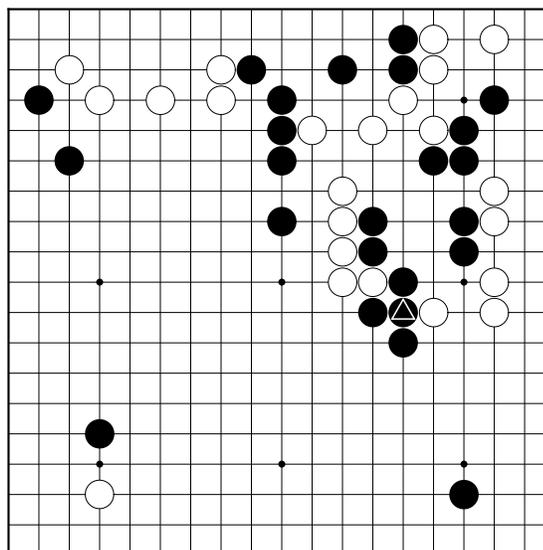


**Problem 19: (▲ was the last move played.)**

One may understand the idea that it is best to take big points, but, in practice, it's not that easy.

Finding the right place at the right time is an aspect of the game that makes go difficult, you see.

After Black has connected with ▲, is the biggest point in the center or on the left side or somewhere else?



Problem 19 - White to Play

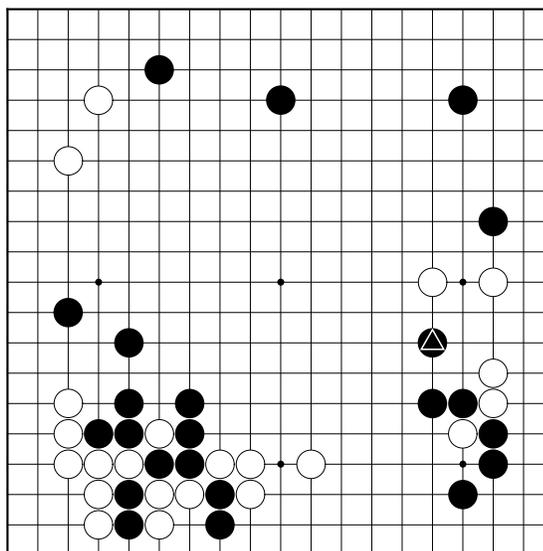
**Problem 20: (▲ was the last move played.)**

When Black has played ▲, one can surely surmise the aim.

In this sort of position, it is typical to make a defensive move, but is there some kind of ploy White can use so as to forgo defending?

The solution requires ingenuity and reading.

This is a difficult problem.



Problem 20 - White to Play

Problem 19: Course of Play

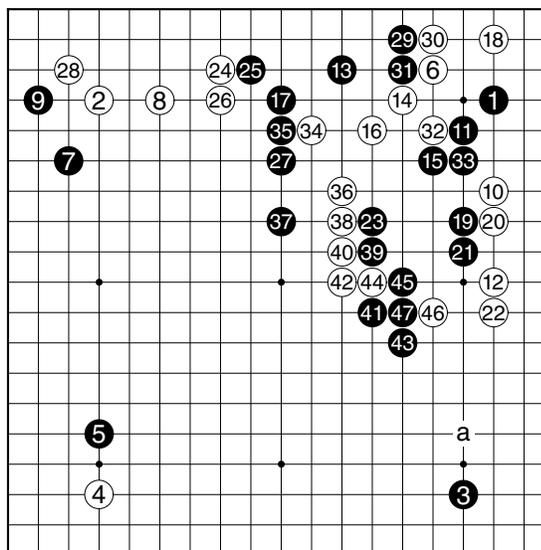
—Please, I'd like you to analyze one of my games.

Shuko: "White 10 plods ahead, one step at a time and is a solid way of playing, isn't it? If I were playing, I fancy that I would attack the corner at 'a', but leaving that aside, this is fine.

"Black's moves, with 25 and the following, show a restlessness that eliminates potential moves that can be played later [aji]. for black 25, the thing to do is simply jump [to 27], you see."

—Somewhere, White went wrong, but I can't understand where.

Shuko: "Up to white 36, there are no problems, but when Black jumped at 37, there was white 38."



Problem 19 (1-47)

White: Morita Michihiro 9 dan  
Black: Rin Shien 5 dan

Diagram 1: Taking a Stone Makes the Position Playable

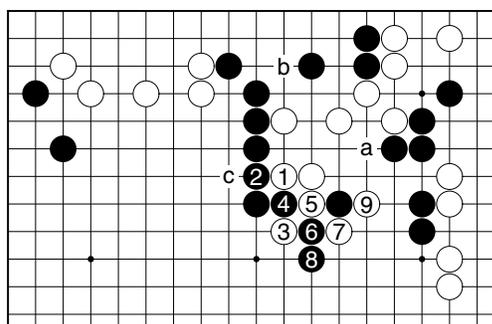
Shuko: "If I were playing, I would fix the shape with white 1 in Diagram 1, then jump out at 3, you know."

—If Black pushes through with 4 and cuts with 6, White plays at 7 and takes control of a stone with 9, right? This works really well.

Shuko: "It would be okay if Black could, somewhere along the way, play at 'a' as a forcing move. But White 'b' counters that, so things will not work out well for black."

—Can Black use 2 to make a move at 3 to seal White in?

Shuko: "White pushes through at 2 and Black's effort will likely prove inadequate. One example would be black 'c' and White slices through the knight's move at 6."



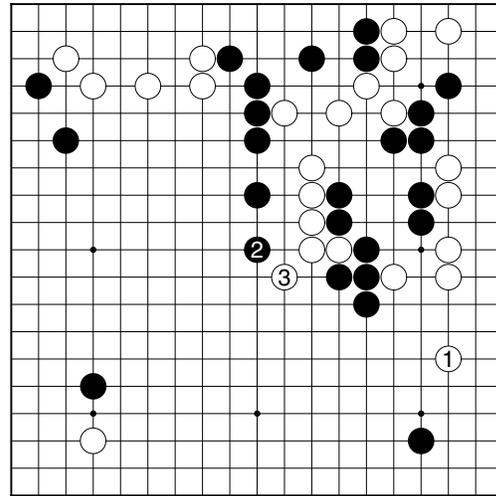
Problem 19 - Diagram 1

### Shuko: The Only Move

Shuko: “This is the board position of the problem, and I wonder why you didn’t make the extension with white 1. This is tremendously big. That is because it also aims at the eye space for black’s big group of stones, you see.”

—Yes, sir. I was worried about having Black jump at 2. But if White moves out with the diagonal move at 3, there would be no danger.

Shuko: “Despite the fact that Black 2 is not a difficult move...”



Problem 19 - The Only Move

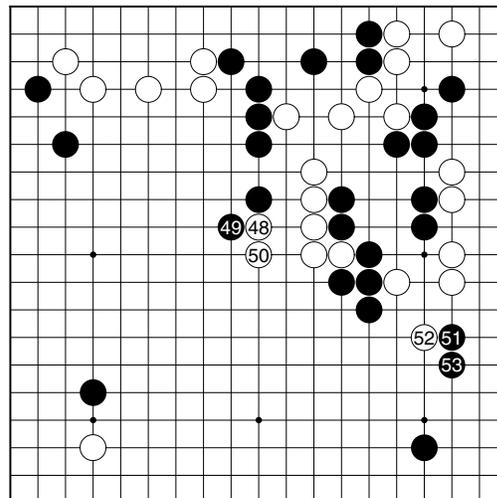
### Diagram 2: Actual Game

Shuko: “Attaching and extending with white 48 and 50 in Diagram 2 was terrible. This is no good, I say.”

“Having Black make the checking extension at such a big place as 51, turns everything sour all at once.”

—That’s right. It eats into White’s position on the right side. White 48 was a terrible veering away from the action.

Shuko: “I don’t feel like looking at anything else from this game, you know. If you don’t get a firm handle on things it will be a burden to me. You have to show me better games in the future, okay?”



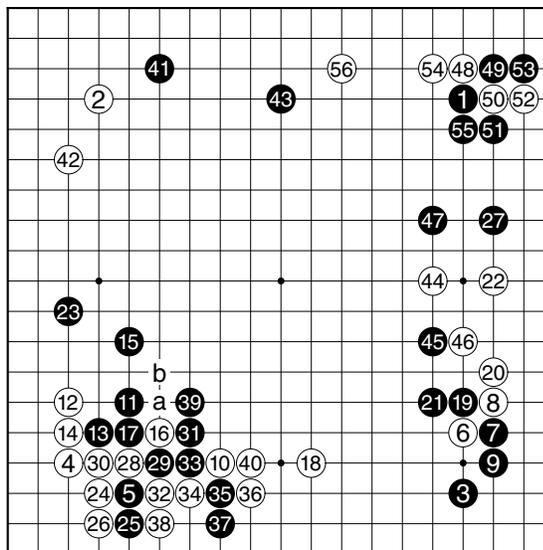
Problem 19 (48-53) Diagram 2

**Problem 20: course of Play**

—This is another of my lightning go games.

Shuko: “White cut starting with 28? Young Morita has great fighting strength, no? If I were playing, for black 33 I would capture at ‘a’, avoiding potential problems [aji]. Later in the actual game, White had the chance to make the unpleasant peep at ‘b’.”

—The move that I didn’t likemyself is white 46. I had the feeling of backing down from a forcing mvove.



Problem 20 (1-56)

White: Morita Michihiro 9 dan  
Black: Kurosawa Tadanao 9 dan

**Diagram 1: Not Impressive for White**

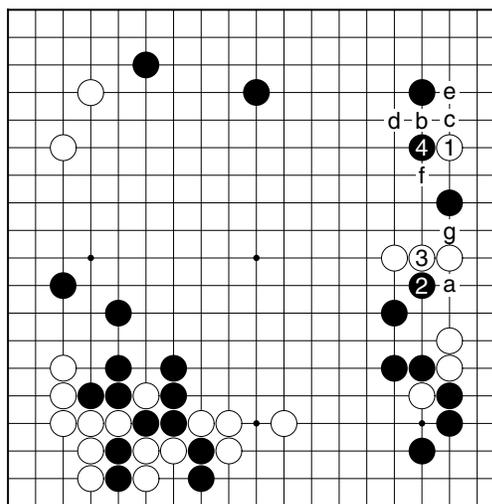
Shuko: “Yes, White was forced a little, it’s true. What happens if White invades with 1 in Diagram 1 instead?”

—I thought about that, but I worried that a Black peep at 2 would put me on the spot. If White connects at 3, Black attaches at 4 and it’s not impressive for White.

Shuko: “So that’s it, huh? It’s painful that Black is left with the move at ‘a’.

“And the fact that White cannot hane between Black’s stones at ‘b’ (after black ‘c’, white ‘d’ and black ‘e’, the ladder with white ‘f’ is unfavorable) leaves White dazed.

“But what about using white 3 to butt against black at ‘g’?”

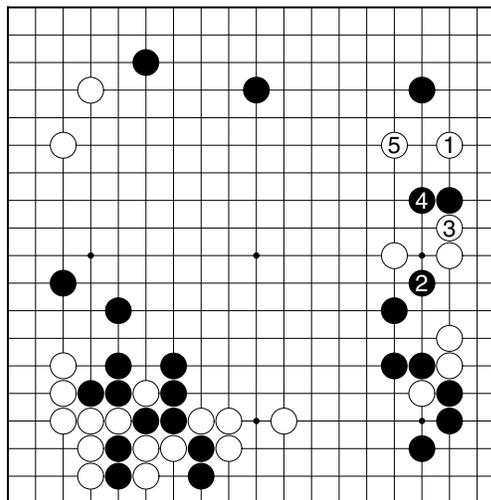


Problem 20 Diagram 1

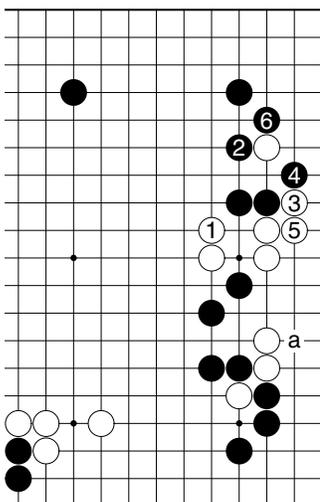
### Shuko: The Only Move

—In response to white 1, should Black peep at 2, White butts against Black's stone with 3, right?

Shuko: "In that case, if Black extends at 4, White jumps at 5, making for a quite lively position. This is playable for White."



Problem 20 - The Only Move



Problem 20 - Diagram 2

### Diagram 2: The Bamboo Connection Misses a Chance

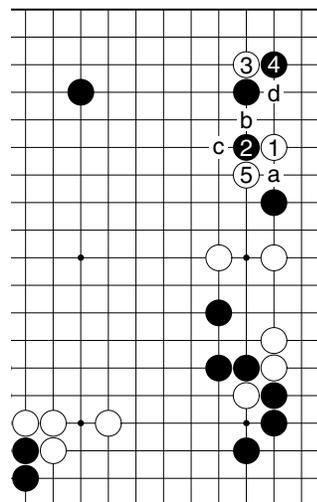
—I hadn't considered white 5 at all. The only thing that I thought about was connecting with white 1 in Diagram 2. Through black 6, the corner is solidified, while Black can also aim at attaching at "a"...

### Diagram 3: A Connected Way of Thinking

Shuko: "This was a missed chance. It is important to come up with a ploy to avoid connecting with white 1. When White plays 1 in Diagram 3, should Black simply attach with 2, White has a move prepared, the attachment of 3."

—If black 4, White gets impetus to hane at 5, you know.

Continuing, black "a" is followed by white "b", black "c" and white "d". It is difficult, but appears to be playable for White.



Problem 20 - Diagram 3