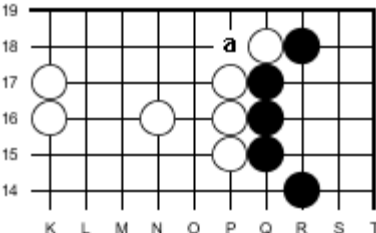
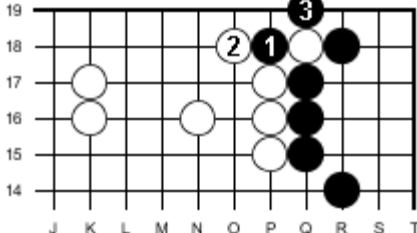
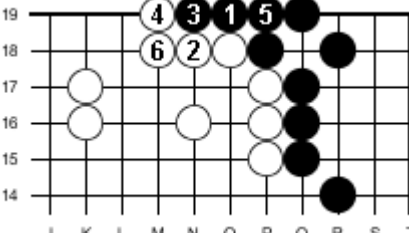
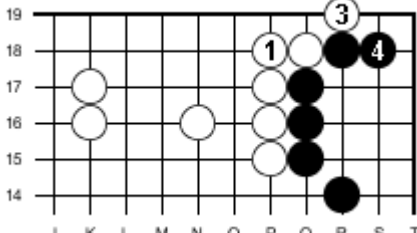


Basic Concepts - Level 1 - 10

Learn to evaluate end game moves

Think of every end game move as a gote move. Ie. One that your opponent will not answer. Play the larger end game moves first as a general rule.

Example:

	
<p>Dia. A. If black captures at a what is the value of the end game move?</p>	<p>Dia. B. After black captures at 3. White has sente but later it is black's privilege to play a sente move for further gain.</p>
	
<p>Dia. C. We see the final result. Black has 15 point + 1 prisoner = 16 points. White has 7 pts (3 rows) Black has 8 points more than white.</p>	<p>Dia. D. Now assume that white connects at 'a' in the first diagram. Then white has sente for a play at R-19 and the sequence to 4 follows at which time white switches elsewhere. Now we count white 13 points and black 9 or 11 depending who plays first in Diagram D. so white has 4 more. We conclude the difference to be 12 points</p>

Note: After white 1 in Dia. D it is true that black can answer at R-19 to prevent a further white encroachment. However, this means that white keeps sente and has made a gain without any loss.

If a player always dutifully answers his opponent in the endgame he cannot progress and could be losing 20 to 30 points in the process.

The difference between a low kyu player and a dan player in the endgame is about 40 points.

Note: The end game is a very complex part of the game of Go and requires much study to be proficient.