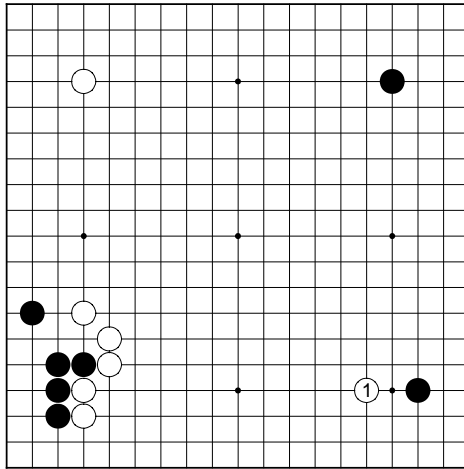


Theme 3

Do Not Be Fooled by Apparent Outward Influence

February 1, 2003
22nd Annual NEC Cup, Semi-Final

White: Cho U 7 dan
Black: Takao Shinji 8 dan



Theme 3 - Black to Play

With the thickness in the lower left corner as the backdrop, White attacked the corner with 1. Here, please consider how Black should defend.

The salient point to consider is how strong White is in the lower left.

With the attack at 1, White plays the move that presses in as closely as possible, but what is an acceptable distance to be permitted on the lower side? What is your perception of the matter?

Diagram 1

(Theme Diagram Reconstruction)

The upper attachment of white 6 is played in anticipation of the attack on the 3-4 point stone in the lower right corner.

The moves from the 3-3 point attachment of black 7 through black 13 make up a standard shape.

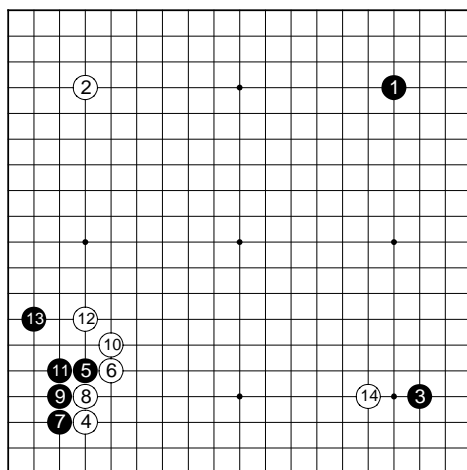


Diagram 1 (1-14)

Diagram 2

(The Calm and Mild Attaching and Drawing Back is Unsatisfactory)

Attaching with black 1 and drawing back with 3 is a calm and mild way of playing.

However, letting White extend to 6 results in the lower side becoming a territorial framework for White.

If White had been a little stronger in the lower left this would perhaps be unavoidable, but the result in this diagram leaves Black a bit dissatisfied.

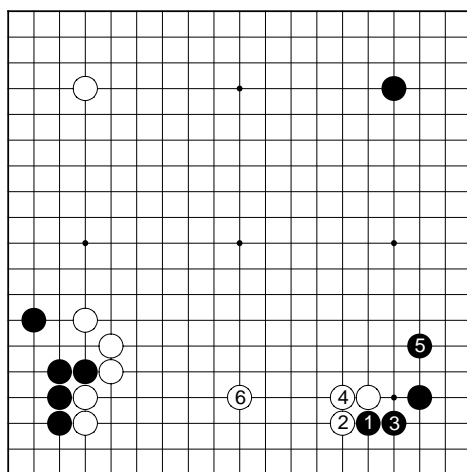


Diagram 2

Diagram 3

(An Inclination to Pincer on the Lower Side)

That being the case, in the actual game Black made the pincer at 1.

Disregarding the attachment of white 2, Black then fixed the shape with 3 and 5, and developed on the lower side with black 7.

White's group in the lower left is deprived of a base, so this way of playing makes the game a difficult one for White.

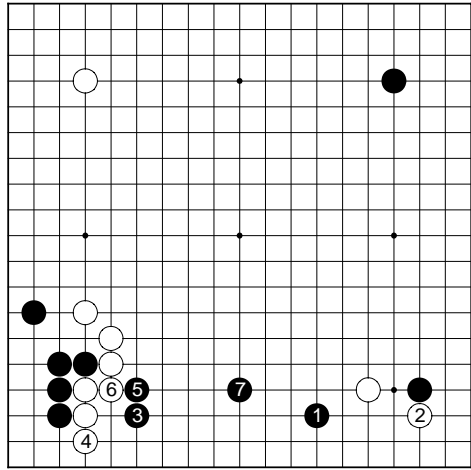


Diagram 3

Diagram 4

(Game Continuation)

White took control of the lower right with 1 and 3, but brandishing the knight's move of black 4 put White on the run.

Here, when Black played in the upper left with 10 and 12, my opponent came up with an excellent move, the only one to play next.

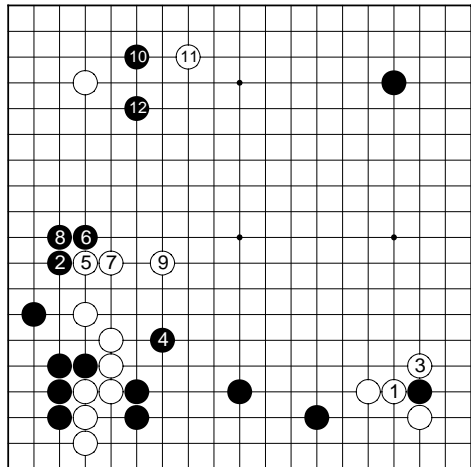


Diagram 4

Diagram 1

(Theme Diagram Reconstruction)

Black's strategy was to play the avalanche joseki in the upper left corner.

White 12 is a straightforward way of playing.

I, myself, do not dislike the avalanche joseki, but fixing the shape with a large-scale joseki is distasteful to a substantial number of professional players.

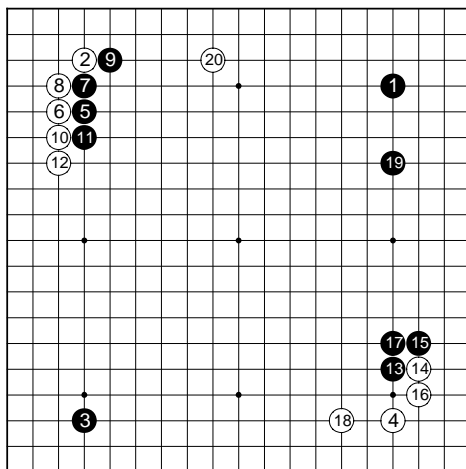


Diagram 1 (1-20)

Diagram 2

(The Checking Extension From the Right)

The conception of making the checking extension on the right in order to expand the territorial framework on the right side is a mistake in direction.

Next, if White descends at "A", the black stones will be a considerable burden.

White is also left with the invasion at the 3-3 point, "B" in the upper right.

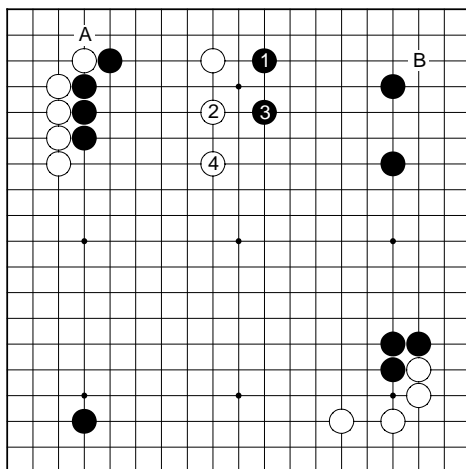


Diagram 2

Diagram 3

(Reinforcing the Upper Left)

For those reasons, Black played the attachment at 1 to reinforce the upper left.

In order to play a game purely and simply, one must naturally not create weak stones.

The cutting point at "A" is the key for Black to make sabaki.

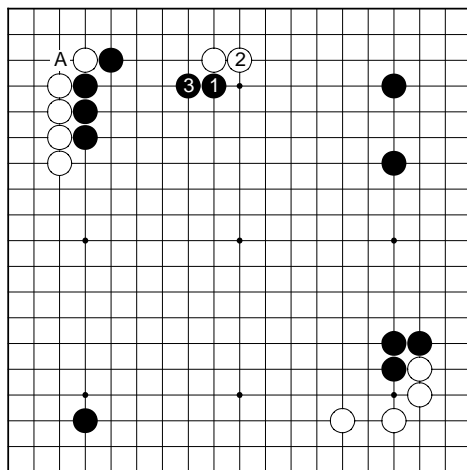


Diagram 3

Diagram 4

(Worries Eliminated)

In the actual game, White turned at 1 and played the moves through 11.

When Black captures a White stone with 8 and 10, all worries are eliminated.

On the other hand, White is also allowed to take the big point of 11.

The course of play in this diagram is par for the situation.

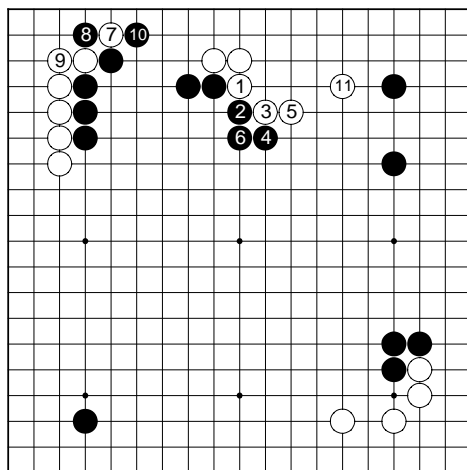


Diagram 4