

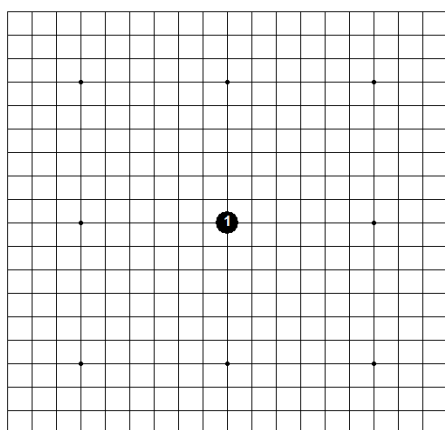
Chapter 7 Miscellaneous Basic Tactics

6000 Basics

In this part of this text book, we discuss the basic tactics which is worth learning before you start actual games. However, please remember that these chapters are giving you information which is reliable perhaps 90%. In actual games, there are exceptions. Even though they are not 100% correct, they are reliable as basic information.

6010 Freedom of a moves

When you are to start a game, the board is empty. Where should you make the first move? This is a question strong experienced players are still unable to answer. Basically Go is a game in which there is a vast freedom of moves. You are permitted to make a move almost at any spot on the board. As you have learned in the chapter of Go Rules, there are only two cases where moves are restricted. This freedom is a charm of the game Go. In actual games, there are good moves as well as poor moves. Often strong players can criticize poor moves of weak players but in most cases it is difficult to determine the best move or even how bad, if a move is poor.



The very first move made at the center

6100 Corner, Side and Center of the Board

Since a go board is in the shape of a square, there are four corner positions on the board. Most commonly, moves to place stones near the corner are wise moves at the very start of a game. Why? Because it is more efficient to form a territory at a corner than at a side or at the center of the board. Fig. 1 shows territories of the size $3 \times 4 = 12$ points and you will recognize that you need less stones to form it at the edge than at the center and the same is true at the corner than at the edge.

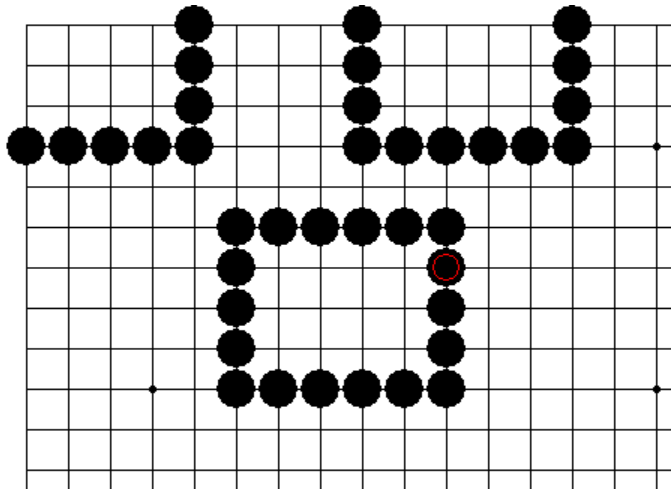


Fig. 1

You will be able to recognize that this comes from the fact that you do not need to form a fence at the edge of the board to form a territory. We interpret that if there is a cliff, you do not need a fence.

Fig.1 is a good example to show the difference of efficiency to form a territory at the corner, at the edge or near the center of the board. Fig. 2 is also showing the same thing in demonstrating the size of the territory formed with 14 stones at different positions of the board.

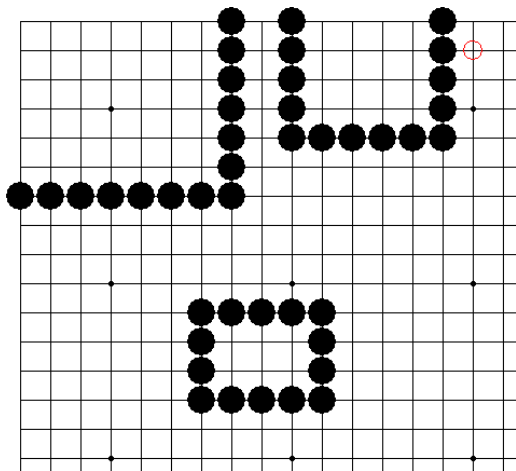


Fig. 2

As you can see, you succeeded in forming a $6 \times 7 = 42$ point territory with 14 stones at the corner. But you can only form a $4 \times 5 = 20$ point territory with 14 stones at the edge. At the center of the board, you can form a $2 \times 3 = 6$ point territory only with the same number of stones. This is another good model to show you that the difference of efficiency in forming a territory at a corner, at the edge or at the center.

At this point, we will mention a puzzling statement. "You need to place stones of your color on the board to form your territory. But where you place your stones shall not become the part of the territory. (This interpretation is apparent in Japanese rules.) Doesn't this statement sound contradictory? It certainly does.

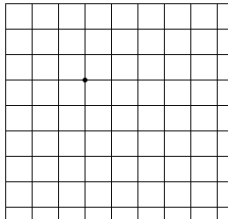


Fig. 3 The empty space is no one's territory.

Suppose a corner of the board is completely vacant with no stones there, the open space cannot be regarded neither the black's territory nor the white's territory. See Fig.3

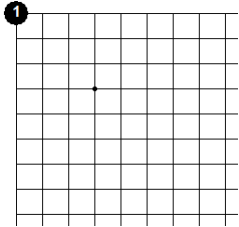


Fig. 4 The black's move (1) can not form a territory at the corner.

Suppose the black placed a stone at the very corner as shown in Fig.4, it is difficult to form a territory there.

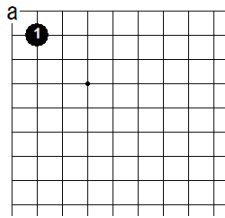


Fig. 5 The territory formed by (1) is too small

Now let us assume the black placed a stone at 2-2 position of the corner as shown in Fig. 5, will it be good?

The answer is that the territory formed by (1) in Fig. 5 is too small. At worst, it forms only one point territory at "a". That is too small to guarantee survival.

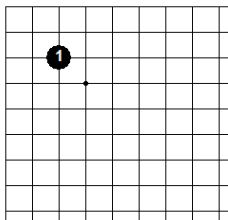


Fig. 6 The territory formed by (1) is not too large

Look at the Fig. 6 in which the black placed a stone at 3-3 position. This stone is saying the black is forming a territory at the corner. The territory formed by (1) is not very large but (1) was actually played by many professionals as the first move near an empty corner.

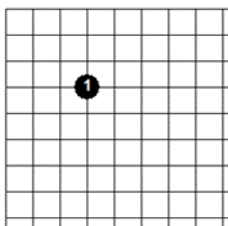


Fig. 7

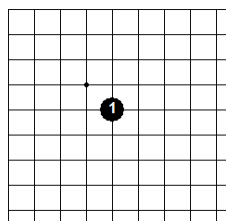


Fig. 8

The move of (1) in Chart 7 is quite common today and the move of (1) in Chart 8 was actually played by some professionals in the past. As you compare moves of (1) from Chart 4 to Chart 8, you will recognize that the farther the stone goes away from the very corner, the larger the territory you may be able to expect to form. But is it truly so? This is a very delicate question to answer.

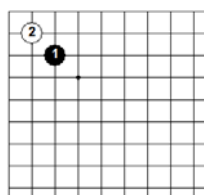


Fig. 9

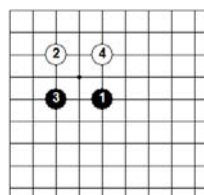


Fig. 10

For example, as the black played (1) of Fig. 6, if the white tries to play (2) of Fig. 9, it will be possible for the black to capture white's (2) without difficulty since the territory formed by (2) at the corner is too small to secure two eyes in order to be sure to survive. But, as the black played (1) in Fig. 8, if the white plays (2) shown in Fig. 10, it is difficult for the black to capture white's (2). For example, if the black plays (3) after the white's (2), the white can respond at (4) and this group of white stones is too strong to capture since the white will have no difficulty in forming two eyes there.

As you can see from these examples, you must recognize these facts.

<1> If the first move at a corner is too close to the very corner of the board, the territory formed would be too small. In the worst case, you may fail to form two separate eyes.

<2> If the first move at a corner is too far from the very corner of the board, the space is large but there remains the room for the opponent to make a move inside the territory which the first player has intended to secure. If the opponent's stones survive, the corner territory would be occupied by the opponent's group of stones.

6110 Common corner moves

For these reasons, the place of the first move at an empty corner is rather limited.

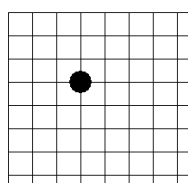


Fig. 1

The black's first move at a corner indicated in Fig. 1 at the position 4-4 is called "star position". In case of a normal board, there is a mark of a large dot indicated at that point. This mark is called "a star". The first move at a corner at the star position is

pretty common since 1900.

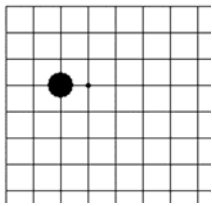


Fig. 2

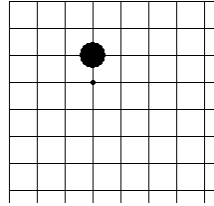


Fig. 3

The black's move indicated in Fig. 2 and Fig. 3 at position 3-4 are named "little star position". Before 1900, this was the most common first move at a corner. It is a very popular move even today.

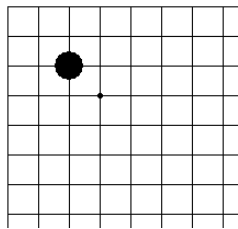


Fig. 4

The black's move at the position of 3-3 shown in Fig. 4 was often played at one time.

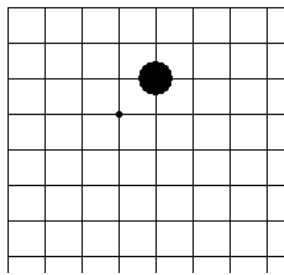


Fig. 5

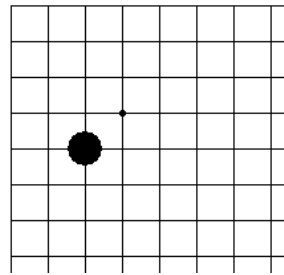


Fig. 6

Fig. 5 and Fig. 6 show you a move at position 3-5 is called "off-star position".

This move was pretty common before 1900 and often used today.

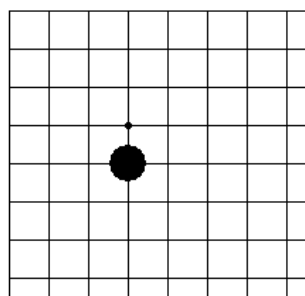


Fig. 7

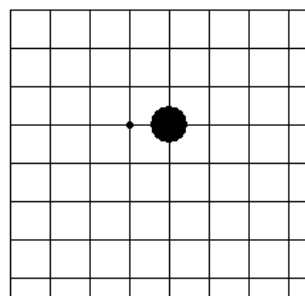


Fig. 8

Fig. 7 and Fig. 8 show you a move at position 4-5 which is called "high star position".

Which of these moves mentioned so far would you recommend? Nobody can answer that difficult question.

6120 Common Opponent's Move at a Corner

When a move is made at an empty corner as mentioned in above, what is the common opponent's move which is made against such a move? In this section, we will show you some sample moves used by many players.

6121 A Stone at the Star Position

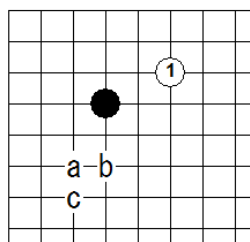


Fig. 1

For the black's star move, the most common move of the white would be (1) shown in Fig. 1. This move has been popular for many years. To this white's move of (1), the most common response of the black would be "a", "b" or "c". The move "a" is popular today. The move "b" has been quite common until recently. Relatively speaking "a" is more defensive and "b" is more offensive. The move "c" was popular before 1900.

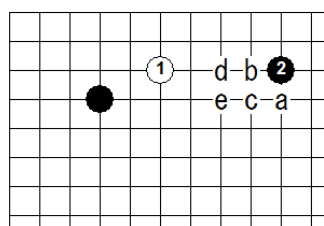


Fig. 2

The black can even choose to make a move like (2) indicated in Fig. 2 attacking (1) from behind. The moves at "a" to "e" are also as aggressive as the move (2). Which is the best? This is a question nobody can answer.

6122 A Stone at the Little Star Position

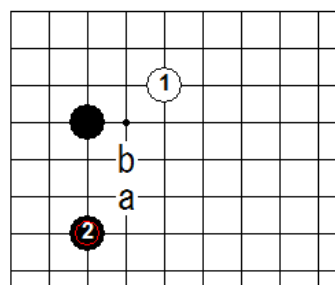


Fig. 3

The black's move at 3-4 called little star position has been popular for hundreds of years. White's move at (1) in Fig. 3 is very common. To this move black's response at (2) is defensive. Move at "a" is also defensive for (2) trying to secure a territory towards the left hand side of the board. However another common move at "b" is not necessarily defensive. The move "b" is ready to form a territory with another move on the left side but if the black interferes that strategy of the white, he would be happy to attack (1) instead.

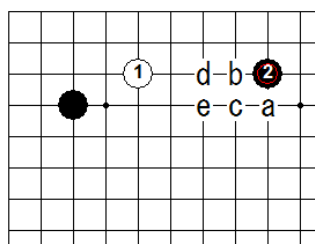


Fig. 4

Against white's (1), moves like black's (2) in Fig. 4 or moves such as "a" to "e" are more offensive to attack the stone (1) from behind.

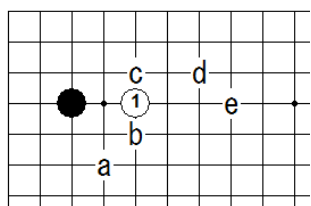


Fig. 5

Fig. 5 shows another white's move (1) which became quite popular today.

When the white chooses (1), the black's common next move for (2) can be "a" to "e" of Fig. 5. The moves "c" and "a" are quite common. The move "b" is often chosen. The moves "d" and "e" are offensive.

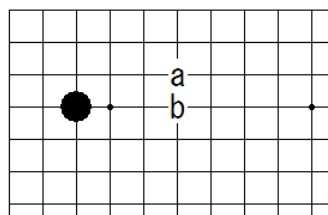


Fig. 6

Besides the move (1) of Chart 5, the white's move at "a" or "b" in Fig. 6 is sometimes used.

6123 A Stone at the 3-3 Position

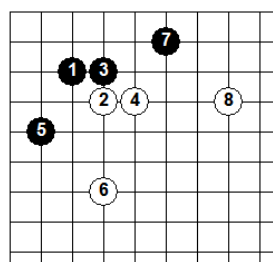


Fig. 7

After the first move of black's (1) at 3-3 position, a common white's move would be to play at (2) in Chart 7. If the black plays to the direction of (3), the white will respond at (4). If the black extend his territory towards (5), the white would be able to respond at (6) and if black plays (7) to extend his territory to that direction, the white would respond at (8). This result is well balanced as black secures a relatively small sized territory while the white prepares a group of several stones which is good at establishing a potential strength towards the center of the board.

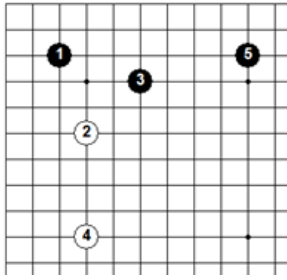


Fig. 8

Fig. 8 shows you another variation of sequence of possible moves after 3-3.

6124 A Stone at the Off-Star Position

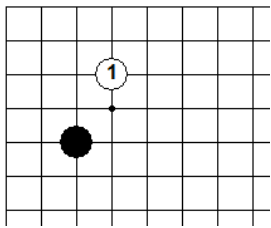


Fig. 9

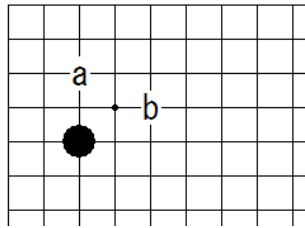


Fig. 10

For a Black's stone at the off-star position, the white's move (1) shown in Fig. 9 is very common. Besides, the move at "a" or "b" of Fig. 10 is often used.

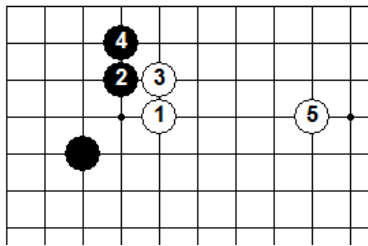


Fig. 11

The move at "a" in Fig. 10 is trying to secure a small territory at the corner while the move at "b" in Fig. 10 is to let black secure a territory of the corner and white trying to establish a territory on the upper side as shown in Fig. 11.

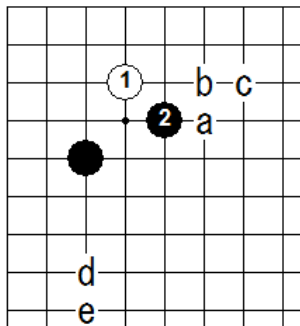


Fig. 12

For a move at (1) of Fig. 9, the black's next moves of (2), "a" to "e" shown in Fig. 12 are common. The moves (2), "a", "b" and "c" are offensive attacking (1) and moves "d" and "e" are defensive.

6125 A Stone at the High Star Position

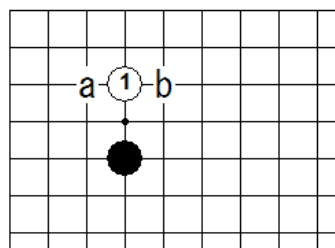


Fig. 13

For a Black's stone at the high star position, the white's (1) in Fig. 13 is common. Sometimes, a move at "a" or "b" is used. The purpose of a move at "a" is to be happy to secure a small territory at the corner if black makes the next move at "b". The purpose of a move at "b" is to be happy to have some territory on the upper side if the black makes the next move at "a". The move at (1) is balanced between the two.

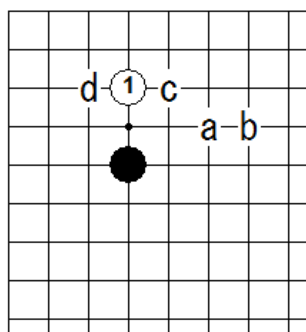


Fig. 14

When the white played (1) against the black's first stone at the high star position shown in Fig. 14, the black's next move for (2) may be at "a" or "b" the purpose of which is to let white be happy with a relatively small territory at the corner and try to establish a strong black wall towards the center. The black's (2) at "c" and "d" are aggressive and the white and black are to be both busy to make a few more moves there.

6130 Second Move of Your Own

When you make the first move at a corner, your opponent may have chance to make the next move at the same corner to have some exchange of moves there. However, at the same time, there is some chance that you are to make the second move at the same corner. In this chapter, we will show you some patterns of your second move.

6131 A move from the Star Position

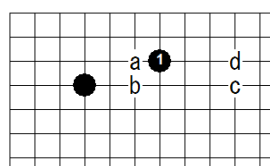


Fig. 1

From a stone at the Star Position of a corner, there is no very suitable move to follow

when you are given to make another move there. (1) shown in Fig. 1 is a possibility. Moves at “a” or “b” is also possible. In case of the first stone at the Star Position, the second move of “c” or “d” is often preferred by many players.

6132 A move from the Little Star Position

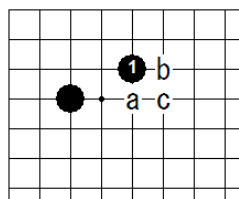


Fig. 2

From a stone at the little star position, the second move is always quite valuable. The move shown as (1) in Fig. 2 is very attractive. By the two moves, the corner territory is certain and the size is good. The second move of “a” is also as good as (1). Often, a move at “b” or a move at “c” is used.

6133 A Move from 3-3 Position

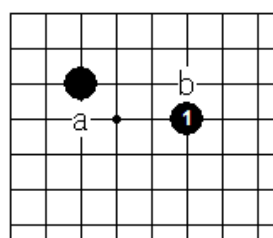


Fig. 3

From the original first stone at a corner at 3-3 position, the second move is not too attractive. If there is a chance, the move (1) shown in Fig. 3 is a possible move. If you are free to choose one of the combination of two moves of the 3-3 and (1) or “a” and “b”, many players would vote to the latter.

6134 A move from the Off-Star Position

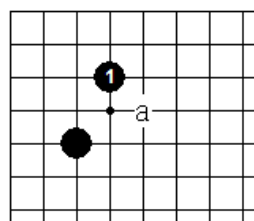
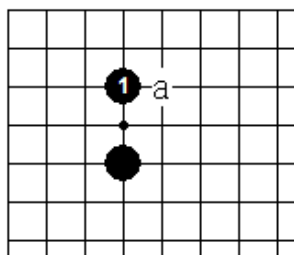


Fig. 4

If the first stone is at the off-star position, the most common second move would be (1) shown in Fig. 4. Sometimes a player may choose to make a move at “a” instead of (1). The combination of off-star position and “a” may look like securing a larger territory at the corner, but in that pattern, there is a room for the white to invade to the corner.

6135 A Move from the High Star Position



From the initial high star position stone, the move (1) is a desirable pattern. The second move at “a” is sometimes used but here again, the territory formed by the stone at the high star position and “a” appears larger, the security of the territory is not too certain.

6200 Common Moves at a Side of the Board

As explained already, corner is the place where it is efficient to form a territory. Next to the corner, side of the board is the place where it is relatively easy to form a territory. Center position of the board is the place where it is least efficient to form a territory.

6210 Two Step Leaping

At a side, two space leaping is the basic move to maintain a space to form a territory.

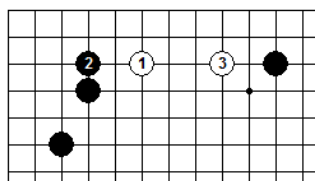


Fig. 1

The sequence of moves from (1) to (3) in Fig. 1 is a good example of two step leaping of the white.

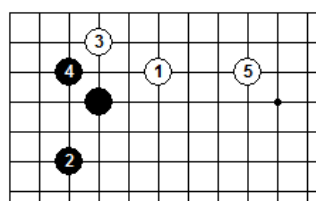


Fig. 2

The sequence of moves from (1) to (5) shown in Fig. 2 is very common. The last move of (5) is important to form two step leaping at the side.

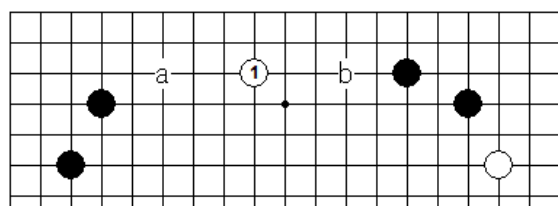


Fig. 3

Look at Fig. 3. The whites move (1) is interesting in that the white can make a move at “a” or “b”. If the black plays at “a”, white can respond at ”b” and if the black plays at “b”, white can respond at “a”. The move like (1) from which two step leaping is

guaranteed on one side is named “a split move”.

6220 Three Step Leaping

When you make a move of three step leaping, you must be prepared to the opponent’s move made at the center of three steps.

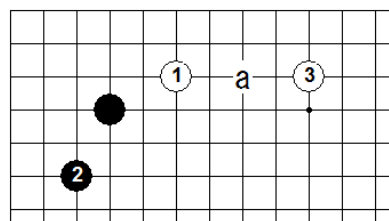


Fig. 4

The white’s move at (3) in Fig. 4 is often used. The move (3) forms three step leaping and black may consider making an aggressive move at “a” sometime in the future if not immediately.

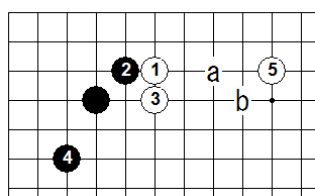


Fig. 5

If the sequence of moves were made from (1) to (5) of Fig. 5, the black’s move at “a” is not a threat to the white at all. In this case, if black plays at “a”, white can respond at “b” and capture the stone at “a”. Why? Because of the existence of the white’s stone at (3). Thus there is a saying that you can play a move of three step leaping if there is a wall of two stones like (1) and (3).

For the same reason, another saying says that you are save to play a move of four step leaping if there is a wall of tree stones high.

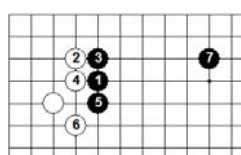


Fig. 6

The black’s move (7) in Fig. 6 is following this saying.

6230 Other Moves at a Side

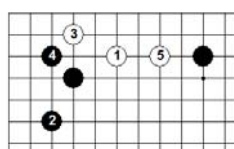


Fig. 7

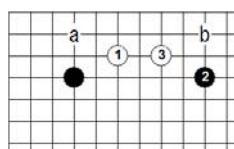


Fig. 8

The white’s move (5) in Fig. 7 is one point leaping which is narrower than a common two step leaping, but it seems necessary to make a move here. The white’s move (3) in Fig. 8 is similar. It is a narrow one step leaping, but the white can expect to be able to play “a” or “b” next.

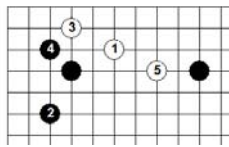


Fig. 9

Look at the sequence from (1) to (5) of Fig. 9. The white's move (5) is not one point leaping. It is called the knight move. Incidentally (3) is also a knight move.

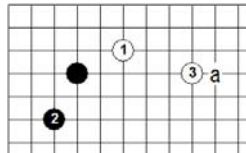


Fig. 10

The white's move (3) in Fig. 10 is slightly different from two point leaping. This move is called big knight move. It is quite common to make the move (3) one point still wider. It is called great big knight move.

6300 How High should a Fence be at the Side?

When we discussed appropriate corner stone positions, we concluded 1-1 or 2-2 is too close to the corner. Then we learned 3-3 and 4-4 are considered good moves. 5-5 is possible but not too popular and perhaps 6-6 will be too far from the corner.

With a similar consideration, we have a saying that the height of fences we form at a side would be too low if it is formed along the second line from the side. In contrast, if you allow your opponent to form a fence along the fourth line, he will be quite happy. The wall along the third line is a happy medium.

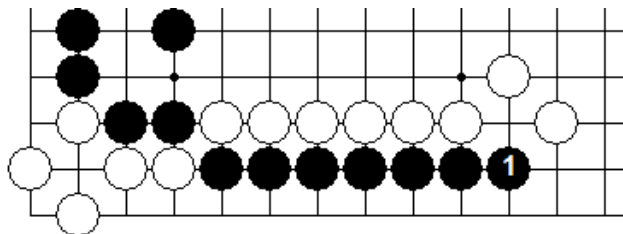


Fig. 1

In Fig. 1, the black is forming a fence two lines above the side or cliff. Generally speaking the territory formed by the black is considered inefficient. The white's wall towards the center of the board is considered favorable.

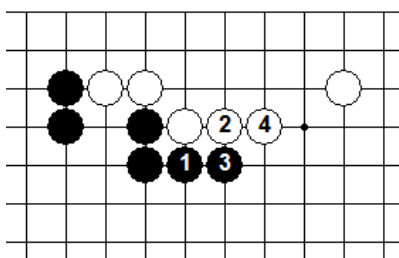


Fig. 2 The white is forming a fence at the fourth line

Fig. 2 shows moves from (1) to (4). By these moves, white formed a fence at the fourth line from the side or the cliff. This tall fence is satisfactory for the white. Black's wall against the center of the board is of relatively small value. Strong players will

try to avoid moves such as (1) or (3).

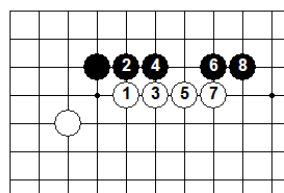


Fig. 3

In Fig. 3, the white is forming a wall against the center of the board along the fourth line and the black formed a fence along the third line from the side. This is a fair balance between the black's territory at the side and the white's wall towards the center.

6400 A Common Move towards the Center of the Board

As mentioned earlier, moves are generally made from the corners of the board to the ends or sides. Then from the ends or sides, moves will be made towards the center.

6410 One Step Jumping

From a stone at an end or side one step jumping towards the center of the board is considered as a standard move. See Fig. 1.

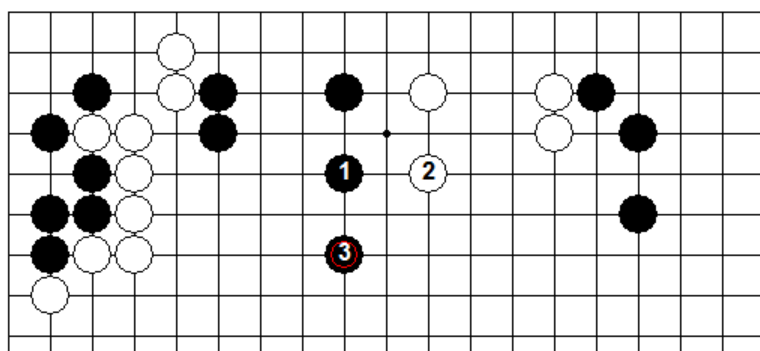


Fig. 1

In Fig. 1, the moves (1), (2) and (3) are typical good moves of one step jumping towards the center of the board.

6420 A knight Move Jumping

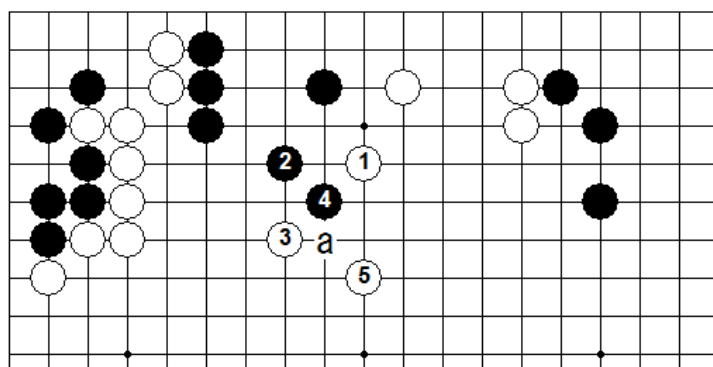


Fig. 2

6440 Big Knight Move Jumping

As a variation of knight move jumping, sometimes large knight jumping is used.

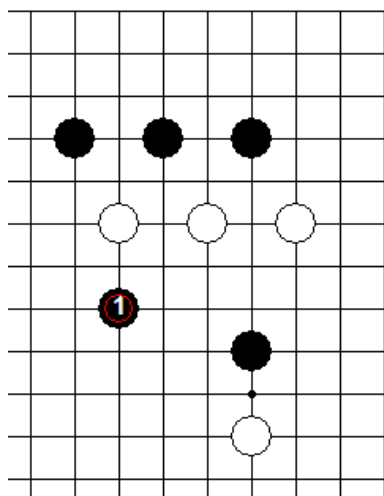


Fig. 5 Big Knight Jumping

The move (1) in Fig. 5 is big knight jumping. It may be aggressive than other jumping to give pressure to the three white stones.

6450 A Case Jumping is no good

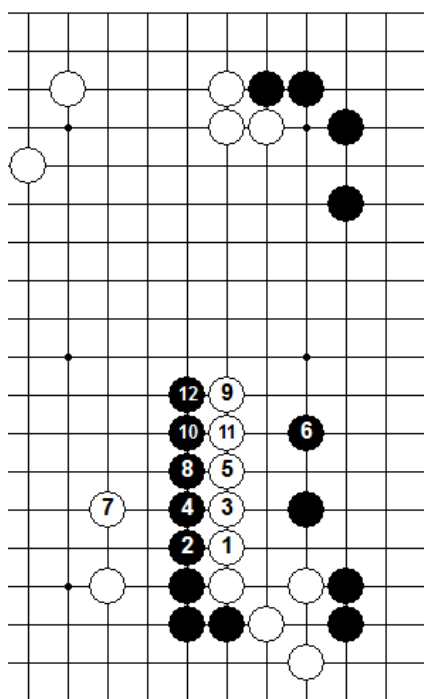


Fig. 6

In case your opponent's stones are too close to yours, say, touching your stone, for instance, it is unwise to make a jumping move towards the center of the board. In such a case, no jumping move is used and the players will confine themselves in making step by step advancing moves. In Fig. 6, moves (1) to (5) are not jumping. The moves (6) and (7) are jumping but from (8) to (12) the move (9) is one step jumping but other moves are not jumping. By (11) and (12) the pattern became the same shape as both players made step by step moves from (8) to (12).

6460 A Border Near the Walls

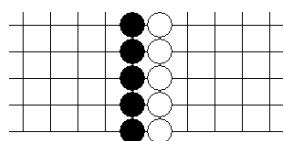


Fig. 1

Looking at Fig. 1, you will recognize that the two walls, black and white are forming a border of the two territories. It will be clear that the left hand side of the black wall is the black's territory and the right hand side of the white wall is the white's territory. The black cannot invade the white's territory and the white also cannot invade the black's territory. It means the border is now a hundred percent determined.

Before the two walls are completed as shown in Fig. 1, it often reaches a stage which is one step before the pattern of Fig. 1. See Fig. 2. In this scene, the first line of the two walls at the edge are not yet determined.

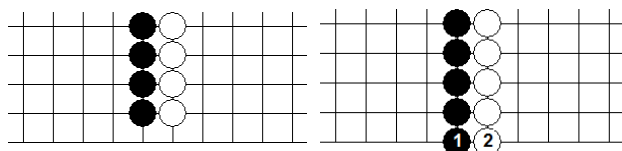


Fig. 2

Fig. 3

If the black plays (1) shown in Fig. 3 and the white responds at (2), then the result is exactly the same as Fig. 1. If white plays first at (2) in Fig. 3 and the black responds to it as (1) in Fig. 3, the result will be exactly the same. However the black's move at (1) in Fig. 3 is not the best move. The pattern of Fig. 2 will frequently appear in actual games and the black's best move here would be (1) shown in Fig. 4. Then the white should respond at (2) and the black would play (3) to avoid capture of the stone at (1) and then the white needs protection of (4). That would be the natural procedure.

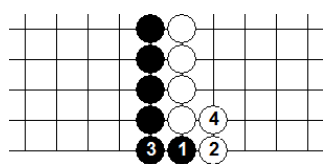


Fig. 4

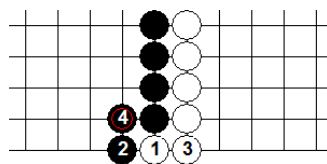


Fig. 5

Fig. 5 shows you the pattern you will get if white plays first from Fig. 2.

At this point, you will be able to recognize that the border line of the black's territory in Fig. 4 is exactly the same as that in Fig.1, but the border line of the white's territory is pushed to the right for two points! In the same way, the border line of the white's in Fig. 5 is the same as that of Fig. 1 but the border line of the black's territory was pushed to the left for two points. Thus you will see that the result of Fig. 4 and Fig. 5 has the difference of four points in total.

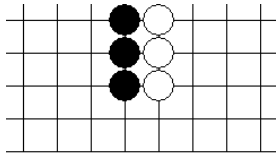


Fig. 6

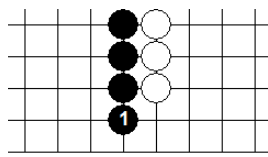


Fig. 7

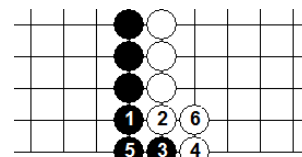


Fig. 8

Fig. 6 is another pattern which often appears in actual games. In this case, two lines from the edge are uncertain. The black can choose one of the two moves from there. "Which is better?" is a question to be answered depending on the patterns of other parts of the board.

One possible move of the black's will be (1) in Fig. 7. If the white wishes to respond to black's (1) by (2) in Fig. 8, the ultimate result would be the pattern of Fig. 8. You will see that this resembles the pattern of Fig. 4. If the white chooses not to respond to the black's (1), then the black may later get chance to play (a) or (b) shown in Fig. 9 as moves of invasion. Remember that the white is unable to capture the black's stone at (a) or (b). The black stone at (b) may look particularly far from (1) but that stone is connected to (1).

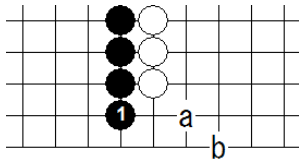


Fig. 9

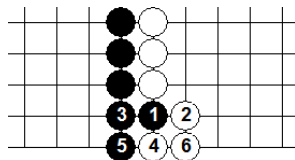


Fig. 10

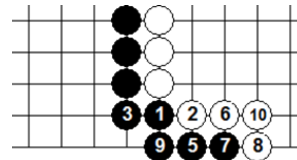


Fig. 11 (4) played somewhere else.

For the black's choice of move (1), he is able to choose the move of (1) shown in Fig. 10. The white will respond at (2) and the black needs connection of (3). At this point, the white may choose to continue moves of (4) to (6), but, in many cases, the white may wish to choose a move somewhere else on the board at (4). In that case, the black may have chance to continue moves here and the result will be the pattern of Fig. 11.

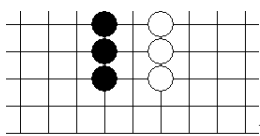


Fig. 12

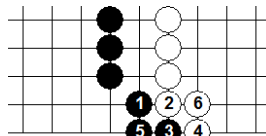


Fig. 13

Fig. 12 is also a pattern which will appear often on the board. In this case the move at (1) in Fig. 13 is a big move for either player. If black gets the chance to play here, the moves from (1) to (6) would be typical exchange of moves.

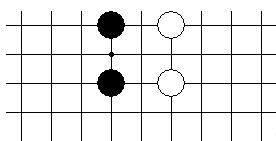


Fig. 14

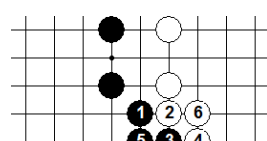


Fig. 15

There can be variety of patterns that may actually appear on the board, but we will study the pattern of Fig. 14 as a last example as it also appears often on the board. For the black, a move at (1) in Fig. 15 is possible and that will bring about the result of

the pattern shown in Fig. 15.

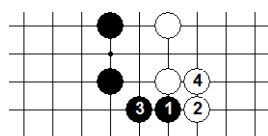


Fig. 16

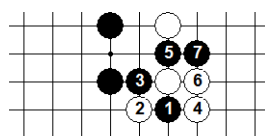


Fig. 17

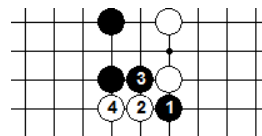


Fig. 18

Another choice of the black will be the move (1) shown in Fig. 16. If the black responds at (2) shown in Fig. 16. The result will be the routine shown in that Fig. 16 which is quite peaceful. However, the white may choose to respond to (1) as a move (2) in Fig.

17. In this case, the black will cut at (3) and then the white can capture the stone of (1) just played by a move at (4). However, the black can play (5) and (7) to invade the white's territory by sacrificing the single stone of (1). These moves are not peaceful and sometimes effective. Moreover, there may be cases where white's move at (4) is a move shown in Fig. 18. That may bring about a different result.

6470 Forcing Moves.

Here we will discuss about "forcing moves". In this section, the author uses the term "a forcing move" which means a move to which the opponent has no other choice than to respond to that move. A typical example would be a move which indicates that he will capture opponent's stones at the next move if he does not respond to the first move to avoid such capture.

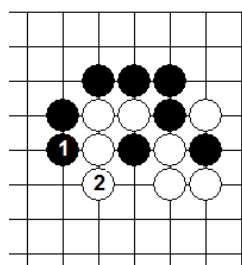


Fig. 19

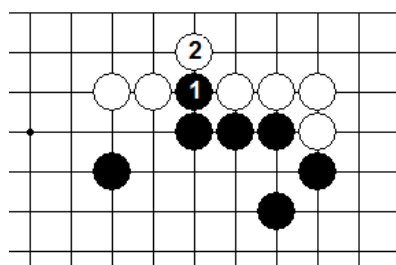


Fig. 20

The black's move (1) at Fig. 19 is an example of a forcing move. The white will be forced to respond by (2). In Fig. 20, if the black plays at (1) to go into the white's territory, white will respond to it by the move of (2). This is another example of a forcing move. What is important to know is that the forcing move is not always a good move.

6480 Forcing Moves to be Withheld

As you meet a scene where you notice the existence of a forcing move, beginners or weak players tend to consider making such forcing moves as they are available. Possibly, the motivation is that it is pleasant to force the opponent's response. In many cases, the move will realize some gains instantly. For example, if you withhold the move (1) at Fig. 19 or Fig. 20, there is a chance for the white to make a move at (1)

in either case. That will be some advantage for the white compared with the result in which the black made a move of (1). However, strong players always consider of withholding such forcing moves as long as possible. They will make such forcing moves only where it is really necessary or desirable to make such moves at that point. Why? Here are the reasons why strong players try to withhold forcing moves.

1. By making forcing moves, the number of breathing points of the group of your stones will be reduced. And there could be cases the number of breathing points becomes decisively important later.
2. The forcing move will reduce the number of possible Ko Threats. And if a Ko fight starts some time later during the game, the number of Ko Threats may become a very important matter.
3. The forcing move will determine the pattern of that area. This often causes a loss of existing effective future moves.

Here we will show you some examples.

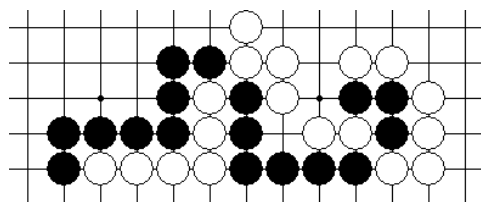


Fig. 21

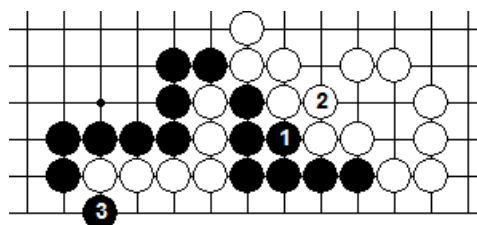


Fig. 22

Fig. 21 is a pattern the author observed during a game played by two regular amateur players. The black player made a move of (1) as a forcing move as shown in Fig.22 and the white player responded by the move (2) and captured three black stones. Then the black player found out that it was necessary to play (3) to win this capturing race. The black player did not notice that (1) was a very bad move. As you will see, if the black did not make the forcing move of (1), he did not need to play (3) now. In other words, there was no need to touch this local area for the time being. The capturing race is a winning of the black, anyway. However, once the moves of black's (1) and the white's (2) are made, the capturing race becomes the first player winning pattern.

This was because the moves (1) and (2) reduces black's breathing point for one.

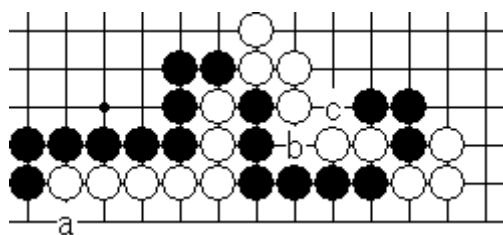


Fig. 23

Now let us study Fig. 23. This resembles Fig. 21 but there is a difference. Actually the pattern of Fig. 23 is a capturing race in which the first player can win the race. This means that if black player simply starts with a move "a" trying to capture 7 white

stones, he will succeed in it. However, if the black plays “b” as a forcing move and white responds by “c”, because of those two moves, the winning race is now in favor of the white’s side. Thus, after the black’s “b” and white’s “c”, the black’s “a” cannot bring out the winning of the race to the black.

Now let us study how we the black should play if you meet Fig. 24.

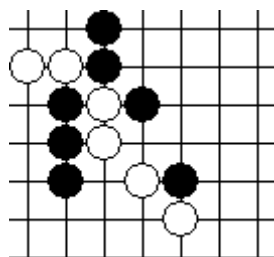


Fig. 24

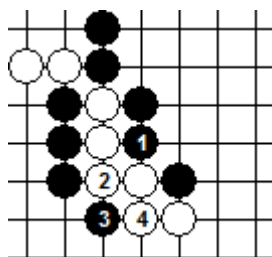


Fig. 25

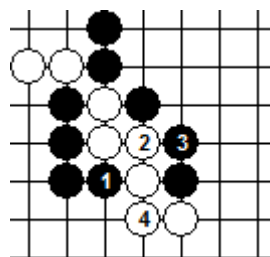


Fig. 26

This is a good example which shows you why strong players tend to withhold forcing moves. Let us check what will happen if the black makes a forcing move. Fig. 25 shows you what will happen if the black chooses the forcing move of (1) shown in Fig. 25. The result will be (4) in Fig. 25 and now it is impossible for the black to capture the white group. Fig. 26 shows you what will happen if the black chooses the forcing move of (1) in Fig. 26. This time, the result will be (4) in Fig. 26 and the black is unable to capture the white group. Interestingly the best move from Fig. 24 will be (1) in Fig. 27 in which two forcing moves are withheld.

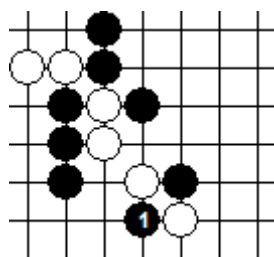


Fig. 27

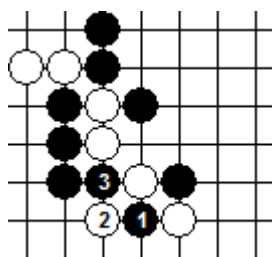


Fig. 28

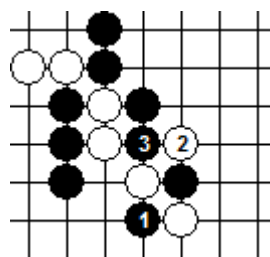


Fig. 29

The white has two possible moves against the black’s (1). But in either case, the white’s important two stones are going to be captured! Fig. 28 shows you what will happen if the white chooses (2). By the black’s (3) you will see that the white cannot connect three stones. Fig. 29 shows you what will happen if the white chooses (2). At the black’s (3), you will realize that the white cannot connect three stones. This is a good example which shows you why it is important to withhold a forcing move.

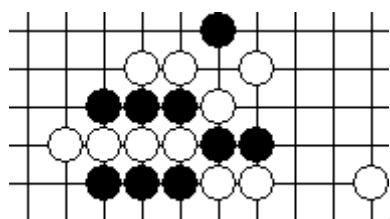


Fig. 30

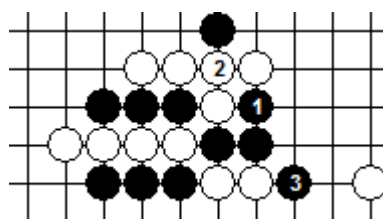


Fig. 31

As an example, we will show you a pattern in which a forcing move should not be withheld. Withholding a forcing move is the basic principle but it is worth remembering that there can be an exception like this case. In Fig. 30, the black must

make a forcing move to cope with the difficult situation.

Fig. 31 shows you the black's move (1), a forcing move, trying to capture a white stone. If the white thinks it is necessary to respond to (1) by connection at (2), then the black can play (3) shown in Fig. 31 and can capture two white stones near the edge.

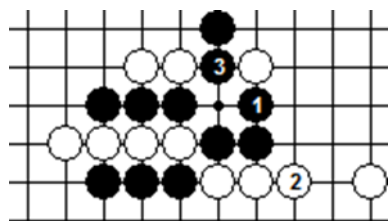


Fig. 32

If the white chooses to save two white stones near the edge by (2) in Fig. 32, the black can play (3) to form a strong group towards the center of the board as shown in Fig. 32.

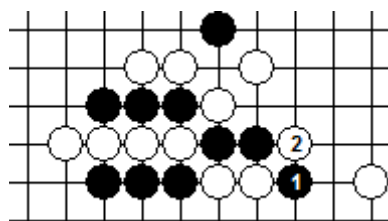


Fig. 33

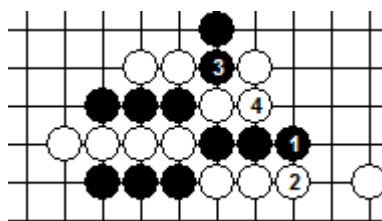


Fig. 34

If you are to withhold the forcing move of (1) in Fig. 31, the black's move of (1) in Fig. 33 is no good as white will capture two black stones by a move (2). Perhaps the move (1) in Fig. 34 is better, but after the white's (4) a difficult fight will continue.