

## 6 STONE HANDICAP GAME (2)

### FROM A TEACHING GAME AGAINST "O" 1-DAN

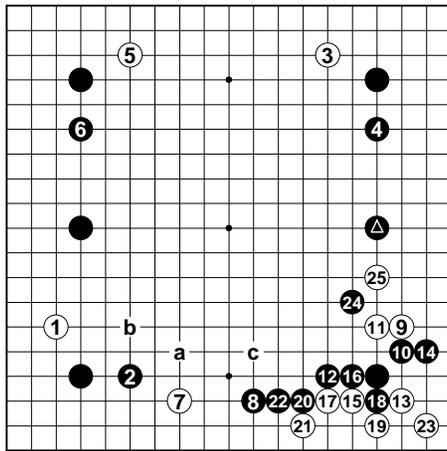


Figure 1 (Moves 1 through 25)

#### About the 3-3 point

Instead of White 9, White *a*, Black *b*, White *c* is a more usual way to play. But as I've said before, in a 6-stone handicap game, White can't afford to let the game become too simple.

The diagonal attachment at Black 10 puts the triangled stone to good use and bears witness to Black's fighting skill.

Jumping immediately into the 3-3 point with White 13 is an interesting idea. Generally, invading at 3-3 too early is problematic because it gives Black a chance to build thickness.

Black's descent to 14 is absolutely the right move in this situation.

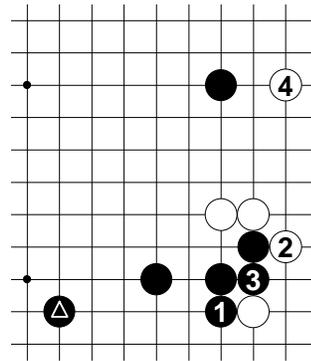


Diagram 1

Being overly protective of the lower territory and blocking with 1 plays into White's plan after 2 and 4. In this case, the territory gained by Black 1 is too small because the triangled stone is too close.

After the peep at White 15, play follows a well-known course. The connection at 22 is necessary.

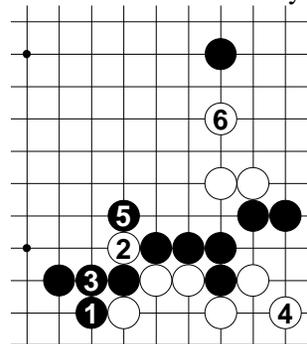


Diagram 2

Blocking with Black 1 seems strong, but Black cannot omit 5, freeing White

to play at 6. In this sequence, White 4 is a proper move. Instead ...

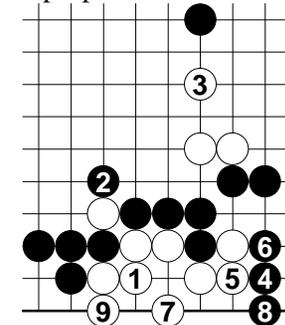


Diagram 3

If White connects at 1, after the placement at 4 White is squeezed down to just 2 eyes. Further, instead of White 5 ...

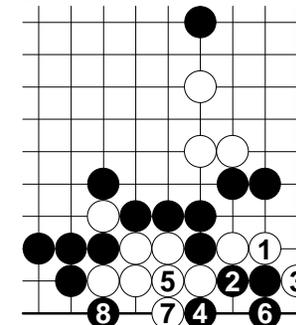
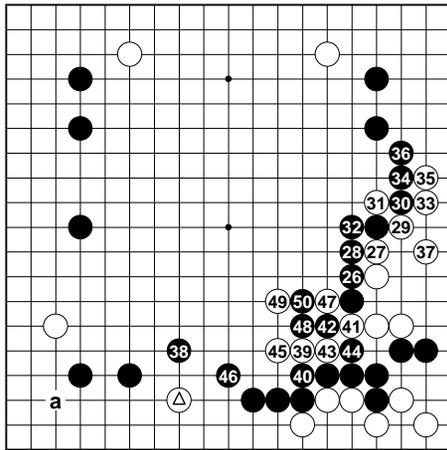


Diagram 4

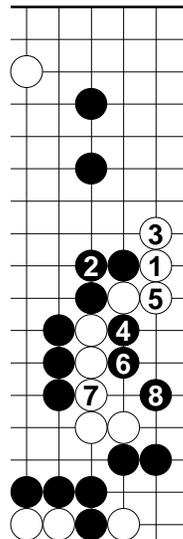
Blocking at White 1 is greedy. After Black cuts at 2, play is forced through Black 8, leading to a *ko*.



**Figure 2 (Moves 26 through 50)**  
**Black applies strong pressure**

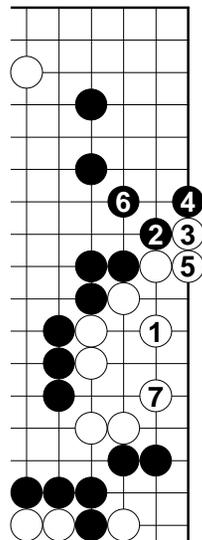
Blocking with Black 26 is a good move. Responding to White 27 and 29 with the double *hane* of 28 and 30 is much stronger play than one would expect from a 1-dan.

White has no choice but to play the vulgar sequence of 31 and 33. That is, instead of White 31 ...



**Diagram 5**

If White tries the apparent *tesuji* with 1, Black plays the sequence through the diagonal move at 8 and captures 5 White stones. In this sequence, instead of White 3 ...

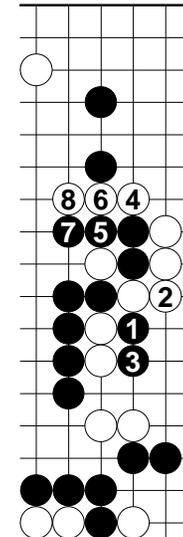


**Diagram 6**

If White plays the hanging connection at 1, he can live with the

sequence through 7 but in *gote*, while Black's outer thickness is now complete.

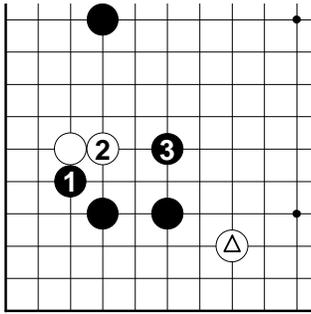
Black's extension at 36 is the epitome of a calm move. If Black gets anxious ...



**Diagram 7**

If Black chops off the tail of White's group with 1 and 3, White splits through his position with the sequence through 8. This is not good for Black.

Having gotten *sente*, Black plays 38 seeking to attack the triangled stone, but White can treat the triangled stone lightly since the 3-3 point at *a* is open. Therefore, Black 38 is not right.

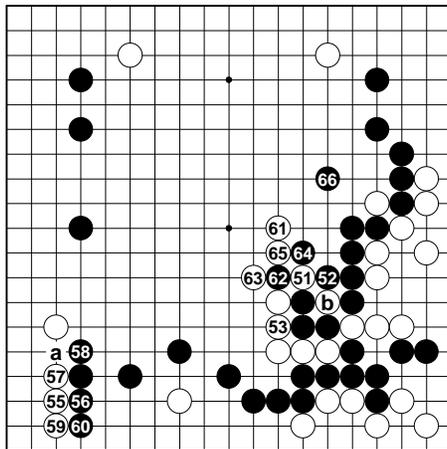


**Diagram 8**

Black should play the diagonal attachment at 1 and then follow the standard attacking pattern with 3. This opens the possibility that the triangled stone may get swallowed up without compensation.

White seeks complications with 39. Instead of connecting at Black 40, playing at 41 would be simpler.

Now White is able to make a little bit of a shape by cutting at 47 and squeezing at 49.



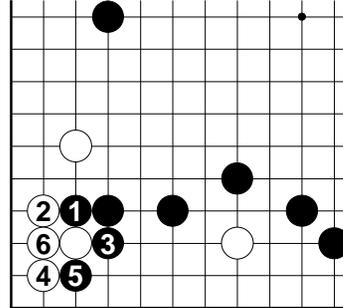
**Figure 3 (Moves 51 through 66)**

**54 connects**

**An unnecessary retreat**

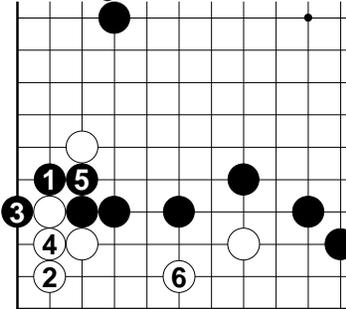
White turns to the biggest point on the board by invading at 55. Now it's

hard to understand why Black blocks with 56. In this situation ...



**Diagram 9**

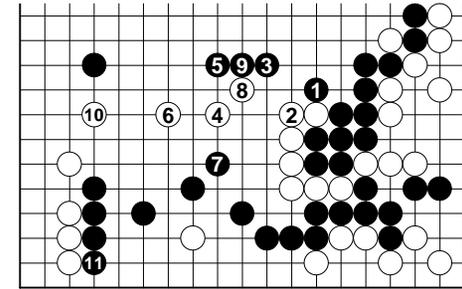
No matter what, Black needs to block at 1. If White at 2, Black can start by blocking at 3. Now the sequence through White 6 is a standard way for Black to get *sente*. Instead of Black 3 ...



**Diagram 10**

Blocking with 1 and letting White run out with 2 through 6 is not a good idea.

The extension at Black 58 is a vital point, but blocking with 60 is slack. White 59 was played in order to deal with a Black push and cut at *a*. Instead ...

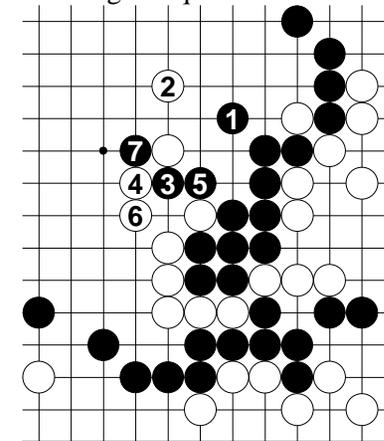


**Diagram 11**

It is more interesting for Black to give *atari* at 1 and attack on a large scale with 3. White is forced to run with 4 through 10, and Black still has time to block at 11. Even in handicap go, if the chance to attack White presents itself, Black must seize the opportunity without hesitation.

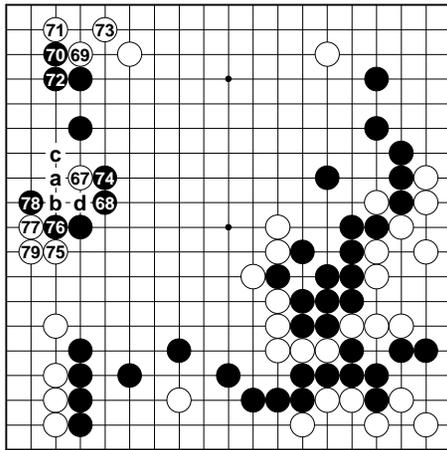
After getting in 61, White can take a deep breath.

Cutting and capturing with Black 62 is a vulgar sequence.



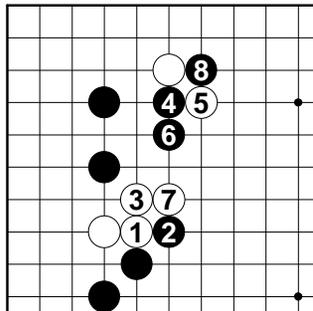
**Diagram 12**

Black should play the diagonal move at 1 and take deliberate aim at White's position. If White tries to spread out with 2, Black can deliver a powerful blow with 3 through 7.



**Figure 4 (Moves 67 through 79)**  
**Black responds accurately**

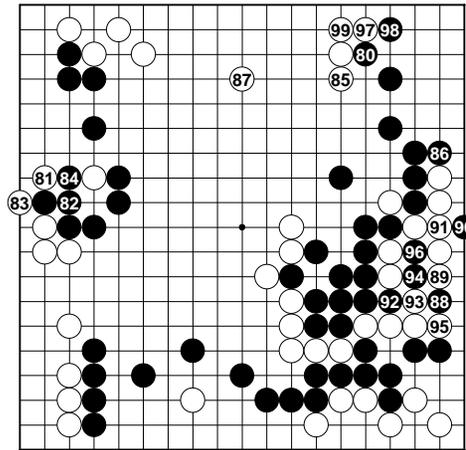
White's invasion at 67 is seen frequently in handicap games of 6 stones or higher. Black gets full credit for responding at 68. Instead of 68, one often sees the sequence Black *a*, White *b*, Black *c*, White *d*, which is the worst way to play. In response to Black 68 ...



**Diagram 13**

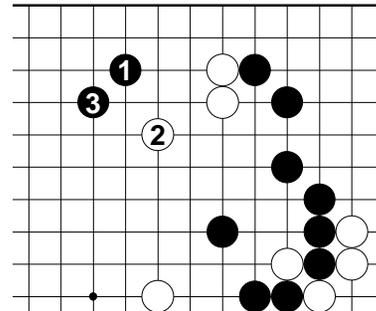
White would like to move out with 1, but after 2 through 8, White's position is no good.

Therefore, White varies with 69, but Black responds thickly with 74 and gets a fine result.



**Figure 4 (Moves 80 through 99)**  
**Keep attacking!**

Taking *sente*, Black played the diagonal attachment at 80. Black gets a gold star for this move, too. Playing the hanging connection at 84 instead of 80 is not as good. However, Black 86 in response to White 85 is the wrong direction.



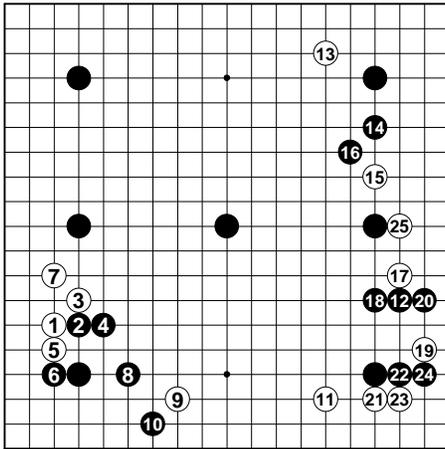
**Diagram 14**

Black must keep attacking with 1. If White escapes with 2, after Black 3 the fight is difficult for White.

Black 86 appears to be aiming at an attack on the right side, but after 96, Black ends in *gote*. This is uninteresting for Black.

*Moves after 99 omitted*  
*White wins by 3 points*

## 7 STONE HANDICAP GAME (1) FROM A TEACHING GAME AGAINST "G" 1-DAN



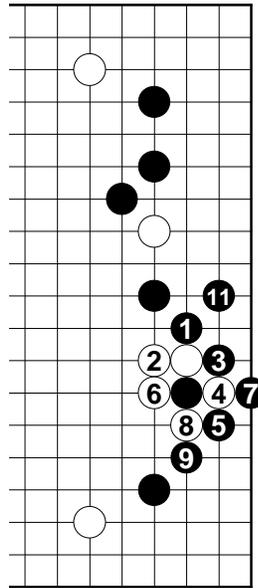
**Figure 1 (Moves 1 through 25)**  
**Getting forced**

A 7-stone handicap game is not much different than a 6-stone handicap game. As with a 5-stone handicap, the key is how to make use of the stone on the *tengen* point.

Black's attach-and-extend with 2 and 4 is very solid. This is highly recommended in a 7-stone handicap game.

In response to White 9, Black 10 is also very solid. Through Black 16, there is nothing to criticize in Black's play.

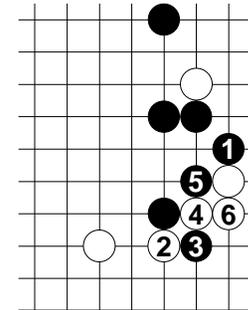
Black allows himself to be forced with 18.



**Diagram 1**  
**10 connects**

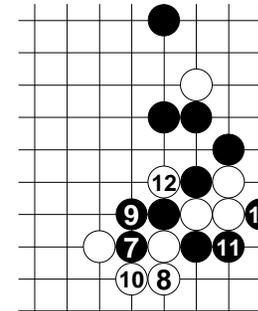
The diagonal attachment at 1 is a good move. Black gets a good position after 2 through 11.

The placement at 19 is the type of move that gives weaker players fits. Black 20 is a bit slack.



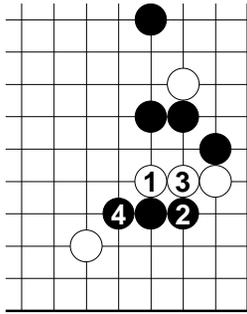
**Diagram 2**

Black should play the diagonal attachment at 1. If White plays the same attachment as in the actual game, at 2, now Black can resist with 3. If White cuts with 4, Black can give *atari* at 5 and ...



**Diagram 3**

After the sequence from 7 through the counter-*atari* at 13, White is captured. Going back to Diagram 2, if White does not play the attachment at 2, but instead ...

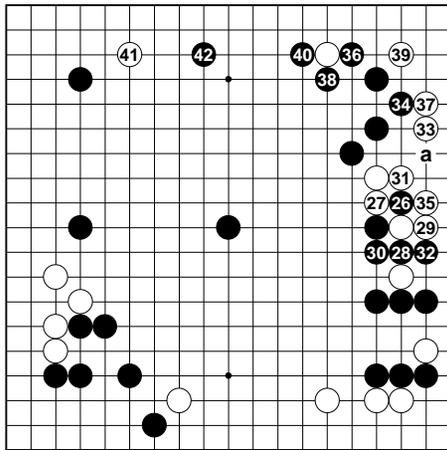


**Diagram 4**

If White attaches from above with 1, Black should have no problems in the fight after peeping at 2, then simply pushing out with 4.

After White attaches at 21, Black has no choice but to quietly pull back with 22 and 24.

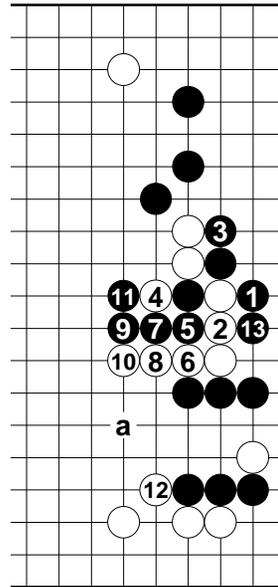
White now plays 25, looking for complications. How should Black play?



**Figure 2 (Moves 26 through 42)**

**Black skillfully changes course**

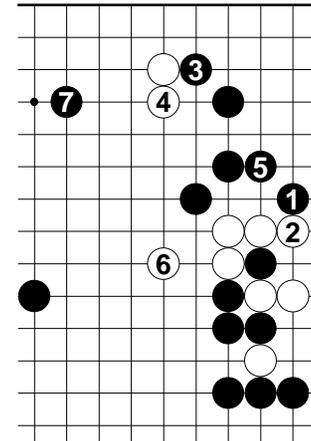
Black naturally plays the *hane* at 26, but after that, 28 and 30 are not forceful enough.



**Diagram 5**

Black can respond powerfully by giving *atari* underneath with 1, then crawling with 3. White has no choice but to give *atari* with 4 and look for opportunities by pulling these stones out. However, Black can firmly capture with 11. When White plays 12, Black responds with 13, making everything secure and looking forward to the possibility of later attacking with *a*.

When descending to 32, Black probably expected White to immediately answer at 35. Then Black could play at *a*. But of course, White varies with 33. Therefore, instead of 32, Black should play more severely ...

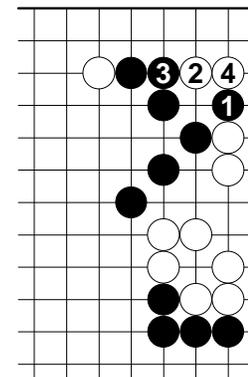


**Diagram 6**

Black should attack with 1. White 2 is pretty much necessary, and Black can naturally position his stones with 3 and 5. If White escapes with 6, Black has a perfect attacking move at 7.

After getting in 33, White is safe.

Of course the diagonal attachment at 36 is a good move, but responding to 37 with 38 is a wonderful change of course. Usually in a handicap game ...



**Diagram 7**

Black makes the mistake of defending at 1. Then White can later aim to strike at 2.

The pincer at Black 42 is appropriate in this situation. Now if White ...

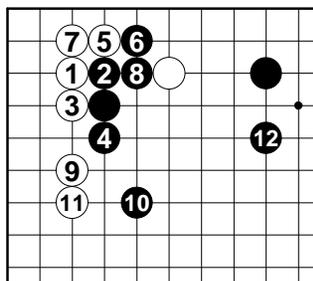


Diagram 8

If White jumps into the corner with 1, Black can force with 2 through 10, then build a big *moyo* with 12.

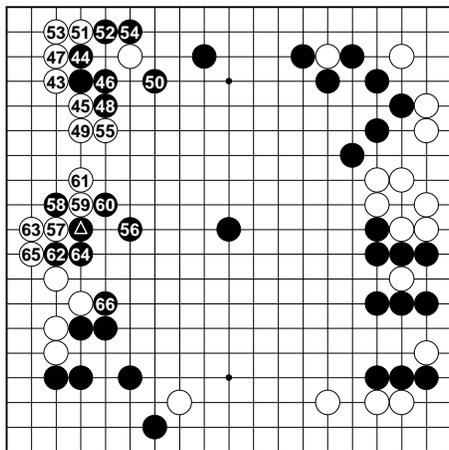


Figure 3 (Moves 43 through 66)

**Giving up too soon**

In order to avoid the result in Diagram 8, White varies with 43. For the correct way to handle this move, see Basic Position 17. At any rate, Black's result through 50 is no good. At least instead of 50, Black should push out with 55.

Black is worried about the triangled stone and so runs out with 56, but Black didn't need to be so afraid.

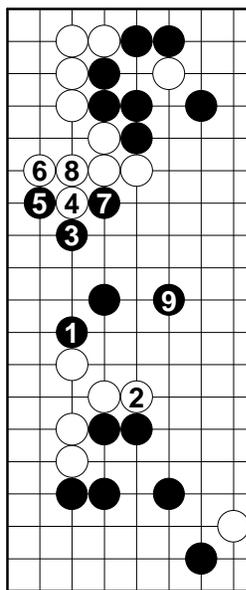


Diagram 9

In fact Black should attack with 1. If White 2, then Black can force with 3 through 7. After this sequence, Black still has time to run out with 9.

After omitting this sequence, Black has to deal with White's attachment-and-cut with 57 and 59. Black is afraid of complications, and so quickly gives up on the stone with 60 through 66. But this is too generous. To begin with, instead of Black 60 ...

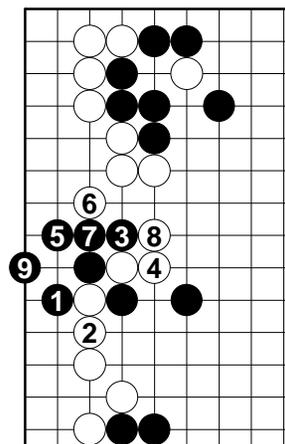


Diagram 10

Giving *atari* with 1 and 3 is a stingier way to play. The hanging connection with 5 makes *miai* of Black 8 moving out and Black 9, which lives.

A further note on Black 60 ...

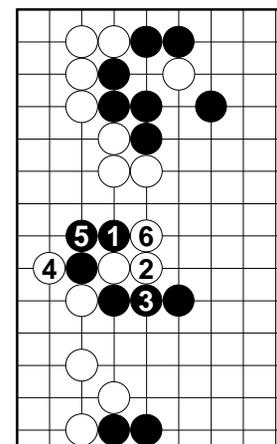
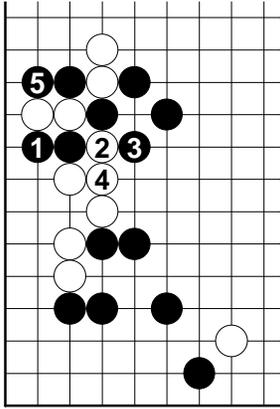


Diagram 11

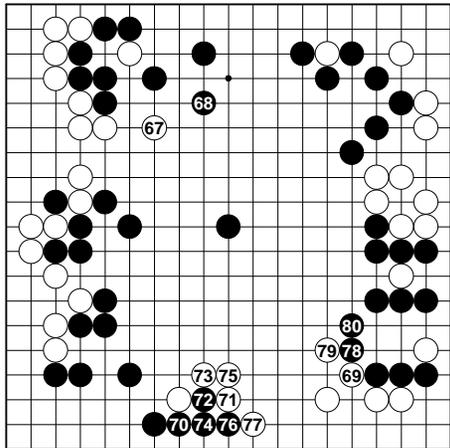
The *atari* at 1 followed by the connection at 3 is usually a good *tesuji*, but in this case White can take emergency measures with 4 and 6, which is no good for Black.

Further, Black can defer the connection at 64.



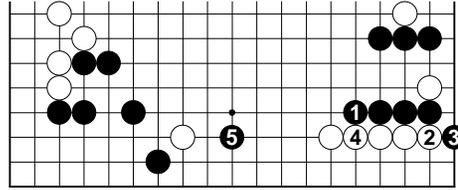
**Diagram 12**

Black 1 and 3, setting up a *ko*, is the correct way to play.



**Missing the vital point**

When White plays 67, Black 68 is a slack move that just follows White's lead. Instead of 68 ...



**Diagram 13**

Extending to Black 1 is a vital point. Since this sets up the push at 4, White must respond with 2 and 4. Then if Black invades at 5, there is no doubting that Black is ahead.

However, Black plays perfectly after move 70.

*Moves after 80 omitted*

**Black wins by 5 points**