

BRITISH GO JOURNAL

Technical Editor: John DIAMOND

Volume 1 Number 4

Supervising Editor: John BARRS

MARCH 1968

CORRESPONDENCE TO John Diamond, Trinity College, CAMBRIDGE

Price: 1/6

TO ALL BRITISH GO ASSOCIATION MEMBERS

We regret that the price of all back numbers of the "GO REVIEW" will in future be 5s. each, and no reduction will be available for buying three or more copies at a time.

The Annual Accounts for 1967 are on the next page.

All nominations for the offices of President, Secretary and Treasurer must be sent in writing to The B.G.A. 12 Third Ave., Wembley, Middx. with seconders, at least one week before the A.G.M., which will be held in Oxford on 24th March. (See our last issue.)

NEWS (1) LONDON

The London Go Club moved to "The Duke of York", 35 New Cavendish St., W.1 on the 16th February. This is three minutes away from the old premises. The meeting times are unchanged; Mondays and Fridays 7-11 pm.

NEWS (2) BRISTOL

The Bristol Go Stone tournament has been won for the second time running by R.Hays. The competition was run as a Swiss Tournament, the draw being made after every round between winners and losers. The decisive game was in the fifth round when A.Smith resigned against R.Hays, giving him five straight wins.

The Bristol Club is sending 10 players to the Oxford Congress.

A club is also in the process of being formed at Bristol University.

NEWS (3) W. GERMANY (12th European Go Congress)

Readers are reminded that if they wish to occupy the cheap accommodation available at the European Congress to be held in W. Berlin from 23th JULY to 8th AUGUST their entries must be received by 31st March. For entries received after this date only boarding house or hotel accommodation can be arranged by the organisers. For further details see our last issue.

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

This annual tournament, for teams of four, is being held as usual in LJUBLJANA over the Easter weekend, 12th-14th APRIL. The entry fee per team is 40 New Dinar (about 27s.) and there will be 4 rounds, for the 16 teams in the top group, spread over the Saturday and Sunday.

Accommodation is available from 40 Dinars upwards per day, including all meals. All entries must be sent to

Peter GASPARI, Beethovna 4, Ljubljana, Yugoslavia.

The closing date for entries is 20th MARCH. Further information is available from John Diamond.

NEWS (5) JAPAN

Rin Kai Ho (Meijin, see No.1 p.13 and No.2 p.17) was promoted to 9-dan on 22nd October last. Promotion of professionals is decided by the results

CONTINUED ON P.53

EDITORIAL

With this issue we conclude our first year of publication. As you can see we have been steadily improving the contents and presentation, and now for the first time we are able to have diagrams to supplement the text.

The process by which we are able to reproduce the diagrams etc. is of course more expensive than for ordinary type alone, but we feel that the extra expense will be well worthwhile.

We would like to thank all those who wrote in to answer our questionnaire. The comments have been especially useful and, we are glad to say, we have been able to incorporate some of these suggestions into this issue (e.g. the problem corner).

We hope to continue the improvement of this magazine, and that it will help all players, and encourage the spread of the game.

The next issue will be out about the 14th June. All news etc. for publication must be received by the 1st June.

John Diamond

BRITISH GO ASSOCIATION ACCOUNTS FOR 1967INCOME AND EXPENDITURE FOR YEAR

Sundry Expenses (Postage, stationery etc.)	36	4	7	Subscriptions (reduced owing to change in accounting methods)	33	17	3
E.G.F. affiliation fee	4	4	0	Profit on sale of sets and literature	60	15	5
British Go Journal (2 issues)	22	12	1	Interest on Deposit A/c	6	6	0
Surplus for year	37	18	0				
	<u>100</u>	<u>18</u>	<u>8</u>		<u>100</u>	<u>18</u>	<u>8</u>

BALANCE SHEET AT 31.12.1967

Fund at 1.1.67	352	19	1	Stock	30	0	0
Surplus for year	37	13	0	Cash at Bank:			
Subs. in advance	12	17	6	Deposit A/c	306	6	0
Sundry Creditors	11	11	2	Current A/c	33	19	9
	<u>425</u>	<u>5</u>	<u>9</u>		<u>425</u>	<u>5</u>	<u>9</u>

MAGAZINE ACCOUNT: Income and Expenditure for year

Stock @ 1.1.67	13	17	6	Subs. in advance @ 1.1.67	36	3	4
Payment to Minon Kiin for 1967 magazines, including £6.1.5 extra arising on devaluation	64	4	9	Cash received	80	15	0
Less: Stock @ 31.12.67	9	15	0				
	<u>63</u>	<u>7</u>	<u>3</u>		<u>116</u>	<u>13</u>	<u>4</u>
Sundry expenses	3	7	3	Less: Subs. in advance @ 31.12.67	24	15	10
Net Surplus for year	15	7	7		<u>92</u>	<u>2</u>	<u>6</u>
	<u>92</u>	<u>2</u>	<u>6</u>				

MAGAZINE ACCOUNT: Balance Sheet at 31.12.1967

Reserve Fund @ 1.1.67	106	6	1	Stock @ 31.12.67	9	15	0
Less: Due for 1966	55	19	3				
	50	6	5				
Surplus for year	15	7	7	Cash at Bank and in hand	140	12	1
Subs. in advance	24	15	10		<u>150</u>	<u>7</u>	<u>1</u>
Due for 1967	59	17	3				
	<u>150</u>	<u>7</u>	<u>1</u>				

2 e3, 3 f3, 4 d3

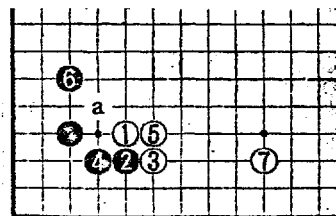
2 is played with the intention of taking the corner, and if he can play at d3 next, before W plays here again, he will be able to take away any possible base for the W stone and chase it with profit.

3 aims at making an extension to k3 or l3, and thus gain a stable and worthwhile position along the s side, however B also has an easy time of it in securing the corner and expanding along the e side.

After 3 some sort of connection between c4 and e3 is essential; for otherwise 5 d3 captures the corner from B. 4 e2 is also recognized as a possibility, but is rarely seen now as it leaves W with sente. 4 d3 now threatens the direct cut at f4 next, and W will usually protect this immediately with 5 f4 or g4. (In some recent master games this connection has been left out deliberately, but this is very advanced play.) For a very good discussion of the relative merits of each of these in a common situation see GO REVIEW Sept. 1967 pp.53-56.

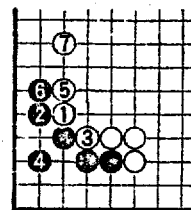
A. 5 f4

This promises an extension to k3, which is not as far as after 5 g4, but it leaves fewer weaknesses behind for B to exploit. The decision as to which move to choose rests mainly on the situation in the se corner. For instance, if there were B stones at q3 and q5, 5 g4 would be best so as to prevent B making the very good extension to m3. Then Dia. 1 nearly always follows naturally. Sometimes 6 is played at 'a' if there is a "low", or third line, B position in the nw corner.



Dia. 1

It is sometimes good for B to deny W his extension to k3 with 8 k3, and then W will gain great central influence by playing as in Dia. 2. 4 played at c6 would be a mistake as then 5 c3 captures the corner.

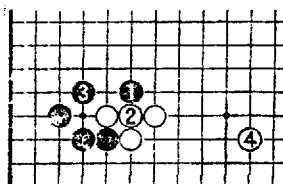


Dia. 2

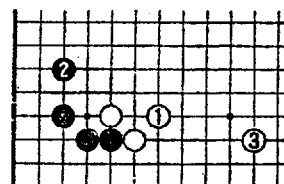
B. 5 g4

This promises an extension to l3 if B plays either of the joseki in Dia. 3 or Dia. 4.

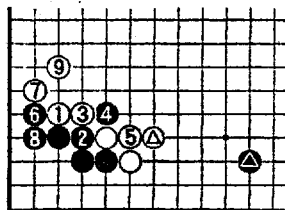
Dia. 4 takes more influence on the w side, but it removes W's weakness at h3 in Dia. 3. Later W may push through at e5 and then B should simply answer at d6, for e6 involves some difficult fighting for B, and he may lose the corner.



Dia. 4



Dia. 3



Dia. 5

Again, and this is more frequently played than after 5 f4, B can play to spoil W's extension with 6 l3, and involve himself in a complicated fight.

Dia. 5 is one easy variation, but should W's 9 be played at d7, then: 10 e6, 11 g6, 12 e7, 13 d8, 14 e8, 15 d9, 16 g8 can follow now, or B can leave the threat of separating W's groups with e6 for an advantageous moment later in the game.

Playing the same sequence as in Dia. 2 would not be good in this case because the B stone marked with the triangle is one point further away from the W stones, and the influence is somewhat larger because of the W stone similarly marked.

EUROPEAN CHAMPIONSHIP Game No.2

This game, published in our second issue, has now been published in the GO REVIEW Oct. 1967, with comments by a professional master.

I(b) BLACK EXTENDS ON THE WEST SIDE Continued (1 f3, 2 d6)

d6 is the most popular play now because its aggressive intent is in keeping with modern thinking about the potential of the handicap stone. For you may have noticed that there is no one move which, together with the handicap stone, will secure the corner. Hence the handicap stone must be regarded as offensive and not defensive, gaining territory, in intent.

1. 3 k3

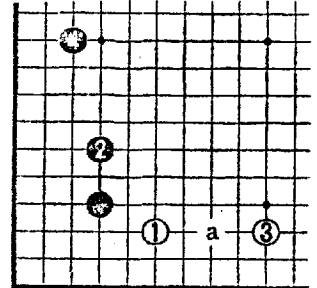
This is, as you can see, one point further than the safe extension to j3, but should B dive in at 'a', without securing the corner, then W can immediately counterattack with 5 c3, taking the corner and B has not gained out of his invasion.

Hence B must play as in Dia. 1 and watch for an opportunity to secure the corner with d2 or d3, and then threaten to play at 'a'.

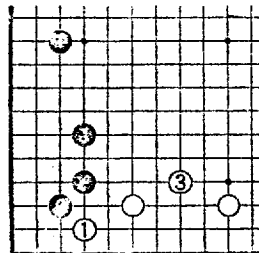
Usually W will not wait for this and will safeguard his extension with Dia. 2, or take away the corner from B with Dia. 3-6.

Dia. 3 is usually played in the latter case, because c10 is there, and this gains secure territory. Later b4 is very valuable for either player, as it is worth about 10 points.

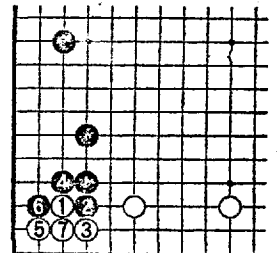
Dia. 4-6 should only be played



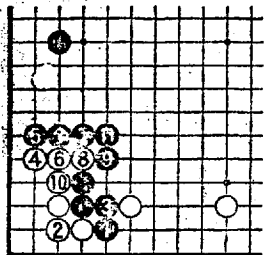
Dia. 1



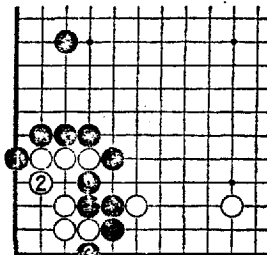
Dia. 2



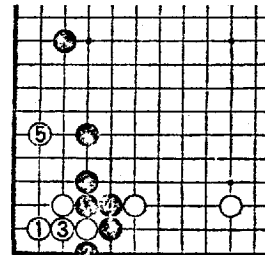
Dia. 3



Dia. 4



Dia. 5



Dia. 6

if f3 and k3 can be very strongly attacked. Apart from this Dia. 4 is good for W because of the overconcentration of B forces. Dia. 5 shows that B kills the corner if 10 is omitted.

Dia. 6 shows

another standard variation. This would normally be played if c10 and k4 were not there, or if B had a stone near k3.

2. 3 d2

Usually played if W only wants to extend as far as j3. For instance, if there is already a B stone at l3. This is because if 3 j3; 4 e3, 5 f4 and W is forced into overconcentration early on, something which he wants to avoid. It does, however, allow B a little more security.

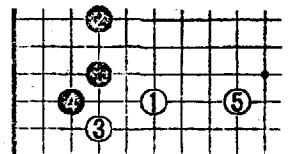
A. 4 c3

The recommended reply because it is so simple.

Dia. 7 is the joseki and 6 may be at c10 or elsewhere.

B. 4 h3

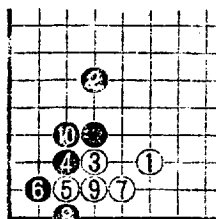
Rarely seen and not advisable as it gives up the corner easily, after e.g. 5 c3, 6 e3, 7 e2, 8 f4, 9 f2, 10 g4 and it can become somewhat complicated. (Compare with 1 f3, 2 c6, 3 d2, 4 h3.)



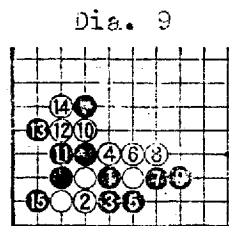
Dia. 7

3. 3 d3

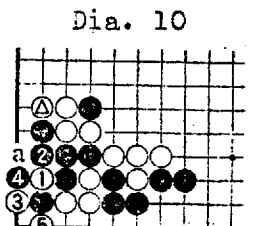
Used mainly to test B's reaction (see the Raising Your Strength article in this issue) and also to stabilise f3



Dia. 8



Dia. 9



Dia. 10

PLAYING WHITE FOR THE FIRST TIME

SOME OF US LEARNED TO play Go with a friend who knew no more about the game than we did. We began playing even games - usually one big battle - and after several years of learning the hard way we found others who played Go.

This is not the usual pattern now, especially in the larger clubs. Most players learn from someone who gives them nine stones, and it is some time before they can even play with eight. After 10, 20 or 50 games with a big handicap a revolution occurs: they have to give a handicap, and play white. The effect can be paralyzing.

For a beginner playing white for the first time the question is: "What do I do now?" He is accustomed to mark out territory and defend it, yet everywhere he looks black is there first. In this article we shall outline a few general lines for white to proceed upon, with some concrete suggestions. For those not yet playing white this may be instructive - to be forewarned about white's thinking in his struggle against you.

If you are playing white, you are probably superior in knowledge of theory and openings, and in experience in handling complicated situations. Our general procedure will be to explore first the extent of our advantage in knowledge, and exploit it. If black's advantage can be neutralized strategically, so much the better. At the same time, we should lose no opportunity to draw black into close fighting, where the advantage of his handicap stones in other sections is not yet felt.

Opening in the Corner

Our first step will be to test black's knowledge of corner play by trying several different openings in the corners. If black fails to answer correctly white can pursue the general ideas shown below.

(1) 1 d4, 2 f3, 3 c7, 4 c9, 5 d3, 6 f5 (see No.3 p.32). Should black omit 7 d6 or e6, he would leave the corner open to an effective invasion at c5. White knows this, but doesn't necessarily leap in immediately black doesn't answer. Instead he might continue 8 e7, and proceed to seal off the corner from the centre. His thinking is this: if black doesn't recognise his omission now, he probably won't see it later. If black assumes the corner is safe, the invasion will be all the more severe later, when he is entirely cut off from the centre. At the same time 8 e7 has another purpose, looking for territory on the west side, and is therefore a sound play.

(2) 1 d4, 2 f3, 3 e3, 4 f4, 5 d6, 6 c3, 7 c7, 8 d8 (see No.1 p.12). 7 c7 is not good in this case because it contradicts the aggressive intent of 5, and it also develops strong white groups on either side whilst leaving him with weak points at c3 and c5. Even after 9 f6, white has the possibility of invading the corner with 10 e5, 11 e6, 12 c5, 13 d5, 14 b7, 15 c6, 16 c3, 17 c4, 18 b5, 19 b4, 20 b6. The black groups can be successfully attacked, and here too timing is important in staging an invasion. If black assumes that his arm into the centre is based on a perfectly safe group he will not be too anxious to connect up to other armies.

(3) 1 d4, 2 f3, 3 f4, 4 g4, 5 f5, 6 d3, 7 e3, 8 e2, 9 e4, 10 g2, 11 c3, 12 d2, 13 c7, 14 c9 (see No.1 p.11). This secures the corner, but we have seen that c10, not c7 or c8 is the best play for black's final extension for otherwise his wall counts for nothing. But most beginners are too timid for this play, and are content with c3, c7 or even c6! As a result white can feel that he has made a real gain with c9, though of course there is no hurry about this move. In playing a weak stone black has incurred a loss which cannot be regained.

(4) 1 d4, 2 f3, 3 c7, 4 c3, 5 d3, 6 c4, 7 c5, 8 d2, 9 e2, 10 c2, 11 e3, 12 b5, 13 d6, 14 b6, 15 b7, 16 c6, 17 d5, 18 d7 (see No.3 p.33). 15 b7 is misguided as it allows white to cut the two black armies uncc-

cessarily, and involve black in a fight for one or other of his groups.

In considering a cut it is important to judge black's reaction early on in the game, and study his weaknesses in the handling of these situations. The cross-cut joseki: 1 d4, 2 f3, 3 c7, 4 d3, 5 c3, 6 c4 (see No.3 p.34) is most useful for this purpose. If black knows this joseki, especially the vital move 7 d5, the chances are that this same cutting maneuver will not prove helpful elsewhere. Yet white has done no great harm by this experiment. But if 7 c5 or e3, it indicates that he doesn't know the principle "Be the first to double a stone in a cross-cut" and white can slash away like a madman with good results elsewhere.

These examples illustrate the type of weaknesses white should explore in black's understanding of joseki.

- (1) Failure to extend into the centre
- (2) Failure to secure the corner
- (3) Failure to expand far enough from a strong wall
- (4) Failure to connect groups together

White can take advantage of these omissions as shown above. Note that in most of these cases white's plays are not especially bold. White's weakness to be guarded against is that he is playing from both sides, and a vigorous attack by black might capture one or the other. It is unlikely however, that black will be able to seize this advantage properly.

Overall Opening Strategy

We now come to the question of fuseski. Even if black knows his joseki white can usually rely on gaining ground in forming territory over the whole board. It stands to reason that white must often extend himself further than he would normally. Sometimes this means wider extensions, and sometimes larger jumps towards the centre, although this type of play requires considerable skill to defend.

However, there are many openings where white does not play boldly, yet by systematically playing against each black corner in turn he builds up enough territorial potential to neutralize black's handicap. Here is an example of just such an opening in a five stone game, between players of moderate strength, which, because of its simplicity, serves to illustrate the principle involved here: 2 c14, 3 c15, 4 d14, 5 f16, 6 h17, 7 g15, 8 f13, 9 d18, 10 h15, 11 g14, 12 c10, 13 c7, 14 c17, 15 r13, 16 f3, 17 d3, 18 f5, 19 e6, 20 n4, 21 q6, 22 r3, 23 p3, 24 r11, 25 q17, 26 o15, 27 p14, 28 s3, 29 s4, 30 n3.

Black has played with reasonable correctness and white is disappointed if he hoped to seize any corner immediately. Yet since white has maintained the initiative the potential score is now almost even, if white were to be granted all his claims. White threatens to enlarge his upper and lower sides, but black has no obviously expandable territory.

The principle white followed here was to make use of as few stones as possible to wall off territory, but this leaves his potential rather thinly guarded, and thus as white gives up sente he awaits black's invasion. He does not fear an invasion - rather he hopes for one.

Inviting an Invasion

Black can simply press down on each white position in turn with e10 or d11, k5, q10, c14, l14 and h14. These are all powerful sente plays which would constrict white, connect all the black groups to the centre, and possibly collect 10 or 20 points in the centre. From this point of view the white game is weak and black has nothing to fear.

However white hopes for a deeper invasion, such as k4 or l15. With correct play by black these are also perfectly good, but they may involve black in some complicated fighting. Take 31 k4 for example. White will probably decide to connect his stones with 32 k2, and black will follow up non-aggressively with: 33 j3, 34 h2, 35 g4, 36 f4, 37 k6, 38 f6, 39 k3, 40 h14; to make all his stones secure.

White has apparently given up much territory, but he has some hopes for the future:

- (1) cutting the so corner off from the centre by attacking at r3 and r5;
- (2) attacking the similar weakness in the nw corner;
- (3) pressing on the ne corner, and increasing his territory with ol4;
- (4) using the above threats to cut off the centre group, or by this threat win the corner.

Thus we can see how a pedestrian white game, full of weaknesses, can give a great deal of hope to white should black make an ill-advised move.

Much more can be said on the question of white invading black territory, and it must be remembered that white will have to adjust his method of play to the skill of his opponent, and his need for reducing black's advantage in points. Similarly much can be said about counting; not only on how to count, but also when and why to do so. Some of the advantages to be derived from counting are not immediately obvious as well as the difference in actual play determined by the count. We hope to devote a future article in this series solely to this subject.

Closing up on the Second Line

White can expect to reap 10 or more points by being the first to make the big sente plays on the second and first lines. He should recognize the time to make these before black does, and even if he is wrong, the chances are that black will not challenge his decision. Looking at the game discussed previously it will take a good deal of confidence by black to ignore a play at p18 at this early stage of the game. White can also expect to play s12, o2, e2 and b8 before black.

The question for white is thus not usually whether black will respond to these plays. The point is that once white settles these open areas, he has much less chance of capturing the corner, by sound or unsound means. He should not play p18 until he has abandoned hope of capturing the black corner, because he may want to follow plays at r15 or s16 with r18. When a careful count has convinced him that he does not need a black corner to win, then it is time to make these second line plays.

Searching for Weaknesses

Let us suppose that black has defeated all white expectations by sound play in the corners, leading out to the centre, avoiding complications, and is comfortably ahead. White will now begin to search the board for any weak black connections that he can cut.

Typical examples of these are: the one point jump surrounded both sides (see No.1 p.7-3); the keima (see No.1 p.8); a too-wide extension (invading at k3 an extension h3-m3, see No.2 p.24 for correct size extensions). There are of course many other types of weakness that white must search for, but these are the easiest to catalogue.

Those weaknesses mentioned above are mainly confined to the early part of the game, but there are many that occur in the middle game; such as snapbacks (e.g. B at a3-a10-b8-b10-c8-d8, W at a7-a11-b7-b11-c7-c8-c10-c11 white can play 1 b9, 2 a9x, 3 b9x) etc.

Timing

In all these cases the time to take advantage of these weaknesses needs careful consideration. Take as an example the position B at g8-h3-j2-k3-l3-m4, W at g4-h4-j4-j3-k4-l4-p5. If white is to take advantage of it, it must be early, while the sequence 1 k2, 2 l2, 3 h2, 4 k1x, 5 g2 is still effective. Another possibility would be 1 l2, 2 g2, 3 k2, 4 h1x, 5 m3, 6 l2, 7 a2, 8 k1x, 9 n2x. But once black has played m3 or f3, or any similar move in the vicinity, the opportunity vanishes. In other words, there are times when you cannot rely on the fact that black hasn't seen the weakness: the normal course of play will wipe out the chance.

Never Give Up

One of the best weapons in white's arsenal is persistence. Remembering all the games he has lost in the last stage, he is not quick to throw in the towel. When orthodox moves fail him he tries the unorthodox

He turns disaster into victory by a readiness to change his plans, by shifting the focus of his attention more easily than his opponent. He plays on top of black, under black, over black if necessary, to shake the established patterns which the weaker player relies upon. However, there are some tactics which are generally felt to be legitimate and dignified, and others beneath the worth of a Go player.

It is sound play to confuse the opponent by switching rapidly to different parts of the board. It is sound play to test your opponent's ability to defend his territory, and take it away from him if he cannot. It is sound play to throw down a stone rapidly and firmly at a critical point. To intimidate your opponent by the rapidity and sureness of your moves is certainly legitimate.

But it is not sound play to try and confuse him by anything you say, or try to hurry him in a moment of crisis by showing impatience. It is not sound play to make a whole series of useless moves, filling in neutral points, hoping that he will not see the one connection he is forced to make.

We hope that this study will prove helpful in building confidence in the rank beginner. This article reflects the game of Go as it is played; not as an exact science, nor a precise discipline; but as an expression of our common strengths and weaknesses. If it leads to more of the former, fewer of the latter, it will have accomplished its chief aim.

CONTINUED FROM P.46

easily and quickly. (Compare with 1 f3, 2 c7, 3 d3.) 4 c3 is again the only answer. 5 c4 is rarely played because 6 c5 is very effective, and so 5 c2 is the usual answer.

A. 6 b2

This is the simplest reply, and is very strong. B should not be discouraged from this because it leaves a number of cutting points, but should resolutely play it because it exposes W's weakness at d2. So W's only reasonable course is to play as in Dia. 3.

B. 6 c3

This is occasionally good, but it is not to be recommended as it is much more complicated than Dia. 3, and the benefits are not so large. W should follow Dia. 9, and B must remember that after W has added the marked stone W can force a ko in the corner for life or death by Dia.10.

HANDICAP JOSEKI INDEX (4)

	54	54a	54b	54c	54d	55	56	57	58	59
1	f3					-	-	-	-	-
2	d6					-	-	-	-	-
3	k3					d2	-	d3	-	-
4	<u>c10</u>					c3	h3	c3	-	-
5		d2	c3	-	-	j3	c3	c2	-	-
6		c3	d3	-	-	<u>c10</u>	e3	b2	e3	-
7		h4	d2	-	-	-	e2	e2	d2	-
8			c4	e2	-	-	f4	c1	e2	-
9			b2	b2	c2	-	f2	d2	c4	e4
10			b3	d1	e2	-	<u>c4</u>	<u>c4</u>	e4	f2
11			c2	c2	b5	-	-	-	c5	f4
12				e3	b6	-	-	-	<u>c6</u>	e3

Underlines denote a temporary, or permanent, halt in play.

SH'CHO The ladder. A situation in which an inner chain of stones is constantly in atari, the formation making a pattern like a flight of stairs.

EUROPEAN CHAMPIONSHIP 1967 Game No.3

Black: Max REBATTU (Class 13, Holland)
 White: Eduard EKART (Class 14, Yugoslavia)

Round 6 17.9.67
 White receives 5 komi

Comments by Mr. Nagahara (3-dan professional) are followed by (N).

1 r16 2 d17
 3 r3 4 d3
 5 p17 6 r10
 Unusual as it allows B to fortify two corners, a thing that W doesn't usually want as it is too passive. But with a komi of 5 pts. this is now regarded as acceptable.

7 c15 8 d12
 The most popular reply.
 9 d16
 Rebattu uses this joseki a great deal as it is basically territorial.

10 c17
 If c17 then 11 e17, 12 e16, 13 e13, 14 d14, 15 b17, 16 c16 17 d15, 18 b16, 19 b15, 20 b18 (d18 is impossible as b18 kills the corner), 21 f15 is joseki (N) This gains the central influence for if now f16, 23 g16, 24 f17, 25 g17, 26 f18, 27 g18, 28 d18, 29 e15, 30 f19x, 31 h14 and B has gained more than the sacrifice of two stones.

11 c17 12 c18
 13 b17 14 h17
 This or g16 are the accepted plays.
 15 c5 16 c3

This balances the "high" play at d12, but doesn't gain territory.
 17 d4

Another possibility is: 17 f5, 18 g3, 19 c10.

18 e3
 19 c3 20 c2
 21 b3 22 g4
 23 e16

This is the usual follow up, because though it strengthens W it enables B to invade at c10 next.

24 f16
 25 f15 26 g16
 27 c10

Good (N) This splits W into two.
 28 d14

No good. Better 28 d10, 29 c11, 30 d11, 31 c12, 32 c3, 33 d13 OR 28 d10, 29 d11, 30 e11, 31 c11, 32 d9, 33 c12, 34 b2 with equal chances (N) The text move only weakens the W stones and strengthens the B ones.

29 e14 30 c14
 31 e10 32 e13
 33 f13 34 f12
 35 g13 36 g12
 37 h13 38 h12
 39 j13

If W bends here with his next move the B group is in very serious trouble and may die.

40 d9
 Bad. Best is 40 b15, 41 c16, 42 e8, 43 g10, 44 j12 (N)

41 e11
 Best is d10 (N) and wait to attack W more strongly.

42 e12
 43 c11 44 f9
 45 b13

No good, e9 and cut at f3 first (N)
 46 b14
 47 e9 48 e8
 49 f3 50 e7

50 g8; 51 f7, 52 e7, 53 g9, 54 f10, 55 f11, 56 g10, 57 g11, 58 h10, 59 h11, 60 j11, 61 j12 and B kills W.
 51 g9 52 b13
 53 c16 54 j12

See comment on 50.
 55 f10x 56 k13

No good. b2 is best, or safer and still better f3. This is useless for 57 j15, 58 k14, 59 b13, 60 d13, 61 k15, 62 k17, 63 e15 and 64 k12 (N)

57 b13 58 d13
 59 k14 60 l13

60 j14, 61 j15, 62 h14, 63 h15, 64 g14, 65 g15, 66 f14, 67 e15 is much better! (N)

61 k16 62 b2
 63 c7
 63 f4, 64 f3, 65 f3 is better (N)
 64 b7
 65 b6 66 d7
 67 c3 68 b8

Bad. He must play f3 to secure his stones, and let B live (N)

69 f6
 Now f4 should not be played first (see comment on 63) as B has fewer liberties (N)

70 f7
 71 f4

Poor. g7 kills the W stones; for if 72 e6, 73 e5, 74 f5, 75 g6, 76 e4, 77 d5, 78 b4, 79 b3, 80 c4, 81 a7, 82 a3, 83 a6, 84 a5, 85 c9 (N)

72 g7
 73 f3 74 h8x

f2 is a must now, to save the four corner stones (N)

75 c13 76 d13
 77 j10 78 h10

Keeping B shut in, and trying to kill him.

79 h9 80 j9
 31 j8 32 k9
 83 g8 84 h7
 35 h11 86 k10
 87 b9

Bad. First play 87 j11, 88 g11, 89 g10x, 90 k11 (otherwise B will escape to the centre) and now k9 (W) 83 q4

W is aiming to gain some central territory with the help of the stones around k10.

39 q3 90 p4
 91 s5 92 r3

The usual joseki is at q7, but as there are stones at r10 etc. this may be better.

93 f2

Otherwise the W stones could live. 94 r14

No good. The vital point for either player is k18; then 95 l14, 96 n18, 97 n16, 98 p18 OR 95 l14, 96 n18, 97 q18, 98 g15, 99 j15, 100 o16, 101 o17, 102 n17, 103 m16, 104 n16, 105 b19, 106 p12 (W) Both these sequences are better than allowing B to play k18 for then the W group is forced to make eyes immediately.

95 j18

k18 is better (W)

96 j15
 97 j14 98 k17
 99 j17

Best is 99 l17, 100 j17, 101 l16, 102 l18, 103 m18, 104 k18, 105 n14 increasing his territory well (W) 100 j16

101 k15

If 117; then 102 k15 and 103 l14 are forced or the group is lost. 102 l17

103 h15 104 h16
 105 h18 106 g18
 107 g15

Now the B army lives with sente.

108 f18
 109 l4 110 l6
 111 s6 112 r7
 113 o14

A deeper invasion at o13 or p12 may be possible in order to reduce the W central territory.

114 o12

In the protection of territory under a reduction from the outside it is better not to approach the invading stones too closely, otherwise a disadvantageous fight is likely to develop and reduce the territory more than necessary.

115 n4

Best is 115 o3, 116 o4, 117 n3 but this leaves a very large territory for W (W)

116 p3

117 j4

No good. Better is 117 m6, 118 u7, 119 n6, 120 n7, 121 k6, 122 k7, 123 l5, 124 l7, 125 j6 capturing g4 and reducing the W area (W)

118 c12
 119 b12 120 j11x
 121 g10

Otherwise the B stones die.

122 k5
 123 k4 124 m5
 125 m4 126 h5

Saving g4 with sente.

127 g3 128 r4
 129 s4 130 p2

Threatening plays at m1 and s2.

131 s7 132 s9
 133 r1 134 m1

This large knight's jump along the edge of the board is called a "monkey jump". It is usually sente and is worth 8 or so points and hence should be played fairly early on in the yose (end-game).

135 m2 136 n1
 137 o5 138 o6
 139 p13 140 q12
 141 p12 142 p11
 143 q18 144 r13
 145 o11

Threatening to play q11 next.

146 p10
 147 n12 148 o10
 149 n11 150 p16

This can connect with 117 or r14.

151 q16 152 o17
 153 o16

B enters byoyomi with this move and thus has only 1 min. per move for the rest of the game as he has used up his allotted three hours.

154 p15
 155 o15 156 q15
 157 r15 158 q14
 159 n17

Very bad. r12 or p13 is essential (W)

160 q17
 161 o18x 162 r17
 163 s17

If r12; 164 s12, 165 q11x, 166 s11, connecting (W) But this is better than the text as q12 is captured.

164 s13
 165 q18 166 r18
 167 s16 168 t17

s15 would not, of course, kill B.

169 r12 170 q11
 171 p6 172 n5
 173 r8 174 o8
 175 r5 176 q5
 177 o4 178 p5
 179 s6 180 r9
 181 l1 182 o2
 183 n2 184 o1

CONTINUED ON P. 54

135 l2	136 n10	229 m17	230 l16
137 o7	133 n6	231 j10	232 a9
189 q7	190 q6	233 a10	234 a3
191 p7	192 n7	235 c9	
193 p3	194 q9	This is forced, otherwise 236 a14,	
195 r19	196 s15	237 a13, 238 b10, 239 l11x, 240 c9	
197 s19	198 t16	and the B army has only one eye.	
199 l11	200 k11		236 m4
201 j5	202 j6	237 m3	238 l19
203 l5	204 k6	239 t9	240 t10
205 m13	206 k18	241 t8	242 m19
207 b19		243 n19	244 n15
Gaining at least two points.		245 n14	246 p14
	208 e5	247 o13x	248 h10x
209 e4	210 a13	249 l13	250 k19
211 a11	212 h4	251 j10x	252 a14
213 h3	214 d15	253 a12	254 h10x
215 e15	216 f5	255 c19	256 g11x
217 l12	218 k12	257 d19	253 e19
219 l10	220 l9	259 d6	260 e6
221 m10	222 m9	261 a16	262 b16
223 q2		263 a6	264 p9
This is now played as sente because		265 q1	266 o3
of the few extra moves B threw in		267 n3	
W's territory earlier.			

WHITE WINS BY 7 pts.

The discrepancy in the score is due to the player's errors in recording.

	224 o8
225 m13	226 m15
227 m14	228 m16

CORRECTIONS TO No.3

- P.34 Line 11: After 10 c2 insert 11 e2, and alter the numbers of the rest of the sequence by one.
- P.39 Insert moves 48 n5, 49 m2, 50 o4, 51 o3.

NEWS, CONTINUED FROM P.43

of a special tournament (Oteai) held annually, in which all the professionals play a series of games under handicap.

The Ju-dan (10-dan) Title Final has reached a crucial stage (as at 28th November). Fujisawa Kosai (9-dan) having qualified to play Sakata (Honinbo) by beating Takagawa twice in the Challengers' Tournament, won the fourth game of the five game series to make the score 2-2 on the 28th November.

The Ju-dan Challengers' Tournament is peculiar in that it is a knockout tournament, but all the players who lose one game go into a separate tournament and then the two winners play to decide the challenger to play the Title holder. As is usual now a komi of 5½ points is given by Black to equalise Black's initial advantage. The time limit for this tournament is 6 hours each, and 8 hours each in the final.

THE RELATION BETWEEN JAPANESE AND EUROPEAN RATINGS

<u>European Class</u>	<u>Japanese Rating</u>	
14-15	3 DAN	On the Japanese system the difference between each dan or kyu is one stone, and on the European system the difference between each class is ½ stone.
16-17	2 "	
18-19	1 "	
20-21	1 KYU	
22-23	2 "	
24-25	3 "	However professionals are rated on a different system, which separates each dan by a third of a stone and 1-dan professional is better than 5-dan amateur.
26-27	4 "	
28-29	5 "	
30-31	6 "	
and so on		

by NONINBO SHUSAI

1 r16 2 q1
3 p16

This is a good play, restricting this area to fewer possible alternatives. Should B desire an alternative, 3 c15 would be the logical play. Then if W attacks at 4 p17, B could fortify at 5 d17 which would suggest a later squeeze attack at 7 l17, thus serving as a potential threat against p17. Should W attack at 4 d17, B could play 5 d3 forcing d17 into a similar precarious position; by way of B's fortifying at p17 together with a later squeeze threat along the n side.

It should be noted that if 3 d17 B would incur a great disadvantage in later developments. Let us see what would happen in such a case.

W could attack d17 with 4 d14, and if B counters with 5 f16, W would throw B's formation off balance with 6 d3. Or W could attack with 4 c15, and then follow 5 c5 with 6 e4, 7 d3, 8 c3, 9 d2. Then W would seize the initiative by 10 p17, thereby making possible a more widespread strategy over the board.

It should be remembered that such a broadening of the field of battle tends to minimise B's initial advantage of having played first.

4 e17

This makes it possible for W, in the event that B counters with c16, to jump to 6 l17, thereby seeking to dominate the n side.

5 d3

This is a common play in occupying the vacant corner, and follows the general principle of taking corners, sides then centre. B could equally well have played at 5 e3.

6 c5

A play in this corner is now absolutely necessary. Should W fortify with 6 c16 instead, B would fortify in the sw corner, thereby producing a double fortification which would be disadvantageous to W as he must play more aggressively in the fuseki. W's offensive against d3 might have been 6 d5 or d6 instead.

7 c9

This B squeeze play has the subtle threat of a later play at d15, which would press upon W's corner position. W might play a counter squeeze at 8 g3. Should he instead fortify with c16, B would have the

advantage of playing 9 c4.

Let us dwell briefly on the significance of c9 as a potential pressure on e17: 9 d15 would be followed by 10 c16, 11 c15, 12 b16; or 12 d16, 13 e15, 14 f16. In either case, B would have secured a large territory along the w side. This is a development which used to occur frequently.

8 c3

W chooses to fortify his position with this play. It prevents a B play at c4, and also gains the initiative.

9 c2

10 d4

11 e3

It is also possible for B to play 11 b3; followed by 12 e3, 13 c4x, 14 d2, 15 c3, 16 e5 but as this leaves B too low over the whole board it is not good in this case.

12 b3

13 h3

This might have been played higher, at g4. The choice depends upon the player's plans for the future. Let us study the case of B's extension to h3, as here made. This play necessitates another extension c12, in relation to c9. We shall see the reason in the following development:

At some stage of the game, W will play e4, forcing 2 f4, 3 f5, 4 g4. Then, should there be no B stone at c12, 5 c11, 6 e9, 7 e11, and the B stone requires further help. Suppose B played 13 g4. This would minimise the danger just pointed out, and would permit B's free play with 15. In such a case however B would be leaving the formation open to a W attack from k3.

14 c16

Suppose W played 14 c11. Then, after e9 and c11, B could attack e17 with 17 c16. If 4 were on d16, then c11 and e11 would become exceedingly advantageous.

15 c12

16 r10

W plays on the point that is now the most valuable for general territorial advantage. This is because this would be the ideal extension for B from his two stones in the ne, and it is also the ideal extension from a handicap stone in threatening to take a large territorial potential.

17 r12

By this B prevents a W extension

CONTINUED ON P.56

- 2 c6
- 3 g3
- 4 o17
- 5 c14
- 6 d13
- 7 f16

This is certainly best if B already has a stone near d10, (see No.1 p.10)

8 f10

Trying to intimidate B into thinking that d10 is surrounded, and needs to make eyes now along the side.

9 c4

A strong play. Simultaneously strengthening the corner and threatening a further attack on c6.

10 e6

11 k17

This is a good play, securing a large prospective area and at the same time squeezing o17. However, ell is better, separating the W stones.

12 c16

Capturing the B stone with e10 or ell is possible, but 13 c15 would secure the corner and reduce W's potential greatly.

13 c15

14 d15

15 e15

16 d14

17 c17

18 b16

19 d17

Note that in this joseki B does not follow the principle 'when caught in a cross-cut be the first to double one of your stones', but still gets sente and a fair position.

20 b5

If 20 b15, then B could still strongly attack the W stones.

21 b15

22 b14

23 f13

Though this builds up B's territory the escape of d10 is more important.

24 e12

25 p17

26 o16

27 o14

A typical play after q14-p17 and is very good, because in conjunction with q10 it forms more territory.

28 l16

29 k16

30 l15

31 l17

Weakening W's possibility of making

eyes along this side.

32 m17

33 k15

34 l14

35 k14

36 l13

B has constantly been gaining territory and strength in the nw as a result of persistently attacking W.

37 k3

38 r6

39 r10

This two stone formation is known as an "iron pillar" because it is so strong in the protection of territory on either side, and it should be employed more often in actual games.

40 o3

This double attack on the corner is nothing to be frightened of provided that B remembers that he should always leave a way out into the centre.

41 q6

42 o7

43 p6

44 r3

45 r5

46 q3

47 p7

For this joseki see No.1 p.6.

48 g5

Threatening an invasion of the corner, at e3, next.

49 f4

50 r17

51 r16

This ensures that the territory on the e side is not destroyed.

52 p18

53 q17

54 s5

55 s6

56 r4

57 r7x

58 n18

Should B play here, then W's whole group would be endangered because it would have no room for eyes.

59 b17

60 b3

This is large and it leaves more reduction possibilities for later.

61 c3

62 b2

63 f12

64 f11

65 q18

66 l18

67 k18

68 k19

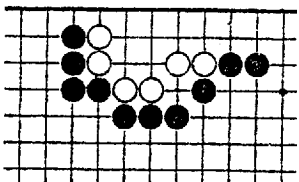
69 j19

70 l19

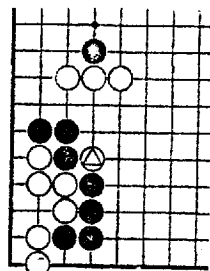
71 j18

B is pretty sure to win -- but in a large handicap game surprises can always happen.

PROBLEM CORNER

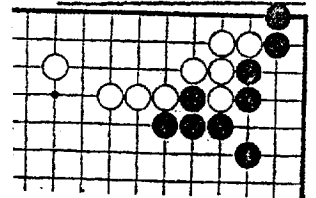


(1) White to play and live.

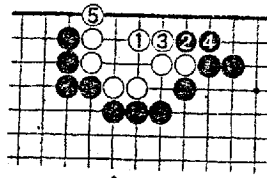


(2) What can Black do about the marked stone?

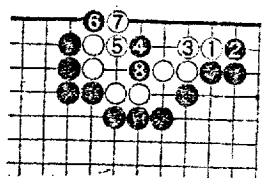
Answers on P.56



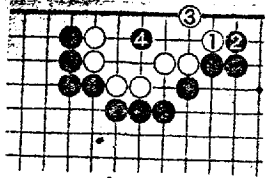
(3) What is Black's best corner end-game play?



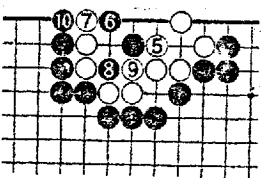
Dia. 1A



Dia. 1B



Dia. 1C



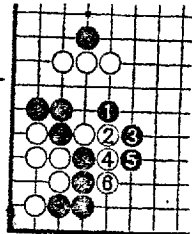
Dia. 1D

Dia. 1A is the correct answer. 1 threatens formation of two eyes with 2 or 5. After 5 White has a "bent four" shape which is alive, except when in a corner. Dia. 1B: White tries to make more room for eyes, but with 6 and 4 hits at the vital point of the W formation. Finally 8 kills some stones at once. Dia. 1C: 4 again hits at the vital point, and 6 in Dia. 1D threatens connection or the cunning snapback with 10.

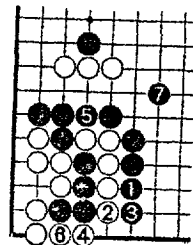
Dia. 2A: 1 is the right technique, 3 and 5 follow naturally, but 1-7 in Dia. 2B is incorrect although he gains a large wall. (7 is a good method of avoiding making a "tight" connection two points to the right of 5.)

Dia. 2C is the correct continuation and Black kills White as he has 3 liberties to White's two.

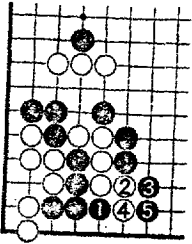
Dia. 2D: 1 here is obviously wrong as 2-3 shows. Black playing at 1 next yields him nothing.



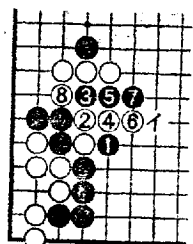
Dia. 2A



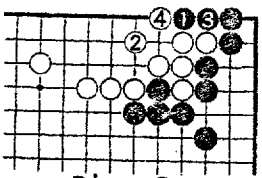
Dia. 2B



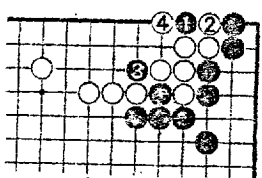
Dia. 2C



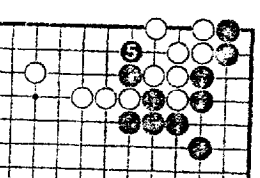
Dia. 2D



Dia. 3A



Dia. 3B



Dia. 3C

Dia. 3A: The correct answer. This gains him two points more than the simple Black 3, White 1 because then White does not have to connect at 2.

Dia. 3B: Should White resist with 2 here, 3 forces 4; and 5 in Dia. 3C captures all the White stones.

CONTINUED FROM P.58

to r13 and also strengthens the ne. This also allows 19 r6.

18 m17

W plays here with the intention of securing an advantage on the n side, and at the same time applies pressure on the ne corner. This is an example of a situation in which it is better to choose general strategy than an early settlement of territorial lines. Here W might concede a little and play 18 l17.

19 r6

20 o4

21 s4

Played to gain a stable base in this area and press W into the corner.

22 r3

23 r8

24 p1c

Indispensable, for otherwise B can encircle r1c.

25 p12

B forestalls a W attack at this point. This has a fourfold significance: first, it fortifies the ne; second, it attacks the two W stones;

third, it serves as a possible aid to the se B position; and fourth, it facilitates a possible play at k17, as then m17 would be in some trouble.

26 j16

This prevents a B play at k17 and secures a large territory on the n side. Should W choose 13, B would, of course, play 27 k17.

27 m3

Pressing the three W stones and expanding his potential along the s side. Now where should W play 28?

There are two alternatives: one at p7, the other at s3. If s3, B could extend to o7; if p7, B would push into the corner at s3. Should W then counter with s2, B could press against the W formation with r3.

At the present moment W is 5-10 points down, not including any komi, but this can easily be recovered by attacks on the various B positions.