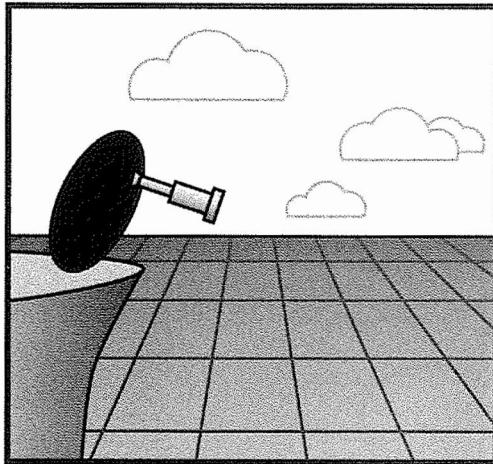


Opening: Test Yourself

HERE ARE 10 QUESTIONS ON THE OPENING. TRY TO SOLVE EACH PROBLEM BEFORE YOU TURN THE PAGE.

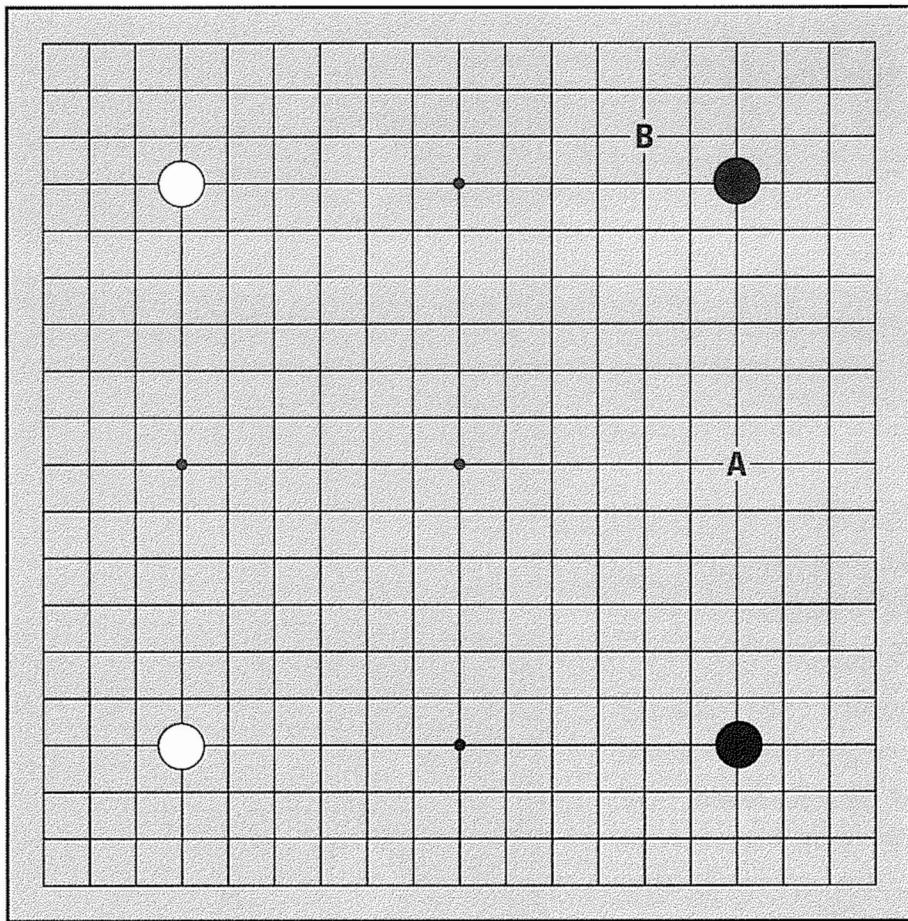
SCORING

- 9 – 10: EXCELLENT
- 7 – 8: GOOD
- 5 – 6: AVERAGE
- 1 – 4: REVIEW THIS CHAPTER



QUESTION 1:

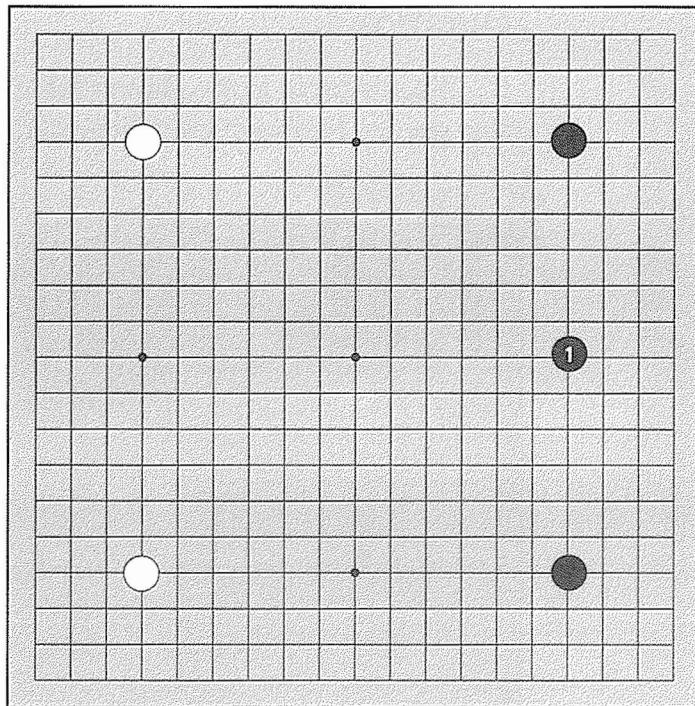
It's Black's turn. Both players have taken two corners at the star points. Next, which is better, A or B?



Opening: Test Yourself

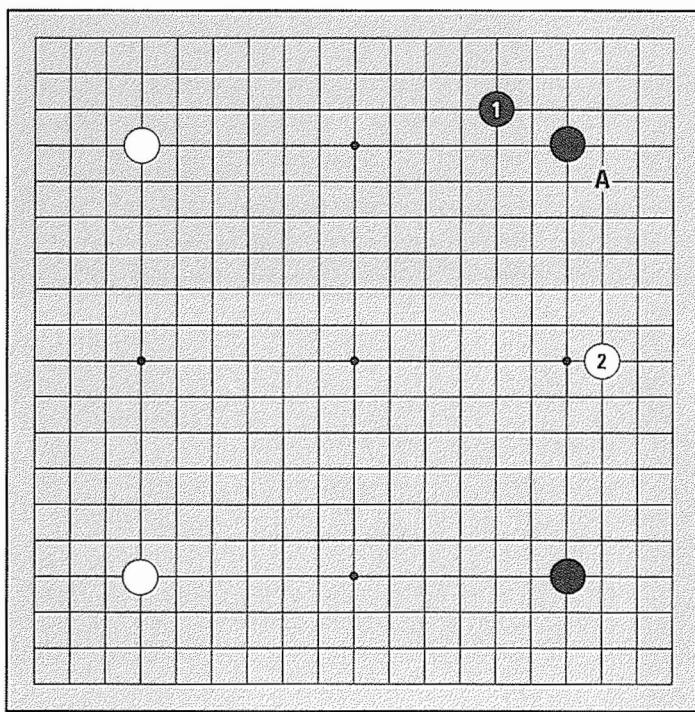
CORRECT:

After taking the corners and approaching or enclosing unbalanced corners, the side star regions are next. Black 1 here is a good play. This opening is called the Three Straight Star Opening.



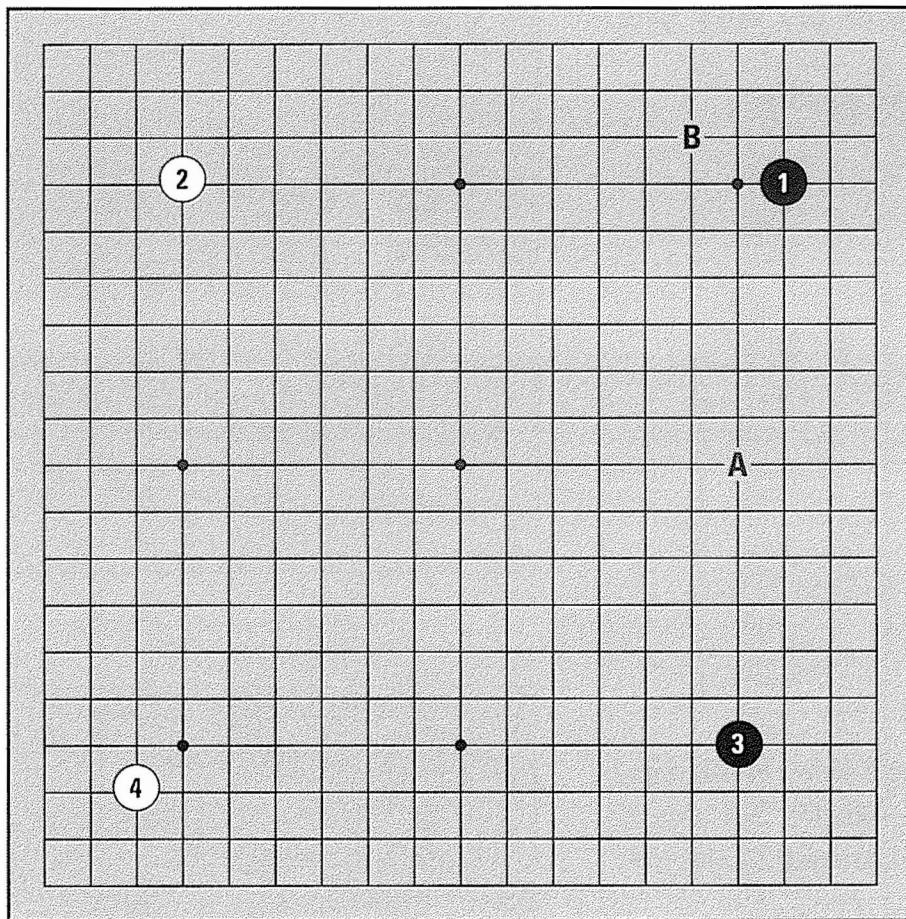
NOT URGENT:

Trying to enclose the corner from the star point with Black 1 here isn't as good. Black still needs another play at A to secure the corner. In the opening, one shouldn't play too many stones in one area, so Black shouldn't rush to enclose the corner from a star point. White 2 here is a good splitting play.



QUESTION 2:

It's Black's turn. Which is better, A or B?

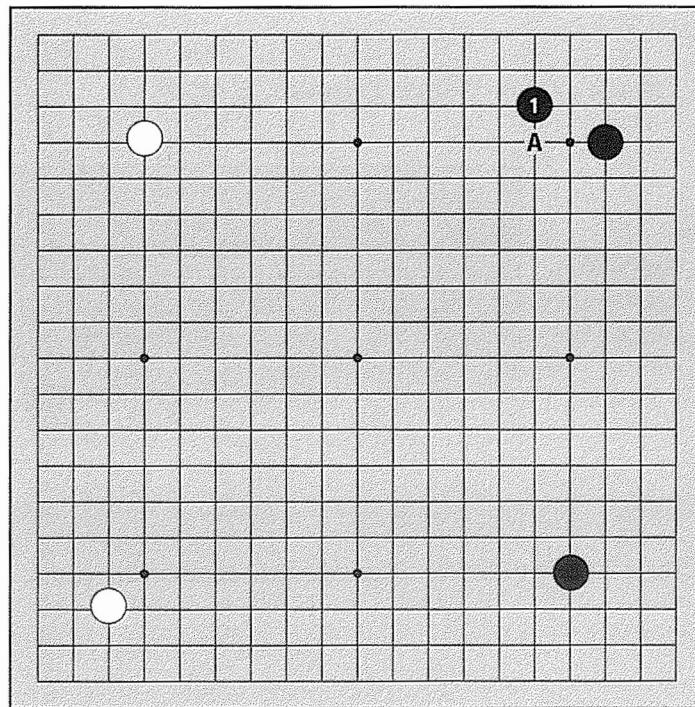


Opening: Test Yourself

CORRECT:

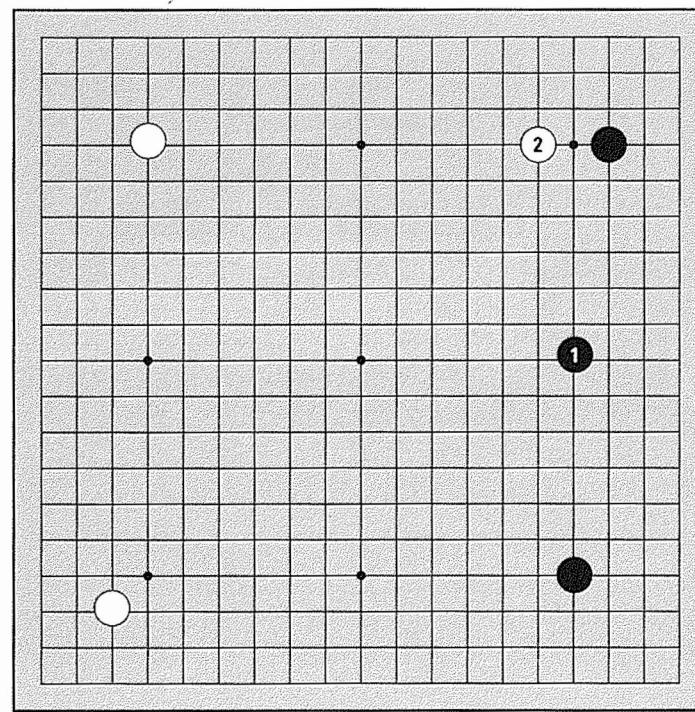
There's an unbalanced corner here, so Black would like to enclose it before moving to the large side points.

Black at A is also good.



TOO EARLY:

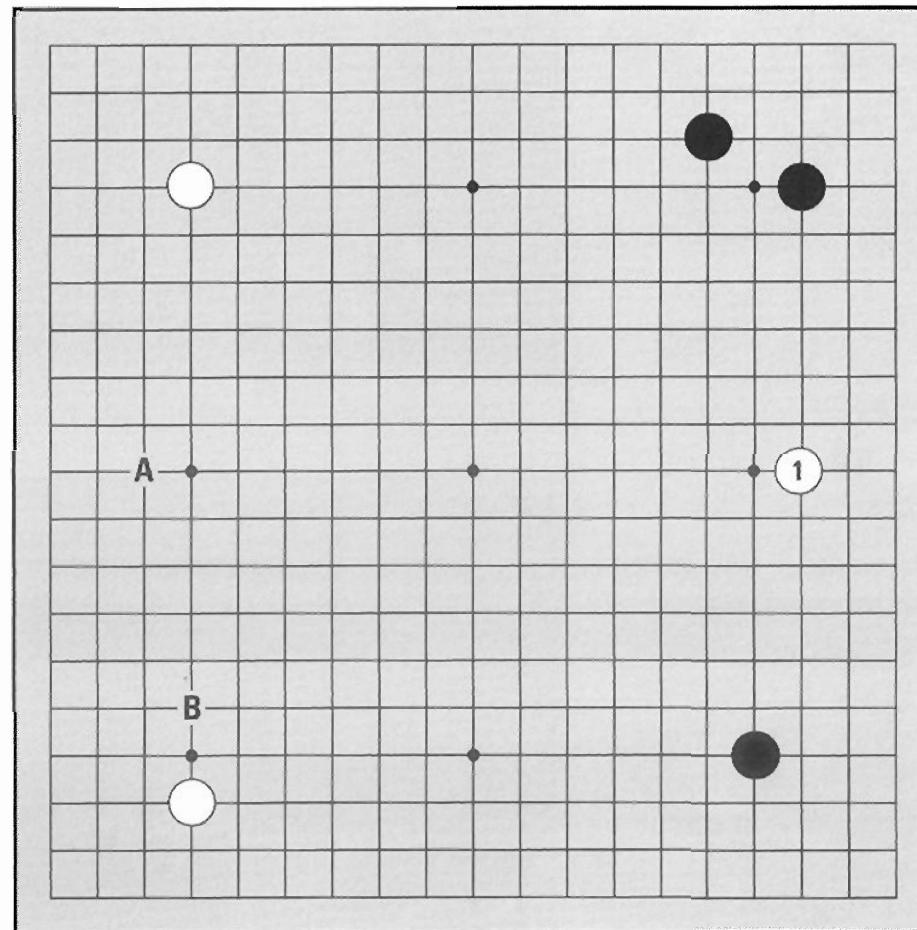
If Black plays at 1 here, White easily approaches Black's 3-4 point. Black feels a bit pressed to the east side.



QUESTION 3:

White has just made the splitting play at 1. (This is a possible strategy for White, who is one move behind in the opening and can try to “catch up” by making a big play instead of enclosing the unbalanced corner, hoping that Black’s approach is made difficult by being on White’s side.)

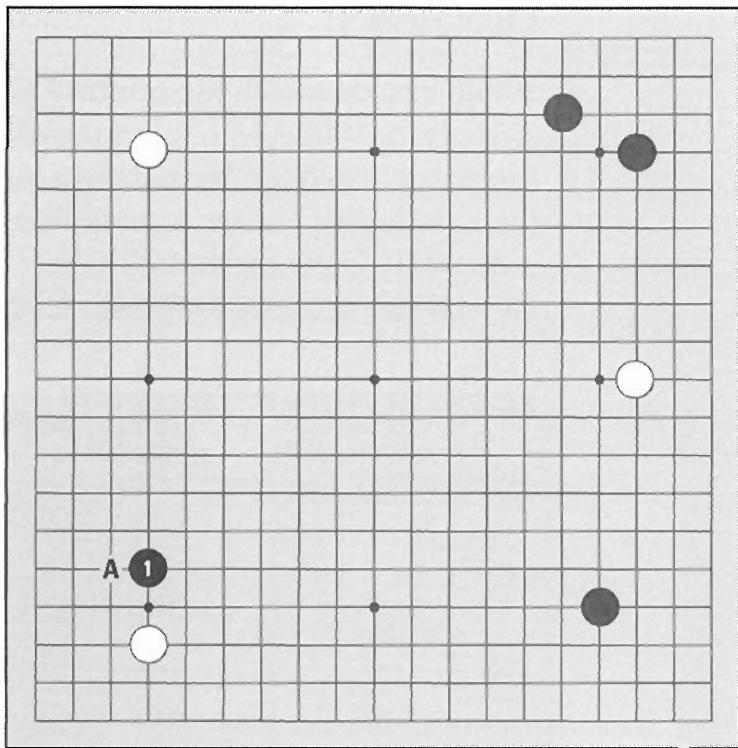
Next, which is better for Black, A or B?



Opening: Test Yourself

CORRECT:

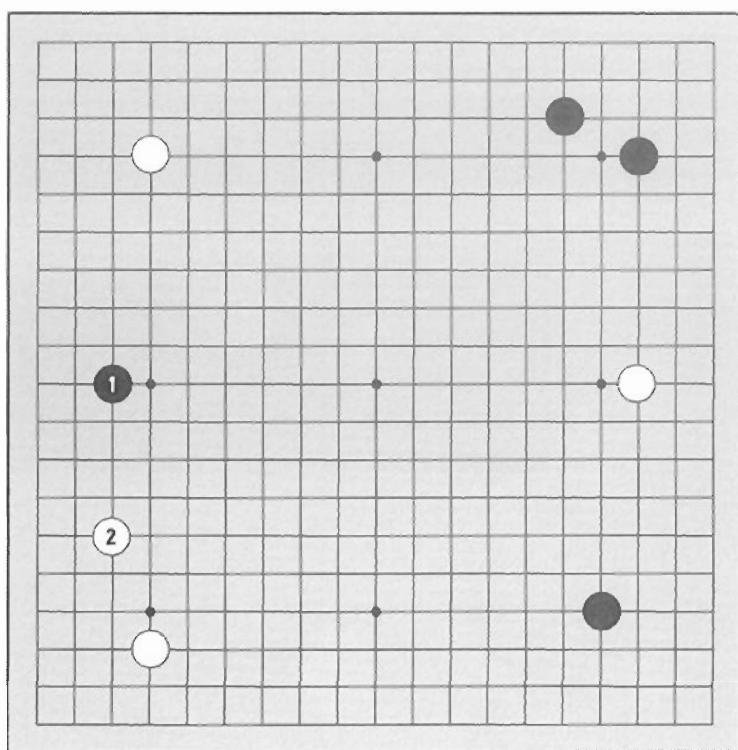
White neglected to enclose the corner, so Black doesn't want to miss a chance to approach it. Black at A is also possible.



TOO SLOW:

If Black makes a splitting play of his own, White can seize this opportunity to enclose the unbalanced corner. Black has allowed White to get both the corner enclosure and the splitting play, so White has made progress in catching up.

Notice the large knight's move enclosure prevents Black from making a two-point extension base in the southwest.

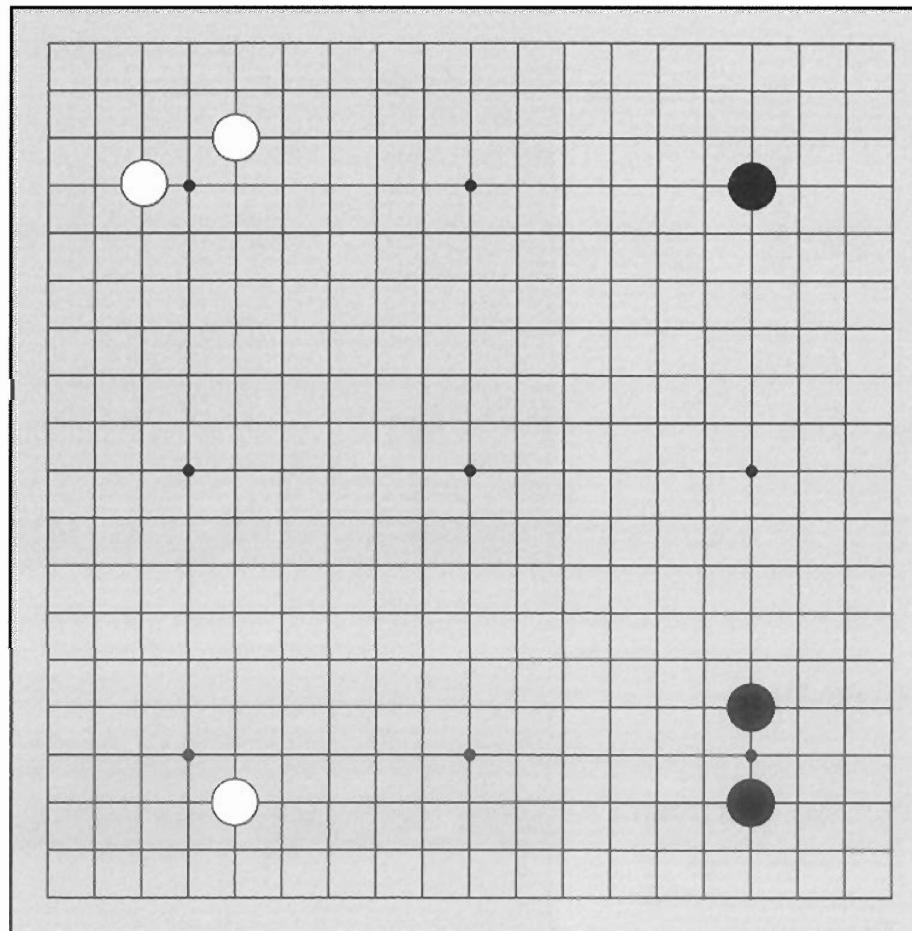


Opening: Test Yourself

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QUESTION 4:

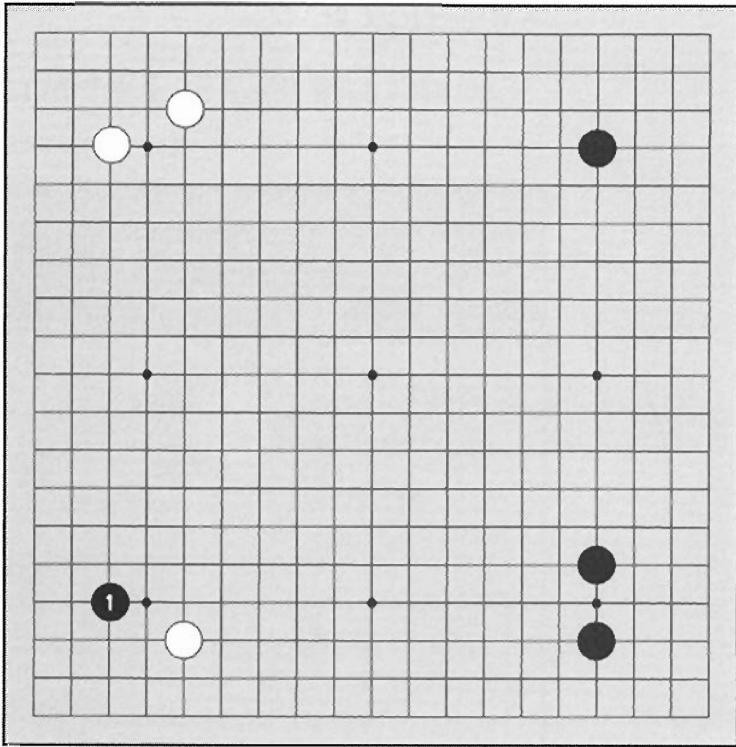
Where's a good place for Black to play now?



Opening: Test Yourself

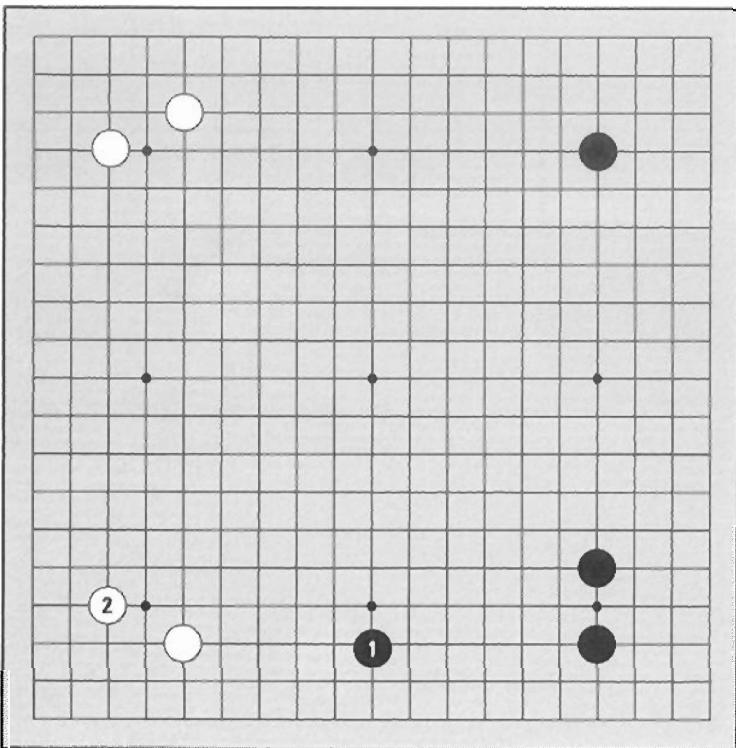
CORRECT:

Black approaches the unbalanced corner at 1.



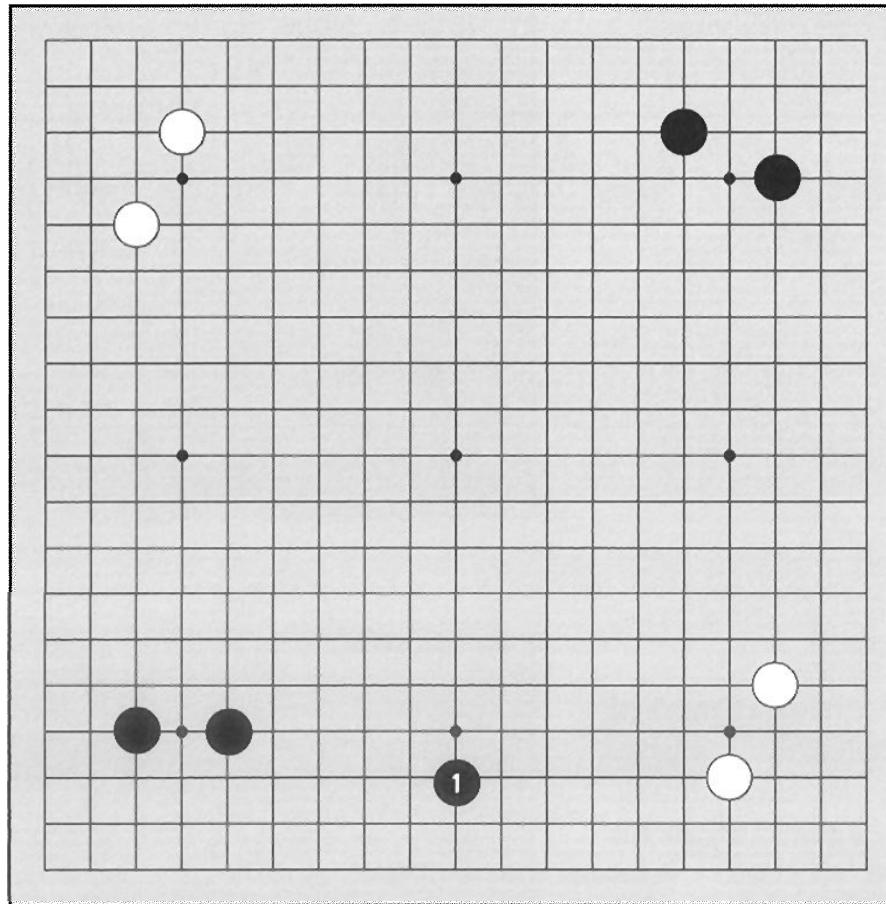
ALLOWS TWO CORNER ENCLOSURES:

Black 1 is a large play, but then White can take the advantage by immediately enclosing the corner at 2. You shouldn't allow your opponent to make two corner enclosures in the opening if you can help it.



QUESTION 5:

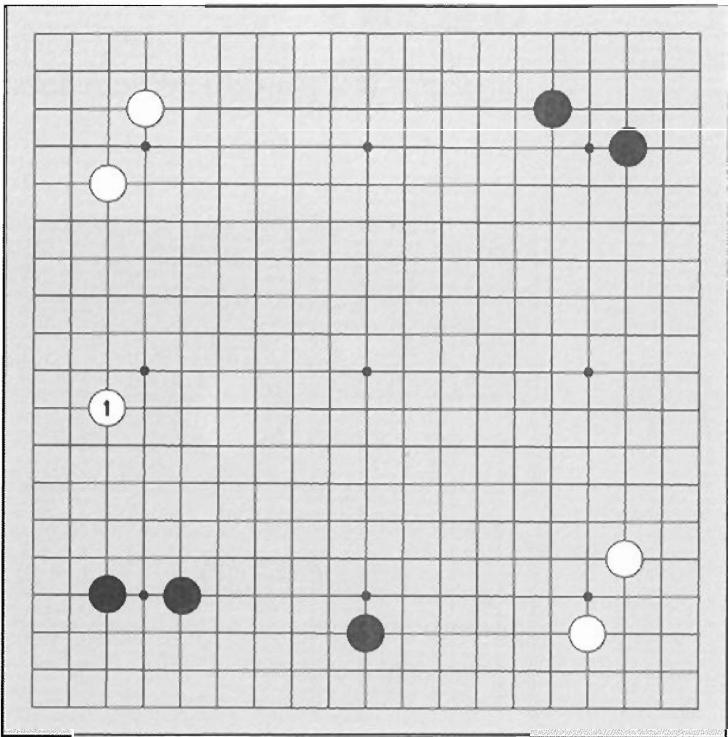
Black has just played 1. Where does White need to play now?



Opening: Test Yourself

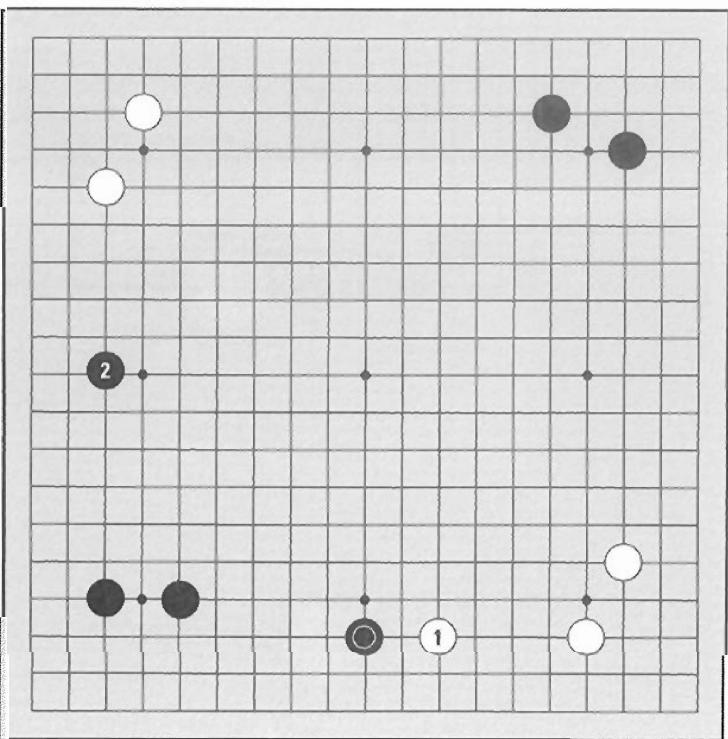
CORRECT:

White needs to prevent the double wing at 1 here. Next, Black will prevent White's double wing, and then White will prevent another double wing.



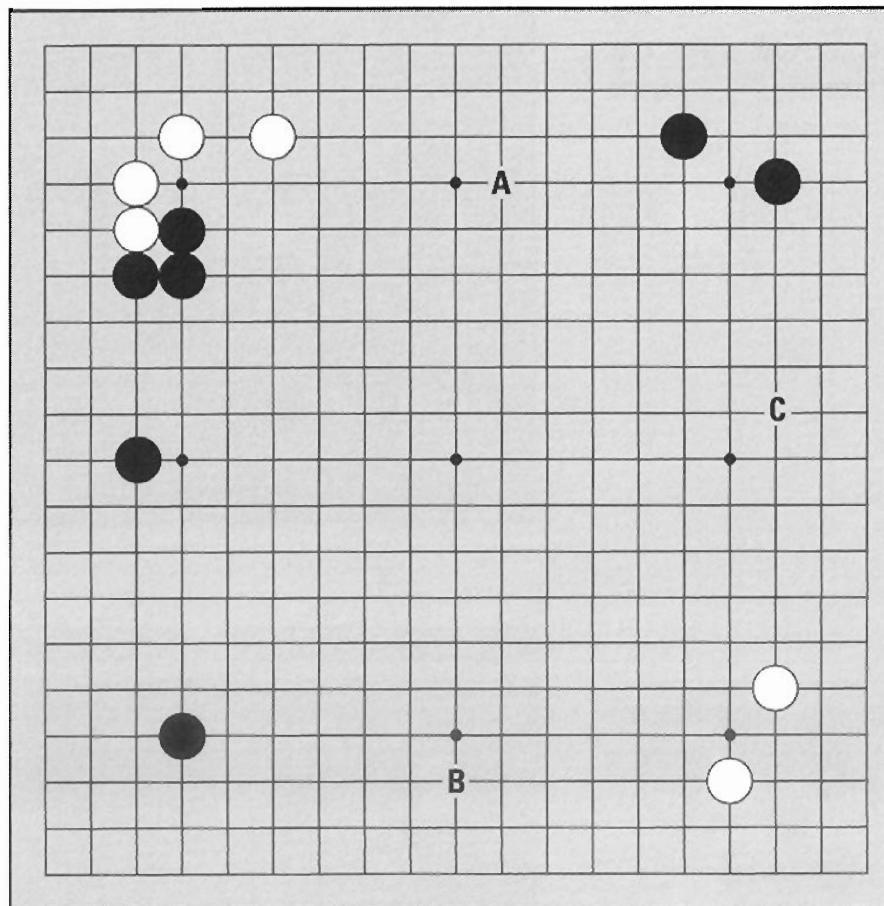
TOO SMALL:

Responding to Black's marked stone is still small. If White plays at 1 here, Black makes a double wing formation, an ideal shape for making territory.



QUESTION 6:

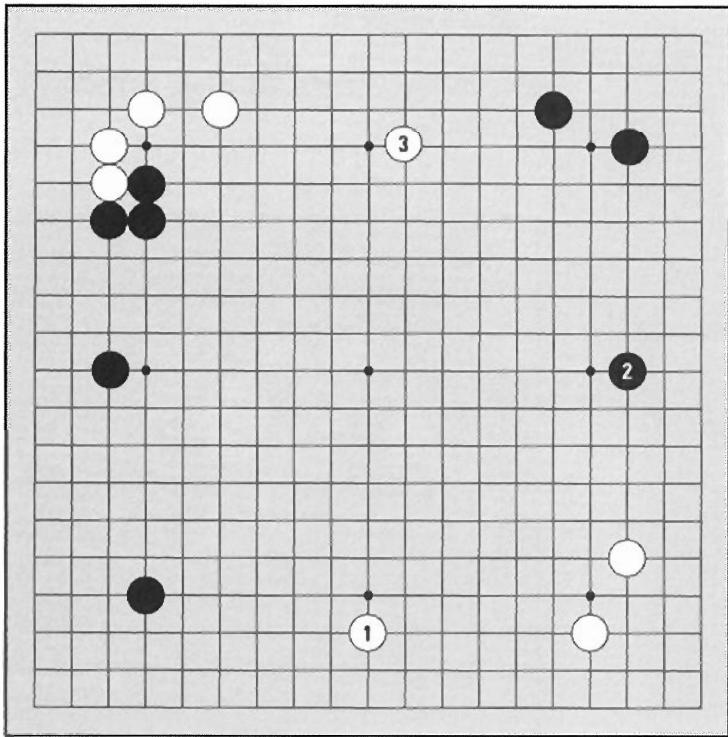
It's White's turn to play. Which of these three nice points is the biggest?



Opening: Test Yourself

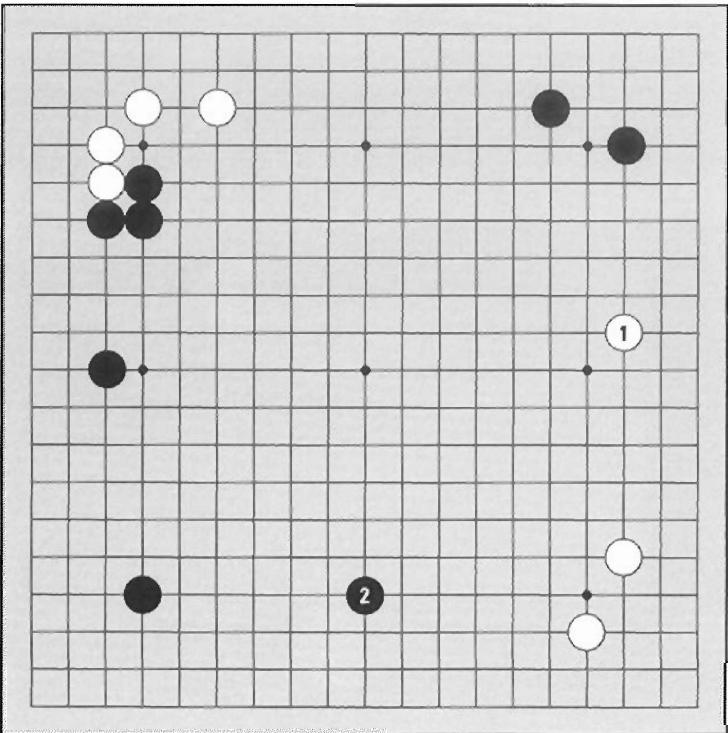
CORRECT:

White 1 here is the biggest play. Next the natural flow of this opening would be that Black prevents White's double wing at the big point at 2, and White does the same with the last big side point at 3.



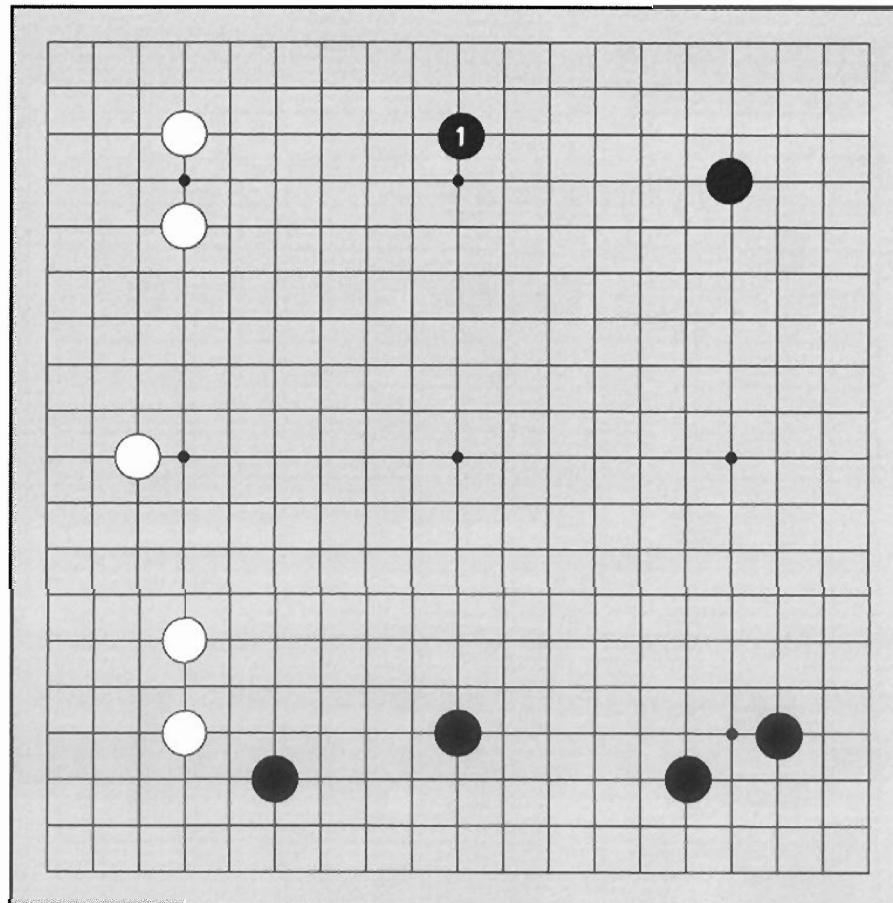
WRONG SIDE:

If White takes the big side point on the east side at 1, Black can make a double wing at 2.



QUESTION 7:

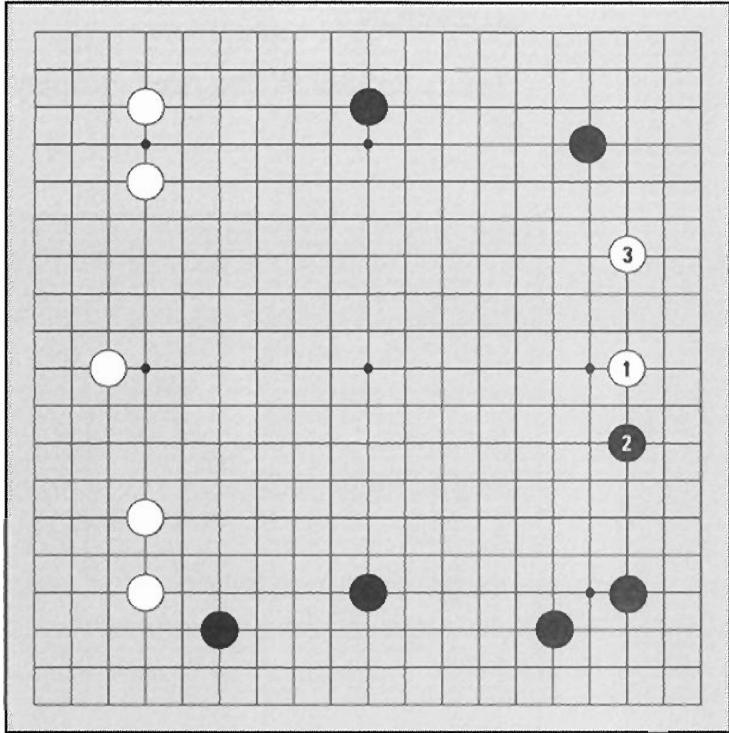
There's a place White needs to play in this opening. Where is it?



Opening: Test Yourself

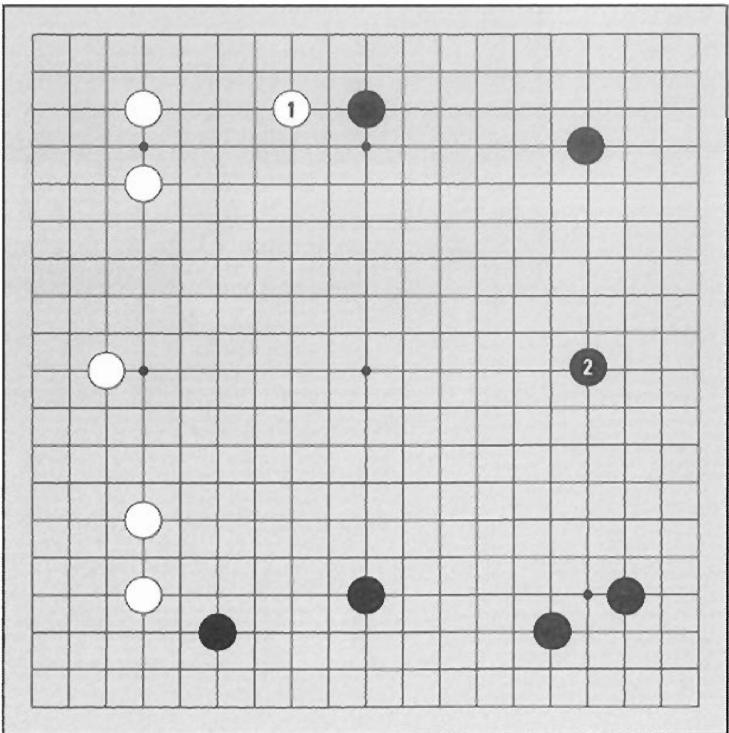
CORRECT:

White needs to make the splitting play at 1, preventing Black from making an overwhelming position with double wings in the north and south. If Black plays at 2, White makes a two point extension base at 3.



ALLOWS TWO DOUBLE WINGS:

If White plays at 1 here, Black's play at 2 is too big.

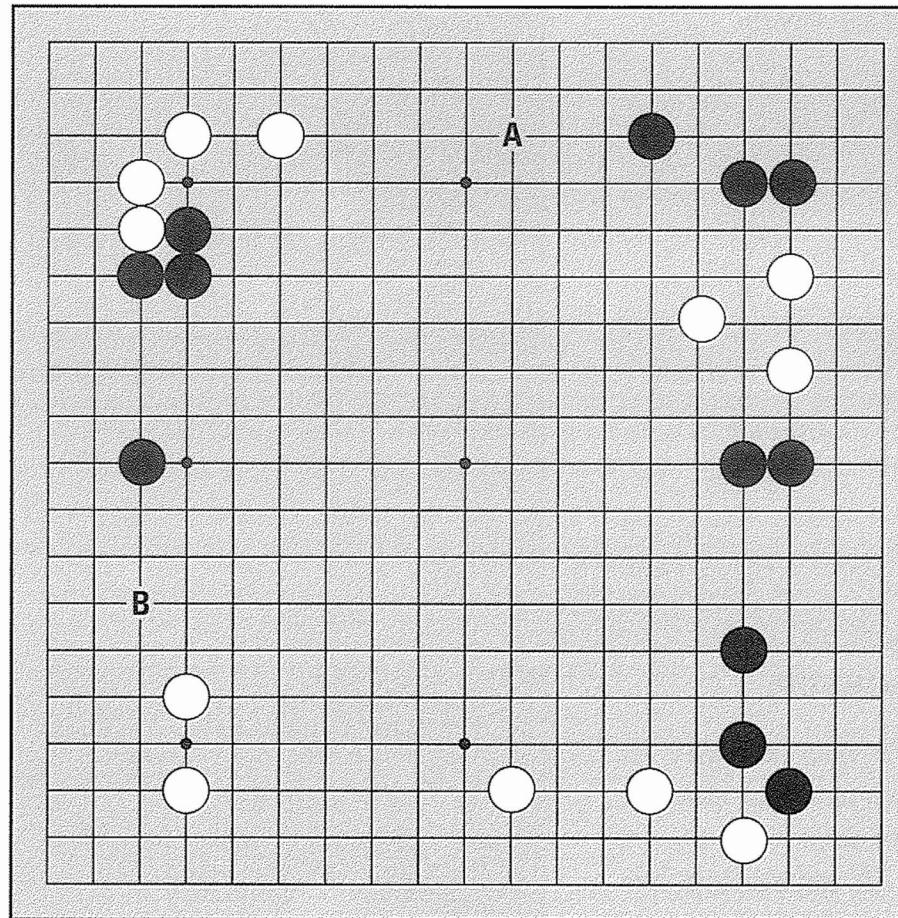


Opening: Test Yourself

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QUESTION 8:

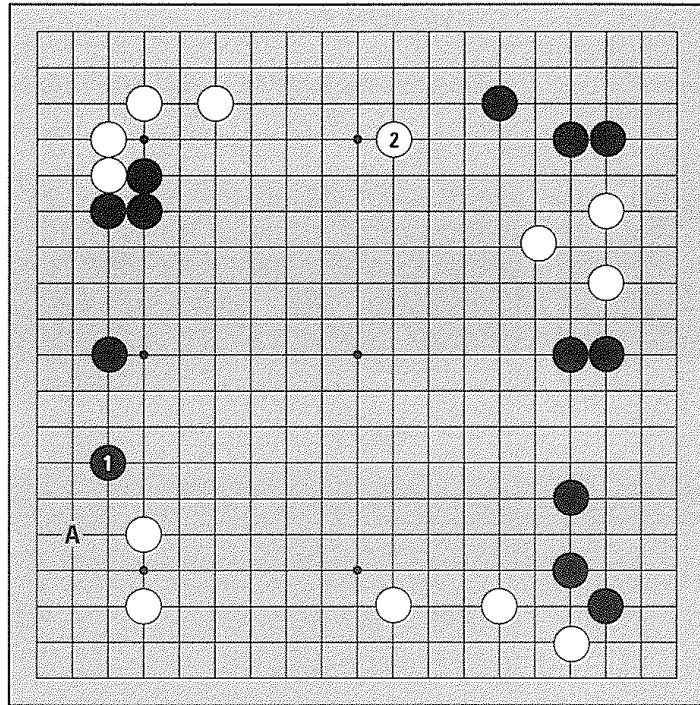
Black's turn to play – is A or B better?



Opening: Test Yourself

CORRECT:

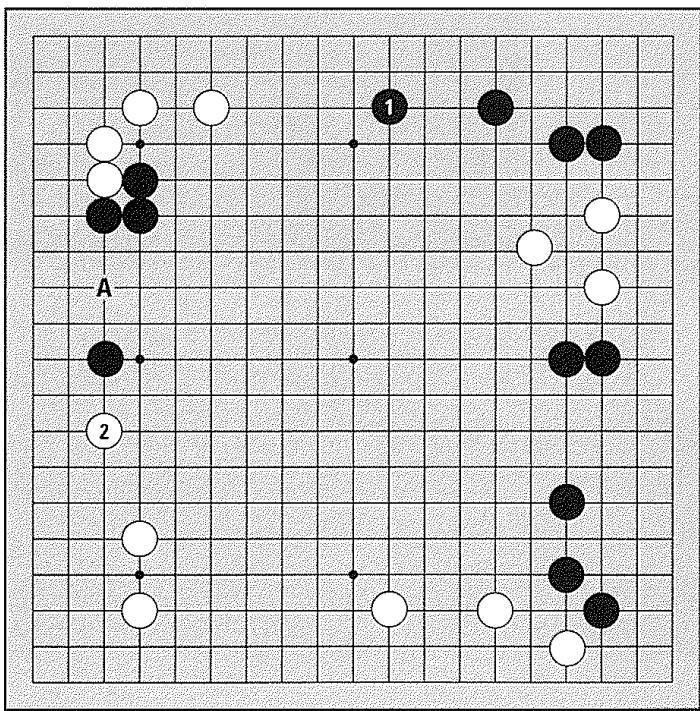
Black 1 is a very big move, and next threatens to slide into White's corner at A. White plays 2, but Black got the bigger move.



MISSES A FOLLOW-UP:

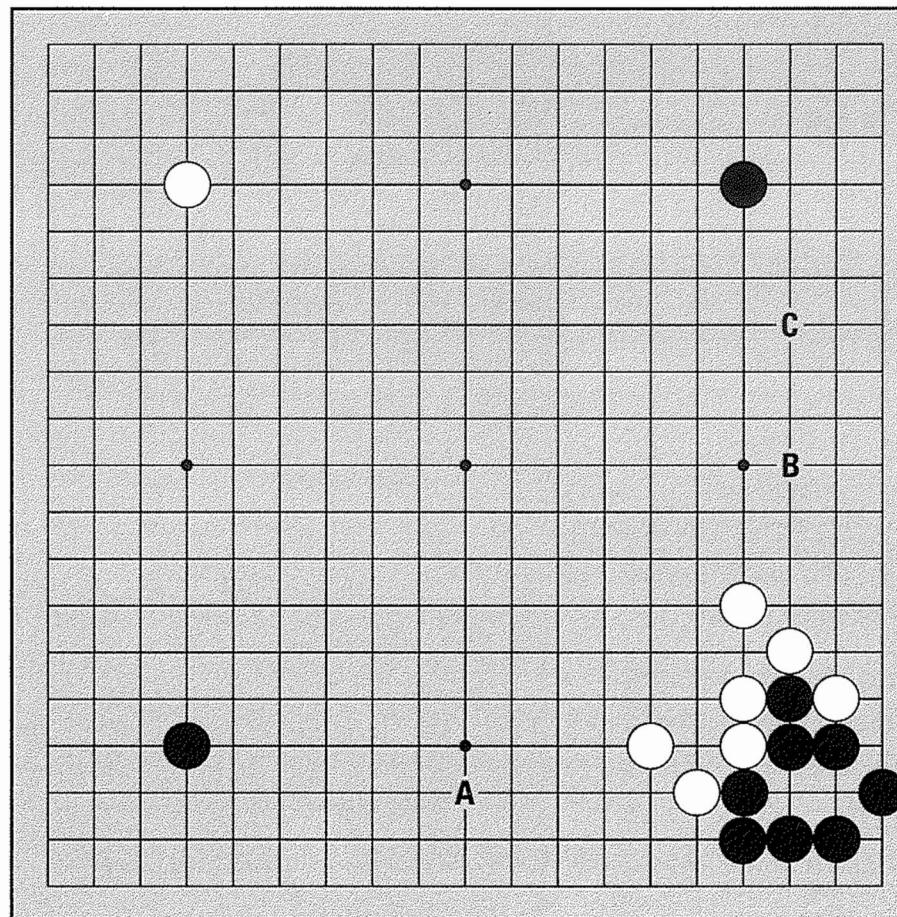
Black 1 expands the territory in the northeast corner, but doesn't threaten a follow-up.

White plays at 2, expanding her corner and next threatening an invasion at A.



QUESTION 9:

White has made a lot of strength in the southeast corner. Is A, B, or C the best for dealing with White's strength?

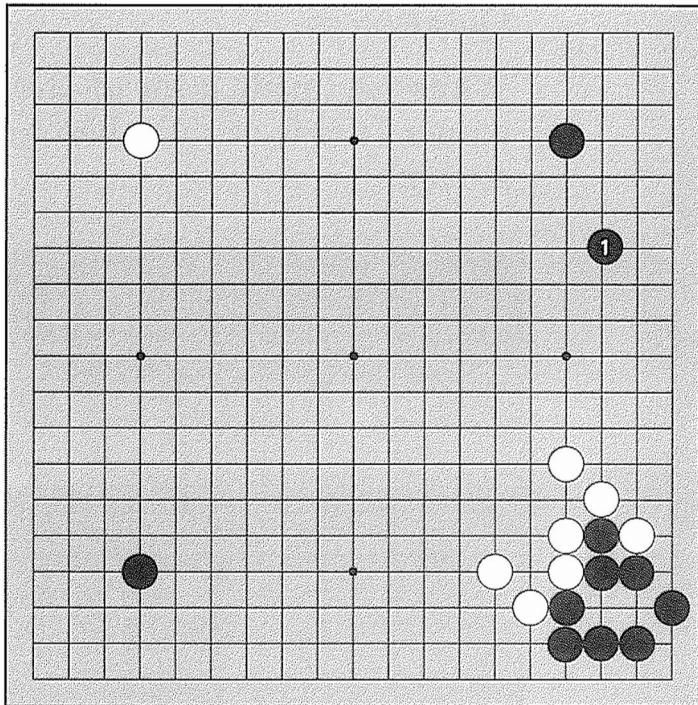


Opening: Test Yourself

CORRECT:

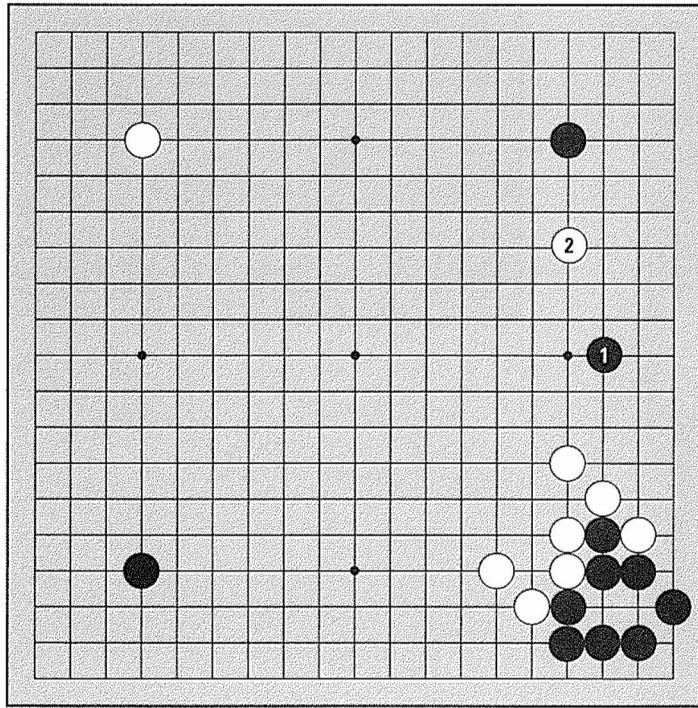
The south is open, so White will have a little trouble making territory there, so Black concentrates on the east side.

The large knight's move is best in this case.



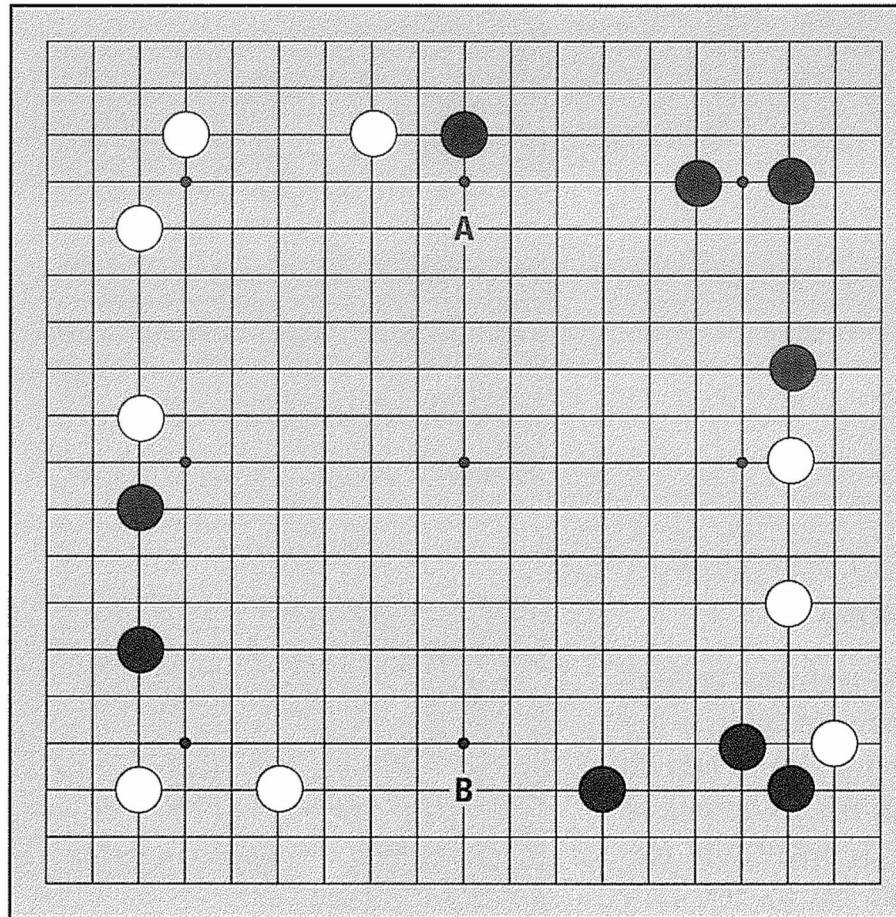
TOO CLOSE TO STRENGTH:

Black 1 here is too close to White's strength. White can play at 2 and Black is suddenly deep in White's sphere of influence.



QUESTION 10:

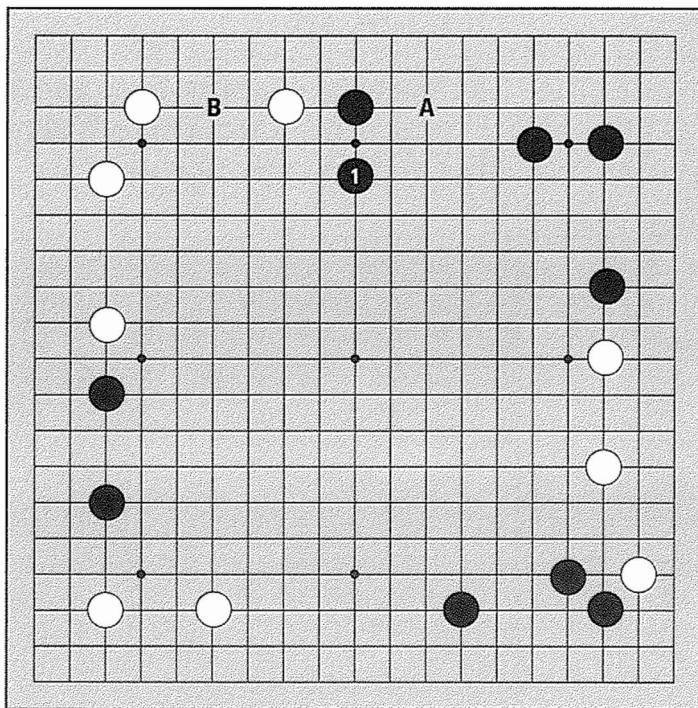
The opening is nearly over, and the middle game fighting of invasions and reductions is about to begin. Where would Black prefer to play, at A or B?



Opening: Test Yourself

CORRECT:

Black 1, the one-point jump to the center, is the biggest play here, preventing an invasion at A, and creating an invasion possibility at B, while enlarging his northeastern territory.



INVITES INVASION:

If Black takes the territory-enlarging move at 1 here, White uses the marked stone as backup to launch the invasion at 2. Black can run to the center with 3, but White follows with 4, and Black's territory prospects in the northeast have been narrowed.

