

# Opening Strategy (III)





## Opening Strategy

- ❖ Efficiency Theory
- ❖ Corner Terms
- ❖ Kight's corner enclosure
- ❖ Corner Approaches
- ❖ Invasion
- ❖ Extension
- ❖ Joseki (established sequences)

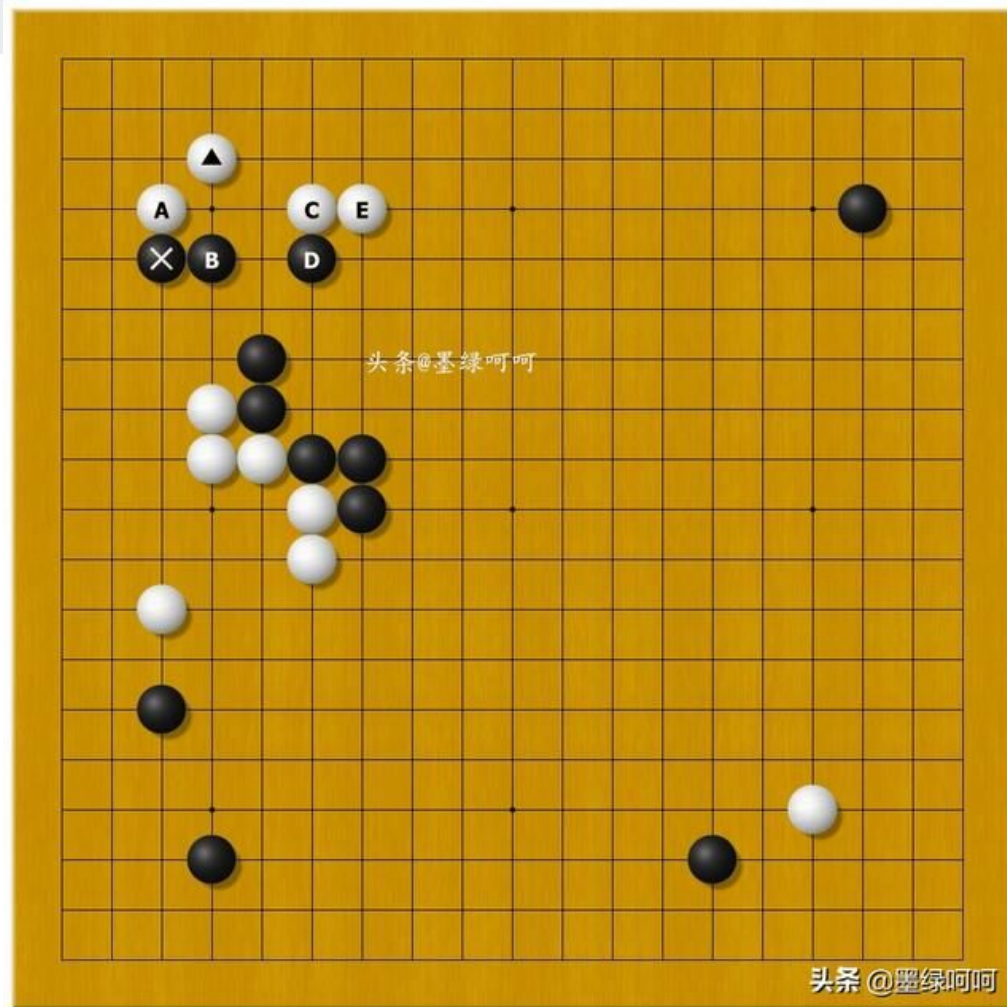
# Basic Strategies

## 1. Efficiency

Spread your pieces to increase your influences when board is empty

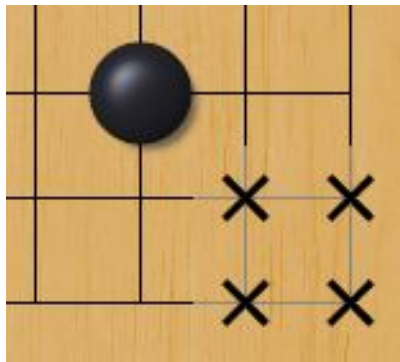
## 2. About Fight

Connect your stones when enemy is close

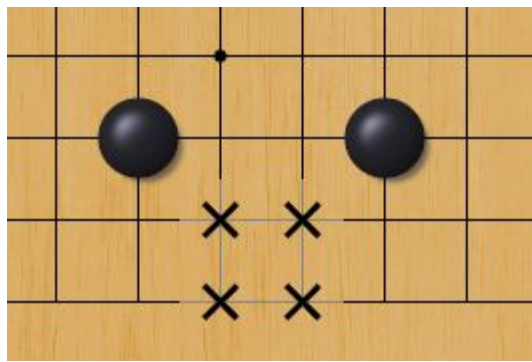


## Difficulty levels to enclose territory:

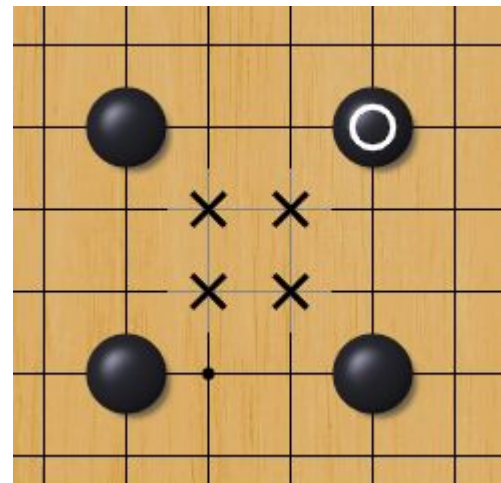
Corner



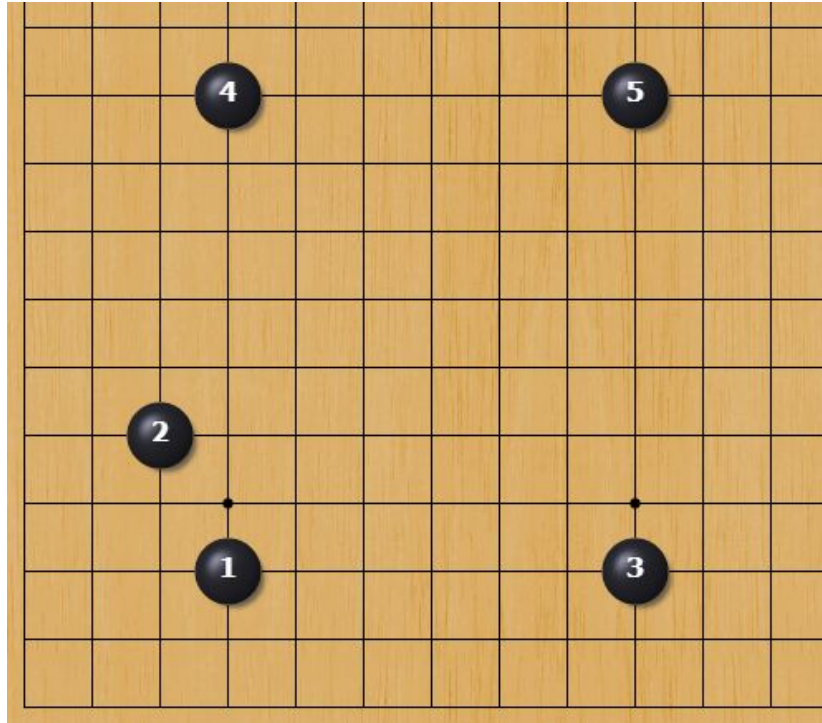
Edge



Center

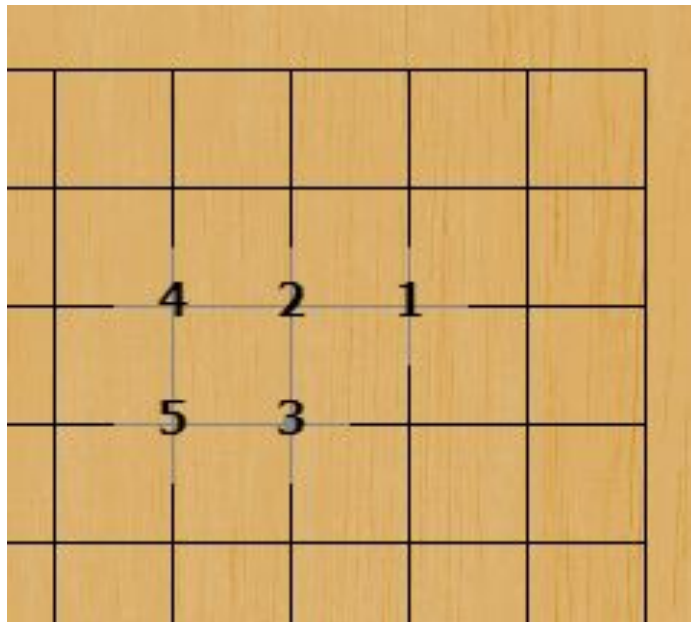


**Start from corner and grow to center:**



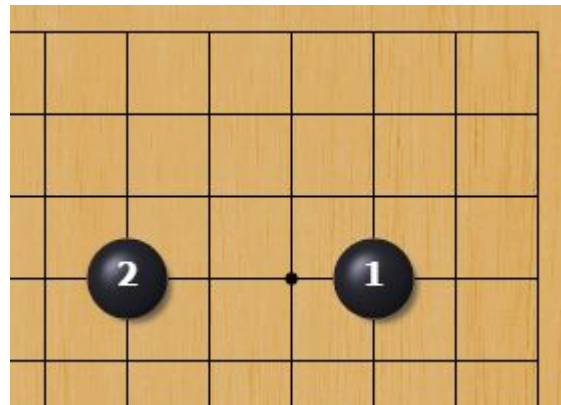
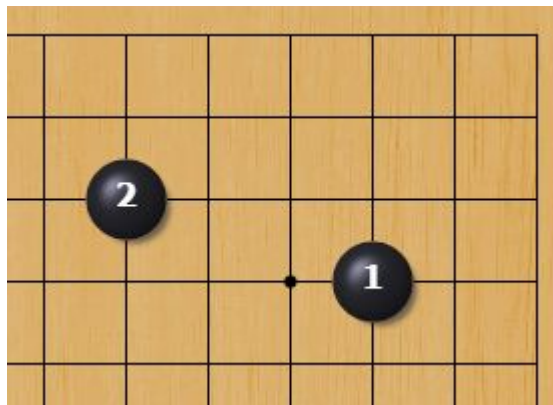
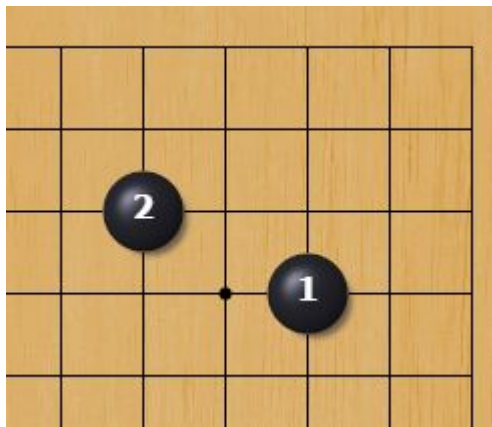
## Terms

1. 3-3
2. small point (3-4)
3. star point
4. outside point (5-3)
5. high point (5-4)



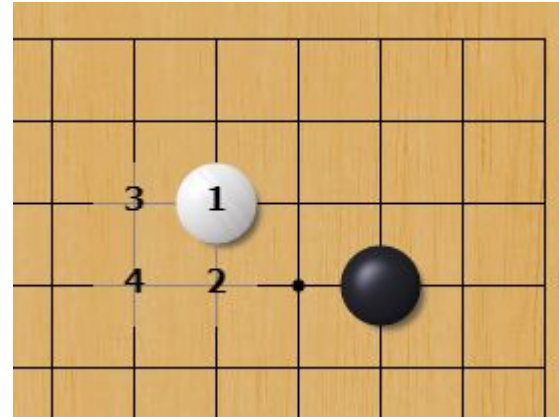
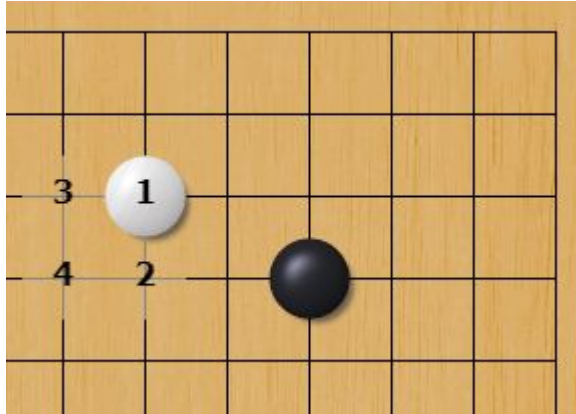


## Kight's corner enclosure (From small point)

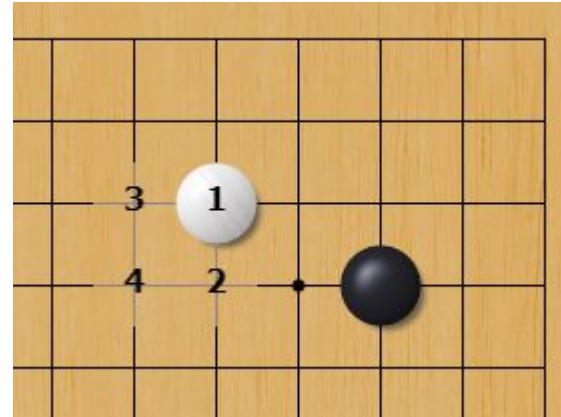
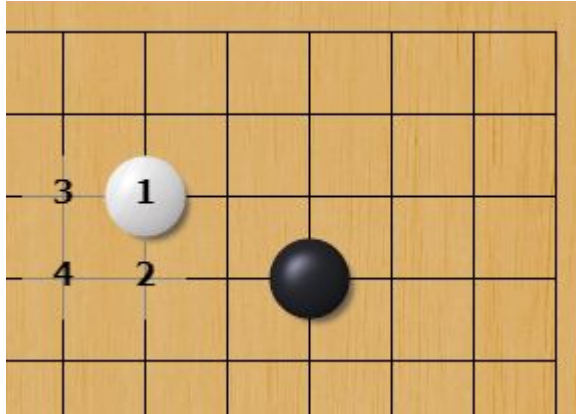




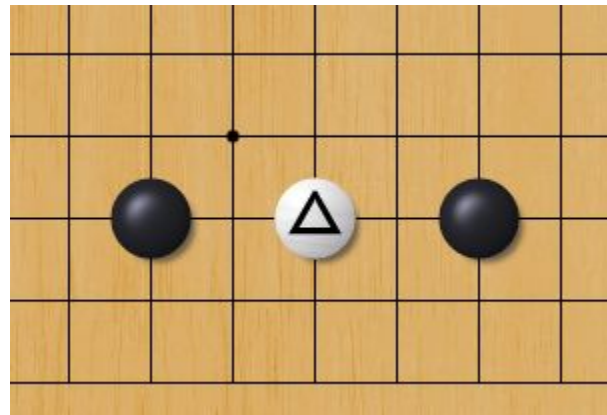
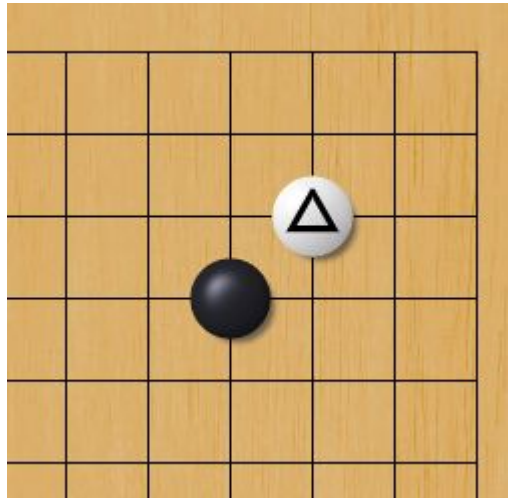
## Corner approach



## Corner approach



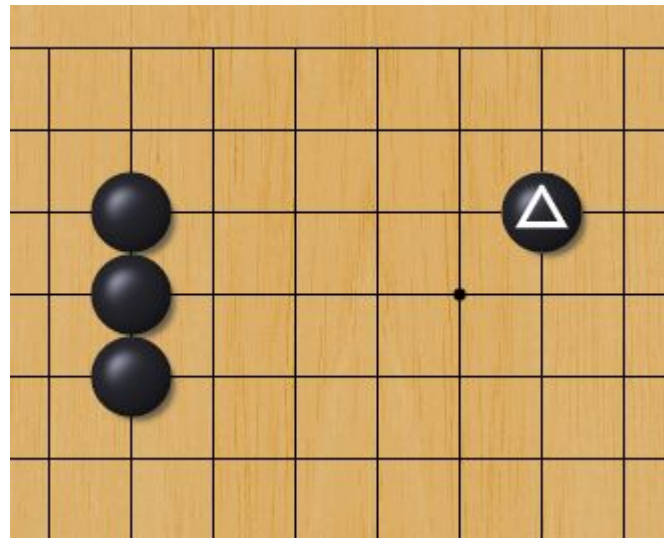
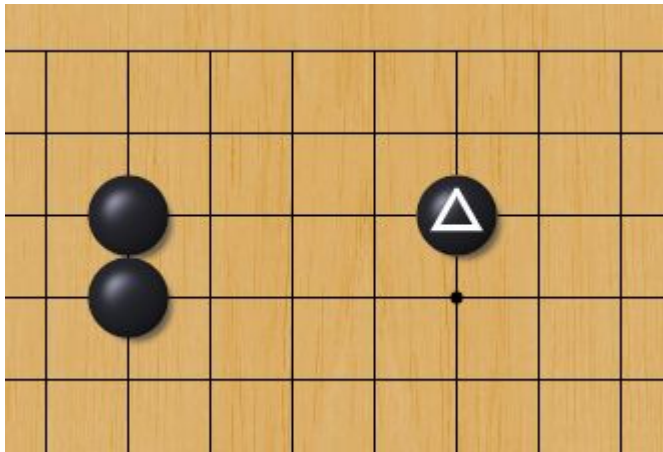
# Invasion



  
**How far away shall we spread?**

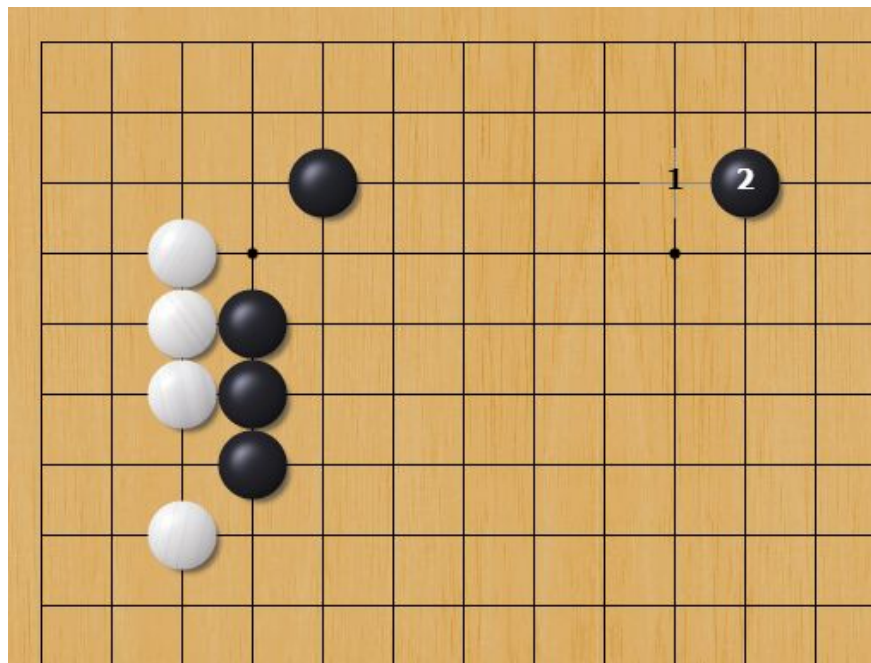


  
**How far away shall we spread?**



## How far away shall we spread?

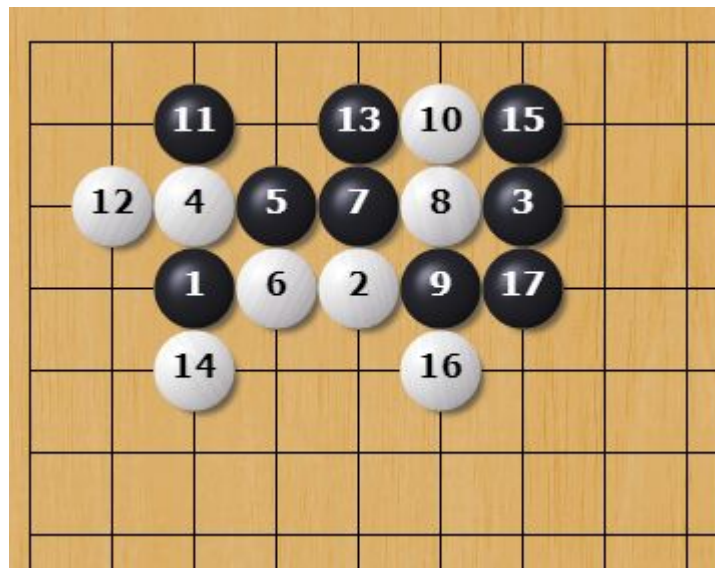
Rule of thumb:  
Height of your wall + 1



## Joseki (Established Sequence)

Many has been challenged by AI.

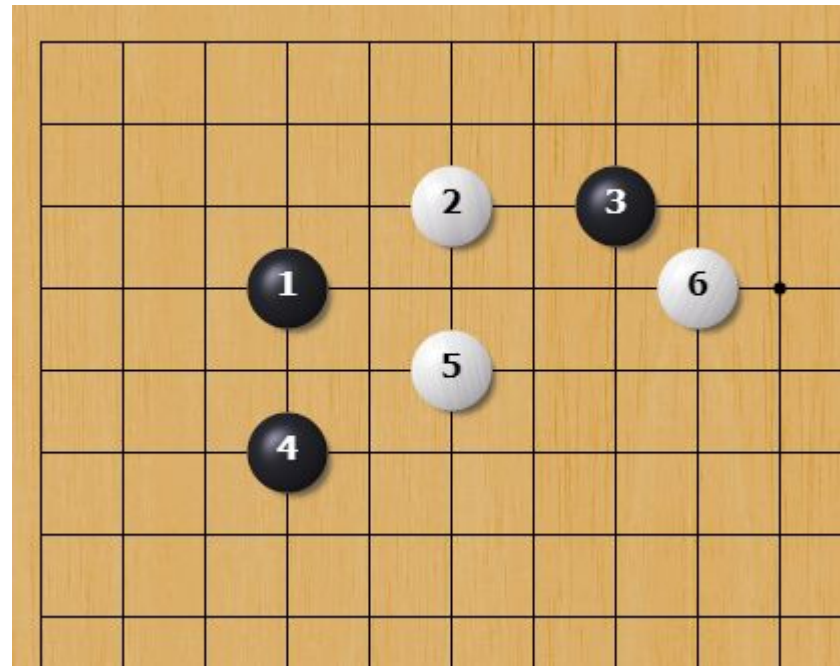
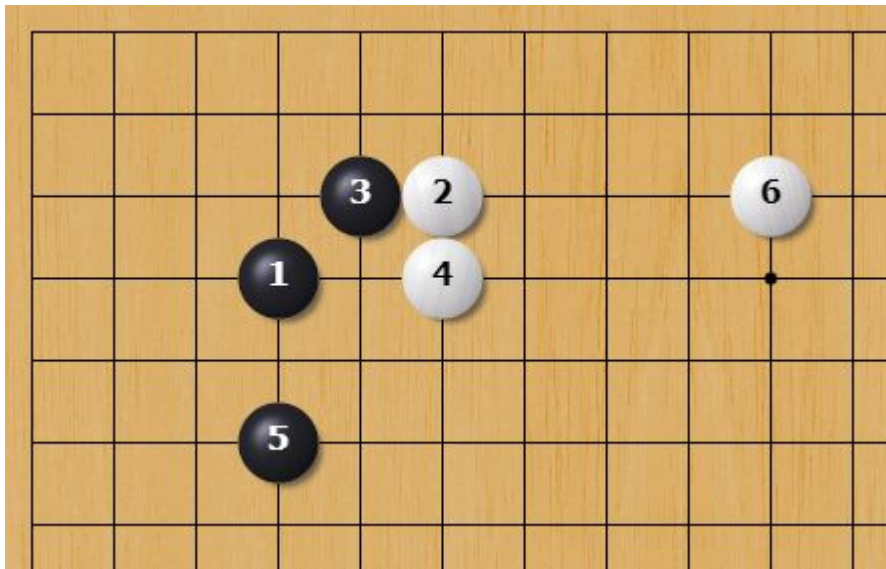
But still useful because it provides general guidance







## Joseki (Established Sequence)





# Glossary

Extend	开拆
Kight's move	小飞
Kight's corner enclosure	守角
Corner approach	挂角
Invasion	打入
Established sequence	定式
Shoulder hit	肩冲
Capping play	镇
Framework	模样