

A Skillful Finesse Discarding Three Stones

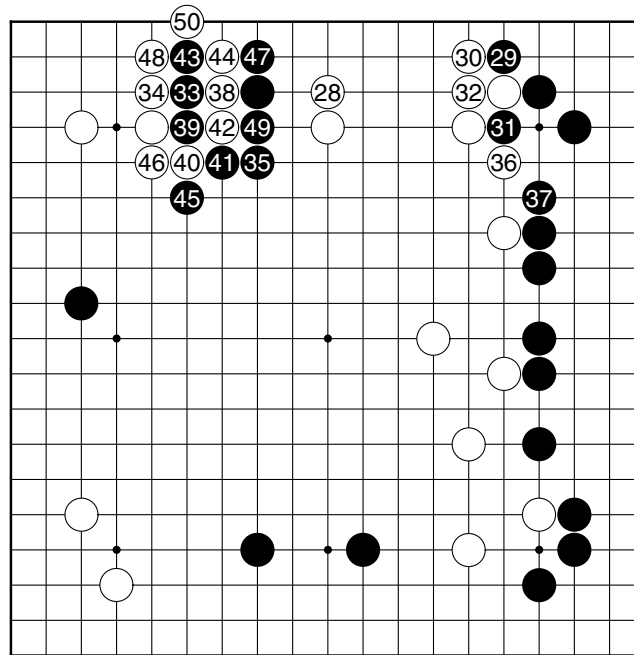


Figure 4 (28-50)

White 28 is a natural attack.

It would not be good to allow Black to live easily here.

Black 29 is another territorially tight move, you know.

Most players would immediately move out with black 1 and 3 in **Diagram 3**.

In response to black 29, White defends solidly with 30 and 32.

Black has made profit in sente, but White has gotten thick and strong at the same time.

Cho was not in the least bit worried about having his stones come under attack. So although the opponent made thickness it was not frightening.

On the other hand, I like to attack, so I was happy to make thickness.

From the reverse perspective, having to turn to ensuring the survival of my own group, coming under attack and seeing enemy stones all around, I would become fearful.

However, white 38 rushed matters in seeking a favorable development.

As might be expected, the checking extension of white 1 in **Diagram 4** was the urgent point.

In response to black 2, white 3 splits the left from the right, aiming at a two-pronged attack.

Besides that, if White was going to play on the upper side, this was the place to attack in a sure way with white "a".

When White played 38, if Black obligingly connected at 49, the group would become heavy, for which I would have been grateful.

But playing black 39 and the following to make three stones to be discarded is a skillful finesse.

When White gets wrapped up and squeezed through black 49, the attack is a failure.

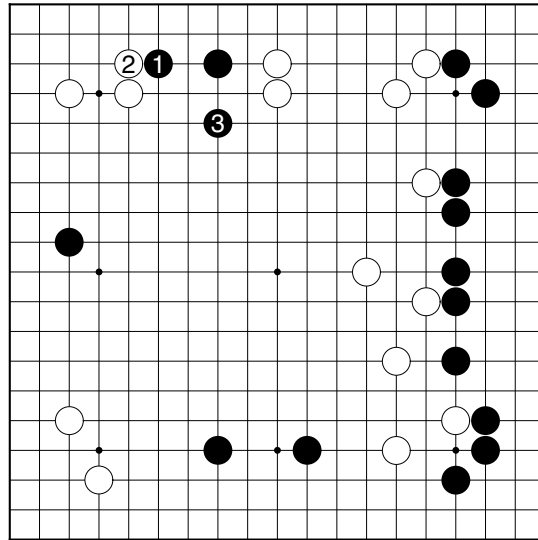


Diagram 3

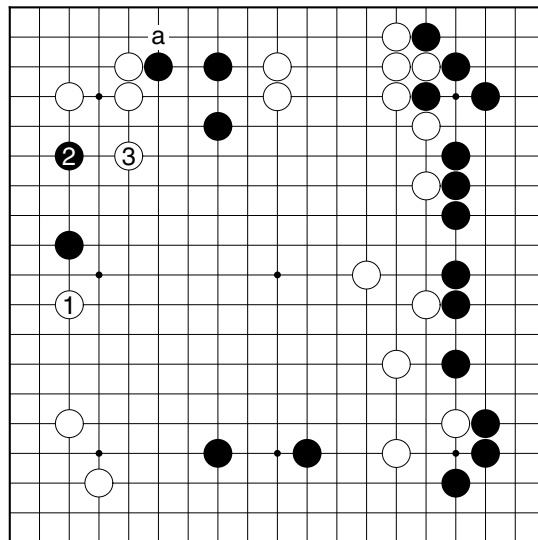



Diagram 4

Model 6 May 26, 1999
Japan-Korea Friendship Rival Match

White: Yamashita Keigo 6 dan (20 years old)

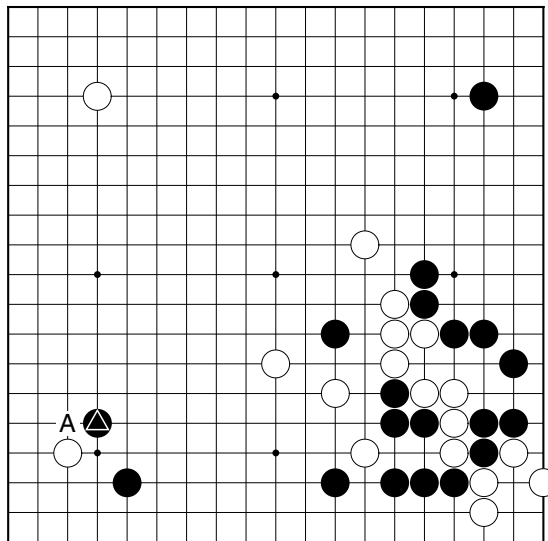
Black: Kim Myonghwan 4 dan (Korea)

Because of a Defect

Black has just made the fencing-in move with .

Not limited to this game, in response to the fencing-in move of \setminus , games where Keigo has answered by pushing with white "A" are not often seen.

Perhaps that is because he finds being pressured distasteful.



Model 5 - White to Play

Particularly in this board position, the key point is that White is saddled with defects in the center.

What is the best way to compensate for that?

Diagram 1 — A Distasteful Variation

If White answers in the ordinary way with 1 and 3, black will immediately press vigorously with 4 and 6.

Then Black can aim at exploiting White's defects with black "a," white "b" and black "c."

In this diagram, white is on the defensive.

This would be the most disagreeable course of play for Keigo.

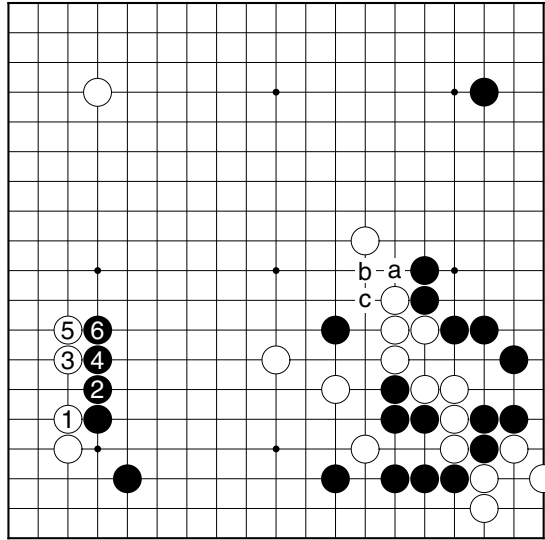


Diagram 1

Diagram 2 — The Only Move, Yamashita Style

Pushing through with white 1 and 3 is the hallmark of Keigo's game.

It is precisely because White has pending liabilities in the center that fighting strongly is called for.

The rationale is that here the perimeter of the fighting is widened and the defects in the center are compensated with strength.

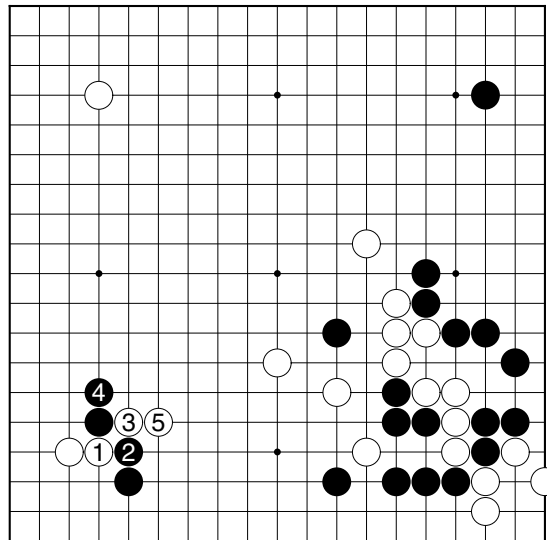


Diagram 2