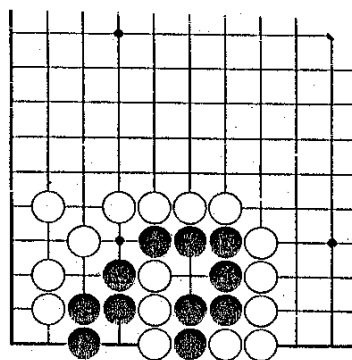
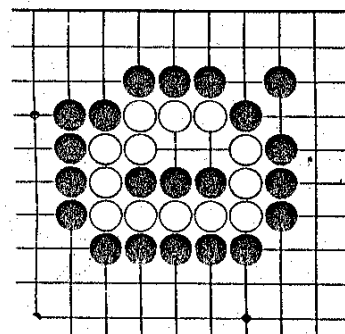


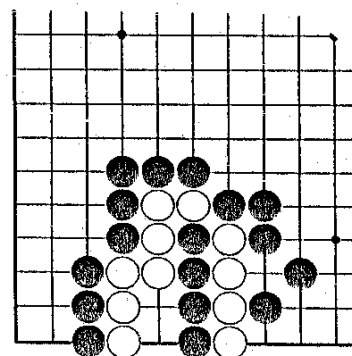
PROBLEM 45. Black to play.
How does Black play so
that his stones will live in seki?



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

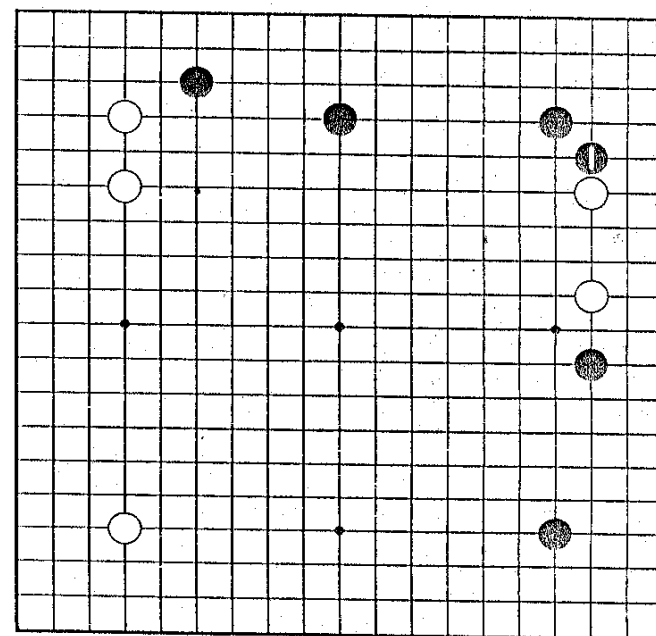


PROBLEM 47. Alive or dead?
Are the white stones alive in
seki or are they dead?

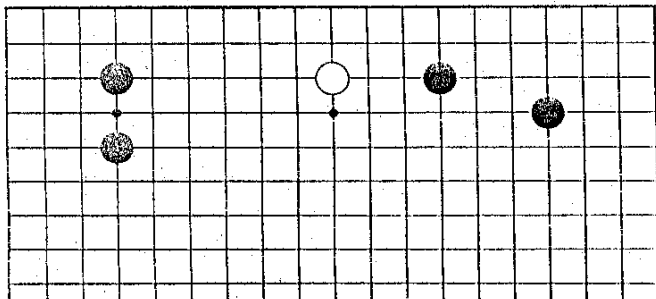


PROBLEM 48. Alive or dead?
Are the white stones alive in
seki or are they dead?

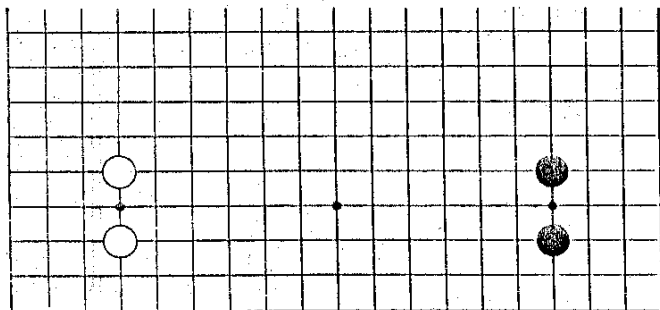
SECTION 7. HOW TO PLAY IN THE OPENING



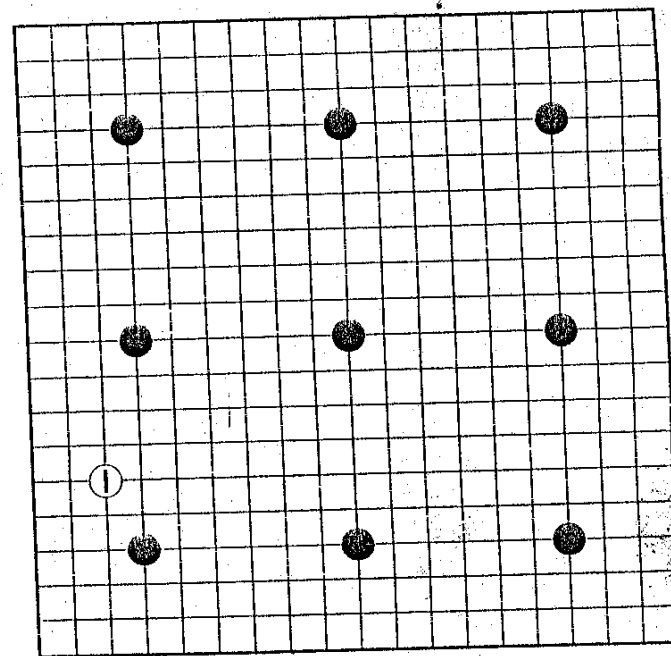
PROBLEM 49. White to play.
How should White respond to Black 1?



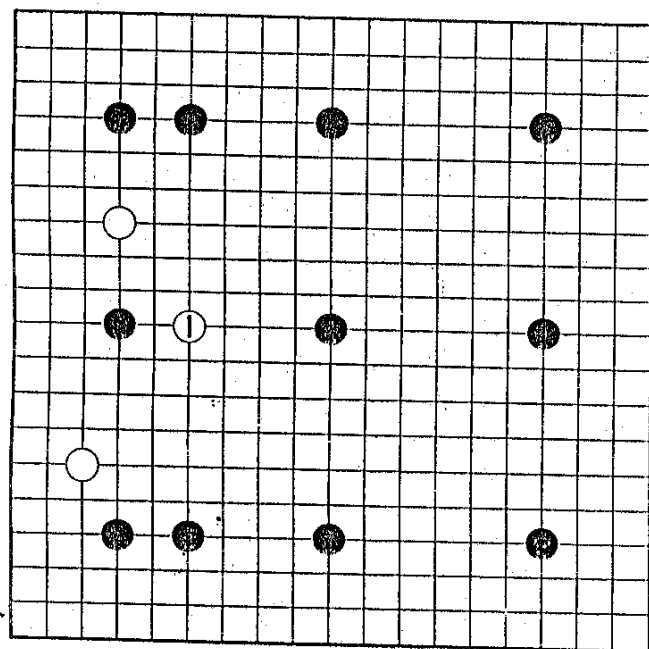
PROBLEM 50. White to play.
What is the best way to strengthen the white stone?



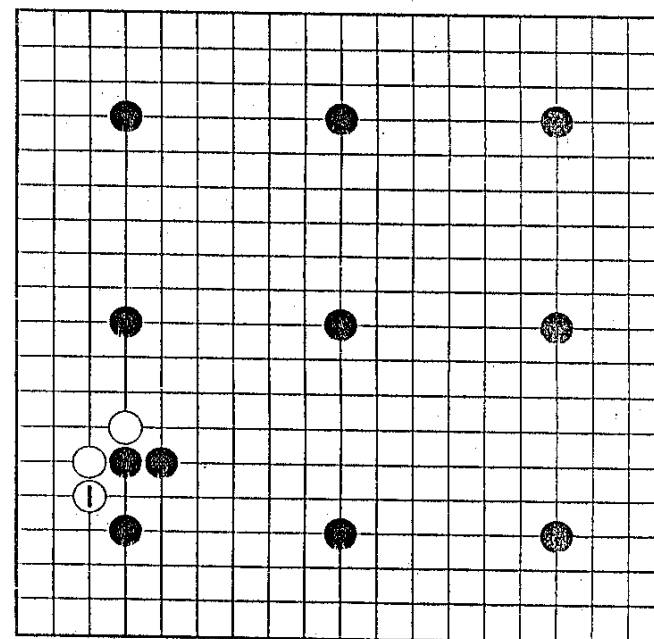
PROBLEM 51. Black to play.
How far should Black extend from his position on the right?



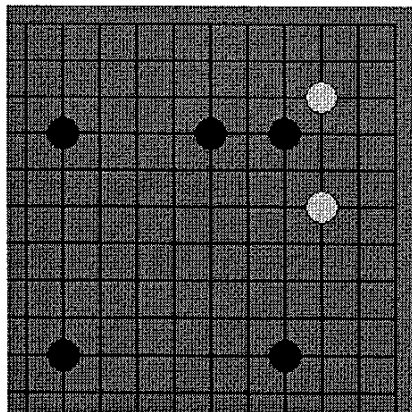
PROBLEM 52. Black to play.
How should Black play in response to White 1?
(There is more than one correct answer.)



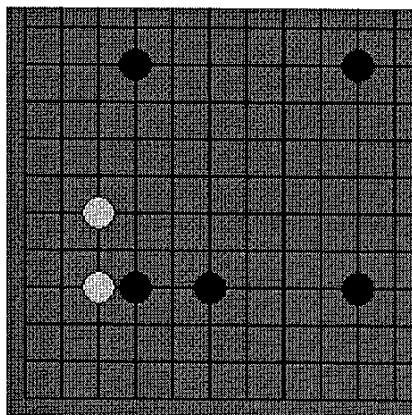
PROBLEM 53. Black to play.
How should Black respond to White 1?
(There is more than one correct answer.)



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

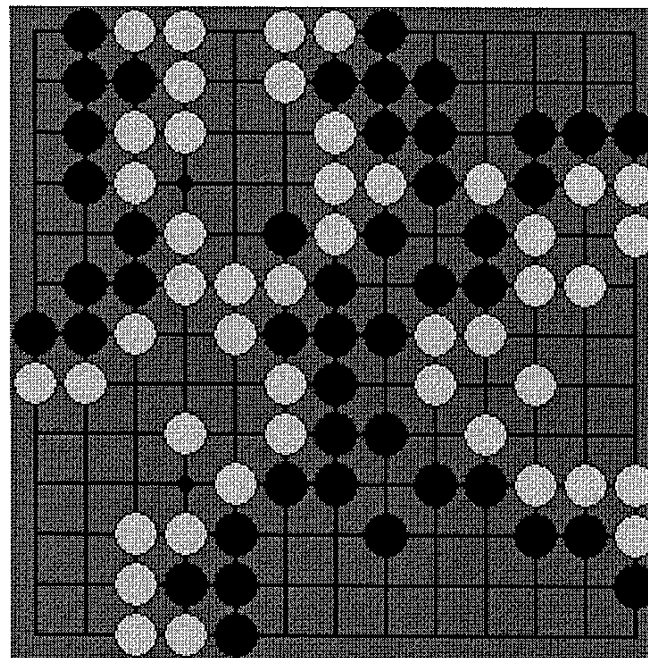


PROBLEM 55. Black to play.
How should Black play in response to White's invasion in the corner?



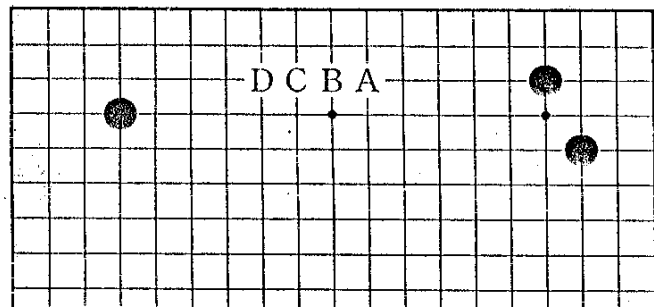
PROBLEM 56. Black to play.
How should Black play in response to White's attachment in the corner?

SECTION 8. THE END OF THE GAME



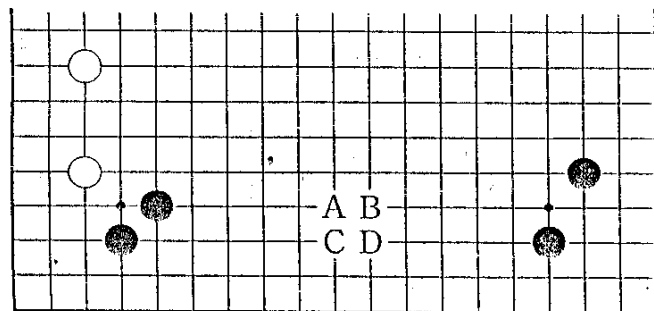
PROBLEM 57.
Where are White's weak points?
Where are Black's weak points?

SECTION 1. HOW TO PLAY IN THE OPENING



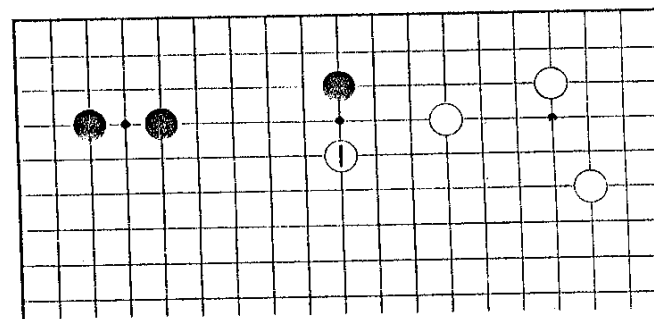
PROBLEM 59. White to play.

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



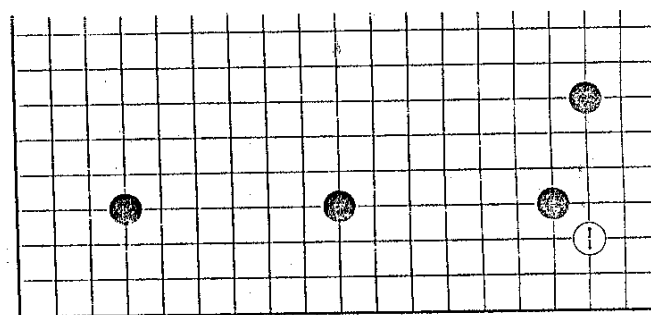
PROBLEM 60. White to play.

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



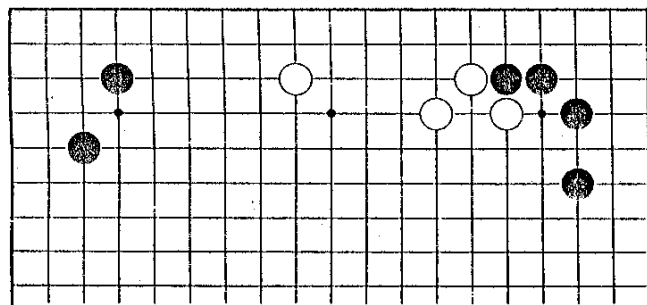
PROBLEM 61. Black to play.

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

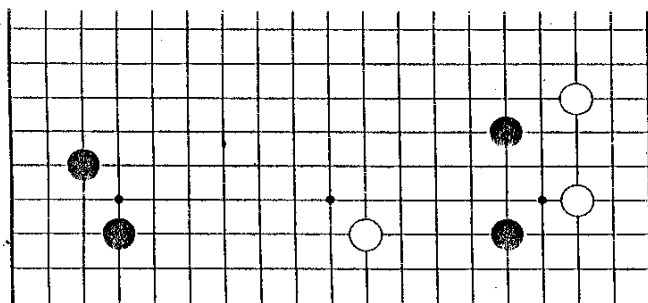


PROBLEM 62. Black to play.

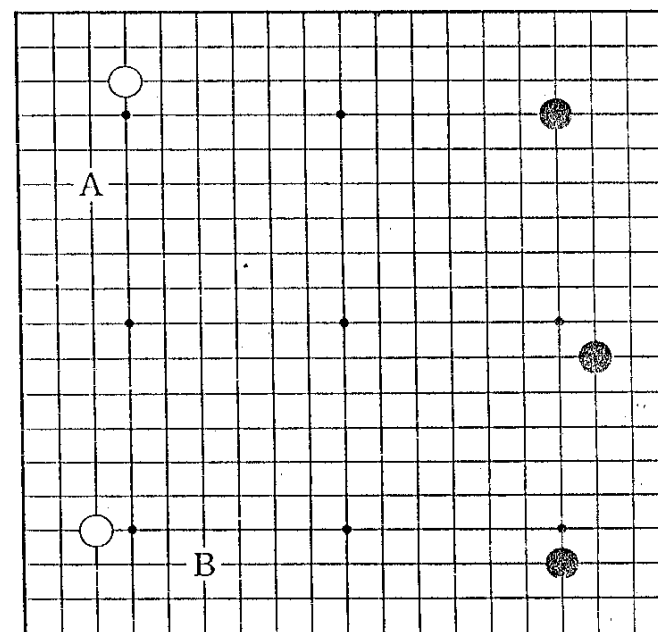
White invades the corner with 1. How should Black block? From the left or from above?



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

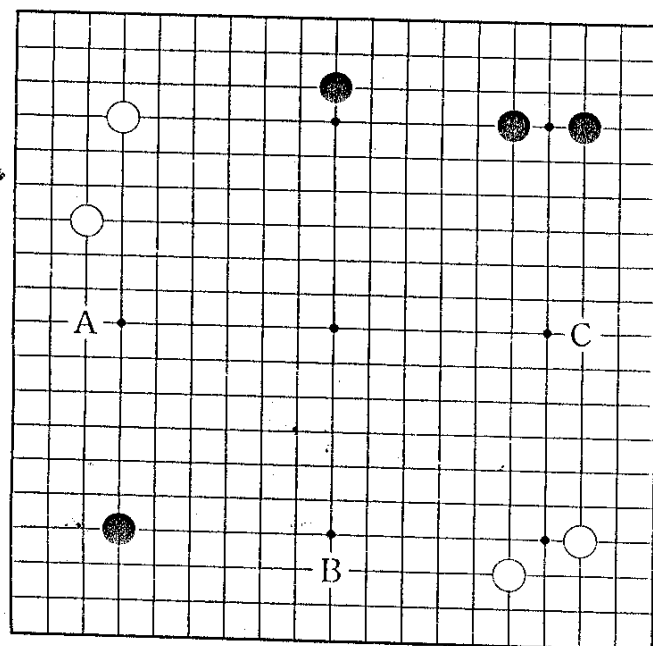


*PROBLEM 64. Black to play.
Where should Black play?*

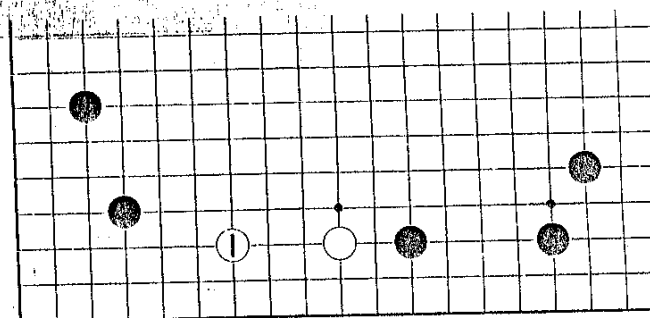


*PROBLEM 65. White to play.
At which point should White make a corner enclosure, A or B?*

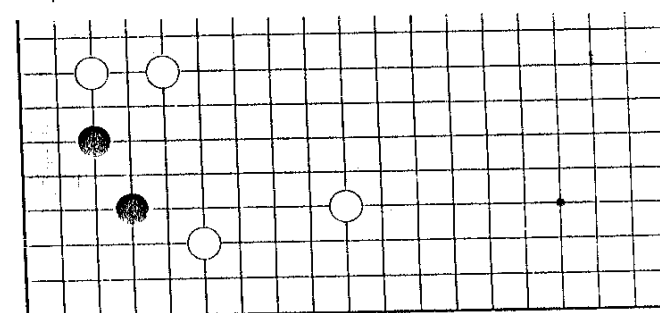
SECTION 1. HOW TO PLAY IN THE OPENING



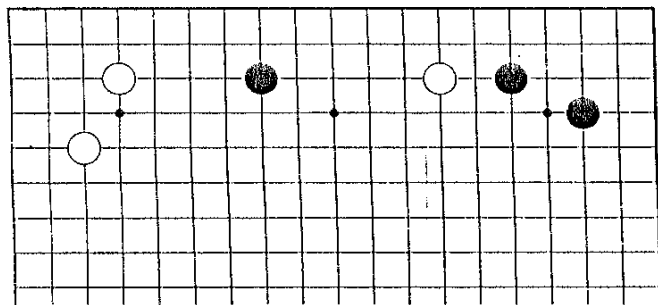
PROBLEM 151. *Black to play.*
Where should Black play, A, B or C?



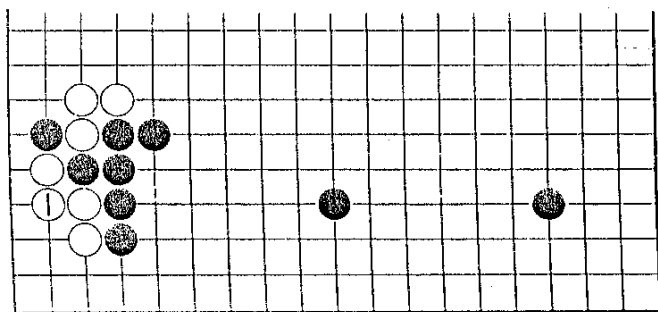
PROBLEM 152. *Black to play.*
When White plays 1, how should Black defend the corner?



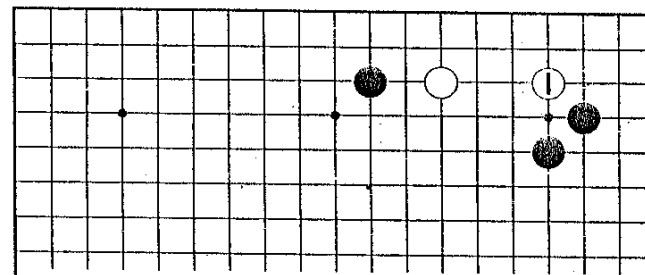
PROBLEM 153. *Black to play.*
How should Black defend his corner in this case?



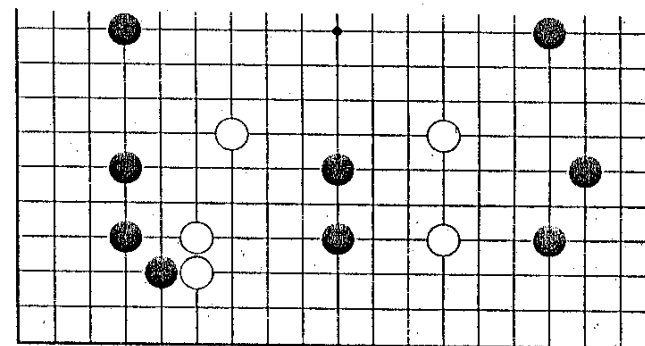
PROBLEM 154. *White to play.*
How should White play?



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

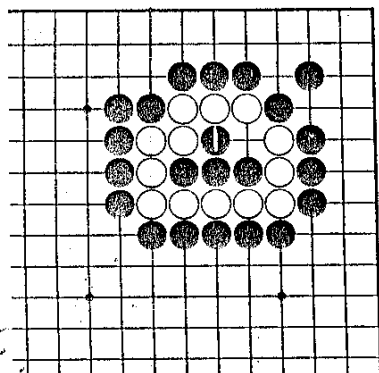


PROBLEM 156. *Black to play.*
How should Black respond to White 1?



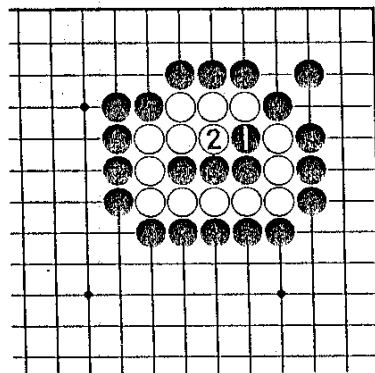
PROBLEM 157. Black to play.
In this 8-stone handicap game, how should Black play?

PROBLEM 47



Correct Answer

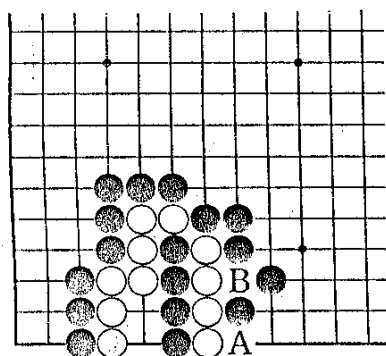
White is dead. Black will sacrifice four stones by giving atari with 1 and White can only get one eye.



For Reference

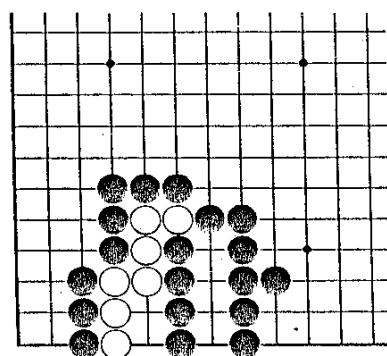
Sacrificing four stones with Black 1 here is wrong. After White 2 there is no way to prevent White from making two eyes.

PROBLEM 48



Correct Answer

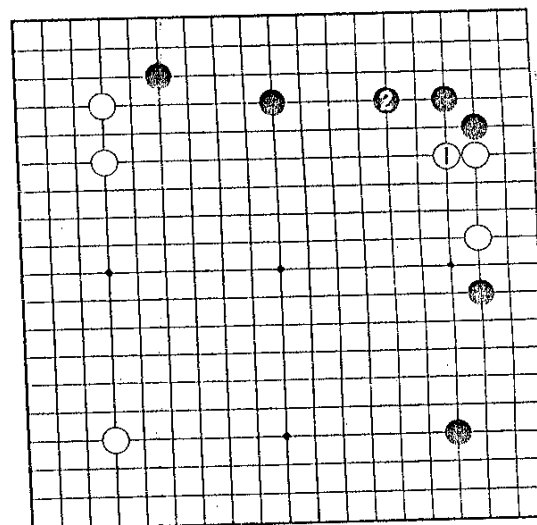
All the white stones are dead. Black can play at A and B any time he chooses. White cannot try to capture Black.



For Reference

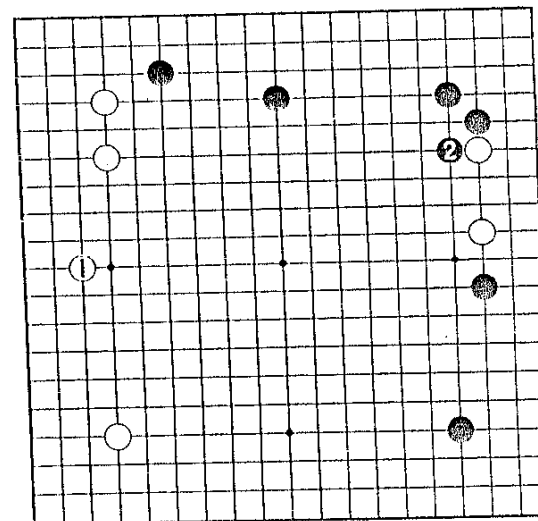
It is easy to see that after Black captures four white stones the seki is broken.

PROBLEM 49



Correct Answer

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

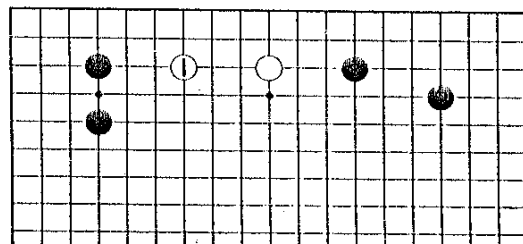


Wrong Answer

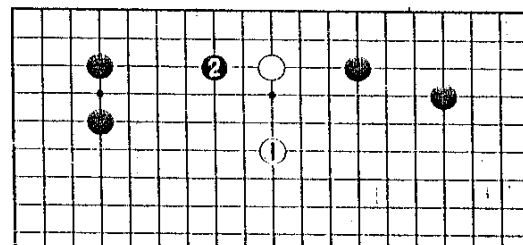
If White makes a move in another part of the board, with 1 for example, Black will play 2, putting White at a great disadvantage on the right side.

PROBLEM 50

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

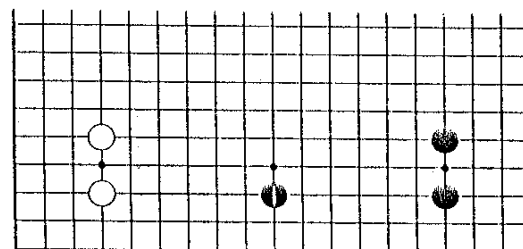


Wrong Answer
Jumping out into the center with White 1 lets Black extend to 2, robbing White of a base along the top.

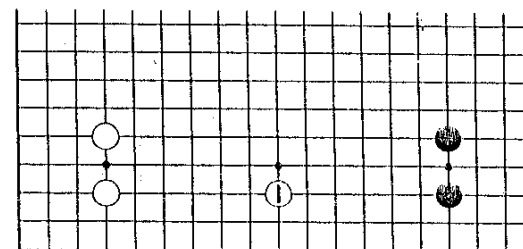


PROBLEM 51

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

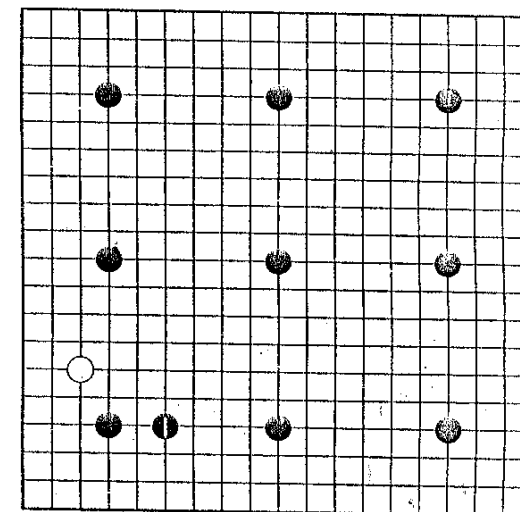


If White Plays First
If it were White's turn to play, he would also play at the point 1.

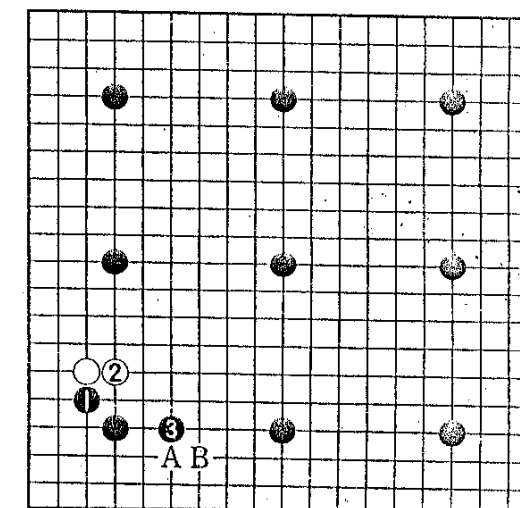


PROBLEM 52

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



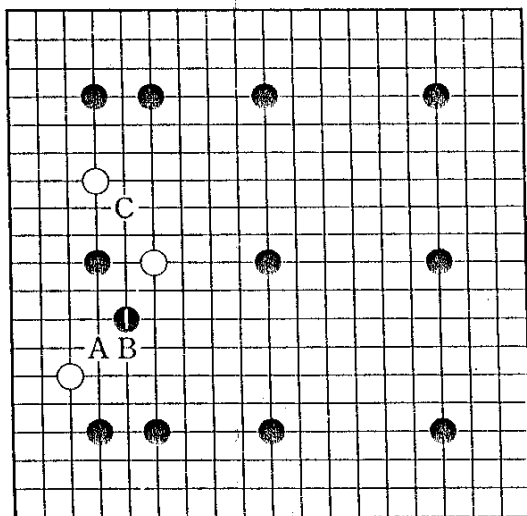
Correct Answer 2
Exchanging 1 for 2 before jumping to 3 is also good. Depending on Black's choice of strategy, 3 at A or B is also a good move.



PROBLEM 53

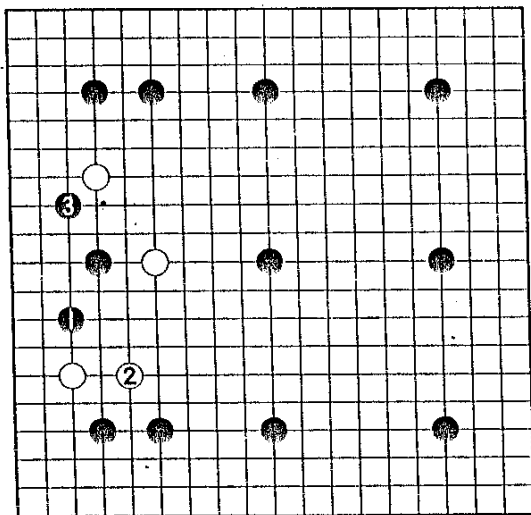
Correct Answer

Black should play at either 1, A, B or C. Whichever point he chooses, the important lesson here is to prevent his isolated stone on the left side from being encircled and to lead it out into the middle of the board.



Wrong Answer

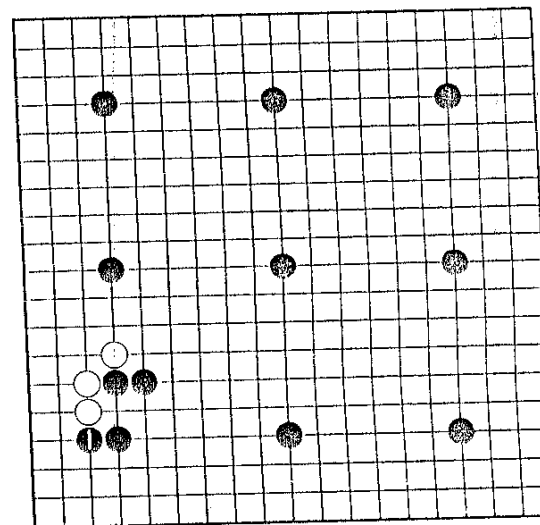
It is wrong for Black to try to live immediately with 1 and 3. This kind of play gives Black a small, cramped position on the side, while White builds influence on the outside.



PROBLEM 54

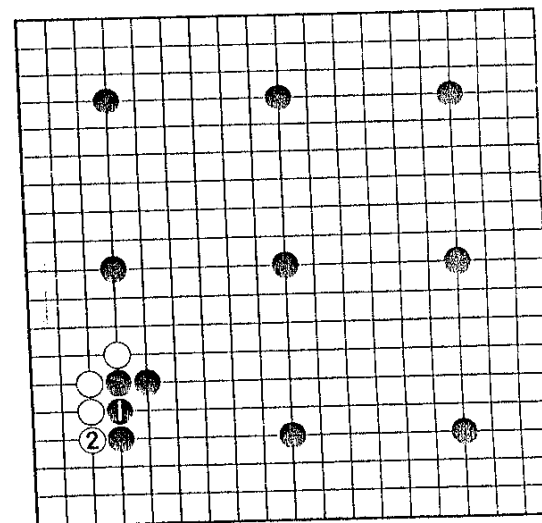
Correct Answer

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

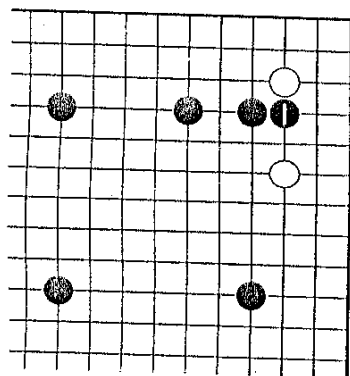


Wrong Answer

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

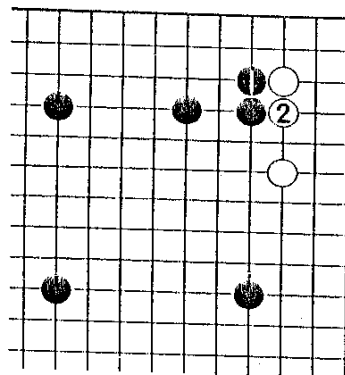


PROBLEM 55



Correct Answer

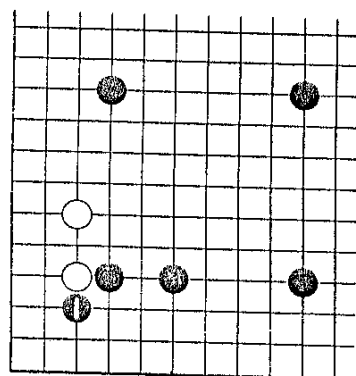
Black 1 is the correct answer. This is the standard move in this situation.



Wrong Answer

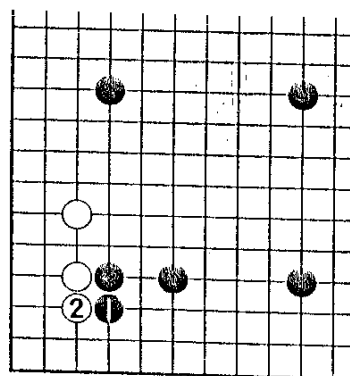
If Black plays 1, White will respond with 2, giving Black an inferior result.

PROBLEM 56



Correct Answer

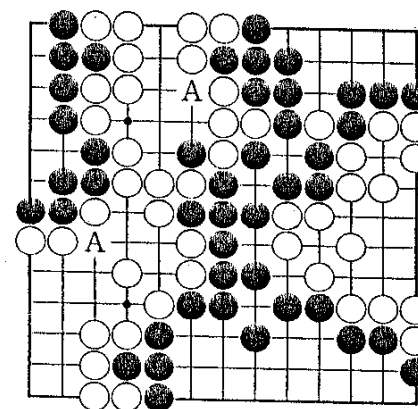
In this situation Black 1 is the standard move.



Wrong Answer

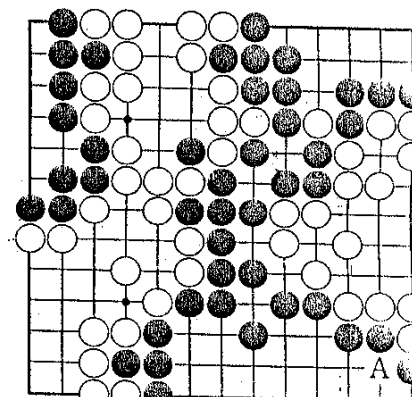
If Black plays 1, White plays 2 and, as before, Black's result is inferior.

PROBLEM 57



Correct Answer 1

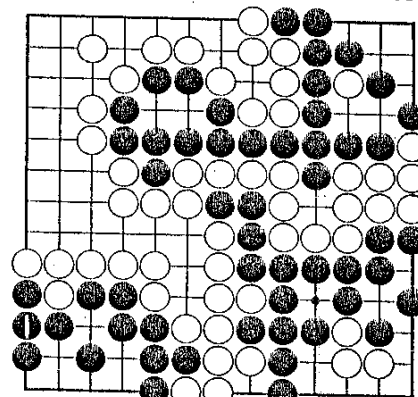
White has two defects: the points A. If Black plays on these points, White will suffer big losses.



Correct Answer 2

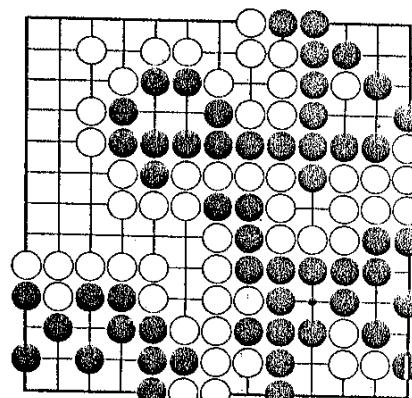
Black's defect is at A. If White plays here, Black will suffer a big loss.

PROBLEM 58



Correct Answer

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



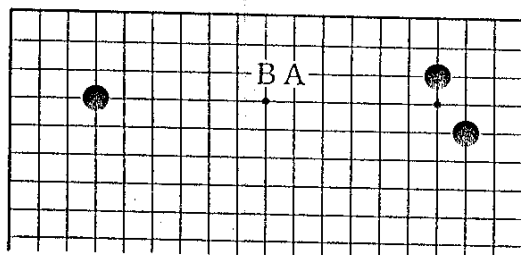
Wrong Answer

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

PROBLEM 59

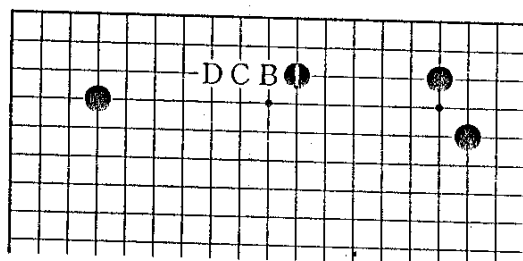
Correct Answer

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



Wrong Answer

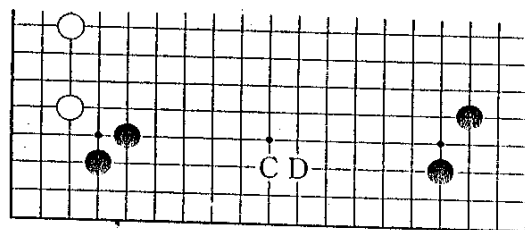
If White were to play C, Black would play 1. If instead White D, Black B. In either case, White would be at a disadvantage. With D, White would suffer an outright loss.



PROBLEM 60

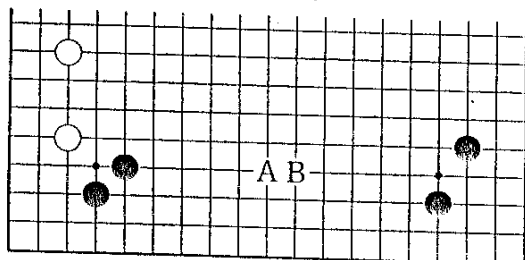
Correct Answer

White C and D are the usual invasion moves. Both are correct.



For Reference

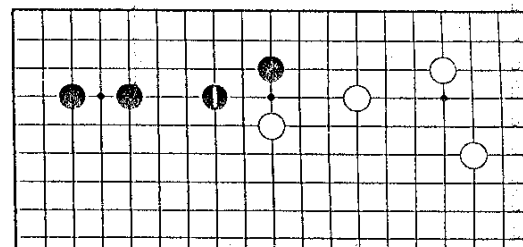
White A and B are too high. White would be a bit insecure because he would be unable to form a safe base. In special positions, however, such moves are conceivable.



PROBLEM 61

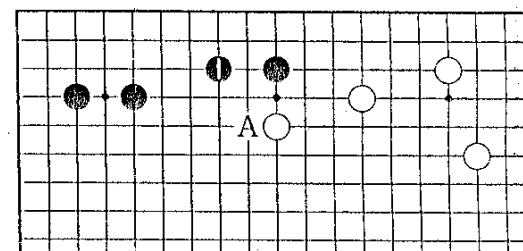
Correct Answer

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

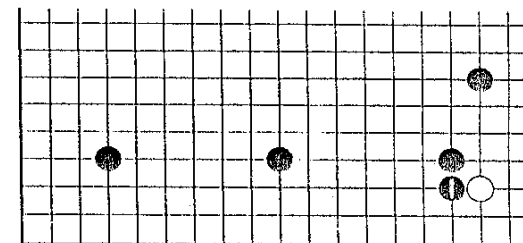
Depending on the situation, Black 1 and Black A are also possible responses. Actually, there are many ways of answering the capping move.



PROBLEM 62

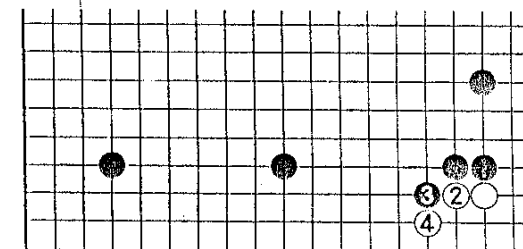
Correct Answer

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.



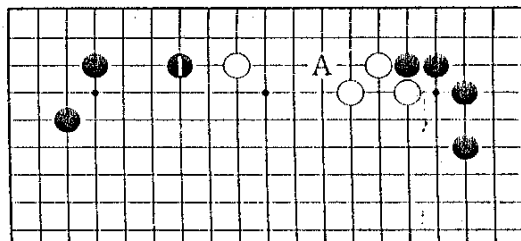
Wrong Answer

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

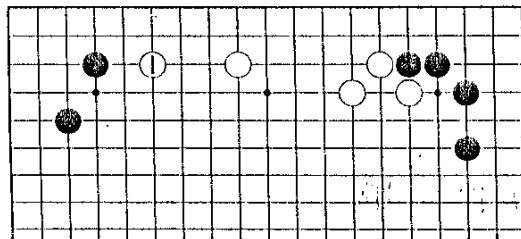


PROBLEM 63

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

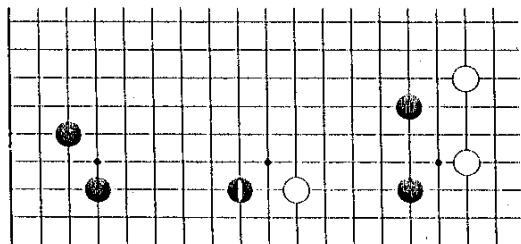


If White Plays First
If it is White's turn, White 1 is a big point. Black should prevent White from playing this move.

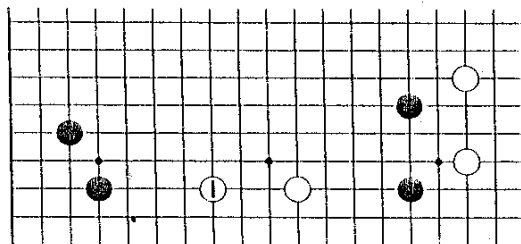


PROBLEM 64

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.

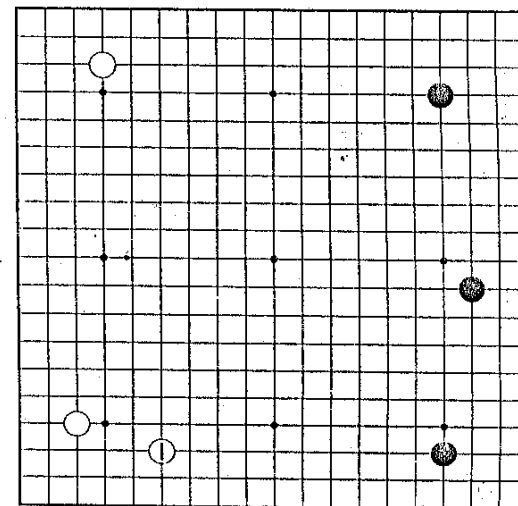


If White Plays First
White 1 is an excellent point. White's group at the bottom is now secure.

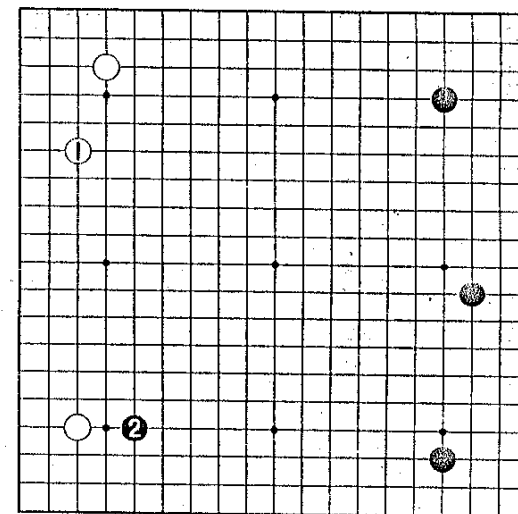


PROBLEM 65

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.



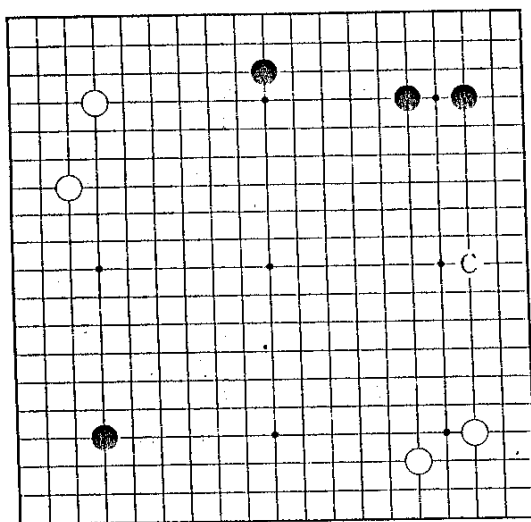
For Reference
If White makes a corner enclosure with 1, Black will play 2. This move works very well in conjunction with Black's stones on the left side to develop a large territorial framework. After Black 2, the game will become difficult for White.



PROBLEM 151

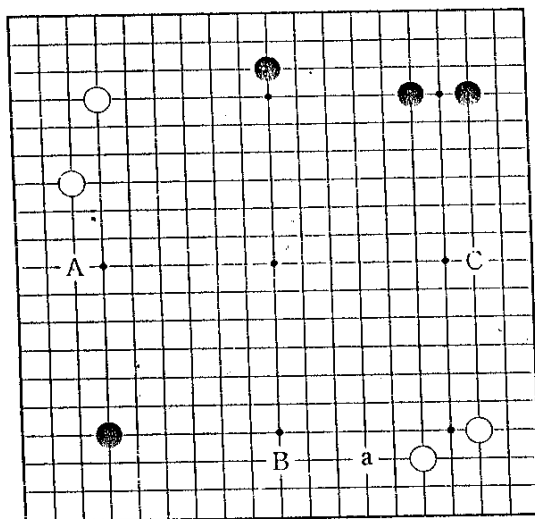
Correct Answer

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

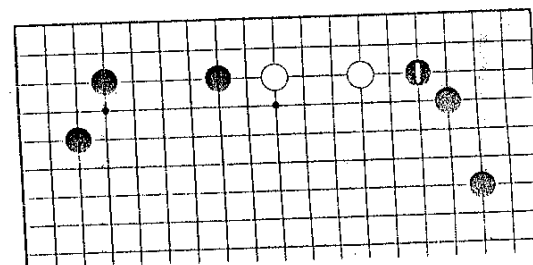
Comparing the points A and B, B is better than A. The reason is that after playing B, Black can aim at playing the extension to 'a'. If Black were to play at A, he would not have a good follow-up move.



PROBLEM 152

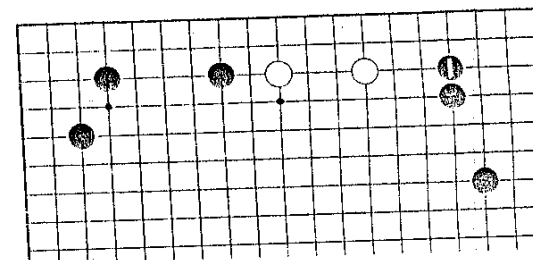
Correct Answer

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

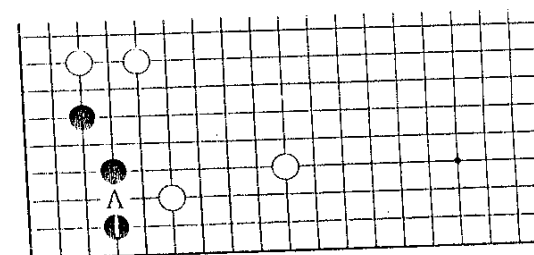
Although Black 1 here strongly defends the corner, it doesn't put much pressure on White's position along the side.



PROBLEM 153

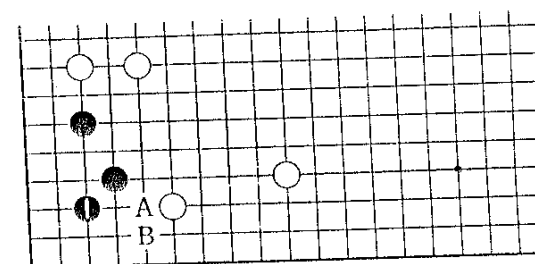
Correct Answer

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



For Reference

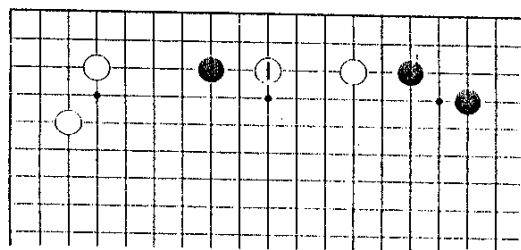
Black 1 is overly defensive. It loses territory, so Black is a bit dissatisfied. In special cases, Black A or B may be a good move.



PROBLEM 154

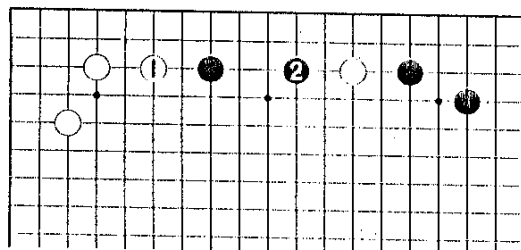
Correct Answer

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



Wrong Answer

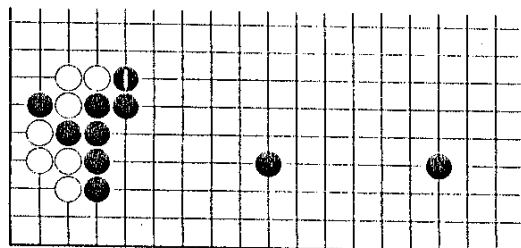
White 1 here provokes Black 2. Now White's stone on the right is weak while Black's stones on the left and right are strong. White's result is unsatisfactory.



PROBLEM 155

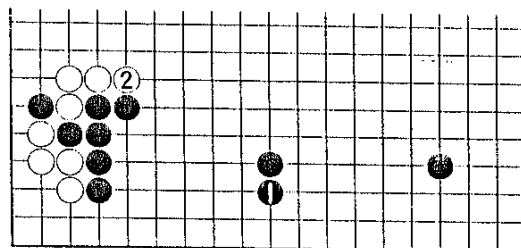
Correct Answer

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

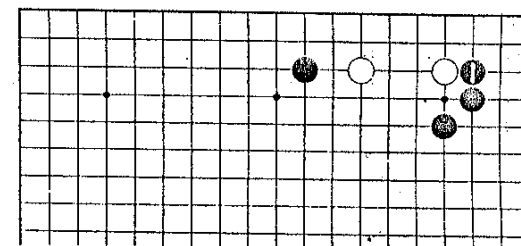
If White is allowed to play at 2, Black's development on the right will be restricted while White can freely develop at the top.



PROBLEM 156

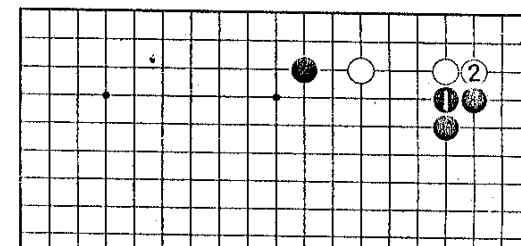
Correct Answer

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

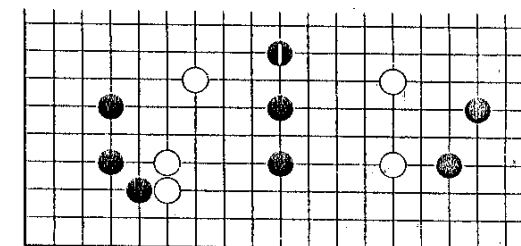
Black 1 is bad. White slides into the corner with 2, stabilizing his stones. Black has lost both territory and a target to attack.



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.

