

BRITISH GO JOURNAL

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NEWS

1969 EUROPEAN GO CONGRESS

The XIIIth European Go Congress was held in Ljubljana, Yugoslavia from the 3rd to the 16th August. Due to a combination of circumstances only three British players attended.

The results of the European Individual Championship are as follows:

1	Wimmer	Austria	8 wins
2	Mattern	W. Germany	7½ "
3	Mutabzija	Yugoslavia	6 "
4-5	Rebattu	Holland	5½ "
4-5	De Vries	Holland	5½ "
6	Ekart	Yugoslavia	4½ "
7-8	Katscher	W. Germany	3 "
7-8	Skrob	Austria	3 "
9	Goddard	England	2 "
10	Pecenko	Yugoslavia	0 "

The Team Championship results are:

1	Holland	62.5% wins
2	W. Germany	61.8% "
3	Austria	50.0% "
4	Yugoslavia	43.4% "

The other British player competing in competitions was Tony Cooper who came first in Zone 1 for 2nd and 3rd Kyus.

1970 BRITISH GO CONGRESS

Further details about this Congress, which is being held in St. Johns College, Cambridge over the weekend of the 21st March, will be given in the next issue of the Journal.

ALL CORRESPONDENCE TO: BRITISH GO ASSOCIATION, 12 THIRD AVENUE, WEMBLEY, MIDDLESEX

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PROBLEM CORNER

QUESTION I

This is a familiar handicap joseki. What is the correct continuation?

QUESTION II

What is the best White can do in this situation to take advantage of the weakness of the upper Black stones?

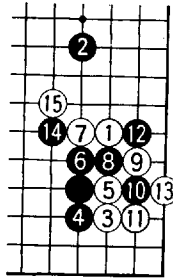
QUESTION III

With 1 White has invaded the Black corner. How should Black answer it?

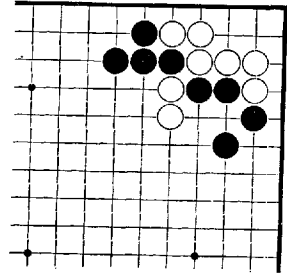
QUESTION IV

Black 1 threatens the White group. Simply playing next to it is not good enough. How can White save his stones?

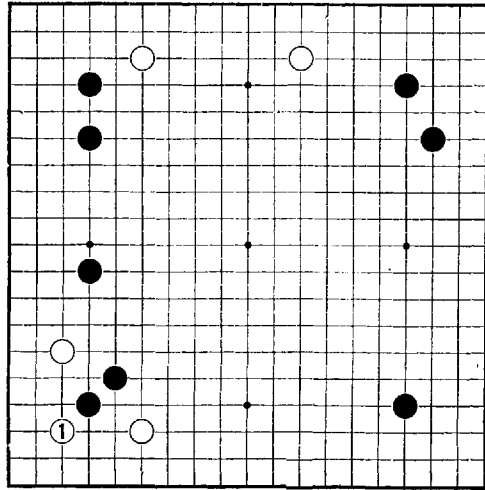
QUESTION I



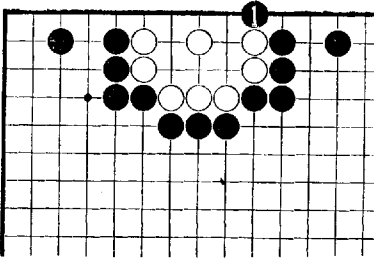
QUESTION II



QUESTION III



QUESTION IV



Answers on Pages 5 & 6.

WATARI

by John Tilley

This short article contains three problems on "watari", which means "wading" in Japanese. Watari is used to describe those tesuji which connect groups along the very edge of the board.

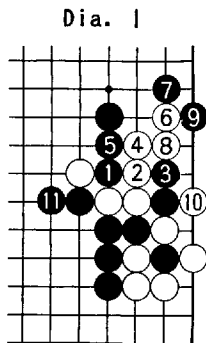
In diagram 1, Black has to join his two groups of stones together. But how is he to do this? The Go Proverbs state: "Play at the centre in a symmetrical formation". However, this does not work in this case as can be seen in diagram 2. Black's only play is at 2, or 4, as you can verify for yourselves easily. This

contd. on page 6

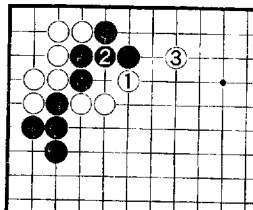
ANSWERS TO PROBLEM CORNER

QUESTION I

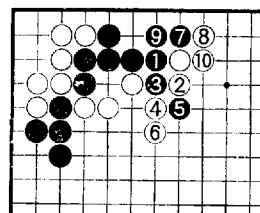
The correct answer is as in Diagram 1. Black 1 and 3 are indispensable to the solution. See issue Number 7 for this joseki.



Dia. 2



Dia. 3



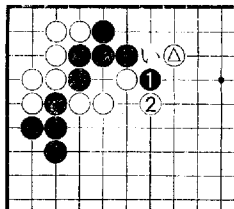
QUESTION II

1 in Diagram 2 is the correct answer. If Black replies with 2, then White 3 captures the Black stones as can be seen in Diagram 3.

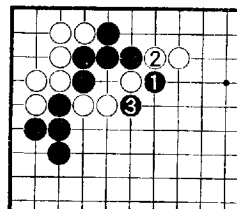
Should Black play 1 in Diagram 4, instead as in Diagram 3, then White must answer with 2 and produce the same result as Diagram 3. If he answers as in Diagram 5, then Black 3 captures a White stone and escapes.

Diagrams 6 and 7 show how Black saves his stones if White plays another move apart from 1 in Diagram 2.

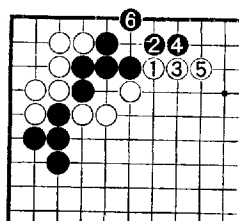
Dia. 4



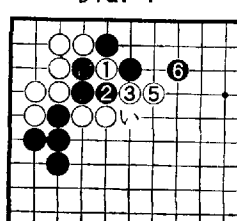
Dia. 5



Dia. 6



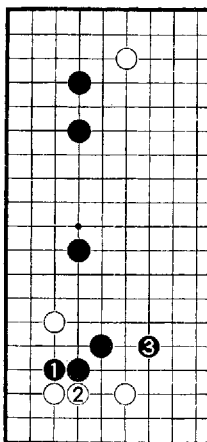
Dia. 7



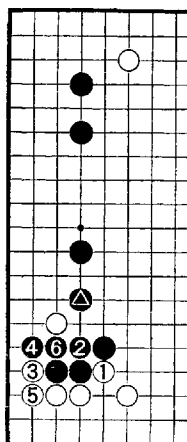
QUESTION III

Diag. 8 shows the correct response. With 1 and 3, Black has effectively captured the White stone on the left and formed a large potential territory. Should Black play 3 at the marked stone in Diag. 9, then White can force Black to overconcentrate his stones badly by following this diagram.

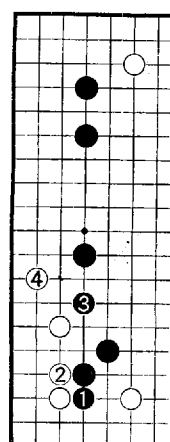
Black 1 as in Diag. 10 would just be foolish as White with the sequence up to 4 has ruined any potential Black territory, and Black has obtained no compensation for this loss in terms of influence because of the single White stone.



Dia. 8



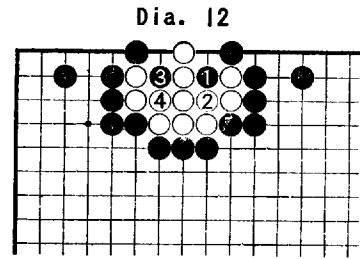
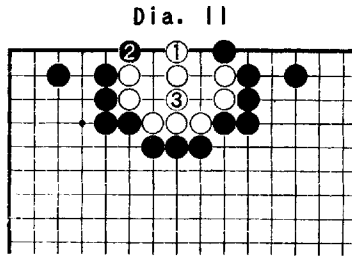
Dia. 9



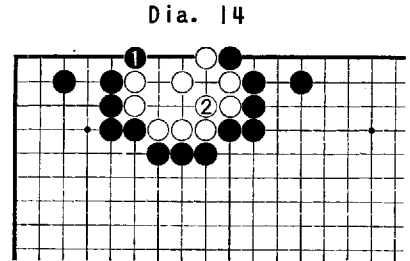
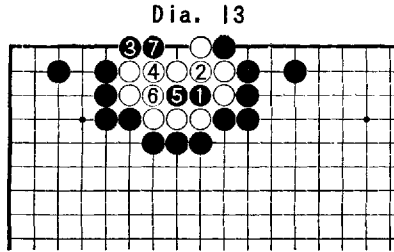
Dia. 10

QUESTION IV

"Play at the centre in a symmetrical formation" says the Go proverb, and this is the correct answer here, see Diag. 11. After Diag. 12 White has two eyes.

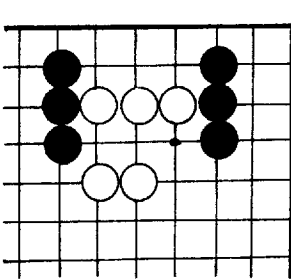


For what happens if White plays next to the Black stone see Diag. 13. All the White moves are forced. However, should Black play his 1 at 3 instead, then a White answer as in Diagram 14 gains him two eyes.

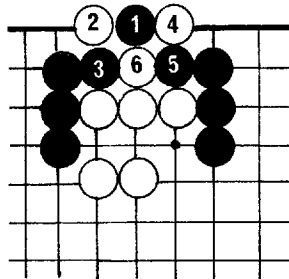


WATARI (contd.)

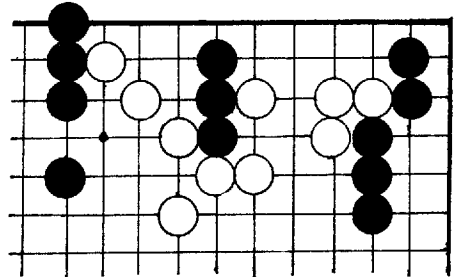
illustrates the most important Go Proverb, "Don't follow proverbs blindly!"



Dia. 1



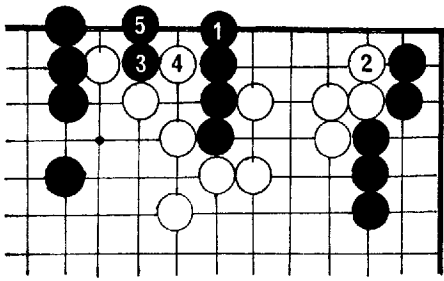
Dia. 2



Dia. 3

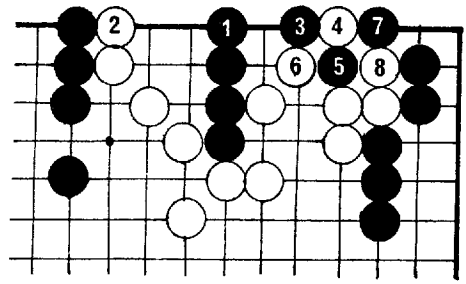
In diagram 3, Black is faced with an apparently impossible task, how to rescue his threatened three stones from the middle of the White formation. Diagram 4 shows his only possible answer at 1. This promises connection to either right or left, as in diagrams 4 and 5.

The tesuji of Black 3 in diagram 4 is very important as it occurs quite often in end-game play. Please make sure that no other move than 1 has these two threats and thus will not work.



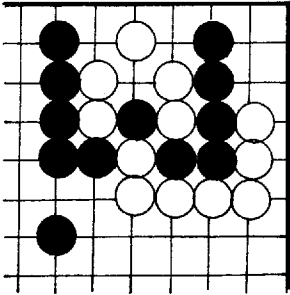
Dia. 4

9 fills



Dia. 5

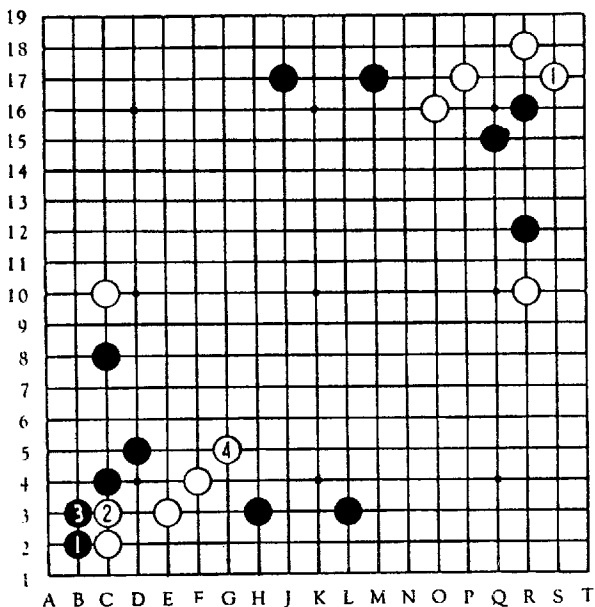
The last problem is that of diagram 6. How can Black save his corner stones as they cannot make two eyes in the corner? Most players could solve this when presented as a problem, but how many could solve it when playing a game? Diagram 7 shows the only correct move, and White cannot stop the connection.



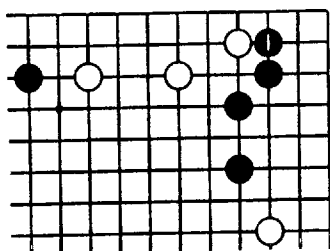
HOW TO PLAY ALONG THE SIDES (3)

by Kaku Takagawa, 9th Dan

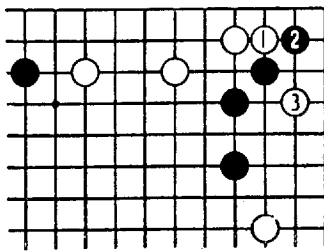
VI. Important Placement Points Connected with Bases



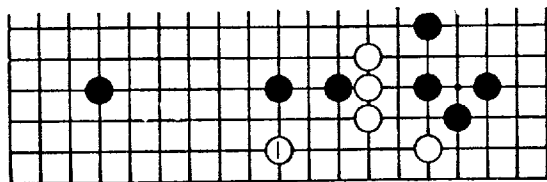
Dia. 32



Dia. 33



Dia. 34



Dia. 35

Connecting a base to a large placement is very important and often overlooked. In diagram 32, the difference between White's play at 1 and a move in the corner by Black can be seen by comparing the upper right with the lower left. The base in the corner is very important to both sides, and the difference of who occupies this corner by an initial placement is of double significance.

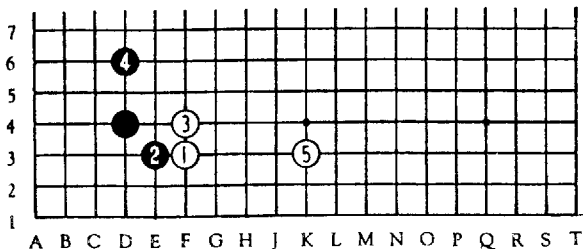
Such placements should often be given priority over more obvious plays. Diagram 33 shows such a move. If Black omits 1, White will play as in diagram 34. These important points should be occupied as soon as the large placements along the sides are finished. Notice the effect on Black's base by the placement of 3 after Black tries to hold White in diagram 34.

Another example is given in diagram 35. Here, if White plays 1 or Black plays M3 instead, the difference is very great. In these forms, placements are often on the second line, but this only means that the opening has progressed to this stage and should not be regarded as contradictory to the axiom of the third and fourth lines. (See Part One in issue No.7.)

In diagram 36, 1 in the upper right secures the base, so there is an actual gain. At the same time it threatens the two White stones on the upper side. Often Black will play

Stones do not necessarily have to be placed one on top of another to use this

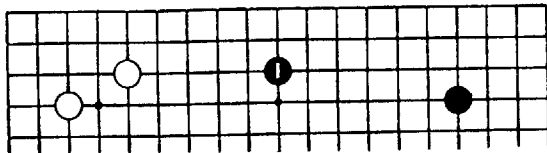
rule. They can merely be connected in such a way as to give the greatest strength, as will be explained below.



Dia. 42

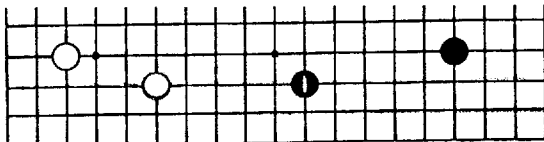
placed together on one side to form a wall, this extension is then also solid.

The two-point extensions may not be perfect but they are at least safe. There is no danger of a stone being placed between them and cutting them off from one another. If a player makes a three-point extension, there is room for invading between the two stones; but if there are two stones, this extension is then also solid.



Dia. 43

In diagram 43, we see the maximum extension of five points. This does not imply that a particular extension of three or four points is always proper, nor does it mean that one always extends to the maximum. Often one side makes an expansion of three points even though there is room for a five-point extension. Here there is room on either side to place two-point extensions later so as to be able to consolidate the formations. Although an approach to the White corner would not have the same attacking value as in the case where the E7 stone were at E6, yet it still tends to consolidate the Black lines. This would be especially true if White should place a stone between I and Q16. Then, although both halves of the formation were separate, they would be able to exist independently. I of diagram 44 is a four-point extension leaving room for a later two-point jump approach attacking the White corner.



Dia. 44

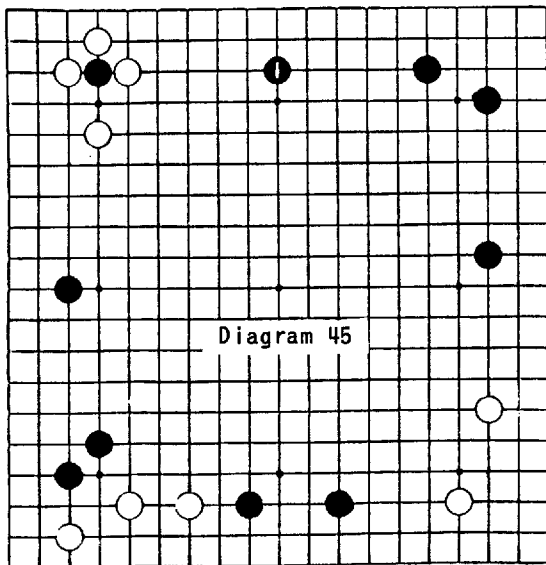


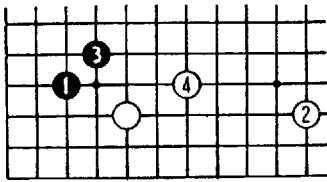
Diagram 45

Diagram 45 is taken from an actual match game. Apart from the unusual shape in the upper left, we see that I has room to make a two-point extension to either right or left. This stone is occupying a large placement point and is entirely different from the case where a solid extension is needed, as on the lower side. If Black had followed this solid pattern too early, then his potential area would be greatly decreased. This should be clearly borne in mind.

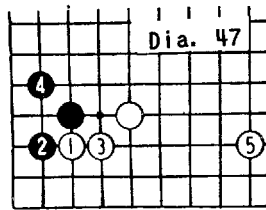
In diagram 46, White plays a five point extension; after 3, 4 is necessary to defend his expansion. On the other hand, if 2 had been at J3, a four point extension, no direct reply to 3 would be needed.

The forms shown in diagrams 47 and 48 are well-known joseki. In the first

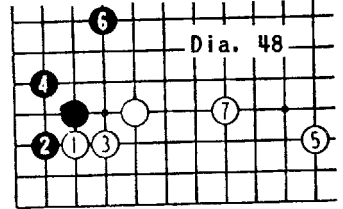
case, White makes a three-point extension by virtue of the strength around 3, and finally Black plays at D6. But in diagram 48, White makes a maximum five-point



Dia. 46

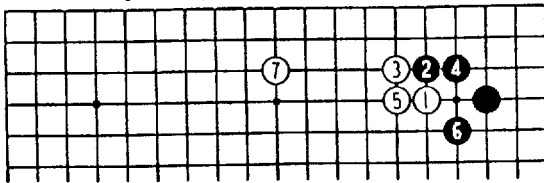


Dia. 47

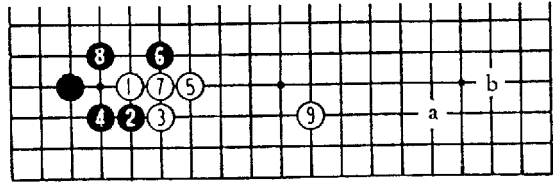


Dia. 48

extension, based on the potential strength of the left side due to possible White plays at D7 or E6. If Black plays 6, however, then White must follow with 7 as this potential has ceased to exist. Of course, if Black plays elsewhere, White can also delay this defence.

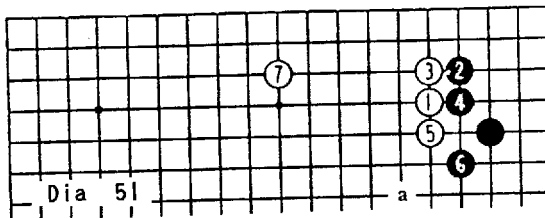


Dia. 49

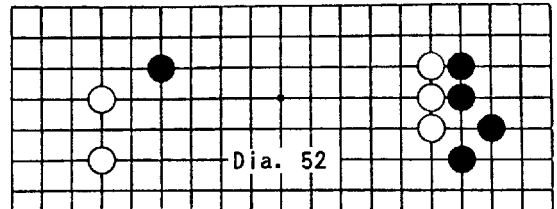


Dia. 50

In the joseki of diagram 49, White is justified in extending three points by the two stones 3 and 5. This idea can be further complicated by further advanced strategy as shown in diagram 50. Here the joseki is changed by White for a specific purpose. One purpose for which this would be correct is if there were a Black stone at 'a' and a White one at 'b'. Then this three-point extension also pincers the Black stone at 'a'.



Dia 51



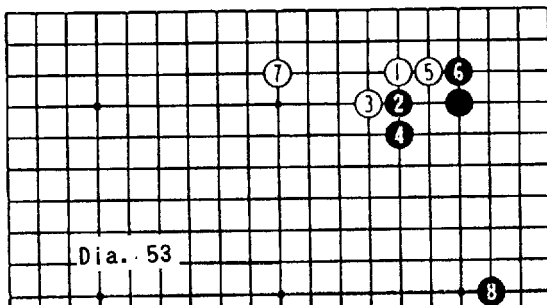
Dia. 52

The joseki of diagram 51 creates a three-stone wall, allowing White to extend four points. The only drawback here in theory is that, if Black plays at 'a', there would be a danger of invasion at N15. (If White defends against this, Black is ready for a big expansion on the right side.) Thus, in order to check this possibility, White often resorts to only three-point extensions. Notice that this would be foolish in the case of diagram 52, where a three-point extension would enable Black to consolidate the right side with a two-point jump.

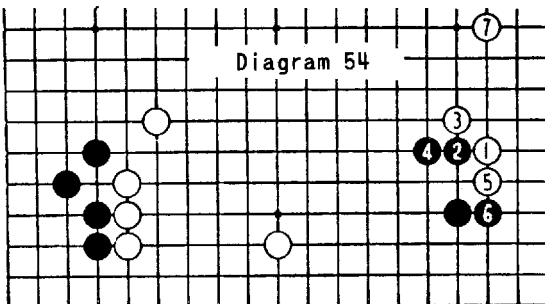
In diagram 53 is shown a very important handicap joseki - the tsukenobi - where the extension should be five points to 8. This is true because of the power in the upper area considered equal to four stones. Playing 8 Q14 would not be good for Black; if he wished to play here, he did not have to play 2 at all, but could have played Q14 immediately after 1. Of course he added to his position with 2, 4 and 6, but White 3 and 5 in combination with 7 are very strong. Black's position is overstrengthened and heavy if he plays at Q14.

Diagram 54 illustrates where it would be bad policy to play this joseki, since

the space left for Black's extension to the left is too narrow. Instead, it would



be better for Black to play P6 or Q7. Another example of a good extension is shown by White on the left side of this diagram.



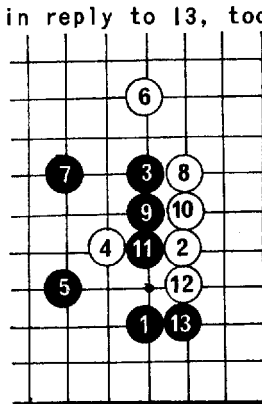
A LOW RANKING EVEN GAME

Comments by John Tilley

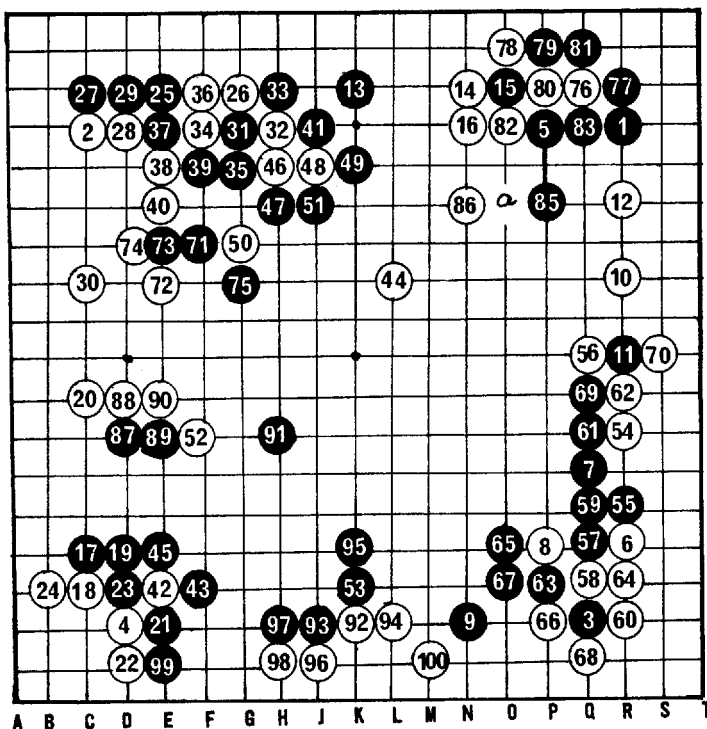
The idea behind including a game between two 7-kyu players like this is to show the weaker player some of the basic mistakes they should try to avoid in playing Go. Players stronger than about fifth kyu will not find very much of interest in this game.

Only the basic mistakes of the two players are commented on.

- 1- 8 A good start.
- 9 Usually at 67.
- 10 Bad. White has to make a too narrow extension to 12, in reply to 13, too early in the game. The joseki of diagram 1 is fairly common in such a position.
- 13 Dubious. Corner plays are normally much larger than plays along the side early in the game.
- 14 Very bad. Partly for the same reason as the above, and also because it is already pincerd by 13 and so is under strong attack already.
- 15 An interesting idea as it makes White's group heavy. It also protects the corner against future White attacks.
- 17 Perhaps better at 'a', to separate White's weak groups and thus simultaneously attack them. Proverb-Keep weak groups separated and one will probably die.
- 18-24 Funny. A typical example of a non-joseki. White tries to make Black heavy and then take away his ideal extension to 20. A play like 18 only works if 20 has already been played, or a strengthening move around 43 is already there. If 20 has already been played then White plays 43 after Black responds at 19.
- 21 Correct. Black now shuts White into the corner, showing White his mistake in playing 18 and 20. Instead of 18 a pincer play at 87 would be good.



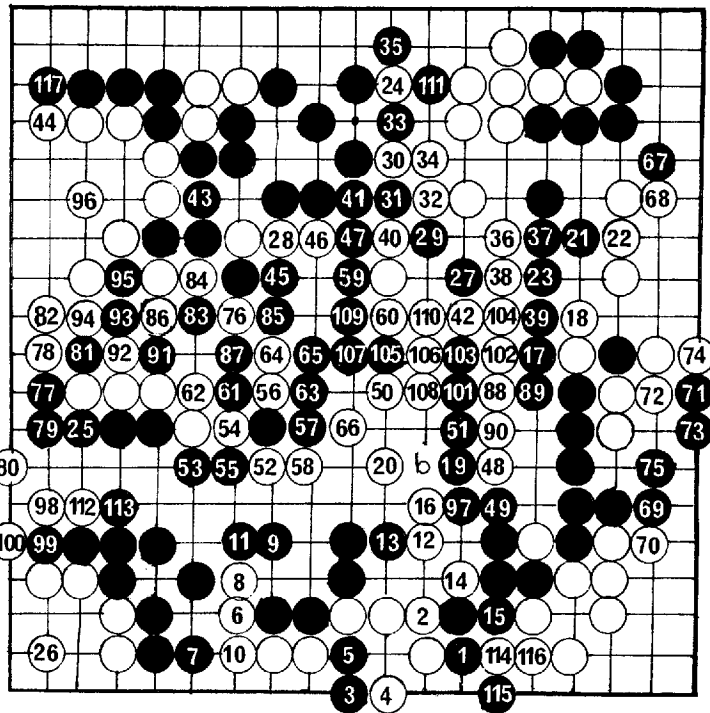
- 28 Must be at B17 instead to give himself some share of the corner.
- 30 Gives White ideal extensions in both directions, but his position is over-concentrated for this early stage of the game. Also, he should play high on the fourth line to balance up his position properly.
- 31-41 An interesting exchange by which Black profits.
- 42 Very bad as the ladder created by 43 favours Black.
- 44 Interesting, a ladder breaker for two ladders!
- 50 Very funny!! A verbal exchange between the two players made White (who admits to being gullible) believe the ladder didn't work! Never listen to your opponent!
- 52 Too small as it only tries to surround a little territory in the centre. There are many larger moves along the sides.
- 53 Not good. The proverb in this situation says —don't make territory around an open skirt. Black's open skirt is around 99, for White can play one point to its right to invade this territory. However at this point White has lost the game because he has two weak groups on the right and all Black's positions are strong.
- 54 White attempts to consolidate his position. I am undecided about the merits of this move.
- 54-70 White does well.
- 65 Very bad. Never play like this because White easily captures 3 by playing the atari at 66.
- 71-75 Mysterious.
- 76 A clever move, it seems, but White cannot live in the corner or connect to 14 with proper play, so it doesn't amount to much.
- 77 No. It must be 79 to stop White joining and kill him in the corner.
- 84 Almost totally useless. Worth precisely one point.
- 92 A perfect example of what not to do. Well defended territory should be reduced from the outside is the rule. White could invade at 107, though. A play like 92 is only applicable in a large handicap game. White is now very hard pressed to live.



84 fills at 15

MOVES 1 - 100

- 103 110 is better.
 107 Bad shape but effective in this position.
 109 Good shape. This ensures that 111 cuts White off in this direction and that his groups are connected.
 113 Not so good. It forces 114, which in turn forces 115, and then White can quite cheerfully play 116. If Black plays 120 immediately he is in better shape and White is attacked more strongly.
 124 Should be played at 127 or 129 to get out to the centre as he isn't going to form two eyes along the side.
 139 A fatal mistake. It must instead be played at 142, and then one or both of White's attacked groups should die.



No further comments on moves 140-216.

217 was very big, being worth at least six to eight points and should have been played much earlier.

White resigns after 217 as he is at least 20 points behind.

MOVES 101 - 217

CORRECTIONS TO ISSUE NUMBER 8

Page 14 The lettering around Figure 1 should be A - T, omitting I.

Page 15 The last sentence of Page 14 should read:
 '.....without coming under any disadvantage at all. Hence 14 should have been replaced by 1 in Diagrams 2 and 3.'

The missing stones from Diagram 2 are:
 Blank white at F17, 4 at E17, 5 at D17.

The missing stones from Diagram 3 are:
 Blank white at F17, 4 at C17, 5 at E17, 6 at G17, 9 at B18, 10 at B17, 11 at C18.

A SHORT GLOSSARY OF GO TERMS

A number of Japanese terms are frequently met in any text on Go, and though none of these are essential to the understanding of the game these terse terms do have certain advantages. We shall keep the use of them to a minimum, but here are most of the ones that ought to be known.

SENTE The initiative. "This play is sente" means that the opponent must answer this move or suffer a loss.

Sente is relative, however, as the opponent may seize sente elsewhere on the board by threatening to take there more than he would lose if you continue playing in the original position.

GOTE The opposite of sente.

JOSEKI A correct, or accepted, sequence in the opening corner play. This term only relates to the corner considered on its own. A joseki may be good or bad in a particular corner, depending on the overall situation of the board.

FUSEKI The opening plays of the game involving the whole board, including the various joseki played, until all the sides of the board have been occupied.

YOSE The end-game. The stage at which most of the major battles have been completed and the finishing touches have to be put to the various territories.

TESUJI A clever move, which only relates to a local situation.

KATACHI Good shape, or form, or the move which produces the good shape of the stones.

KEIMA A small knight's play, e.g. E3 to F5.

OGEIMA A large knight's play, e.g. E3 to F6.

KOSUMI A diagonal play, e.g. E3 to F4.

SEKI A life and death battle which can't be won by either side, and so remains on the board stalemated.