

# Contents

<b>Preface . . . . .</b>	<b>viii</b>
<b>Chapter One. Five Opening Principles . . . . .</b>	<b>1</b>
Principle 1. First occupy the empty corners; second, enclose a corner or make an approach move; third, extend along the sides. . . . .	1
Principle 2. Don't make too many moves in one part of the board. Establish outposts throughout the board. . . . .	3
Principle 3. Play where the fewest stones have been played. . . . .	5
Principle 4. Establish a position inside your opponent's sphere of influence. . . . .	6
Principle 5. Don't let your opponent make two corner enclosures. . . . .	8
<b>Chapter Two. Extensions . . . . .</b>	<b>10</b>
Principle 6A. From a single stone, extend two spaces. . . . .	10
Principle 6B. Extend three spaces from a two-stone wall. . . . .	10
Principle 6C. Extend four spaces from a three-stone wall. . . . .	10
Principle 7. When opposing enclosures face each other, play on the central point between them. . . . .	15
Principle 8. Extend up to five spaces from a corner enclosure. . . . .	16
Principle 9. Extend at least five spaces from a large-scale wall. . . . .	22
Principle 10. When reinforcing widely spaced extensions, maintain a balance between the third and fourth lines. . . . .	26
Principle 11. The butterfly extension is bad shape. . . . .	28
<b>Chapter Three. Moyos: Territorial Frameworks . . . . .</b>	<b>29</b>
Principle 12. When mapping out a moyo, play on the fourth line. . . . .	29
Principle 13A. Play at the junction of two opposing moyos. . . . .	33
Principle 13B. Expand your moyo while reducing your opponent's. . . . .	33
Principle 14. Erase your opponent's moyo with a shoulder hit. . . . .	36
Principle 15. Erase your opponent's moyo with a knight's move. . . . .	40
Principle 16A. Erase your opponent's moyo with a capping move. . . . .	47
Principle 16B. Answer a capping move with a knight's move . . . . .	47
Principle 17. Erase a double-wing formation with a capping move. . . . .	52
Principle 18. Build a moyo with a shoulder hit. . . . .	56
Principle 19. Reduce a large-scale moyo by playing into it no farther than its outer rim. . . . .	59
Principle 20. Don't let your opponent make a moyo while he is reducing yours. . . . .	57
Principle 21. Be willing to transfer a moyo from one part of the board to another. . . . .	71

Principle 22. Against a double-wing extension from a stone on the 4-4 point, invade at the 3-3 point. . . . .	73
Principle 23. Against a 3-3 point invasion, block on the side that makes the biggest moyo or territory. . . . .	75
<b>Chapter Four. Thickness . . . . .</b>	<b>79</b>
Principle 24A. Don't approach thickness. . . . .	79
Principle 24B. Use your thickness to attack. . . . .	79
Principle 24C. Don't use thickness to make territory. . . . .	79
Principle 25. Ponnuki is worth 30 points . . . . .	87
Principle 26. The tortoise shell is worth 60 points . . . . .	90
<b>Chapter Five. Defending and Attacking Weak Groups . . . . .</b>	<b>93</b>
Principle 27. Play urgent moves before big opening moves. . . . .	93
Principle 27A. Defending a weak group takes priority over big opening moves. . . . .	93
Principle 27B. Attack your opponent's weak stones. . . . .	93
Principle 28A. Confine your opponent's stones. . . . .	98
Principle 28B. Don't allow your stones to be confined. . . . .	98
Principle 28C. Separate your opponent's stones into weak groups, then attack. . . . .	98
<b>Chapter Six. Good and Bad Shape. . . . .</b>	<b>108</b>
Principle 29. Don't make empty triangles. . . . .	108
Principle 30. Don't make the pyramid shape. . . . .	111
Principle 31. The plum-bowl shape is as solid as a rock. . . . .	112
Principle 32. Don't make dumpling shapes. . . . .	113
<b>Chapter Seven. Creating and Exploiting a Shortage of Liberties. . . . .</b>	<b>115</b>
Principle 33. Play a hane at the head of two stones. . . . .	115
Principle 34. Play a hane at the head of three stones. . . . .	118
Principle 35. Play at the center of three stones. . . . .	121
<b>Chapter Eight. Pressing, Pushing, and Crawling. . . . .</b>	<b>125</b>
Principle 36. Don't crawl along the second line. . . . .	125
Principle 37. Avoid crawling along the third line. . . . .	126
Principle 38. Don't push along the fifth line. . . . .	127
Principle 39. Don't push from behind. . . . .	129
<b>Chapter Nine. Attacking . . . . .</b>	<b>130</b>
Principle 40. Attack from your weak stones. . . . .	130
Principle 41. When stones are split into two weak groups, one will die. . . . .	134
Principle 42. Attack a weak group by leaning against a stronger one. . . . .	137
Principle 43. Attack with a capping move. . . . .	143

Principle 44. Attack with a knight's move. . . . .	146
Principle 45. A cap, followed by a knight's move, are an effective attacking combination. . . . .	148
Principle 46. Map out territory or a moyo while attacking. . . . .	151
Principle 47. Rob your opponent's stones of their base, then attack. . . . .	154
<b>Chapter Ten. Light and Heavy Stones and Making Sabaki . . .</b>	<b>158</b>
Principle 48. Attach to make sabaki. . . . .	158
Principle 49. Prevent your opponent from making sabaki with the diagonal attachment and an iron pillar. . . . .	168
Principle 50. Play light moves to avoid making a heavy group. . . . .	173
Principle 51. The one-space jump is rarely a bad move. . . . .	178
Principle 52. Abandon junk stones. . . . .	182
Principle 53. Don't make territory in a area where one of your flanks is open. . . . .	186
<b>Chapter Eleven. Fighting a Ko. . . . .</b>	<b>189</b>
Principle 54. There's no ko in the opening. . . . .	189
Principle 55. Be the first to capture the ko. . . . .	193
Principle 56. Don't play ko threats that lose points. . . . .	197
<b>Chapter Twelve. Ladders. . . . .</b>	<b>199</b>
Principle 57. Capture the stone caught in a ladder as soon as possible. . . . .	199
<b>Chapter Thirteen. Tactical Principles . . . . .</b>	<b>201</b>
Principle 58. Capture the cutting stone. . . . .	201
Principle 59. When caught in a crosscut, extend. . . . .	204
Principle 60. Increase the sacrifice to two stones. . . . .	207
Principle 61. Don't eliminate a cut with a peep. . . . .	212
Principle 62. Attach across the waist of the knight's move. . . . .	214
Principle 63. When your opponent attaches across the waist of the knight's move, don't cut off the attaching stone. . . . .	216
Principle 64. Don't push into a knight's move. . . . .	218
Principle 65. Attach against the stronger stone. . . . .	219
Principle 66. The turn in the center is a big move. . . . .	224
Principle 67. Destroy an eye with a diagonal peep. . . . .	226
<b>Chapter Fourteen: Miscellaneous Principles . . . . .</b>	<b>228</b>
Principle 68. In a symmetrical position, play on the central point. . . . .	228
Principle 69. There's death in a hane. . . . .	229
Principle 70. To live with a group, expand its eye space. . . . .	231
Principle 71. To kill a group, reduce the size of its eye space. . . . .	233
Principle 72. In the corner, six live and four die. . . . .	234
Principle 73. On the side, eight live and six die. . . . .	235

Principle 74. The comb formation is alive. . . . .	236
Principle 75. Bent four in the corner is dead. . . . .	237
Principle 76. The carpenter's square lives in a ko. . . . .	239
Principle 77. Without a liberty, the rectangular six in the corner can be killed. . . . .	240
Principle 78. The rectangular six on the side is unconditionally alive. . . . .	241
Principle 79. The flower-six eye space can be killed. . . . .	241
Principle 80. There's a brilliant move on the 2-1 point. . . . .	242
Principle 81. If your group is dead, don't try save it. . . . .	244
Principle 82. If you don't have a good move, play elsewhere. . . . .	244
Principle 83. Fill the outside liberties first. . . . .	245
Principle 84. A group with one eye beats a group with no eyes. . . . .	246
Principle 85A. A three-space eye has three liberties. . . . .	248
Principle 85B. A four-space eye has five liberties. . . . .	248
Principle 85C. A five-space eye has eight liberties. . . . .	248
Principle 85D. A six-space eye has 12 liberties. . . . .	248
Principle 86. In a capturing race, two successive hanes can increase the liberties of a group. . . . .	251
Principle 87. If you lose four corners, resign. . . . .	253
Principle 88. Don't try win by making one big territory. . . . .	253
Principle 89. Don't leave behind an unfinished joseki. . . . .	255
Principle 90. Don't attach when your opponent's stones and yours are on the same line. Attach if they are on different lines . . . . .	256
Principle 91. Don't bump against a stone if it results in a shortage of liberties. . . . .	258
Principle 92. My opponent's key point is also my key point. . . . .	260
Principle 93. Before fighting a ko, count the number of ko threats. . . . .	263
Principle 94. When fighting a ko, start with adjacent ko threats. . . . .	263
Principle 95. A double ko provides an endless number of ko threats. . . . .	263
Principle 96. Abandon a three-step approach-move ko. . . . .	265
Principle 97. Abandon a three-stage ko. . . . .	266
Principle 98. Play a double-sente endgame move as soon as possible. . . . .	268
Principle 99. The monkey jump is worth eight points. . . . .	270
Principle 100. Linking up groups on the first line is worth nine points. . . . .	271

**A Brief Glossary of Go Terms and Concepts . . . . . 273**

**Go Books from Kiseido . . . . . 274**