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# BRITISH GO JOURNAL

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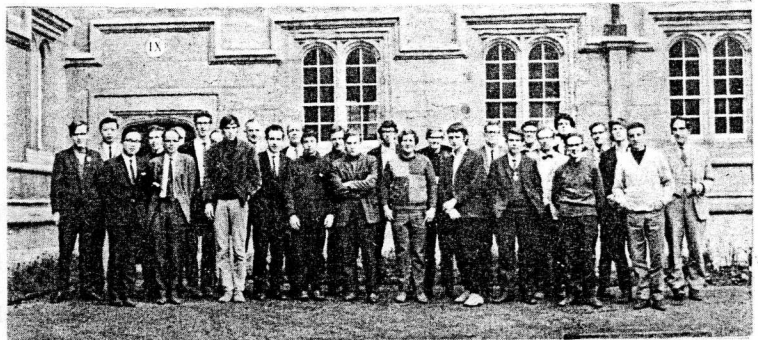
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## NEWS (1) OXFORD (British Go Congress)

The first British National Go Congress was held in Jesus College, Oxford on 22nd - 24th March 1968, when 57 players from all over England took part. The organised competition took the form of a 6-round handicap event, with simultaneous games by John Diamond and Tony Goddard on the Friday and a demonstration game between John Tilley ( 5 stones ) and Tony Goddard on the Sunday.

After the Congress a committee made recommendations for adjustments to some handicaps and how national handicaps should be made consistent.

The competition produced some interesting results -- two jigos (ties), one with G.Service (Oxford 25) eliminating J.Diamond (Cambridge 14) from the competition for the first division, for which he was favourite. Diamond confirmed his position as Britain's top player by victories over Y.Nakata (Oxford 15) and A.Goddard (Cambridge 15). The other players all lost at least one game, leaving J.Cock (Cheltenham 23) the surprise winner of Division 1 with a perfect record - equalled only by J.Herman (Oxford 38) winner of the third division.



The photo shows most of the players present.

<u>Division 1</u> (15 players, classes 14-26)				
1	J.Cock	Cheltenham	23	6 wins
2	J.Diamond	Cambridge	14	5½
3	Y.Nakata	Oxford	15	5
	L.Bock	London	20	5
	A.Daly	Oxford	25	5

<u>Division 2</u> (7, 28-32)				
1	C.Clement	Harwell	28	3½
<u>Division 3</u> (8, 34-38)				
1	J.Herman	Oxford	38	6
2	R.Hays	Bristol	35	5½

<u>Division 4</u> (9, 39-47)				
1	J.Richardson	Middlesborough	39	4

<u>Division 5</u> (3, 50-60)				
1	D.Chandler	Bristol	60	5

There was a 5-way tie in Division 4 and Richardson was awarded the prize, having the highest rating.

On these results the following recommendations were made:

Y.Nakata	Oxford	15	to	14	J.Richardson	Middlesborough	39	38
L.Bock	London	20		19	J.Thewlis	Middlesborough	40	39
J.Cock	Cheltenham	23		21	T.Hall	London	42	41
G.Service	Oxford	25		24	R.Talbot	London	45	44
A.Daly	Oxford	25		24	M.Harper	Oxford	47	46
R.Hays	Bristol	35		33	A.Sommerville	Bristol	50	48
J.Pusey	London	36		35	W.Watson	Bristol	52	50
J.Herman	Oxford	38		35	D.Chandler	now Bristol	60	57
D.Hunter	Oxford	40		38				

Report by A.Daly

NEWS (2) BRISTOL

The R.A.F.A. Go Challenge Trophy (see also issue No.2) has this year been won by J.Sichel of Montreal, Canada. He is at present on a course at Bristol University and won all his four games in the tournament, K.Appel being second with three wins.

NEWS (3) CAMBRIDGE

A number of players from the University of East Anglia visited Cambridge on the 5th June. The strongest Cambridge team was not put out, but even giving handicaps did not stop Cambridge winning 5½-2½. East Anglia have a 3-dan Korean at present studying there, and so should become a strong force soon.

NEWS (4) YUGOSLAVIA (5th Golden Dragon Tournament)

This tournament for teams of four, played on the 13th and 14th April in Ljubljana, Yugoslavia was won for the first time in four years by a team from Ljubljana itself. There being only time for four rounds and six teams in the top group it was not an all-play-all and the results were:

1	Ljubljana II (Yugoslavia)	x	1	-	2	3½	4	10½
2	Villach (Austria)	3	x	2	2	-	3	10
2	Berlin (W.Germany)	-	2	x	1	3	4	10
4	Rijeka I (Yugoslavia)	2	2	3	x	2	-	9
5	Ljubljana I (Yugoslavia)	½	-	1	2	x	4	7½
6	Vienna I (Austria)	0	1	0	-	0	x	1

In the second group Zagreb I was first with 7½ wins and Rijeka II was second with 6 wins.

NEWS (5) U.S.A. (New Jersey Open Championship)

The ninth annual Championship was held on February 3rd and March 2nd at Murray Hill in New Jersey. The first day leader, Fu-yuan Soong, 5-dan from New York beat the defending champion Takao Matsuda in the fourth round and this game decided the championship as Soong was only defeated in the last round by Gene Kazlow 4-dan of New York, who by this feat joined in a fourway tie for second place with Matsuda.

The New Jersey Closed Championship was won by former Champion Professor Ralph Fox 4-dan of Princeton who beat the defending Champion Dr Robert Ryder, 5-dan of Summit in the fifth round by just 5½ points.

NEWS (6) JAPAN

In the final for the Honinbo Title Rin beat Sakata 4-3 in the best of seven game series to just snatch the title away from the holder for the last eight years. However Sakata, like Takagawa before him, is entitled to be called Honorary Honinbo for winning the title for seven years running. Rin, aged only 27 and from Formosa, now holds two of the three major Go titles for professionals.

The final result of the 'Professional Ten Best' Tournament for 1968 was:

1	Fujisawa (Hideyuki)	6	Go Sei-Gen
2	Sakata	7	Miyashita
3	Yamabe	8	Takeyima
4	Takagawa	9	Hashimoto (Shoji)
5	Rin	10	Handa

The most surprising result is Takeyima who finished eighth. He is only 16 years old and is already 4-dan! See Go Review April 1968 for further information on him.

Hideyuki Fujisawa also has had a very good year so far, coming high up in all the big Go tournaments.



Rin



Sakata



Takagawa

A word about the league method of deciding challengers would not be out of place here. The challengers for the titles of Meijin and Honinbo are decided by leagues. All the players who participate must win through intense preliminary matches in which all-play-all.

In the Honinbo League final placings were, the bottom four players being eliminated from next years league and must re-join the preliminary rounds again:

1	Rin	6 wins 1 loss
2	Takagawa	5-2
3	Hashimoto (U)	4-3
	Fujisawa (Hi)	4-3

In the Meijin League the position is still wide open as the three top players have yet to play each other.

1	Fujisawa (Hideyuki)	4-0
2	Takagawa	4-1
3	Sakata	4-2

It seems that Fujisawa must win as he hasn't dropped a game yet. However Sakata is renowned for playing his best in a tight situation! Nine players are competing, the bottom three being eliminated from next years league.

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The Annual General Meeting of the British Go Association was held in Jesus College, Oxford on the 24th March. The main business was the election of officers. Elected were:

President	J.Barrs	Committee	L.Bock
Secretary	D.Hunter		J.Diamond
Treasurer	R.Hitchens		G.Gray

All were elected unopposed and are members of the London Go Club. Derek Hunter was at Oxford, but has since moved to London.

After the rest of the business there was a general discussion about what the Association should and should not be doing, some of the results of this will be seen in the next few months and below. The constitution of the Association is being sent to members together with this issue, club members should see their Secretaries copies and any unattached members who have not received it should write to the B.G.A., 12 Third Ave., Wembley, MIDDX. for their copy.

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#### A NEW BOOK IN ENGLISH

We have just received the first copy of the new book "Modern Joseki and Fuseki" by Sakata, translated and edited by Richard Bozulich.

This is the first volume of a new series of books by Japanese professionals in English. There are 175 pages and 635 diagrams discussing in detail how to select the best joseki in relation to the fuseki in an even game. This book is recommended for all players stronger than about class 35 right up to class 10 (amateur 5-dan).

Supplies are on their way from Japan and should reach us about the end of August. The price is £2 post free from the B.G.A., 12 Third Ave. Wembley, MIDDX.

Newly available from the B.G.A. is the Sakata Joseki book. Although written in Japanese this pocket-sized 220 page book with over 1000 diagrams is for the most part easily understandable by anyone and is extremely useful as it contains nearly all the joseki required by anyone to reach the level of Sho-dan (class 19). The price of this is 12/- post free from the above address.

Copies of the Matsuda Go Letters are again obtainable from the above address. However because of devaluation the price has had to be raised to £5 post free.

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#### LATE NEWS

The "Modern Joseki and Fuseki" by Sakata (see above) has just arrived.

EVEN GAME FUSEKI STUDIES (4)

by HONINBO SHUSAI

- 1 r16                    2 q4
- 3 p16                    4 d17
- 5 e3

Suppose that B's play had been at d3. That would have made it symmetrical with W's d17; had it been at c4 B would have found his position partially symmetrical with W's q4.

Such symmetries should be avoided. If 5 c4, for instance, then 6 e3; and B would find it difficult to attempt an attack on q4 from o3, for then W would counter with k3 and gain a decided advantage.

- 6 c4
- 7 j3

B plays here to forestall a W squeeze attack on e3 at either h3 or j3. B might play k3, as an alternative to j3. The latter, however, gives B a more solid formation than k3.

- 8 d15

This fortification is of great importance.

- 9 k17

A good play, since it serves first as a profitable extension from the upper right corner, and second as a restraint to W's possible expansion in this direction.

- 10 r10

For the purpose of gaining control of a large area.

- 11 r12

B made this play for the dual purpose of immediately strengthening his position and of preparing for future offensive operations.

- 12 h17

This corresponds in general intent to B's play at r12.

- 13 k15

B prevents a W invasion at m17. This would divide his position into two and severely threaten the corner.

- 14 p10

To prevent a B attack at r6. This may also give W a later opportunity to press into the B territory with p12. Should B dare to invade the W territory with r6 after this move he is more likely than not to incur heavy losses in the later development in this corner.

- 15 o3

In view of the above mentioned danger, B has chosen this point from which to attack q4.

- 16 q6

- 17 c7

This is a severe blow to W. Should

he dare to neglect guarding his corner position, B would next take the point d5, thereby completing his bottling movement against the isolated W corner position. W would naturally desire an outlet at d5, but such a play would be followed by a B extension to c10. Such a development would be highly undesirable for W, since a possible later attack by him at c12 would not then seriously affect the B formation, and B after such a play could very well leave this region and press inward at p12.

Should W take a position at p12, instead of c12, B would then extend either to c13 or c14 far into what might otherwise become W territory.

Moreover, there would still remain the possibility of a B play at c2. Thus a W play at d5 next would be highly questionable. We shall next see whether it would not have been wiser to seek the fortification of the corner and at the same time to improve his position along the left.

- 18 e4

After the long-range calculations just made W has chosen, instead of d5, a close guarding of the corner which leads to his securing the initiative to play c11, and then gain the opportunity for the fortification of the corner.

- 19 f4                    20 d3
- 21 e5                    22 d4
- 23 e2

This has two purposes: one to fortify his lower side position; the other to threaten invasion of the W corner.

- 24 f5

By this cut W gains sente, enabling him to play at c11 next.

- 25 g4

This play is indispensable.

- 26 c11

This achieves W's primary purpose and B naturally counters with 27.

- 27 e6

Defending c7 and likewise strengthening his position towards the centre.

- 28 d2

- 29 p12

The importance of this play for B has already been mentioned. After B has played this a W invasion at m17 becomes too hazardous. W therefore finds it wiser to confine himself to "a light attack and quick retreat",

CONTINUED ON P.12

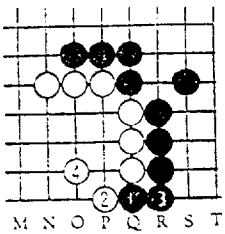
YOSE

AFTER THE MIDDLE-GAME battles comes the end-game and finishing touches the Japanese call "yose". These are the sealing-off plays, usually along the edges, and often the game is won or lost in this stage. Proper timing of these plays can easily net ten or twenty points.

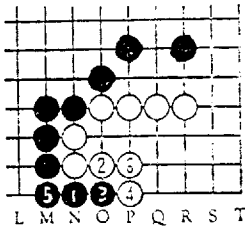
There are three basic types of yose position:

I. sente-sente

This is when either player can play first and retain sente at the end.



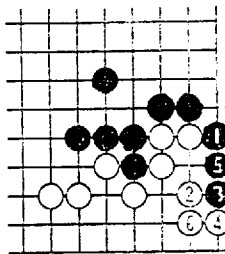
Dia. 1



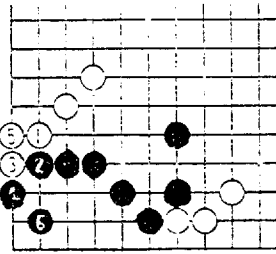
Dia. 2

The value of all these basic positions is calculated in the same way in each case; that is, by taking the difference in value between one player playing there, and the other.

The diagrams give common examples which will crop up over and over again and therefore should be studied very carefully, setting them up on the board whenever possible.



Dia. 3



Dia. 4

Dia.1 4 pts: W's alternatives being 1 r1, 2 s1, 3 q1, 4 s2 (preventing 5 s2 capturing s1). This occurs often in nearly every game.

Dia.2 6 pts: If 2 o1? then 3 o2, 4 l1, 5 o3. W's alternative is 1 m1, 2 l1, 3 n1, 4 l2.

Dia.3 8 pts: 2 t4? and 3 r3 captures the corner. W's alternative is the same as before; 1 t6, 2 t7, 3 t5, 4 s8.

Dia.4 6 pts: B's alternative is 1 b5, 2 b6, 3 a6, 4 a7, 5 a5, 6 b8. See Dia. 7 for the situation should B tenuki (play intentionally elsewhere). Note the hanging connection in these examples, often this is best.

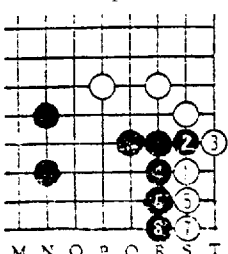
Dia.5 6 pts: 4 prevents 5 b3, which could cause trouble at c7 (see Dia.9) and would at least allow 5 a7 with sente. W's alternative is 1 b6, 2 b5, 3 a5, 4 a4, 5 a6,

6 b3. However W can make three extra points by taking gote with 1 b5, 2 b4, 3 b6, 4 -, 5 a4, 6 a3, 7 a5, 8 b3, 9 a6, 10 c4; but this is not often worthwhile as sente is usually worth more than three points.

Dia.6 8 pts: W can play 4 elsewhere, and this would then convert 1 into a gote move worth 13 pts. after 5 b2, 6 c2, 7 a3, 8 c3. W's alternative is 1 b5, 2 b6, 3 a6, 4 a7, 5 a5, 6 b8.

II. gote-sente

A position in which only one player can play and retain sente.

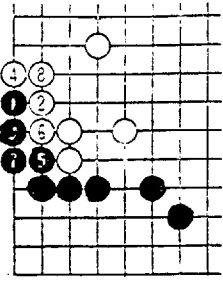


Dia. 7

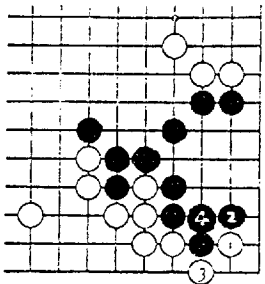
When looking at Dias. 5 & 6 it was seen that these could be turned into sente-gote yose with nine and thirteen pts. respectively. This shows that seemingly sente-sente positions can turn into gote-sente ones of larger value and complicates the evaluation of yose.

In fact this is most probably the most difficult part of yose calculation. Dias 7-9 show typical examples of gote-sente positions.

Dia.7 11 pts: this shows the penalty of ignoring a play like 1 of Dia.4. The alternative is 1 s4, 2 t4 etc.



A B C D E F G H  
Dia. 3



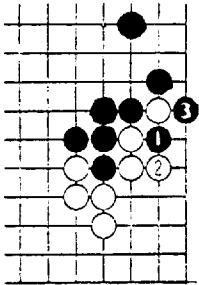
L M N O P Q R S T  
Dia. 9

Dia.3 9 pts: the "monkey-jump", a jump along the first line of two points, usually neglected by beginners. This is nearly always the best way W can answer it as he cannot make a disconnection. W's alternative is 1 b5, 2 - (a5 is gote), 3 a4 etc.

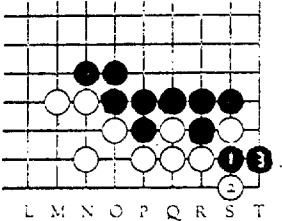
Dia.9 6 pts: showing a typically unprotected weakness, as in Dia.5. 2 r1 loses after 3 r3, 4 s3, 5 r4. Alternative: 1 r1, 2 q1, 3 r3.

III. gote-gote

Neither player retains sente.



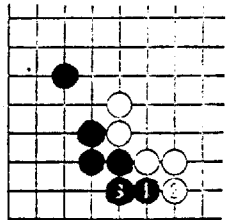
N O P Q R S T  
Dia. 10



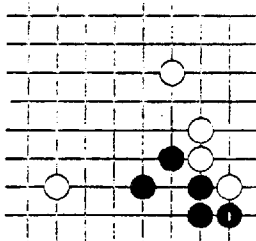
L M N O P Q R S T  
Dia. 11

Dia.10 13 pts: After 3 W will usually tenuki and later B will play 5 t5, 6 s4, 7 t4, 8 t3, 9 t6, 10 s3. Overall this is 13 pts. against the best alternative 1 s6, 2 -, 3 t8, 4 s9, 5 t9, 6 t10. In special cases the capture of the stone on the second line can be sente.

Dia.11 9 pts: the alternative is 1 t2 and later 3 t4, 4 t5, 5 t3, 6 s5. If B cannot afford to fight the ko battle should W play 5 s5, he must answer 4 s5, 5 t5, 6 t6, 7 s6 and the difference is 11 pts.



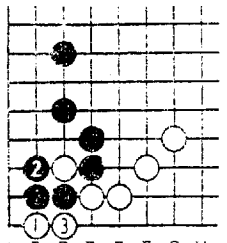
A B C D E F G H  
Dia. 12



L M N O P Q R S T  
Dia. 13

Dia.13 13 pts: Alternative 1 t2; the continuation is 3 s4 -- see Dia.10. This is an important because of the eye formation of the B group, and must be played earlier in the game than warranted by the 13 pts. it is worth as a yose play.

Dia.14 3½ pts: the extra ½ point is because later 5 a2, 6 a3, 7 d1 and ko which is worth one point to the winner of it, and which is equally likely taking the position by itself. If 1 b3 instead; hoping for 2 b4, 3 b1, 4 a3, 5 c1, 6 c4x which is 4 pts. with sente for W; then 2 b1 and W loses.



A B C D E F G H  
Dia. 14

Having decided the values of each yose play you must now decide in which order to play them. The player first able to break away from the big battles should go round the board selecting all the sente-sente plays first, then the gote-sente, and finally the gote-gote positions are finished off by alternation.

In selecting all these plays you must always choose first the moves which it would be most expensive for your opponent to ignore. Otherwise he will be able to break away for a moment to make a big sente move of his own -- big in the sense that it must be answered, not necessarily big in that it nets him many points. This diversion concluded to his satisfaction he can return to the original position and make his defensive reply. This sequence of events is to be avoided whenever possible, though it cannot always be prevented, for sente changes rapidly in the end-game.

It must be remembered that this analysis of the yose depends on YOUR analysis of each individual situation. Whenever this is wrong you will lose extra points, and you should be especially careful to make sure sente moves really are sente moves, losing sente can cost you many points.

I (b) BLACK EXTENDS ON THE WEST SIDE Concluded

1 f3, 2 d6, 3 c8

The purpose of c8 is threefold: first, to prevent B expanding to c10; second to attack the two B stones and thirdly to gain territory around here.

1. 4 c11

This strong counter-attack frustrates the third purpose, but still leaves B to worry about the safety of his stones. There are five main replies which B needs to know about, the first being the most often seen.

A. 5 e8

Securing B and threatening to enclose the B corner which would naturally be bad for B. So B jumps out and follows the joseki in Dia. 11. 6 is forced; for otherwise W can play as in Dia. 12 (this is the best B can do) and capture the corner. Dials 13 & 14 show how 6 protects against this; B should fill in with 24 at 17 immediately as this is very large.

After Dia. 11 7 e11, 8 d13 are usually played, especially in a four or five stone game.

W could play 7 e2, 8 d2, 9 e4, 10 d3, 11 e5; however B can safely connect with 12 e6, and should W cut, kill the W stones by 13 d5, 14 c5, 15 c6, 16 c7, 17 b6, 18 b7, 19 c4, 20 b5, 21 c2, 22 f2, 23 g2, 24 e1x, 25 c3, 26 f4, 27 f5x, 28 p5, 29 f4, 30 h4, 31 g3, 32 h3.

Another way W can reasonably play is Dia. 15, which is slightly better overall for B. Should W 3 be played at 7, B answers at 6, W 5, B 'a', W 9, B 'b'.

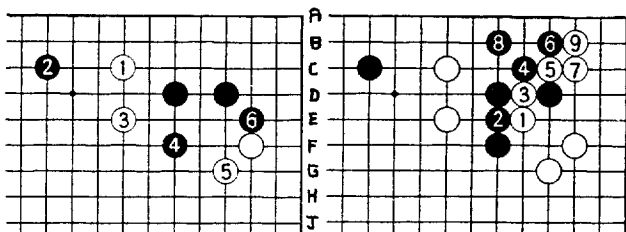
W can also play the joseki in Dials. 16 & 17. In the former he leaves a weakness behind at 'a', which B must aim at taking later to split the two W stones, and in the latter B is more secure and has a larger corner in return for strengthening W on the right.

Notice that in all the cases that have been dealt with here W is fairly secure on both sides, giving up a safe and not too large corner, but retaining sente which is usually a very important aspect for W in handicap games.

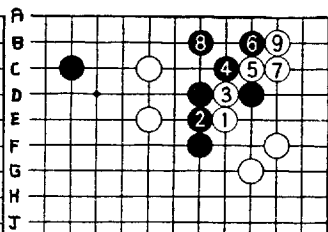
B. 5 e7

More aggressively attacking the corner, but it is still very strongly, and best, answered by 6 f6. Then W will usually follow Dia. 18: 2 threatens to cut at 3, 4 to invade the corner, 6 is good shape and 7 is a general good point which may be modified by the situation in the upper left corner.

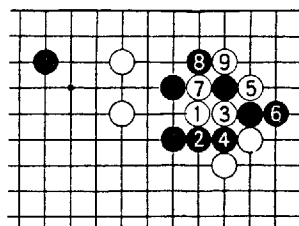
Should W play 2 at f8 or 6, then B is advised to play simply at 3 and wait for an opportunity to play at e8 should W not make a protecting move at 6.



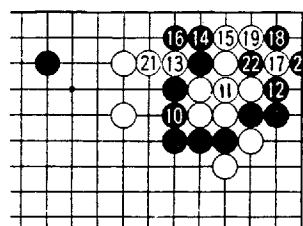
Dia. 11



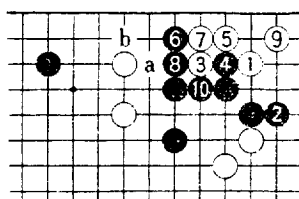
Dia. 12



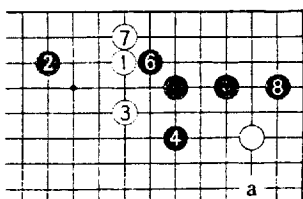
Dia. 13



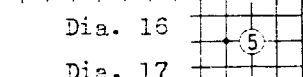
Dia. 14



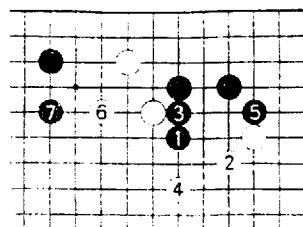
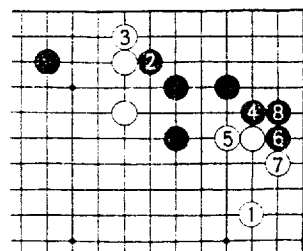
Dia. 15



Dia. 16



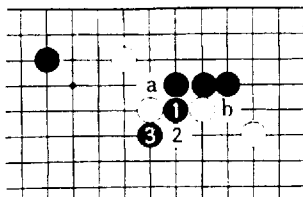
Dia. 17



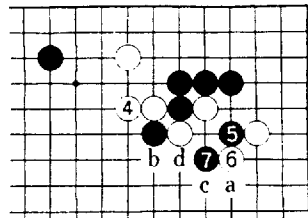
Dia. 18

C. 5 e5

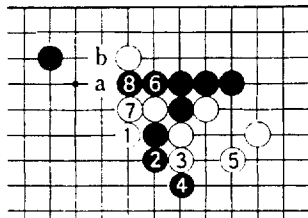
Less commonly seen because, though it is intimidating, it is in fact bad for W if properly answered. The Dia.19 is forced upon B, 'a' or 'b' are possible for move 6 but are not so good. Dias. 20 & 21 are the two possible continuations, both good for B. 5 and 7 in Dia. 20 are tesuji (good local moves), and after W can play 'a', B at 'b', W at 'c', B at 'd'.



Dia. 19



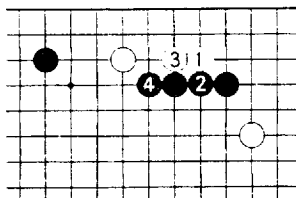
Dia. 20



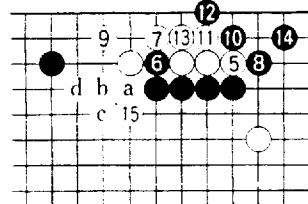
Dia. 21

This fairly common attack deprives B of his base on this side and secures W here but allows B to form solid groups of stones and a large wall with which to attack f3, if B plays properly. However should he not there are quite a large number of traps which cannot be dealt with here for reasons of space.

As an answer 6 c4 is possible and then 7 c6, 8 e3, 9 f4, 10 d5, 11 d7 is one variation but this is not so good as the strongest answer 6 d5, separating the W stones viciously.

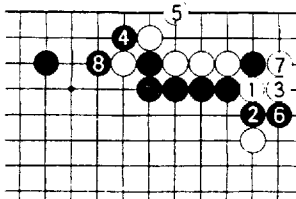


Dia. 22

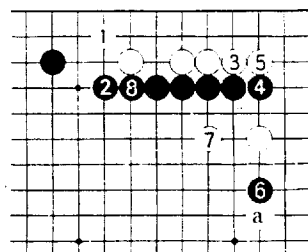


Dia. 23

After Dia.22 one joseki is Dia.23 and equal for both sides. Later B at 'a', W at 'b', B at 'c', W at 'd' is bad as this sequence destroys the efficacy of c11 as W's strong group is too close to it.



Dia. 24

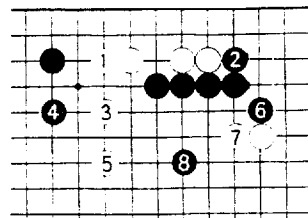


Dia. 25

9 of Dia.23 at 1 in Dia.24 would be a mistake as this shows W is enclosed in the corner and B has a tremendous wall destroying two stones on the outside.

W can also follow Dia.22 with Dia.25 which is also joseki and B must play the stones in the correct order. Should 6 be played elsewhere W will play at 'a' to nullify B's wall completely.

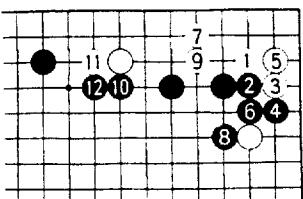
Dia.26 is another possibility and is joseki again. 2 is necessary to make eyes in the corner and to attack the four W stones, 4 attacks the W stones and builds a potential to the left and 3 is an escape route to the centre and attacks the two W stones.



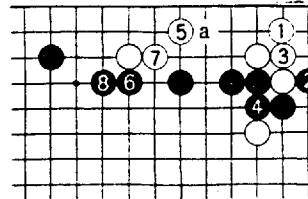
Dia. 26

E. 5 c3

Not so good, as the two diagrams show. B must play at 2 in Dia.27 to cut W, 8 captures the W stone and threatens to cut at one side of 7, 9 safeguards against this and 10-12 builds up a good strong position for B.



Dia. 27



Dia. 28

1 in Dia.28 is even worse as W cannot cut through the B wall for if he did B would be able to play at 'a' to separate W's stones with great profit.

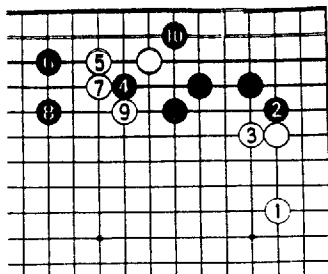
2. 4 e7

This "kosumi" play is very strong in that it prevents B being walled into

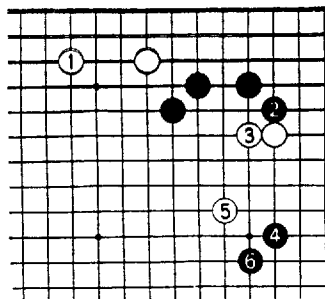


the corner and threatens to strongly press one of the two W stones.

Dia.29 shows what happens when W protects the right hand one. 2 forces W into overconcentration with 3 and then he gains 6, 8 and 10 with a good advantage.



Dia. 29



Dia. 30

Dia.30 demonstrates the other case. W escapes with 5, which forces B to reply with 6, but his group is still unstable and B can play eventually at 10 in Dia.29 to safeguard his corner and threaten to take away the base of the two W stones.

HANDICAP JOSEKI INDEX (5)

	60	60a	60b	60c	61	62	63	64	64a	65a	65b	65c	66	67	68
1	f3														
2	d6														
3	c8														
4	c11				-	-	-	-	-	-	-	-	-	e7	-
5	e8				-	-	e7	e5?	c5	-	-	c3	j3	c11	
6	f6				-	-	f6	d5	d5	-	-	d3	e3	e3	
7	g4				k4	j4	g4	e7	c6	-	-	d2	f4	f4	
8	<u>e3</u>				c7	c7	e6	e6	d7	-	-	e2	d9	k3	
9		e11	c3	-	b8	b8	h6	f6	c4	b9	c9	c2	c10	j5	
10		d13	e2	-	<u>d2</u>	e3	e3	f7	c7	d9	c4	e3	c12	<u>14</u>	
11			c5	b5		f4	e9	e3	f9	b7	c4	e9	b5	d10	
12			c4	b6		f2	<u>e11</u>	f4	r7	c3	d3	e11	f4	e12	
Dia.	11	15			16	17	18	20	21	23	25	26	27	29	30

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KOMOFU (c4): The High Attach (1 e4) Part II

2 e3, 3 d4, 4 d3, 5 c5

3 and 5 are played with the intention of taking influence towards d10, or if black tries to frustrate this taking the corner away from black. 4 is obviously necessary to defend black's position, and black has four options open to him for his sixth move.

A. 6 f4 (the AVALANCHE joseki)

The commonest variation, aiming at giving up the corner and taking influence on the left (!) side. Black should play this only if the ladder in Dia.7 is favourable to him. Though it looks complicated in reality there are very few alternatives for either player.

Dia.6 is the correct joseki. 9 threatens a play at 10 or 13 capturing two stones, black answering this at 13 or g3 would be obviously too good for white.

Note especially move 11. If this is played as in Dia.7 black will be able to capture the White stones in the ladder if this is favourable to him, otherwise he will have to suffer a large loss by playing as in Dia.8.

Should 13 be played at 14 then black plays at 18, and white cannot stop black playing next at 13, capturing the two corner stones easily and with great profit. Should 17 recapture the ko at 5 black at 17 kills four white stones.

19 is a very important play, for if this is omitted black can play here and build up a strong wall completely surrounding and enclosing the white corner, which is always disadvantageous for white.

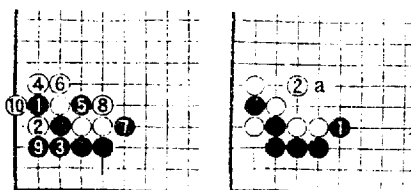
B. 6 c3

This takes the corner, and avoids some of the complications involved in playing either f4 or b5. However it allows white to settle the area easily and take a great amount of influence, and confine black along the sides by playing the correct line in Dia.9.

Any move other than 7 would allow black to play here and take a very advantageous position indeed. 11 may also be played at 'a'. Which move to choose depends on the overall situation and very crucially on the position in the upper left corner. 13 threatens a further play at h3, forcing a move like e2, severely constricting black and threatening an expansion along this side.

C. 6 b5

This aims at the same purpose as c3, or more usually, to gain sente to retain the corner and still play at f4, by Dias. 10 or 11, to prevent any white expansion along this side, but giving up more on the left side.

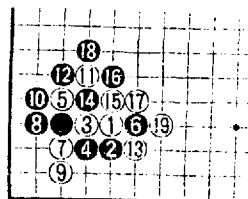


Dia. 10

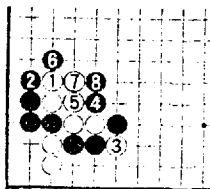
Dia. 11

territorial position along the left side.

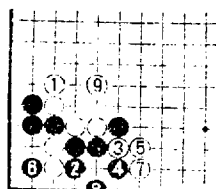
Dia.11 is more usually seen as it leaves behind more possibilities for the middle-game especially a black play at 'a', which enables black to build a secure wall along the lower side. White may also play as in Dia.12, obviously the same as Dia.9, if the influence is more important to aim than taking up a more



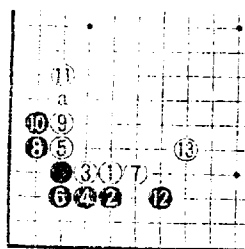
Dia. 6



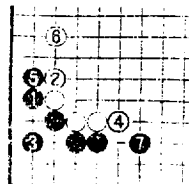
Dia. 7



Dia. 8



Dia. 9



Dia. 12

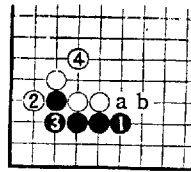
D. 6 f3 (the LARGE AVALANCHE joseki)

Securing territory on the lower side if white plays as in Dia.13. Should white play 2 at 'a' instead black could play as in Dia 14, and white is not forced to reply, but better for black would be to reply at 'b' and transpose into Dias. 15 or 17.

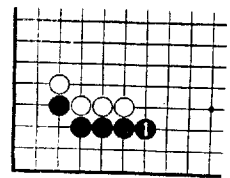
These have obvious similarities with the SMALL AVALANCHE joseki in Dia.9, but because there are three stones (2-4-6) instead of two the tactical situation is greatly changed.

12 is possible in Dia.15 because unlike Dia.9 white's playing at 15 immediately does not succeed. 16 can be played at 17, but this would allow white to capture 8 and be much better for white. After 20 black has captured the three corner stones, Dia.16 shows that white cannot save them by playing 1 as black in this diagram has created a double-ko, thus ensuring his life; the best white can do is play at 2, black at 1, white at 7, black at 3.

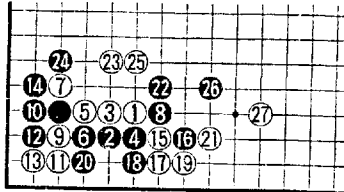
Black can equally well play as in Dia.17 if he wants the influence this will gain, the sequence being completely forced upon white. Both Dias. 15 & 17 are favourable for black, and so white is not generally advised to play 6 f3.



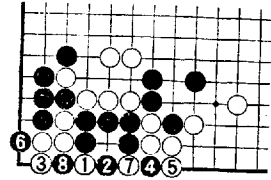
Dia. 13



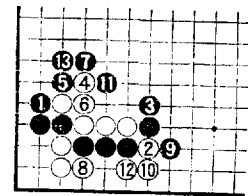
Dia. 14



Dia. 15

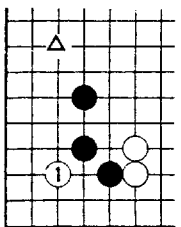


Dia. 16

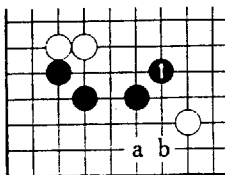


Dia. 17

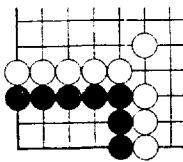
PROBLEMS (2)



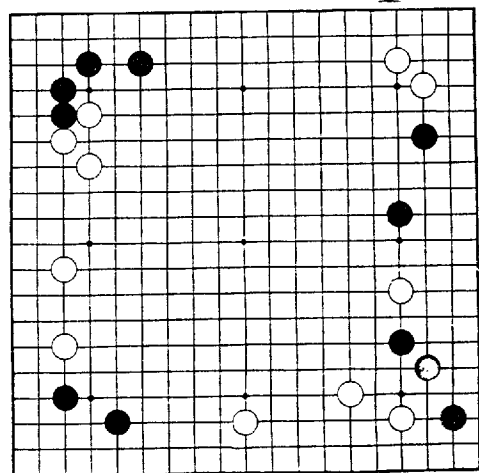
Question 1



Question 2



Question 4



Question 3

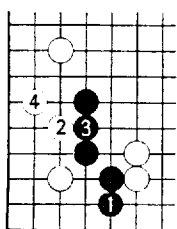
- Q 1. What to do with W 1 ?
- Q 2. Generally speaking B is advised to play 1 here. But which is better 'a' or 'b' when he feels like defending the corner ?
- Q 3. Where is the vantage point for B in this situation ?
- Q 4. What will become of the B formation in the corner ? W to play.

I must apologise for the lateness of this issue, but unavoidable circumstances caused its delay.

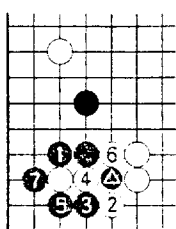
The next issue should be out by 1st October.

*John Diamond*

PROBLEM ANSWERS



Dia. 1a



Dia. 1b

Dia. 1a

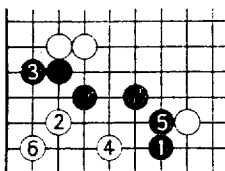
Wrong. Should B recklessly descend to 1, his eyeless wall is now, far from attacking W's two stones, only a "stray sheep".

Dia. 1b

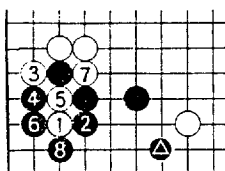
B must secure his corner at the sacrifice of his marked stone.

Dia. 2a

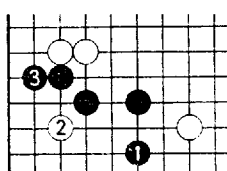
Wrong. B 1 is of no use for the defence of the corner - W can get an easy life up to 6.



Dia. 2a



Dia. 2b

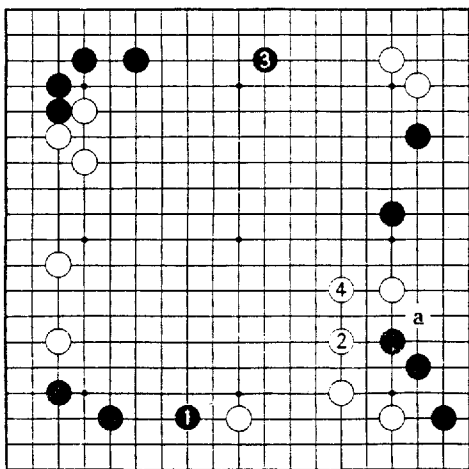


Dia. 2c

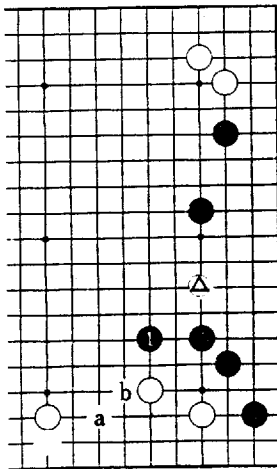
Dia. 2b

If and when B wants to secure the corner from 2 to 8, his original marked stone will be nothing but "overconcentration".

Dia. 2c B must play 1 here so as to nullify W's 2 by 3.



Dia. 3a

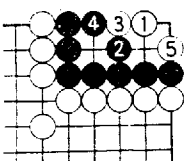


Dia. 3b

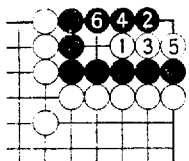
Dia. 3a Suppose B rushes to 1 and 3, both large plays. W will occupy vantage points 2 and 4 to threaten separate groups up and down -- for instance, his lower one may be menaced by W's playing 'a'.

Dia. 3b B must play this 1, aiming at controlling the whole situation by following up

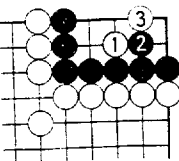
W's marked single stone and, on the other hand, by threatening to invade at 'a' or 'b'.



Dia. 4a



Dia. 4b



Dia. 4c

Dia. 4a 1 to 5 brings about seki in his gote. The former means success but the latter failure.

Dia. 4b W's best answer begins with his 1 here.

Dia. 4c B 2 here involves the danger of ko after W 3.

CONTINUED FROM P.4

as follows:

- 31 ml7
- 33 hl5
- 30 ml5
- 32 ml3

This reduces the upper left W territory and also prepares the ground for an invasion at cl3 with his next play.

Let us here speculate on the next

play by W.

ell would serve to strengthen the left side and prepare the way to press on at g5. B could counter with b5, and W would guard at b4. Then B g7 would be a natural continuation.

Also possible would be q2, safeguarding the corner and threatening an invasion at m3.

A GAME FROM THE FIRST BRITISH CONGRESS at Oxford, March 1968

Black: Tony GODDARD (Class 15)  
White: John DIAMOND (Class 14)

One hour each,  
and thereafter 1/2 min per move.

-----  
The commentary for this game is based largely on that given by Mr. Nagahara (professional 3-dan) of the Nihon Ki-in.

1 c4 2 e3  
Not normal, but an interesting way  
for W to play.

3 d17 4 d15  
5 h4  
This is alright.

6 c17  
7 c18 8 c16  
9 e18 10 c11  
11 g16

This play, while joseki, is not urgent. B would have done better to play 11 d3, 12 e4, 13 d6, 14 f5, 15 c9 and now the three W corner stones are weak and c13 has become an excellent "uchikomi" (wedge) for B to aim at playing later.

12 e6  
A good play for a number of reasons: it gives promise of an easily formed eye-base, it escapes to the centre and B's response 13 is too far away for the uchikomi at c13 to be effective.

13 c7 14 p3  
A play in a vacant is very often the largest move on the board.

15 r4  
This is alright, but B could have, just as well, played 15 r16 anticipating 16 p17, 18 m17 which would be to his advantage due to his having the stones in the lower left corner.

16 q5  
This and the next four moves are only natural.

17 r5 18 q6  
19 r7 20 k4  
21 g6

See No.3 P.31 for possible answers.

22 c3  
23 b3 24 d4  
25 c5 26 d6  
A good choice; the normal variation is 26 c2, 27 e5, 28 d5, 29 d6, 30 f5, 31 e7, 32 f6, 33 f7 which is much better for B as it connects his two armies together.

27 c2 28 c6  
29 b6 30 d3  
31 b4 32 k6  
33 f4

A good shape that should be remembered

34 e4  
In this case the bamboo-joint formation is less desirable than the shape that would have been created

by a play at e5. With a stone at e5 the group assumes a significantly more influential posture and at some time in the future a play at g3 or g5 may become feasible.

35 g8 36 e8  
37 q3  
This is not urgent, and the standard sequence up to 41 is gote. B should have played in the only vacant corner. (B expected W to answer with p2 so that he would retain sente.)

38 q2  
39 r2 40 q4  
41 r3 42 r16  
q17 is preferable; since if 44 r15 W can play 45 q7, 46 r8, 47 q8, 48 q9, 49 p9, 50 p10, 51 d10, 52 r9, 53 d10, 54 p11, 55 o11, 56 p12 to force B into a narrow and 'low' posture on the right side. In the actual game on the other hand 43 is almost ideally related to the four B stones in the lower left.

43 p17 44 m16  
45 r13  
In a case like this, with a strong upper B group, it is poor strategy to approach from this side. It had better be replaced by 45 p14, 46 r13, 47 k17. This is because the B stones do not need strengthening and so separating the W stones is more advised.

46 q17  
W should have simply played q15 to avoid the possibility of the sequence after 48 of 49 n15, 50 m15, 51 n14, 52 l13, 53 q16, 54 r17, 55 r15; with the fearful cut 55 almost certainly capturing 43.

47 p16 48 q15  
49 o15  
Bad, because it leaves B with no good next play on the lower edge. 49 n15 and B can play above W in good shape.

50 p14  
51 n14 52 f17  
Bad: after 53 W has no good move and the net result is that he has simply made B thick and strong. (W expected an answer like 53 e15, 54 e14, 55 d16, 56 d14, 57 f15 so he could play somewhere around j17 with sente to strengthen his single stone.

53 g17 54 e16  
W would have done better to play e1-

sewhere and leave this area undefined so long as 44 is weak and will have to fight its way out.

55 f18 56 j16  
57 g14

Attacking the W stones very strongly.  
58 h18

59 e17

B should simply have connected: it would have resulted in a much stronger attack on the W stones.

60 n13

An overplay: W would have done better to play 60 c12, 61 r11, 62 j14 to attack the B group on the right, and escape to the centre simultaneously.

61 m13 62 o13  
63 q16 64 r17  
65 q13

The vital point in this shape; threatening to play r15 and cut W into two.

66 p15  
67 n16 68 m15  
69 m14 70 n17  
71 o14 72 p13  
73 o18

In a shape like this the simple descent to p18 is stronger. It also affects the corner more.

74 q18

75 o17

B can profitably cut at m17, certainly capture n17 and lessen the room for eyes in the W group.

76 j14

77 s14

B must play at j13 and fight. In the course of attacking the W group he will strengthen his own corner group.

73 s15

79 o7 80 q11

If W answers 79 with 80 p7; 81 p8, 82 o7, 83 p11 gains a large area.

81 s11

This is too passive, too lukewarm: B needs one more play for complete connection. Instead he should have played 81 r11, 82 r10, 83 q10, 84 p11, 85 s10, 86 r9, 87 s9 to connect.

82 p7

83 c13

j13 certainly is an appealing point. However this invasion is very serious for W.

84 d12  
85 d13 86 e13  
87 e14 88 d14  
89 e12 90 f13  
91 f14 92 e11  
93 g13 94 f12x  
95 b14 96 b15  
97 b12 98 b11  
99 d16 100 e15

b18 is the proper move as W captures after 101 a16, 102 a15, 103 c15, 104 c14x, 105 e15, 106 c15, 107 b17,

103 c12, 109 b13, 110 a12 as B cannot play at b16 for at least 2 moves because of b18.

101 b17 102 b16  
103 b18 104 c12  
105 f16x

Better is 105 a15, 106 a16, 107 a17, 108 a14x, 109 a13, 110 c14, 111 a15x, 112 c15 and B has turned the position into a one-move yose-ko (after B fills at b13 he still requires one more move to bring this to an immediate life-or-death ko battle.)

106 a12

107 k3

Still j13.

108 j3

better play at l13..

109 j4 110 j2

Following the proverb: always extend from a stone when caught in a cross-cut.

111 k5 112 l4  
113 l5 114 m5  
115 l6 116 m6  
117 j6

Extension at 17 is the only real move here, j6 is much too defensive. After 17 a good move of one sort or another will become available: e.g. m7.

113 q8

119 r8 120 o9

121 l13

Why hasn't B played j13 ?

122 m17

123 k17 124 k16

125 l15 126 j17

127 j13

better play at k15.

123 j13

129 k14 130 k15

131 l12 132 h11

133 h15 134 j15

135 j12 136 h12

137 h13 138 k12

139 j11 140 k11

141 j10 142 k13

143 l14 144 l16

145 l10

If k9 then 142 l11, 143 m11 and W can obviously cut his way out.

146 k10

147 m9 148 l11

149 m11 150 l9

A stylish way to catch the three W stones: should B play j9 then 143 j8, 149 k9, 150 l8.

151 m10 152 n9

153 l8 154 k9

155 j8 156 j9

After this the large B group is certainly dead and after a few further moves struggling

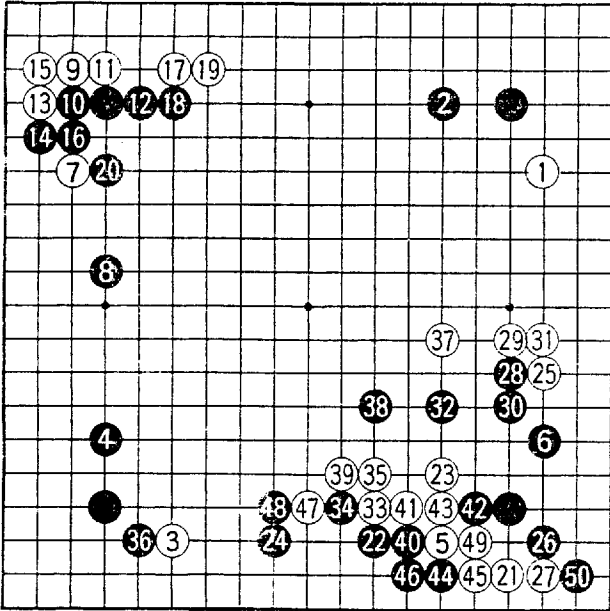
BLACK RESIGNS

FOUR STONE HANDICAP GAME

Black: Wichard von ALVENSLEBEN  
 White: Kaoru SATO

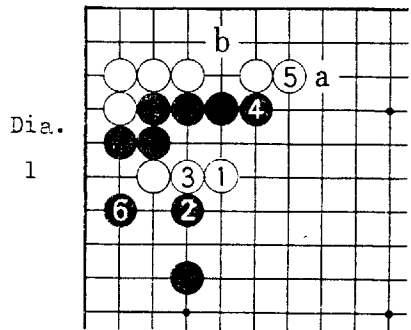
European Champion 1961-4  
 5-dan Professional

Played on 5th January 1964 in Japan. Time allowed was 2 hours each, and then 30 secs. per move. Time actually used was 55 mins. by White, 2 hrs. 4 mins. by Black before he resigned.



Moves 1-50

The manoeuvres up to move 17 are perfectly normal. Black 18 was bad; it should have been played at 36 after which White answers with F4 and then Black can launch a severe counter-attack with the pincer move at 48. If White plays to attack, as in Dia.1, the five Black stones they can connect with 6.



18 is also not a good move because the exchange of 18 for 19 strengthens the White stones and makes a future attack at 'a' in Dia.1 impossible. If this exchange were not played then should White ignore a black play at 'a' Black can follow this with another play at 'b', White must then connect and so can Black with sente.

Black played very well in the lower right corner. 22 and 23 are very strong moves in this situation. For other possible White answers to 22 see No.2 P.19. White answers at 23, and not in the corner, because Black must play another move on the lower side strengthening 22 before protecting the corner. Should black not do so White would be able to play at 34 and make great difficulties for Black because of the existence of 3.

Note again that after 25 and 27 Black cannot afford to play directly at 50. (No.2 P.20)

33 enables White to strengthen himself and gain an escape route towards the centre.

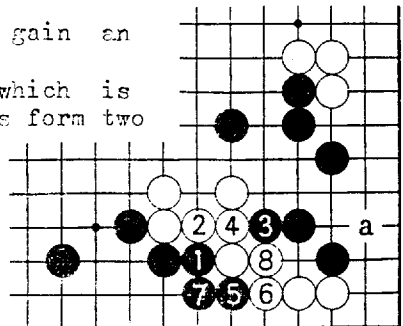
36 should have been played at 1 in Dia.2, which is the vital point of the situation. Black can always form two eyes in the corner by playing at 'a'.

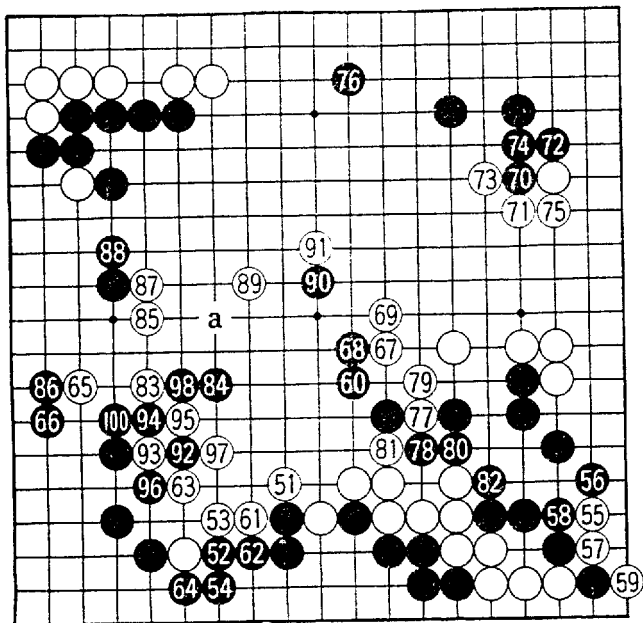
According to Mr. Sato his 37 should have been played at 40 (1 in Dia.2) to make good shape and better strengthen his group.

48 is an excellent move as it even more strongly attacks White 3, and even if White captures 34 by playing at L3 Black can play at L2 and connect his two armies together quite safely enough so that he will be able to continue attacking the large White group on the lower right side.

50, however, is not so good, as White can still play at 'a' in Dia.2 and either capture the corner stone or connect easily to R8, which would rob the Black group of its eye-base and would be a very serious matter for Black. He should instead have played at 51 (one point above 48) to almost certainly capture 3 and still leave the threat of 50 behind.

Dia. 2



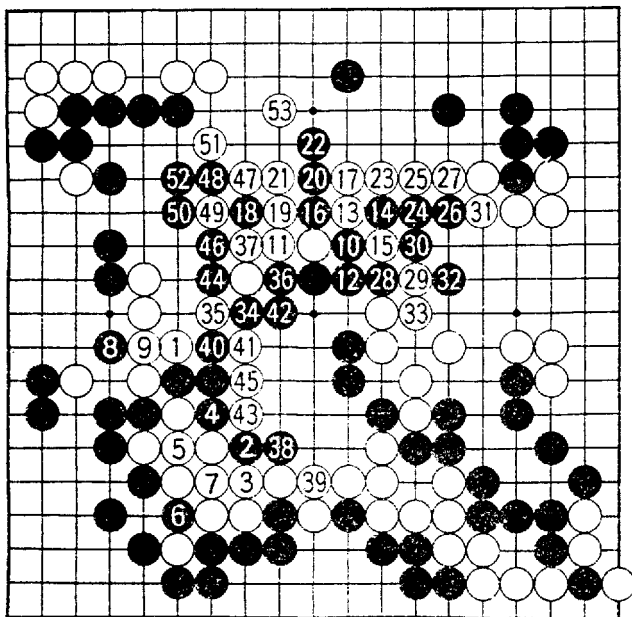


Moves 51-100

instead of 76, with the aim of attacking White 65 and making a connection with his central stones (60 & 68) possible he would almost undoubtedly won.

77 severs the Black group and he is forced to play at 82 to ensure two eyes for the corner group. Now White has outlined a large territory in the centre and black should have tried now to break into it.

84 should have been played at 91 or 'a'.



Moves 101-158

Instead of 52 the move at the left of 51 would have been much better. Black feared the cut at 61, but it isn't dangerous at all.

55-59 show the folly of playing at 50. 56 at 57 would provoke 57 at 53 and then White either cuts or connects.

60 would have been better at the left of 37 (right of 67).

64 should have been played at D8. Then the sequence 65 F2, 66 E2, 67 G1, 68 H1, 69 K3, 70 K2, 71 J2, 72 F1x, 73 L2, 74 K1, 75 L1, 76 J1, 77 L3, 78 Q14 follows. Black gives up a small group on the right but wins sente, a large and safe corner and outlines an immense territory on the left side. Also he has managed to play at 70.

If Black had played at 83

86 is completely out of the question. White's domain in the centre becomes much too large; 'a' would have been much better.

99 takes the ko.

Black missed his last chance when he played 112. If he had played it at 128 instead, White at L10, Black at 112, White at K10 and Black at 117, linking up with 76 and leaving a possibility of a close victory.

Black finally resigned after 158 after making unavailing attempts at escape.

Black used up all his time after the 117th move.

Mr. von Alvensleben played very well up to his 76th move, but this move cost him the game.

The commentary was adapted from that given by a professional.

CONTINUED FROM P.6

After a little practice spent on evaluating such yose positions you will not have to spend a lot of time during the game evaluating every position but will be able to pick out quickly sente plays, and so on, and know which are the biggest and play them.

This article has given the basic guide lines for calculating yose and knowing which one to play; but a little study of the positions given will quickly be seen to be improving your game, gaining you an extra 10 points, and improving your strength a stone or two.