

Strategy 3

Simply Attaching and Drawing Back From a 3-4 Point

23rd Annual Meijin League

White: Kataoka Satoshi 9-dan

Black: O Rissei

Up to this point I had won all seven of my games and had already earned the right to challenge Cho Chikun Meijin for the title, but the record of a complete sweep was hanging on this single game.

In reply to the attachment underneath with white 6, Black draws back to 7, making white 8 unavoidable, so Black gets sente, which may be considered a powerful opening strategy.

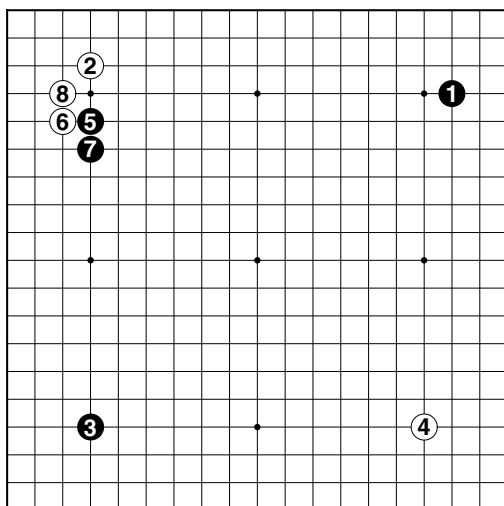


Figure 1 (1-8)

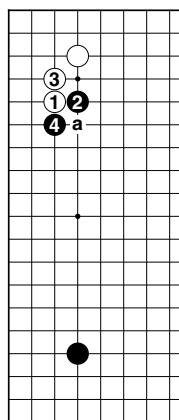


Diagram 1

Note that recently Black will play the single move of 2 in **Diagram 1** and then turn elsewhere. That leaves the considerable burden of the possibility of white "a".

However, in **Diagram 2** that cut does not exist. According to how the position develops, Black can take advantage of playing moves at either "a" or "b".

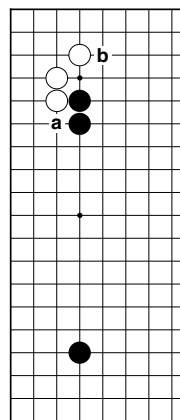


Diagram 2

Strategy 12 Protecting the Corner During a Fencing-In Joseki

53rd Annual Honinbo Best of Seven Title Match, Game 3

White: O Rissei

Black: Cho Chikun, Honinbo

This is Game 3 of the 53rd Annual Honinbo Best of Seven Title Match where I was challenging Cho Honinbo. Up to here I had lost two games in a row and my mindset was that "It's about time to chalk up a point."

Black 1 through 5 is the same development of stones as in "Strategy 1 A Knight's Move Corner Enclosure Aimed at A Star Point."

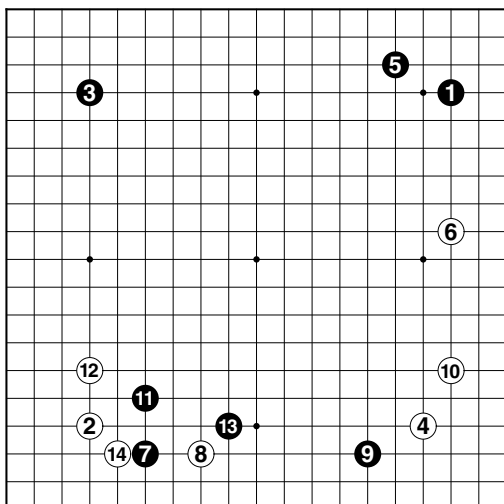


Figure 1 (1-14)

After the exchange of black 9 for white 10 has been made, in response to black 13, white 2 in **Diagram 1** leads to the sequence through black 9 and 11, where White's shape is painfully constricted.

Therefore, White has nothing better to do than to defend the corner with 14.

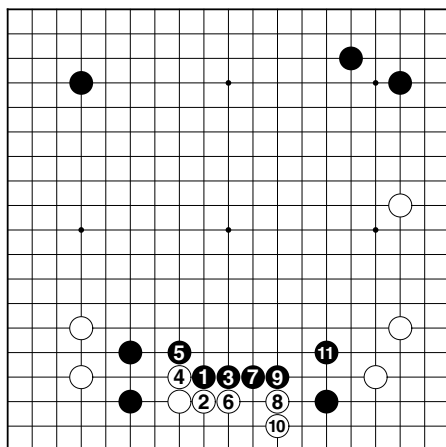


Diagram 1

White 66 Becomes the Decisive Move

The capture of white 64 fixes the shape and then the knight's move of white 66 is a decisive move that settles White's advantage.

It seems to me that among the readers there are more than a few who have been thinking of white "A."

But rather than white "A," playing in the fashion of white 66 meant that White had move power to apply against Black on the left side.

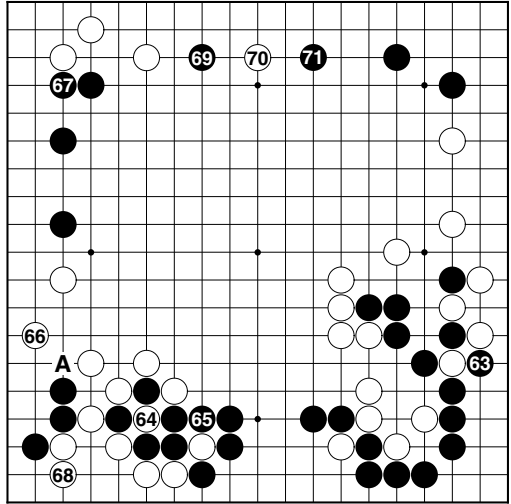


Figure 3 (63-71)

For instance, if White were to play "A" as with 1 in **Diagram 5**, Black is left with 2 through 6, a simple method to make life.

With White 66, after black 2 in **Diagram 6**, White is left with the aim of 3 to threaten Black's eye shape.

At present, with "a," Black can barely manage to survive, but depending on developments, White might very well forcibly attempt to capture Black and the feeling is that Black is playing while holding a ticking "time bomb."

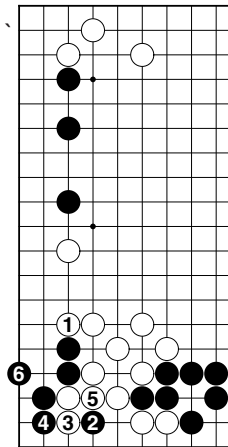


Diagram 5

In addition, following white 66, if black 2 in **Diagram 7**, white 3 through black 8 produces a ko.

White can use the move at "a" to attack Black while fighting the ko, so, White is not badly off.

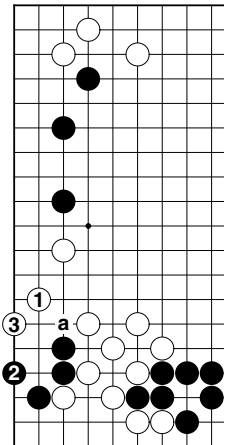


Diagram 6

Black 119: the Vital Point for Attacking White's Shortage of Liberties

Black 111 and 113 became the counter-attack to strike at the defects in White's position.

After white 114, Black backtracked to 115, making powerful shape for Black.

When this happens, White's group in the lower center area becomes comparatively thin and weak, so white 116 cannot be omitted and Black turns to 117.

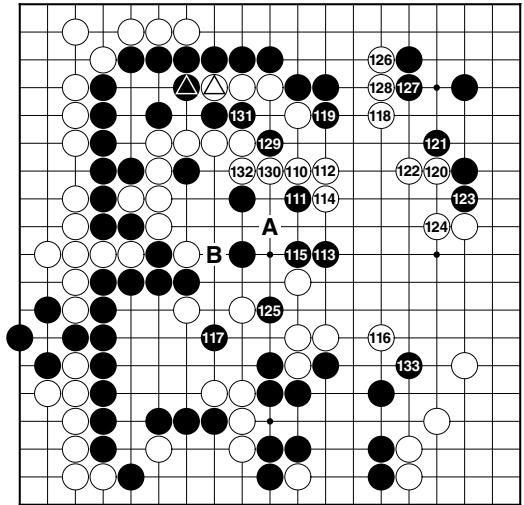


Figure 5 (110-133)

The outlook in the game has once again tilted in Black's direction.

Had White used the move at 110 to exchange "A" for black "B" as in Diagram 11 and then played white 110, this kind of thing would not have happened.

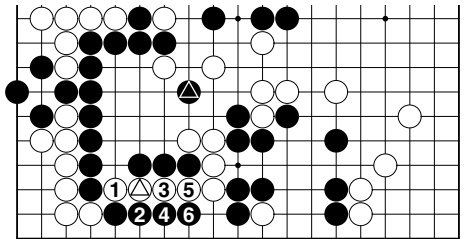


Diagram 12

With 117, Black captures White's four stones on the lower side, a result that compensates for the territory that White gained in the upper left.

For instance, even if White plays 1 in **Diagram 12** to put the \triangle stone in motion, after black 2 through 6, \triangle demonstrates its effectiveness and White ends up annihilated.

The upshot is that white 1 and 3 in **Diagram 13** are standard, and Black captures White's four stones with 4.

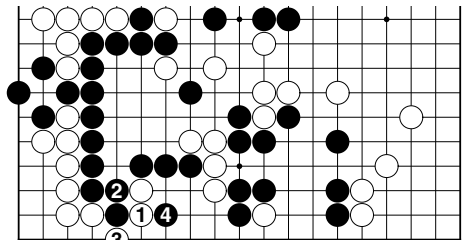


Diagram 13