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THIS IS THE FIRST ISSUE of the British Go Association's official journal. It will be published quarterly and issued free to all B.G.A. members. Besides giving news and notices of British, European and World Go, it is our intention to provide instructional material of interest to both junior and senior players and for this purpose we shall borrow freely from all available sources.

This journal will not, of course be a substitute for such excellent material as the "Go Review", the "Matsuda Go Letters", "Go Proverbs Illustrated" or the "Vital Points of Go" but will provide additional instruction, much of it prepared with the weaker players particularly in mind.

We must tell you at the outset that this journal will make a heavy drain on the B.G.A. funds and the cost to the Association per year per member will almost certainly exceed the annual subscription. The B.G.A. does have some money in hand, however, and publishing a magazine seems the best way in which to share the benefits among all our members.

We should very much like to be able to provide diagrams, for these would add clarity and attractiveness to our publication. Unfortunately the difficulties of reproduction and especially the cost make this out of the question, at any rate for the time being.

The bulk of the work of preparing material, typing, duplicating, addressing and despatching will be done by John Diamond and his group of helpers at Cambridge. They welcome constructive criticism. I shall operate mainly in an advisory capacity.

John Barrs

THE CLASSIFICATION OF players is important to the game. There are two systems: the Japanese and the European.

Amateur players in Japan are graded upwards in strength from Sho-dan (1st Degree Amateur Master), through Ni-dan (2nd Degree), San-dan (3rd), Yon-dan (4th), Go-dan (5th) to Roku-dan (6th). There are only a handful of players strong enough to reach 6th dan. The strongest level so far reached by a non-Oriental is 4th dan.

Below Sho-dan and graded downwards are 1st kyu, 2nd kyu and so on down to an absolute beginner at 30th kyu.

On this Japanese system the gap between each dan or kyu is one stone, so that Sho-dan playing San-dan receives two stones and playing 2nd kyu gives two stones.

The European Go Federation system used in England separates each class by half a stone. Class 19 is equal to Sho-dan, class 18 to strong Sho-dan and so on. Class 20 and class 21 are first kyu etc.

Players of the same class play level, Black giving his opponent five points (komi) to compensate for his having the first move.

To calculate the correct handicap use the formula

$$\frac{\text{Difference in class plus 1}}{2} \text{ is the handicap.}$$

Thus class 35 v. class 29 is $3\frac{1}{2}$ stones. So the weaker player (who always gives komi, if any) takes four stones handicap and gives five points komi to his opponent.

NOTE that the Japanese professionals are rated on a system quite separate from the amateurs. They are graded from Sho-dan up to 9th dan with about one third of a stone between each dan. Sho-dan professional is slightly stronger than 5th dan amateur.

THE ONLY GO LITERATURE at present available from the B.G.A. apart from this journal are the following:

- (1) "Learn to Play Go", by Akio Matsui and John Barrs, 48 page booklet for

beginners, price 4/- post free. (Where three or more copies are ordered these are supplied at 3/6 each.)

- (2) "Matsuda Go Letters", a complete course of instruction suitable from about class 45 and stronger. This is written in English by Takao Matsuda of New York and consists of 216 quarto pages on handicap and even game joseki and fuseki, middle-game and end-game play, problems and annotated master games. The price is £4 7s 6d., post free.

The above two items are available from the B.G.A., 12 Third Avenue, Wembley, Middx.

NOTE that we cannot supply either standard or magnetic Go sets. These are available from Japan (see Go Review).

The excellent "Go Review" published in English in Tokyo by Japanese experts, printed on high quality paper, 84 pages quarto size, is available in this country only from our Magazine Distributor, Mr. R. Hitchens, 4 Sandringham Gardens, London N.8. The price is £3 10s Od. per year. Back numbers are available from our Wembley address, price 5/- per copy or, as a special concession to members only, 2/6 each when three or more copies are ordered.

A NUMBER OF JAPANESE terms are frequently met in any text on Go, and though none of these are essential to the understanding of the game these terse terms do have certain advantages. We shall keep the use of these to a minimum, but here are a basic few and more will be introduced on suitable occasions.

SENTE The initiative. "This play is sente" means the opponent must answer or suffer a loss. Sente is relative, however, the opponent may seize sente elsewhere on the board by threatening to take there more than he would lose in the original situation.

GOTE The opposite of sente.

JOSEKI A correct or accepted sequence in corner play.

FUSEKI The opening plays of the game involving the whole board.

YOSE The end-game.

NEWS U.K.

A meeting was arranged on 26th April in Trinity College, Oxford. Over 45 people from Bristol, Cambridge, Harwell, London, Monmouth and Bradford as well as Oxford attended. Everyone played at least two games, and the meeting was voted a great success.

YUGOSLAVIA

The annual Golden Dragon tournament was held in Ljubljana at Easter with representatives from three countries. It was won by a team from Villach in Austria who beat Vienna 1 in the final 3-1. Ljubljana 1 came third and Rijeka 1 (also from Yugoslavia) came fourth.

EVEN GAME FUSEKI STUDIES

By Honinbo Shusai

INTRODUCTION

These even game studies of the fuseki are primarily concerned with the full board strategy as opposed to joseki. However, since fuseki is largely based on the jockeying for position to obtain favourable corner development, the student should note particularly the joseki, as much as they are given in each study. This will make the understanding of the subsequent fuseki more intelligible to him, and each study will have a cumulative effect.

Ideally, the student should have a thorough knowledge of even game joseki; and the author of these studies fully expected each student to have already perused his three volumes of even game joseki, and to refer to them from time to time to understand more fully the underlying motives of many of the plays. Unfortunately, no translation of his joseki is available at this time.

In classical Go, by custom, Black always made his first play at r 16,

the chief reason being to limit, after a fashion, the innumerable possibilities of opening play. Another reason was that at the time these studies were first published, r 16 was considered the best play that Black could make. The reason that Black usually played in that corner was more or less to produce a familiar pattern so that he would be more at home in the subsequent manoeuvring. These studies will be published in the same order as originally written.

STUDY 1

1 r16

2 p17

When W directly attacks r16 with p17 the best reply is either e16 or e17.

3 e16

This play has the advantage of inviting W to play at c16, after which B would advance to l17. This latter play would have the double advantage of combining a squeeze attack on p17 with the formation of a base for expansion in the north west (nw in future) sector.

4 c5

This stone could have been played in the se corner instead.

5 l17

It is advisable for B to play here now, whether or not W has played at c16. If W should now play in another part of the board, this would permit B to play at q17, and W would then naturally play p16, which would then allow B to encircle W by playing q14. As to other W defences against q17, there is also the possibility of r17, or p14 may be played; and there are still other defences not discussed here.

6 q14

With the above dangerous possibility in view, W has chosen this play, which can be either defensive or offensive, according to subsequent developments. The slanting formation, 2 and 6, is called "taisha" or formation of a hundred variations being one from which countless varieties of opening corner play may develop.

7 p16

This is a common play to sever the connection between 2 and 6. It is the most common answer to this formation. There are two other common plays for B, one being r14, the other q15. r15 may be considered feasible, although less common, because of 5.

8 o16

Usually W would now place a stone at q16. At this stage of the fuseki, it is of no consequence to discuss the comparative advantages of q16 and o16.

9 p15

10 q17

11 r15

These plays are indispensable after 3 o16.

12 r17

W seizes the valuable 3-3 point which would otherwise have been taken by B.

13 r11

By this play, B now seeks compensation in taking territory along the e side. The last plays form a joseki that is not played much these days.

Here let us review the progress of the opening up to this point.

In spite of B's initial advantage with r16 in the ne corner, W has later occupied the all-important with 12. Thus, as far as the corner is concerned, W has the advantage.

B, on the other hand, has occupied territory along the e side by his advance to r11. In size of areas, however, W's corner is larger than B's side position.

Next, compare the position of 5 and 6. Against B's strong bamboo-joint, 6 is practically helpless; whereas 5, although pitted against W's entrenchment in the corner still enjoys the advantage of possible extensions toward the nw. Thus between 5 and 6 the scale of strength leans decidedly in favour of B.

14 q4

A good alternative would have been p4, but still in the vacant corner. It is nearly always better to occupy a corner than make an extension along the side. In this case q3 or r4 would not be good, because then B could reply with r5 or p3 respectively, gaining an advantage because of the expansion o

his territory in the first case, and because of the threat of a pressing down play at q5 forcing W toward the strong B position and then making a big extension along the s side.

15 e4

B here has many alternatives from which to choose; for example, fortification at c16 or attacking at d3 would be feasible. He has, however, here chosen e4 for the purpose of occupying the s side towards the w.

16 d3

17 e3

18 d2

W here has an alternative in d4. Then B would play 19e5 20d6. This development occurs frequently and should be remembered.

19 j3

This is an important play. If omitted, W would play 20j4 which would render the condition of B's stones e3-e4 extremely precarious; and at the same time W would extend his territory along the entire s side.

20 c17

W plays here to reduce the B territory in this sector. Ordinarily, the attack on e16 would be made at c16. In this case, however, B has 117 as a valuable outpost to the initial corner play e16. This outpost might also have been at j17 or k17. With it at any of these three points, it is advisable for W to break into his opponents position by playing at the 3-3 point, c17. W now awaits, among other possibilities a counter-attack with 21c15. However this is bad, for then 22d16 23d15 24e17 25f17 26f18 27f16 28g18 or 27g17 28g18. In this case where the B outpost is at 117, h18 would be W's next play in this region; but if the B stone were at k17, then 23g18 would be his last play in this area for the time being. This sequence would cost B a great deal, as 117 then becomes redundant.

21 d17

In order to avoid the above development, B guards the nw side with sente and gains much territory.

22 c16

W extends. Often 23d15 24b14 follows; but in this case it would leave the B position open to a W attack at h16. B therefore finds it advisable to play at e14 next.

23 e14

24 c13

W advances down the w side while B is building up his territory in the n.

25 o15

Now B takes the initiative and bottles up the W group in the corner. This is a severe blow to W.

26 n16

27 n18

28 o18

29 n17

30 o17

B, by threatening to cut at o17 twice, continues bottling up W.

31 l15

B, still having sente, completes his bottling up operation and increases his territory.

32 l3

W now having sente turns to this point, which is an offensive against the B formation and also an ambitious extension along the s side from q4. W here had an alternative in h15. (At an opportune time, B may choose to attack the entire ne position by playing s17. Then s18, t13, s16, t16 develops into a ko, for the life of the W group.)

33 r6

This has a purpose similar to that of 32.

34 o4

A natural sequel to 33' enlarging and securing his territory.

35 e12

Should B omit this play, he would still be vulnerable to a W attack at h15. B's play, therefore has a twofold defensive significance: it defends the B territory along the n side, and at the same indirectly strengthens the B group of three stones in the sw. It also serves to apply pressure on the W formation down the w side. Thus it will be seen that e12 is a good example of a play with triple effectiveness.

A rough estimate of the prospective territory reveals that B is ahead, but the s side is not yet clarified enough to make a proper evaluation possible as W is bound to gain a few points in attacking the three stones in the sw, and the two in the e as well.

TWO NINE STONE OPENINGS

THE FIRST OF THESE openings is from a book by a professional and it starts with a statement of general principles which any player would do well to remember.

1. Make full use of your own influence.
2. Plan your play to avoid clumsy redundant formations.
3. Separate enemy stones whenever possible.
4. Play lightly in areas where the enemy is strong. If you cannot make a safe group in such areas run out quickly.
5. When a few stones are so threatened that rescue attempts would build up your opponent's strength out of all proportion to the value of the threatened stones, sacrifice them promptly for advantage elsewhere.

Opening 1

	2 q13	3 o16	4 r6
5 r5	6 q6	7 o4	8 o10

This is a typical White play in a large handicap game, and attempts to intimidate Black into believing that his stone is being surrounded and needs to make eyes on the side.

9 p12

It is important to separate the White stones. Black runs out with his attacked stone q10, by counter-attacking the weaker White flank.

10 p13

The usual White response, preserving the stone at q13.

11 o12	12 o13	13 n12	14 m14
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Threatening a further intrusion into the upper side, and defending himself.

15 m16	16 l13	17 o6	
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A good move, again attacking White and keeping him on the defensive.

18 o7	19 n7		
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Following the proverb: Answer a checking stone by hitting it on the head.

20 o8	21 q8		
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Note that B must play here before protecting at n5. If now n6, then p7.

22 p6	23 n6	24 r8	
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Indirectly protecting the cutting point at p7, and securing room for eyes.

25 r9	26 r7	27 m11	28 m9
29 l8			

After this shutting-in move White is forced to make eyes on the side.

30 s5	31 s4	32 s9	
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33 s10	34 s7	35 q12	
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Black could have tried to kill the White group with t9, but then White could take x counter-measures with 36r11 37r10 33p11 and the situation becomes then rather complicated, just what White wants!

36 t4	37 t3	38 t5	
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39 s3	40 t8		
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White is now secure with 4 points of territory in his group, and Black can turn his attention to the upper side and secure the corner. This then forces White to run into the centre with his weak stones and build up the Black territory while getting little himself.

41 r15	42 p15	43 p16	44 j13
45 k12	46 k13	47 n13	48 n14
49 o15	50 o14	51 g13	

If now 52h12? 53g12 54h11? Black can undertake such harassing action because his own stones are safe. In this particular situation, White's stones may live but Black is bound to secure large territories as a result of these manoeuvres.

Opening 2

	2 c6	3 d6	4 d7
5 e6	6 c5	7 c4	8 e7
9 f4			

Instead of this Black could play 9f7 10e9 11f4 (see joseki 5) because of d10.

10 d13	11 f10		
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This could also have been played at f16.

12 g7	13 f16	14 g13	
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If instead h10, Black's best reply would be f13.

15 h10	16 h16		
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White would not play h16 by choice, but is forced to lest Black play here and cut off White completely.

17 c15

This play safeguards the corner, and is better than a continuation at f14, for then 18f13 19h15 20j15 21l16 causing complications which Black, of course, doesn't want.

18 o17

19 q14

20 o3

White threatens, with the support of g7, to invade at h4 and destroy the potential Black territory.

21 k3

A good play. It promises future attacks on the White stone o3.

22 r6

23 q6

24 q7

25 p6

26 r3

Since Black has already a stone at k3, White doesn't play r5. Black would then answer with r4, and although the stones on r6 and q7 would live the White stone at o3 would then stand alone and hard pressed. For this reason White first secures the corner with r3, thus abandoning the stones r6-q7 for the present, hoping for an opportunity to save them later.

27 r5

28 q3

29 p7

Black would like to play o3 (see joseki 14-16), but as this is already occupied the best move is that played. r7 is used normally, but as q10 is there p7 is better as it captures both stones.

30 q12

31 o14

A typical attack by White, reducing the Black potential, answered in one of the best ways, separating the two White stones.

32 s12

33 r10

A very good play in the circumstances. White threatened to play r7 and to connect with 36s12 or 36r3. After r10 the White stones have lost all chances of survival.

34 o12

35 n16

A play strongly attacking the White stone, possibly better at p17, which is simpler, for then 36o16 37 p18, securing the corner and attacking the White stones strongly.

36 q17

37 r17

38 p16

39 q15

The normal play. Otherwise W will be able to connect through the B position.

40 r18

41 q18

The beginner, usually afraid to start a ko fight, would probably have played s17 instead. This would have been a poor play, as White would reply 42p18 and even though the Black group lives it is worth very little. It is then, best for Black to play q18 and engage in the ko fight. Should he lose the ko, he is bound to gain an advantage elsewhere.

42 p18

43 p17x

44 s5

Black must answer this, or else White (playing r7) would save his stones around r6, and threaten Black on the right side.

45 s6

46 q17x

47 m13

Black could also have threatened at c8 or p11, but m13 is a safer play, since it not only secures his own stones, but also cuts apart White's.

48 q19x

White takes because Black has many more ko threats.

49 p11

Black continues the attack started with m13. He has lost the ko, but was able to make the important plays m13, p11, and generally made out well.

50 j13

If White had connected at p12 instead, Black's reply at n11 would have cut White off completely.

51 p12

This play doesn't seem necessary at this time. However, since Black has no weak position to defend, the play is a good one, as it prevents possible future developments of an unpleasant nature.

52 c17

White wants to see how Black will react before deciding on his future plans.

53 d17

This is the correct answer. Black can play this because he has c15 already.

54 c14

In this way White still brings use from the sacrificed stone c17.

CONTINUED ON P.8

RAISING YOUR STRENGTH

Extensions and Connections

(This is the first of a series of articles for beginners and players of average strength written a few years ago by the Editors of the American Go Journal. The fundamentals of Go strategy and tactics will be the subject and the style will be basic, assuming no previous study.)

THIS FIRST DISCUSSION concerns the plays which extend armies towards the centre of the board. Such plays are usually called for at the end of the opening stage and throughout the middle-game. One extends to the centre for many reasons; to rescue armies without eyes, to surround enemy groups, or to secure a portion of the centre. Generally, the player who dominates the centre is able to connect his armies, simultaneously dividing and constricting the enemy.

If one player extends too timidly toward the centre, his opponent may seize the vital points; but if he jumps too boldly, he may find himself cut off from his base. He must also bear in mind the need to consolidate his extensions sooner or later, converting all gaps into solid connections. Waiting one move too long for such precautions can be fatal. Some further clues to these distinctions will be found in what follows.

A. What is a connection?

Eventually, all connections must be resolved to solid connections along a straight line, and this is, therefore, the only "true" connection. All other positions can only be potential connections, depending on certain conditions to become true connections.

The "diagonal" connection (d4-e5) or "kosumi", is close to a true connection, and may be considered a "virtual" connection. But many players forget that a play at d5 or e4 is needed to make this a true connection.

With this warning in mind, we can proceed to examine the most common ways of extending toward the centre.

B. Extending under pressure.

The first extensions toward the centre will usually be made in the course of corner play, in close or direct contact with enemy stones. The solid extension occurs most often in response to direct contact: ld4 2f3 3e3 4f4 and ld4 2f3 3f4 4g4 5f5 are both good examples of this.

The kosumi has a left or right directional purpose, as shown by: le3 2g3 3f4. A kosumi is usually seen when opposing stones are in the near vicinity or on both sides; ideally, the very compactness of this play is a threat. lc4 2e3 3d5 and lc4 2e3 3h4 4f4 show common situations where the kosumi has potential strength in two directions.

Many other forms of virtual connections are used in extending under pressure. The "bamboo joint" (c6-c7-e6-e7) is a very strong formation which might be used more. The only limitation of this strong connection is that it is subject to a ko threat, but its tactical advantages are plain.

When extending from a pair of stones (e3-f3) the single skip to e5 or f5 serves as a virtual connection. There are many forms of safe connection, and it is important to choose the most aggressive of these; a well-placed extension will often wrest sente from the enemy. It would be tempting to draw up a chart of such extensions, but the dangers of learning by formula are great. Beyond the basic examples, each situation must be analyzed by the player himself.

C. Open situations: the single skip (ikken-tobi).

When extending in open situations, without the pressure of strong opposing formations, it is normal to extend a step further than the "virtual" connection. The purpose of such moves is not to insure a connection, but rather to move boldly to gain territory and influence in such a way that an attempted cut would be unprofitable.

A great deal of attention should be paid to the single skip for this is the normal form of extension to the centre. An example of a fuseki situation built up entirely of single skip moves is: Black at c4-c8-e3-k3-k5, White at m3-q3-q5-r10; then Black le3, threatening to surround a vast territory, White invades lightly with 2h5. Then 3h3, and White retreats to the

centre with 4h7. Black then presses down on the other White position with the L-shaped formation of 5m5.

Why is the single skip used so often? Its strength lies in its versatility. Consider the single skip at k4-k6. Note that White can play between the stones and Black has no immediate prospects of capture after 1k5 2l5 3j5 4l6 5l4. He can develop the situation with 6k3, if elaborate in-fighting will be profitable to him. Or on the other hand, he can sacrifice the original stone to build territory or influence in the centre. One such line of play in which Black can dominate the situation and still keep sente is: 1k5 2j5 3l5 4h6 5j4 6h4 7j3 8h3 9k3 10l6. He might equally well have built the same formation in one of three other directions.

What are the limitations of the single skip? When is it vulnerable?

When the enemy has built up strength on both sides of it, such as Black at f3-f5, White at d3-d5-h3-h5, Black must now protect against a cut at f4. White can connect through the Black position by: 1f2 2e2 3e3 4g2 5f4 6g3 7g4, if Black doesn't reply. A play at e2 or e3 is often seen as a guard against this. Generally, any horizontal or diagonal play can be used to convert the single skip into a virtual connection.

A series of single skips towards the centre is usually neither more nor less vulnerable than one, and a chain of such extensions is often seen. The L-shaped formation (3 paragraphs above) is also often seen. Here Black threatens to attack at n3; but once White defends Black is vulnerable to a play at l4, and should watch this point carefully.

D. The knight' play or "keima" (c3-f5).

The keima is a weak link for beginners, who may not realize that it has little connecting value. The stronger player bides his time, then attacks these links later in the game. To prevent such a cut at e4 or f4 Black must be able to capture by a ladder in either direction - and relying on such ladders can be a source of more weakness than strength.

What is the proper function of the keima?

Not as a connection nor as an extension to the centre, but rather as a surrounding move, bearing heavily to left or right. In Black at j3-j4-j5-j6 -p3, White at m3, the keima at o5 is a good surrounding weapon. Here Black is not at all worried by a White cut, for White himself cannot avoid being cut off, and if Black has any kind of leeway to left or right the White stones will die. Thus the keima is an attacking rather than a defensive play.

E. Conclusion

There are two basic situations which govern extensions toward the centre. When opposing men are in close contact, or have strong influence nearby, the solid or diagonal extensions are most often used. Other forms of virtual connection are also used that cannot be cut in the general course of play.

In open situations, the single skip is the normal extension. When planning such an extension the beginner should not only ask himself, "Can this be cut?" but also "If White cuts, how shall I answer?" If there are no White stones nearby to support such a cut he can proceed boldly to make the normal extension without fear of the consequences.

CONTINUED FROM P.6

53 b15 56 h5 57 h3 58 c3

There was the constant threat that Black might occupy c8, then c7, b3 and White would have been very hard pressed here.

59 s4

A good play as White is forced to answer, to make sure that Black cannot play 6lm3 and seriously endanger the life of the White group.

60 m3 61 k12

There was the threat that White might play j11, and then j10, l12 reducing the large Black potential.

62 j7

Reducing the Black potential slightly and stabilising this group.

63 l7

Completely securing the territory in the centre.

After this White has almost no chance of winning, for though he may be able to reduce the nw corner somewhat dl3 and gl3 are very weak.

SOME ACQUAINTANCE WITH the most frequently encountered lines of play in handicap corners is essential to the beginner's progress toward a full enjoyment of the game of Go. The Japanese studies of these joseki are voluminous, but we shall only deal with the main variations met here.

In this issue we shall first indicate briefly the main lines and then proceed to the detailed consideration of some of the continuations. For convenience the play is restricted to the sw, or d4, corner. The beginner will find it profitable to repeat the plays in other corners and orientations.

THE MAIN ATTACKS

The handicap stone is usually attacked in one of three ways: f3, g4 or h3. More rarely, White may instead play f4 or g3, or may fail to attack before Black has an opportunity to reinforce the handicap stone.

I. 1 f3

This is the most popular play and the strongest attack on d4. White threatens to follow up this with a second attacking stone at c6 or d6, and thus exert great pressure on the corner. 1 f3 is also a preparation towards establishing a White territory on the s side.

Black may answer in one of four basic ways. He may

- (a) secure the corner,
- (b) extend on the west side,
- (c) counter-attack the White stone,
- or (d) play elsewhere.

(a) Black secures the corner.

Black can accomplish this in several ways.

2f4 By this, the easiest and least complicated in the middle-game, B limits W to the side and simultaneously threatens the formation of a large territory on the west side and in the corner. W almost invariably plays 3g4, after which B generally plays 4f5 or, less frequently, 4e3.

2e3 This play is not quite so effective as 2f4 as it leaves W with ample room for manoeuvring, while still not having completely secured the corner. It is usually made when there are W stones near c10, or B stones around j4. It prevents further W intrusion into the corner immediately, and threatens the continuation 4f4. Therefore W must play 3f4, whereupon B can make a small safe corner with 4c5, or play more aggressively with 4c6 or 4d6.

(b) Black extends on the west side.

Here Black has three main possibilities.

2c6 A fairly defensive play, usually made when there are W stones near c9. It secures a small position, with the promise of a future attack on f3, and is safe unless very closely approached on both sides. The usual W follow up is 3d2, after which 4c3 or 4h3.

2c7 Most often played when there is no stone at d10, and no W stones in that region, it aims for outside influence rather than a safe corner. The distance between d4 and c7 leads to many variations and complications; and therefore should not be played unless known fairly well. W has more than ten possible continuations. Most often played are:

3c3 (4d3) 3d3 (4c3) 3c9 (4d3)

2d6 This is a modern play, and is often seen in non-handicap games as it promises a future attack on f3 or an extension to c10. In playing this B renounces the corner for the time being, since W can play at c3. However W usually leaves this possibility for later and plays now:

3c3 (4f6) 3k3 (4c10) 3d2 (4c3)

(c) Black counter-attacks the White stone.

Black has six similar moves, but most often seen are:

2k3 Usually played when combined with an extension from the se. However the corner is still open to attack with 3c6, 3c3 or 3f5.

2h4 This is now more popular than 2k3, and aims for territory along the w side. The W replies are just the same as for 2k3.

These are called pincers and are aggressive, hence they should not be played often by B in a handicap game as B should concentrate on defence in the opening stage.

(d) Black plays elsewhere.

This doesn't happen very often, since in a handicap game it is generally advantageous for B to answer W's attacks. Should B nevertheless consider it better to play elsewhere, then W may press his attack with 3c6, 3d6 or 3d7 all of which B can answer with 4f4 or 4e5.

II 1 g4

This play has less influence on the corner, and it is the next most popular variation played. It gives W correspondingly more influence towards the centre. Recommended B replies are f4, d6, e3 and c7.

III 1 h3

This W play has even less influence on d4 than g4, and therefore it is not imperative for B to defend d4. If, however, B has no better play to make elsewhere 2f3 is good. B not only secures the corner, but also attacks the W stone. However, if there is a supporting stone for h3, 2f3 is not really attacking and should be replaced by 2c7.

IV 1 f4

B's best defence is 2d6. W usually continues with 3c8 or 3d8.

V 1 g3

This, yet again, is not a strong attack on d4, and B may play elsewhere, if he sees fit. The recommended reply is 2e3, completely securing the corner.

VI 1 --

If B finds time to support the corner before W attacks 2c7 is the usual play, although 2c6 is sometimes played in special situations.

CONTINUATIONS

I (a) Black secures the corner.

1f3 2f4 3g4 4f5

W's answer 3g4 is almost invariably played after 2f4. 4f5 is the more popular of the two variations at this point. After these first four plays W has a choice of five major continuations.

A. 5e3

This gains a stable group, and is the most played. 6d3 is invariably played to secure the corner.

7h3 or 7j3 W now threatens to cut the two B stones off by 9e4 10c5 11d5 and B cannot capture the W stone. So B must protect the cutting point with 8d6, securing the territory as well. This also threatens a further extension to c10. If now 7c3 then 3c10 9e3 10b6 is good or 9c5 10c6 11b6 12d5 13b4 14c7 15b7 16d3 17c9 18d9 19b10 20b11 21b3 22c11 gaining massive influence towards the centre at very little cost.

7k3 This doesn't threaten the cut because now B can capture with 9e4 10c5 11d5 12d6 13c5 14d2 (a very important play). If now 15g3 16c6 and 17b5 18b6 19b3 20c4 21a2 22b1 23c4 24a4 25a5 26c3 or 17b4 18b6 19b2 20c4 21b5 22b3 23a3 24c3 25a4 26a2 27ax 23a6 and the W stones die first.

If, however, 15c2 then 16c6 17b4 18b6 19b2 20g3 21g2 22h3 23h2 24b3 25c3 26c4 27b5 23c2x 29a3 30a5 31c3x 32e1 33f2 34b3x and whatever the W threat B must capture the stones with his next play. 24c4 is impossible because the B stones have one liberty fewer than in the sequence above.

Thus the best play is not the defence of the cutting point, but 3c10. W can, of course, invade this extension but B can gain equivalent compensation. If B doesn't like the complications which ensue if W cuts as above, he can play after 9e4, 10d5 11e5 12d6 13e6 14d7 gaining all the territory safely at the cost of two stones.

After 3c10, if W plays 9c6 the correct play is 10c5 securing the corner. Then 11d6 12e4 13d9 14d10 15e9 16c10 17f9 13m3, menacing the W group or 11d7 12d6 13b6 14c10 15b5 16b4 17f7 18d2. This last play is absolutely essential otherwise W can destroy the corner by playing 19b3 20a5 21c3 22c4 23d2 connecting to his outside group.

7c6 This destroys any possible B territory on the w side. B should

answer in similar fashion to the sequence above by 3c5 9d7 10d6 11b6. After this B is advised to play elsewhere, and complete the sequence dealt with before when W plays b4.

7g5 This is very infrequently played, and generally only when there is a B stone at k4. If there is no stone there 8d3 is best, always playing as simply as possible in a handicap game. If there is a B stone at k4, 3g5 9j5 10d6 can also be played. W can play 9f6, trying to complicate matters somewhat, but after 10d6 again W will almost certainly have to give up f6 without much of a struggle.

B. 5d3

A very useful play. It stops B forming a large corner as in A, but it builds up-B along the w side.

6c3 This securely takes the corner, but places less emphasis on the side. W now has two very similar replies 7e2 and 7e3. If 7e2, then 8d2 9e3 10c2 11k3 12d5 or 8c2 9k3 10d6; taking the corner, but leaving W with the territory along the s, and sente.

If 7e3 B has again two alternatives; 8c2 9k3 10d6 taking more of the corner or 8c4 9k3 10c10 taking more of the side but still leaving it relatively invadable.

6e3 Taking the side and leaving the corner for later, or giving it up completely. The next plays are forced; 7e2 8e4 9g2 10c3 11d2 (W must make this last play otherwise B will get too large a corner as well as the influence). The best reply is 12g5, making the B position very strong and forcing W to concentrate a large number of stones in a small area. If W doesn't reply 13h4, 14h4 15g3 16c2 17j3 18j4 19k3 completes the corner and gains influence with sente. B's best response now is 14c10.

W can take the corner later by c4, c5 b4 b5 b3 e10 but B gets ample compensation for this loss. You should make sure that B cannot save c3 after W has played c4. Any other play apart from 14c10 is bad as it doesn't fully utilise the wall and should not, therefore, be played. 14c3 would guarantee the safety of c3, but this is fairly complicated.

C. 5e2

Usually played to obtain sente quickly after reducing the corner somewhat. B has two good alternatives.

8d2 Transposes to B above after 7d3 3c3.

6e3 Also transposing to B above if 7d3. However, if 7f2 9c3 is best. 8d2 is wrong for then 9c3 10d3 11c2 12e1 13b5, and W gains a live group in the corner for almost no compensation to B. After 8c3, d2 is a big end play.

D. 5c3

This grabs the corner, and waits to see what B will do before deciding on future strategy. The best play now is 6e3. If 6c4, gaining the w side then 7d3 9e3 9e2 10e4 11g3 (12g5 doesn't force a W reply), and B has suffered a loss in comparison to B above. 6d3 is also bad because of 7c4 8d5 9b6 and B hasn't so much pressure on the W stones as after 6e3.

7g3 Saving this stone, but giving up c3. B should now play 3c4, and then 9e2 10d3 are best. Later W will play d2, and B replies c2. This now leaves a very large yose play by W of b2, forcing b3x and then c1. So B must remember to play early on, after c2, d1 e1 b2. c1x with sente; any other play apart from b2 is not so good. c1 loses sente after g2, and b3x loses a fraction more of the corner.

7b5 Making a live group in the corner, but giving up some territory and stones on the s side. 3g3 is now the best, however if there is a B stone at k4 the best is 8g5 as he can capture both the W stones. Then 9c7 is usually necessary to prevent W's being shut into the corner.

7c4 Very infrequently played. 8c6 is the best response, thereby confining W to a small corner position and still threatening to play g3 or g5.

E. 5g5

Playing for territory on the s side, while giving B the whole corner. B's best answer is 6e3 sealing off the corner. Then 7g3 8f6 are usually played. If there is another play in this sector by W it is usually 9h7, but this depends on the circumstances on the remainder of the s side. Again W can reduce the size of the corner later by playing at c3, which B should answer with c4 and then e2 d3 d2 c2 (for the remainder see D above).

After this play, taking the corner, but giving up a large amount of influence to W. W can play 5g3 and transpose to E above by 6f5 7g5 8f6 etc. However W most often plays 5f5, after which 6e4 is mandatory.

A. 7g5

Placing the emphasis on the central influence, and generally played if there is a B stone around k4. B's best, and simplest, course is 8g3 9h3 10f2x 11g2 12d6 (the ko is not very valuable at this stage of the game). B can also play 8d6 immediately, but this can lead to complications if W manages to play f2 later.

B. 7g3

This can only be played if there is no B stone near k4, and it plans a future extension in that region. B can cut with 8g5, but this will lead to fighting quickly, what B doesn't want in a handicap game. So B is advised to play 8d6 or 8c7, and W will make an extension around k3.

C. 7f2

Reducing the territory in the corner later, but giving up a large wall to B immediately. B should now cut with 8g5 as W has a weakness at g3 and cannot cause B so much trouble as he could in B. 9h4 is forced, then 10h5 is simplest followed by 11j5 12f6 13j4. W can later, of course, reduce the corner with e2 (see C above) or d2. There are many complex variations after 4e3 but these are the simplest and will usually suffice.

1f3 2e3 3f4

Now B has a big decision. He can attack the W stones aggressively with 4d6 and give up some chances in the corner, or he can play safely and retain the corner securely with 4c5 or 4c6.

A. 4c5

This leaves no possibilities for W, even if W gets to play 5c7; for if 7c3, 8e2 9b5 10b4 11c4 12b3 and B has killed the two W stones. Any other invasion of the corner will also die with proper play, and you should make sure of this.

B. 4c6

Gaining slightly more territory than A, however it leaves a small weakness at c3; and after a W play at c3, d2 is usually required and is a good play as in most cases the two W stones can be brought under a severe attack by a B play near j4.

C.

This modern play aims for further attacks on the W stones from the direction of j4 and if there are already stones in that region it is to be preferred to A and B, provided there are no W stones near c3 for then the whole B group could come under heavy attack.

The response to a W invasion at c3 depends to a very large extent on the surrounding situation. If the W stones are isolated then it is best for B to separate the W stones and prepare an attack on them, with 6d3 or 6e2. Otherwise it is best for B to play 6c4.

6c4 W invariably plays 7e2, leaving B with the choice of playing 8d3 9d2 10c2 if there is a B stone at c10 (see D above for future development). However if there is a W stone near c3, and B wants a secure life for his group 8d2 9d3 10c2 11e4x (b3 is impossible, for then e4) 12b3, but this also strengthens the W group.

6e2 A very strong play, and the usual follow up is 7c5 8d5 9c6 10c4 11b4 12c7 13b7. B now has the choice of taking a small corner with 14b3 15c3 16d7 17b5 18c2; 17b2 is impossible because of 18b5. Or he can confine W to a small corner and take the outside influence with 14b3 15b6 16c3 17c2. 15c3 would be wrong because then 16b6 17d7x 18b5 19c7 20b3 loses a large corner, 17c2 is also necessary for otherwise B can reduce this group to two points with sente by b2, and then b3 c2 a5.

6d3 A lesser known possibility, but still good. W can now live by 7b4 8c4 9b2 10b5 11d2 12e2 13a3 14d1 15c2, or 7b4 8b6 9c2 10d2 11b2 whichever is more profitable for B. The latter has a weakness at a3, but B cannot play there until he protects one of the cuttings points d5 or c6.

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7	h3/j3				k3			c6	g5		e2		e3		e2	d3	d3	f2
8	<u>d6</u>				<u>c10</u>			c5	<u>d6</u>	g6	d2	c2	c2	c4	e4			<u>c3</u>
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Underlines denote a temporary, or permanent, halt in the play.

WHEN STUDYING A master game the following points may prove useful.

- (1) Divide the game into sections, according to who has sente.
- (2) Try to define in each section what is going on. That is, what is the basic strategic purpose of each section.
- (3) Consider especially the plays on which sente was abandoned. These are invariably the largest plays. Try to estimate how many points they are worth; look for other possible plays and try to determine why these are inferior to the move played.
- (4) Play the game over, trying at each play to decide what you would do before locking at the actual move. Thus you will have the masters comment on your play. It is more important to look for differences in strategy rather than look for special combinations. In a special combination you will never find a master play, but in the general pattern of your play you should try to apply a master's standards.

Played in this way a game will require a good deal of time, but you may be sure of making rapid strides in your playing strength.

WHITE: CHIRA (9-dan)

BLACK: YAMABE (9-Jan)

Black gives 4½ points komi. In a professional tournament to avoid ties 4½ or 5½ points are given for komi.

This game was played in the tournament to decide the challenger for the Honinbo title. This is the premier title for professionals and is held by Sakata (9-dan) who is generally acknowledged to be the best player at the present time. The tournament was won by Rin (3-dan and Meijin) with a score of 6 wins and 1 loss. Rin is from Formosa and is only 24 years old.

The time allowed for each player in this tournament is 9 hours, and after this time is used up 1 min. per play is allowed. For amateur games the time limits are usually 2 hours, and then 30 secs. per play.

An n after a play will denote a note in the text.

1 r16	2 d17	45 g10	46 o10	39 g8	90 h3	131 m15	132 m16
3 c3	4 d3	47 n3	48 r7n	91 g7	92 e4	133 n16n	134 m14x
5 p17	6 r5	49 r12	50 m10	93 h6	94 j4	135 c16	136 c17
7 q7n	8 p6n	51 18	52 p8n	95 m6	96 m5	137 m15x	138 d14n
9 n3	10 c15	53 q3	54 r6	97 16	98 o4	139 k4	140 k3
11 c5	12 d3	55 p3	56 m7	99 o3	100 b10n	141 h4	142 j5
13 f5	14 g3	57 m3	58 k10	101 a3	102 m4	143 j6	144 h3
15 j16n	16 q12	59 j3	60 h10	103 e11	104 j14n	145 k5	146 j3
17 e15n	13 e16n	61 j7n	62 g12n	105 f16	106 k16	147 c12	148 m14x
19 d15n	20 c14	63 g9n	64 g10	107 j17	108 m3n	149 c13n	150 m15
21 f15	22 d16	65 e9	66 h9n	109 s3	110 m14	151 f18	152 o13n
23 e12n	24 f7	67 e3	68 e7	111 o12	112 n12	153 n17	154 p18
25 c3n	26 c2	69 d7	70 d3	113 n13	114 o13n	155 c17	156 n18
27 d4	23 e3n	71 c7	72 c6	115 n14	116 o14	157 h13	158 j13
29 h5	30 h7	73 b6	74 b7	117 m12	118 n11	159 h12	160 j12
31 q14n	32 q9	75 c8	76 e5	119 m13	120 r13n	161 e18	162 r13
33 p7	34 o7n	77 b4	78 a6	121 111	122 110	163 c13	164 q19n
35 q6	36 q5	79 b5	30 d9	123 q13	124 m15	165 b19	166 d19
37 o8	38 o6	81 e10	32 b3	125 114	126 p12	167 b18n	168 c13
39 p9	40 r3	83 c9	84 d10	127 r14	128 k15n	169 d18	170 b15
41 c10n	42 p10	85 b9	36 d11	129 116n	130 115	171 c19	172 b13n
43 r10	44 r9	87 f6n	88 e6	Black resigns after the 172nd move.			

7 A very popular play these days, settling this area quickly.

8-14 All these plays are standard.

15 Aiming to take a large position by playing q11 next.

17 If f17, e15 would utilise d3 to the maximum in building up territory.

19-22 Standard sequence for this corner position.

23 Attacking d3, so W retaliates with a strong counter-attack on c5-f5.

25 The normal practice, strengthening his stones and reducing the corner.

28 If b3, 29e3 30c4x 31d2 32c3 33e5 isolates the W stone on the s side.

31 Protects the corner and attacks q12 strongly.

34 The usual reply to 33 is o6, but in this case there is a W stone at q9 and W can afford to attack the B stones more strongly.

41 This is better than p10, which forces W along the fourth line and lets W gain an easy life, even though the cut at 42 can be taken.

48 Ensures a connection to the lower W group, and takes away the base of the B stones forcing them to run into the centre. It also forces 49.

52 Reduces the liberties of the B group by one with sente.

61 If B plays elsewhere, W can cut here and separate all the B armies.

62 Threatens to cut at h15. For then if h16, g15 f16 g16 isolates the central B men.

63 B again counter-attacks instead of protecting the cutting point directly.

66-86 W continues to isolate the central B men and to profit by attacking their possible connections, but gives up two stones in the process.

87-94 B connects his two weak groups and is forced to make eyes by 94.

100 Forces 101 and threatens to cut at e11 after he has prevented a possible B play at 15, connecting to the lower B group.

104 Safeguards his central group which has been without proper eyes all this time as B has never had an opportunity to attack them! It also threatens disconnection at h15 (see 62).

108 Secures some territory and forces 109, otherwise B will lose these men.

114 m13 would lose three stones by 115n11 116m12 117n10.

120 Gains 126 with sente.

123 If m15, then ^{K18} k15 ~~q15~~ 116 115 k14 k17 [^] 117 m17 118 m13 m16x 119 116 o15 captures all the B stones.

129 115 would lose all the B stones.

133 Gains the ko but he hasn't enough ko threats to win it.

133 Threatens to disconnect the B men again.

149 Captures the five W stones but the ko is larger.

152 Destroys all the B territory in this sector.

164 After this B cannot kill the W men for if m17, then m18 117 s16 lives.

167 Attempts to kill the corner. If d18, c18 c19 b13 b12 a13 lives easily.

172 After this the corner lives. If b12, a12 all a13 a15 b14 a17 b16 a13

a16x b16x b18 e19x c16 a16 a14 d19 a19x a16 e19 is the best B can do.

Now W either connects with f13, or kills three men with d12 b11 c10

c7x a10. As B is about 10 points down and has little time left he resigns.