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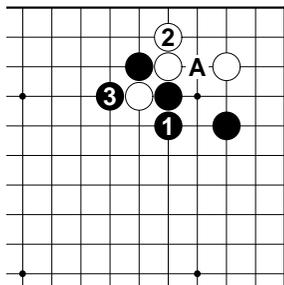


Diagram 15

The correct extension is the one in Diagram 15. This defends Black's weaker stone and threatens to follow up with an atari to split the white stones with A. White defends at ② and Black captures a stone in a ladder. This is a good result for Black.

① in Diagram 16 is a tricky looking move, but Black can handle it if he keeps calm. With ⑧, Black threatens to capture the two white stones on the side. White defends with ⑨, but ⑩ sets up a ladder.

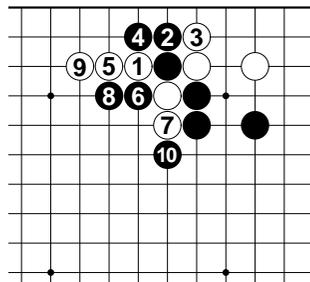


Diagram 16

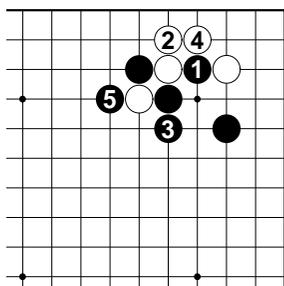


Diagram 17

Black can also play atari at ① in Diagram 17 before pulling back at ③. It is hard to judge whether the exchange of ① for ④ is good or bad.

Diagram 18 shows a position from the finals of the Japanese middle-school championships. The commentary was by Ishikura Noboru 7 Dan with assistance from Tsutsumi Kayako. Black has pushed out with \triangle . White is in a bit of trouble here; it is difficult to block. Instead, he tries to settle himself lightly with ①. Black naturally blocks and White cross-cuts to try and get some leverage. How should Black answer?

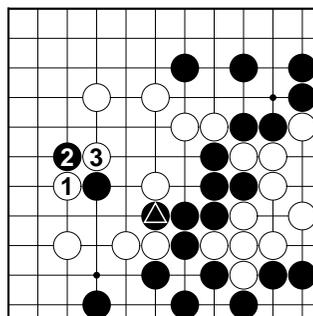
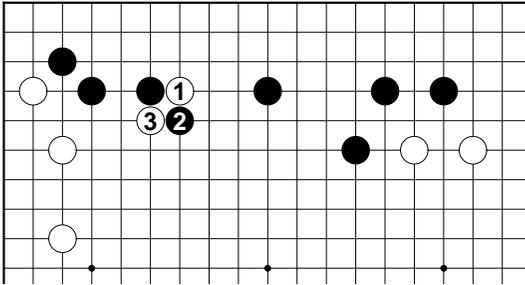


Diagram 18

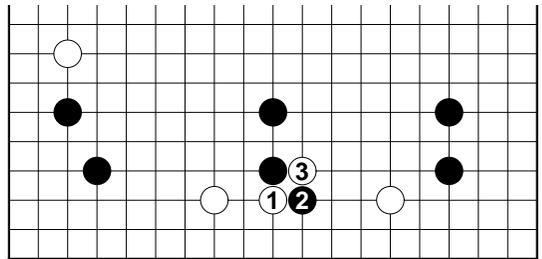
CHAPTER 5: MORE PROBLEMS

Here are a few more cross-cut problems to keep you on your toes. If you find them difficult, you should review the earlier chapters of this book. All of the problems are Black to play. Answers to the problems are on the following pages.

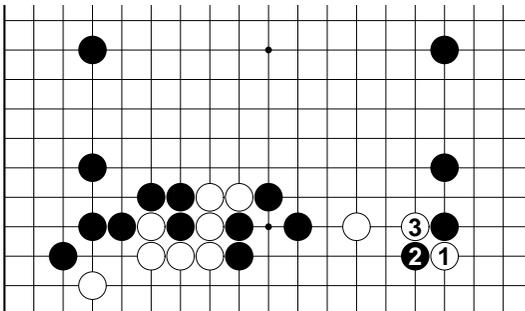
The key to solving cross-cut problems is to consider the surrounding positions. Where are the nearby stones and is Black strong or weak? Is Black trying to attack or defend?



Problem 1: Black to Play



Problem 2: Black to Play

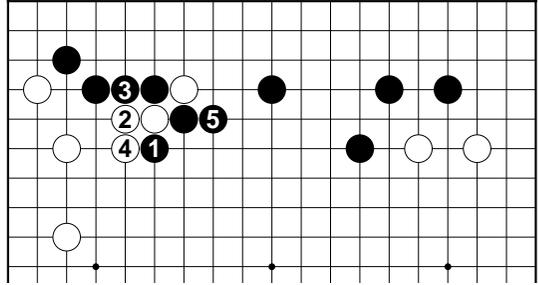


Problem 3: Black to Play

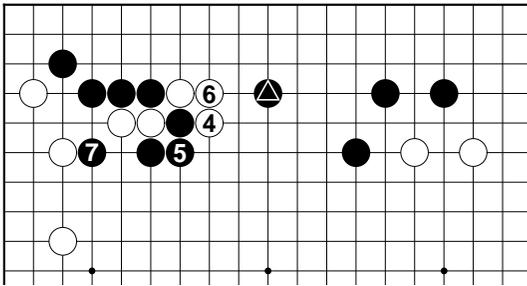
ANSWERS TO MORE PROBLEMS

Problem 1: Black has a strong position at the top which White has invaded, so Black should attack. In the position in the problem, the hane at ② is a good move provided that Black knows how to handle the cross-cut. Extending at ③ in the problem diagram instead is not very interesting when White has a settled group on the left side.

Black should play atari at ① and then connect with ③ in Answer 1. If White plays ④ to save his stones from being captured, Black gets a good result with ⑤.



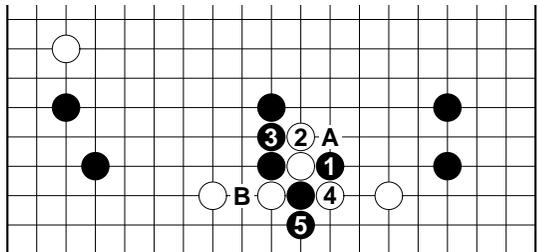
Answer 1



Answer 1A

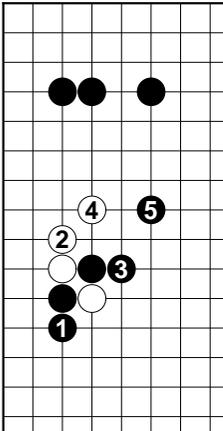
Instead of ④ in Answer 1, moves such as ④ (or ⑥) in Answer 1A don't look promising. White just ends up with a heavy group that makes \triangle well positioned.

Problem 2: This common position in handicap games is similar to Problem 1. Locally, Black is outnumbered, but he has stones in both corners. Black needs to defend himself and settle for one side or the other. He should play atari at ① and connect at ③. If White cuts at ④, ⑤ leaves A or B, giving Black a good position.



Answer 2

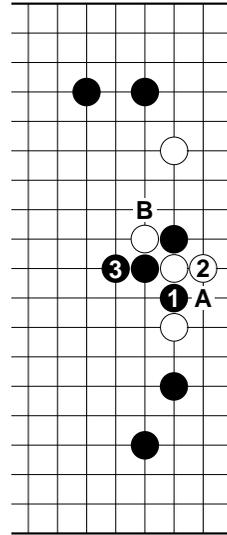
Practical Applications of the Nine Patterns



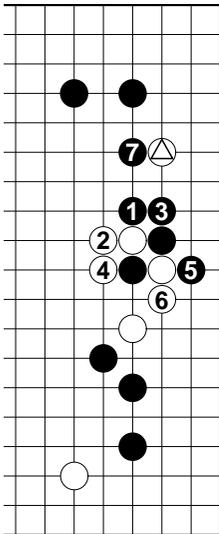
Pattern 1

Pattern 1: Black extends at ①. In this example Black extends from his weaker stone and drives White towards his thickness.

Pattern 2: Black plays atari at ① and patiently pulls back at ③, leaving a choice of two good continuations A and B.



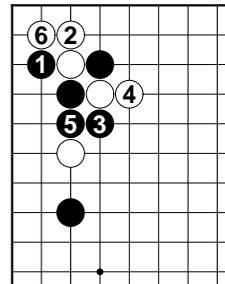
Pattern 2



Pattern 3

Pattern 3: Black plays atari at ① and then connects at ③. In this example, with the continuation up to ⑦, Black swallows up one of the white stones, making the corner strong, while White gets a strong position on the side.

Pattern 4: Black plays atari twice and then connects. The order of playing atari is important. Although this appears similar to Pattern 3, the order of playing atari is different. In Pattern 3, Black connects after the first atari. The second atari only happens as a continuation when White chooses to play ④.



Pattern 4