

CHAPTER 4

The Macroendgame

The preceding two chapters have been concerned with what might be called the microendgame, that is, with fairly small, localized situations. This chapter looks at the macroendgame, (in Japanese the *oyose*), where the moves are larger, precise counting is more difficult, and the board must be considered as a whole. The macroendgame has much in common with the middle game, and it is partly governed by middle-game strategy: attack weak enemy groups to make profit in sente; defend weak friendly groups before your opponent attacks them; don't chase your opponent into your own potential territory; etc. Perception is important, too. You have to see the crucial weaknesses in one side's position that give the other side large moves. These weaknesses, which often amount to invasion points, may not be obvious, but they are what the endgame should really be all about.

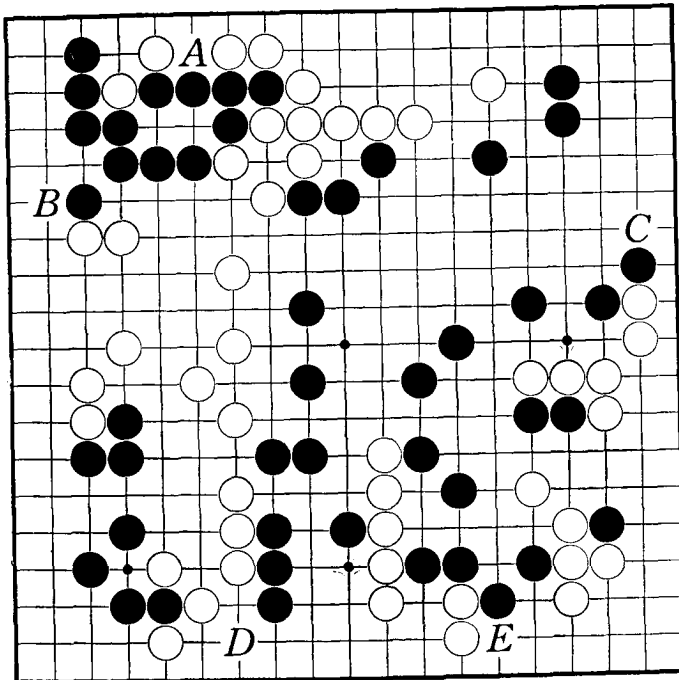
Nine macroendgame problems follow, with five possible answers marked `A` to `E` in each. Mark down your choice, then turn the page. Each answer is evaluated and a scoring chart is provided at the end of the chapter.

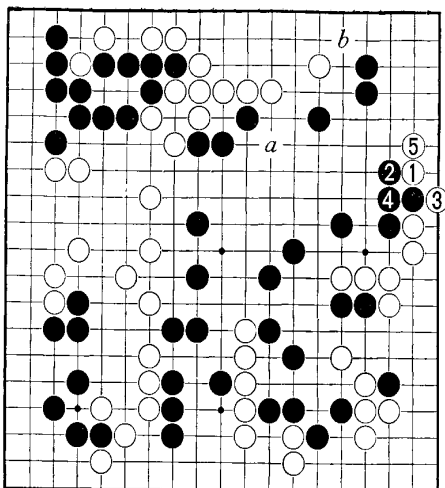
Problem 1

White to play

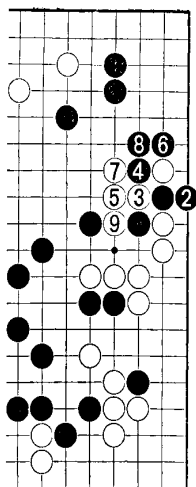
This problem comes from a game in a ladies' professional tournament. Of the five moves shown, one is very large, three are of moderate size, and one is a mistake.

Your choice :





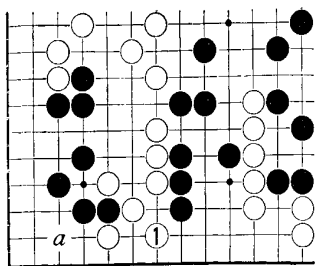
Correct Answer



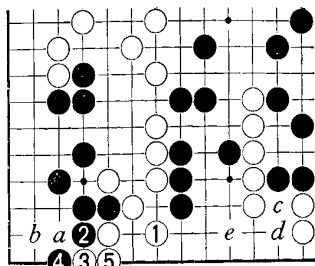
Dia. 1

Correct answer: C (10 points). This clamping tesuji cuts Black's biggest territory in half. White has other good moves at `a`, (which could lead to an exchange of most of Black's center territory for most of White's upper side territory), and `b` to play next, and she can hardly lose. If Black descends to 2 in Dia. 1, White cuts at 3.

D (8 points). Although White 1 in Dia. 2 on the next page is not an urgent move, it is still big because it enables White to jump into the corner at `a`. Black will probably answer at 2 and 4 in Dia. 3, then go to the upper right, planning to meet White a with Black `b`. White 1 has some additional value in that it enables White to link up with her group to the right, but that will not actually yield much territory if Black plays `c`, White `d`, Black e in sente first.

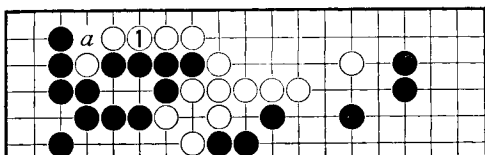


Dia. 2

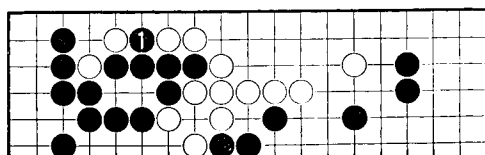


Dia. 3

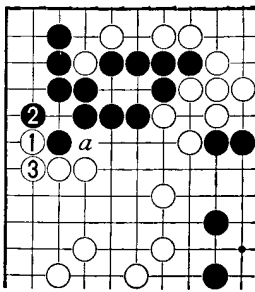
A (6 points). Compare Dias. 4 and 5 below. If Black answers White 1 in Dia. 4 at `a`, White has gained nine points in sente. White or Black `a` is worth six points in gote (you should verify these figures). White or Black 1 is thus worth $9 + (1/2 \times 6) = 12$ points in gote, but twelve points in gote are nothing when compared with the correct answer.



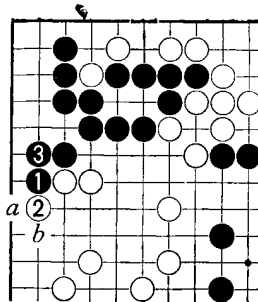
Dia. 4



Dia. 5

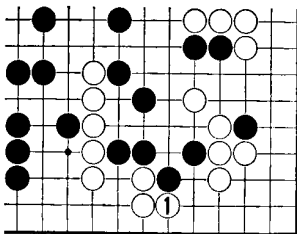


Dia. 6

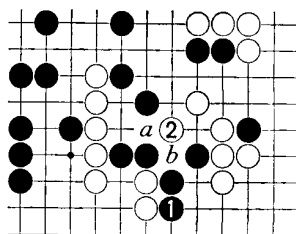


Dia. 7

B (4 points). White 1 in Dia. 6 is worth about nine points, White `a` being sente later. Note that if Black hanes here, as in Dia. 7, her continuation is Black *a*, White *b*. She cannot cut at the right of 2 or clamp at `b`.



Dia. 8



Dia. 9

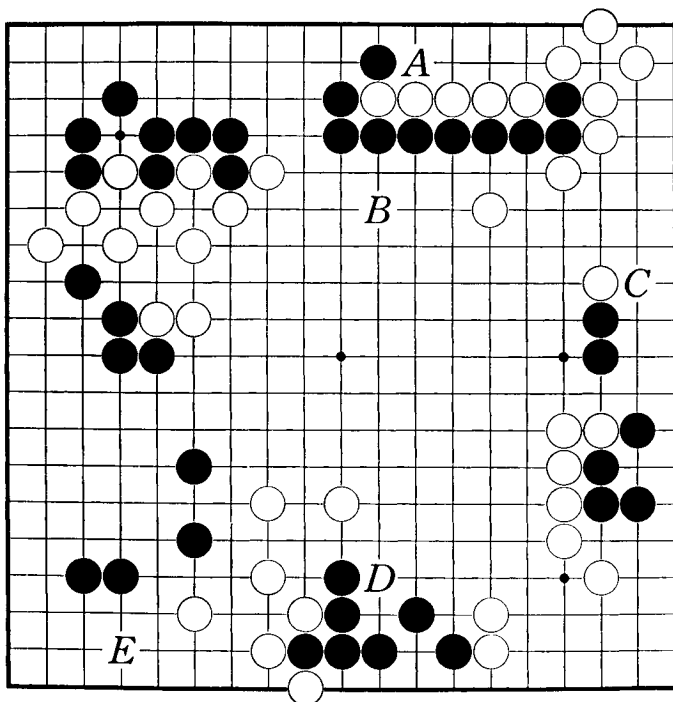
E (2 points). White 1 in Dia. 8 may not be completely worthless, but why play it? If Black descends to 1 in Dia. 9. White responds with 2, threatening *a* and *b*, thus capturing Black 1 and two other stones.

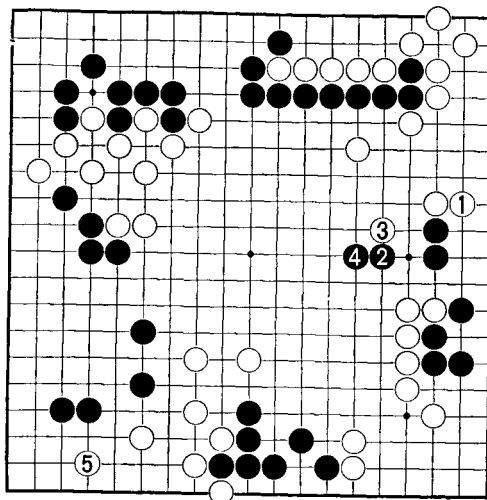
The clamping play of the first problem is an exceedingly destructive tesuji, but the next problem contains some even larger moves. It is taken from a game between two nine-dans. The board is still rather open, for the endgame has just begun.

Problem 2

White to play

Your choice :

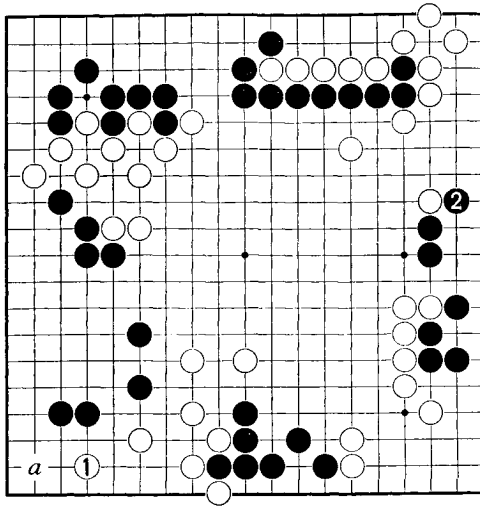




Correct Answer

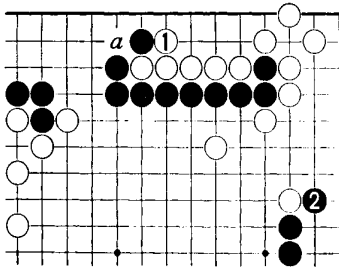
Correct answer: C (10 points). White 1 is best not only because of its direct territorial value, but also because it attacks the eye space of the black group on the right side. If Black defends by running out with 2 and 4, White has sente to take the next biggest point at 5. If Black does not defend, White can attack at 3 and contain Black in sente, building toward a large center territory.

E (8 points). White 1 in Dia. 1 on the facing page is quite large, and it gives eye space to a somewhat unsettled white group, but Black will ignore it and play 2. White can then jump from 1 to a, but that does not make up for the loss he has suffered on the right side.

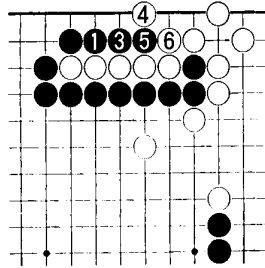


Dia. 1

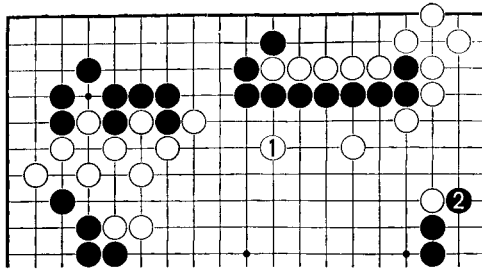
A (6 points). White 1 in Dia. 2 works out to be worth about twelve points in gote. If Black connects at `a`, White has gained about six points in sente, as compared with Dia. 3, and White a would be worth another twelve points in gote: $6 + (1/2 \times 12) = 12$. White 1 does not attack or defend any weak groups, however, and its value is far below that of the previous two answers.



Dia. 2

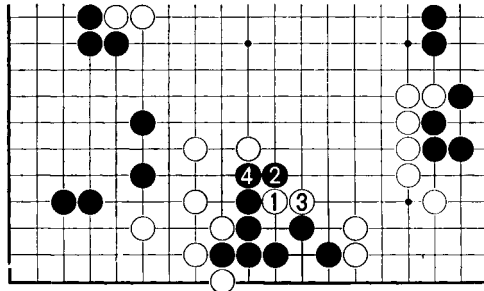


Dia. 3
② elsewhere



Dia. 4

B (4 points). White 1 in Dia. 4 is not really a good move. It comes too close to the solid Black wall above, and there is ample danger of Black's being able to break through around it in the future. Black will reply at 2, of course.



Dia. 5

D (2 points). White 1 in Dia. 5 is a bad overplay. It reduces Black to one eye, but at the same time it weakens the adjacent white group to the left. Between defending that group and hanging on to 1 and 3, White has no real chance of killing Black. The only result of this attack, then, will be to drive Black into the center and spoil the potential territory that White had there.

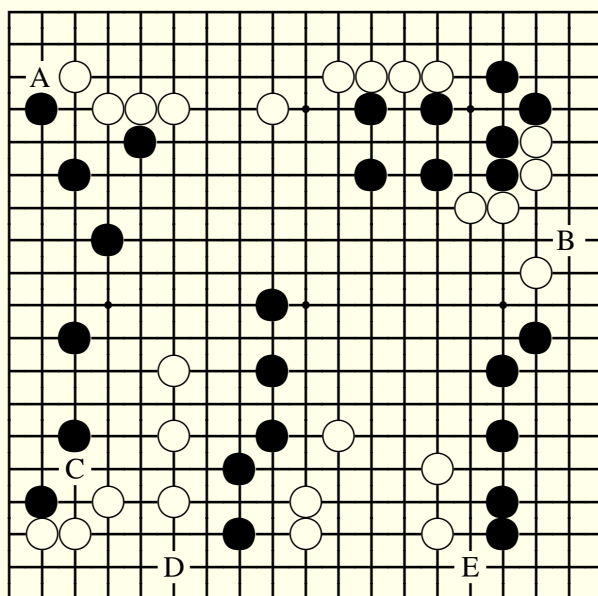
Moves like the correct answer in the previous problem, that attack an enemy group's eye shape and take a large profit at the same time, are never bad. They are almost always to be preferred to large moves that do not attack, or to attacking moves like the ones in Dia. 5 on the facing page that do not make any direct profit.

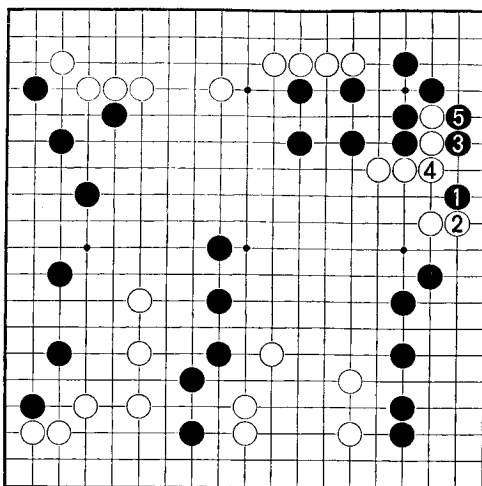
In the next problem neither player has much chance of making territory in the center, so the choices are all at the edges.

Problem 3

Black to play

Your choice :



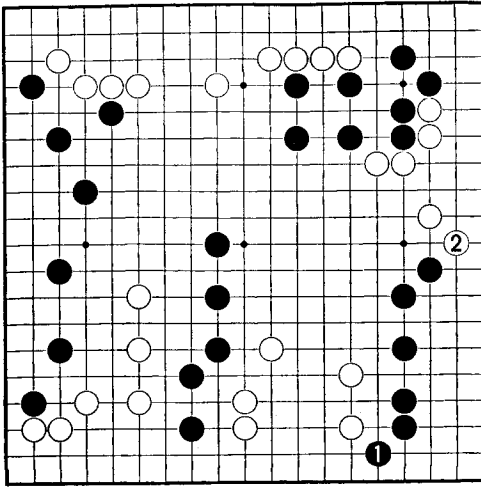


Correct Answer

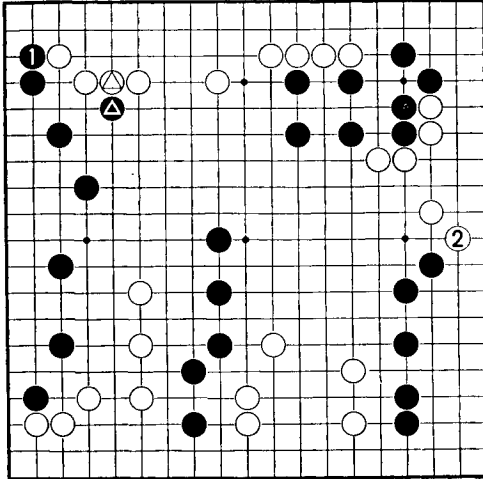
Correct answer: B (10 points). Black 1, 3, and 5 are a tesuji combination that you should know. (If White plays 4 at 5, Black plays 5 at 4). What makes them the best answer is not so much the profit at the edge as the fact that they leave White with uncertain eye shape. White will have to go on the defensive, and Black should be able to make additional profit out of attacking him. Black has the initiative.

E (8 points). Black 1 in Dia. 1 on the next page will be met by a similar diagonal move at 2. White has defended his major weakness and has some chance of taking over the initiative in the game.

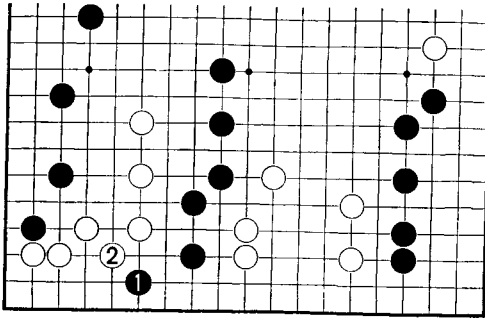
A (6 points). The \triangle - \triangle exchange has somewhat reduced the value of Black 1 in Dia. 2. White will respond with the same diagonal move as before.



Dia. 1

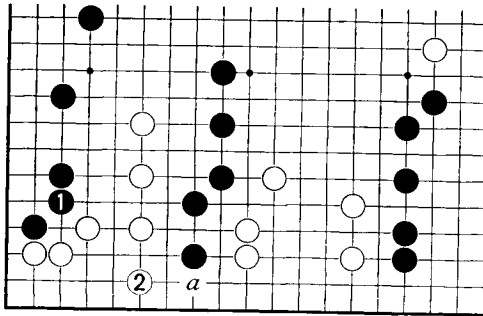


Dia. 2



Dia. 3

D (4 points). Black 1 in Dia. 3 may be sente, but 2 gives this white group plenty of eye shape. In the correct answer Black's invasion left White much more unstable.



Dia. 4

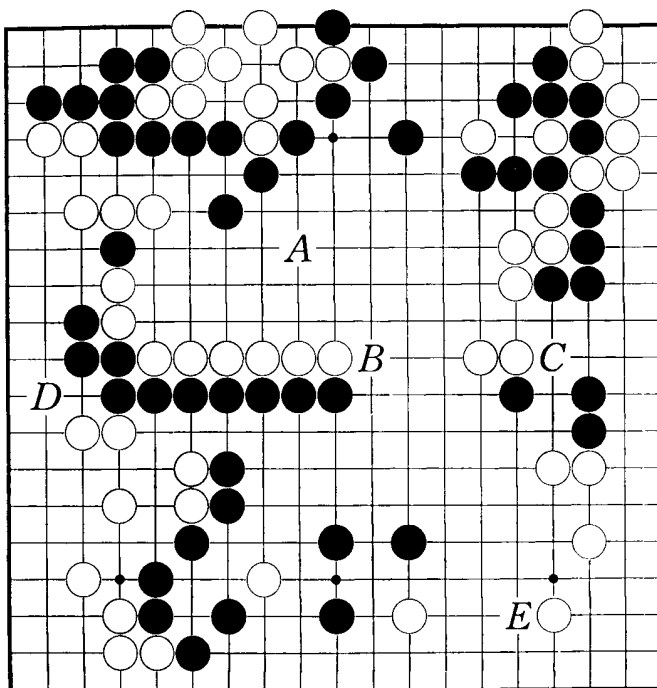
C (2 points). Black 1 in Dia. 4 is inferior to Black 1 in Dia. 3. White will defend by jumping down to 2, and next he can cross under at 'a'.

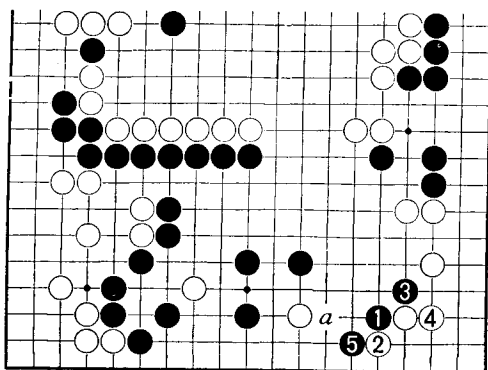
The correct answers in the two preceding problems were correct because they attacked profitably. The key word is 'profitably'. Attack and defense can be extremely important in the macroendgame, but it is well to remember that there can also be such a thing as an unprofitable attack, or an unnecessary defense.

Problem 4

Black to play

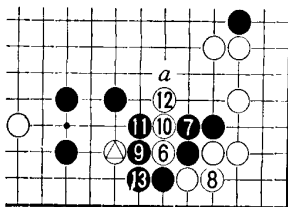
Your choice :



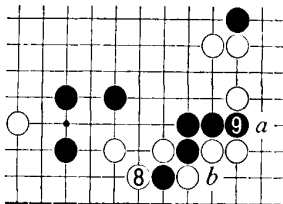


Correct Answer

Correct answer: E (10 points). Although the continuation is a bit difficult¹, there is no question that Black 1 is the right move. White's strongest resistance is with 2, but after White 4 either Black 5 or Black a is possible. Black 5 gives the result shown in Dia. 1 below, and Black makes a large profit by swallowing up White's extension marked ⊕. She has had to sacrifice three of her own stones, but three stones are only six points; Black a holds the loss to exactly that. If White plays 8 as in Dia. 2, Black can push through at 9, and White cannot then play `a` because of Black `b` etc.

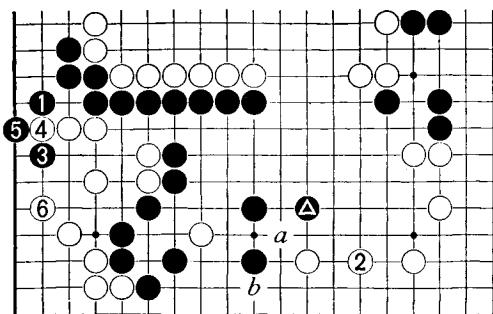


Dia. 1



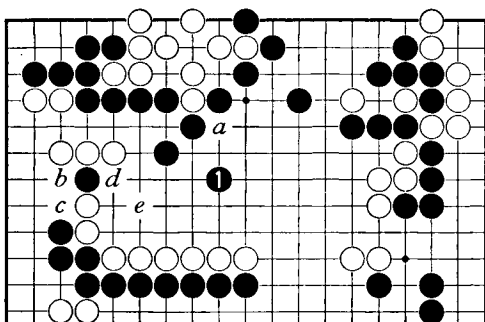
Dia. 2

¹ I missed it, failing to answer White 4. This problem is from one of my own games. — Ogawa



Dia. 3

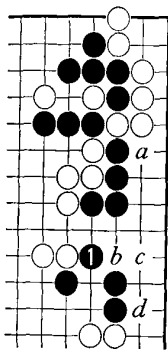
D (8 points). Black 1 in Dia. 3 is big, but not really urgent. A white move at 1 would be gote, since Black does not have any territory to speak of on the left side to defend. White will seize the chance to play 2, threatening *a* and *b*. (White *a* would lead to the capture of Black \triangle).



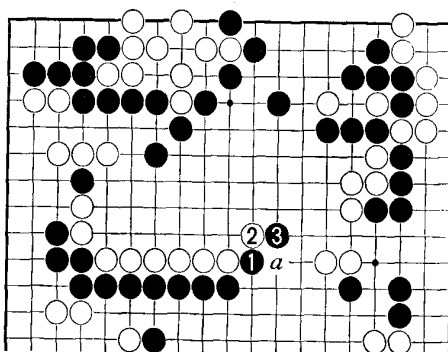
Dia. 4

A (6 points). Black 1 in Dia. 4 is valuable in that it defends the cutting point at *a*. It also prepares for Black *b* — without 1, White could answer Black *b* with *c*, but after 1 he has to play *d*, Black *c*, White *e*. In spite of that, White will ignore Black 1 and go to the lower right corner.

C (4 points). Black 1 in Dia. 5 is unnecessary; the black group is safe without it. Note that *a* is Black's sente. If White attacks with *b*, then after Black `c` and White 1, Black can even afford to play `d`.

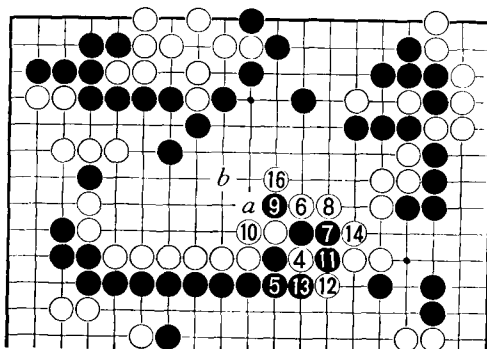


Dia. 5



Dia. 6

B (2 points). Black 1 in Dia. 6 is an overplay. Black would be accomplishing nothing if she played 3 at `a` and let White play 3, but Black 3 is a failure, as the continuation in Dia. 7 below shows. White 16 captures Black's cutting stone. (Black *a*, White *b*).



Dia. 7

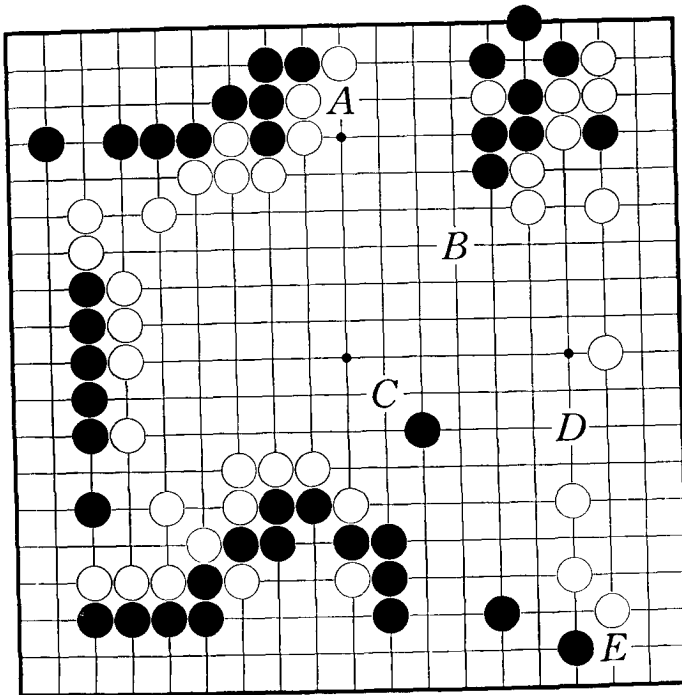
15 connects

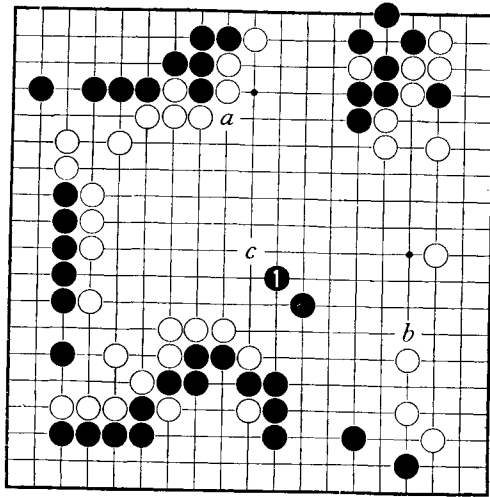
Contact plays against a knight's-move corner enclosure are frequently effective. In addition to the answer to the previous problem, recall the examples on pages 17 and 24 in chapter 1.

Problem 5

Black to play

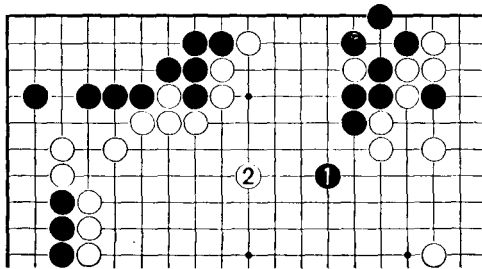
Your choice :





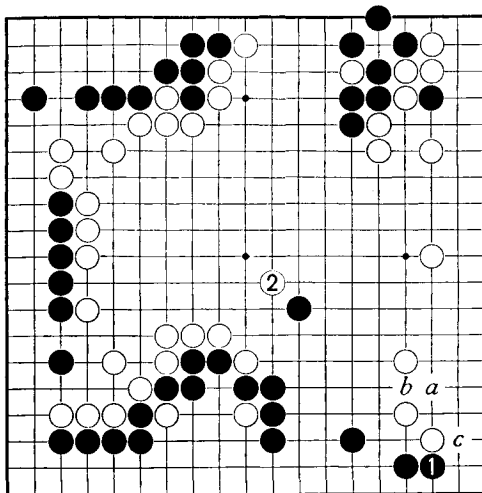
Correct Answer

Correct answer: C (10 points). Black 1 may not look like much, but besides reducing White's large center, it prepares for a cut at `a`, an attachment at `b` (or perhaps a deeper invasion) etc., and gives Black excellent overall prospects. White almost has to defend at `c`, so Black 1 is a sente move.



Dia. 1

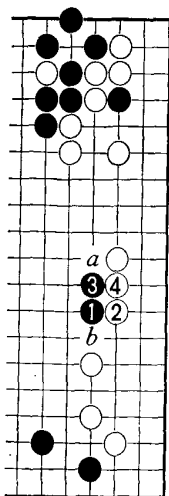
B (8 points). Black 1 in Dia. 1 at the bottom of the previous page is also an extension into the center, but it is actually somewhat off center. White will be glad for the chance to defend at 2.



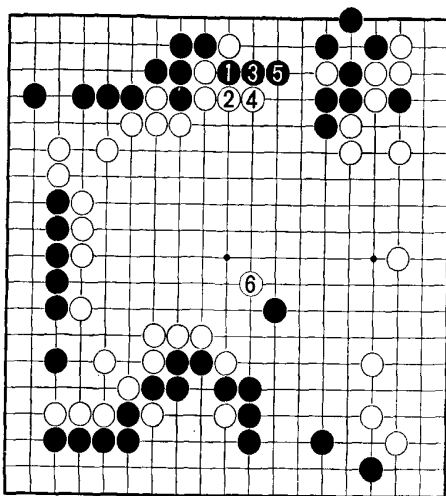
Dia. 2

E (6 points). This crawling move is always big-it aims at Black *a*, White *b*, Black *c* — but here White 2 is much bigger. The center simply cannot be ignored.

D (4 points). Black 1 in Dia. 3 is a bad move. The sequence up to 4 may be sente for Black, but its main effect is to solidify White's hold on the right side. Black 3 at 4 might be better, but the fighting that leads to is not particularly favourable either. If Black is going to play here, he should find some better starting point, such as *a* or *b*.



Dia. 3



Dia. 4

A (2 points). Black 1 in Dia. 4 gives Black gote at the worst possible time, actually helping White to make territory in the center. Black's territorial gain on the upper side is negligible.

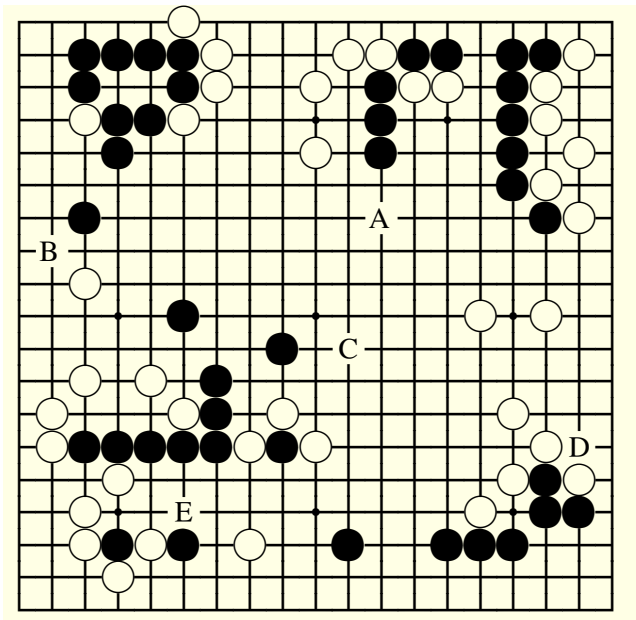
As this last problem showed, a very big move can look rather small until it is tested against the enemy's playing there. Try that test on the next problem, too.

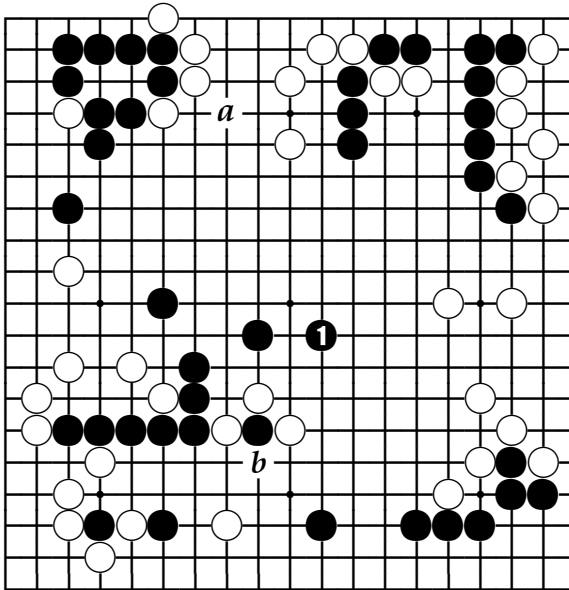
Another lesson to be learned from the last problem is not to extend too deeply into a large center territory. Small, solid extensions are better than large, loose ones that can be cut through.

Problem 6

Black to play

Your choice :

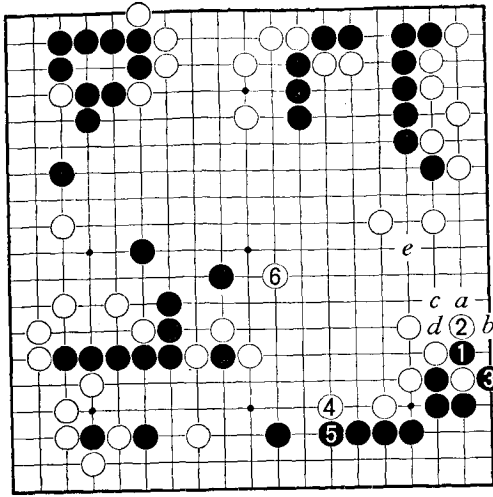




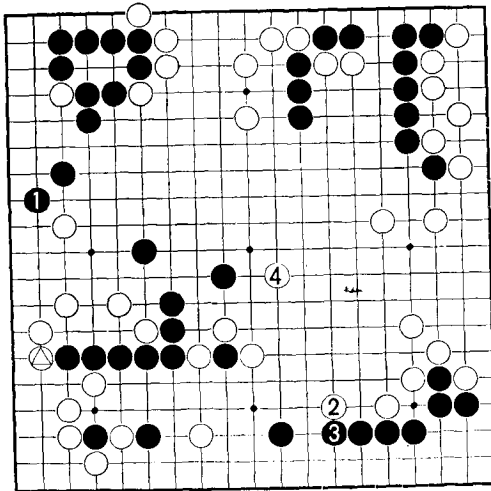
Correct answer: C (10 points). Black 1 is a multi-purpose move: it strengthens a weak black group; it reduces White's territorial prospects to the right; it aims to attack the white group on the upper side at *a*; and it threatens Black *b*. White would like to play 1 himself if he could.

D (8 points). Black 1 and 3 in Dia. 1 on the next page are large, and there is some chance that Black may be able later to clamp at *a*, (if White descends to *b*, Black plays *c*, White *d*, Black *e*). White, however, will force Black at 4, then take the key point at 6, forestalling Black *a*, attacking the black center group, and surrounding a large territory.

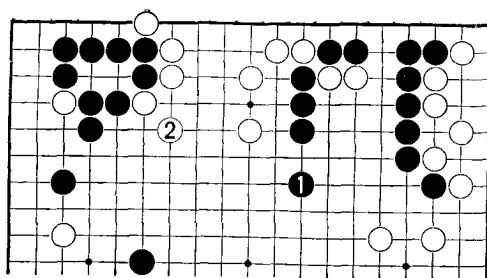
B (6 points). The diagonal move in Dia. 2 is not bad, but it affects only territory, lacking any offensive or defensive significance. White can ignore it because he is linked up at \triangle , and similarly Black could ignore White 1.



Dia. 1

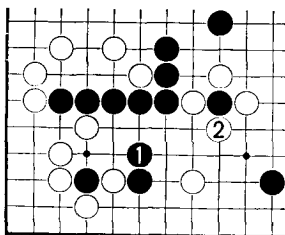


Dia. 2

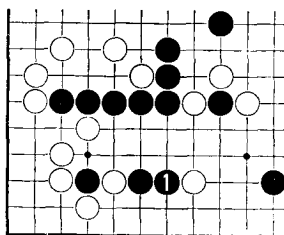


Dia. 3

A (4 points). Black in Dia. 3 is jumping into a largely neutral area. White will probably welcome the opportunity to defend his upper-side group with 2.



Dia. 4



Dia. 5

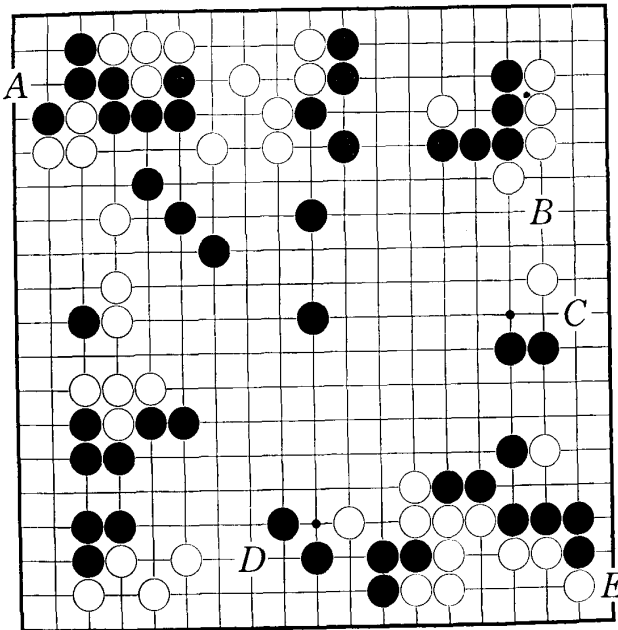
E (2 points). Black 1 in Dia. 4 is a mistake. If White replies as 2, for instance, he has by far the best of the exchange. A better idea, although a risky one, would be for Black to play 2 himself. If he is determined to rescue his stone on the lower side, then 1 in Dia. 5, not 1 in Dia. 4, is the proper way to do so.

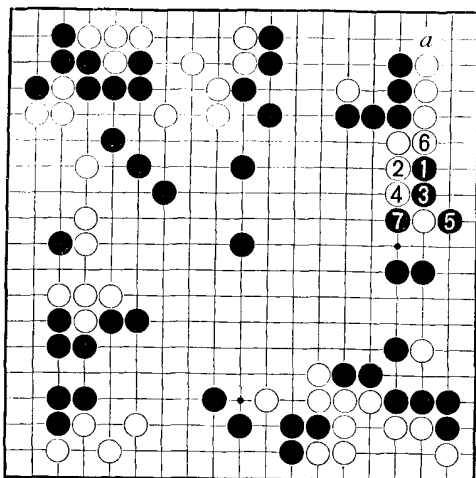
The last two problems should have demonstrated that large macroendgame moves can occur in the center. More often, however, they occur at the sides, as in the next problem.

Problem 7

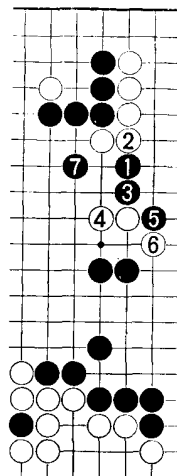
Black to play

Your choice :





Correct Answer

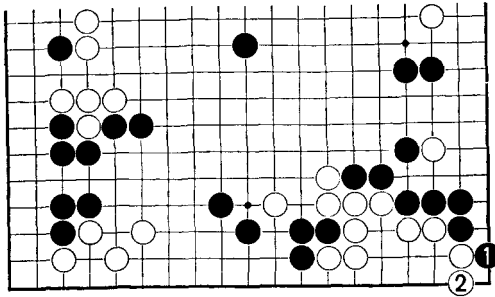


Dia. 1

Correct answer: B (10 points). All the other choices pale in comparison to the invasion at 1. Black is not just reducing or enlarging territory; he is stealing territory from White and making it his own. He is also cutting into White's eye space, and next he can hane at `a` in sente.

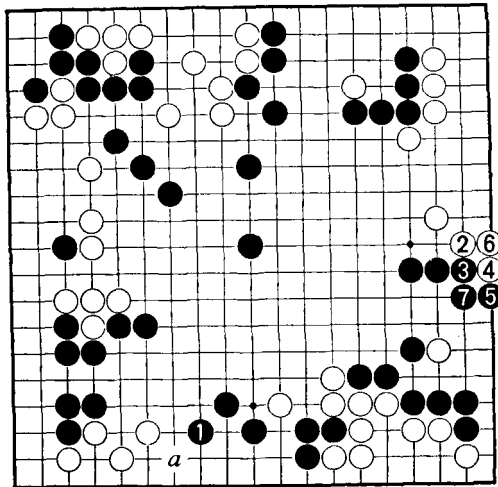
If White connects at 2 in Dia. 1, Black should run head-on into his stone with 3. He can get out past White 4 with the hane at 5 and jump to 7, a standard tesuji combination.

E (8 points). Although not a large move, the hane at 1 in Dia. 2 on the facing page can be played in sente right now. If White ignored it, his group could easily die.



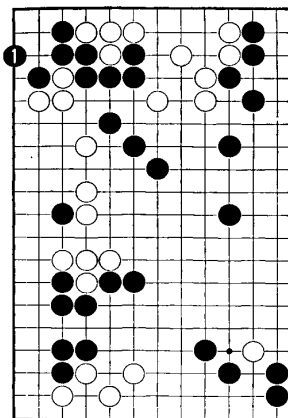
Dia. 2

D (6 points). Black 1 in Dia. 3 below gives eye shape to the black group on the lower side, but it does not pose any serious threat to the white group to the left, so White will ignore it to play 2 to 6 on the right side in sente. After this, Black's chance to invade is gone, and his prospects in this handicap game are not good. Black 1 at *a* would be a better move on the lower side, but still not up to the correct answer.

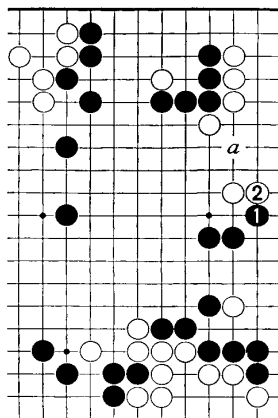


Dia. 3

A (4 points). Black 1 in Dia. 4 is worth about eleven points, but it does not threaten anything, nor is it necessary for the safety of the black group, which is connected to the center.



Dia. 4



Dia 5

C (2 points). Black 1 in Dia. 5 is the kind of sente move that one should not make, because it destroys the better invasion sequence starting with Black `a`

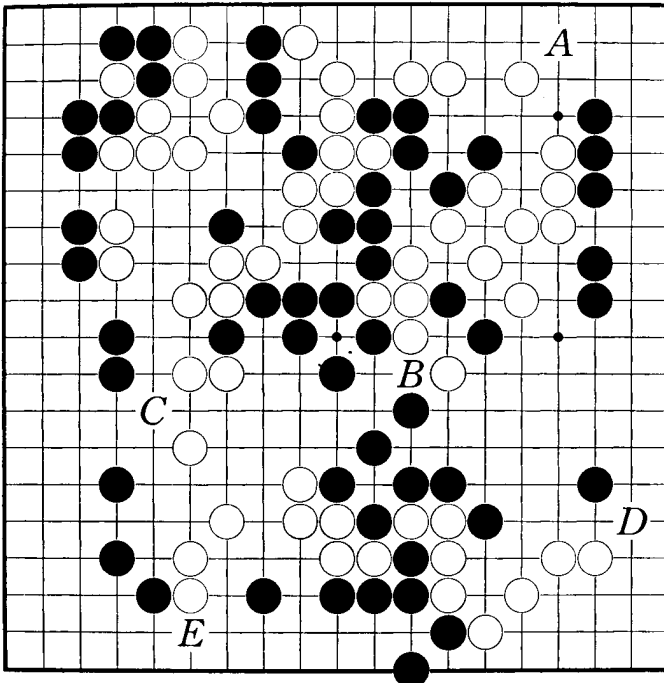
The intrinsic bigness of an invasion like the one in the previous problem cannot be overemphasized. Bear also in mind the size of a defensive move that prevents such an invasion.

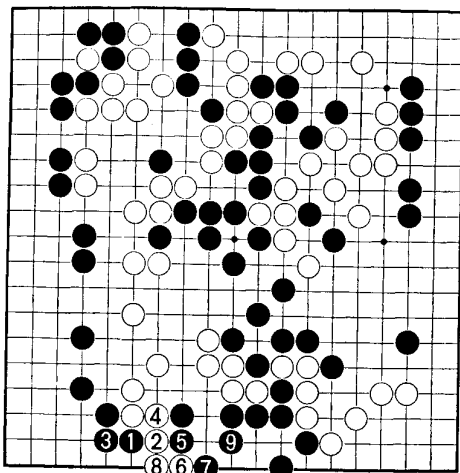
The next two problems are quite hard.

Problem 8

Black to play

Your choice :





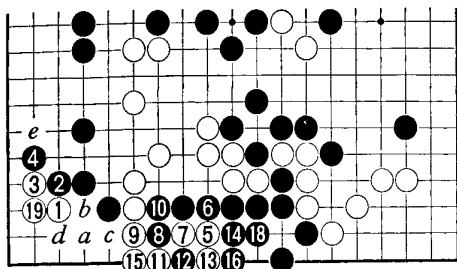
Correct Answer

Correct answer: E (10 points). Black 1 resolves what has been a rather delicate situation involving the corner and the black group on the lower side. After defending both places with the sequence to 9, Black has nearly sixty points on the left and lower sides alone. That is equal to all of White's territory put together, so Black leads by the margin of her* right side and center territory.

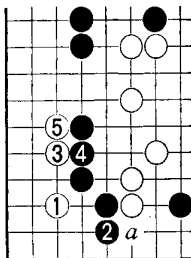
If Black does not defend here, White will probe at the corner with 1 and 3 in Dia. 1 on the next page. If Black answers with 2 and 4, White will shift and attack the group on the lower side with 5. Black can just barely live by making the throw-in at 12, but White gets to play 9 and 15 in sente, which means that he can live in the corner by connecting at 19. (If Black *a*, White *b*, or if Black *b*, then White *a*, Black *c*, White *d*). Black has already lost more than twenty points as compared with the correct answer, and she still has the clamp at *e* left to worry about.

* This is another of my games. — Ogawa

If Black answers White 1 by descending to 2 in Dia. 2, White will live on the left side with 3 and 5, and of course a will still be his sente, threatening the group to the right.

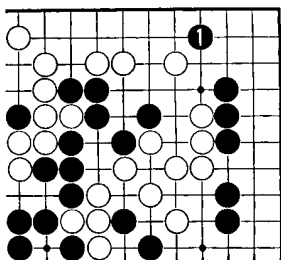


Dia. 1
⑱ connects

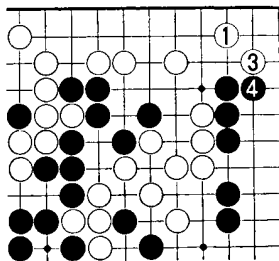


Dia. 2

A (8 points). Black 1 in Dia. 3 is certainly a big move—the difference between it and White 1 in Dia. 4 is almost twenty points—and it secures ample eye space for the group on the right side, which is another plus factor, but it is not as big as the defence of the lower left corner.

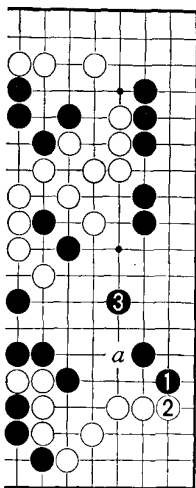


Dia. 3

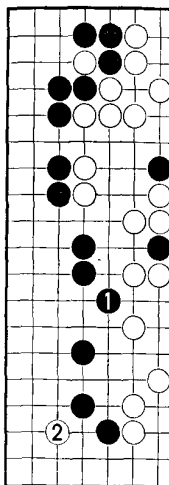


Dia. 4
② elsewhere

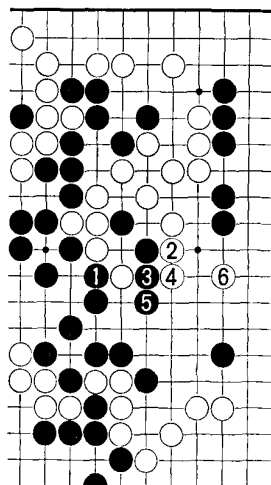
D (6 points). Black 1 and 3 in Dia. 5 are also big, but less so than the upper right and lower left corners. In those areas either side could make territory; here only Black can do so. Black 1 is not a double sente point. It is worthless without 3, and White would not play 1 himself, but rather `a`, or some move around 3.



Dia. 5



Dia. 6



Dia. 7

C (4 points). Black 1 in Dia. 6 covers a thin spot in the black line, but leaves the corner open. White could not break through here even without Black 1.

B (2 points). Black 1 in Dia. 7 seems to be prompted by unnecessary fear for the safety of the center group. The exchange of 1 for 2 causes Black a loss. She can no longer draw out her stones with 3 and 5 without having White invade the right side at 6.

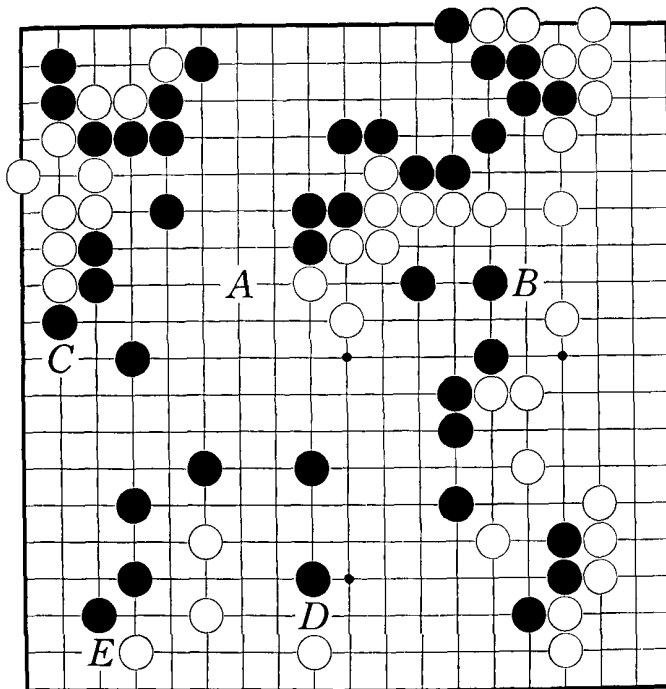
The preceding problem showed the importance of foreseeing disaster before it occurs. A good player's attention is aroused just as much by defects in his own positions as by weaknesses in his opponent's positions.

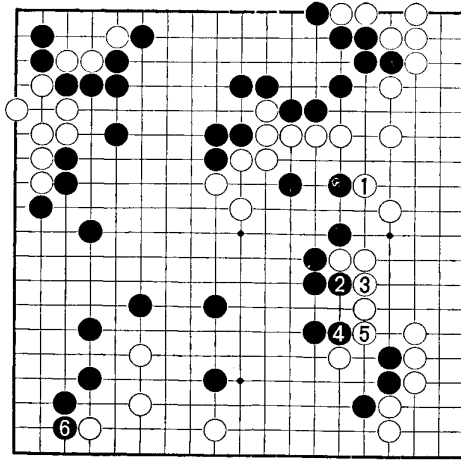
This next problem is the last of the chapter.

Problem 9

White to play

Your choice :



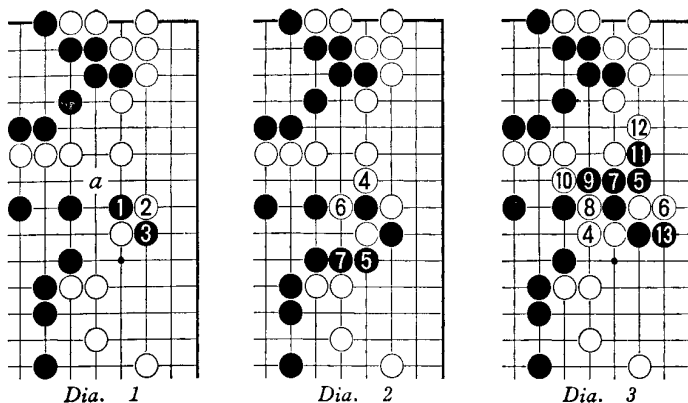


Correct Answer

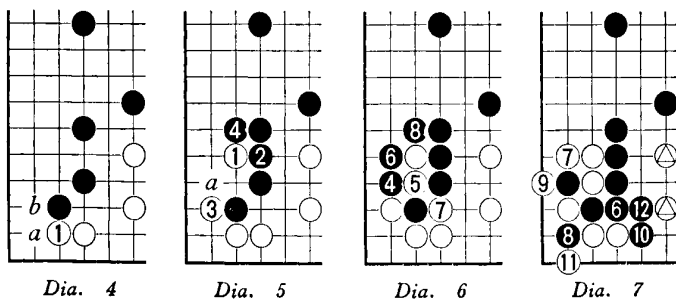
Correct answer: B (10 points). White is perhaps a bit behind in this game, from one of the professional tournaments, but if he fails to defend at 1, he drops out of competition altogether. The reason is that Black is threatening the attachment and cross-cut shown in Dia. 1 on the facing page, which would break up White's only large territory. If White plays 2 at 3, Black can play `a` in sente, then 2. Following the cross-cut, if White gives atari at 4 in Dia. 2, Black gives a countratari at 5 and connects at 7. If White plays 4 in Dia. 3, Black can break through with 5 and 7 and, if cut off by White 10, live with 11 and 13.

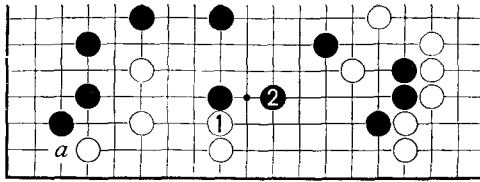
E (8 points). White 1 in Dia. 4 is a strong second-best. After White 1 in the correct answer diagram, Black made two forcing moves, then played here himself with 6.

If Black answers 1 at a in Dia. 4, White has made a big profit in sente. In this game Black will ignore White 1 to play on the right side, however, as in Dia. 1.



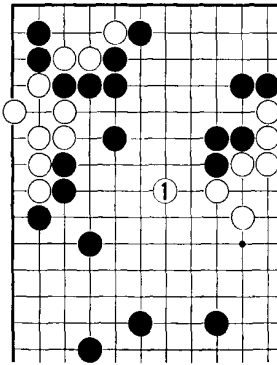
Let's take this opportunity to go through some of the follow-up moves to White 1 in Dia. 4. White *a* and White *b* are two possibilities, but there is also the peep-and-hane combination shown in Dia. 5. Black 4 is the simplest way to answer them; next *a* is the correct point for either side. Black 4 in Dia. 6 is also possible, and Black can defend his territory by playing 6 as shown there, or he can shift 6 to the right and play for the exchange shown in Dia. 7, cutting off the stones marked \triangle . Whichever variation he chooses, however, he cannot avoid a sizeable loss.



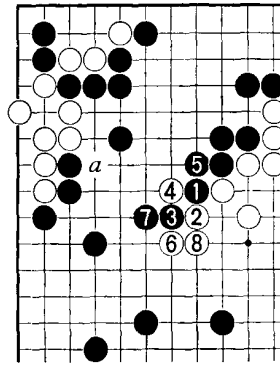


Dia. 8

D (6 points). White 1 in *Dia.* 8 is much smaller than White *a* would be. If Black answers at 2, White has gained rather little. He might actually prefer to play from the direction of *Z* himself, instead of 1.

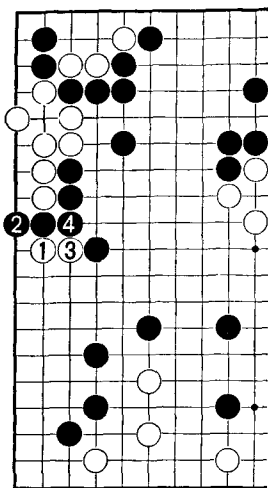


Dia. 9

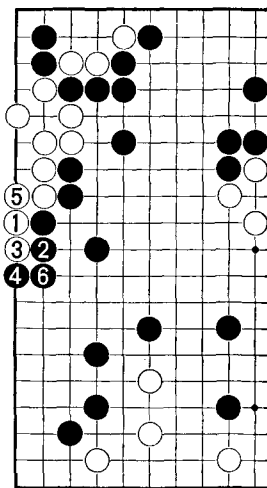


Dia. 10

A (4 points). White 1 in *Dia.* 9 is smaller than it looks; even if Black plays here first, as in *Dia.* 10, he cannot make much territory. White can press him with 2 to 8 and then he has the hane at `a`.



Dia. 11



Dia. 12

C (2 points). White 1 in Dia. 11 does not work. After Black 2 and 4, White has merely given Black two prisoners. The right way for White to play here is to make the hane at 1 in Dia. 12.

Problem	1	2	3	4	5	6	7	8	9	Total
Your score										

Total score	52 or less	54-58	60-64	66-70	72-76	78-82	84-88	90
Rank	8kyu & up	7-6 kyu	5-4 kyu	3-2 kyu	1 kyu	2-3 dan	4-5 dan	6 dan