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## NEWS

In Japan, Sakata Eiju (9-dan and Honinbo) beat Rin Kai-Ho (8-dan and Meijin) 2-1 in the final of the Oza title. This is a straight knock-out tournament with the previous years champion starting again in the first round, this is unlike most other tournaments in which the actual tournament only decides the challenger to play the previous years winner for the actual title.

Rin is only 24 years old and is, in fact, not Japanese though he has lived there for many years and is from Taiwan or Formosa. He has only come to the top in the last two years by beating Sakata 4-2 and 4-1 to get the Meijin title for the past two years. Last year he was the top player winning 39 games and losing 11.

Sakata is about 50 and has been the top player for many years, holding on to the Honinbo title for the past 9 years, 1st. December

On the 14th January Sakata won the fifth game in the Ju-dan final, thereby beating Takagawa Kaku (9-dan) the previous holder 3-1. This tournament is a peculiar form of knock-out in that if you lose once you go into another knock-out tournament and the winners of these two play each other to decide who will be challenger in the 5-game finals.

Takagawa, who is about 55, has been vying with Sakata for many years and held the Honinbo title for 9-years before Sakata won it of him.

This year the European Go Congress will be held in Staufen, W. Germany. The European Individual Championship will probably be a three way fight between J. Mattern, who won last years championship in the play-off with M. Wimmer (Austria), (W. Germany), W. von Alvensleben (W. Germany), who did not play last year, and Z. Mutabžija (Yugoslavia).

## PROBLEMS (\*difficult)

- (1) B at b5 c2 c5 c8 c10 d3 d4 e5, W at b2 b3 b4 c7 d5 d6. B to play and save his stones on b5 c5.
- \* (2) B at d1 d2 d3 d4 c5 c6 h3 k3, W at c2 c3 b4 b7 c8 e8 e2 f3 f5 g5. B to play and save his stones.
- (3) B at b1 c2 d2 d3 d4 c5 c6 c7 b7, W at b2 b3 c3 c4 b5 b6 d5 e5 f4. W can save his corner stones by playing a4, but then B can save his stones by g3, so is there anything better for W?
- (4) B at c4 d5 f5 f6 g4 g3, W at e3 f4 g5 h4 j3. B to play and save his stones.
- \* (5) B at d5 d7 e3 e4 g4 g5, W at c4 c6 c7 f3 g3 h4 l3. What is the best B can do after the W play c7?
- \* (6) B at c4 e3 q3 q12 q14 r16 q17 m18 l18 l17 j17 h17 h15, W at c9 c14 d17 f17 j16 l15 m16 m17 n18 p18 p17 q5, W now plays r3 what should B reply?
- (7) B at b3 c3 d2 e3 f3 f4 e5 e6 e7 g6 d7 c6, W at c4 d3 d4 d5 d6 e4 b4 b6 c7 c8 d8 c11. What is the best end-game (yose) play for B around a4?

## SOLUTIONS (C=correct answer, I=incorrect.)

- (1) C a6 b6 a8 b8 b9 b7 a7; a6 b7 b8 a7 d7 either c6 e6 or e6 c6; a6 b8 b7 c6 b6 and captures either one or 4 stones, saving his group. I b8 b7 a7 c7 a6 b8 and kills.
- (2) C f4 g4 g3 e4 f2 W cannot play e1 without first protecting at e3 then B can connect at e1, f4 g3 g4 h4 e3 and captures the W stones; f4 e4 g4 e3 e5 and kills. I g3 g4 f2, wrong because g3 e3. B cannot kill the corner, if b5 a4 a5, cutting, b2 and lives.
- (3) C e3 a4 a2 b4 e2 a6 e4 and wins for B cannot play a1 nor a3 immediately, and thus needs 3 moves. I e3 a4 b4 a6 and kills; e2 f2 e3 e1 or e4 f2 and escapes or kills the corner first.
- (4) C g2 h5 e4 f3 d3 & kills; g2 e4 j2 k2 h5 g5 j4 (if h3 k3 captures.) I g6 h5 e4 f3 d3 g2; f3 e4 f3 d3 e2 d2 f2 c3 j2 k2 h3 j4 & B dies first.
- (5) C c5 b5 c8 b8 d8 b9 b4 b6 (if b3 b6 a4 b7) b3 leaving a good play later, for B, at c10, c5 b5 c8 b8 d8 b7 c10 I c8 c5 d8 c2 (necessary for life); d8 c8; c5 b5 b4 b6 b3 c9.
- (6) C r9 q4 p3 s4 m3 (joseki); r9 q2 r4 q4 p3 p2 c3 s3 c5 (joseki). I r2 r4 p2 r9 c4 (joseki) this leaves a weakness along the side at the point s12 for B.
- (7) C a5 a4 a3 b5 (otherwise B plays b5 and captures the stones by a snapback), this gains sente. I a3 loses sente but leaves the reduction later a5 b5 a4, also losing sente; also a5 if W does not answer this B can play b5 c5 a4 c6 gaining an extra 5 pts, and with loss of sente.

## OPENING STRATEGY -EXTENSIONS

Here we deal with safe extensions from a wall of stones. These are usually made along the third line, but on occasions may be along the fourth line. There is a general rule for these extensions that is vital to remember, it is that you can extend 1 point more than the number of effective stones in the wall, from the base, along the third line without being disconnected. This does not always work if there are stones very close to the single stone.

The number of effective stones is, in general, the number of stones in the wall above the second line, however there are a number of important exceptions, which will be dealt with.

Thus from a B stone at k3 you can safely extend to g3 or n3 without fear of being cut, for if W plays h3 h2 j2 j3 or h3 h2 g2 j3 h4 f2 and connects. Similarly from a two stone wall k3 and k4 you can safely extend to f3 or o3, for if W plays h3 g4 h4 h5 and captures the W stones.

For a three or more stone wall the maximum extension is not always the best, but the general rule still applies.

Here is a good example of this, two joseki closely related show the general principle. c5 e4 avoiding complications in the corner, d3 e3 d2 j3 and W has made a perfect extension from a two stone wall. However if c5 e4 d3 e3 d4 e5 d6 j3 and the extension is only three points because if k3 B can now play f7 threatening the disconnection at g4 and if W now protects against this B can gain a large potential along the left hand side for almost no cost.

Another good example are the two joseki c4 e4 e3 f3 d3 f4 c6 k3 the perfect extension, however if the situation in the SE corner is W has r4, B has p3 then the joseki W should play is B c4 e4 e3 f3 d3 g4 f5 f4 d5 l3 again getting the three point extension, but also combining it with a pincer on the stone at p3 preventing him from making a proper extension from this stone. Note also that the wall does not have to be vertical, but the stone at f3 contributes to the strength of the wall.

A major exception arises from the position B at e3 W at c4. B can now make an extension as far as l3, depending on the situation in the SE corner, without great fear of invasion, for if W plays j3 B can play d5 c5 d6 c7 d7 c8 l5 gaining the requisite wall for the extension, and can capture W. B will only extend this far if there is a pincer move to be made in the SE corner, for if there is a strong position there W will probably be able to pull his stone at j3 by connecting underneath the stone at l3, so in this case B will not extend as far, perhaps only as far as j3.

Further arising from this position after e3 c4 l3 W will now usually play d5 blocking this play by B and thereby threatening the invasion and cut at j3, so must protect against this and the best play is at g4. However if B has only extended to j3 this is not so important as there is room for the invasion stone at g3 to manoeuvre in after the exchange e5 e6 f5 d3 e2 and if h4 B can make the cut at d6.

The rule gives the maximum extensions possible, except in a very few cases, so this you the most economical use of your stones, something that is very important in the opening stages of the game when you are trying to map out the maximum area with the fewest moves, also at the same time you are trying to decrease your opponents area thus you should try to make him under-extend if possible. So you should try and obstruct his best extensions, and also if he has obstructed your optimum extension you should not play to overconcentrate your forces because this is just what he wants.

However if he cannot make a good extension on the other side you can play there and attack him. One example of this is the position B at c4 e4 p4 p6 q3 r4 r5, W at q5 q6 q7 r6 r11 here W should play at j3, if he plays k3 B can play h3 the perfect extension from this two stone wall, now B plays l3 W plays f3, threatening the corner, the B position on the right is not yet completely secure and may possibly be invaded later.

Another example is B at d4 d6, W at f3 j3 now B should play e3 forcing f4 and overconcentration however if the W stone is at k3, not j3, this sequence only makes the position perfect, direct invasion is impossible because of the weakness at c3, so B should protect the corner first by d3 or d2 and waiting for the chance to invade at h3.

JOSEKI: Non-Handicap Komoku (C4)

This is the most popular opening move in the corner as it guarantees a safe position and attempts to take the corner by playing a move e3, e4 or f3. W does not have to answer this immediately but may play in another corner. When he does reply it is usually e3 or e4. This issue we shall only deal with the most popular attack on the first, this is at h4 (a 2pt. pincer). The object is to prevent W making a profitable extension in this direction, and to build up a potential along the left side. There are three main replies at f4, e5 and c3.

(A) c4 e3 h4 f4

This attempts to make a stable group along the lower side, to slide into the corner at c2 and to pincer one of the two B stones.

(1) d6 takes the side territory whilst giving up most of the corner. W c2 taking the corner, B c9 or c10, depending on the situation in the NW sector. W now has a fairly small stable group and destroyed the corner, however B has taken a large position along the side which still has weak points where it may be invaded. Also there are plays at b2 and b3, for B and W respectively. OR d6 c3 b3 d4 c5 c2 c10 which is rather conservative for W as it leaves the B position less easily invadeable, and only a small play b2 later.

(2) d7 c2 d10 or d11, though this leaves the B position even more invadeable it may be applicable in some cases. W must not now play the second sequence as this fortifies B too much.

(3) d3 takes the corner securely, d2 c2 this exchange reduces the corner and stabilises the W group more. Then d4 c3 d5 c6 has now completely stabilised his group, and can prepare an attack on h4 by playing a pincer move at l4 or l3 for example.

(4) e5 leads to rather more complex variations than the other moves so far. Here are two variations d4 d5 c3 b3 gets sente b4 c3 b2 e4 d3 b5 a3 c11 or d11 f3 f6 g6 and B gives up the corner in a large way whilst gaining compensation along the side.

e4 e5 c3 b3 d5 c6 d5 d7 c2 leads to many complex variations in which B plays d4 instead of c6, and W cuts at c6.

(B) c4 e3 h4 e5

This stops B gaining a large area, stabilises his stones quickly and plans to turn to another sector of the board.

(1) c7 gets territory and W need not play again. Later B has d3 e4 d5 e5 protected the corner or W has c3 b3 d4 c5 d6 c2 c3 b6 d3 b5 e5, or c3 b3 d4 c5 c2 stopping B taking the corner.

(2) e5 separates the W stones f5 e5 f6 f7 g6 f7 h5 e7 j4 dividing the area on either side, leaving a W play c2 or B at d2 later.

OR if B does not like W capturing h4 because of the situation on the rest of the lower side, he can play e5 f5 d5 f4 f6 g6 f7 h5 k4 c6 to be sacrificed in capturing the two central stones d5 e7 d7 e8 c10 again leaving c2 or d2 for later.

(C) c4 e3 h4 c3

Gets a stable group at once, but solidifies B, c3 stops W taking all the corner, W d4.

(1) c2 c3 he cannot save his stone otherwise B c5 gaining a large advantage d3 b4 c3 e3 taking influence along the side in exchange for giving up the corner.

(2) c5 c2 d7 or c8 depending on the situation in the NW sector. If d7 he can extend to d1 or c11. If W does not like the first variation he may play d4, instead of c3, and either c5 c3 leading to the first variation or c3 d5 c5 f6 ensuring that no cuts work, and leaving plays at c6 or l4.

These are just a few of the even variations or joseki from the play h4, which may be seen in the game.

Problem B to play. What is the best he can do?

B has stones on c2, d3, e3, f3, g3, g2 W on b3, c3, c5, d2, d4, e2, f2

Answer

Correct d1 b2 b1 for a ko fight. Incorrect f1 b2 or b2 a2 d1 b1.

**JOSEKI: handicap (D4)**

The most popular reply to this is at f5. Now B can play f4, do, c5, c7, e3 or apincer move. This issue we shall only deal with f4 (tsuke-nobi). This attempts to obtain influence towards the centre, stop W gaining a large area along the lower side and prevent W complicating the position later on, by settling the corner immediately. There is only one reply g4 preventing B cutting at g3, and threatens e4. To protect against this B has f5 or e3, at the moment we shall only deal with f5, the more popular

(A) d4 f3 f4 g4 f5 e3 d3

This protects g3, and gains a stable base whilst threatening the corner, d3 is the only reply that stops this invasion.

(1) j3, or h3 if there is a B stone at k4, this threatens a cut at e4 e5 d5 and so do promising some area along the side. Later B can play c10.

(2) k3 c10 as W does not threaten the cut because e4 e5 d5 then d6 c5 d2 e2 g3 g2 h3 h2 c3 b4 b5 b2 b3 a3 (c3 c4 b5 c2 a3 a5 c3 e1 f2 b3 and captures the stones whatever ko threat W makes) b5 c4 c3 a4 e1 f2 a2 a1 a3 or g3 d3 c3 c3 b3 b3 b2 a2 b1 e2 d1 a6 b7 c4 a4 and wins.

W can play d2 c2 e4 e5 d5 d6 c5 b4 c4 c3 b5 b6 b3 (c6 c7 kills W) c6 a4 b2 a2 e2 a1 stops B making two eyes, e1 f2 c1 h3 a3 a3 g3 h5 f7, protecting e3, later.

Or more often, c3 c3, protecting the cutting point,

(a) d3 e4, attacking g3, d3 d10 e3 e10 f9 a3, threatening a possible invasion later at h1.

(b) d7 getting a more stable group do b3 e11 b3 b4, gaining more room for eyes and weakening the corner, f7 escaping, d2 essential, if neglected b3 then either a3 c3 c4 d2 c7 e3 d3 c8 b7 b8 a3 e8 g3 h3 g2 f2 or g3 c3 f2h3 g2 c4 d5 h2 g5 h4 f2 losing a large amount.

(3) g5 g6 j4 d3 again protecting this cutting point.

(B) d4 f3 f4 g4 f5 d3

This direct invasion of the corner is often played if W has a stone at c10 or thereabouts, it gains a more stable group but solidifies B more.

(1) c3 taking the corner completely and safely e3 c4 k3 c10 both gaining a large potential. or c3 e2 d2 e3 c2 k3 d6 or d3.

(2) e3 e2 e4 g2, protecting all the cutting points, c3, d3 is impossible a3 c3 c2 b3 b2 c3, d2 g5 h4 this exchange is very important as it restricts W along the side, and if he does not answer h4 g3 j3 is very bad for W, c10. Later W can take the corner by c4 c5 b4 b5 b3 as B cannot stop him once he has cut, or B will play c2 taking the corner.

(C) d4 f3 f4 g4 f5

This transposes to the above by e3 d3, d2 d3 or W can play after e3, f2 c3 he cannot play d2 otherwise c2 e1 c3 d3 b5 g3 h3 g2 h2 f1 h4 losing the corner and getting no compensation.

(D) d4 f3 f4 f5 c3

This sets out to test Bs response and gain later on.

(1) c4 takes the side whilst ceding the corner, however it loses something in comparison with B2 above, as W plays d3 e3 e2 e4 g3 not g2 in this case as now the threat at g5 does not exist, so c4 is not usually played unless B has a stone at c10 already.

(2) e3 is better, however in attacking the lower group he gives a small, but live group in the corner, then

(a) b5 ensuring life, then g3 c7 leaving B with reducing plays later on or c4 b4 c2 b2 d3 b3 b7 giving a tiny group and leaving the play d2 as sente later, g3 stabilising this group.

(b) g3 wishing to retain his stones on the lower side, e3 c4 e2 d3 d2 c2 leaves B with the corner however W may play b2 b3 c1 reducing the corner by about 6 points, so B should play quite early on at d1 e1 b2, c1 or g2.

(E) d4 f3 f4 f5 g5

Plays for influence along the lower side, but leaves B with all the corner, e3 g3 (g5 e3 transposes to A3) f3, if g6 W will cut at f3 for a big fight which B does not usually want, h7 taking influence and possibly territory along the lower side. This leaves a reduction of the corner by c3 c4 e2 d3 d2 c2 similar to D2b.

(1) r16 d17 (2) p17 q4 (3) q4 e3 (4) h4 f4 (5) d6 f6 (6) l4 c2

r16 is the commonest opening; white can respond in any corner. p17 is a solid move which gives white, and not black, the choice of playing in opposite corners or down the sides. q4 is an influential move (4th-line) ballancing r16/p17. f6 is another influential move, threatening h4 (e.g. after k3) and black's c4/d5 group. c2 secures a room for eyes and takes away similar possibilities from black.

(7) b3 c10 (8) c8 e10 (9) e8 f8 (10) f9 g8 (11) e9 d15 (12) k17 r10 (13) o3 q6  
(14) q2 r3 (15) r12 p10 (16) p12

b3 has a similar but smaller effect than c2. It could be replaced by an extension to c9 but b3 by white will then threaten strong invasion. c3 is necessary to prevent white from jumping any nearer to the black group after the c10 attack. e10 is to discourage black from invading at c12 and threatens to wall black in by e8, leaving black with a small live group and no influence at all in this area. f8 threatens still to enclose black. White cannot cut black at e9 because of f7 followed by g7 and h7, attacking the white group. g8 is good form, better than any other move in this area. e9 concludes the sequence starting with f8 by which white has strengthened his lower group with sente. He now has time to support his last corner (d15) giving black a choice between extension along the top or down the right hand side. k17 stops white forming an ideal formation of 5 stones in the d16 corner. White automatically grabs the other side with r10 the best point, and now threatens to dominate the lower half centre and right part of the board. Should black invade the corner white would wall him in and feel very pleased with his great outward influence from his right and left groups working together. So black plays the usual attack (o3) and the pushes further into the corner to strengthen his group against attack. r3 is large and best. r12 is a good extension, threatening invasion at r8, which p10 prevents, white forming an ideally strong 5-stone formation. After p12 it is white's turn to do something about black's great sphere of influence and good prospects in the q16 corner.

(16) ...k15 (17) k16 m15 (18) j15 k14 (19) j14 k13 (20) f17 f15 (21) g16 j13  
(22) g14 m17 (23) h13 f11 (24) e13 f13 (25) d11 d10 (26) f14 d13 (27) d14 c14  
(28) e14 c12 (29) s11

k15 is not the best way to achieve this objective; h17 is better, and if k15 by black, then white invades at, for example, m15. k16 is a good defensive move, though heavy, because it anticipates his twentieth move. m15 is a light move, as it should be. Heavy play is far worse when attacking than when defending. k13 is best. If white is tempted to play j13, black will just cut at k13. f17 is the profitable move, threatening invasion of the corner, at e.g. c16, which white should have anticipated on move 16. f11 protects against a black invasion of white's territory, which black's creep to the left is threatening despite the strengthening exchange f15 for g16; now black takes as much profit as he can in this bit of the board and then turns elsewhere to make the valuable move (about 8 points) s11.

(29) .. s10 (30) o5 h3 (31) j3 g3 (32) j2 p15 (33) q14 h11 (34) h12 j11 (35) o8 o7  
(36) n7 o6 (37) n6 n8 (38) n9 m8 (39) o10 o11 (40) p8 q7 (41) n11 o12 (42) p11 c11  
(43) n13 p13 (44) q12 o13 (45) n12 n14 (46) l9 l8 (47) p9 q10 (48) o16 o15 (49) k3 k7  
(50) k9 l6 (51) j7 j6 (52) h8 h7 (53) j8 h6 (54) g9 m9

s10 is a necessary defensive move. o5 is an excellent move, increasing black's territory while preventing white from doing likewise with the same move. Also after o5, h3 is the furthest white can come safely into the black group. p15 is the usual attack on this corner formation and q14 the usual defensive reply on that side. h11/j11 helps to make white's large group alive. o8 threatens q8 or r8 spoiling white's territory. But it is a risky move because it can be cut, as happens in the game, thereby jeopardising black's chances in a position that is favourable to him, thanks to white's earlier mistake. n9 could be changed to o9 followed by (o9) o10: m9 m8: l8 l7: n9 and captures the three white stones or connects to the black stones above. q7 is the best way to save the two stones and prevent the black from invading. Black now tries to connect to the q16 corner but fails and has to try and make eyes in the centre or connect to another black group. Black supposed that p9 gave him the chance of playing at r8 later, but this is answered by s8. After 16, white threatens to cut with m9 thanks to the white stones at h11/j11. After m9 black has saved only part of his group. The rest is lost.

(55) p14 o14 (56) l11 m10 (57) k11 m11 (58) d18 c18 (59) e18 c17 (60) b9 b10  
(61) r2 s2 (62) s1 s3 (63) t10 t9 (64) t11 s8 (65) p4 q16

p14 is a mistake as will be seen later. All black's moves from l11 to t11 are strong sente moves, profitable enough to put black back in the game with a chance. (c18 is necessary by white because of the alternative: .. e18: c17 e17: c16 d16: c18 c15: b14 b13: c15 c14: c18 and black is alive in the corner.) p4 should be played at r15 to prevent white's next coup.

(66) q17 r15 (67) q15 q13 (68) r14 r13 (69) s14 s43 (70) s15 l18 (71) k18 o18

If black had not earlier made the exchange p14 for o14 he could have saved

necessary by white because of the alternative:..e18: c17 e17: c16 d16; c18 c15; b14 b13; c15 c14; c18' and black is alive in the corner.) p4 should be played at r15 to prevent white's next coup.

(66) q17 r15 (67) q15 q13 (68) r14 r13 (69) s14 s13 (70) s15 l18 (71) k18 c18

If black had not earlier made the exchange p14 for o14 he could have saved himself after r13 by playing s13. After s15 the black stones are white's because if t13 by black then t12: s12 r11 and black cannot fill both false eyes at once. After the two valuable moves l18 and o13, which reduce black's potential territory while slightly increasing white's, black is losing by about 15 points. He resigned shortly afterwards.

White- Rin Kai Ho (8-Dan) Black- Fujisawa Shusai (9-Dan) giving  $5\frac{1}{2}$  points komi (or handicap points) as he has first moves.

R17 (this is a popular opening move now) D17 Q3 C4 E3 Q5 R5 R6 R4 Q7 P6 Q6 P4 R10 (this is a joseki if there is a B stone in the D4 corner, W makes a natural extension of three points from a 2-stone wall) C15 H4 F4 D7 (this enables white to make a pincer on the B stone C15) C2 C11 D16 E17 C17 C18 B17 G16 J17 O16 (this is the normal attack on r17) R14 L17 J15 E16 E15 D14 D15 G14 L15 Q15 R15 Q17 Q18 P17 Q16 P18 R18 L4 (B can gain territory and an attack on the W stone by K3) M18 O13 M17 H17 J18 O3 O4 N3 H2 (to stop W making a large territory along the bottom side) E5 F5 (if W gets to play here he will have an enormous potential along the left side) G3 G2 F3 E4 (if F2 W plays at E4) F2 J4 E2 (to get an attack on this B group in exchange for the lower territory) K4 K2 C5 D5 D4 C6 B5 (this gets the play E7 later with sente, that is, the initiative) K3 J2 L2 H3 L3 H6 E7 B6 Q11 Q10 Q12 R12 P10 Q9 (this sequence enables B to attack the W upper group) P15 M16 L16 M15 M14 O15 P14 M13 (W has now escaped) D8 E8 F6 (threatening D6) A5x2 G7 J5 (otherwise B H5 gains a large central area) K5 K6 L5 L6 M5 C14 (attacking the corner B group and attempting to make territory along the left side) F15 G15 F13 G13 E13 G11 F11 F10 E10 F9 D9 E11 F12 G12 D11 C10 E9 (to stop D10 and W cutting) F8 B9 B10 B8(good form) B15 B13 D12 C13 (if W captures D11 his stones die without a Ko fight) B12 C12 B14 D12+ E12 L18( to gain threats for the Ko fight as he only save his group by Ko) K17 B7kox N17 N18 xko N15 N16 xko O18 E12 N19 (B played this sequence to make his upper group more stable and to reduce the W group to the minimum possible) L13 M12 (after this exchabge the upper or the lower group must die, so he gives up the lower in the best way possible) J7 H7 L12 L11 K11 K10 J11 J10 H9 H8 J13 H10 K14(this is necessary for the group's life) S5 S4 S6 M6 K8 S13 S12 N14 O14 R13 B18 J3 G1 A18 B17(this makes B fill some pts. in his group later on)J6 H5 M6 K8 L8 K7 L9 K9 T12 R10(T11, B at R11 and takes these stones)T10 T9 T11 P9 S9 T8 K1 O10(threatening to cut at M7)N8 H1x2 G18 P7 O6 T4 T3 T5 S3 A8 A9 C16 A17 Q13 (worth 5 pts.)P13 P12 Q14x2 P11x A7x F14 E14 F18 G17 B19 D18 F16 H16 N9 O8 L7 M8 C8 C9 C7 (he cannot play at A10 for Ko due to lack of large Ko threats)A15 L10 M9 M10 Q13 N13 L14 N7 N6 P5 O5 P8 L1 H15 H17x Q19 R19 P19 O9 N10 J1 H2 K18 M19+\*3 F19 E19 G19 K19 J19 J12 K12 H12 L19x Q4 K19 White won by  $7\frac{1}{2}$  points.

This game was played to a time limit of 25 mins. each and 30secs. per move after.

These two games have been layed out in quite different manners. We would welcome any comments and expressions of preference from readers.