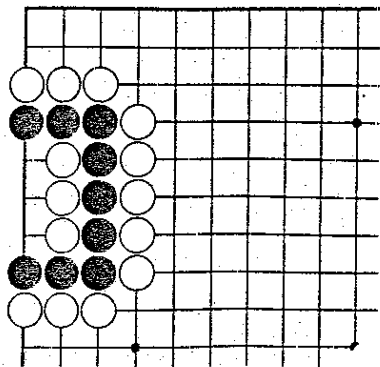
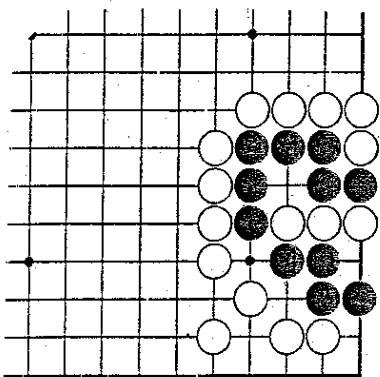


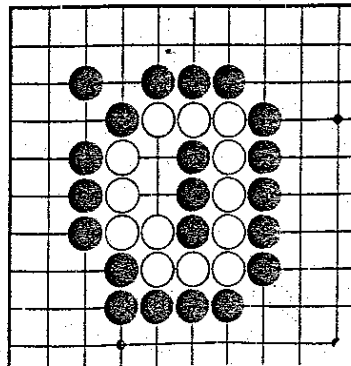
SECTION 7. HOW TO PLAY IN THE OPENING



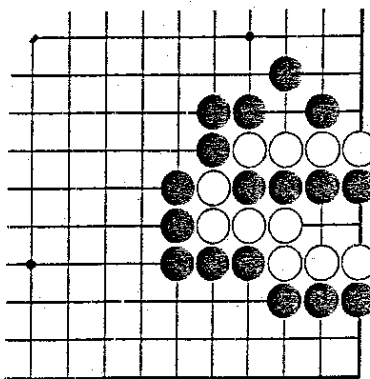
PROBLEM 45. Black to play.
How does Black play so that his stones will live in seki?



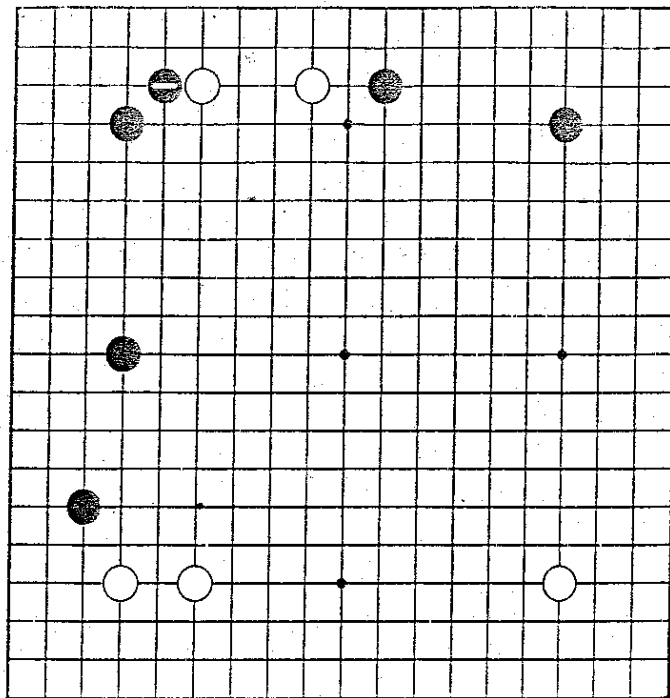
PROBLEM 46. Black to play.
How does Black play so his stones will live?



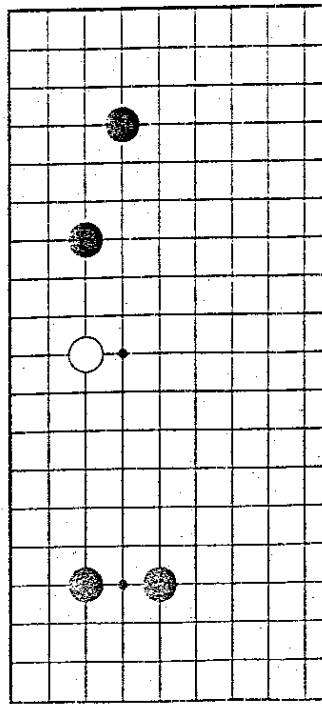
PROBLEM 47. Alive or dead?
Are the white stones alive in seki or are they dead?



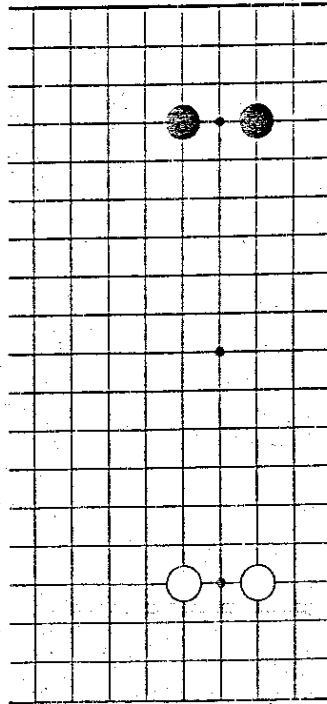
PROBLEM 48. Alive or dead?
Are the white stones alive in seki or are they dead?



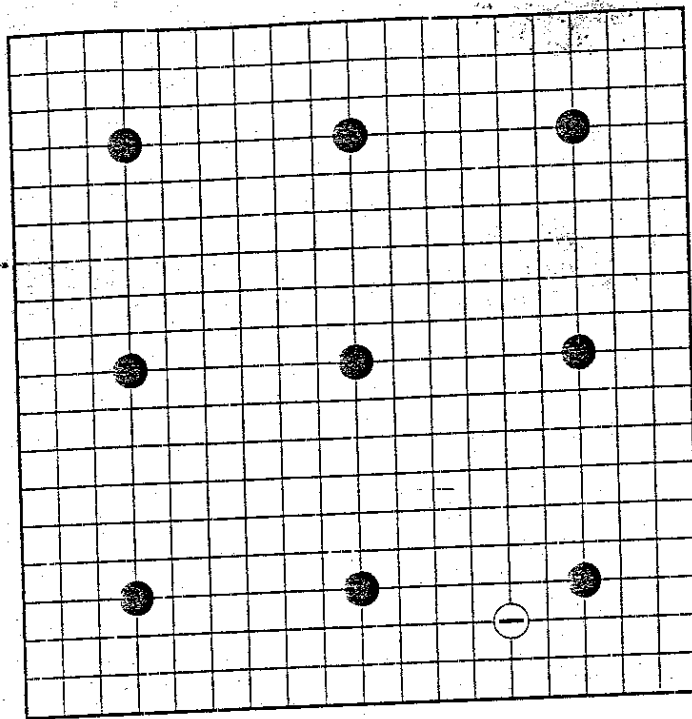
PROBLEM 49. White to play.
How should White respond to Black 1?



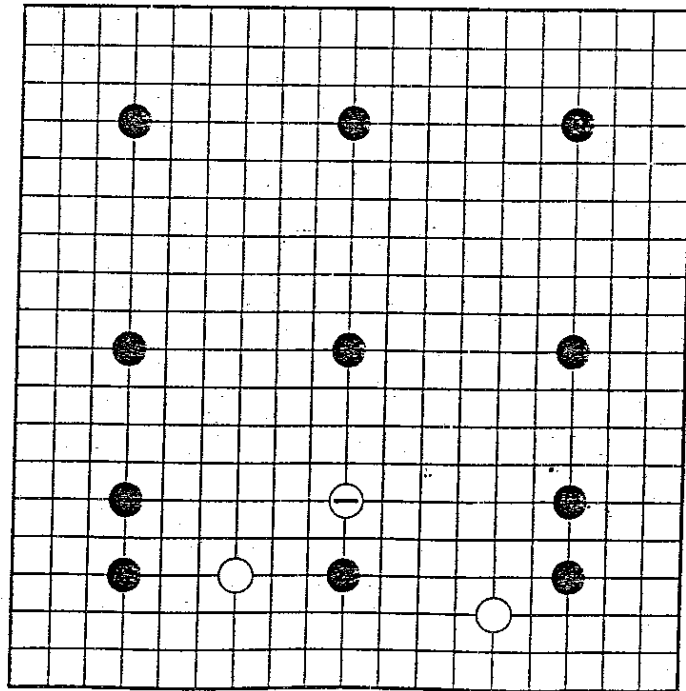
PROBLEM 50. White to play.
What is the best way to strengthen the white stone?



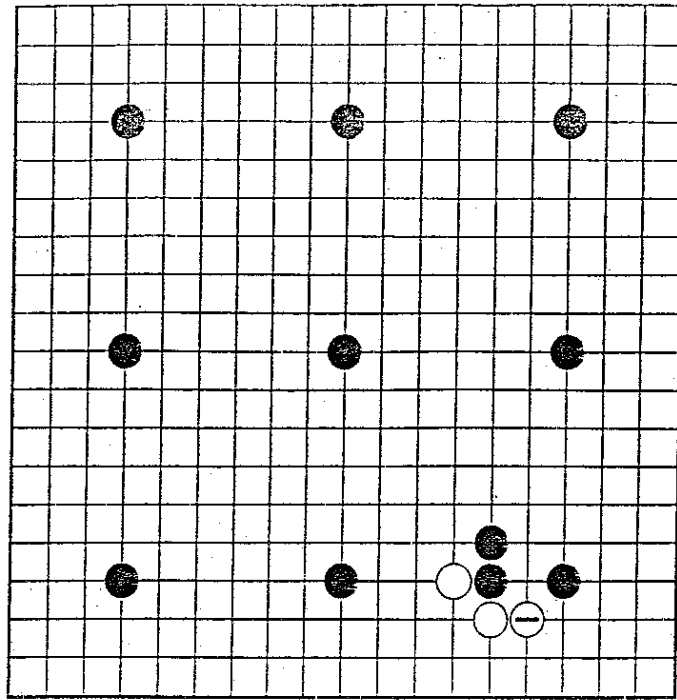
PROBLEM 51. Black to play.
How far should Black extend from his position on the right?



PROBLEM 52. Black to play.
How should Black play in response to White 1?
(There is more than one correct answer.)

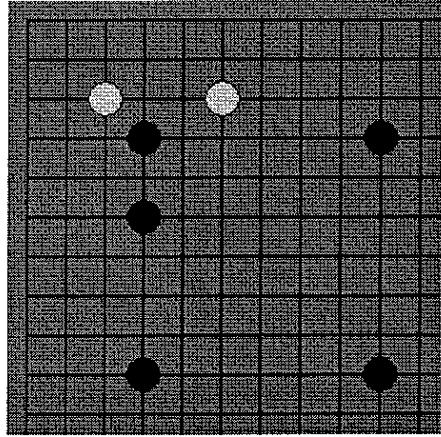


PROBLEM 53. Black to play.
 How should Black respond to White 1?
 (There is more than one correct answer.)

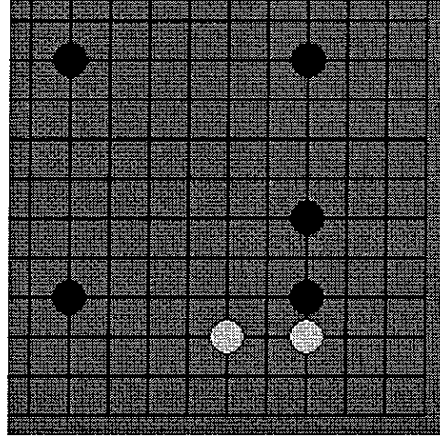


PROBLEM 54. Black to play.
 How should Black play in response to White 1?

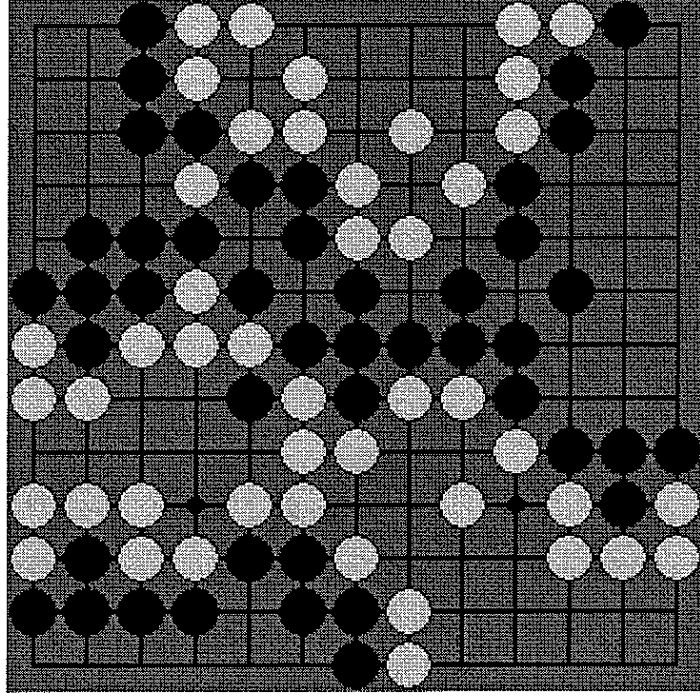
SECTION 8. THE END OF THE GAME



PROBLEM 55. *Black to play.*
How should Black play in response to White's invasion in the corner?



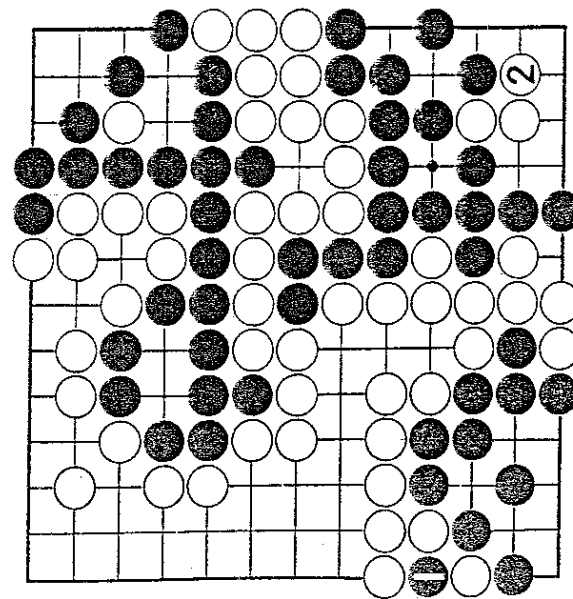
PROBLEM 56. *Black to play.*
How should Black play in response to White's
attainment in the corner?



PROBLEM 57.
Where are White's weak points?
Where are Black's weak points?

II ELEMENTARY PROBLEMS LEVEL TWO

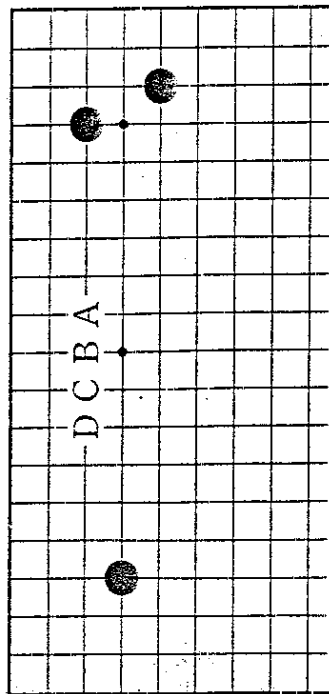
Section 1. How to Play in the Opening	24
Section 2. How to Capture Stones and Related Problems	28
Section 3. Defending Your Positions	34
Section 4. Life and Death	42
Section 5. Ko	46
Section 6. Capturing Races	49
Section 7. Endgame	52



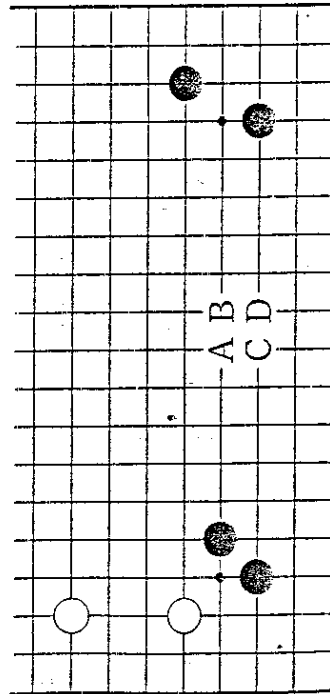
PROBLEM 58. *Black to play.*

In response to Black's taking a ko with 1, White has played 2. How should Black reply?

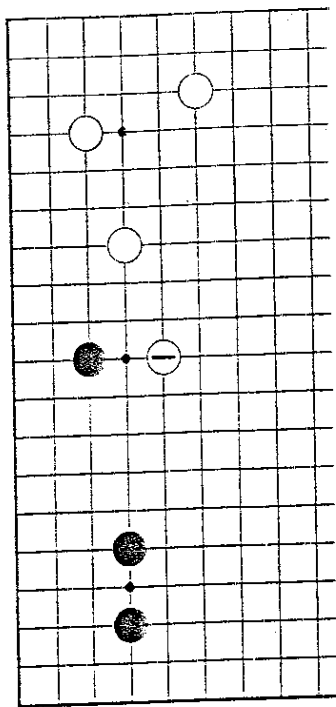
SECTION 1. HOW TO PLAY IN THE OPENING



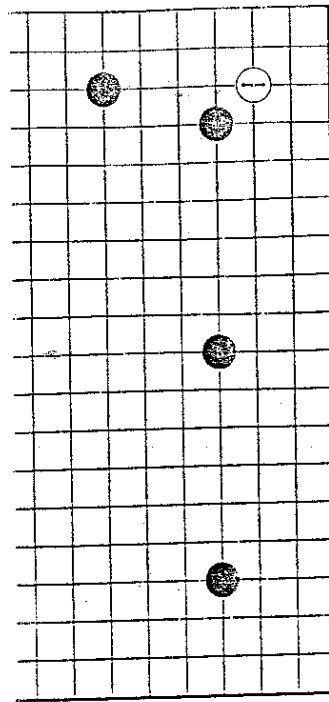
PROBLEM 59. White to play.
Which of the four points from A to D should White play?
(There is more than one correct answer.)



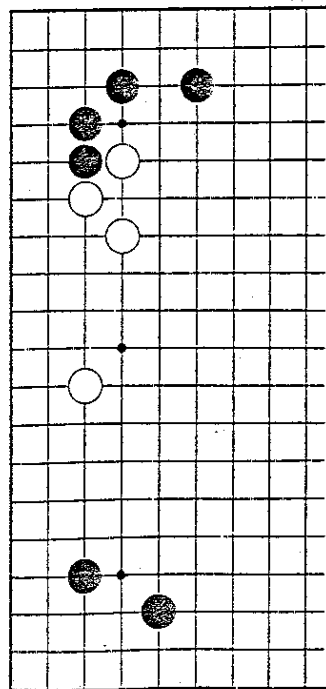
PROBLEM 60. White to play.
Which of the four points from A to D should White play?
(There is more than one correct answer.)



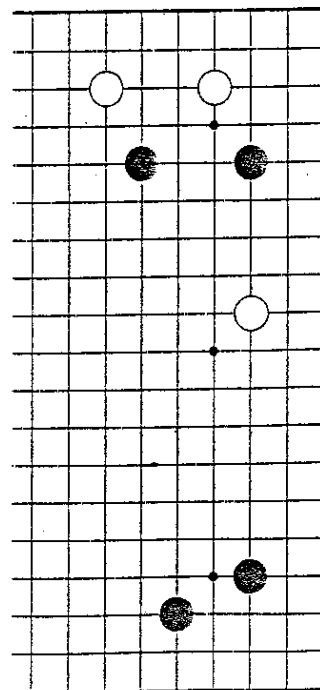
PROBLEM 61. Black to play.
White plays a capping move over a black stone with 1. How should Black respond?



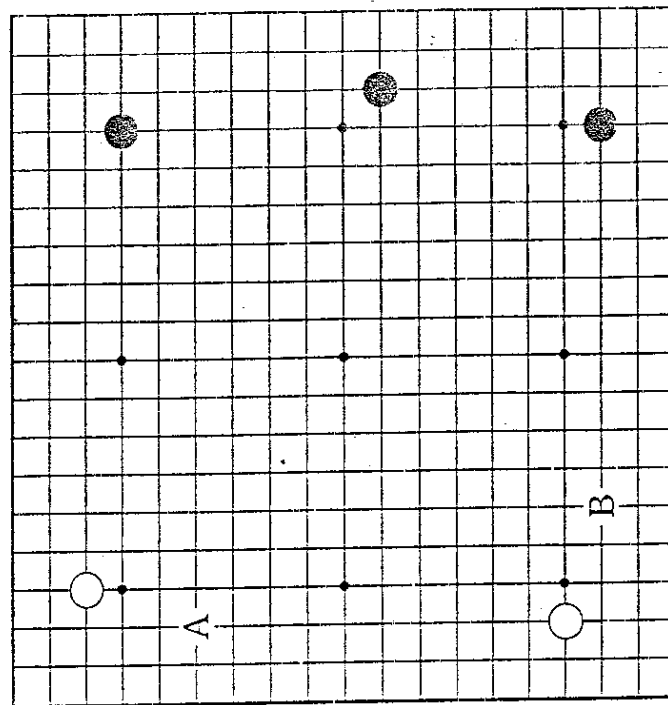
PROBLEM 62. Black to play.
White invades the corner with 1. How should Black block? From the left or from above?



PROBLEM 63. Black to play.
Where should Black play?

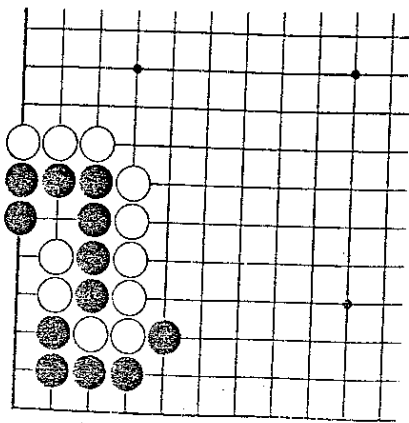


PROBLEM 64. Black to play.
Where should Black play?

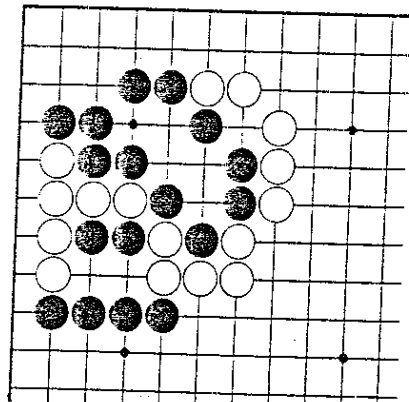


PROBLEM 65. White to play.
At which point should White make a corner enclosure, A or B?

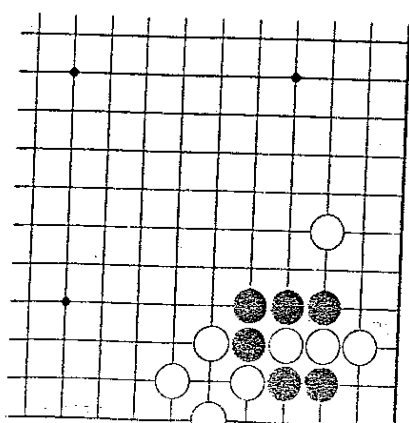
SECTION 2. HOW TO CAPTURE STONES AND RELATED PROBLEMS



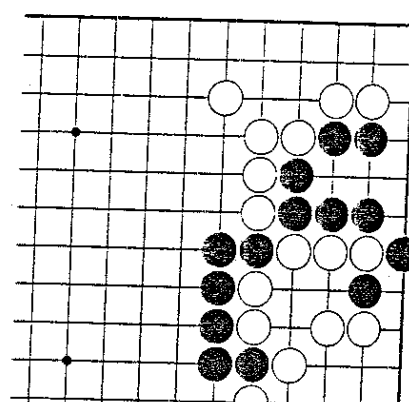
PROBLEM 66. Black to play.
How can Black capture two white stones?



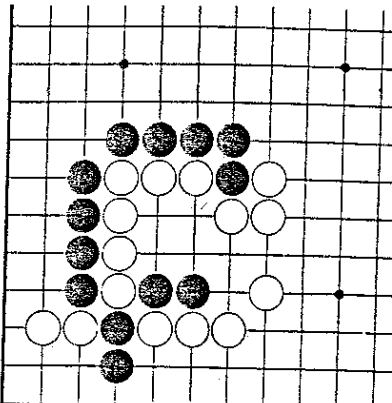
PROBLEM 67. White to play.
The six white stones at the top are in danger. How can White rescue them?



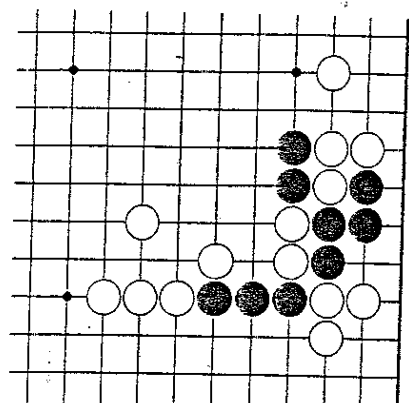
PROBLEM 68. Black to play.
How can Black capture three white stones?



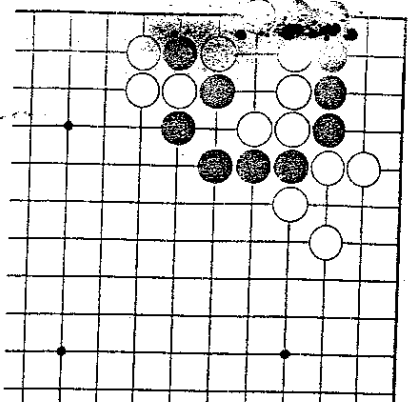
PROBLEM 69. Black to play.
How should Black play?



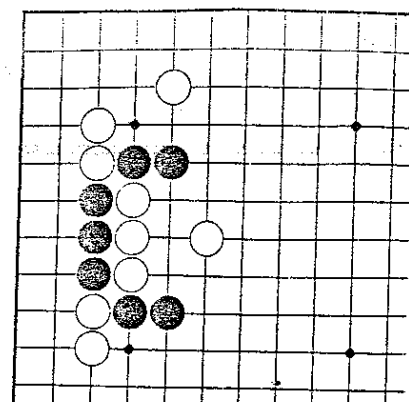
PROBLEM 70. Black to play.
How can Black capture six white stones?



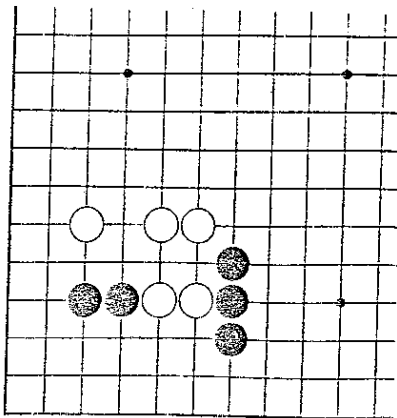
PROBLEM 72. Black to play.
How can Black capture two white stones?



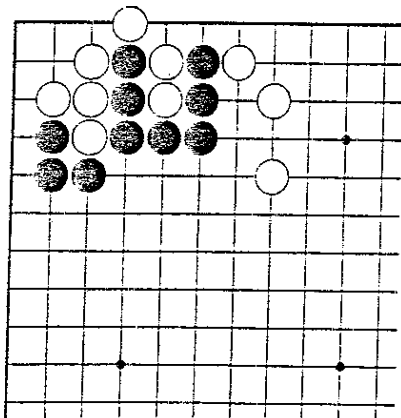
PROBLEM 73. Black to play.
How can Black capture four white stones?



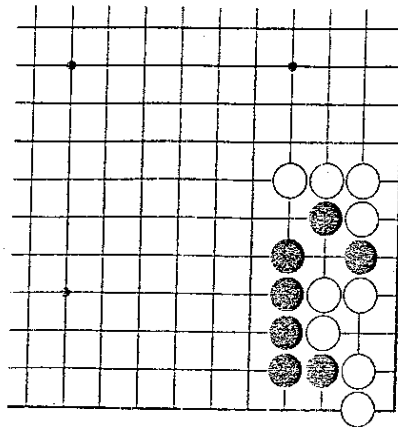
PROBLEM 71. Black to play.
How can Black capture three white stones?



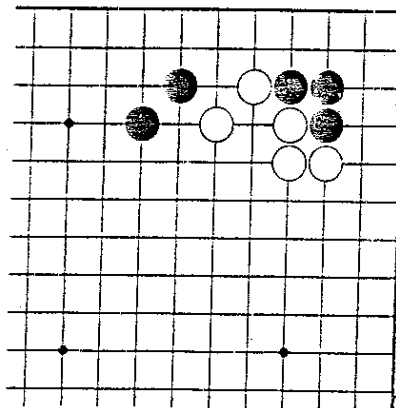
PROBLEM 74. Black to play.
How can Black link up his stones above to the ones below?



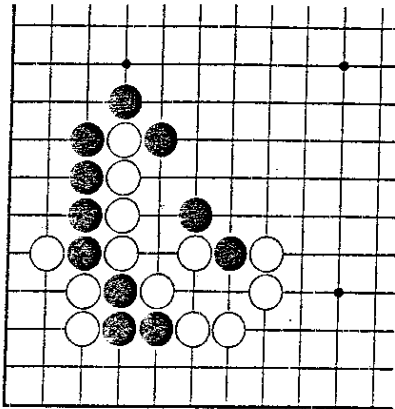
PROBLEM 75. White to play.
How can White link up his stones above to the ones below?



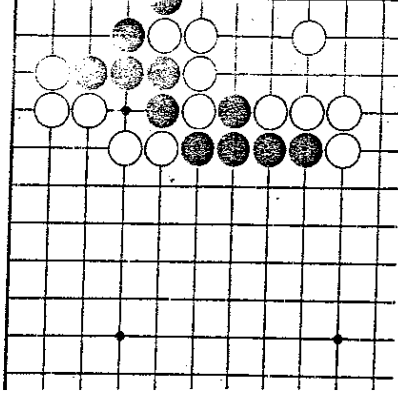
PROBLEM 76. Black to play.
How can Black capture the five white stones in the corner?



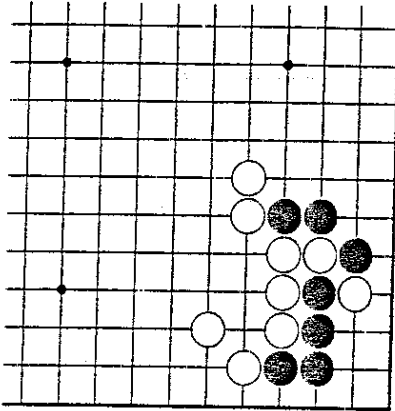
PROBLEM 77. Black to play.
How can Black link up his stones below to the ones above?



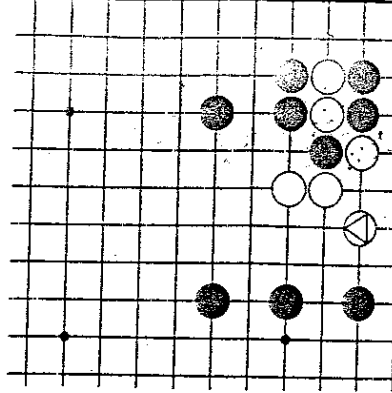
PROBLEM 78. Black to play.
How can Black capture four white stones?



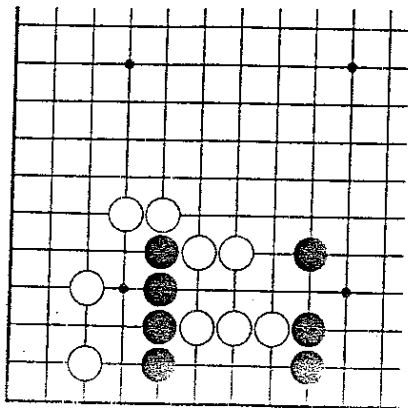
PROBLEM 79. Black to play.
How can Black capture four white stones?



PROBLEM 80. Black to play.
How should Black play?

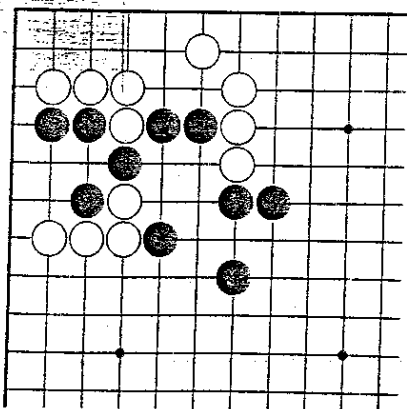


PROBLEM 81. White to play.
How should White play so as to utilize his marked stone?



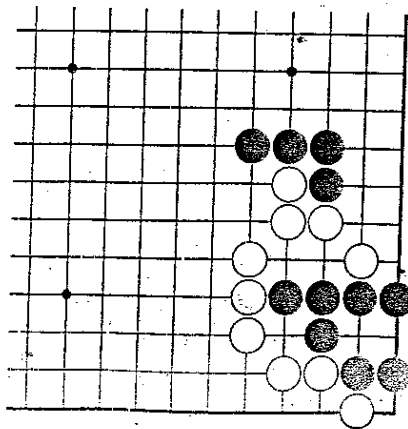
PROBLEM 82. Black to play.

How can Black link up his stones above to the ones below?



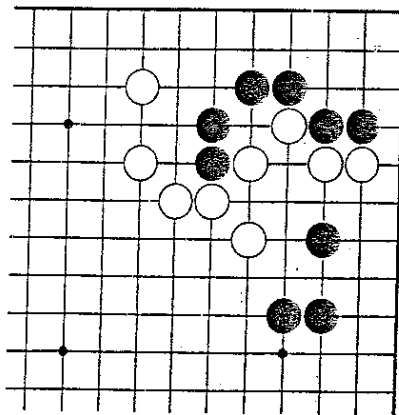
PROBLEM 83. *Black to play.*

How can Black link up all of his stones?



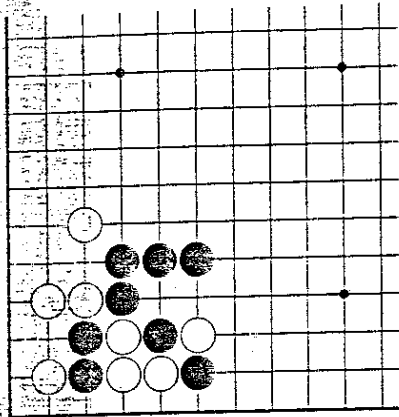
PROBLEM 84. Black to play.

How can Black link up his stones on the left to the ones on the right?



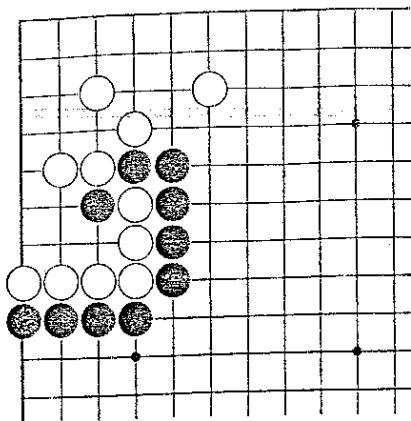
PROBLEM 85. *Black to play.*

Can Black separate some of the white stones near the edge from the ones in the center?



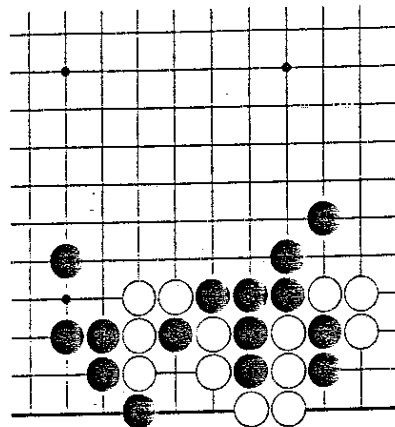
PROBLEM 86. Black to play.

How can Black capture three white stones?



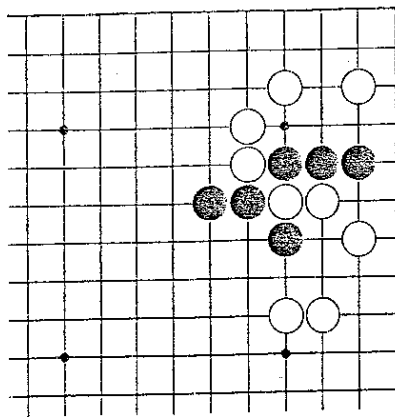
PROBLEM 87. Black to play.

How can Black capture six white stones?



PROBLEM 88. *Black to play.*

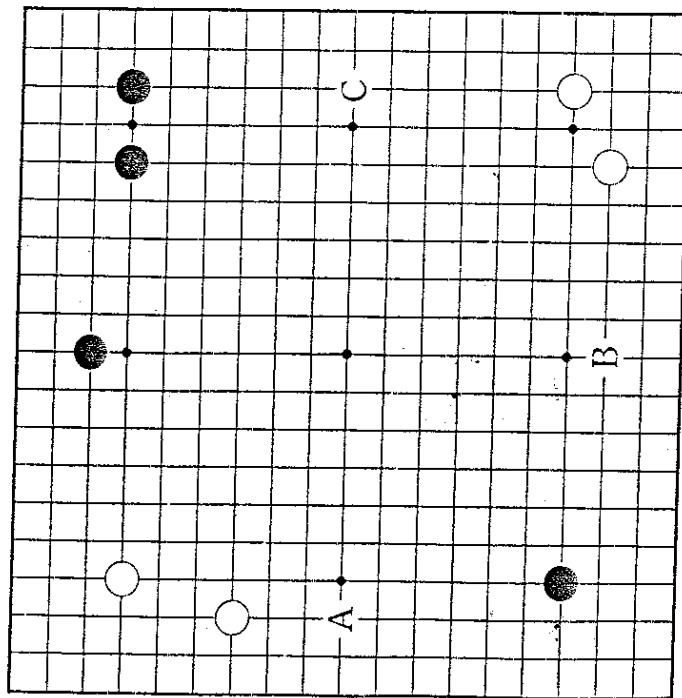
How can Black capture four white stones?



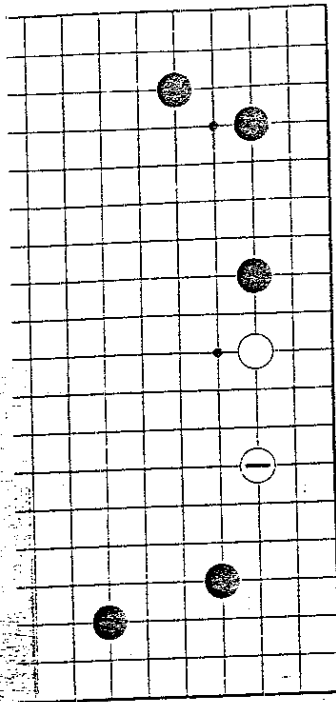
PROBLEM 89. *Black to play.*

How can Black capture two white stones?

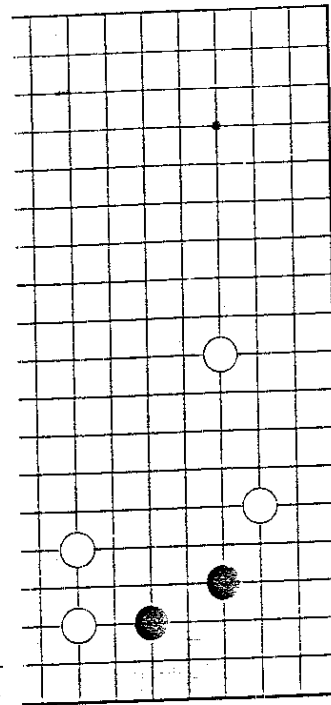
SECTION 1. HOW TO PLAY IN THE OPENING



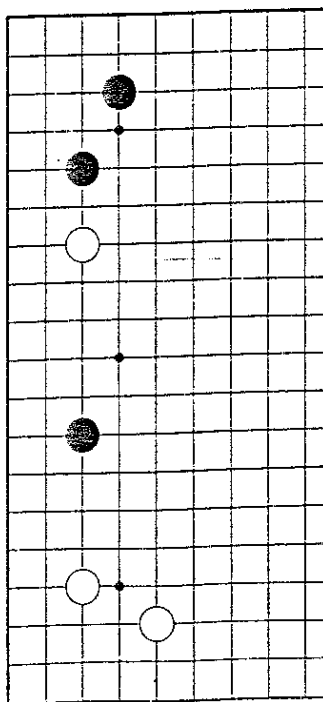
PROBLEM 151. Black to play.
Where should Black play, A, B or C?



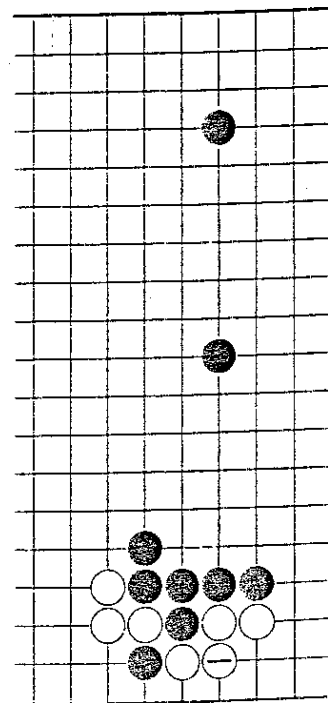
PROBLEM 152. Black to play.
When White plays 1, how should Black defend the corner?



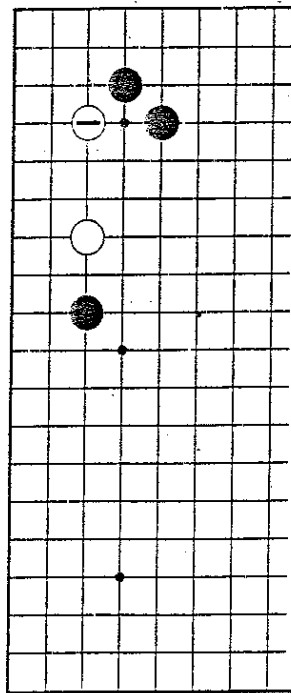
PROBLEM 153. Black to play.
How should Black defend his corner in this case?



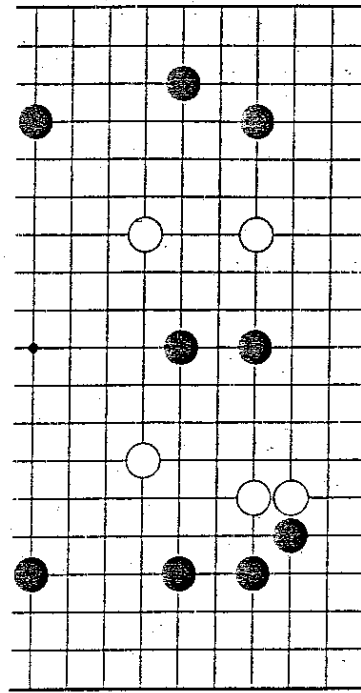
PROBLEM 154. White to play.
How should White play?



PROBLEM 155. Black to play.
How should Black play in response to White 1?

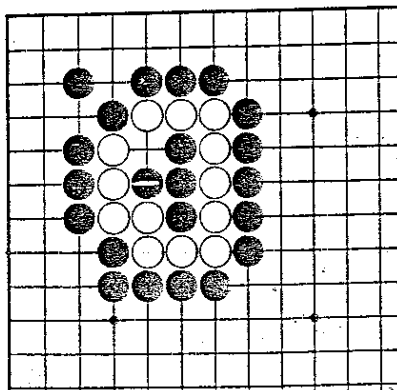


PROBLEM 156. Black to play.
How should Black respond to White 1?



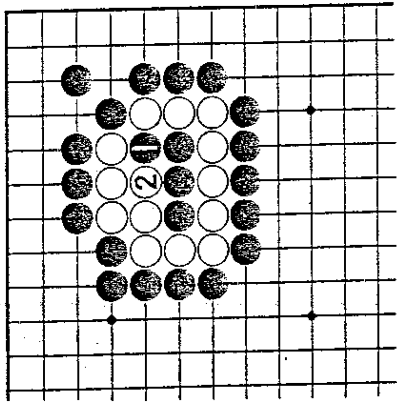
PROBLEM 157. Black to play.
In this 8-stone handicap game, how should Black play?

PROBLEM 47



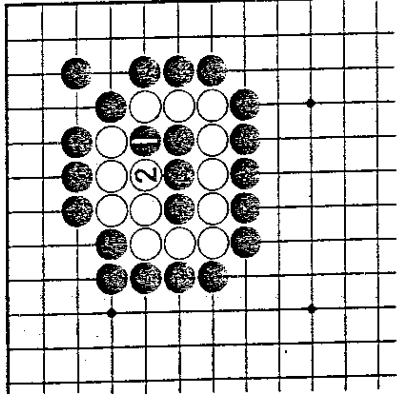
Correct Answer

White is dead. Black will sacrifice four stones by giving atari with 1 and White can only let one eye.

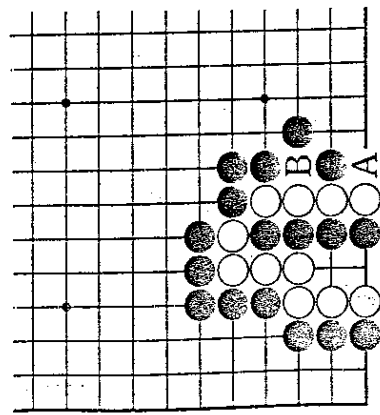


For Reference

Sacrificing four stones with Black 1 here is wrong. After White 2 there is no way to prevent White from making two eyes.

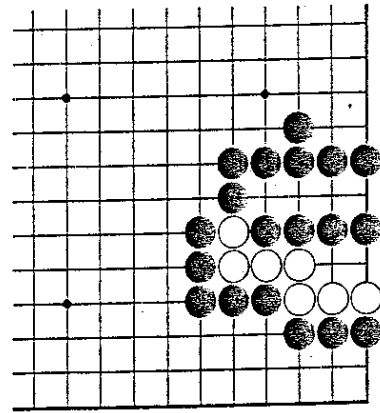


PROBLEM 48



Correct Answer

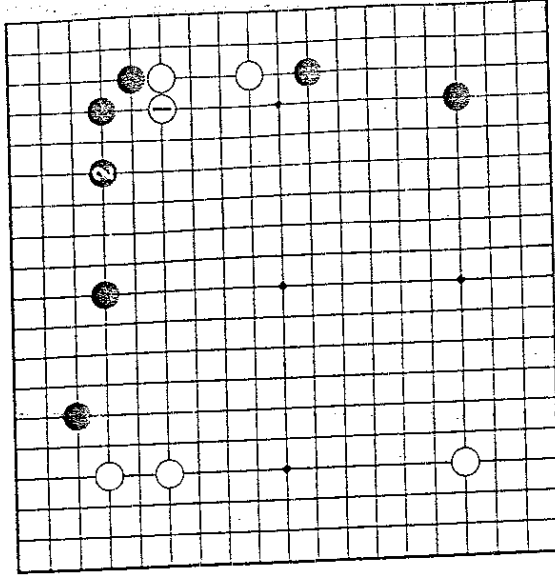
All the white stones are dead. Black can play at A and B any time he chooses. White cannot try to capture Black.



For Reference

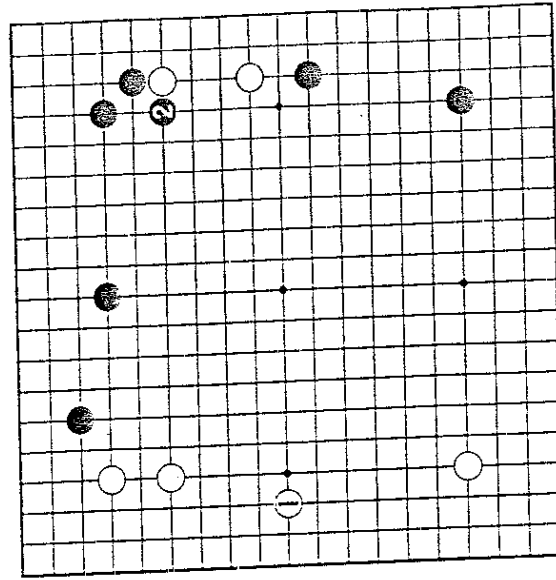
It is easy to see that after Black captures four white stones the seki is broken.

PROBLEM 49



Correct Answer

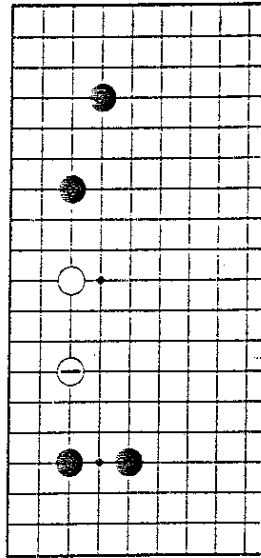
White must somehow reinforce his position on the right with a move like 1. Black 2 is the normal response.



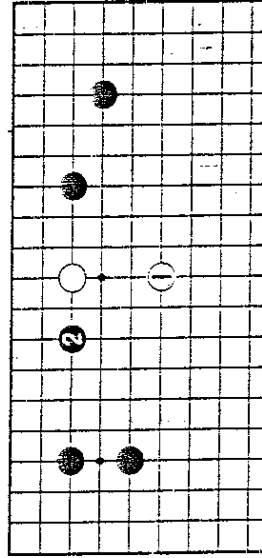
Wrong Answer

If White makes a move in another part of the board, with 1 for example, Black will play 2, putting White at a great disadvantage on the right side.

PROBLEM 50

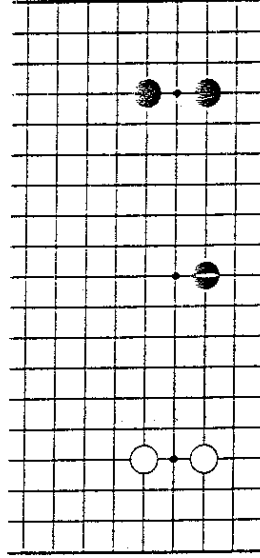


Correct Answer
Making a two-space extension with White 1 is the correct answer.

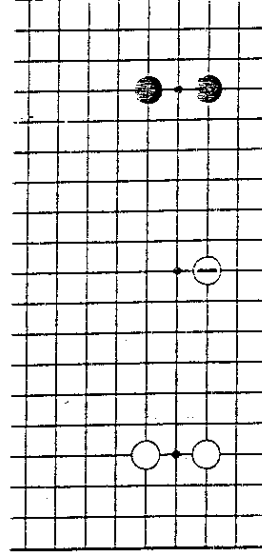


Wrong Answer
Jumping out into the center with White 1 lets Black extend to 2, robbing White of a base along the top.

PROBLEM 51

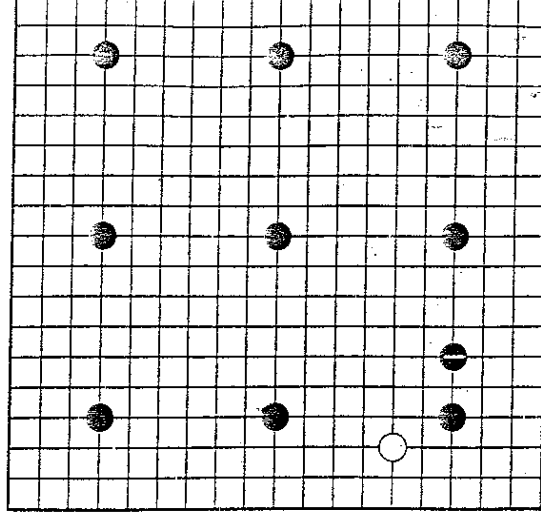


Correct Answer
In a position such as this, Black 1 is the standard extension.

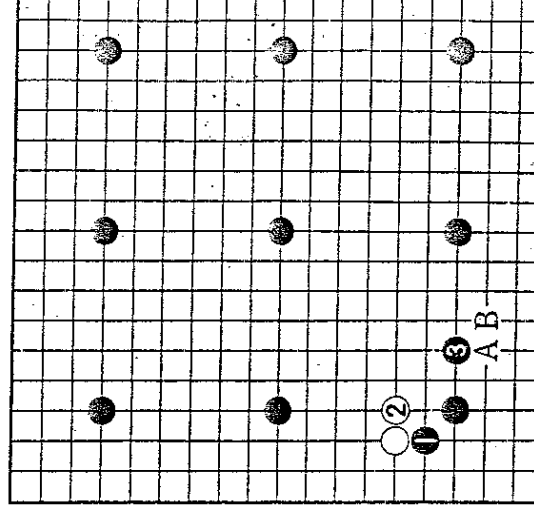


If White Plays First
If it were White's turn to play, he would also play at the point 1.

PROBLEM 52

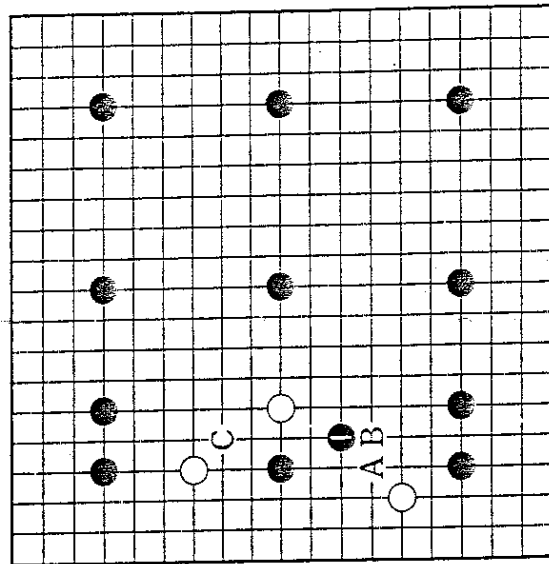


Correct Answer 1
A one-space jump to Black 1 is the standard response to White's move.

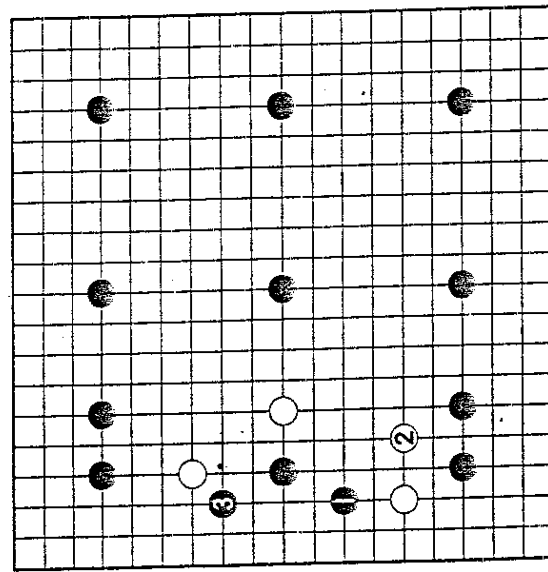


Correct Answer 2
Exchanging 1 for 2 before jumping to 3 is also good. Depending on Black's choice of strategy, 3 at A or B is also a good move.

PROBLEM 53

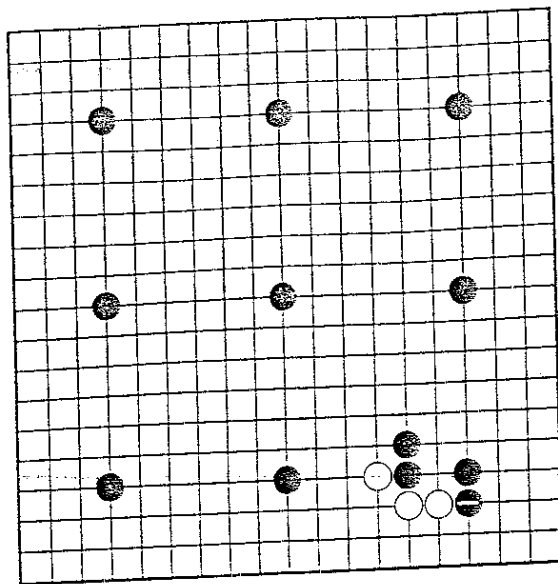


Correct Answer
Black should play at either A, B or C. whichever point he chooses, the important reason here is to prevent his isolated stone on the left side from being encircled and to add it out into the middle of the board.

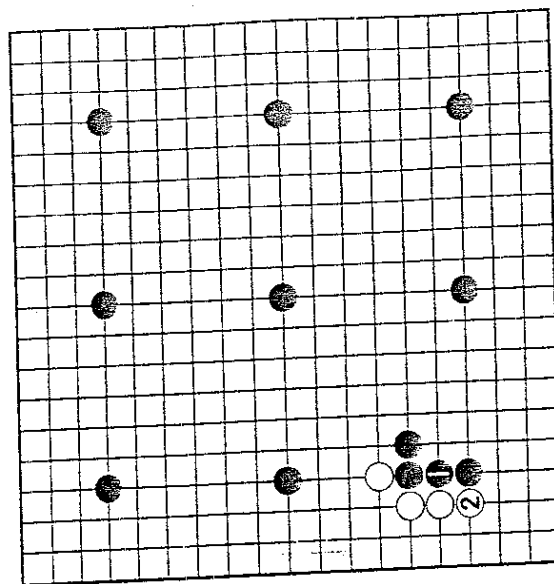


Wrong Answer
It is wrong for Black to try to live immediately with 1 and 3. This kind of play gives Black a small, cramped position on the side, while White builds influence on the outside.

PROBLEM 54

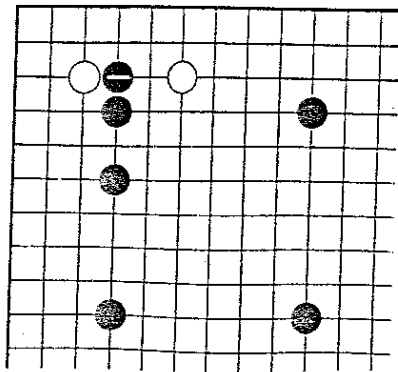


Correct Answer
Blocking White's access to the corner with 1 is the correct response. This move is a basic joseki.



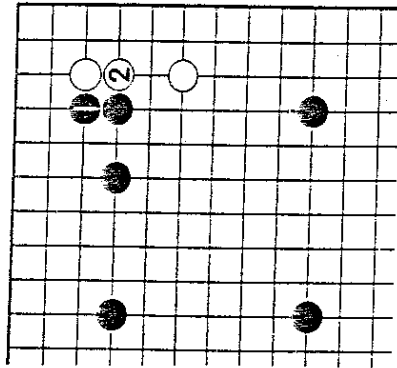
Wrong Answer
Black 1 is a bad move. White moves into the corner with 2. Black has suffered a big loss.

PROBLEM 55



Correct Answer

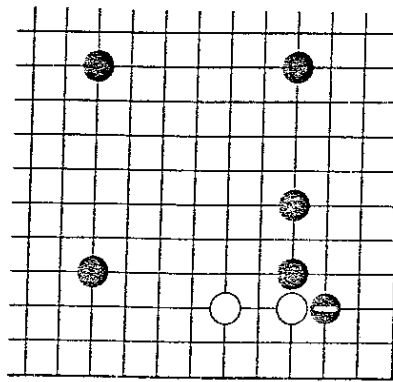
Black 1 is the correct answer. This is the standard move in this situation.



Wrong Answer

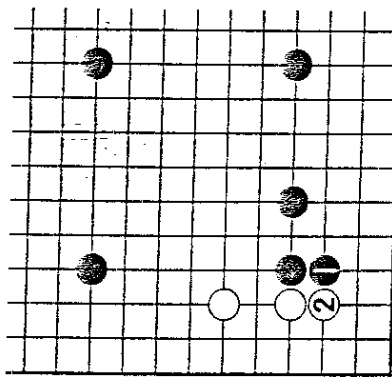
If Black plays 1, White will respond with 2, giving Black an inferior result.

PROBLEM 56



Correct Answer

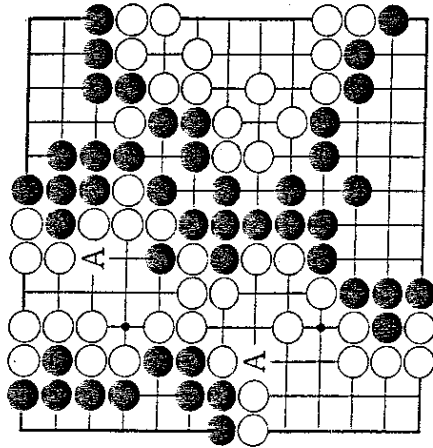
In this situation Black 1 is the standard move.



Wrong Answer

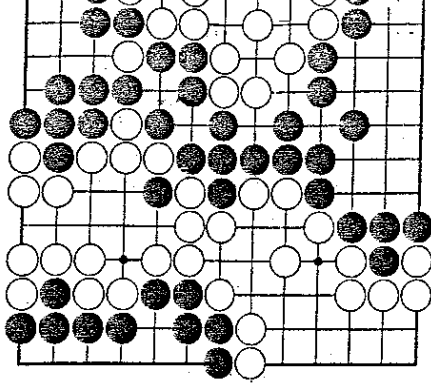
If Black plays 1, White plays 2 and, as before, Black's result is inferior.

PROBLEM 57



Correct Answer 1

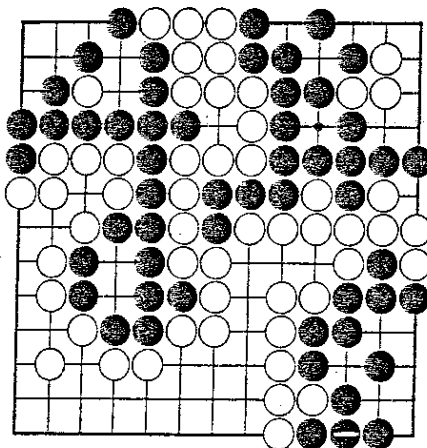
White has two defects: the points A. If Black plays on these points, White will suffer big losses.



Correct Answer 2

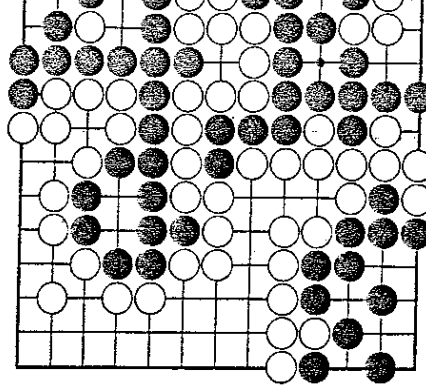
Black's defect is at A. If White plays here, Black will suffer a loss.

PROBLEM 58



Correct Answer

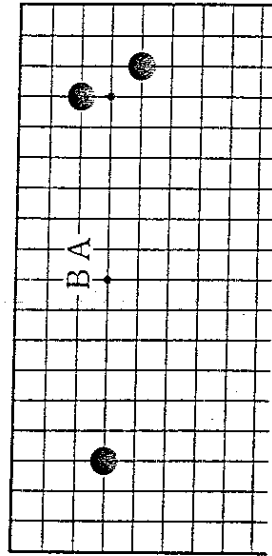
White's three stones on the left can't live, so Black should fill the ko with 1.



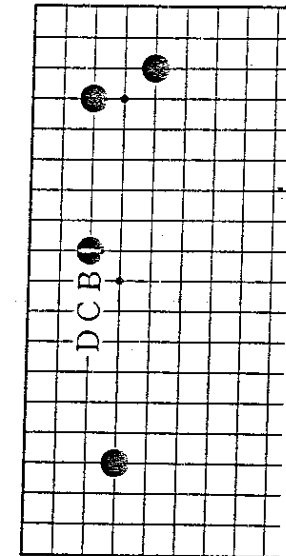
Wrong Answer

Since the three white stones can't live, Black 1 is a waste move.

PROBLEM 59

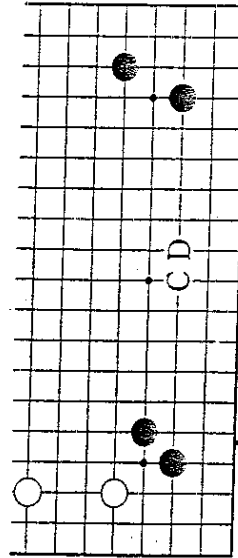


Correct Answer
Invading at either A or B is a good move. Either one could be considered the correct answer.

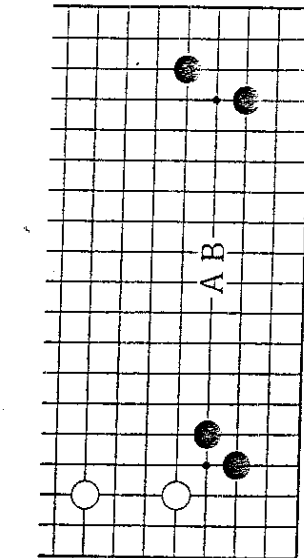


Wrong Answer
If White were to invade at C or D, Black would capture the stone. If instead White invades at B, Black B. In either case, White would be at a disadvantage. With Black B, White would suffer an outright loss.

PROBLEM 60

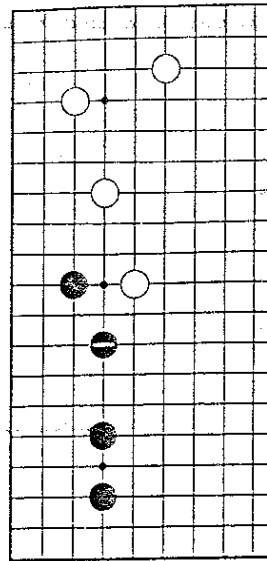


Correct Answer
White C and D are usual invasion points. Both are correct.

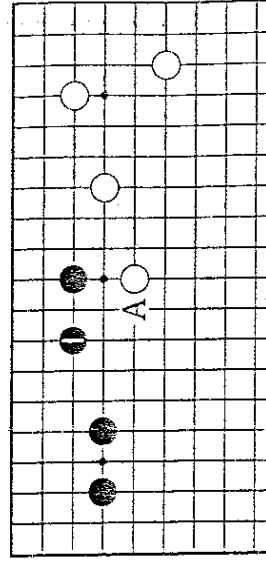


For Reference
White A and B are high. White would be a bit insecure because he would be unable to form a safe base. In special positions, however, such moves are conceivable.

PROBLEM 61

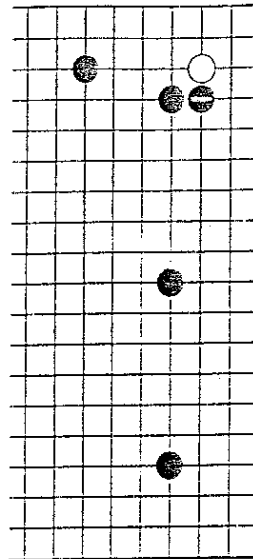


Correct Answer
There is a proverb which says, "Answer the capping move with a knight's move." In conformance with this proverb, Black 1 is the standard response.

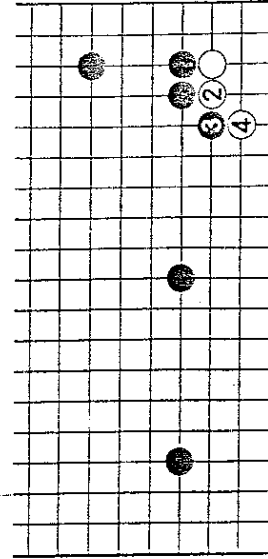


For Reference
Depending on the situation, Black 1 and Black A are also possible responses. Actually, there are many ways of answering the capping move.

PROBLEM 62

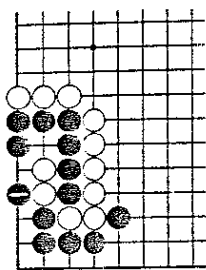


Correct Answer
Blocking with Black 1 here is the correct answer. It is important for Black to make a large territorial framework with his stones on the left. You should block on the wider side.



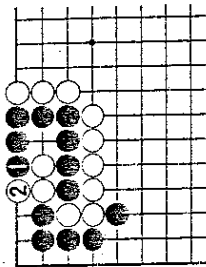
Wrong Answer
Black 1 here allows White to encroach into Black's sphere of influence. Black has suffered a loss.

PROBLEM 66



Correct Answer

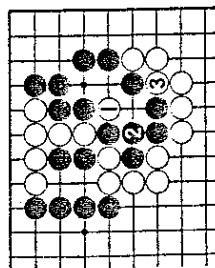
After Black 1, there is no way for White to rescue his two stones.



Wrong Answer

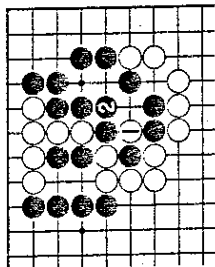
On the other hand, if Black plays 1 here, White 2 puts eight black stones in atari.

PROBLEM 67



Correct Answer

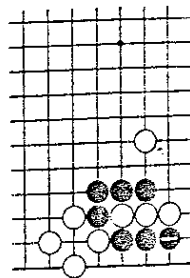
Giving atari with White 1 is the correct answer. Connecting at 2 is of no help. After White gives atari with 3, Black has no way to rescue his five stones.



Wrong Answer

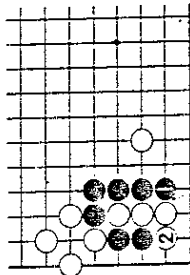
Capturing a stone with 1 fails. After Black connects with 2, the six white stones at the top will die.

PROBLEM 68



Correct Answer

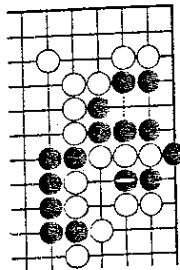
After Black 1, the three white stones can't avoid being captured.



Wrong Answer

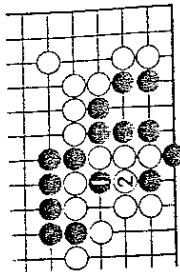
If Black presses from the outside with 1 here, White 2 will catch the two black stones in the corner.

PROBLEM 69



Correct Answer

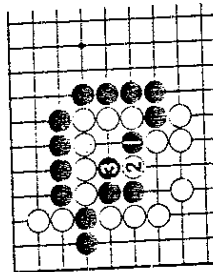
If Black gives atari to three white stones with 1, there is no way that White can save them. Thus, Black can connect his stones at the bottom to the ones on the outside.



Wrong Answer

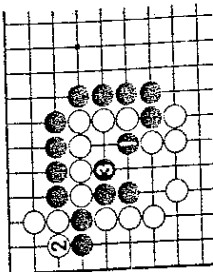
Giving atari with Black 1 here, leads to the loss of eight black stones at the bottom.

PROBLEM 70



Correct Answer

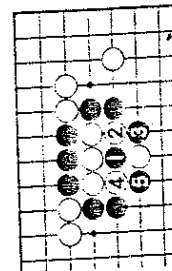
The combination of 1 and 3 leads to a snapback, so the six white stones will be captured.



For Reference

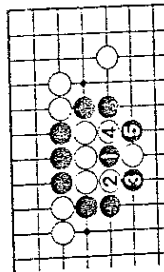
If White responds to Black 1 with 2, Black gives atari with 3 and wins the capturing race. Black 1 is the only move that will capture the six white stones.

PROBLEM 71



Correct Answer

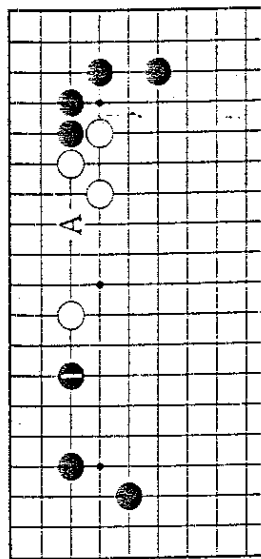
Black 1 is the key move. White might struggle to escape with 2 and 4, but after Black 5 White can't escape.



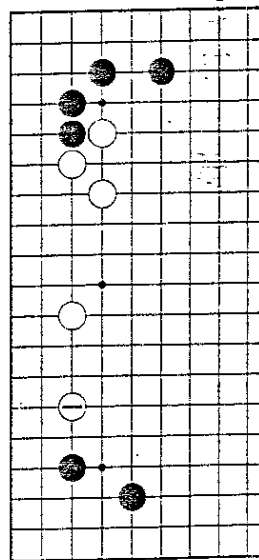
For Reference

White 2 and 4 are symmetrical to the correct answer moves, but the result is the same. This shape is known as 'the crane's nest'.

PROBLEM 63

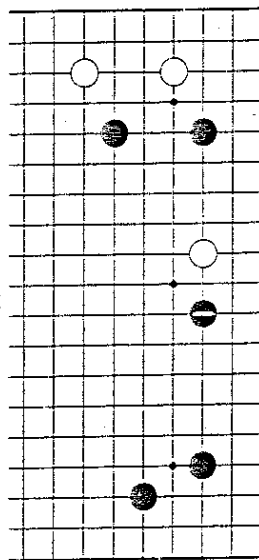


Correct Answer
Blocking with Black 1 is the correct answer. Black next aims to invade at the point A.

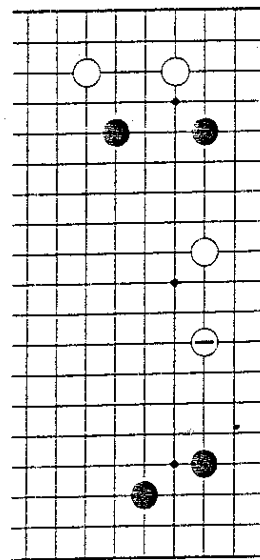


If White Plays First
If it is White's turn, White 1 is a big point. Black should prevent White from playing this move.

PROBLEM 64

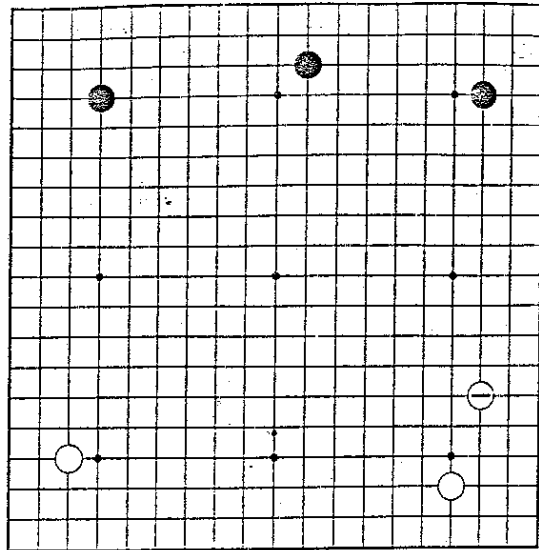


Correct Answer
Black 1 is the correct answer. This move attacks the lone white stone by pressing it against the two black ones in the lower right.

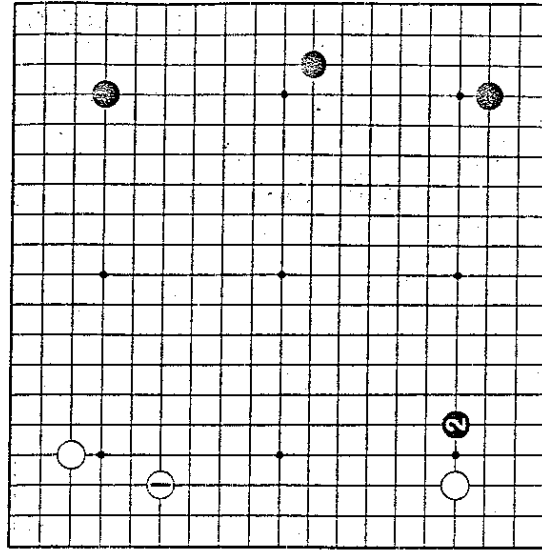


If White Plays First
White 1 is an excellent point. White's group at the bottom is now secure.

PROBLEM 65

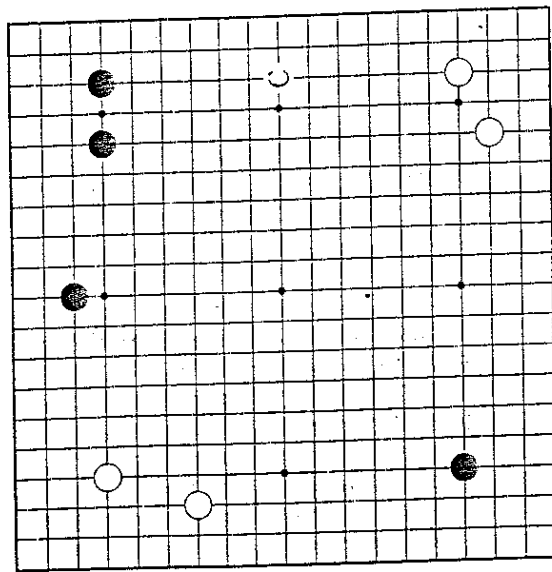


Correct Answer
Making a corner enclosure with 1 is the correct answer. Because of the influence of the black stones on the right, White should aim to make a territorial framework along the left side.



For Reference
If White makes a corner enclosure with 1, Black will play 2. This move works very well in conjunction with Black's stones on the left side to develop a large territorial framework. After Black 2, the game will become difficult for White.

PROBLEM 151



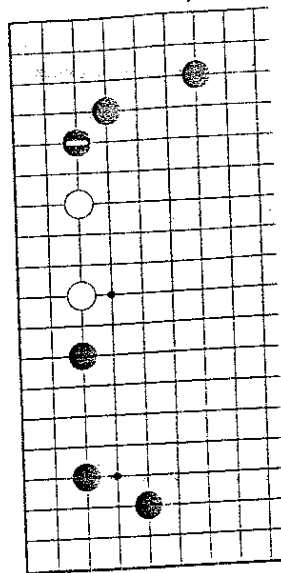
Correct Answer

When two corner enclosures face each other, the midpoint between them is usually the biggest point. Therefore, of the three choices in the problem, Black at C is the best point to play.

For Reference

Comparing the points A and B, B is better than A. The reason is that after playing B, Black can aim at playing the extension to 'a'. If Black were to play at A, he would not have a good follow-up move.

PROBLEM 152



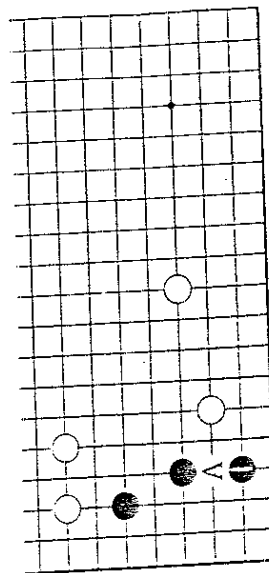
Correct Answer

The diagonal move of Black 1 is the correct answer. This move both defends the corner and attacks the two white stones along the side.

Wrong Answer

Although Black 1 here strongly defends the corner, it doesn't put much pressure on White's position along the side.

PROBLEM 153



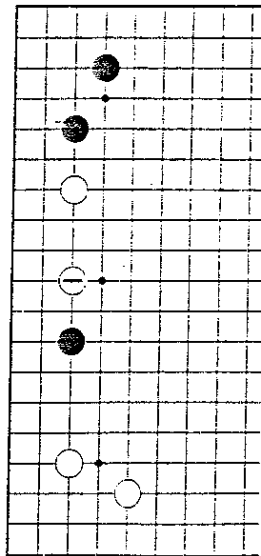
Correct Answer

In this shape, Black 1 is the usual move. Black A is also correct.

For Reference

Black 1 is overly defensive. It loses territory, so Black is a bit dissatisfied. In special cases, Black A or B may be a good move.

PROBLEM 154

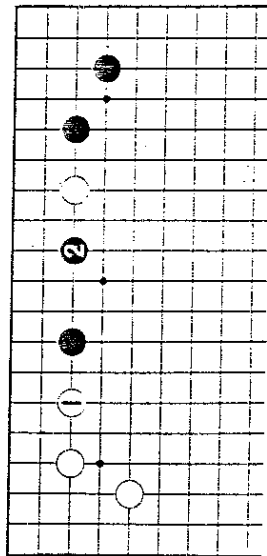


Correct Answer

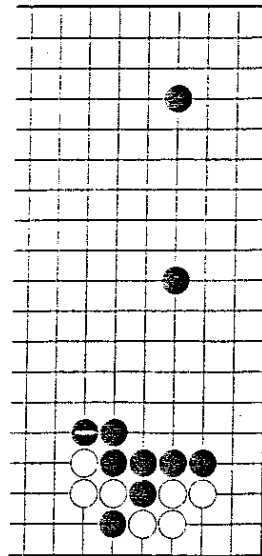
White should make a two-space extension to 1. This move stabilizes his two stones at the top.

Wrong Answer

White 1 here provokes Black 2. Now White's stone on the right is weak while Black's stones on the left and right are strong. White's result is unsatisfactory.

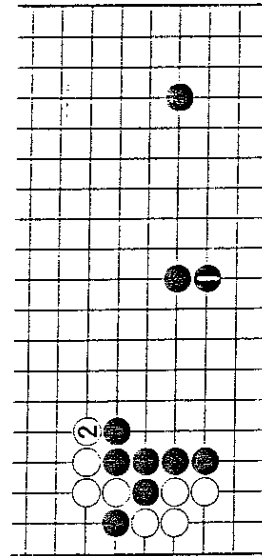


PROBLEM 155



Correct Answer

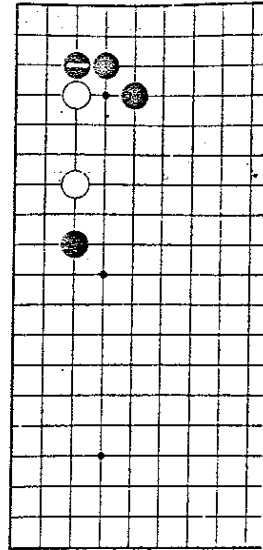
Black should turn at 1, reducing the number of liberties of White's three stones to the left of 1. This move also expands Black's framework on the right. This is an essential move.



Wrong Answer

If White is allowed to play at 2, Black's development on the right will be restricted while White can freely develop at the top.

PROBLEM 156

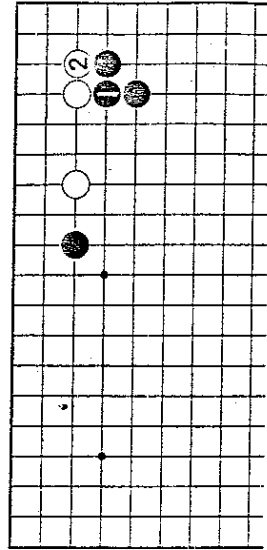


Correct Answer

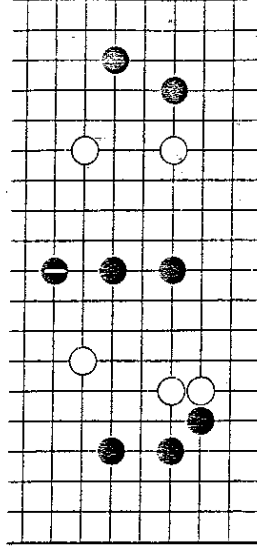
Black must play at 1. Not only is this a big move territorially, but, most important, it also attacks the two white stones.

Wrong Answer

Black 1 is bad. White slides into the corner with 2, stabilizing his stones. Black has lost both territory and a target to attack.

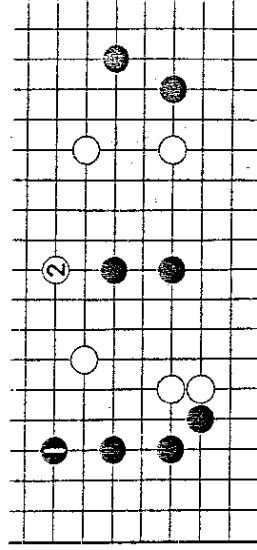


PROBLEM 157



Correct Answer

Jumping out to 1 is the vital point. This move makes Black's two stones strong and leaves White with two weak groups.



Wrong Answer

Defending the left side with 1 lets White cap with 2, severely attacking the two black stones in the center. Black should be unhappy with this result.