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Close to Becoming Dan Players!

Game 4 White: S 1 dan
Black: O 1 dan

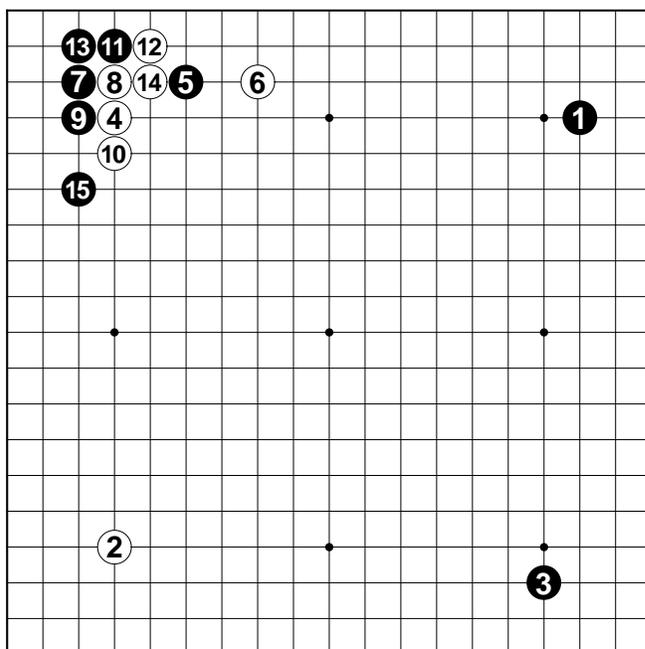


Figure 1 (1-15)

No Complaints

H 5 dan: "Let's keep up the pace and move along to the next game."

S 1 dan: "Uh-huh, these two are also very strong!"

H 5 dan: "Still at the beginning, this is the board position after 15 moves and a single joseki have been played."

S 1 dan: "This is a joseki that you often see in professional games these days, right?"

A Sense of Balance

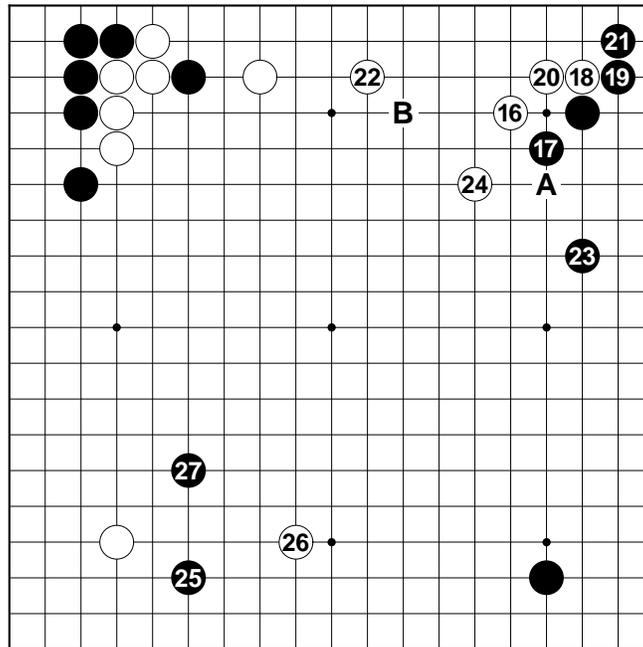


Figure 2 (16-27)

S 1 dan: "The diagonal move of black 17 is rarely played, right?"

Awaji: "The move at 'A' is usual, but in terms of direction, this is not bad."

H 5 dan: "Making some kind of pincer like black 'B' is no good, is it?"

Awaji: "Right. That's because White has thickness lying in wait to the left."

S 1 dan: "But in that case, white 22 at 'B' would have made better balance, no?"

H 5 dan: "Mr. S has become strong when it comes to the fuseki." (Laughs)

For Men Silence and for Women Silence is the Best Move

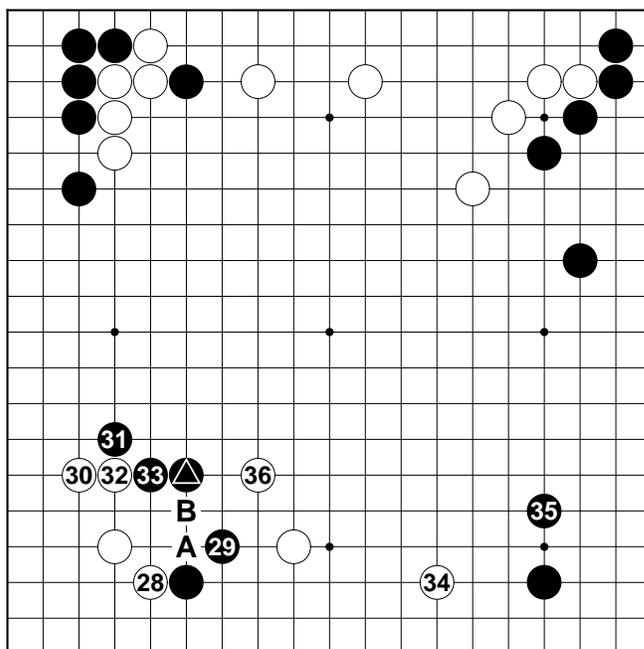


Figure 3 (28-36)

S 1 dan: "The two space jump of  is thin, I'd guess."

H 5 dan: "Black probably mixed this up with the two space jump that is played when a two space high pincer is made in response to an attack against a 3-4 point stone."

Awaji: "How to aim at Black's thinness is the theme of this figure."

H 5 dan: "It seems to me that the diagonal move of white 28 played in the actual game solidified Black, which was a waste, no?"

S 1 dan: "So then the strong-arm tactic of 'A' or 'B', instead of white 28, would be frightening for Black."

Awaji: "In a spot like this, doing nothing is best.

Silently defend with white 1 in **Diagram 1.**"

S 1 dan: "Silence, ok, I see."

H 5 dan: "Even if the position is left as it is, Black has no way of taking care of the thinness."

S 1 dan: "If Black fixes the shape with 2..."

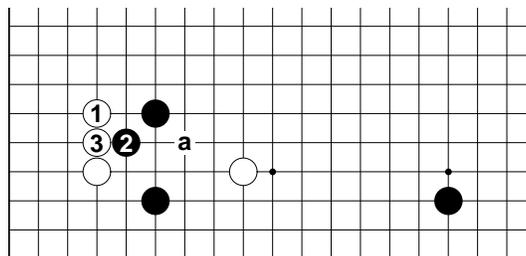


Diagram 1

Awaji: "White will be glad to connect at 3. Besides being a terrible move, that solidifies White, this exchange still leaves the vital point of 'a' behind."

S 1 dan: "For this reason, the title for this figure is 'For Men Silence and for Women Silence is the Best Move,' I see."

Awaji: "In go, besides striking at the opponent's thinness, another possibility is to punish thinness by leaving it as it is."

H 5 dan: "That is a kind of body blow type move, (Laughs) that will come into effect later."

S 1 dan: "In the actual game, White attacked with 36."

Awaji: "But that came after Black was strengthened by the move at 29, and now White has the weaker position.

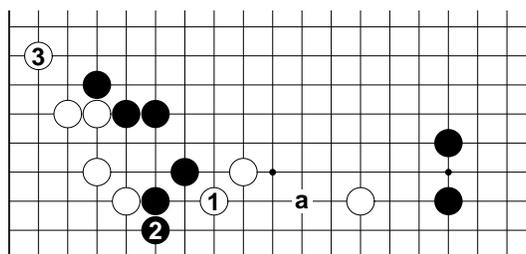
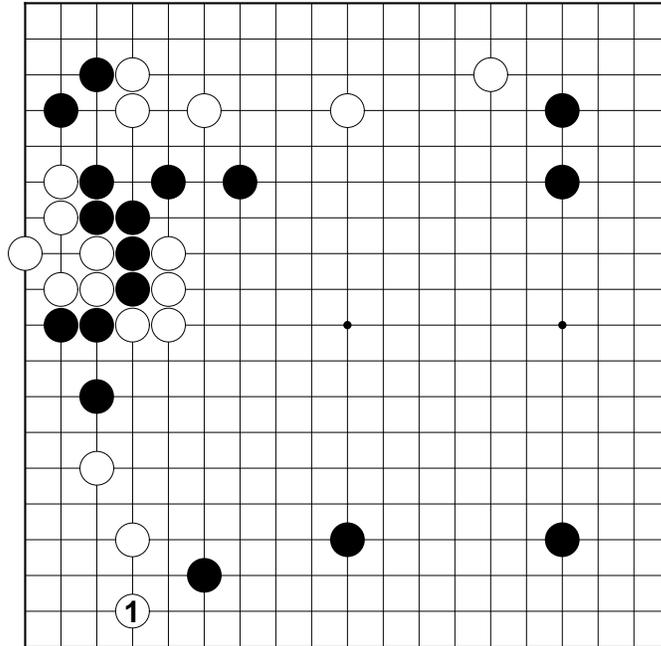


Diagram 2

Instead of attacking, it would be calm and collected to defend against a Black invasion at 'a' in **Diagram 2** by settling into a solid posture with white 1."

H 5 dan: "While reinforcing White's own battle camp, it aims at attacking. That's killing two birds with one stone, you know."

Awaji: "That's right. And if black 2, playing white 3 is the key."



Problem 42 - White to Play

Attack Stones Which Can be Attacked,
Cut Stones Which Can be Cut

Due to Black's very reckless play, weak stones were created here and there.
Well then, in this kind of board position, where White should launch an
attack...

Why did White decide to defend at 1?

In every possible way, this is too passive, you see.
Where should White have directed his attention?

Diagram 1 (Correct Solution)

The attachment of white 1 is the move that all eyes should train on.

Descending at "a" is a forcing move, and after black "b," white "c" and black "d," it seems unlikely that this group can be captured by White.

But Black also has a defect at "e," so for the time being it appears that Black will be one-sidedly defending and on the run.

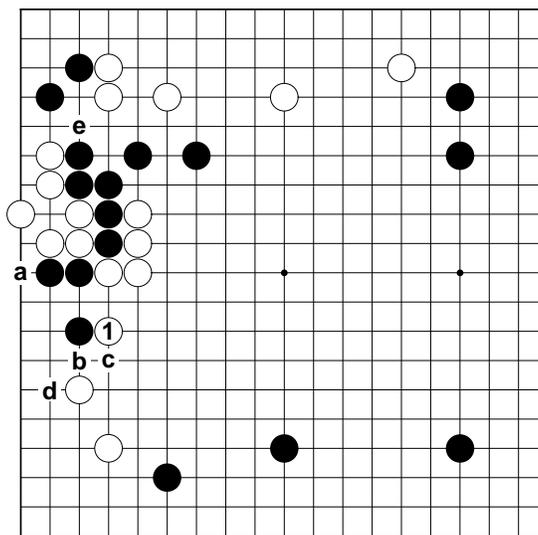
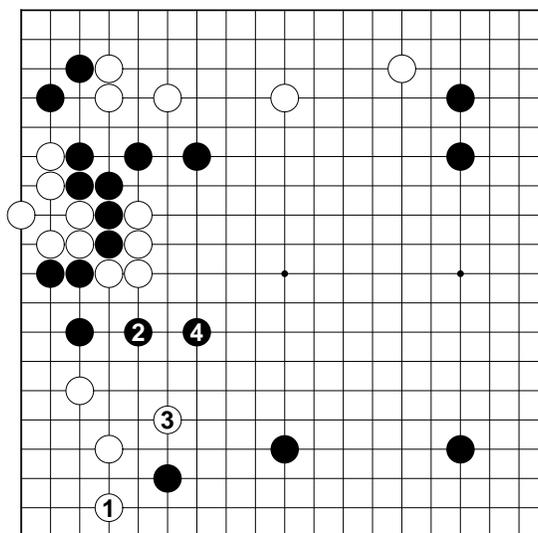


Diagram 1

Actual Game (A Missed Opportunity)

Since White veered from the action with 1, Black was permitted to run away with 2.

Rather than Black having to defend, it is White's four stones in the center that have come under attack.



Actual Game

To the extent that a large number of stones are not working effectively, the game is lost
161

The diagonal move is a shape without power
163, 235

Make profit while attacking
165

Go is not the surroundings, but the shape
167

Shape is not everything; sometimes strong fighting is needed
171

Even if gote results, play the proper move
173, 199

Weak stones connected to weak stones become strong stones
175

Discern which stones have merit and which do not
177, 179

Attack stones which can be attacked,
cut stones which can be cut
183

Rather than big points, give priority to attacking
185

Advance to the boundary of the opponent's territory
187

Securely solidify one's guard
189

Adopt a fighting posture when the opponent comes close
191

The opponent's stones in a corner should be sealed in as much as possible
193

Instead of a diagonal move, a straight line
195

Learn the technique of discarding stones
201