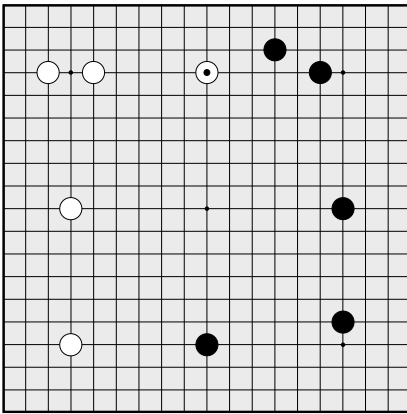
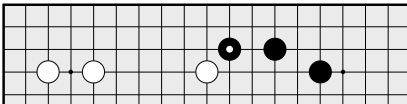


10

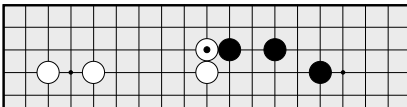


White tries to extend his moyo as well as reducing the extent of Black's moyo. The moves played so far are not so different from much stronger players. Later play shows shortcomings.

11



12

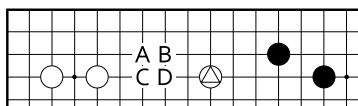


Black extends from his corner, threatening to undercut the White stone. This is a small move for the opening stage of a game.

White sensibly blocks – an altogether bigger move – and reinforces his now very large left side.

Black could pincer

Black has a good opportunity here to pincer the White stone at any of the A,B,C or D points :

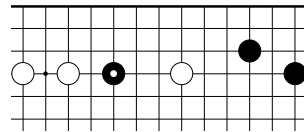


This weakens the marked White stone, and looks to play above the two White corner stones.

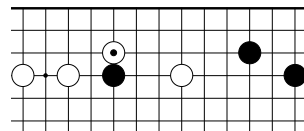
As soon as White has played 12 above, the marked White stone can strengthen, and White can then more easily repel a pincer move. Timing is everything in Go.

Let's look at one of these moves:

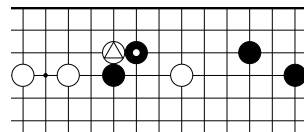
11A



12A

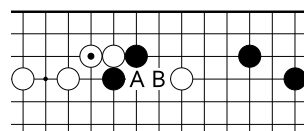


13A



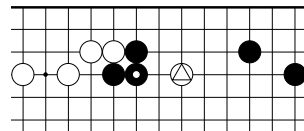
White tries to block Black – when he starts to squeeze the marked White stone, White defends :

14A



And Black now should defend at A or B. There are pros and cons of these alternatives. Let's see A :

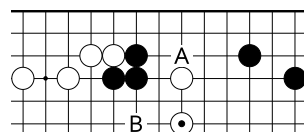
15A



Now you can see that the marked White stone is now very well pincer between two strong Black positions. By leaning on the corner, Black gets strong enough to attack the White stone.

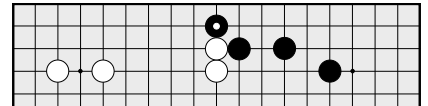
White must look to run away to live, with a move such as this :

16A

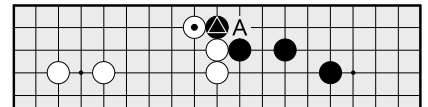


Black can then chase it out, or start to undercut it at A. These sequences are involved, but fun.

13

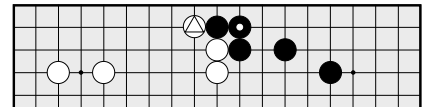


14

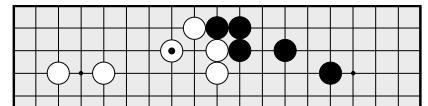


In the actual game, Black tries to undercut the White mini-wall. White blocks. This threatens a follow up move by White at A, which would put the marked Black stone in atari.

15



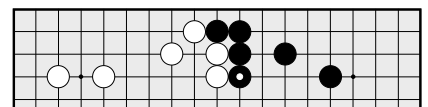
16



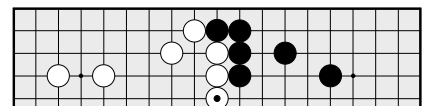
Black defends, forcing White to defend his marked stone. This boundary play is very common, mostly played at the end of the game.

Both Black and White are now in settled positions – both can tenuki (jump to a new part of the board) now. This makes sense since there are a lot more big unresolved areas of the board more deserving of attention.

17



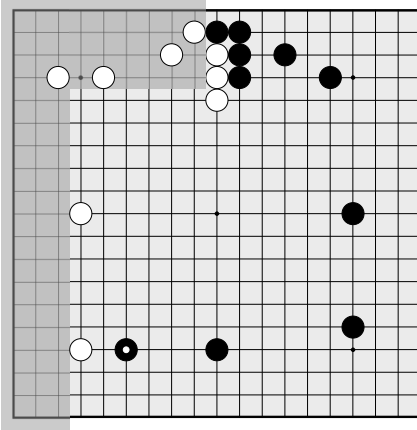
18



When Black chooses to extend, this is not a bad move. Just that it is neither *big* nor *urgent*. Most good moves in Go are one or other of these – sometimes both.

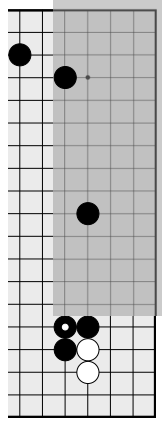
White also fails to tenuki. White 18 is good move, because Black would be happy to play there, but, again, it is better to play in uncharted territory now.

19



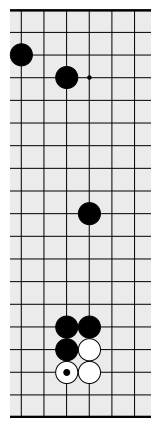
This is precisely what Black now does. White has given him the sente, and he extends his lower side, which also squeezes the White prospects of the large (grey) White framework (moyo).

23



Unusually for a relative newcomer to Go, Black plays a wonderfully solid move, patching up the cutting point. He now has a more solid grey moyo. White continues to secure corner life.

24

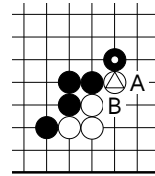


Black too cautious

Black's defence was a little too cautious, allowing White to extend further underneath.

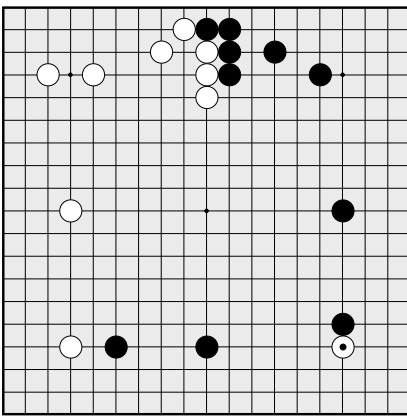
If instead, Black blocks White's progress :

27A



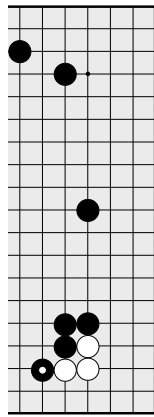
Then the marked White stone is vulnerable to atari at A or B.

20



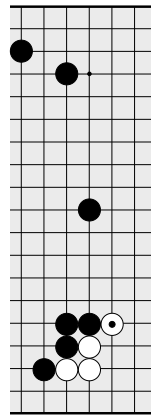
White leaves his lower left corner exposed to attack by Black, choosing instead to attack the more vulnerable lower right Black corner. His choice of attack is an aggressive contact play.

25

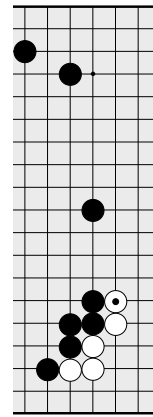


Black stops White from encroaching too far along the lower side. So White then tries the same along the right side.

26

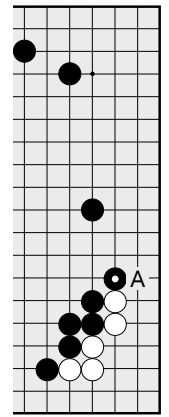


28

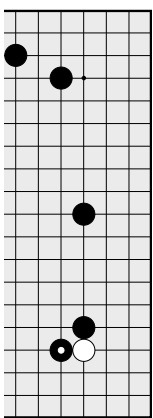


White takes advantage of Black's caution and pushes further, reducing the size of the Black moyo. Black blocks, but is vulnerable to another extension by White at A.

29

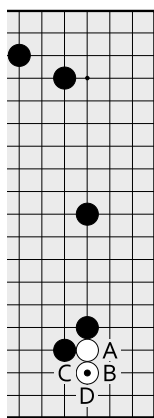


21

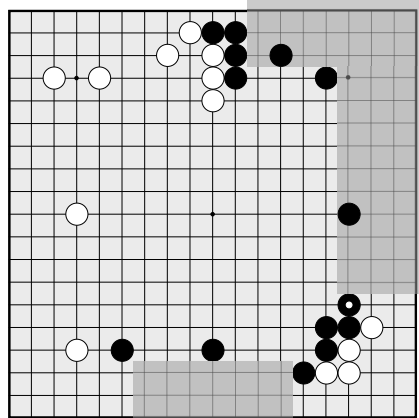


Black tries to enclose White. But by having started this high into the board, Black is not going to be able to constrain White very much. White extends to a 2 stone group with 4 liberties – A, B, C and D.

22

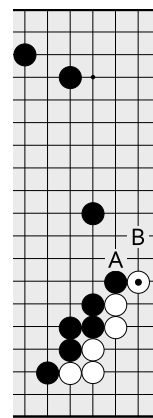


27



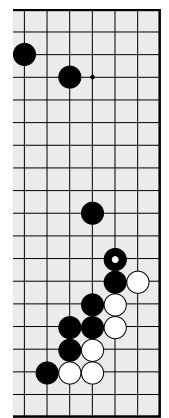
Looking at the whole board now, you can see that whilst White has taken away the 'Black' corner, Black gets big compensation in strengthening of his moyos around it, in grey. You generally cannot hold onto everything!

30

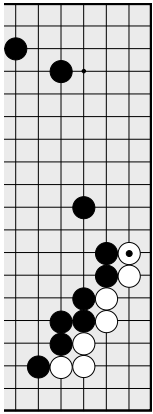


White duly plays under the Black stone. Black is obliged to defend yet again, or White will play at A and slip into the Black moyo (by then playing at B).

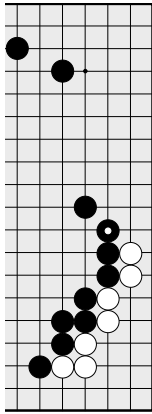
31



32

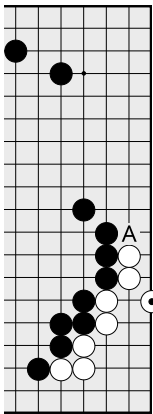


33

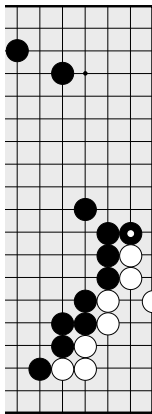


White extends again, and Black plays safe. At this stage, White has enough room to make two eyes and live comfortably in the corner.

34

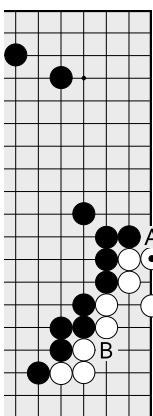


35

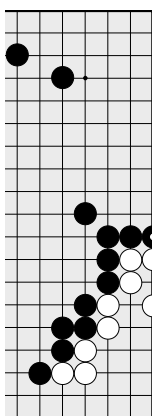


White defends rather than extending safely to A. This allows Black to take that move and start to wrap up White.

36



37



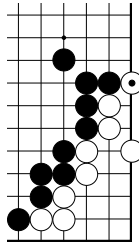
White again plays cautiously, allowing Black to seal his upper right side.

White might be tempted to push further at A, but his weakness at B can make this dangerous ...

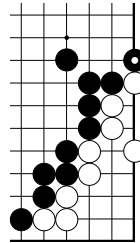
If White pushes his luck...

If White does play at A, this creates a weakness that Black seems to have to deal with using two moves rather than the one move in the actual game :

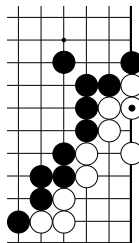
36B



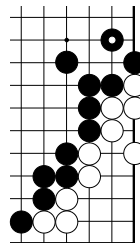
37B



38B



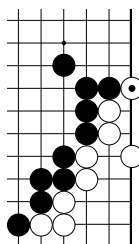
39B



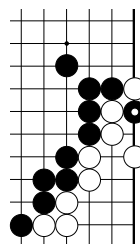
And White keeps hold of the initiative – sente.

However, Black can upset this sequence by throwing in :

36C

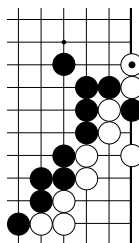


37C

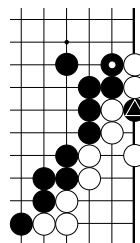


White may feel it safe to extend :

38C



39C

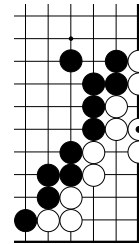


But Black can keep atari-ing to the corner. So White must eventually capture the marked Black stone.

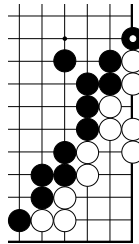
Then White is in trouble ...

After White captures, Black atari's the 2 White stones again. If White saves them ...

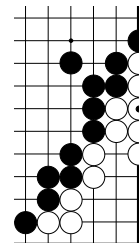
40C



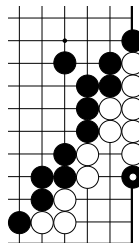
41C



42C

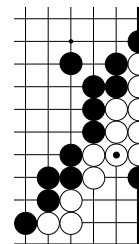


43C

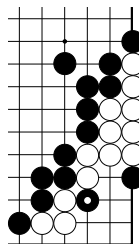


... Black gets to atari on the inside. Now, his shape weaknesses are exposed :

44C

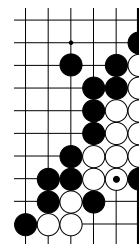


45C

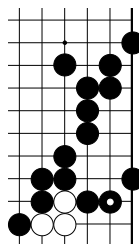


White is in atari again, and now has no escape.

46C

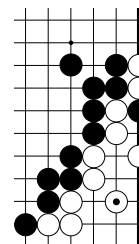


47C

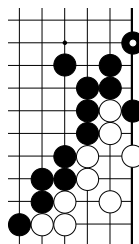


Instead, White should sacrifice the 2 stones, play safe, and retain sente (the initiative) :

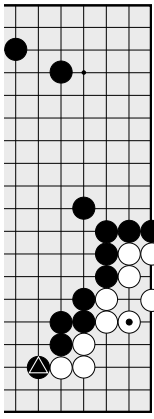
40D



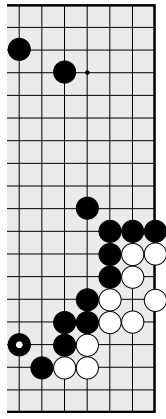
41D



38

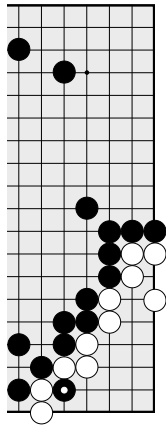


39



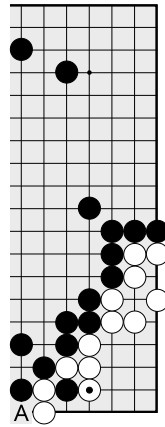
White is quite safe from attack now, so he wastes another move defending. Much better to tenuki. Black wisely protects his weak marked stone.

43

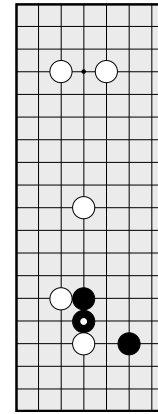


Whilst this looks like a mistake by Black, it has the exact same effect – when White ataris, Black can then play at A and force the capture. Black can then happily play elsewhere.

44

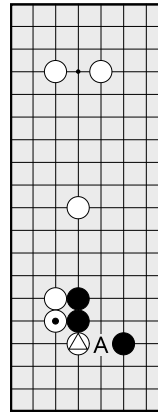


49

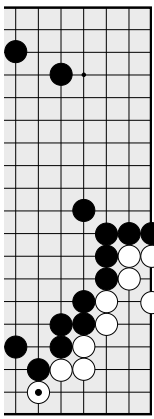


Black threatens to intrude into the corner, so White sensibly defends. Black really should be looking to play at A next to connect his stones, and threaten the marked stone as well.

50

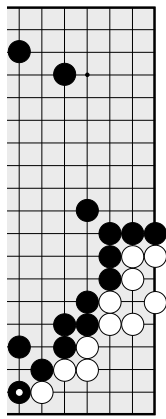


40

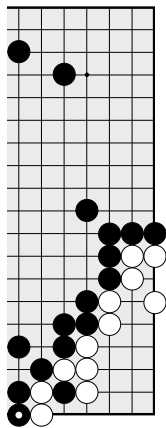


Since Black has tidied up this position, White's intrusion is both small and serves only to strengthen Black further, as can be seen in the full board below :

41

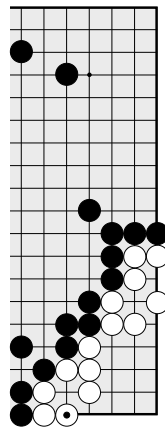


45

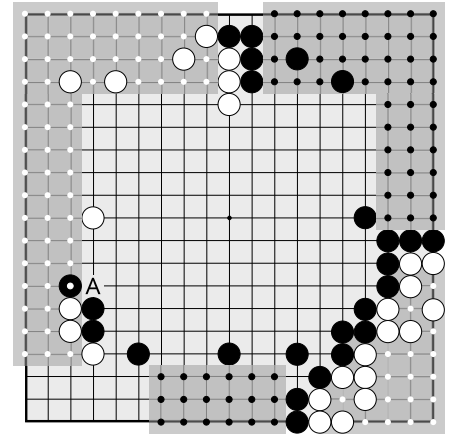


Black ataris White. If White had realised his mistake now he could play elsewhere. If White plays elsewhere, Black takes, White plays elsewhere again! All for the loss of only 2 stones.

46



51



Instead of solidifying his position, Black stretches too far, and is easily cut at A, captive then in White's left side moyo (in grey).

I have marked the Black and White moyos on the board. Note that these are *potential* territories. There are many gaps in the walls surrounding these areas – plenty of scope for reductions or invasions.

Black has :

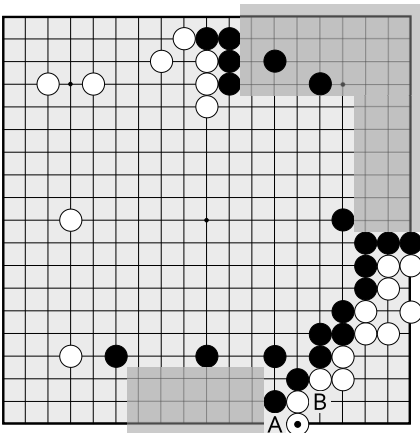
- 48 points in the upper right
- 18 points on the lower side

White has :

- 65 points on left side and corner
- 17 points on the lower right

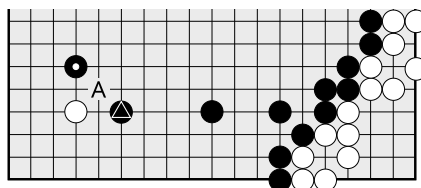
So White is 16 points ahead moyo-wise. There is plenty to contest in the middle. But The 65 point potential is ripe for reduction by Black. Playing at A would have been a good start to such a strategy.

42



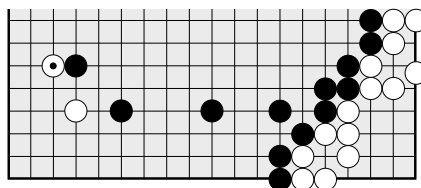
This move by White is 'anti-tesujji' – an anti-finesse. When Black defends his nice lower side moyo by playing at A, White's 2 stones are then exposed to atari at B. If White defends, he hands sente back to Black.

47

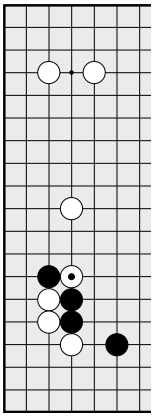


Black's tenuki is poorly linked to the nearby marked stone. White can run through right between them at A if he desired. Instead, White looks to keep Black away from the corner and large left side.

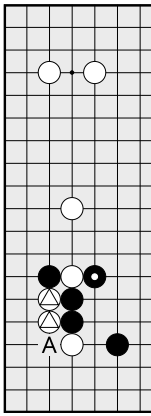
48



52

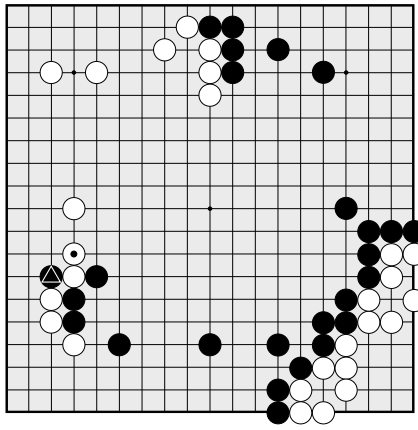


53



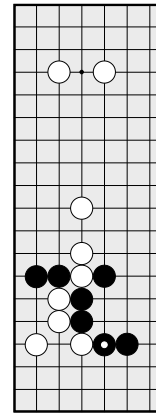
White feels that he can safely cut here. Certainly, Black helps with his atari – it will make White stronger. However, if Black had cut at A instead, the marked White stones would then only have 2 liberties left ...

54

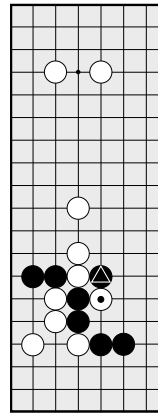


White seals in the marked Black stone, and is happy with how this sequence has proceeded.

57



58



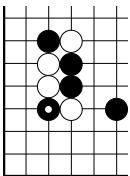
Black at last plays a solid move to link his stones up. White tries to separate them, but fails. Unless White can isolate the marked Black stone, this cut is playing into Black's hands.

Complex fighting!

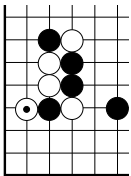
When you start playing Go, you will often get involved in close combat, often forgetting that it is a territorial game. OK, you can of course get territory, *plus* captured stones by killing.

If Black cuts at the White weakness, the fighting gets complex, and fun!

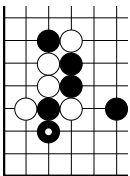
53A



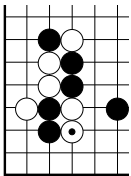
54A



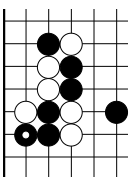
55A



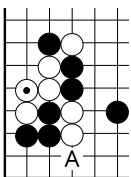
56A



57A

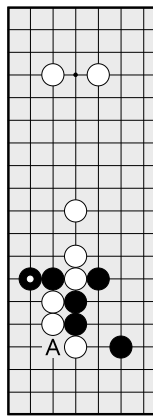


58A

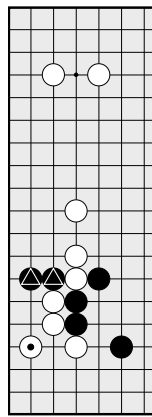


I do not complete this play simply because there are so many ways to continue. It is here to show you that attacking weaknesses can turn a position around. A, however, is a good next move.

55

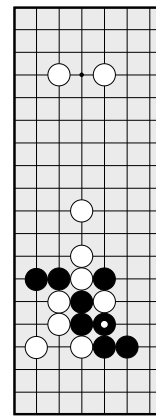


56

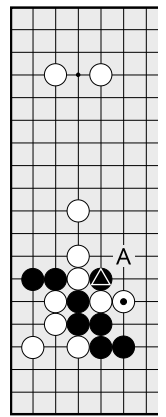


Black looks to strengthen before attacking at A. But White patches this weakness before Black can attack. Now Black has a 2 stone vulnerable group.

59



60

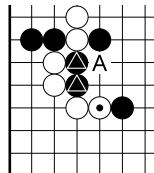


Black ataris the White stone back, solidifying his shape in the process. Black should be happy with this. White extends, and needs to play a move like A to capture the marked stone in a net.

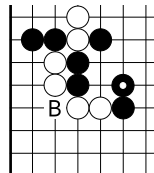
An elegant sente move

Before White tidies up his corner weakness, he can strengthen it with an elegant sente move :

56B



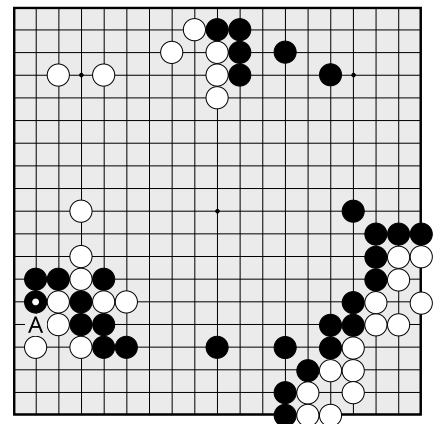
57B



If Black does not defend, White can capture the 2 marked Black stones by then playing at A.

When White defends at B, He is in a stronger position.

61



Black ignores White and starts to attack the White corner. If White does not defend at A, Black will link his stones or possibly kill the corner. This is *big!*