

Priming structure and Blitzing structure by mochy

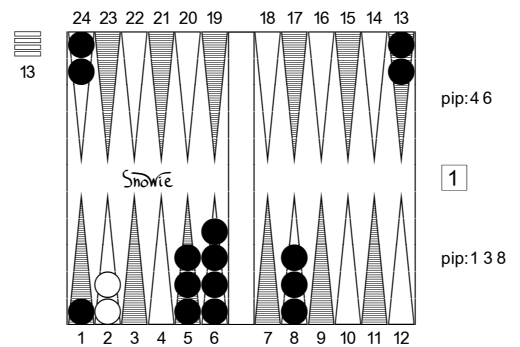
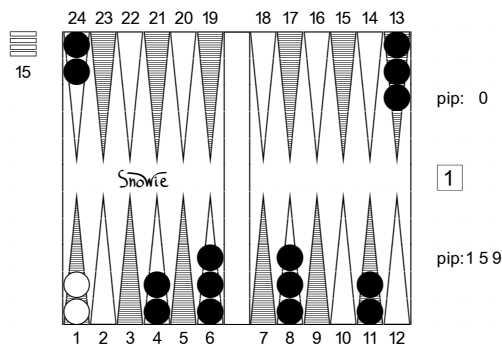
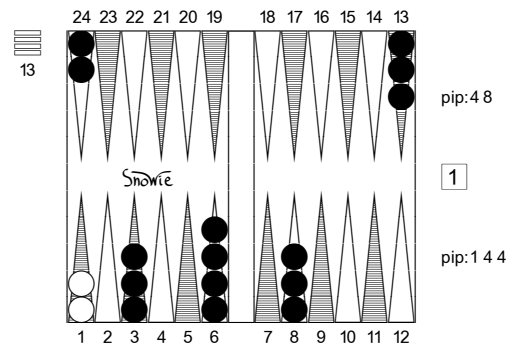
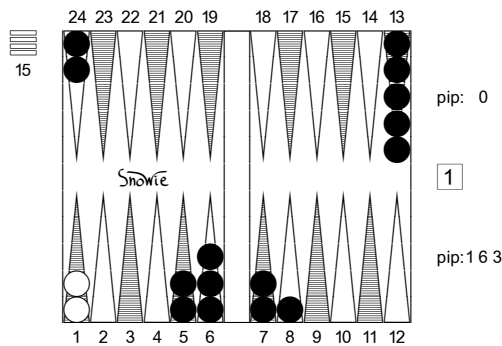
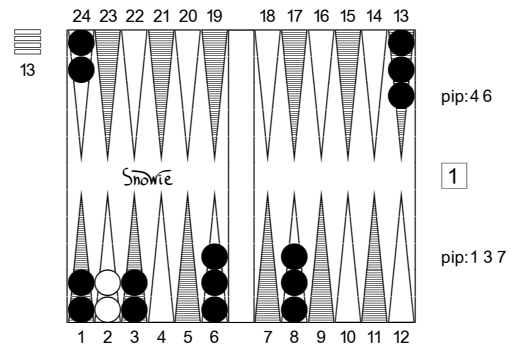
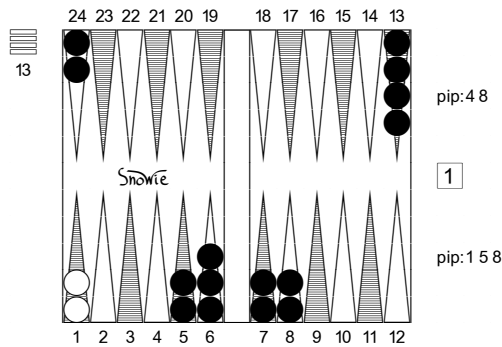
2009/09/01 at Camden

Features of Priming structure:

- Points are not stacked
- deep inner points (1/2/3p) are not made
- trailing in pip count
- spare checkers are well placed (to expand prime)
- looks pure
- most checkers are in outer board
- 6 point is unstacked
- no checker on 1 point

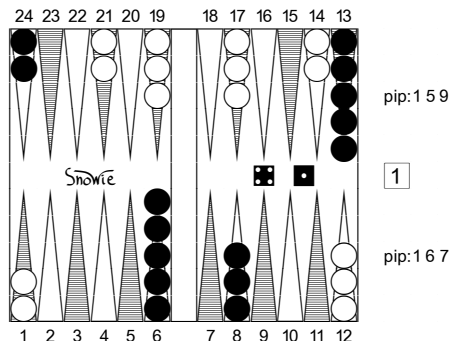
Features of Blitzing structure:

- Points are stacked
- deep inner points are likely to be made
- leading in pip count
- spare checkers are placed too deeply (towards low points)
- looks ugly
- most checkers are in inner board
- 5 or more checkers on 6 point
- 1 point is made or slotted



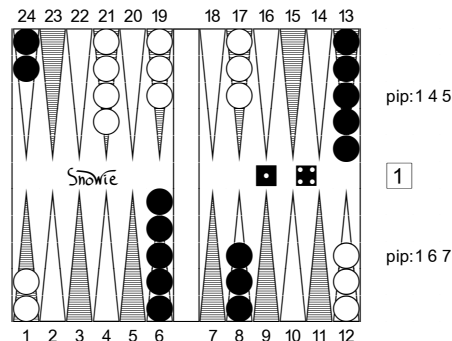
Against Priming structure,

You want to split runners because you need an advanced anchor

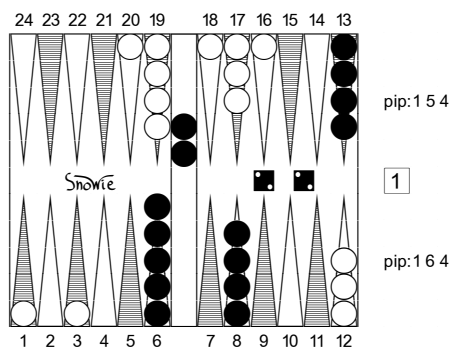


Against Blitzing structure,

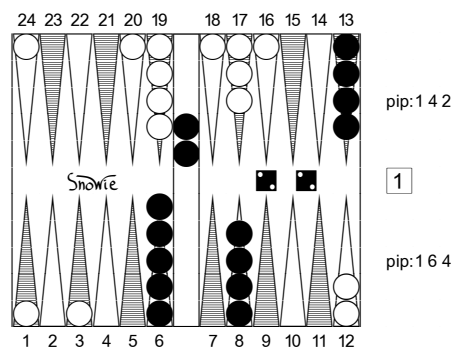
You don't want to split because you don't need an advanced anchor



You want to move anchor forward not to be primed.



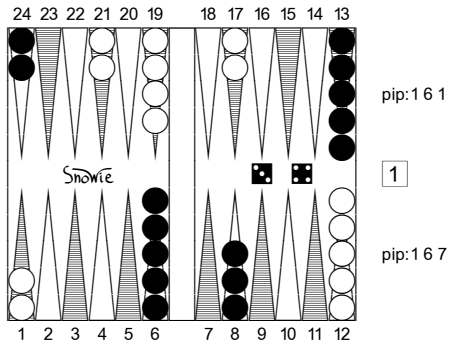
You are happy to leave your anchor back



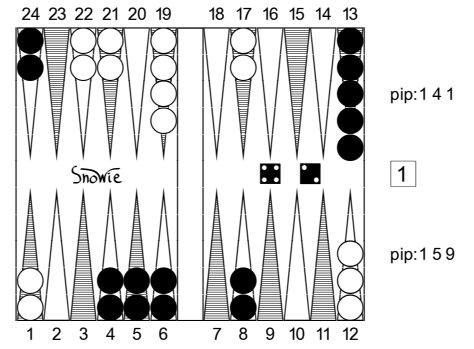
Right strategy classified by type of position

		Your structure	
		Priming	Blitzing
Opponent's structure	Priming	Split Runners for high anchor Go for prime Make a point in order	Attack if possible Escape if attack is not possible Don't slot
	Blitzing	Never split Runners Low anchor is fine Slot	Attack if possible Anchor wherever Don't leave (give up) an anchor

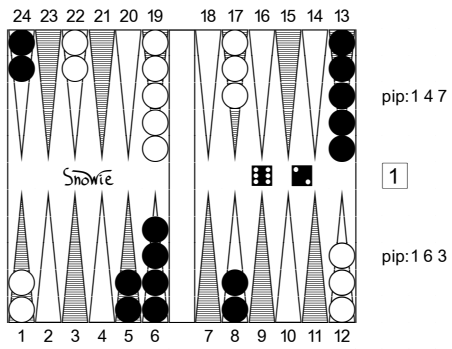
Problem 1



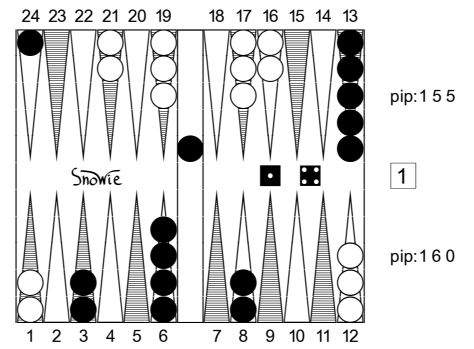
Problem 5



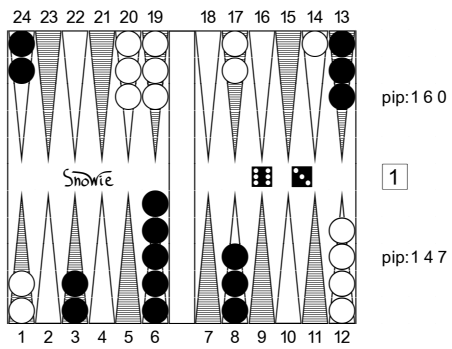
Problem 2



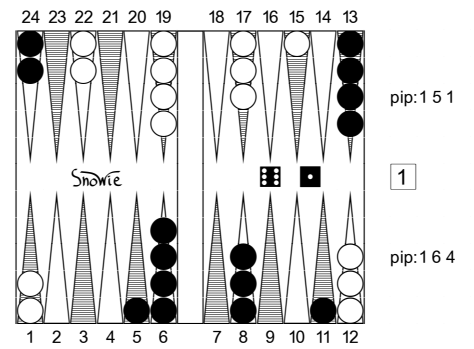
Problem 6



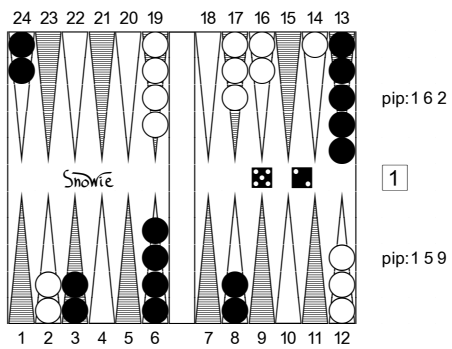
Problem 3



Problem 7



Problem 4



Problem 8

