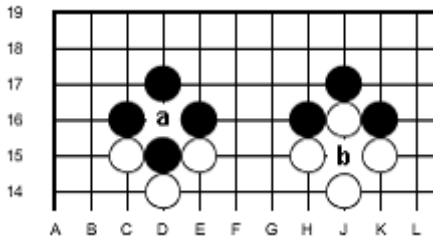


## Basic Concepts - Level 1 - 2

### KO - Seki - Dead Shapes

**Ko Rule:** After the capture of a single stone the opponent must not immediately re-capture. He must wait 1 move.

Example:



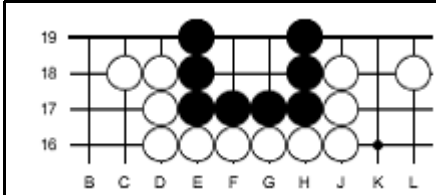
In the above diagram on the left if white captures the black stone at a then black cannot re-capture at b immediately. Hint: He would make a threatening move somewhere else.

**Seki:** A seki is a living shape in which both white and black do not have 2 eyes but yet are alive because they share eye space. Neither side counts any territory in a seki.

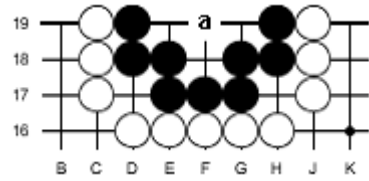
<p><b>Example 1.</b> Neither black nor white can play on the points a or b because they are short of liberties. If black sacrificed 4 stones by playing at a then white would be alive.</p>	<p><b>Example 2.</b> Neither black nor white can play on the point a as they are short of liberties. Both black and white each have 1 eye and the point a is like a shared eye.</p>

**Basic 1 Eye Dead Shapes:** The shapes in the following diagrams are not alive if white plays the point a except for diagram 8 (box 6). Please learn these and understand them.

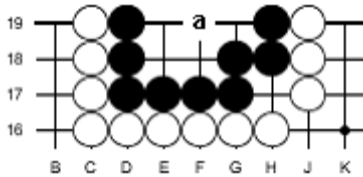
<p><b>Diagram 1</b> (a three space big eye)</p>	<p><b>Diagram 2</b> (a three space big eye)</p>



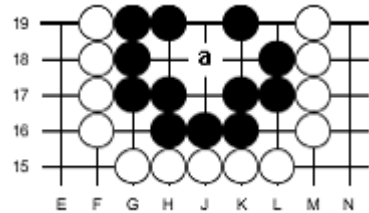
**Diagram 3** (a four space big eye - box 4). Note: even if black plays first he cannot live



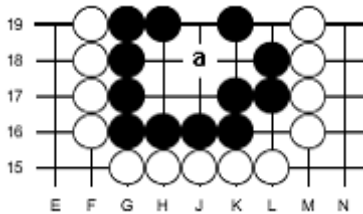
**Diagram 4** (a four space big eye - T shape).



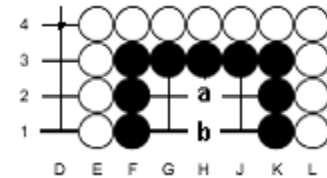
**Diagram 5** (a five space big eye - Box 4 with a tail).



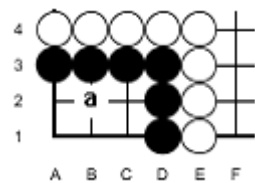
**Diagram 6** (a five space big eye - Cross shape).



**Diagram 7** (a 6 space big eye ). It is dead if white plays at a



**Diagram 8** (Box 6 ). F white plays a, then black b and if white b then black a.



**Diagram 9** (Box 6 in the corner ). With no outside liberties a play at white a kills black. Please confirm