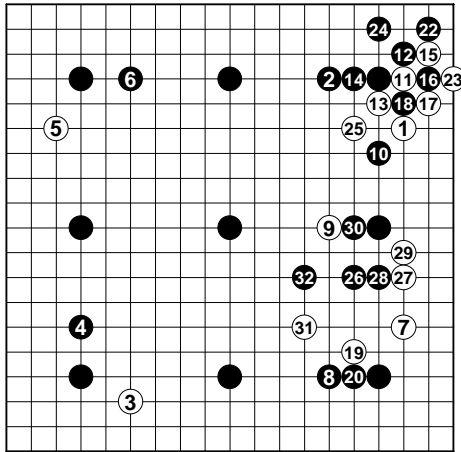


9 STONE HANDICAP GAME (1) FROM A TEACHING GAME AGAINST "E" 3-KYU



*Figure 1 (Moves 1 through 32)
21 Captures Ko*

Finally, we look at 9-stone handicap games. Black needs to play even more solidly than in the games up to now. Mastering 9-stone games opens the path to playing well in 6-stone and 4-stone games.

The cap at White 9 is a standard tactic in handicap games. Black has a number of ways to respond. On the one hand, the shoulder hit at Black 10 is severe, but it can also lead to complications. Instead of 10 ...

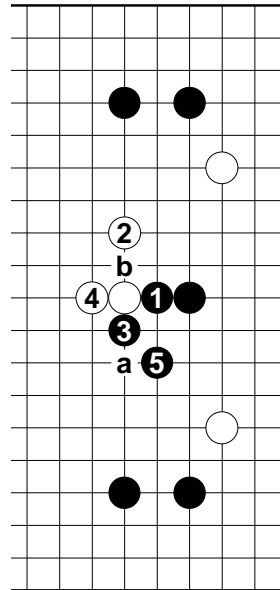


Diagram 1

Bumping up against White with Black 1 is the simplest way to play. If White jumps to 2, Black plays the sequence through 5. If White jumps to *a*, Black plays the *hane* at *b* – leading to the same result.

Instead of White 11, it's more usual to push at on top of Black 10, but White 11 and 13 is also an effective sequence for the stronger player to use in a handicap game.

The connection at Black 14 is an excellent move. Instead of 14 ...

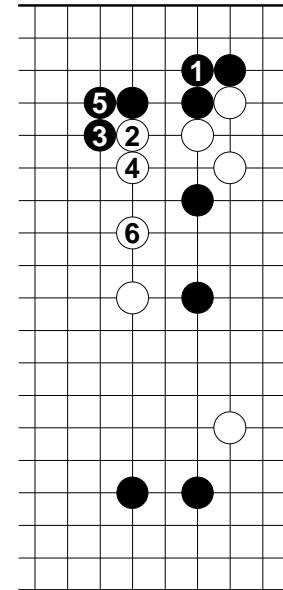


Diagram 2

Connecting solidly at Black 1 actually helps White settle with 2 and 4.

In response to White 15, boldly confronting White with Black 16 and 18 is good. However, retreating with Black 22 is terrible.

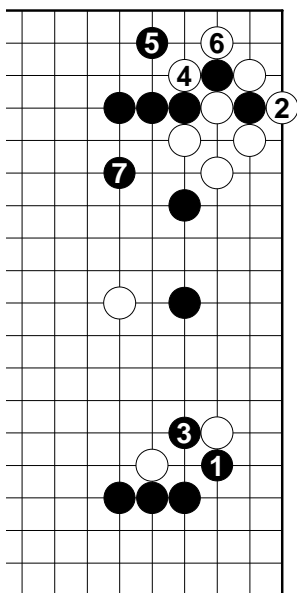


Diagram 3

Black must fight the *ko*. Black can play the diagonal attachment at 1 followed by 3. After Black 5 and 7, the upper right corner is in no particular danger.

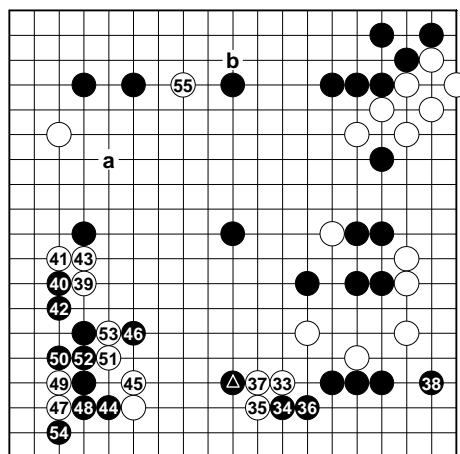


Figure 2 (Moves 33 through 55)
Two Terrible Moves

In response to White's invasion at 33, attaching and pulling back with 34 and 36 is terrible. After White connects, the triangled stone goes to waste. In response to White 33, simply defending at 38 would have been fine.

In response to White 39, Black again attached with 40. Instead of 40, simply jumping to 46 was fine. Or, if Black wants to play more solidly ...

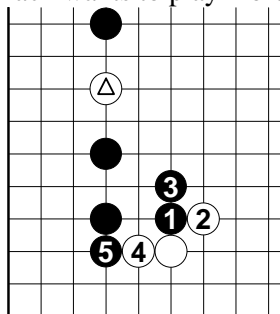


Diagram 4

Black can attach and extend with 1 and 3, then patiently aim at attacking the triangled stone.

At any rate, attaching and extending with Black 40 and 42 is absolutely the wrong way to play.

Jumping to Black 46 is an overplay. Black is weak in this area, so ...

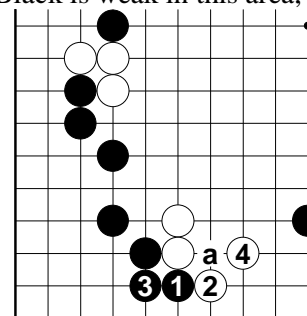


Diagram 5

Black needs to take the opportunity to secure himself by playing the *hane* and connection with 1 and 2. White must play 4 to protect the cut at *a*, so Black gets *sente*, and can play first at *a* in the Figure.

Black 48 is an overplay. Instead ...

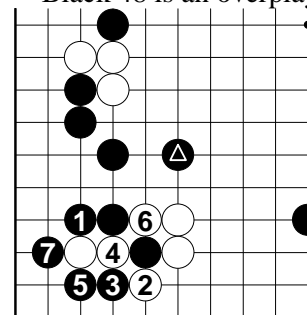


Diagram 6

It was better to play solidly with Black 1. This is a *joseki*, and playing this way ensures that the triangled stone will not be cut off. Also note that in this situation, playing Black 4 at 3 is not quite satisfactory.

Because Black tried a bit too hard with 48, White's peep at 51 is effective.

Allowing White to cut off Black 46 is painful. Black 54 is an attempt to erase the *aji* in the corner, but it's not that effective ...

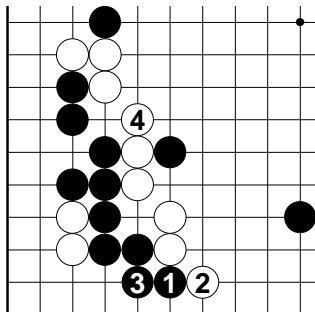


Diagram 7

If Black wants to get rid of this *aji*, it's better to *hane* and connect with 1 and 3. White needs to connect with 4, so Black gets *sente* and can play at *a* or *b*.

When White gets the chance to play first on the upper side with the invasion at 55, it's clear that Black has lost a lot in the fighting in the lower left.

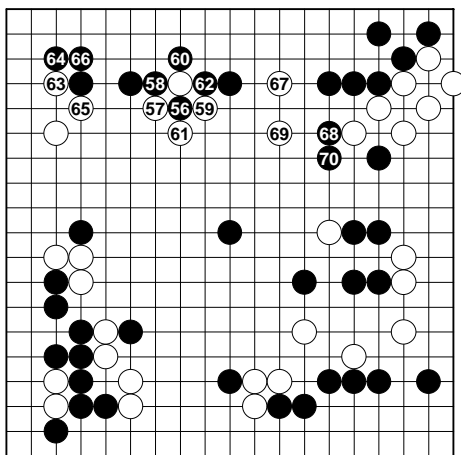


Figure 3 (Moves 56 through 70)

A weak attack

Attaching with Black 56 and connecting underneath by allowing White to make a *ponnuki* is seen

frequently, but it's usually bad. In a 9-stone game, however, Black can probably afford to play this way.

White invades once more with 67. Black's response at 68 and 70 is slack.

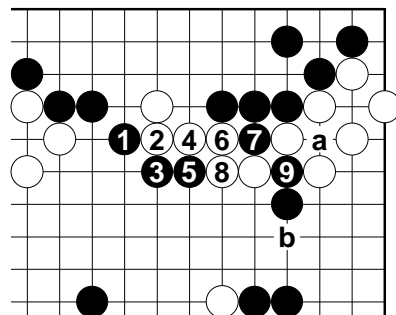


Diagram 8

Black has a splendid attack starting with the diagonal play at 1. If White runs with 2 and 4, Black can cut with 5 through 9 and White is in trouble. Next, if White *a*, then Black *b*.

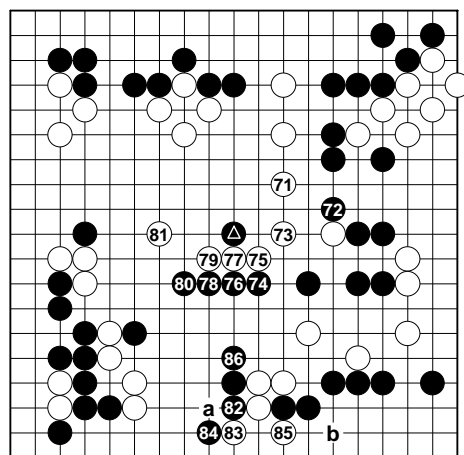


Figure 4 (Moves 71 through 86)

The game becomes close

The sequence from 71 through 81 in which the triangled stone gets surrounded can be ascribed to the difference in strength between the two players, but blocking with Black 82 is

just a bad move. White makes good shape with 83 and 85 and now cutting at *a* and jumping into Black's area with *b* are *miai*.

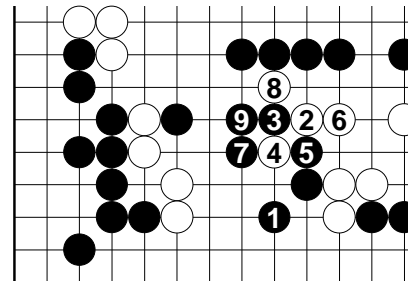


Diagram 9

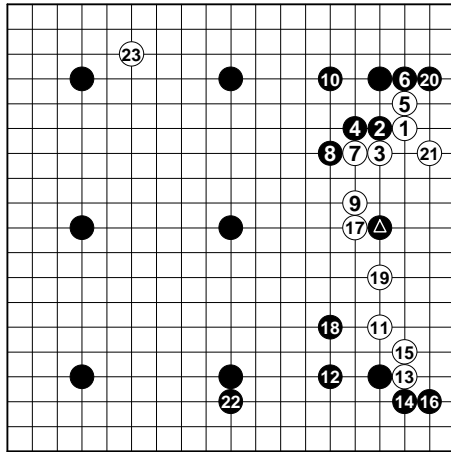
In this sort of situation, the secret is to pull back one step with Black 1. If White plays 2, Black attaches with 3. After the sequence through 9, Black has nothing to worry about.

The game has now become close.

Moves after 86 omitted

White wins by 2 points

9 STONE HANDICAP GAME (2) FROM A TEACHING GAME AGAINST "S" 3-KYU



*Figure 1 (Moves 1 through 23)
The Iron Pillar*

White is thinking about the triangled stone when making the approach at 11. The descent at Black 16 is locally the proper move, but this case calls for a different approach ...

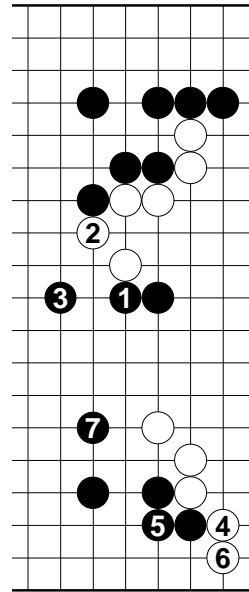


Diagram 1

Black can *tennuki* in the lower right corner and play 1 and 3. Allowing White to *hane* at 4 is a bit painful, but Black can get compensation in the center in the sequence through 7.

After 17, Black gives up on the triangled stone, which is a wise decision. Instead of Black 18 ...

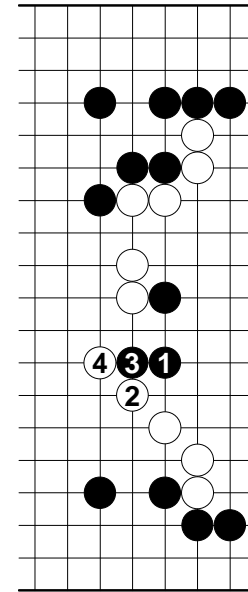


Diagram 2

Trying to move out with a move like 1 seems too late, and meets with a strong attack in the shape of 2 and 4.

If White ignores the Black descent to 20 ...

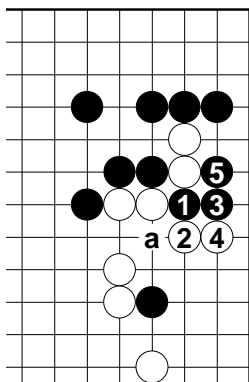


Diagram 3

Black plays 1 and 3 and captures 2 White stones. If it were just a capture this would be OK, but after White 4 Black still has a cut at *a*, so White ends in *gote*.

Black's descent at 22 is called an iron pillar, and is a very solid move. That is ...

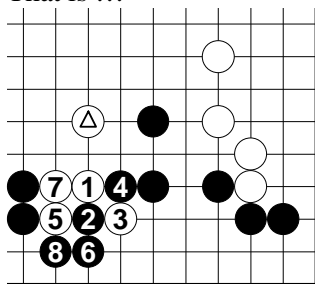


Diagram 4

In the future, even if White comes in the vicinity with a move like the triangled stone, Black can ignore it. After White 1, Black attaches with 2 and connects his groups with the sequence through 8.

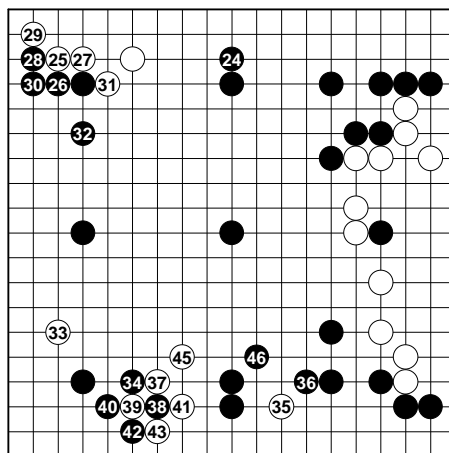


Figure 2 (Moves 24 through 46)

44 Connects

Black 26 is too generous

Black plays a second iron pillar at 24. This makes the upper right corner Black's territory. In high handicap games (6 stones or more), the iron pillar is a very effective move.

With 26, Black blocks in the wrong direction.

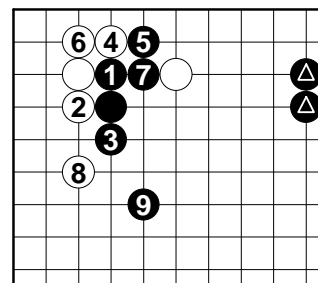


Diagram 5

Because of the marked stones, Black needs to block at 1. White 2 through 8 follow the *joseki*, but then Black 9 occupies a key point, expanding the *moyo*.

At first glance, the *hane* and connection at Black 28 and 30 look very solid, but this is also a mistake.

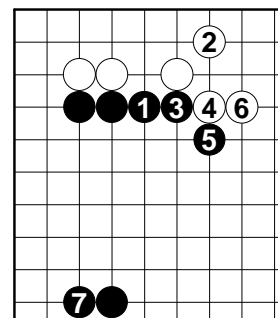


Diagram 6

Here Black 1 is an unmistakable key point. About the best White can do is 2, to defend against the push and cut, but Black is fine after expanding the *moyo* with 3 through 7.

With 31 it is White who gets the key point, and Black needs to defend with 32, which is painful.

White invades at 35 knowing it's unreasonable.

White 37 is a natural try. Black's responses after 38 are flawless, but it's worth noting that instead of Black 44 ...

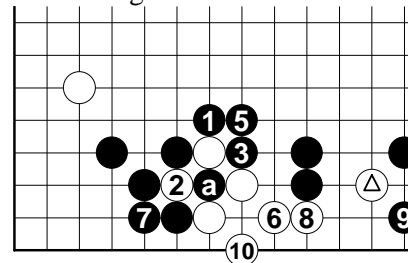


Diagram 7

It would be nice to counterattack with Black 1, but after White 10, this White group won't die because the marked stone comes into play.

Black 46 seems to be from a worry about White moving out, but this is an uninspired move. Instead...

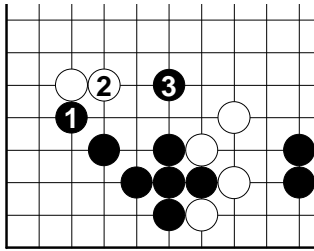


Diagram 8

Black can take the initiative with 1. If White 2, Black gets to jump to 3, with attacking chances against both White groups.

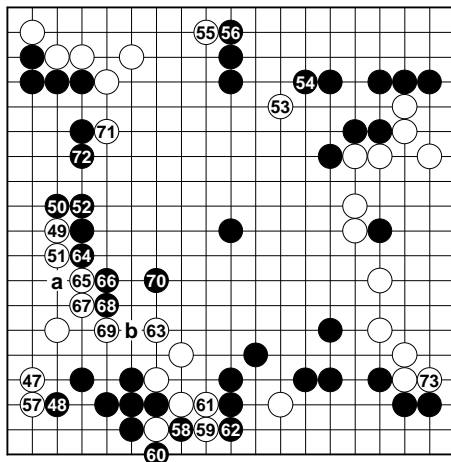


Figure 3 (Moves 47 through 73)

Meek play by Black

Defending the 3-3 point with Black 48 is small.

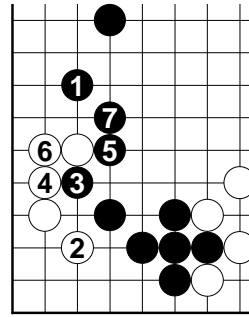


Diagram 9

Counterattacking with Black 1 is a good move. After sealing White in with Black 7, Black's outer thickness comes into play.

Instead of White 49, *a* is the proper move, but White is looking for complications.

Meekly defending with Black 50 avoids complications, but clearly lacks fighting spirit.

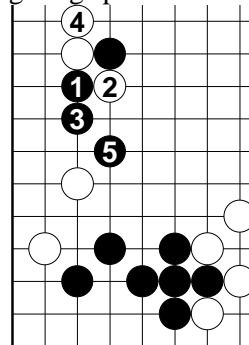


Diagram 10

Black 1 would refute White's unreasonable play. If White cuts with 2, Black plays 3 and 5, and nothing White tries is going to work.

After 52, Black has clearly been forced.

In response to White 57, Black deserves no praise for 58. After 62,

Black ends in *gote*. Instead of 58, poking out with *b* was wiser.

Mr. S played the *hane* at 66 as if it were the only move, but Black has a better move.

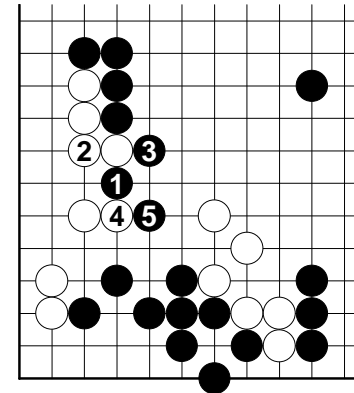


Diagram 11

Black should try attaching at 1. White needs to "apologize" with 2, and Black can seal off the outside with 3 and 5, leaving the 6 White stones on the lower side extremely thin.

Instead of Black 68, it would be better to attach at *b*.

In a handicap game, if Black makes a number of slack moves in a row like this, eventually White will catch up.

White 73 is a big reverse-*sente* endgame move. If Black plays first...

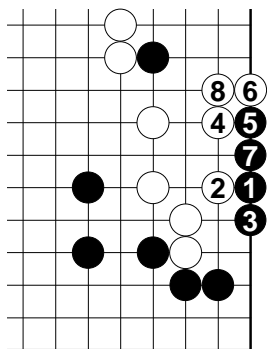


Diagram 12

Black can play 1 through 5 in *sente*.

White 73 prevents this.

Moves after 73 omitted

White wins by 5 points

9 STONE HANDICAP GAME (3) FROM A TEACHING GAME AGAINST "H" 4-KYU

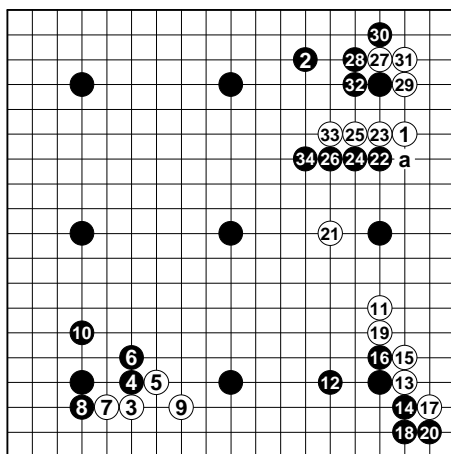


Figure 1 (Moves 1 through 34)

The shoulder hit is good

Black 4 through 10 are a typical *joseki*.

Instead of pushing with Black 16, descending to 17 is *joseki*. However, White's *hane* at 17 is an overplay which gives Black a chance.

Instead of Black 18 ...

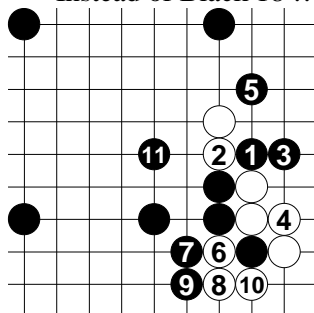


Diagram 1

Black's *hane* at 1 succeeds. After White cuts at 2 the sequence through Black 11 is forced, so Black could have

seized a huge advantage. It follows that instead of White 17, White needed to play at 19 and allow Black to play at 17.

In response to White's cap at 21, Black escaped with 22. Instead of this

...

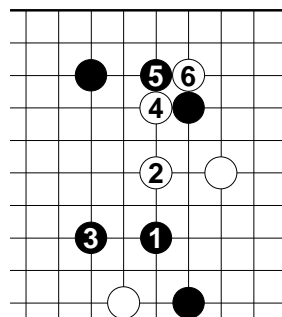


Diagram 2

Black could also escape with a knight's move at 1, but after White jumps to 2 then attaches and cuts at 4 and 6, matters become complicated.

After the shoulder hit at Black 22, Black can stay one step ahead of White with 24 and 26, so Black has no worries. Both 24 and 26 are better than blocking at *a*, which would let White *hane* at the head of two (or three) stones.

White's attachment at 27 is a natural attempt to take advantage of the thickness gained by 23 and 25. If White unimaginatively invaded at 31, Black would calmly block at 29, which is not satisfactory for White.

Black defends satisfactorily at 28 and 30, but the connection at 32 is problematic...

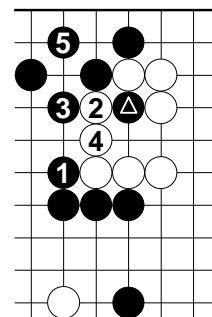


Diagram 3

The turn at Black 1 is the key point, viewing the triangled stone as light. If White cuts at 2, Black gets great shape after the sequence through 5. Instead of White 4 ...

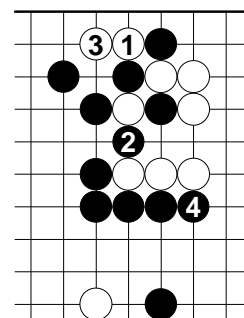


Diagram 4

If White varies by cutting underneath with 1, then after Black 2, blocking with Black 4 is a good move.

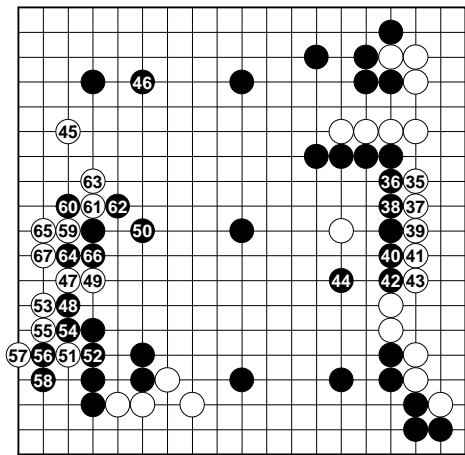


Figure 2 (Moves 35 through 67)
Too little resistance

When White jumped to 35, Black responded with 36 but this is the proverbial empty triangle, which is bad shape. Instead of 36 ...

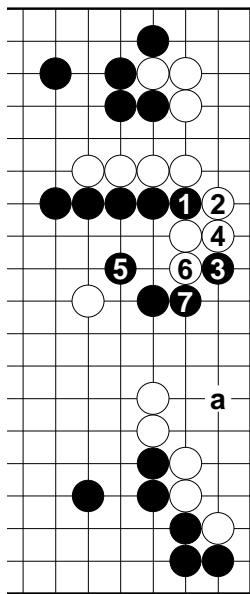


Diagram 5

Black gets better shape by pushing with 1, then peeping with 3. After Black

7, next Black can aim at *a*, with an attack on the White group.

However, after pushing with 36 Black does well to continue through 44, playing thickly.

The diagonal attachment at Black 48 is a good move, but the jump to Black 50 is questionable. More severe would have been to descend to 59 or to jump to 63, aiming at attacking the White stone at 45.

Jumping to 50 gives White the chance to play the attachment at 59. But this White 59 is risky – if Black responds correctly, White will be in trouble. Instead of the *atari* at Black 62 ...

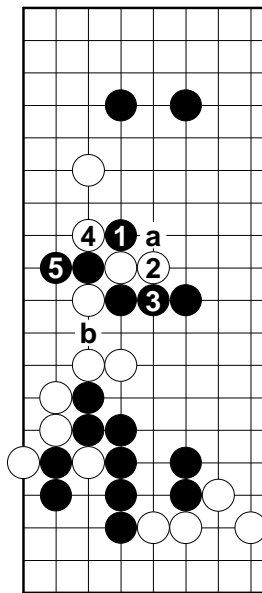


Diagram 6

Black can make better shape by giving *atari* with 1 then connecting with 3. The cut at White 4 is not dangerous, because the ladder with Black *a* and gripping a stone with Black *b* are *miai*.

Black 64 and 66 are also dull moves. Here ...

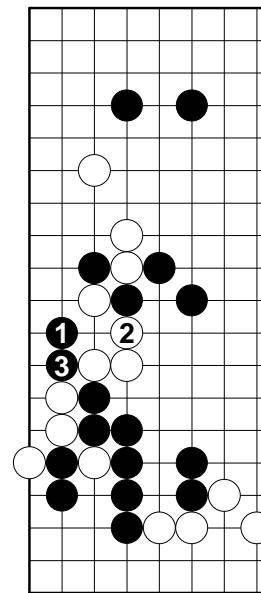


Diagram 7

Black has a sharp alternative in the placement at 1. If White plays 2, then Black at 3 finishes the job. Black doesn't need to play this right away, but 64 and 66 give up this *aji*.

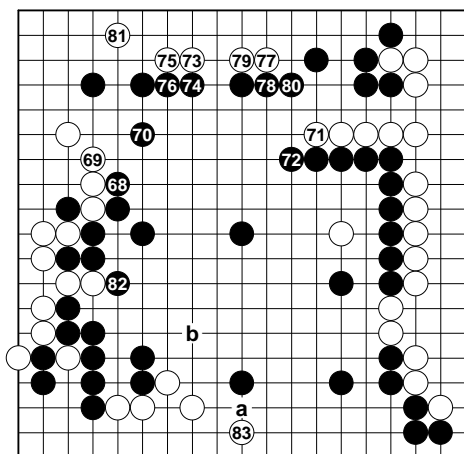


Figure 3 (Moves 68 through 83)
More slack moves

Pushing with Black 68 and aiming to play thickly with 70 is a good aim, but instead of Black 68 ...

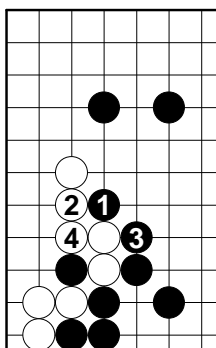


Diagram 8

Going one step further with the attachment at 1 would deserve an A+. If White comes out at 3 instead of playing 2, then Black would play at 2, so the sequence through White 4 is forced. This result is better than the actual game.

Black 74 is a good response to White's invasion at 73. However, instead of Black 76 ...

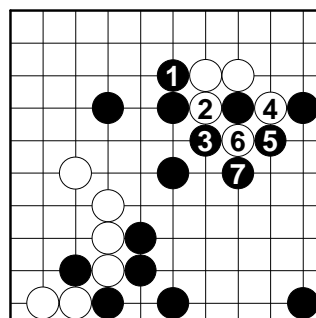


Diagram 9

Black could resist by blocking at 1. After White 2 and 4, Black can block at 5 and White's progress is halted.

Black's block at 78 is also slack.

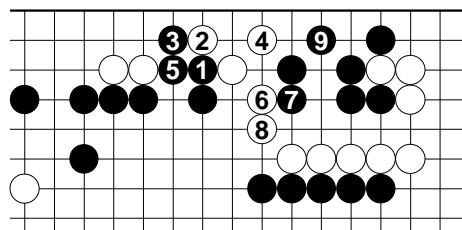


Diagram 10

Black needs to seal White off with 1 and 3. After Black 9, the group on the right will not die.

In the end, Black pulls back with 80 and lets White slide to 81. Letting White live with a large profit like this is uninteresting for Black.

The block at 82 continues Black's policy of playing for thickness, but here descending to *a* was the largest move. After that, about the best White could manage is to jump to *b*. If White leaves out this *b* ...

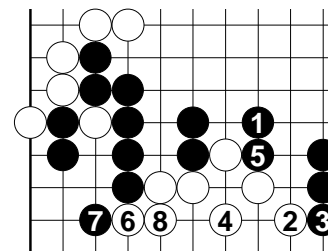


Diagram 11

White will get sealed in after Black 1. After 2 and 4, White can manage to live, but Black's thickness is overwhelming.

White takes advantage of the opening left by Black and slides to 83. How should Black defend?

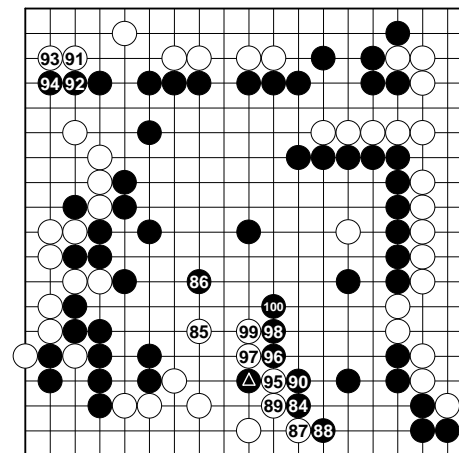


Figure 4 (Moves 84 through 100)
Playing thickly

The knight's move at Black 84 is a weak-kneed move. In this sort of situation ...

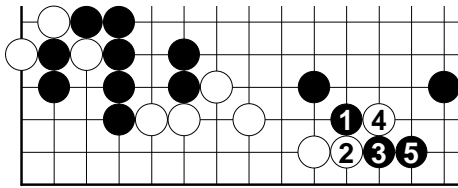


Diagram 12

The diagonal move at Black 1 is the proper move. After White 2, if Black wants to play quietly extending to 4 would be fine. If Black wants to play more severely, the block at 3 followed by extending to 5 would be okay.

Because Black played 84 in the game, the triangled stone gets swallowed up after 95 and 97.

However, Black's policy of consistently playing for thickness has succeeded.

Moves after 100 omitted

Black wins by 3 points