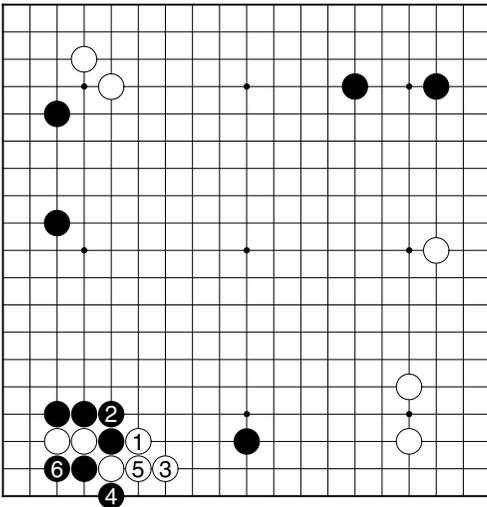
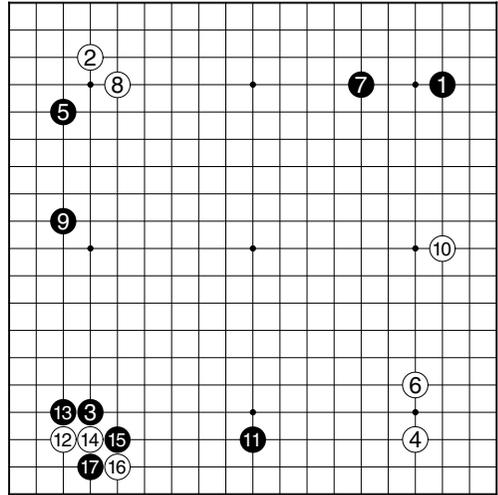


MOVE # 2

3-3 POINT INVASION

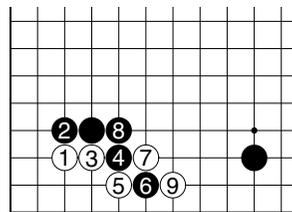
Alex: I would like to talk about ⑰. Is it a trick move or can we call it an unusual joseki? I found only a few professional games in my database with this move. This game is between Otake Hideo (Black) and Sato Masaharu.

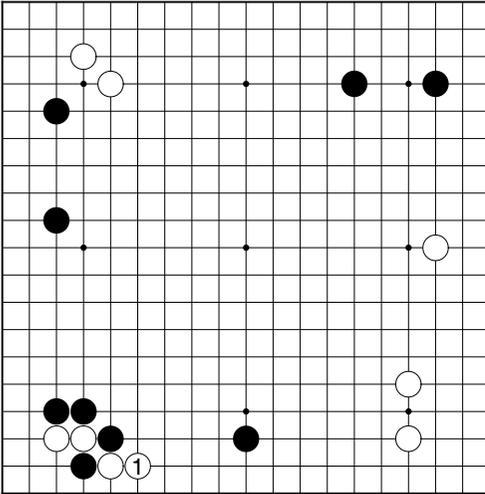
An: Yes, ⑰ is very unusual, but it looks playable in this situation.



Alex: White cannot get a good result playing ⑱ at ①.

An: This is terrible for White. Usually White would get a ponnuki here (see the normal joseki in the small diagram), but now his shape is much heavier compared to having a ponnuki.



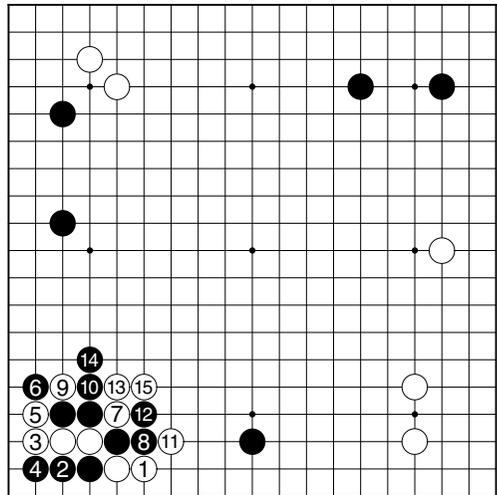


Alex: White can extend with ⑮ at this ①, but only if the ladder is favorable for him.

An: Right. It's necessary to read out the ladder first.

Alex: The ladder at this point is good for Black, so ⑮ at this ① is not possible in this case.

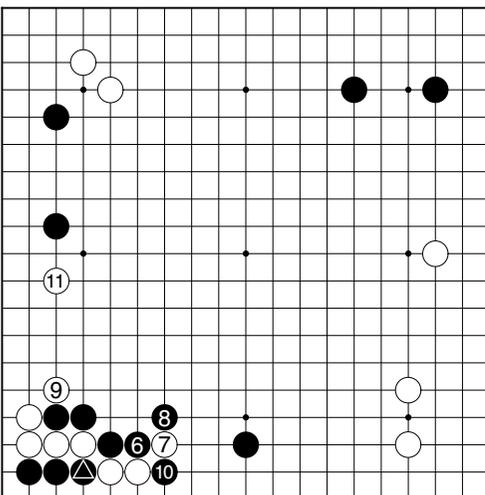
An: That's right.



An: What if Black plays ⑥ here when the ladder is good for White? This variation also seems favorable for White.

Alex: Yes, I prefer White here. Black's lower territory is not big and there is a lot of aji inside.

An: The conclusion is that Black's cut with ⑮ in the game (▲) can be used only if the ladder is good for Black.

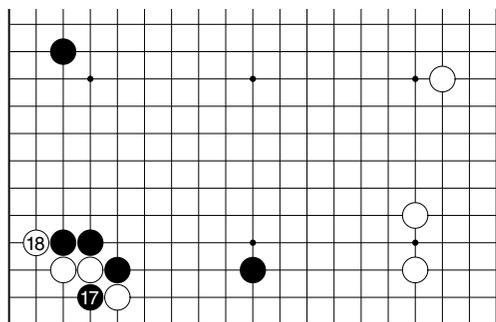
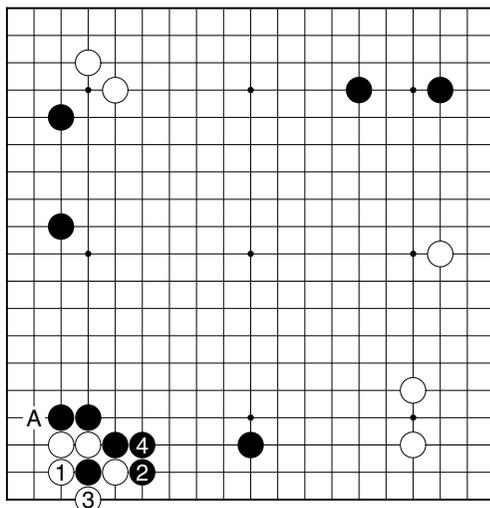


Alex: Most weak players (and even some strong players) will capture the stone with ⑱, so you can confound them easily.

An: Yes. The cut becomes a useful tricky move.

Alex: White's corner is small and the descent at A is almost sente for Black. Can we say this is quite favorable for Black?

An: Yes, it is. This result is excellent for Black!

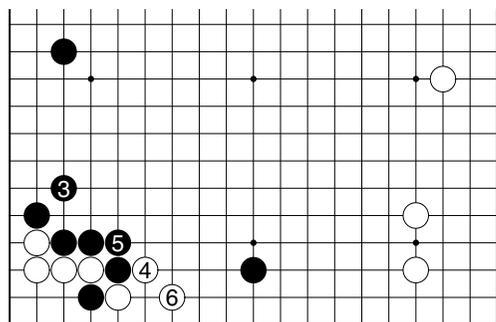
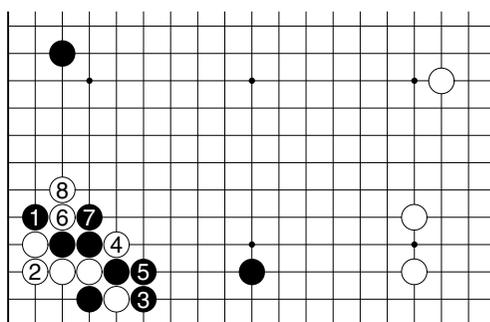


Alex: Is this ⑱ in the game the best response to Black's cut with ⑰?

An: I think so.

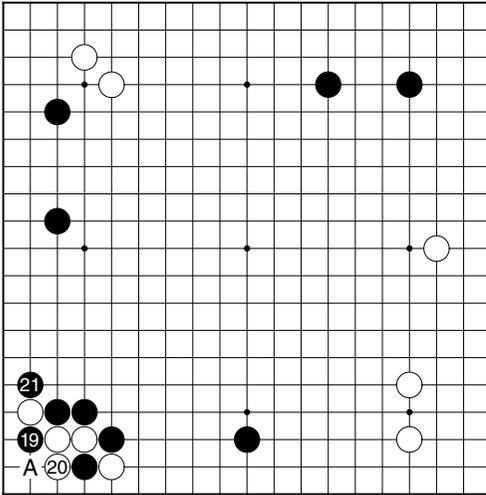
Alex: Black cannot fight like this after that ⑱.

An: No way.



Alex: If Black plays ③ here in this case, White's corner becomes very solid.

An: It's not only solid, but also very big.



Alex: So Black has no choice but to cut inside with 19 as in the game right?

An: Right.

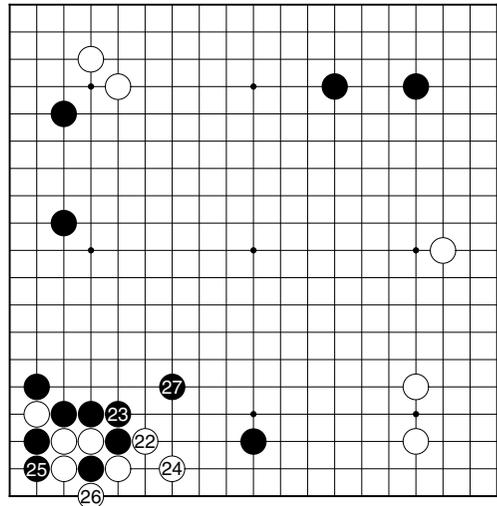
Alex: Then it seems correct for Black to skip the atari at A with 21, as in the game.

An: Yes, it's important to do so.

Alex: The timing of the atari with 25 is good.

This is the development in the actual game. Otake 9P won it, but I think White is favorable locally. How about you?

An: I think the result is even, which means Black's cut at 17 is acceptable.



Alex: What is your conclusion about this cut with 17? Personally I use it only in teaching games—against weaker players (except for my game with Merlijn Kuin 6-dan in the Toyota & Denso cup). It works with great success, because most of my opponents (even Merlijn) capture this cutting stone.

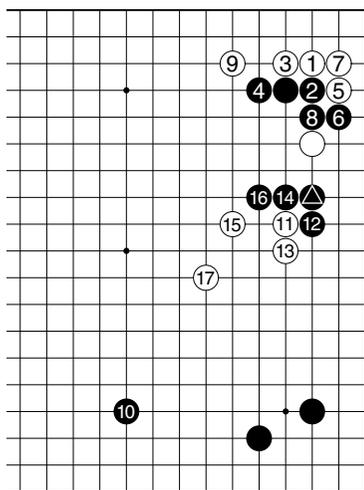
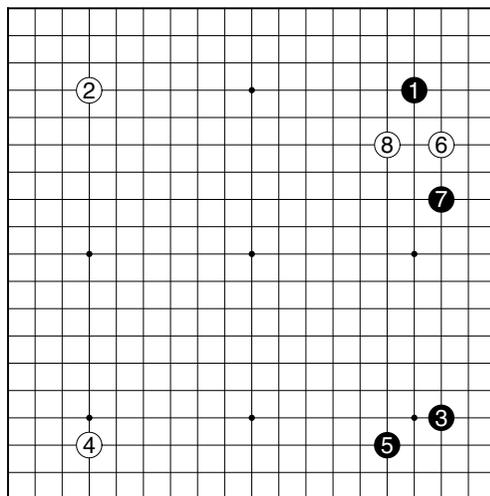
An: I never play that cut, but the move seems interesting. The cut is not a trick move, but it could be a tricky move for weaker players. I think this pattern is worth learning for them.

Alex: Yes, it's very useful for kyu players!

MOVE #18

A NEW MOVE IN A COMMON POSITION

Alex: This jump with ⑧ in this fuseki became popular a few years ago. This game is between Piao Wenyao and Qiu Jun and was played in March 2009 in the Chinese Tianyuan tournament. Personally I prefer to invade at the 3-3 point, and I feel that is good enough for White. (See the next diagram.)



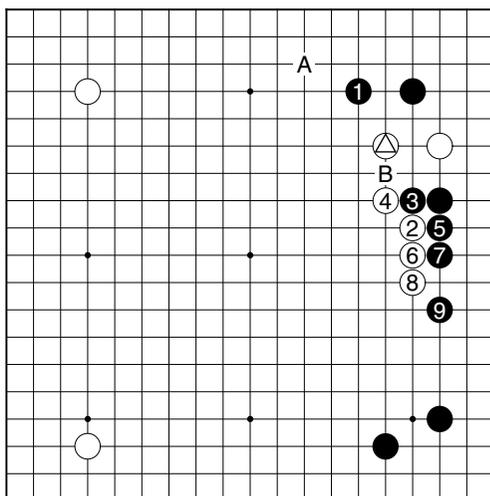
Alex: White can always reduce the moyo this way, so nowadays it's more popular for Black to play a high pincer at ⑪ or ⑭ instead of ⑧.

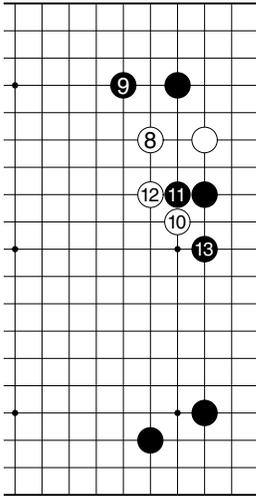
An: Yes, the 3-3 invasion is good enough for White. I also like this fuseki for White.

Alex: This is the normal joseki after the jump with ⑧. White plays at A next (the active way) or defends at B (the peaceful way). What do you think about this position?

An: It looks okay for both.

Alex: I like such positions for Black. White has a wall, but it often becomes a weak group.





Alex: This variation with 13 in the game is the new move I'd like to discuss. I've never seen it before; have you? This game was played by very strong Chinese pros—I'd say among the best ten in China.

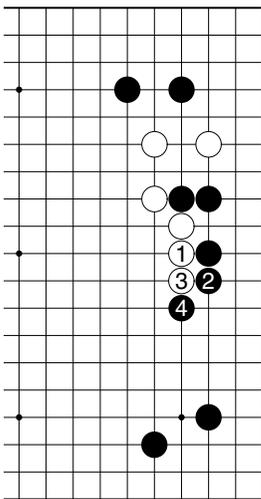
An: I've never seen this move at 13 either. Both these players are very strong. They must have studied this move before the game.

Alex: White cannot get a good result by starting a fight this way, it seems. Am I right?

An: Yes, you're right. White has too many cutting points, so this fight is hopeless for him.

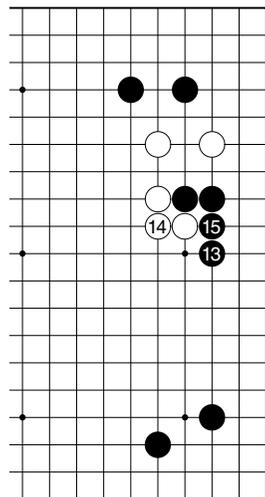
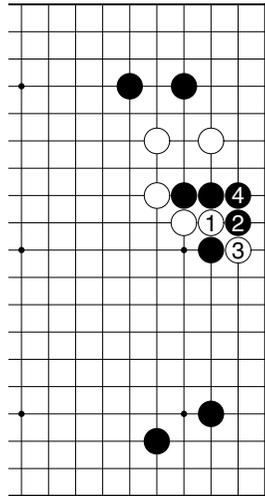
Alex: If White plays this way, Black can hane with 4, which is painful for White.

An: I agree with you. White cannot get a good shape here.



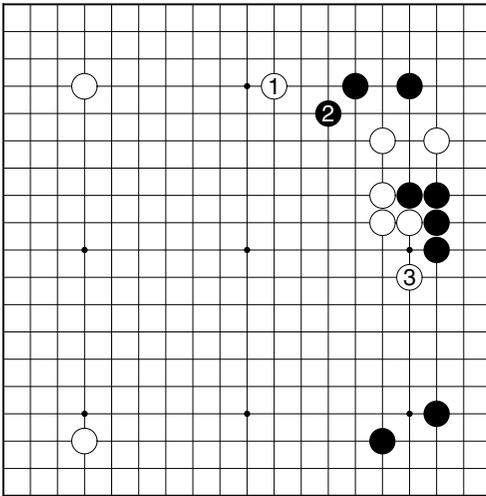
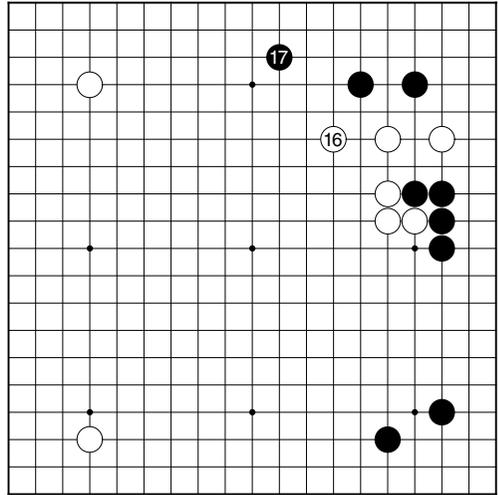
Alex: White's connecting with 14 in the game looks slow, but I can't find anything better for White.

An: Yes, you're right. Actually, I didn't have any ideas about this new jump with 13 so I asked my classmate Lee Jungwoo 6P. He said it's very new, but there's a good way for White. In this game, however, 13 is successful because White doesn't find the best way to continue.



Alex: In the game, White defends the cutting point with ⑩ so Black is very happy to extend on the top at ⑪.

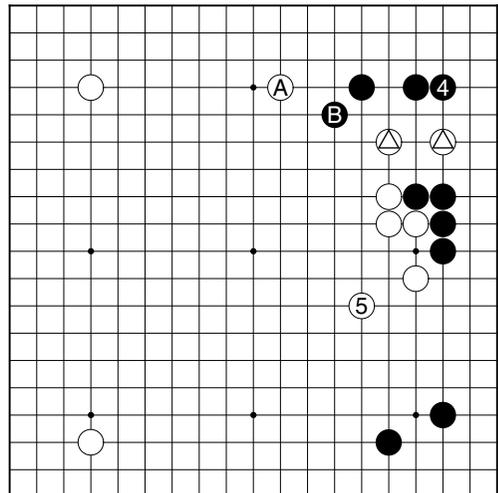
An: Lee Jungwoo said this ⑫ is the first mistake.

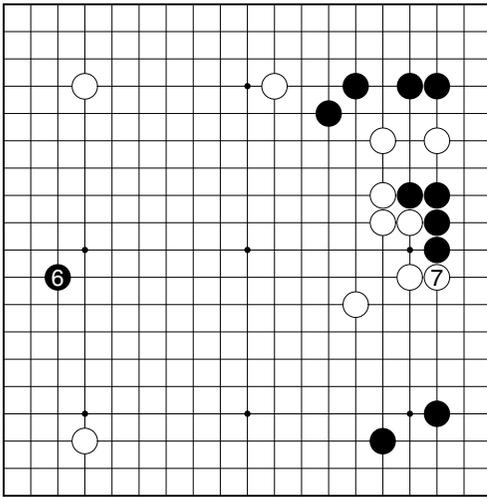


An: This ① is the new move for ⑩ in the game that's been studied. There's no other choice for Black's response than ②. Then White plays ③.

An: If Black plays next at ④, as he does in the game, White reinforces at ⑤. At this point, the two △ stones are light and the A-B exchange is good for White.

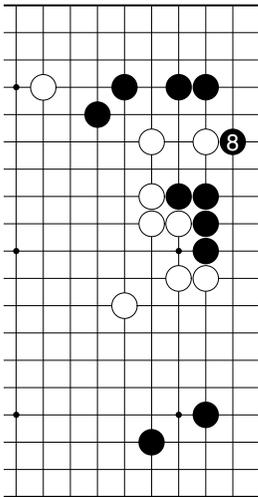
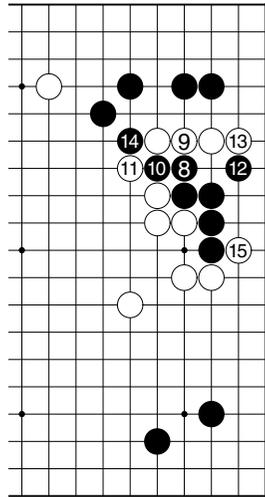
Alex: Yes, I agree, this is a good idea. White A prevents Black from extending on the top, which is very important.





An: If Black splits the left side with ⑥, as in the game, the block with ⑦ becomes a good point.

An: If Black continues with the peep at ⑧, he is in trouble. He doesn't have enough liberties to win this capturing race.



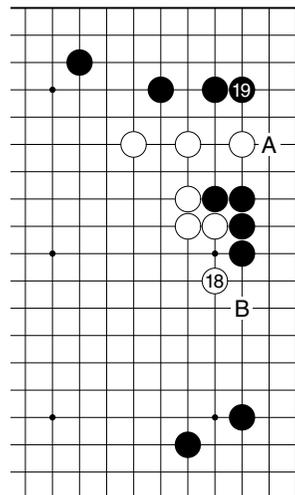
An: This ⑧ is the right answer for Black. However, up to this point, all of White's stones are okay, and Black's territory is not big enough.

Alex: I agree, Black's territory looks much smaller in comparison with the actual game.

Alex: I like the answer of ⑱ in the game. It makes miai of A and B.

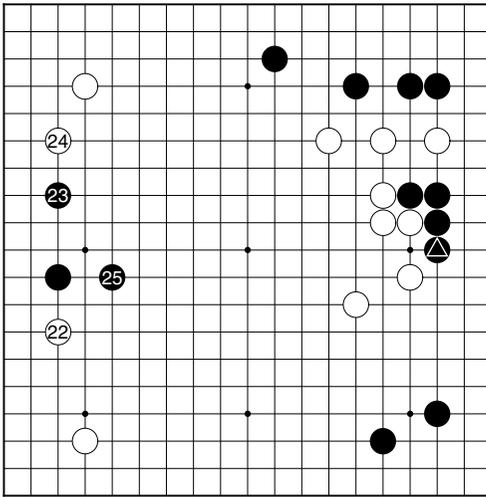
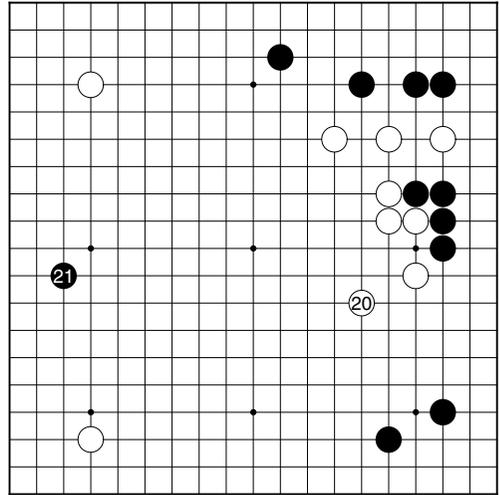
Alex: Black has lots of points now so he will aim to play peacefully and prevent White from creating a moyo.

An: Yes, this result is favorable for Black. The shape of both sides at the top is very different from White's best variation.



Alex: Black has lots of points after 21 so he wants to play peacefully and prevent White from completing the moyo.

An: Yes, the result so far is favorable for Black, I think. The shape of both sides at the top is very different from White's best variation.



Alex: Black won this game finally and I like his position at this point. It's very solid and Black has lots of points. What do you think about this result and about Black's new move with 13 (△)? Can we say that this new move is suitable only if Black has the corner enclosure in the bottom right or at least a single stone in that corner?

An: In this game Black's new move was successful. However, they must have studied this move later and seen that there is a good response for White. Nevertheless, for amateur players, the move is very new and looks interesting. I think it's playable for them. I'd even like to try this new move if there's a chance to play it.

Alex: I don't expect to have a chance to play it. The tight pincer by Black leads to moyo games when White invades at the 3-3 point and I don't like to play against moyos. Usually I respond to White's approach in the upper right with a one-space jump on the fourth line rather than a pincer.

An: Yes, I know your style. Your go is very careful and peaceful!