

# The mechanism of sacrifice in joseki

By Takumi Go

**Sacrifice** is a fundamental technique in the game of Go, yet it is challenging to master. For beginners, whose understanding of surrounding territory is still developing, the focus is often on capturing and saving stones. As you improve and begin to understand that a stone can be sacrificed for the greater good of the game, the concept may still feel abstract. It's common to see players sacrificing too many stones without gaining significant benefits from the exchange.

Go is a game of placing stones, one by one, and each stone plays a crucial role. Therefore, we should not sacrifice stones too easily or without careful consideration.

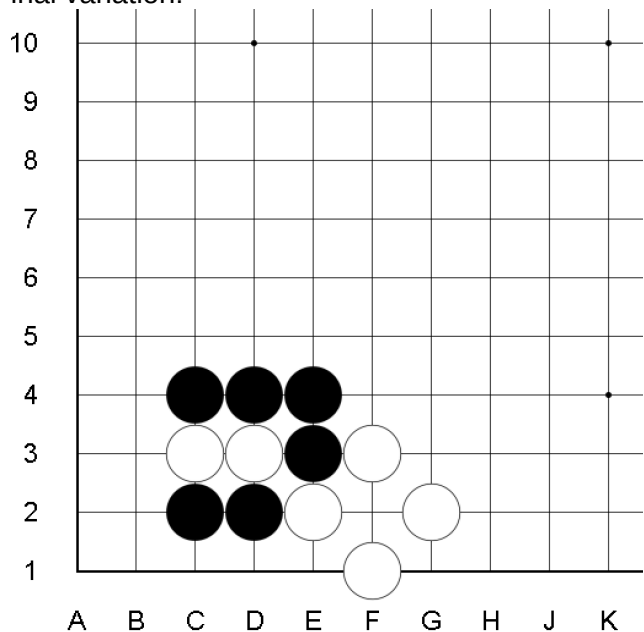
This guide is designed to help players grasp the mechanics of sacrifice. While the examples are drawn from joseki, the underlying concepts are broader and can be applied in various aspects of the game. I sincerely hope this training will aid players in understanding when and how to make strategic sacrifices.

Here are the key ideas we will explore in this lesson:

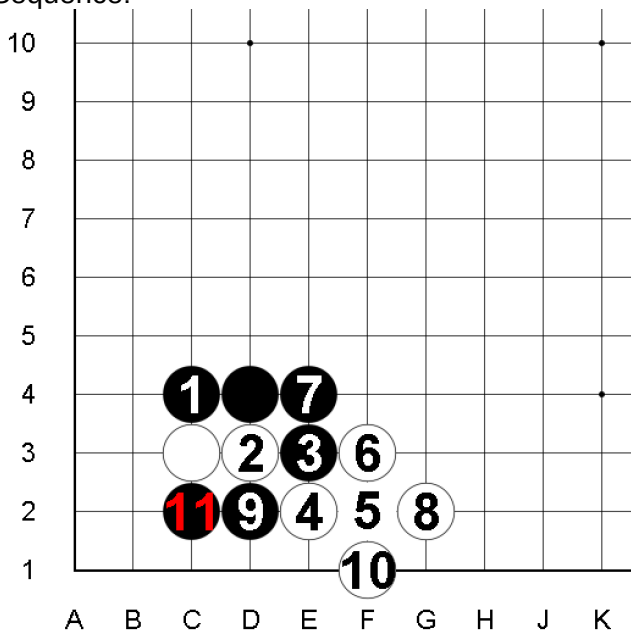
- **Sacrifice must be intentional and reasonable:** We should have clear, concrete plans to gain some form of benefit from the sacrifice.
- **Sacrifice is necessary:** It should be made when we cannot achieve the same benefit without giving up a stone.
- **Sacrifice is strong and effective:** It puts the opponent in a position where it is difficult for them to reject the exchange.

Joseki 1:

Final variation:



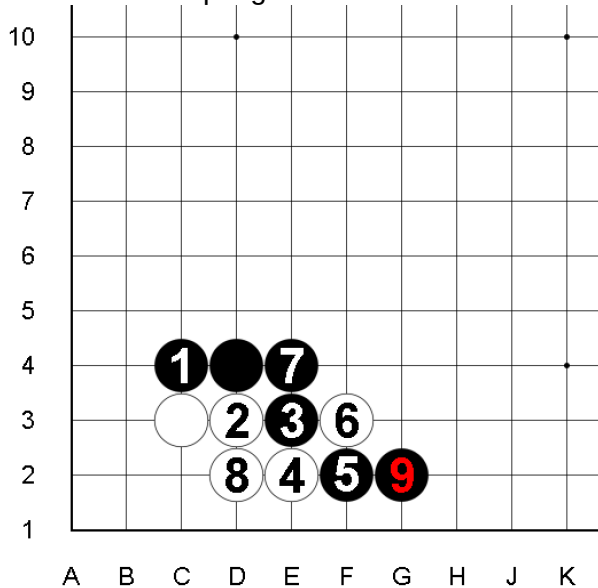
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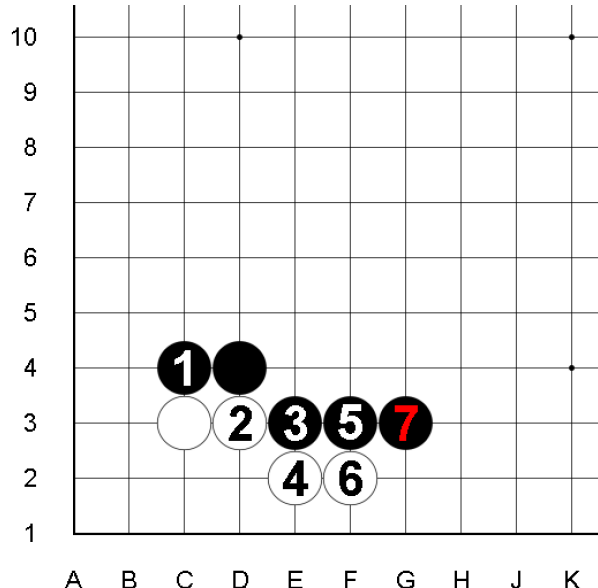
Theory of sacrifice:

✓	Sacrifice in order to recapture
✓	Sacrifice in order to exchange between territory and influence
	Sacrifice in order to exchange between directions
	Sacrifice in order to get sente/ weight off the burden
	Sacrifice in order to get additional exchange between "inside" and "outside"

What if not accepting sacrifice:

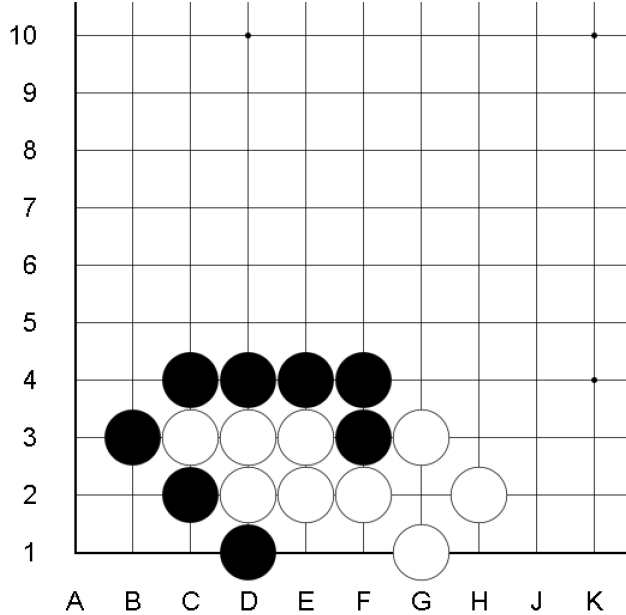


What if not sacrifice:

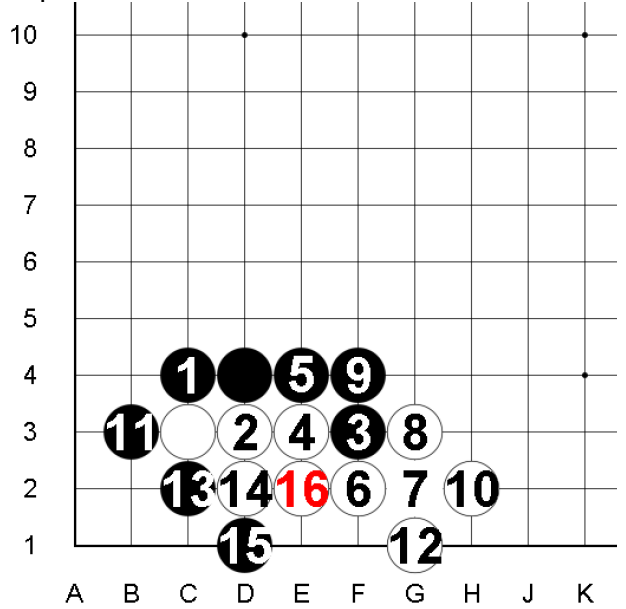


Joseki 2:

Final variation:



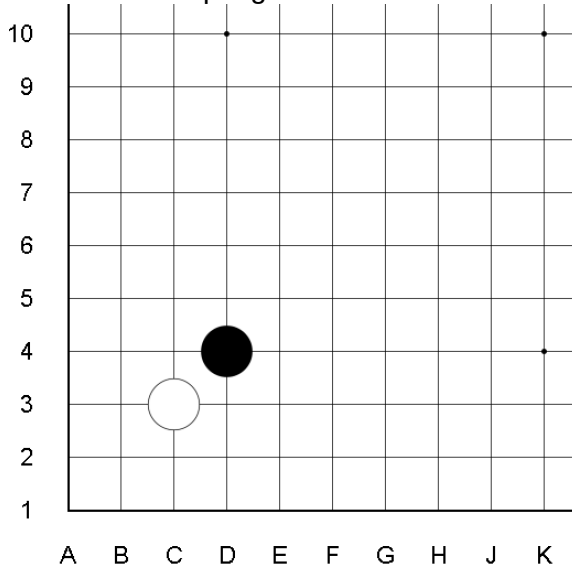
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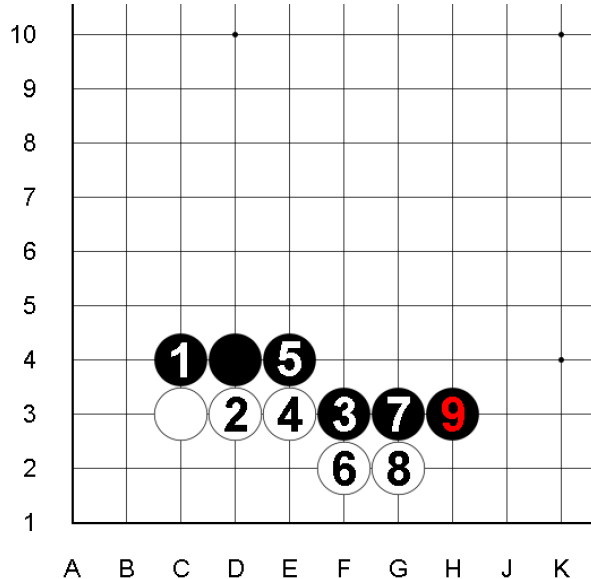
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✓	Sacrifice in order to exchange between directions
✓	Sacrifice in order to get sente/ weight off the burden
	Sacrifice in order to get additional exchange between "inside" and "outside"

What if not accepting sacrifice:



What if not sacrifice:



Joseki 3:

<p>Final variation:</p>	<p>Sequence:</p>
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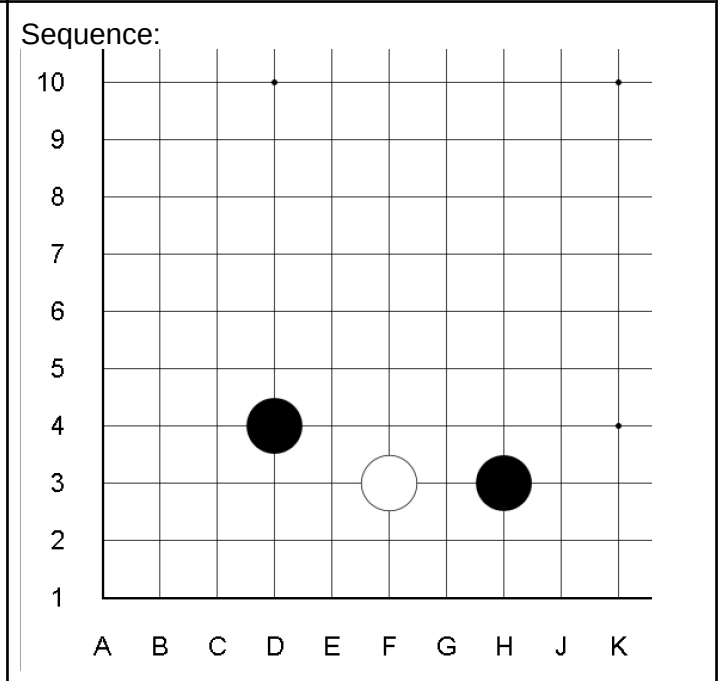
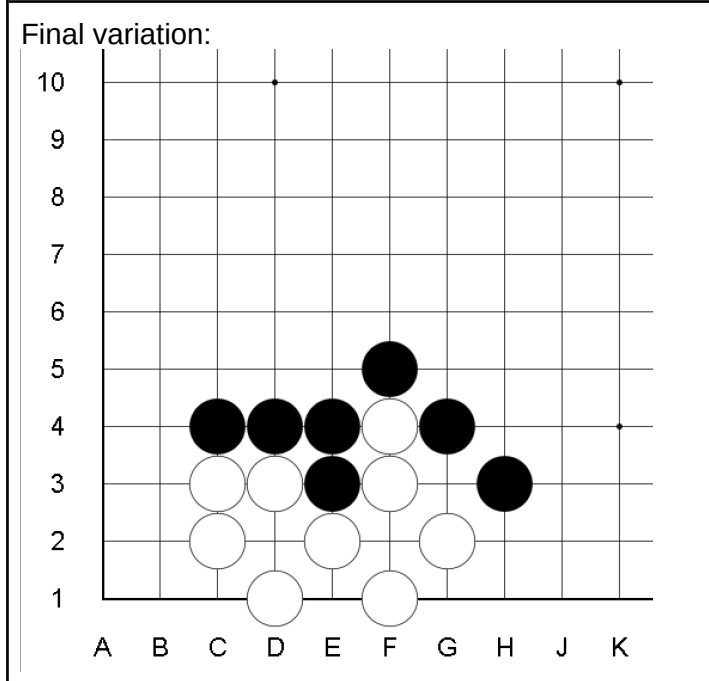
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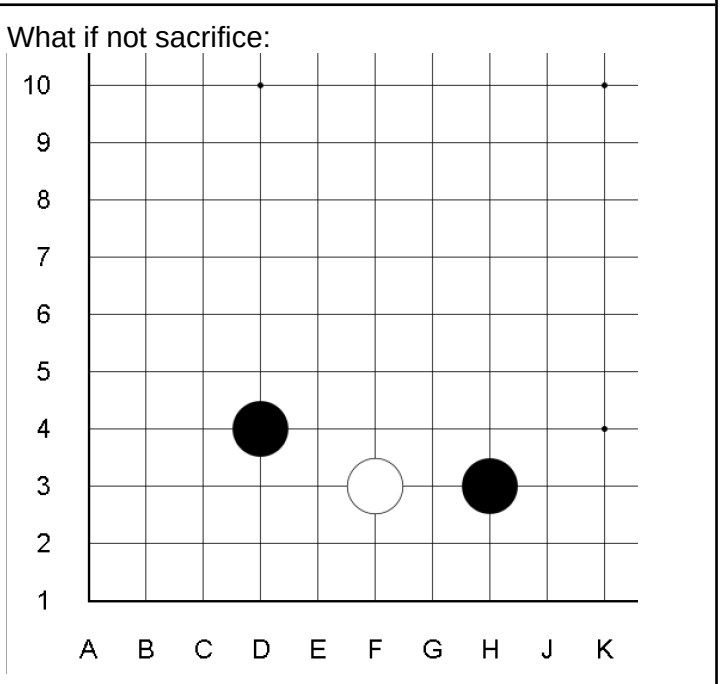
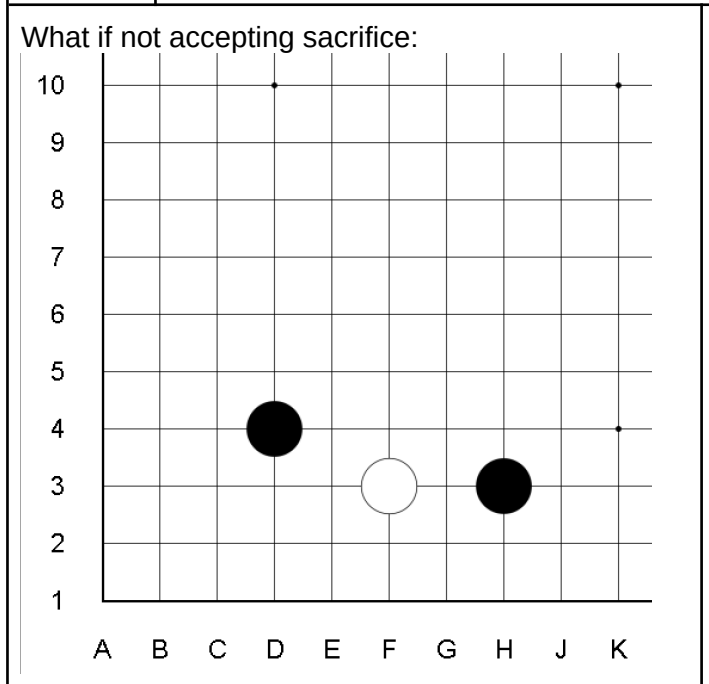
What if not sacrifice:

Joseki 4:



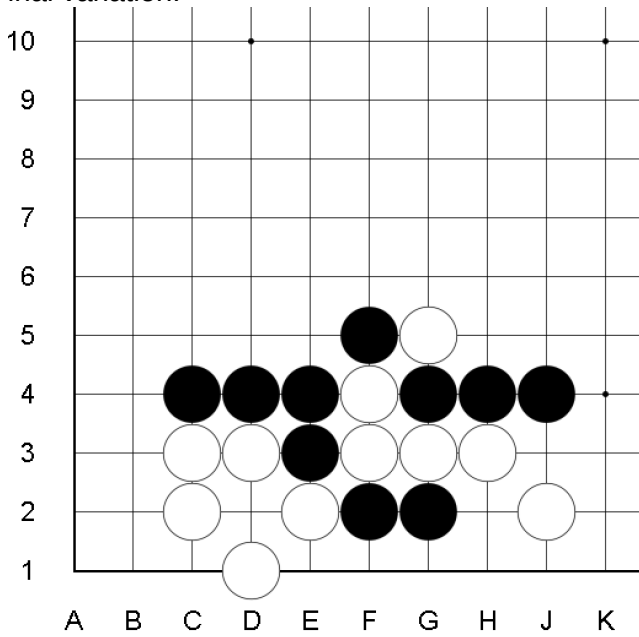
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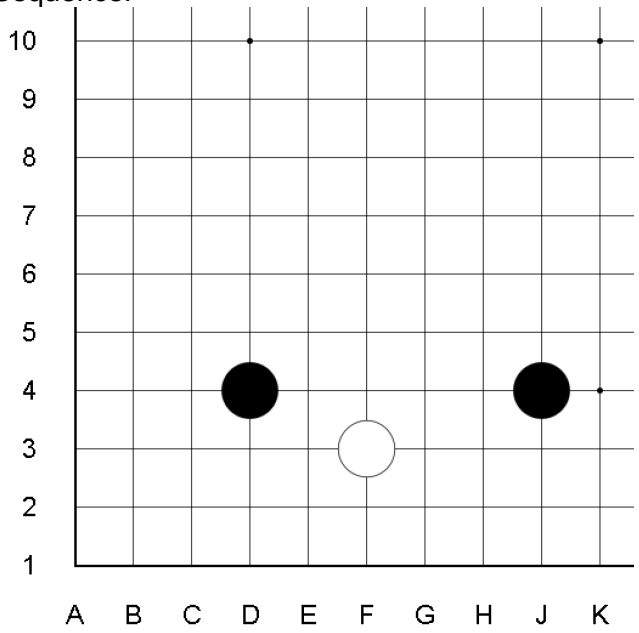


Joseki 5:

Final variation:



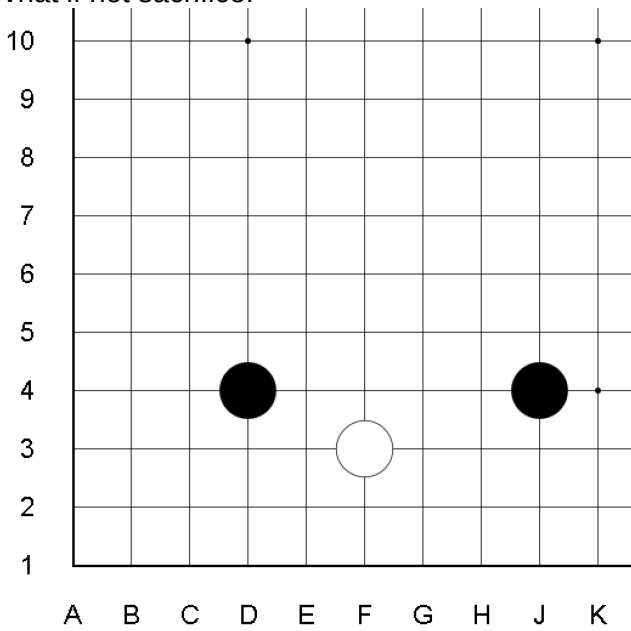
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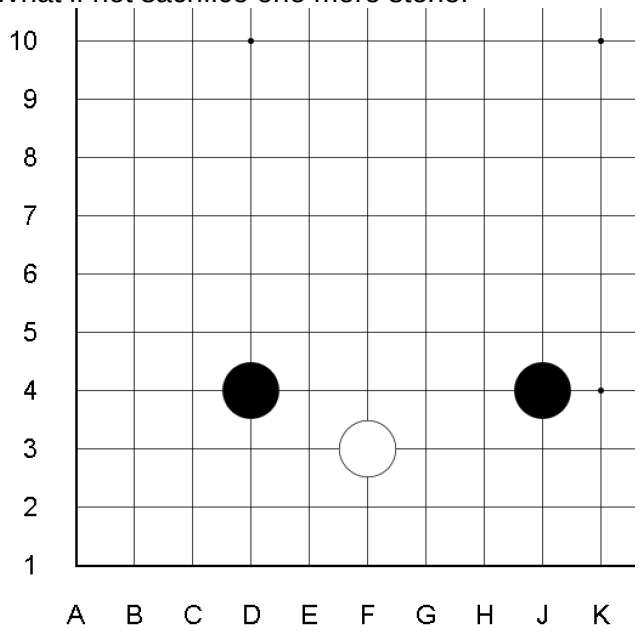
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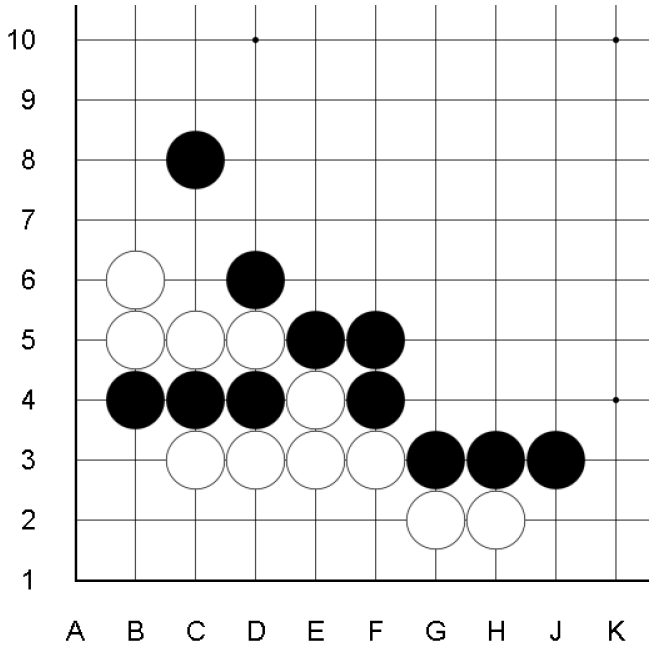


What if not sacrifice one more stone:

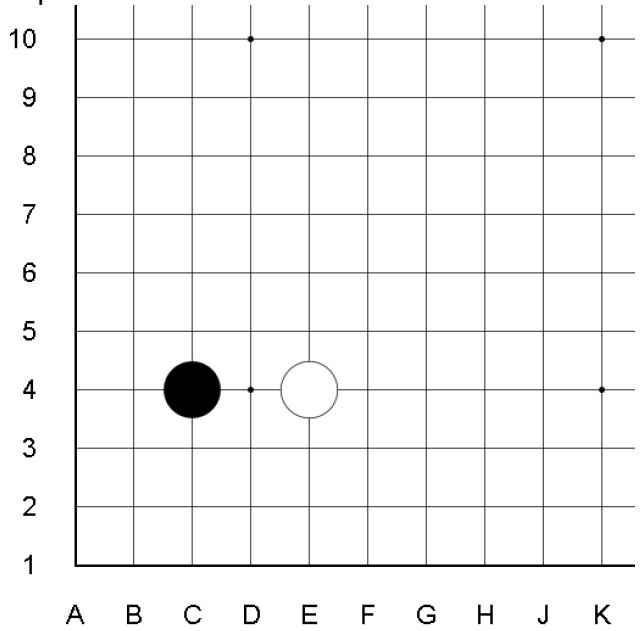


Joseki 6:

Final variation:



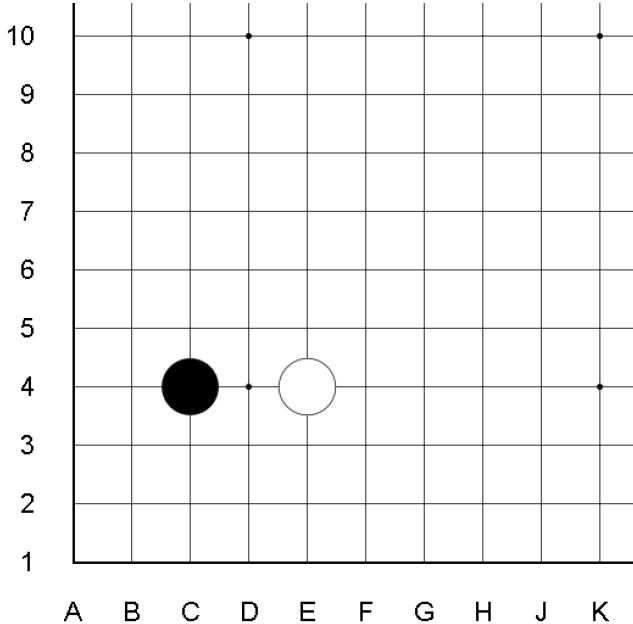
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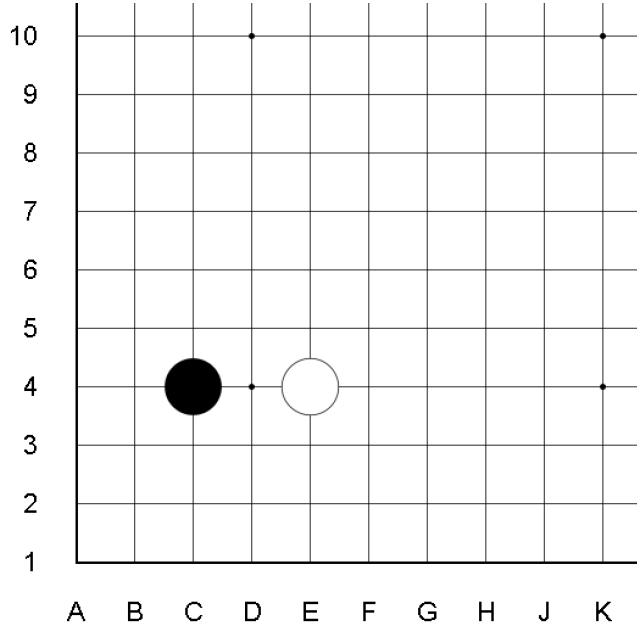
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What if not sacrifice:



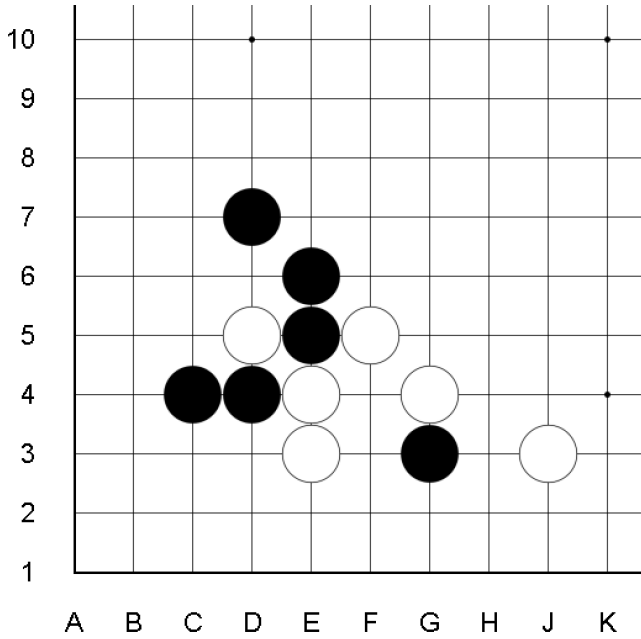
What if not sacrifice one more stone:



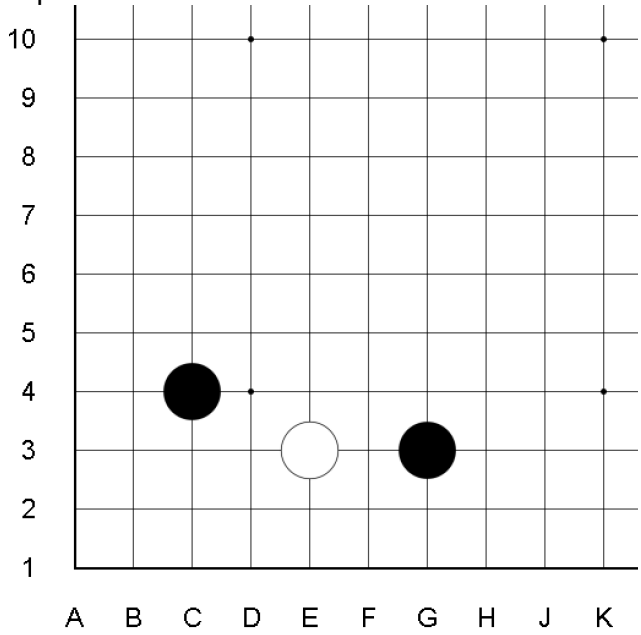
Joseki 7:



Final variation:



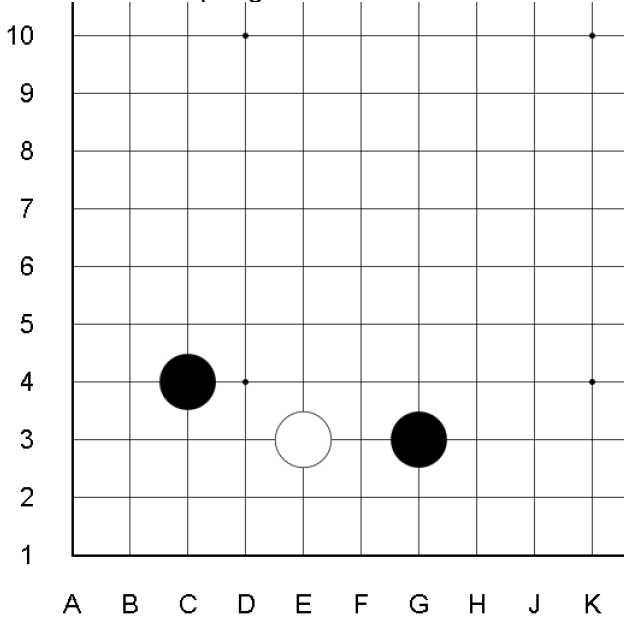
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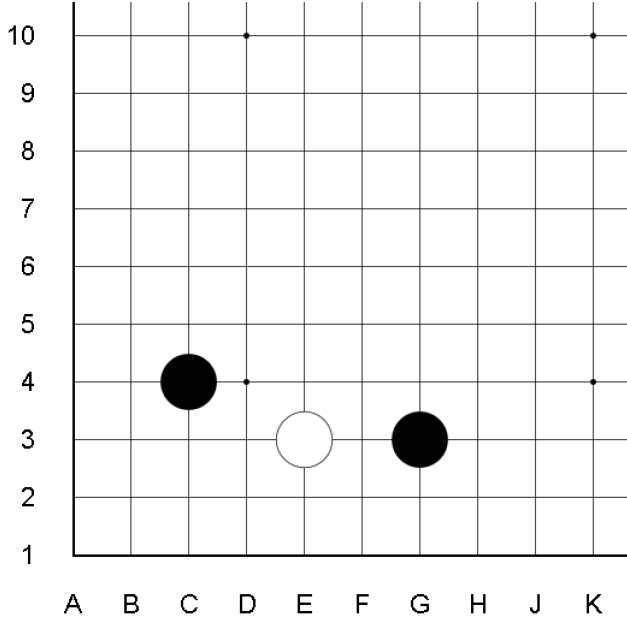
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What if not accepting sacrifice:

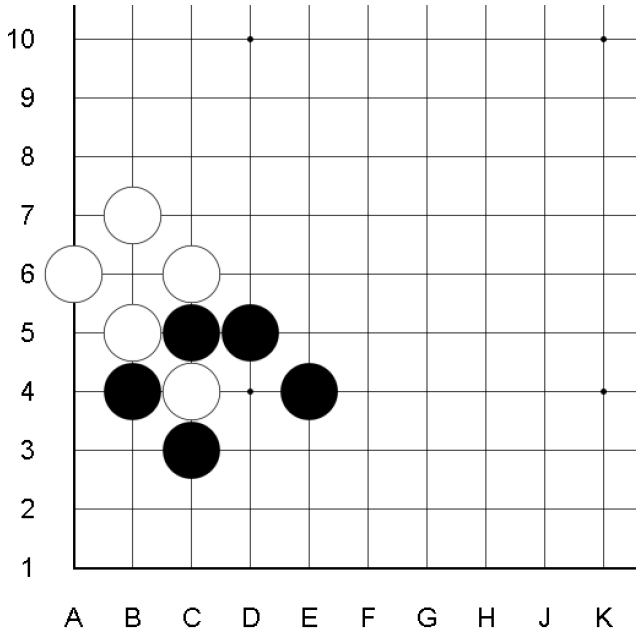


What if not sacrifice:

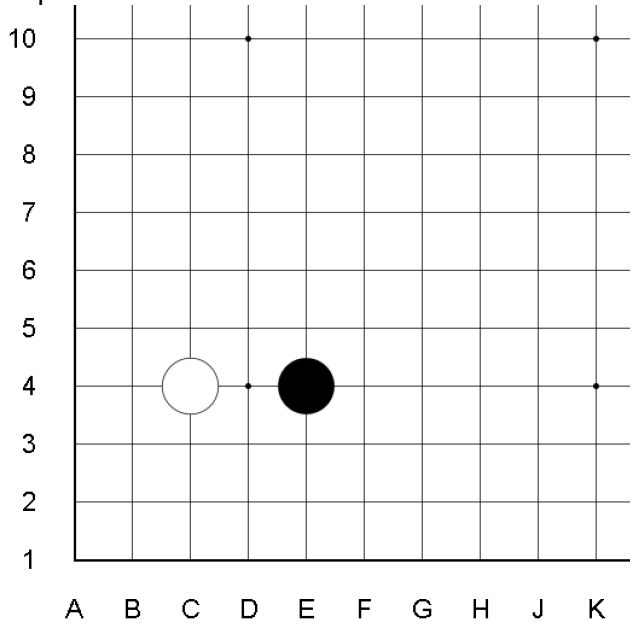


Joseki 8:

Final variation:



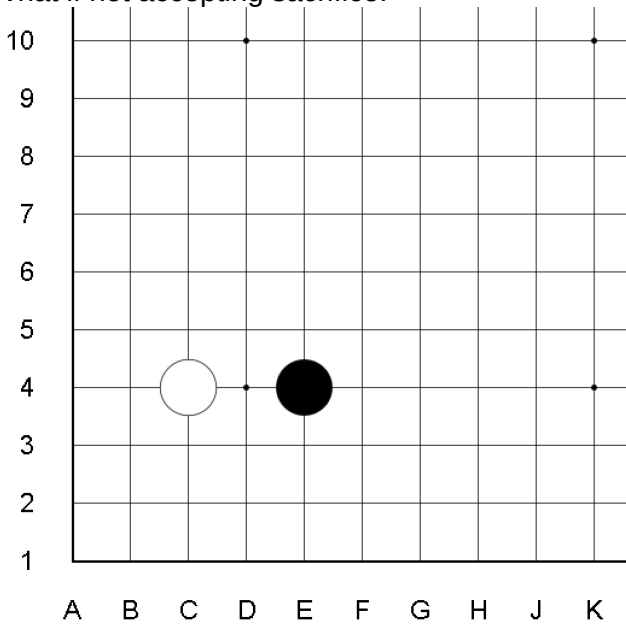
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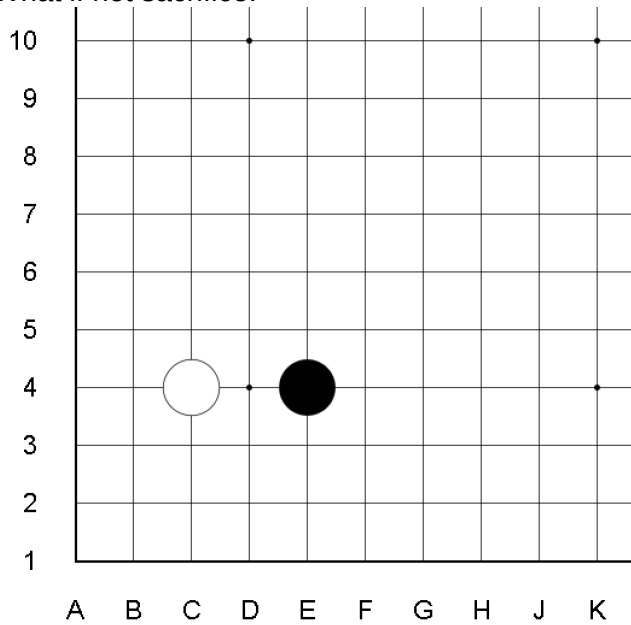
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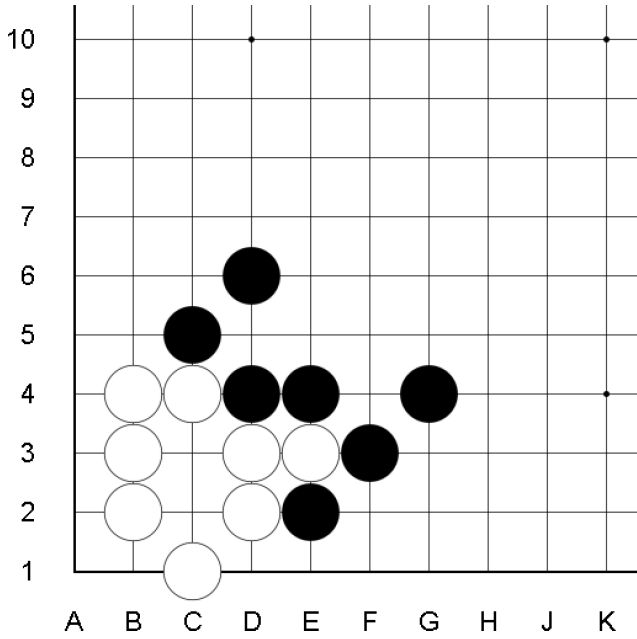


What if not sacrifice:

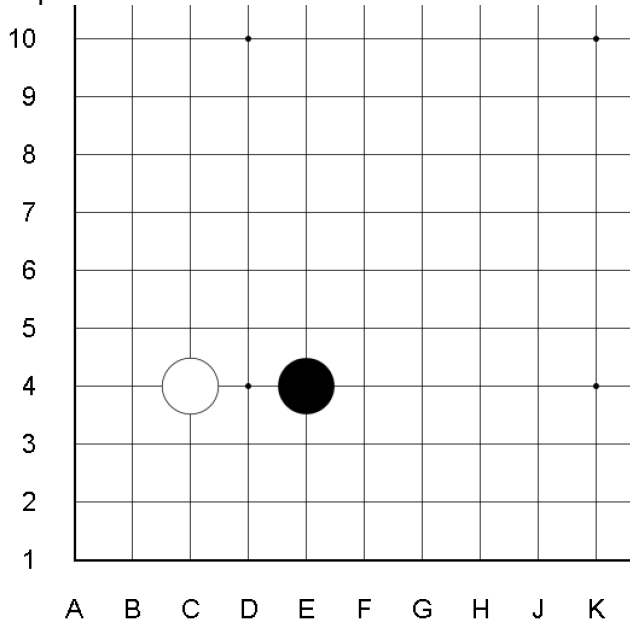


Joseki 9:

Final variation:



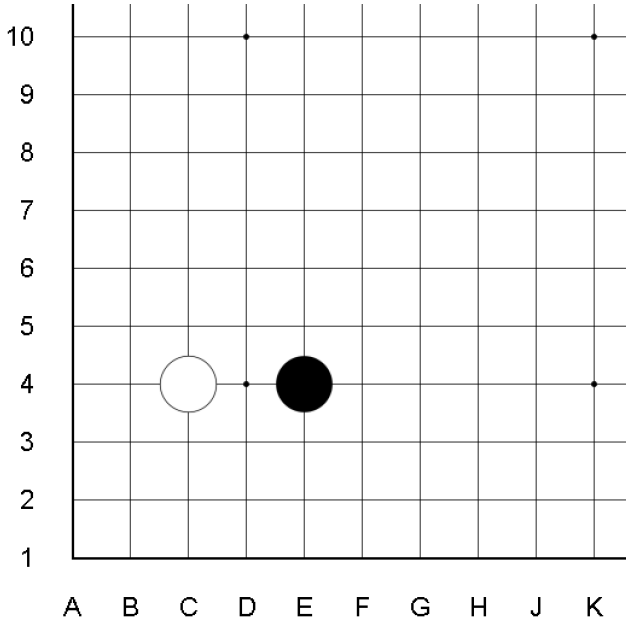
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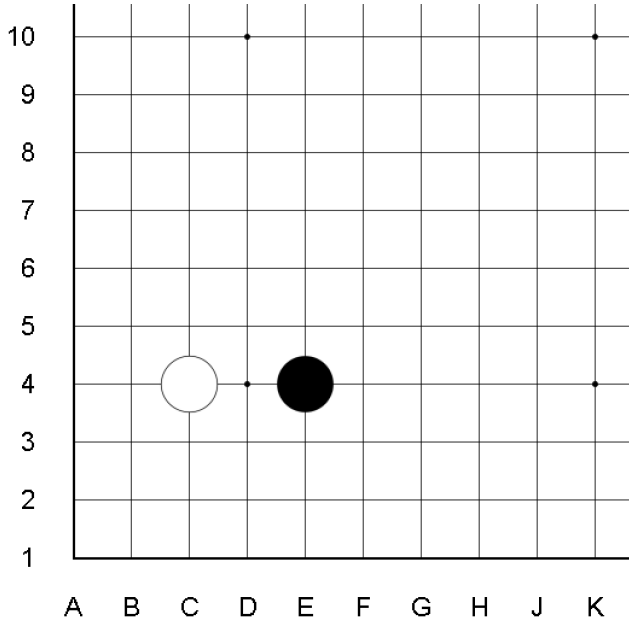
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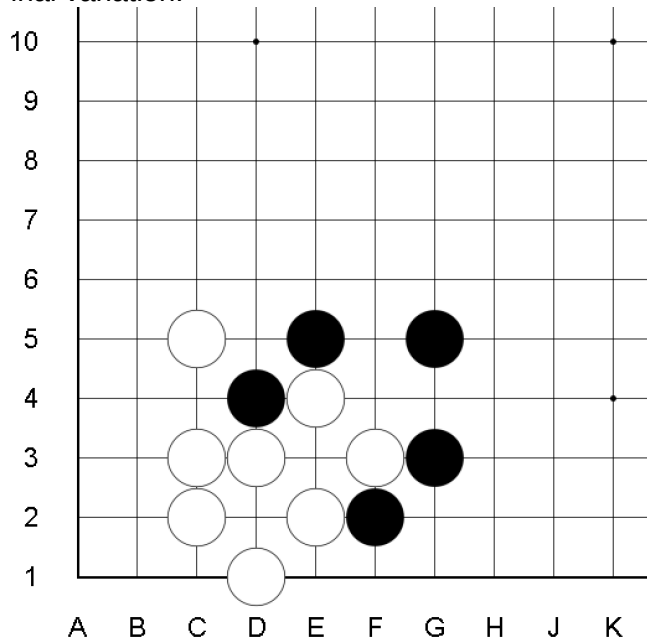


What if not sacrifice one more stone:

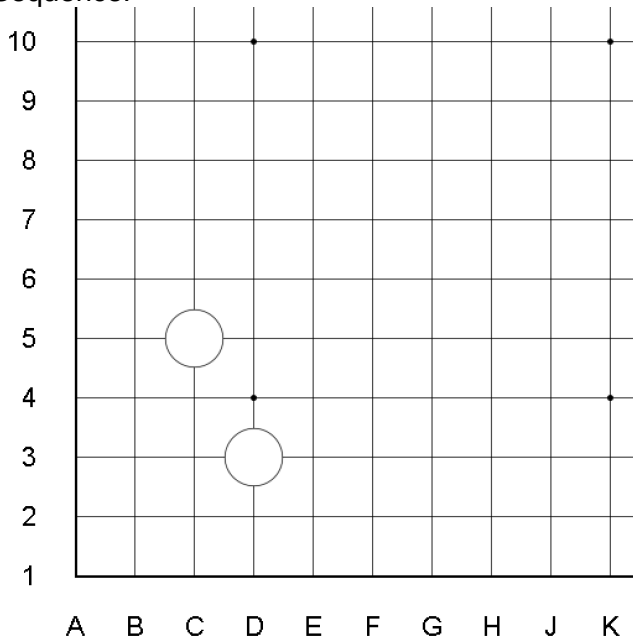


Joseki 10:

Final variation:



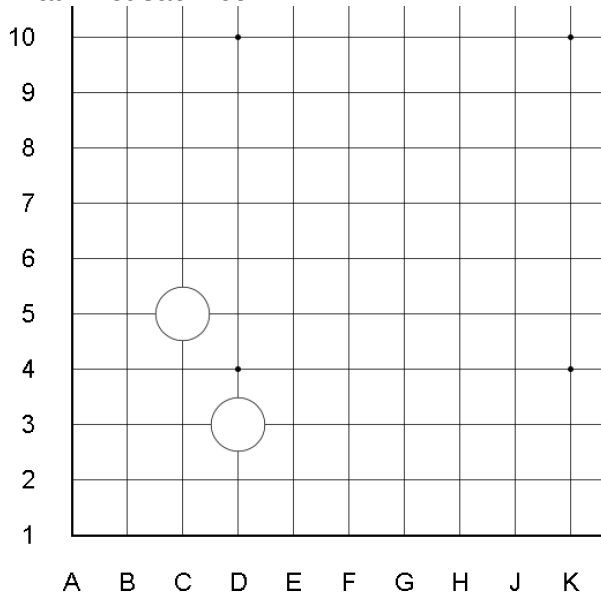
Sequence:



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What if not sacrifice:



White counter attack:

