

## Go and Haiku

### Texts

R. H. Blyth, *Haiku*, Volume 1 (Hokuseido)  
Robert Hass, *Essential Haiku* (Ecco)  
Natalie Goldberg, *Writing Down the Bones* (Shambhala)  
Yasunari Kawabata, *The Master of Go* (Perigee)  
Janice Kim and Jeong Soo-hyun, *Learn to Play Go* (Good Move)  
    Volume 1, "A Master's Guide to the Ultimate Game"  
    Volume 2, "The Way of the Moving Horse"  
    Volume 3, "The Dragon Style"  
Basho Matsuo, *Narrow Road to the Interior* (Penguin; tr., Yuasa)

A course-pack and go set are also both required, and available at the college store.

### Schedule of Meetings and Assignments

All listed readings are to be completed for class on the specified days. Readings from Kim that are shown in square brackets may not be discussed on those days, but will be assumed as background for the other work of the course.

September 4	Introductory session
September 11	Beginning to Play Go Kim, 1, 1-59 Pinckard, "Go and the Three Games" and Schumer, "Life and Death on the Go Board"*
September 12	Playing Go on 9 by 9 Boards
September 13	Writing with Energy Goldberg, <i>Writing Down the Bones</i>
September 18	Technique and Style in Go Kim, 1, 60-103, 154-164
September 19	Play on 13 by 13 Boards Assignment #1 Due in Class
September 20	Technique and Style in Haiku Henderson, from <i>An Introduction to Haiku</i> *
September 25	Session on Writing [Kim, 1, 104-153]

\*Starred readings are from the course-pack.

September 26	Demonstration Game (Schumer and Elder)
September 27	Appreciating Haiku Hass, <i>Essential Haiku</i> , ix-141
October 2	Hass, 145-250 Wright, from <i>Haiku: This Other World</i> *
October 3	Play on 19 by 19 Boards Assignment #2 Due in Class 7:30 p.m., Dana Auditorium, Screening of <i>Restless</i>
October 4	Discussion of <i>Restless</i> Composing Haiku
October 9	Kim, 2, 1-36 Assignment #2 Due in Class
October 10	Haiku at Bread Loaf
October 11	Go Exercises
October 15	Session on Writing. (Note that this is an afternoon lab meeting, given the special scheduling of the week before Mid-Term Break.)
October 16	Blyth, <i>Haiku</i> , 1-152 From <i>Monkey's Raincoat: Linked Poetry of the Basho School with Haiku Selections</i> *
October 23	Blyth, page 154 to 343 [Kim, 2, 68-99] 7:30 p.m., Bicentennial Hall 219, Screening of <i>Pi</i>
October 24	Team Go Assignment #3 Due in Class
October 25	Discussion of <i>Pi</i> Pinckard, "Some Senryu about Go"* Elder "Wildness and Walls"*
October 30	Kim, 100-137
October 31	Renga and Go, Class meeting at Bread Loaf campus and hike to Robert Frost's cabin
November 1	Session on Writing
November 6	Basho, <i>Narrow Road to the Interior</i> , 9-96 [Kim, 2, 138-153] Evening: Visit by composer and pianist, Haskell Small – performance and discussion of his piece, "A Game of Go"
November 7	Playing and Recording 19 by 19 Games, Simuls with instructors and Haskell Small
November 8	Basho, 97-143

November 13	Discussion with Professor William Cobb of William and Mary College and the American Go Association about Go and Philosophy Cobb, "The Game of Go: An Unexpected Path to Enlightenment"*
November 14	Workshop with William Cobb – Fuseki, Zen Go Assignment #4 Due in Class
November 15	Kawabata, <i>The Master of Go</i> , Chapters 1-32
November 20	Kawabata, Chapters 33-End [Kim, 3, 1-34] Fairbairn, "The Fabulous Master of Go: Go Seigen," parts 1 and 2*
November 27	[Kim, 35-76] 7:30 p.m., Bicentennial Hall 219, Screening of <i>The Go Masters</i>
November 28	Session on Writing
November 29	Pinckard, "Go and Music: Two Fine Arts"* Assignment #5 due in class.
December 1	Go Tournament
December 4	Discussion of <i>The Go Masters</i> Afternoon: School visits to teach go and haiku
December 5	Renga
December 6	Retrospective Discussion

### Structure, Goals, and Assignments

In this seminar we will explore two arts central to classical Japanese culture. Beyond their inherent value as creative pursuits with inexhaustible intellectual and aesthetic interest, go and haiku also offer stimulating subjects, metaphors, and techniques for writers. And writing, for its part, is a particularly promising approach to learning and appreciating these arts. While one of us instructors will sometimes take the lead on a particular day of class, both of us will be equally engaged in every aspect of the discussion and evaluation. As participants in a seminar, all students are similarly expected to prepare thoroughly for every session and to take responsibility for its success.

Both instructors will be available on a regular basis to meet with students for advising or to go over papers.

Peter Schumer  
Warner 306  
M, 3-5; W, 10-12; Th, 3-5  
Extension 5560

John Elder  
Munroe 114  
M, T, Th, 1:30-4  
Extension 5281

Students in FS 037 will keep a learning journal for the course, in which the norm will be two typed pages per week. Individual entries will not be graded, but the journal as a whole will receive a grade at the end of the semester, reflecting its overall energy and ambition. The journal offers a good chance to reflect upon the readings and discussions, as well as upon the go games people play with each other outside of class. Students are expected to play such games with at least 15 other members of the seminar by the end of the semester. The journal will account for 10% of the final course grade. The five papers will together account for 75% of the final grade. The remaining 15% will reflect individuals' level of participation in the course, including completion of a final activity of their choice. Among these alternatives will be playing in the December 1 go tournament on campus, teaching go to students in the local elementary school, and teaching students about haiku.