

# CHAPTER 5

## Games

In this last chapter we shall go through two more of my (Ogawa's) games, and in each of them I have set ten endgame problems for you to try to solve. The first game is one I played in 1967 when I was studying to become a professional at the Kitani Go School. (I believe I was also still attending junior high school.) I had black with a four stone handicap, and Minoru Kitani, 9-dan, was playing white.

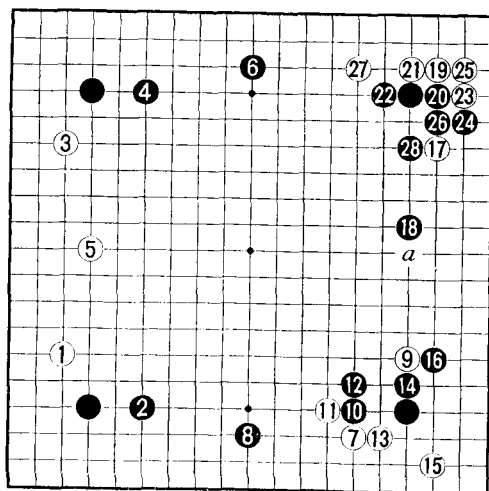


Figure 1 (1-28)

Looking back on this game, I am surprised at how tight

and conservative many of my moves were. If I had it to play over again, I would play differently. I would shift Black 4 to 5 in Figure 1, for example, to keep White from getting that ideal 1-3-5 formation, and I would move Black 16 to a on the right side. I would move Black 18 to `a`, too. The three-three point invasion at White 19 was obvious, and after Black 28, it would be better to have 18 at `a`, halfway between the black positions above and below, than where it was, too close to the upper position and too far from the lower one. White took advantage of my error by coming in at 29 in Figure 2, and although I attacked and chased him with 30 and so on, he escaped. The impression one gets from the whole opening up through White 47 is that Black has let herself be tricked.

I closed the upper left corner with Black 48, a move that also aimed toward an invasion of the left side, and White responded with the attachment at 49

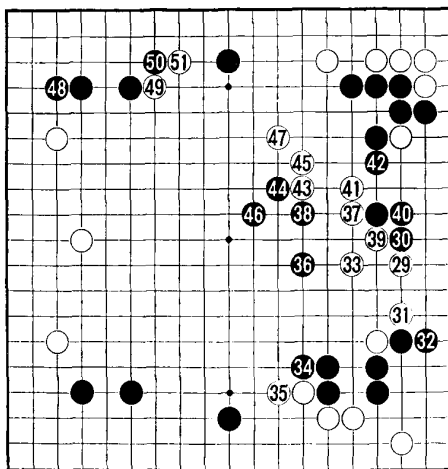
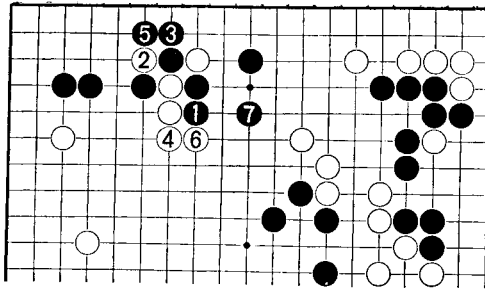
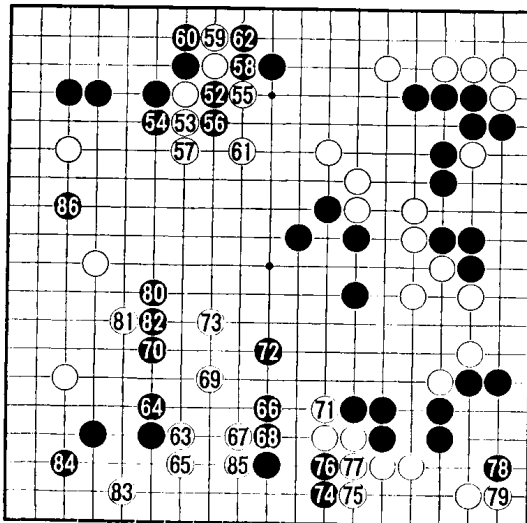


Figure 2 (29—51)



*Dia. 1*

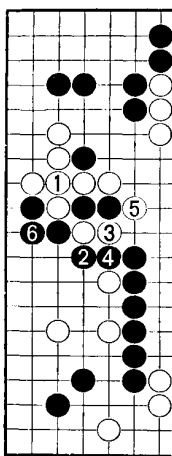
At Black 54 the standard move is to press on the other side, with Black 1 in Dia. 1. White 2 to Black 7 are a joseki. I cannot recall why I avoided Dia. 1 – perhaps I thought it would make the left side too hard to invade – but I leave you to judge the relative merits of it and the sequence through 61 in Figure 3.



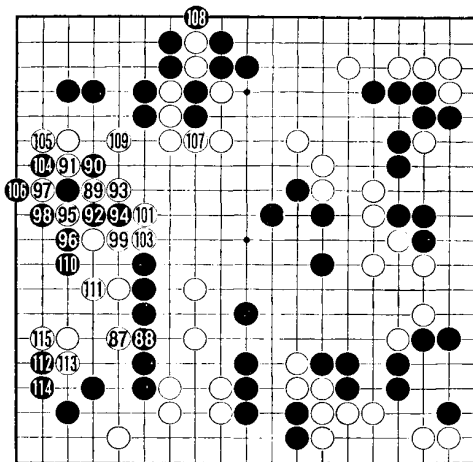
*Figure 3 (52–86)*

White tried the same type of attachment on the lower side at 63 in Figure 3, and this time I answered by extending to 64 and starting a running fight. White settled himself with 83 to 85, but I had gained the initiative for a promising-looking invasion at 86.

By the end of Figure 4, however, my invasion had turned into a big failure. I had made only a few points of territory on the left side, and had gotten one of my own big groups into eye trouble. One reason for this was my hane at 90; I should just have extended forward to 95. I must have been expecting White to answer Black 98 by connecting the ko at 1 in Dia. 2, after which I could take a thirty-point territory with Black 2, 4, and 6, but Kitani upset my plans by playing White 99 and 101, forcing me to take and connect the ko. With 103 his stones had gotten neatly out into the center, and mine were jammed against the left edge.



*Dia. 2*

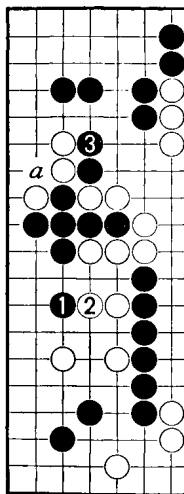


*Figure 4 (87—115)*

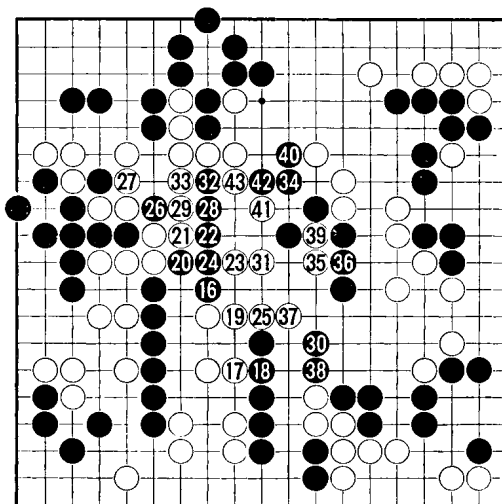
⊙ takes the ko.      ⊚ connects.

I could have still gotten a good result out of the fighting on the left side if, after White 103 on the last page, I had played Black 1 and 3 in Dia. 3 instead of cutting at `a`. If White used 2 to forestall Black 3, I could play 2 myself and either way I would capture a large area.

Having missed this chance, I was now in a very cramped position. I tried to run my big group out to safety with Black 16 and so on in Figure 5, but the road closed on me at White 43. I had to abandon Black 34, 40, and 42 in the center and go back to the lower left corner to make two eyes. I managed to live with Black 44 in Figure 6, but White forced me with 45, 47, and 49, then tied all his loose groups together by capturing four of my stones in the center with 51. This last move marked the beginning of a grim endgame for me. By now my original advantage from the handicap stones was more than all gone.



*Dia. 3*



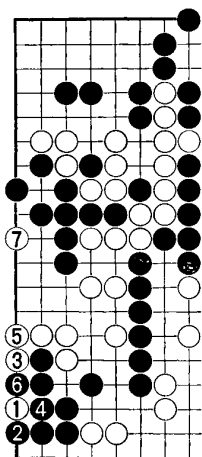
*Figure 5 (116—143)*

Actually, I would not have survived even this far if White 49 had not let me take the key defensive point at 50. White 49 looks like a good move—next White can invade the corner at `a` — but if Kitani had played 1, 3, and 5 in Dia. 4 instead, he could have ended the game directly. I would have had to connect at 4 to keep my eyeless center stones from being detached, but then White 7 would have killed my left side group.

Anyway, after 52, 54, and 56, I turned to the lower right, where both the black and white positions were weak, and that gives us our first problem.

*Problem 1.* What is the best way for Black to play in the lower right: A, B, or C? Mark down your choice, then turn the page and read on. The answers are numbered 1, 2, and 3—3 for the best, 1 for the worst—so you can score yourself by giving yourself 1, 2, or 3 points accordingly.

Your choice :



Dia. 4

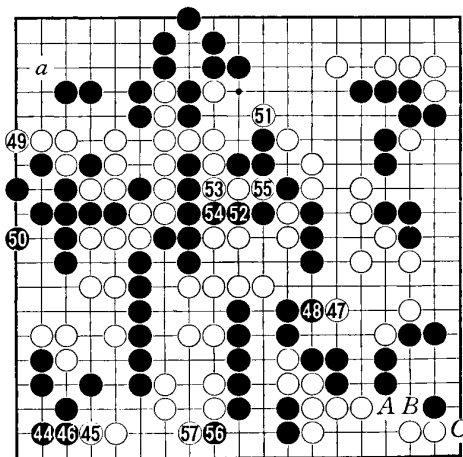
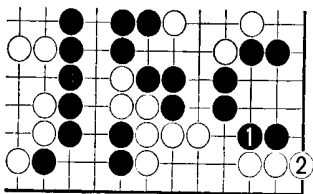
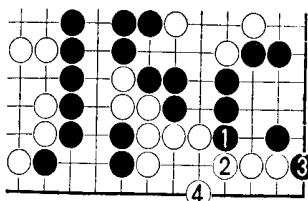


Figure 6 (144—157)



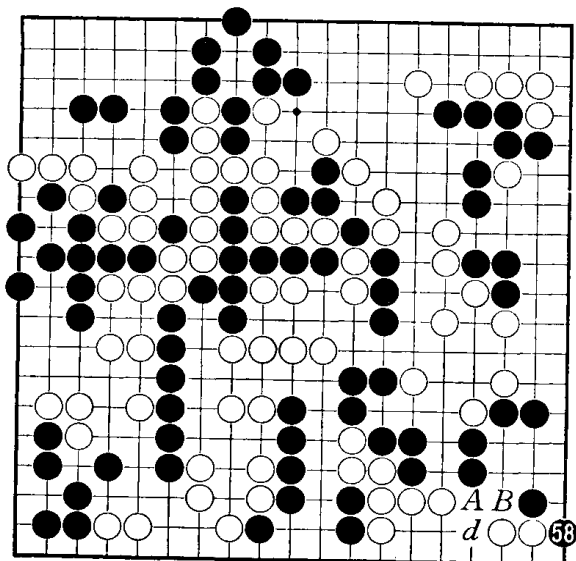
*Dia. 1*



*Dia. 2*

1. `B`. Black 1 in Dia. 1 lets White get ample eye space and territory by extending to the key point 2.

2. `A`. Black 1 in Dia. 2 is a bit better, provided that Black follows with the hane at 3, but the 1-2 exchange gives White a simple life with 4. Black 1 is the kind of forcing move that should be left unplayed just on principle.



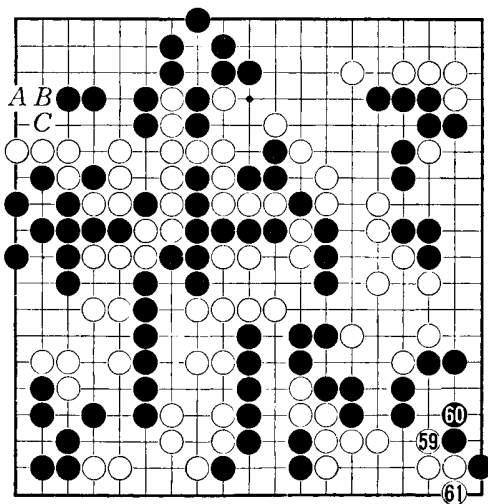
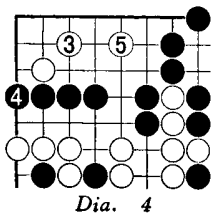
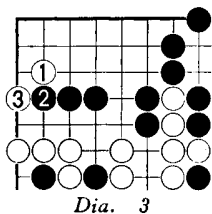
*Figure 7 (158)*

3. `C`. The correct move is to start with the hane at 58 in Figure 7. Now it is not so obvious that White can live, for Black is holding in reserve not only the push down at *A*, but the attachment at *d* and all sorts of placement attacks as well.

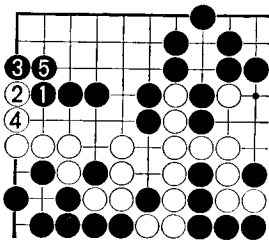
White did manage to live, with 59 and 61 in Figure 8, but there was some bad potential left for him. See if you can read the situation out. Next I defended the upper left corner, to keep White from invading with 1 and 3 in Dia. 3. White 3 in Dia. 3 is correct and damaging enough, but I may also have been worried about White 3 and 5 in Dia. 4; although they do not work, anyone who can prove that to himself quickly is quite strong.

*Problem 2.* What is the best way for Black to defend the corner: *A*, *B*, or `C`?

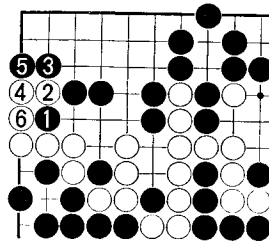
Your choice :







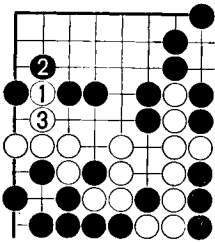
*Dia. 1*



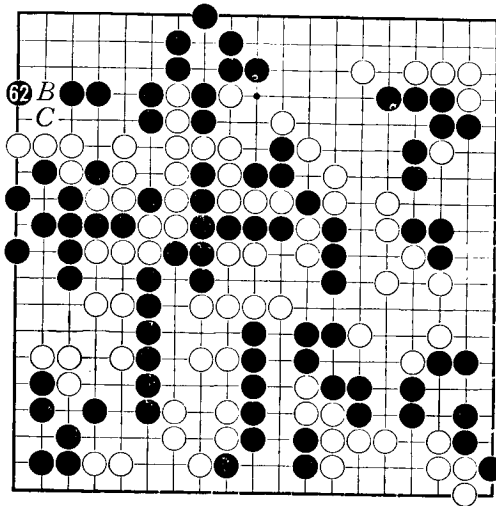
*Dia. 2*

1. `B`. Black 1 in Dia. 1 is the worst move because it lets White play 2 and 4 in sente.

2. `C`. Black 1 in Dia. 2 is better. It gives White the wedging tesuji at 2, but now White 2 etc. are gote, and therefore less profitable to White, even though they leave Black 1 in atari.



*Dia. 3*



*Figure 9* (162)

3. `A`. Black 62 in Figure 9 is correct. White's move—the wedge at 1 in Dia. 3—is again gote, and after 3 there is no black stone left in atari as there was in Dia. 2.

In fact, since White gave atari at 63 in Figure 10, he lost even the possibility of Dia. 3. Now I could answer the wedge with 2 and 4 in Dia. 4, trapping him in a shortage of liberties. This was a slight piece of carelessness by Kitani; he should have exchanged 1 for 2 in Dia. 5 and then given atari at 3, with the connection at `a` left as a possible three-point move for later on.

White 69 was another mistake—it would have been better just to capture at 71—but White's overall idea of taking away my eye on the lower edge was of course correct. By threatening to kill my big group in the lower right he was making profit in sente.

*Problem 3.* How should Black defend her group—with A, B, or `C`?

Your choice :

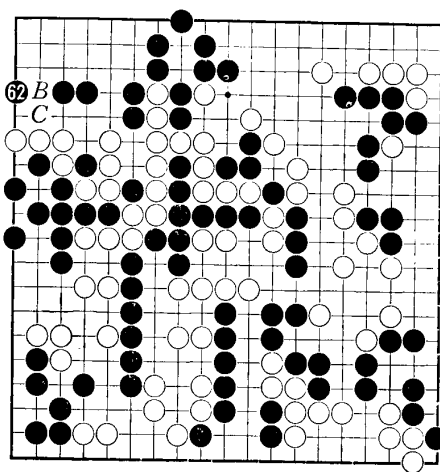
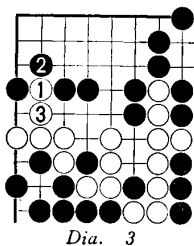
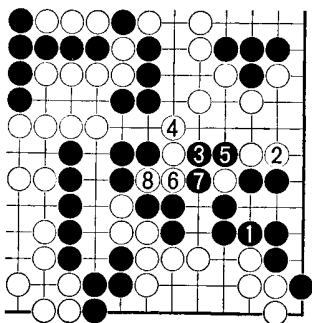
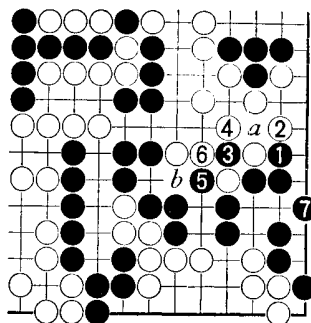


Figure 9 (162)

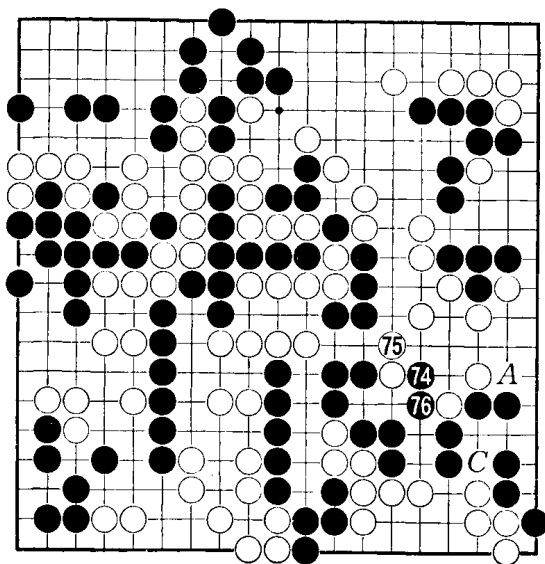


*Dia. 1*



*Dia. 2*

1. `C`. Black 1 in Dia. 1 is no defense at all. White 2 leaves Black with only one eye, and although she can make a second one with 3 and 5, she has to give up the larger half of her group when White plays 6.



*Figure 11 (174—176)*

2. `A`. Black 1 in Dia. 2 is much better, but White answers the double atari at 3 with 4 and 6, and if Black tries to live by fighting the ko at `a`, White has plenty of big ko threats. Fortunately Black can live unconditionally with 7, but the value of 1, 3, and 5 is likely to be nullified by White's playing `b` in sente, then taking the ko below 3 and putting Black 5 into atari.

3. `B`. Black 74 in Figure 11 is correct. By starting with this move Black can run all the way through White's territory in the lower right center before having to make two eyes on the right side. You should not have much trouble seeing that the sequence through 84 in Figure 12 is better for Black than Dia. 2.

*Problem 4.* After a forcing move at 85, White turned to the last large area, on the upper side. What is the right extension for him to make there: A, B, or `C`?

Your choice :

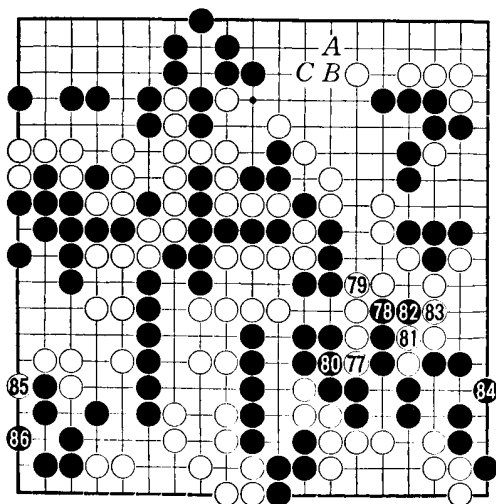
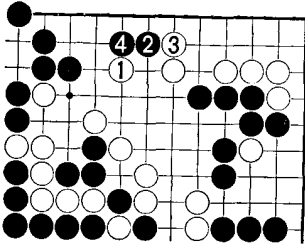
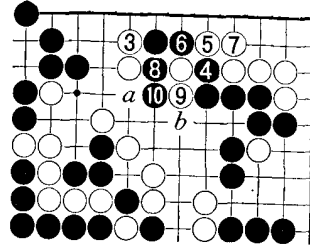


Figure 12 (177—186)

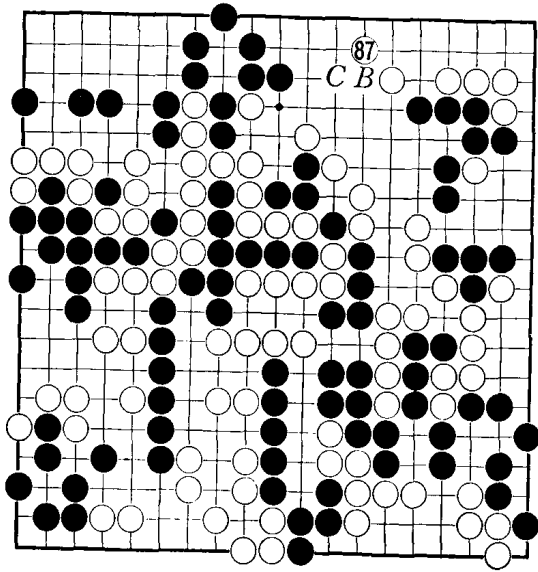


*Dia. 1*



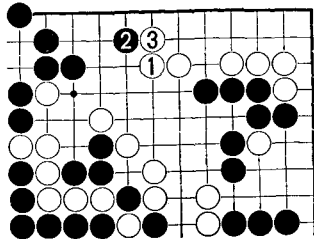
*Dia. 2*

1. `C`. White 1 in Dia. 1 goes too far. Black can invade behind it at 2, and the whole exchange through 3 and 4 is more profitable to him than to White. If White tries to play as in Dia. 2, Black pushes through at 4, cuts at 6, and comes out with 8 and 10, leaving *a* and *b* as miai.



*Figure 13* (187)

2. `B`. White 1 in Dia. 3 only invites the 2-3 exchange, which leaves White with a glaringly bad empty triangle.



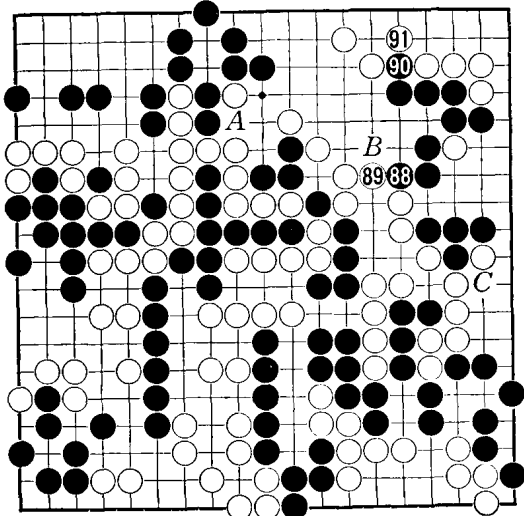
*Dia. 3*

3. `A`. The correct move here is the diagonal extension on the second line in Figure 13. This is also the point that Black would like to take if given the chance.

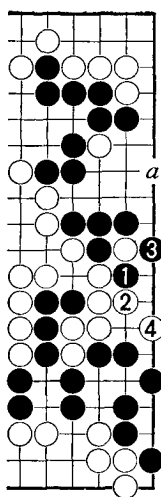
Having sente again, I made two small forcing moves at 88 and 90 in Figure 14. The first of these was all right, but the second would have been better left unplayed.

*Problem 5.* Now it is Black's turn for a large gote move. Which of *A*, *B*, and `C` in Figure 14 would be best?

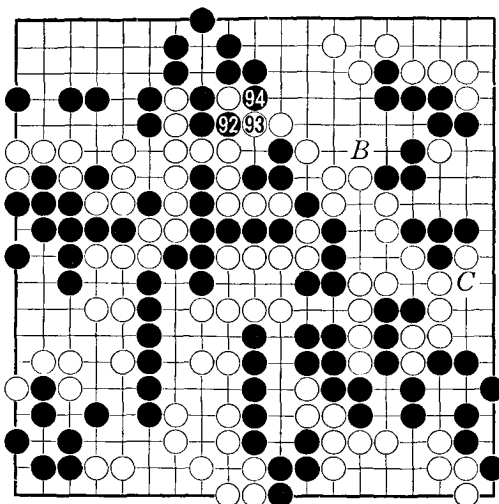
Your choice :



*Figure 14 (188—191)*

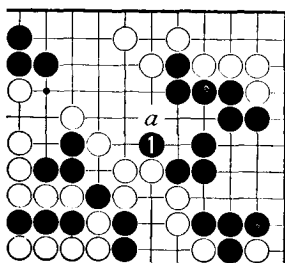


*Dia. 1*

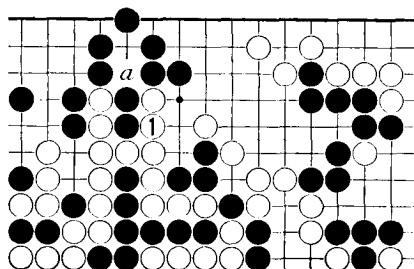


*Figure 15 (192—194)*

1. `C`. Black 1 in Dia. 1 is a belladonna move—attractive-looking, but deadly. If Black captures at 3, White 4 kills her big group in the lower right. If Black catches herself in time to play 3 at 4, White will capture Black 1, and then Black will have to watch out for a white placement at `a`.



*Dia. 2*



*Dia. 3*

2. `B`. At least Black 1 in Dia. 2 causes Black no loss, but it gains her very little. Imagine White answering it at `a`, for example, and you will see how small it is.

3. `A`. Black 92 and 94 in Figure 15 are worth a good five points. Compare them with White 1 in Dia. 3. If Black connects at `a` there, White has gained three points in sente; if Black does not play `a` and White does later, that is another four points. That makes White 1 worth  $3+(1/2 \times 4)=5$  points in gote, and likewise Black 92 and 94. These moves take on some added value, too, in the form of thickness.

*Problem 6.* White's next move was 95 in Figure 16, which forced Black to connect at 96 to live. Which would be best for White 97: A, B, or `C`?

Your choice :

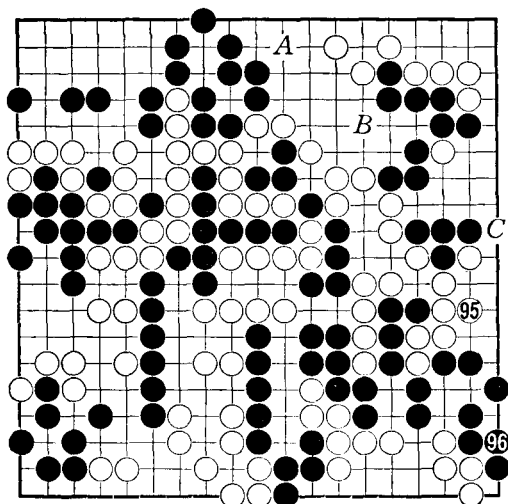
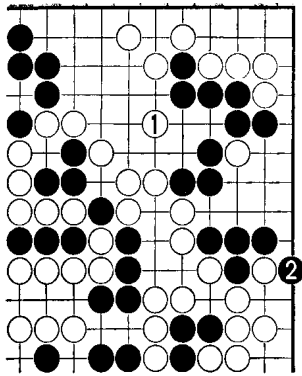
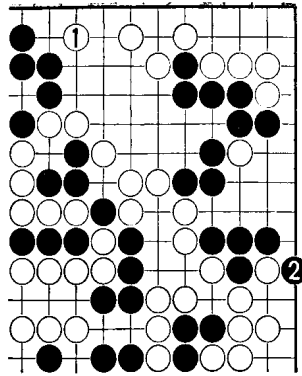


Figure 16 (195—196)





Dia. 1



Dia. 2

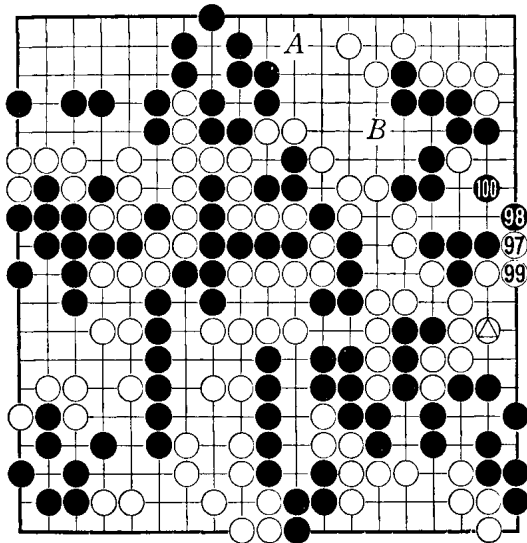


Figure 17 (197-200)

1. `B`. White 1 in Dia. 1 is not very big, and Black will give atari at 2.

2. `A`. White 1 in Dia. 2 is bigger, being worth a good five points, but Black will still give atari at 2.

3. `C`. White 97 and 99 in Figure 17 are sente, and they reduce Black's territory while enlarging White's. Once White has committed himself by playing 95 (⊙), he cannot afford to delay 97 and 99.

*Problem 7.* Before taking the large point on the upper side (I in Dia. 2), White decided to try something on the left side. He started by exchanging 1 for 2 in Figure 18. What is his best continuation: `A`, `B`, or `C`?

Your choice :

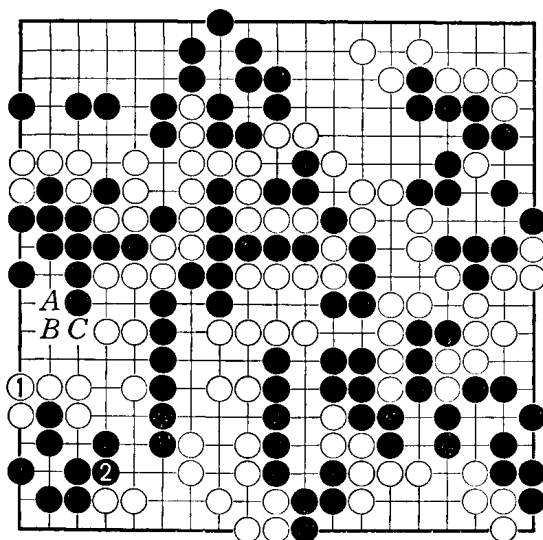
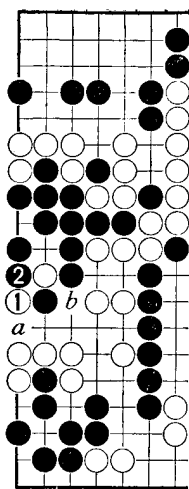
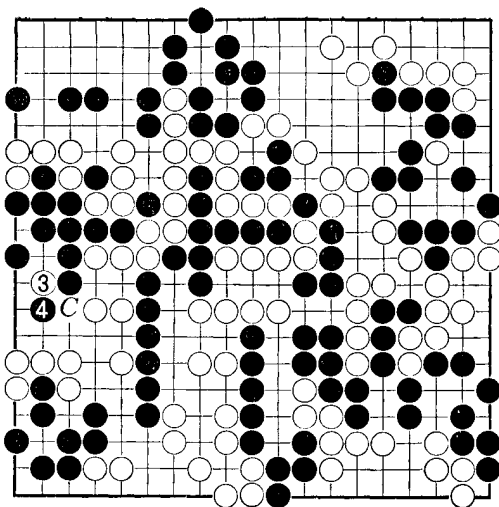


Figure 18 (201-202)



*Dia. 1*

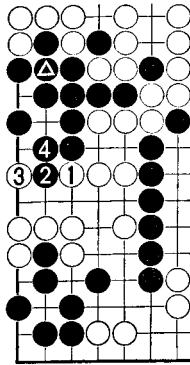


*Figure 19 (203-204)*

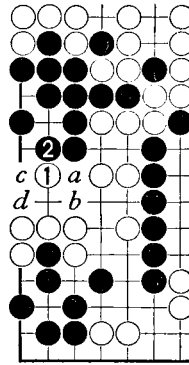
1. `A`. Kitani actually played the worst move, White 3 in Figure 19. This mistake cost him about four points. He must have thought that he could kill my group by continuing with White 1 in Dia. 1, but Black 2, making *a* and *b* miai, would take care of that.

2. `C`. White 1 and 3 in Dia. 2 on the facing page reduce Black's group to the minimum of three points, (counting one prisoner at  $\triangle$ ), but White cannot expect to make any territory for himself this way.

3. `B`. White 1 in Dia. 3 reduces Black's group by the same amount, and now White can get two or three points of territory by connecting at *a*, or two points by descending to `c` after Black *a*, White *b*. Black cannot necessarily prevent that by playing `a`, White `b`, Black `c` in sente because White can resist in ko with `d`.



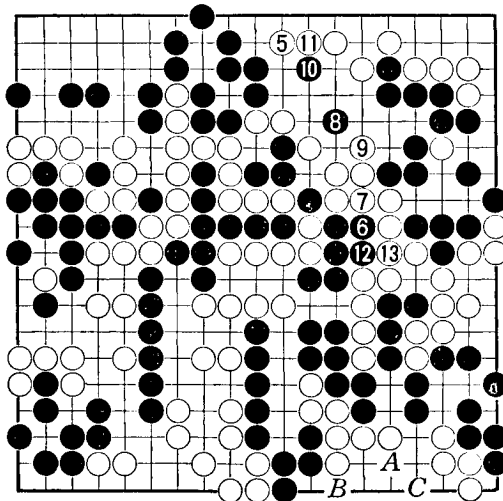
*Dia. 2*



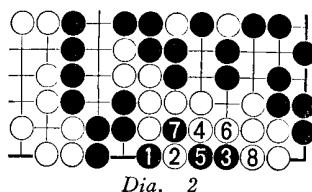
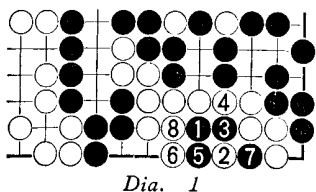
*Dia. 3*

*Problem 8.* After White 5 and Black 6 to 12 in Figure 20 it is high time to see what can be done in the lower right corner. Black to play: A, B, or C?

Your choice :

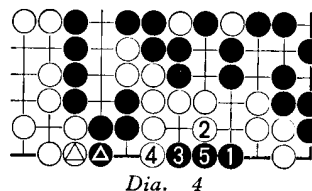
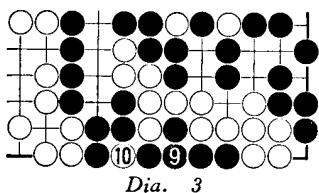


*Figure 20* (205—213)



1. `A`. Black 1 in Dia. 1 would only work if White had no outside liberties. White takes the key point at 2, then squeezes Black with 4, 6 and 8 to live with seven points of territory.

2. `B`. Black 1 and 3 in Dia. 2 are a tesuji combination that will often produce a ko, but here they fail. (Black 3 at 5 would also fail, White answering at 3 or 4). Again White squeezes Black with 6 and 8, and if Black connects at 9 in Dia. 3, White captures at 10. Black cannot make a killing return play at 9 because his four stones to the left are in atari.



3. `C`. Black 1 in Dia. 4 leads quite directly to a seki. It is worth noting, incidentally, that this possibility would not have existed if White had not forced the  $\triangle$ - $\triangle$  exchange earlier in the game, since without it White 4 would threaten to link up to the group to the left.

As you can see from Figure 21, I somehow missed the seki in Dia. 4 and made the relatively worthless cut at 14 instead. White lost no time in descending to 15 and getting six points of territory where I could have reduced him to nothing. If I had played Dia. 4, I would have had a com-

fortable win. The score would have stood something like:

Black		White	
Upper left	25	Center and right side	17
Left side	5	Upper right	14
Lower left	4	Lower side	8
Upper right	7	Lower right	0
Lower right	2		
Total	43	Total	39

When I missed Dia. 4, the game became very close. Perhaps I was expecting Black 18 to be answered at `d`, but Kitani corrected that notion with White 21.

*Problem 9.* How should Black answer White 27 in Figure 21 : at `A`, `B`, or `C`?

Your choice :

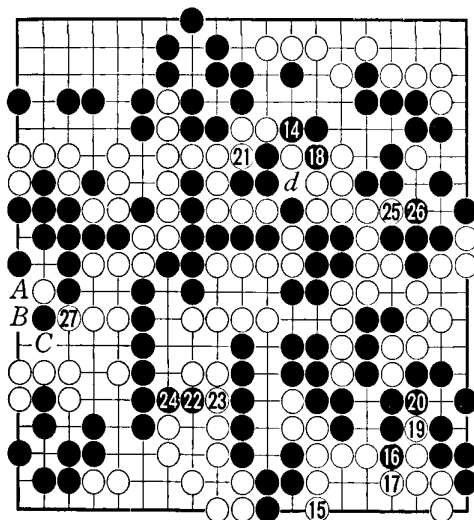
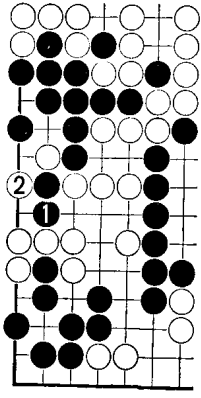
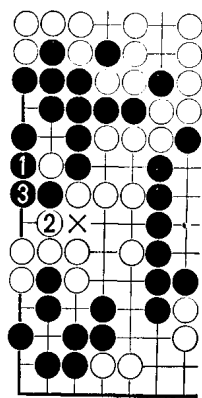


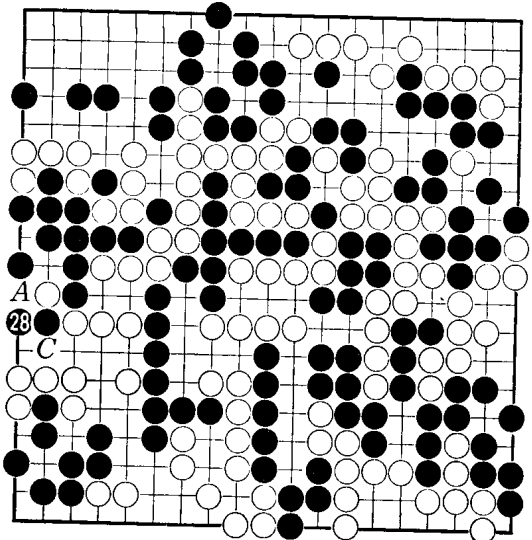
Figure 21 (214-227)



*Dia. 1*



*Dia. 2*



*Figure 22* (228)

1. `C`. Black 1 in Dia. 1 is a tragic mistake. White 2 kills the black group.

2. `A`. Black 1 in Dia. 2 is unnecessarily cautious. It lets White give atari with 2 and make one point of territory, at `x`, in sente.

3. `B`. Black 28 in Figure 22 is correct. White no longer has that point of territory in sente that he had in Dia. 2. To look at it another way, if White plays `C` later on, there will be no need for Black to reply at `A`.

*Problem 10.* White's next move was 29 in Figure 23. Choose Black's response from among A, B, and `C`.

Your choice :

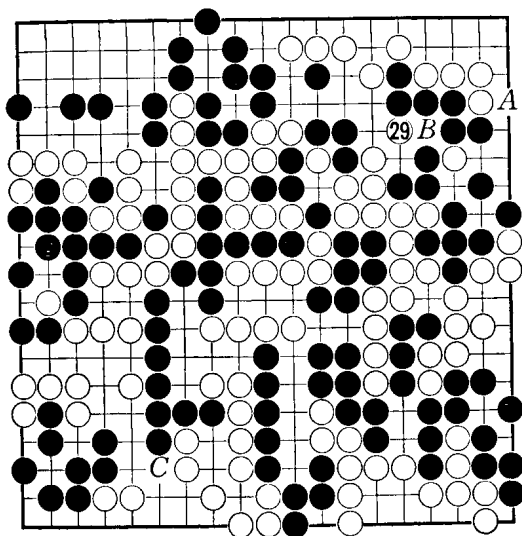
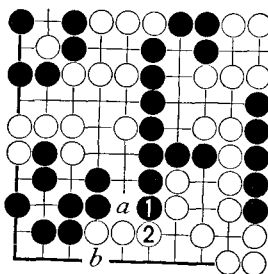


Figure 23 (229)



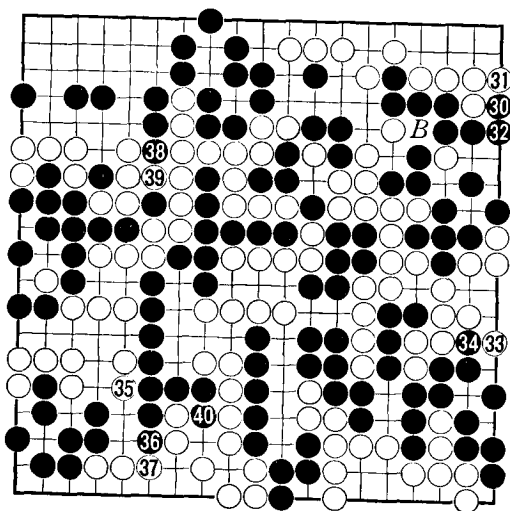
1. `C`. Black 1 in Dia. 1 actually causes Black a loss. The proper way for her to play here is to sacrifice a stone at 2, followed by White 1, Black *a*, etc., or, equivalently, to hane at *b*.



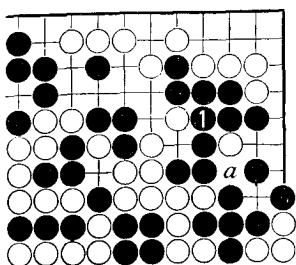
*Dia. 1*

2. `B`. Black 1 in Dia. 2 gains one point. If White cut at 1, Black would later have to fill at `a`.

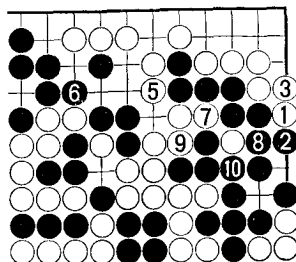
3. `A`. Black 30 and 32 in Figure 24 gain two points. They, and Black 1 in Dia. 2, are reverse sente plays, for if Black ignores this part of the board completely, as in Dia. 3, White can gain two points with 1 and 3, then two more points in sente with 5, 7, and 9, and by this stage of the game two points in sente are bigger than anything else.



*Figure 24 (230-240)*



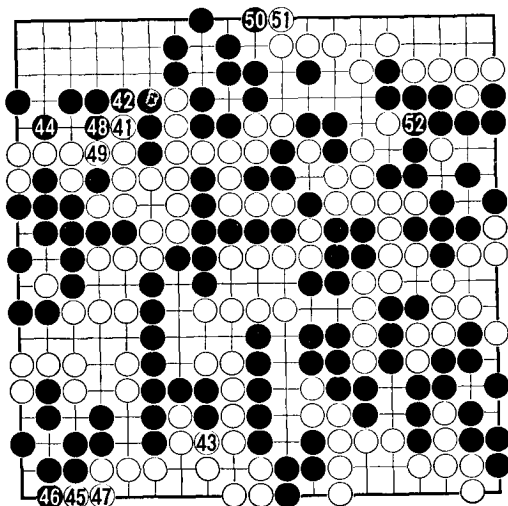
*Dia. 2*



*Dia. 3*

④ elsewhere

After Black 30 to 34 on the right side, White used sente to play 35 in Figure 24, forcing me into the undesirable exchange of 36 for 37. At least Black 36 raised the value of Black 40, so that White came back to answer it at 43 in Figure 25, (one point in reverse sente). Black 44 was also worth one point in reverse sente, and thus equal in value to White 45 (two points in gote).



*Figure 25 (241—252)*

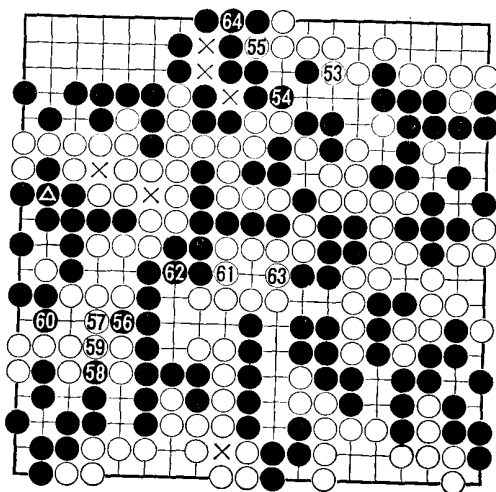


Figure 26 (253-264)

White played 53 in Figure 26 in sente, then took the largest remaining point at 55. Black 56 to 60 and White 61 to 63 were miai; each being worth one point in gote, and Black 64 finished the game. Prisoners had been captured at the points marked 'x' and  $\triangle$ , making the final score:

Black		White	
Upper left	26	Center and right side	16
Left side	5		
Lower left	3	Upper right	13
Upper right	7	Lower side	7
Lower right	2	Lower right	6
Total		Total	
43		42	

I had won by one point. The reason that I set no problems on the last thirty-five moves is that in most cases where there were alternative moves to consider, the alternative move would have led to the same final score as the move actually

played.

I was badly outdone in the opening and middle game, and even though Kitani missed the finishing blow at White 149 (Figure 6), I went into the endgame behind. I should have lost, but a number of unKitani-like errors let me catch up and go ahead. I made one major oversight toward the end, missing the seki in the lower right corner, but fortunately it was not quite enough to cost me the lead.

Most of the problems in this game were tesuji problems, and it is interesting to observe that none of them exactly matched the standard tesuji that appeared in chapter three. This illustrates the fact that every game generates its own unique positions, and you have to try to read them out and hunt for the right plays on your own. Now score yourself.

### Game 1

Problem 1	2	3	4	5	6	7	8	9	10	Total
Your score										

Perfect score: 30

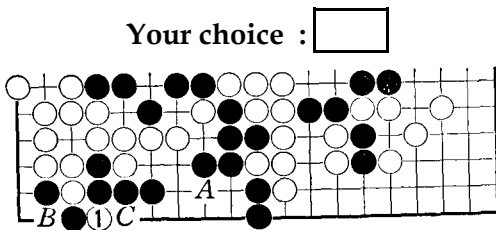
In the next game the stress will be less on tesuji and more on judging the relative merits of various moves in different parts of the board. I think you will find the problems more difficult. Some of them call for considerable reading, so take your time. The game is one I played recently against Yutaka Ono, 4-dan, in the preliminary rounds of the Meijin tournament. Again I had black, but this time, of course, there was no handicap, and to make the game exactly even there was a 5 $\frac{1}{2}$ -point komi, that is, the final score would be adjusted 5 $\frac{1}{2}$  points in White's favor to compensate for Black's having the first move. To win, therefore, I would have to finish at least six points ahead on the board. As you will see, neither player was able to open up a big lead in the opening or middle game, so the issue was left to be decided in the endgame.

The fighting in this game started early, with a difficult variation of the small avalanche joseki in the lower left corner. Since 28 to 34 gave White three liberties, I had to crawl out at 35 and let him capture my cutting stones with 36. The cause of this was Black 27, which I should have played at 1 in Dia. 1. The standard sequence there is bad for White because the stone marked  $\triangle$  is blocking his development. During the game I was worried about his playing 2 in Dia. 2 on the facing page before cutting-after White 10 there I lose my stones on the lower side in a ko-but I was overlooking the descending tesuji at 5 in Dia. 3.

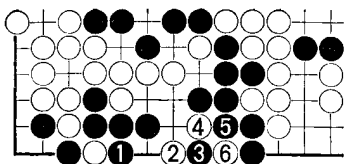
White 46 was a double sente point. I would have liked to play there and have White answer by living with *a*, Black *b*, White *c*, but he could hold *a-b-c* in reserve and come out at *d*, and I did not want to encourage that. Anyway, for future counting purposes, remember that White has captured three stones in the lower left corner and Black has captured one.

The fighting continued in Figure 2. Since White 58 captured Black 53 without recourse to a ladder, (Black *a*, White *b*), I should have played Black 57 at 58. Still, by exchanging with Black 83 to 87 to form a large area on the right side and attacking in the center with Black 93 and 95, I was holding my own in the game.

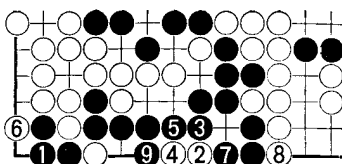
*Problem 1.* The black group on the lower side has become isolated. If White attacks it with 1 in the diagram below, should Black respond at *A*, *B*, or *C*? This is a life-and-death question, but it is related to the endgame.



*Problem 1*



*Dia. 1*

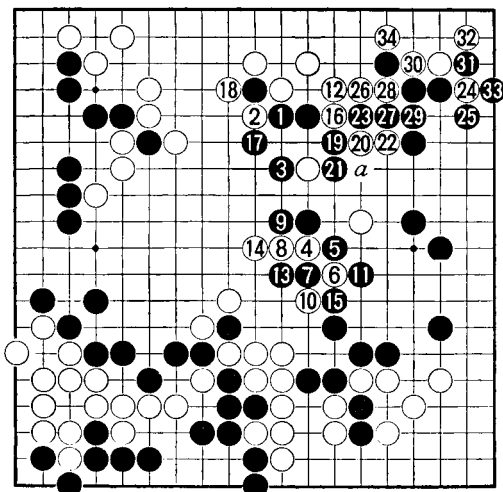


*Dia. 2*

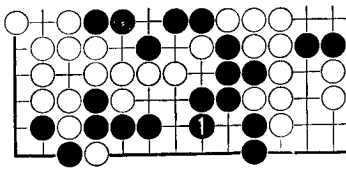
1. `C`. Capturing at 1 in Dia. 1 allows White to force a ko fight for the life of the whole group.

2. `B`. In the first place, if White answered Black 1 in Dia. 2 directly at 6, Black would have accomplished nothing. White has an even better opportunity, however, in 2 and 4. Black must answer at 3 and 5, and then White can play both 6 and 8 in sente. Black lives, but three of his stones are left hanging, and the lower edge is sealed off.

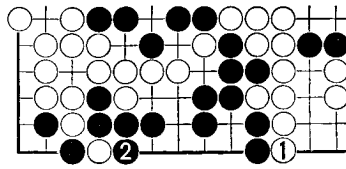
3. `A`. Dia. 3 on the facing page shows the best defense. Two black stones are still left hanging, but now if White plays 1 in Dia. 4



*Figure 3 (101-134)*



*Dia. 3*



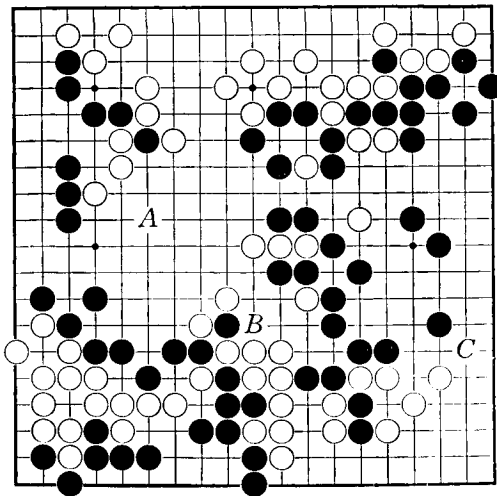
*Dia. 4*

Black can reply with 2, so White cannot both seal off the lower edge and retain the option of capturing the corner, as he did in Dia. 2.

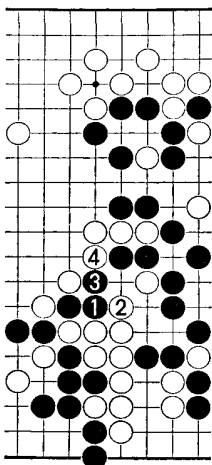
Figure 3 brought the middle game to a close, and although I made a mistake at 21, which I should have played at `a`, and White was able to gouge out my upper right corner, I was, if anything, very slightly ahead, considering that I had the next move.

*Problem 2.* Black to play and start the endgame. Which is best: A, B, or `C`?

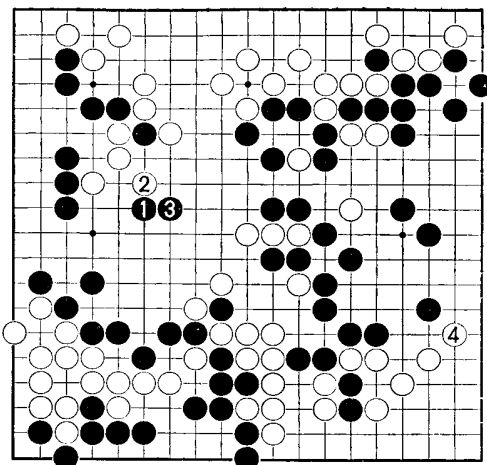
Your choice :



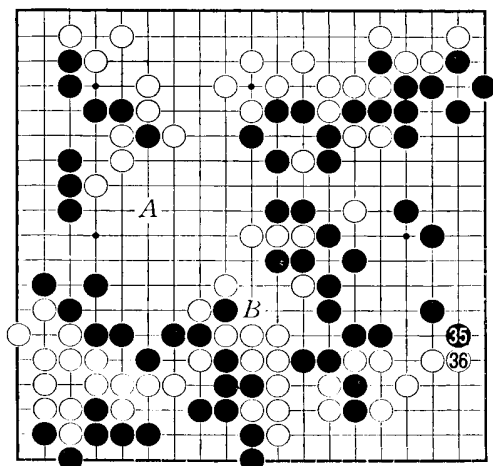
*Problem 2*



*Dia. 1*



*Dia. 2*



*Figure 4 (135-136)*



1. `B`. This is a blunder. As Dia. 1 shows, it ends in a shortage of liberties for Black.

2. `A`. White will answer Black 1 in Dia. 2 with 2, but then Black has to continue with 3, which is clearly gote, and White gets to take the important double sente point at 4. Black 1 is not really the best move for Black in the center anyway.

3. `C`. Black 35 in Figure 4 would have been sente for either side now, so I took it without delay. The center was, by comparison, a relatively neutral area.

*Problem 3.* For the next few problems you will be putting yourself in White's place. To start with, how would you answer Black 37 in the figure below on the lower edge: at A, B, or `C`?

Your choice :

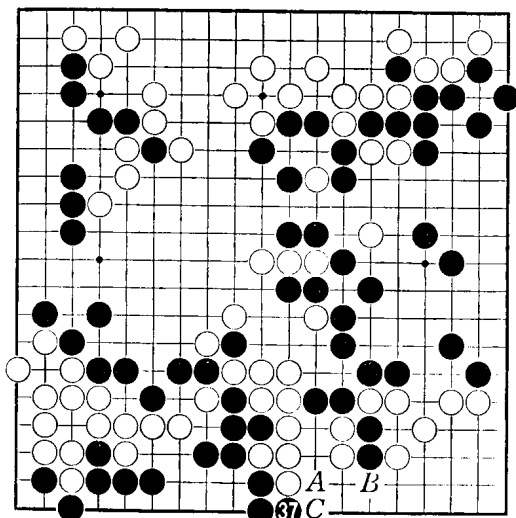
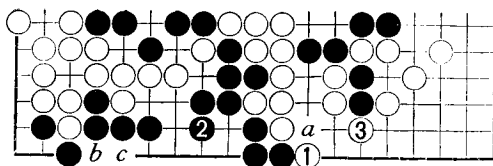


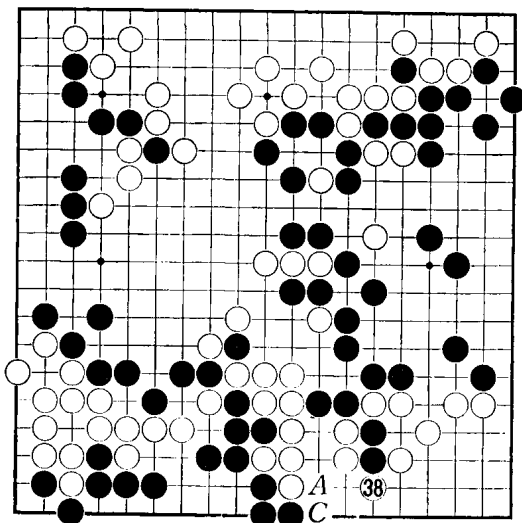
Figure 5 (137)



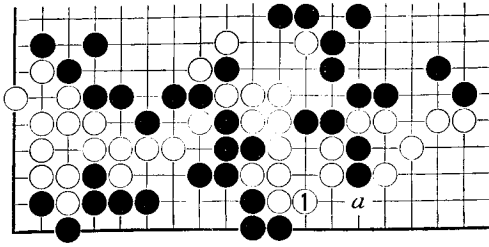
*Dia. 1*

I. `C`. By blocking at 1 in Dia. 1 White can make Black defend at 2, but then he has to defend himself against Black a by playing 3, and he has lost the opportunity he had to capture the two black stones in the corner by cutting at *b*. If he cuts at *b* after Black 2, Black can answer with `c`.

2. `A`. It is better for White to draw back with I in Dia. 2 on the facing page in order to preserve the possibility of capturing the two stones in the corner. This also, however, leaves Black the possibility of descending to `a` at some time in the future and forcing White to use extra moves capturing him.



*Figure 6 (138)*



Dia. 2

3. `B`. It is best to drop all the way back to White 38 in Figure 6, immobilizing the two black prisoners there. White need not worry about losing territory on the lower edge, since he can always play `C` in sente and anything Black did there would be gote.

*Problem 4.* After playing 39 and 41 in Figure 7 in sente, I pushed out at 43. White to play: A, B, or `C`?

Your choice :

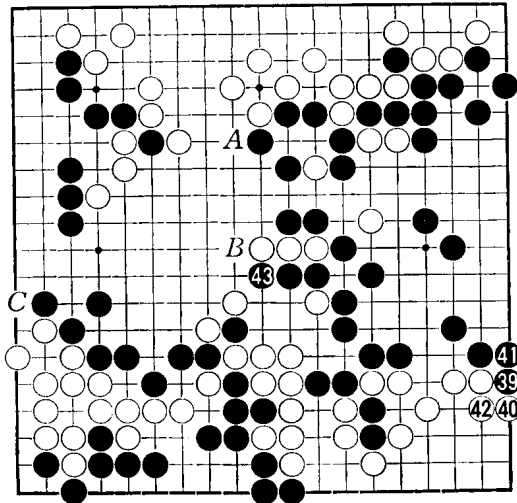
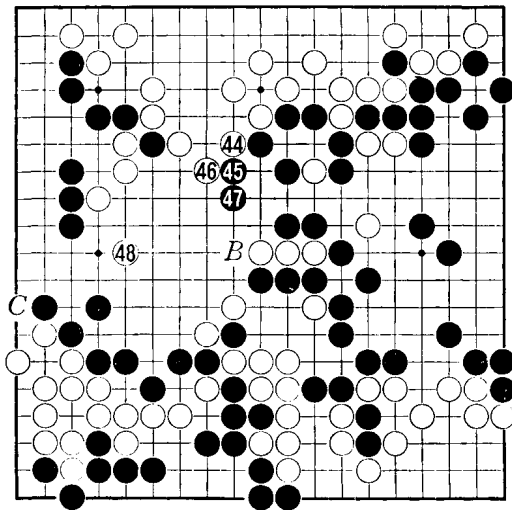
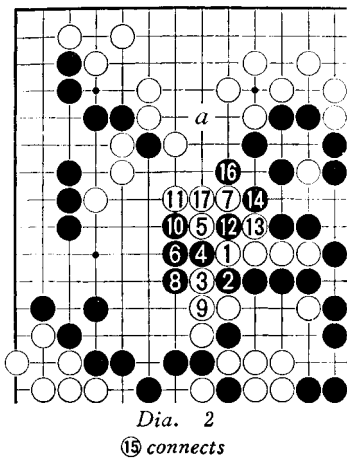
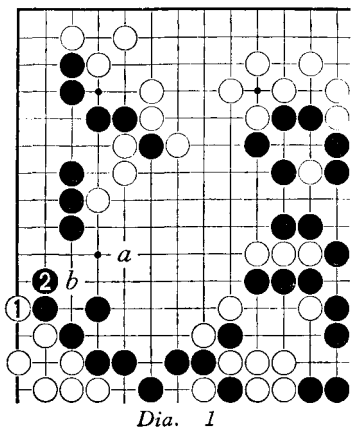


Figure 7 (139-143)



1. 'C'. The exchange in Dia. 1 only helps Black by removing the possibility of a white peeping move at 'b' or clamp

at 2. It would be better for White to extend to `a` and aim towards those possibilities from the center. 1 will still be his sente later if he wants it, while a black descent to 1 would be gote.

2. `B`. Black will push through and cut at 2 and 4 in Dia. 2 and force White through the sequence shown. This costs White a great deal; he can no longer get into the lower left center area, and Black can barge into his territory at `a`. Saving the three white stones is not worth it.

3. `A`. White 44 and 46 in Figure 8 are sente, and compared with a black play at 44, they are quite large. If Black omits 45 or 47, White can give atari to the right of or below 45 and take the lion's share of the center. White 48 makes a good continuation.

*Problem 5.* I retaliated in the center with 49 in Figure 9, and White used his next move to attack my group on the lower side. Did he play A, B, or `C`?

Your choice :

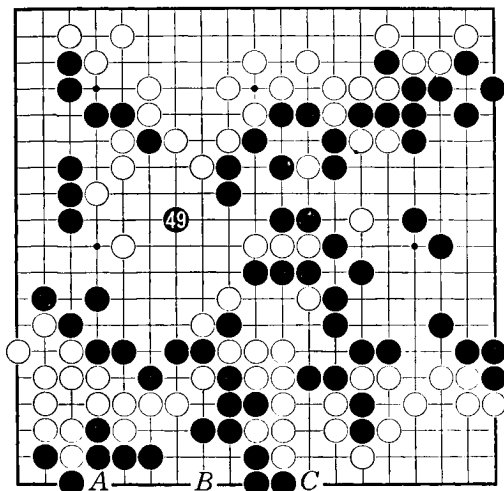
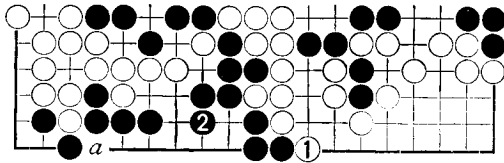


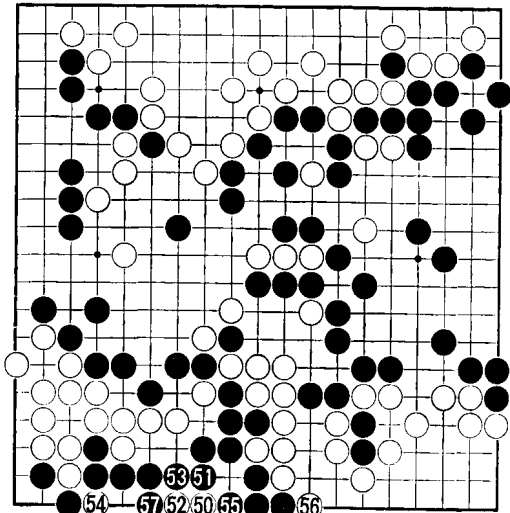
Figure 9 (149)



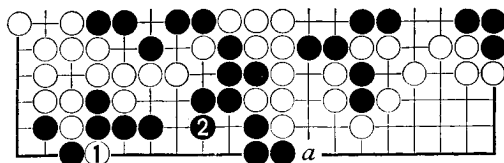
*Dia. 1*

1. `C`. If White plays 1 in Dia. 1 Black defends at 2, and White has lost the possibility of capturing the two black stones in the corner with a, as has already been explained twice.

2. `A`. White 1 in Dia. 2 on the facing page is answered by the same Black 2, and although White can capture the corner, Black can return the favor by pushing out at a, or if White plays a, Black can capture White 1.



*Figure 10 (150-157)*

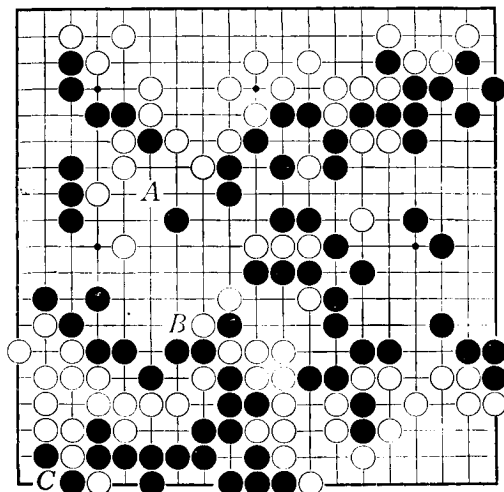


*Dia. 2*

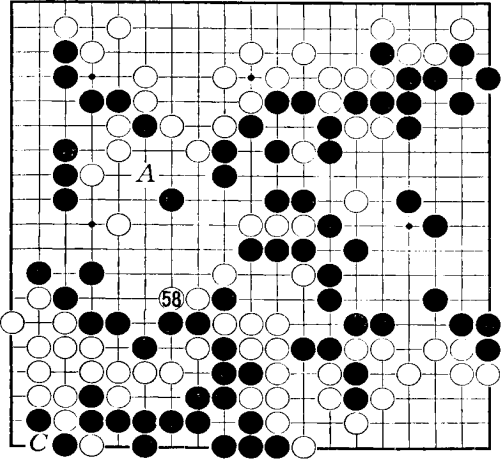
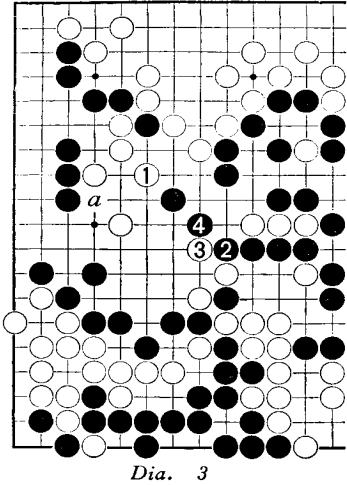
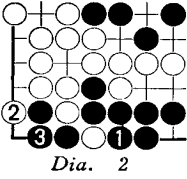
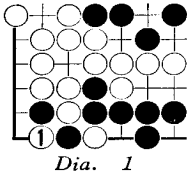
3. `B`. White 50 in Figure 10 is a tesuji that enables White both to block at 56 in sente and to leave the two corner stones vulnerable to capture. In other words, White now has the possibility of getting both plays, while in Dias. 1 and 2 he could get only one. Black's territory is five or six points in the figure, six points in Dia. 1, and about five points (an average value) in Dia. 2, so the sacrifice of 50 and 52 does not make Black's territory any bigger.

*Problem 6.* What about White's next move: A, B, or `C`?

Your choice :



*Problem 6*



*Figure 11 (158)*

1. `C`. Capturing these two stones is worth exactly seven points in gote; compare Dias. 1 and 2 and you will see that



there is a difference of six points of white territory and one white prisoner. There are bigger gote moves elsewhere.

2. `A`. White 1 in Dia. 3, stopping a black play there, is big, but too passive. It gives Black a good excuse to play 2 and 4. If White is going to defend here, White `a`, in sente, would be better.

3. `B`. White 58 in Figure 11 is a reverse sente move, since White would have to respond to a black atari at 58, and the difference between White 58 and Black 58 is not small.

*Problem 7.* Since White had ignored Black  $\triangle$ , I kept on with 59 and 61, threatening to draw my stone out at `a` and capture the whole center. White 62 restored the shortage of liberties that had been preventing Black *a* earlier, (now if Black plays *a*, White gives atari above *a*, then from the right), and Black 63 left an interesting position. Should White's next move be A, B, or `C`?

Your choice :

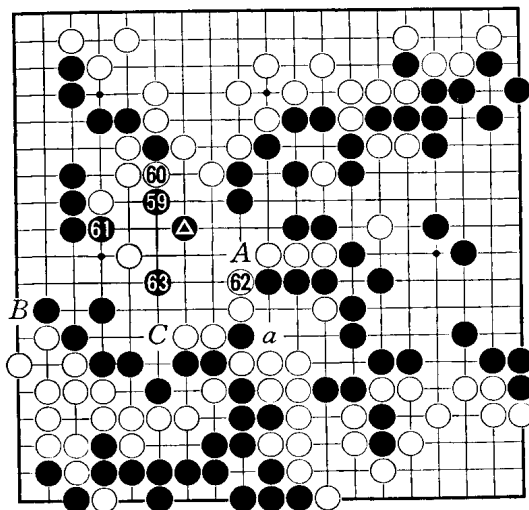


Figure 12 (159—163)

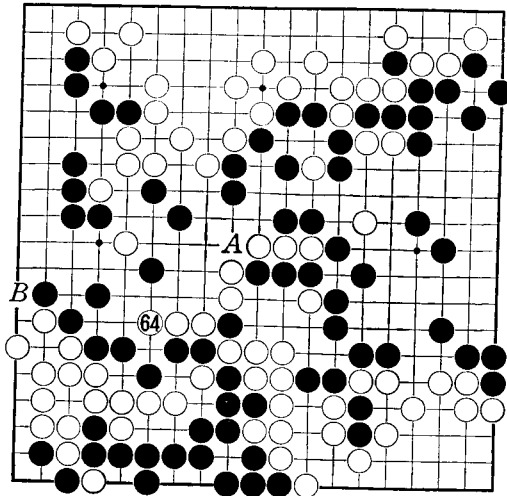
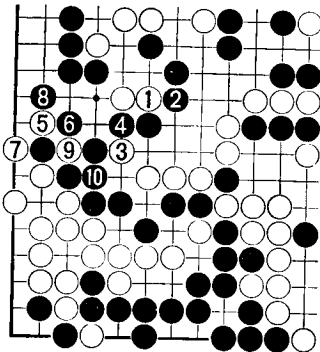


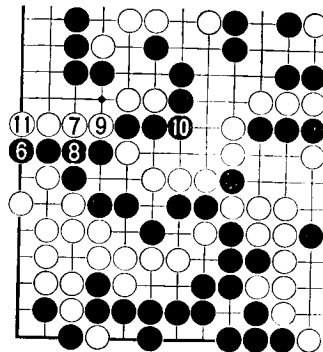
Figure 13 (164)

1. `B`. It is still too early for this hane. White still has other potential here that he should keep open.

2. `A`. Although worth eight points at the very least, this connection would be gote. That sets it apart from the next move.



Dia. 1



Dia. 2

3. `C`. White 64 in Figure 13 is large in itself, and it conceals an even larger threat. If Black ignores it, White can play 1 and 3 in Dia. 1, then clamp at 5. Black has to answer this at 6 and let White make a tidy profit in sente with 7 and 9. If he tries to cut White off with 6 etc. in Dia. 2, he loses a big group of stones, being behind, four liberties to three.

When you consider that after 64 White can push into the space below it and capture two stones, and that White 64 destroys three or four points of territory that Black could make by playing there, you can easily appreciate its value.

*Problem 8.* Since Dia. 1 would have been both large and sente for White, I defended at 65 in the figure below, and now that he finally had no other possibilities to save on the left edge, he played 66. His connection at 68 left me a choice of three big points around the edges: A, B, and `C`. Which was the biggest?

Your choice :

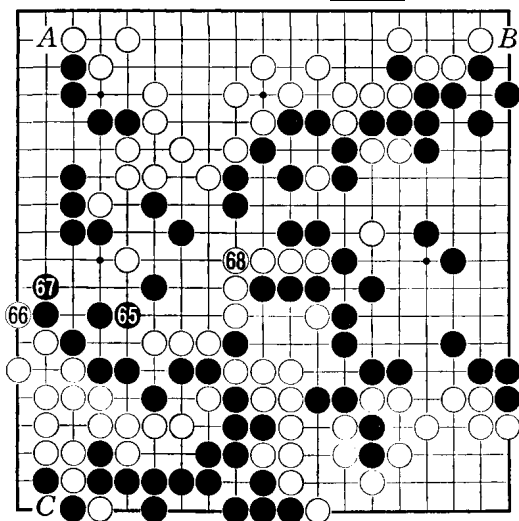


Figure 14 (165—168)

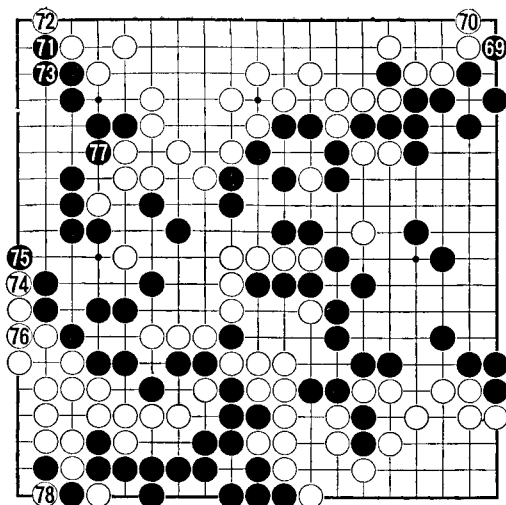
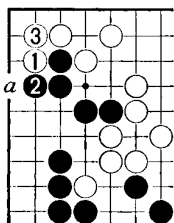


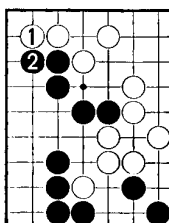
Figure 15 (169—178)

1. `C`. (78 in Figure 15). As we saw before, this move is worth only seven points in gote.

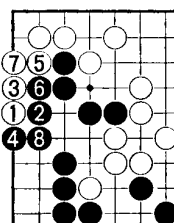
2. `A`. (71 in Figure 15). If you compare the figure with Dia. 1, where a is White's sente, you will find a difference of 4 points of white territory and 5(-) points of black territory, making this a 9(-)-point gote play. There is also the possibility of White's descending to 1 in Dia. 2. If Black answers, White has gained about four points in sente, and if Black does not answer, White can play the monkey jump in Dia. 3. Dias. 1 and 3 should be devalued slightly because they reduce the effectiveness of White 74 in the figure.



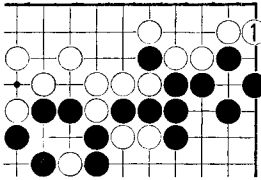
Dia. 1



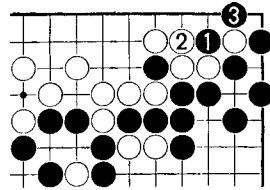
Dia. 2



Dia. 3



*Dia. 4*

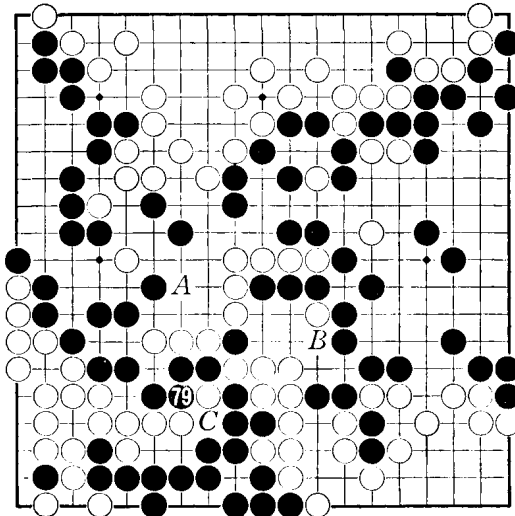


*Dia. 5*

3. `B`. (69 in Figure 15). This play only gains four points as compared with White 1 in Dia. 4, but it threatens the eight-point capture shown in Dia. 5. That makes it sente; Black can play it and, White 70 and 73 being about equal, White has nothing better to do than answer. Note that the sequence Black 69, White 71, Black 73, White 70 would leave Black with sente to take 78.

*Problem 9.* I took the last large point at 79 in Figure 16. Should White's next play be A, B, or `C`?

Your choice :



*Figure 16* (179)

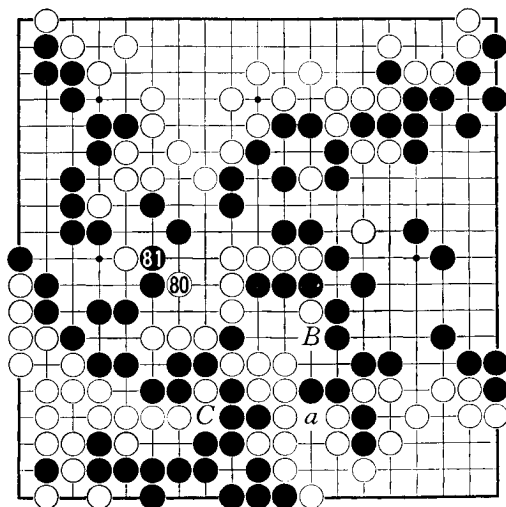
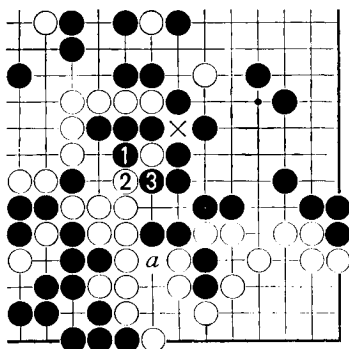
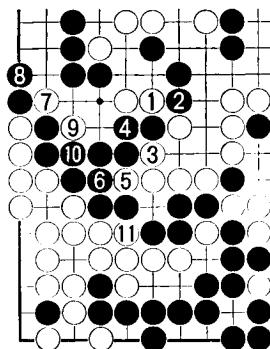


Figure 17 (180-181)

1. `C`. This is a mere two points in gote.
2. `B`. This move is worth four points. If Black plays 1 in Dia. 1, she gets two points for taking the prisoner, one for not having to connect at `x`, and another because she can push down at `a` in sente, whereas after White `B` in the figure, `a` would be White's sente.



Dia. 1



Dia. 2

3. `A`. White 80 in Figure 17 is worth about three points, but unlike White `B`, it is sente. If Black does not reply, White 1 to 11 in Dia. 2 end the game.

*Problem 10.* White made sente plays at 82 and 84 in Figure 18, then cut at 86 and pushed all the way down the edge to 96. He played 86 to 96 to keep me from answering 98 at 96, so that later on he could gain another point by playing `a`. Of course he did not lose anything except possible ko threats by filling my territory with prisoners in this way.

White 104 was the last move worth more than two points, and now, taking into account that Black's turn is next, can you tell how the score stands? Try to work out the rest of the endgame in your head, or on the board if you have been laying the moves out on one, and see if you think:

`A`. Black has a clear lead, (1 1/2 points or more).

`B`. The game will be decided by half a point.

`C`. White has a clear lead.

Don't forget the 5 1/2-point komi.

<p><b>Your opinion</b></p>

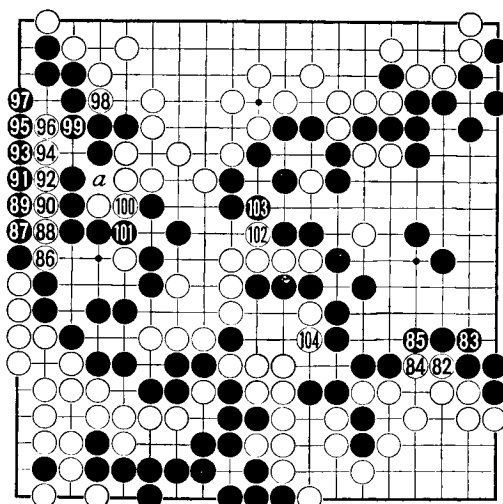


Figure 18 (182-204)

Answer to problem 10. 1. A. 2. B. 3. C.

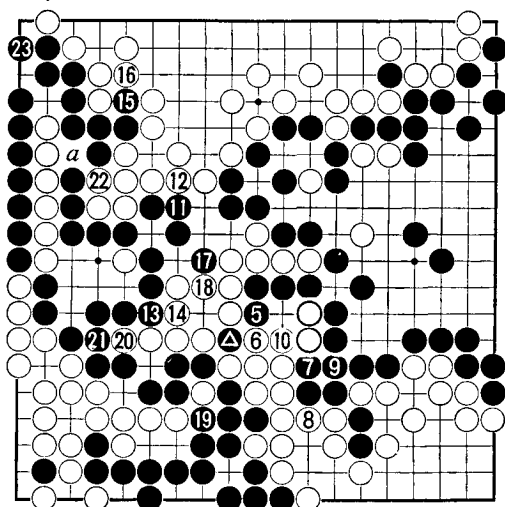


Figure 19 (205—223)

Black 5 to 9 kept White from making any extra territory at 6 or 10, and Black 11 turned out to be sente, since it was worth a good two points for White to defend at 12. White's defending moves at 14 and 18 were also worth two points, keeping ⊕ from being a false eye, and I took the last two-point play at 19. White 20 and 22 were worth one point each, (eventually I would have to connect at `a`), and Black 23 finished the game. This whole sequence was more or less unavoidable. Compare your counting with the following:

	White		Black	
Center and lower right	29		Left side	23
Upper side	44		Right side	58
Lower left	12		Lower side	7
	Total		Total	
	85		88	



I was ahead by three points on the board, but with the komi, I had lost by two and a half.

This had been a difficult endgame, marked by a fair amount of trading back and forth in the center. When I went over it again at home I think I found one or two ways I could have won by playing differently, but it is the moves you actually make, not the ones you discover the next day, that count. I would prefer to forgo a post-mortem analysis.

Score yourself on the ten problems of this game, then add together your totals from the two games of this chapter and compare the result with the chart below to get some idea of your level of skill. No claim is made for the accuracy of this rating, or the ones you received in chapters two and four. For one thing, it is easier to exercise good judgement when working out problems in a book than when caught up in the heat of actual play. For another thing, in actual play you have no A-B-C hints to guide you. Finally, the end-game is only one part of the game; you may be strong at it but weak in the opening, for example, or vice versa.

### Game2

Problem 1	2	3	4	5	6	7	8	9	10	Total
Your score										

Perfect score: 30

### Total Score: Game 1+Game 2

Less than 40	40	42	44	46	48	50	52	54	56	58	60
6 kyu or above	5kyu	4	3	2	1ku	1dan	2	3	4	5	6dan