

Ten Conditions of Go Knowledge

#7 When Attacking, Think About How to Withdraw

Aggressively attacking requires daring, but one must keep an escape route in mind.

In neutralizing territory one must not go in too deeply.

The neutralizing move of black 1 in **Diagram 25** was not too shallow nor too deep, but the proper neutralization.

Should White reply at "a," Black has ensured that "b" is left as a path to run away, which is skillful warfare.

In addition, if White attacks with "c," it is necessary that Black has the strength to survive by playing at "d."

Otake Hideo (Black) vs. Ishida Yoshio

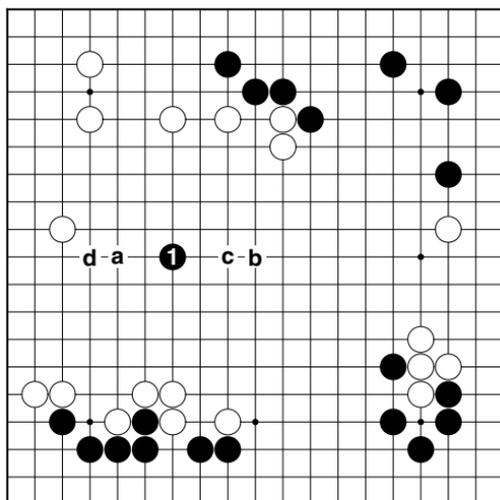


Diagram 25

In **Diagram 26** (White to Play), Black has just slipped into the left side with \triangle . The focus is on how to deal with Black's territorial framework in the lower right. Where is the neutralizing point that is not too shallow nor too deep? One must also consider what will happen afterward in the attack and defense of a territorial framework.

Kato Masao (Black) vs. Rin Kaiho

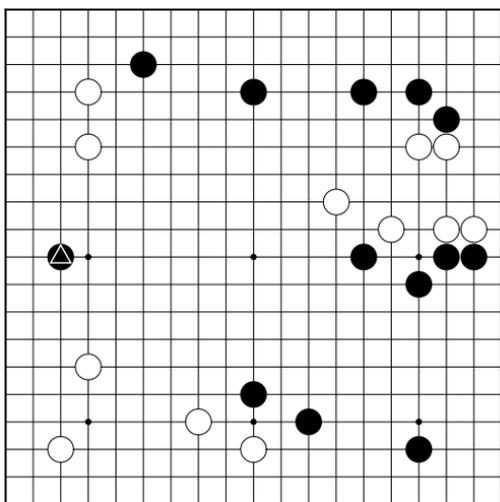


Diagram 26 White to Play

White 1 in **Diagram 27** (Correct Solution) is a good guess for a neutralizing move. A single move will not seal White in, while on the contrary White aims at the weak points of "a" and "b." That makes it difficult for Black to find a way to respond.

For instance, if Black defends at 2, the potential of a White attachment at "c" remains, so it is a half way measure.

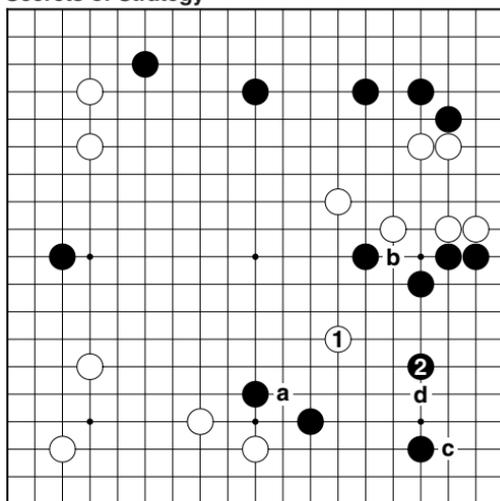


Diagram 27 Correct Solution

At the same time, the one-space jump of black "d" also has weak points, so one is not inclined to respond at all.

Since there is no clear way to defend or attack, Black must first take care of the thinness of his shape.

In **Diagram 28**, Black 1 and 3 help repair the weak points here, a wise attitude.

After white 4, black 5 is a thick and strong move. But, you know, it is not easy to play these kinds of patient, yet thick and powerful moves.

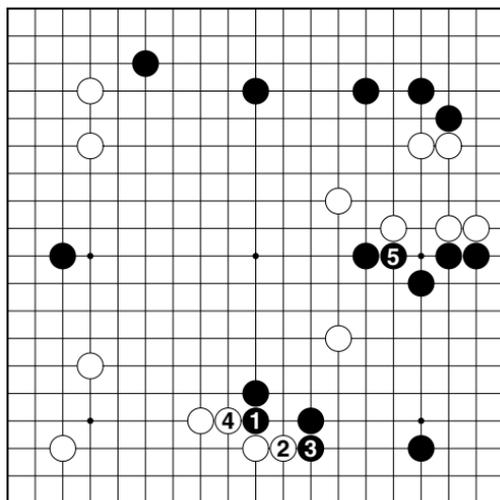


Diagram 28

Without attacking White's stone directly the intention was to set up a two-pronged attack against the single stone that had invaded and White's six stones in the upper right. Next—

Since Black was slowly and deliberately building up the position, White played 1 in **Diagram 29**, followed by 3 and 5 to eat into the corner, aiming to create the general outline of viable shape through 7.

Black turned at 8 and then took White's eye shape away above and below with 10 and 12, putting into effect the two-pronged attack.

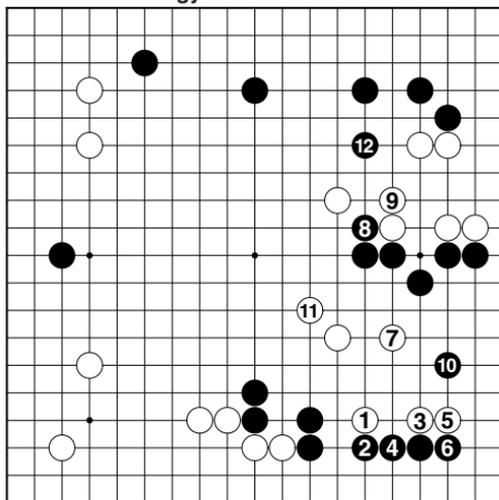


Diagram 28

With both sides' stones pushed to the limit by this chain of events, a violent confrontation was likely.



Model 11

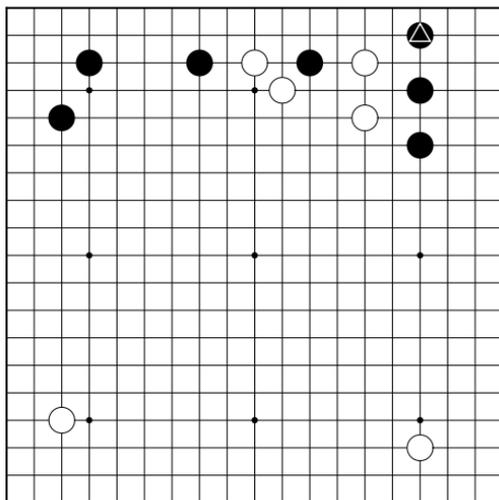
Playing with Good Potential

In go, it is important to play while securing the position with good potential. That is, not leaving unpleasantness or defects that can be exploited.

While knowing that there is bad potential in a position, one can end up just focusing on hanging tough.

Later, that is taken advantage of, and a stupendous collapse is invited. Perhaps everyone has experienced this.

Well, then, Black has just played .



Model 11 White to Play

Please play a move for White with good potential that does not leave any unpleasantness behind.

Diagram 1 Correct Solution

First, let's start with the correct solution.

Playing securely with white 1 is correct.

I hope that in this sort of situation your hand moves here in no time at all.

If one is worried that there is some kind of connection underneath entailing a loss, that feeling will preclude one from playing the real thing.

But I truly hope that you play this way.

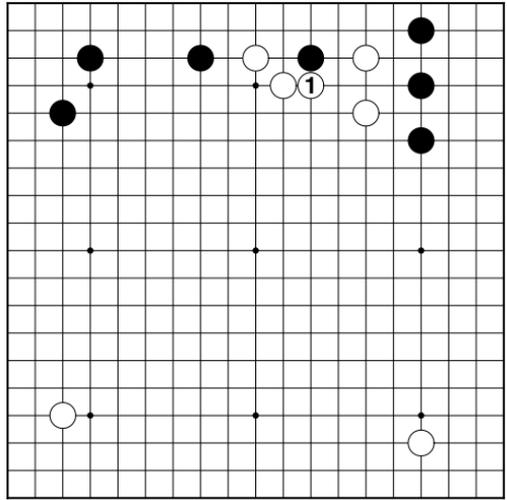


Diagram 1

Diagram 3 The Actual Game

Did you consider it desirable to play the diagonal attachment of white 1?

You probably worried that Black could connect underneath.

However, that is a trivial matter; the potential problems for the white group as a whole is the major concern.

Nonetheless, those actually playing this way are the majority.

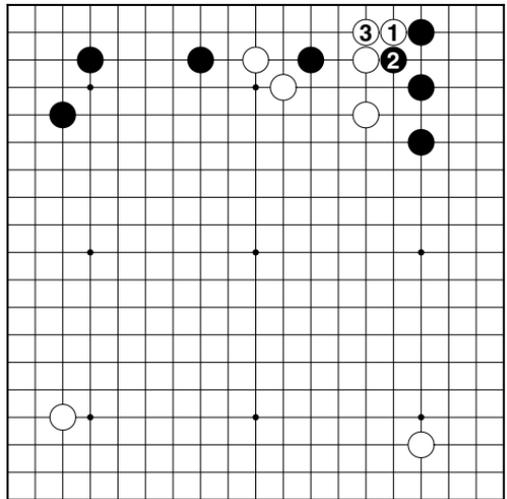


Diagram 3