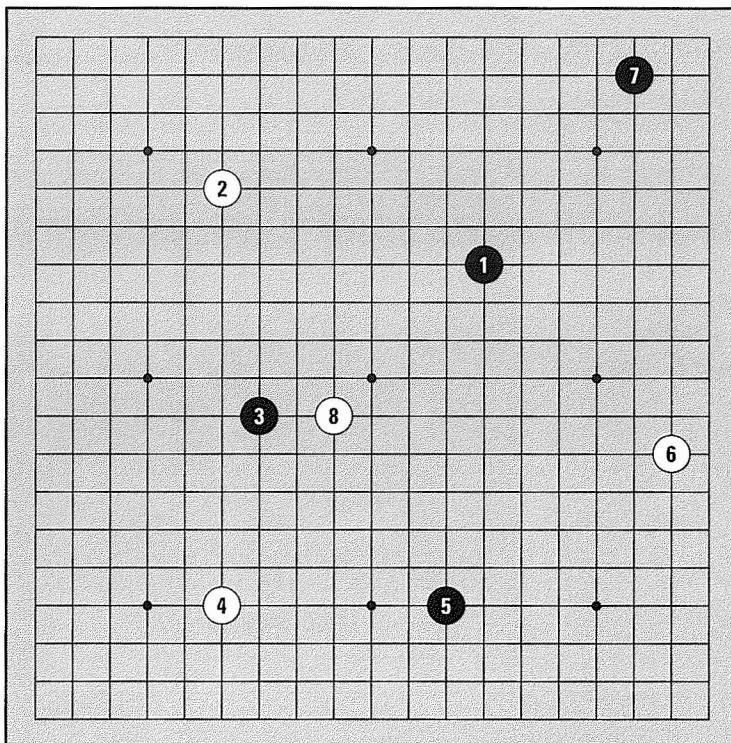


**2**

# THE KNACK OF THE OPENING

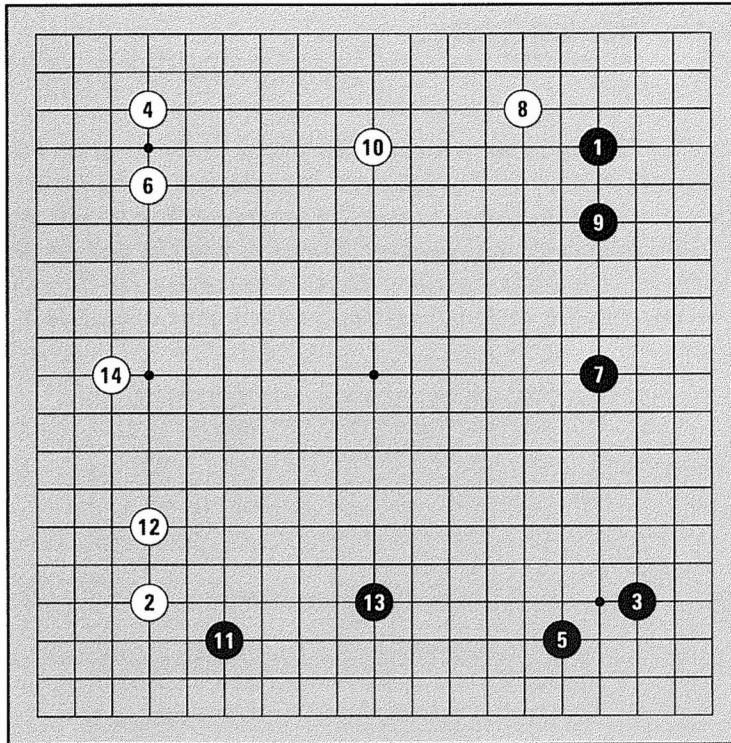
*In the opening, players sketch out territorial bases by putting stones in key positions. A good opening, like a good foundation, will enable you to build large structures. There is a knack to the opening, which you can develop by following certain basic principles.*



*Diagram 1*

## **Diagram 1:**

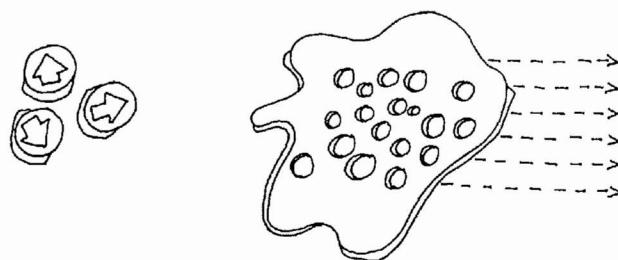
Here stones are scattered in a disorderly fashion. This kind of random play is not good opening strategy. Compare this with the next diagram.

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

This is a normal opening. What's the difference? Stones placed in an orderly fashion follow these principles:

1. Start from the corners.
2. After the corners, go to the sides.
3. Use the third and the fourth lines.

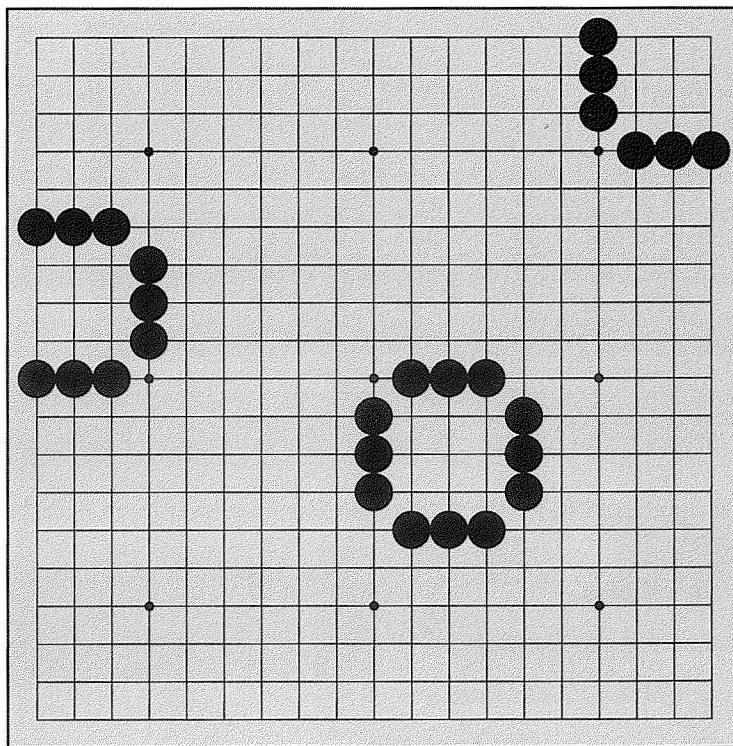
These are the three basic rules of the opening.



## 1. *Start from the corners.*

*Diagram 3:*

What's the reason for starting in the corners? Take a look at the diagram below. Black has made nine points in each area: in the center, on the side, and in the corner. But each time he used a different number of stones to take the same nine points—six stones in the corner, nine for the side, and twelve in the center. From this you can deduce that the corner is the most efficient place to make territory. After the corners, go to the sides. The center is the least efficient area for making territory, so during the opening put stones in the center last.

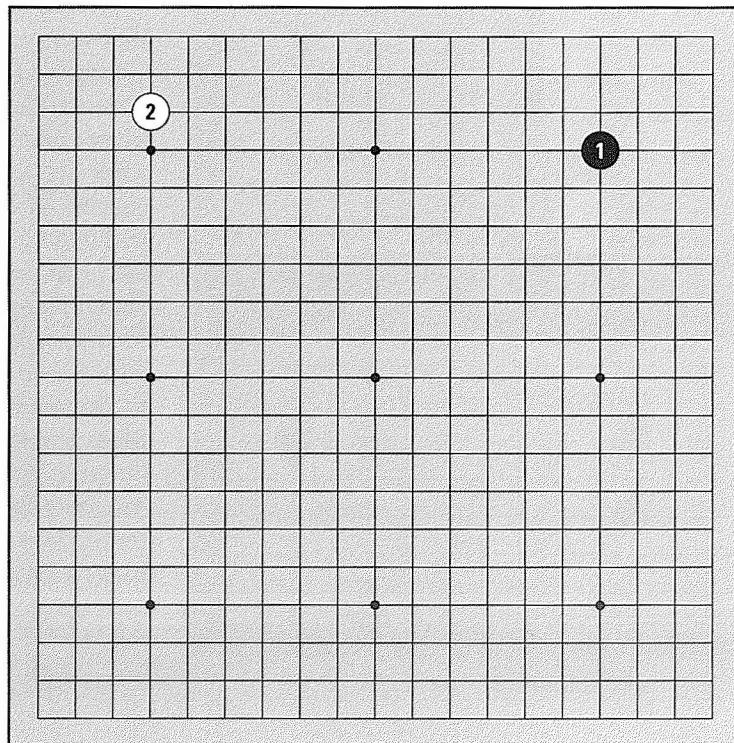


*Diagram 3*

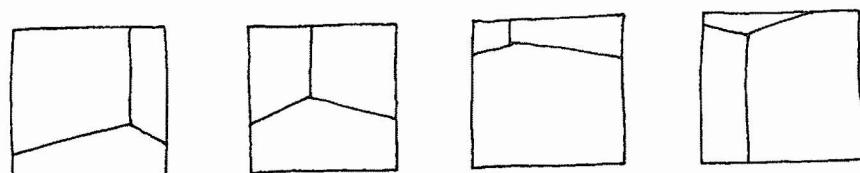
Now you know to start from the corners, but where in the corner should you put your stones?

**Diagram 4:**

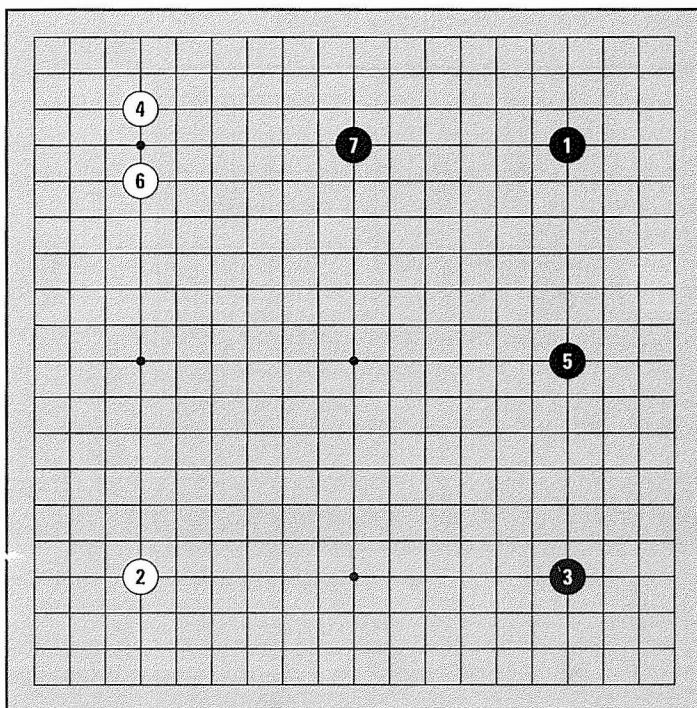
There are five or six standard ways to take empty corners. The star point at 1 and the move at 2 are played most often. White 2 is called the **3-4 point**.

**Diagram 4**

We call it the **3-4 point** because it is three lines from one edge and four lines from another. Other points named this way are the **3-3 point**, the **5-4 point**, and the **5-3 point** (which number goes first is just a matter of convention).



## 2. After the corners, go to the sides.



*Diagram 5*

### *Diagram 5:*

Here's an opening that was played by Lee Chang-ho (then 4 dan) and Jeong Soo-hyun (then 6 dan). After Lee took empty corners with Black 1 and 3, he played on the right side with 5. When Jeong defended the upper left corner with 6, Lee played on the upper side with 7. Black 5 and 7 are big opening points. Whoever takes the big points first stands to make a lot of profit.

## Go Statistics

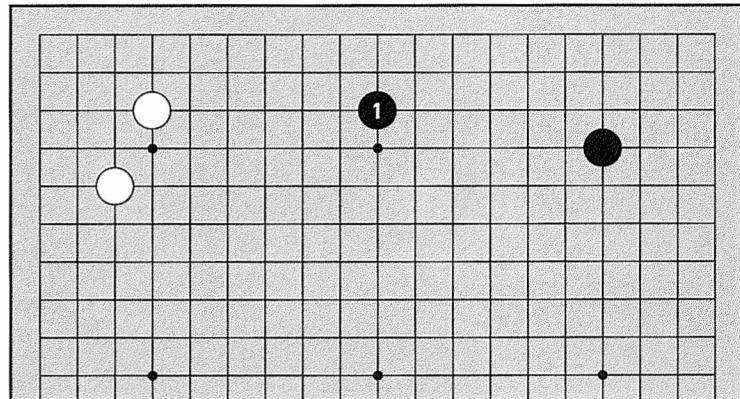
According to a recent survey, 18% of the Korean population plays go. An estimated 10% of the population of Japan and China also play, so the number of go players world-wide probably exceeds 100 million. Just as nearly all Westerners recognize the game of chess and some chess terminology, nearly all Asians recognize go and know some go terminology, even if they do not actually play. Major newspapers and television networks in Asia sponsor tournaments which are widely followed, and there are entire magazines, newspapers, and a TV network devoted solely to go coverage. One of the most widely viewed films of all time is *The Go Masters*, and two Nobel prizewinning authors, Kawabata and Hesse, have written novels using go as a backdrop. Go predates all other games currently played by at least a thousand years, and the number of possible combinations of moves is said to exceed the number of subatomic particles in the universe. Small wonder go is often called the ultimate game.

### 3. Use the third and fourth lines.

“Third” or “fourth” line means the third or fourth line from the edge of the board.

**Diagram 6:**

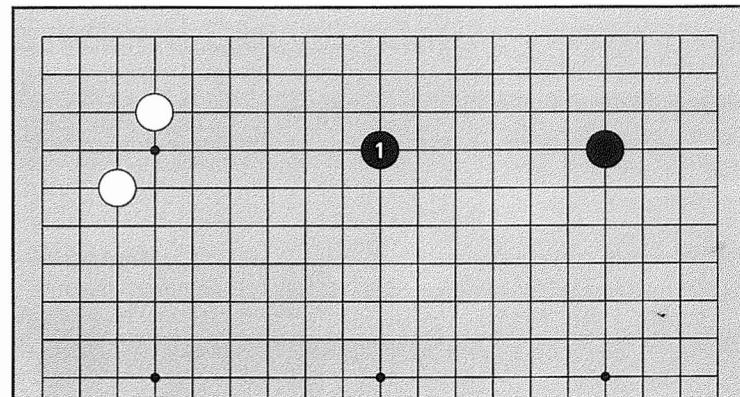
Black puts a stone on the upper side at 1. Black 1 is on the third line from the edge.



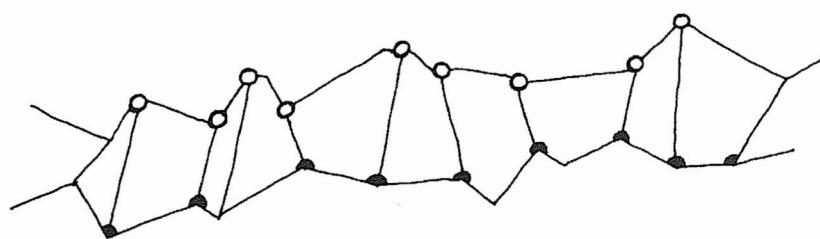
**Diagram 6**

**Diagram 7:**

Black 1 here is on the fourth line. In both Diagram 6 and here, Black 1 is a well-placed move.

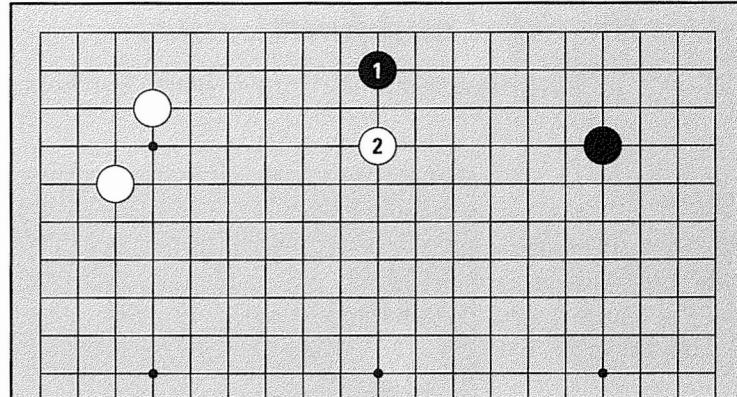


**Diagram 7**

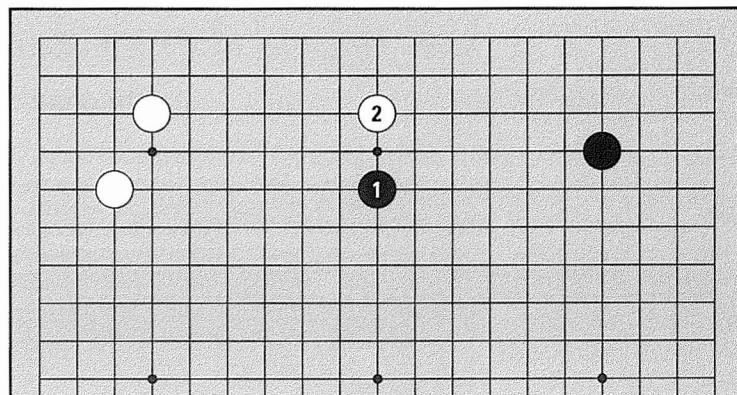


**Diagram 8:**

Putting a stone on the second line is too close to the edge. This will be ineffective for making territory, because White 2 easily prevents Black from claiming a large area.

**Diagram 8****Diagram 9:**

Black 1 on the fifth line is too far from the edge. If White puts a stone at 2, Black has difficulty making territory on the upper side. Black 1 is best on the third or fourth line.

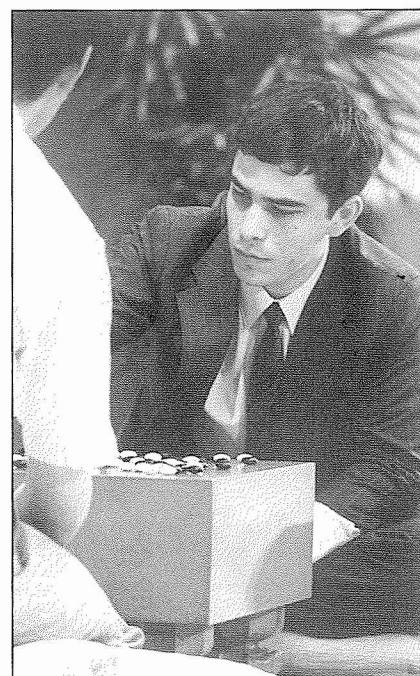
**Diagram 9**

*Cho Chi-hoon 9 dan (left) takes on an unidentified member of the new generation of Go players, while a time keeper and game recorder look on.*

*photo: Nihon Kiin*



*Yoda Norimoto 9 dan, one of the leading players of the young generation in Japan.*



*Michael Redmond 8 dan, a native of California, plays a game on Japanese television.*

*photo: Nihon Kiin*

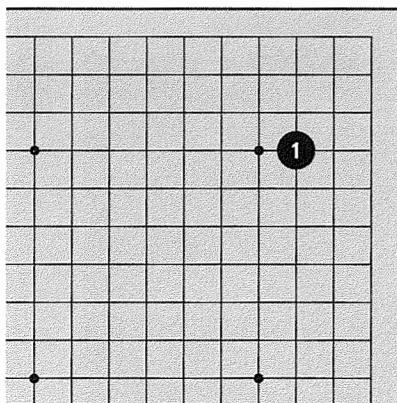
# 3

## ENCLOSURES AND APPROACHES

*After the corners, go to the sides. What's next after the sides? Reinforcing your corners, or approaching your opponent's corners, is a good strategy. If a corner isn't reinforced, an approach may obstruct it from becoming territory.*

### 1. *The Enclosure*

The enclosure is a defensive move to secure corner territory.

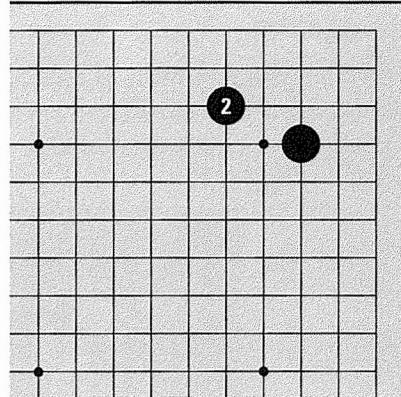


*Diagram 1:*

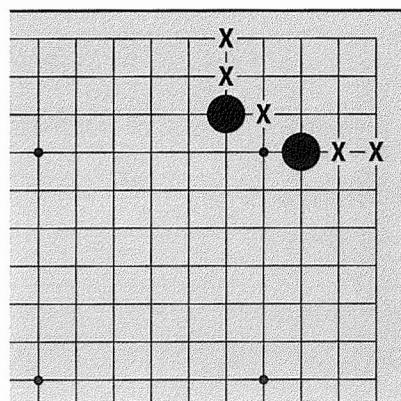
Black takes an empty corner at 1, but playing just this one stone doesn't make the corner his territory yet.

**Diagram 2:**

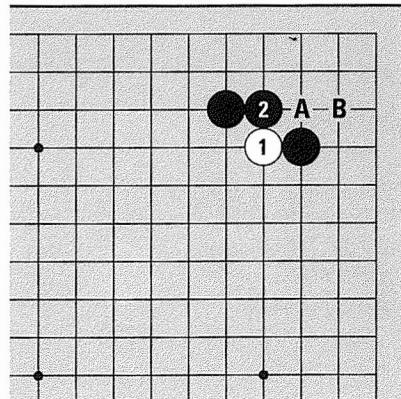
Black encloses the corner by playing at 2.  
This corner has become Black's territory.

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

Even though Black has played only two stones, the corner already has a hidden borderline along the points marked X.

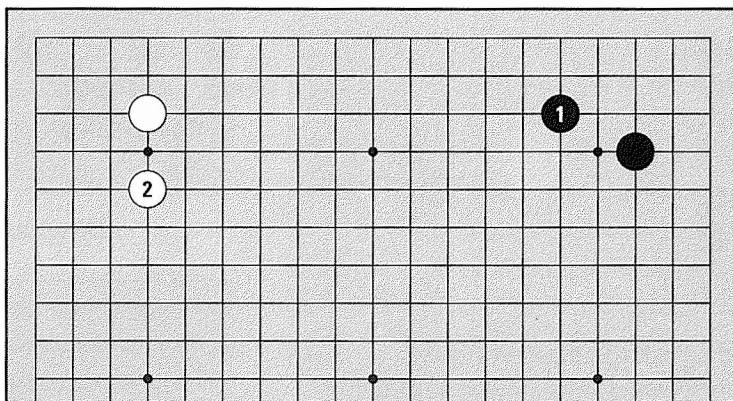
**Diagram 3****Diagram 4:**

If White plays at 1 with the intention of breaking through his enclosure, Black can block at 2 with no problem (if White tries to cut at A, Black can, for example, just capture the cutting stone by driving it to the edge with B).

**Diagram 4**

**Diagram 5:**

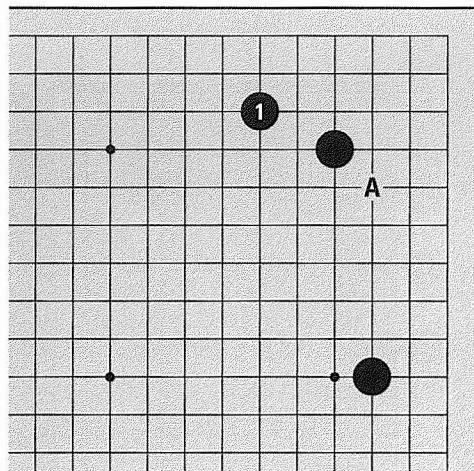
When the first move is on a 3-4 point, the two main ways to enclose a corner are at Black 1 and White 2. Black's enclosure is called the **knight's enclosure**, and White's is called the **one-point enclosure**.



*Diagram 5*

**Diagram 6:**

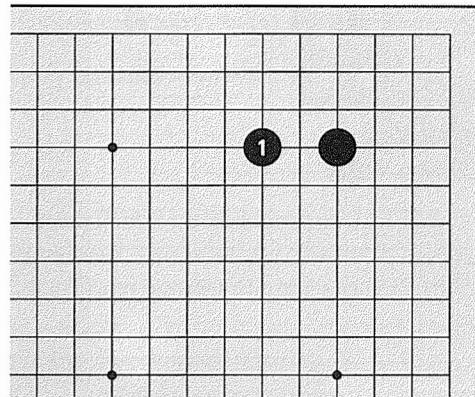
From the star points, one can also make a knight's enclosure. The difference is that Black needs an additional stone at A to secure the corner territory.



*Diagram 6*

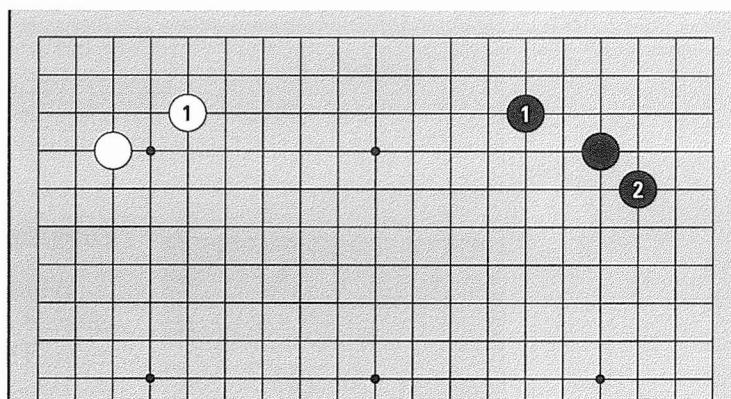
**Diagram 7:**

Black 1 here is a one-point enclosure starting from the star point. Again, you'll need one more enclosing stone to secure territory in the corner.

**Diagram 7****Diagram 8:**

White can make territory in the upper left corner with just one move, but Black has to play twice to secure the upper right corner territory.

*3-4 point  
corner  
territory:  
1 more  
move*



*star point  
corner  
territory:  
2 more  
moves*

**Diagram 8**

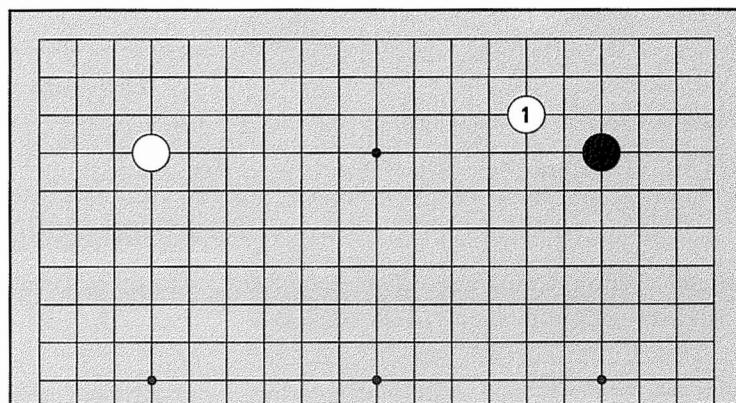
**Opening Tip:** it's more efficient to make territory from a 3-4 point than from a star point, because it takes one less move. That's why we commonly rush to enclose the corner from a 3-4 point, but adopt a leisurely attitude about enclosing the corner from the star point. Note this is not to say that you shouldn't play the star point. It's just that you should think about enclosing 3-4 point corners, approaching your opponent's corners, or playing one of the big points on the side before rushing to enclose a star point corner.

## 2. *The Approach*

If you don't make an enclosure, your opponent can make an approach.

**Diagram 9:**

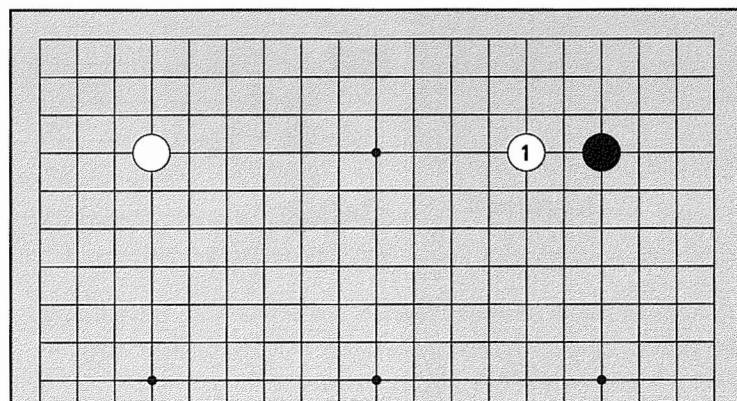
White 1 approaches the black stone on the upper right star point. This obstructs Black's potential enclosure of the corner. This is called the **knight's approach**, because White 1 has a **knight's move** relationship with the Black star point stone.



**Diagram 9**

**Diagram 10:**

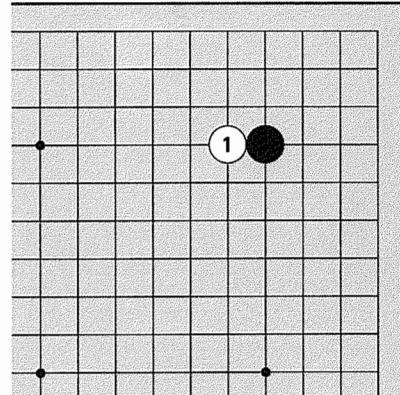
White 1 here is another approach move. This is called the **one-point approach**, because White 1 is one point away from the Black star point stone.



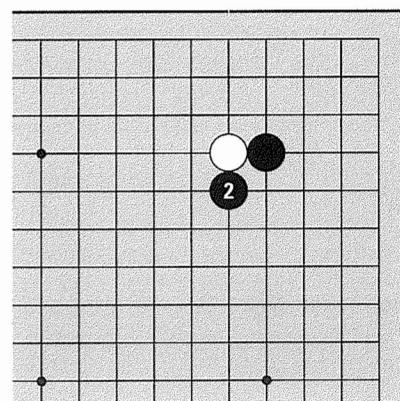
**Diagram 10**

**Diagram 11:**

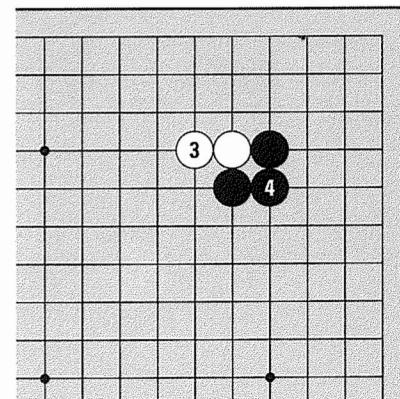
How about a closer approach like White 1? This move, making direct contact with the black stone, is called an **attachment**. The attachment here is an attempt to provoke a direct fight.

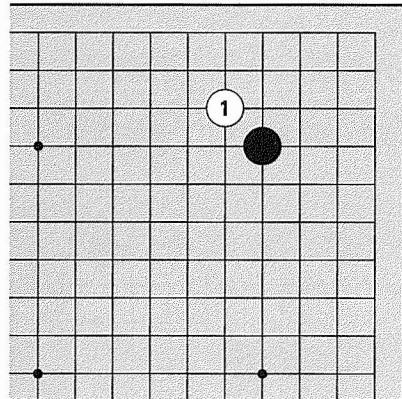
**Diagram 11****Diagram 12:**

Black has a strong counterattack. In this fight White is outnumbered, so the white stone is in danger.

**Diagram 12****Diagram 13:**

If White runs at 3, Black connects at 4, gaining the superior position. (If White cuts at 4 instead, it's Black's turn in an even fight, so he should still come out better.) The attachment at 1 in **Diagram 11** doesn't usually work well in the opening, so this isn't a good approach move.

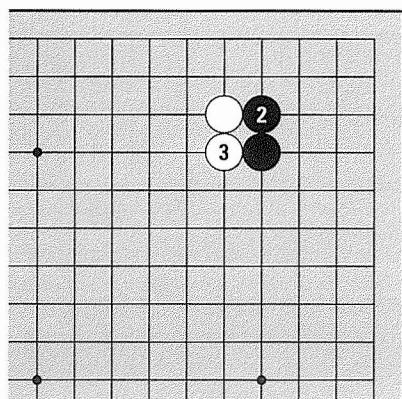
**Diagram 13**



*Diagram 14*

***Diagram 14:***

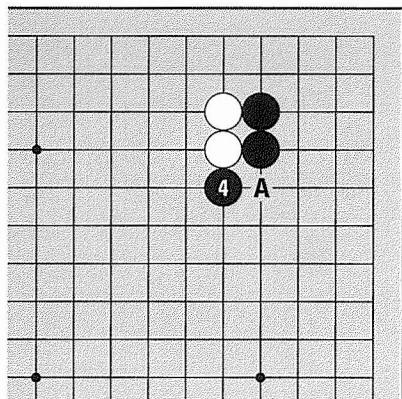
How about White 1, a “diagonal approach”? This stone also approaches too closely.



*Diagram 15*

***Diagram 15:***

Black blocks at 2. Then if White plays at 3—



*Diagram 16*

***Diagram 16:***

Next Black hits White on the head with 4. Black 4 is called “hitting the head of two stones”, an ideal position for the hitter, and painful for the hittee. (Once again, if White cuts at A, it’s Black’s turn in an even fight, so he should come out ahead.)

When you want to play near your opponent’s corner, use the knight’s or the one-point approach. They are both good.

## • *The Hankook Kiwon* • • • • •

The Hankook Kiwon, or Korean Baduk (Go) Association, is the headquarters of Korean go. It was located for the past twenty years or so in Chongro-gu but recently moved to a new building in Wangshimri, both in Seoul. The new building is very elegant and retains the rooftop ping-pong table, but I miss the old building, where I attended the Korean Go Academy.

The members of the Hankook Kiwon are the slightly more than 100 Korean professional players. (This differs from the American Go Association, where players don't need any credentials besides an interest in go to become members.) A galaxy of dignified players such as Cho Hoon-hyun 9 dan, Cho Nam-chul 9 dan, and Kim In 9 dan take part in formal title matches in the Traditional Playing Room or the Tournament Room, while students play, review, and get into squid-throwing fights in the Student Hall.

The Hankook Kiwon also manages big amateur tournaments such as the Amateur Top Ten, the Amateur Gukssoo, and the elementary, middle, high, and university-level championships. The Hankook Kiwon has a chairman (Kim Woochung, also chairman of Daewoo Corporation), a president, director general, board of directors, general affairs department, editorial staff, and publishing department. The material in this book was originally published in Korean by the Hankook Kiwon's publishing department.

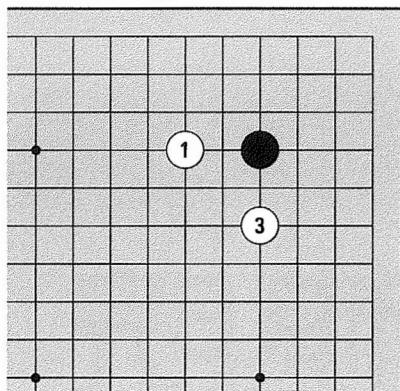


# 4

## ANSWERING THE APPROACH

*An approach move is played close enough to the corner to be a threat, so one feels inclined to answer it. If you don't answer an approach move, you can be attacked.*

2 elsewhere



**Diagram 1:**

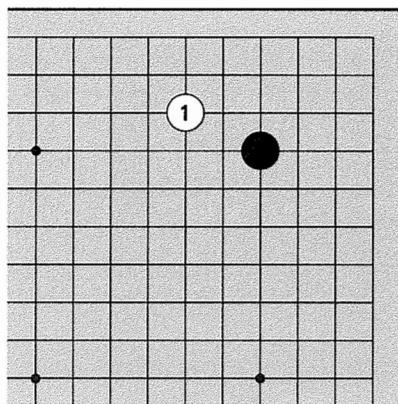
White approaches the star point stone in the upper right corner at 1. If Black doesn't answer but plays 2 elsewhere, White can approach on the other side at 3. Now this black stone has become weak, hemmed in on both sides. Answering White 1 is a good idea.

**Diagram 1**

## 1. Answering the Knight's Approach

*Diagram 2:*

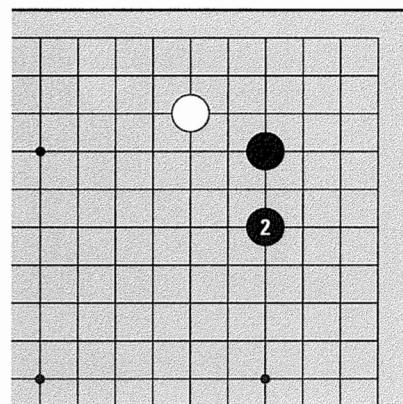
White 1, a knight's approach to the star point stone, is one of the most popular moves. How should Black answer?



*Diagram 2*

*Diagram 3:*

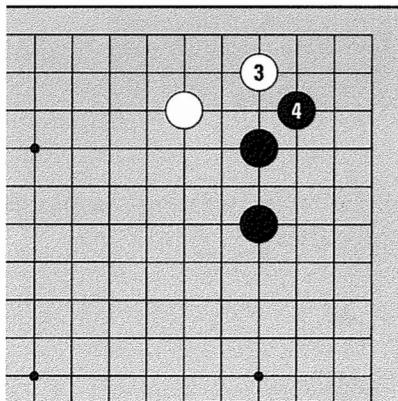
There are many ways to answer, but the jump at 2 is one of the most common. Black 2 means to protect against White's approach on the other side.



*Diagram 3*

*Diagram 4:*

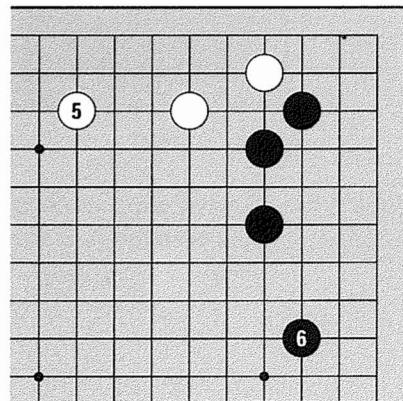
If White plays at 3, Black can answer at 4.



*Diagram 4*

*Diagram 5:*

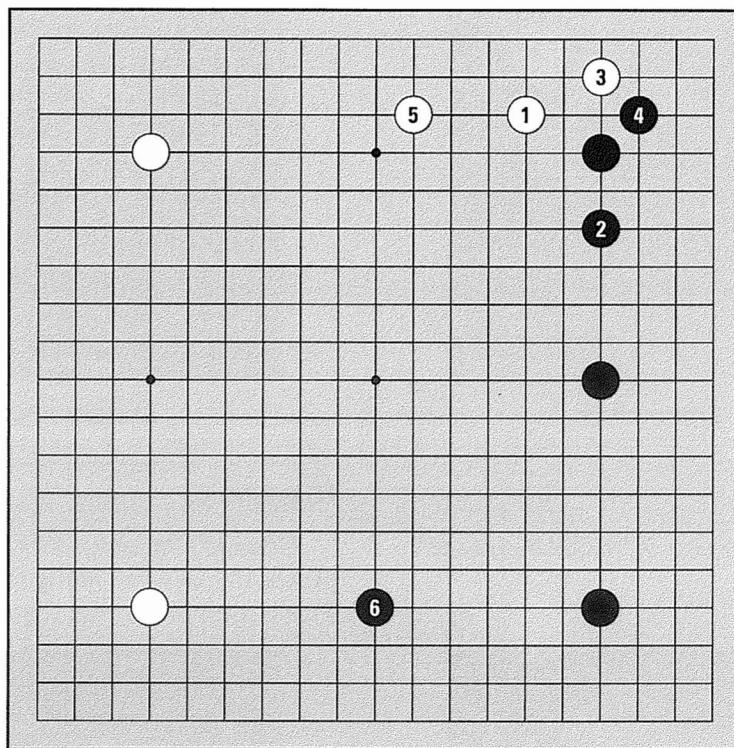
Often White jumps to 5, and Black makes an extension along the side with 6. This is a very common sequence.



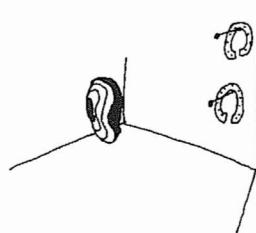
*Diagram 5*

**Diagram 6:**

This is a game between two professional players. When White plays the knight's approach to the star point stone with 1, Black jumps at 2. Then when White slides into the corner with 3, Black answers at 4. Finally White makes a base at 5 and Black takes a big point at 6. White's shape is very good, so many people play this sequence as a continuation to the knight's approach. This type of popular sequence, that makes good shape and good sense for both sides, is called *joseki* in Japanese and *jeongsuk* in Korean. In Volume I, we called this a "standard sequence."

**Diagram 6**

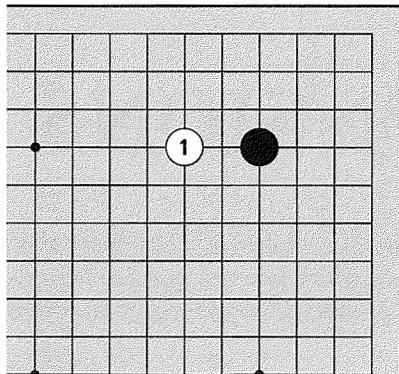
Since I can't say the word *joseki* without remembering an excruciatingly embarrassing experience at the Korean Go Academy, I'll use the term **pattern**.



## 2. Answering the One-Point Approach

*Diagram 7:*

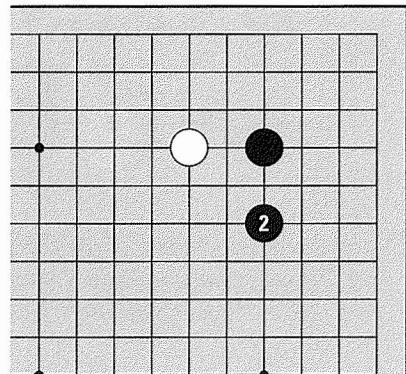
When White plays the one point approach to the star point stone, how should Black answer?



*Diagram 7*

*Diagram 8:*

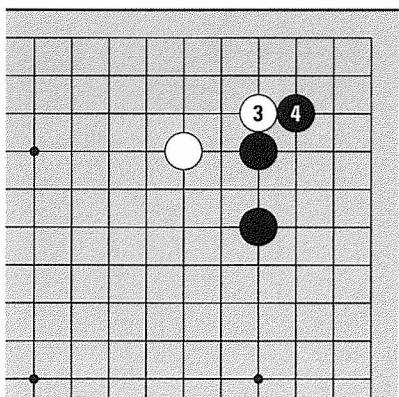
The jump here is a good answer. Black 2 protects his interests in the corner.



*Diagram 8*

*Diagram 9:*

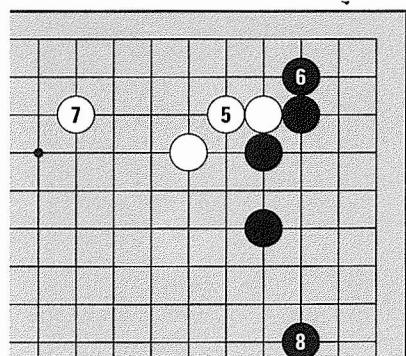
If White continues with the attachment at 3, Black can turn the corner (that is, play *hane*), blocking White with 4.



*Diagram 9*

*Diagram 10:*

White needs to connect these stones by pulling back at 5. Now Black can take the corner territory by coming straight down to the edge with 6. White once again needs to make a base with 7, and Black makes a large territory with 8. This is another pattern which is useful to know.



*Diagram 10*

# 5

## BASES AND EXTENSIONS

You should always consider the stability of your stones. This means that your stones have to have a **base**, or a territory in which you can make at least two eyes. Stones without a base can be killed, so making bases is very important.

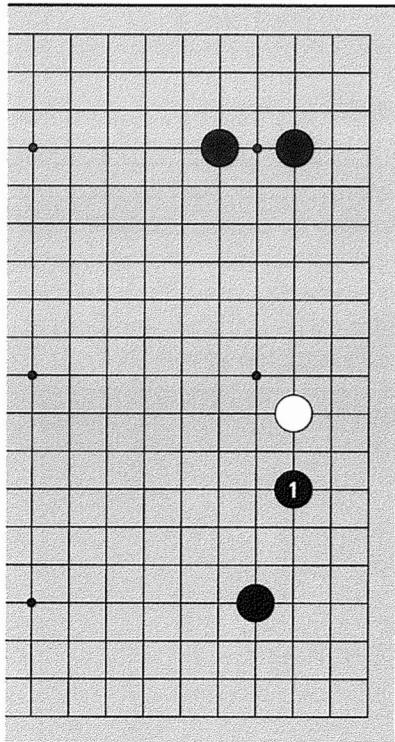
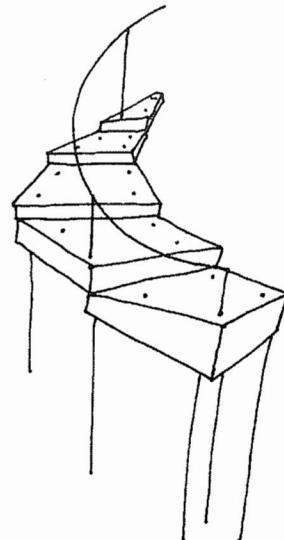


Diagram 1

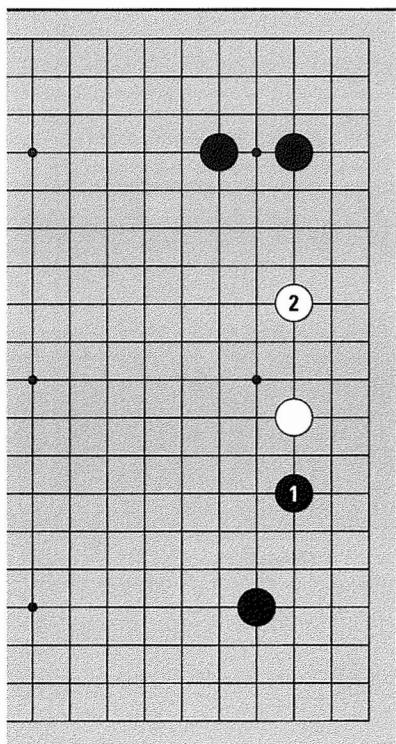
Diagram 1:

Black approaches at 1. How should White play?

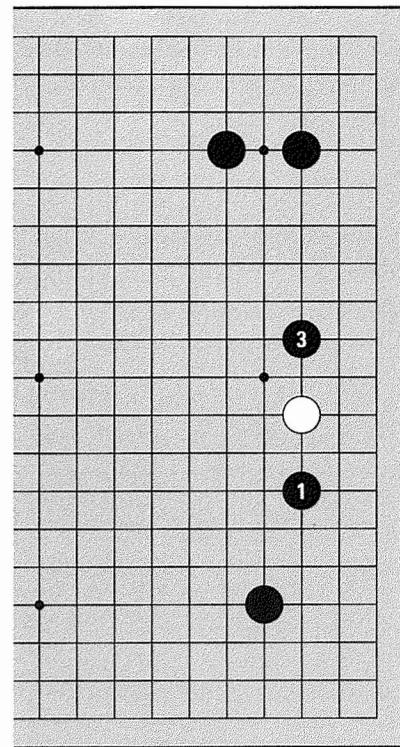


**Diagram 2:**

If White doesn't defend, Black can attack with 3 and White won't have a base. Stones without a base are weak, so it is not good for White to ignore Black 1.

**Diagram 3**

(2) elsewhere

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

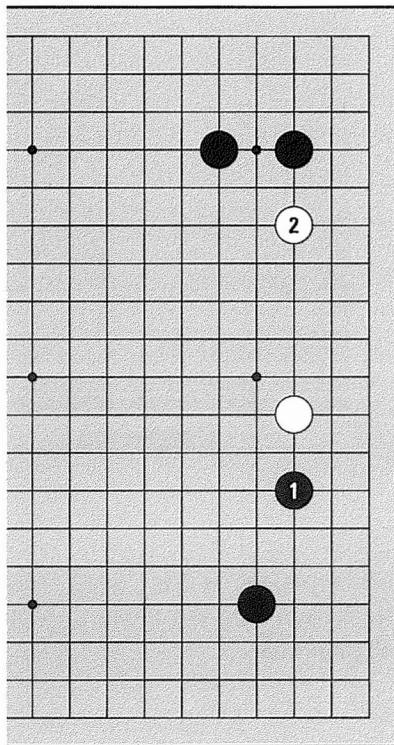
Making a base by playing at 2 is a good idea. Moves like White 2, sketching out territory on the side, are called **extensions**.

## 1. “If one, jump two; if two, jump three”

There is a saying about extensions: “if one, jump two; if two, jump three.” This means jumping two points from one stone and three points from two stones.

**Diagram 4:**

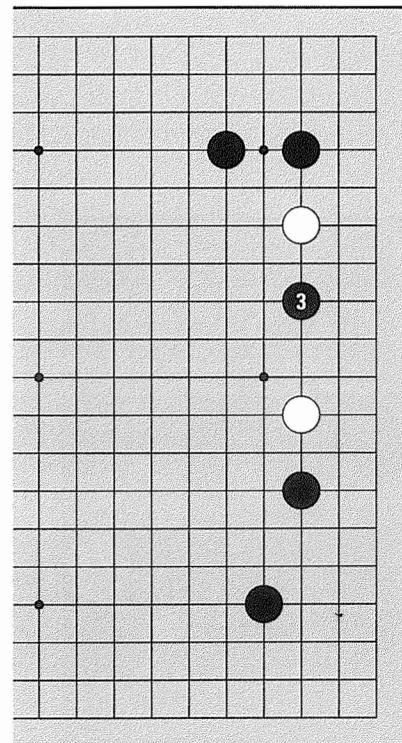
Black approaches at 1. What if White plays the extension at 2? This is a wild move. The extension here is too wide.



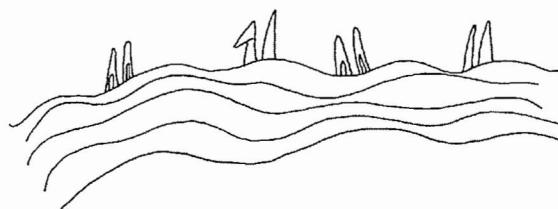
**Diagram 4**

**Diagram 5:**

White’s stones are too far apart, so Black can easily separate them with 3.

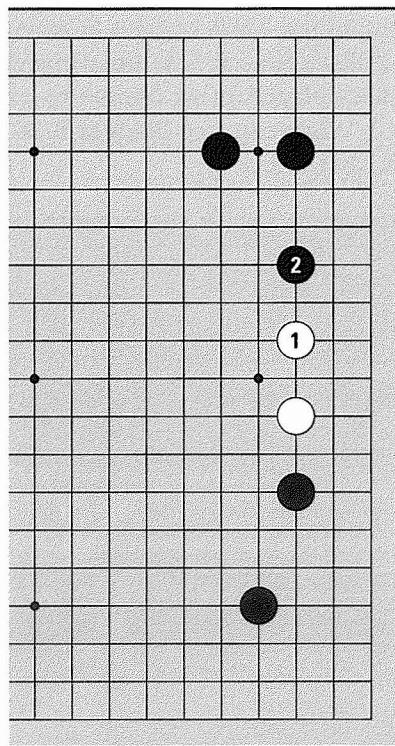


**Diagram 5**

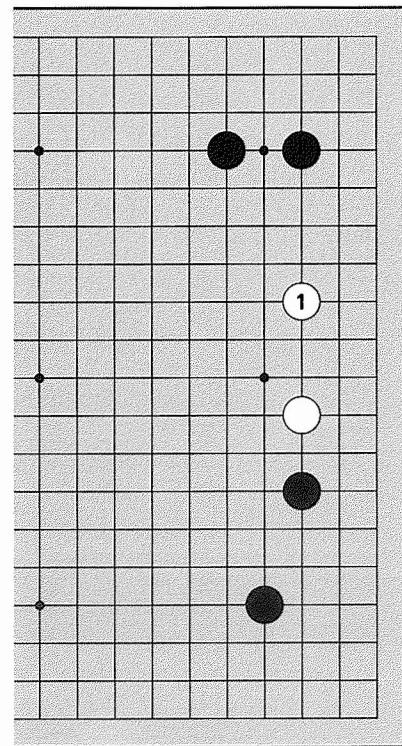
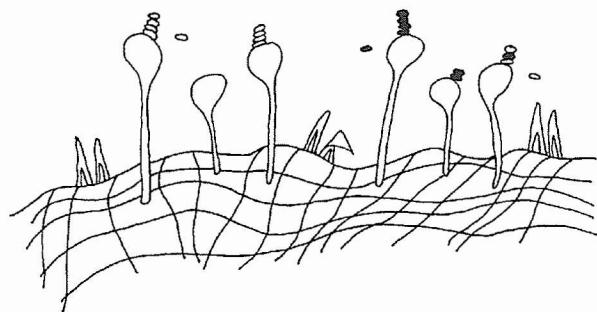


**Diagram 6:**

How about playing at 1? This is too narrow. If Black approaches at 2, White can't make a large enough base to live.

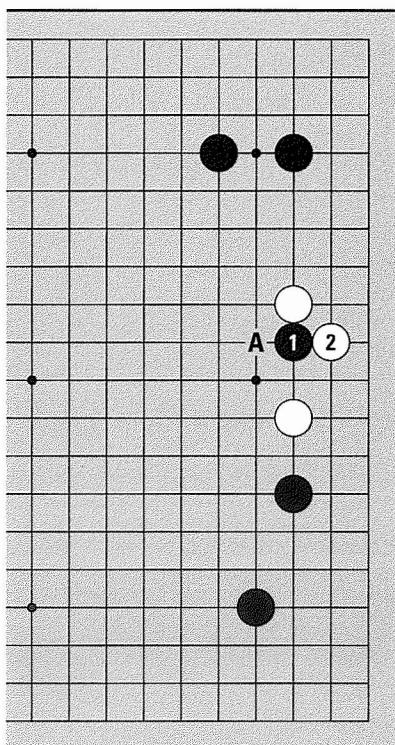
**Diagram 6****Diagram 7:**

White 1, the **two-point extension**, is correct. This makes a large enough base, but the stones can't be readily split apart.

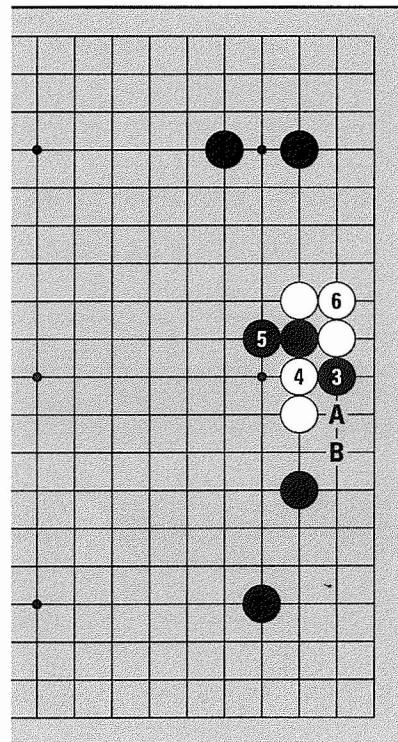
**Diagram 7**

**Diagram 8:**

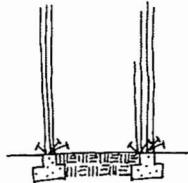
If Black tries to cut the two-point extension, what will happen? White can play at either A or 2, but White 2 is better.

**Diagram 8****Diagram 9:**

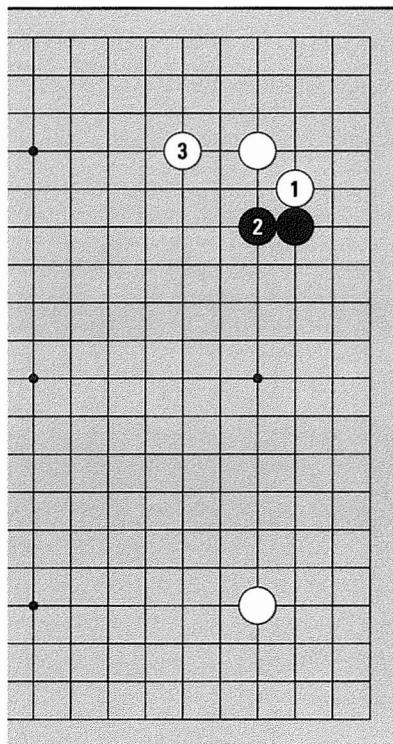
If Black tries to cut with 3, White can cut at 4, so one black stone is in **atari**.\* Next if Black runs at 5, White connects at 6. If Black plays A in an attempt to save Black 3, White can trap Black at B, so White can't be cut.

**Diagram 9**

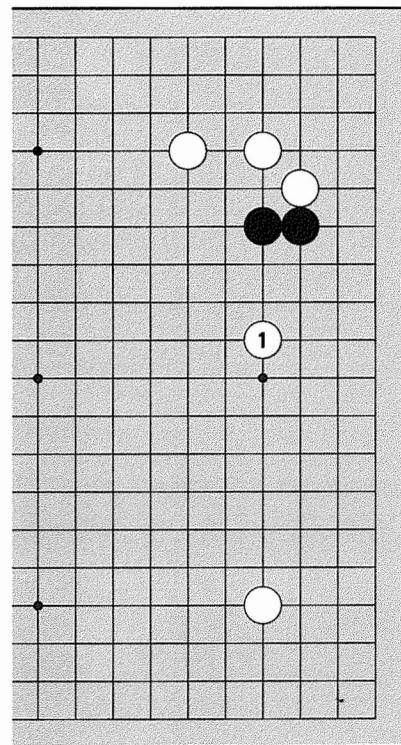
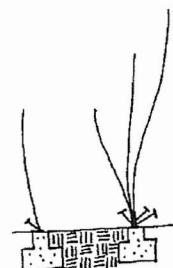
\* An **atari** is a move which threatens to capture on the next move, i.e. reducing remaining liberties to one.

**Diagram 10:**

Black played the knight's approach to the star point stone. If White plays at 1, Black goes straight up with 2, and White jumps at 3.

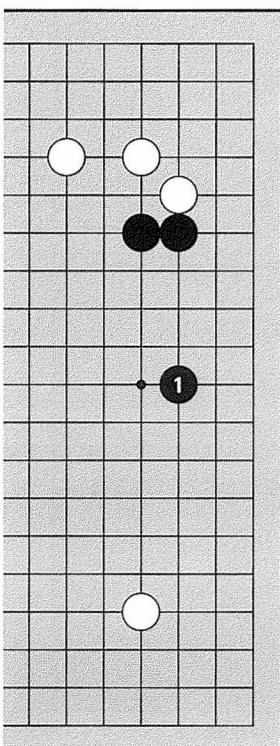
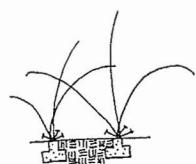
**Diagram 10****Diagram 11:**

Next, if Black doesn't play around here, White can attack at 1, which interferes with Black's base. Black has difficulty living with these stones.

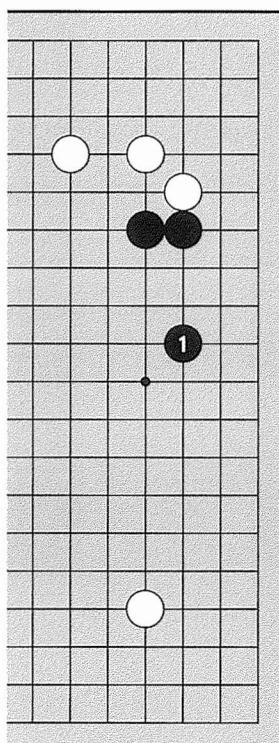
**Diagram 11**

**Diagram 12:**

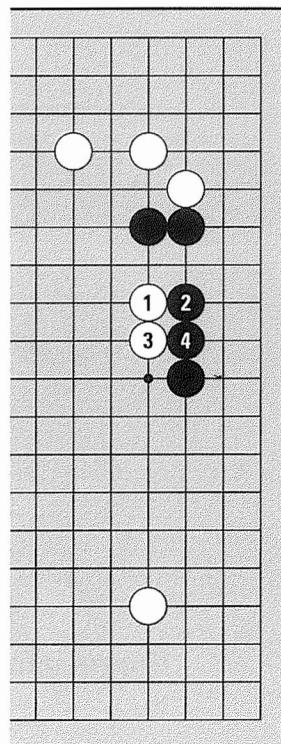
It is important for Black to make a base. Black 1 is a **three-point extension**. When two black stones are standing in a row, a three-point extension is the standard move.

**Diagram 12****Diagram 13:**

Black 1, a two-point extension, is a little narrow.

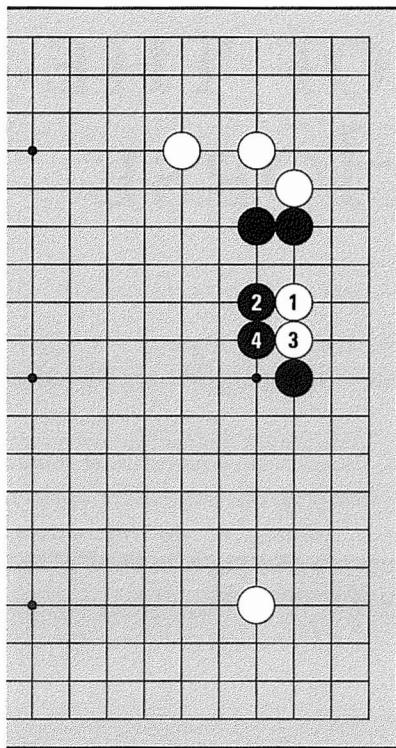
**Diagram 13****Diagram 14:**

If White tries to cut the three-point extension at 1, Black can connect underneath with 2 and 4.

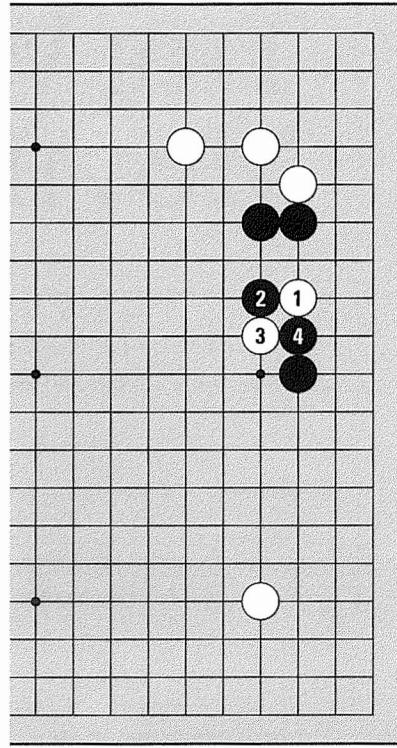
**Diagram 14**

**Diagram 15:**

If White attacks at 1 here, Black can play on top with 2. Black 4 is beginning to enclose the “attacking” stones. White’s situation has become perilous.

**Diagram 15****Diagram 16:**

If White plays at 3 here, Black can cut at 4. Again, White’s outnumbered “attacking” stones are in trouble.

**Diagram 16**

**What It Means:** With one stone, a two-point jump is a good extension. From two stones, a three-point jump is a good extension. In each case, the extension makes the largest possible base, while remaining connected.

