

BRITISH GO JOURNAL

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Editor: John DIAMOND

AN IMPORTANT NOTICE TO ALL READERS IS ON P.3

XIIth EUROPEAN GO CONGRESS

The 1968 European Go Congress was held in West Berlin from 28th July to 10th August. 55 players from England (12), West Germany (26), Holland (5), Austria and Yugoslavia attended, as did officials from Rumania and Czechoslovakia.

The Opening Ceremony was held on the Sunday morning at 10 am, but the main business of playing tournaments did not start till the Monday. On 31st July a morning trip around West Berlin was organised by the City, and most players availed themselves of the opportunity of a conducted trip.

The European Championship, Master Tournaments and European Team Championship were all held as was arranged in Staufen in 1967 by the European Go Federation. After a little initial trouble the Even Game Tournaments were held as in previous years, however a new arrangement was made for the Handicap Tournament which was divided into 5 sections with widely-varying strengths in each and then a play-off amongst the winners of the sections to decide who would receive the two prizes.

10 players took part in the EUROPEAN INDIVIDUAL CHAMPIONSHIP, including the previous year's Champion Zoran Mutabzija, from Yugoslavia, and the Champion in 1965 and 1966 Jurgen Mattern, from West Germany, who did not compete last year.

These two were the natural favourites for the title again, closely followed by Jurgen Dueball, also of West Germany. He is, surprising though it may seem, the third generation of Go players in his family.

As it happened both Mattern, losing to Dueball, and Mutabzija, losing to myself, had an early upset thus leaving Dueball the marginal favourite. However Dueball lost to Mutabzija and Wimmer to leave the decision to the last round game between Mattern and Mutabzija. This swung to and fro, from one side to the other, several times during the game which kept the spectators, who could see all the large mistakes, on tenterhooks. However the last major mistake was made by Mutabzija who lost a large group to no purpose at all and finally resigned.

The full results were:

		Class Country											
1	Mattern	12	G	x	r	-r	r	13	r	r	r	r	r
2	Mutabzija	12	Y	-r	x	17	r	r	r	2	-6	r	14
3	Dueball	12	G	r	-17	x	-33	12	1	2	r	r	r
4	Wimmer	13	A	-r	-r	33	x	-r	r	-r	r	r	r
	Ekart	13	Y	-13	-r	-12	r	x	-12	1	r	r	8
	de Vries	13	H	-r	-r	-1	-r	12	x	r	16	1	7
7	Goddard	14	E	-r	-2	-2	r	-1	-r	x	-r	r	r
8	Diamond	14	E	-r	6	-r	-r	-r	-16	-r	x	r	r
9	Katscher	15	G	-r	-r	-r	-r	-r	-1	-r	-r	x	12
10	Greb	15	G	-r	-14	-r	-r	-3	-7	-r	-r	-12	x

The classes refer to those given the players by the Classification Committee appointed by the E.G.F. to recommend new classes on the results of the Congress. The members were Henk de Vries, Eduard Ekart, Alvo von Alvensleben of West Germany and myself.

NOTE: Minus signs mean losses, and r stands for a win or loss by a resignation.

In the European Team Championship the Dutch Team came first, closely followed by the Yugoslavs with the West Germans some way behind and the British only just last. The Austrians did not qualify for the competition because they only had two, and not at least three, players in the European Championship and the Master Tournaments.

Other British results were:

Master Tournament II	A.Daly	4 wins 3/8	J.Barrs	2 wins 7/8
Even Game T'ament I	G.Service	6 wins 1/8	J.Tilley	4 wins 3/8
	F.Hall	4 wins 3/8	J.Metcalf	3 wins 5/8
Even Game T'ament II	A.Cooper	3 wins 1/8	M.Digby	5 wins 3/8
Even Game T'ament III	D.Hunter	6½ wins 1/8	B.Nurse	2 wins 6/8
Handicap Tournament	1st D.Hunter		3rd A.Daly	

The annual meeting of the European Go Federation was held during the Congress and the following decisions were arrived at:

Mr. Pasch, of West Germany, was re-elected President and appointed Treasurer for 1968-9. Mr. Wimmer, of Austria, was elected Secretary and Mr. Fink, of Yugoslavia, Vice-President.

The 1968 Congress will be held in Ljubljana, Yugoslavia, from the 3rd August with the same rules for the major tournaments as in 1968. The cost will be about 27/- per day, and except for the Handicap Tournament all entries must be received at least one week before the start.

LONDON The Fourth Nippon Club Tournament

This was held at the Nippon Club on Sunday 29th September. As usual it took the form of a four round handicap tournament. Because of the limited time available it was not arranged as a direct knock-out and so some of the players tied for the various places.

6 Japanese players and 10 English players, ranging in strength from 3-dan to 5-kyu took part. Mr. Suzuki (2-dan) was first, and Mr. Taraka was second, both with four wins after a play-off.

There was a multiple tie for third place, eventually won by Mr. Sugimoto (1-dan) from D.Hunter (4-kyu), F.Roads (5-kyu) and Mr. Seiki (3-dan) all with three wins. Prizes for the first five were presented by the Nippon Club.

BRISTOL

A match between Bristol and Liverpool University will take place on 23rd. November in Coventry.

In the Bristol Go Stone Competition both P.Langley and J.Sichel have won their games in the two rounds played so far.

Bristol have also lost their President, B.Osborne, who is emigrating to the U.S.A. D.Brooks, their second player, has been elected in his place.

U.S.A.

Dr. R. Ryder has been promoted to 5th dan. This news is of special interest as Dr. Ryder is the first 5th dan player of Caucasian ancestry anywhere in the world. (There are many 5th dan Americans of Japanese descent.)

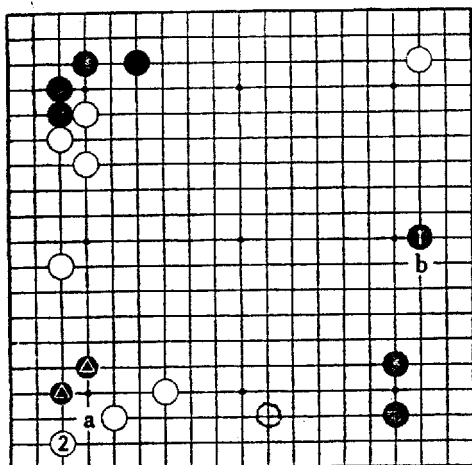
In the New York Go Championships the five time winner of the U.S. Eastern Honinbo, Takao Matsuda, came out on top with a 6-0 record and thus reversing the result of the New Jersey Championships held 2 months before. Fu-Yuan Soong, who won in New Jersey, was second with a 5-1 score.

In all there were 24 Dan players and 22 others, 10 holding a 5th Dan rating. The youngest entrant was thirteen and 8th Kyu in strength.

Any questions about the game, or the magazine, will be dealt with as soon as possible if a stamped addressed envelope is incuded with all enquiries.

I have an up to date list of all U.S.A. and W. German clubs, where and when they meet. If you wish to visit some of these on your travels please let me know which areas you want to know about as the list is rather long.

PROBLEM ANSWERS.



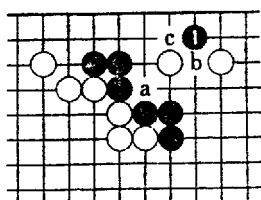
Dia. I

You must recall here the Go proverb "Put an urgent play before an Ohba". (An Ohba is an occupation of a corner, or an extension from one.)

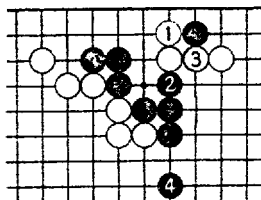
Black 1 as his greatest Ohba really seems substantial, but the two marked Black stones in the lower left corner will have all of a sudden been made rootless before White's slide 2.

Black's gain made by this extension to 1 is sure to be more than offset by his loss resultant from White's severe attack.

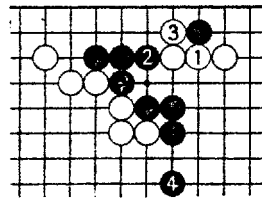
It therefore cannot be helped that Black's correct answer 'a' will result in White's occupation of the Ohba 'b'.



Dia. IIa

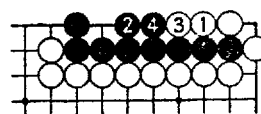


Dia. IIb



Dia. IIc

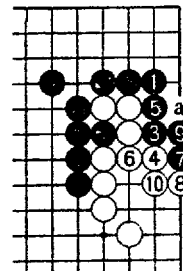
Dia. IIa 1 skillfully prevents 'a' as then Black 'b' captures it. Therefore White has to answer as in IIb or IIc, which are about the same as Black advances to 4.



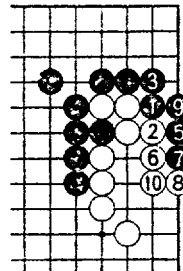
Dia. III

Dia. III Black's answer is the very simple plays 2 and 4 which make it impossible for White to save his three stones, and so Black is able to make his second eye at 3. Playing 2 at 3 leaves White able to play 2 and reduce Black to one eye.

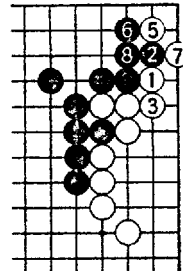
White ought initially to have played at 2.



Dia. IVa



Dia. IVb



Dia. IVc

Dia. IVa Black should simply descend to 1 here, to which White will usually hesitate playing 'a' with gote. That is, Black is promised the further reductions of 3-10 with sente.

Dia. IVb Black's way of reducing like this results in two points less than Dia. IVa.

Dia. IVc If White becomes the first to play in the corner, he will make a 19 point profit, compared to Dia. IVa. Black 4 plays elsewhere for it is his gote to secure the corner with 6 after White 3.

NEW CLUBS AFFILIATED TO THE BRITISH GO ASSOCIATION

Dulwich College Go Club
Sheffield Area Go Club

N.Manton, 25 The Avenue, ORPINGTON, Kent
R.H.Tipton, 326 Millhouses Lane, SHEFFIELD 11

The Secretary of the Liverpool Union Go Club is now Miss. E. ALLISON.
The new address for the Wallasey Go Club is

J.L.Jones, 133 St. George's Road, WALLASEY, Cheshire

REMINDER TO ALL MEMBERS

All subscriptions are now due on the 1st January of each year. So all members who have joined before 1st October 1968 are reminded that their subscriptions will become due on 1st JANUARY 1969 and that they should renew them promptly to ensure receipt of all issues of this magazine.

I (b) BLACK COUNTER-ATTACKS

THESE COUNTER-ATTACKS, usually known as squeeze plays or pincers because of the way in which they constrict white, prevent white making an extension in this direction and thus will be usually played to split two white positions or make an extension from the Q4 corner.

On the other hand they leave the corner wide open and D4 slightly isolated to a White attack. Thus they are potentially aggressive and may cause some quite considerable difficulty for Black should White not play a variation he knows. However if Black is prepared for White's attacks these pincers are indeed a good way of securing an attack on White and, as will be seen, a large potential wall or a secure territory.

1 F3, 2 K3

The most common and, of course, the least severe pincer. It is played most because in 4-7 stone handicap games it will also be an extension from the Q4 handicap stone. Should there be another stone at C4 then all three Black stones will be in an ideal relation to each other. (This formation ought to be aimed at more in handicap games.)

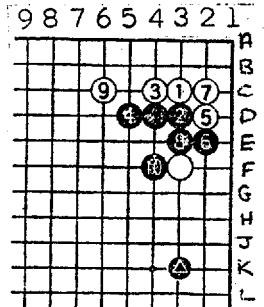
A. 3 C3

This direct invasion of the corner takes it away from Black and in this case must be answered as in Dia. 31.

Black cannot, as in the case of the other pincers (as will be seen in the next issue) play 4 C4, 5 D3, 6 D4 for the White can immediately prevent a suitable extension from this wall by playing 7 C9 or C10 and thus reduce the potential of the wall to almost nothing.

Similarly 8 must not be played at C5 for this would allow White to connect with 9 E2 and gain greatly. 11 prevents White being shut into the corner and if omitted Black could play 12 C5 with sente.

12 is also essential to Black for otherwise 13 F5, 14 D6, 15 C7, 16 D7, 17 D3, 18 E8, 19 F7, 20 D9, 21 C8, 22 E7 leaves Black with a terribly congested shape and White with a few stones which can easily escape. It is also possible to play 12 D6, 13 C7, 14 D7, 15 D8, 16 E8, 17 D9, 18 E9, 19 D10 for Black to protect himself, but this also strengthens White and allows him secure territory whereas in the diagram Black always has the possibility of playing C8 later with advantage (see No.5 P.15).



Dia. 31

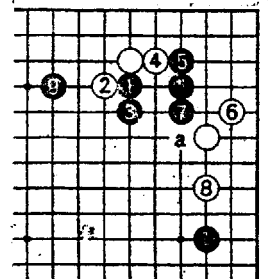
B. 3 C6

This counter-pincer on the black corner stone is very popular as it is not as well known as 3 C3. It threatens to take away the corner, but this is not the main purpose which is to leave Black with a reasonably sized corner and gain viable groups for himself on either side, usually with sente, so that he can make further attacks later in the game.

As when caught in all pincers one correct procedure is to play against the stronger stone. This will strengthen this stone, but as it is the stronger one this does not matter much, and also strengthen Black so that he will be able to attack the weaker White stone from strength and not from weakness.

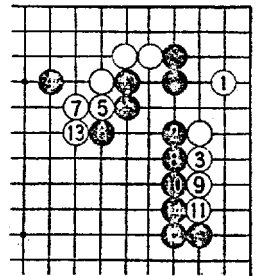
In this case C6 is obviously stronger than F3 as there is a possibility of an extension to C9 so Black plays 1 in Dia. 32. 3,4 and 5 then usually follow (this manoeuver is very common in all parts of the game) and then White has several choices as in Dias. 32-34.

Dia. 32 is not common at all but it is one way of playing. 6 threatens to cut at D5, 7 protects against this in the best way possible, 8 secures a live group and then 9 takes the weak point of the White stones.



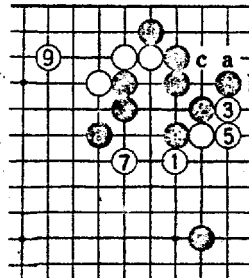
Dia. 32

Dia. 33 is also not played much, but all the moves are forced. 4-7 is the usual sequence played in attacking the upper White stones, and then 8-14 secures Black and constricts White. At the end of this diagram Black is marginally better off than White.



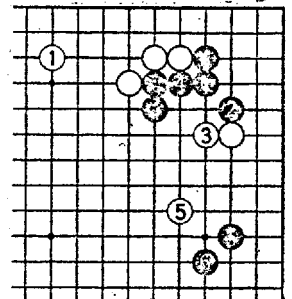
Dia. 33

1 in Dia. 34 is most often played as it introduces complications quite early, and if not correctly answered will usually prove disastrous for the corner. Moves 2-10 are forced. Should 4 be played at 6 then 5 E4; 6-D3 and 7 C9 threatens the cut at D5 yet again. 8 preserves a route to the centre and threatens the cut at C7, 9 responds to this and then 10 is vitally necessary otherwise the later sequence: W at 'a', B at 'b', W at 'c' ensures that White connects with B4 or D3 next and reduces the Black group to an eyeless state.



Dia. 34

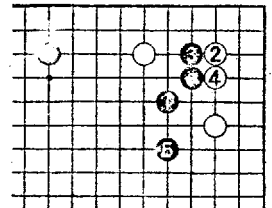
If White plays 7 at 'a' then 8 B4, 9 D1, 10 C7, 11 C8, 12 B7, 13 B8, 14 B6 is also a joseki, though very rarely seen.



Dia. 35

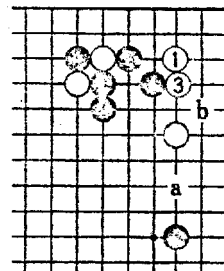
1 in Dia. 35 is easiest on Black as he can happily follow this variation up to 6 to secure the corner whilst leaving three weak White stones to attack later.

One move White cannot make is to cut directly at D5, for then Black plays at E4 and is very pleased to give up two stones if necessary to run along the fourth line and capture F3 and a large territory.



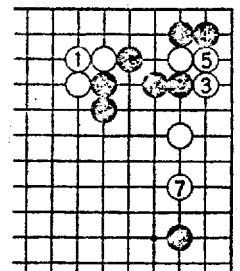
Dia. 36

Another easy method is as in Dia. 35 (NOTE: the direction of approach to the corner is reversed). 5 should not be played at G4 to capture the White stone directly because then White can constrict Black severely to almost nothing by playing at D2 next with sente.



Dia. 37

Dia. 37 is also played quite often as it destroys the corner immediately, then 2 is absolutely vital and 3 forces 4. Black can later threaten to play 'b' with sente by playing at 'a'.



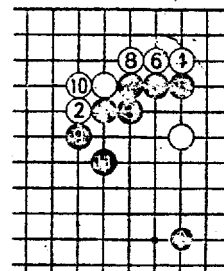
Dia. 38

White can also play as in Dia. 38 in which all the moves are forced. Note that White cannot cut with 9 C4, 10 B4, 11 B5, 12 D5, 13 B6 or 9 B4, 10 C4, 11 B5 as then E2 captures the White stones in return.

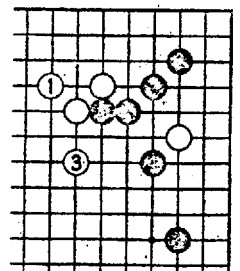
C. 3 D6

The most severe pincer of the corner as it leaves Black less room for manoeuvre and though it seemingly threatens the corner less than C6 in fact the usual result is that Black loses the corner but captures the F3 stone and thus gains a compensating territory.

Dia. 39 shows one result after playing against the stronger stone with 4 E6. As can be seen White has dived straight into the corner, after first exchanging 2 for 3, and taken quite a large corner but losing one stone in the process because of the marked Black stone. If instead of 2 in the diagram White plays at 4 the sequence B 5, W 6, B 7, W 8, B 10, W F3, B E6 is correct for Black.



Dia. 39



Dia. 40

Dia. 40 is also possible, and very rarely seen, but is not so good for White as Black retains the corner with 2, takes the side and F3 with 4.

