23rd Kisei Title, 1

Cho Chikun, 9 dan vs Kobayashi Koichi, 9 dan

1999-01-13,14

Paris, France

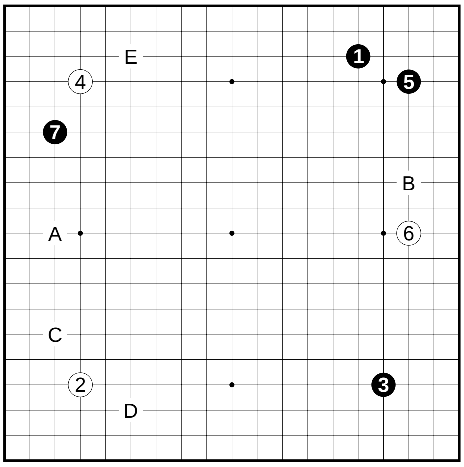

Figure 1 (1–7)

The comments and variations in this game record are based on the comments of Kataoka Satoshi, 9 dan during the first day of the match. Other professional's comments (Takemiya Masaki, 9 dan, Kawamura Masamichi, 7 dan and Hotta Yozo, 9 dan) were added and marked as such.

These analyses were written down (as correctly as possible) by Jan.van.der.Steen@cwi.nl.

Black 1 Cho started with (5,3) in important title matches on a few other occasions:

Date	Black	White	Event	#	Result
1986-01-16	Cho Chikun	Kobayashi Koichi	10th Kisei	1	W+2.5
1987-11-04	Cho Chikun	Kato Masao	35th Oza	4	W+R
1989-05-12	Cho Chikun	Takemiya Masaki	44th Honinbo	1	B+R
1992-05-27	Cho Chikun	Kobayashi Koichi	47th Honinbo	2	W+R
1998-05-21	Cho Chikun	O Rissei	53rd Honinbo	1	B+R

It's interesting to note that he lost both previous encounters with Kobayashi Koichi. Kataoka Satoshi remembered the encounter between them in 1992 since he was game commentator at the time.

Black 5 Now the game reverts to a traditional fuseki pattern where it appears black opened with r16 as the first move.

Black 7 A first class fuseki point, but there are many alternatives in this position: A through E.

White 8 For this white moves there are also many alternatives available, white A and B for example. Both these alternatives acknowledge the importance of the left side. Please see the following diagrams for some more information on white A.

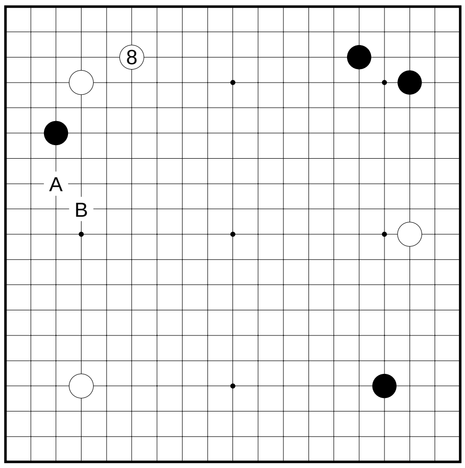

Figure 2 (8)

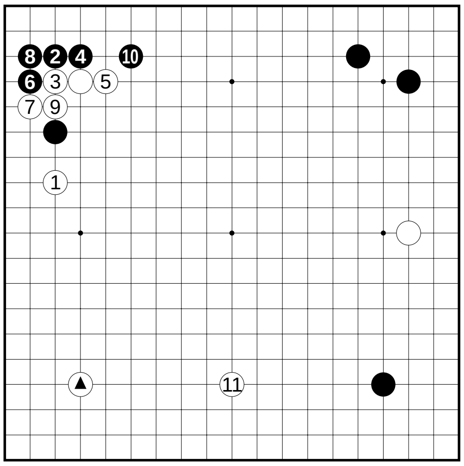

Diagram 1

<u>White 1</u> This white move combines well with the marked stone in the lower-left corner.

<u>White 11</u> This sequence whould give white a very nice opening and leave black with the feeling that his top is too low overall. Please see the following diagram for an alternative for black.

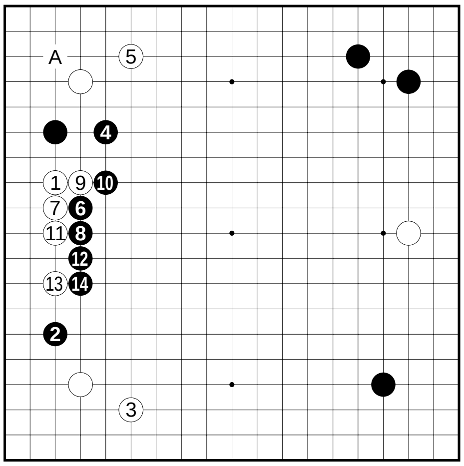

Diagram 2

<u>Black 2</u> Since invading at A clearly gives white a good position black will try something else. This move has a clever idea in mind, see the continuation.

<u>Black 14</u> Now it's clear that the timing of the 2/3 exchange was perfect. Please see the next diagram for an analysis of this position by slightly changing the order of the moves (tewari).

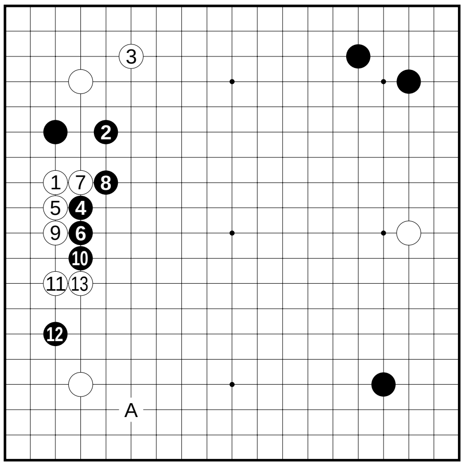

Diagram 3

With the left side joseki already on the board white will not reply black's kakari at 12 with A but will split black's positions with white 13. But replying with A is what actually happened in the previous diagram. That's one reason why that diagram is good for black.

The technique of analysing a position by slightly changing the order of the moves can often be applied in Go. Try it in your own Go games once in a while.

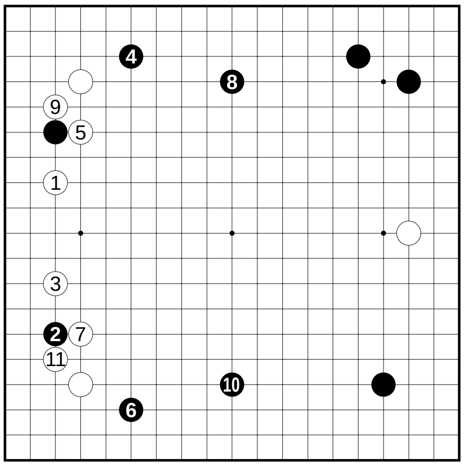

Diagram 4

<u>White 3</u> Since the variation in diagram 2 was good for black white is likely to try something differently by answering black's kakari with this natural move instead.

<u>White 11</u> Black is still satisfied with this opening since white's left side is clearly over-concentrated. Kataoka Satoshi commented that diagram 2 and 4 are enough reason for him not to play the white pincer at 1.

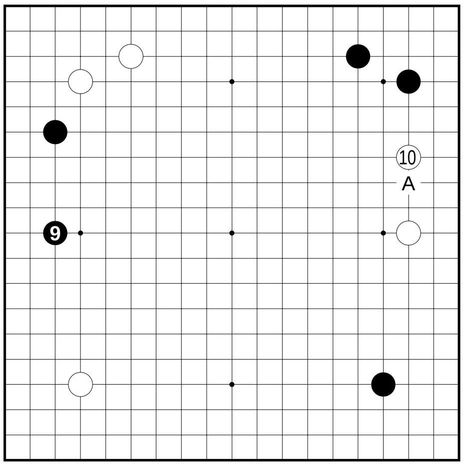

Figure 3 (9–10)

White 10 Again a first-class fuseki point, preventing that black occupies A which would combine an extension of the shimari with an attack of white's stone.

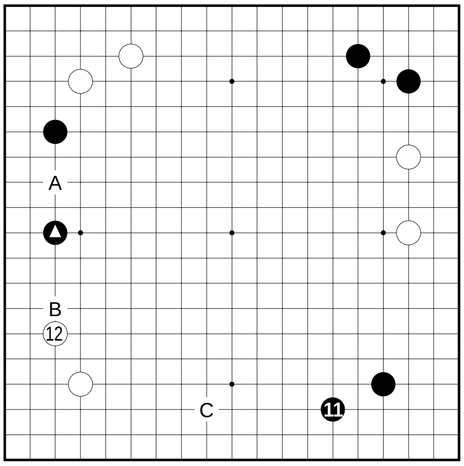

Figure 4 (11–12)

White 12 Black 11 and white 12 seem slow moves, but they are both perfectly good points. White's last move makes an invasion at A severe since black lost the option to settle the marked stone by extending to B or 12. An interesting variation could happen when black would play C now (see the following diagrams).

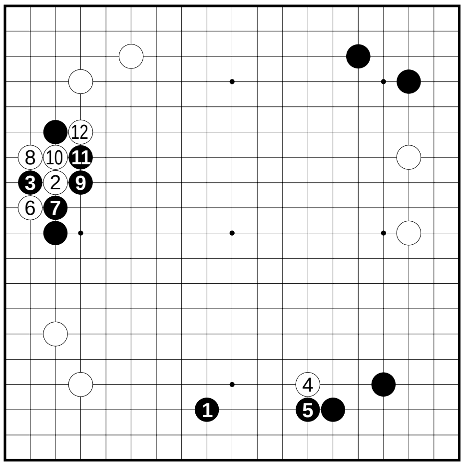

Diagram 5

White 4 The reason for this kikashi (forcing move) will be explained in the next diagram.

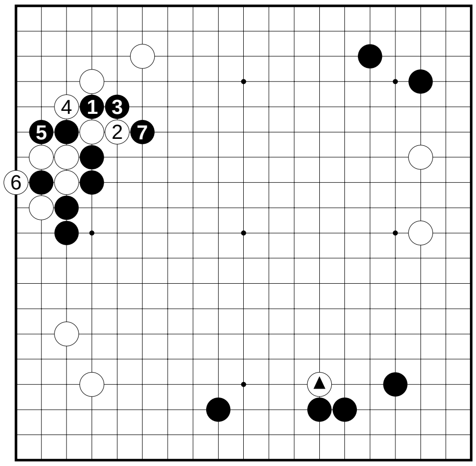

Diagram 6

Black 7 The marked white stone prevents that black can capture the white cutting stones in a ladder. So, black cannot cut with 1 but has to play as in the following diagram instead.

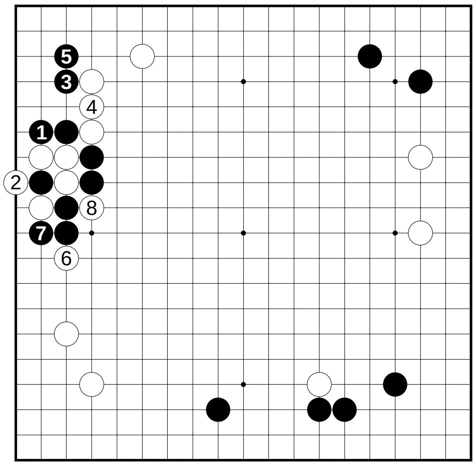

Diagram 7

White 6 This white move makes this sequence a success for white since black cannot play 7 now since...

White 8 This white cut is very severe.

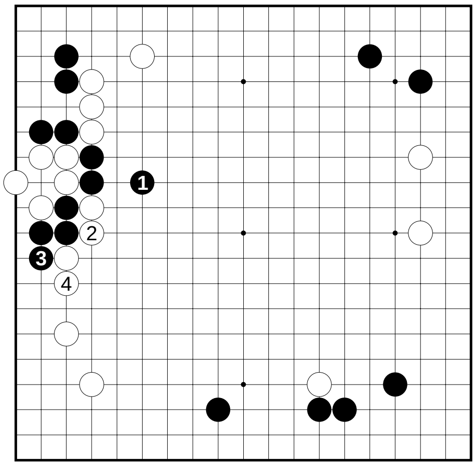

Diagram 8

Black 1 For black 2 instead see the next diagram.

White 4 Black is captured.

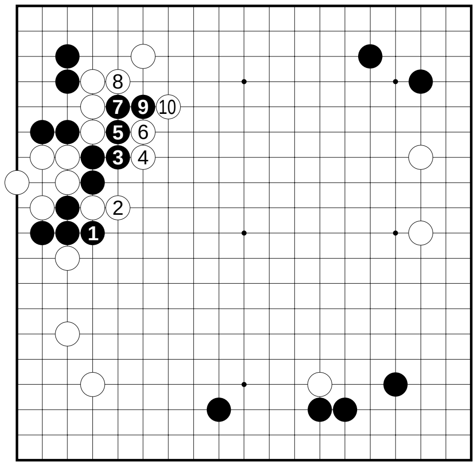

Diagram 9

White 10 Black's cutting stones are captured in a loose ladder.

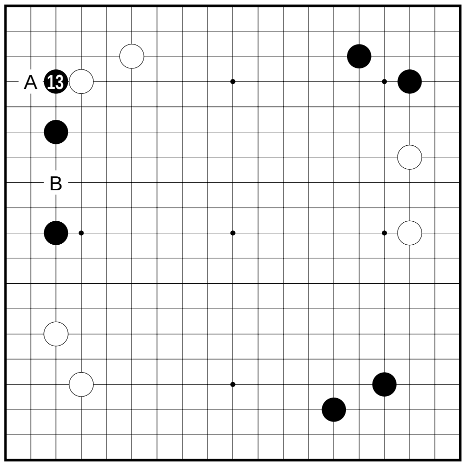

Figure 5 (13)

Black could also play A (see the following two diagrams) but this tsuke (attachment) tries to deal with the threat at B in a more interesting way.

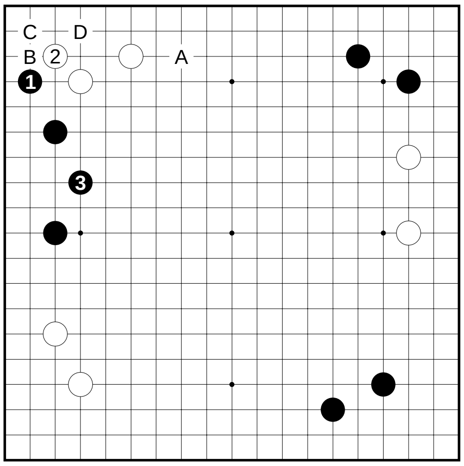

Diagram 10

Black 3 Black makes good shape and also sets up a nice follow-up at A (aming to attack white with B, C, D). Therefore white will probably play 2 as in the following diagram:

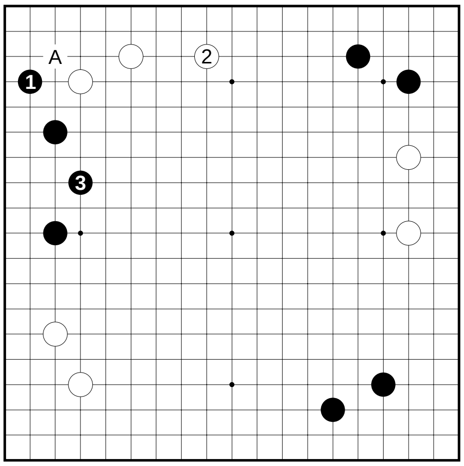

Diagram 11

Black 3 White prefers the marked stone instead of A.

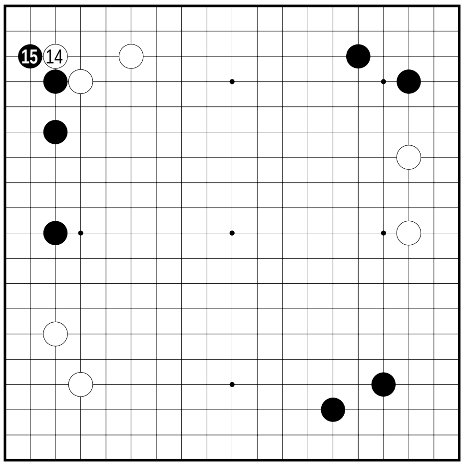

Figure 6 (14–15)

Now what is white's normal way to continue in this position?

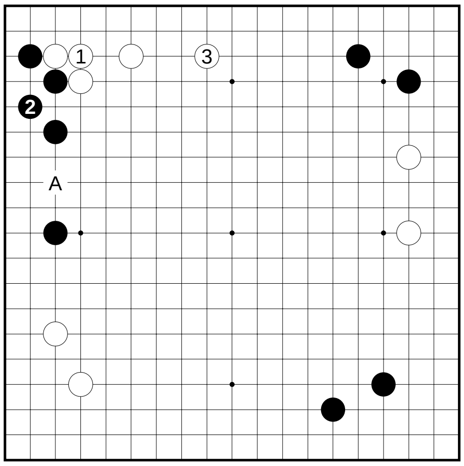

Diagram 12

White 3 The normal way to play for white (and advised by Otake Hideo, 9 dan as the way to play for amateurs). White develops along the top while black takes some of the pressure off from the invasion at A.

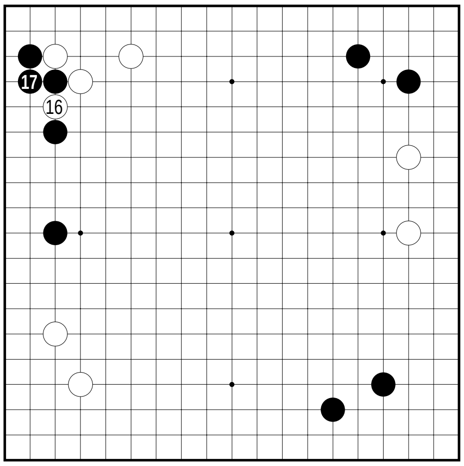

Figure 7 (16–17)

White 16 White comes up with an alternative for the normal way to play. This move will lead to some very interesting fighting and thus introduces the highlight of this game.

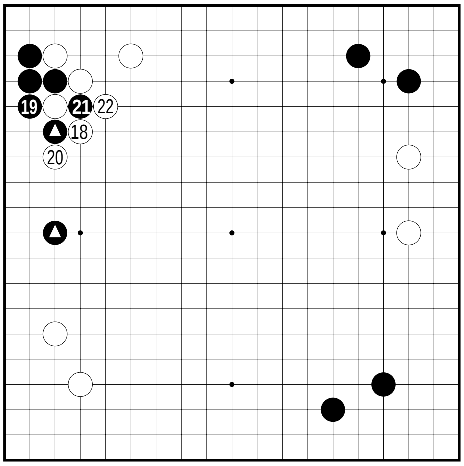

Figure 8 (18–22)

White 18 At this moment white could still choose a peaceful variation as shown in diagram 13.

White 20 This was the move white was aiming at when he played the marked move. White is trying to disturb the relation between the marked black stones.

White 22 The only move. Now try to think of yourself as the black player and try to figure out the possible continuations in this position. Cho also needed some time (more than one hour) in this position and one can only wonder how much he had seen of the things to come once he played his next move...

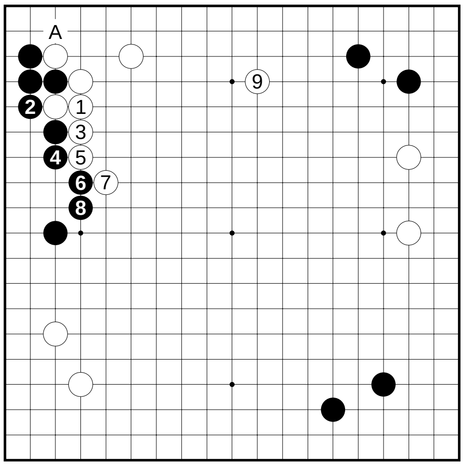

Diagram 13

White 3 Not at A, see diagram 14.

White 9 While black's left side has good shape and forms quite some territory white builds a well balanced moyo at the top (Takemiya Masaki, 9 dan).

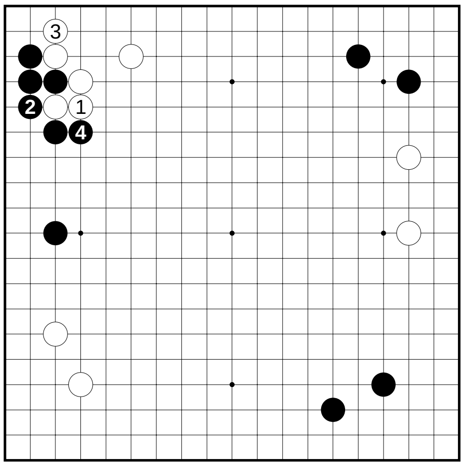

Diagram 14

Black 4 This variation gives black solid and efficient shape.

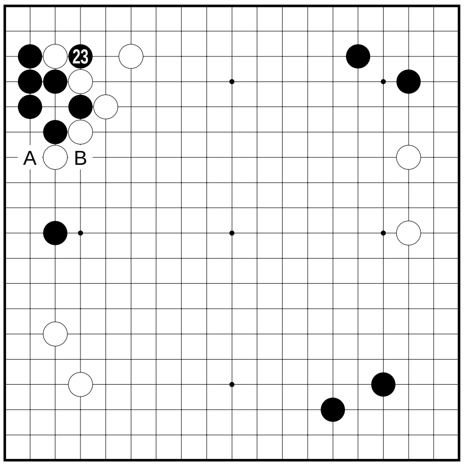

Figure 9 (23)

First of all, black should not play at A to connect the black stones, since black's position would become much too low as diagram 15 illustrates.

But black could consider to cut with B, please see diagram 16.

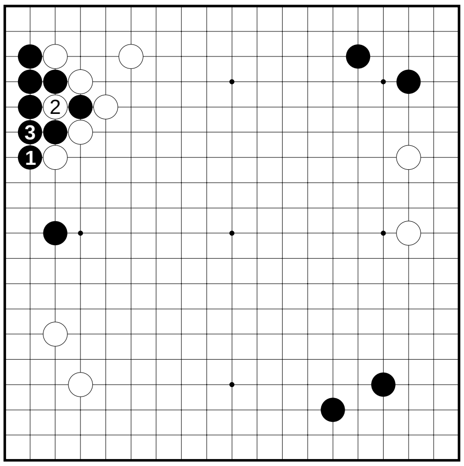

Diagram 15

Black 3 Black's position is much too low now.

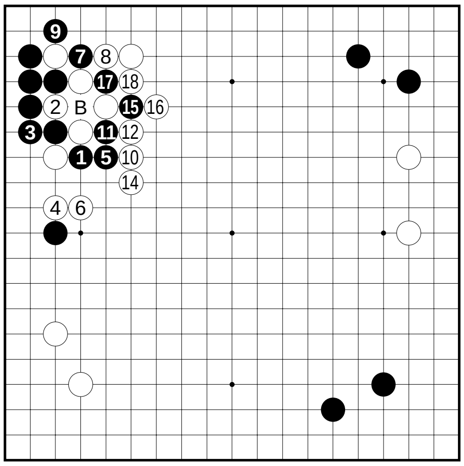

Diagram 16

13 at (d,15)

Black 3 Please think about how white should deal with the cutting stone before continuing with this variation.

White 4 This move (or 6) is tesuji in this shape.

Black 9 White seems in trouble here since black is threatening 11, B, 15. However, white can deal with this threat in a flexible way, can you find white's next move?

White 10 The key move in this variation: white is willing to sacrifice some stones in return for outside thickness.

White 14 And white continous his sacrifice strategy...

White 18 White's outside thickness is marvelous.

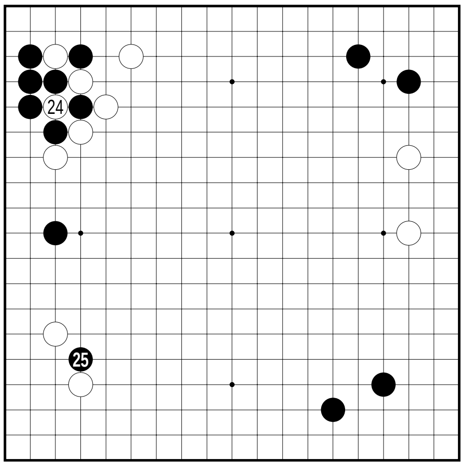

Figure 10 (24–25)

Black 25 Black can fight the ko since the result in diagram 17 is good for black.

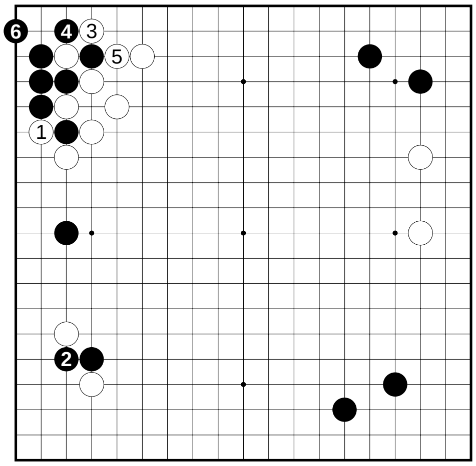

Diagram 17

<u>Black 2</u> Although white creates very strong shape black gets compensation by destroying white's corner. Please note that black's corner in the upper-left is alive (as the continuation shows).

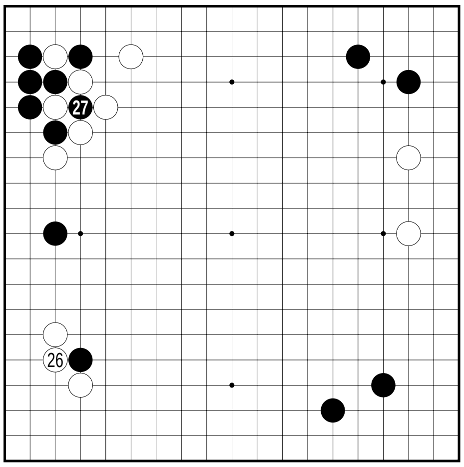

Figure 11 (26–27)

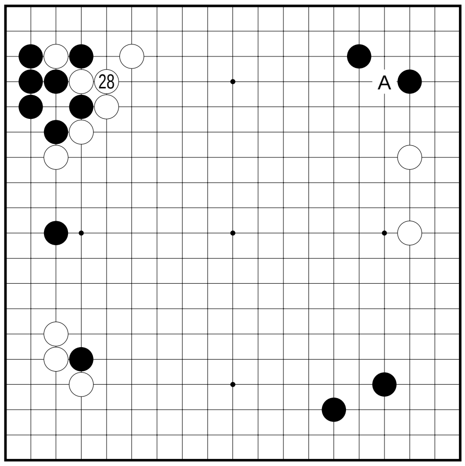

Figure 12 (28)

White could have tried A, see diagram 18.

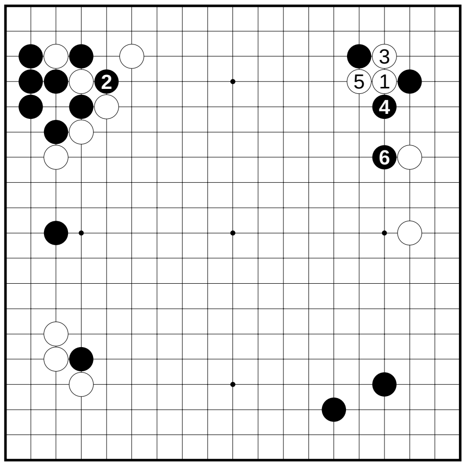

Diagram 18

Black creates a very powerful shape in the top-left by finishing the ko and makes sabaki for his weak stones in the upper-right corner with his last two moves.

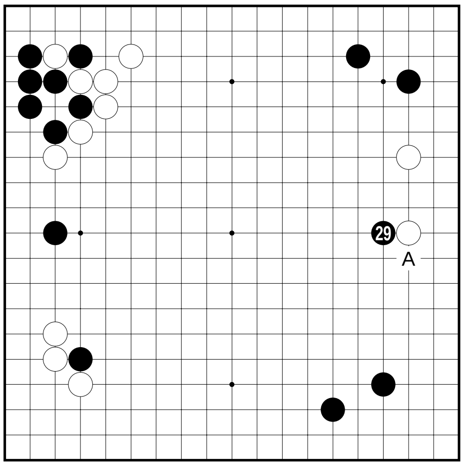

Figure 13 (29)

A very creative (Otake Hideo called it high-tech) move. The idea is that if white answers with the natural move at A black will play as in the following diagram:

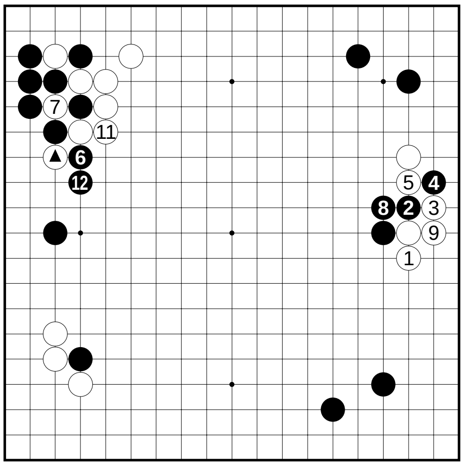

Diagram 19

❿ *at (d,15)*

<u>Black 8</u> The idea: black has created this ko threat.

<u>White 11</u> White has no ko threat.

<u>Black 12</u> And so black is able to cut off the marked white stone and in the process connect all his stones along the left side. This result is very good for black.

This diagram is in the mind of both players during the following moves in the game: black tries to realize this result and white wants to prevent it.

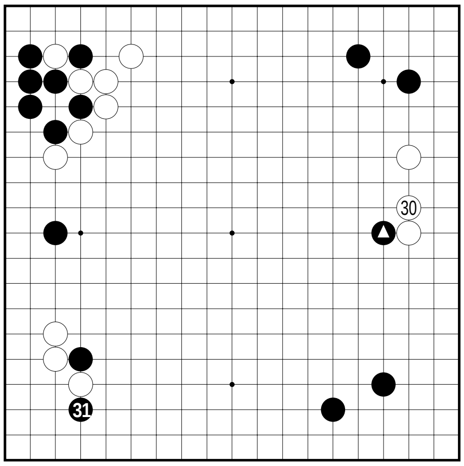

Figure 14 (30–31)

<u>White 30</u> This move prevents that black creates ko threats locally but now the marked black stone is kikashi (forcing move). The value of this kikashi will depend on how well black will be able to use the marked stone in the rest of the game.

<u>Black 31</u> Again black is trying to create ko threats, see the following diagram:

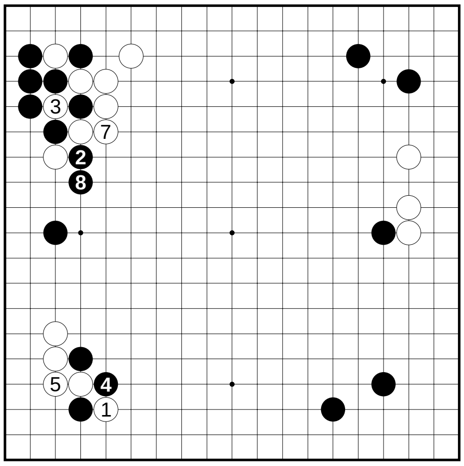

Diagram 20

❻ *at (d,15)*

<u>White 1</u> This would locally be the natural way to answer, however...

<u>Black 4</u> it would give black this ko threat...

<u>Black 8</u> enabling black to win the ko.

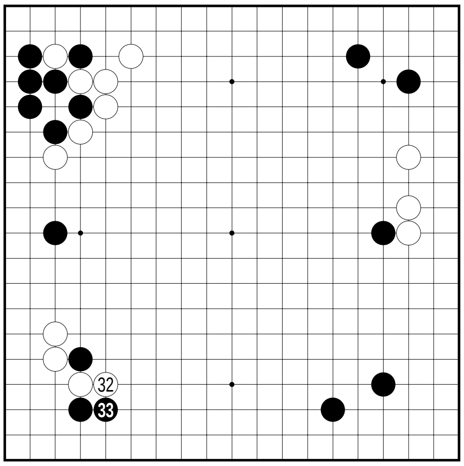

Figure 15 (32–33)

<u>Black 33</u> Black continues here since again white can not play the most forceful move as the following diagram illustrates:

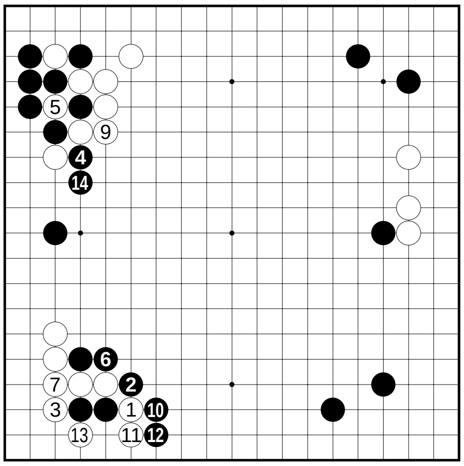

Diagram 21

❽ *at (d,15)*

<u>Black 14</u> Obviously, black is happy with the result.

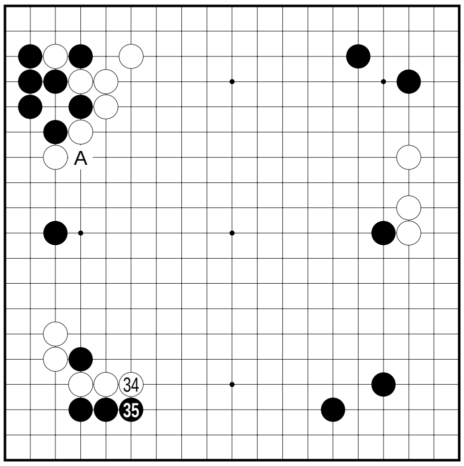

Figure 16 (34–35)

<u>Black 35</u> So, the interesting result is that the threat of the ko at A enabled black to settle a group here.

The next white move was the sealed move at the end of the first day (white sealed the move at 16:40. So far, Cho Chikun has used 4:00 hours thinking time and Kobayashi Koichi 2:30).

Takemiya Masaki gave three possibilities for the sealed move (see the following diagrams).

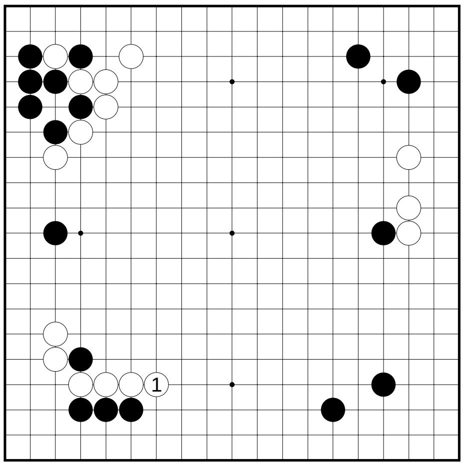

Diagram 22

Takemiya's first choice: a patient move building strength in the center.

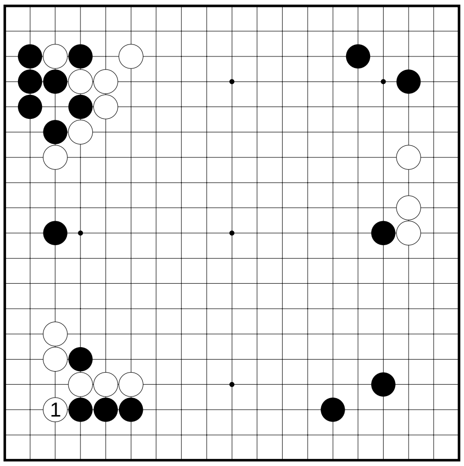

Diagram 23

Taking the corner with this move didn 't seem to appeal Takemiya too much.

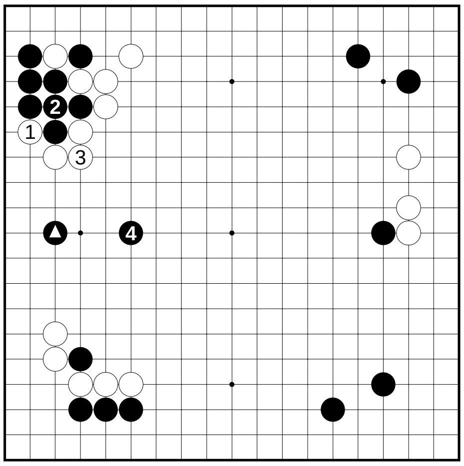

Diagram 24

White resolves the ko and weakens the marked black stone. This stone conveniently escapes with a niken-tobi however so also this variation doesn't seem very appealing for white.

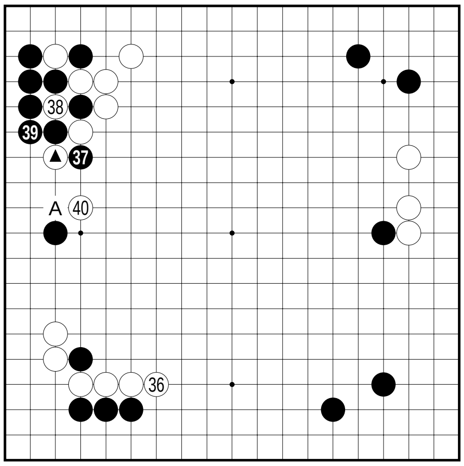

Figure 17 (36–40)

<u>White 36</u> As expected Kobayashi Koichi played this patient extension.

<u>Black 37</u> Black doesn't have ko threats to fight the ko but now he cuts with another idea in mind which will become clear soon.

<u>White 40</u> This move (or A) is tesuji to deal with the weakness of the marked stone.

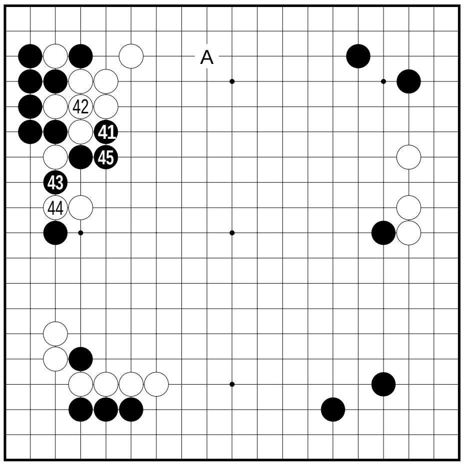

Figure 18 (41–45)

<u>White 42</u> This was black's idea: white has very bad shape now. In a higher sense the game seems over since it's not clear how white can recover from this very inefficient local result.

<u>Black 45</u> Threatening to attack white's stones with A.

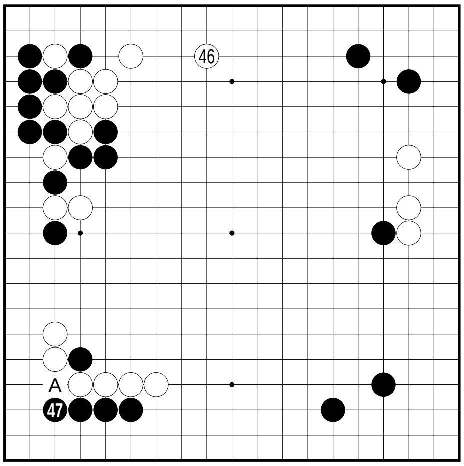

Figure 19 (46–47)

<u>Black 47</u> Big move, not only territorially but also since it creates the aji to cut white with A.

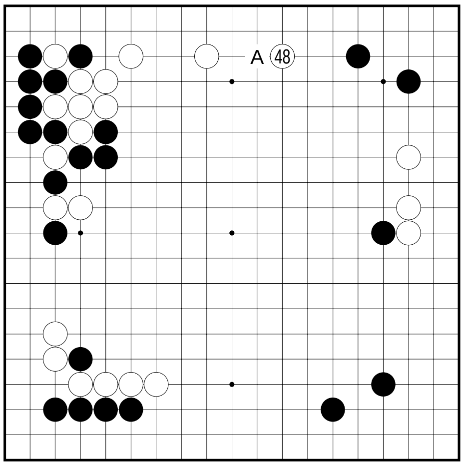

Figure 20 (48)

Still black A would be a first-class point so white prevents it with this move. Also note that this white stone enables white to undertake some action in black's shimari in the upper-right corner (see white 54).

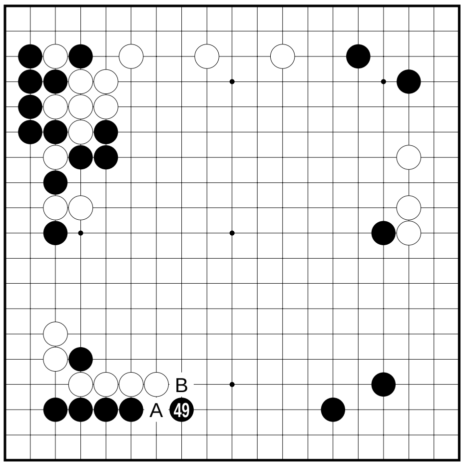

Figure 21 (49)

Prevents white A and sets up black B as follow-up move to build up the bottom.

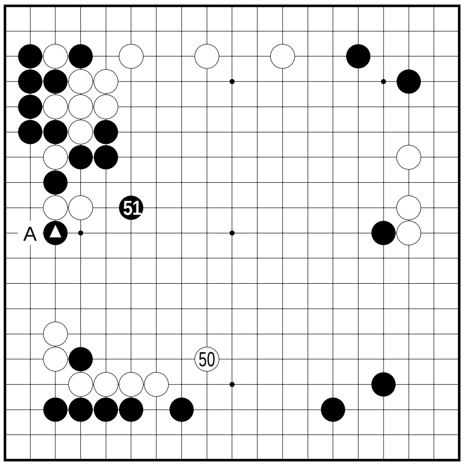

Figure 22 (50–51)

<u>Black 51</u> Prevents that white plays here and thus would make a considerable amount of territory locally. Besides, this move threatens to pull out the marked black stone with A (see the next diagram).

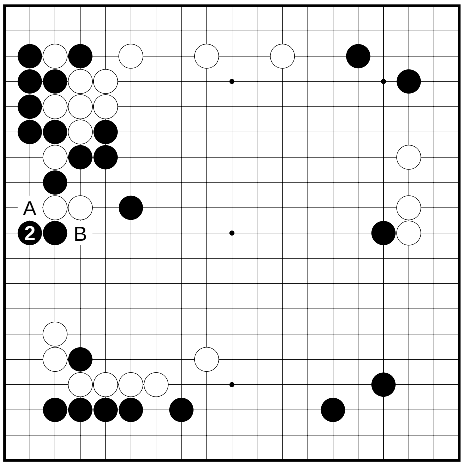

Diagram 25

① *tenuki*

This black sagari either follows up with the connection at A or capturing white's stones with B.

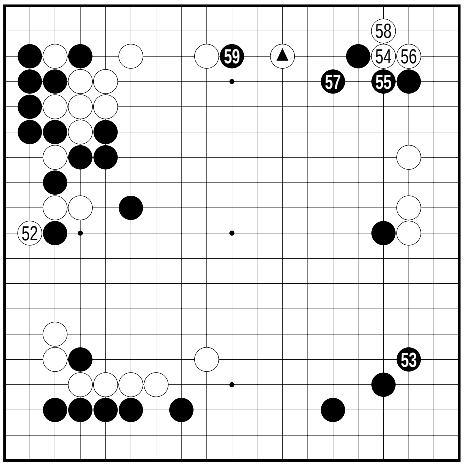

Figure 23 (52–59)

Black 53 Protecting this corner is a very big move.

White 54 Since black is well leading in this position (black has four corners while white doesn't have a comparable territory) white tries to reverse the position (shobute) by invading black's shimari. This was the follow-up of white's marked stone at the top.

Black 57 Black plays the most forceful variation here.

Black 59 The idea of this move is explained in the next diagram:

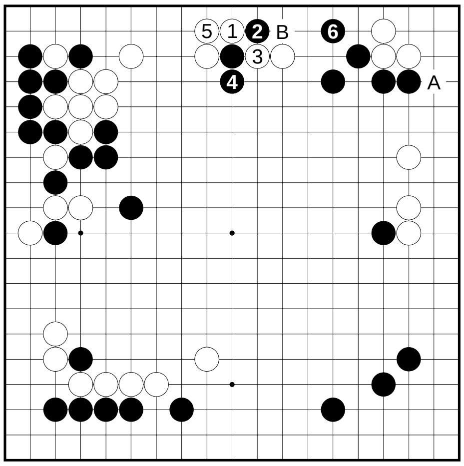

Diagram 26

Black 6 threatens both to kill the corner (with A) and connect the marked stone with B.

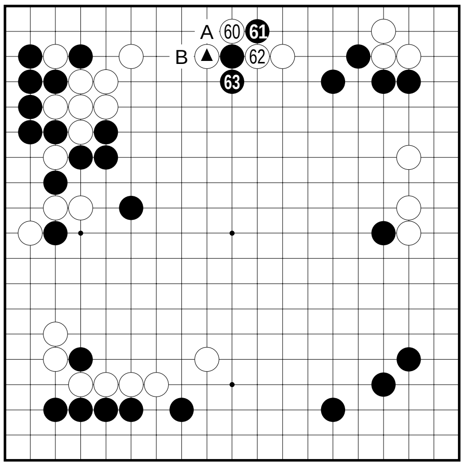

Figure 24 (60–63)

Black 63 Black threatens the A/B combination which would capture the marked stone in a ladder.

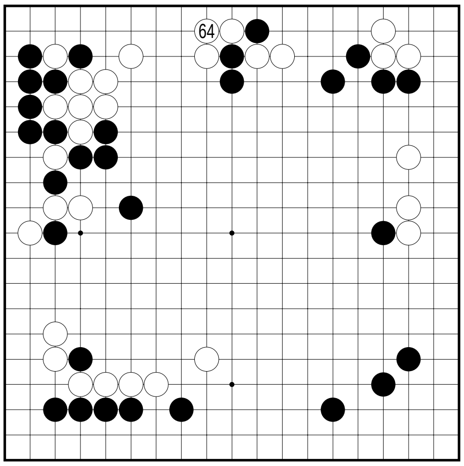

Figure 25 (64)

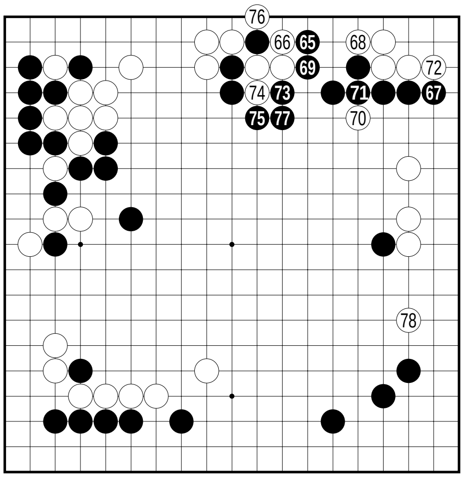

Figure 26 (65–78)

Black 65 Black eventually defers from diagram 26, presumable because black doesn't want to get involved in the fight as shown in diagram 27.

White 72 Makes the corner alive.

Black 77 Black is satisfied with this result: although he lost some territory in the corner he became strong on the outside.

White 78 Necessary since white's right side was weakened because of the fighting at the top. For example, black has the aji as illustrated in diagram 28.

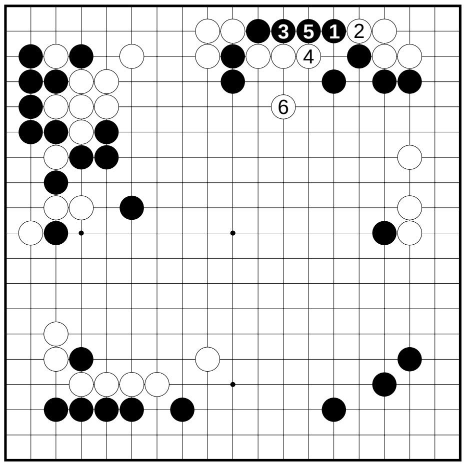

Diagram 27

White can cut black with this sequence.

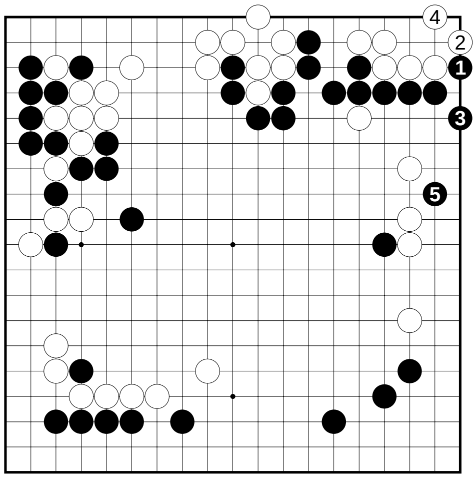

Diagram 28

This sequence shows one reason why white's right side suffered from the fighting at the top.

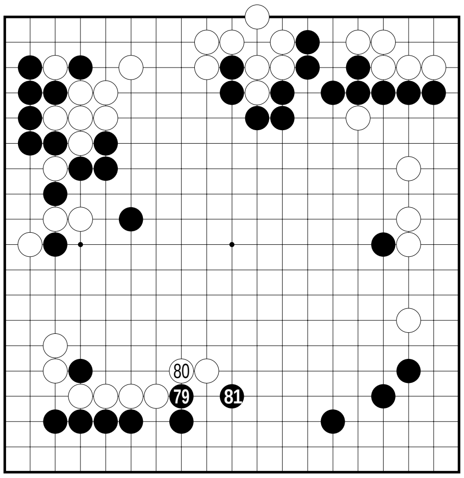

Figure 27 (79–81)

Black 81 Since black is still comfortably ahead building up the bottom is enough.

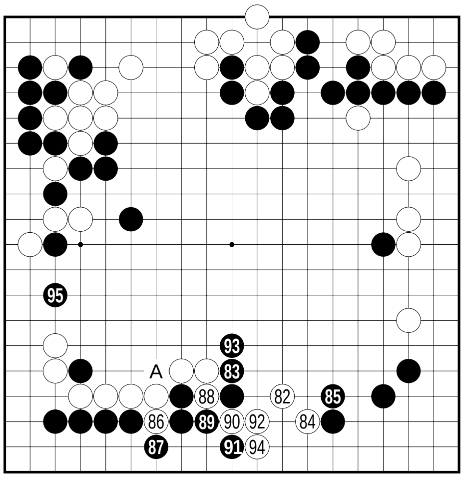

Figure 28 (82–95)

White 82 Playing as in diagram 29 is not enough.

Black 93 Black plays simple: his bottom is split up by white's marked stones but since both sides are alive and strong white's invasion group doesn't serve much purpose and is more of a burden to white. Besides, black's last move enables him to start action in white's left side exploiting some of the weaknesses there.

Black 95/97 Brilliant combination: these moves are ladder breakers (black is aiming at the cut at A).

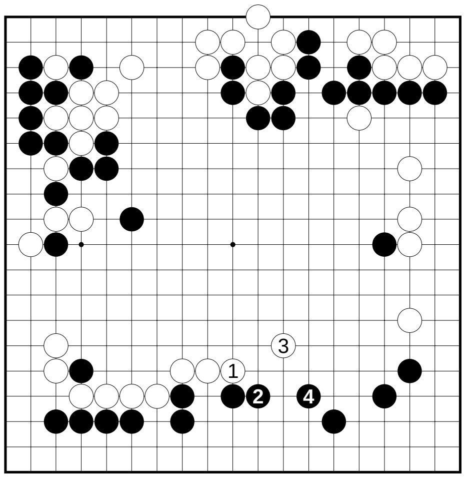

Diagram 29

This position was counted by the commenting professionals Kawamura Masamichi, 7 dan and Hotta Yozo, 9 dan:

Black's bottom is about 45 points, upper-left about 12, and top-right about 5, totally about 62.

White's top about 10-, white's right side about 10+ and white's center about 20+ so totally about 45.5+ (including komi).

So white needs something special in this position, which explains why white invades the bottom with his next move.

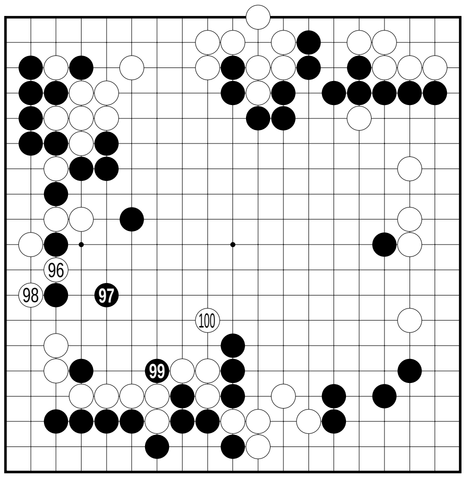

Figure 29 (96–100)

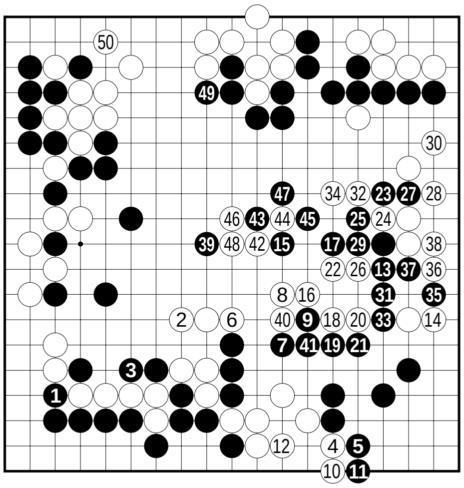

Figure 30 (101–150)

<u>Black 101</u> Desisive, black captures some white stones.

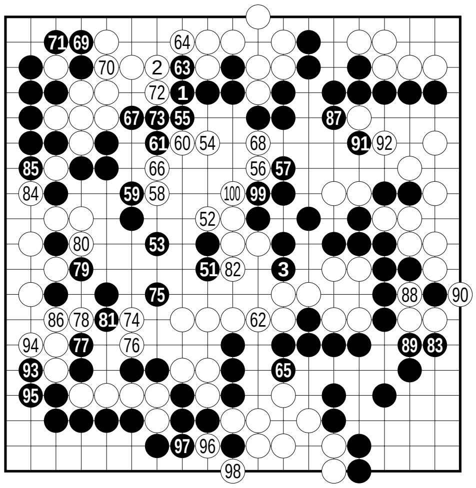

Figure 31 (151–203)

Tragic news was received just before this game: Cho Chikun's father died due to a brain stroke. Cho was informed immediately after the game and left Paris immediately.

Time used: Black: 7:59 White: 5:59

Result: B+R