

# 2 BRITISH GO JOURNAL

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## NOTICE TO ALL CLUB SECRETARIES AND UNATTACHED MEMBERS

It has been decided that all annual subscriptions will in future become due on 1st JANUARY of each year.

As a concession to new members, those joining after 30th SEPTEMBER will be credited with membership until the end of the following year.

## THE XIth EUROPEAN GO CONGRESS

The 1967 European Go Congress was held in Staufen, near Freiburg, in West Germany from the 8th to the 20th of August.

After the Opening Ceremony on the 8th, as Staufen is one of the centres of wine production, a party was given by the Burgomaster in one of the local wine cellars. This met with the approval of all the players and ended too early for most. However this was lucky as most of the tournaments commenced the next day.

Those arranged were:

- (1) EUROPEAN INDIVIDUAL CHAMPIONSHIP for players of class 15 and better, without handicap, with 3 hrs. each and 1 min. thereafter (byoyomi).
- (2) MASTER TOURNAMENT for players of classes 16-19, with handicap, 2½ hrs. each and 1 min. byoyomi.
- (3) EUROPEAN TEAM CHAMPIONSHIP; decided by the percentage results of the players of countries with three or more players in (1) and (2) above.
- (4) GRADED EVEN GAME TOURNAMENTS; all remaining players were grouped into five sections so that as few classes were in each tournament as possible.
- (5) HANDICAP TOURNAMENT; for all players, to qualify for a prize at least nine games must be played and the results decided on the percentages.
- (6) LIGHTNING TOURNAMENT; for all players with handicap, 20 mins. each. As 24 players entered, it was arranged as a six round Swiss tournament.

3 players entered for the EUROPEAN CHAMPIONSHIP, two each from Austria, Holland, Yugoslavia and one from Britain and W. Germany. As the 1966 Champion, Jurgen Mattern (W. Berlin), did not attend it seemed a fairly open event with Manfred Wimmer (Villach), Zoran Mutabzija (Rijeka) and Max Rebattu (Amsterdam) having the best chances. The final table was:

	Class	Country										Wins
1	Mutabzija	14	Y	x	4	7	r	3	2	15	r	7
2	Wimmer	13	A	-4	x	-r	17	r	7	r	r	5
3	Rebattu	13	H	-7	r	x	-7	20	r	-6	10	4
4	Ekart	14	Y	-r	-17	7	x	-r	r	r	r	4
5	Skrob	14	A	-3	-r	-20	r	x	-7	r	11	3
6	De Vries	14	H	-2	-7	-r	-r	7	x	6	r	3
7	Diamond	15	B	-15	-r	6	-r	-r	-6	x	r	2
3	Marseille	15	G	-r	-r	-10	-r	-11	-r	-r	x	0

NOTE. -r denotes a loss by a resignation.

10 players competed in the MASTER TOURNAMENT, and in fact the event was decided in the last round when the first two players played each other.

The Cambridge player Tony Goddard (Class 19) was placed first with

8 wins, second was Beck of Austria (19) with 7 wins, and third Strecker of W. Germany (17) with 5 wins.

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As Yugoslavia only had two players in the above tournaments they did not qualify for the EUROPEAN TEAM CHAMPIONSHIP. Thus the results were:

1	Austria	13	wins	11	losses	62%
2	Holland	10		7		59
3	Gt. Britain	11		15		42
4	W. Germany	10		16		33

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The five sections in the EVEN GAME GRADED TOURNAMENTS were, with British results after:

1. Classes 20-21
2. Classes 22-26 Bob Hitchens (Class 25 from London) third out of six.
3. Class 23 David Berg (23 London) third equal out of five.
4. Classes 29-30 John Tilley (29 Cambridge) second out of four.
5. Classes 33-42 All three players were from London.

Clive Schofield (38 London) gained second place in the HANDICAP TOURNAMENT with 7 wins out of 9 games.

The LIGHTNING TOURNAMENT was held on the 20th, with some players, mainly the stronger ones, complaining that the time allowed was too long and should be cut to 10 minutes or less. But this would have favoured the stronger players even more than actually happened, with Zoran Mutabzija first and Henk De Vries second, both with 5 wins.

On the results of these tournaments promotions and demotions were made. Only those of British players and of general interest are here.

Mutabzija	13	Berg	29
Diamond	14	Schofield	35
Goddard	17	Miss Hook	40 (London)

John Barrs (19 London) and John Fairbairn (19 Newcastle) were not promoted.

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The NIKON KI-IN (Japan Go Association) again sent a professional to Europe this year, in the person of Mr. Nagahara (3-dan), and he also attended the Congress. He played a number of simultaneous games, from 6-10 players, giving the top players in the European Championship 4 stones.

He also gave a number of lessons, and gave comments on a large number of games from the European Championship. We are indebted to him for the comments on some of the games to be published.

The Closing Ceremony was held on the 20th, when the various prizes were presented, and afterwards most people went to a festival in a nearby village where there was dancing and drinking for the rest of the evening. All enjoyed themselves immensely and said their goodbyes till next year.

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The annual meeting of the E.G.F. (European Go Federation) was held during the Congress and the following decisions arrived at:

Mr. Karl-Ernst Paech of West Germany was appointed President in succession to Mr. Albert Schilp of Holland.

The 1963 European Go Congress will be held in West Berlin in early August.

The qualification for the 1963 European Individual Championship will be class 14.

The Master Tournament will be without handicap in 1963, and will probably be divided into two sections - Classes 15, 16 and 17, and Classes 18, 19 and 20.

It is probable that the 1969 Congress will be awarded to Austria or Yugoslavia.

## BRITISH GO CONGRESS March 1963

It is intended to hold the first National Congress at Oxford over the weekend of 30th March, during which will be held the A.G.M. of the B.G.A. Suitable accommodation is being sought but it will be limited. The cost will be about £5 for the two nights, Friday and Saturday, all meals and tournament fees. The competition will be on handicap basis for prizes. Those interested should write now to A. Daly, Trinity College, Oxford for further details when they are available.

### BRISTOL

As usual the Bristol Go Club is very busy. They continued their friendly meetings with the Monmouthshire Go Club on 21st July, and their club tournaments. Their latest being the R.A.F. Association Go Challenge Trophy won by P. Langley from J. McCracken (receiving 3 stones). The strongest player in the Bristol Club is Roger Hays, now about class 35.

### LONDON

The annual Nippon (Japanese) Club Tournament was held on 1st October, 5 Japanese and 8 English players from 5 dan to 5 kyu participating. Included was a Japanese meal as well as prizes. First was Y. Akimoto (4 kyu), second J. Diamond (3 dan) and third S. Shimizu (3 kyu).

### JAPAN

The 6th Meijin (Grandmaster) Title Match finished on 22nd September with Rin (Age 25) beating Sakata (47) 4-1 in the best of 7 game finals. Earlier this year Sakata beat Rin 4-1 for the Honibo Title. Rin has now won the Meijin Title for the last three years, beating Sakata each time. To challenge Rin for this title Sakata won the Challenger's Tournament with

Continued on P.24

### A HANDICAP SYSTEM FOR YOUR CLUB

The handicap system used by the London Go Club is useful in providing encouragement especially to newer players.

Using this method the results of all games played in the Club are recorded in a book, together with the handicap given and received. After each game the winner is then promoted one class ( $\frac{1}{2}$  stone) and the loser demoted one class. Thus each win means that it is harder to win next time and each loss means a better chance of winning the next game.

The stronger players in the Club (class 30 and better) keep the same handicap (until this is amended by the Committee). This enables them to provide a stable basis for the whole system.

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#### BEECHAM RESEARCH LABORATORIES GO CLUB

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that all would have been played unwisely.

18 c13

Wary of the danger just described, W has taken a defensive position at c13 and is planning a gradual attack on B from the strengthened nw formation. Moderation thus marks this play by W. It also promises to completely secure the corner with another play at d17 or e17.

19 f3

This might well have been played at the corresponding point g6. It is also a good example of an attacking keima play (see No.1 P.8).

20 g6

This play is now absolutely necessary.

21 j4

This is defensive in the sense that it lends support to the B stones in the se corner, and defends the B potential along the s side. It is offensive in the sense that it threatens encirclement of W's four stones again.

22 h7

A clever play! It threatens, by way of g9, the now isolated B formation d9-f3 and prepares the way for the valuable opportunity of playing k17 before B can do so. Should W play 22 j6, B would now seize the key position of k17 at once because the B formation is not now threatened.

23 h9

This double keima forms a virtual extension (see No.1 P.7) and should be remembered.

24 k17

25 r7

This is comparable to W's play 24 k17 in its importance as affecting the game as a whole, and its ultimate outcome. With this play the fuseki is at an end. Let us, however, speculate on the next few possibilities.

W's next stone may be hurled into the B formation at r12. Again it might be pressed against r7 with 26 r6, followed by 27 q7, 28 p5. There is still another possibility, 26 q7. 27 q8 would be followed by 28 q6, and should B then extend with 29 p8 W could cut with 30 r8, and capture r7 by 31 r9, 32 s3, 33 s9, 34 s7. However B would gain the advantage by 35 o14, securing the initiative.

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### HANDICAP JOSEKI (2)

I (b) BLACK EXTENDS ON THE WEST SIDE (1 f3, 2 c6)

1. 3 d2

This is the most popular of the alternatives at this point. It is played to reduce the corner and stabilise the W stone. 3 j3 would not be good, as then 4 e3, 5 f4 would overconcentrate the W forces too much.

A. 4 c3

Easier and taking the corner, but it leaves W with a stable group.

5 j3. Securing some territory along the s side, but not pressuring B much. Later if 7 c8, B is advised to protect the corner with 8 c2. For if he does not 9 c2, 10 b2, 11 b4, 12 b5 (12 b3, 13 c5, 14 d5, 15 b6 and connects), 13 b3, 14 a2, 15 c4, 16 d3, 17 d5 (17 c5, 18 d5, 19 b6, 20 a4, 21 a5x, 22 a3 and the W stones die), 18 e4 AND 19 e5, 20 f4, 21 e3 if the ladder at g4 works, gaining all the corner OR 19 c5, 20 f4, 21 d6, 22 e2 an even exchange, if the ladder above doesn't work for W.

5 c3. Very infrequently played, and only when it is also an extension from a W position in the nw. This is because B can force W with 6 h3, 7 f5, 8 d3, 9 d9, 10 d7 leaving B with the option of 12 c9 or 12 j5.

B. 4 h3

An altogether more complicated play, and for this reason not to be recommended in handicap games. It destroys any potential W territory along the s side and thus it is usually only combined with an extension from the se. It also threatens to gain influence towards the centre at the cost of

leaving the corner open for W to take.

5 g3, 6 h4 and 5 f5, 6 c3 are quite good for B; so usually played is 5 c3, invariably followed by 6 e3.

7 e2. Taking the corner, but giving B an equivalent amount of influence after 8 f4, 9 f2, 10 g4 OR 8 b5, 9 f2.

7 e4. More complicated. The simplest and best course for B is 8 f4, 9 e5, 10 d3 AND 11 e2, 12 c4, 13 g4, 14 f2, 15 f5x, 16 g2, 17 b4, 18 d6, 19 b2, 20 h4, 21 h5, 22 j5, 23 h6, 24 d9; taking a small corner and leaving some fighting in the centre for later OR more commonly, 11 d5, 12 c4, 13 c5, 14 b4, 15 b5; taking the w side and sente.

2. 3 d3

Rarely seen after 2 c6, as the "cross-cut" of 5 c4 does not appear. It is generally used to secure a live group here quickly. 4 c3, 5 c2 are invariably played.

A. 6 b2

If 7 b3 then 8 c4, 9 b1, 10 d2; or if 7 c4 then 8 b3, 9 d5, 10 e4, 11 c5, 12 e3, 13 d6 and B has more than W. Thus the best for W is 7 d2, 8 c4, 9 e4.

B. 6 c4

W should now simply answer 7 e2 to achieve his object of a stable group. 6 b3 or 6e3 would be bad; for the former allows 7 b2 with advantage, and the latter overconcentrates the B forces after 7 d2, 8 e4, 9 e2, 10 c3.

3. 3 c3

Again played only occasionally and stopping a further B expansion in this direction as it is possible for B to answer 3 d2 with 4 c9, 5 c3, 6 c4 and give up the corner. The recommended B reply to this is 4 d2, waiting to attack c3 or f3 later. This is the ideal defensive formation after a play at c3.

4. 3 c3

This should not normally be played as it gives B too much compensation for the loss of the corner by: 4 d3, 5 d2, 6 e2, 7 c2, 8 e3, 9 b5, 10 c5, 11 b6, 12 c7. (This is the standard technique for taking the influence along the s side after an invasion at c3 against most B extensions along the w side.)

HANDICAP JOSEKI INDEX (2)

	26	26a	27	23	29	30	30a	31	32	32a	33	34	35	36	37	
1	f3															
2	c6															
3	d2		-	-	-	-		-	-			d3	-	c8	c3?	
4	c3		-	h3	-	-		-	-			c9	c3	-	<u>d2</u>	d3
5	<u>j3</u>		c3	c3	-	-		g3	f5			c3	c2	-		d2
6		-	h3	e3	-	-		h4	<u>c3</u>			<u>c4</u>	b2	c4		e2
7		c3	f5	e2	-	e4		c3		j4		d2	<u>e2</u>			c2
8		c2	d3	f4	b5	f4		c4		j3		c4				e3
9			d9	f2	<u>f2</u>	e5		f5		k4		<u>e4</u>				b5
10			<u>d7</u>	<u>e4</u>		d3		<u>c9</u>		k3						c5
11						e2	d5			14						b6
12						c4	c4			m3						c7
See:						text	text									text

CORRECTIONS TO No.1

- P.10 17 lines from bottom 20 c4 should be 20 b2.
- P.14 Top line, 45 r10 should be 45 s10.
- Comment on 128 should read "then k15 j15 l16 l15 k14 k17 k13 " etc.

## INTRODUCTION

As with handicap joseki, an acquaintance with even game joseki is necessary to progress in Go. However, in contrast to handicap joseki, the decision as to which joseki to choose is more involved. This is partly because there are fewer handicap joseki and partly because the fuseki of non-handicap games is more involved. Thus the study of these joseki is necessarily coupled with an active study of fuseki.

It must also be born in mind that this series will necessarily be selective and hence you must be prepared to meet a move you haven't seen before and take full advantage of it. Thus rote learning of these joseki is not enough, the general principles and shapes are more important.

Black will always make the first play in the sw corner.

## KOMOKU (1 c4)

This is essentially a defensive play, placing its emphasis on the acquisition of territory in the corner as another play, at e3, e4 or f3 will secure the corner from attack until it is closely approached by opposing stones. However, as with most of the initial corner plays, an immediate attack is not essential, and may in some cases be left completely, but this depends on the overall strategy of the game.

If an attack on the corner is to be made the normal choice is one of 2 e3, 2 e4, 2 f3 and 2 f4. (As you might have noticed these are the opponent's best points, and hence very often your own.) Again a reply is not always immediately necessary and may be delayed a long time, or altogether and then transpire into another joseki. This happens very often and this warning will be omitted in the rest of this series.

A 2 e3

The most popular, and severest, attack on the corner. It ensures that Black cannot take the corner completely, but must give White at least an equivalent amount of compensation. It also promises an extension along the s side, to the region of k3, and a pincer attack on c4 with 4 c6, 4d6, 4 c7, 4 d7, 4 c8 or 4 d8.

Black's best replies are the pincers 3 g3, 3 g4 etc., ensuring that White makes no expansion in this direction and attempting to build up a territory in the corner; 3 d5 and 3 d6, promising future expansion on the w side and threatening a strong attack on White with 5 f4 or 5 h3.

B 2 e4

This is seen more often now than previously as it is an example of the "balanced" strategy, combining the third and fourth lines, of most modern players. It aims more for central influence and a reduction of the possibilities of Black building up a large territory on the w side than e3. However, it leaves Black with the corner if he wants it as he can play 3 e3, though this leaves White with the choice of taking influence on the w side or territory on the s side.

Also good are 3 e5, taking the influence to the w side and possibly giving up the corner, and 3 g3 or 3 h4, again preventing White from taking up a position along the s side, and being more aggressive.

C 2 f3

Aiming to take up a position on the s side, as the pincer moves would not be so severe as this stone is further away from the corner stone. However, it leaves Black with sente, and the corner if he plays 3 d3. Also possible is the pincer at 3 j4.

D 2 f4

This is very rarely seen now as it gives Black the corner with 3 e3, or he can just expand along the w side with 3 d6. But it still is occasionally used, as may be seen on P.13 in this issue.

## TAKAMOKU (1 d5)

This is a fairly popular play designed to give up the corner but gain influence towards the centre, and to one of the sides whilst also ensuring that White doesn't get too large a corner. It threatens further plays at 3 d3, taking the corner in a standard formation; 3 c10 or 3 k3, taking territorial prospects along either side.

White will usually reply in the corner with 2 d3, taking the corner and threatening the same plays associated with B above. 2 c3 is sometimes better than 2 d3, usually only when there is a stone at c9, c10 or c11 already. For an example of this see No.1 P.4.

After 2 d3, Black can play 3 c3, promising an extension to the region of c9 next; 3 e3, playable only if there are no white stones in the ne corner and promising either the outside influence or a larger corner; or 3 f4, more complicated and taking greater influence and potential along the w side but giving up more territory.

#### MOKUHAZUSHI (1 c5)

As this is in between komoku and takamoku, it does not aim so greatly as takamoku for central influence or so greatly as komoku for corner territory, and is usually played to gain a territorial potential along the w side or let White occupy the corner and complicate matters. This is because there are a great number of complicated joseki, and hence a large number of possible errors, associated with this initial play. The usual responses are 2 d3, 2 e4 or more rarely 2 c3.

##### A. 2 d3

This destroys the corner and aims for territory along the s side, but more often than not this is frustrated by 3 f4, the "taisha" or joseki of a thousand variations, for some variations see No.1 P.3. This leads to vast complications and joseki that may involve 40 or 50 plays and cover a quarter of the board. The other pincers can be played, but next most popular is 3 e4, giving White some secure territory and building a potential along the w side. A direct extension to 3 c9 or 3 c10 is also used gaining territory directly.

##### B. 2 e4

Aiming to gain territory simply along the s side, but giving up a fair sized corner after 3 d3, the only play commonly used against this. See No.1 P.4 and P.13 this issue.

##### C. 2 c3

Rarely used, to gain the corner and some territory along the s side, but it reduces the number of possible alternatives. However it gives up a large potential to Black along the w side after 3 e4.

#### SAN-SAN (1 c3)

This is a purely modern play, taking the corner directly and leaving no chance for White to snatch it away. However it cannot be developed easily towards the centre and this is sometimes a handicap. The usual replies, and in this case they usually are postponed till later as Black has already completed the corner, are 2 d4, taking central influence only as Black plays 3 c4 or 3 d3; 2 d5, 2 d6 and 2 c7, taking some territorial potential in this direction, but leaving Black able to consolidate the corner and extend on the s side with 3 d3, 3 d4, 3 c3 or 3 c4, according to the strategic circumstances.

#### OTHERS

A number of other plays have come into favour with some of the younger professionals, and some of the stronger amateurs, mostly devoted to central influence or side influence and placing little or no emphasis on the corner. They are much more difficult to handle than other corner moves because the whole strategic emphasis of the game changes, and hence they should not be used unless well understood. Among these are 1 c6, 1 d6, 1 e5 and 1 e6.



## FORMING TERRITORY

FROM THE EXPERIENCE of players first introduced to Go it appears that the most difficult idea to understand is the general idea of "territory".

A territory is an area claimed by one player when his stones surround it so that he can form, with proper play, two eyes and his opponent cannot. The size of the area, the shape, and the strength of the outside wall must all be considered in deciding if it is safe.

As far as shape is concerned, long narrow areas are better than square ones. A formation surrounding four points in a row is safe no matter who plays first, whereas one surrounding four points in a square cannot form two eyes there in any case.

The strength of the outside wall must be weighed in forming territory. A formation of Black stones on the tenth lines, surrounding a quadrant is said to form a safe territory, for White cannot form two eyes if Black plays correctly. Try it and see.

### Correct Order of Play

There are severally widely accepted principles on where and how to form territory, and the first is:

It is easiest to form territory in the corner, harder along the sides, and hardest of all in the centre. This can be easily seen from the minimum number of stones needed to form two eyes; 6 in the corner, 3 along the sides and 10 in the centre.

Thus the basic principle of strategy is to play first in the corners - either closing a corner with two stones, or attacking an enemy play in the corner - then to build territory along the sides, and finally extending into the centre.

### Play the Third and Fourth Lines

The methods of forming territory in the corners are mostly joseki studies, and the beginner should gain some knowledge of these before anything else. Here we shall consider the methods of forming territory along the sides.

In extending along the sides from a corner position the questions to be asked are: (1) How far up from the edge? and (2) How long a jump from the corner?

Primarily, you should play along the third line to form territory, but with some stones on the fourth to ensure that you can prevent your opponent from grabbing all the centre. This is the second basic principle of forming territory.

Before 1930 classical play emphasised the third line heavily. But in the 1930's a new opening strategy was proposed (Shin Fuseki). These two are contrasted in the following opening: 1 q16, 2 d17, 3 q4, 4 e3, 5 q10, 6 d15, 7 k16, 8 c4, 9 k4, 10 c10 with Black playing the extreme form of the new strategy. These fourth line plays are designed for central influence more than immediate territorial gain.

The White plays are an extreme form of the classical style. Such a heavy accent on the third or fourth lines alone is rarely seen now, and the modern style is rather a mixture of the two, taking the best points of each and forming a "balanced" style.

This search for balance is well illustrated by the following example: Black at d4-d6-e3-o4-q4, White at f3-f4-r6; Black plays k3, low relative to o4. If the stones o4 were at n3, the best play would be j3, balanced with the low play at n3.

In the opening above you may have noticed that Black played one stone in each area, and on the very points that handicap stones are placed, but it takes considerable skill to follow this up profitably.

Again referring to the opening above and bearing in mind that no one additional move can secure the handicap corner, good plays are: r4, closing the corner; r7, taking side territory; and r10, aiming in either direction. This last play is very strong and should be used more often in handicap games.

## How Far to Extend

In forming territory, the biggest question to answer is, how far to extend from the corner groups? The widest extension usually used is 6 points, from e3 to m3 for example. The safe extension from a single stone on the third line is two points, forming a connection that cannot be broken.

The following example illustrates the use of extensions: 1 r16, 2 d17, 3 p17, 4 q3, 5 c4, 6 c15, 7 e4, 8 r6, 9 k3, 10 k17, 11 c10, 12 n3, 13 r11, 14 n17. Moves 10 and 11 are large extensions, 12 and 14 are safe extensions.

What is the thought behind 10 and 11? The opponent can invade directly in the gaps left behind. But note that if White plays c7, Black can safely extend to c13, leaving White squeezed between two strong black groups. White has made a similar move with 14, threatening black's corner as well. One reason for Black playing r11, and not r10, is that he would not have this optional extension.

The 5 point extension, 10 and 11, can be consolidated with a further play at g17 or c7, but it is more likely that d3, or more commonly, e10 will be played. This latter play threatens to form a "box" formation with k5 which is very strong and is almost irreducible.

However the beginner is usually more interested in knowing how far he can safely extend without fear of being disconnected, and in knowing how he can capture the invading stone if he has to.

## The Principle of the Safe Extension

In most circumstances one can extend, on the third line, two points from a single stone, three from two stones, four from a three stone formation etc. For some common examples see No.1 P.4 and P.13 joseki 10.

## Defending One's Own

It is all very well to say that a certain extension is normal and safe - but what to do when your opponent disregards this and plunges in? A beginner often learns how to make the right move, but not how to defend it; he becomes discouraged and retreats to timid extensions, which are even more certain paths to defeat. Naturally, there is no simple answer to this, but the following may suggest an approach.

Consider the situation with Black stones at e3-e4-e5; Black makes the extension to k3, whereupon White invades at h3. What should Black do?

First Black must decide whether to capture the white stone or will he force White out into the centre, making a strong wall to the right. In many cases, the latter is more profitable, but if there are white stones to the right Black must capture as Black cannot expand profitably to the right. Should then Black attack with h4, j4 or j5?

The one play he should not make is h4. 1 h4, 2 g4, 3 g3, 4 j4, 5 j3 indicates the kind of complications that White can devise. Instead, Black should play 1 j4, giving White little choice beyond the sequence 2 h4, 3 h5, 4 g5, 5 g6, 6 h6, 7 j5, 8 f6, 9 g4. g6 is the key play and once you have learned this type of capture it seems simplicity itself, but many a beginner plays timidly at h6 instead, and White is out. g4 captures White, with no opportunities for ko or anything else.

It is good for Black to study such possibilities by himself, so that he is prepared to defend his territorial claims. But in any case, if he knows that his extension is right, he should play with a certain aggressive confidence against any unorthodox white plays.

The same thing applies to larger extensions, the similar sequence for the next larger extension from e3-e4-e5-e6 to l3, invaded at j3 is: 1 k3, 2 j4, 3 j5, 4 h5, 5 h6, 6 j6, 7 k5, 8 g6, 9 h7, 10 g7, 11 g5. After this last play White can only push in one point to f5, and he has also stranded three stones with no base in a powerful black formation.

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7 wins and 1 loss. Second in this Challenger's Tournament was Takagawa (51) with 6 wins. Sakata beat Takagawa in a jigo (a tied game) as for the Meijin Title White wins in the case of a jigo, with a komi of 5 points.

Black: Ernst SKROB (Austria)  
 White: John DIAMOND (Gt. Britain)

Round 3 13.3.1967  
 Black gives 5 komi

Comments by Mr. Nagahara are followed by (N). All other comments are by the Editor and hence not so authoratative.

1 c4 2 q3  
 3 d17 4 r17  
 5 e3

This is the commonest fuseki at the present time, and usually plays one of c15, c14, d15 and d14.

If 5 were at e4 instead, c15 would not be good because of 7 c11.

6 d15  
 7 c13 8 c17  
 9 c16 10 d16  
 11 c15 12 c14  
 13 d14 14 b14  
 15 b17 16 c13  
 17 b15 18 b13

Good (N) This is a joseki, as is 18 c17 but then 19 b13, 20 e14, 21 d13 and B has a large potential.

19 e17 20 a15  
 21 b16 22 f16  
 23 b13 24 c12  
 25 d13

Better than e16 (N) because then 26 e15, 27 f15, 28 e14, 29 f14, 30 c13, 31 g16 and although B is better in this corner, W stands better over the whole board.

26 d12  
 27 f14

Incorrect. Best is 27 f13, 28 e16, 29 e12, 30 f17, 31 d18, 32 e18, 33 c19x, 34 d10, 35 e11, 36 c9 and now f13 has become an ideal play. (N)

28 e16  
 29 f12 30 f17  
 31 d18 32 c18  
 33 c19x 34 e12

Bad. This makes B into good shape and leaves 27 a good play. 34 d9 is much better. (N)

35 f13 36 f11  
 37 c7

No good. g11 is much better. (N)

38 g11

Good (N) If B had played here he would have been secure easily.

39 j13 40 j16

k16, making full use of the wall is best. (N)

41 k14

Bad, simply l13. (N) The text play only fortifies the n side.

42 l16

43 q5 44 r5  
 45 q4

B chooses this variation because of the stones at c4-o3.

46 r4  
 47 p3^ 43 q6

This was played with the purpose of obtaining a wall to the s side, and then playing at f3. This joseki can only be played by W if the ladder formed after 52 by 53 o3, 54 o2, 55 r6, 56 p5, 57 o4, 58 n3, 59 o4, 60 o5 works for W.

49 r3 50 q2  
 51 s3 52 p2  
 53 o4 54 o3  
 55 r6

p3 would be wrong as then 56 n4, 57 p6, 58 o5, 59 p5, 60 p7, 61 o6, 62 r6 captures the corner.

56 p4x  
 57 p5 58 o5  
 59 p6

If p3x, then p6.

60 n4x

61 q7x

This is very important otherwise W can save his stone and build a wall by 62 q7, 63 p7, 64 r7, 65 s6, 66 p3, 67 o7, 68 o3, 69 n7, 70 s7, 71 s5, 72 q9.

62 f3  
 63 o4 64 r11

Wrong point, q12 is best (N) This threatens a further play at r9, and also follows the proverb: Don't play close to your opponent's strength.

65 q16 66 q17

The decision on which side to play is very difficult.

67 p16 68 r16  
 69 q14 70 r15  
 71 p14

Not joseki, correct is o13. (N)

72 o17

Although following joseki, as W is strong on the n side it had better be played at r13 to reinforce r11. (N)

73 r14 74 p11  
 75 j11

k11 is better form. (N)

76 n16

W was worried about the possibility of B playing at n17.

77 n14 78 o7

Very good. (N) For if 79 o6, then 80 n6, 81 n7, 82 p7, 83 q3, 84 n3, 85 m7, 86 q8, 87 r3, 88 s6, 89 r7, 90 q9 and 91 s5 is forced. Thus B is cut off between two strong W groups.

79 q10 80 q11  
 81 r10

Poor. o9 would have been very strong. (N) Separating the W stones.

82 p10

83 s10

B was afraid of W playing r3 next. 84 ml4

Enables 38 to be played with sente. 85 ml3 36 ll4  
87 ll3 88 sl2

Threatens a disconnection at nl3. 89 nl5 90 ml6  
91 dl0

Better el0, then if 92 ell, 93 cl0 reduces the group to only one eye (N) 92 cl0

Indirectly protecting the cutting point at ell, and strengthening the W stones. 93 c9 94 bl0  
95 d9 96 c3

This threatens to take away B's corner or build up a large territory on the s side if B answers b3. (N) 97 e2

Good, this stops the formation of a W territory on this side. (N) 98 b9  
99 b8 100 al2

Poor, as it doesn't secure two eyes. 101 bl1, 102 al1, 103 a9, 104 dl1, 105 al4 does this and should have been played up till move 111. (N) 101 sl3 102 b4  
103 c5

W can now live in the corner by playing at b2. But it isn't worth it yet. 104 rl2  
105 ol2 106 c9

p7 would be better; for if B doesn't answer then 108 o6, 109 q6, 110 q8, 111 r3, 112 s6, 113 r7, 114 s4, 115 t4, 116 s5, 117 s7, 118 s2, 119 t6, 120 r2, 121 t4x and W has gained the corner with sente. (N) 107 p7

Good. (N) 108 n7  
109 j4

Threatening the centre. 110 k2  
111 ell 112 dl1  
113 el0 114 j3  
115 h4 116 k4  
117 k5

j3 directly is better. (N) 118 l5  
119 j8 120 k6  
121 j5 122 l7  
123 h3 124 j7

Bad. (N) Better h2, then 126 h7. 125 h7 126 k8  
127 j9 128 h2  
129 h6

B cannot play at g2 because then 130 g3, 131 f2, 132 h6, 133 j6, 134 g4 and a large ko fight ensues. 130 b2

Good. (N) Now W lives in the corner. This is worth 27 points. 131 b5 132 a4  
133 g2 134 s2

Worth 3 points with sente. 135 r2 136 rl  
137 t2 133 sl  
139 s5 140 gl

A big mistake. fl8 is much better as 142 is not sente. (N) 141 fl 142 hl

If 144 f2, 145 ol and W must protect the corner with cl or c2, otherwise it will die. 143 fl3 144 gl3  
145 el9x 146 hl7  
147 pl7 143 pl8  
149 ol6 150 ol8  
151 sl5 152 sl6  
153 ml0 154 nl1  
155 ml1 156 nl2  
157 nl3 158 q9  
159 r9 160 l9  
161 ll0 162 d2  
163 el

Otherwise f2 saves one stone. 164 hl4  
165 hl3

Otherwise W will capture three stones by 166 gl2, 167 gl3, 168 hl3, 169 hl2, 170 al4. 166 gl4  
167 gl3 168 fl5  
169 d3 170 a2

dl is impossible for then the corner comes to ko after 171 bl, 172 c2, 173 a2, 174 a3, 175 a5, 176 alx. 171 cl 172 c2  
173 dl 174 bl  
175 m9 176 tl5  
177 sl4 178 n9

m8 would lose two stones after 179 a9, 180 o3, 181 oll. 179 q8

m8 is worth more. 180 m8  
181 p9x 182 oll

Otherwise 183 nl0, 184 ol0, 185 oll. 183 pl2 184 k9  
185 kl0 186 a5

Worth 4 points with gote. 187 a6 188 a7  
189 b6 190 a3  
191 a3 192 al0x  
193 nl0 194 ol0  
195 j6 196 k7

W cannot fight a ko fight. 197 o6 198 n6  
199 jl5 200 hl5  
201 kl5 202 ml2  
203 ll2 204 al4

A mistake, this costs at least two points. 205 kl6 206 kl7  
207 jl3 WHITE RESIGNS

W must give up two stones by 208 hl8, 209 jl7, 210 hl7, 211 ll7, 212 kl8, 213 ml5 and lose by 11 points. If 208 kl8, 209 gl9, 210 hl9, 211 hl8 and W has not enough ko threats.

Black: Zoran MUTABZIJA (Yugoslavia)  
 White: Max REBATTU (Holland)

Round 5 16.8.1967  
 Black gives 5 komi.

1 r16 2 d17  
 3 d15

This type of immediate attack has come into fashion in the last year.

4 c15  
 5 c14 6 c16  
 7 c4

This threatens, with the completion of the joseki in the nw corner, to form a large potential.

8 q3  
 9 d14 10 f17  
 11 c10

This is a very common joseki.

12 e4  
 e3 would not be as good, as then d5 would fully utilize c10 and W would have too low a position over the whole board.

13 e3 14 f3  
 15 d3 16 f4  
 17 d5

As c10 is already there, this is better balanced than 17 c6.

18 k3  
 19 p17 20 r5  
 21 r10 22 f7

Although a large play, it is better around k16; for even if B gets to play f6 W can play e10 to reduce this potential.

23 k16 24 s16

W must enter this potential somehow and this is one of the commonly accepted ways of doing it. There are numerous ways of answering this all too involved and difficult to go into here.

25 r17 26 r12  
 27 p10 28 r15  
 29 s14 30 r14  
 31 s13 32 s15  
 33 r13

Unnecessary.

34 q13  
 35 s12 36 s17  
 37 p15

B could continue attacking with s18 but W can easily escape by 38 o15.

38 r13  
 39 q18 40 r19

W is now alive in the corner for if 41 t13 (best), 42 t17, 43 t15, 44 t19, 45 s19x, 46 s13 and B cannot fill at t19.

41 q2 42 r2

The best reply, as there are 3 stones at p10 and c10. r3 would only be possible if there was a W stone there.

43 p3 44 p2

Bad, q4 makes the 3 stones worse off and safeguards the corner.

45 q4 46 r3  
 47 o2 48 qlx  
 49 l3

Unnecessarily strengthens W. m4 is better, treating the 3 stones as a sacrifice if need be.

50 k4  
 51 k2 52 j2  
 53 l4 54 ql6

Reducing the territory with sente.

55 ql7 56 pl3  
 57 o16 58 ql5  
 59 o17 60 pl4  
 61 o15 62 o3  
 63 n3 64 o4  
 65 m2 66 d4

Waiting to see how B will reply.

67 c5 68 c3  
 69 c2 70 h17

Typical of Rebattu, always making seemingly small territorial plays.

71 o5 72 p4x  
 73 k5 74 k1  
 75 l2 76 b3

This enables W to get in 78 f2 with sente.

77 b2 78 f2  
 79 d2 80 h4

Poor. j5 would be much better as B cannot cut at j3, owing to the existence of f2.

81 p5 82 q5  
 83 j5

This expands B's territorial prospects.

84 h5

85 j17

Stopping W infiltrating into the ne with 86 k13, and threatening a further play at h16 or h13.

86 c8

Destroying the B territory and threatening the 4 stones in the nw.

87 e10 88 b10

This strengthens the W stone, but possibly better to play simply at e8 and wait for an opportunity to invade at b12, c12 or d12.

89 b11 90 c9  
 91 d10

b9 would not be good as then 92 d10, 93 c11, 94 e9, 95 d11 and W connects with sente.

92 e8

93 h13

Very large. Otherwise W can play 94 j13, 95 k13, 96 j16, 97 k17, and leave B with little territory. It also threatens 95 e16, 96 e17,

97 h16 taking a large central area.

94 g17

If 94 h16 then 95 a16, 96 e17, 97 f16, 98 g16, 99 g18, 100 g17, 101 g15 shutting in W.

95 p12 96 o13

The one stone is not worth saving as if 96 q12, 97 o14, walling in the W group. But better 96 p13, 97 q12, 98 n13 as 97 is still sente.

97 q12 98 o14

99 p7 100 j7

Better first 100 n4, 101 n5, 102 m4, 103 m5 about 5 points more.

101 n4 102 r8

103 k7 104 j8

k8 is impossible because of the cut at j8.

105 m12

Walling off some central territory.

106 m14

107 k8 108 m16

109 m17 110 n17

116 is better, as it is worth two points with sente.

111 n16 112 m15

113 m18 114 m13

115 n12 116 n12

117 n11 118 b12

Threatening b14 and c11.

119 c12

The only play to stop both of these.

120 a11

121 c11 122 s9

Better q7, forcing p3 first.

123 q3 124 j9

Very large. If B had got to play here his territorial prospects would have been greatly increased.

125 b13

This threatens b15 next with sente, and is thus stronger than b9.

126 k9

127 l9 128 l10

129 m9 130 b15

131 r7 132 s7

133 r9 134 s3

135 g13

Poor. p3x would have made it a decisive victory, as now 137 d16 can be safely answered with 138 f18.

136 r4x

137 d16 138 f18

139 c17 140 b17

141 c18 142 d18

143 b18 144 a18

145 q19 146 t18

147 b9 148 b8

149 a10x 150 a5

This is the largest play, but it is not sente because of 155. Nor would 150 a6 be for the same reason.

151 a4 152 f14

Destroying all B possibilities here.

153 f15 154 g14

W can connect with either group.

155 d7 156 e9

Stronger than d3 as it threatens more against the upper group.

157 g10 158 k11

Threatening m11 and again providing a connection with f14-g14.

159 m10 160 a6

Not sente, for if 162 b5, 163 b6, 164 a4x, 165 a3, 166 a5, 167 a7, 168 b6, 169 b7 captures the stones.

161 j10 162 e6

163 d6 164 k10

165 h9 166 j6

167 k6

Three points with gote.

168 f11

169 f10 170 e12

171 e5 172 f5

173 e7 174 f8

If f6, then 177 f8 loses 7 stones.

175 f6x 176 g6

Otherwise 177 g7, 178 g8, 179 h8 ko.

177 g12 178 f12

179 j12

Threatens g15 capturing 5 stones.

180 h15

181 a14 182 a15

183 o12 184 s10

185 s11 186 j16

Threatens j18 and k15.

187 j15 188 h16

189 k18 190 g6

191 q7 192 h3

B should have played g8 with sente before this move.

193 b14 194 c19

Otherwise a16 saves his stones.

195 r6 196 s6

197 j14 198 o1

199 g18 200 e14

201 n13x 202 n14

203 n2 204 b6

205 b4 206 e15

207 e16 208 f16

209 e17 210 e13

211 o1 212 f1

213 j4 214 j3

215 h14 216 g9

217 h10 218 t14

219 t18 220 t15

221 l1 222 j1

223 t11 224 p6

225 o6 226 n16

227 n17 228 g19

229 h19 230 f19

231 k13 232 e2

233 d1 234 l15

235 k15 236 t10

237 c7 238 b7

239 n1 240 h11

241 h12 242 f9

243 d12 244 e11

245 l11 246 d13

247 a8 248 p1

249 n12 250 f6

251 b10 252 f6

BLACK WINS by 7 points.