

1: Otake Hideo (Author of Opening Theory Made Easy)

Opening Theory Made Easy -- Twenty Strategic Principles to Improve Your Opening Game is an opening theory book for beginners by Otake Hideo, 9-dan professional.. The book tries to keep things simple.

Best opening book for beginners. Many of the principles are broad enough that they can be safely and usefully applied by new players making good shape, avoiding the empty triangle , understanding the difference between 3rd line and 4th line play, etc. I would enthusiastically recommend it to anyone around my rank. This book is currently available from Kiseido as K I just bought it myself. I got this book a couple weeks ago. The principles are few in number and all very easy to understand intuitively. It gives you the telescope you need to see the constellations formed by the stones. Before reading the book, I just sort of randomly plopped stones anywhere that looked open. Now my brain tingles during the opening game. I liked this book immensely. I thought it was very practical and easy to read. I feel that it has genuinely helped me to understand the opening better. I got the Ishi Press edition through the library and the only criticism I have to offer is that this edition has a number of typos particularly confusing black and white. I absolutely love this book. It has a lot of diagrams that only contain rather short move sequences. A lot of other theory books have very long sequences, making them very hard to read for me , especially without a board nearby to play out the sequences. It also has clear explanations for almost everything. This is probably my favorite book. I recently got a copy, in the nick of time. One reading was enough to clear a thoroughly disheartening bottleneck in my playing and I expect to get very close to SDK level in the near future. Once I reached about 24k and started playing people much better than me, I found my weakest point was that I became really confused as to how to actually begin the game; but this book really set me straight. Opening Theory Made Easy last edited by

2: Opening Theory Made Easy at Sensei's Library

Otake explains sophisticated concepts in a simple and accessible way, making the book easy to digest regardless of your playing strength. By applying these principles when you make your strategic decisions, you will improve your game enormously.

Comment factually several traditional go proverbs are included. Principle 2 Be flexible in deploying from the star point No part Principle 4 of this book may be reproduced by any mechanical, Have a counterplan to deal with invasions On the other hand, judging what the biggest moves are can be perplexing. The fuseki is certainly amorphous, but concealed within it are a number of key points, points of crucial importance to your overall development. Gaining an understanding of what these points are is certainly a sure way to improve. In this book I have selected what I consider to be the 20 key points of the fuseki and explained them with concrete examples. This book is made up of three chapters, but the division is not very significant. I recommend that the reader treat my 20 principles as proverbs and familiarize himself with them until they become second nature factually several traditional go proverbs are included. Knowledge of these principles will help you to develop a deeper understanding of the fuseki and to master its basic strategy. That in turn will make you a much stronger go player. I would like to thank the go writer Murakami Akira for his help in putting together this book. Otake Hideo August Glossary aji - potential options, possibilities atari - the threat to capture a stone or a group of stones on the next move. Chapter One Fuseki Fundamentals gote - a move not requiring an answer; losing the initiative. Locally they are the best moves for each side. A common pitfall in studying any subject is to rush on to the more advanced areas before one has properly mastered the basics. To avoid making that mistake, I would like to begin by reviewing the fundamental principles that really are basic to an understanding of the fuseki. Principle 1 Corner enclosures aim at side extensions After an enclosure, what next? The first steps in the fuseki emphasize the corners. When you play a stone, in particular, you should waste no time enclosing the corner This will usually build about ten points of secure territory. However, the value of an enclosure is not just the points of territory it surrounds. Securing a solid base in the corner makes it easy to develop along either side from the corner. Theme diagram Where should Black aim with his next move? White would also like to extend to 1 from his corner enclosure below, so we can conclude that 1 is the key point for both sides. The area inside the extension is now beginning to look like black territory. If you ask which is the bigger extension, however, the answer has to be the one on the side. Black will be dissatisfied when White extends to 2. When you try to add a second storey with 1, the structure becomes badly balanced because of the low position of the marked stone. In comparison, an extension along the top is slightly inferior in value. Black 1 may be more narrow than before, but it is still a good move. Being more solid, it can more easily be converted into territory. Consequently, 1 is not a key point for both sides, so it is not quite as valuable as 1 in Dia. It may not be easy to accept that White 1 is so big, but it may help to compare it with letting the opponent extend in this direction instead. Enclosing a corner takes priority over a side extension Dia. The corner has already been trampled upon by both sides, so Black 1 has little potential for further expansion. The reason is that Black 2 is just as big a move as 1. The important thing is not to let yourself be bound by preconceptions. The nature of the star point does not necessarily make it inefficient at securing territory. You have to be flexible, ready to adjust your strategy to changing circumstances, at times using a star-point play to build influence, at other times going for territory. In the position below, what would your strategy be? Restrict your focus to the top right. If White responds with the joseki, Black settles the shape in the corner with 3, making it easy for him to get territory there. Black to play Focus on the top right Dia. This is an example of a star-point play leading to early territory. The role of the marked stone in achieving this should be noted. What effect does this change in strategy have? In short, you have to recognize that it is difficult for Black to get territory after Dia. This leaves a gap behind: White can invade at 2. Black does not suffer a loss in this result, as he secures outside influence, but his territory is destroyed. Menacing the two white stones with the extension to 1 looks like a good strategy. The second possibility is to make a pincer from the direction of 1. If the star-point stone is oriented towards influence, then this pincer certainly matches it Of

course, there are a number of other possible pincers. The moves to 10 are a joseki: Black cedes the corner territory to White and as compensation secures influence extending from the right side towards the centre. Consequently, White 2 is not considered a very good move. Black wants to use the marked stone to make territory. The moves to 5 are a joseki. He gets a bit of territory on the right side, but rather than that he is pinning his hopes on his overall influence. Blocking at 4 is appropriate. Pincers play just as important a role in the fuseki as extensions, so it is important to understand how they work and the role they play in fuseki strategy. There are six pincers available, ranging from dose-up one-space pincers to wide three-space pincers. Of course, the presence of the white corner enclosure in the background must not be forgotten. White to play The focus is on the bottom left Dia. However, it fails to serve as much. Focussing on attack rather than on making an extension will be more interesting. If Black 2, then in the local context White 3 is the joseki, but this does not function as a pincer against the black stone below. Black remains insecure Black may have room to extend to 1 when White makes the three-space pincer, but White 2 stops him from securing much of a base, so Black 1 is not satisfactory. White achieves the objective of his pincer. He gets a nice attack going with 4. The answer is to go one line further with 1. White 1 is one space wider than the joseki move. If that worries you - Dia. White can next play 3, a pincer that is also the joseki move. You have to take the trouble to choose the right joseki for the circumstances. To start with, the dose-up pincer of 1 will lead to immediate fighting. The moves to 9 are one possible continuation. The game might continue with simple moves like 2 and 3. Needless to say, the three-space pincer is even more leisurely. Black answers White 1 by pulling back at 2, then continues his attack with 4. If White simply jumps to 3 instead of 1, Black still gets a good result by answering with 4. For example, if he settles himself with 2 to 6, Black will be a little dissatisfied, as his extension from the top is a little too narrow. This move also functions as an extension from the position above, and, of course, the wider an extension the better use it makes of thickness. Wide extensions are more efficient, but they are also easier to invade, so you have to have your countermeasures ready. You also have to know what the safe limit for an extension is when there are enemy forces in the vicinity. When Black plays 1, White has to make an extension up the right side. How far should he go? Theme diagram Find the best extension for White. These stones cannot be split, so White can be sure of getting some territory, which means that he can stabilize his group. The presence of the black stones at the top and at the bottom makes this a tough fight for White. Extending to 3 is no more than common sense. This has fewer weaknesses than the low move, and it may achieve a more efficient result. White has a try with 1, but Black keeps him separated with 2 to 6. Having the marked stone cut off is a major setback for White. Why does Black want to make the high extension? Well, for one thing it makes good balance with his star-point stone above. Black must connect at 5, so White blocks on top at 6, maintaining his connection with the marked stone. This is the difference from the low extension. After 7, White catches Black 1 in a Beta, stabilizing his whole group.

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Opening Theory Made Easy, by Otake www.enganchecubano.com G36/Kiseido K36; This is an introductory book on the opening, and it's a very user-friendly one. It contains 20 strategic principles, divided up into a chapter on Fuseki Fundamentals, one on Good Shape, and one on Strategy.

4: Otake Hideo, Opening Theory Made Easy - a common reader

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5: Book Review: Opening Theory Made Easy – BenGoZen

Opening Theory Made Easy is a solid list of principles that, while focused on the early game, are helpful at the very least through the late mid-game. The principles are laid out clearly and thoughtfully, and most principles build on something

offered earlier.

6: Opening Theory Made Easy - www.enganchecubano.com

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7: Chess Opening Theory - Wikibooks, open books for an open world

Opening Theory Made Easy is what In the Beginning should have been. When a new player buys a book that says "in the beginning" and is the first volume in an "elementary" go series, you'd think that it would be simple to follow.

8: Opening Theory Made Easy - GoButiken - hÅr finner du allt fÅr spelet Go

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