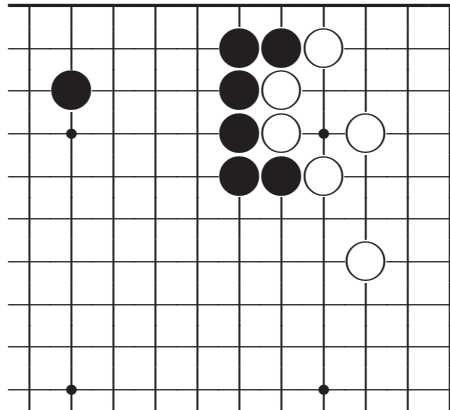


This is a position that occurs often in actual play.

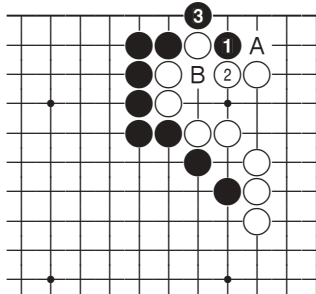
Find the flaw in White's setup and steal some points.

Problem 3
Black to Play



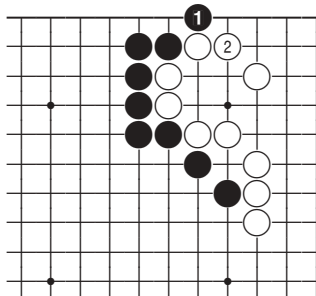
This is similar to the previous problem, but this position seems to invite a cut.

Problem 4
Black to Play



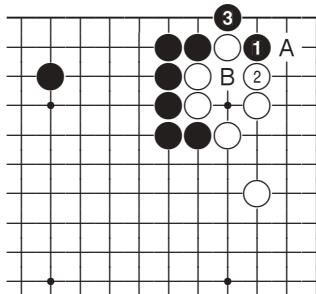
3: Success

The attachment at ① takes advantage of the shortage of liberties in White's position, and is a standard yose tesuji. After Black 3, White has three possibilities: block at A, connect at B, or play elsewhere.



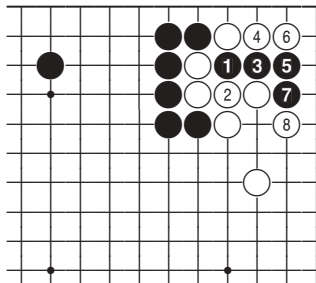
3: Failure

① is a weak yose.



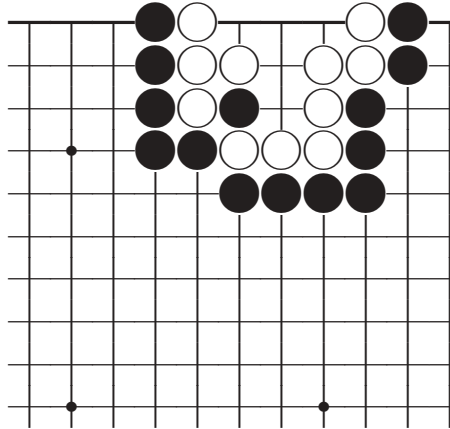
4: Success

As in the previous problem, attaching at ① is a tesuji to shrink White's territory. If White defends with ②, Black crosses under with ③ and threatens both the extension at A and the capture at B.



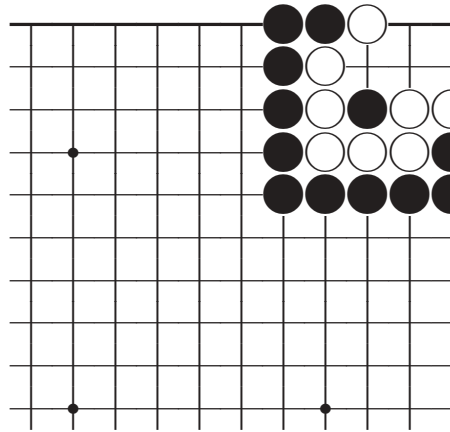
4: Failure

Cutting directly with ① is unreasonable.



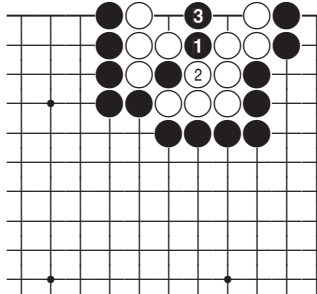
“Black to move and kill” or “Black to make a ko” belong to the world of life and death, but problems that make a seki belong in the yose category. Gain points by making a seki.

Problem 93
Black to Play



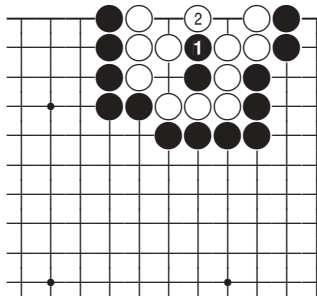
This shape appeared in a professional game.
Making a seki would be a big gain for Black.

Problem 94
Black to Play



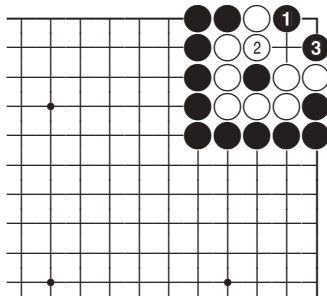
93: Success

Making a seki of an area that should have been your opponent's territory is cause for celebration. When the reverse happens it can take the air out of your tires.



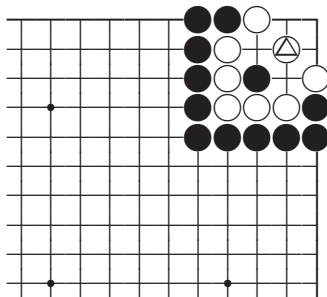
93: Variation

In this position Black has nothing.



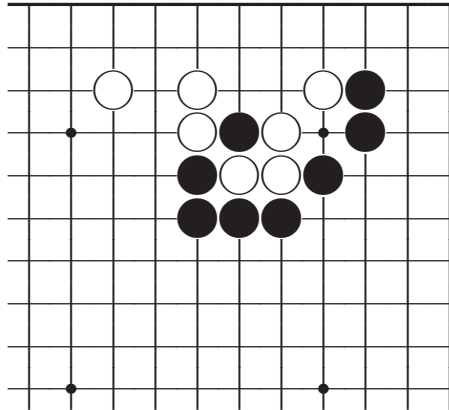
94: Success

Black gives atari with ①, and after White captures with ② the diagonal attachment at ③ makes a seki. This is the classic case in which each side has one eye.



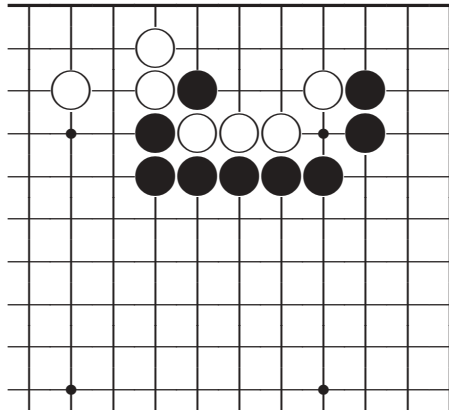
94: Variation

If White had defended the corner at △ (instead of the solid connection at the 3-2 point on the right) then no defensive move would have been required.



Use the captured black stone to make White short of liberties and play a big yose.

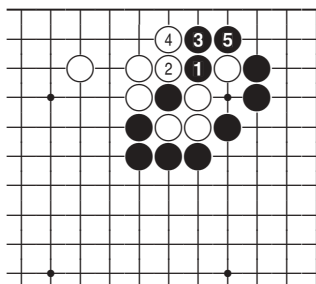
Problem 19
Black to Play



This problem has a similar atmosphere to the previous one. Where is the key point?

This is a very effective yose tesuji.

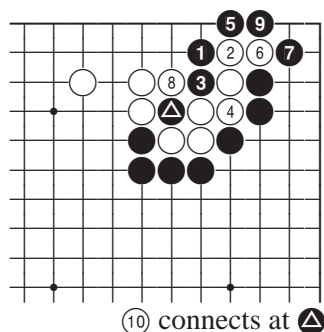
Problem 20
Black to Play



19: Success

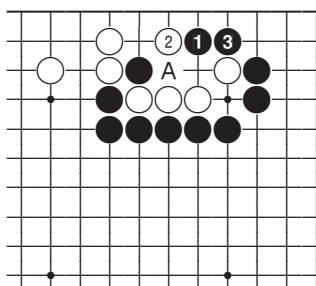
① looks and feels like a real tesuji.

White can't do much more in response than ② and ④, but after ⑤ Black has made big gains.



19: Failure

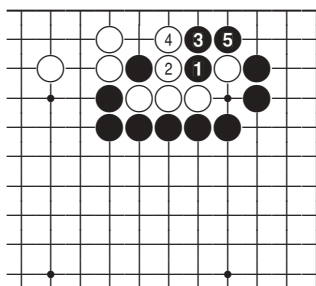
① is next to the key point, but this is a duffer's tesuji. After ⑩ Black's position is full of holes.



20: Success

The placement at ① is the right tesuji for this position.

Because of the threatened capturing race White has no choice but to defend at ②, but Black can pull back to ③, and still threatens to capture at A.



20: Failure

Black can play ①, following the same pattern as the previous problem, but after ⑤ Black has garnered just a few crumbs.