

**A guide to find**

# **The Next Move**

**By L. Spijker**

Preview

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[info@freegameTeaching.co.uk](mailto:info@freegameTeaching.co.uk)  
[www.freegameTeaching.co.uk](http://www.freegameTeaching.co.uk)

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## Preface

In almost every game there are moments when you have no clue what to do, or no idea where to play your next move. This book will help you bridge this gap, equipping you with several useful tools that will help you find “The Next Move”.

The principles you will learn from this book will help you find better moves throughout your game. They are especially useful to sharpen your opening and middle game.

The theory explained in this book is based on my own teaching experience. Throughout the individual lessons with my students, I developed a system that forms the foundation for most of the lessons I give today. This foundation consists of a solid set of ground rules (often common proverbs) useful for anyone from around 15kyu to 3kyu.

This book consists of two parts: the book itself, and a CD containing, among other things, a set of commented games showing you how the theory can be applied in practice.

The book starts with basics. First is a brief explanation of the Go terminology used. Next comes a catalog of good and bad shapes. Even though they look obvious, they form an important basic tool for finding “The Next Move.”

Once you have familiarized yourself with these shapes you can move on to the next chapters, which form the main body of this book. I discuss many useful proverbs and statement. Proverbs are not only short and funny expressions; when you grasp their true meaning and apply them, this knowledge will have a great positive impact on your game. The proverbs in this book are mostly used to improve your tactics.

Chapter sixteen, the most important chapter of the book, gives you a set of three very simple questions you can ask yourself to help you find “The Next Move.” Each of these questions is explained in depth. These questions help you decide the best strategy at any given moment.

In chapter seventeen, several typical mistakes are discussed, along with how to avoid them and how to punish them if your opponent makes them.

Part two is the CD that comes with this book. You will find a large set of commented games showing how the strategy of the “Three Questions” approach, combined with the tactics learned from Go theory (the proverbs), will help you find “The Next Move” and help you improve your game. The CD also includes some other useful study material.

After having explored this book, it’s time to practice by playing games using the newly acquired knowledge.

*Note I:* Instead of using he/she and him/her, this book is written as if your opponent was a male, to provide a more convenient reading experience.

*Note II:* All ranks (kyu and dan) refer to the equivalent KGS<sup>1</sup> 2010 ranks. A conversion table from several other widely used ranking systems can be found here:

<http://senseis.xmp.net/?RankingWorldwideComparison>

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<sup>1</sup> KGS Go Server. A real time Go server popular with western Go players.  
website: <http://www.GoKGS.com>

## 19 Afterword

I hope you have enjoyed studying Go with this book and CD.

I also hope it has helped you improve your game and become a stronger player. Mastering the techniques presented in this book should give you a firm base for a strong game. This is one of the most important things you need to prepare to become a dan level player.

Once you have finished the book, you can keep using it as a reference book when reviewing games, or when you want to brush up on some of the techniques presented herein.

There is also the CD with, among other things, 50 game reviews, and also material that can be used for further studies.

The last few pages contain room for notes as well as five pages for creating kifus (game records). You can use them to record your own over-the-board games.

If you have any comments, questions or suggestions related to this book, you can send an e-mail to:

[TheNextMove@freegameTeaching.co.uk](mailto:TheNextMove@freegameTeaching.co.uk)