

Questions from Actual Play #52

by Haruyama Isamu 9P, translated by Robert McGuigan

This is the fifty-second installment of a new series of studies brought to us by Robert McGuigan in translation from “Jissen ni tsuyoku naru 80 dai (80 questions for getting strong at real play)” by Haruyama Isamu 9P (Haruyama is the author of *Basic Techniques of Go*). McGuigan translated another series earlier, based on writings of Nakayama Noriyuki 6P, called “What’s Wrong with that Move?” This material is used by permission of the Nihon Kiin which published the original text in 1979. Haruyama says that his primary audience is players who are aiming for shodan.

Question Diagram: I was aiming at invading at Black A and White played the diagonal attachment at White 1. I had a bad feeling about what White might be aiming at in the corner. What should I do to defend?

Answer: If you are afraid for the corner, don’t defend by bulging out.

Explanation: The diagonal attachment at White 1 gives a little relief from an invasion at A. It often occurs in games. If Black plays elsewhere then the corner is in danger.

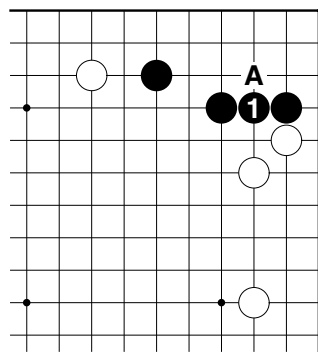
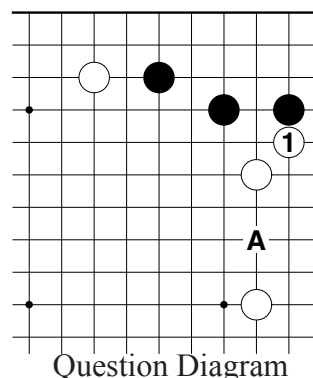


Diagram 1: If Black responds, Black 1 is the move. It’s an ordinary but good move. There are people who would defend with Black A but this is not very praiseworthy. A stone at Black 1 is more effective against the nearby white stones than is one at A.

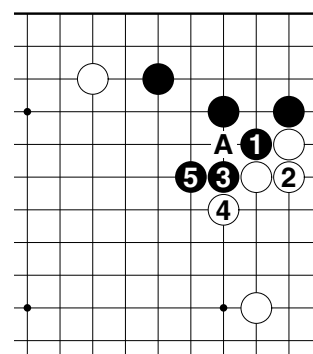


Diagram 2: A stronger move than the “pole” connection of Diagram 1 is the bulge at Black 1 here. Nothing needs to be said about White 2 since a white atari at A is a bad move. Then Black 3 and 5 indirectly defend the corner.

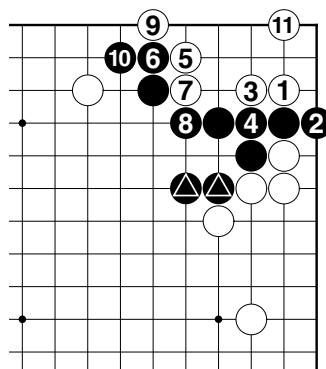
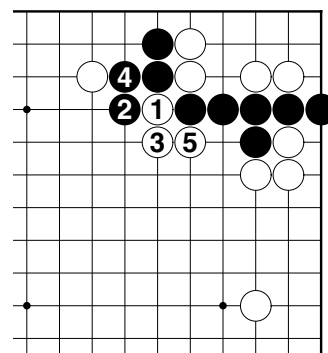


Diagram 3: However, the question is what will happen if White plays White 1 in the corner. White 3, 5, 7, and 9 are forcing moves and then the white stones are alive after White 11. Whether White can play White 9 is the key point for life or death.

Diagram 4: Now, if the marked Black stones in diagram 3 weren’t there then the cut at White 1 suddenly materializes. Black collapses.



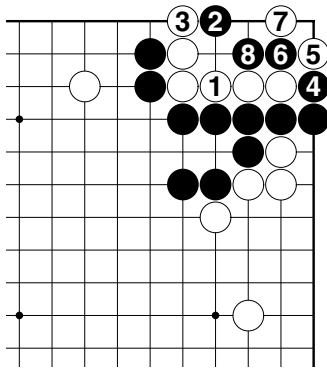


Diagram 6

Diagram 5: White 1 certainly looks like the key point, but after the placement at Black 2 and the hane at Black 4, the white stones are simply dead.

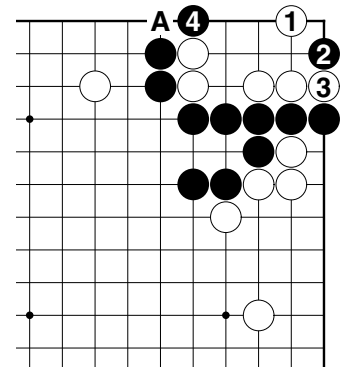


Diagram 5

Diagram 6: What about White 1 here? After the placements at Black 2 and 4, White cannot get a ko with White 7 because after Black 8 the white stones are short of liberties and White can't play atari. If Black omits Black 2 and just plays Black 4 and 6 then it is a ko.

Diagram 7: Black shouldn't be perplexed by White 1 here. Black 2 is important. After Black 8 if White A then Black B. In this case, too, if White can hane at 8 it will become a ko.

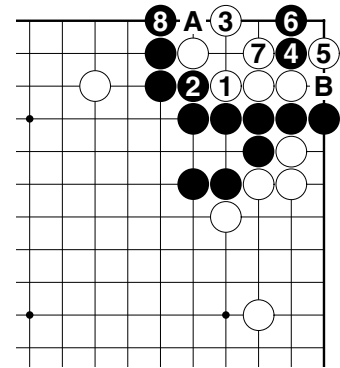


Diagram 7

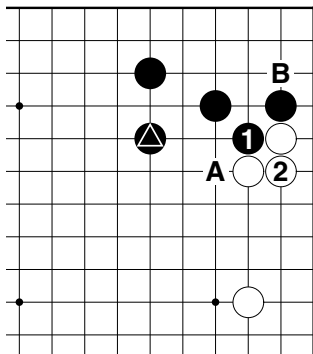


Diagram 8

Diagram 8: In the shape where Black has the marked stone in place, after Black 1 there is no need to play the hane and extension at Black A. However, close attention is needed to the problem of whether, after the order of moves in Diagram 3, the hane on the first line is effective or not.

Diagram 9: If White doesn't play the clamping move, the hane at White 1 is a good endgame move. If Black blocks with Black 2 then the white stones are alive after White 3 through 9. Therefore Black will likely back off and play Black 2 at the White 3 point.

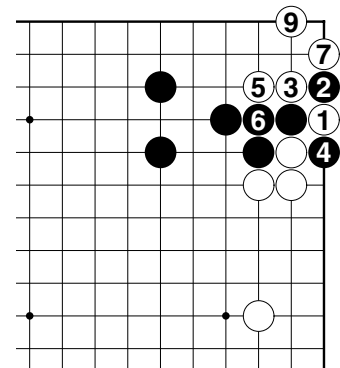


Diagram 9 (8 at 1)

If Black answers White's diagonal attachment as in Diagram 1, everything is simple. But if Black persists with the bulge move of Black 1 in Diagram 2 or Diagram 8, the life-and-death situation in the corner becomes delicate.

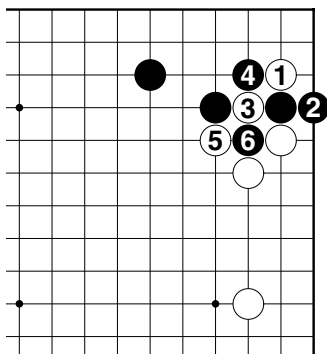


Diagram 10

Diagram 10: If Black does not respond to White's diagonal attachment then White clamps at White 1. If White does not extend to the Black 4 point with White 3 then after White 3 in the diagram a ko results. If White 1 is directly at the White 3 point then after Black 4 and White 5 it is still ko. These are big kos.