

Basic Concepts - Level 1 - 4

False Eyes

Example 1: Stones come into contact often in the course of a game. Learning how best to respond is necessary to maintain a balance of strength and territory.

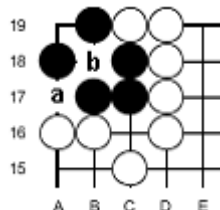


Figure A. If white plays at “a” the eye at “b” becomes false and black would die.

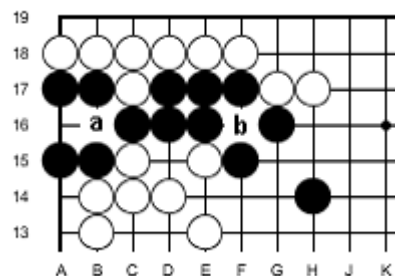


Figure B. If white plays at a the eye becomes false. Also b is not a real eye either so, in fact the whole black group can come under attack

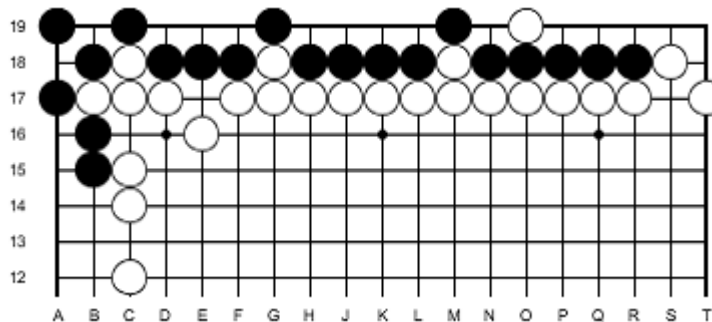


Figure C. It looks like black has many eyes but even if black plays first he cannot make two eyes. Can you see this? This problem is also a warning to avoid false eye shapes as above

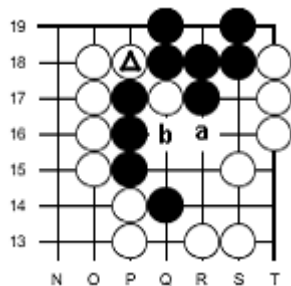


Figure D-1. Black has one certain eye on the edge. He needs a second eye. Should he capture the single white stone at a or at b?

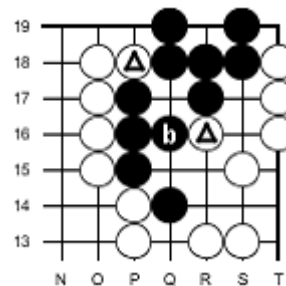


Figure D-2. If black captures at b then white will play at a and the eye will be false. Black must capture at b. Note the relation between the two triangled white stones.