

Figure 1 (1-8)

**FIGURE 1. Opening of Star-Points**

Star-point openings are now common, so it is important to study them.

Here, Black forms *sanrensei* with 5, and White takes the upper-middle star-point with 8. You probably have played this in your own games, but GO is a large world, and there are other ways to play. For example, instead of White 8 ...

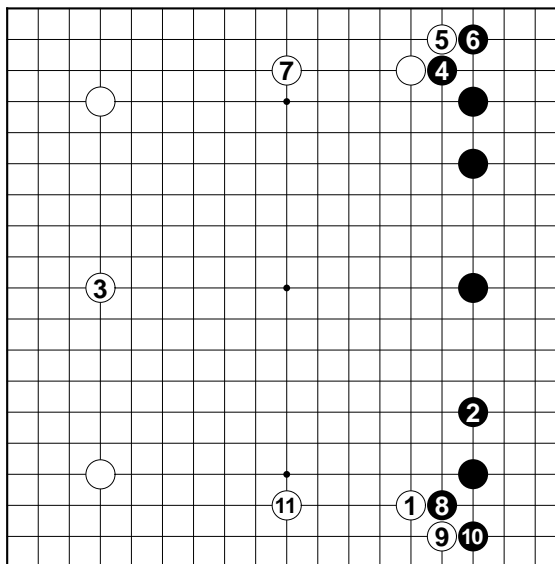


Diagram 1

**Diagram 1:** Another possibility is the corner approach (*kakari*) at White 1, followed by *sanrensei* at 3 and single *hanes* at White 5 and 9, with rapid development under the star-points along the sides with 7 and 11.





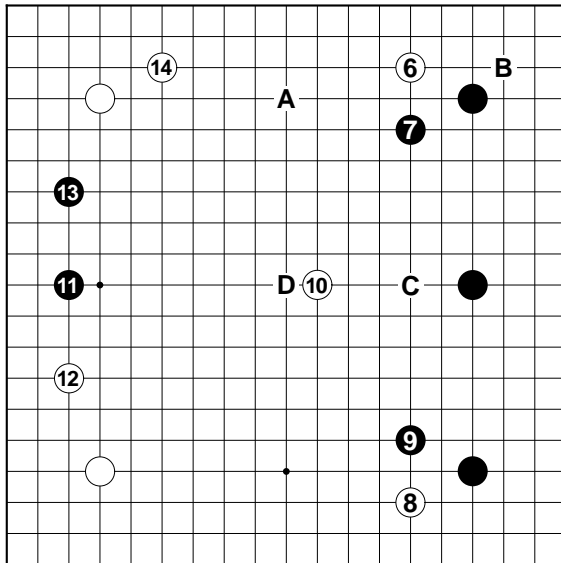


Figure 2 (6-14)

### FIGURE 2. A Matter of Feel

In response to White 6 and 8, Black 7 and 9 are quite interesting in that they expand Black's moyo from the *sanrensei* formation. And after playing two corner approach moves (*kakari*) with 6 and 8, White 10 one line to the right of the center star point sets an interesting mood. White 6 is truly a light stone -- if Black responds to 6 by playing A, White can invade at the 3-3 point at B without any trouble at all. Because Black has spent a lot

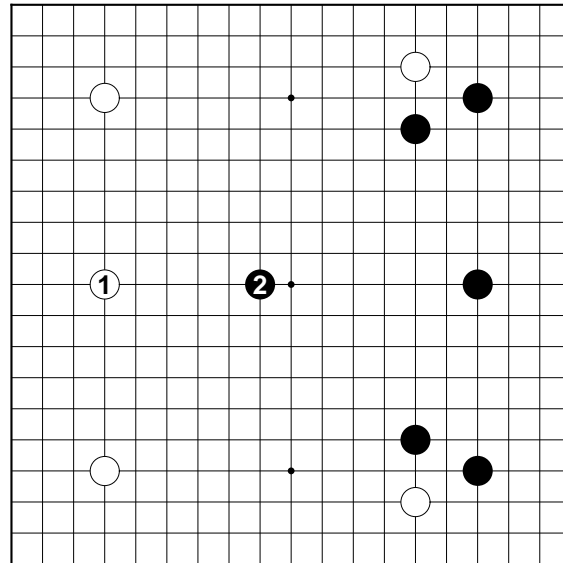


Diagram 2

of moves on the right side, White wants to respond to Black with a play at 10. Next, advancing to C is a powerful continuation. If 10 were at D on the center star-point (*Tengen*) instead, a three-space extension to C would be a bit dangerous.

**Diagram 2:** If instead of 10 White played 1 here, Black would stretch out to 2 for the same reasons White played 10 in Figure 2. This would be a matter of feel for Black.