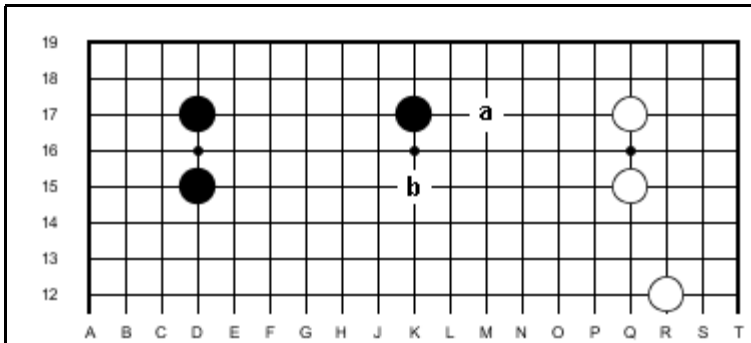


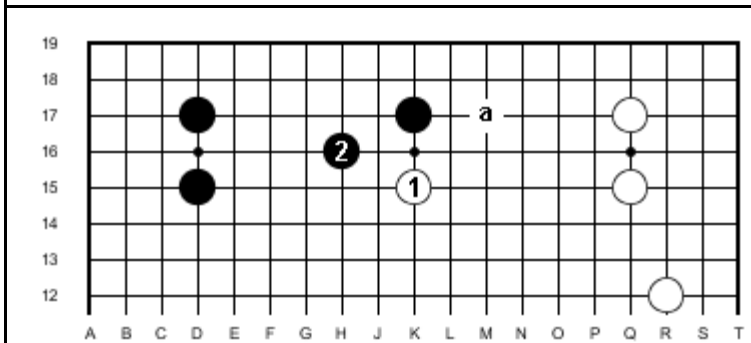
Basic Concepts - Level 1 - 15

Reduce with a Shoulder Hit

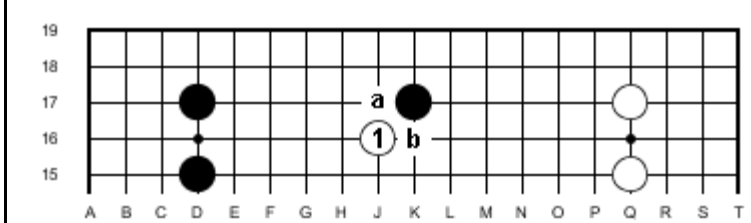


In the game to the left if white plays “a” then black “b” and black has an ideal structure White must reduce another way.

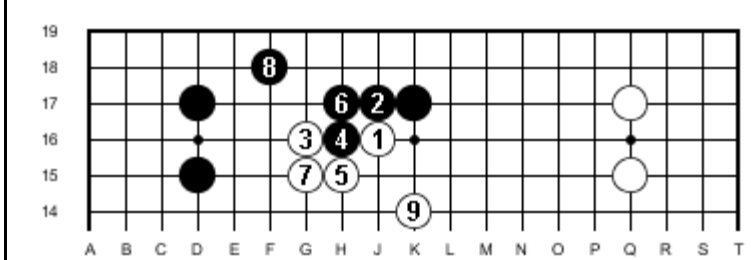
One idea is a play at “b”. White will probably respond with a knight’s move at H-16. (See next diagram.)



Black still gets a big territory.

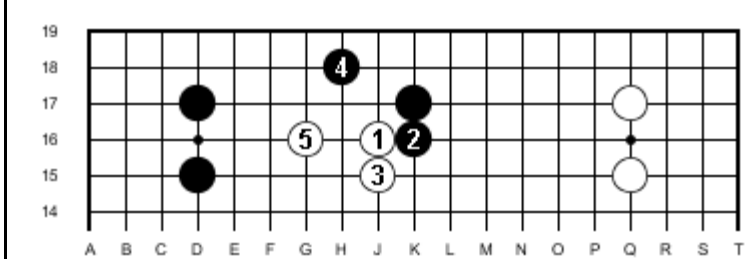


White 1 is called a shoulder hit. It is usually played against a stone on the 3’rd line. Black usually answers submissively at “a” or attacks with “b”.



The sequence to 9 is only one possibility. White 9 is played lightly to avoid attack. Black gets sente but his prospective territory is drastically reduced.

The shoulder hit is a success



This time black plays up with 2. White must play 3 or at J-14. Black plays a knight’s move at 4 and white makes shape with 5. Black still needs to defend.

Again black’s territory is reduced.