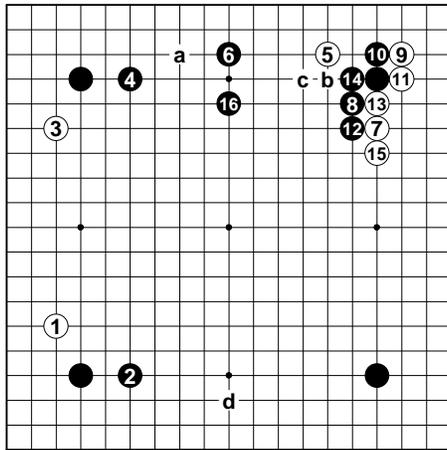


## 4 STONE HANDICAP GAME (1) FROM A TEACHING GAME AGAINST N, 4-DAN



*Figure 1 (moves 1—16)*

### *A positive strategy*

In a 4-stone handicap game, Black can't just follow the pace that White dictates. Black needs to demonstrate a certain amount of initiative.

From this standpoint, Mr. N's move at 6 is very good. Of course, defending with 7 is also possible, but then White will approach the corner with a move like *a*.

Instead of the double approach at 7 White could play like Diagram 1. White plays 7 in Figure 1 to give Black an opportunity to play inaccurately.

After the double approach, Black has a choice between the diagonal move at 8 and the attachment at 12. Attaching at *b* would be bad because it just strengthens White's weak stone.

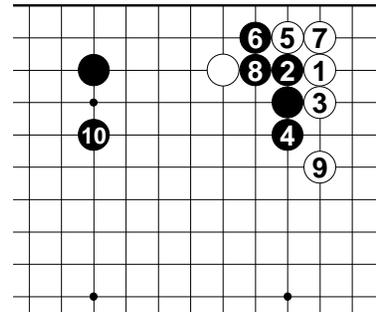
Blocking at 10 is the correct way to think. If Black blocks at 11 instead, White crosses over with 10 and the

rationale behind Black's pincer at 6 disappears.

However, pushing at 12 was not correct. Black is forced to connect with the empty triangle at 14, which is very painful. See Diagram 2 for the proper sequence.

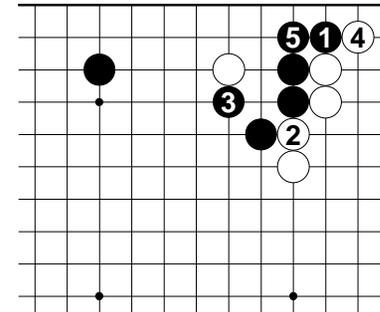
When White extends to 15, jumping to 16 is the proper move. Instead of 16, rushing to capture the White stone with *c* is playing on too small a scale.

On the other hand, if Black omits 16 and turns to take the big point at *d*, then White has the rebuff in Diagram 3.



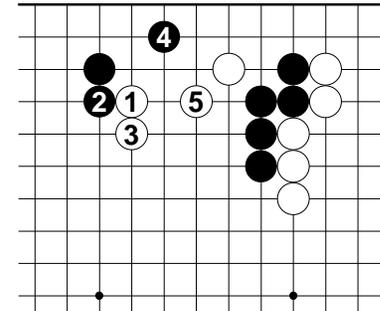
*Diagram 1*

White could enter the corner at the 3-3 point. Then Black can play the sequence from 2 through the jump to 10, yielding a good shape. This is a simple sequence that's easy to play for Black.



*Diagram 2*

The *hane* at 1 through connecting at 5 is standard, producing the proper shape.



*Diagram 3*

White moves his stone beginning with the shoulder hit at 1, and it is Black's 5 stones that come under attack.

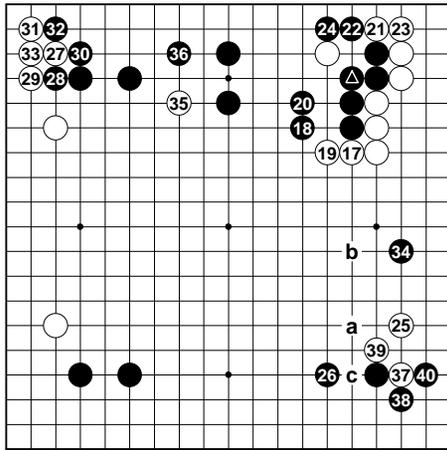


Figure 2 (moves 17—40)  
Jealousy

Because of the faulty shape at the triangled stone, Black has no choice but to submit to the forcing moves in the sequence from 17 through 24.

Invading the corner with 27 is necessary. If White allows Black to jump to 29, the upper side becomes a large Black territory.

Mr. N responds wisely with 28 and 30. That is, instead of 30, Black should not block on the outside like Diagram 4.

However, after taking sente, Mr. N appears to be jealous of White's territory and plays 34. Instead, at this point, Black should follow Diagram 5.

At any rate, it seems common for the weaker player to worry about White's territory, but if a handicap game develops into a race to surround territory (i.e. without fighting) Black cannot lose easily. What Black should be afraid of is if the game develops into complex fighting.

White 37 and 39 aim for complications. Instead, if White plays the slack jump to *a*, Black jumps to *b* and the game is easy.

There are various alternatives to the *hane* at 40 (such as the connection at *c*), but 40 is the most severe. A natural looking but poor alternative is shown in Diagram 6.

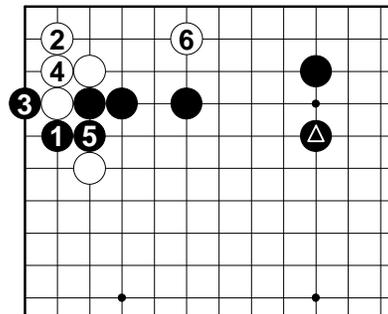


Diagram 4

If Black blocks with 1, White plays 2 through 6 and Black's efforts to surround territory on the top are all wasted. The triangled stone in particular seems to be crying.

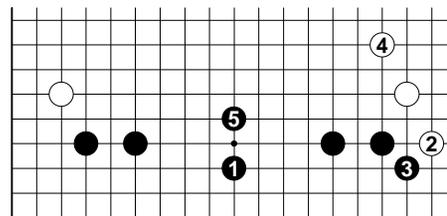


Diagram 5

It would be better to take the large point of 1. Then if White decides to surround territory on the right with 2 and 4, Black is fine after taking up a solid position with 5.

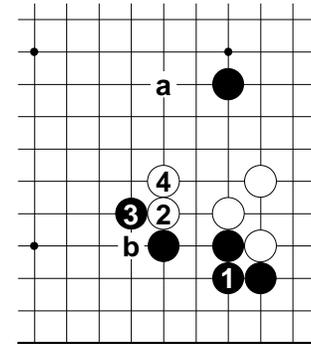
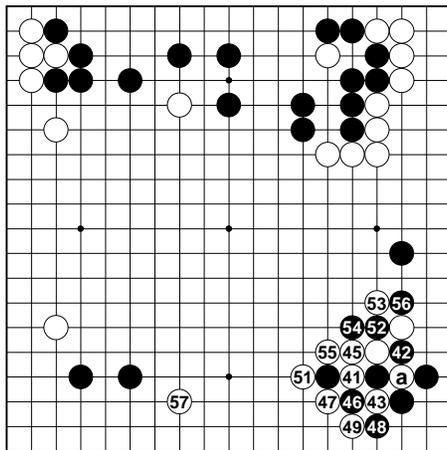


Diagram 6

This solid connection seems to be safe, but after the attachment and extension of White 2 and 4, then *a* and *b* are *miai*.



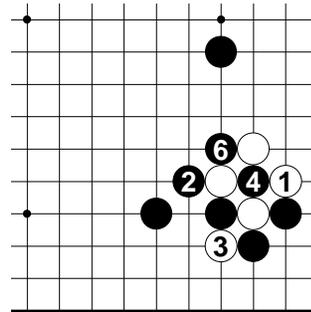
**Figure 3 (moves 41—57)**  
**44 connects**  
**50 connects**  
**An even battle**

In response to Black's *hane* at 40, it is only natural for White counterattack with 41. Instead of 41, see diagram 7.

After White gives atari with 41 a difficult situation arises (see Diagram 8), but through Black 52, Mr. N holds his own and the battle is even.

However, moving out with 54 is a mistake.

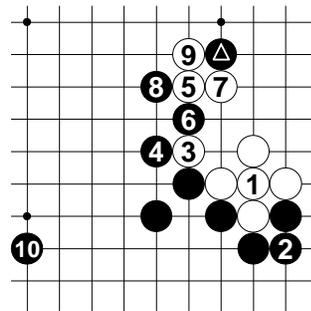
Because Black didn't play as in Diagram 9, White gets to play the great approach move at 57. How should Black play?



**Diagram 7**  
**5 ko threat elsewhere**

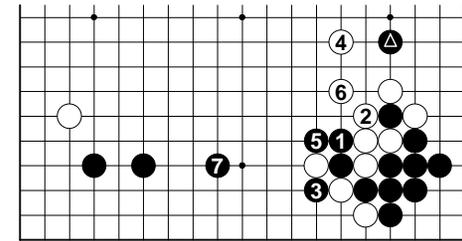
White could block with 1 and fight, but allowing the *hane* at 2 is painful. Cutting at 3 starts a large ko fight, but with the current board position, Black will ignore any ko threat and capture at 6.

Instead of 3 ...



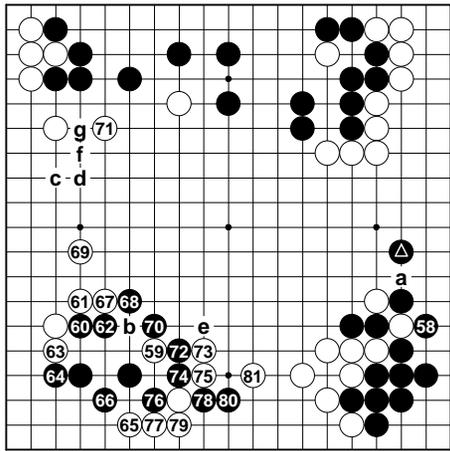
**Diagram 8**

If White connects at 1, Black resists by connecting at 2. In the sequence after 3, White captures the triangled Black stone, but after the quiet extension to 10, the position is quite playable for Black.



**Diagram 9**

Black should move out on this side, with 1. When White captures with 2, Black cuts with 3. White can cap with 4, but Black can sacrifice the triangled stone with 5, then turn to take the big point on the lower side at 7. Neglecting to play this way is part of a series in which Black seems a little too in love with the invasion stone on the right side.



**Figure 4 (moves 58--81)**

**A non-urgent move**

For some reason, Black captured at 58. Perhaps he was worried that after the atari at *a*, the triangled stone would get cut off, but this is not an urgent move. See diagram 10.

When White gets to surround with 59, the mood becomes unpleasant for Black. Black shouldn't allow the creation of a group that can be attacked like this.

Black's *hane* at 68 is also an unnecessary move. Quietly extending to *b* and firmly getting out was called for.

Instead of White 71, the honest move is to protect the lower side with 72, but White was concerned about the invasion at *c*.

Further, if White does play on the left, instead of 71 the proper move is probably the knight's move at *d*, but in a handicap game, White can't afford to be so deliberate.

At any rate, Black responded on the lower side with 72 through 76,

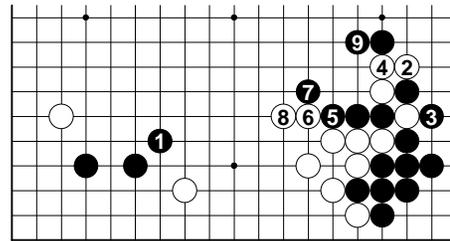
apparently satisfied to be capturing White's 59. However, see diagram 11

Pulling back with 80 was also a wasted move, making Black's loss bigger. Instead of 80, Black should just play the *hane* at *e*.

Instead, Black *f*, White *g*, Black *h*, was a good sequence to aim for.

Moves after 81 not recorded

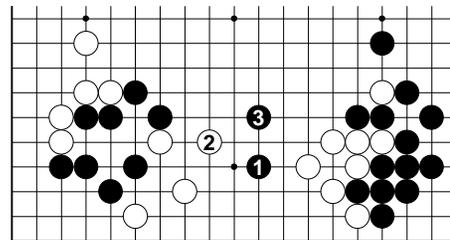
White wins by 2 points



**Diagram 10**

In this position, no matter what Black needs to play the diagonal move at 1.

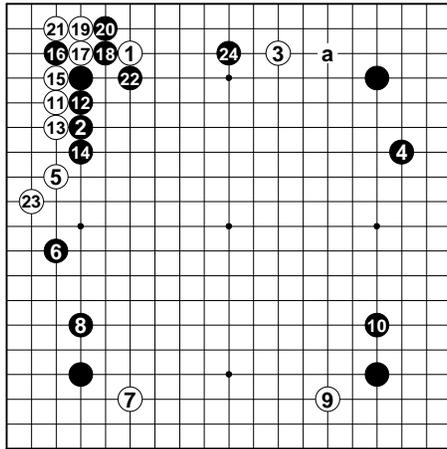
If White plays on the right side with 2 and 4, Black can respond through 9 and it is White who is coming under attack.



**Diagram 11**

Instead of Black 72, Black really needs to have the courage to invade as far as 1. If White answers with 2, Black jumps out to 3 separating White.

## 4 STONE HANDICAP GAME (2) FROM A TEACHING GAME AGAINST "S" 3-DAN



**Figure 1 (Moves 1--24)**  
*Thick play by Black*

Instead of the large knight's move at 4, if Black wants to play more severely the knight's move at *a* is an alternative. For Black's pincer at 6 see Diagram 1.

White avoids giving Black this ideal shape. After playing 7 and 9, White tries the peep at 11. Instead of Black 12, see diagram 2.

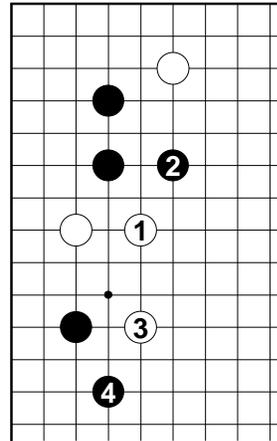
Instead of extending to 14, blocking at 15 would transpose to Diagram 2.

The *hane* at Black 16 is a good move. If Black is too afraid of the cut at 17 and extends to 17 himself, then the result after White blocks at 16 is uninteresting for Black.

Taking up a thick position with Black 22 is slightly unsatisfactory. Instead of 22, see Diagram 3

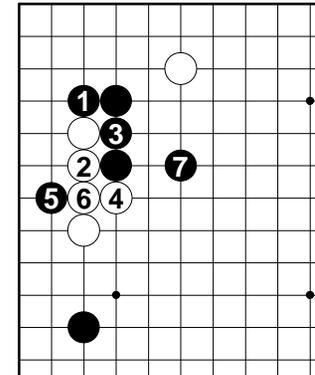
After Black plays 22, White absolutely needs to respond at 23.

However, after extending from his thickness with 24, Black has a favorable opening. In handicap games, playing thickly like this is the fastest road to victory.



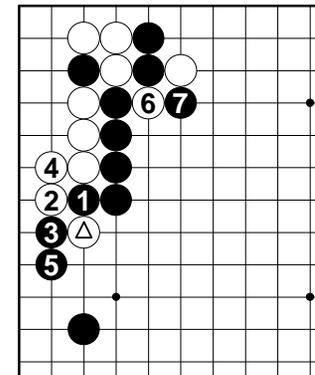
**Diagram 1**

Black's pincer at 6 expects White to jump to 1. After 2 and 4, Black has an ideal shape.



**Diagram 2**

Blocking at Black 1 is the most severe response. The sequence from 2 through 7 gives Black a fine development. For details, see Basic Position 11.



**Diagram 3**

Black can capture the triangled White stone by cutting at 1 and 3. Even if White cuts with 6, Black has a ladder after 7.

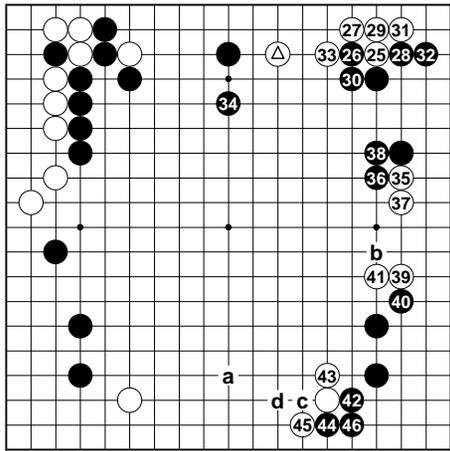


Figure 2 (Moves 25—46)  
A slack move

The attachment at 25 is the only move. Defending the bottom with *a* is a good point, but then Black will play the diagonal move at 26 and White will not be able to do anything on the top.

The *hane* at 27 is also the only move. Instead, see Diagram 4.

Instead of Black 28, if White's triangled stone were not on the board then Black could just connect at 30 right away. In the case of the game, however, it's simpler to give atari with 28, then connect with 30. In the sequence through 33, White may have settled a bit too easily, but Black ends with *sente*. In a handicap game, this is a pretty even result.

Black's jump at 34 is slack. Looking at the whole board situation, taking up a position on the right side with *b* is a great point. Even if Black leaves out 34 see Diagram 5.

The attachment at White 35 is an attempt to start complications and get some sort of position on the right side.

For this reason, instead of giving White anything to work with, see Diagram 6.

Attaching at 42 followed by the *hane* and attach with 44 and 46 is an interesting move in this situation. Now a Black cut at *c* will be severe, but White can hardly stop to defend with *d*.

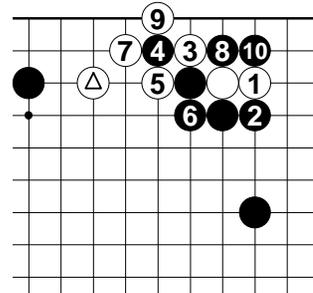


Diagram 4

If White pulls back with 1, Black can block with 2 and play the sequence through 10. This result is no good for White. Or, instead of 2 Black could also connect at 6, isolating the triangled White stone. This looks bad for White.

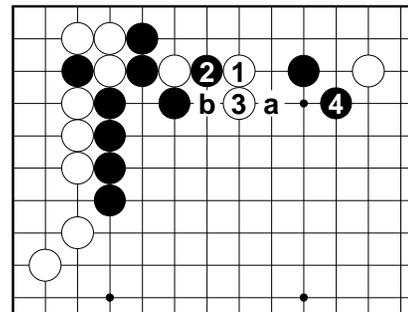


Diagram 5

White's invasion at 1 is nothing to be afraid of. Gripping a stone with 2 is good, and if White plays 3, then Black can play the diagonal move at 4 and fight. Playing the diagonal move at *a* instead of Black 2 is not good. White

makes a tiger mouth with *b* leading to a difficult fight that Black should avoid.

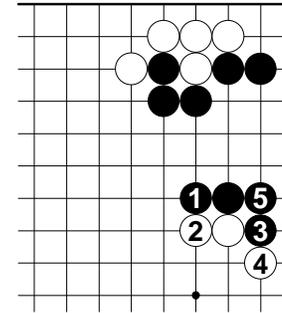
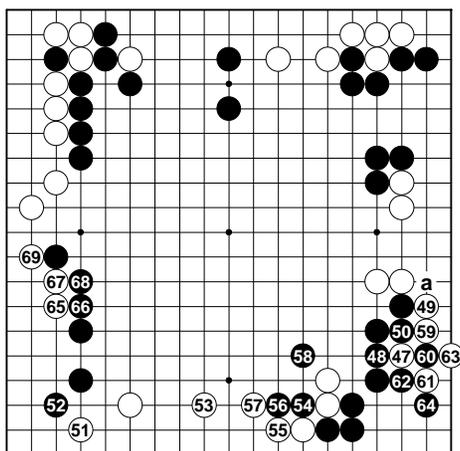


Diagram 6

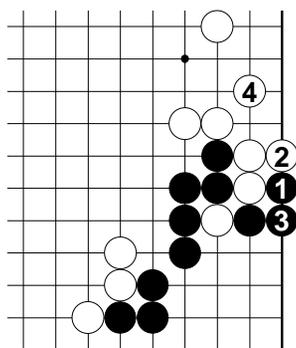
Extending with Black 1 is a good move. If White extends with 2, after 3 and 5 White's invasion still has no momentum.



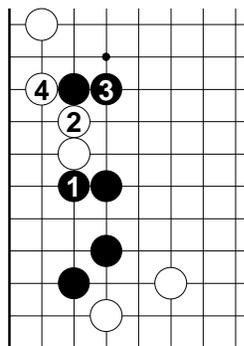
**Figure 3 (Moves 47--69)**  
**Black 66: a good move**

If White doesn't hurry to play 47 and 49, then Black will play the *hane* with *a*, then attach at 49. Further, if White doesn't force with 61 and 63, see Diagram 7.

Instead of black 66, see Diagram 8.

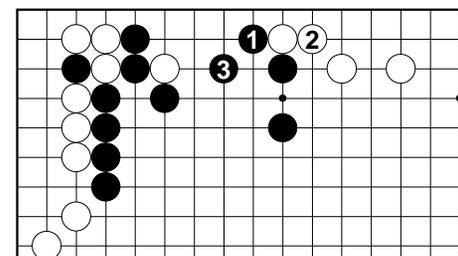


**Diagram 7**  
 Black 1 and 3 are a big reverse *sente* sequence.

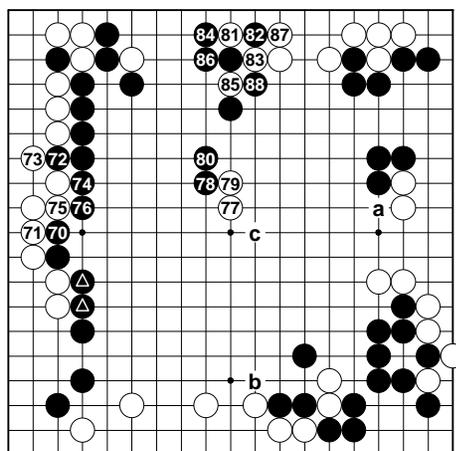


**Diagram 8**  
 Black 1 is a common response, but after 2 and 4 Black's result is no good.

Moves after 88 not recorded  
 Black wins by 4 points



**Diagram 9**  
 Blocking with Black 1 and 3 is too submissive.



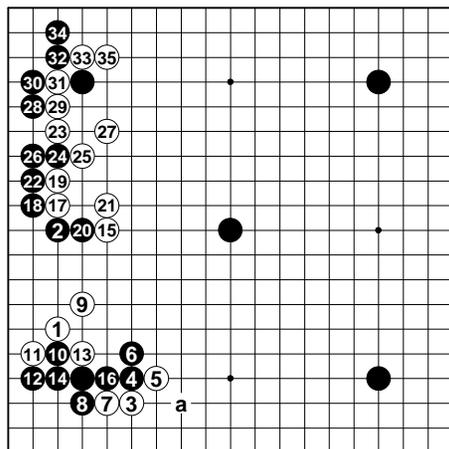
**Figure 4 (Moves 70—88)**  
**The greatest possible reduction**

After blocking with the triangled stones, the thick sequence from 70 through 76 shows the right attitude for a handicap game.

White 77 is a difficult judgment. If White goes deeper, and plays at 79 instead of 77, White will be in danger after *c* because Black has forcing moves at *a* and *b*.

The internal *hane* at 82 is a good move. Instead of 82, see Diagram 9.

## 5 STONE HANDICAP GAME (1) FROM A TEACHING GAME AGAINST "H" 3-DAN



**Figure 1 (Moves 1 – 35)**  
*A low position is bad for Black*

A 5-stone handicap game is similar to a 4-stone game except of course for the presence of the extra stone on the central point. Finding a way to make good use of this stone is the major difference between the two handicaps.

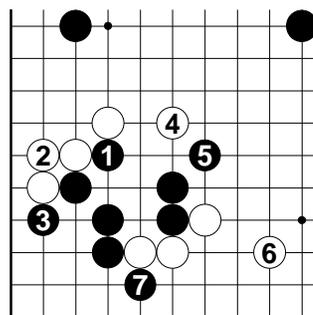
Pincering immediately with Black 2 is an aggressive way to play. Black 4 is the correct direction, but Black makes a mistake in the *joseki* that follows. That is, instead of blocking with 12, see Diagram 1.

There is a threat that White will at some point cut at 16. Fearing this threat, Mr. H responded to the cap at 15 by connecting at 16, but this is an error. Instead, see Diagram 2.

It seems that Black was expecting White to respond to 16 at *a*, but this is too much to hope for.

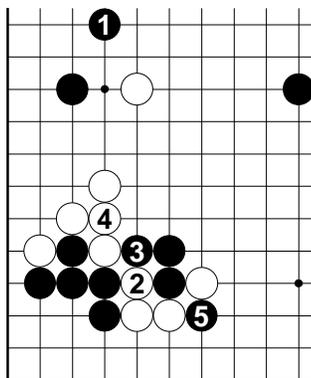
Playing the *hane* underneath at Black 18 is correct shape, but see Diagram 3.

Black is forced to crawl from 20 through 34, leading to an unsatisfactory result. Instead of White 19, see Diagram 4.



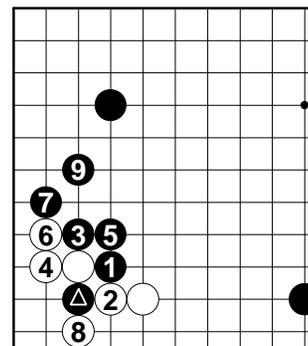
**Diagram 1**

Black must play 1. The sequence from the White connection at 2 through 7 is the correct *joseki*.



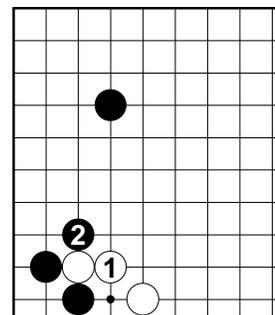
**Diagram 2**

Black should defend at least once with 1. If White cuts immediately with 2, Black can counterattack with 5, resulting in a position that is not easy for White.



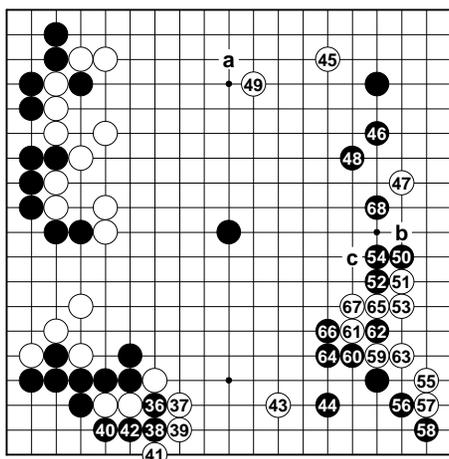
**Diagram 3**

Here it would have been clearer to play 1 and 3, lightly sacrificing the triangled stone.



**Diagram 4**

Pulling back with 1 and allowing Black 2 is bad for White.



**Figure 2 (Moves 36—68)**  
*A whole board perspective*

Black deserves no praise for 44, responding to White 43. From a whole board perspective, this is a great opportunity to make the first move at the top with *a*. In the lower right corner, see Diagram 5.

When White plays 45, because Black responds quietly with 46, White gets the fine point at 49. Instead of 46, see Diagram 6.

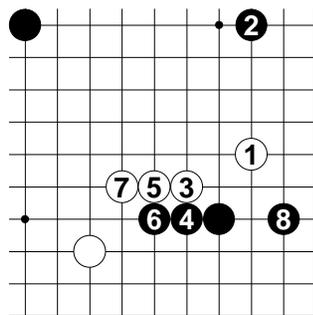
Before playing 49, White plays a forcing move at 47. Playing immediately at 49 lets Black play at *b*, which is too good.

White 51 is a hard-working move. Instead, see Diagram 7.

Black 52 and 54 are a good defense. Instead of 52, if Black just extends to 54, then White plays 52, Black *c*, White 55 and it feels as if White has gotten a good position everywhere.

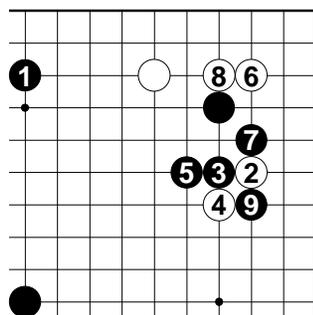
Black's cut at 62 is a mistake. Instead, see Diagram 8.

In the sequence through 67, it seems as if Black has helped White.



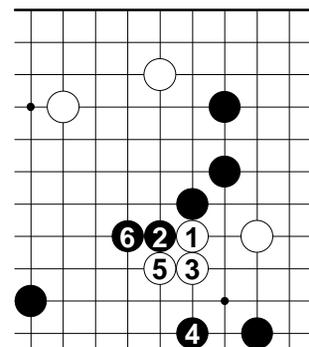
**Diagram 5**

If White approaches with 1, pinching with 2 is a good move. If White tries the sequence starting with 3, Black can settle with 8.



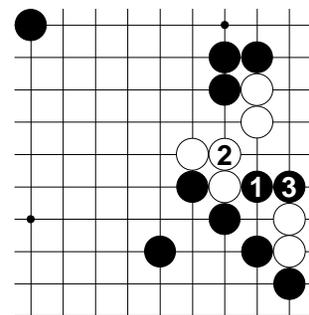
**Diagram 6**

Black 1 is a good move, both a pincer and a splitting move on the top side. The sequence starting with White 2 is one possible variation. At any rate, Black can't afford to let White surround such a large area with 49.



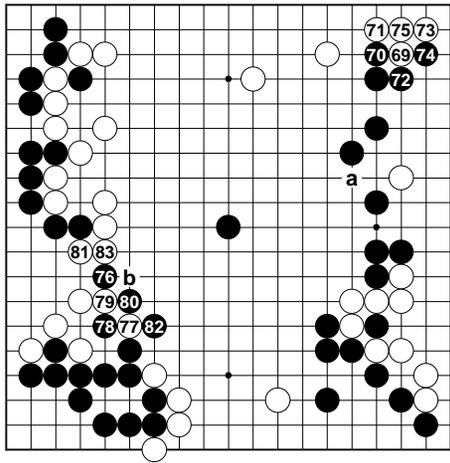
**Diagram 7**

If White runs out with 1, chasing with 2 and 4 gives Black a good rhythm. Playing 5 and letting Black extend to 6 is no good at all for White.



**Diagram 8**

If Black plays 1 and 3, White would be in trouble.



**Figure 3 (Moves 69 – 83)**

***Black misses a chance***

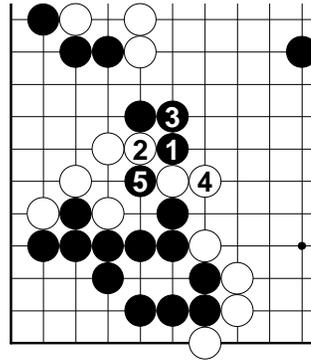
After White invades at 69, it seems White's strategy has succeeded. However, if Black tries to prevent this by skipping 68 and defending the corner with 71, allowing White to play the attachment at *a* is not a good feeling.

Black 76 is a good attacking move. However, Black 78 is a big mistake. See Diagram 9.

Instead of White 81, playing the cut at *b* is crude.

***Moves after 83 not recorded***

***White wins by 6 points***



**Diagram 9**

If Black plays the diagonal move at 1, White will have a hard time escaping.