

Komi: 0.0

Diagram 1

Black to play. You can imagine white's just played A.

<http://gogameguru.com/>

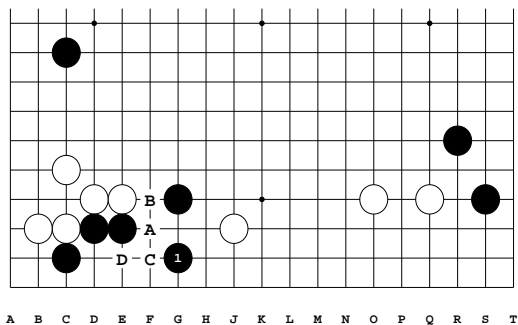
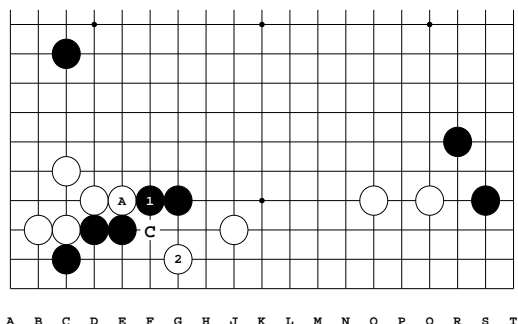


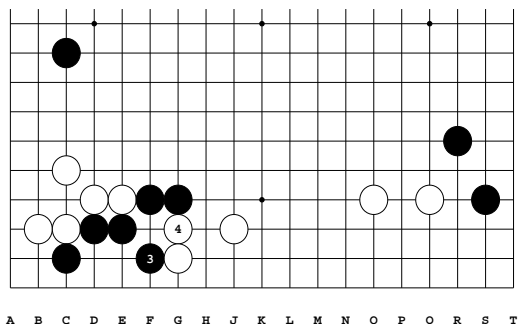
Diagram 2: 1

1: Correct. This is the best shape, because it gives black the best potential for making eyes later. A and B are miai for black now. If white tries to play A-C, black D captures white's stones.



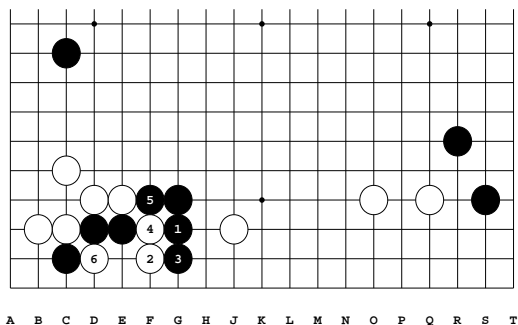
Variation 1 at move 1 in Diagram 2: 1-2

2: White plays on the vital point and black's group becomes weak. Notice the relationship between A and B (white 2) - the point at C can only ever become a false eye now.



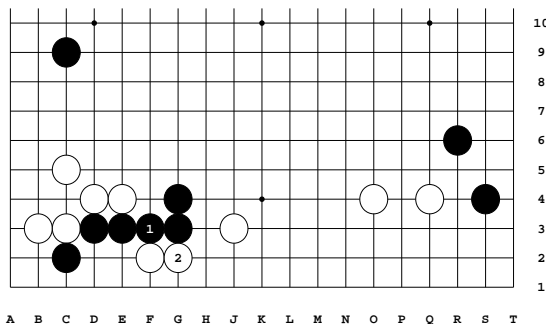
Variation 1.1 (continued): 3-4

4: If the game continues like this, black doesn't have much room to make eyes, so the whole group may be in trouble later.

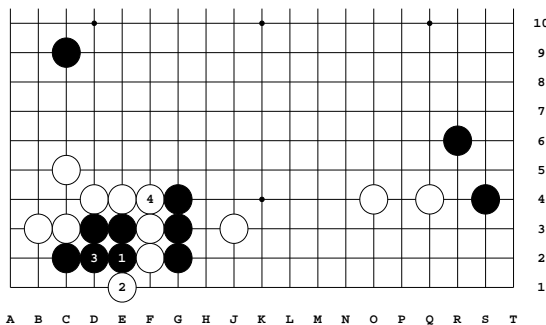


Variation 2 at move 1 in Diagram 2: 1-6

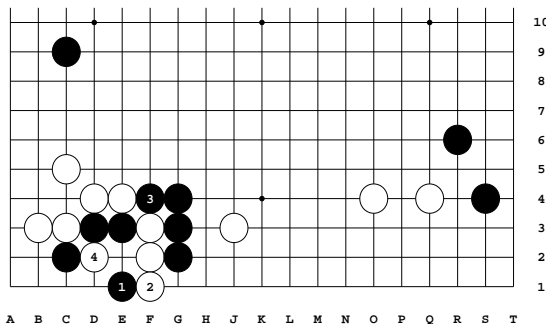
2: Later on there's still a vital point here...



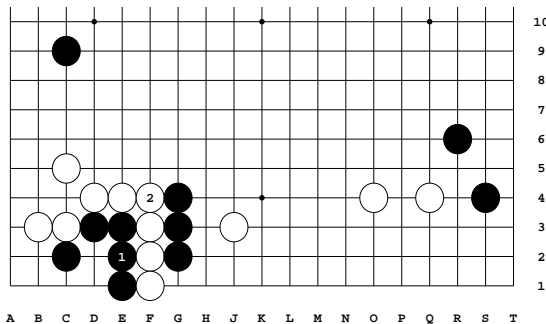
Variation 3 at move 3 in Variation 2: 1-2



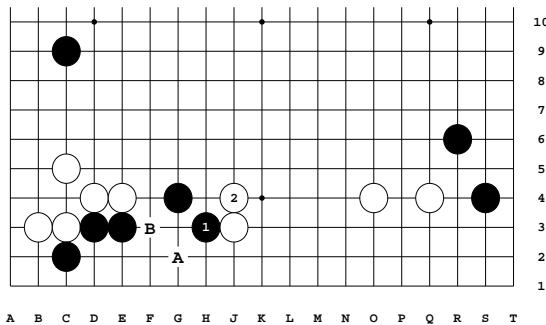
Variation 4 at move 5 in Variation 2: 1-4



Variation 5 at move 5 in Variation 2: 1-4

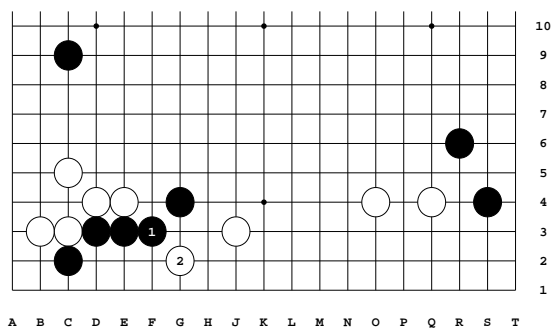


Variation 6 at move 3 in Variation 5: 1-2



Variation 7 at move 1 in Diagram 2: 1-2

2: Making this exchange helps white. In addition, black still has weaknesses at A and B, so black hasn't developed a good shape and still has to play another move here. In some situations white might choose to play at A or B immediately after black kicks with the diagonal attachment.



Variation 8 at move 1 in Diagram 2: 1-2

1: This move is uninspired.

2: Later on white can play here and black doesn't have much eyespace, so the group will be weak.