

Yagra Opening Theory No.1

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1. 歩-76 2. 歩-84 3. 銀-68 4. 歩-34 5. 歩-66 6. 銀-62 7. 歩-56 8. 歩-54 9. 銀-48 10. 銀-42 11. 金-49-58 12. 金-32 13. 金-78 14. 玉-41 15. 玉-69 ... (1)



(“なし” means “nothing”)

We define (1) as the position to make branches. (1) and similar positions occur so often e.g. the games of Frolochkin, V. and Egorov, P. against me in Moscow. The line above is natural. However you can also try attractive ideas to attack without castling Yagra for Gote.

At the beginning of this series, we see some of them and how to defend and counter-attack by Sente. In some cases, they would flow into the river through (1). Or you get a chance to arrange-play with Sente from e.g. 1. 歩-76 2. 歩-34 3. 歩-26 4. 歩-44 5. 銀-48 6. 銀-42 7. 歩-25 8. 銀-33... etc.

After that we go seek traditional lines after (1).

1 Quick Attacks

Climbing Silver; 棒銀

...6. 歩-85 7. 銀-77 8. 銀-72 9. 歩-56 10. 銀-83 11. 金-78 12. 銀-84 13. 角-79 14. 歩-64 15. 角-68 16. 歩-65?! 17. 歩 x65 18. 銀-95... (2)



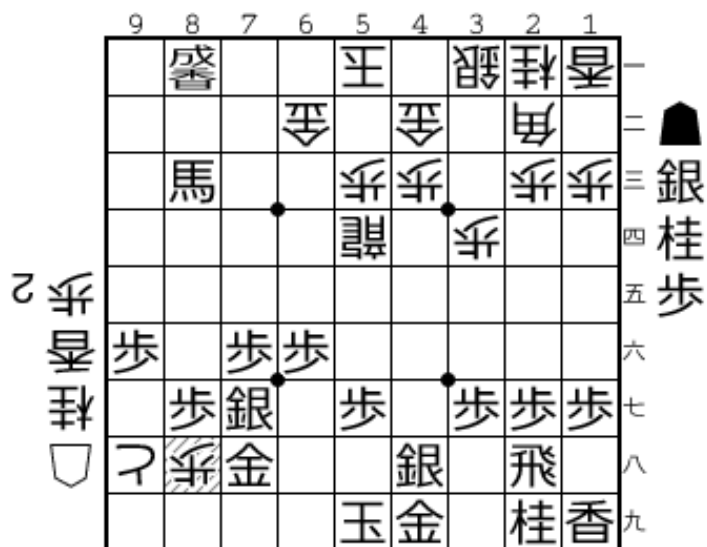
(13. 歩-26? 14. 銀-95 15. 歩-25 16. 角-33 17. 角-79 18. 歩-86 19. 歩 x86 20. 銀 x86 21. 銀 x86 22. 飛 x86 23. 歩'87 24. 飛-82 25. 歩-24 26. 歩 x24 27. 角 x24 28. 角 x24 29. 飛 x24 30. 歩'22 干. Sente can't continue to attack any more and is threatened ...S'67! or ...P'88 or ...B'57.)



(15. 角-46? 16. 銀-95 17. 角 x64 18. 金 61-52, the position is comfortable for Gote with next ...G-63 then ...P-86. For example, 19. 歩-96 20. 歩-86 21. 歩 x86 22. 金-63 23. 角-55 24. 銀 x86 25. 角 x22+?! 26. 銀 x77+! 干)



(15. 歩-96 is played by Moriuchi, T. against Habu, Y. in 1997. The game run thus: ...16.P-94 17.B-97 18.P-95 19.Bx64 20.G-42 21.Px95 22.Sx95 23.Lx95 24.Lx95 25.P'96 26.Lx96 27.P'97 28.P'98 29.P-96 30.P-99+ 31.N-97 32.+P-98 33.Nx85 34.Rx85 35.L'86 36.R-45 37.Lx81+ 38.Rx47+ 39.S-48 40.+Rx56 41.P'57 42.+R-54 43.Bx73+ 44.G-62 45.+B-83 46.P'88...



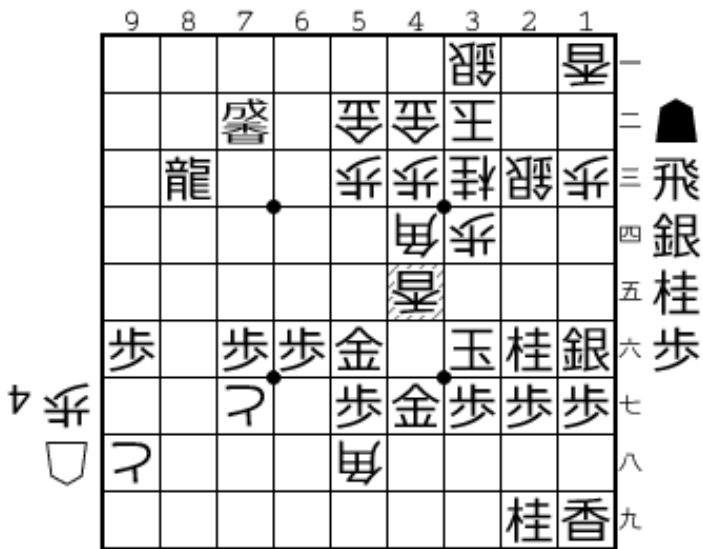
...47.+L-82 48.K-41 49.G-67 50.P-89+ 51.N'46 52.+R-44 53.G-56 54.L'45...



...55.S-47 56.N'35 57.G-58 58.+P89-88 59.+L-72 60.G62-52 61.S'36 62.Nx47 63.Gx47
64.Lx46 65.G47x46 66.+Px87 67.S-45 68.+Px77 69.Sx44 70.S'39!...



...71.R-38 72.S'48 73.Rx48 74.Sx48+ 75.Kx48 76.R'88 77.K-47 78.Bx44 79.R'81 80.K-
32 81.L'25 82.N'35 83.K-36 84.S'14 85.S'16 86.N-33 87.N'26 88.Rx83+ 89.Rx83+ 90.B'58
91.P'47 92.Nx47+ 93.Lx23+ 94.Sx23 95.Gx47 96.L'45, 0-1)



Way back to (2), 16. 歩-65?! is the kernel idea of Climbing Silver. It looks rather brutal but not so easy. For example, 19.P-96? leads to collapse by ...20.P-86 21.Px86 22.Sx86 23.Sx86 24.Bx99+ and 19.S-88? is also impossible because ...20.P-86 21.Px86 22.Sx86 23.P'87 24.Bx88+ 25.Gx88 26.Sx87+.

The correct deal is 19.P-55! played by Sato, Y. against Habu, Y. in 1997.

...20.Bx55 21.R-58 22.P-86 23.Px86 24.Sx86 25.Rx55 26.Sx77+ 27.Nx77 28.R-89+ 29.S'79 30.P'67 31.B-46 32.+Rx99 33.P-64!

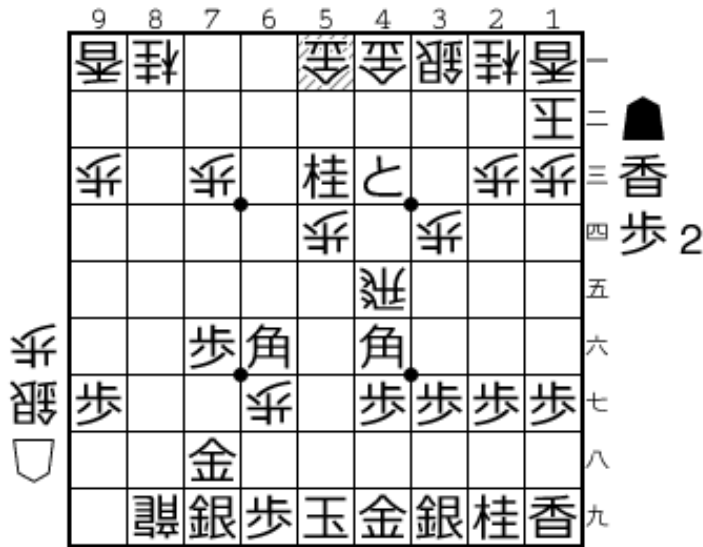


Sente gives rook up but will get very powerful +P on 63 and prepare P'69 instead.

34.L'54 35.Rx54 36.Px54 37.P-63+ 38.K-42 39.P'69 40.K-32 41.+P-53 42.K-22 43.+Px43 44.R'45 45.B'66 46.K-12 47.N-65 48.+R-89 49.N-53 50.K61-51

(34.S'68 35.K-48 36.Sx79+ 37.Gx79 is not so valid and of course 34.P'62? 35.R-85 gives Sente clear

advantage.)



51.+P-33?

(This throws away much of Sente's advantage. 51.P'52! is accurate. Then ...52.G41x52 53.L'33, or ...52.G51-42 53.Nx41+ 54.Gx41 55.P-51+ 56.Gx51 57.+P-32, or ...52.Rx43 53.Px51+ 54.Gx51 55.L'44 56.Rx53 57.B-64. Gote can't save oneself from wreck.)

52.S'55 53.B46x55 54.Px55 55.L'46 56.Nx33 57.Lx45 58.Nx45 59.Nx41+ 60.Gx41 61.K-48 62.P-68+ 63.Px68 64.P'46 65.R'62 66.L'42 67.Px46 68.B'56 69.S-38 70.P'47 71.K-39 72.N'57 73.Px45 74.Nx49+ 75.Sx49 76.G-32 77.N'44 78.G-22 79.N'25 80.P-48+ 81.Bx48 82.G'47 83.G'38 84.Gx38 85.Sx38 86.Bx78+ 87.G'33 88.+Rx79 89.P'59 90.G'21 91.Gx22 92.Gx22 93.G'33 94.G'21 95.Gx22 96.Gx22 97.G'33 98.G'21 99.S'32 100.Sx32 101.Nx32+ 102.G22x32 103.Gx32 104.Gx32 105.S'33 106.G'31 107.Sx32+ 108.Gx32 109.G'33 110.G'31 111.Gx32 112.Gx32 113.G'33 114.G'31... 1/2-1/2



After the game, (2) has never appeared. However, though Climbing Silver itself is not popular, some optional lines are still unclear. cf. Habu, Y.-Tanigawa, K. 1997 below.

1.P-76 2.P-84 3.S-68 4.P-34 5.P-66 6.P-85 7.S-77 8.S-72 9.P-56 10.S-83 11.B-79 12.S-84 13.G-78 14.G-32 15.P-26 16.S-42 17.S-48 18.K-41 19.G-58 20.P-64 21.G58-67 22.S-95 23.B-68 24.P-65



25.S-57 26.P-86 27.Px86 28.Sx86 29.Sx86 30.P'88



31.N-77

(31.Gx88 32.Px66 33.Sx66 34.P'65 35.S66-77 36.Rx86! 37.B-57 is my favor.)

32.Rx86 33.P'87 34.R-84 35.Gx88 36.Px66 37.Sx66 38.P-14 39.K-69 40.K-31 41.K-78 42.P-35 43.S'46 44.P-74 45.P-25 46.N-73 47.B-57 48.P-75 49.Sx75 50.R-44 51.P'64 52.G-62 53.B-

66 54.R-34 55.P-63+ 56.Gx63 57.Bx22 58.Kx22 59.B'45 60.B'39

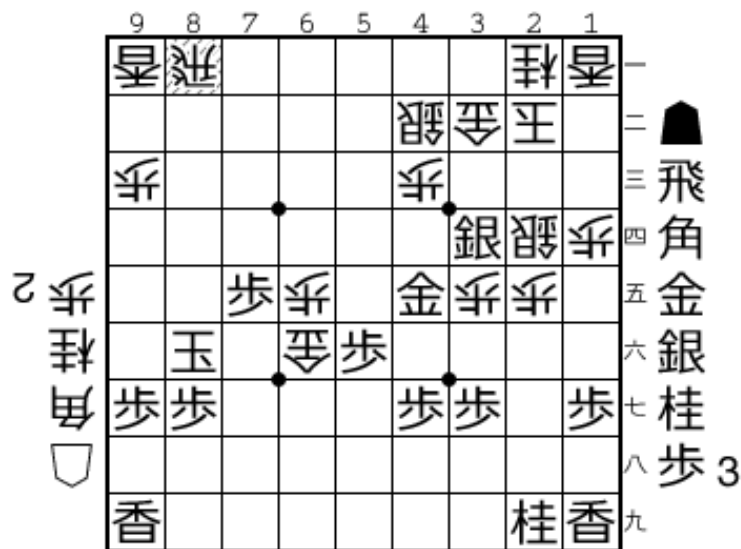


61.R-38 62.Bx75+ 63.Px75 64.R-64 65.P'65 66.G-54 67.Px64 68.Gx45 69.Sx45 70.B'27
71.R-28 72.Bx45+ 73.P-24 74.Px24 75.P-63+ 76.P'66 77.Gx66 78.P'65 79.G-55 80.S'67



(Sente can't take this 銀. e.g. 81.Kx67 82.S'66 83.K-68 84.Sx55 85.Px55 86.P-66 干. Now looking at the position, I suppose that 73.P-24 was redundant because it allows 馬 to retreat on 23 comfortably.)

81.K-89 82.+B-23 83.P'25 84.Px25 85.+Px53 86.Sx53 87.B'51 88.S-42 89.Bx73+
90.P'76 91.P'24 92.+Bx24 93.G-45 94.S'66 95.G'34 96.Px77+ 97.Gx77 98.Sx77+ 99.+B-
55 100.S'33 101.+Bx77 102.G'78 103.Rx78 104.Sx78+ 105.Kx78 106.P'76 107.Gx24
108.Px77+ 109.Kx77 110.Sx24 111.S'34 112.G'66 113.K-86 114.R'81



115.N'84 116.Rx84 117.K-96 118.B'63 119.R'74 120.Rx74 121.Px74 122.Bx45 123.Sx45
 124.R'76, 0-1.

In No.2, we will check up an idea with Mino castle suggested by computer recently.