

Introduction

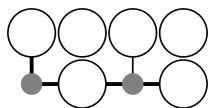
The maximum time, which you spend on the attempts to find the solution of a problem, should not exceed 5 minutes. If you did not find a solution in this time, the problem is perhaps still too difficult for you. Or you are blind for the solution. Here it helps to simply switch over to the next problem, and to keep the unresolved problem for later. Often you will find comparable structures in succeeding problems, which will open your eyes for the solution of the so far unresolved problem, too.

And please remember at any time that on a long-term basis it is of absolute no use for your development to have a look at the solution.

If your impatience nevertheless wins the upper hand, here in this book you will be guided first to hints at the solution and not directly to the solution itself. With offering this intermediate step I hope that the view for important points and typical structures of the problem will be opened step by step. This will probably not happen, if you rush for the solutions overhasty. To pitch too fast over the solution has the very deceptive side effect to end up in the mistaken conviction that you would have understood the problem completely.

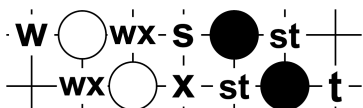
The more difficult a problem is, the more the solution is kept hidden below the surface. This made the development of hints in this book more time consuming than for easier problems before. Perhaps some of the hints might not be 100 per cent accurate, so please remember that I am 1 Kyû only.

In the diagrams of the solution hints important points of the board and stones are marked as follows.



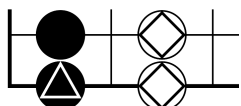
Eye points

Small grey circles refer to eyes. This may be two eyes of a living group or one already existing eye point, which cannot be destroyed by the opponent, at least for the time being.



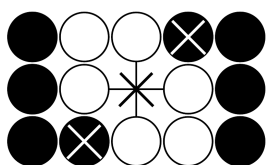
Liberties of important groups

Fights for life and death usually mean counting liberties. Those of important groups are marked "s" and "t" for Black stones, with "w" and "x" for White ones.



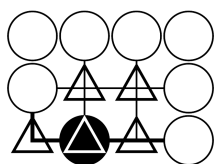
Important stones

Stones, which are important for the problem, usually are marked with triangles, sometimes also with diamonds.



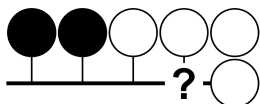
False eyes

False eyes are marked with crosses, together with those stones, which force that eye becoming false. Also points of the board, which potentially could become a false eye. Not already connected stones are marked with crosses, too, if important for the solution.



Dead bulky eye shape.

A part of the board, lying inside a group, which could become a bulky and therefore dead eye shape, is marked with triangles. Such a part of the board usually cannot be divided into two eyes any more.



Uncertain eye shape

Sometimes it depends on whose turn it is, whether a point of the board will become an eye or not. Such still uncertain conditions are marked by a question mark.

It is my hope that reading this book first of all makes fun and that it also helps to eliminate some blind spots, which blocked your way to solving Go problems so far.

If you have any question or suggestion, please feel free to use the following email-address

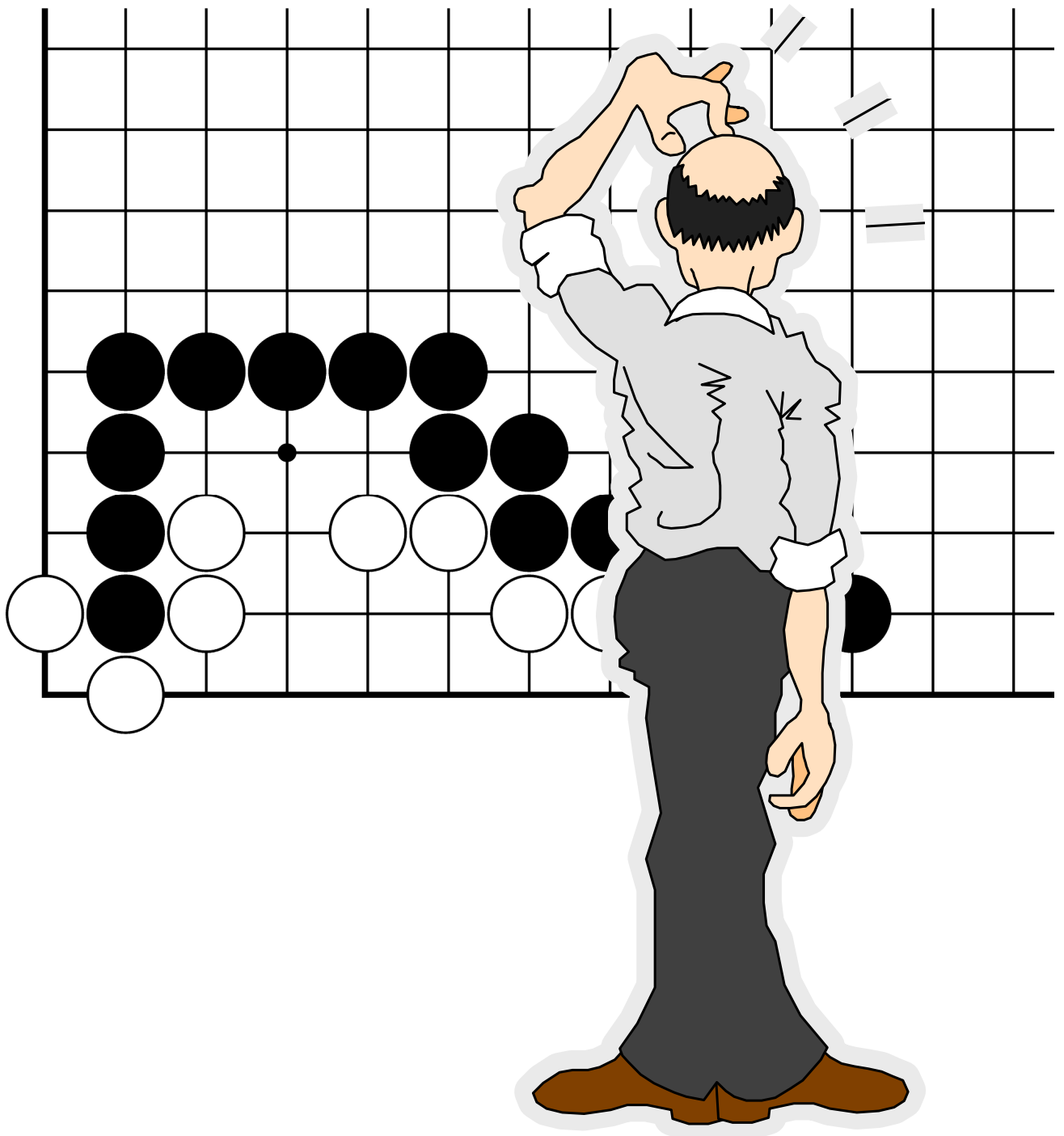
problemecke@d gob.de

Berlin, October 2009

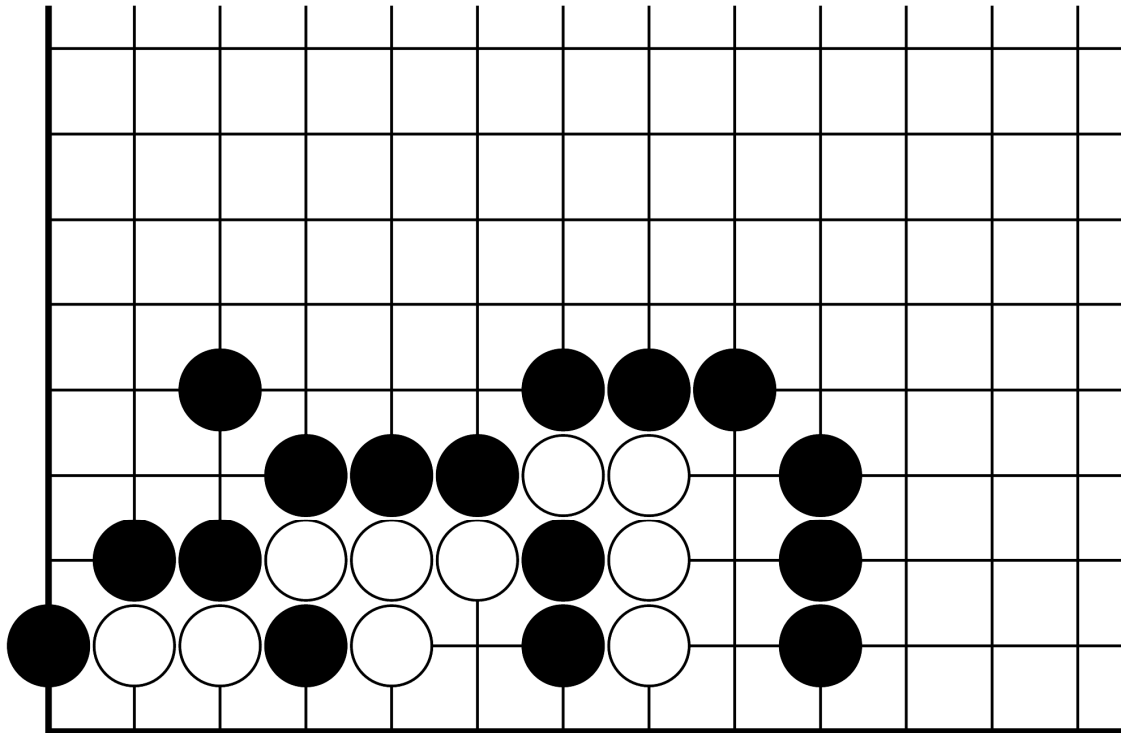
Thomas Redecker

Problems

Black to play

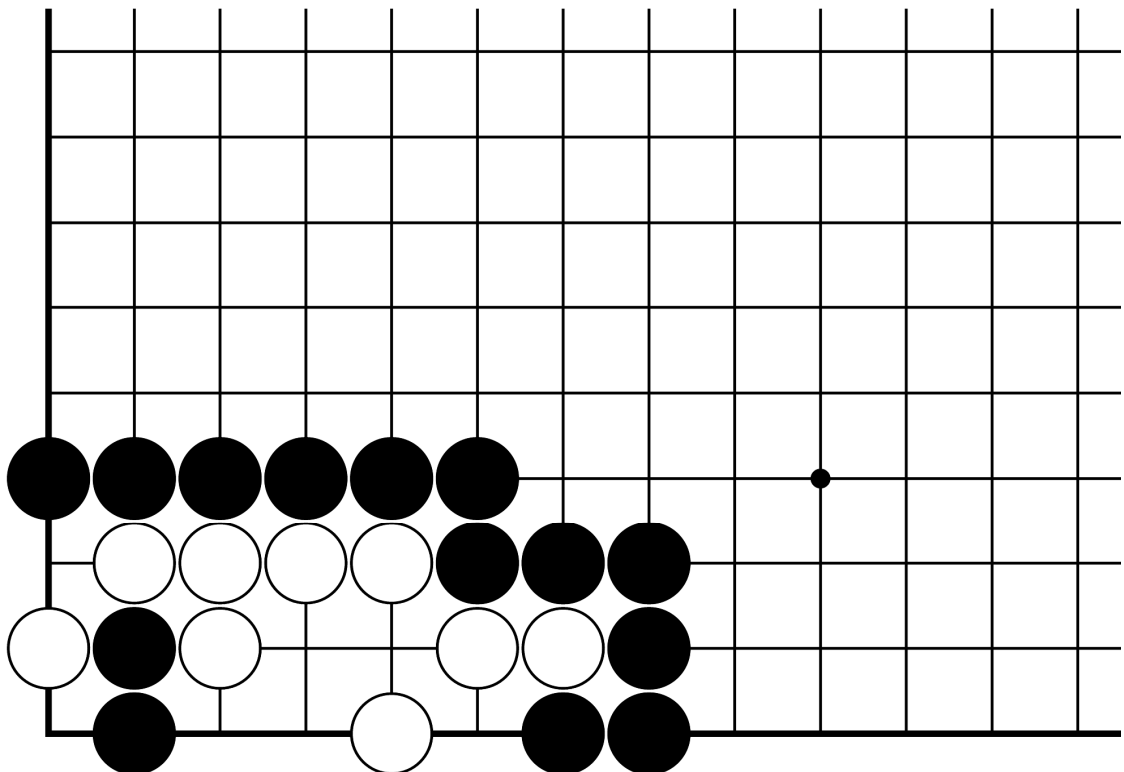


Problem 01



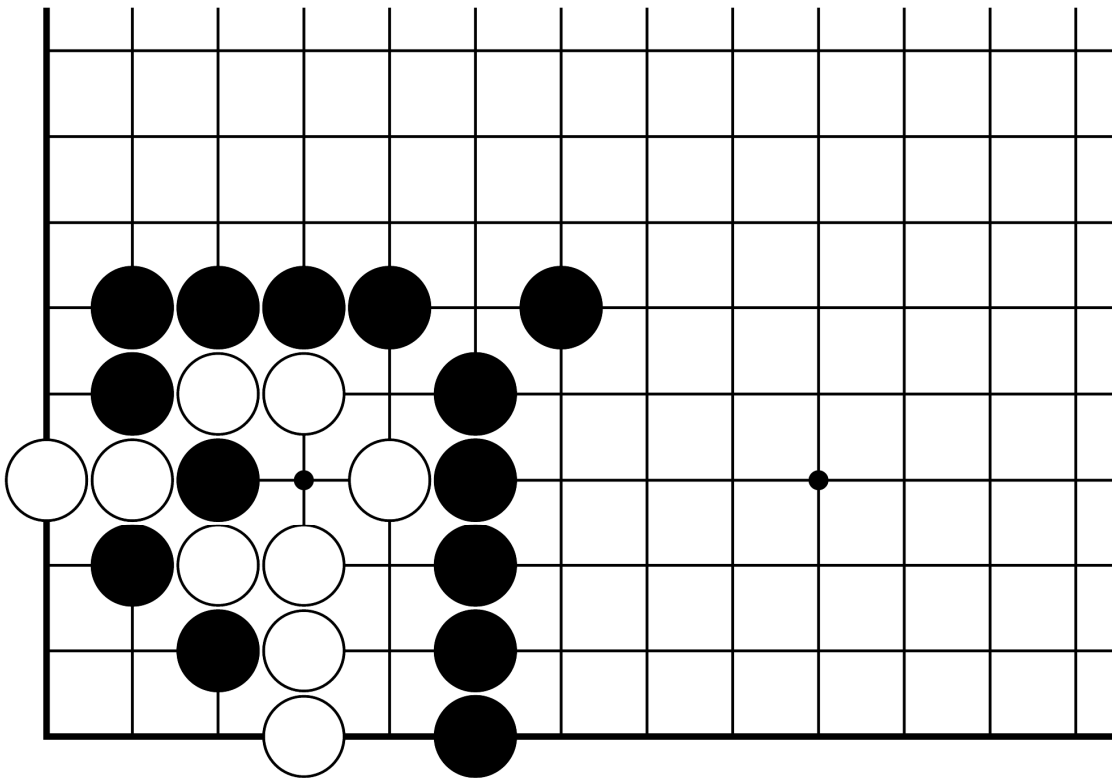
Hints can be found on page 53.

Problem 02



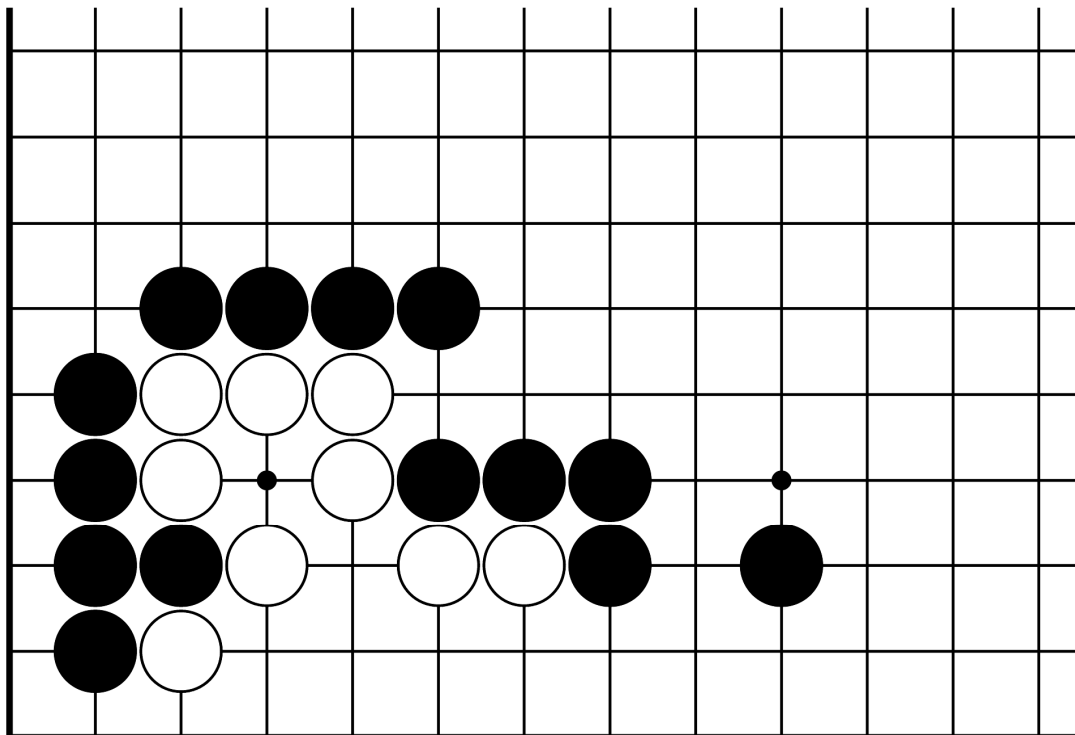
Hints can be found on page 54.

Problem 03



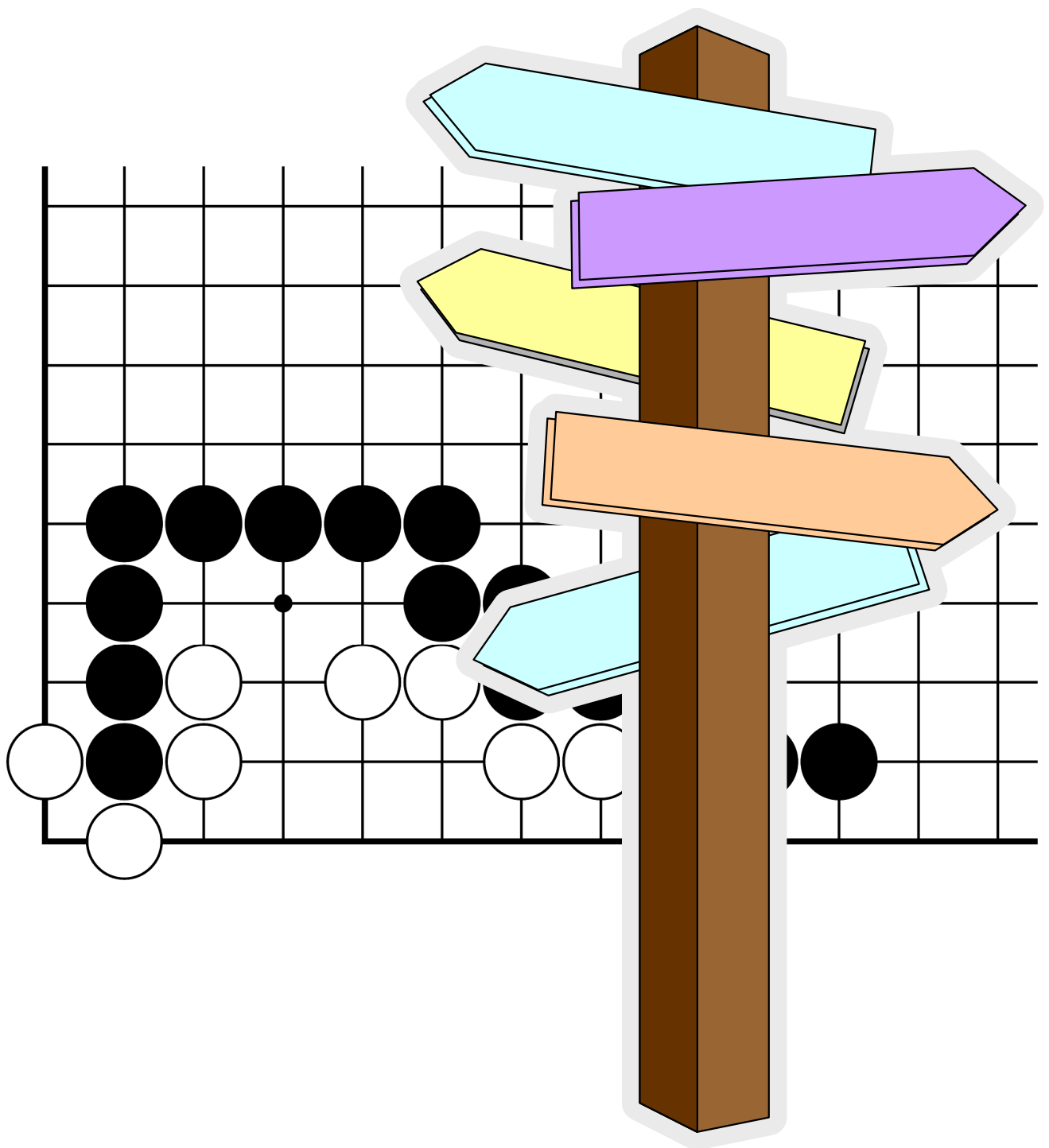
Hints can be found on page 54.

Problem 04

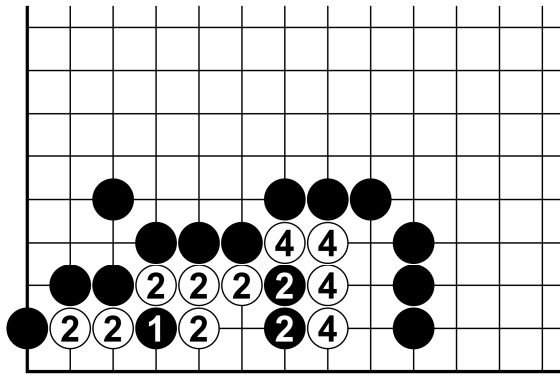


Hints can be found on page 55.

Hints

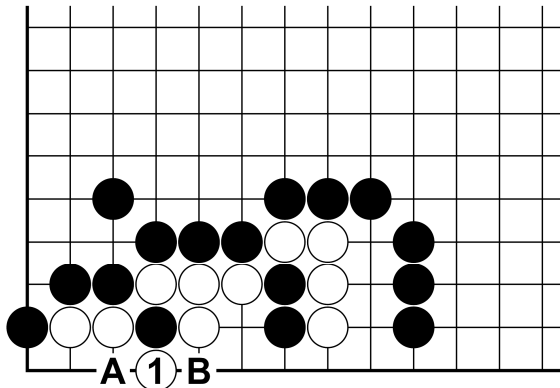


Hints at Problem 01



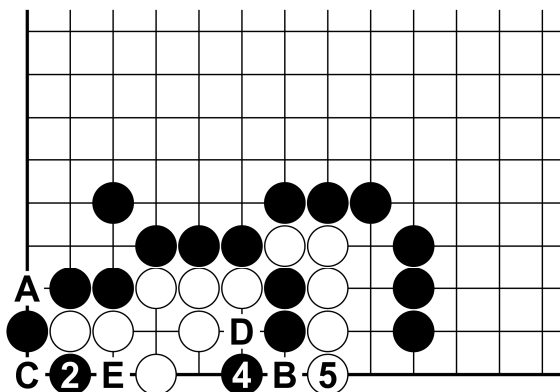
Overview.

The left part of the problem will be the interesting one, because there are many chains of stones with only two or less liberties. Problems of this type tend to end in something like a shortage of liberties for one side.



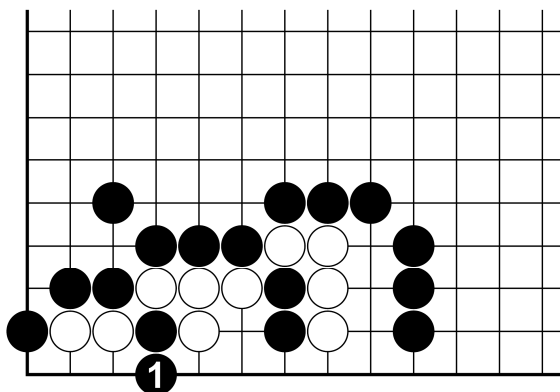
If it would be White's turn.

White could capture the single Black stone on the left. Her move at 1 opens possibilities for another eye on the left at A and on the right at B.



If it would be White's turn 2.

Black could play two moves in a row and will be unable to kill White. It would take him three moves, A, C, and E, to make the White eye on the left false. The situation is so comfortable for White that she could give Black what he wants and secure two eyes for her group with moves at B and D.

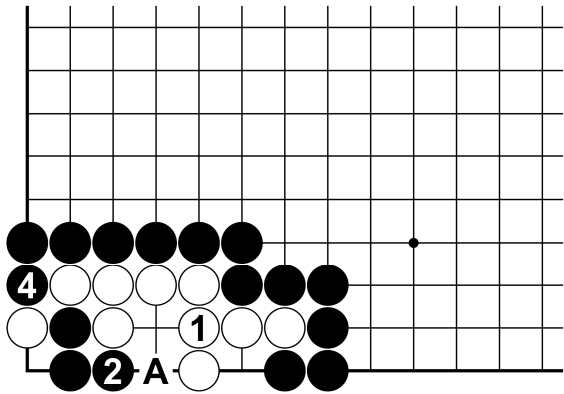
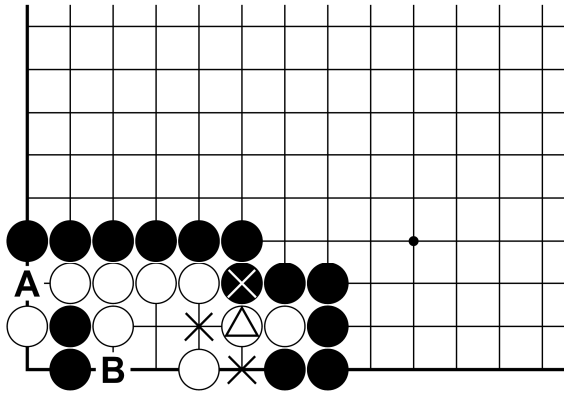


The first Black move is not the problem.

So it is not really the question, where Black should place his first stone. Black will descend to 1, following the proverb to sacrifice two stones instead of only one. Now White has to capture both of Black's two-stone groups, because capturing two stones gives only one eye.

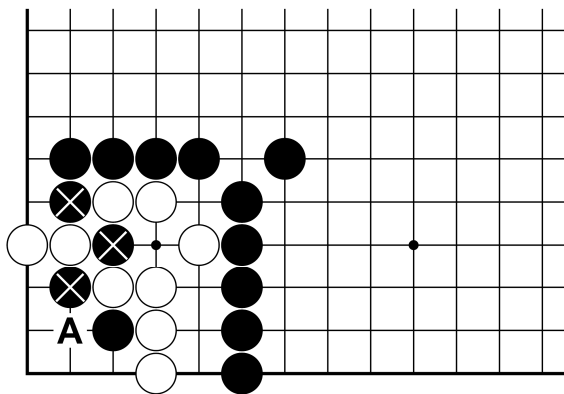
The solution can be found on page 95.

Hints at Problem 02



The solution can be found on page 95.

Hints at Problem 03



Overview.

White suffers from the cutting point at A in the corner, but at the moment she could answer a Black move at this point with B and capture the Black stones in the corner in a snap-back.

On the right the points marked with crosses visualize a potential false eye for White. But be aware that White could recapture at the triangled point if Black should have captured her two stones on the right.

If it would be White's turn.

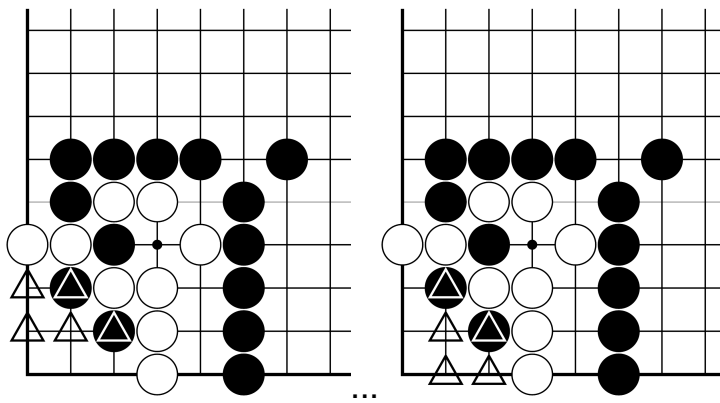
White could connect at 1. Thereafter she can allow Black to play two moves in a row and eventually live. After Black 2 and 4 in this example White has enough liberties to give Atari at A and build a snap-back.

So again it will not be the question, where Black should place his first stone.

Overview.

Black suffers from the cutting point at A in the corner.

He has to prevent a White move at this point or he will never have a chance to use the stones marked with crosses to create a false White eye.

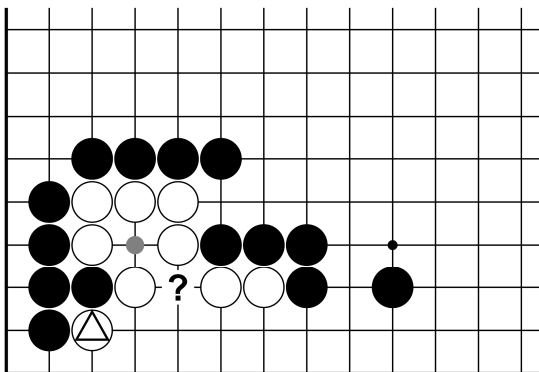


Two bulky eye shapes.

There are two possibilities in the corner to create a dead bulky eye shape, including the two marked Black stones. You will have to make up your mind to evaluate, which one leaves less options for White.

The solution can be found on page 96.

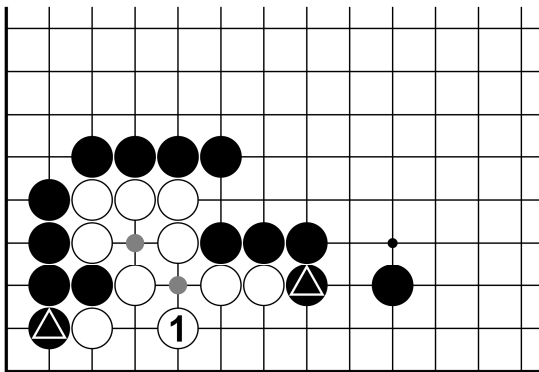
Hints at Problem 04



Overview.

White has an eye at the dotted point for the time being. A second one would be possible at the point marked with a question mark. And perhaps additionally at the edge of the board.

The marked stone at the left might be helpful for White, but will be not the primary aim of the Black attack. You should always think twice before giving Atari at one single stone.



If it would be White's turn.

White could play at 1 and turn the question mark in the diagram above into her second eye.

Like some of the problems before, she now would be able to allow Black to play two moves in a row and eventually live. The two marked Black stones on the right and on the left are of no use for Black anymore.

So it should be clear, where Black has to place his first move. Again, this first Black move is not the problem.

The solution can be found on page 96.