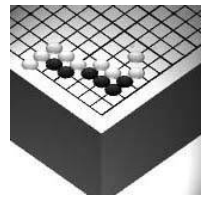




# Go Club Problems 9



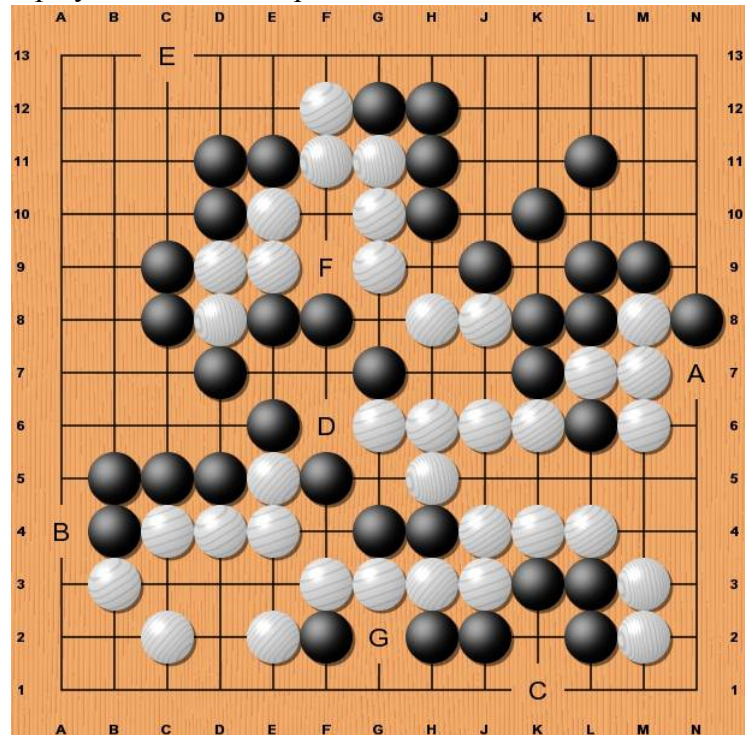
## The Best Move?

During the end game a good Go player will spend time considering the value of each of the moves they could play. It does not take a genius to work out that if you play a move that captures 4 stones instead of one that captures 3 you will have a better score in the final count.

### White to Play

Look at the points marked A to G on the board. Imagine that you (white) gets to play first in each of these points. Write down the order you play each move. Start with the most important and finish with the least.

Importance	Letter
Most Important	
↓	
Least Important	



## Solution to Problem 8

First we must remove the dead stones.

The white group in the bottom right hand corner (diagram 1) can not create two eyes and is therefore dead. This is because white would have to play in J1 and K2 to live but when white plays one of these moves black will play the other preventing two eyes being made. The black group in the middle at the top can create two eyes by playing in F8 or F9 (diagram 2) and is safe. The white group in the top right is also safe because it can create two eyes by playing at K8 or K9 (diagram 3). The black group in the bottom left hand corner obviously has two eyes.

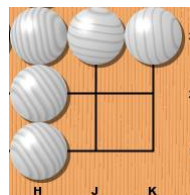


Diagram 1

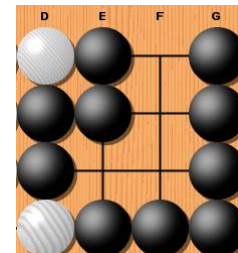


Diagram 2

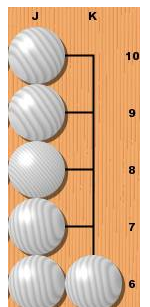


Diagram 3

### The count

When the white group is removed the area captured can be clearly seen.

### The calculation

White's territory = 21  
 White's captures = 0  
 White's total = 21

Black's territory = 20  
 Black's captures = 5  
 Black's total = 25

The winner is **Black**

