

BRITISH GO JOURNAL

NUMBER 6 AUTUMN 1968

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.

THE ADDRESSES FOR ALL BRITISH GO ASSOCIATION CORRESPONDENCE ARE:

British Go Journal: John Diamond, 3 Bowls Close, Stanmore, Middx.
Go Review: Bob Hitchens, 4 Sandringham Gdns., London N.8
All other correspondence: Derek Hunter, 32 Tavistock Cresc., London W.11

Books now available from the British Go Association

Introductory Books Learn To Play Go 4/-
 How To Learn Go With Ease 5/9

Further Books are for members only.

Go Proverbs Illustrated	35/-	Highly recommended to players of all strengths for learning tactics, tesuji, katachi etc.
The Vital Points of Go	35/-	Excellent instnction in strategy as well as in tactical play.
Modern Joseki and Fuseki	40/-	A new book on the opening moves for players of about Class 35 and stronger, with over 700 diagrams.
Joseki	12/-	Although the text is in Japanese, the hundreds of diagrams are for the most part self-explanatory. All the important joseki are given and every player should have a copy.
Matsuda Go Letters	100/-	A complete course of Go instruction (fusēki, joseki, tesuji, katachi, yose, problems and master games). 216 pages.

All the above prices include postage.

Also available to members only, and for a limited time, are many back numbers of the monthly 'GO REVIEW' at 3/- each, or 4/- incl. postage.

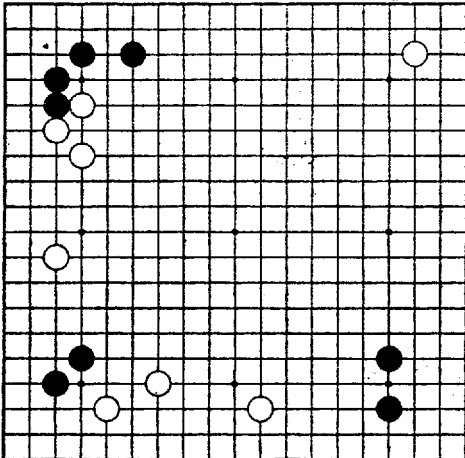
THE 1969 BRITISH CONGRESS

THIS WILL NOW BE definitely held in Bristol, and not in Oxford as previously hoped, from the 29th to the 30th MARCH. Playing arrangements will be similar to this year's Congress at Oxford.

The inclusive cost for the two days and tournaments fees will be about £5, with accommodation and playing in the new Bristol University. Final arrangements have yet to be made, but all those interested should write as soon as possible to A. Smith, 55 Heath Road, Downend, Bristol.

PROBLEMS (3)

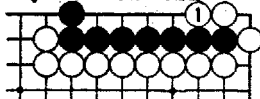
Where should B play? Occupy or extend from a corner, or a more important play?



Question I

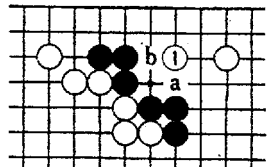
W has played 1 to kill B. B to play and demonstrate W's failure.

Question III



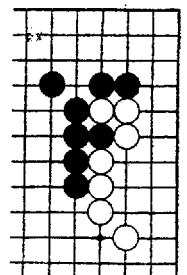
l has threatened to cut. It is absurd to connect at 'a' or 'b' with gets. How else to play?

Question II

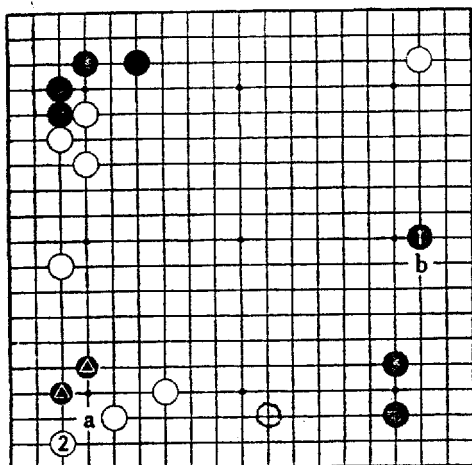


How to reduce W's territory in this corner?

Question IV



PROBLEM ANSWERS.



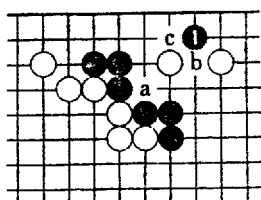
Dia. I

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.)

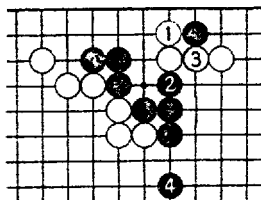
Black 1 as his greatest Ohba really seems substantial, but the two marked Black stones in the lower left corner will have all of a sudden been made rootless before White's slide 2.

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.

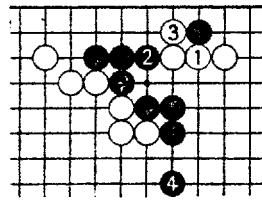
It therefore cannot be helped that Black's correct answer 'a' will result in White's occupation of the Ohba 'b'.



Dia. IIa

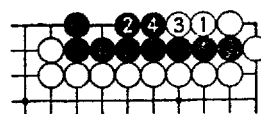


Dia. IIb



Dia. IIc

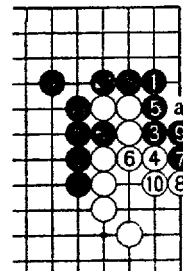
Dia. IIa 1 skillfully prevents 'a' as then Black 'b' captures it. Therefore White has to answer as in IIb or IIc, which are about the same as Black advances to 4.



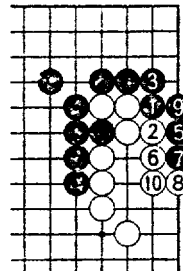
Dia. III

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.

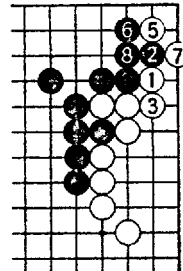
White ought initially to have played at 2.



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.)

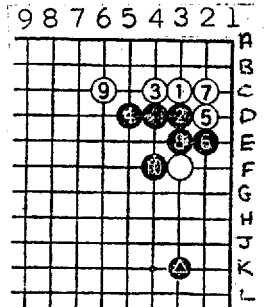
A. 3 C3

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

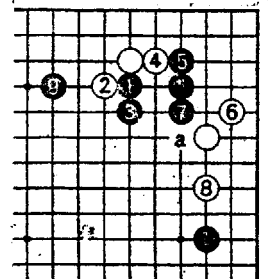
B. 3 C6

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.

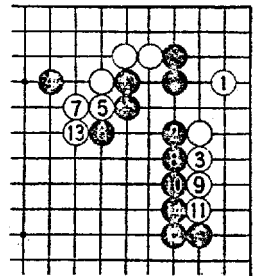
In this case C6 is obviously stronger than F3 as there is a possibility of an extension to C9 so Black plays 1 in Dia. 32. 3,4 and 5 then usually follow (this manoeuver is very common in all parts of the game) and then White has several choices as in Dias. 32-34.

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.



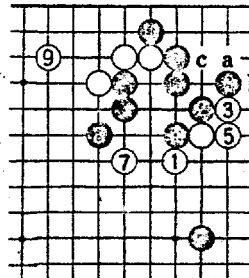
Dia. 32

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.



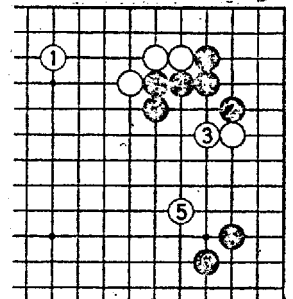
Dia. 33

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

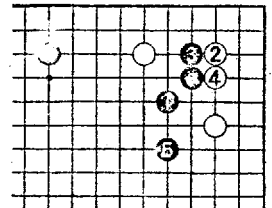
If White plays 7 at 'a' then 8 B4, 9 D1, 10 C7, 11 C8, 12 B7, 13 B8, 14 B6 is also a joseki, though very rarely seen.



Dia. 35

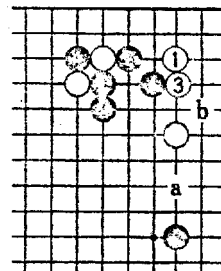
1 in Dia. 35 is easiest on Black as he can happily follow this variation up to 6 to secure the corner whilst leaving three weak White stones to attack later.

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.



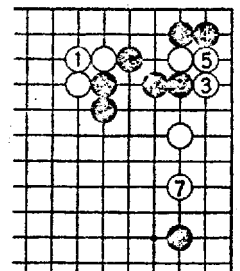
Dia. 36

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'.



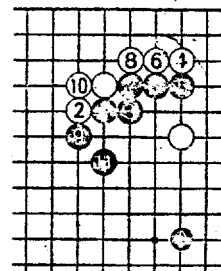
Dia. 38

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.

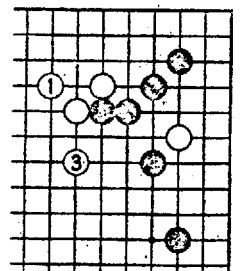
C. 3 D6

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



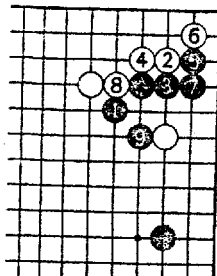
Dia. 40

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.

The kosumi (diagonal move) of 1 in Dia. 41 is also good but not as strong as 1 in Dia. 39 which, however, can lead into other complications for Black which cannot possibly be dealt with here.

Yet another possibility is to play 4 F4, 5 G4, 6 F5, 7 E3, 8 D5 (the cut beginning with E4 after 3 D3 is effective because of D6), 9 C3, 10 C6 and this is joseki again.

This play against the weaker stone in this instance is alright because the stronger stone is placed on the fourth line. This is because playing directly against it on the fifth line can entail unwelcome complications, as was mentioned earlier, and playing directly against it on the third line is wrong as then White is able to wall Black completely into the corner with sente. (It has also been mentioned before that to be walled into the corner without an exit is bad and this is an appropriate time to stress this again. It is bad because it means that you have to form two eyes in the corner, cannot aid any other groups in danger with this group and allow your opponent generally a free run in constructing territory in the centre.)



Dia. 41

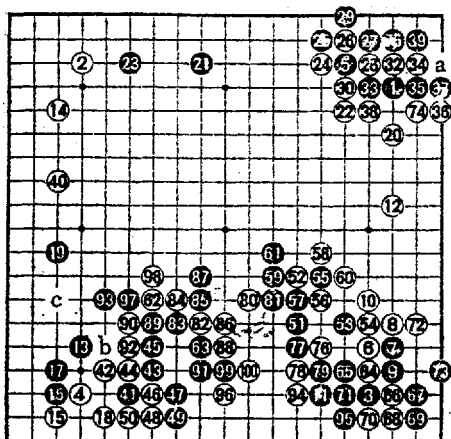
MANDICAP JOSEKI INDEX (6)

	69	70	71	72	73	70a	74	75	76	77	78	79	80	81
1	F3													
2	K3													
3	C3	C6	-	-	-	-	-	-	-	D6	-	-	-	-
4	D3	D6	-	-	-	-	-	-	E5	E6	-	-	E5	F4
5	C4	D7	-	-	-	-	-	-	C3	E7	-	C3	C3	G4
6	D5	E6	-	-	-	-	-	-	D3	E5	D8	D3	D3	F5
7	D2	C5	-	-	-	-	C3	-	C4	C3	C3	C4	C4	E3
8	E2	C4	-	-	-	-	C5	-	E7	D3	G7	D5	C2	D5
9	C2	E2	D2	G4	C10	D5?	D3	C6		C4	<u>C4</u>	C5	B2	C3
10	E3	E4	F4	E3	E3	E4	<u>C7</u>	D3		D5		D7	D2	<u>C6</u>
11	C6	H3	G3	E2	F4	E5		D2		C5		C6	D5	
12	<u>F4</u>	D9	D9	F4	D5	F4		B2		F7		<u>F5</u>	F4	
Dia.	31	32	33	34	35		37	38	36	39	40		41	

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

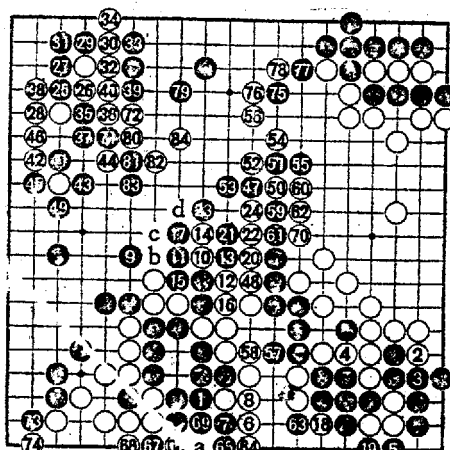
PROFESSIONAL GAME NO. 3

Played in the 1967 Meijin Challenger's League between Sakata, Black, and Fujisawa (Shuko), White with 5 komi.



Moves 1-100

Black resigns after 184



Moves 101-184

Although there is no room for commentary this game has been included to test readers' reactions to the future inclusion of barely annotated games.

by HONINBO SHUSAI

1 R16 2 P4

This immediate closing of one corner is now a generally acceptable technique in the fuseki.

5 E3 4 D17

This could have been played at either C4 or C5, the choice being a matter of individual taste.

6 D5

The joseki beginning with this move has been amply dealt with in Fuseki Studies Numbers 1 and 2 (Issues 1-2)

7 C4 3 C5

9 D4

B4 might well have been substituted for this.

10 E5

11 F4

12 R4

The biggest play available for White. There is a reason for White's preference for this corner shimari rather than in the opposite corner.

Should Black attempt an attack at B5, White can counter with a three point squeeze play at C11. Furthermore, White's R4 prepares for the occupation of K3 or R10 next.

13 D15 14 E15

Better than C15, which, after the normal joseki sequence 15 C14, 16 D16, 17 D13, 18 F17, 19 C9 allows Black to occupy C9 and thus nullify the advantage of White's three stone wall.

White's 14 also has in mind the following development: 15 E14, 16 D16, 17 D13 (see also page 9) and now White substitutes 18 C9 for the usual joseki play at C14. White is of course prepared for Black to play at C17 as the ladder described on page 9 is favourable to him, and C9 is the proper extension from White's corner three stone wall.

15 C17 18 D16

This uncommon move is perfectly reasonable and aims at the cut with S for a vicious fight. (This is not dealt with in the joseki article because it is so rare and involved in the complications it produces.)

17 C15 18 C15

19 D14 20 E15

A standard move, extending from the single stone towards the side and thus able to threaten in either direction as can be seen.

21 D18 22 E18

23 C18 24 E17

25 C13

With this move Black sacrifices the corner for the purpose of gaining wider areas elsewhere.

(This is not generally advisable for amateurs because the use of the advantage elsewhere is not easy at all.)

26 B10

Vitally necessary. This captures the four Black corner stones.

27 E14

23 B13

Ensuring that a Black play at B14 is not sente, forcing Black to kill the corner stones completely. Also it means that black has to play 33 to protect the cutting point at C12.

29 B12

30 E14

31 F15

32 H17

If White does not answer 31 with this then black can play to force White to capture his corner stones completely and leave black with a secure wall around the corner. As has been mentioned many times before this would be disadvantageous for White.

33 C11

34 R10

An important point for either side as this would be an extension from either corner.

35 N3

36 N5

Should White play R13, then 37 36 presses upon White's three stone position and consolidates the lower side. If White counters this with the extension 33 C3 then 39 N5 not only reduces White's side area but also gives Black a tremendous advantage along the lower side.

37 L4

Quite necessary to protect the lower side, and later threaten the White right side.

38 R15

A cunning attack which would normally be answered with 39 Q15, 40 R14, 41 S16, 42 Q14, 43 P14, 44 P13, 45 Q14, 46 N17 (threatening Q17), 47 O18 but in this case it would leave White with initiative to play either Q6 or L5, which would be too good for White.

39 Q15

40 R14

41 Q13

Breaking up White's clever design and seizing the initiative, though at the cost of losing the corner.

43 R17

42 S16

45 G2

44 R13

46 C2

KOMOKU : The High Attach Part III

1 E4, 2 E5, 3 F5

This attach from above, though not so frequently seen as in the past, is still a very important way of attacking E4. It aims at building up influence on this side and/or taking territory in the corner, whilst giving up most of the possible central influence and territory on the other side. However, as in all situations where opposing stones are in very close proximity, strange exchanges can happen quite easily.

F5 plays along with this idea, in taking the influence rather than the corner directly, and leaves the way open for Black to take the corner should he so wish.

A. 4 D5

Black can take the corner immediately with gote, as in Dia. 18. However he must watch carefully for White can play D3 later and Black must not answer with D4 for then D2 provokes a ko fight for the corner.

Also possible after 5 G4 is 6 F3, 7 F4, 8 E3, 9 G3, 10 D4, 11 L3 and this is joseki. However White does not have to meekly play 9, but can divide Black with 9 D4, 10 D3, 11 C5, 12 C6, 13 B5, 14 B4, 15 B6, 16 C7, 17 C3, 18 B3, 19 C2, 20 B2, 21 G3, 22 G2, 23 D2, 24 E2, 25 F2, 26 F1, 27 G1, 28 H1, 29 C1, 30 D6, 31 E6, 32 E7, 33 D7x, 34 F6, 35 D6, 36 D8, 37 B7 and White's influence, with sente, is better than Black's corner, even though he has captured eight White stones.

This variation only works if Black cannot play 33 F6, 34 D7 as the ladder starting with White playing at G6 is unfavourable to him. If this is the case the White must play instead 30 E7, 31 D6, 32 C8, 33 B7, 34 B8 and White still has an extremely good outer thickness.

Black can also intentionally play elsewhere after 5 G4, but he must be prepared for what follows in Dias. 19 & 20. For Black to submit by playing 2 at 8 in Dia. 19 would be too bad, yet if the ladder with 11 is in White's favour White has the advantage; and if it is not then White must follow Dia. 20 after which Black is better off as he has sente and has also played another move in a different part of the board.

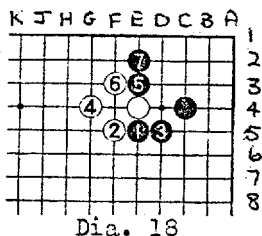
4 in Dia. 21 is also often played, though the joseki is in fact slightly favourable to Black. because of the large corner. 9 in the diagram is a sort of tesuji, for if played at 10 then White at G2 prevents any further inroads into this side and threatens to play at D3 to completely ruin the Black corner.

B. 4 E6

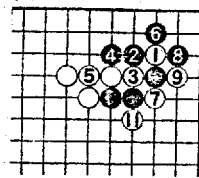
This manoeuver is commonly seen everywhere on the board throughout the game, but in this case it is liable to make unwanted complications even though there is only one accepted variation as Dias. 22-26 show.

Playing 6 in Dia. 22 at G4 then 7 F3, 8 F4, 9 C3 leaves Black with an obvious advantage. Similarly if played at C3, then 7 B3, 3 D2, 9 C2, 10 D3, 11 B2 and White cannot cut after D5 for then Black will be able to capture the cutting stones easily.

14 B3, 15 E3, 16 D3, 17 J3 and though White can capture two stones by playing 18 D5, 19 D6, 20 C6,

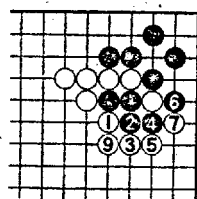


Dia. 18



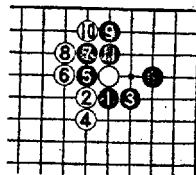
10 fills at 1

Dia. 19

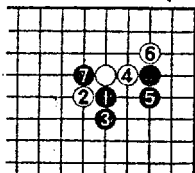


8 fills

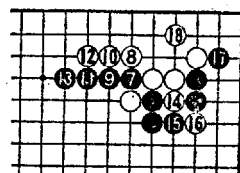
Dia. 20



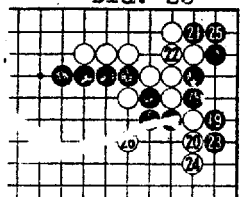
Dia. 21



Dia. 22

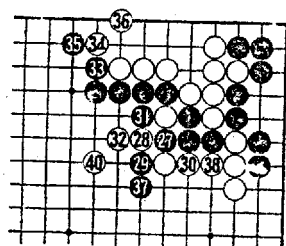


Dia. 23



Dia.

21 C7, 22 B6, 23 B7, 24 B5 this is gote, and 25 H2 forces White to capture thus completing Black's wall around the corner. If 16 E2 White cannot cut with 13 D5 because 19 D6 is atari (leaves the White stones with only one liberty).



Dia. 25

26 commences a fight in the centre, of which we can only see the beginning as it vitally involves all the other stones on the board. Were it to be played at 27 then White's right hand group would be very much weaker and thus the situation would result in a strong Black position.

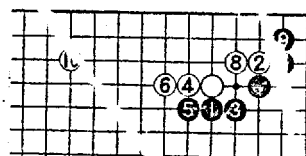
Another small point is that 38 must not be directly played at 40. For then 39 D7, 40 D3, 41 F5 and White must protect the cutting point. This is minor, but it slightly detracts from the strength of the White stones.

1 E4, 2 E5, 3 C3

This is by no means as popular as F5. It obviously places more emphasis on the corner than either side, and is complicated by a number of tricky very rarely seen possibilities.

A. 4 D5

Obviously aiming at influence and territory along this side. Dia. 26 shows a very easy way of playing if White plays at 4 here. 9 takes the corner and 10-11 are the extensions that the respective positions warrant.



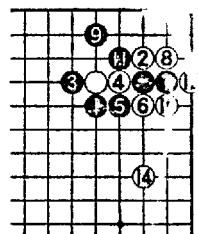
Dia. 26

Another equally good joseki is 5 B4, 6 B5, 7 D4, 8 C5, 9 F4, 10 F5, 11 G4, 12 B3, 13 B2, 14 A1x and as you can see once the first move has been played by White. In both these cases White has been made to crawl along the fourth line, and this is usually bad for Black, but in this case Black has either gained the corner or can gain it easily and destroy some of the possible White territory.

B. 4 F4

This more complicated manoeuver is perfectly acceptable and aims at the central influence, and this is not necessarily very easy to handle later on Black's part.

4-8 in Dia. 27 are forced and 9 is a very cunning move which enables Black to exchange one side for the other. If 10 is played at 11 then 11 C6, 12 B5, 13 B6, 14 A5, 15 F4 and Black has completely walled White in to the corner.



Dia. 27

13 in Dia. 27 is played one line to the right of 4.

Again it must be said that this series is in no way a comprehensive survey of the Even Game Joseki, and all the possible variations. What this is impossible is obvious by one glance at a Joseki Dictionary, and many moves not mentioned here are valid possibilities which must be examined carefully on their own if met during the course of a game.

EVEN GAME FUSEKI STUDIES (5) Continued from Page 8

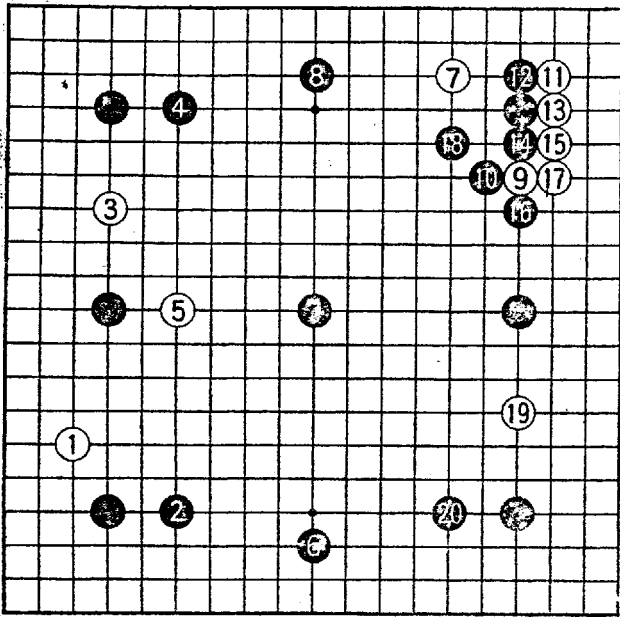
47 M6

White may now play 48 M16, threatening an approach to the Black formation at O17. Black is likely to answer with 49 N6, pushing into and destroying the White territory. If 48 N6, then Black can counter with a telling blow at 49 K17.

This latter development would be

the more hazardous for White since the upper-left corner positions depend upon the difference of a single stone in semeai (a fight for the life-or-death of two opposing groups, if one lives the other dies).

If by some tactics, a Black play at E19 can be made with sente, the situation may come to life-or-death for White.



Black, in defiance of White's capping play at 5, occupies the important points of 6 and 8, the latter combining expansion from 4 with a pincer of White 7.

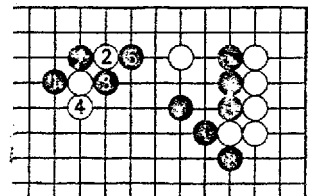
10 is the strongest reaction to 9. (See joseki article P.6)

If Black plays 12 at 13, then White 12, Black 16, White 13 produces a complicated situation, the relative advantages of the sequences to follow defy quick analysis.

The sequence up to 15 is quite natural. Black could simply play 16 at 18, and then he can cut at 17 whenever he wants.

FIGURE 1

Moves 1-20



Dia. 1

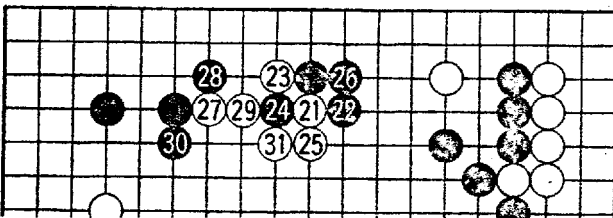
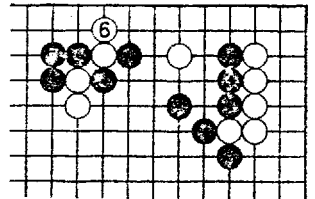


FIGURE 2

Moves 21-31



Dia. 2

22 in answer to 21 which seeks war along the upper side was somewhat fainthearted and conservative. It should have been replaced by 1 in Dia. 1.

The sequence up to Dia. 4 is enough to confirm how Black has every reason to be satisfied with his massive central sphere of influence, even though the White group is certain to find a small life.

It is just small scale for Black to capture one White stone (White 7).

After Dia. 4 White has to add another move to ensure the safety of his group. It is also to be noted that White will find it difficult to play at Q18 with sente, whilst in the figure the same sequence which White can carry out anytime after 31 will reduce Black's territory to about 20 points, not to mention the fact that it adds to White's corner domain.

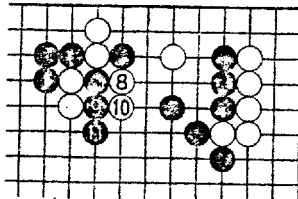
22 J17 is also better than L16 in that it not only does not bother about White's single stone but calmly keeps an eye on White's movements, ready to launch a general offensive if White struggles at random.

26 is another narrow-minded play. Black is strongly advised to play 1-9 in Dias. 5 & 6. This sequence will be found to go a long way towards realizing a far more extensive territory.

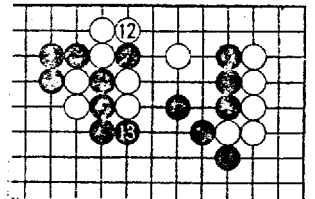
Should White cut at 3, instead of answering at 2? Black will be only too glad to capture with 3 J18 and White does not know what to do with his straggling stones.

White 27 is a tesuji, since he cannot with the ladder by replacing 27 with 29. If Black answers this simply with 30 then 2 J15, 3 H16, 4 G15, 5 H17, 6 G17.

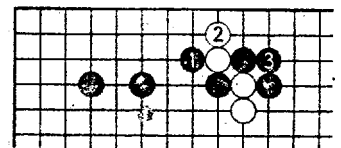
Particulars aside, White has succeeded in a gen-



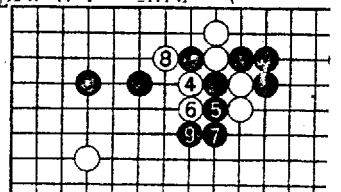
Dia. 3



Dia. 4



Dia. 5



Dia. 6

eral way in disrupting Black's position and he has stabilised his formation in good order. If only Black had had the courage he should have played his 30 at 31, as it cannot be captured by ladder tactics (please make sure of this for yourselves), to separate White into two groups he cannot deal with simultaneously.

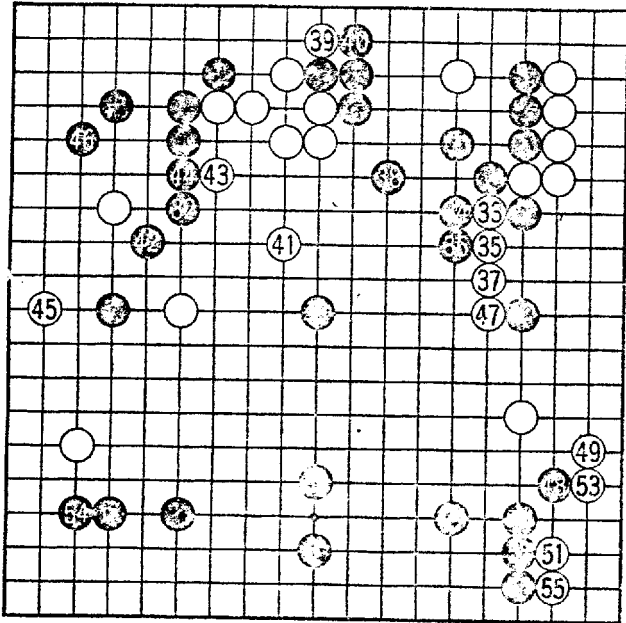


FIGURE 2 Moves 32-56

Black was not able to bring himself to resist White's cutting at 33, though the sequence up to 38 is alright as this is a seven stone game.

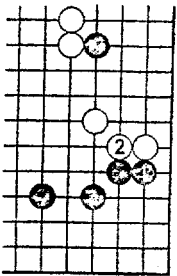
39 prevents Black playing at J18 when resistance at H13 leads to Black playing H17 and involves a ko fight which directly threatens the safety of White's group.

41 and 43 are well-balanced. If he directs them elsewhere H14 will be found to severely attack the White group.

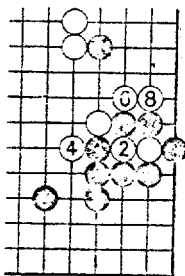
After making use of his 43 to make Black answer 44, White infiltrates into Black's domain at 45, a nimble way of playing.

46 protects Black's corner and White turns to the right side apparently making it all his own with 47, though there is still room for Black to play at P9.

Black, however, had not the pluck to do so but receded to defend his corner at 48. It was alright in its own way, but he should have answered 49 as in Dia. 7. If White forgoes 2, he must be prepared for 1-9 in Dia. 8, 1 being one of the tesuji in common use. The sequence has brought a large profit to Black - no less than 30 points when compared with the result up to 56 in the Figure. Moreover White has to connect at the left of 6 and give Black sente.



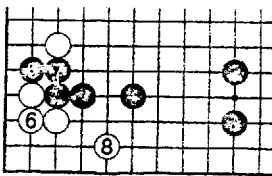
Dia. 7



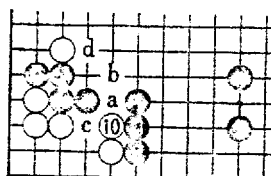
Dia. 8

From the general viewpoint, however, it can not be denied that 50 is a tolerably good point. Black should have considered strongly reacting to 51 at 1 in Dia. 7, where Black's loss in the corner (White is expected to manage to find safety) will be made up for as Dia. 8 is promised for him now.

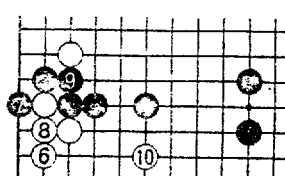
When White played 53, Black could possibly answer 1 R2 and suffer White to invade the lower left corner with 2 C3, 3 C4, 4 B4 after which the major variations are given in Dias. 9-12 below.



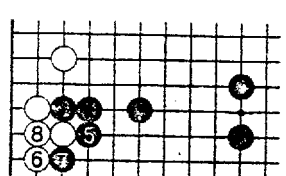
Dia. 9



Dia. 10



Dia. 11



Dia. 12

After Dia. 10, White 'a', Black 'b', White 'c', Black 'd' make the normal sequence. White, however, may sometimes forgo the sequence for the time being, prepared for a ko fight for the life of the corner should Black at any time challenge. In either case, Black's outward influence (sometimes called "thickness") is a foregone fact.

Black has no need to worry about the result in Dia. 11, though White has apparently behaved himself to his heart's content. The material gain White has earned and Black's outward influence are regarded on a par with each other, Black needless to say having sente at the end.

This is also among the patterns very often employed, Black having sente. Only your attention is drawn to the fact that it is more important than at first sight who play first to the right of 7.

David Wells