

## Special Cases for Playing Tenuki

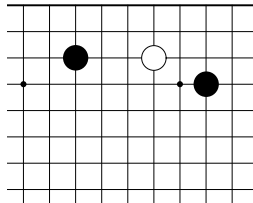
The general guidelines above are not absolute rules to be followed under any and all situations. To become a stronger player you need to learn some more complex things so as to understand some of the situations in which these guidelines may not indicate the best way to play. For example, the second rule above is that when your single stone is contending against two of your opponent's stones in a local situation, you should not tenuki because your stone is weak. However, if we consider the whole board situation, and not just the local position, there are times when it is better to tenuki in this sort of case. How do we determine the special circumstances in which it is better to tenuki in a two against one situation?

**There are three questions to ask:**

**1.** Is this weak single stone **very important**? If it is very important, do not tenuki. If it is not so important, continue with the next question.

**2.** Are there at least **two ways to help** the single stone?

Consider this example:



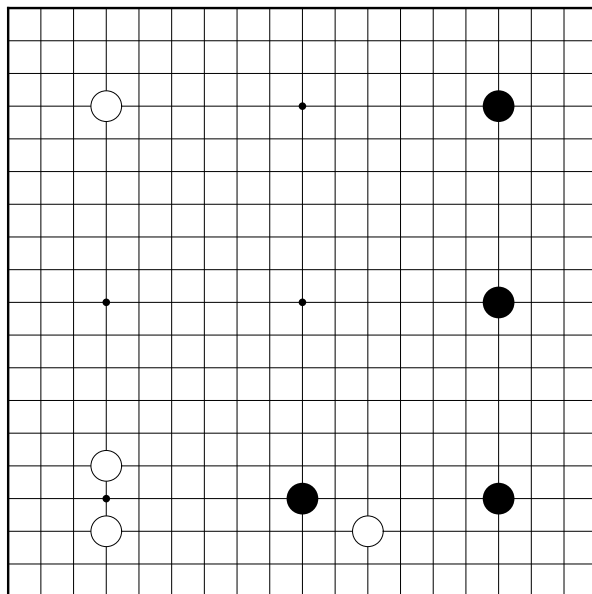
White has two ways to help the single stone. White can escape in the center or live in the corner; both ways are possible. If there are not two ways to help the single stone, do not tenuki. This does not require that there be two guaranteed ways of saving the stone, just that there are two ways to avoid losing everything here. If there are two ways, continue to question three.

**3.** Is there a **big move elsewhere** on the board? This move must be bigger than the potential loss that may follow in the local area where you are not responding. That is, the move elsewhere must be worth more than you would lose if the single stone is lost. If this is so, you should tenuki and play the bigger move.

When you can go through these questions to a final yes to question 3, you should tenuki and make the bigger play. Now we will consider some examples to show how this works.

## CHOOSING THE DIRECTION OF ATTACK

In attacking it is very important to know how to choose the correct direction from which to attack. **The first concern is to protect your own weakness** or potential weakness. Don't just focus on how to attack, lest you find yourself under attack. **The second concern is to get benefit.** The benefit can be actual territory, thickness, increased potential, or reduction of your opponent's potential. Sometimes you can kill something, but it is not easy to do that. **The third concern is how to attack severely.** All three questions must be considered in order to determine the correct direction of attack.

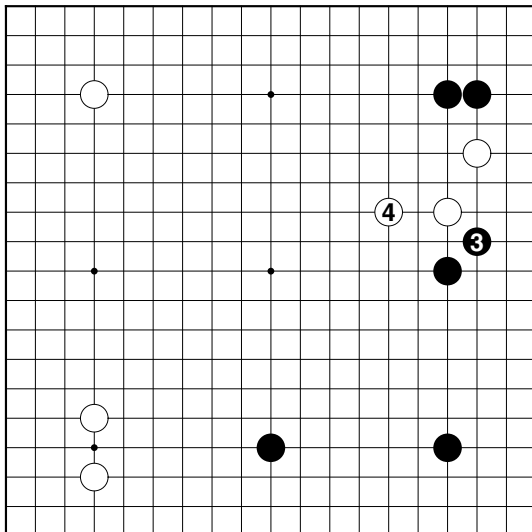


Example One

In the early game situation in Example One, White has already invaded Black's position. It is time for Black to choose the direction of attack on this invading stone.

Usually the most important concern is to protect your own weakness. How should Black play in this case? White's invading stone can be attacked from the left, from the right, or from the outside. (When attacking a group you can also sometimes attack from the inside.) Which is correct in this case?

We must ask the three questions. First, does Black have a weakness?



Black's side star point stone is again becoming weak, and the lower right side is the best profit area, better than the center. Moreover, taking away White's base is a severe attack, so ③ is the correct direction for attack. The diagonal is appropriate here since it doesn't cost a liberty and White is a bit thinner; Black can be more aggressive than in Example Six.

After White jumps to ④, how should Black continue? Ask the three questions.

This is similar to Example Six. Black's corner is weak and the corner is the best profit area. A play in the corner is better than one on the right side. The corner stones are weaker than the two side stones, which can easily run. The white group is again too strong to attack at this moment, but it is not quite as strong as in Example Six, since it doesn't yet have good eye shape. Hence, Black can be a little more ambitious and play this ⑤, getting more profit than was possible when White was stronger and better able to invade the corner.

