

# How To Play Against Stronger Players

Vol. 2: Illustrative Teaching Games

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English Language  
Go Super Book



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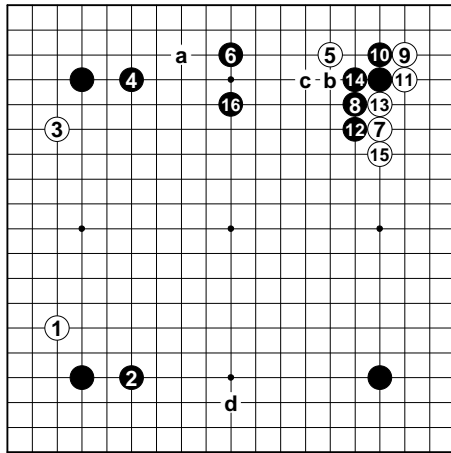
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### **Editor's Note**

*This is the second part of the original book. In the source, both of the English volumes were bound in a single Japanese volume.*



## 4 STONE HANDICAP GAME (1) FROM A TEACHING GAME AGAINST N, 4-DAN



**Figure 1 (moves 1—16)**

### *A positive strategy*

In a 4-stone handicap game, Black can't just follow the pace that White dictates. Black needs to demonstrate a certain amount of initiative.

From this standpoint, Mr. N's move at 6 is very good. Of course, defending with 7 is also possible, but then White will approach the corner with a move like *a*.

Instead of the double approach at 7 White could play like Diagram 1. White plays 7 in Figure 1 to give Black an opportunity to play inaccurately.

After the double approach, Black has a choice between the diagonal move at 8 and the attachment at 12. Attaching at *b* would be bad because it just strengthens White's weak stone.

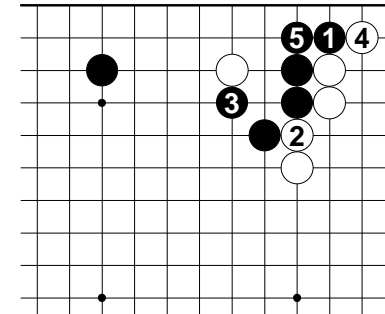
Blocking at 10 is the correct way to think. If Black blocks at 11 instead, White crosses over with 10 and the

rationale behind Black's pincer at 6 disappears.

However, pushing at 12 was not correct. Black is forced to connect with the empty triangle at 14, which is very painful. See Diagram 2 for the proper sequence.

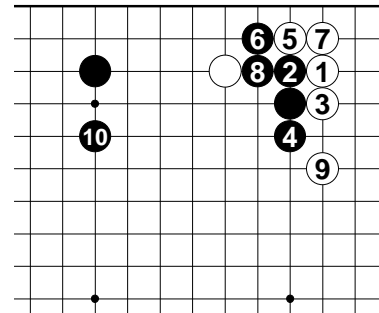
When White extends to 15, jumping to 16 is the proper move. Instead of 16, rushing to capture the White stone with *c* is playing on too small a scale.

On the other hand, if Black omits 16 and turns to take the big point at *d*, then White has the rebuff in Diagram 3.



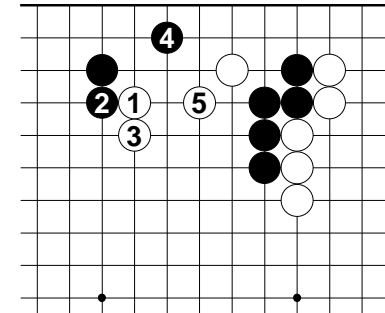
**Diagram 2**

The *hane* at 1 through connecting at 5 is standard, producing the proper shape.



**Diagram 1**

White could enter the corner at the 3-3 point. Then Black can play the sequence from 2 through the jump to 10, yielding a good shape. This is a simple sequence that's easy to play for Black.



**Diagram 3**

White moves his stone beginning with the shoulder hit at 1, and it is Black's 5 stones that come under attack.

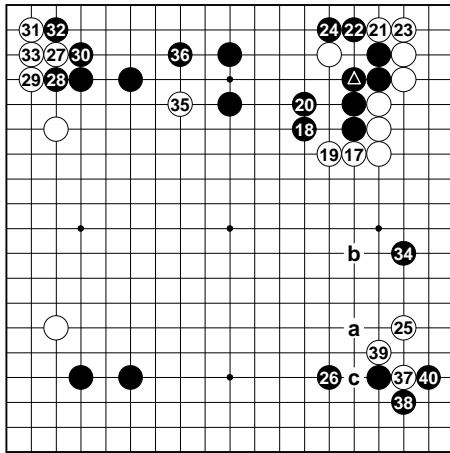


Figure 2 (moves 17—40)  
Jealousy

Because of the faulty shape at the triangled stone, Black has no choice but to submit to the forcing moves in the sequence from 17 through 24.

Invading the corner with 27 is necessary. If White allows Black to jump to 29, the upper side becomes a large Black territory.

Mr. N responds wisely with 28 and 30. That is, instead of 30, Black should not block on the outside like Diagram 4.

However, after taking sente, Mr. N appears to be jealous of White's territory and plays 34. Instead, at this point, Black should follow Diagram 5.

At any rate, it seems common for the weaker player to worry about White's territory, but if a handicap game develops into a race to surround territory (i.e. without fighting) Black cannot lose easily. What Black should be afraid of is if the game develops into complex fighting.

White 37 and 39 aim for complications. Instead, if White plays the slack jump to *a*, Black jumps to *b* and the game is easy.

There are various alternatives to the *hane* at 40 (such as the connection at *c*), but 40 is the most severe. A natural looking but poor alternative is shown in Diagram 6.

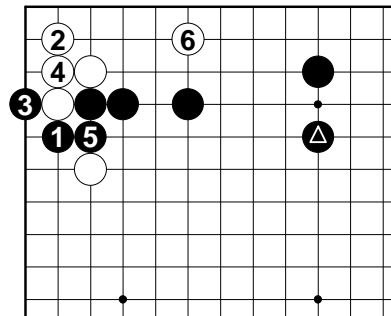


Diagram 4

If Black blocks with 1, White plays 2 through 6 and Black's efforts to surround territory on the top are all wasted. The triangled stone in particular seems to be crying.

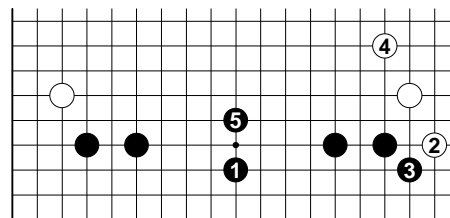


Diagram 5

It would be better to take the large point of 1. Then if White decides to surround territory on the right with 2 and 4, Black is fine after taking up a solid position with 5.

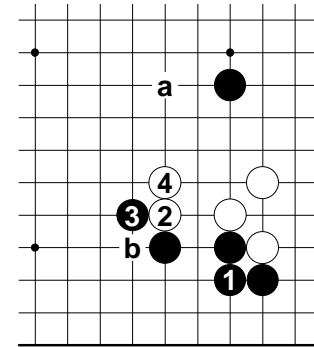


Diagram 6

This solid connection seems to be safe, but after the attachment and extension of White 2 and 4, then *a* and *b* are *miai*.

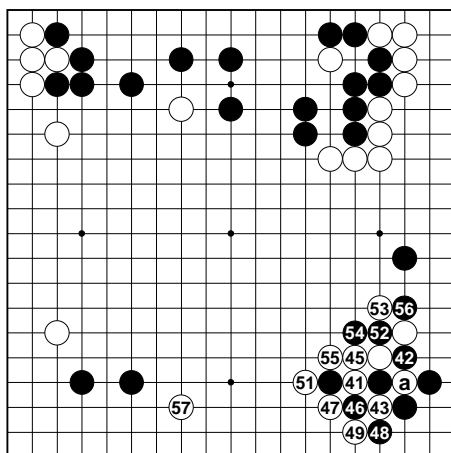


Figure 3 (moves 41—57)

44 connects

50 connects

An even battle

In response to Black's *hane* at 40, it is only natural for White counterattack with 41. Instead of 41, see diagram 7.

After White gives atari with 41 a difficult situation arises (see Diagram 8), but through Black 52, Mr. N holds his own and the battle is even.

However, moving out with 54 is a mistake.

Because Black didn't play as in Diagram 9, White gets to play the great approach move at 57. How should Black play?

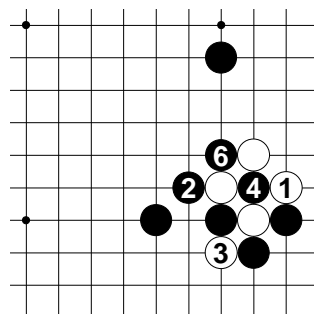


Diagram 7

5 ko threat elsewhere

White could block with 1 and fight, but allowing the *hane* at 2 is painful. Cutting at 3 starts a large ko fight, but with the current board position, Black will ignore any ko threat and capture at 6.

Instead of 3 ...

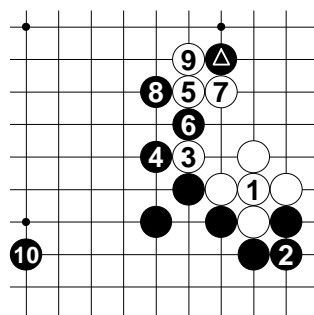


Diagram 8

If White connects at 1, Black resists by connecting at 2. In the sequence after 3, White captures the triangled Black stone, but after the quiet extension to 10, the position is quite playable for Black.

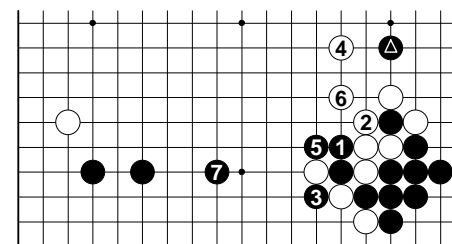
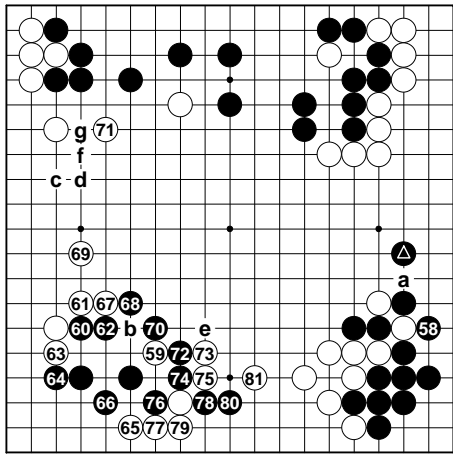


Diagram 9

Black should move out on this side, with 1. When White captures with 2, Black cuts with 3. White can cap with 4, but Black can sacrifice the triangled stone with 5, then turn to take the big point on the lower side at 7. Neglecting to play this way is part of a series in which Black seems a little too in love with the invasion stone on the right side.



**Figure 4 (moves 58--81)**

**A non-urgent move**

For some reason, Black captured at 58. Perhaps he was worried that after the atari at *a*, the triangled stone would get cut off, but this is not an urgent move. See diagram 10.

When White gets to surround with 59, the mood becomes unpleasant for Black. Black shouldn't allow the creation of a group that can be attacked like this.

Black's *hane* at 68 is also an unnecessary move. Quietly extending to *b* and firmly getting out was called for.

Instead of White 71, the honest move is to protect the lower side with 72, but White was concerned about the invasion at *c*.

Further, if White does play on the left, instead of 71 the proper move is probably the knight's move at *d*, but in a handicap game, White can't afford to be so deliberate.

At any rate, Black responded on the lower side with 72 through 76,

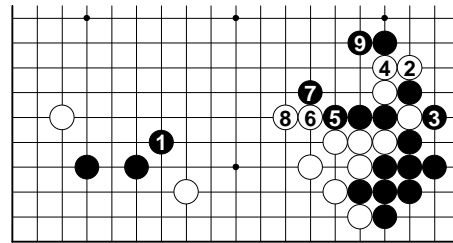
apparently satisfied to be capturing White's 59. However, see diagram 11

Pulling back with 80 was also a wasted move, making Black's loss bigger. Instead of 80, Black should just play the *hane* at *e*.

Instead, Black *f*, White *g*, Black *h*, was a good sequence to aim for.

Moves after 81 not recorded

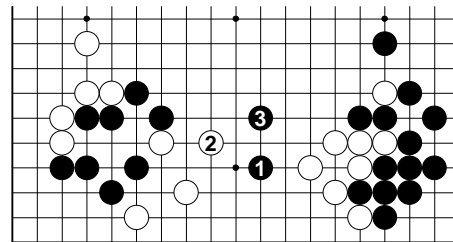
White wins by 2 points



**Diagram 10**

In this position, no matter what Black needs to play the diagonal move at 1.

If White plays on the right side with 2 and 4, Black can respond through 9 and it is White who is coming under attack.

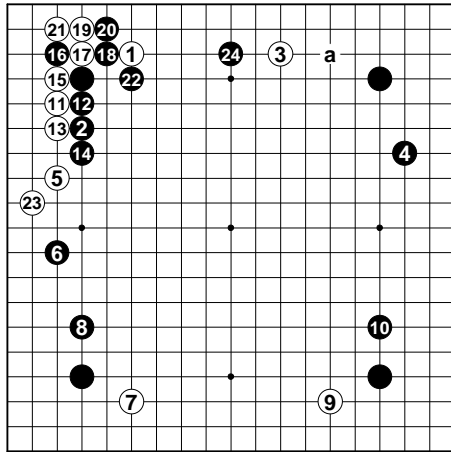


**Diagram 11**

Instead of Black 72, Black really needs to have the courage to invade as far as 1. If White answers with 2, Black jumps out to 3 separating White.



## 4 STONE HANDICAP GAME (2) FROM A TEACHING GAME AGAINST "S" 3-DAN



**Figure 1 (Moves 1--24)**  
*Thick play by Black*

Instead of the large knight's move at 4, if Black wants to play more severely the knight's move at *a* is an alternative. For Black's pincer at 6 see Diagram 1.

White avoids giving Black this ideal shape. After playing 7 and 9, White tries the peep at 11. Instead of Black 12, see diagram 2.

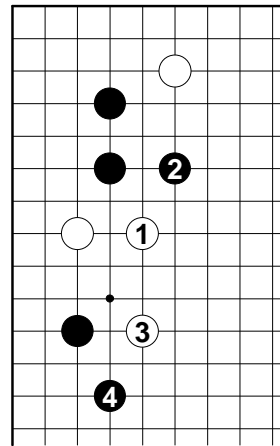
Instead of extending to 14, blocking at 15 would transpose to Diagram 2.

The *hane* at Black 16 is a good move. If Black is too afraid of the cut at 17 and extends to 17 himself, then the result after White blocks at 16 is uninteresting for Black.

Taking up a thick position with Black 22 is slightly unsatisfactory. Instead of 22, see Diagram 3

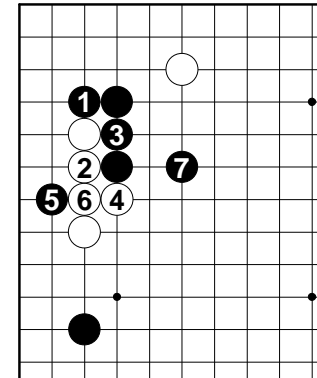
After Black plays 22, White absolutely needs to respond at 23.

However, after extending from his thickness with 24, Black has a favorable opening. In handicap games, playing thickly like this is the fastest road to victory.



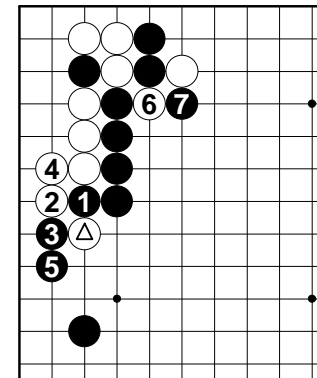
**Diagram 1**

Black's pincer at 6 expects White to jump to 1. After 2 and 4, Black has an ideal shape.



**Diagram 2**

Blocking at Black 1 is the most severe response. The sequence from 2 through 7 gives Black a fine development. For details, see Basic Position 11.



**Diagram 3**

Black can capture the triangled White stone by cutting at 1 and 3. Even if White cuts with 6, Black has a ladder after 7.

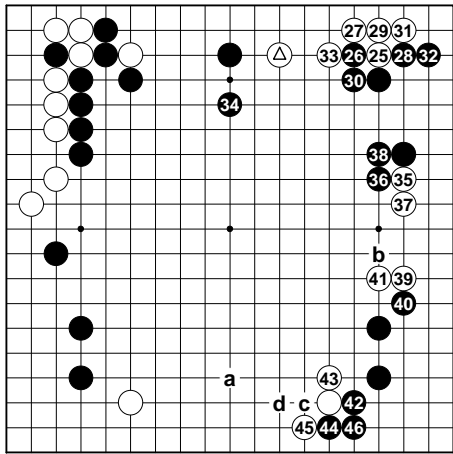


Figure 2 (Moves 25—46)  
A slack move

The attachment at 25 is the only move. Defending the bottom with *a* is a good point, but then Black will play the diagonal move at 26 and White will not be able to do anything on the top.

The *hane* at 27 is also the only move. Instead, see Diagram 4.

Instead of Black 28, if White's triangled stone were not on the board then Black could just connect at 30 right away. In the case of the game, however, it's simpler to give atari with 28, then connect with 30. In the sequence through 33, White may have settled a bit too easily, but Black ends with *sente*. In a handicap game, this is a pretty even result.

Black's jump at 34 is slack. Looking at the whole board situation, taking up a position on the right side with *b* is a great point. Even if Black leaves out 34 see Diagram 5.

The attachment at White 35 is an attempt to start complications and get some sort of position on the right side.

For this reason, instead of giving White anything to work with, see Diagram 6.

Attaching at 42 followed by the *hane* and attach with 44 and 46 is an interesting move in this situation. Now a Black cut at *c* will be severe, but White can hardly stop to defend with *d*.

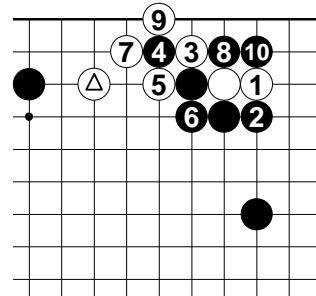


Diagram 4

If White pulls back with 1, Black can block with 2 and play the sequence through 10. This result is no good for White. Or, instead of 2 Black could also connect at 6, isolating the triangled White stone. This looks bad for White.

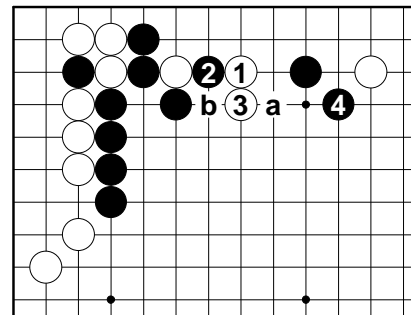


Diagram 5

White's invasion at 1 is nothing to be afraid of. Gripping a stone with 2 is good, and if White plays 3, then Black can play the diagonal move at 4 and fight. Playing the diagonal move at *a* instead of Black 2 is not good. White

makes a tiger mouth with *b* leading to a difficult fight that Black should avoid.

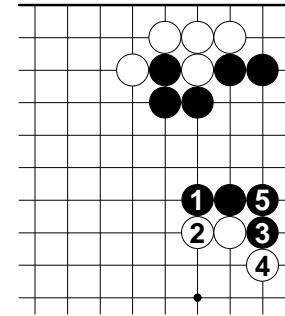
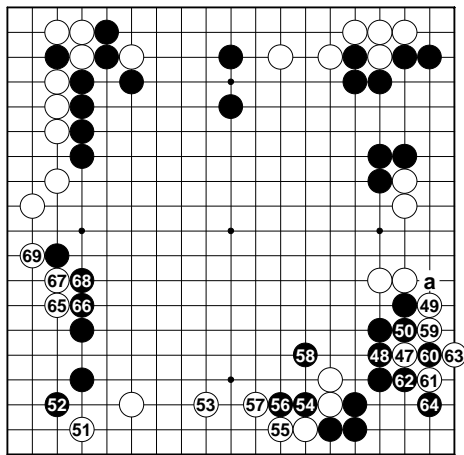


Diagram 6

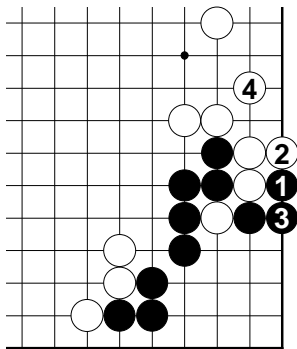
Extending with Black 1 is a good move. If White extends with 2, after 3 and 5 White's invasion still has no momentum.



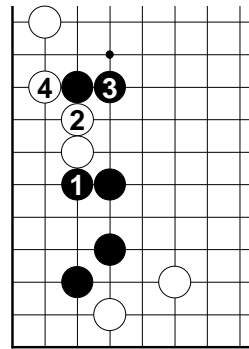
**Figure 3 (Moves 47--69)**  
**Black 66: a good move**

If White doesn't hurry to play 47 and 49, then Black will play the *hane* with *a*, then attach at 49. Further, if White doesn't force with 61 and 63, see Diagram 7.

Instead of black 66, see Diagram 8.

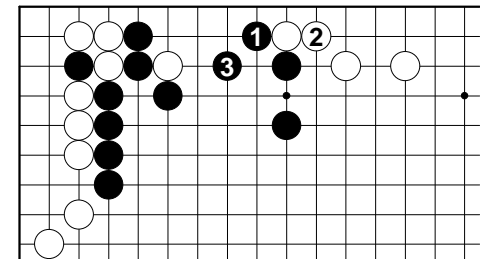


**Diagram 7**  
 Black 1 and 3 are a big reverse *sente* sequence.

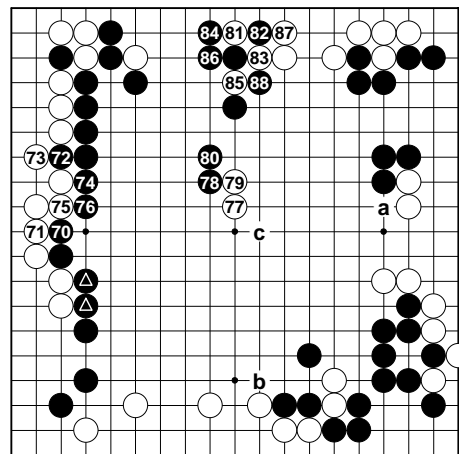


**Diagram 8**  
 Black 1 is a common response, but after 2 and 4 Black's result is no good.

Moves after 88 not recorded  
 Black wins by 4 points



**Diagram 9**  
 Blocking with Black 1 and 3 is too submissive.



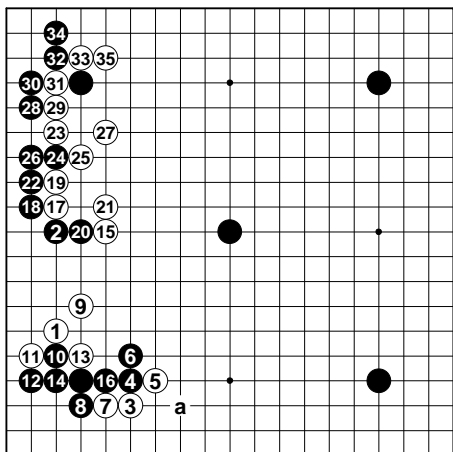
**Figure 4 (Moves 70—88)**  
**The greatest possible reduction**

After blocking with the triangled stones, the thick sequence from 70 through 76 shows the right attitude for a handicap game.

White 77 is a difficult judgment. If White goes deeper, and plays at 79 instead of 77, White will be in danger after *c* because Black has forcing moves at *a* and *b*.

The internal *hane* at 82 is a good move. Instead of 82, see Diagram 9.

## 5 STONE HANDICAP GAME (1) FROM A TEACHING GAME AGAINST "H" 3-DAN



**Figure 1 (Moves 1 – 35)**  
*A low position is bad for Black*

A 5-stone handicap game is similar to a 4-stone game except of course for the presence of the extra stone on the central point. Finding a way to make good use of this stone is the major difference between the two handicaps.

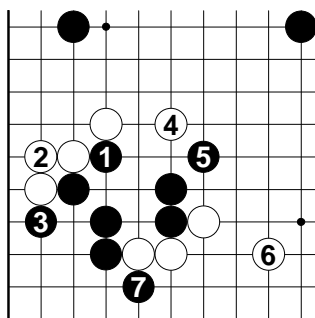
Pincering immediately with Black 2 is an aggressive way to play. Black 4 is the correct direction, but Black makes a mistake in the *joseki* that follows. That is, instead of blocking with 12, see Diagram 1.

There is a threat that White will at some point cut at 16. Fearing this threat, Mr. H responded to the cap at 15 by connecting at 16, but this is an error. Instead, see Diagram 2.

It seems that Black was expecting White to respond to 16 at *a*, but this is too much to hope for.

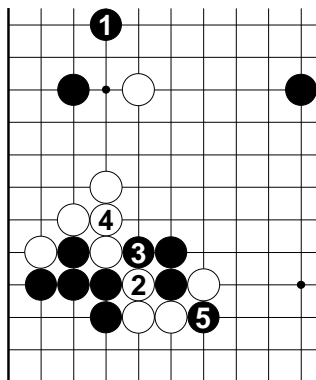
Playing the *hane* underneath at Black 18 is correct shape, but see Diagram 3.

Black is forced to crawl from 20 through 34, leading to an unsatisfactory result. Instead of White 19, see Diagram 4.



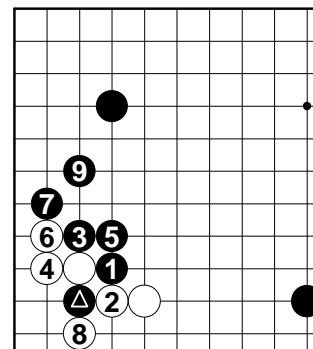
**Diagram 1**

Black must play 1. The sequence from the White connection at 2 through 7 is the correct *joseki*.



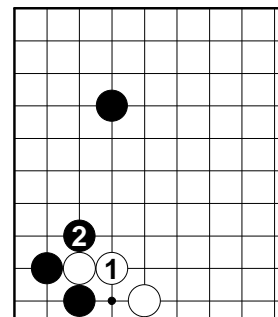
**Diagram 2**

Black should defend at least once with 1. If White cuts immediately with 2, Black can counterattack with 5, resulting in a position that is not easy for White.



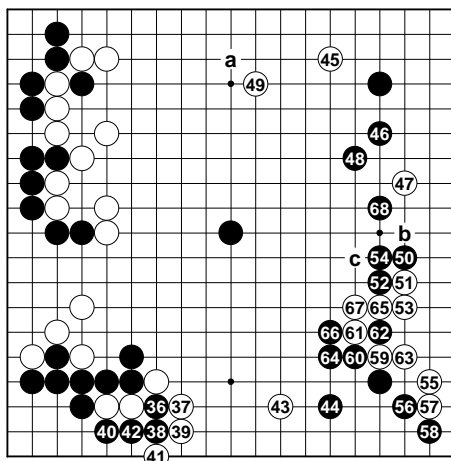
**Diagram 3**

Here it would have been clearer to play 1 and 3, lightly sacrificing the triangled stone.



**Diagram 4**

Pulling back with 1 and allowing Black 2 is bad for White.



**Figure 2 (Moves 36—68)**  
*A whole board perspective*

Black deserves no praise for 44, responding to White 43. From a whole board perspective, this is a great opportunity to make the first move at the top with *a*. In the lower right corner, see Diagram 5.

When White plays 45, because Black responds quietly with 46, White gets the fine point at 49. Instead of 46, see Diagram 6.

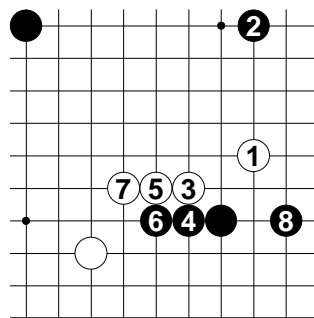
Before playing 49, White plays a forcing move at 47. Playing immediately at 49 lets Black play at *b*, which is too good.

White 51 is a hard-working move. Instead, see Diagram 7.

Black 52 and 54 are a good defense. Instead of 52, if Black just extends to 54, then White plays 52, Black *c*, White 55 and it feels as if White has gotten a good position everywhere.

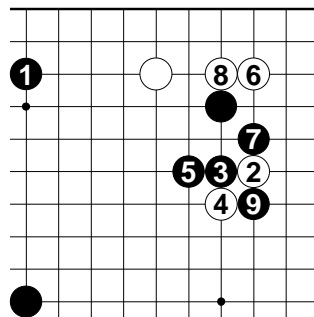
Black's cut at 62 is a mistake. Instead, see Diagram 8.

In the sequence through 67, it seems as if Black has helped White.



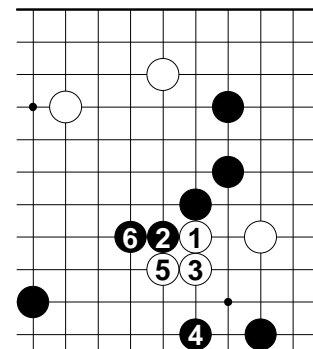
**Diagram 5**

If White approaches with 1, pinching with 2 is a good move. If White tries the sequence starting with 3, Black can settle with 8.



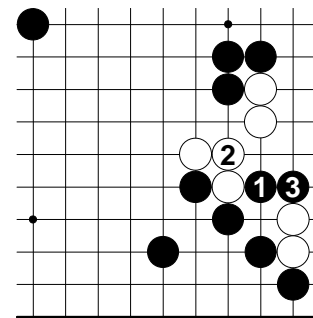
**Diagram 6**

Black 1 is a good move, both a pincer and a splitting move on the top side. The sequence starting with White 2 is one possible variation. At any rate, Black can't afford to let White surround such a large area with 49.



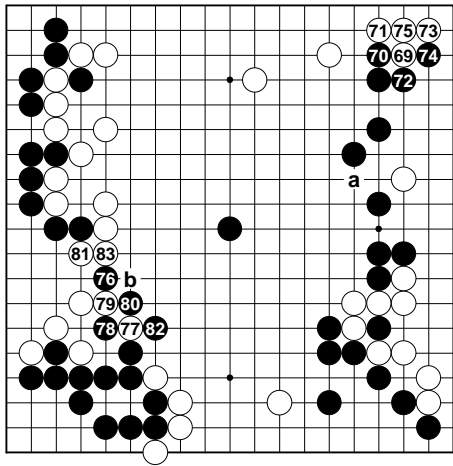
**Diagram 7**

If White runs out with 1, chasing with 2 and 4 gives Black a good rhythm. Playing 5 and letting Black extend to 6 is no good at all for White.



**Diagram 8**

If Black plays 1 and 3, White would be in trouble.



**Figure 3 (Moves 69 – 83)**

***Black misses a chance***

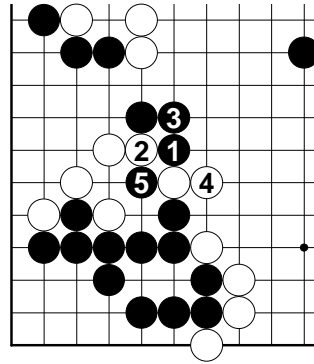
After White invades at 69, it seems White's strategy has succeeded. However, if Black tries to prevent this by skipping 68 and defending the corner with 71, allowing White to play the attachment at *a* is not a good feeling.

Black 76 is a good attacking move. However, Black 78 is a big mistake. See Diagram 9.

Instead of White 81, playing the cut at *b* is crude.

***Moves after 83 not recorded***

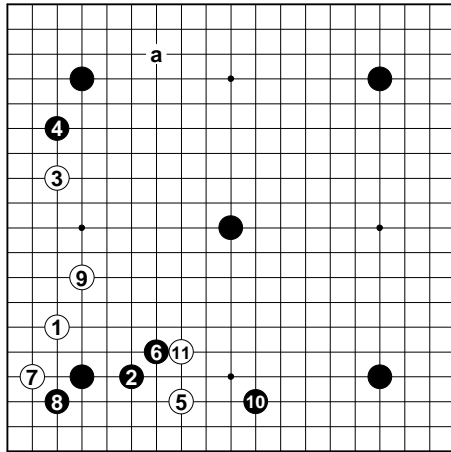
***White wins by 6 points***



**Diagram 9**

If Black plays the diagonal move at 1, White will have a hard time escaping.

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



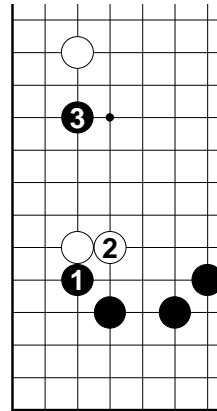
**Figure 1 (Moves 1 – 11)**

**A smooth start**

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

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

Black has made a smooth start



**Diagram 1**

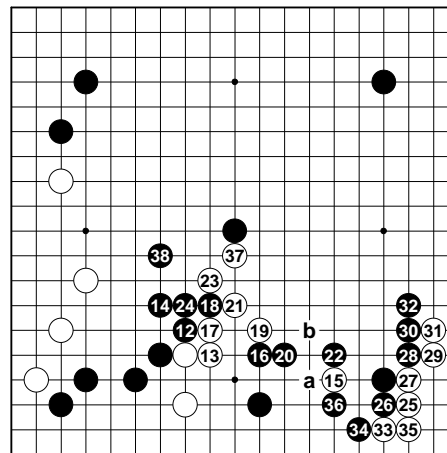
If White leaves out these defensive moves, Black can play the diagonal attachment at 1 and invade with 3. This is painful for White.

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

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

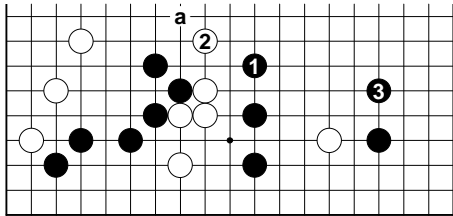
When White attaches with 19, pulling back to Black 20 is not a good response. Now when White plays 21, Black can't extend to 23 (if Black extends, White can play *b*). Black can't handle all of White's threats. Therefore, instead of Black 20, see Diagram 3.

Black's shape is weakened a bit by -1.1hou16 Twtes011 Tc3



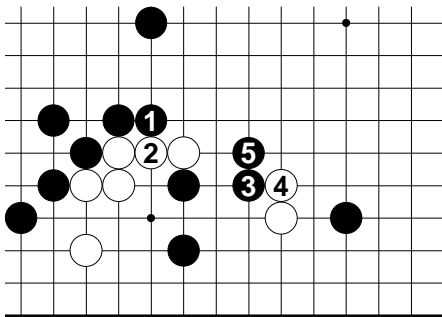
**Figure 2 (Moves 12 – 38)**

Black 12 and 14 make a nice shape.



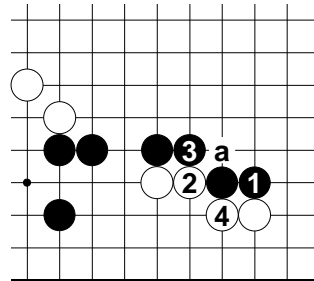
**Diagram 2**

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



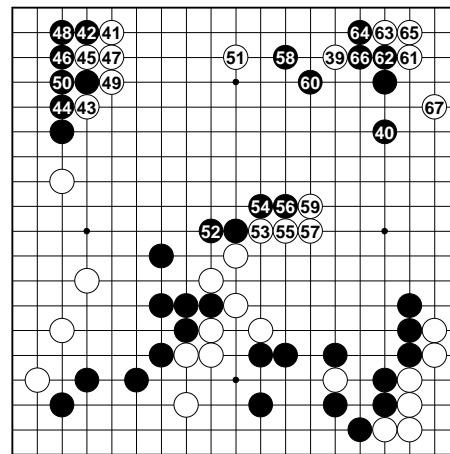
**Diagram 3**

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



**Diagram 4**

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



**Figure 3 (Moves 39 – 67)**

**Questionable play by Black continues**

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

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

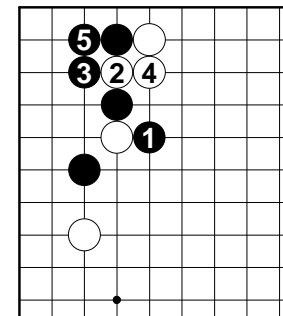
In the sequence through 50, Black gets pushed down in *gote*, and White's wishes are granted.

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

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

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

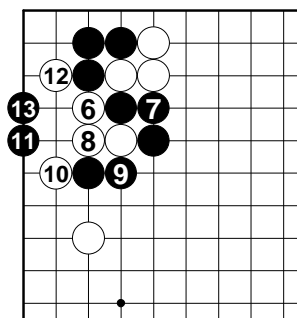
When White plays 67, how should Black respond?



**Diagram 5**

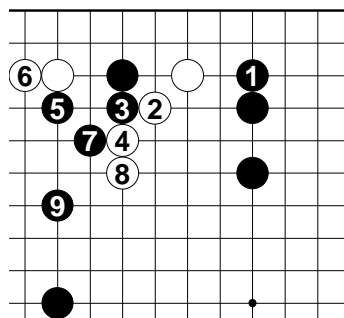
Black can resist with 1. If White plays 2, Black defends with 3 and 5 and ...





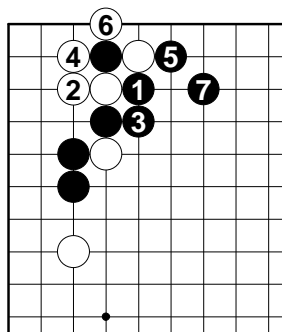
*Diagram 6*

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



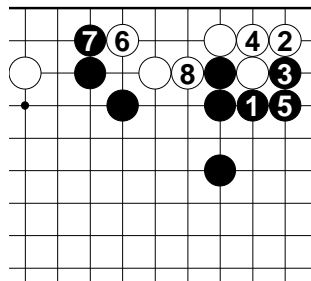
*Diagram 8*

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



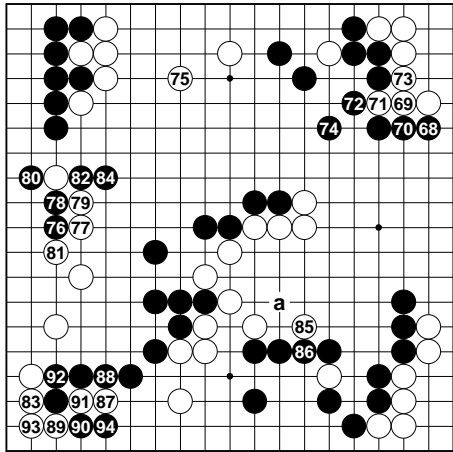
*Diagram 7*

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



*Diagram 9*

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



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

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

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

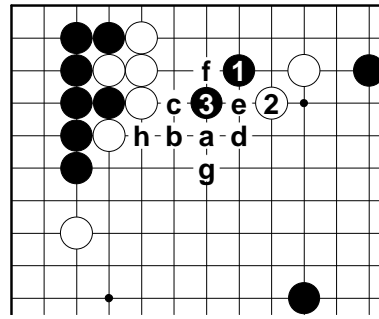
But after allowing White to defend with 75, Black saves face by invading at 76. To respond to this invasion, see Diagram 12.

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

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

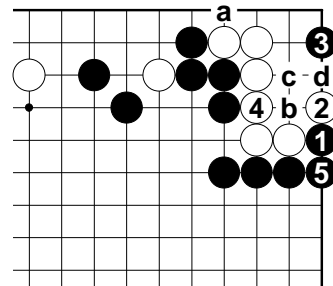
Black captures two stones with 94 and has the advantage.

**Moves after 94 not recorded**  
**Black wins by resignation**



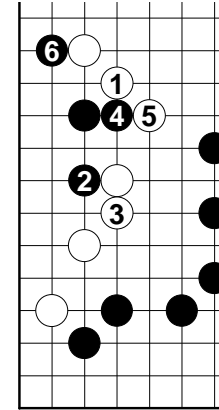
**Diagram 10**

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



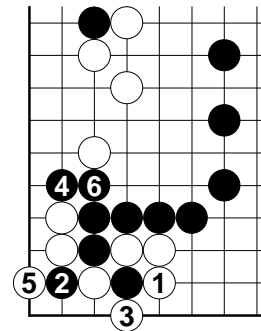
**Diagram 11**

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



**Diagram 12**

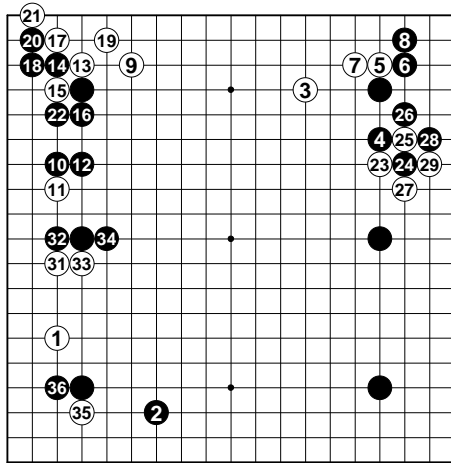
White can play the diagonal move at 1, which would cause worry for many amateurs, but Black can attach at 2 and play the sequence through 6, living easily. Therefore, White 77 through Black 82 is a necessary sequence.



**Diagram 13**

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

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



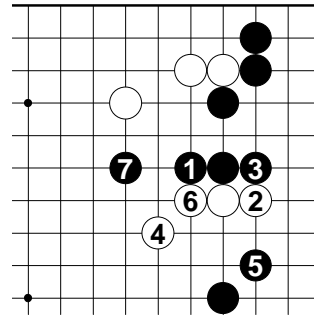
**Figure 1 (Moves 1 through 36)**  
**30 connects**

### *White uses forcing moves*

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

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

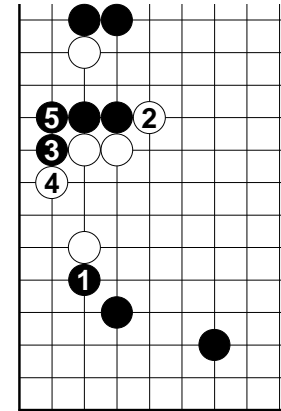
Black definitely gets forced in the sequence from the *hane* at 24 through the connection at 30.



**Diagram 1**

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

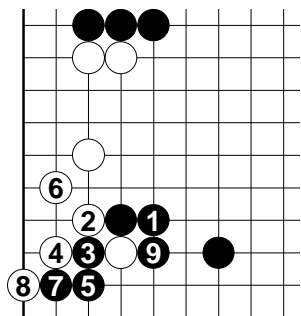
White 31 and 33 are a rather eccentric set of moves, but since this is an area where White has already forced with White 11 and Black 12, White doesn't regret this exchange. Black's extension to 34 seems innocuous at first glance, but instead of this ...



**Diagram 2**

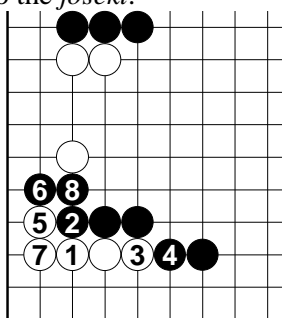
It would be better to play more energetically with the diagonal attachment at Black 1. If White responds with the *hane* at 2, Black can play the *hane* and connection with 3 and 5, and it is White's shape that crumbles.

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



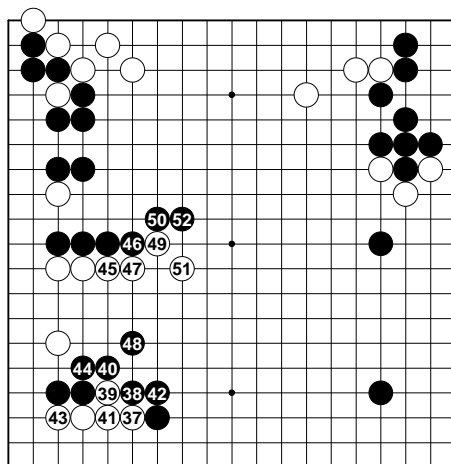
**Diagram 3**

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



**Diagram 4**

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

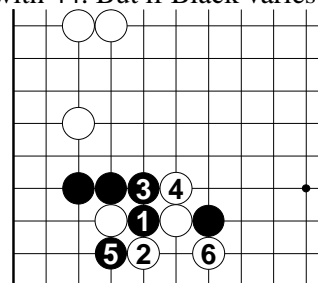


**Figure 2 (Moves 37 through 52)**

**Bad shape**

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

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



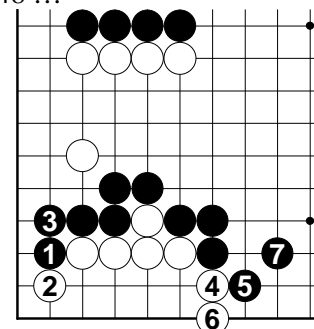
**Diagram 5**

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

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

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

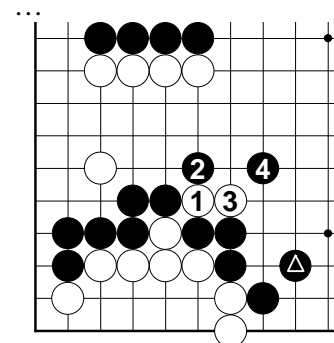
Making the hanging connection with Black 48 is a bit too cautious. Instead of 48 ...



**Diagram 6**

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

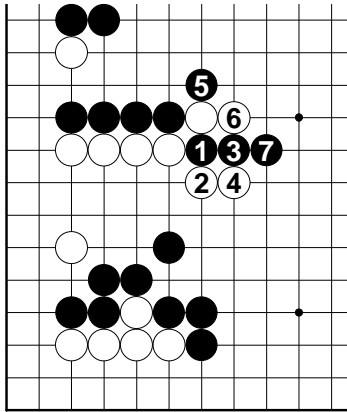
White lives with 4 and 6. Then the hanging connection at 7 is an efficient move. That is, with Black 7 on the board



**Diagram 7**

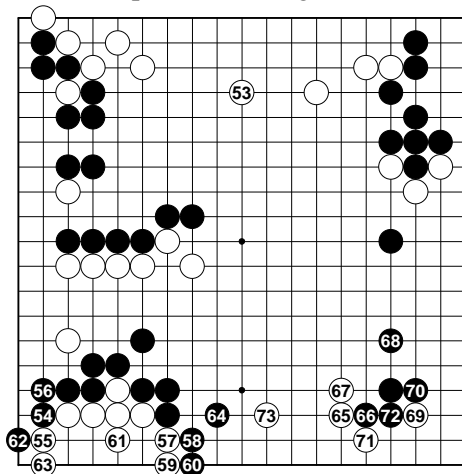
There is no need to worry about White cutting at 1. Black gives *atari* with 1, then jumps to 4 and the triangled stone is perfectly placed.

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



**Diagram 8**

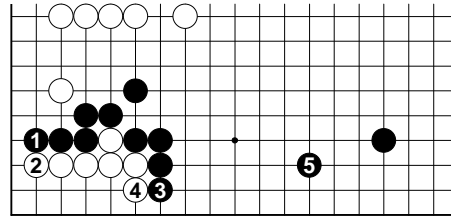
If Black cuts at 1, White would be in trouble. About the best White can manage is 2 and 4, but after Black 5 and 7, White's position is no good.



**Figure 3 (Moves 53 through 73)**

**Attack and defense on the lower side**

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

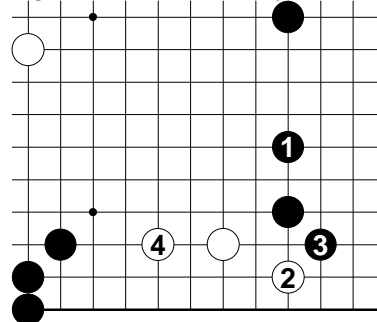


**Diagram 9**

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

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

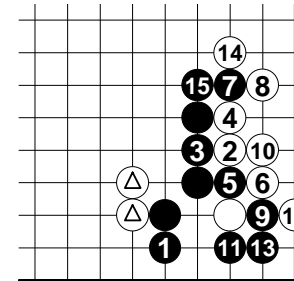
Black 66 may seem obvious, but it's a good, severe move by Black.



**Diagram 10**

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

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

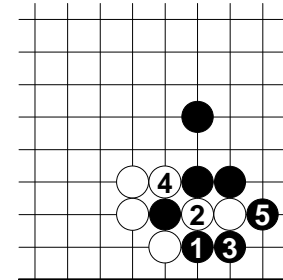


**Diagram 11**

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

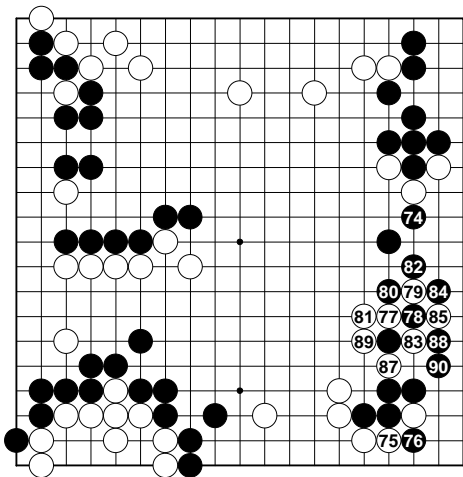
After getting in the *hane* at 71, White can take a breath.

Instead of Black 72 ...



**Diagram 12**

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



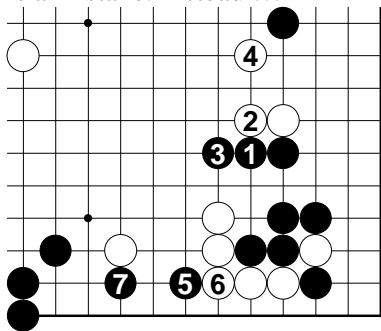
**Figure 3 (Moves 74 through 90)**  
*86 connects*

**Black gets an unsatisfactory low position**

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

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

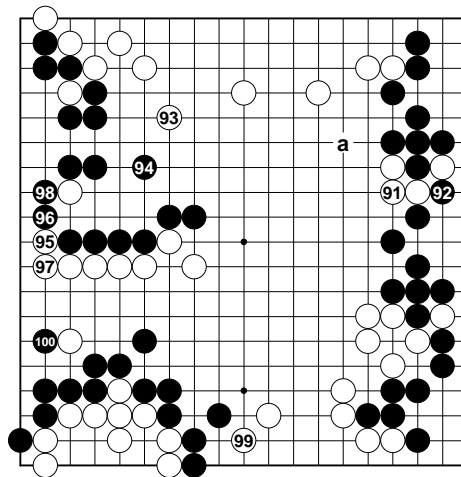
Attaching underneath with Black 78 is a mistake. Instead ...



**Diagram 13**

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

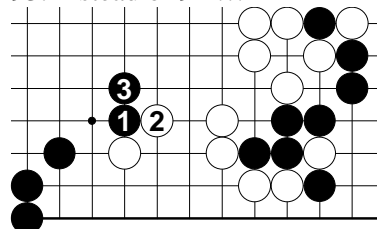
After White blocks with 79, Black is forced into a low position with 80 through 90. This is a bit unsatisfactory.



**Figure 4 (Moves 91 through 100)**  
*Black lacks resolve*

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

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



**Diagram 14**

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

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

**Moves after 100 not recorded**  
*White wins by 2 points*

## 6 STONE HANDICAP GAME (2)

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

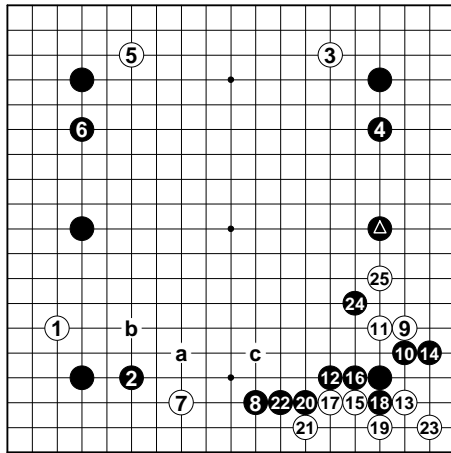


Figure 1 (Moves 1 through 25)

#### About the 3-3 point

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

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

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

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

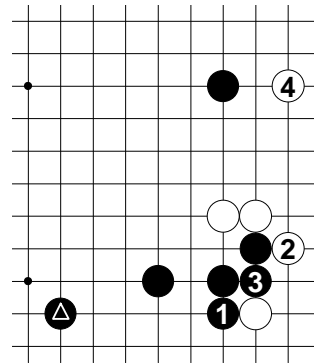


Diagram 1

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

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

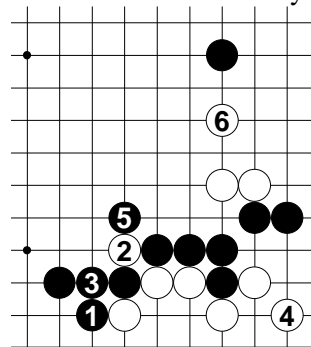


Diagram 2

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

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

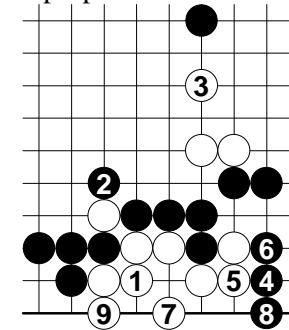


Diagram 3

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

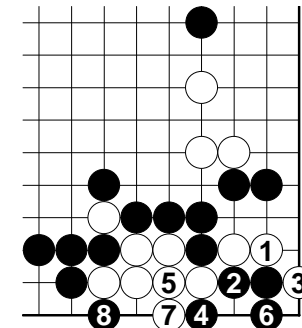
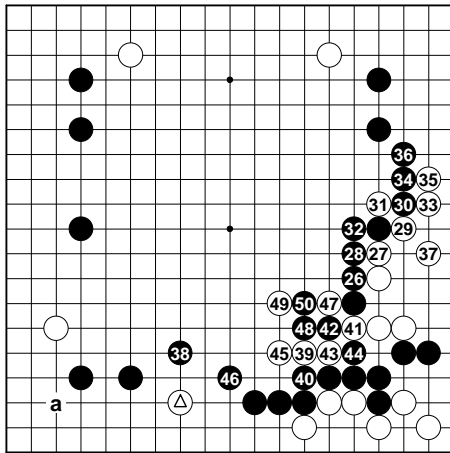


Diagram 4

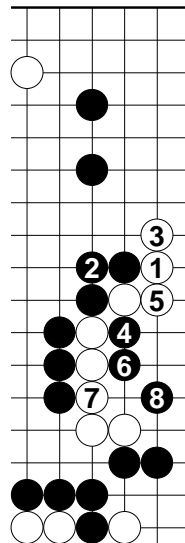
Blocking at White 1 is greedy. After Black cuts at 2, play is forced through Black 8, leading to a *ko*.



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

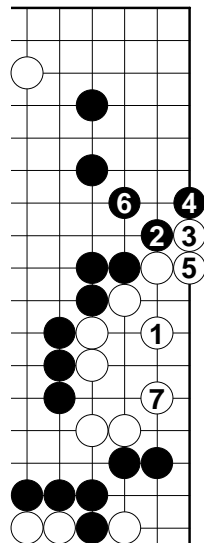
Blocking with Black 26 is a good move. Responding to White 27 and 29 with the double *hane* of 28 and 30 is much stronger play than one would expect from a 1-dan.

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



**Diagram 5**

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

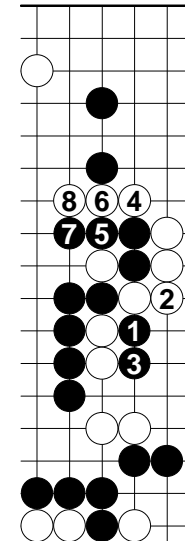


**Diagram 6**

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

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

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

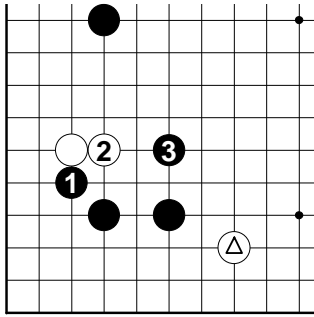


**Diagram 7**

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

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



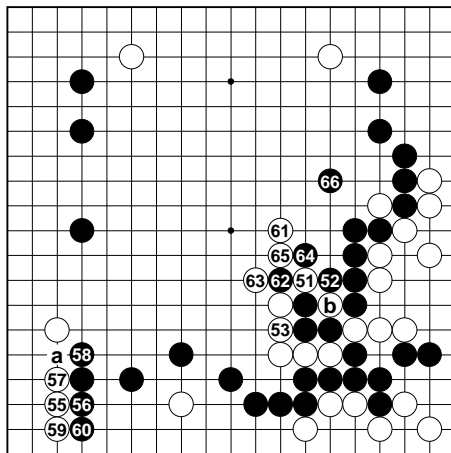


**Diagram 8**

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

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

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



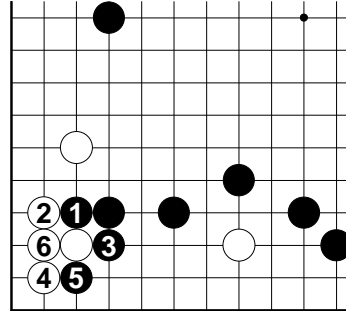
**Figure 3 (Moves 51 through 66)**

**54 connects**

**An unnecessary retreat**

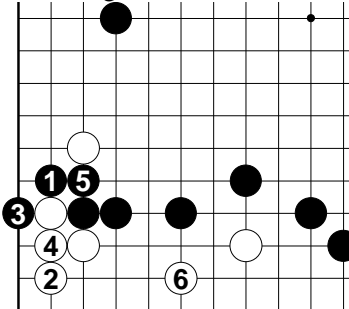
White turns to the biggest point on the board by invading at 55. Now it's

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



**Diagram 9**

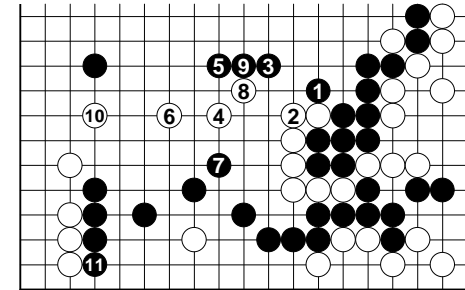
No matter what, Black needs to block at 1. If White at 2, Black can start by blocking at 3. Now the sequence through White 6 is a standard way for Black to get *sente*. Instead of Black 3 ...



**Diagram 10**

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

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

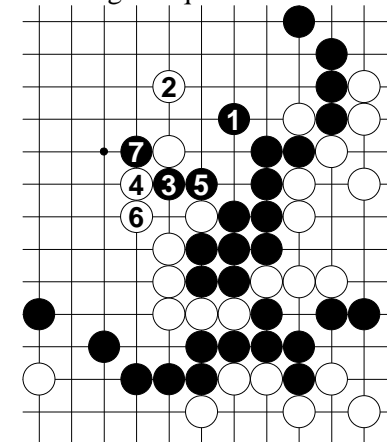


**Diagram 11**

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

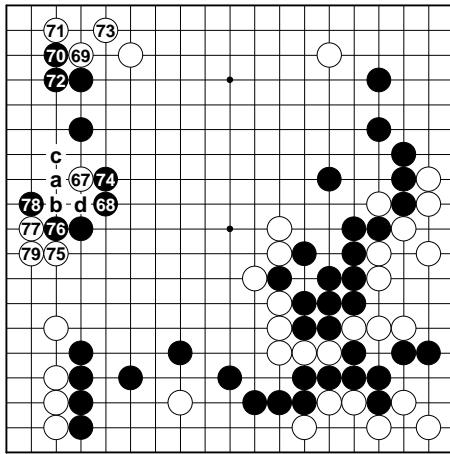
After getting in 61, White can take a deep breath.

Cutting and capturing with Black 62 is a vulgar sequence.



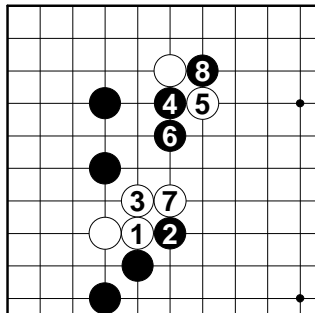
**Diagram 12**

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



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

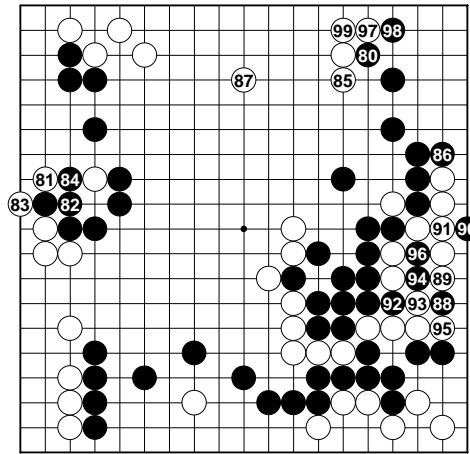
White's invasion at 67 is seen frequently in handicap games of 6 stones or higher. Black gets full credit for responding at 68. Instead of 68, one often sees the sequence Black *a*, White *b*, Black *c*, White *d*, which is the worst way to play. In response to Black 68 ...



**Diagram 13**

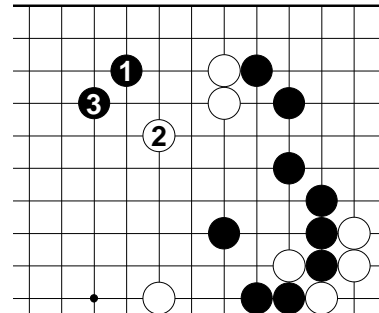
White would like to move out with 1, but after 2 through 8, White's position is no good.

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



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

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



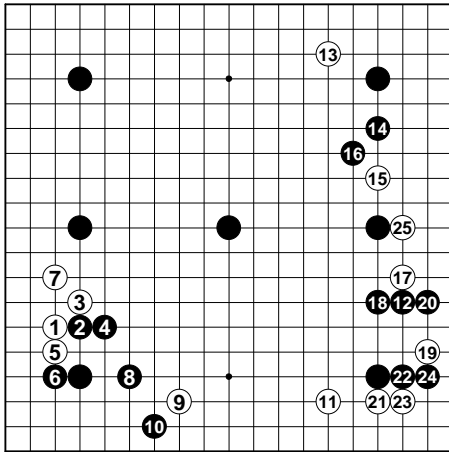
**Diagram 14**

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

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

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

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



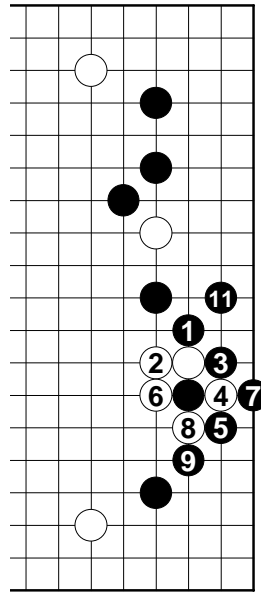
**Figure 1 (Moves 1 through 25)**  
**Getting forced**

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

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

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

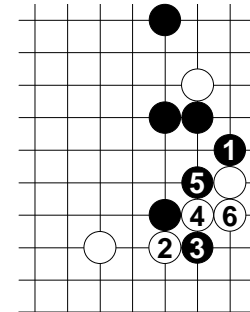
Black allows himself to be forced with 18.



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

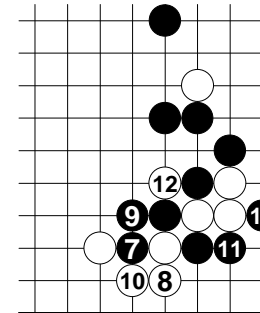
The diagonal attachment at 1 is a good move. Black gets a good position after 2 through 11.

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



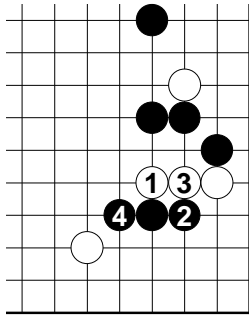
**Diagram 2**

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



**Diagram 3**

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

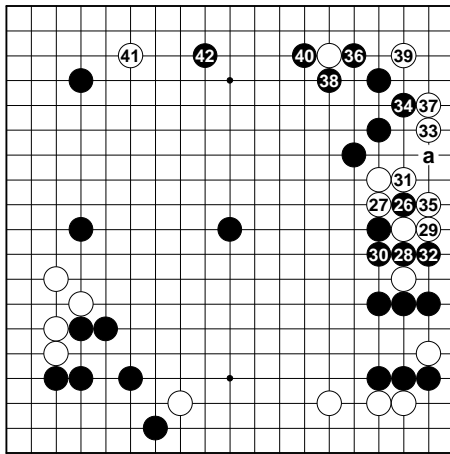


**Diagram 4**

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

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

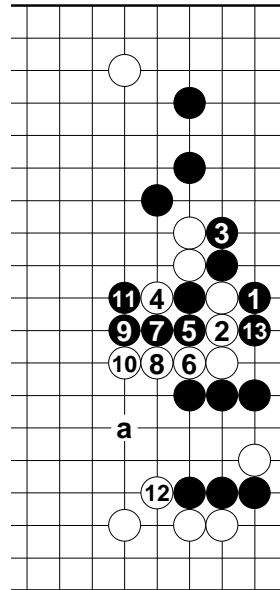
White now plays 25, looking for complications. How should Black play?



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

**Black skillfully changes course**

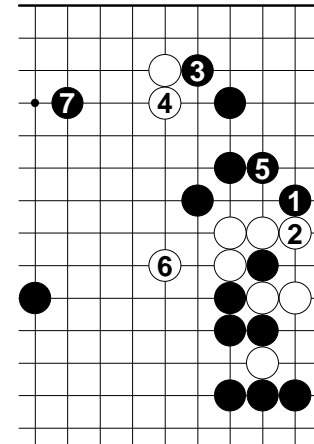
Black naturally plays the *hane* at 26, but after that, 28 and 30 are not forceful enough.



**Diagram 6**

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

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

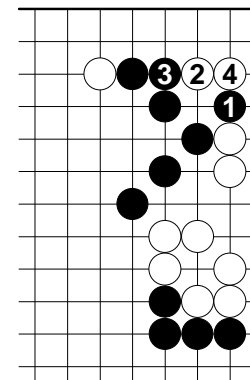


**Diagram 7**

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

After getting in 33, White is safe.

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



**Diagram 8**

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

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

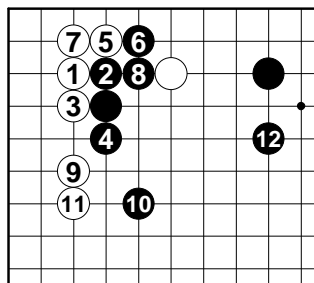


Diagram 8

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

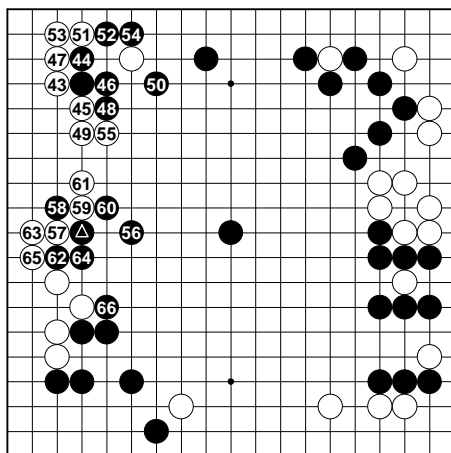


Figure 3 (Moves 43 through 66)

**Giving up too soon**

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

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

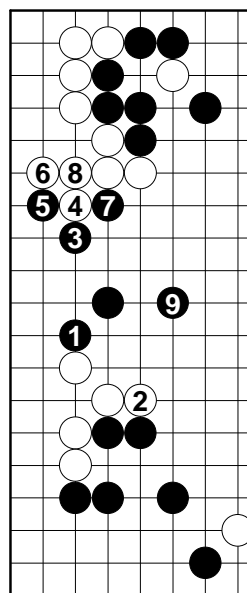


Diagram 9

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

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

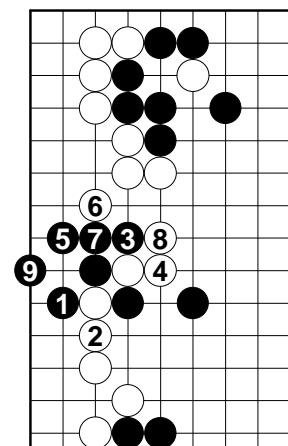


Diagram 10

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

A further note on Black 60 ...

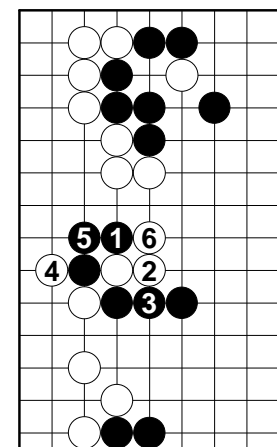
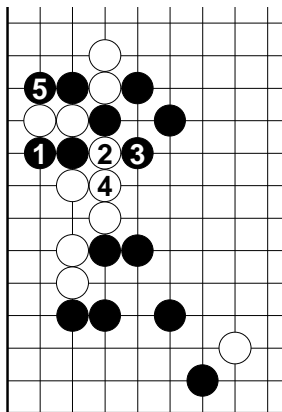


Diagram 11

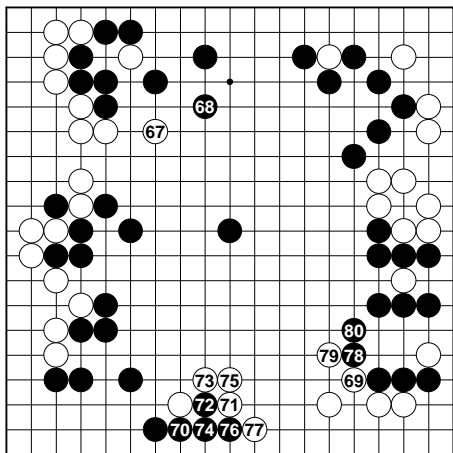
The *atari* at 1 followed by the connection at 3 is usually a good *tesuji*, but in this case White can take emergency measures with 4 and 6, which is no good for Black.

Further, Black can defer the connection at 64.



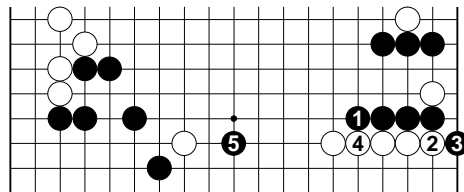
*Diagram 12*

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



*Missing the vital point*

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



*Diagram 13*

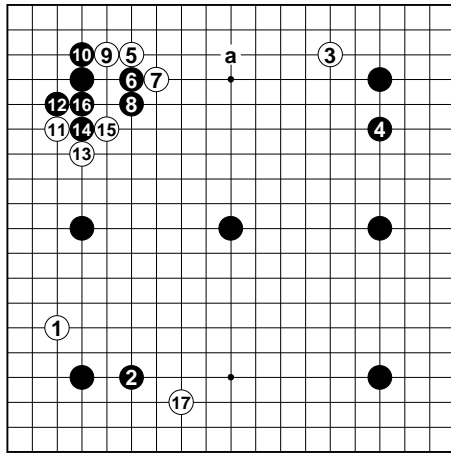
Extending to Black 1 is a vital point. Since this sets up the push at 4, White must respond with 2 and 4. Then if Black invades at 5, there is no doubting that Black is ahead.

However, Black plays perfectly after move 70.

*Moves after 80 omitted*

*Black wins by 5 points*

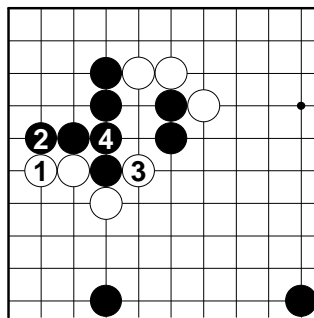
## 7 STONE HANDICAP GAME (2) FROM A TEACHING GAME AGAINST "S" 1-DAN



**Figure 1 (Moves 1 through 17)**  
*Light, nimble play by White*

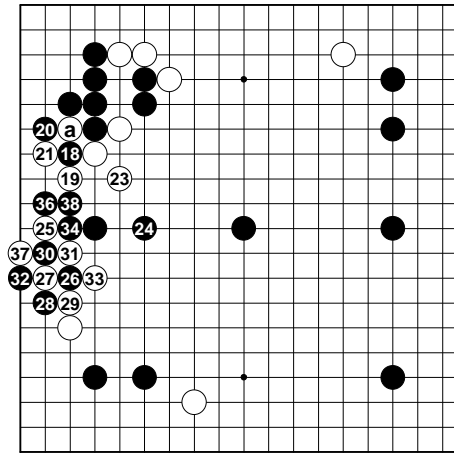
Instead of White 11, the usual move is White *a*. Then Black will defend at 13.

Instead of White 15, the *joseki* is ...



**Diagram 1**

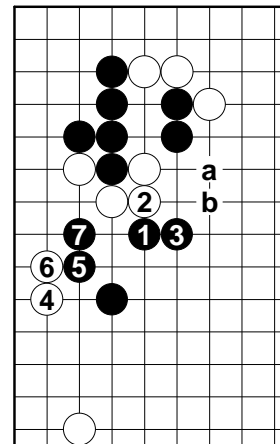
to descend to White 1 and then give *atari* with 3. However, this felt a little heavy, so in the game White just gave *atari* with 15 then developed with 17.



**Figure 2 (Moves 18 through 38)**  
*22 connects. 35 captures ko.*

*A mistake in fighting*

Instead of cutting with Black 18 ....

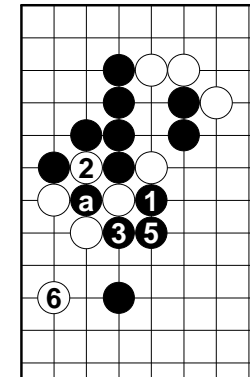


**Diagram 2**

it was possible to attack on a larger scale with Black 1 and 3. However, White can undercut Black with 4 and 6, and then later can force again with *a* and

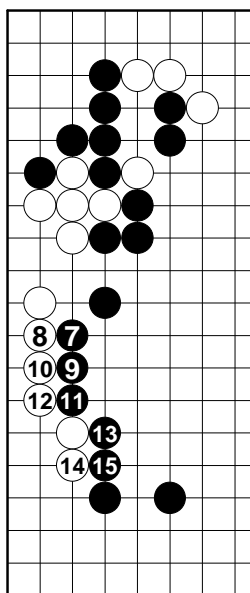
*b*, so this is actually not very interesting for Black.

However, in response to White 21, filling with Black 22 is no good. After White makes shape with 23, Black can't be satisfied with this result. Instead of 22 ...



**Diagram 3 (4 connects at a)**

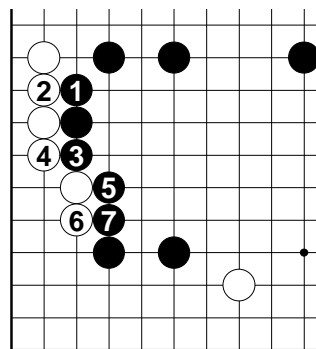
Black must cut with 1. After White captures with 2, lets suppose that Black plays 3 then connects with 5. About the best White can do is to run out with 6. Then ...



**Diagram 4**

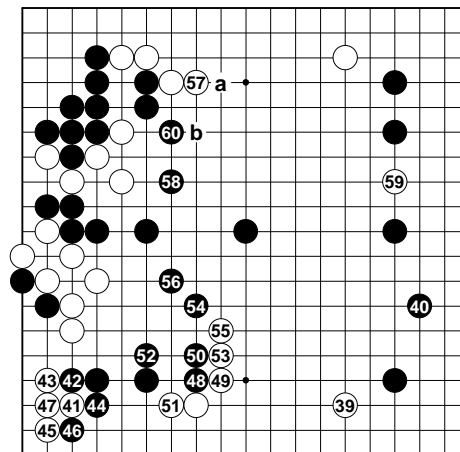
Black can press forward with 7 through 15, painting the outside with thickness. This is the simplest way to play. The more stones that get played in this sequence, the thicker Black becomes. This is good, even if Black concedes a bit of territory.

Black 26 was a good move, but Black 28 is questionable. White cuts and creates a ko with 29 through 34. As the proverb says, “there is no ko in the opening.” With no appropriate ko threats, Black has to give in with 36 and 38. This is an unsatisfactory result. Therefore, instead of Black 28 ...



**Diagram 5**

Black can draw back with 1 and play thickly, following the example of Diagram 4. This would be better than the game.

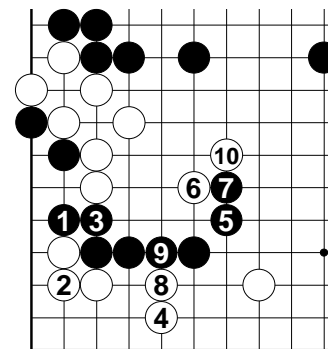


**Figure 3 (Moves 39 through 60)**

**Solid and too solid**

In a handicap game it goes without saying that it is good for Black to play solidly, but there are limits.

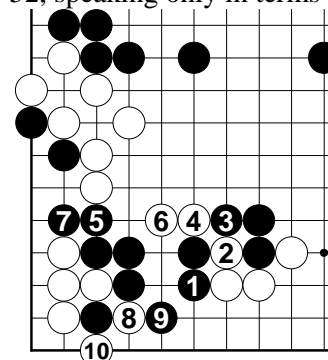
In response to the White invasion at 41, taking *sente* with Black 42 and 44 is an example of good solid play. Instead of 44 ...



**Diagram 6**

If Black had blocked at 1, eventually he will have to run out anyway, and after White 6 through 10, Black comes under severe attack.

Attaching at 48, extending to 50 and in response to White 51, connecting with the bamboo joint at 52 are also good examples of solid play. Instead of 52, speaking only in terms of shape ...



**Diagram 7**

The block with Black 1 looks right. But you can't play go thinking only about shape. After White pushes and cuts with 2 and 4, Black is in trouble.

Black continues to come under attack with White 53. With the sequence up through Black 56, Black finds a way to connect. But all Black is doing is connecting, which is hard to take. This



trouble was caused by Black's failure to play in the vicinity of 60, at the very least he should go as far as *b*.

White 57 avoids a Black attack at *a*, while also looking to move out with the White stones on the left. Therefore Black 58 is natural. However, Black 60 is unnecessary. We can say that this move is too solid. If Black leaves out 60 ...

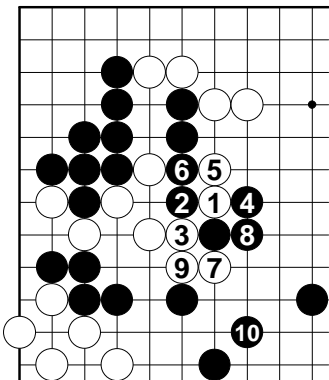


Diagram 8

White could play the attachment, but after 2 through 10, White can't get away anyway. Further, instead of 3 ...

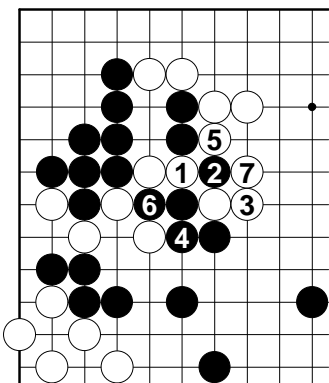


Diagram 9

If White plays 1, Black can take *sente* with 2 through 6.

If Black is going to play in the vicinity of 60, at the very least he should go as far as *b*.

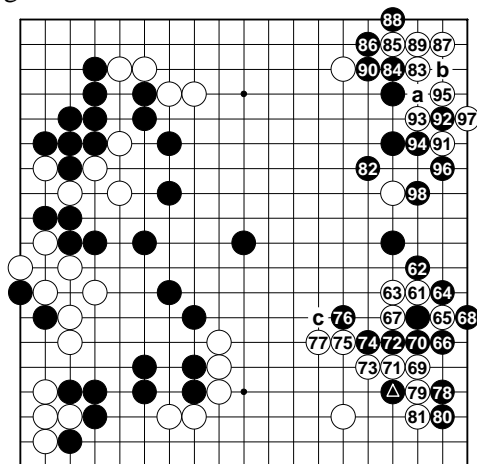


Figure 4 (Moves 61 through 98)

White expands

White's 61 and the following moves are a sequence for handicap go. Instead of capturing a stone with Black 68 ...

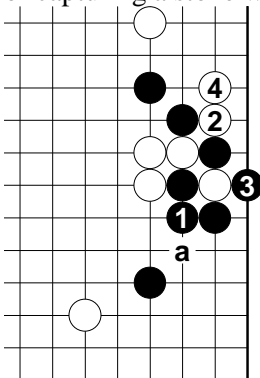


Diagram 10

Connecting with Black 1 prevents a White move at *a*. However White can still cause trouble by cutting at 2 and pulling back with 4.

White 69 is a novel move. We've already seen the *atari* at 70 instead of 69. Black 70 is the correct response to

White 69. However, following with Black 72 is a mistake.

Black adopted a strategy of sacrificing the triangled stone, but this is too big. Instead of Black 72 ...

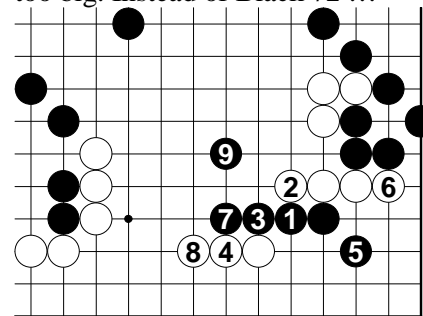


Diagram 11

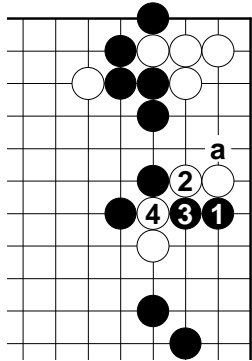
Black needs to come out with 1. If the sequence from 2 through 9 ensues, this fight is difficult for White as well as for Black.

Black's hane at 76 captures the three White stones, but this cannot possibly compare with the huge expansion of White's territory.

Black 82 gives White a chance to play tricks with 83, so Black could have considered defending with 85 instead of 82.

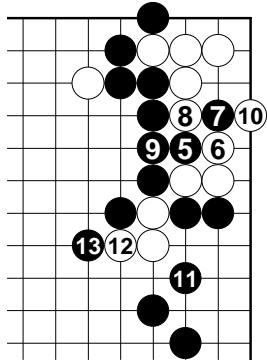
Blocking with Black 86 is a mistake. From a whole-board perspective, it would be better to block at *a*, then force at *b* and push with *c*.

Using the attachment at Black 92 through 96 is a vulgar way to stop White's advance. Instead ...



*Diagram 12*

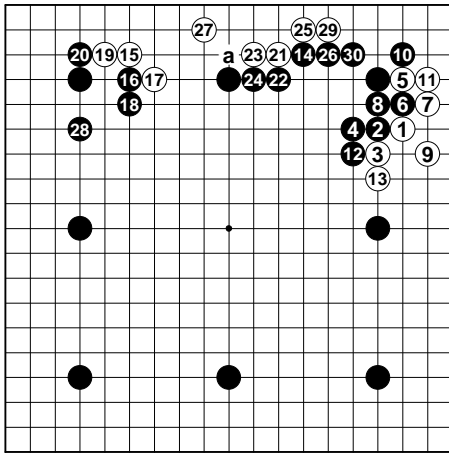
Black can just stop with the attachment at 1. There is nothing to be afraid of. If White plays 2 at 3, *a* is the end. If White plays 2, then cuts at 4 ...



*Diagram 13*

Black 5 through 13 catches White.  
*Moves after 98 omitted*  
*White wins by 1 point*

## 8 STONE HANDICAP GAME (1) FROM A TEACHING GAME AGAINST "K" 1-KYU



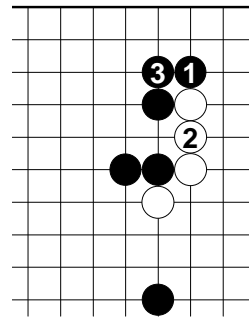
**Figure 1 (Moves 1 through 30)**

**A severe move**

In an 8-stone handicap game, Black has stones on the key points surrounding every area, so from the very beginning every White move is an invasion. It is important for Black to play to connect his stones, that is, to play thickly.

The attach-and extend *joseki* with 2 and 4 forces an early clarification of the local shape. It is a good choice in high handicap games because it simplifies the position.

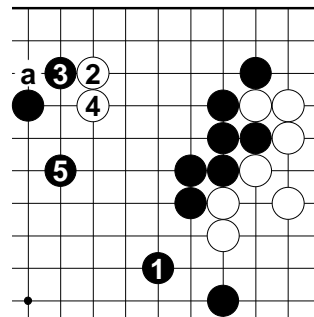
Instead of the wedge at Black 6 ...



**Diagram 1**

Blocking from the corner with Black 1 does a better job of taking territory. But in an 8-stone handicap game, the continuation in the game can't be bad either.

Defending with Black 14 is an unambitious move. Instead ...

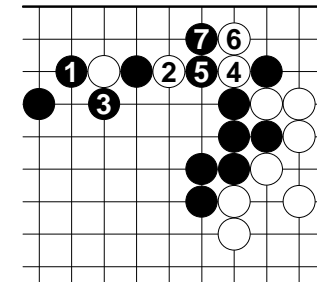


**Diagram 2**

Sealing White in with Black 1 is a better idea, inviting White to invade the top with 2. Then attacking with 3 and 5 is severe. If Black is going to begin with a move on top, it is better to play *a* than 14 in the Figure.

Black 16 begins another attach-and-extend *joseki*, which continues through 20. Black 22 and 24 are a thick way to

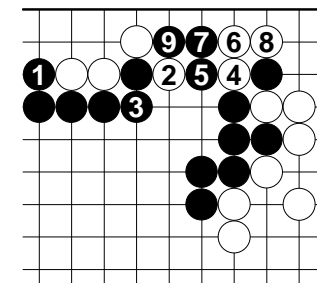
play, but if Black wants to play more severely ...



**Diagram 3**

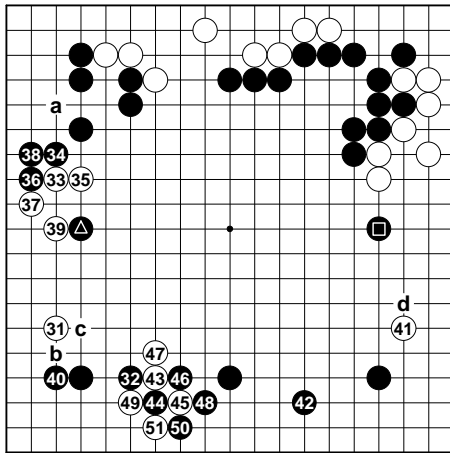
Black 1 is the more severe way to play. If White clamps with 2, Black can respond at 3. The cut at White 4 is nothing to be afraid of.

Pulling back with Black 26 is not so much thick as slack.



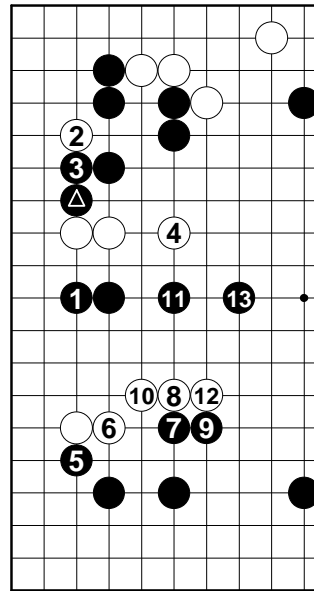
**Diagram 4**

If Black blocks with 1, White faces a painful struggle. If White cuts with 2 and 4, Black plays the sequence through 9 and has nothing to fear.



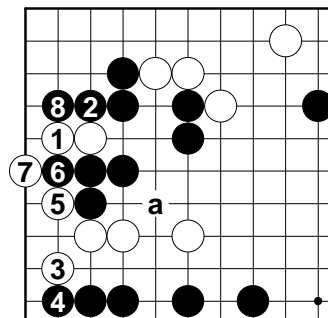
**Figure 2 (Moves 31 through 51)**  
*Allowing White good shape*

When White invades at 33, the usual response is at the location of 35, but in this case, Black 34 is also okay. However, Black's *hane*-and-connect with 36 and 38 is not good. Probably Black was afraid of White *a*, but Black's continuation gives White perfect shape with 37 and 39, and the triangled stone withers on the vine. Instead of Black 36 ...



**Diagram 5**

Black needs to descend with 1, otherwise the diagonal attachment (the triangled stone) is not effective. If White plays 2, Black can resist with 3. In response to White 4, starting a battle on a second front with the sequence starting with Black 5 is a high-level tactic.



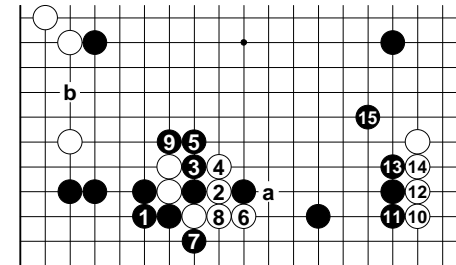
**Diagram 6**

Continuing from the previous diagram, Black is okay even if White descends to 1. After Black 2 through 8,

the peep at *a* is forcing so Black has no worries.

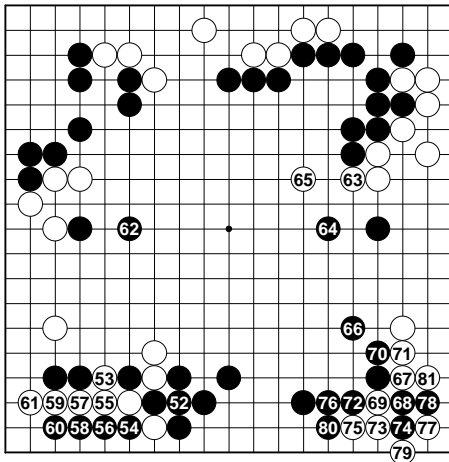
Black 40 is very solid, but ideally I would have liked to have seen Black play the diagonal attachment at *b*. Then when White responds at *c*, Black can develop quickly at *d*. When White gets to play 41, the squared Black stone becomes a bit thin.

White 43 is a bit unreasonable, but without sowing confusion White has no chance to catch up. Rather than gripping a stone with Black 48 ...



**Diagram 7**

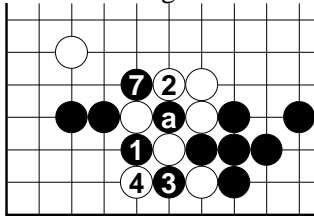
Black should connect with 1, then respond to White 2 and 4 by running with 3 and 5. After White 10, Black can choose a somewhat unusual sequence with 11 through 15, after which Black can aim at either *a* or *b* in the future.



**Figure 3 (Moves 52 through 81)**

**An unnecessary retreat**

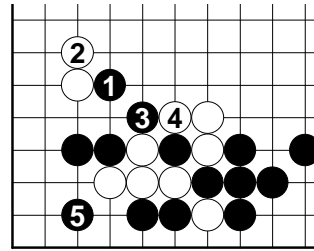
After White 53, cutting below with Black 54 is no good. Instead ...



**Diagram 8**

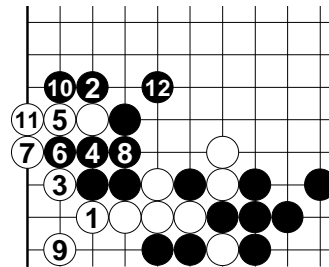
Black should cut with 1. When Black gives *atari* with 3, White 4 starts a *ko*, then Black takes at *a*; but, in this position, Black will ignore any *ko* threat and capture at 7.

After White connects with 55, Black sacrifices two stones with 55 through 60, but this is too much to give up. Instead of Black 58 ...



**Diagram 9**

Black can ask with the attachment at 1. If White pulls back with 2, Black can neatly connect with 3 and 5. Or, instead of White 2 ...

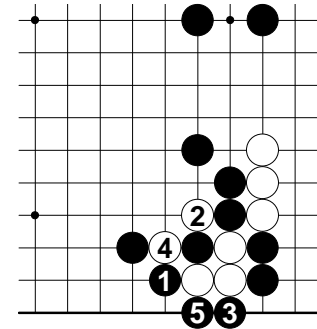


**Diagram 10**

If White resists with 1, Black can counterattack with 2. The sequence after 3 is not branched, and Black gets a playable position after 12.

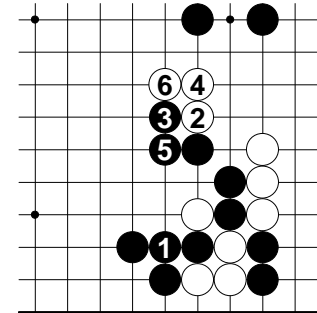
Instead of Black 66, playing at 67 would have gained more territory, but then White jumps out to 66 and the 2 Black stones come under attack. Black made the right choice here, choosing thickness over territory.

Black 76 was a blunder. Instead ...



**Diagram 11**

The block at 1 succeeds. White goes down for the count after Black 3 and 5.



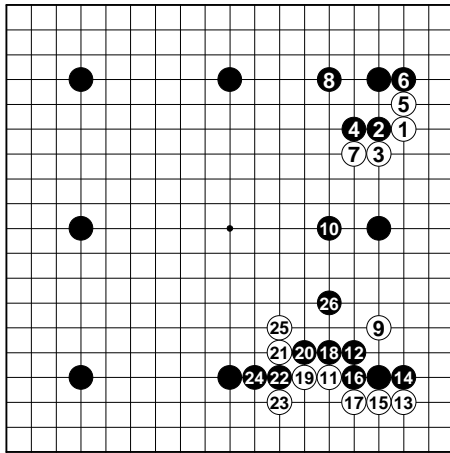
**Diagram 12**

In the previous diagram, Black could also capture with 1 in this diagram, but this leaves behind bad *aji* after 2 through 6.

**Moves after 81 omitted**

**White wins by 2 points**

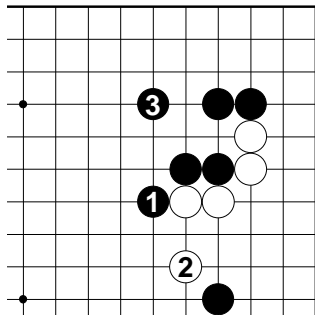
## 8 STONE HANDICAP GAME (2) FROM A TEACHING GAME AGAINST "Y" 1-KYU



**Figure 1 (Moves 1 through 26)**

*Too timid on the side*

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

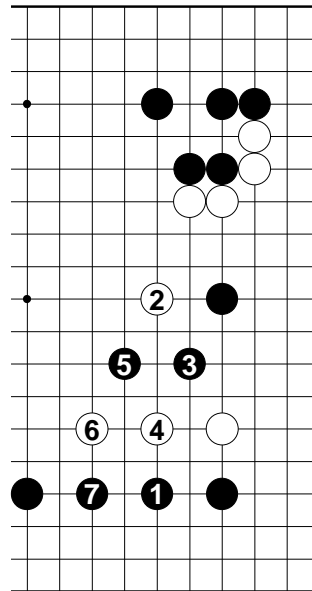


**Diagram 1**

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-

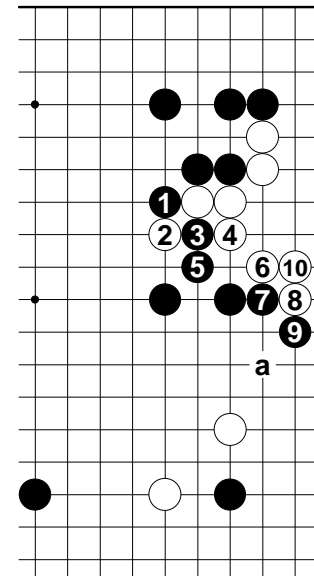
*kakari* at 11, making the situation a bit complicated. Instead of Black 10 ...



**Diagram 2**

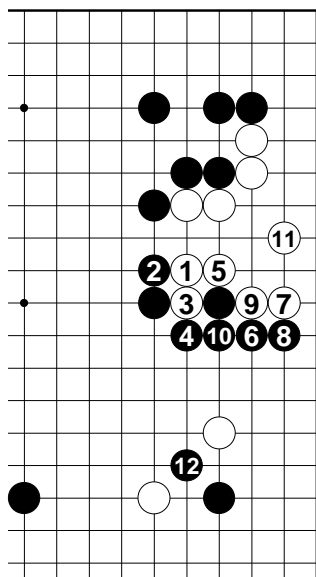
Black has nothing to worry about after defending with 1. White naturally caps with 2, but Black gets out easily with 3 and 5.

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



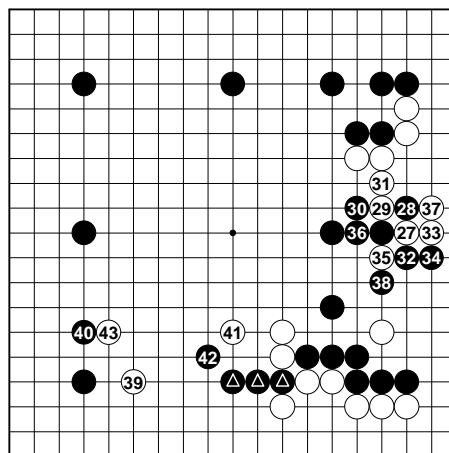
**Diagram 3**

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*

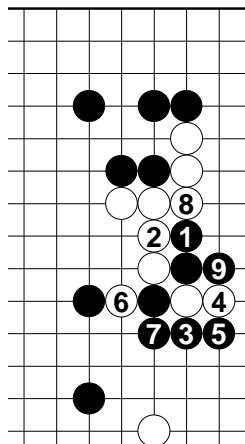
In the previous diagram, instead of playing the *hane* at 2, White might try peeping at 1 in this Diagram. After Black blocks with 2, we can envision the sequence through White 11. Then Black can play the diagonal move at 12 after all, with a superior position.



*Figure 2 (Moves 27 through 43)*

*Extend from a crosscut*

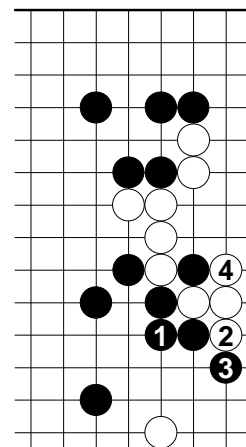
Since Black did not settle the position with the sequences in Diagrams 3 and 4, White comes back with the attachment at 27. Black 28 is good, but 30 is questionable.



*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.

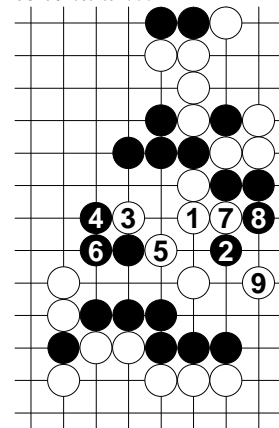
Black 34 is also a clumsy move. In this sort of situation ...



*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* ...



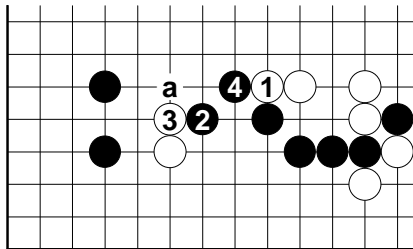
*Diagram 7*

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.

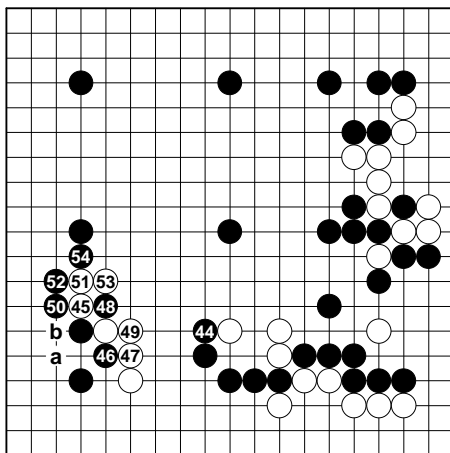
White 43 is a leaning attack. Instead of 43 ...



**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?

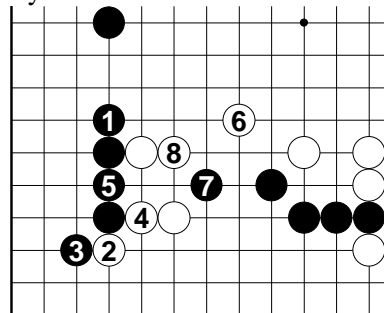


**Figure 3 (Moves 44 through 54)**

**The fruits of a tesuji**

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

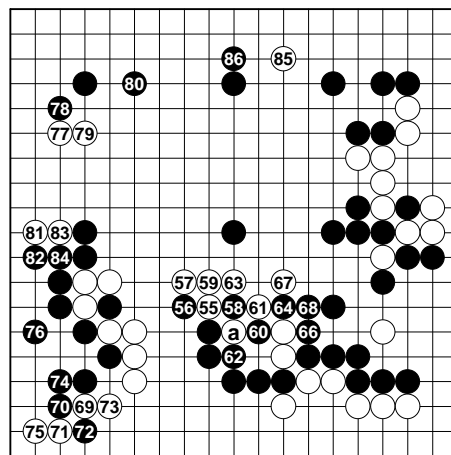
and pushing out with Black 44 is the only move. Instead of Black 44 ...



**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)**

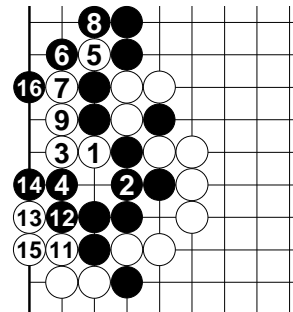
**65 captures ko**

**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

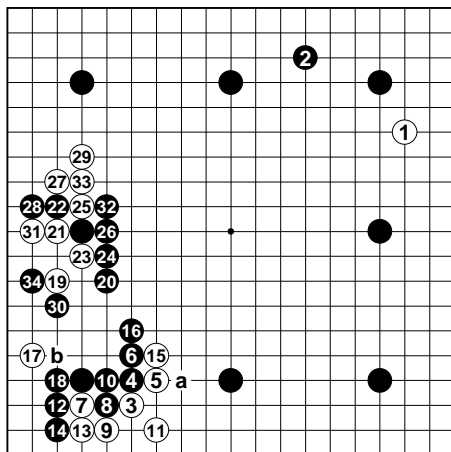
Black suffered in the lower half of the board, but then recovers with fine moves at 78 and 86.

**Moves after 86 omitted**

**Black wins by resignation**

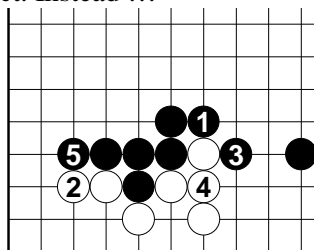


## 8 STONE HANDICAP GAME (3) FROM A TEACHING GAME AGAINST "N" 3-KYU



**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 ...

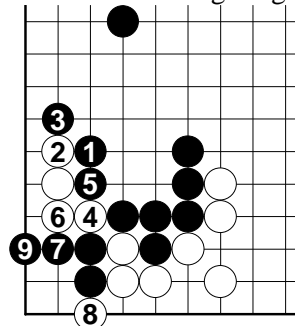


**Diagram 1**

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.

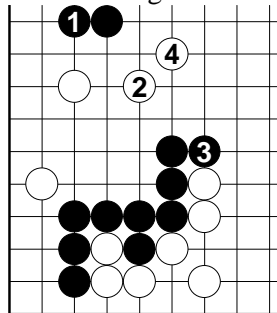


**Diagram 2**

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.

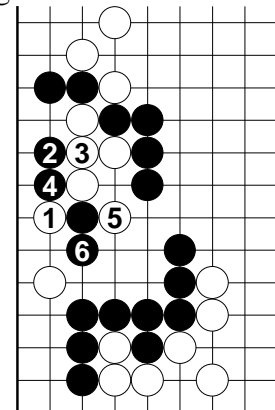
Black 20 is a good move. Instead ...



**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.

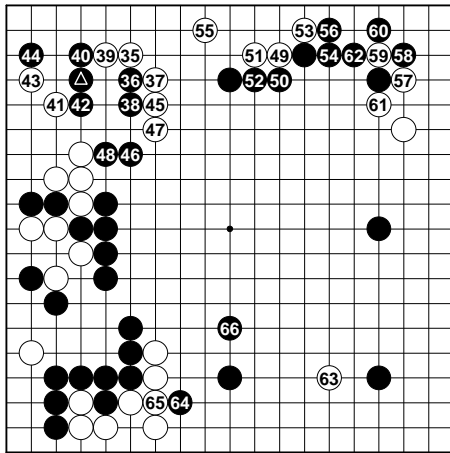


Figure 2 (Moves 35 through 66)

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 ...

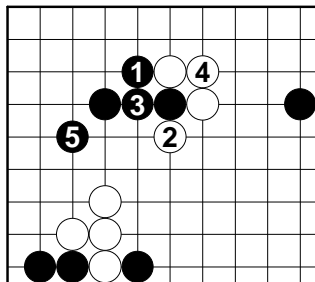


Diagram 5

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

In response to Black 40 ...

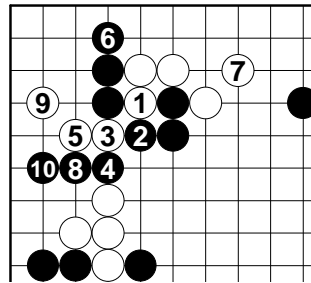


Diagram 6

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 ...

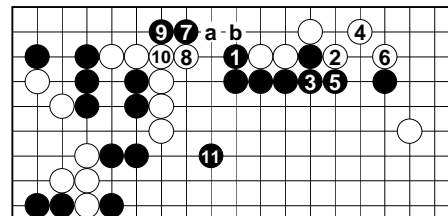


Diagram 7

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 ...

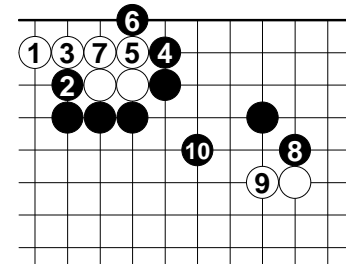
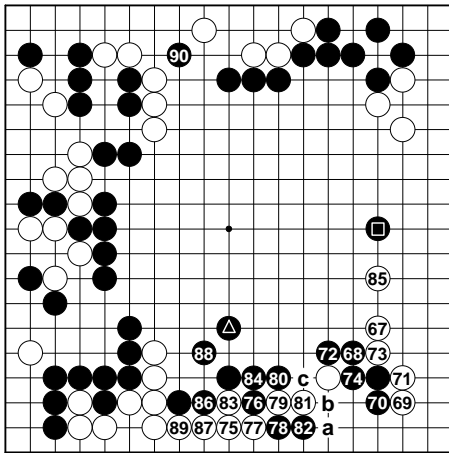


Diagram 8

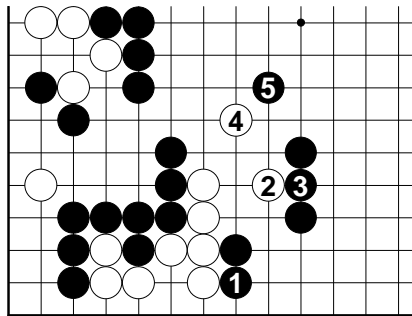
White 1 is really the correct move. However, this still lets Black gain a favorable position with 2 through 10.

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 ...

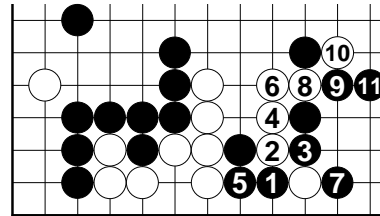


**Diagram 9**

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.

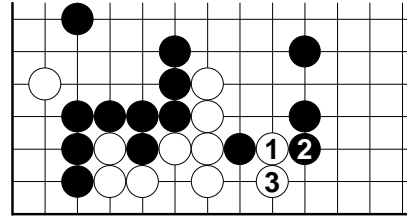
White can heave a small sigh after getting to play at 75, but this is still dangerous.



**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 ...

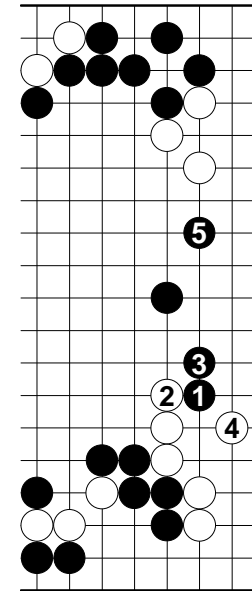


**Diagram 11**

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 ...



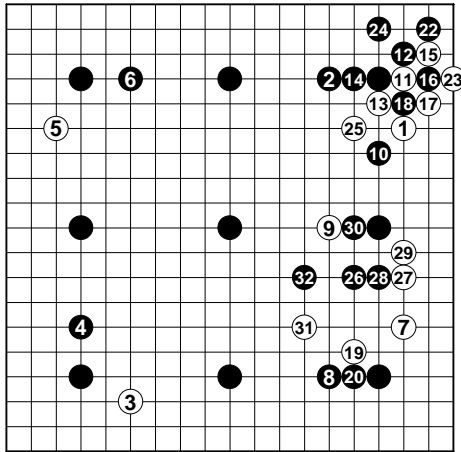
**Diagram 12**

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*

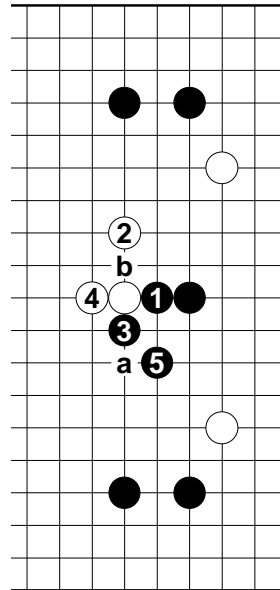
## 9 STONE HANDICAP GAME (1) FROM A TEACHING GAME AGAINST "E" 3-KYU



*Figure 1 (Moves 1 through 32)  
21 Captures Ko*

Finally, we look at 9-stone handicap games. Black needs to play even more solidly than in the games up to now. Mastering 9-stone games opens the path to playing well in 6-stone and 4-stone games.

The cap at White 9 is a standard tactic in handicap games. Black has a number of ways to respond. On the one hand, the shoulder hit at Black 10 is severe, but it can also lead to complications. Instead of 10 ...

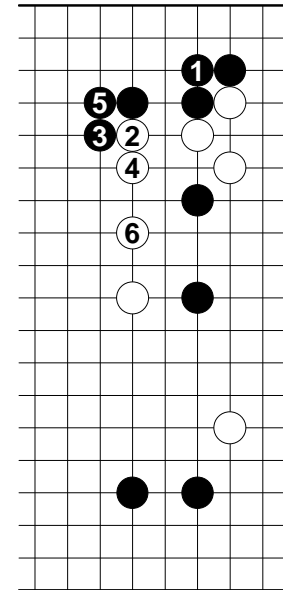


*Diagram 1*

Bumping up against White with Black 1 is the simplest way to play. If White jumps to 2, Black plays the sequence through 5. If White jumps to *a*, Black plays the *hane* at *b* – leading to the same result.

Instead of White 11, it's more usual to push at on top of Black 10, but White 11 and 13 is also an effective sequence for the stronger player to use in a handicap game.

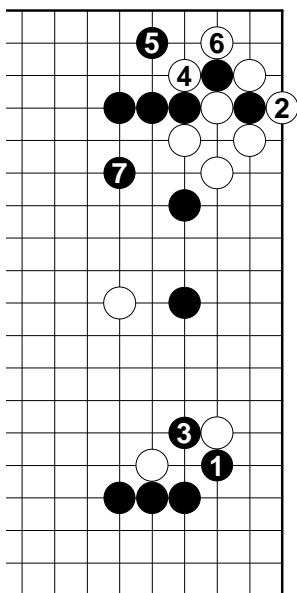
The connection at Black 14 is an excellent move. Instead of 14 ...



*Diagram 2*

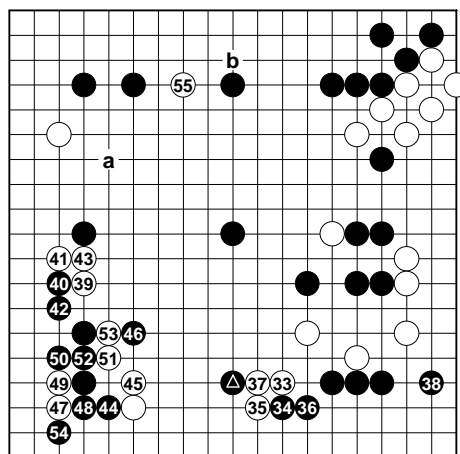
Connecting solidly at Black 1 actually helps White settle with 2 and 4.

In response to White 15, boldly confronting White with Black 16 and 18 is good. However, retreating with Black 22 is terrible.



**Diagram 3**

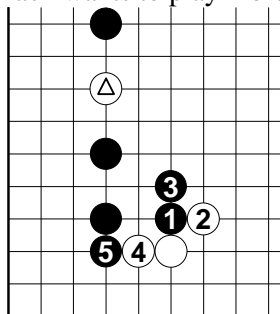
Black must fight the *ko*. Black can play the diagonal attachment at 1 followed by 3. After Black 5 and 7, the upper right corner is in no particular danger.



**Figure 2 (Moves 33 through 55)**  
**Two Terrible Moves**

In response to White's invasion at 33, attaching and pulling back with 34 and 36 is terrible. After White connects, the triangled stone goes to waste. In response to White 33, simply defending at 38 would have been fine.

In response to White 39, Black again attached with 40. Instead of 40, simply jumping to 46 was fine. Or, if Black wants to play more solidly ...

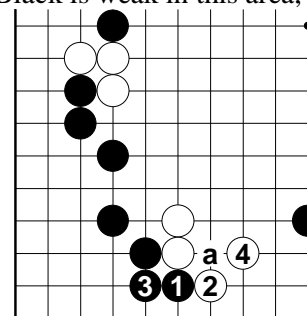


**Diagram 4**

Black can attach and extend with 1 and 3, then patiently aim at attacking the triangled stone.

At any rate, attaching and extending with Black 40 and 42 is absolutely the wrong way to play.

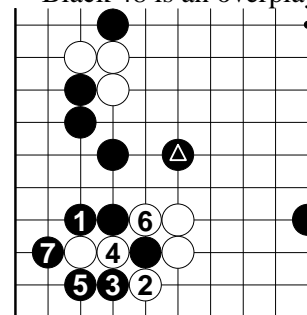
Jumping to Black 46 is an overplay. Black is weak in this area, so ...



**Diagram 5**

Black needs to take the opportunity to secure himself by playing the *hane* and connection with 1 and 2. White must play 4 to protect the cut at *a*, so Black gets *sente*, and can play first at *a* in the Figure.

Black 48 is an overplay. Instead ...

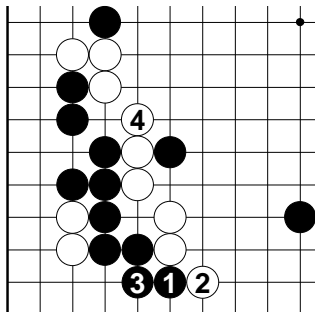


**Diagram 6**

It was better to play solidly with Black 1. This is a *joseki*, and playing this way ensures that the triangled stone will not be cut off. Also note that in this situation, playing Black 4 at 3 is not quite satisfactory.

Because Black tried a bit too hard with 48, White's peep at 51 is effective.

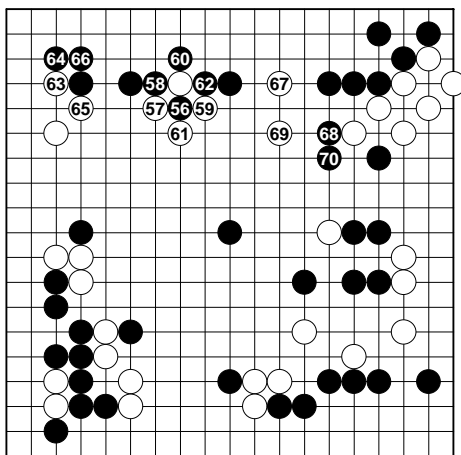
Allowing White to cut off Black 46 is painful. Black 54 is an attempt to erase the *aji* in the corner, but it's not that effective ...



**Diagram 7**

If Black wants to get rid of this *aji*, it's better to *hane* and connect with 1 and 3. White needs to connect with 4, so Black gets *sente* and can play at *a* or *b*.

When White gets the chance to play first on the upper side with the invasion at 55, it's clear that Black has lost a lot in the fighting in the lower left.



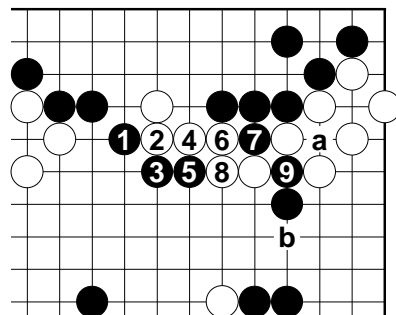
**Figure 3 (Moves 56 through 70)**

*A weak attack*

Attaching with Black 56 and connecting underneath by allowing White to make a *ponnuki* is seen

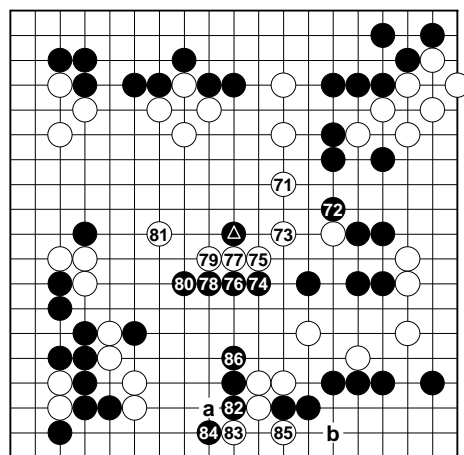
frequently, but it's usually bad. In a 9-stone game, however, Black can probably afford to play this way.

White invades once more with 67. Black's response at 68 and 70 is slack.



**Diagram 8**

Black has a splendid attack starting with the diagonal play at 1. If White runs with 2 and 4, Black can cut with 5 through 9 and White is in trouble. Next, if White *a*, then Black *b*.

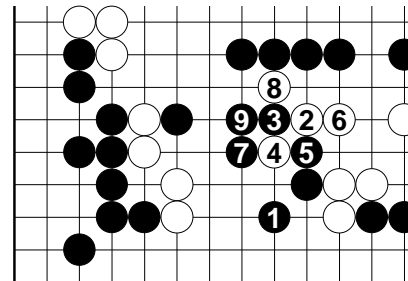


**Figure 4 (Moves 71 through 86)**

*The game becomes close*

The sequence from 71 through 81 in which the triangled stone gets surrounded can be ascribed to the difference in strength between the two players, but blocking with Black 82 is

just a bad move. White makes good shape with 83 and 85 and now cutting at *a* and jumping into Black's area with *b* are *miai*.



**Diagram 9**

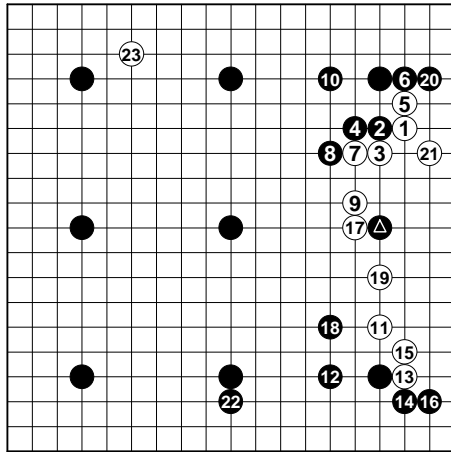
In this sort of situation, the secret is to pull back one step with Black 1. If White plays 2, Black attaches with 3. After the sequence through 9, Black has nothing to worry about.

The game has now become close.

*Moves after 86 omitted*

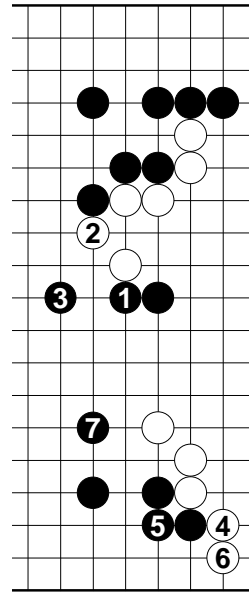
*White wins by 2 points*

## 9 STONE HANDICAP GAME (2) FROM A TEACHING GAME AGAINST "S" 3-KYU



*Figure 1 (Moves 1 through 23)  
The Iron Pillar*

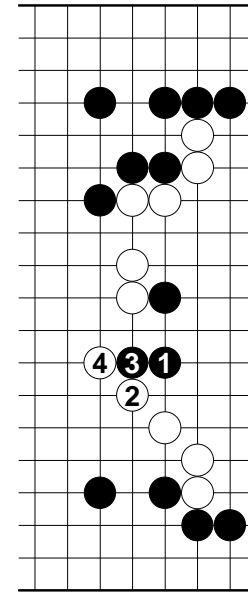
White is thinking about the triangled stone when making the approach at 11. The descent at Black 16 is locally the proper move, but this case calls for a different approach ...



*Diagram 1*

Black can *tennuki* in the lower right corner and play 1 and 3. Allowing White to *hane* at 4 is a bit painful, but Black can get compensation in the center in the sequence through 7.

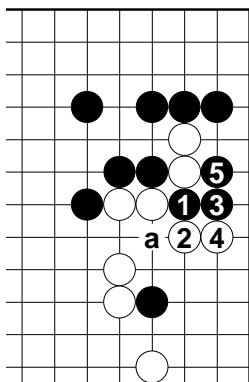
After 17, Black gives up on the triangled stone, which is a wise decision. Instead of Black 18 ...



*Diagram 2*

Trying to move out with a move like 1 seems too late, and meets with a strong attack in the shape of 2 and 4.

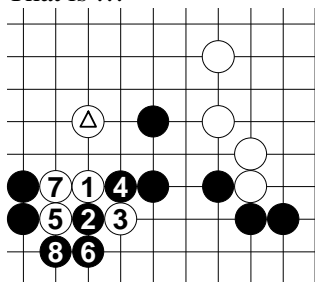
If White ignores the Black descent to 20 ...



**Diagram 3**

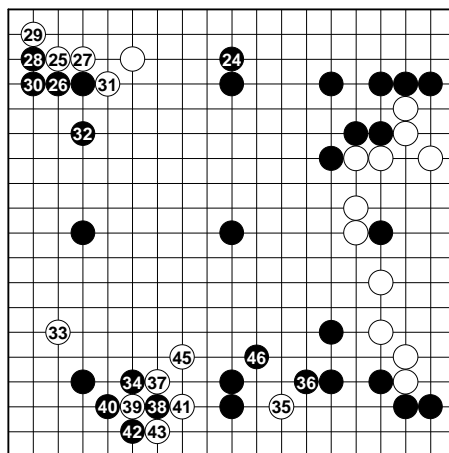
Black plays 1 and 3 and captures 2 White stones. If it were just a capture this would be OK, but after White 4 Black still has a cut at *a*, so White ends in *gote*.

Black's descent at 22 is called an iron pillar, and is a very solid move. That is ...



**Diagram 4**

In the future, even if White comes in the vicinity with a move like the triangled stone, Black can ignore it. After White 1, Black attaches with 2 and connects his groups with the sequence through 8.



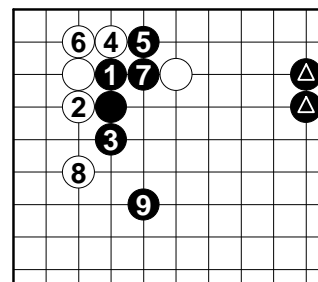
**Figure 2 (Moves 24 through 46)**

**44 Connects**

**Black 26 is too generous**

Black plays a second iron pillar at 24. This makes the upper right corner Black's territory. In high handicap games (6 stones or more), the iron pillar is a very effective move.

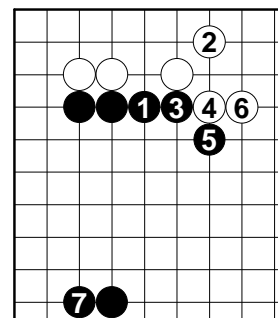
With 26, Black blocks in the wrong direction.



**Diagram 5**

Because of the marked stones, Black needs to block at 1. White 2 through 8 follow the *joseki*, but then Black 9 occupies a key point, expanding the *moyo*.

At first glance, the *hane* and connection at Black 28 and 30 look very solid, but this is also a mistake.



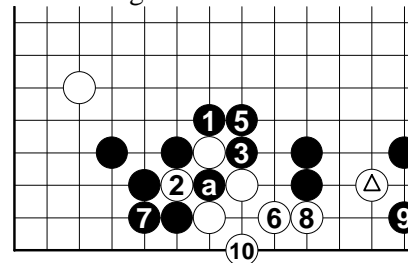
**Diagram 6**

Here Black 1 is an unmistakable key point. About the best White can do is 2, to defend against the push and cut, but Black is fine after expanding the *moyo* with 3 through 7.

With 31 it is White who gets the key point, and Black needs to defend with 32, which is painful.

White invades at 35 knowing it's unreasonable.

White 37 is a natural try. Black's responses after 38 are flawless, but it's worth noting that instead of Black 44 ...

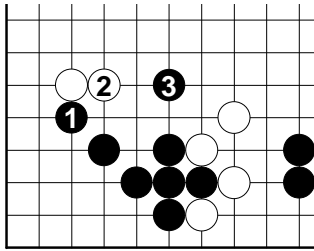


**Diagram 7**

It would be nice to counterattack with Black 1, but after White 10, this White group won't die because the marked stone comes into play.

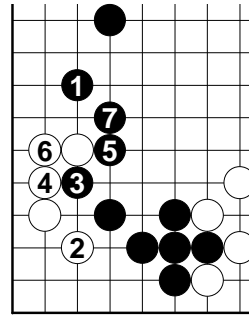
Black 46 seems to be from a worry about White moving out, but this is an uninspired move. Instead...





**Diagram 8**

Black can take the initiative with 1. If White 2, Black gets to jump to 3, with attacking chances against both White groups.

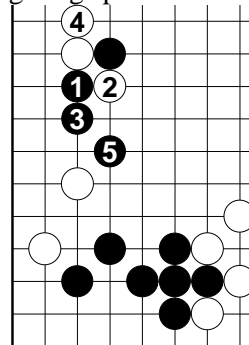


**Diagram 9**

Counterattacking with Black 1 is a good move. After sealing White in with Black 7, Black's outer thickness comes into play.

Instead of White 49, *a* is the proper move, but White is looking for complications.

Meekly defending with Black 50 avoids complications, but clearly lacks fighting spirit.



**Diagram 10**

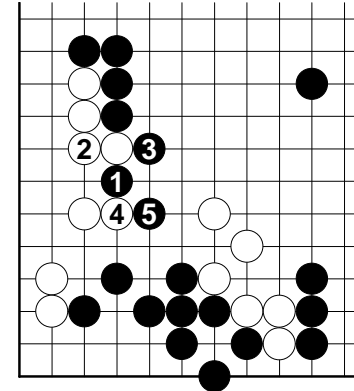
Black 1 would refute White's unreasonable play. If White cuts with 2, Black plays 3 and 5, and nothing White tries is going to work.

After 52, Black has clearly been forced.

In response to White 57, Black deserves no praise for 58. After 62,

Black ends in *gote*. Instead of 58, poking out with *b* was wiser.

Mr. S played the *hane* at 66 as if it were the only move, but Black has a better move.



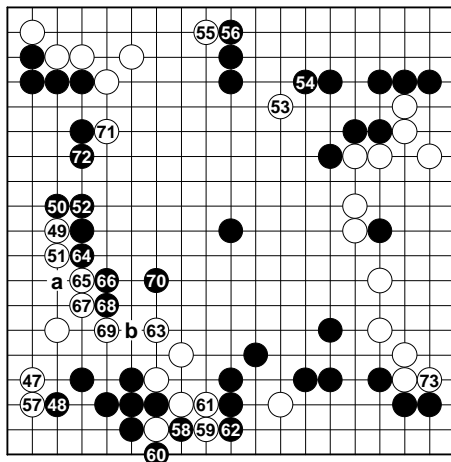
**Diagram 11**

Black should try attaching at 1. White needs to "apologize" with 2, and Black can seal off the outside with 3 and 5, leaving the 6 White stones on the lower side extremely thin.

Instead of Black 68, it would be better to attach at *b*.

In a handicap game, if Black makes a number of slack moves in a row like this, eventually White will catch up.

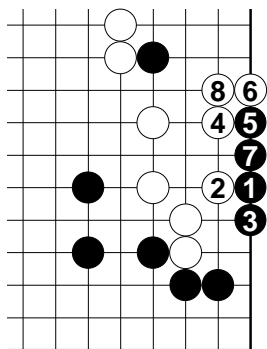
White 73 is a big reverse-*sente* endgame move. If Black plays first...



**Figure 3 (Moves 47 through 73)**

**Meek play by Black**

Defending the 3-3 point with Black 48 is small.



**Diagram 12**

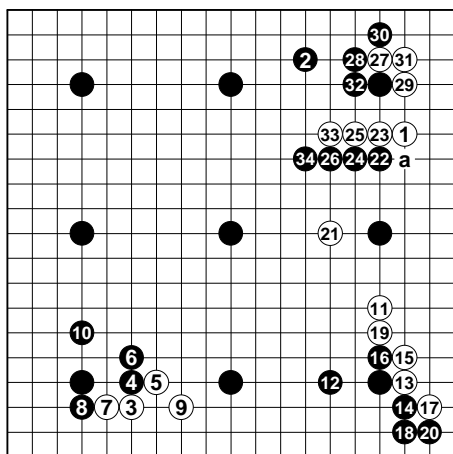
Black can play 1 through 5 in *sente*.

White 73 prevents this.

*Moves after 73 omitted*

*White wins by 5 points*

## 9 STONE HANDICAP GAME (3) FROM A TEACHING GAME AGAINST "H" 4-KYU



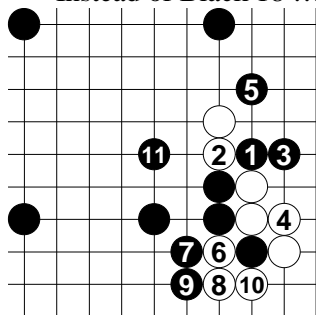
**Figure 1 (Moves 1 through 34)**

*The shoulder hit is good*

Black 4 through 10 are a typical *joseki*.

Instead of pushing with Black 16, descending to 17 is *joseki*. However, White's *hane* at 17 is an overplay which gives Black a chance.

Instead of Black 18 ...



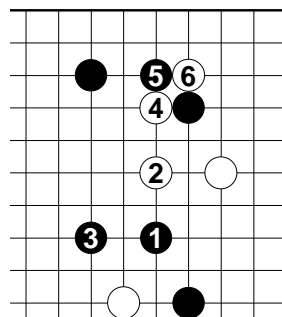
**Diagram 1**

Black's *hane* at 1 succeeds. After White cuts at 2 the sequence through Black 11 is forced, so Black could have

seized a huge advantage. It follows that instead of White 17, White needed to play at 19 and allow Black to play at 17.

In response to White's cap at 21, Black escaped with 22. Instead of this

...



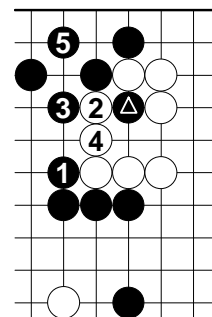
**Diagram 2**

Black could also escape with a knight's move at 1, but after White jumps to 2 then attaches and cuts at 4 and 6, matters become complicated.

After the shoulder hit at Black 22, Black can stay one step ahead of White with 24 and 26, so Black has no worries. Both 24 and 26 are better than blocking at *a*, which would let White *hane* at the head of two (or three) stones.

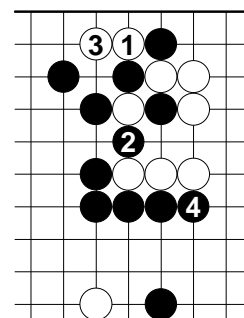
White's attachment at 27 is a natural attempt to take advantage of the thickness gained by 23 and 25. If White unimaginatively invaded at 31, Black would calmly block at 29, which is not satisfactory for White.

Black defends satisfactorily at 28 and 30, but the connection at 32 is problematic...



**Diagram 3**

The turn at Black 1 is the key point, viewing the triangled stone as light. If White cuts at 2, Black gets great shape after the sequence through 5. Instead of White 4 ...



**Diagram 4**

If White varies by cutting underneath with 1, then after Black 2, blocking with Black 4 is a good move.

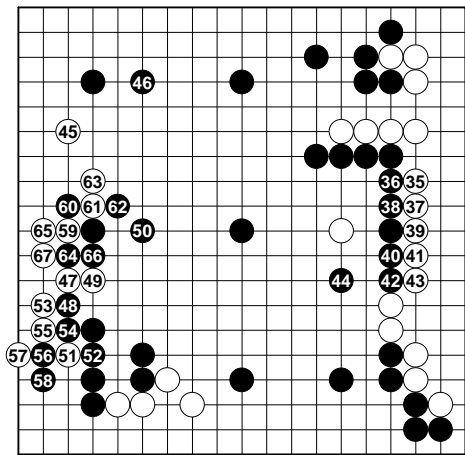


Figure 2 (Moves 35 through 67)  
Too little resistance

When White jumped to 35, Black responded with 36 but this is the proverbial empty triangle, which is bad shape. Instead of 36 ...

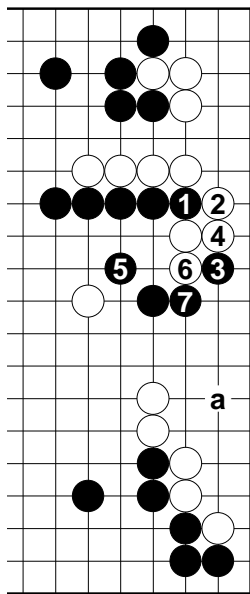


Diagram 5

Black gets better shape by pushing with 1, then peeping with 3. After Black

7, next Black can aim at *a*, with an attack on the White group.

However, after pushing with 36 Black does well to continue through 44, playing thickly.

The diagonal attachment at Black 48 is a good move, but the jump to Black 50 is questionable. More severe would have been to descend to 59 or to jump to 63, aiming at attacking the White stone at 45.

Jumping to 50 gives White the chance to play the attachment at 59. But this White 59 is risky – if Black responds correctly, White will be in trouble. Instead of the *atari* at Black 62 ...

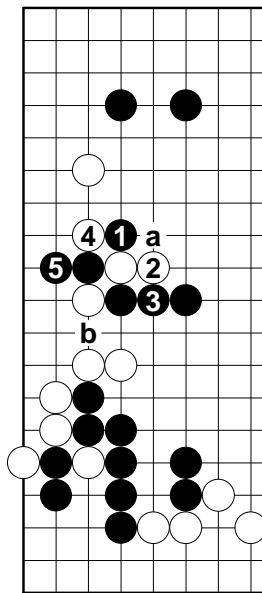


Diagram 6

Black can make better shape by giving *atari* with 1 then connecting with 3. The cut at White 4 is not dangerous, because the ladder with Black *a* and gripping a stone with Black *b* are *miai*.

Black 64 and 66 are also dull moves. Here ...

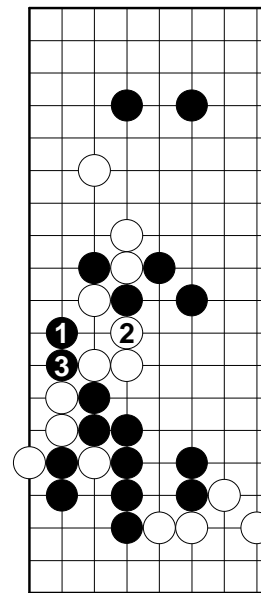
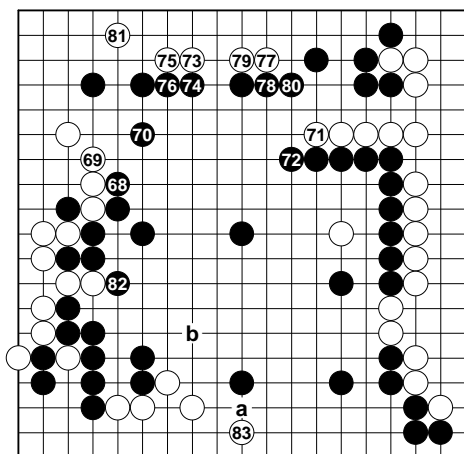


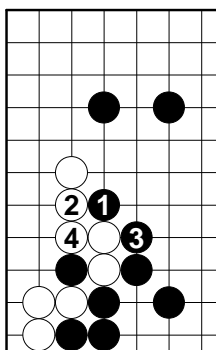
Diagram 7

Black has a sharp alternative in the placement at 1. If White plays 2, then Black at 3 finishes the job. Black doesn't need to play this right away, but 64 and 66 give up this *aji*.



**Figure 3 (Moves 68 through 83)**  
*More slack moves*

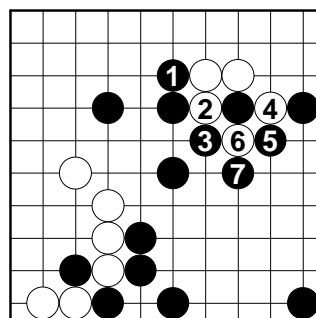
Pushing with Black 68 and aiming to play thickly with 70 is a good aim, but instead of Black 68 ...



**Diagram 8**

Going one step further with the attachment at 1 would deserve an A+. If White comes out at 3 instead of playing 2, then Black would play at 2, so the sequence through White 4 is forced. This result is better than the actual game.

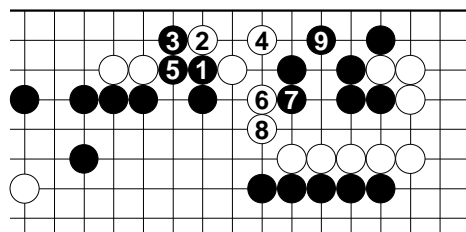
Black 74 is a good response to White's invasion at 73. However, instead of Black 76 ...



**Diagram 9**

Black could resist by blocking at 1. After White 2 and 4, Black can block at 5 and White's progress is halted.

Black's block at 78 is also slack.

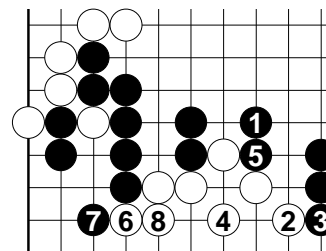


**Diagram 10**

Black needs to seal White off with 1 and 3. After Black 9, the group on the right will not die.

In the end, Black pulls back with 80 and lets White slide to 81. Letting White live with a large profit like this is uninteresting for Black.

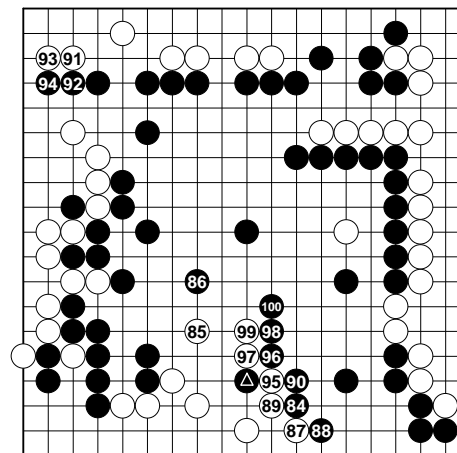
The block at 82 continues Black's policy of playing for thickness, but here descending to *a* was the largest move. After that, about the best White could manage is to jump to *b*. If White leaves out this *b* ...



**Diagram 11**

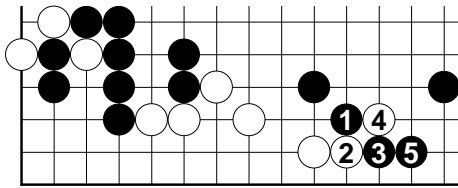
White will get sealed in after Black 1. After 2 and 4, White can manage to live, but Black's thickness is overwhelming.

White takes advantage of the opening left by Black and slides to 83. How should Black defend?



**Figure 4 (Moves 84 through 100)**  
*Playing thickly*

The knight's move at Black 84 is a weak-kneed move. In this sort of situation ...



**Diagram 12**

The diagonal move at Black 1 is the proper move. After White 2, if Black wants to play quietly extending to 4 would be fine. If Black wants to play more severely, the block at 3 followed by extending to 5 would be okay.

Because Black played 84 in the game, the triangled stone gets swallowed up after 95 and 97.

However, Black's policy of consistently playing for thickness has succeeded.

*Moves after 100 omitted*

*Black wins by 3 points*