

8 STONE HANDICAP GAME (2) FROM A TEACHING GAME AGAINST "Y" 1-KYU

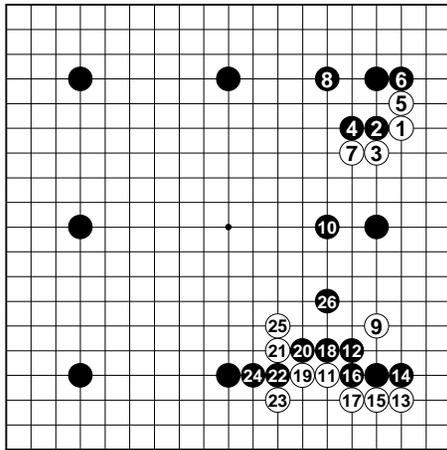


Figure 1 (Moves 1 through 26)

Too timid on the side

Instead of simply extending with the one-point jump to Black 8 ...

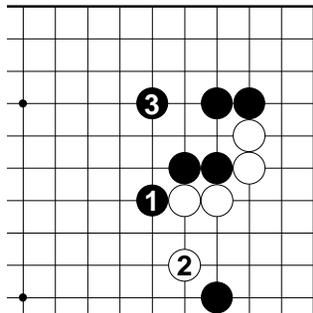


Diagram 1

Black could also consider exchanging the hane at 1 for White 2 and then playing 3.

Black responds to White 9 by running away with 10, but this is "weaker player" syndrome. Because of this, White gets to play the double-

kakari at 11, making the situation a bit complicated. Instead of Black 10 ...

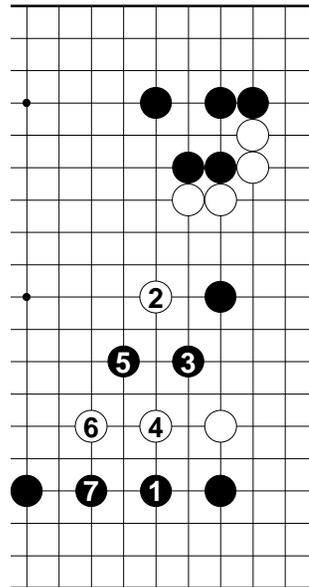


Diagram 2

Black has nothing to worry about after defending with 1. White naturally caps with 2, but Black gets out easily with 3 and 5.

Instead of the diagonal move at 12, Black can make better use of the jump to 10.

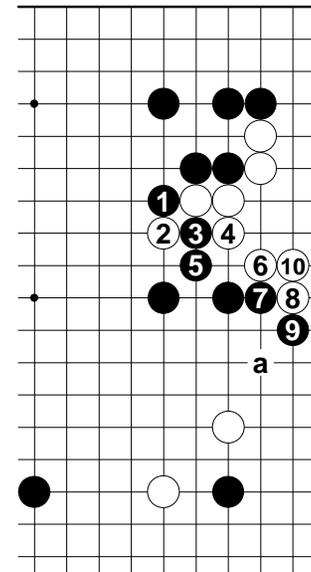


Diagram 3

A good move for Black is to hit White on the head with 1. If White *hanes* with 2, Black should cut without hesitation at 3. White can live with 4 through 10, but then Black can either make the hanging connection at *a*, or play 12 in the game diagram.

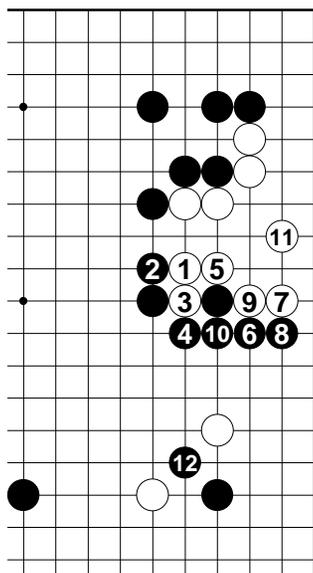


Diagram 4

In the previous diagram, instead of playing the *hane* at 2, White might try peeping at 1 in this Diagram. After Black blocks with 2, we can envision the sequence through White 11. Then Black can play the diagonal move at 12 after all, with a superior position.

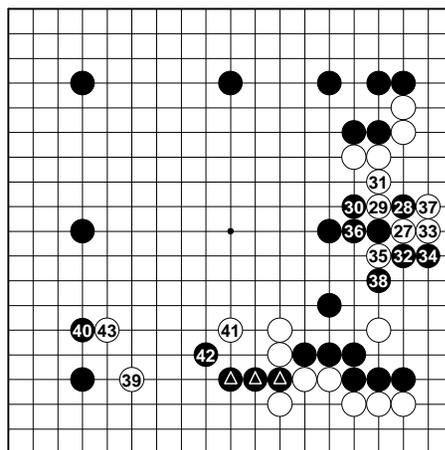


Figure 2 (Moves 27 through 43)

Extend from a crosscut

Since Black did not settle the position with the sequences in Diagrams 3 and 4, White comes back with the attachment at 27. Black 28 is good, but 30 is questionable.

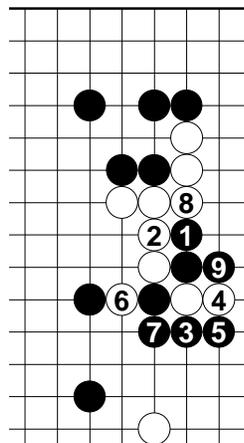


Diagram 5

Black should follow the proverb “extend from a cross-cut” and extend to 1. If White connects with 2, Black responds with the sequence 3 through 9, leaving White scattered.

Black 34 is also a clumsy move. In this sort of situation ...

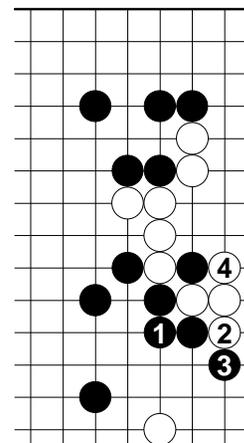


Diagram 6

If Black connects with 1, White responds with 2 and 4, and Black ends in *sente*.

After the block at 34, Black can't leave out 38. If Black is greedy and tries to *tenuki* ...

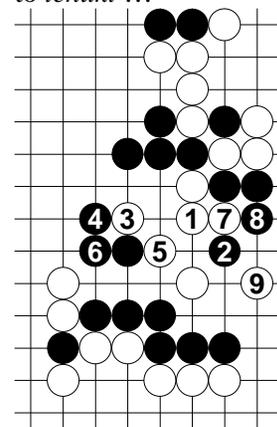


Diagram 7

White extends to 1, then makes forcing moves at 3 and 5. After White 9, Black is captured.

White 39 is like White 9, an attempt to aim at a group of Black stones on the

side. This time, Black defends the corner with 40, but this is a mistake. In this case, the triangled Black stones are heavy, so Black should take the clearest path by jumping to the location of 41. Black gets the flow of stones exactly backwards.

White 43 is a leaning attack. Instead of 43 ...

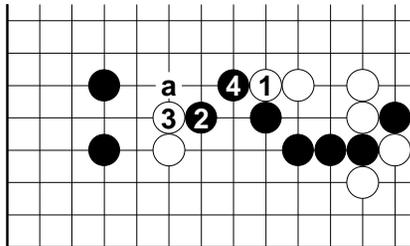


Diagram 8

If White pushes with 1, Black escapes with 2 and 4. On the other hand, if White jumps to *a*, Black pushes out with 1, and White gets nothing, not even any *aji*.

How should Black play next?

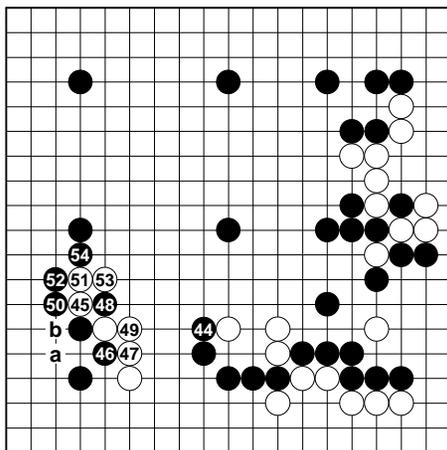


Figure 3 (Moves 44 through 54)

The fruits of a tesuji

After White attaches at 43 (in the previous figure), ignoring the left side

and pushing out with Black 44 is the only move. Instead of Black 44 ...

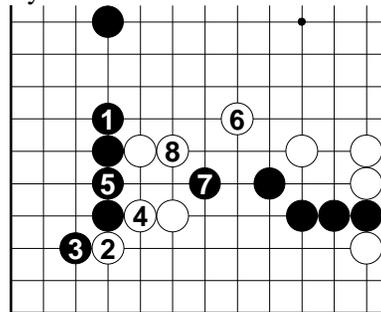


Diagram 9

If Black defends the left side with 1, White attaches with 2, then chases Black with 6. White 8 comes in just the right place to seal Black in.

After the *hane* at 45, White presses Black down in *sente* with the sequence through Black 54, gaining thickness at the same time. What's more, Black still is left with bad *aji* on the left with the peep at *a* or the cut at *b*.

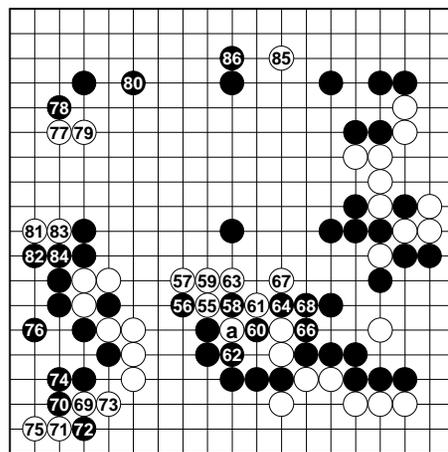


Figure 4 (Moves 55 through 86)

65 captures ko

Black recovers

Black has no choice but to submit to being constricted with the sequence

starting with 55. Then White takes profit with the sequence starting with 69, the fruit of White's labors in Figure 3.

Black cannot leave out 76 ...

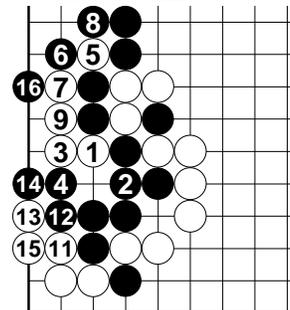


Diagram 10

10 connects

White cuts with 1 and can squeeze through 9, after which Black is captured

Black suffered in the lower half of the board, but then recovers with fine moves at 78 and 86.

Moves after 86 omitted

Black wins by resignation

8 STONE HANDICAP GAME (3) FROM A TEACHING GAME AGAINST "N" 3-KYU

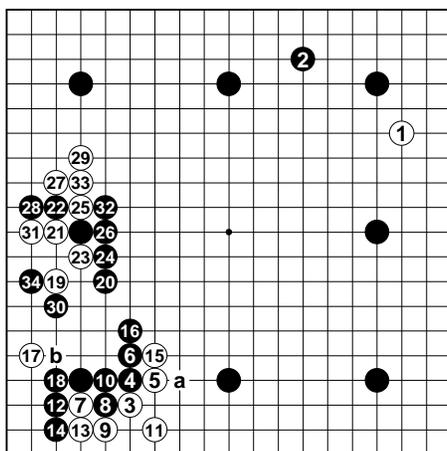


Figure 1 (Moves 1 through 34)
Black 18 puts up little resistance

In handicap games, White often responds to the attach-and-extend of Black 4 and 6 with the attachment at White 7, so it is important to learn the correct move order to use in response. It is important to know that Black 12 is correct. Instead ...

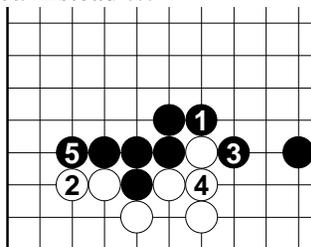


Diagram 1

Starting by bending at Black 1 is a mistake. White descends to 2 and gets more territory in the corner while Black ends in *gote*.

Blocking at Black 14 is a mistake. Instead, Black should exchange a push at 15 with White *a*, then descend to 21. Getting forced by White 15 is just painful.

In response to White's peep at 17, Black 18 puts up little resistance and shows a lack of fighting spirit.

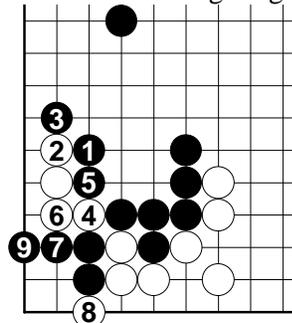


Diagram 2

Pressing with 1 would put White in trouble. If White tries to push with 2 and cut with 4, the sequence through Black 9 leads to White being captured.

At the very least, instead of 18 Black should try *b* to bother White somewhat.

Black 20 is a good move. Instead ...

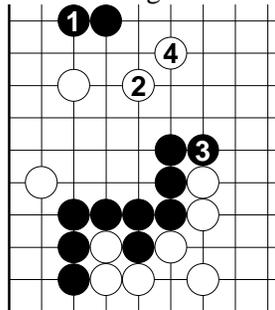


Diagram 3

Black 1 would let White out after 2 and 4.

The attachment at Black 30 is a good move. Instead of White 31 ...

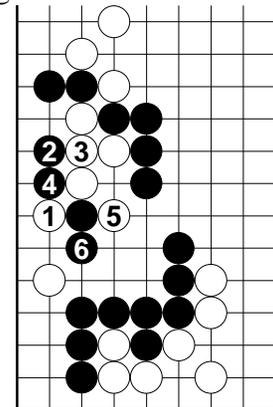


Diagram 4

If White tries to *hane* at 1, Black can play the placement at 2 followed by the cut at 4. Even if White tries 5, after Black 6 White is completely captured.

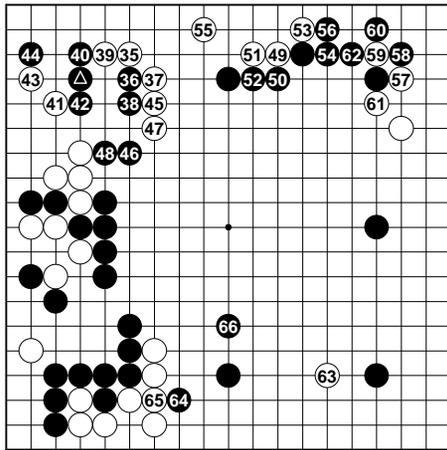


Figure 2 (Moves 35 through 66)

After White 35, the triangled Black stone starts to look a bit lonely. Attaching at Black 36 is a good move, resolving the situation. However, instead of Black 38 ...

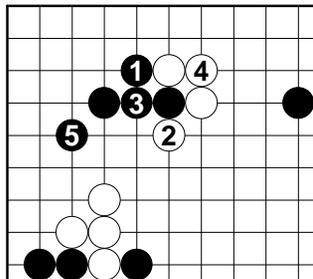


Diagram 5

Blocking with Black 1, then settling with 5 was a bit simpler.

In response to Black 40 ...

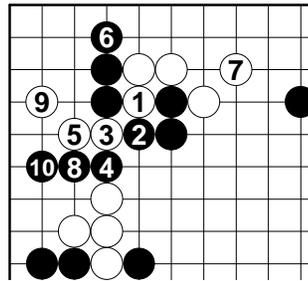


Diagram 6

The push and cut with White 1 and 3 is nothing to worry about. Black gives *atari* with 4, and after the sequence through 10, Black wins the capturing race.

If Black is afraid of this push and cut, and plays 42 instead of 40, then White will play at 40. This is no good for Black.

After gaining thickness through 47, attaching at White 49 is a natural strategy.

Instead of Black 50, it was also possible for Black to play the diagonal attachment at 51, but the sequence in the actual game follows a policy of playing thickly.

Black 54 was slack. Instead ...

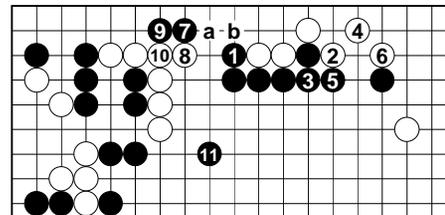


Diagram 7

Black 1 is more aggressive. About the best White can manage is 2 through 6, but then Black can attack White starting with 7. After 11, Black has a winning advantage. After 11, if White *a*, then Black *b*.

Therefore, instead of White 53 ...

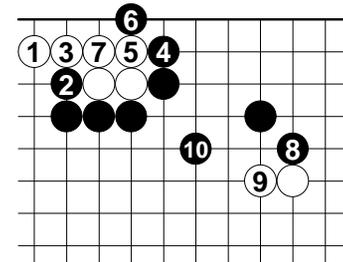


Diagram 8

White 1 is really the correct move. However, this still lets Black gain a favorable position with 2 through 10.

With 57 and 59, White sacrifices a stone to make Black over-concentrated.

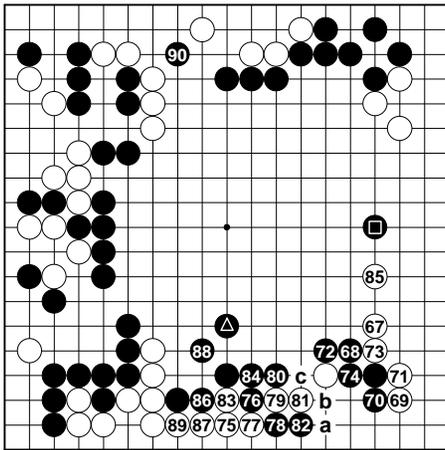


Figure 3 (Moves 67 through 90)
White walks a dangerous path

After Black jumps to the triangled stone, White 67 is a risky move. That is

...

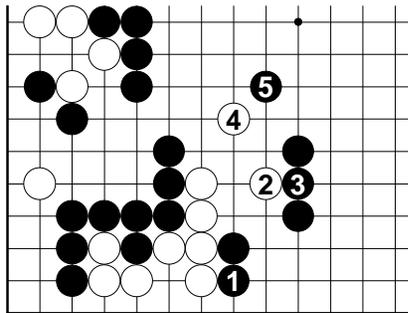


Diagram 9

Black 1 throws into question the life and death status of the White group. If White tries 2 through 4, Black 5 is the end.

Black immediately answered at 68, without thinking, letting a big opportunity slip away.

White can heave a small sigh after getting to play at 75, but this is still dangerous.

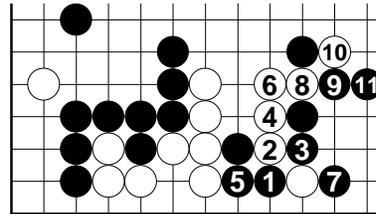


Diagram 10

Black could have played the diagonal attachment at 1. About the best White can manage is 2, but then the sequence 3 through 11 seems likely, and Black gains a huge advantage.

Therefore, instead of White 75 ...

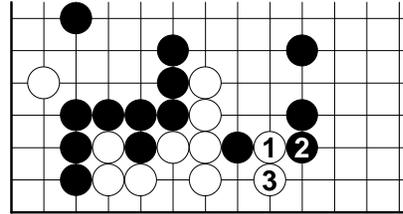


Diagram 11

Clamping at White 1 is the proper move. However in an 8-stone handicap game, White can't afford to play this leisurely.

Black 80 and 82 are good moves. Continuing, if White blocks at *a*, Black captures after *b* and *c*.

White 85 settles this group while menacing the squared stone. If White omits this move ...

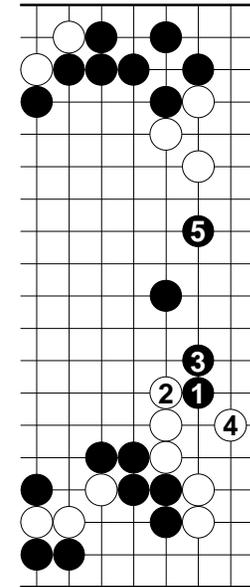


Diagram 12

Black settles his group on the right with 1 through 5, weakening White's three stones on the upper right.

Instead of worrying about the squared stone, Black took the initiative by attacking with 90. This led to Black's victory.

Moves after 90 omitted
Black wins by 12 points