

Let's get our Yellow Band!

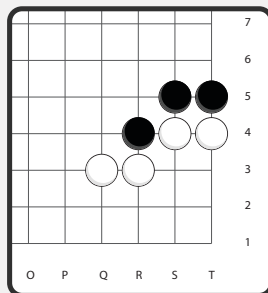
To earn your Yellow Band, you will need to show that you have learned:

- How to solve basic Go problems
- How to spot a 'dead' stone in an opponent's territory
- How to count territory
- How to recognise 'eyes' in a group
- How to play a 'Ko' (infinite loop)

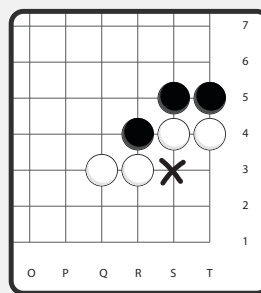
These will be assessed via a short quiz during a club session (it'll be fun, don't worry!). If you successfully complete the quiz, you will then play a game of 9x9 against any opponent at least three bands stronger than you. This will probably be your teacher. You don't have to win this game - the goal is to assess your improvement.

Solving Go problems

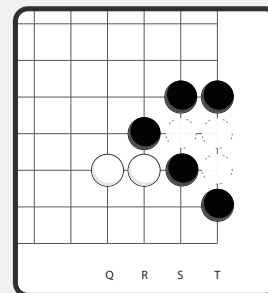
The fastest way to get better at Go is to solve Go problems! These are diagrams where you imagine the next moves in your mind. Mark in pen where you would play. To get your yellow band, you will need to solve 5 puzzles that you may not have seen before. You can ask for these at any point, but there are practice problems on the back of this sheet. There are many different types of problem!



You choose where you would play as black. You only get one chance to make a mark. Use a pen!



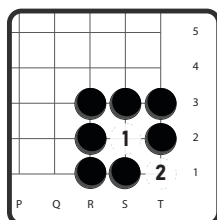
This would be correct! If black plays here, the two stones at S4 and T4 are about to be captured.



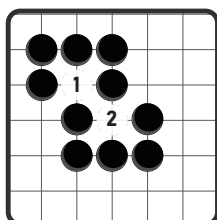
If you play it out, you can see what happens. If white then plays T3, black can capture at T2.

Recognising 'eyes' in a group

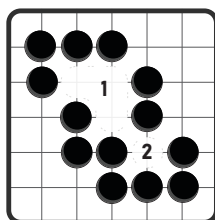
Creating 'eyes' in a group is a very important defensive concept. If you create two eyes in a group, it can never be killed. Here are some examples:



Two eyes can be easily made in the corner.



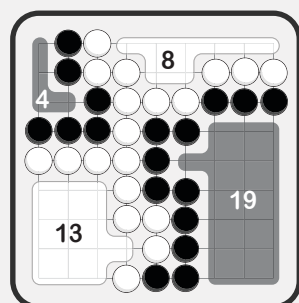
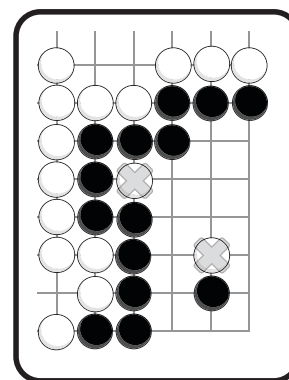
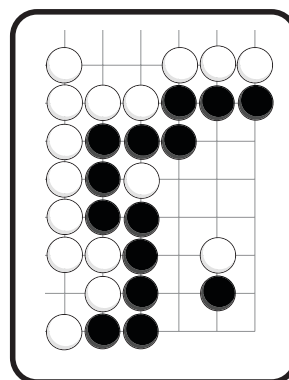
Two groups don't always have to be 'connected' along the lines to form eyes. White can't play at either 1 or 2.



Eyes can be any size. If white plays in eye '1' here, black will eventually kill it and be left with a single space eye.

Dead stones

It is helpful to recognise when a stone has no hope of survival. You can abandon these stones and focus on another part of the game. In the diagrams below, there is no way for the two white stones to survive. Black will capture them, so they are 'dead'.



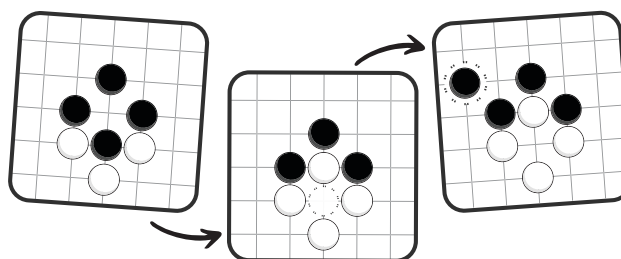
Counting territory

At the end of a game, you need to know how to score.

- Check that your territories are 'closed', with no gaps.
- Check that there are no 'living' enemy stones inside your territory.
- Only count territory that is completely surrounded by only one colour.

The 'Ko' rule

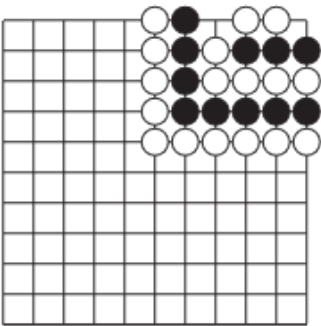
Remember - you can't play somewhere that would return the board to an older state. This prevents infinite loops. Play somewhere else first, then return to the fight!



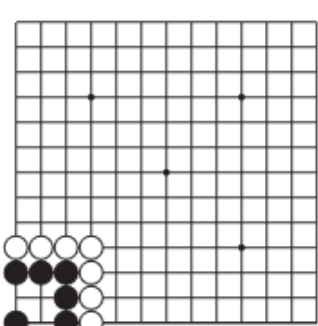
Go problems - Black to play

In each problem, work out what the best move would be next.

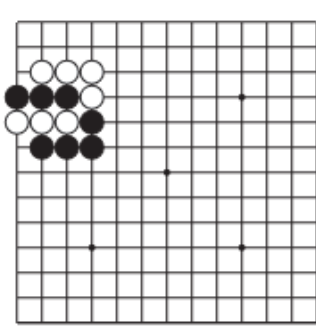
Question 1 Black



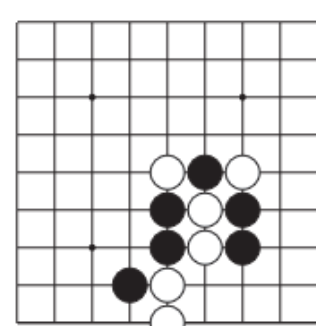
Question 2 Black



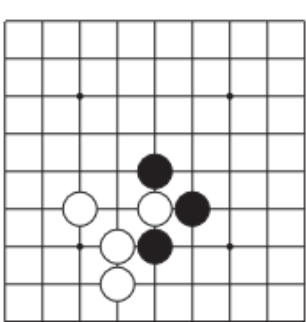
Question 3 Black



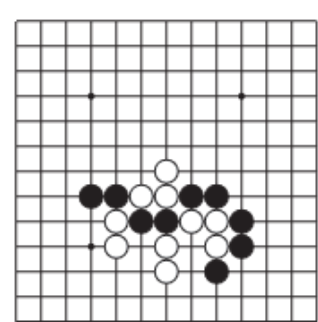
Question 4 Black



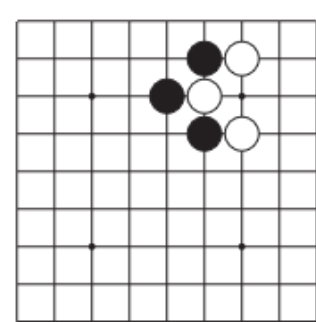
Issue 5 Black



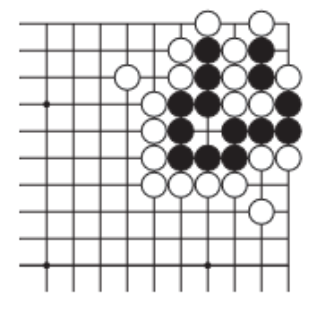
Issue 6 Black



Issue 7 Black



Issue 8 Black



Get more problems to solve at www.blacktoplay.com

Bands in Go

In Go, you start at 30 'kyu' and work your way up to 1 kyu. After that, you become a 'Dan' level player.

This club has chosen to simplify the rank system. Here, you can earn new wrist bands when you achieve a certain level. Finding someone else with the same band colour as you should help you find a good game! You should beat someone with your band colour about half the time.

