

7

INVASION AND REDUCTION

The middle game is the stage of fighting and making territory. Areas that have been loosely claimed in the opening are often contested.

1. Invasion

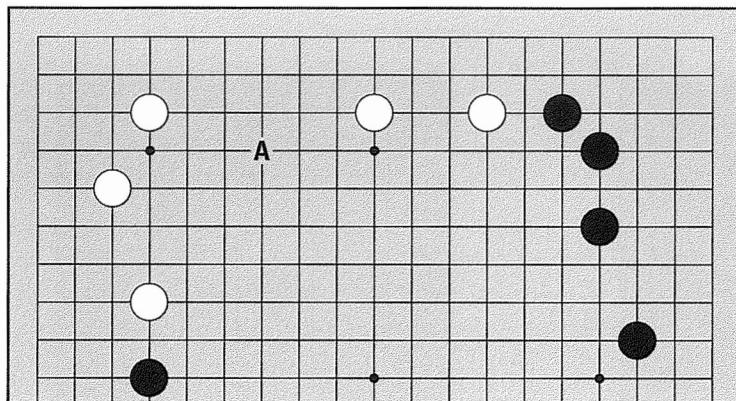


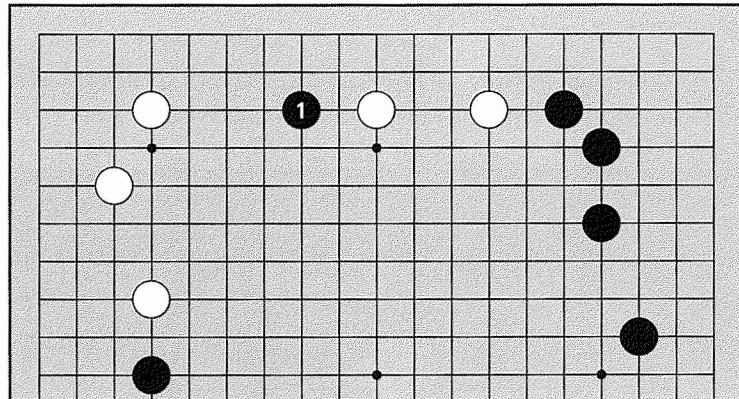
Diagram 1

Diagram 1:

White's stones on the upper side are far apart. If White plays at A, she will control this area. If it is Black's turn, where can he play to prevent this?

Diagram 2:

Black can jump in at 1. This is called an **invasion** of White's area on the upper side.

**Diagram 2****Diagram 3:**

If White plays at 2, Black can escape with the one-point jump at 3. Next if White continues the attack with 4, Black can jump again with 5. Black has broken up White's area, so his invasion has succeeded.

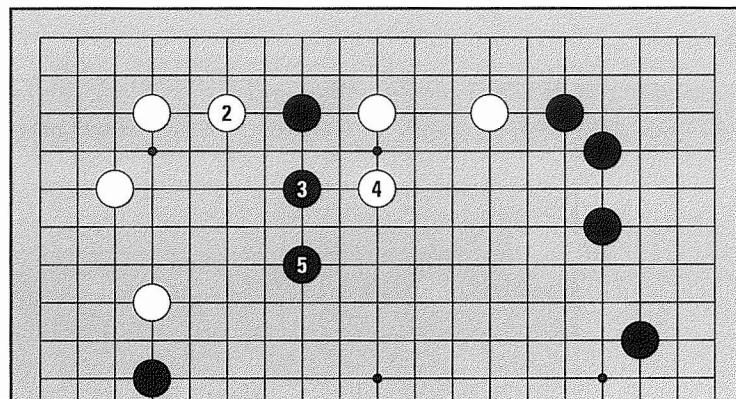
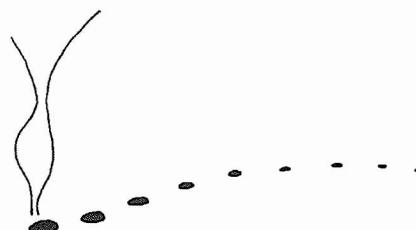
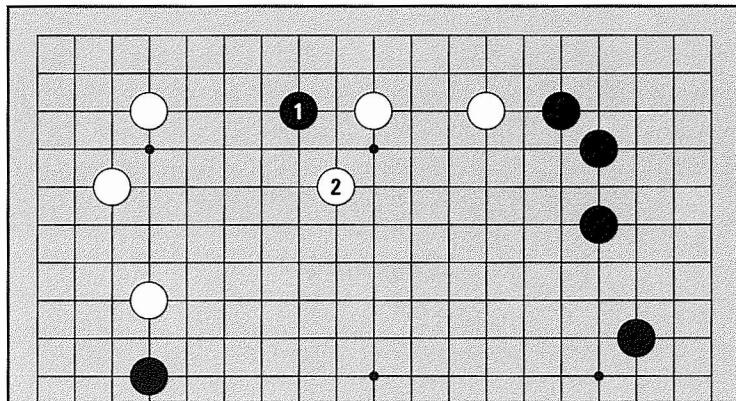
**Diagram 3**

Diagram 4:

When Black invades at 1, White can attempt to surround him with 2. In this case Black can't escape easily, so he has to live in White's area.

*Diagram 4***Diagram 5:**

First, Black can play at 3. If White blocks with 4 and 6, next Black can make a base with 7. He has to make two separate points of territory in order to live, so—

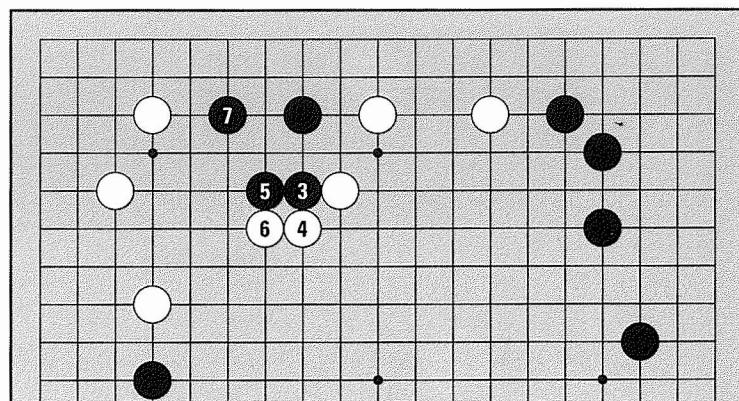
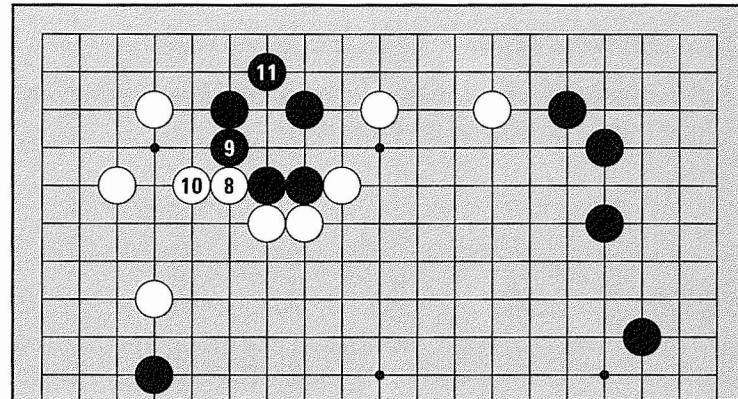
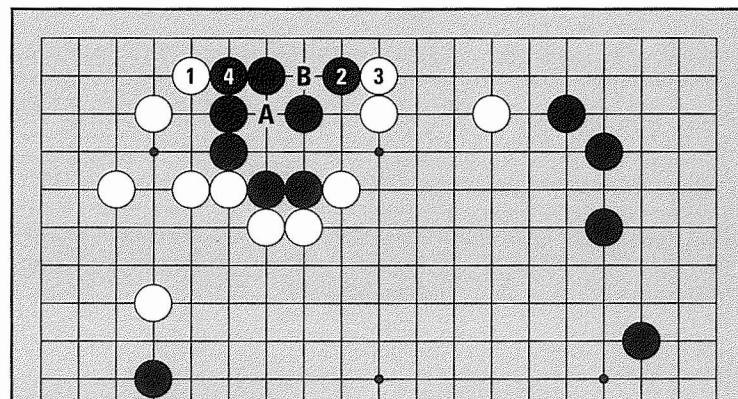
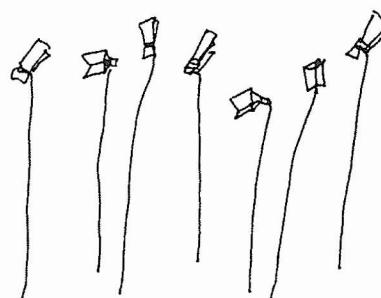
*Diagram 5*

Diagram 6:

If White continues to surround him with 8 and 10, Black plays at 11. Black 11 is a vital point for making two eyes. Black lives.

**Diagram 6****Diagram 7:**

If White plays at 1, Black 2 makes one eye. Next if White blocks at 3, Black secures life with 4. He has at least two separate points of territory, one at A and one at B, so he is alive. Even though surrounded, Black lives, so once again the invasion is a success. If Black can't make two eyes, he can be captured and the invasion is a failure.

**Diagram 7**

2. Reduction

A **reduction** is also a means to break up or reduce the opponent's territory, but a reduction isn't as deep as an invasion.

Diagram 8:

Black 1 here is possible too. Black 1 is a reduction of White's area on the upper side. This move seems to touch the shoulder of White's stone, so it is called the **shoulder hit**.

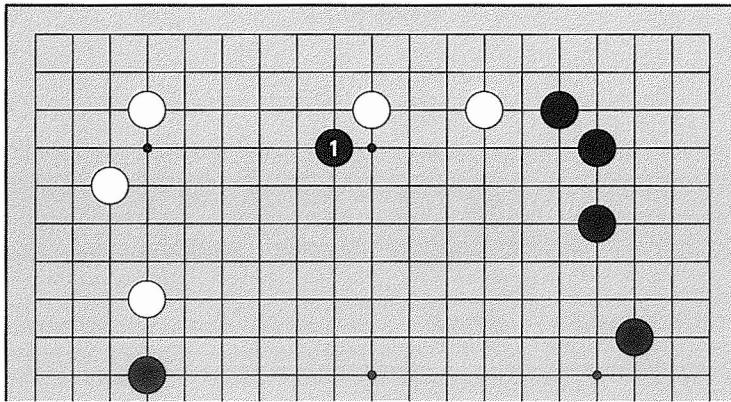


Diagram 8

Diagram 9:

If White plays 2, Black extends with 3. Black's two stones are out in the center, so he doesn't have to worry that these stones will be surrounded.

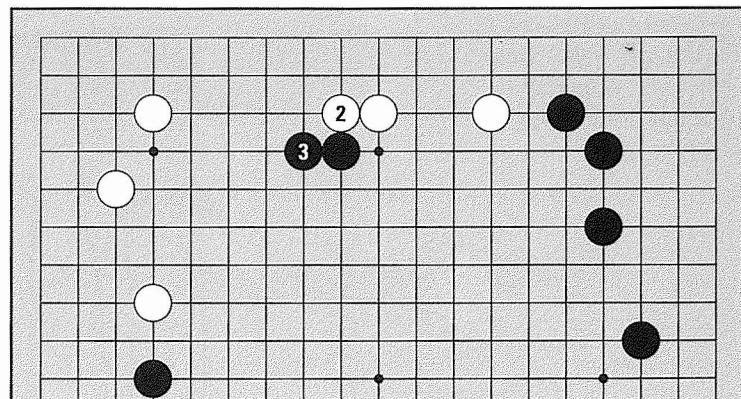


Diagram 9

Diagram 10:

If White continues at 4, Black continues to extend at 5. White can make territory on the upper side with 6 and 8, but this is not bad for Black. With 9 Black has made a strong wall facing the center. This kind of wall creates **influence** or **power**. Power is not territory, but it can be useful in future fighting. Black's reduction can also be judged a success, because even though White made some territory, she had stones here to begin with. Black has successfully prevented the expansion of White's area, and has made influence in the center.

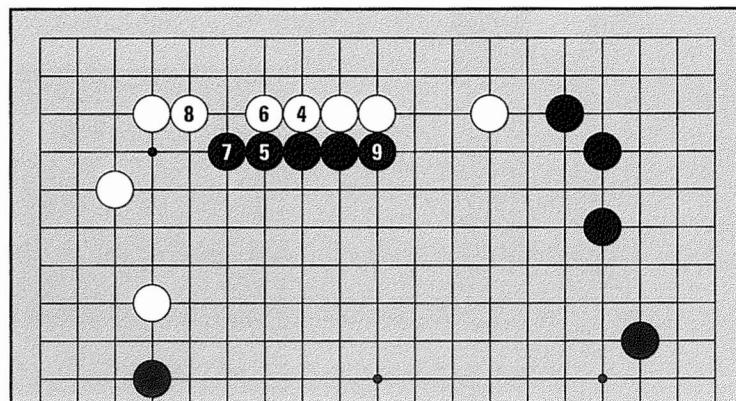
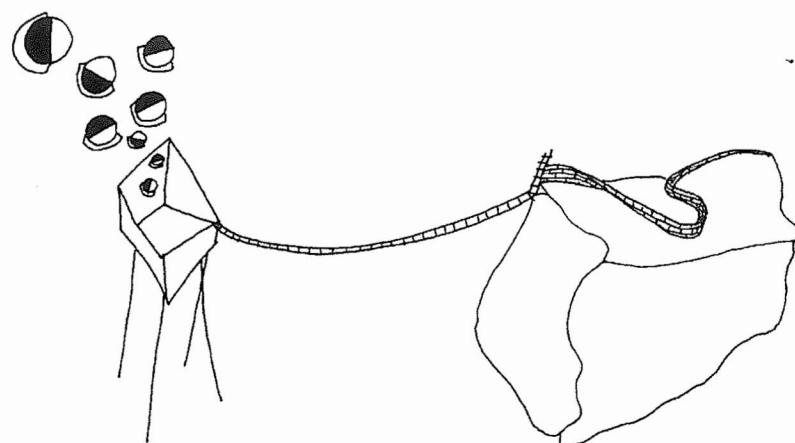
**Diagram 10**

Diagram 11:

Where should White play to reduce Black's area?

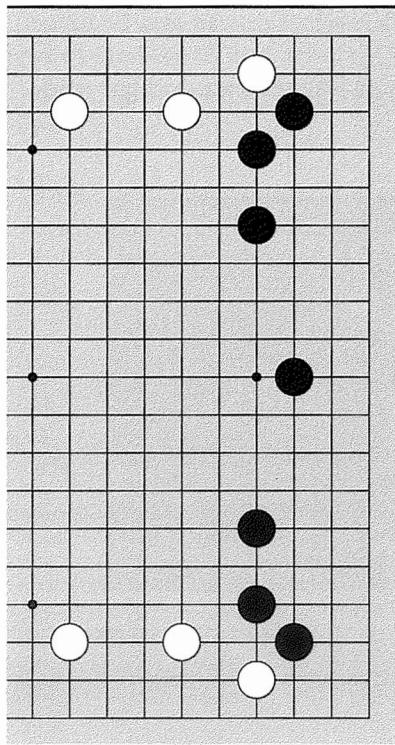


Diagram 11

Diagram 12:

Black can play at 1 if White doesn't play here. This is a good point for defense, solidifying a lot of territory, so White would like to reduce here first.

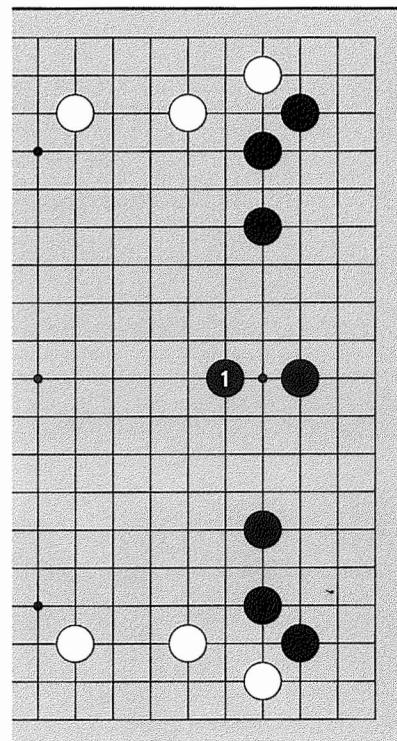
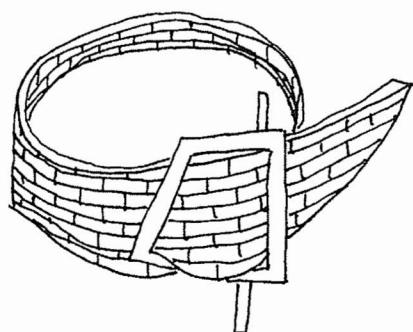
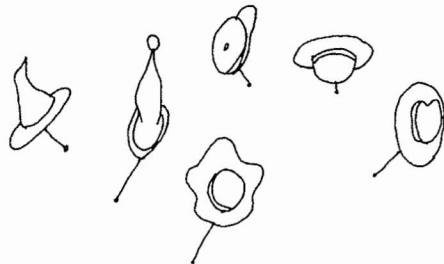
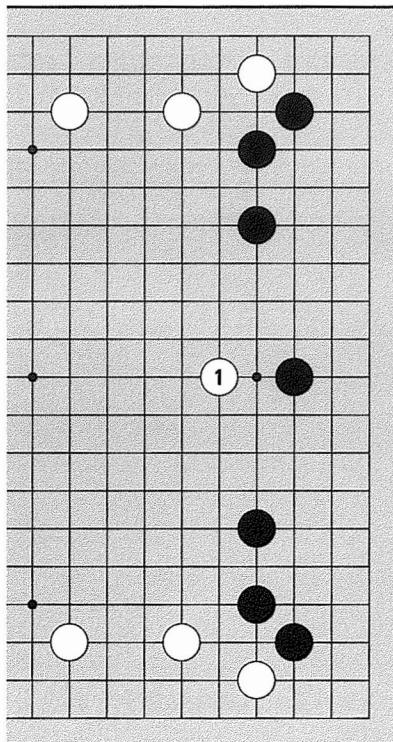


Diagram 12

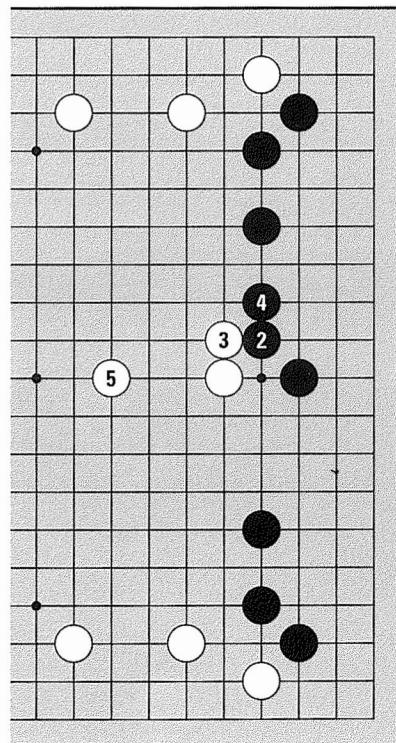


**Diagram 13:**

White 1 is a vital point for reduction. This is called a **capping move**, or just a **cap** – an enemy stone sitting on your head one point away. The idea is to reduce Black's area on the right side.

**Diagram 13****Diagram 14:**

If Black plays at 2, White can play at 3. Next if Black extends at 4 and White makes a two-point jump into the center with 5, this result is pretty good for White. Again, Black has made some territory, but White has successfully reduced Black's area and has influence in the center.

**Diagram 14**