

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

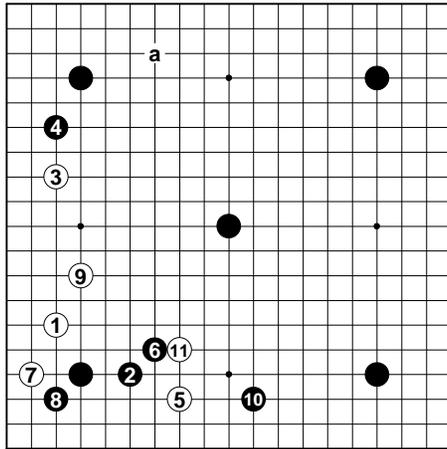


Figure 1 (Moves 1 – 11)

A smooth start

Instead of 4, Black could also play the large knight at *a* – either is ok.

Black 6 is extremely solid. A more aggressive alternative would be to pincer at 10 immediately. When faced with Black 6, White must defend with 7 and 9. See Diagram 1.

Black has made a smooth start

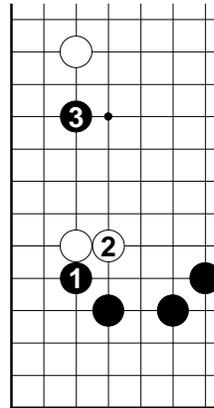


Diagram 1

If White leaves out these defensive moves, Black can play the diagonal attachment at 1 and invade with 3. This is painful for White.

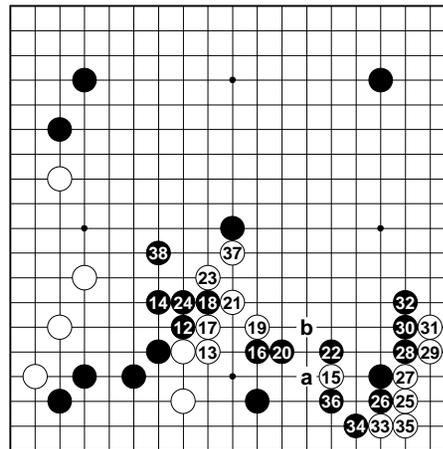


Figure 2 (Moves 12 – 38)

Black 12 and 14 make a nice shape.

Instead of White 15, jumping to about the position of Black 16 would be the proper move. But then after Black plays the knight's move at *a*, the whole board position would be simplified, which White wants to avoid.

Black's *hane* at 18 lets White build momentum. See Diagram 2.

When White attaches with 19, pulling back to Black 20 is not a good response. Now when White plays 21, Black can't extend to 23 (if Black extends, White can play *b*). Black can't handle all of White's threats. Therefore, instead of Black 20, see Diagram 3.

Black's shape is weakened a bit by having to absorb the *atari* at 23. Still, it goes without saying that the whole board situation still favors Black.

When the corner was invaded at the 3-3 point with White 25, Mr. A seems to have had trouble deciding how to respond. Instead of Black 26, see Diagram 4.

Therefore, it seems that Black has no choice but to block with 26. The sequence through Black 36 is forced. This Black shape may seem thick, but actually it's a bit over-concentrated. What's more, White 37 skillfully erases this thickness, so Black has gotten the worst of things.

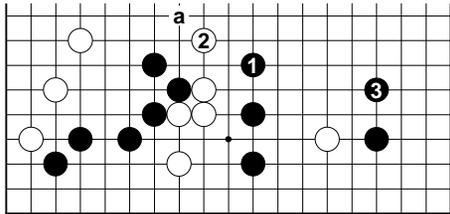


Diagram 2

Jumping to Black 1 is good. If White jumps to 2, Black plays 3. Instead of 3, sealing White in with *a* is also a good point.

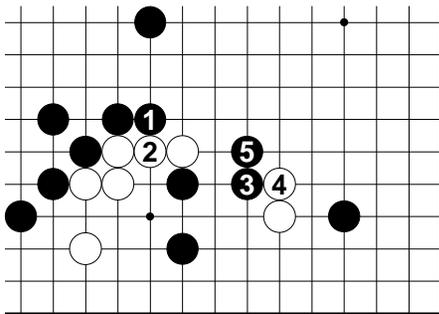


Diagram 3

Extending to 1 is the crucial point to destroy White's shape. White has no choice but to connect at 2. Then Black can jump to 3 and the shoe is on the other foot – White is too busy to handle all of Black's threats.

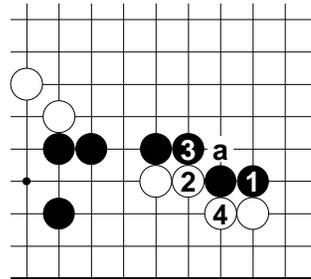


Diagram 4

If Black blocks from the other side, with 1, after 2 and 4 it seems White has done pretty well since there is still a cutting point at *a*.

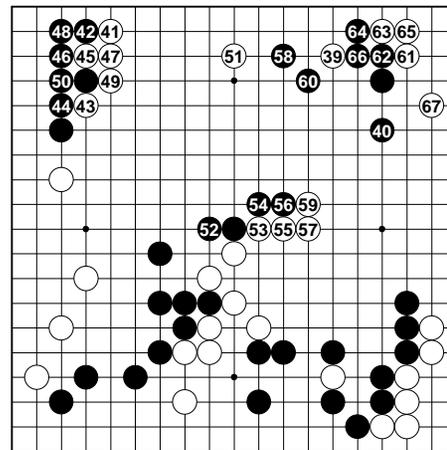


Figure 3 (Moves 39 – 67)

Questionable play by Black continues

White 41 is a common tactic used by players giving a handicap. In response to Black 42, White 43 is a swindle. Instead of Black 44, see Diagrams 5 and 6.

These variations are a little complicated, but instead of Black 46, see Diagram 7.

In the sequence through 50, Black gets pushed down in *gote*, and White's wishes are granted.

Black's invasion with 58 is a good idea, but the diagonal move at 60 is not the best. Instead of 60, see Diagram 8.

In response to Black 60, White can jump into the corner with 61, spoiling Black's fun.

Blocking with Black 64 is also uninteresting for Black. After connecting with 66, Black has cut off one White stone, but this comes nowhere near matching White's profit in the corner. Therefore, instead of Black 64, see Diagram 9.

When White plays 67, how should Black respond?

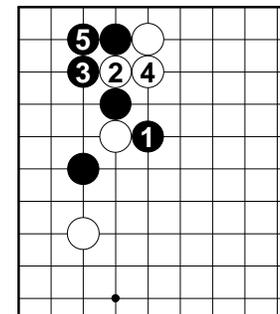


Diagram 5

Black can resist with 1. If White plays 2, Black defends with 3 and 5 and ...

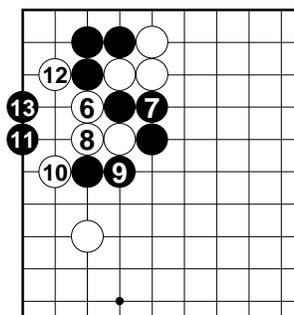


Diagram 6

If White cuts with 6, play follows the sequence through 10. Then Black 11 and 13 are great moves and White collapses.

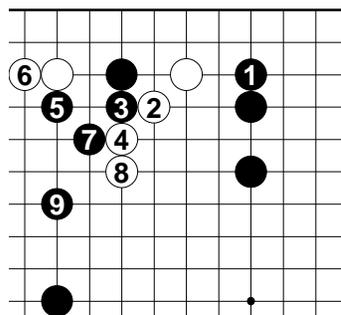


Diagram 8

Descending with 1 is the most usual course. If White plays the diagonal move at 2, Black can fight adequately with 3 through 9.

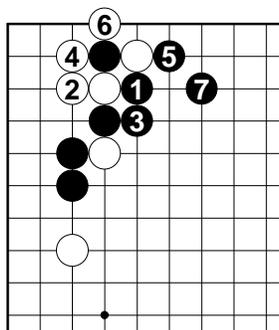


Diagram 7

Giving *atari* from the outside with 1 is a good move. If play follows the sequence from 2 through 7, Black gets great outside influence and skillfully thwarts White's plan.

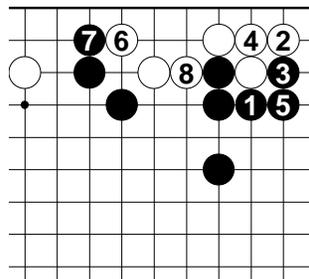


Diagram 9

Black must block with 1. Then connecting with 3 and 5 and letting White live with 6 and 8 should be good for Black.

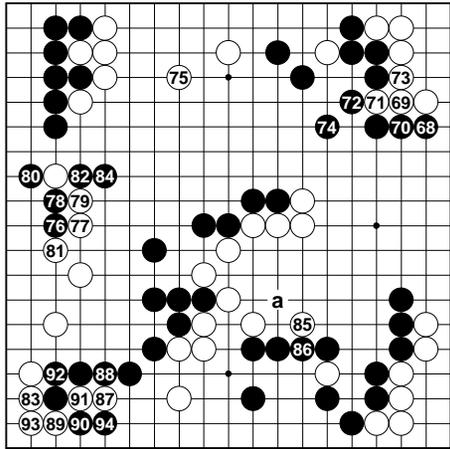


Figure 4 (Moves 68 – 94)
Two good moves by Black

Black attached with 68, but there was a move that would have forced a crisis. See Diagram 10.

Black's attachment at 68 ends in *gote* with 74, allowing White the opportunity to defend with 75. In this sequence, White 71 and 73 are necessary. If White skips them, see Diagram 11.

But after allowing White to defend with 75, Black saves face by invading at 76. To respond to this invasion, see Diagram 12.

Black 84 was slack. Instead, *a* was a good point, looking to attack White.

In response to White 89 and 91, Black 90 and 92 are correct responses that are worth learning from. See Diagram 13.

Black captures two stones with 94 and has the advantage.

Moves after 94 not recorded
Black wins by resignation

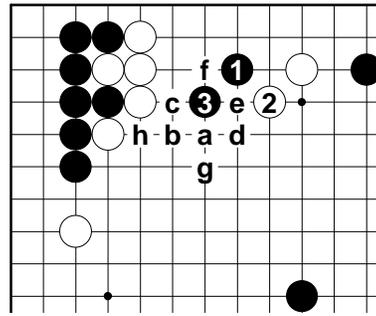


Diagram 10

Black's invasion at 1 is a good move to threaten White. If White plays the diagonal move at 2, Black can respond at 3, and White cannot capture the invaders. For example, if White tries the attachment at *a*, Black responds at *b* and play continues in alphabetical order ending with *h*.

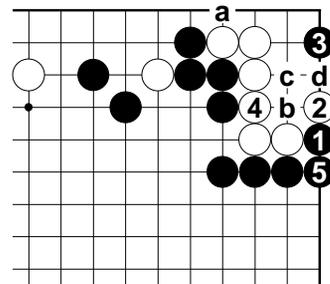


Diagram 11

Black 1 and 3 are a good sequence forcing a *ko*. After Black 5, the sequence starting with White *a* will end in *ko*.

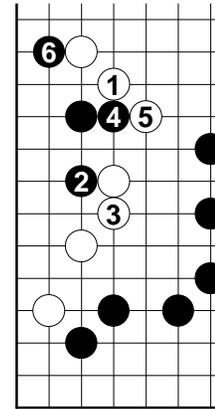


Diagram 12

White can play the diagonal move at 1, which would cause worry for many amateurs, but Black can attach at 2 and play the sequence through 6, living easily. Therefore, White 77 through Black 82 is a necessary sequence.

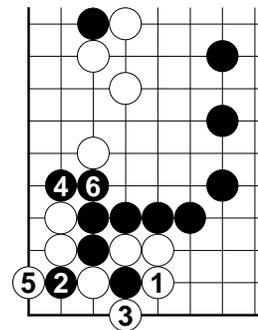


Diagram 13

White cannot grip the Black stone with 1. After the sequence from 2 through 6, the white stones above 4 and 6 are cut off and captured.

6 STONE HANDICAP GAME (1) FROM A TEACHING GAME AGAINST “W” 2-DAN

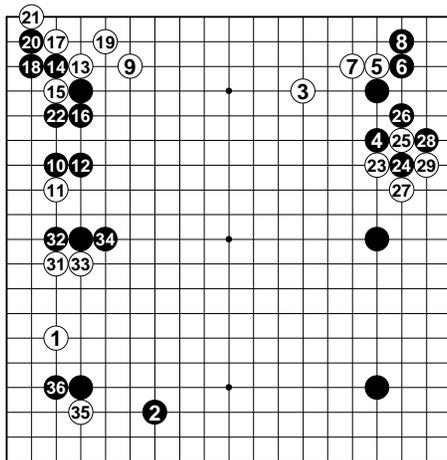


Figure 1 (Moves 1 through 36)
30 connects

White uses forcing moves

In a 6-stone handicap game, Black has an overwhelming advantage in fighting on the right and left sides of the board. Therefore, this is a good opportunity for Black to master the correct methods of fighting on the sides.

After the attachment at White 11, White 13 and 15 aim to make Black over-concentrated. Black seems to have been forced a bit, but since this is a 6-stone game it is not much to worry about.

Black definitely gets forced in the sequence from the *hane* at 24 through the connection at 30.

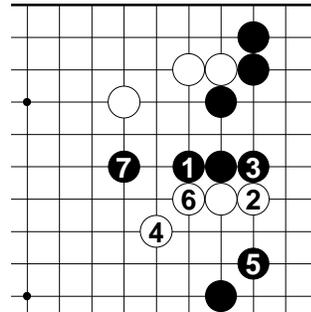


Diagram 1

Extending at 1 and playing the sequence through 7 is the most usual course. (See Basic Position 20 in volume 1)

White 31 and 33 are a rather eccentric set of moves, but since this is an area where White has already forced with White 11 and Black 12, White doesn't regret this exchange. Black's extension to 34 seems innocuous at first glance, but instead of this ...

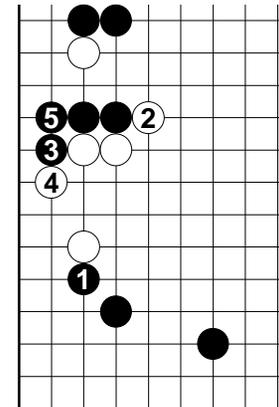


Diagram 2

It would be better to play more energetically with the diagonal attachment at Black 1. If White responds with the *hane* at 2, Black can play the *hane* and connection with 3 and 5, and it is White's shape that crumbles.

White's attachment at 35 is an obvious attempt to confuse the weaker player. In response, instead of Black 36 ...

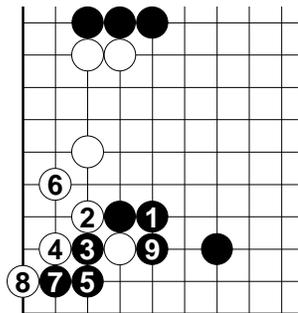


Diagram 3

Pulling back with Black 1 is a clearer continuation. If White plays the *hane* at 2, Black plays 3 and play returns to the *joseki*.

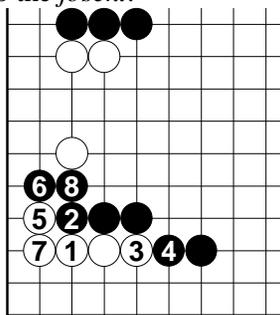


Diagram 4

If White descends with 1, Black responds at 2 and again play returns to a *joseki*.

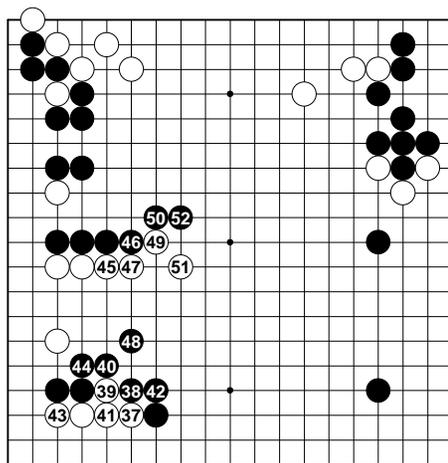


Figure 2 (Moves 37 through 52)

Bad shape

Because Black descended to 36, White is able to attach at 37 and matters become complicated. Of course, Black should always attempt to avoid complications – this is generally true, not just in 6-stone handicap games.

Of course, it can't be good for Black to be forced to connect in bad shape with 44. But if Black varies at 38 ...

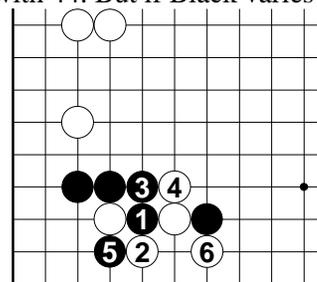


Diagram 5

Black would like to wedge at 1, if only it worked. But after White 2 and 4 Black is hopelessly split in two.

However, even though Black suffers a bit of a loss in the game continuation, this is part of the benefit of getting 6

stones. White is also suffering in having to escape with 45 and 47.

Making the hanging connection with Black 48 is a bit too cautious. Instead of 48 ...

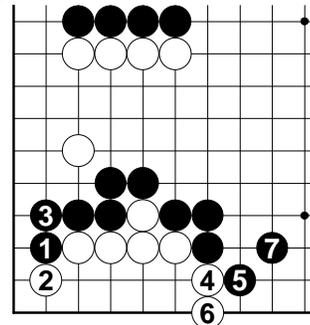


Diagram 6

Black has a great chance to *hane* and attach with 1 and 3.

White lives with 4 and 6. Then the hanging connection at 7 is an efficient move. That is, with Black 7 on the board

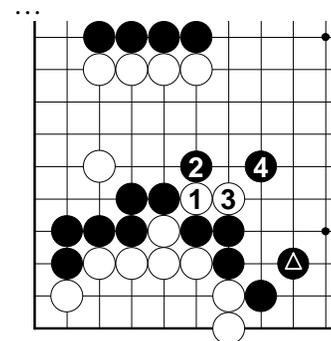


Diagram 7

There is no need to worry about White cutting at 1. Black gives *atari* with 1, then jumps to 4 and the triangled stone is perfectly placed.

Black's *hane* at 50 is weak-spirited.

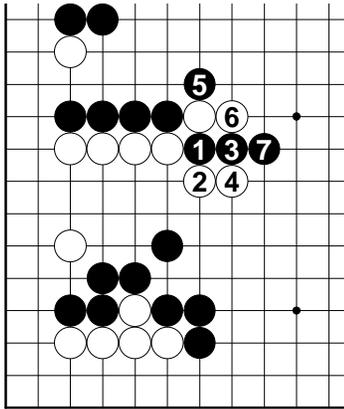


Diagram 8

If Black cuts at 1, White would be in trouble. About the best White can manage is 2 and 4, but after Black 5 and 7, White's position is no good.

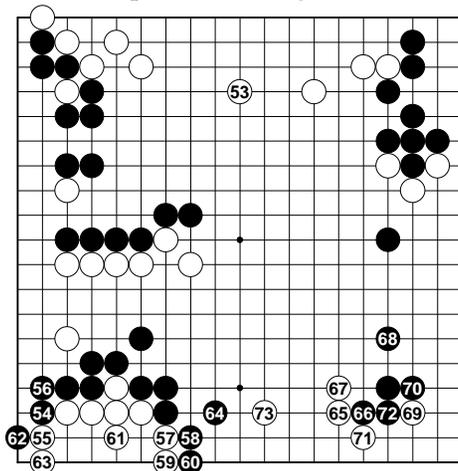


Figure 3 (Moves 53 through 73)

Attack and defense on the lower side

Black 54 seems to have a good feel to it, but in fact, ending in *gote* with 64 is uninteresting. Instead of 54 ...

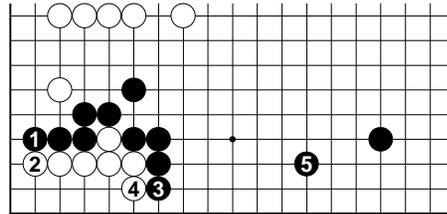


Diagram 9

A more powerful course would be simply descending with 1, then forcing again with the descent at 3, followed by 5, solidifying the bottom.

Because Black ends in *gote*, White is able to attack first on the bottom with 65.

Black 66 may seem obvious, but it's a good, severe move by Black.

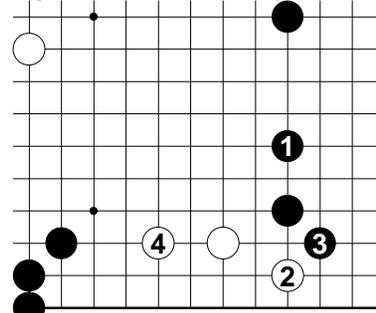


Diagram 10

Simply defending with Black 1 would have been too submissive. After White settles in with 2 and 4, Black has no attacking prospects to look forward to.

White's invasion at 69 is an asking move. White will choose a follow-up based on Black's response. Black chose to block at 70, but this falls in too easily with White's plans. In this situation, instead of Black 70 ...

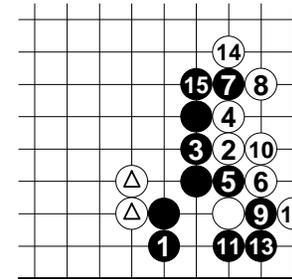


Diagram 11

Black must play the descent at 1. Starting with the peep at 2, White plays energetically to live, but after Black connects at 15, White's two triangled stones are in a painful position.

After getting in the *hane* at 71, White can take a breath.

Instead of Black 72 ...

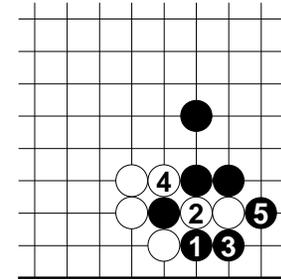


Diagram 12

Blocking with 1 is the *joseki*, but after capturing the stone with 2 and 4, White is strengthened. This is no good for Black.

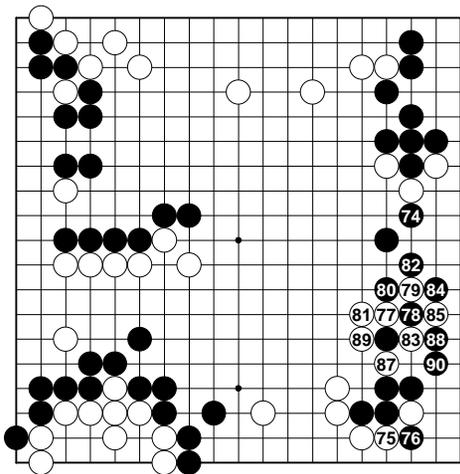


Figure 3 (Moves 74 through 90)
86 connects

Black gets an unsatisfactory low position

Black's diagonal attachment with 74 is a good move.

Of course, White's attachment at 77 is unreasonable, but White has no chance to catch up otherwise.

Attaching underneath with Black 78 is a mistake. Instead ...

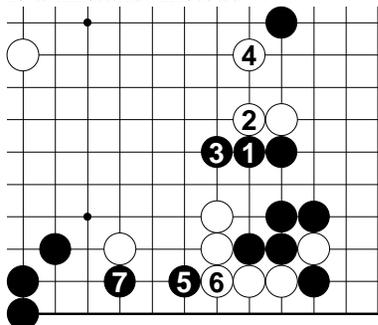


Diagram 13

Black must extend with 1. If White flees with 2 and 4, Black can launch a big attack on the lower side with 5 and 7.

After White blocks with 79, Black is forced into a low position with 80 through 90. This is a bit unsatisfactory.

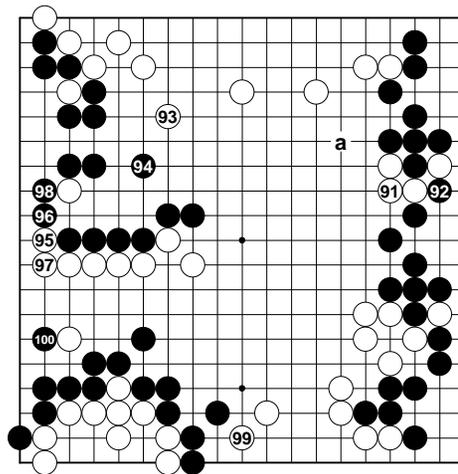


Figure 4 (Moves 91 through 100)
Black lacks resolve

In this figure, Black's lack of resolve is noticeable. For example, Black 92 – instead of this, Black needs to jump to *a* and attack White on a large scale.

Also, Black 94 is unnecessary. This is just an automatic response to White 93. Instead of 94 ...

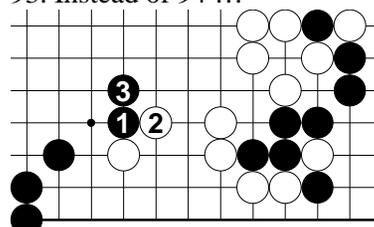


Diagram 14

Attaching and extending with 1 and 3 is a better sequence in terms of the whole board position.

After White plays 99 and Black defends with 100, the score is already close – this favors White.

Moves after 100 not recorded
White wins by 2 points