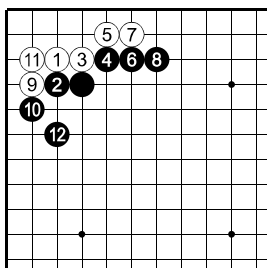


1.3 Overview

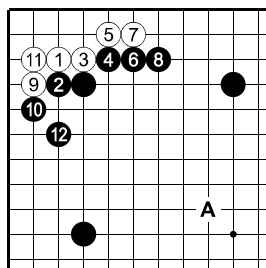
At the moment of writing, this book is the first of a planned series of three volumes on josekis. Volume 1 discusses the fundamentals of single moves or stones. Volume 2 will be about every aspect of strategy: strategic concepts, move sequences consisting of moves with the same purpose, meanings of groups, decision making and planning and so on. Volume 3 will apply the theory to josekis, classify them and analyse them in detail. This overall structure of the contents shall guide also our study of and thinking about josekis. We must understand each of their moves on the smallest scale, every group and sequence on an intermediate scale, as well as the global strategic context on the largest scale. Only then we can discover the best fitting josekis or non-standard patterns in our games.

Study must begin somewhere. Let us start with the simplest elements - the moves, the stones and their characteristics. Moves and stones are classified as types and associated with meanings and development directions. Why? Go is an extremely deep tactical game. It has more variations of move sequences than anybody could ever read ahead. Our only chance to get a profound understanding relies on structured guidance, concepts, methods and vocabulary. With these tools, we are enabled to decide what to read ahead, what to think about, how to choose and how to do all that efficiently. The clearer the tools are the easier our thinking becomes. Terms should express what they mean, similar terms should have a consistent naming, and an essentially complete classification, which misses only specialised types like those that are related to kos and deserve extra books, generates the confidence not to overlook anything of importance. Principles and methods for concepts and objects allow us to apply general knowledge to our more specific game situations.

While this book might also be the first to offer a systematic treatment of meanings of a stone, its real core is the classification of move types. Previously Go terms have been rather unsystematic and imported mostly from Japanese. Here is an arbitrary sample from the surely profound Go Player's Almanac 2001: neko no kao, ne-nashi ishi, nidan, nidan-bane, nidan-ko, nidan osae, nigan, nigekiru, nigiri. Much more useful are terms reinvented for our English Go vocabulary: ladder, snapback and so forth. Today there are countless terms but structure is missing. Time is ripe for



Dia. 9 (premature)

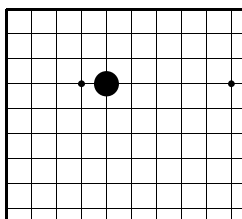


Dia. 10 (joseki)

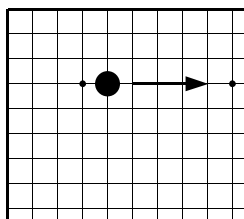
Dia. 9: This shows the standard 3-3 invasion joseki. It should not be played prematurely because locally Black's thickness is by far superior to White's territory. Needless to say, Black 2 can block at 3 instead and the black wall will look rightwards. Black chooses the appropriate direction: The wall must face the more valuable side.

Dia. 10: When Black has already invested in extensions on the adjacent sides and White cannot reduce the moyo more efficiently, time has become ripe for invading the corner as long as this can still be done in sente. Afterwards White can play elsewhere or continue to reduce the moyo also from the outside with a move like A. Black will make more points of territory than White but this is natural since Black has played three stones more in the upper left quarter of the board.

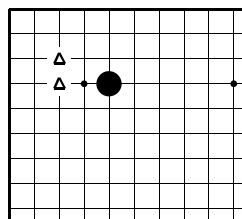
3.6 The 4-5 Point



The 4-5 point

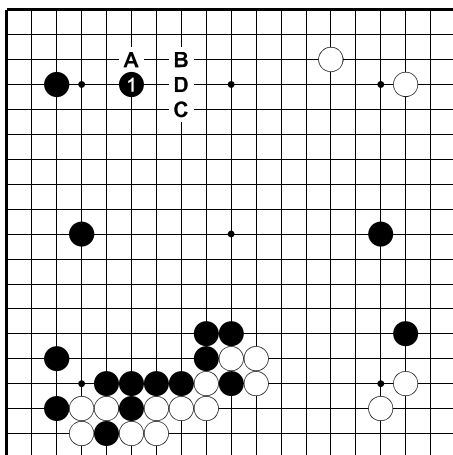


The main direction of development



The weakness

Obviously the 4-5 point aims at influence. It offers the opponent the corner territory.



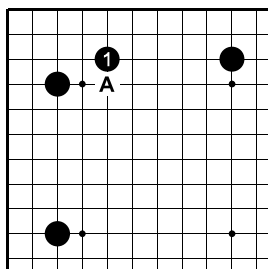
Supported moyo

Example 2: Black plays the high move 1 instead of the low A to put greater emphasis on construction of the moyo and to make it harder for White to reduce the moyo. As a concession, the corner enclosure is open on the side and White might peek at B. Currently, Black would welcome that because he can press from above at C or D, further enlarging his moyo.

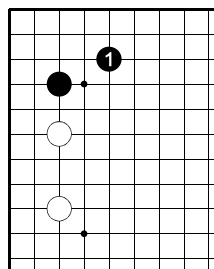
5.2.4 Closed Side

A corner enclosure closes its side to

- emphasise territory,
- deny the opponent a good checking extension or
- protect eyespace.



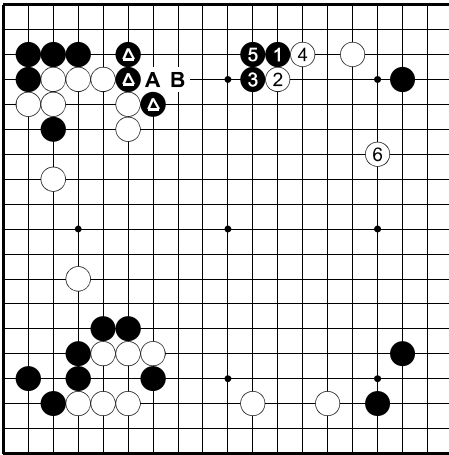
Example 1 (playing style)



Example 2 (defense)

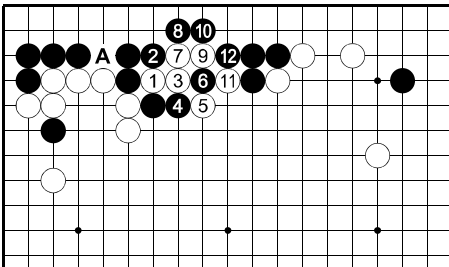
Example 1: It is a matter of style whether to enclose the corner by 1 or A. Playing at 1 means that territory is emphasised and preferred to maximizing the moyo's potential value. As a positive side effect, the eyespace is improved.

Example 2: Here protecting eyespace is the most important.



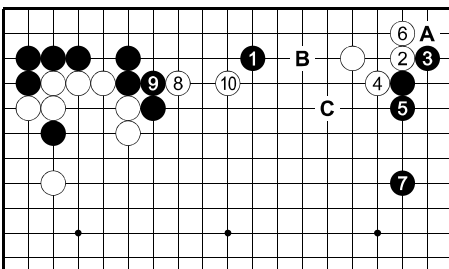
Good choice

Example 2: Black: Qian Yuping 9p - White: Cao Dayuan 8p. Date: 1988-09-09. Komi: 5.5. Result: Black wins by 1.5 points. Black plays the pincer 1 low to make territory and far from the formation of the marked stones because a) they still have a weakness at A, b) it shall contribute to their development and c) it denies the white stone an extension leftwards, which would be a helpful option for making eyespace. The pincer should not be played at 4 because there is no black stone at B yet; the shape is not thick enough to support a pincer near the white stone.



Futile attack

Black's stones are at a nice distance because White cannot get a good cut at 1 in an attempt to exploit A. White is also satisfied: In the previous diagram, he compressed the Black formation as much as possible and got a stone on the wide empty right side.



White good

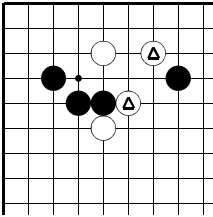
This very far pincer 1 would not apply enough pressure on the white stone. White could settle his corner group quickly before attacking the stone 1 severely. If at some time Black gets A, then White has moves like B or C available for eyespace or moving out.

9.2.4 Indirect Connection

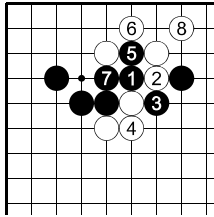
An indirect connection does not ensure a 100% connection but makes cutting unattractive or at best equal for the opponent.

A jump may be loose enough to allow the opponent to cut. If such a cut is bad and just helps the jumping player, then an indirect connection is worth essentially the same as a direct connection. An indirect connection emphasises efficiency more than stability. Thus it is a slightly advanced technique. In some cases, cutting is possible and an equal fight would result.

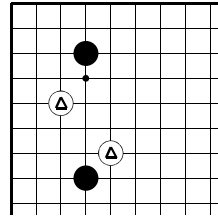
In the following examples, the indirectly connected stones are marked. If only one string is marked, then this shall indicate an indirect connection to nearby strings of the same colour.



Example 1



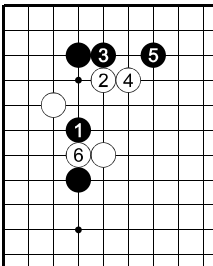
Dia. 1.1 (equal fight)



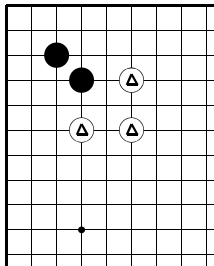
Example 2

Example 1: White can make the indirect connection because the fight in *Dia. 1.1* would be equal for both players.

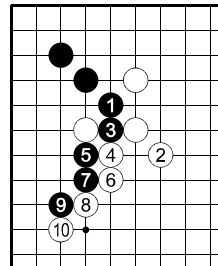
Example 2: Entering the hole in White's shape by 1 looks tempting but is hardly possible due to his forcing moves 2 and 4 in *Dia. 2.1*.



Dia. 2.1 (White good)



Example 3



Dia. 3.1 (White good)

9.9 Introduction to Thick Shapes

A move creates *thick shape* if it leaves behind little or no aji. The opponent cannot capture, cut or play painful forcing moves against it.

Thickness as in thick walls consists of thick shapes and their stones' influence. The latter are a weaker form of being thick; before the creation of thickness is completed, the shapes during the process before can be thick shapes. It is good to have thick shapes, better to have them with more stones facing the outside or with protected eyespace and it is perfect to have thickness facing a vast area of the board, where it can be used.

These are the following types of thick shape moves: thick extension, thick block, thick connection, thick cut protection, thick turn, thick capture, removal. The type 'removal' is treated in the section about captures. It should be noted though that most removals also create thick and often even very thick shape.

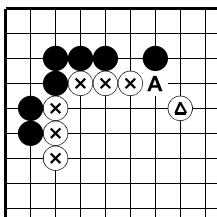
As the adjective 'thick' indicates, thin versions of such move types occur, too. The 'thick' has another important purpose though: It reminds us that the move creates thick shape. The more specific our thinking is, the mightier the associated context knowledge becomes.

Thin versions of thick move types are found under the names extension, thin block, indirect connection, thin connection, capture and thin turn. Thin moves are related to creating possibilities. The later sacrifice of some stones is more frequent for thin moves than for thick moves.

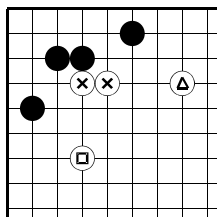
In the examples, the triangled stones are thick shape moves of the current headline's type. Most are just played in the joseki in progress. Thick shapes are best learnt visually. Although the diagrams do not repeat it, one can say in general that thick stones tend to be very good. Nevertheless, they need not be the only possible moves in all examples. Many examples related to meanings or directions can be found in the chapters *10 Meanings of Stone* (p. 192) and *11 Development Directions* (p. 211), respectively.

9.12.3.5 Jump from a Thick Wall

A jump from a thick wall can be a direct or indirect connection.



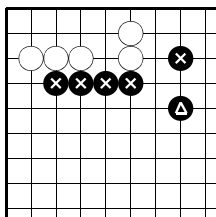
Example 1



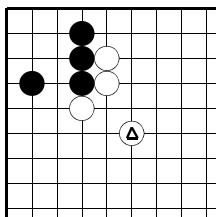
Example 2

Example 1: The jump completes the walls. Without it, Black could easily make White overconcentrated by starting at A.

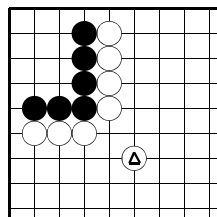
Example 2: This formation serves the same purpose of forming thick shape facing the center as that in *Example 1* but is much less thick.



Example 3



Example 4



Example 5

Examples 3-5: These triangled moves are hybrids of thick jumps from a wall and thick cut protections. Jumping is more efficient here than playing a solid or diagonal connection.

9.13 Thick Cut Protection

A thick cut protection connects a player's stones while making thick shape and protecting against an opposing cut.

Although one might file thick cut protections under connections, they are sufficiently important and varied to justify a move class of their own.

These types of thick cut protection exist: solid connection, hanging connection, empty net, thick throw-in. Some of them have yet more

Light stones occur mostly on the outside. All light stones are also thin. Light shapes are constructed for one or several of these reasons:

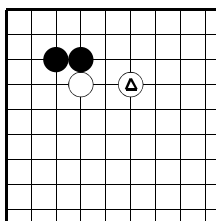
- as a preliminary form of thick shape,
- to move quickly within the opponent's sphere of influence,
- to be flexible or
- to sacrifice some stones if necessary.

The types of light and thin shapes are: short light jump, thin block, thin connection, thin turn and light remainder. Also extensions that are not connections, indirect connections and attachments are thin.

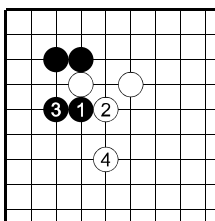
9.16.1 Short Light Jump

The *short light jump* is an extension jumping from one or a few light stones one or two spaces and faces empty area in three grid directions.

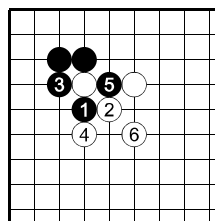
The short light jump is not a thick shape but it aims at creating thick shape quickly should the opponent continue to play locally. As the name short light jump suggests, there is also the far light jump, however, it is a move that occurs in the middle game rather than in josekis.



Example 1



Dia. 1.1 (joseki)

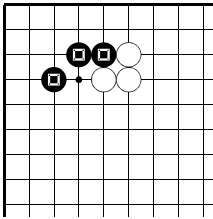


Dia. 1.2 (joseki)

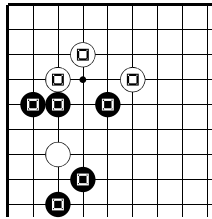
Example 1: The marked stone is a short light jump.

Dia. 1.1-1.3: These are possible results of thick shape. The more stones Black adds on the inside the thicker White becomes.

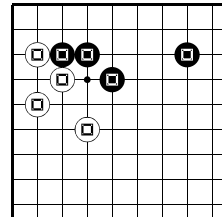
The following examples denote the stones contributing to protecting territory: Stones without marks do not protect territory but some of these might threaten it (like those of a wall without extension yet).



Example 1



Example 2

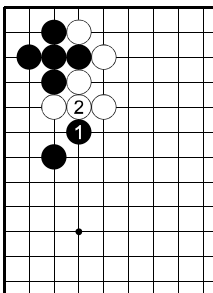


Example 3

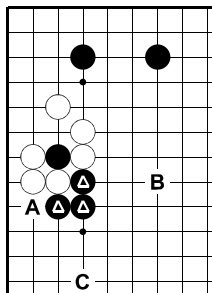
10.2.5 Installation of a Proto-group

A *proto-group* is a group that is without eye shape, is not completely sacrificed yet, is not a complete wall yet and later might be either developed or sacrificed.

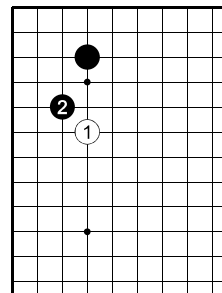
A proto-group might be installed by various move types. As a related case, when most of an outside stone's meaning is sacrificed, then it can at least assume the meaning of becoming a light remainder.



Example 1



Example 2



Example 3

Example 1: Before Black connects along the left side, he plays a forcing move that helps a little towards the lower side. In other words, he has been putting helping stones in front of a wall.

Example 2: Normally Black does not develop the marked group immediately but is already happy to have forced White in sente to treat it as a proto-group. Since a black stone at A is missing, the group is not a complete wall. For this

Example 4: Already a single stone, unless it shall be sacrificed, asks for eye-space potential by means of an extension. Therefore either player defends his previously single stone by an extension along a side.

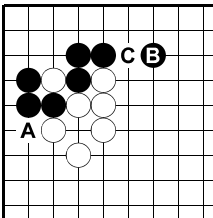
12.3.3 When Not to Make an Extension

One should *not* make an extension immediately from a group if it

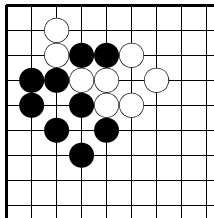
- **has already good eye potential on its own,**
- **does not need to prevent a severe opposing checking extension, pressing move or block,**
- **is sacrificed or**
- **is a proto-group.**

Generally one should play away from thickness. For walls without inherent eye shape this suggests to extend as far as possible. If a wall is so thick to protect its own eye shape, then an extension is not even necessary at all. Later it might still become a good move for expanding territory, moyo or influence but currently it is not urgent because one does not need to make life when one is already alive.

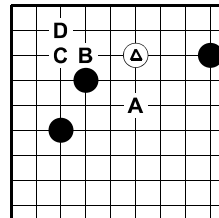
A sacrifice can be temporary or permanent. This can vary dynamically. One might reactivate sacrificed stones or at least their aji later. Also see *10.2.5 Installation of a Proto-group* (p. 195).



Example 1



Example 2



Example 3

Example 1: Neither player should develop his group around A soon; this is end-game. Black still played the extension B to prevent a severe white block at B or C. However, B should not get an immediate further extension because the Black group is alive and currently White does not have a severe checking extension, pressing move or block.