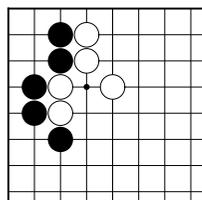
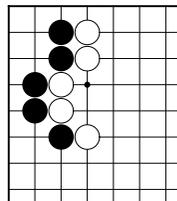


GOOD AND BAD SHAPE

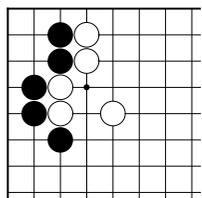
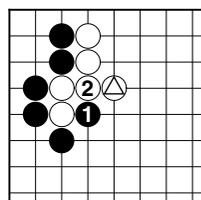
This lecture is about the difference between good shape and bad shape. Generally, when stones have good shape all the stones are useful and there is no weakness, while when stones have bad shape some stones are not that useful and there is a weakness.

In this case, for example, you can see that White's stones have two cutting points. This is bad.



How about White's stones in this case? Do they have good shape or bad?

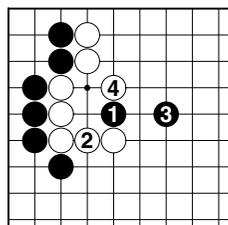
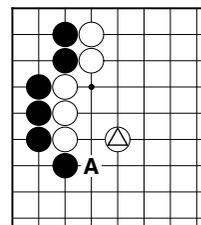
White's shape is better in this case, but it is still not good. The problem is that after ① and ②, △ forms an empty triangle, which is not that useful because it is inefficient.



Is White's shape now good or bad?

This is good. All the stones are useful and there is no serious weakness. This shape is much better than the previous cases.

If △ is at A, this would be bad shape because of the severe cutting points and liberties problem, but what about this arrangement of White's stones? Good or bad shape?



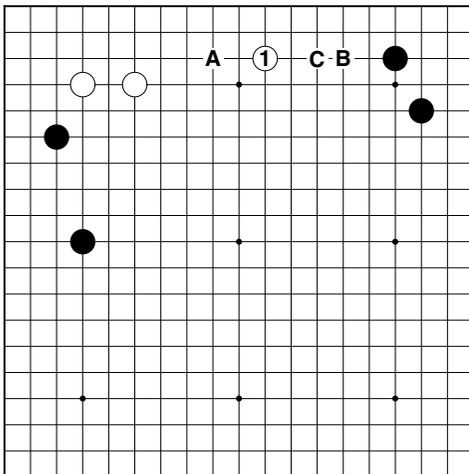
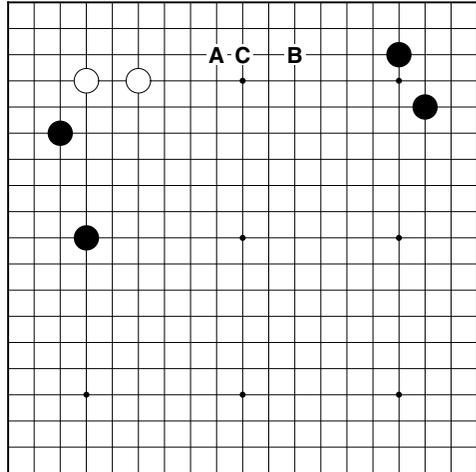
This shape is still not good. ① forces White to defend at ②, and after ③, White must defend again at ④. This is slow and some of White's stones are not very useful; they don't accomplish much for White.

WHEN TO PLAY FAST OR SLOW

This lecture is about the opening, in particular, when to play fast moves and when to play slow moves in opening game situations. Actually, I prefer to say “fast looking” and “slow looking” moves. What looks like a slow move is not always really slow. Let’s start by looking at a very common situation.

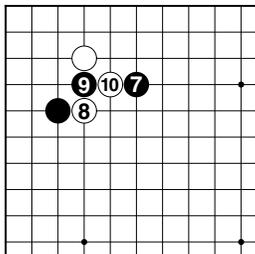
It’s White’s turn to play. White should play on the top side, but where should White play? Should White make a fast looking or a slow looking move?

A is slow; B is very fast. C is a normal move, but leaves a good response for Black at B. Also, the corner is open, so the normal move is not good enough. White’s two stones are not weak; a weak group often requires a slow play. Black has more potential on the top than White, so White wants to reduce that. Where should White play?



This ① is fast, and if Black comes in at A, White can extend to B. However, although this would be okay, it is not the best White can do. White can play even faster. (The black corner stones are not strong enough for White to make a contact play one space to the right of B—this was suggested during the workshop.) If Black answers ① at C, White would be happy and would play elsewhere; this early in the opening there will be other bigger plays. No matter what happens, an exchange of ① for Black C would be good for White.

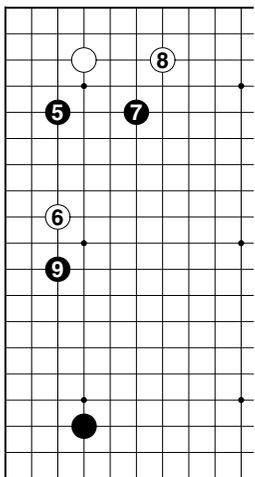
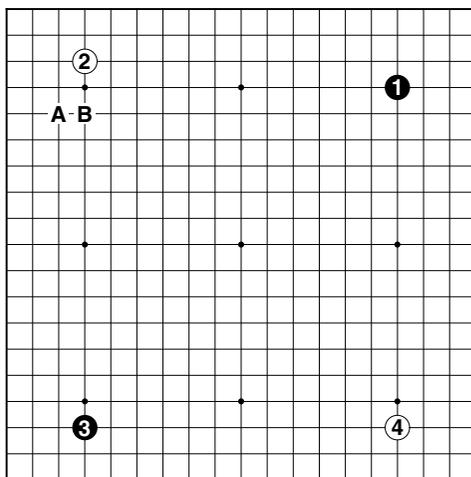
What would be a better, faster play for White than this ①?



This ⑦ is the way for Black to start a fight. It leads to a complicated battle which is analyzed in detail in “Playing Complicated Joseki” in volume 1 of *The Workshop Lectures*. This would be a good time to review it.

If Black wants to start a fighting game, he can also play ③ on the 3-4 point facing White’s 3-4 stone. White will generally play in the remaining empty corner. This gives Black an ideal opportunity to play first on the side with facing 3-4 stones. Should Black approach at A or at B?

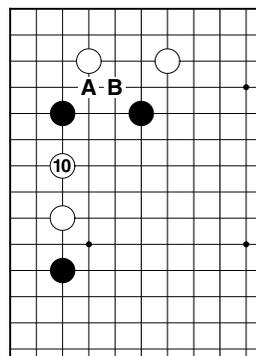
Again, approaching on the fourth line at B will lead to a territory game, so Black should play at A.

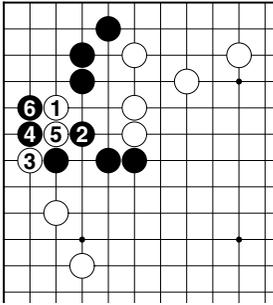


If White tries a soft pincer at ⑥ (which is a reasonable pincer since Black has more stones on this side—see “Choosing the Proper Pincer” in volume 2 of *The Workshop Lectures*), Black must first help his inside stone get out with ⑦. White will do the same with ⑧. Now Black can attack White’s single stone with ⑨, which is an ideal five space extension. Should White try to make a base or to get out?

Black play at A or at B? A will lose more points as White will take the corner, while B gives a less solid connection. If Black thinks he can make a severe attack on White’s small group on the left side, he needs to avoid having a weakness in this group.

If White tries to make a base with ⑩, Black must protect the connection between his two stones above. Should



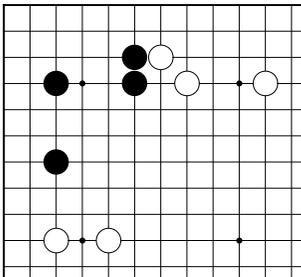
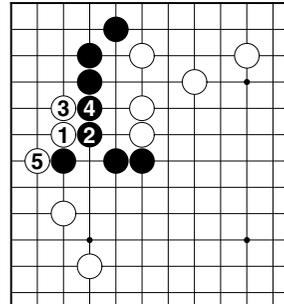


① is not the spot. After ②, White's attachment at ③ is met by ④ and then the nice tesuji of ⑥. This doesn't work for White.

In a difficult situation, starting with an attachment can be a good strategy.

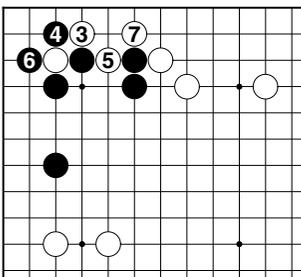
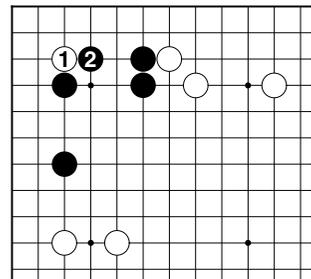
This is the way. ③ is sente and ⑤ gets out.

A contact play puts the most pressure on your opponent.



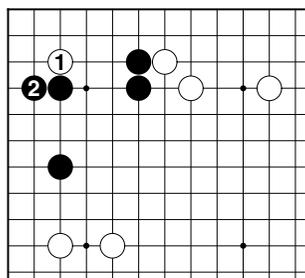
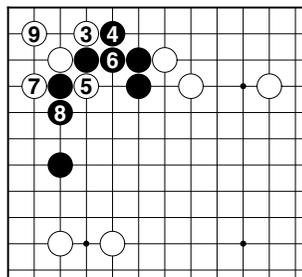
How can White destroy this black position?

① looks like the middle point. What if Black now squeezes with ②? How should White continue?



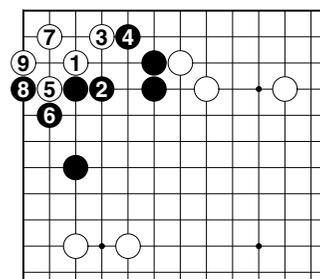
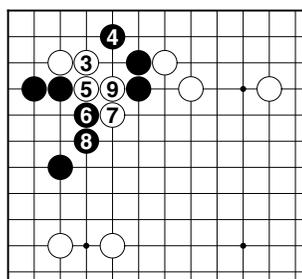
White's closest help is on the top side so it makes sense to hane that direction with ③. If Black protects the corner with ④, White gets a nice reduction.

If Black blocks with ④, White plays the forcing move of ⑤, then lives with ⑦ and ⑨.



Since Black's stone is so strong, it is more appropriate for Black to extend than to hane. How should White continue in this case?

If White extends with ③, ④ prevents White from living in the corner, but White can get out. So Black loses control of the situation.



If Black extends this way with ②, White easily creates a ko. This is good enough for White.

If Black hanes this way with ②, White can again easily make a live group in the corner.

It can be surprising to discover what can happen in such a narrow area.

