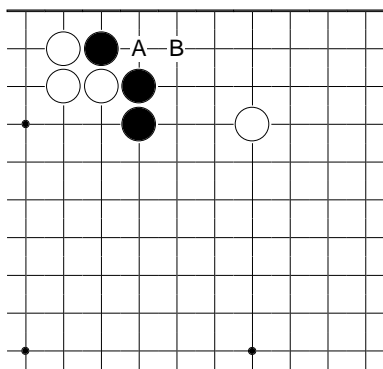
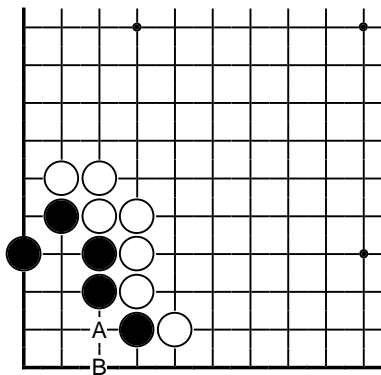


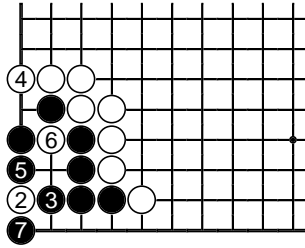
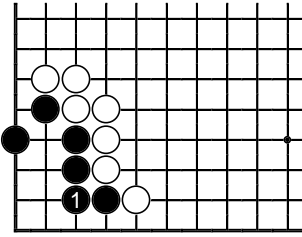
## **Problem Set 2**

### **Cutting Points**

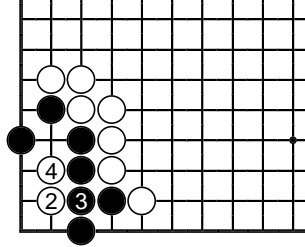
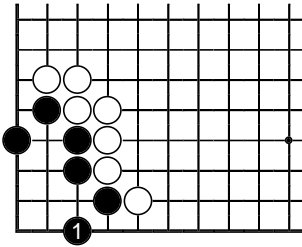


Both problems Black to play at A or B

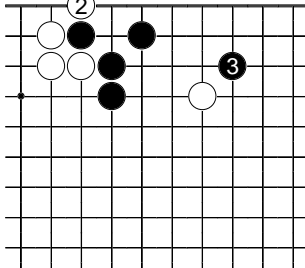
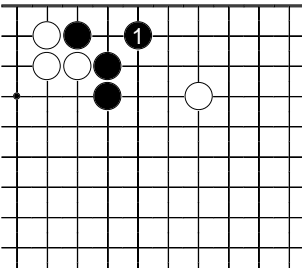




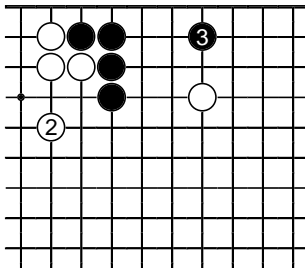
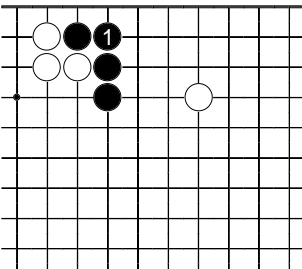
Correct is answer A. This is a common position, and by connecting solidly Black makes immediate life. White's attack in the right-hand diagram is worth playing only in the endgame.



The choice of hanging connection with 1 is bad. When White peeps with 2 the Black corner will be left without two eyes.

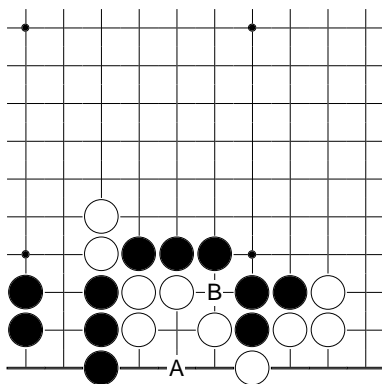
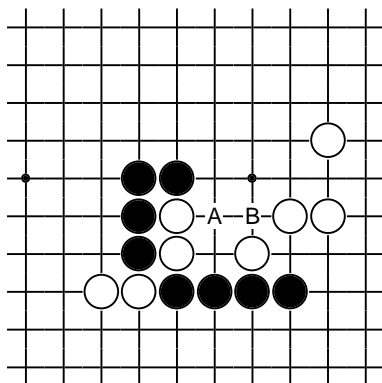


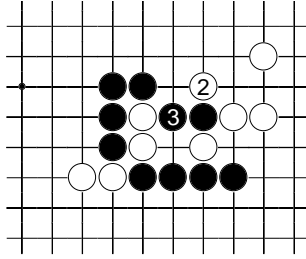
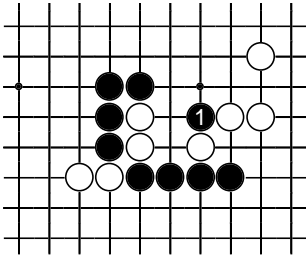
In this case Black should make the hanging connection (answer B) in order to have more outside influence. In the right-hand diagram Black 3 is now possible.



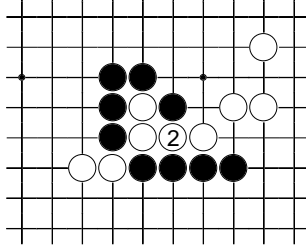
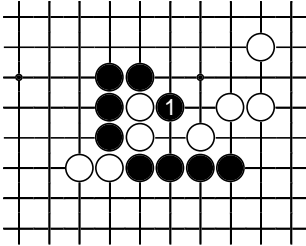
The solid connection Black 1 here is a relative failure. Black can only jump as far as 3.

Both problems Black to play at A or B

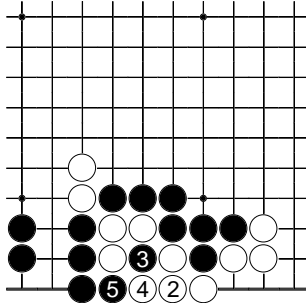
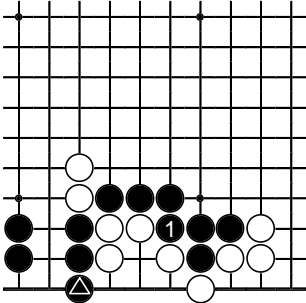




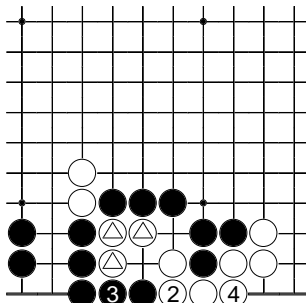
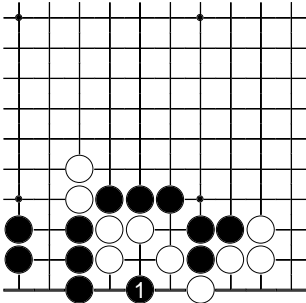
By playing B Black can capture the two cutting stones.



To play *atari* (answer A) here is a clear failure.

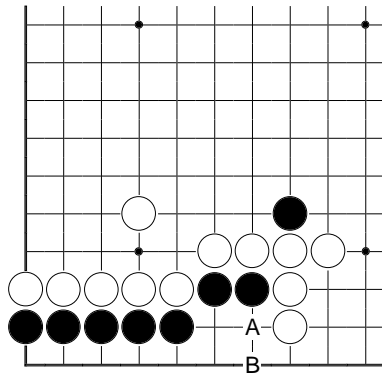
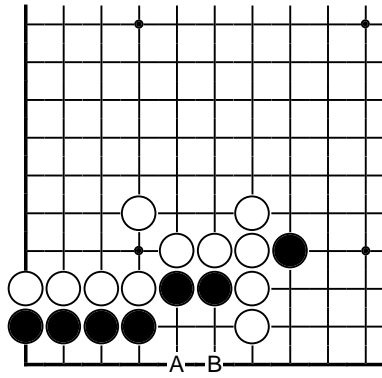


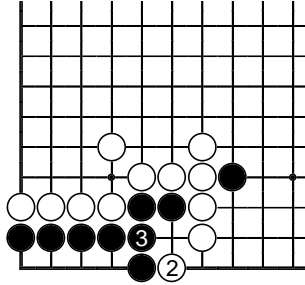
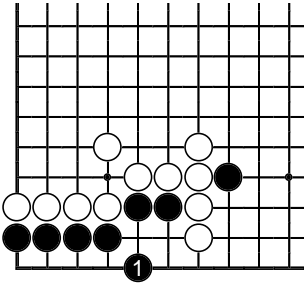
Choice B is correct, making use of the marked stone to capture the cutting stone. (This well-hidden sort of play, creating a cutting point from a diagonal play, is called *atekomi*, “aim inside”, in Japanese.)



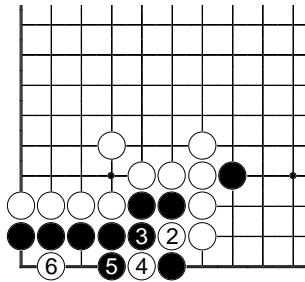
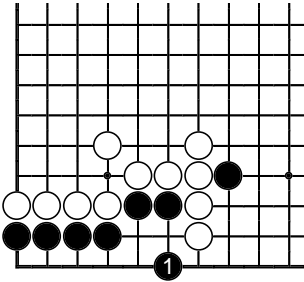
The placement Black A, at the key point for eye shape, has the disadvantage that it doesn't actually work to capture anything.

Both problems Black to play at A or B

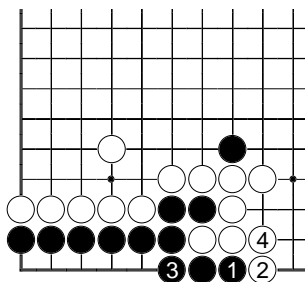
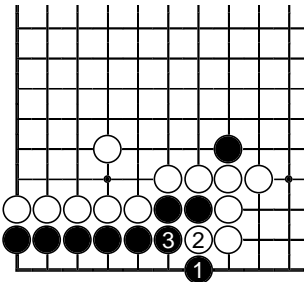




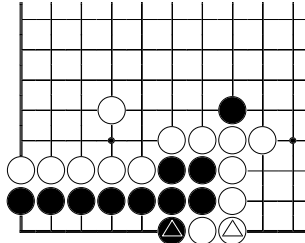
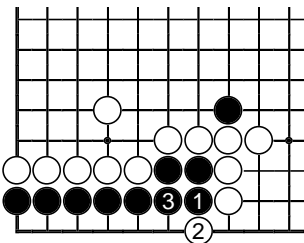
The hanging connection (answer A) is the way for Black to live here, and save two stones. When White plays 2 Black plays 3 to avoid the snapback.



The one-point jump to the edge fails. Black doesn't have room for two eyes after White plays 2. Of the four ways to defend the two stones, answer A makes the most eye space.



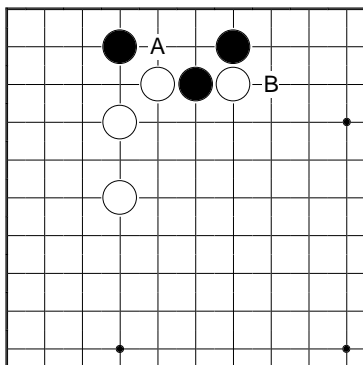
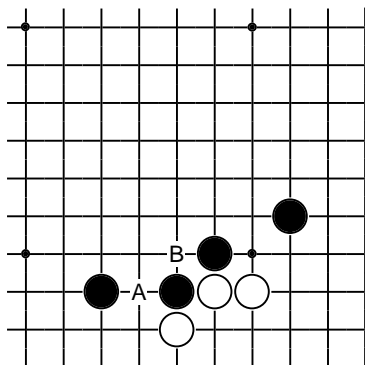
This problem is about correct endgame play, not life-and-death. In this case answer B, the one-point jump, takes most points. (Right) Black expects to play here in sente.

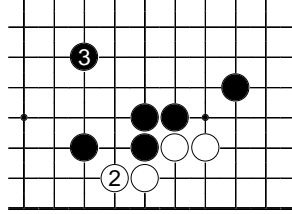
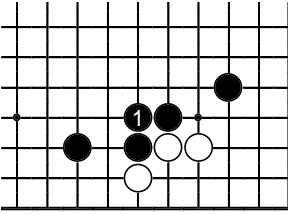


Blocking at 1 allows White 2. White will have two extra points of territory, compared to Black's correct answer.

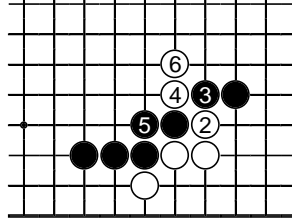
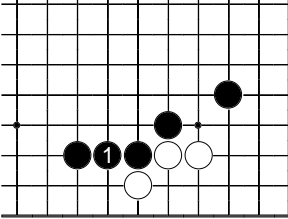


Both problems Black to play at A or B

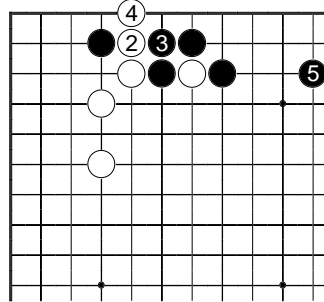
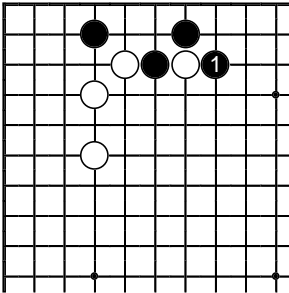




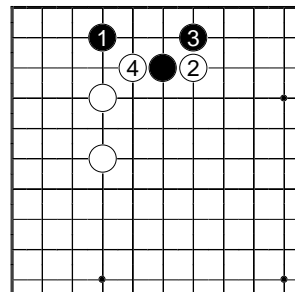
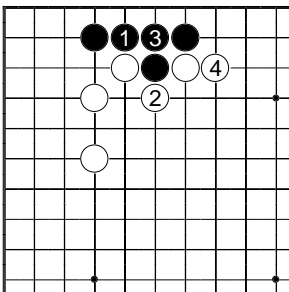
With answer B Black obeys the pattern of 7.4. That is best in this case. White 2 occupies the bulge point, but Black 3 makes good shape in the centre and prepares to block the lower side.



Connecting in this way is poor. The Black shape is inefficient. Even worse, White can cut at once and start a tough fight; the White corner is resilient.

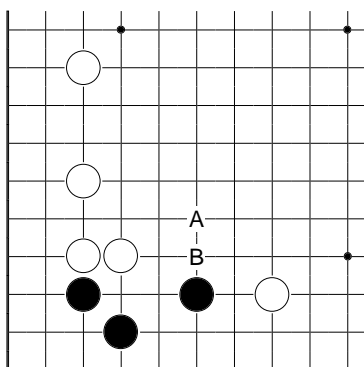
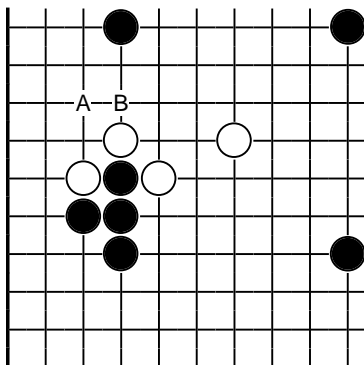


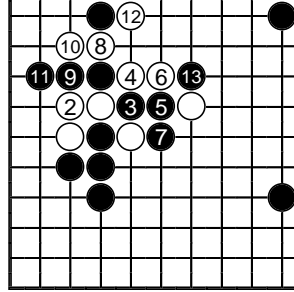
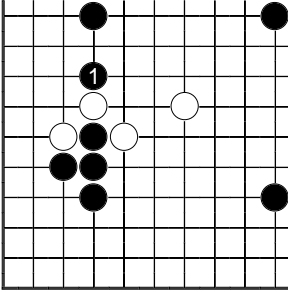
Here Black should allow disconnection (answer B). White takes the corner with 2 and 4, and then Black extends with 5. (This line is accepted in Korea; Japanese professional opinion may differ...)



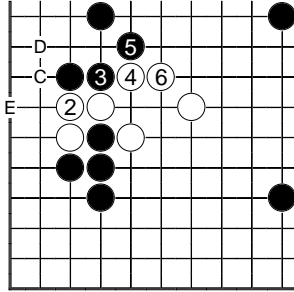
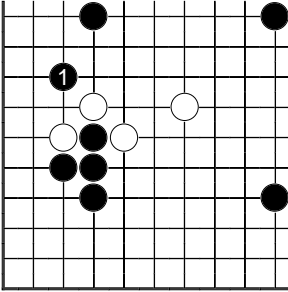
To play 1 in this fashion, hanging onto the stone in the corner, invites being pressed low. **(Right)** The position arises in this corner opening.

Both problems Black to play at A or B

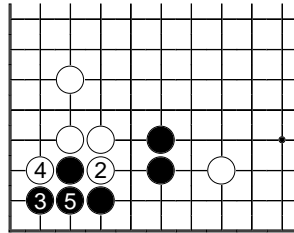
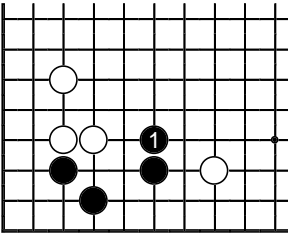




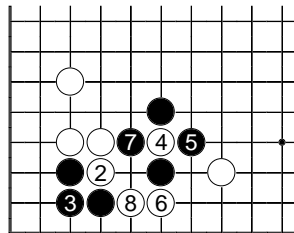
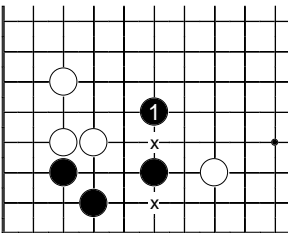
The correct way to play here is the clamp (answer B). If White 2, the cut at 3 is more painful for White and Black can pile on the pressure.



To peep with 1 here is a mistake of principle. Black's stones up to 5 aren't in good shape, and White C, Black D, White E is an attractive way to make an eye. Black is playing too close. (White 6 is a patient play.)

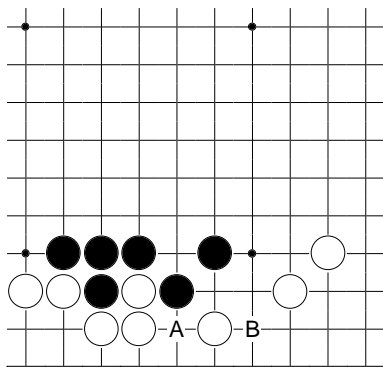
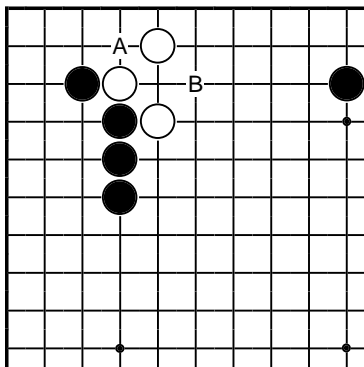


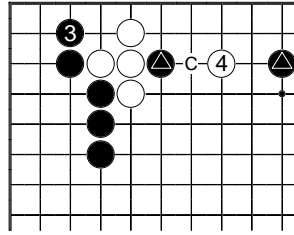
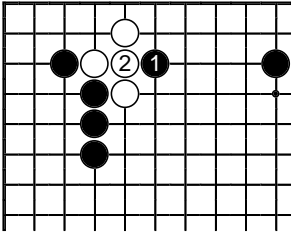
The correct way for Black to move out is with the solid connection (answer B). Then Black's shape is proof against White 2 and 4.



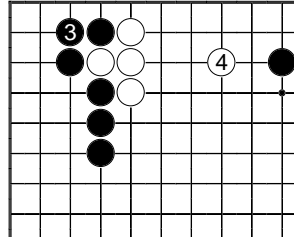
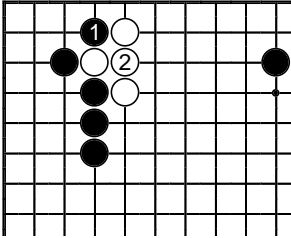
If Black uses the one-point jump instead, the two 'x' points combined create a weakness. White can cut as in the right-hand diagram.

Both problems Black to play at A or B

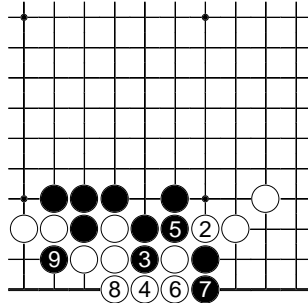
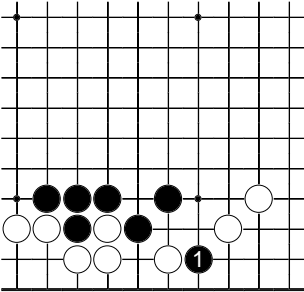




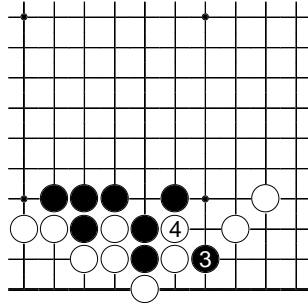
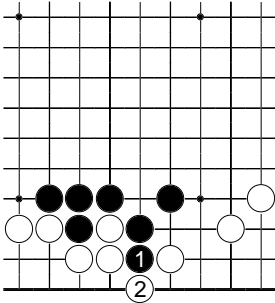
Black should peep first (answer B), and then defend the corner with 3. The marked stones then are well placed, while White has an inefficient shape, and has to worry about Black C later.



Playing *atari* with 1 is slack. After Black connects with 3, Black 1 doesn't look like an urgent play: Black would prefer to move this stone for the fighting to come. White certainly wouldn't play at 1.

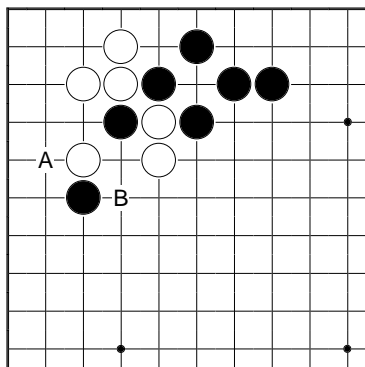
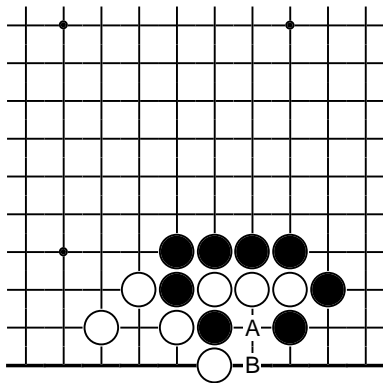


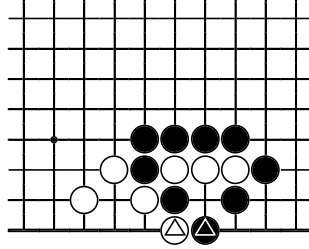
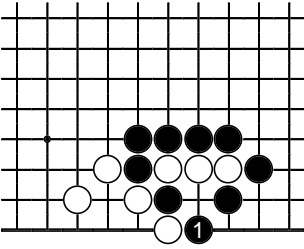
The correct answer is B, to cut successfully. (Right) White is caught in a typical shortage of liberties.



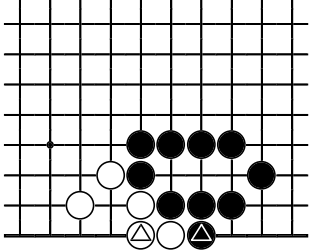
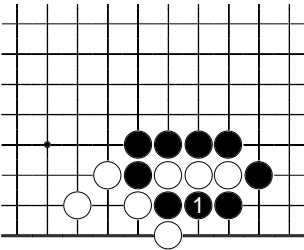
If Black pushes down with 1 immediately, White has a way to resist with 4.

Both problems Black to play at A or B

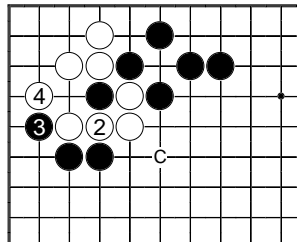
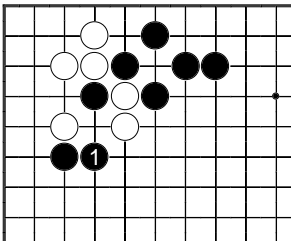




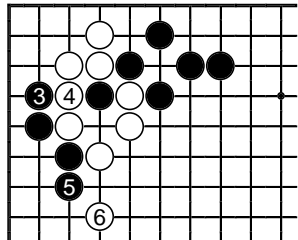
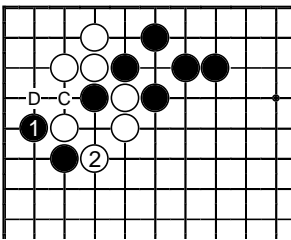
Since answer B sets up a snapback to capture the three white stones, it is clearly the better way to play in endgame terms. The exchange of marked stones is a plus for Black.



To take the white stones off is feeble: it loses the initiative, and also points. **(Right)** This expected final result shows Black having played a redundant stone losing a point.



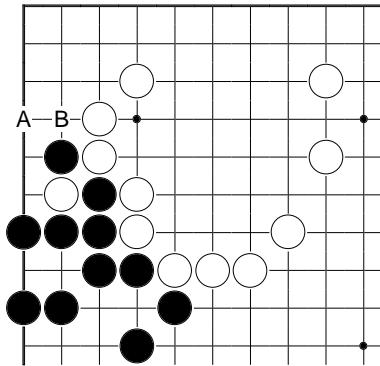
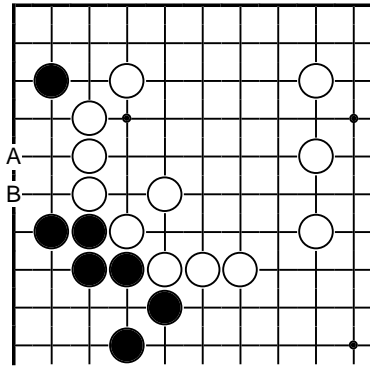
It is correct for Black to peep first (answer B). Then Black 3 is a preparation for a play at C, fencing White in.

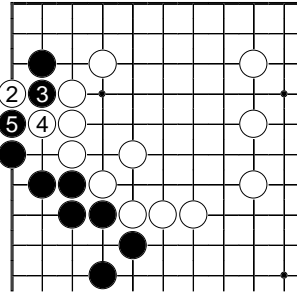
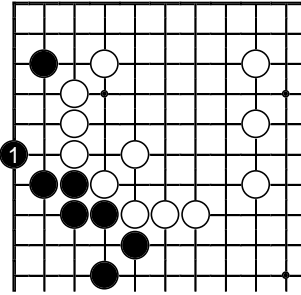


It is a mistake in order to play first on the second line. White can answer at 2, relying on the snapback Black C, White D. White can break out and prevent Black's central dominance.

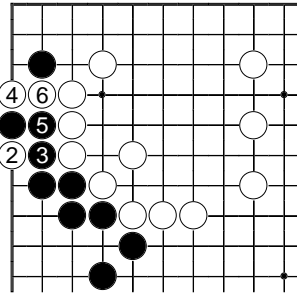
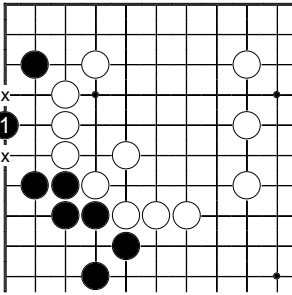


Both problems Black to play at A or B

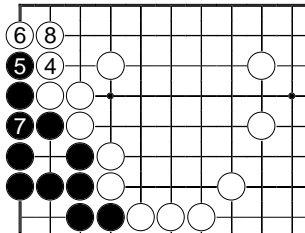
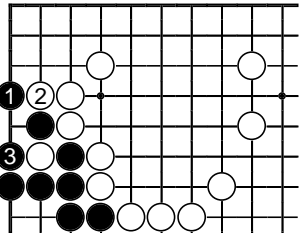




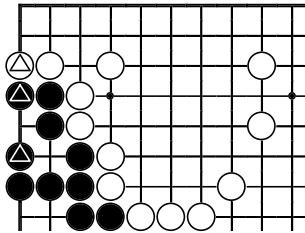
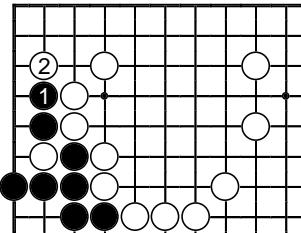
It is correct for Black to connect with B. White has no chance of cutting the monkey-jump relation (**right**).



The problem with answer A is that White can cut by combining plays at the 'x' points. (**Right**) This is the wrong order, though it works; White should play at 4 to give fewer points away.

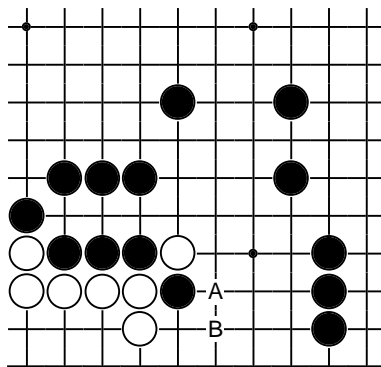
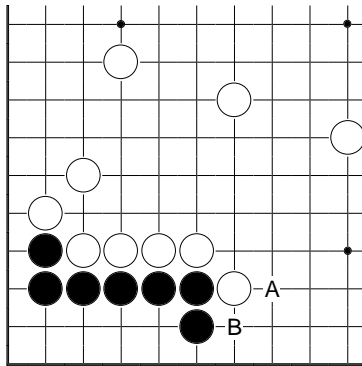


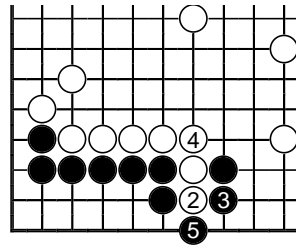
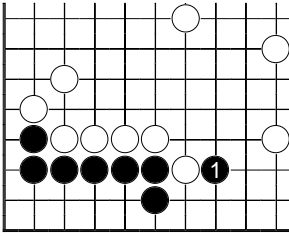
The quiet diagonal play A is worth more here, because White is left with a cutting point on the second line. (**Right**) White 4 is advisable, to avoid a ko.



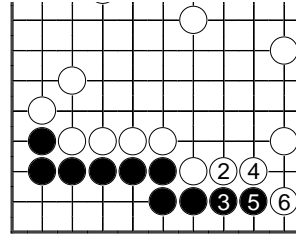
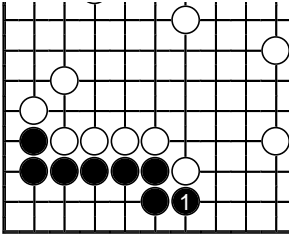
The other way to play will only be better if White ignores it. By replying to it White makes sure Black's result is one or two points worse than in the case of answer A.

Both problems Black to play at A or B

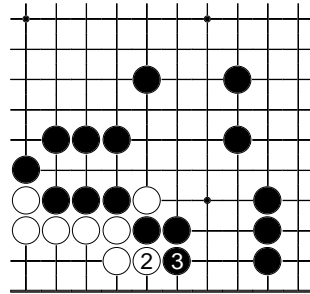
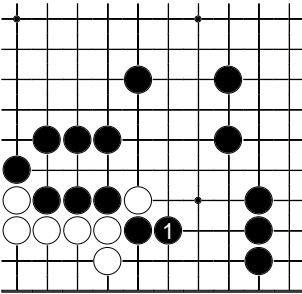




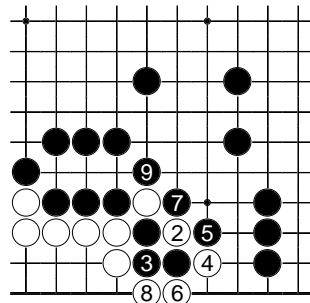
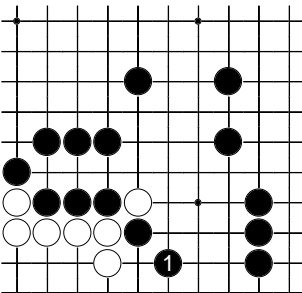
The clamp at A enables Black to break into the White territory. White cannot cut Black by pushing down at 2 (if White 4 at 5, Black cuts at 4).



The other choice of way to play will only be better when it is important to retain *sente*. White defends much more territory.

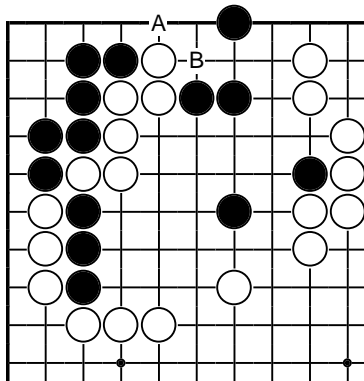
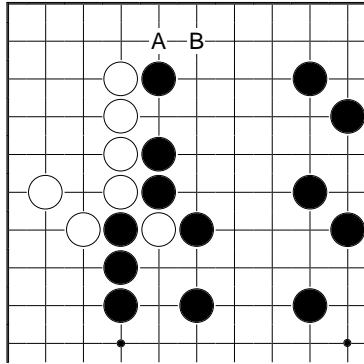


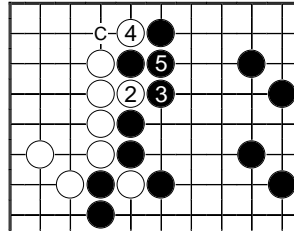
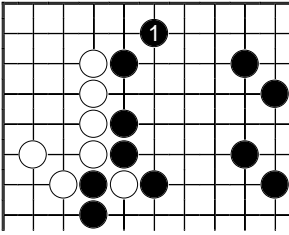
The best shape here is answer A, the solid extension. White will probably answer it by playing 2 a little later.



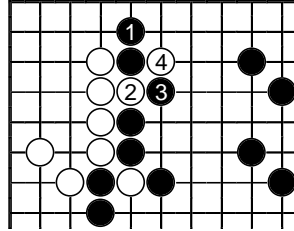
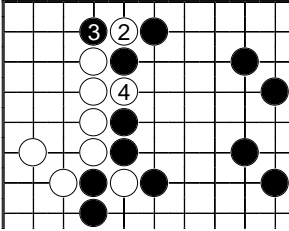
The diagonal play 1 is a flawed shape. White can reduce Black's territory in *sente* by a sacrifice trick.

Both problems Black to play at A or B

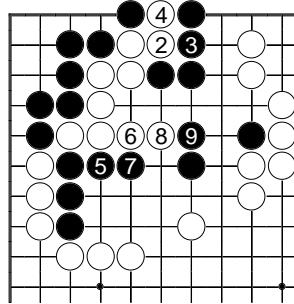
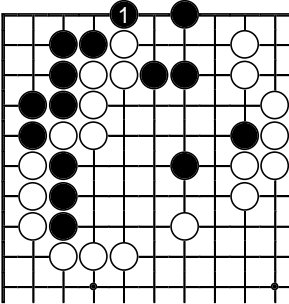




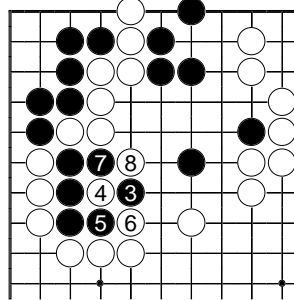
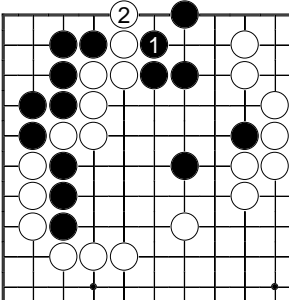
The diagonal play at B is the way to repair Black's shape. White can play 2 and 4 in *sente*, but Black is left the capture at C (worth 10 points).



(Left) White 2 is an interesting tactic in positions of this type; but Black shouldn't play at 3 as shown here, rather at 4, when it is a little worse for White. (Right) Black 1 here, answer A, is clearly bad.



Black can play at A to connect out. White has a problem with shortage of liberties, meaning White can't disconnect Black along the edge.



This way of playing is a failure. Black's shape is too thin to surround White.