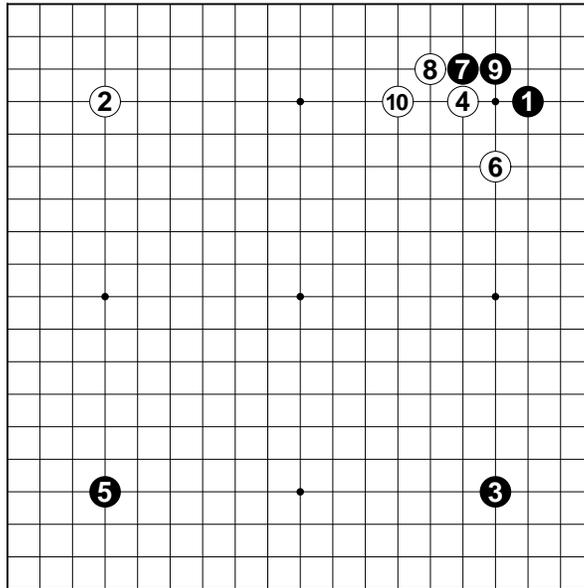


Part 4 — from Kido, February 1982 – AGJ Spring 1994

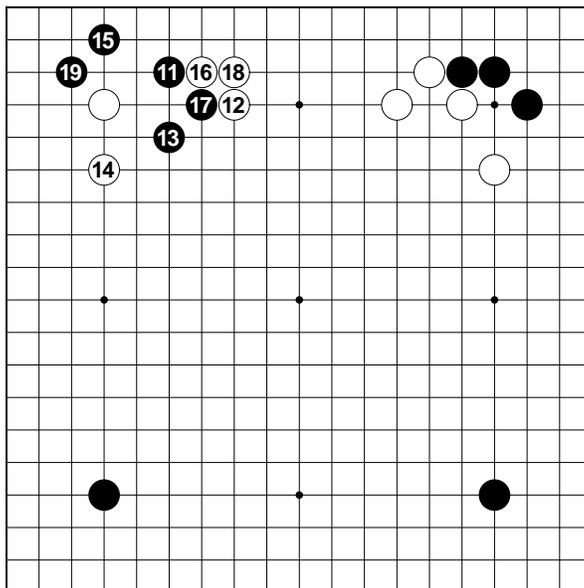
This shows the opening of a game I played as white in the 1977 Ranking tournament (Oteai) against Abe Yoshiteru 8 dan.

After playing the kakari at black 11 in **Figure 1**, an interesting variation appeared on the upper side when Black slid into the corner with 15, and White played the diagonal attachment of 16.

After White has played the diagonal attachment of 16, pushing into White's two stones with black 17 is natural in order to prevent White from next separating Black's stones by slipping between black 11 and black 13.



Takemiya-Abe (1-10) Initial Plays



Takemiya-Abe (1-10) Initial Plays

This is Go the Natural Way!

Up to black 19, both sides seem to be shadowboxing as they play moves with little regard to the opponent's moves, but the thickness White builds perfectly fits the demands of the position.

In response to the kakari of black 1 in **Diagram 1** (11 in the game), White must not play the low pincer of 2.

That is because Black has the obvious shot of the attachment of 3 at his disposal.

Even if White plays the restrained move of 4 in response, Black can apply pressure to both sides with 5 and 7, and White will end up with a painful over-concentration of strength (korigatachi) on the upper side.

The differences between the third and fourth lines cannot be overemphasized.

Next, if White makes an unimaginative answer to Black's sliding move at 1 in **Diagram 2** (15 in the game) with the defensive diagonal play with 2, Black will undermine White's position again with 3.

Sliding underneath at both sides allows Black to settle the shape.

Over and above that, △, which was deliberately played as a pincer to put pressure on Black, is now floating, and White's thickness in the upper right is neutralized.

If this kind of outcome results, even the way of playing in **Diagram 1** is superior.

One of the purposes of the diagonal attachment of "a" in the actual game was to prevent Black from sliding in like this at 3.

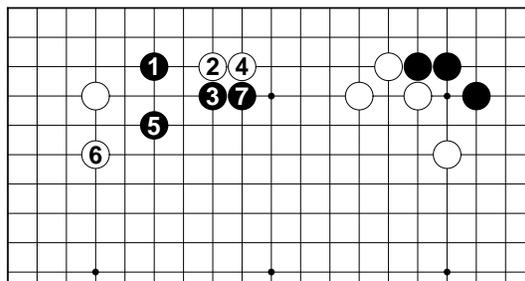


Diagram 1

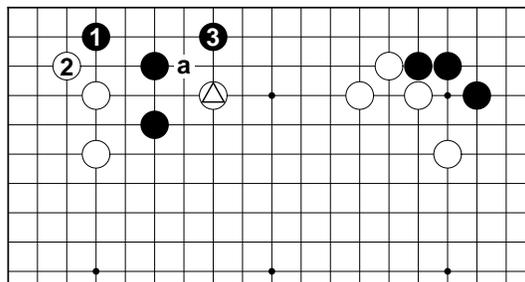


Diagram 2

This is Go the Natural Way!

But at that point (19 in the game), Black would perhaps do better by descending to 1 in **Diagram 3**.

If White answers in the usual way, by protecting the corner with 2, Black can build up a strong position with the hane of 3 and then extending to 5 and 7.

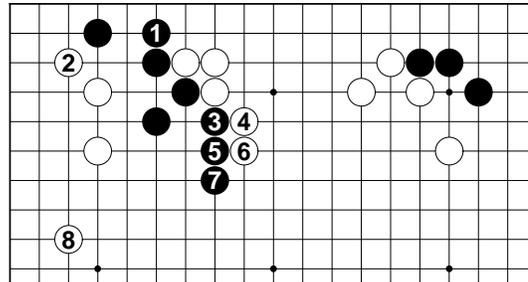


Diagram 3

Up to 8, White is able to play on both sides, but it somehow seems insufficient.

In response to Black's descent to 1 in **Diagram 4**, the effective technique is to first play the knight's move at 2.

The trick is to force Black to respond once with 3 and then defend the corner with 4.

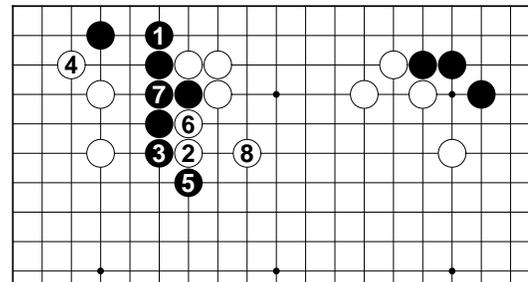


Diagram 4

Instead of the good shape Black makes in Diagram 3, his shape here more resembles a stick, which could hardly be detrimental to White.

In the actual game, play continued with **Figure 2**.

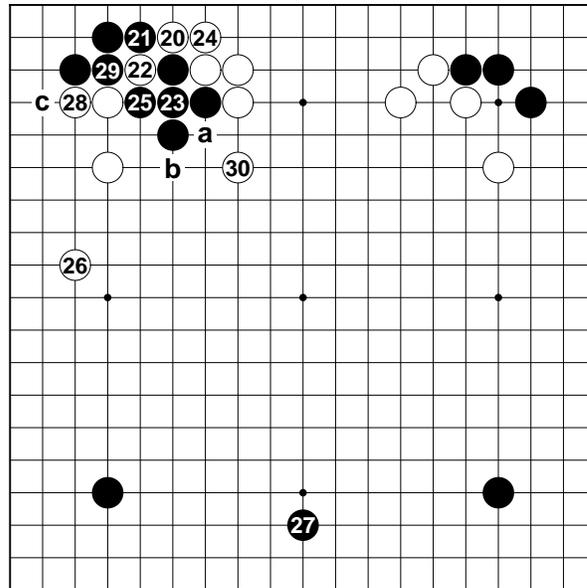
The hane of white 20 spoils Black's shape, but for Black, patiently drawing back to 22 instead of playing 21 is no good either.

White could also consider building thickness in the center by playing 22 at "a," and when Black answers at 23, then white "b."

This is Go the Natural Way!

But this is a minor point compared to Black's questionable decision to vacate the principal fighting arena so as to rush to occupy the big point of 27 before White does.

Considering the clump-like, eyeless shape Black suffers from in the upper left, there is no good reason for him to turn elsewhere.



Takemiya-Abe (20-30) figure 2

White plays to fix the shape with 28, and is happy to continue the attack by jumping to 30.

White's shape in the upper side is excellent, and descending to white "c" prevents Black from making two eyes in the corner.

White has established a definitive advantage.

Instead of 27 in Figure 2, Black should by all means hane at 1 in Diagram 5, and up to 5 he can get his group out into the open.

Since the checking extension of black "a" next is severe, white 6 is par for this situation.

If this had happened, the position would still be equal for both.

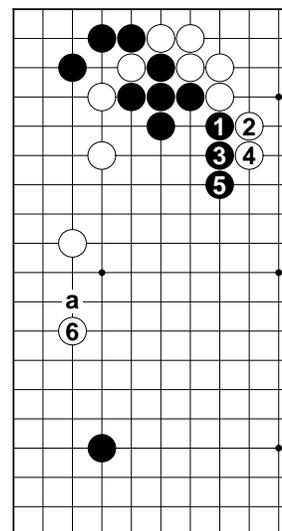


Diagram 5

This is Go the Natural Way!

Game Supplement

October 6, 1977 at Tokyo

Game from the 1977 Oteai Ranking tournament

White: Takemiya Masaki 8 dan (age 26)

Black: Abe Yoshiteru 8 dan (age 36)

No Komi

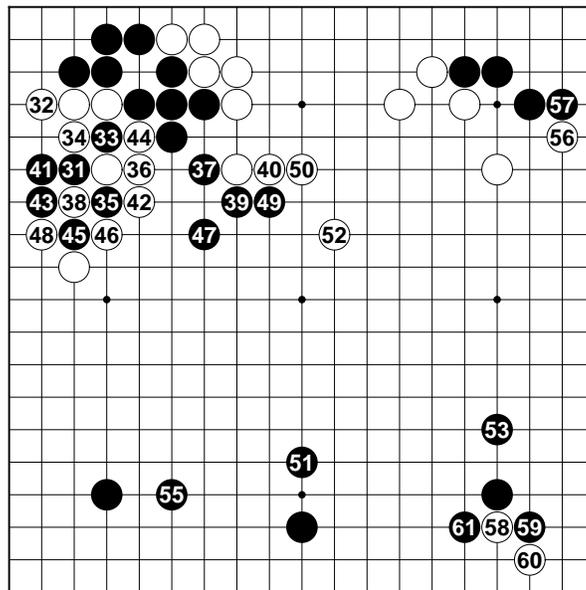
After Black's attachment of 31, white 32 offers the most resistance.

If he answered instead with a hane at white 38, black 32 would be paralyzing.

Black's diagonal attachment of 37 is a severe move; if White inadvertently answers by extending to 1 in **Diagram 6**, the connection of black 2 is a crushing blow.

White 38 would be better played at 42.

If black 39, white 40, black 47, then White's position after playing 46 would be better than in the game.



Takemiya-Abe (31-61)

White 54 at 38.

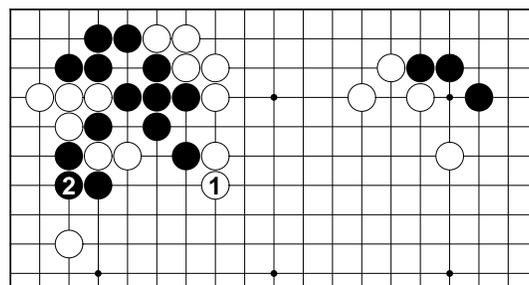


Diagram 6