

# Opening Strategy (II)





## Opening Strategy

- ❖ Efficiency Theory
- ❖ Corner Terms
- ❖ Kight's corner enclosure
- ❖ Corner Approaches
- ❖ Invasion
- ❖ Extension
- ❖ Joseki (established sequences)

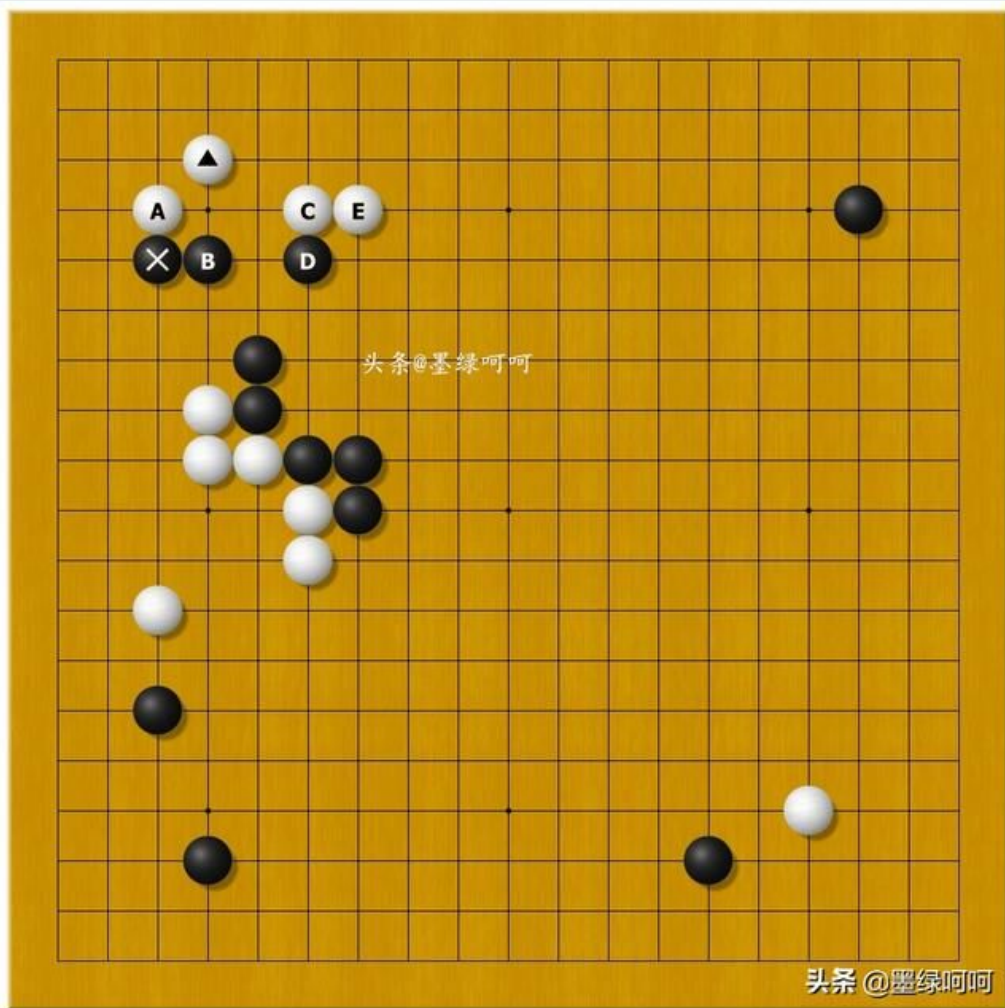
# Basic Strategies

## 1. Efficiency

Spread your pieces to increase your influences when board is empty

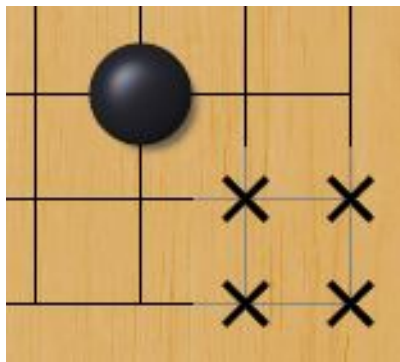
## 2. About Fight

Connect your stones when enemy is close

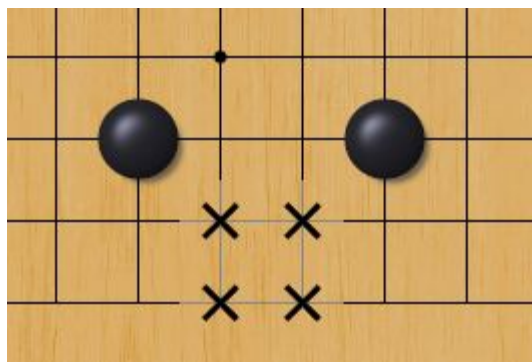


## Difficulty levels to enclose territory:

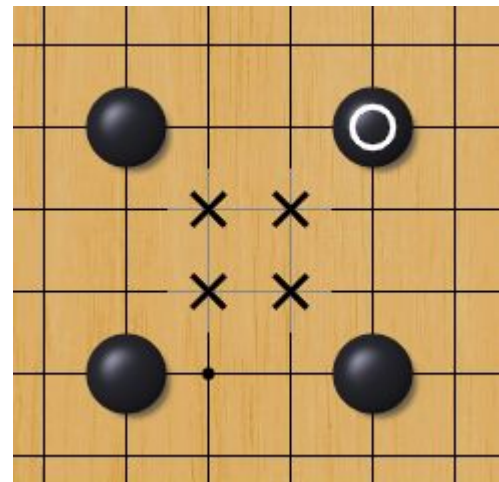
Corner



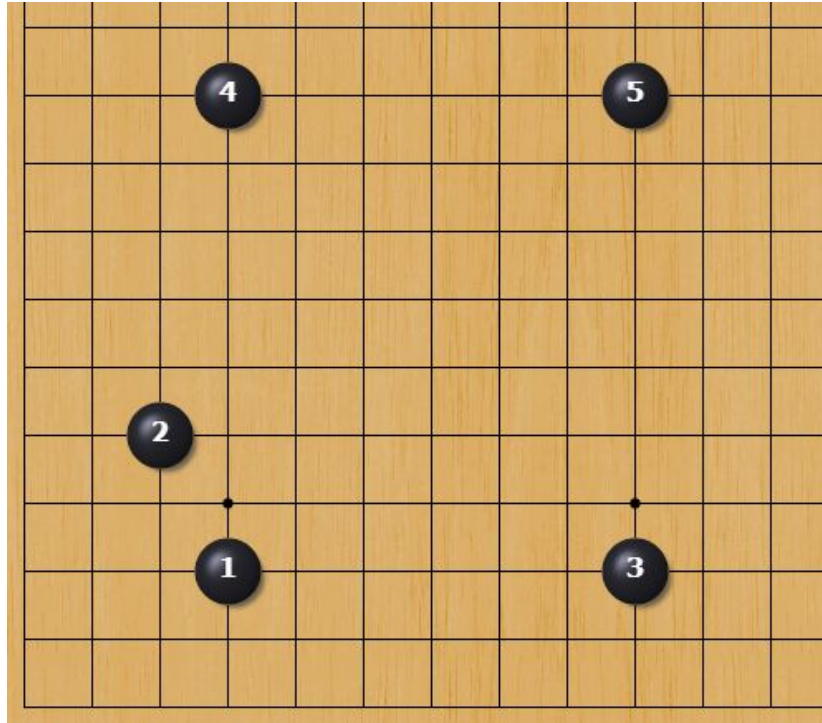
Edge



Center

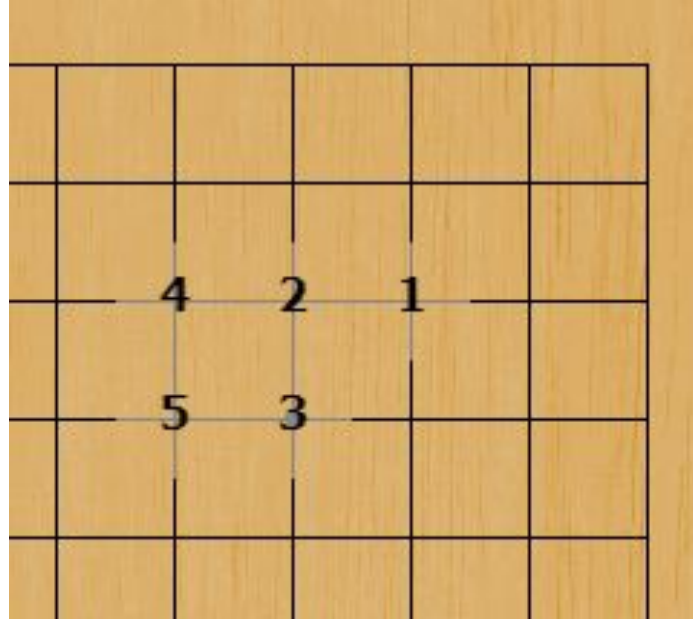


  
**Start from corner and grow to center:**

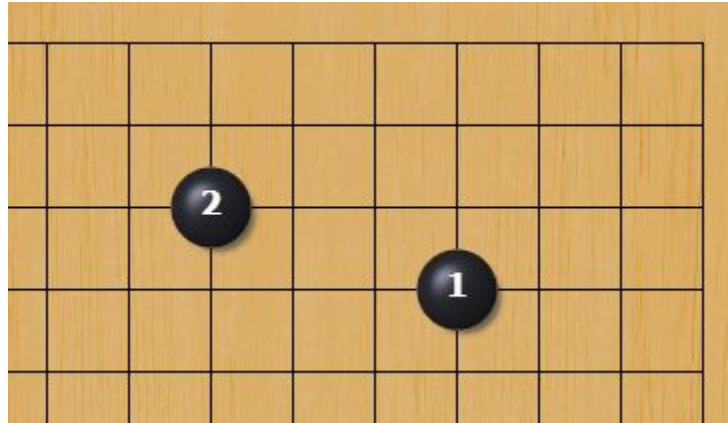
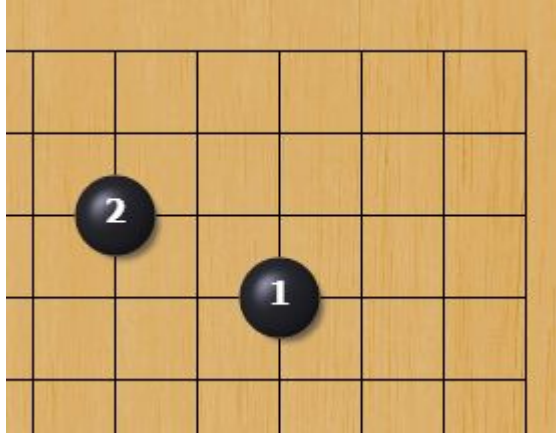


## Terms

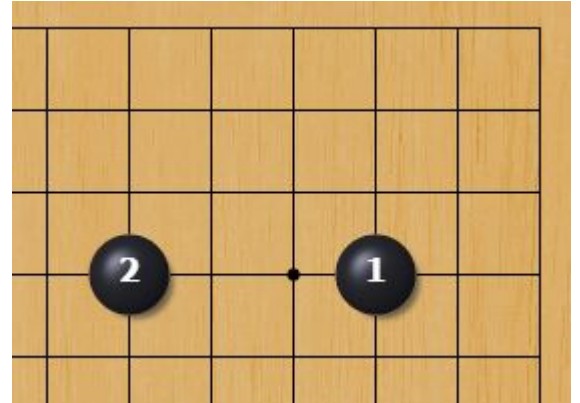
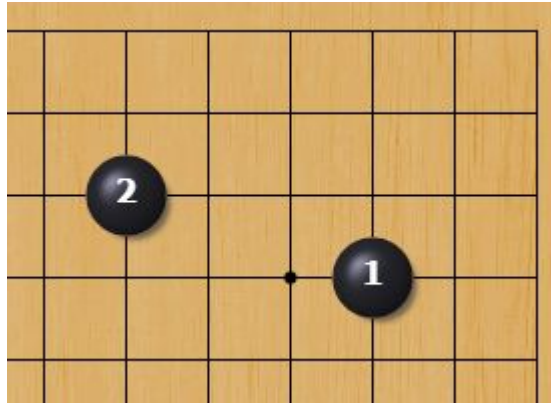
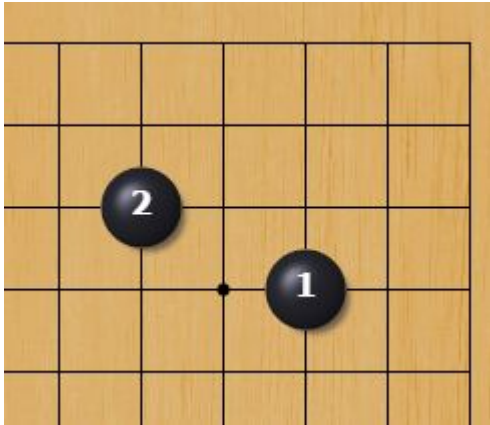
1. 3-3
2. small point (3-4)
3. star point
4. outside point (5-3)
5. high point (5-4)



## Kight's corner enclosure (From star point)



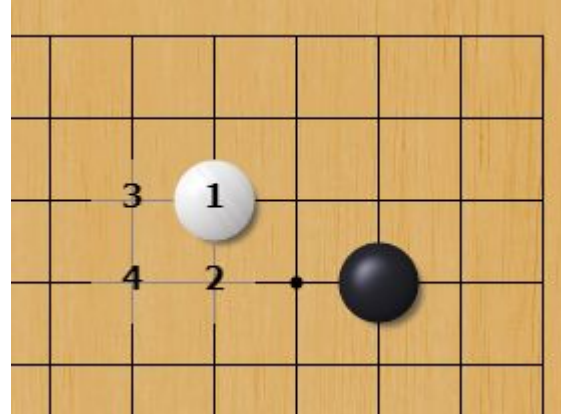
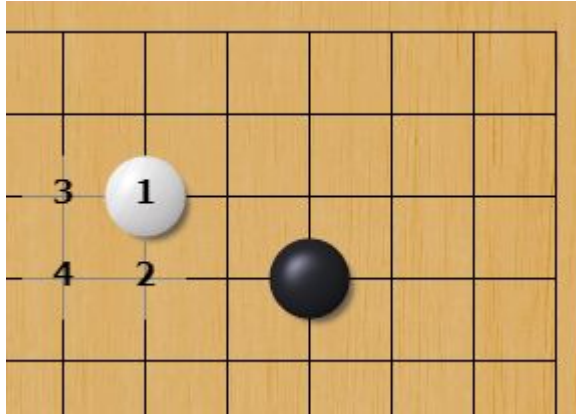
## Knight's corner enclosure (From small point)



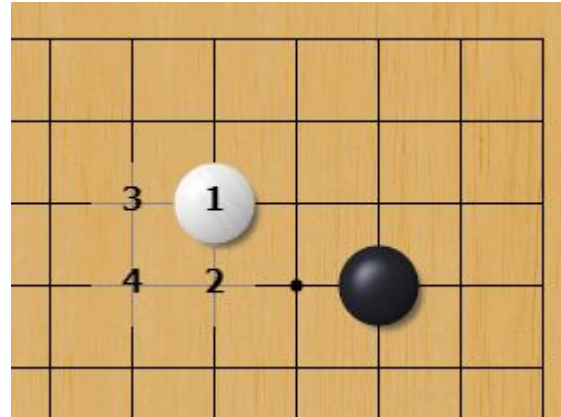
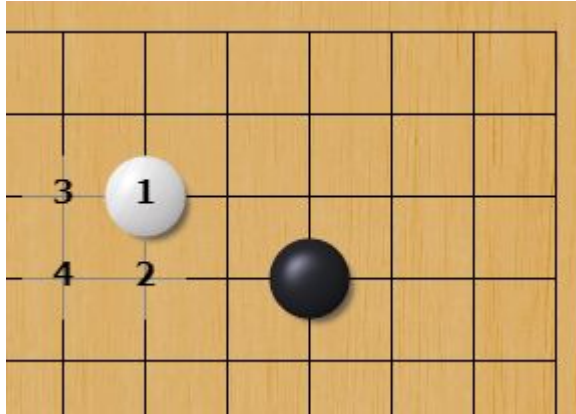




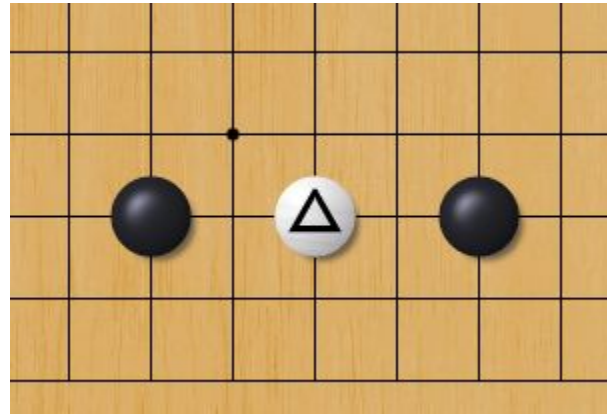
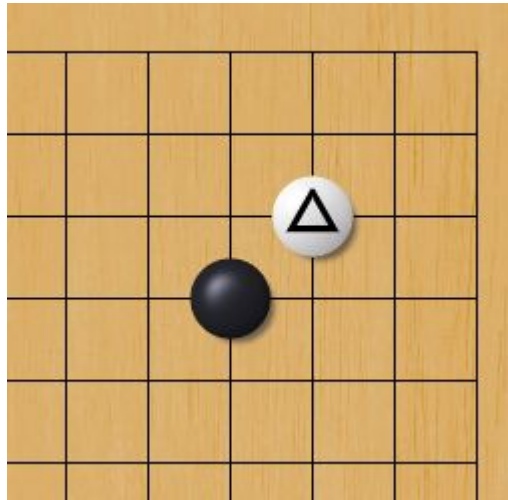
# Corner approach



# Corner approach



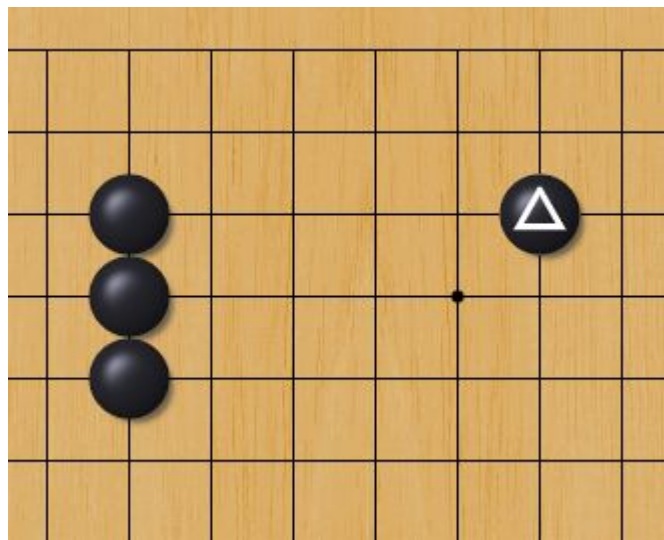
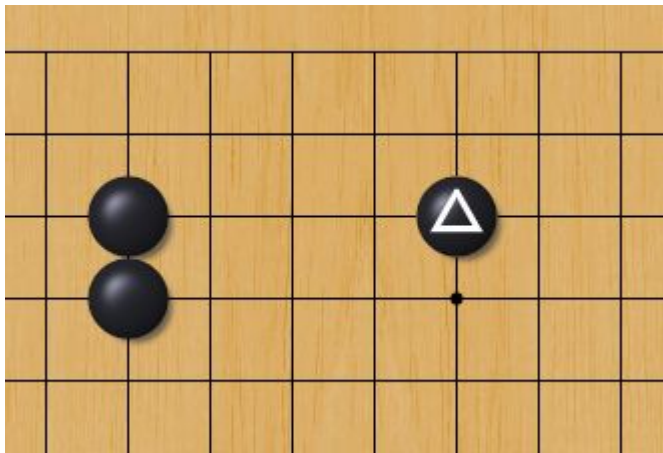
# Invasion



**How far away shall we spread?**

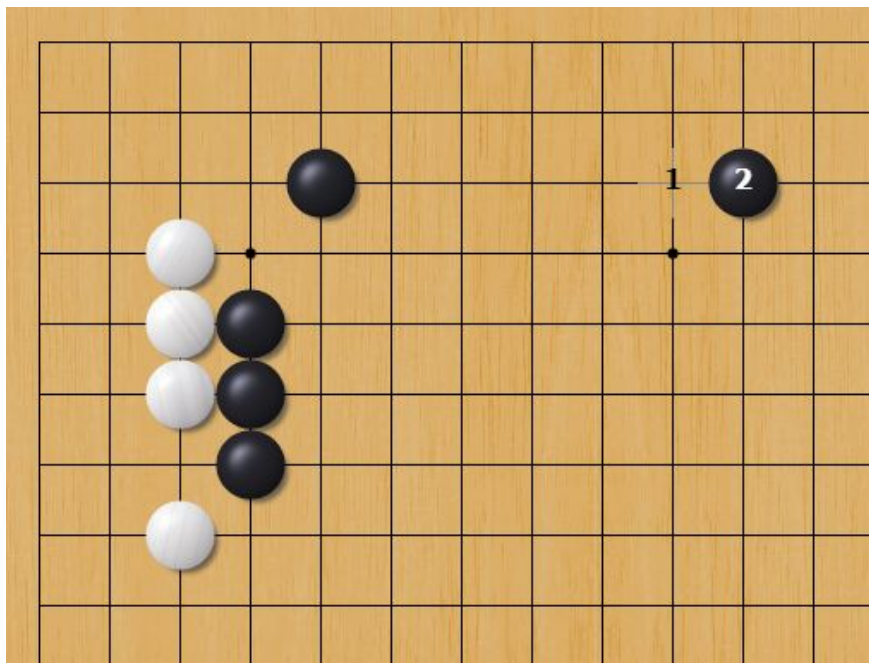


How far away shall we spread?



# How far away shall we spread?

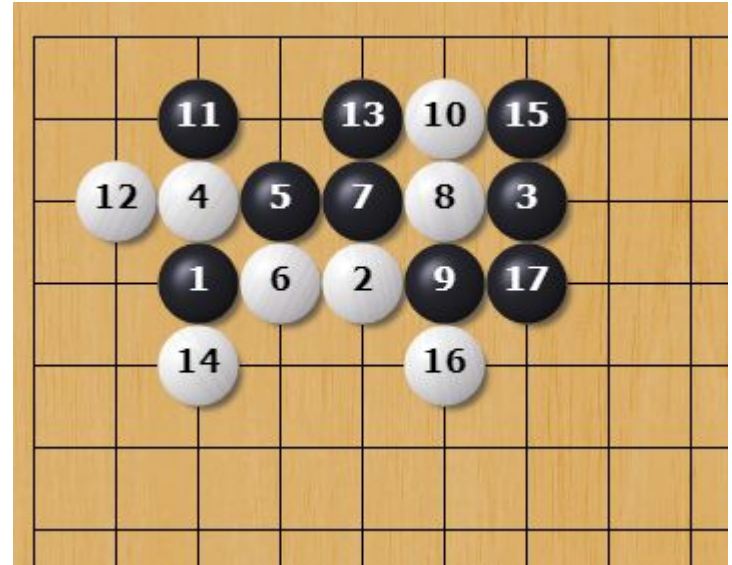
Rule of thumb:  
Height of your wall + 1



## Joseki (Established Sequence)

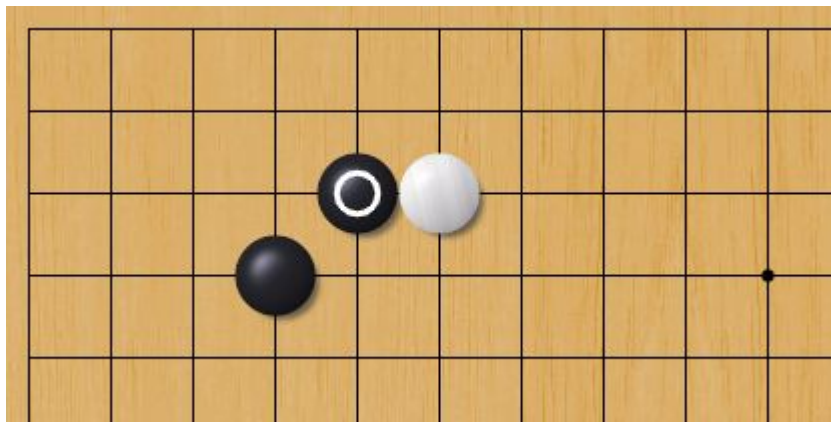
Many has been challenged by AI.

But still useful because it provides general guidance

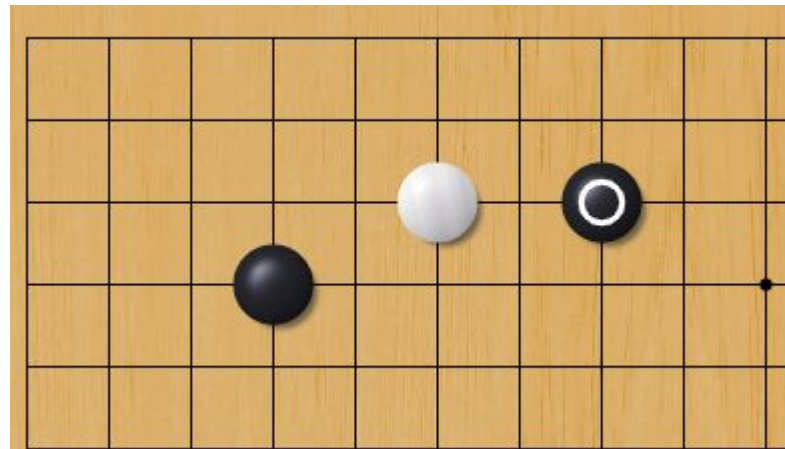


## Joseki (Established Sequence)

Option 1: Defense

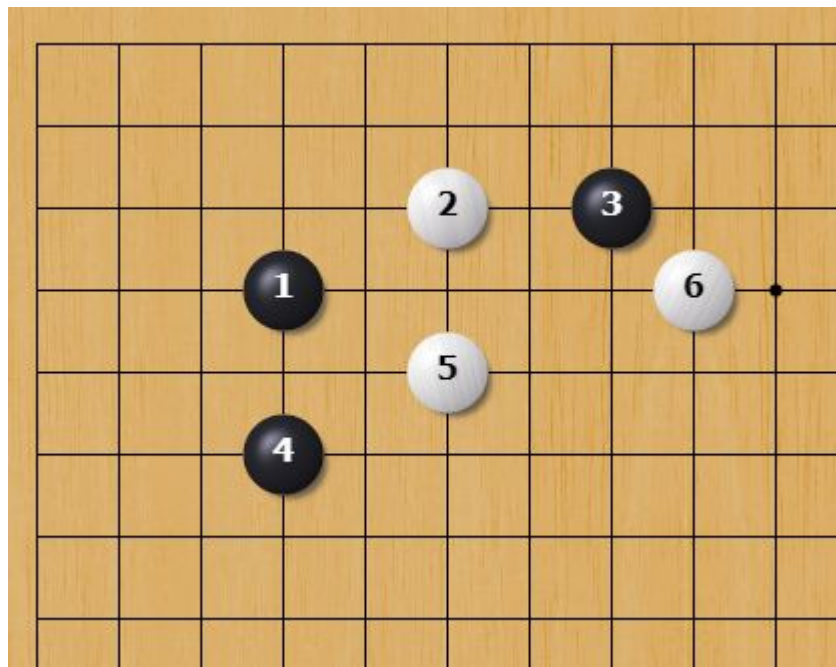
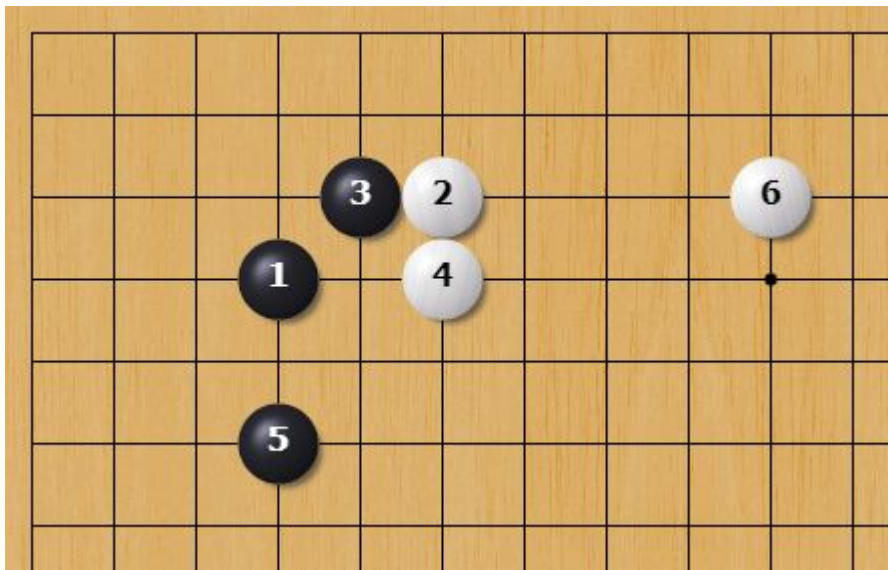


Option 2: Counter Attack





## Joseki (Established Sequence)





# Glossary

|                          |    |
|--------------------------|----|
| Extend                   | 开拆 |
| Kight's move             | 小飞 |
| Kight's corner enclosure | 守角 |
| Corner approach          | 挂角 |
| Invasion                 | 打入 |
| Established sequence     | 定式 |
| Shoulder hit             | 肩冲 |
| Capping play             | 镇  |
| Framework                | 模样 |