



O P E N S T U D Y R O O M

A N E X E R C I S E I N G O

VOLUME 1

Welcome to the first Open Study Room Exercise in Go.

It seems like everyone wants to play Go! Open Study Room is a place for learning, playing and getting better together. Playing Go seriously is one of the best ways to improve.

Open Study Room organizes friendly Go leagues, suitable for every players needs, both allowing players to improve against each other, and offering in-depth review by expert players. League prizes include teaching games and game reviews with teachers such as those listed on the OSR website. Guo Juan (5p) answers questions on important strategy topics once a month in online lectures that are open to everyone. Other teachers regularly offer online lectures on interesting topics, past lectures can be viewed on the Open Study Room YouTube channel.

Open Study Room also offers a blog, a forum, and a calendar where players can schedule games against each other. Members hang out in our Discord channel to chat and review games. Our whole community is free and open to everyone at openstudyroom.org.

It is made possible by the donations of its 500-strong membership and the work of its coders. The tools used to make it are free software, and anyone can help build it. We also offer hosting and support for other Go communities on our site.

Open Study Room is open for you and your friends to learn how to play Go.

Come join us!

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AN EXERCISE IN GO

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“ **INVADE A MOYO ONE
MOVE BEFORE IT BE-
COMES TERRITORY.** ”

Not sooner.

SPECIAL THANKS TO

BARNEY STRATFORD

AGENT NEIGH

ADAMR

CLOSSIUS

JMDINGESS

J33

PONTICELLO

WHATT

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Tsumego

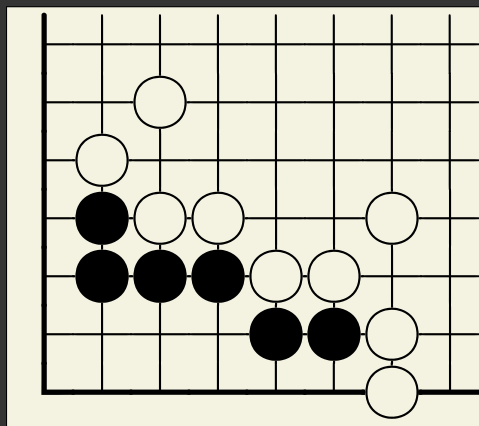
The goal is not to solve the problem, but to understand the question.
Please review the following problems and read each puzzle completely.

See why the solution is so elegant and why each move is valuable.

And most importantly: let your eyes do the reading.

TSUMEGO 1

White to kill



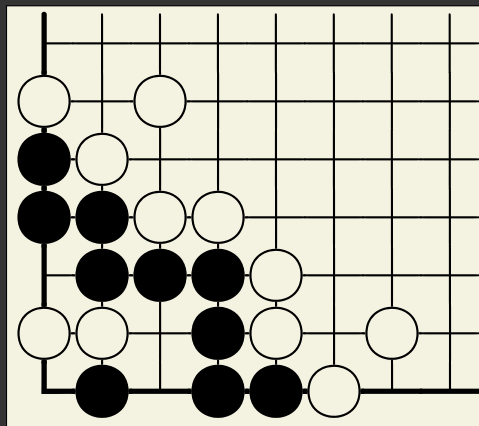
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TSUMEGO 2

White to kill



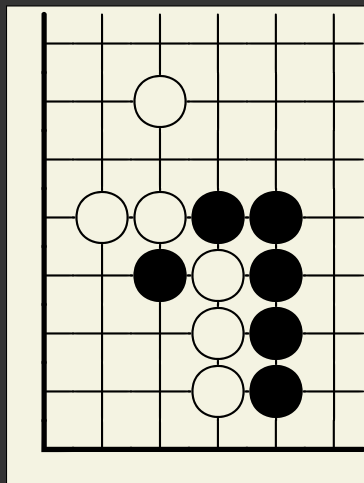
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TSUMEGO 3

Take points from White



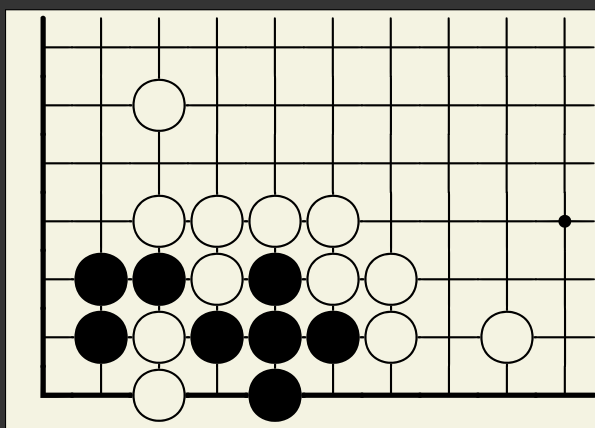
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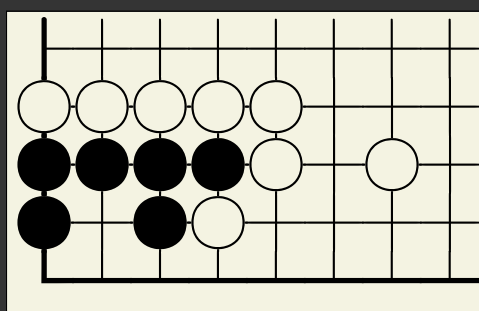
TSUMEGO 4

White to kill



TSUMEGO 5

White to kill



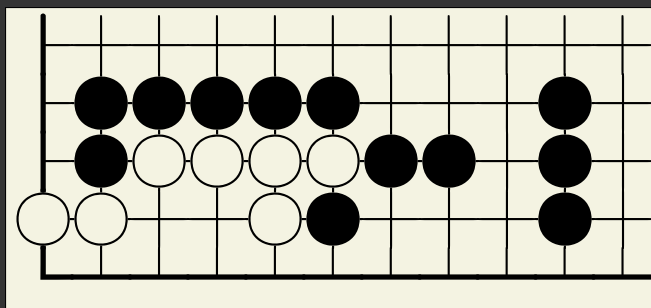
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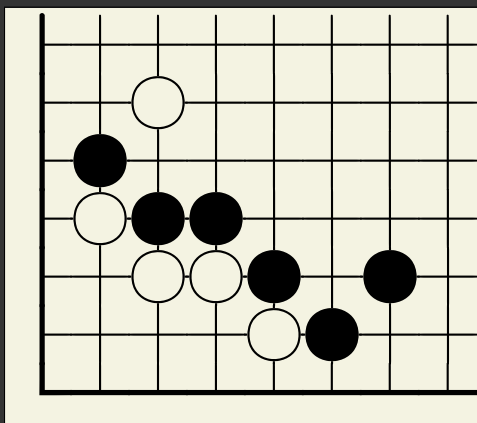
TSUMEGO 6

Black to kill



TSUMEGO 7

Joseki mistakes for Black and White - White to live



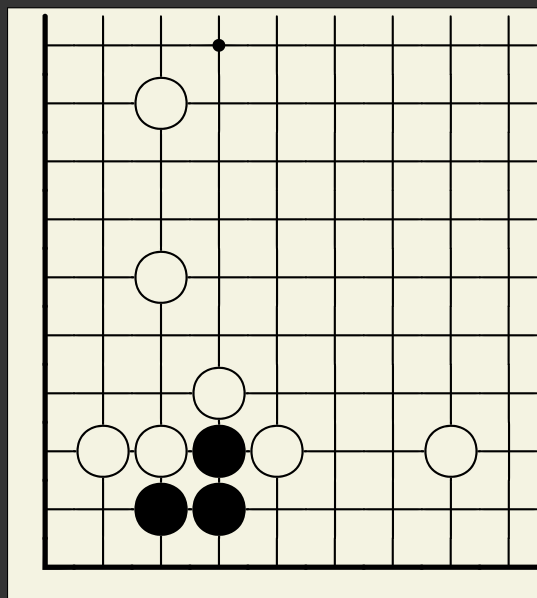
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TSUMEGO 8

Black to live



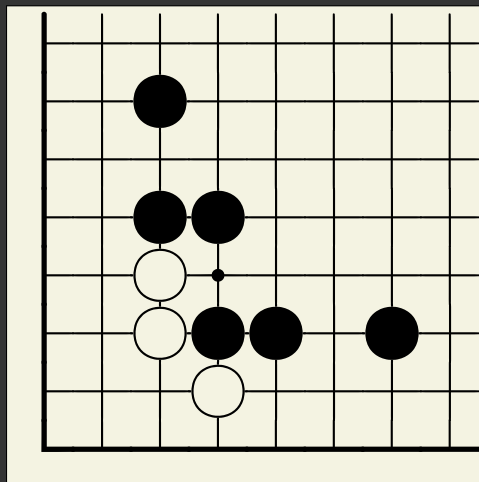
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TSUMEGO 9

Black to kill



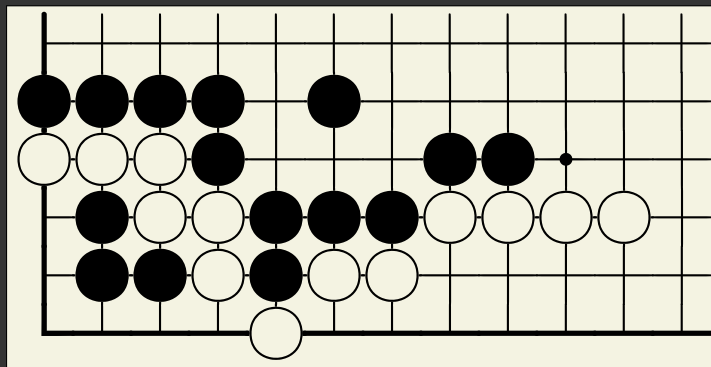
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TSUMEGO 10

White to kill



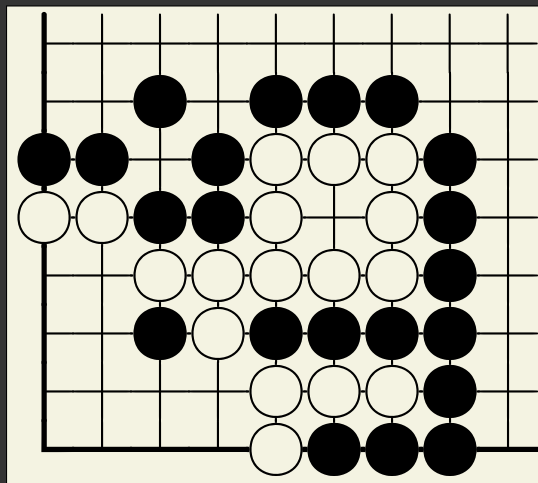
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TSUMEGO 11

Black to kill and not push out



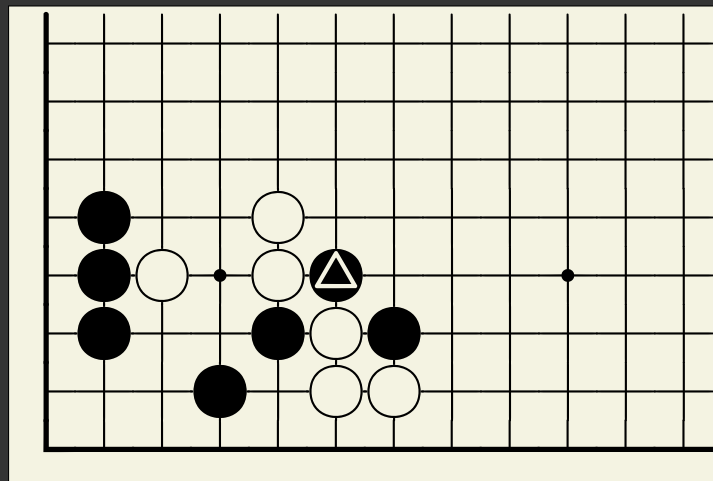
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TSUMEGO 12

Capture the cutting stone



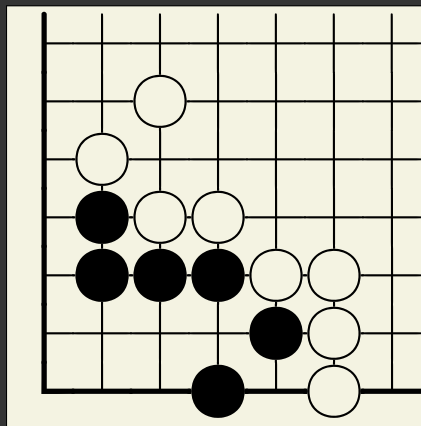
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TSUMEGO 13

White to kill



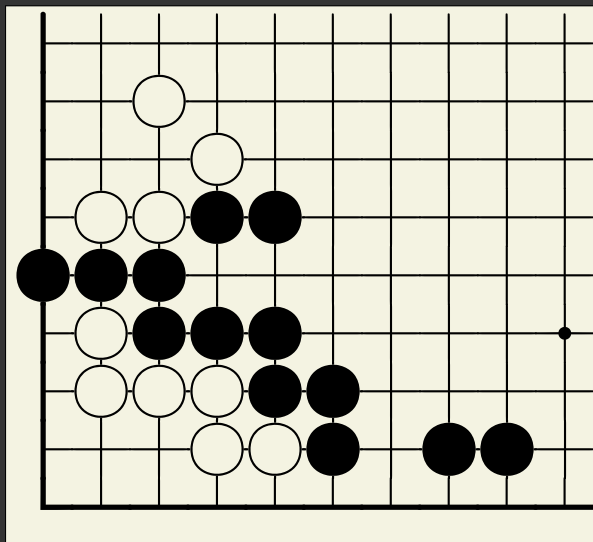
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TSUMEGO 14

Black to make ko



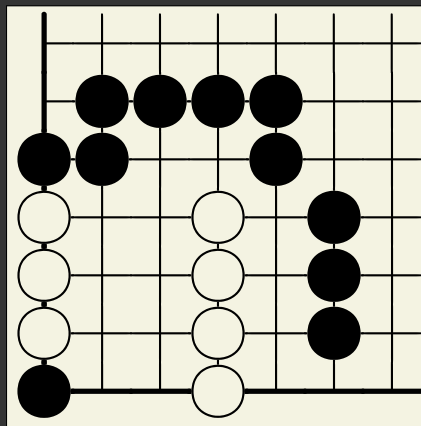
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TSUMEGO 15

Black to kill



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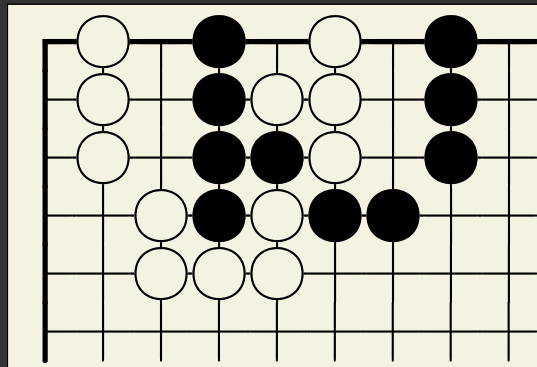
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Reading Semeai

SEMEAI TYPE 1

Zero or one shared liberty



Each side counts his liberties and the shared liberty if there is one. If the numbers are equal then the position is unsettled, whoever plays first wins. Seki is not possible.

Umbrella category: simple liberty race

This information and more regarding semeai can be found in the following text: Richard Bozulich's "The Second Book of Go."

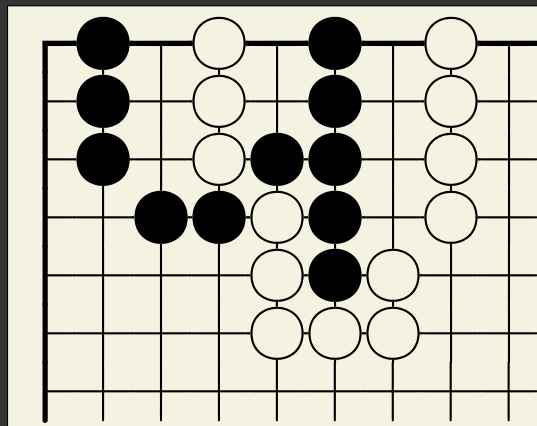
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SEMEAI TYPE 2

Two or more shared liberties



The side with more exclusive liberties (liberties only for him) is the favourite and counts all his liberties plus *only one* shared liberty. The underdog counts all his exclusive liberties and *all* shared liberties. If the numbers are equal the position is unsettled: the favourite can kill, the underdog can make seki.

Umbrella category: Eyeshape equal

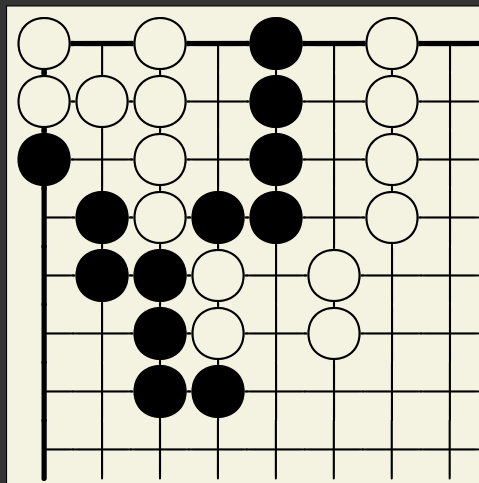
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SEMEAI TYPE 3

One eye vs no eye



The side with the eye is the favourite and counts all the shared liberties plus any exclusive liberties. The side with no eye doesn't count any shared liberties. If the liberty counts are equal, then the position is unsettled and whoever plays first kills. The position can never become seki.

Big eyes have more liberties than the number of points they surround, except in special corner cases.

Umbrella category: Eyeshape advantage

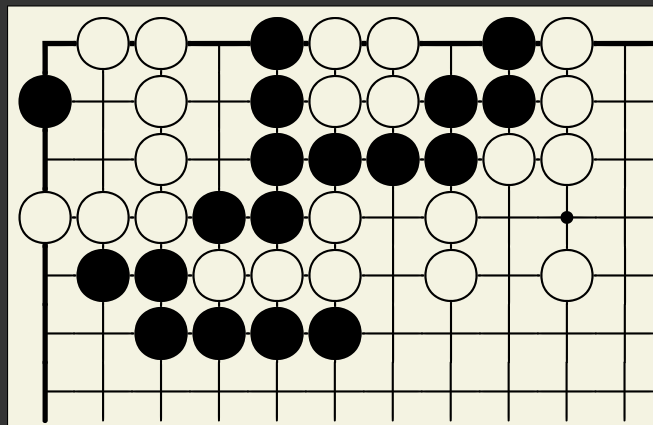
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SEMEAI TYPE 4

Big eye vs same-size big eye



The side with more exclusive liberties (outside+eye liberties) is the favourite. All the shared liberties count for the underdog and *none* of them count for the favourite. If the liberty counts are equal, then the position is unsettled: the favourite can kill, the underdog can make a seki. One shared liberty is enough to make seki possible.

Umbrella category: Eyeshape equal

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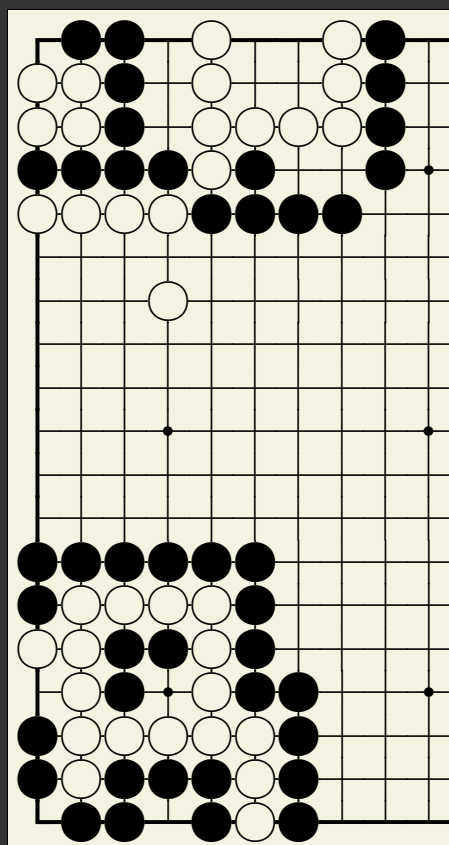
SEMEAI TYPE 5

Big eye versus smaller eye.

Similar to type 3. The side with the bigger eye (the favourite) counts all the shared liberties. The side with the smaller eye doesn't count any of the shared liberties. If the liberty counts are equal, then the position is unsettled and whoever plays first wins. Any eyesize larger counts, so long as it's beyond 1,2 or 3 space "small eyes;" liberty count inside the eye is irrelevant when comparing size.

Seki is possible in the very rare case that there are internal approach moves as shown in diagram on the lower side.

Umbrella category: Eyeshape advantage



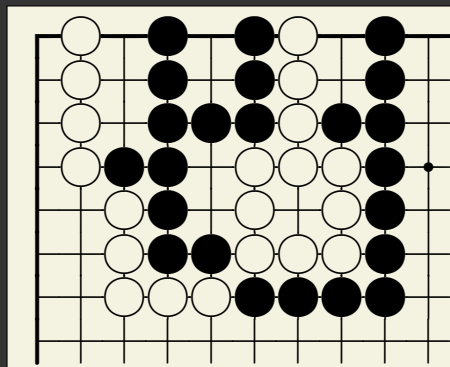
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SEMEAI TYPE 6

Small eye vs small eye (can be different sizes)



Similar to type 4. The side with more exclusive liberties is the favourite. All the inside liberties count for the underdog, and none of them count for the favourite. If the liberty counts are equal, then the position is unsettled: the favourite can kill and the underdog can make a seki. One inside liberty is sufficient to make seki a possibility.

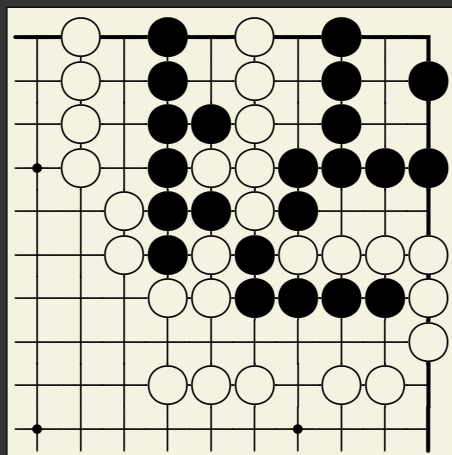
Umbrella category: Eyeshape equal

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SEMEAI PROBLEM 1

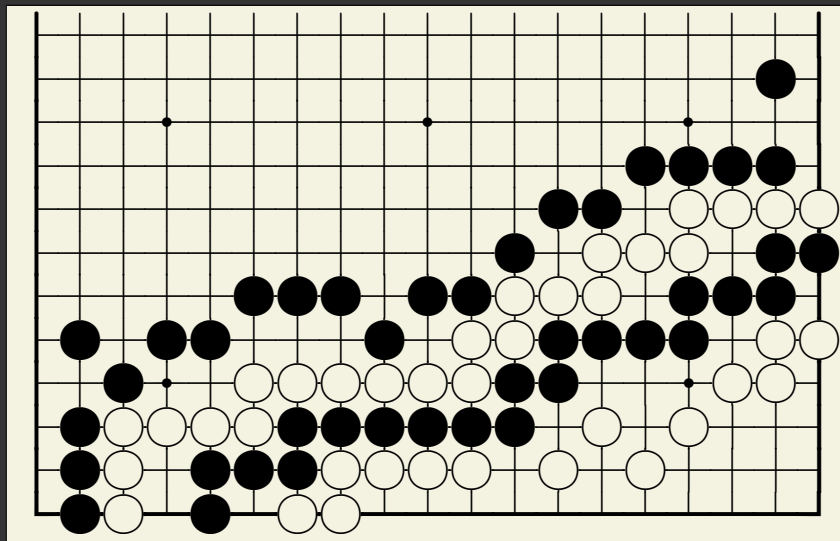


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SEMEAI PROBLEM 2

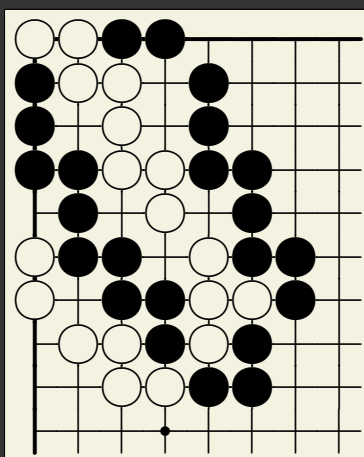


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SEMEAI PROBLEM 3

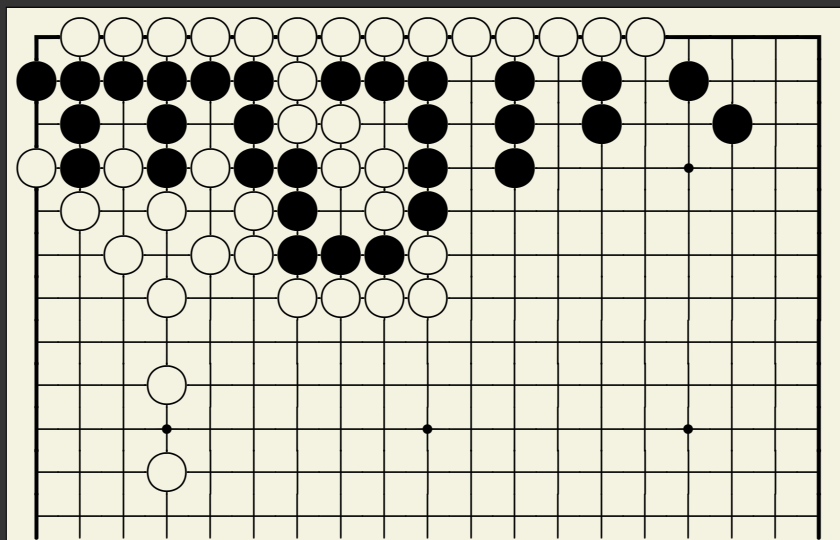


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SEMEAI PROBLEM 4

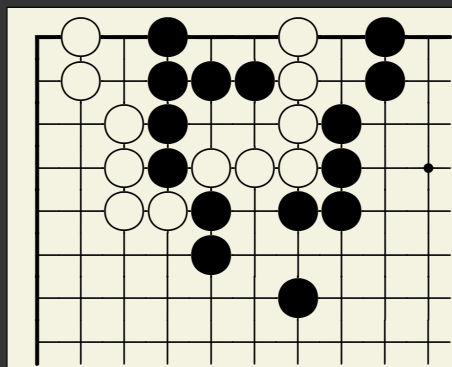


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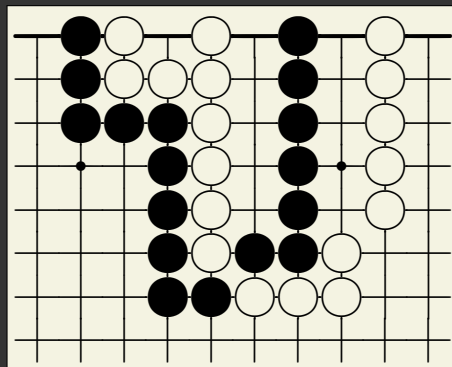
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SEMEAI PROBLEM 5



SEMEAI PROBLEM 6

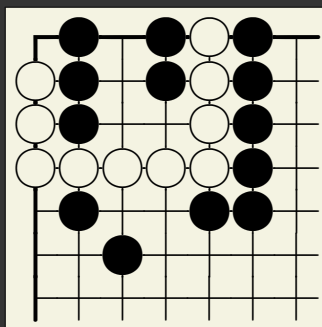


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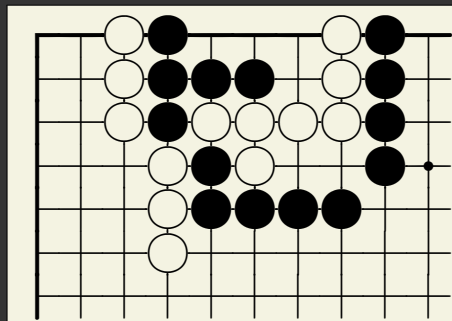
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SEMEAI PROBLEM 7



SEMEAI PROBLEM 8

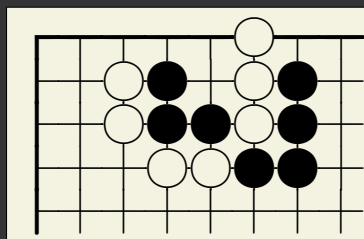


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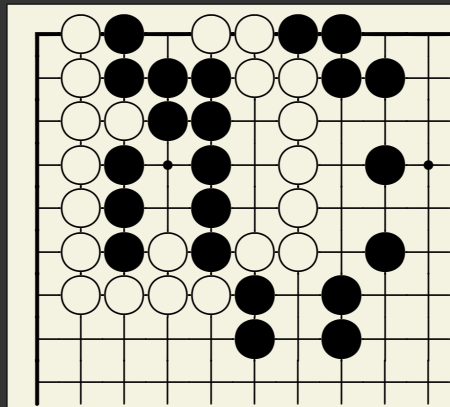
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SEMEAI PROBLEM 9



SEMEAI PROBLEM 10

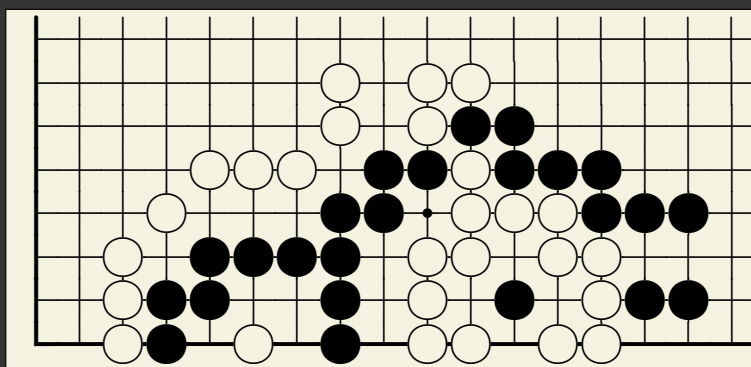


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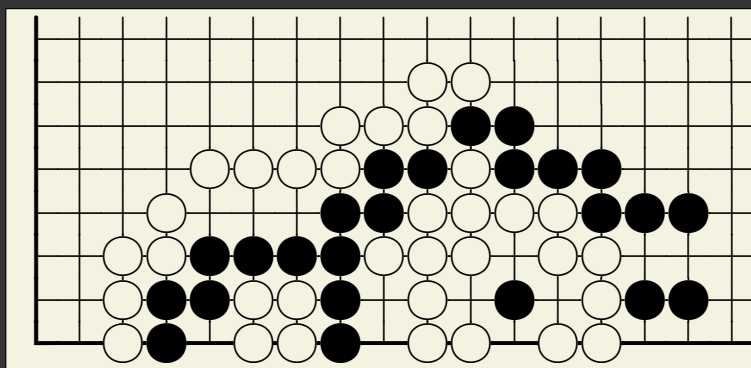
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SEMEAI PROBLEM 11



SEMEAI PROBLEM 12

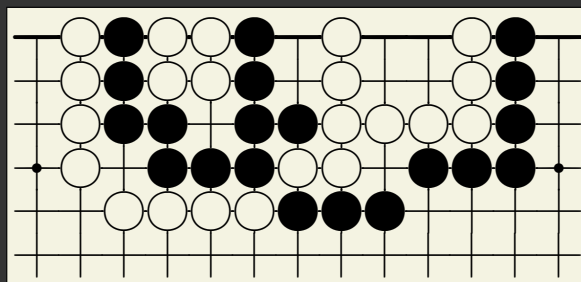


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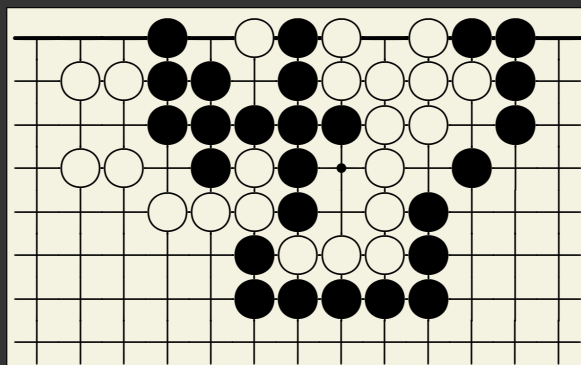
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SEMEAI PROBLEM 13



SEMEAI PROBLEM 14

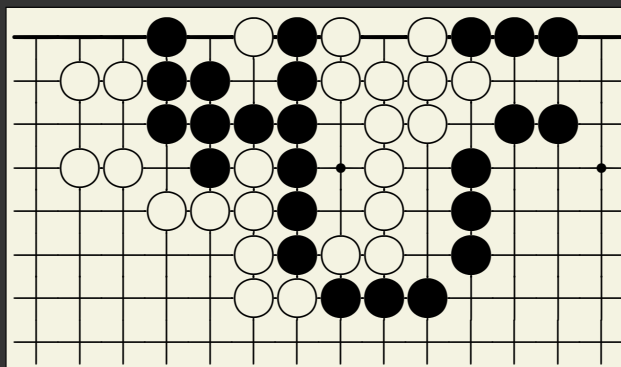


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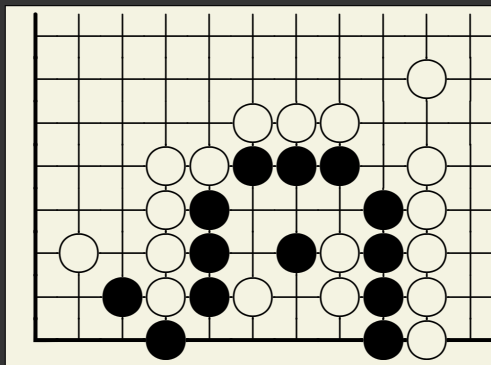
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SEMEAI PROBLEM 15



SEMEAI PROBLEM 16



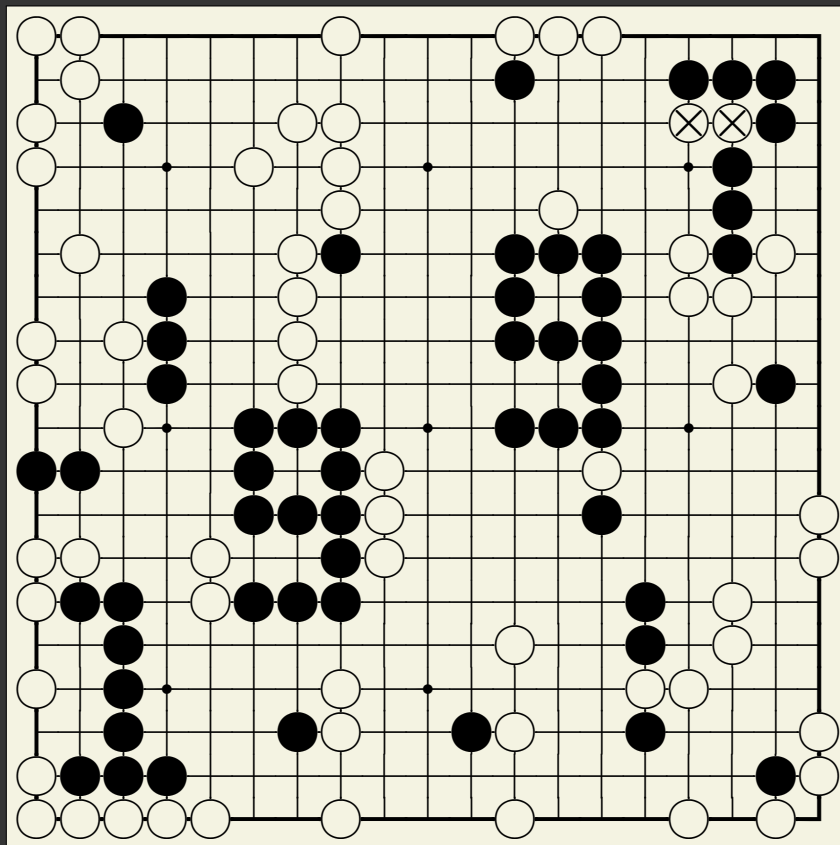
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Ladders

LADDER 1

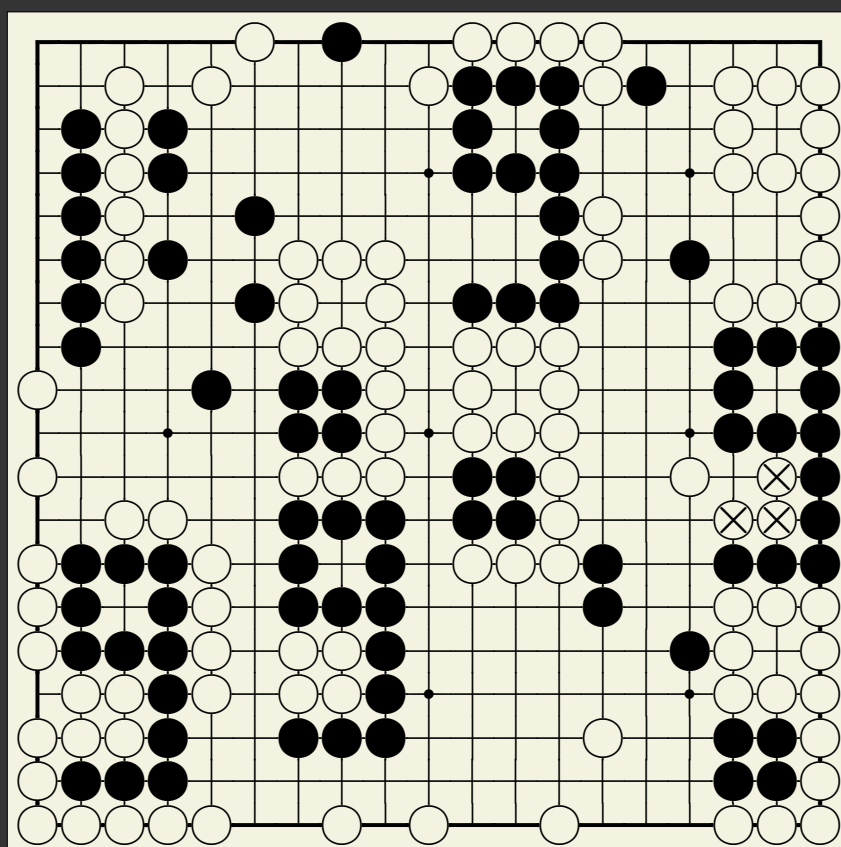


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LADDER 2

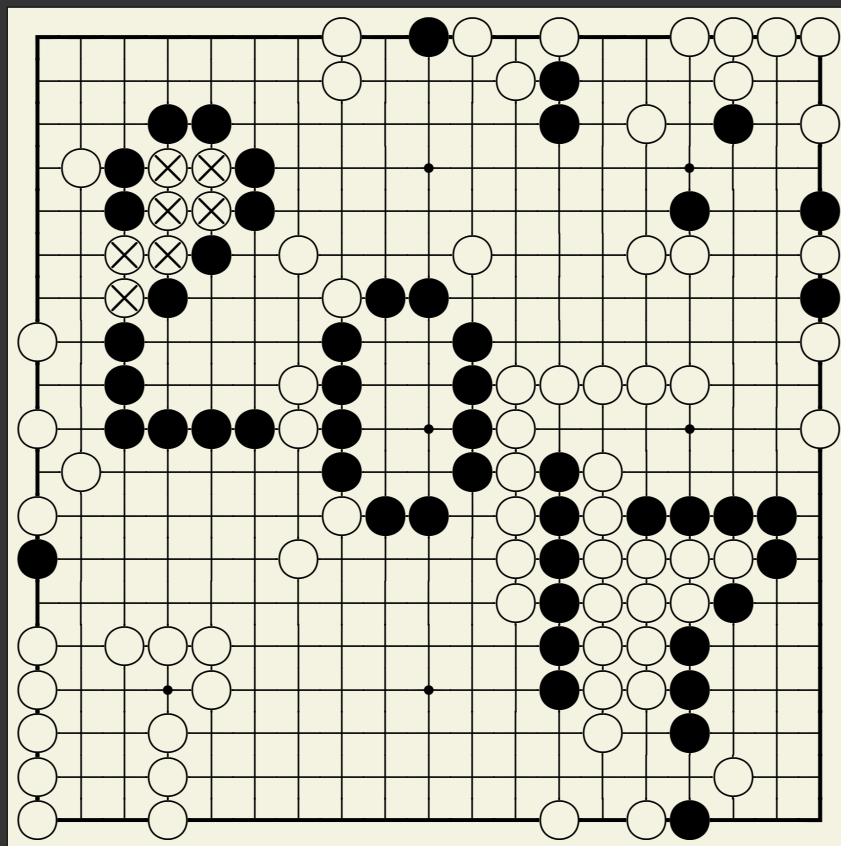


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LADDER 3

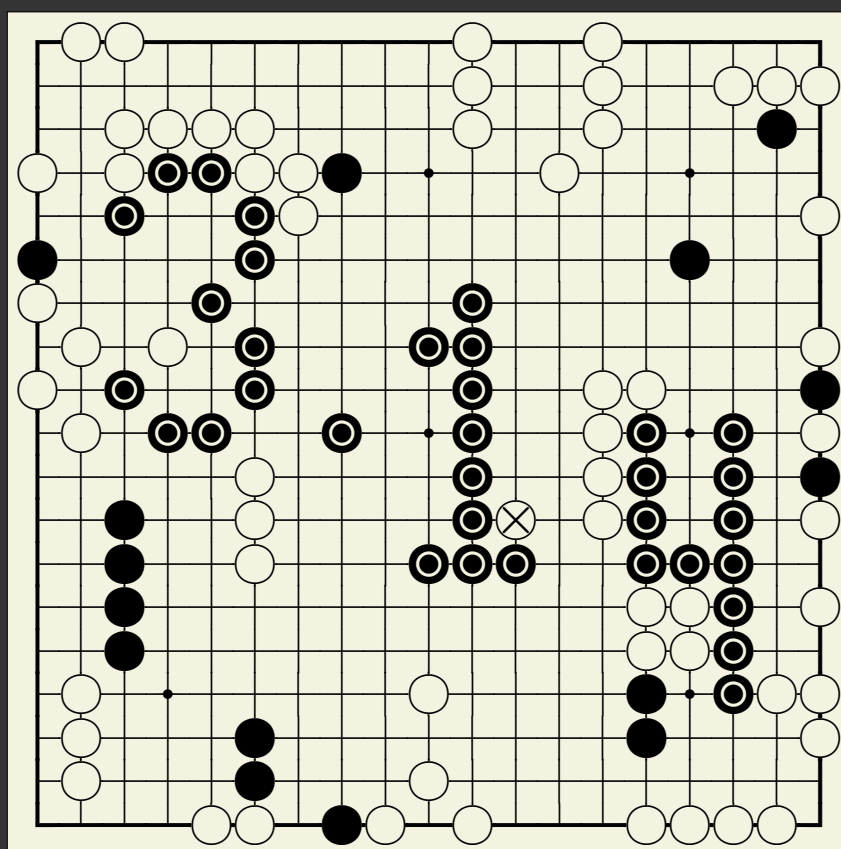


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LADDER 4

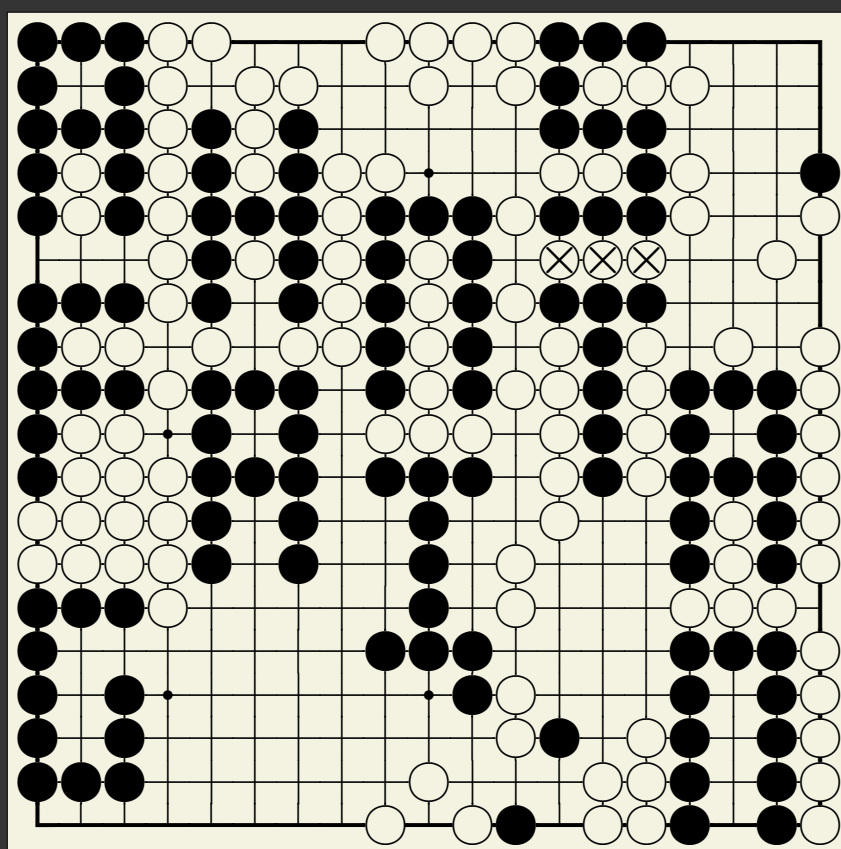


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LADDER 5

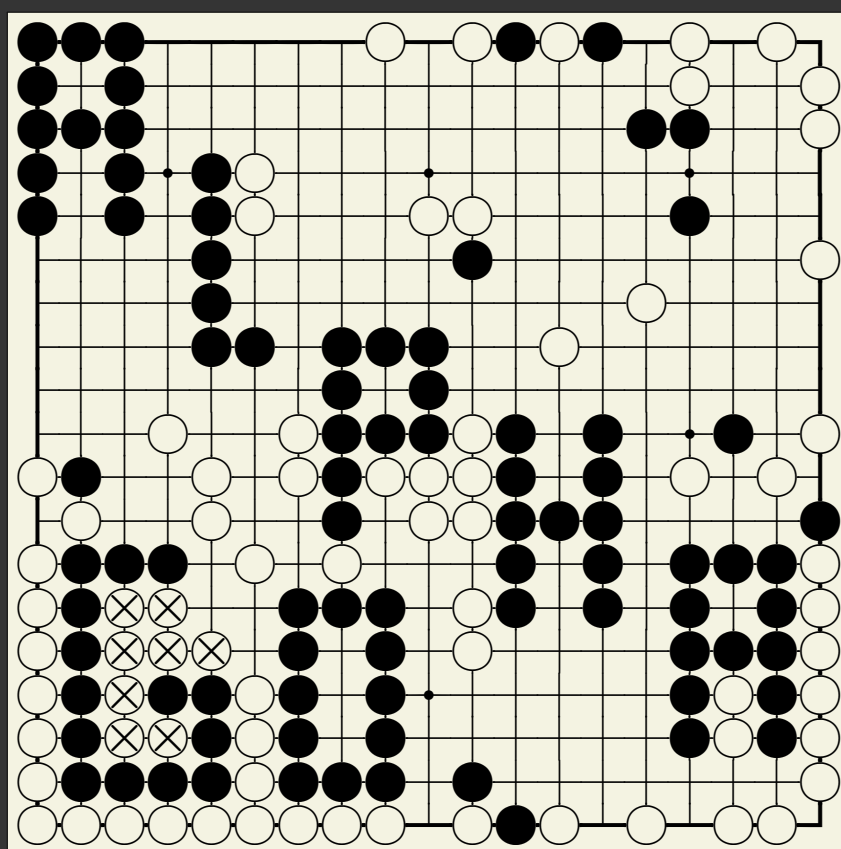


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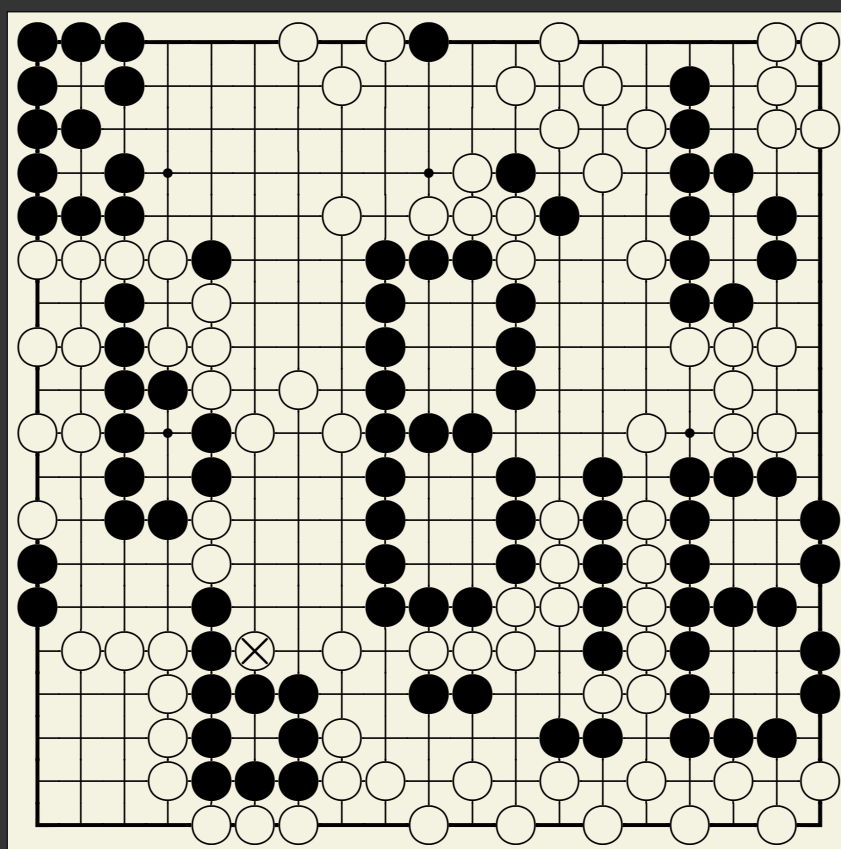


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LADDER 7

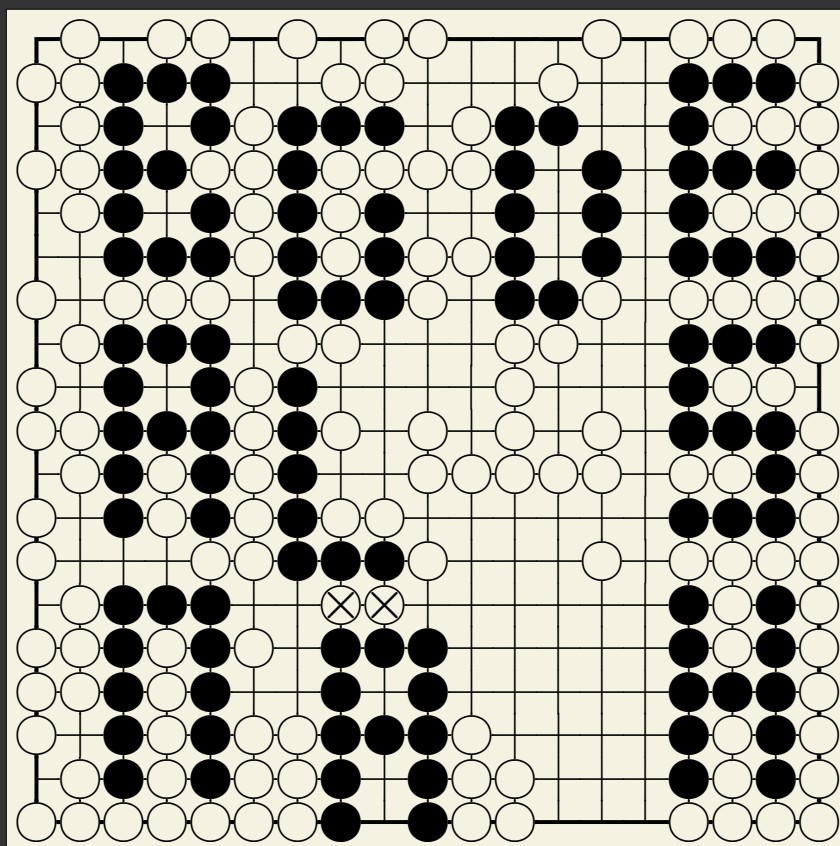


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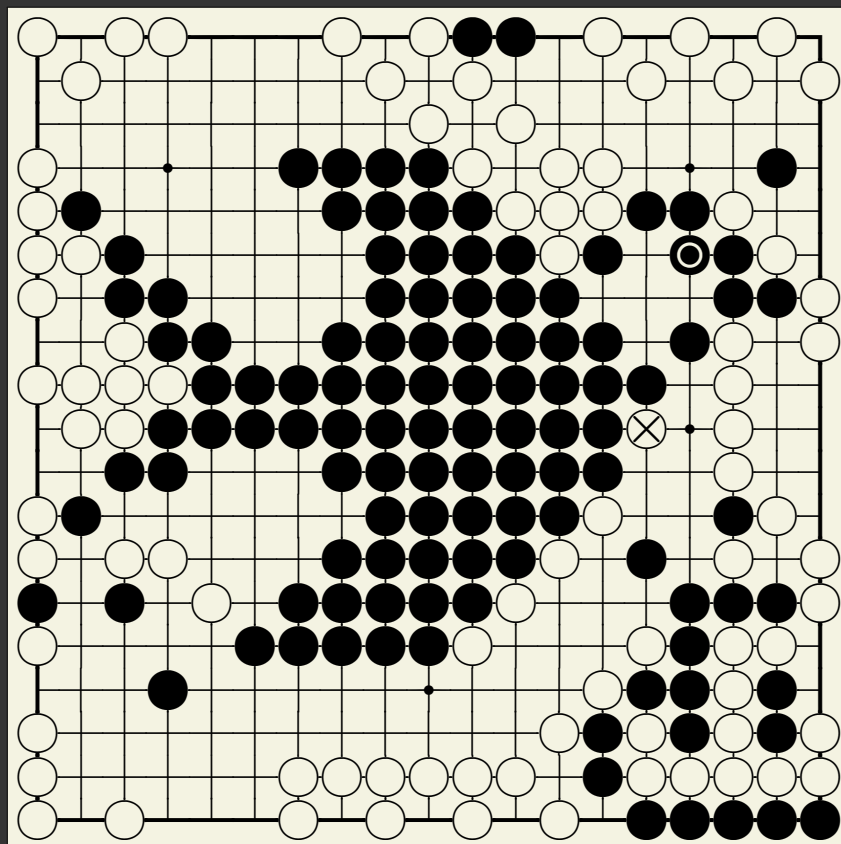


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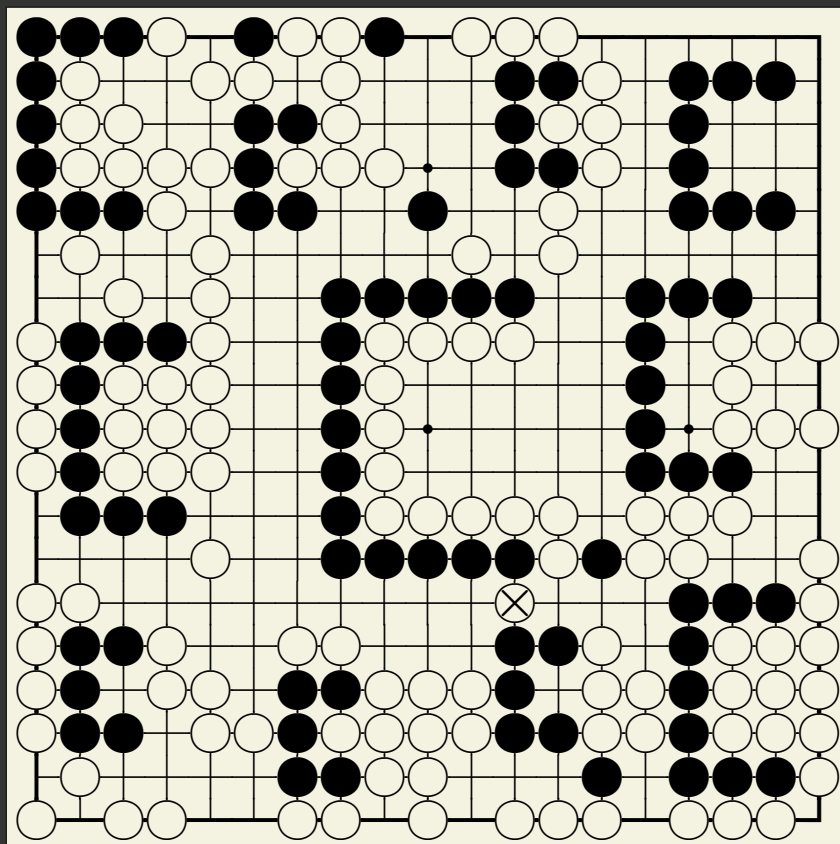


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LADDER 10

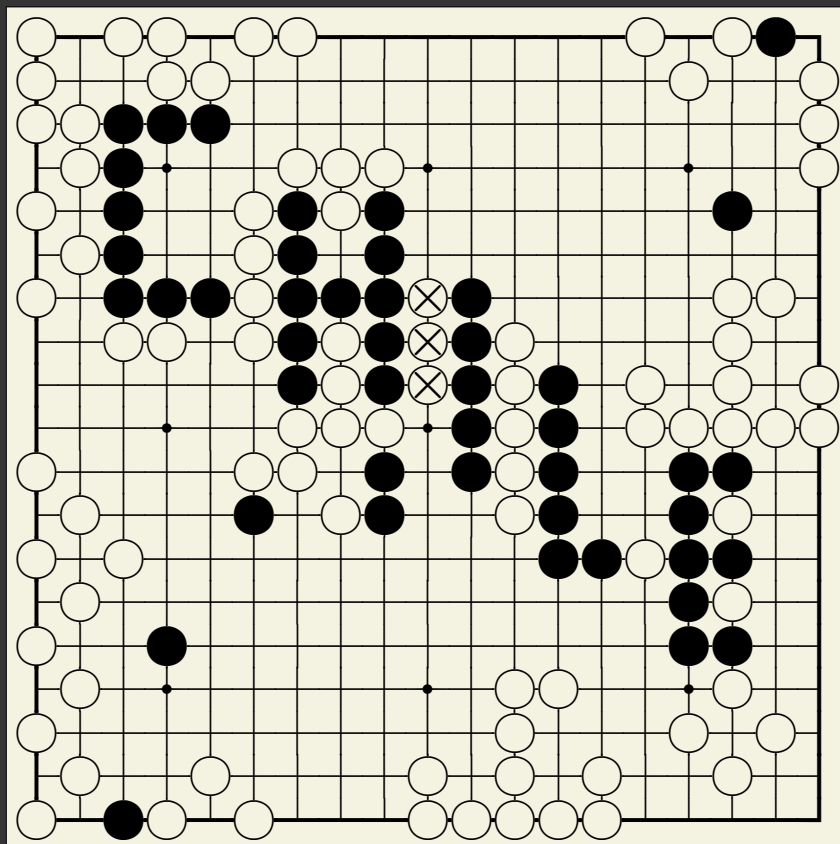


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LADDER 11

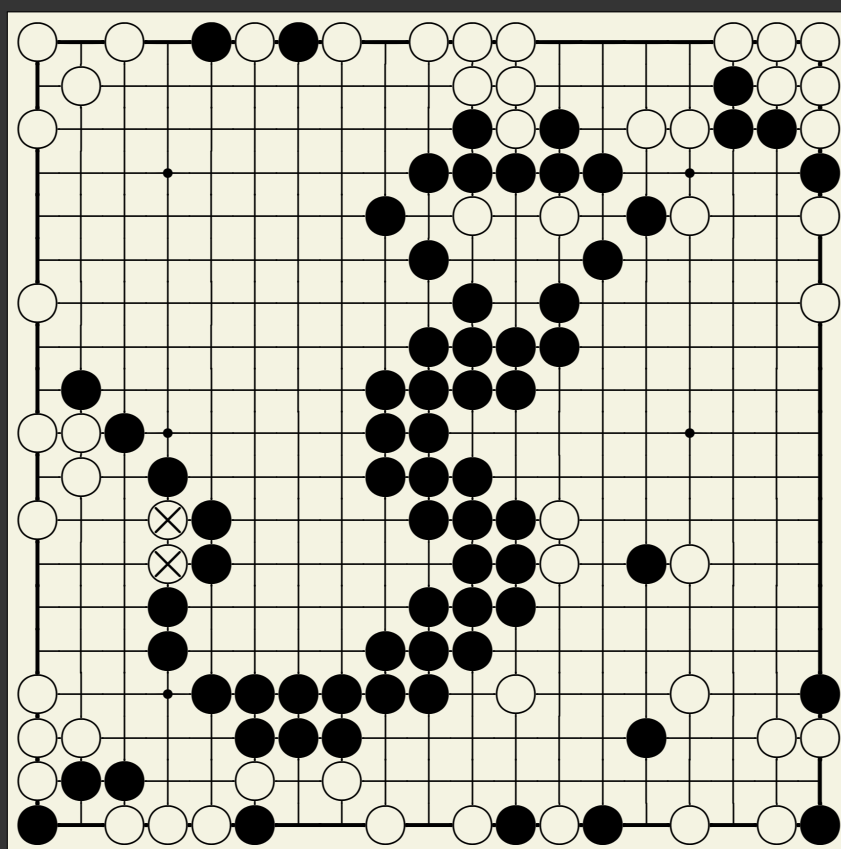


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LADDER 12

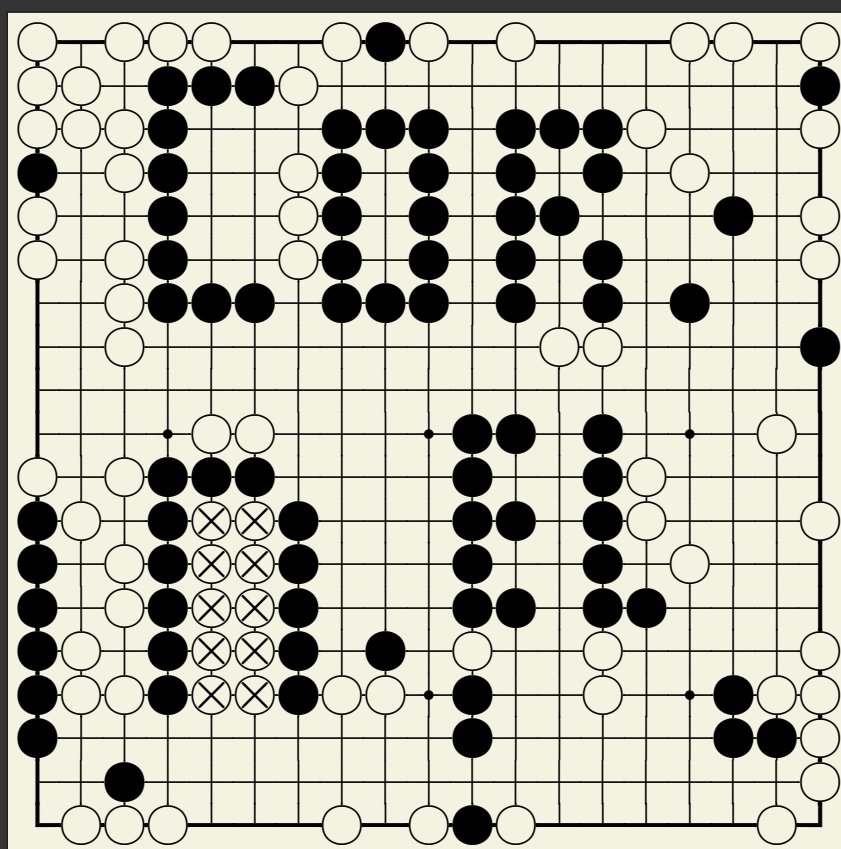


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LADDER 13

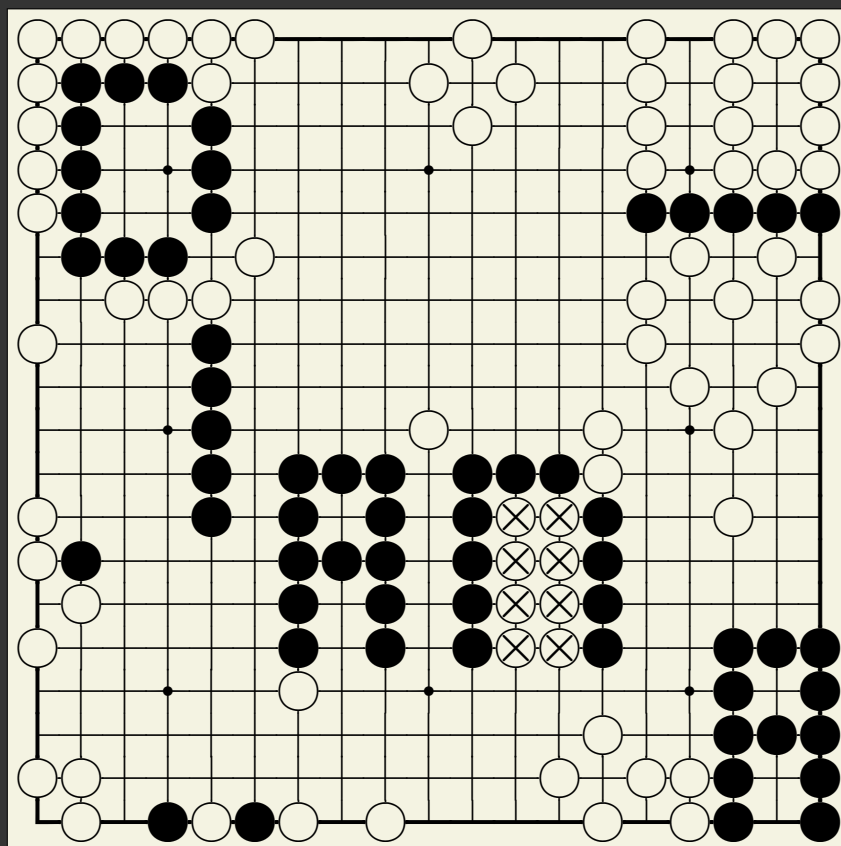


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LADDER 14

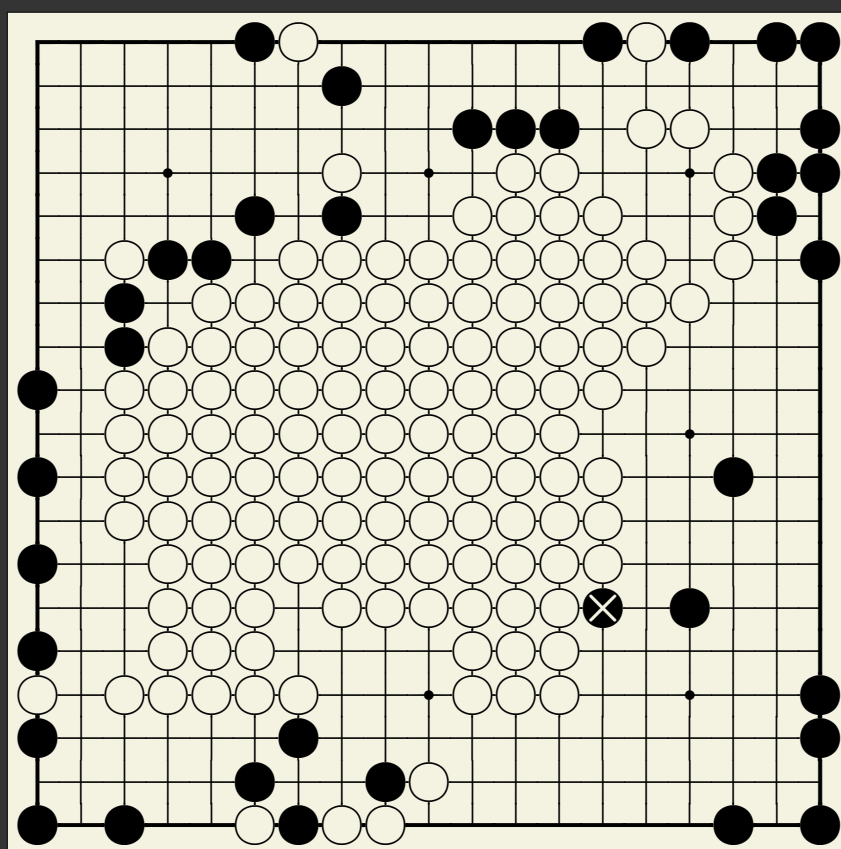


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LADDER 15



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AN EXERCISE IN GO

OSR Comic

Climu the bear & how it all started

Meanwhile in ancient Japan

Oh la-la, so many people suck at this gajmii!

Only if I could write, I could put together a group of friends to learn together!

KGS

* Read with French accent

And so he learned...

La merde! Only if my paws were not so big.

Soon he was good enough put together a strong community

Ummm who wants to do very little work, but feel important while not doing even the little?

pick me, pick me!!!

But in this world, it is dangerous to go alone.

Crap, I need help with this.

Friends, I need hardworking and dependable people to help me run the Open Study Room

But he was met with an awkward silence...

I shall aid you in your quest, young bear. My knowledge and skill are at your disposal.

Very well. We would need to organize the leagues under McKMahon pairing to accommodate for many people. I will also send out word to potential sponsors and teachers.

Yeah, ok, let me just finish this joseki first.

And I can draw pictures!!! Sort of...

Finally, Climu found AgemNeigh, the wisest animal around.

Alamitrani, the surprisingly professional penguin.

That, the little elephant who never stops playing.

And finally Adam, the dog who can sort of draw.

Little did they know that this was but a beginning of many adventures and that many more would join their quest to discover just how much they suck at go and help others discover for themselves.

To be continued...

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AN EXERCISE IN GO

Climu the bear & meeting the masters

Meanwhile in ancient Japan

Let friends, we need a master to help us learn, we are still weak.

I know of a master who dwells atop this mountain. Follow me if you dare, but the path will be paved with peril.

Oh, let's go. Just help me with this tsumego first.

Can YOU solve this tsumego, children?

Black to live, guys!

I think black is dead!

But none of them could solve it and they started the journey feeling silly

The path is orribly narrow, but we must go on. But who is it standing in the shadow over there? Is it the master?

Be you the master of this mountain, mysterious stranger?

Lol, yeah, sure why not?

No, E2 just gets captured, you can't cut to end line.

Lol, idk, like E2?

No, wait, E2 actually works, I see it now!

She truly is the master!

Do YOU see it too, children?

Nay, my friends, a true master would not just tell us the solution, he would have lead us to it to solve on our own. This is not the master.

Of course not! I am Weiqi and I still suck at go -! The master is on the top of the mountain you dorks, I will take you there.

But how come she solved the hard tsumego?

It was Weiqi the prankster all along!

Finally they reached the top

By being stronger than weiqi you immediately recognized that cutting at second line - a move that is natural for a beginner - results in capture. However you were not strong enough yet to read out the shortage of liberties. By getting stronger your moves became weaker.

What?

And so they were confused even more than before, but they had a new friend, so what the hell. And now they had a teacher too, to confuse all their friends as well.

Sign this.

To be continued...

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AN EXERCISE IN GO

Climu the bear & the beggar of sand



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O P E N S T U D Y R O O M

A N E X E R C I S E I N G O

Help OSR

Open Study Room (OSR) is an online community focused on sharing knowledge and resources for the game of Go (also known as Baduk or Weiqi). We share knowledge and organize games and lectures for players all around the world.

Keep the OSR spirit alive:

Play league games.

Provide us with feedback, ideas or constructive criticism.

Help weaker players by reviewing their games.

Keep the OSR room, discord server and forum lively and active.

Lastly, mention OSR to your Go playing friends.

OSR is 100% free for all its members, driven by the community and run by volunteers. Our expenses mainly consist of running costs for the website, fees for lectures and teaching games.

Further details of ways you can contribute to the Open Study Room can be found here:

<https://openstudyroom.org/help-osr/>

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