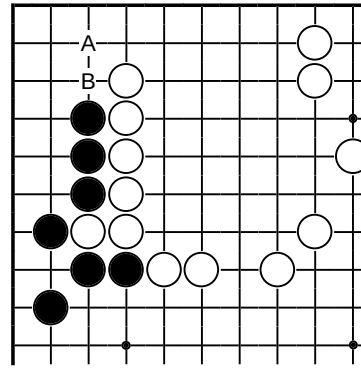
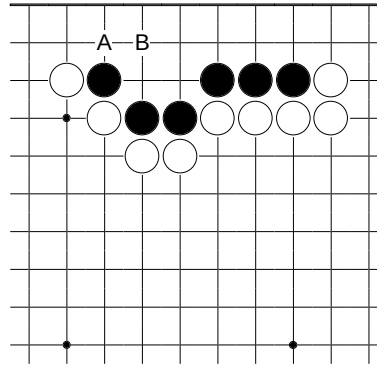
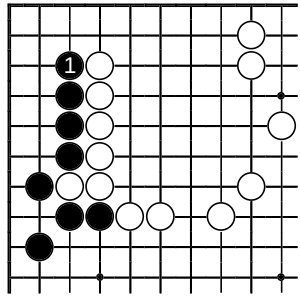
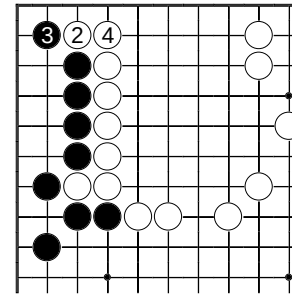
Problem Set 1

Creating Good Shape

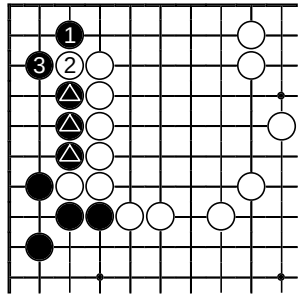
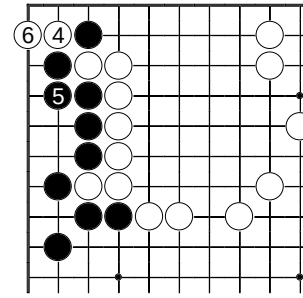
Both problems Black to play at A or B



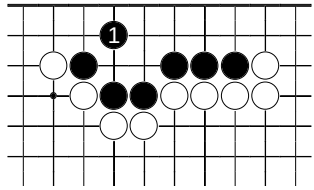
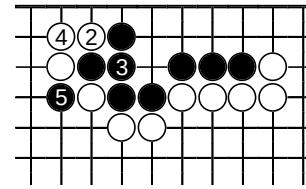


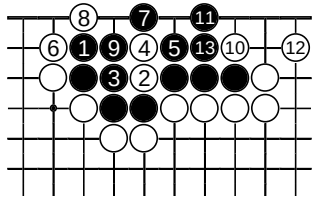
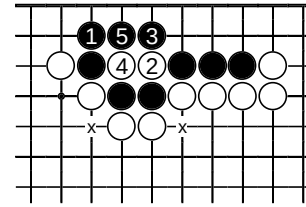
Answer B is correct. Black should simply extend the three-stone chain. Then the strongest play available to White is *hane* at 2, an endgame play worth about 13 points.

If Black jumps into the corner (answer A) White 2 is in the *hane*-at-the-head-of-three-stones position relative to the marked stones. White can capture the corner with 4, threatening 5.

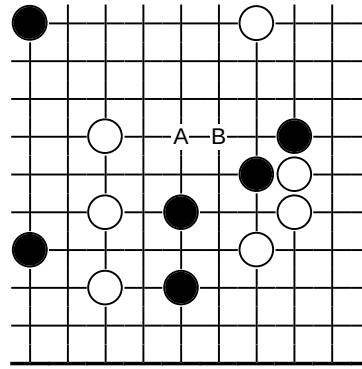



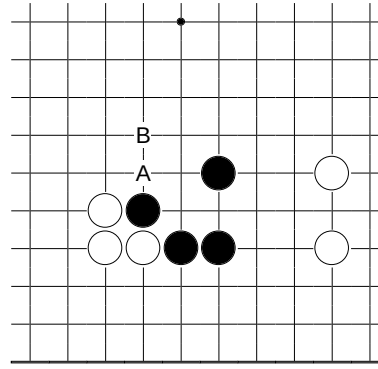
Black should play the hanging connection (answer B). Then Black has a chance to play the cut on the outside at 5, before worrying about the safety of the group.

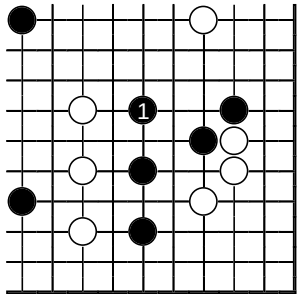



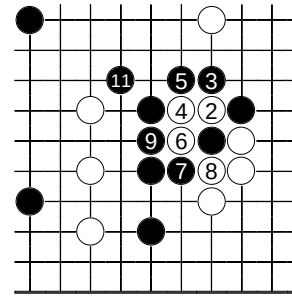
Descending (answer A) is bad shape. If White attacks immediately Black only just survives and White gains influence **(left)**. Black's plan of giving up two stones **(right)** is bad, since the cutting points 'x' disappear.

Both problems Black to play at A or B

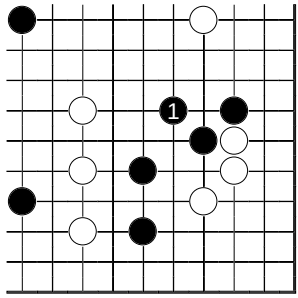


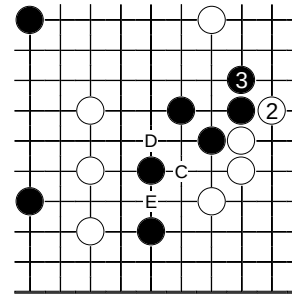




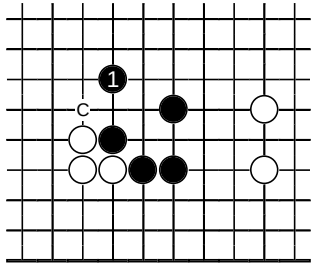


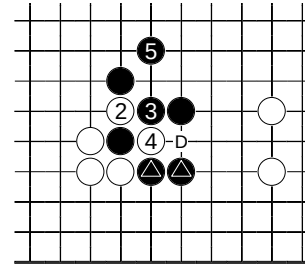
Black should jump to 1 (answer A). This is an example of light shape. If White cuts at 2, independently of any ladder Black can give up one stone and squeeze with 3 and so on.



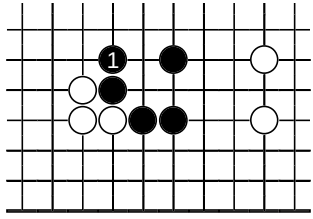


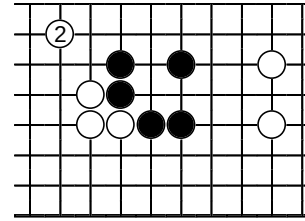
Answer B, the hanging connection, is a heavy shape. White can play 2, and then wait for a chance to cut with C, Black D, White E.





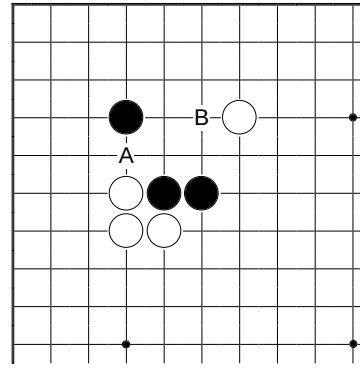
Here again the right answer is B, the one-point jump. Black should play lightly, aiming at the point C, and not worrying about 2 and 4. The weak point left at D isn't so serious.

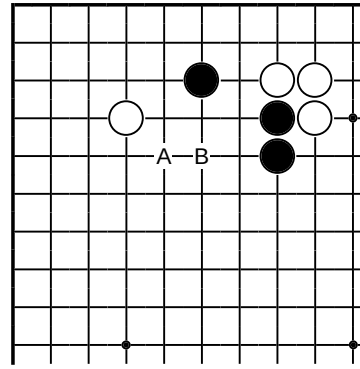


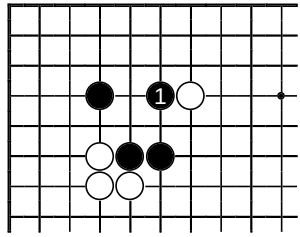
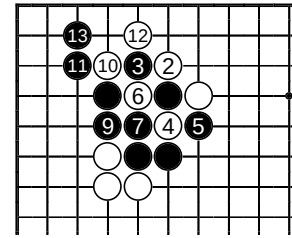


Extending (answer A) is heavy shape. It is easy for White to jump ahead of Black in the running fight.

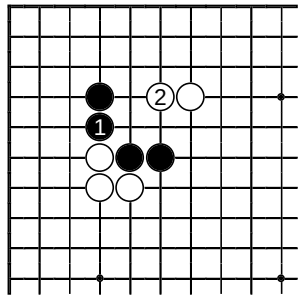
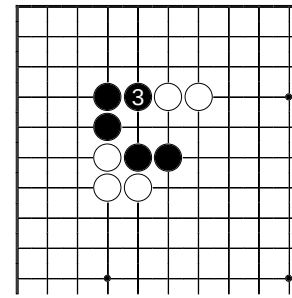
Both problems Black to play at A or B



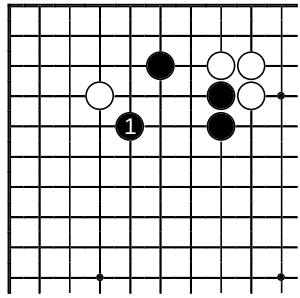
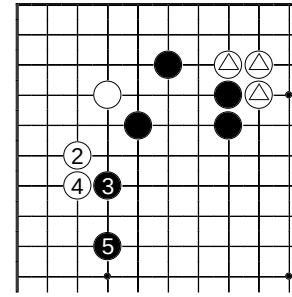


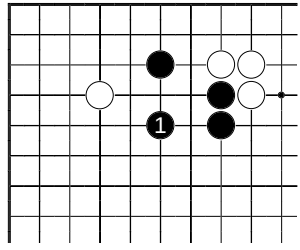
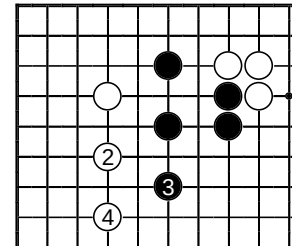
Black should make the table shape (answer B). This is good shape. In this position Black should think first about moving out into the centre. **(Right)** This result would be good for Black (8 connects).

Black A leaves an incomplete shape. **(Left)** White 2 is obvious and best. **(Right)** Then 3 is the proper play for Black, but naturally this isn't very good shape.

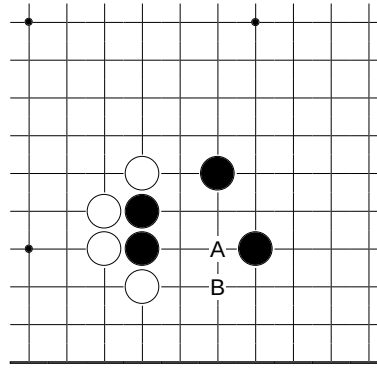



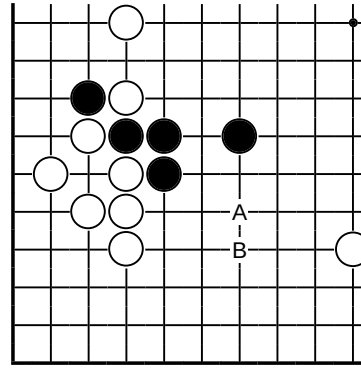
Correct in this case is the knight's move press (answer A). Black moves out quickly, and can soon attack the marked white stones.

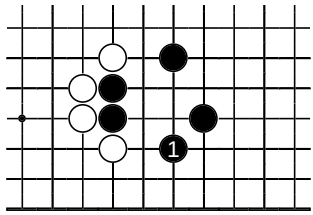



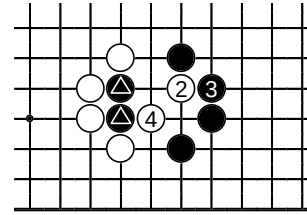
In this case the table shape A is slow. White jumps ahead of Black and takes territory.

Both problems Black to play at A or B

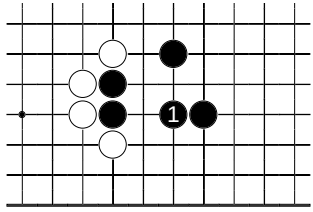


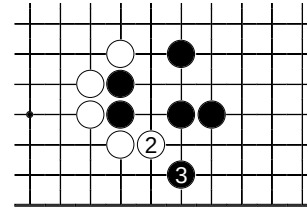




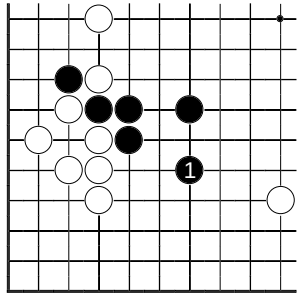


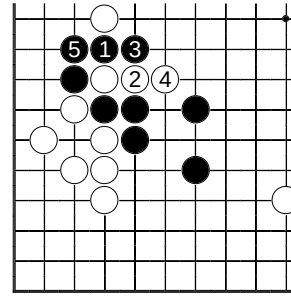
Black should play the diagonal move (answer B). This defends territory. If White spends time taking two black stones with 2 and 4, Black takes profit elsewhere.



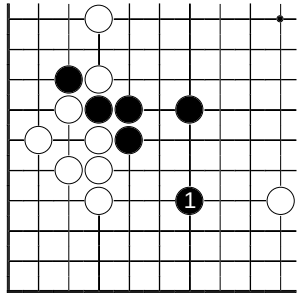


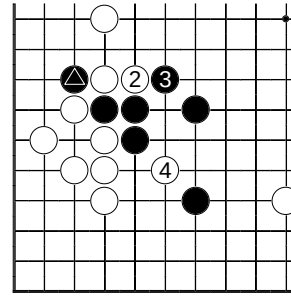
The table shape (answer A) is a poor move here. Black's shape is inefficient. White can exchange 2 for 3 and be content.





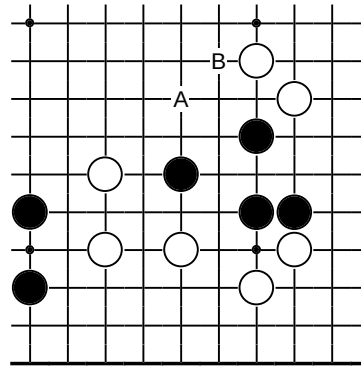
In this problem the table shape (answer A) is best. It prepares for the rescue of the isolated black stone shown in the right-hand diagram.

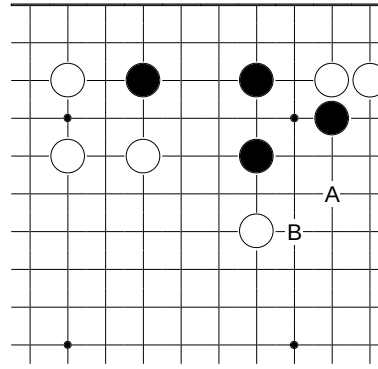


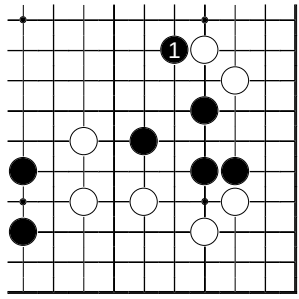


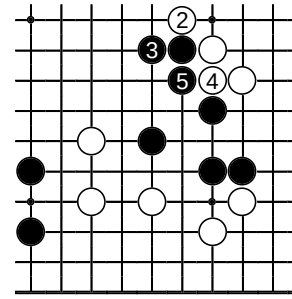
Jumping to B is a loose shape in this case. White pushes up at 2 and then plays 4: Black is in trouble. Therefore Black 3 is bad, though on a bulge point. Since the marked cutting stone also now looks like being swallowed up, it seems that Black has chosen the wrong direction to emphasise.

Both problems Black to play at A or B

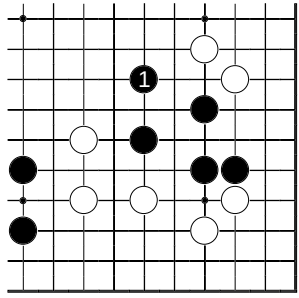


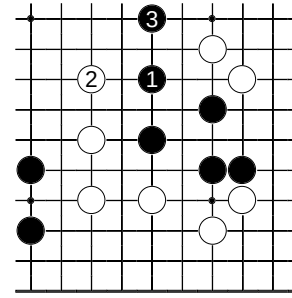




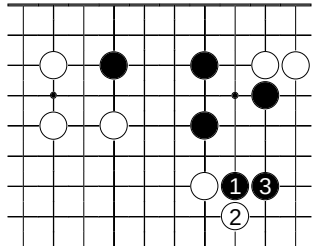


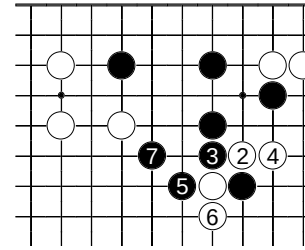
The contact play (answer B) is the way for Black to make good shape here. In the continuation shown Black is out into the centre, and White has a cutting point to handle.



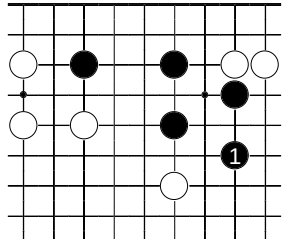


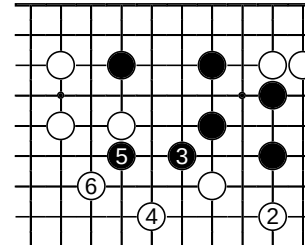
Simply jumping out (answer A) is slow. Black runs out into the centre but is subject to further sustained attack.





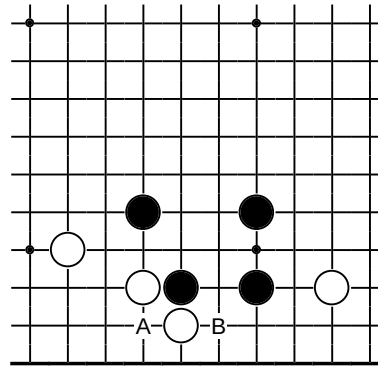
The contact play (answer B) is again correct here (the contact play on the other side of the same stone is also good). White 2 **(right)** isn't a problem as Black comes out into the centre with good shape.

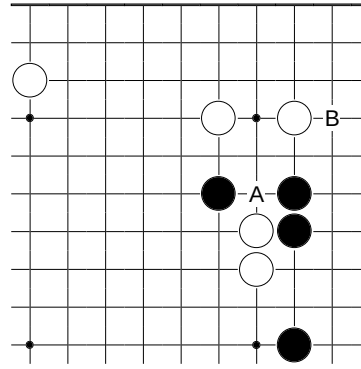


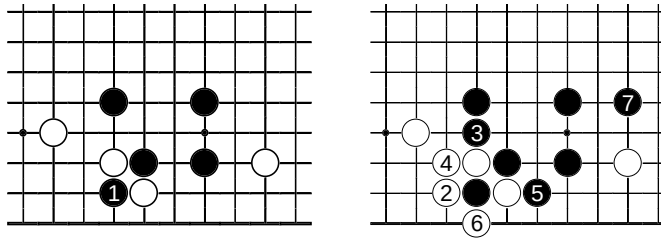


If Black answers at A, it is easy for White to find further attacking plays.

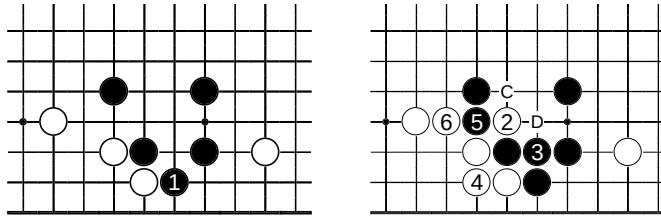
Both problems Black to play at A or B



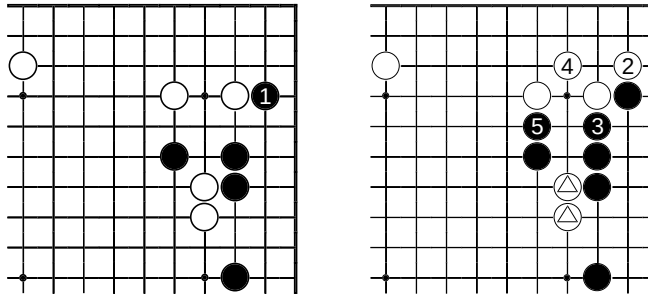




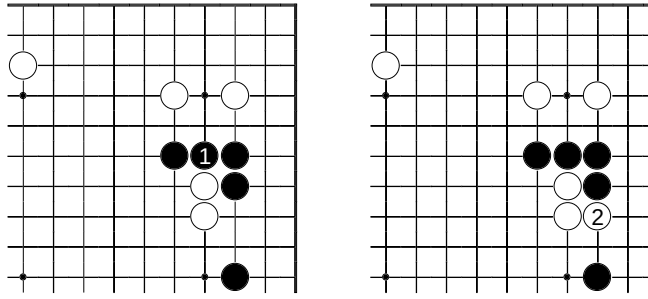
Black does better here with the cross-cut (answer A). By giving up one stone Black can secure some shape on the left and then play 7.



The problem with answer B, the bulge here, is that Black finishes with rigid shape. No longer does Black have the options to answer 2 at C or D. White also has the option to connect at 5 with 4, for central strength.

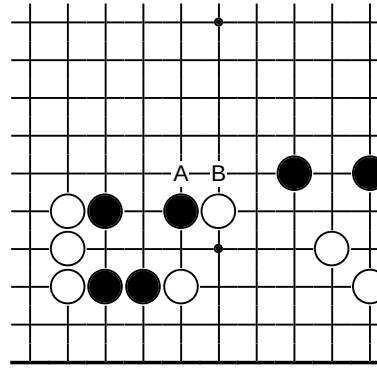


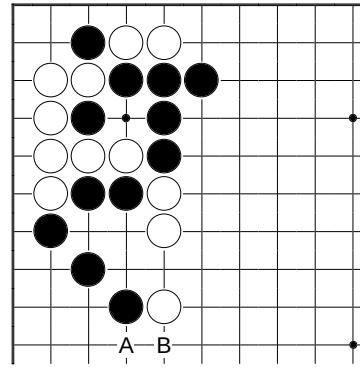
Correct is answer B, the contact play under White's enclosure. With the result shown White's two marked stones have become a target for attack.

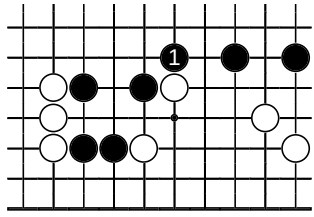


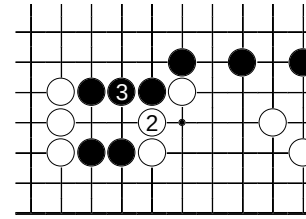
Simply connecting (answer A) is heavy and shapeless. When White plays 2 Black is in for a difficult fight.

Both problems Black to play at A or B

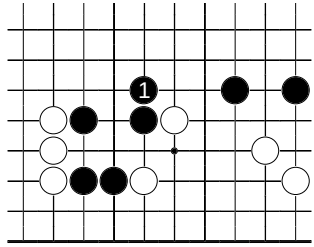


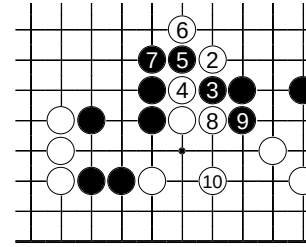




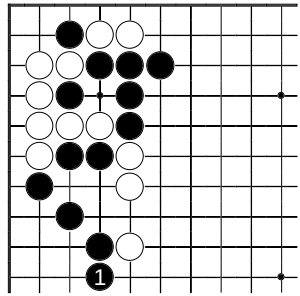


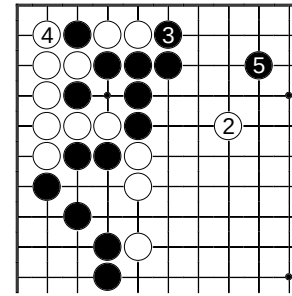
Correct is answer B, blocking White's direct path out into the centre. Black has nothing to fear in the right-hand diagram, or if White 2 is played one to the left.



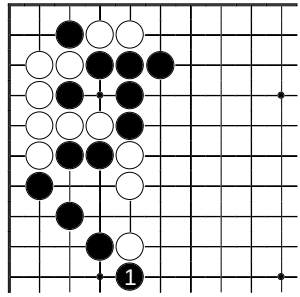


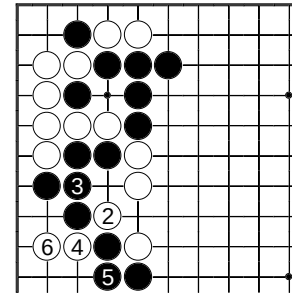
Simply extending back is slack shape. At some later point White may be able to cut Black in good shape, with the knight's move 2.





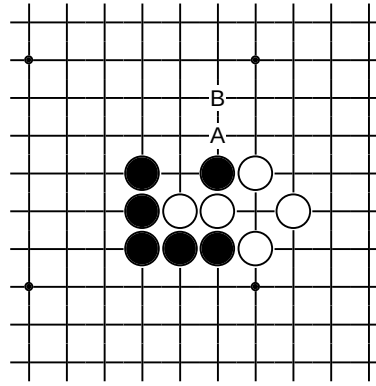
In this case Black should extend (answer A). This secures for the time being the group on the left side. If something like the right-hand diagram occurs Black has settled on both sides.

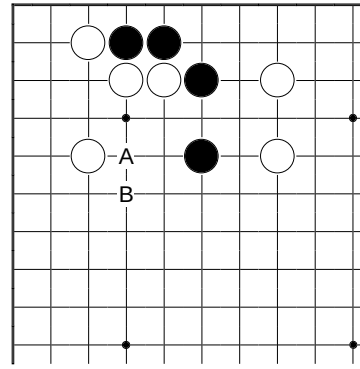


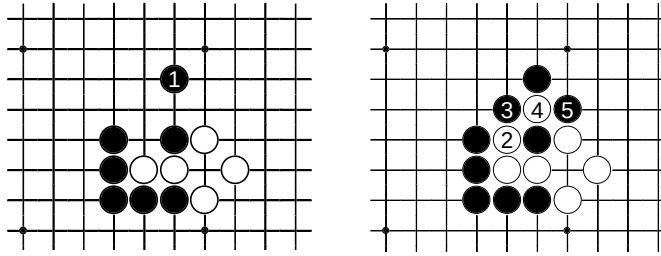


To play *hane* here is to court immediate disaster. With 2 White threatens a snapback to capture the cutting stones. The result to 6 is very bad for Black.

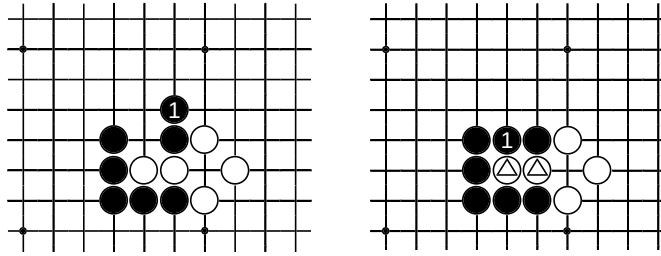
Both problems Black to play at A or B



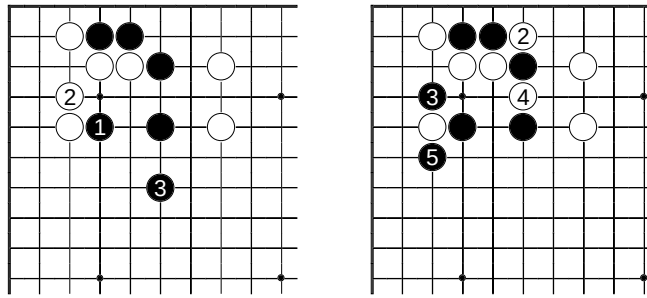




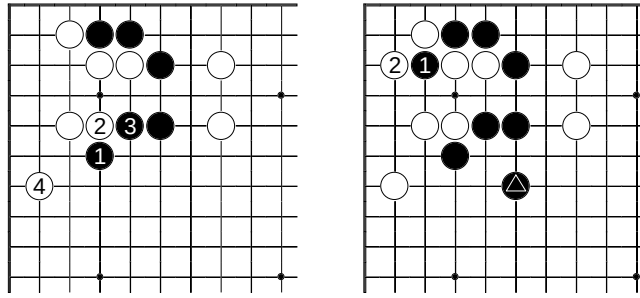
Answer B, with a sacrificial intention, is correct here from the point of view of shape. In the right-hand diagram White is already in bad shape.



Simply extending **(left)** is less efficient. Playing *atari* **(right)** is a novice's mistake: there is no reason for White to save the two marked stones.

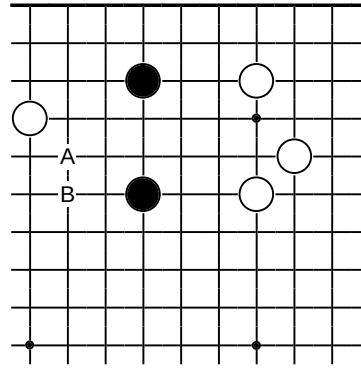


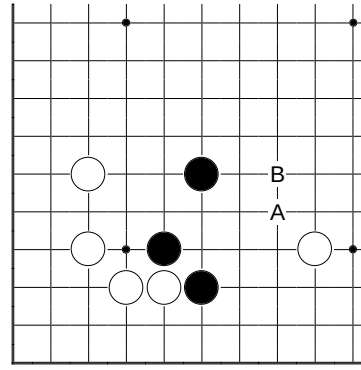
In this case the jump to A lands on the key point of White's enclosure. If White immediately tries to cut Black **(right)**, Black will be happy with an exchange.

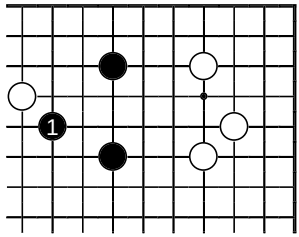


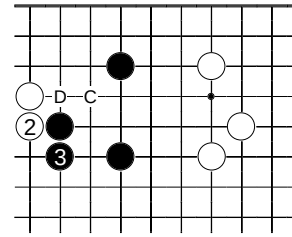
The shoulderhit Black 1 in this diagram isn't so good. White takes the key point 2. **(Right)** Once Black has made shape as shown, Black 1 patches up.

Both problems Black to play at A or B

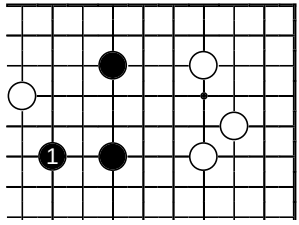


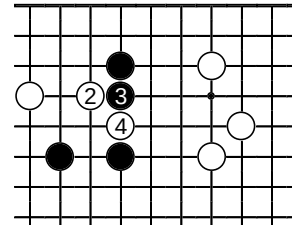




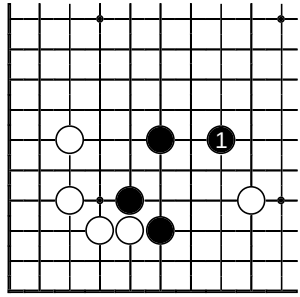


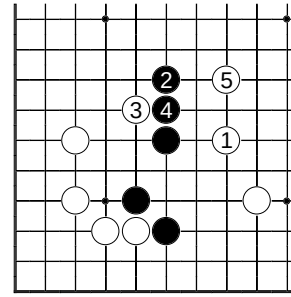
Here the shoulderhit A is best for Black. It is natural for White to push with 2; but then Black develops good shape with 3. Black is now comfortable answering White C with Black D.



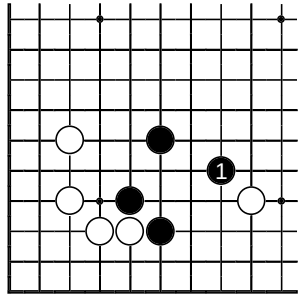


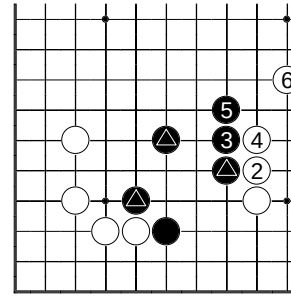
The one-point jump is here loose shape. With 2 White can leave Black an eyeless and heavy floating group. The sharp play 4 is even possible.





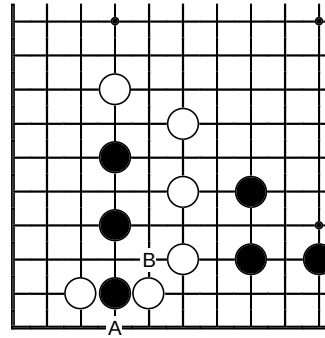
Answer B is the key point of this shape. As the right-hand diagram shows, it would also be the best place for White to occupy to attack it.

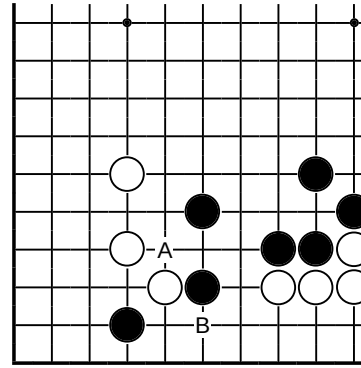


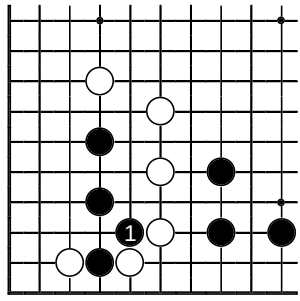


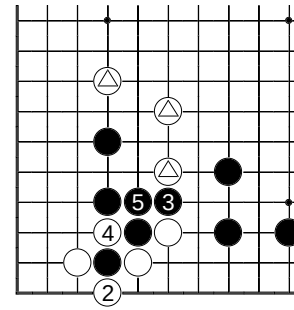
Here the shoulderhit Black 1 isn't a good idea. Simply by pushing up White can make Black's shape look redundant: the three marked stones are too close together.

Both problems Black to play at A or B

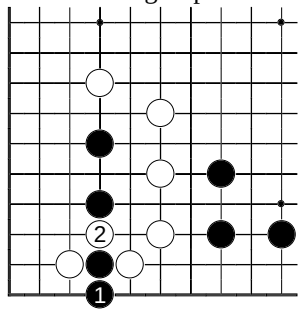


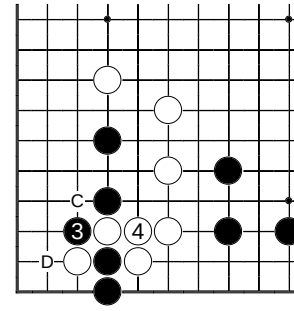




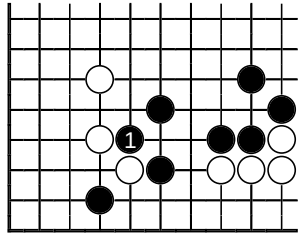


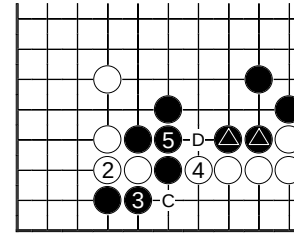
The bulge play B is good shape here. By sacrificing one stone Black can break out of confinement, and at the same time make the marked white stones into a weak group.



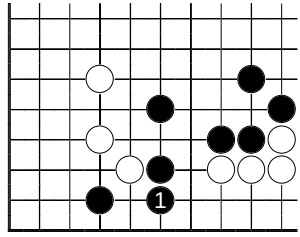


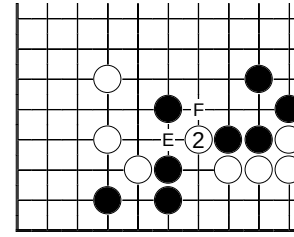
If Black descends to A to stop White's connection along the edge, the wedge White 2 causes immediate trouble. Black cannot defend both C and D.





Black should immediately play A. If White plays 2 Black can answer at 3 and 5. Since the marked Black stones aren't very important, Black has good shape: White has no good way to combine the cuts C and D.





Descending at B is short-sighted. White 2 can cause trouble now or in the future, at E or F.