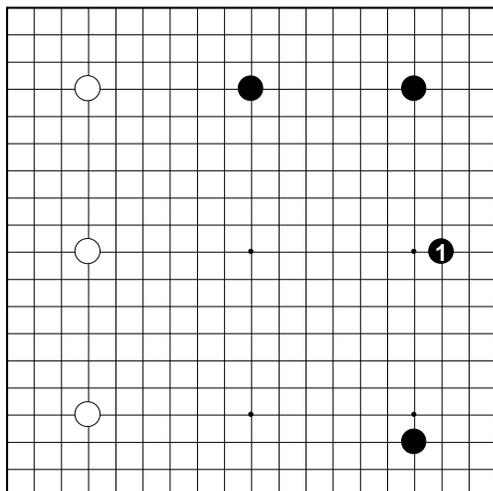


# What's Wrong With That Move?

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Pro 7-Dan

*This article is translated from the book Joseki Hazure by Nakayama Noriyuki, published in Japan by the Nihon Kiin, 1989. In each article in this series an improper move often seen in amateur games is analyzed. The move might look like a joseki move, but in the actual game context it is not a joseki move. Mr. Nakayama discusses the reasons the move is bad, as well as how to take advantage of it.*

*Translated by Robert McGuigan.*



## Theme Diagram

The German strongman Stefan Budig, amateur 4-dan, likes the extension of Black 1. As his teacher I make the criticism that it isn't a very good move, but we can't do much about what someone likes or dislikes so let's not intervene too harshly. In any case, how should White play 2?

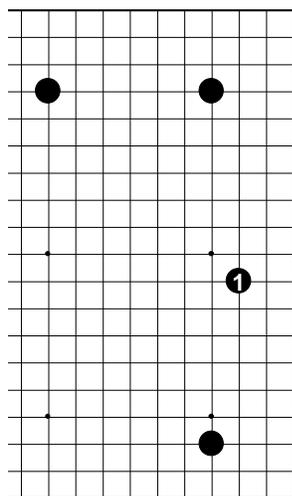


Diagram 2

## Diagram 1: A question of balance

The stone at Black 1 in Diagram 1, no matter how you look at it, has a weak connection relationship to the stone in the lower right corner. On the other hand, it puts emphasis on the relationship with the upper right corner.

In the opening, no move by itself is good or bad; it depends on the position. In the case of the present position, Black's stones are poorly distributed, tending toward the upper right corner. I don't think it is a very good opening. If Black had played 1 as in Diagram 2, that would be excellent balance and would need no apology.

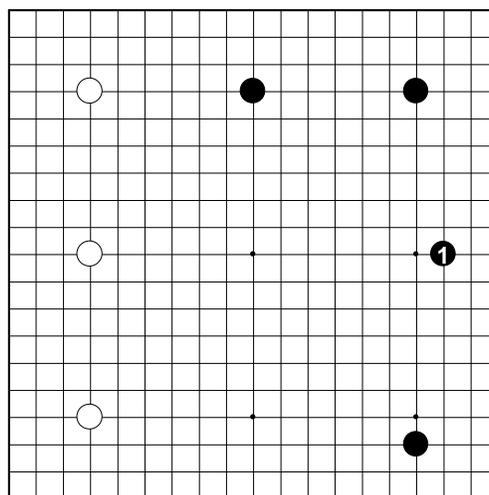


Diagram 1

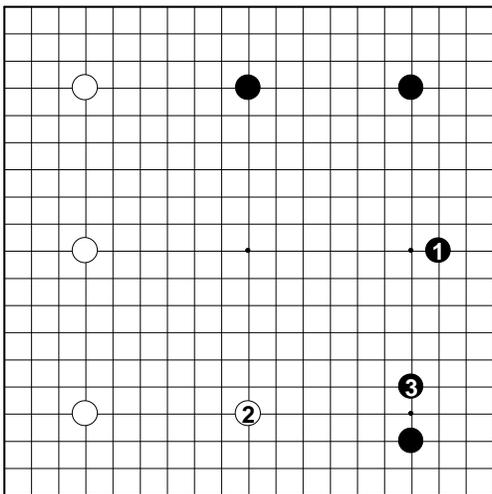


Diagram 3

**Diagram 3: One reason**

Stefan had a reason for playing Black 1. In his own words, "Often White plays 2 and then Black 3 is very satisfactory. In this case the balance is much better than if I had played the marked stone in Diagram 4."

Naturally I understood what he was saying. As for White playing 2, it's like a golfer confusing the fairway and the rough. Anyone who would do that should be forbidden to play golf.

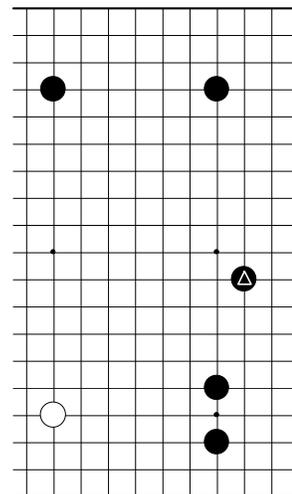


Diagram 4

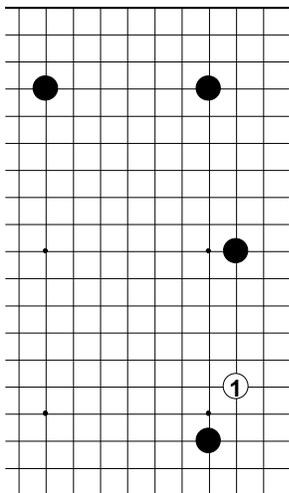


Diagram 5

**Diagram 5: Plans upset**

During a review after the game I showed where the "fairway" was. If you miss the fairway in go as in golf you are likely to be in trouble.

Of course, if things go as in Diagram 3 then it is a good result for Black. But perhaps White is being a little too cooperative. Suppose White plays the approach move of 1 in Diagram 5, interfering with Black's home area, or maybe the high approach move of 1 in Diagram 6? In either case, Black's plan is upset.

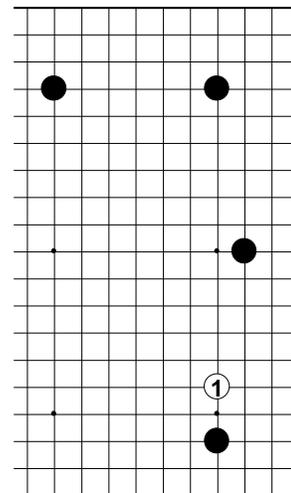


Diagram 6

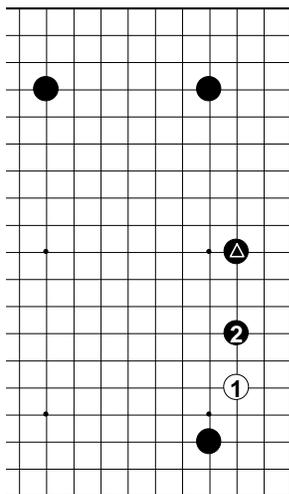


Diagram 7

**Diagram 7: A strange idea**

I polled my students about this situation and many of them responded, "If White approaches at 1 in Diagram 7, then the pincer of 2 becomes very good. Black is really grateful for White 1." However, this way of thinking is clearly mistaken. Black takes two moves, the marked stone and 2, to achieve essentially the same result as the one move of Black 1 in Diagram 8, which is on just the spot I recommended earlier.

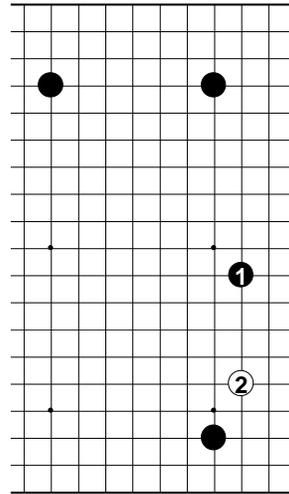


Diagram 8

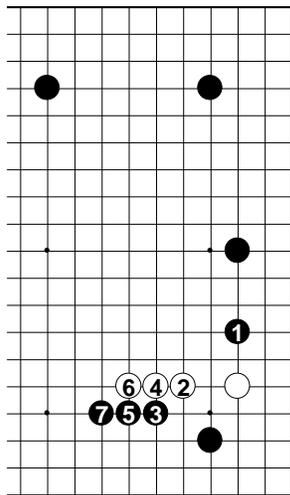


Diagram 9

**Diagram 9: Impermissible**

Using two moves to do what one could have accomplished with one, Black 1 in Diagram 9 destroys the balance in Black's position.

However, from the standpoint of all you mid-kyu players, even saying that, it is quite a move. White is squeezed and it is hard to find a simple response. For example, pushing out with 2, 4, and 6 is like giving Black a walk in baseball. These moves only help Black; there is no benefit for White.

I would say anyone who would play 1 through 7 in Diagram 10 has a good sense of possible danger, but this way of playing is only worth a grade of 70%.

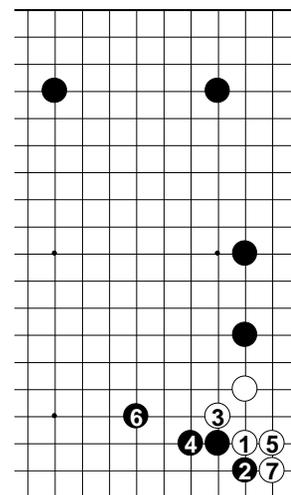


Diagram 10

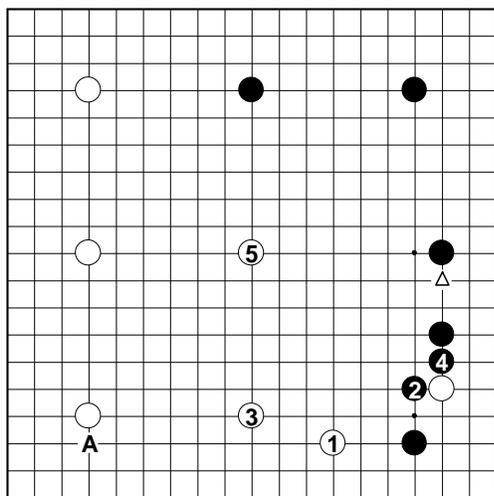


Diagram 11

**Diagram 11: Sacrificing is sufficient**

Well then, what is the correct way to play? The thinking behind it is surprisingly simple. Running out as in Diagram 9 is, from White's point of view, probably the worst way to play. The best move is perhaps the exact opposite.

Giving up the idea of saving the stone and, instead, sacrificing it is good. For example, how about White 1, 3, and 5 in Diagram 11 (or perhaps White A instead of 5)? If we change the order of moves a little, as in Diagram 12, we get a similar result. Black's stones are a bit over-concentrated; he is falling behind.

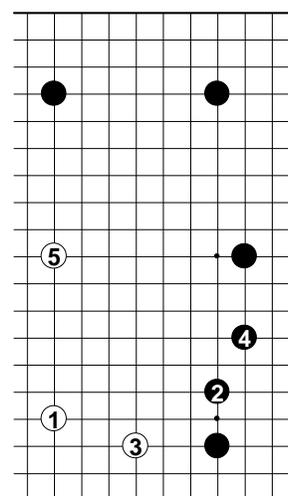


Diagram 12

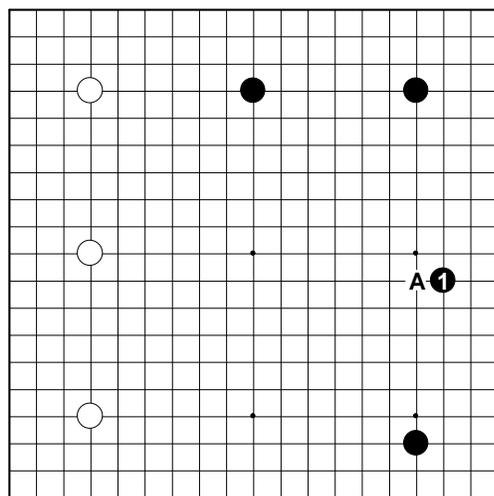


Diagram 13

**Diagram 13: Imposing and difficult to invade**

In this sort of position, after all, playing Black 1 in Diagram 13 is good. Whether Black 1 or Black A is better is difficult to say, but in either case, because Black was careful about the relationship with the lower right corner, White will find it difficult to invade the black moyo in a dignified way.

Of course it is possible for White to invade in the lower right, but if he takes decisive action with 1 in Diagram 14, Black 2 and 4 are a fierce attack.

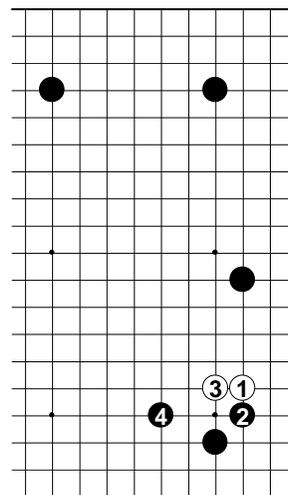


Diagram 14