

FOUR POINT EYE SPACES

Diagram 5: There are two killable four point eye shapes. The square eye shape on the left is dead as it stands. White cannot make two eyes with only a single move. The pyramid shape on the right is unsettled. The central point (A) is the vital point for both sides.

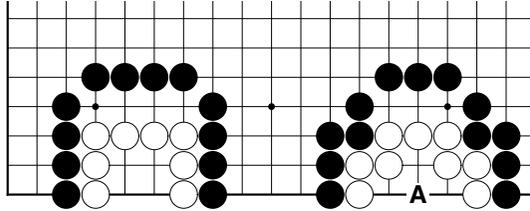


Diagram 5

Diagram 6: The three other four point eye shapes are all alive as they stand. They are the “straight four”, the “dogleg four”, and the “bent four”. While the “straight three” is unsettled, all longer straight shapes are alive provided the walls are free of defects. The four point eye shape in the middle of Diagram 6 doesn’t seem to have a standard name in English. I propose calling it the “dogleg four”, which I think describes it well.

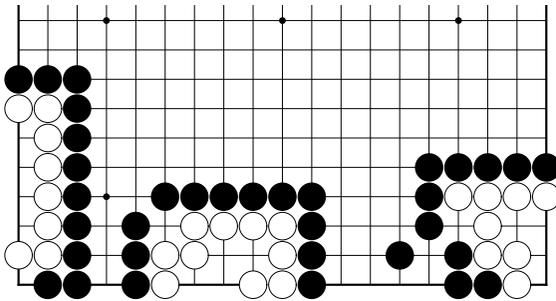


Diagram 6

Diagram 7 shows that Black cannot kill the bent four. If Black plays inside with ①, White lives with ②. Similarly, Black at ② would be answered by White at ①.

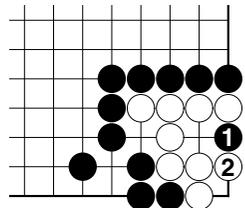


Diagram 7

Black's connection is necessary. If he plays elsewhere instead, White lives with ③ in Diagram 2E. In this position it's illegal for Black to connect, since that would leave him without any liberties.

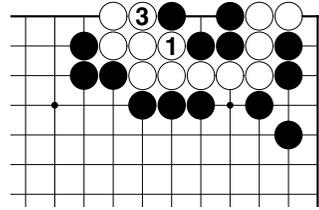


Diagram 2E: Alive

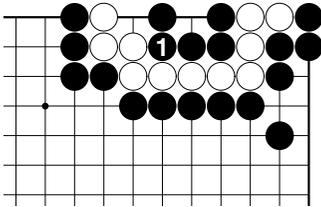


Diagram 2F: Patient

Since White has no good move after ③ in Diagram 2A, there's nothing to stop Black from first filling all the outside liberties and then making an eye with ① in Diagram 2F. Now the side with the eye really does win.

Note that Black doesn't need to actually play the moves in Diagram 2F. They're shown just as proof. Look back at Diagram 2A and convince yourself that White really is dead already. Even though Black's eye isn't perfect, it's suicidal for White to play so as to make it into a false eye. This type of position occurs quite often in real games, so it's well worth making sure you understand it thoroughly.

Diagram 3: What's the status of the black group?

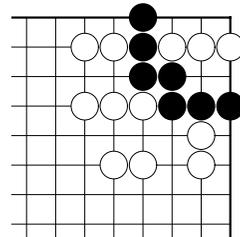


Diagram 3: Status?

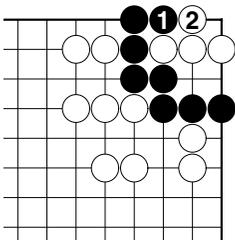


Diagram 3A: Hopeless

Pushing at ① in Diagram 3A is hopeless. White blocks at ②, making an eye at the 1-1 point. Although Black has enough liberties to win the capturing race, it does him no good. The white stones are a pyramid four, which is a killing shape. If Black captures them, White can play back at the vital point (the 2-2) and kill him. After ②, Black is dead.