

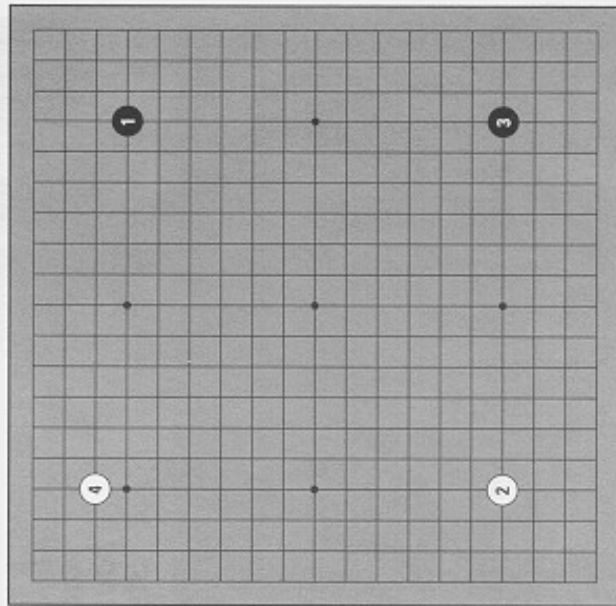
“A game of go has three stages: the opening, the middle game (or fighting stage), and the endgame. Let’s look at an even game in the contexts of these three stages.

This game is between two professionals, Lee 4 dan and Jeong 5 dan. Lee 4 dan is Black and so must give five and a half points of compensation. In other words, White will receive five and a half points at the end of the game to compensate for Black’s advantage in having the first move.”

OPENING

Taking the Empty Corners

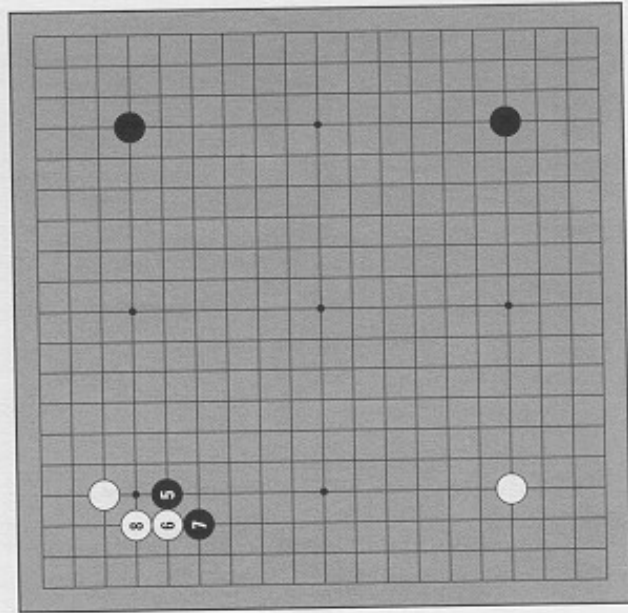
It’s easiest to make territory in the corner, so an even game usually begins with players taking the empty corners first. Black plays the “double star point opening.” White plays one star point and one **3-4 point**, the two most common moves for taking empty corners.



Game Record 1 (1-4)

Black Approaches

After taking the empty corners, playing in the side star regions is good strategy. However, you may decide to **enclose** your corner or **approach** your opponent’s corner first. With 5, Black plays the **one-point approach** to White’s stone on the 3-4 point. White **attaches** at 6, Black plays the hane at 7 and White pulls back with 8. White has made some territory in the corner with this sequence.



Game Record 2 (5-8)

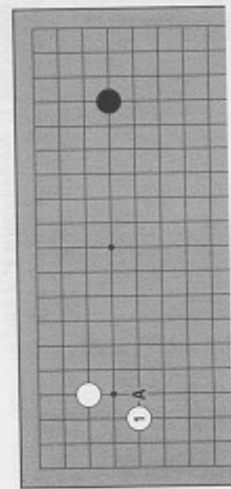
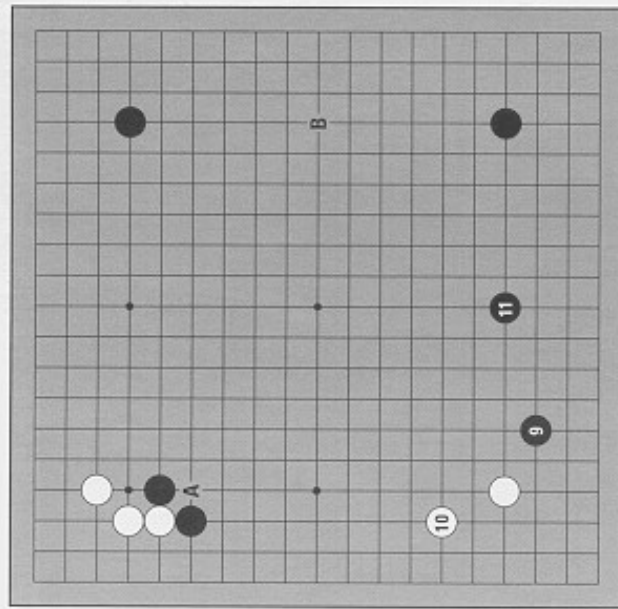


Diagram 1. As you may have seen in Volume II, from a 3-4 point, the corner can be enclosed with just one move. If Black doesn’t play an approach, White may play the **knight’s enclosure** at 1 or the **one-point enclosure** at A.

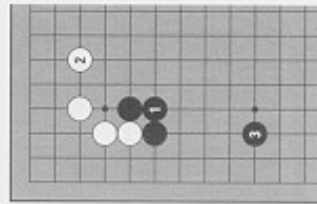
Taking the Lower Side

Black approaches another corner at 9, leaving the two stones in the upper left corner for now. White answers with the knight's move, and Black takes the side star point at 11, making a territorial **framework** on the lower side. If White cuts at A, Black plans to take another side star point at B.



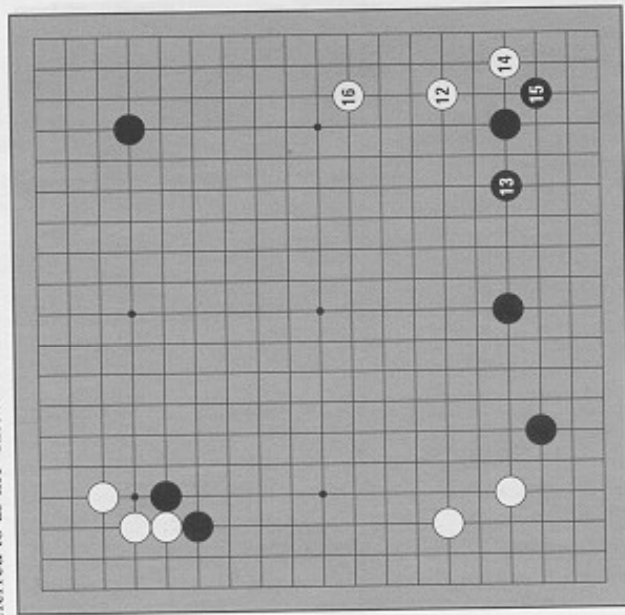
Game Record 3 (9-11)

Diagram 2. Instead of 9, Black may connect at 1. White jumps at 2 and Black plays a **three-point extension** at 3. This is a **standard sequence**.



The Kite

White approaches the lower right corner with 12, since if Black takes the right side star point, Black will make a really huge framework. The one-point jump is the most common reply. The moves up to 16 are a common star point standard sequence, hereafter referred to as the "kite".



Game Record 4 (12-16)

Diagram 3. Instead of 13, Black may also choose another sequence, such as attaching on top at 1 and making a strong position on the lower side.

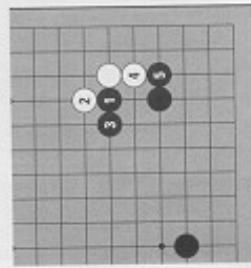
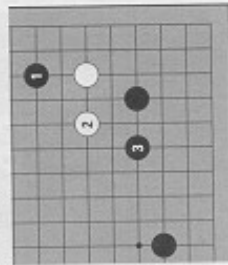
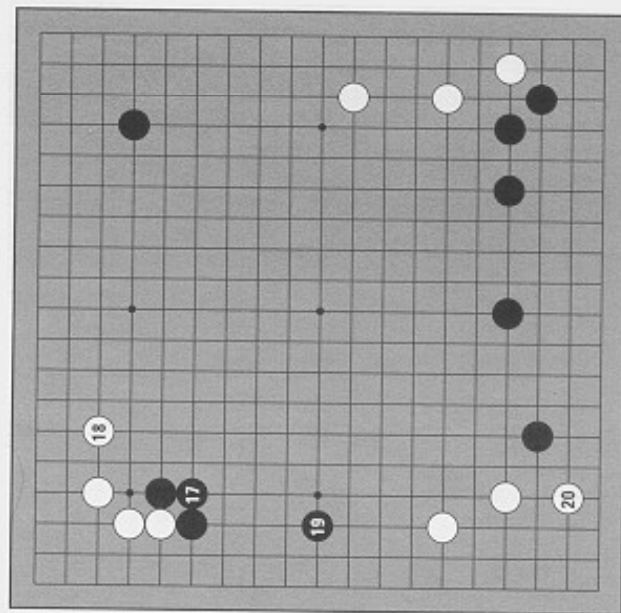


Diagram 4. The **pincer** at 1 is another possibility. If White jumps out at 2, Black keeps the pressure on while once again staking out a position on the lower side with 3.



Deciding the Left Side

It's Black's turn to play, so he takes advantage of this opportunity to connect at 17. He then plays 19 according to the proverb about **extensions**: "If one, jump two; if two, jump three". White solidifies the lower left corner with 20.



Game Record 5 (17-20)

Diagram 5. White 18 in the game prevents Black from attaching at 1 here, then making thickness with 3 and 5 while flattening White in the corner.

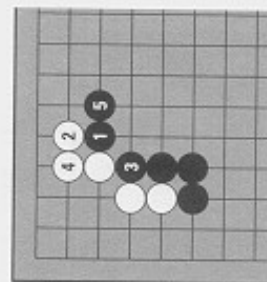
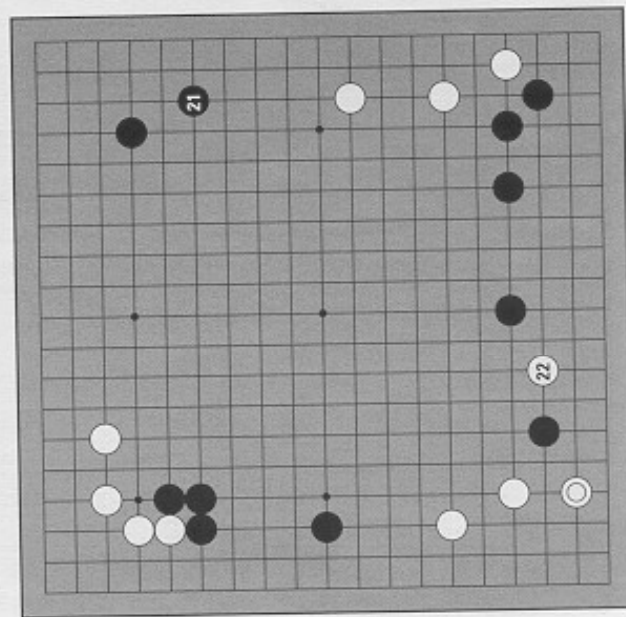


Diagram 6. If Black chose to respond on the lower side instead of playing 21 as in the game, he could strengthen his framework at 1.

Invading Black's Framework

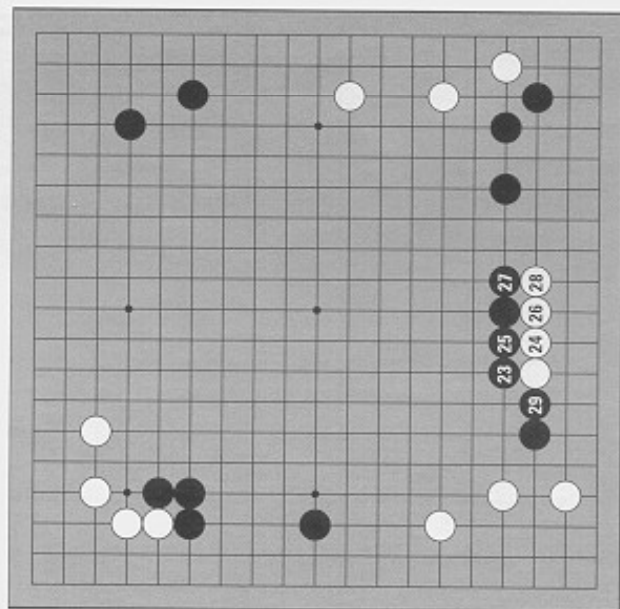
White 21 is a dual-purpose move: it solidifies the corner territory and aims at an invasion of Black's framework on the lower side. But Lee 4 can choose to ignore White and plays an enclosing move in the upper right corner at 21, so White jumps in at 22. This is the invasion point of Black's framework. What will happen next?



Game Record 6 (21-22)

Building a Wall

Dealing with this invasion is a bit difficult. Black attaches at 23, trying to seal off the center. White makes a base with 24-28. When Black plays at 29, what should White do? The way out is blocked, so White must live inside.



Game Record 7 (23-29)

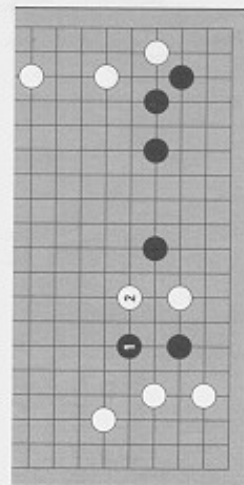
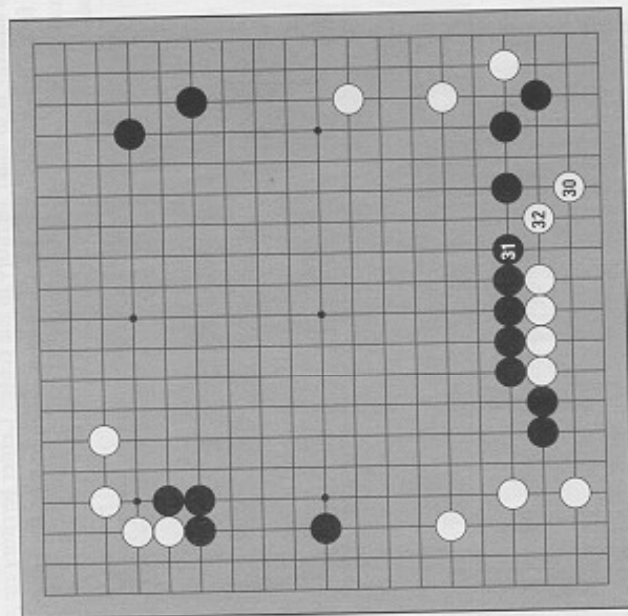


Diagram 7. Instead of 23, if Black jumps out at 1, White can follow at 2. Now it looks as though Black invaded White's area.

White Lives

White **slides** under Black's stone with 30, making a base for the group. When Black prevents the tiger's mouth at 31, White protects at 32. White can make at least two separate points of territory now, so the group is alive. Black's territory has been destroyed in the sequence up to White 32, so the invasion was a success.



Game Record 8 (30-32)

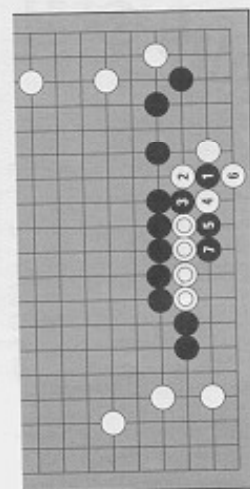
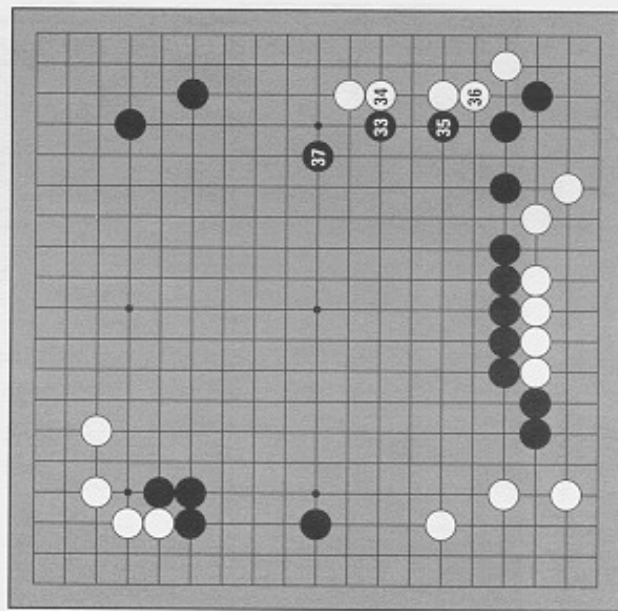


Diagram 8. White 32 is necessary. If there's no stone there, Black can lay a trap with 1 and catch the four marked stones in the sequence to Black 7.

Surrounding the Center

When your territory is destroyed you may feel a keen sense of loss. However, Black hasn't really failed. While White was struggling to live, Black was making lots of thickness in the center. If Black uses it well, the result shouldn't be bad for him. With 33-37 Black leans on White's group on the right side.

Black's strategy is to make territory in the center. Center territory must be protected on all four sides, so this is not easy. However, if White tries to destroy this potential territory by jumping in, Black can use his thickness in the center to mount a scary attack.

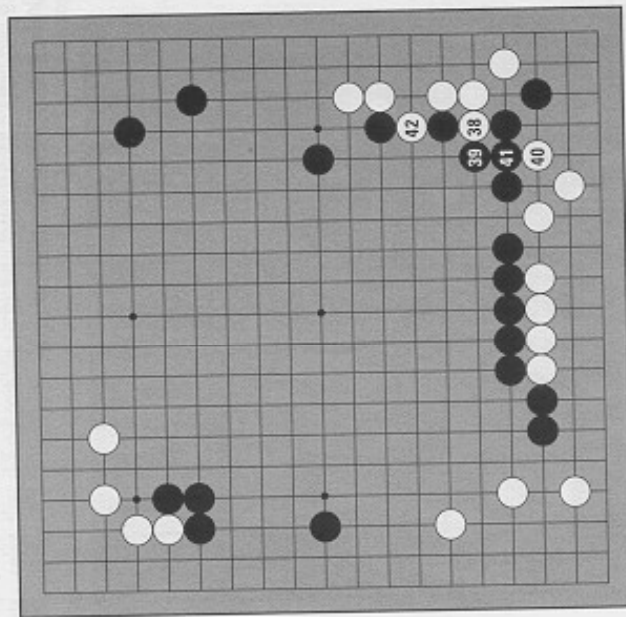


Game Record 9 (33-37)



Barricade

White tries breaking through at 38. Naturally Black blocks at 39, since if he doesn't play here, White can come out at 39 and neutralize the center. White 40 peeps at the tiger's mouth. Black connects, and White plays atari at 42.



Game Record 10 (38-42)

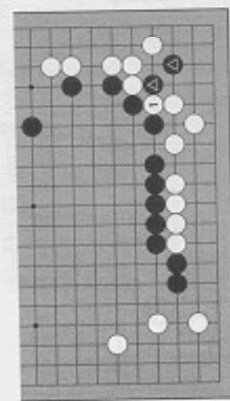
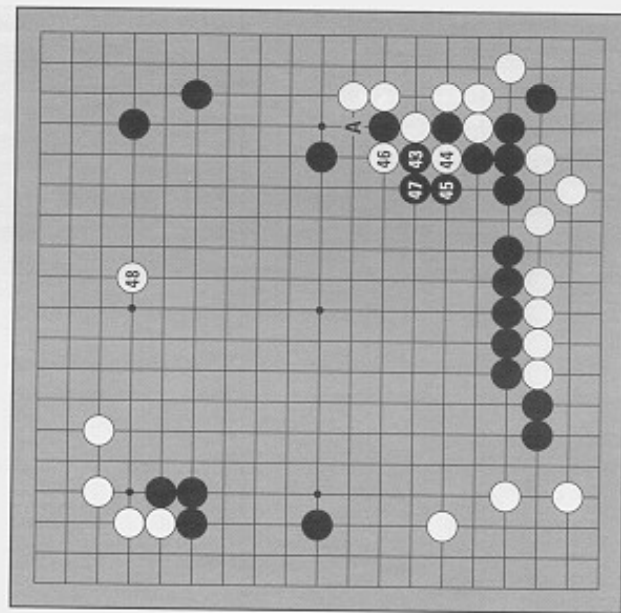


Diagram 9. If Black doesn't connect at 41, White cuts at 1 and Black is in big trouble—the two marked stones are dead and the whole corner becomes White's territory.

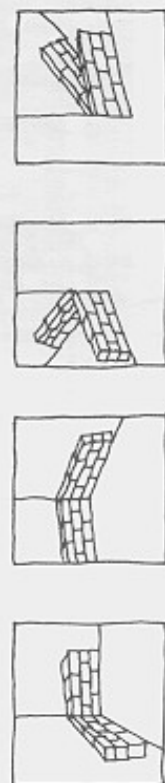
The Last Big Point

When White plays atari, Black doesn't connect but blocks at 43 instead. White captures at 44 and Black blocks again at 45, sacrificing one stone. Trading one or two points to block off the center is a pretty good exchange. Sometimes one must sacrifice a little to accomplish one's goal.

White plays atari at 46 and Black connects at 47. Now White could capture a stone at A, but he grabs the side star region at 48 instead. You can see how valuable White 48 is if you put a black stone here and compare.



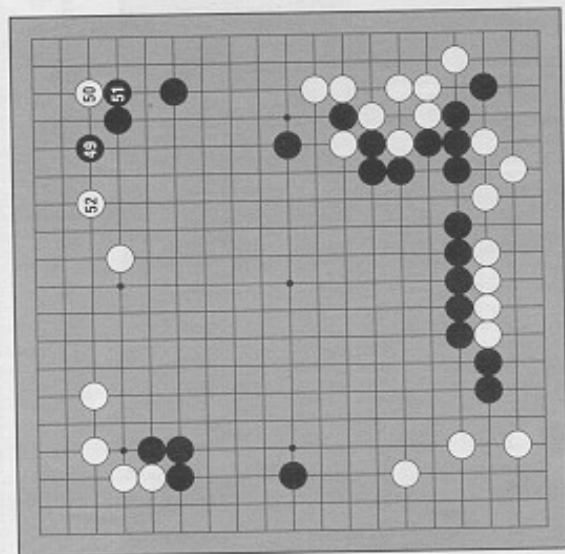
Game Record 11 (43-48)



Solidifying the Corner

Black encloses the corner with 49. As you may remember from Volume II, after playing the star point and the knight's enclosure, you can solidify the corner territory with one more enclosing move at 49.

When White invades at 50, Black blocks at 51 and White can't live. White makes this exchange anyway, planting a **sleeper**—to use a term borrowed from espionage—a stone strategically placed for possible activation later. White 52 has two meanings: extending the territory on the upper side, and making the sleeper potentially more useful. At this point the opening is finished. The middle game fighting comes next.



Game Record 12 (49-52)

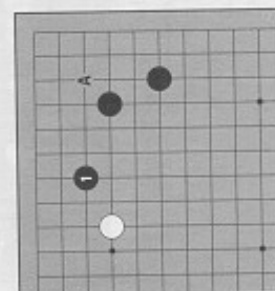


Diagram 10. Instead of 49, Black could try to make a bigger territory by playing at 1, but then White could probably mount a successful invasion in the corner later. For example, a **3-3 point** invasion at A is very difficult, often impossible, to kill. A position like this is said to have **potential** (*aji* in Japanese and *maat* in Korean).