

7 STONE HANDICAP GAME (2) FROM A TEACHING GAME AGAINST "S" 1-DAN

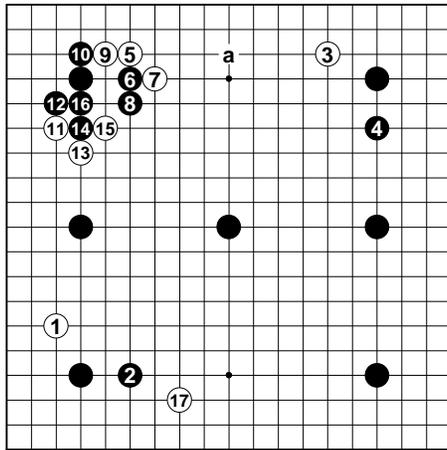


Figure 1 (Moves 1 through 17)
Light, nimble play by White

Instead of White 11, the usual move is White *a*. Then Black will defend at 13.

Instead of White 15, the *joseki* is ...

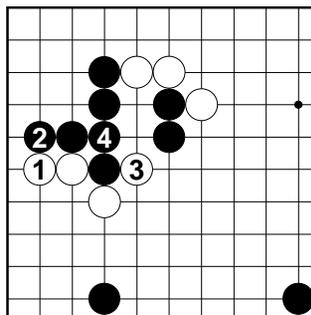


Diagram 1

to descend to White 1 and then give *atari* with 3. However, this felt a little heavy, so in the game White just gave *atari* with 15 then developed with 17.

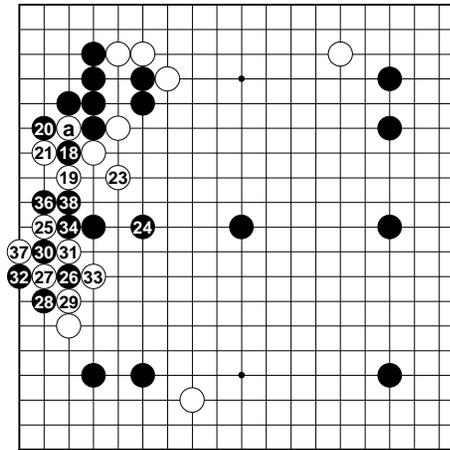


Figure 2 (Moves 18 through 38)
22 connects. 35 captures ko.

A mistake in fighting

Instead of cutting with Black 18

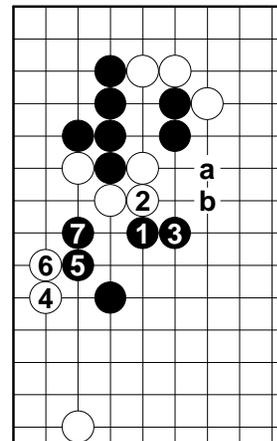


Diagram 2

it was possible to attack on a larger scale with Black 1 and 3. However, White can undercut Black with 4 and 6, and then later can force again with *a* and

b, so this is actually not very interesting for Black.

However, in response to White 21, filling with Black 22 is no good. After White makes shape with 23, Black can't be satisfied with this result. Instead of 22 ...

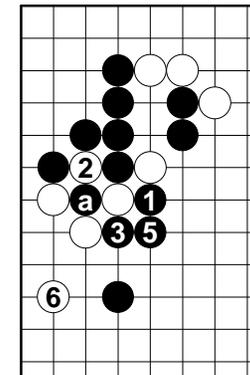


Diagram 3 (4 connects at a)

Black must cut with 1. After White captures with 2, lets suppose that Black plays 3 then connects with 5. About the best White can do is to run out with 6. Then ...

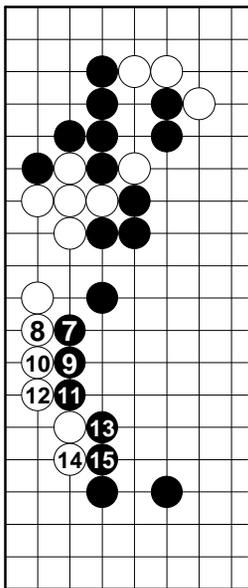


Diagram 4

Black can press forward with 7 through 15, painting the outside with thickness. This is the simplest way to play. The more stones that get played in this sequence, the thicker Black becomes. This is good, even if Black concedes a bit of territory.

Black 26 was a good move, but Black 28 is questionable. White cuts and creates a ko with 29 through 34. As the proverb says, “there is no ko in the opening.” With no appropriate ko threats, Black has to give in with 36 and 38. This is an unsatisfactory result. Therefore, instead of Black 28 ...

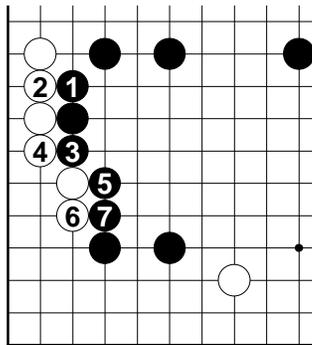


Diagram 5

Black can draw back with 1 and play thickly, following the example of Diagram 4. This would be better than the game.

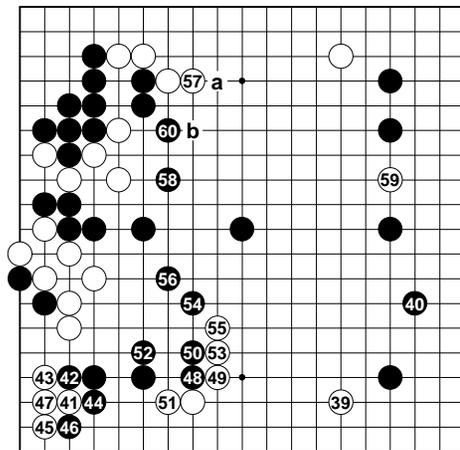


Figure 3 (Moves 39 through 60)

Solid and too solid

In a handicap game it goes without saying that it is good for Black to play solidly, but there are limits.

In response to the White invasion at 41, taking *sente* with Black 42 and 44 is an example of good solid play. Instead of 44 ...

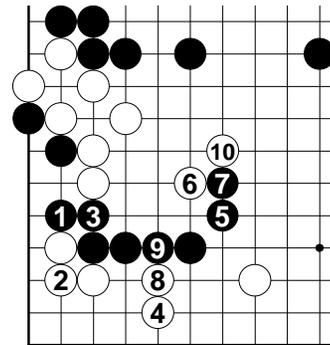


Diagram 6

If Black had blocked at 1, eventually he will have to run out anyway, and after White 6 through 10, Black comes under severe attack.

Attaching at 48, extending to 50 and in response to White 51, connecting with the bamboo joint at 52 are also good examples of solid play. Instead of 52, speaking only in terms of shape ...

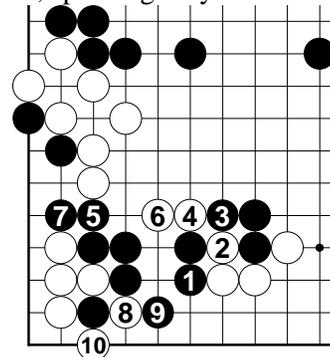


Diagram 7

The block with Black 1 looks right. But you can't play go thinking only about shape. After White pushes and cuts with 2 and 4, Black is in trouble.

Black continues to come under attack with White 53. With the sequence up through Black 56, Black finds a way to connect. But all Black is doing is connecting, which is hard to take. This

trouble was caused by Black's failure to play in the vicinity of 60, at the very least he should go as far as *b*.

White 57 avoids a Black attack at *a*, while also looking to move out with the White stones on the left. Therefore Black 58 is natural. However, Black 60 is unnecessary. We can say that this move is too solid. If Black leaves out 60 ...

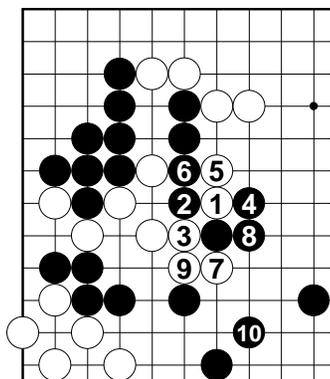


Diagram 8

White could play the attachment, but after 2 through 10, White can't get away anyway. Further, instead of 3 ...

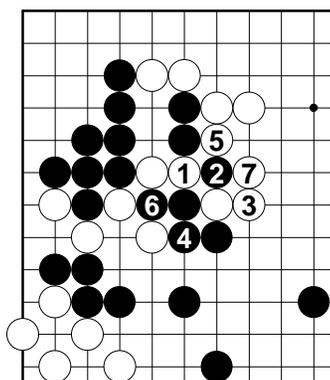


Diagram 9

If White plays 1, Black can take *sente* with 2 through 6.

If Black is going to play in the vicinity of 60, at the very least he should go as far as *b*.

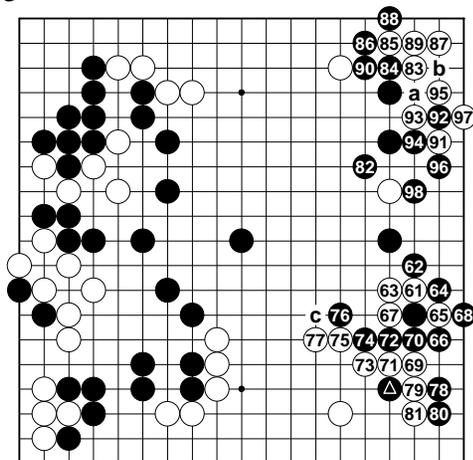


Figure 4 (Moves 61 through 98)

White expands

White's 61 and the following moves are a sequence for handicap go. Instead of capturing a stone with Black 68 ...

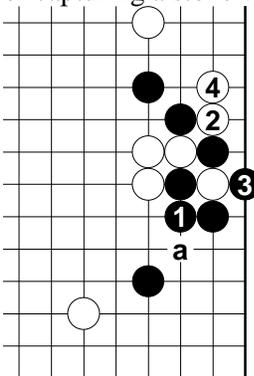


Diagram 10

Connecting with Black 1 prevents a White move at *a*. However White can still cause trouble by cutting at 2 and pulling back with 4.

White 69 is a novel move. We've already seen the *atari* at 70 instead of 69. Black 70 is the correct response to 69.

White 69. However, following with Black 72 is a mistake.

Black adopted a strategy of sacrificing the triangled stone, but this is too big. Instead of Black 72 ...

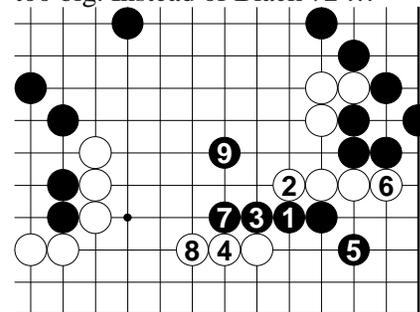


Diagram 11

Black needs to come out with 1. If the sequence from 2 through 9 ensues, this fight is difficult for White as well as for Black.

Black's hane at 76 captures the three White stones, but this cannot possibly compare with the huge expansion of White's territory.

Black 82 gives White a chance to play tricks with 83, so Black could have considered defending with 85 instead of 82.

Blocking with Black 86 is a mistake. From a whole-board perspective, it would be better to block at *a*, then force at *b* and push with *c*.

Using the attachment at Black 92 through 96 is a vulgar way to stop White's advance. Instead ...

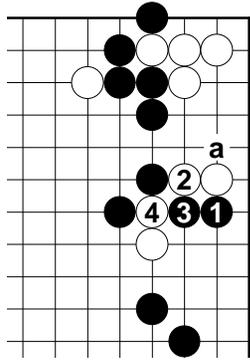


Diagram 12

Black can just stop with the attachment at 1. There is nothing to be afraid of. If White plays 2 at 3, *a* is the end. If White plays 2, then cuts at 4 ...

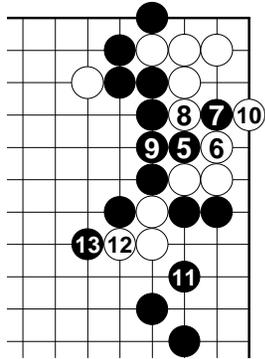


Diagram 13

Black 5 through 13 catches White.
Moves after 98 omitted
White wins by 1 point

8 STONE HANDICAP GAME (1) FROM A TEACHING GAME AGAINST "K" 1-KYU

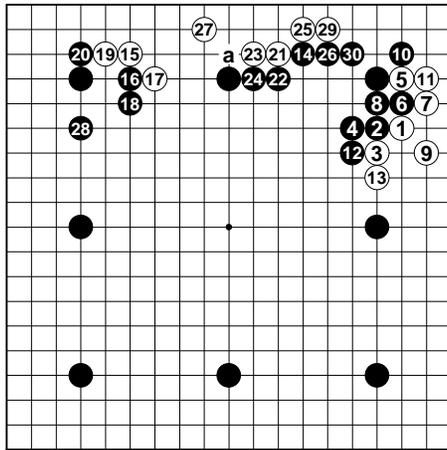


Figure 1 (Moves 1 through 30)

A severe move

In an 8-stone handicap game, Black has stones on the key points surrounding every area, so from the very beginning every White move is an invasion. It is important for Black to play to connect his stones, that is, to play thickly.

The attach-and extend *joseki* with 2 and 4 forces an early clarification of the local shape. It is a good choice in high handicap games because it simplifies the position.

Instead of the wedge at Black 6 ...

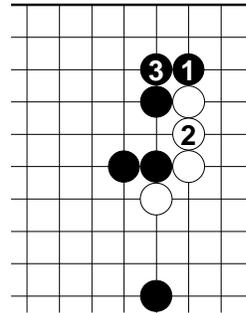


Diagram 1

Blocking from the corner with Black 1 does a better job of taking territory. But in an 8-stone handicap game, the continuation in the game can't be bad either.

Defending with Black 14 is an unambitious move. Instead ...

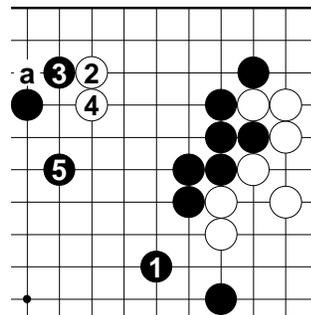


Diagram 2

Sealing White in with Black 1 is a better idea, inviting White to invade the top with 2. Then attacking with 3 and 5 is severe. If Black is going to begin with a move on top, it is better to play *a* than 14 in the Figure.

Black 16 begins another attach-and-extend *joseki*, which continues through 20. Black 22 and 24 are a thick way to

play, but if Black wants to play more severely ...

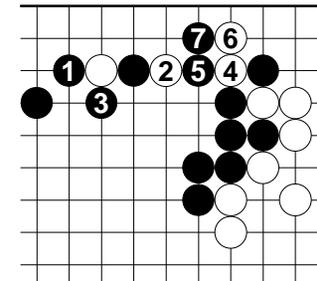


Diagram 3

Black 1 is the more severe way to play. If White clamps with 2, Black can respond at 3. The cut at White 4 is nothing to be afraid of.

Pulling back with Black 26 is not so much thick as slack.

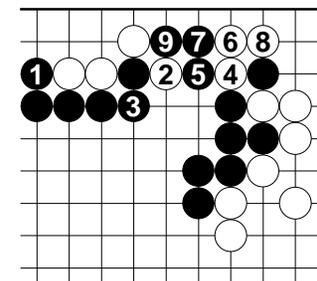


Diagram 4

If Black blocks with 1, White faces a painful struggle. If White cuts with 2 and 4, Black plays the sequence through 9 and has nothing to fear.

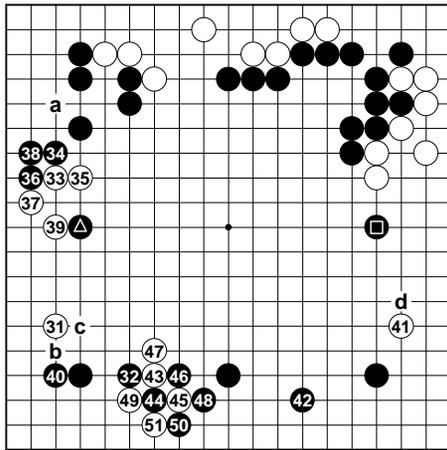


Figure 2 (Moves 31 through 51)
Allowing White good shape

When White invades at 33, the usual response is at the location of 35, but in this case, Black 34 is also okay. However, Black's *hane*-and-connect with 36 and 38 is not good. Probably Black was afraid of White *a*, but Black's continuation gives White perfect shape with 37 and 39, and the triangled stone withers on the vine. Instead of Black 36 ...

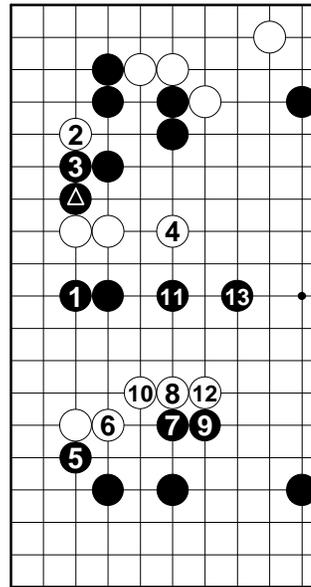


Diagram 5

Black needs to descend with 1, otherwise the diagonal attachment (the triangled stone) is not effective. If White plays 2, Black can resist with 3. In response to White 4, starting a battle on a second front with the sequence starting with Black 5 is a high-level tactic.

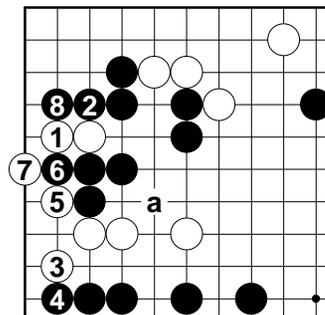


Diagram 6

Continuing from the previous diagram, Black is okay even if White descends to 1. After Black 2 through 8,

the peep at *a* is forcing so Black has no worries.

Black 40 is very solid, but ideally I would have liked to have seen Black play the diagonal attachment at *b*. Then when White responds at *c*, Black can develop quickly at *d*. When White gets to play 41, the squared Black stone becomes a bit thin.

White 43 is a bit unreasonable, but without sowing confusion White has no chance to catch up. Rather than gripping a stone with Black 48 ...

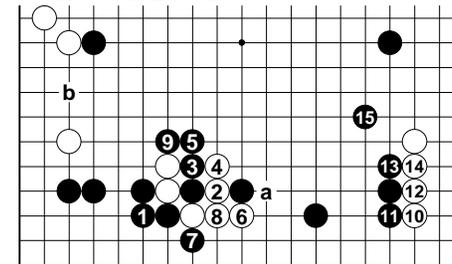


Diagram 7

Black should connect with 1, then respond to White 2 and 4 by running with 3 and 5. After White 10, Black can choose a somewhat unusual sequence with 11 through 15, after which Black can aim at either *a* or *b* in the future.

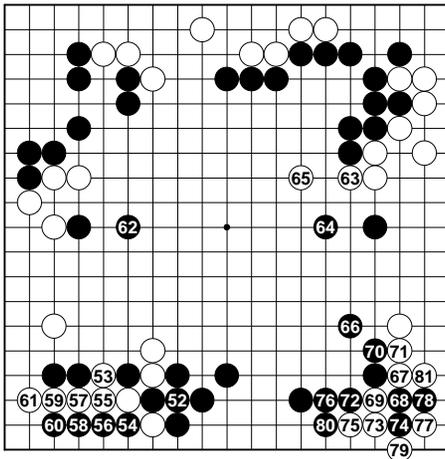


Figure 3 (Moves 52 through 81)

An unnecessary retreat

After White 53, cutting below with Black 54 is no good. Instead ...

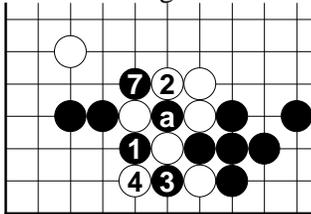


Diagram 8

Black should cut with 1. When Black gives *atari* with 3, White 4 starts a *ko*, then Black takes at *a*; but, in this position, Black will ignore any *ko* threat and capture at 7.

After White connects with 55, Black sacrifices two stones with 55 through 60, but this is too much to give up. Instead of Black 58 ...

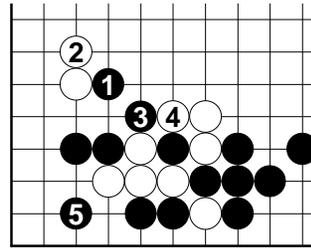


Diagram 9

Black can ask with the attachment at 1. If White pulls back with 2, Black can neatly connect with 3 and 5. Or, instead of White 2 ...

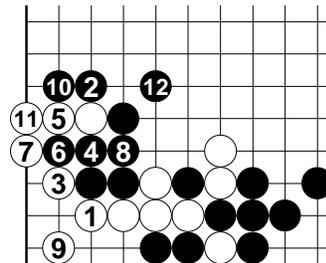


Diagram 10

If White resists with 1, Black can counterattack with 2. The sequence after 3 is not branched, and Black gets a playable position after 12.

Instead of Black 66, playing at 67 would have gained more territory, but then White jumps out to 66 and the 2 Black stones come under attack. Black made the right choice here, choosing thickness over territory.

Black 76 was a blunder. Instead ...

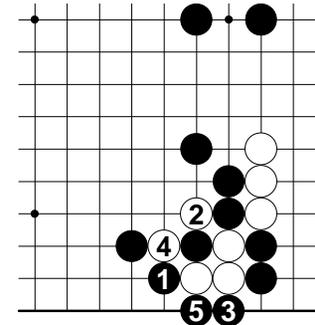


Diagram 11

The block at 1 succeeds. White goes down for the count after Black 3 and 5.

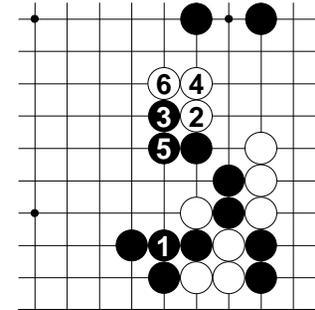


Diagram 12

In the previous diagram, Black could also capture with 1 in this diagram, but this leaves behind bad *aji* after 2 through 6.

Moves after 81 omitted

White wins by 2 points