

BRITISH GO JOURNAL

NUMBER 7 WINTER 1968

EDITOR: JOHN DIAMOND

IF YOU HAVE NOT YET PAID YOUR 1969 SUBSCRIPTION, WHICH WAS DUE ON THE 1st JANUARY, PLEASE DO SO AS SOON AS POSSIBLE. THE ADDRESS TO WRITE TO IS:

John Barrs, 12 Third Avenue, Wembley, Middlesex

NOTICE TO ALL CLUBS

The Association now has a four side introductory leaflet priced at 6d. which is available in bulk (minimum six) at 4d. each plus postage. Samples are available on application to the Secretary.

The ANNUAL GENERAL MEETING of the British Go Association will take place at 4pm on Sunday 30th March at Churchill Hall, Bristol University. For the Agenda please see P. 7.

This meeting will be held at the SECOND BRITISH GO CONGRESS which will be held in Churchill Hall, Bristol University from Friday 23th March to Sunday 30th March 1969.

The principal event will be a Handicap Tournament with each competitor playing six games, and is open to all B.G.A. members. In addition, senior players will give simultaneous displays against four or more players and instructional lectures on all aspects of the game.

Bed and Breakfast in Churchill Hall will be 30s per night, and other meals will be available at modest cost if booked at the time of entry. The tournament fee will be 10s for each participant.

Entry forms can be obtained from:

The Chairman British Go Congress Committee, 55 Heath Road, Downend,
Bristol

All entries must be in by 21st February.

OXFORD

A match between Oxford and Cambridge Universities took place last term in Oxford over two rounds with teams of six. As both Universities have some very strong English players as well as several Orientals, the weakest players were class 35, this was an excellent match. Oxford, after winning the first round by 5-1, eventually came out winners 8-4.

BRISTOL

The match between the Bristol Go Club and Liverpool University took place in Coventry on 23rd November. The event was a two-round one similar to the above but with eight players on either side and the result was a win for Bristol by 10 wins to 6.

P. Langley won the Bristol Go Stone Competition, beating R. Hays the holder, by three points with a four-stone handicap.

ENFIELD

It is proposed to form a Go club in Enfield, which it is hoped will attract members from North London, South Hertfordshire and also Southwest Essex. Meetings will not clash with the London Go Club (not Mondays or Fridays). Any interested player, beginner or experienced, should write,

enclosing a stamped addressed envelope, to F. Roads, 4 Nigel Court, Millais Road, Snifield, Midx. or phone 01-266-1919.

AUSTRIA

The 1968 Austrian Team Championship was won by the Karntner Go Club who drew one, against the runner's up the 1st team of the Vienna Go Club the previous year's winners, and lost none in the final group play-off for the title. This is the first year that the Karntner Club has won the title though its' team has four Dan-players, including M. Wimmer who came fourth in the 1968 European Championship.

YUGOSLAVIA

The XIIIth European Go Congress

The 1968 European Go Congress will be held in the Students' Settlement, LJUBLJANA, Yugoslavia from the 3rd-16th August, with arrivals on the 2nd and departures on the 17th.

The usual tournaments will be arranged; European Individual and Team Tournaments, Master Tournaments, Even Game Tournaments for other players, a Handicap Tournament for everyone, and also a Ladies Tournament.

The Congress Fees are:

E.C.A. members DM 26 non-members DM 36

with participants staying for less than one week at half-price.

These fees should be sent by all participants separately to the account of the E.C.A. President:

K.E. Pasch, Rechtsanwalt-Anderkonto 359 2133, Bayer. Hypotheken u. Wechselbank, Munchen, West Germany

Accommodation is available in the Settlement in double rooms with full board for 30/6 per day, without supper for 24/6 and student board with self-service and cold water only for 19/6. (These prices are not yet finally fixed and may vary slightly.) Hotel accommodation can also be had nearby for 35/- upwards.

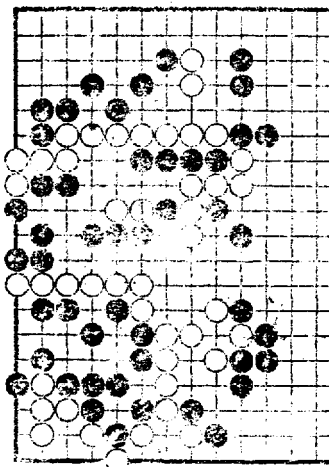
It is expected that excursions will be arranged and for further information please write as soon as possible to:

B. Caspari, Beethoven Ulica 4, Ljubljana, Yugoslavia

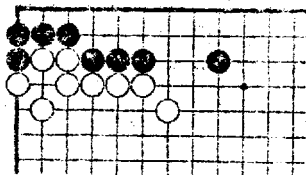
If you wish to attend please write before 31st APRIL which accommodation you prefer, dates (and times if possible) of arrival and departure, your playing strength and tournaments you wish to enter.

Visas may be obtained free from the Yugoslav Consulate, 19 Phillimore Gardens, London W.8.

PROBLEMS (4)



Question 1 White has played 1 here threatening to cut off Black's four upper stones from the group on the left and thus bring to life his own upper stones, which have no eyes at all, by capturing these four. How can Black play to prevent this.



Question 2 White to play and take full advantage of Black's infirmity on the upper side. (Hint: sacrifice stones)

The answers to these problems are on page 8.

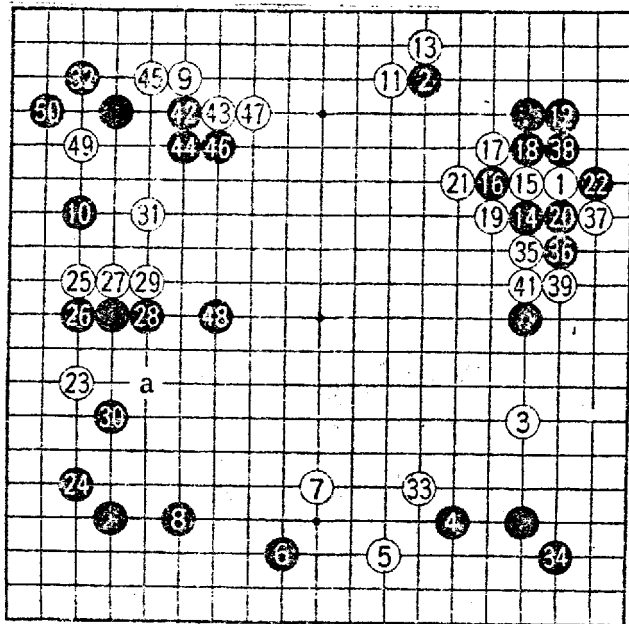


FIG. 1 Moves 1-50

Black, who has suffered no small loss, resorts to 20 and 22 to recover something. He is forced to give up 16, and with it outward influence, and later, allow 37-41 which keeps the handicap stone in check.

With the exception of 30, the sequence of 24 etc. is regarded as completely sound. 24 secures the lower corner and 26-28 separates White into two. 30 should have been replaced at 'a' to capture 23 and avoid the necessity of 48.

Both 32 and 34 are solid moves and above reproach from the viewpoint of the defence of the corner, although the latter could have been shifted to R5 to strengthen Q10 and increase the size of the corner.

Black was forced to answer with 38 and 40. As a result, the sequence leaves Black in a clumsy and awkward shape. Notice how White takes advantage of this situation in the next figure. Black 40 takes two stones.

42-47 attack the upper side and strengthen it so that Black can turn on the more central White stones with 48. 49 looks for security by simultaneously attacking 10 and the corner. 50 is a sure move compared to 50 B14 after which the Black group as a whole lacks stability, and White's E11 will work well in connection with 23. (See 79 and 81 in Fig. 2.)

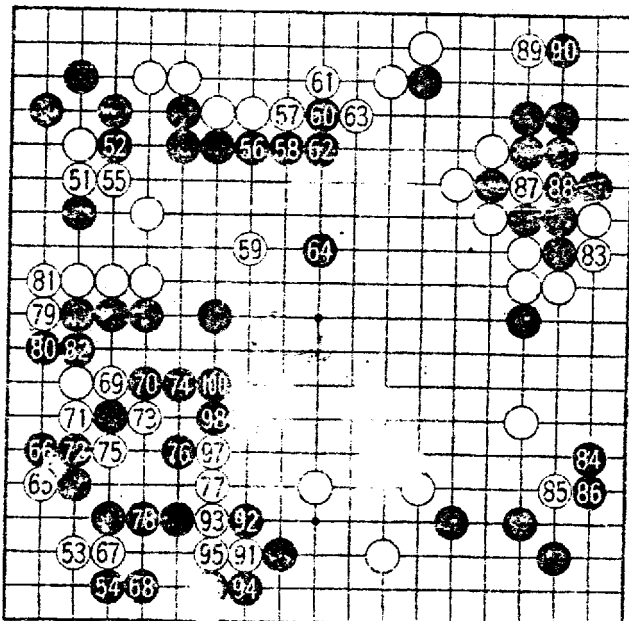
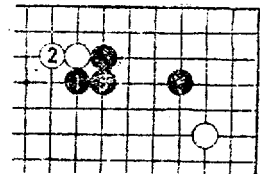


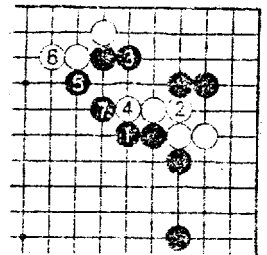
FIG. 2 Moves 51-100

The maneuvers up to 12 are perfectly alright for Black but 12 should be replaced by the joseki in Dia. 1. It is the correct move were 11 one point to the left.



Dia. 1

14 and 16, on the other hand, are smart plays. However 18 is unsatisfactory and should be replaced as in Dia. 2. It is bad to cut at a point which your opponent purposely left open and would rather have you cut. In Dia. 2 the White group is literally doomed.



Dia. 2

52 is played to see what Black will reply and then play accordingly. 54 is correct, trying to kill White.

Black, in place of his 58, had better play at 59 to bottle up White's group, and force it to make two eyes, and at the same time maintain connection between his own groups as in Dia. 3.

The sequence up to 63 has merely helped White strengthen and stabilise his position on the upper side, thus completely securing this territory.

66-82 are all correct and with moves 94 and 96 Black has been successful in securing a territory coming to well over 40 points in and around this

PRINCIPLES OF OPENING STRATEGY

HOW TO PLAY ALONG THE SIDES (1)

by Kaku Takagawa, 9th Dan

WE PRESENT HERE THE first of several extracts from a translation originally published in the American Go Journal, by their kind permission.

Introduction

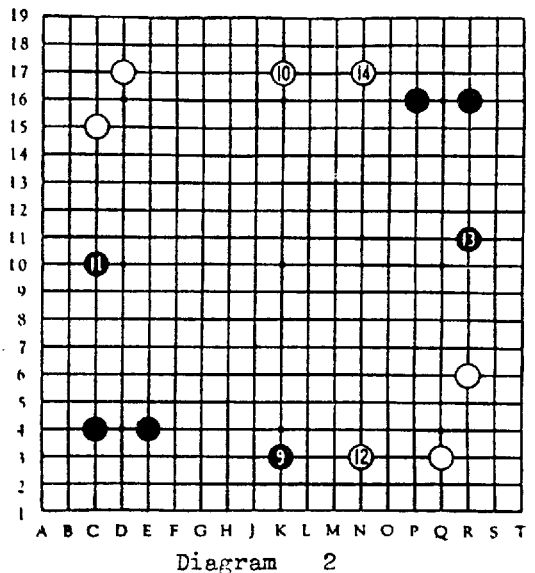
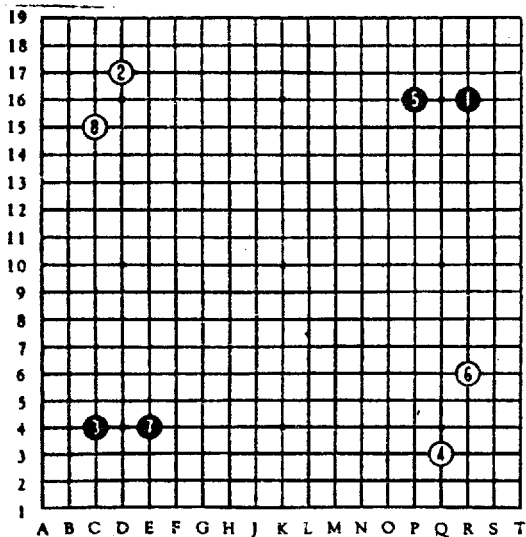
Go can be thought of as consisting of three stages: opening (fuseki), middle-game and end-game (yose). Of these the opening strategy is the one on which the best players spend the most time and this stage that the amateur finds most difficult. This is quite understandable as the middle and end-game can be studied and definite conclusions reached, while in fuseki everyone has his own ideas. One often finds the word "may" inserted into sentences - "it may be good", or "this may be possible". In this complexity lies the difficulties of fuseki, but also its added interest.

To define fuseki a little more closely we must remember that Go is a fighting game and the middle-game battle is important. Quite often it is said that fuseki is the laying out of territory. This is not quite true, it is more a building of camps - a getting ready for the battle of territory, in short.

Axioms

1. A player gets the greatest value by playing in the corner, then along the sides and lastly in the centre.
2. The third and fourth lines are the lines of strength. Fuseki is not the play on the second or fifth lines but a combination of third and fourth. It is the method of keeping a balance between actual gain and potential power.

I. Large Plays near the Side Handicap Points



Looking at Diagram 1 we see a situation where black and white have each closed two corners, and are considering plays along the sides. The points below the stars (K3, R10 etc) or any adjacent points are considered large plays. In Diagram 1 it should be noted that a large extension for white would also be a large extension for black. It therefore becomes important to decide which to occupy first. If the theory of fuseki made it impossible to vary the order of playing these then Go would be very dull. The fact is that the possibilities are so complicated that one can find endless interest experimenting.

Up to 17, each in turn played along the side or slightly closer to the centre. 18 occupied a large placement along the upper side. If white did not play here then of course black would have on his next move. Because of this possibility white allows 19 to attack the corner. This is one of the few examples where a large placement along the side precedes the closing of a corner.

After 20, black can occupy S17, after which white would play R8. But if black plays R9, white extends with S17. This is an even choice.

II. Extensions

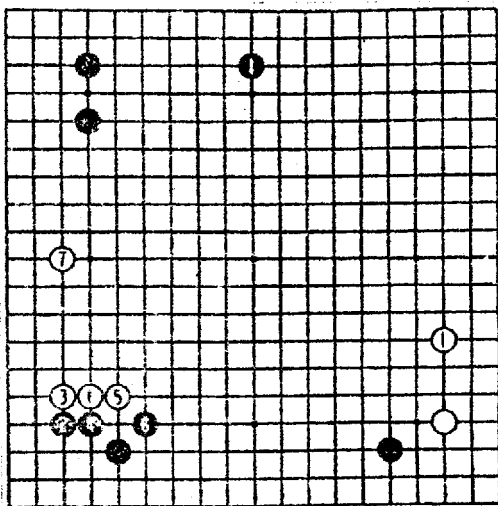


Diagram 6

Extensions can be made from two to five points from a given stone. In Diagram 6, black makes a five point extension at the top; white makes a two-point one at the right, and a four-point one at the left. The two-point extension is the strongest of all. Although all these are on the third line, often a fourth-line extension turns out to have better effects.

In Diagram 7, black makes a three-point extension on the right side. On the left, 13 is a high six-point extension. (The high or low extension is determined by the situation in the lower right.) 1-11 press black along the side; in this situation white must take advantage of the big wall on the left by making a large extension to the right. If

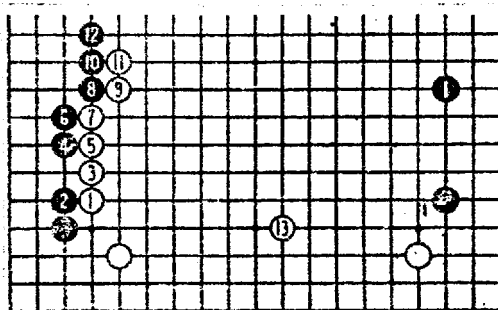


Diagram 7

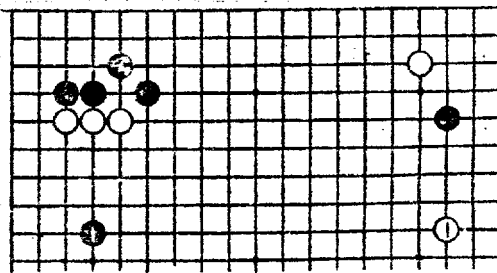


Diagram 8

he desired only a two or three-point extension he could simply make this on the first move.

The idea behind an extension can either be to prevent being pincered by the opponent, or to prevent the opponent's extension. In Diagram 3, we see 1 on the left pincers (or squeezes) the white stones --- white played 7 in Diagram 6 to prevent this. On the right 1 pincers black's corner stone.

The new address of the Edinburgh Go Club is:

J. Allen, 40 Bryce Crescent, Currie, Midlothian

A new Go Club has been formed at Imperial College, University of London
The Secretary is:

S. Giles, Imperial College Union, Prince Consort Road, S. Kensington,
LONDON S.W.7

Please do not forget to notify the British Go Association of any change of address etc. as otherwise it may cause delay in the receipt of your next magazine.

The address to write to about this and any other enquiries, except about magazines, is:

John Gars,
12 Mars Avenue, Wembley, Middx.

BRITISH GO ASSOCIATION ACCOUNTS FOR 1968

INCOME AND EXPENDITURES

<u>1967</u>			<u>1967</u>		
36	Sundry Expenses (Postage, Stationery etc.)	24 18 10	33	Subscriptions	58 14 9
4	B.G.F. Affiliation	4 4 0	60	Surplus on sale of literature, etc.	92 19 11
22	British Go Journal	49 4 8	8	Interest on Deposit Account	17 5 0
37	Surplus for year	<u>33 12 1</u>			<u>167 0 2</u>
		<u>167 0 2</u>			<u>167 0 2</u>

BALANCE SHEET AT 31.12.68

<u>1967</u>			<u>1967</u>		
362	Fund at 1.1.68	400 17 1	30	Stock	38 0 0
37	Surplus for year	38 13 1	-	Payments in advance for books and sets	92 1 9
-	Transfer from Magazine A/c	200 0 0	305	Cash at bank:	
	Petty Cash	8 8 0	305	Deposit A/c	523 11 0
	CAF expenses (Nos. 4 and 5)	<u>28 15 0</u>	38	Current A/c	73 13 2
		<u>747 23 2</u>	-	Cash in hand	14 8 8
					<u>747 23 2</u>

MAGAZINE ACCOUNT: Income and Expenditure

<u>1967</u>			<u>1967</u>		
13	Stock at 1.1.68	9 15 0	36	Subs. in advance at 1.1.68	24 15 10
64	Purchases (after adjustment to 1967 figures)	40 16 9	30	Cash received	121 12 0
10	less Closing Stock	<u>21 0 0</u>	24	Less Subs. in advance at 31.12.68	146 9 10
		29 11 9			57 1 0
8	Sundry Expenses	2 14 2			
15	Surplus for year	<u>51 1 11</u>			<u>80 7 10</u>
		<u>89 7 10</u>			

MAGAZINE ACCOUNT: Balance Sheet at 31.12.68

<u>1967</u>			<u>1967</u>		
50	Reserve Fund 1.1.68	65 14 0	10	Stock at 31.12.68	21 0 0
15	Surplus for year	<u>51 1 11</u>	-	Loan to Bristol Go Club	30 0 0
		116 15 11	-	Transfer to B.G.A. Deposit A/c	200 0 0
59	Amount due to Nihon Ki-ko	100 14 0	140	Cash at bank and in hand	274 10 11
24	Subs. in advance at 31.12.68	<u>57 1 0</u>			<u>274 10 11</u>
		<u>274 10 11</u>			

AGENDA OF THE ANNUAL GENERAL MEETING OF THE BRITISH GO ASSOCIATION

- 1) Reading of the Notice convening the meeting
- 2) Reading of the minutes of the previous A.G.M.
- 3) President's report
- 4) Treasurer's report
- 5) Secretary's report
- 6) Election of Officers and Committee
- 7) Consideration of the proposal received from the B.G.A. Committee to

amend the constitution as follows:

Clause 6 to read:

(6) Subscriptions shall operate from 1st Jan - 31st Dec of each year; members joining after the 31st Sept will be registered until the 31st Dec of the following year.

The annual subscription for unattached members shall be 5/-. The annual subscription for members registered by an affiliated club shall be 2/6d.

A Club may affiliate to the Association provided that all regular members are registered. To encourage the formation of new clubs, the Committee may waive certain of these conditions.

The minimum number that may be registered by a Club shall be five; communications from Club members shall be made through the Club Secretary to minimise postal charges.

Clause 10 to read:

(10) Tournaments and matches organised by or for the Association shall be open only to members of the Association or to members of foreign Go Associations (when eligible).

Any material or information supplied to members by the Association intended for the use of members only shall not be distributed to non-members of the Association unless the approval of the Committee in writing has been obtained.

8) Discussion on the 1970 British Go Congress.

9) Any other business.

PROBLEM ANSWERS

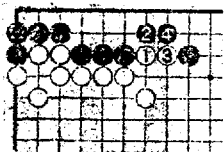


Diagram Ia

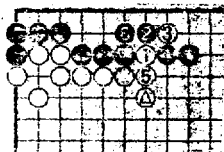


Diagram Ib

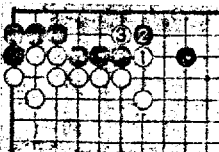


Diagram Ic

Dia. Ia 1 and 3 are incorrect as they allow B to connect with ease.

Dia. Ib 3 is a better idea, trying to prevent B connecting, however 4 forces 5 and so B gets his connection with 6, and W's marked stone is redundant.

Dia. Ic 3 here is correct.

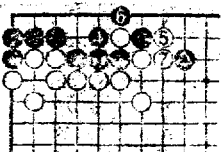


Diagram Id

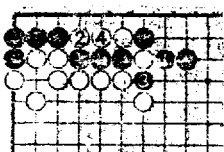


Diagram Ie

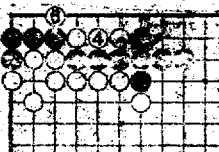


Diagram If

Dia. Id If B plays 4

as in this diagram, then 5 forces 6 and so W gets in 7, which cuts off the marked B stone from the corner.

Dia. Ie B's 1 here is not much better for this time W reacts with 2 and 4, and after 6 in Diagram If captures the corner stones.

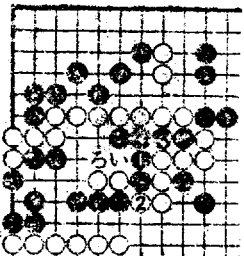


Diagram IIa

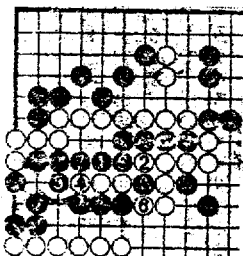


Diagram IIb

Dia. IIa Incorrect. Please make sure for yourselves that after White 2 the six Black stones cannot escape, and so the upper White stones can connect to the and thus escape.

Dia. IIb 1 here is the correct reply to the White 1 in the question. If White plays 2 at 4 then Black 7 forces a return to the variation in the diagram. After

7 in the diagram Black has stopped the connection White was threatening by connecting his four stones to the group on the left which completes the formation of two eyes with 5.

COUNTING

by John Tilley

PLAYING GO WITHOUT COUNTING is like driving a car without looking at the road. Counting is an essential part of the game and provides a vital clue as to how to plan your future strategy and tactics.

The art of counting is easily learnt. However it must be studied with some knowledge of yose, and for this see No. 5 Page 5. Also counting stops the pathetic sight of a furious three, two or even one-point ko battle being fought, when one player has already a lead of over thirty points! Rather than attempt the impossible resign and play another game.

In attempting to estimate the size of potential areas two major principles must be kept in mind:

1. Plays which reduce the size of the territory and are sente for the opponent must be allowed for. An obvious example is black R5 and white S5 in the game below. However if the situation is a sente-sente one and you can say that you will definitely play there first then you can count it in your favour.
2. Plays which are gote for either player, for example S17 below, should be counted by evenly dividing the territory involved in them. When the moves there have been made, the mental count must then be altered to account for this.

The explanatory diagram, Diagram I, shows this in a very approximate form indeed.

One word of advice in this respect is needed however;

"One should not fall into the pitfall of becoming so overly concerned with territory as to mis-read the offensive potential one has at hand."

In other words it is essential to keep on attacking if possible. The game below is an excellent example of fighting to the finish. (See also the "Go Review" January 1968 for an article on yose in a five stone handicap game.)

Let us now consider an actual example. The game in Diagram I is joined after move 86. Black (Takagawa 9th Dan) has the choice of making a strong territorial play or an aggressive play. A rough count of the territory is as follows:

<u>White</u>	Right-side	24	points
	Centre	5	points
	Upper Group	2	points
	Upper Corner	17	points
	Komi	5	points
	Total	53	points
<u>Black</u>	Right-Corner	10	points
	Centre-Right	10	points
	Centre-Left	10	points
	Lower Edge	13	points
	Total	43	points

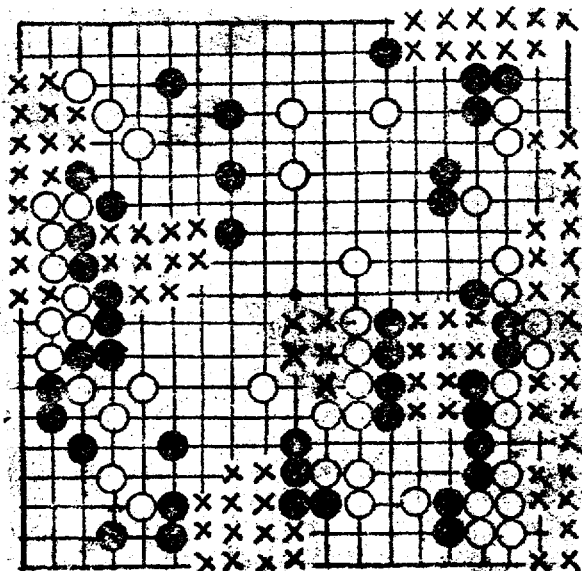


Diagram I

The white upper group must live, but it has also ample opportunity to connect to the centre. Black's centre-right territory may obviously be smaller as it is still open.

The exact points counted are shown in Diagram I. The only major difficulty is the two cuts D11 and D14. Should black protect here he saves about 10 points, but he must still leave the cut at D11 open. This will affect the lower group. Hence it appears impossible for black to protect both D14 and D11. However this is only an amateur opinion and in professional play anything is possible!

As Black is ten points down at this stage he must play aggressively

to make up the deficit. White can try and play carefully, but he has a weak group. When Black plays 87 White can safely tenuki (play elsewhere) but Black can gain territory by attacking the group further. Hence move 87 is essential on Black's part.

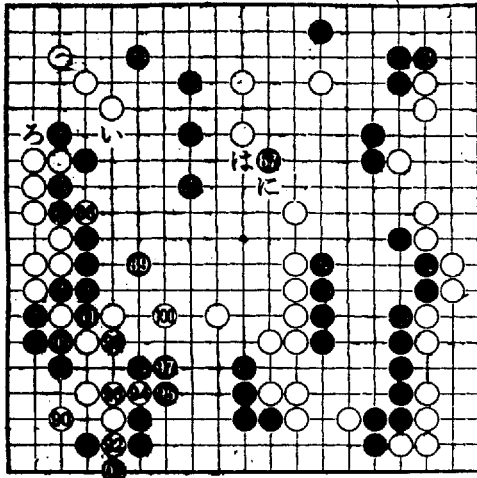


Diagram II Moves 87-100

With 88 White cuts Black's groups apart. 89 is played to save his stones and attack White's lower group. 90 reduces Black's territory and forces the natural and forced sequence 91-100.

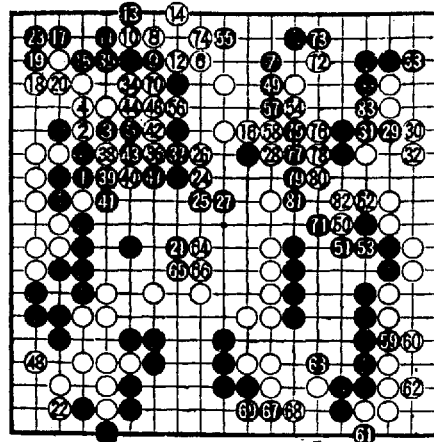


Diagram III

Moves 101-183

145 fills

101 saves Black's two stones and forces 102-105 which, though losing sente, gains ten points in this area.

106-116 ensures that White lives, but Black also increases his area around M3 and reduces White's upper corner. White links his groups with 128 and so has no more worries over them.

133 is very big, because of 129-132. The count is now:

<u>White</u>	Right side	22	<u>Black</u>	Upper right	10
	Left side	10		Upper left	6
	Lower left	5		Left centre	15
	Upper centre	5		Right centre	10
	Komi	5		Lower edge	10
		<u>47</u>			<u>51</u>

Black has a slight advantage.

The remaining plays need no explanation. Black plays his yose in a superior fashion to White and White resigns after 183. After 183 White must connect at O15 and then Black will get the play at 315 in, after all his other sente plays, and a count shows White to be ten or more points in arrears and unable to catch up because the game is very nearly finished.

In conclusion, Black obviously based his winning strategy upon the results of a careful count. Obviously Takagawa made a much more accurate count than the one made here, but the basic idea is the same.

It should be remembered that the order in which to play the end-game must still be determined but this has been dealt with before. Never neglect a single point in yose; "Take care of the pennies, and the pounds take care of themselves".

CONTINUED FROM P.3

lower-left corner. White on the other hand cannot be other than satisfied with the sequence 91-100, as this is the most he could have expected if Black plays reasonably properly as he indeed did do.

Evidently Black is far in the lead at the end of this figure because about the only substantial territory White can lay claim to is that on the upper side and this comes nowhere near the territory Black has at the present and is likely to have in the future.

In fact the game continued for a lot longer but Black eventually won, but by only a small margin.

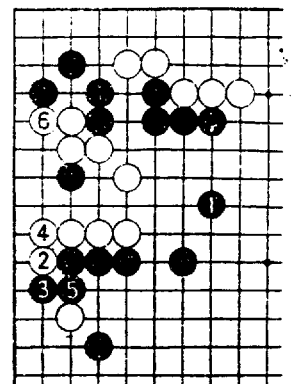


Diagram 3

1 (B) BLACK COUNTER-ATTACKS Concluded

1 F3, 2 J4

The second-most popular counter-attack (after 2 N3, which was dealt with in the last issue). It has become popular in the last few years because it is more aggressive than 2 K3 in that it is a more severe pincer, places less emphasis on territory, more on potential and influence and so is in accord with more modern thought on the value of the opening moves.

The object of this play is to force white into either taking the corner and black taking a large potential on the outside, or playing away from the corner and thus allowing black to have it, or counter-pincering the handicap stone immediately.

A. 3 C3

The first of the three major alternatives, white with this move has secured the corner and black now has the choice as to which way to play. If he plays 4 D3 then the play will follow the general lines of Dia. 33 and the text (No. 6 1-5), however in this case the variation is not quite so good for black as the stone on J4 does not guarantee territory quite so effectively as J3 or even K3. So the best alternative for black is the forced sequence in Diagram 42.

This leaves White with several perfectly acceptable choices. One Josoki is to play simply with, continuing from Dia. 42, 5 E3 and 6 F4, leaving white with sente and black with ample compensation in the way of potential, especially if there is a black stone near G10 to take full advantage of the wall.

If there is this stone this may not appeal to white because the potential created is very likely to be converted into territory so instead he can play 5 B3, 6 F4, 7 G3, 8 G4 with a slightly larger wall for black but more possibilities of intrusion later at B4 or B5.

A more likely approach for white to take is that of Dia. 43 and 44, or Dia. 45 and 46. The former possibility is less likely though easier and will be dealt with first.

4 in Dia. 43 is played as a sacrifice stone, to be given up later without any qualms as it has forced white to play 5. Should he not do so and instead play 5 C2 then 6 D2, 7 F4, 8 C2 captures two stones and the corner. 9 also enables black to play 8 and shut white into the side with Dia. 44. 9 is obviously necessary to protect himself and forces 10 to retain sente after this.

Should black play 4 of Dia. 45 at 6 then because of the difference in situation of 1 here to 1 in Dia. 43, it is possible for 7 to consider playing 5 G2 and attack J4, so this time black plays at D2.

8-10 of Dia. 45 and 1 of Dia. 46 follow naturally, if 10 were played at F5, for instance, then white would be more than satisfied by playing at G4 or K4. Black sacrifices another stone with 2, which must be answered with 3. If it is not and white captures, then Dia. 47 follows and white is trapped in a ladder. Even if the ladder is in

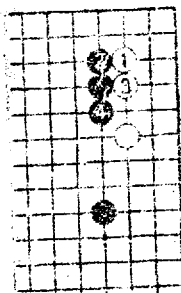


Diagram 42

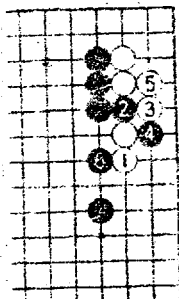


Diagram 43

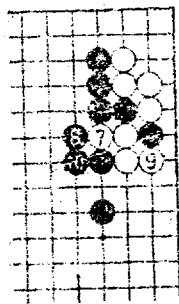


Diagram 44

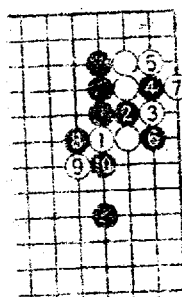


Diagram 45

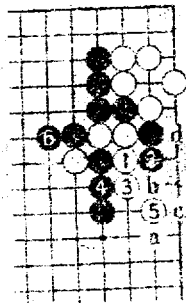


Diagram 46

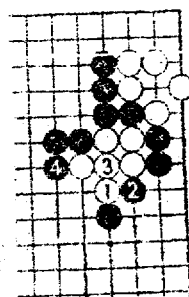


Diagram 47

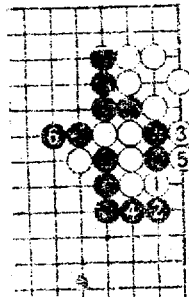


Diagram 48

white's favour black can make a large profit by playing, after 5 H5, 6 J3 and then white's formation is in dreadful shape and eyeless, and so black can chase it with his strong groups on either side.

After 4 in Dia. 46, 5 is the correct play as if played as in Dia. 48 white is completely shut in with no escape at all and black has completely utilised his sacrifice stones. 6 cannot be done without for otherwise white can disrupt black by taking the cutting point E5. After Diagram 46 black can force with the sequence 'a', 'b', 'c' and 'd' to shut white in somewhat with sente. This variation is a joseki which is often seen now, even in professional games, and is perfectly reasonable for black despite the occasional complications.

B. 3 F5

Usually played to avoid the previous variation which tends to build up black territory with just a few other strategically placed stones. This leaves more possibilities behind for the middle-game whilst conceding most of the corner and side after 4 D6, 5 D2, 6 C3, 7 J2.

4 protects the side, 5 reduces the corner and secures more room for a safe base for the group which 7 achieves. 7 also removes the base from J4 and thus naturally attacks it.

C. 3 C6

Played with the usual intention of complicating matters, and here to nullifying any possible black territory on this side. The best answer is, as usual in all these pincers on a handicap stone to play against the stronger stone and having strengthened it and the corner group simultaneously to turn on the weaker stone. This is done in the usual manner in Diagram 49, moves 9-12 being mainly directed by the closeness of the stone at J4 (compare with Diagram 34 in the last issue).

D. 3 D6

Similar to the above in general principle, but a difference in actual play as a result of the difference in position of 1. 2 is the normal play and the rest of Dia. 50 is joseki.

10 is played to secure the territory outlined. Should 5 be played at 6; then 6 C4, 7 E5, 3 F4 is essential; if 6 E5, 7 C4, 8 E4, 9 D7 and white is obviously much better off than Diagram 50 in that he has slightly more territory and has forced black into a congested shape.

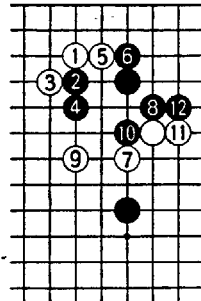


Diagram 49

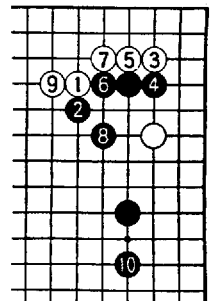


Diagram 50

	<u>HANDICAP</u>		<u>JOSEKI</u>			<u>INDEX</u>		(7)	
	82	33	83a	83b	83c	84	85	36	36a
1	F3					F3	F3	F3	
2	J4					J4	J4	J4	
3	C3					F5	C6	D6	
4	D3	C4	-	-	-	D6	D6	E6	
5	C4	D3	-	-	-	D2	D7	C3	
6	D5	E4	-	-	-	C3	E6	D3	
7	D2	F4	G3	E3	B3	J2	C5	C4	
8	E2	E3	E3	F4	F4		C4	D5	
9	C2	E2	E2		G3		G4	C5	
10	E3	D2	F2		G4		E3	F5	D7
11	C6	C2	C2				G6	D7	C6
12	F4	F2	G4				F4		F5
Dia: cf31	45	44				49	50		

NOTE: Other pincer joseki will not be dealt with in this series.