

Since White has more potential on the bottom, Black should play 15, focusing more on reducing White's potential.

Now the right side is biggest. White should make a five space extension on the third line (this is not a moyo type game). Then both make important two space extensions, helping their weak stones.

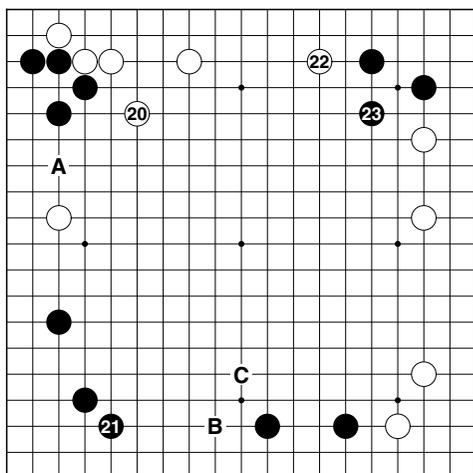
Black should start enclosing his corner with the 4-4 stone next. 19

is better than A because it puts pressure on White. How should White help his weak stone?

White should help his stone indirectly with 20. If Black responds at A, this exchange is good for White, no matter what happens.

Now the bottom left is the most open area. Black secures his corner with a class 4 move (a second move to enclose a corner with a 4-4 stone).

White's extension to 22 is in the most open area now, and Black has to make a joseki-like play by moving out with 23.

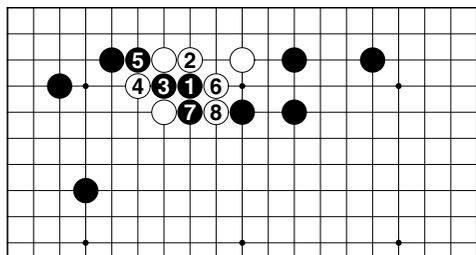
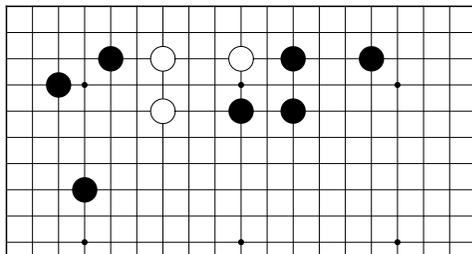


Now the opening is basically finished and we come to the transition to the middlegame. Where is the biggest move for White?

There is an open area at the top with a weak white stone (22). There are also five-line open areas on the right side and at the bottom.

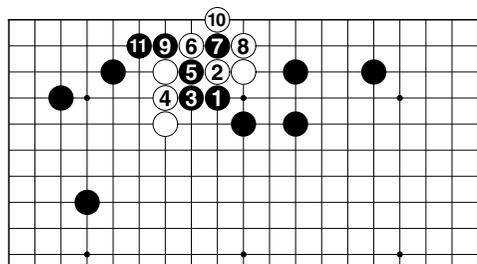
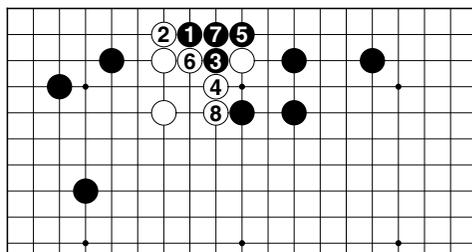
Because White's position at the top left is so strong, he shouldn't worry about a potential battle here. The bottom area is actually much bigger than the right side because it is deeper, almost a box shape. How should White play in this area?

White's shape is better here. What is Black's best attack?



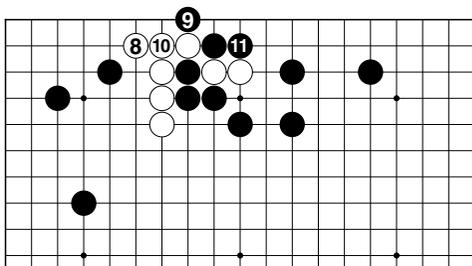
This peep with ① is a standard play. However, White can push out into the center and is still okay. Black gets some benefit, but this is not severe enough.

This ① gains Black some benefit, but not much. White's main group is still okay.



This is the severe attack. ⑦ is a sacrifice to split White. If White takes it, White must get a second eye at the top in gote, and the three stone string will die.

If White plays ⑧ this way, Black gets a benefit on the other side, and White's group is floating. This is also great for Black.

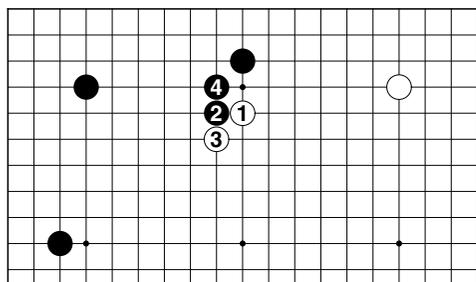
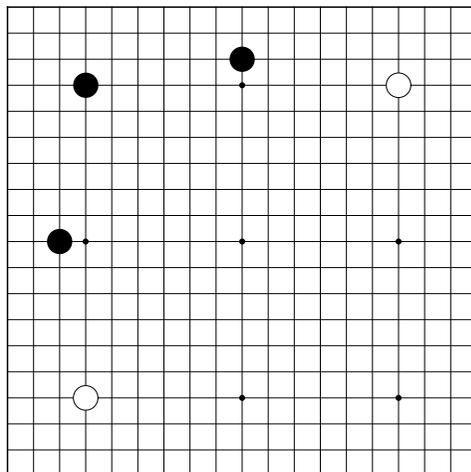


Dealing with a Moyo

In this lecture I would like to discuss how to deal with a moyo, both with regard to building one and with regard to reducing one.

In this diagram (focusing on the upper left quadrant), Black has the potential to develop a moyo with five space extensions on both sides of a 4-4 point stone.

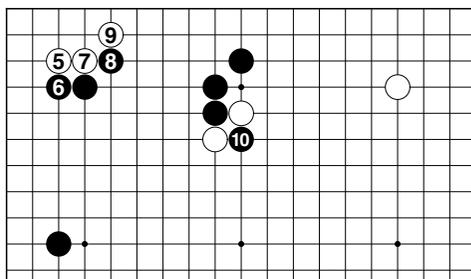
How should White play against the moyo now?



Let's look at ① first. If Black protects with ②, how should White continue?

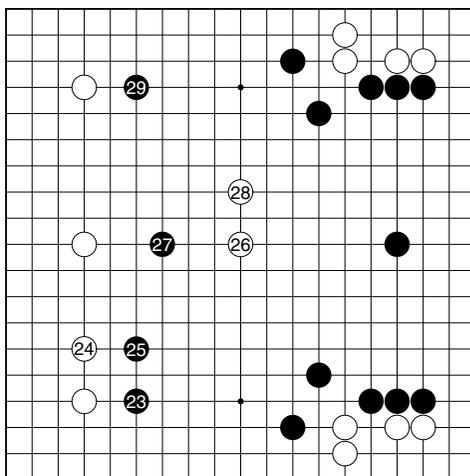
If White hanes with ③, can White go into the corner after ④?

There is no guarantee that White will get sente in the corner. What about Black playing this way? Since Black has gotten stronger by pushing out at ② and ④ in the previous diagram, he can switch and attack with ⑩. This is severe and shows that White's invasion into the corner was not a good idea.

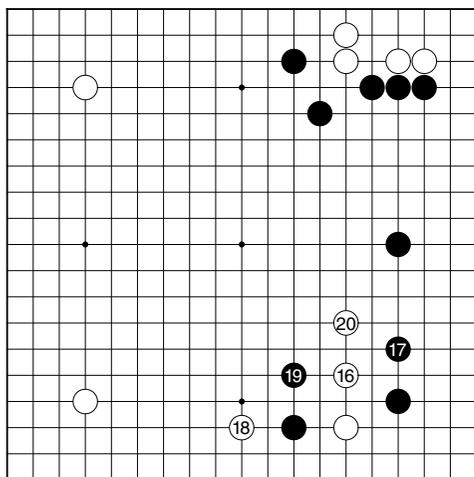


So White may end with gote after ① in this sequence, which shows that this ① is risky.

Black should have used ㉓ to attack White as here. When building a moyo, fourth line moves are proper. White protects with ㉔ and Black expands his area at ㉕. In building a moyo you must make it as big as possible, forcing White to come inside where you can settle territory by attacking the invaders.



If White now tries to reduce with ㉞, Black should separate White with ㉟. White needs to help his center stone, and Black should restrict White again with ㊱. Black should not attack White's center group directly and immediately; the attack should be indirect. This is now a reasonable game for both players. You can't say who should win.



If White lacks confidence and is uncomfortable playing this way, he has to play differently early in the game. He should not go into the corner with ㉞ as before, but jump out, preventing Black from building a big moyo. Black has no choice about ㉟; his inside stone needs to get out.

White cannot make a base in the lower right because the area is too narrow, and White cannot sacrifice these two stones by now going into the corner. White's best aim is to put pressure on the single black stone to help his stones.

White could try ㉞, but after ㉟, White must continue jumping out with ㊱. This looks like a difficult situation for White because Black has more nearby stones. White has a better way.

White could try ㉞, but after ㉟, White must continue jumping out with ㊱. This looks like a difficult situation for White because Black has more nearby stones. White has a better way.