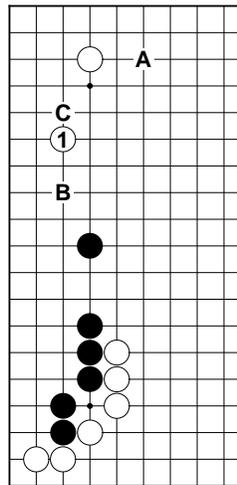


Game Record 1
Go Seigen vs. the Young 8 dans
White: Go Seigen
Black: Shimamura Toshihiro

Game Example 1: Attachment

Occasionally you can omit an extension along a side and attach to a stone of your opponent's, with the aim of making his position overconcentrated. This is a fast way to play.

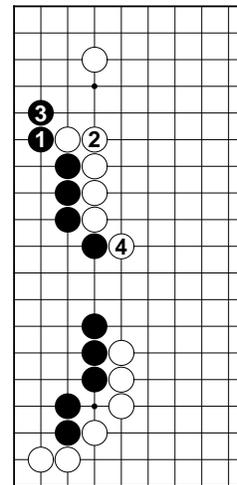
The attachment at ① is an imaginative move. Black crawls, starting with ②, after which ⑧ is the key point. White considers that he has converted the corner into territory, while Black's territory on the side is not so large because White can still play the slide to A. The result is about equal.



Variation 1: Leisurely

There is nothing glaringly wrong with enclosing the corner with ①, but the checking extension to Black A will be severe, and Black B is still a good point. Meanwhile, if White plays elsewhere instead of ①, the approach at Black C is a perfect point.

Instead of ⑧ in the game record, if Black plays for territory with ① and ③, the hane at ④ stifles Black's position in the center. With such large scale influence as a base, White has freedom to choose any strategy he likes. ⑧ in the game record is a clearer way to play—it lets Black take sente and play first on the remaining large opening points.



Variation 2:
The Issue in the Center

TESUJI FOR INVADING

An invasion is a technique for destroying potential territory. It is the obverse of surrounding, but as a technique it has more of the characteristics of fighting than of opening play. An invasion is often played in association with a tesuji to link up, or a tesuji to develop into the center, and in that sense an invasion is often a tesuji that makes multiple threats. As invasions take away territory, they also steal the opponent's base. Therefore, an invasion is often a tesuji that launches a fight.

First let's look at some examples of key invading points in the corner and on the side.

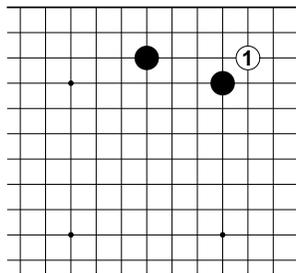


Diagram 1: 3-3 Point

The key point in the corner is the 3-3—hence the proverb “if the 3-3 point is open, there is a move there.” In star-point openings, it is rare that the corner territory is protected in the opening. If you enter at the 3-3 point, you can usually destroy the corner territory easily. However, you will also probably get sealed into the corner and your opponent will gain thickness outside; the correctness (or otherwise) of this invasion can only be judged by looking at the whole board.

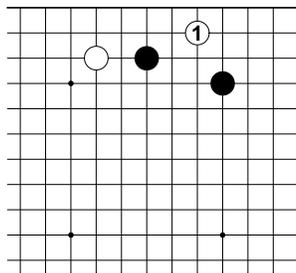


Diagram 2:
3-3 Point from the

This is a tesuji that jumps into the middle of an area your opponent has surrounded, making *miai* of running out or diving into the 3-3 point. Choose this option when playing the 3-3 directly would be too cramped or could lead to damage to some position or positions on the outside. However, your opponent has a choice of defending the corner or of sealing you in—if either of these is particularly effective, this technique is not good.

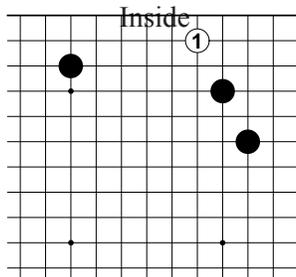


Diagram 3:
3-3 Point from the Outside

From outside the area your opponent has surrounded, you make *miai* of diving into the 3-3 point or developing. This idea could also be categorized as a tesuji to draw near.

In general, moves that aim at an open corner from the side are played low; in cases in which being pressed low would be disadvantageous, you should probably consider something else.

TESUJI FOR REDUCING LIBERTIES

Tesuji to reduce liberties can be broadly divided into two categories—those whose main idea is to take away resilience in your opponent’s shape, and those that sacrifice. Nearly all of the examples of sacrifices consist of adding a stone to a stone on the second line in order to sacrifice both, but tesuji to take away your opponent’s resilience take a number of forms, and can be hard to find. In particular, in capturing races in which there are internal liberties, it is easy to fall into the trap of focusing so intently on taking away your opponent’s liberties that you inadvertently take away your own. In a capturing race, you need to save internal liberties, and ko captures, for the very end.

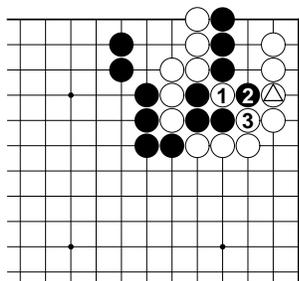


Diagram 1: Throw-In

One fundamental technique for reducing liberties is to sacrifice with a throw-in. The basic principle is that, in sacrificing ① and forcing Black to capture with ②, you compel Black to come in contact with △, in effect reducing a liberty.

Instead of ①, if White just routinely gives atari at ③, Black at ① gives Black four liberties. Instead of ①, if White at ②, Black connects at ①, again with four liberties.

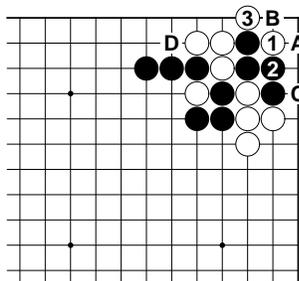


Diagram 2: Attachment

The belly attachment at ① is a classic example of a key point for resilience.

No matter where else White plays, Black would win by playing at ①, but if White takes this key point, he wins by a move.

Instead of ①, if White simply plays the hane at ③, then after Black at ①, White A, Black B, White C, Black D is fine.

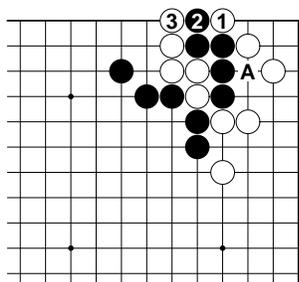


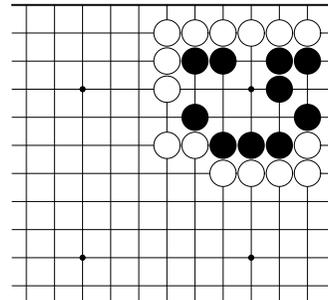
Diagram 3: Hane

Resolving the shape with the hane at ① is good move order. By threatening to link up, White invites Black to take away his own liberty with ②. After blocking with ③, White wins by one move. Playing conventionally, this would be a race of three liberties against four; ① turns the tables.

Instead of ①, if White plays the hane at ②, Black blocks at ①, and after White A, the capture by Black at ③ takes away a white liberty.

Problem 4: Empty Triangle

Black has a gote eye along the side, so in order to live he needs to make an eye in sente in the center. Where is the key point to alleviate his shortage of liberties?



Black to Play

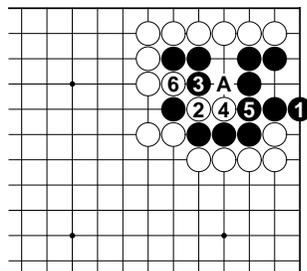


Diagram 1: Inside Cut

The intent of ① is to first solidify the eye on the side while waiting to see how White will attack. The cut inside at ② is the key point. If ③, then ④ and ⑥; instead of ③, if Black at ④, then White A. Either way, Black dies.

Instead of ③, if Black at ⑥, White A threatens both to capture in a snapback and to connect outside.

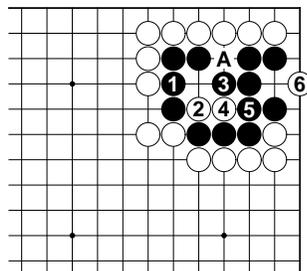


Diagram 2:
Reinforcing the Center

It follows then that Black needs to make an eye in the center in sente, but if Black just plays ① to expand his area, he is once again cornered by the cut at ②.

Instead of ①, if Black A, then ④. Instead of ①, if Black at ④, then White at ①, threatening to next steal the eye with White at ③.

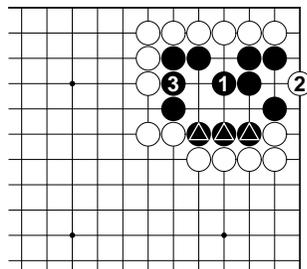


Diagram 3:
① is the tesuji.

It seems to be giving ground, but the empty triangle at ① is the key point. If ②, ③ lives with a bent four shape. Instead of ②, if White pushes in at ③, Black can ignore him and just secure the eye on the side.

① falls on the key point for the \triangle stones that are short of liberties—the “mid-point of three stones.”

TESUJI FOR USING SHORTAGE OF LIBERTIES TO LIVE

Living by exploiting your opponent's shortage of liberties, or by alleviating your own shortage of liberties—these themes arise when the stones for both sides become entangled in close combat. In some cases, there may be related capturing races you need to read out. In these situations, lines of play that aim to make eye shape or to expand living space do not work. You need to focus on shortage of liberty situations for yourself and for your opponent. There are quite a few situations in which the key point turns out to be rather unexpected, and the success rate of taking a somewhat circuitous route is high.

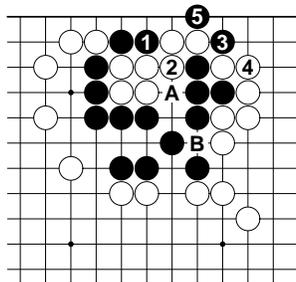


Diagram 1: Angle Wedge

The sequence of ❶ through ❷ is a procedure to make the eye creating move at Black A an atari. If Black plays any other move, then when Black plays A, White can play the thrust at B, and Black will be unable to exploit White's weakness because Black himself is short of liberties.

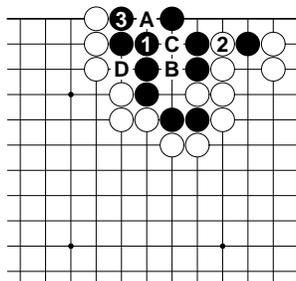


Diagram 2:
Empty Triangle

It may seem as though ❶ has no value, but in fact it is the only way to alleviate Black's shortage of liberties. Once you play this move, it becomes apparent that ❷ and ❸ are *miai*.

Instead of ❶, if Black at ❷, White can play the angle wedge at ❶, and Black dies after Black A, White B. Instead of ❶, if ❸, then White at ❶, Black C, White D, and there is no way for Black to live.

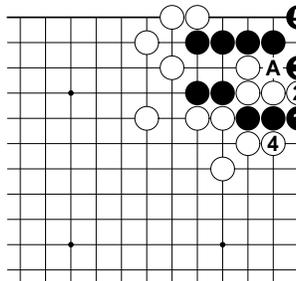


Diagram 3:
Descent to First Line

After Black creates a three stone group to sacrifice with ❶, Black has two forcing moves—❸ and Black A. Instead of ❶, if ❸, then White at ❶; instead of ❶, if Black A, then White at ❶, and there is no way for Black to live. Gripping Black's stones from below by White at ❶ is a good move that alleviates the shortage of liberties of White's three stones, so Black plays ❶ to eliminate this resource.