup runner-up, 2016 MDM Korea Women's Baduk League 2nd place, 2016 Chinese Women's League

Pro Game Commentary

A Long Exciting Fighting Match

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



Kang Dong-yoon 9p

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.



Fan Yunruo 5p

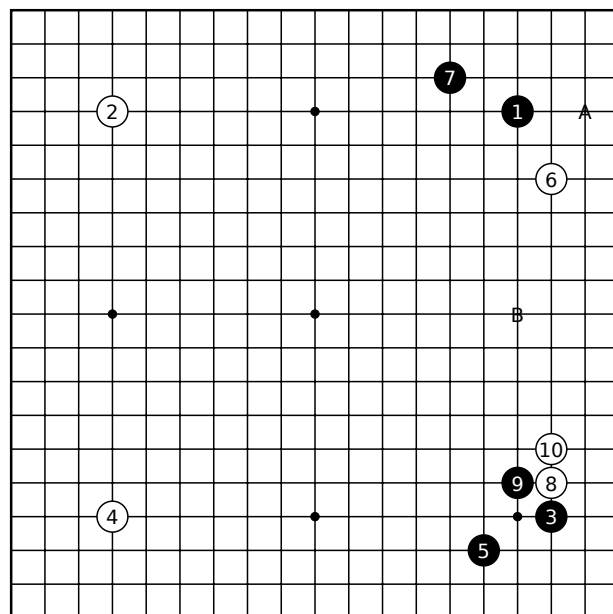


Figure 1 (1 to 10)

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.

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 Black 16 - 18, then Black chooses an easy way to deal with the situation by playing the moves 21 - 23.

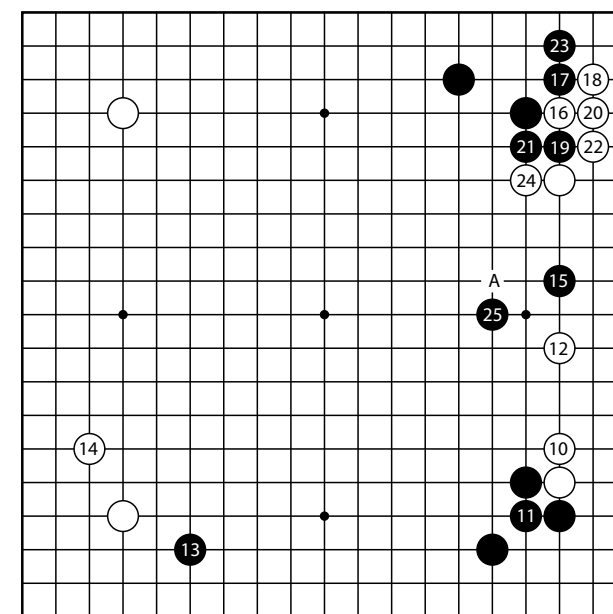
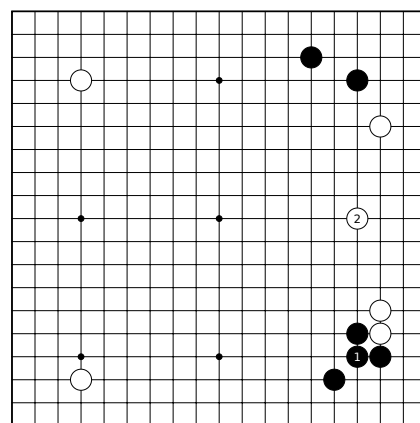
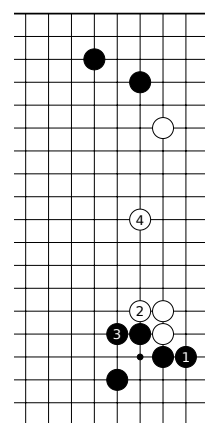


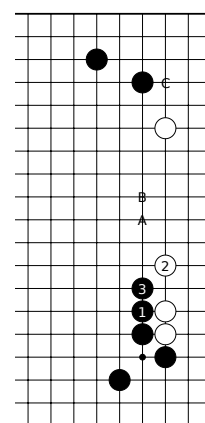
Figure 2 (10 to 25)



Dia.1-1



Dia.1-2



Dia.1-3

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

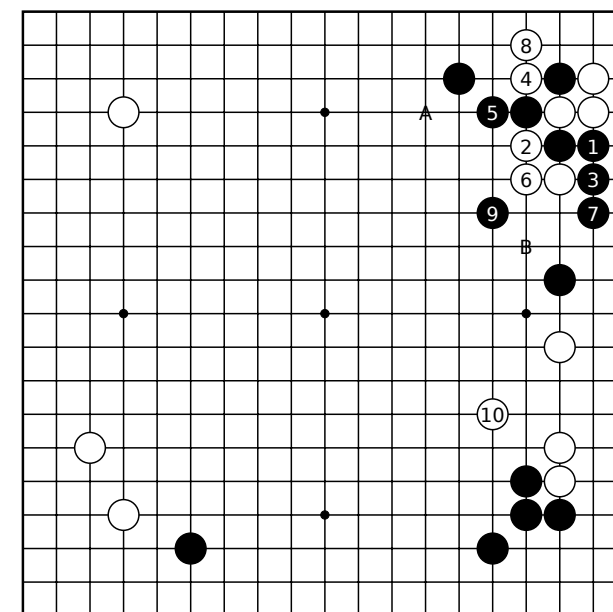
with a 3-4 point instead of the 4-4 point.

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.

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?



Dia.2

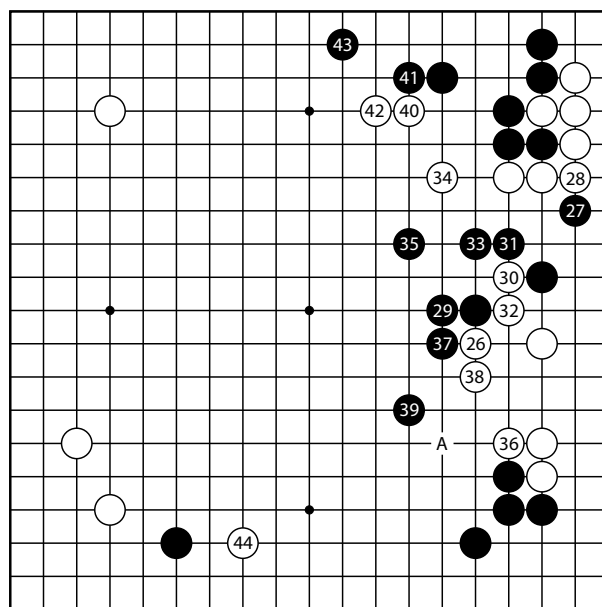
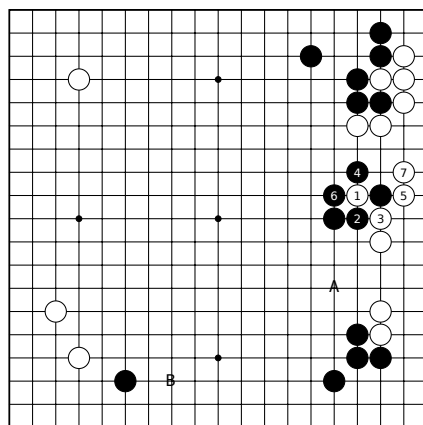


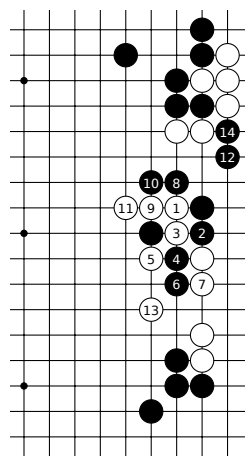
Figure 3 (26 to 44)



Dia.3-1

Dia.3-1: If White attaches across the knight's move with White 1 (instead of 26 in the actual game), Black might consider to capture a stone with Black 6. However, White will connect his two

groups at 7, and Black's ponnuki turns out to be not that effective. Next, A and B are miai for White.



Dia.3-2

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.

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.

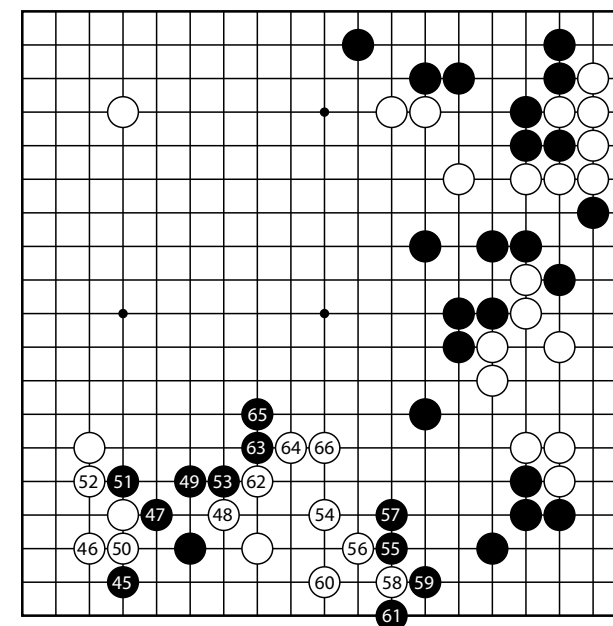


Figure 4 (45 to 66)

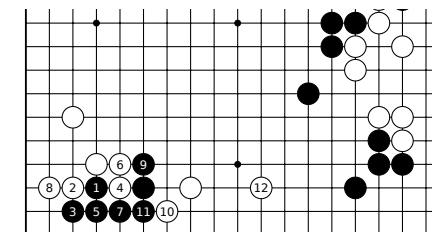
Fig.4: Black's response with 45 to 47 is common. Let's have a look at another option for Black 45.

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.

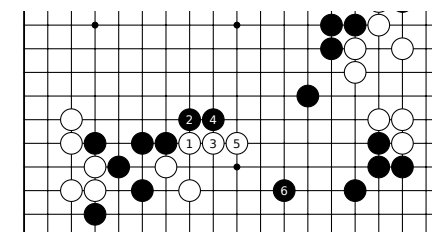
Fig. 4: When Black pushes at 53, White answers at 54, which looks like a weird move. Why didn't White make a tiger's mouth instead?

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.

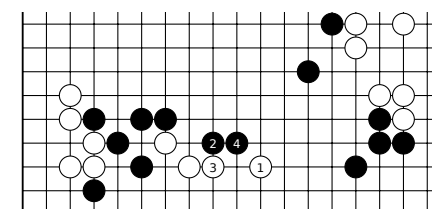
Dia.4-3: If White instead of 54 just extends at 1, Black will press with 2 and 4. White won't have any difficulty to live but Black's influence in the center has become powerful. In other words, this result is favorable for Black.



Dia.4-1



Dia.4-2



Dia.4-3

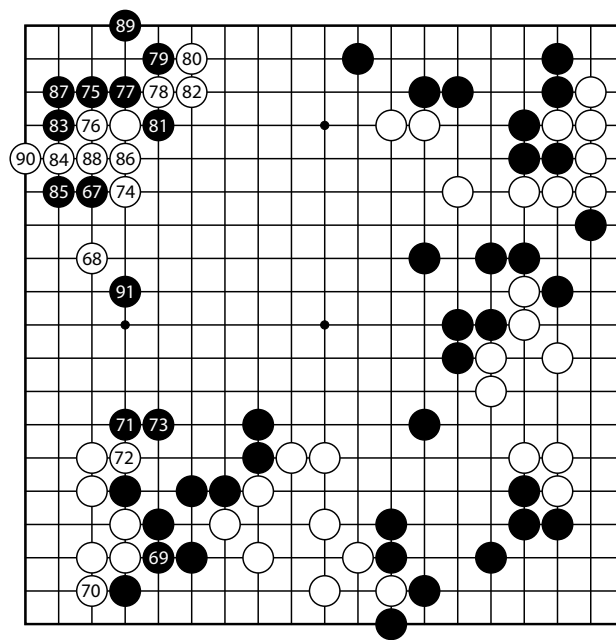
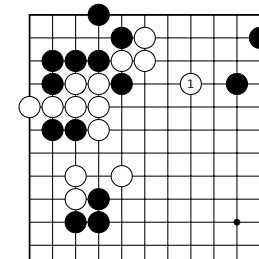


Figure 5 (67 to 91)

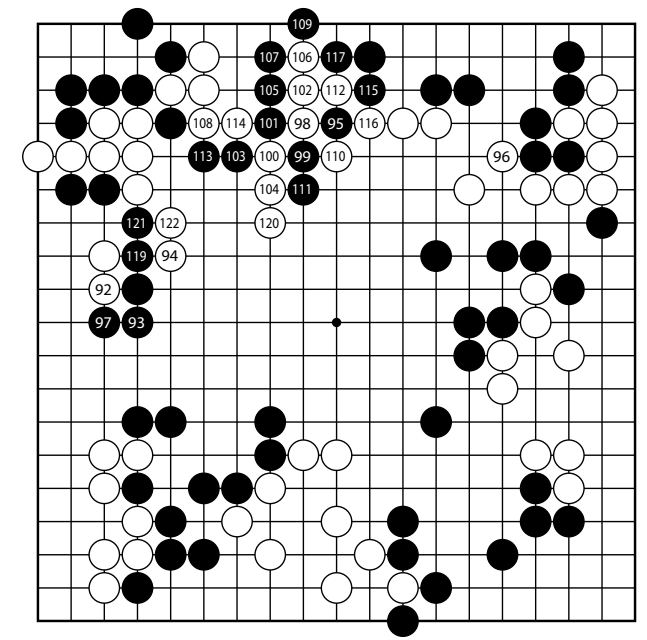
Fig.5: After the fight on the lower side came to an end, Black approached at 67, and White pinched at 68. Black 71 is the vital point here, defending his group and at the same time reducing White's position. White is leading in the game. The reason is that Black didn't get enough territory and influence 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.

Fig.6: White played a strong attachment at 98 that started a complicated fight and turns out to be overplay. With the moves up to White 122, White gained some territory in the center but it was smaller than the territory White lost on the side.



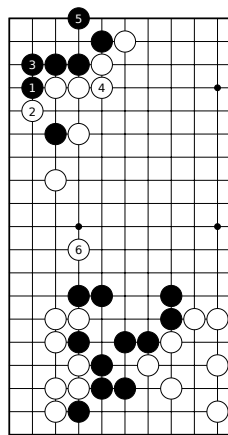
Dia.6-1

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



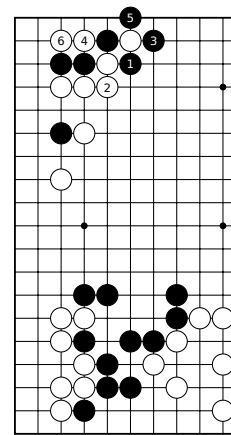
118 at 95

Figure 6 (92 to 122)



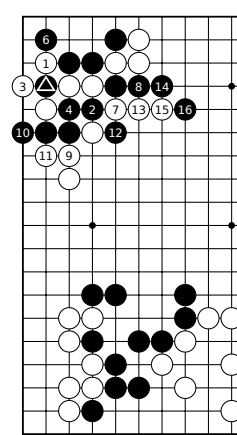
Dia.5-1

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



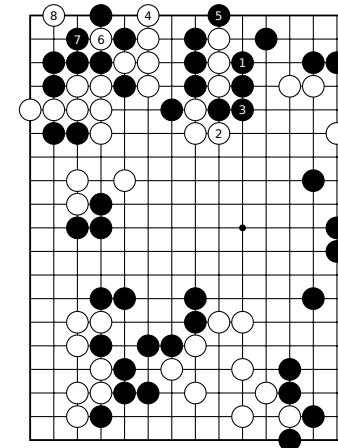
Dia.5-2

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.



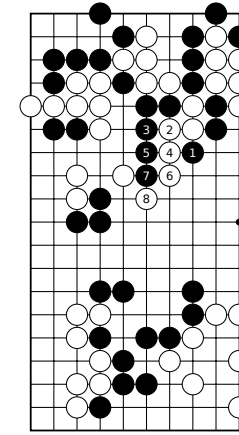
Dia.5-3

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.



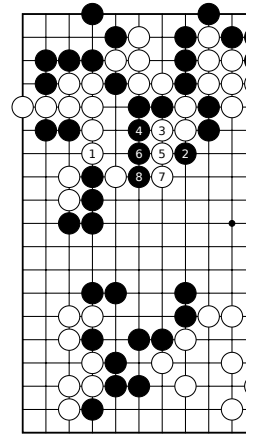
Dia.6-2

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 vari-



Dia.6-3

ation 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 8.



Dia.6-4

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 8).

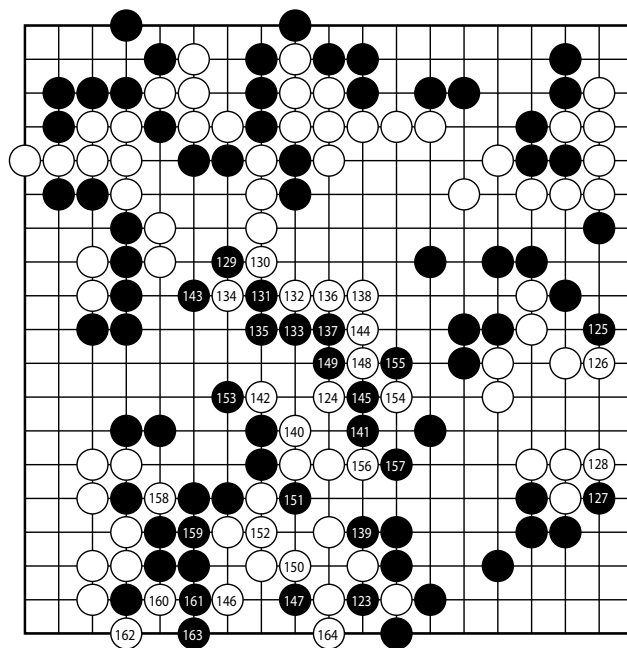
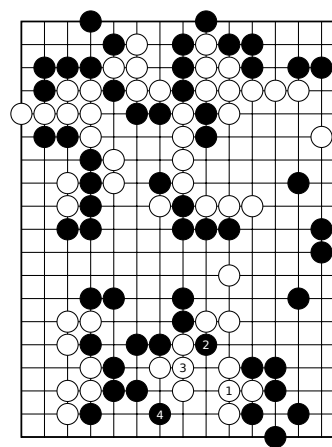


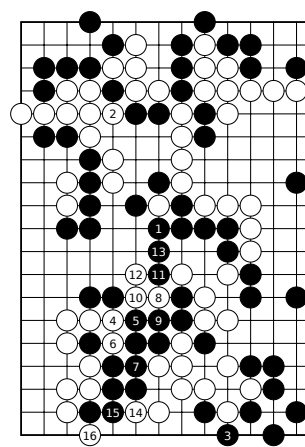
Figure 7 (123 to 164)

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.



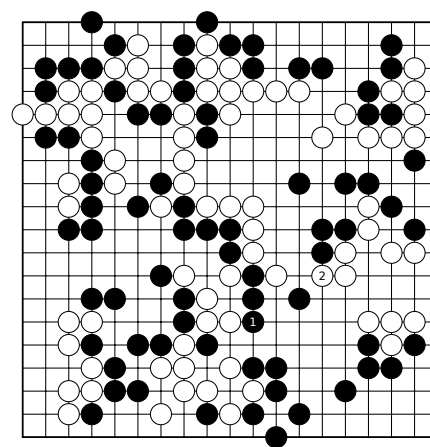
Dia.7-1

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

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

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.

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.

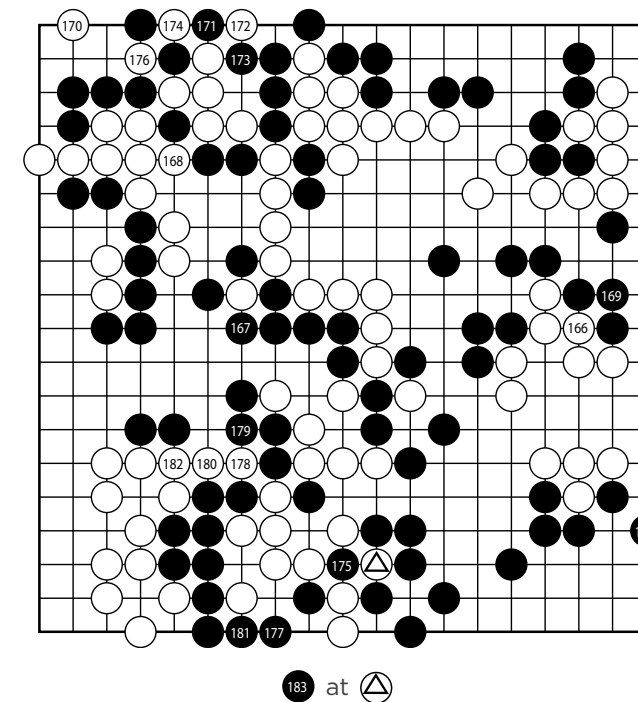
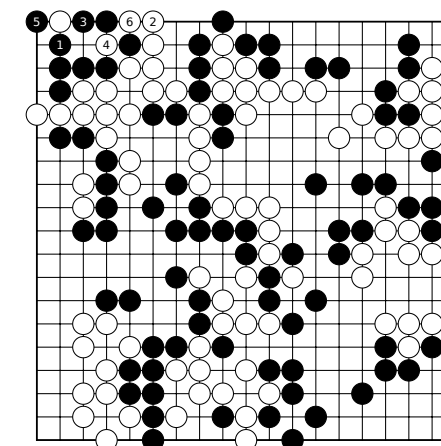


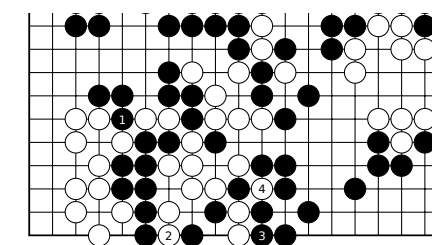
Figure 8 (165 to 183)

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.8-1

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.8-2

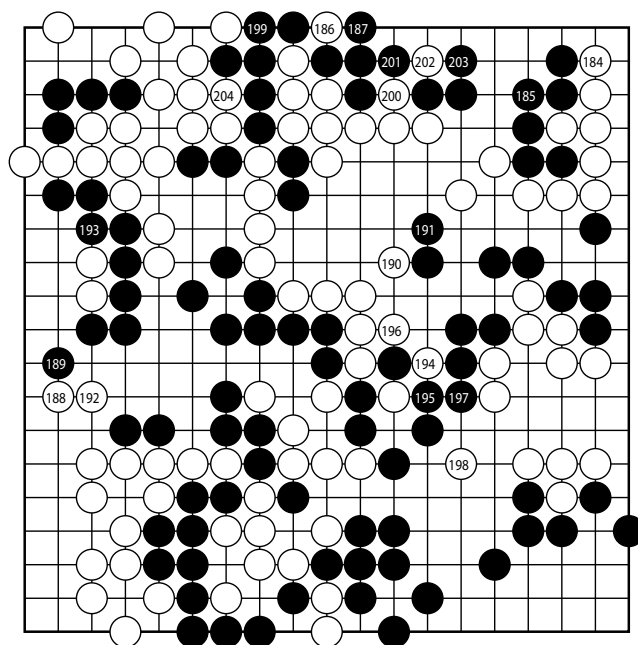


Figure 9 (184 to 204)

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

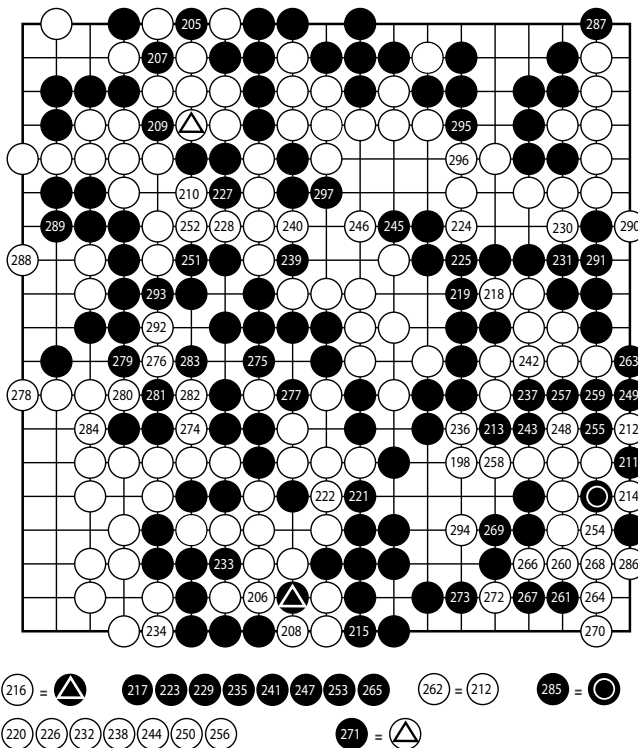
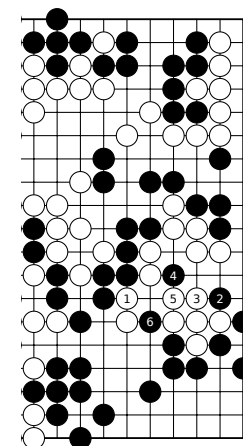
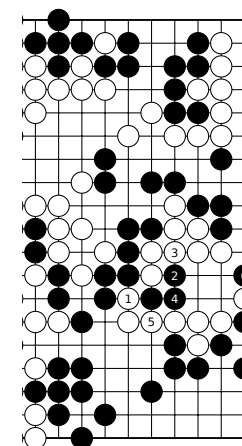


Figure 10 (205 to 297)

Fig.10: Both players kept choosing complicated variations. Black 297 was an excellent tesuji that ended the dramatic battle. After 297 moves Black won by resignation.



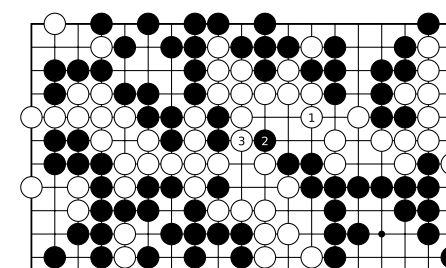
Dia.10-1



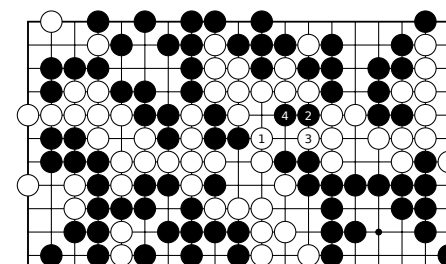
Dia.10-2

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.

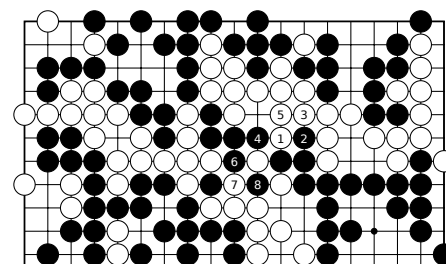
Dia.10-2: If White responds to Black 213 by cutting at 1, Black can create a ko with the moves up to Black 6. However, White doesn't have enough ko threats.



Dia.10-3



Dia.10-4



Dia.10-5

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.

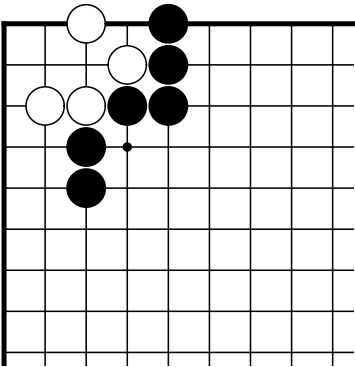
Dia.10-5: Even blocking at 1 doesn't solve White's troubles. Black pushes at 2 and cuts at 4. White cannot connect at 5 because Black plays the double atari at 6. White's whole group is in danger due to the ko fight starting with Black 8.



Common Life and Death Problems in Real Games

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.

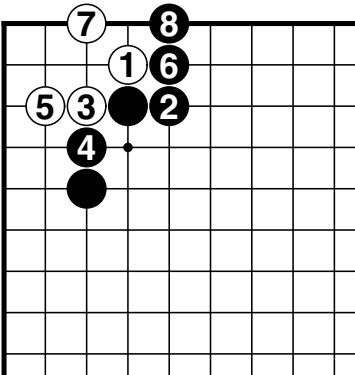
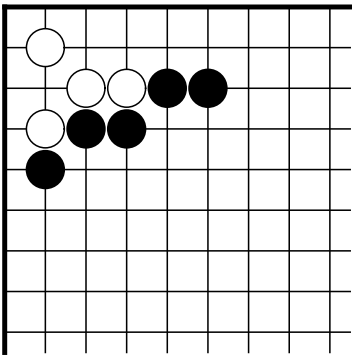
Question 1 - Dan level



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?

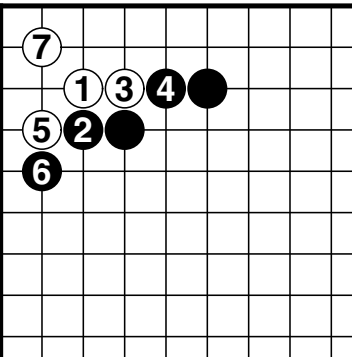
Question 2 - Dan Level



The sequence of the real game

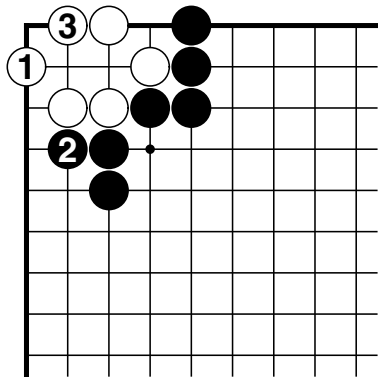
This variation frequently occurs in a 3-4 corner with a knight's enclosure. White's probing move at 1 asks for black's response. After black plays 8, white needs to find a way to live.

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?



The sequence of the real game

Answer question 1



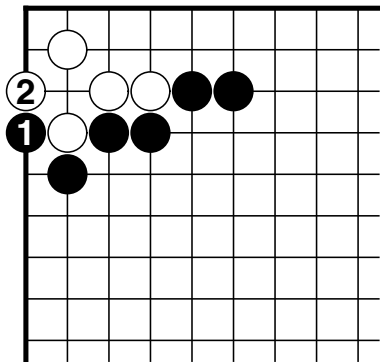
White 1 is a tesuji that prepares the miai of playing at 2 or 3 next. White can make two eyes without any difficulties.

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.

Answer question 2

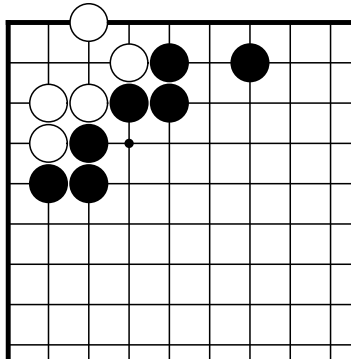


Black plays the atari at 1 to destroy white's eye shape. White's strongest move is the block at 2 to make a ko in the corner.

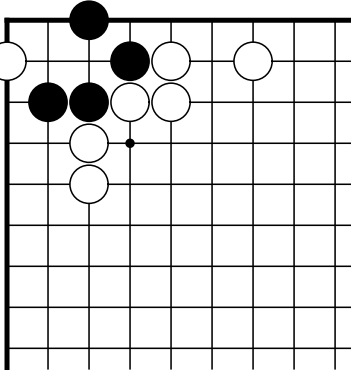
L&D Variations:

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.

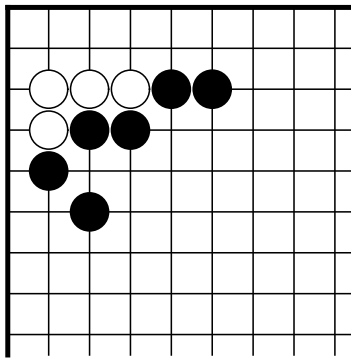
Dia. 1



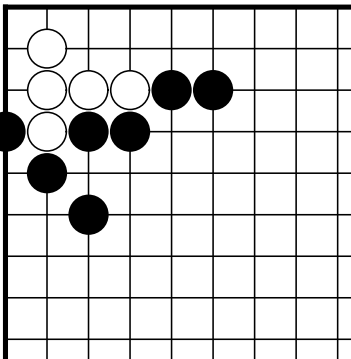
Dia. 2



Dia. 1



Dia. 2





Prof. Jeong Soo-Hyun
Professional Baduk Player 9P
Department of Baduk Studies,
Myongji University
Ph.D in Education

“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.”

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, constricted 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 economy in Korea said, for example, “Comparing our government’s economic policy to Baduk, we’ll plan future after making two eyes first.” Some pastors prefer to preach by using Baduk as the metaphor for religious faith or practices.

You will be surprised to find how wide the range of Baduk metaphors is: presidential election,
50 Global Baduk Magazine

Koreans express

FTA, schoolwork, fight between husband and wife, stock investment, soccer, coffee, humanities, law, eastern and western culture etc. It seems as if Baduk could describe every field of human affairs.

Even scholars also like to use Baduk in explaining their academic disciplines. A philosopher said, “Debating philosophy without studying many predecessors is just like playing Baduk without learning 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.

“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?

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 pos-

Baduk is similar to life in that it is “a struggle for territory.” People strive to survive in the competition for social positions and economic profit, just as Baduk players make an effort to take more territory. Although transaction is conducted in the course of those struggles, both fields have competitiveness in common.

Diagram 1. This is an opening stage where two players are attempting to occupy big places for building up territorial frameworks. When White blocked Black from taking the lower side by playing the pincer at 10, a fight broke out from 11 to 17. This fight looks like a conflict or a struggle in human society.

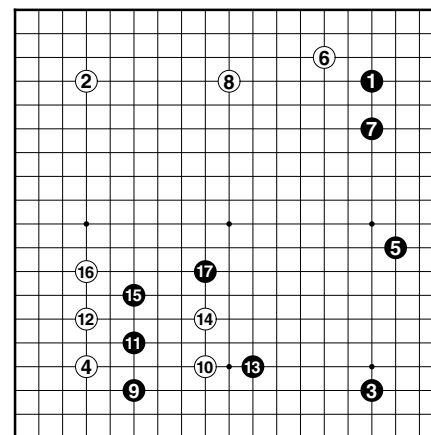


Diagram 1

itive effect. If put in original words, we have to use such an expression as “borrowing trouble.” This is, however, so plain that it seems not sufficient to deliver its vivid meaning.

THE THIRD reason, which seems more fundamental, is the recognition that Baduk is similar to human life in many respects. Unless they are analogous to each other, people would not challenge the comparison. Ancient writers recited the passage of “Worldly affairs are just like a game of Baduk.” Today the game is called, “the miniature of human life.” There are lots of similarities between Baduk and life, but let’s think about two basic things.

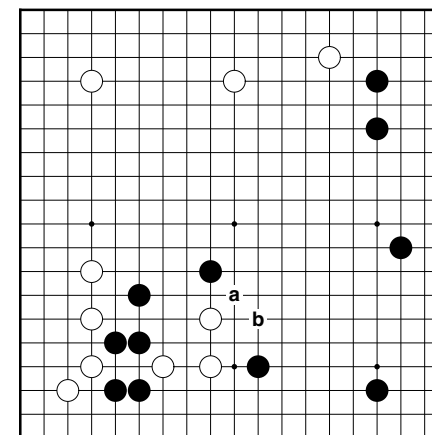


Diagram 2

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 metaphoric function may give a new delight to Baduk enthusiasts as well as general public.

WHAT CAN YOU TEACH A CHILD THROUGH THE GAME OF BADUK?

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 Chairasmisak/ 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!



Johan Nguyen Quang Minh, 2012

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!



Students of a Baduk class in Hanoi, Vietnam

Author Profile Pham Viet Khoi, MSc.

3D Baduk Player, 2nd place of Hanoi tournament (2012, 2013, 2016)

Translator (French to Vietnamese) of the book “Le Manager – Joueur de Go” of Jean Christian Fauvet/Marc Smia (2016)

Speaker at the conference “Cờ vây – Quản lý – Cuộc đời” (Go – Management – Life) with Dr. David Nguyen Quang Vu and Mr. Le Mai Duy, Coach of Ho Chi Minh City Baduk team at Hoa Sen University (2016).

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.

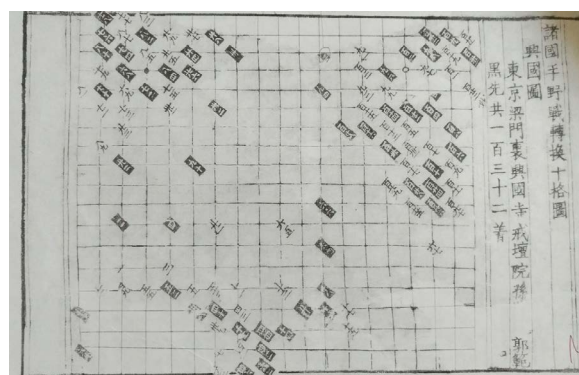
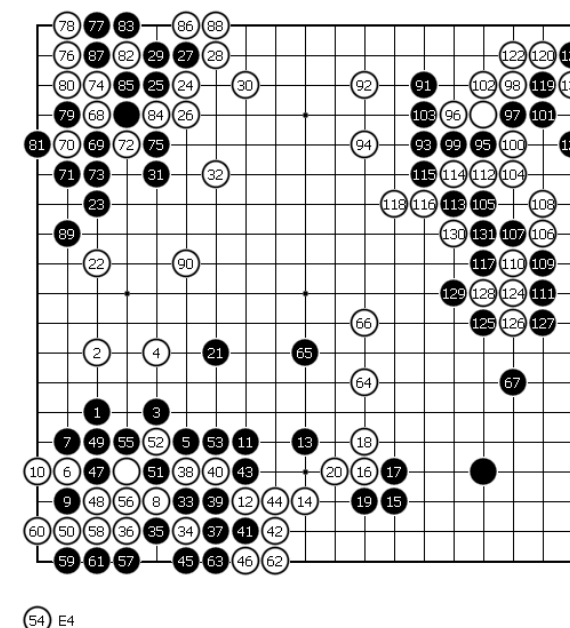
THE great value of C&IP becomes clear through aspects related to Baduk literature, development of Baduk techniques, cultural patterns of Baduk in the Song dynasty, and its educational practice for humanistic development. It can be a good sample for both researches of Chinese rare books and ancient Baduk 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.

Sun Dechang

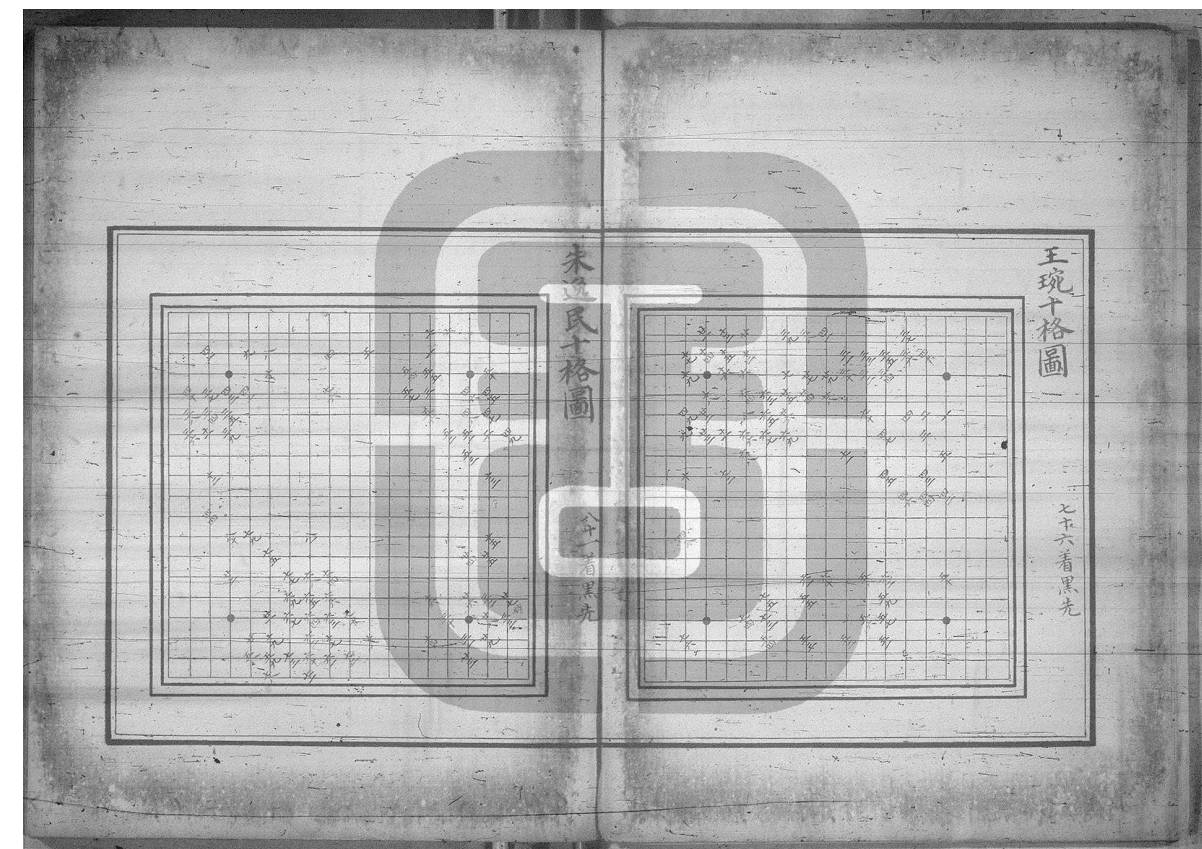
This diagram shows the same game as the picture on the previous page. The sequence for the erased left bottom corner was constructed on the base of a record in another ancient book.

Ancient Chinese games start with a pre-set formation of two black and two white stones placed diagonally on the star points, and white plays the first move. This game is considered to be a one-stone handicap game, which is why black plays first.

(*) 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.



The book includes records titled “Zhu Guoshou Yezhan Zhuanhuan Shi Getu”, which means ten variations composed by the national top players to show strategies for fighting and exchanging. These records are now widely thought of as actual game records.



Getu(Maneuvers), from Shangshan Yipu (商山奕谱), an ancient book from the Ming Dynasty, file No.14087, now stored in The National Library of China.



International Students

AT THE DEPARTMENT OF BADUK STUDIES



Lee Sedol vs. AlphaGo match watching event



Baduk event management class



The English Baduk club together with Prof. Sun Dechang

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.

Prof. Sun Yuan 3p teaching in Chinese



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

* BIBA: Blackie International Baduk Academy

For the first issue of our magazine, Kőszegi Diana 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.



Kim Seung-jun 9P (also known as Blackie)

Kőszegi Diána I started to play Baduk when I was 9 years old. My father, Kőszegi Sandor was my first teacher. Every night, we played together, it helped me to improve quickly. Playing with stronger players is the easiest way to improve.

When I reached his level (1 dan), at the age of 11 (almost 12), I got a new teacher; Pocsai Tibor (6 dan, European Champion 1988).

Actually the funny thing is both of them thought that this game is not for girls. At first, my dad only taught my brother but not me. I watched them playing, and one day I started to ask questions about the game, they realized I had learnt the rules just by watching them playing.

It was similar with Tibor, I respected him very much and I really wanted to learn from him, so my mum asked him if he could play with me from time to time. But he also said like my dad, that this game is not for girls. During a tournament I remember Tibor coming to watch me playing, I was losing badly. But actually I managed to turn the tables. He was really surprised I could win. After coming back home, I was going to play soccer with my friends when the phone rang. It was Tibor who asked me when we could meet to play Baduk.



Kőszegi Diána (1 dan pro)

When did you decide to open BIBA?

Diana : 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



Event at Flower Baduk Center (Photo: Kim Seung-jun)

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.

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

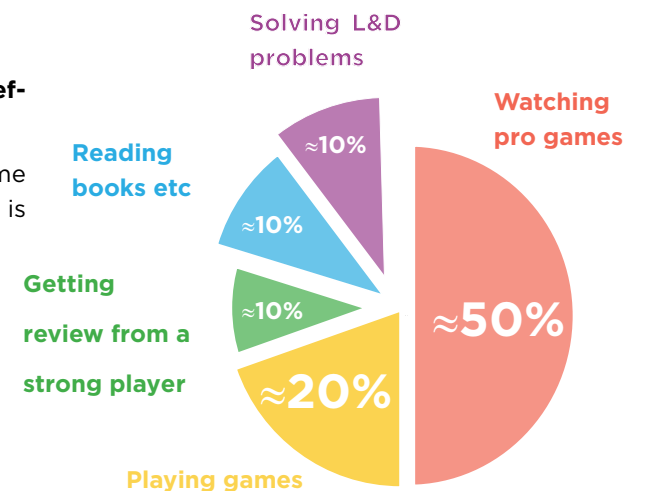
Diana: Yep, we have an online teaching program started from this March. The second season has already started (as of April). We have around 30 students divided in 4 groups. You can check the detailed information on our website (bibaBaduk.net)

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.

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.

HOW TO MAKE A BADUK PILLOW



Pham Phuong Linh

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

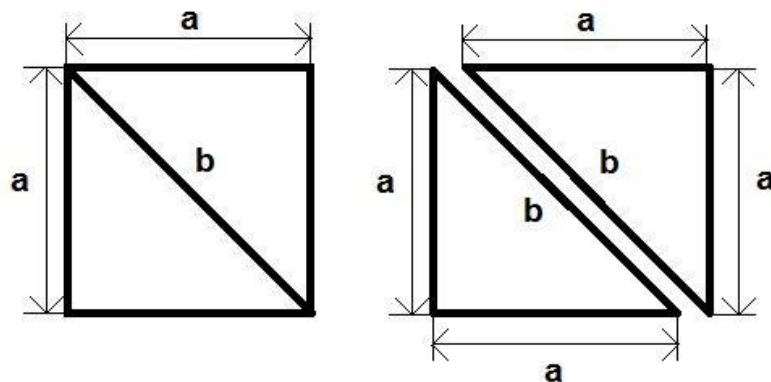


DIRECTIONS

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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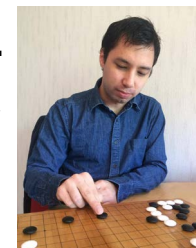


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BADUK PICTURE CONTEST

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@mjubadukstudies.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.

