

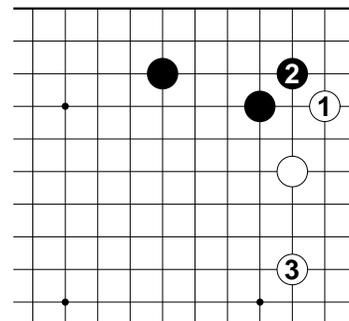
Questions from Actual Play

by Haruyama Isamu 9P, translated by Robert McGuigan

This is the first of a new series of studies brought to us by Robert McGuigan in translation from “Jissen ni tsuyoka 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: When Black responds to the approach move to the star point stone with a large knight’s move, can’t White play 1 and 3? I’ve never seen this in a pro game, though, why is that?

Answer: When Black plays the large knight’s move, ① and ③ are dubious. This is a good result for Black.



Question Diagram

Explanation: Diagram 1 shows Black’s small knight’s move response, Diagram 2 a one-space jump, and diagram 3 the large knight’s move. In each case White has slid into the corner and Black has responded at the 3-3 point. The important thing is the position of ▲. It might not seem all that important, but good and bad can result from a difference of one line.

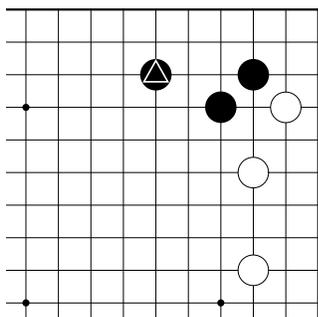


Diagram 1

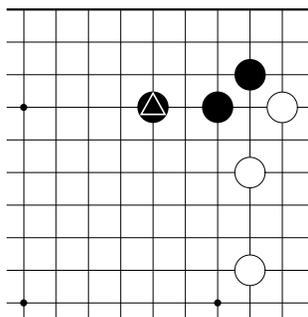


Diagram 2

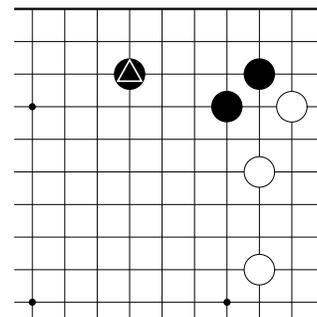


Diagram 3

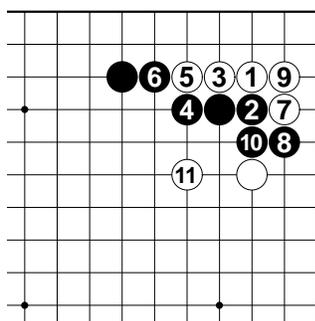


Diagram 4

Diagram 4: When Black has made a large knight’s move, White’s 3-3 point invasion is a big move. When it is wide, getting in is big. If it is narrow don’t go in, but if it is wide you can go in. The moves up to 11 show one pattern.

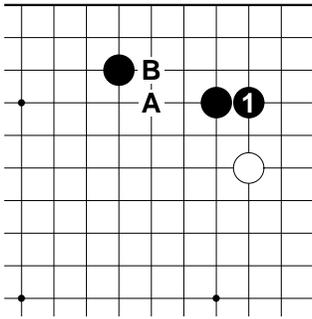


Diagram 5

Diagram 5: Black's block at ① is a big move. Compared with the situation when Black has played the one space jump at A or the small knight's move at B, closing the corner is big. That is because the large knight's move is one line wider. With the large knight's move, the small knight's move, and the one space jump, handling the corner becomes somewhat different.

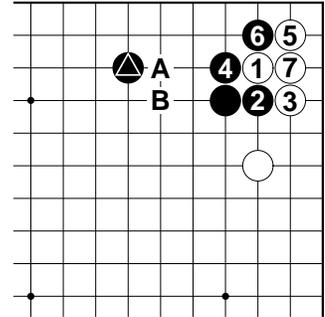


Diagram 6

Diagram 6: If White invades at the 3-3 point soon and bends around at ③, Black can block at ④ without dissatisfaction. You can easily see the difference if △ had been at A or B.

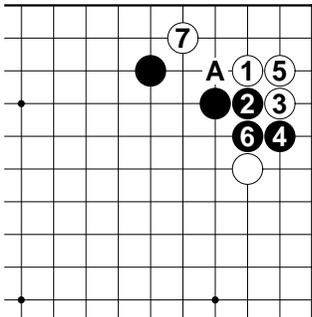


Diagram 7

Diagram 7: In the case of the small knight's move, because it is narrow, Black does not block at A, but intercepts on the outside with ④ and ⑥. This is the usual way to think.

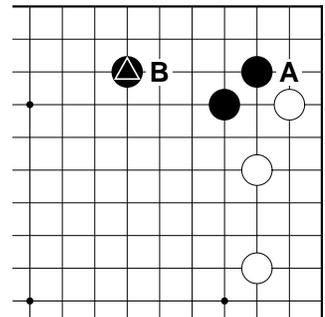


Diagram 8

Diagram 8: Here is a bit of extra advice. In this shape the move at A, left for later, is big. It is bigger than the same move when △ is at B. In the large knight's move case, a move at A is worth more than in the small knight's case. This is some "after the joseki" advice I hope you will remember.

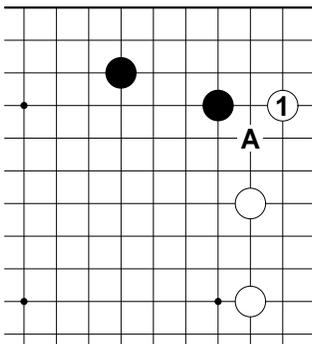


Diagram 9

Diagram 9: This arrangement often occurs in games. In this case the proper shape is to slide in with a large knight's move at ①. Who gets to play first here, Black at A or White at ①, is a serious concern in the opening.

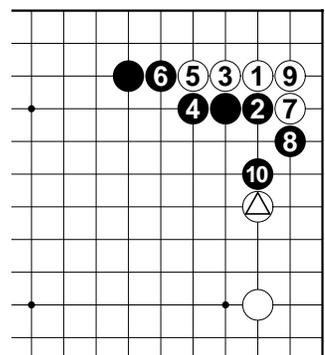


Diagram 10

Diagram 10: Earlier it was said that because the large knight's move is wide, entering at the 3-3 point is good, but in this case that's not so. The reason is that after the hanging connection at ⑩, △ is hurt. Please compare this with the result in Diagram 4.