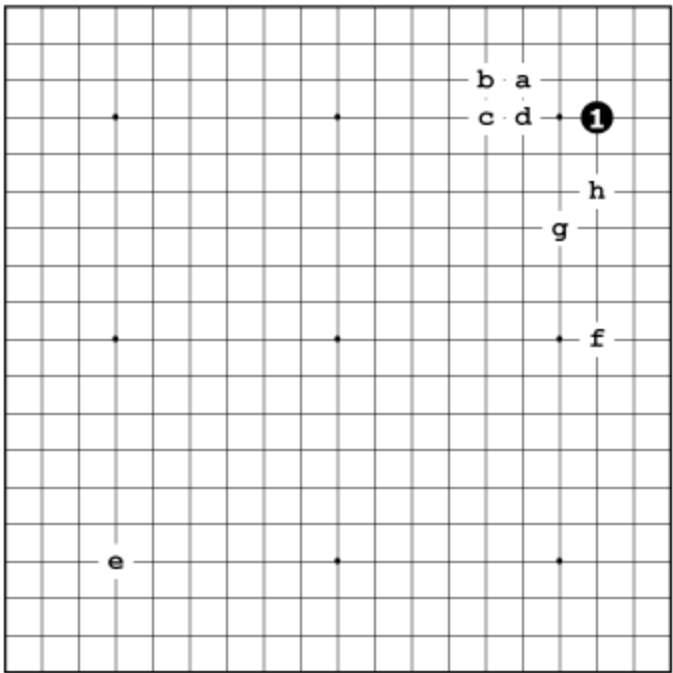


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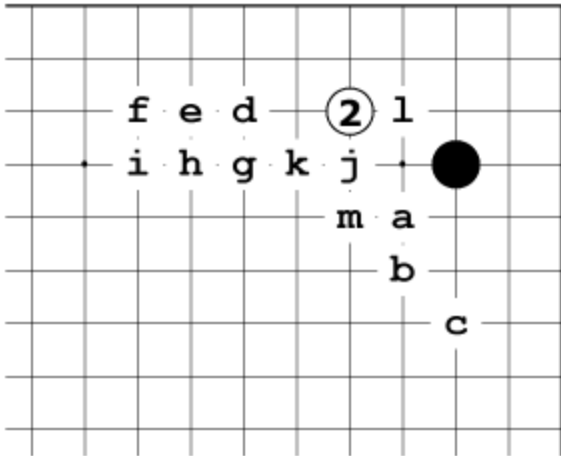


1 The komoku (3-4) point is the traditional corner enclosure move. White approaches with 'a *', 'b *', 'c *' or 'd *'.

'e' covers enclosure (shimari) joseki.

White 'f', 'g' and 'h' are special strategies, usually against the Chinese Fuseki.

g7, f6, e5, d4, c3, b2, a1



2 The small knight move is the basic approach move to the 3-4 point stone. It has been continually used for over four centuries. There are limitless variations, with new moves constantly being discovered. White 2 opens the door to a treasure store of joseki.

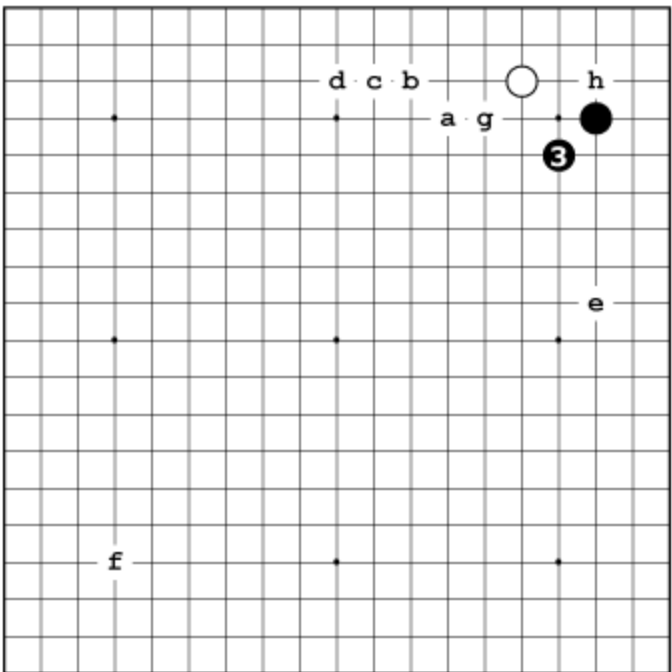
Black responds with 'a *', 'b *', 'c', 'd *', 'e *', 'f *', 'g *', 'h *', 'i *', 'j' or 'k'. Black 'l' indicates a special strategy based upon favorable local position. The variations after 'h' are manyfold, so this branching is as complicated as the avalanche or taisha joseki.

'k' is somewhat a trick play. Black must have the ladder.

'm' is a trick play.

m13, l12, k11, j10, i9, h8, g7, f6, e5, d4, c3, b2, a1

outcomes:
a1, b2, c3, j10, k12 - Black right
d4, e5, g7, h8, i9 - White choice
f6 - variable
k11 - Black thick outside, White big corner
m13 - Black right high, White top territory



3 Black 3, the famous Shusaku diagonal move, is a steady way of responding to White's kakari. Black can now aim to press against the lone White stone with

'a'.

White's possible local responses are 'a *' through 'd' or 'h'.

White 'a *': White must be prepared to fight.

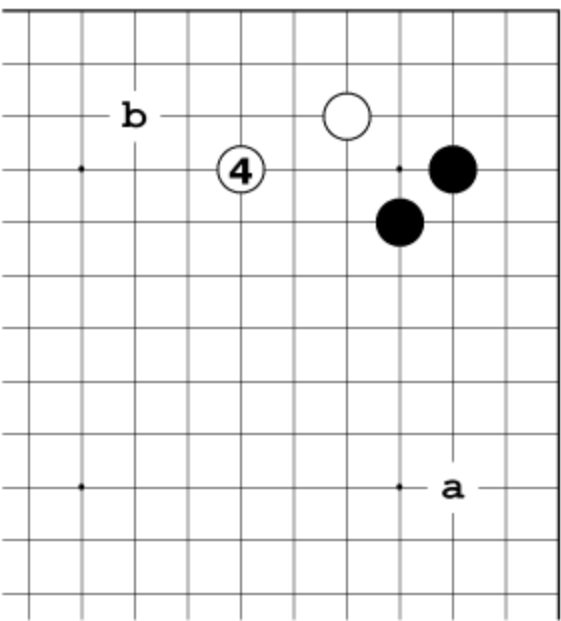
White 'b *': secure.

White 'c *': invites sacrifice. White 'd': played as an extension from the top left; invites invasion. 'e'.

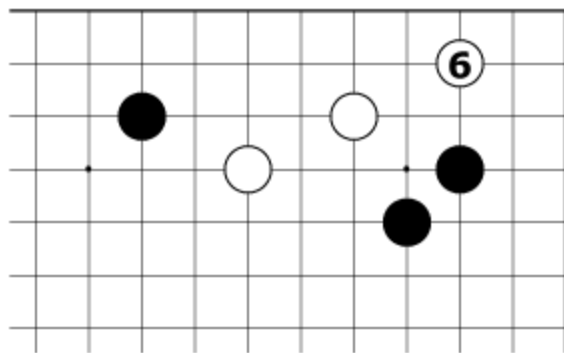
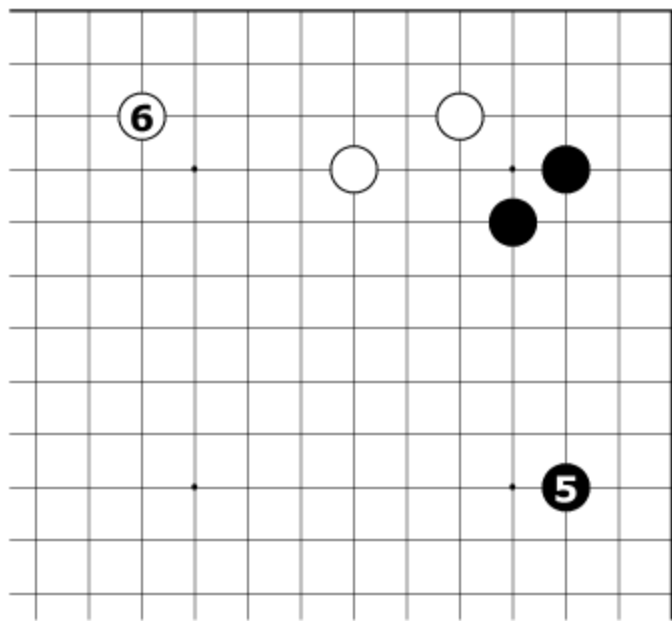
Variation 'f' shows Black continuations when White plays elsewhere.

White 'g' is an Edo period (1600-1867) joseki that has since been abandoned as unfavorable to White.

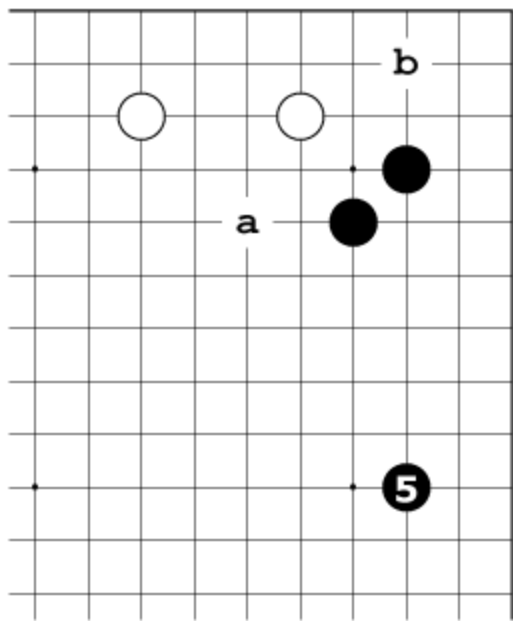
f6, e5, d4, c3, b2, a1



4 White must be prepared for a fight. Black finishes the joseki with 'a *', or starts a fight with 'b'.

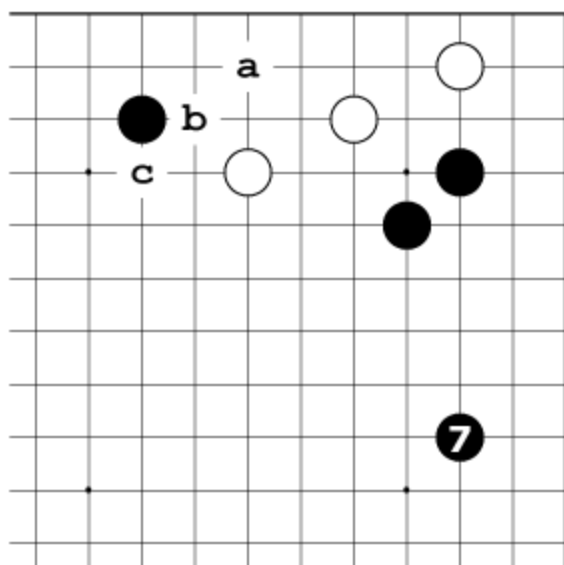
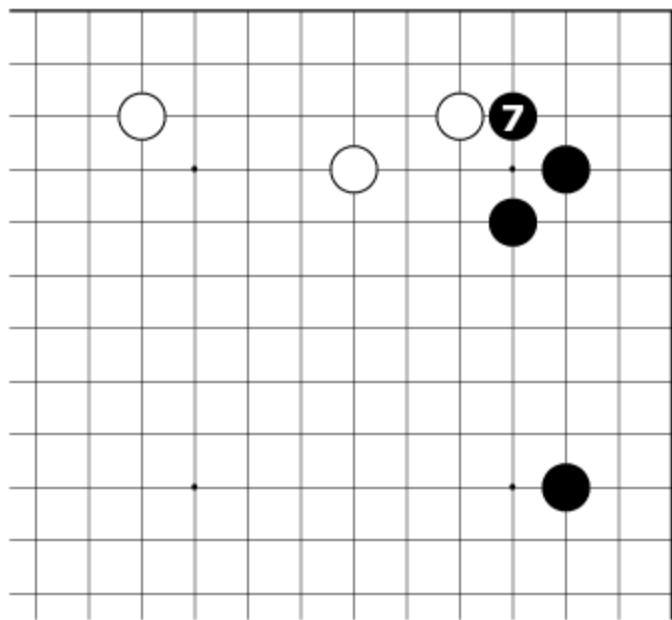


⑥ The slide of White 6 is not recommended.

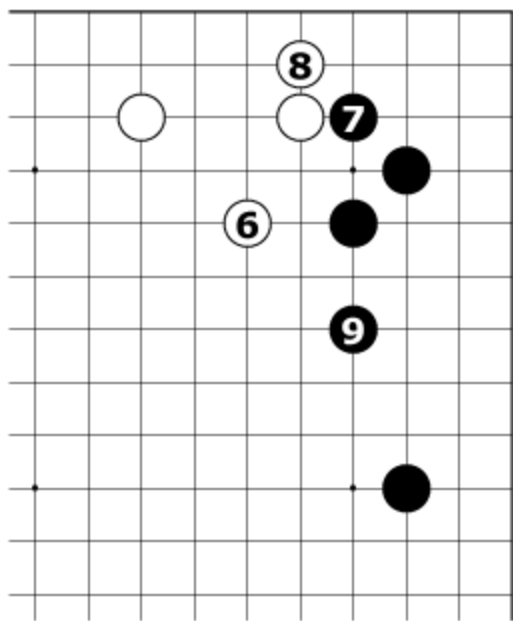


⑤ White continues with 'a *'. White 'b' gives Black a chance for moyo.

⑥ * GOOD VARIATION *

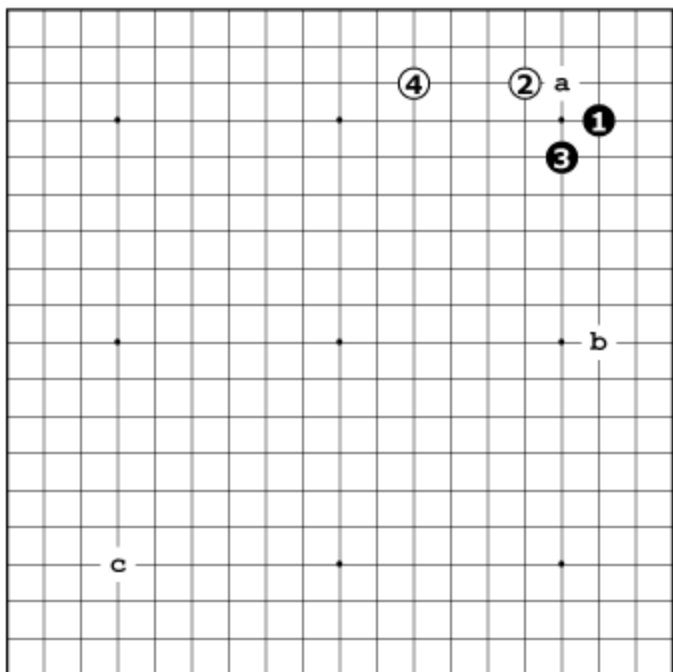
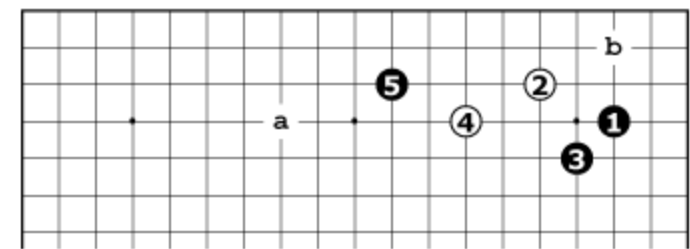


⑦ White doesn't have a good follow-up. Black 'a' is intolerable, but White 'b', Black 'c' is not favorable to White.



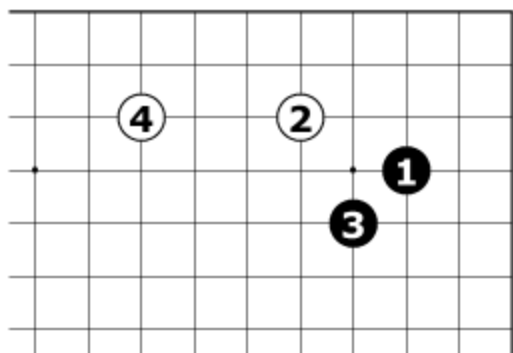
⑨ * GOOD VARIATION *

⑦ Continuation. The difference between Black and White playing here (White at R18) is nearly 20 points. This is a large endgame move.

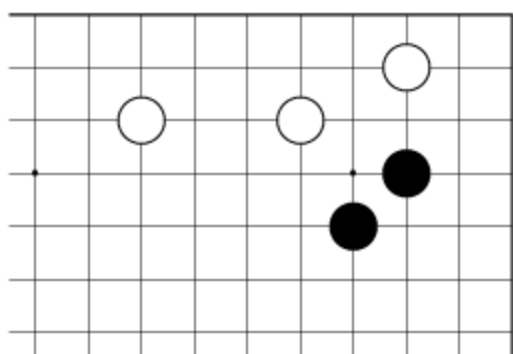


④ Black continues with 'a' or possibly 'b *'. Playing elsewhere ('c'; tenuki) is not joseki.

c3, b2, a1

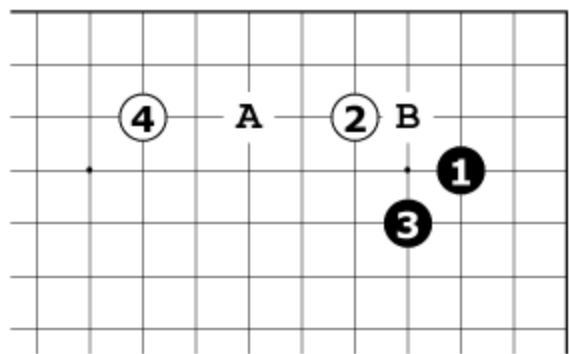


⑤ Black plays elsewhere (not joseki).

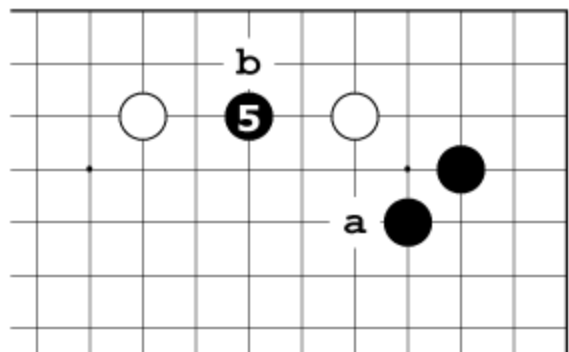


⑥ White makes ideal shape if

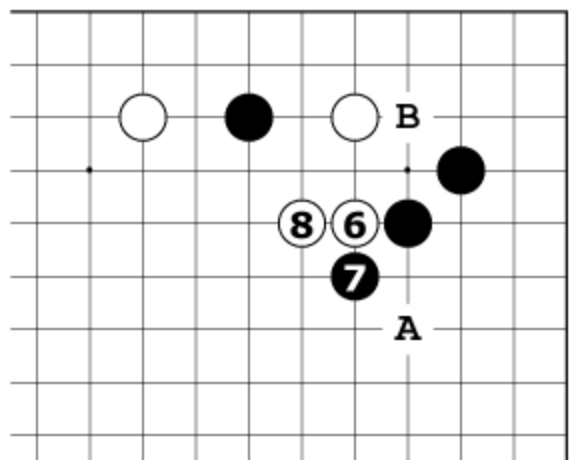
Black plays elsewhere.



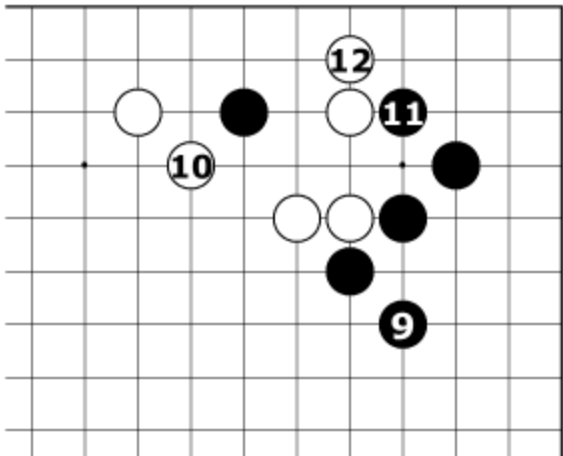
④ The three-space extension is a light move and is most often used in actual games. 'A *' is joseki, 'B' is a mistake.



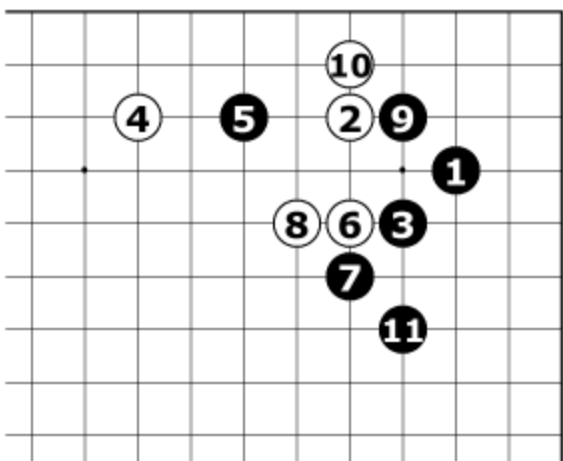
⑤ White continues with 'a *' or 'b'. White 'a' leads to capture of Black 5 at top. White 'b' leads to thickness at the loss of territory.



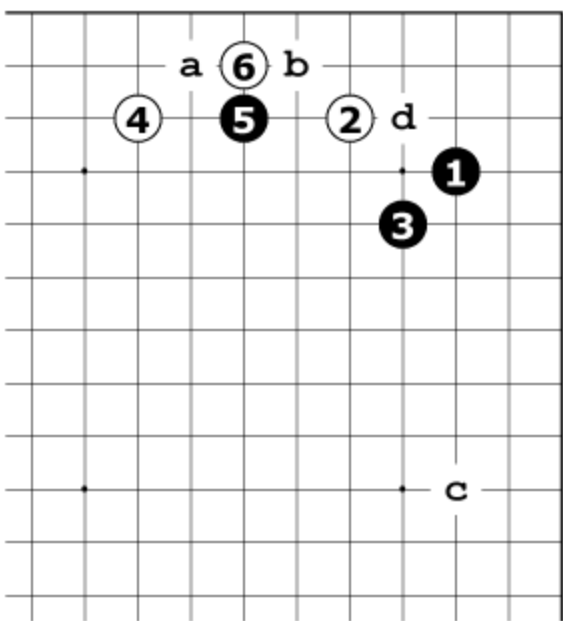
⑧ 'A *' is correct, 'B' is wrong.



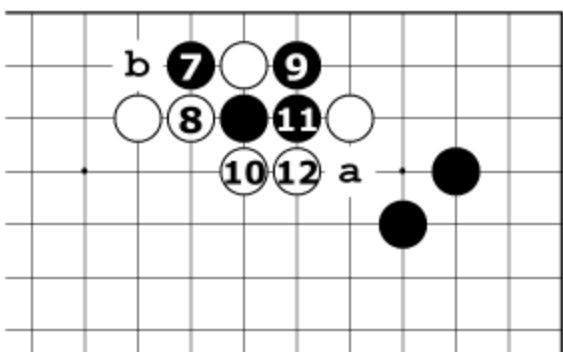
⑫ * GOOD VARIATION *



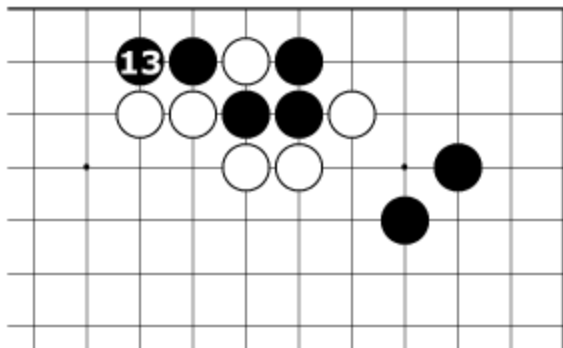
⑪ White can now tenuki, because Black played his moves in the wrong order.



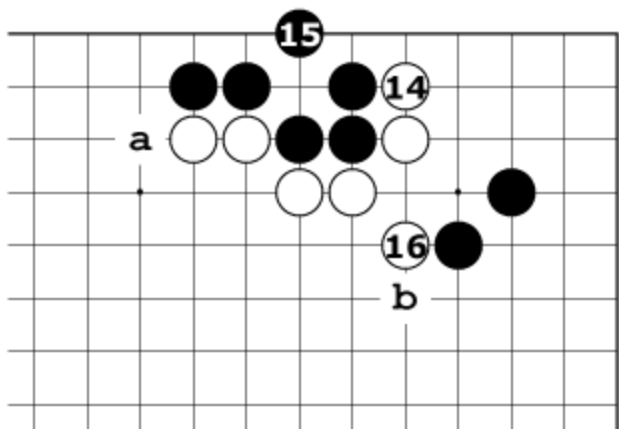
⑥ Black continues with 'a' or 'c'. Black 'b' is a mistake. 'd' is a trick play.



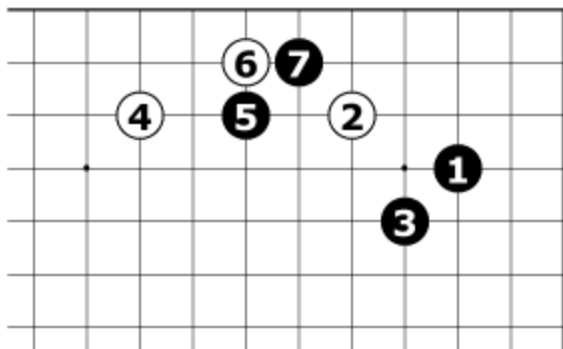
⑫ Black continues with 'a'. Black 'b' is a mistake.



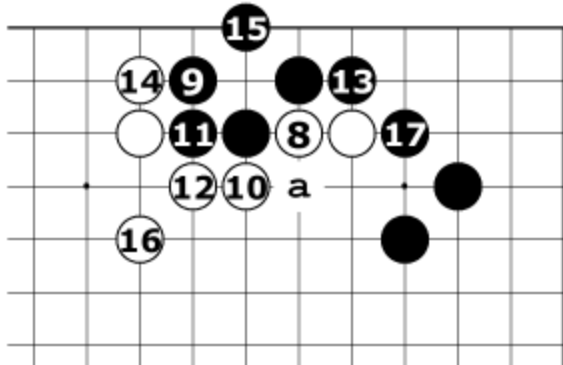
⑬ Black 13 is a mistake.



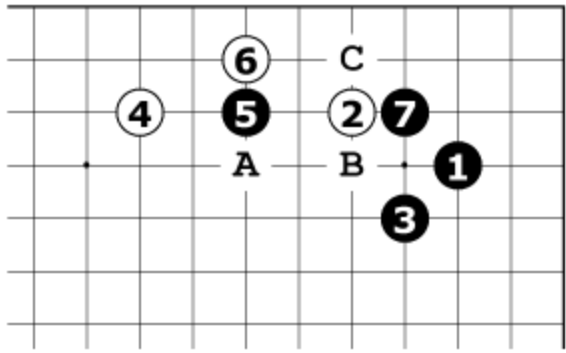
⑬ No matter what Black does, White can play at 'a' or 'b', either of which are severe.



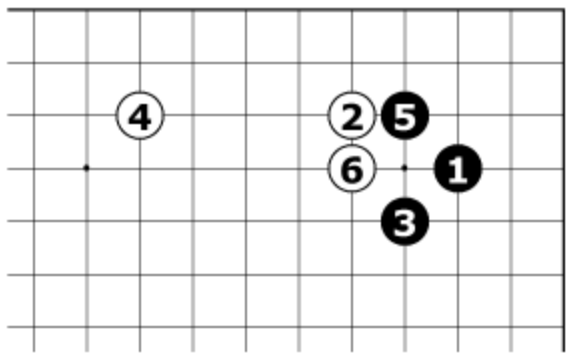
⑦ Black 7 is a mistake in direction.



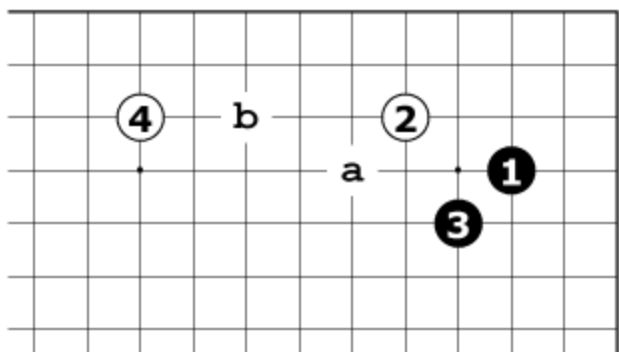
⑬ White has made good shape in sente. If Black cuts at 'a', White sacrifices the two White stones.



7 'A' is correct, 'B' or 'C' is getting tricked.

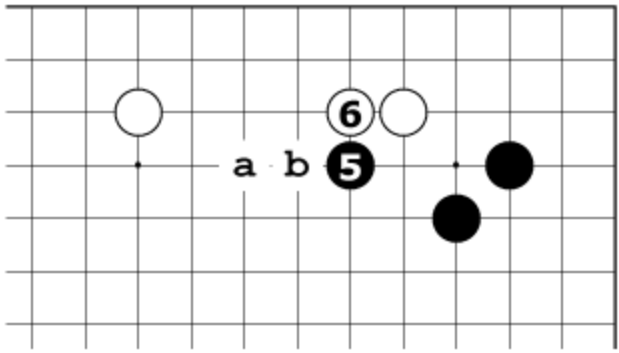


6 White gets an ideal extension.

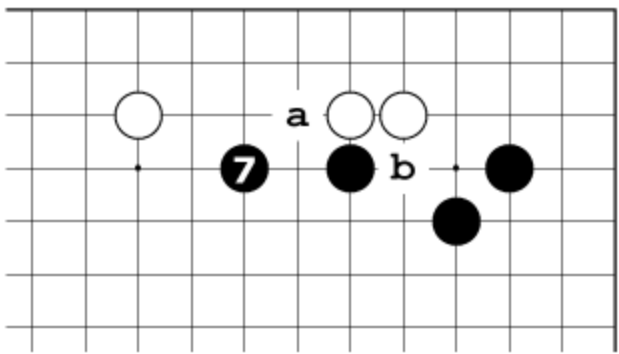


4 The four-space extension of White 4 is often played in relation to stones in the upper left corner. This extension, however, is quite wide and if Black invades, it is impossible to determine how the sequence will develop, so White must be ready for anything.

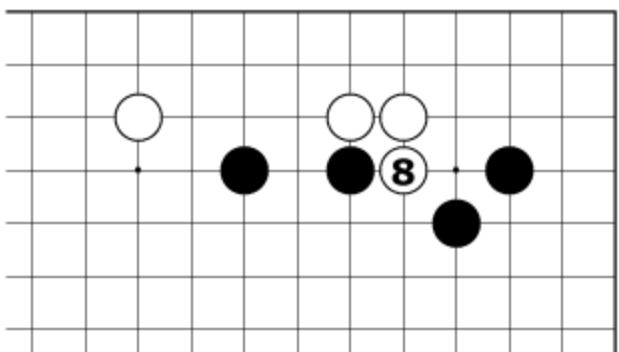
Black continues with 'a' or 'b'.



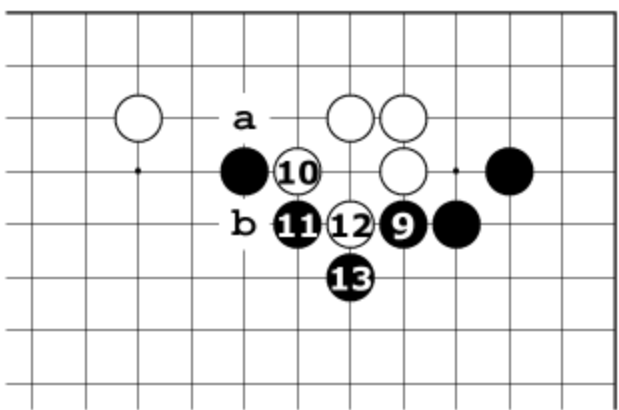
6 Joseki continues with Black 'a', not 'b'.



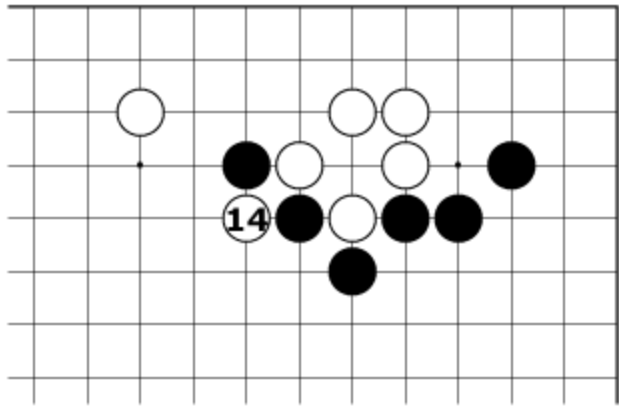
7 White continues with 'a', not 'b'.



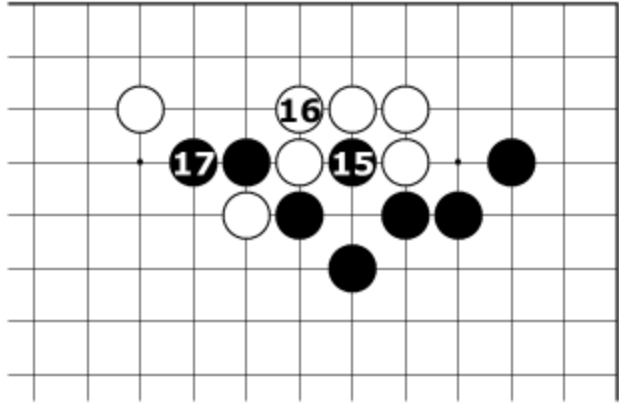
8 White 8 is vulgar.



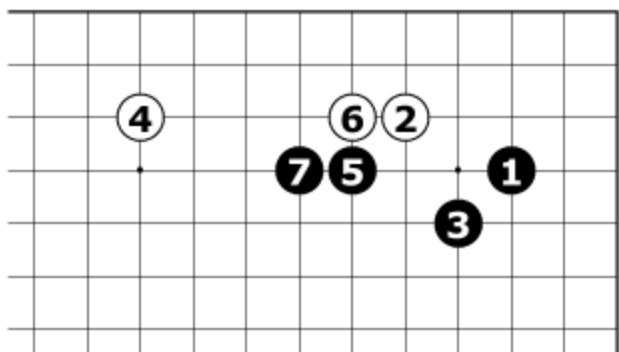
13 White must play at 'a', not 'b'.



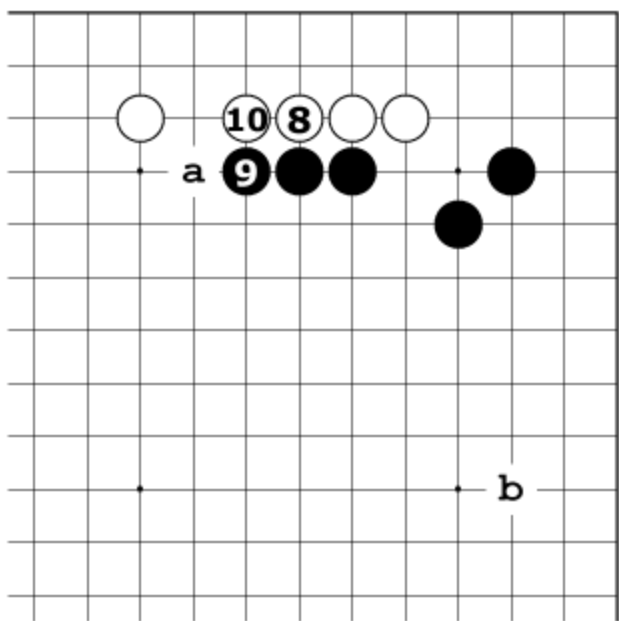
14 White 14 is a mistake.



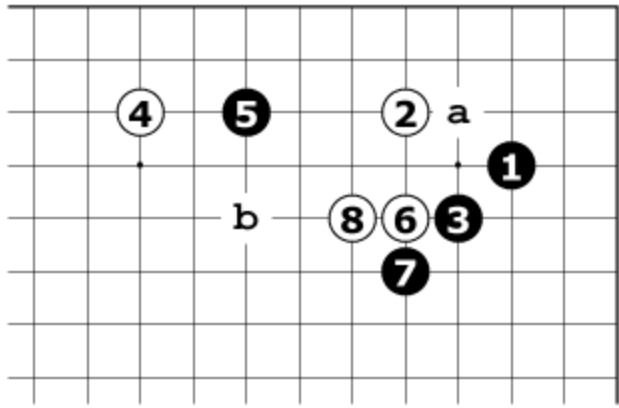
17 Black has thickness and White must still defend the left side.



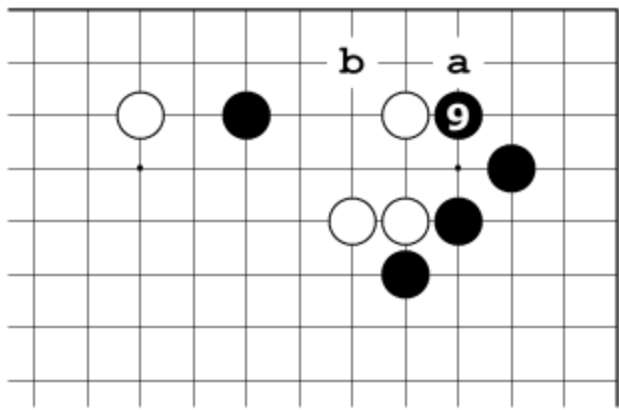
7 Black 7 is poor.



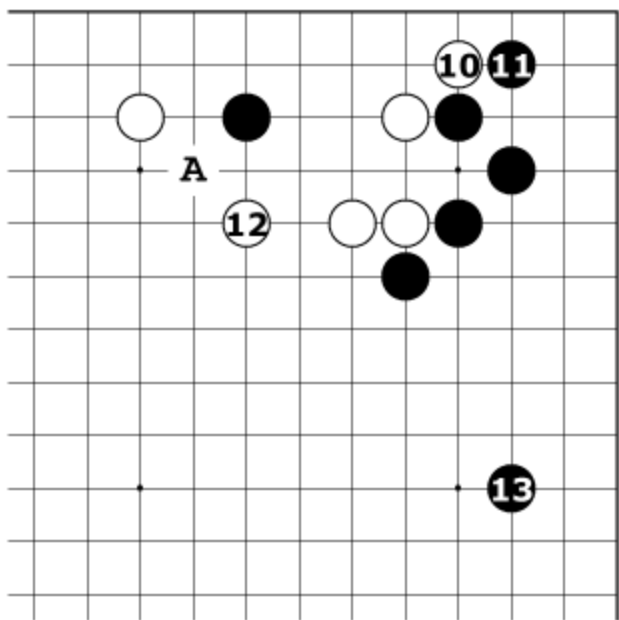
10 'a' and 'b' are miai, to Black's disadvantage.



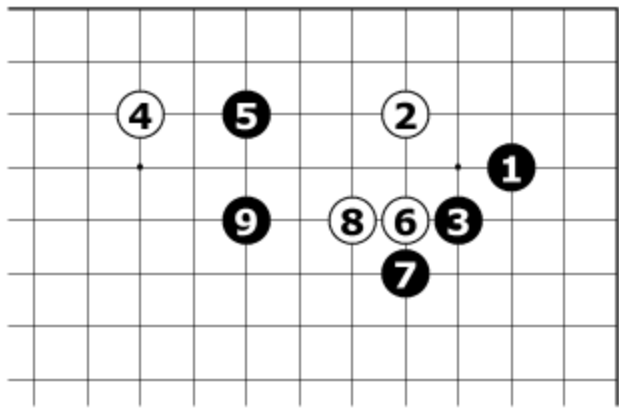
⑧ Black continues with 'a'. Black 'b' is unreasonable.



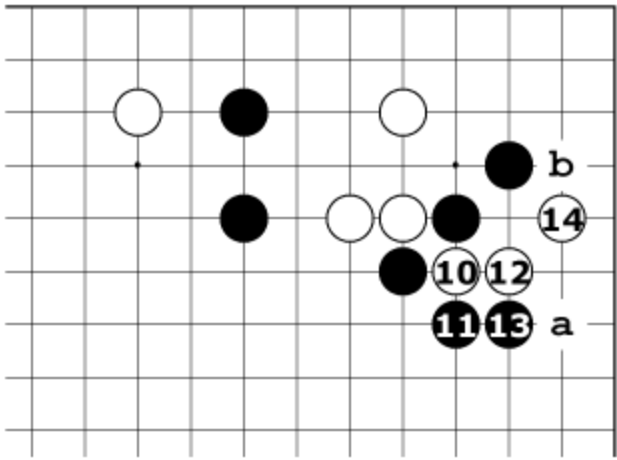
⑨ White continues with 'a'. Black 'b' is not as favorable.



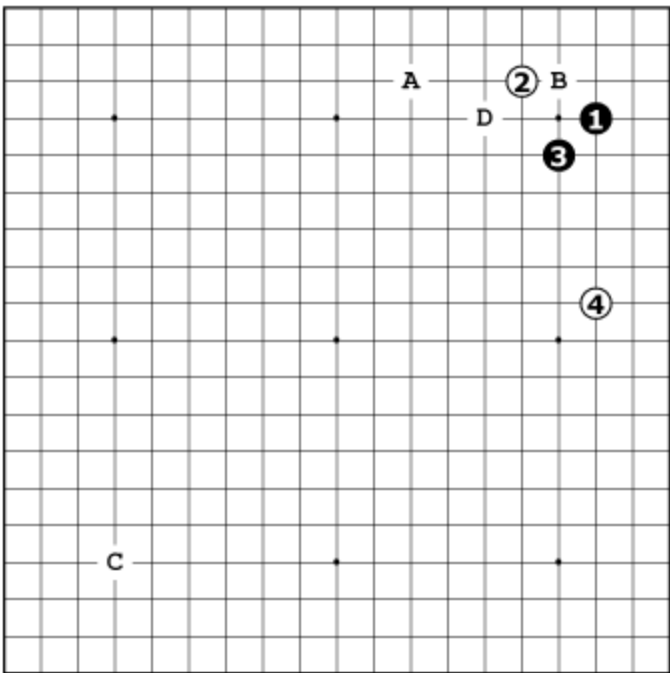
⑬ Later Black wants to play A.



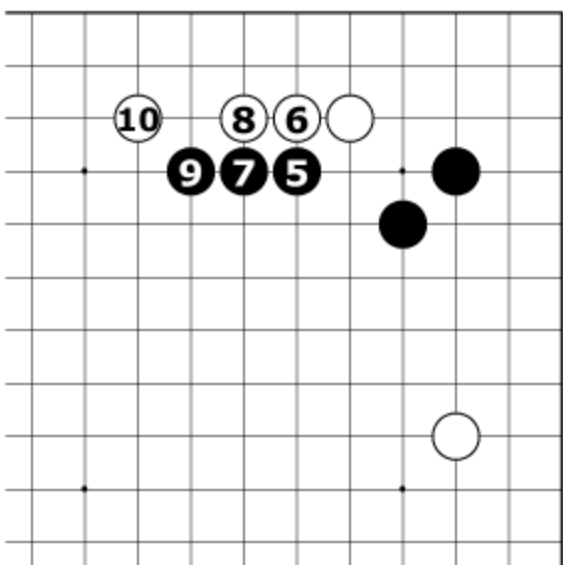
⑨ Black 9 is unreasonable.



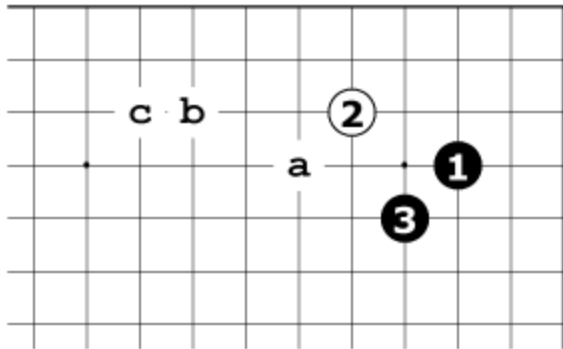
⑭ White captures the two Black stones by playing 'a' or 'b'.



④ 'A' is the usual variation, 'B' and tenuki 'C' are possible. 'D' is a mistake.

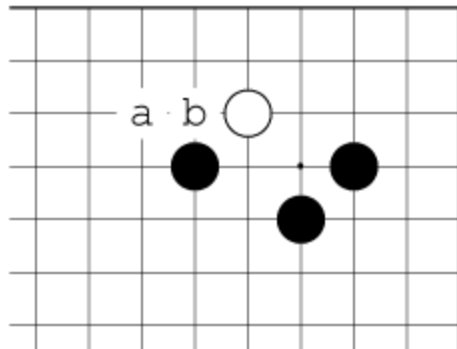


⑩ The Black wall is senseless with White 4.

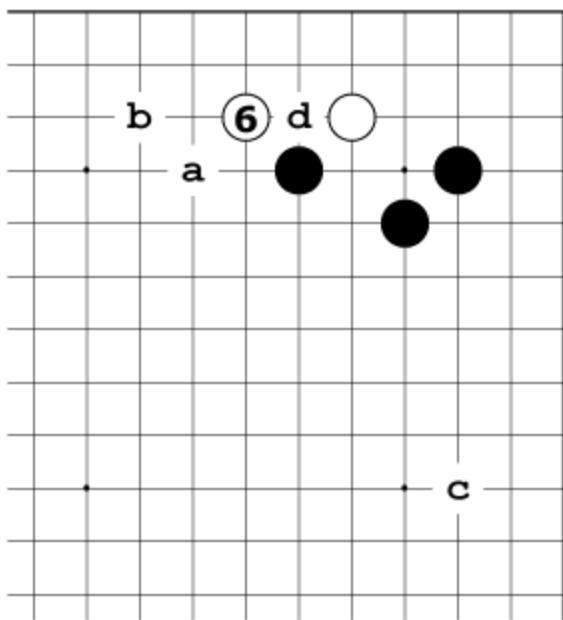


④ White plays elsewhere. Black continues with 'a' to 'c'.

Black 'a': gives White territory.
Black 'b', 'c': White choice of territory or outside fighting.

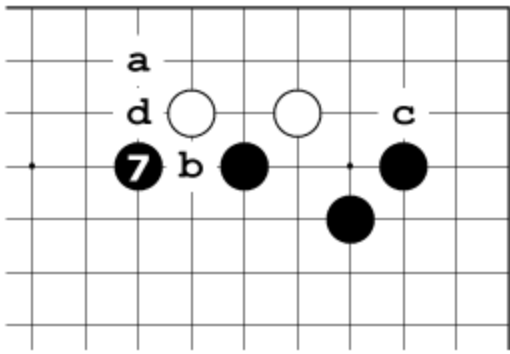


⑤ White continues with 'a'. White 'b' is slow and produces a heavy shape.

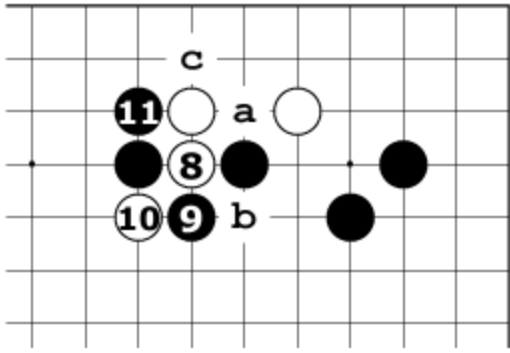


⑥ The exchange of the pressing play of Black 5 and White 6 is the classical way of handling this position. Nowadays, however, players do not like to give White secure territory so this joseki is not used very often.

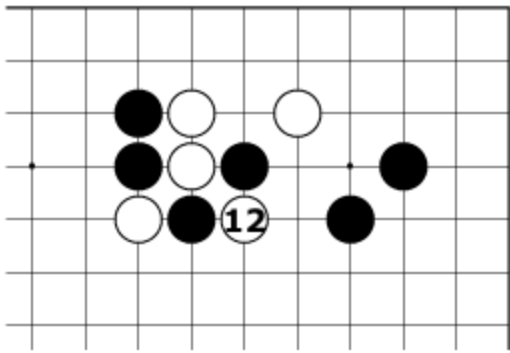
Black can play elsewhere or continue locally with 'a', 'b', 'c' or 'd'.



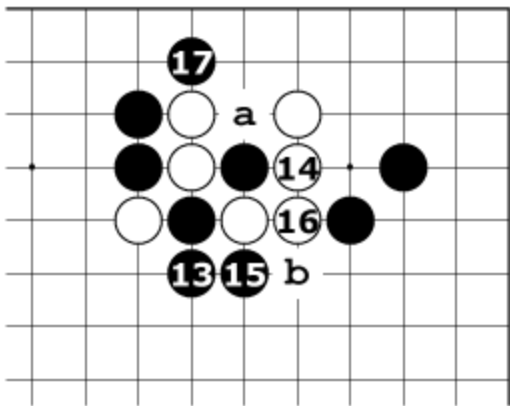
7 White continues with 'a' or 'd'. White 'b' leads to a trap. White 'c' gives White life in sente.



11 White continues with 'a'. White 'b' is a mistake. White 'c' confines White completely.

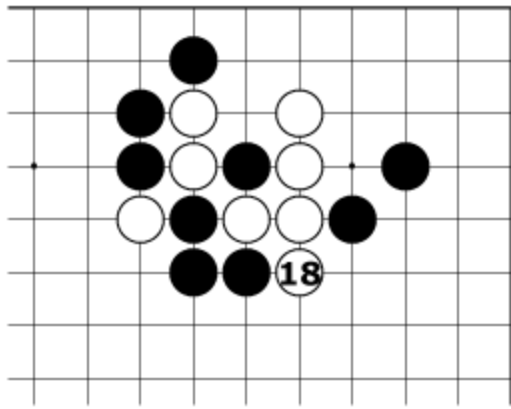


12 White 12 is a mistake.

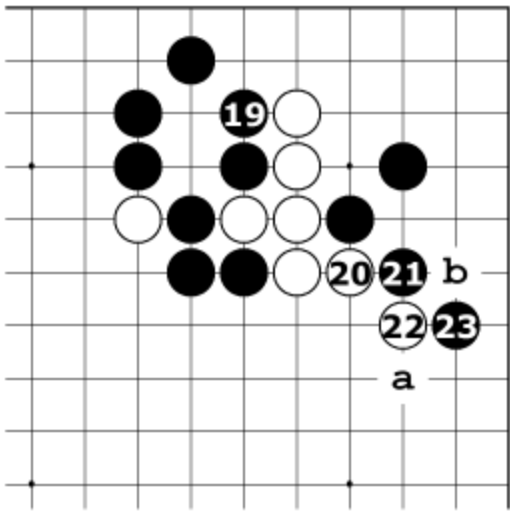


17 White continues with 'a'.

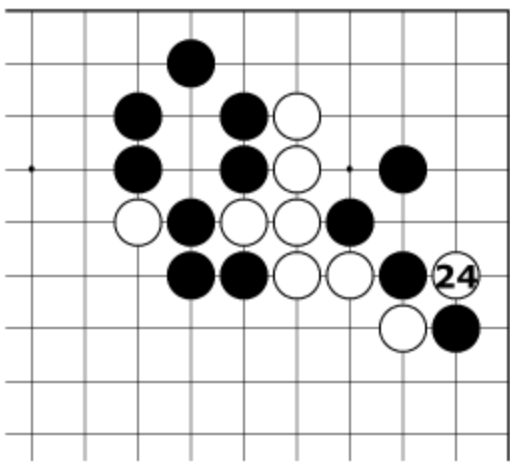
White 'b' is a mistake.



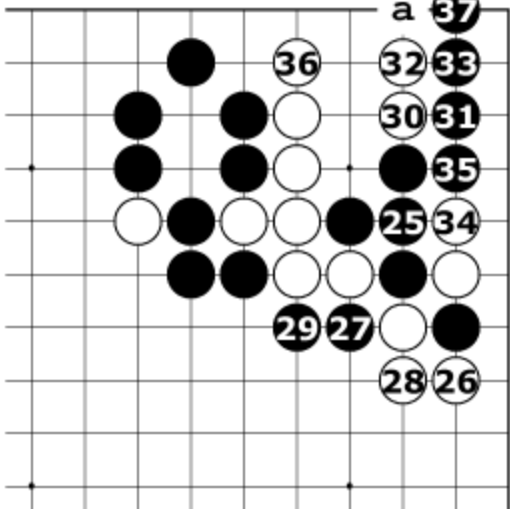
18 White 18 is a mistake.



23 White continues with 'a'. White 'b' is unreasonable.

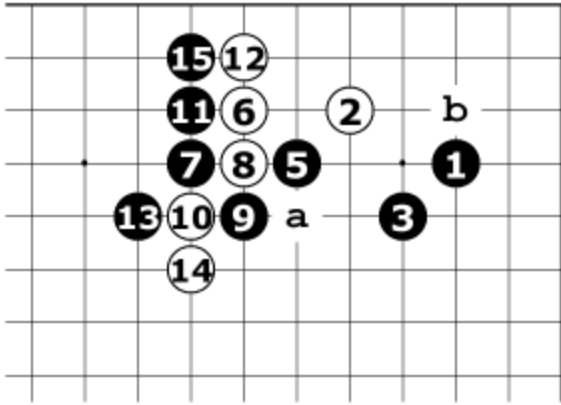


24 White 24 is unreasonable.

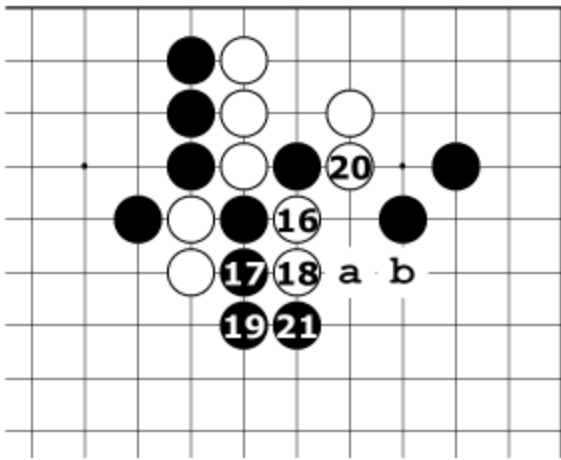


37 Black must play 37, not 'a'.

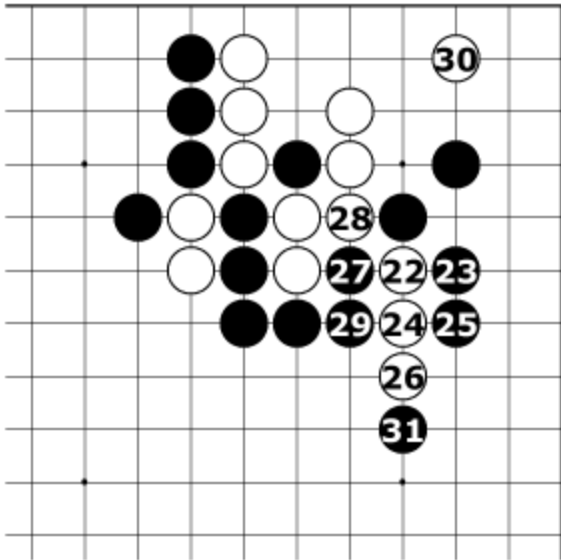
White cannot save the stones in the corner.



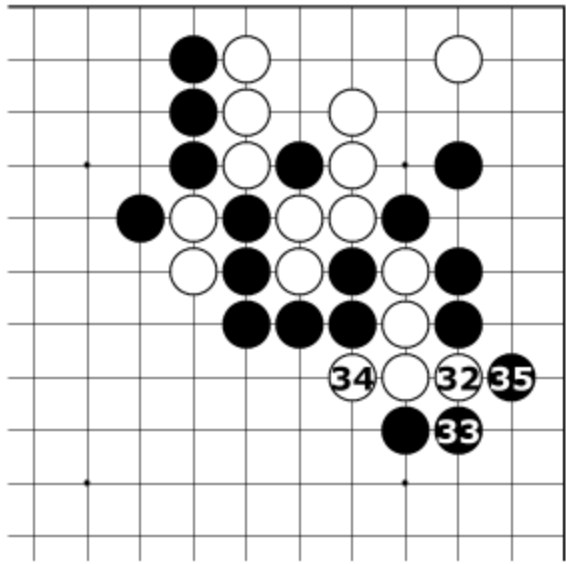
15 White may try the cut at 'a' or attachment at 'b'.



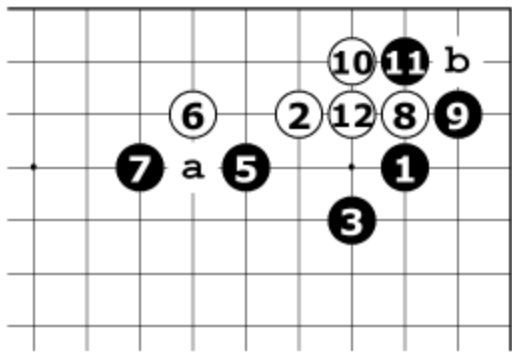
21 White may try 'a' or 'b'. Neither work.



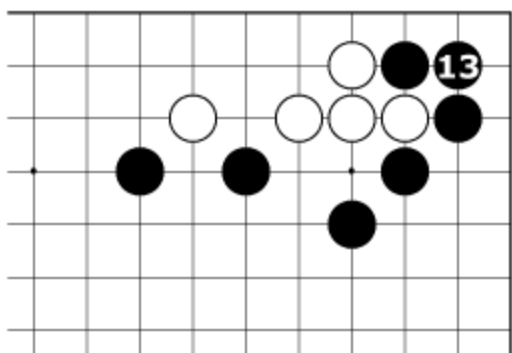
31 Black 31 is the nose attachment (hana-tsuke) tesuji.



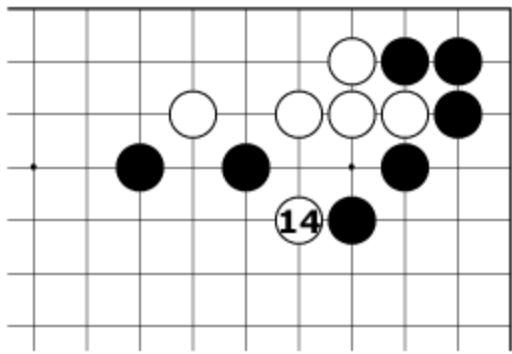
35 The five White stones will have trouble.



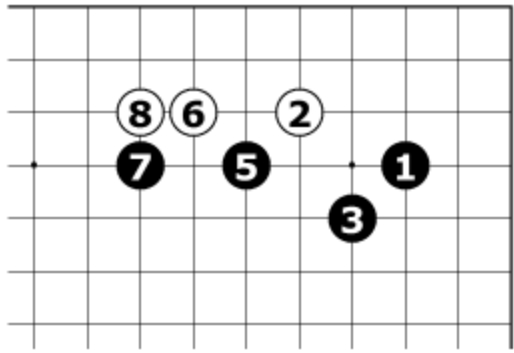
12 Black continues with 'a', not 'b'.



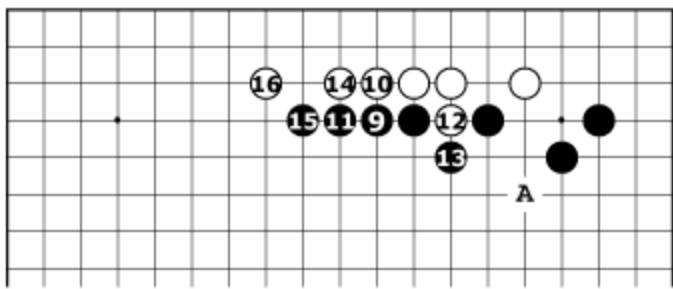
13 Black 13 is a mistake.



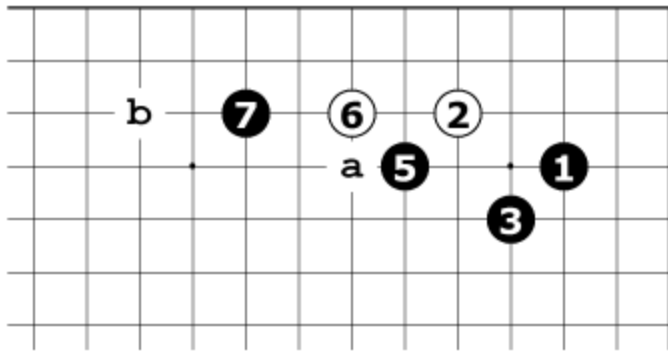
14 White escapes to the center.



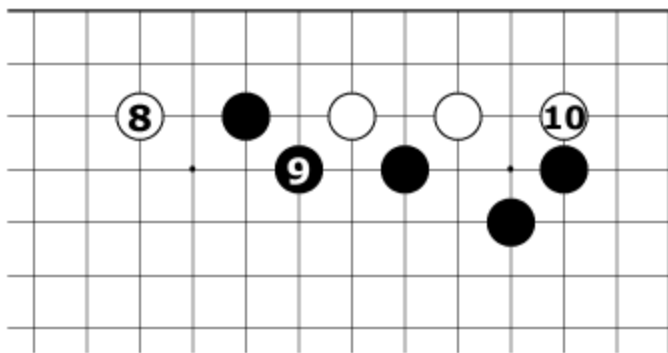
8 The move was played Kim Shujun 7P against Iyama Yuta 4P in the first game of the Shinjin-O-title 2005



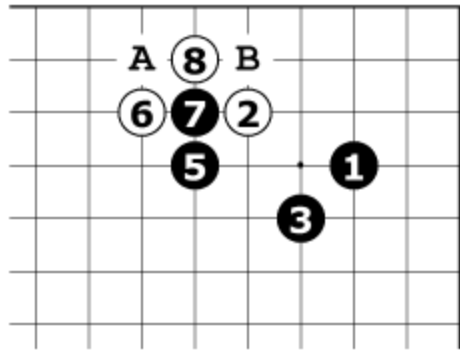
16 Later, White has a kikashi on A.



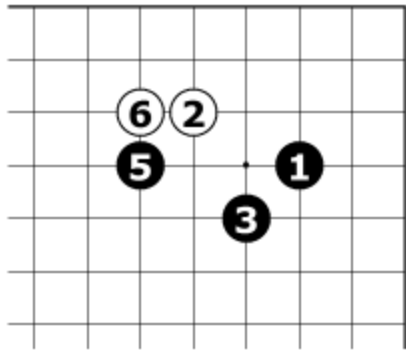
7 Black plays this way to emphasize the top. White continues with 'a' or 'b' ('b' to thwart Black's plan).



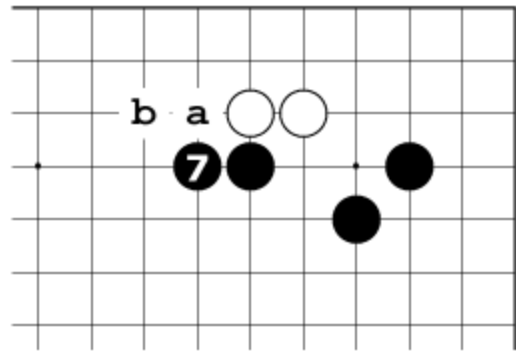
10 White tries to live.



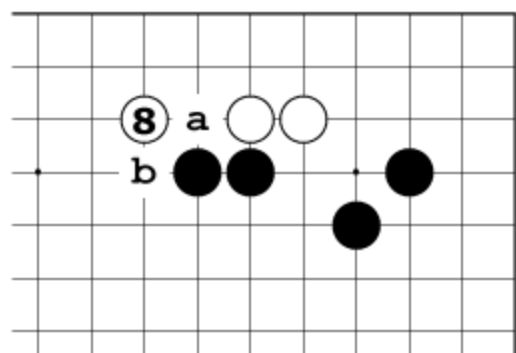
8 'A' or 'B'.



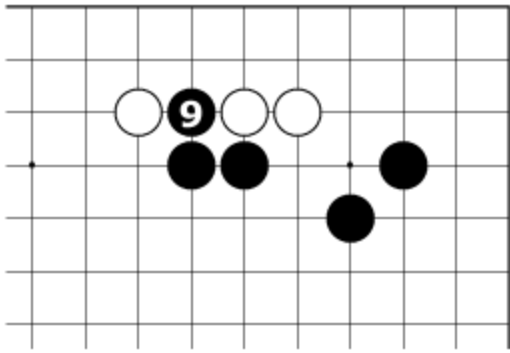
6 White 6 is poor.



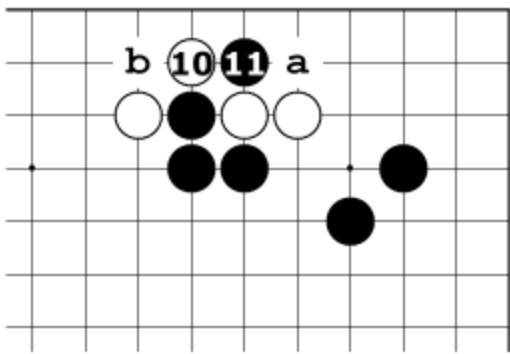
7 White continues with 'a'. White 'b' involves a ladder.



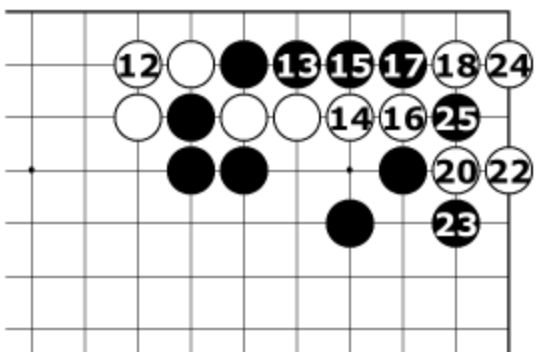
8 Black plays 'a' with a favorable ladder, Black if not.



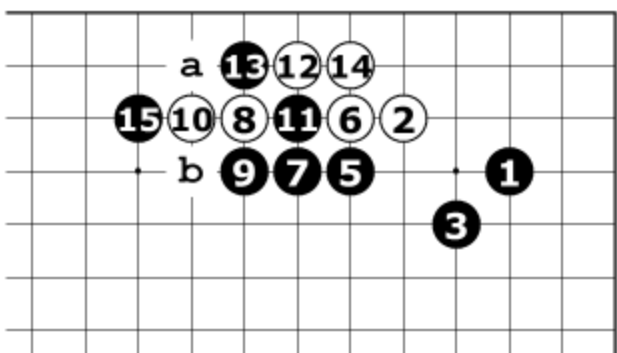
9 Black must have the ladder to play this way.



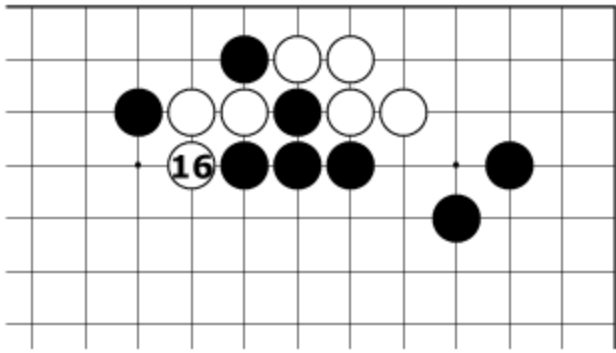
11 Black plays this way then the ladder to capture 8 is favorable. White continues with 'a' or 'b'.



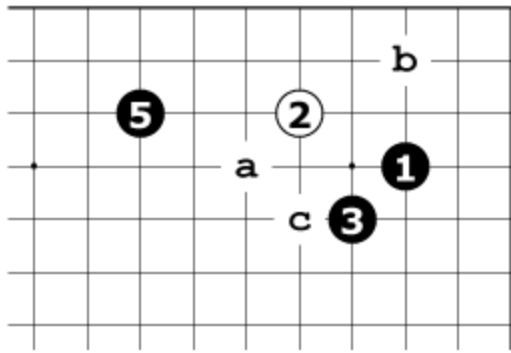
25 White loses.



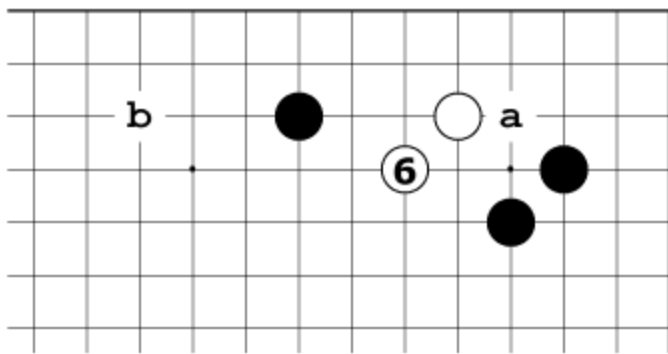
15 Black 15 is a tesuji. White must play 'a', not 'b'.



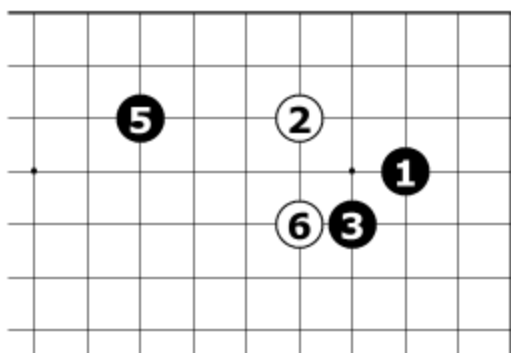
16 White 16 is a mistake. The White stones below will be captured.



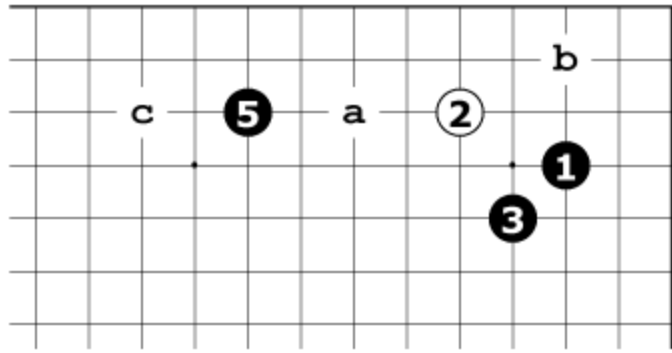
5 White continues with 'a' or 'b'. White 'c' is a mistake.



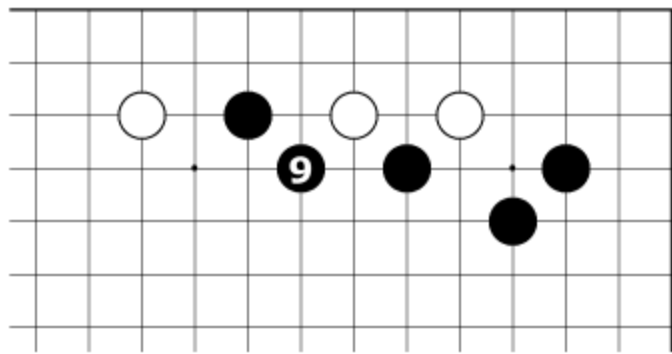
6 Black continues with 'a' or 'b'.



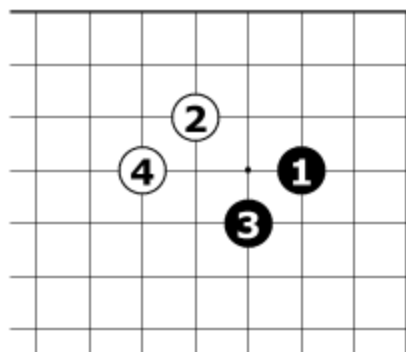
6 White 6 is a mistake.



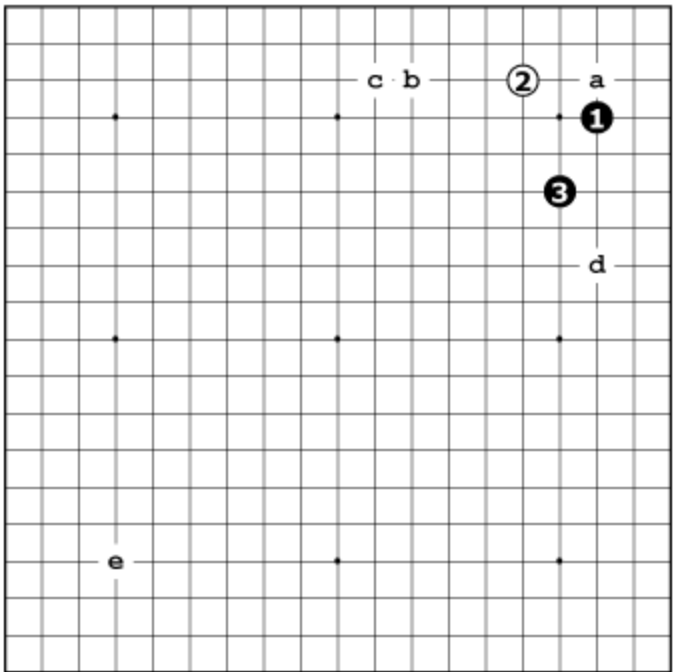
5 White continues with 'a' or 'b'. White 'c' is also possible if White greatly favors the top.



9 The same as variation as Black 7 and White 8 are played before Black 5 and White 6..



4 White 4, known as the "double diagonal move", is no longer joseki, as Black gets a favorably thick shape.

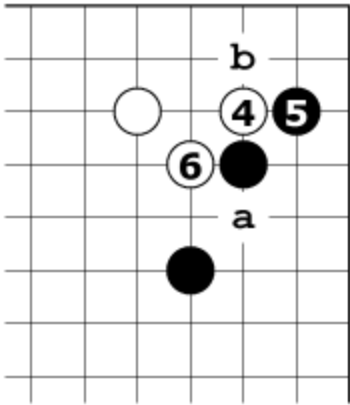


3 The knight's move of Black 3 is a quiet response to White's kakari. It is not as solid as the diagonal play but it is more flexible, since Black can make a wider extension along the right side.

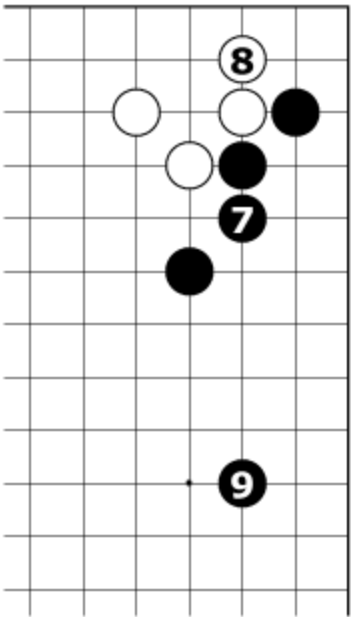
The main difference between the diagonal play and the knight's move is that White has the option of attaching at 'a *'. White 'b' through 'd' are other options, depending upon strategic considerations.

Variation 5 illustrates White playing elsewhere.

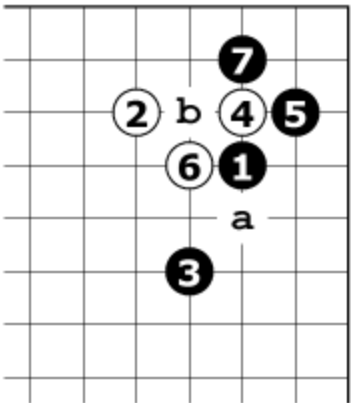
e5, d4, c3, b2, a1



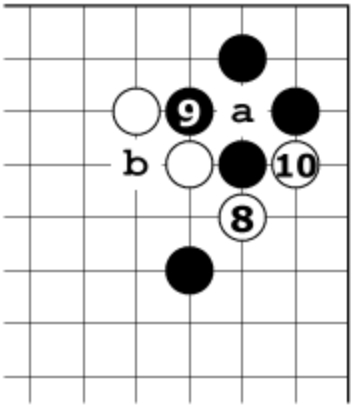
6 Black continues with 'a *' or 'b *'.



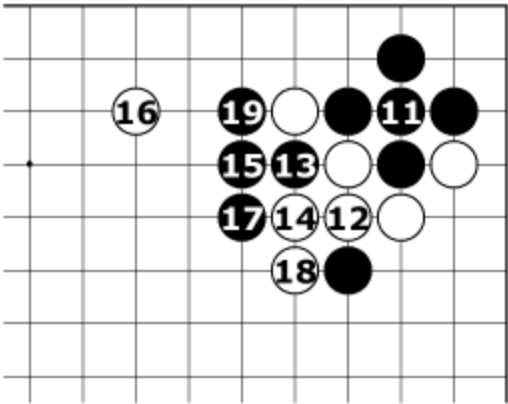
9 * GOOD VARIATION *



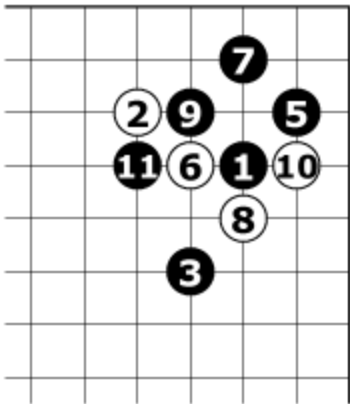
7 White continues with 'a *'. White 'b' creates bad shape.



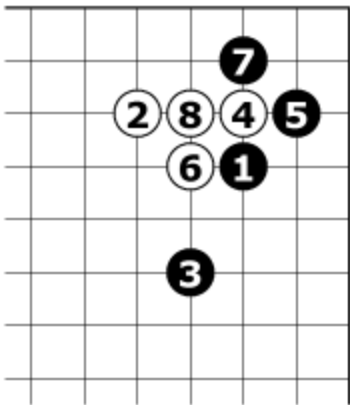
10 Black continues with 'a *'. Black 'b', provoking a ko, is unreasonable.



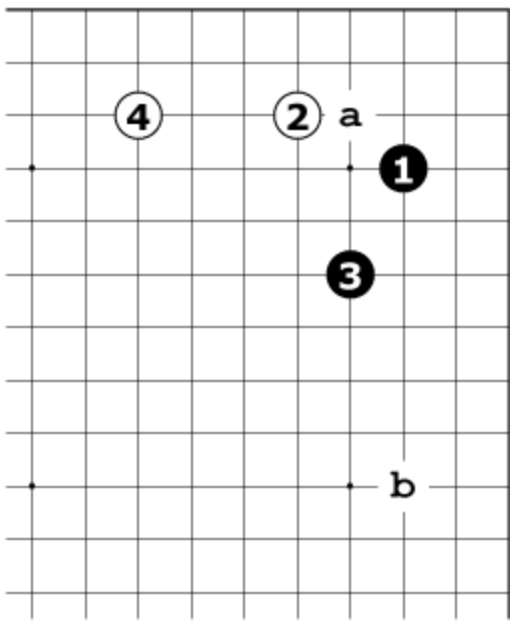
19 * GOOD VARIATION *



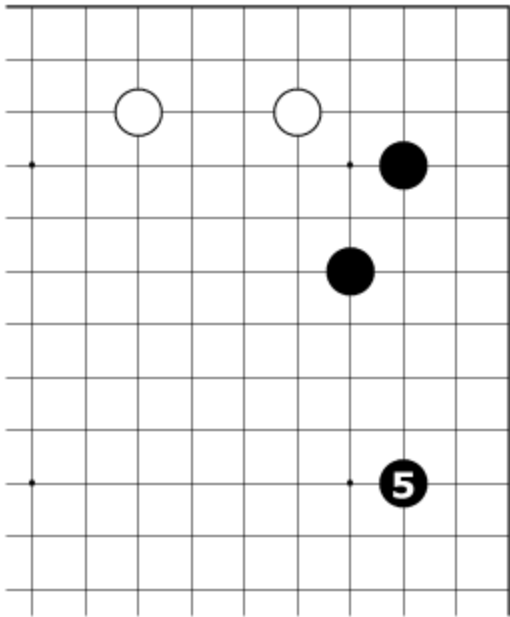
11 Black 11 is unreasonable. There is no ko threat big enough.



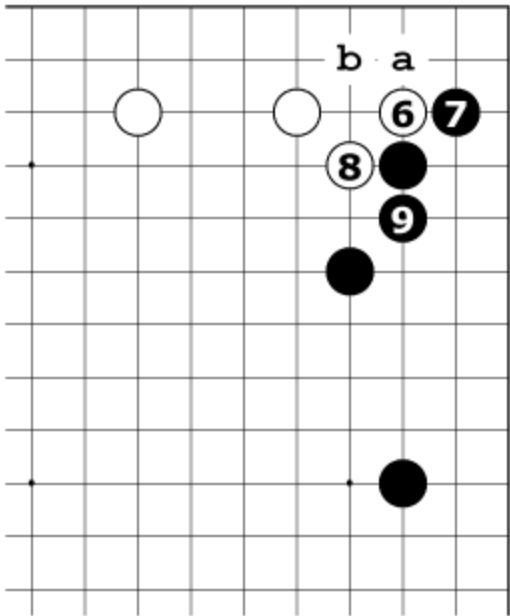
8 White 8 is not recommended.



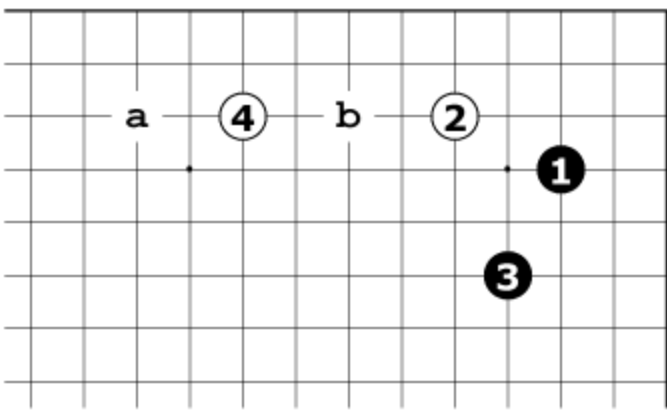
4 Black continues with 'a'. There is no reason to immediately play 'b'.



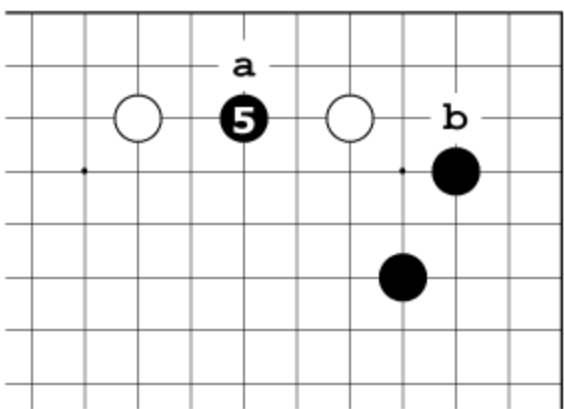
5 Black 5 is premature.



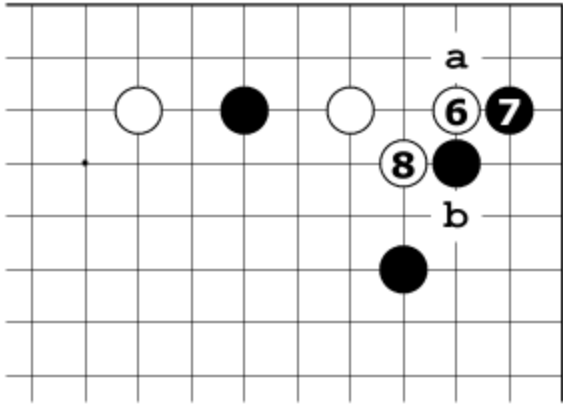
9 White can play elsewhere or 'a'. If Black 'a', White 'b'.



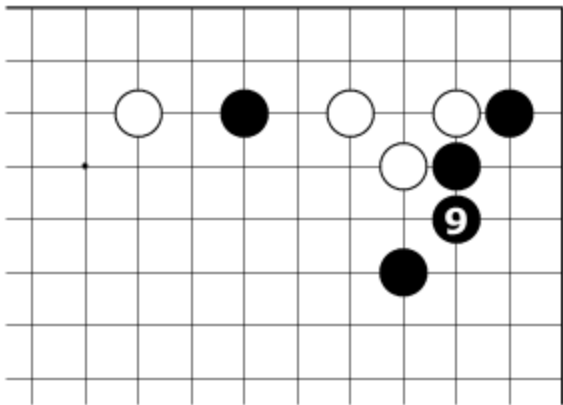
4 Black continues with 'a' or 'b'.



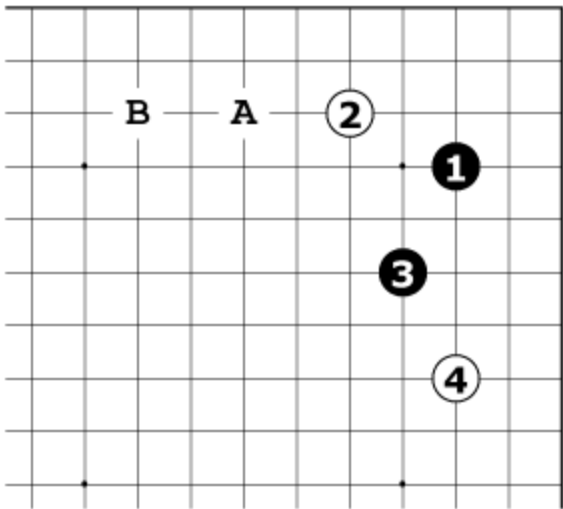
5 Black continues with 'a', or may try 'b'.



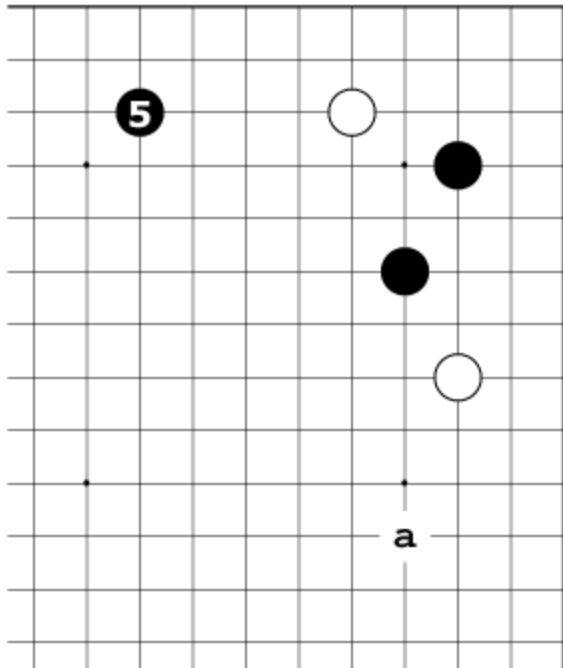
8 Black continues with 'a'. Black 'b' is weak.



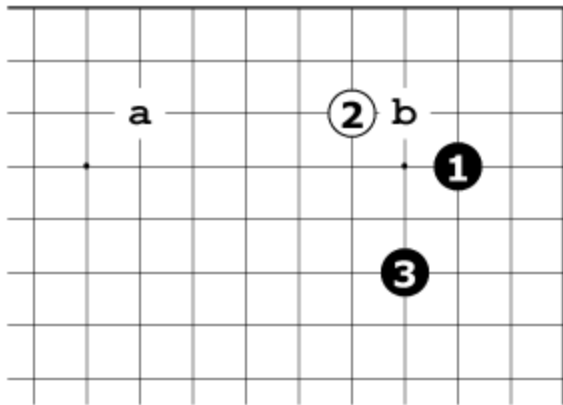
9 Black 9 is weak.



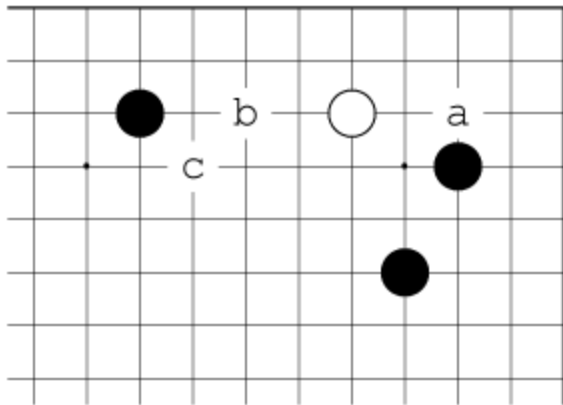
4 White plays this way when the right is important. 'A' or 'B'.



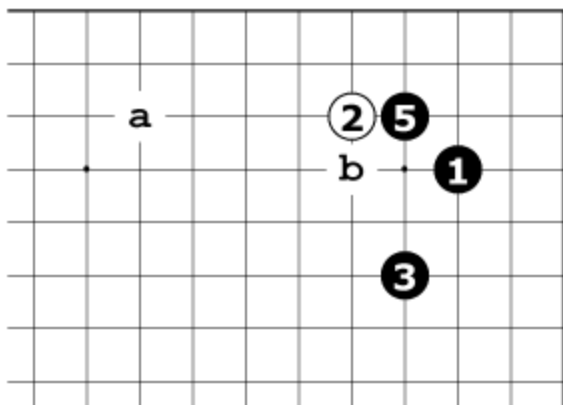
5 Black plays 2 or 'a', depending on whole board strategy.



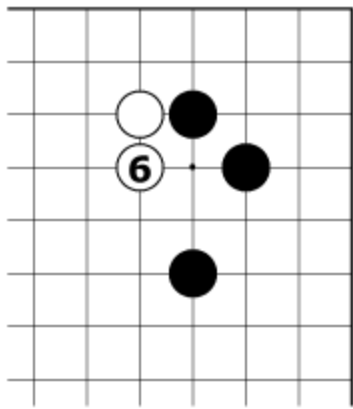
4 White plays elsewhere (tenuki). Black 'a' and 'b' are possible follow-ups.



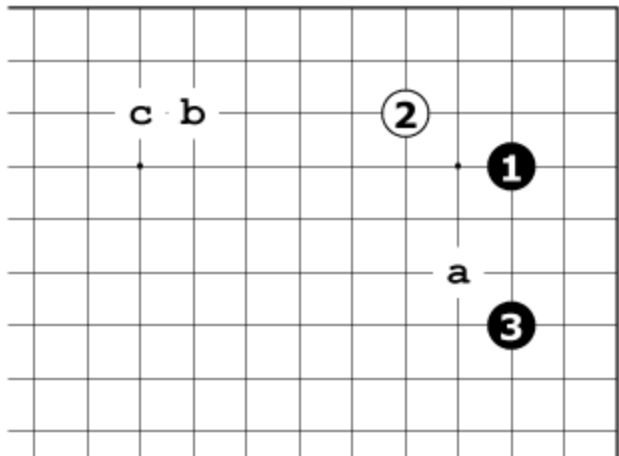
5 White continues with 'a' to 'c'.



⑤ White 'a' is a light move; White could also play elsewhere. White 'b' is a mistake.

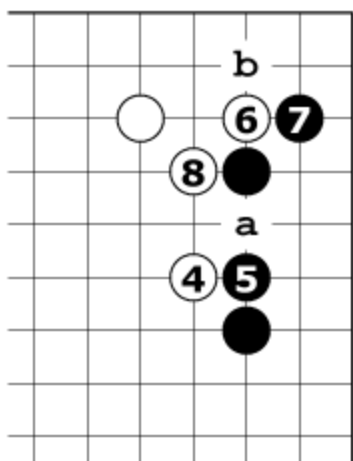


⑥ White 6 is a mistake. White creates a target for attack.

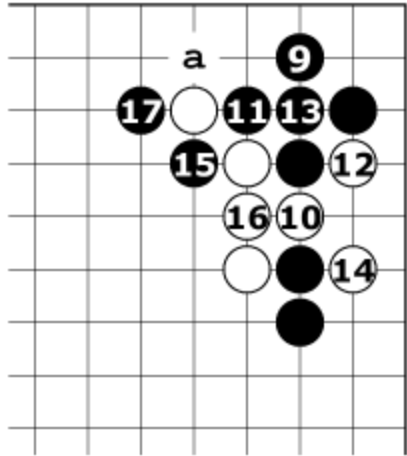


③ The primary objective of Black 3 is to ensure his own safety rather than attack White. If White is thick at the bottom, Black 3 serves to forestall an attack while erasing that thickness. That this is a negative attitude is undeniable.

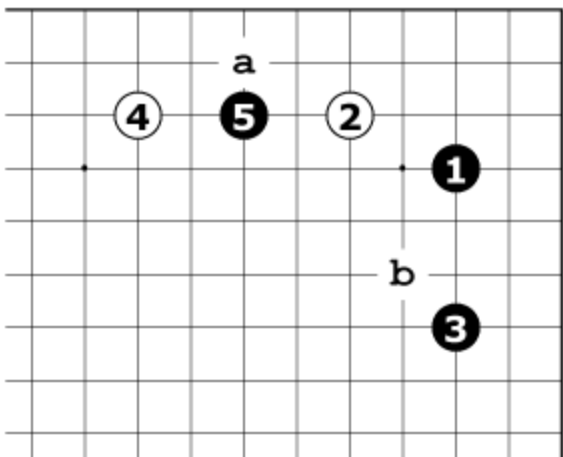
White's local responses include 'a' through 'c'. Playing elsewhere is also usual, as Black has already played submissively.



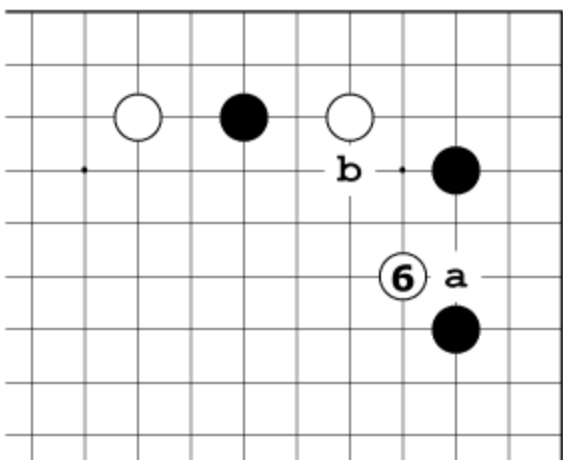
⑧ Black continues with 'a'. Black 'b' is unreasonable.



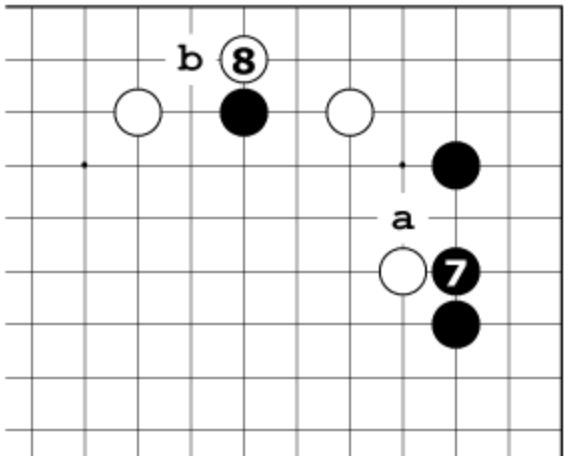
⑪ Black position is weak as White can aim at extending at 'a'.



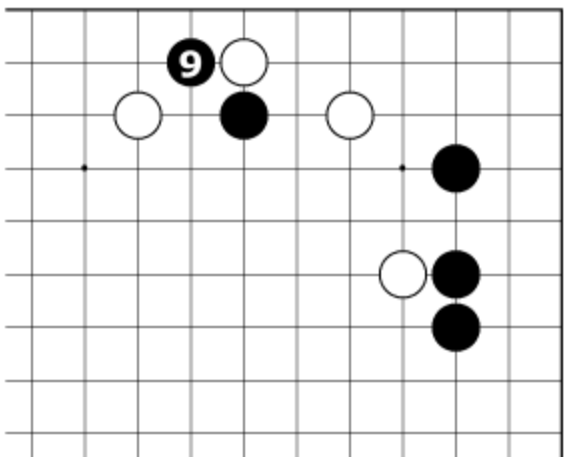
⑤ White continues with 'a' or 'b'.



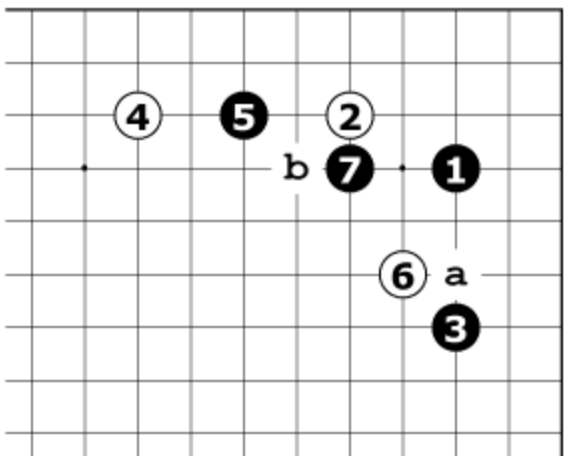
⑥ Black continues with 'a' or 'b'.



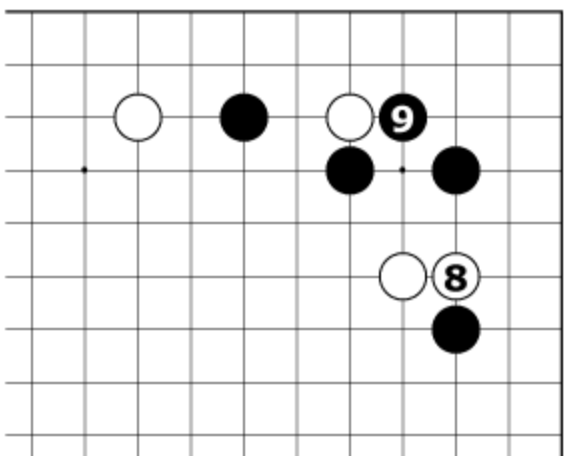
⑧ Black continues with 'a'. Black 'b' is reckless.



⑨ Black 9 won't work.

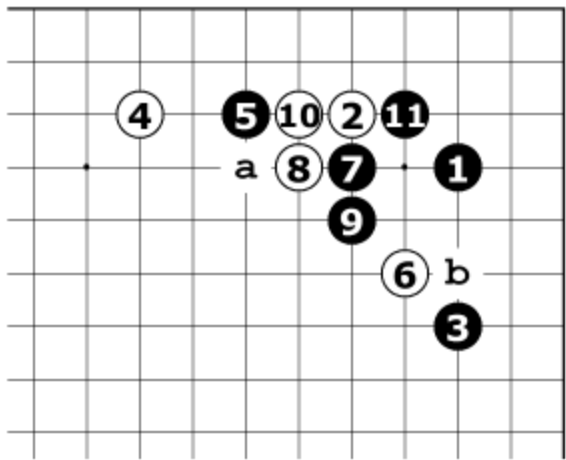


⑦ White continues with 'a'. White 'b' is not joseki.

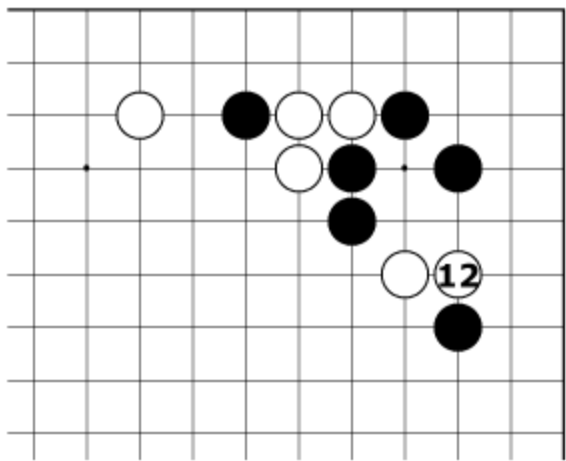


⑨ The swap is locally favorable for Black, but given White thickness at

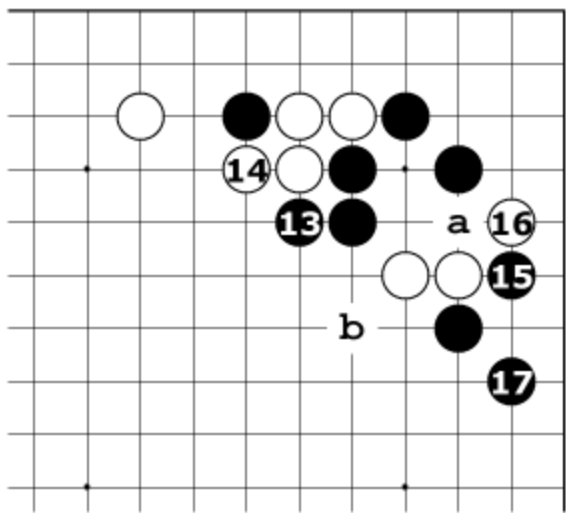
right-bottom, White should be okay.



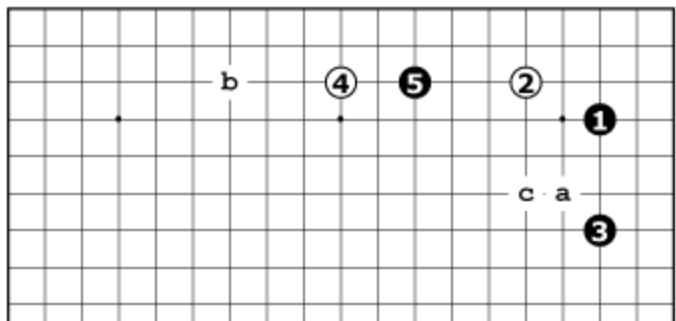
11 Black 11 makes nice shape. White continues with 'a'. White 'b' is unreasonable.



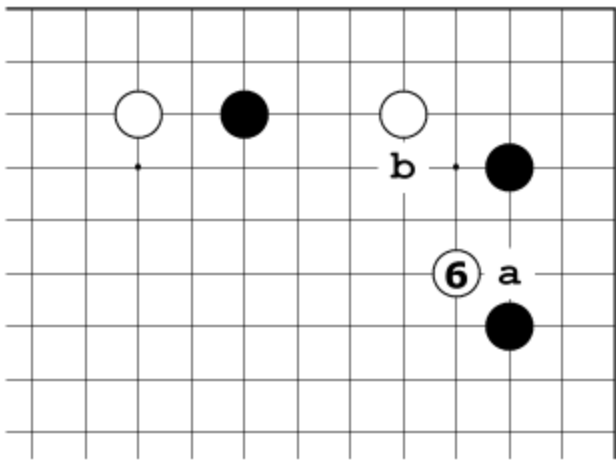
12 White 12 is unreasonable.



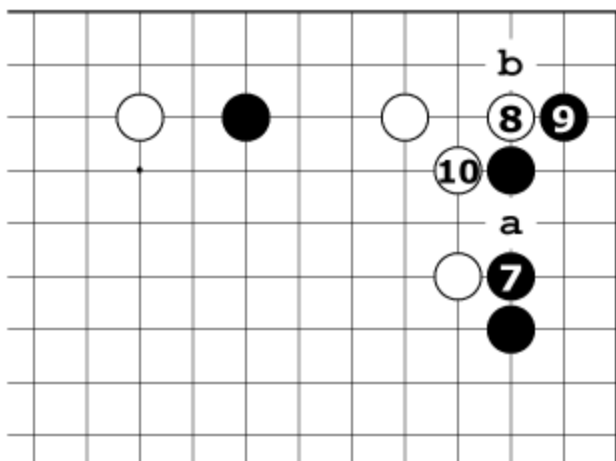
17 If White 'a', Black 'b', and White is in trouble.



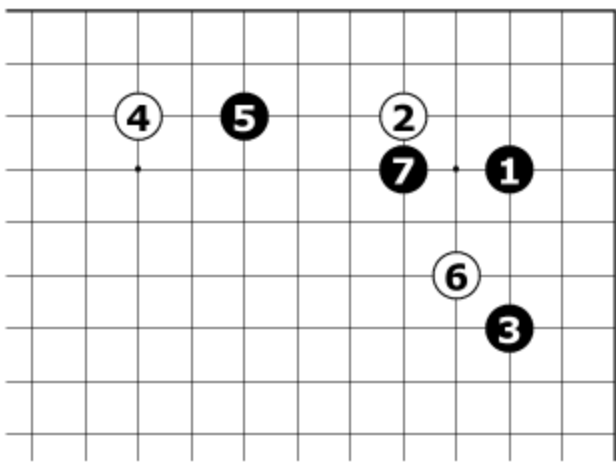
5 White continues with 'a' to 'c'.



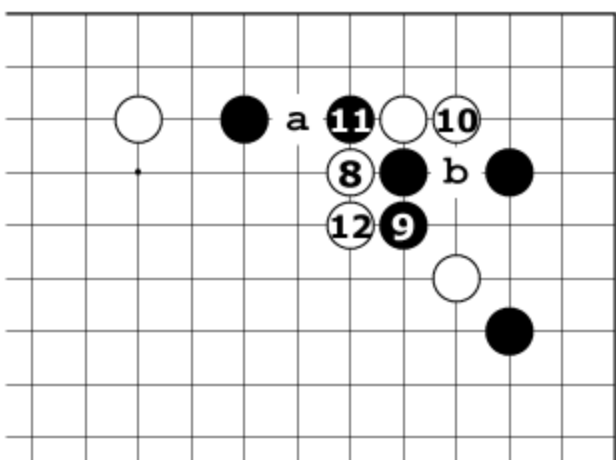
6 Black continues with 'a'. Black 'b' is bad.



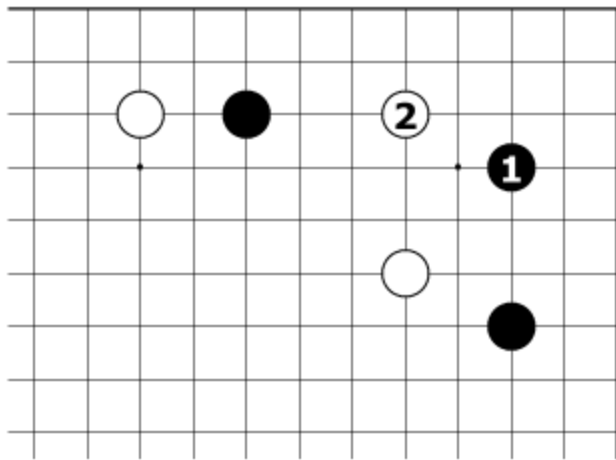
10 Black continues with 'a' or 'b'.



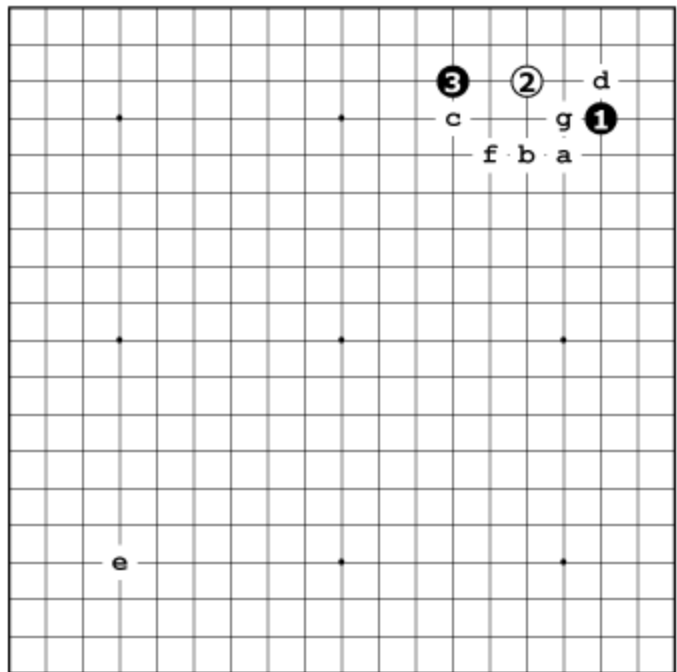
7 Black 7 is a mistake.



12 White 12 makes miai of 'a' and 'b'. Black is in trouble.



6 This reverts to the variation where Black 5 and White 6 are played before Black 3 and White 4.



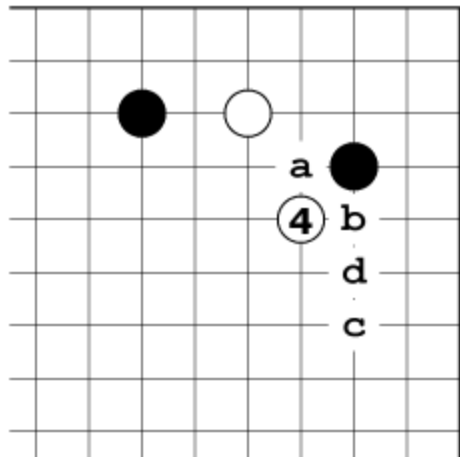
3 This is the severest attacking move, emphasizing Black's advantage from playing first in the corner. The feature of the one-space pincer is that it does not permit White to switch lightly elsewhere. Many top-flight professionals are fond of this move.

White's possible responses are 'a *', 'b *', 'c *', 'd *', 'e *' to 'f'. 'f' is not joseki.

White 'g' is sometimes seen in amateur games, and is not joseki.

g7, f6, e5, d4, c3, b2, a1

outcomes:
a1, b2 - White takes the top
c3 - different outcomes
d4 - White gets the corner
or right, depending on Black

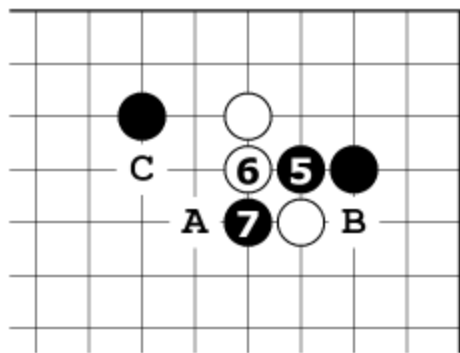


④ The point of White 4 is to block at 'b' if Black plays elsewhere.

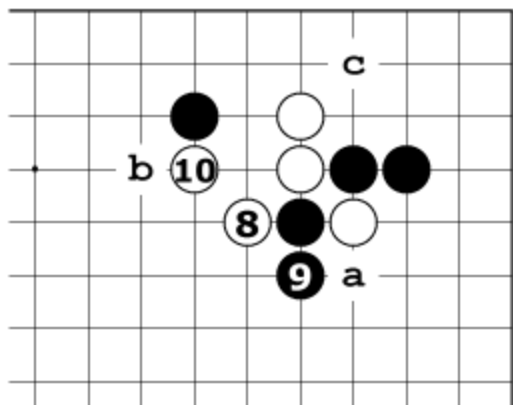
Black continues with 'a' * or 'b' in joseki.

Black 'c' is a trick play, the aim to induce White 'b' and use the Black corner stone as a sacrifice in order to squeeze White.

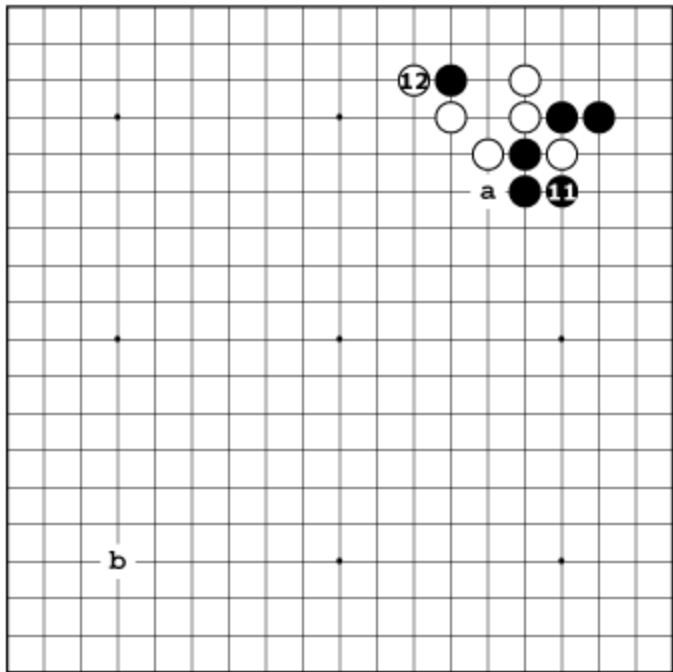
Black 'd' is a mistake.



⑦ 'A' * is joseki, 'B' is questionable. 'C' takes sente.

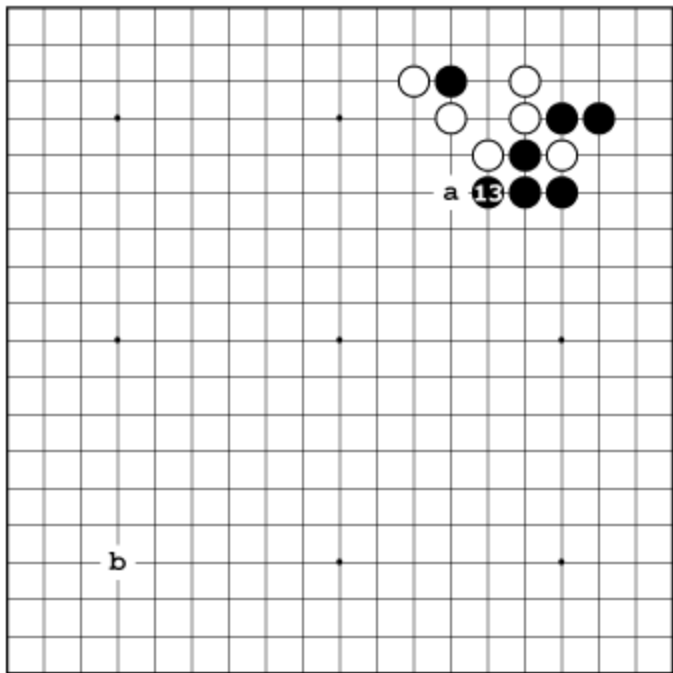


⑩ Black continues with 'a' * or 'b'. 'c' is a trick play.

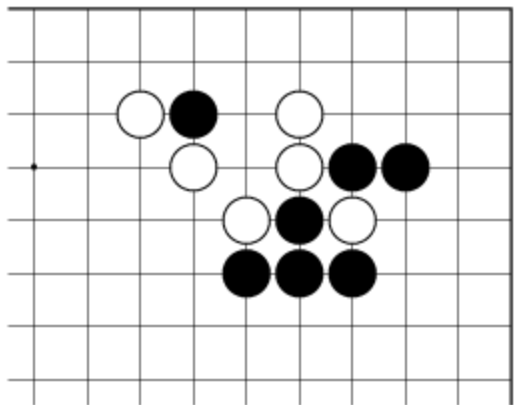


⑫ * GOOD VARIATION *

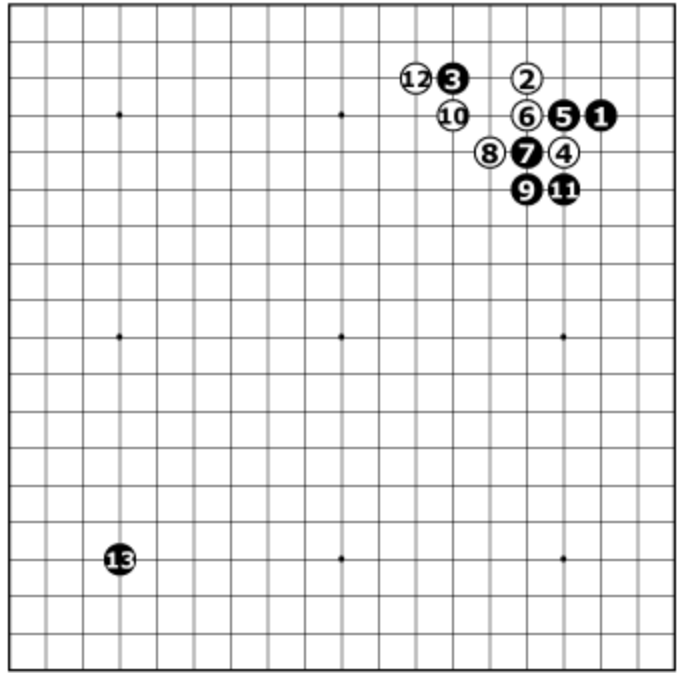
Black continues at 'a'. To play elsewhere ('b') invites White to gain influence in the center. 'a' is a junction point for both players.



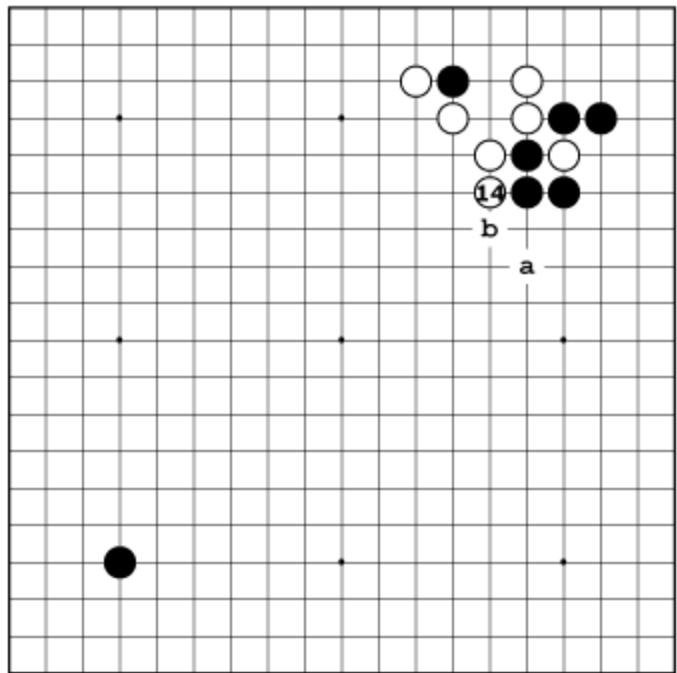
⑬ White must continue at 'a'. Black will dominate if White plays elsewhere ('b').



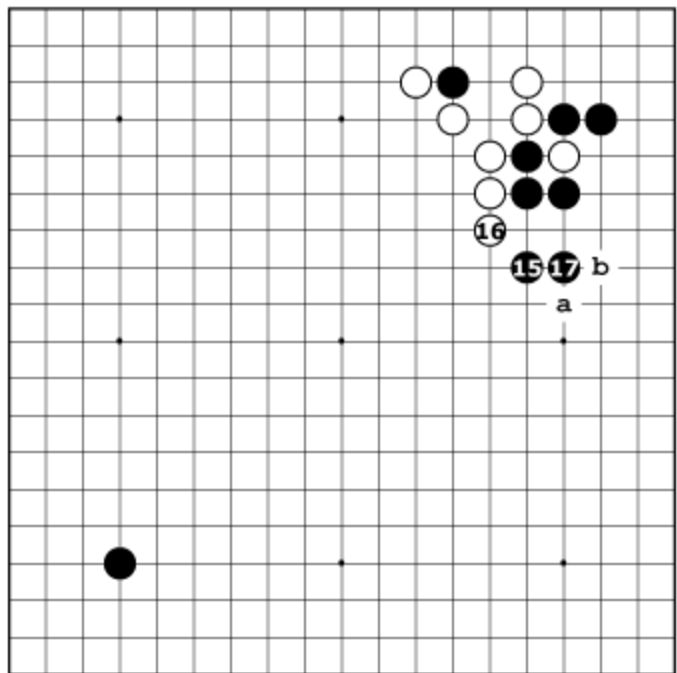
⑭ White plays elsewhere, a mistake.



⑬ Black plays elsewhere, a mistake.

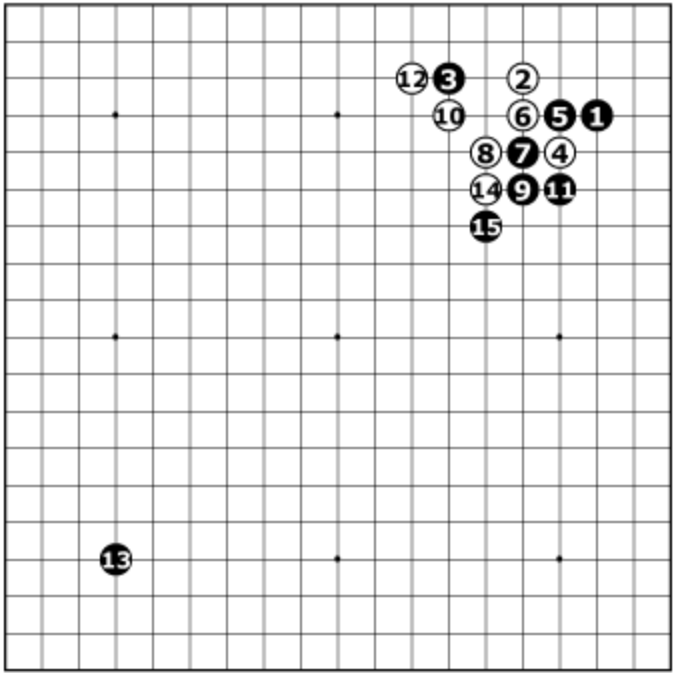


⑭ Black continues at 'a'. The hane of Black 'b' is unreasonable.

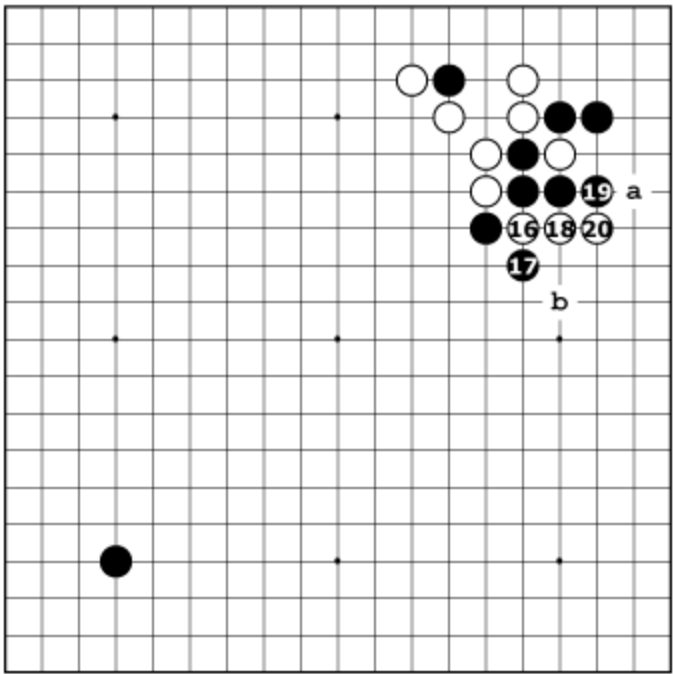


⑰ Black should not play 17 at

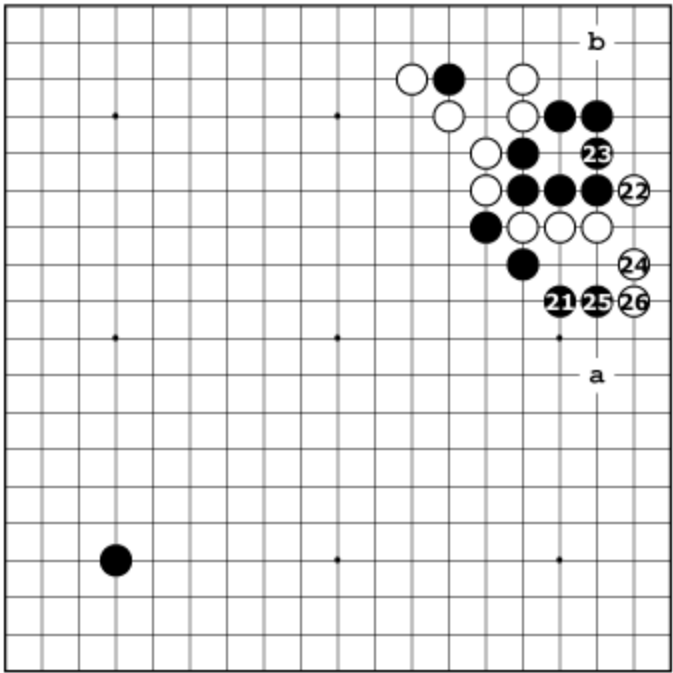
'a', as it leaves 'b' for White to aim at.



15 Black 15 is unreasonable.

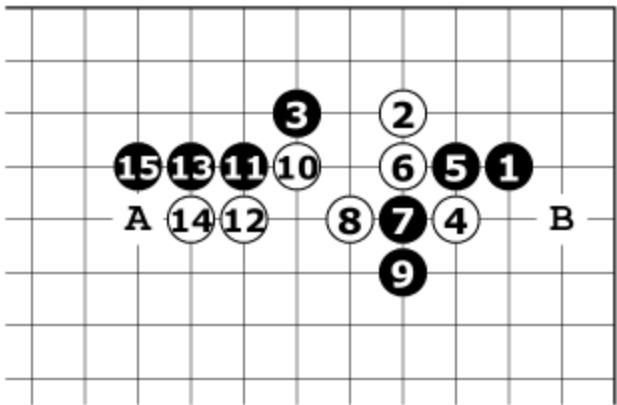


20 Black may try 'a' or 'b'.

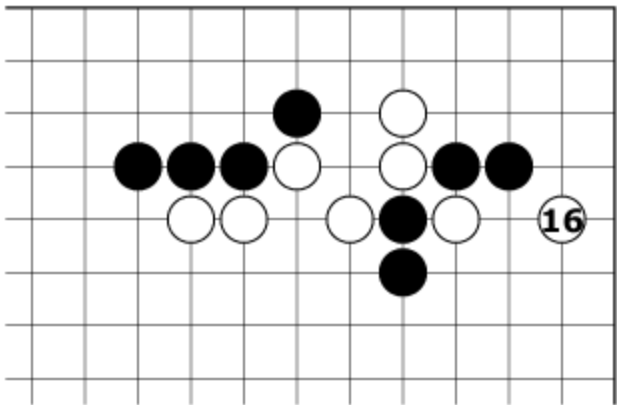


26 Black is at a loss for continuation. If Black 'a', White takes Black's eye in the corner with 'b' and

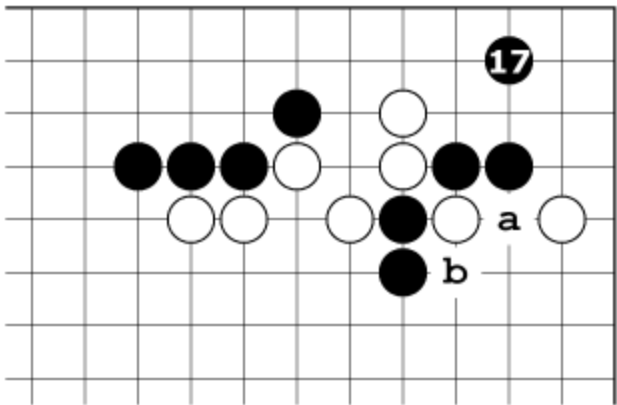
Black loses the fight. If Black 'b', White 'a'. Black's tactics have not worked out.



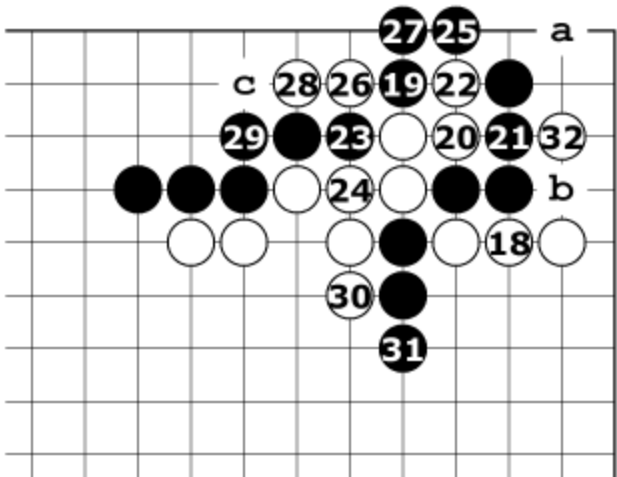
15 'A' is the modern Korean variation, 'B' a similar older Japanese variation.



16 A tesuji.

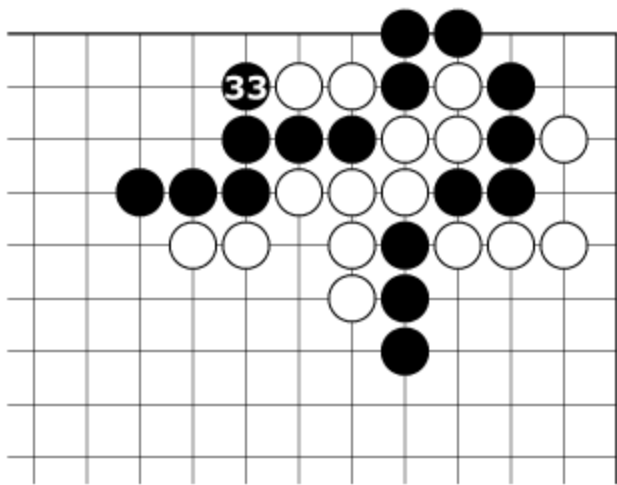


17 White continues with 'a' or 'b'.

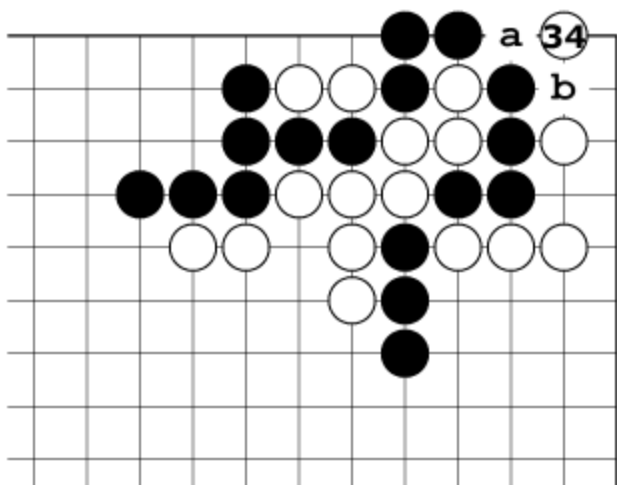


32 Black continues with the tesuji of 'a'. Black 'b' leads to collapse.

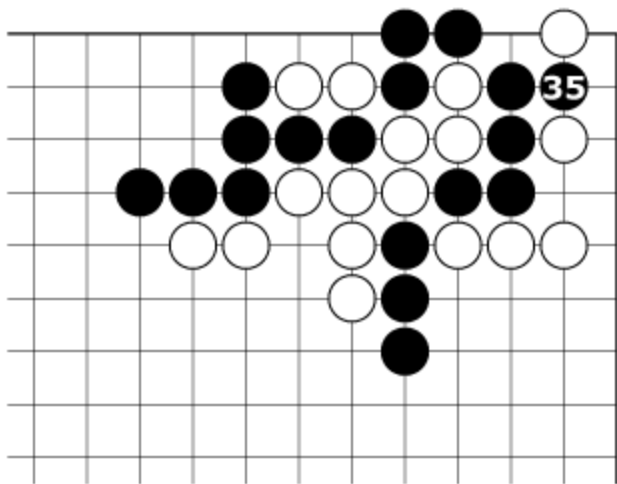
Black 'c' is unfavorable, but not necessarily disastrous. Still, Black 'c' leaves Black at a loss in gote.



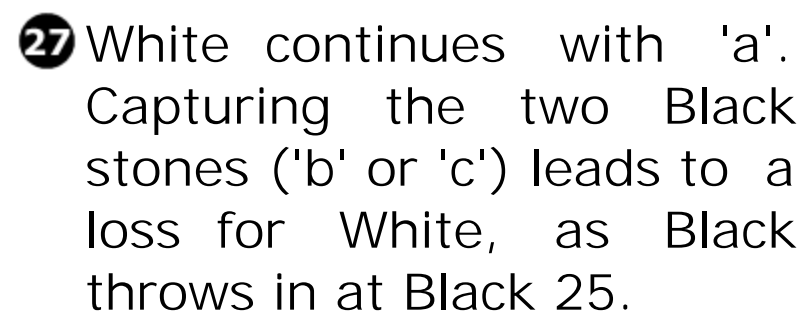
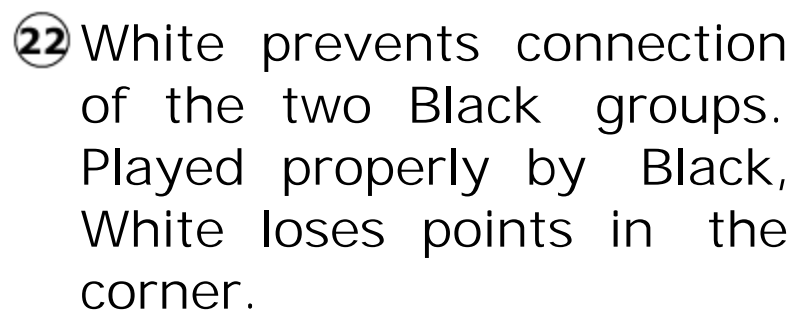
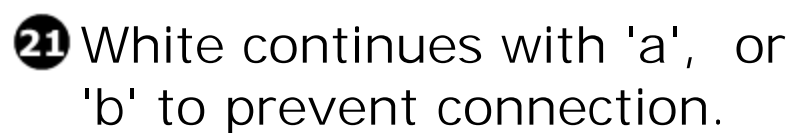
33 Black 33 ends in Black gote, at best.



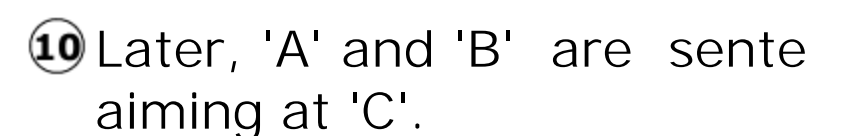
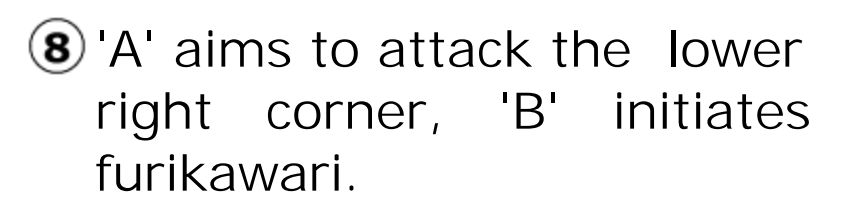
34 Black 'a' is correct. Black 'b' leads to an unnecessary ko.

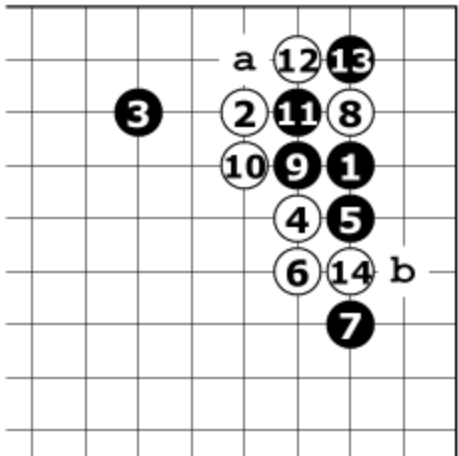


35 Black 35 leads to an unnecessary ko.

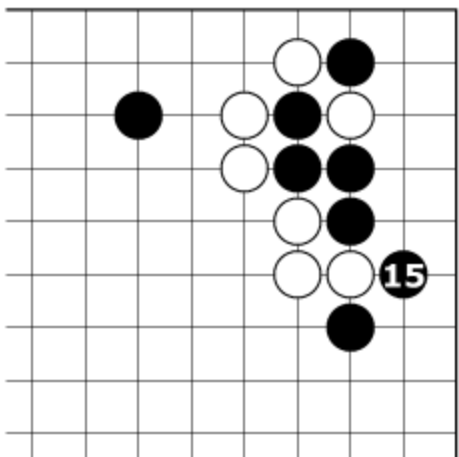


White 'b' takes the corner and tries to avoid a large scale fight.

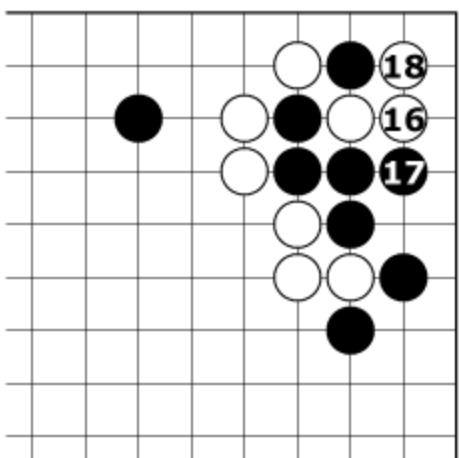




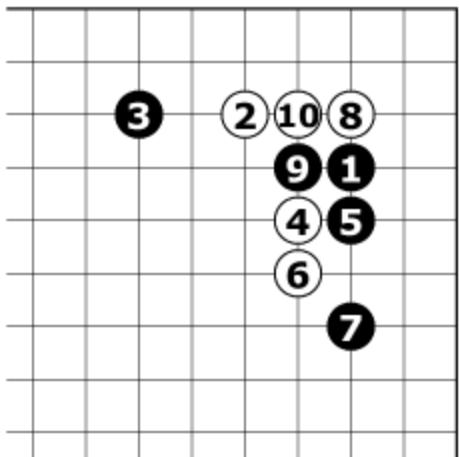
14 Black continues with 'a'. Black 'b' is a mistake.



15 Black cannot afford to play 'b'.

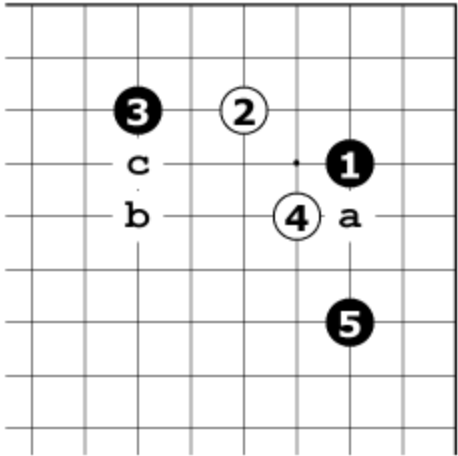


18 White make small life in the corner and has some thickness.



10 White 10 is a mistake:

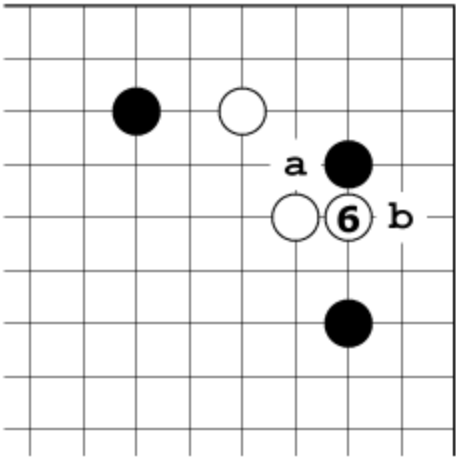
Black's resulting thickness is excellent.



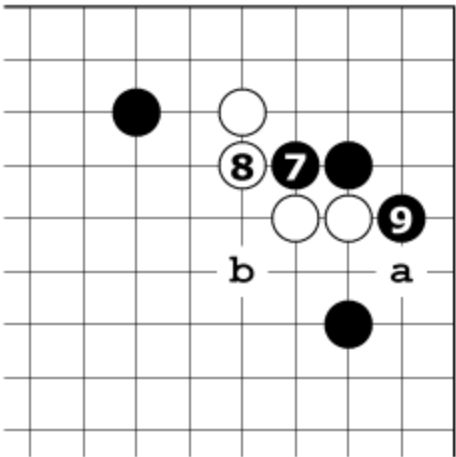
5 Black 5 is a trick play.

White naturally wants to reply at 'a', which is okay given the proper follow-up.

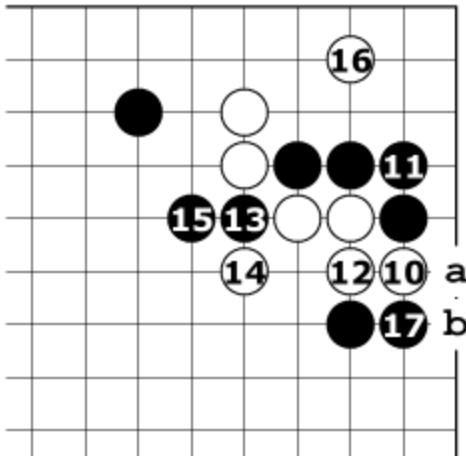
The light move at 'b' is also feasible. White 'c' is interesting as well.



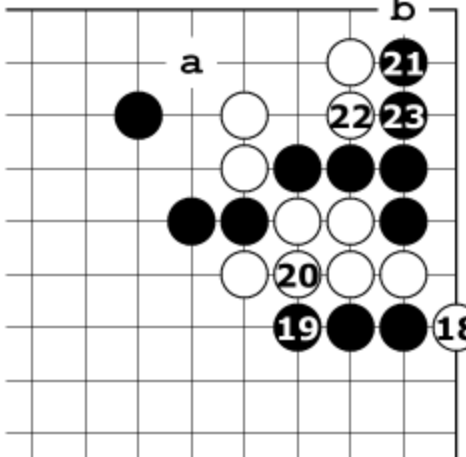
6 Black may try 'a' or 'b'.



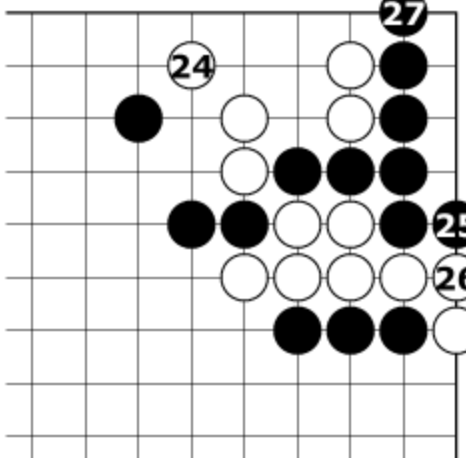
9 White 'a' is bad. White has to defend with 'b'.



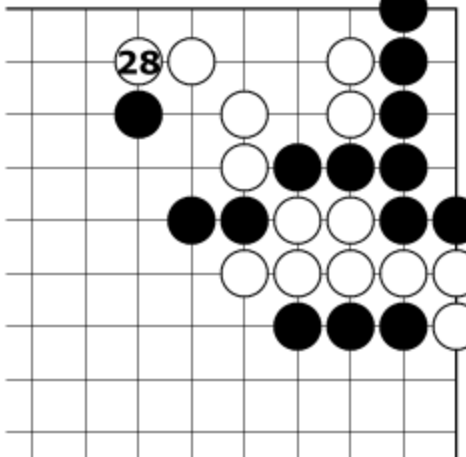
17 White 'a' and 'b' are both bad.



23 Neither White 'a' nor 'b' work.

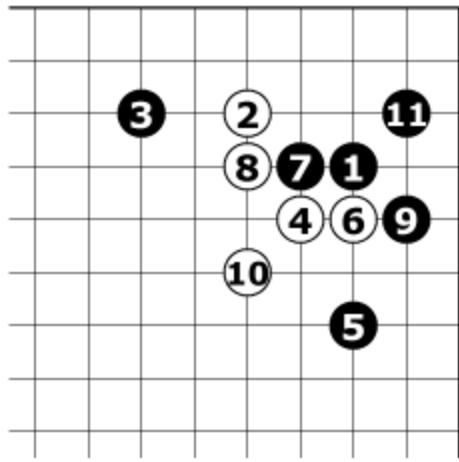


27 White must find life for the five White stones in the corner.

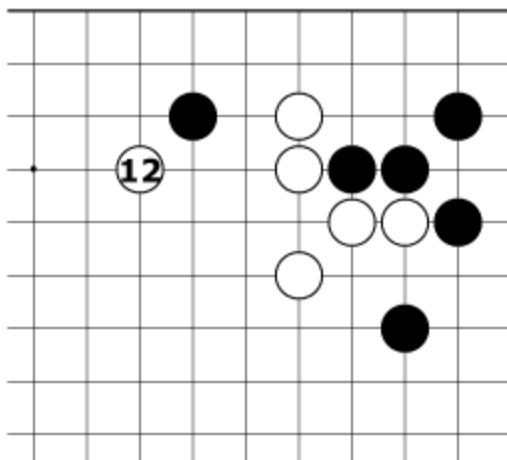


28 Crawling along the second

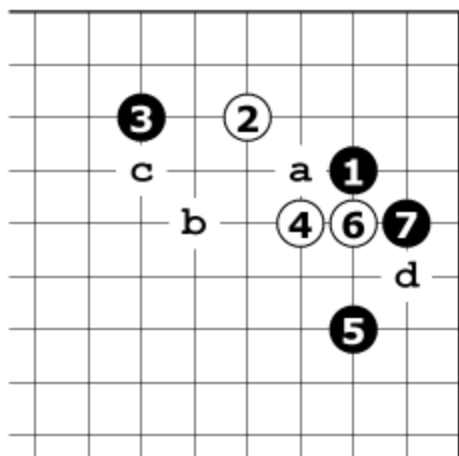
line is terrible.



11 Black 11 is necessary.



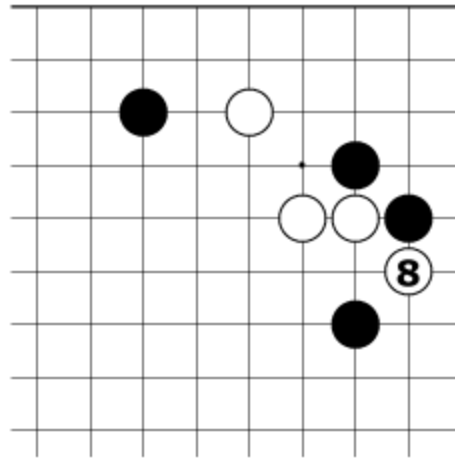
⑫ White gets thick with 12.



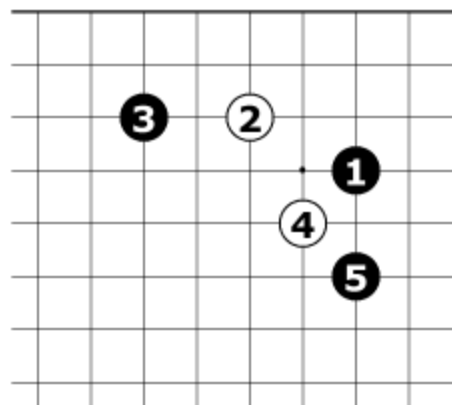
7 White continues with 'a' or 'b'.

Shusaku played White 'c' when Ota Yuzo played this trick play against him. An exchange results, but the position is not desirable for either player.

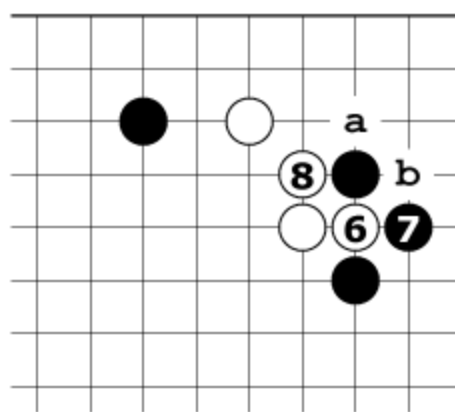
White must not hane at 'd'.



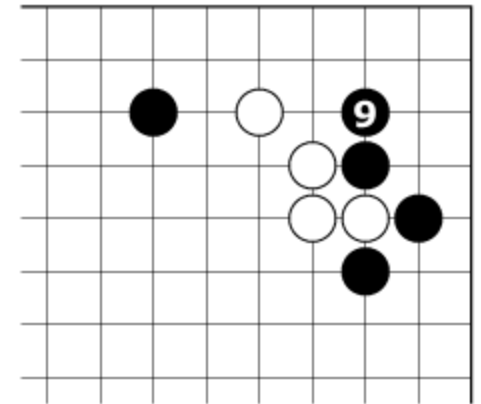
⑧ White falls into what is known as the "nineteen point trick move". White's profit is 19 points in gote, but in the process gives Black walls of steel. The dangerous thing about this trick is that White's moves along the way seem natural.



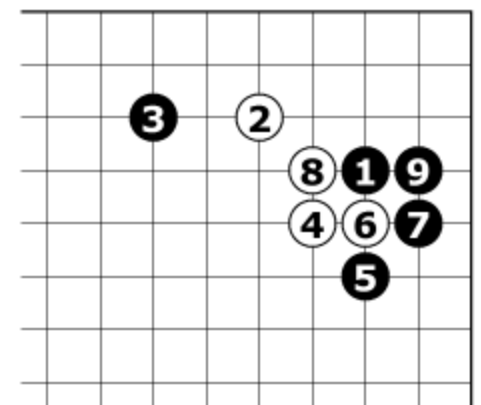
5 Black 5 is a mistake.



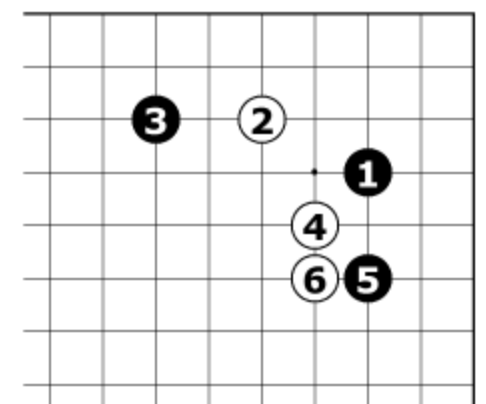
⑧ Black plays 'a' and surrenders the corner, or 'b' and gives White influence for some territory.



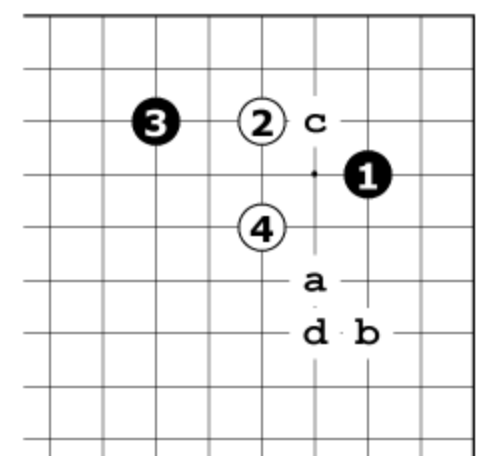
9 Black 9 is a sacrifice.



9 Black 9 aims to keep Black's stones together.



⑥ White 6 lets Black correct the defect in shape (the gap between Black 1 and 5).



④ The one-space jump of White 4 is the smoothest move and is very common in actual play. White 4 is a

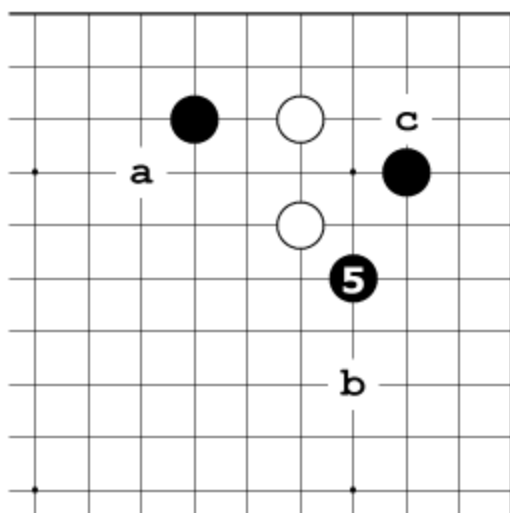
good start to a counter attack.

Black continues with 'a *'.

Black 'b' is slow.

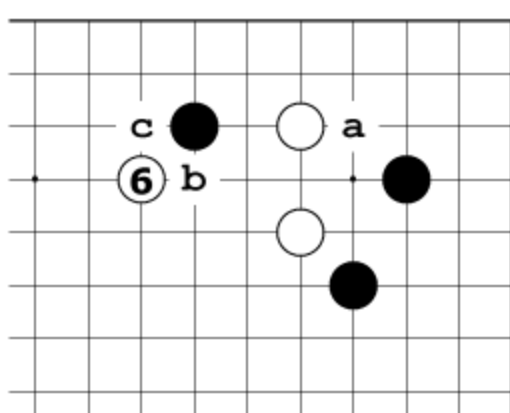
Black 'c' is a trick play.

Black 'd' is an overplay.

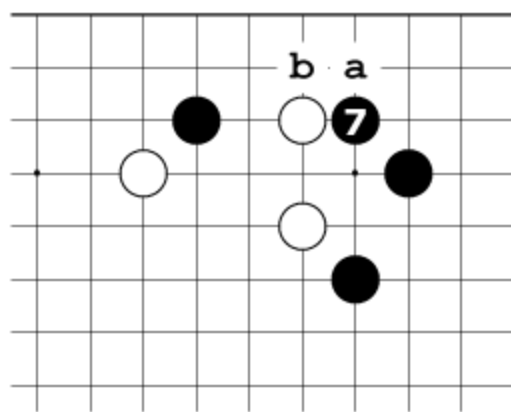


- ⑤ Black 5 is the only possible good response by Black. White continues with 'a *' or 'b *'. White 'b' is severe.

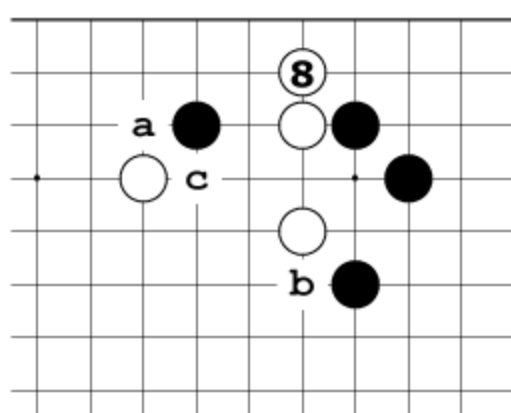
White 'c' is a trick play.



- ⑥ Joseki continues with 'a *'. Black 'b' is reckless; if the ladder is unfavorable, it does not work at all. 'c' is similar to 'a' and avoids the possibilities of complications.

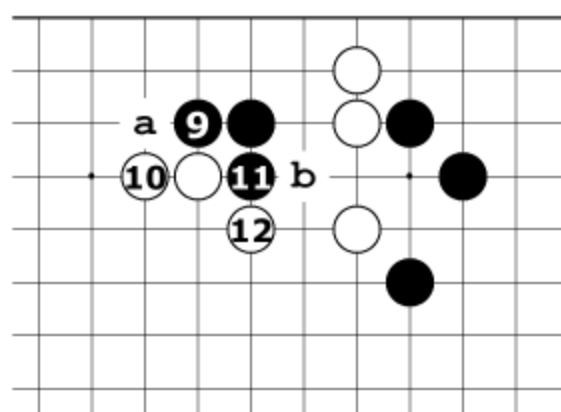


- ⑦ White continues with 'a' or 'b *'. White 'b' can lead to complications.

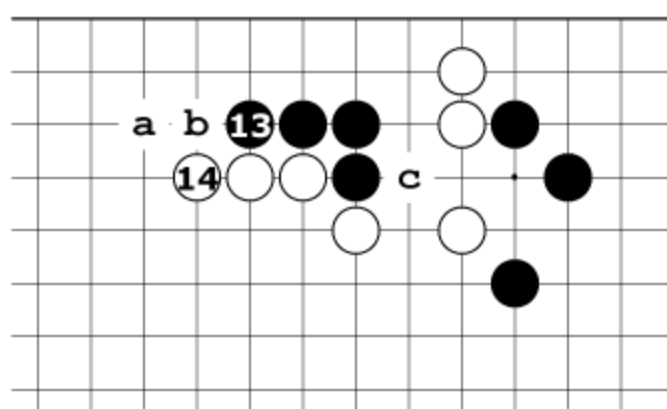


- ⑧ Black continues with 'a *' or 'b'. Black should only play 'b' if the right is very important, because Black 'b', White 'a', and White is better off locally.

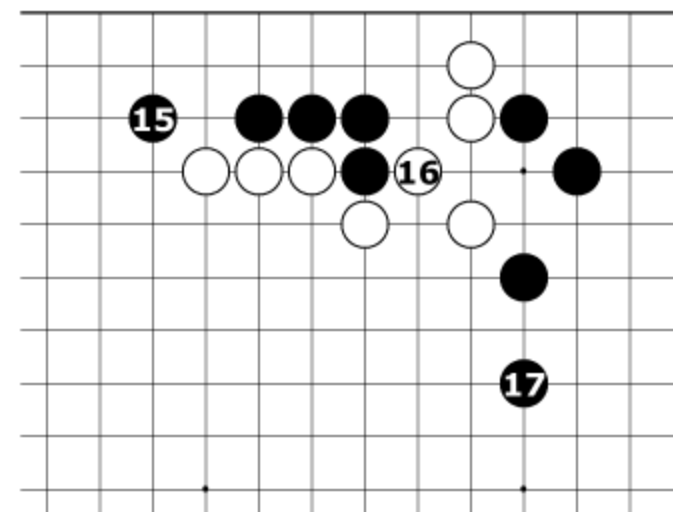
Black 'c' is a mistake.



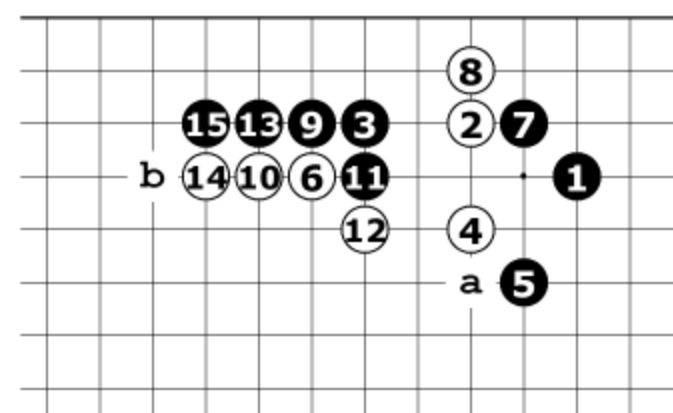
- ⑫ Joseki continues with 'a *'.



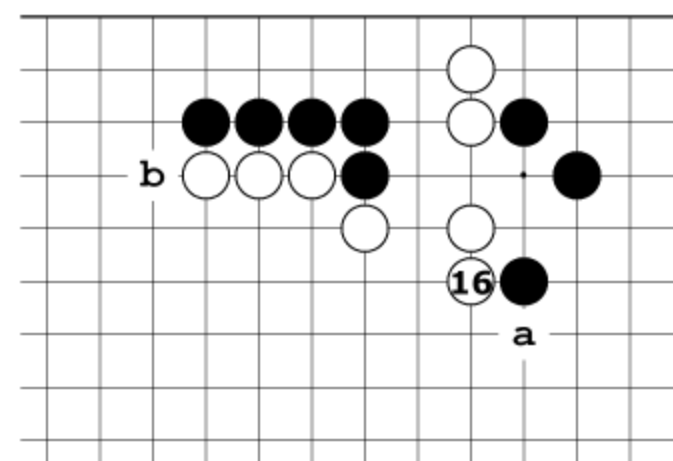
- ⑭ Black continues with 'a *' or 'b'. 'c' is a mistake.



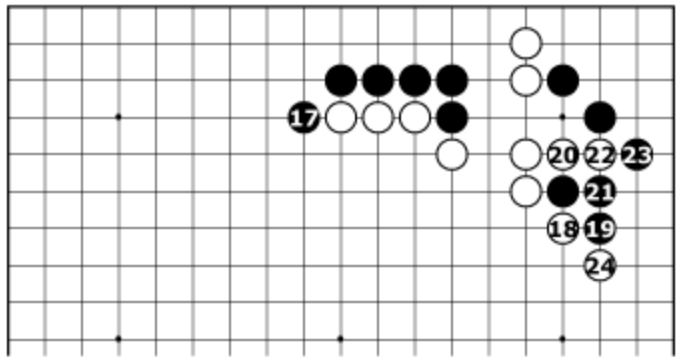
- ⑰ * GOOD VARIATION *



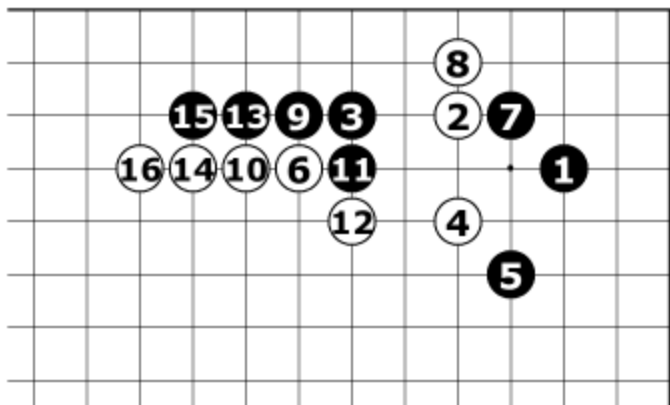
- ⑮ White must play 'a', not 'b'. While White 'a' lets Black extend on the fourth line, a minus for White, White's followup extension at 'b' is a considerable minus for Black, so balance is maintained.



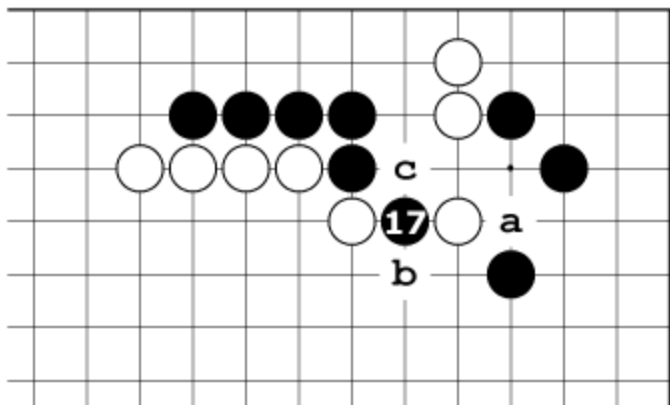
- ⑯ Black continues with 'a' or 'b'.



24 White's superiority on the right is assured, whatever Black does. This variation is a kind of exchange.



16 White 16 is a mistake.

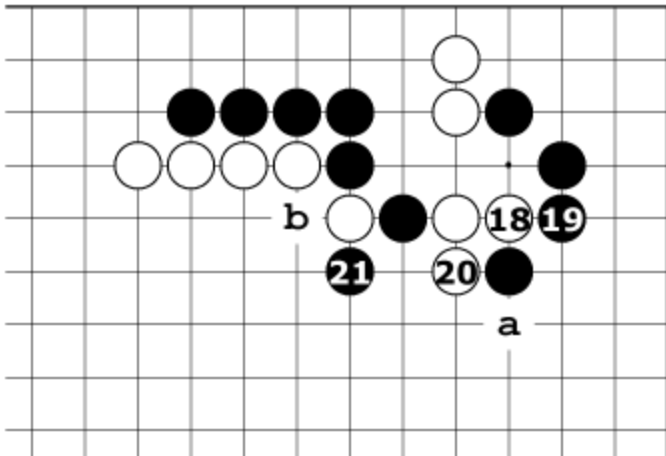


17 After Black 17, there is no way White can salvage the situation.

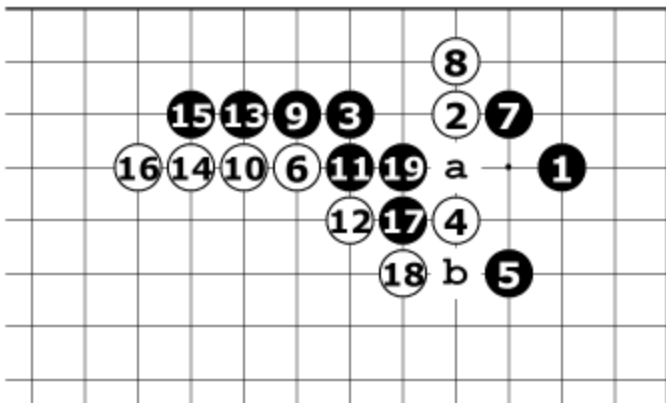
White 'a' is about the best response, resulting in a Black ponnuki toward the center.

White 'b' leaves cutting points, so is hopeless.

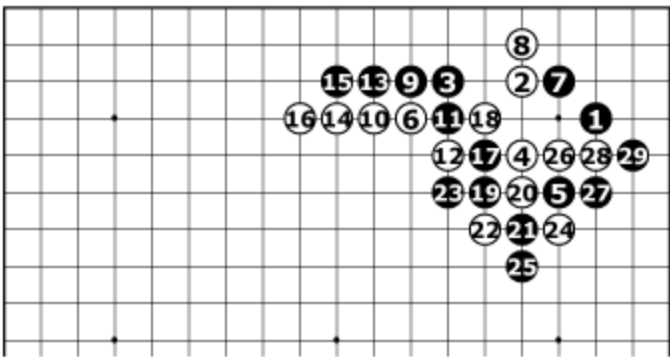
White 'c' looks more promising than it is. Black gets great outside influence.



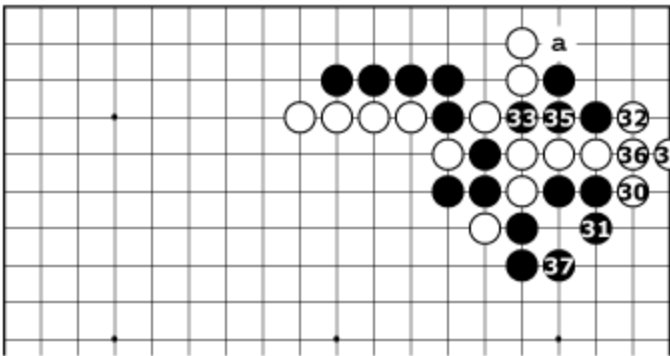
21 White 'a' gives Black a center-facing ponnuki (in sente). White 'b' and White lives in the corner in sente, but mistakes in the order of moves can yield frightening results. Neither result is favorable for White.



19 White has cutting points at 'a' and 'b'.



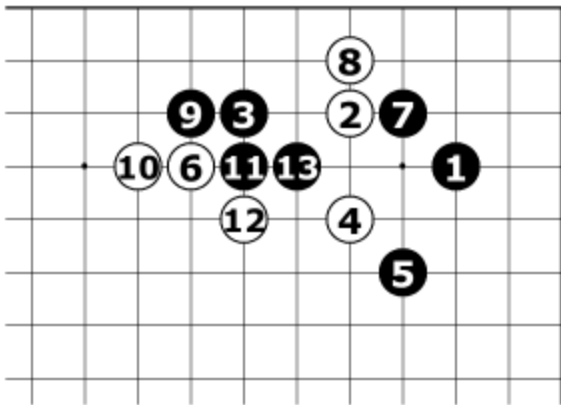
29 Black has defects but White is short of liberties.



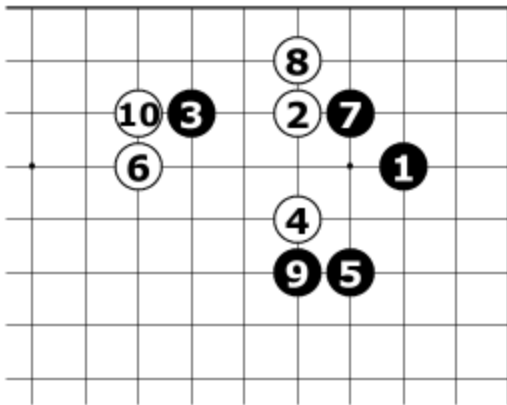
37 Black gets overwhelming

outside influence.

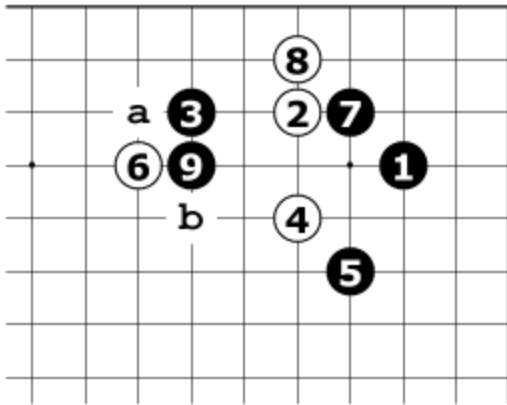
White can play atari at 'a' to squeeze Black to get life in the corner, but this is small compensation for White.



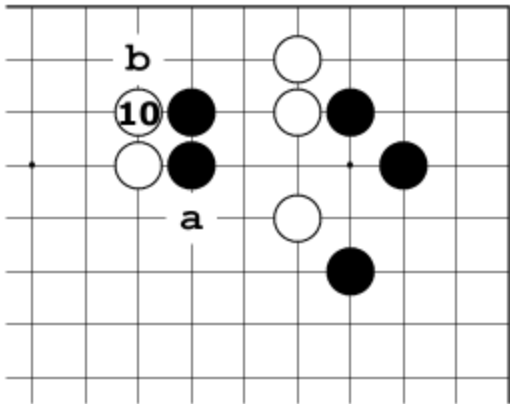
13 Black 13 is not described in the joseki books. Variations are possible, even likely.



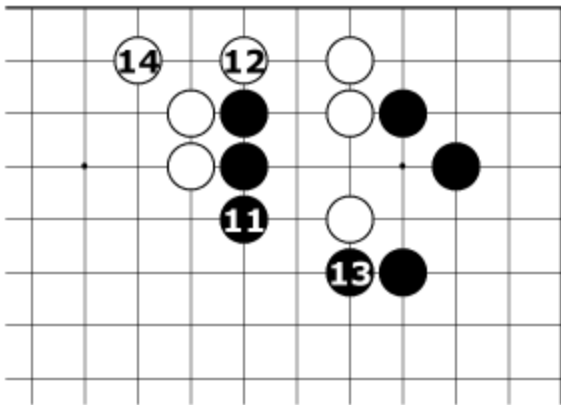
10 It is regrettable for Black to let White settle his stones with White 10, so this variation is only playable if Black 9 works extremely well on the right side.



9 Black 9 is a mistake.

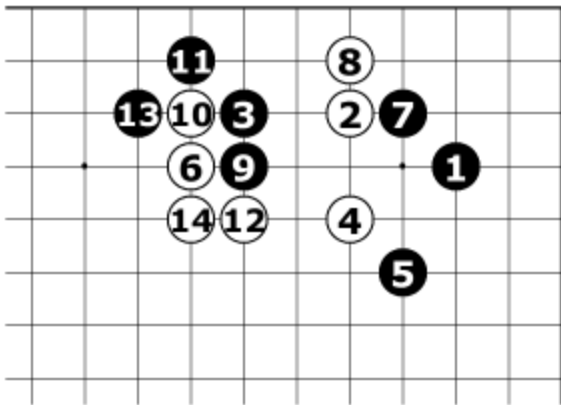


10 Black may try 'a' or 'b'.

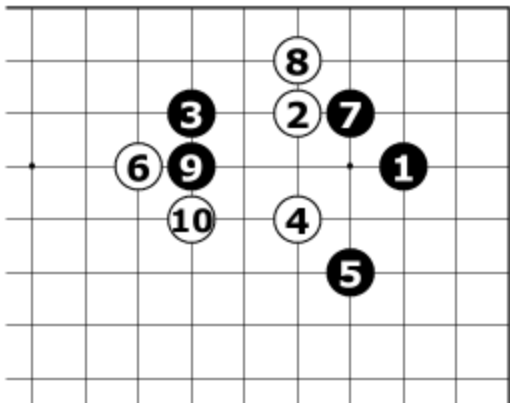


14 White 14 ensures connection.

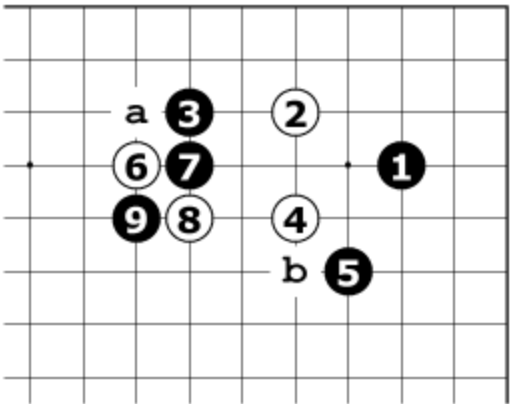
The three Black stones are worthless.



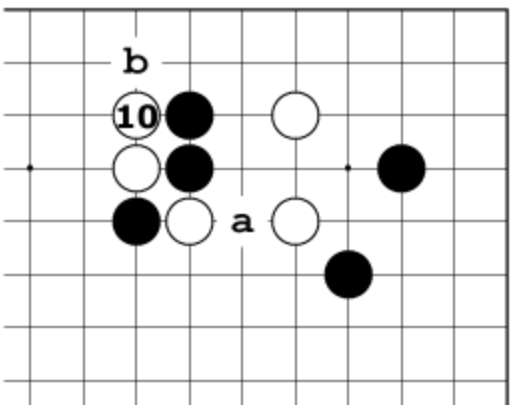
14 Black's shape is thin.



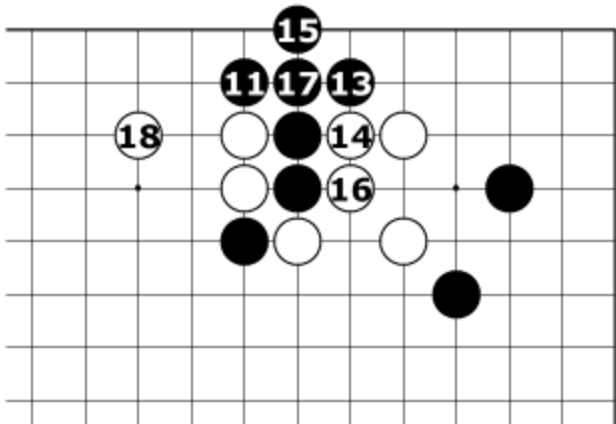
10 White 10 lets Black get away with the mistake of playing 9.



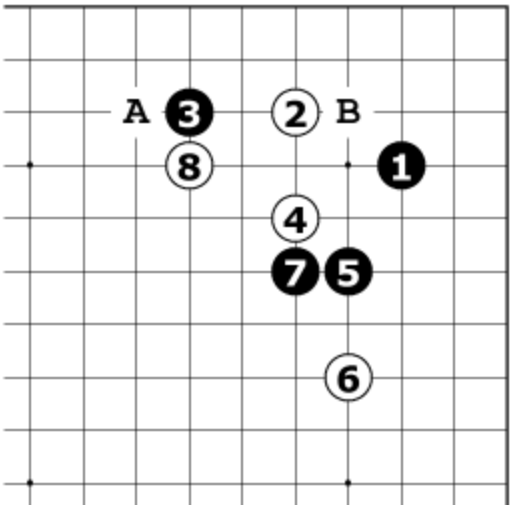
9 White continues with 'a' if the ladder to catch Black 9 is favorable, or with 'b' if the ladder is unfavorable.



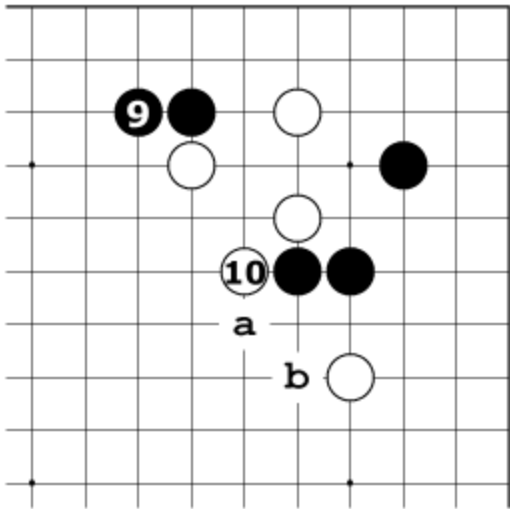
10 Black may try 'a' or 'b'.



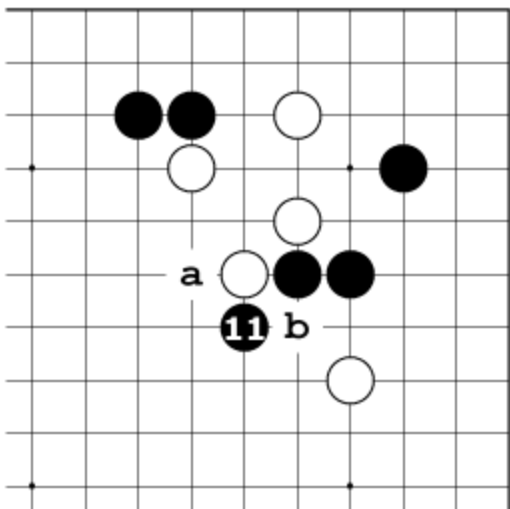
18 Black must crawl along the second line to live, but this is like trying to lose.



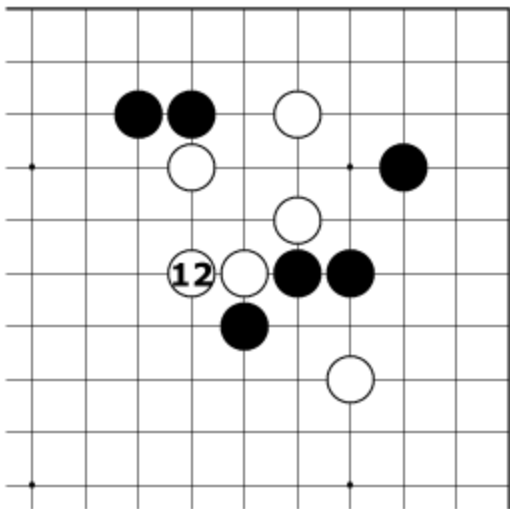
8 'A' or 'B'.



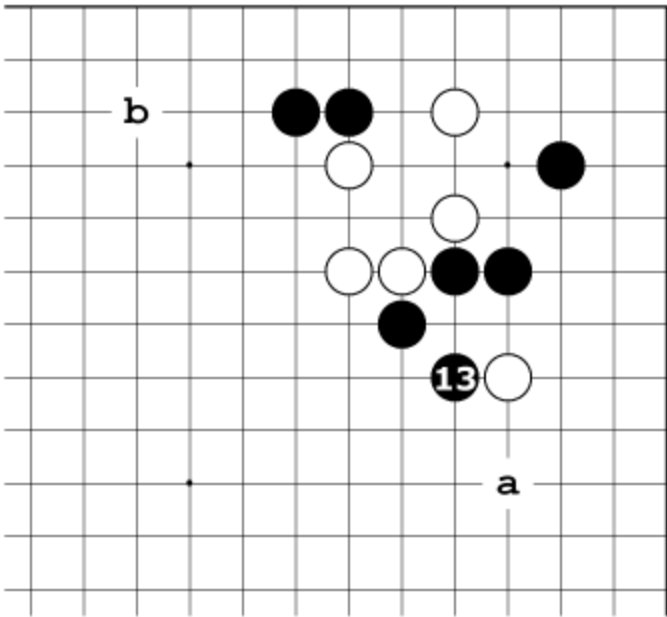
10 Black continues with 'a' or 'b'.



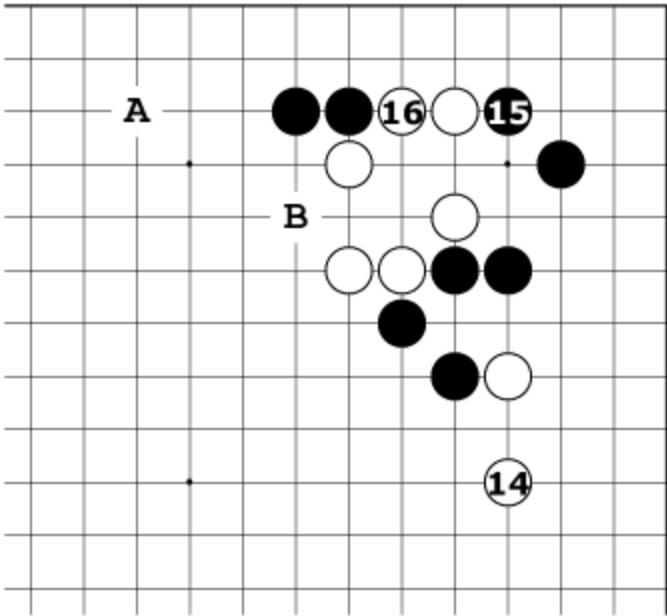
11 White continues with 'a' or the very tough 'b'. White 'b' was introduced by Fujisawa Shuko in the 1971 Meijin Title against Rin Kaiho.



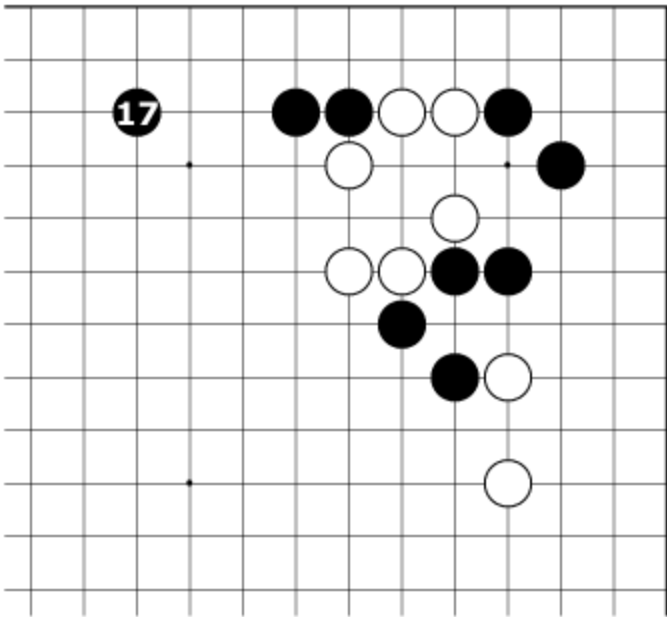
12 White 6 shows the severity of modern Go. When playing like this, it is desirable to have White stones in the top left corner.



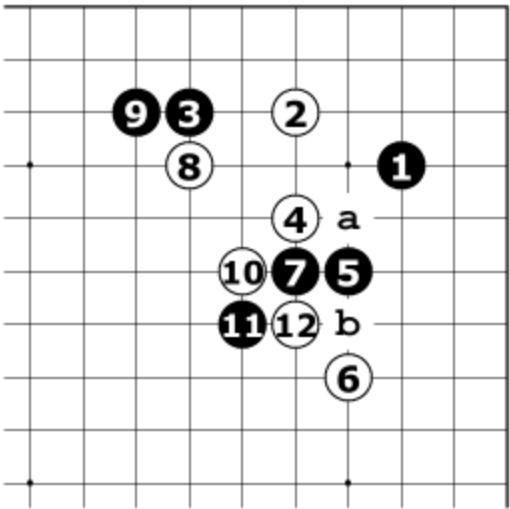
13 White could continue with 'a *' or 'b', depending on the side with support (the right for 'a', the top for 'b').



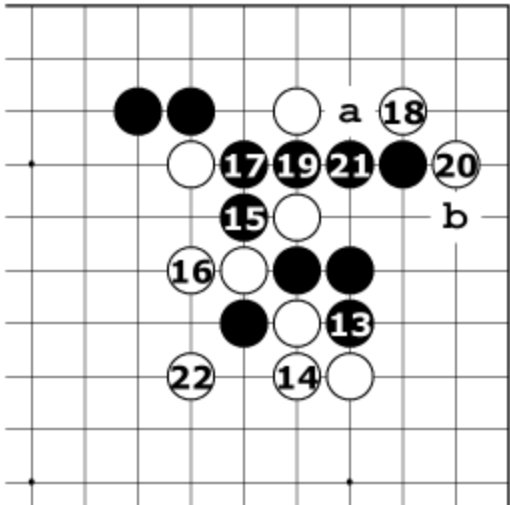
16 'A *' or 'B'.



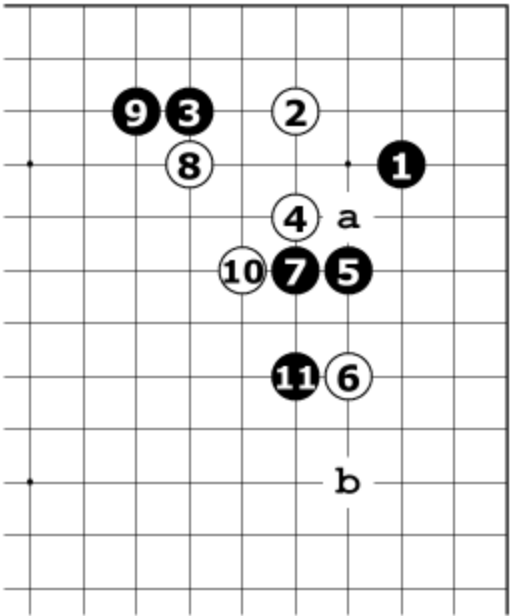
17 * GOOD VARIATION *



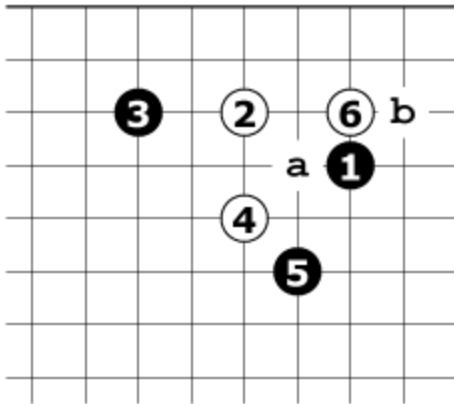
12 Black 'a' was played originally in the 1971 Meijin Title: Fujisawa Shuko vs. Rin Kaiho. Subsequent research revealed Black 'b' is better.



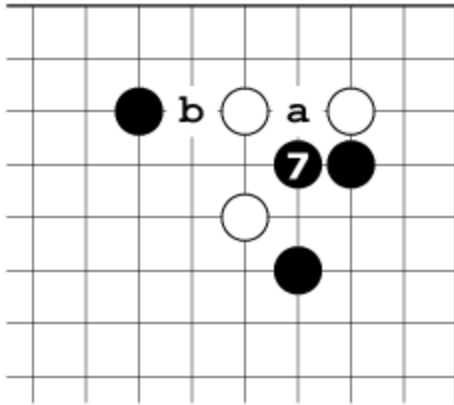
22 The sequence ends. Later, Black may play 'a', or possibly 'b'.



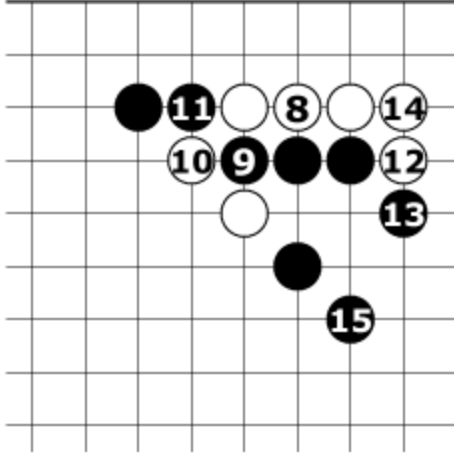
11 White continues with 'a' or 'b'.



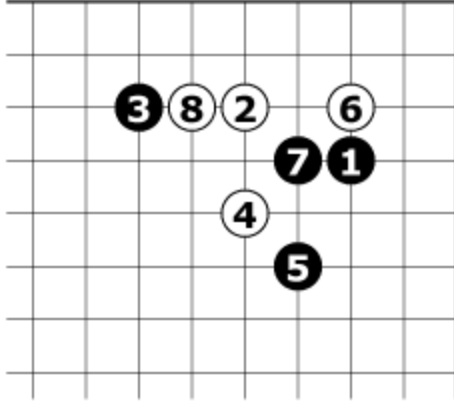
6 White 'c' is a trick play that should not work. Black continues with 'a'. Black 'b' is weak.



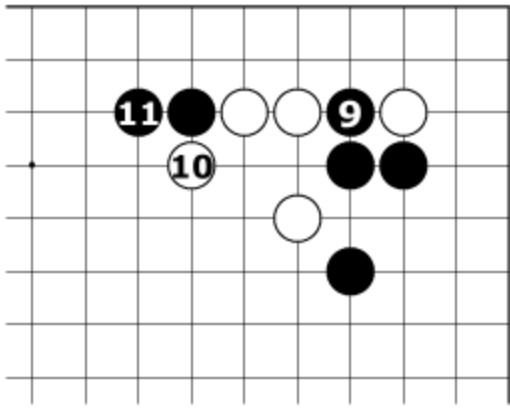
7 White may try 'a' or 'b'.



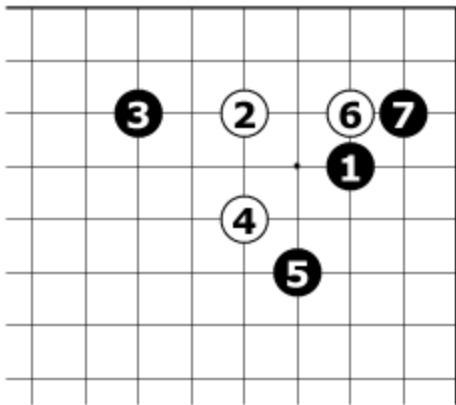
15 Black gets a superior result.



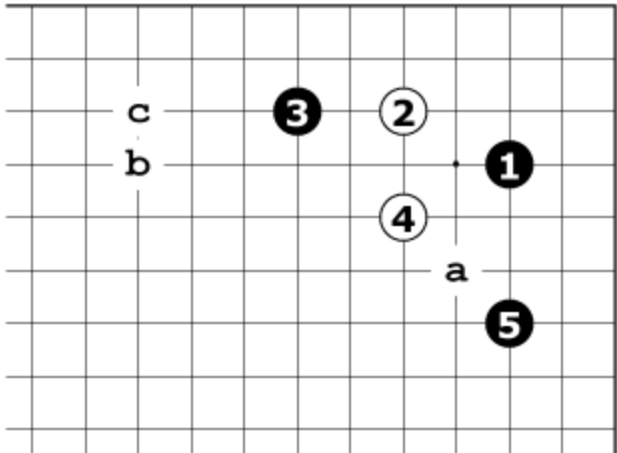
8 White 8 is not good.



11 White has gained nothing.

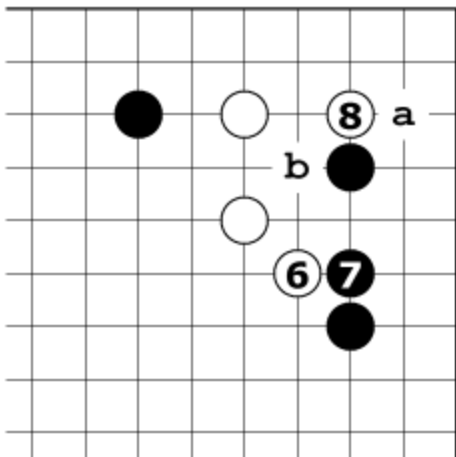


7 Black 7 is weak, and lets White succeed.

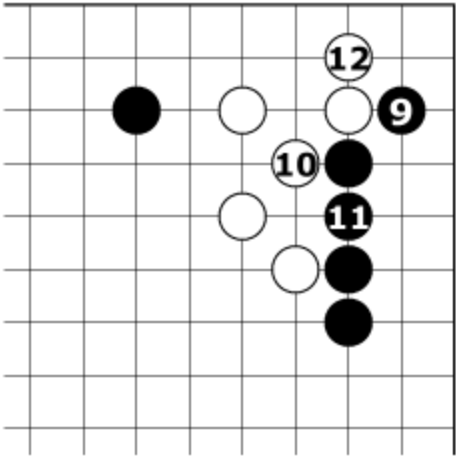


5 Black 5 is slow.

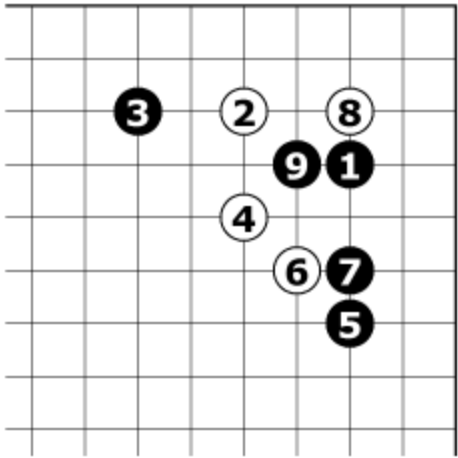
White can playing the forcing move of 'a', then settle his shape, or stake out the top with 'b' or 'c' at some risk to the White corner stones.



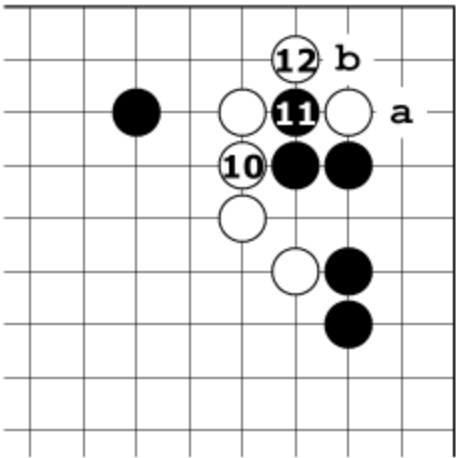
8 Black continues with 'a'. Black 'b' is a trick play.



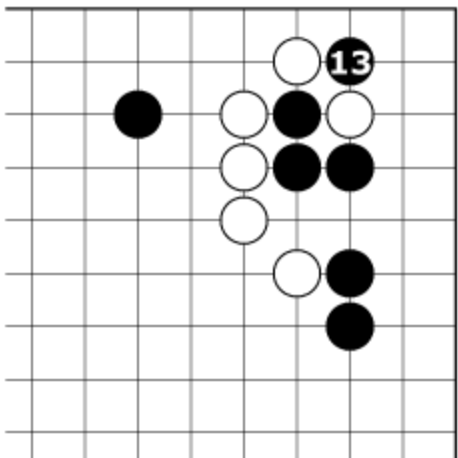
12 White is settled.



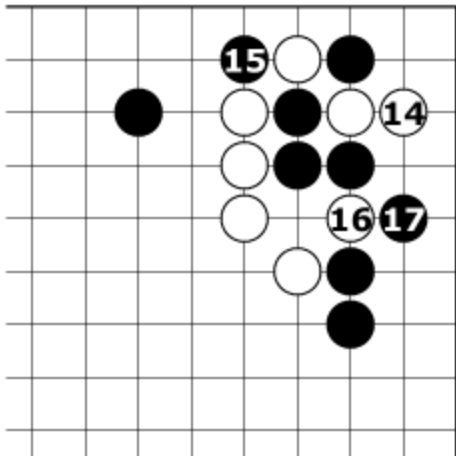
9 Black 9 is a trick play.



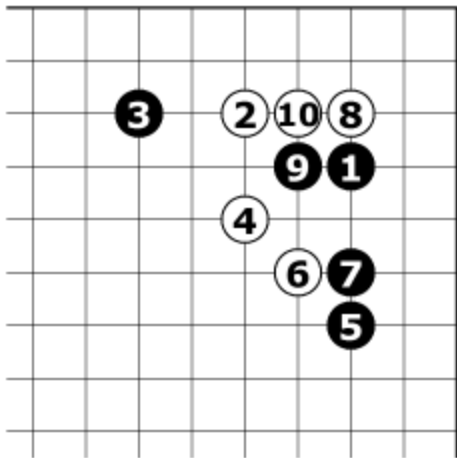
12 Black continues with 'a'. Black 'b' is unreasonable.



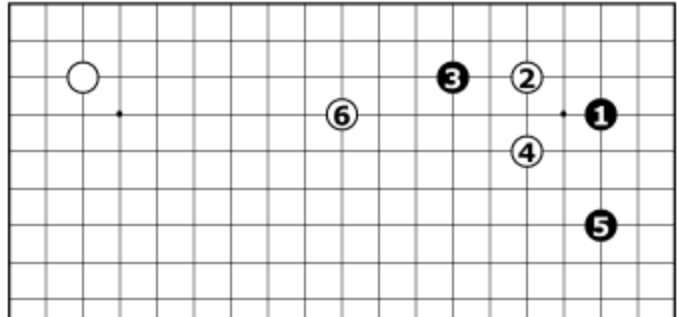
13 Black 13 is unreasonable.



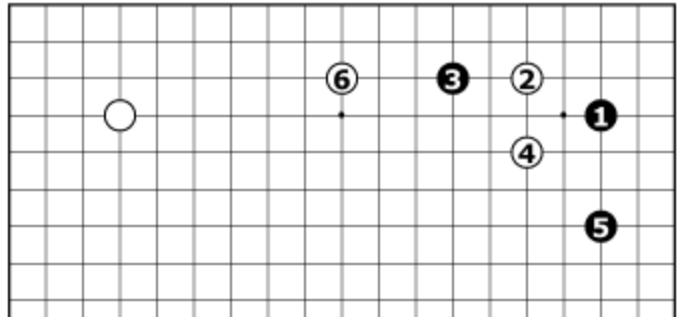
17 Black 17 is a mistake.



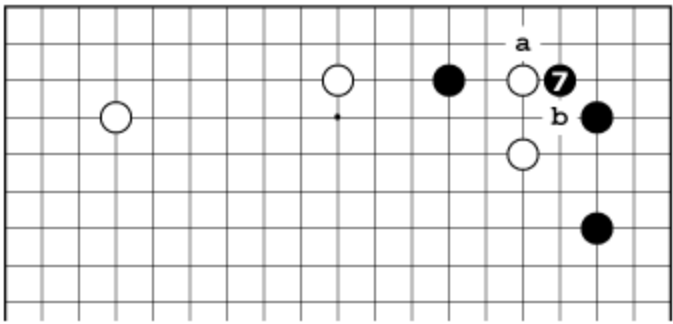
10 White 10 is a mistake.



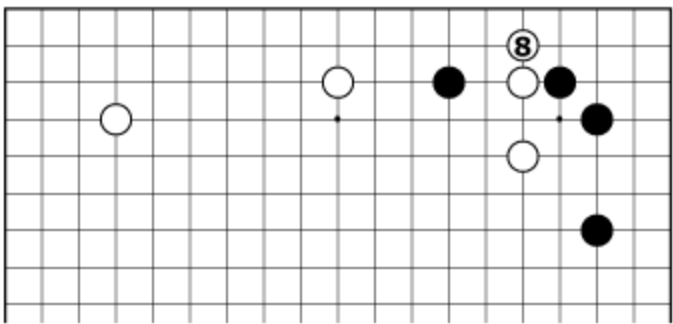
6 White plays a high extension/pincer from the corner.



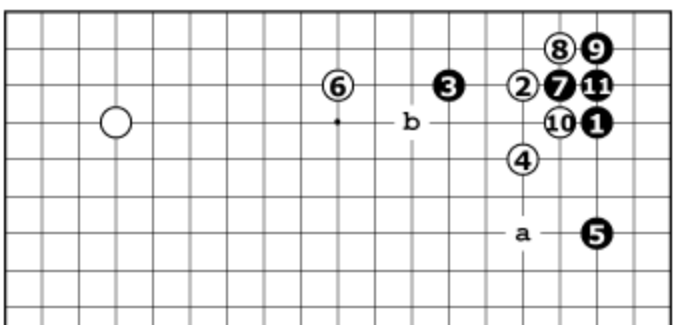
6 White plays a low extension/pincer.



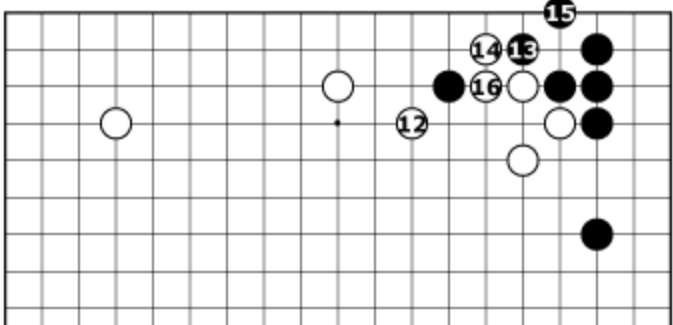
7 White continues with 'a' or 'b'.



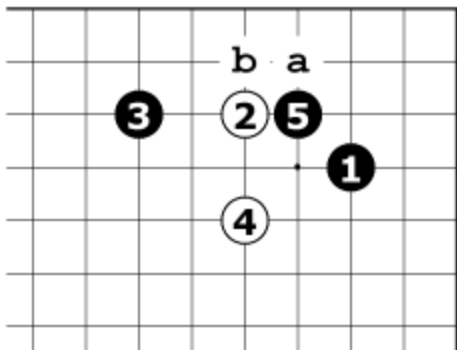
8 White 8 keeps the Black stones separated.



11 White continues with 'a'. White 'b' is not recommended.

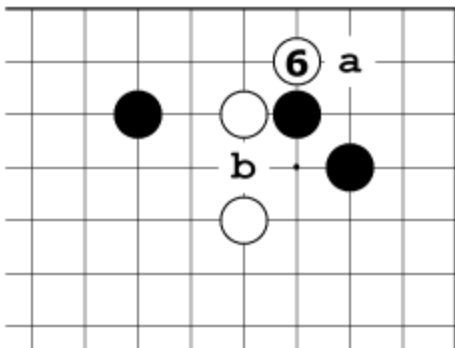


16 White is overconcentrated.

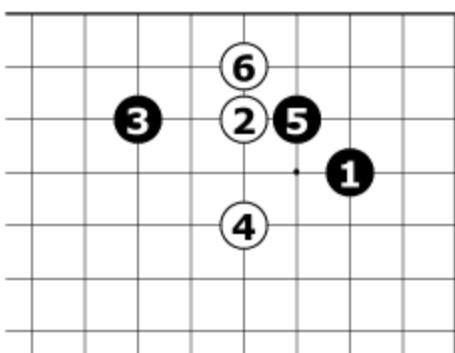


5 Black 5 is a trick play.

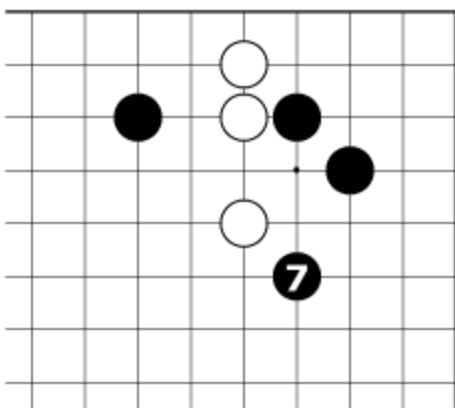
White replies with 'a'. White 'b' is not good.



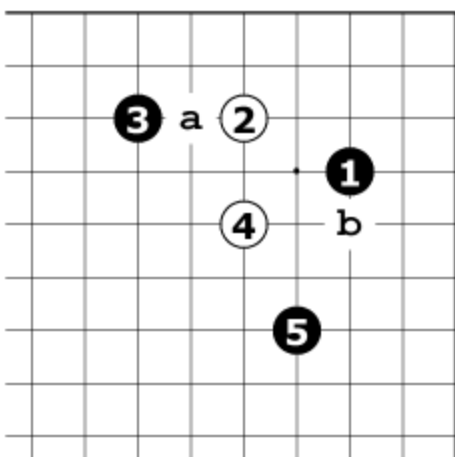
6 Black may try 'a' or 'b'.



6 White 6 is not recommended.

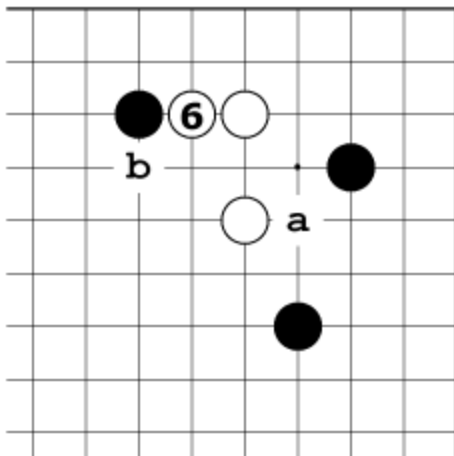


7 Black plays 7 and Black 5 is left as an effective forcing move.



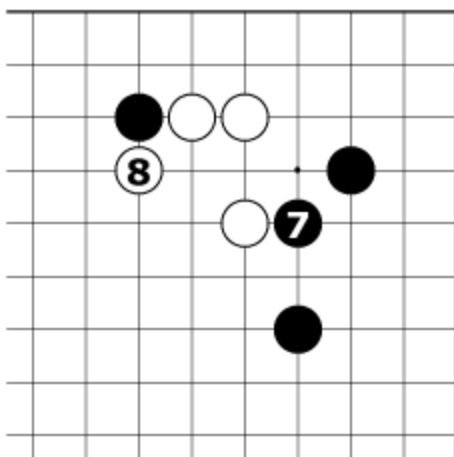
5 Black 4 is an overplay; too

thin.
White continues with 'a'. White 'b' is unreasonable.

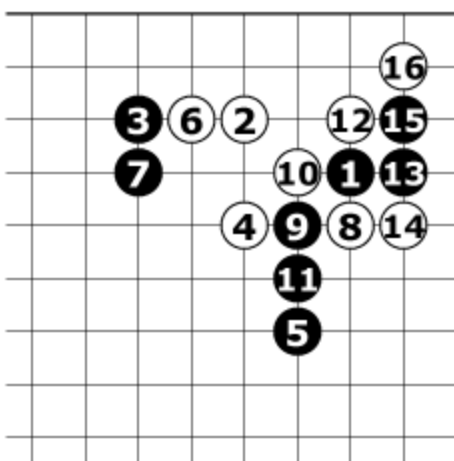


6 White 6 looks slow, but it is the move.

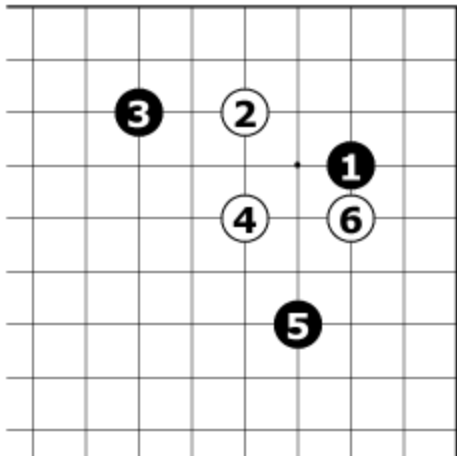
Black may try 'a' or 'b'.



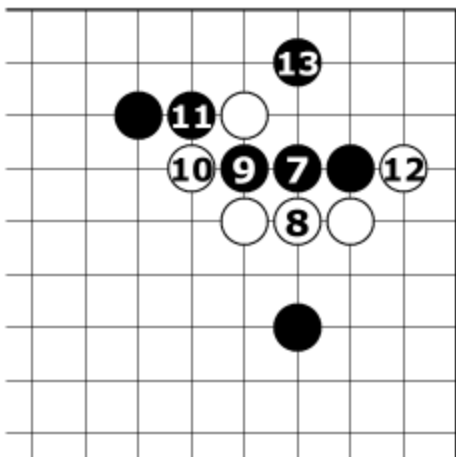
8 White 8 makes good shape at top.



16 White 16 is the tesuji.

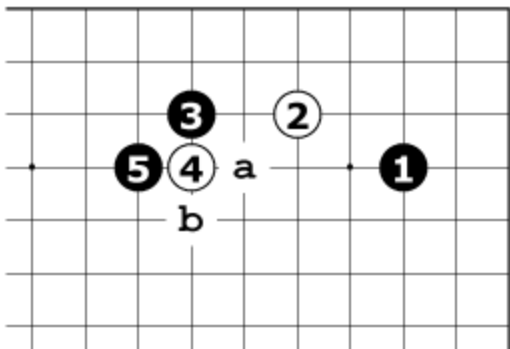


⑥ White 6 is not recommended.

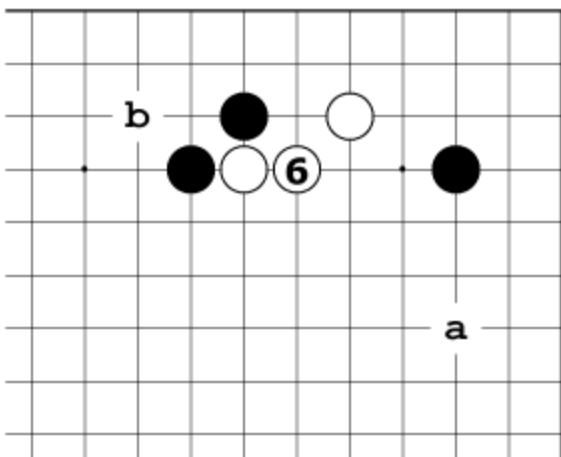


⑬ Black 13 is the tesuji to save the Black stones.

This result favors Black.

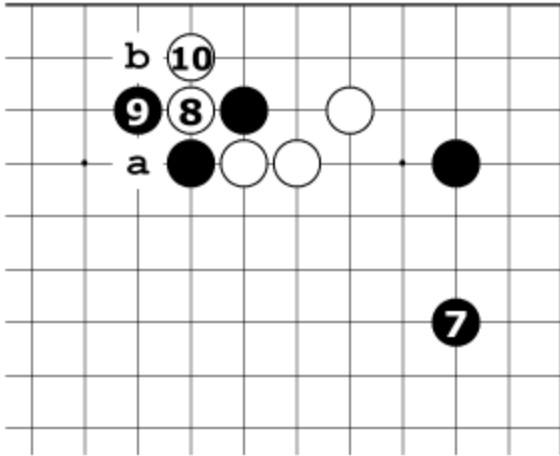


⑤ White continues with 'a' or 'b'.

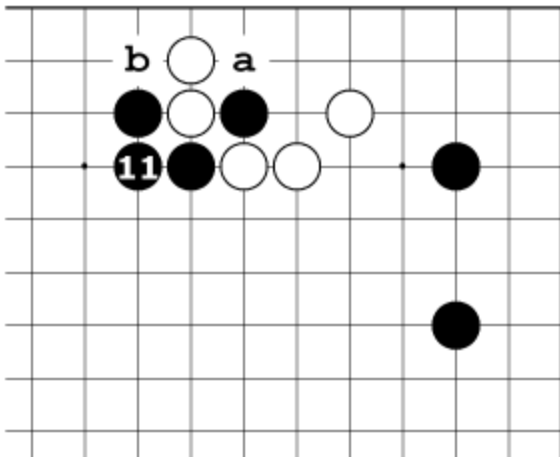


⑥ Black continues with 'a' or 'b', though Black

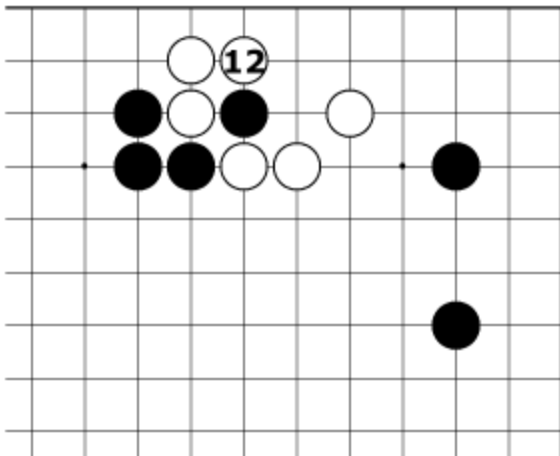
should only play 'b' with a favorable ladder off 'a'.



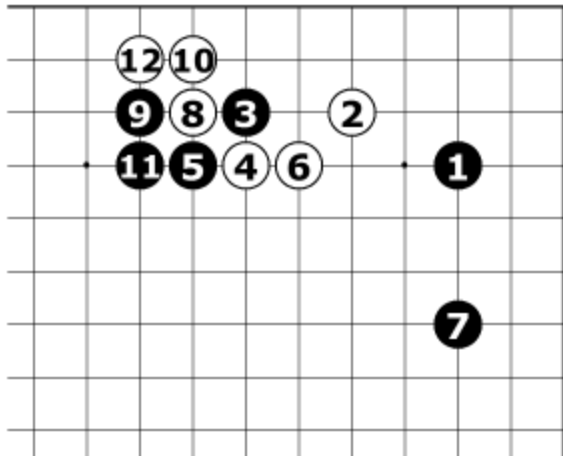
⑩ Black connects at 'a'. Black 'b' leaves a cutting point (at 'a'), which Black must take care of in gote.



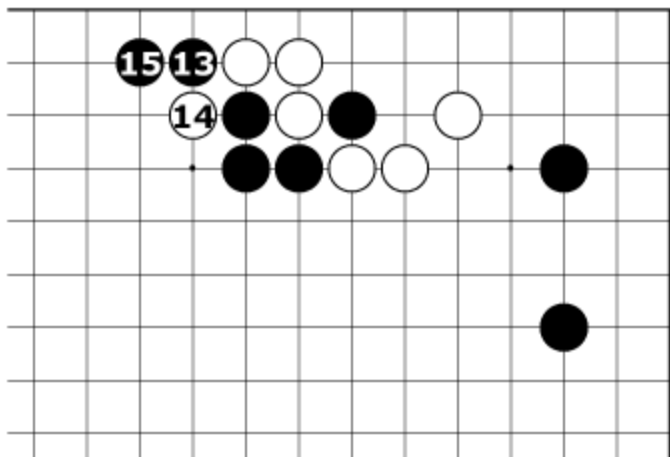
⑪ White continues with 'a'. White 'b' is disadvantageous.



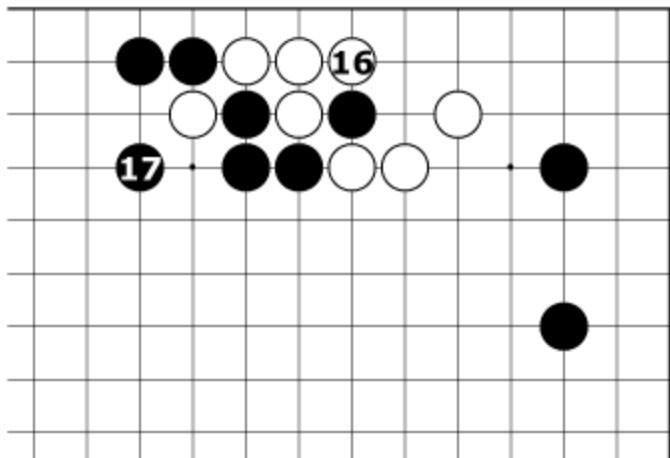
⑫ * GOOD VARIATION *



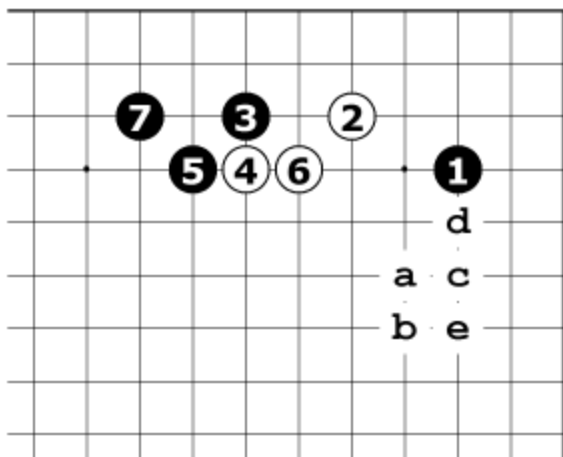
⑫ White 12 is a mistake, even with a favorable ladder.



⑮ Black 15 assuming the ladder does not work.

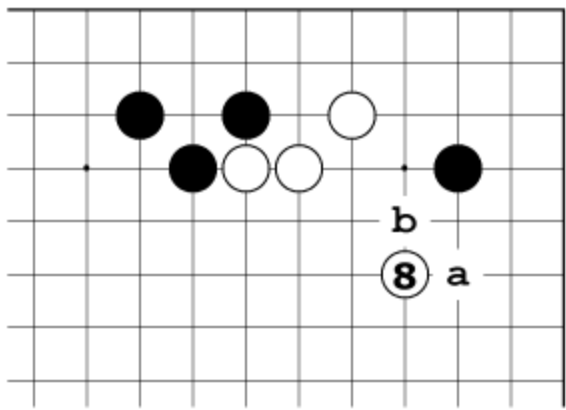


⑰ Even though Black has ended in gote, Black is solid. White should not play this way.



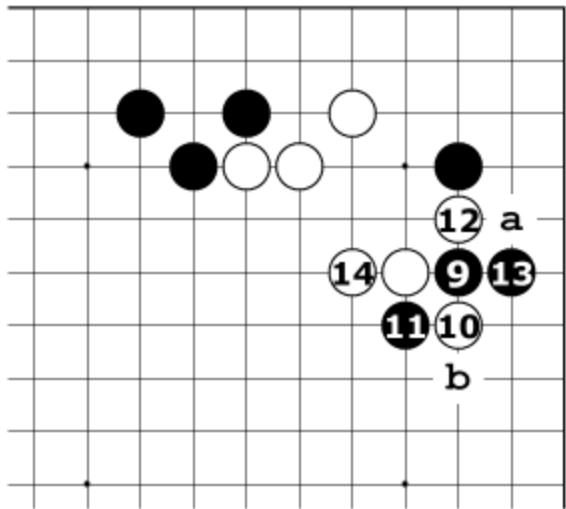
7 White continues with 'a *', 'b *' to 'd'. White must have the ladder to play 'a'.

White 'e' is not recommended.

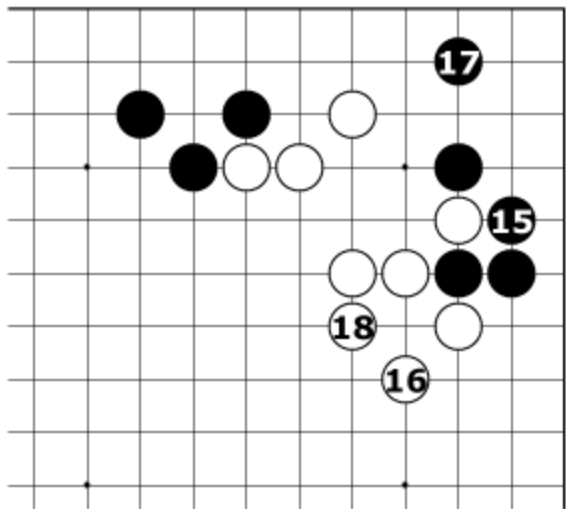


8 White must have the ladder to play this way.

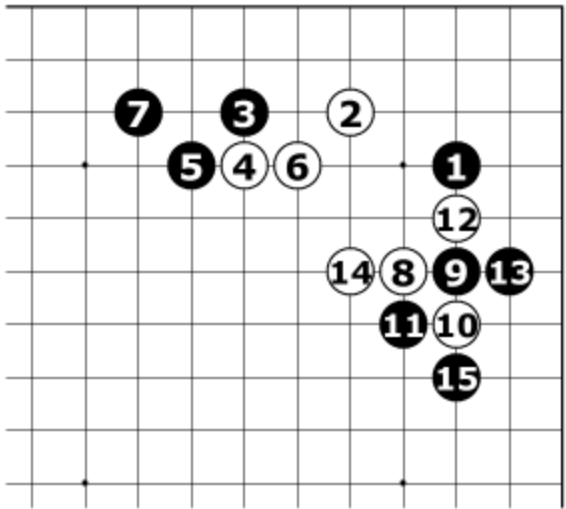
Black continues with 'a *'. Black 'b' is not recommended.



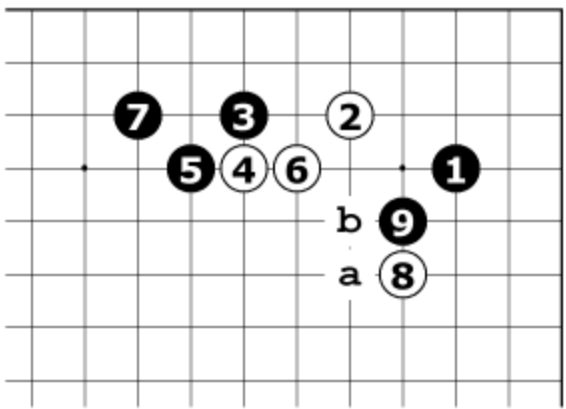
14 Black 'a *' is joseki. Black 'b' invites a loss in the corner.



18 * GOOD VARIATION *

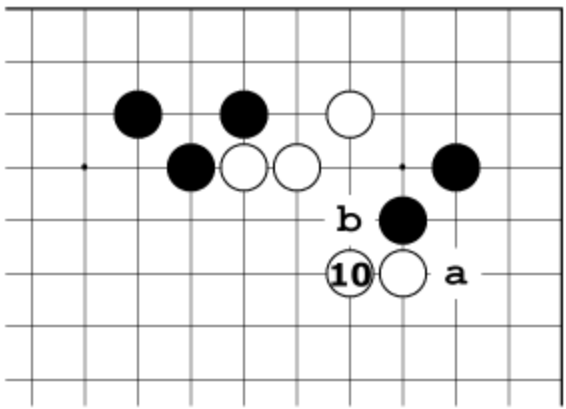


15 Black 15 gives the corner away.

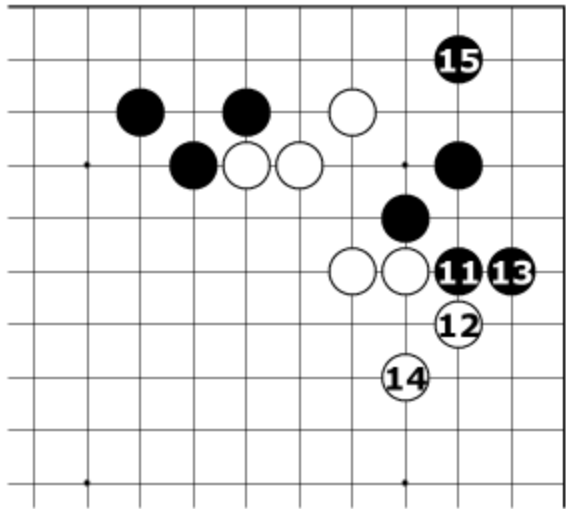


9 Black 9 is not recommended.

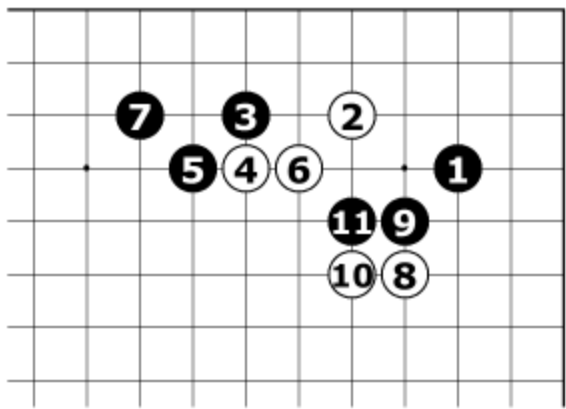
White continues with 'a'. White 'b' is a mistake, as Black gets territory while White builds thickness for nothing.



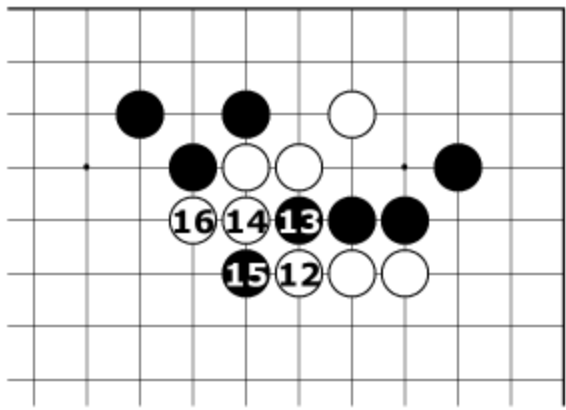
10 Black continues with 'a'. Black 'b' is not recommended.



15 Black 15 is necessary to live in the corner.

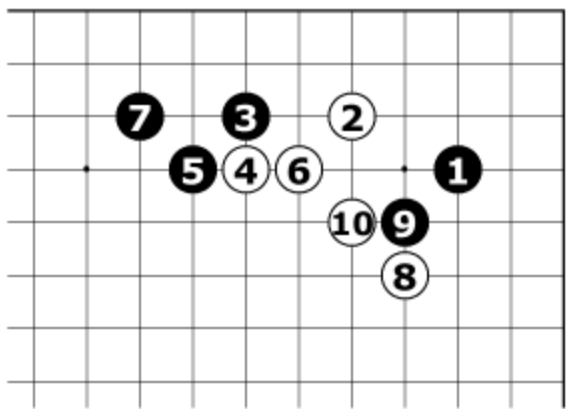


11 Black 11 is a forcing play that is not recommended.

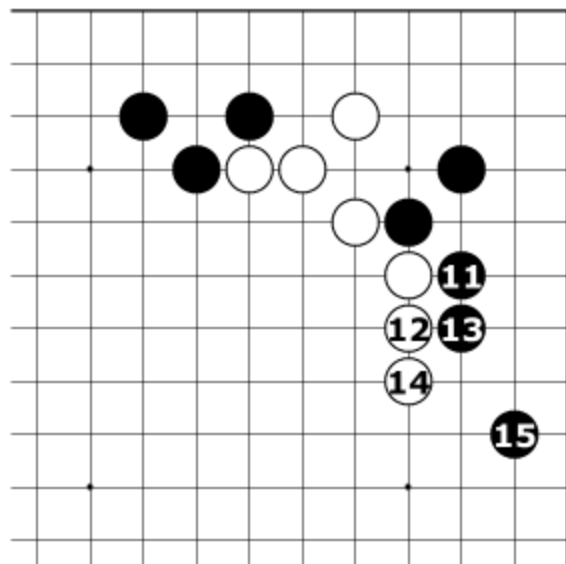


16 White 16 gets White out of trouble.

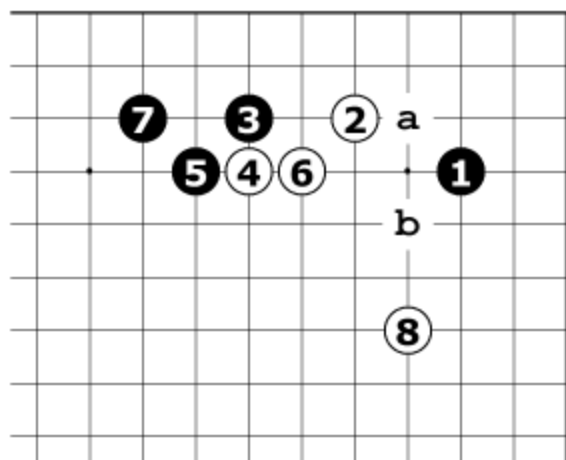
Black



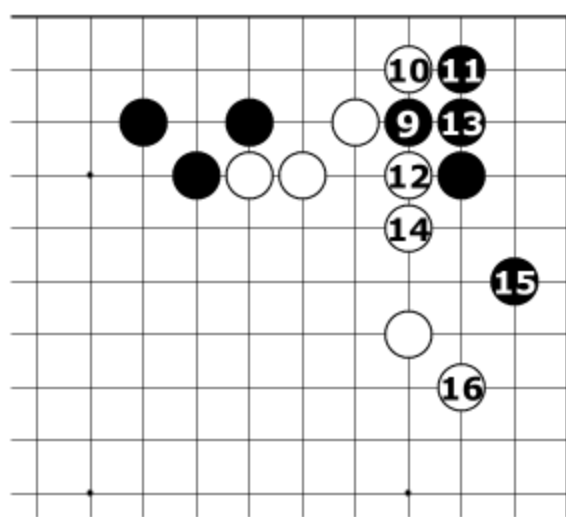
10 White 8 is a mistake.



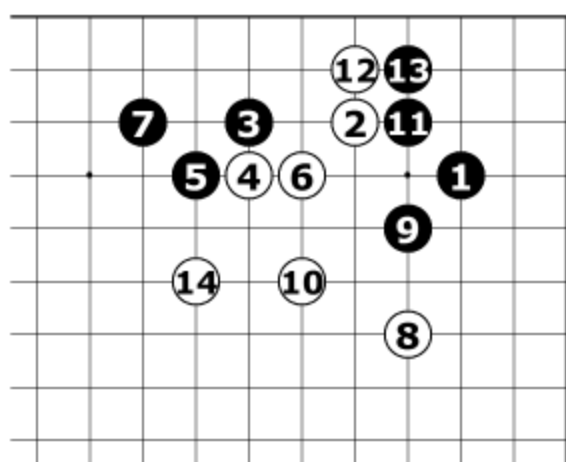
15 White's wall is not very useful.



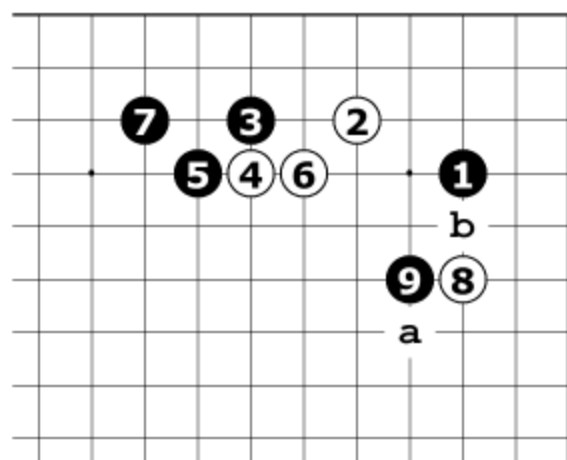
8 Black continues with 'a' * or 'b' *.



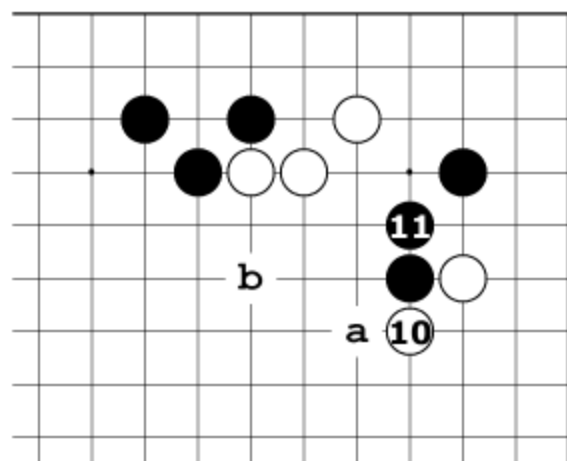
16 * GOOD VARIATION *



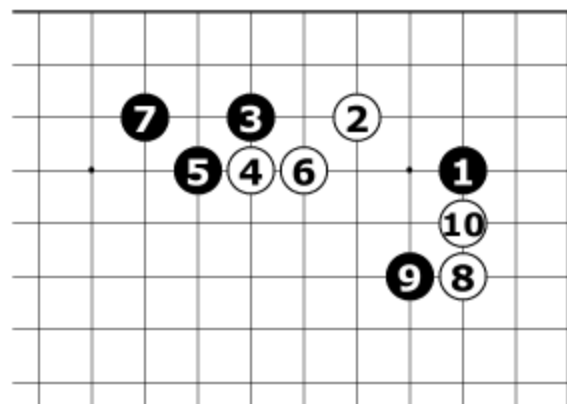
14 * GOOD VARIATION *



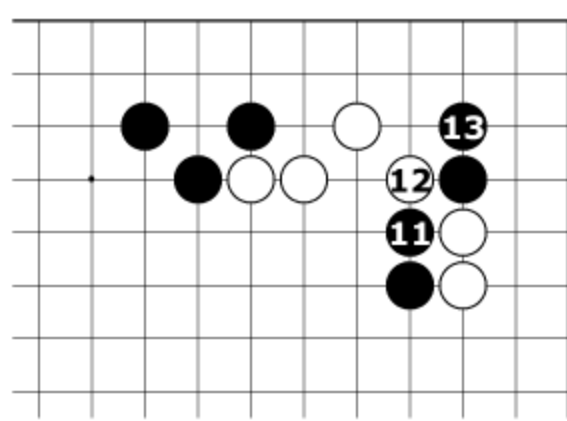
9 White continues with 'a'. White 'b' is unreasonable.



11 White continues with 'a' (gote), or 'b' to have sente.

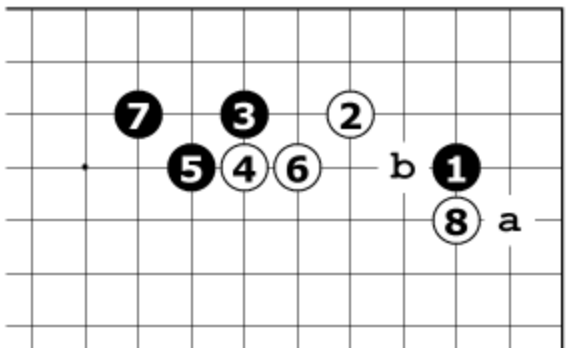


10 White 10 is unreasonable.

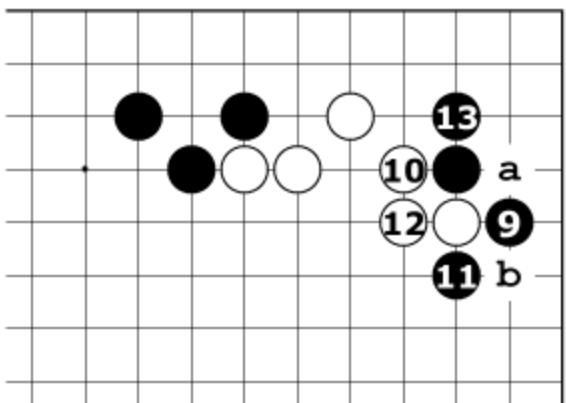


13 It would be hard to kill the two Black stones in the corner. If White attempts

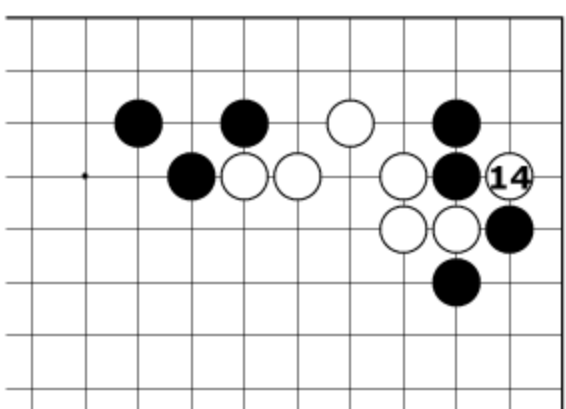
it, Black will sacrifice them to gain outside thickness. In any event, Black has an easy fight.



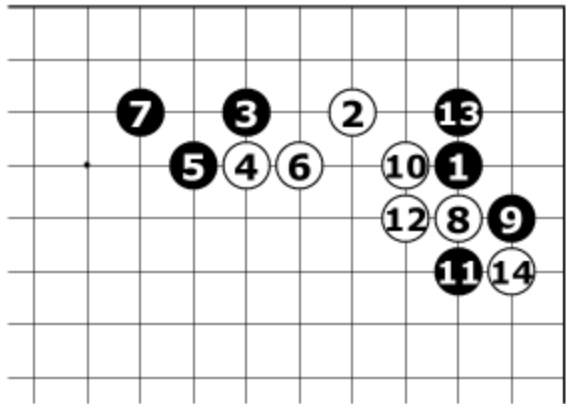
8 Black continues with 'a'. Black 'b' is vulgar.



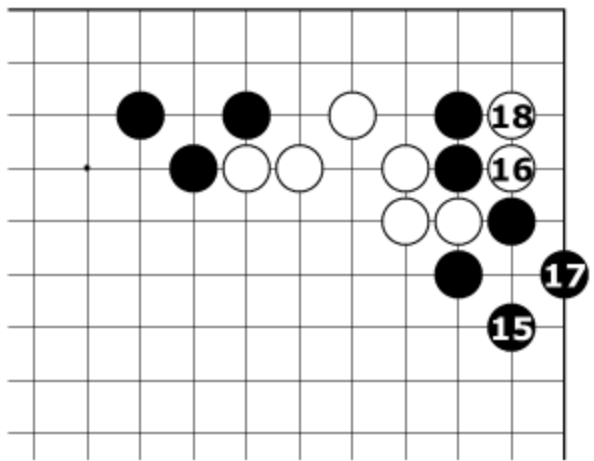
13 White cuts at 'a' if the ladder to capture 11 is favorable, 'b' if the ladder is unfavorable.



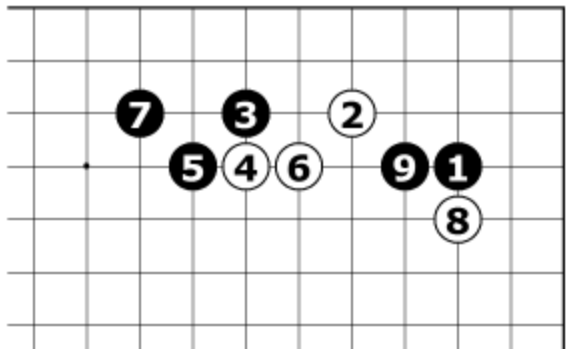
14 White plays 14 when the ladder to capture Black 11 is favorable.



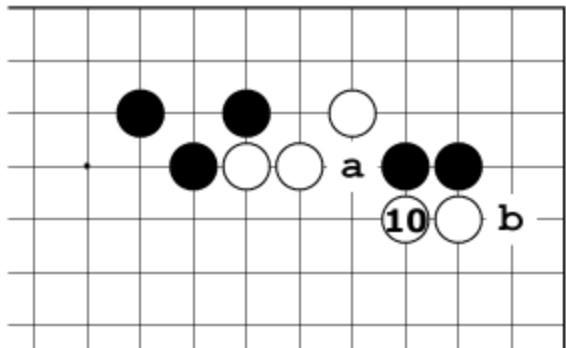
⑭ White plays 14 when the ladder is unfavorable.



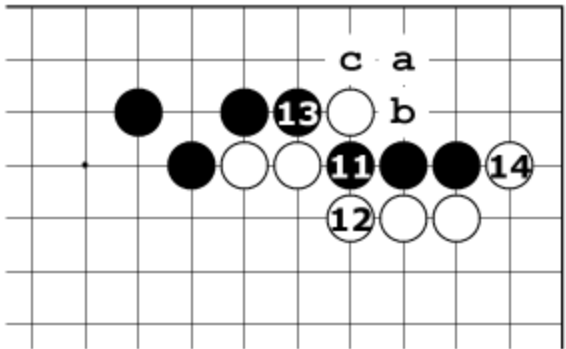
⑱ White captures the two Black stones in the corner.



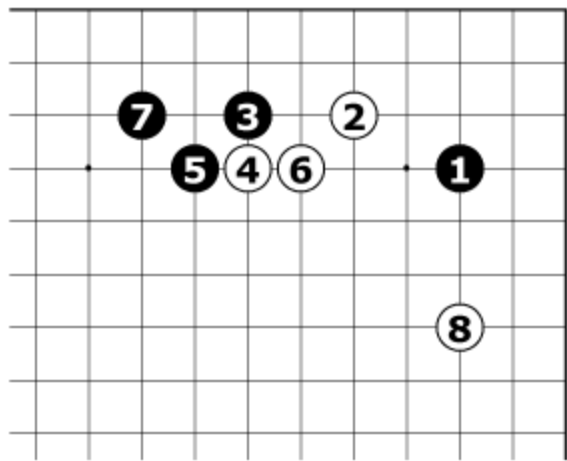
⑨ Black 9 is a mistake.



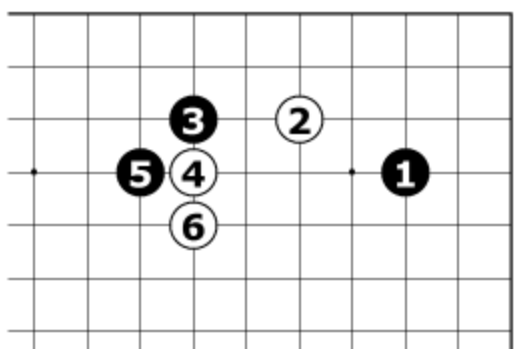
⑩ Black 'a' is better than 'b'.



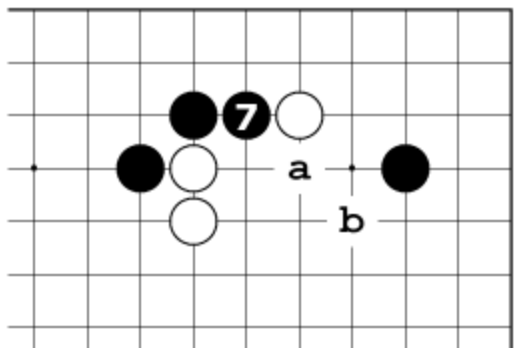
⑭ Black 'a' is best, Black 'b' and 'c' inferior.



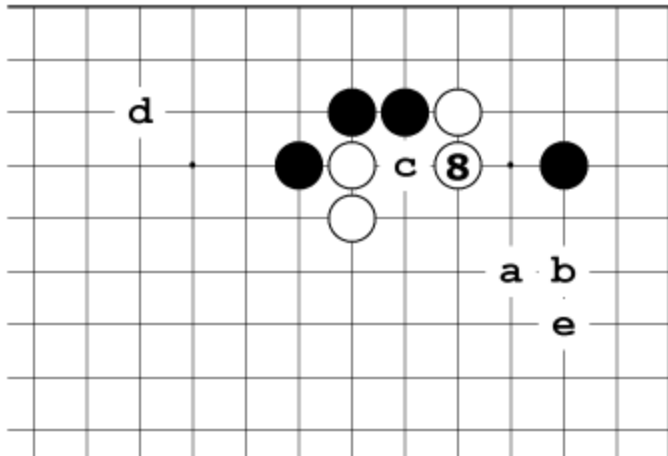
⑧ White 8 is not recommended, as White is split.



⑥ Attaching and extending is more positive than attaching and drawing back.



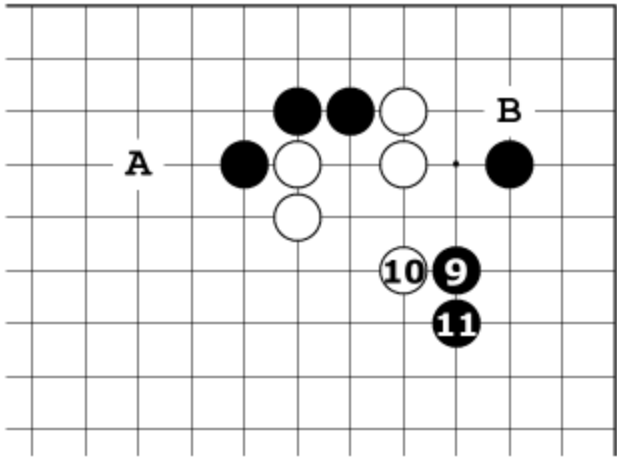
⑦ White continues with 'a' or 'b'. White should have the ladder to play 'b'.



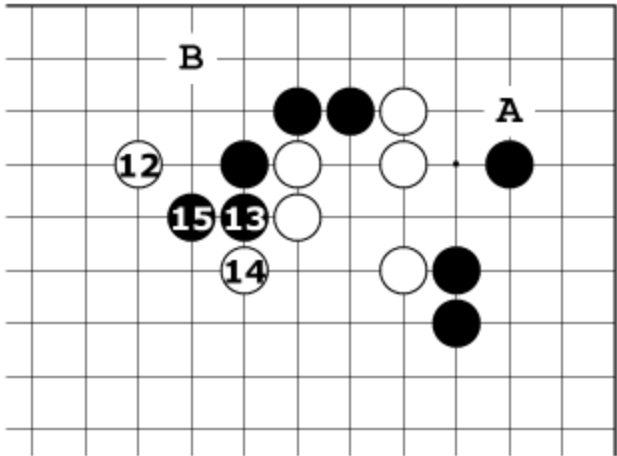
⑧ White builds influence and aims at attacking Black on both sides.

Black continues with 'a*', 'b*', 'c' or 'e'. Black 'd' is not recommended, as the corner stone suffers attack.

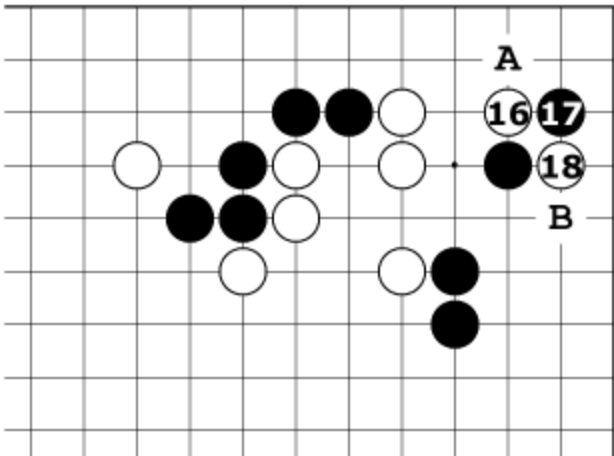
Black 'c' is direct and forceful. Black sacrifices the corner. Black must be confident in the fight that follows.



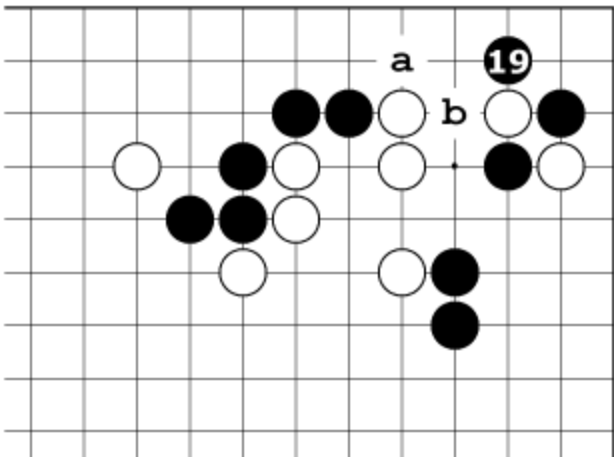
⑪ 'A*' or 'B'.



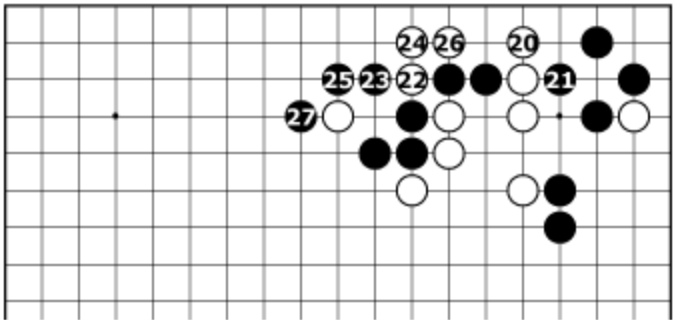
⑮ 'A' aims for safety, 'B' for a fight.



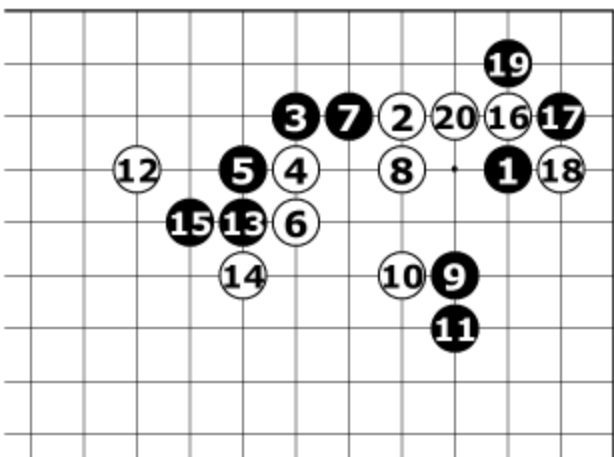
18 'A *' is joseki, 'B' is possible.



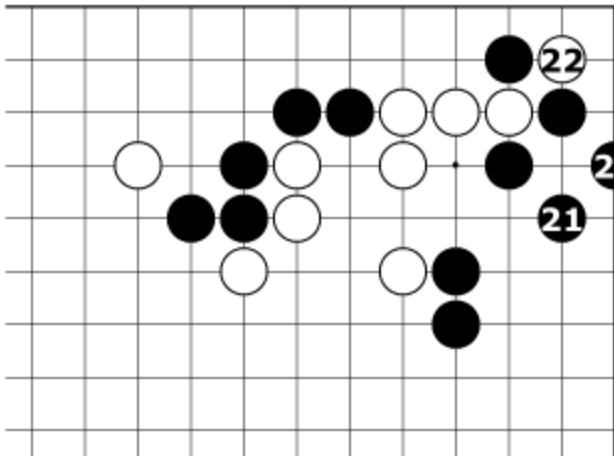
19 White continues with 'a *'. White 'b' is a mistake.

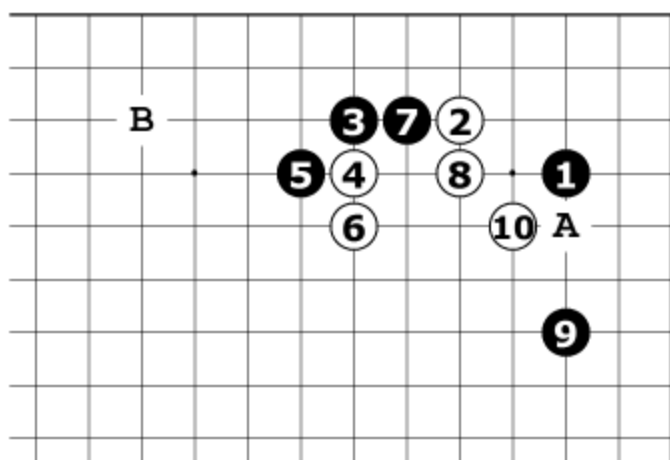


27 * GOOD VARIATION *

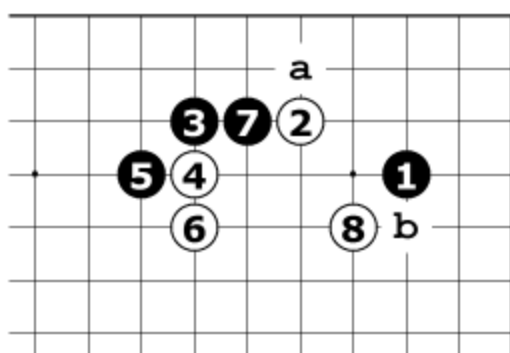


20 White 20 is a mistake.



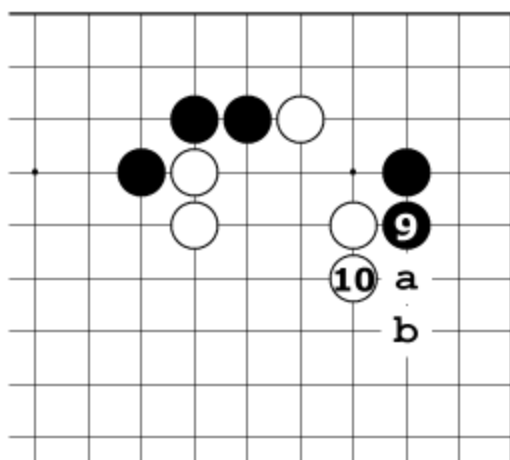


⑩ 'A' is correct, 'B' is bad.



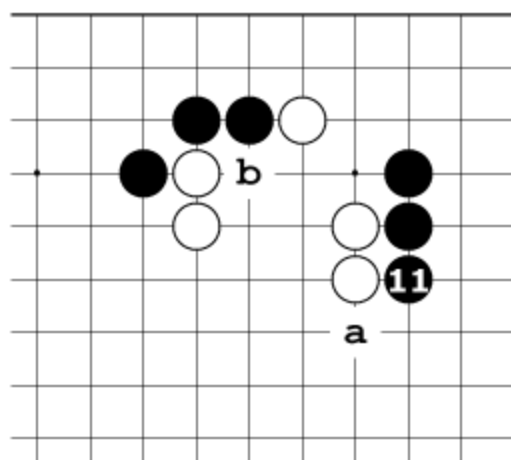
⑧ White 8 is somewhat a trick play. This move was researched and used in games around 1910.

Black continues with the simple 'a', or 'b' to risk a fight.

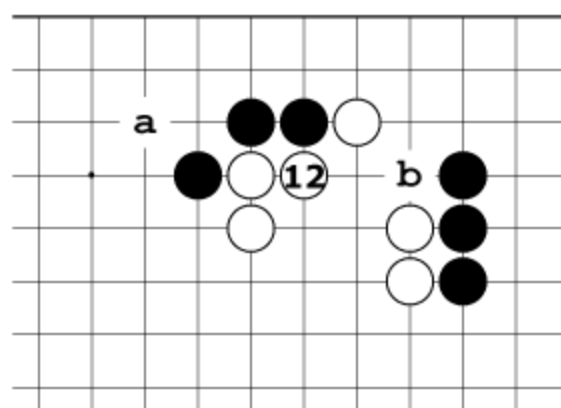


⑩ Black continues with 'a'. Black must not jump to 'b', as he cannot afford the cut.

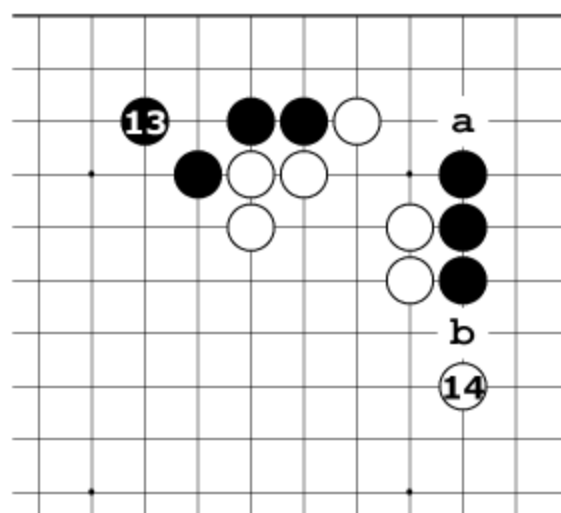
White must have the ladder to succeed.



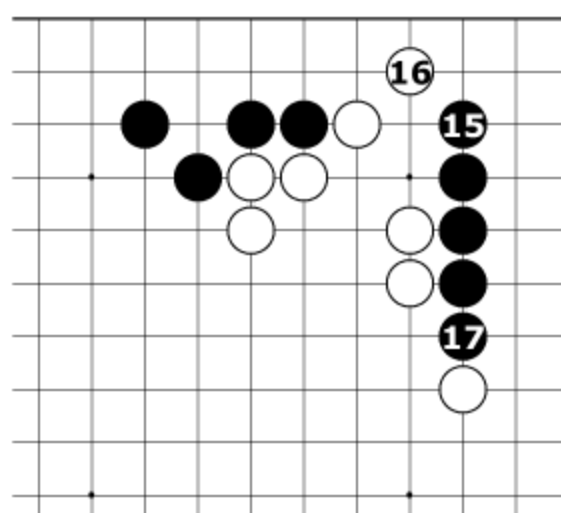
⑪ White can play at 'a', but 'b' is preferable.



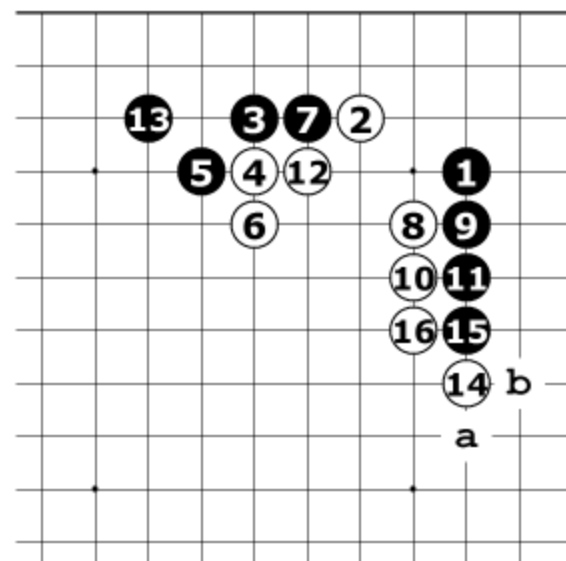
⑫ Black 'a' leads to fighting. Black 'b' sacrifices the two Black stones (3 & 7) for the right.



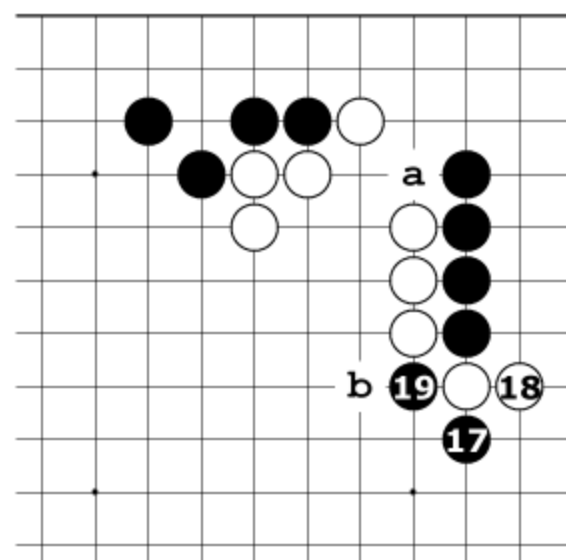
⑭ Black continues with 'a' or 'b'.



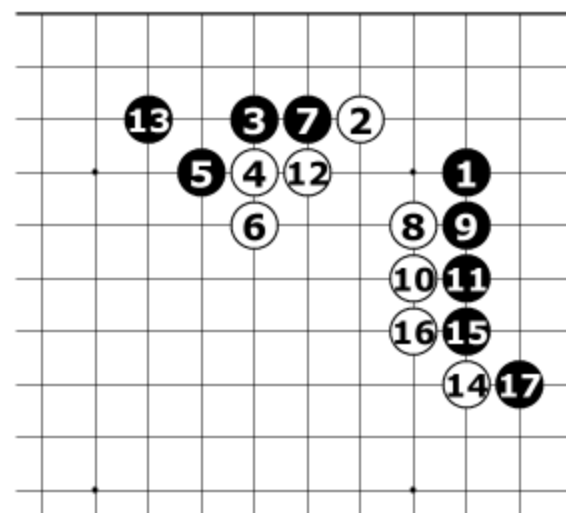
⑮ The push and cut by Black are unwise.



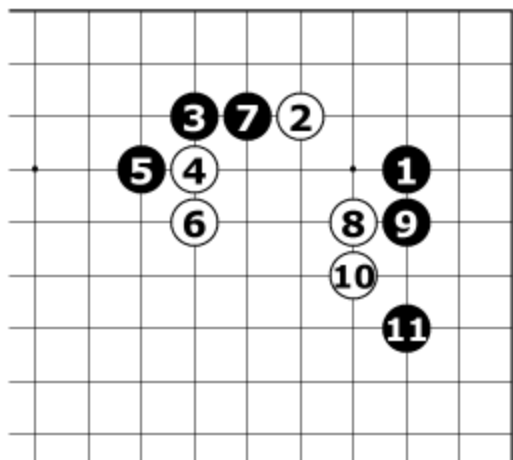
⑯ Black continues with 'a'. Black 'b' is cowardly.



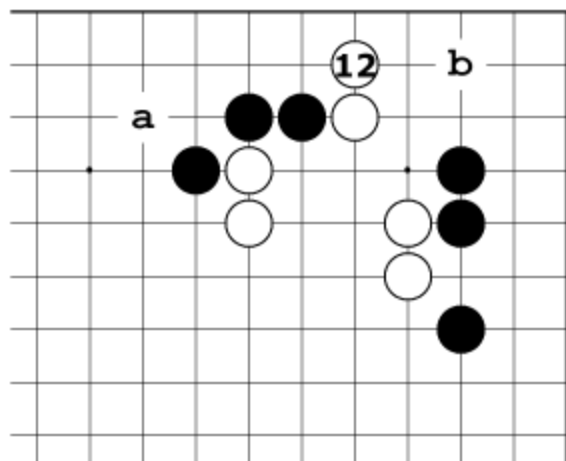
⑰ Black has 'a' and 'b' available, so the fight should be favorable if missteps are avoided.



⑱ Black crawls along "the line of defeat".

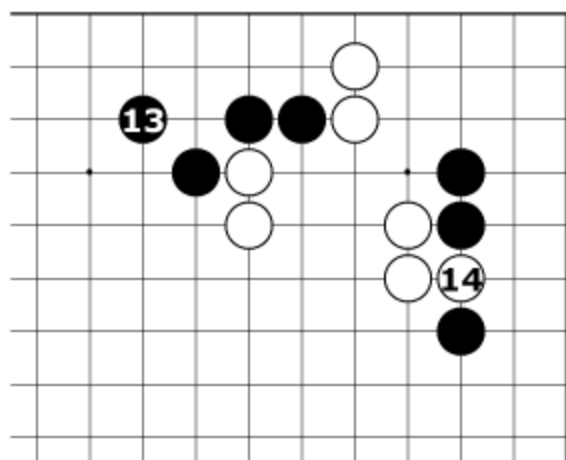


11 Black 11 is a mistake.

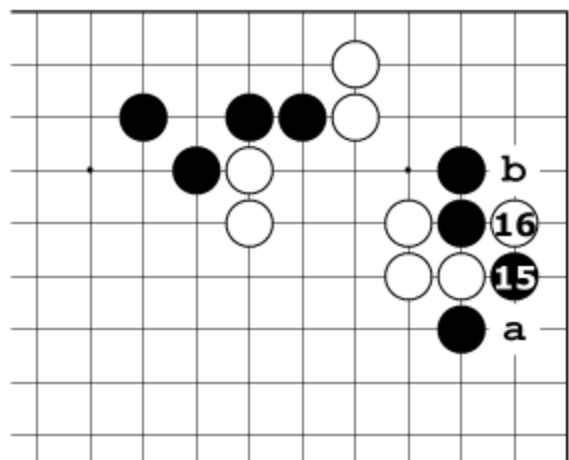


12 Neither Black 'a' nor 'b' work if White has the ladder.

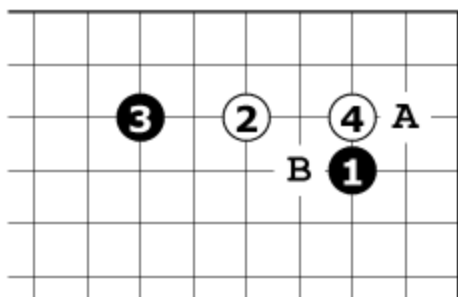
White captures Black 3,7 if Black 'b'.



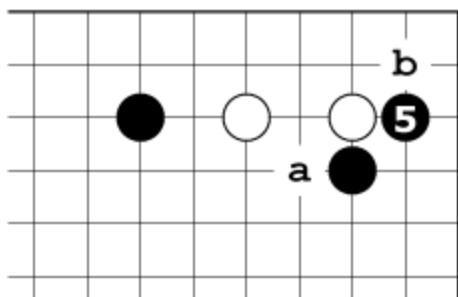
14 White must have the ladder to play this way.



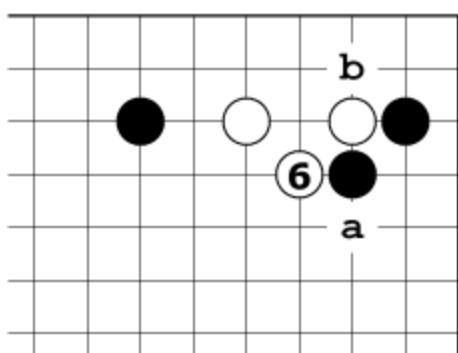
16 Black 'a' is a mistake. White needs a ladder if Black 'b'.



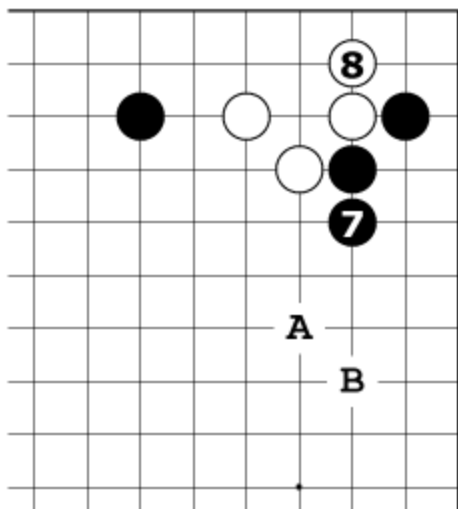
4 The aim of White's 3-3 contact play is to settle the situation quickly. 'A *' is joseki, 'B' another variation.



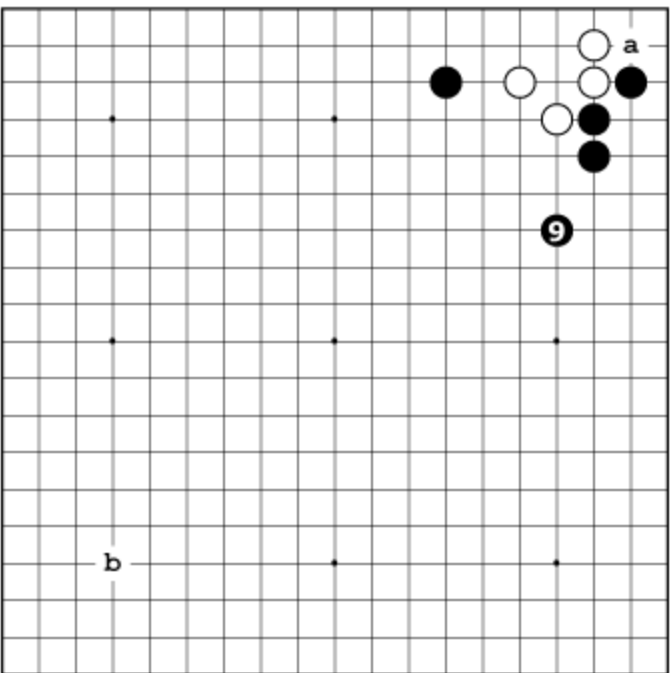
5 White continues with 'a *'. White 'b' gives Black excellent thickness.



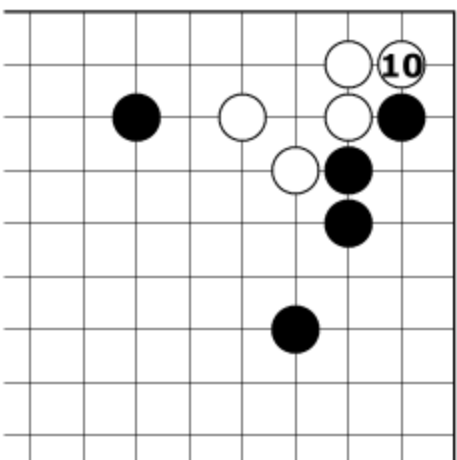
6 Black continues with 'a *' or 'b *'.



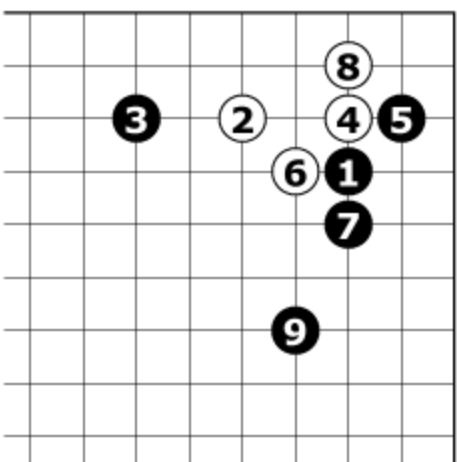
8 'A *' is joseki, 'B' is a mistake.



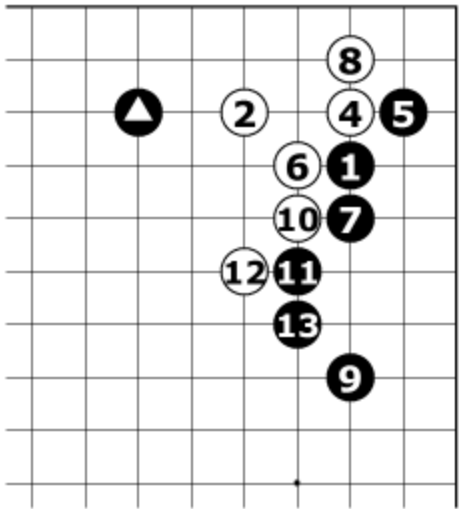
9 White continues with 'a'. Playing elsewhere ('b') is not recommended, as White is threatened and Black strengthened in sente.



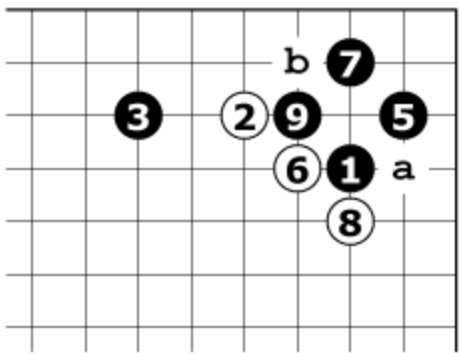
10 * GOOD VARIATION *



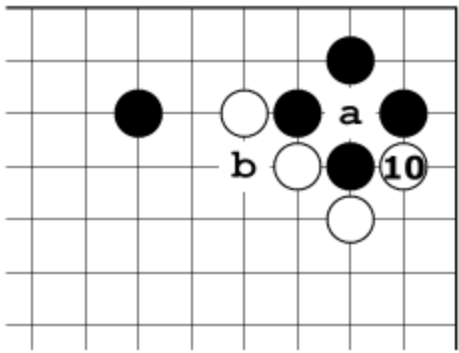
10 White 10, playing elsewhere, is a mistake.



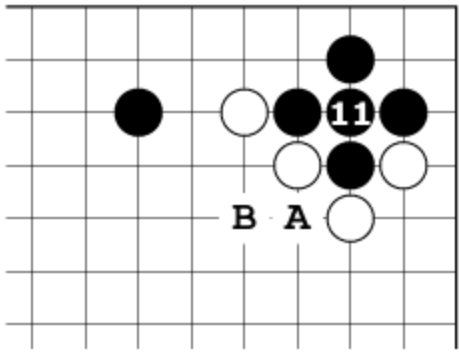
13 The marked stone is weakened now.



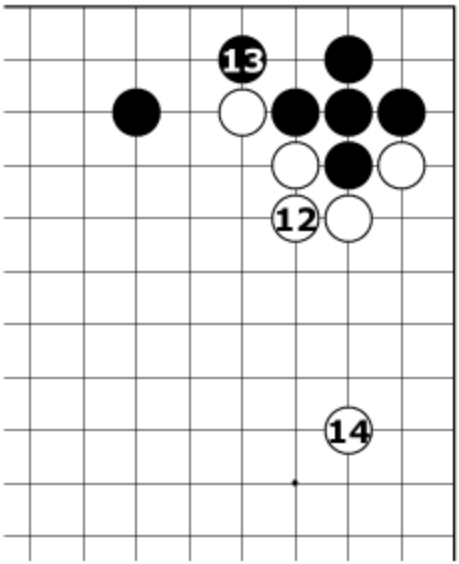
9 White continues with 'a *'. White 'b' is a mistake.



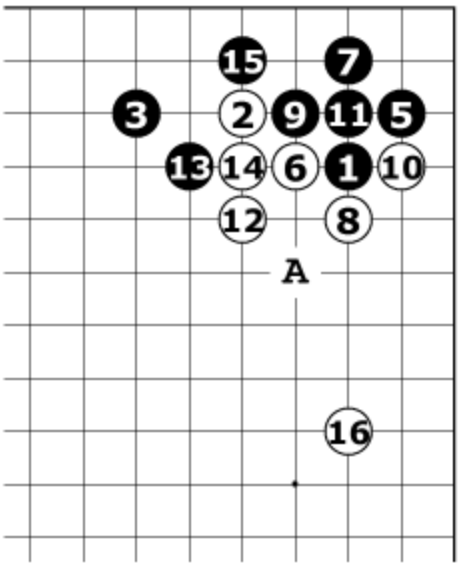
10 Black continues with 'a *'. Black 'b' is unreasonable.



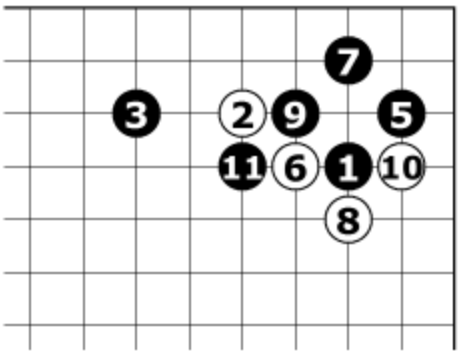
11 'A *' is correct, 'B' is inferior.



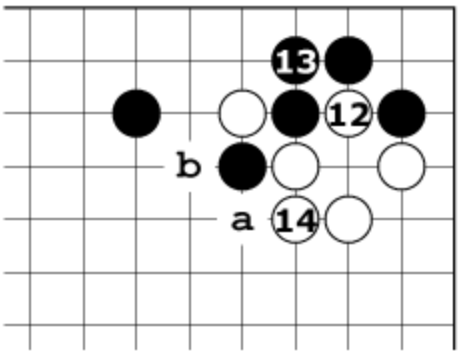
14 * GOOD VARIATION *



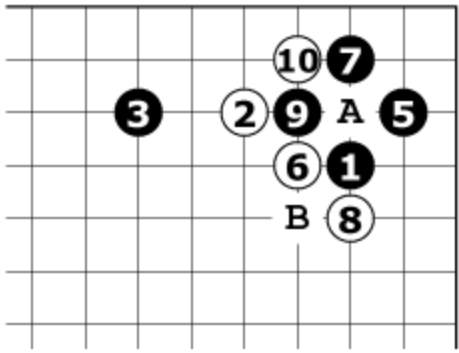
16 Black aji on A.



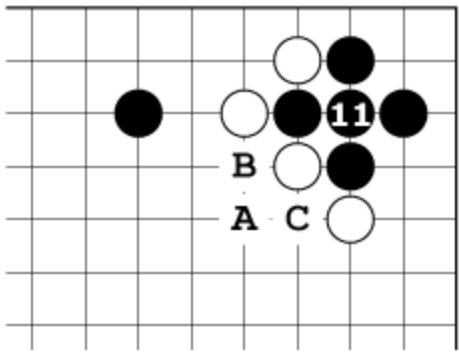
11 Black cuts, but cannot fight the ko. Black 11 is a mistake.



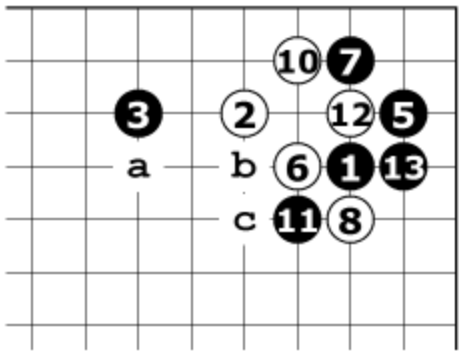
14 Black continues with 'a' or 'b'.



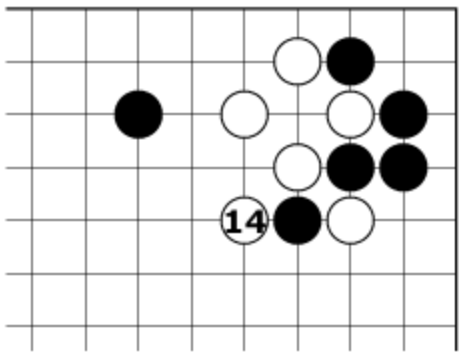
10 White 10 is a mistake. Black punishes with 'A' or 'B'.



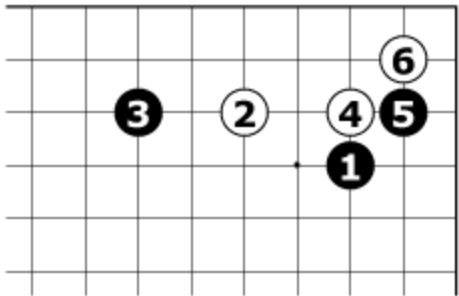
11 'A', 'B' or 'C' don't help.



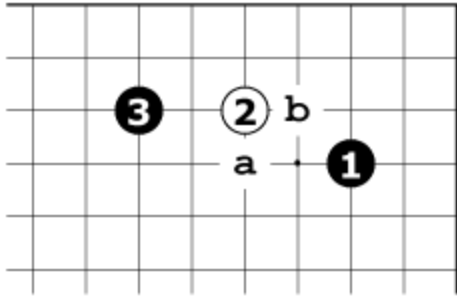
13 White 'a' is the best move available. White 'b' is not as good, and White 'c' bad.



14 No good will come for White from White 14.

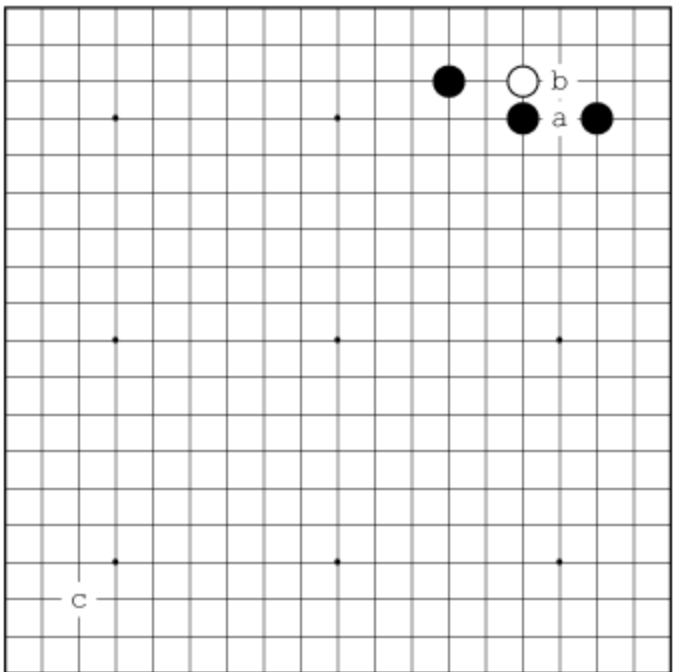


⑥ White 6 is a mistake. Black gets wonderful thickness.



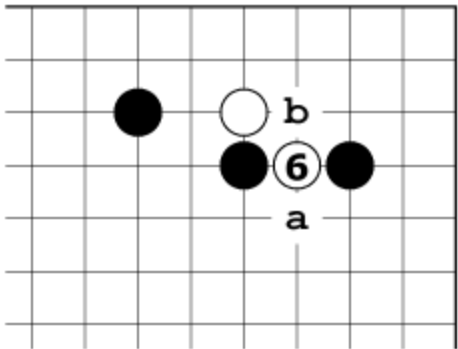
④ White plays elsewhere. To do so without a favorable ladder is to invite a loss.

Black continues with 'a *' or 'b'.

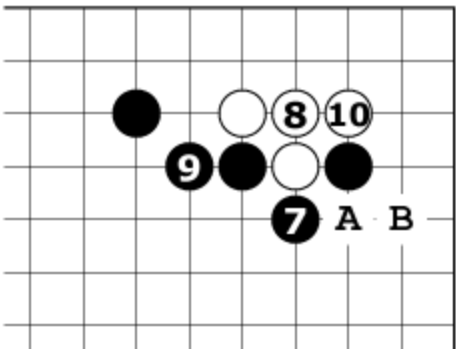


⑤ White plays 'a *' if the ladder is favorable. If the ladder is not favorable, White must play 'b', proving that White should not play elsewhere if the ladder is unfavorable.

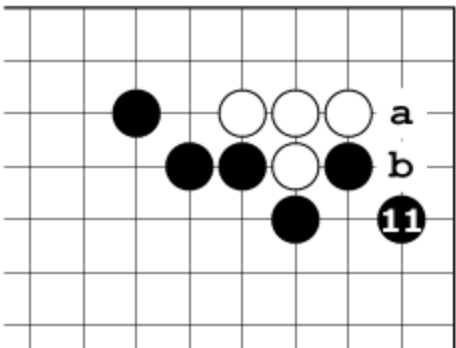
'c' show Black's follow-up if White again plays elsewhere.



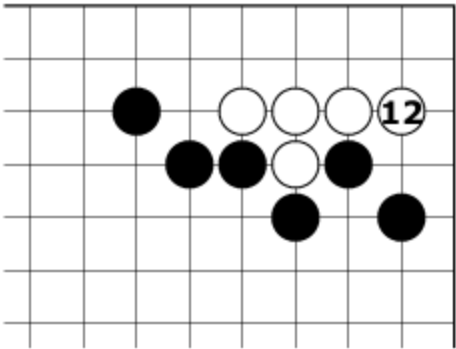
⑥ White must have the ladder to play White 6, in which case Black plays 'a *'. Black plays 'b' if the ladder is favorable.



⑩ 'A' or 'B'.

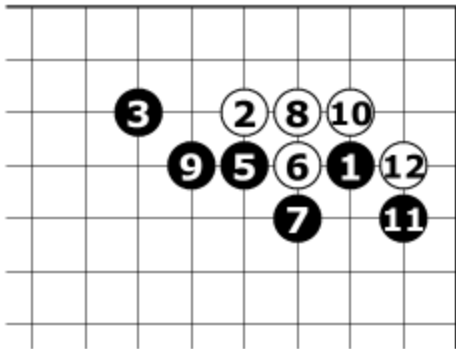


⑪ White continues with 'a*'. White 'b' is sente, but risky.

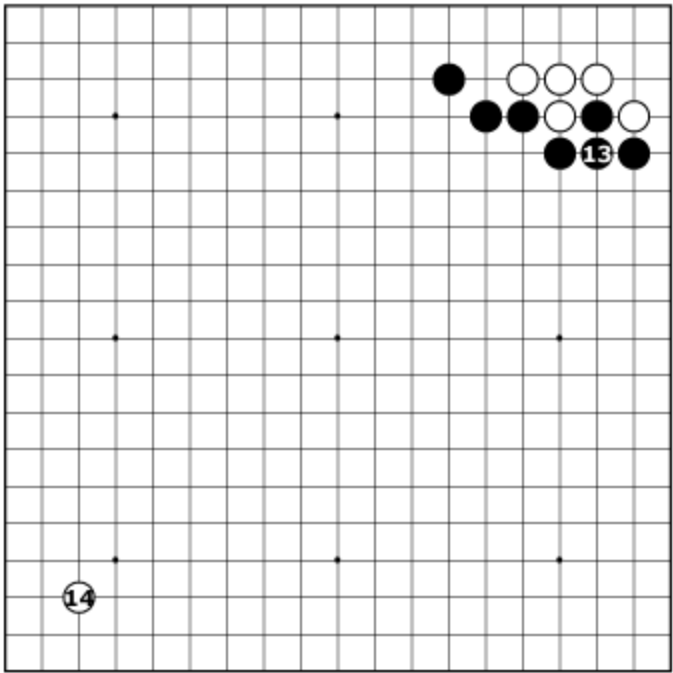


⑫ * GOOD VARIATION *

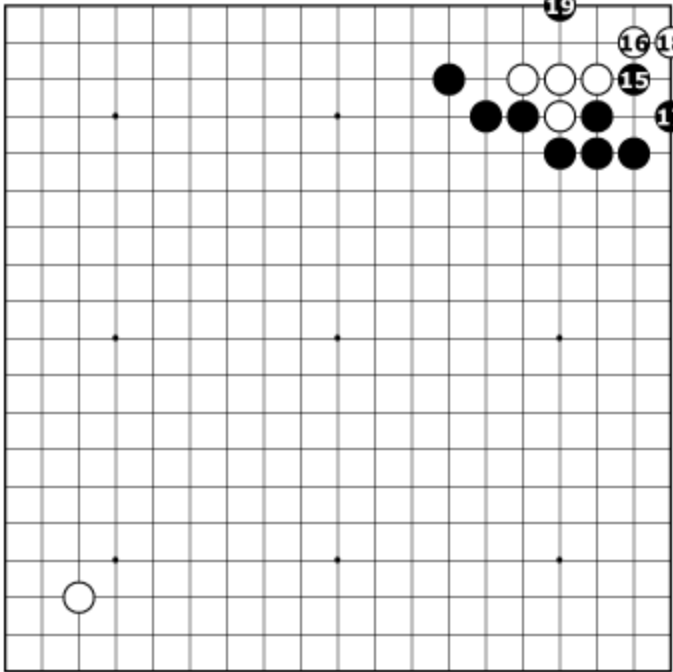
White plays 12 to ensure life in the corner.



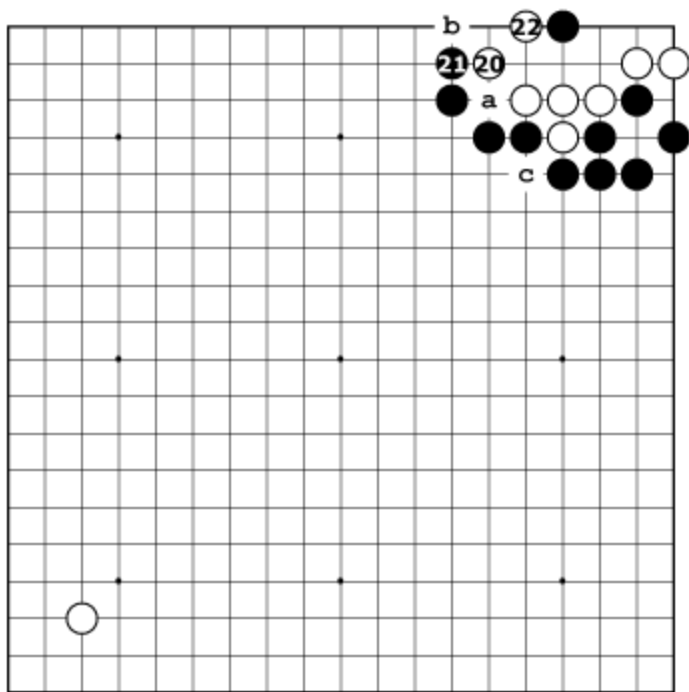
⑫ White 12 is not recommended.



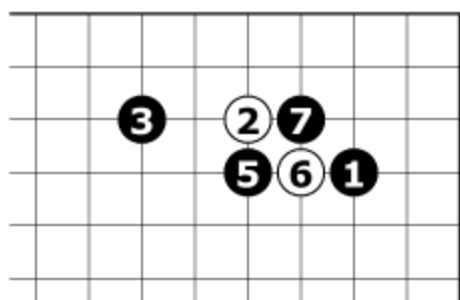
⑭ White plays elsewhere.



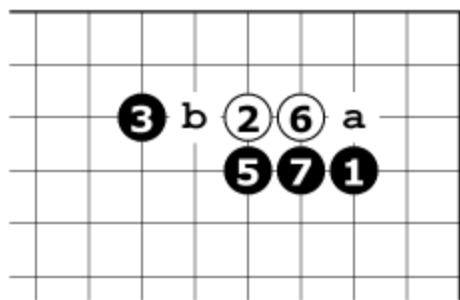
⑲ Black 19 is a tesuji.



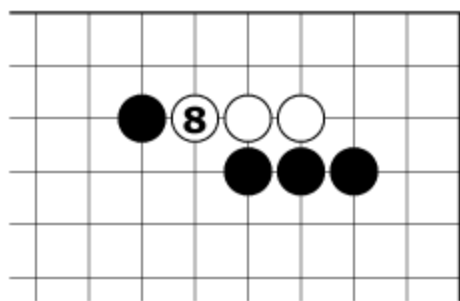
22 Black can now play 'a' and 'b' in sente. The value of the cutting point at 'c' has disappeared.



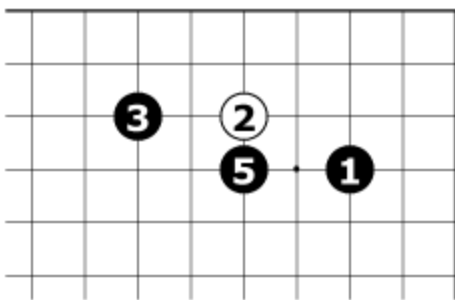
7 Black only plays 7 if the ladder is favorable.



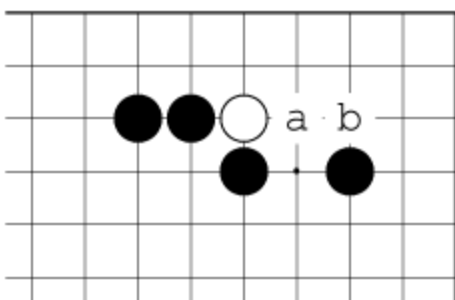
7 White continues with 'a'. White 'b' only makes the loss greater.



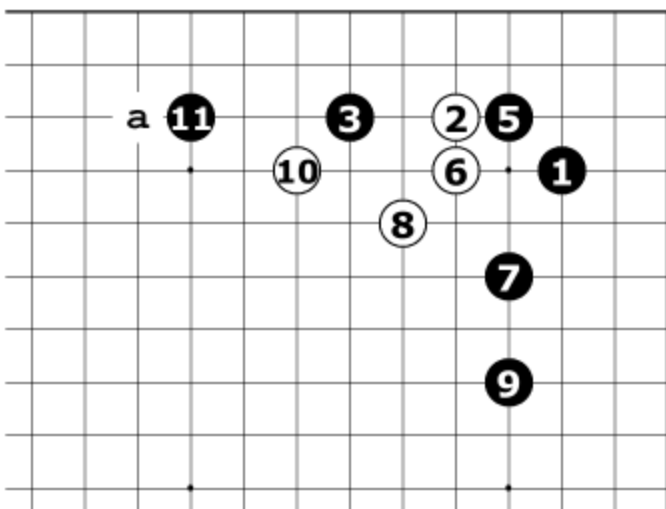
8 White 8 is a mistake.



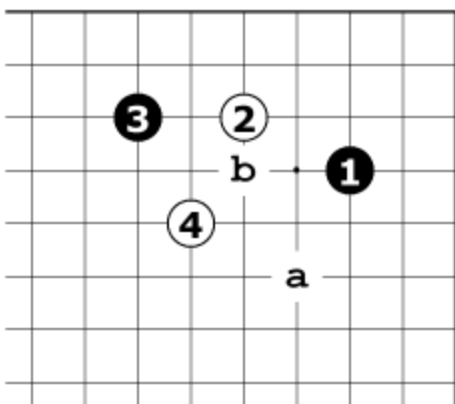
6 White plays elsewhere again.



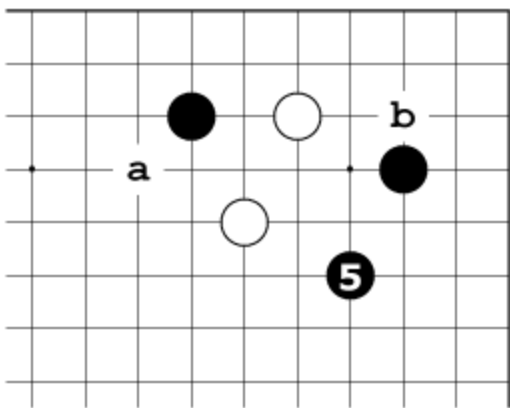
7 White 'a' is answered by Black 'b'.



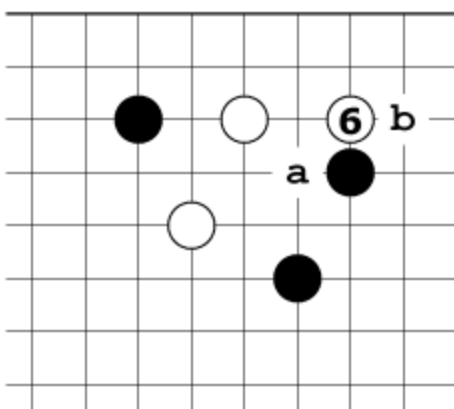
11 Black trying to put Black 3 into play is greedy. Black 11 or 'a' is recommended.



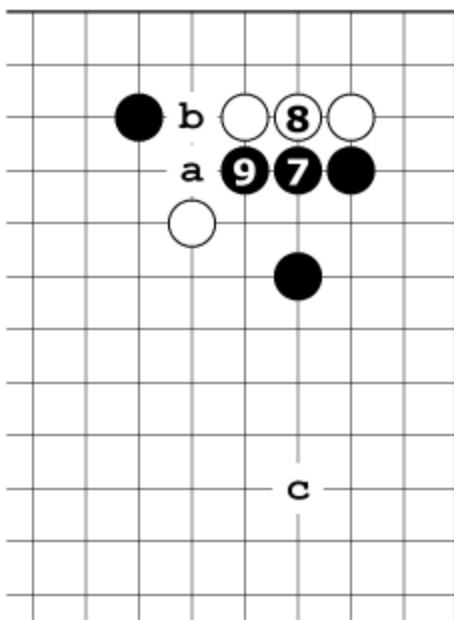
4 White 4 appeared in the late 1920's, but the move is odd, hardly joseki. Black continues 'a' or 'b'.



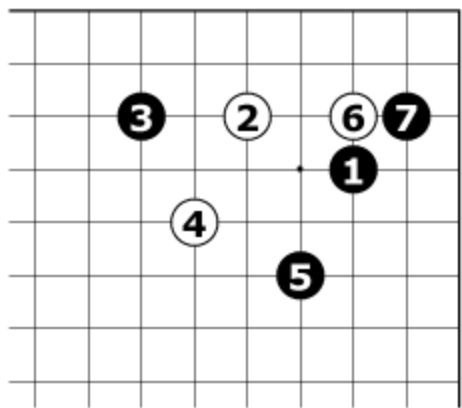
5 White continues with 'a' or 'b'.



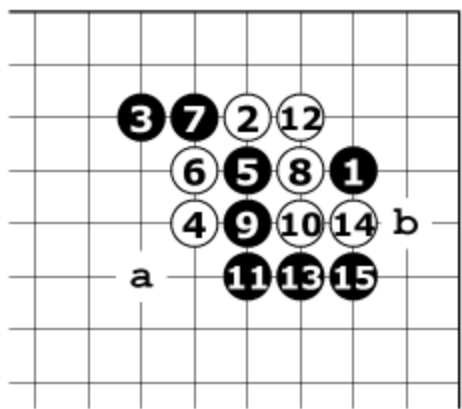
6 Black continues with 'a'. Black 'b' is weak.



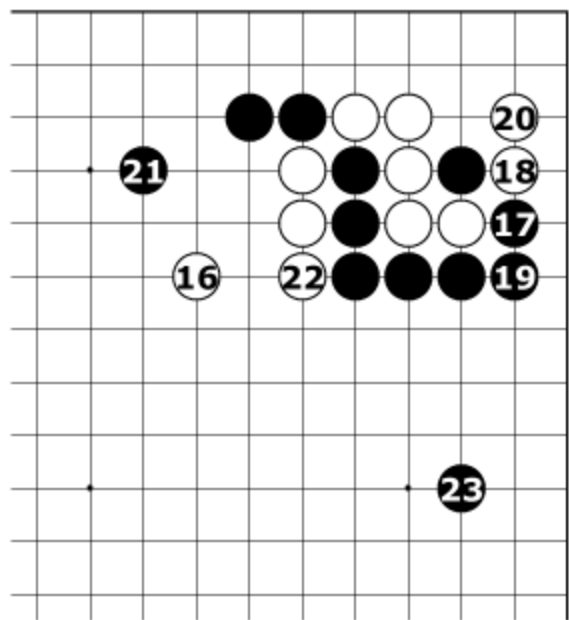
9 If White 'a' and Black 'b', White has to go back and make the corner alive. Consequently, White will leave things as they are and play 'c' to erase Black's thickness, but it is enough for Black to push through at 'a'.



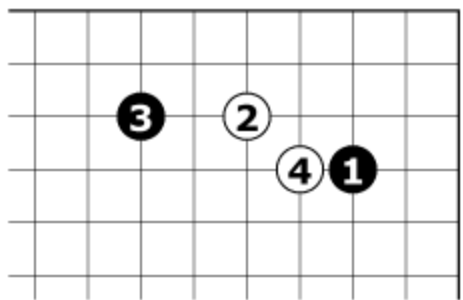
7 Black 'b' is submissive.



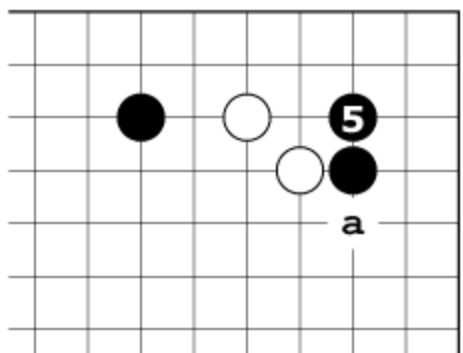
15 If Black plays 'a' instead of 15, White turns at 15, increasing his territory, and this result is not necessarily favorable for Black. If White 'b' in answer to Black 11, then Black 'a' is alright.



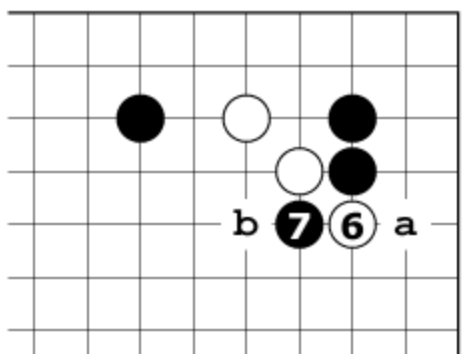
23 Black 21 and 23 apply pressure on both sides to White's floating stones. With 23 Black gets territory equal to White's corner and can torment White's center stones for more profit.



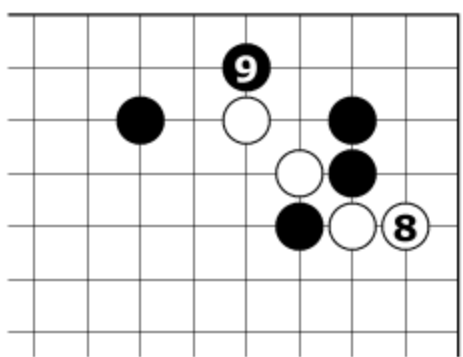
4 White 4 is not joseki.



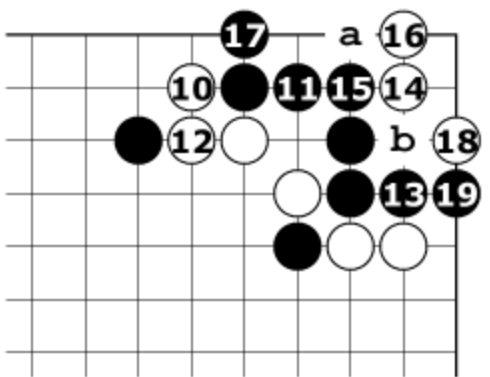
5 Black must resolutely play 5. Black 'a' is spiritless (see variation 2-1-8-3).



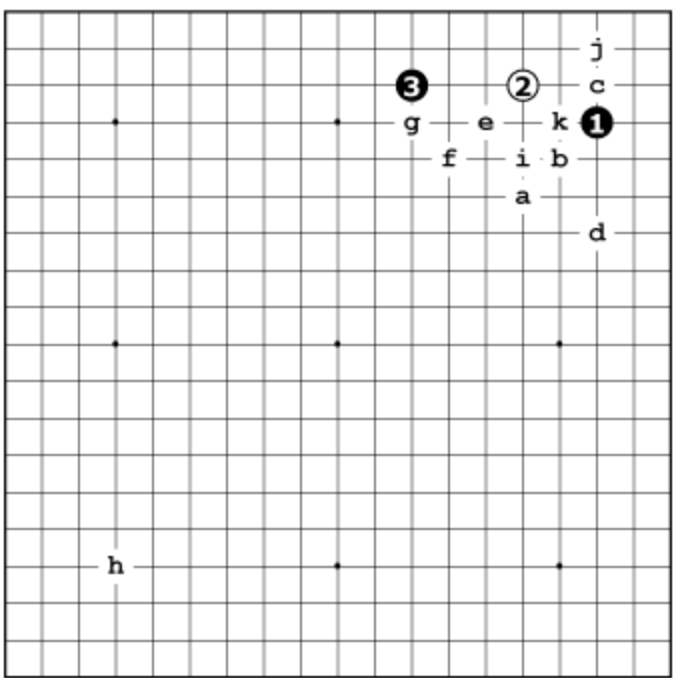
7 White may try 'a' or 'b'. Neither work.



9 After Black 9, there is nothing White can do to cause a favorable result.



19 White's corner stones die. Neither 'a' nor 'b' works for White.



3 The low two-space pincer used to be the most popular. With modern Go emphasis on influence, the two-space high pincer has replaced it.

Possible White reponses range from 'a', 'b *', 'c *', 'd *', 'e *' to 'g *', or elsewhere 'h *'. White must have the ladder to play 'd' or play elsewhere (h8).

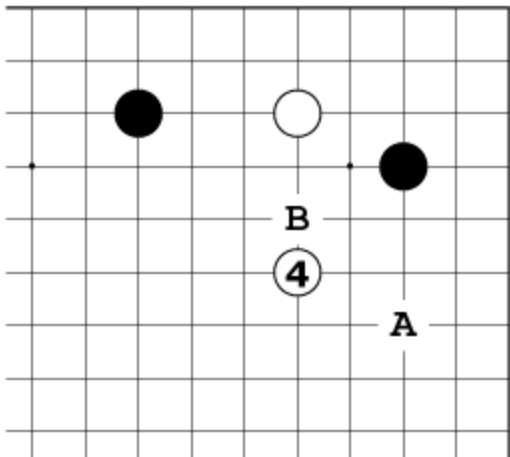
Note, in contrast to the one-space pincer, the one-space jump (shown at 'i') is not joseki.

'j' and 'k' are mistakes.

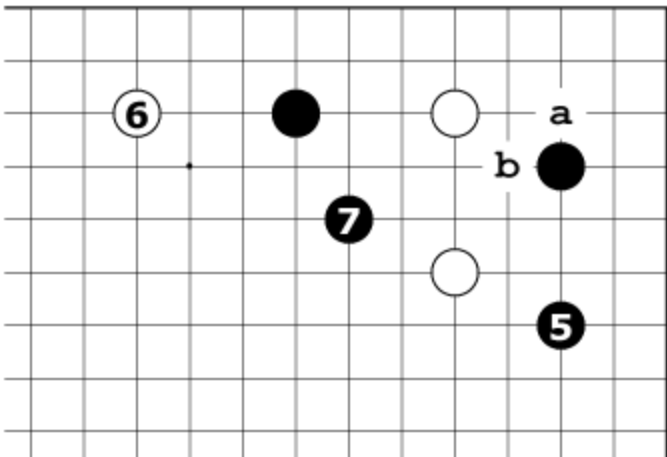
k11, j10, i9, h8, g7, f6, e5, d4, c3, b2, a1

outcomes:
a1 - White pincer at top; White gets out
b2, c3 - different outcomes
d4 - White takes the right

e5 - White gets out, takes part of the corner
f6 - White takes the right
g7 - initial loss, generally White takes the right

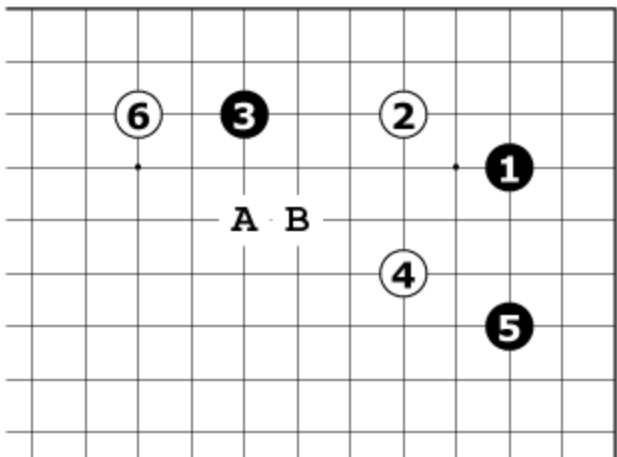


④ 'A' or 'B' are ok.

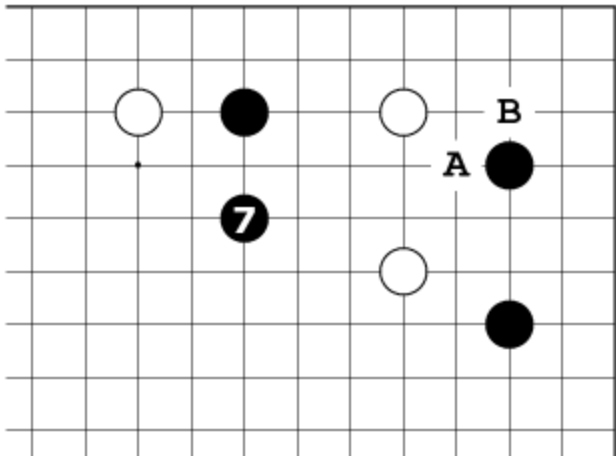


⑦ Black 7 is a vital point.

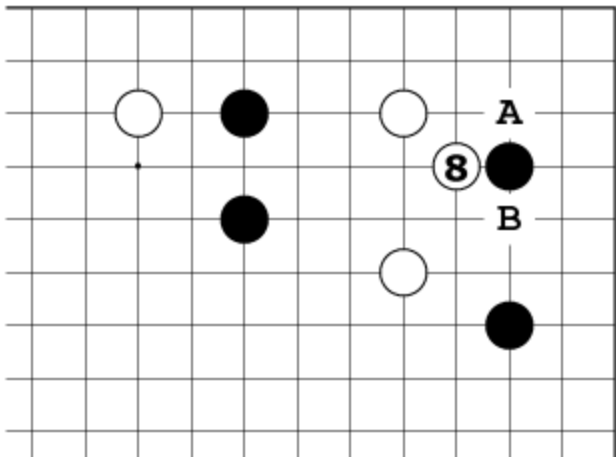
White continues with 'a' or 'b'. Many continuations are the same as with the two-space high pincer; consult those variations.



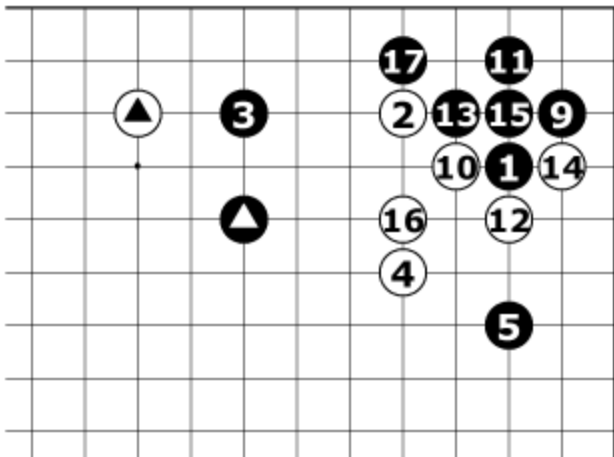
⑥ 'A' or 'B'.



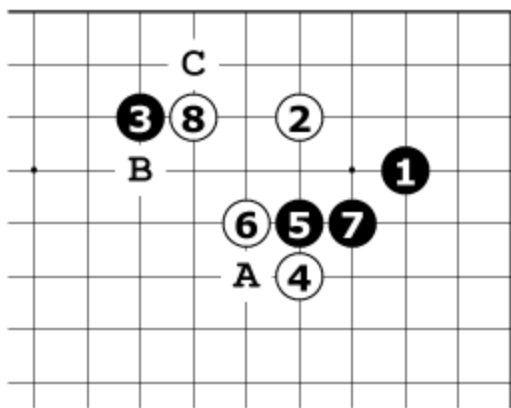
⑦ 'A' is joseki, 'B' is a mistake.



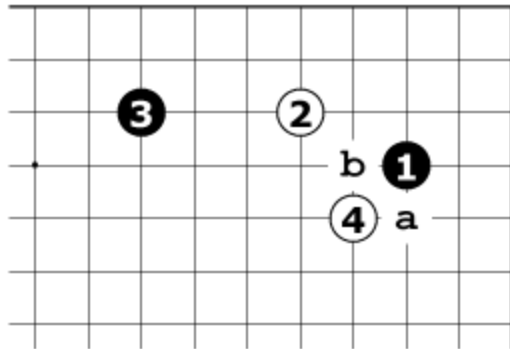
⑧ 'A' or 'B'.



⑦ The exchange of the triangled stones is now bad for Black.

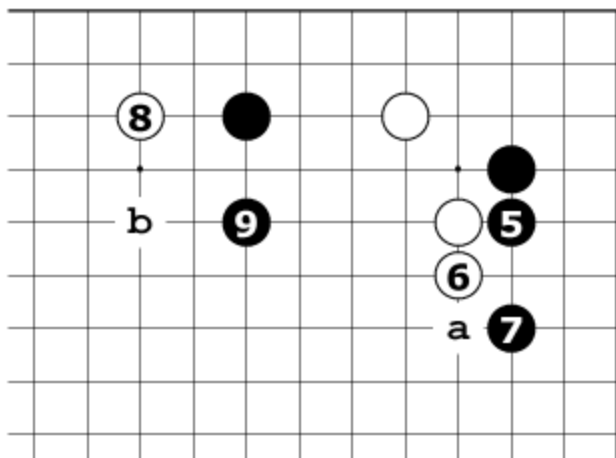


⑧ 'A' is correct, 'B' and 'C' are mistakes.



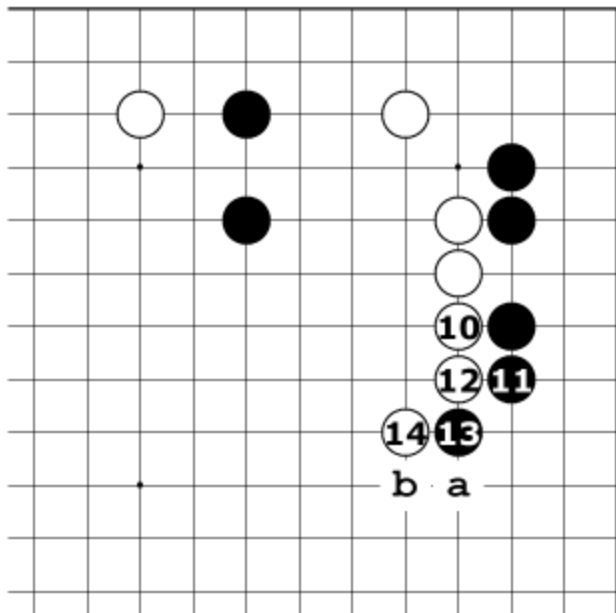
④ The White pressing move was popular in Edo period (1600-1867) games. White aims to build influence then attack with a pincer of his own. The idea is the same as the two-space jump, but more forceful.

Black continues with 'a *' or 'b *'. 'b' leads to a difficult joseki.

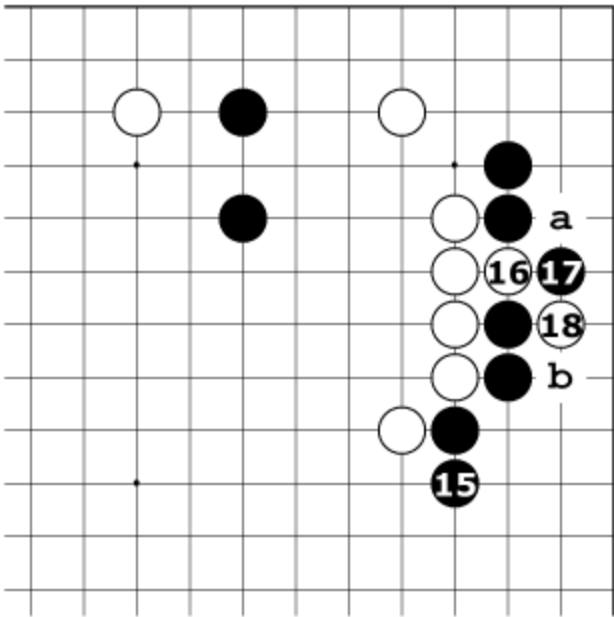


⑨ * GOOD VARIATION *

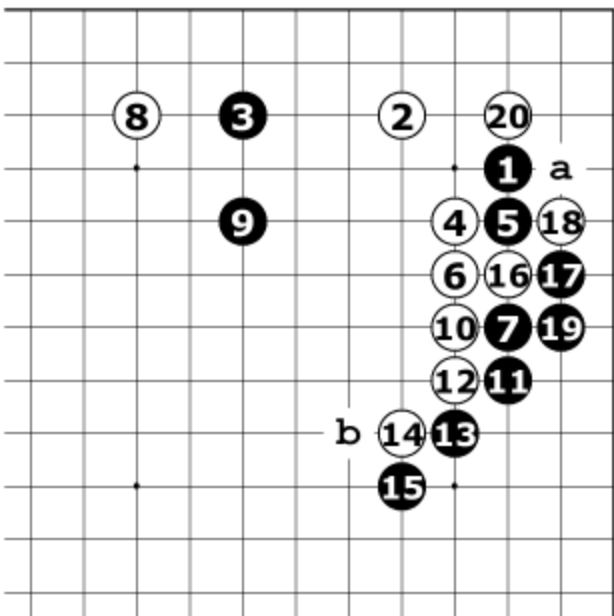
White continues with 'a' or 'b'.



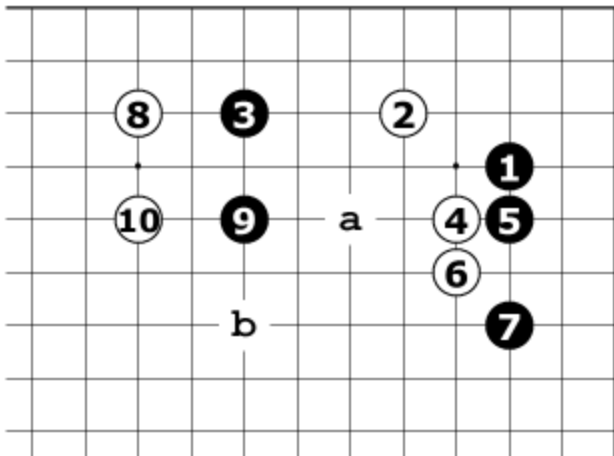
⑭ Black continues with 'a' or 'b'.



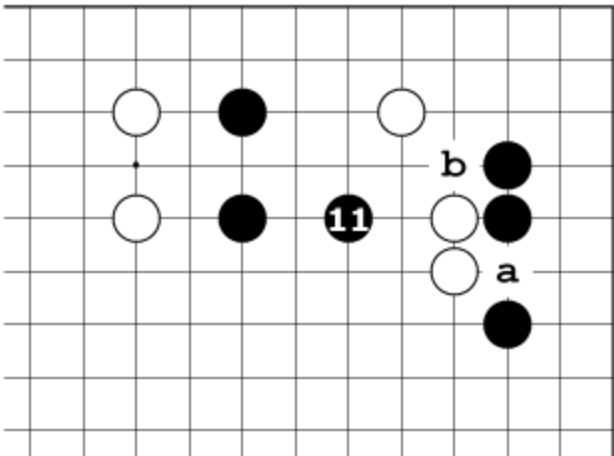
18 Black continues with 'a' or 'b'.



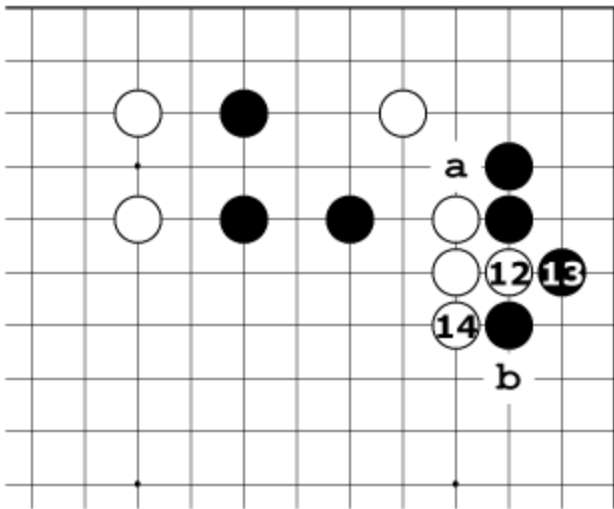
20 Black continues with 'a' or 'b'.



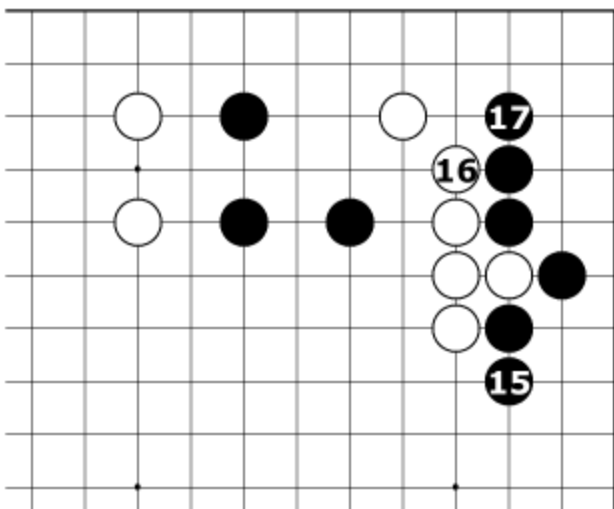
10 Black continues with 'a' (joseki). Black 'b' allows White good shape.



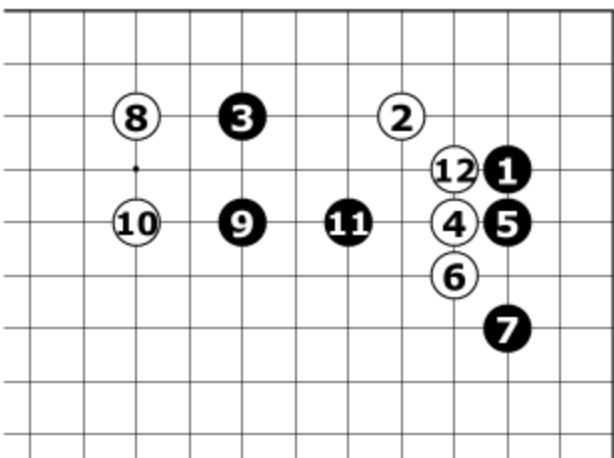
11 White continues with 'a'. White gets sealed in if he plays 'b'.



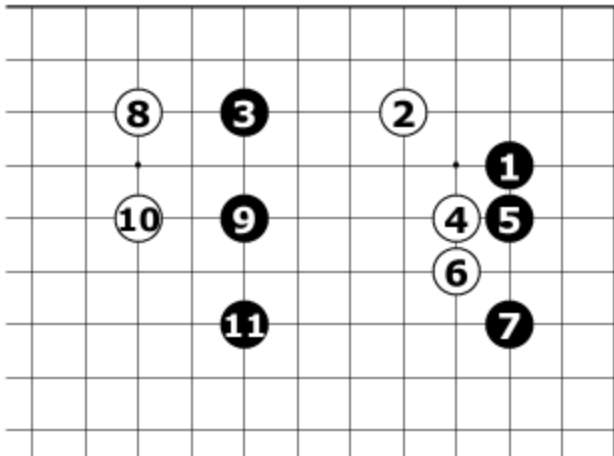
14 Black continues with 'a' or 'b'.



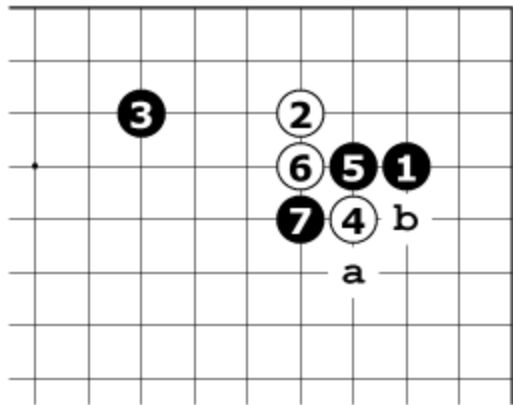
17 Black 17 is a strategic point.



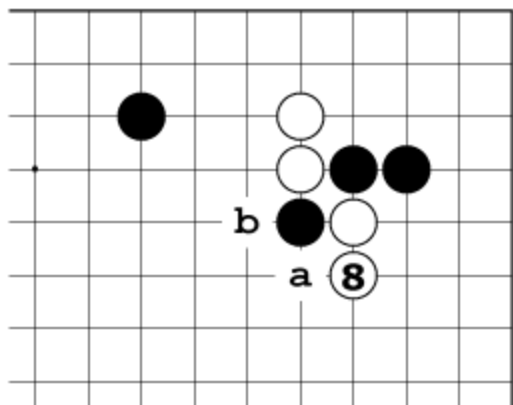
12 White 12 is a mistake.



11 Black 11 is slack.

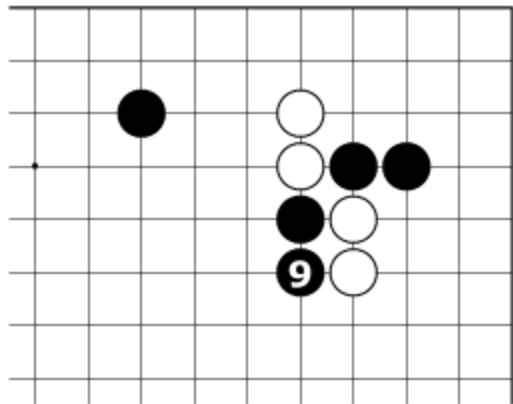


7 Neither side can afford a mistake. White continues with 'a *'. White 'b' is a mistake.

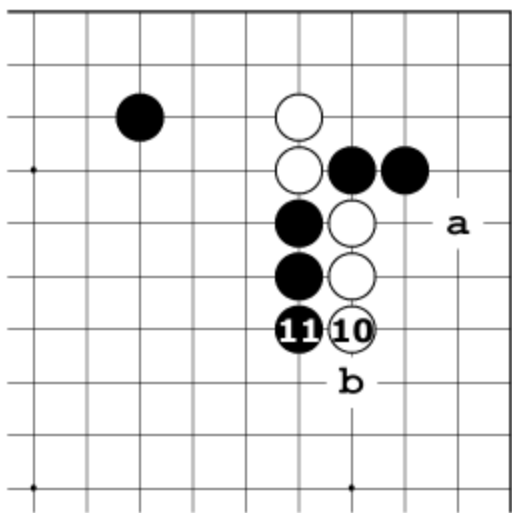


8 White 8 is the only move.

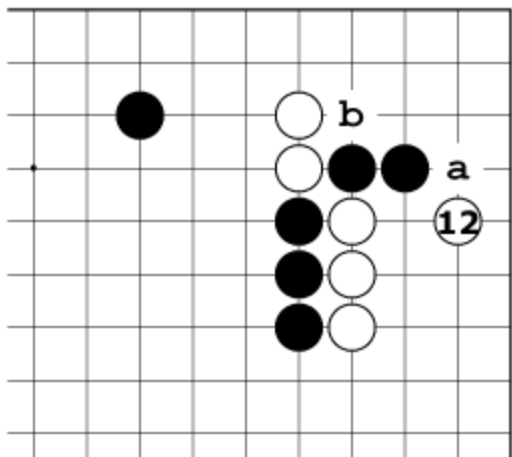
Black continues with 'a *', not 'b'.



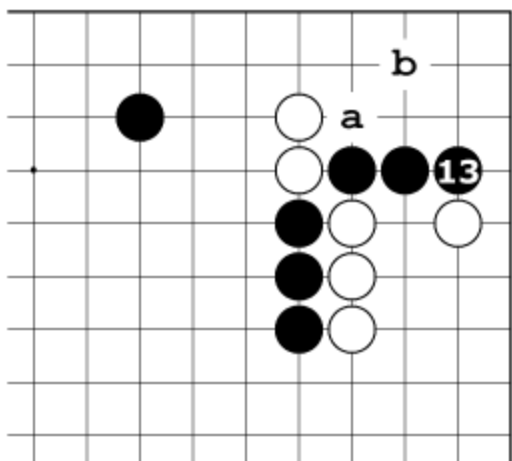
9 Black 9 is the only move.



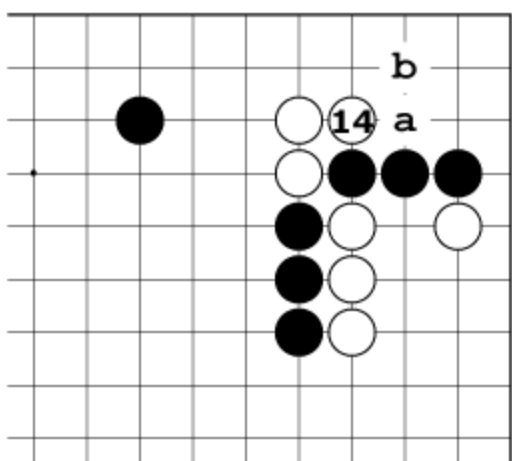
11 White continues with 'a *'. White 'b' is a mistake.



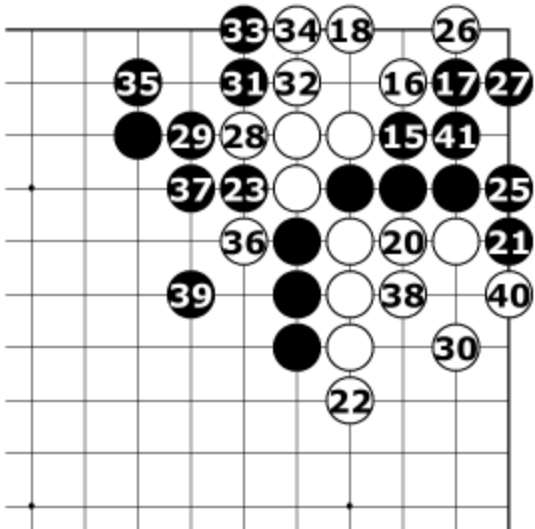
12 Black continues with 'a' or 'b *'.



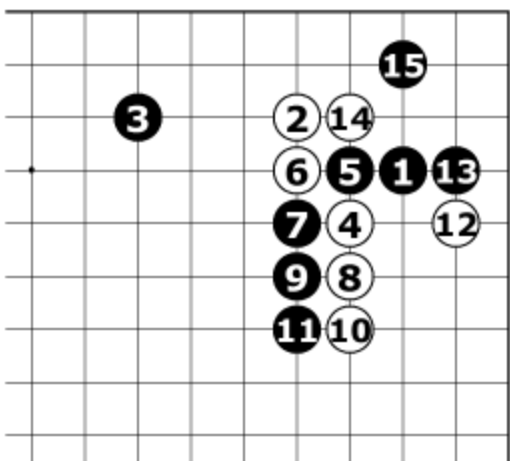
13 White continues at 'a'. White 'b' is slack.



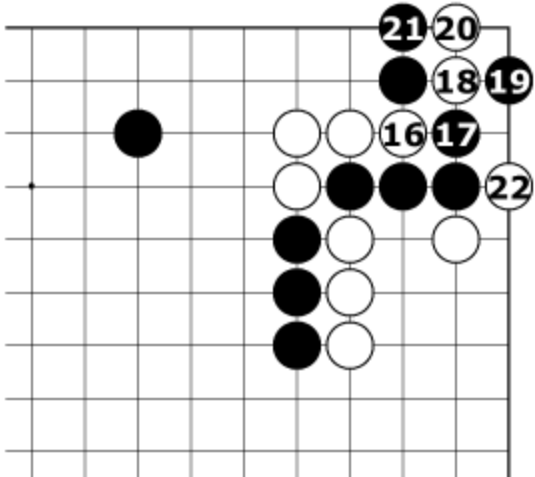
14 Black continues with 'a'. Black 'b' is a mistake.



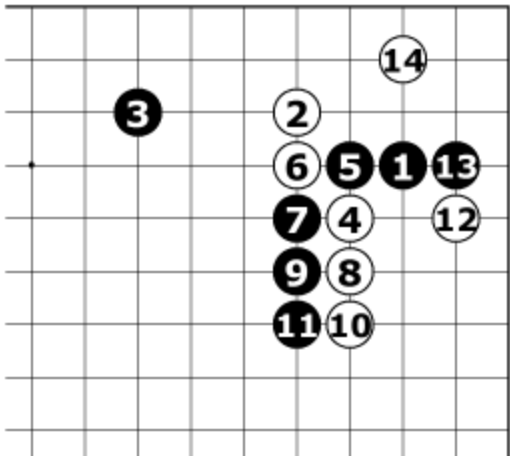
41 The result in the corner is a seki. The result overall is considered slightly favorable to White.



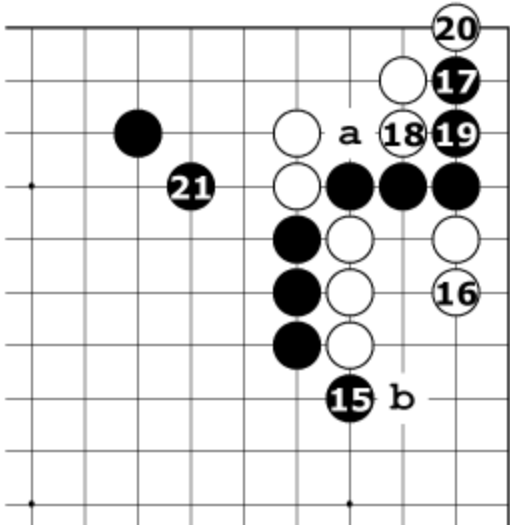
15 Black 15 is a mistake.



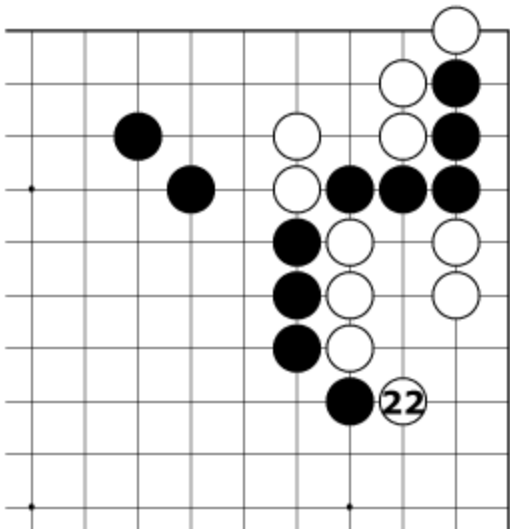
22 White wins by throwing in at White 18 after Black captures.



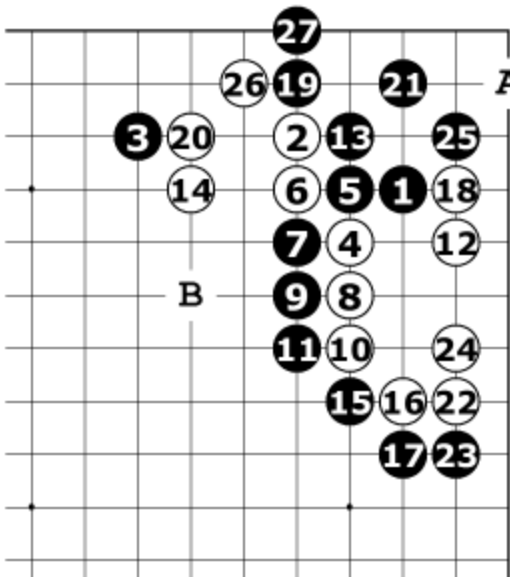
14 White 14 is a mistake. Black discards the corner for superior thickness.



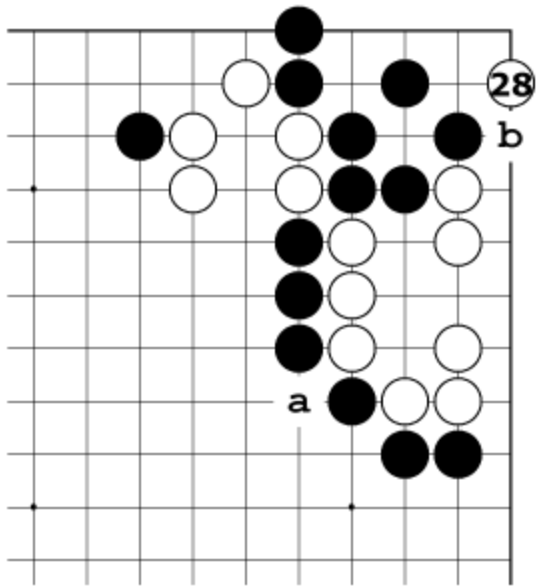
21 White must play 'a', not another move (such as 'b').



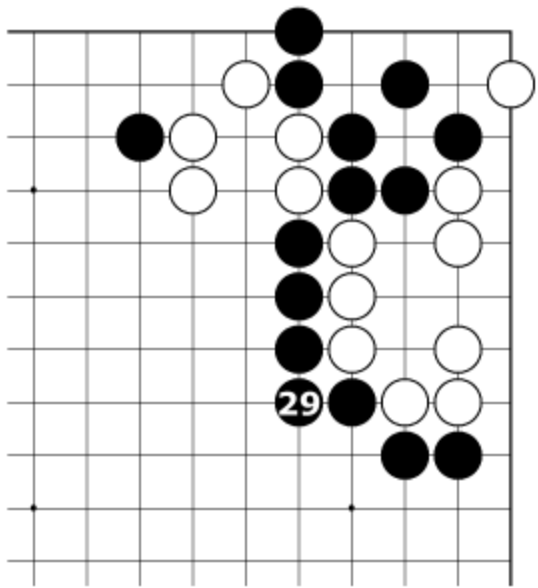
22 White 22 is a mistake.



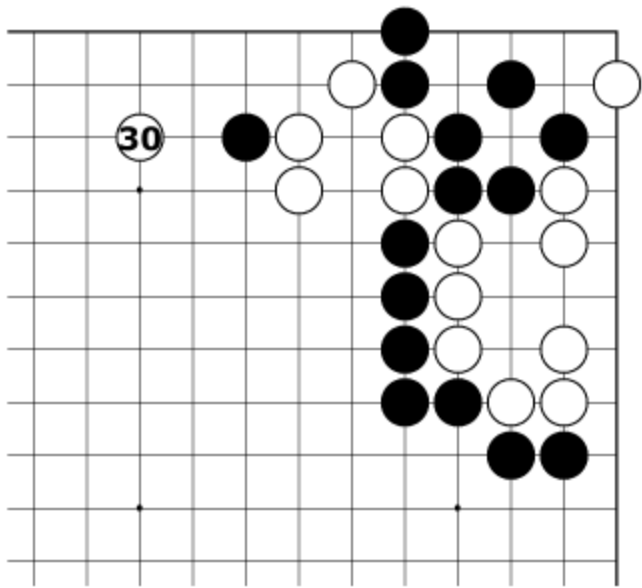
27 'A *' is necessary, just playing 'B' without it is failure.



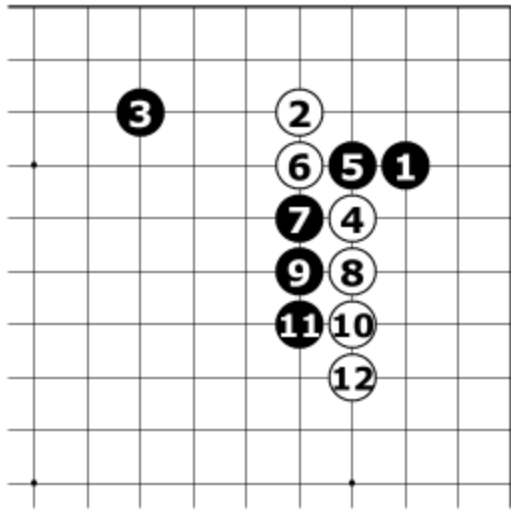
28 A tesuji by White, ensuring life for the group on the right side. Joseki continues with Black 'a *'. Black 'b' doesn't work as a life threat against the White group.



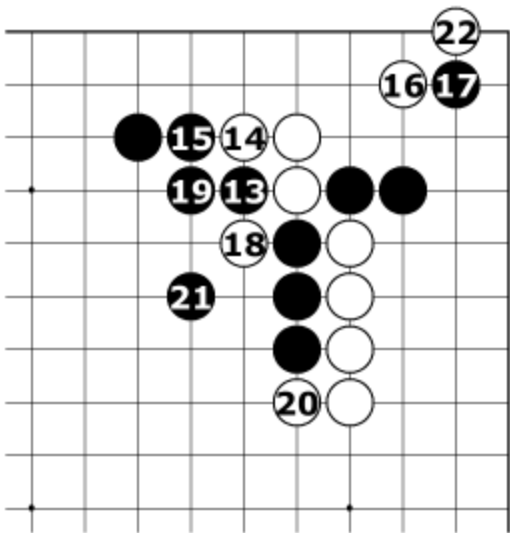
29 Black does not need to answer, so reinforces at Black 29.

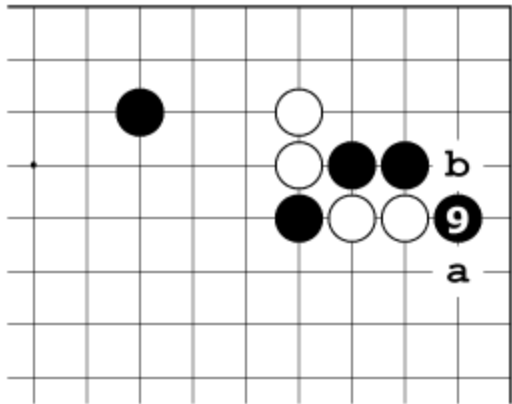


30 * GOOD VARIATION *

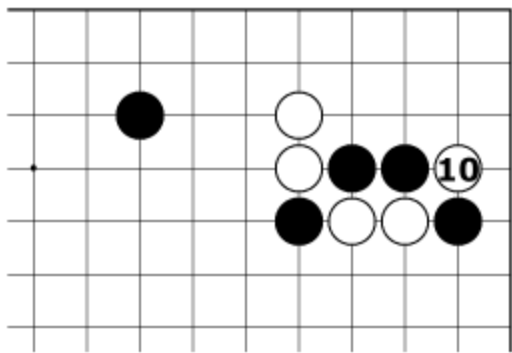


12 White 12 is a mistake.

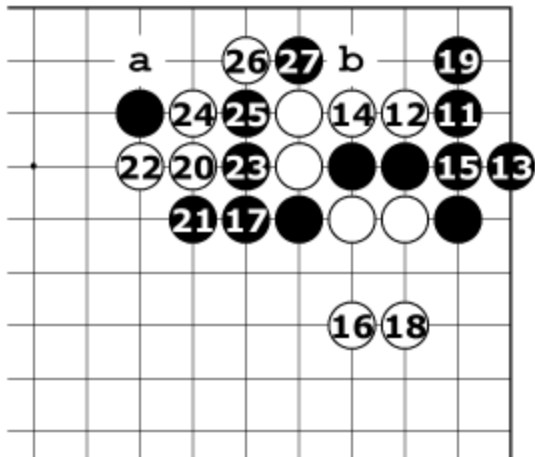




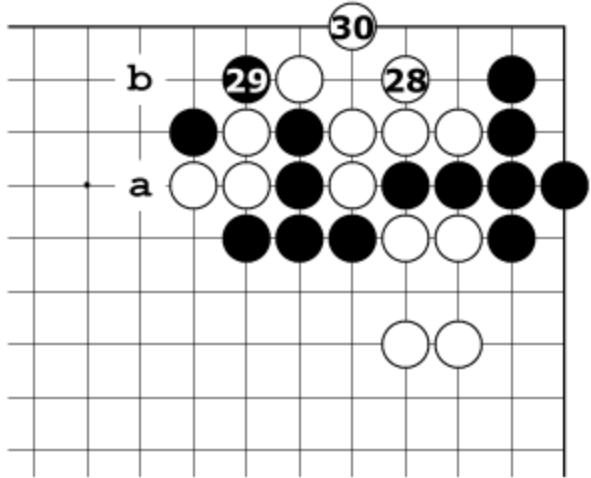
9 White may try 'a' or 'b'. Neither work.



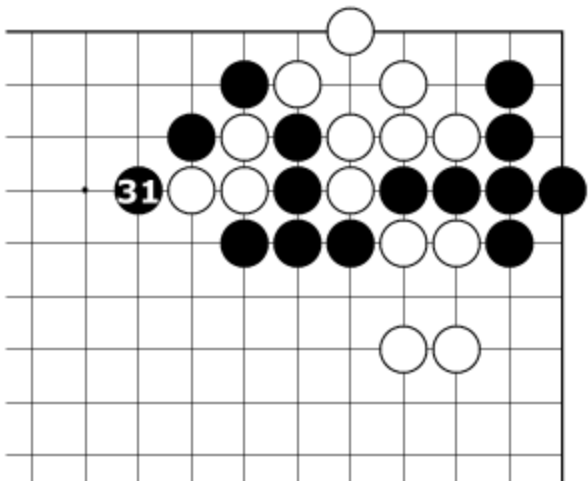
10 White 10 was played by Kitani Minoru (White) against Mukai Kazuo (Black) in April 1924.



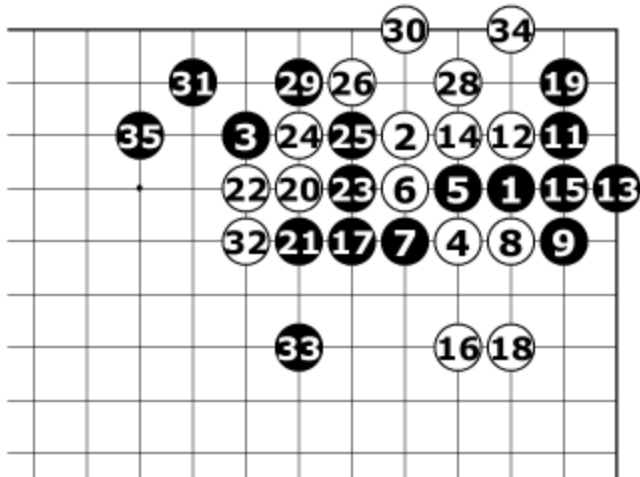
27 White continues with 'a'. White 'b' is less favorable.



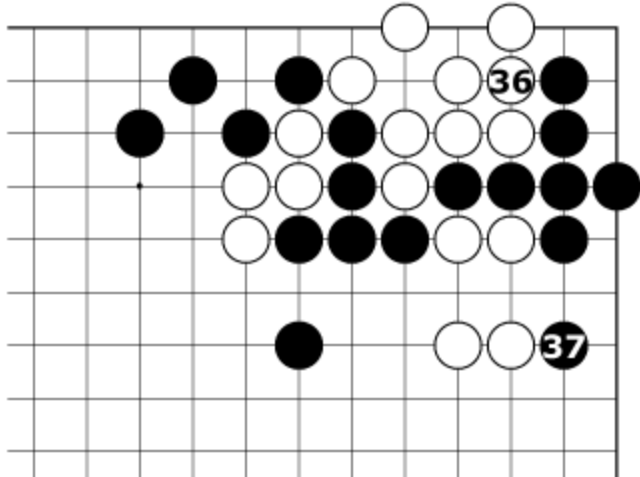
30 Black continues with 'a' if the ladder is favorable, 'b' if not.



31 Black must have the ladder to play this way.

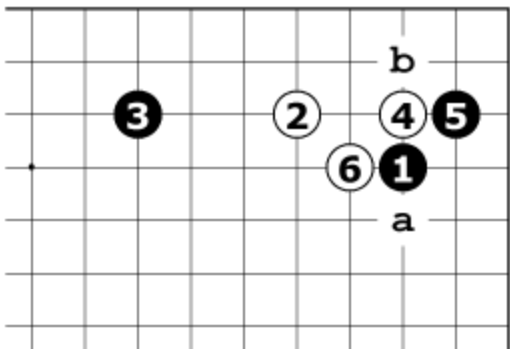


35 Black lets White live in the corner.

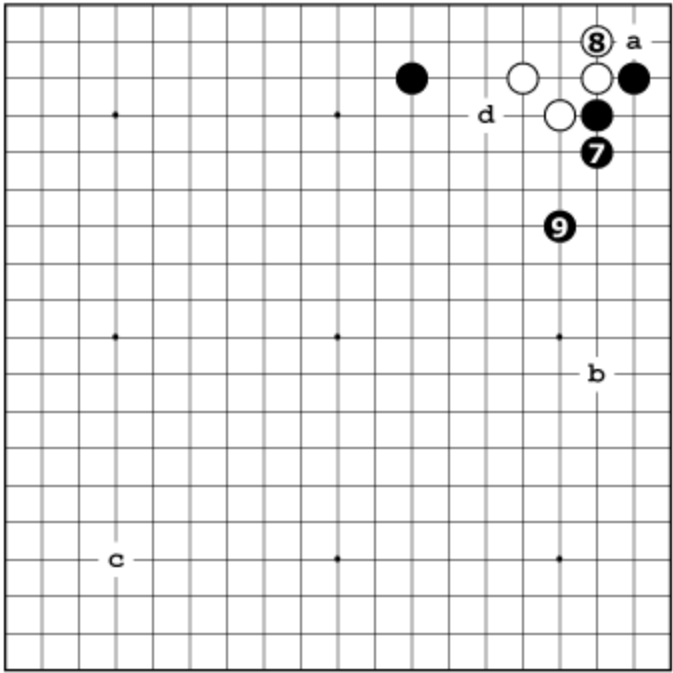


37 Black 37 to ensure life.

White has two floating groups to look after in the fighting ahead.



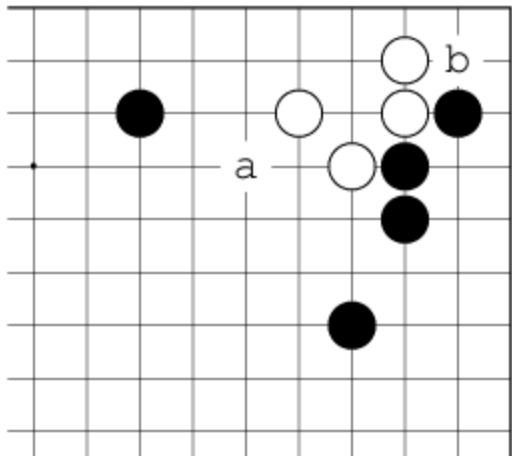
6 Black continues with 'a' or 'b'.



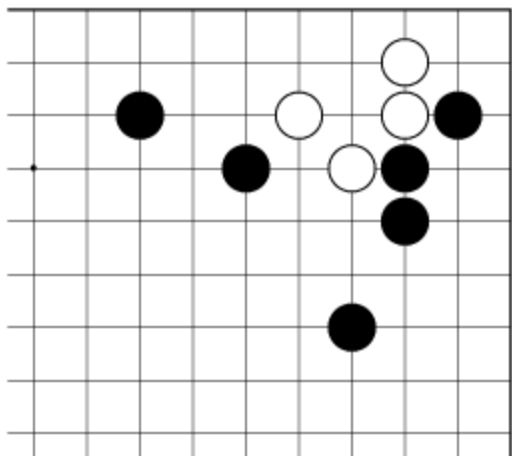
9 * GOOD VARIATION *

White continues with 'a' or 'b'. If Black 'a', White 'd' to make shape.

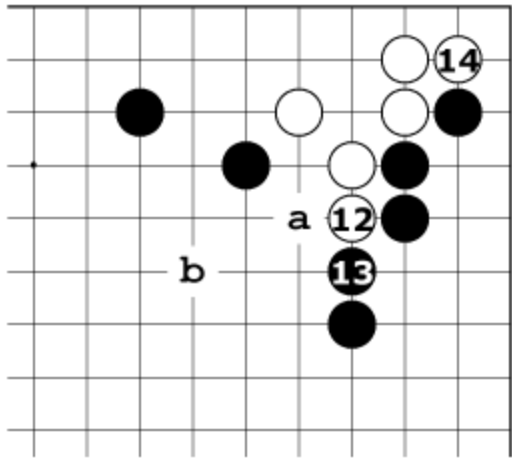
Playing elsewhere ('d'), gives Black an opportunity.



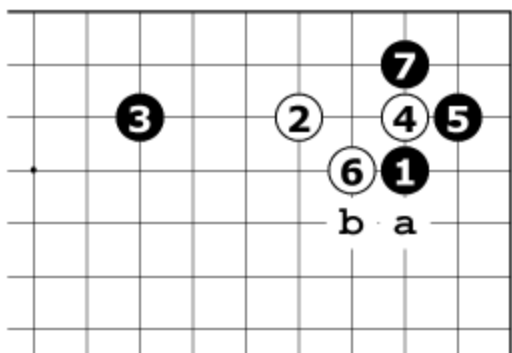
10 White plays elsewhere. 'a' and 'b' are miai.



11 Black emphasizes the center.

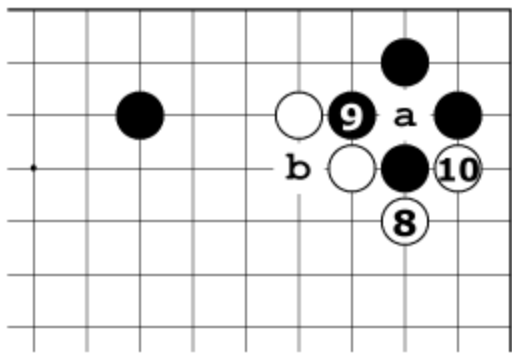


⑭ If White 'a', Black 'b'.

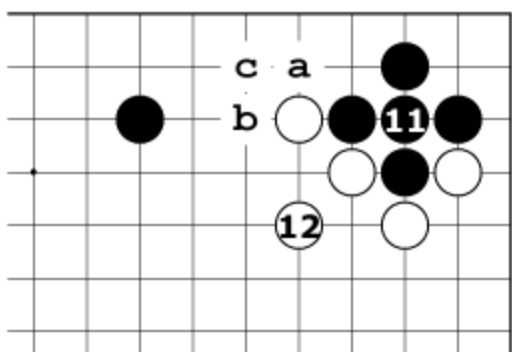


⑦ Black 7 is possible but drawing back at 'a' (variation 1) is more common with the low two-space pincer.

White continues with 'a' or 'b'.

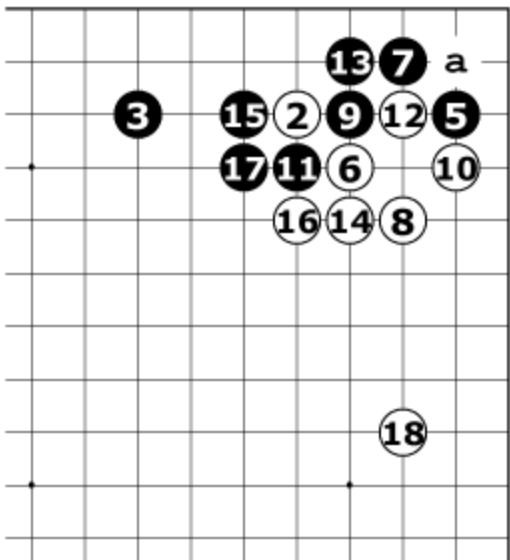


⑩ Joseki continues with Black 'a'. Black 'b' is less favorable.

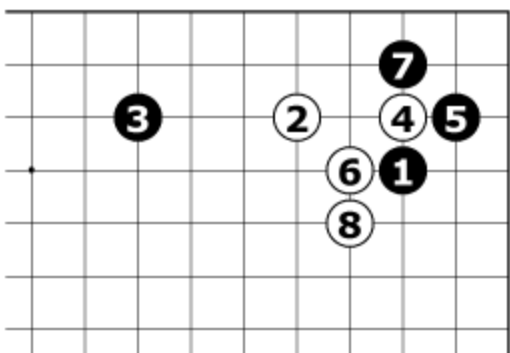


⑫ Black will leave the corner.

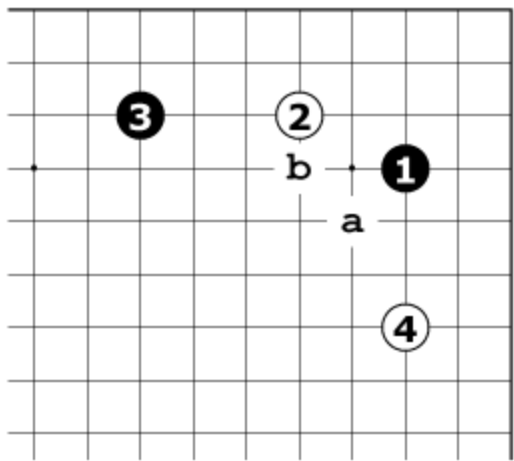
Playing Black 'a', White 'b', Black 'c' is too low ("the second line is the line of defeat").



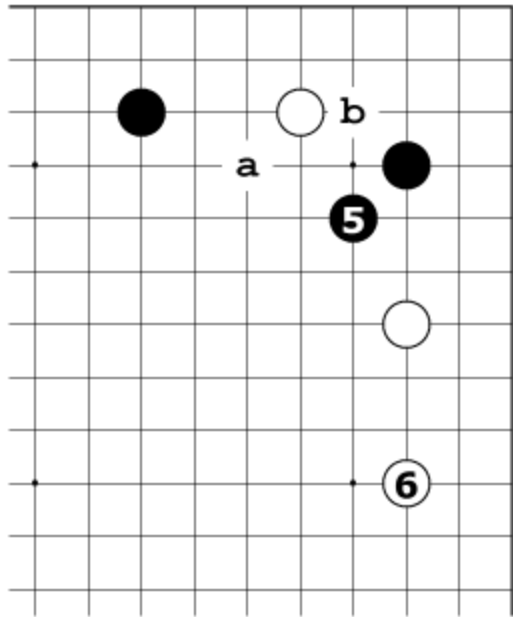
⑱ White also has the cut at 'a' to look forward to.



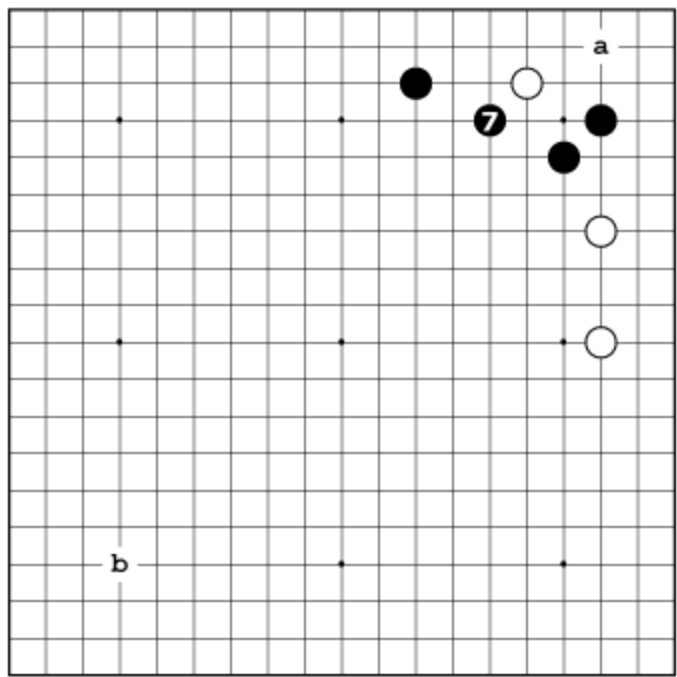
⑧ White must have the ladder to play this way.



④ White must have the ladder to play this way. Black continues with 'a *' or 'b'.



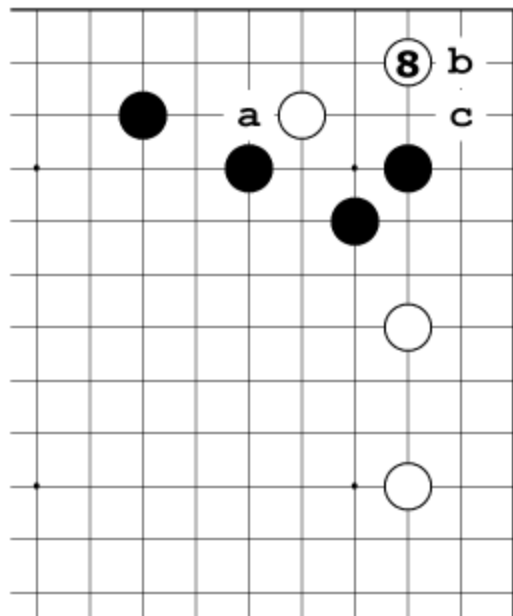
⑥ Black continues with 'a *' or 'b'.



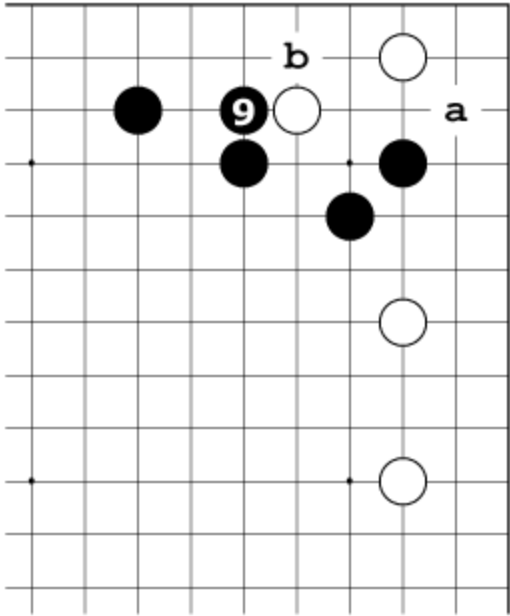
⑦ * GOOD VARIATION *

Although the White stone is sealed in, it is not yet dead because White can play 'a'. The ensuing sequence will make Black thick, however, so timing is important.

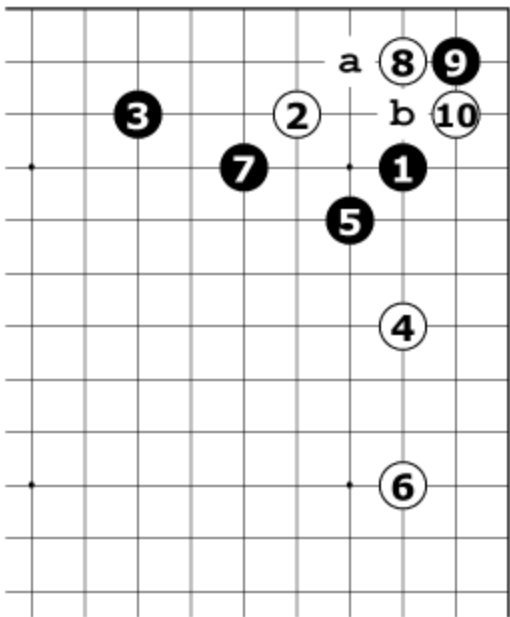
Variation 2 ('b') show White playing elsewhere.



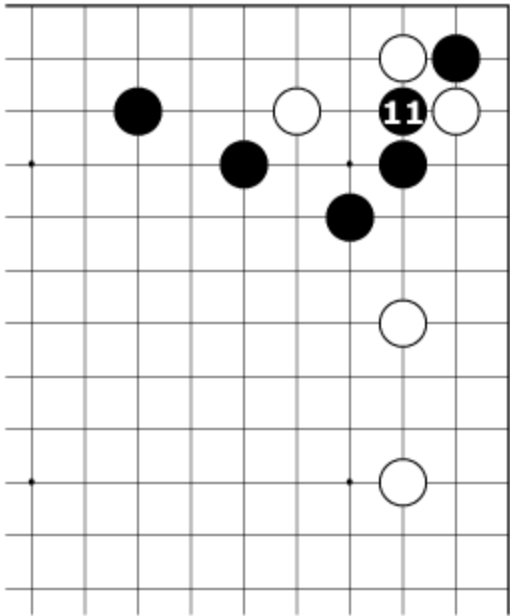
⑧ Black continues with 'a' or 'b'. Black 'c' is a mistake.



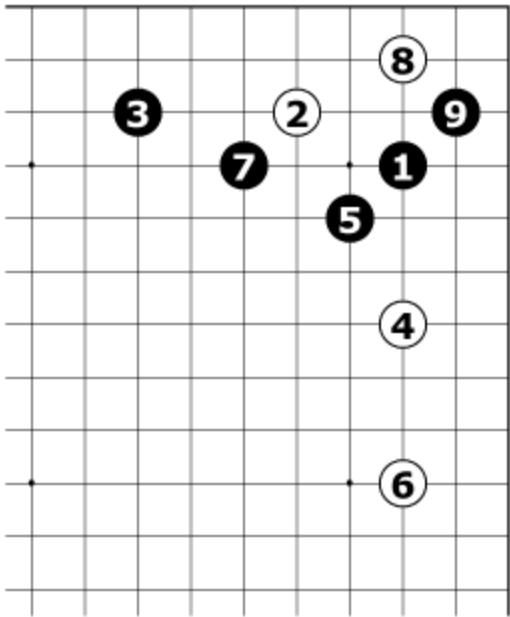
⑨ White continues with 'a' or 'b'.



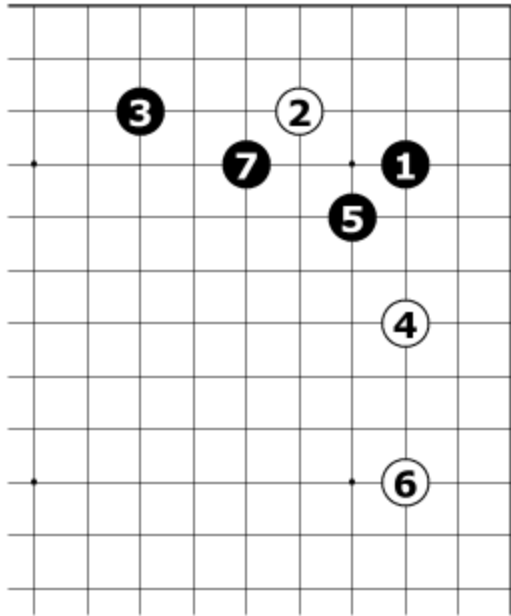
⑩ Black continues with 'a'. Black 'b' is a mistake.



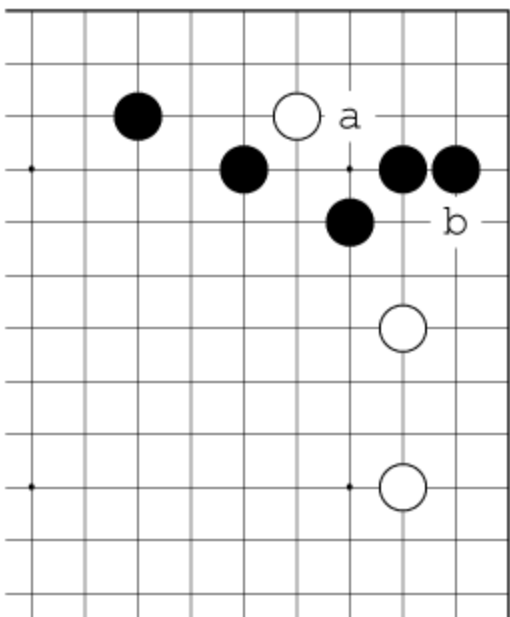
⑪ Black 11 is a mistake.



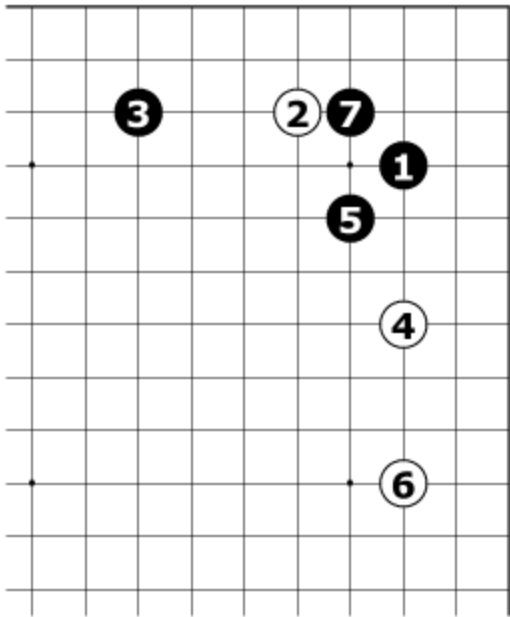
⑨ Black 9 is a mistake. Black cannot capture White.



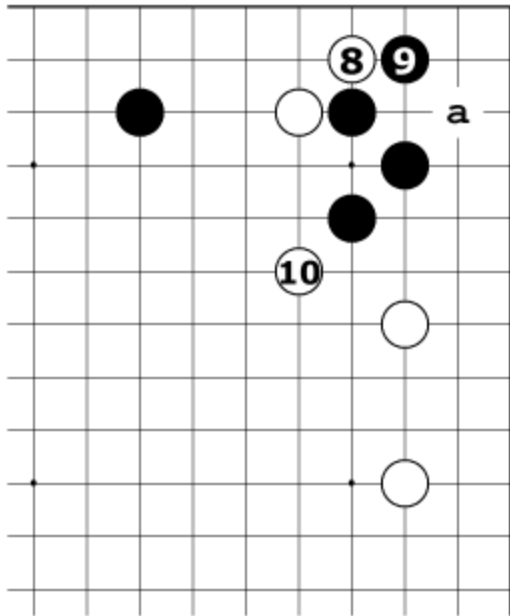
⑧ White plays elsewhere.



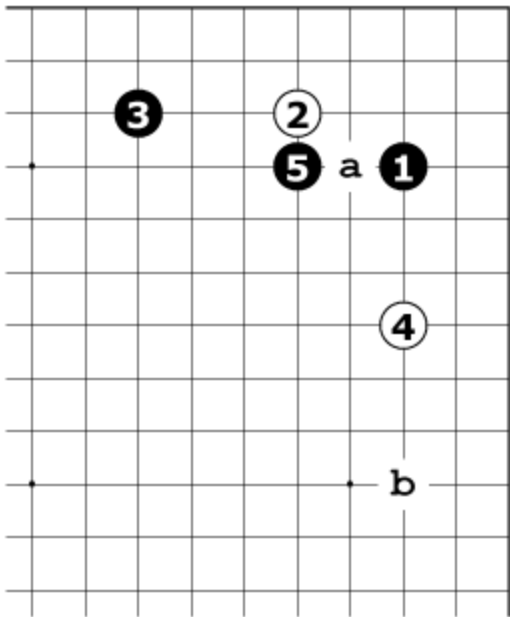
⑨ Black 8 is quite big. 'a' instead of 1 is solid but Black becomes over concentrated. Black 1 at 'b' has been seen.



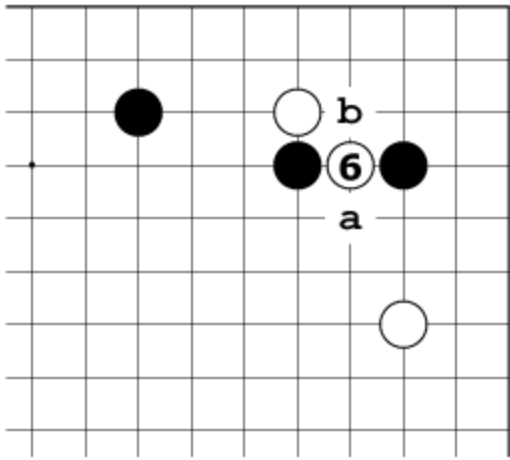
⑦ Black 7 is territory oriented.



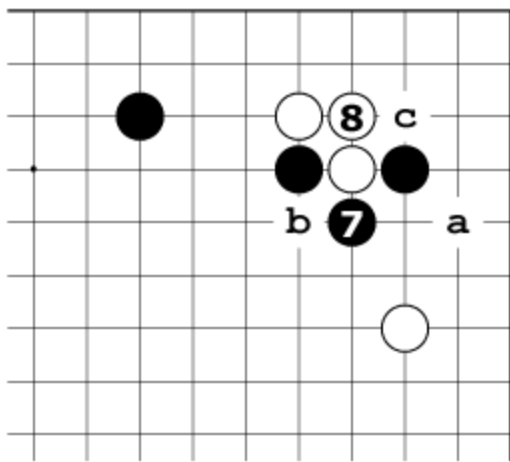
⑩ White 10 works on a moyo. White 8 was a throw away, leaving 'a' as a peep.



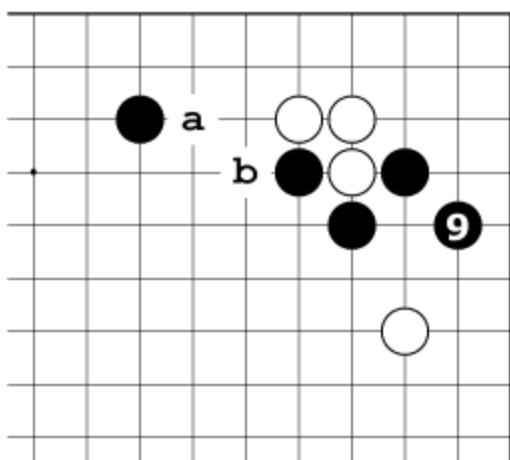
⑤ White 'a' is joseki. White 'b' is disadvantageous.



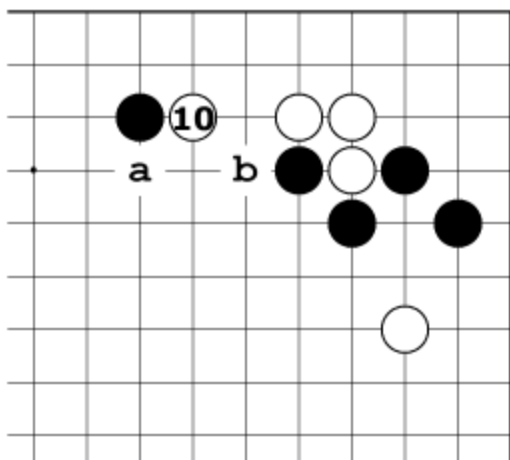
⑥ White must have the ladder. If so, Black plays 'a'. If White does not have the ladder, Black plays 'b'.



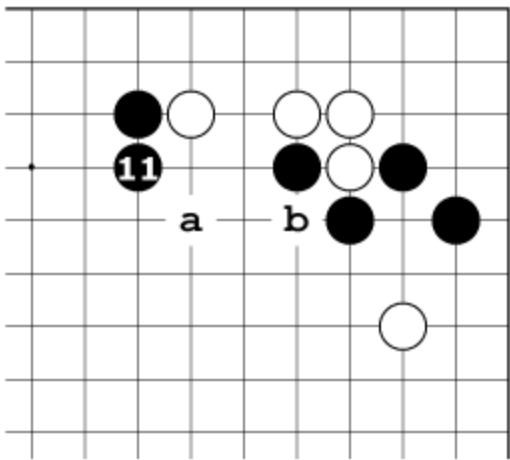
⑧ Black 'a' is tesuji (and joseki). Black 'b' and 'c' result in a loss.



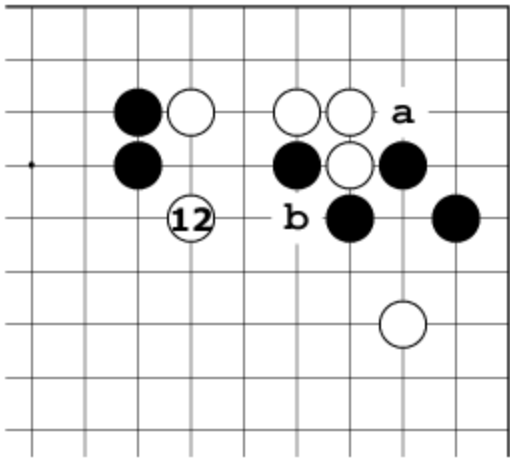
⑨ White continues with 'a' or 'b'.



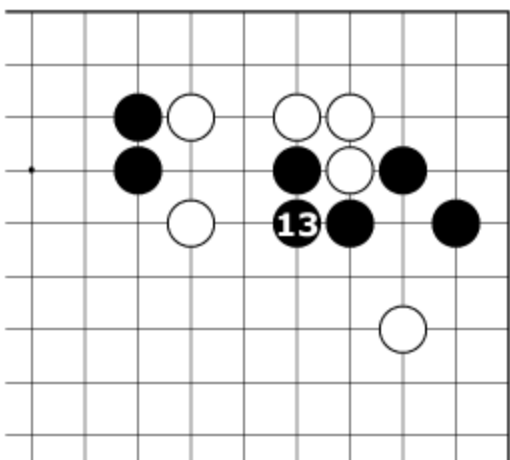
⑩ Black continues with 'a' or 'b'.



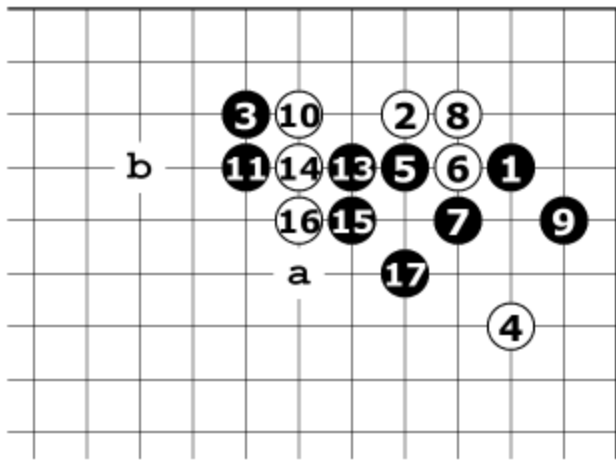
⑪ White 'b' is joseki. White 'b' leads to difficulty.



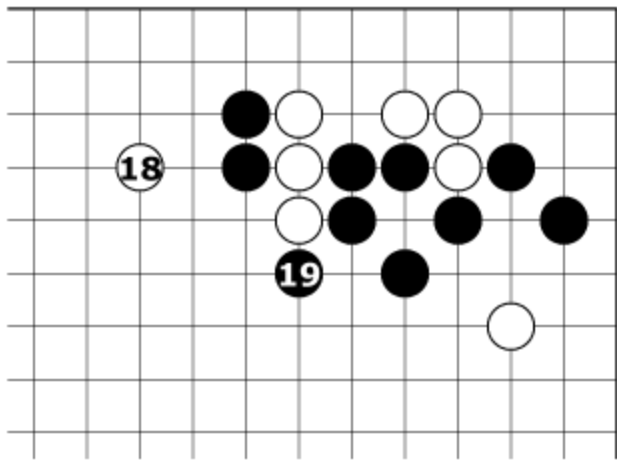
⑫ Black continues with 'a' to establish a base. Black 'b' is heavy.



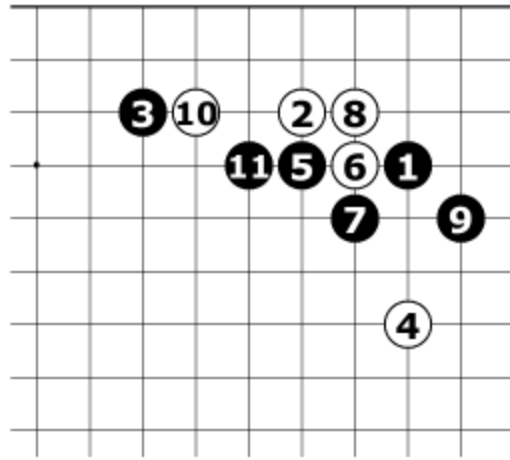
⑬ Black 13 is heavy.



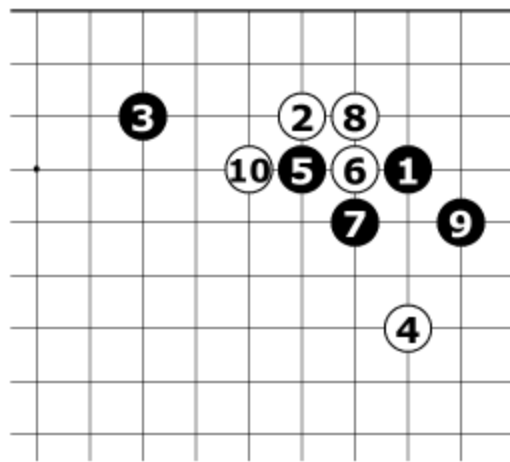
⑰ White continues with 'a' or 'b'.



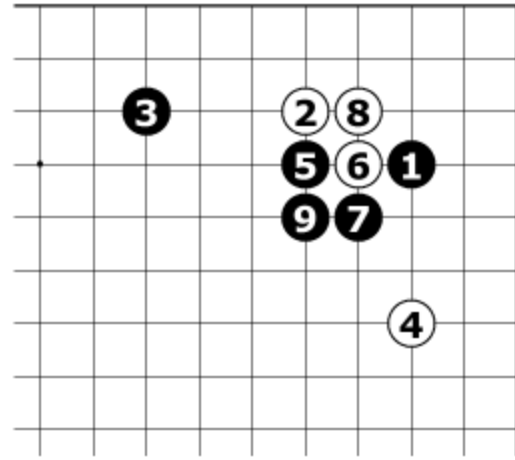
⑲ Black discards the two stones.



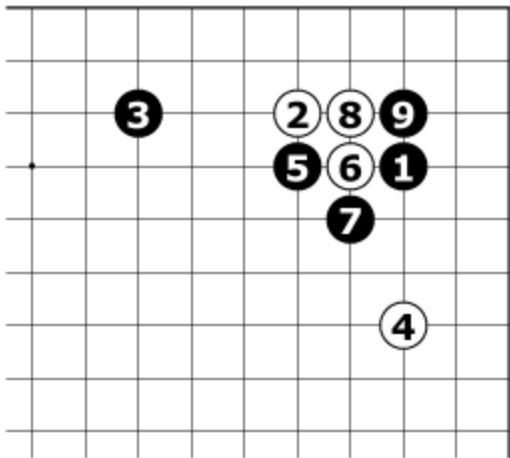
⑪ Black plays 11 if the ladder favors him.



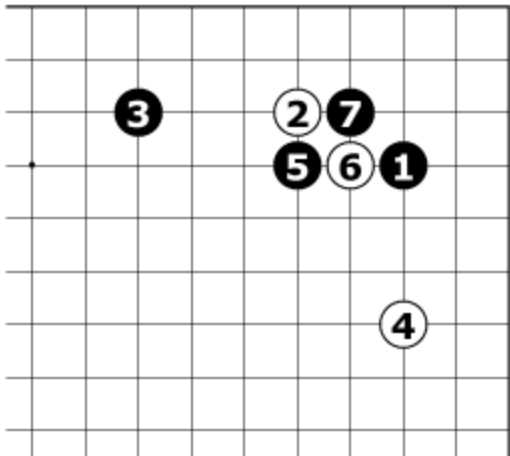
⑩ White 10 is a fighting move.



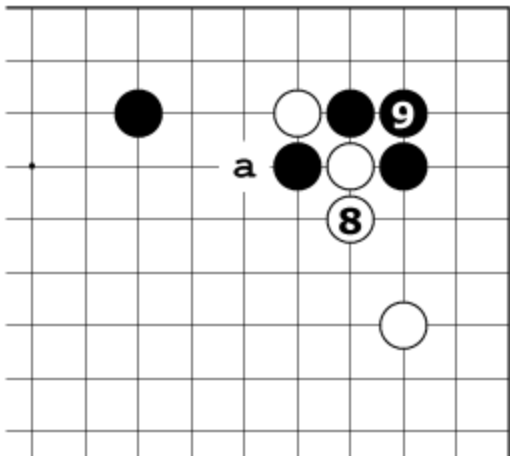
9 Black 9 is a mistake.



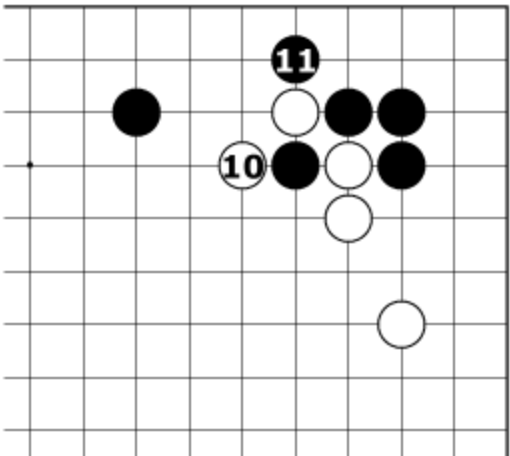
9 Black 9 is a mistake.



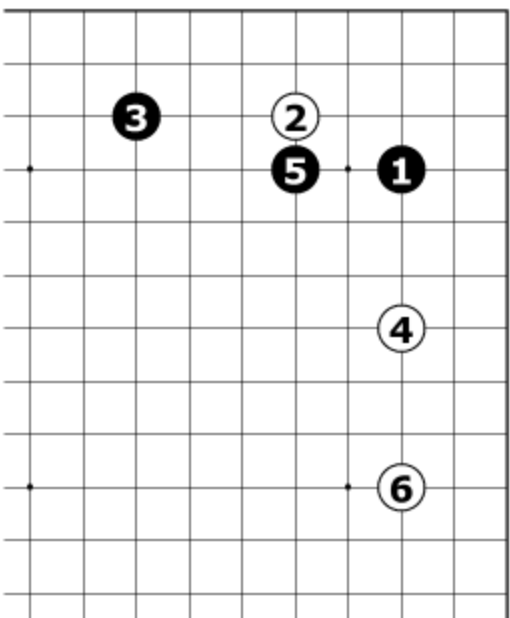
7 Black plays 7 if the ladder is not favorable to White. White is in serious trouble if White does not have the ladder.



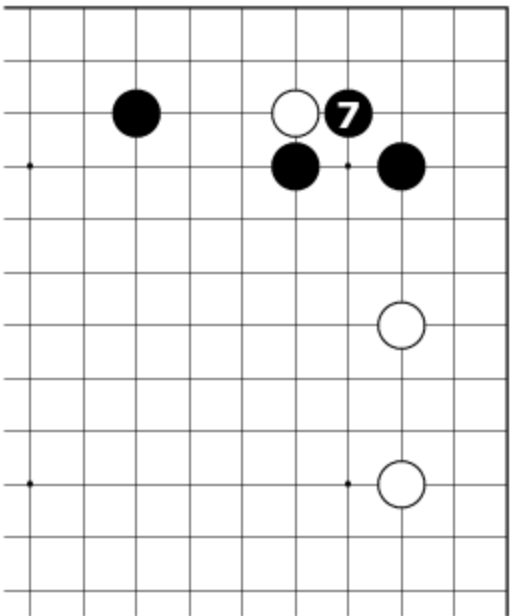
9 White plays 'a' if the ladder is favorable, in which case Black has made a mistake.



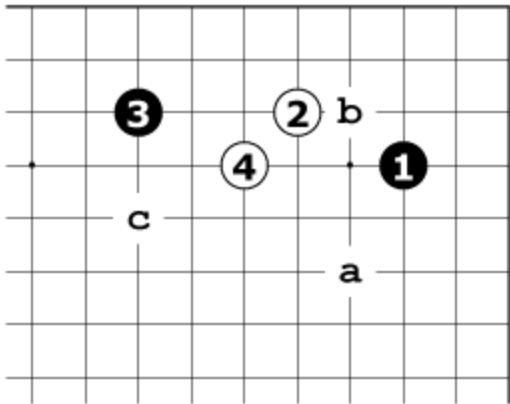
11 Black must play 11 if the ladder works for White, though the result favors white.



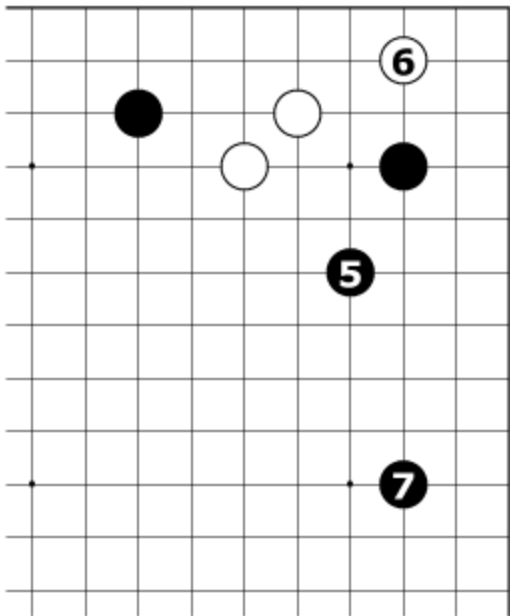
6 White 6 is not recommended.



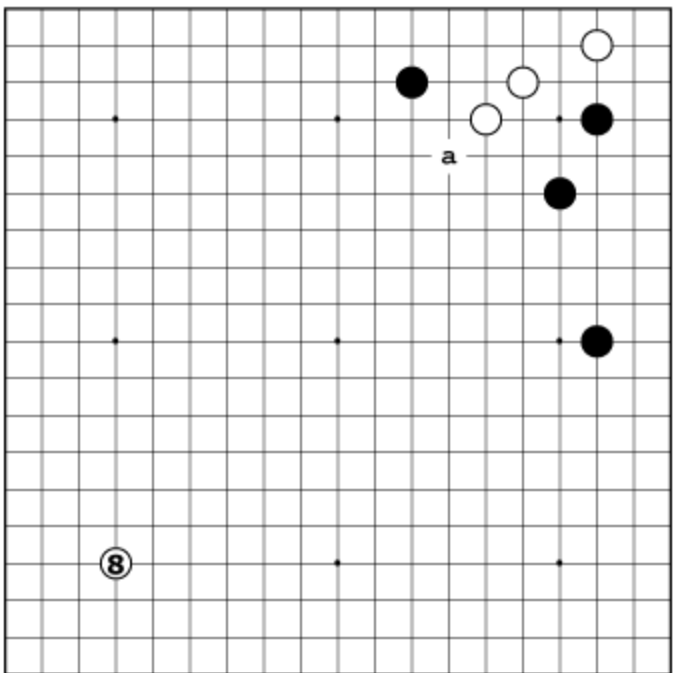
7 Black has a better result locally.



4 Black continues with 'a' * or 'b'. Black 'c' is not recommended, as White squeezes the corner stone. Black 'd' is not recommended, as White easily settles.

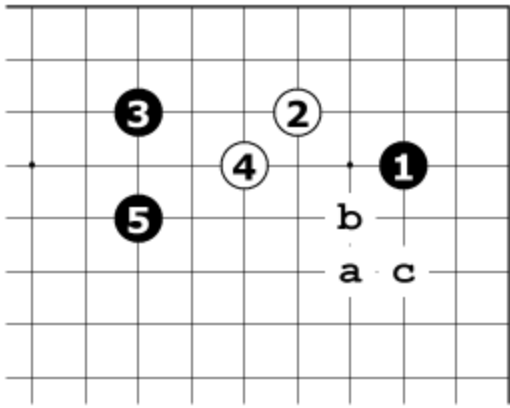


7 * GOOD VARIATION *



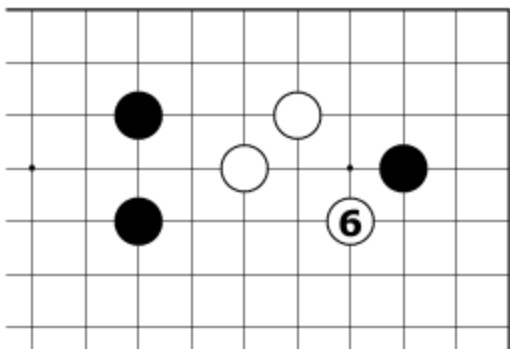
8 White plays elsewhere.

Black may continue at 'a' to press White and build a moyo. The drawback is the at stones on the right becomes weakened.

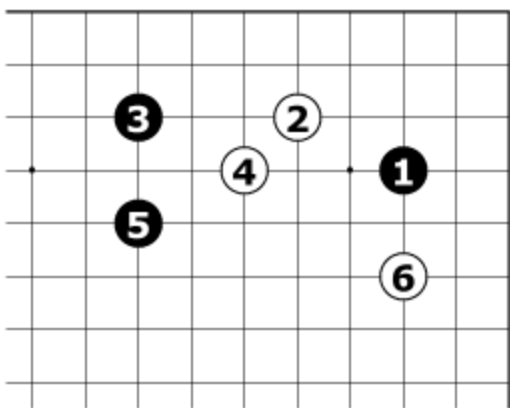


⑤ Black 5 is not recommended.

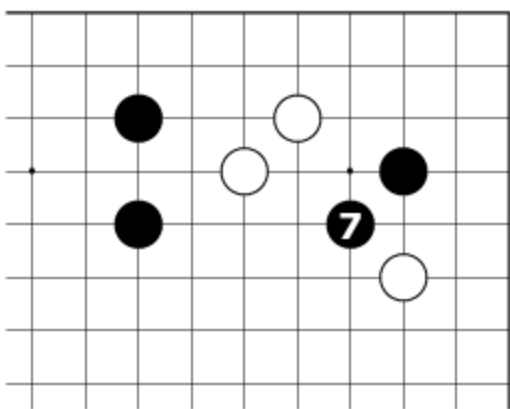
White continues with 'a'.
White 'b' is a mistake.
White 'c' is an overplay.



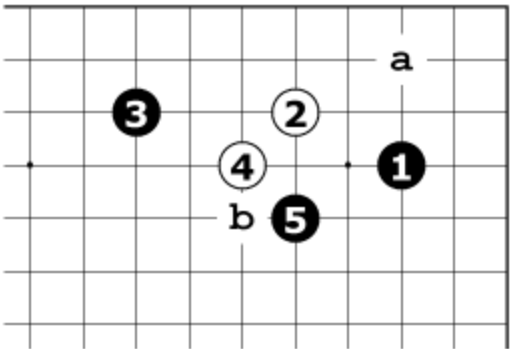
⑥ White 6 lets Black live on the right side.



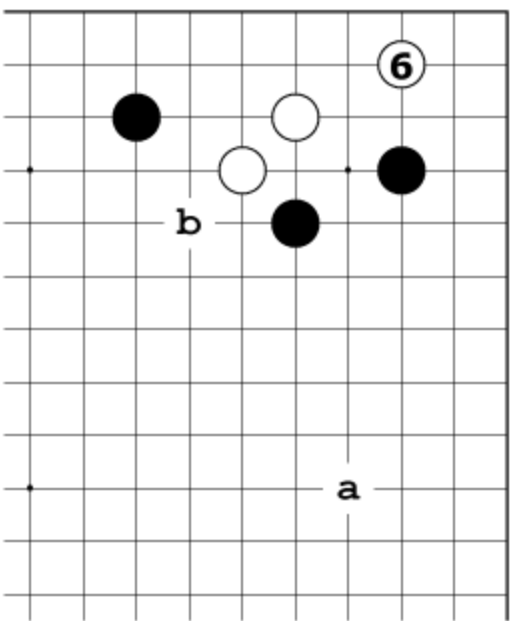
⑥ White 6 is an overplay.



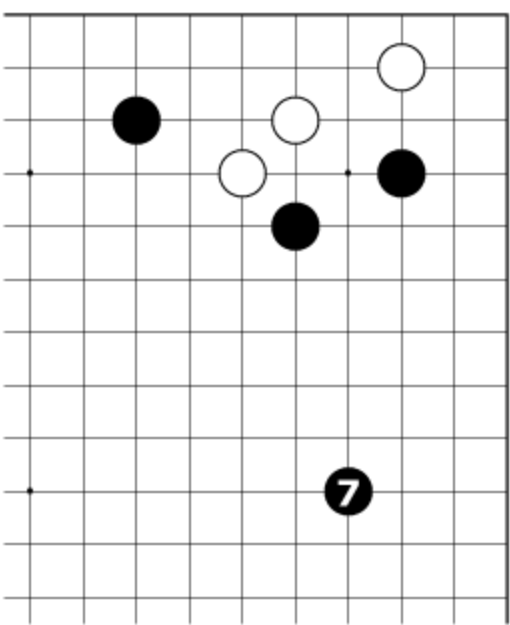
⑦ White loses control of the situation.



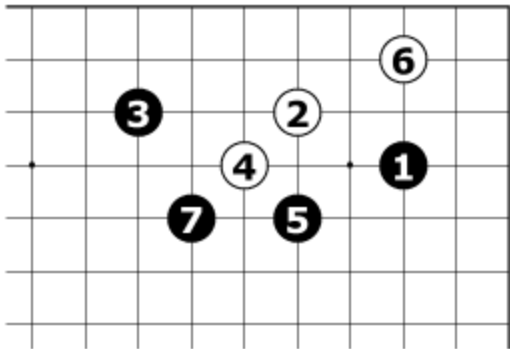
⑤ White easily settles into the corner with 'a'. White 'b' is a bad move.



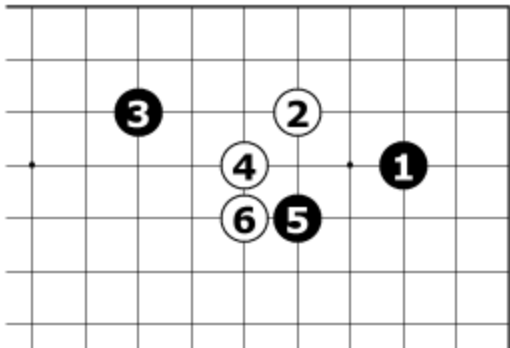
⑥ Black continues with 'a'. Black 'b' is unreasonable.



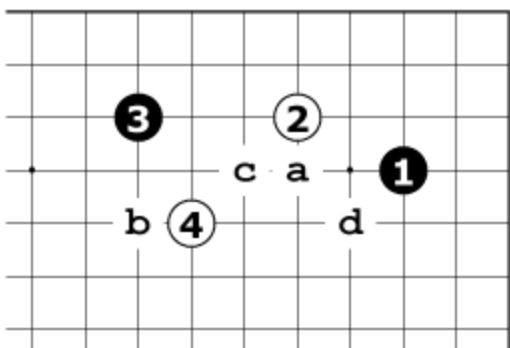
⑦ This is not a favorable result for Black. Black is loose on the right, and with the White group secure, the pincer of Black 3 is subject to attack.



⑦ Black 7 is unreasonable.



⑥ White 6 is a mistake, as Black gets good shape on both sides.

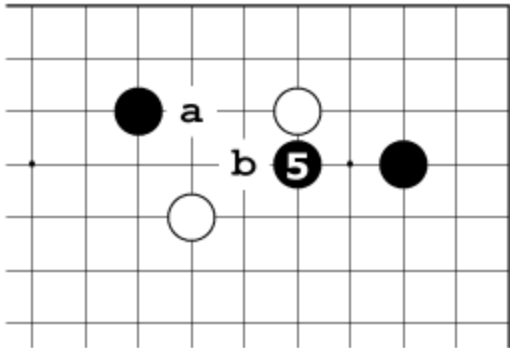


④ The gap at 'c' is intentional. Black playing there (variation 'c') is just what White wants.

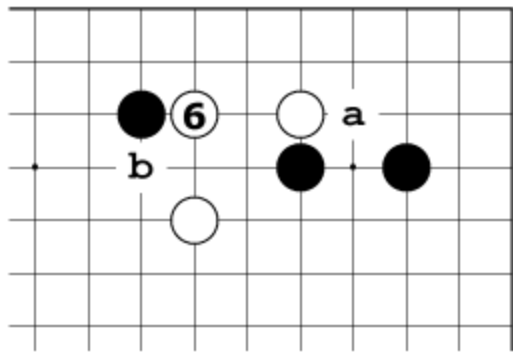
Black continues with 'a' or 'b'.

Black 'c' and 'd' are not recommended.

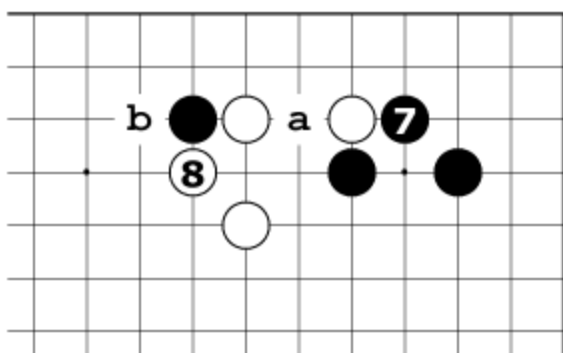
d4, c3, b2, a1



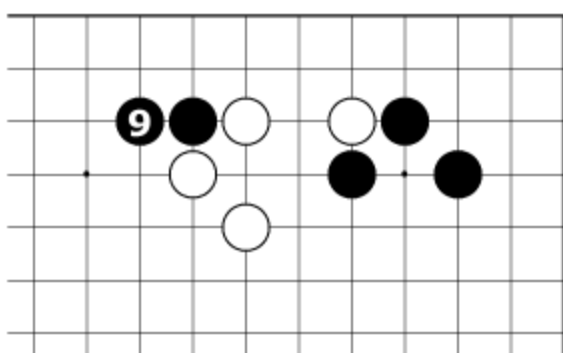
⑤ White 'a' is joseki. White 'b' gives bad shape.



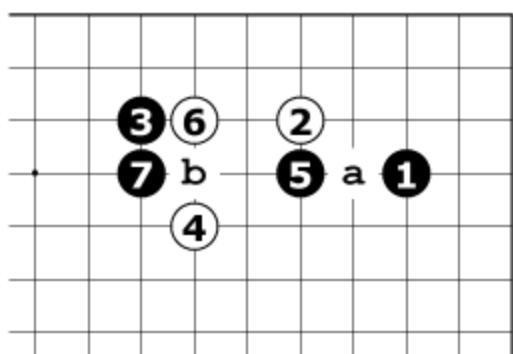
⑥ Joseki continues with Black 'a'. Black 'b' is a potential mistake.



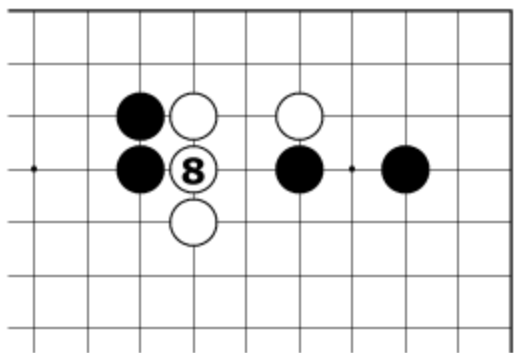
⑧ As for continuation, Black 'a' is recommended. Black cannot easily move out with 'b'.



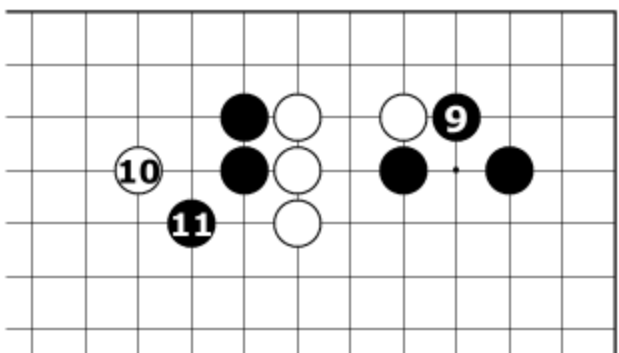
⑨ Black 9 is not recommended.



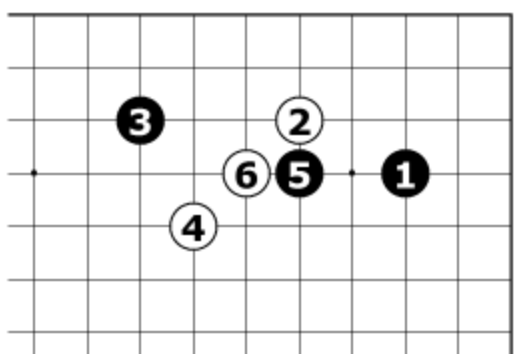
⑦ White continues with 'a'. White 'b' is a mistake.



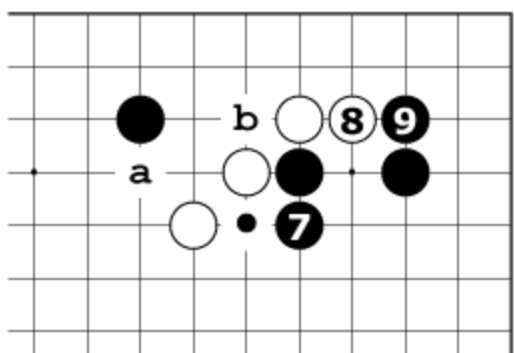
⑧ White 8 is a mistake.



⑪ White's stones are weak all over.

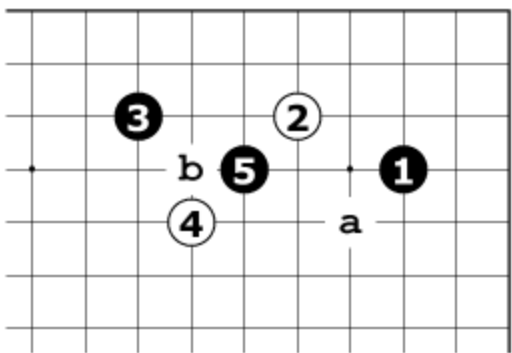


⑥ White 6 is a mistake.



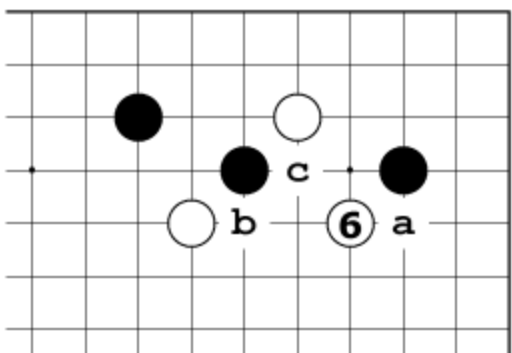
⑨ White 4 should be at the red dot.

Black now has an effective move at 'a', aiming at the cut at 'b'. White lacks a good continuation.

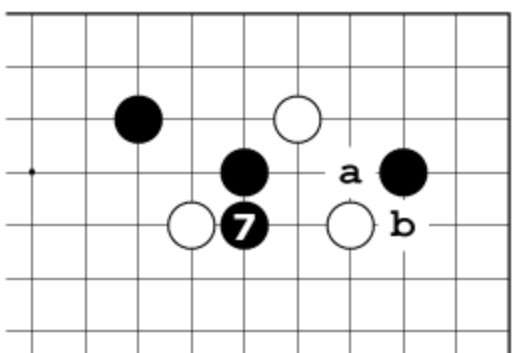


⑤ This is not joseki.

White continues with 'a'. White 'b' is a hurried mistake.

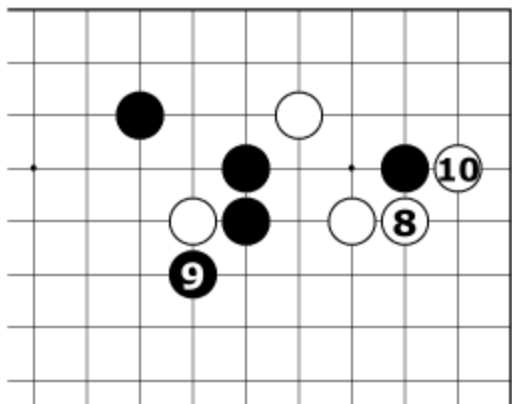


⑥ Black 'a' is better than 'b'. Black 'c' is foolishly suicidal.

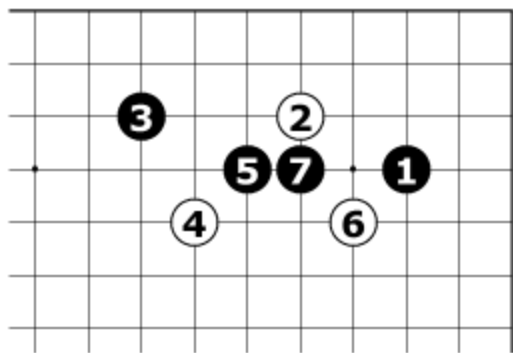


⑦ Black 7 is not recommended.

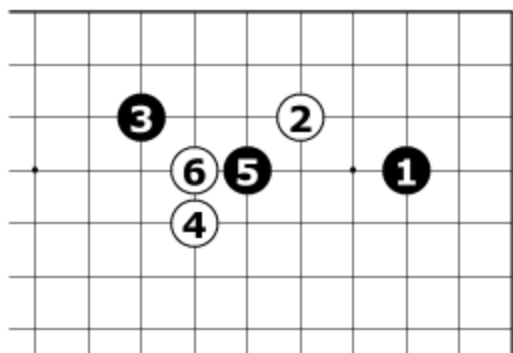
White continues with 'a' or 'b'.



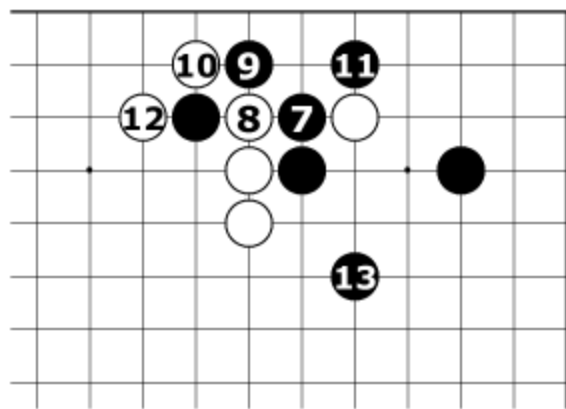
⑩ White 10 secures a large corner.



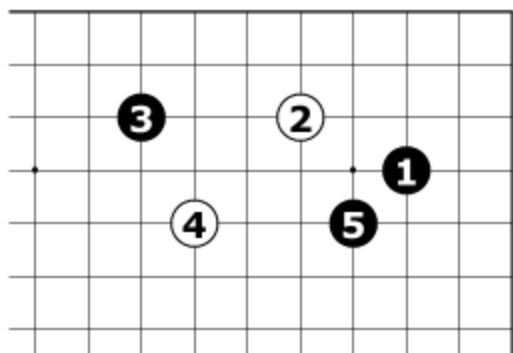
7 Black 7 is a mistake.



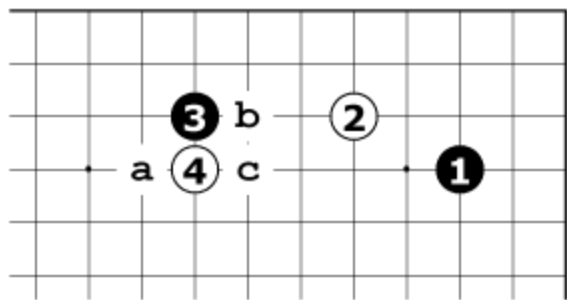
6 White 6 is a mistake.



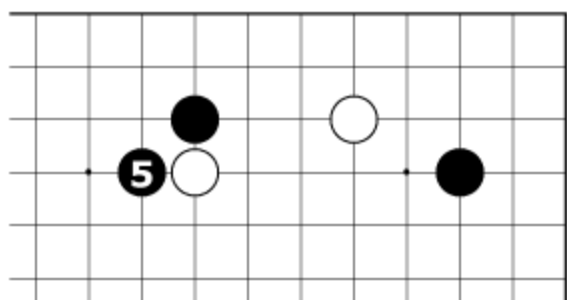
13 Black 13 yields a huge corner. This is a great result for Black.



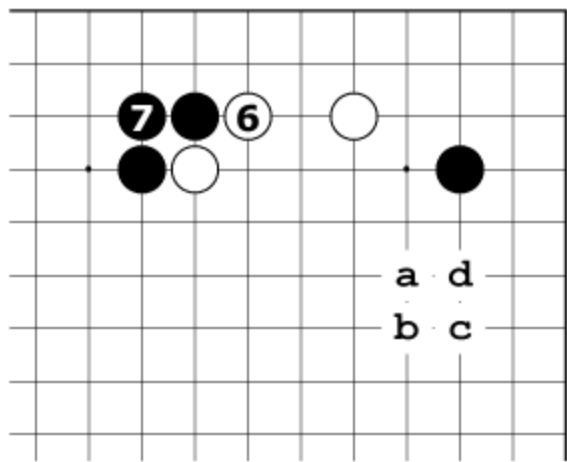
5 Black 5 is slow.



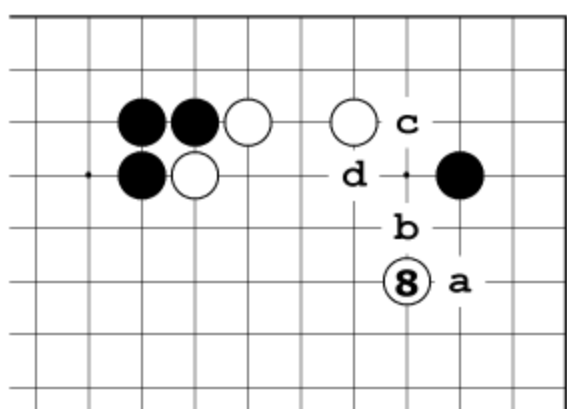
4 Black continues with 'a' if the top is favored, and yields a good result. Black 'b' is balanced. Black 'c' is also possible; Black should have the ladder to play 'c'.



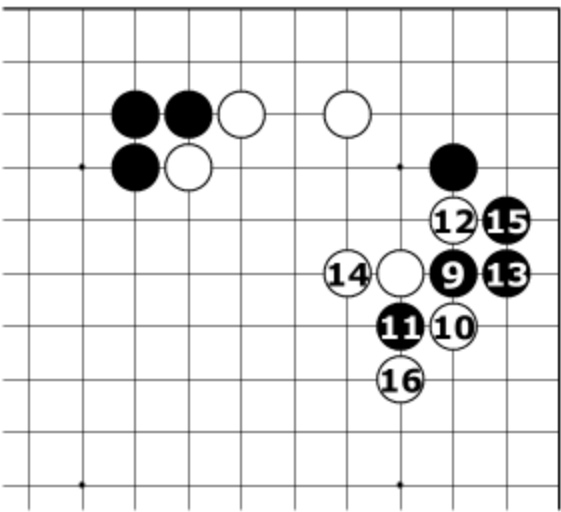
5 White 4 is peculiar to the 2-space low pincer. As it has the drawback of an initial loss, it is seldom played.



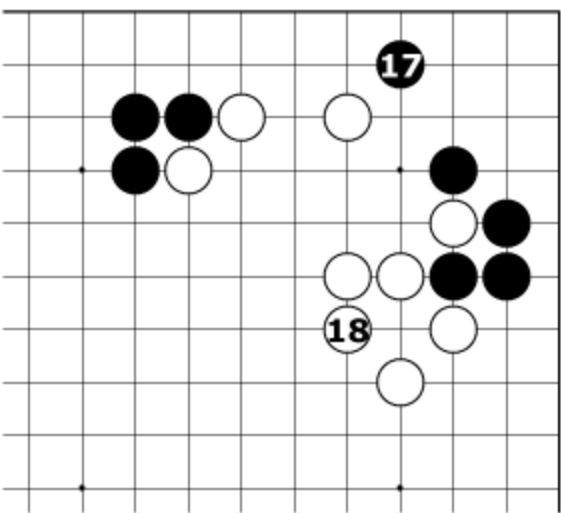
7 White continues with 'a', 'b' or 'c'. White must have the ladder to play 'a'. 'd' is a mistake.



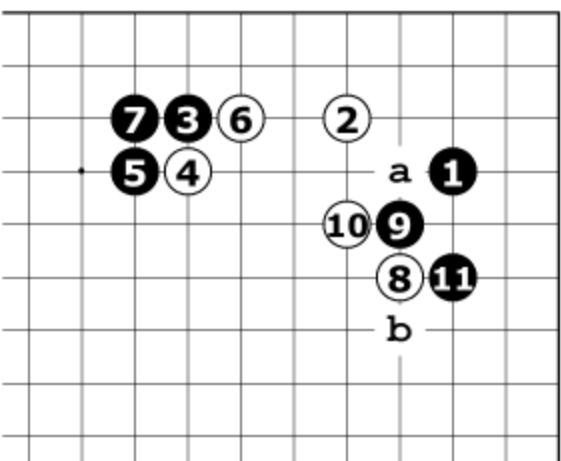
8 Black continues with 'a' to 'c'. Black 'd' is bad style.



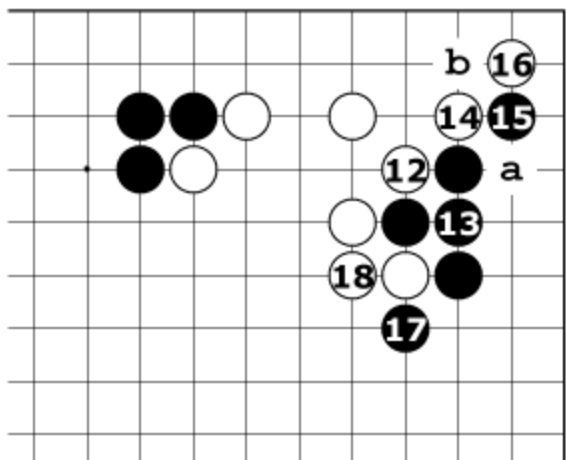
16 White must have the ladder to play 16.



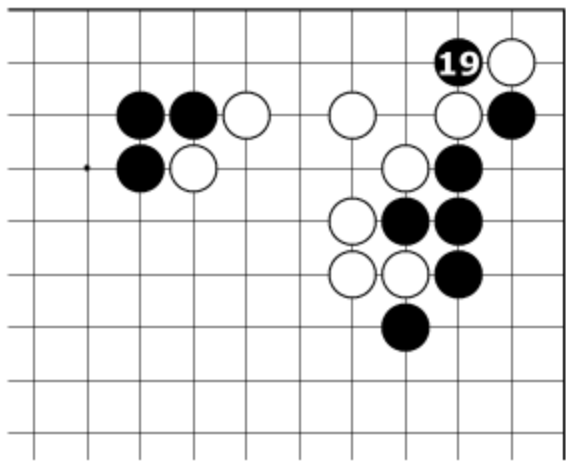
18 * GOOD VARIATION *



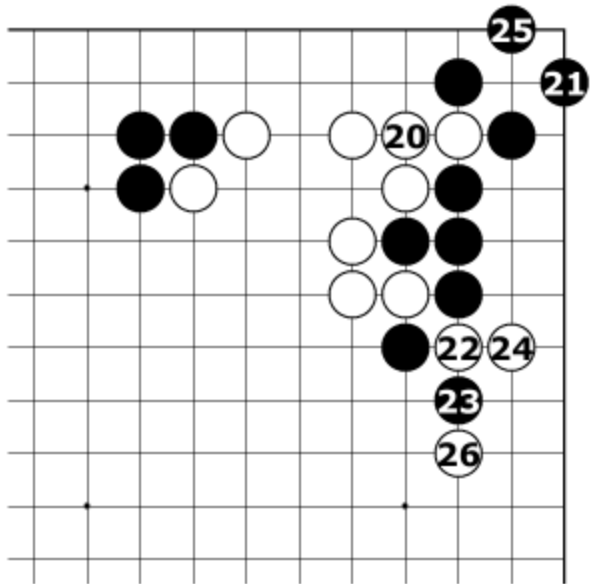
11 White continues with 'a', not 'b'.



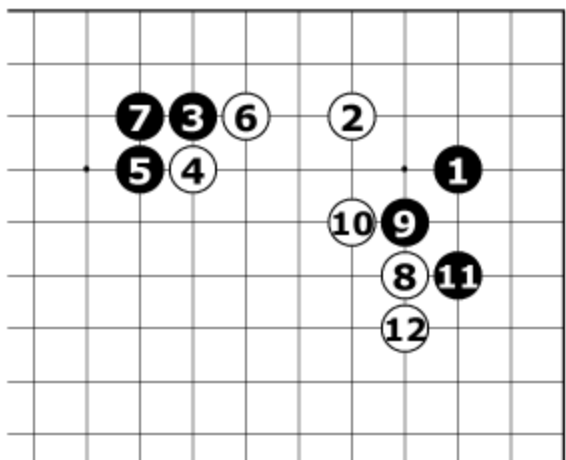
18 Black continues with 'a'. Black 'b' is an overplay.



19 Black 19 is an overplay.

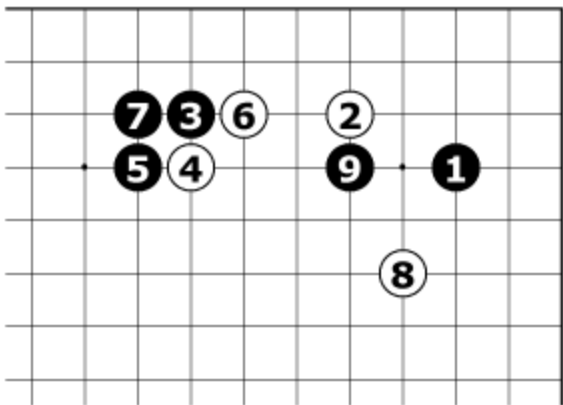


26 White 8 is a tesuji.

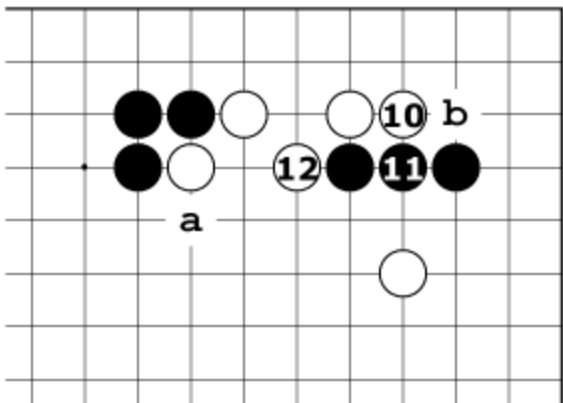


12 White 12 gives Black territory and White influence that is negated by

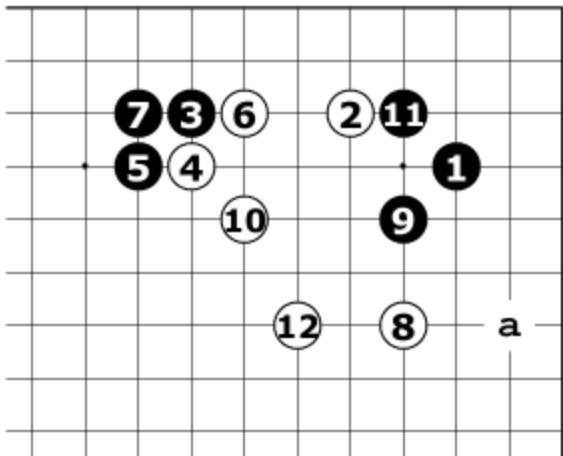
the three Black stones on the side.



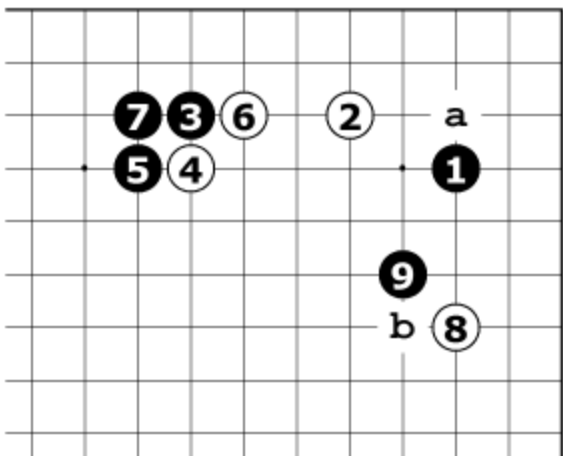
9 Black 9 approaches an enemy concentration needlessly.



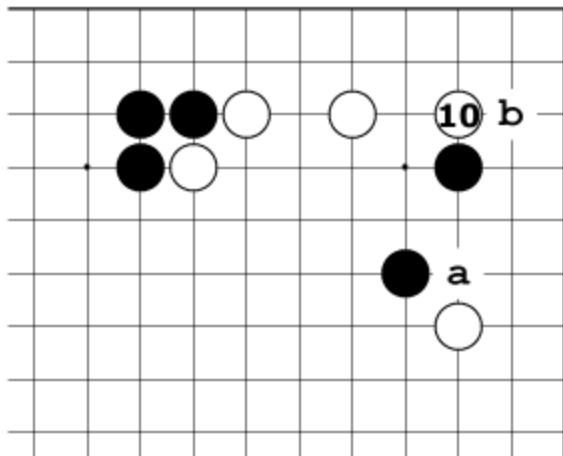
12 'a' and 'b' are miai; either gives White good shape.



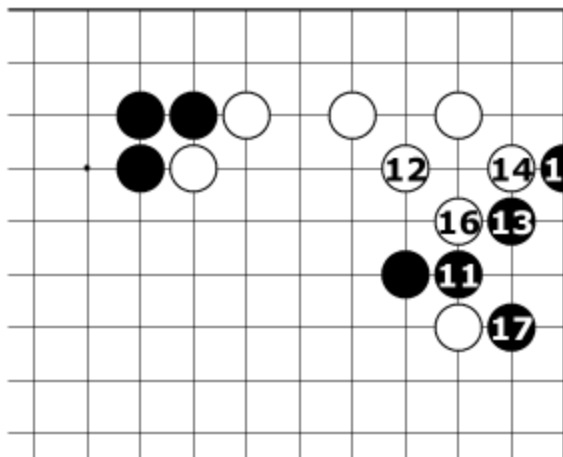
12 A followup Black move at 'a' is big.



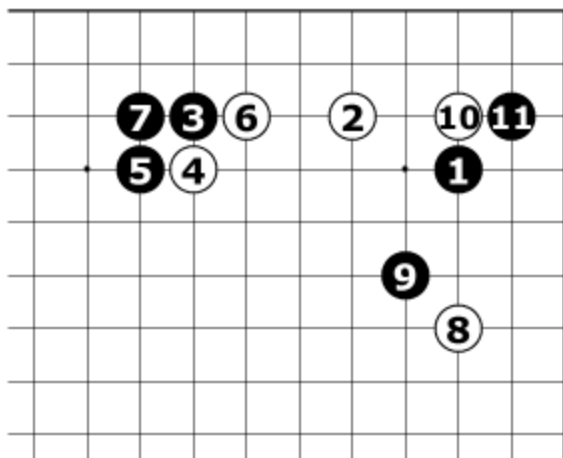
9 White continues with 'a *'. White 'b' splits White into two groups while Black solidifies.



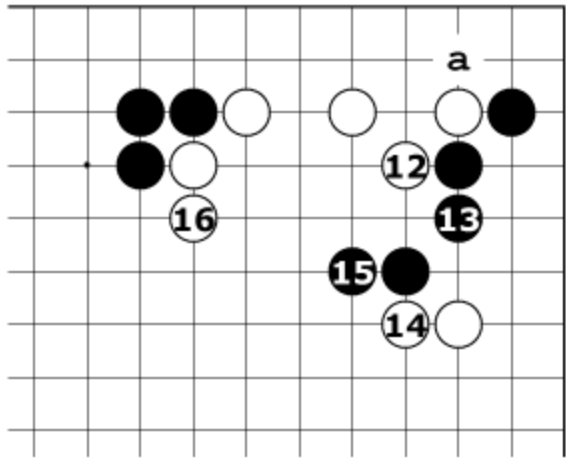
10 Black continues with 'a *'. Black 'b' is not recommended.



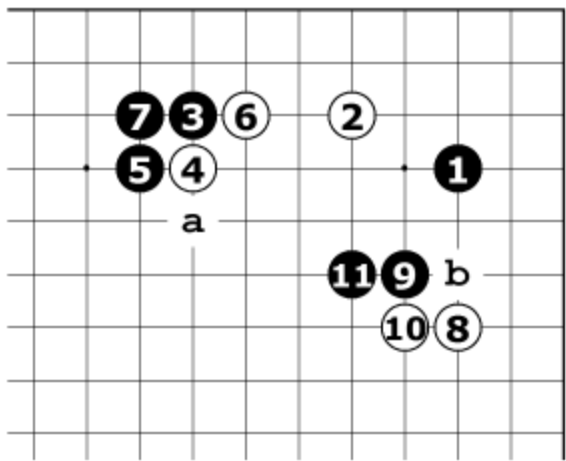
17 * GOOD VARIATION *



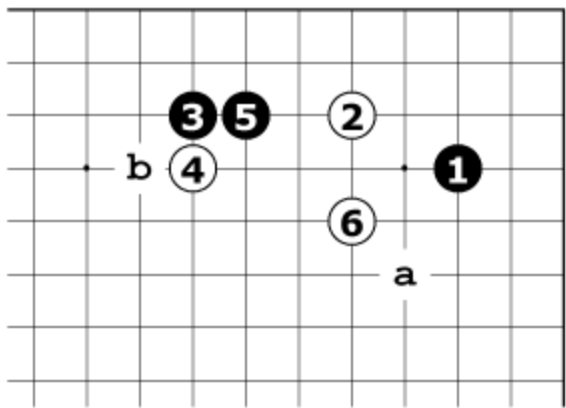
11 Black 11 is not recommended.



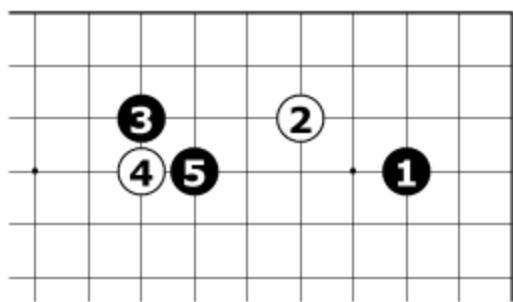
16 If Black plays 'a', White fights the ko.



11 White may try 'a' or 'b'.

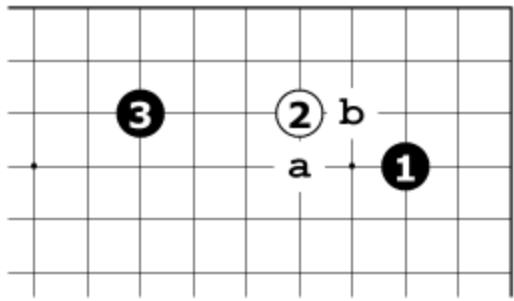


6 Black continues with 'a'. Black 'b' is playable only if it works well with the top-left, as the top-right corner and right side suffers.

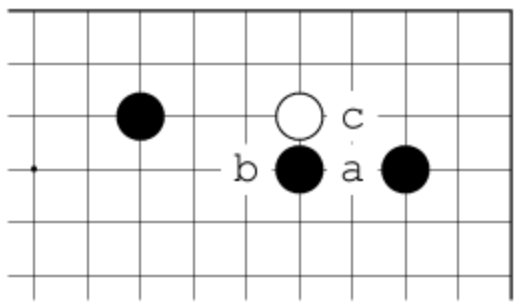


5 Black 5 leads to the same variations as the high one-space pincer. Refer to

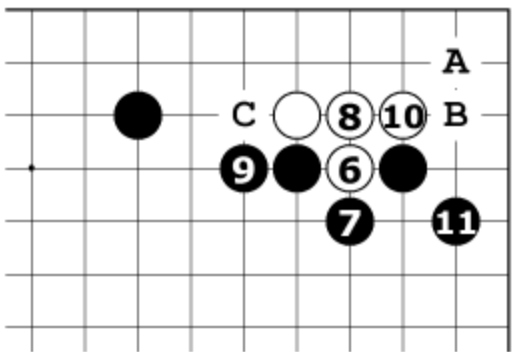
2-1-7-4-2.



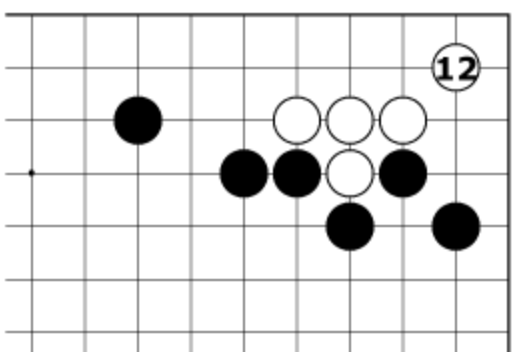
4 White plays elsewhere. White must have the ladder to play this way. Black continues with 'a *' or 'b *'.



5 White continues with 'a *' if the ladder is favorable, or 'b' if not. White 'c', avoiding the ladder, gives black magnificent thickness.

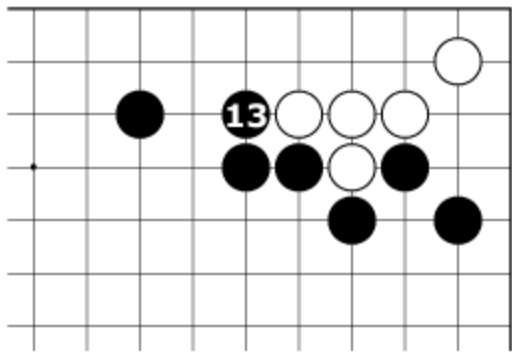


11 Both 'A *' and 'B' live, but only 'A' is joseki. White 'C' is the older form of this joseki, and can lead to less favorable results.

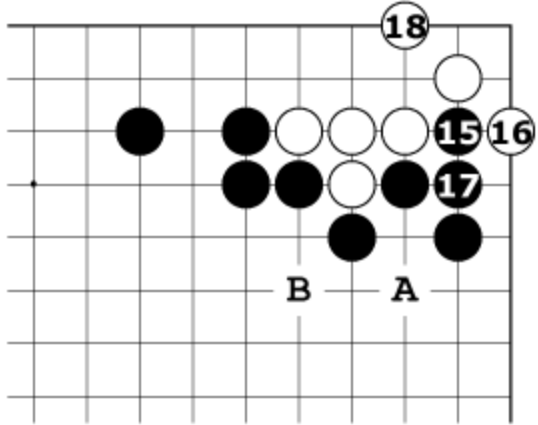


12 * GOOD VARIATION *

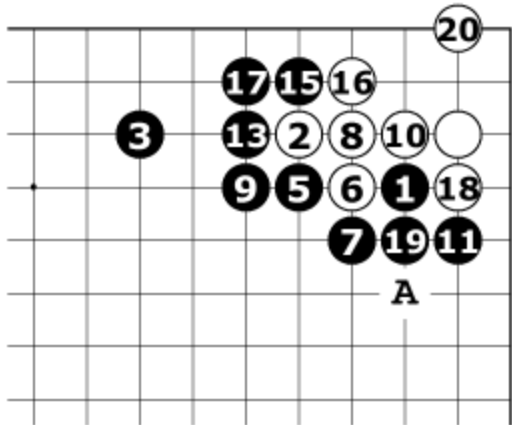
White is alive and can tenuki.



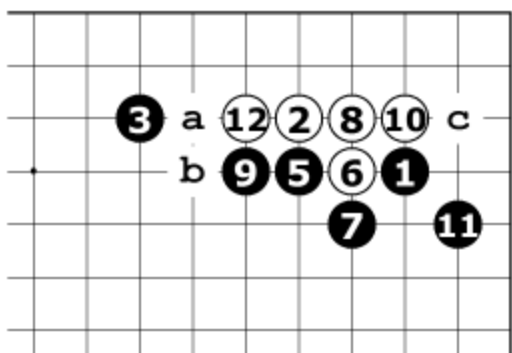
13 White still can tenuki.



18 White has kikashi on 'A' and 'B'.

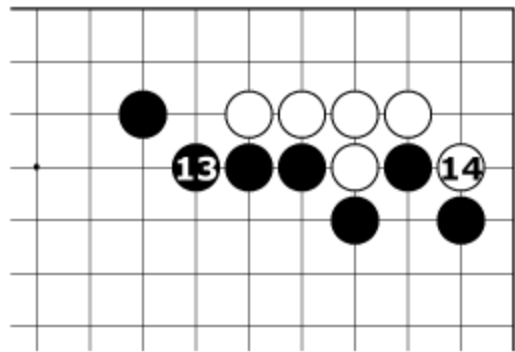


20 Because of White 12, White does not now have the kikashi on A.

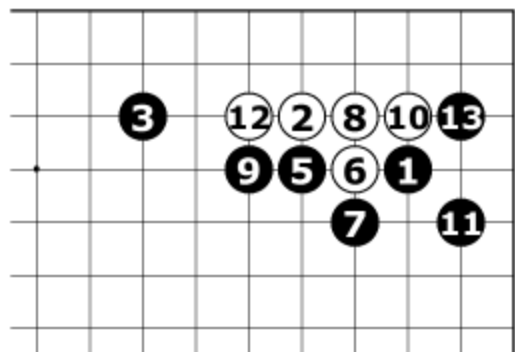


12 Black continues with 'a' to 'c'. The difference between

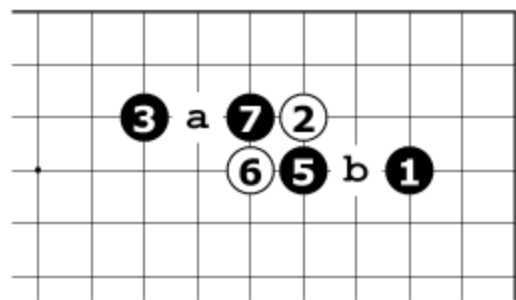
'a' and 'b' is the possibility of cutting points.



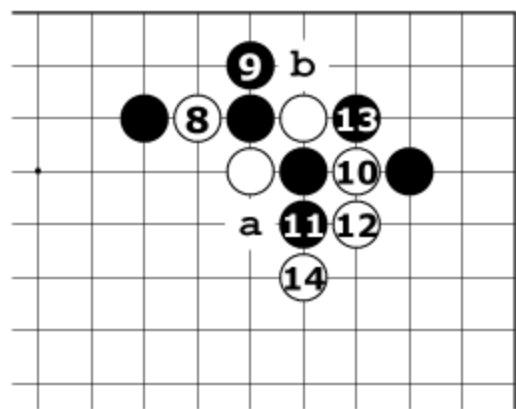
14 White 14 lets White live in sente. Since he cannot cut (because of Black 13), making Black solid outside with White 14 does not matter.



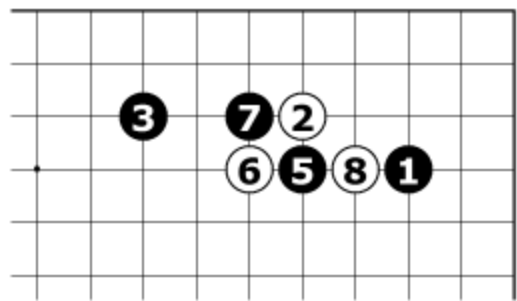
13 Black 14 forces White low.



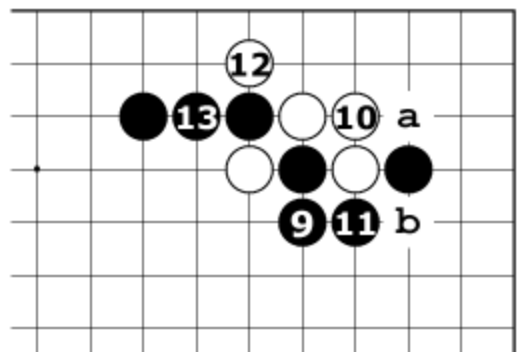
7 White continues with 'a'. White 'b' is a vulgar mistake.



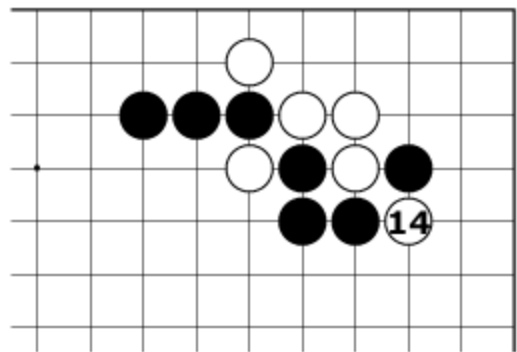
14 Black continues with 'a' or 'b'.



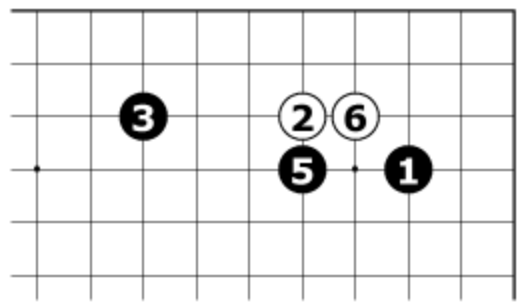
8 White 8 is a mistake.



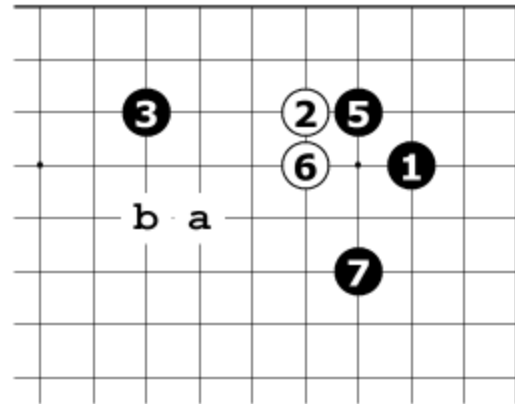
13 White continues with 'a'. White 'b' is unreasonable.



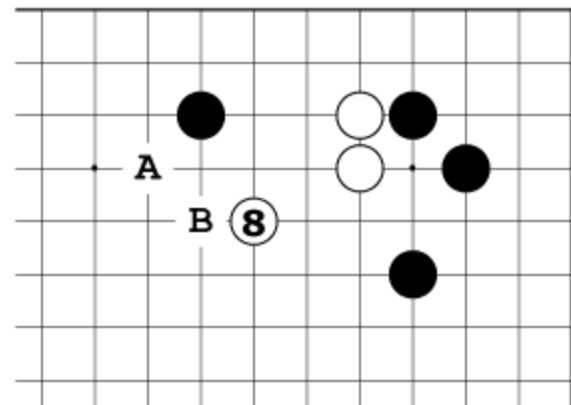
14 White 14 doesn't work.



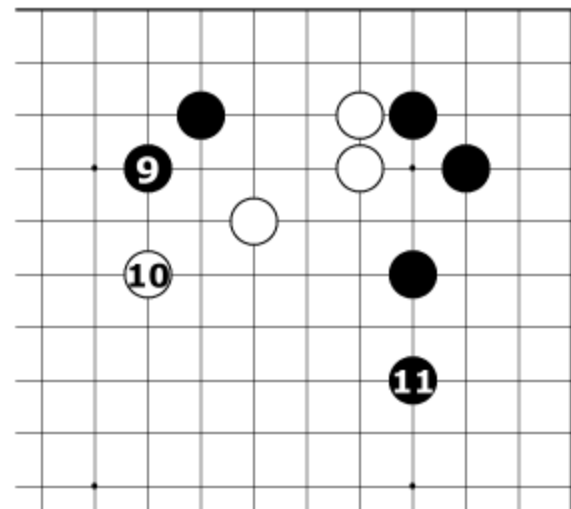
6 White 6 give Black great thickness.



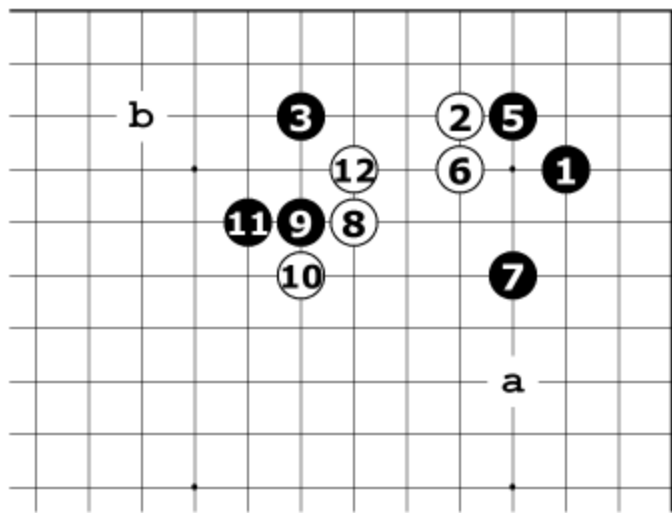
7 White continues with 'a *'. White 'b' is less favorable.



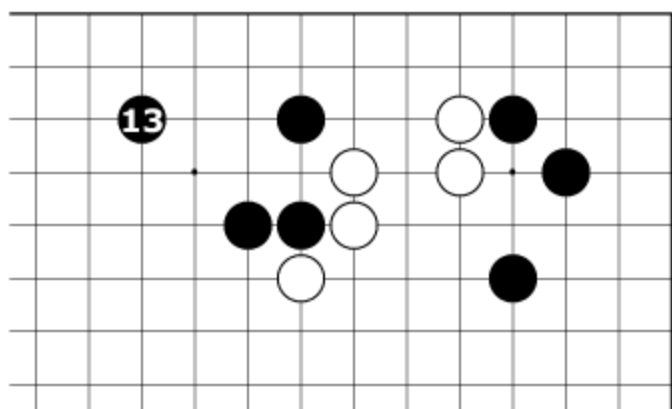
8 After 'A *', the White stones are still light and open to attack. After 'B' they become settled and safe, while Black gets a wall in the middle of the top side.



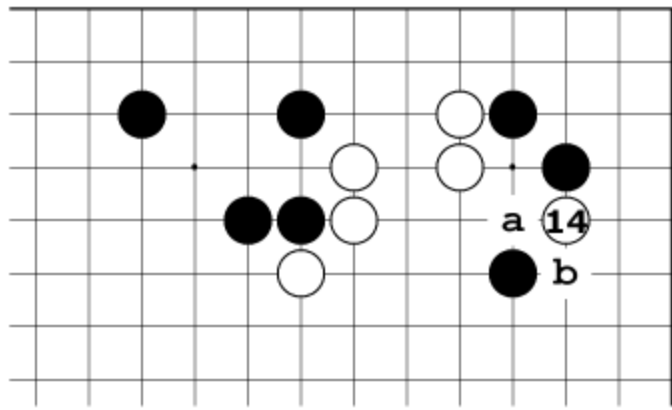
11 * GOOD VARIATION *



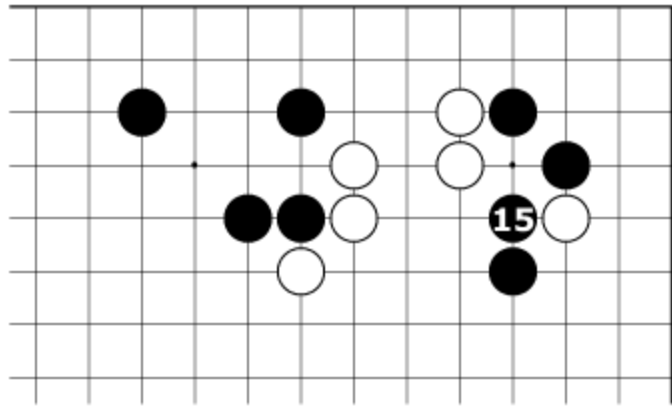
12 Black continues with 'a', or if the ladder is favorable off 'a', Black may continue with 'b'.



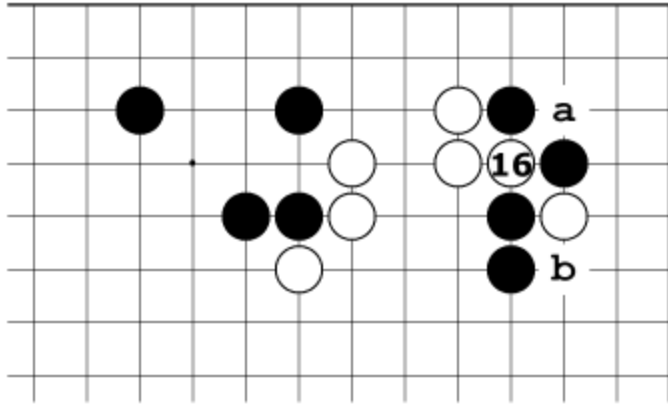
13 Black must have the ladder off Black 7 to play this way.



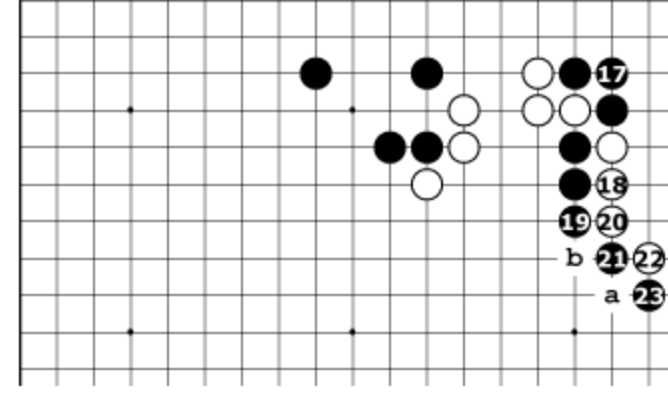
14 Black continues with 'a' only with a favorable ladder, otherwise Black must play 'b'.



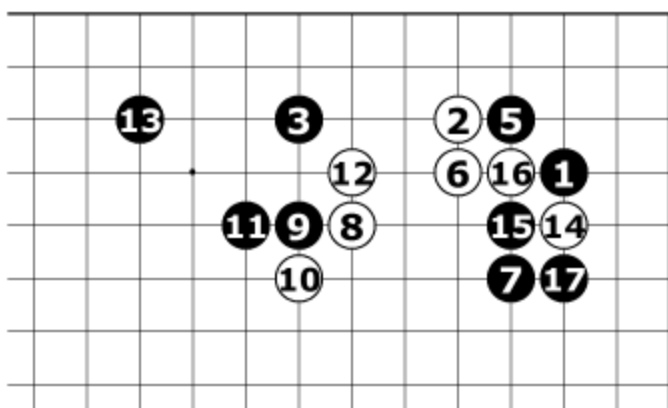
15 Black must have the ladder to play this way.



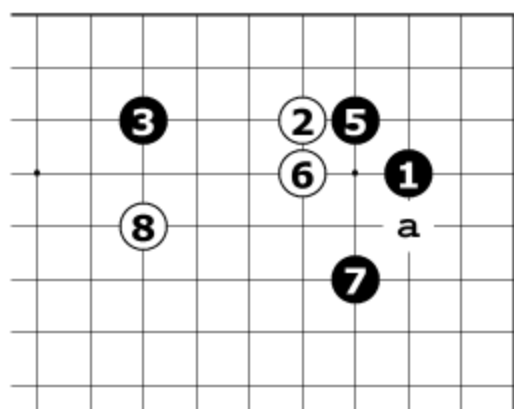
16 Black continues with 'a'. Black 'b' is a mistake.



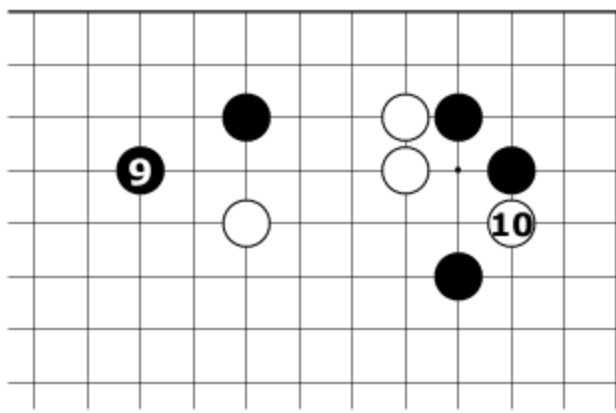
23 White 'a' and Black captures the three White stones on the right. White 'b' is a disaster for Black if Black does not have the ladder.



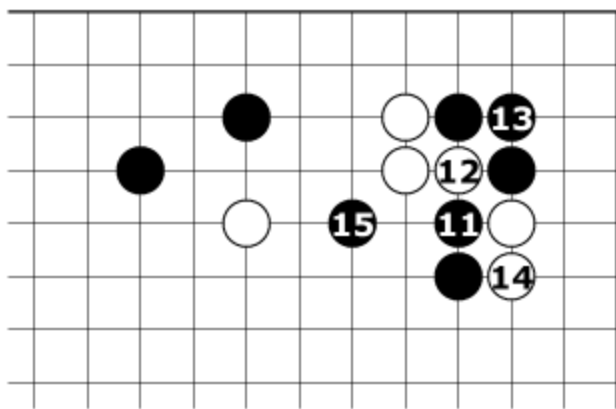
17 Black 17 is a mistake.



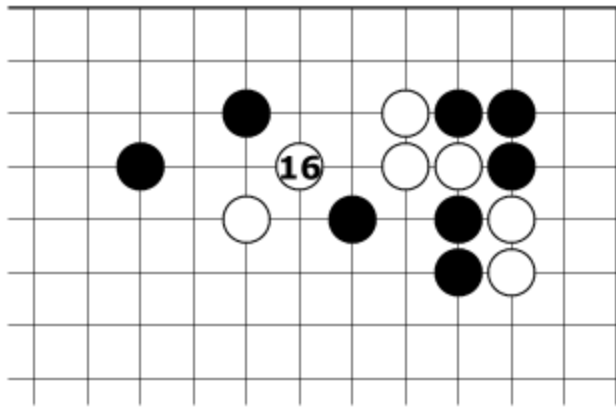
8 White cannot aim at 'a' by playing the capping play of White 8.



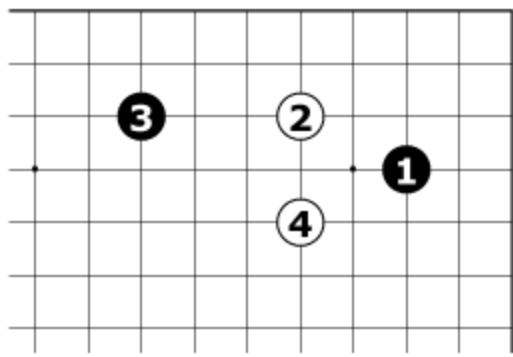
10 White 10 does not work. The sequence that follows shows why.



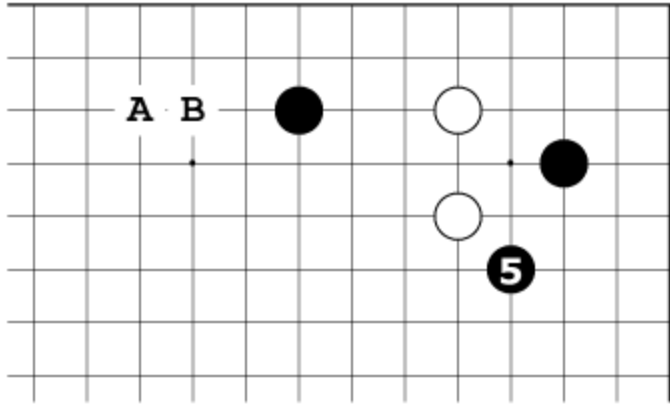
15 Black 15 is sente, so Black can continue with ni-dan bane (2 step hane).



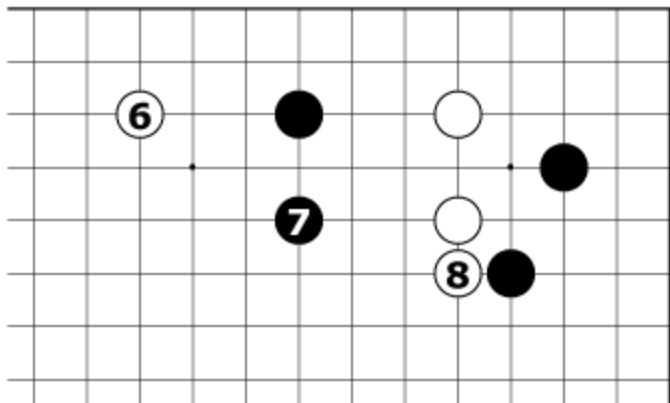
16 White must play 16 to stay connected.



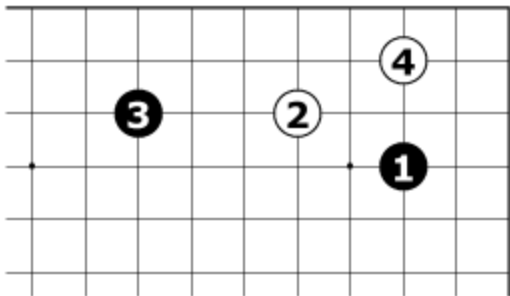
④ White 4 is not joseki with the two-space low pincer.



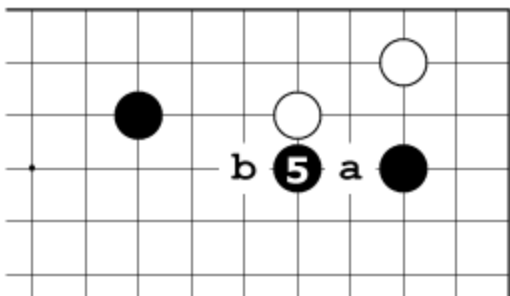
5 'A' or 'B'.



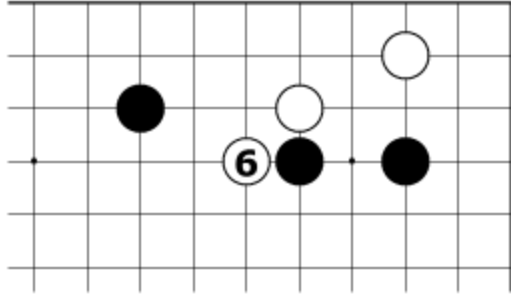
⑧ White is pushing Black from behind, which is hopeless.



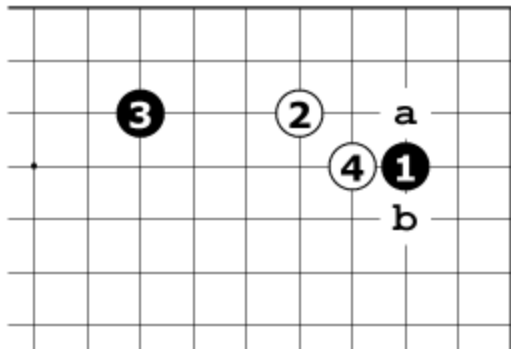
④ White 4 is too low for the first response.



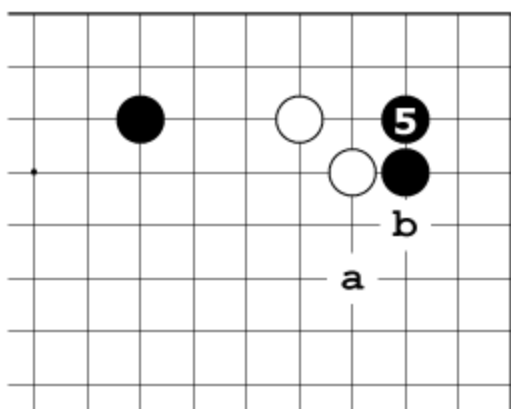
5 White continues with 'a'.
White 'b' is a mistake.



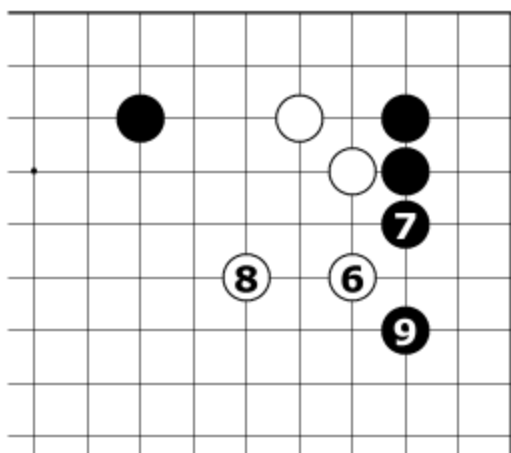
⑥ White 6 is an overplay.



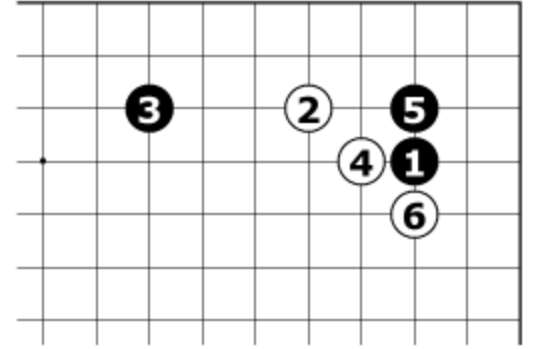
④ White 4 is a mistake.
Black continue with 'a'.
Black 'b' is weak.



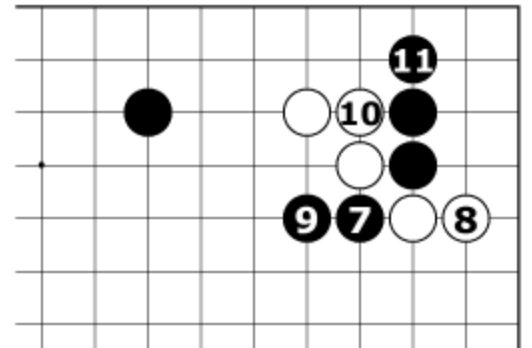
5 White continues with 'a'.
White 'b' is an overplay.



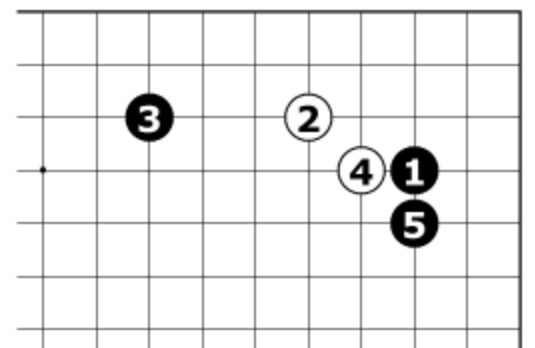
⑨ White stones are thin.



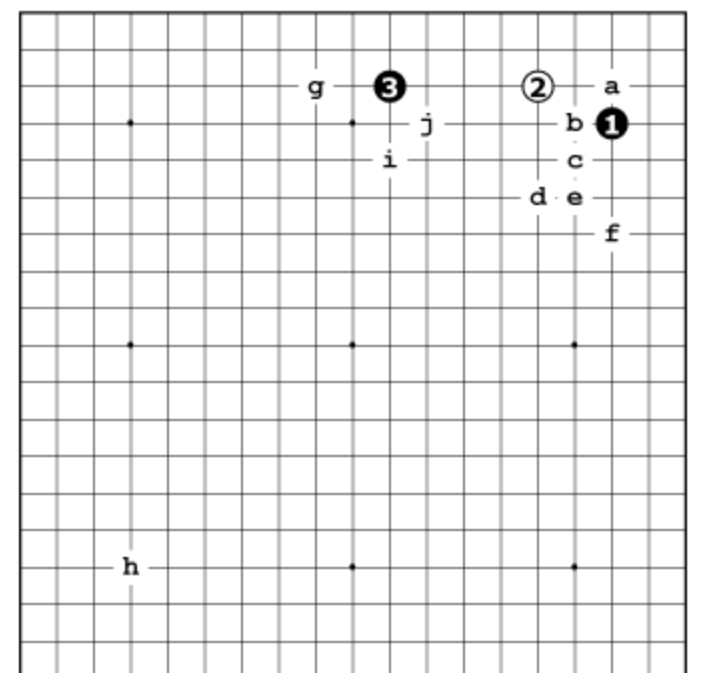
⑥ White 6 is an overplay.



11 Black 11 ensures that the three White stones are dead.



5 Black 5 is timid.



③ Black 1 is a pincer play said to have been developed by the 4th Honinbo Dosaku (1645-1702). This move maintains overall balance

while attacking the White kakari stone. It is often used when there is a White stone on the top-left star-point.

White's responses range from 'a *', 'b *', 'c *', 'd *', 'e *', 'f' or 'g', and include playing elsewhere 'h *'.

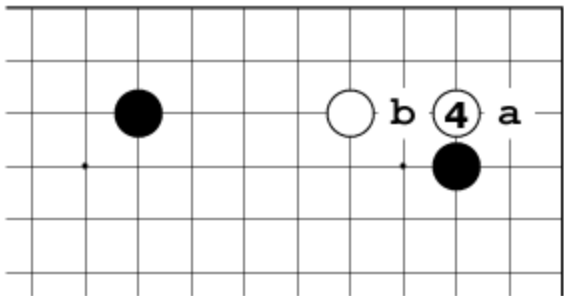
White may need the ladder to play 'c'.

White reply at 'i' comes from a 19th century Japanese game.

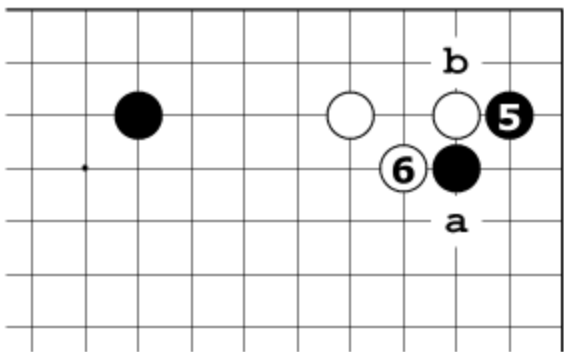
'j' was played professionally.

i9, h8, g7, f6, e5, d4, c3, b2, a1

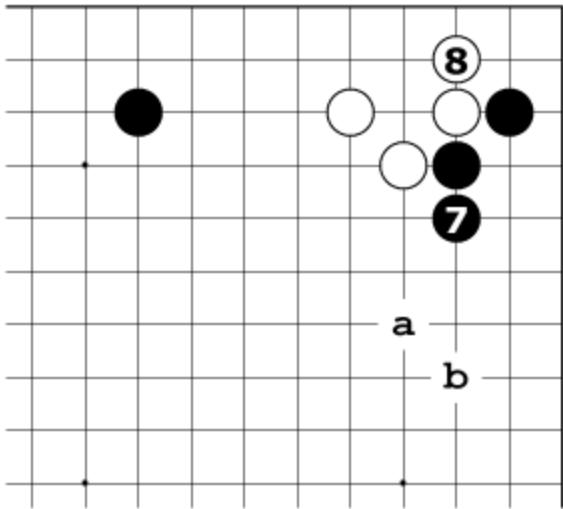
outcomes:
a1, b2, d4 - Black choice
c3 - White choice
e5 - Taisha
f6 - Black top, White right
g7 - White far top, right;
Black corner, near right
h8 - White top



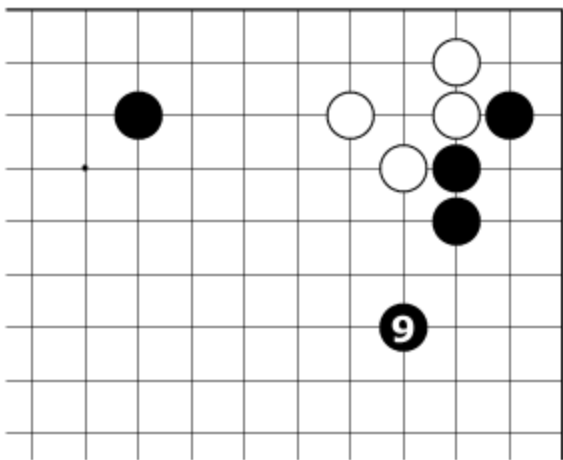
④ Black continues with 'a *'. Black 'b' is an overplay.



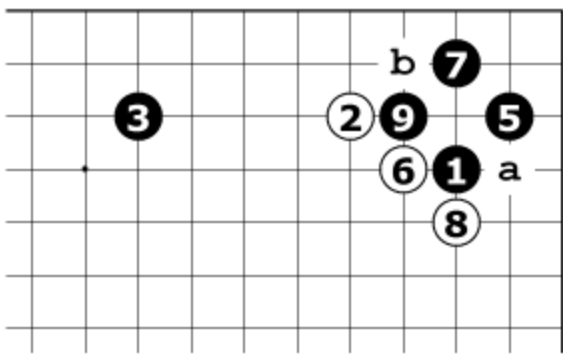
⑥ Black continues with 'a *' or 'b'.



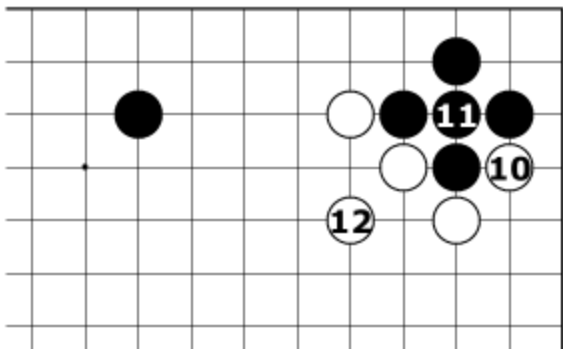
⑧ Black continues with 'a *' or 'b'.



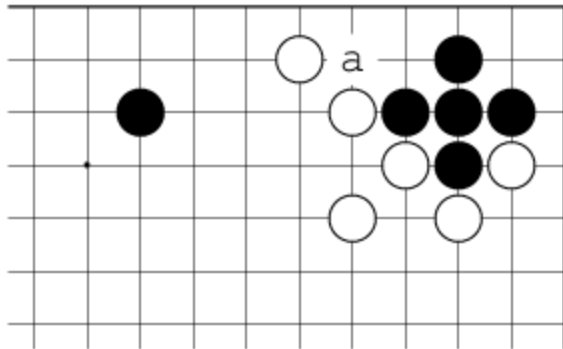
⑨ * GOOD VARIATION *



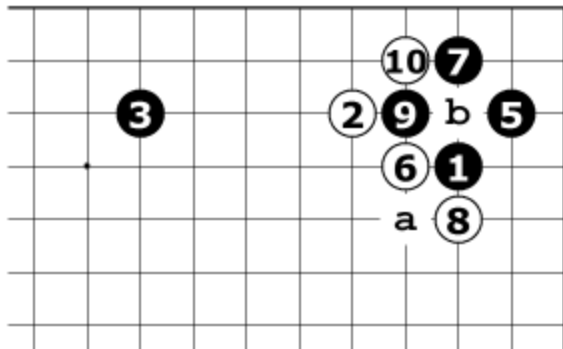
⑨ White continues with 'a'. White 'b' is a mistake.



⑬ Black plays elsewhere.

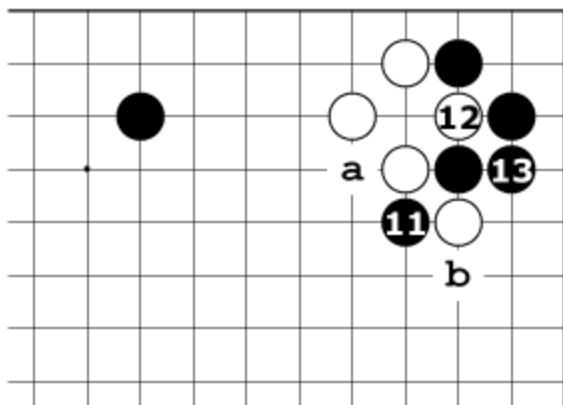


⑭ White 13 is better than White 'a'. This forces Black to capture White 10.

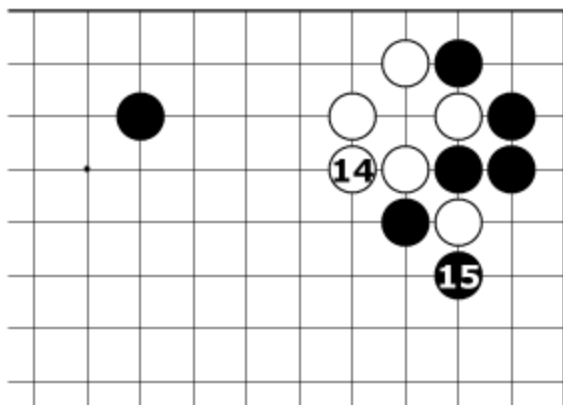


⑩ White 10 is a mistake. The pincer of Black 3 is still effective.

Black continues with 'a'. Black 'b' is a mistake.

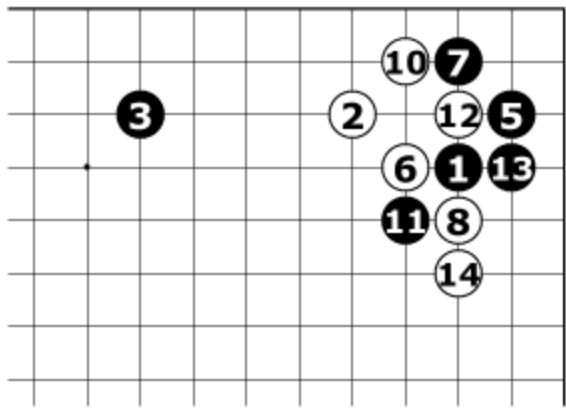


⑬ White continues with 'a'. White 'b' is a bit unreasonable.

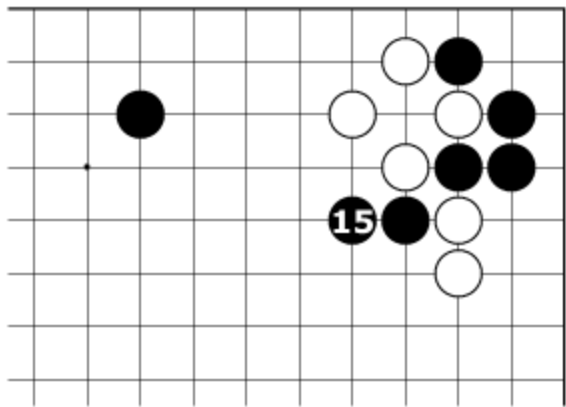


⑮ Black 5 takes profit while

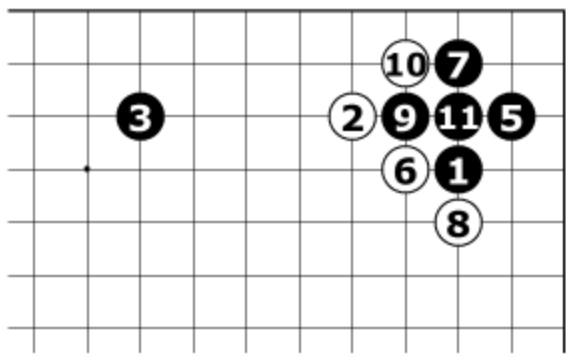
the pincer of Black 3 still has meaning.



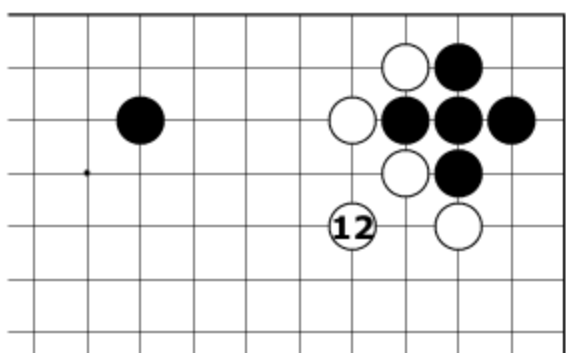
14 White 14 is not recommended. White has created two weak groups.



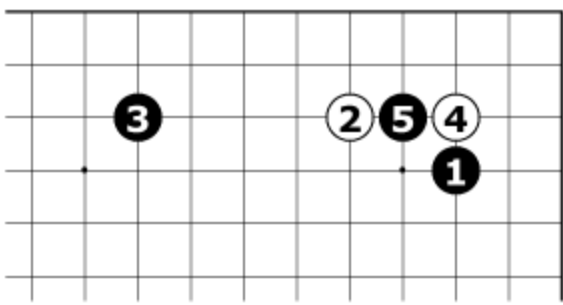
15 Black 15 helps Black's weak stone. Black has an advantage in the coming fight: White cannot start the ko to attack Black's corner. Thus, White has two weak groups.



11 Black 11 is a mistake.

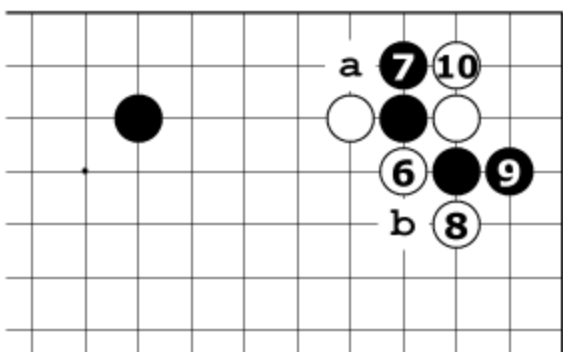


12 Now White 10 is more effective than having been played on the other side. Black's pincer now looks lonely.

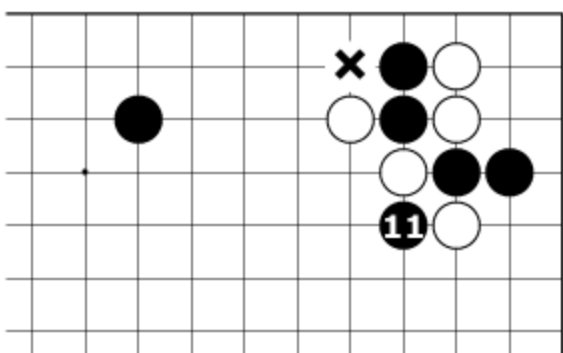


5 Black 5 is overly aggressive.

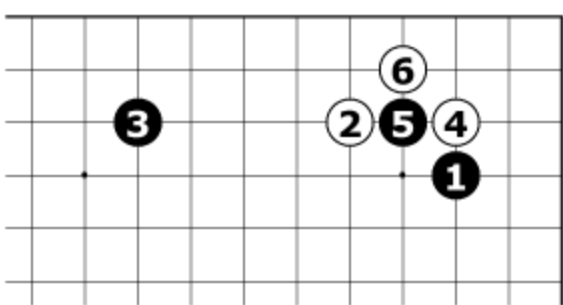
White continues with 'a'. White 'b' is a mistake.



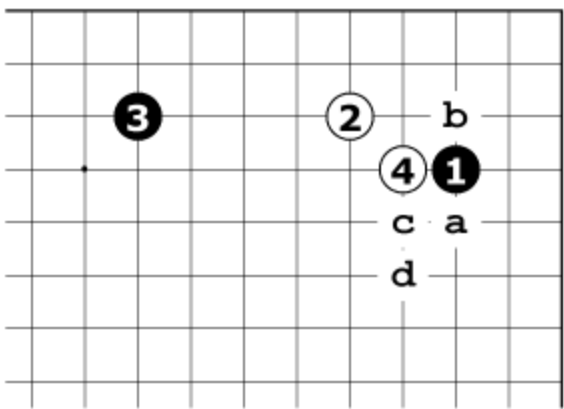
10 Black 'a' is better than 'b'.



11 Black 11 is not as favorable as playing x. At best, Black 11 represents a special strategy.

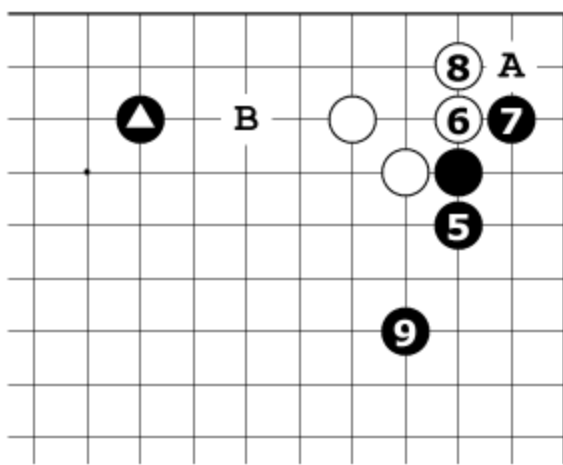


6 White 6 is weak.

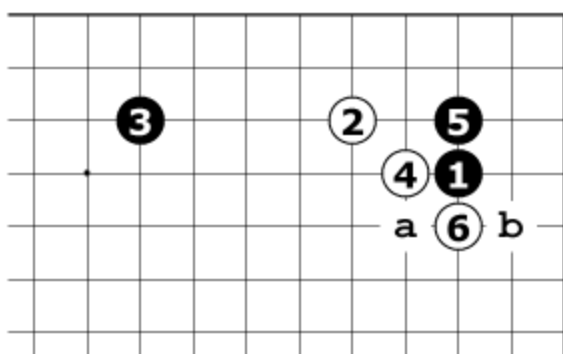


4 Black continues with 'a' or 'b *'. Black 'c' is an overplay. Black 'd' is an odd move.

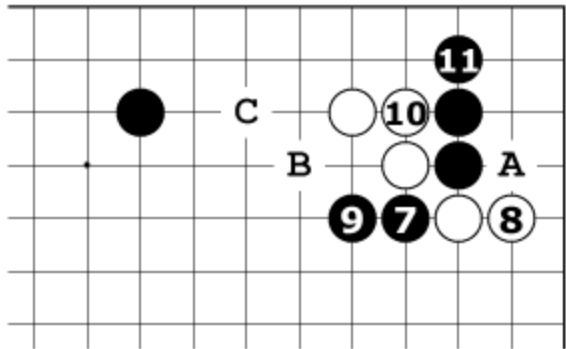
outcomes:
a1 - Black right, White corner
b2 - Black top, White big corner



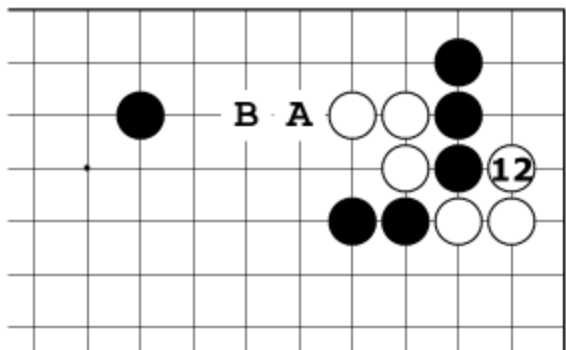
9 Later in the followup, as the marked stone is far, A and B are miai.



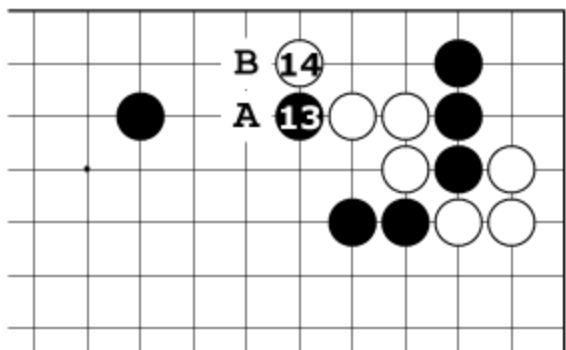
6 Black continues with 'a *'. Black 'b' is a mistake.



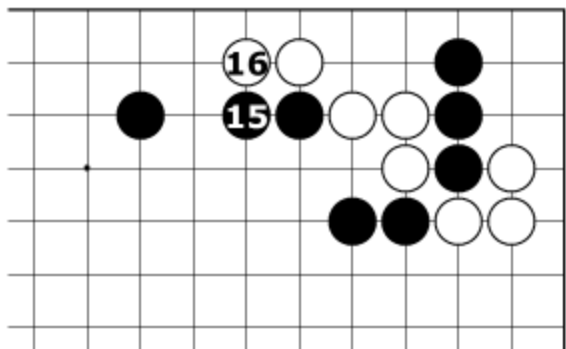
11 'A *' and 'B' are joseki, 'C' is a mistake.



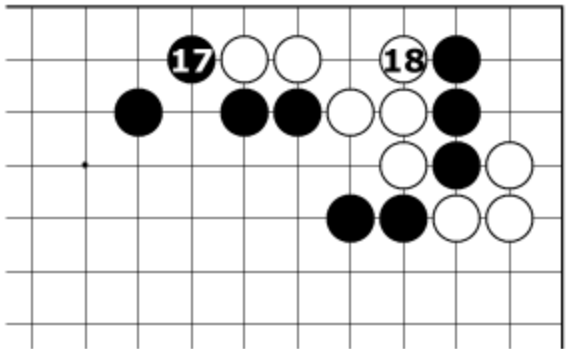
12 'A' or 'B'.



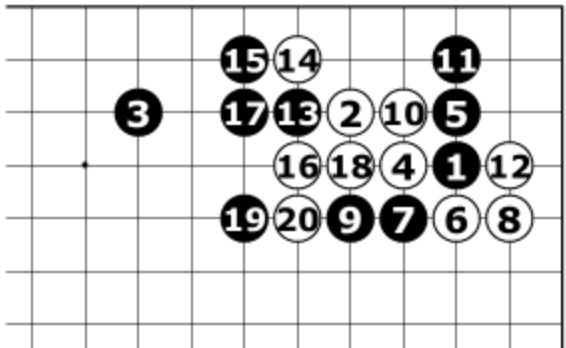
14 'A' is ok, 'B' encloses or crushes White with the ladder.



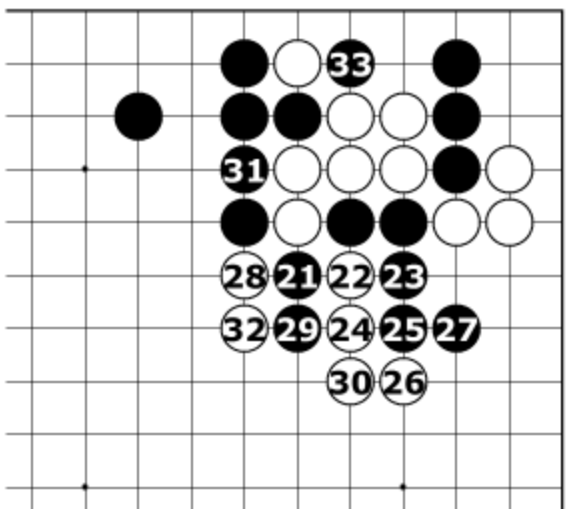
16 The two space high pincer has the same variation, refer to that joseki.



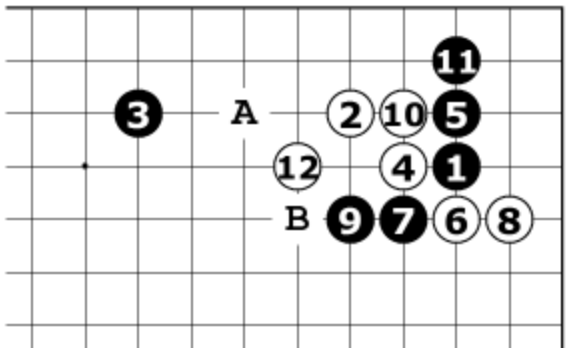
18 * GOOD VARIATION *



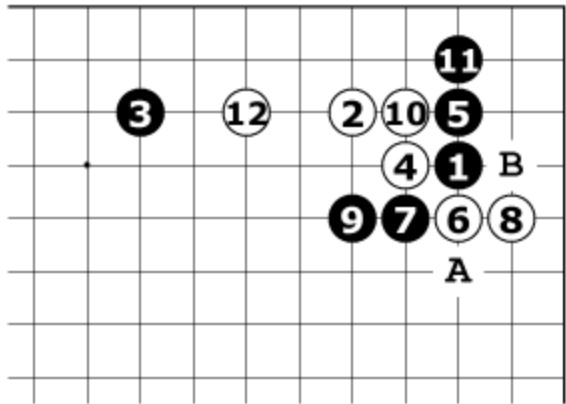
20 This move doesn't work without the ladder.



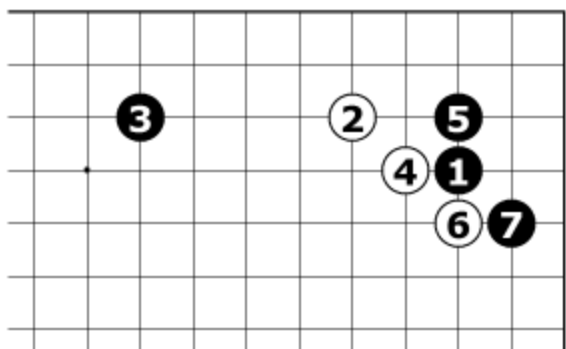
33 Without the ladder, Black can get a good result here.



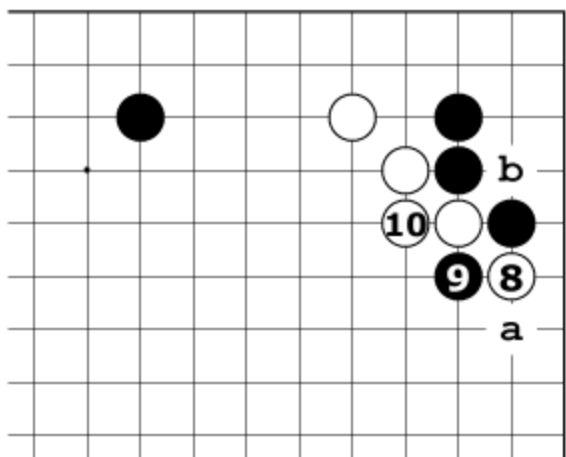
12 'A' or 'B'.



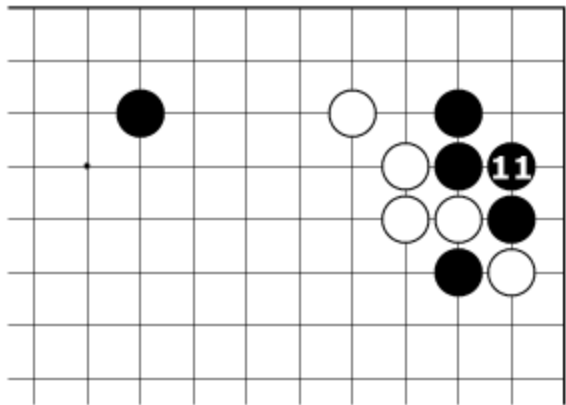
12 Black can choose, if he wants to enclose White on 'A' or live in the corner and keep White separated on 'B'.



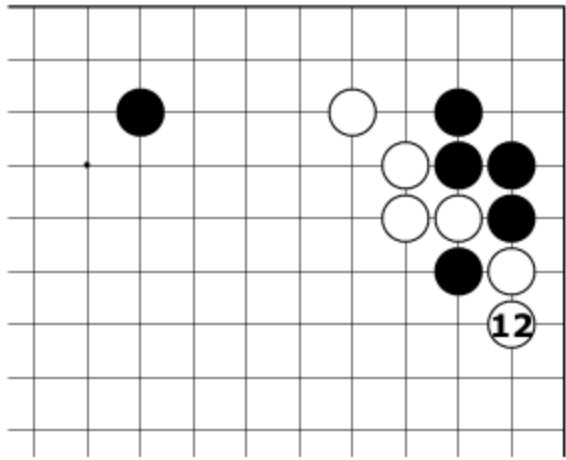
7 Black 7 is weak.



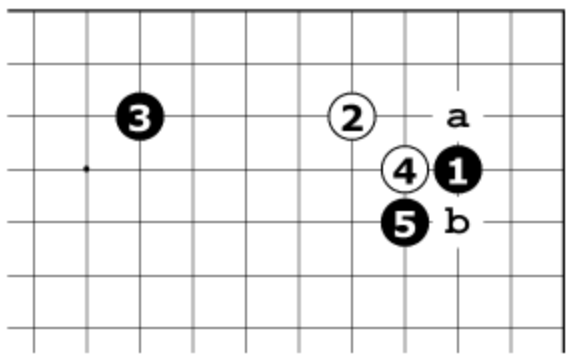
10 Black must play 'a'. Black 'b' is unreasonable regardless of the ladder.



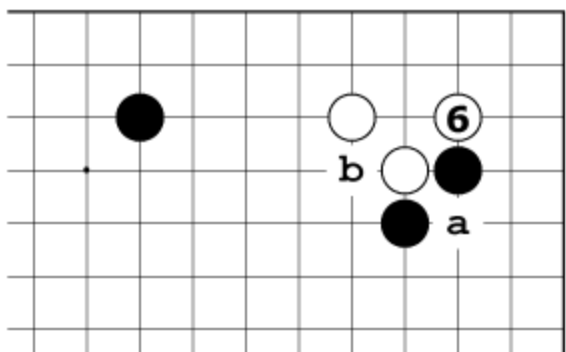
11 Black 11 is unreasonable.



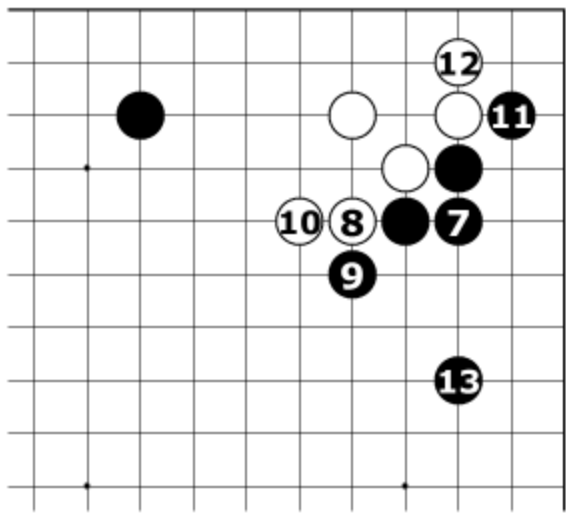
12 Black must play to live in the corner, allowing White to capture Black 9 and gaining great position.



5 Black 5 is an overplay.
White continues with 'a'.
White 'b' is not as favorable.

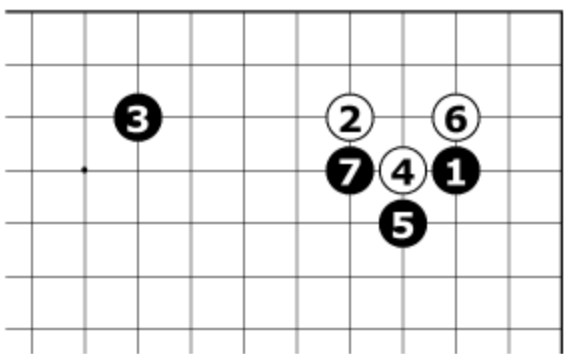


6 Black continues with 'a'.
Black 'b' is crude.

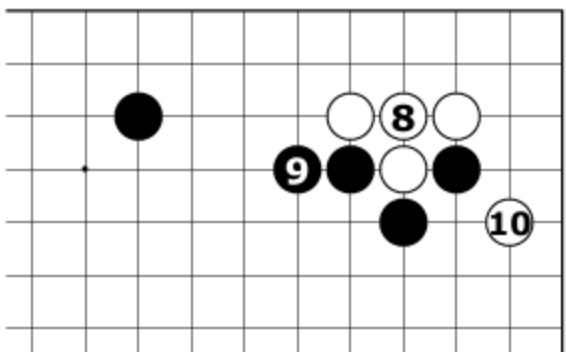


13 Black gets a result better

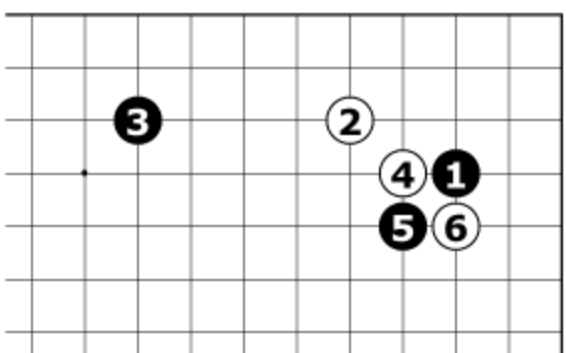
than joseki.



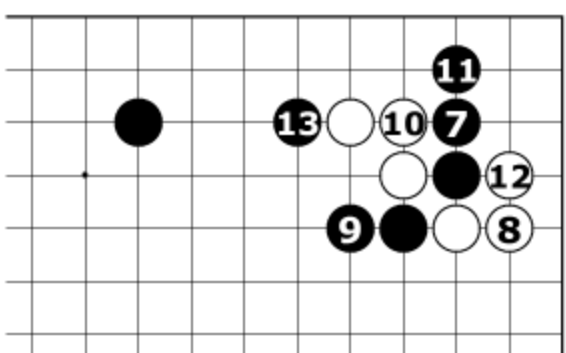
7 Black 7 is crude.



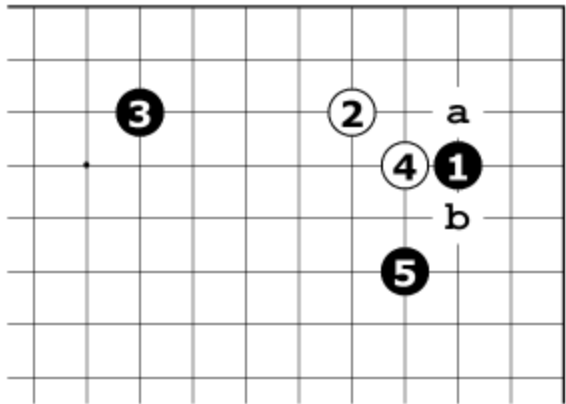
10 White 10 is a tesuji,
allowing White to connect
underneath, thus giving
White a good result.



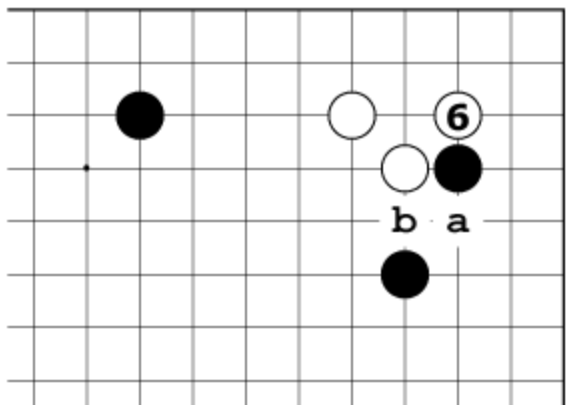
6 White 6 reverts to joseki,
but in doing so, White has
missed an opportunity for a
better result.



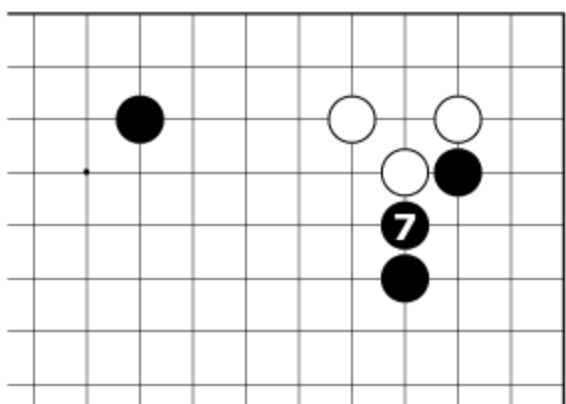
13 At this point, the variation
continues as in 2-1-6-2-2-1.



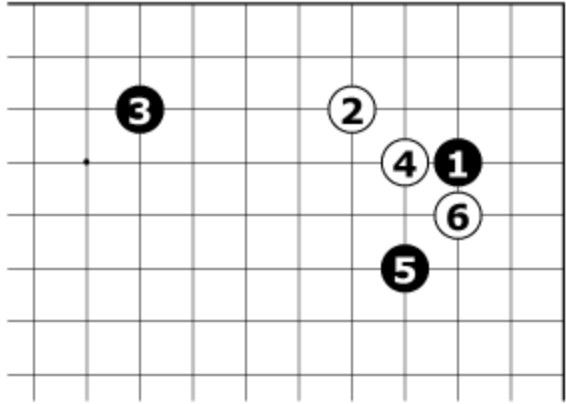
5 White continues with 'a'.
White 'b' is a mistake.



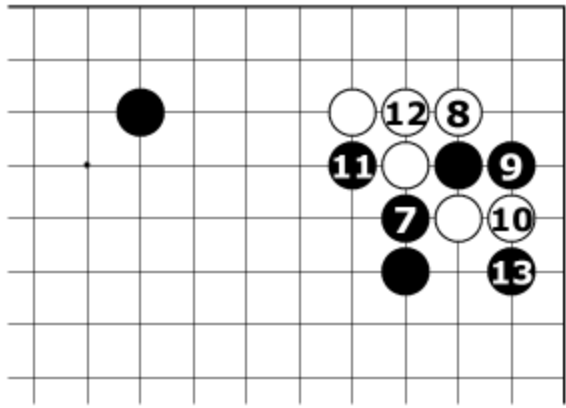
6 Black continues with 'a'.
Black 'b' is not
recommended.



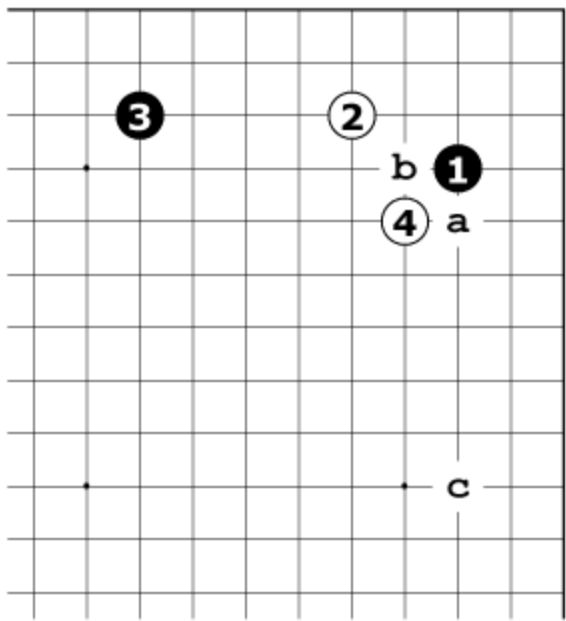
7 Black 7 is not
recommended.



6 White 6 is an overplay.



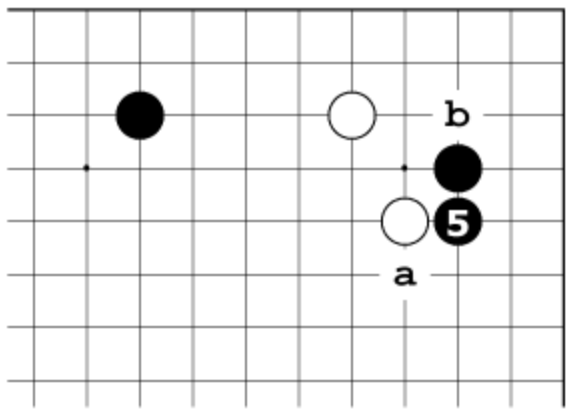
13 Black 13 give Black nice thickness.



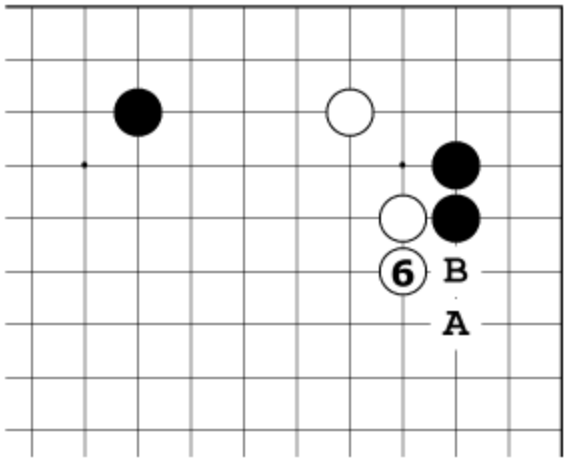
4 White may need the ladder to play this way.

Black continues with 'a *'.

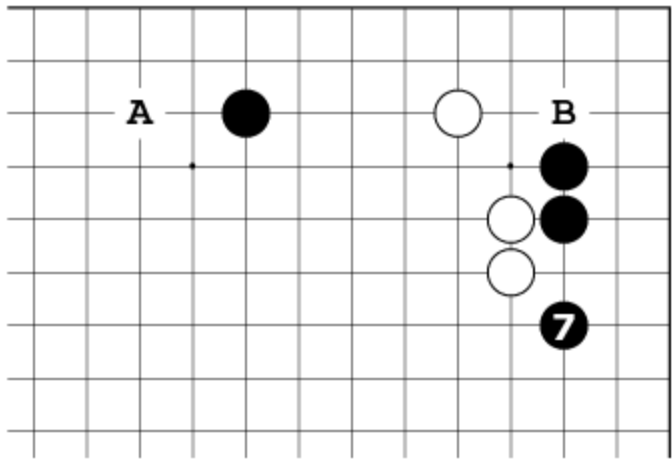
Black 'b' is not recommended unless circumstances favor it, the variation shown in 'c'.



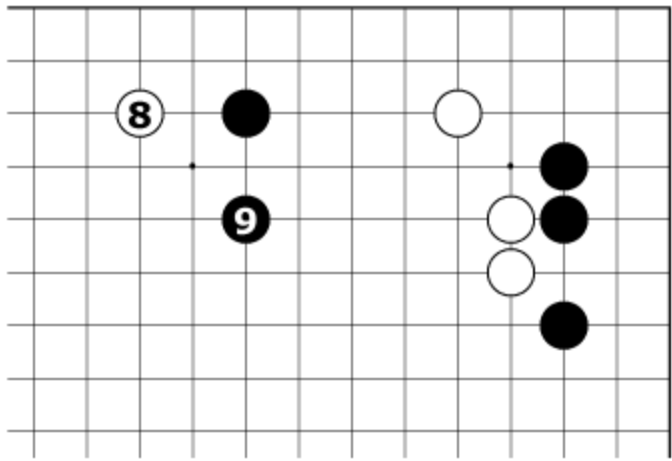
5 White continues with 'a *' or 'b *'.



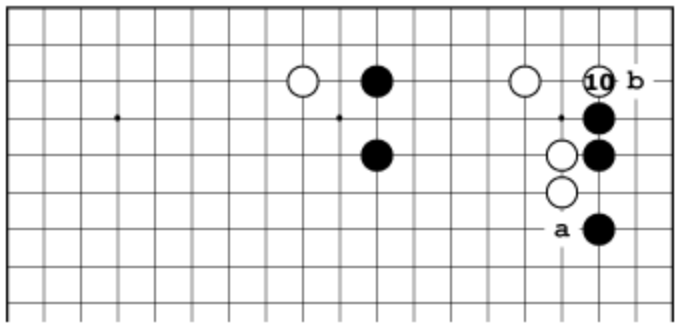
6 'A' is usual, 'B' is possible.



7 'A' or 'B'.

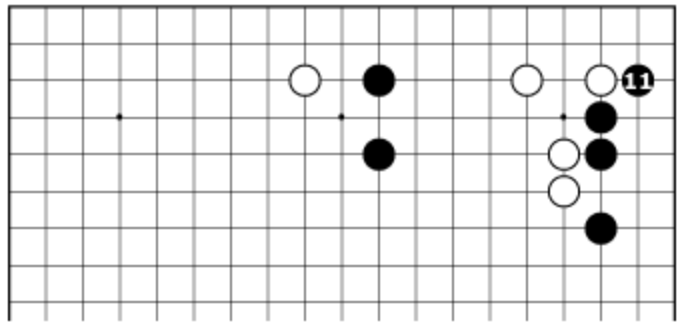


9 * GOOD VARIATION *

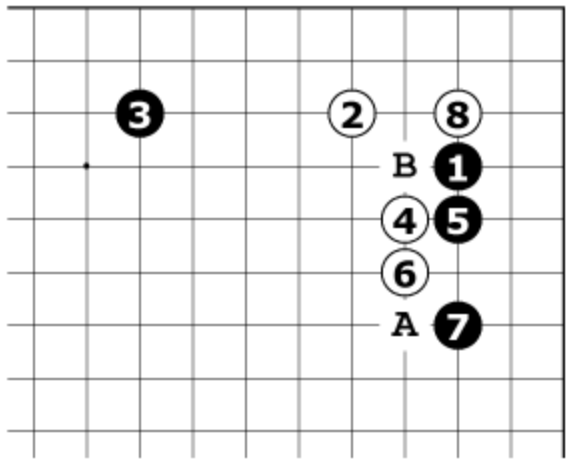


10 White must have the ladder to play 1.

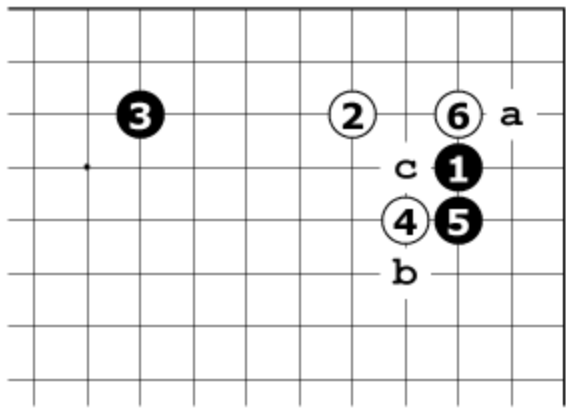
Black continues at 'a'. Black 'b' is a mistake.



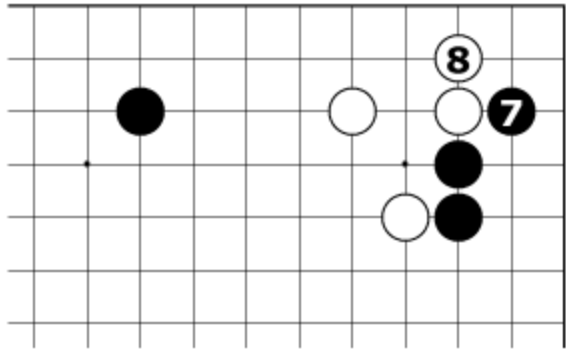
11 Black 11 is a mistake.



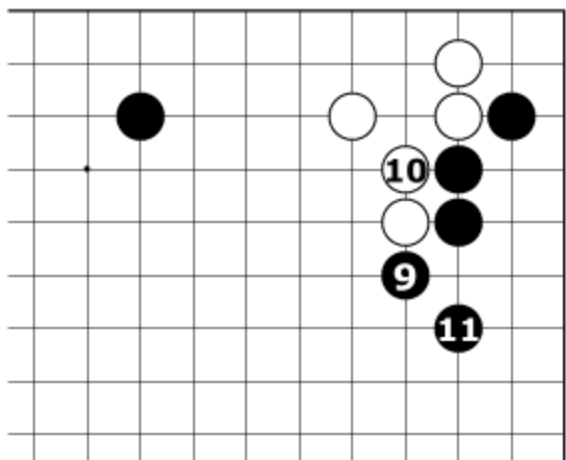
8 'A' or 'B'.



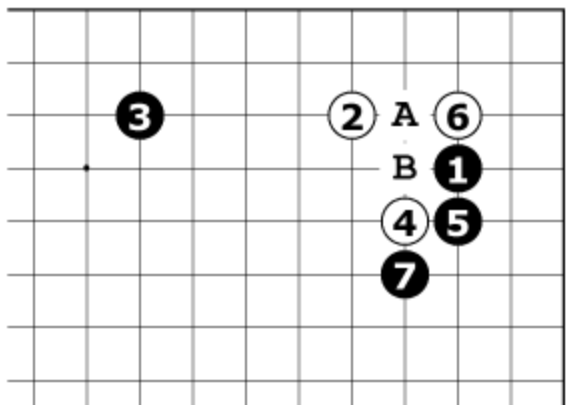
6 Black continues with 'a' or 'b *'. Black 'c' is a mistake.



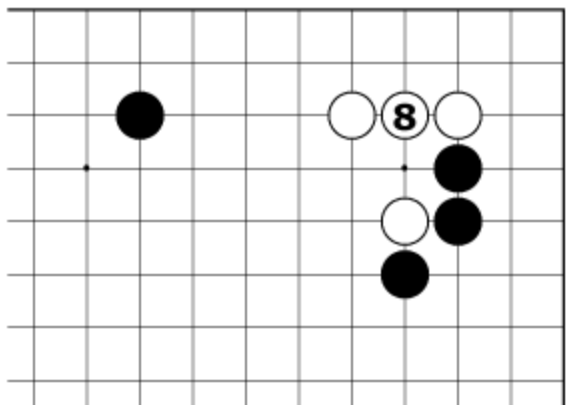
8 White 8, a natural move, is not correct.



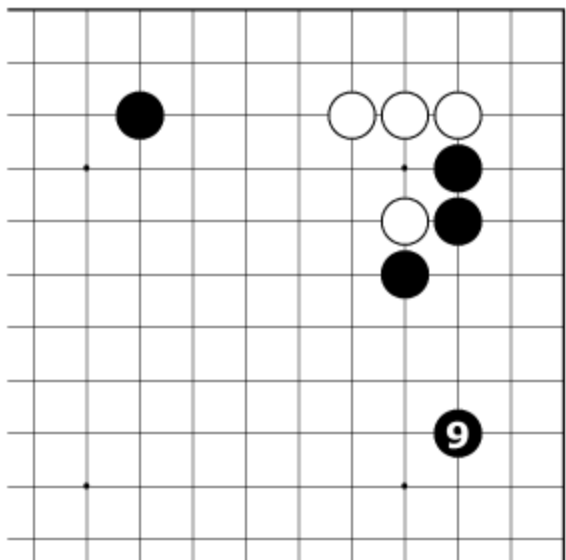
11 This result is favorable to Black.



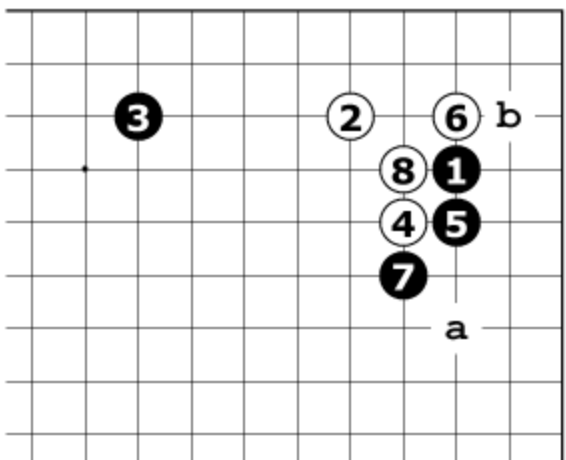
7 White continues at 'A *'. White 'B' solidifies Black more.



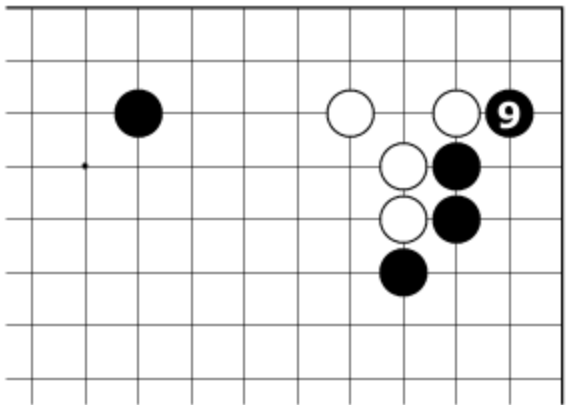
8 White 8 is too weak.



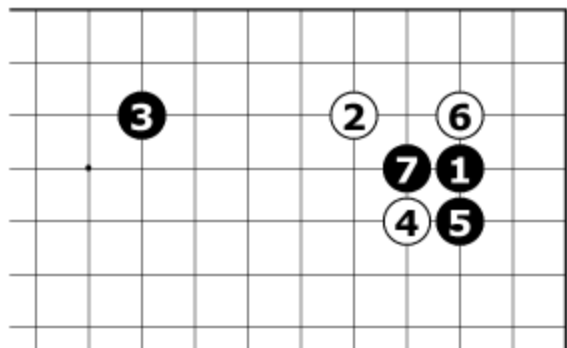
9 * GOOD VARIATION *



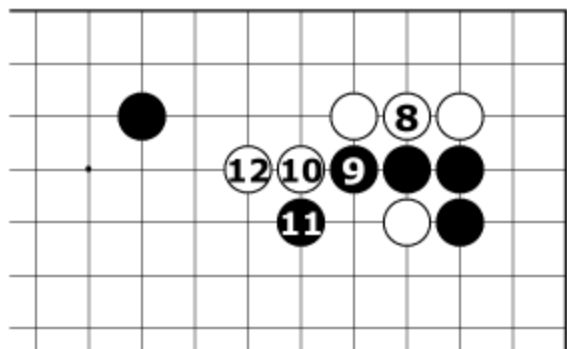
8 Black continues with 'a'. Black 'b' leads to a fight Black may not like.



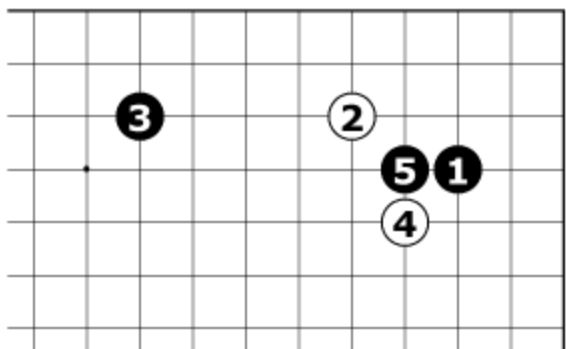
9 Black 9 is a tough move that may be an overplay.



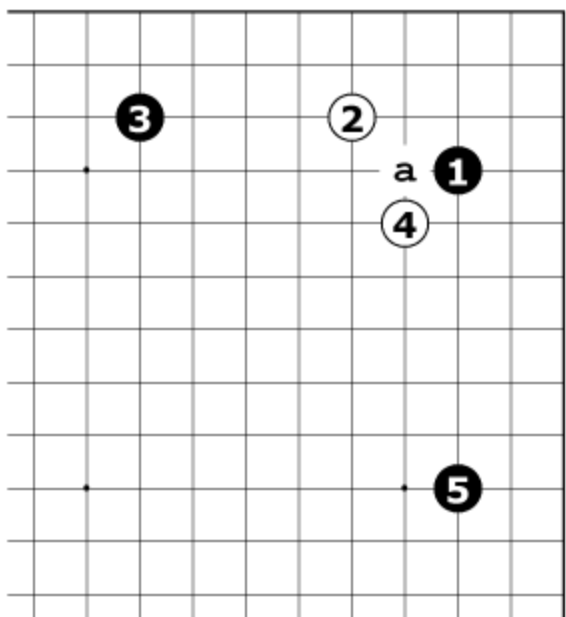
7 Black 7 is a mistake.



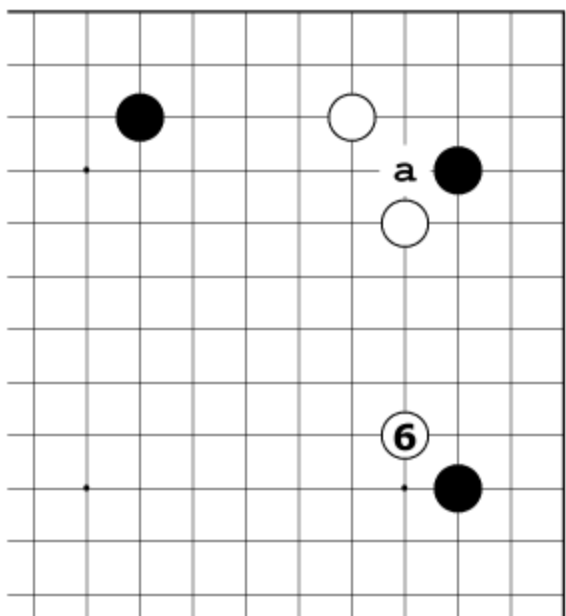
12 White gets a favorable result.



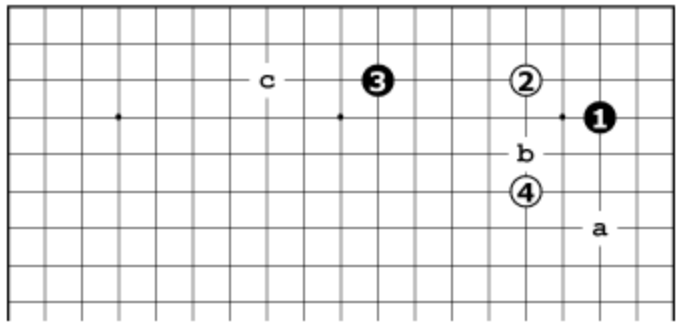
5 Black 5 is inconsistent with the leisurely distance of the pincer. White should not have a problem settling himself.



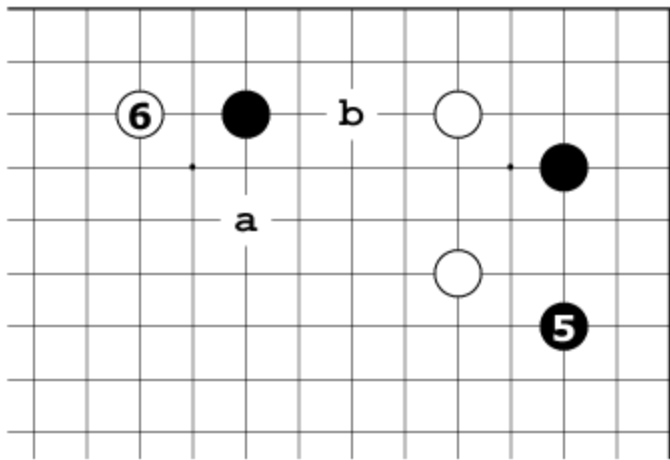
5 Black may push through with 'a' if he has support such as at Black 5.



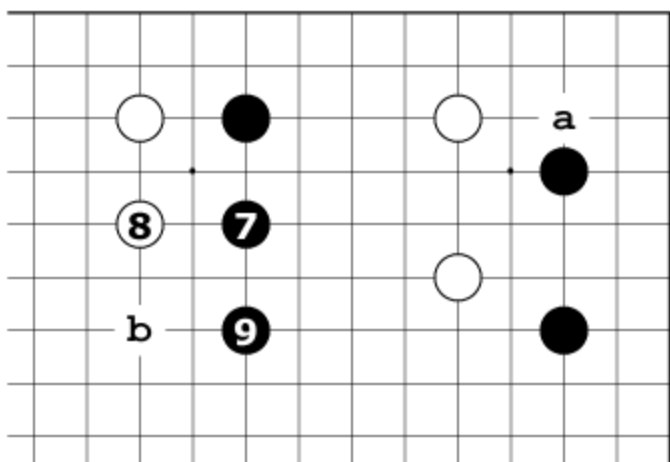
6 The shoulder hit at White 6 is helpful if Black pushes through and cuts at 'a'.



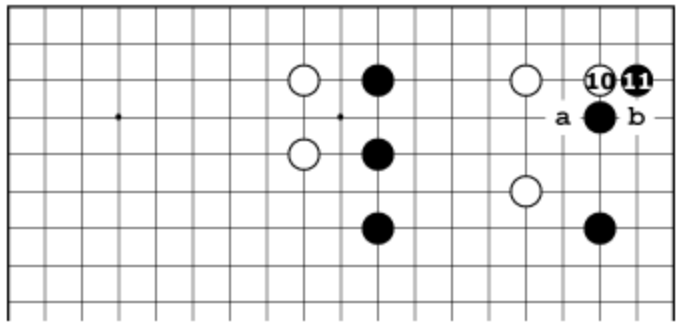
④ Black continues with 'a *', 'b *' or 'c'.



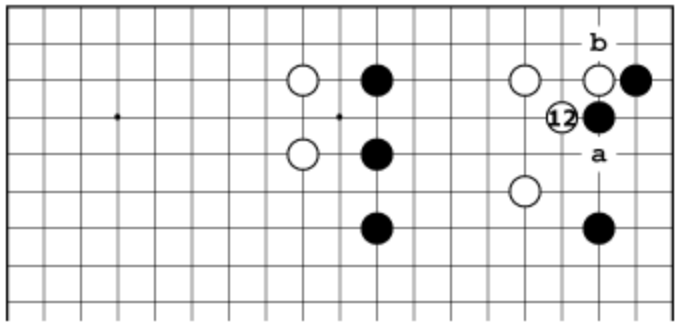
⑥ Black continues with 'a *' or 'b'.



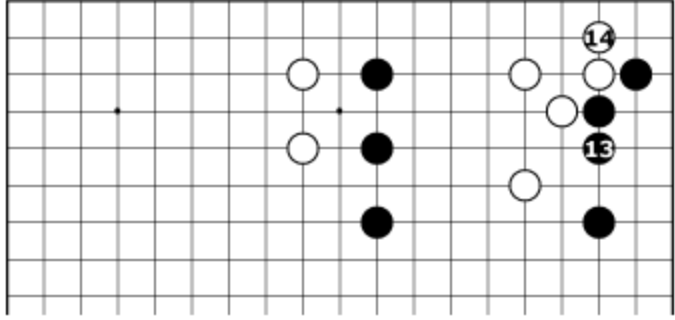
⑨ White continues with 'a *' or 'b'.



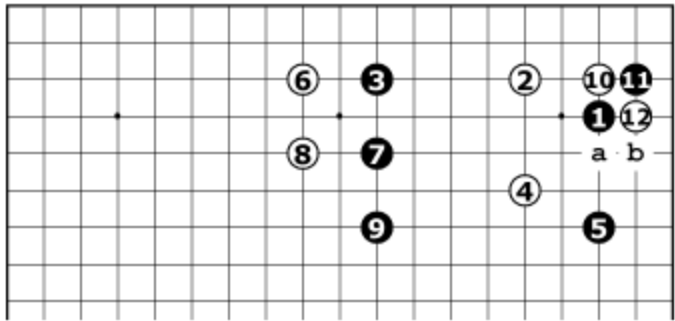
⑪ White continues with 'a *'. White 'b' is not recommended.



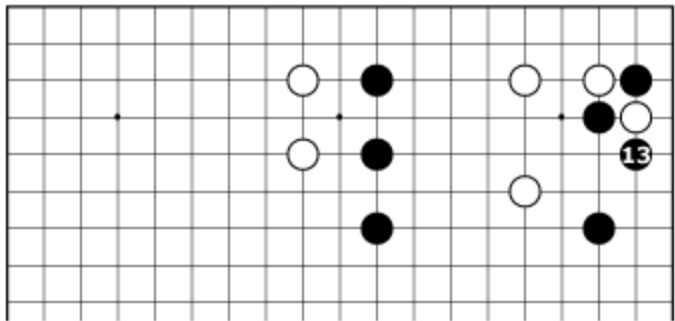
⑫ Black continues with 'a *' or 'b'.



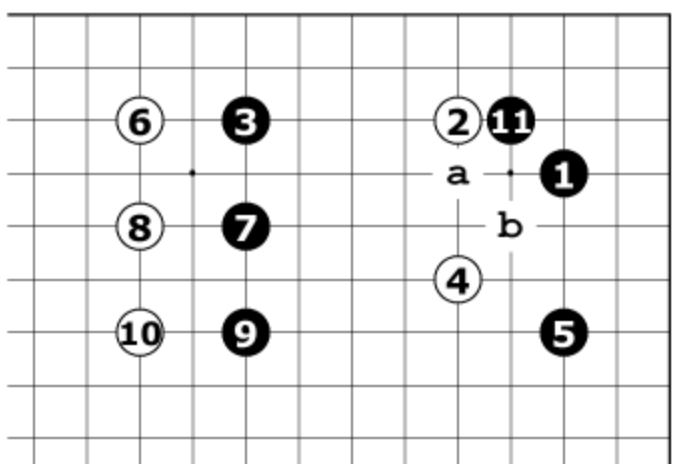
⑭ * GOOD VARIATION *



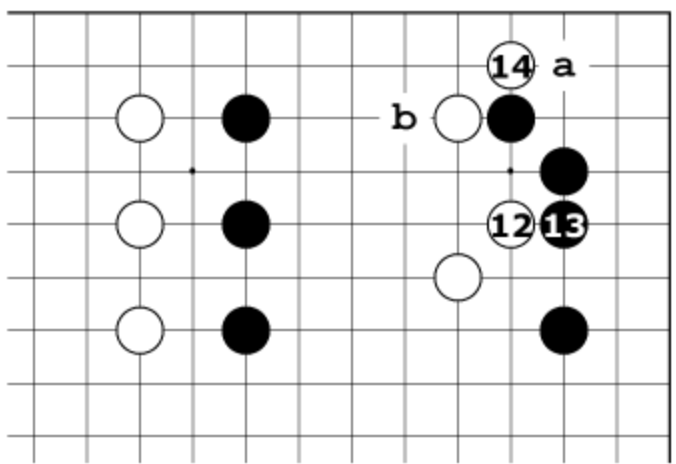
⑫ White 12 is selfish. Black plays 'a' while White hopes for 'b'.



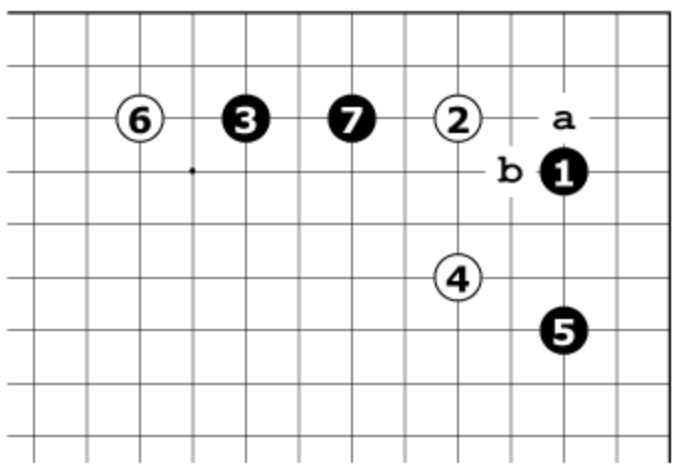
⑬ Black 13 is a mistake.



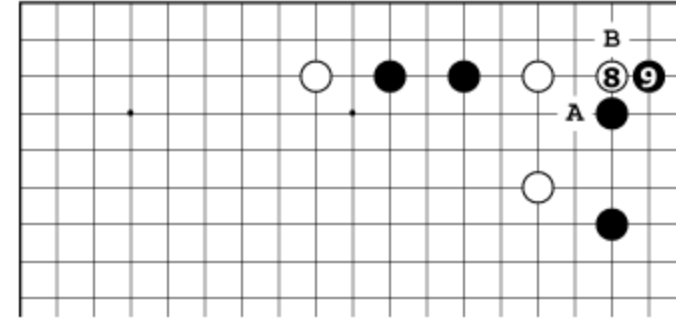
⑪ White continues with 'a' or 'b'.



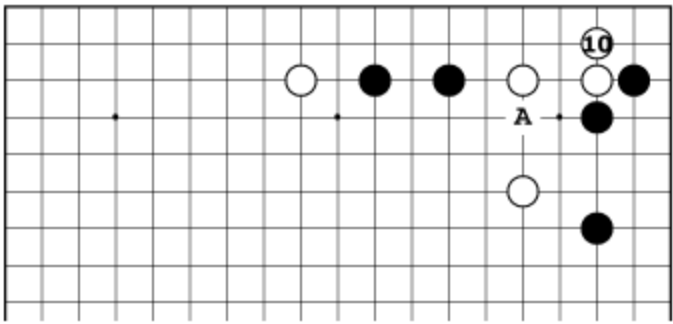
⑭ Black continues with 'a' or 'b'.



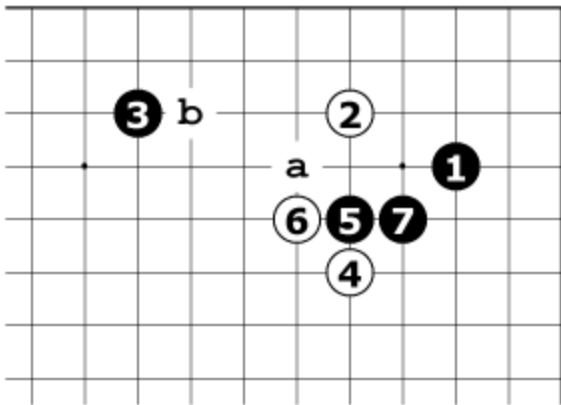
⑦ White continues with 'a' or 'b'.



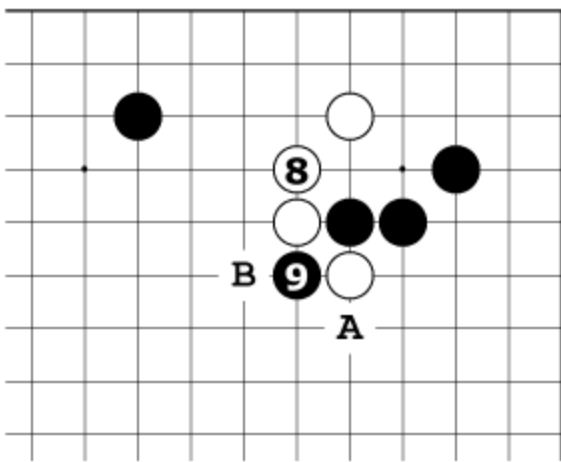
⑨ 'A' is correct, 'B' is questionable.



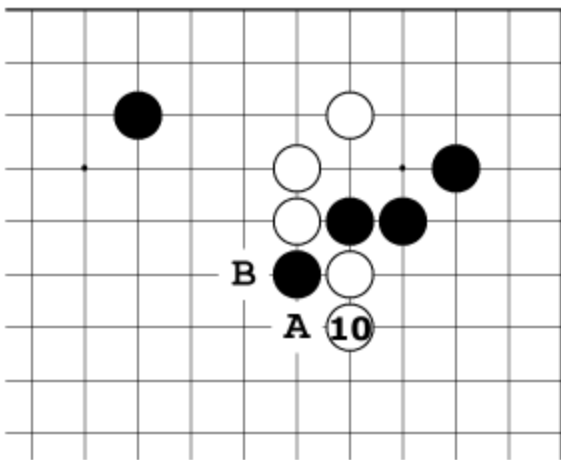
10 Black A is questionable.



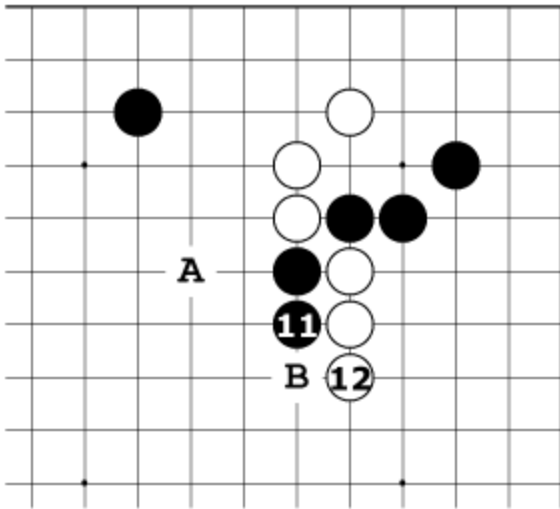
7 White continues with 'a' or 'b'.



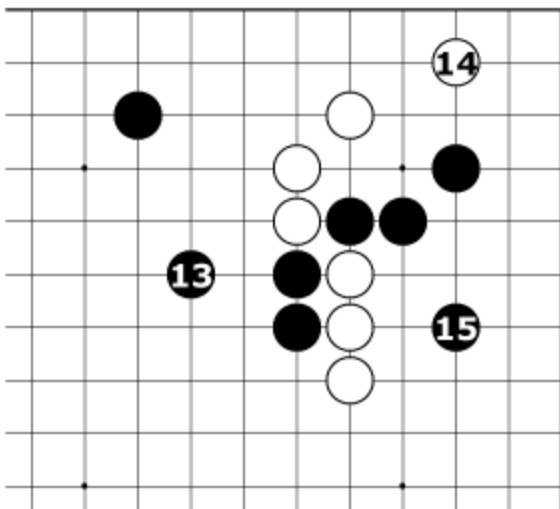
9 'A' is joseki, 'B' is bad.



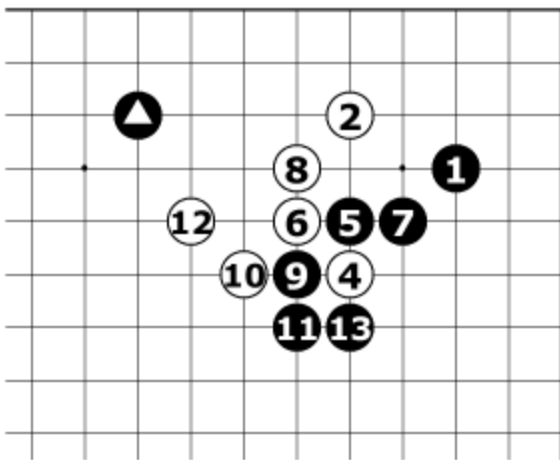
10 Black continues with 'A' or 'B'.



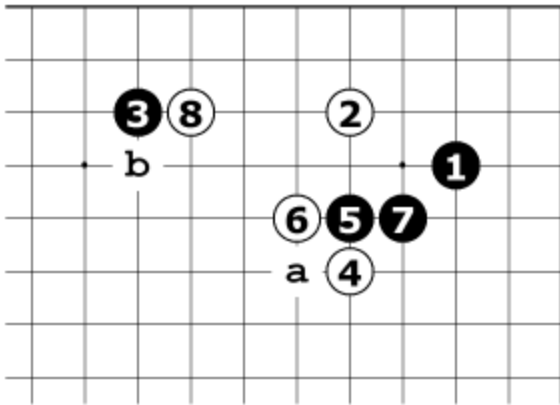
12 'A' is joseki, 'B' is a less favorable variation.



15 * GOOD VARIATION *

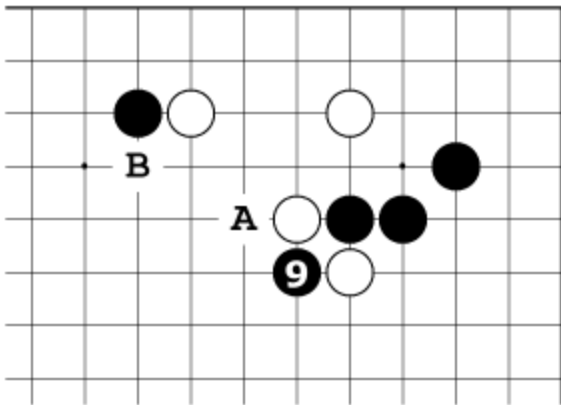


13 The marked stone is not surrounded, so the position is not equal.

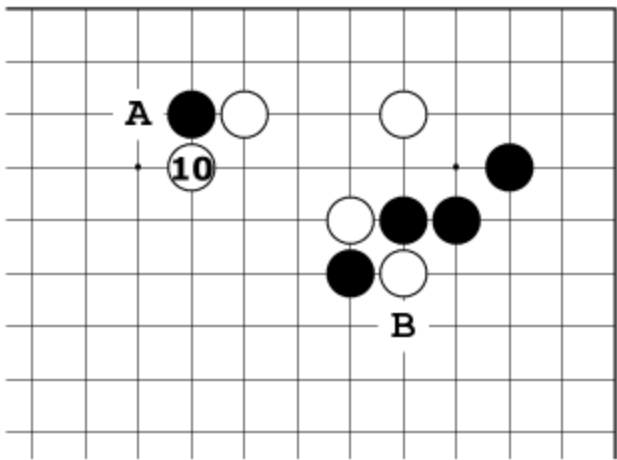


8 Black continues with 'a' or

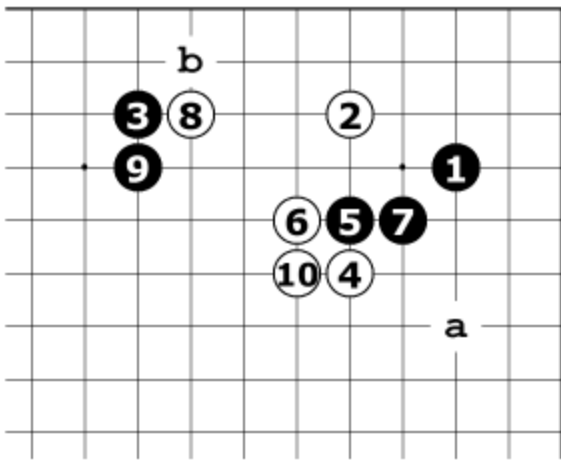
'b'.



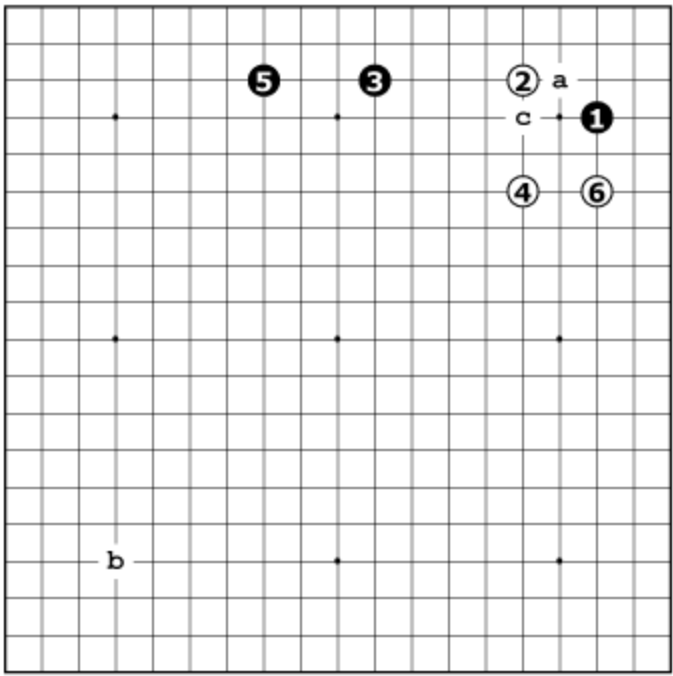
9 'A' is correct, 'B' is questionable.



10 'A' leaves White without a good answer. If he is weak, Black can be satisfied with 'B'.

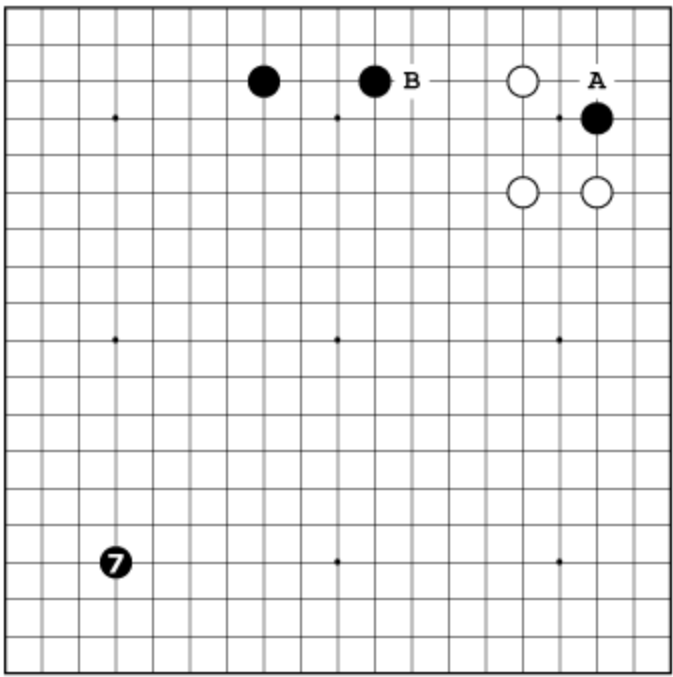


10 Black continues with 'a' or 'b'.

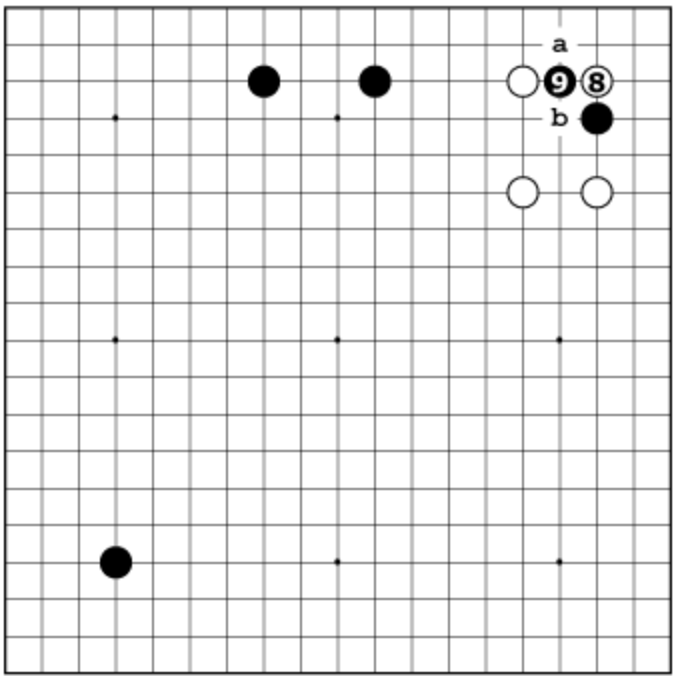


⑥ Black continues at 'a' or 'c'.

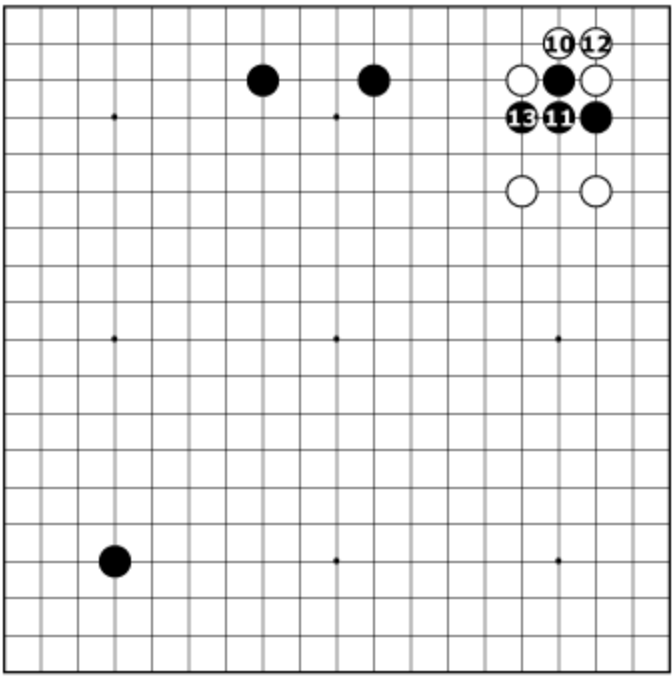
Even if Black plays elsewhere ('b'), the 3-4 stone retains aji.



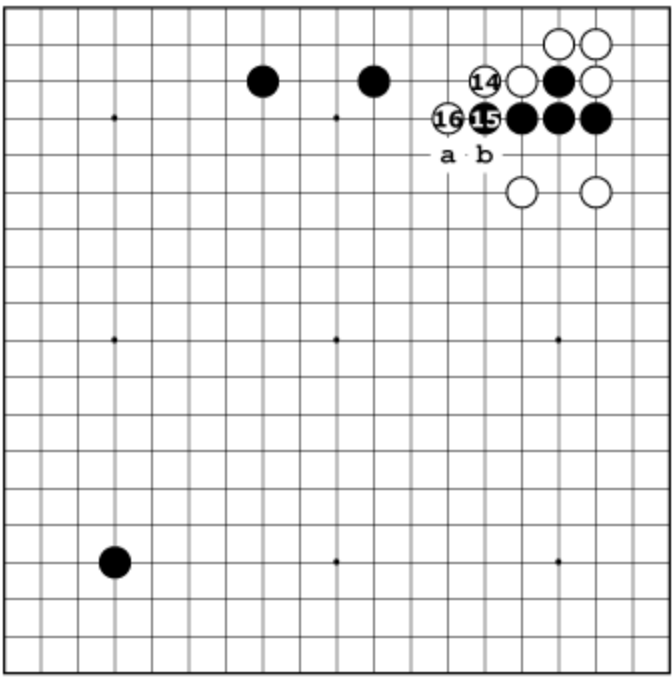
⑦ 'A' or 'B'.



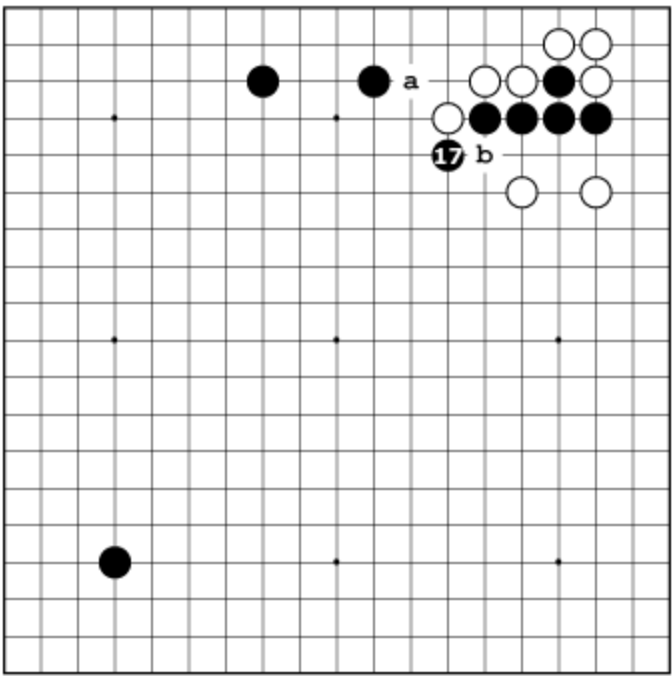
⑨ White continues with 'a'. White 'b' fails.



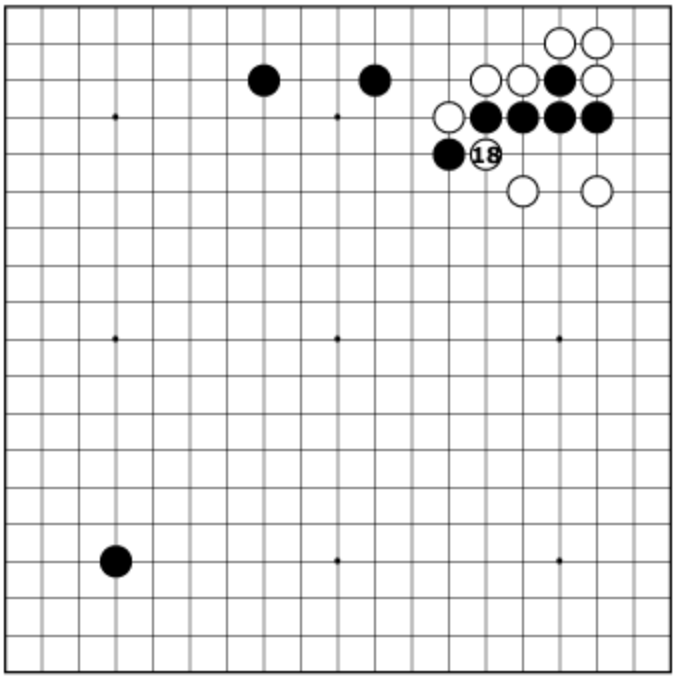
⑬ Black escapes.



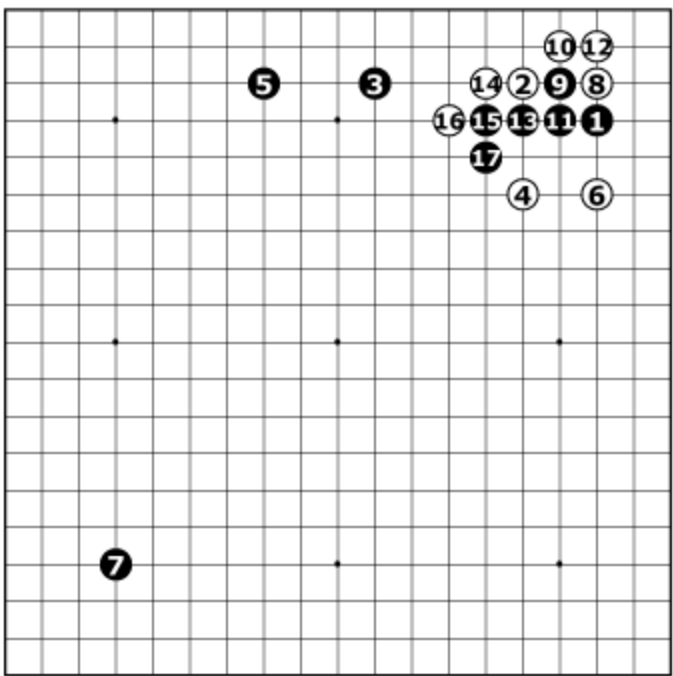
⑮ Black continues with 'a'. Black 'b' is not recommended.



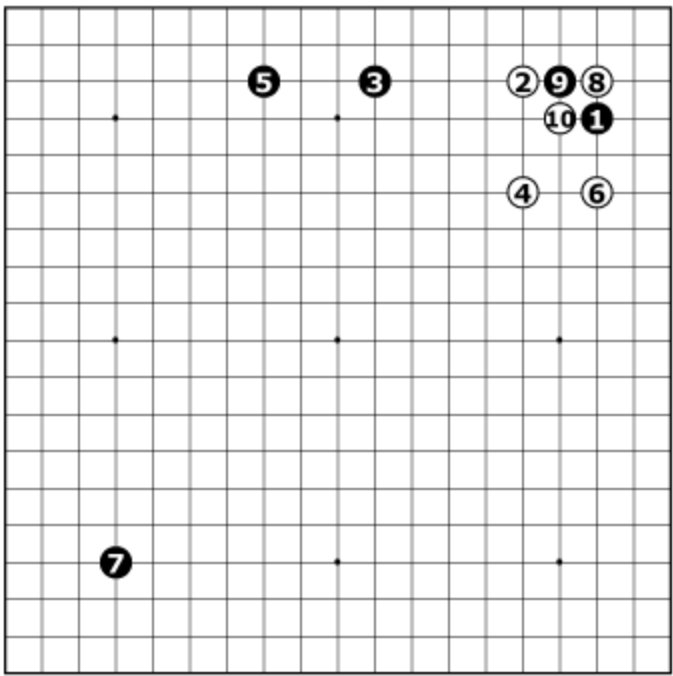
⑰ White continues with 'a'. White 'b' is not recommended.



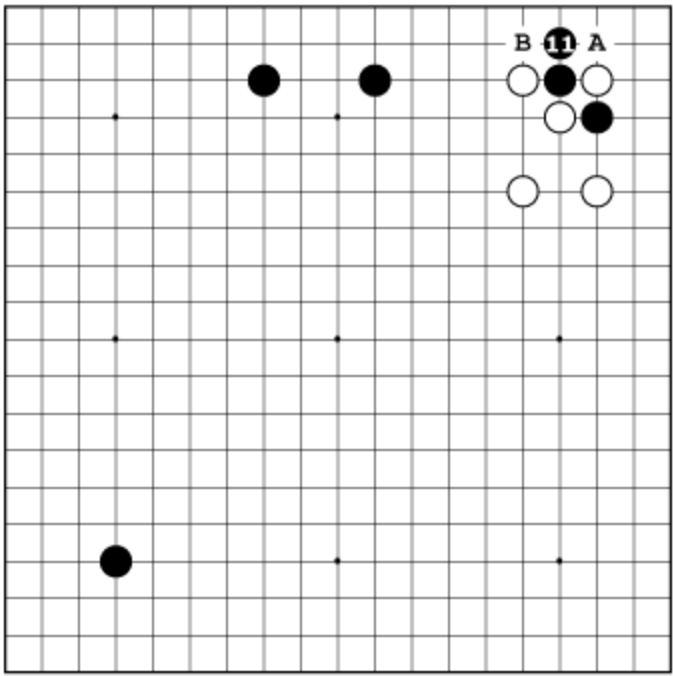
⑲ White 18 starts a fight. White is likely to lose.



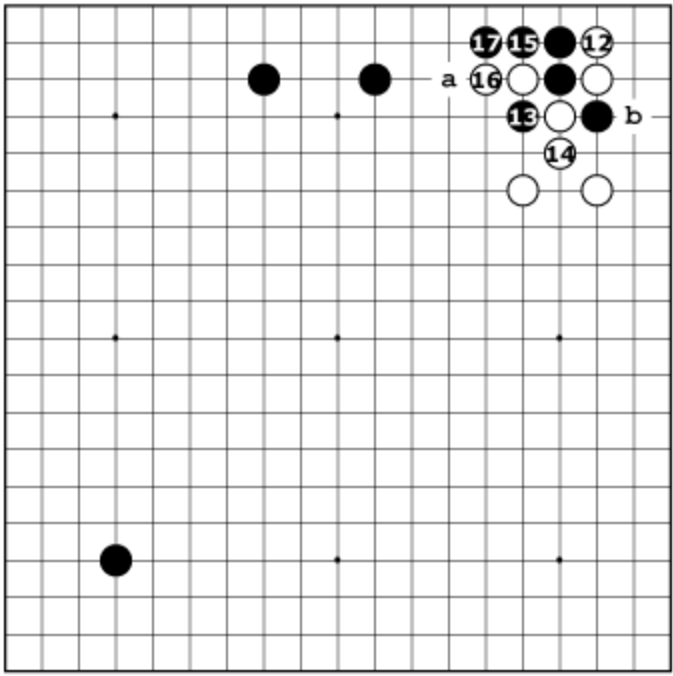
⑳ Black 17 is not recommended.



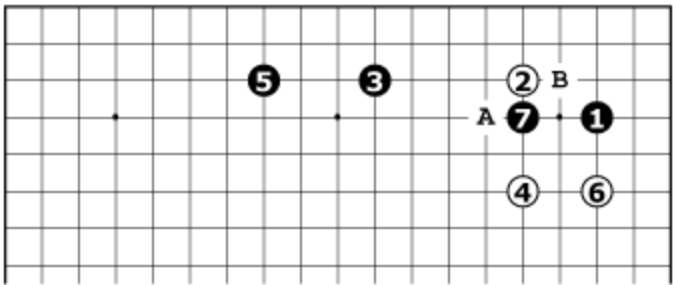
㉑ White 10 is a mistake.



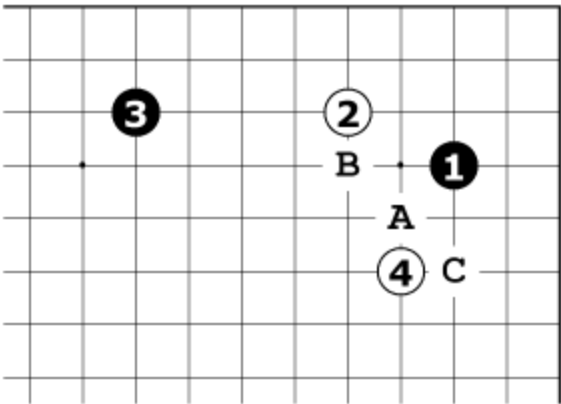
11 'A' is correct, 'B' is a mistake.



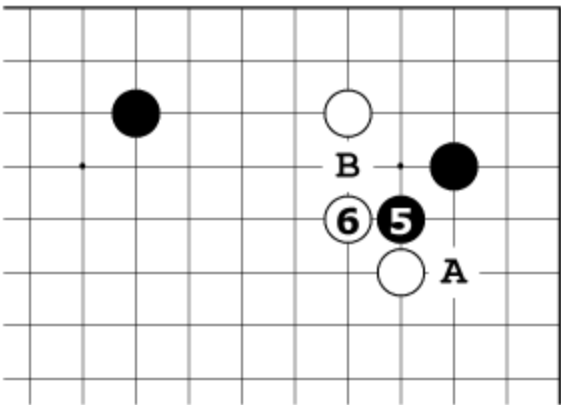
17 White 'a' and Black captures the corner with 'b'. White 'b' and Black captures two White stones (2 & 16).



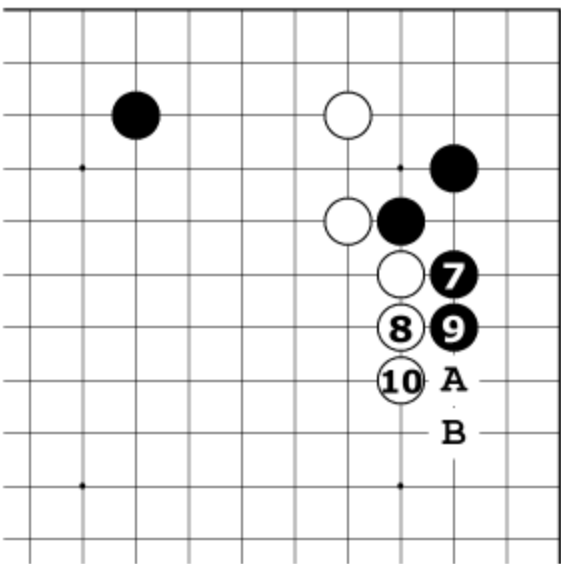
7 'A' or 'B'.



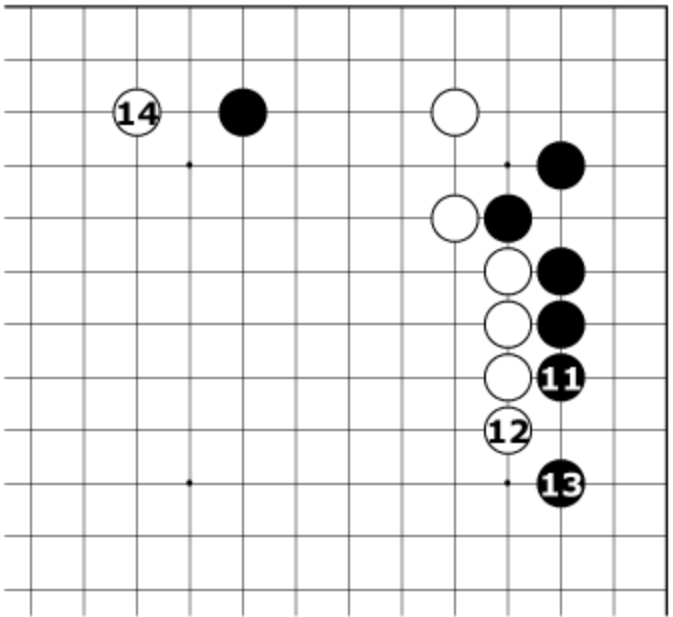
4 White 4 introduces the taisha, but there are not as many variations as with the 5-3 point. Both 'A *' and 'B *' are joseki. 'C' is similar to 'A', but inferior.



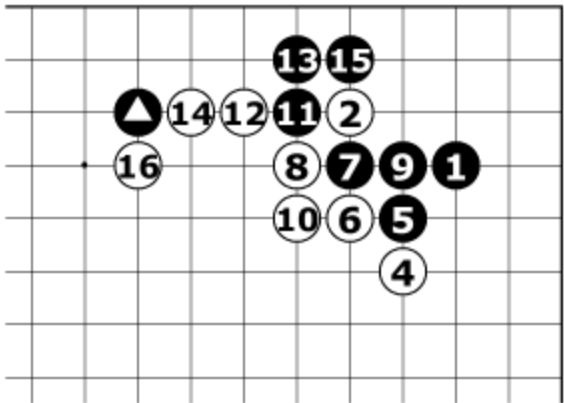
6 'A *' is joseki. 'B' is a mistake,



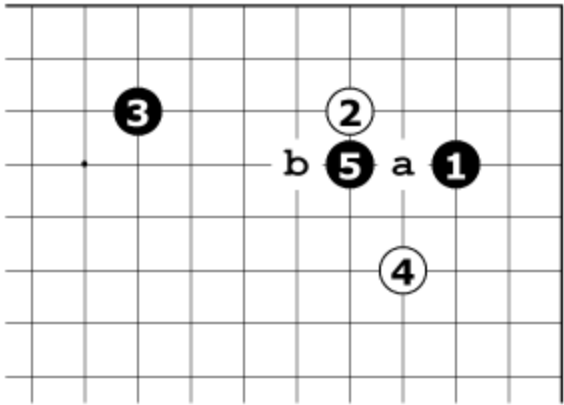
10 Black on 'A *' is joseki, 'B' is a mistake.



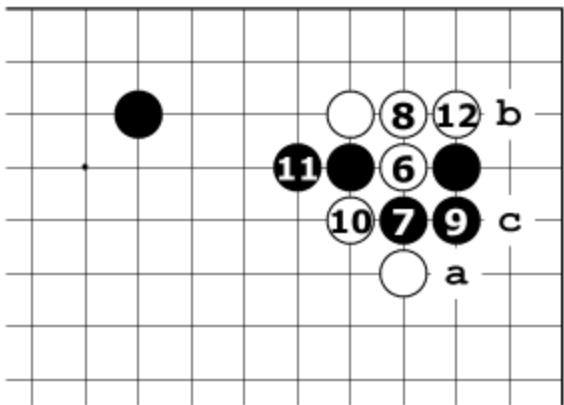
14 * GOOD VARIATION *



16 The marked stone is wasted now.



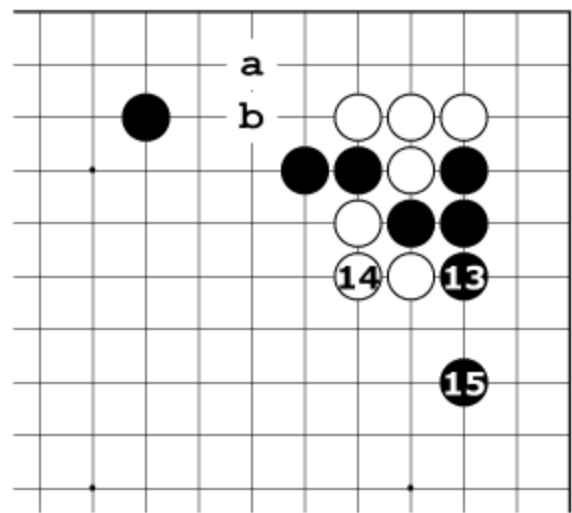
5 White continues with 'a *' or 'b *'. White can only play 'b' with a favorable ladder.



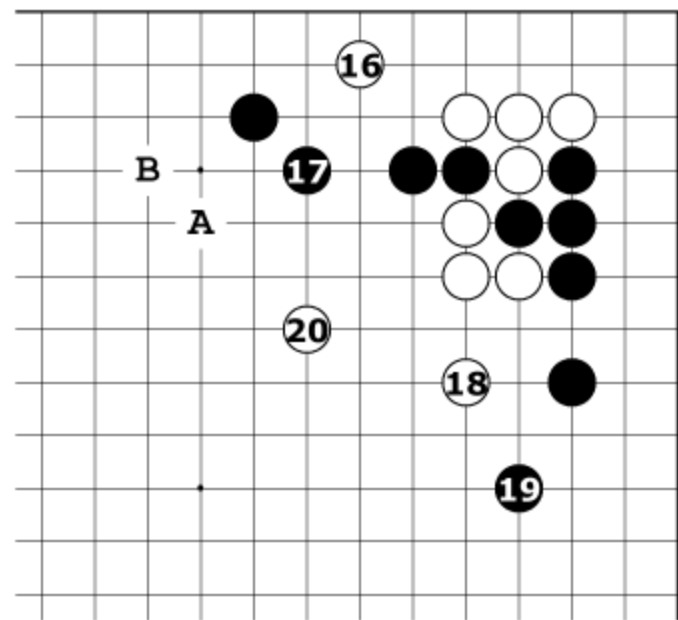
12 Black continues with 'a *'

to 'c'.

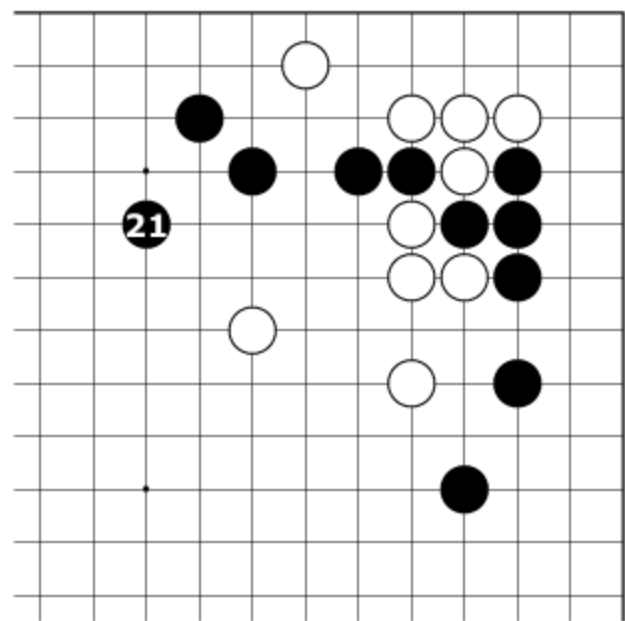
c3, b2, a1



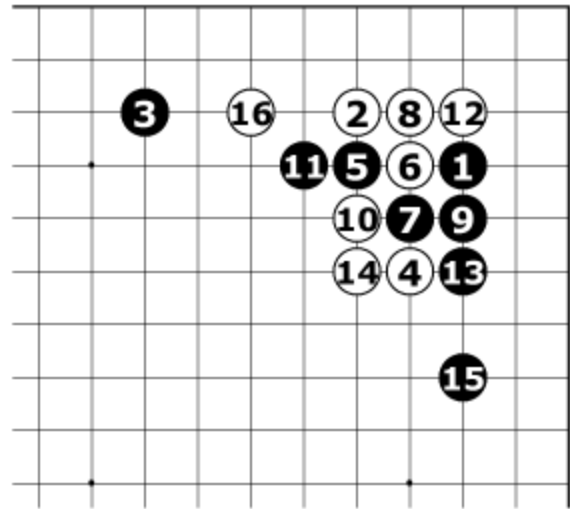
15 White continues with 'a *', or if the ladder is favorable, may play 'b'.



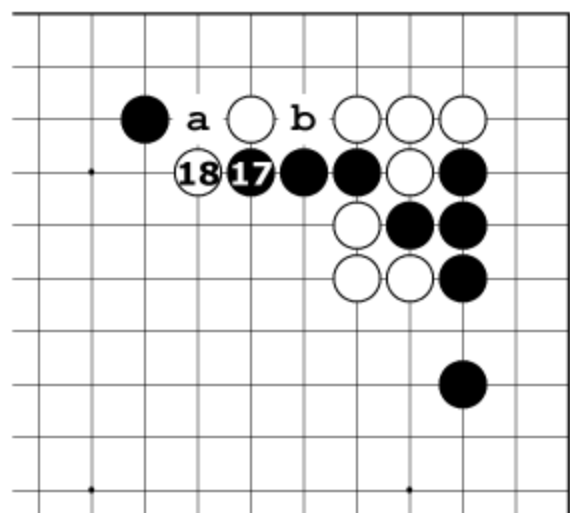
20 'A *' or 'B'.



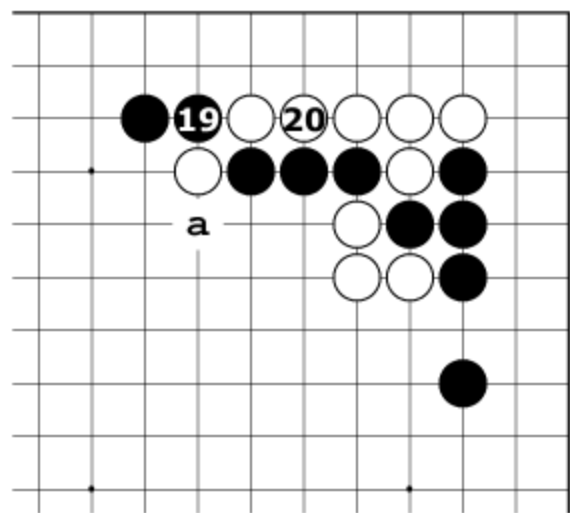
21 * GOOD VARIATION *



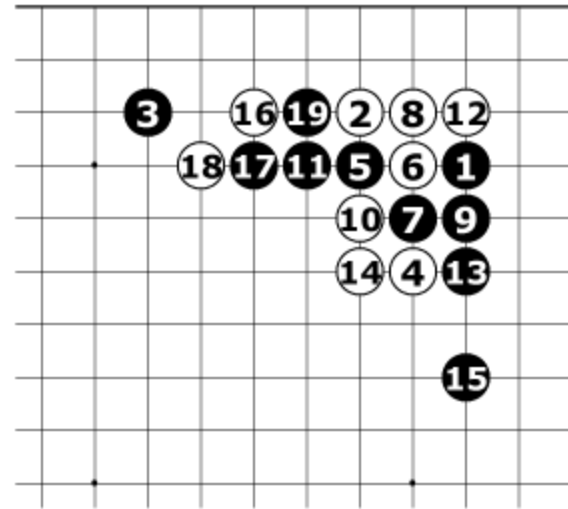
16 White must have the ladder to play this way.



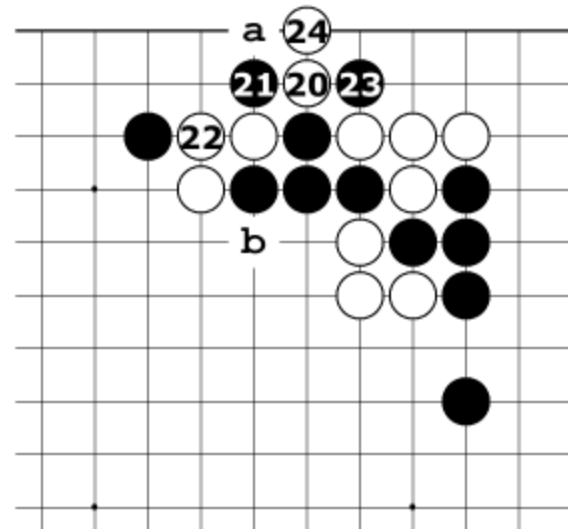
18 Black continues with 'a'. Black 'b' falls into a trap.



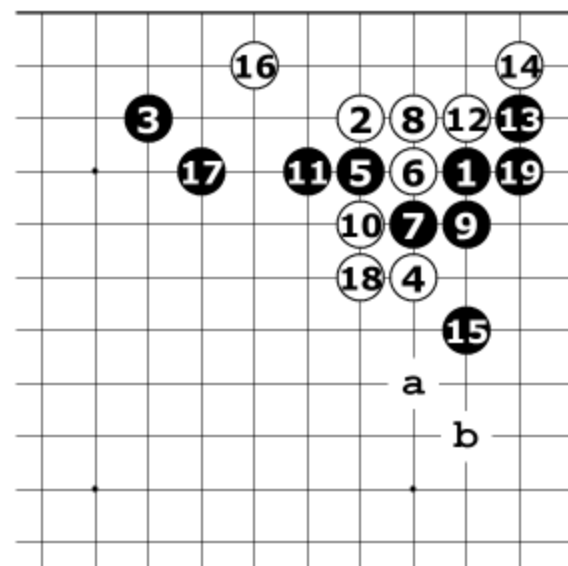
20 Black must not be able to capture White 18 by playing 'a' for White to play this way.



19 Black 19 is a mistake.

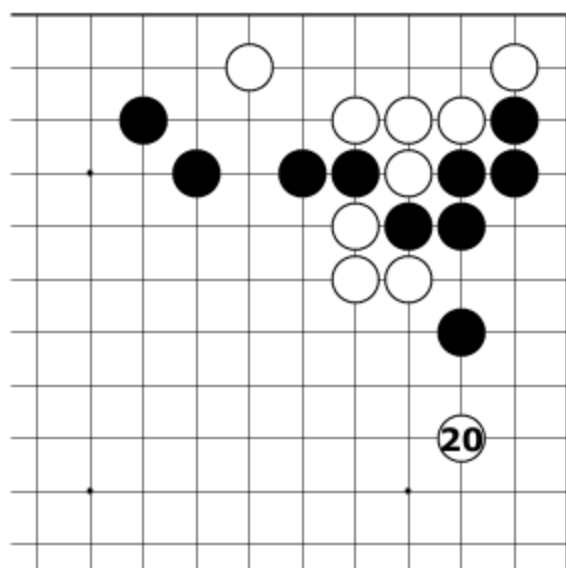


24 Black may try 'a' or 'b'. Both fail, though 'b' may be preferable.

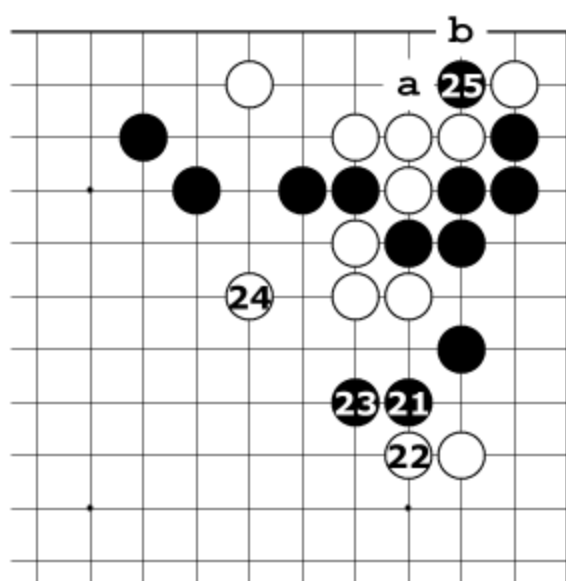


19 Joseki continues with White 'a'.

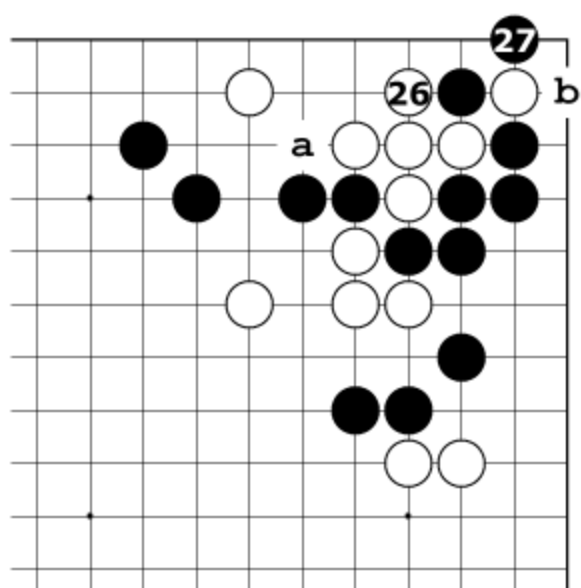
White 'b' was played by Akaboshi Intetsu in 1835 against Honinbo Jowa. This game was nicknamed "Intetsu's blood-vomiting game", because of a stomach hemorrhage Intetsu had (and died of a month later).



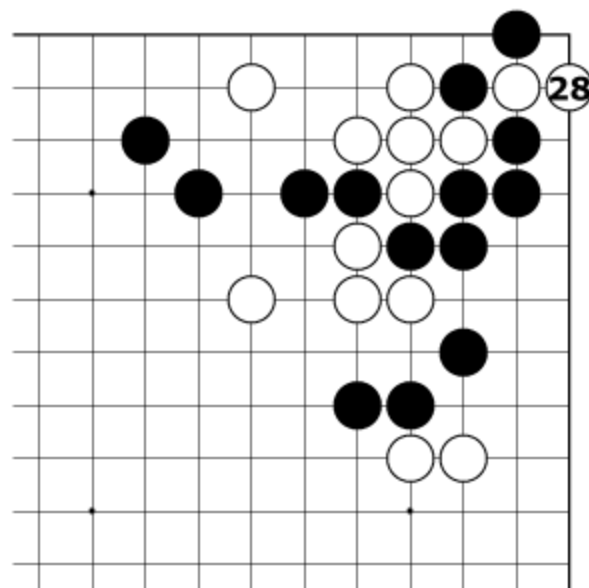
- 20 White 18 is not joseki; Black gains a favorable position.



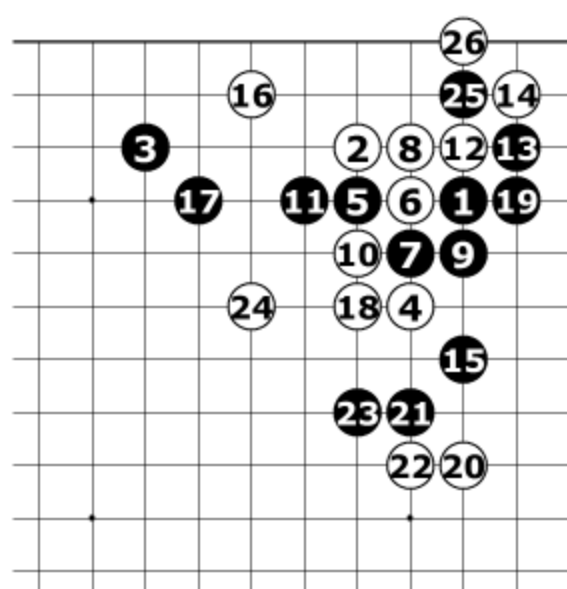
- 25 Black 6 is a clever move. White continues with 'a'. White 'b' is less favorable.



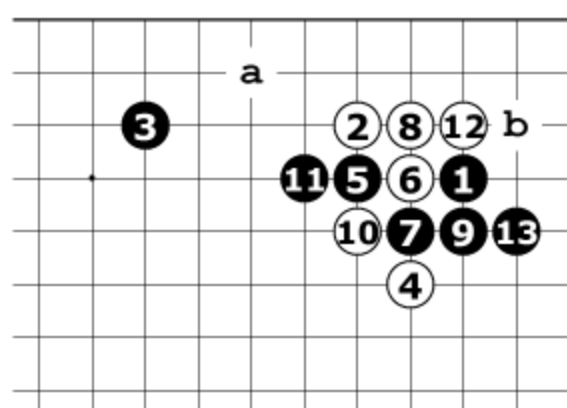
- 27 White continues with 'a'. White 'b' gives a flower-viewing ko (nothing to lose), inviting defeat.



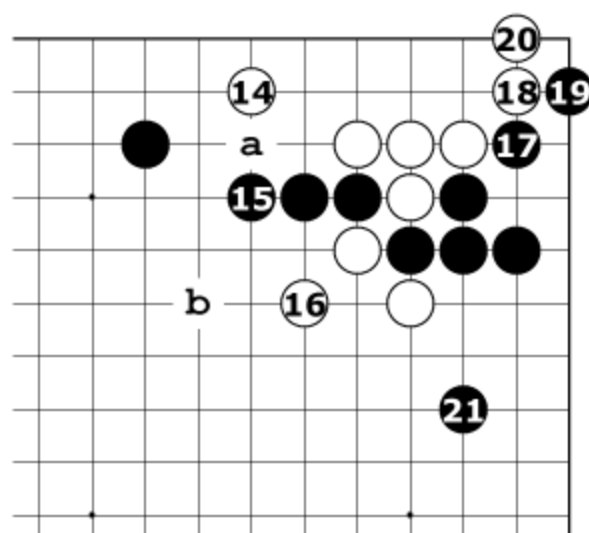
- 28 White 28 is premature, and a mistake.



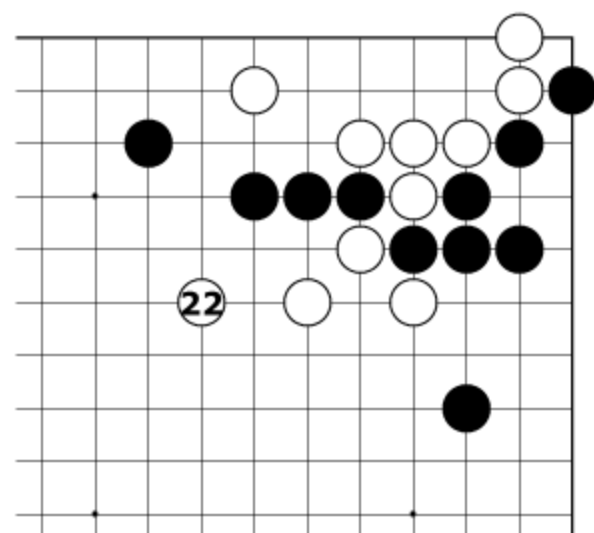
- 26 White 26 eliminates ko potential, but at a cost.



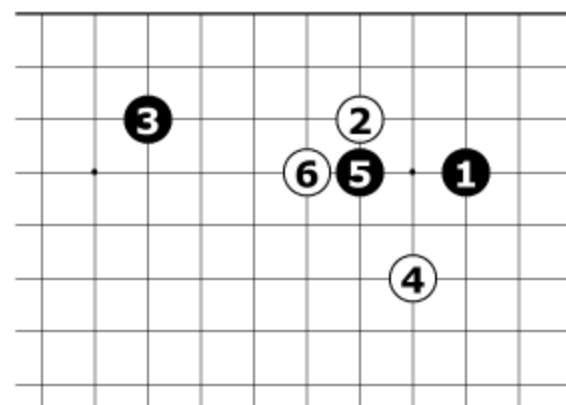
- 13 White continues with 'a'. White 'b' is less favorable.



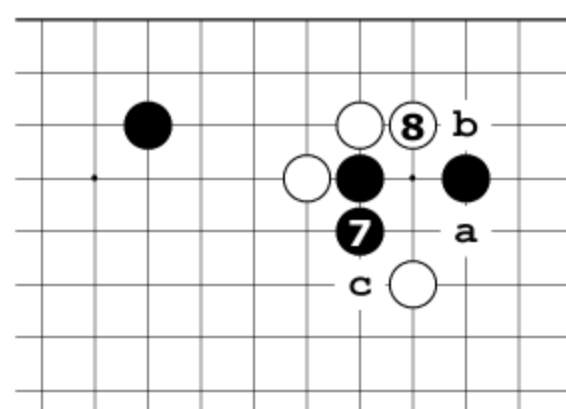
- 21 White continues with 'a'. White 'b' and White suffers a squeeze in sente on the corner stones.



- 22 White 22 is a mistake.

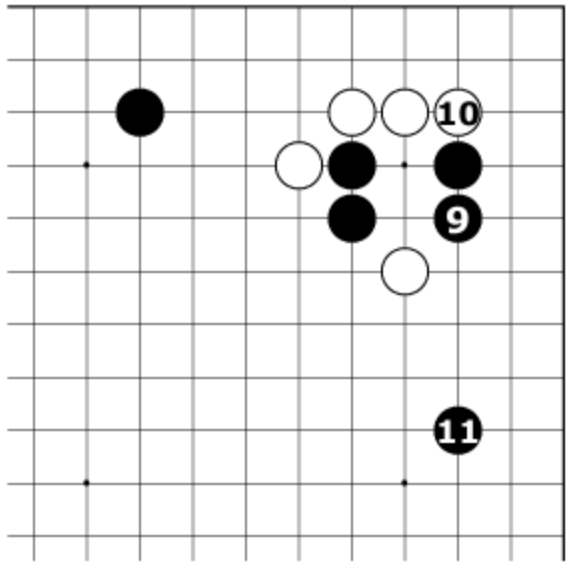


- 6 White must have the ladder to play 6.

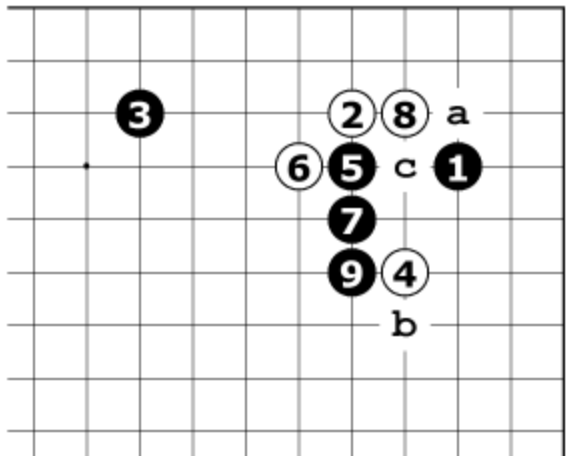


- 8 Black continues with 'a' * if the ladder is unfavorable (Black 5 & 7 can be captured in a ladder), or 'b' if the ladder works for Black. White should not have played White 6 if the ladder works for Black.

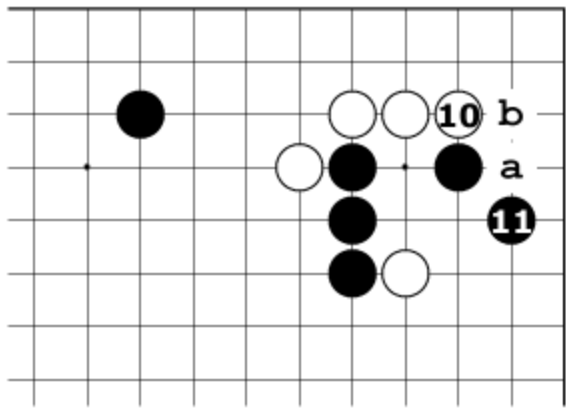
Black 'c' was played by Hashimoto Utarō against Kajiwara in 1974.



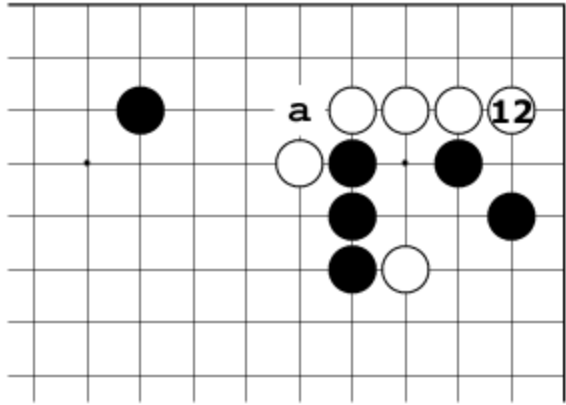
11 * GOOD VARIATION *



9 White continues with 'a'. White 'b' and 'c' are unreasonable.

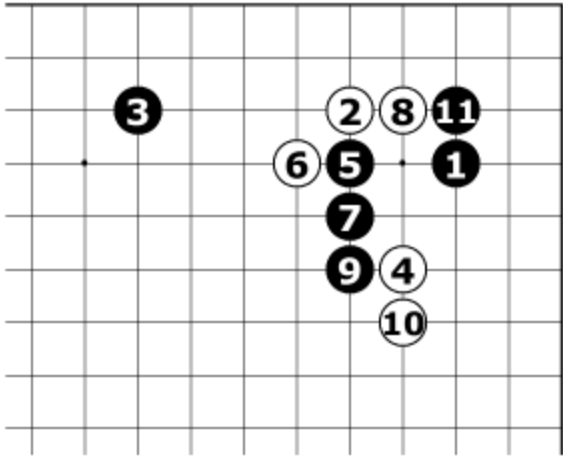


11 White continues with 'a', which is better than White 'b'.

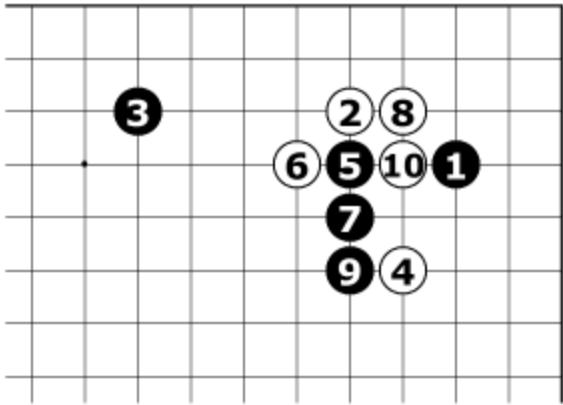


12 Black can aim at the

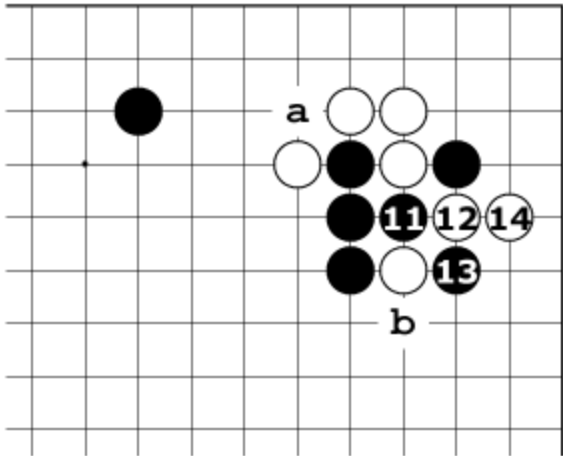
cutting point of 'a' later if the ladder favors him.



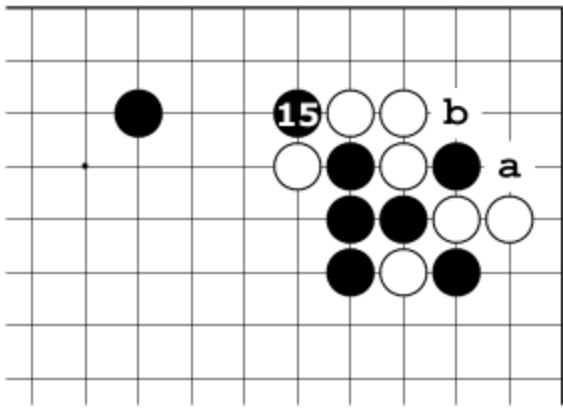
11 White cannot push through and cut as the ladder no longer exists.



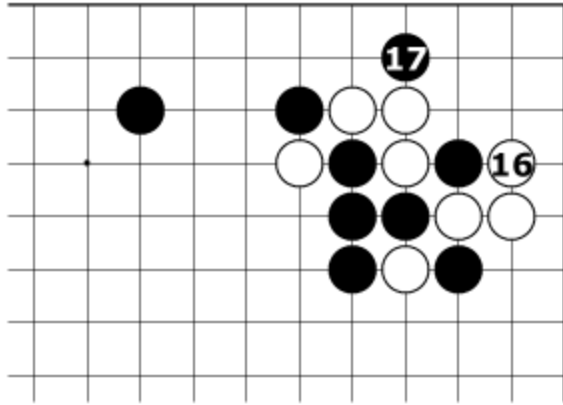
10 White 10 is unreasonable.



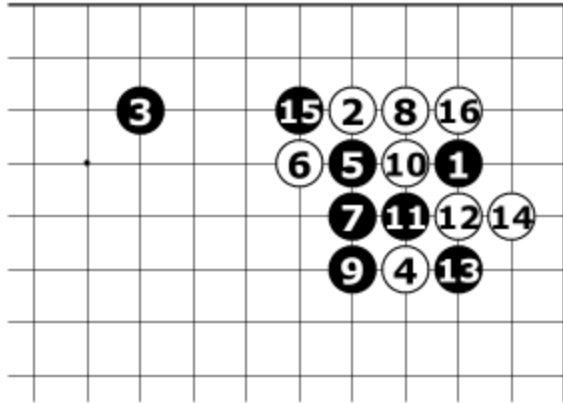
14 Black continues with 'a'. Black 'b' is a mistake.



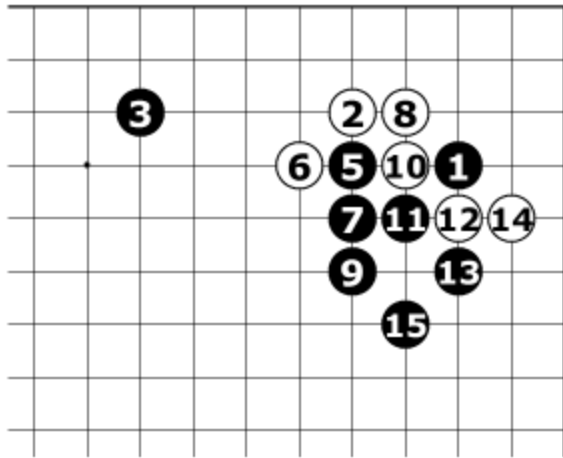
15 White continues with 'a', not 'b'.



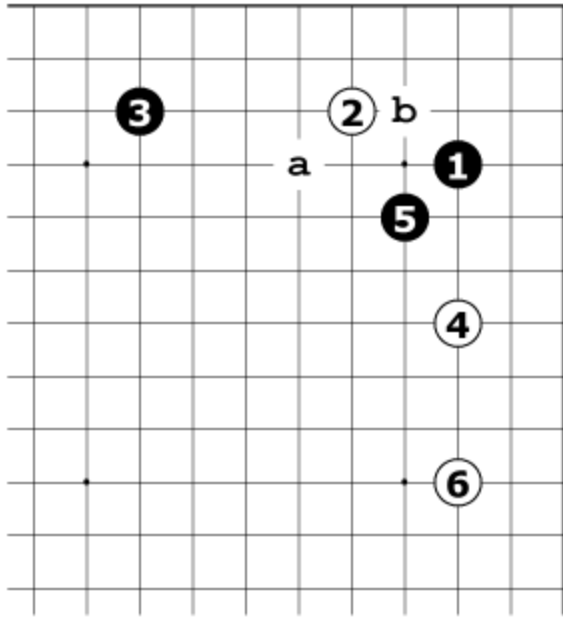
17 Black 17 is a tesuji.



16 White 16 is a mistake.

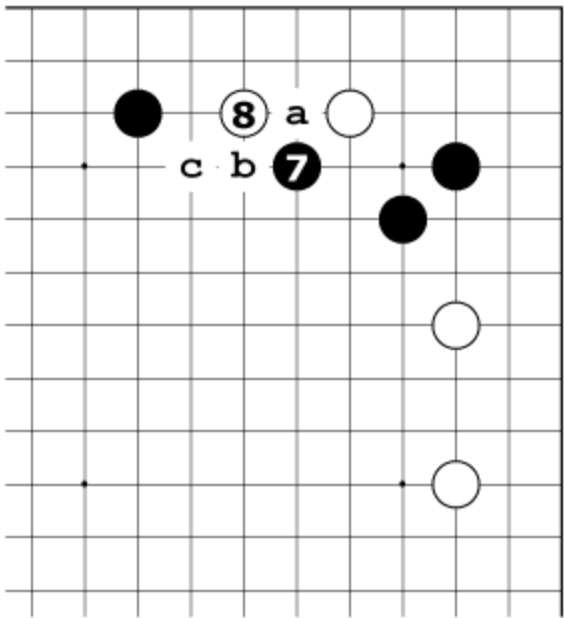


15 Black 15 is a mistake.

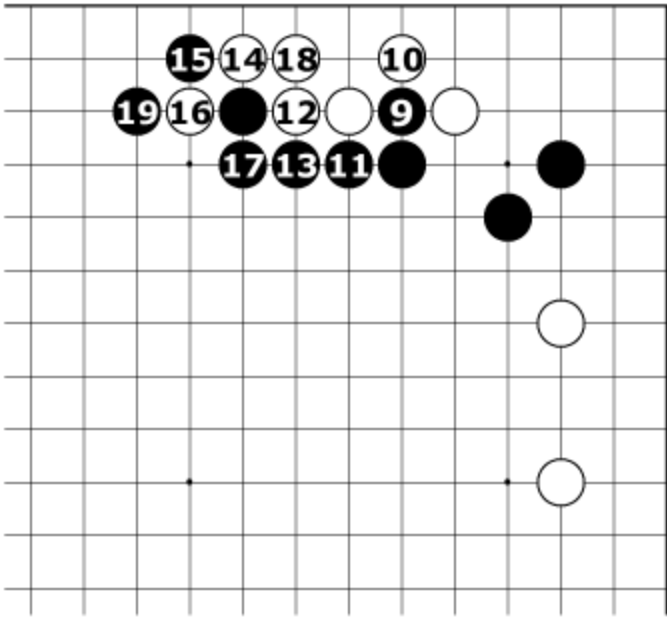


6 Black continues with 'a' or

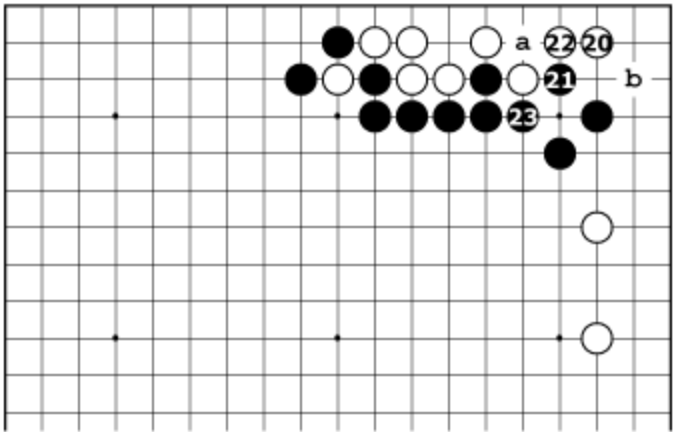
'b'.



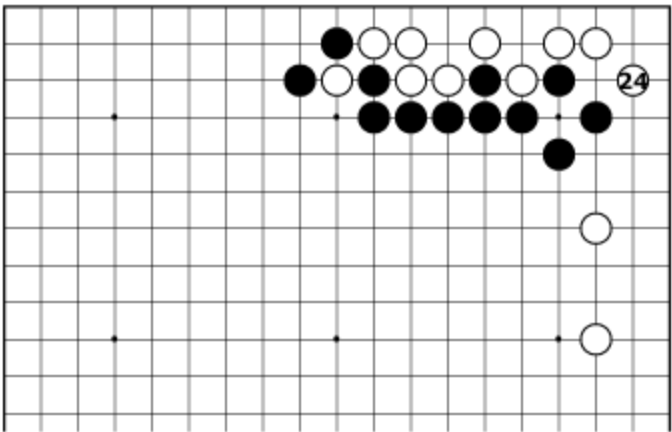
8 Black continues with 'a' to 'c'.



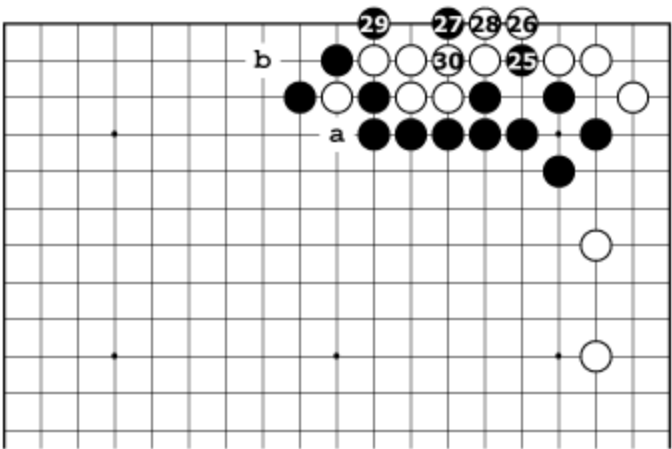
19 Black needs the ladder.



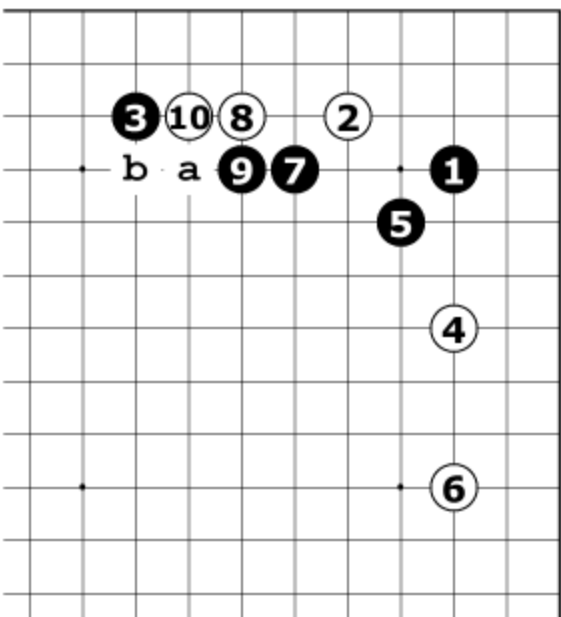
23 White continues with 'a'. White 'b' is a mistake.



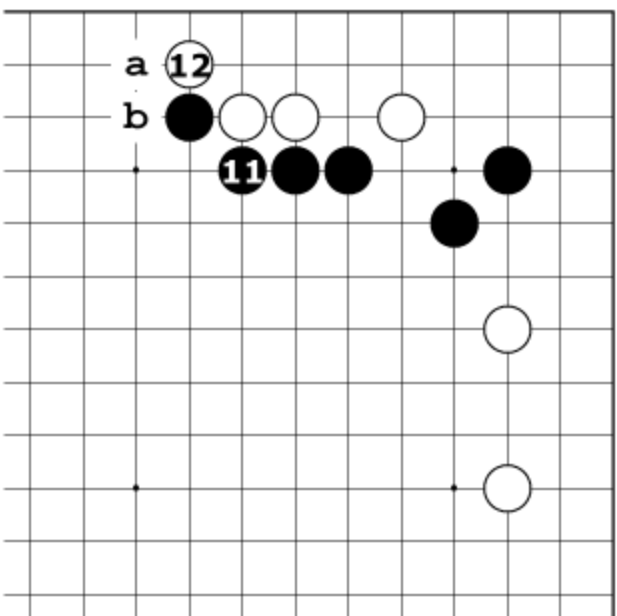
24 White 24 is a mistake.



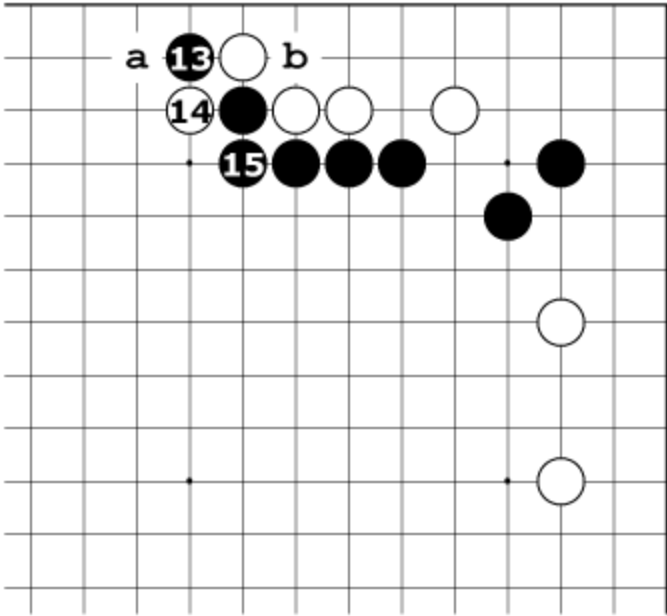
30 If White now plays 'a', Black can play 'b'.



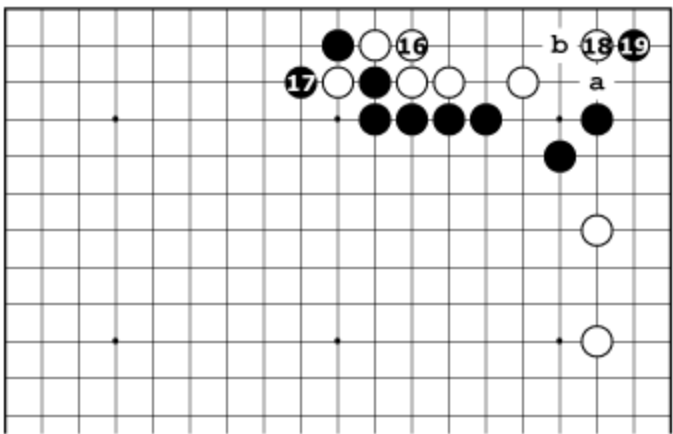
10 Black continues with 'a'. Black 'b' is an overplay.



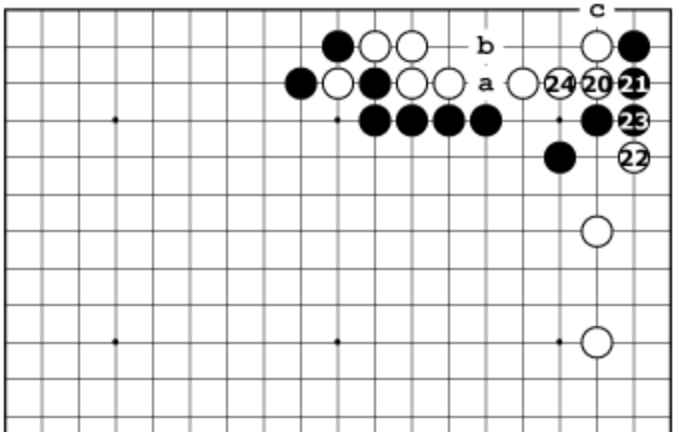
12 Black continues with 'a'. Black 'b' is weak.



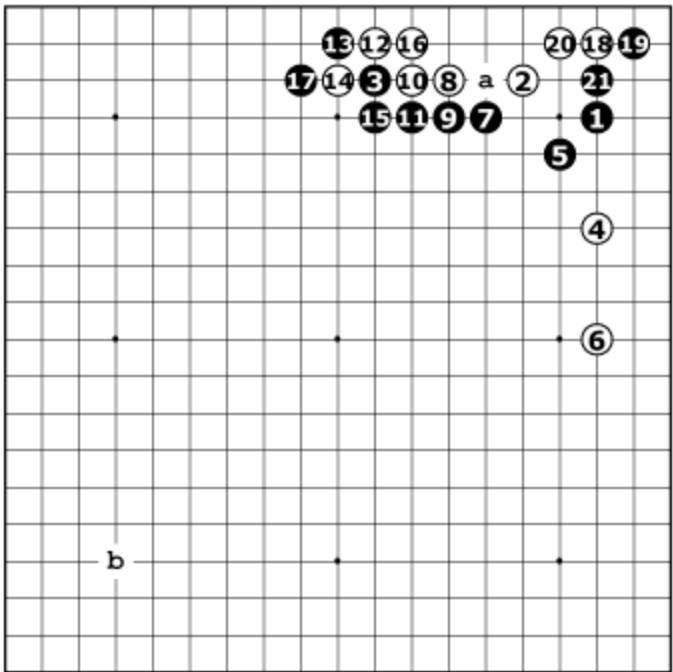
15 White continues with 'a'. White 'b' is less favorable.



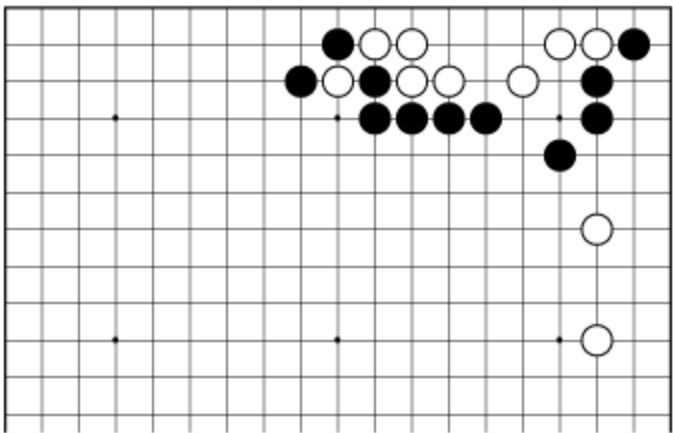
19 White 'a' is better than White 'b'.



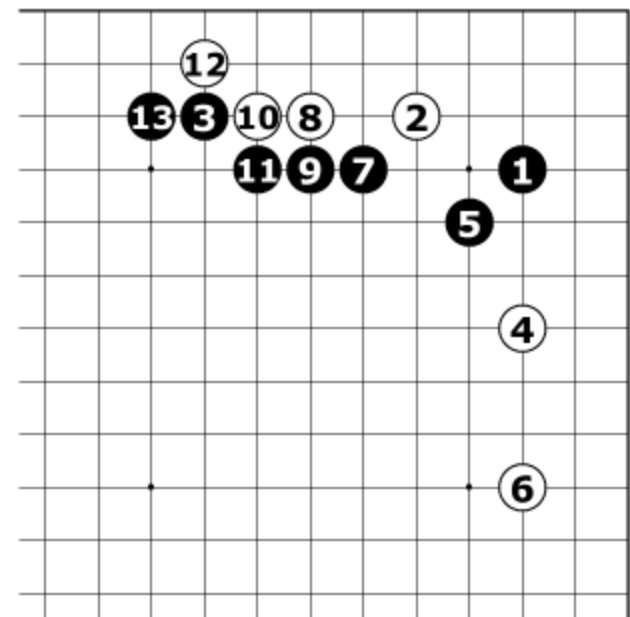
24 If the Black 'a', White 'b' exchange had been made, White 24 would not be necessary. As it is, without White 24, Black 'c' kills the White group.



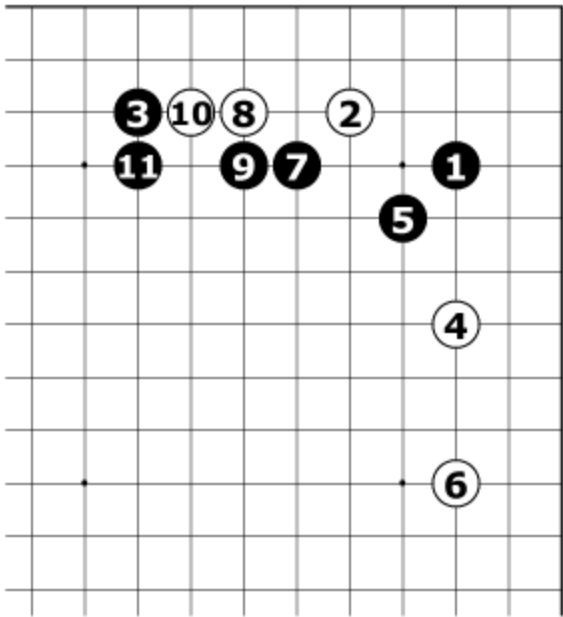
21 White must play 'a'. White cannot afford to play elsewhere ('b').



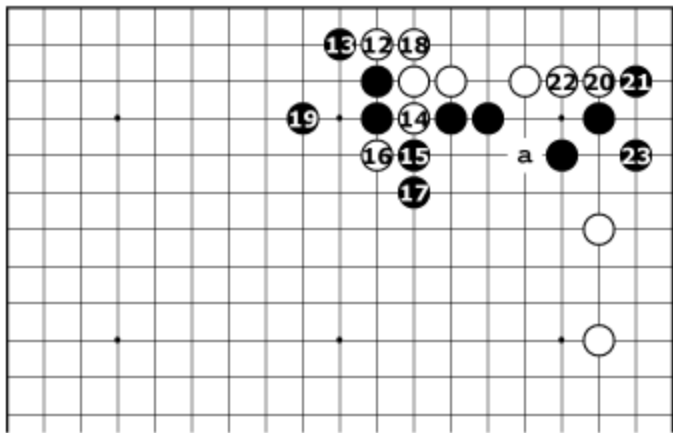
22 White plays elsewhere, and will be killed for it.



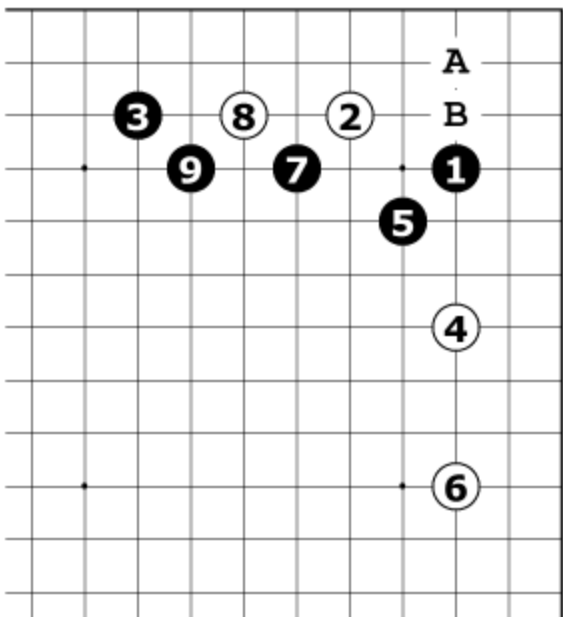
13 Black 13 is weak.



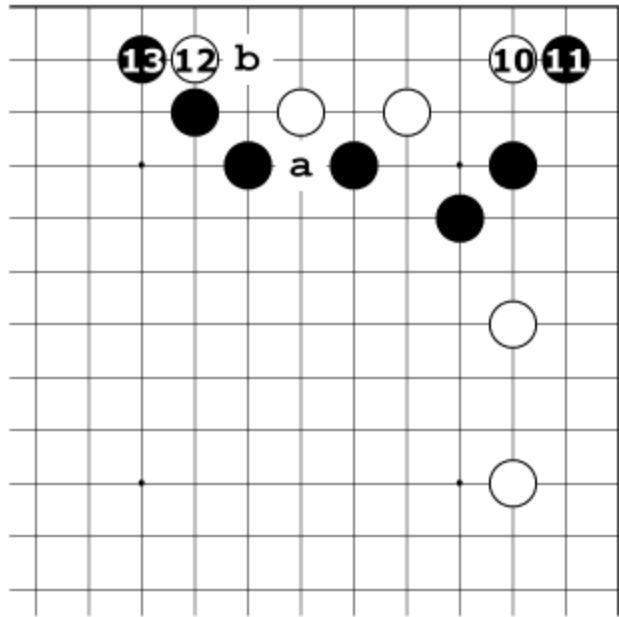
11 Black 11 is an overplay.



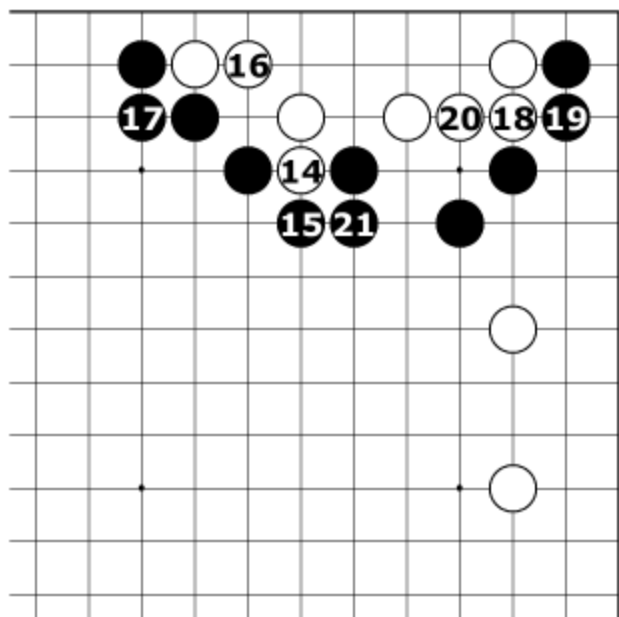
23 Black must play 23 to defend against White 'a'.



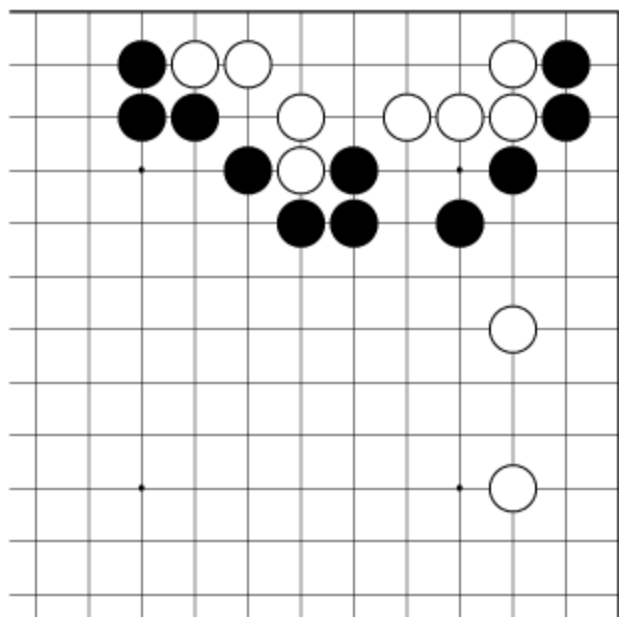
9 'A' is correct, 'B' is inferior.



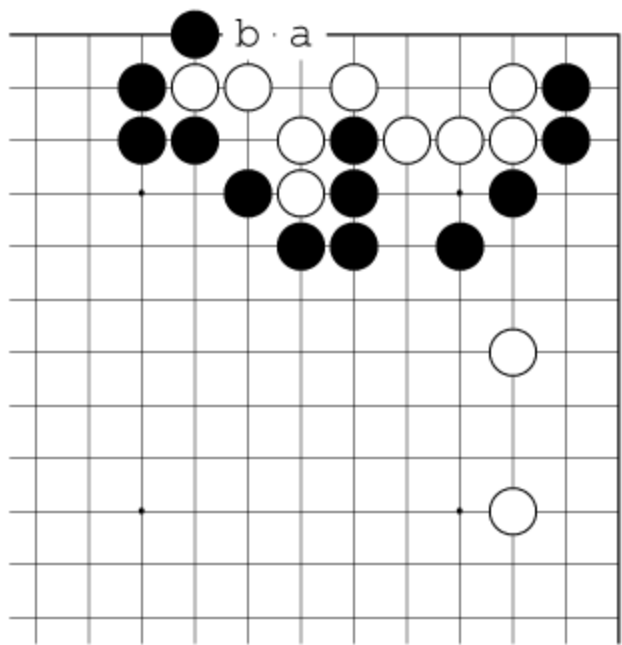
13 White continues with 'a'. White 'b' is premature, and leads to ko.



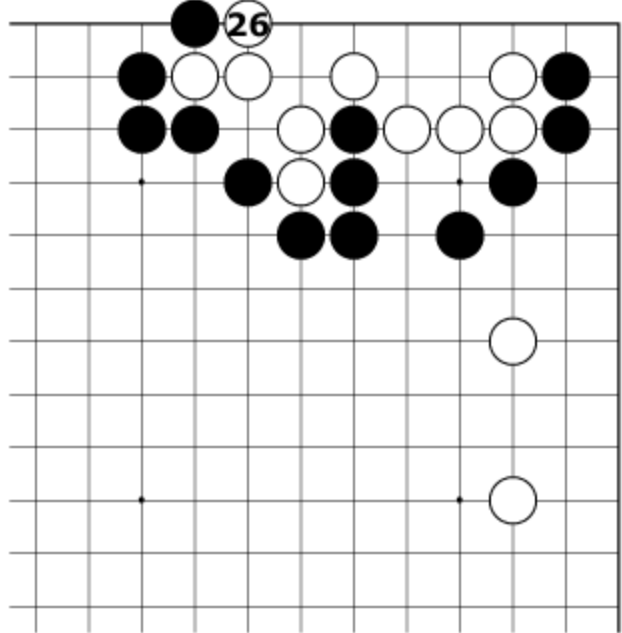
21 The joseki ends.



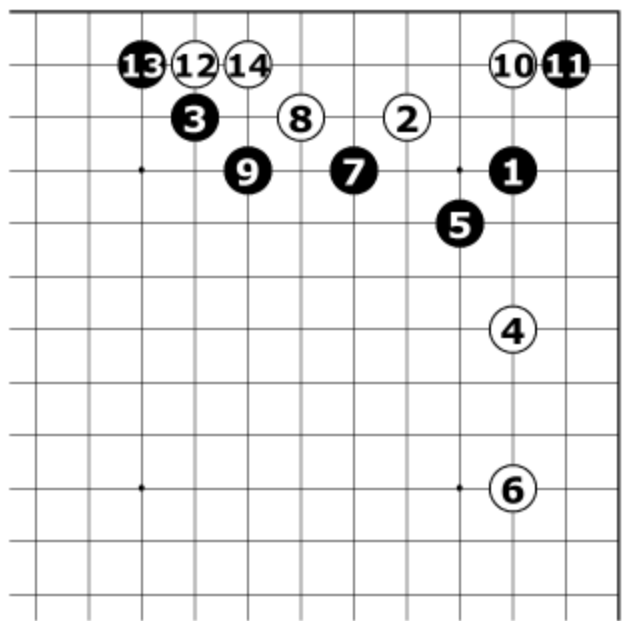
22 White plays elsewhere.



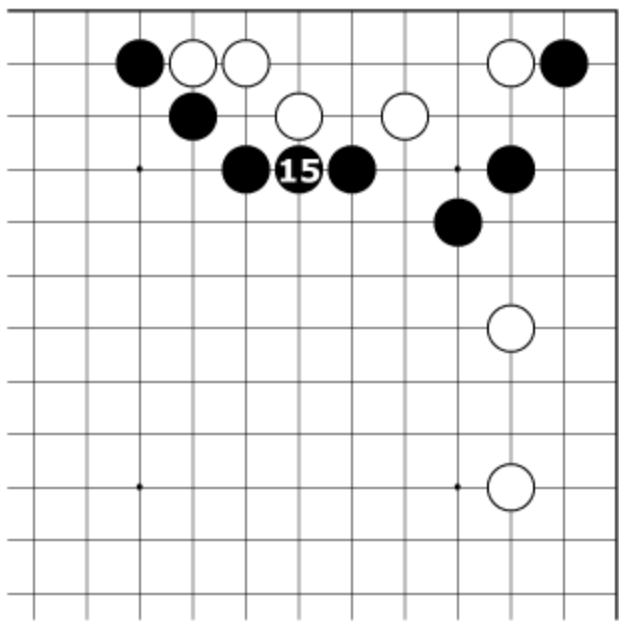
25 White continues with 'a'. White 'b' is a deadly mistake.



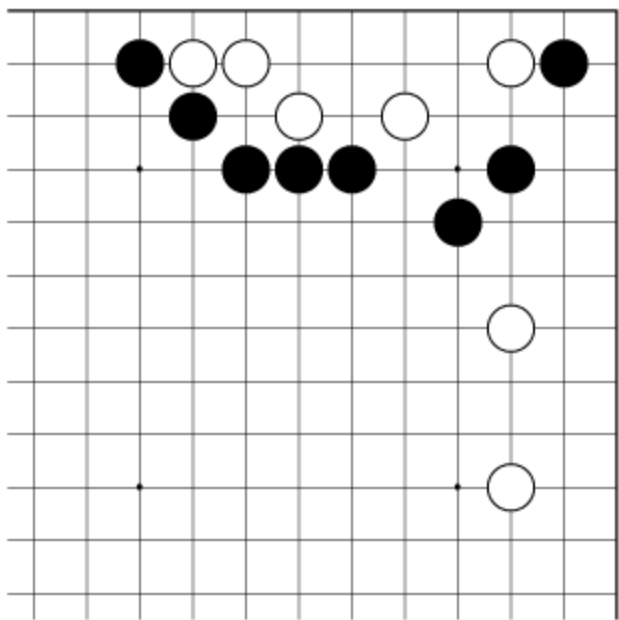
26 White 25 is a mistake.



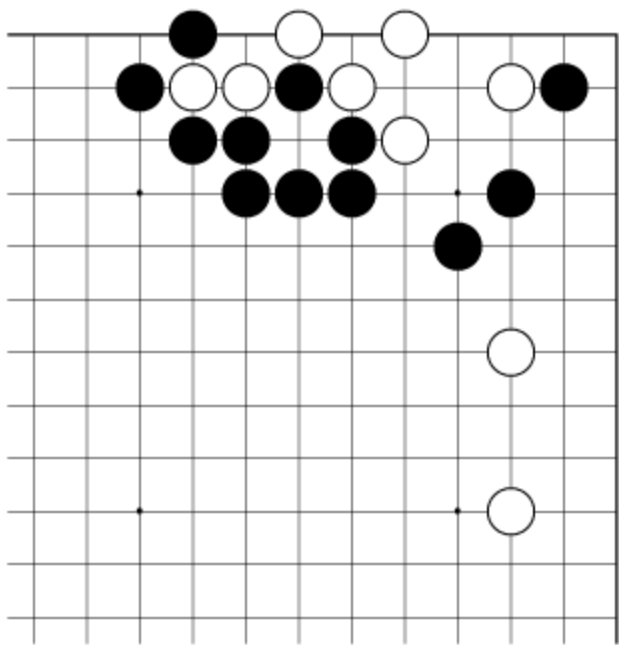
14 White 14 is a mistake.



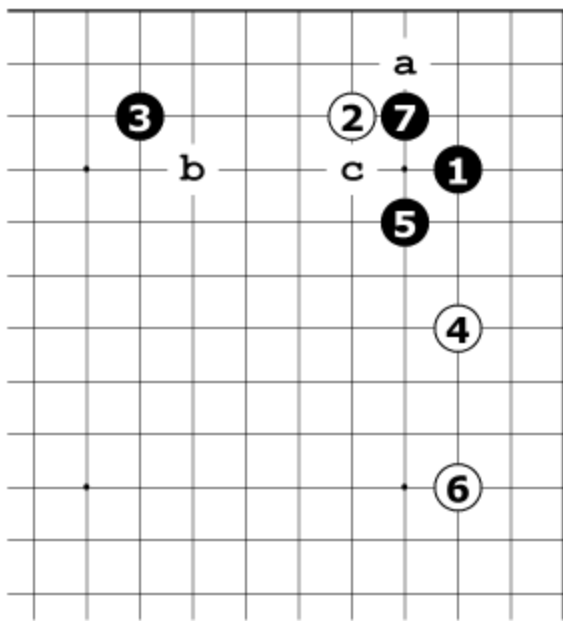
15 White must add a stone.



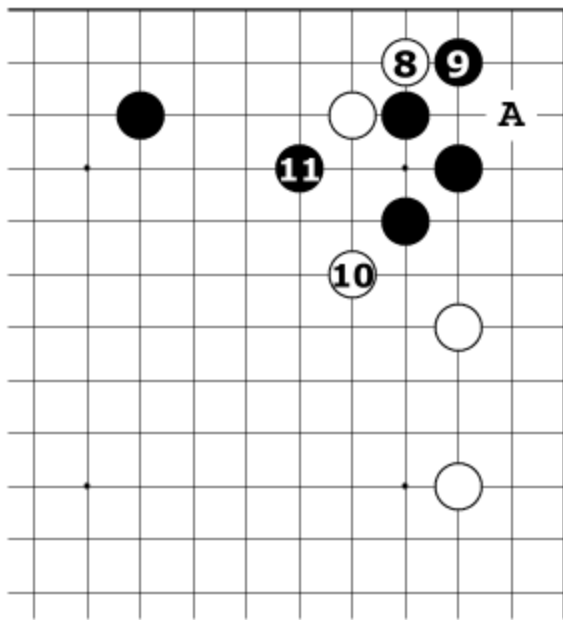
16 White plays elsewhere, a mistake.



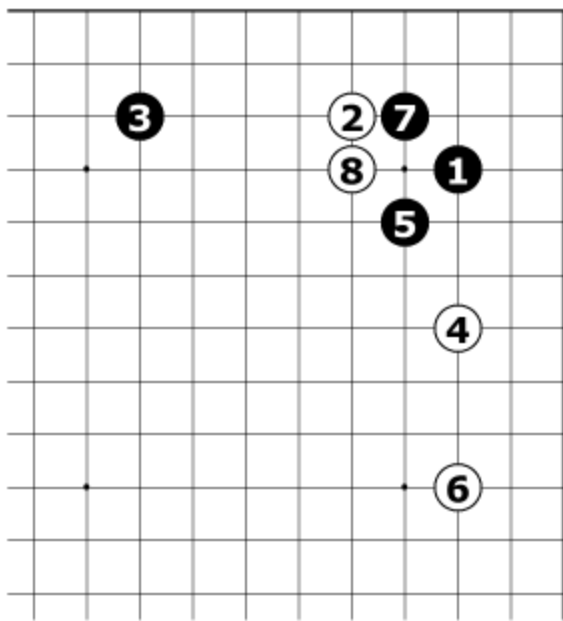
23 White must fight the ko for life.



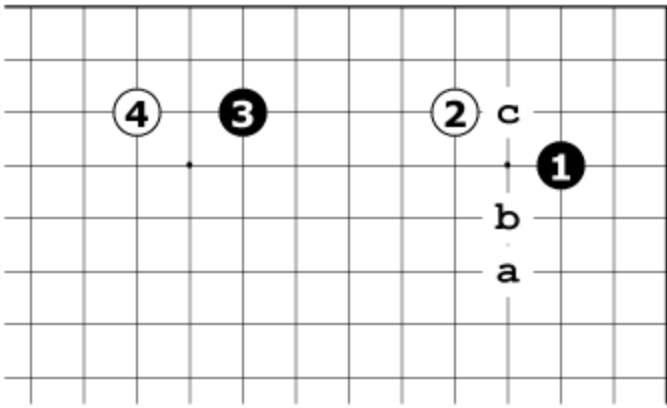
7 White continues with 'a' or 'b'. White 'c' is heavy.



11 Later, White can play on A.

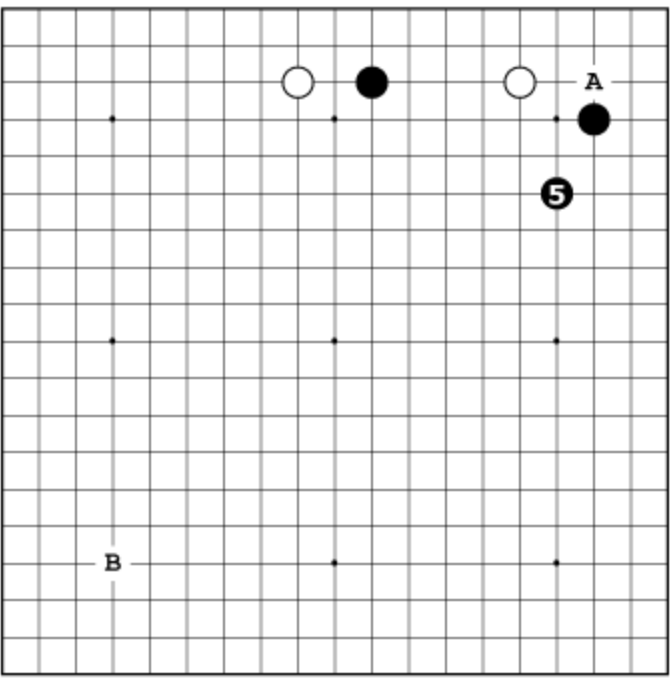


8 White 8 is heavy.

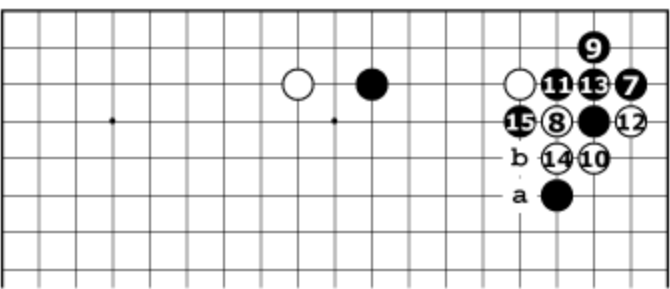


④ White 4 may be appropriate when White has support at top left.

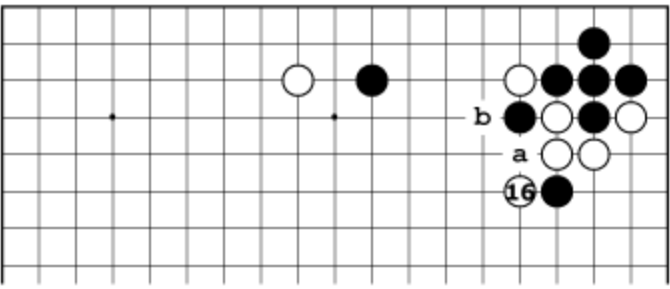
Black continues with 'a'. Black 'b' is slow. 'c' is inferior.



⑤ 'A' is correct, tenuki 'B' is inferior.

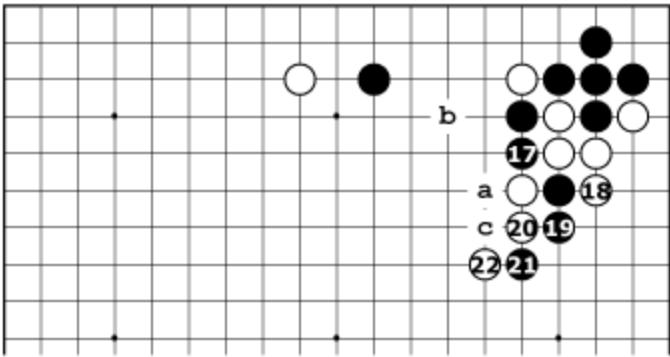


①⑤ White continues with 'a' or 'b', 'a' if the ladder is favorable, 'b' if not.



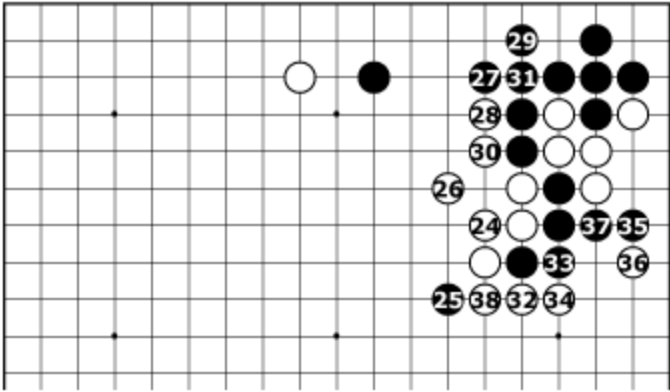
①⑥ White must have the ladder from Black 15 (at 'b') to play this way.

Black continues with 'a'. Black 'b' is weak.

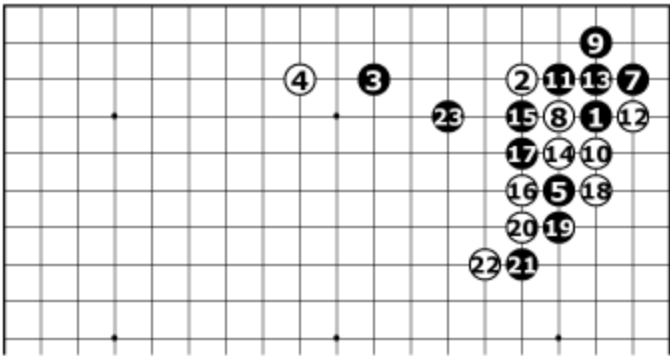


②② Black continues with 'a'. Black 'b' is a mistake.

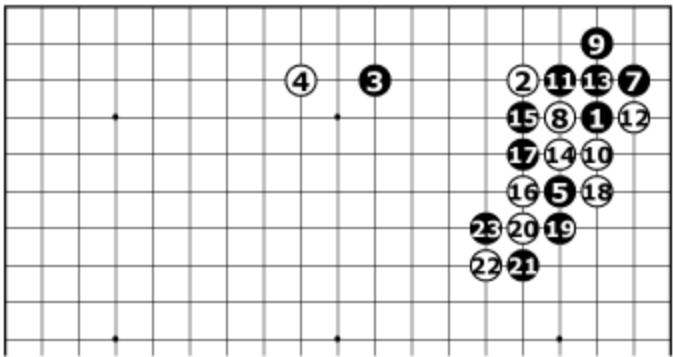
Black 'c' gives White superior thickness for 20 points of Black territory.



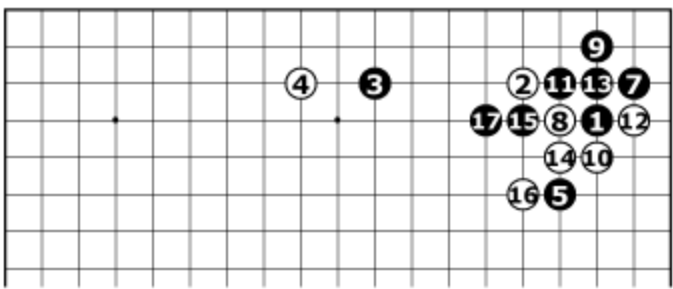
③⑧ The result slightly favors Black.



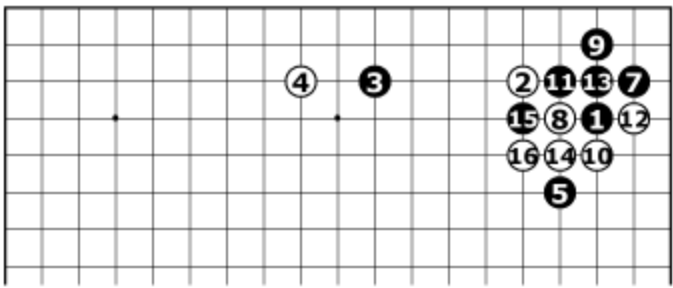
②③ Black 23, trying to block White's ladder, is a mistake.



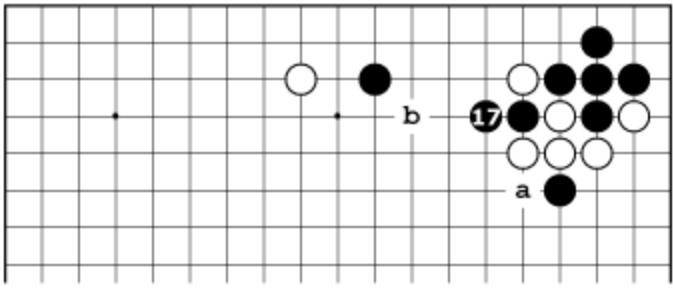
②③ Black 23 gives Black about 20 points of territory, but White has superior thickness.



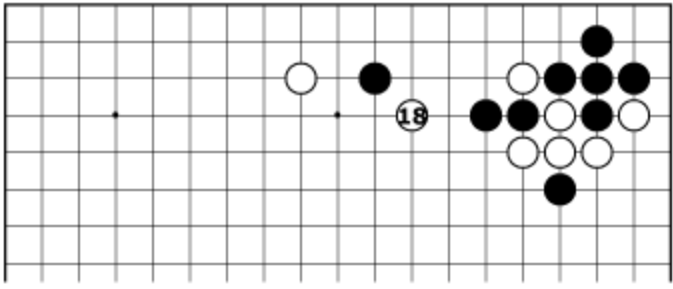
①⑦ Black 17 is submissive, and give White good shape.



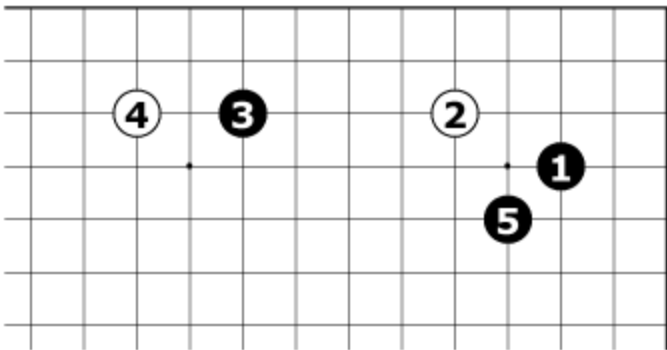
①⑥ White 16 if ladders are unfavorable.



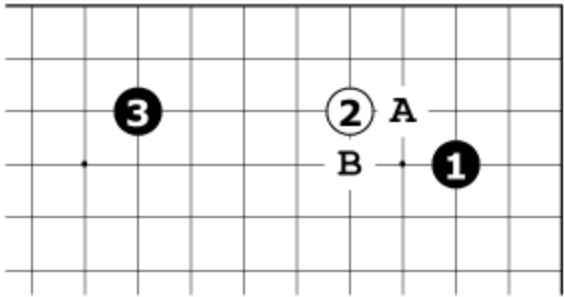
①⑦ White continues with 'a' or 'b'.



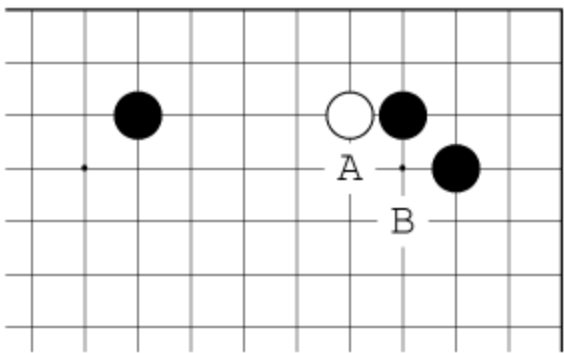
18 White 18 is a preference in style compared to the previous variation. White 18 is intended to annoy and for later aji.



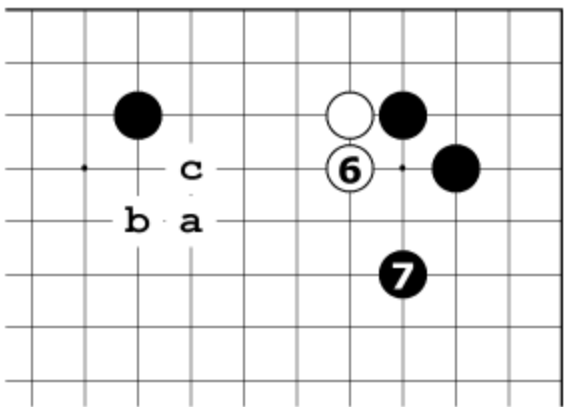
5 Black 5 was popular around 1800, when Genjo and Chitoku were playing. It is a slow way of playing.



4 White plays elsewhere. 'A' is correct, 'B' is inferior.

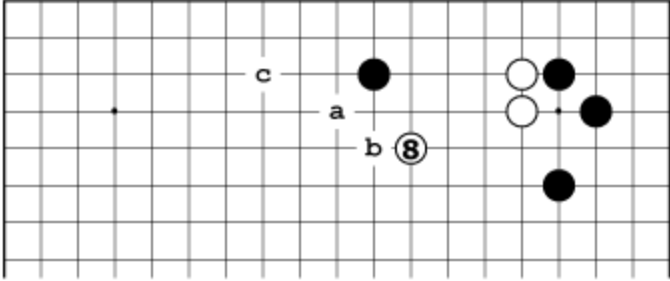


5 'A' is correct, 'B' is bad.

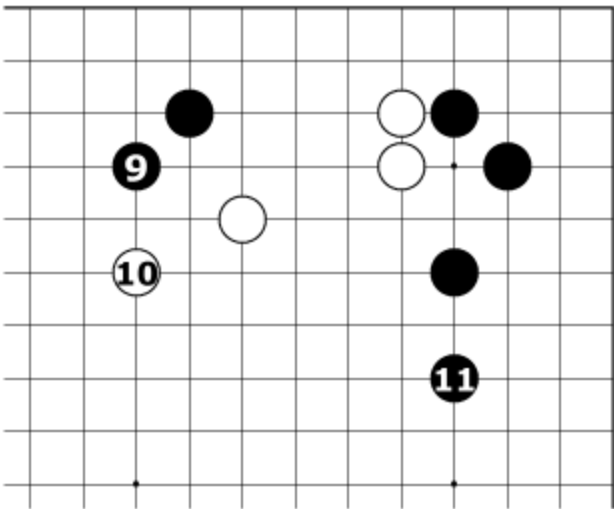


7 White continues with 'a'

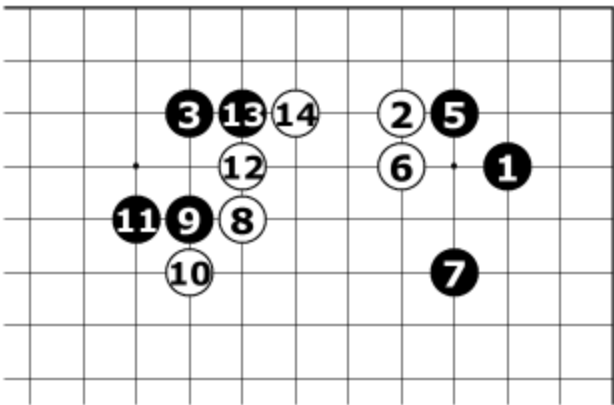
or 'b'. White 'c' is not recommended.



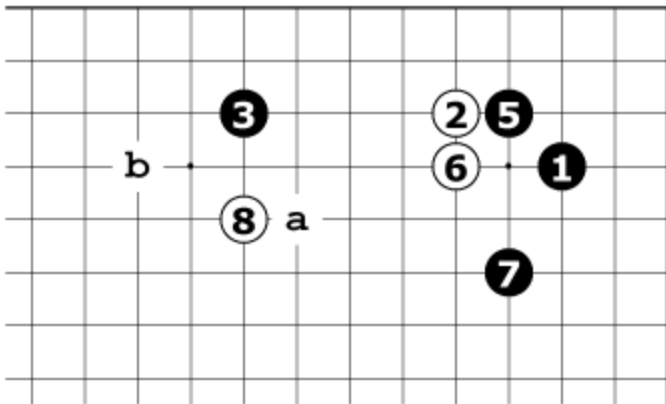
8 Black continues with 'a', 'b' or 'c'.



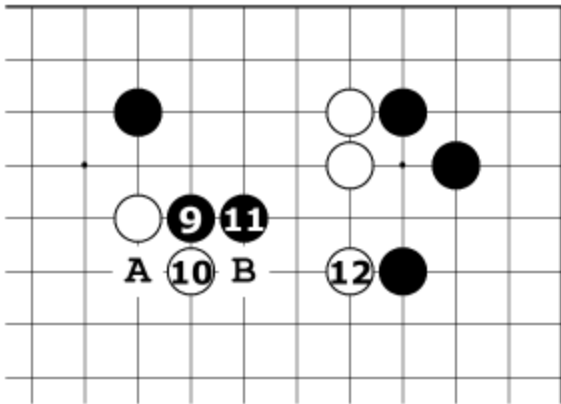
11 * GOOD VARIATION *



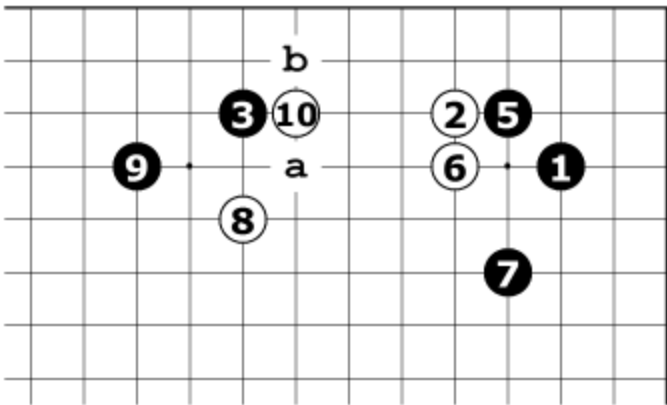
14 * GOOD VARIATION *



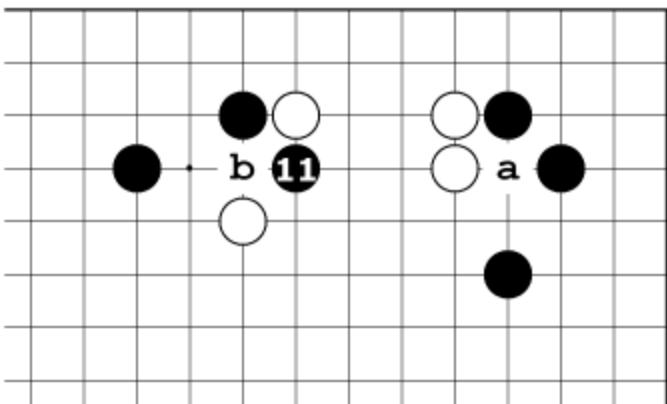
8 Black continues with 'a' or 'b'.



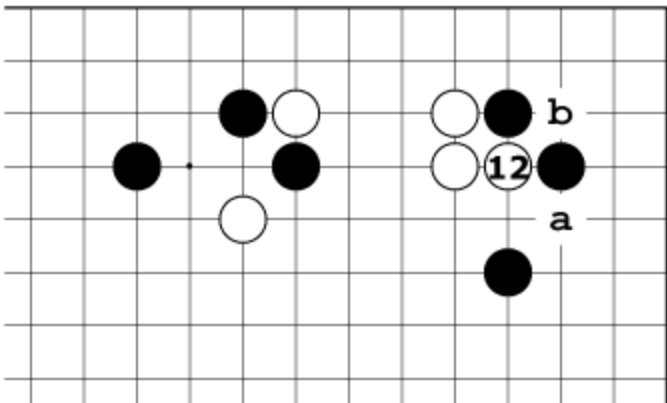
12 'A' or 'B'.



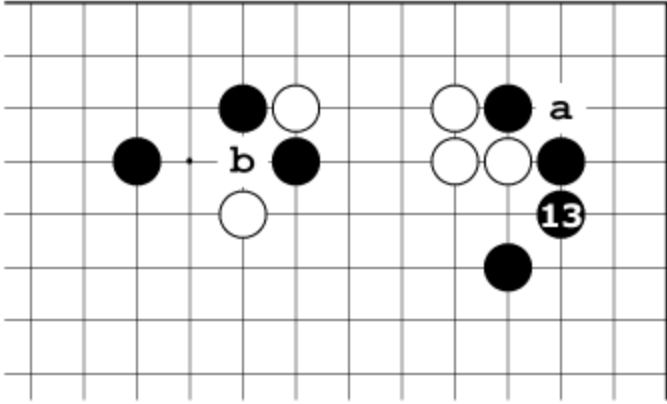
10 Black starts a fight with 'a'. Black 'b' is too mild.



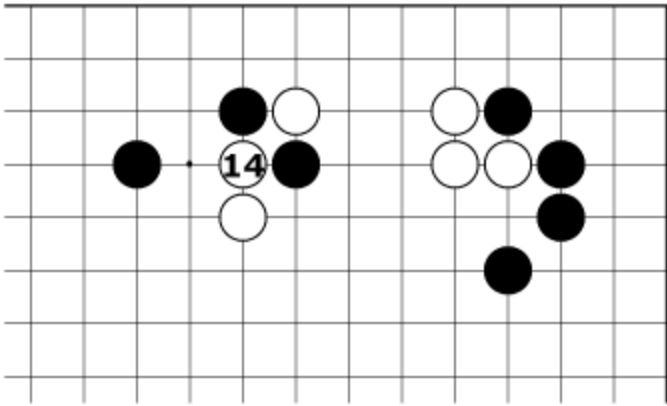
11 Black starts a fight with 11. White continues with 'a'. White 'b' is a mistake.



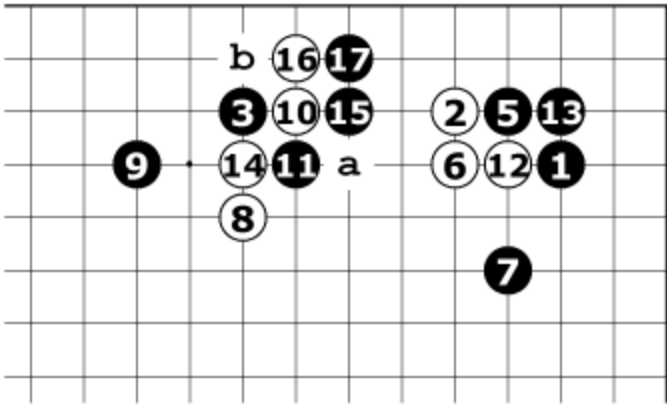
12 Black continues with 'a' or 'b'.



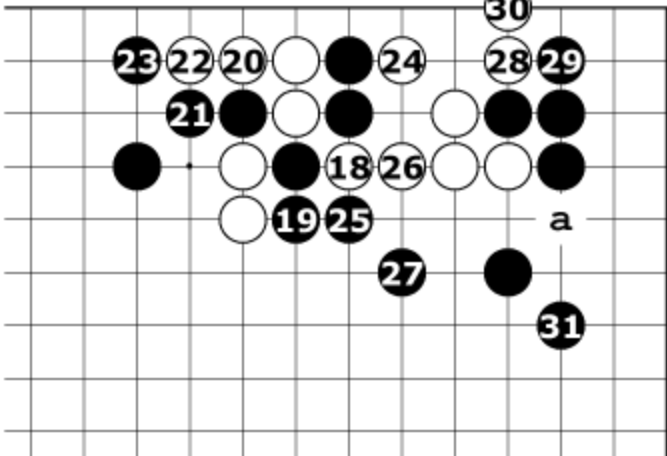
13 White continues with 'a'.
White 'b' is a mistake.



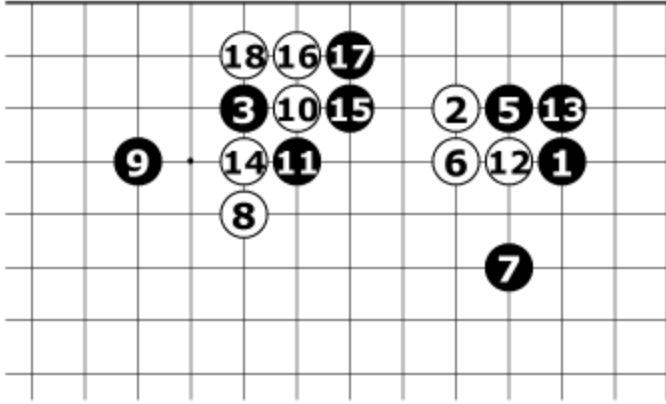
14 White 14 is a mistake.



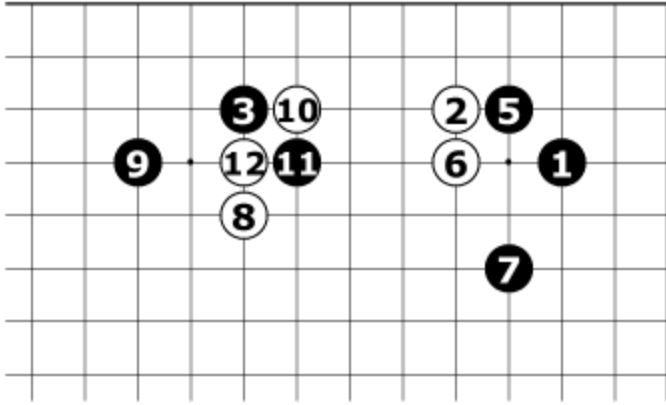
17 White continues with 'a'.
White 'b' is a mistake.



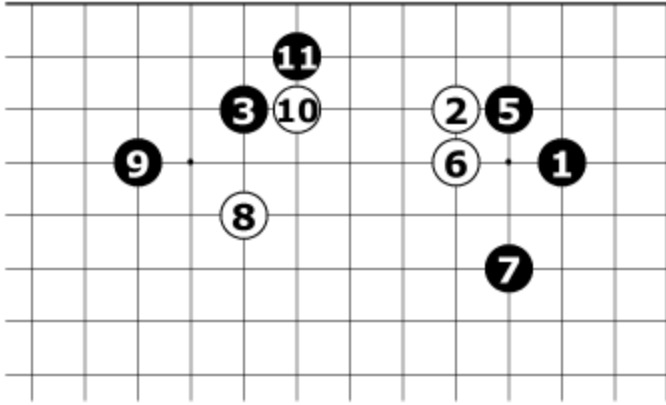
31 Black 31, to prevent White 'a', cannot be omitted.



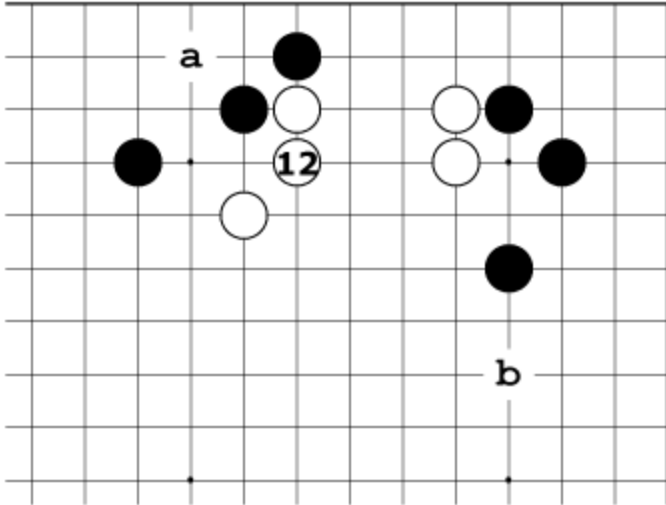
18 White 18 is a mistake.



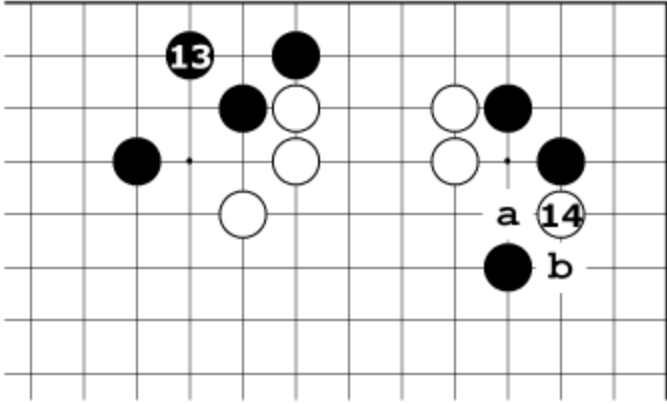
12 White 12 is a mistake.



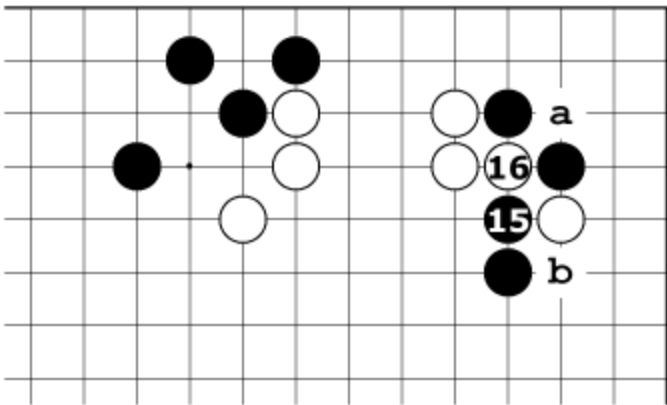
11 Black 11 is too mild.



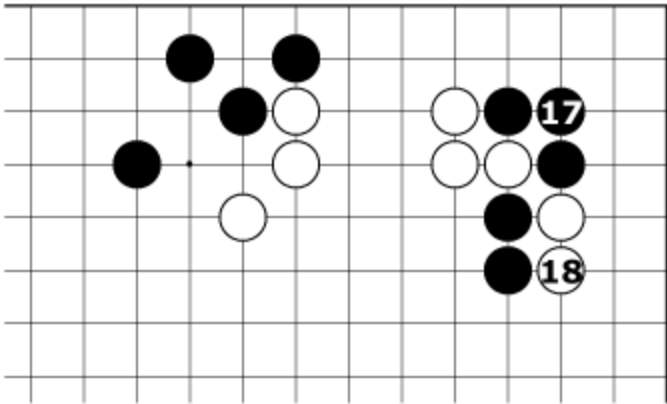
12 Black 'a' is honte (proper), but gives White a start on a favorable fight. Black 'b' gives White Black 11. Thus Black 11 is bad.



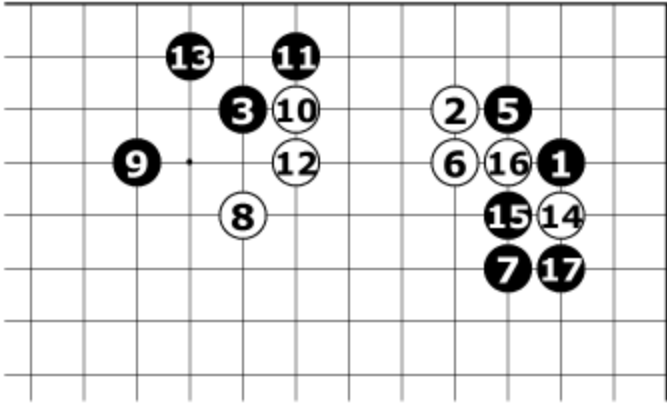
14 White provokes a fight with 14.
Black continues with 'a'.
Black 'b' is unbearably submissive.



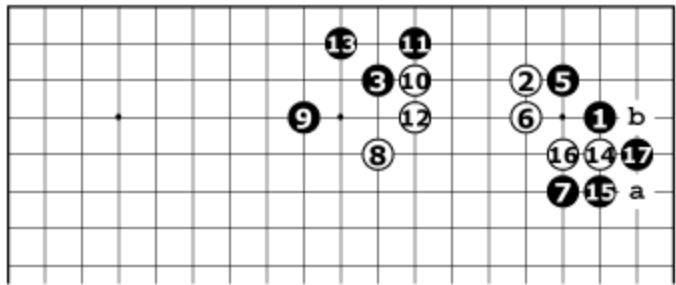
16 Black continues with 'a'.
Black 'b' gives up too much.



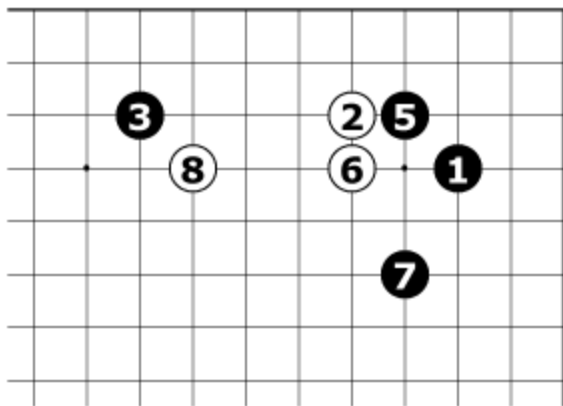
18 A fight where Black's prospects are not great.



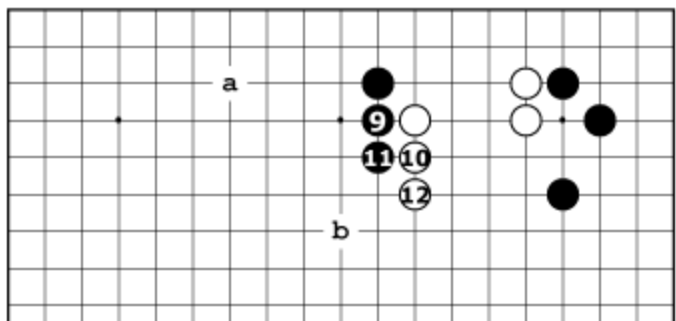
17 Black 17 is bad.



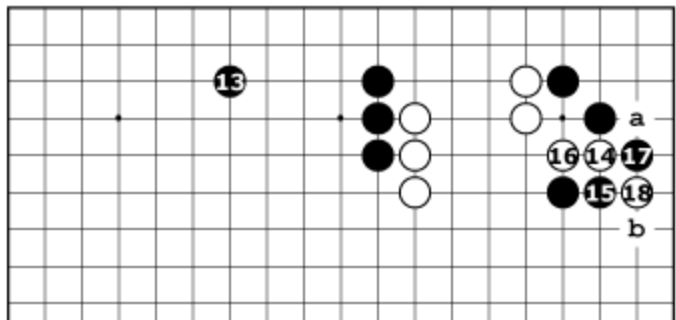
17 White continues with 'a' or 'b'.



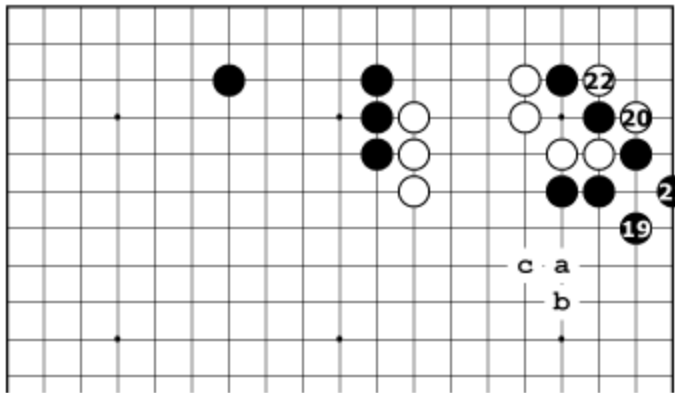
8 White 8 does not work well.



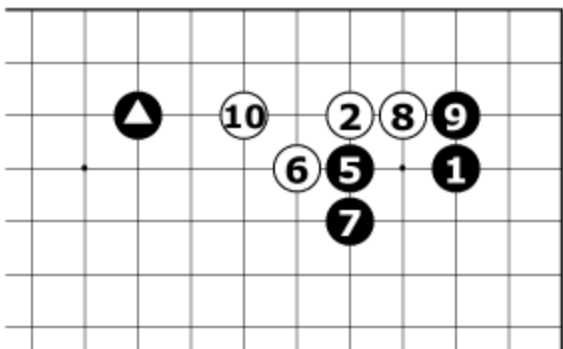
12 Black continues with 'a' or 'b'.



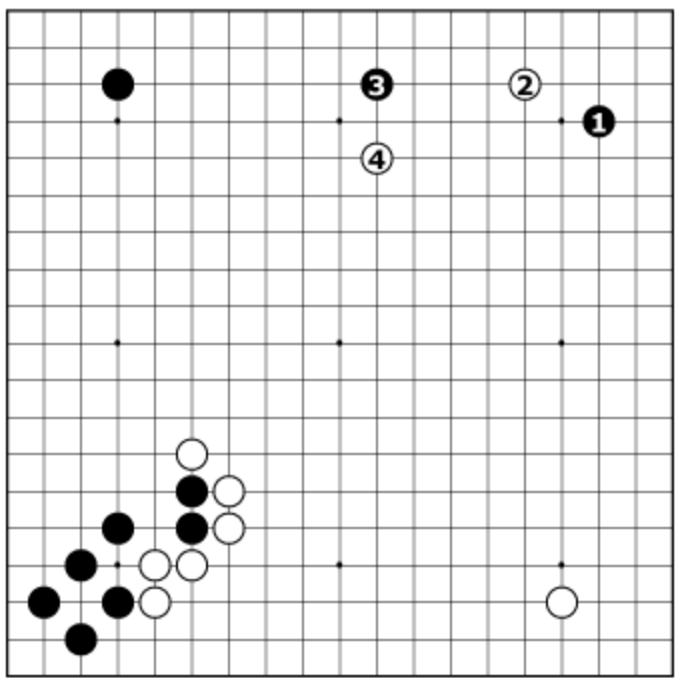
18 Black continues with 'a' to keep the corner or 'b' to emphasize the side.



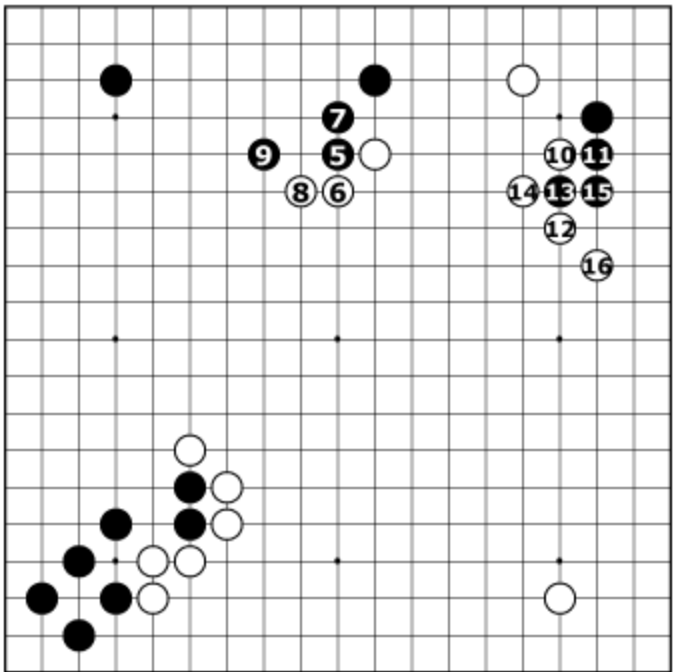
22 Black extends somewhere around 'a' to 'c'.



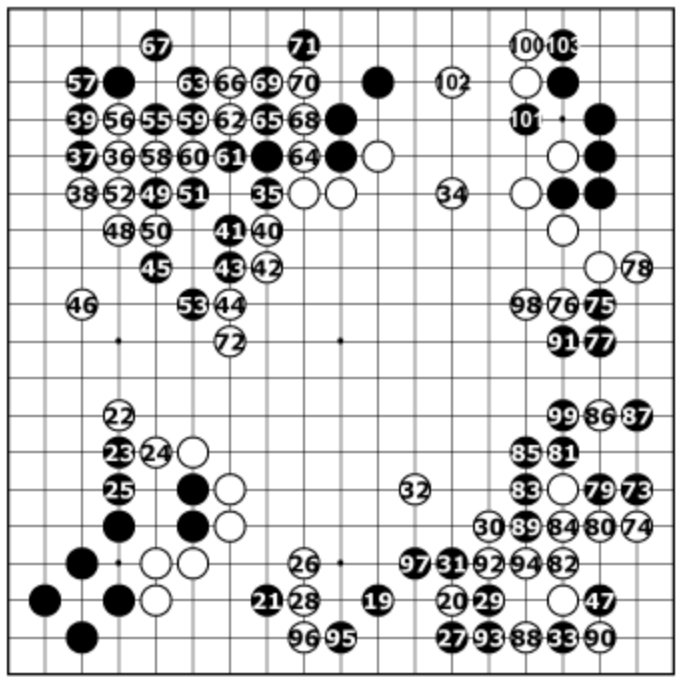
10 The space of the White group is already limited by the marked stone.



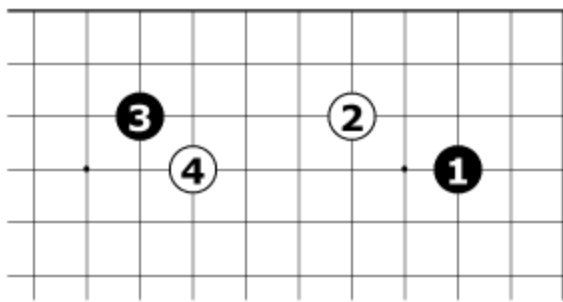
4 White 4 was played in an 1822 game between Honinbo Jowa (White) and Toyama Sansetsu (Black).



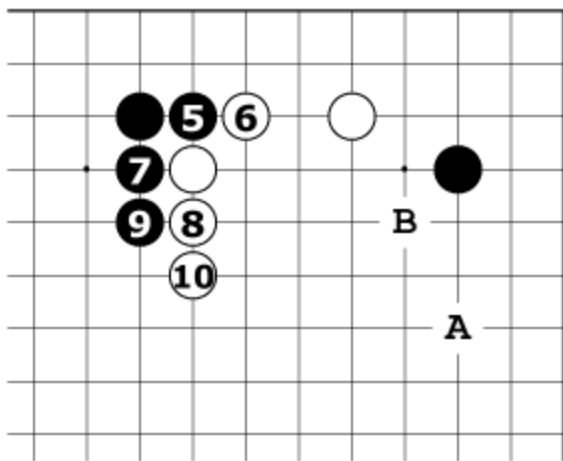
revealing the logic for White 16.



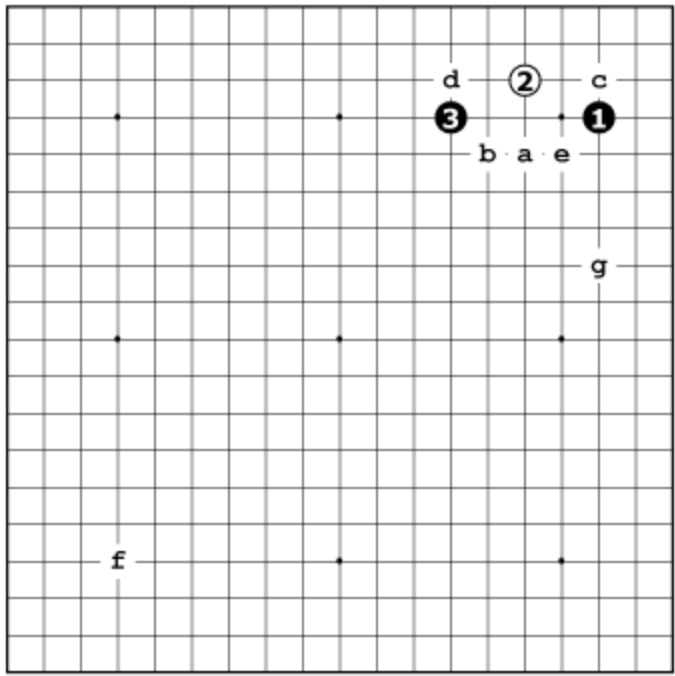
103 Move 103 in the diagram (actual move: 119) was the last move of the game. This game is known as "the eternally unfinished game".



4 Played by Cho U Honinbo against Yoda Norimoto Meijin in the 5th game of the 29th Meijin title match 2004..

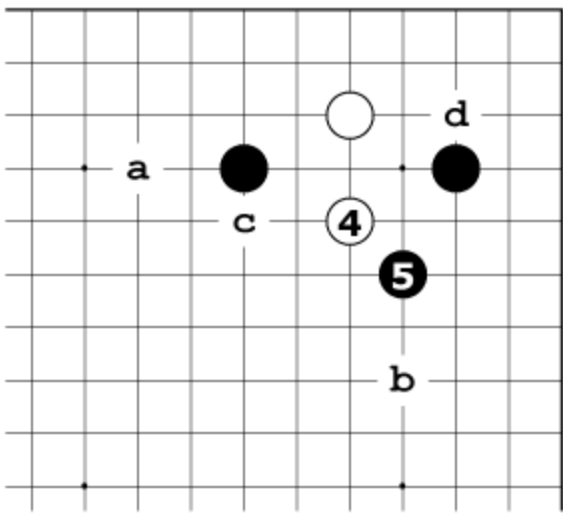


10 'A' or 'B'.

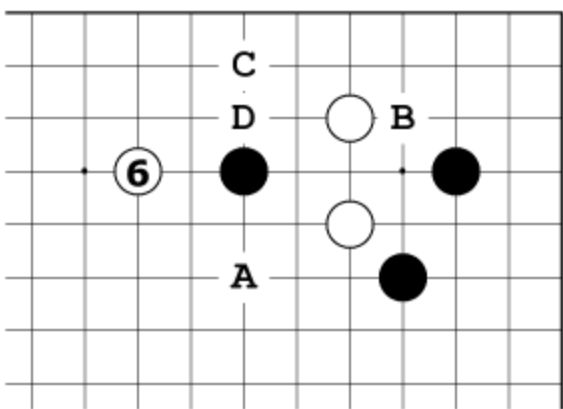


3 Black 3 is typical of the severity of modern Go. White cannot afford to play elsewhere ('f'). Responses range from 'a *', 'b *', 'c *' to 'd *'. White 'e' is a trick play, not joseki. 'g' is a special strategy.

f6, e5, d4, c3, b2, a1

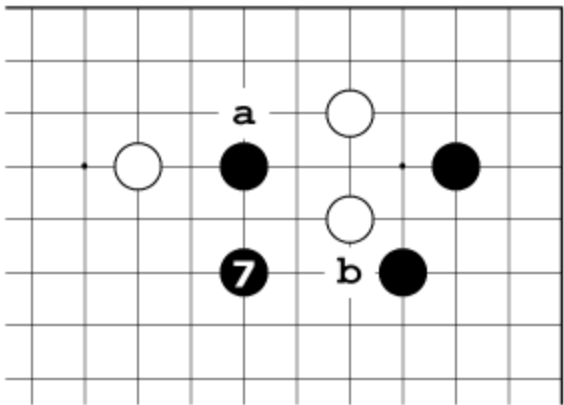


5 White continues with 'a *' to 'c'. White 'b' does not work very well with the high pincer, so is not recommended. 'd' is a mistake.

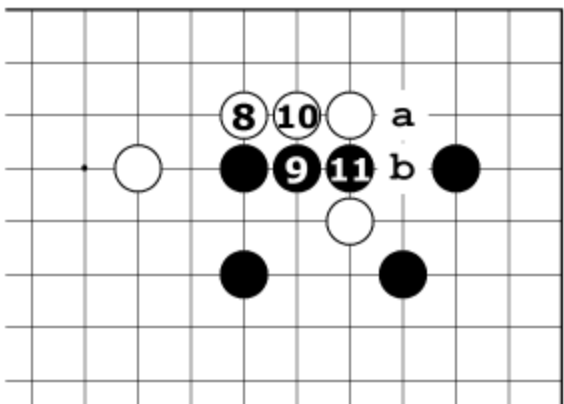


6 'A *' and 'B *' are joseki,

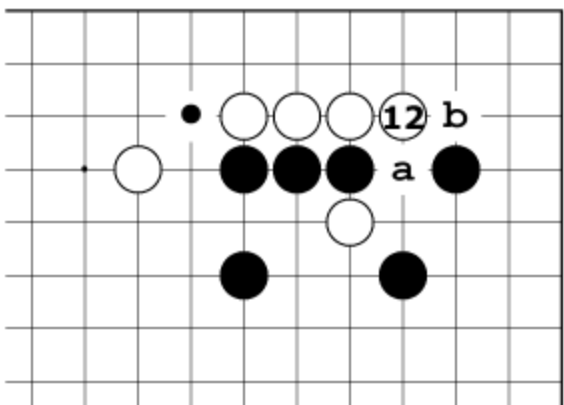
'C' is possible with a strong Black position in the upper left and aims at sacrificing to close in a small White area. 'D' is questionable.



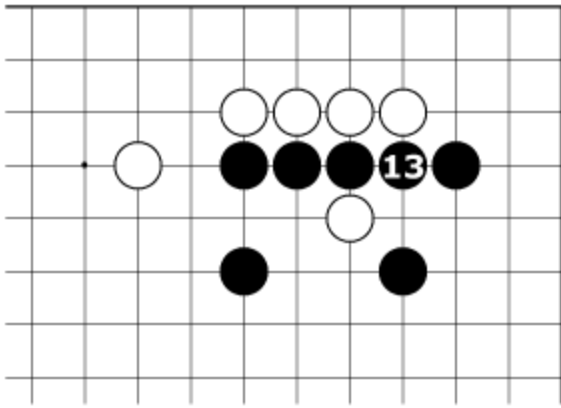
7 White continues with 'a *'. White 'b' is bad, as it gives Black solidity on the fourth line.



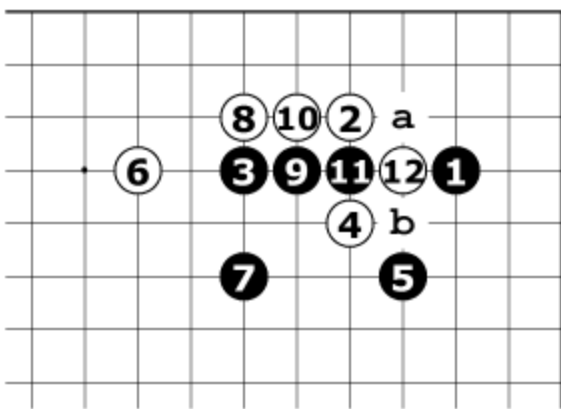
11 Joseki continues with White 'a *'. White 'b' is unreasonable resistance.



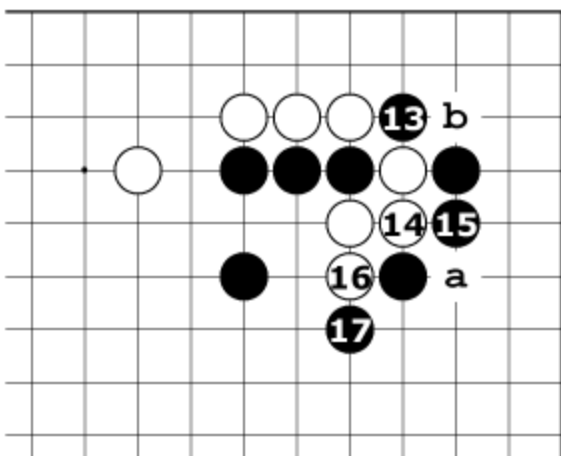
12 Black continues with 'a *' or 'b'. Black 'a' as joseki is recent. Black 'b' is the old pattern - Black takes more area, but may end in gote and loses the hane at the red dot.



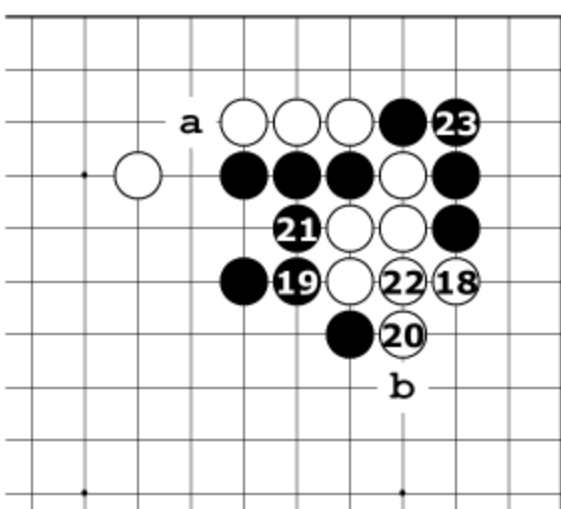
13 * GOOD VARIATION *



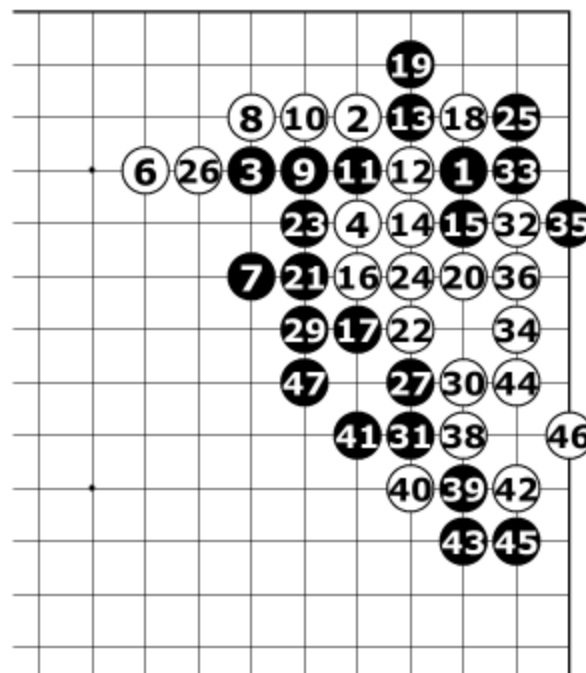
⑫ Black 'a' is best, as White 12 is unreasonable. If Black 'b', White 'a', and the old joseki pattern starting with White 12 on a results.



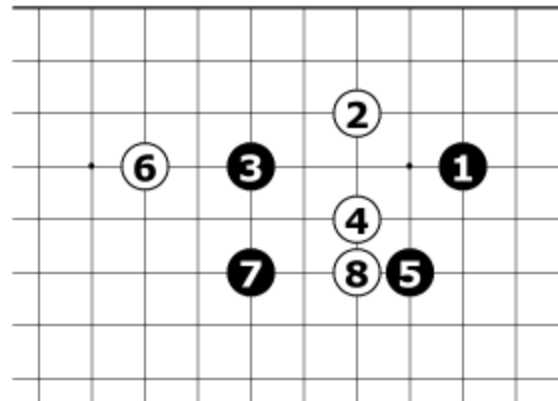
17 White may try 'a' or 'b'.
Neither are favorable for
White.



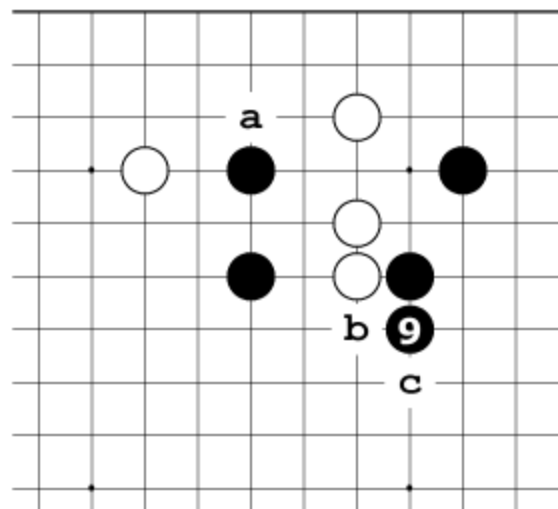
23 'a' and 'b' are miai.



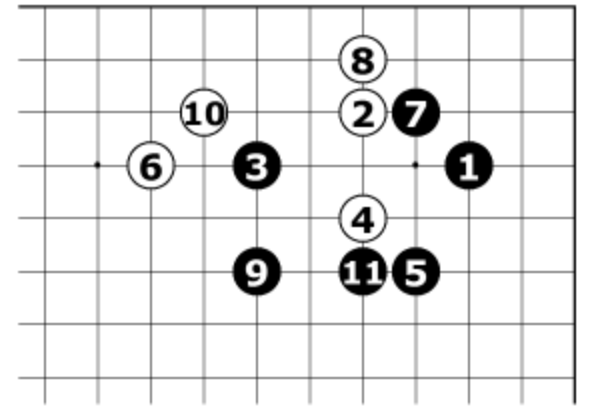
47 White is sealed in.



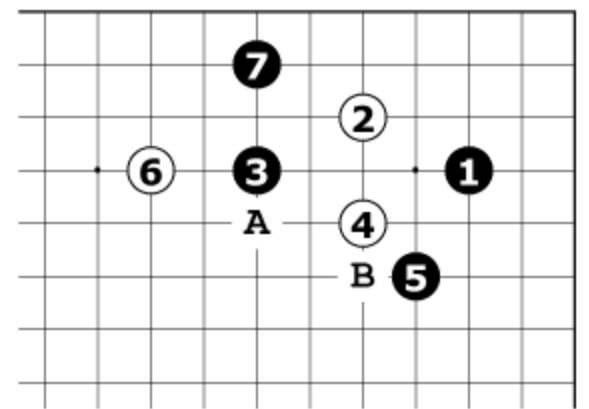
⑧ White 8 is a mistake.



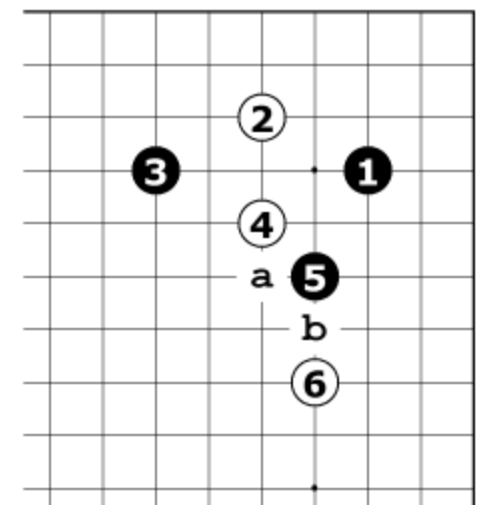
9 White has lost the connection under at 'a', and is at a loss for a good move. A White push at 'b' and Black replies with 'c', increasing White's loss.



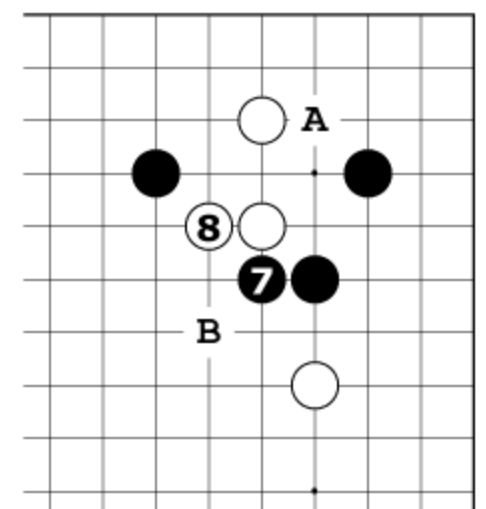
11 * GOOD VARIATION *



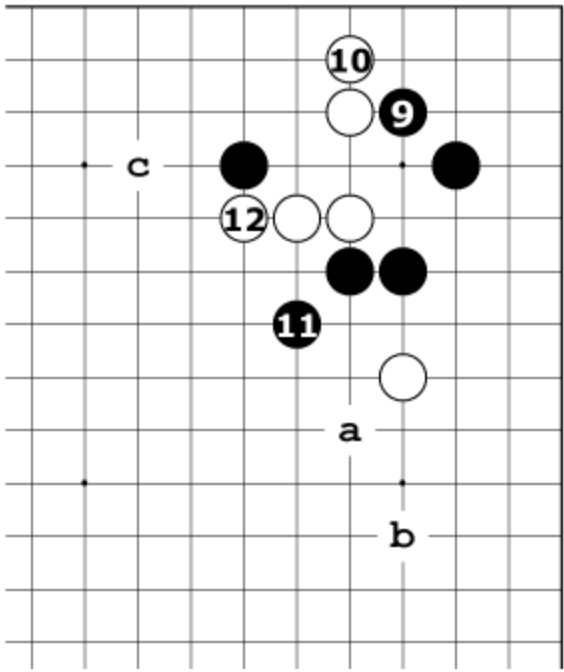
⑦ 'A' or 'B'.



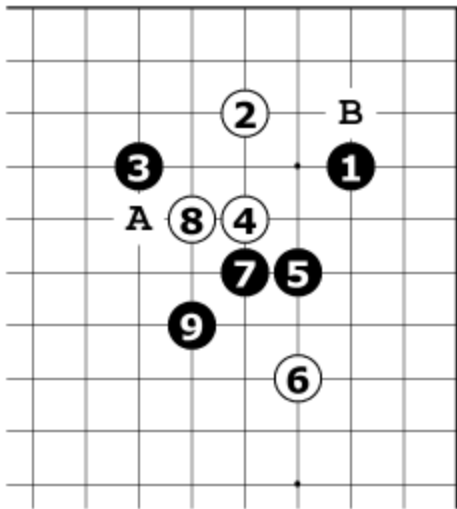
⑥ Black continues with 'a' or 'b'. Black 'a' is better.



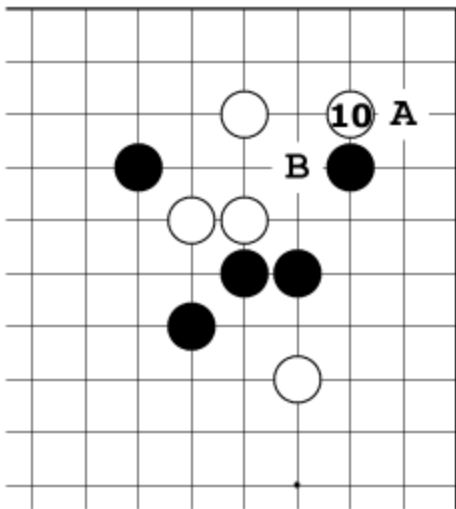
⑧ 'A' and 'B' have the same result.



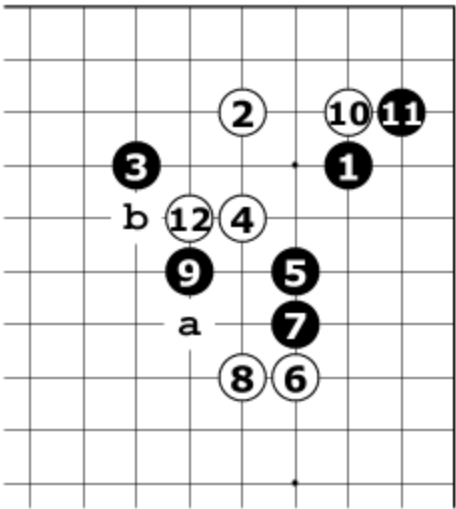
12 Next, Black can play at 'a', 'b' or 'c'. 'c' leads to immediate fighting.



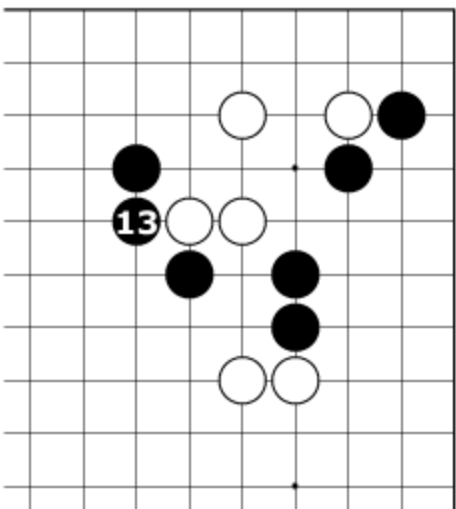
9 'A' or 'B'.



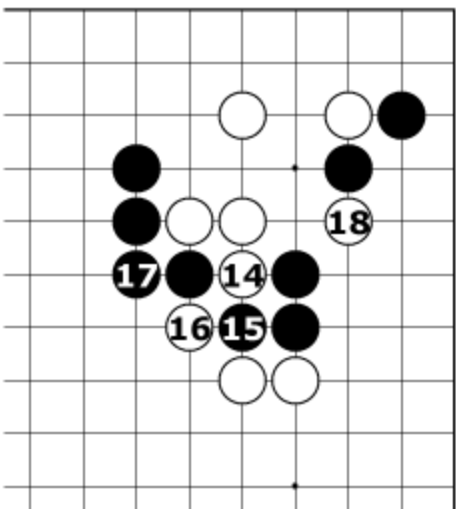
10 'A' or 'B'.



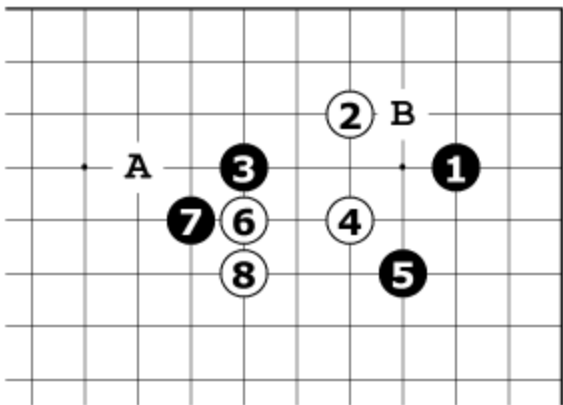
12 Black continues with 'a'. Black 'b' is unreasonable.



13 Black 13 is unreasonable.

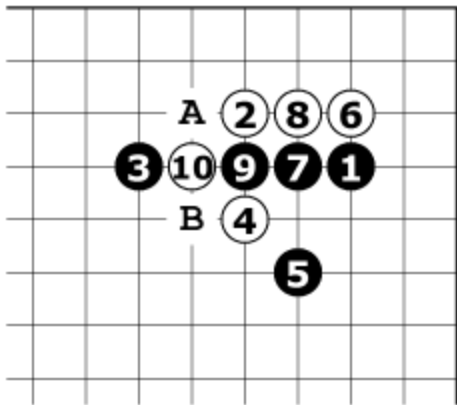


18 Black cannot save his three stones.

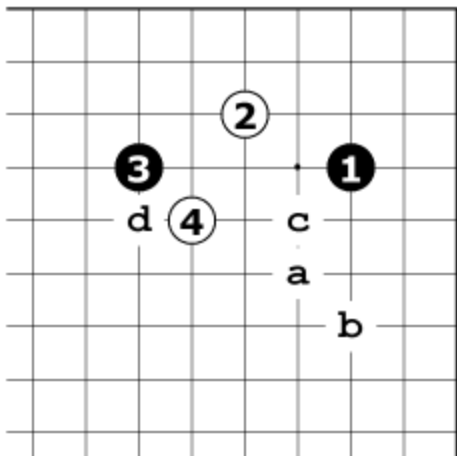


8 'A' emphasizes the top side and corner, 'B' the right

side.

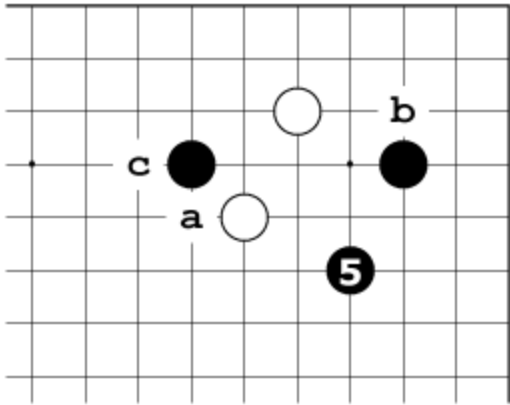


10 'A' is correct, 'B' is a mistake.

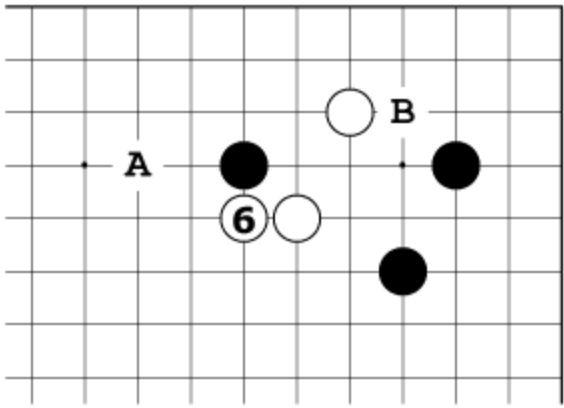


4 Black continues with 'a' *' to 'c'.

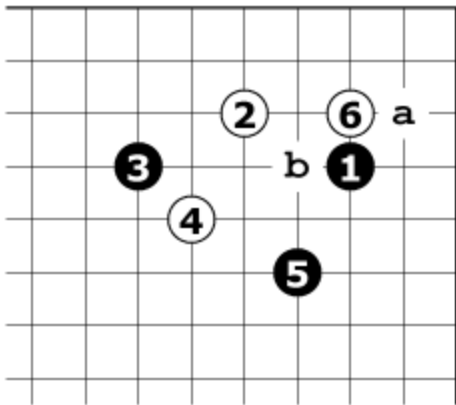
Black 'd' is not recommended, but may work depending upon surrounding conditions.



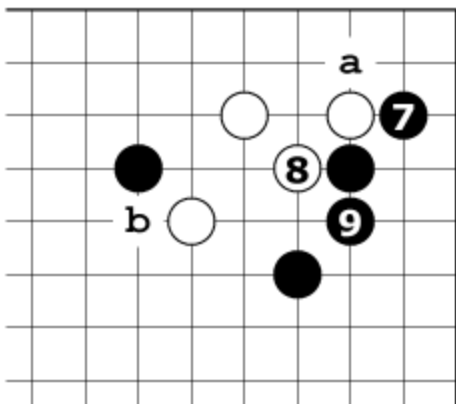
5 White continues with 'a', 'b' *' or 'c'.



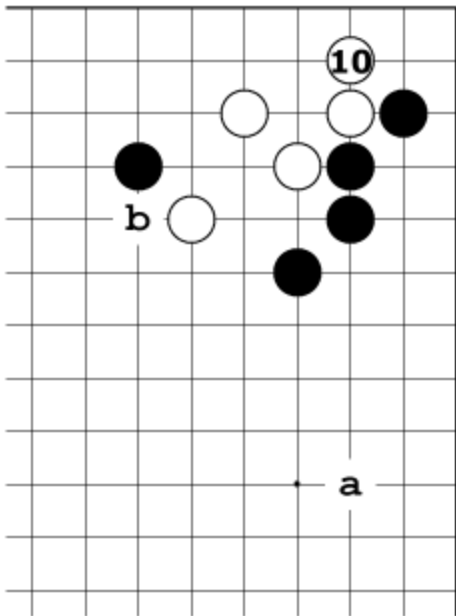
⑥ 'A' leaves more aji than 'B'.



⑥ Black continues with 'a' * or 'b'.

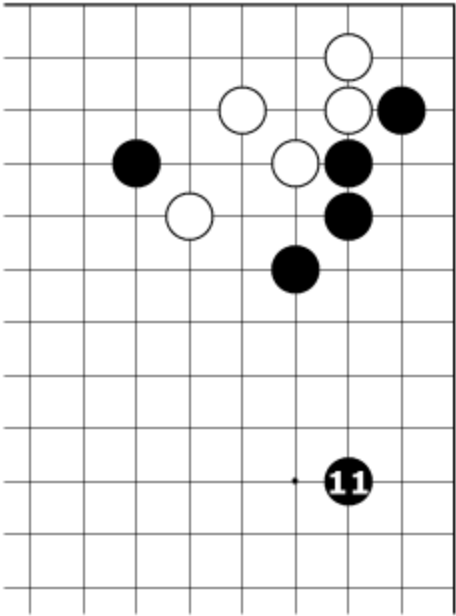


⑨ White continues with 'a' * or 'b'.

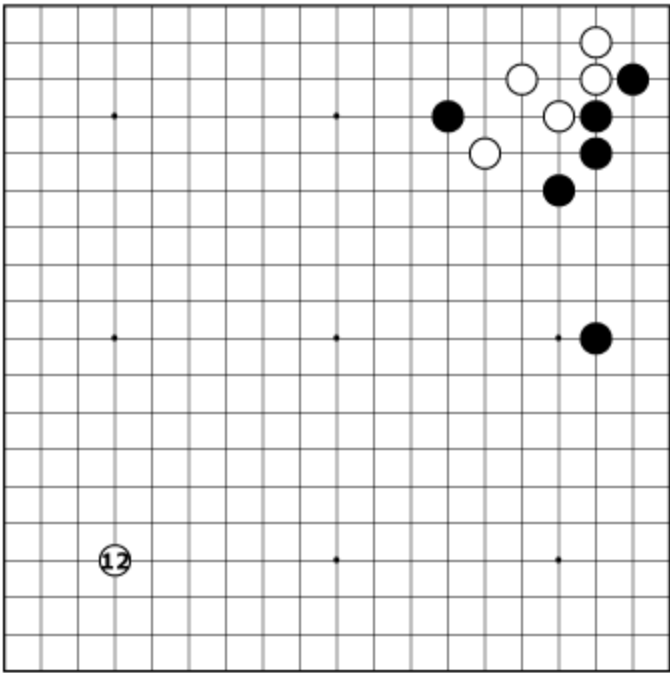


⑩ Black continues by making an extension such as 'a' *. Black 'b' is also possible

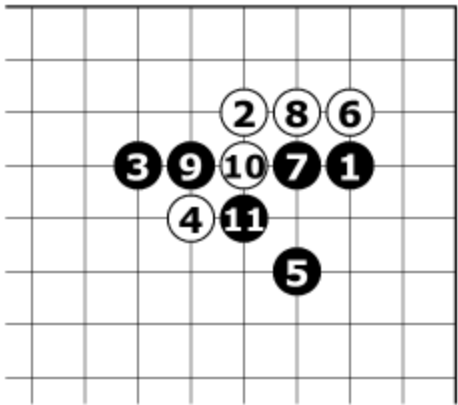
depending upon circumstances.



⑪ * GOOD VARIATION *

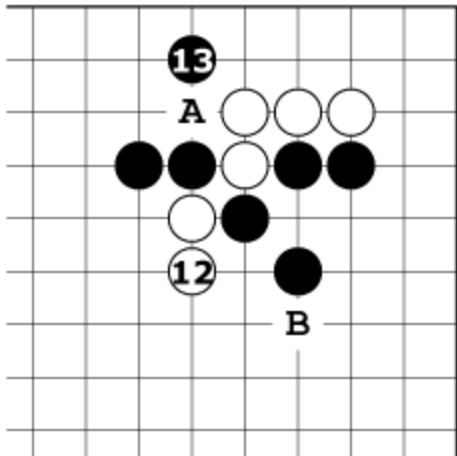


⑫ White plays elsewhere.

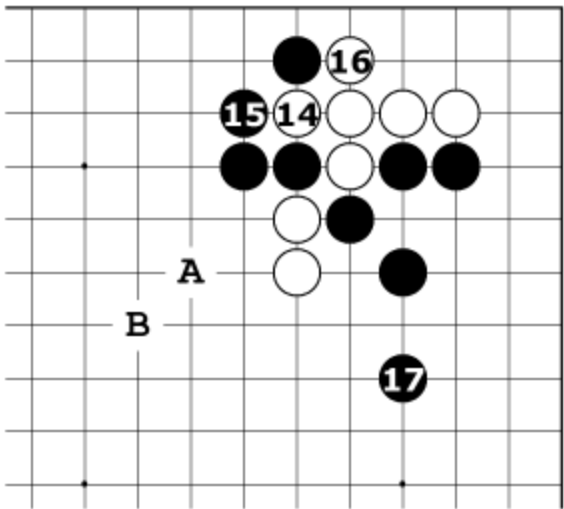


⑪ This is a strong way to play.

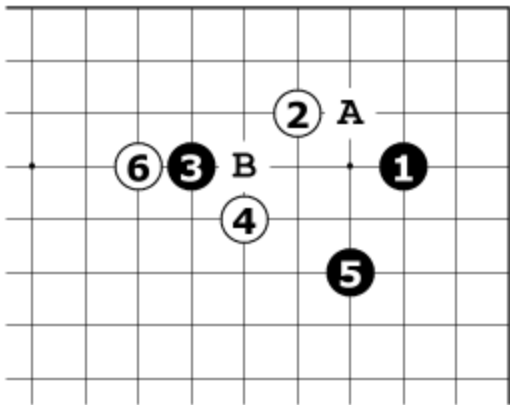
Fujisawa Shuko and Sakata Eio played this sequence often in their Meijin tournament matches in the 1960's.



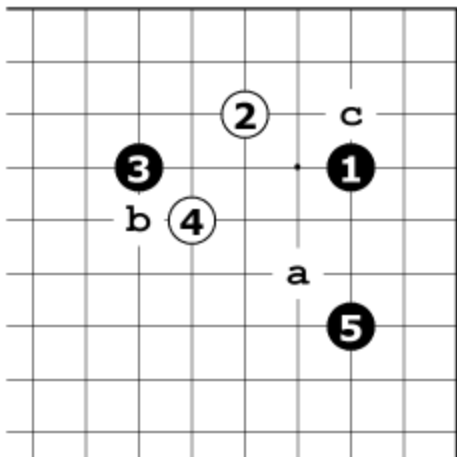
⑬ 'A' * is correct. 'B' sacrifices a large corner for small influence.



⑰ 'A' or 'B' are ok.



⑥ 'A' or 'B'.

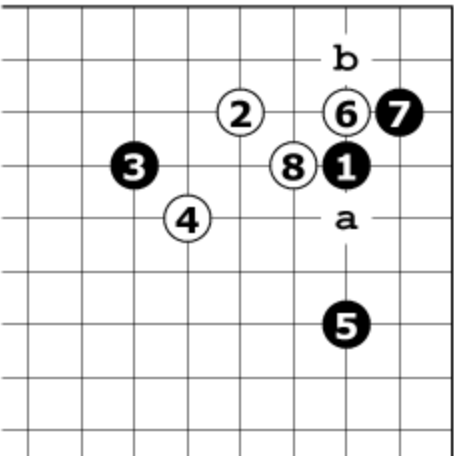
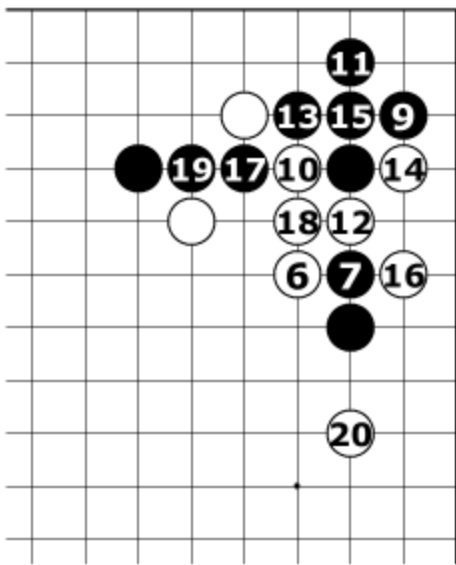


⑤ White continues with 'a' or 'b'.

White 'a' gives White thickness, while Black gets a big corner; the result favors Black slightly.

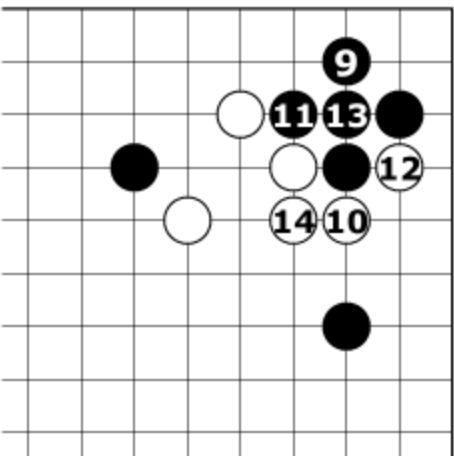
White 'b' emphasizes the top.

White 'c' has been seen in at least one professional game (Rin Kaiho (B) vs. Fujisawa Shuko (W) in the 4th Meijin league 1965--01-13). The move may be considered an attempt to avoid the disadvantage of White 'a'. White gets settled in the corner and Black on the right side.

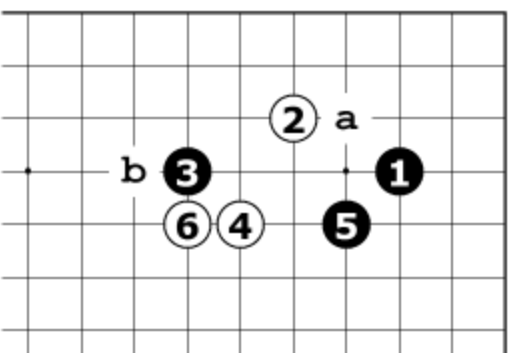


⑧ Black continues with 'a'. Both sides get settled.

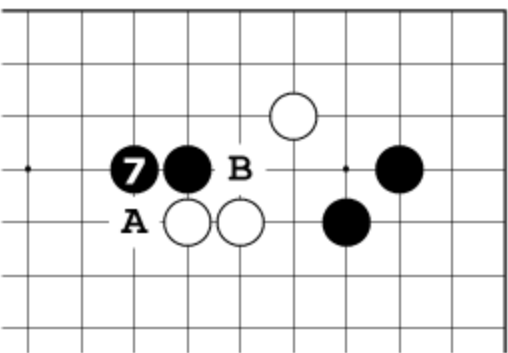
Black 'b' is a change in direction that render Black 3 and 5 superfluous.



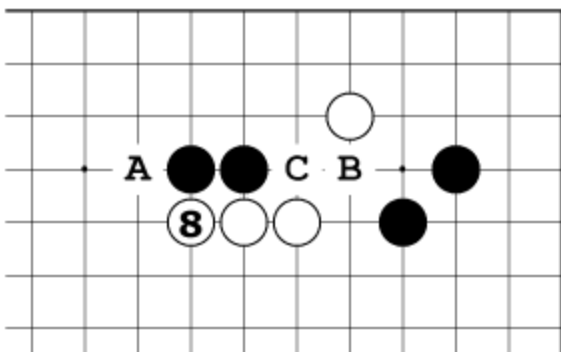
⑭ Black 3 and 5 has been rendered useless.



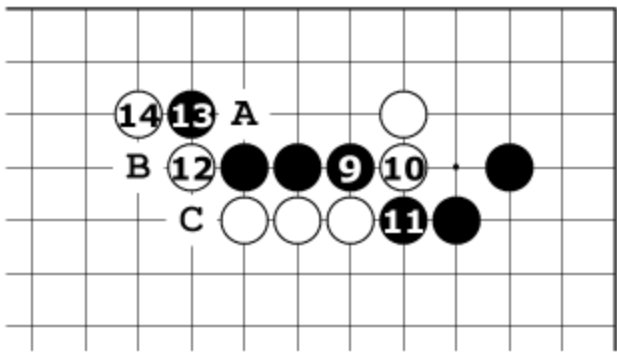
⑥ Black continues with 'a' or 'b'.



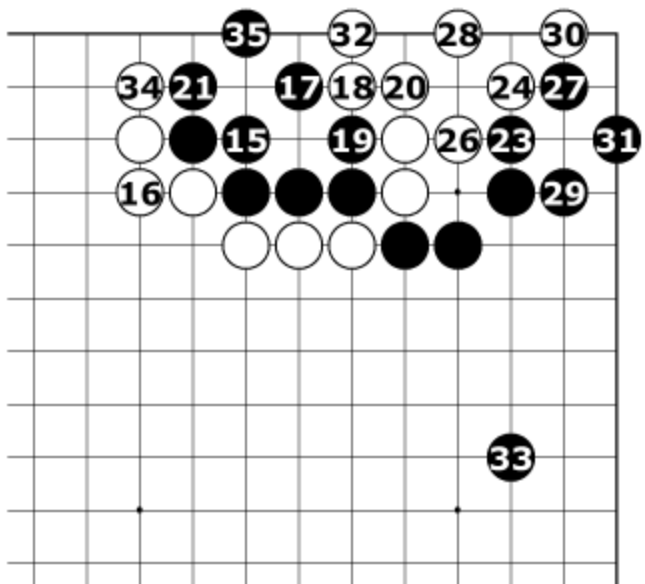
⑦ 'A' is correct, 'B' is a mistake.



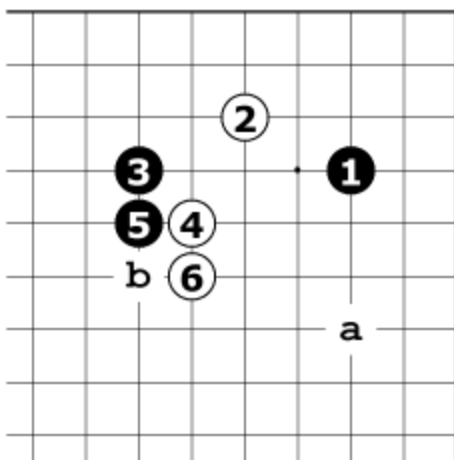
⑧ 'A' is correct, cutting on 'B' or 'C' is not good.



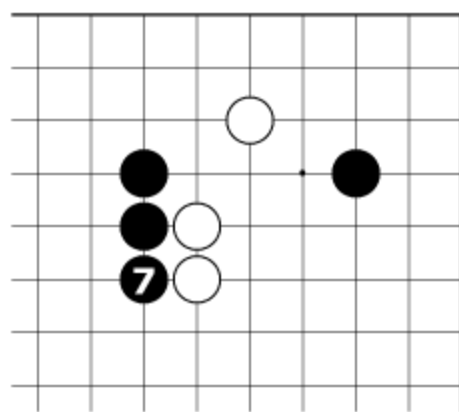
⑭ 'A', 'B' or 'C' don't help.



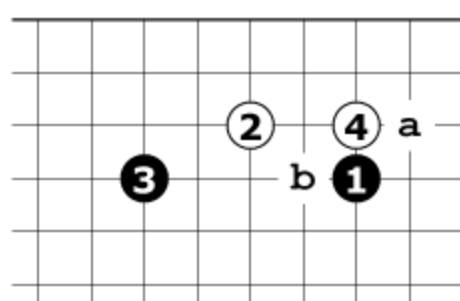
③⑤ White's influence is superior.



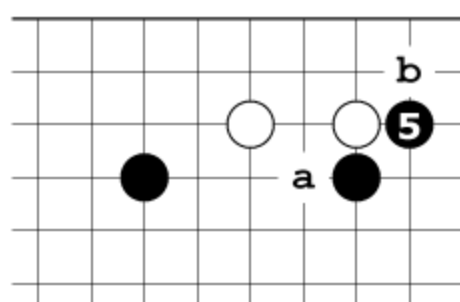
⑥ Black continues with 'a'. Black 'b' is a mistake.



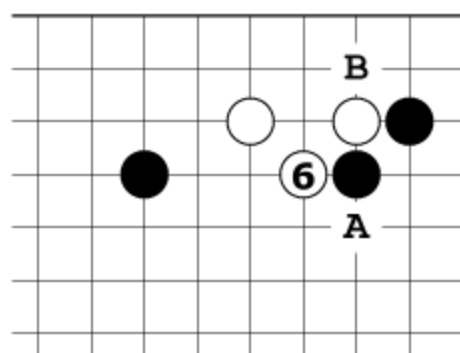
7 Black 17 is a mistake.



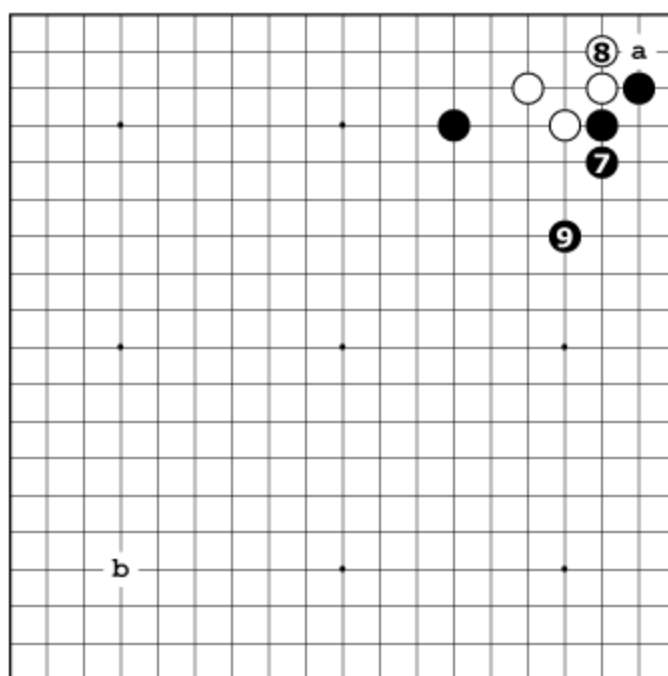
④ Black continues with 'a *' or 'b'.



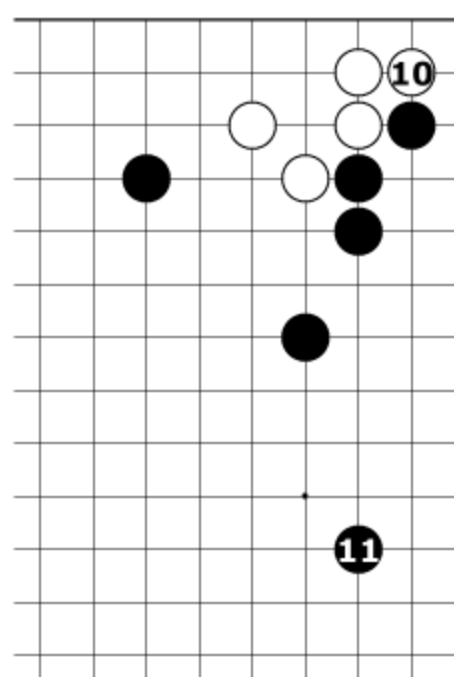
5 Joseki continues with 'a *'.
White 'b' may be possible.



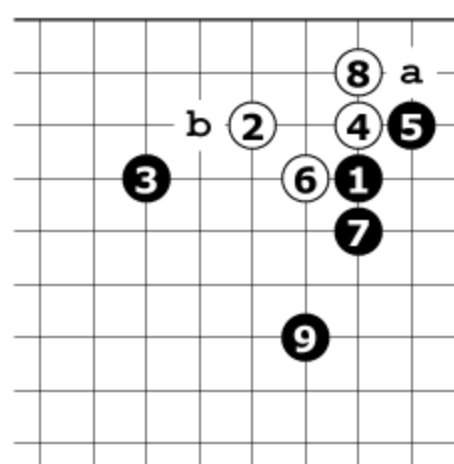
⑥ 'A *' is joseki, 'B' is a mistake.



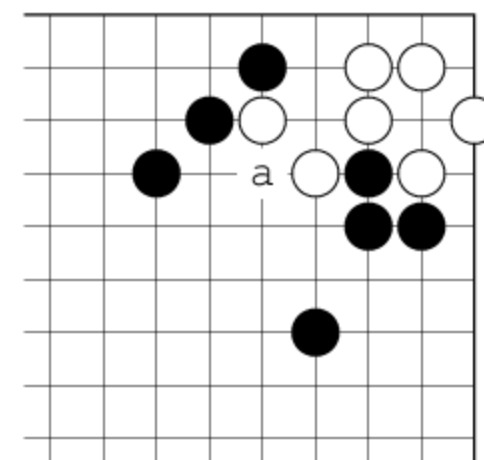
9 Joseki continues with 'a *'.
But White may play
elsewhere ('b').



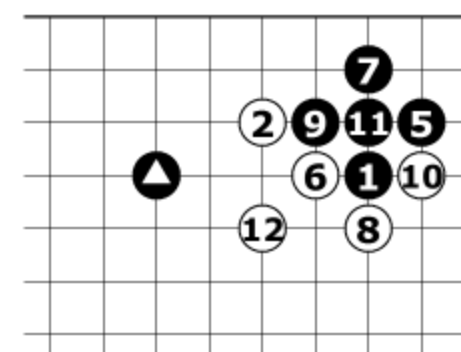
11 * GOOD VARIATION *



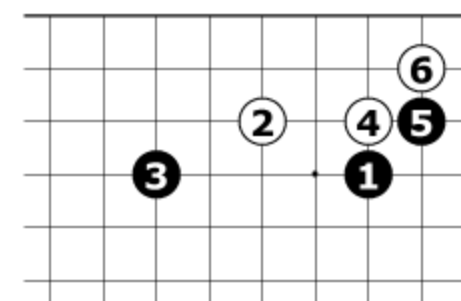
⑩ White plays elsewhere.
Black continues with 'a' or 'b'.



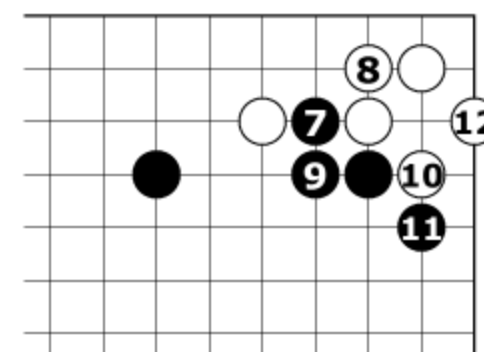
⑩ Black can continue with 'a' or play elsewhere.



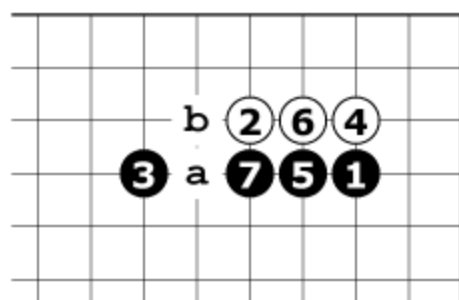
⑫ The triangled Black stone is now on a bad position.



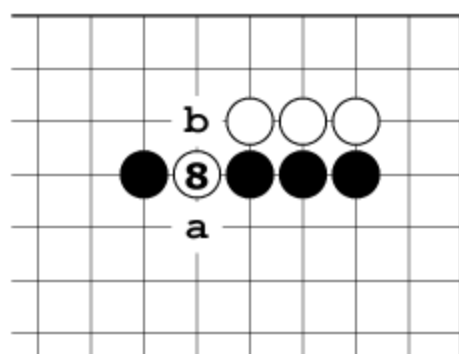
⑥ White 6 was played by Fujisawa Shuko against Go Seigen on July 3, 1964.



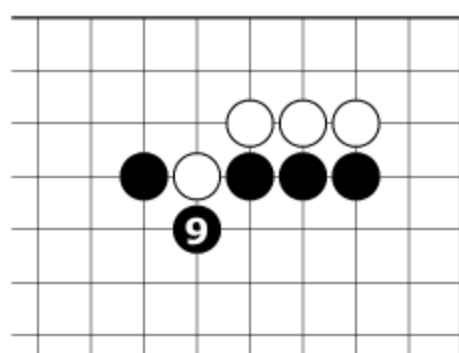
⑫ While Black cannot be dissatisfied, White has life in the corner and sente.



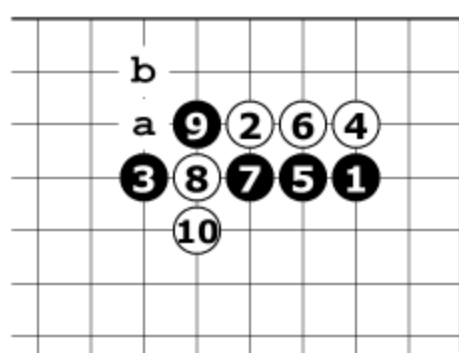
- ⑦ White continues with 'a' or 'b'. 'a' is preferable, but may lead to complications.



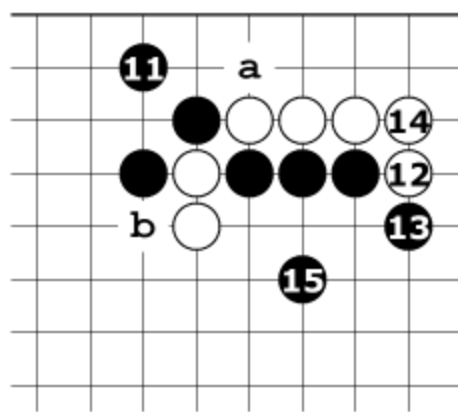
- ⑧ Black continues with 'a' or 'b'.



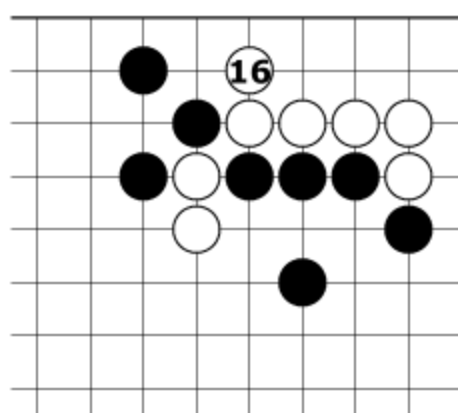
- ⑨ Black 9 is somewhat passive, but Black gets excellent thickness at the expense of giving White solid territory.



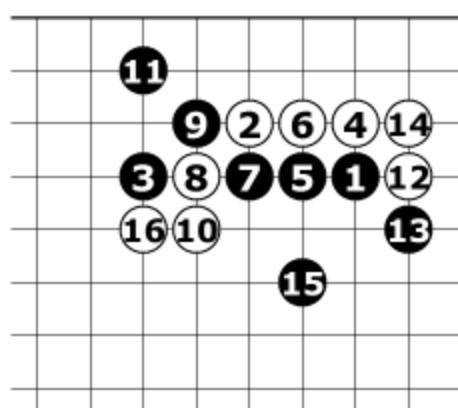
- ⑩ Black continues with 'a' or 'b'.



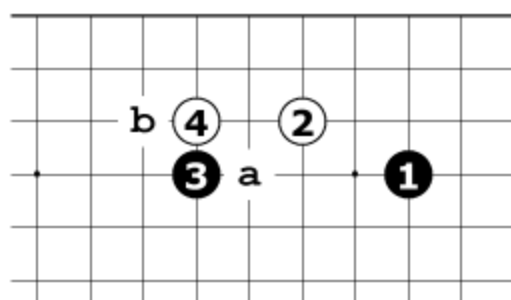
- ⑮ White continues with 'a' to live in the corner, or 'b' to exchange the corner for center influence.



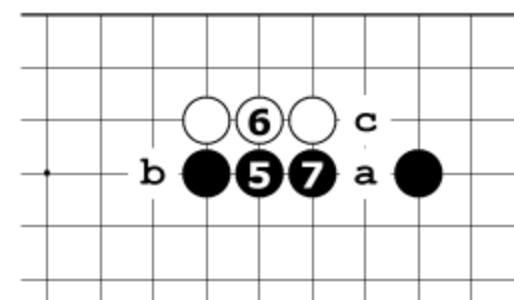
- ⑯ White takes the corner.



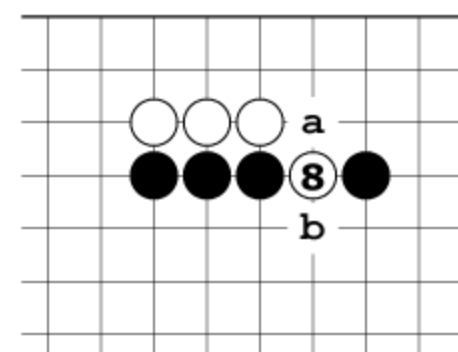
- ⑯ White chooses influence over territory.



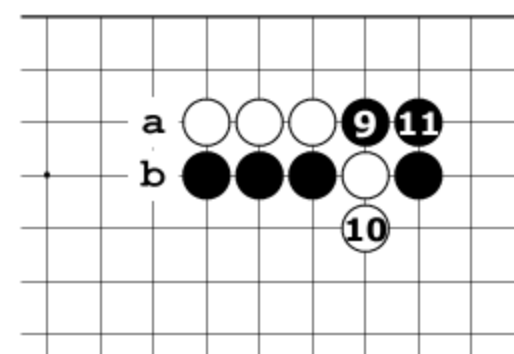
- ④ Black continues with 'a' or 'b *'. Black 'b' involves a ladder.



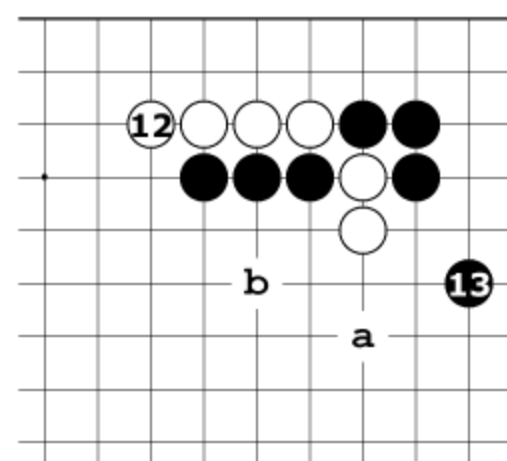
- ⑦ White continues with 'a'. White 'b' and 'c' are inferior.



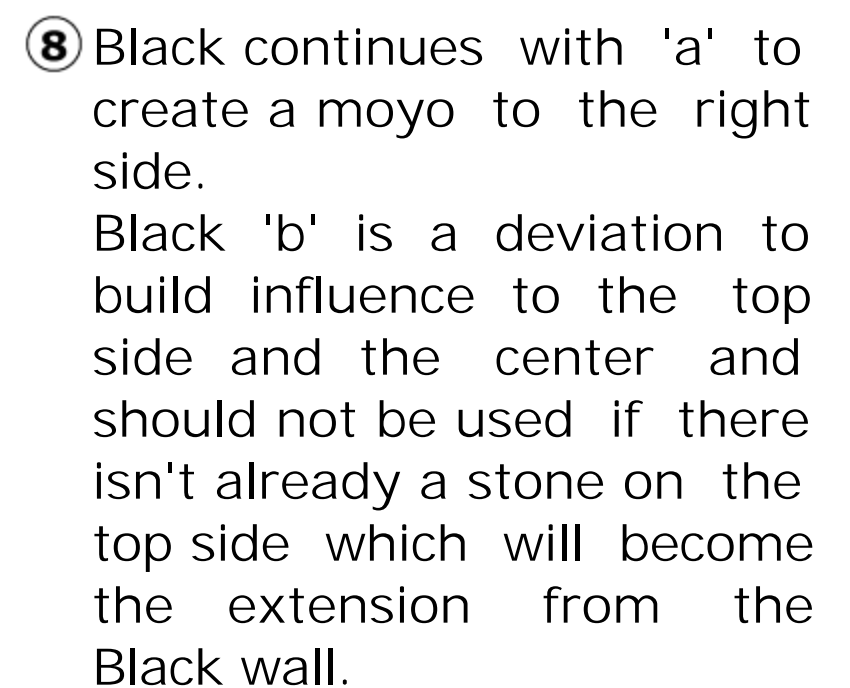
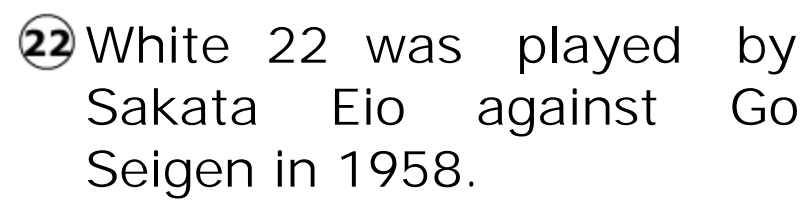
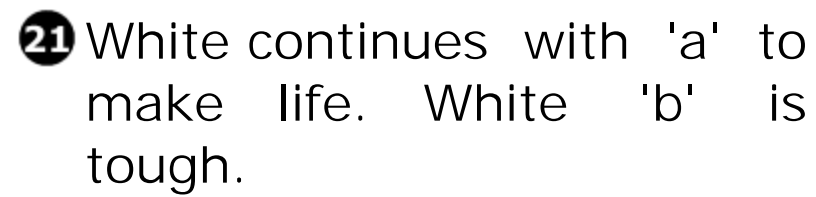
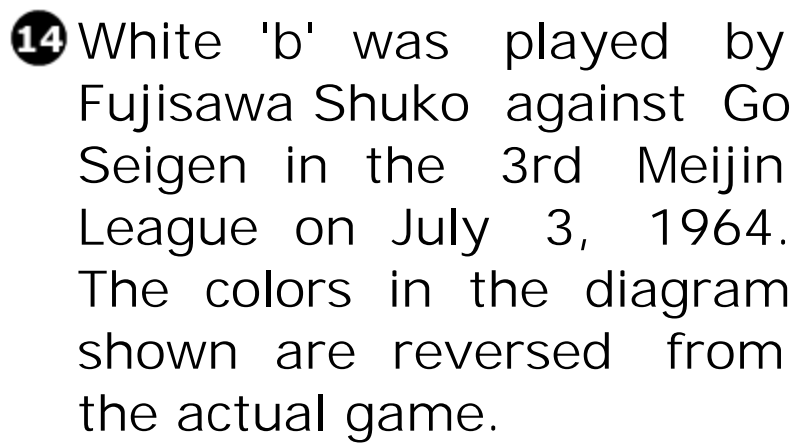
- ⑧ Black continues with 'a'. Black 'b' is weak.

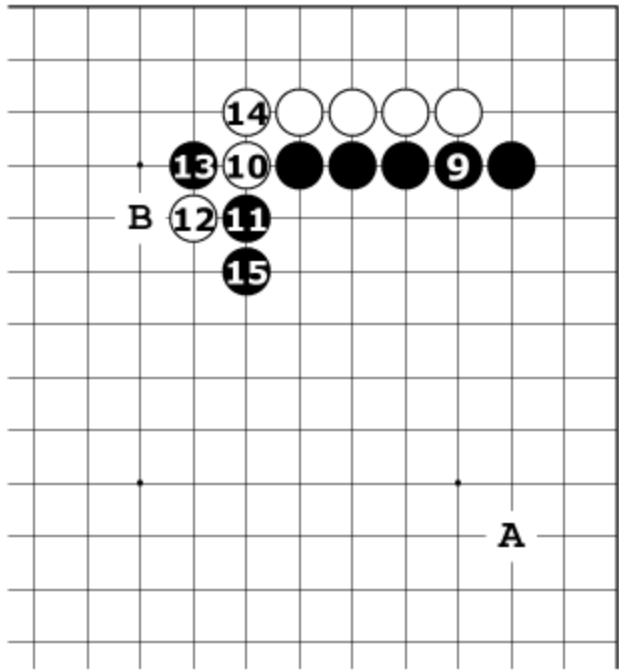


- ⑪ White continues with 'a' or 'b'. White 'b' is fierce.

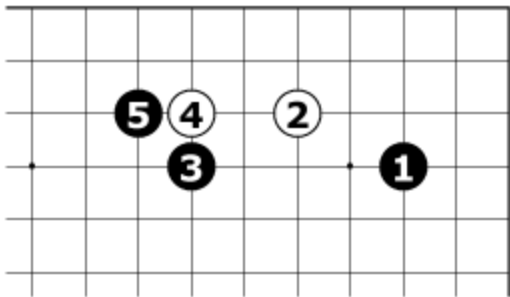


- ⑬ Joseki continues with 'a'. White 'b' was played by Fujisawa Shuko against Go Seigen in the 3rd Meijin League on July 3, 1964.

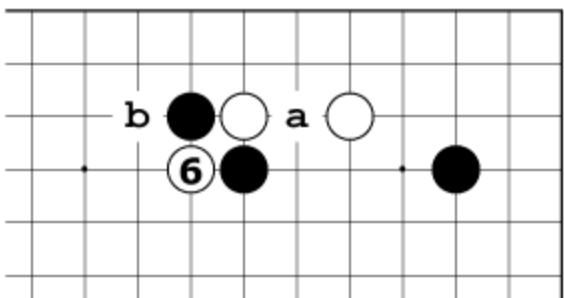




15 'A' may be better than 'B'.

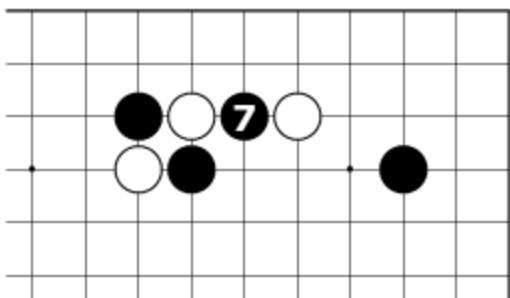


5 Black 5 may involve a ladder.

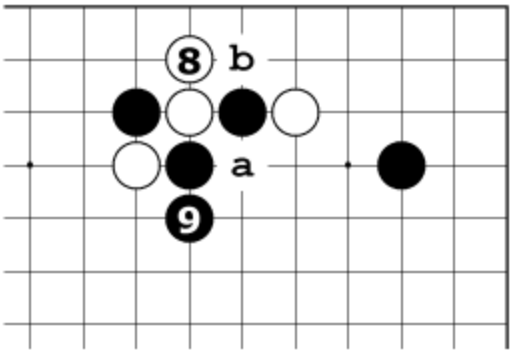


6 Black continues with 'a'.

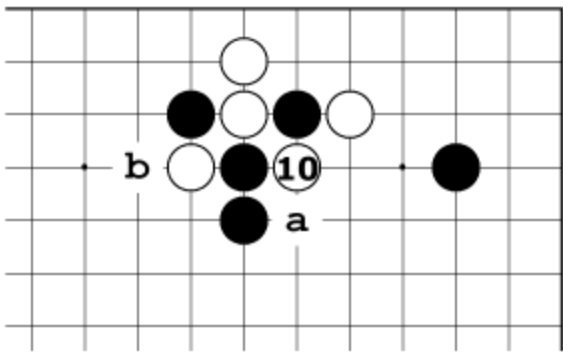
Black 'b' yields significant influence, but White gets better corner territory. Black must have the ladder to play 'b'.



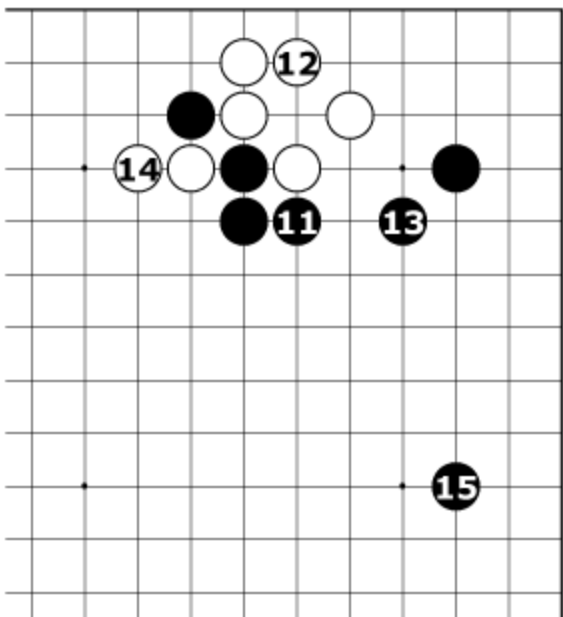
7 Black must have the ladder to play this way.



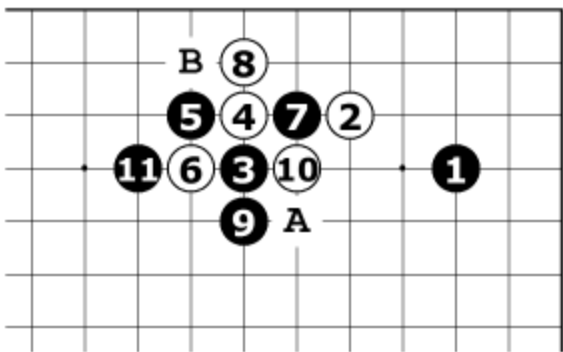
9 White continues with 'a'. White 'b' is a mistake.



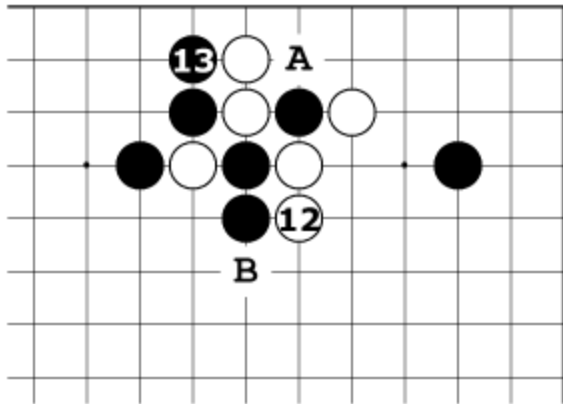
10 Black changes direction and continues with 'a'. Black 'b' is bad.



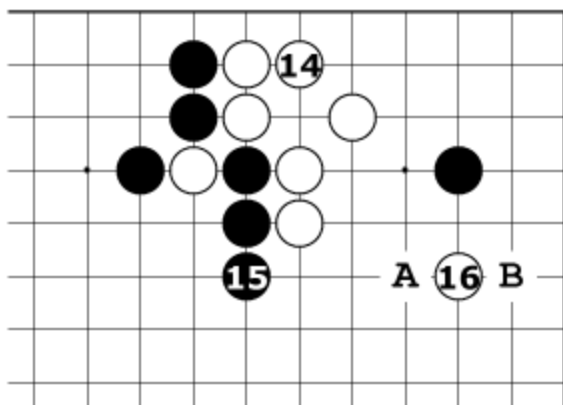
15 * GOOD VARIATION *



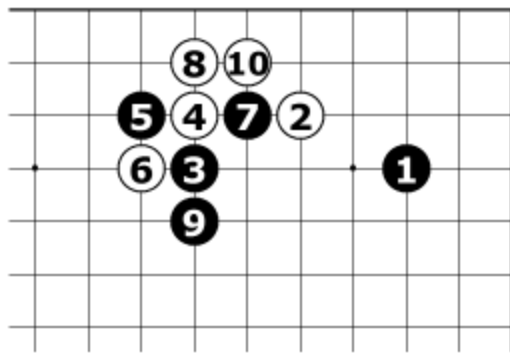
11 'A' or 'B'.



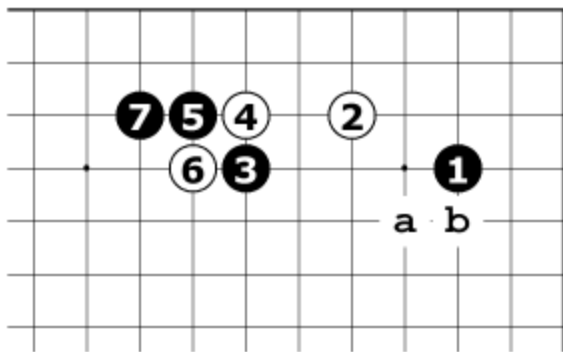
13 'A' is correct, 'B' is bad.



16 Trying to make Black live in the corner on A or B will give White great outside strength.

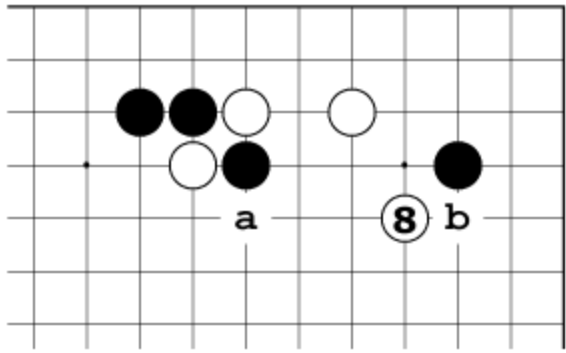


10 White 10 is a mistake.

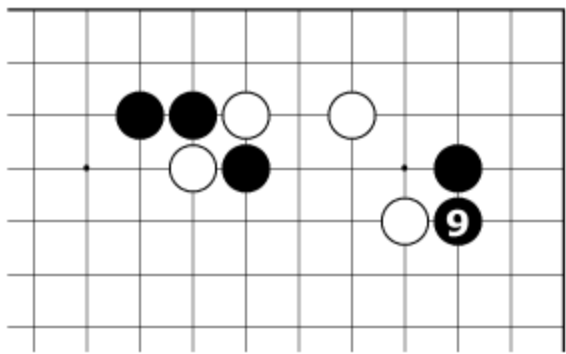


7 Black 7 gives White superior profit in the corner.

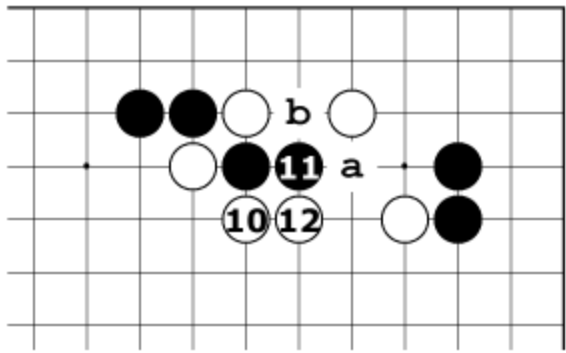
White continues with 'a'. White 'b' is an old pattern that isn't necessarily favorable.



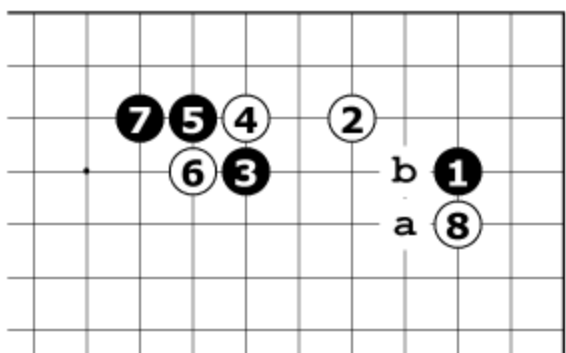
⑧ Black continues with 'a'. Black 'b' is unreasonable.



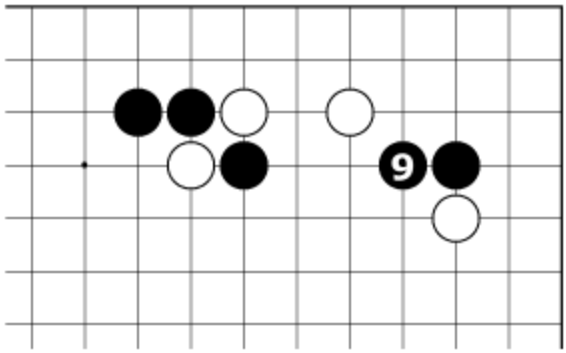
⑨ Black 9 is unreasonably greedy.



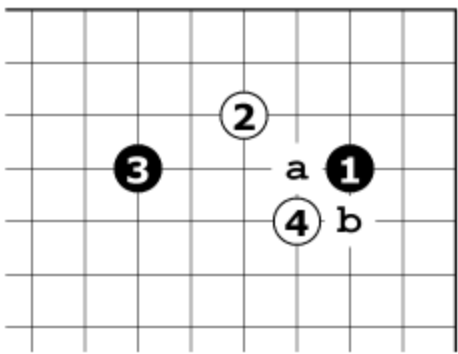
⑫ Black may try 'a' or 'b'.



⑧ Black continues with 'a'. Black 'b' is not as favorable.

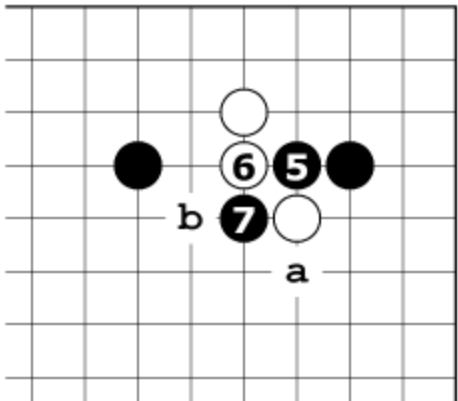


⑨ This is an old pattern, but not favorable for Black.

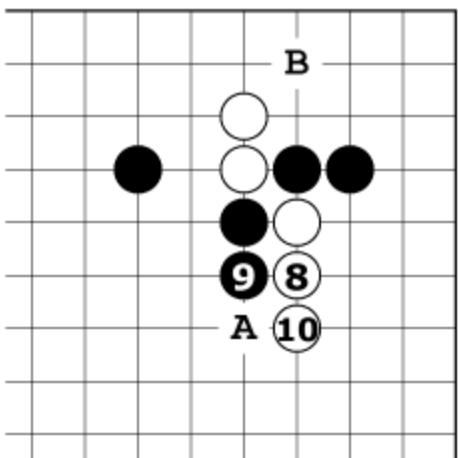


④ White 4 is a trick play, not joseki.

Black continues with 'a'. Black 'b' is a mistake.

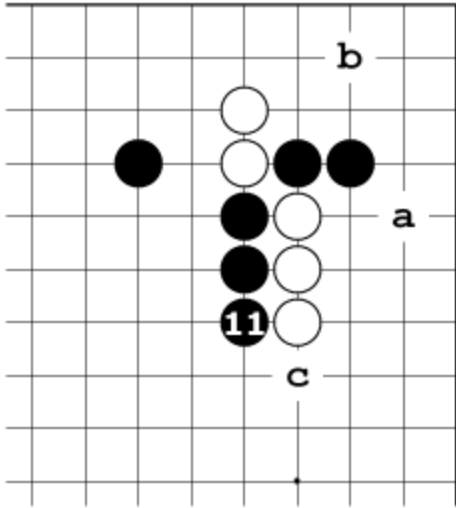


⑦ White continues with 'a'. White 'b' is disadvantageous.

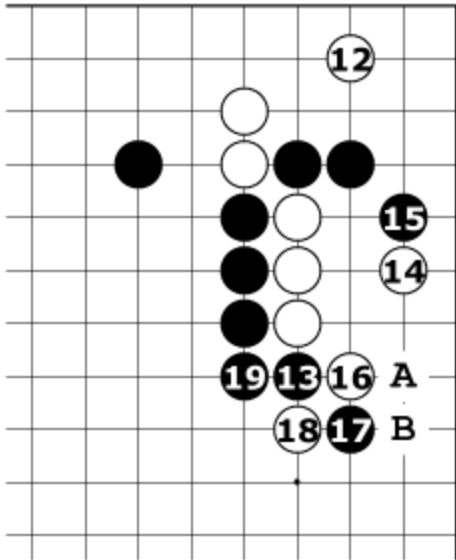


⑩ Black continues with 'A' to a favorable ko.

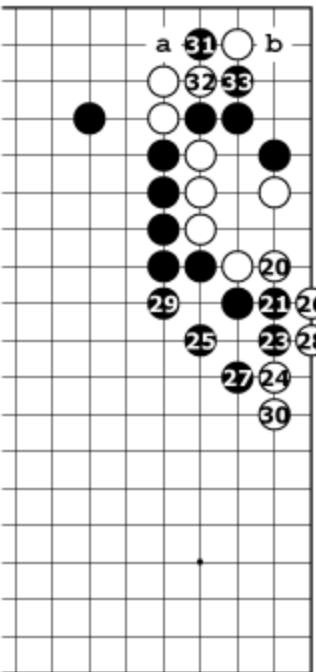
Black 'B' is inferior., gives a seki



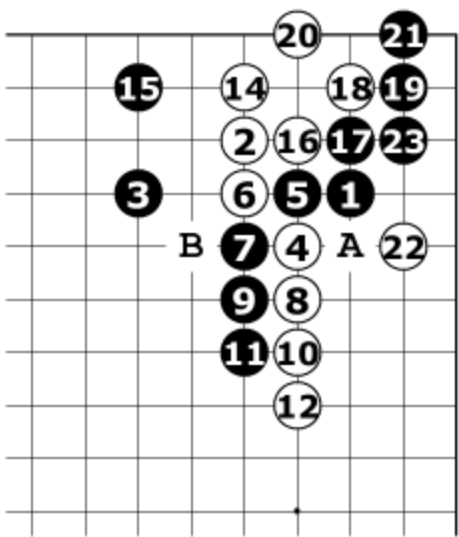
⑪ White may continue with 'a', 'b' or 'c', neither giving a favorable result.



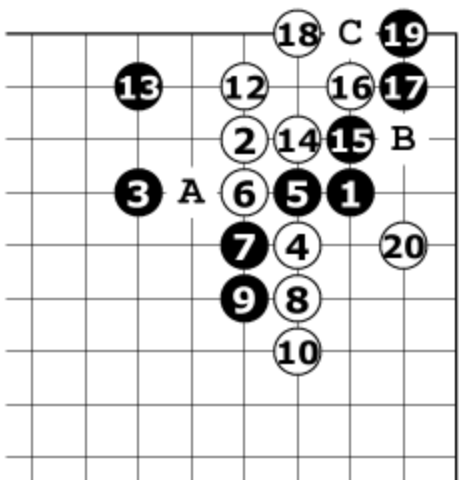
⑲ 'A' is correct, 'B' is a mistake.



③③ White may try 'a' or 'b', neither successful.



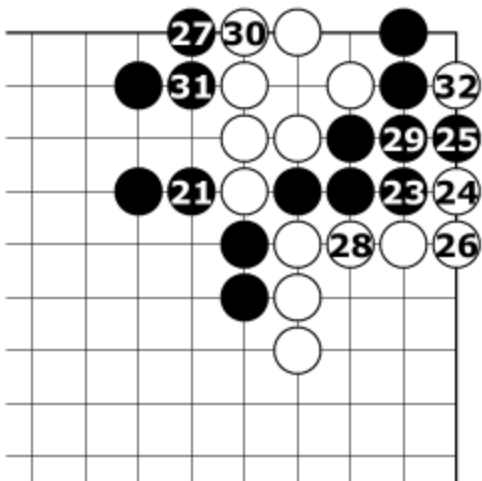
23 'A' is correct, 'B' doesn't work.



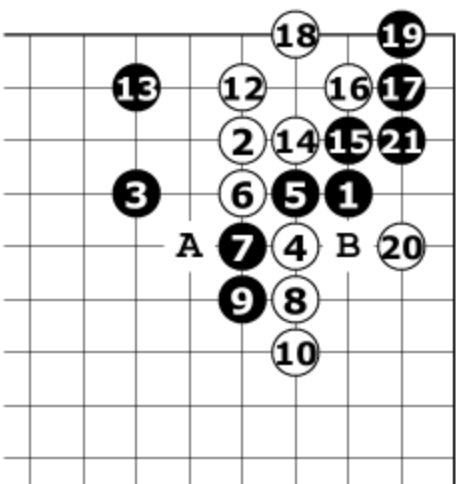
20 Black must continue with 'A'. The corner becomes a seki.

Neither Black 'B' nor 'C' work. Black 'C' is worse, as White may mistake if Black plays 'B'.

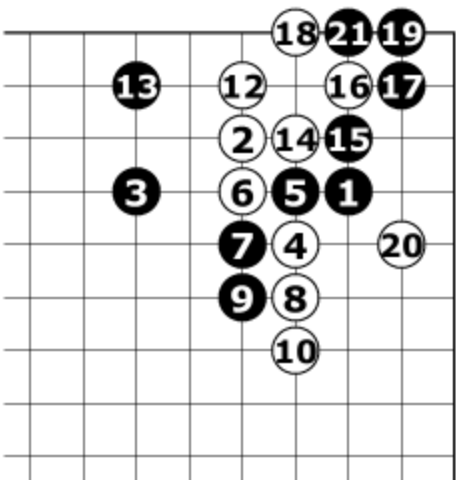
c3, b2, a1



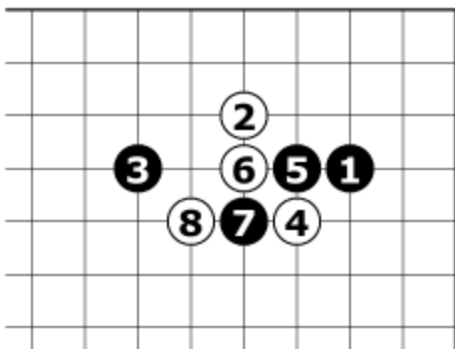
32 And the corner is a seki.



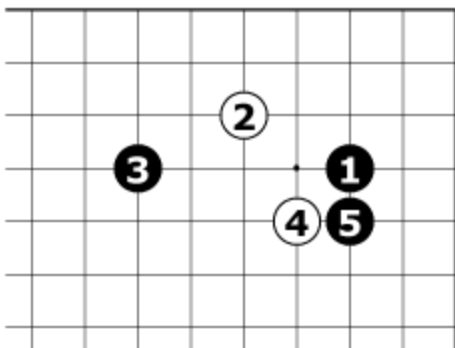
21 White 'A' is correct. White 'B' is a mistake.



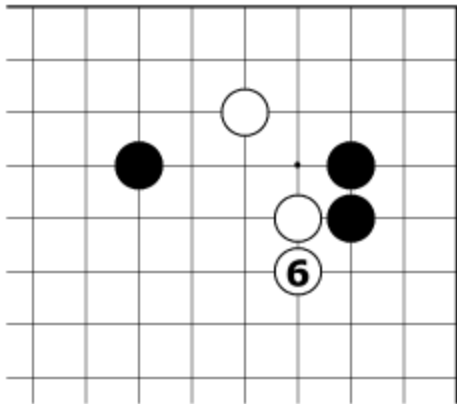
21 Black 21 is a mistake.



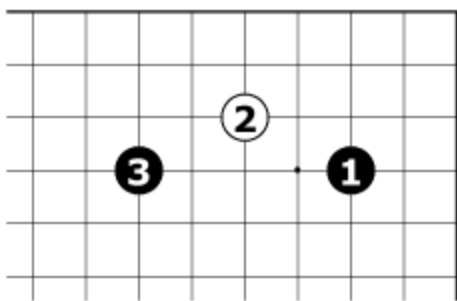
8 White 8 is a mistake.



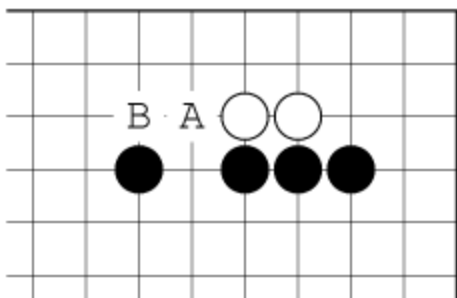
5 Black 5 is a mistake.



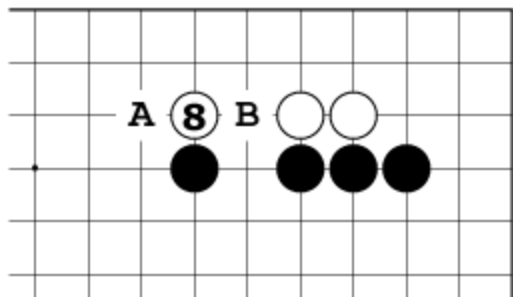
6 'A' is usual, 'B' if there is an additional White stone on the triangled position.



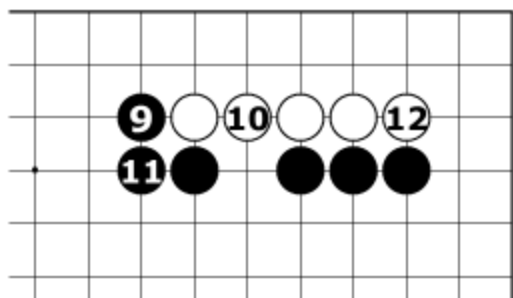
4 White plays elsewhere, not joseki.



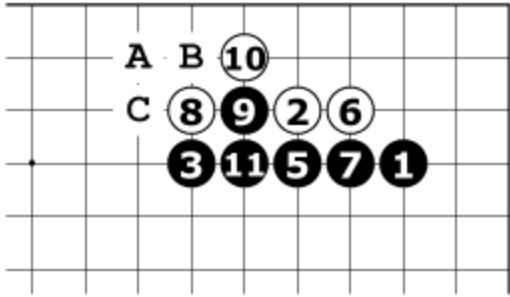
7 'A' or 'B'.



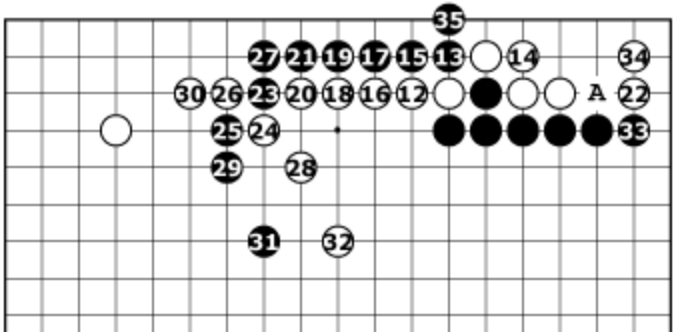
8 'A' or 'B'.



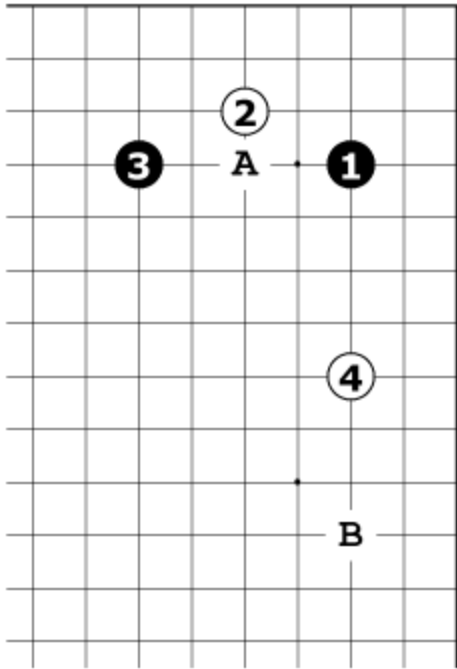
12 If Black tenukis again, the hole in his wall will be used.



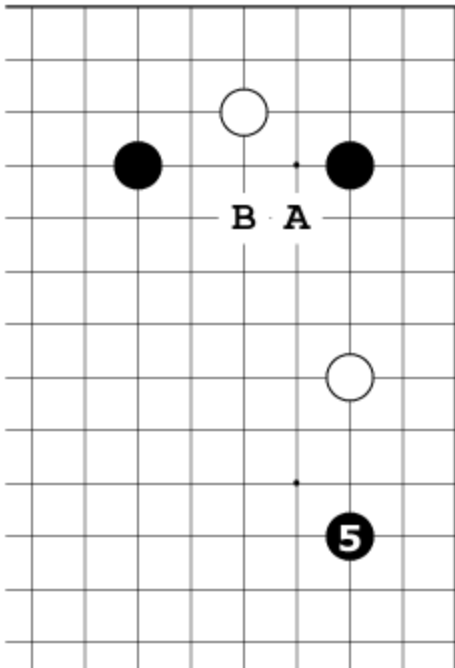
11 'A' or 'B'. 'C' is ok with a stone in the top left corner.



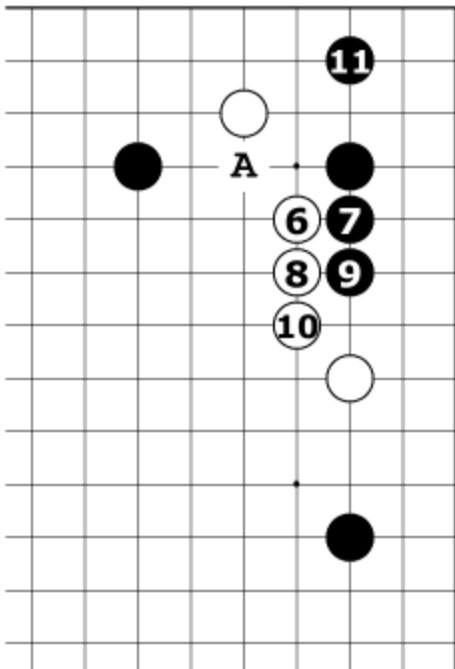
35 White lives, Black kills on 'A'.



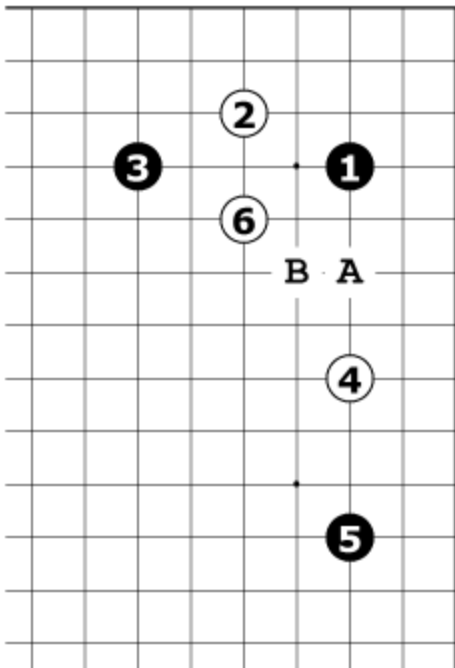
4 'A' takes the corner, 'B' is also possible.



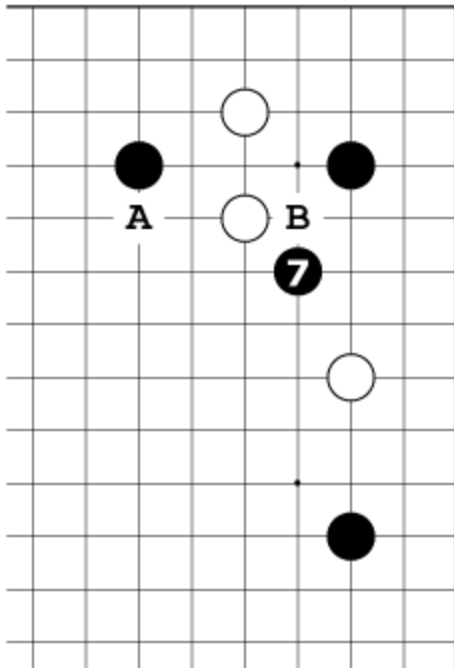
5 'A' or 'B'.



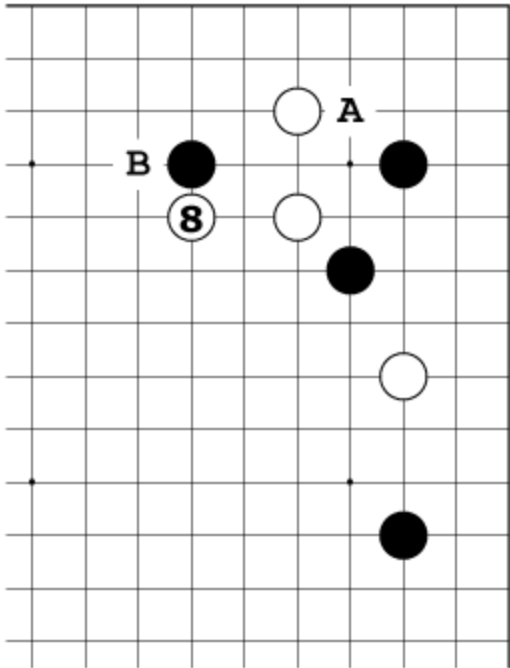
11 White weakness at A.



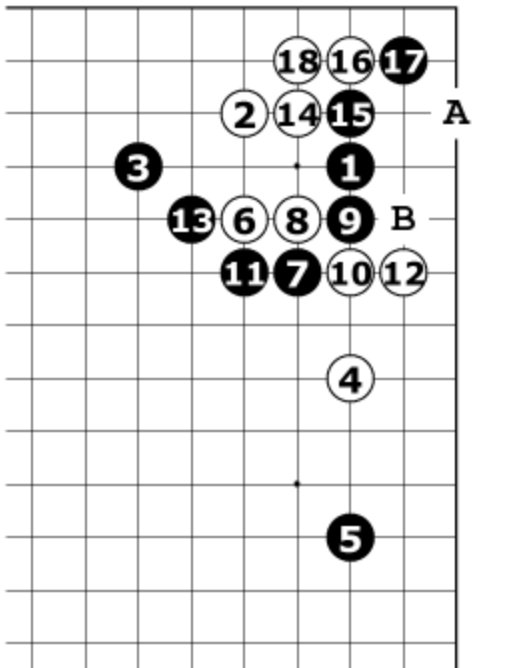
6 'A' is correct, 'B' can lead to difficulties.



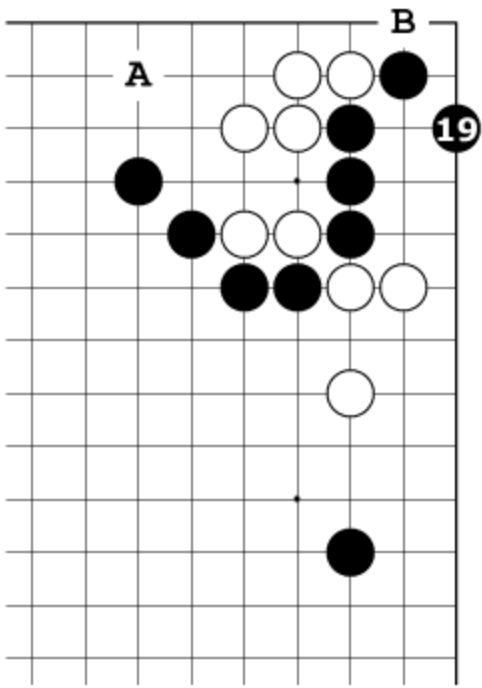
7 'A' is correct, 'B' is disadvantageous.



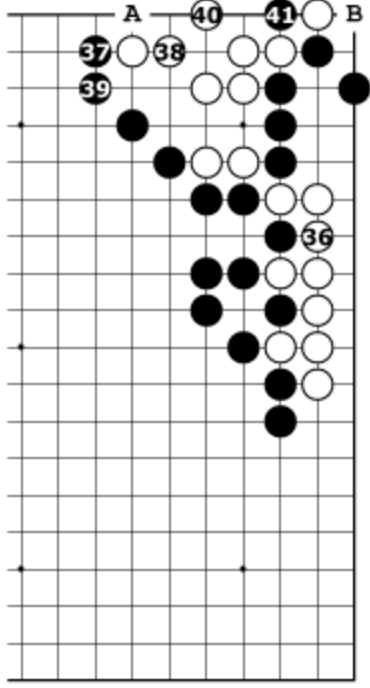
8 'A' is correct, 'B' is disadvantageous.



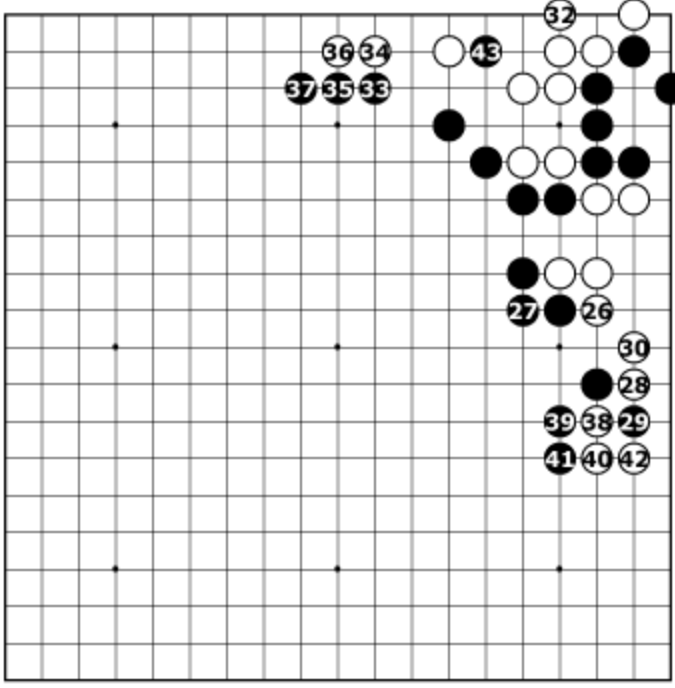
18 'A' is better than 'B'.



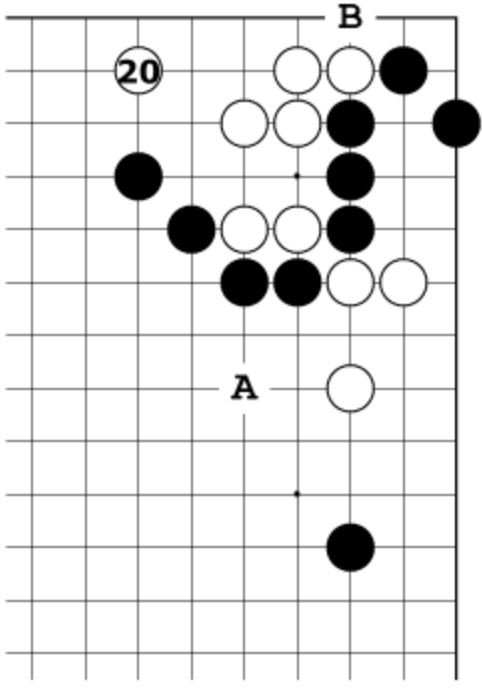
19 'A' is correct, 'B' is disadvantageous.



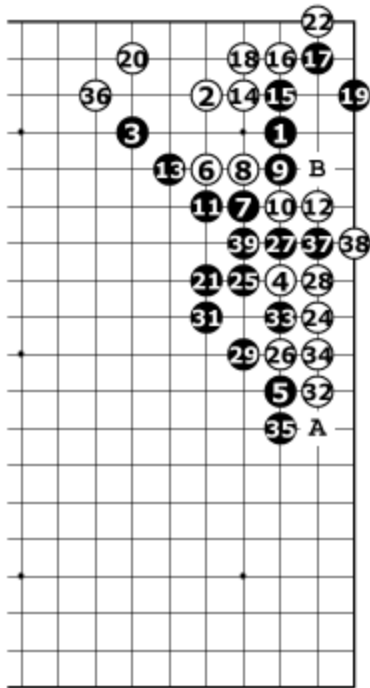
41 'A' - > both life, 'B' -> seki or ko.



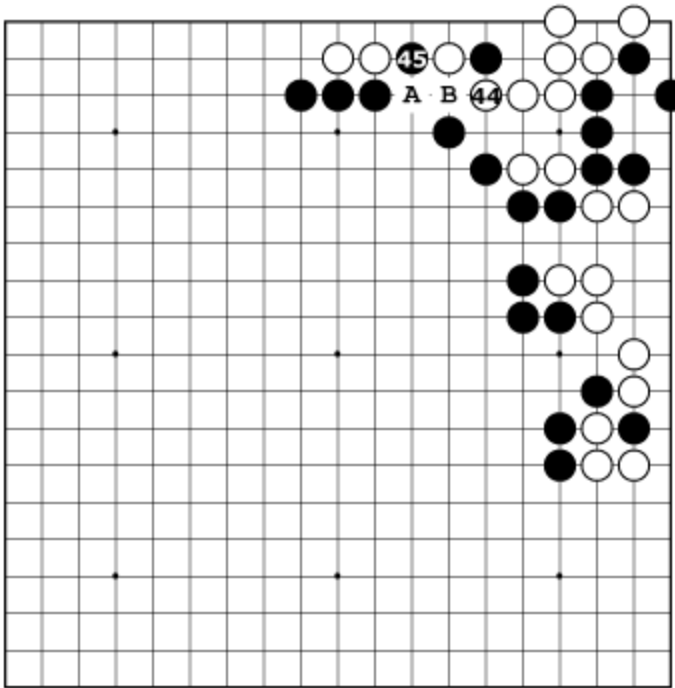
43 Later, Black can use the corner aji.



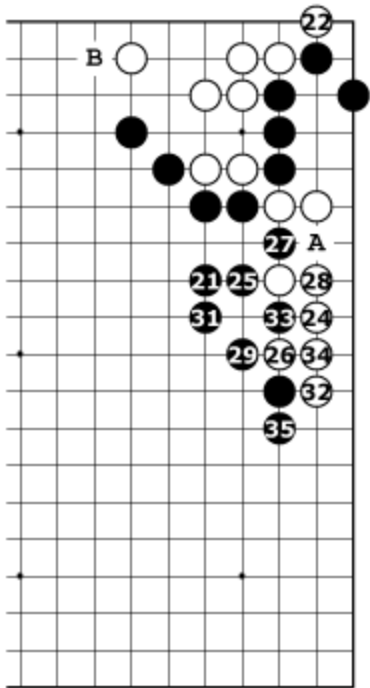
20 'A' or 'B'.



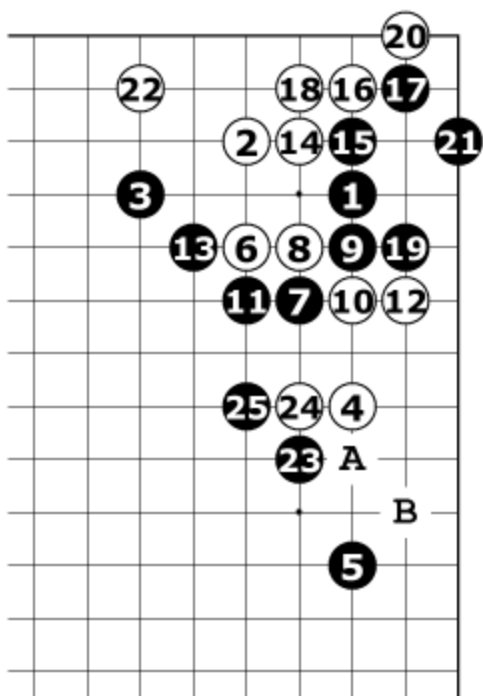
39 'A' is correct, 'B' is questionable.



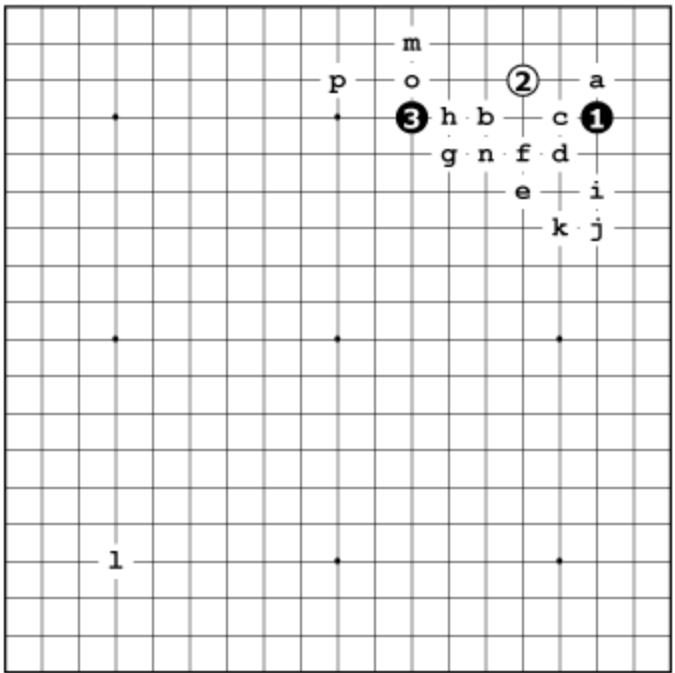
45 'A' or 'B'.



35 'A' and 'B' are miai.



25 Neither 'A' nor 'B' give White a good result.



3 The two-space high pincer is most common. This pincer typifies modern Go, as it maintains balance between territory and influence, offers a plethora of options, and has few

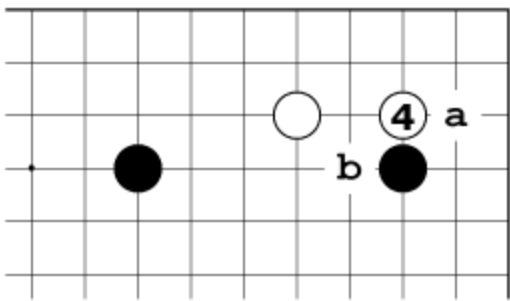
weaknesses.

White responses range from 'a *', 'b *', 'c *', 'd *', 'e *', 'f *', 'g', 'h *', 'i *', 'j *', 'k *' or 'p'. White plays elsewhere with 'l *'. White 'm' shows White trying to live at top.

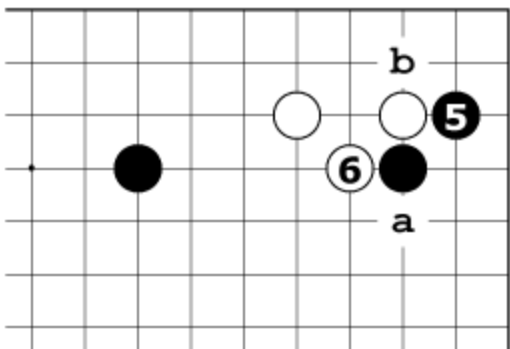
White 'n' is not joseki.

'o' is a big mistake.

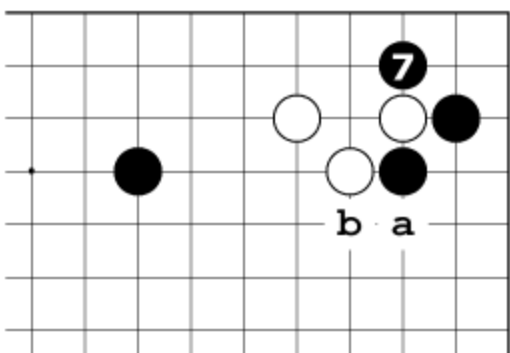
m13, l12, k11, j10, i9, h8, g7, f6, e5, d4, c3, b2, a1



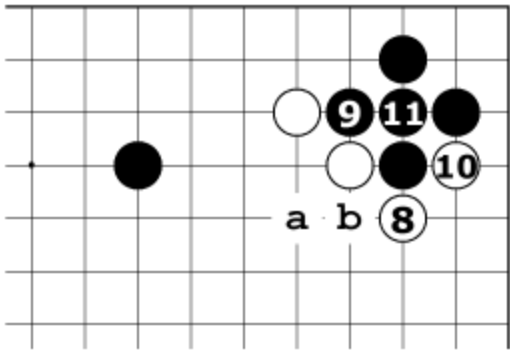
④ Black continues with 'a *'. Black 'b' is not good enough.



⑥ Black continues with 'a' or 'b *'.

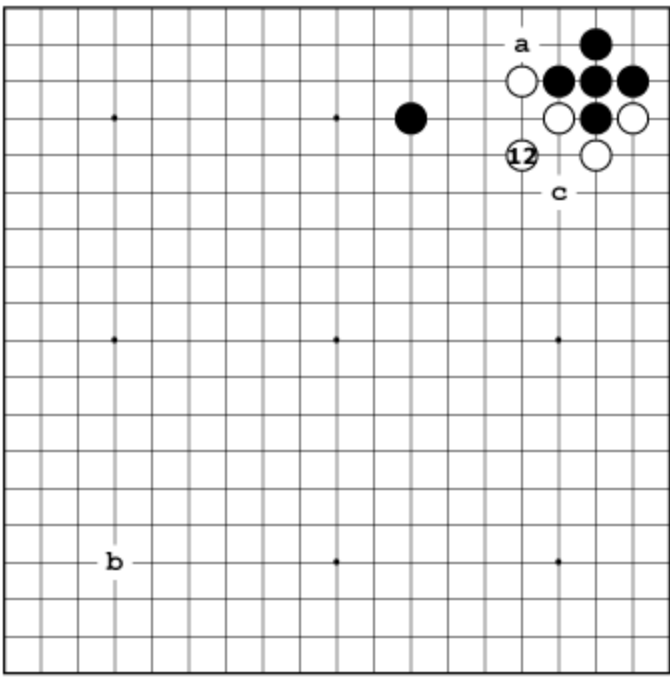


⑦ White continues with 'a *' or 'b'.

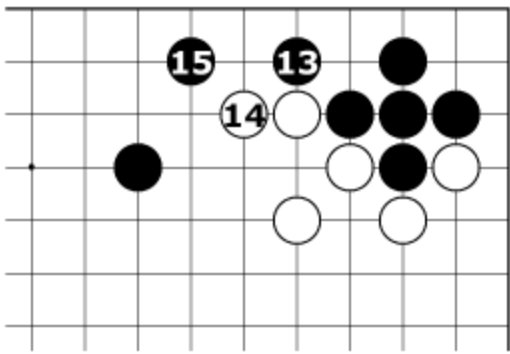


⑪ Black 11 completes the "plum bowl" shape.

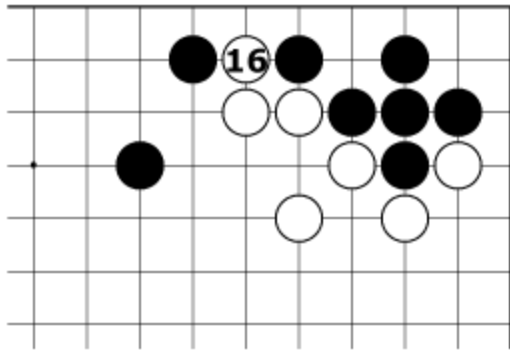
White continues with 'a *' or 'b'.



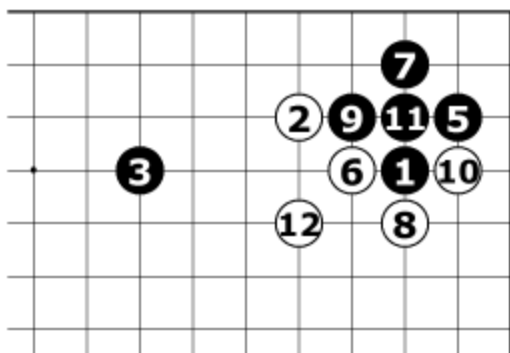
⑫ Black should continue with 'a *'. Playing elsewhere with 'b' results in a local loss. White 'c' is an overplay that may work.



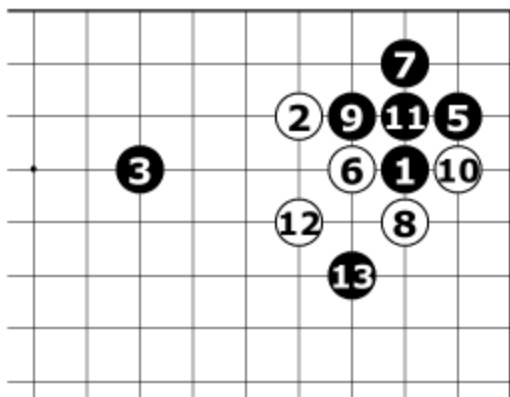
⑮ * GOOD VARIATION *
The joseki ends.



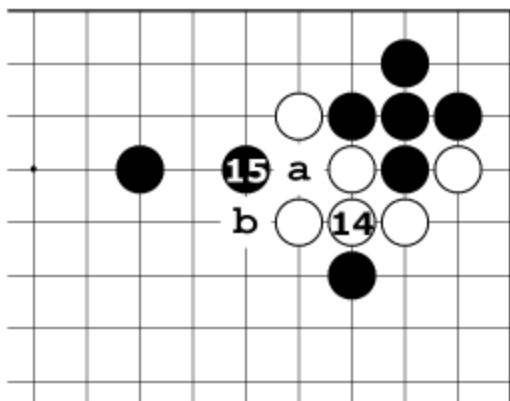
⑯ White's later continuation.



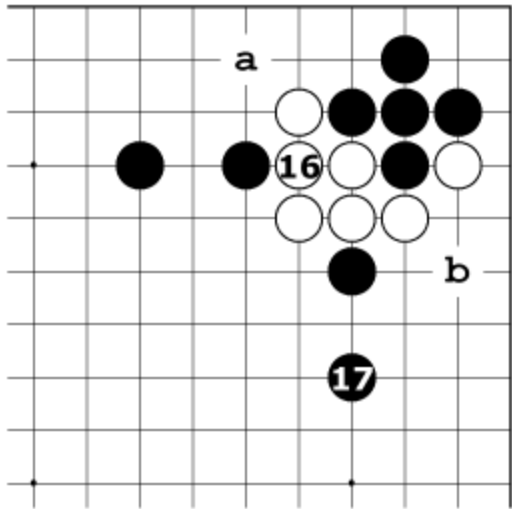
⑬ Black plays elsewhere; not recommended.



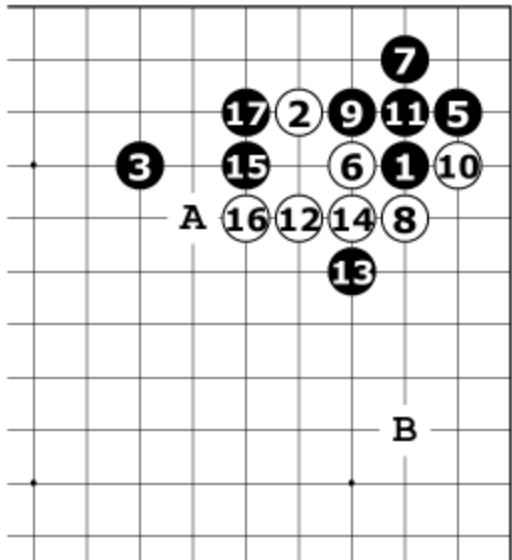
⑬ White 13 is an overplay.



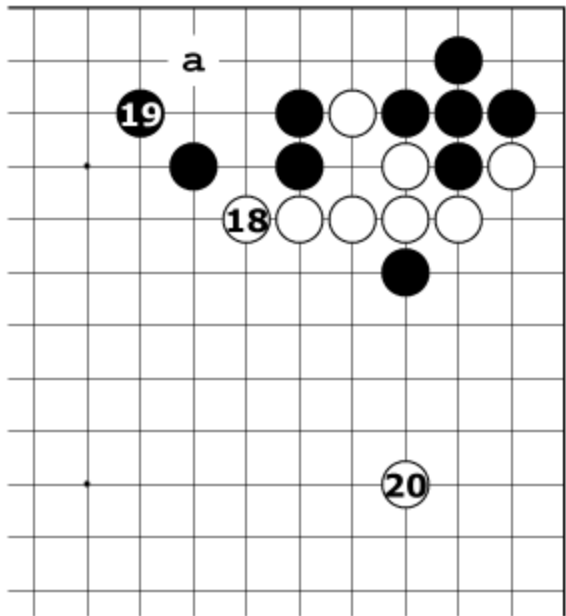
⑮ White continues with 'a' or 'b'.



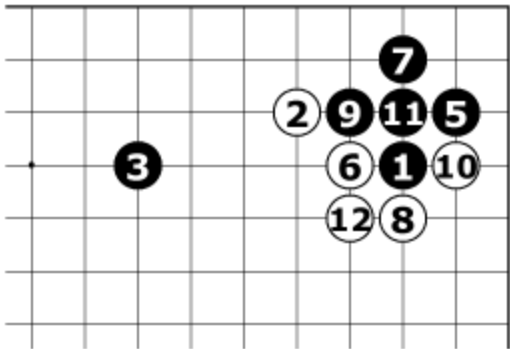
17 With forcing moves at 'a' and 'b', White will have no trouble settling himself.



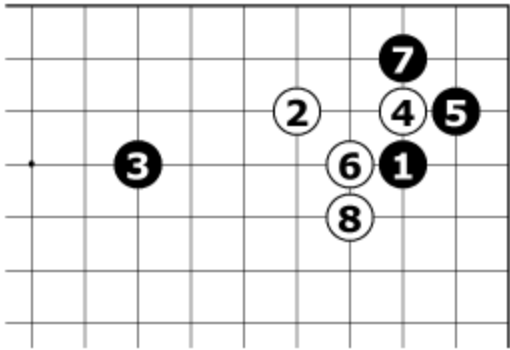
17 'A' or 'B'.



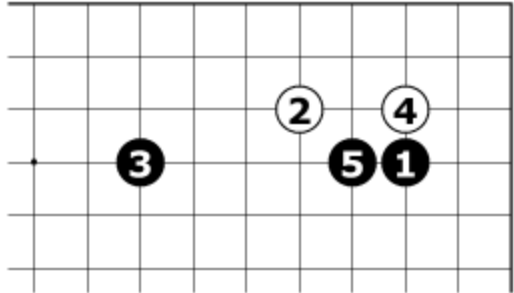
20 White may hope for more from his moyo at right than Black's territory at top. Black is left with a weak point at 'a' where White may play in.



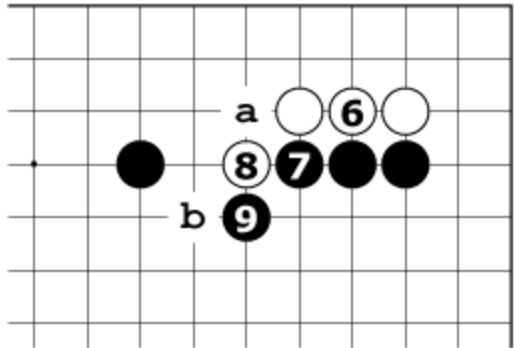
12 White must have the ladder at 2 to play this way.



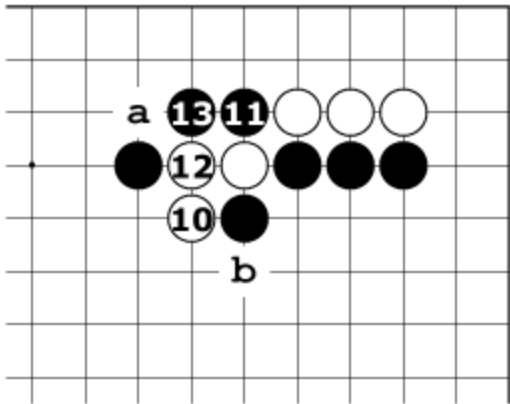
8 White needs a favorable ladder at 2 to play this way.



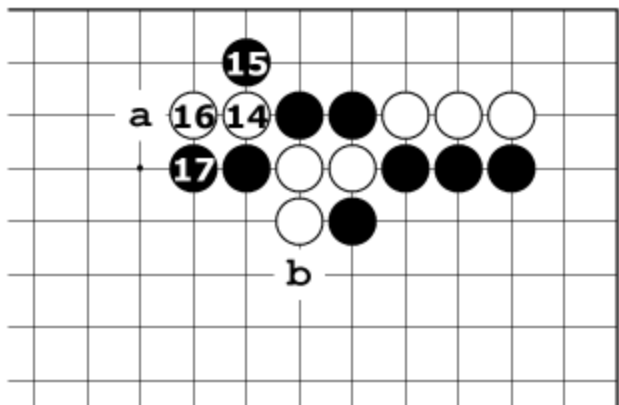
5 Black 5 is not recommended.



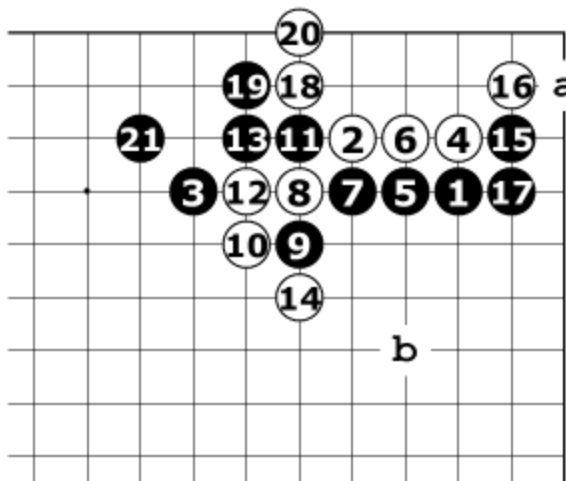
9 White continues with 'a', though White 'b' is possible with a favorable ladder.



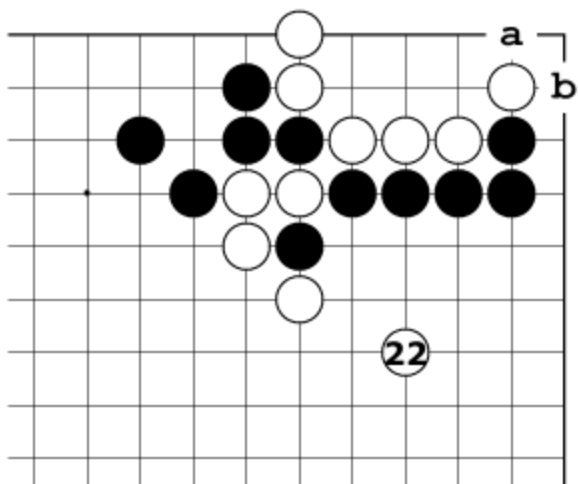
13 If the ladder off White 10 is favorable, White may play 'a'. Otherwise 'b' is the only move left.



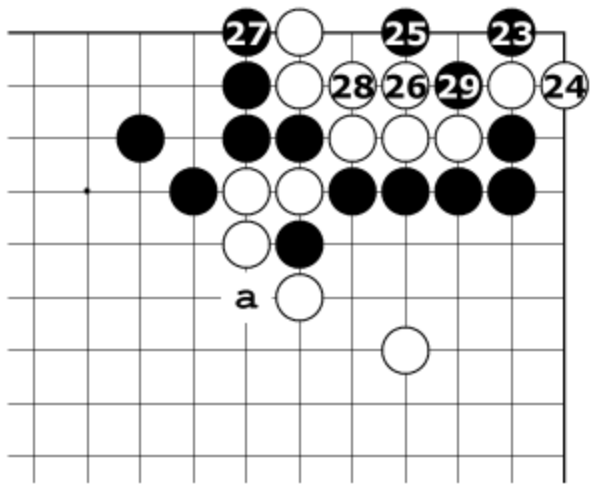
17 If the ladder off 'b' is not favorable to White, White collapses as 'a' and 'b' are miai.



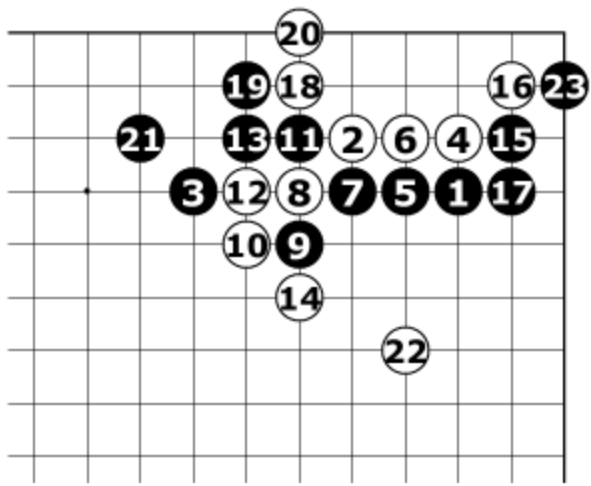
21 White lives with 'a' as considerable disadvantage. White 'b' and the corner can be killed through a ko.



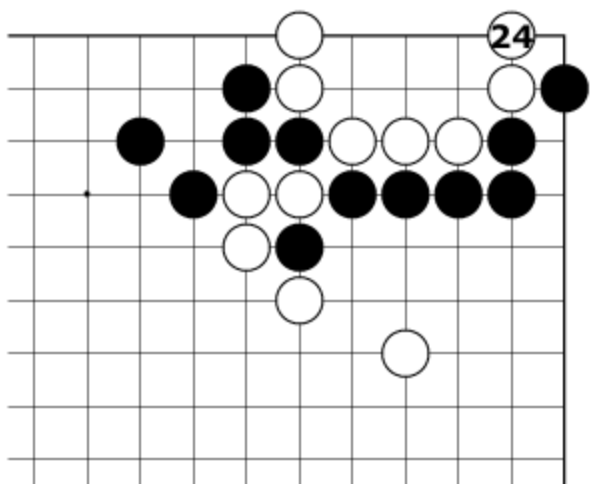
22 White risks the corner. Black must play 'a', not 'b'.



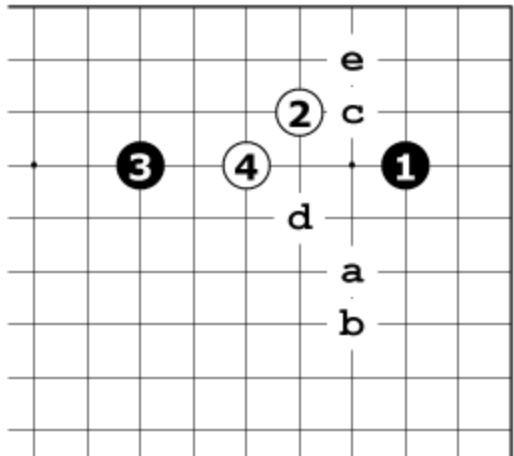
29 While White captures first, Black has a ko threat at 'a'.



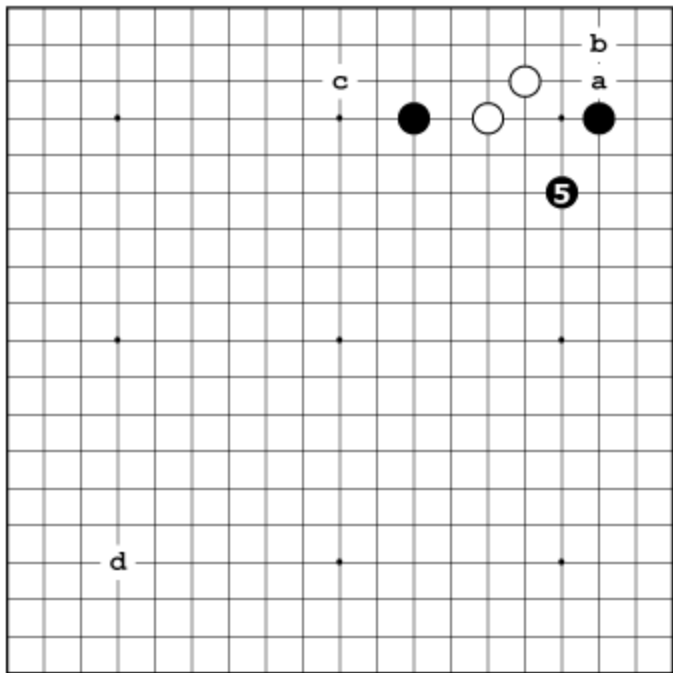
23 Black 23 is a mistake.



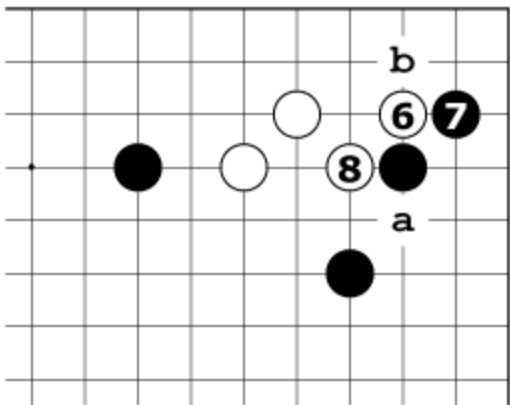
24 White lives.



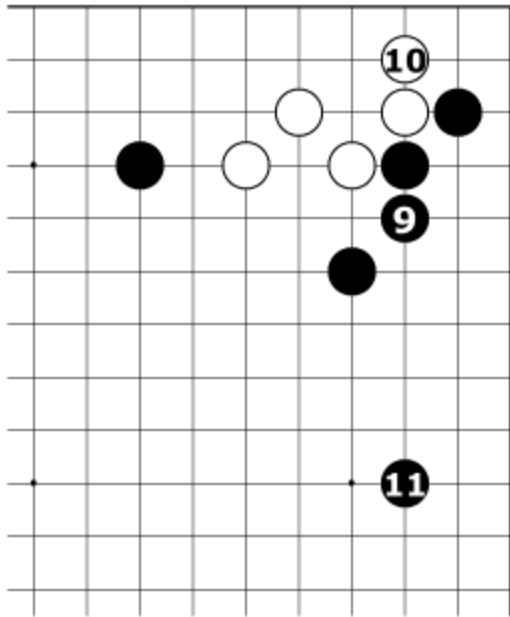
4 Black continues with 'a *', 'b', 'c *', 'd' or 'e'. Black 'd' can result in complications.



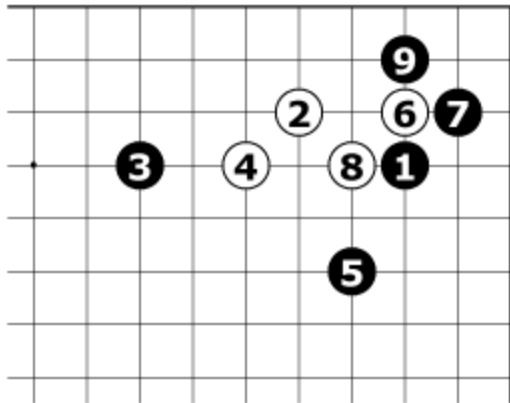
5 White continues with 'a *', 'b *' or 'c'. 'b' is the most usual. White playing elsewhere ('d') is unthinkable.



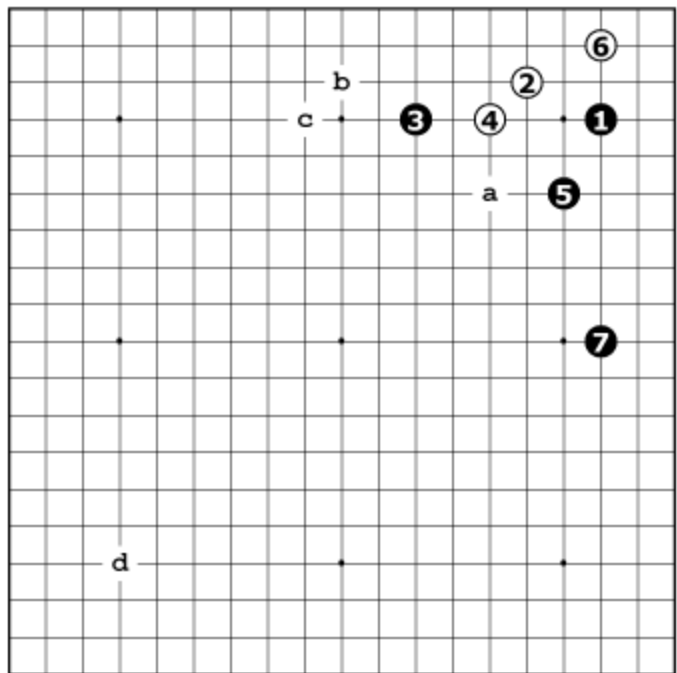
8 Black continues with 'a *'. Black 'b' is reckless.



11 * GOOD VARIATION *

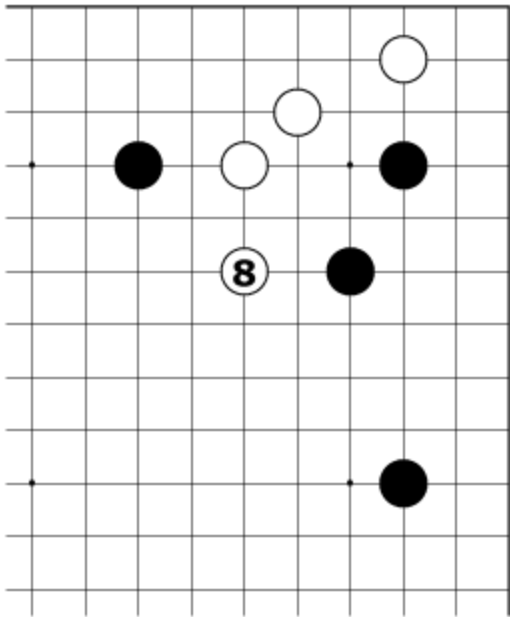


9 Black 9 is a mistake.

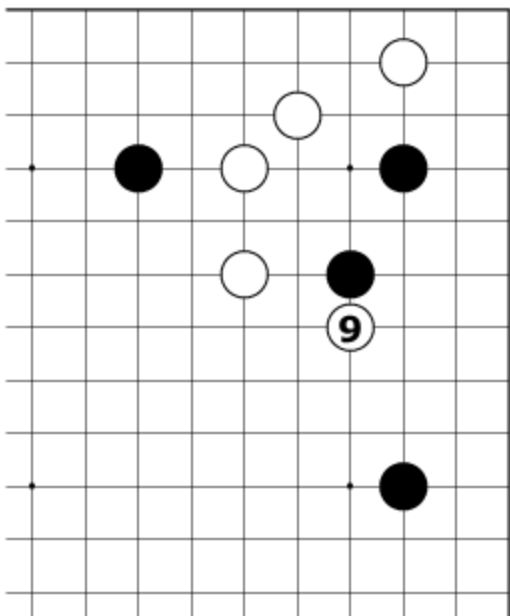


7 * GOOD VARIATION *

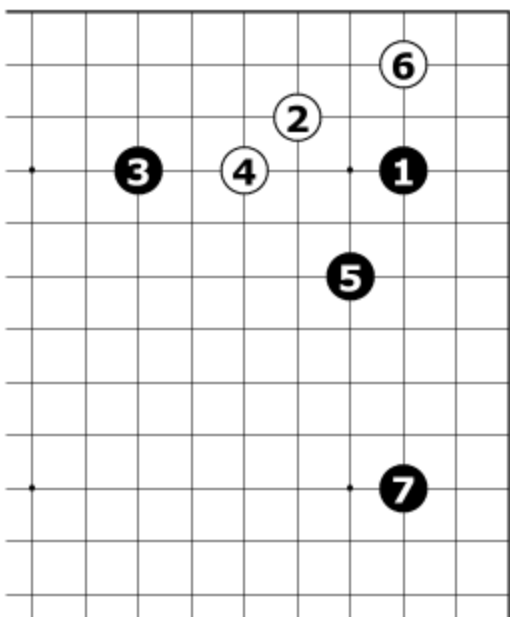
White follows up with the jump to 'a' for influence, but a pincer at 'b' or 'c' is usual. 'd' show variations when White plays elsewhere.



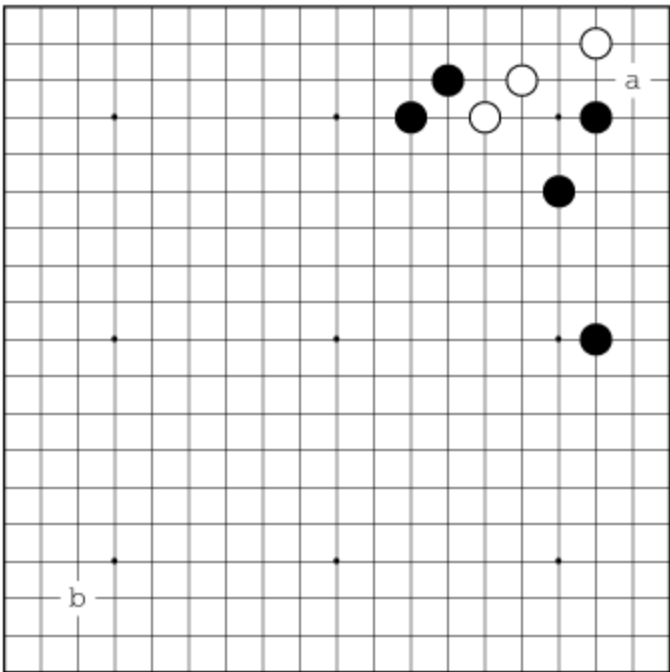
⑧ White aims for influence at a juncture point.



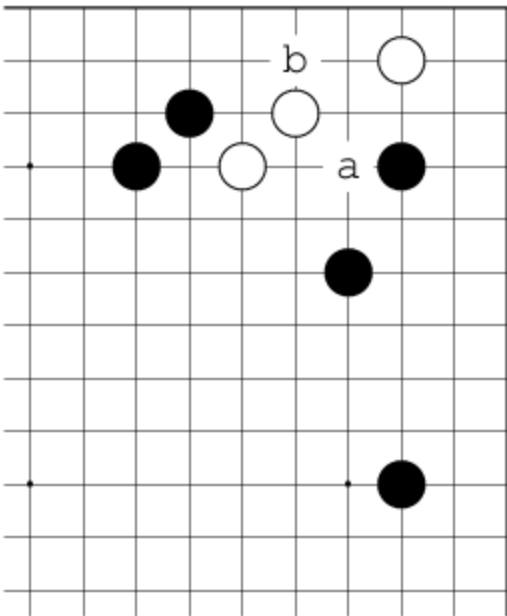
⑨ If Black tenukis, White can make influence.



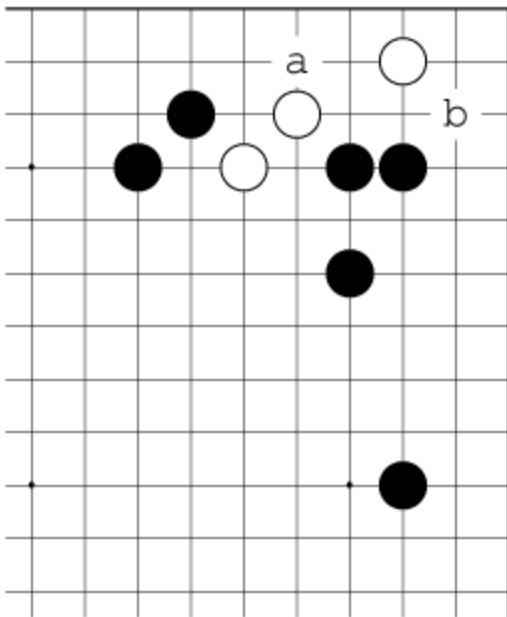
⑧ White plays elsewhere.



⑨ White continues with 'a'. 'b' shows follow-up if White plays elsewhere.

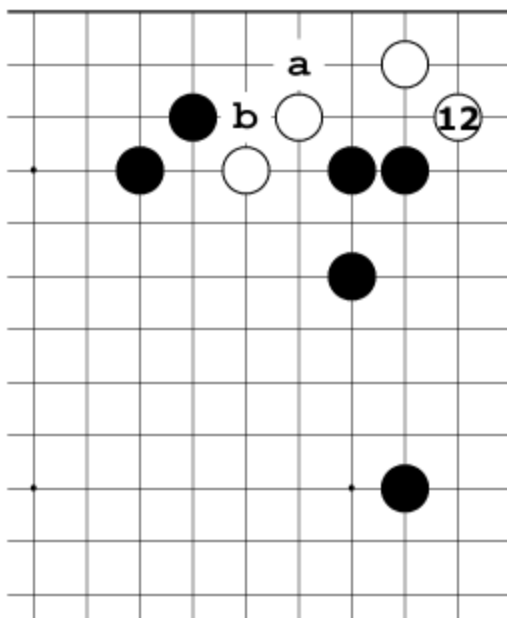


⑩ White plays elsewhere. Black continues with 'a'. Black 'b' secures the top side, but does much damage on the right side.

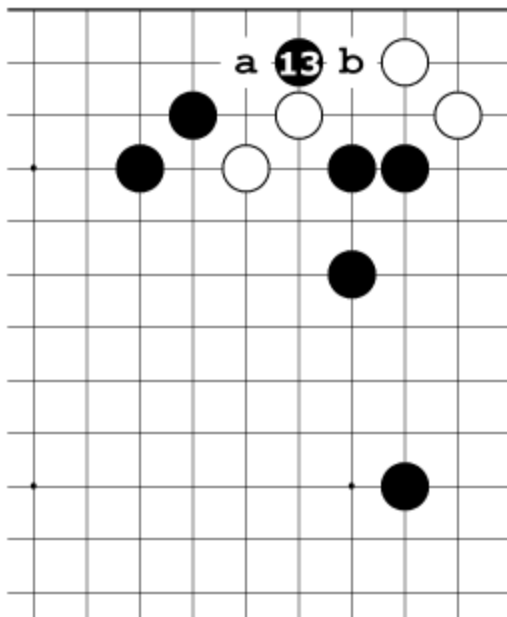


⑪ Black 11 seems innocuous, but it is the vital point. White defends with 'a'. White 'b' is not

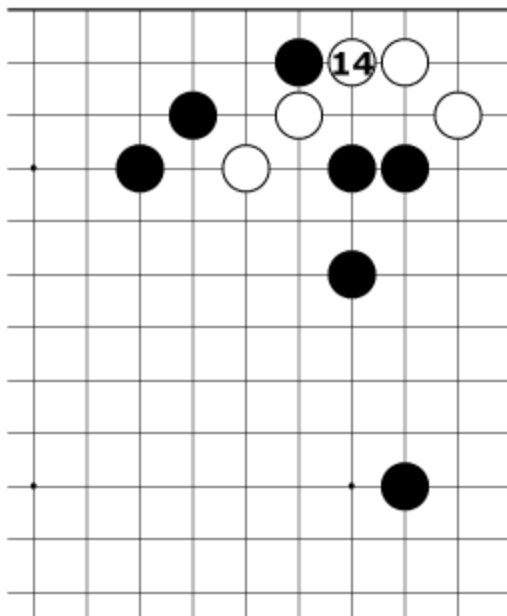
recommended.



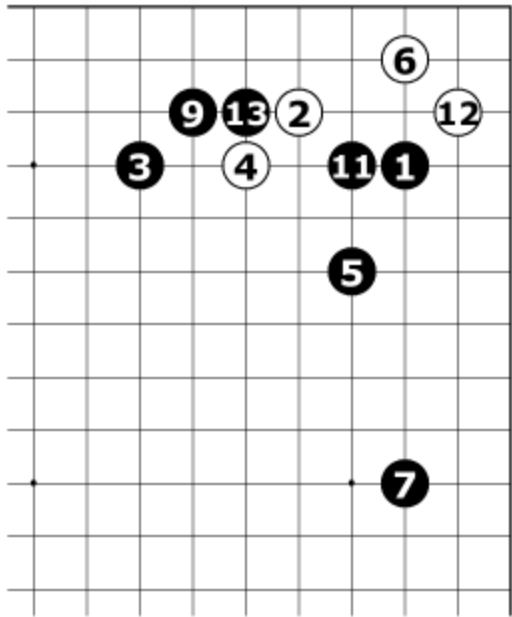
⑫ Black continues at 'a'. Black 'b' results in Black gote.



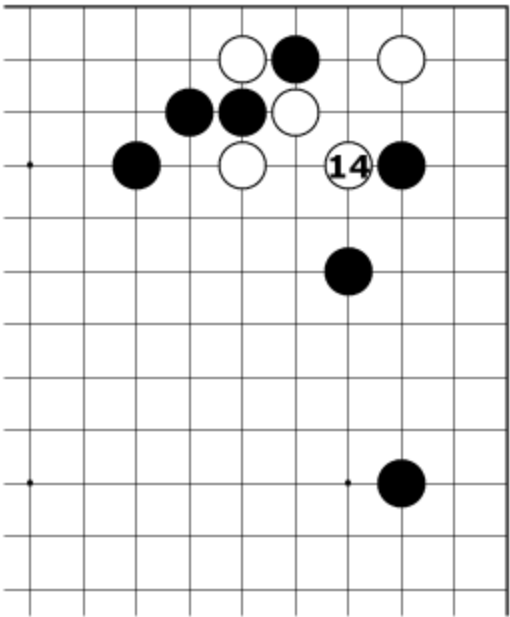
⑬ White continues with 'a'. White 'b' is out of the question.



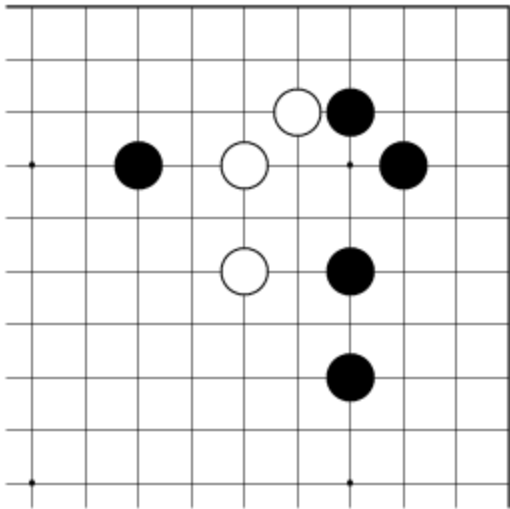
⑭ White 14 is a mistake.



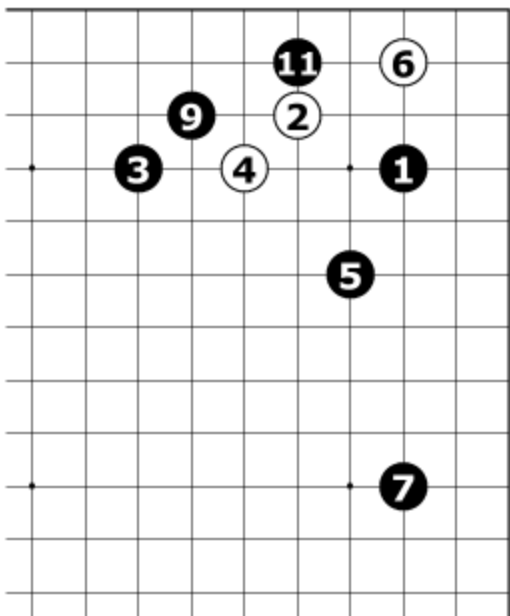
13 Black 13 results in Black gote, so is not good.



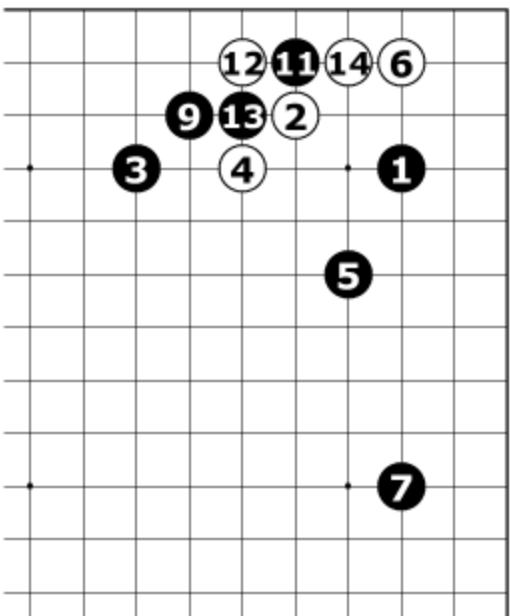
14 White 14 is the vital point for both players.



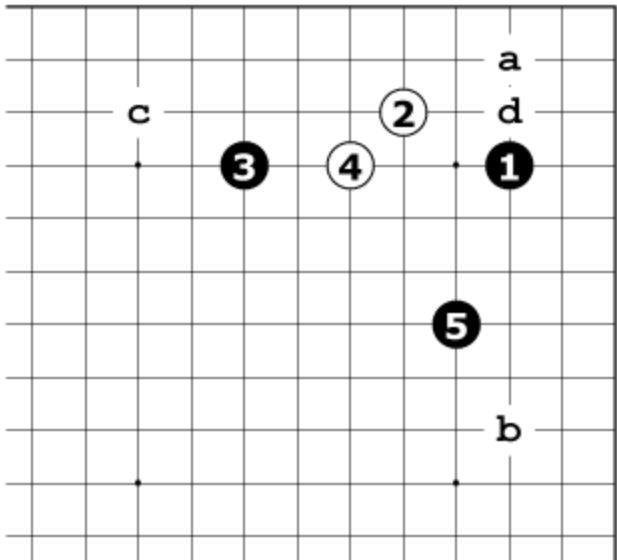
9 White is in trouble.



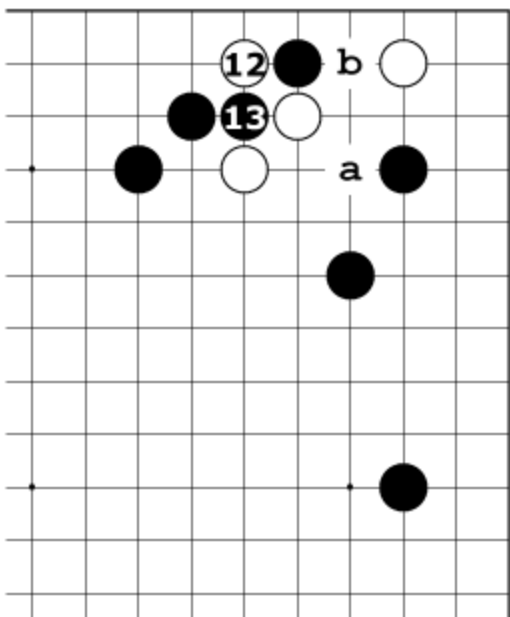
11 Black 11 is premature.



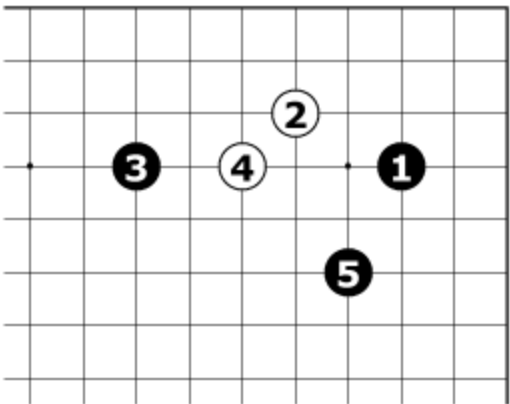
14 White 14 is a mistake. White fails to punish Black.



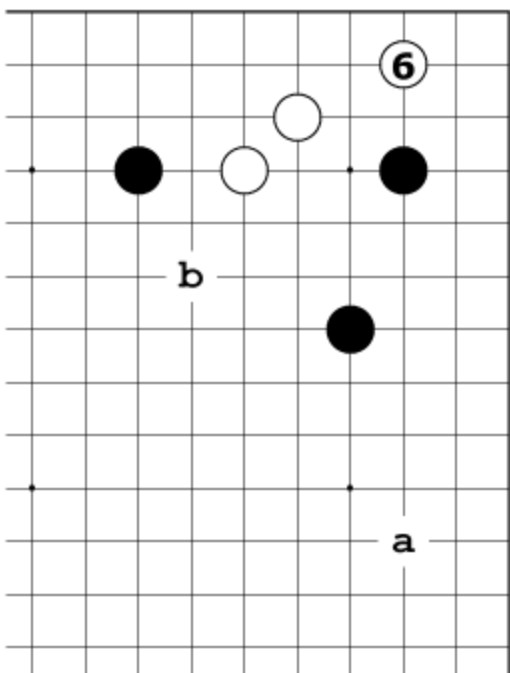
5 White continues with 'a' to 'c'. White 'd' gives Black a favorable result.



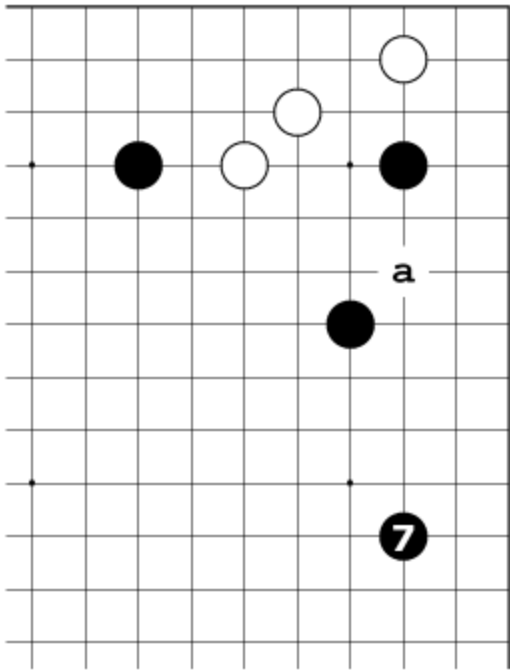
13 White continues with the tesuji of 'a'. White 'b' fails to punish Black for the mistake of Black 11.



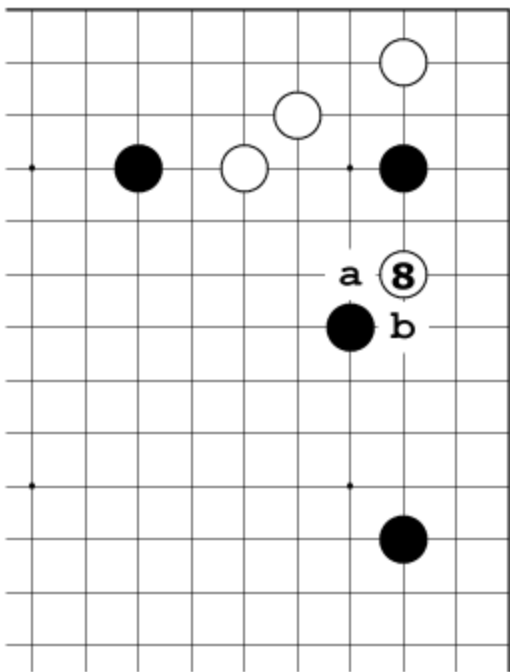
6 White plays elsewhere, a huge mistake.



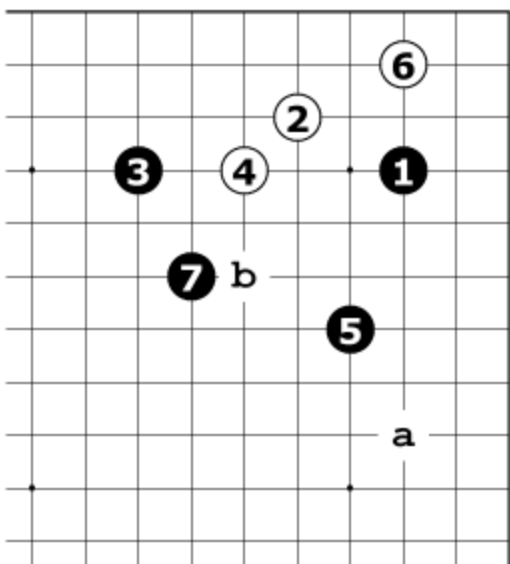
6 Black continues with 'a' or 'b'.



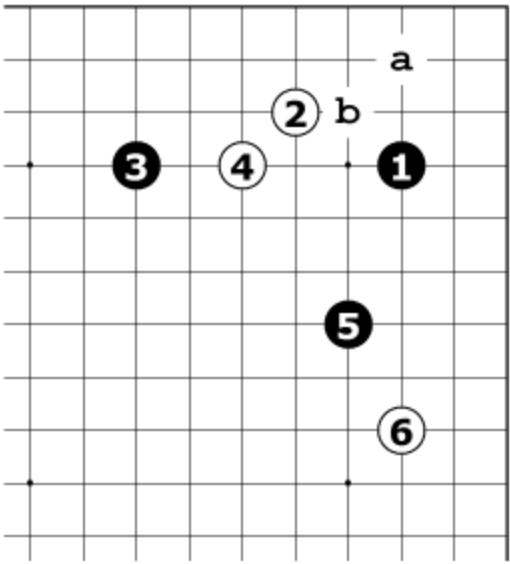
7 White can continue with a placement move at 'a', but this should not be played too early in the game.



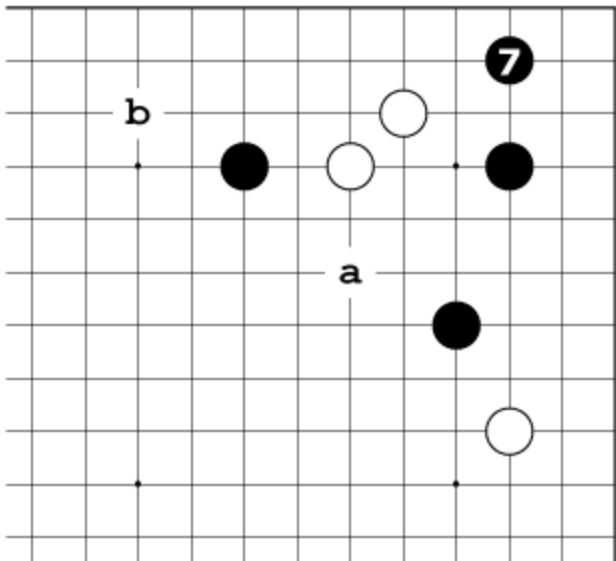
8 Black can get thick with 'a' or sente with 'b' (with 'b', in exchange for enlarging White's corner territory).



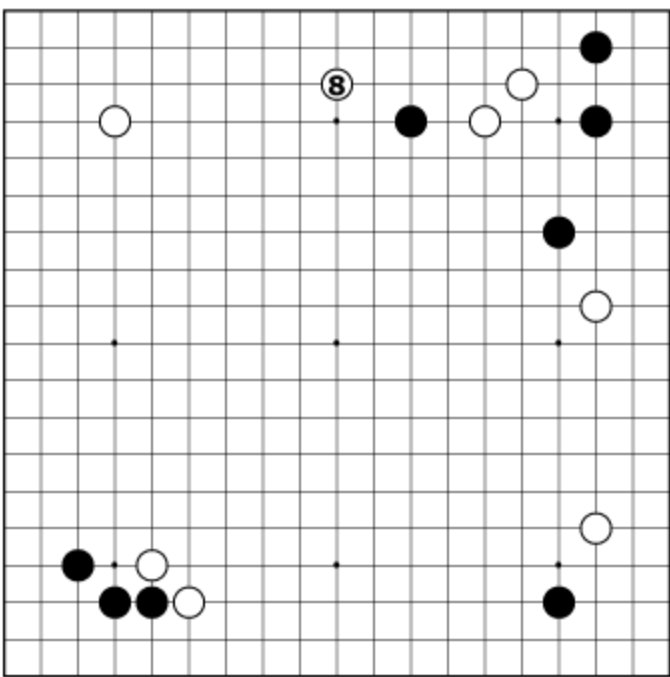
7 Black 'b' shows a moyo strategy. White continues with 'a'. White 'b' is just what Black wants.



6 Black continues with 'a' or 'b'. Black can get sente with 'a'.

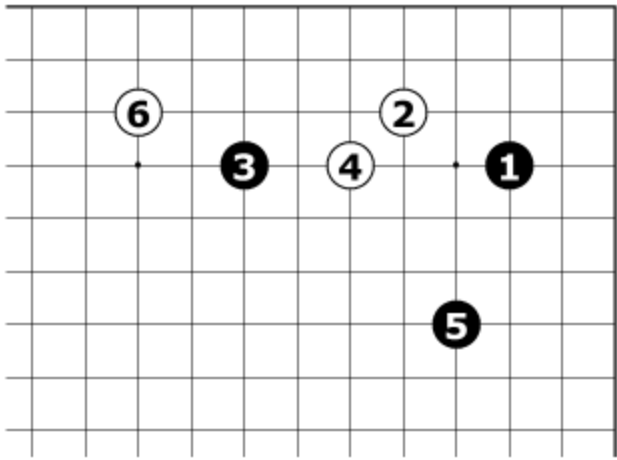


7 White continues with 'a'. White 'b' is also possible.

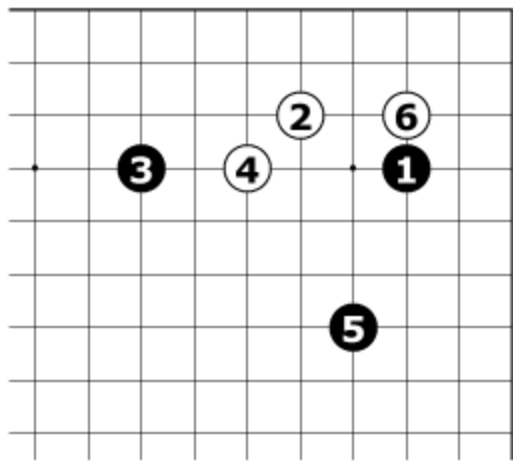


8 White 8 was played by Takagawa Shukaku against Rin Kaiho in the 8th Meijin Title (October 2 & 3, 1969), 5th Game.

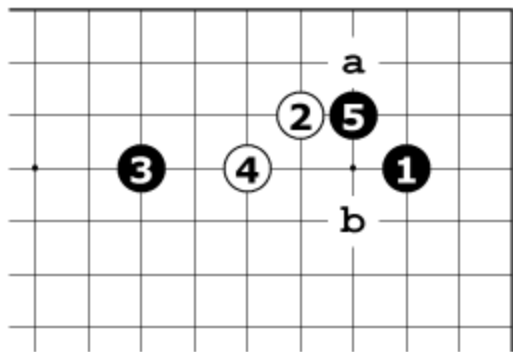
Did this start a fight?



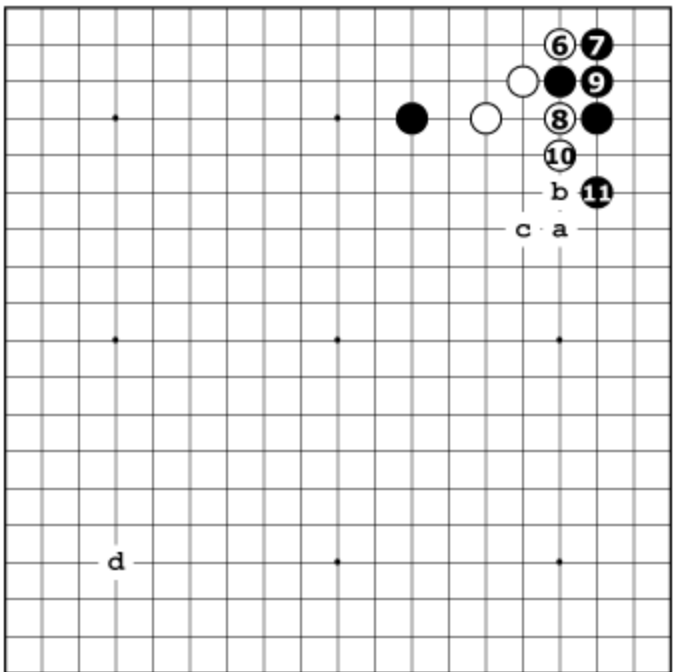
6 White 6 is possible with White support at top-left.



6 White 6 helps Black.

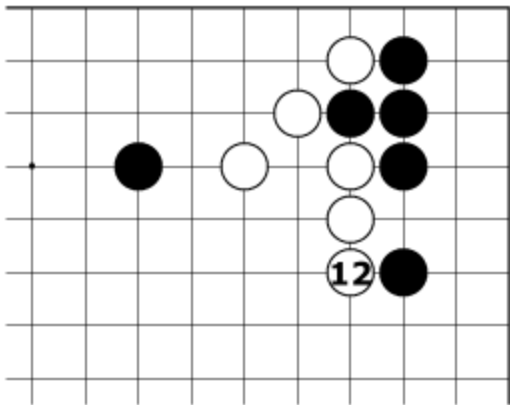


5 White continues with 'a' * or 'b'.

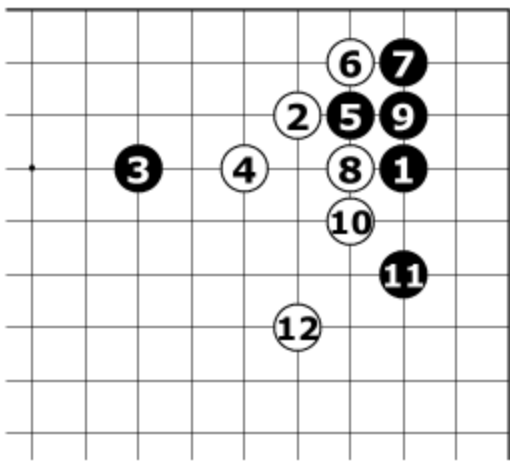


11 * GOOD VARIATION *

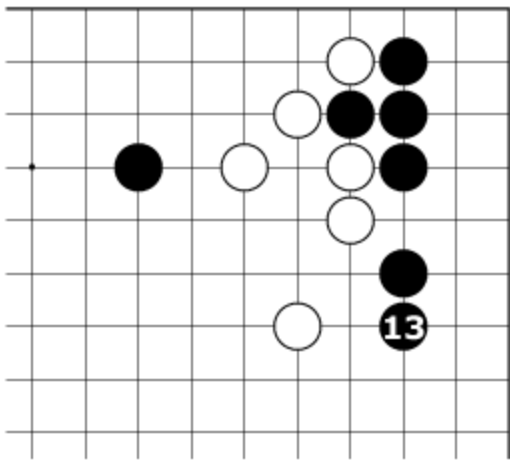
White continues with 'a'. White 'b' and 'c' are not recommended. White 'd' shows variations if White plays elsewhere.



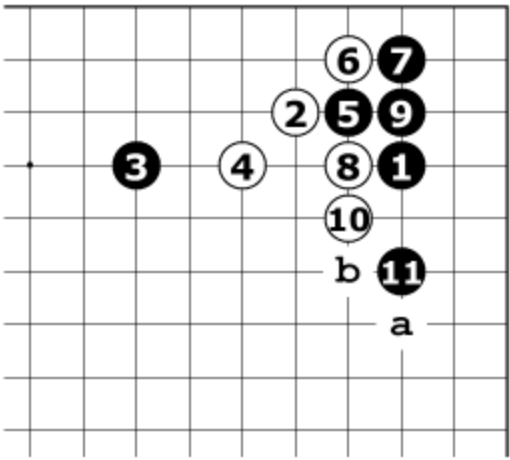
12 White 12 lets Black stay ahead.



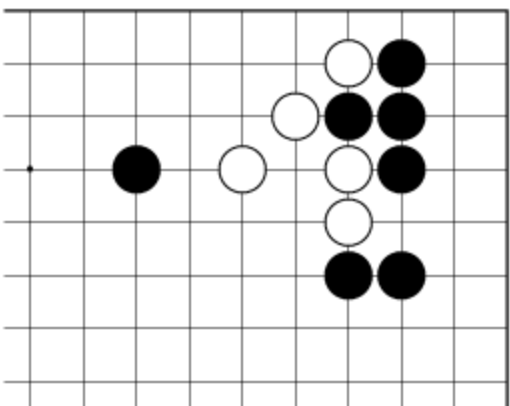
12 White 12 is not recommended.



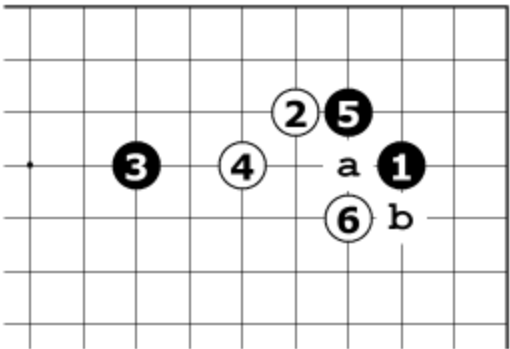
13 White has no good follow-up.



12 White plays elsewhere. Black continues with 'a'. Black 'b' is a not recommended.

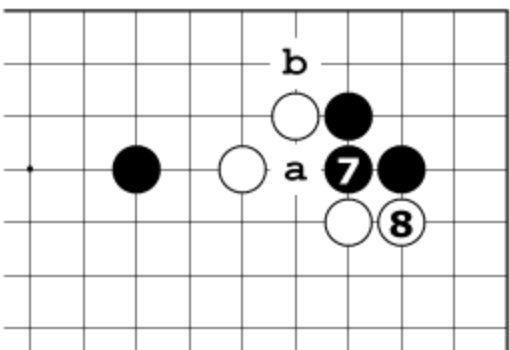


13 Black 13 looks severe, but gives White a chance to make good shape. Pushing moves like Black 13 are usually vulgar.

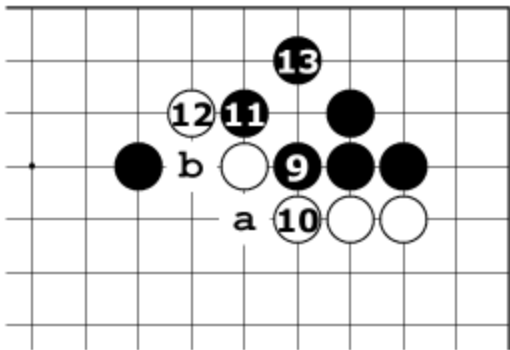


6 Black continues with 'a'. While odd shape, it is the vital point.

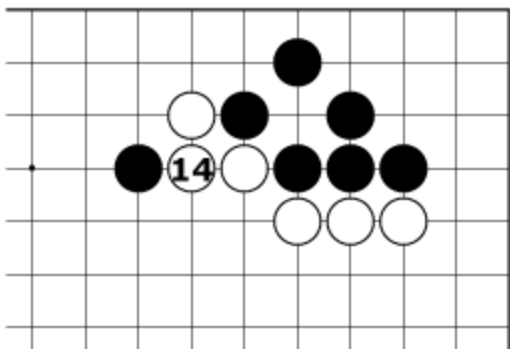
Black 'b' is a mistake.



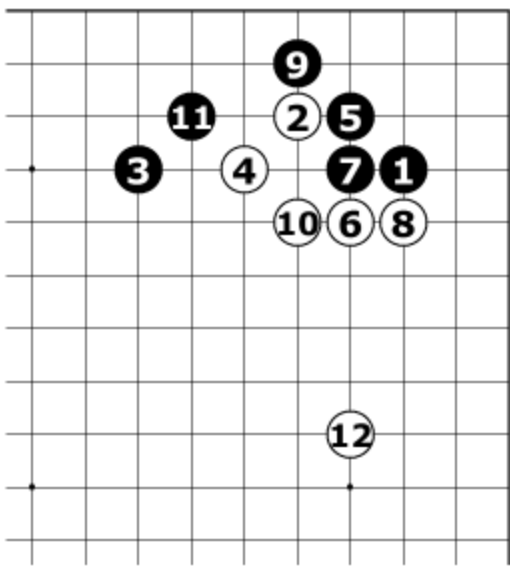
8 Black continues with 'a'. Black 'b' is not recommended.



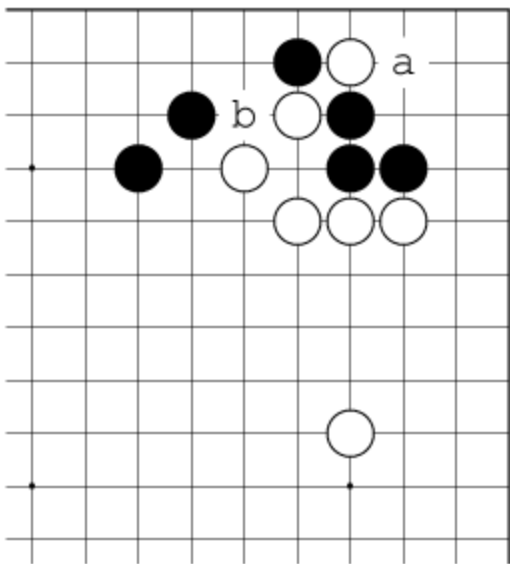
13 White continues with 'a'. White 'b' is unreasonable.



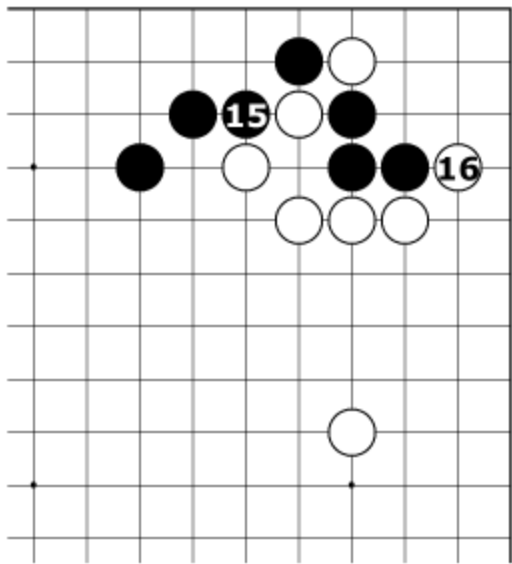
14 White 14 lets Black cut.



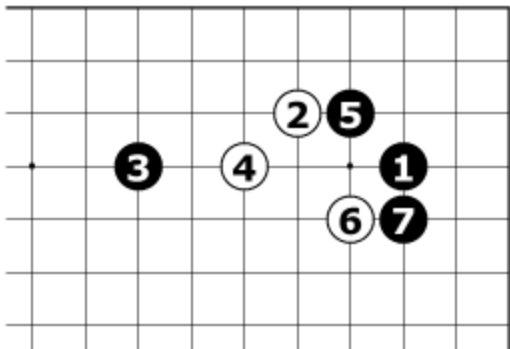
13 Black plays elsewhere.



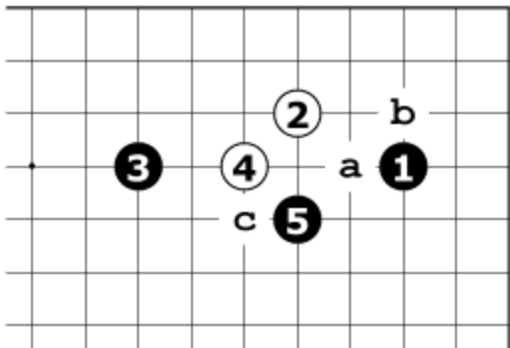
14 Black continues with 'a'.
Black 'b' is less favorable.



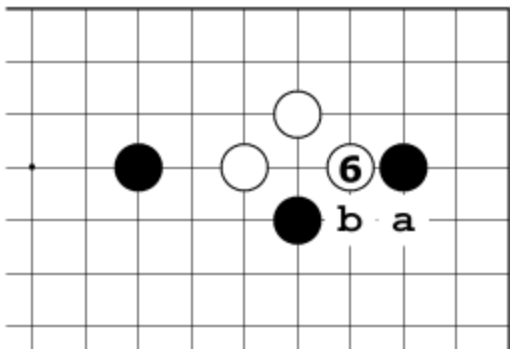
16 White sneaks into the corner.



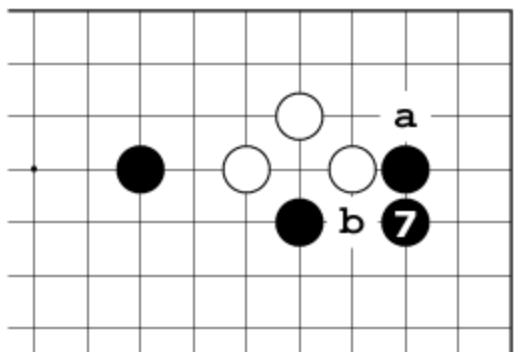
7 Black 7 is a mistake.



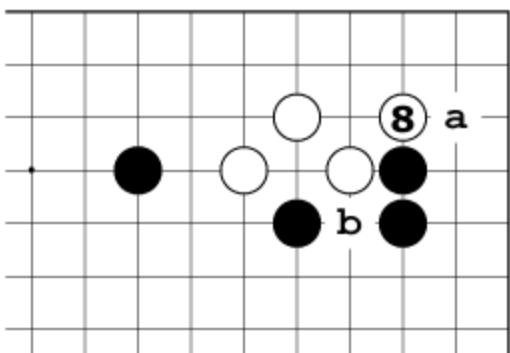
5 White continues with 'a'.
White 'b' and 'c' are not recommended.



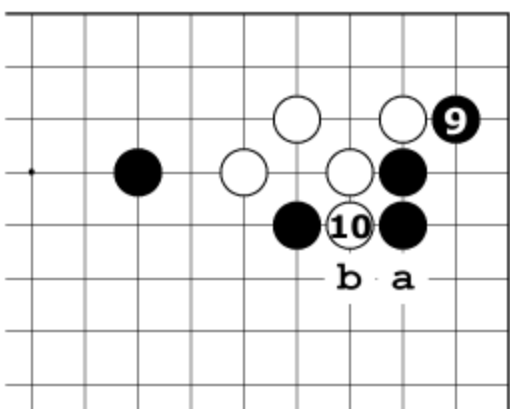
6 Black continues with 'a' or 'b'.



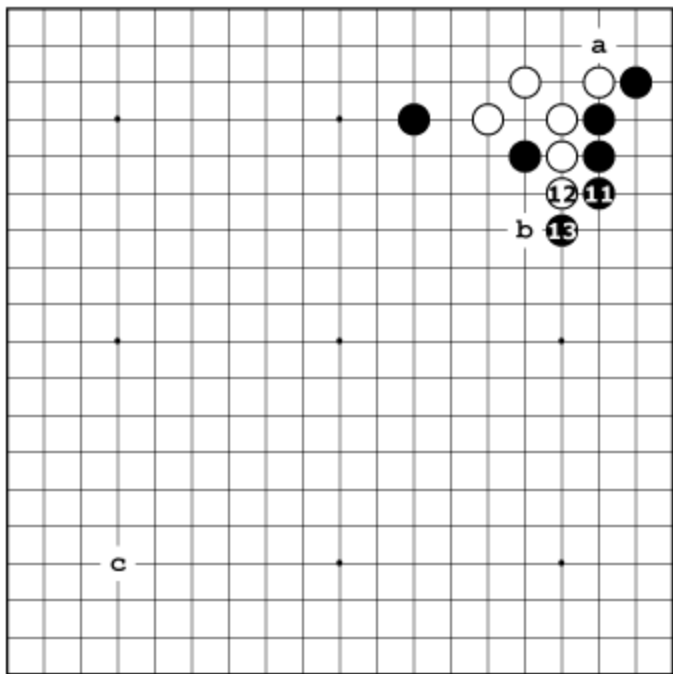
7 White continues with 'a'.
White 'b' gives Black a better result.



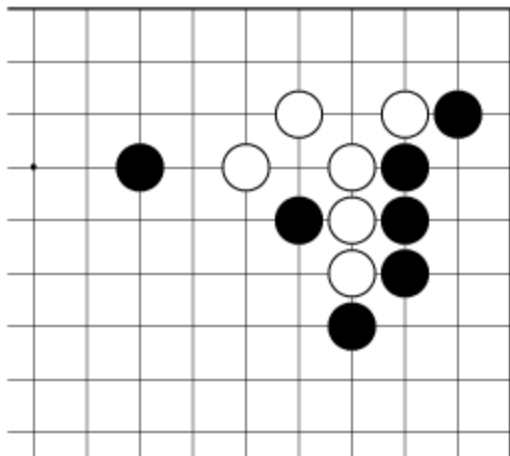
8 Black continues with 'a' or 'b'.



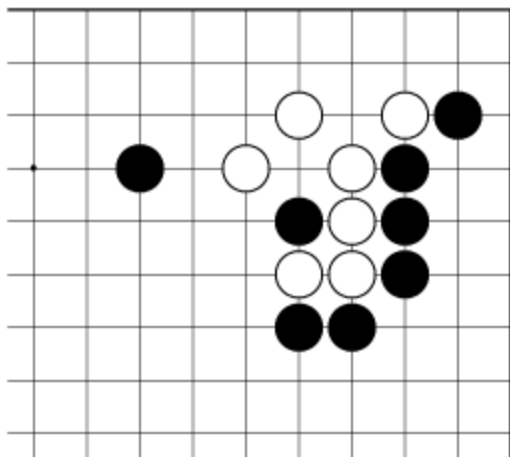
10 Black continues with 'a' or 'b'.



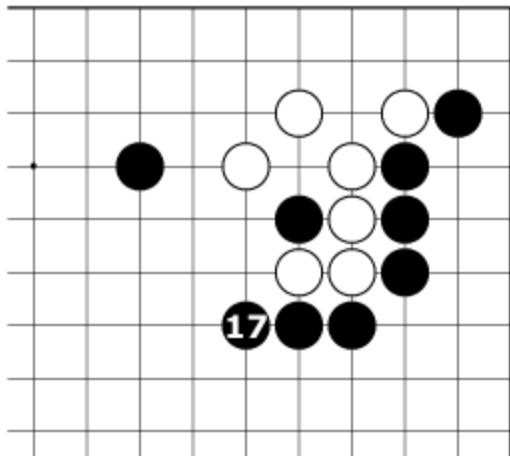
13 White continues with 'a' or 'b'.
White 'c', playing elsewhere, is not recommended.



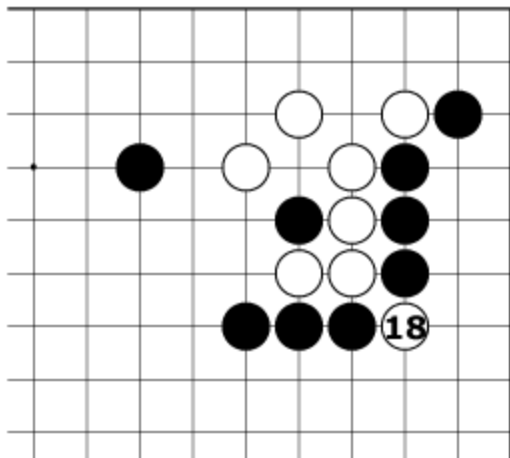
14 White plays elsewhere.



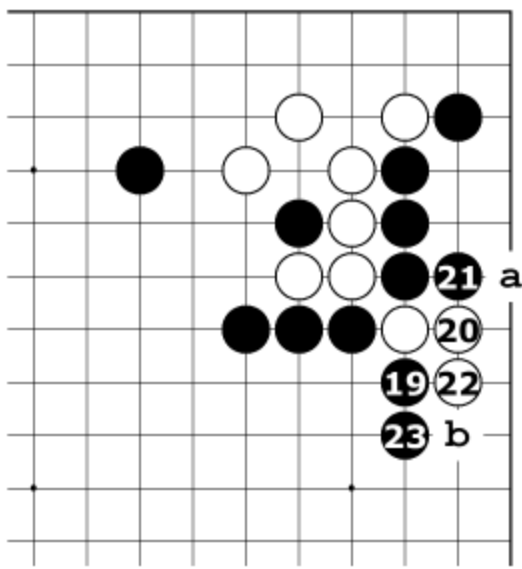
16 White must play 16 or suffer greatly.



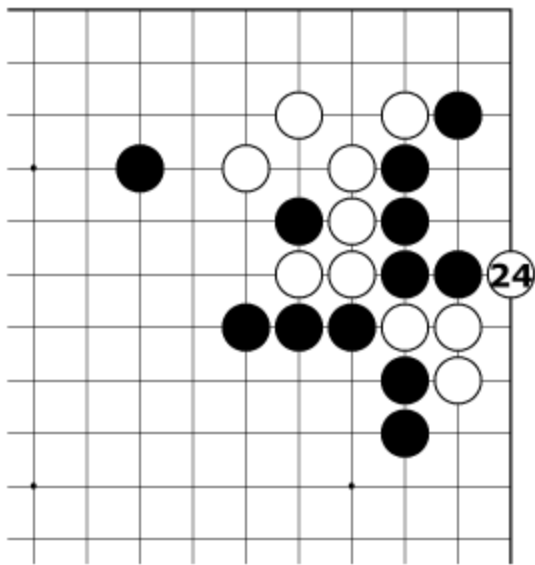
17 The sequence ends.



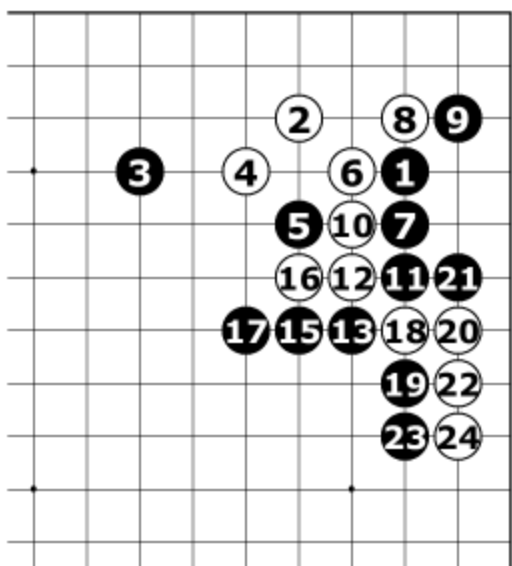
18 White 18 is a mistake.



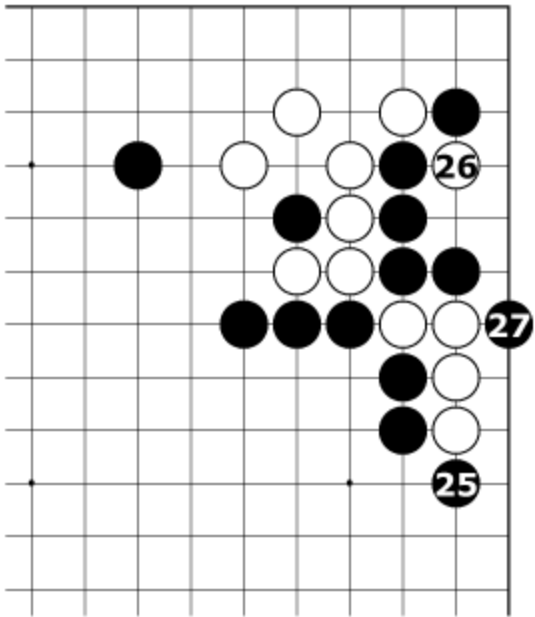
23 White continues with 'a'. White 'b' is a mistake.



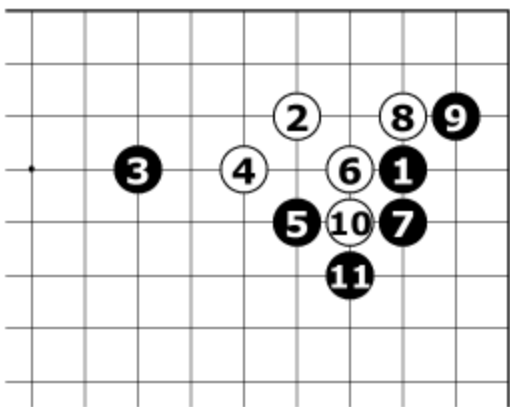
24 With White 24, White gets a ko.



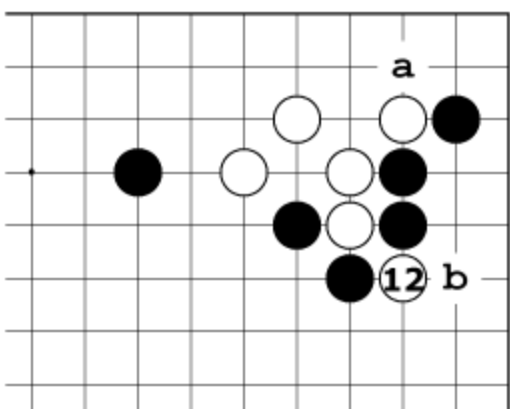
24 White fills in his own liberties with 24.



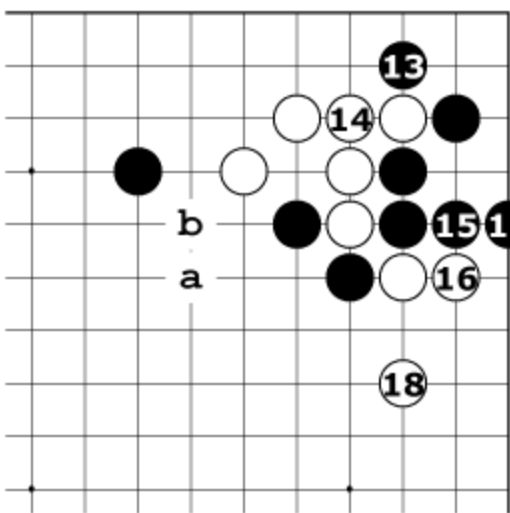
27 White loses.



11 Black 11 leads to difficult variations.

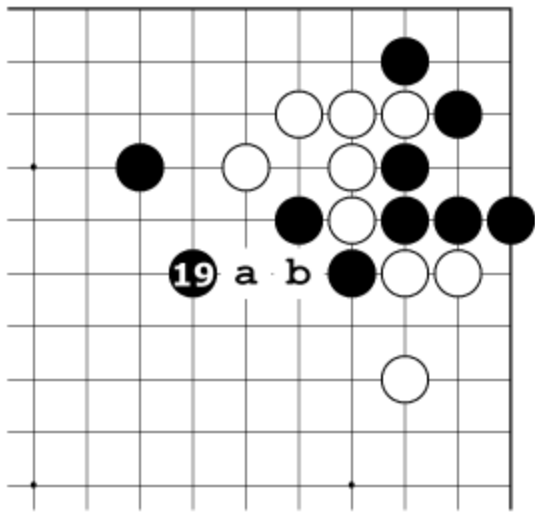


12 Black continues with 'a' or 'b'.

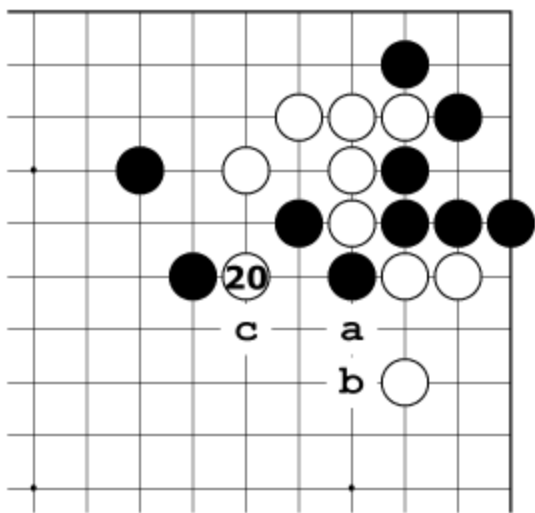


18 Black continues with 'a'.

Black 'b' is a trick play that White can outplay.

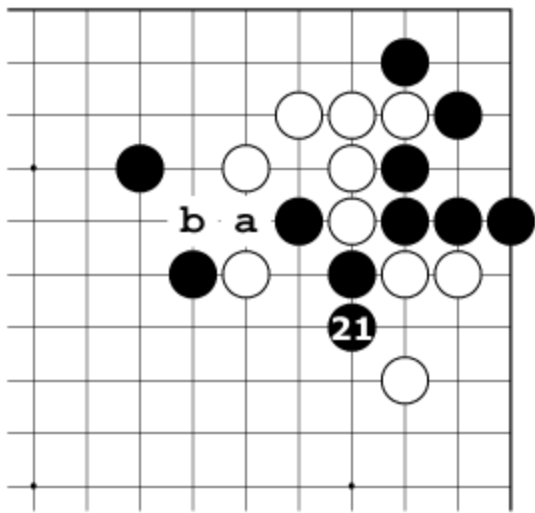


19 White continues at 'a'. White 'b' is a mistake.

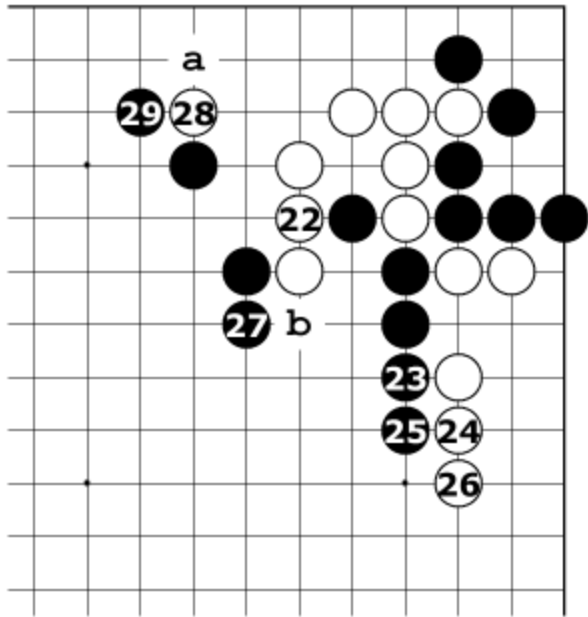


20 White 20 is a tesuji.

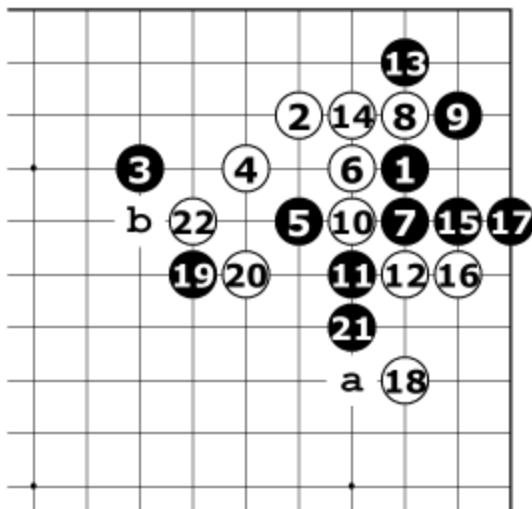
Black continues with 'a' or 'b'. Black 'c' is a mistake.



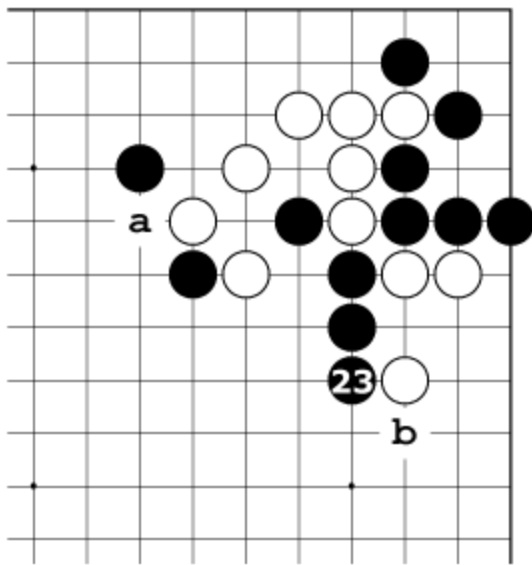
21 White continues with 'a' or 'b'.



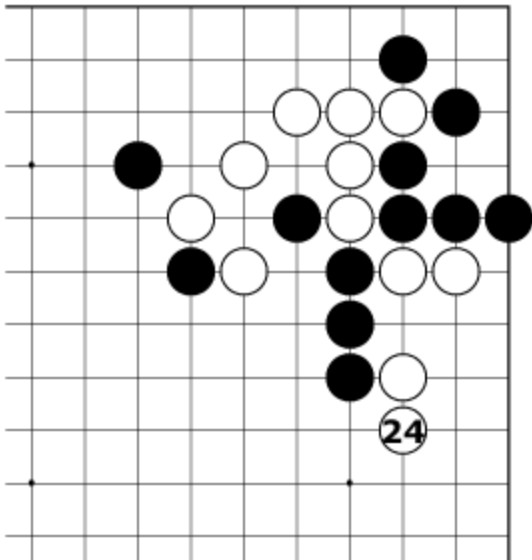
29 White continues with 'a' or 'b'.



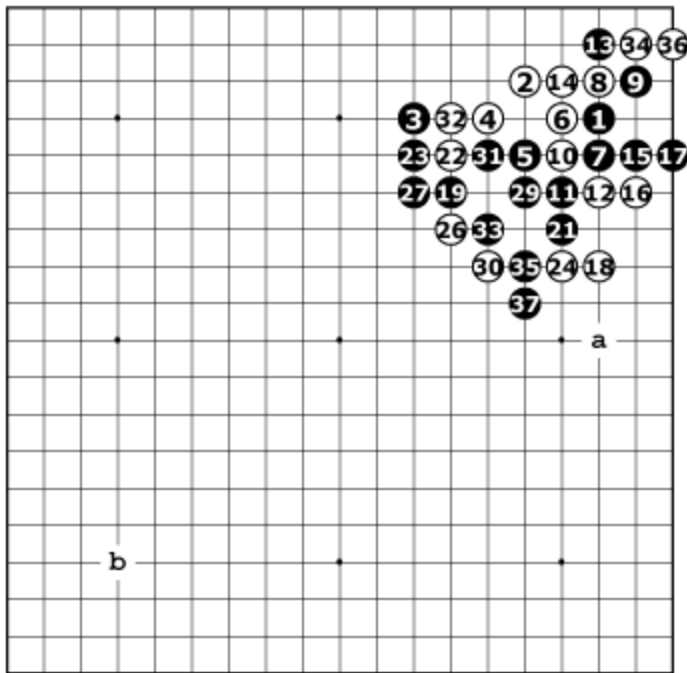
22 Black continues with 'a'. Black 'b' is not recommended.



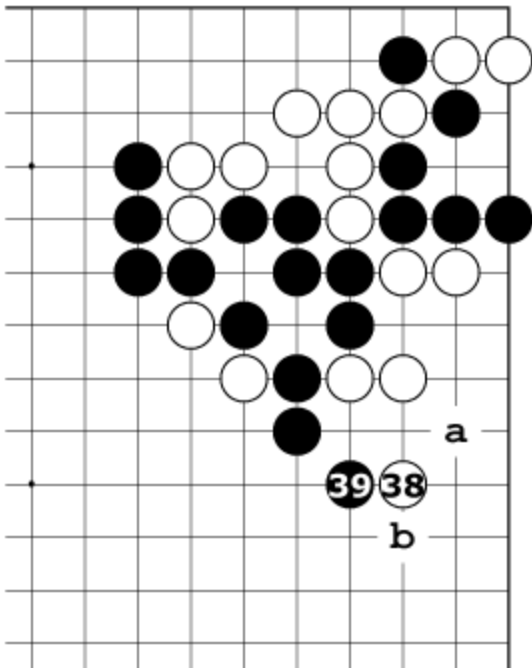
23 White continues with 'a'. White 'b' is a mistake.



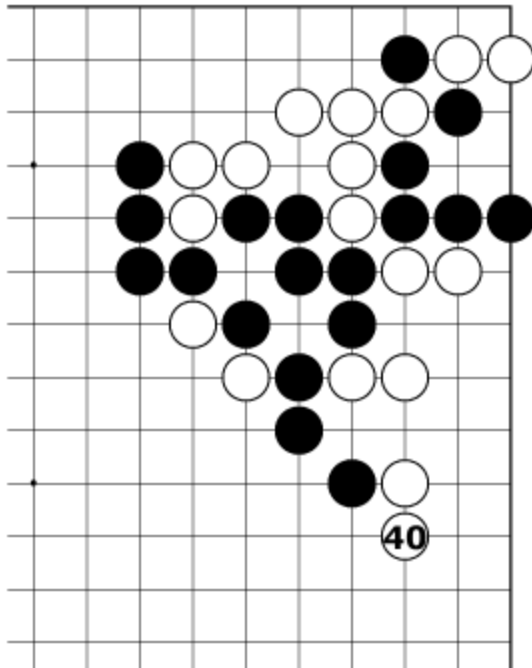
24 White 24 is an overplay.



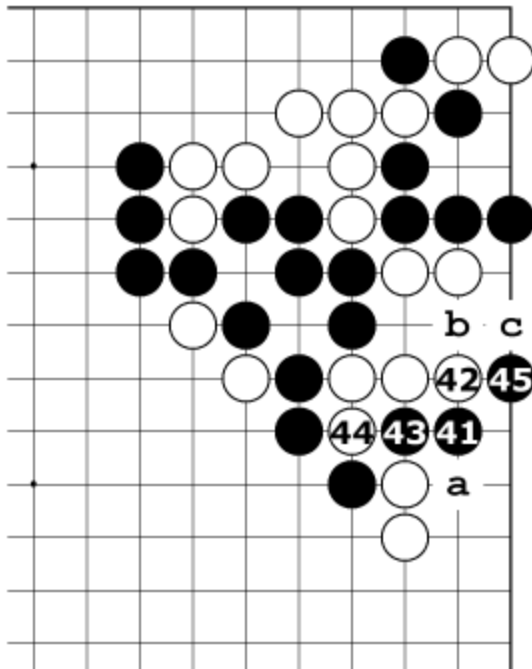
37 White must continue with 'a'. Playing elsewhere ('b') is a mistake.



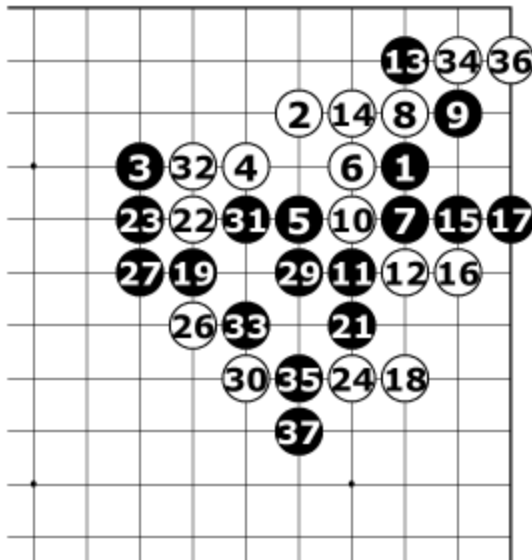
39 White must continue with 'a'. White 'b' is a mistake.



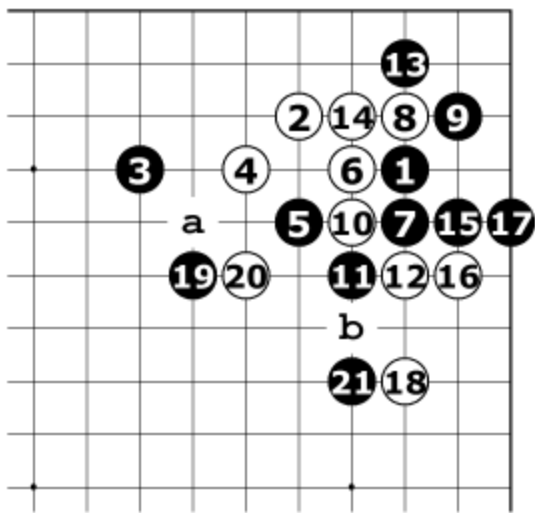
40 White 40 is a mistake.



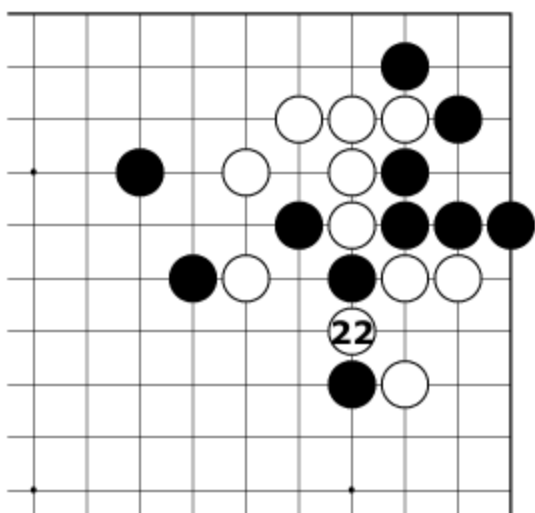
45 White 'a', 'b', and 'c' all fail.



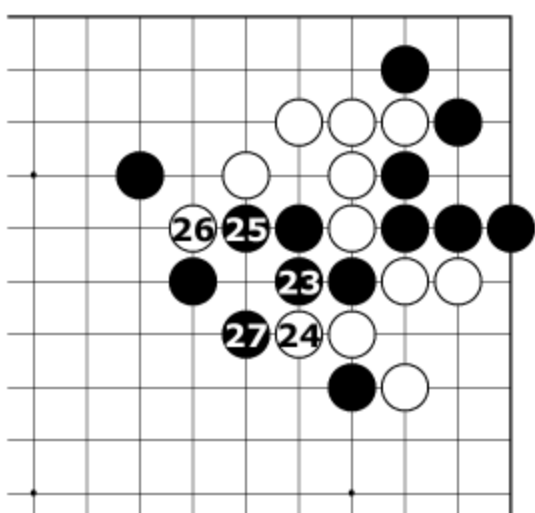
38 White cannot afford to play elsewhere.



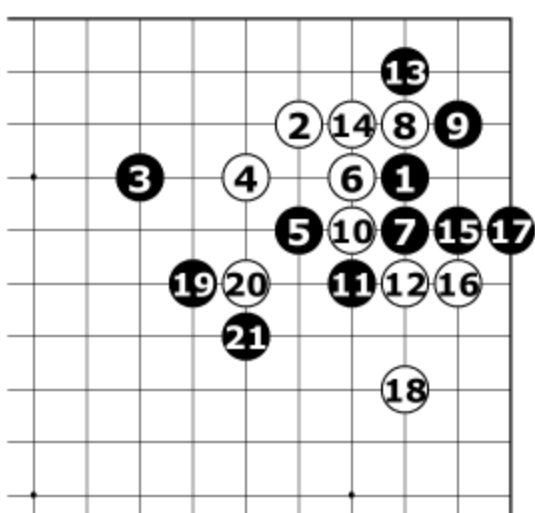
21 White continues with 'a'.
White 'b' is a mistake.



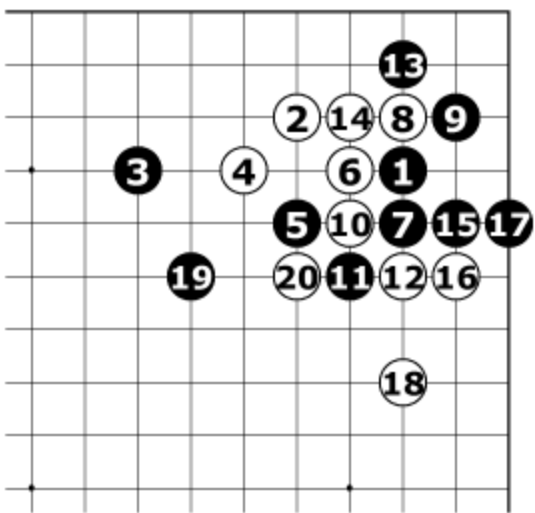
22 White 22 is a mistake, as it
plays into Black's hands.



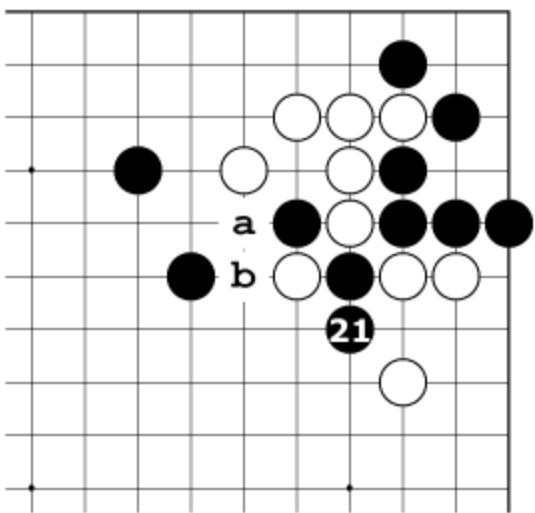
27 White has no good
follow-up.



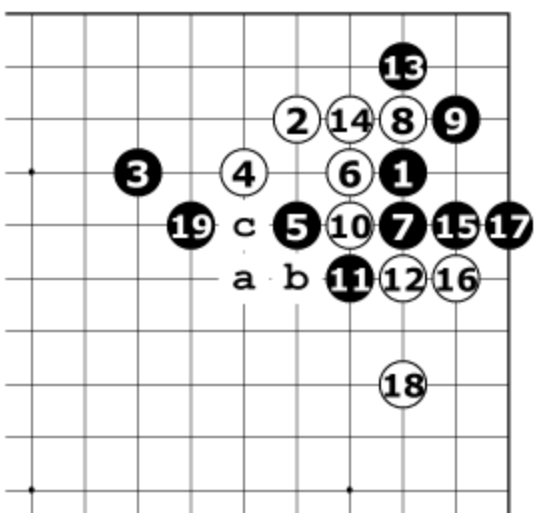
21 Black 21 is a mistake.



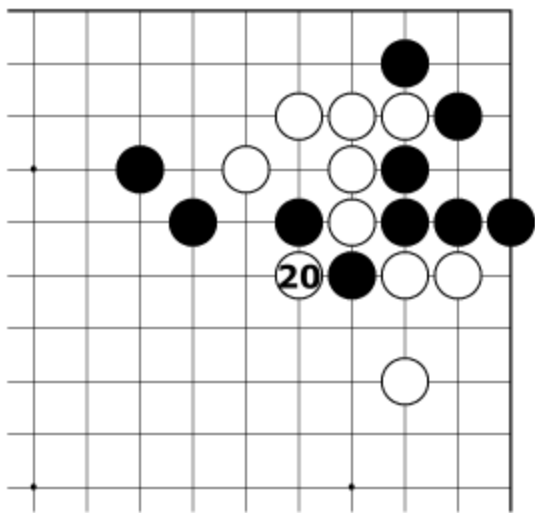
20 White 20 is a mistake.



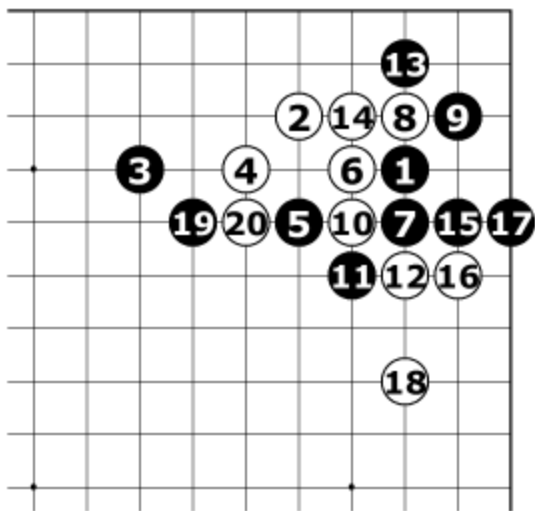
21 White may try 'a' or 'b'.
Neither work.



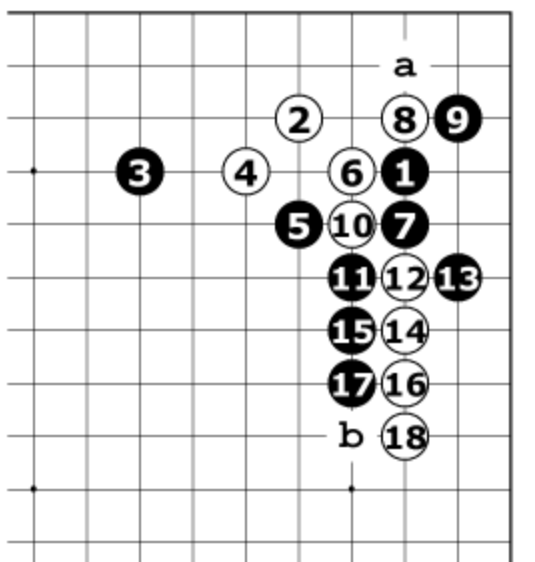
19 White 19 is a trick play.
White continues with 'a'.
White 'b' and 'c' don't work.



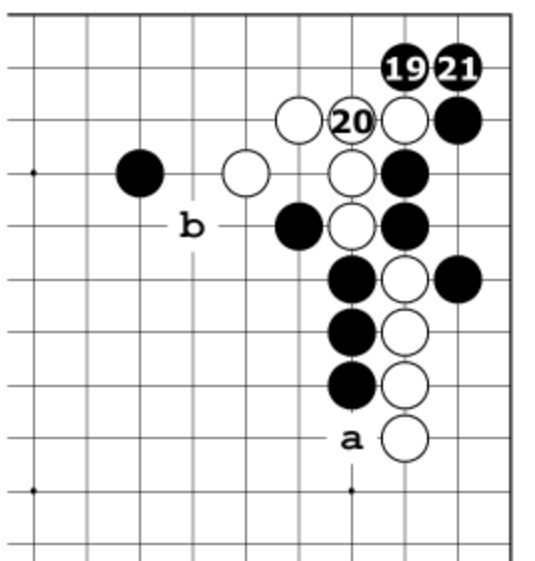
20 White 20 is a mistake.



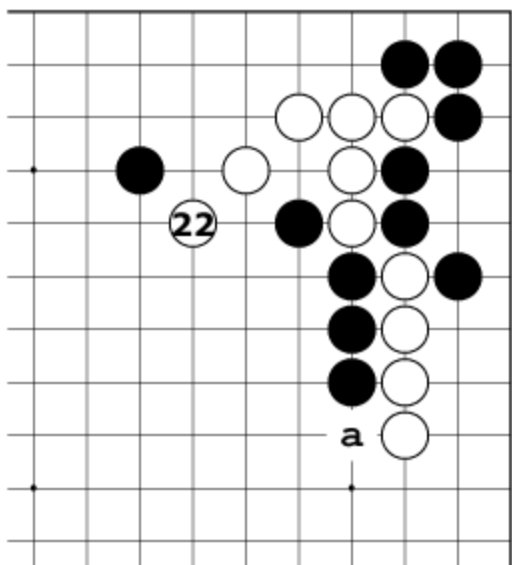
20 White 20 is ridiculous.



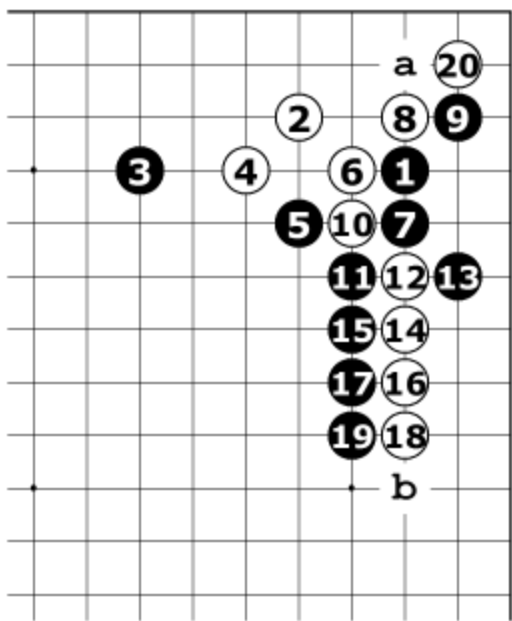
18 Black continues with 'a' or
'b'.



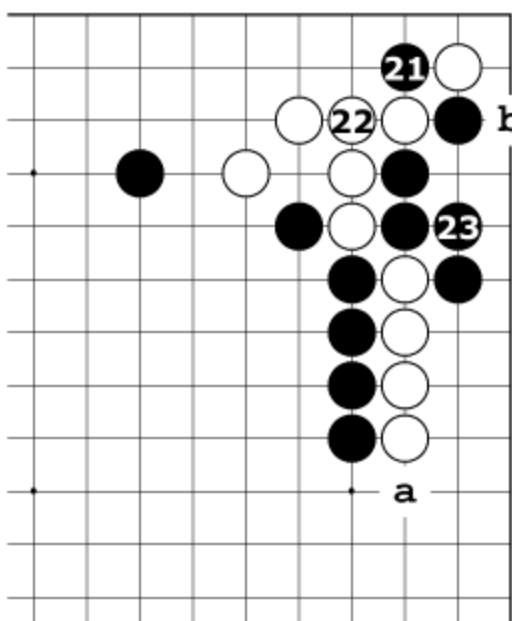
21 White continues with 'a'. White 'b' is not generally recommended.



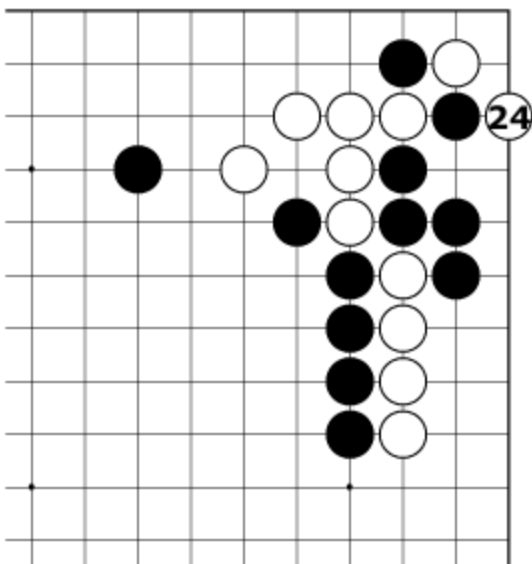
22 White 22 is not recommended, as Black gets the vital point at 'a'.



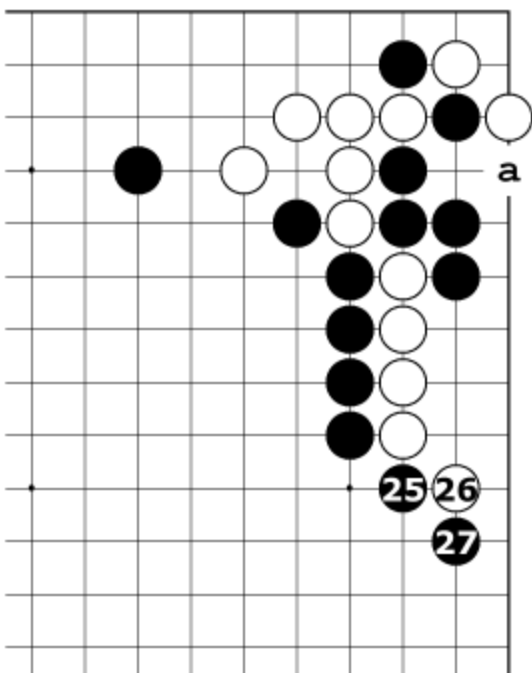
20 Black continues with 'a'. Black 'b' is a mistake..



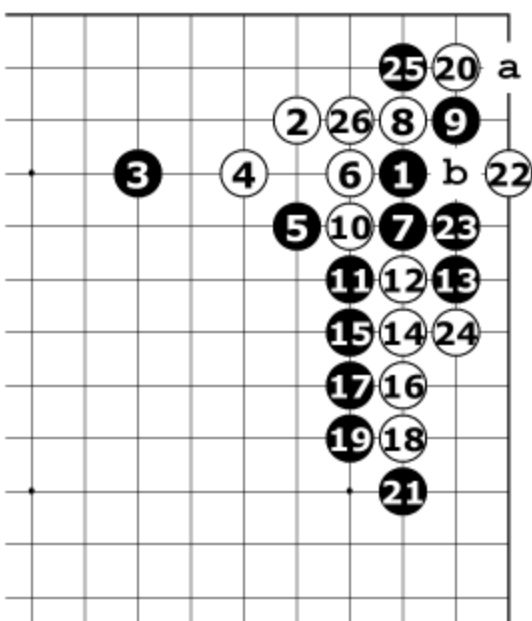
23 White continues with 'a'. White 'b' is small and greedy.



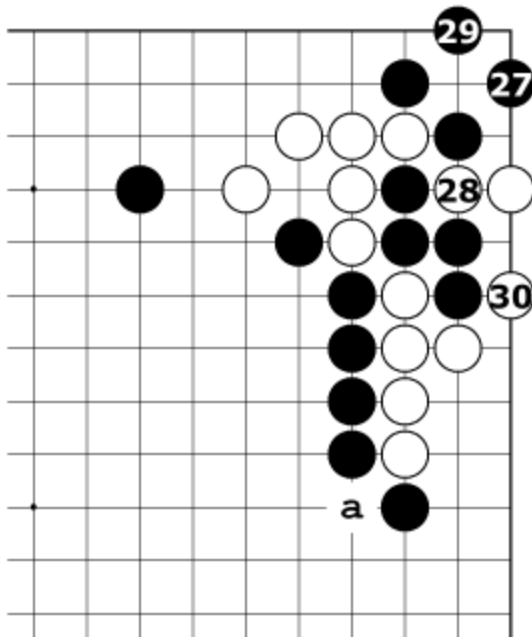
24 White 24 is a mistake.



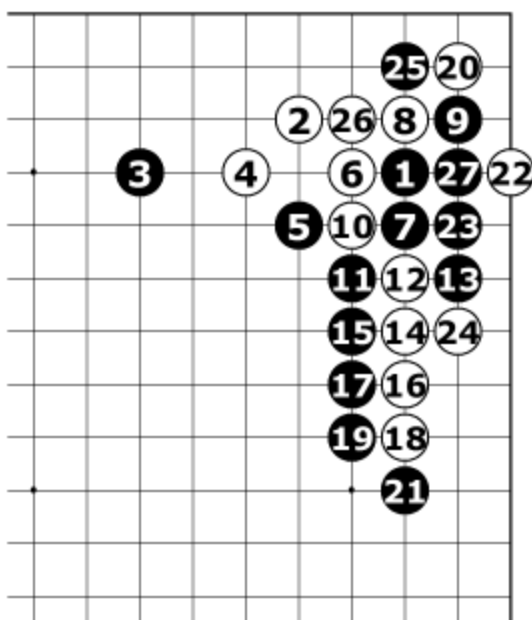
27 White cannot avoid a ko at 'a'.



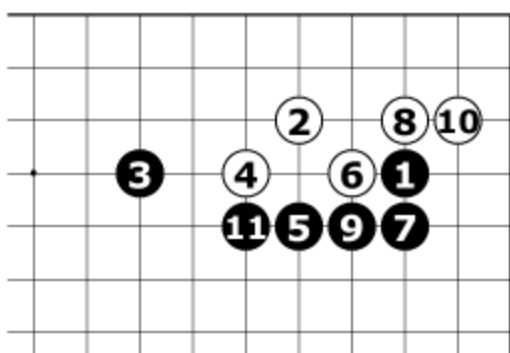
26 Black continues with 'a'. Black 'b' is a mistake.



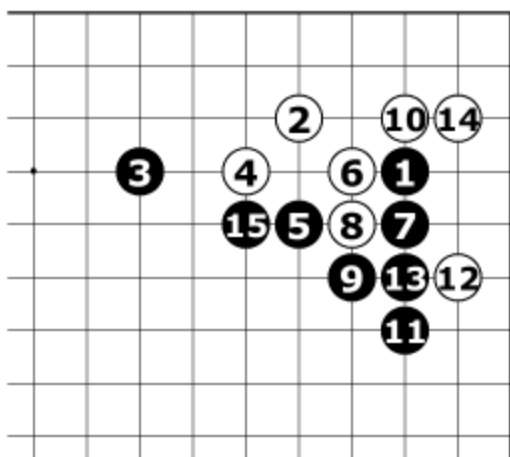
30 White can now aim at the cut at 'a'.



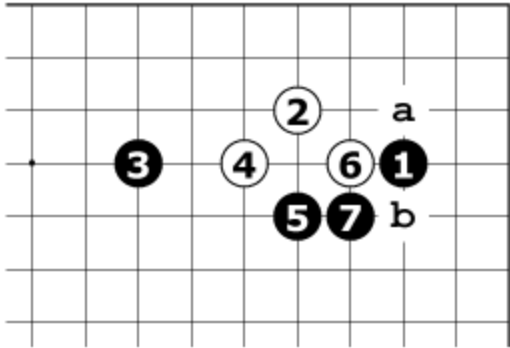
27 Black 27 is a mistake.



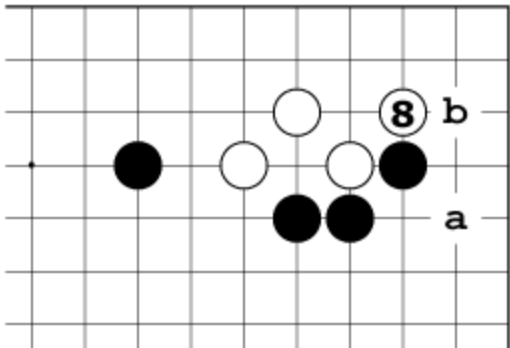
11 This result favors White slightly.



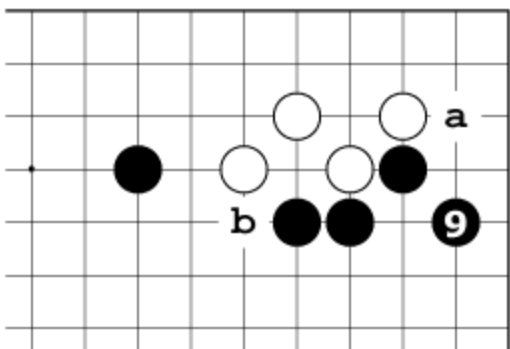
15 This result slightly favors Black.



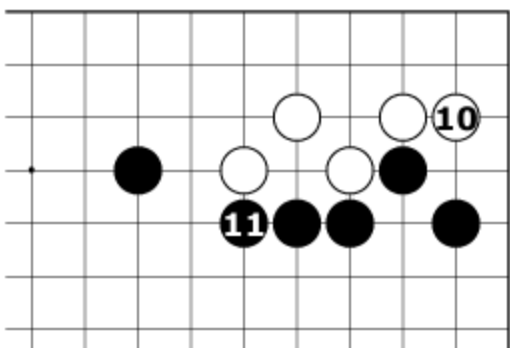
7 White continues with 'a'. White 'b' is unreasonable.



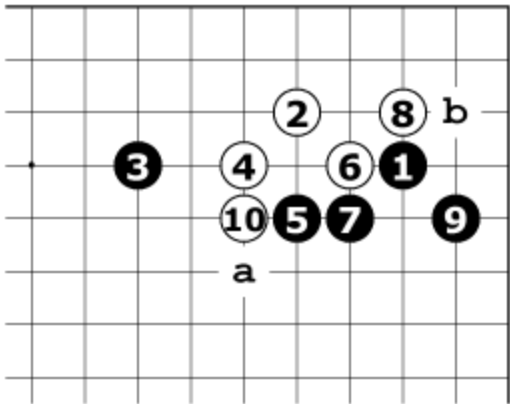
8 Black continues with 'a' or 'b'.



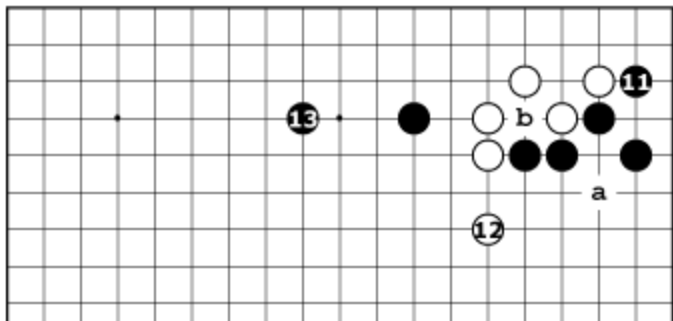
9 White continues with 'a' or 'b'.



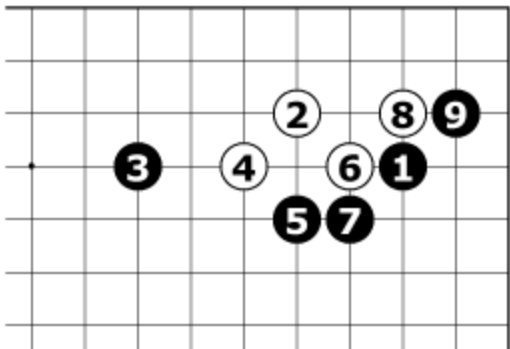
11 Black builds thickness when it works well, as White has considerable corner profit.



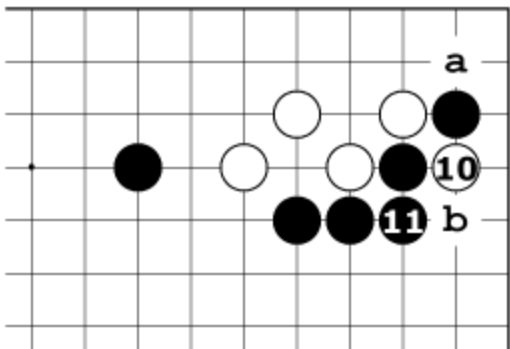
10 White gets out to the center, but at a cost. Black continues with 'a' or 'b'.



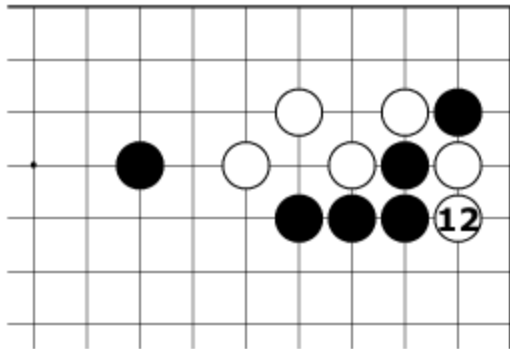
13 White should not peep at 'a', as Black will play 'b' and White is in gote.



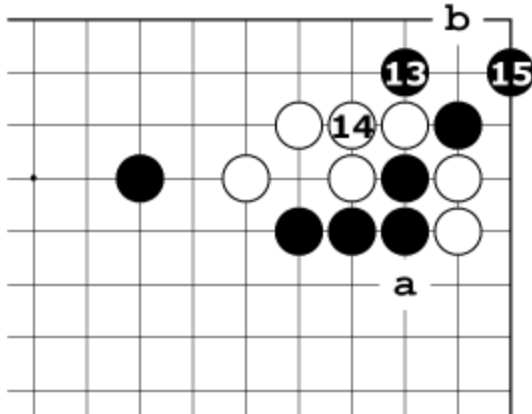
9 Kajiwara Takeo 9-dan invented Black 9, an uncompromising move.



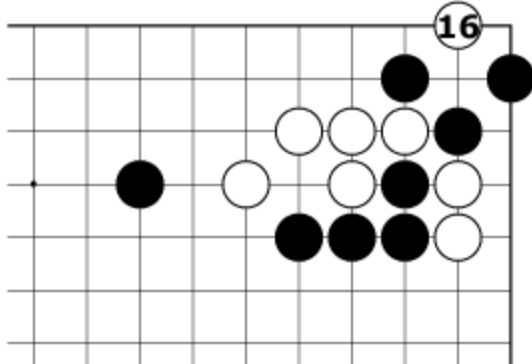
11 White continues with 'a'. White 'b' is a mistake.



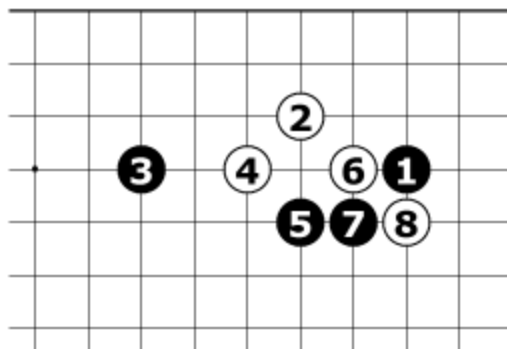
12 White 12 is a mistake.



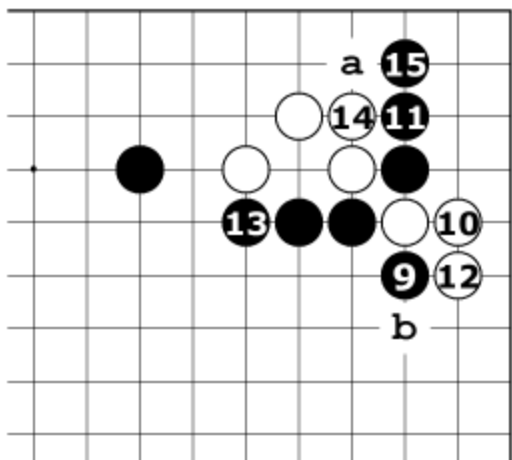
15 White continues with 'a'. White 'b' doesn't work, as Black captures the two White stones.



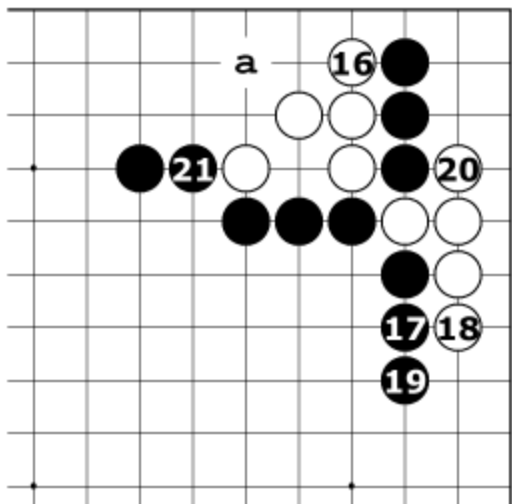
16 White 16 is a mistake.



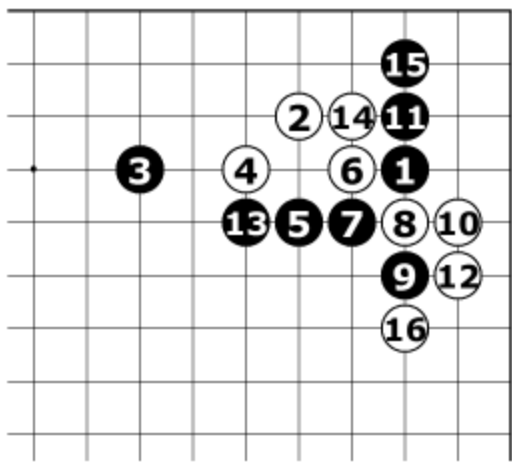
8 White 8 gives Black superior thickness at best.



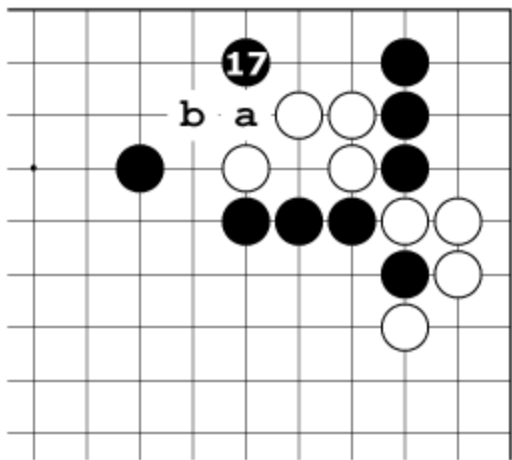
15 White continues with 'a'. White 'b' is a mistake.



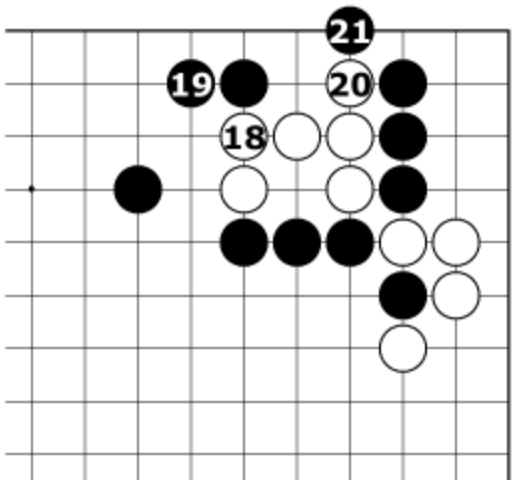
21 Black 'a' later is sente.



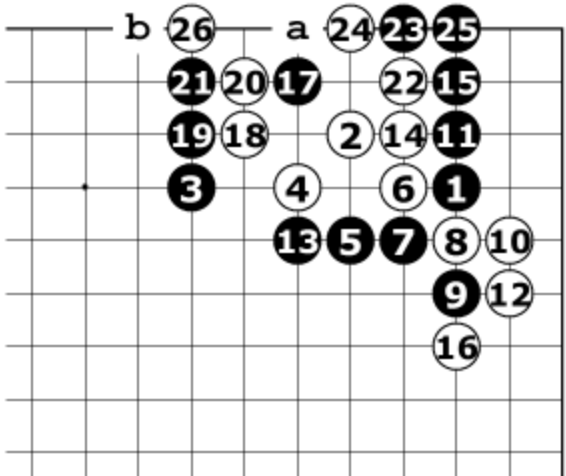
16 White 16 is a mistake.

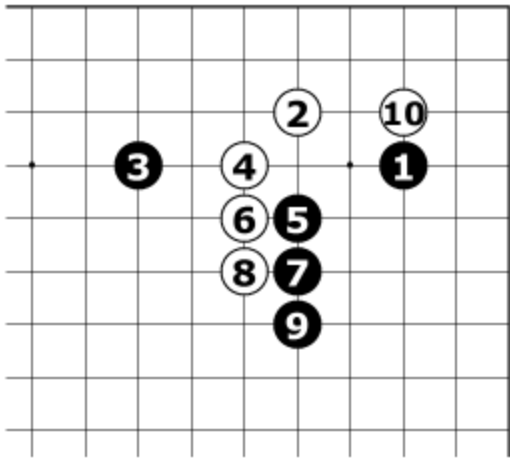


17 Neither White 'a' nor 'b' work.

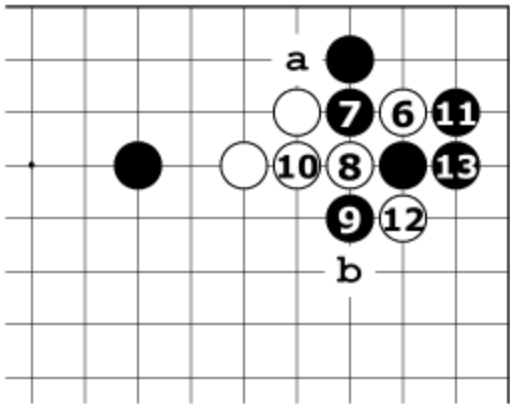


21 White loses the fight by one move.

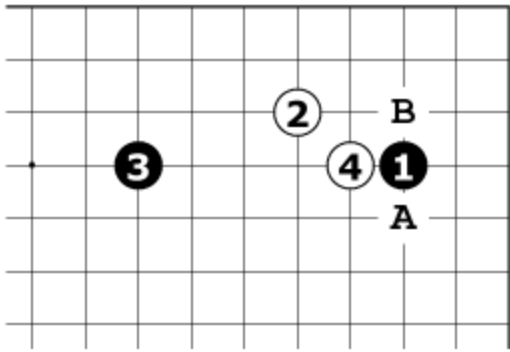




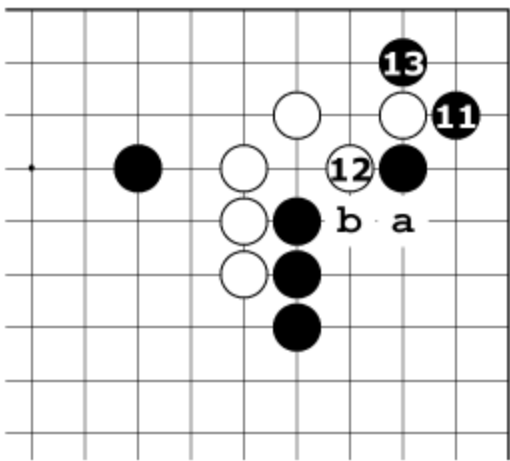
10 White 10 compounds the original mistake.



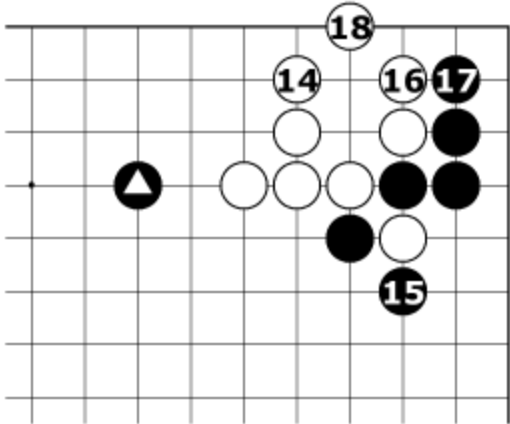
13 White continues with 'a'. White 'b' is a mistake, even if the ladder works.



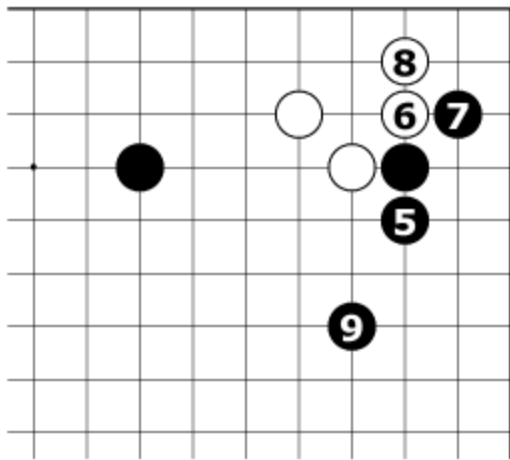
4 This play has lost popularity, as the pincer is well placed to counter White 4. 'A *' and 'B *' are joseki. 'A' is easy, 'B' leads to more complicated variations.



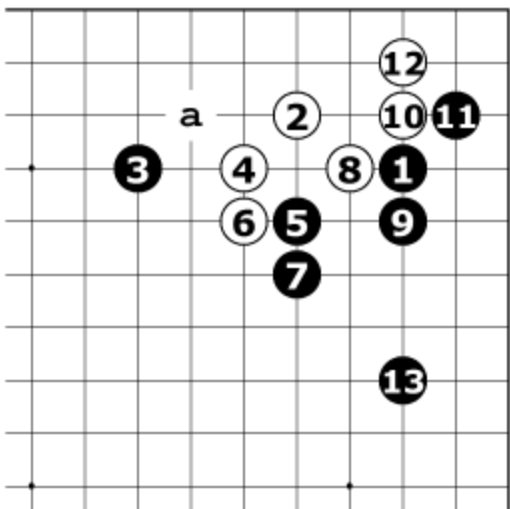
13 White may try 'a' or 'b'.



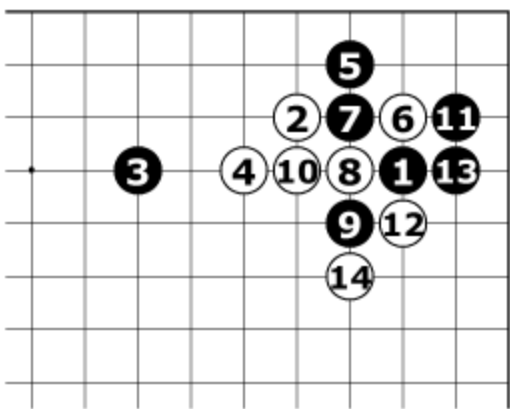
18 Black 3, now weakened, has lost much of its original meaning.



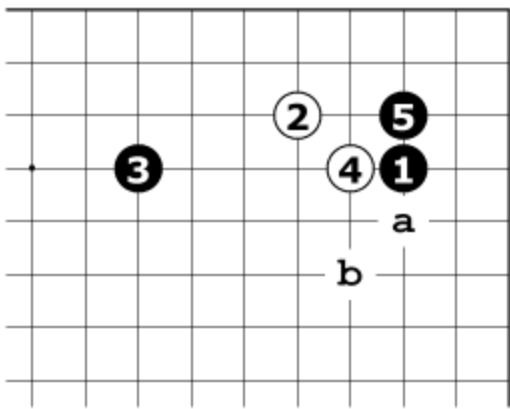
9 * GOOD VARIATION *



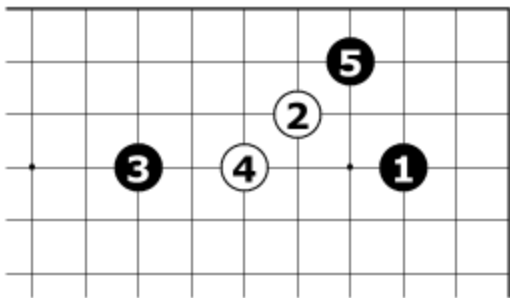
13 Black still has the eye stealing move at 'a'.



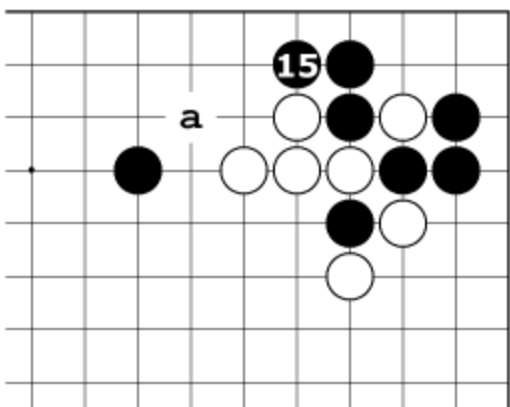
14 White 14 is a mistake.



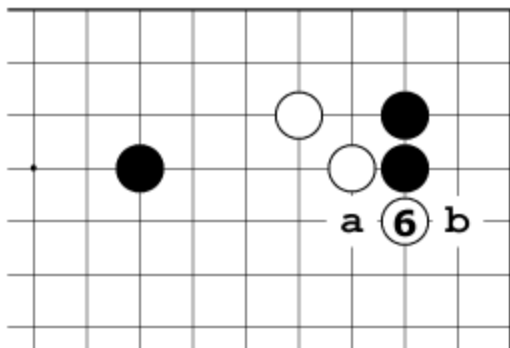
5 White continues with 'a *' (joseki). White 'b' leads to a local loss.



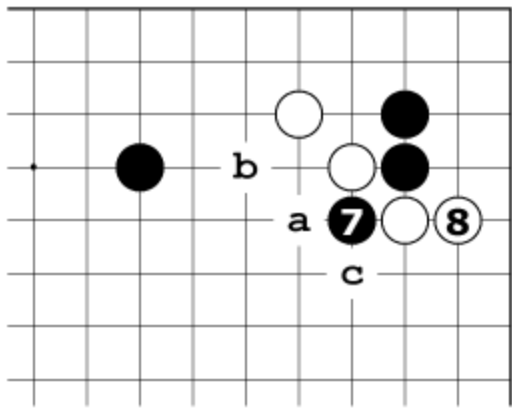
5 Black 5 is a recent innovation credited to Cho Chikun.



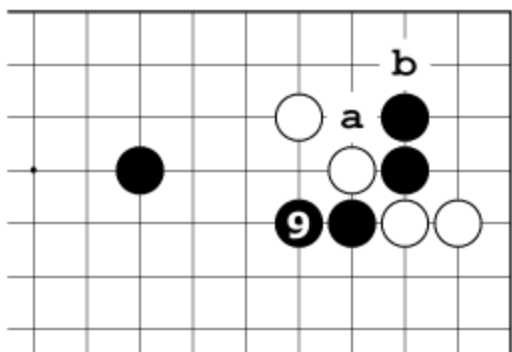
15 White now faces the prospect of Black connecting to the pincer stone (Black 3) by playing 'a'.



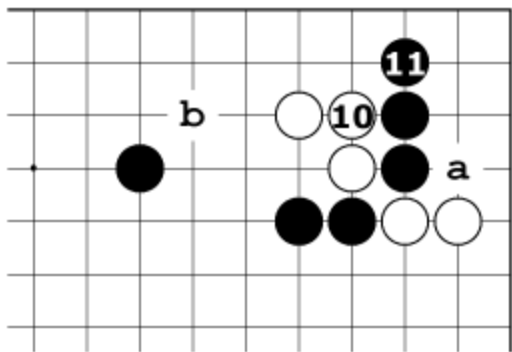
⑥ Black continues with 'a *'. Black 'b' is weak.



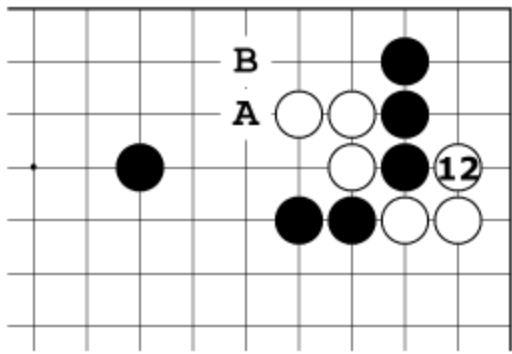
⑧ Black continues with 'a *' to 'c'. Black 'a' is severe. Black 'b' gives an equal result, allowing White to settle his stones. Black 'c' relies on Black playing the 2-2 point in the corner to live.



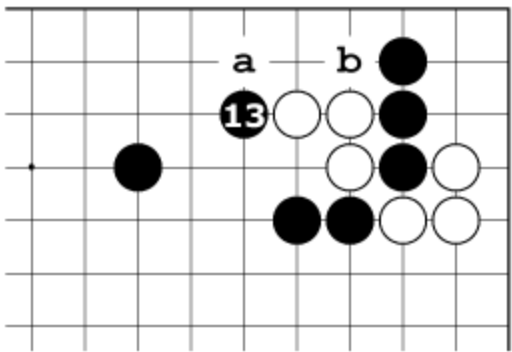
⑨ White continues with 'a *' or 'b'.



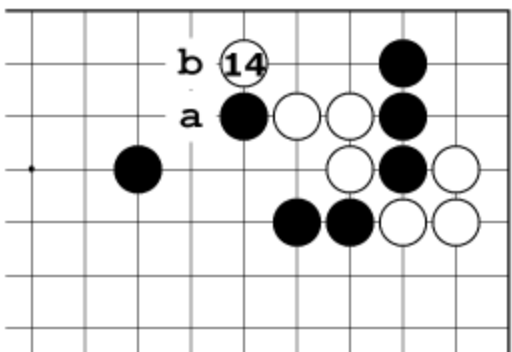
⑪ White continues with 'a *'. White 'b' is a mistake.



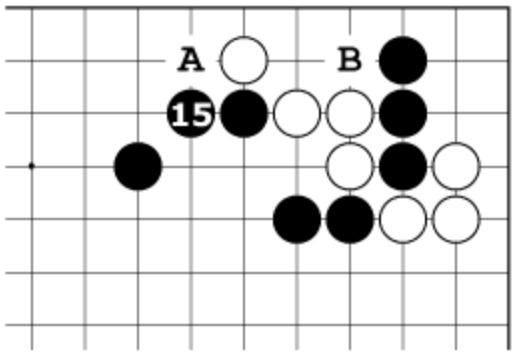
⑫ Black 'A *' is joseki, 'B' is another variation.



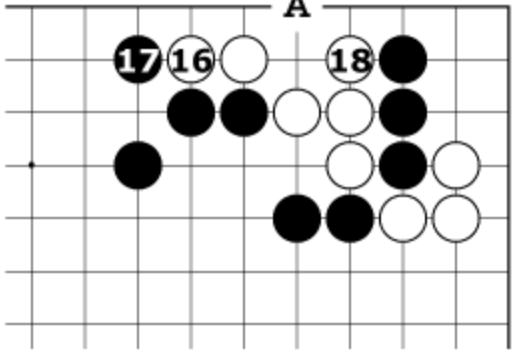
⑬ White continues with 'a *' if the ladder is unfavorable. White can only play 'b' if the ladder favors White.



⑭ Black continues with 'a *' or 'b'. Black 'a' is a simple, older joseki.



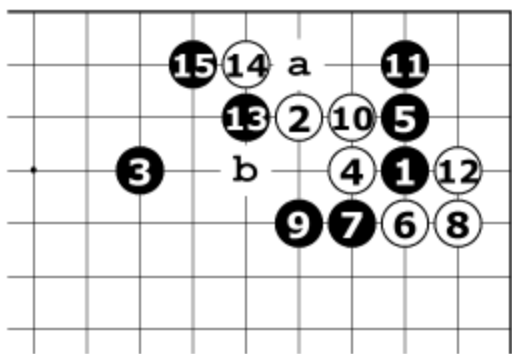
⑮ 'A *' is joseki, 'B' an older variation.



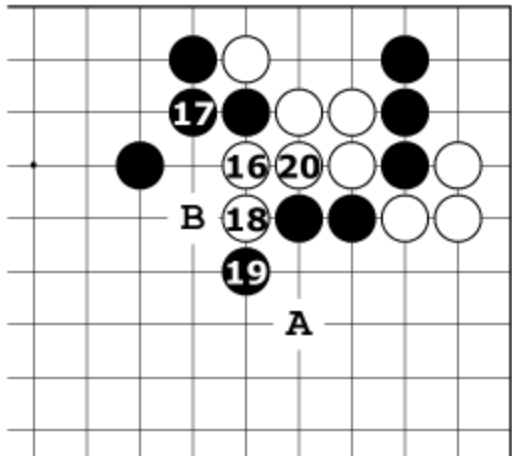
⑰ * GOOD VARIATION *

Later, Black has a

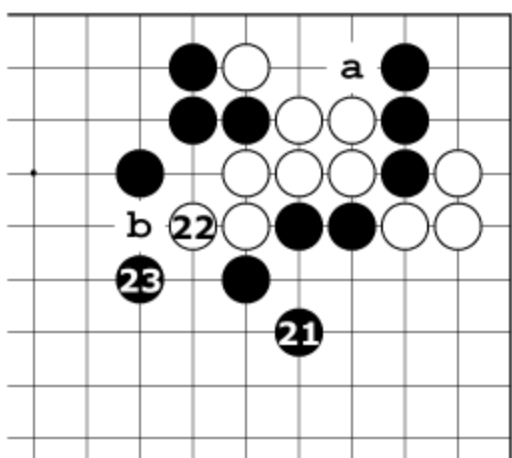
continuation on 'A'.



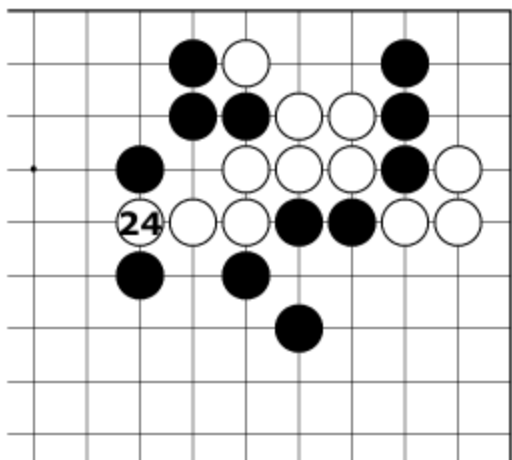
⑮ White continues with 'a', or if the ladder is favorable, 'b'.



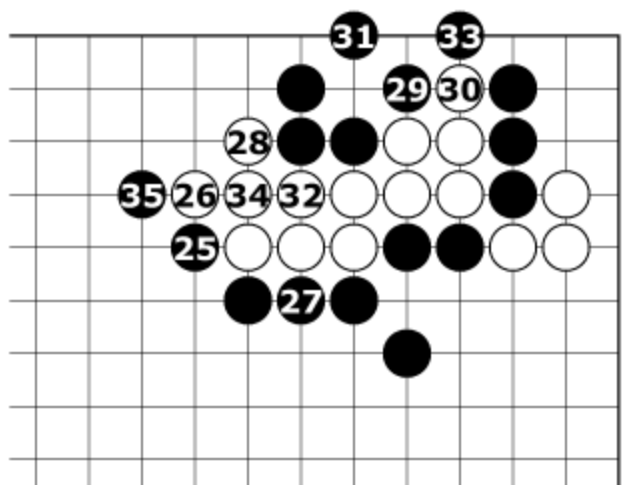
⑳ Black plays 'A' if White has the ladder, but destroys White on 'B', if White doesn't have the ladder.



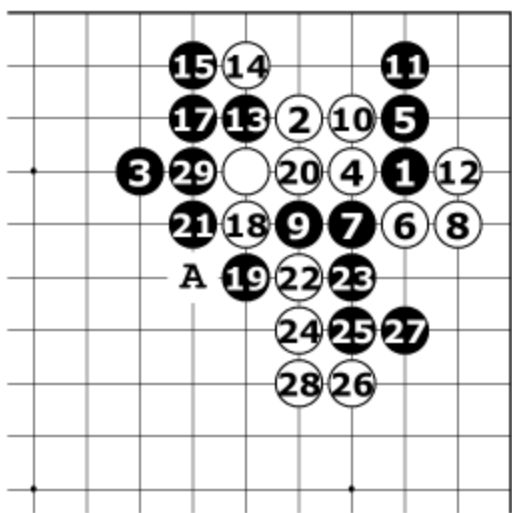
㉓ White continues with 'a'. White 'b' is reckless.



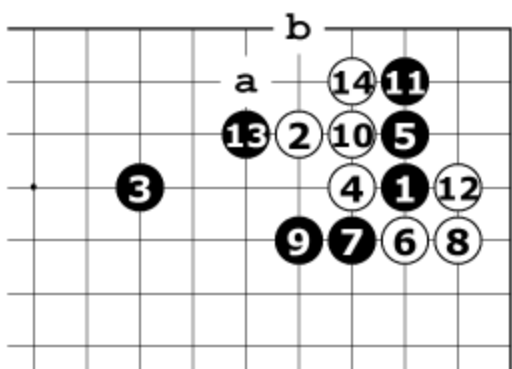
24 Black 24 is a mistake.



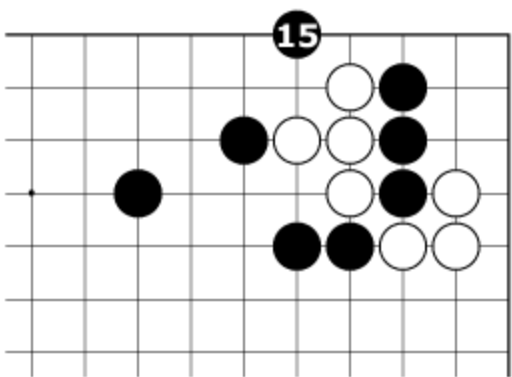
35 White has lost.



29 White 16 is possible, if White has the ladder starting on 'A'.

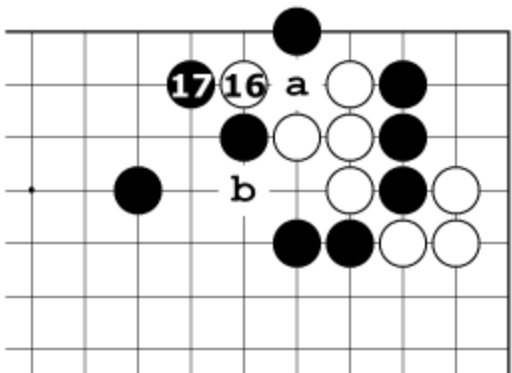


14 Black continues with 'a' or the unusual move of 'b'.

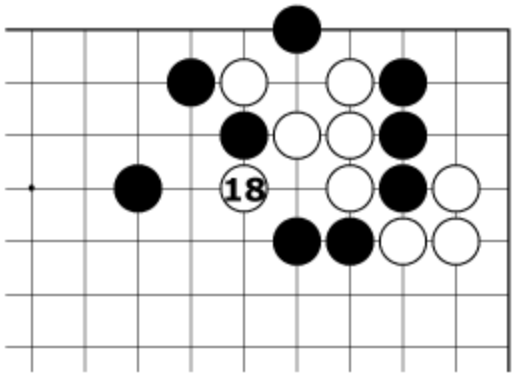


15 Black 15 is an exquisite tesuji discovered by Suichi Masao 9-dan in 1959.

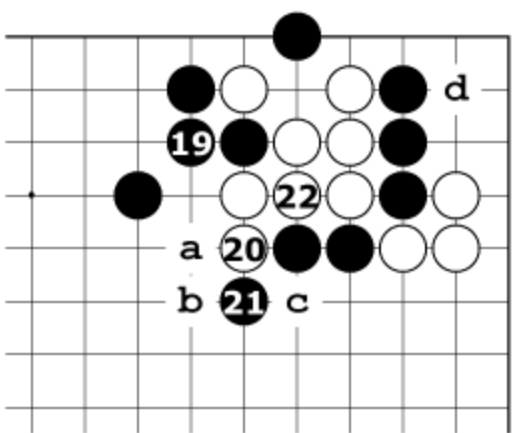
The ladder is important.



17 White must play 'a' if the ladder is unfavorable, but can play 'b' if the ladder is favorable.

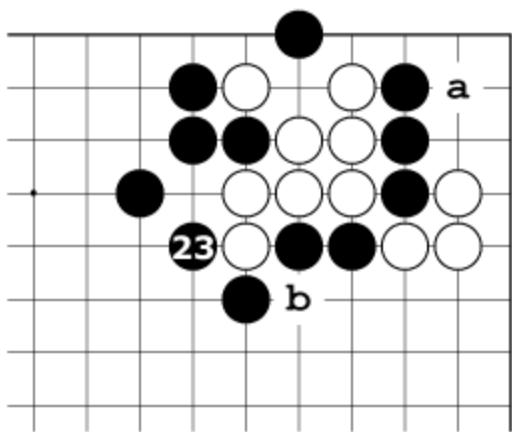


18 White must have the ladder to play White 18.

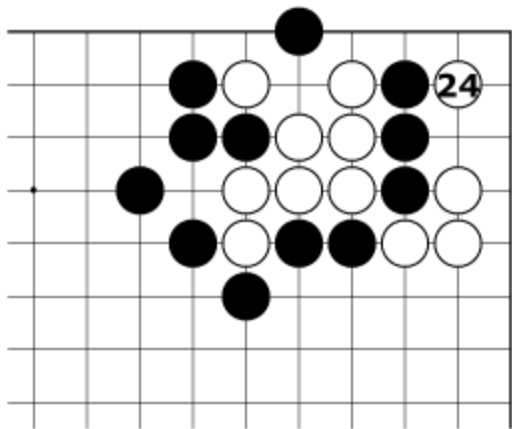


22 Black continues with 'a'. If Black 'b' or 'c', White 'd' and White wins the capture

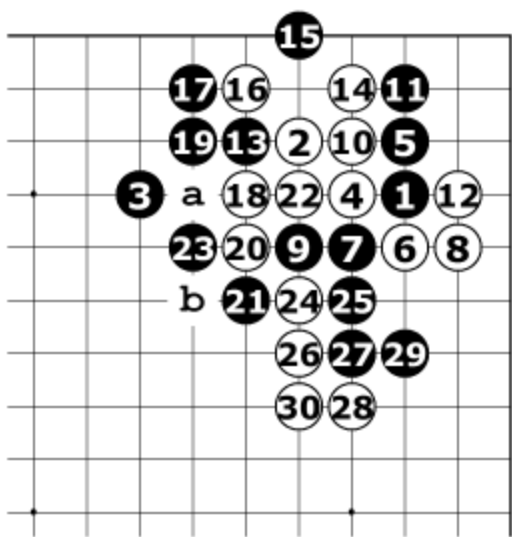
race.



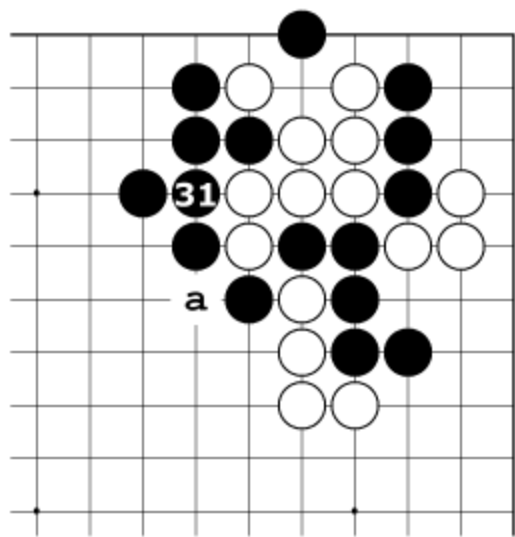
23 White 'a' does not work. White 'b' leads to ko if White has the ladder.



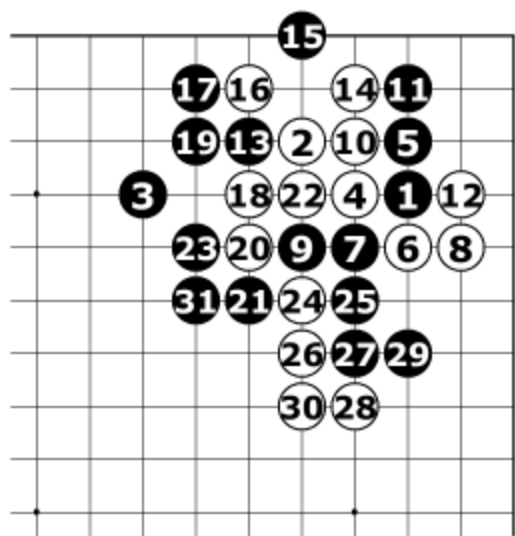
24 White 24 is a mistake.



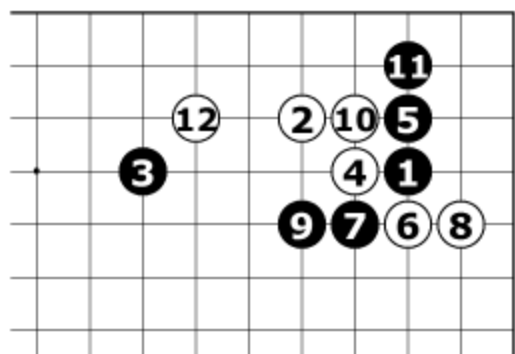
30 Black plays 'a' if Black 21 cannot be captured in a ladder, and Black 'b' if Black 21 can be captured in a ladder.



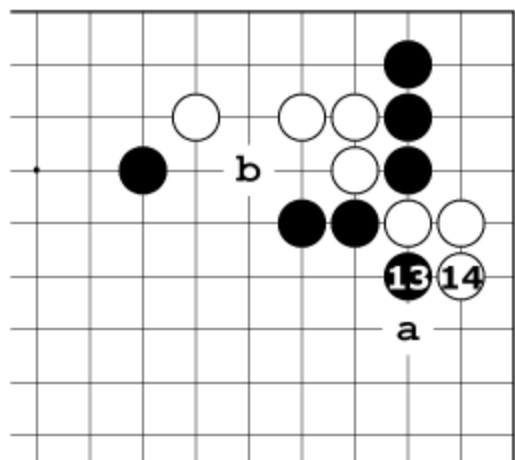
31 If the ladder created by White 'a' is unfavorable, White loses.



31 Black must play 31 if Black 21 can be captured in a ladder by White.

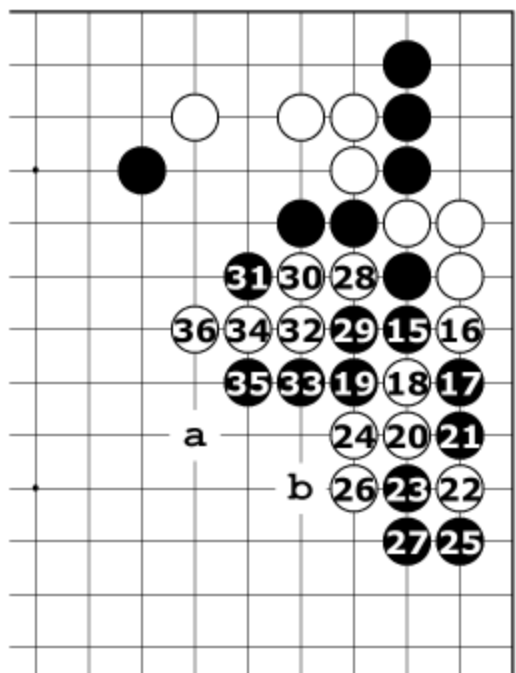


12 White 12 is a mistake.

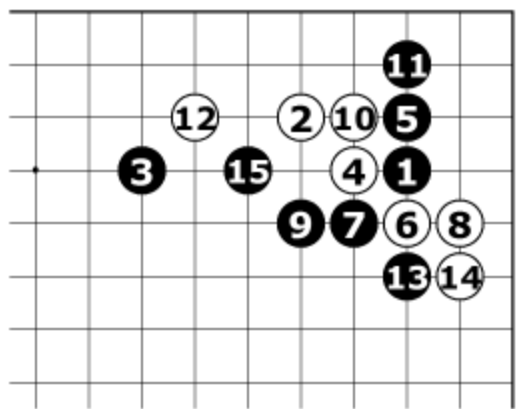


14 Black continues at 'a'. Black

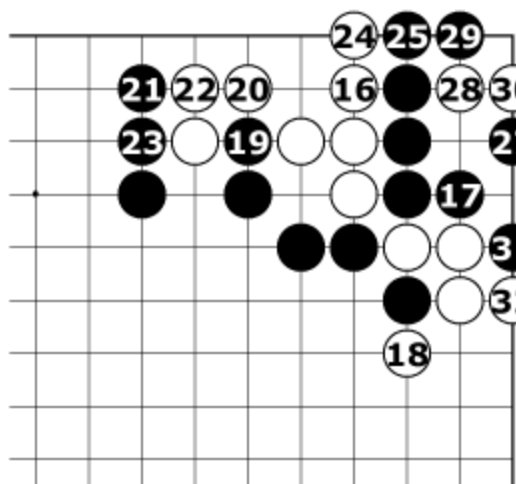
'b' is a mistake.



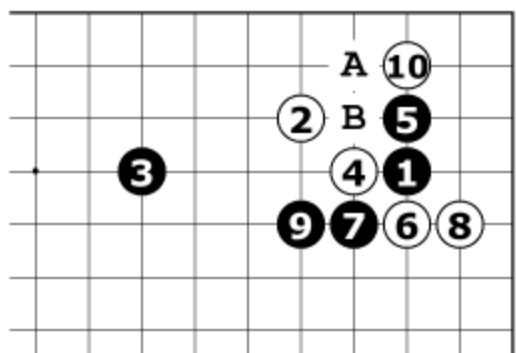
36 White cannot play at 'a' because of Black 'b', so White is lost.



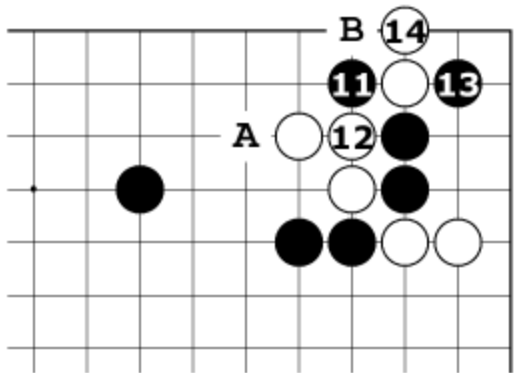
15 Black 15 is a mistake.



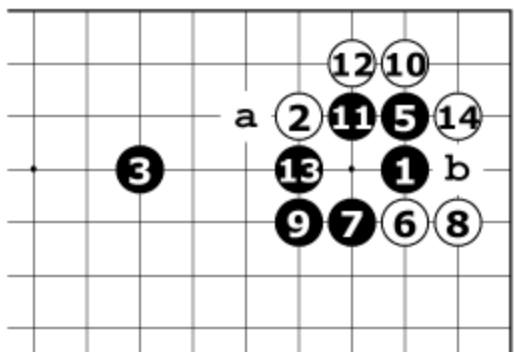
32 The result is ko.



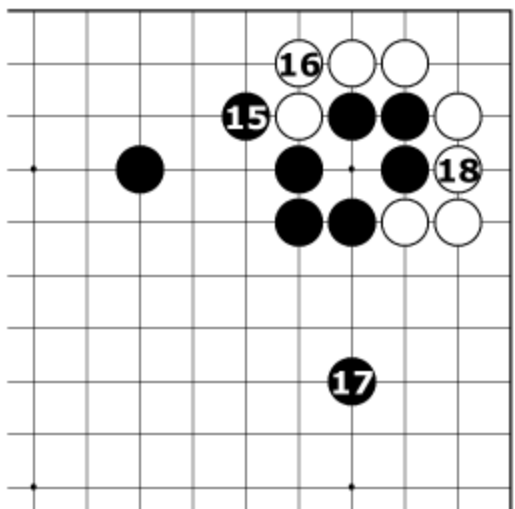
10 White 10 captures the corner. 'A' is correct, 'B' is a mistake.



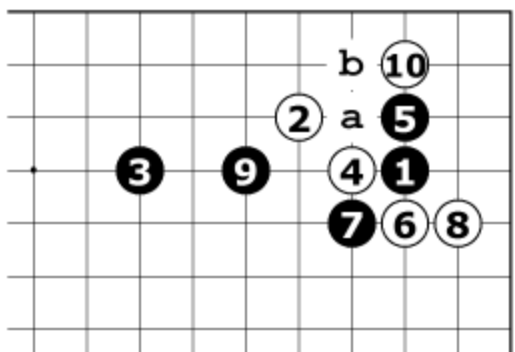
14 'A' is better than 'B'.



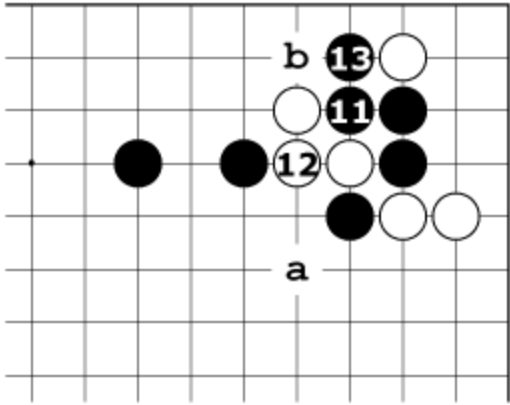
14 Black continues with 'a' or 'b'. Black 'a' gives Black sente, while Black ends in gote with 'b'. Black loses about 20 points in the corner for the sente.



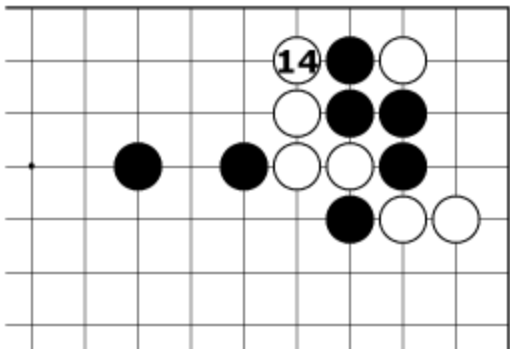
18 Black plays elsewhere in sente.



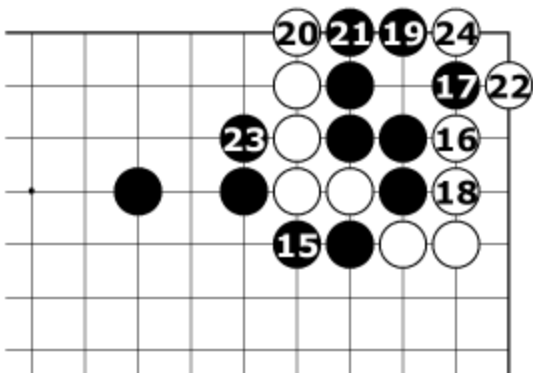
10 Black continues with 'a'.
Black 'b' is a mistake.



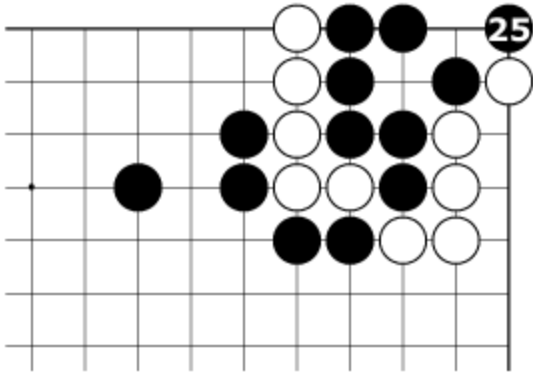
13 White continues with 'a'.
White 'b' is a mistake.



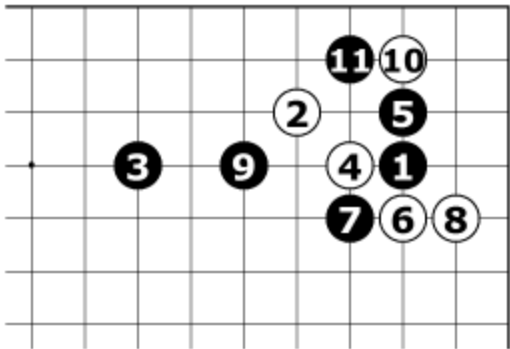
14 White 14 is a mistake.



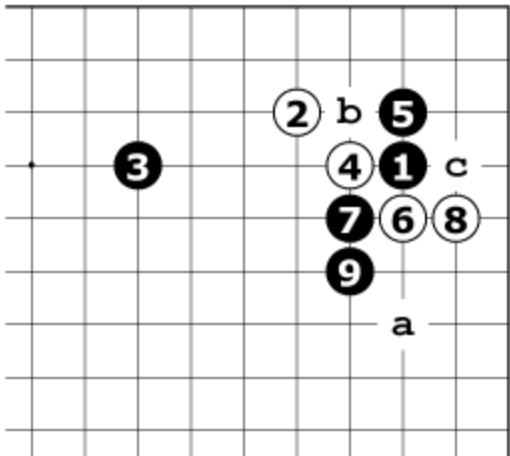
24 White must play ko, but...



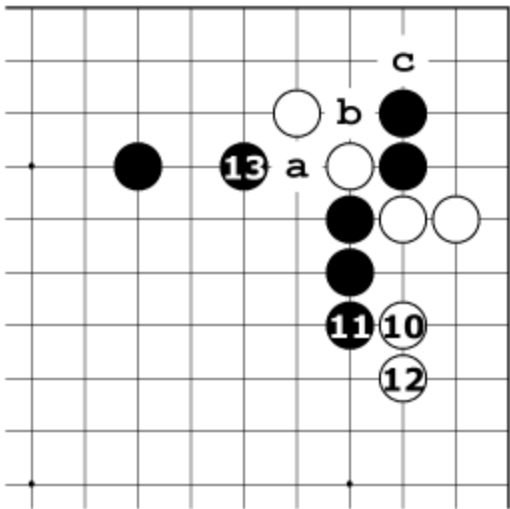
25 White has no ko threats.



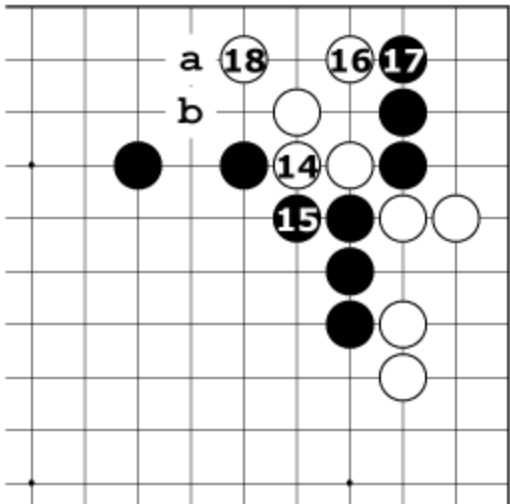
11 Black 11 is a mistake.



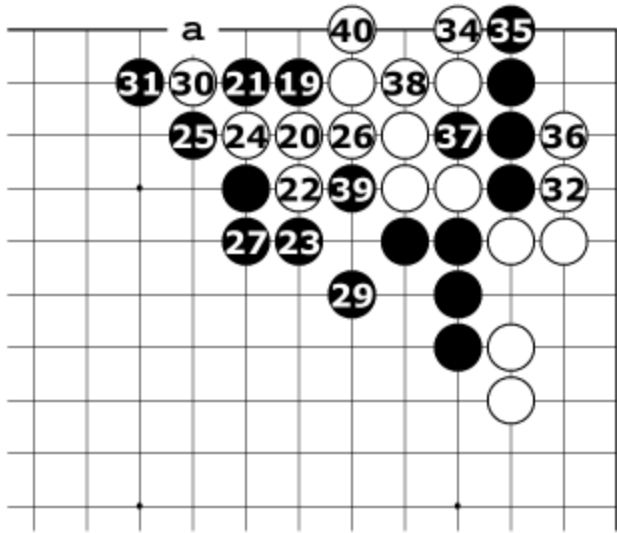
9 White continues with 'a'.
White 'b' and 'c' are questionable.



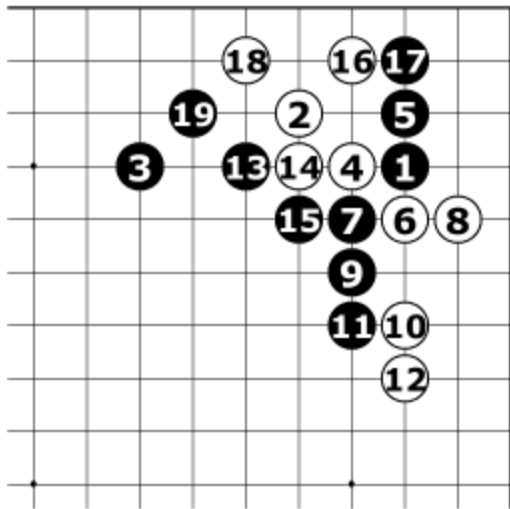
13 White continues with 'a'.
White 'b' is a mistake.
White 'c' gives White a low position.



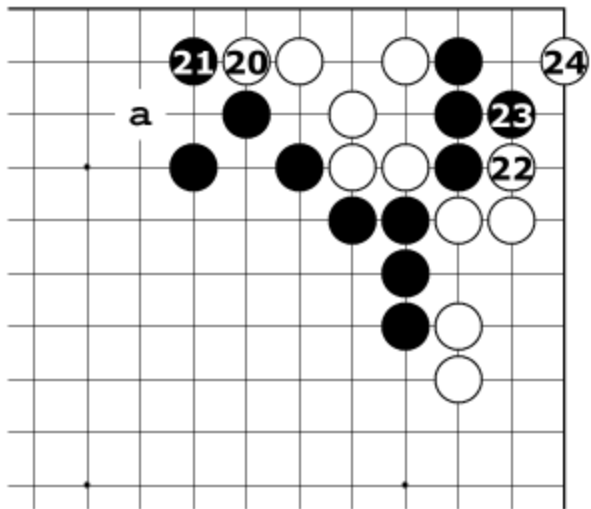
18 Black continues with 'a'.
Black 'b' is a mistake.



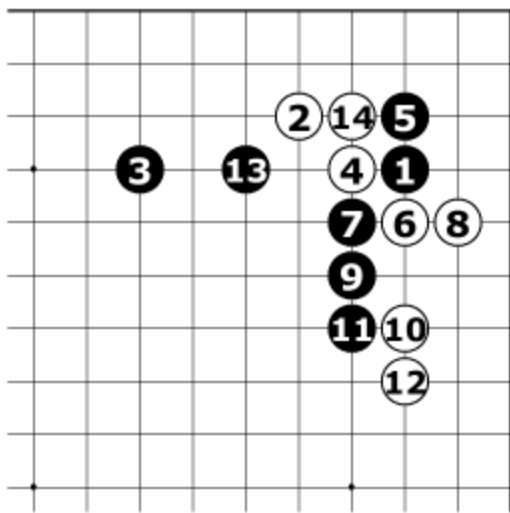
40 White wins, but Black 'a' remains as sente.



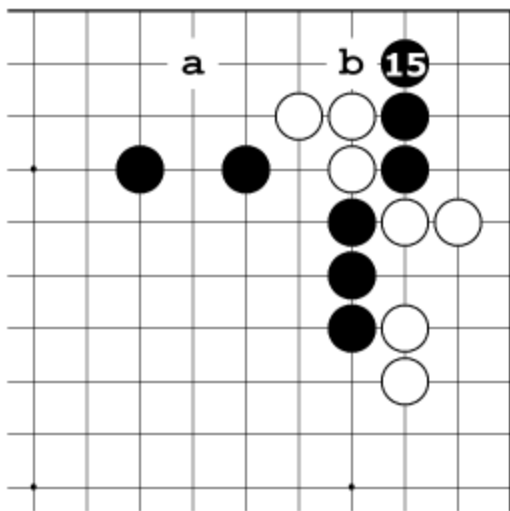
19 Black 19 is a mistake.



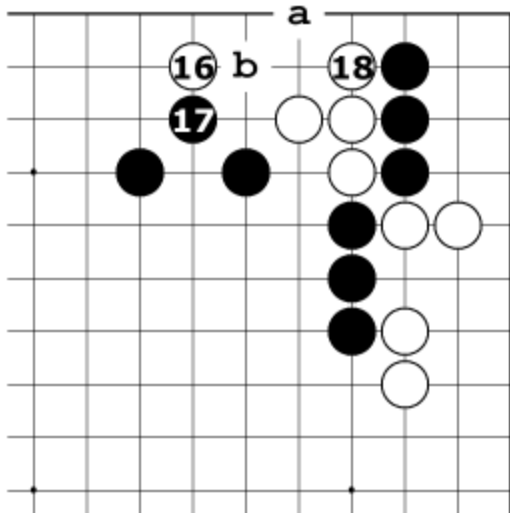
24 White wins the capturing race and can later peep at 'a'.



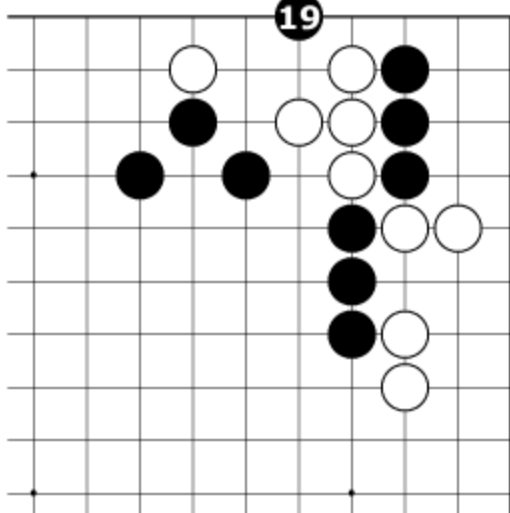
14 White 14 is a mistake.



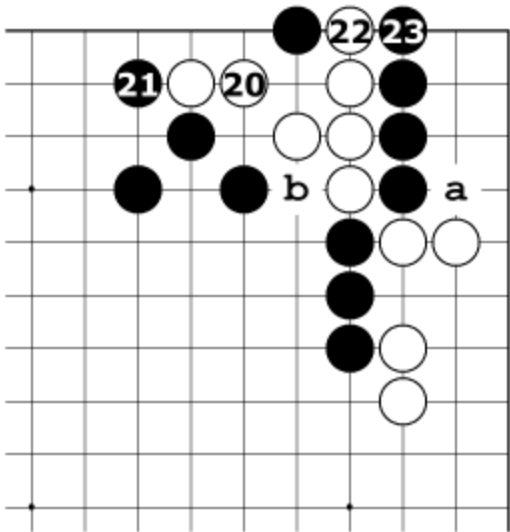
15 White 'a' is better than White 'b'.



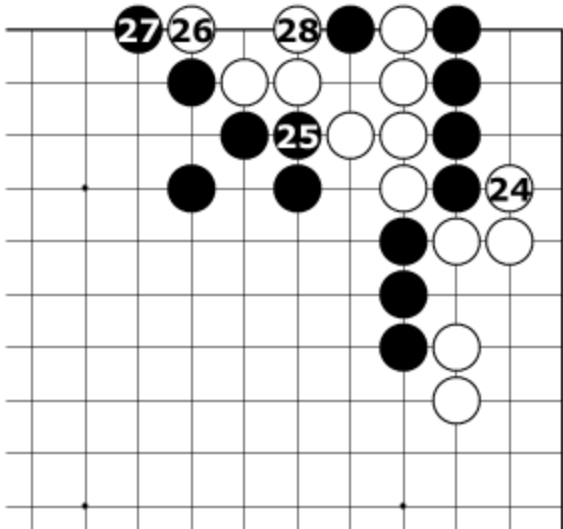
18 Black continues at 'a'. Black 'b' and Black loses.



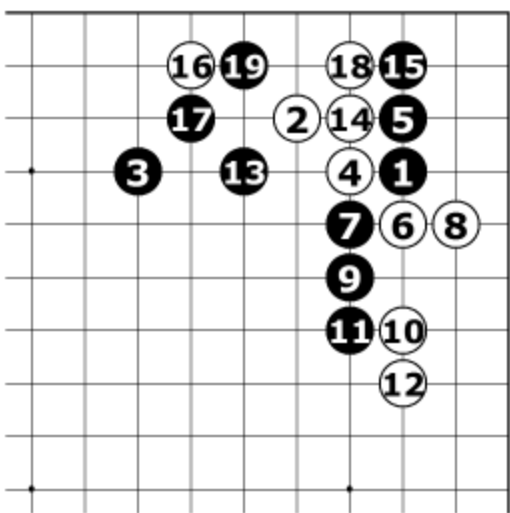
19 Black 19 is the tesuji.



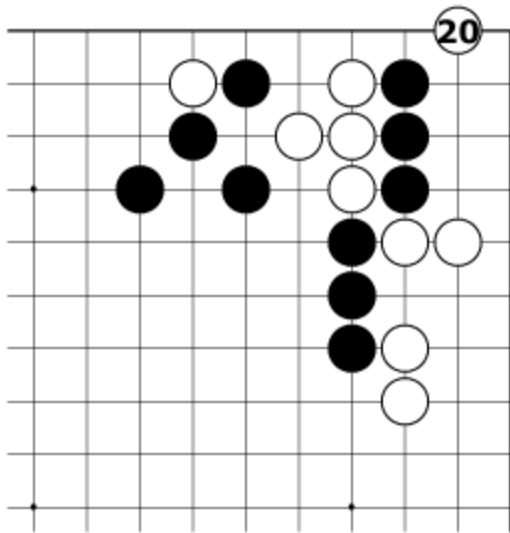
23 Neither White 'a' nor 'b' work.



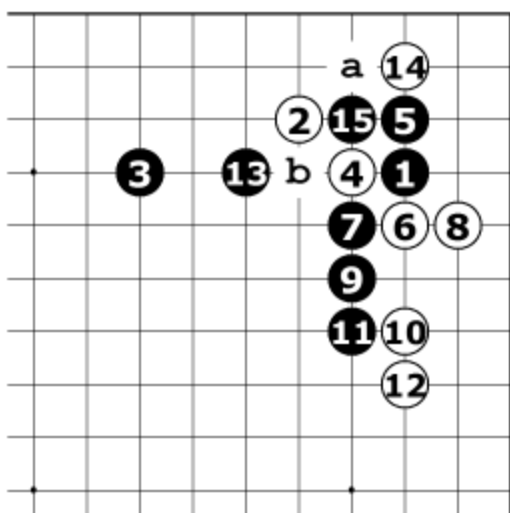
28 White starts a multi-step ko that does not work.



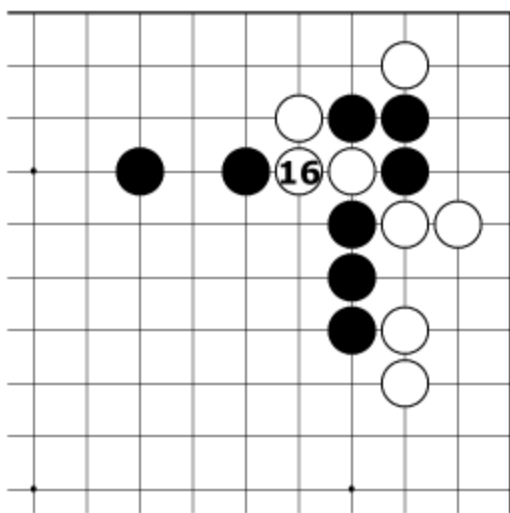
19 Black 19 is a mistake.



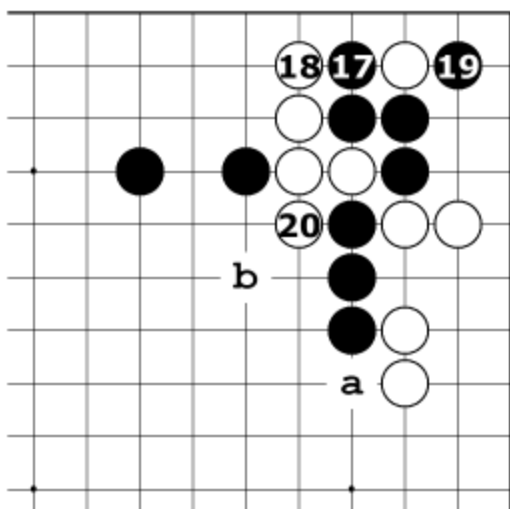
20 White 20 is the tesuji; Black loses.



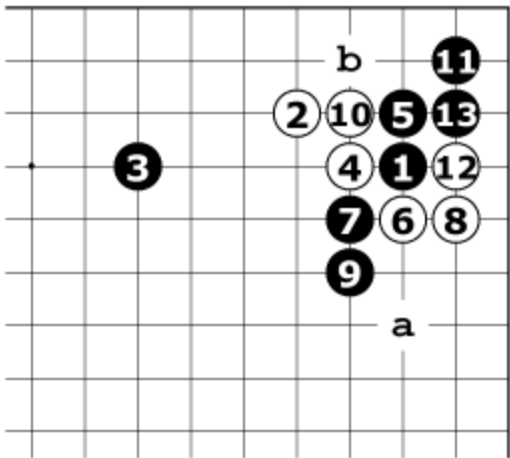
15 White continues with 'a'. White 'b' is a mistake.



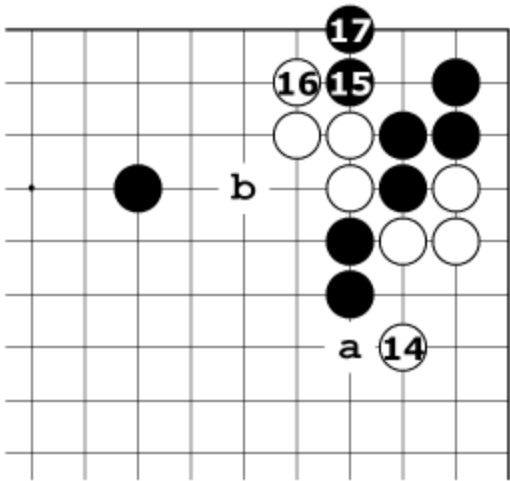
16 White 16 is a mistake.



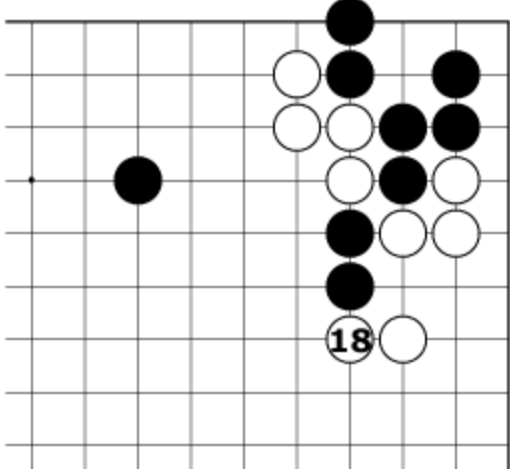
20 Black continues at 'a' or 'b'. White has a heavy eyeless group to contend with.



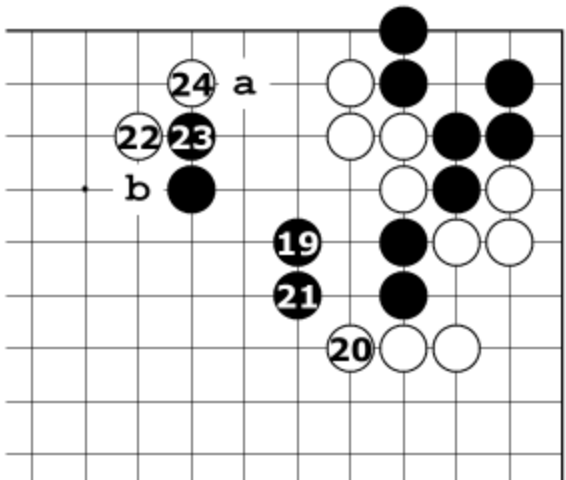
13 White continues with 'a'. White 'b' is a mistake.



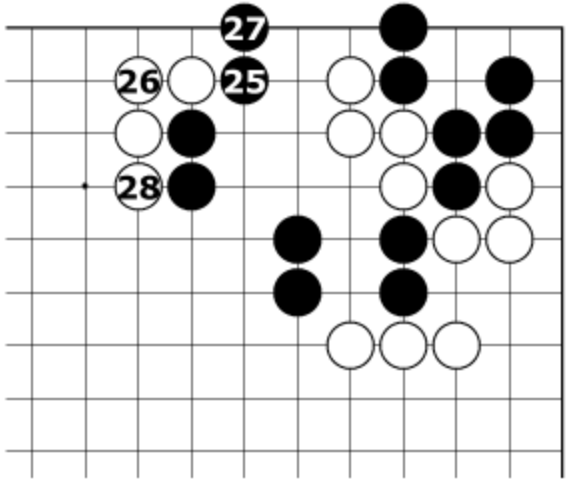
17 White minimizes dmaage by giving up the four stones and playing 'a'. White 'b' looks good, but doesn't work.



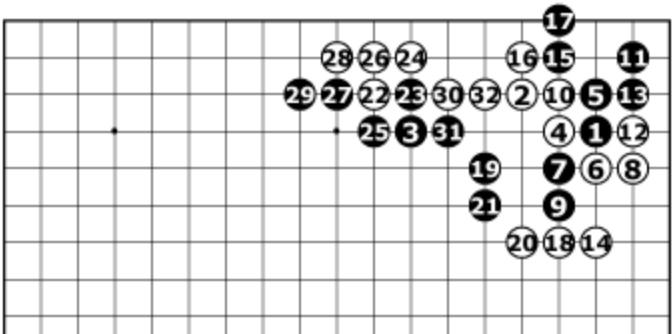
18 White 18 is the best move.



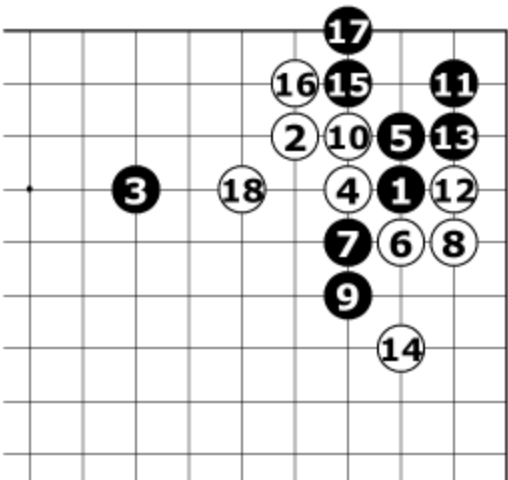
24 Black continues with 'a' or 'b', depending on strategic considerations. Black 'a' captures the four White stones, while Black 'b' let's White live while giving Black thickness.



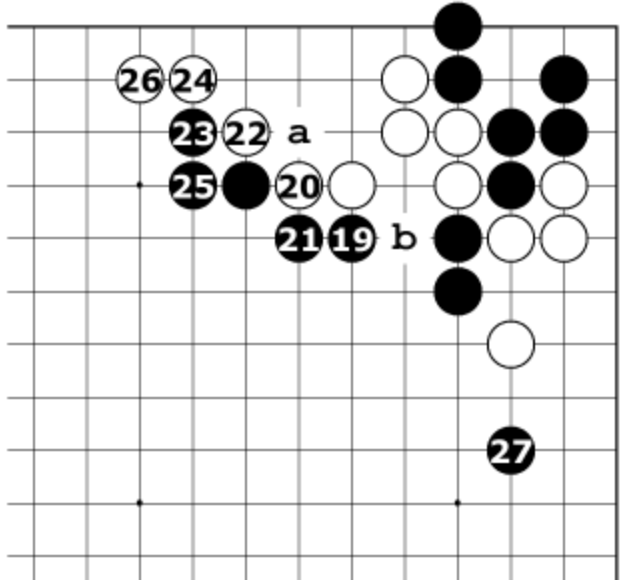
28 White 28 is sente. Black must respond to solidify his shape.



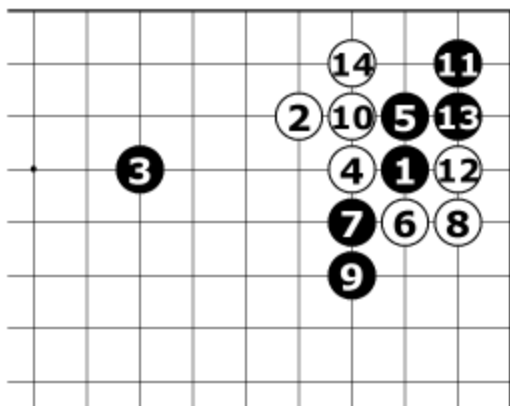
32 White lives, but Black has thickness.



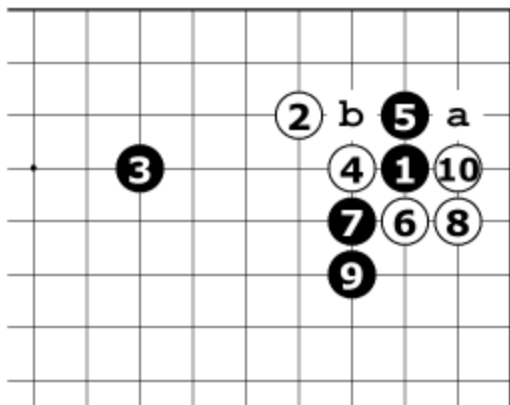
18 White 18 is a mistake.



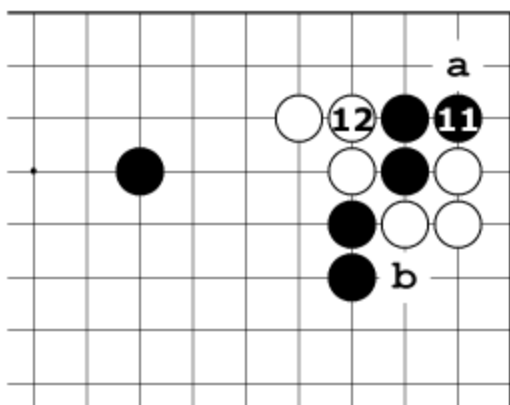
27 The cutting point of 'a' makes Black 'b' sente, so Black can play the attack at 27.



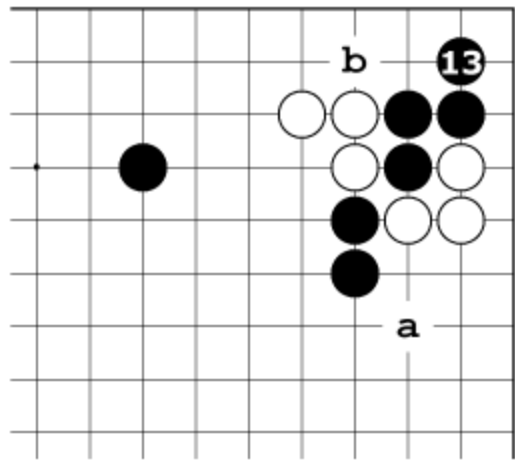
14 White 14 is a mistake.



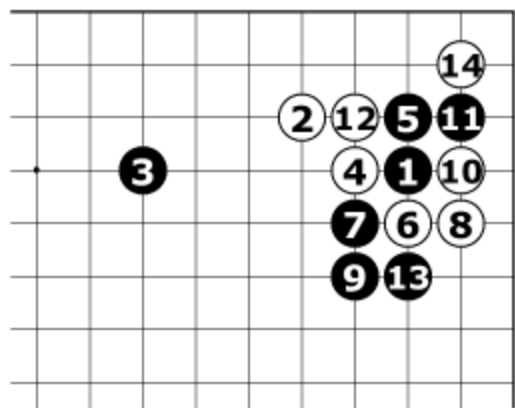
10 Black continues with 'a'. Black 'b' is a mistake.



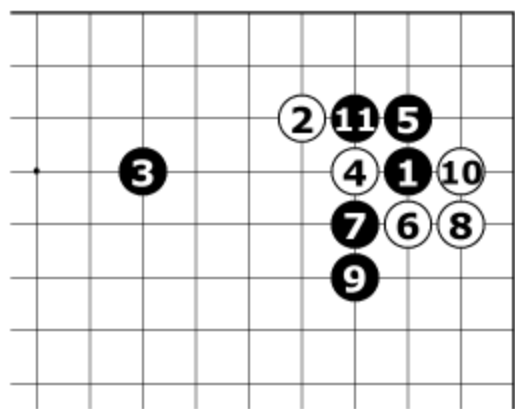
12 White continues with 'a'. White 'b' is a mistake.



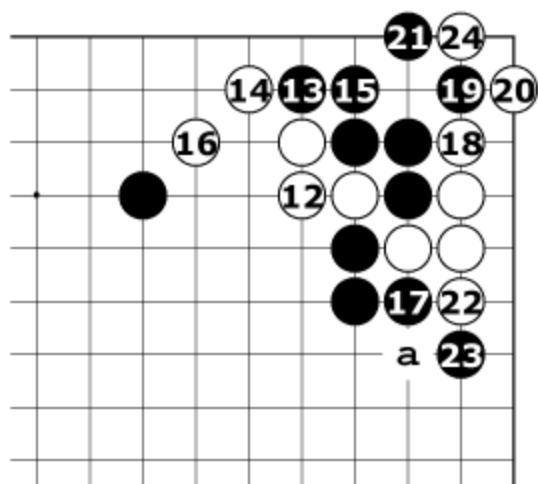
13 This position is the same as 2-1-8-3-1-1-1-3-2 (the previous variation). White continues with 'a', not 'b'.



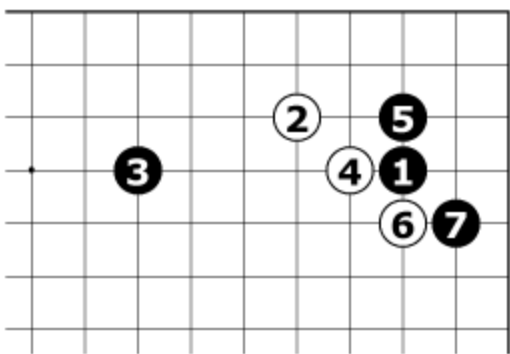
14 Black can now be captured.



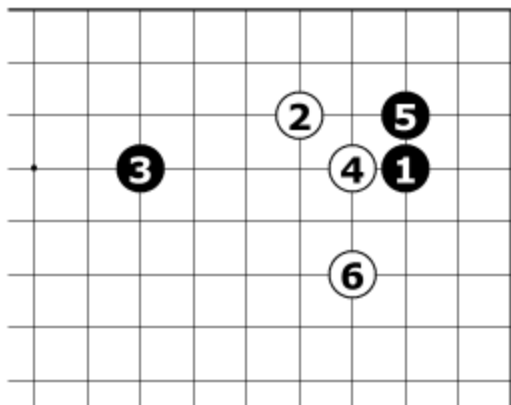
11 Black 11 is a mistake.



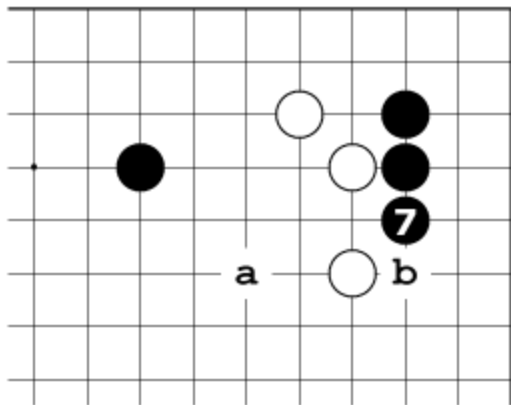
24 Usually this would be unreasonable for White, except that in this circumstance White has the ko threat of 'a'.



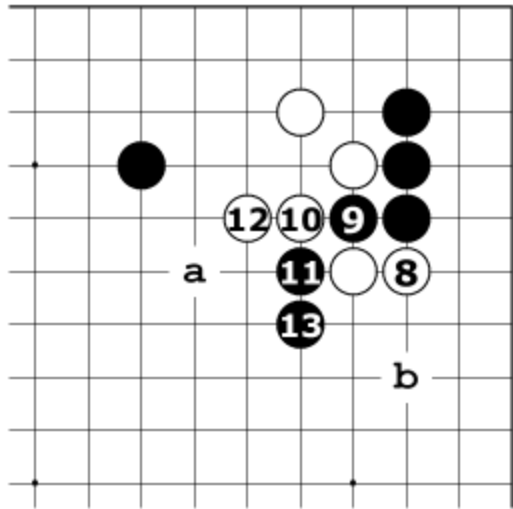
7 Black crawls along the "line of defeat" (the second line).



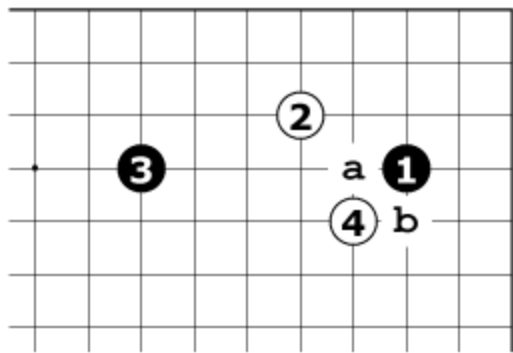
6 White 6 results in a loss locally.



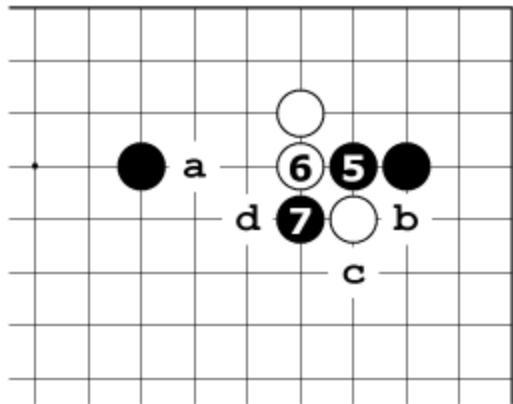
7 White 'a' is not very good, but White 'b' is unreasonable.



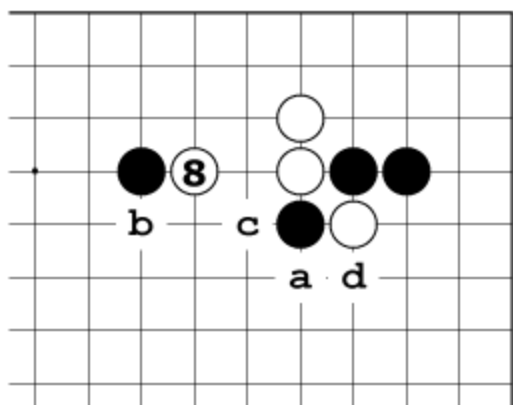
13 'a' and 'b' are miai for Black.



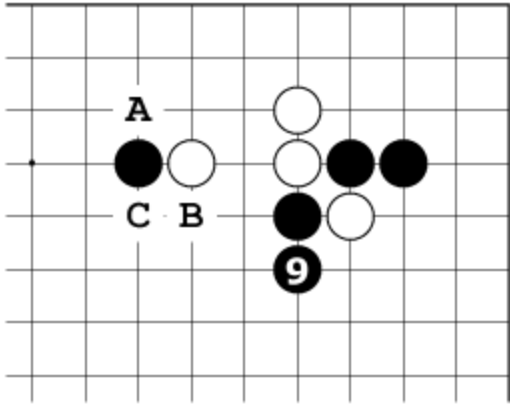
4 Black continues with 'a' * or 'b'.



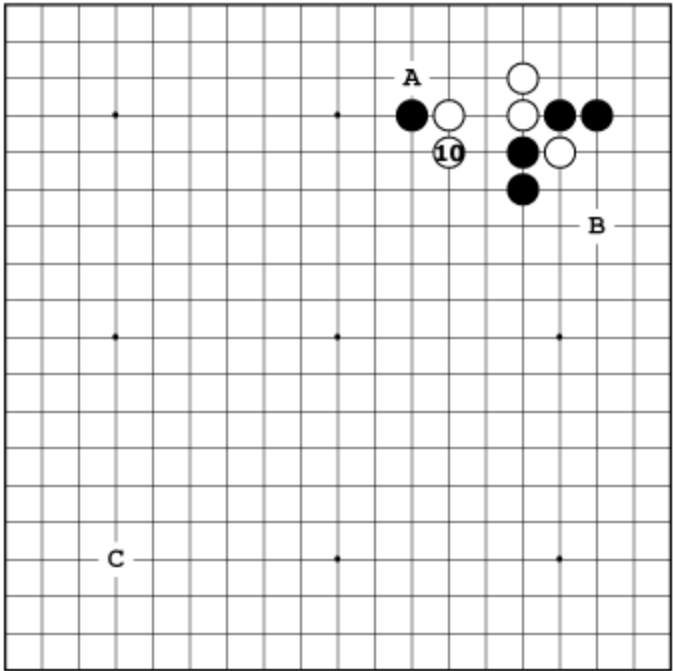
7 White 'a' * is joseki. White 'b' and 'c' are unreasonable, as Black lives in the corner and White is left with split groups. White 'd' is a mistake.



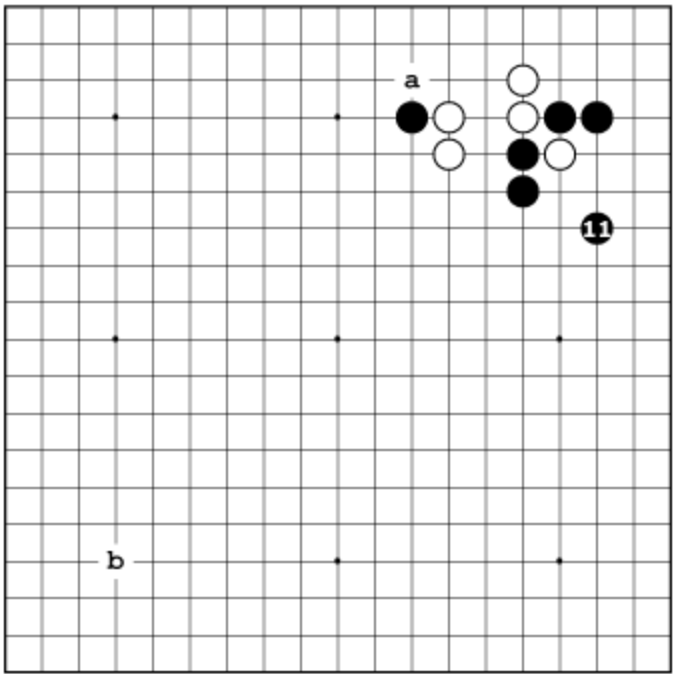
⑧ Black continues with 'a *' to 'c'. Black 'd' is a mistake.



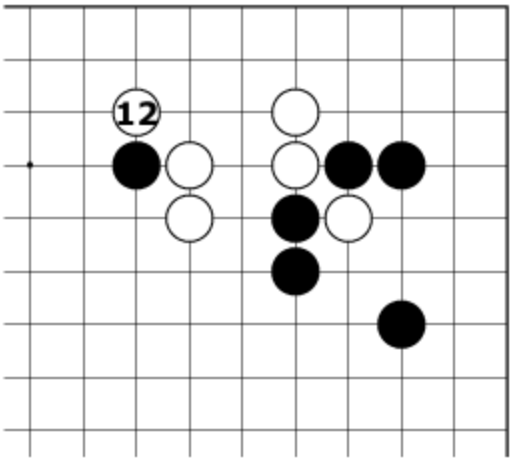
⑨ 'A', 'B' or 'C'.



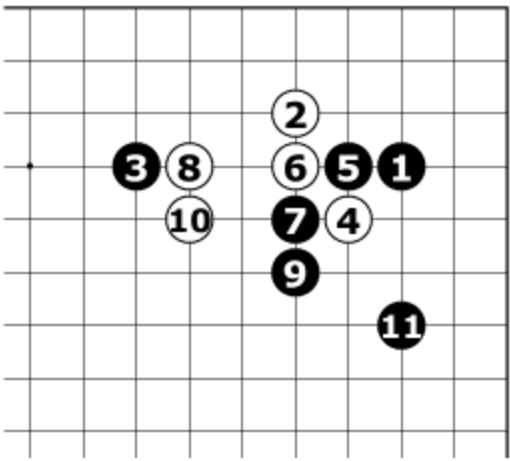
⑩ Black continues with 'A' or 'B *'. Playing elsewhere 'C' is a mistake.



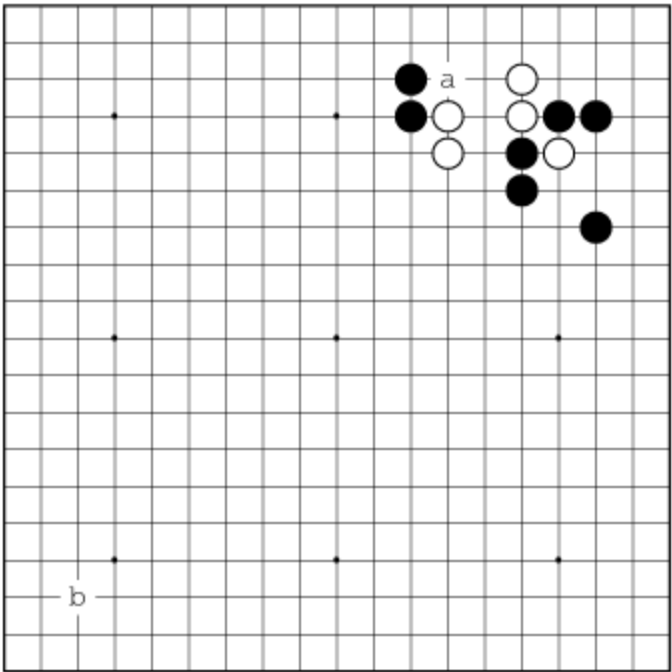
⑪ White continues at 'a *'. White should not play elsewhere ('b').



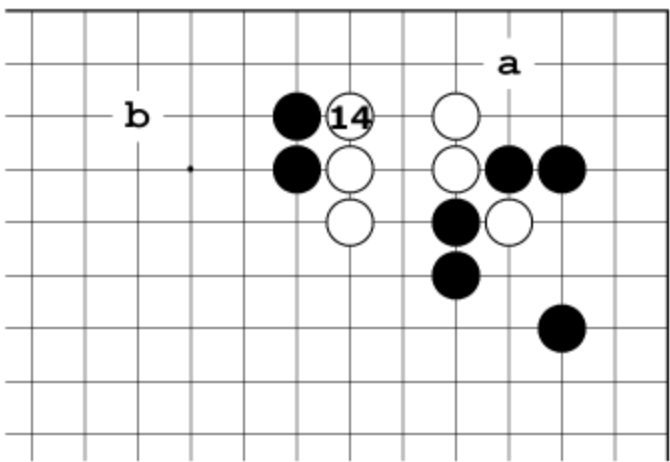
⑫ * GOOD VARIATION *



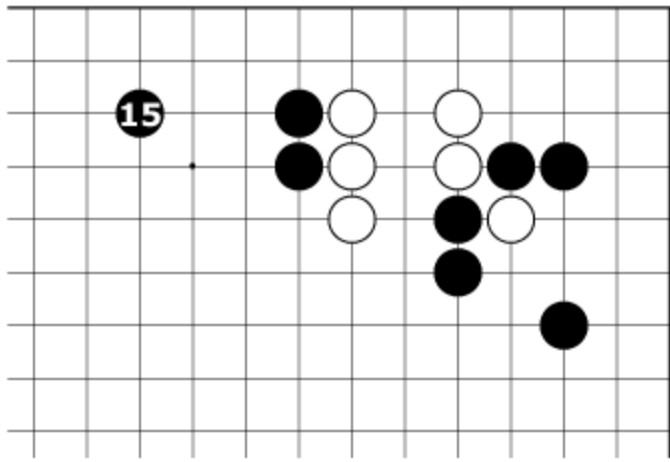
⑬ White plays elsewhere, a mistake.



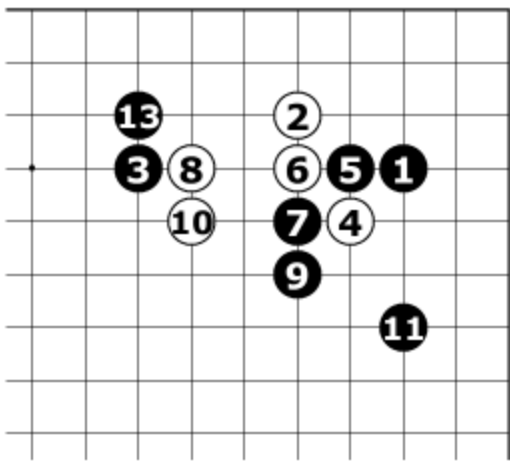
⑭ White continues with 'a'. Playing elsewhere ('b') is a mistake.



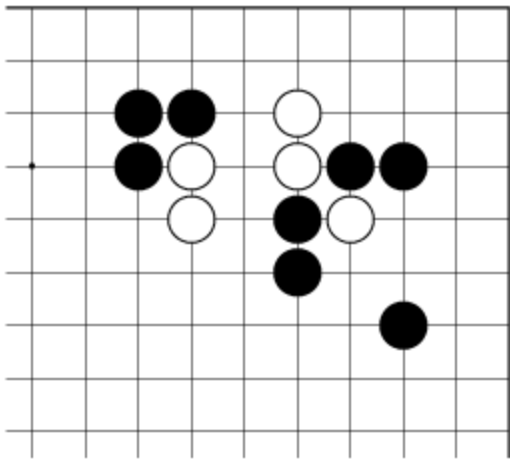
⑮ Black continues at 'a'. Black 'b' and White settles himself.



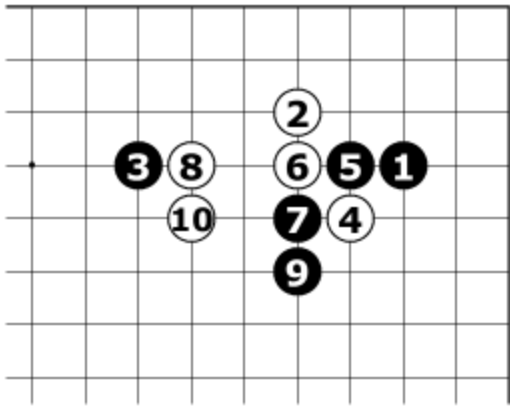
⑯ Black 15 lets White settle himself in the corner.



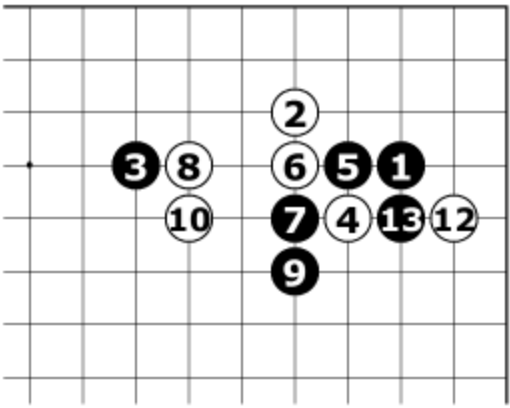
⑰ White plays elsewhere again, a mistake.



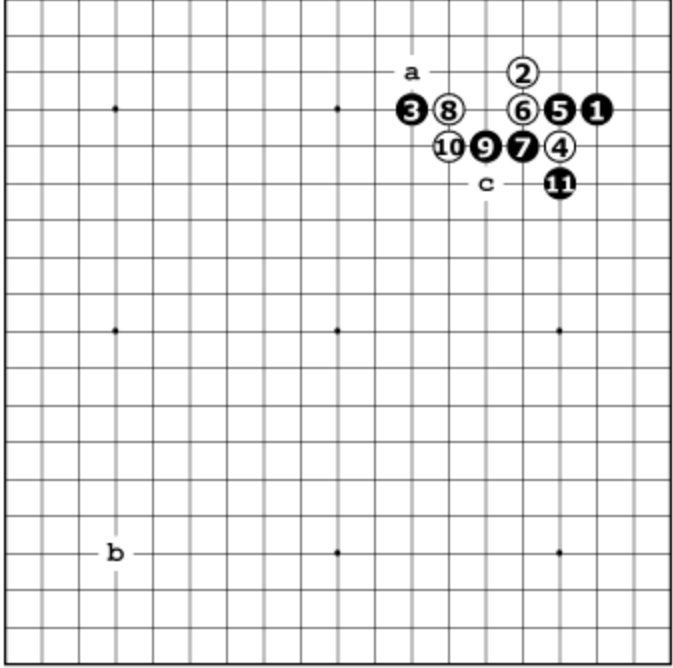
⑱ White is in serious trouble in this corner.



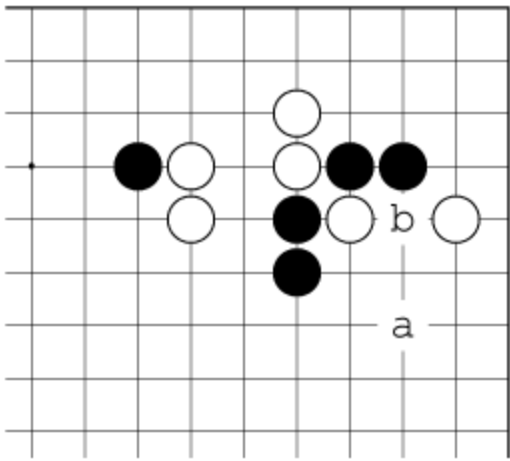
11 Black plays elsewhere.



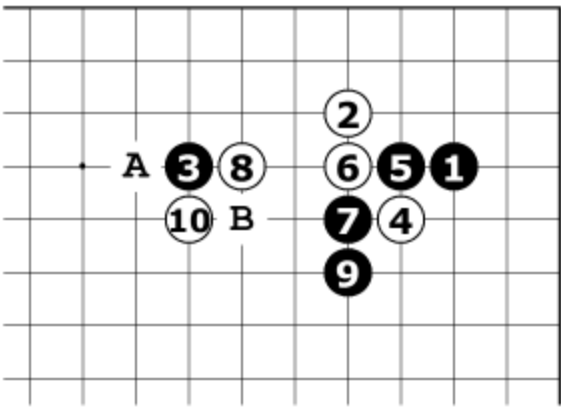
13 Black 13 is a mistake.



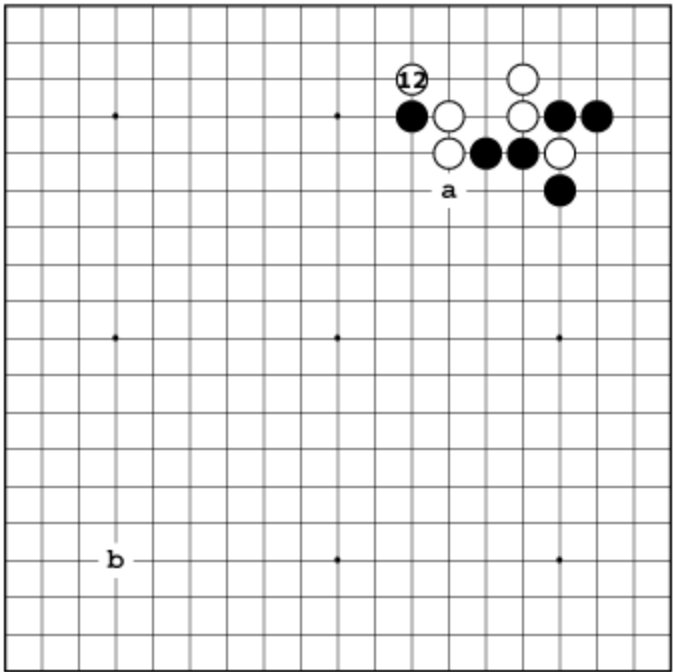
11 White continues with 'a'. It is a serious mistake to play elsewhere ('b'). White 'c' is unreasonable.



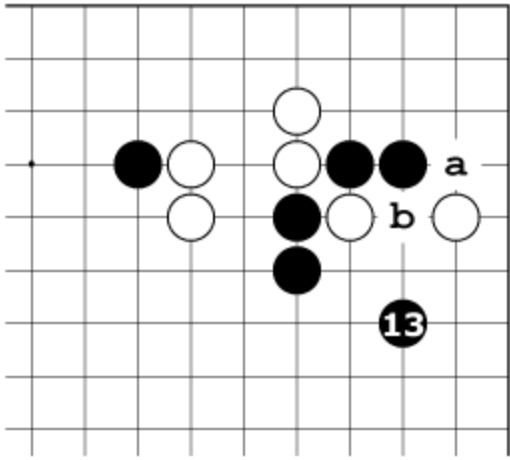
12 Black continues at 'a'. Black 'b' is a mistake.



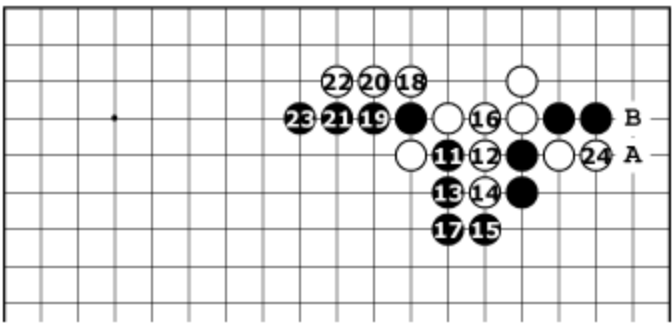
10 'A' or 'B'.



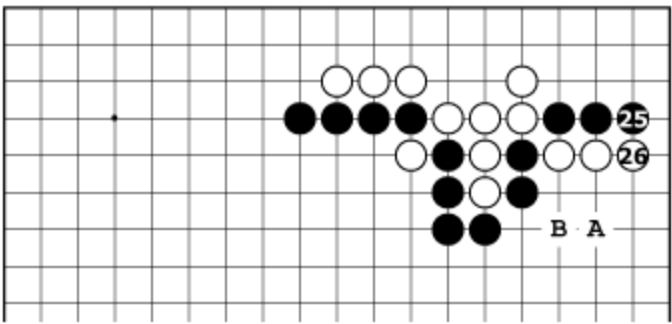
12 Black continues with 'a', or plays elsewhere 'b'.



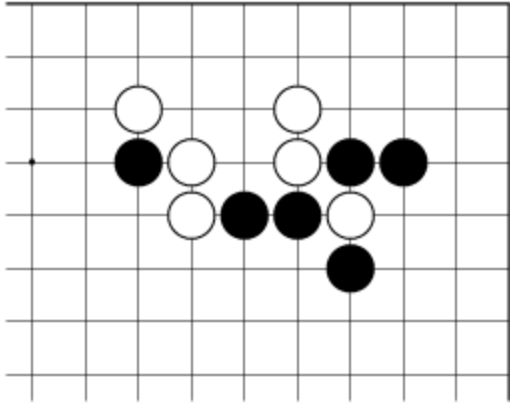
13 White continues at 'a', not 'b'.



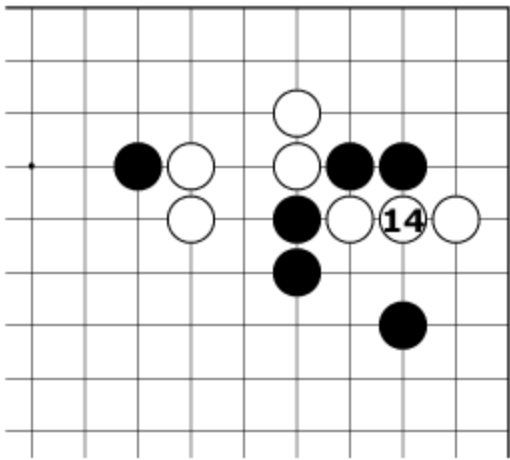
24 'A' or 'B'.



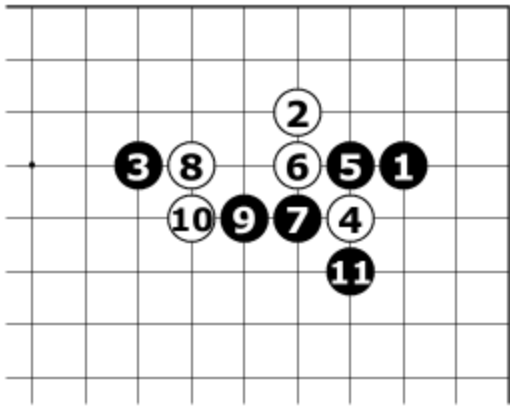
26 'A' or 'B'.



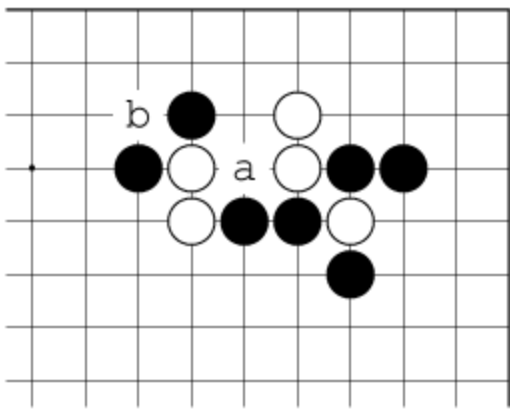
13 Black plays elsewhere.



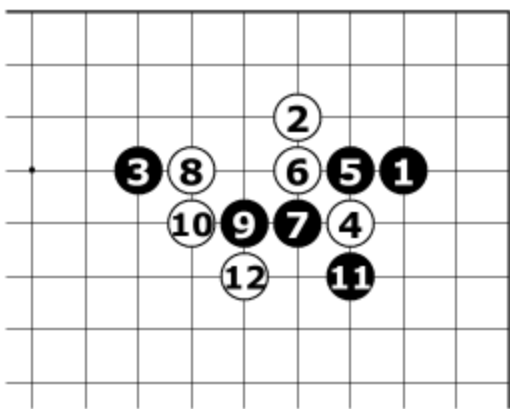
14 White 14 is a mistake.



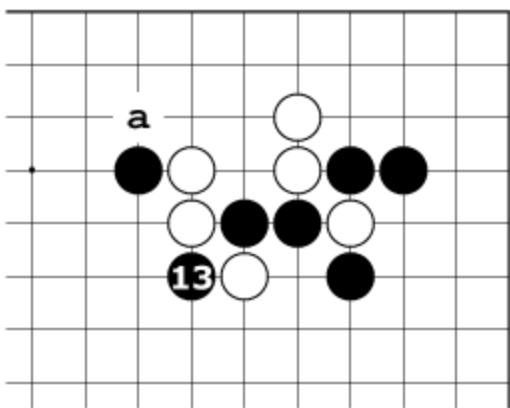
12 White plays elsewhere, a mistake.



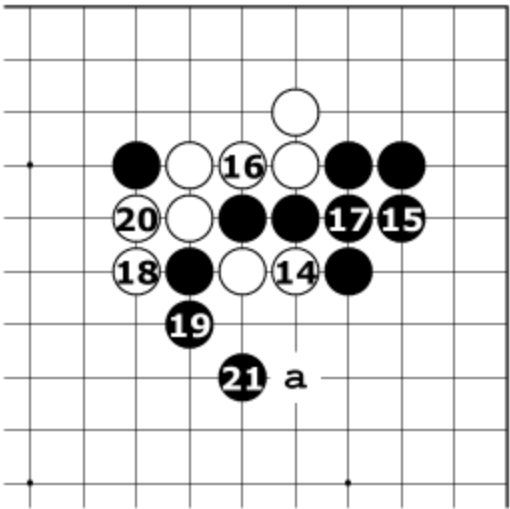
13 White continues at 'a'. White 'b' is worse.



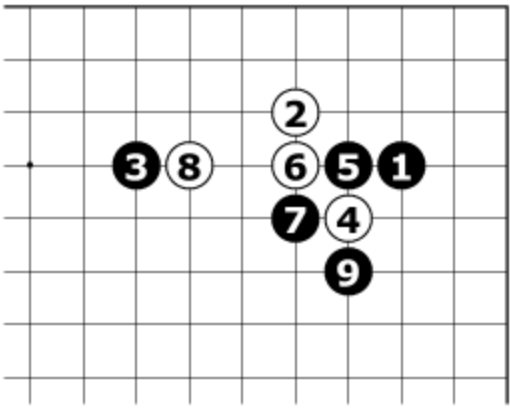
12 White 12 is unreasonable.



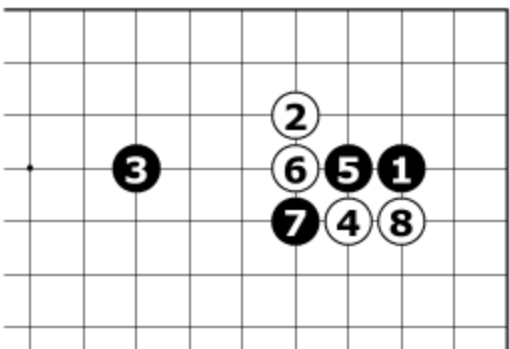
13 Without the White stone at 'a', Black can cut.



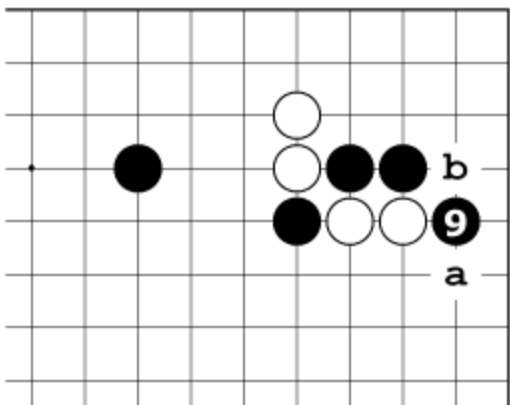
21 Black could also play at 'a'.



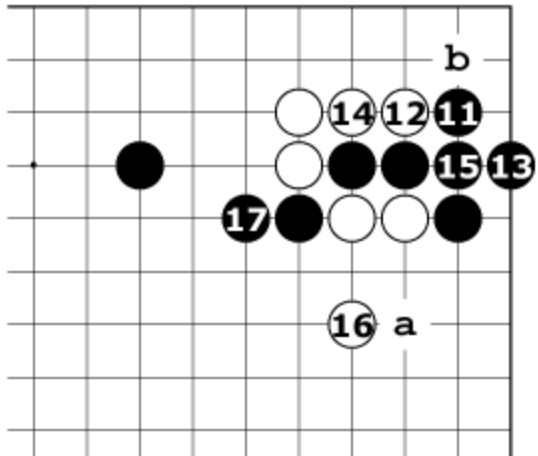
9 Black 9 is a mistake, as it gives White good shape.



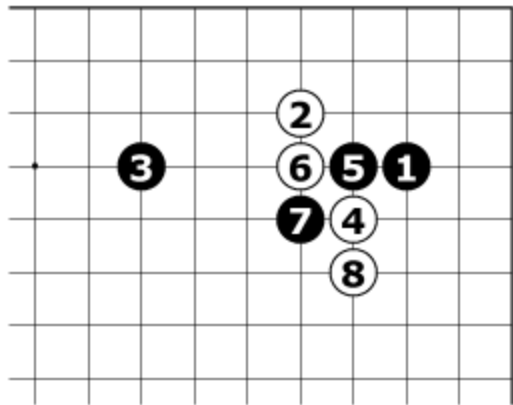
8 White 8 is unreasonable.



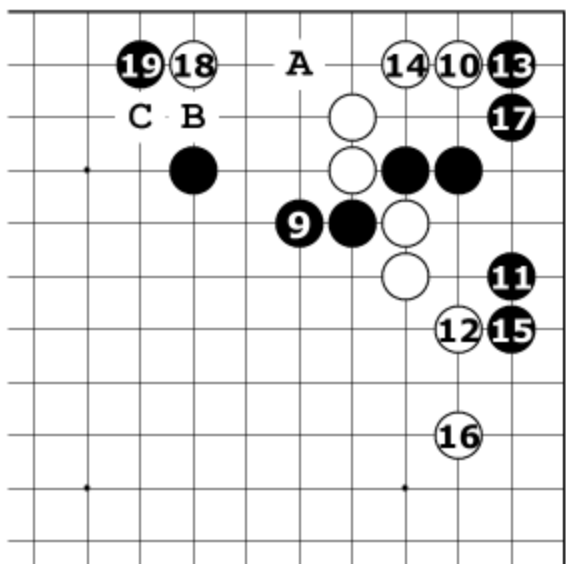
9 White can try 'a' or 'b'.



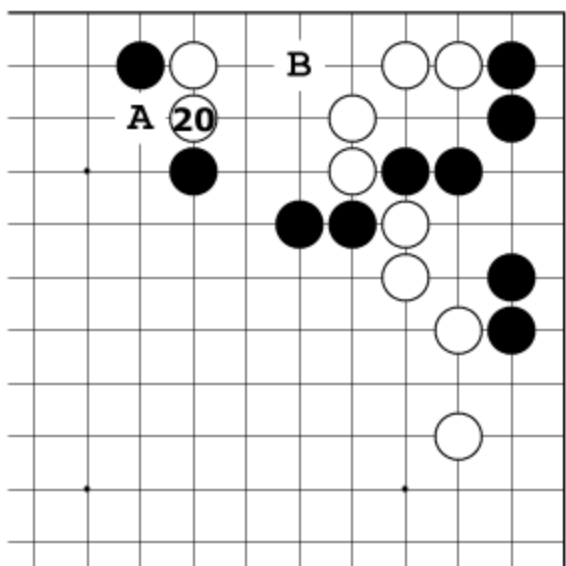
17 White may try 'a' or 'b'.



8 White 8 is unreasonable.

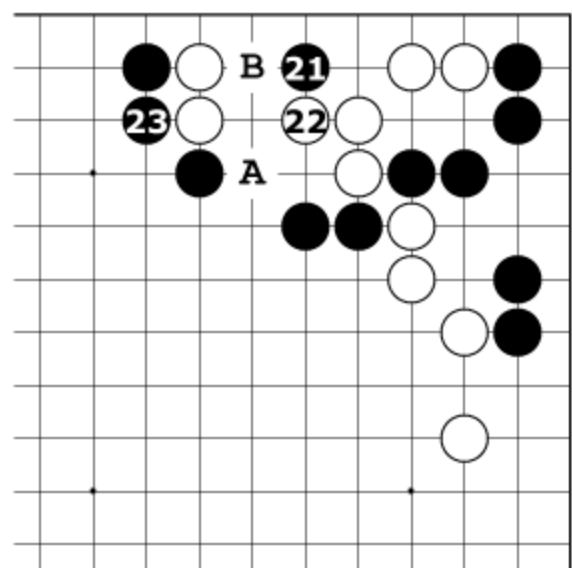


19 White tries to live with 'A' or 'B' or goes outside with 'C'.

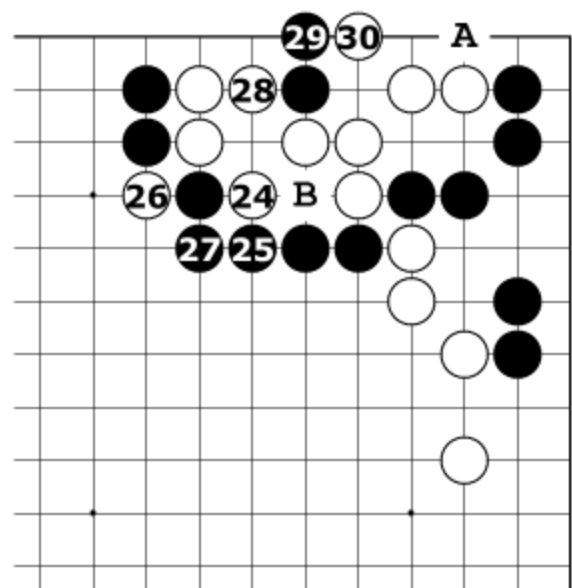


20 'A' is usual, 'B' just gives

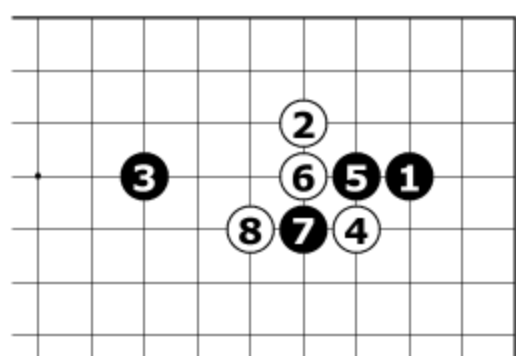
White a cut outside.



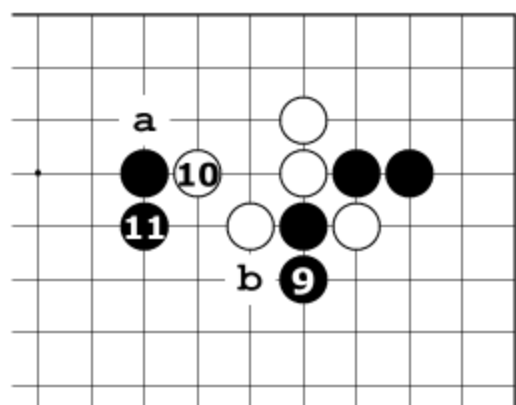
23 'A' is correct, 'B' fails to punish.



30 'A' or 'B' don't kill.

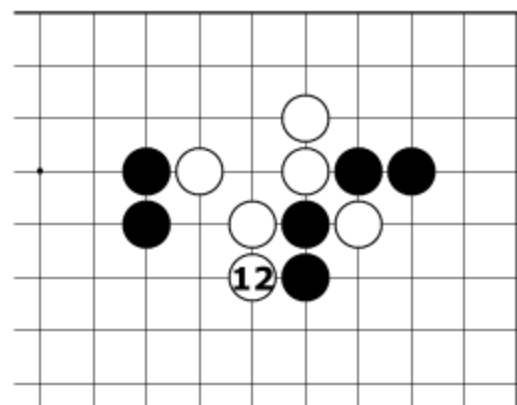


8 White 8 is a mistake.

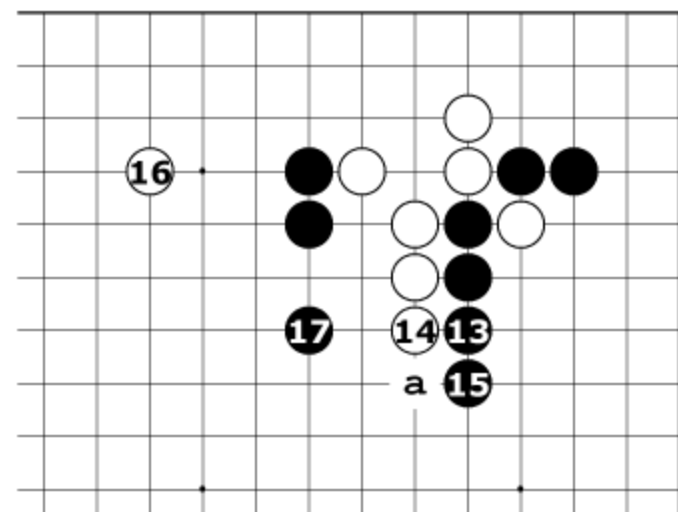


11 White continues with 'a' to

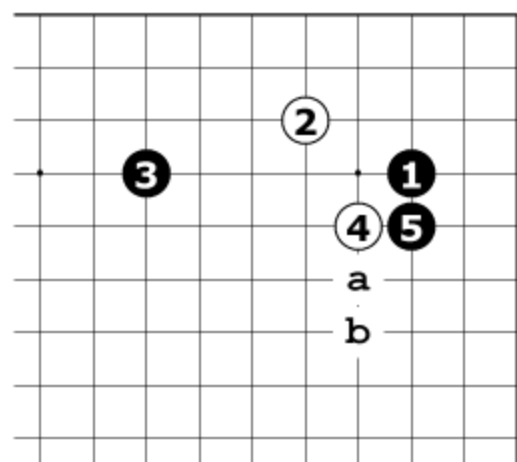
settle himself. White 'b' is a mistake.



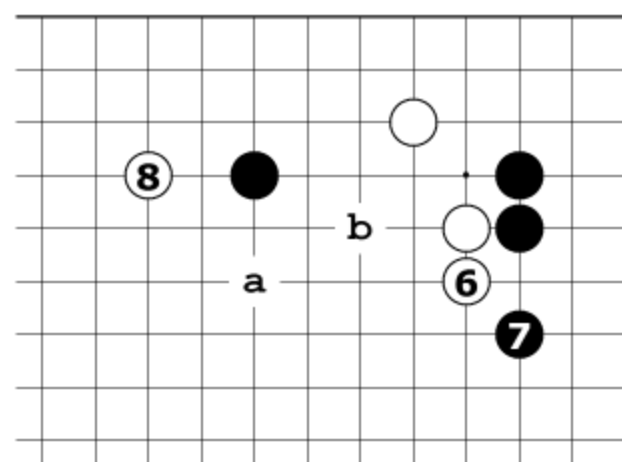
12 White 12 is a mistake.



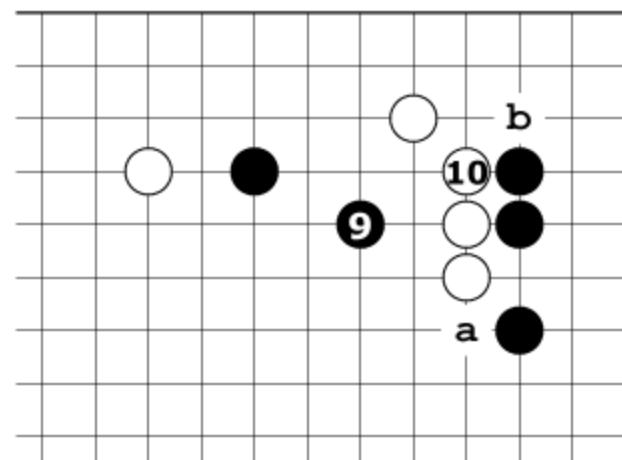
17 After Black 17, White must play 'a', making matters worse.



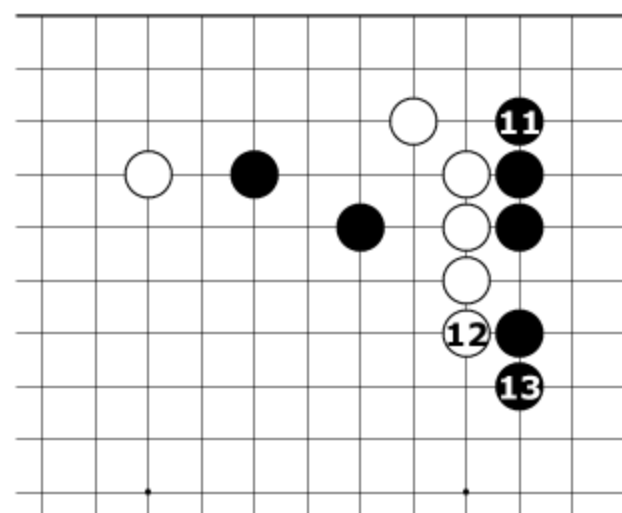
5 White continues with 'a' or 'b'.



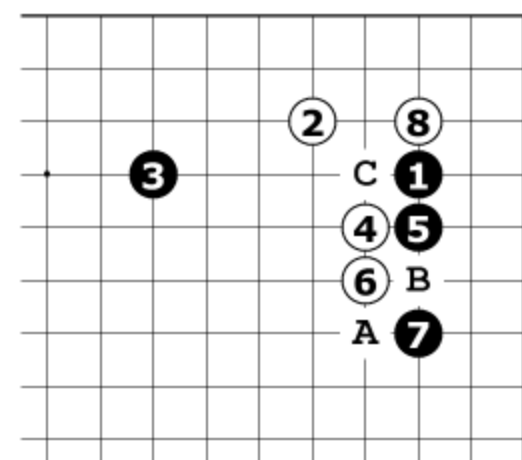
8 Black continues with 'a' or 'b'.



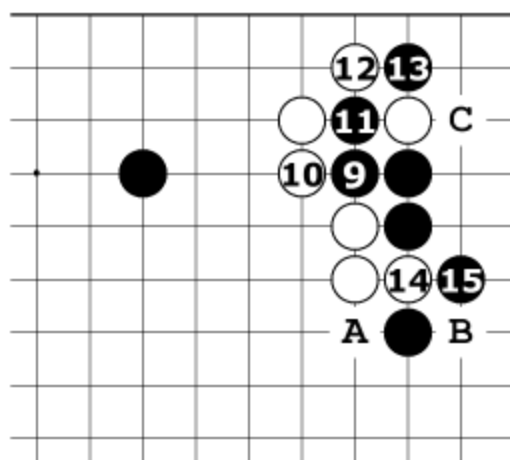
10 Black continues with 'a' for thickness, 'b' for territory.



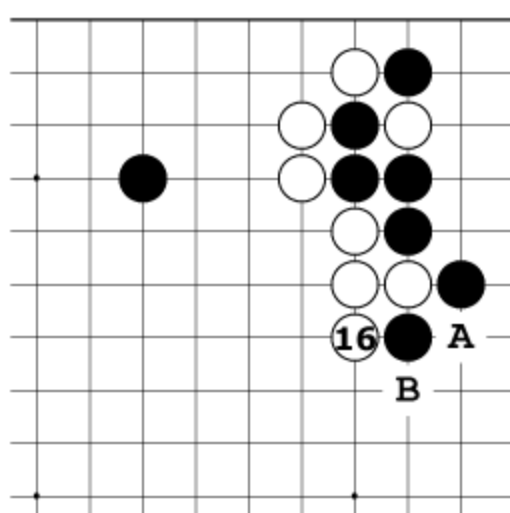
13 White continues by attacking the two black stones.



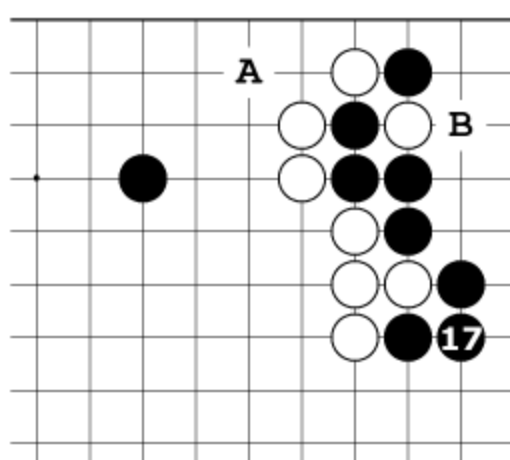
8 Black 'A' influences the right side with 'A'. 'B' takes safe territory on the right side. If Black has the ladder 'C' takes the corner for influence.



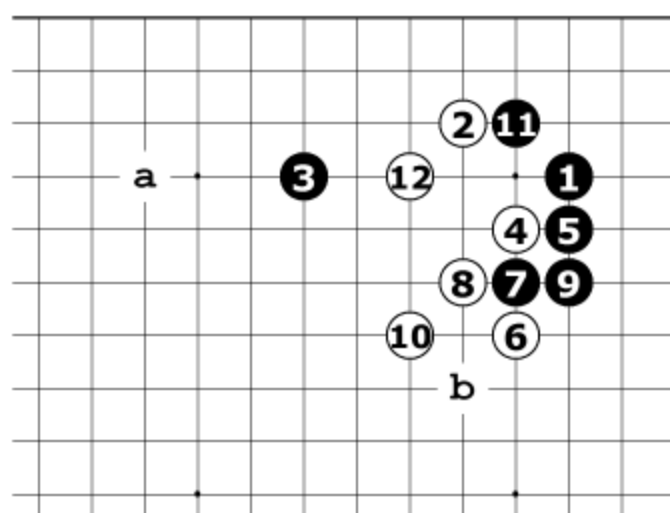
- 15 'A' is correct.
'B' depends on the ladder.
'C' is a disaster.



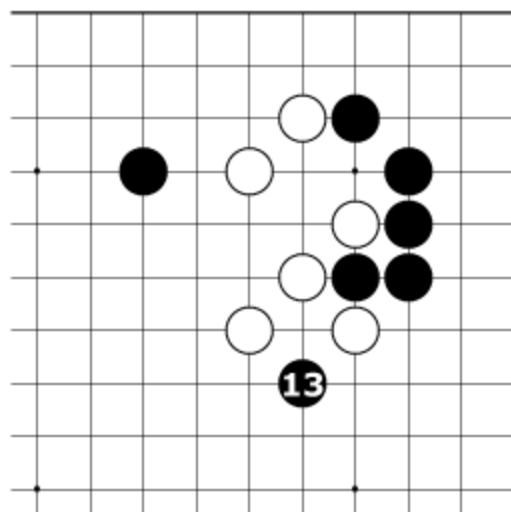
- 16 'A' is correct, 'B' is possible with the ladder, but not recommended.



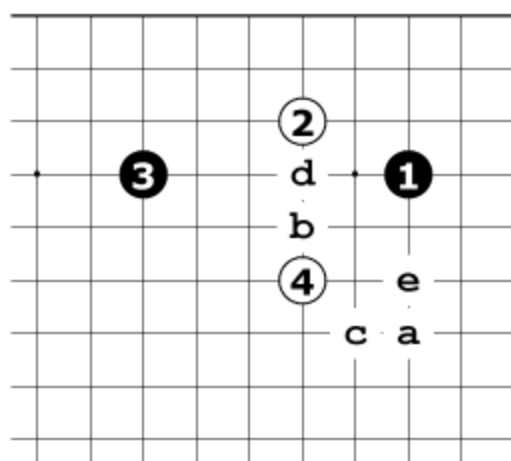
- 17 'A' takes the top side. 'B' sacrifices for a huge wall.



- 12 Black continues with 'a' or 'b'.

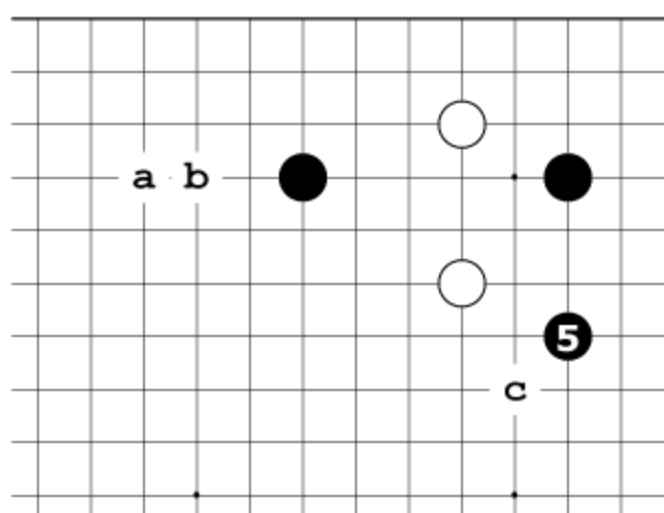


- 13 Black 13 prevents White from block on the right side, at the expense of being thin from Black 3.

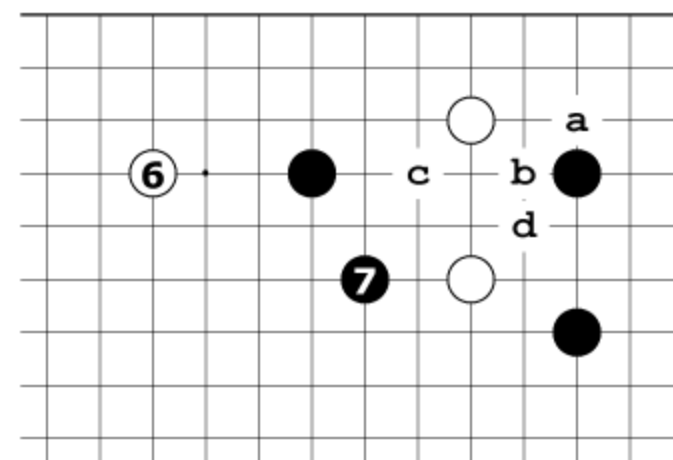


- 4 White 4 can be considered orthodox. Black responses range from 'a *', 'b *', 'c *' or 'd'.

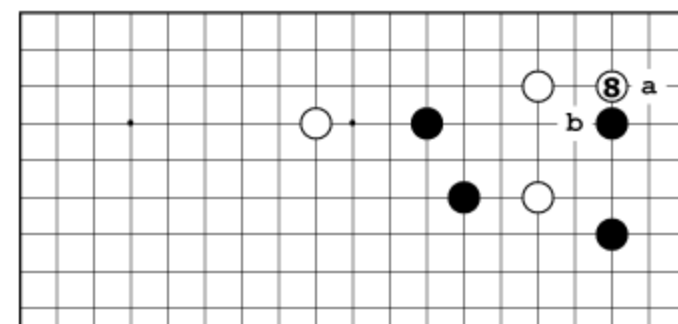
Black 'e' is slow, but solid.



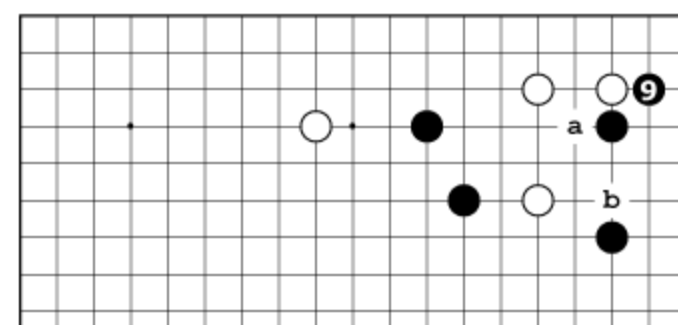
- 5 White continues with 'a *' to 'c *'.



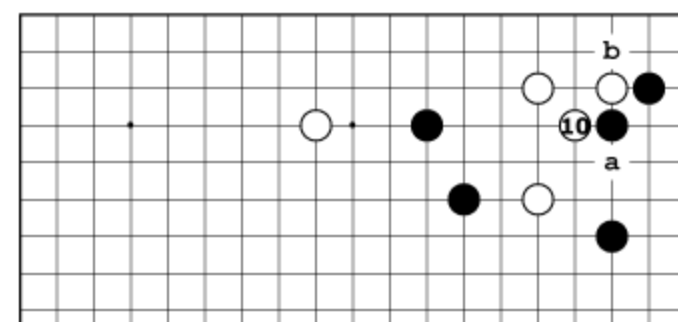
- 7 White continues with 'a *', 'b *' to 'd'.



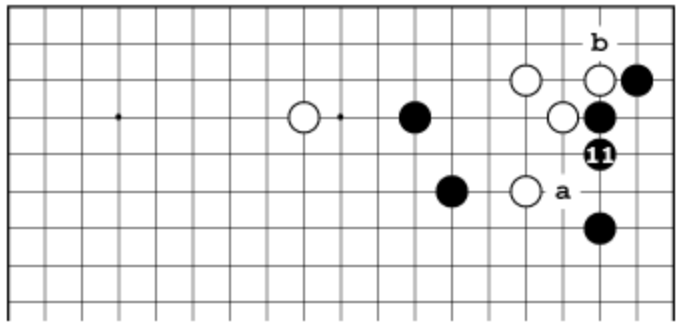
- 8 Black continues with 'a *' or 'b'.



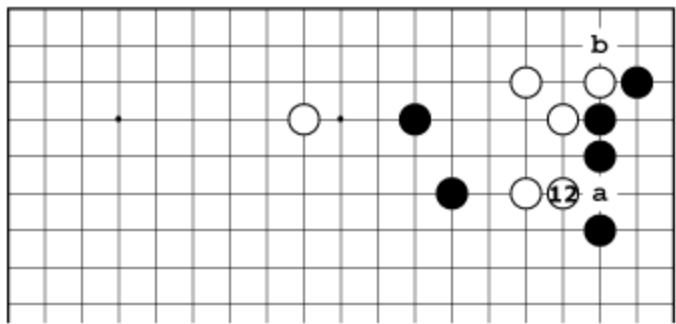
- 9 White continues with 'a *'. White 'b' is a trick play.



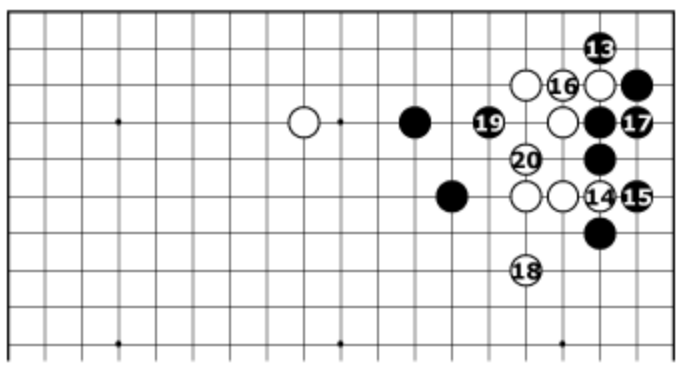
- 10 Black continues with 'a*' or 'b'.



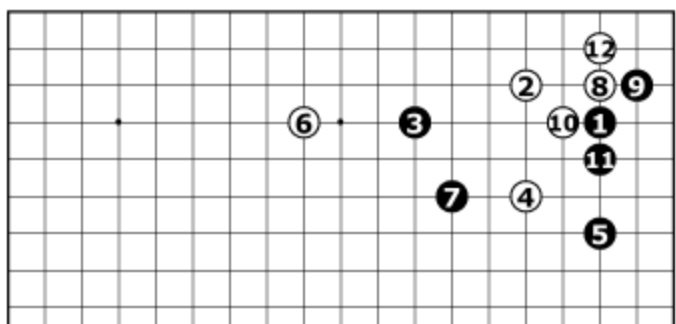
11 White continues with 'a *'. White 'b' is a mistake.



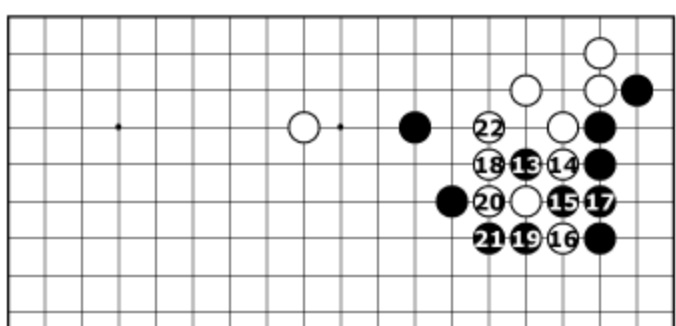
12 Black continues with 'a' or 'b *'.



20 * GOOD VARIATION *

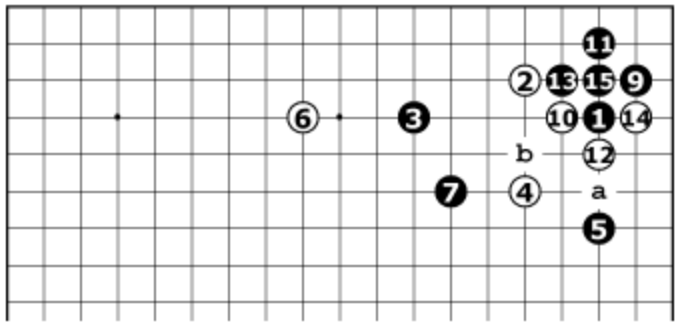


12 White 12 is a mistake.

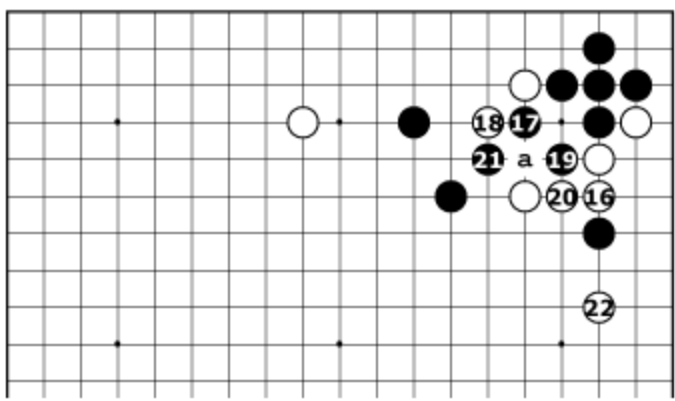


22 White must play 22. Letting

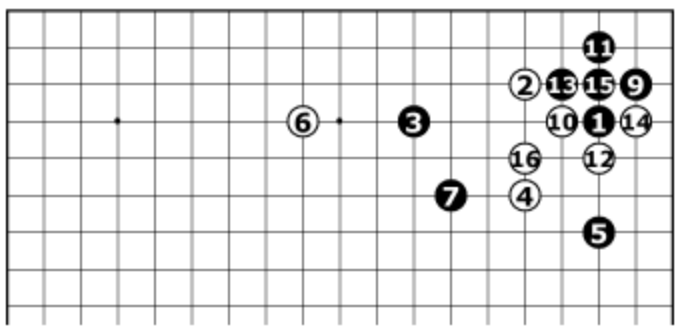
Black play 22 is terrible.



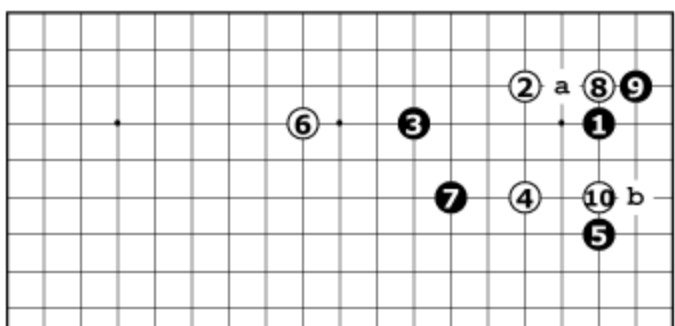
15 White continues with 'a'. White 'b' is not recommended.



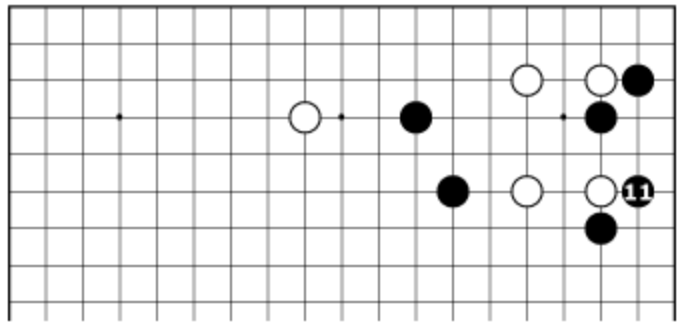
22 White leaving the cut at 'a' until necessary is correct.



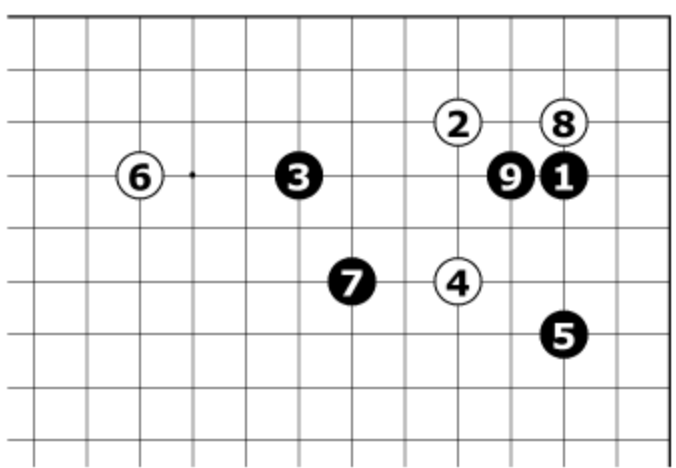
16 White 16 is not recommended.



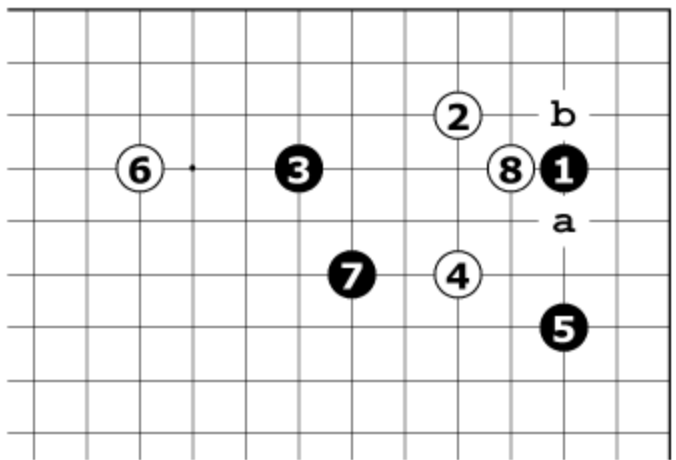
10 Black continues with 'a'. Black 'b' is a mistake.



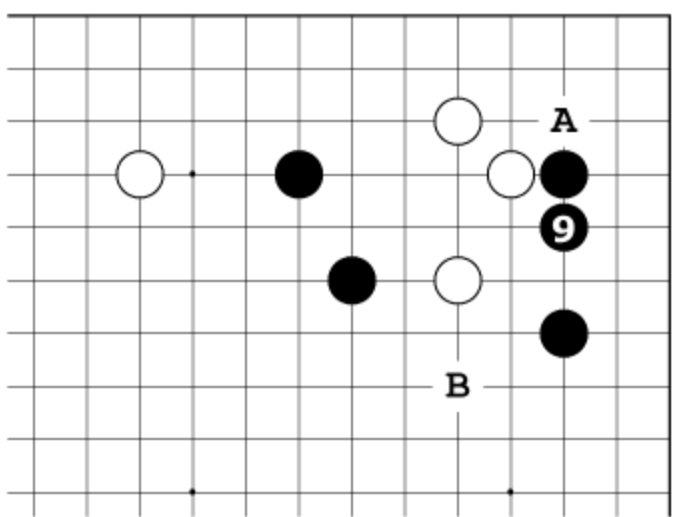
11 Black 11 is just what White wants.



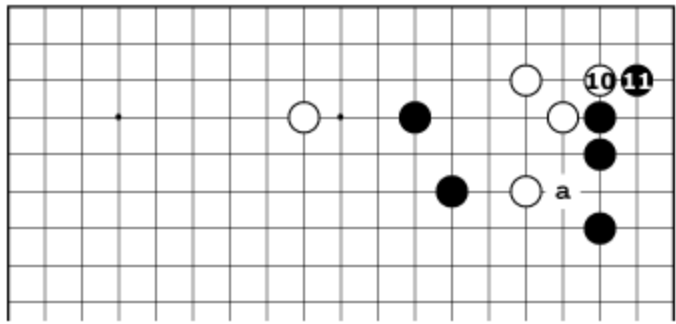
9 Black's strategy is to build thickness. White gets profit in sente.



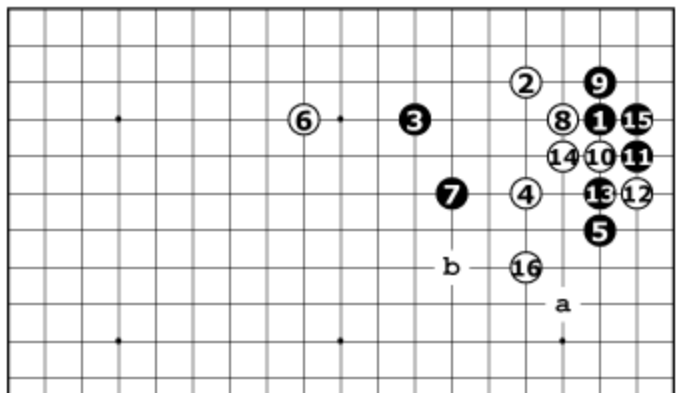
8 Black continues with 'a' or 'b *'.



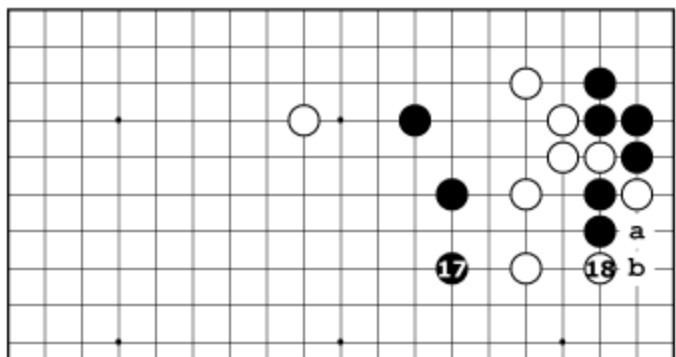
9 'A' or 'B'.



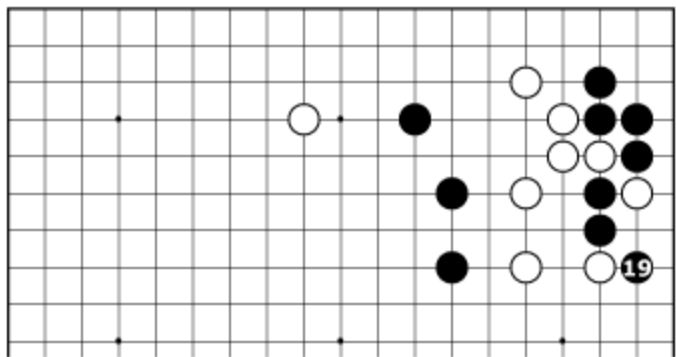
11 This position is the same as 2-1-8-5-1-1-1-1-1-1. See that variation for continuation (at 'a').



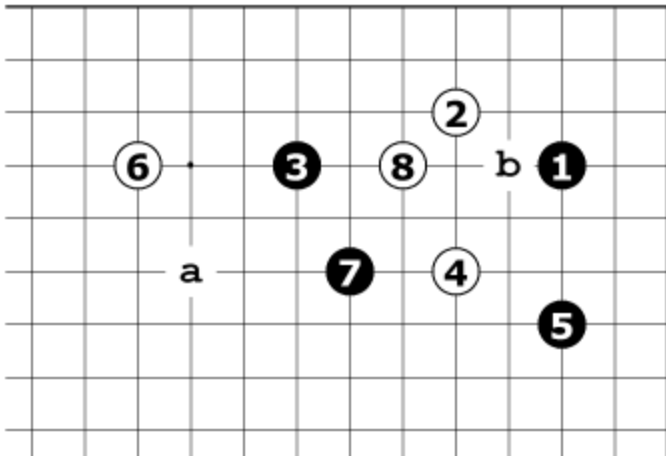
16 * GOOD VARIATION *
Black continues with 'a'. Black 'b' is not recommended.



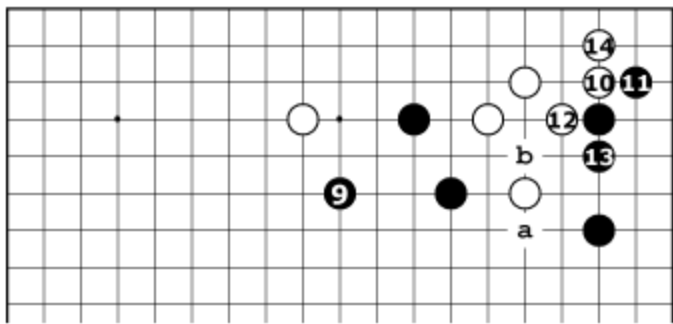
18 Black 'a' is correct. Black 'b' is not recommended.



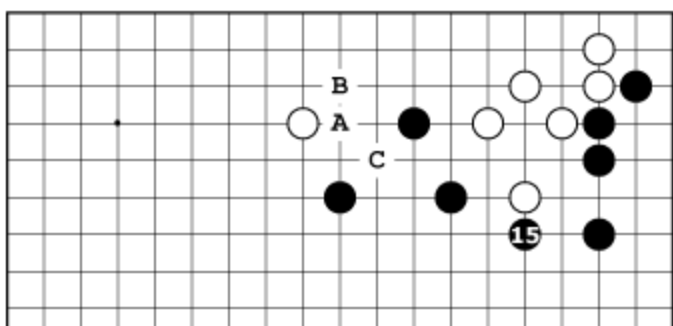
19 Black 19 is not recommended.



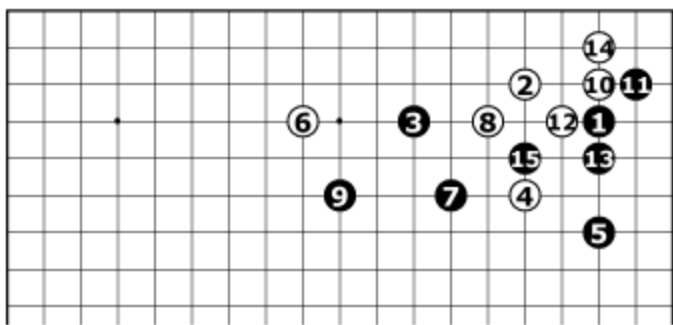
8 Black continues with 'a' or 'b'.



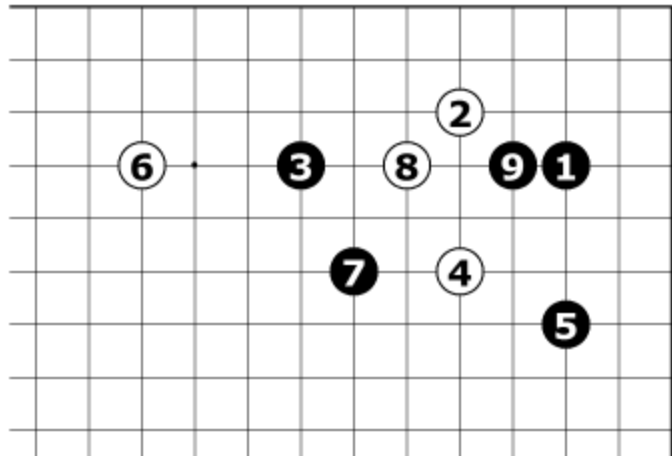
14 Black can play 'a', but because of the diagonal move (White 8), Black cannot play 'b'.



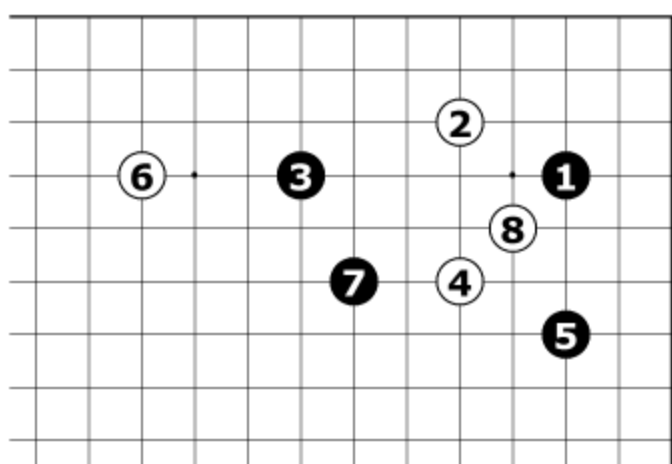
15 Black 15 seals White in, but White lives comfortably. Continuations in the middle top side later: Black 'A' or White 'B'. White 'C' is not recommended.



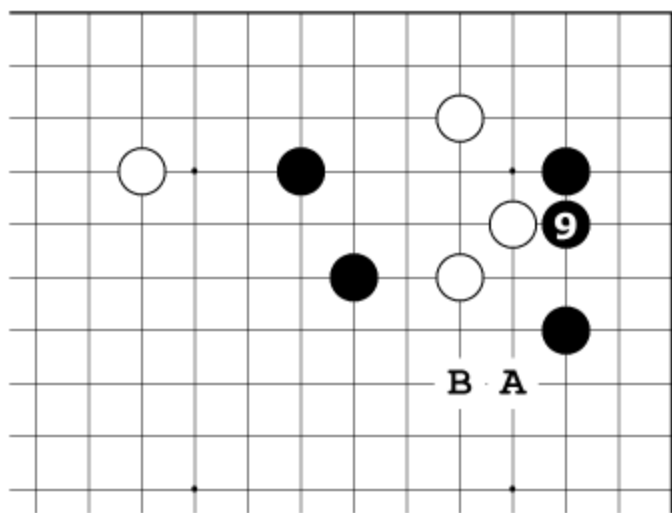
15 Black 15 is a mistake.



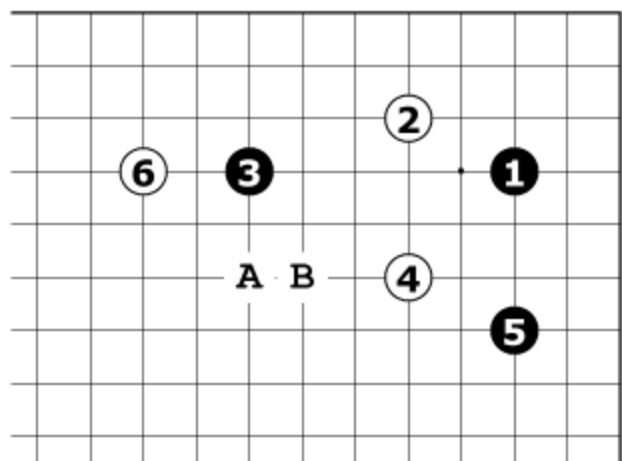
9 Black must have the ladder (shicho) to play this way.



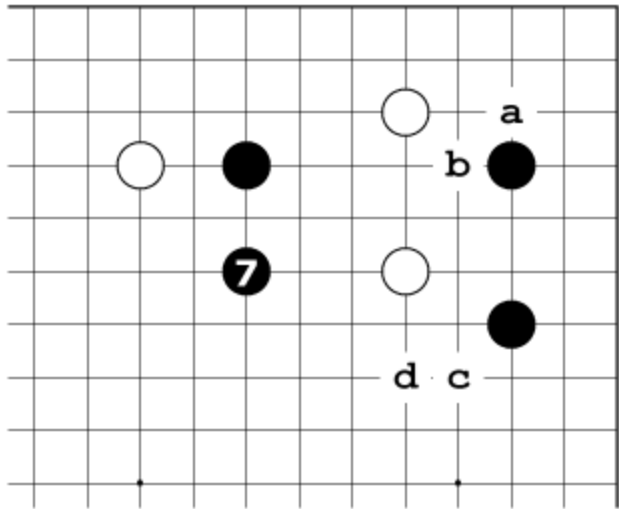
8 White 8 was invented by Sakata Eio.



9 'A' or 'B'.

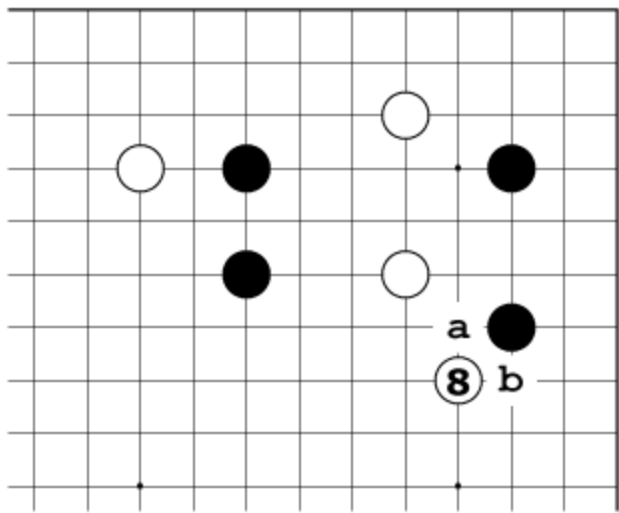


6 'A' or 'B'.

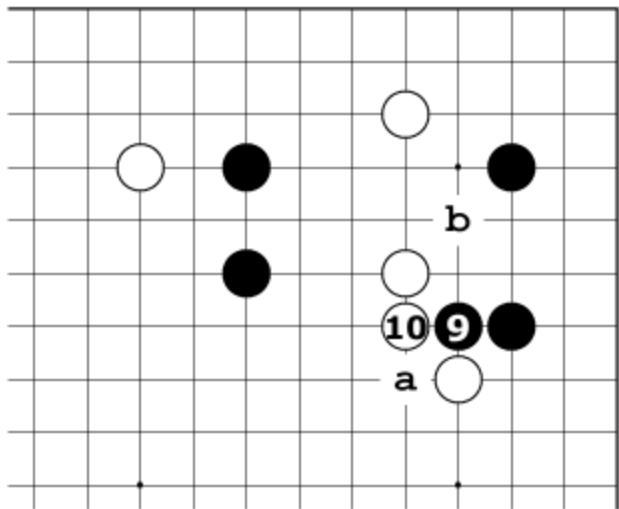


7 White 'a' or 'b' follow. For 'a' and 'b', see the variations with White 6 one point more to the left. These moves give the same result as other variations. For 'a' here is given only a variation with a small difference at the end to White 6 one point more to the left.

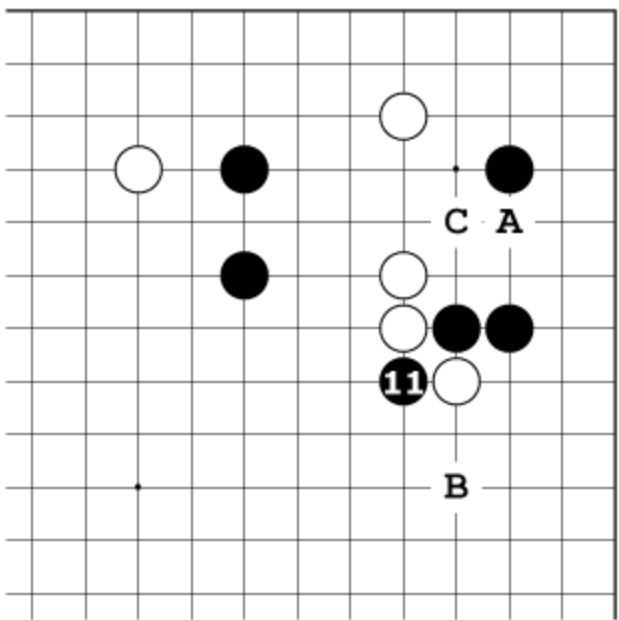
White 'c' is possible. White 'd' is not recommended..



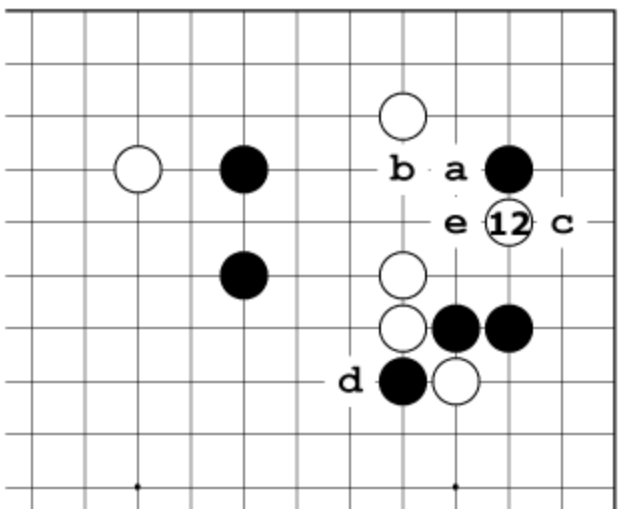
8 Black continues with 'a'. Black 'b' is weak.



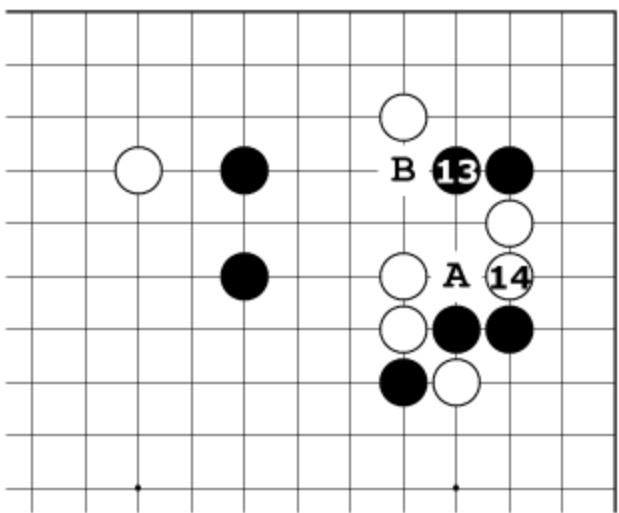
10 White continues with 'a' or 'b'.



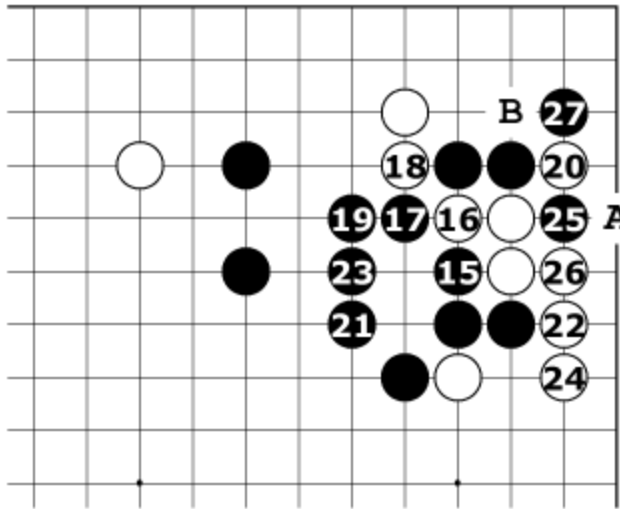
11 'A' and 'B' are correct, 'C' is a mistake.



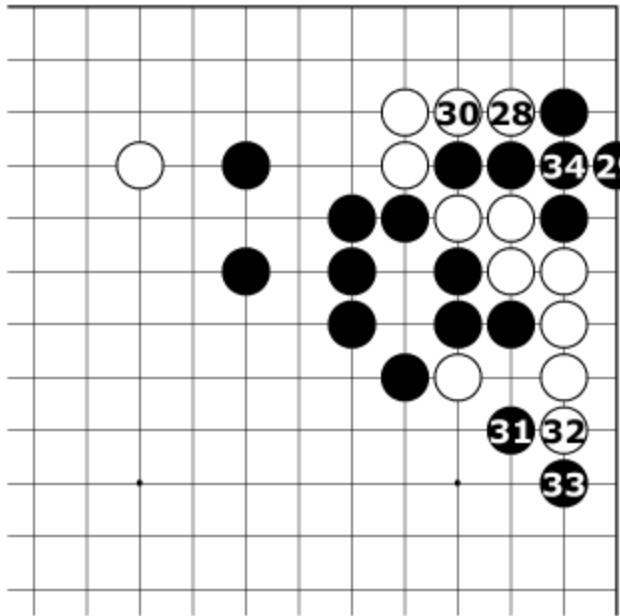
12 Black continues with 'a' to 'e'.



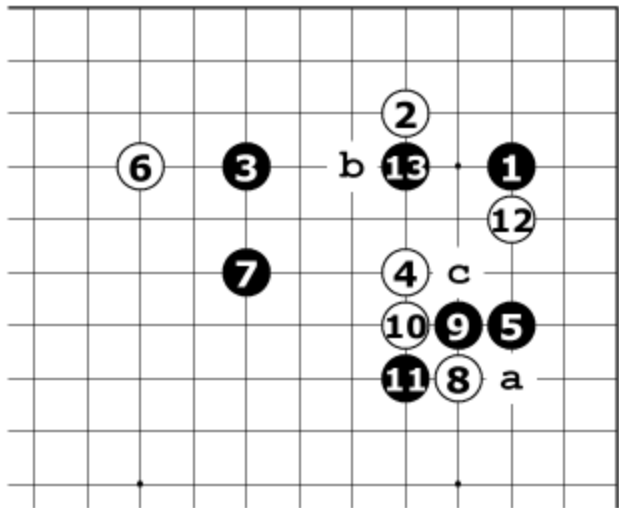
14 'A' or 'B'.



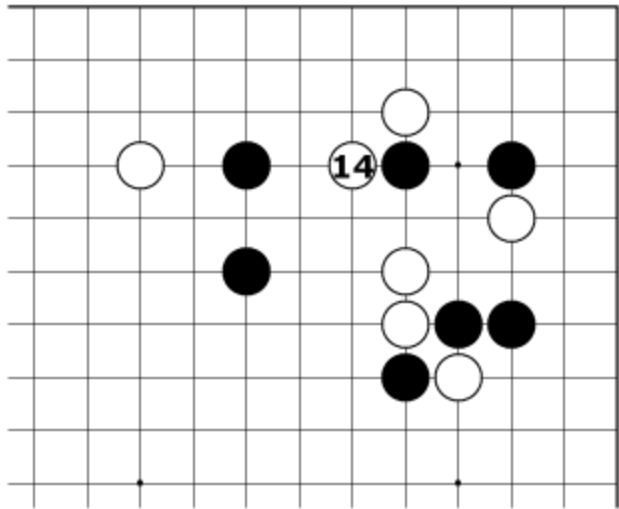
27 'A' or 'B'.



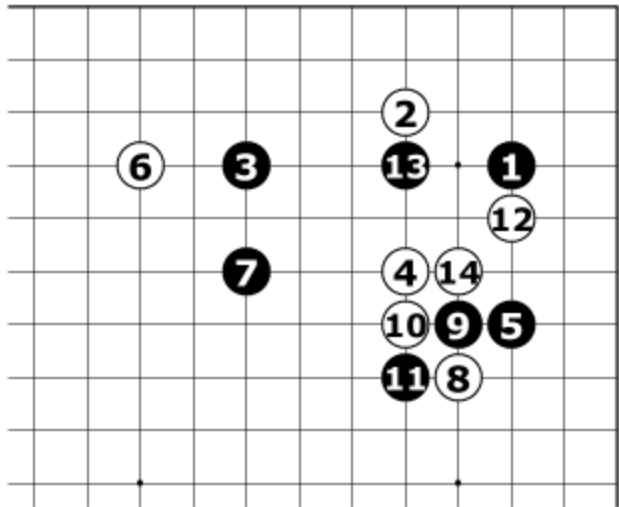
34 Later



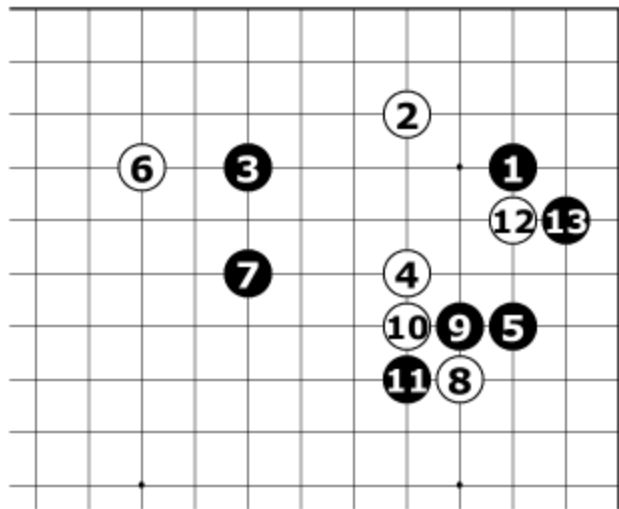
13 White continues with 'a'. White 'b' is a mistake. White 'c' is also not recommended.



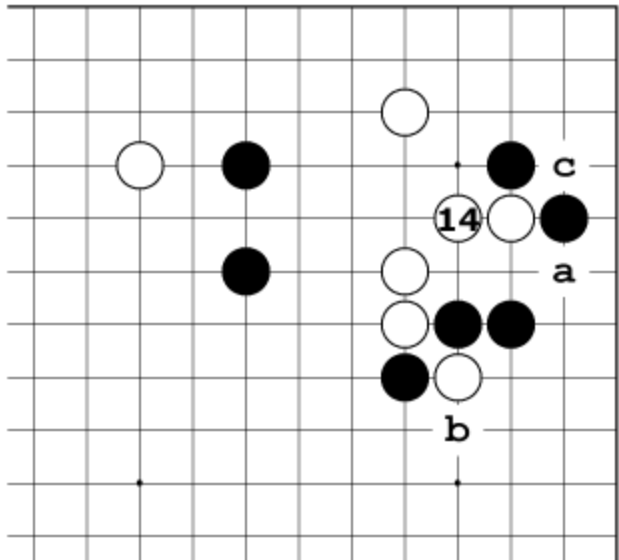
14 White 14 is a mistake.



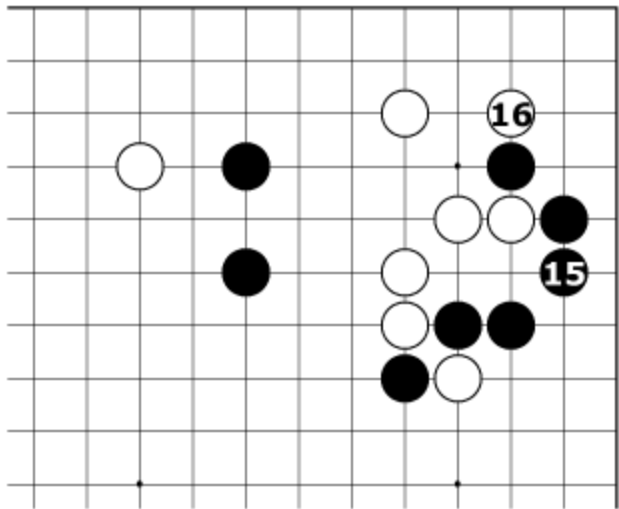
14 White 14 was played by Otake Hideo against Rin Kaiho in a 1973 Japanese TV game. White ends up taking a small corner, giving Black superior thickness.



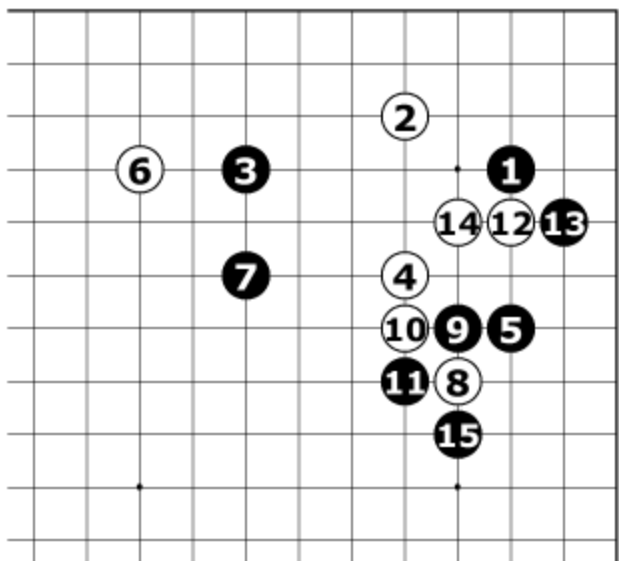
13 This was the most common response when this pattern first appeared.



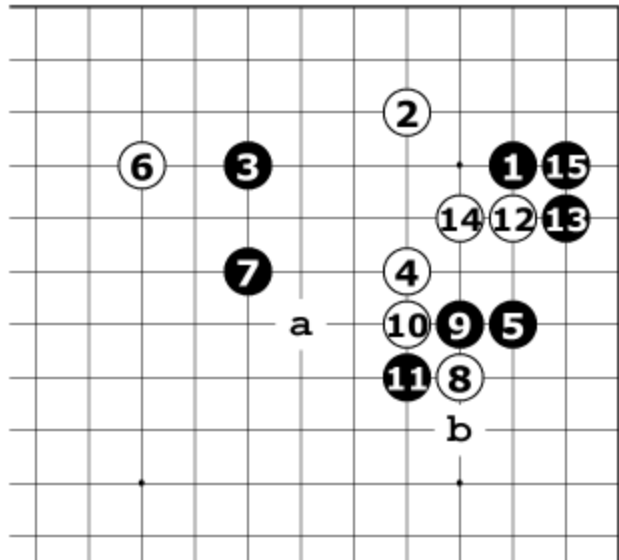
14 Black continues with 'a' to 'c'. White 'a' and 'c' are peaceful, while 'b' is fierce.



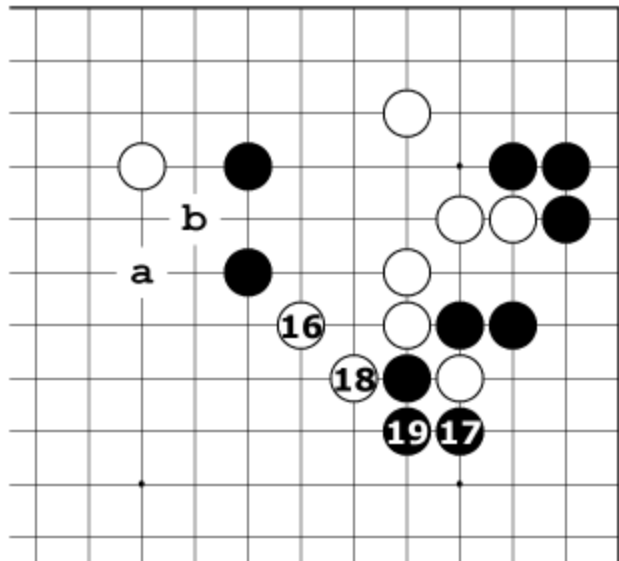
16 White 16 is painful for Black to endure.



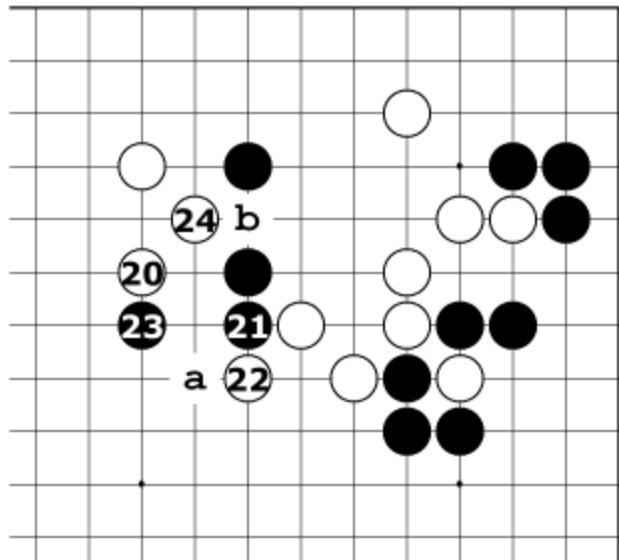
15 Black 15 results in a severe fight.



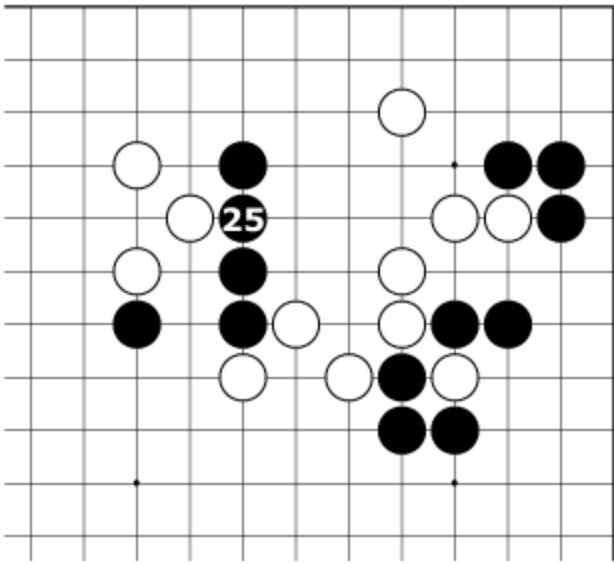
15 White continues with 'a'. White 'b' is not recommended.



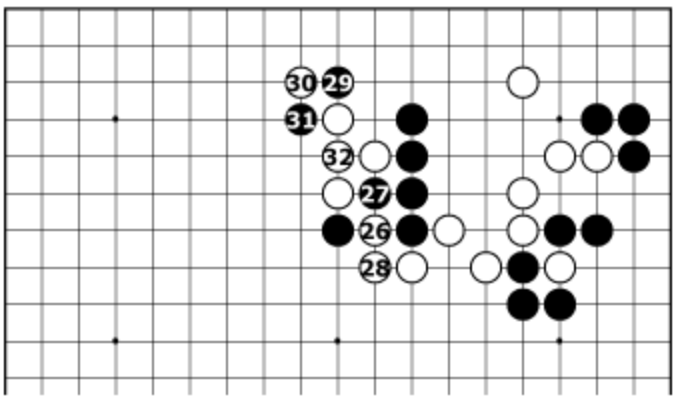
19 White continues with 'a'. White 'b' is not recommended.



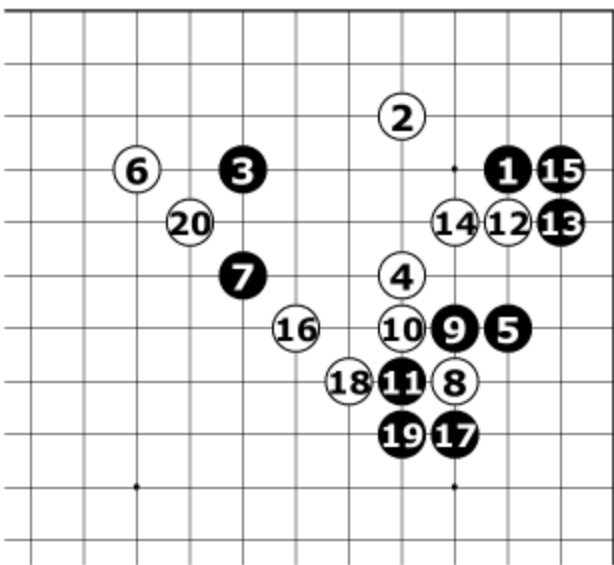
24 Black continues with 'a'. Black 'b' is a mistake.



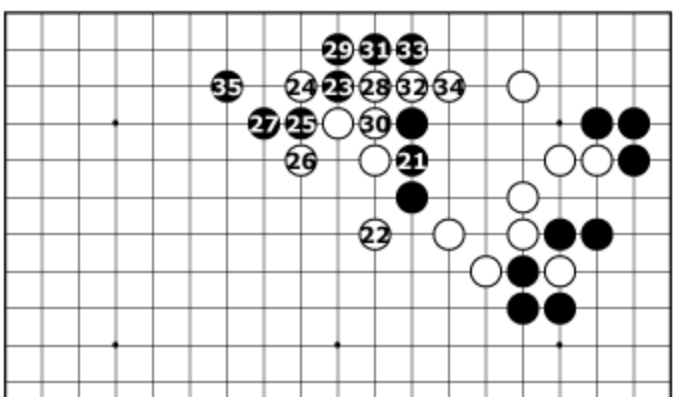
25 Black 25 is not recommended.



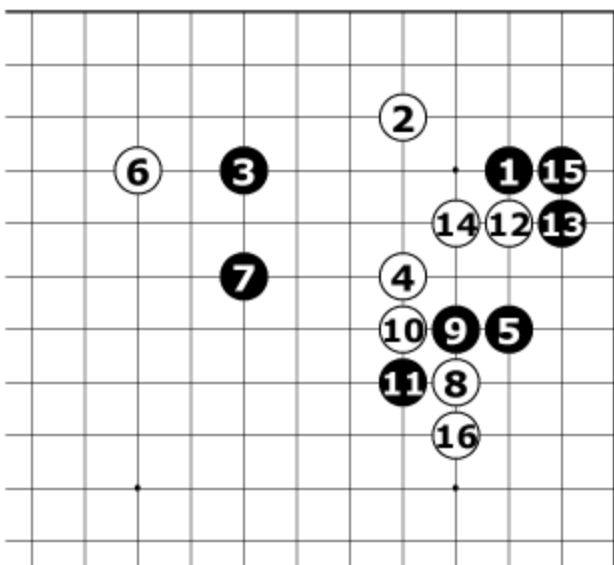
32 Black will not be able to make a live group with top center stones.



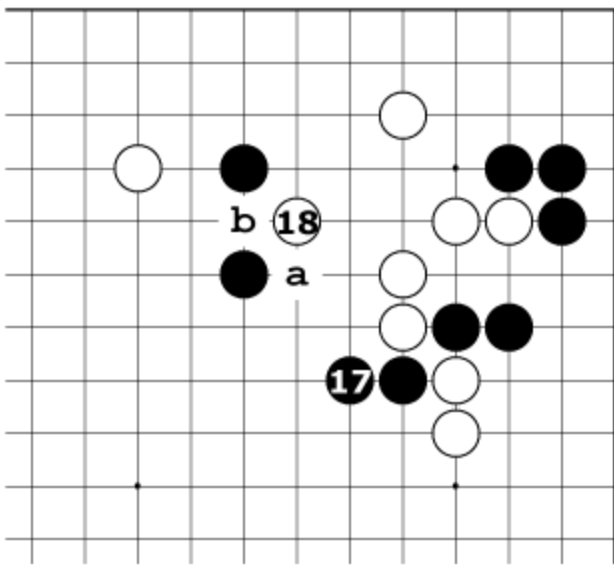
20 White 20 is not recommended.



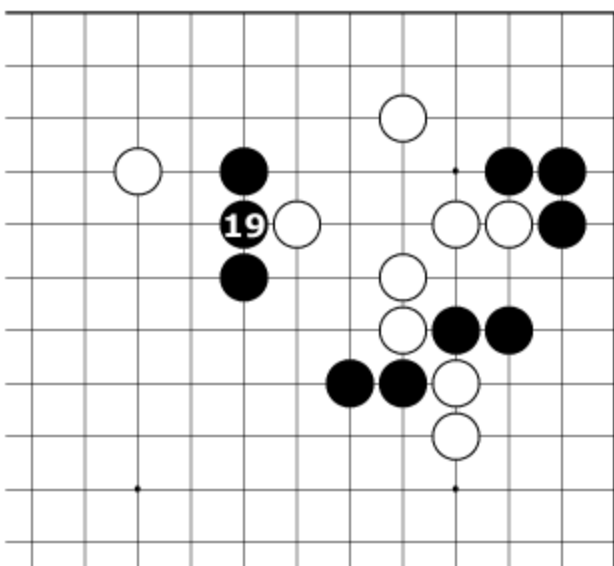
35 White is over-concentrated.



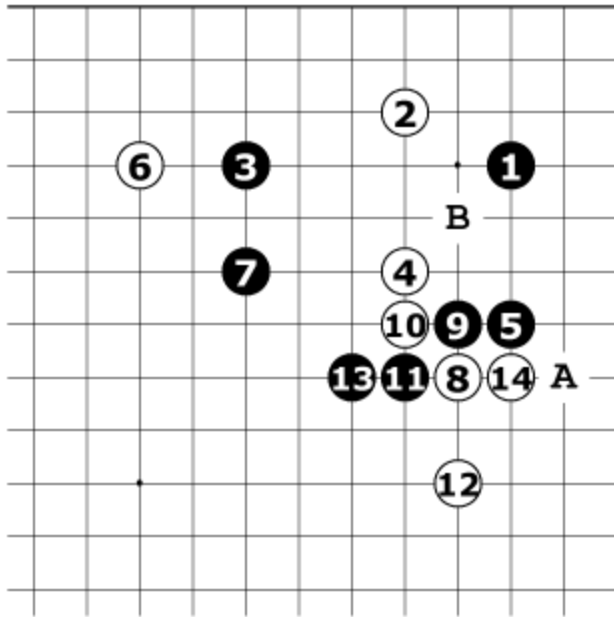
16 White 16 is a not recommended.



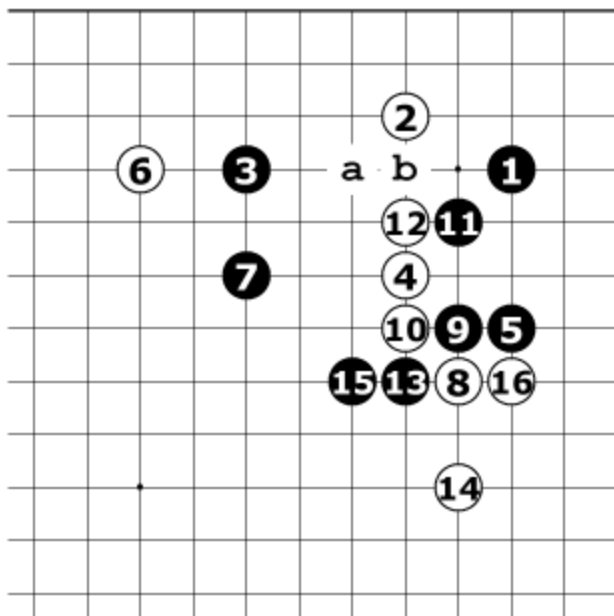
18 Black continues with 'a'. Black 'b' is a mistake.



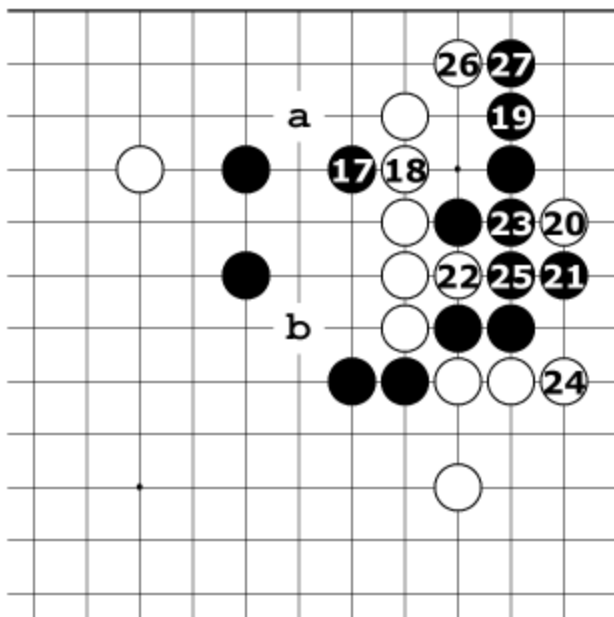
19 Black 19 is a mistake.



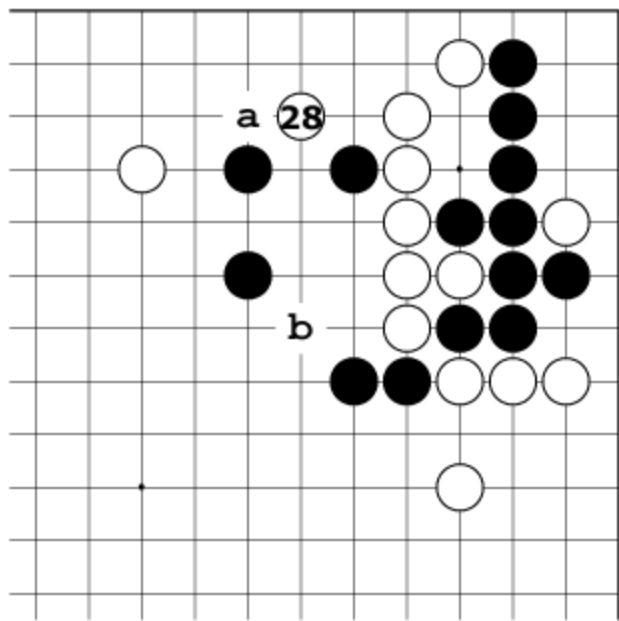
14 'A' or 'B'.



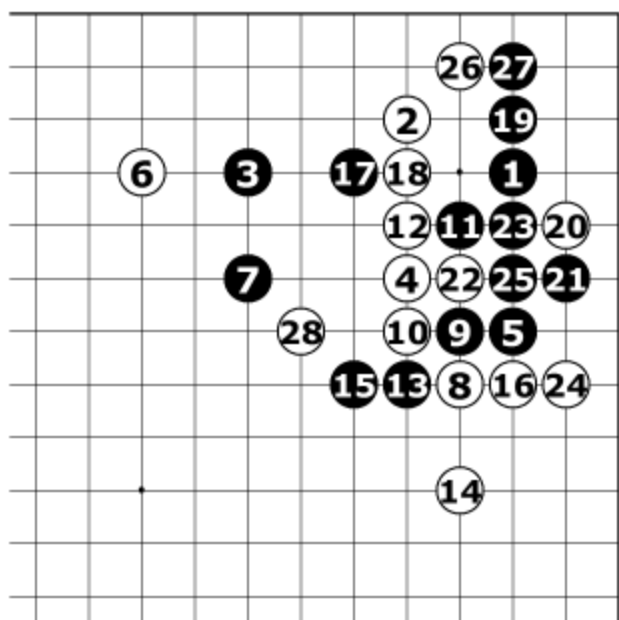
16 Black continues with 'a' or 'b'.



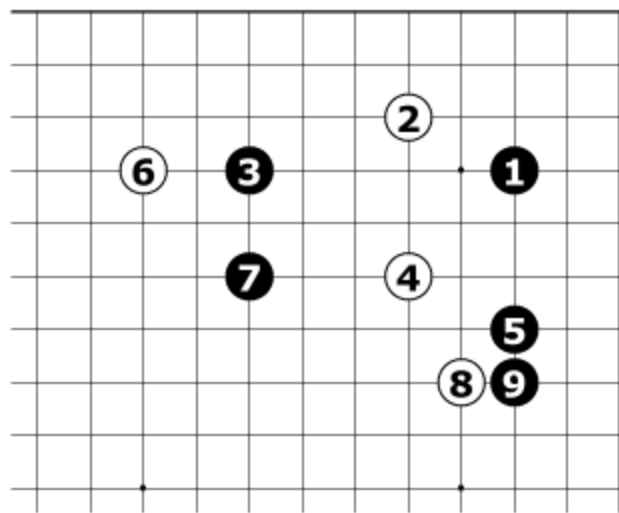
27 White continues with 'a'. White 'b' is a mistake.



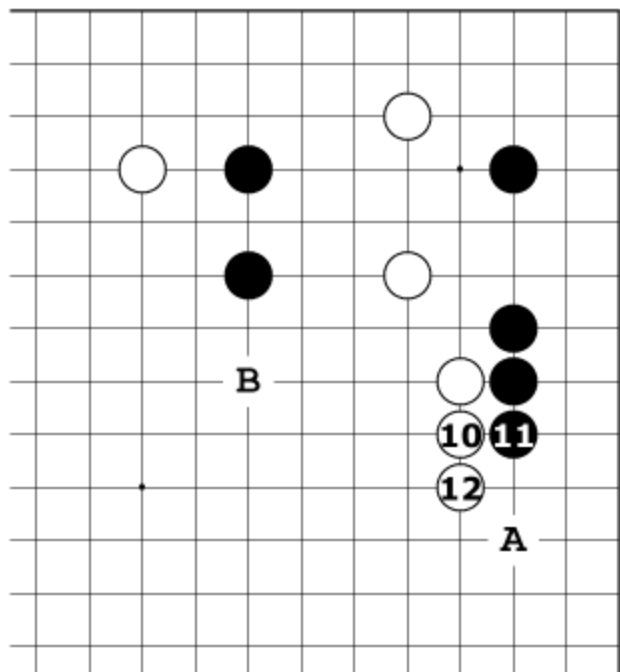
28 If Black 'a', White can break through. If Black 'b', White 'a', and White makes life.



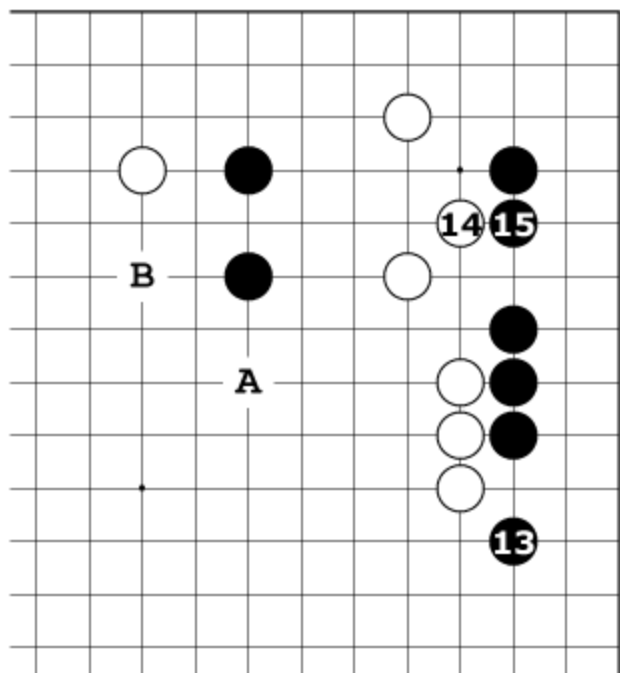
28 White 28 is a mistake in order.



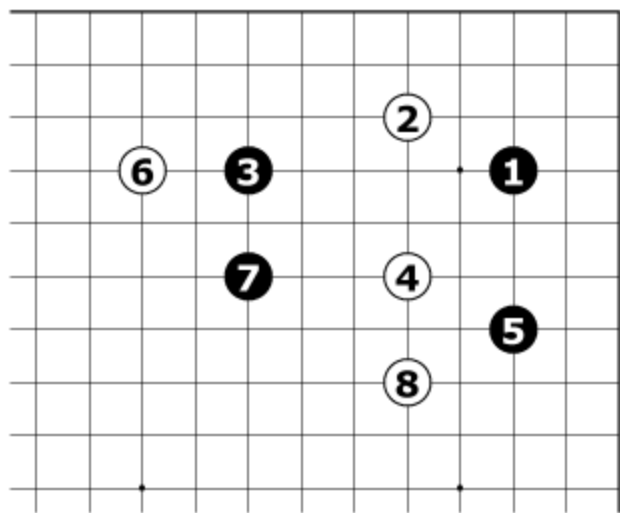
9 Black 9 is timid.



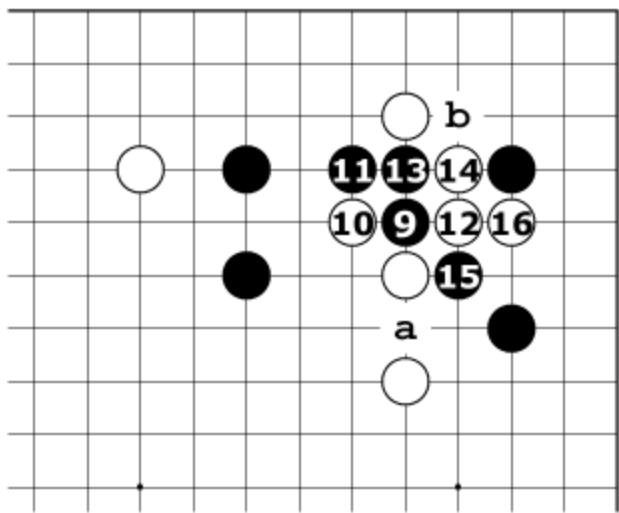
12 'A' or 'B'.



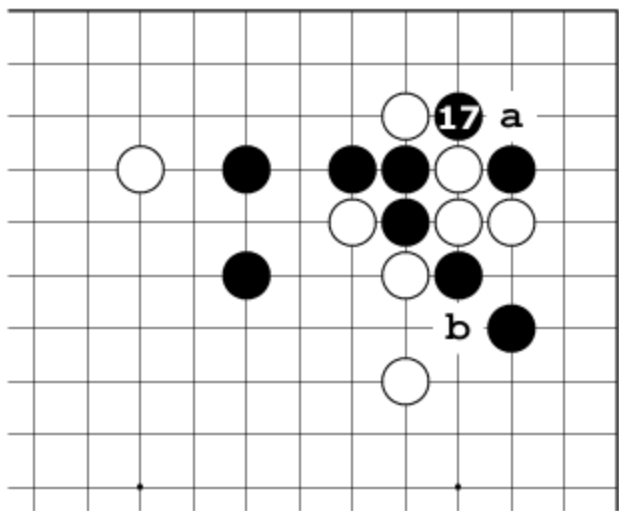
15 'A' or 'B'.



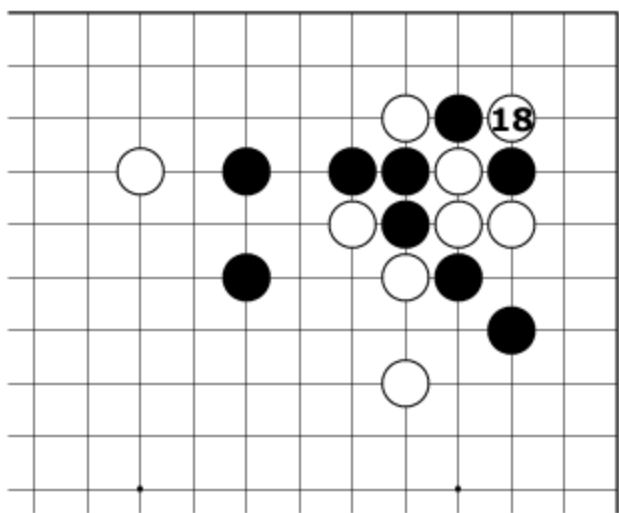
8 White 8 incites an attack by Black.



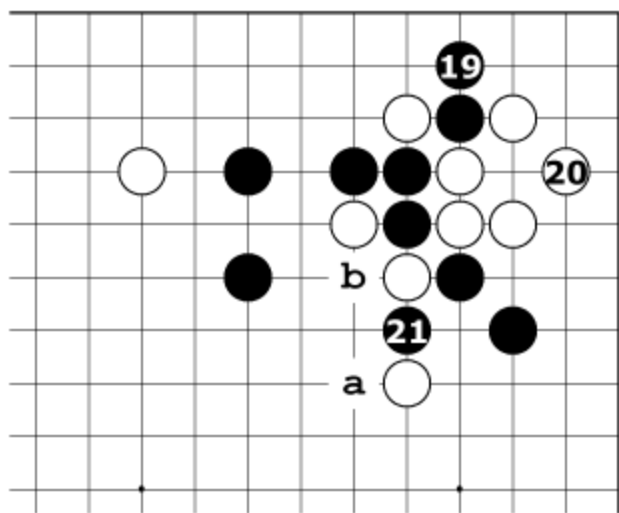
16 Black continues at 'a' or 'b'.



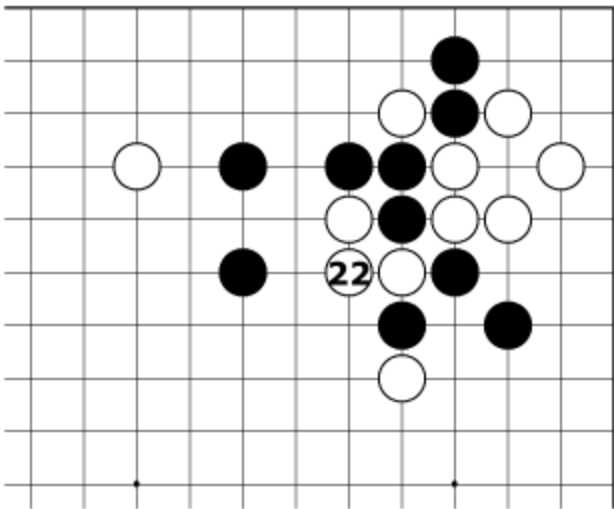
17 White can play 'a' to take the corner or 'b' for outside thickness.



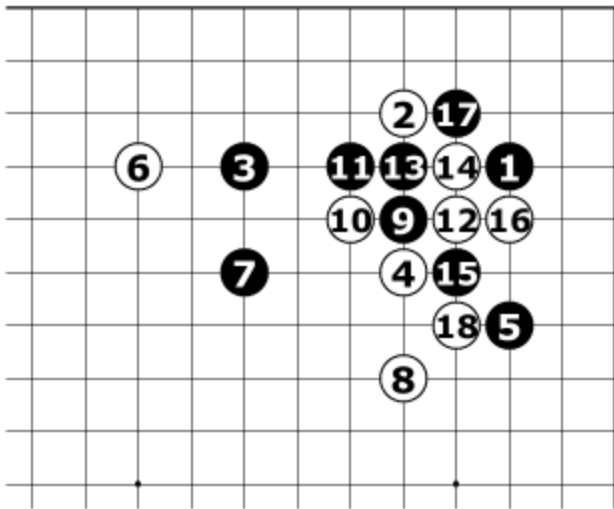
18 White goes for the corner.



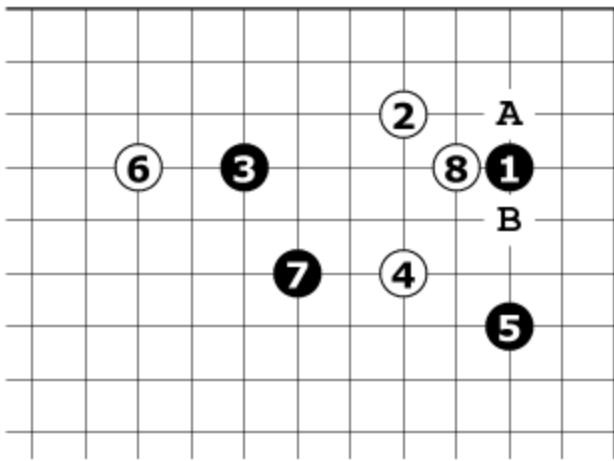
21 White can play a forcing move at 'a'. White 'b' doesn't work.



22 White 22 is unreasonable.

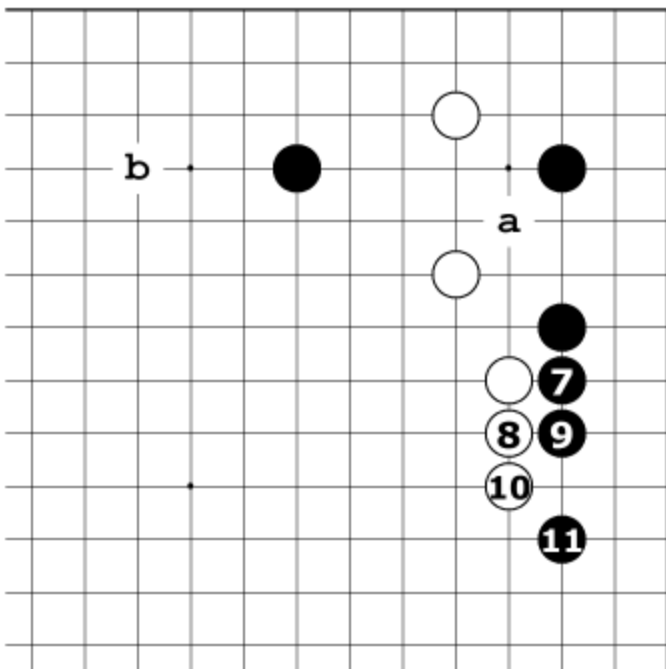


18 White goes for thickness.

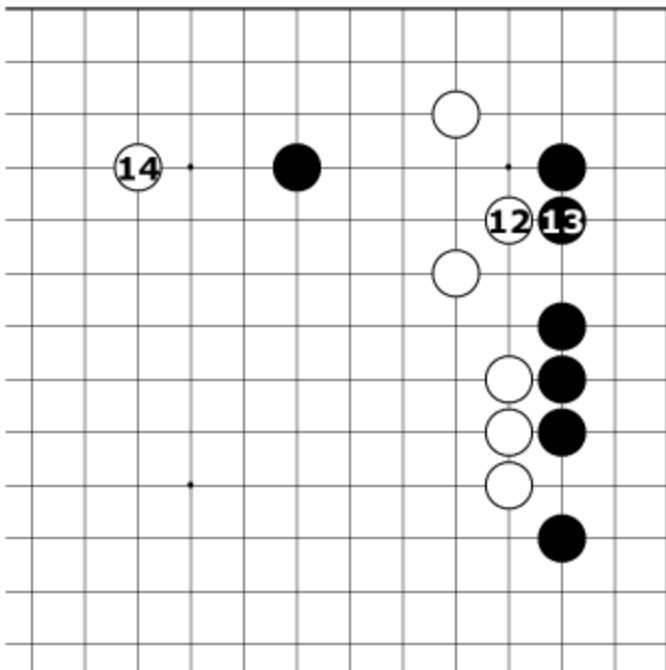


8 'A' or 'B'.

6 Black continues with 'a' * or 'b'.

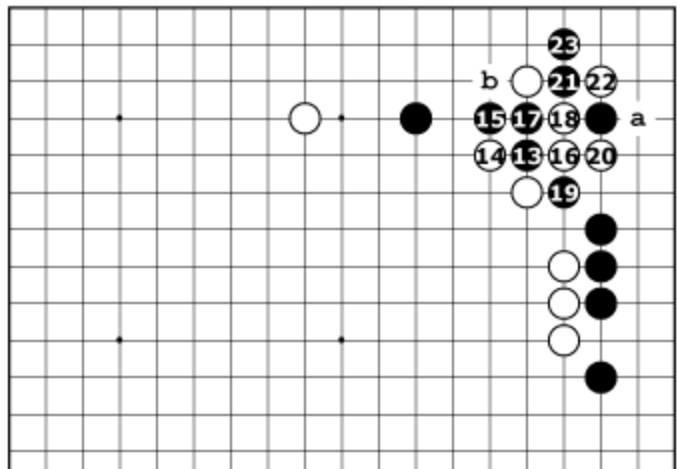


11 White continues with 'a' *. White 'b' is a mistake.

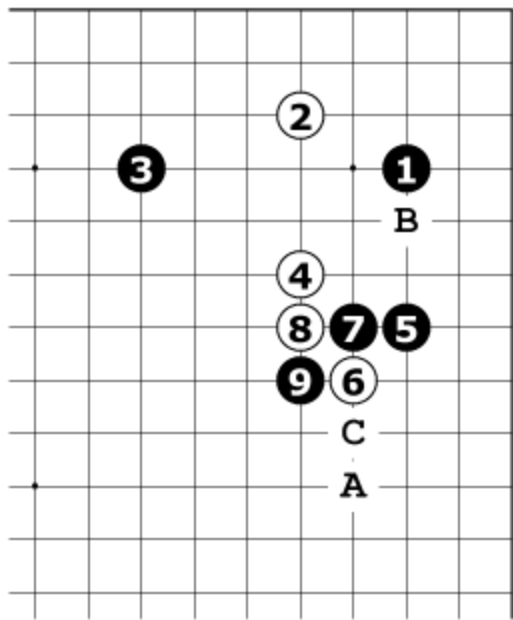


14 * GOOD VARIATION *

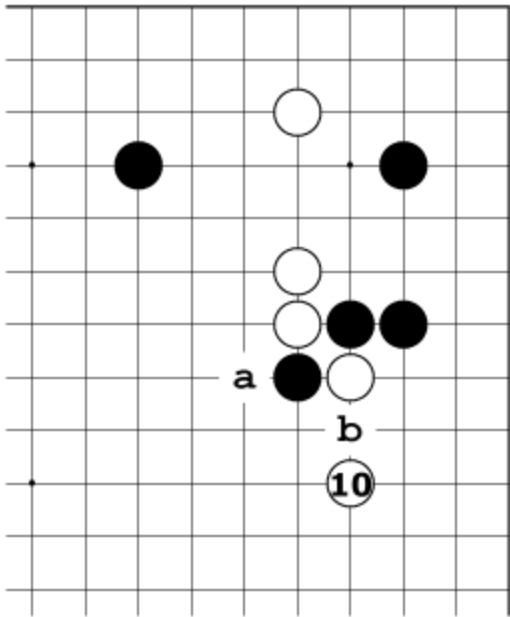
12 White 12 is a mistake.



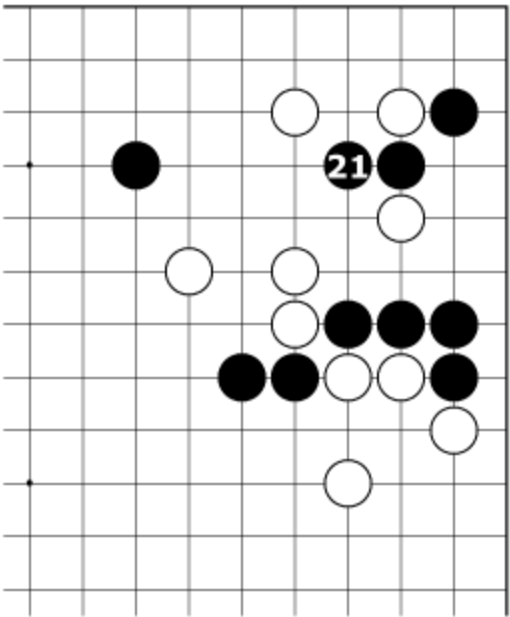
23 White continues with 'a' or 'b'.



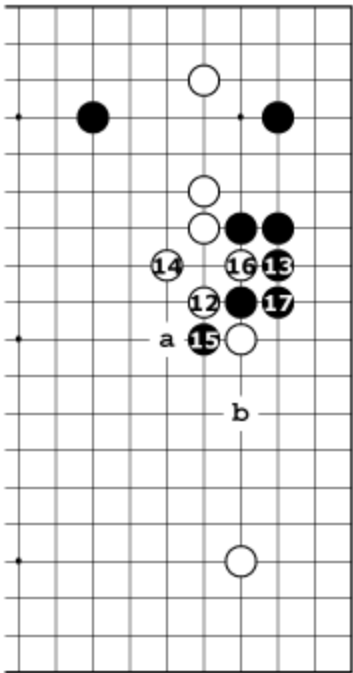
9 White continues with 'A' or 'B'. White 'C' is a mistake.



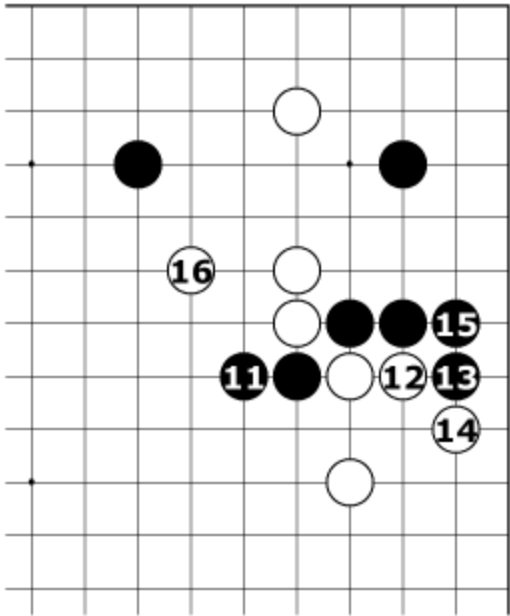
10 Black continues at 'a'. Black 'b' is not recommended.



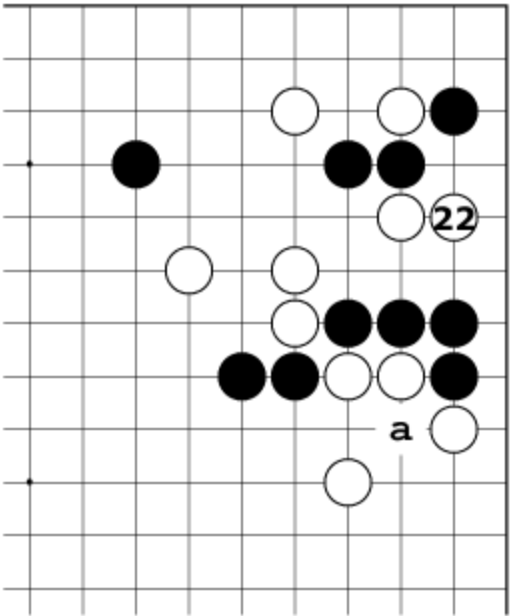
21 Black 20 is not recommended.



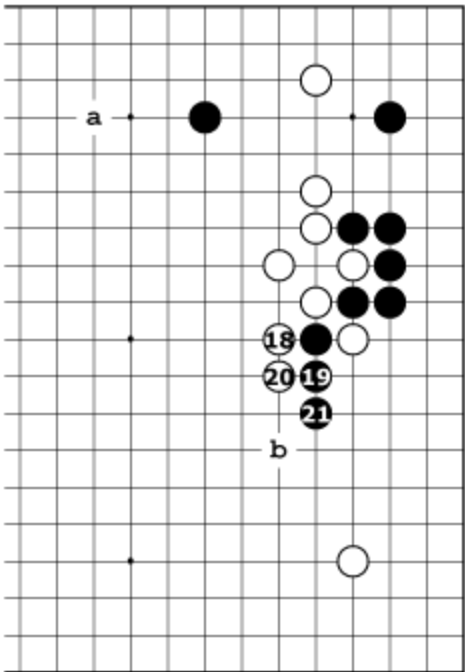
17 White continues with 'a'. White 'b' is not recommended.



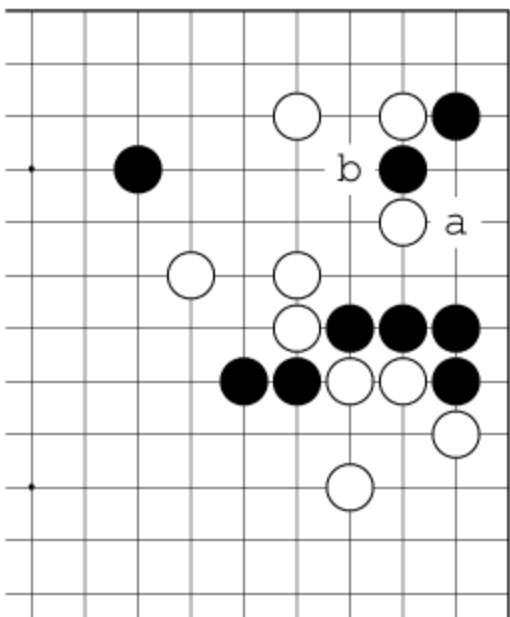
17 Black plays elsewhere.



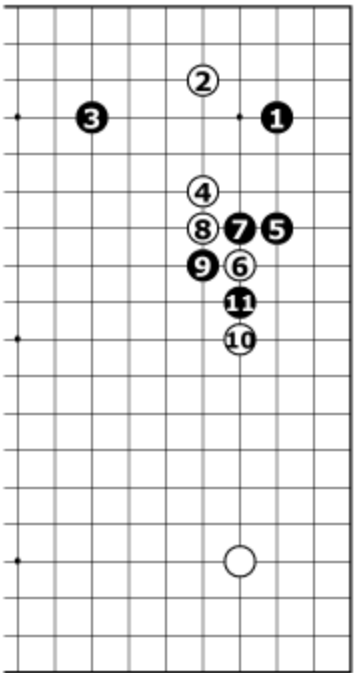
22 Black has the cut at 'a' to live, but White has the better of it.



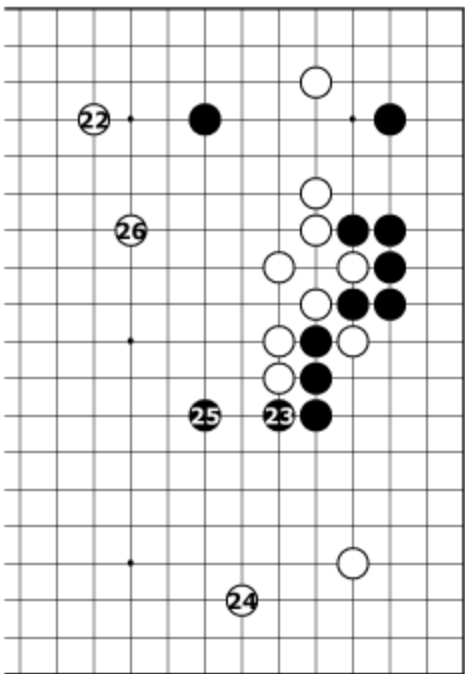
21 White continues with a pincer around 'a'. White 'b' is not recommended.



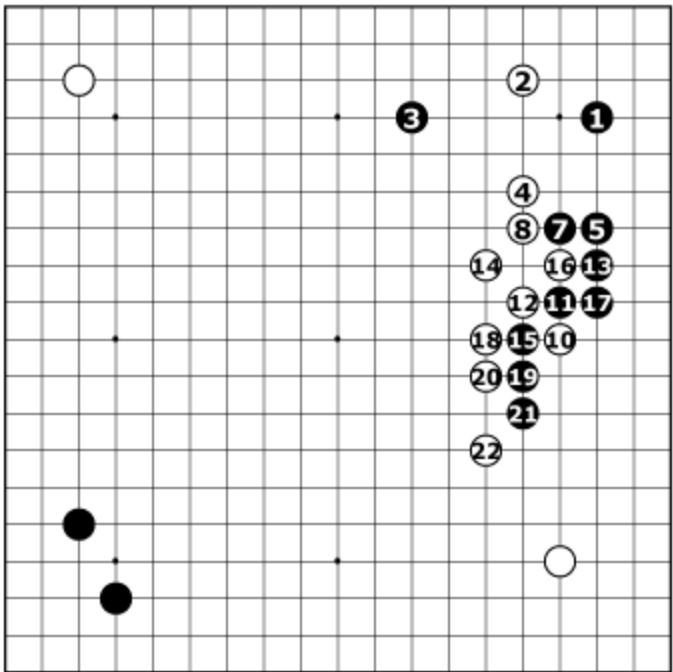
20 Black continues with 'a'. Black 'b' is not recommended.



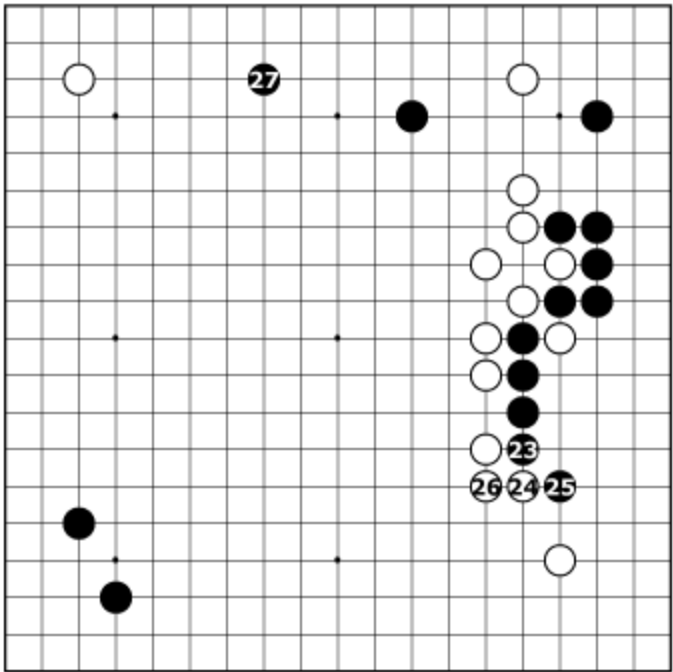
11 Black 11 is not recommended, but there are circumstances where it may work. For analysis sake, assume a lower right White corner stone as shown.



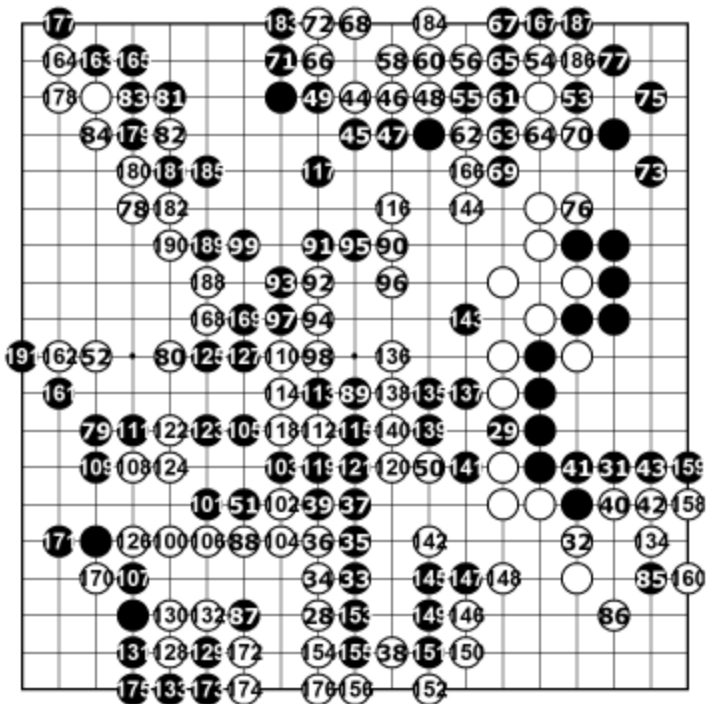
26 White plays on a large scale.



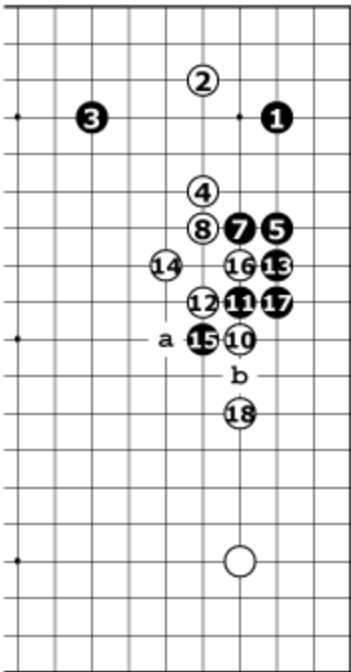
22 Yoshio Ishida played White 22 against Rin Kaiho in the 5th game of the 1973 12th Meijin Title match. White 22 is too mild, according to Ishida.



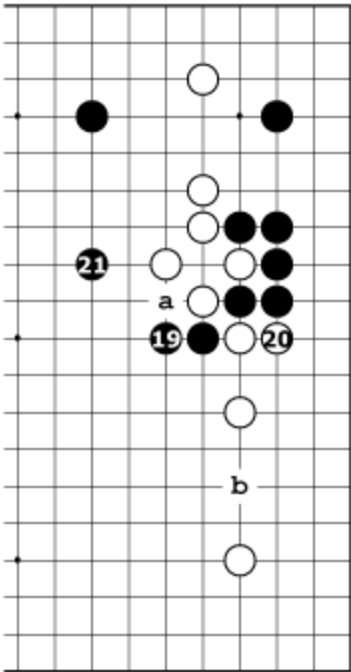
27 Black 27 gives Black the advantage.



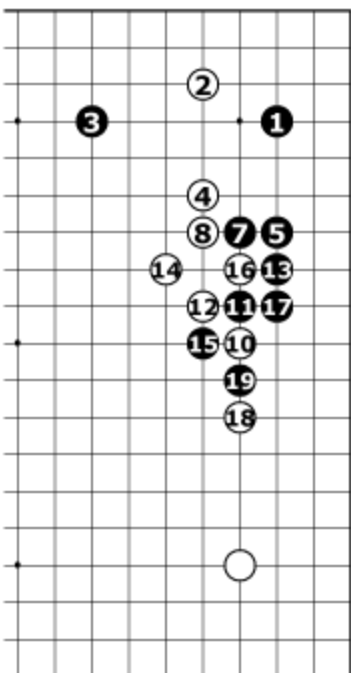
191 White resigns.



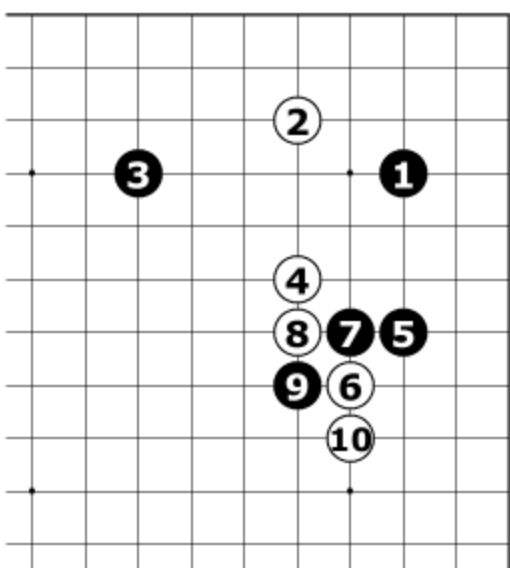
18 Black continues with 'a'. Black 'b' is a mistake.



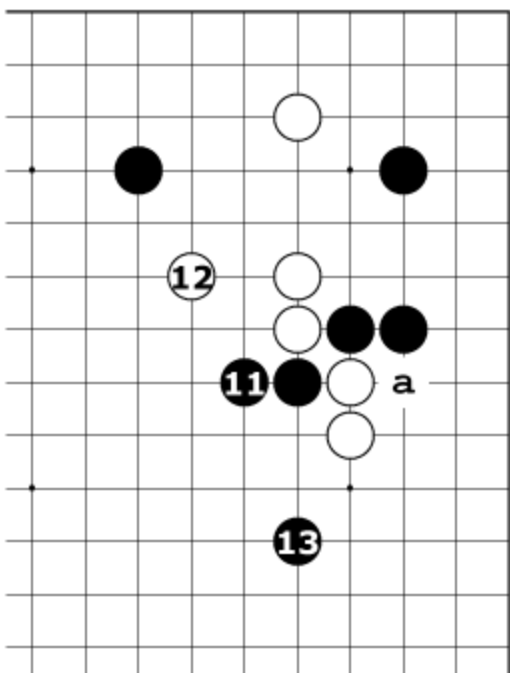
21 White is surrounded, facing hard fighting. Black 'a' helps keep White in, and later Black can look to the invasion at 'b'.



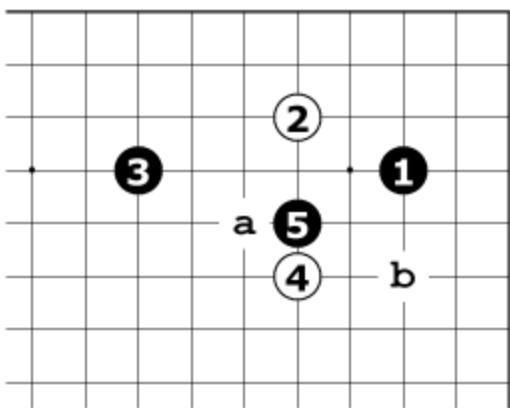
19 Black 19 is a mistake.



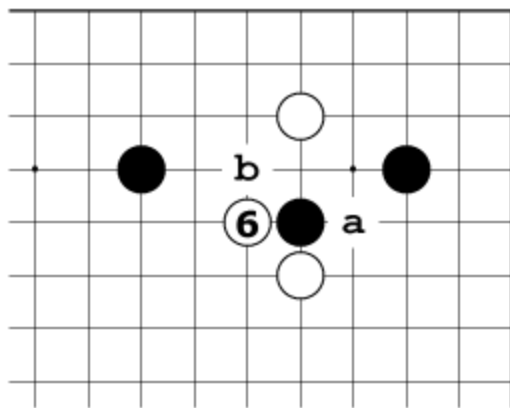
10 White 10 is too slow.



13 The attack of Black 13 illustrates the problem with White 10. White 'a' is usually sente, but not a good play now.

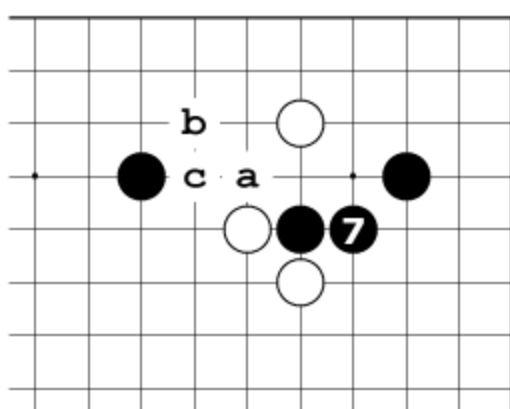


5 White 'a' is typical, but White 'b' is conceivable if White greatly favors the right side.

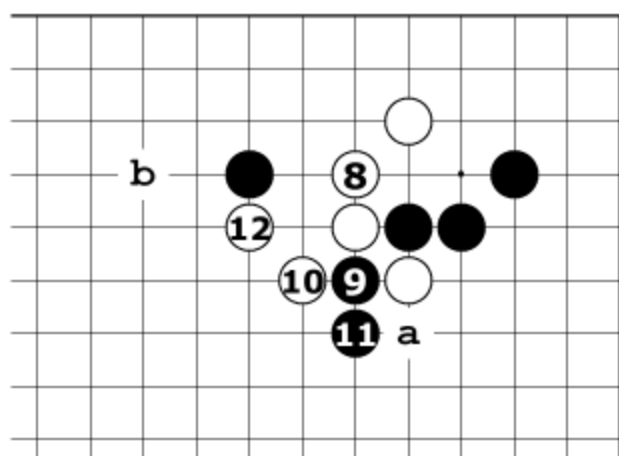


- ⑥ Joseki continues with Black 'a *'.

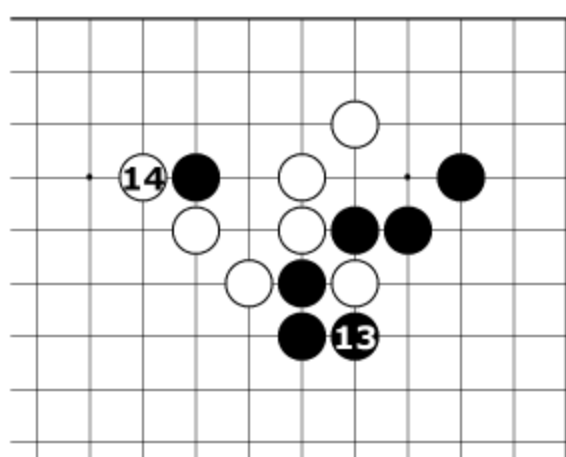
Black 'b' is a trick play at best, a mistake if White plays properly.



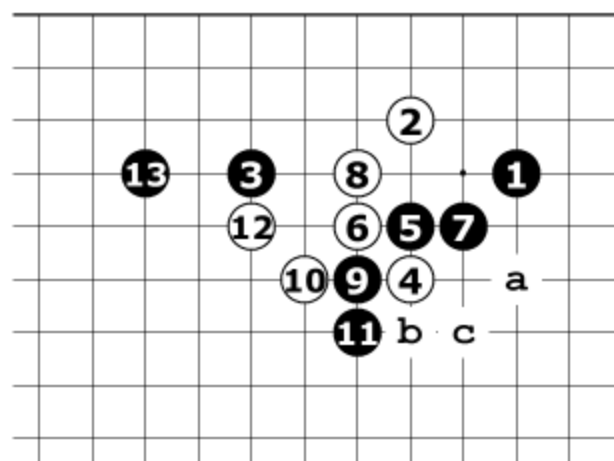
- ⑦ White continues with 'a *', 'b *' or 'c'.



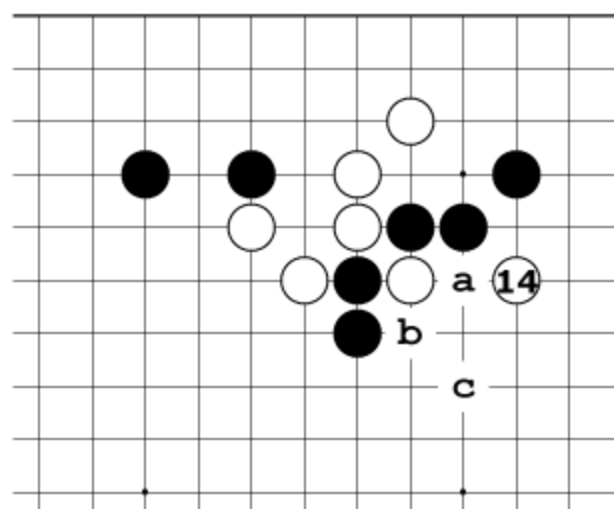
- ⑫ Black continues with 'a *' or 'b'.



⑭ * GOOD VARIATION *



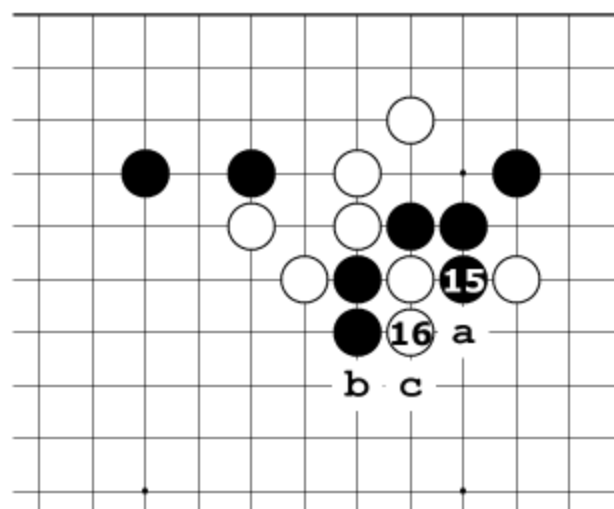
- ⑬ White continues with 'a'. White 'b' is vulgar, but Black must respond carefully. White 'c' is unreasonable.



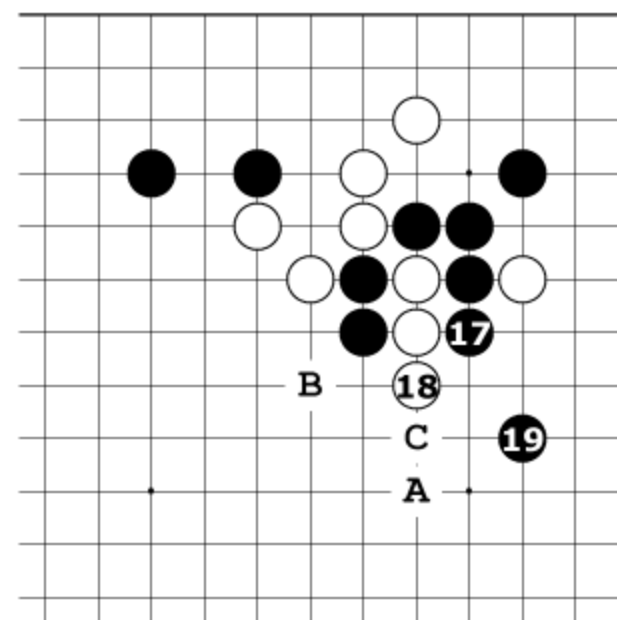
- ⑭ Black continues with 'a'.

Black 'b' is a mistake. If Black 'b' worked, White 14 would be a bad play.

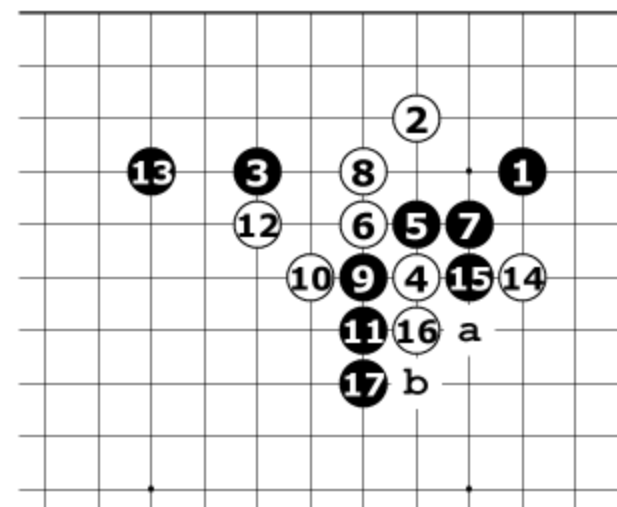
Likewise, Black 'c', an attempt to forestall the result of Black 'b', White 'a', does not work.



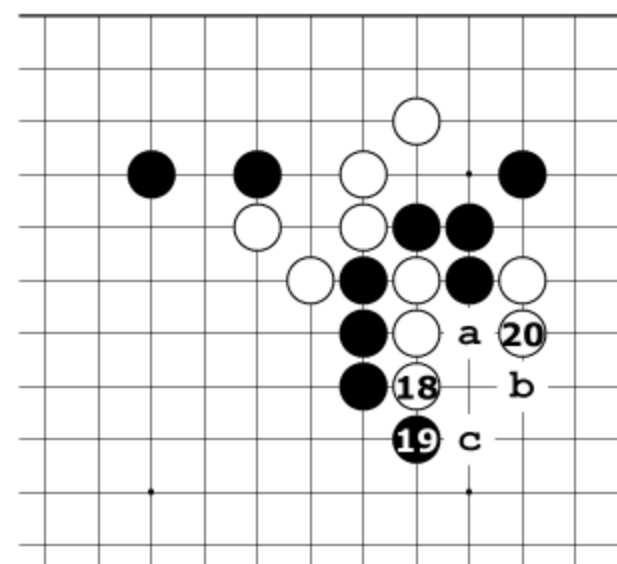
- ⑮ Black continues with 'a' or 'b'. Black 'c' is a mistake.



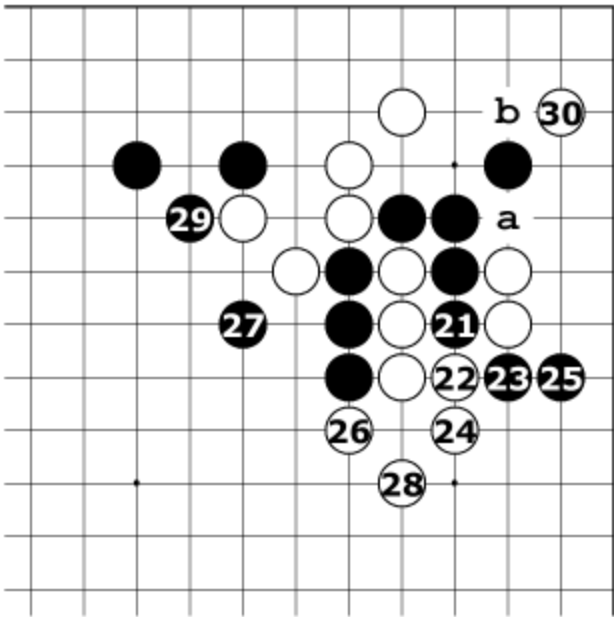
- ⑰ 'A' is correct, 'B' is too small, 'C' too small.



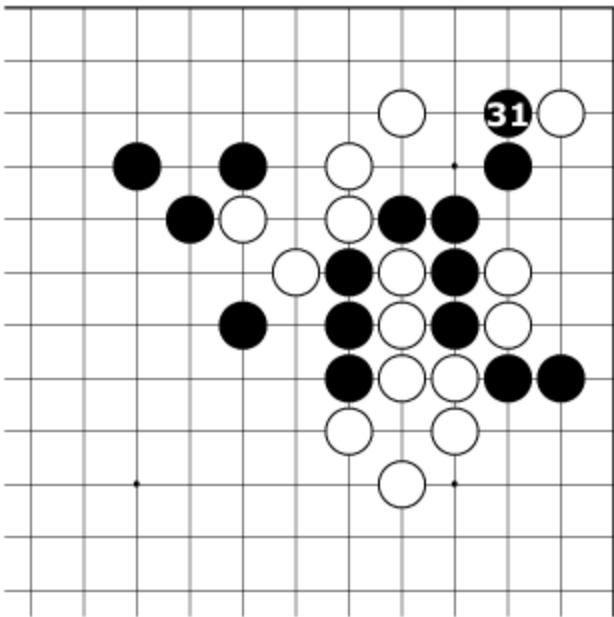
- ⑰ White continues with 'a' or 'b'.



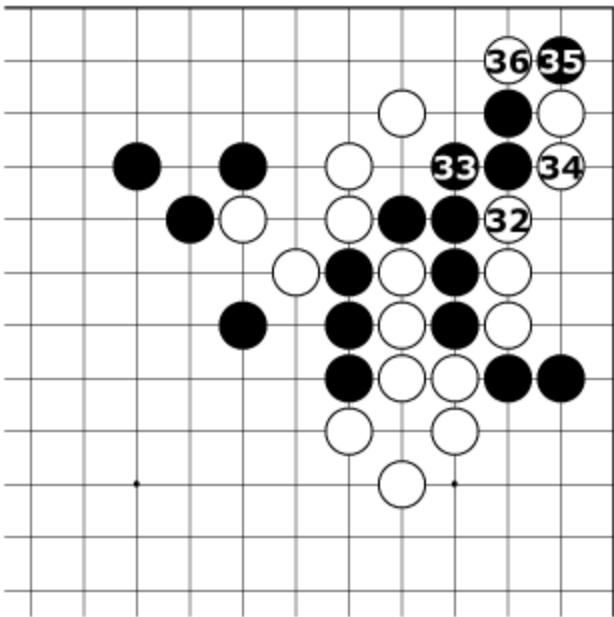
- ⑳ Black continues with 'a'. Black 'b' is a mistake, as is 'c'.



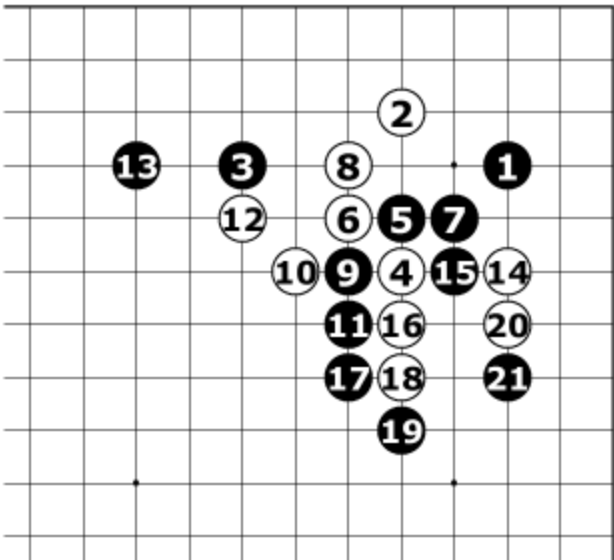
30 White 30 is the tesuji to enable White to live in the corner. Black continues with 'a'. Black 'b', resisting, means death.



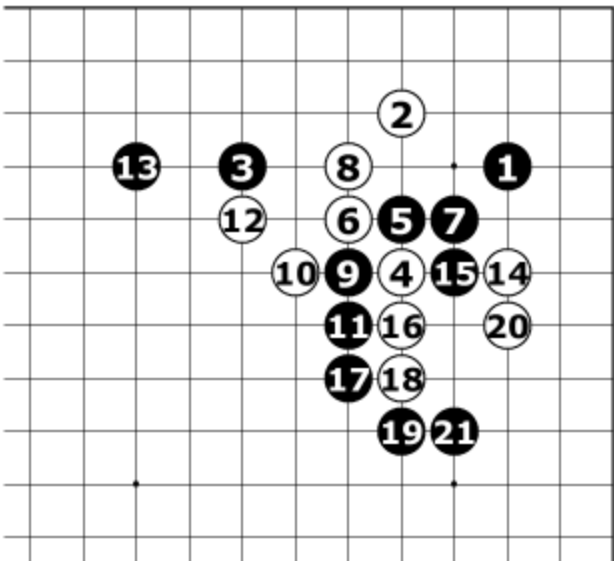
31 Black 31 is a mistake.



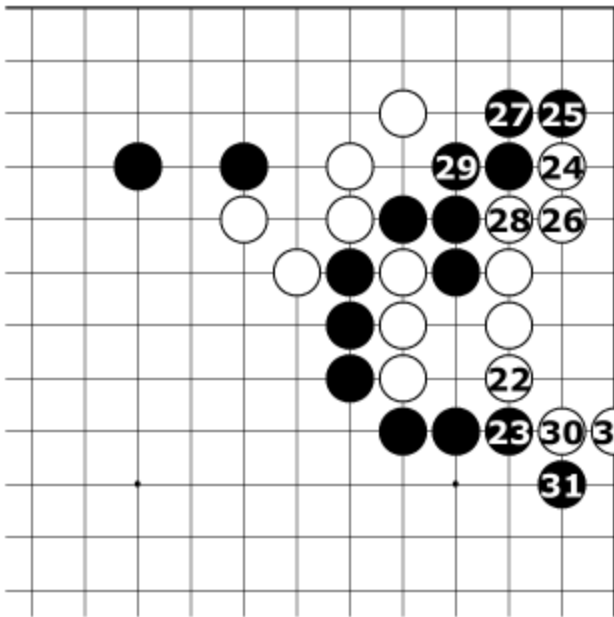
36 The familiar sacrifice and false eye tesuji.



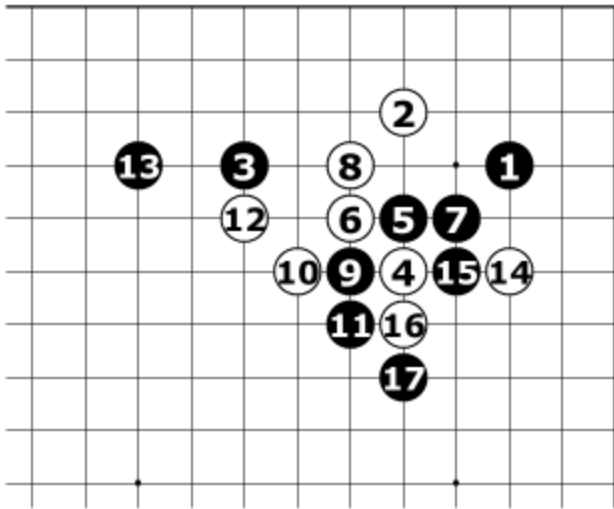
21 Black 21 is a mistake.



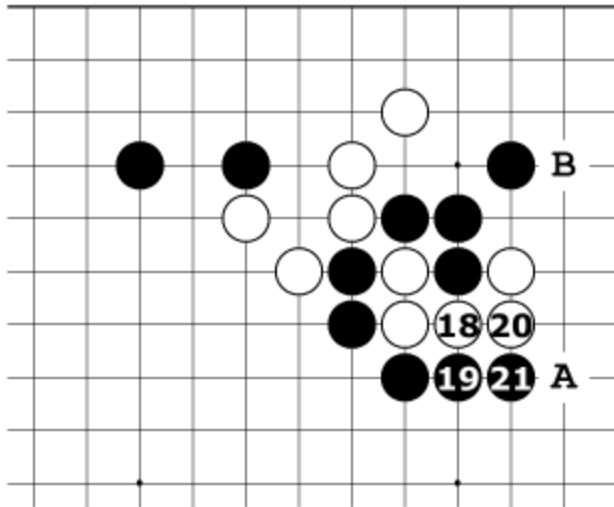
21 Black 21 is a mistake.



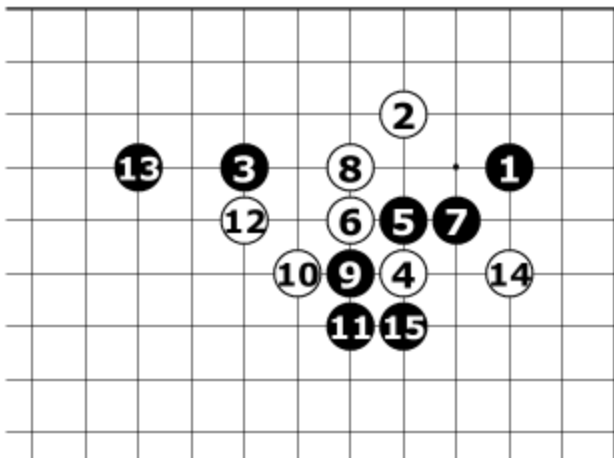
32 White is almost alive, and Black's corner stones are destined to be dead.



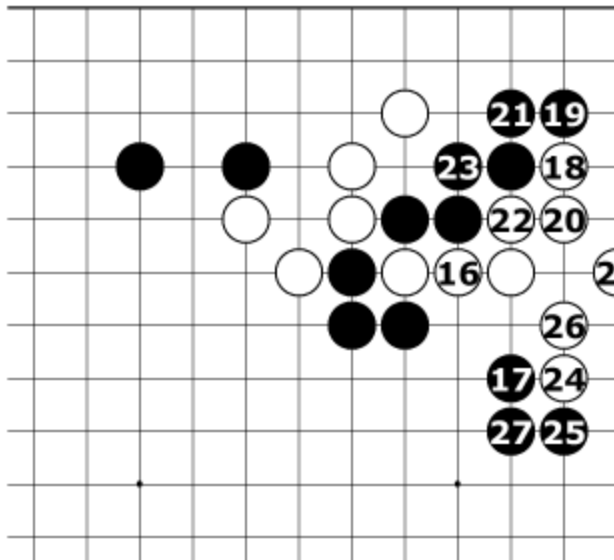
17 Black 17 is a mistake.



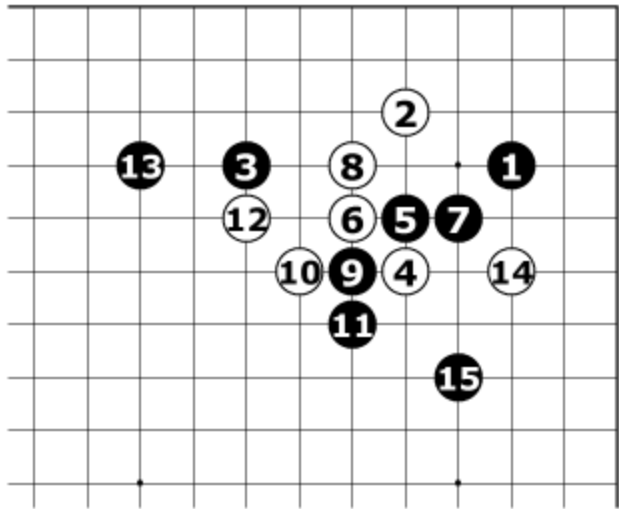
21 'A' is correct, 'B' a mistake.



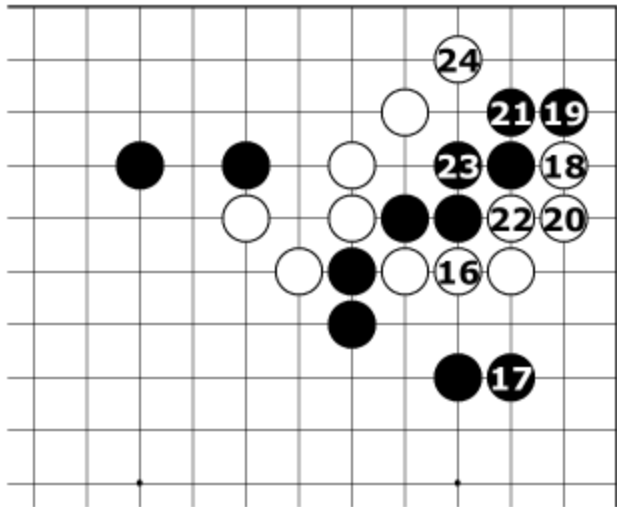
15 Black 15 doesn't work.



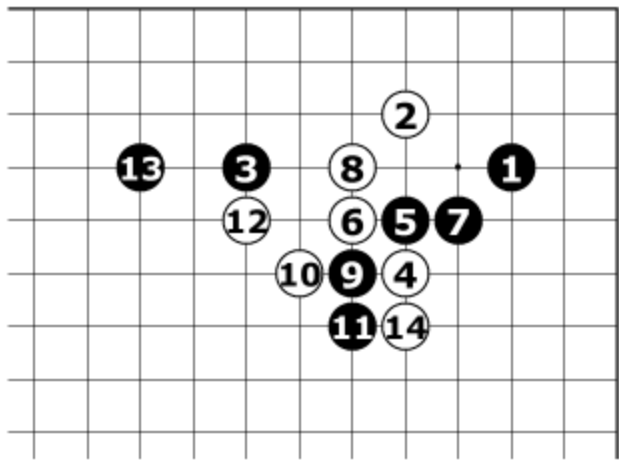
28 Black's corner stones die.



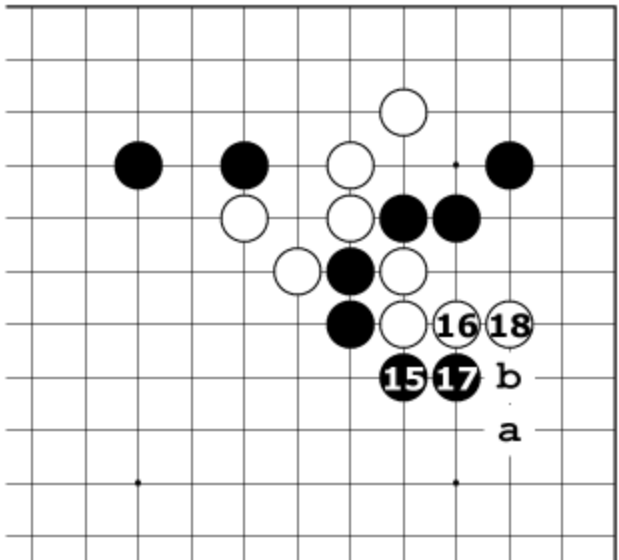
15 Black 15 does not work.



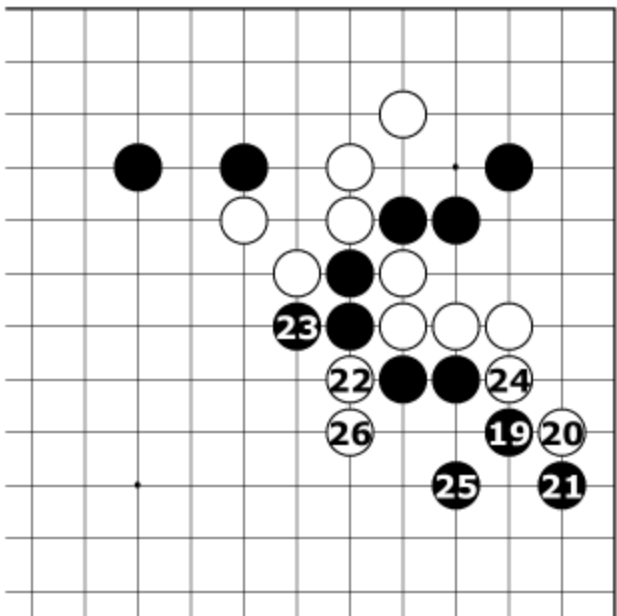
24 White is once again one move ahead in the race to capture.



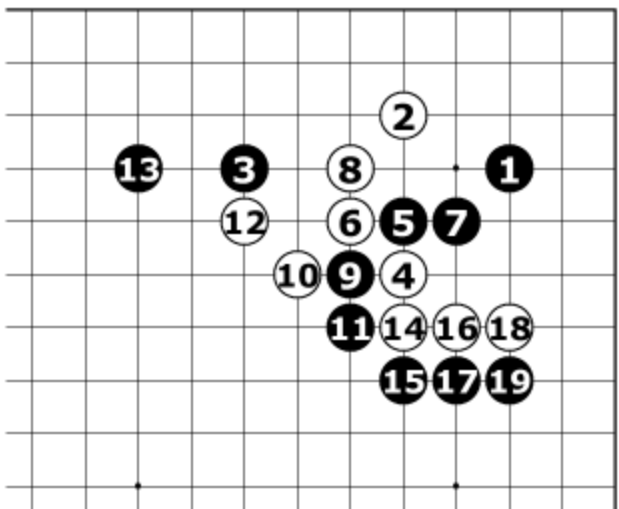
14 White 14 is bad style, but Black must respond carefully.



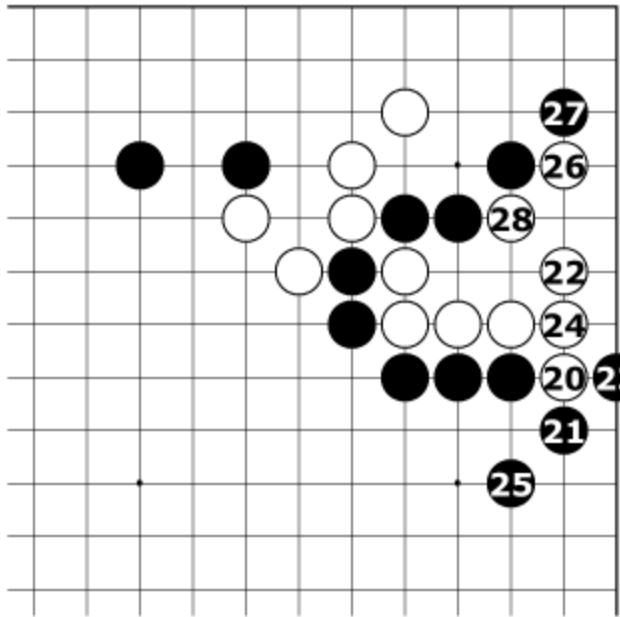
18 Black continues with 'a'. Black 'b' is a mistake.



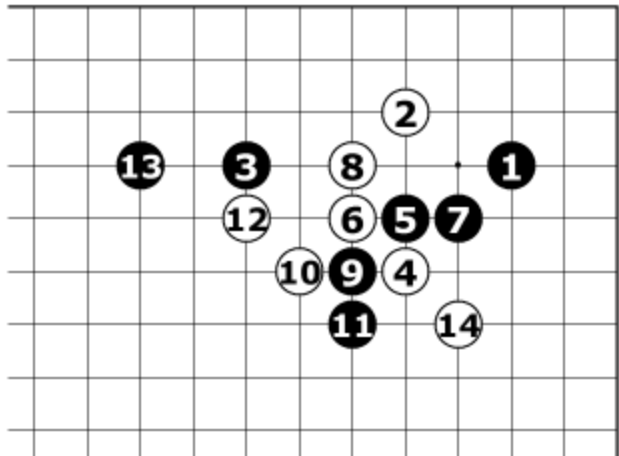
26 White can struggle, but should not be able to succeed.



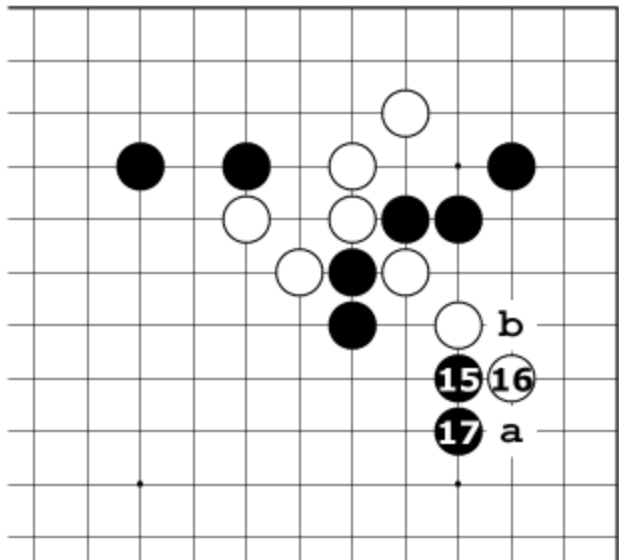
19 Black 19 is a mistake.



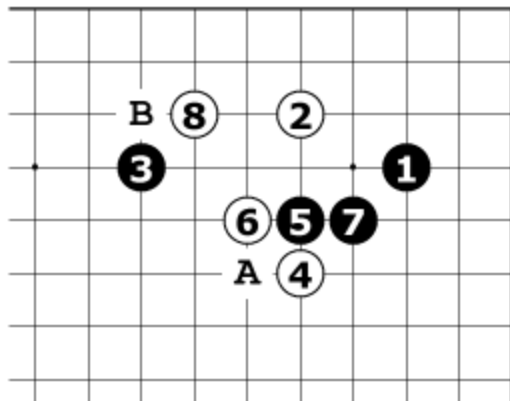
28 White succeeds owing to Black needing to play 25 to protect against the cut.



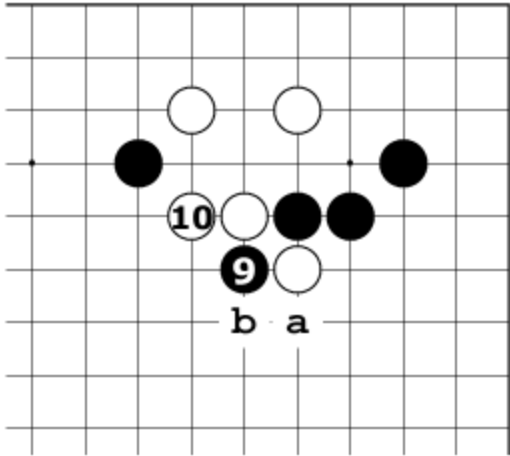
14 White 14 is unreasonable.



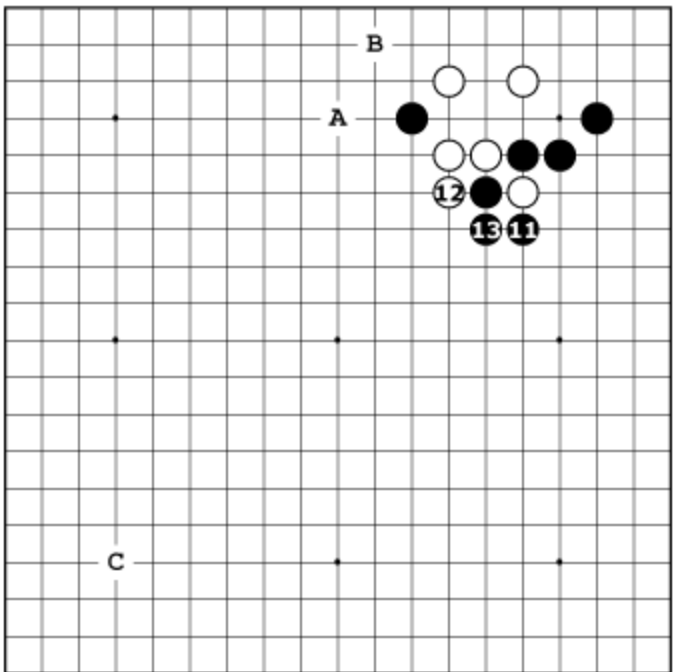
17 'a' and 'b' are miai.



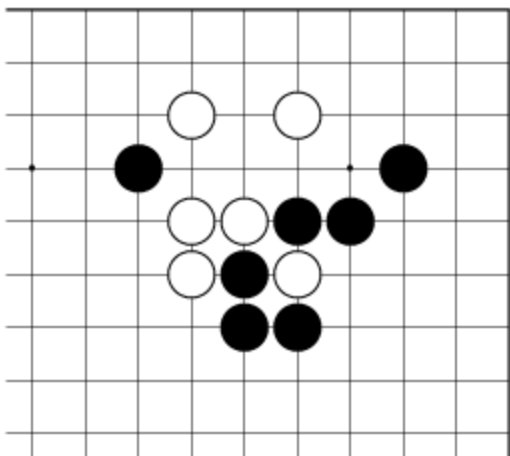
⑧ 'A *' is joseki. If Black is strong on the top side, he can close in White in small space with 'B'.



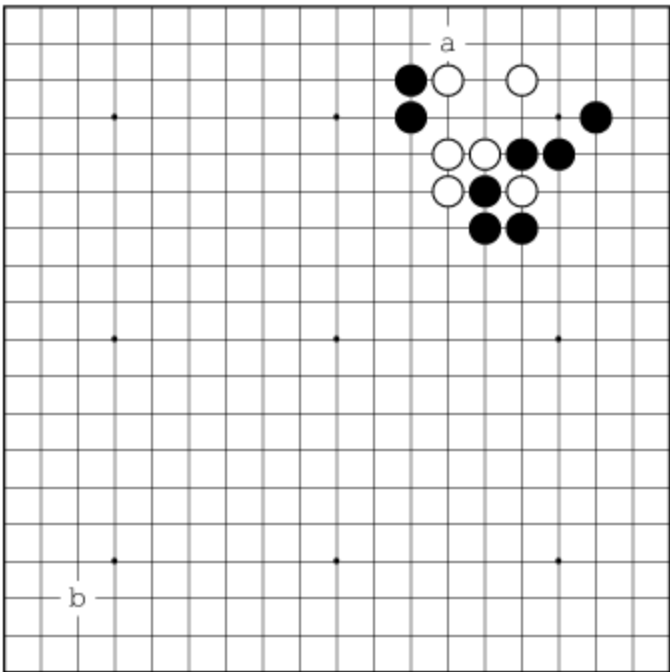
⑩ Black continues with 'a *' or 'b'.



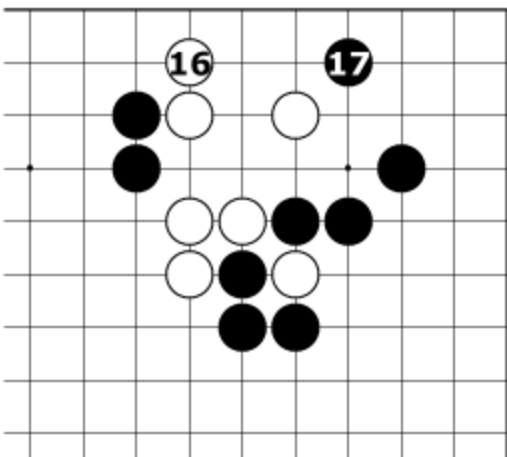
⑬ * GOOD VARIATION *
White 'A' is the best, 'B' the most solid continuation. Playing elsewhere ('C') is also possible.



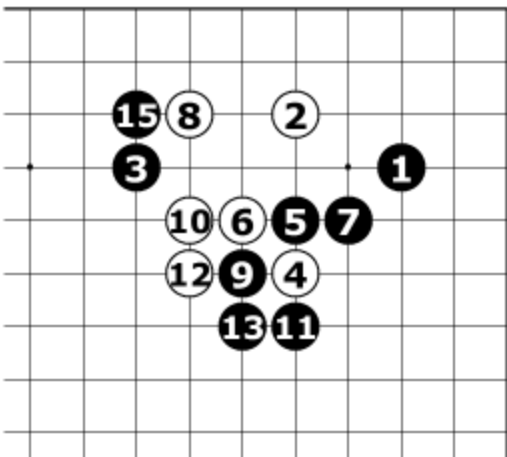
⑭ White plays elsewhere.



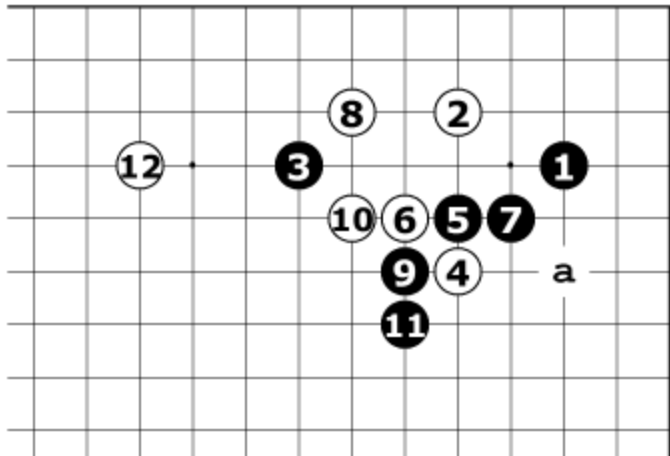
⑮ White continues with 'a'. White 'b', playing elsewhere, is conceivable, and results in ko.



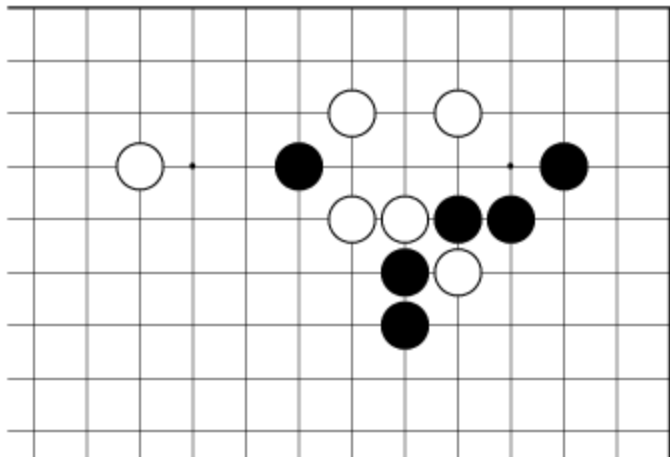
⑰ White playing elsewhere with 14 is not recommended if this is the outcome of Black 15. White has a tough fight ahead in the center while Black should be able to make profit.



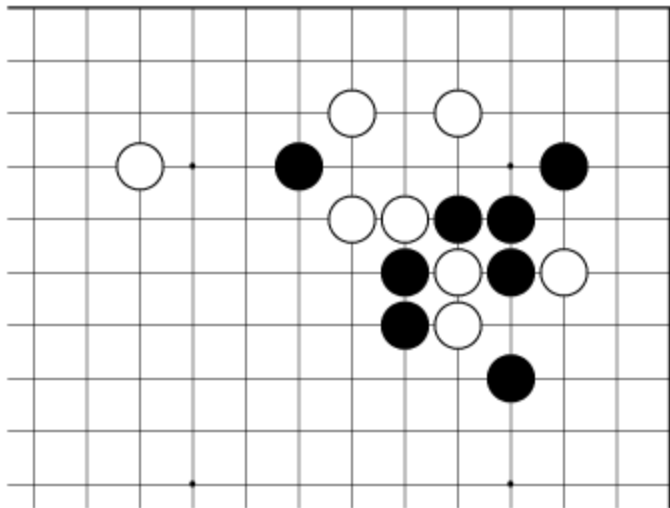
⑯ White plays a second move elsewhere. A ko results.



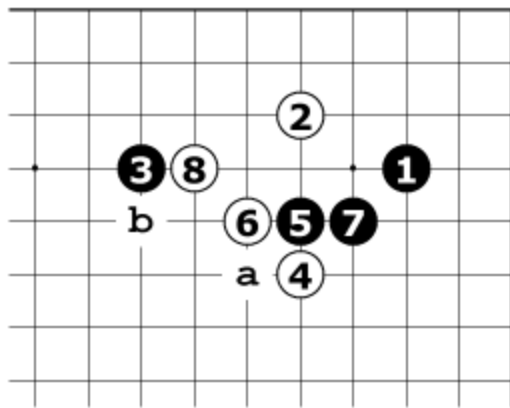
⑫ White aims at 'a'.



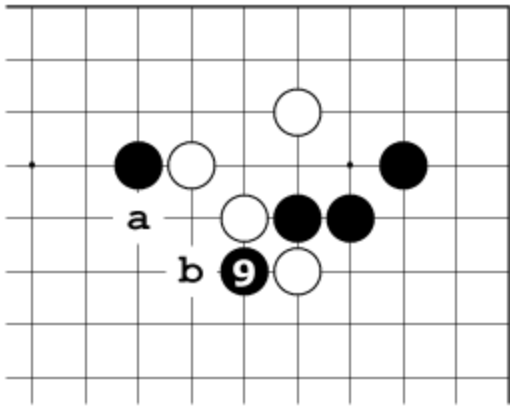
⑬ Black plays elsewhere.



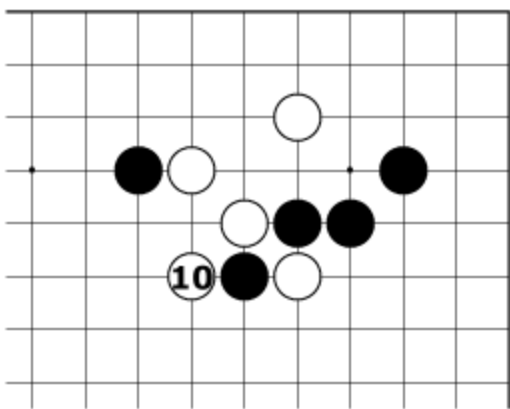
⑰ Black can only play 16 with a favorable ladder.



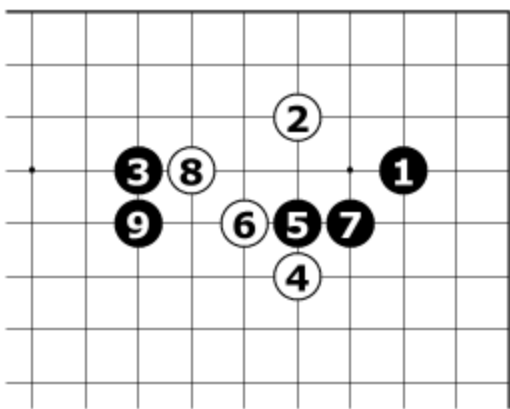
⑧ Black continues with 'a'. Black 'b' is just what White wants.



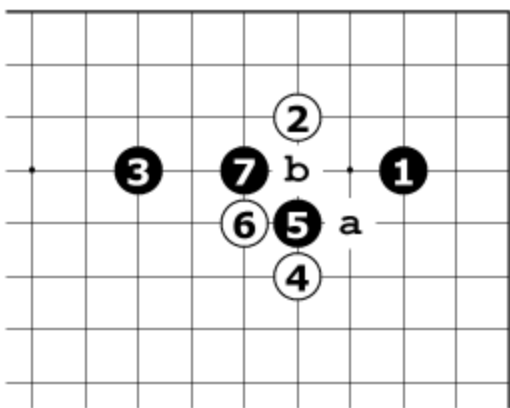
9 White continues with 'a'. White 'b' is exceptionally bad.



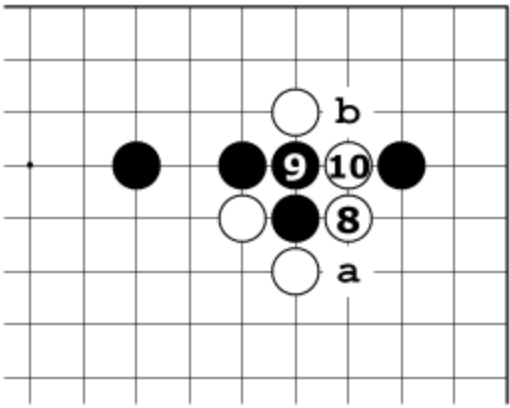
10 White 10 is a mistake.



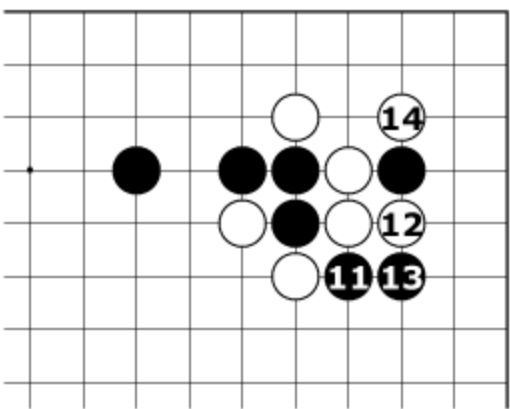
9 Black 9 is a mistake.



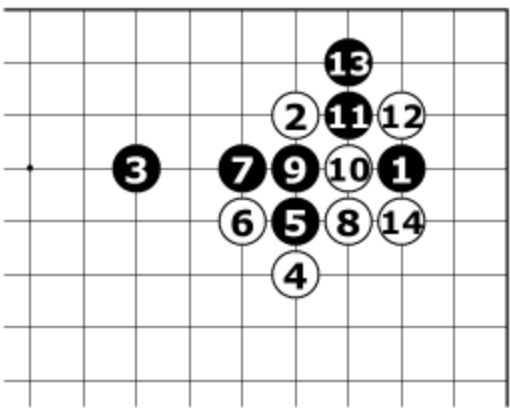
7 Black 7 is aggressive.
White continues with 'a'.
White 'b' is a mistake.



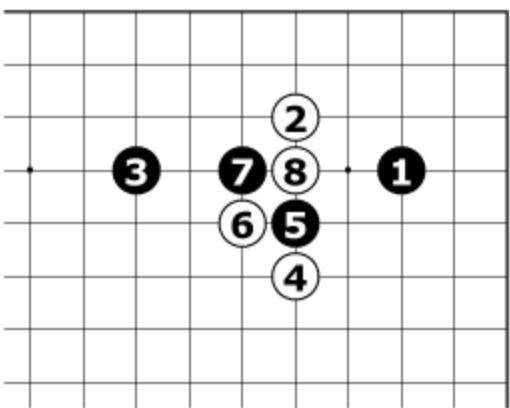
10 Black may try 'a' or 'b'.



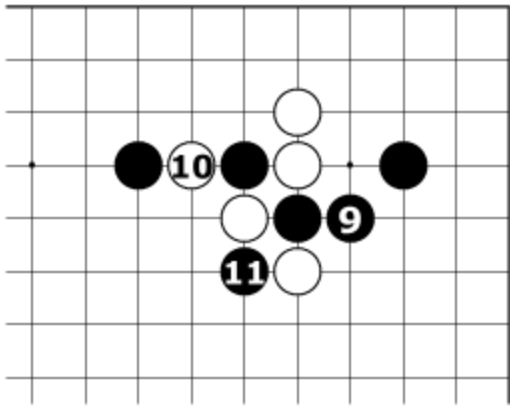
14 White gets a big corner.
Black gets a mess.



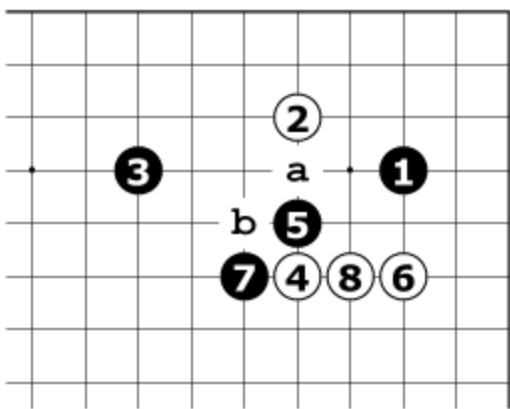
14 White gets a favorable result.



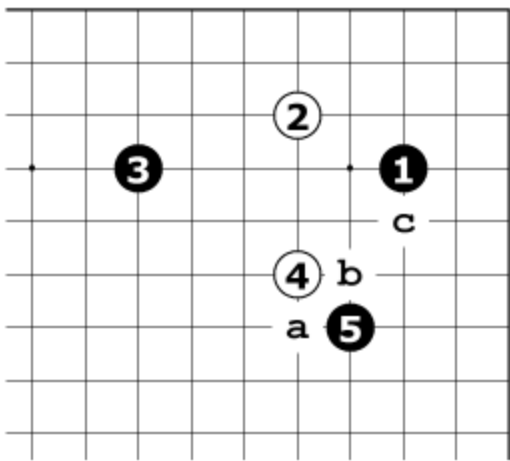
8 White 8 is a mistake.



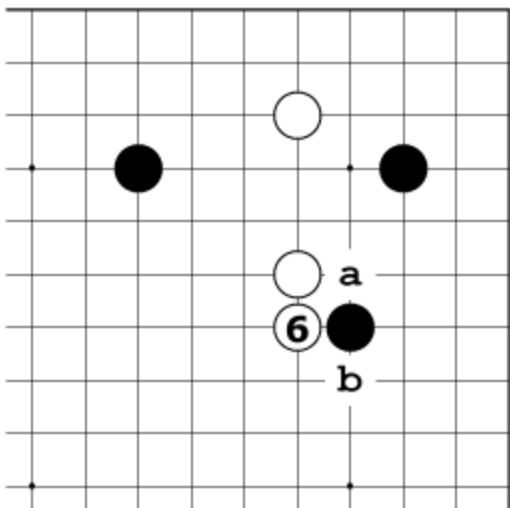
11 Black starts a squeeze play.



8 Black continues with 'a' or 'b'.

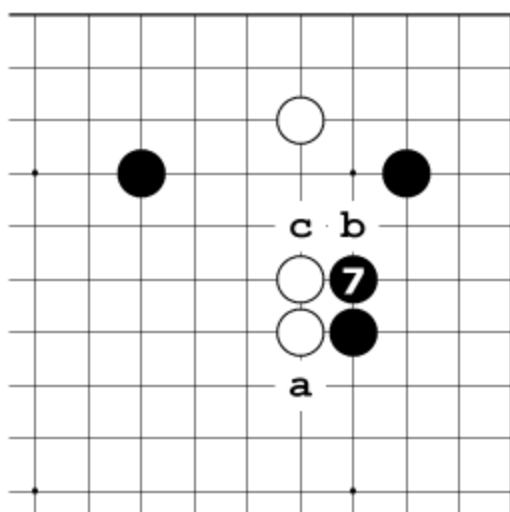


5 Black 5 is provocative.
White continues with 'a *' or 'b *', but White must have the ladder to play 'b'.
White 'c' is bad timing.

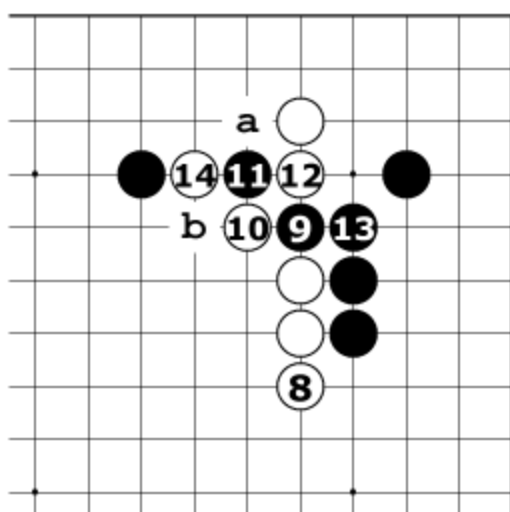


6 Black continues with 'a *'.

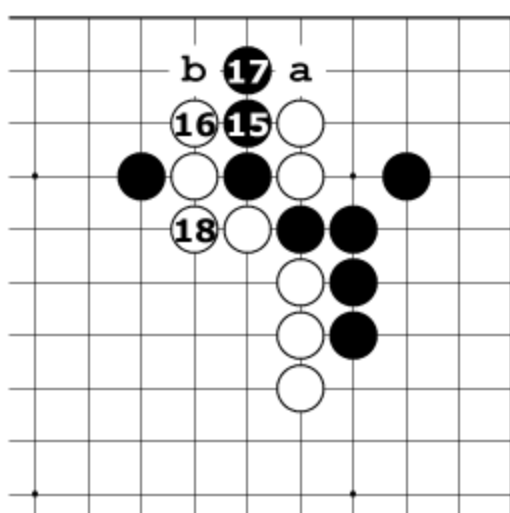
Black 'b' is an overplay.



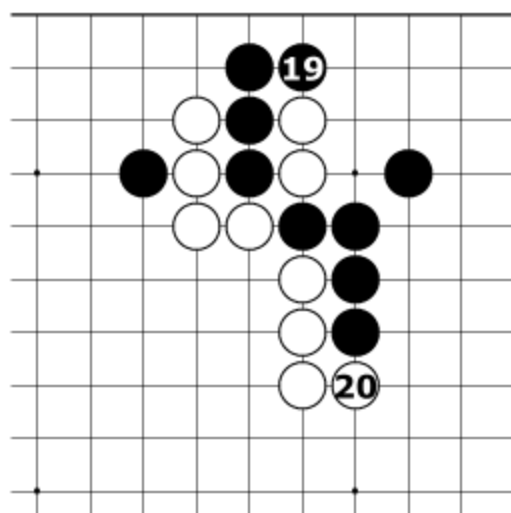
7 White continues with 'a *'. White 'b' and 'c' are mistakes.



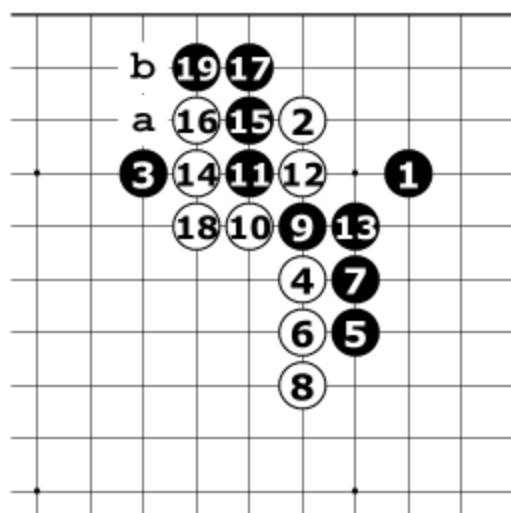
14 Black continues with 'a *' or 'b'.



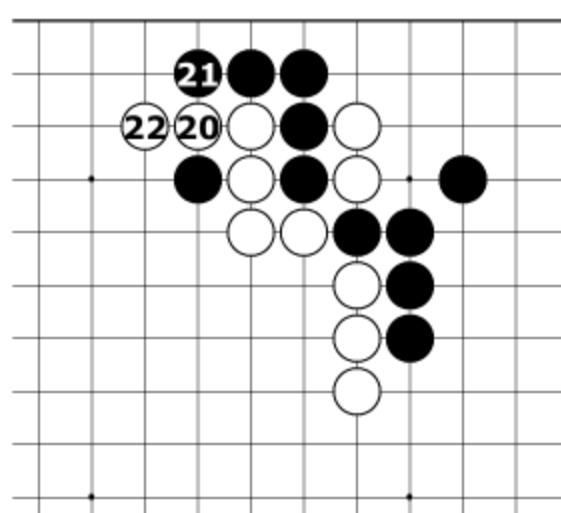
18 Black continues with 'a *'. Black 'b' is not recommended.



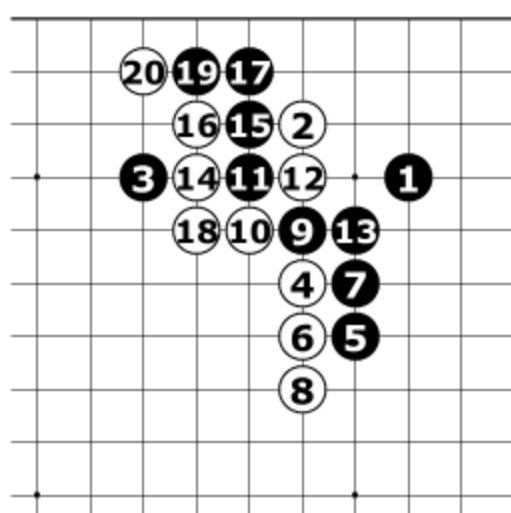
20 * GOOD VARIATION *



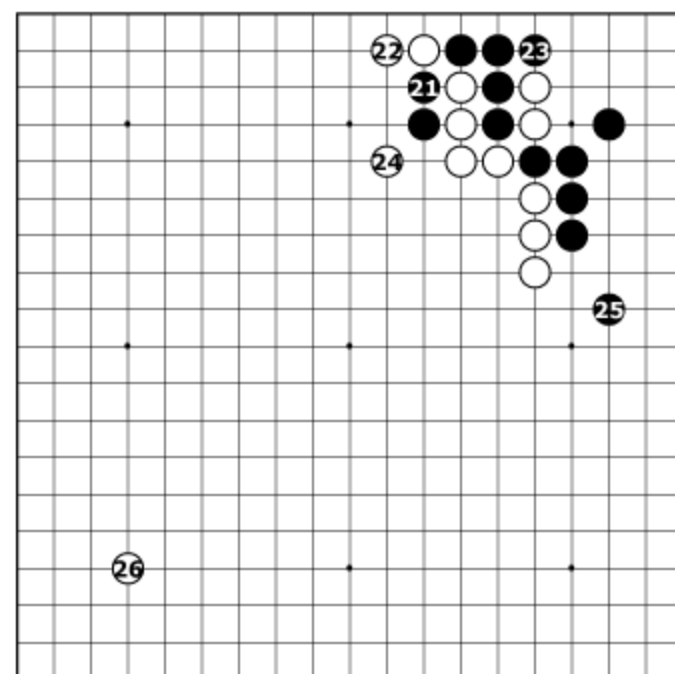
19 White continues with 'a'. White 'b' leaves flaws in White's thickness.



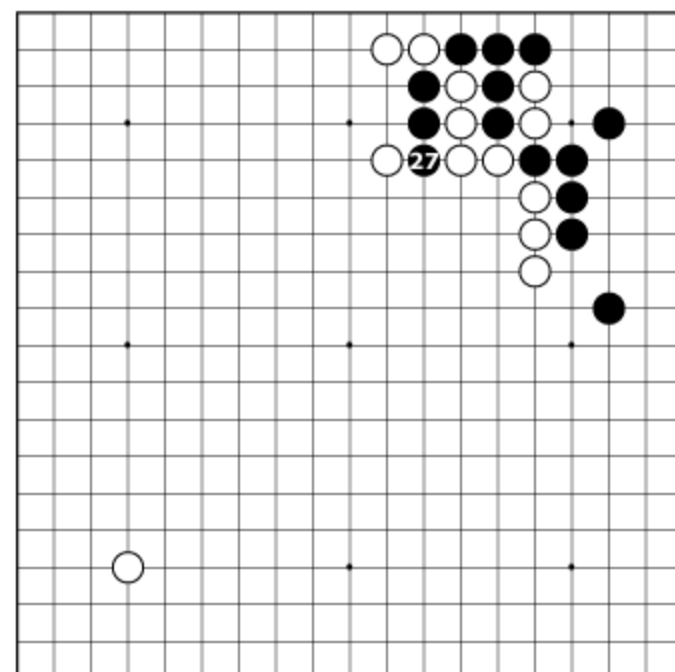
22 White 22 gives White excellent thickness.



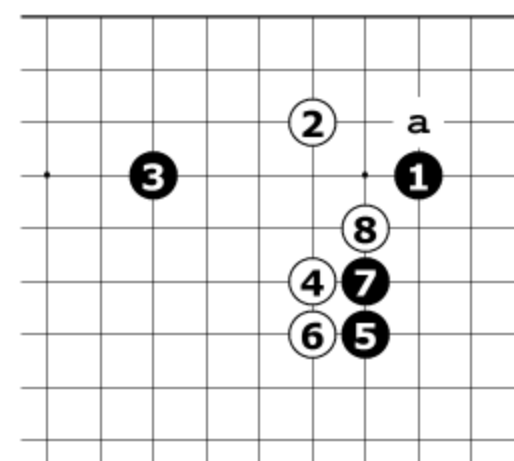
20 White 20 is unnecessary resistance.



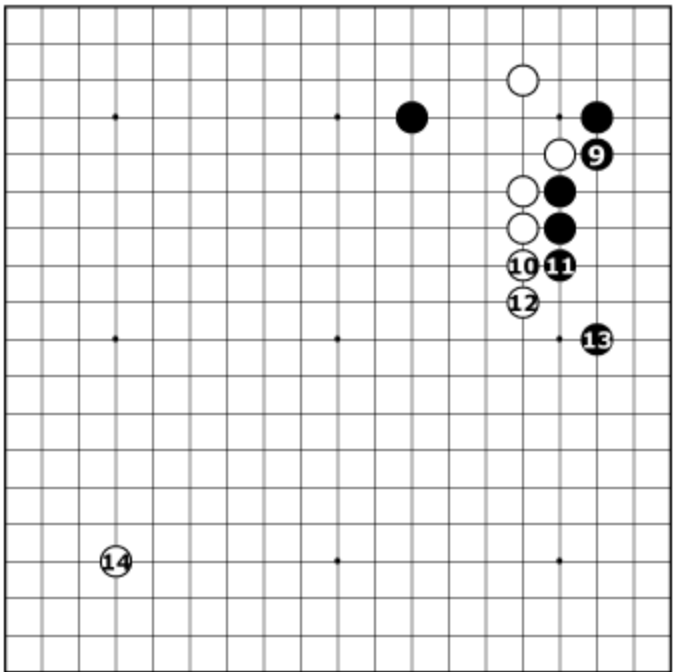
26 White plays elsewhere.



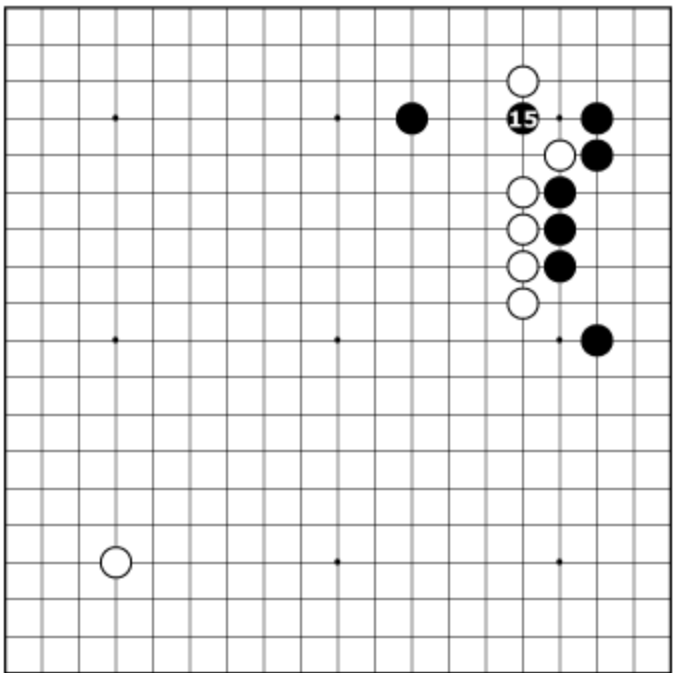
27 Black 27 is reckless. Black captures the two white stones, but gives White a wall of thickness.



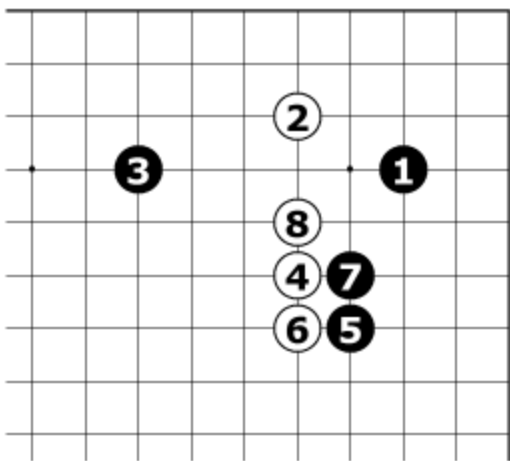
8 White 8 looks reasonable, but superfluous and loses White the good play at 'a'.



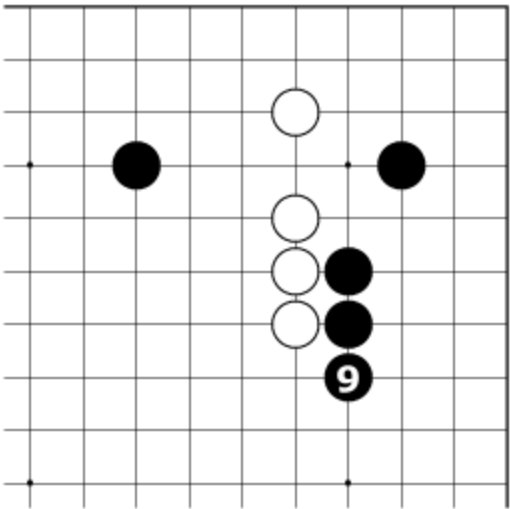
14 White plays elsewhere.



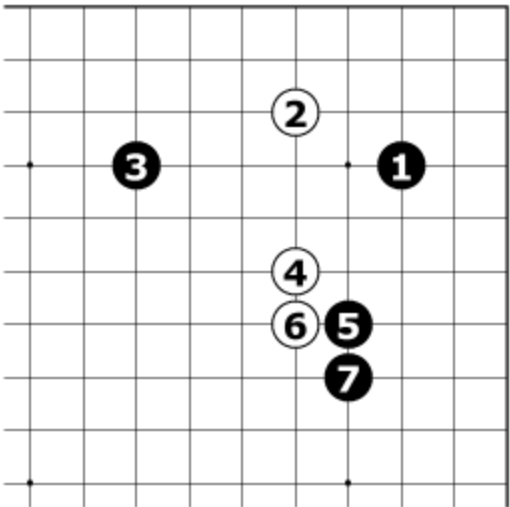
15 The consequence of White 8 is that Black can attack.

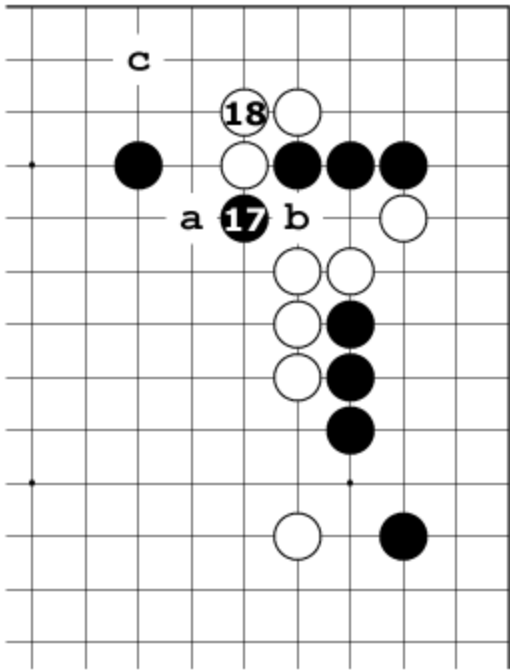


8 White 8 is timid, giving Black a superior position.

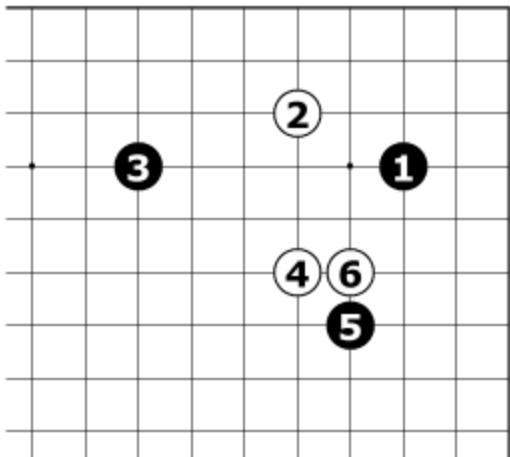


9 In a professional game Black would have a decided advantage due to White 8.

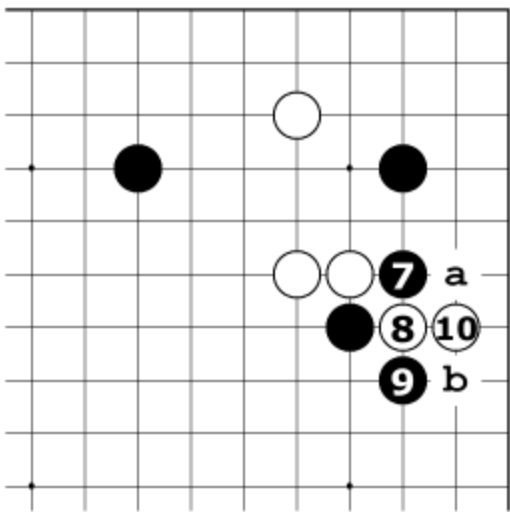




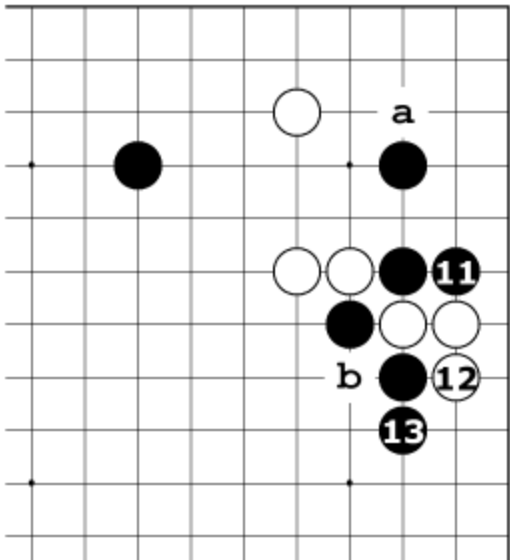
18 If Black 'a' or 'b', White 'c'.



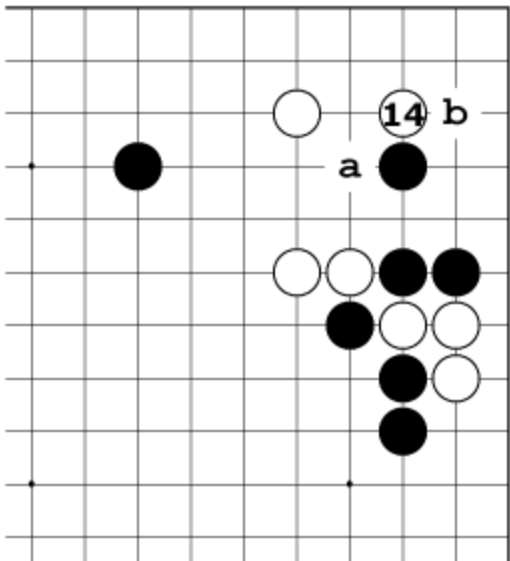
6 White must have the ladder to play this way.



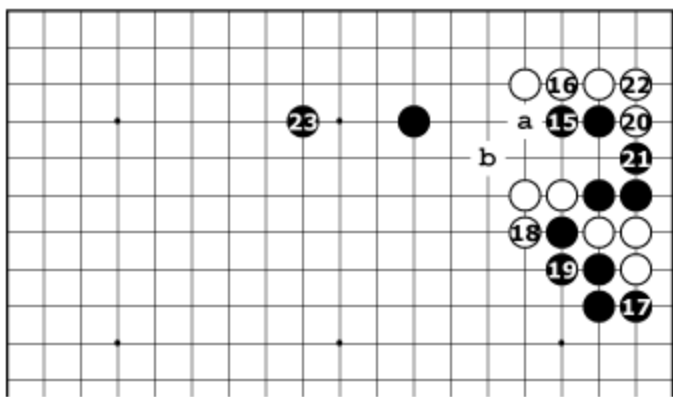
10 Black continues with 'a' * or 'b'.



13 White continues with 'a' *. White 'b' is not recommended.

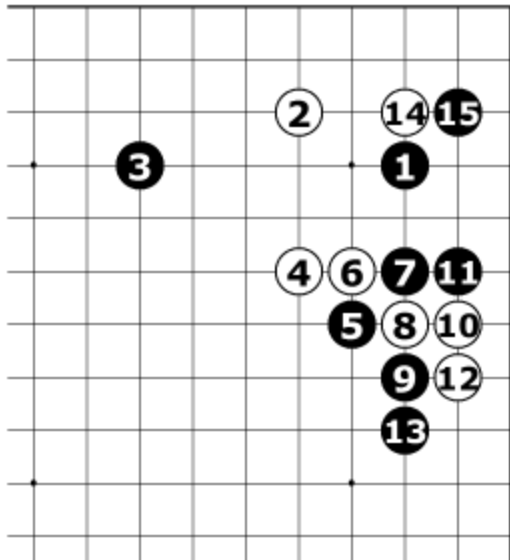


14 Black continues with 'a' *. Black 'b' is a mistake.

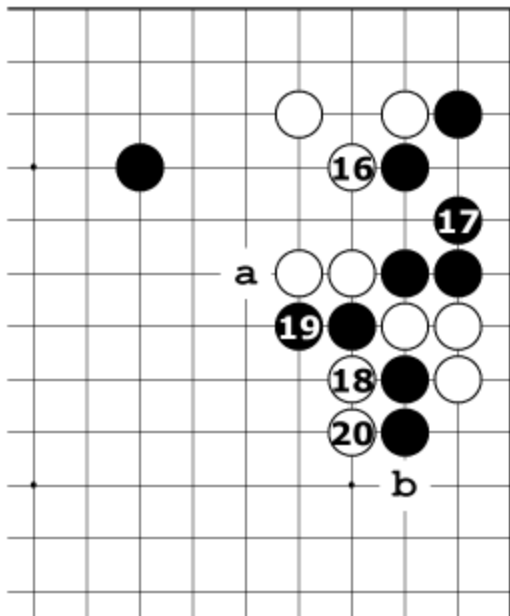


23 * GOOD VARIATION *

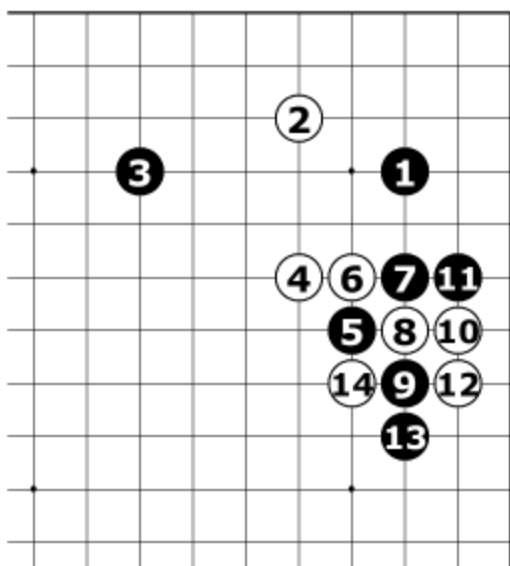
Note that, because of shortage of liberties, Black cannot separate White with 'a' or 'b'.



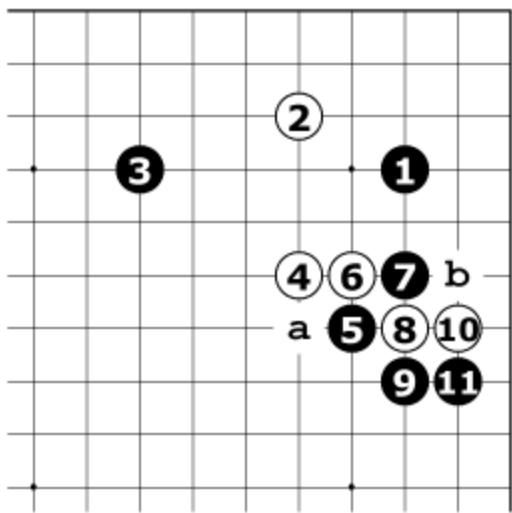
15 Black 15 is just what White hopes for.



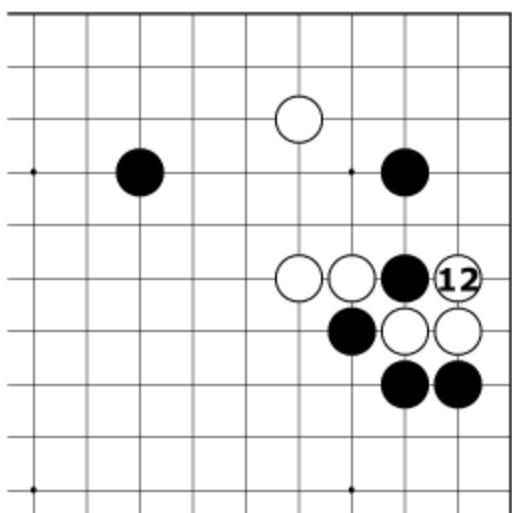
20 If now Black 'a', White 'b' is good enough.



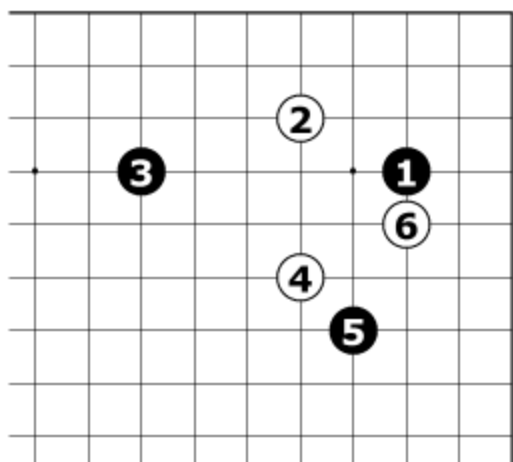
14 White 14 is a mistake.



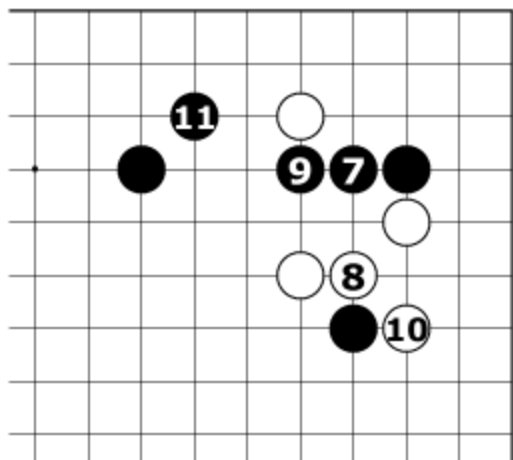
11 White continues with 'a'. White 'b' is also possible, but in that variation Black gains outstanding thickness.



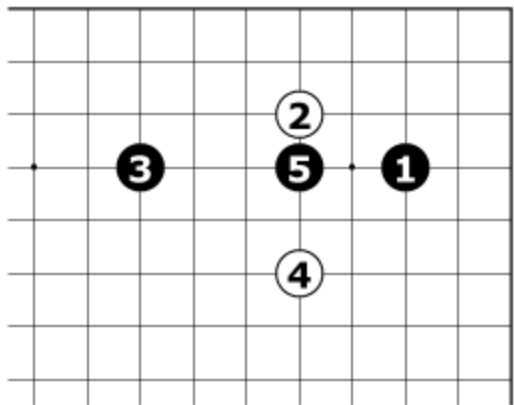
12 Black gets nice thickness with this variation.



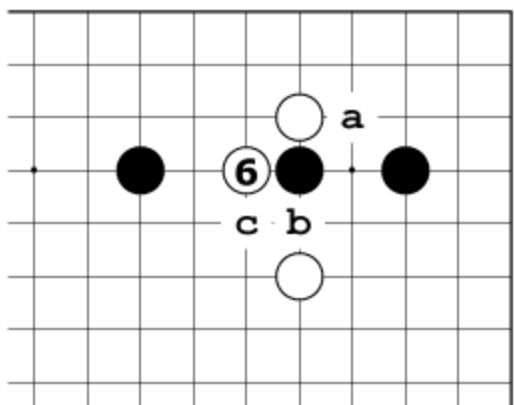
6 Black 6 is a move before its time.



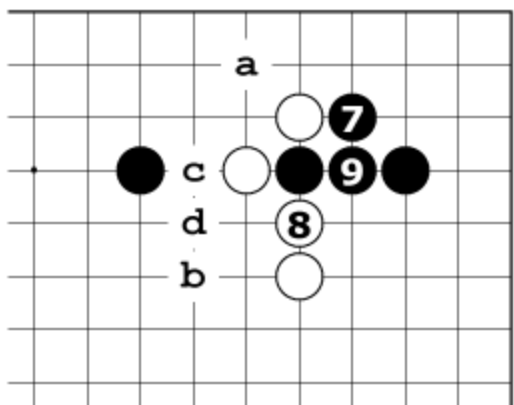
11 White 6 & 10 are over-concentrated.



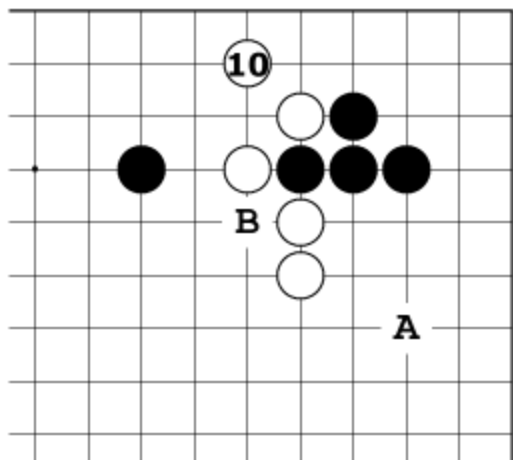
5 Black 5 only works when Black is strong in this area.



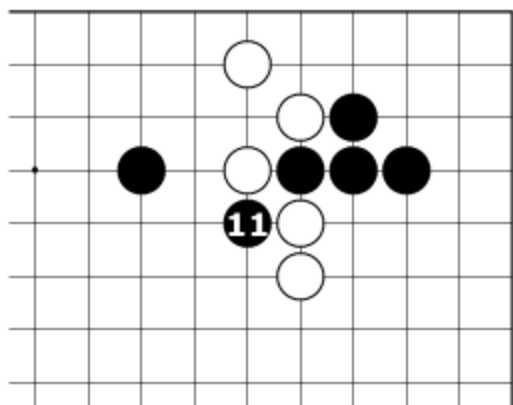
6 Black continues with 'a'. Black 'b' is a mistake. Black 'c' is strange but possible; Black must have the ladder to play this way.



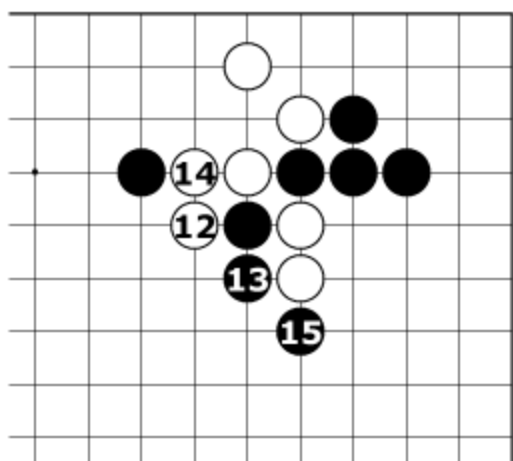
9 White continues with 'a' to 'c'. White must have the ladder to play 'a'. White 'd' is a mistake.



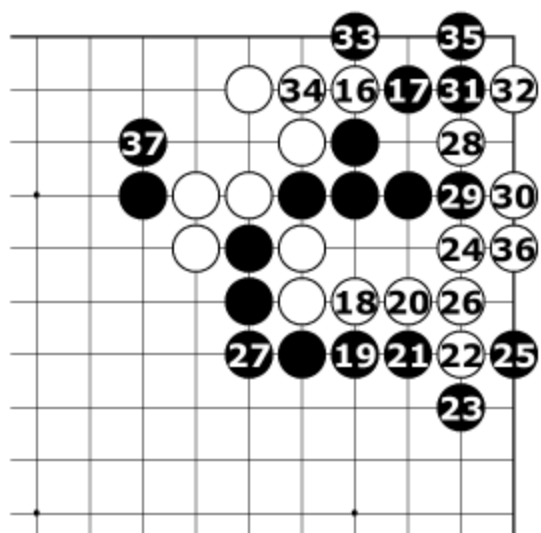
10 'A' or, with the ladder, 'B'.



11 If White does not have the ladder (this is not joseki).

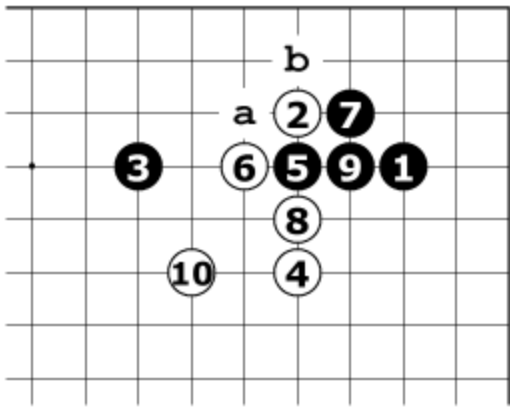


15 The worst that can happen is a seki in the corner.

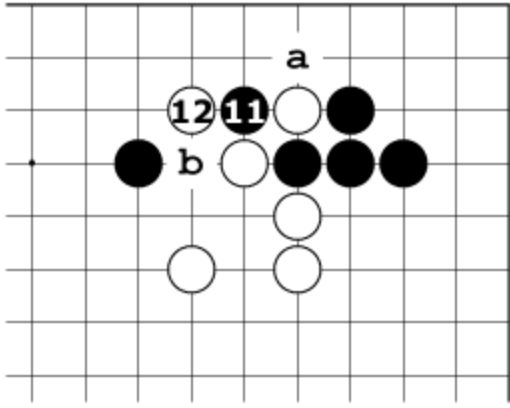


37 Black plays to bring White's 7 stones under attack. White's disadvantage is

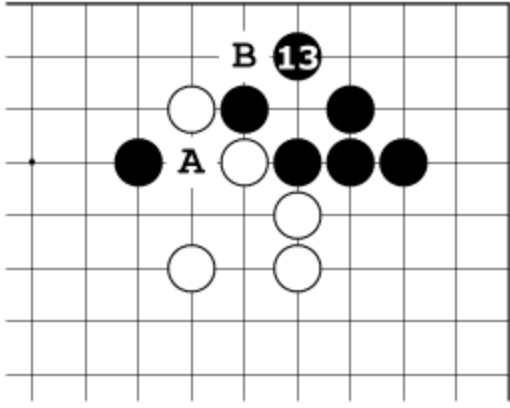
obvious.



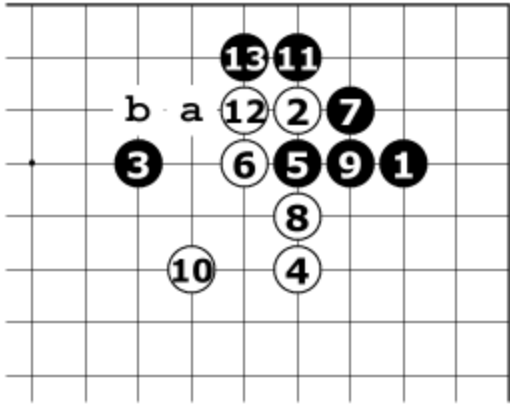
10 Black continues with 'a' or the interesting move at 'b'.



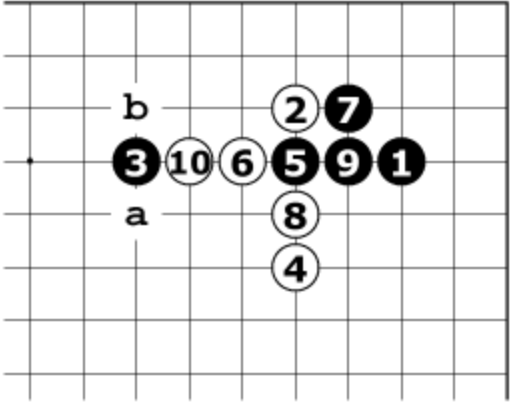
12 Black continues with 'a'. Black 'b' is unreasonable.



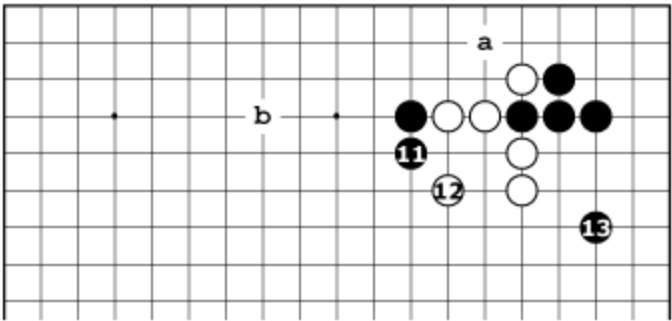
13 'A' or 'B'.



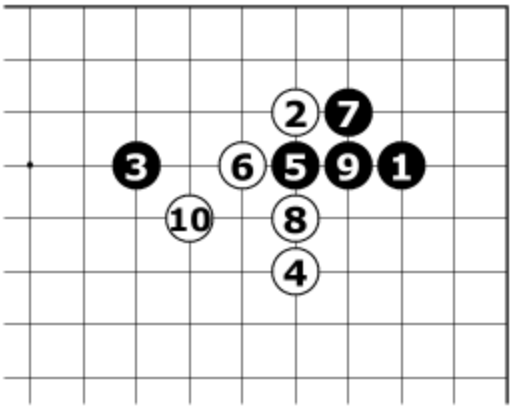
13 'a' and 'b' are miai.



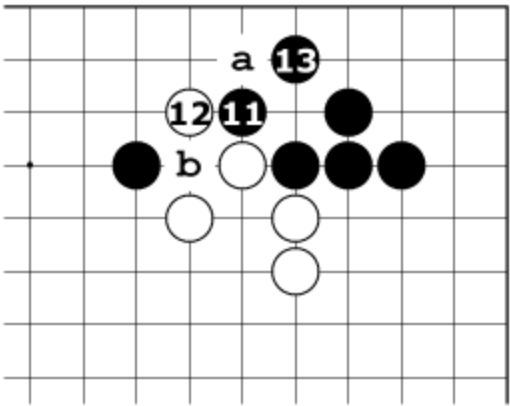
10 Black continues with 'a' or 'b'.



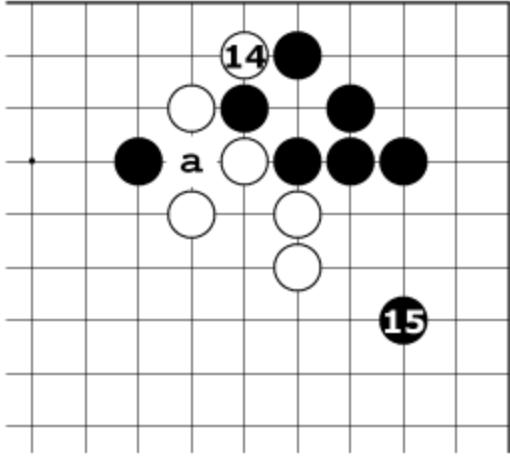
13 White continues with 'a' or 'b' or elsewhere depending on the situation.



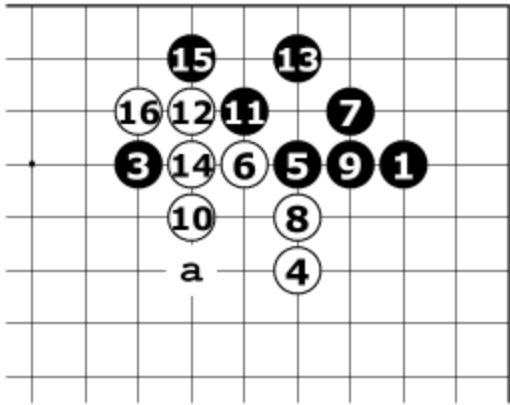
10 White 10 is a mistake.



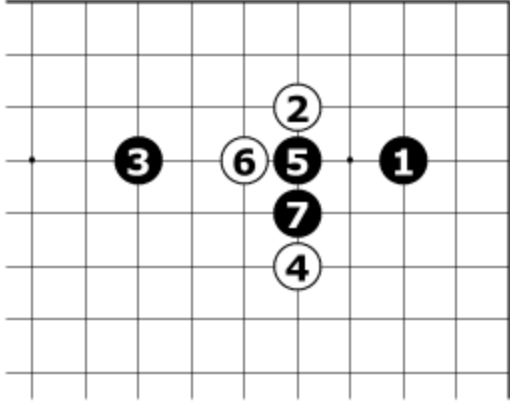
13 White plays 'a' for a ko, or 'b' if White cannot hope to win the ko.



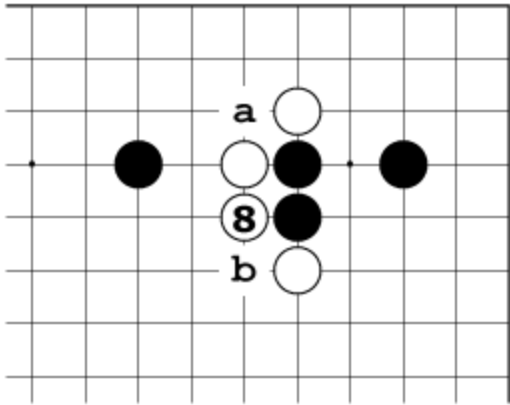
15 Black waits for the right time to start the ko at 'a'.



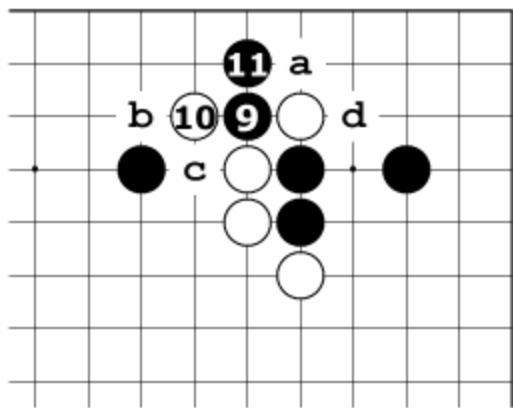
16 From this position it is clear that White 10 would be better at 'a'.



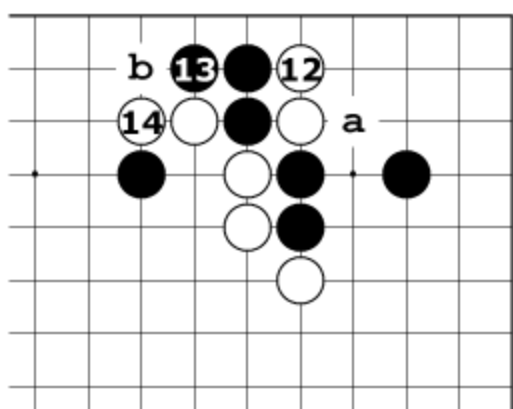
7 Black 7 is vulgar.



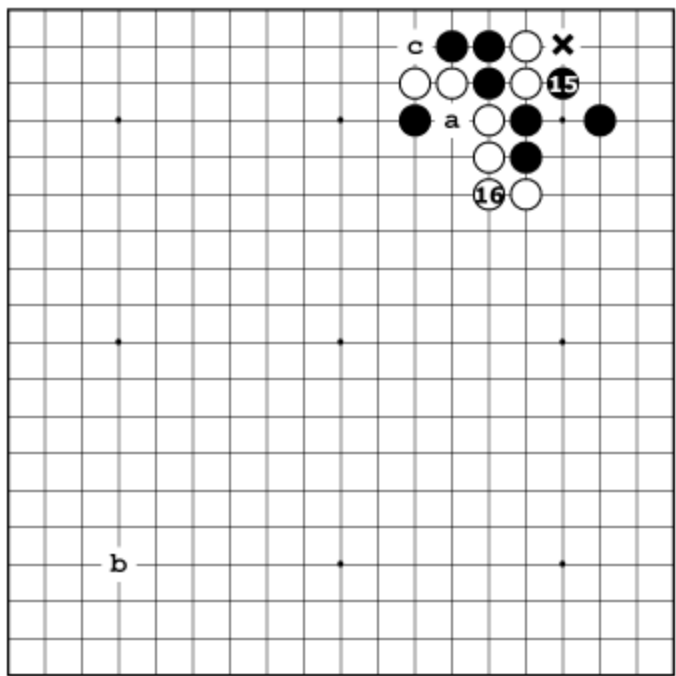
8 Black now has a liberties problem. Black cuts at 'a' or 'b'. The Black cut at 'a' leads to more variations than the cut at 'b'.



11 White continues with 'a' to 'c'. White 'd' is unreasonable.



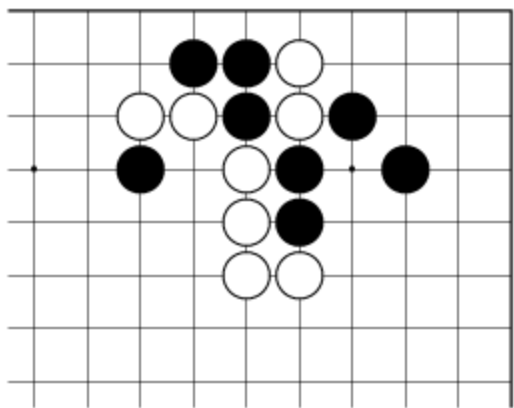
14 Black continues with 'a', or the severe move at 'b'.



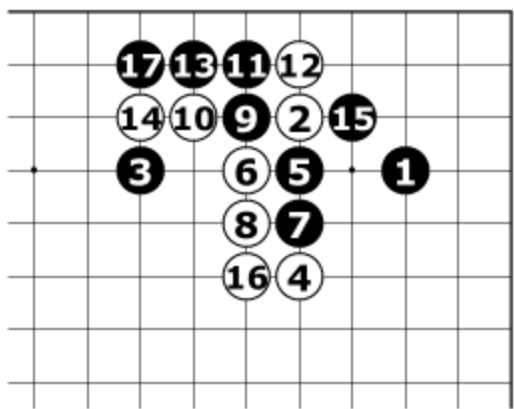
16 The drawback to this position for White is the Black cut at 'a'. White has a strong position to fight from, but this may change as the board develops.

The advantage is that later White can later play the marked point after Black plays elsewhere ('b').

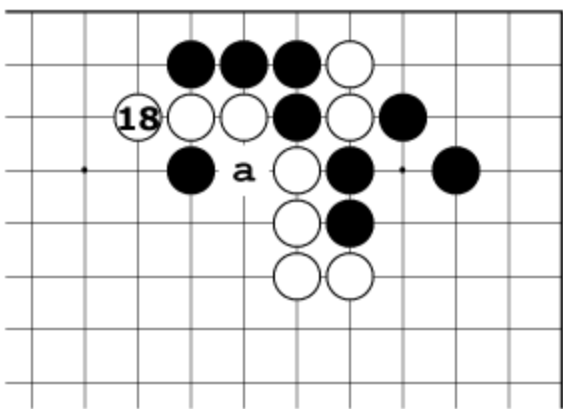
Black 'c' is a mistake.



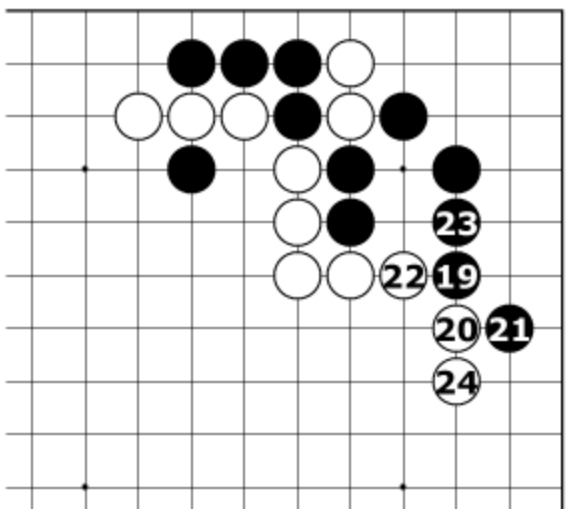
17 Black plays elsewhere.



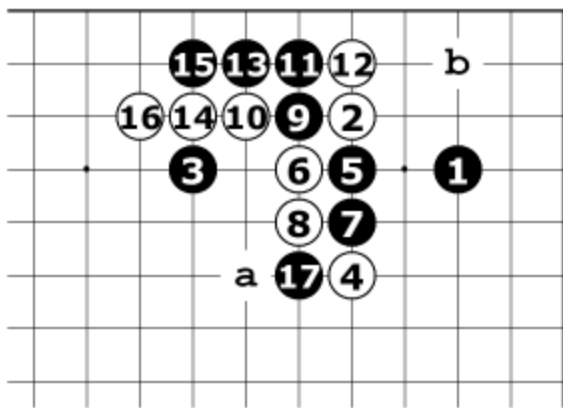
17 Black 17 is a mistake.



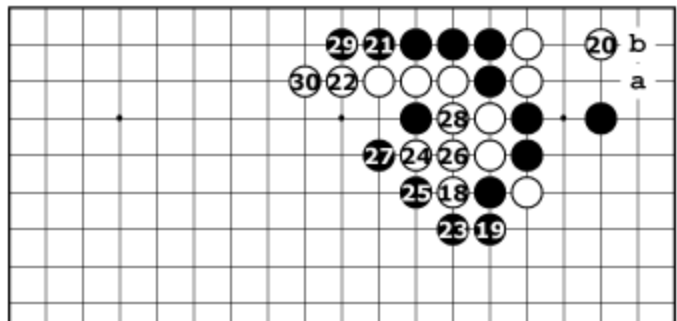
18 White 18 prevents the cut at 'a', and allows White tough response to Black on the right side.



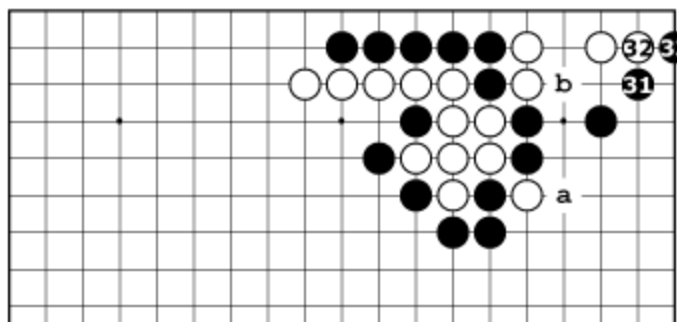
24 Black is too low.



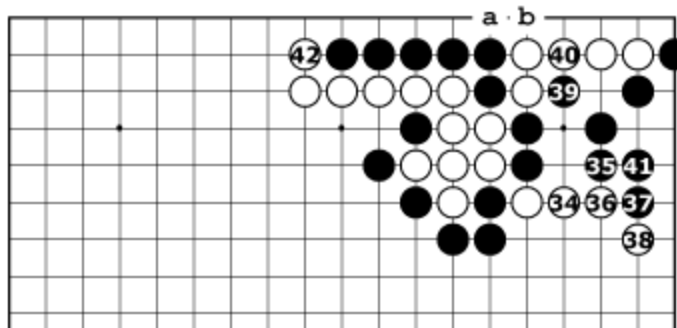
17 White 'a' is correct, though the continuation is tricky. White 'b' is premature.



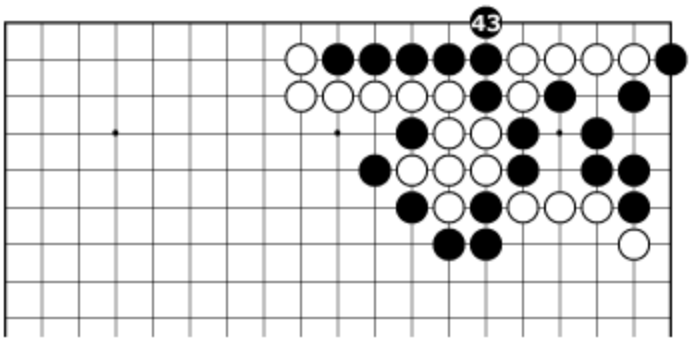
30 Black continues with 'a'. Black 'b' is a mistake.



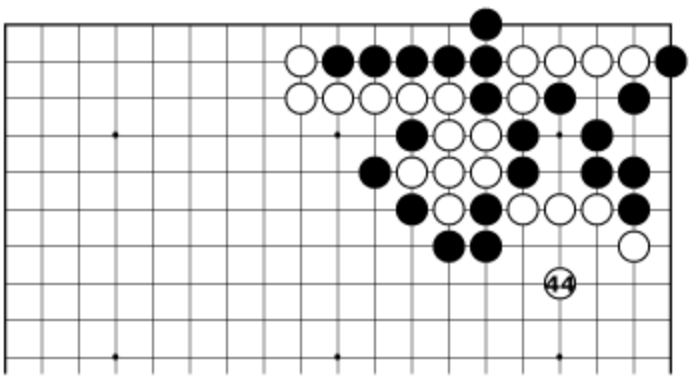
33 White must figure out the best way to sacrifice the four White stones. White continues with 'a'. White 'b' is a mistake.



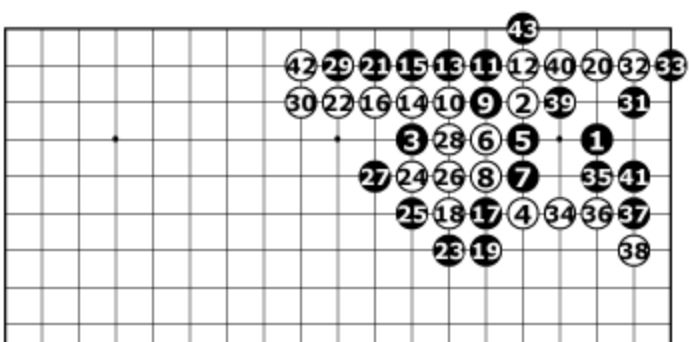
42 Black continues with 'a'. Black 'b' makes a ko.



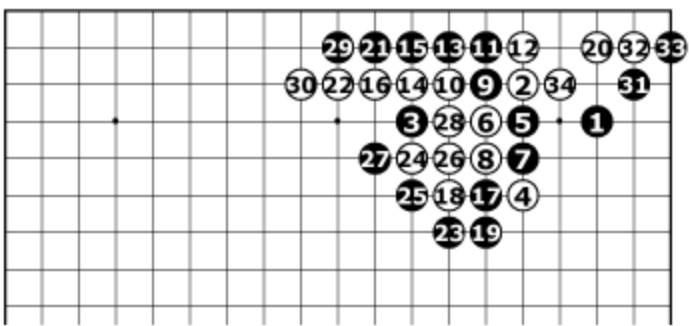
43 Black 43 ensures a one-move win.



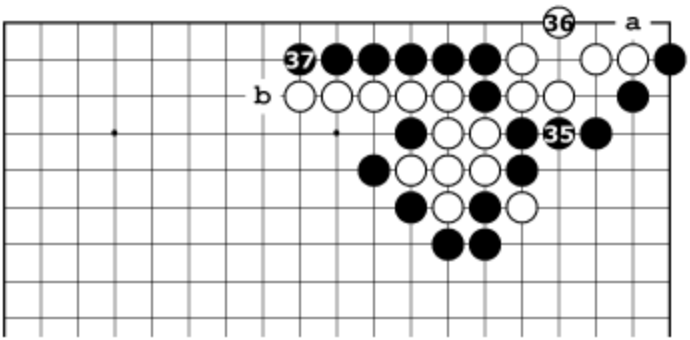
44 White's loss in the corner is compensated for by profit from attacking Black in the center.



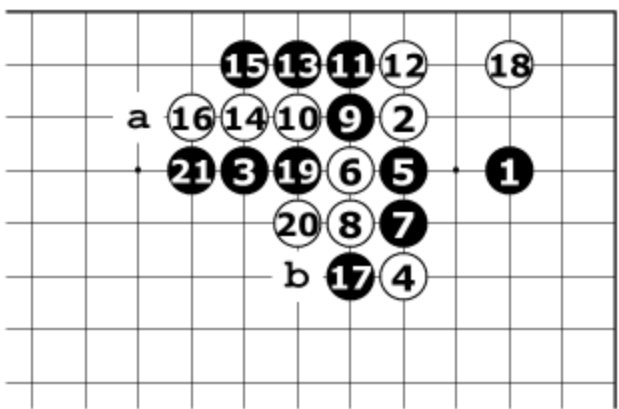
43 Black 43 creates a ko situation.



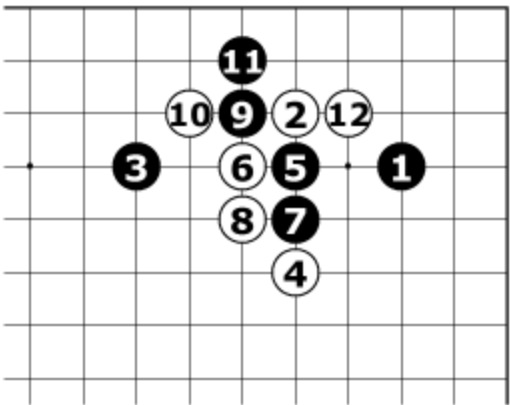
34 White 34 doesn't work as planned.



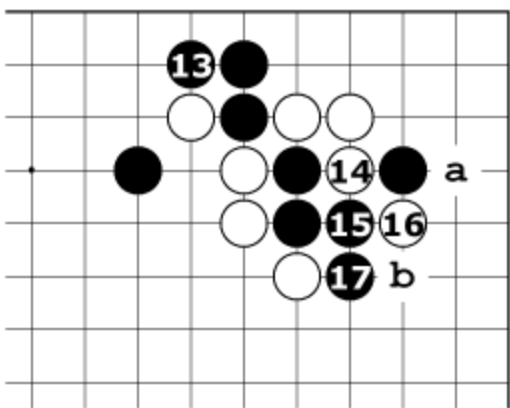
37 Living with 'a' is small, while Black 'b' is bad for White.



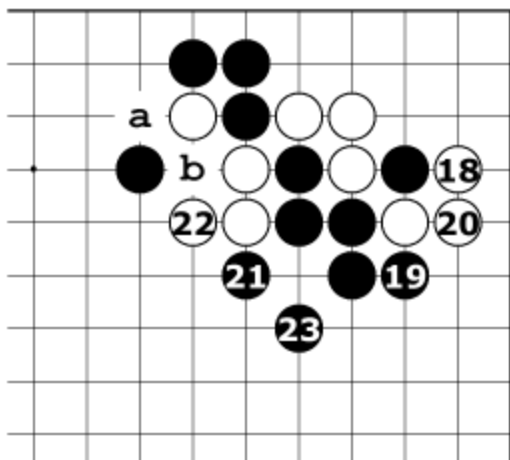
21 'a' and 'b' are miai. This is what White must guard against (and does so in the other variation). From here, White is lost.



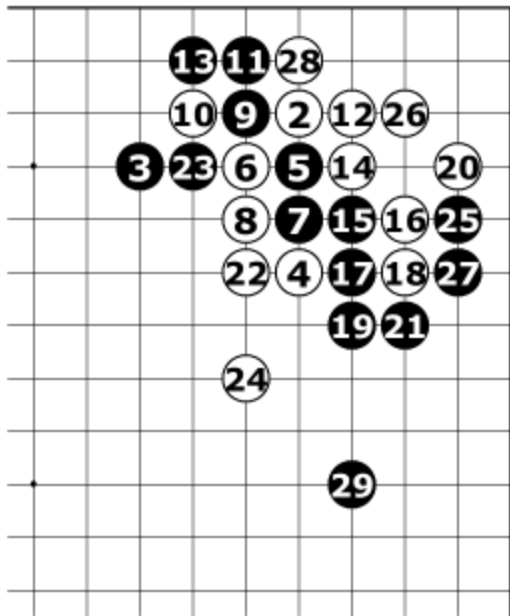
12 White 12, refusing to sacrifice White 2, is a mistake.



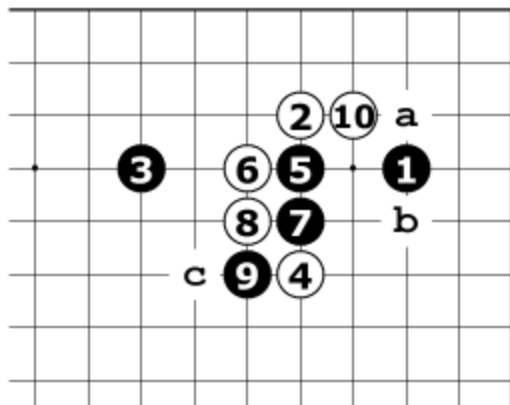
17 White continues with 'a', or slightly better, 'b'.



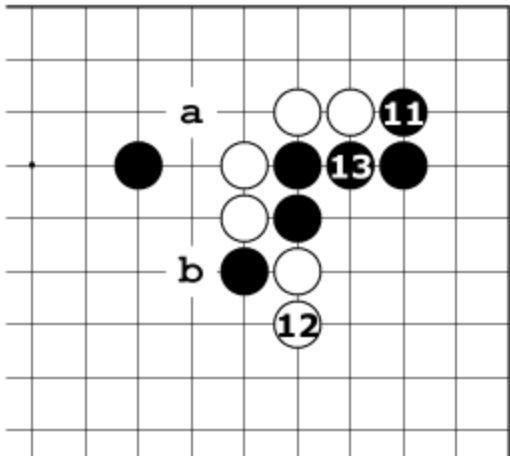
23 White 'a' is impossible because of Black 'b'. The White center stones are a burden and there is no good way to use them.



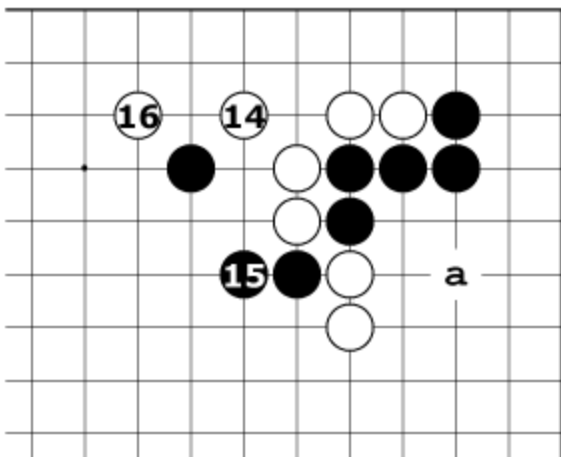
29 White's corner territory is barely 10 points.



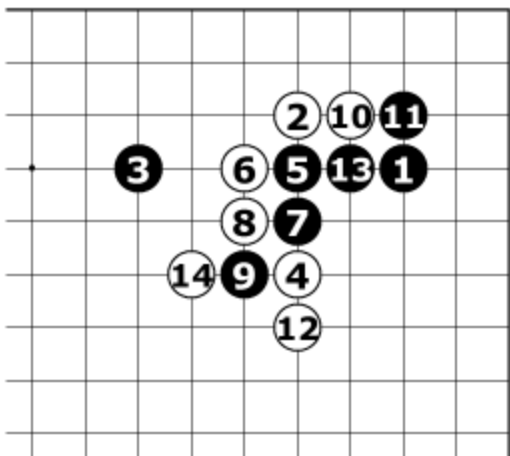
10 Black continues with 'a'. Black 'b' is mild. Black 'c' is not recommended.



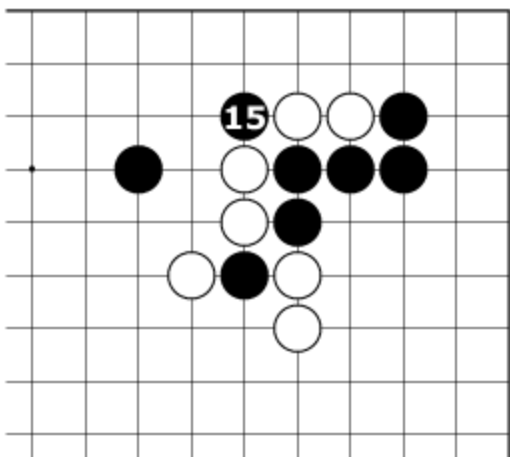
13 White continues with 'a'. White 'b' is a mistake.



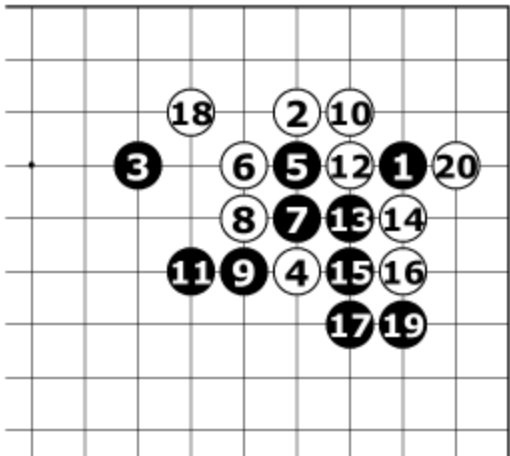
16 White 'a' is sente.



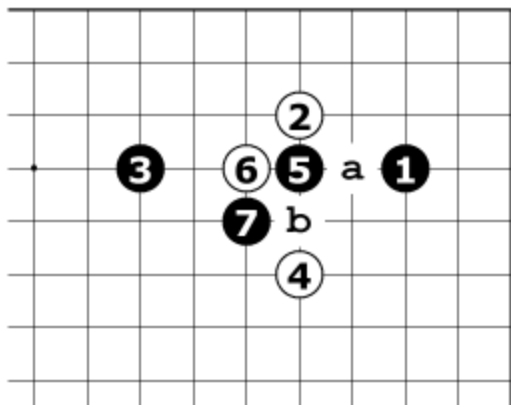
14 White 14 is a mistake.



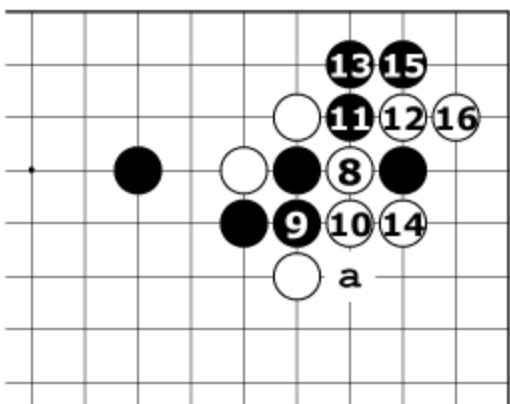
15 The two White stones are wasted.



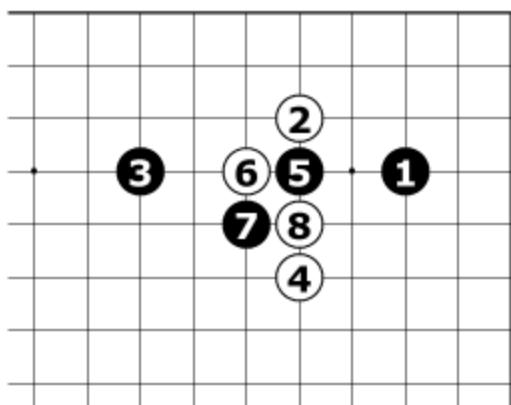
20 White's profit exceeds Black influence.



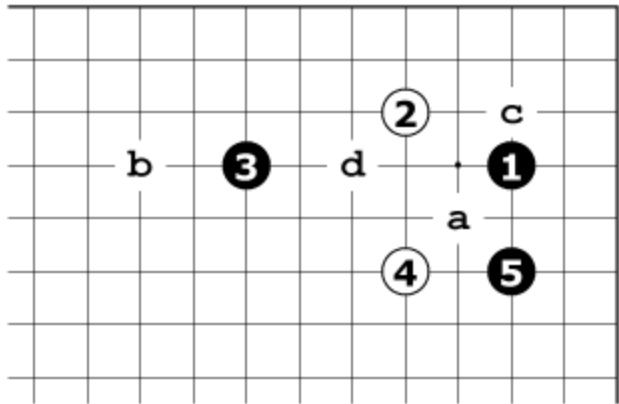
7 Black must have the ladder to play this way. White continues at 'a'. White 'b' is a mistake.



16 Black has lost the cut at 'a'.

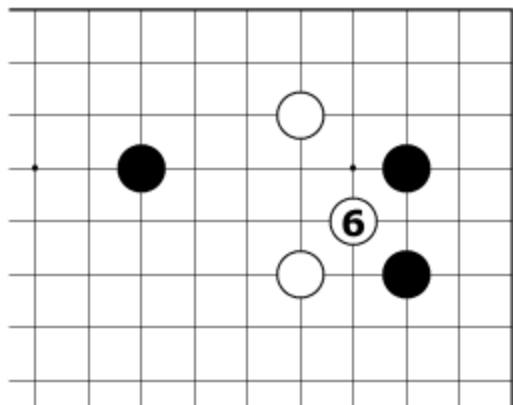


8 White 8 is a mistake.

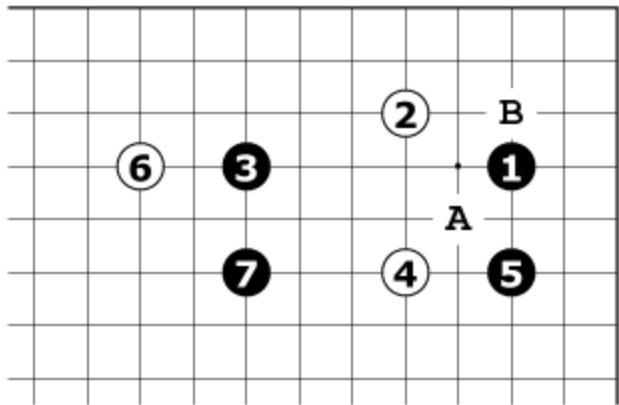


5 Black 5 is not joseki, being a bit slow.

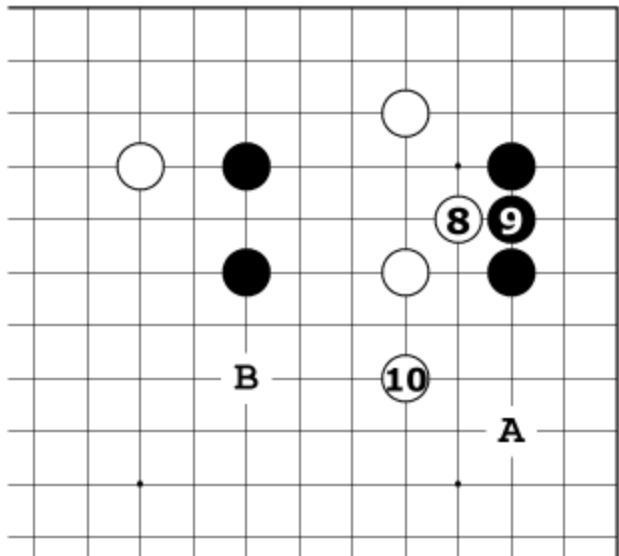
White continues with 'a' or 'b'. White 'c' and 'd' are mistakes.



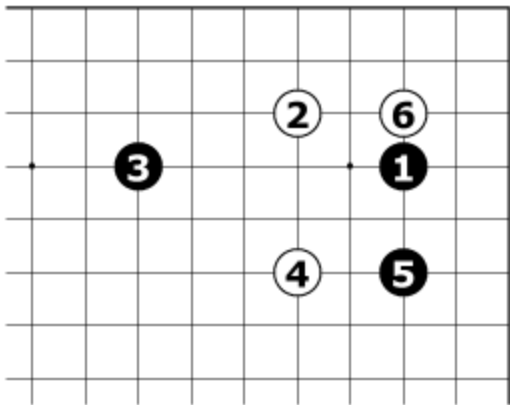
6 White 6 ensures connection between White 2 and 4.



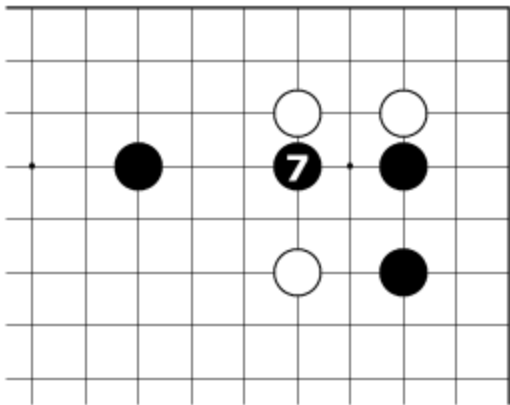
7 'A' or 'B'.



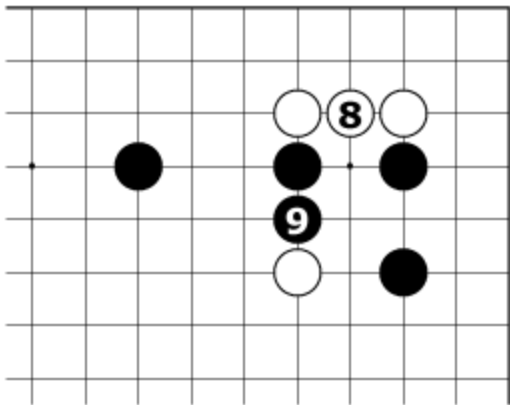
⑩ 'A' or 'B'.



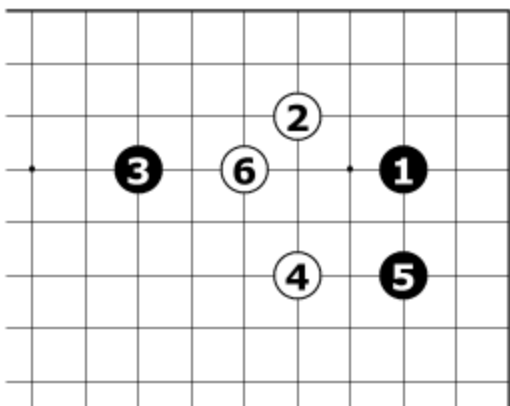
⑥ White 6 is a mistake.



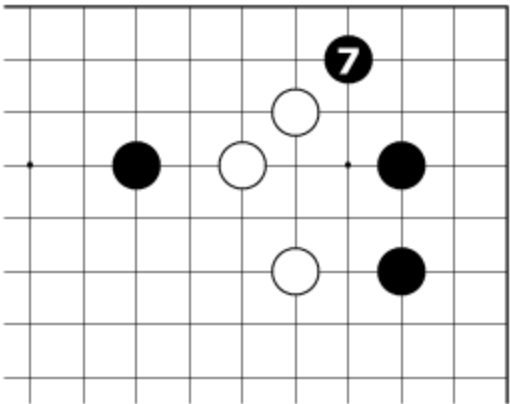
⑦ Black 7 is a a severe move.



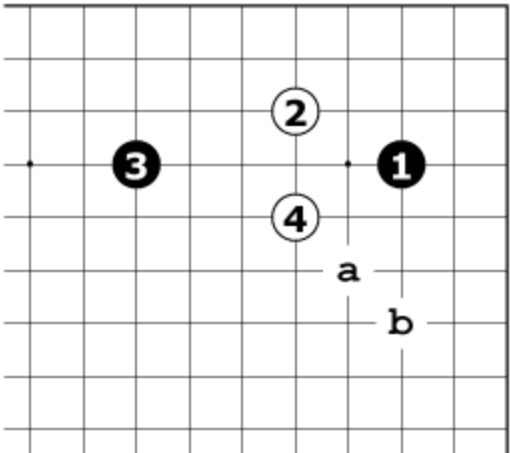
⑨ Black gets a favorable result.



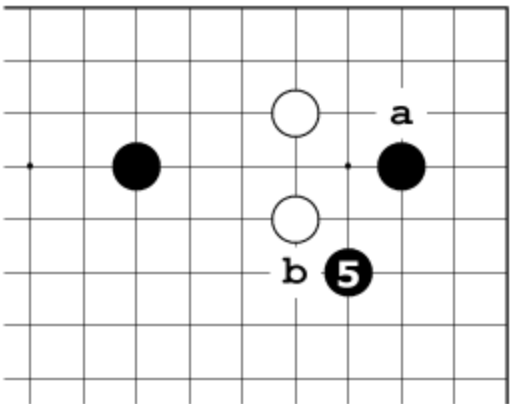
⑥ White 6 is gote.



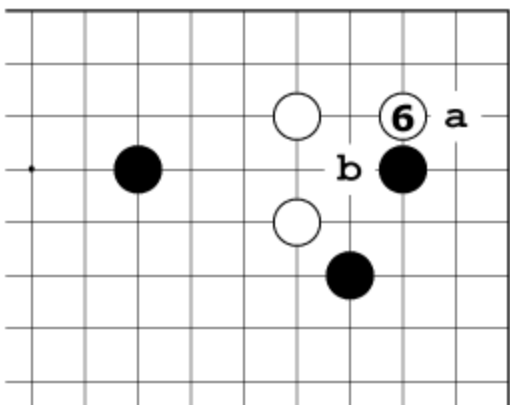
⑦ Locally, Black 7 is an ideal grab of the corner.



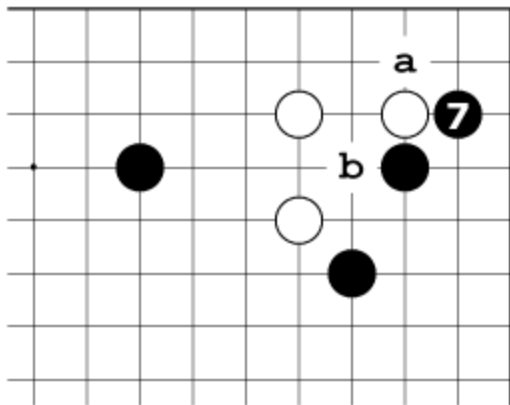
④ White 4 is standard with the one-space pincer, high or low, but it is not played with the low two- or three-space pincer. White 4 reflects a special strategy by White. Black continues with 'a *' or 'b'.



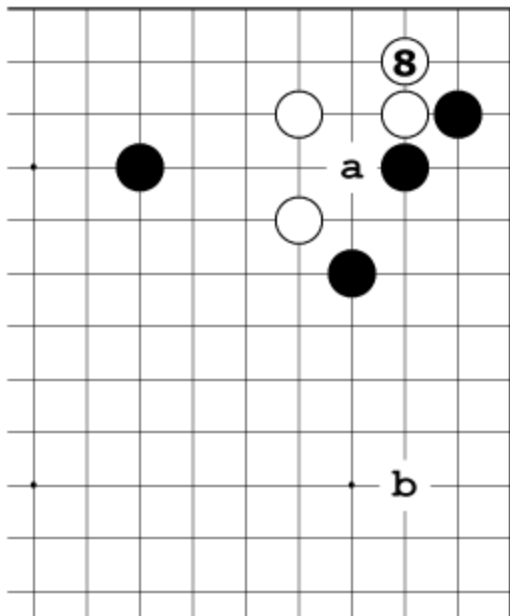
⑤ White continues with 'a *'. White 'b' is a mistake.



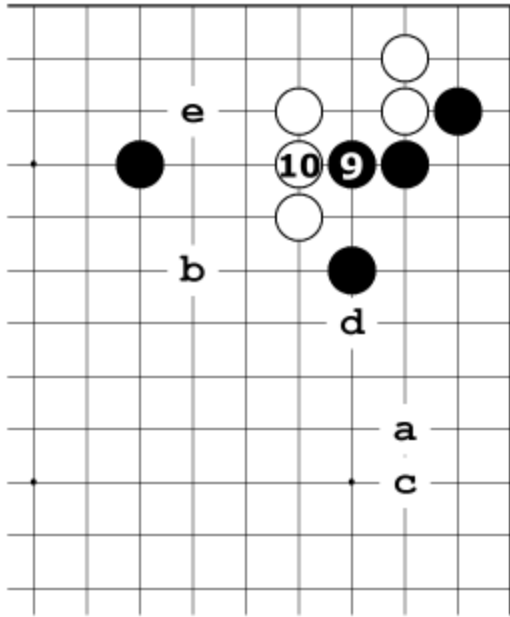
⑥ Black continues with 'a *'. Black 'b' is a mistake.



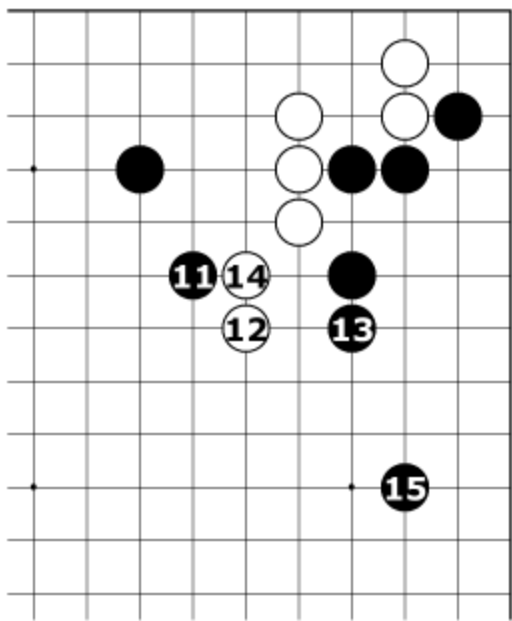
⑦ White continues with 'a *'. White 'b' is a mistake in this case.



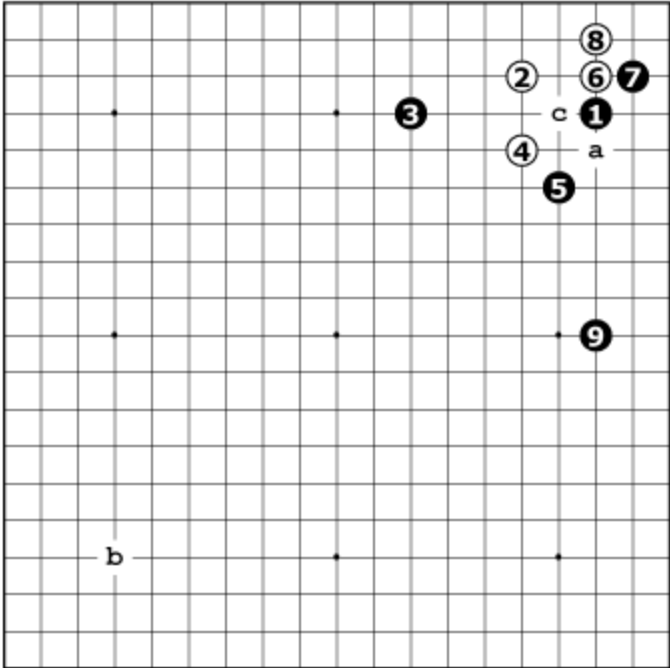
⑧ White 8 is important. White continues with 'a *', or simply at 'b'.



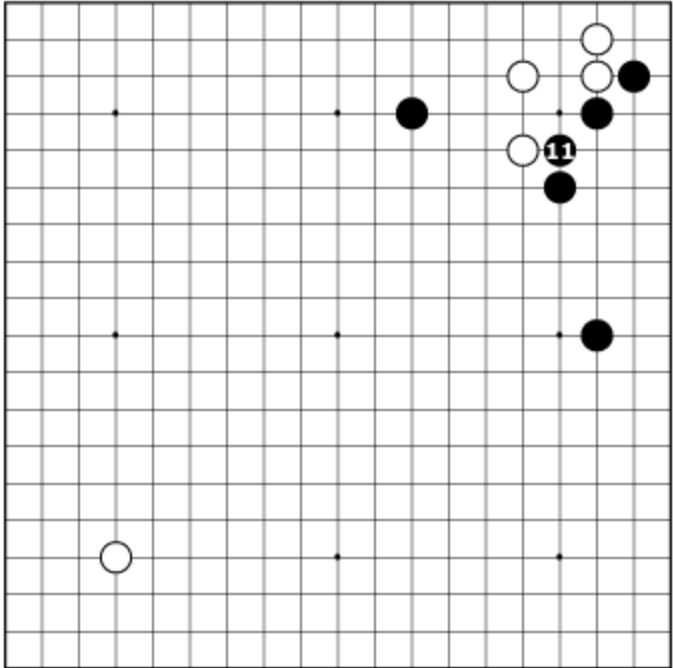
⑩ White continues with 'a', 'c *', 'd' or 'e'. Black 'd' is an old pattern, not recommended, as it strengthens White. 'b' is not good.



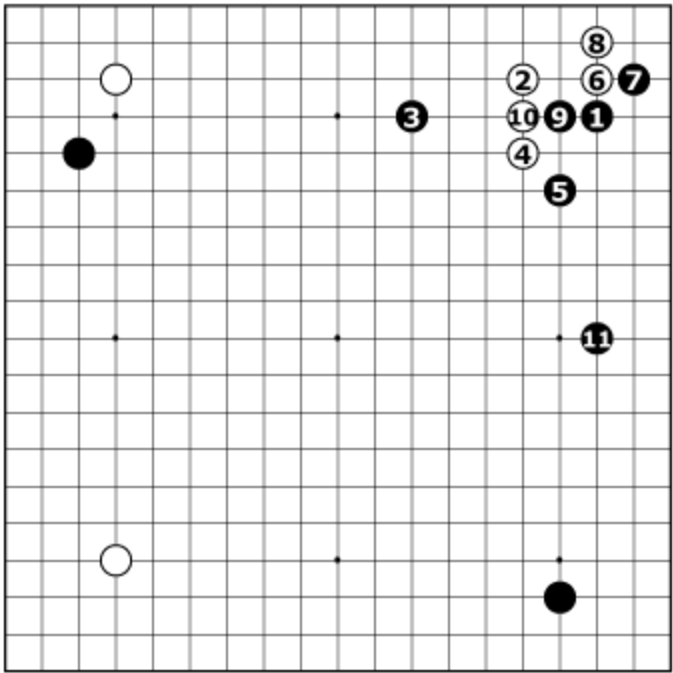
15 Black now lacks a good move at top.



9 White could attack at 'a', or play elsewhere ('b'). White 'c', prompting Black 'a', is weak.

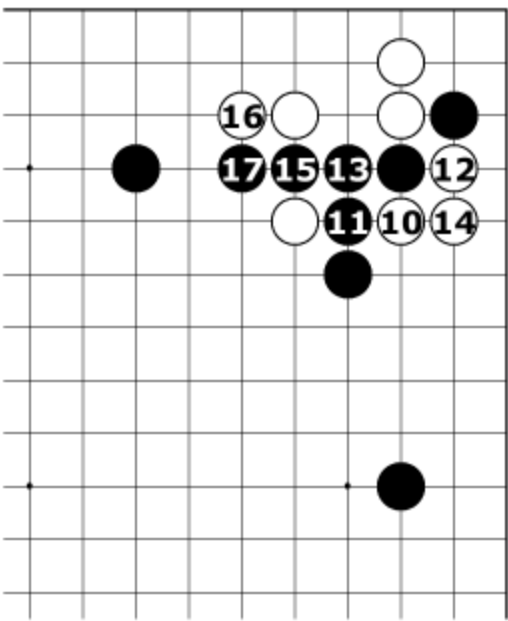


11 Black 11 is the recommended follow-up locally.

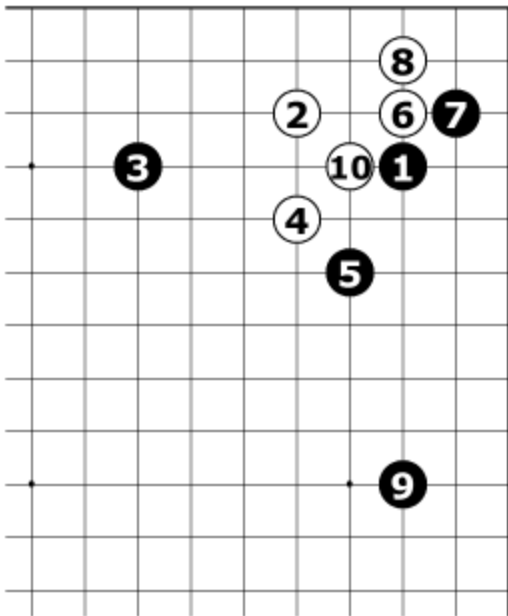


11 * GOOD VARIATION *

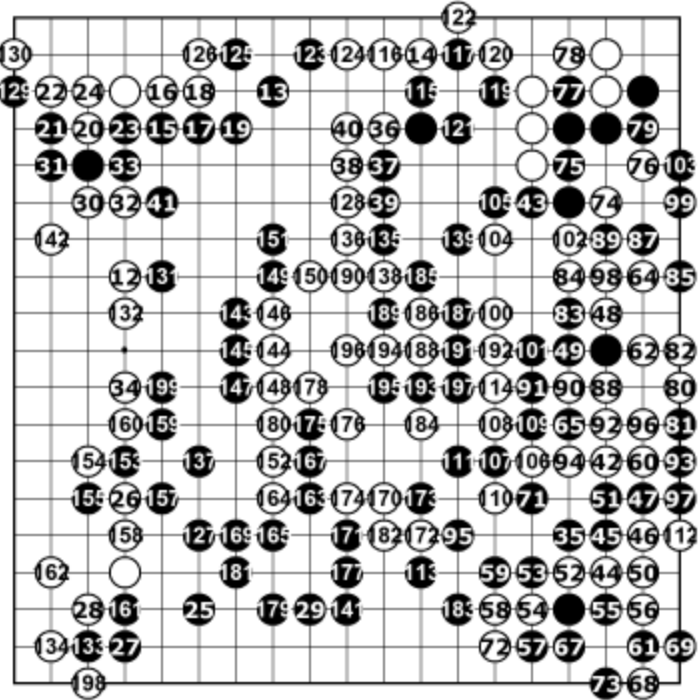
Yoshio Ishida versus Rin Kaiho, 6th game of the 13th Meijin Title, 1974.



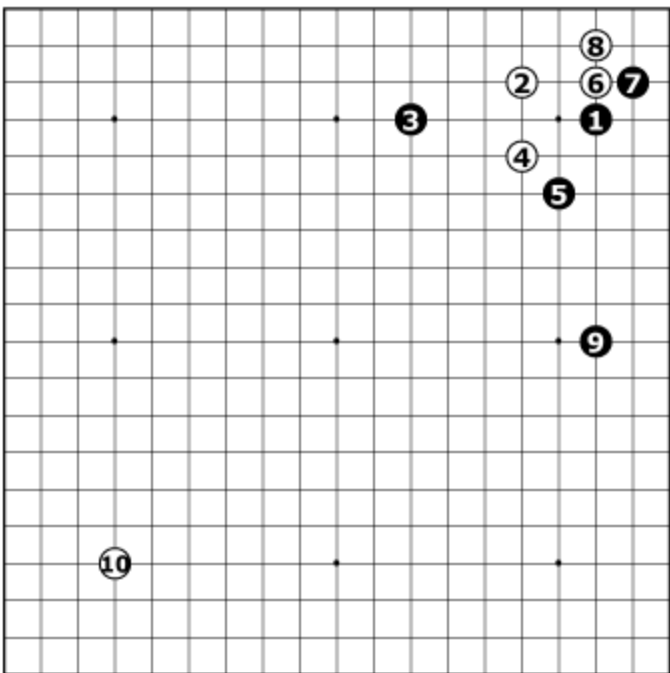
17 Black's thickness is better than White's profit.



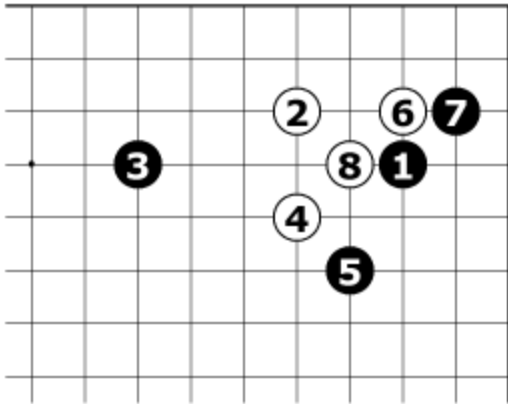
10 White gives Black a "thank-you" move.



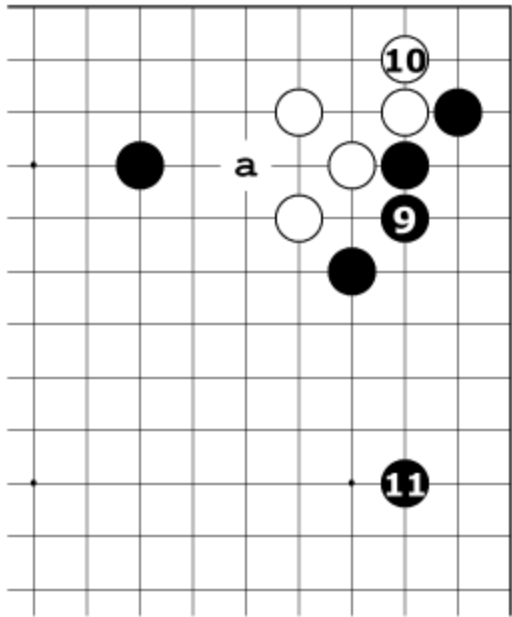
199 Black wins by resignation.



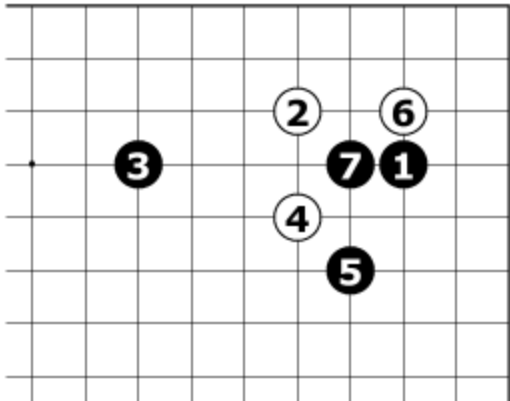
10 White plays elsewhere.



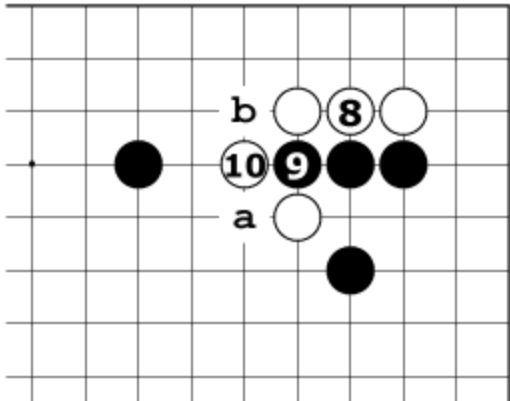
8 White 8 is a mistake.



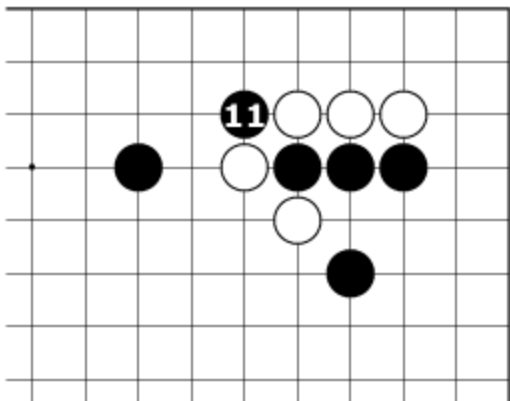
11 White 4 is wrongly placed. It should be at 'a'.



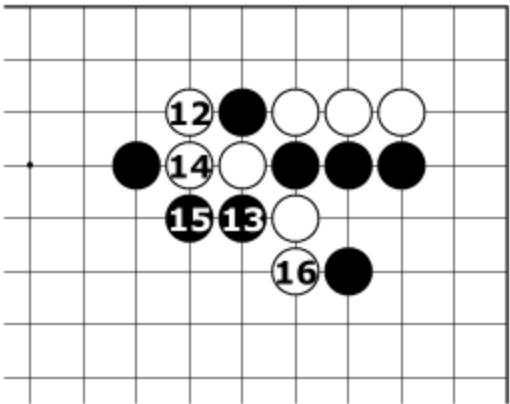
7 Black 7 is a mistake.



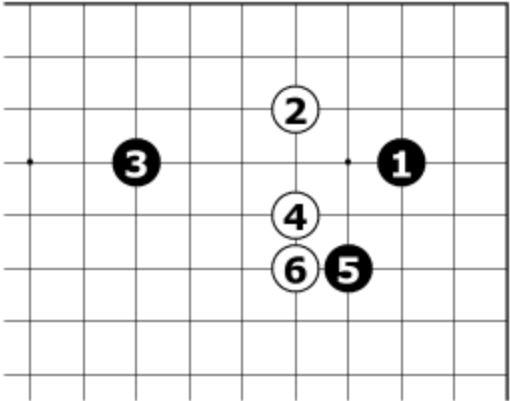
10 Black continues with 'a'. Black 'b' is a mistake.



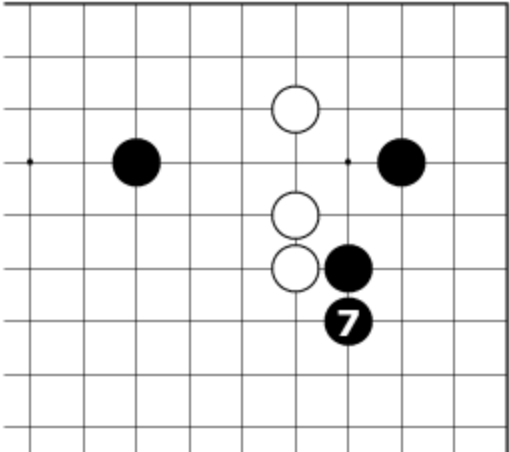
11 Black 11 is a mistake.



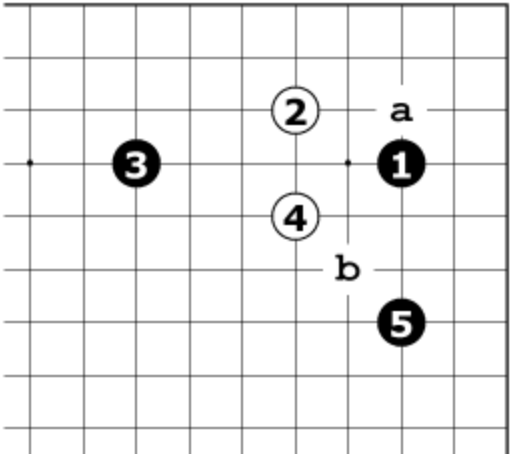
16 Black's shape is thin.



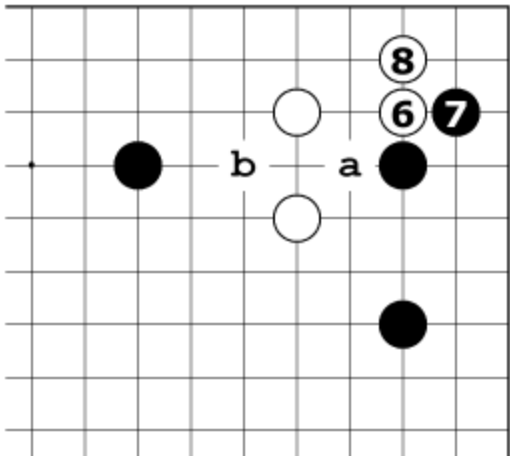
6 White 6 is a mistake.



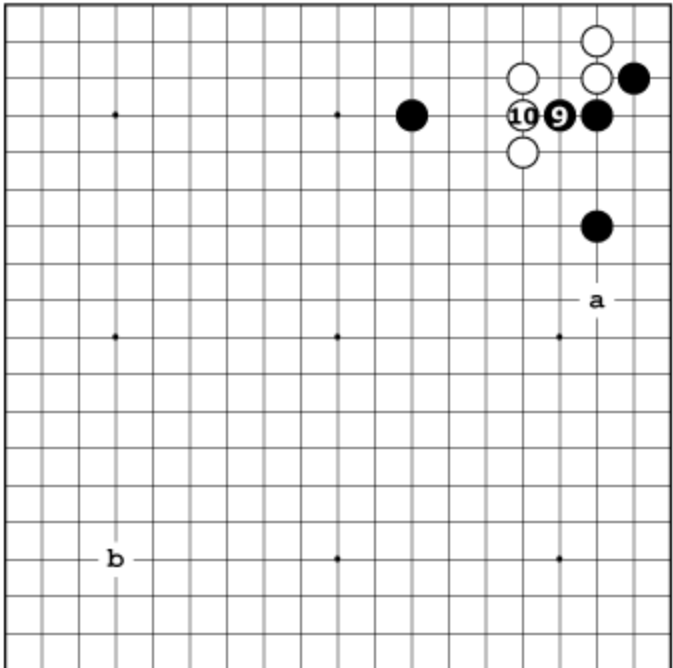
7 White makes Black crawl along the fourth line, the "line of victory".



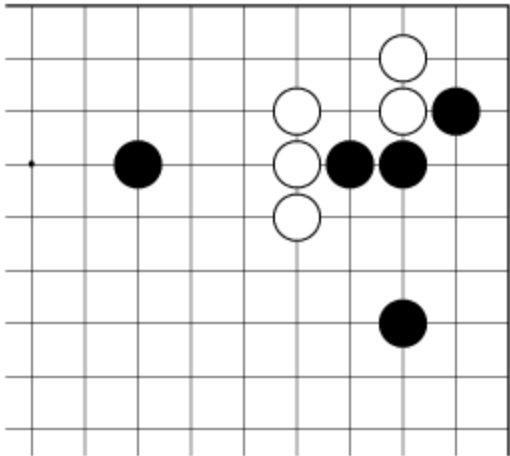
5 White continues with 'a' or 'b'.



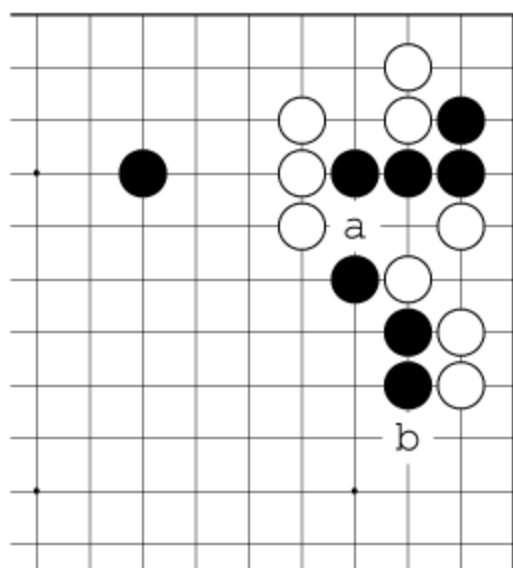
8 Black normally plays 'a', but 'b' is playable.



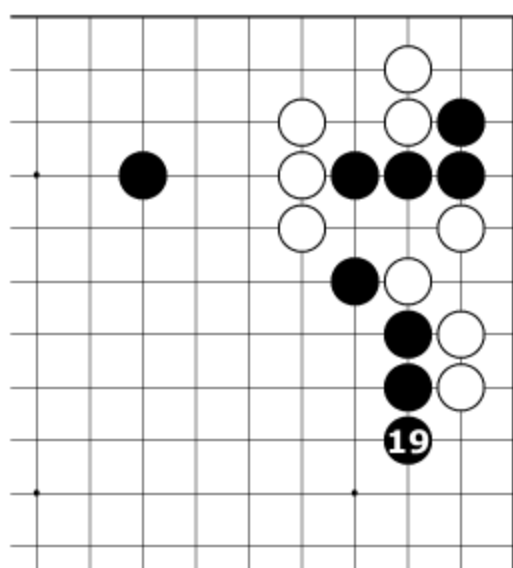
10 Black must reinforce at 'a', so is dissatisfied. Playing elsewhere ('b') is a mistake.



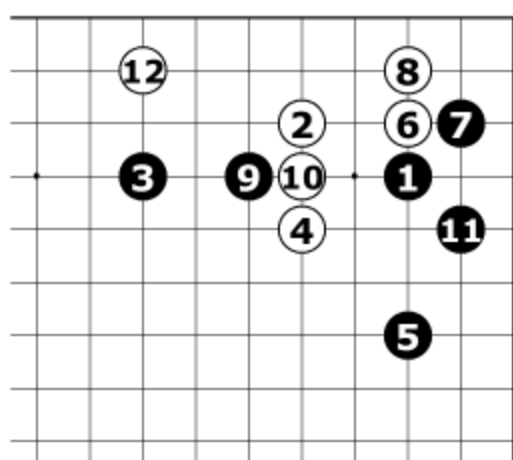
11 Black plays elsewhere, a mistake.



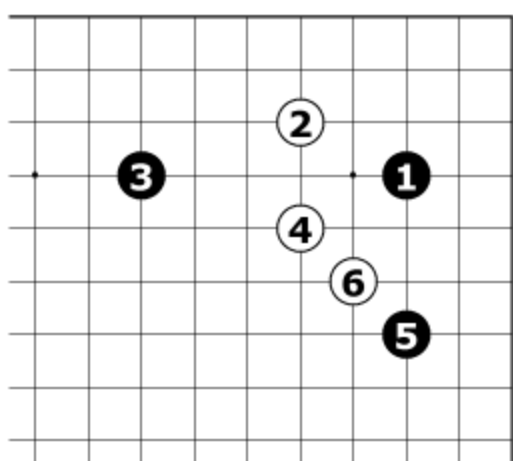
- ⑮ Black continues with 'a'. Black cannot play 'b'.



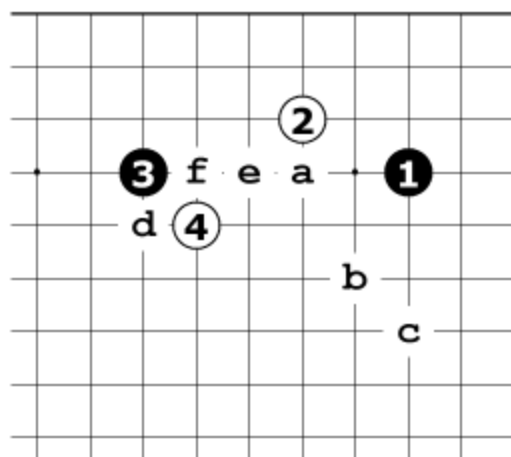
- ⑲ Black 19 is unreasonable.



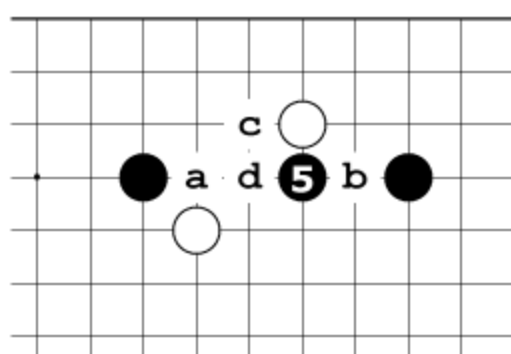
- ⑫ White 12 at 'a' is also feasible.



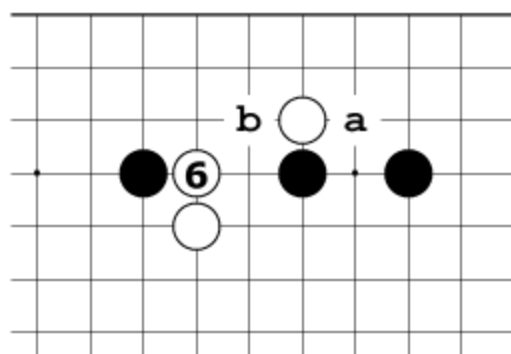
- ⑥ White gets settled quickly, but he should only play this way when driven by necessity, as all the subtlety is taken out of the position.



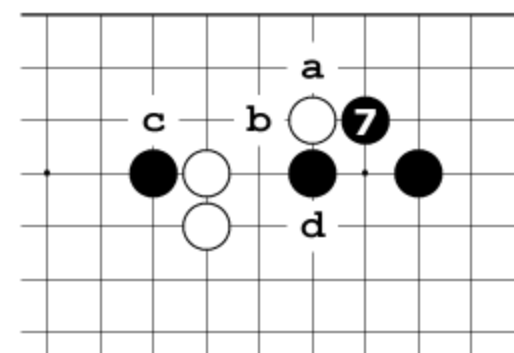
- ④ White 4 is typical of the severity of modern Go. White must have a position in the top-left corner to play this way. Black continues with 'a *', 'b *' or 'c'. Black 'd' indicates a special strategy. Black 'e' and 'f' are unreasonable.



- ⑤ White continues with 'a *', 'b *' or 'c'. White 'd' is a mistake.



- ⑥ Black continues with 'a *'. Black 'b' is vulgar.

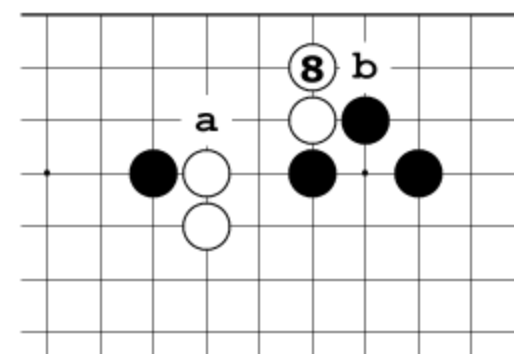


- ⑦ White continues with 'a *'.

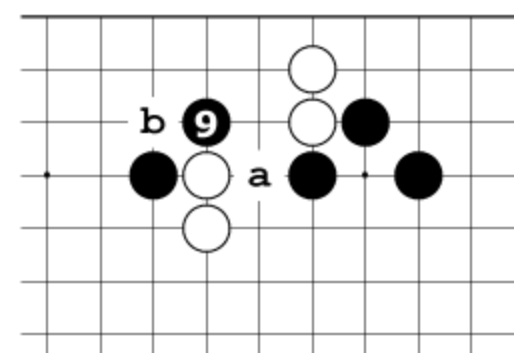
White 'b' is a bit heavy.

White 'c' is the old joseki pattern. White 'c' is less favorable because White does not get as much territory as in variation 'a'.

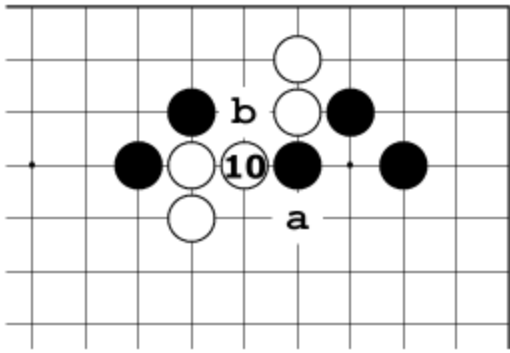
White 'd' is not recommended, as it results in a relatively insecure position for White.



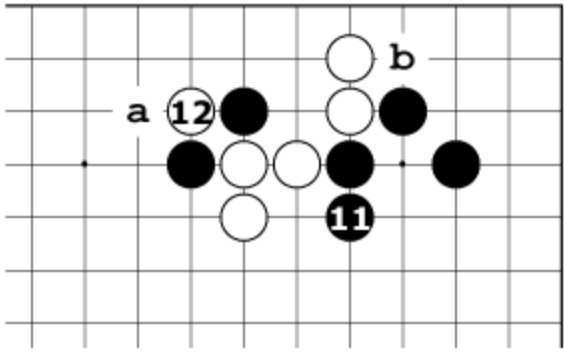
- ⑧ Black continues with 'a *'. Black 'b' is submissive.



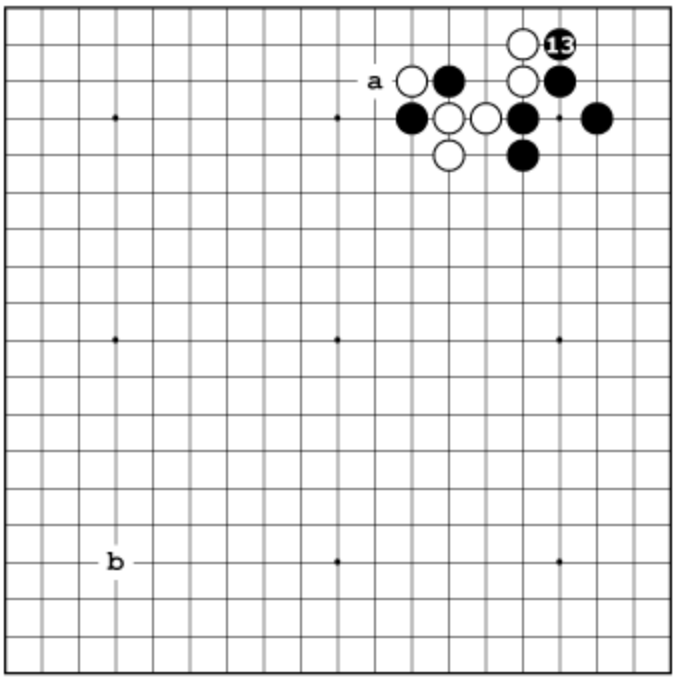
- ⑨ White continues with 'a *'. White 'b' looks better than it is.



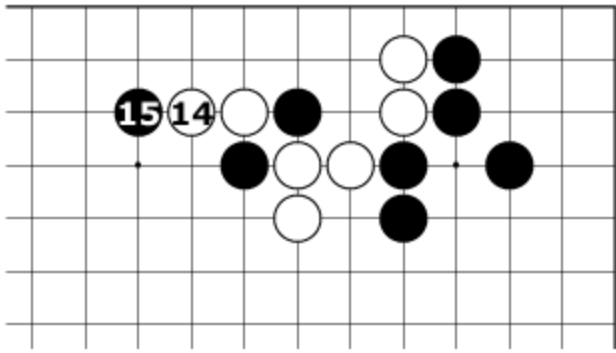
10 Black continues with 'a *'. Black 'b' is not recommended, as it gives White favorable thickness in return for capturing two stones.



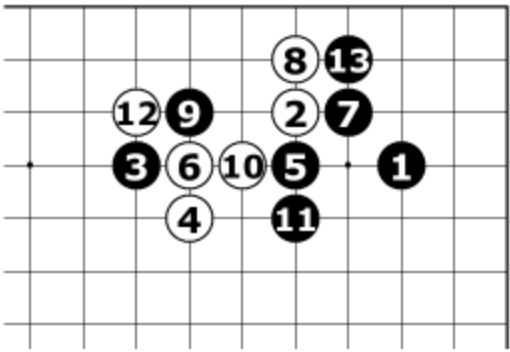
12 * GOOD VARIATION *
Black continues with 'a' or 'b'.



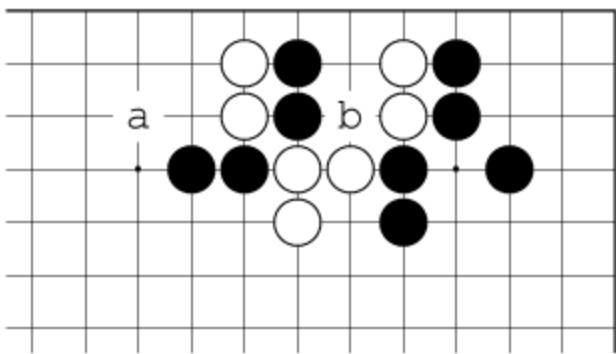
13 White continues with 'a'. White cannot afford to play elsewhere.



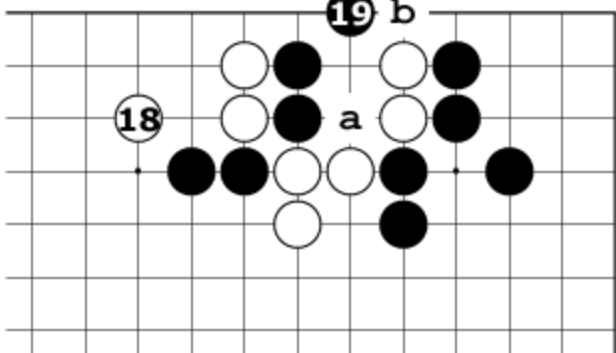
15 This is a follow-on (1-177).



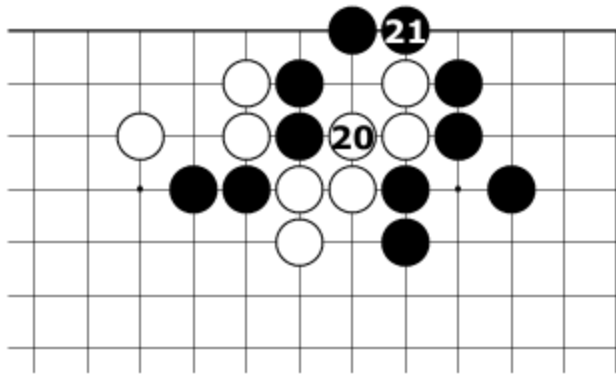
14 White plays elsewhere, a mistake.



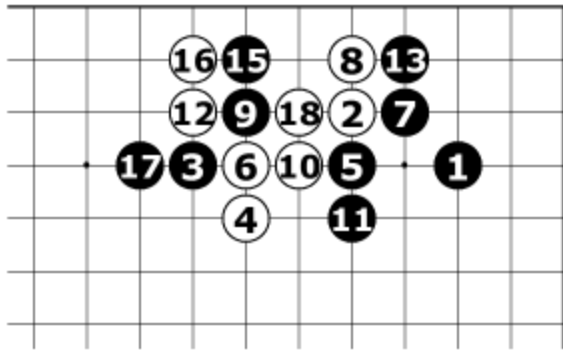
17 White continues with 'a'. White 'b' is a mistake.



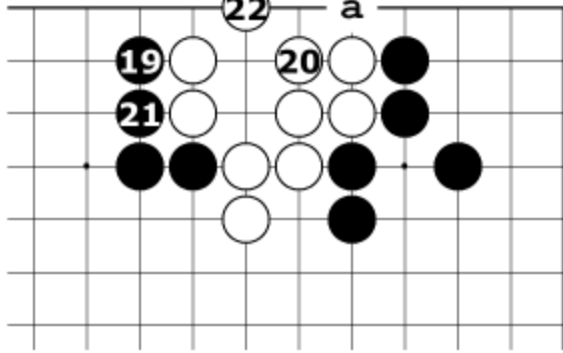
19 White must play 'a'. White 'b', Black 'a' and White is captured.



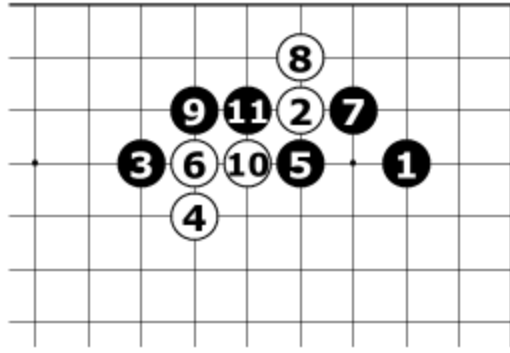
21 White is split in two.



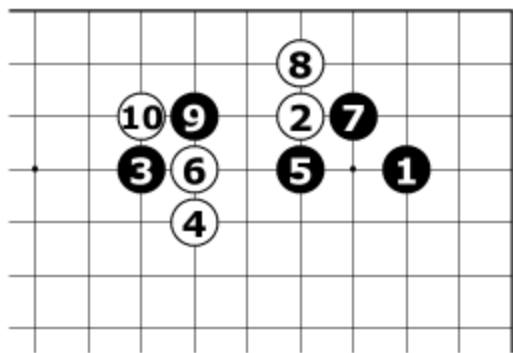
18 White 18 is a mistake.



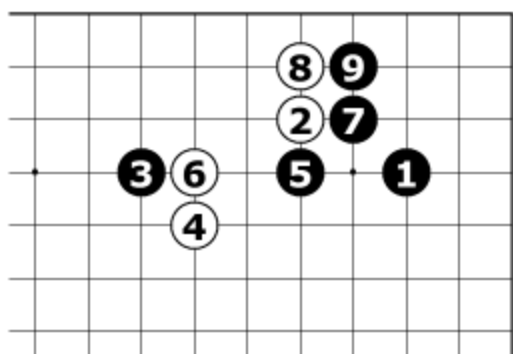
22 Black has sente, and can take away White's second eye with 'a'.



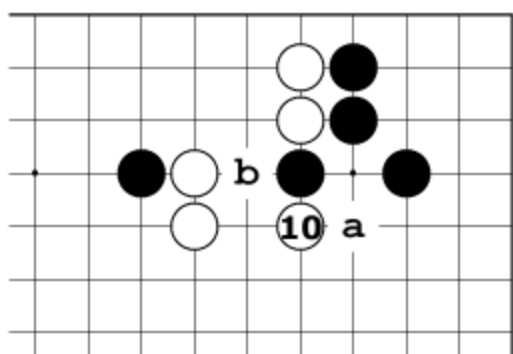
11 Black 11 is not recommended. Black gets two stones, White gets superior thickness.



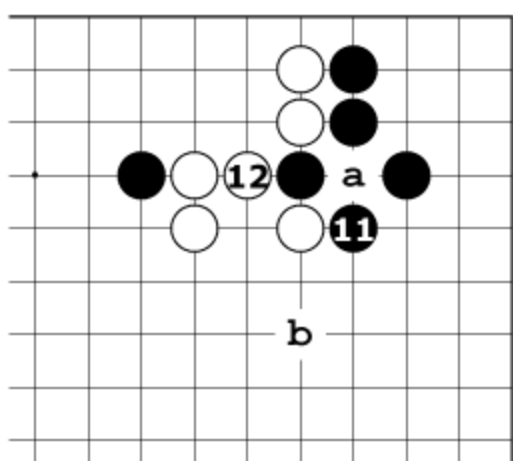
⑩ White 10 is not recommended.



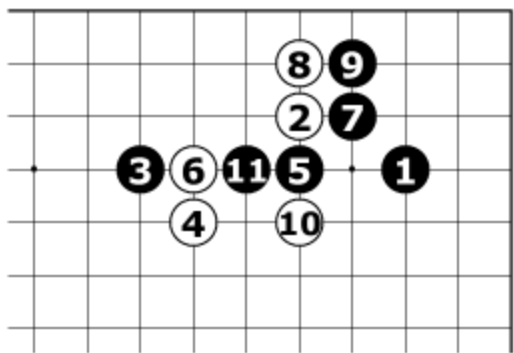
⑨ Black 9 is a mistake.



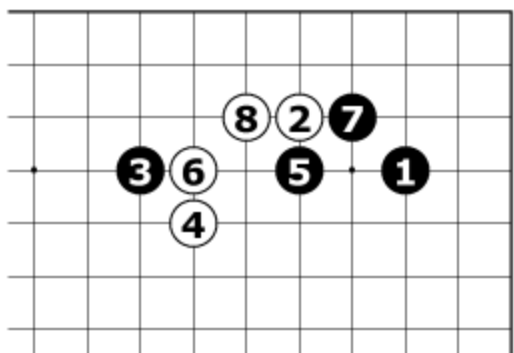
⑩ Black continues with 'a'. Black 'b' is a mistake.



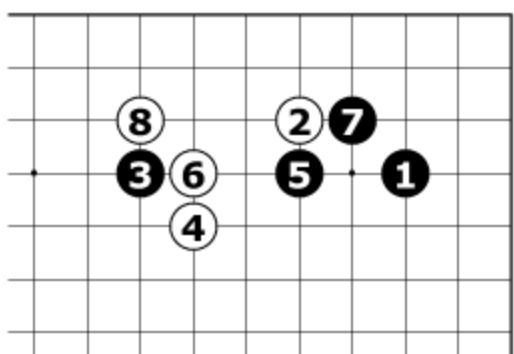
⑫ If Black 'a', White 'b'. If Black allows White 'a', Black does not have a good reply.



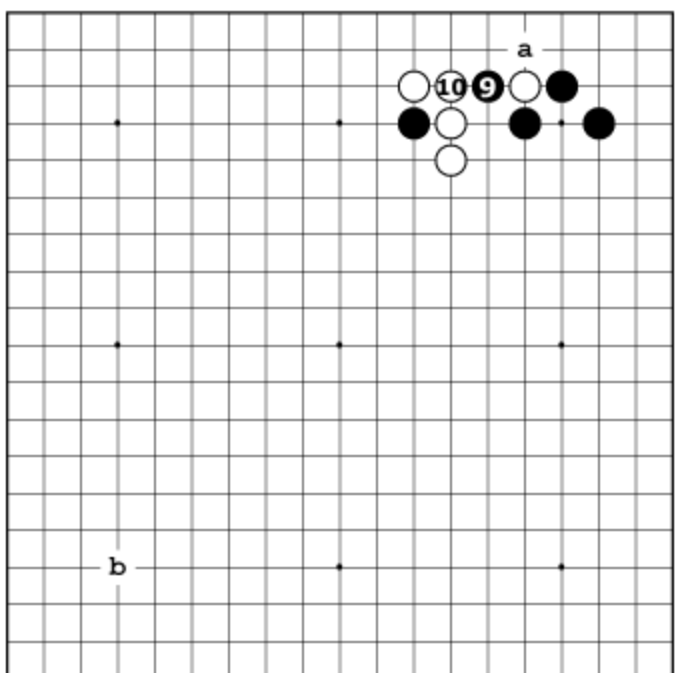
⑪ Black 11 is stolid.



⑧ White 8 is not recommended.

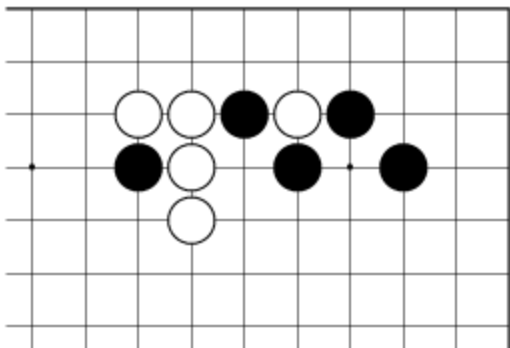


⑧ White 8 is the old joseki pattern. This play is less favorable because White does not get as much territory as in variation 2-1-8-7-1-1-1-1.

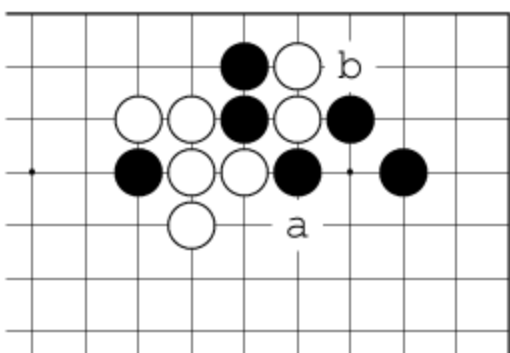


⑩ Black should capture at 'a'.

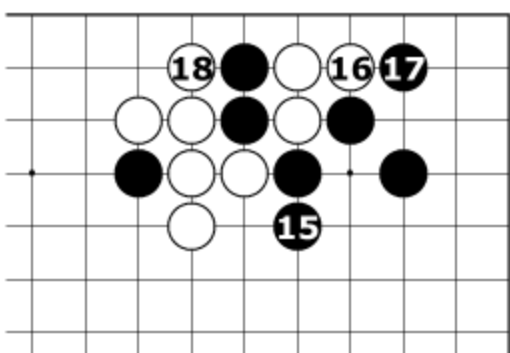
'b' shows White's follow-up when Black plays elsewhere.



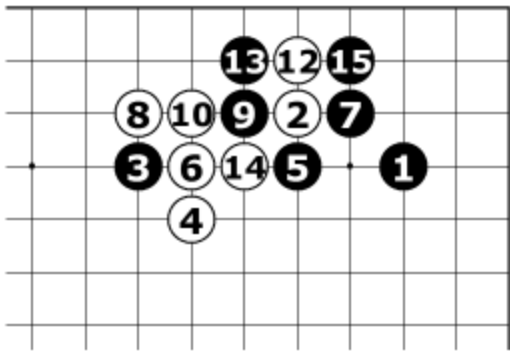
⑪ Black plays elsewhere.



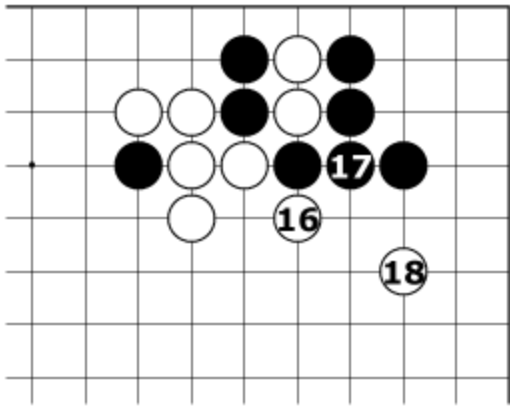
⑭ Black continues with 'a'. Black 'b' is not recommended.



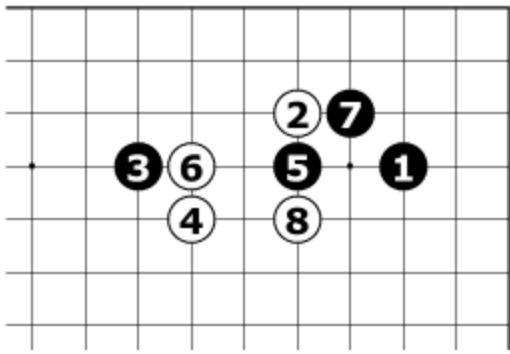
⑮ The capture is big, but Black has sente (and has played another move elsewhere as well).



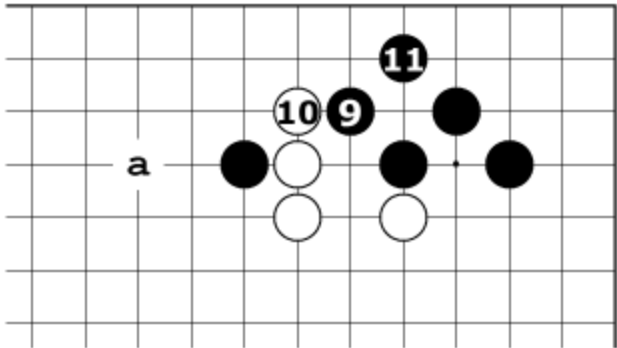
⑮ Black 15 gives White a favorable result.



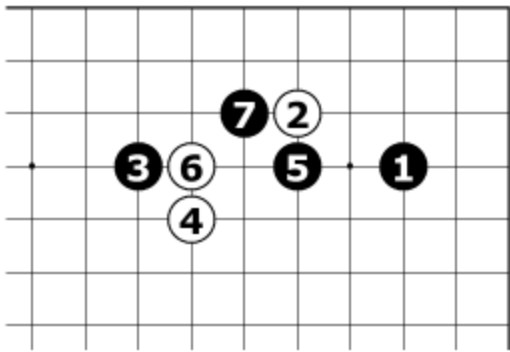
18 White may continue here or elsewhere as fits the overall board position.



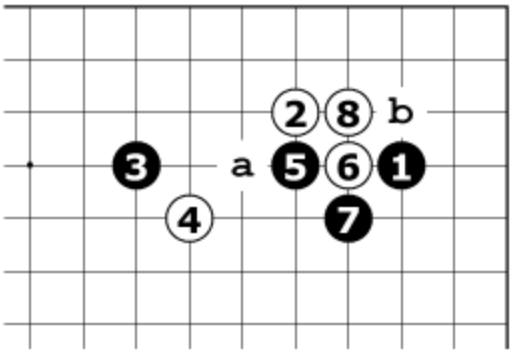
8 White 8 is not recommended, as it results in a relatively insecure position for White.



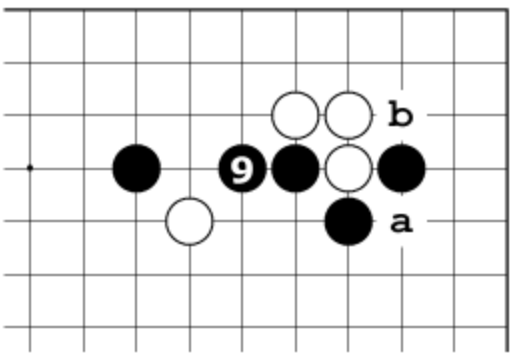
11 White has an insecure position. Further, Black has a good follow-up with a play at 'a'.



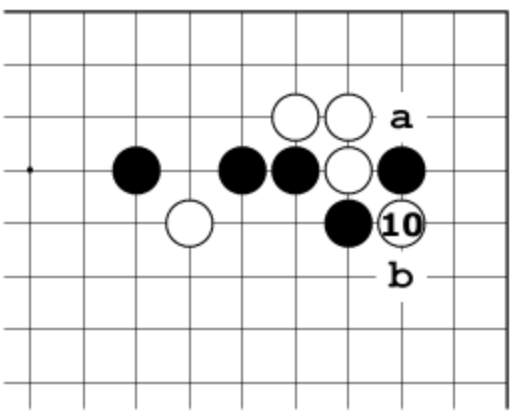
7 Black 7 is a mistake.



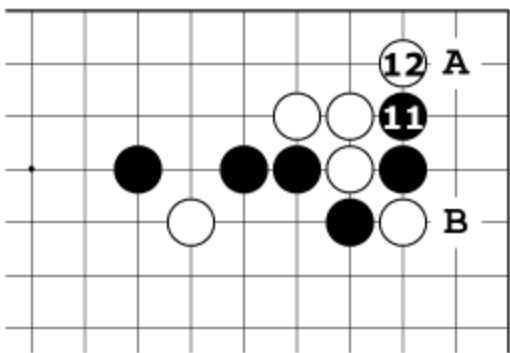
8 Black continues with 'a *' or 'b *'.



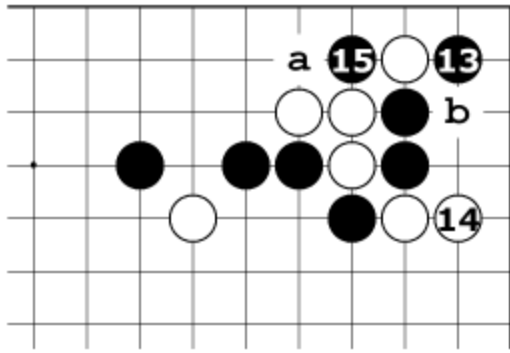
9 White continues with 'a *'. White 'b' is a mistake.



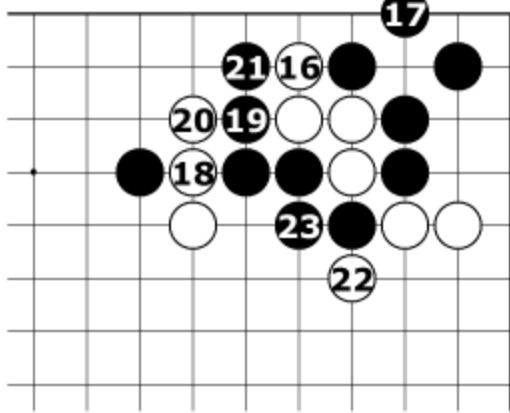
10 Black continues with 'a *'. Black 'b' is a mistake.



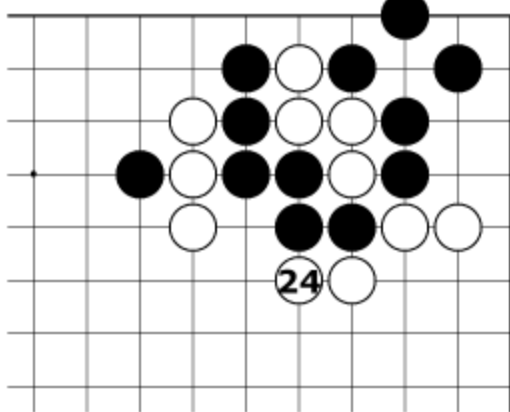
12 'A *' is correct, 'B' is inferior.



15 White continues with 'a *'. White 'b', a pattern that predates White 'a', is an overplay.

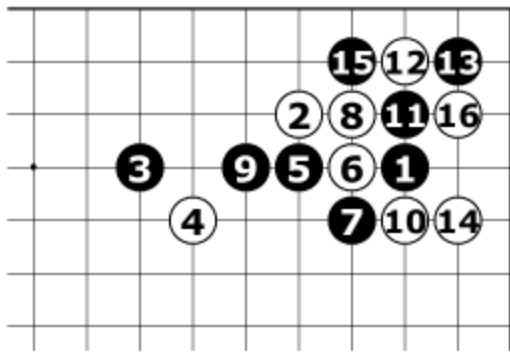


23 This joseki was a favorite of Kajiwara Takeo 9-dan.

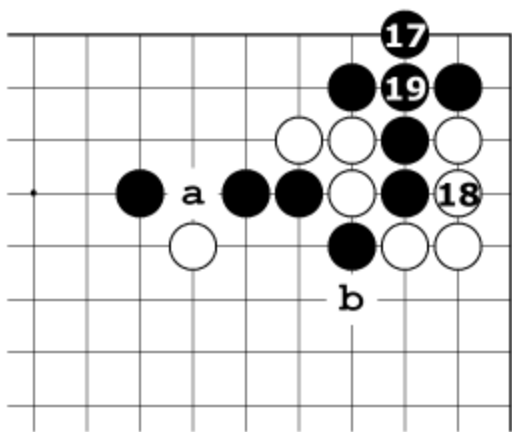


24 * GOOD VARIATION *

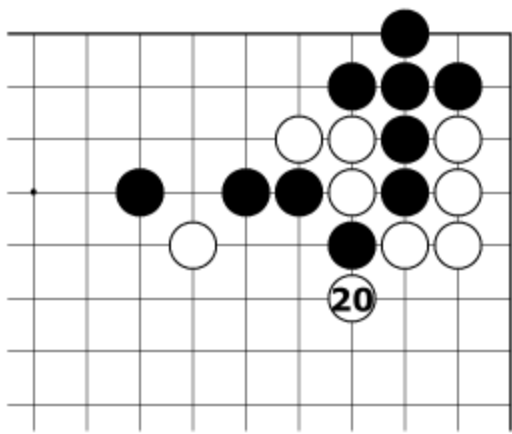
Continuation, but White most often switches elsewhere.



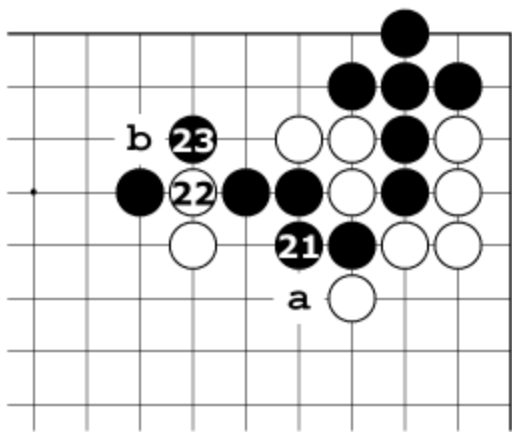
16 White 16 is not recommended.



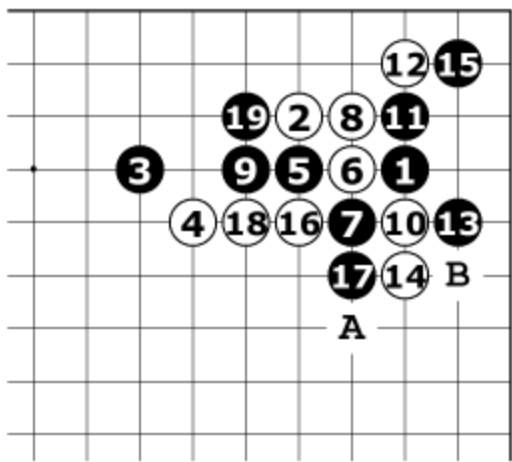
19 White continues with 'a'.
White 'b' is a mistake.



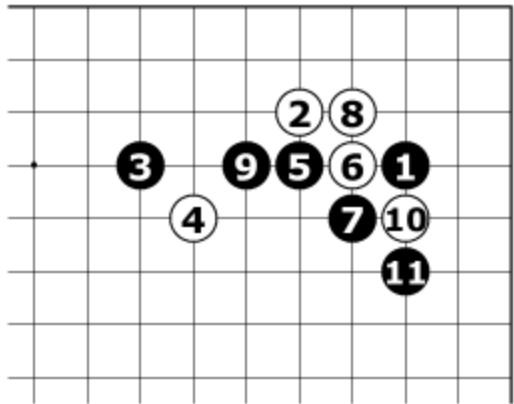
20 White 20 is out of order.



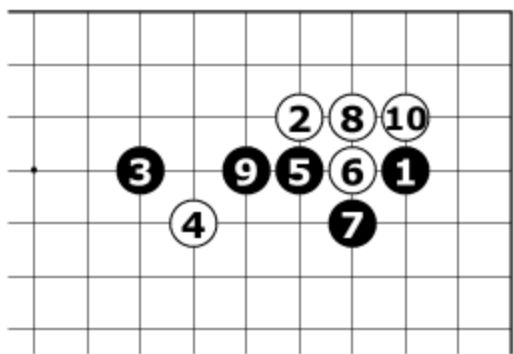
23 White continues with 'a'.
White 'b' is not recommended.



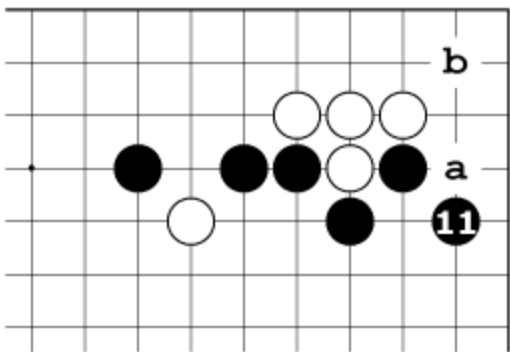
19 Later White A or B.



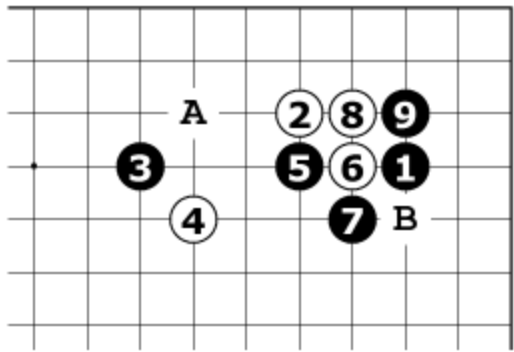
11 Black 11 is a mistake.



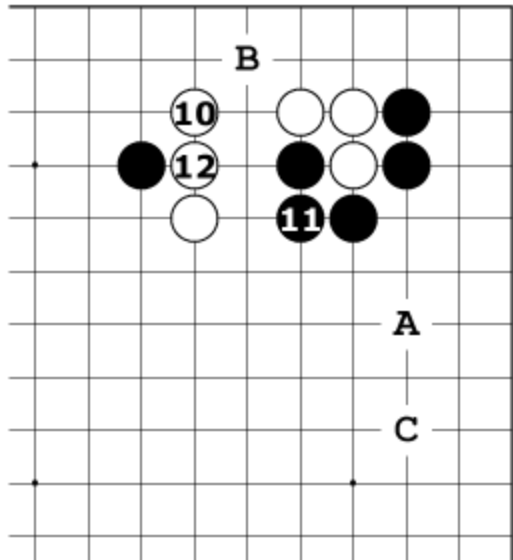
10 White 10 is inconsistent
with the aim of sacrificing
the three stones in the
corner for the outside.



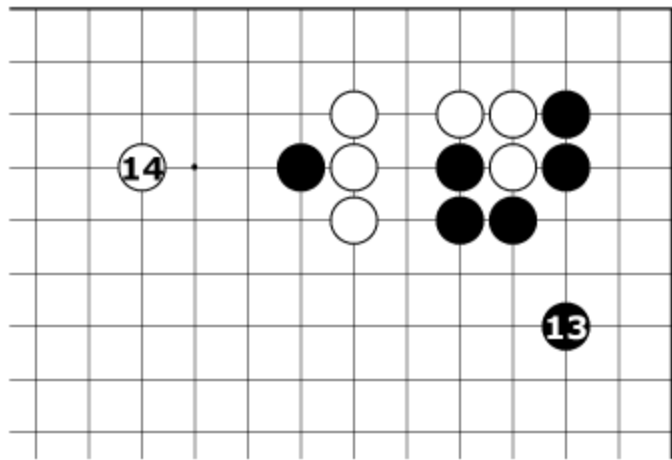
11 White continues with 'a'.
White 'b' is also possible.



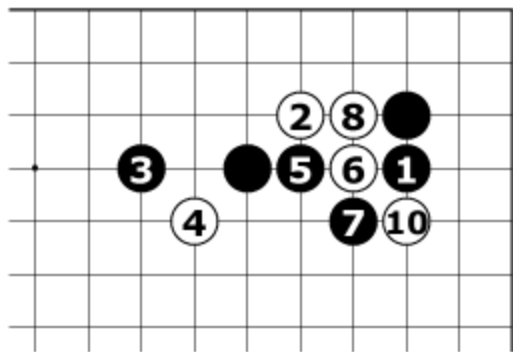
9 'A *' or 'B'.



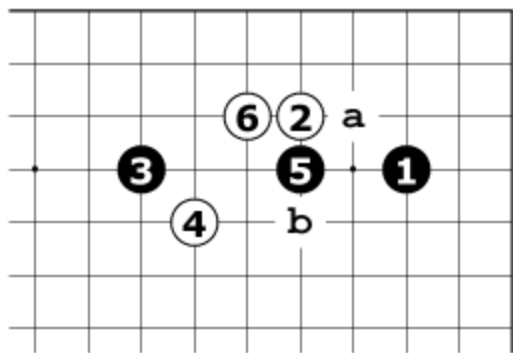
12 'A *' or 'C' for safety, 'B' to
attack.



14 * GOOD VARIATION *



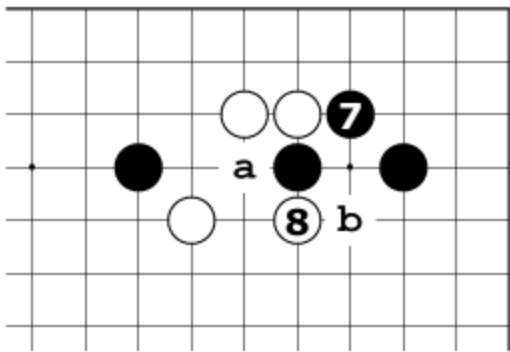
11 Continuation see previous
variation Black 11 before
Black 9.



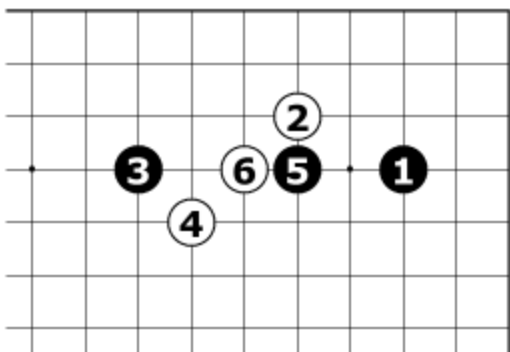
6 White 6 is a bit slack from
a shape standpoint, but it
avoids complications. White
must have the ladder to

play this way.

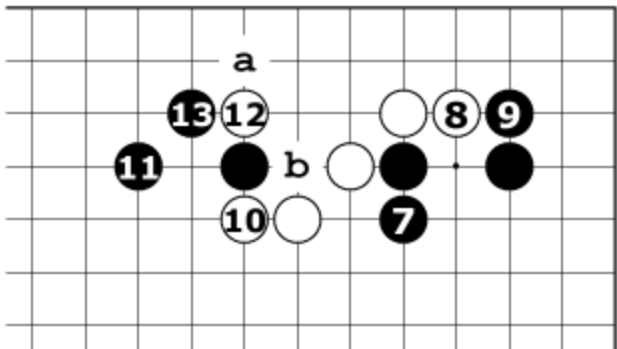
Black continues with 'a' or 'b'.



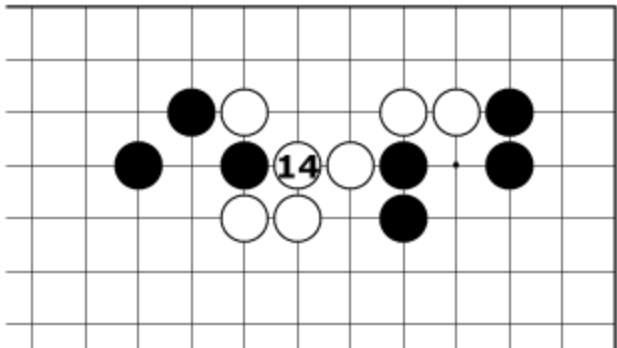
⑧ Black continues with 'a' or 'b'.



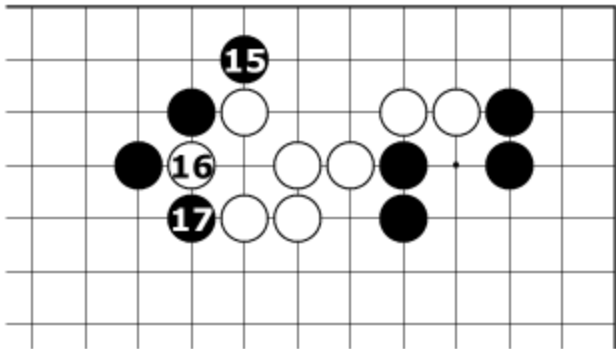
⑥ White 6 is a mistake.



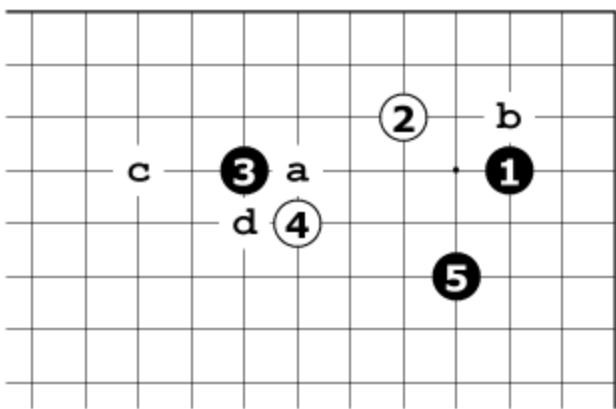
⑬ White continues with 'a'. White 'b' is pathetic.



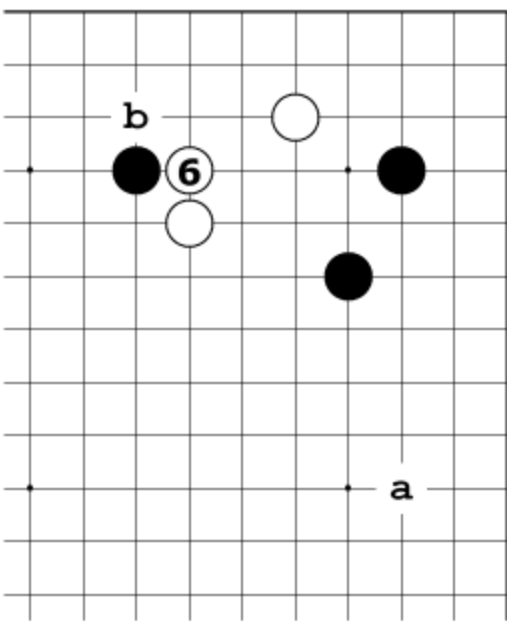
⑭ White 14 is a mistake.



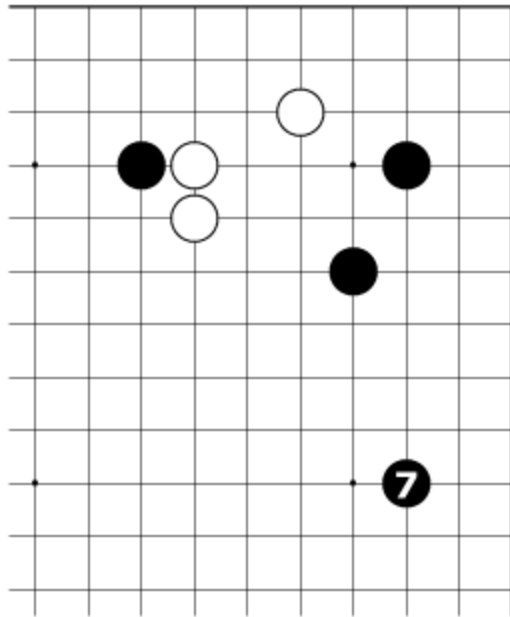
⑰ White can't afford to connect, but if he cuts anywhere, the ko is so big that Black will ignore any ko threat.



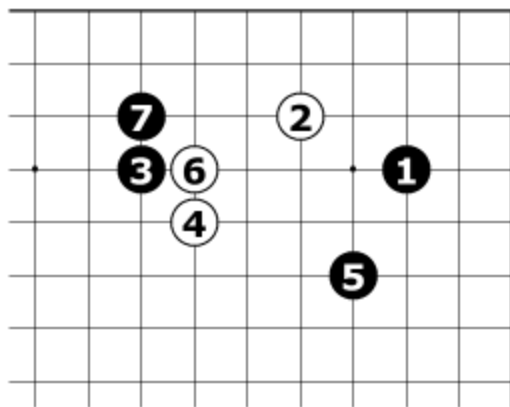
⑤ Black 5 emphasizes the right side. White continues with 'a *' or 'b'. White 'c' is a bit unreasonable locally, but may make strategic sense. White 'd' is a mistake.



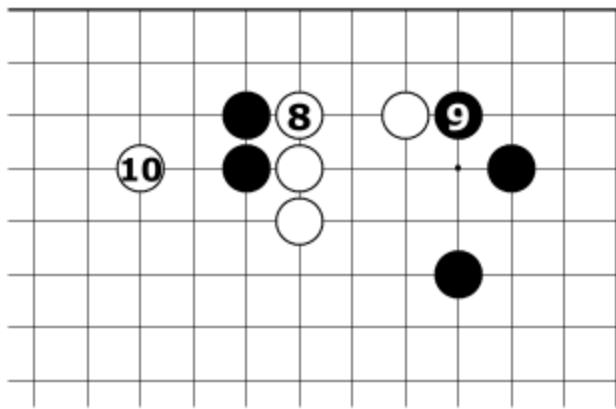
⑥ Black continues with 'a *' or 'b'. Black 'b' is a tough-minded move.



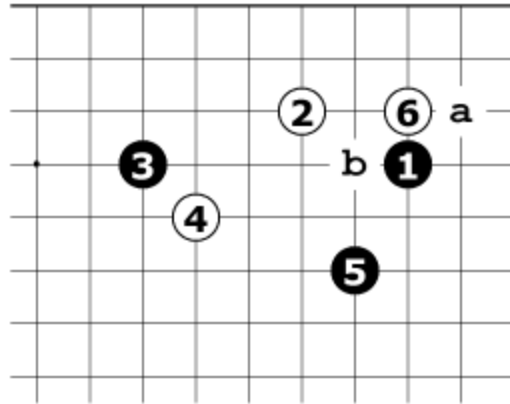
⑦ * GOOD VARIATION *



⑦ White 7 shows fighting spirit.

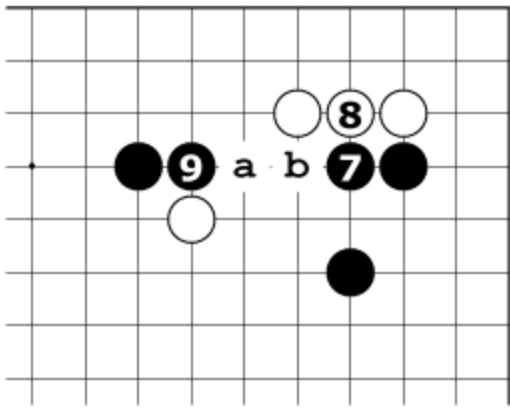


⑩ A likely continuation.

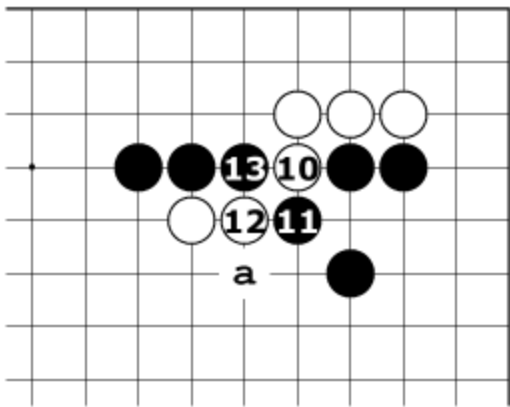


⑥ Black continues with 'a'. Black 'b' gives White a large corner profit to questionable outside

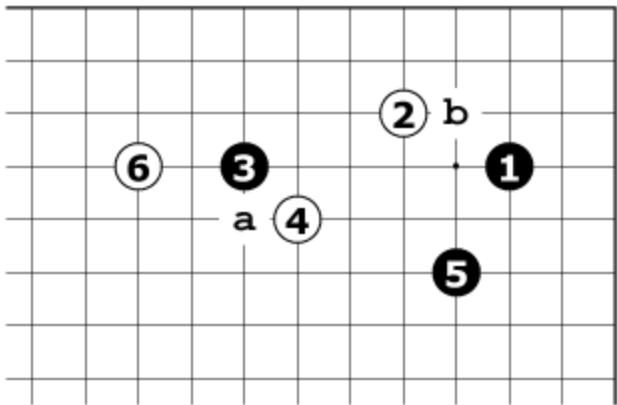
strength.



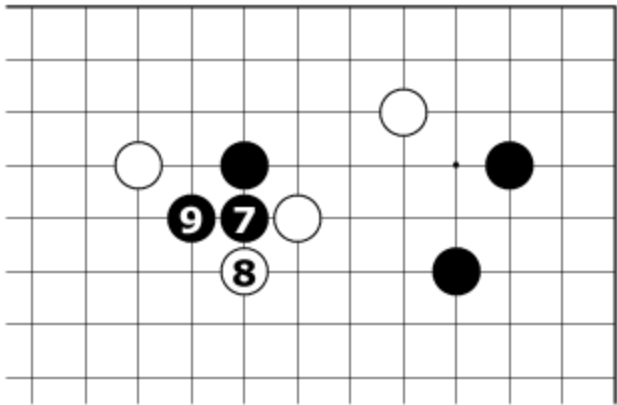
9 White continues with 'a'. White 'b' is a mistake.



13 White 4 should be at 'a'. White is in for a rough ride.

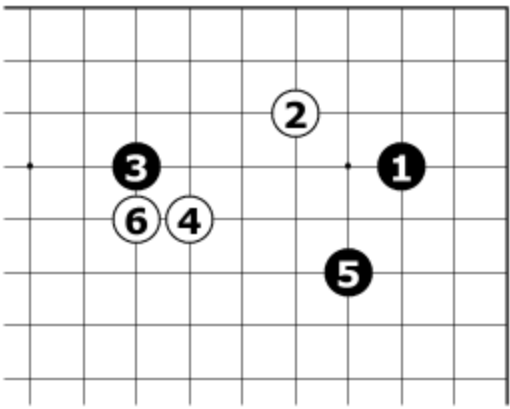


6 Black 'a' takes up the challenge, while Black 'b' is a steady move that avoids fighting for the moment.

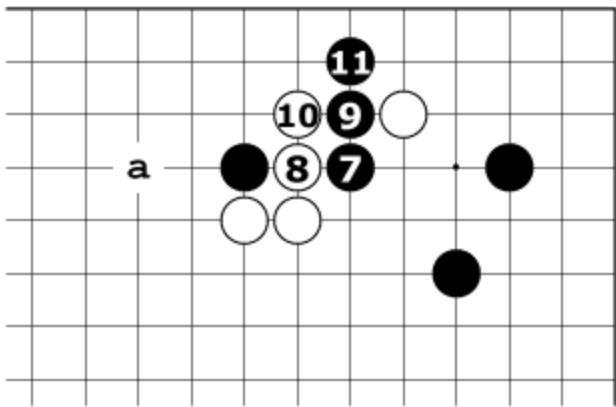


9 Black 5 is an a good place

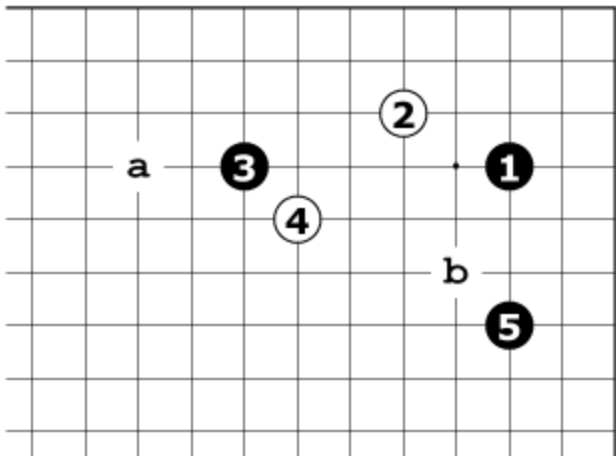
to give White trouble.



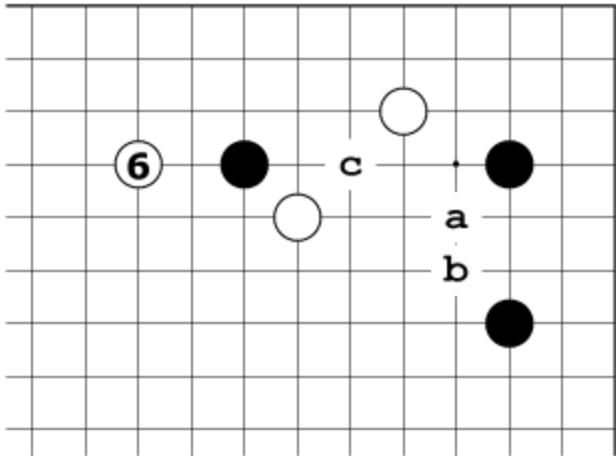
6 White 6 gives Black a large corner.



11 White 6 would be now be better placed at 'a'.

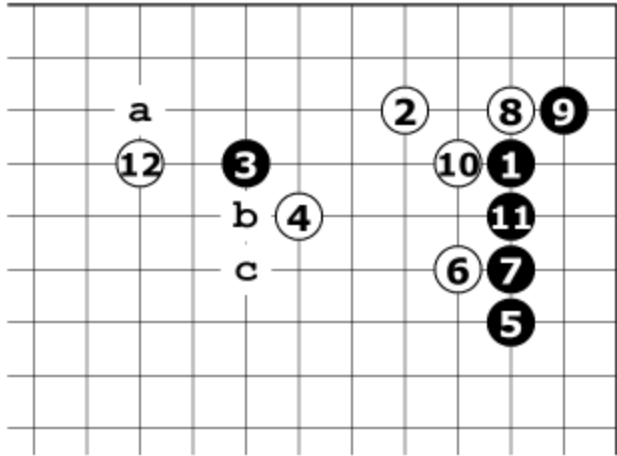


5 White 'a' and 'b' are possible continuations.

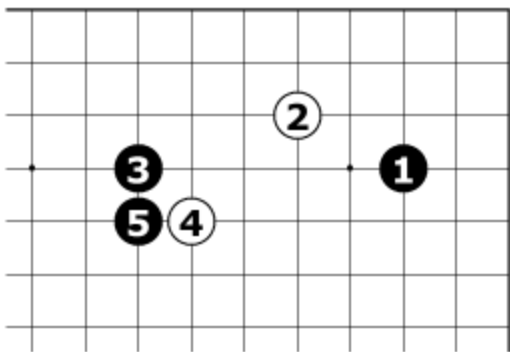


6 Because White retains

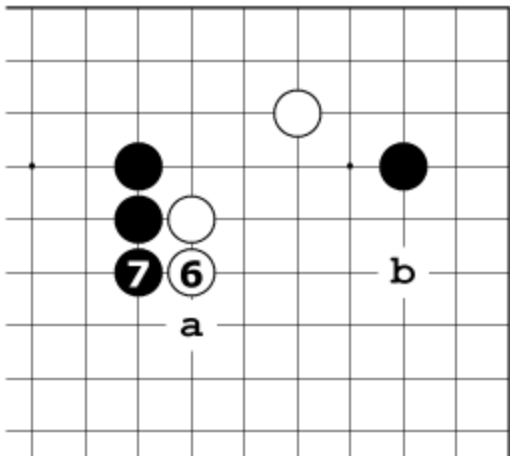
forcing moves at 'a' and 'b', Black cannot play 'c'.



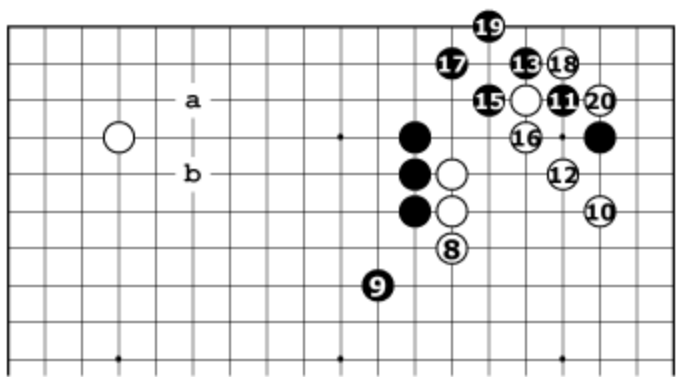
12 If Black 'b', White 'c' is severe. Rather than fight where White is strong, Black usually tries to settle himself with 'a'.



5 There is no point in Black 5 unless he has the upper right corner, but White does not make the shoulder hit unless he has strength at the top left.

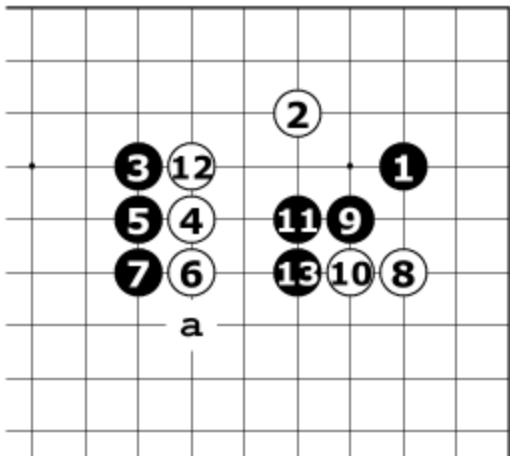


7 White continues with 'a' or 'b'. White 'b' is a fighting move.

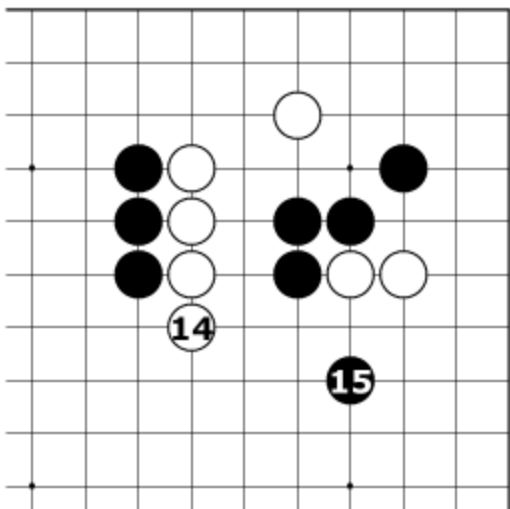


20 The result cannot be assessed without accounting for the top-left corner. If White has the top-left star point, the result may be considered equal. White has no reason for dissatisfaction in this case. If Black 'a', White 'b' negates Black's thickness.

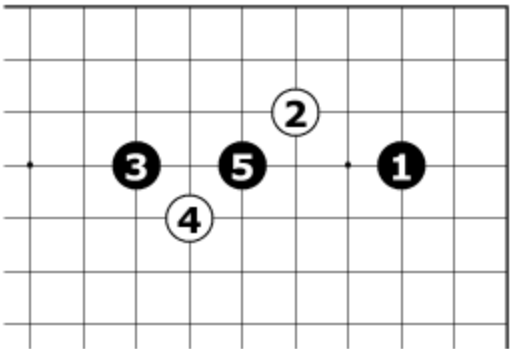
If Black has a favorable position at top-left, White has a tough game ahead.



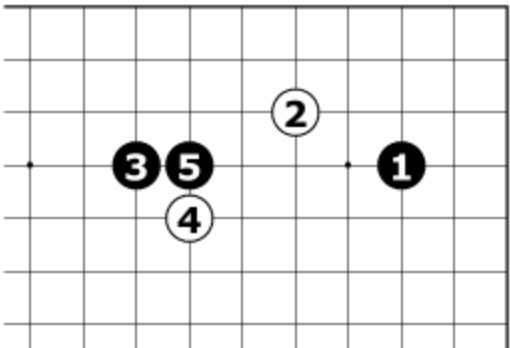
13 If White 'a', White risks losing the two White stones.



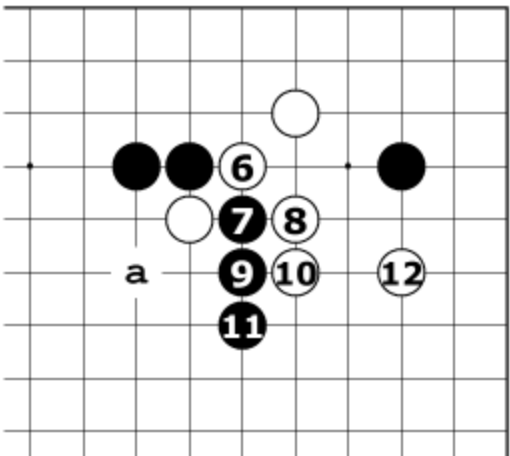
15 White is likely to attack the three Black stones at left.



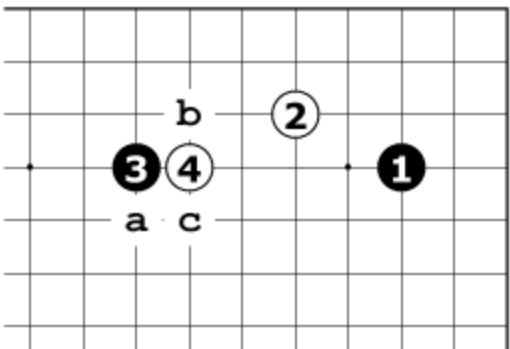
5 Black 5 is a mistake.



5 Black 5 is a mistake.



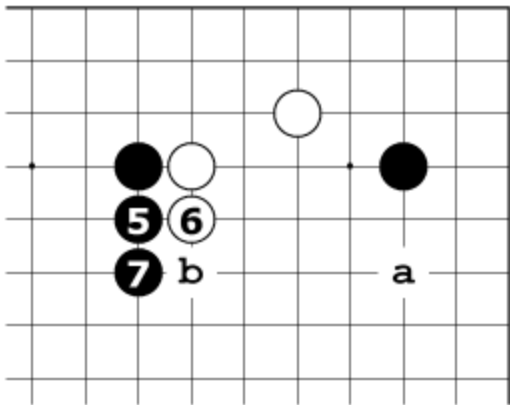
12 Although Black's corner stone retains some aji (potential), Black must ensure capture of White 4 (possibly with a play at 'a').



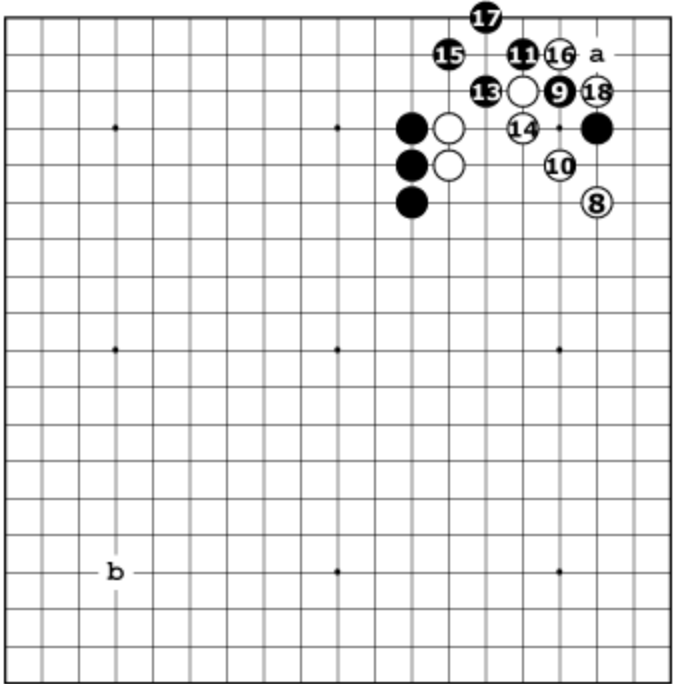
4 White makes a "belly attachment" to the Black pincer. Locally the play is not advantageous, but may produce a reasonable whole board result.

Typically the result is a Black wall facing the left side (from Black 3), with White emphasizing the top and right. This is consistent with the proverb "attaching to a stone makes it stronger".

Black continues with 'a' * to 'c'.

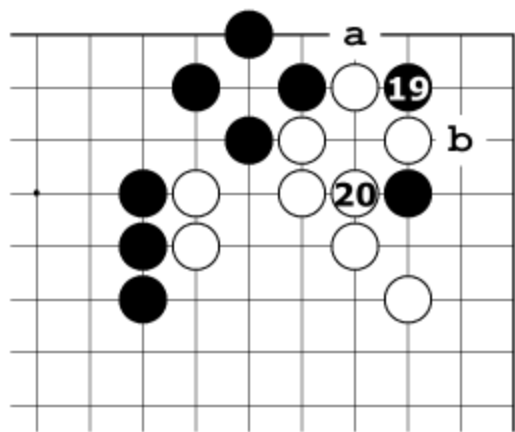


7 White continues with 'a' * or 'b'.

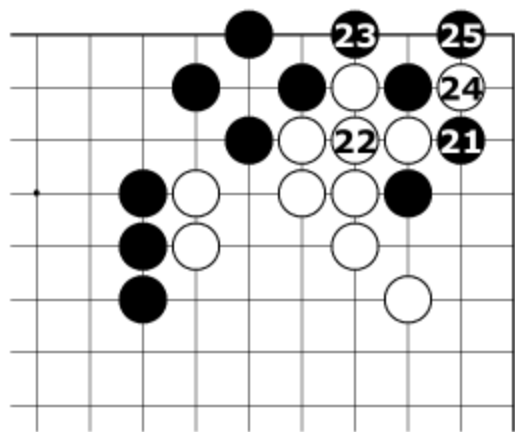


18 * GOOD VARIATION *

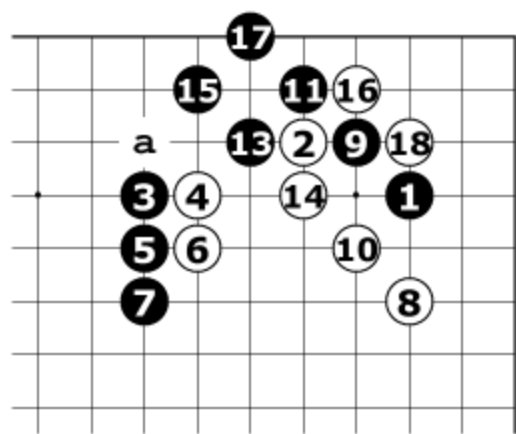
The joseki ends, but Black retains the play at 'a'. Black may also play elsewhere ('b').



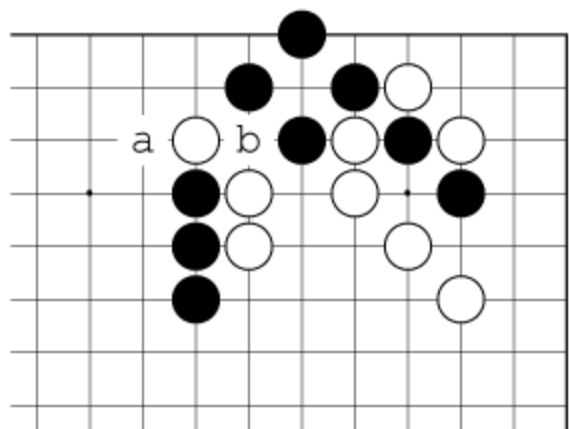
20 Black 'a' diminishes White's corner. Black 'b' is most tenacious.



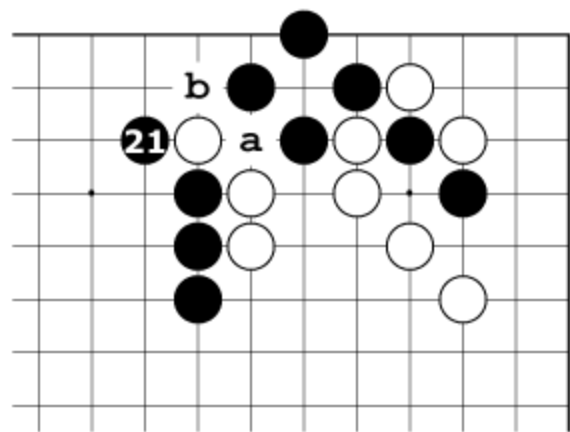
25 Black gets a "flower-viewing" ko (nothing to lose).



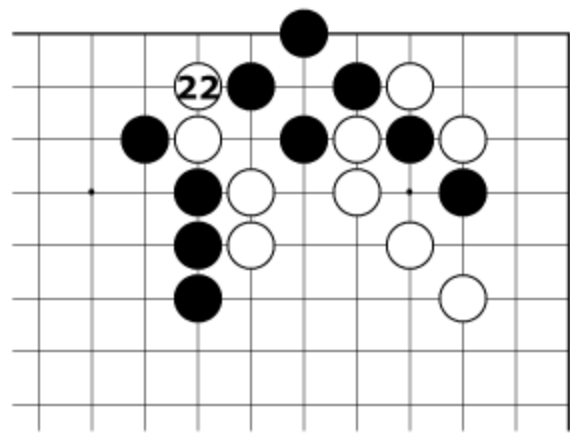
19 Black plays elsewhere. White may try 'a'.



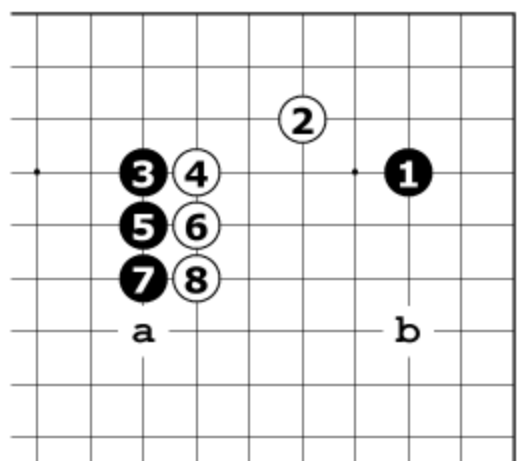
20 Black continues with 'a' or 'b'.



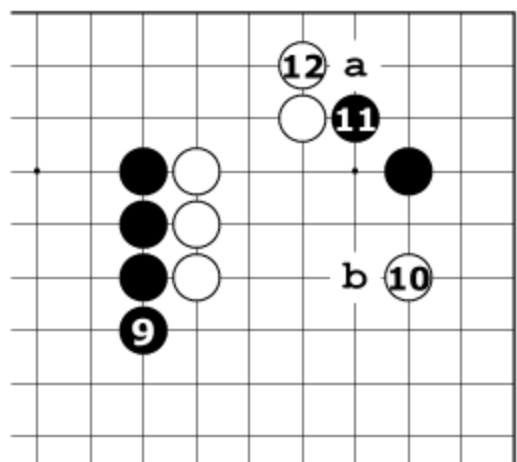
21 White must play 'a'. White 'b' is hopeless.



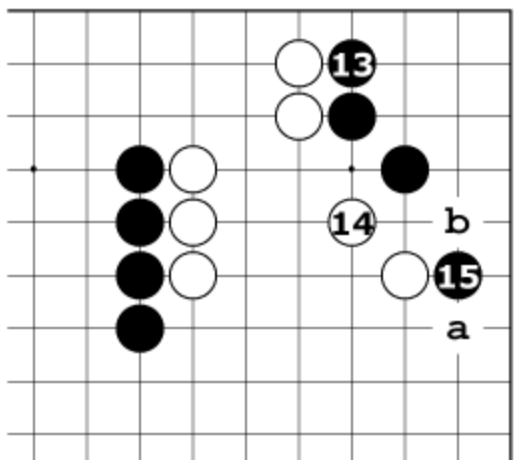
22 White 22 is a mistake.



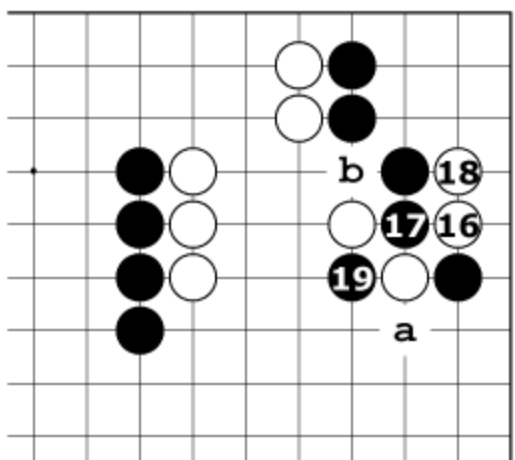
8 Black continues with 'a'. Black 'b' is timid.



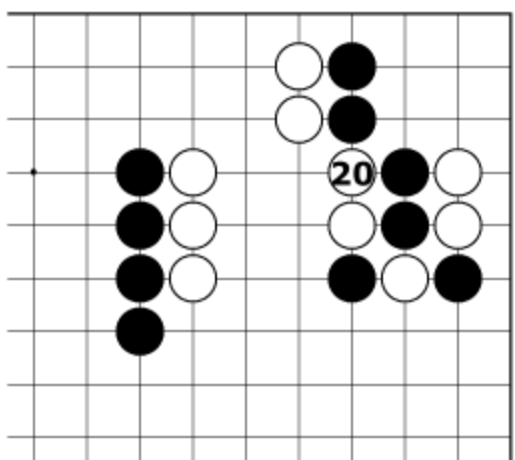
12 Black 'a' is solid. Black 'b' provokes a fight.



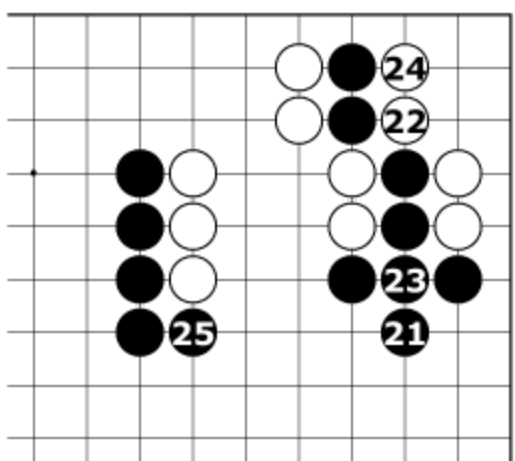
15 White continues with 'a' or 'b'.



19 White continues with 'a'. White 'b' is not recommended.

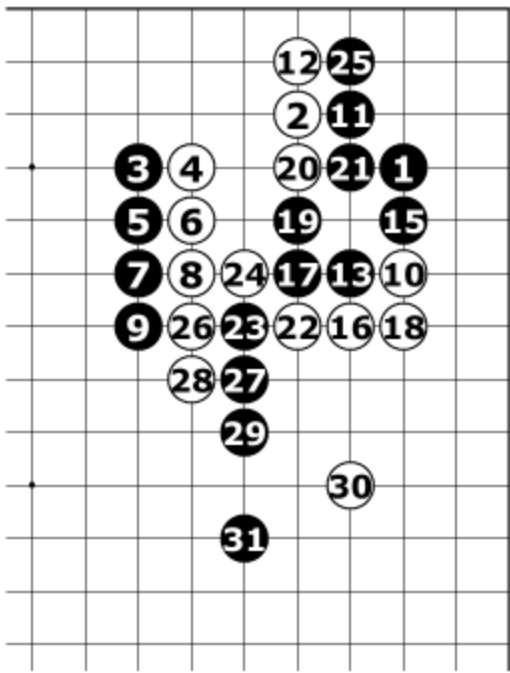


20 White 20 is a mistake.

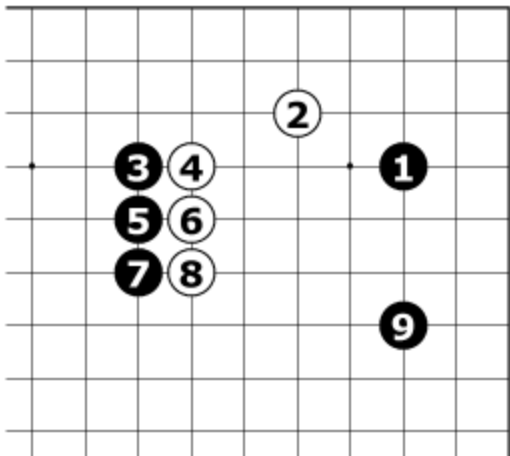


25 Black 25 is a superb point. White's corner is small, and

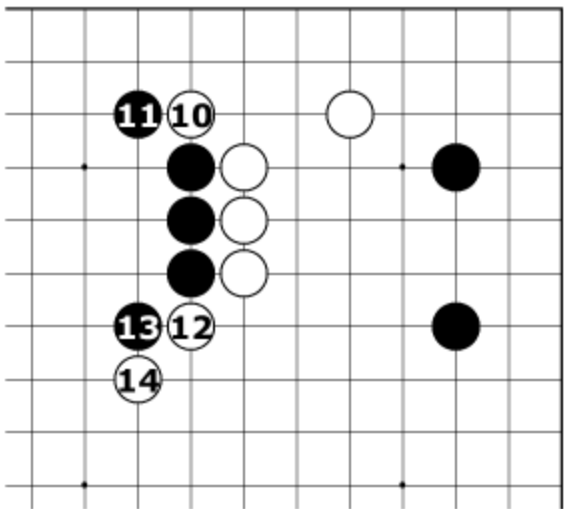
Black's influence commanding.



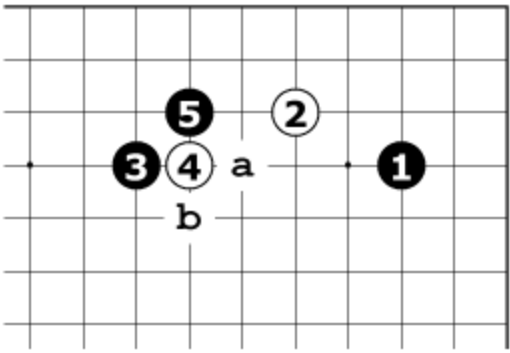
31 Fighting continues from here.



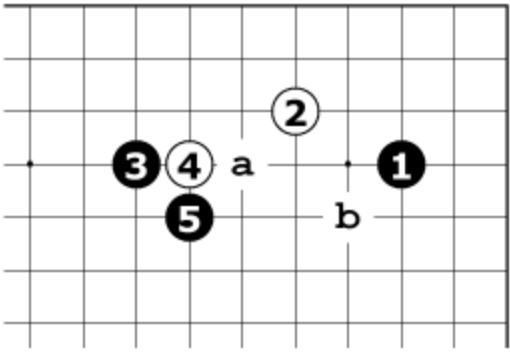
9 Black 9 is a mistake.



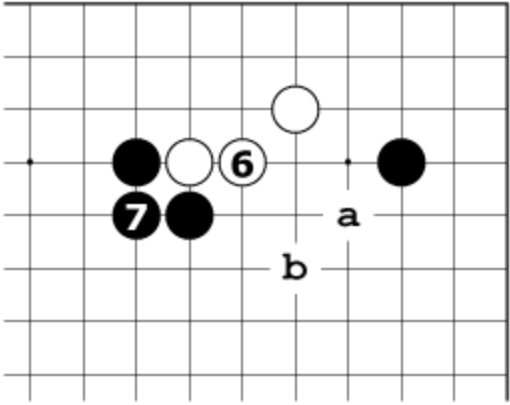
14 Black thickness has been erased.



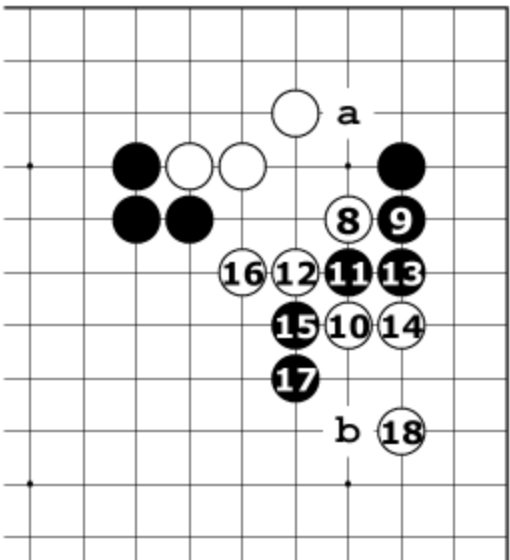
5 White continues with 'a' or 'b'.



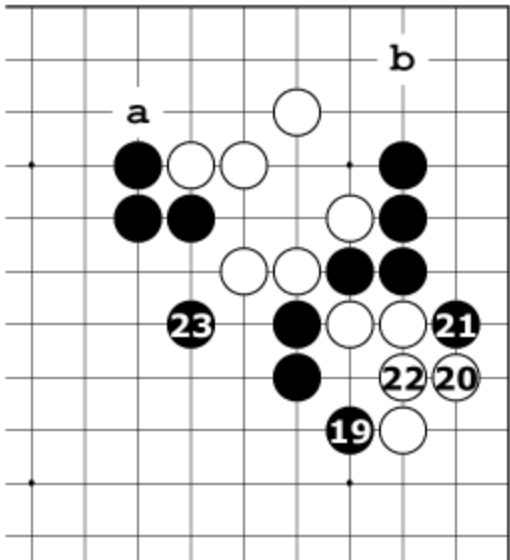
5 White continues with 'a', possibly 'b'.



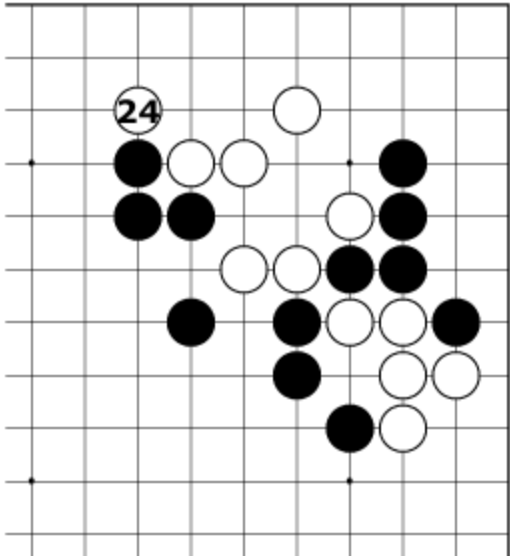
7 White continues with 'a'. White 'b' is not recommended.



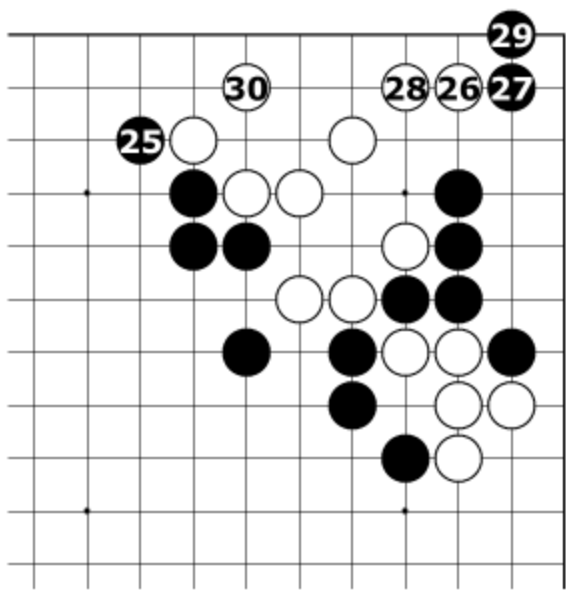
18 Black can play 'a', taking the corner, but 'b' is even stronger.



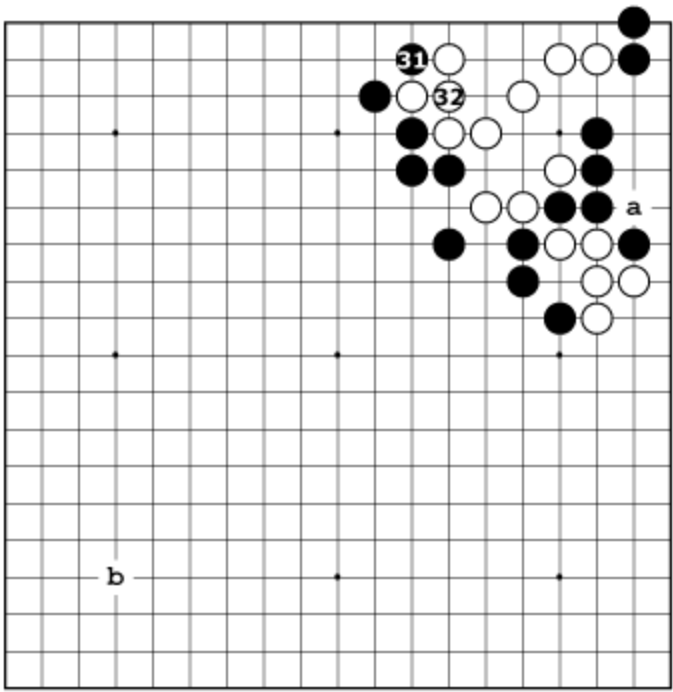
23 White continues with 'a'. White 'b' is premature.



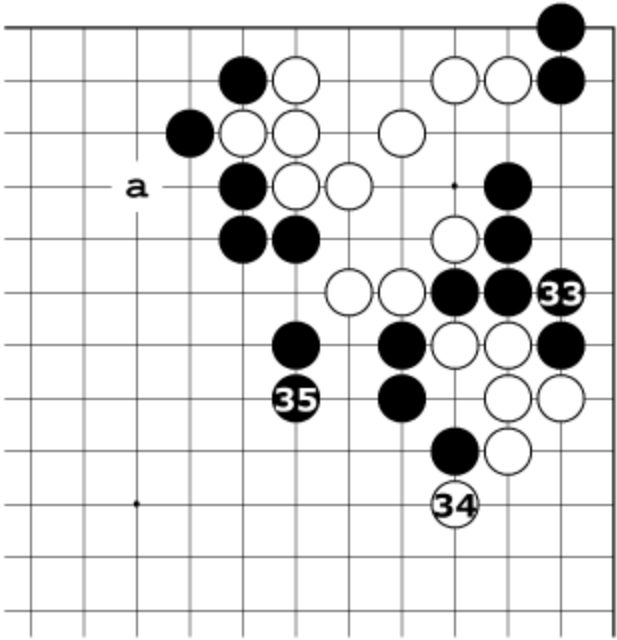
24 White 24 is essential.



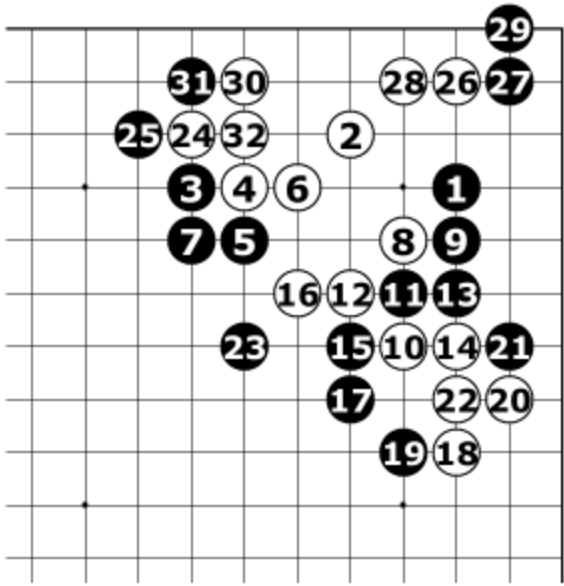
30 A possible continuation.



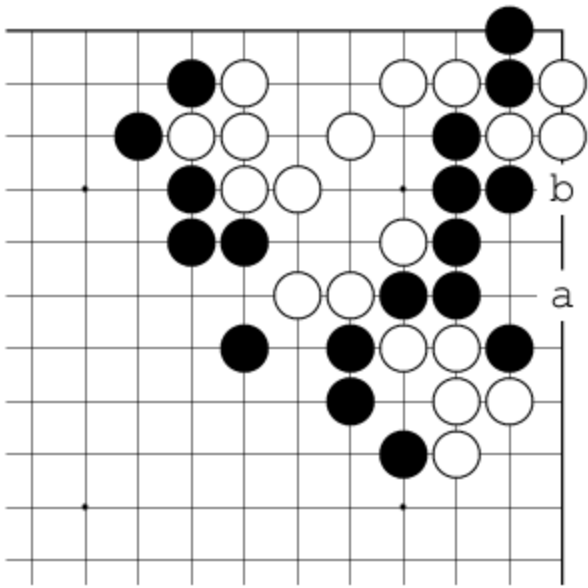
32 Black continues with 'a'. Black 'b' is a serious mistake.



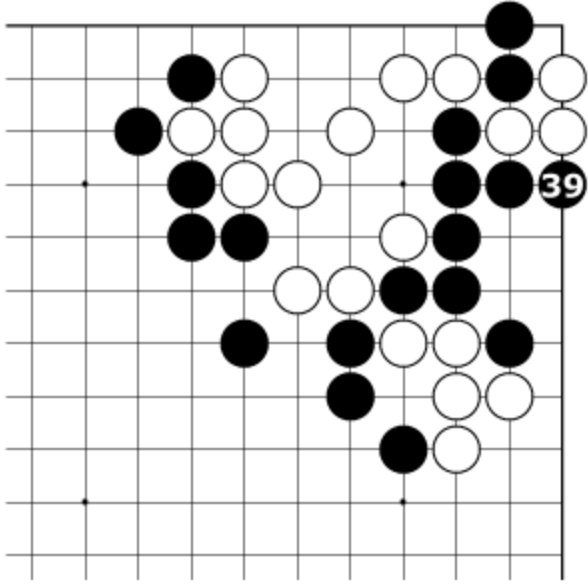
35 White may extend down the right side, while Black plays at 'a'.



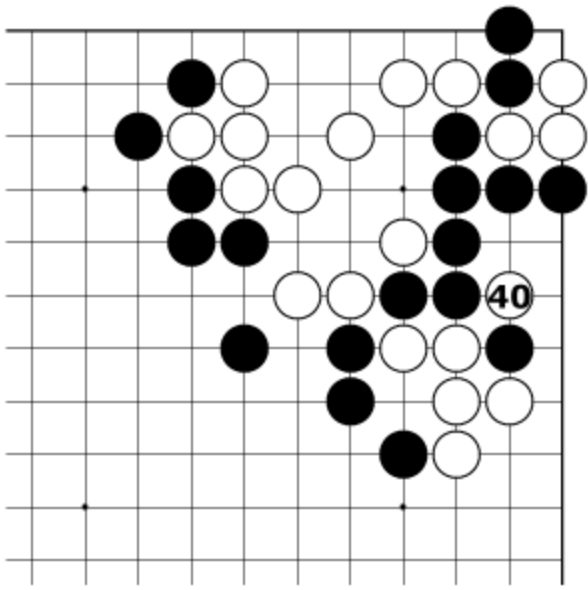
33 Black plays elsewhere, a grievous error.



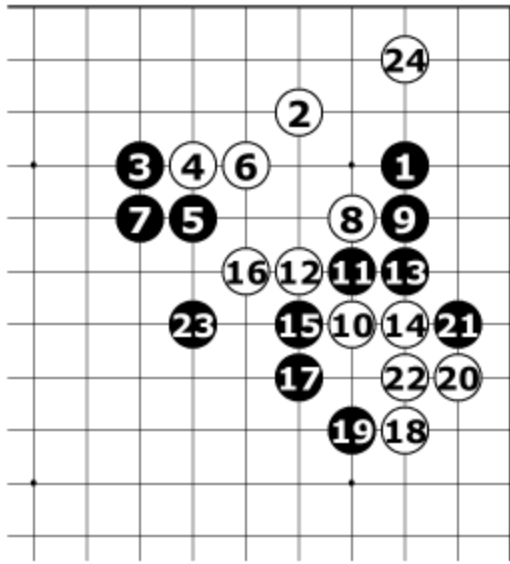
38 Black must play 'a'. Black 'b' is a mistake.



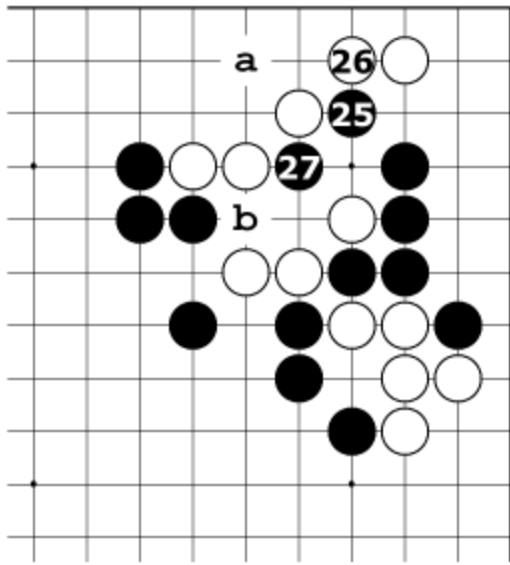
39 Black 38 is a mistake.



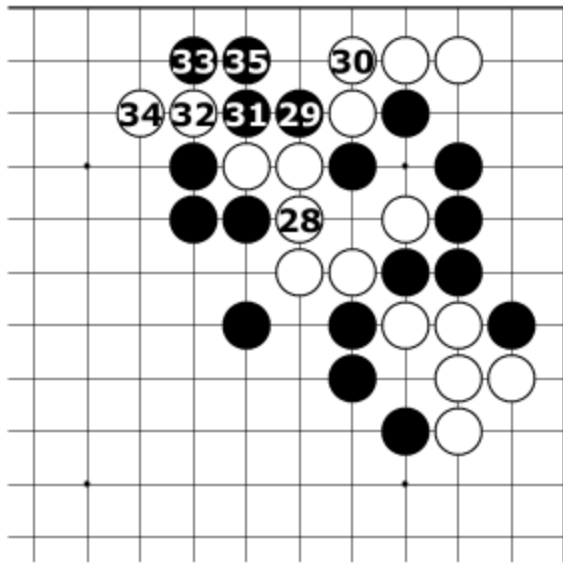
40 Black dies with one eye.



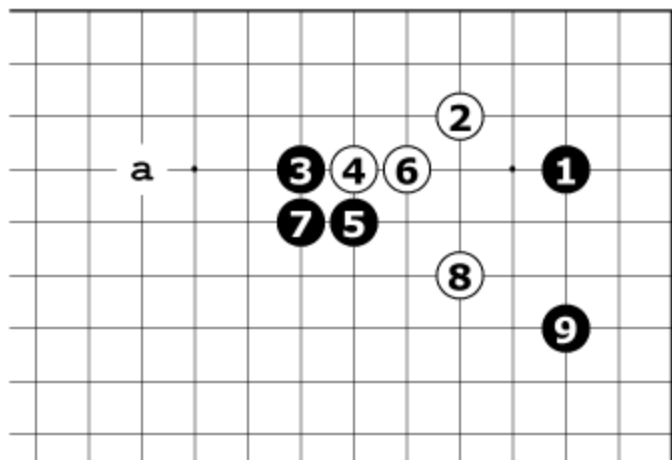
24 White 24 is a mistake.



27 White 'a' loses only three stones. White 'b' loses them all.

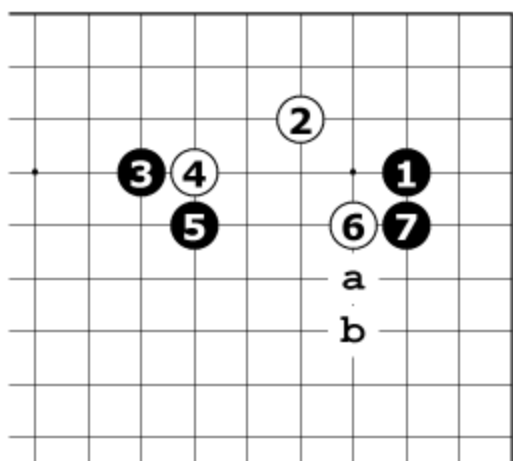


35 Black is one liberty ahead (that's all it ever takes).

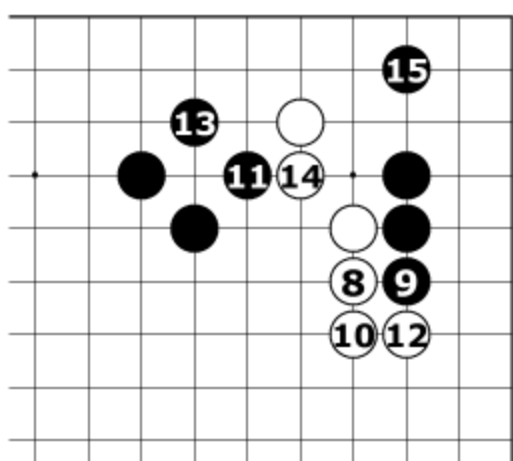


9 White has a difficult position. Black has a share of the corner and side, and thickness on the outside. Meanwhile, White will struggle while Black profits at tormenting White.

If White had played 8 (the two-space jump), and Black responded with 9, White would not have played 4, attaching to the pincer stone (3). Instead, White would have played a pincer (such as 'a').

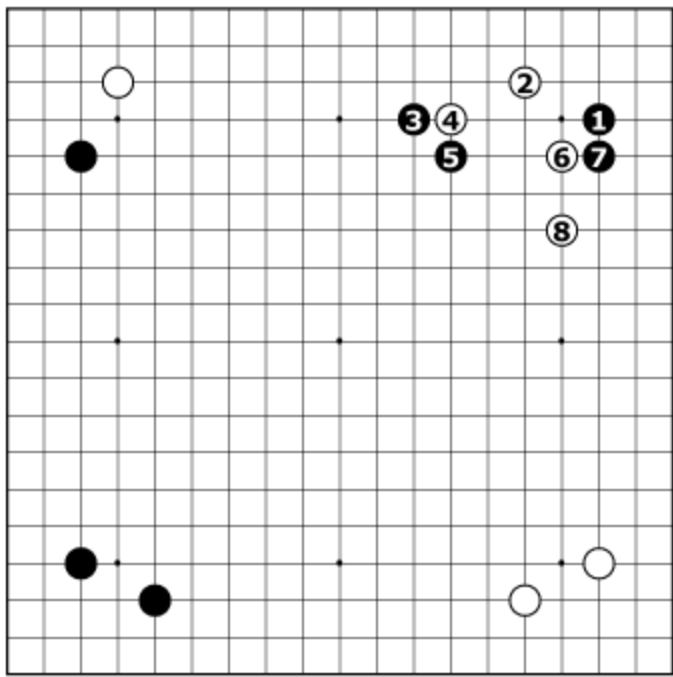


7 White continues with 'a'. White 'b' is also possible, though strategically advanced.

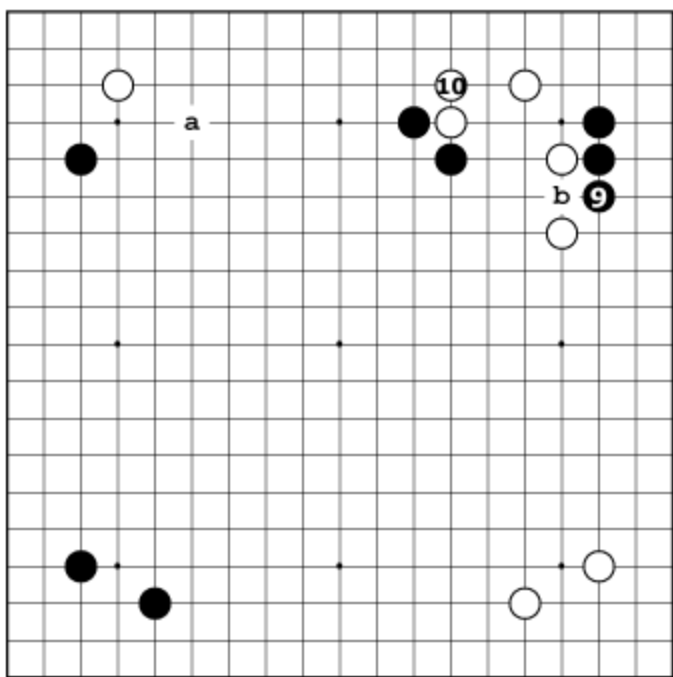


15 White continues with an

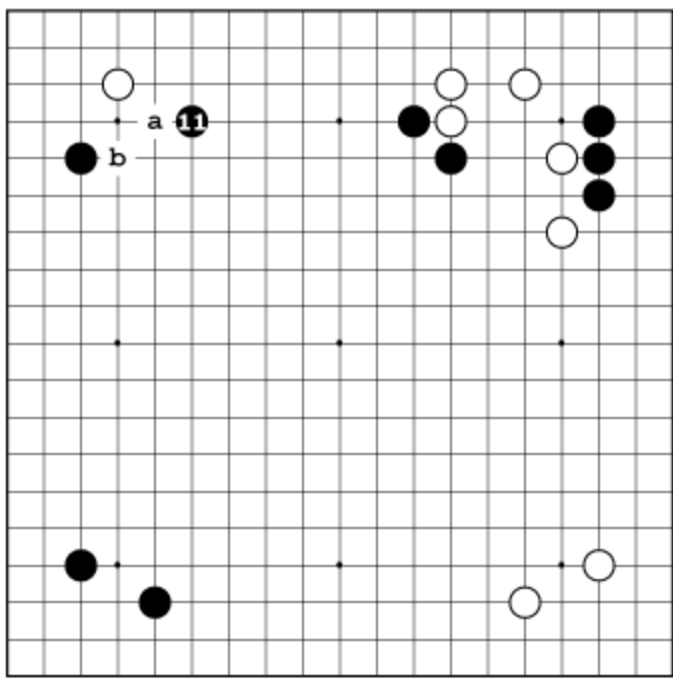
extension or approach move on the right side.



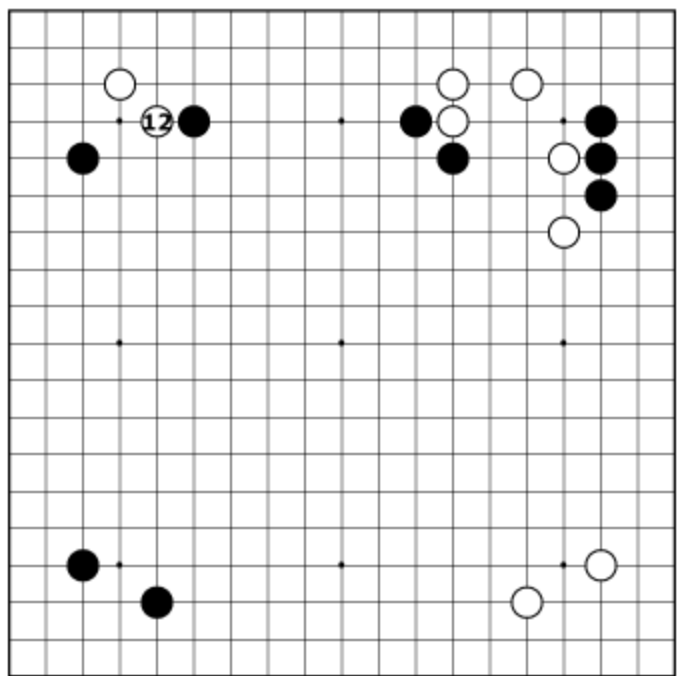
8 1967 (6th) Meijin Title, Game 3: White: Sakata Eio, Honinbo; Black: Rin Kaiho, Meijin



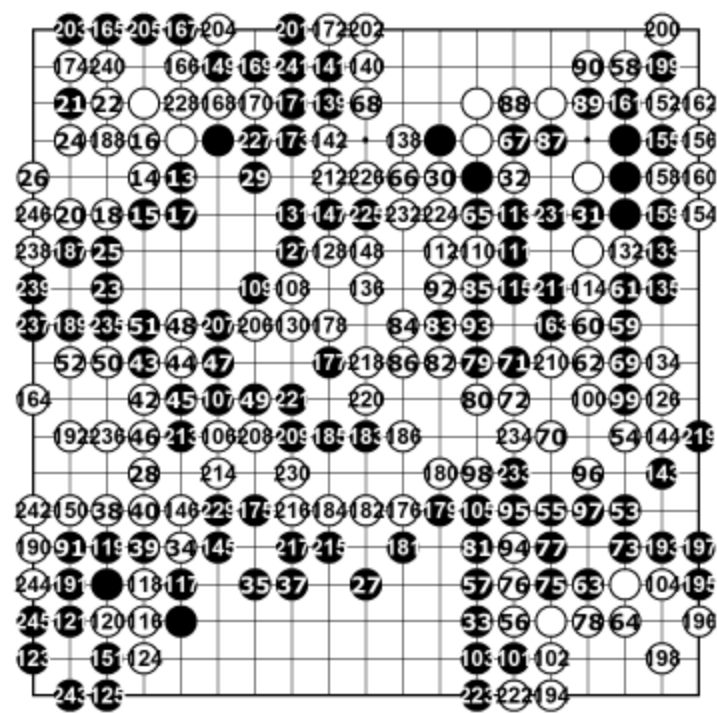
10 Black continues with 'a'. If Black 'b'....



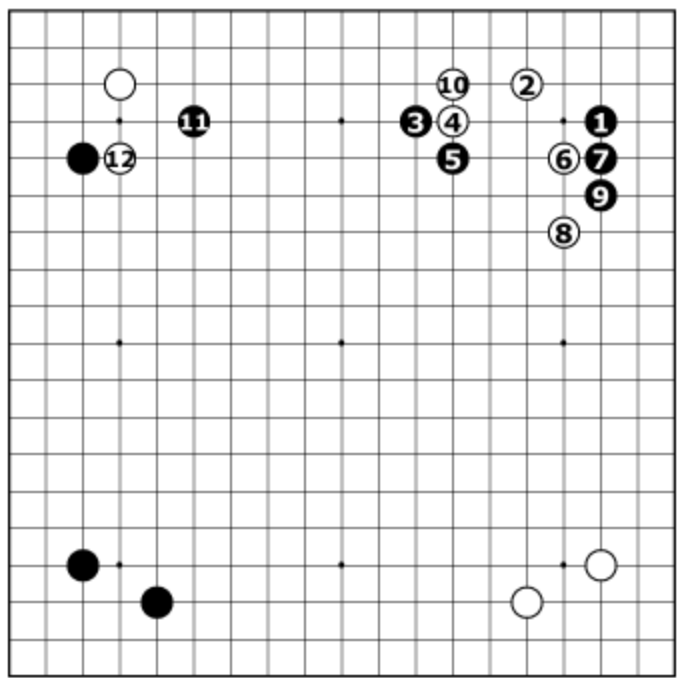
11 White continued with 'a', avoiding a disadvantageous fight with 'b'.



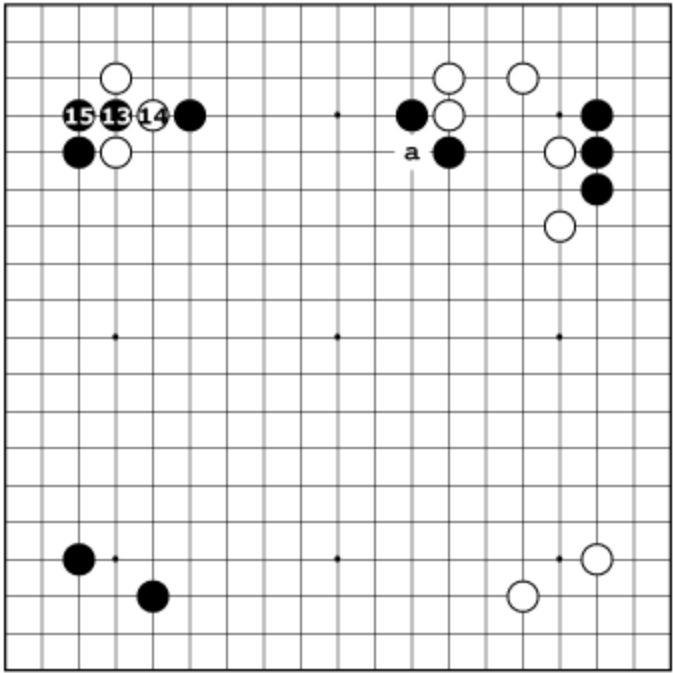
12 1967 (6th) Meijin Title, Game 3: White: Sakata Eio, Honinbo; Black: Rin Kaiho, Meijin - continued



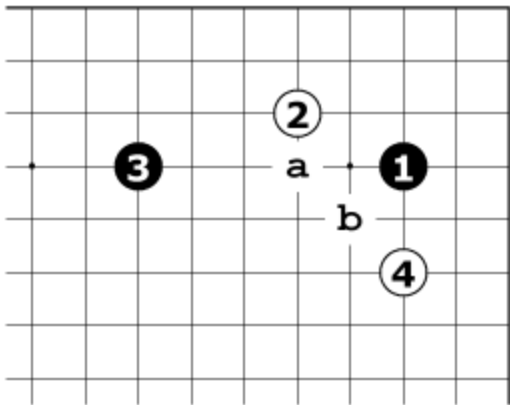
246 Black wins by 6 points.



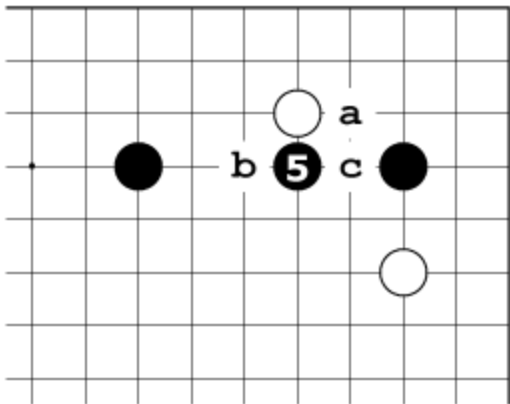
12 This fight would be difficult for White.



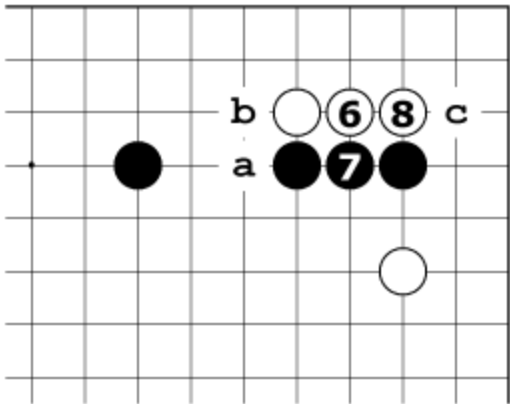
15 Black will lead the fighting to the right, where he can effectively use a connection at 'a'.



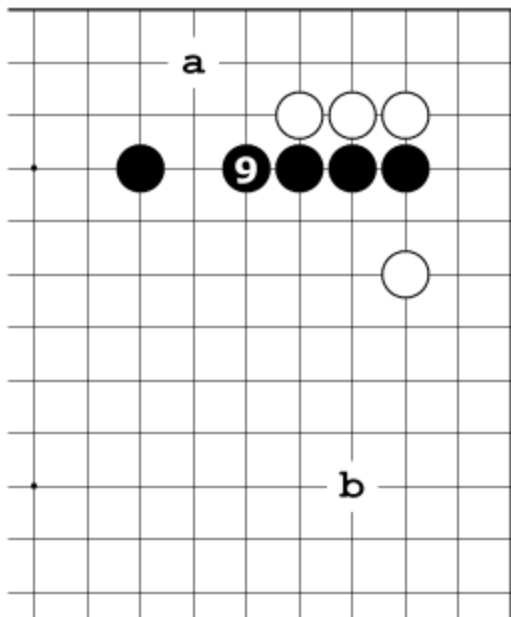
4 The White pincer puts pressure on Black 1 to settle White 2. Black usually answers at 'a *', but 'b' is possible.



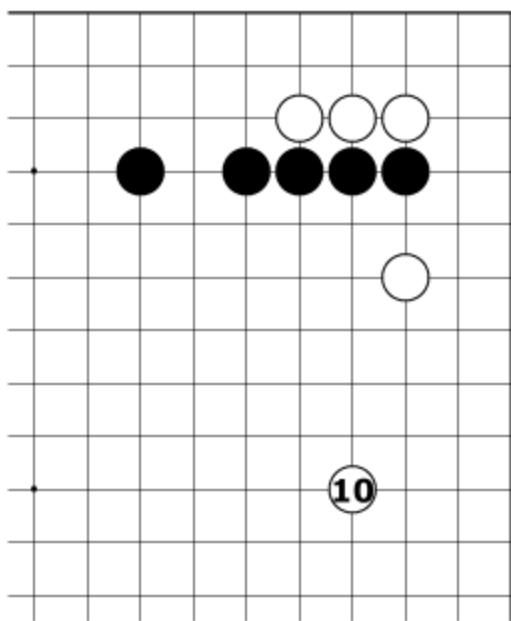
5 White continues with 'a' or 'b *'. 'c' is a mistake.



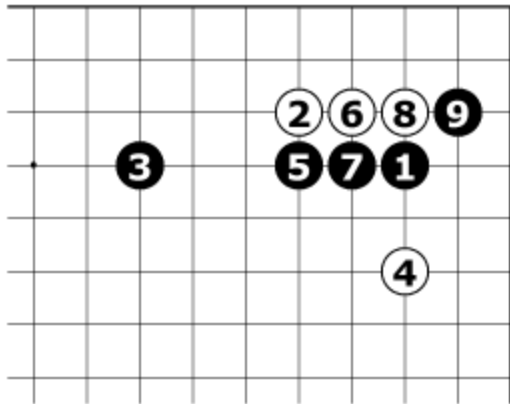
8 Black continues with 'a' to 'c'.



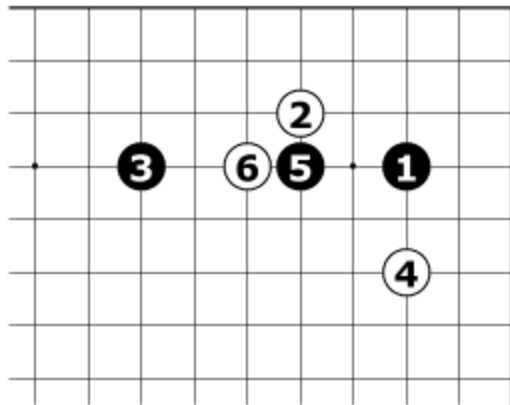
9 White continues with 'a' or 'b'.



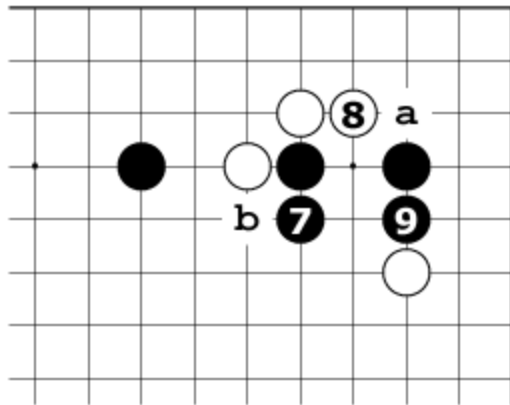
10 If White wants to prevent Black from extending on the right side, he plays 10.



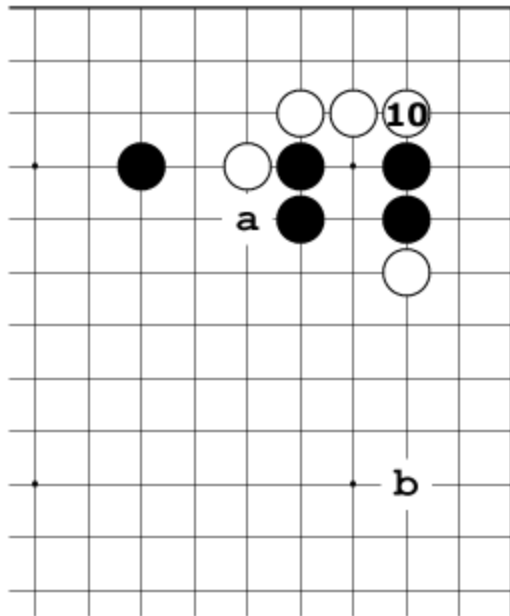
9 Black takes a territory oriented approach, and gets a little thin in doing so.



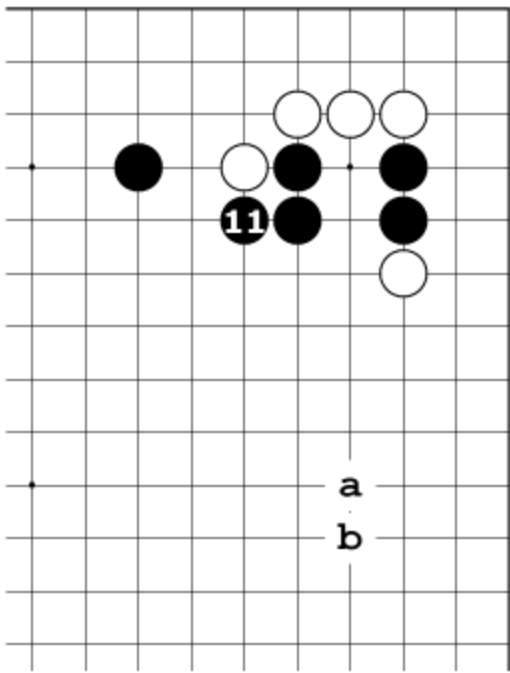
6 White gets a bit greedy with 6, as he aims at also living in the corner.



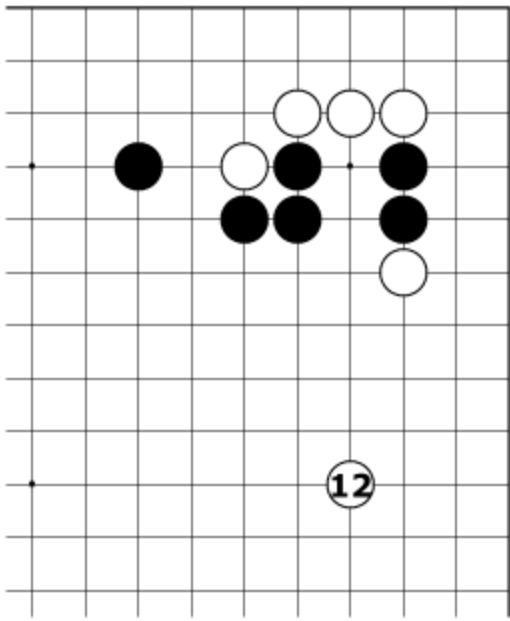
9 White continues with 'a *'. White 'b' leads to bad shape.



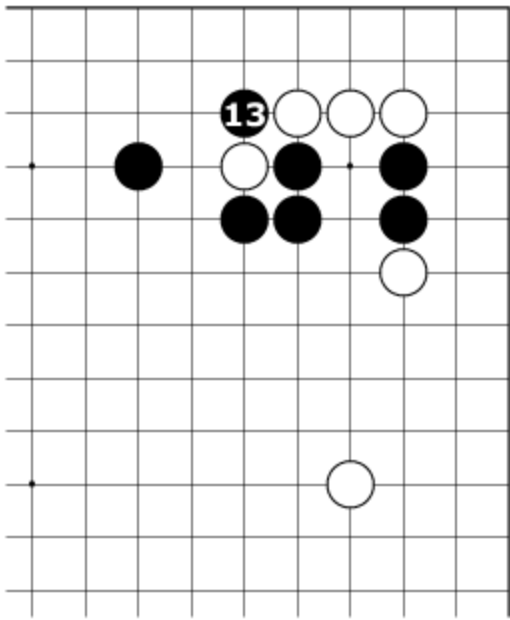
10 Black continues with 'a' * or 'b'.



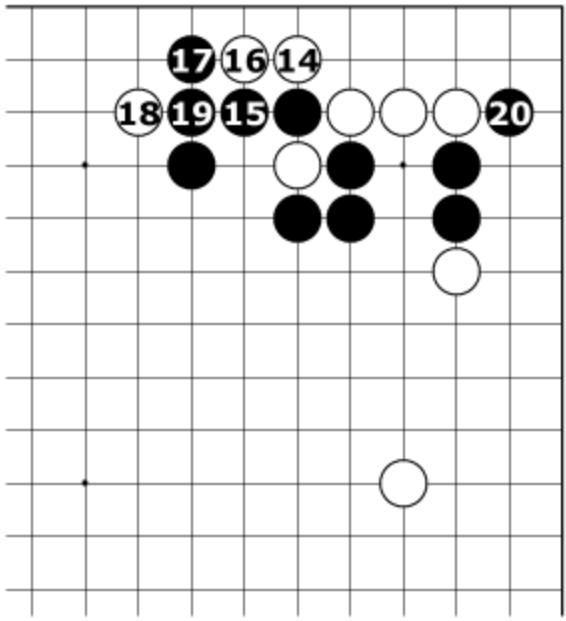
11 White extends to 'a' *, possibly 'b'.



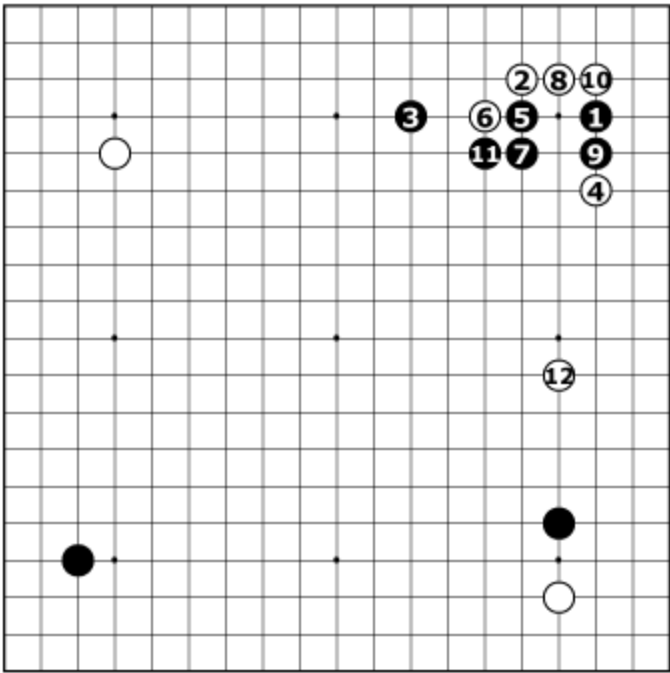
12 * GOOD VARIATION *



13 Continuation.

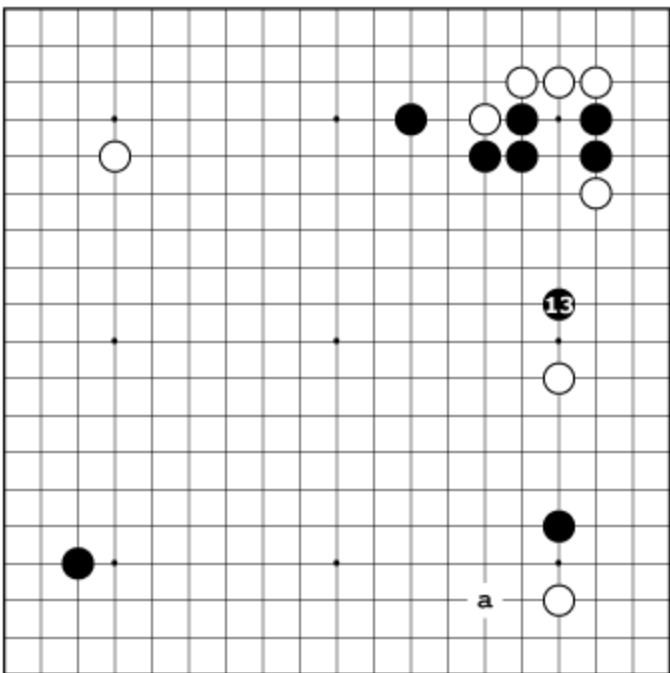


20 Later, Black can threaten the life of the White group.



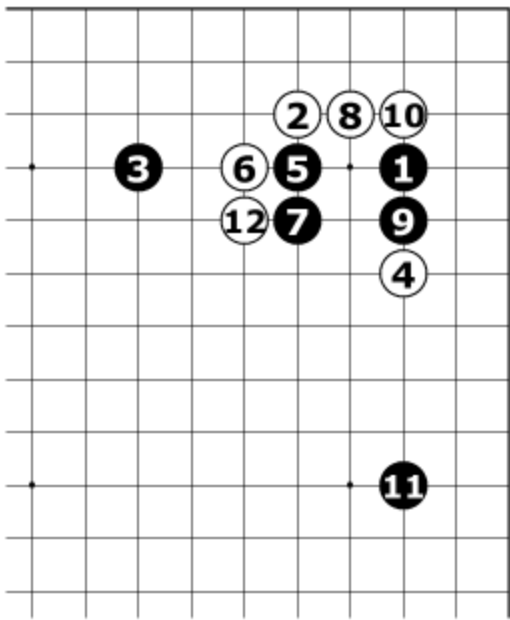
12 1972 9th Pro Best Ten Playoff, Game 3 - White: Yoshio Ishida; Black: Iwata

White played 12, stretching the extension from 4 to pincer the Black stone in the lower right corner.

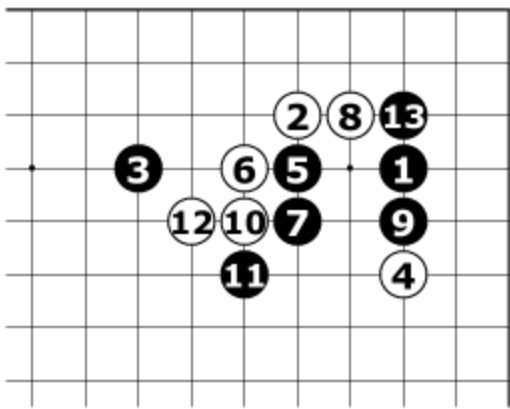


13 Black 13 surprised White,

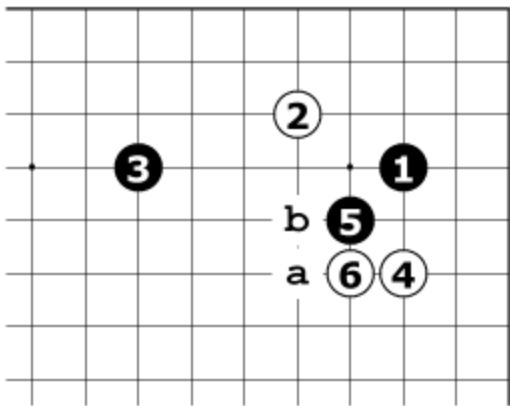
who expected Black to pincer around 'a'.



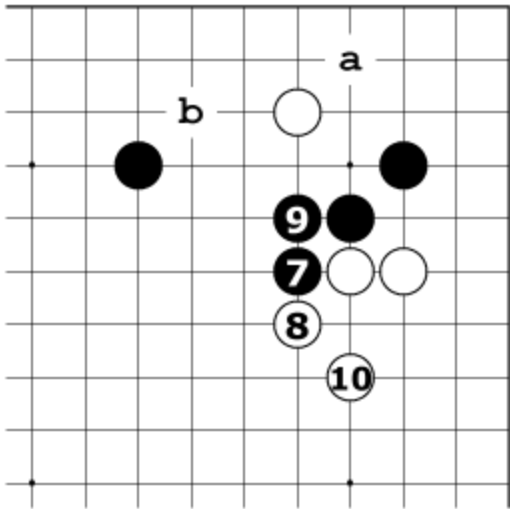
12 Black 11 prevents White from making the first play down the right side.



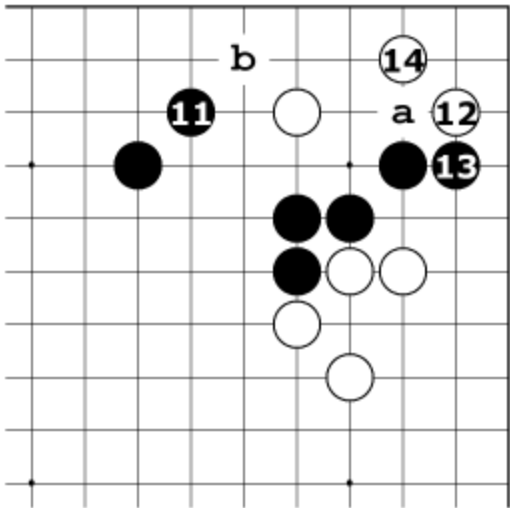
13 Black 13 robs White of his base.



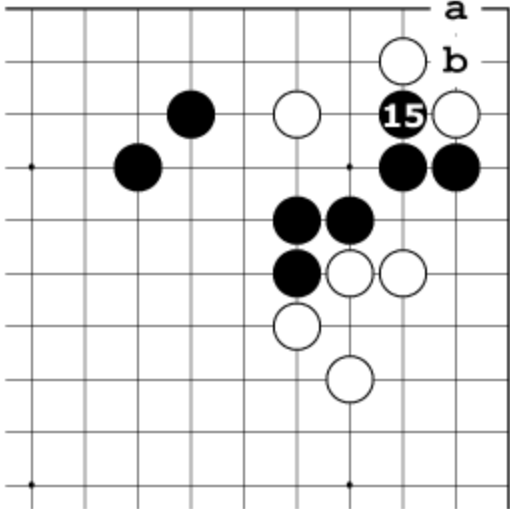
6 Black continues with 'a'. Black 'b' is weak.



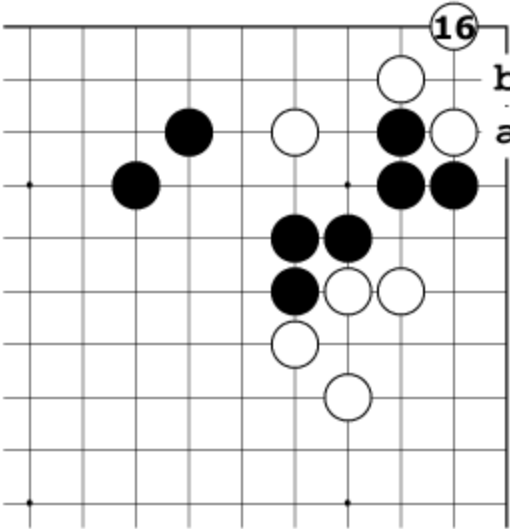
10 Black must decide how to tackle the corner. 'a' is solid, but lets White play under Black 3. Black 'b' is another possibility.



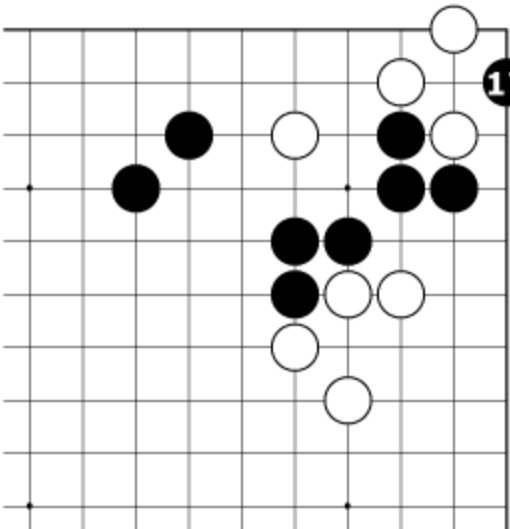
14 Black continues with 'a' or 'b'. In either case, White can live in the corner (at least through ko) or get to the center.



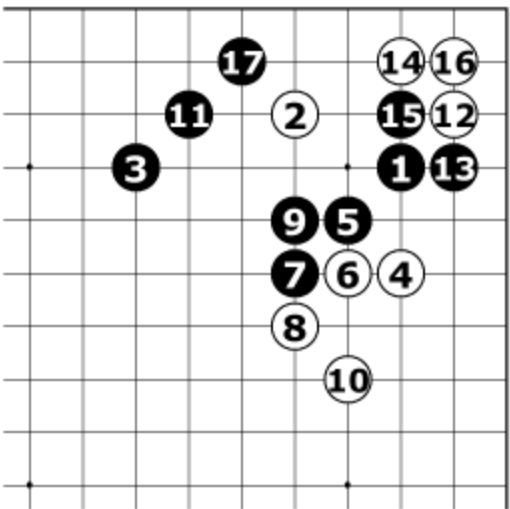
15 White continues with 'a'. White 'b' and White dies.



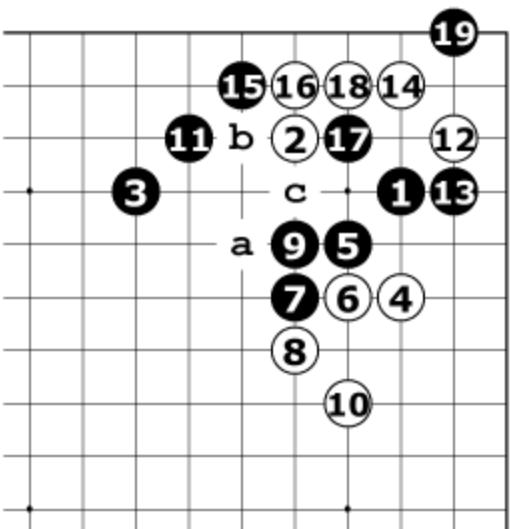
16 Black 'a' for a ko. Black 'b' and White lives.



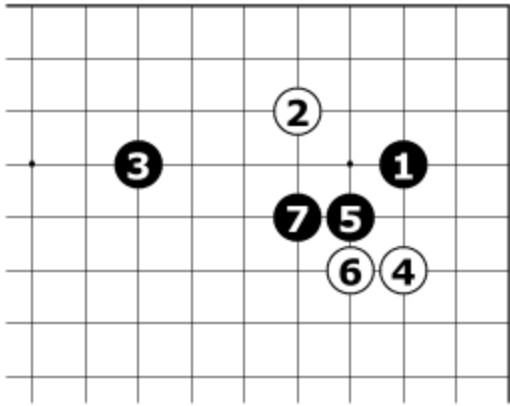
17 Black 17 is a mistake. White lives.



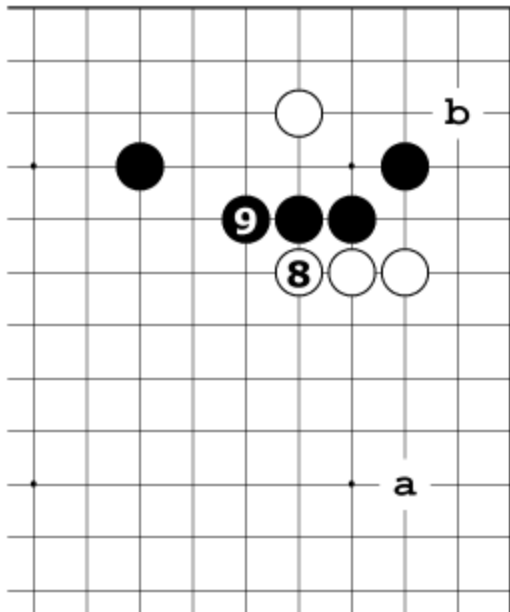
17 White dies.



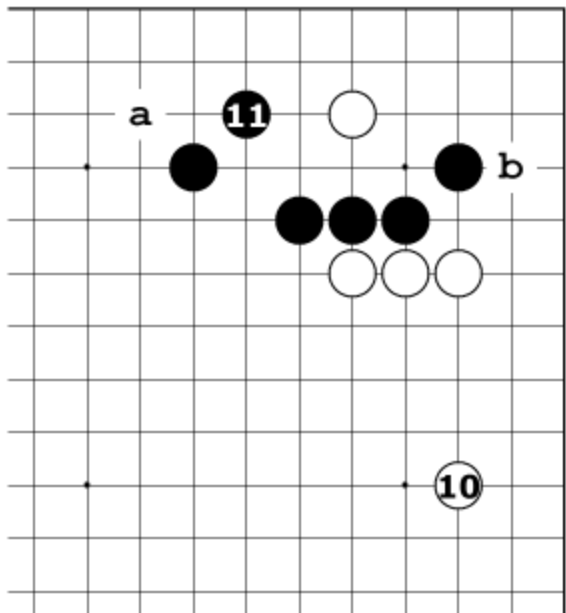
19 Black 19 takes away eye shape, but White can play 'a', as 'b' and 'c' are sente for White. The position for fighting in the center determines the outcome.



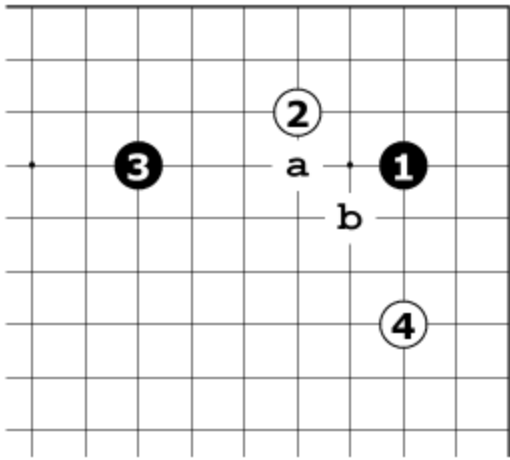
7 Black 7 shows a lack of fighting spirit.



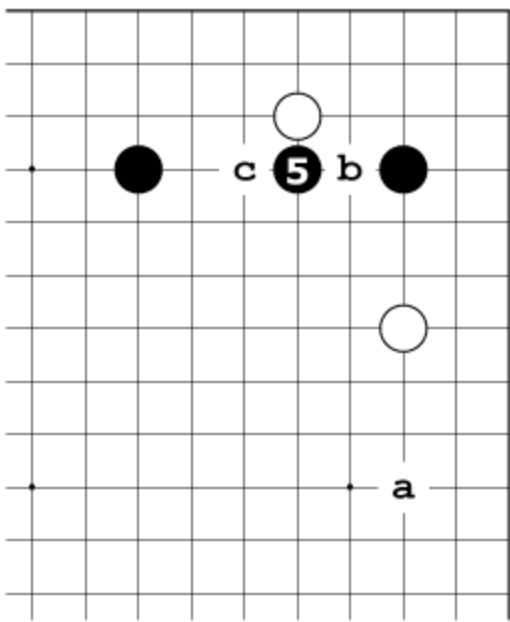
9 White can emphasize the side with 'a', or live in the corner with 'b'.



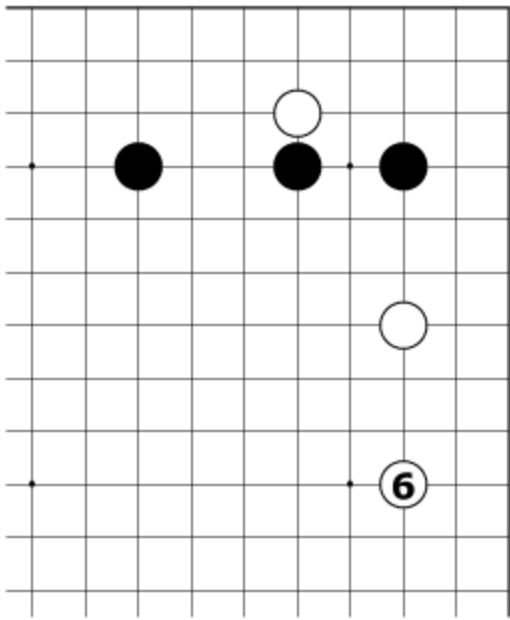
11 White 'a' is sente, and White can reduce the corner with 'b'.



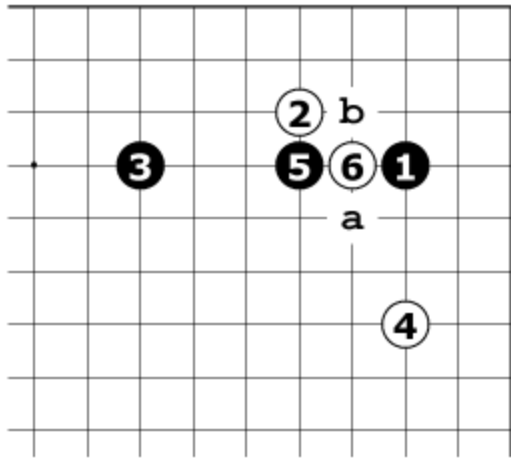
④ White should have the ladder to play the two-space pincer. Black can answer at 'a *' or 'b *'.



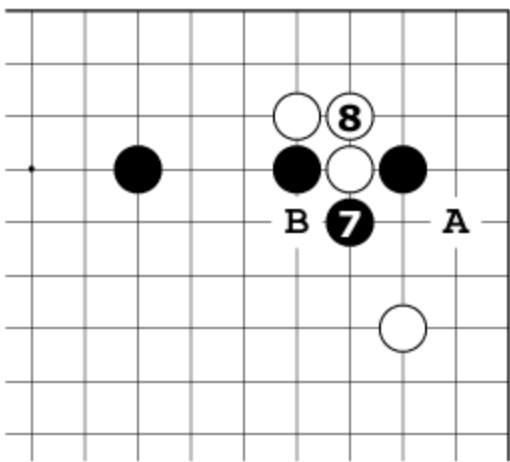
⑤ White continues with 'a', 'b *' or 'c *'. White plays 'a' as part of a fuseki strategy; locally it is a loss. White plays 'b' with a favorable ladder.



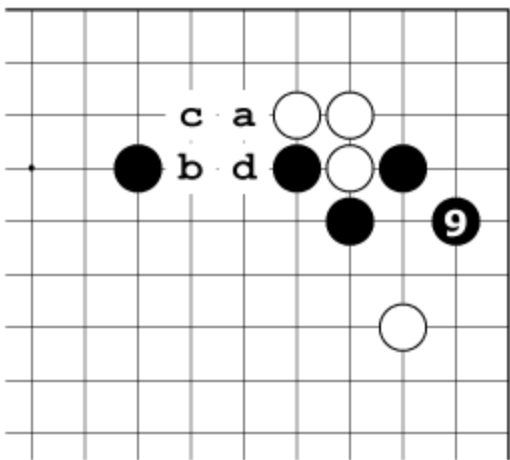
⑥ White 6 if it helps the lower right, but this results in a loss in the local context of the joseki.



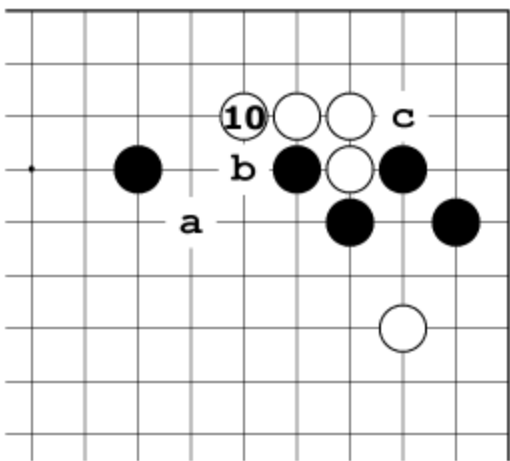
⑥ Black continues with 'a *'. If Black plays 'b' when the ladder favors White, Black is sadly mistaken.



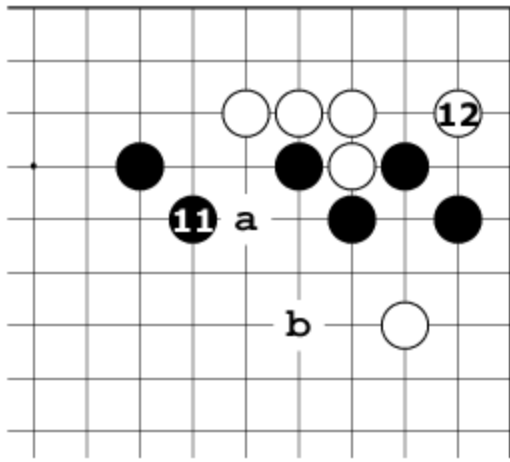
⑧ 'A *' or 'B'.



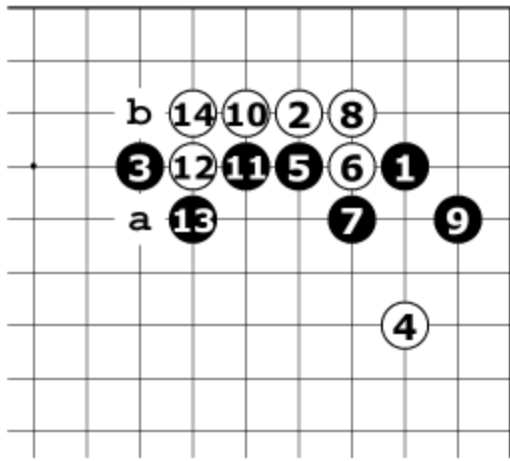
⑨ White continues with 'a *', 'b *' or 'c'. White 'd' is a mistake.



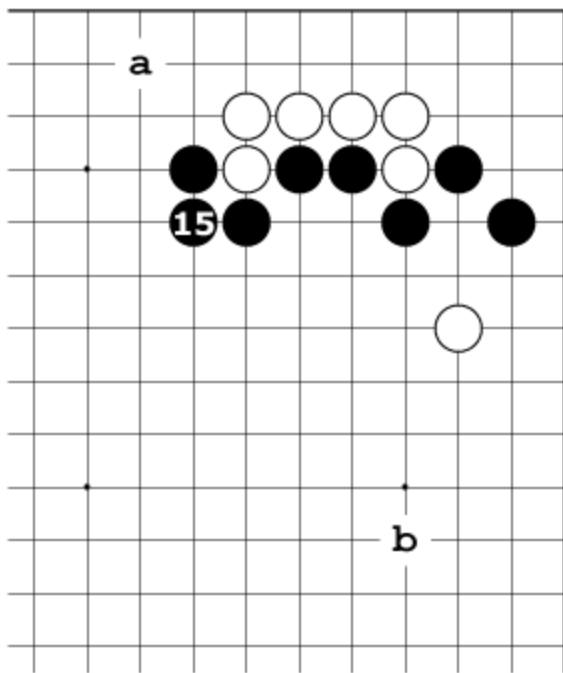
⑩ Black continues with 'a' or 'b *'. Black 'c' is not recommended.



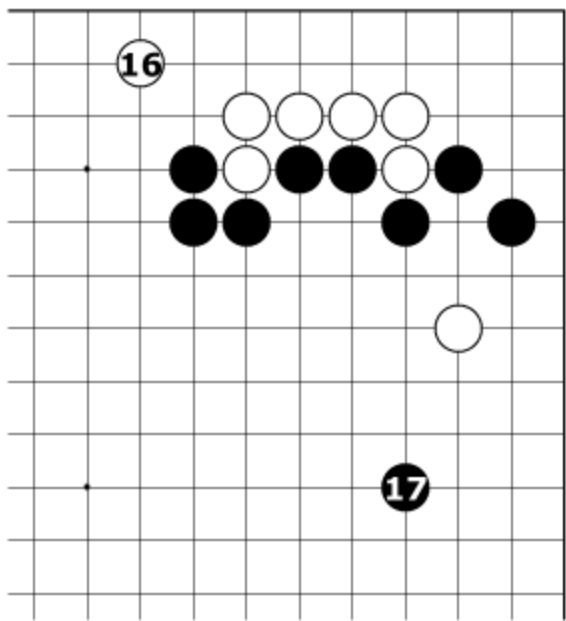
⑫ White can aim at the severe move at 'a'. Black probably needs an immediate reinforcement at 'b'.



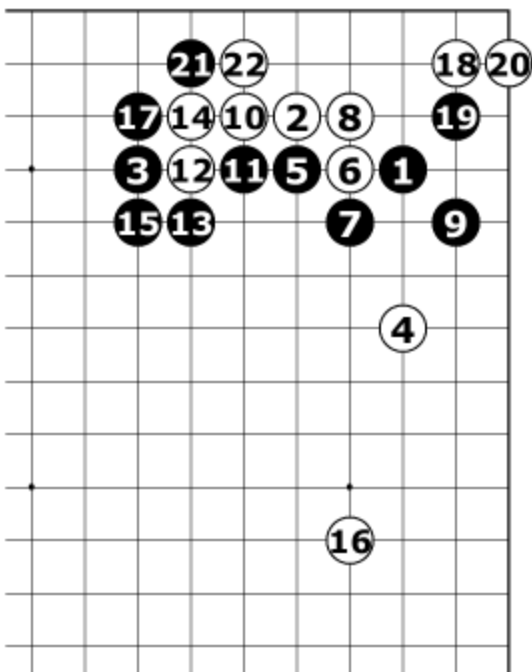
⑭ Black continues with 'a *'. Black 'b' is an overplay, as the White cut at 'a' presents difficulty.



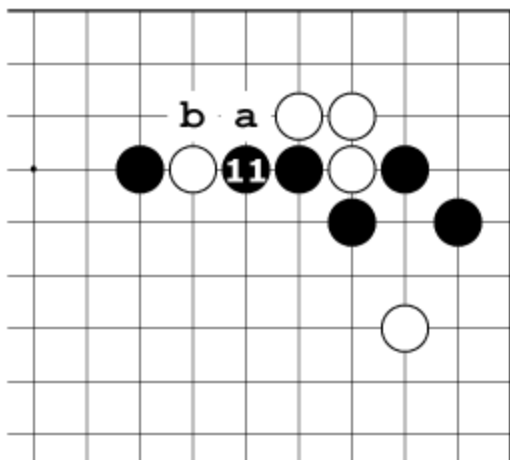
⑮ White continues with 'a *'. White 'b' is possible, at a cost.



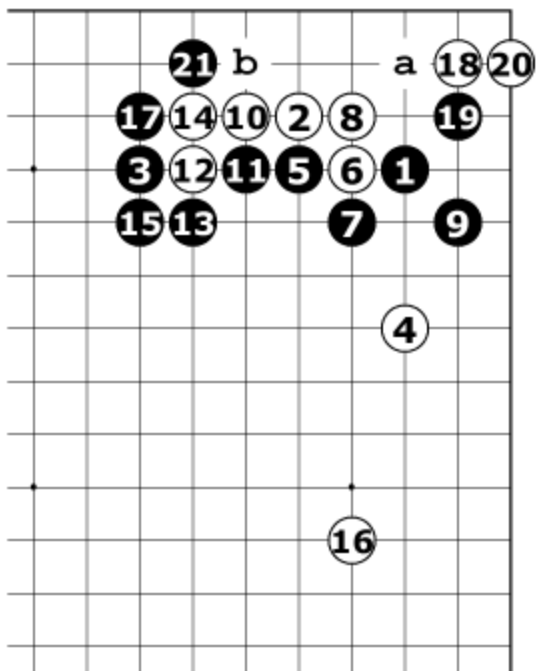
17 * GOOD VARIATION *



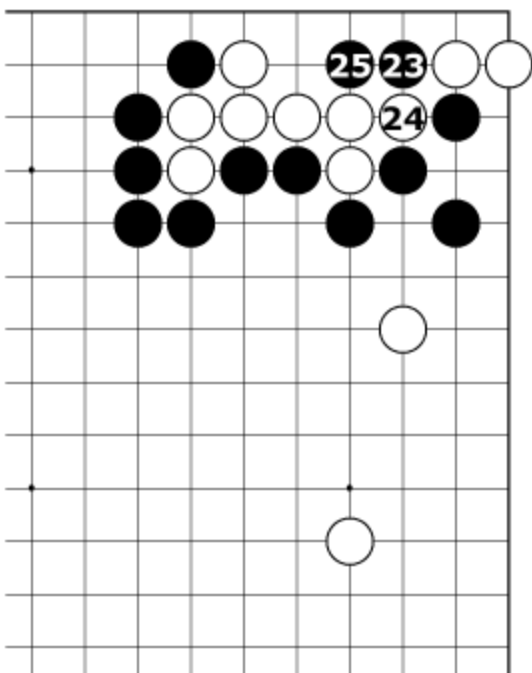
22 White 22 is a mistake.



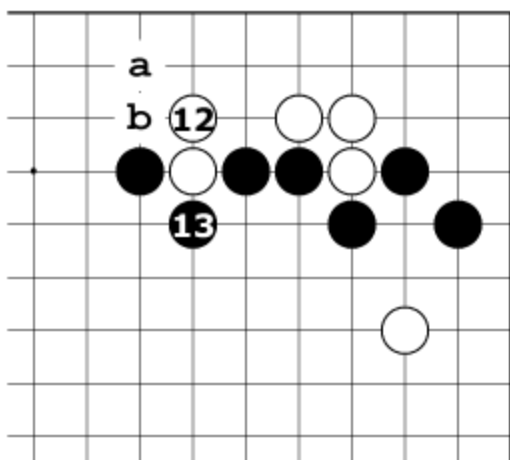
11 White continues with 'a' or 'b'.



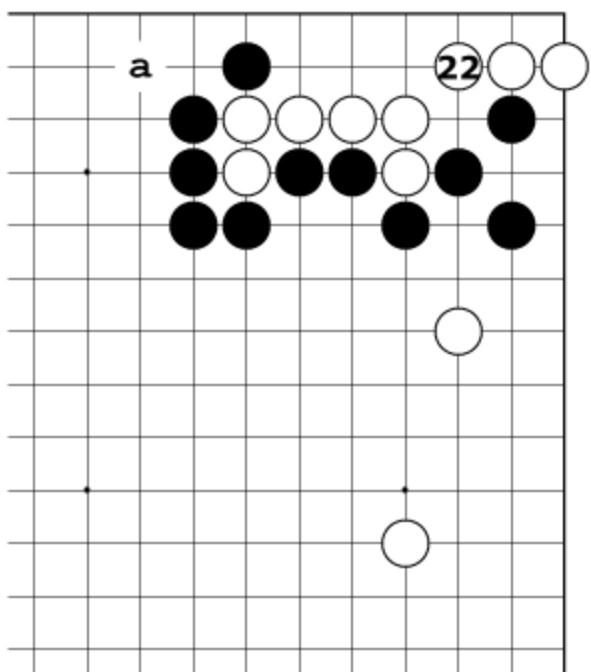
21 White continues with 'a'. White 'b' is a mistake.



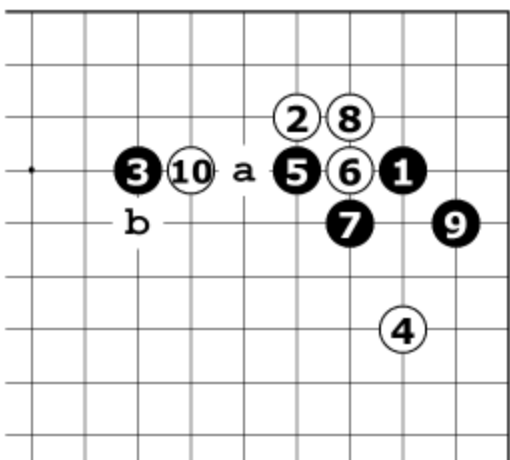
25 White cannot live.



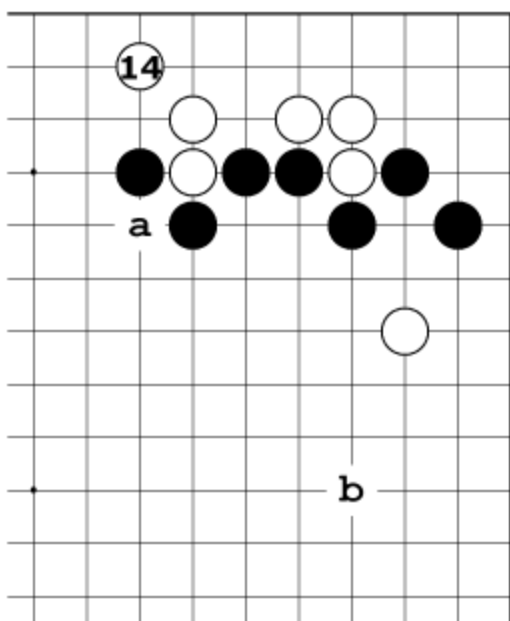
13 White continues with 'a' or 'b'. White 'b' is played only if the right side is important.



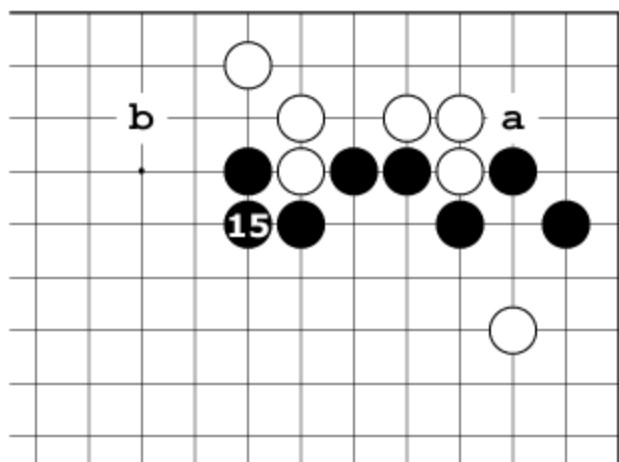
22 Black 'a' is sente.



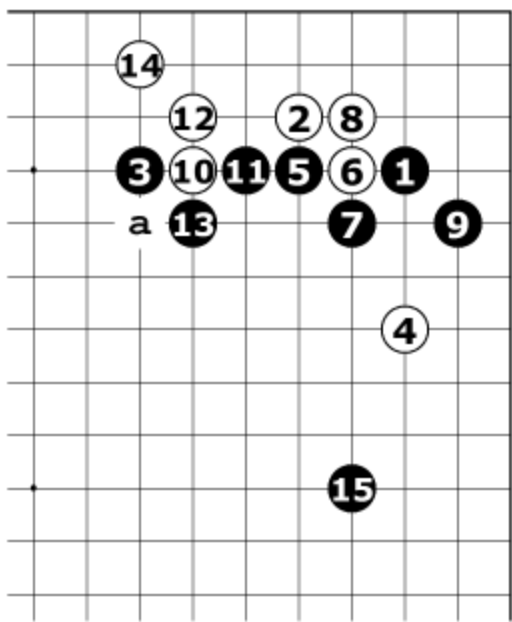
10 Black continues with 'a' or 'b'.



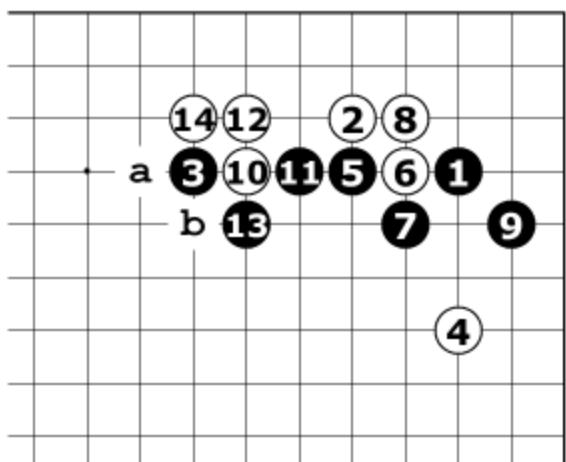
14 Black continues with 'a' or 'b'.



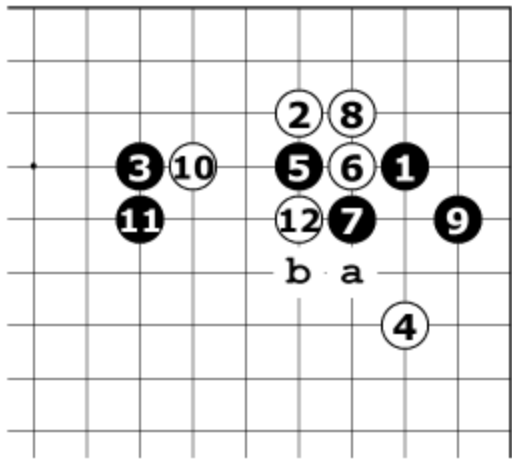
15 'a' and 'b' are miai.



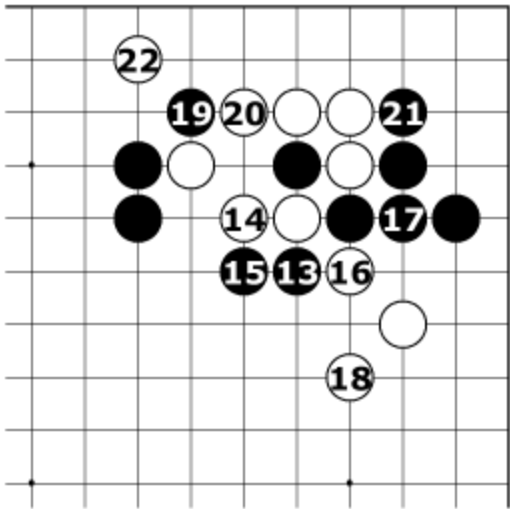
15 If Black values the lower right enough to suffer the cut at 'a'.



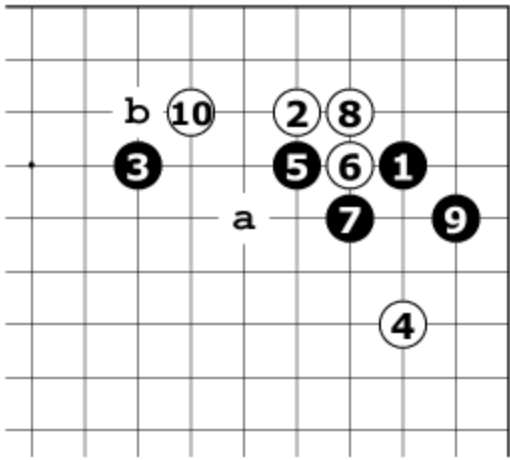
14 Black continues with 'a' for thickness or 'b' to take a vital point on the right side.



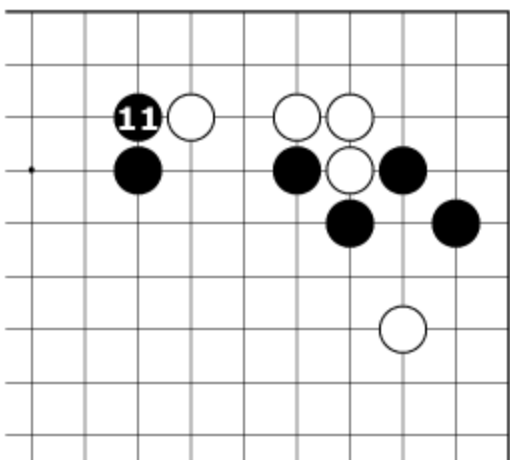
12 Black continues with 'a' or 'b'.



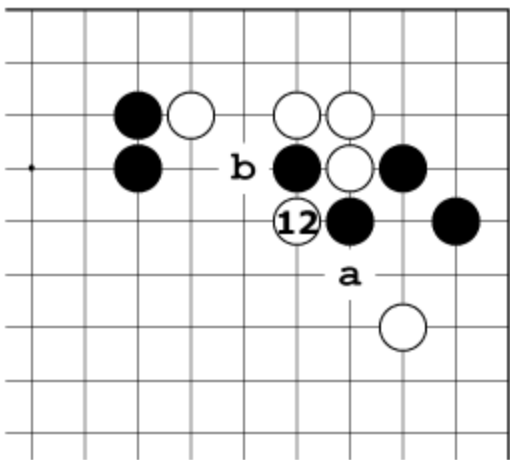
22 The result cannot be fully evaluated in the local context.



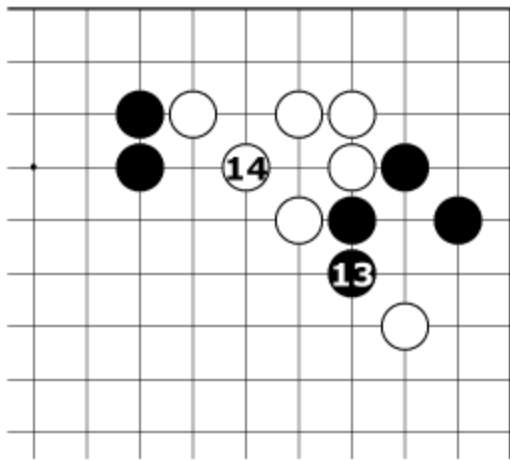
10 Black continues with 'a'. Black 'b' is not recommended.



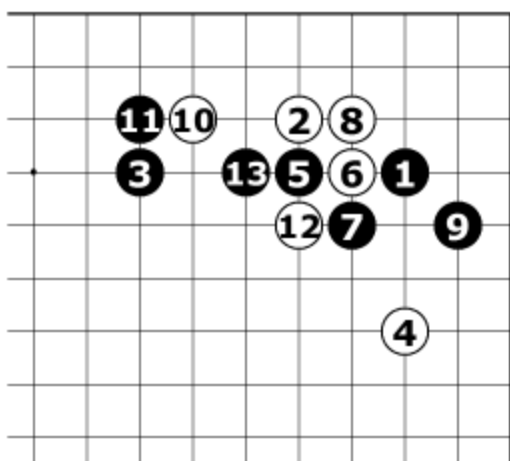
11 Black 11 is not recommended.



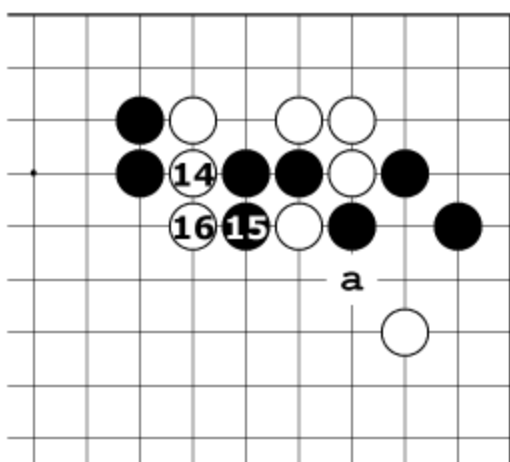
12 Black continues with 'a'. Black 'b' is a mistake.



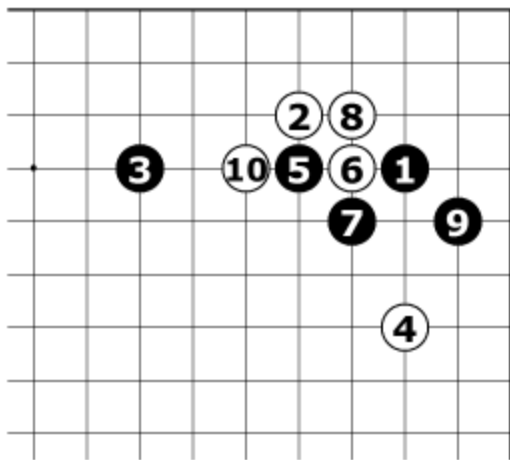
14 White has the initiative.



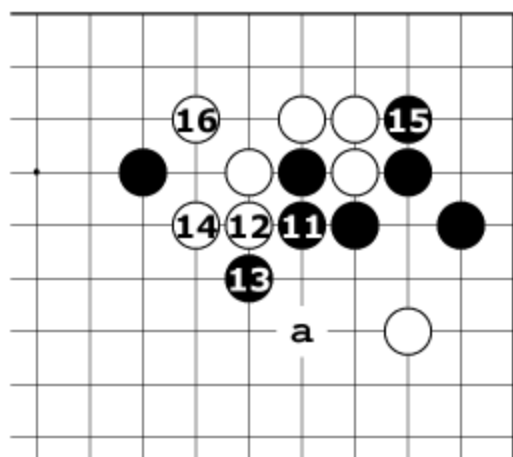
13 Black 13 is a mistake.



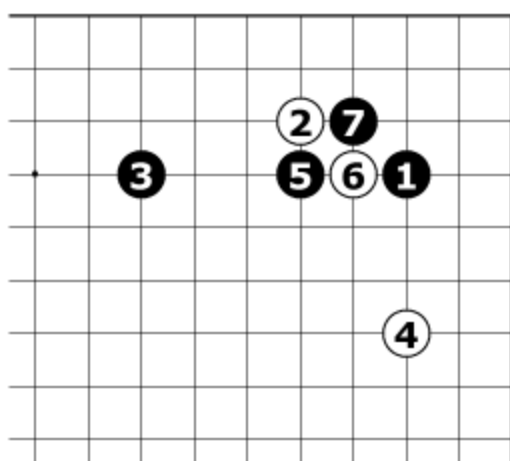
16 White plays 16. White avoids playing the atari at 'a'.



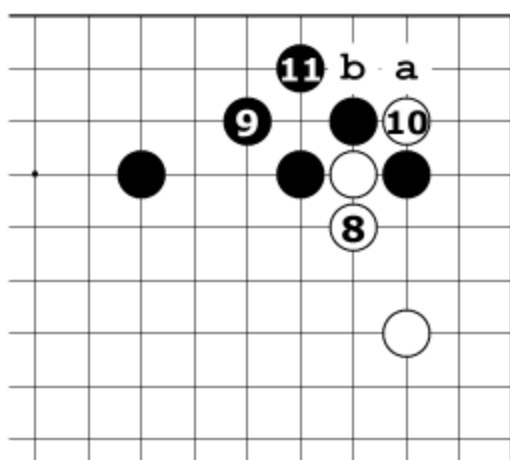
⑩ White 10 demonstrates an ignorance of the principles of Go. White is easily forced into bad shape.



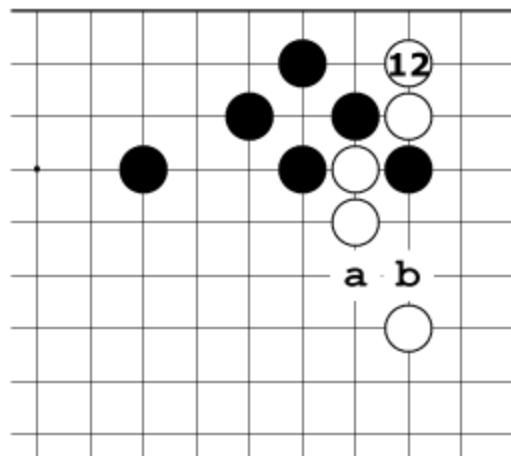
⑩ Black follows up locally with 'a'.



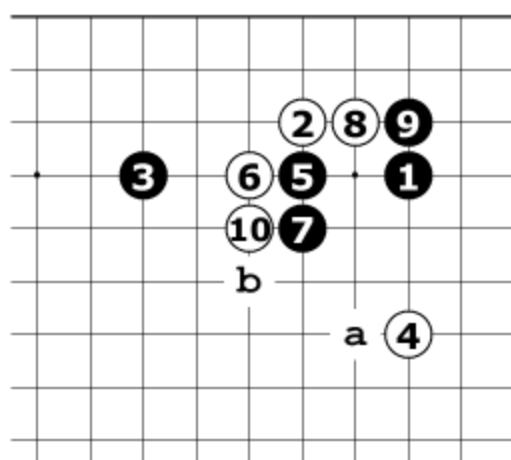
7 Black 7 is a mistake.



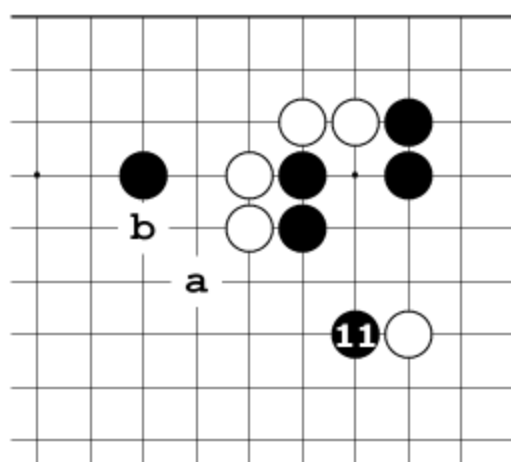
11 White continues with 'a'.
White 'b' is ko food.



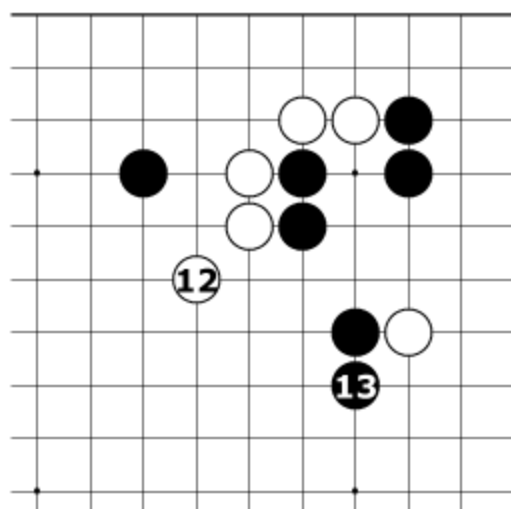
⑫ If later Black 'a', White must give way with 'b'.



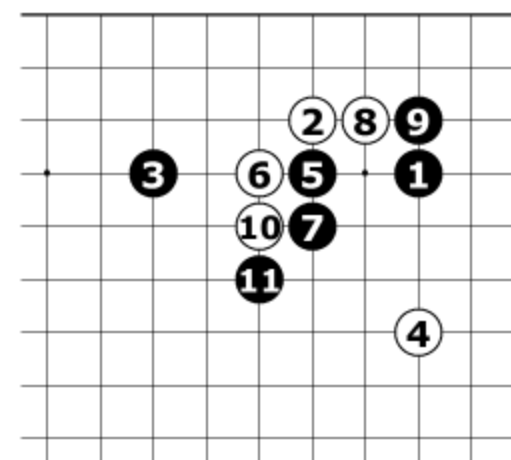
⑩ Black continues with 'a *'.
Black 'b' is a mistake.



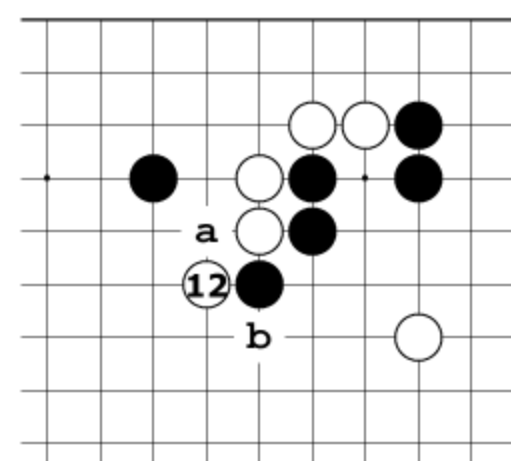
11 White continues with 'a *' or 'b'.



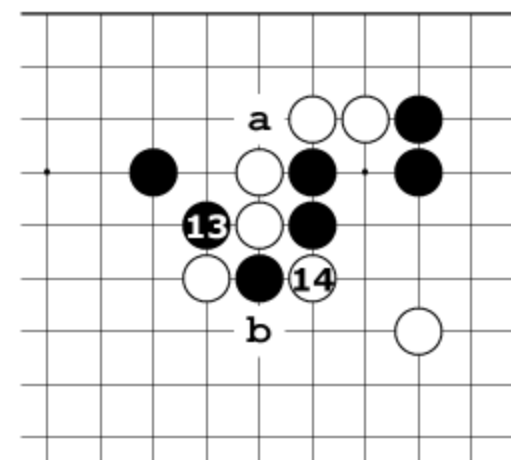
13 * GOOD VARIATION *



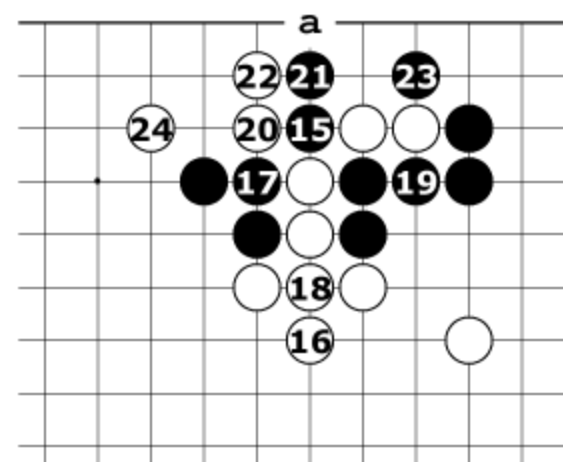
11 Black 11 is a mistake.



⑫ Black 'a' is no good. Black 'b', slightly better.

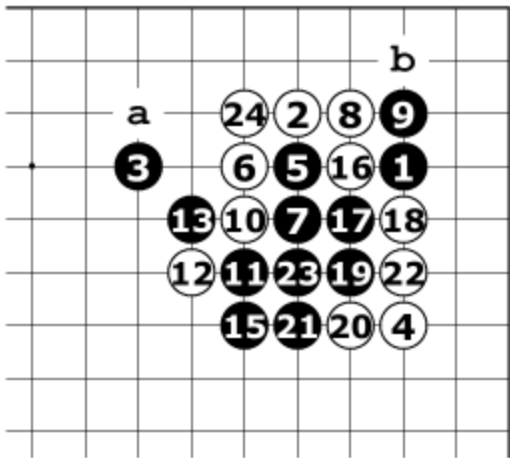


⑭ Black may try 'a' or 'b'.

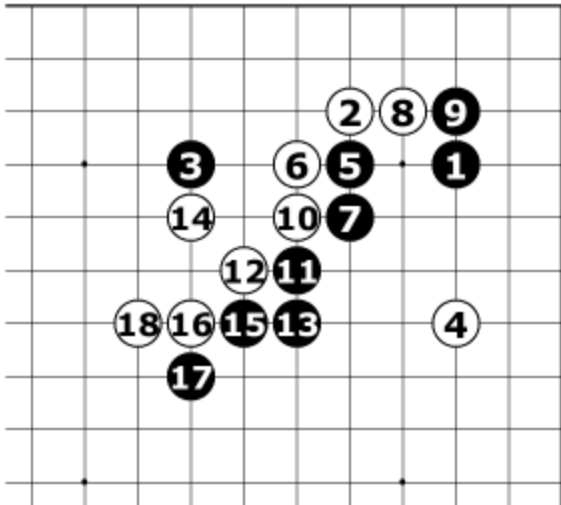


24 The White atari at 'a' should be saved as a ko threat, as it is playable

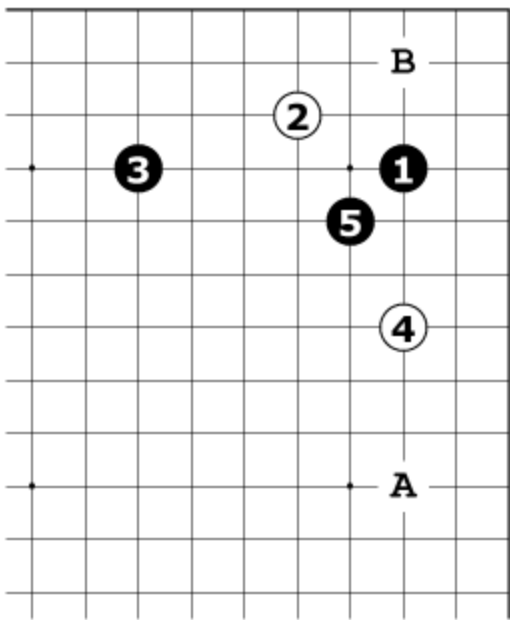
anytime.



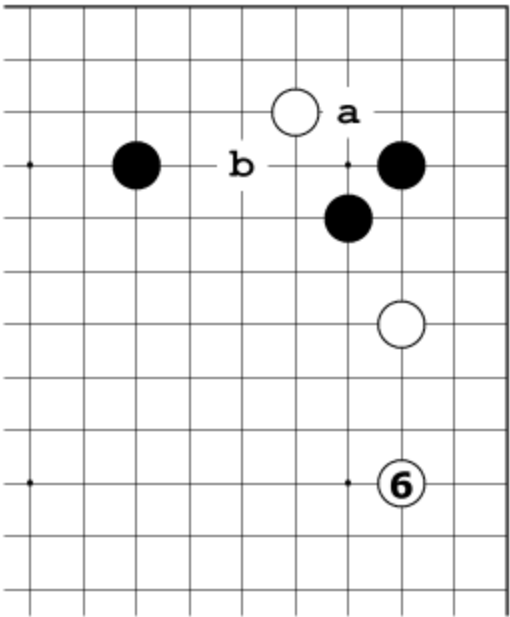
24 'a' and 'b' are miai for White.



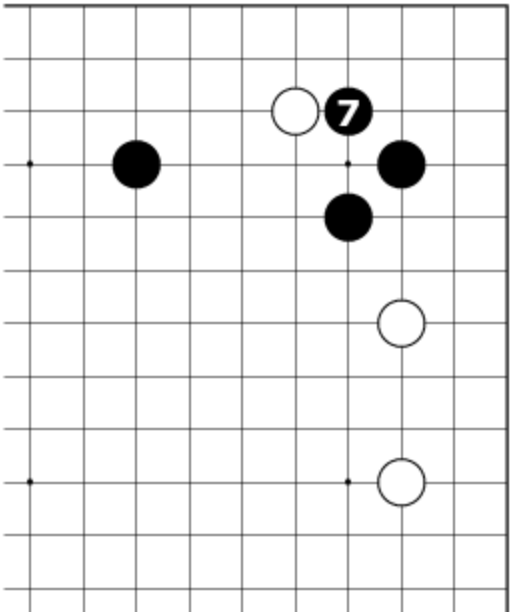
18 White has nice shape.



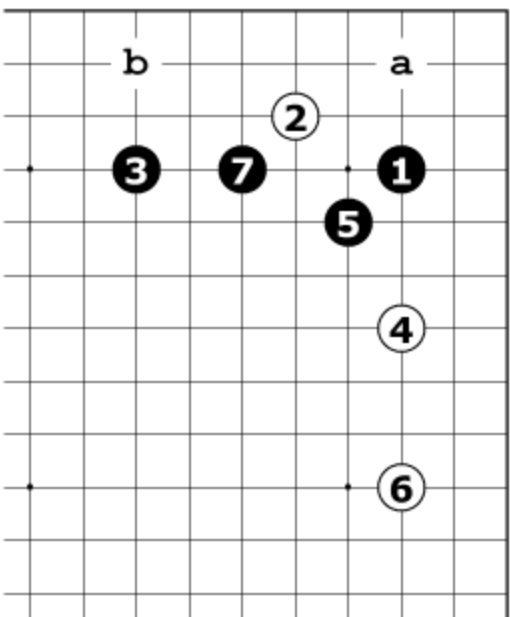
5 'A *' is joseki, 'B' only, if White is strong on the top side.



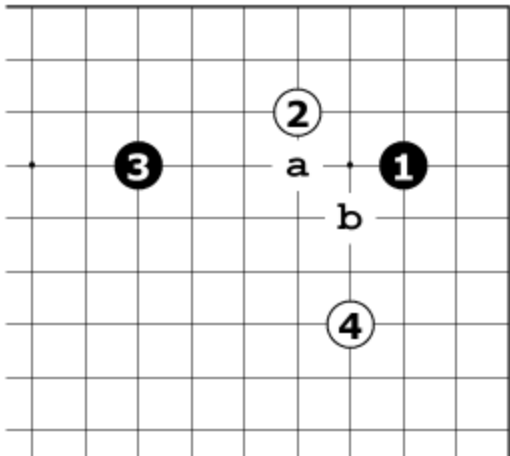
6 Black continues with 'a *' or 'b'.



7 * GOOD VARIATION *

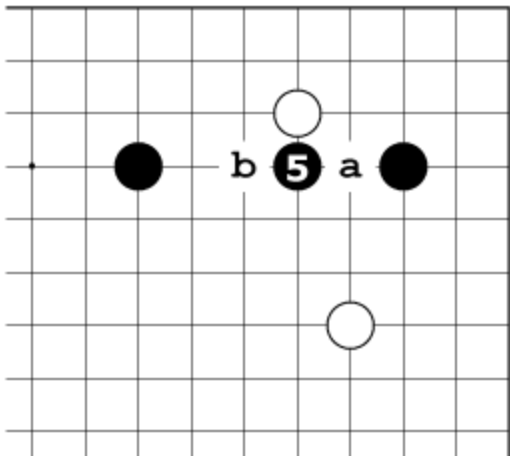


7 White can live with 'a', and the side is open at 'b'.

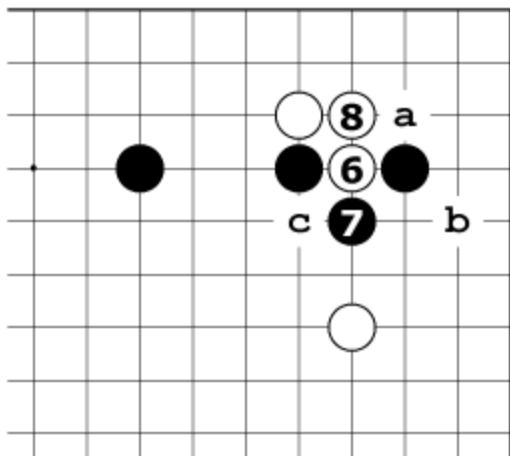


4 The choice between the low and high two-space counter pincer makes a big difference in later play.

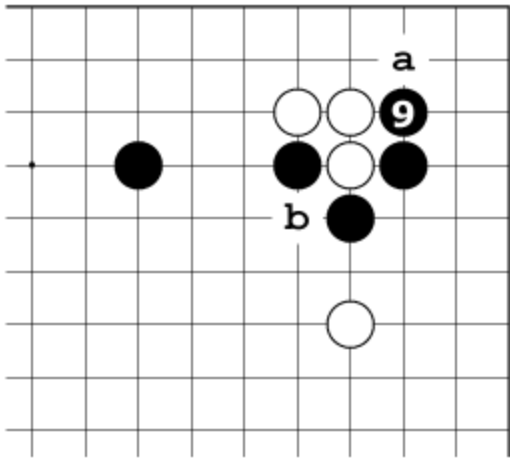
Black can answer at 'a *' or 'b'.



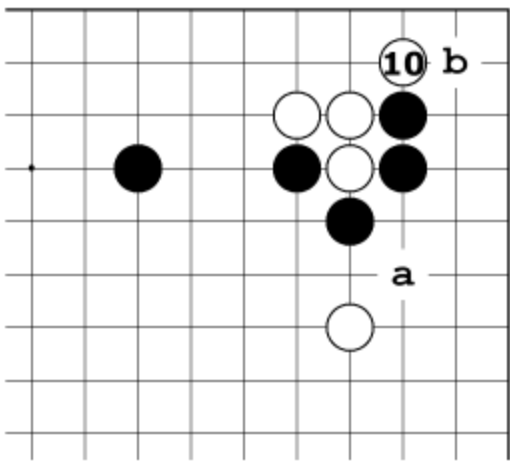
5 White continues with 'a *'. White 'b' is a mistake.



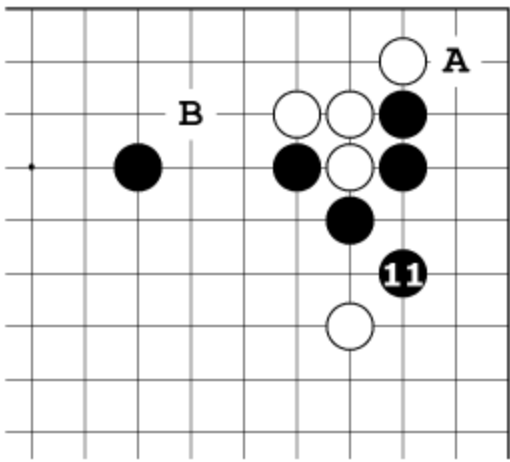
8 Black continues with 'a *' or 'b'. Black 'a' is unique with the high pincer (compared to the low, where Black must play 'b'). Black 'c' keeps the position simple at a cost.



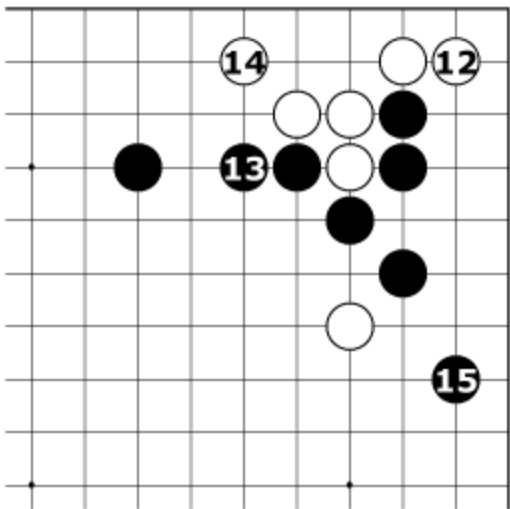
9 White continues with 'a *'. White 'b' is an old pattern.



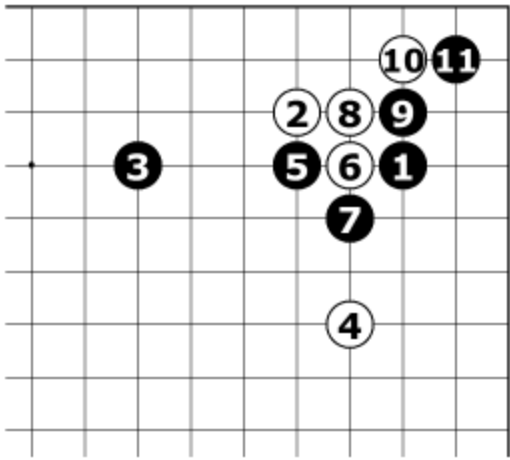
10 Black continues with 'a *'. Black 'b' is an overplay.



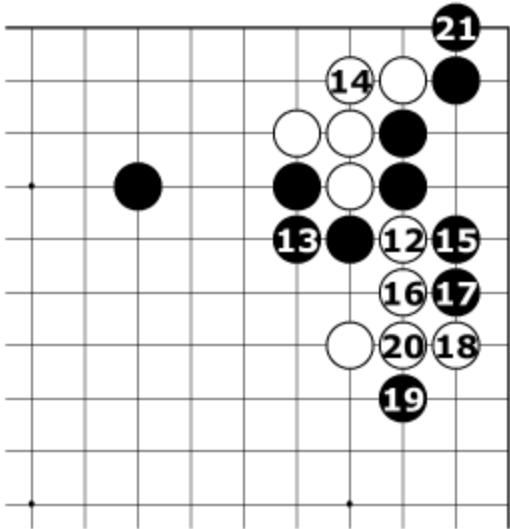
11 'A' or 'B'.



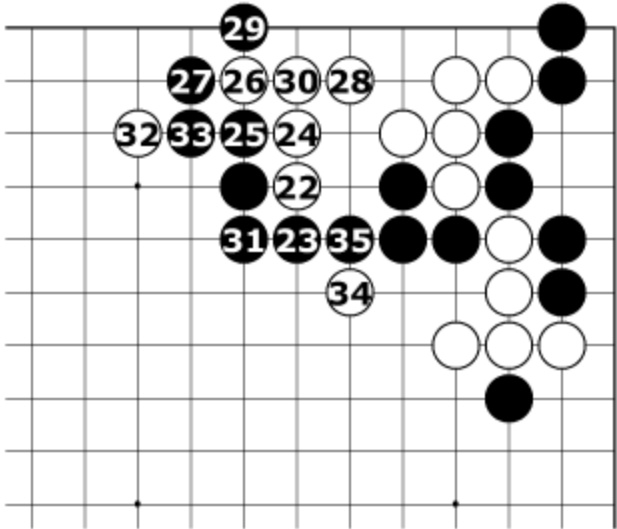
15 * GOOD VARIATION *



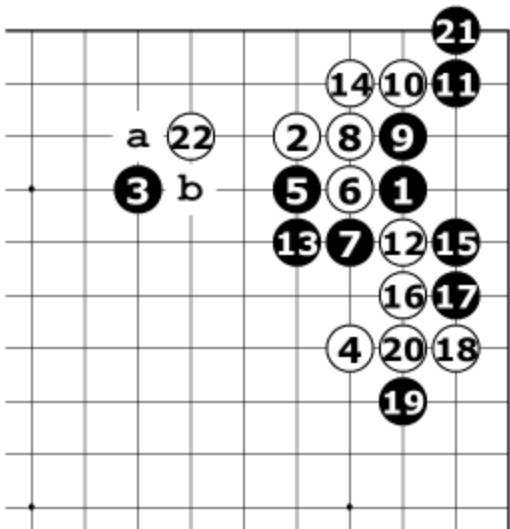
11 Black 11 is a mistake.



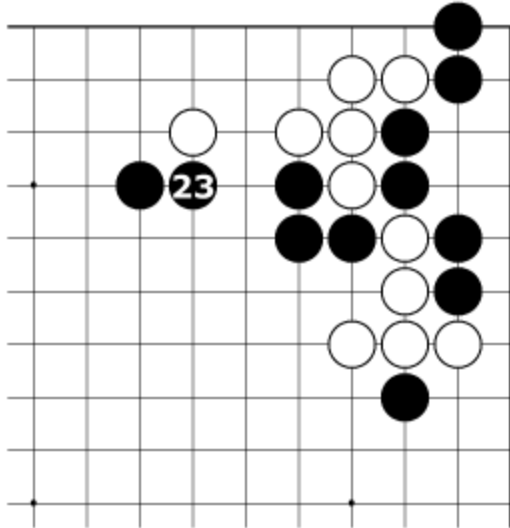
21 Black lives. Now White must settle his stones at top.



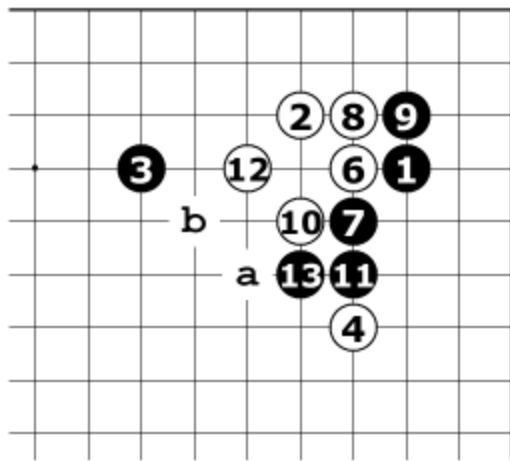
35 White gets a slightly better result.



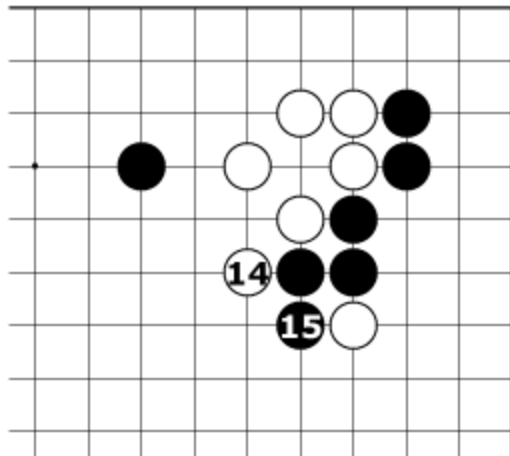
22 Black continues with 'a'. Black 'b' is not recommended.



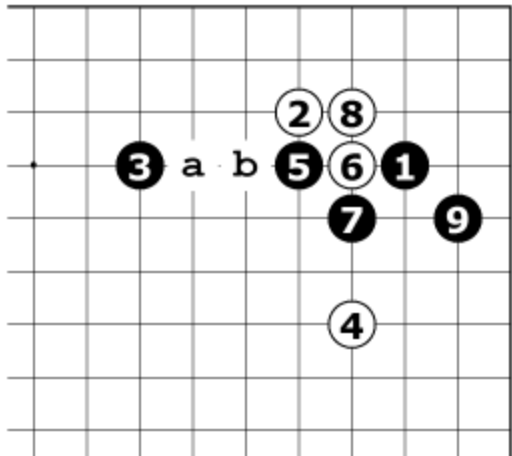
23 Black 23 looks better than it is.



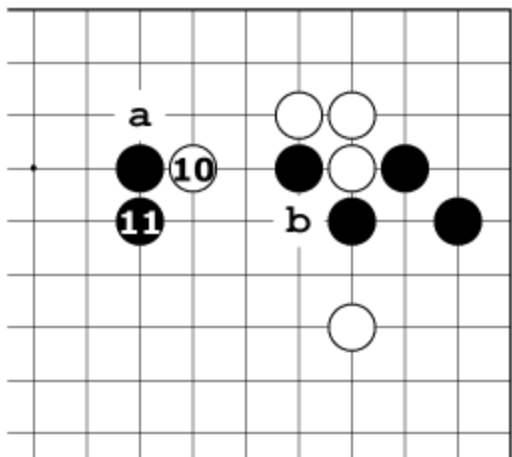
13 White continues with 'a' or 'b'. White 'b' tries to avoid giving Black such great shape on the right side.



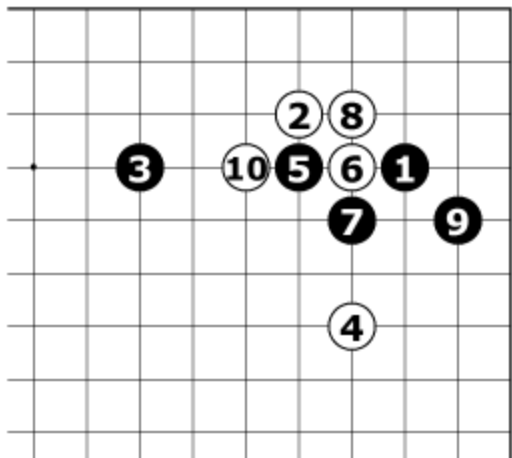
15 This pattern is considered to favor Black.



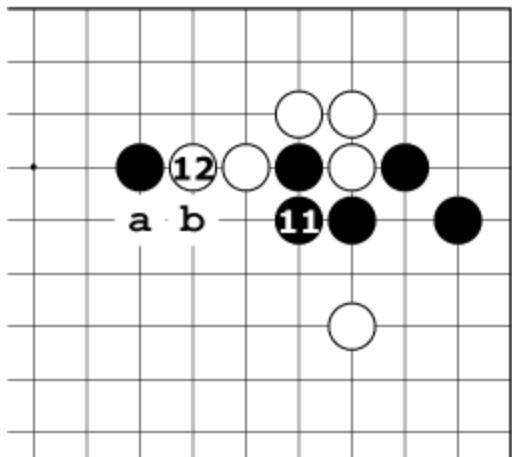
9 White continues with 'a' or 'b'.



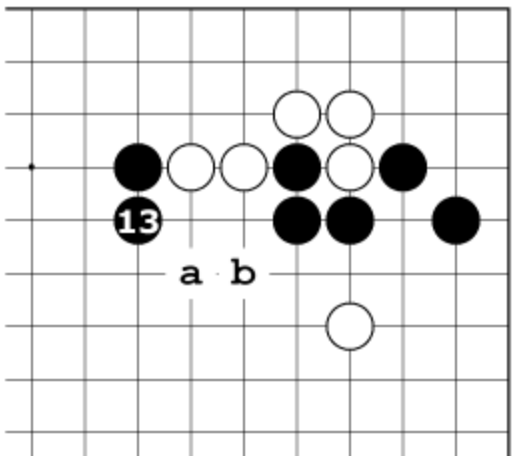
11 White continues with 'a'. White 'b' is a mistake, failing to account for the high White pincer at 4.



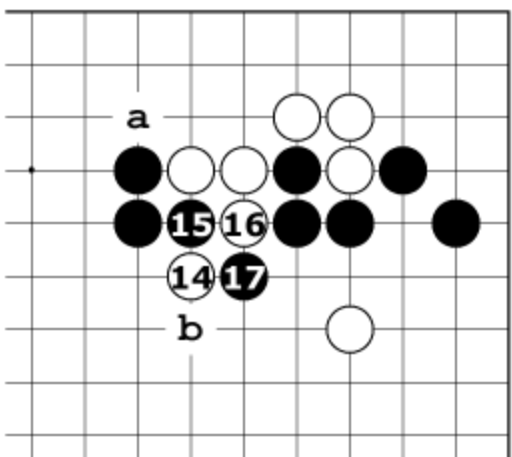
10 White 10 is an exception - usually this atari is a mistake.



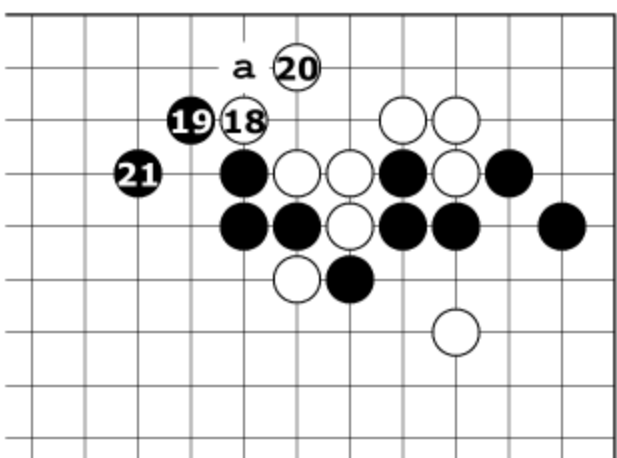
12 Black continues with 'a' or 'b'.



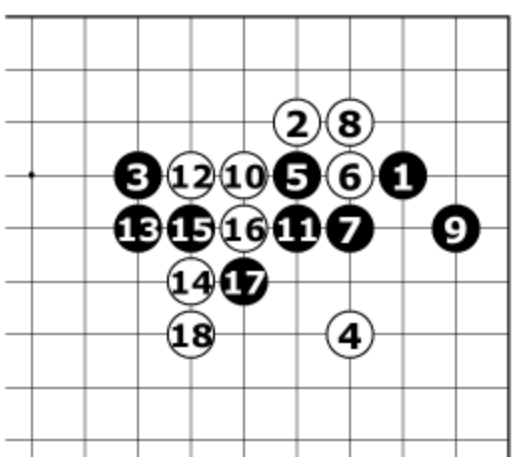
13 White continues with 'a' or 'b'.



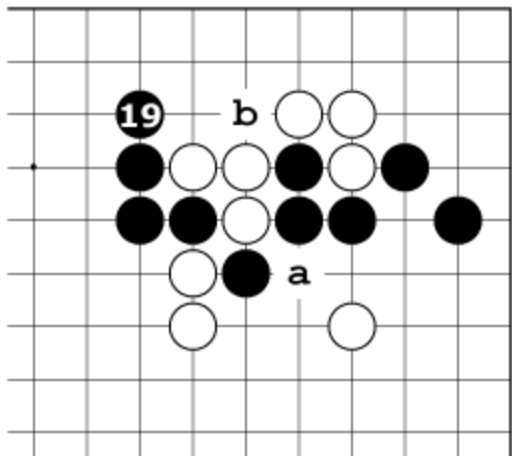
17 White continues with 'a'. White 'b' is a mistake.



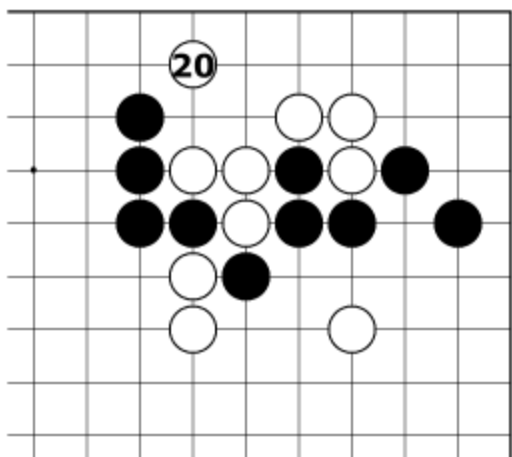
21 It is better not to give atari at 'a'.



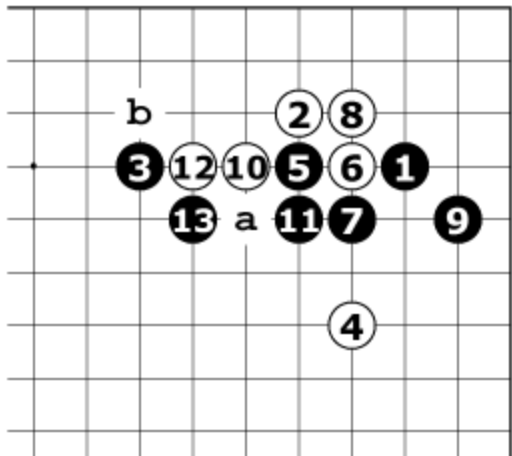
18 White 18 is a mistake, as it is not sente.



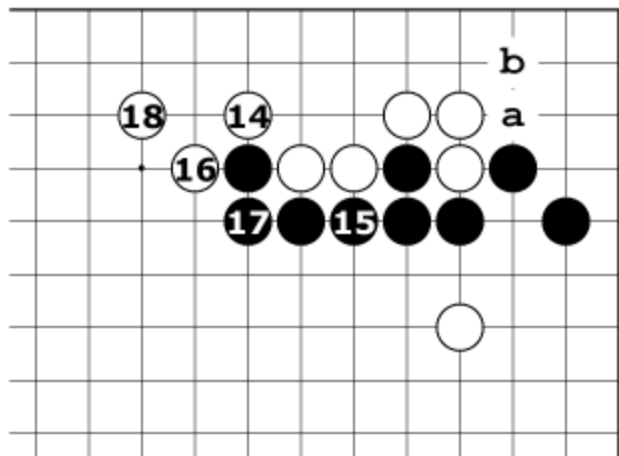
19 If White 'a', Black 'c'. The result is terrible for White.



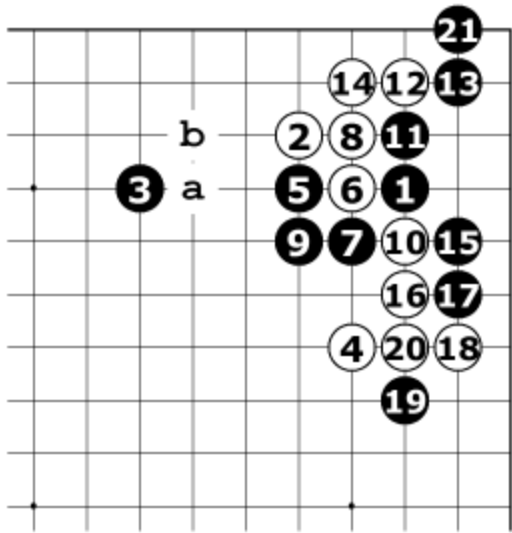
20 White must play 20.



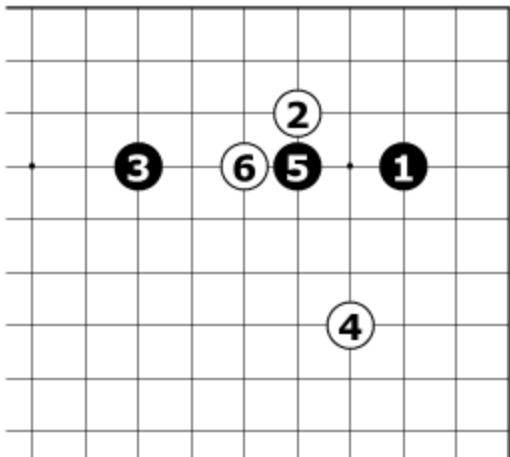
13 White continues with 'a' or 'b'.



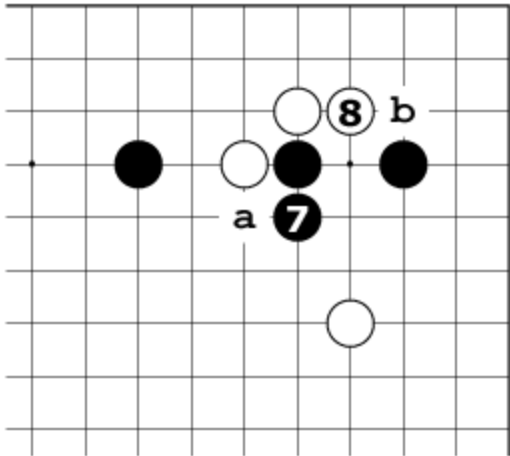
18 If Black plays 'a', White replies 'b' and connects.



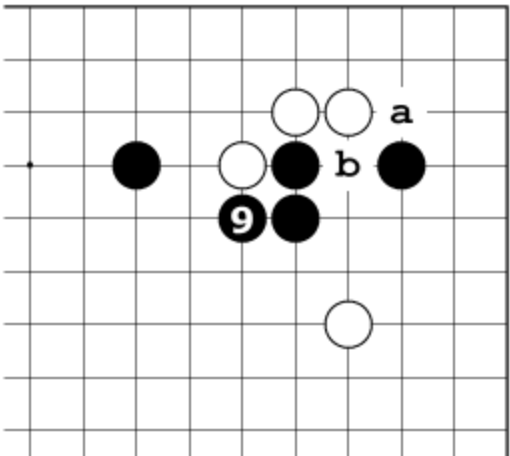
21 Black is settled in the corner. White continues with 'a' or 'b'. See variation 2-1-8-11-1-1-1-2.



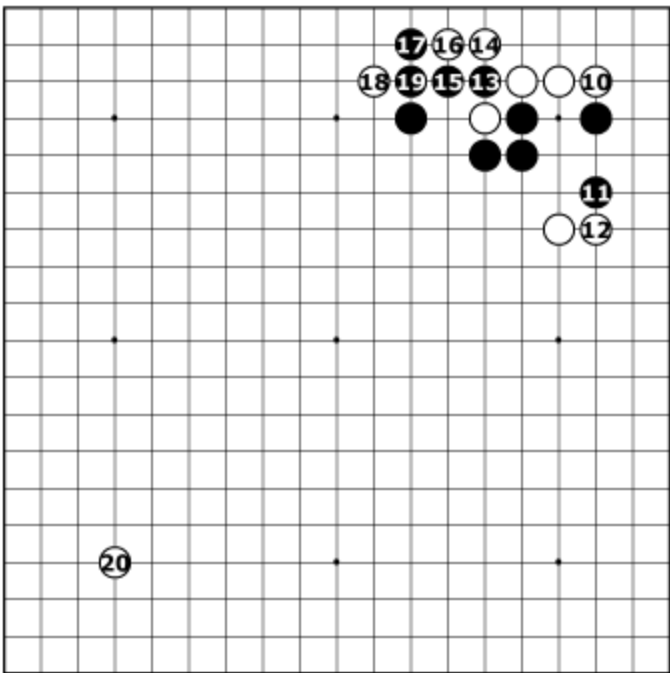
6 White 6 is pointless with the high pincer.



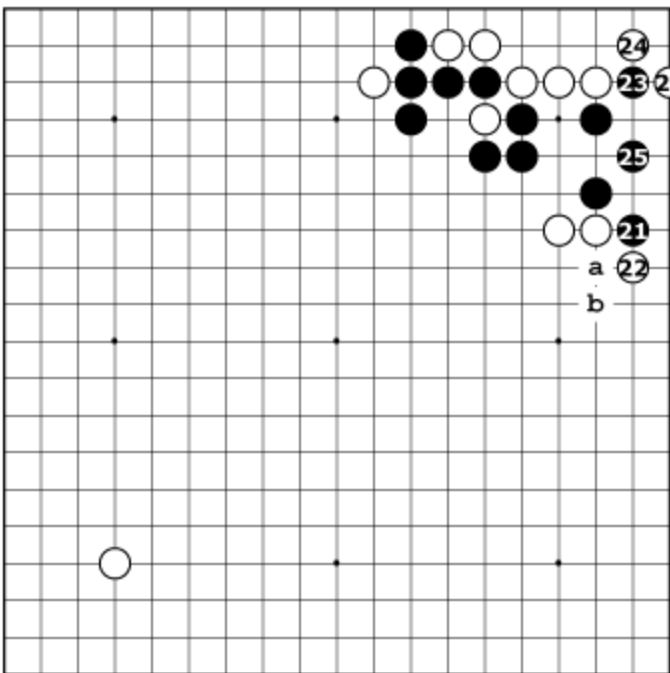
8 Black continues with 'a' or 'b'.



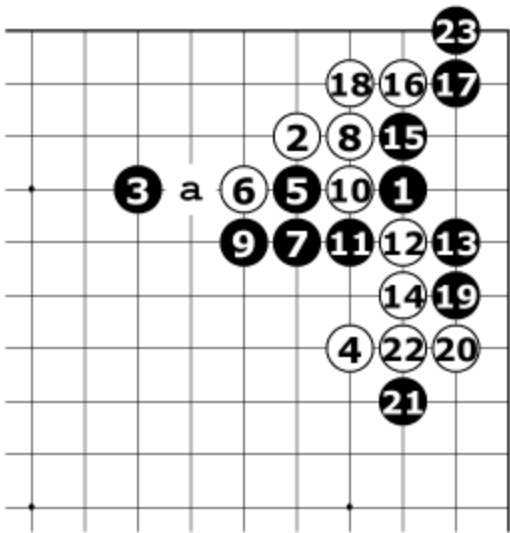
9 White may try 'a' or 'b'. With White 6, the damage is already done.



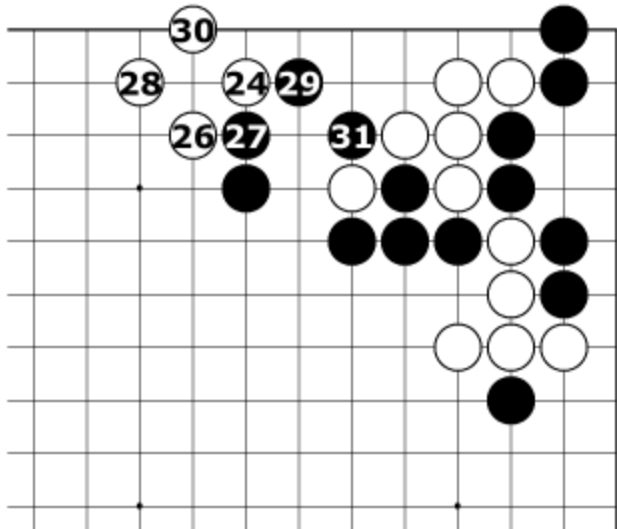
20 White plays elsewhere.



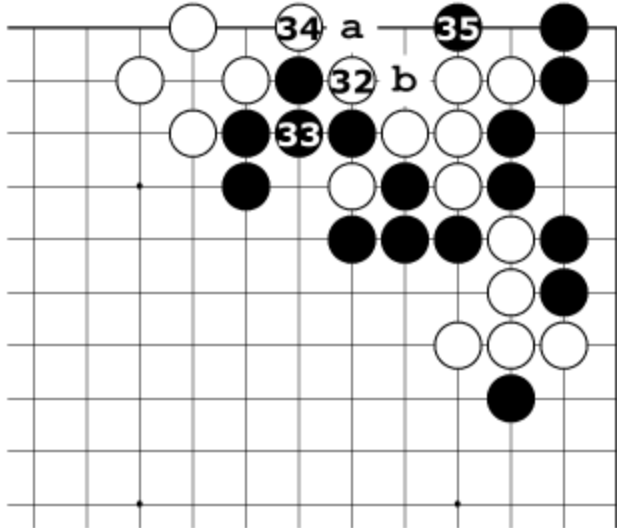
26 White 26 is absolutely necessary. If the ladder is favorable, Black cuts at 'a', otherwise can peep at 'b'.



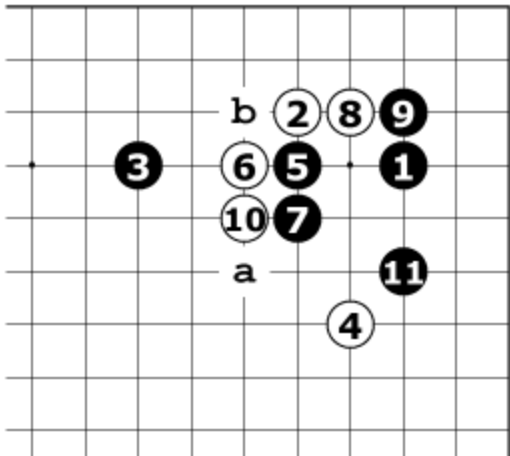
23 This sequence so far is forced. Clearly White 6 would be better placed at 'a'. White has no good way to settle the top group of stones.



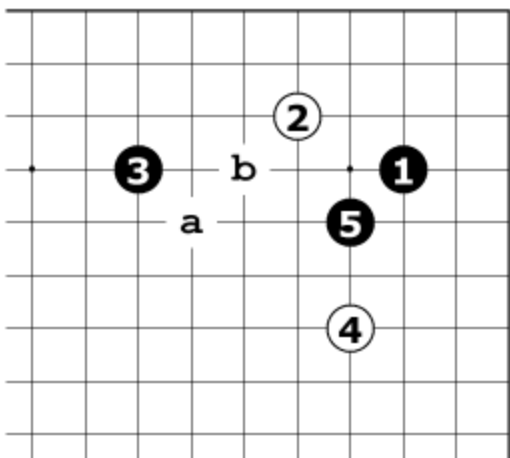
31 The White stones are captured; the continuation shows Black's vain attempt to save them.



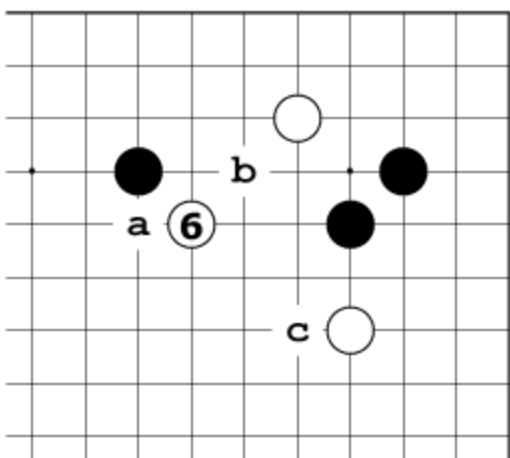
35 'a' and 'b' are miai; the White stones are history.



11 Black 11 is a possible continuation. Black later aims at 'a' and the cutting point 'b'.

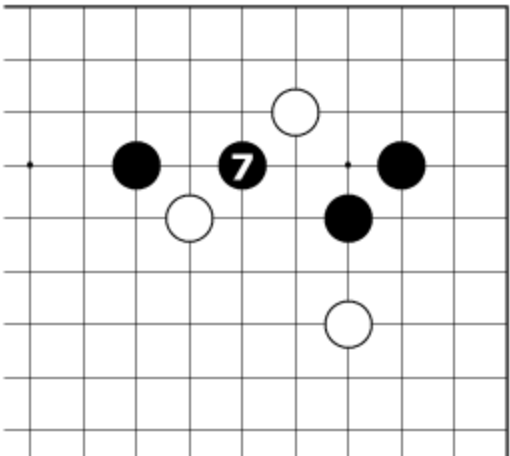


5 White continues with 'a'. White 'b' is too slow.

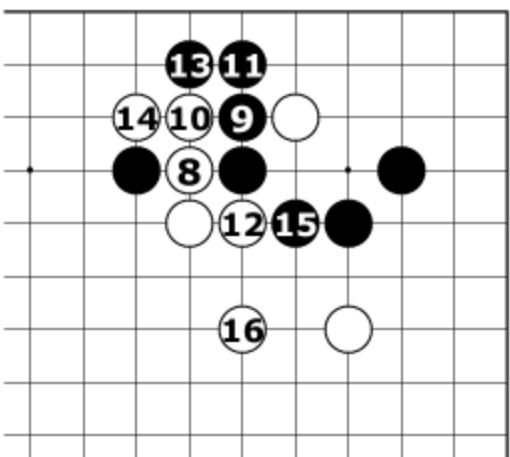


6 White 6 is the tesuji for settling his stones.

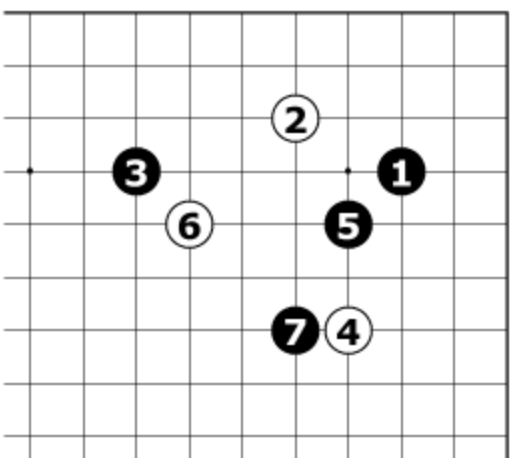
Black continues with 'a'. Black 'b' takes the bait. Black 'c' is not recommended either.



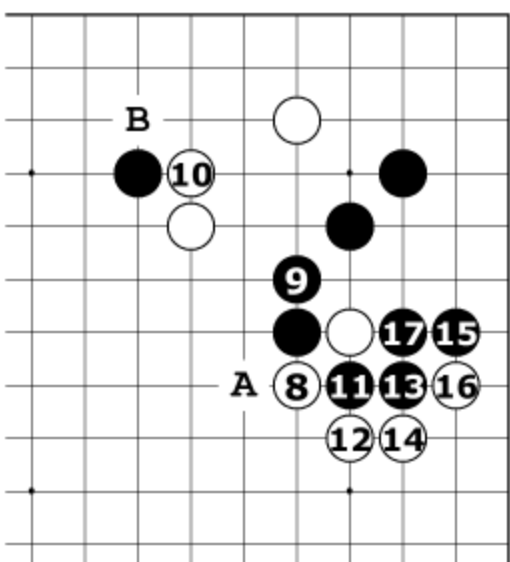
7 Black 7 is a mistake.



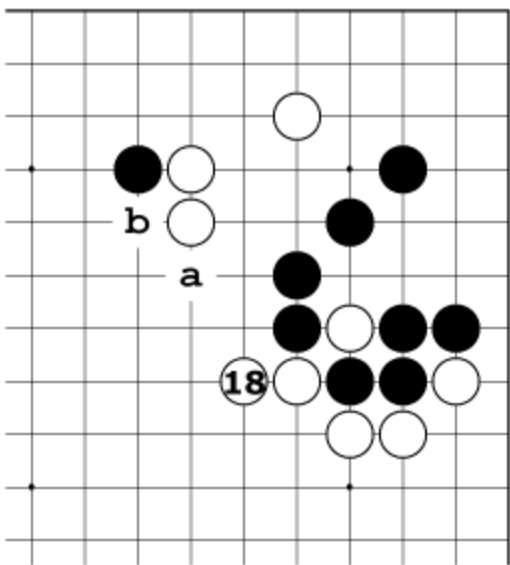
16 In the early game, White's strength exceeds Black's profit.



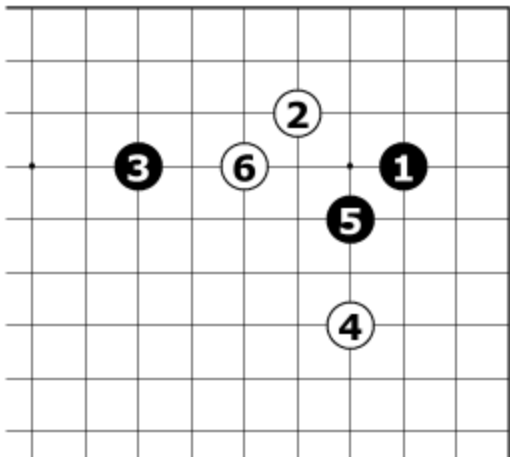
7 Black 7 is not recommended.



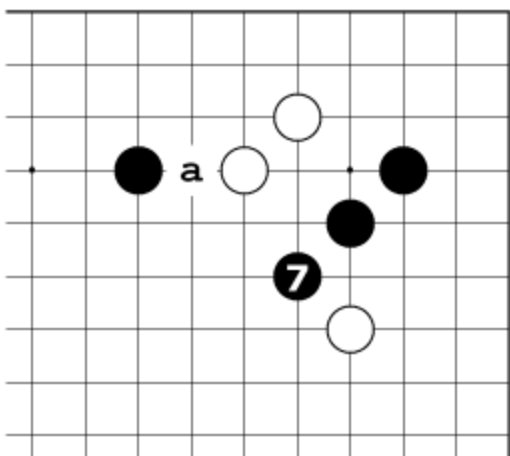
17 'A' or 'B'.



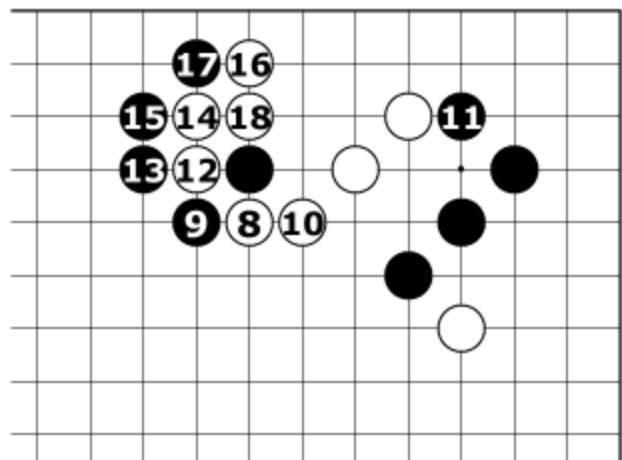
18 Black 'a' is possible, but provoking White 'b' is not good.



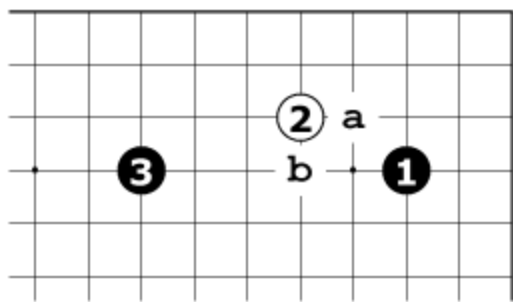
6 White 6 is slow.



7 After Black 7, White 6 clearly would be better at 'a'.

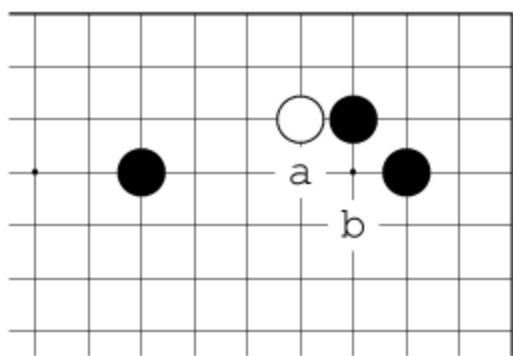


18 This mirrors variation 2-1-8-11-2-3. White has not done well.

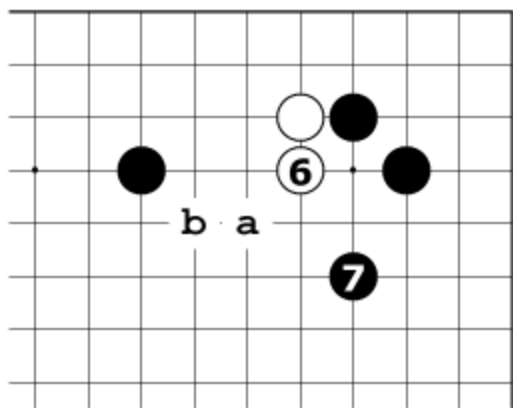


4 White plays elsewhere.

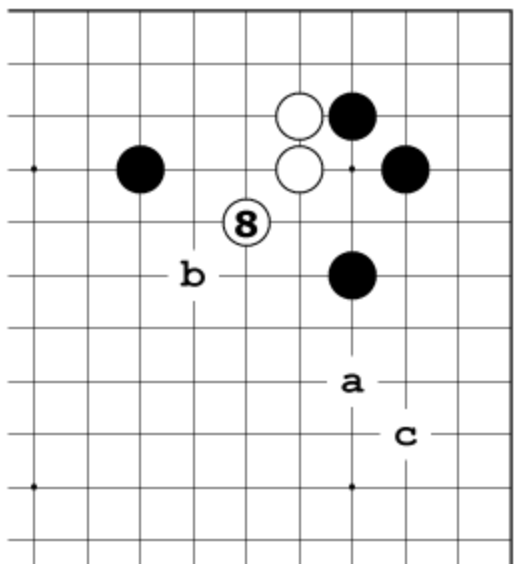
Black continues with 'a' * or 'b'.



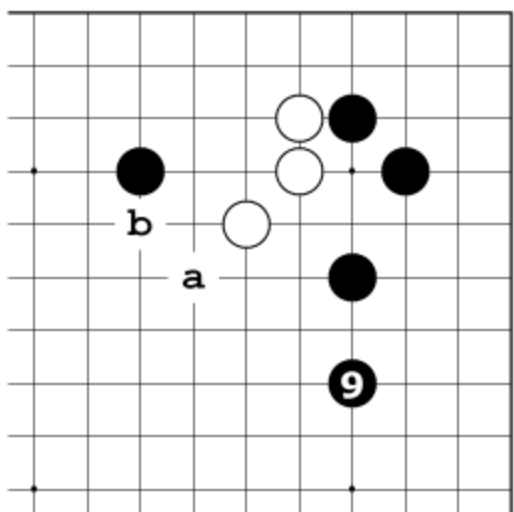
5 White continues with 'a' * or 'b'.



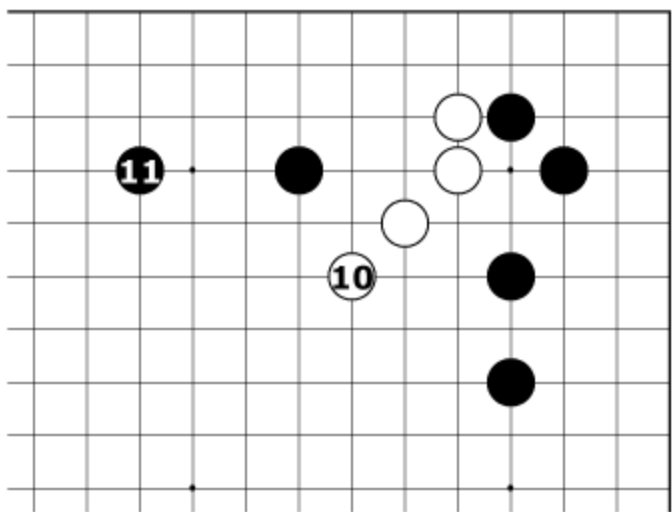
7 White continues with 'a' * or 'b'.



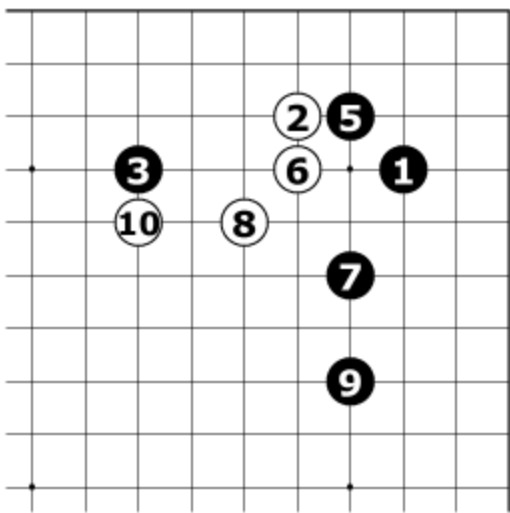
8 Black continues with 'a' * to 'c'.



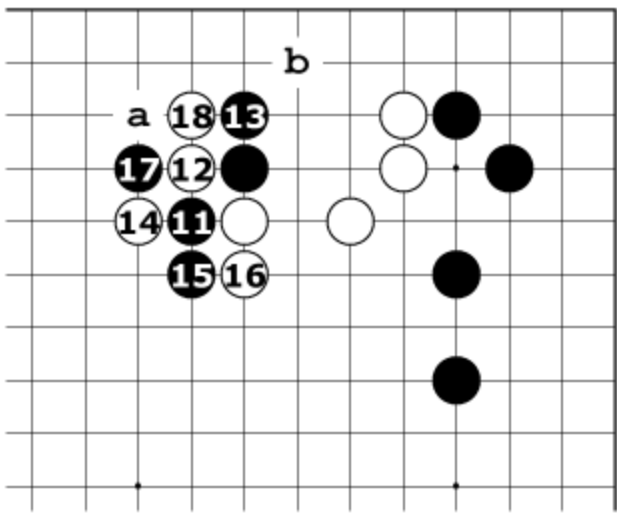
9 White plays 'a' * if a ladder to the lower left is not favorable. If White has a favorable ladder to the lower left, White continues with 'b'.



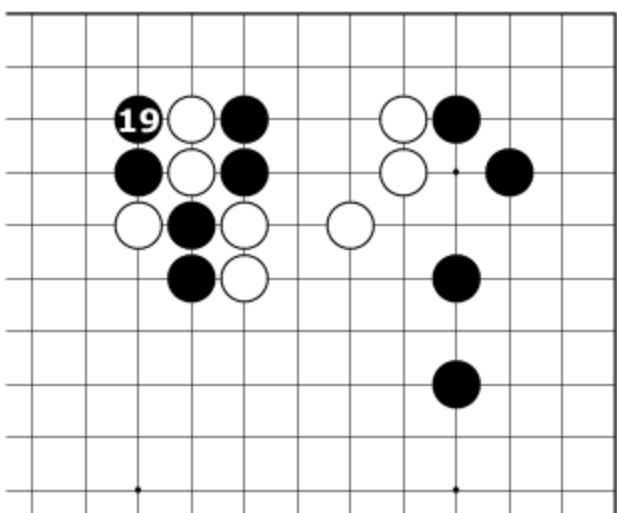
11 * GOOD VARIATION *



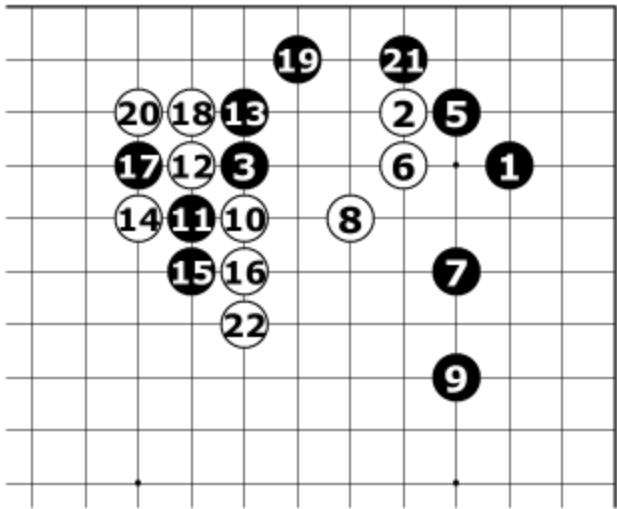
10 White must have the ladder to play this way.



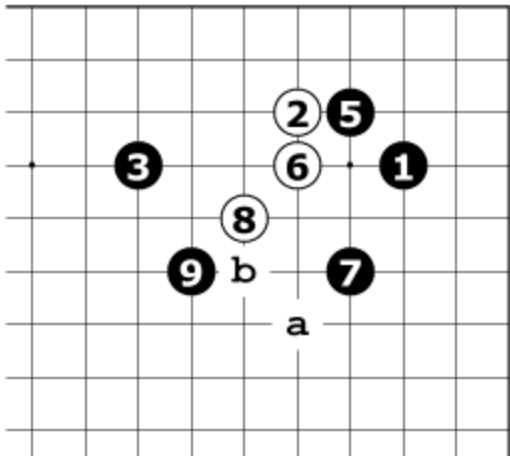
18 Black continues with 'a' if the ladder to capture Black 11, 15 is favorable to Black, or 'b' if the ladder is unfavorable.



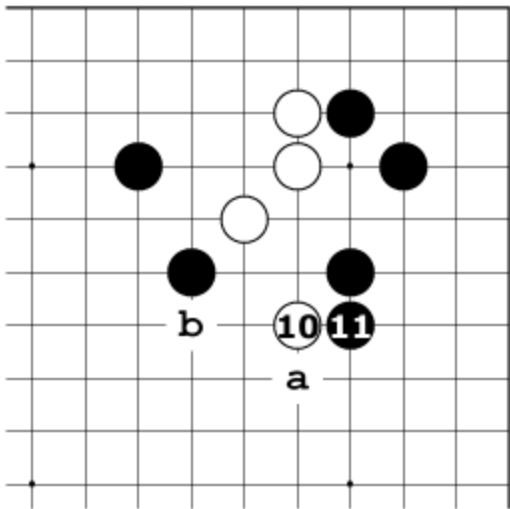
19 Black must have the ladder to play this way.



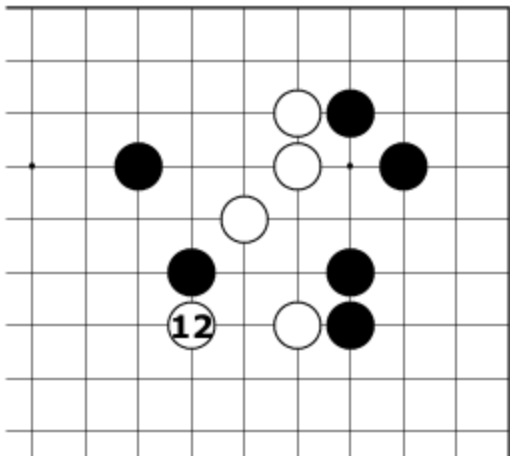
22 Black has failed.



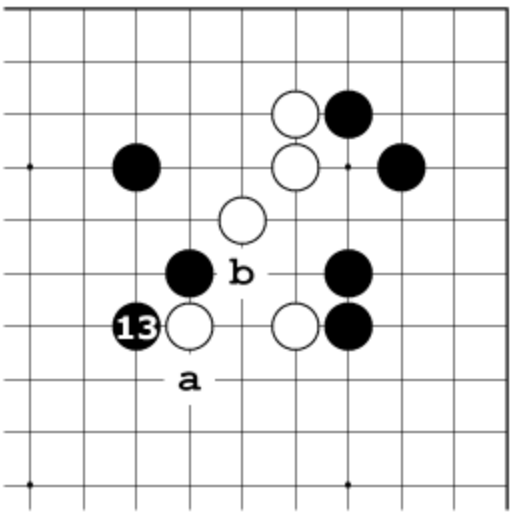
9 White continues with 'a'. White 'b' leaves Black a step ahead.



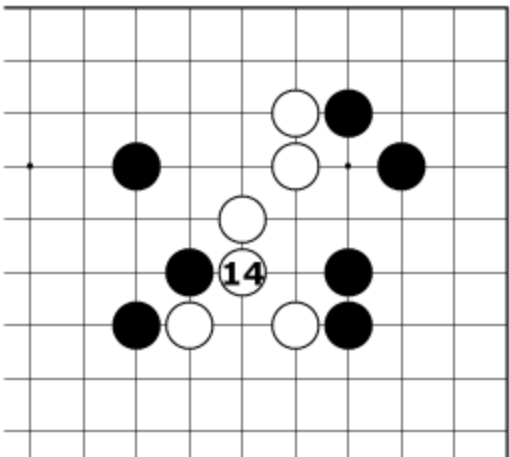
11 White continues with 'a'. White 'b' can leave White with bad shape or a ko.



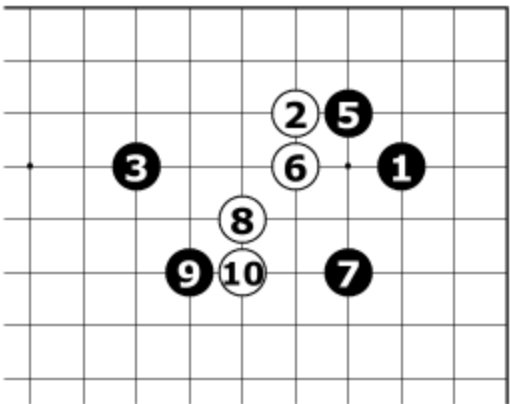
12 White 11 is not recommended.



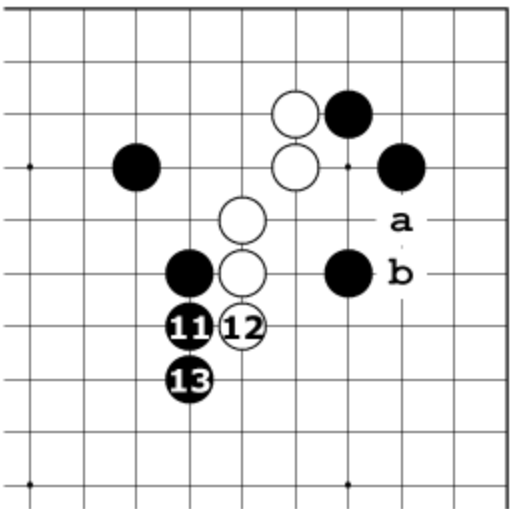
13 White 'a' leads to bad shape, White 'b' to ko.



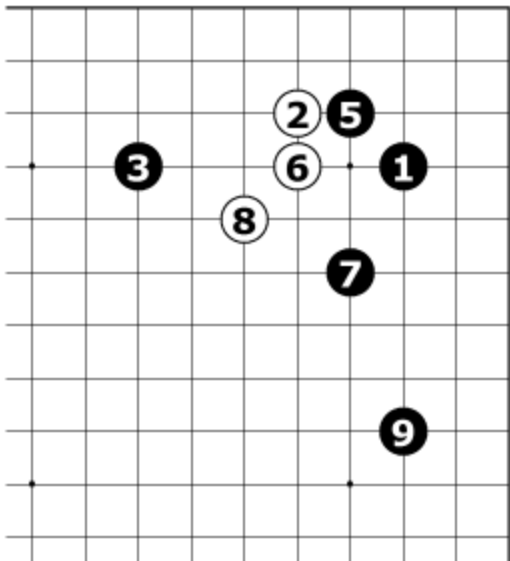
14 White must fight a ko.



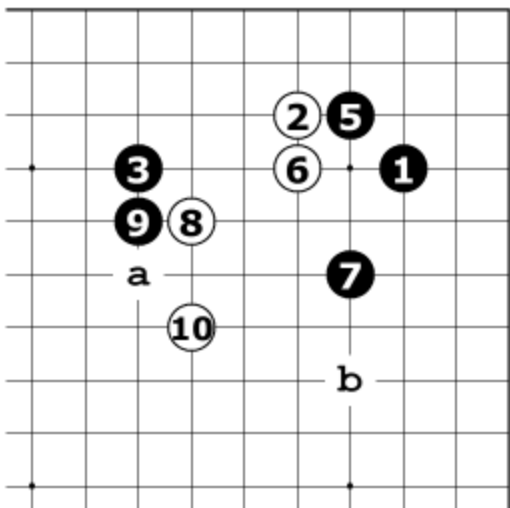
10 White 9 is hopeless.



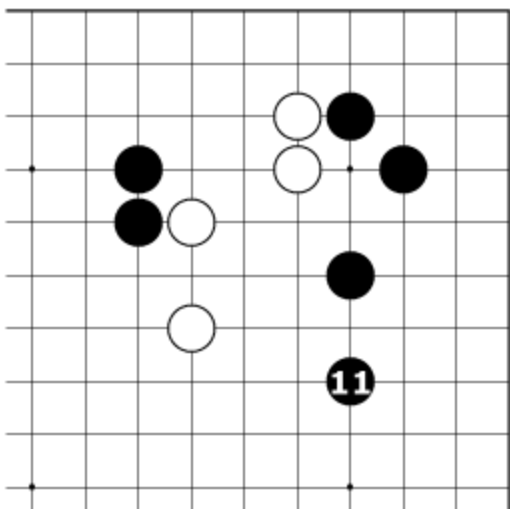
13 If now White 'a', Black 'b'.



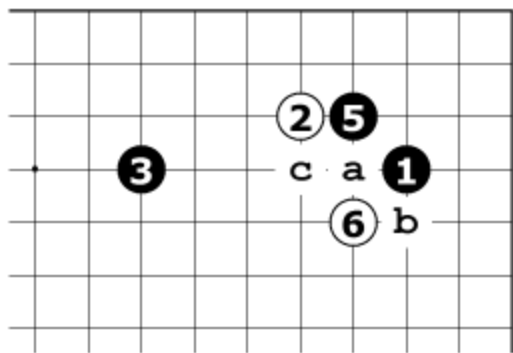
9 Black 8 is a bit loose, but playable.



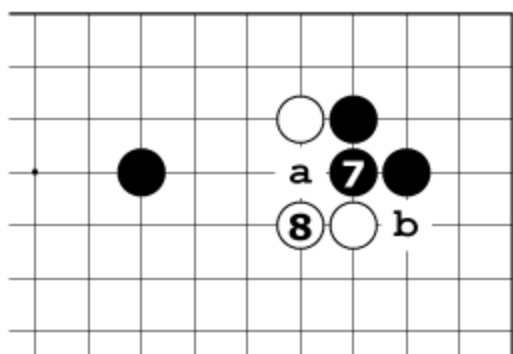
10 Black continues with 'a'. Black 'b' lets White settle his stones.



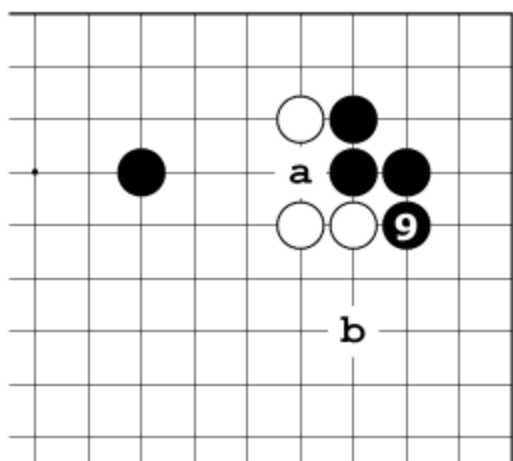
11 Black 10 is not recommended.



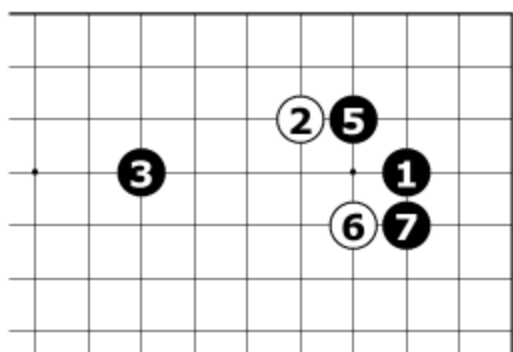
⑥ Black continues with 'a'. Black 'b' lacks fighting spirit. 'c' is possible, esp. with the ladder.



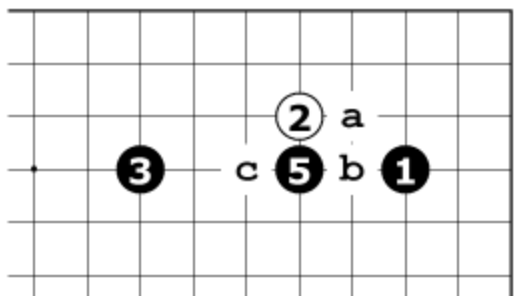
⑧ Black continues at 'a' or 'b'.



⑨ 'a' and 'b' are miai.

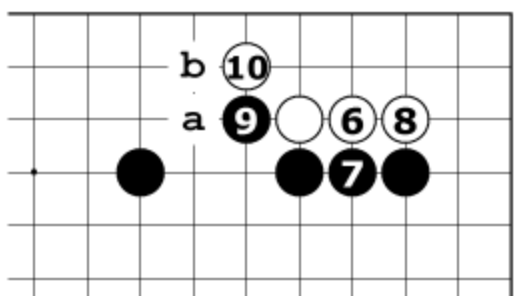


⑦ Black 6 is a mistake.

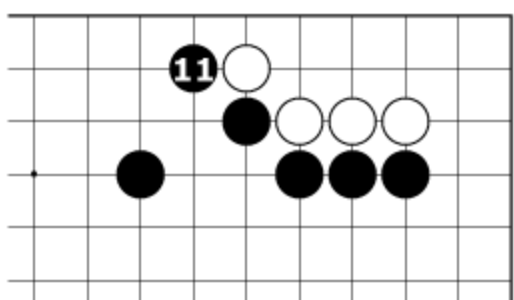


⑤ White can respond with 'a' or 'b'. A favorable ladder is required for 'b'.

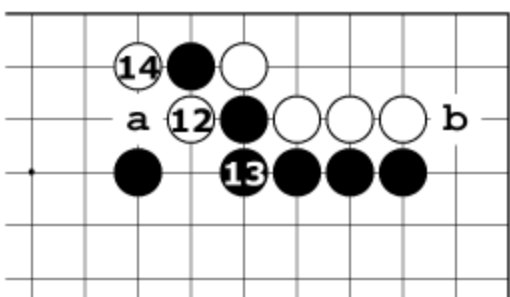
White 'c' is not recommended.



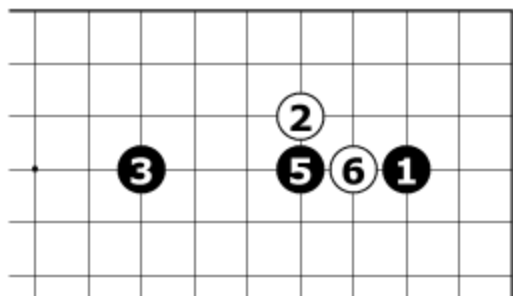
⑩ Black continues with 'a' or 'b'.



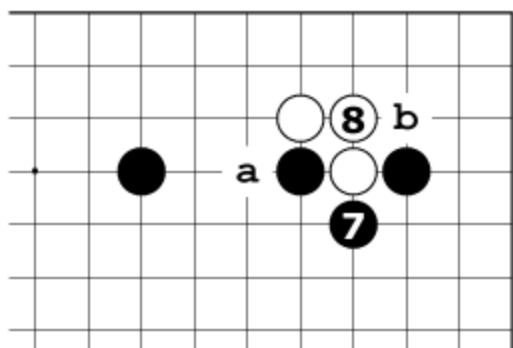
⑪ Black plays this way to get sente.



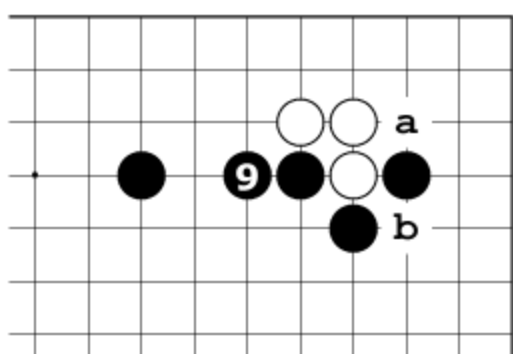
⑭ 'a' and 'b' are Black's continuations, but playing this way immediately is a waste (use the other variation if Black doesn't want sente).



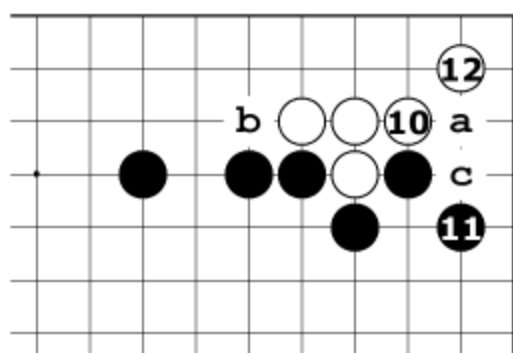
⑥ White must have the ladder to play this way.



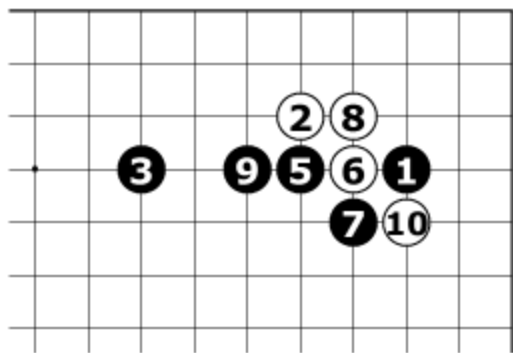
⑧ Black continues with 'a' or 'b'.



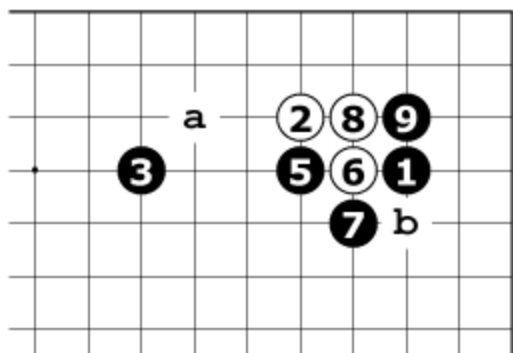
⑨ White continues with 'a' or 'b'. White plays 'b' to sacrifice the three stones for a position on the right side.



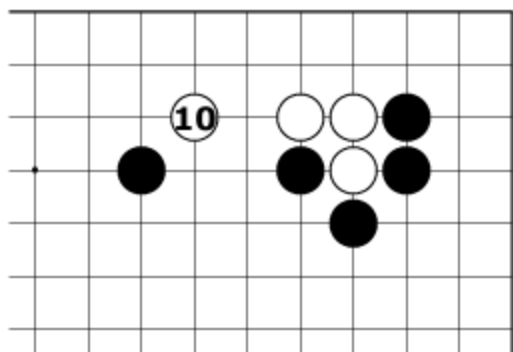
⑫ If White plays 12 at 'a', Black 'b' is sente, which is painful. Giving atari at 'c' destroys the future potential here.



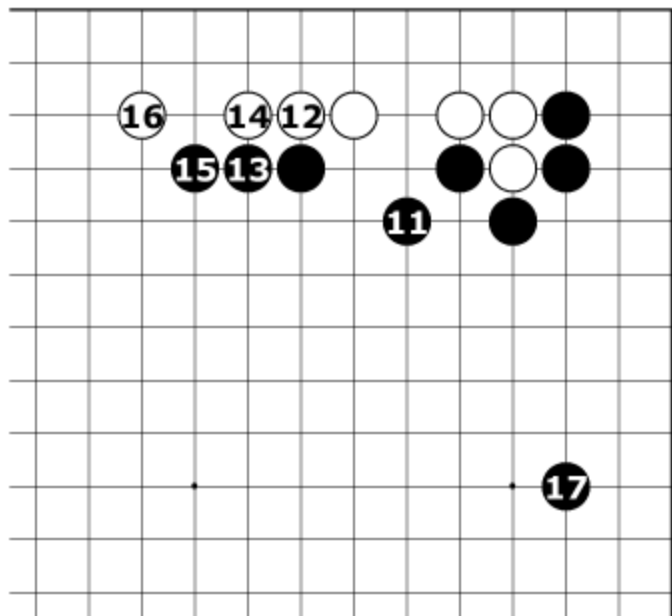
⑩ The idea is to sacrifice the three White stones in order to settle on the right.



⑨ White plays 'a' to save the three stones, or 'b' to sacrifice the three stones for position on the right side.

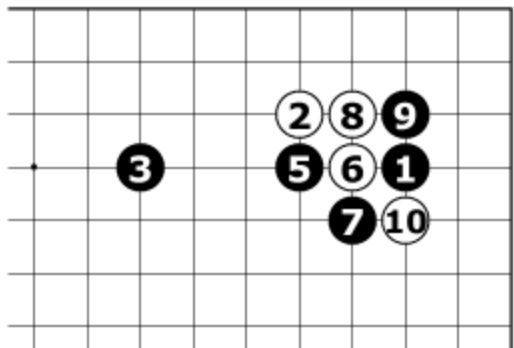


⑩ White saves his three stones with 10.

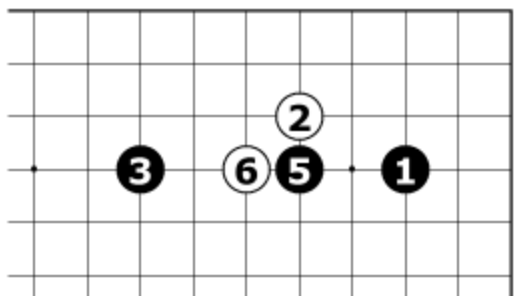


⑪ Black builds a large

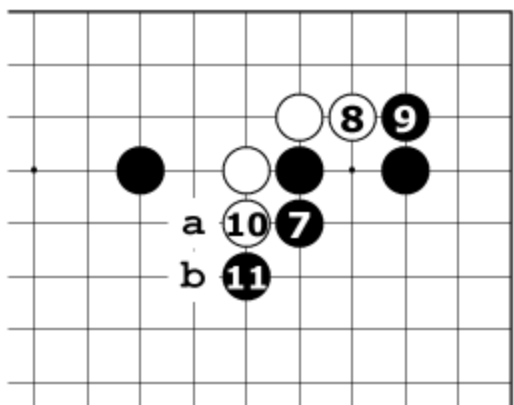
framework, but has played two extra moves to do so.



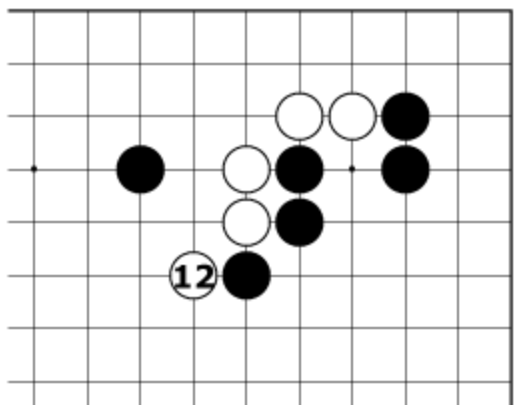
⑩ White sacrifices his three stones with 10.



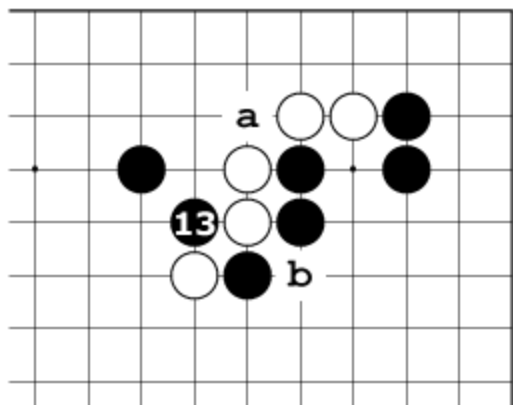
⑥ White 6 leads to bad shape.



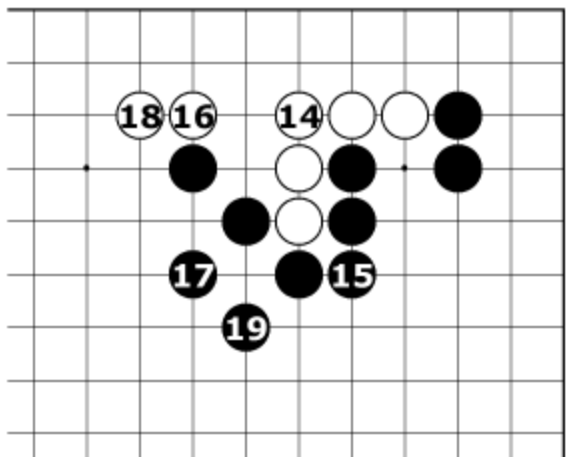
⑪ White must play 'a'. White 'b' is unreasonable.



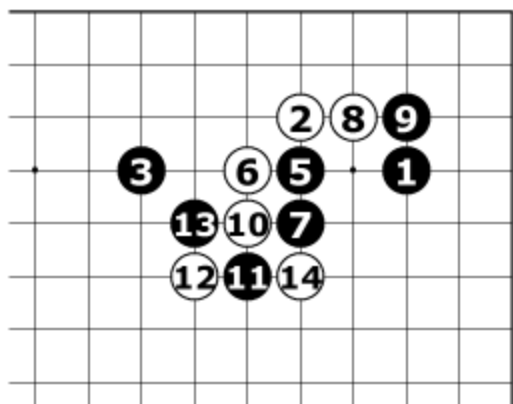
⑫ White 11 is unreasonable.



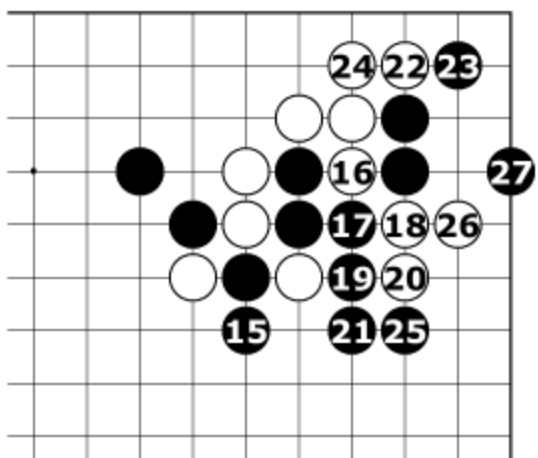
⑬ White can only play 'a'. White 'b' doesn't work.



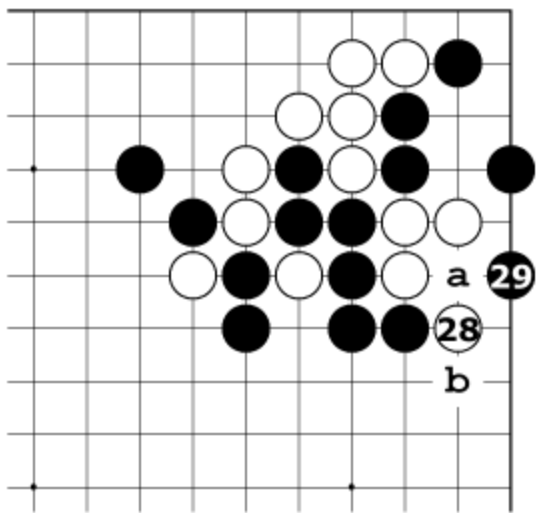
⑲ Black's outward strength is winning.



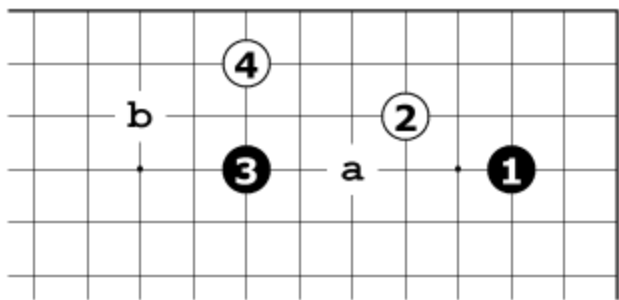
⑭ White 13 is reckless.



⑳ Black 27 is the tesuji to save the stones, along with 29.

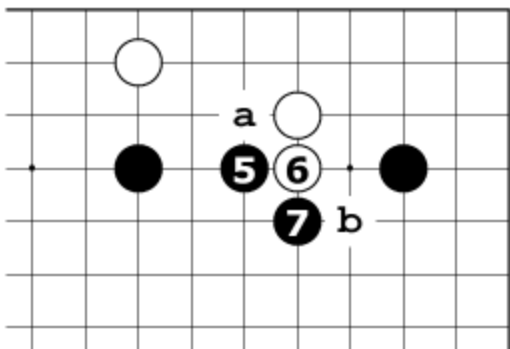


29 'a' and 'b' are miai.

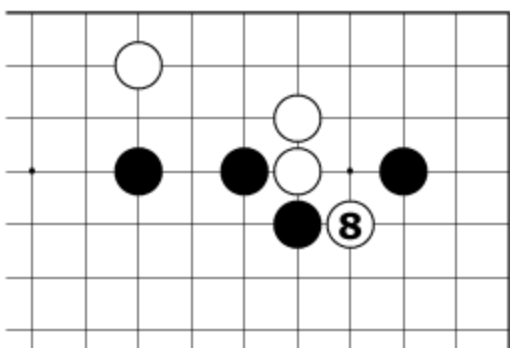


4 White 4 indicates a special strategy.

Black continues with 'a'. Black 'b' is not recommended.

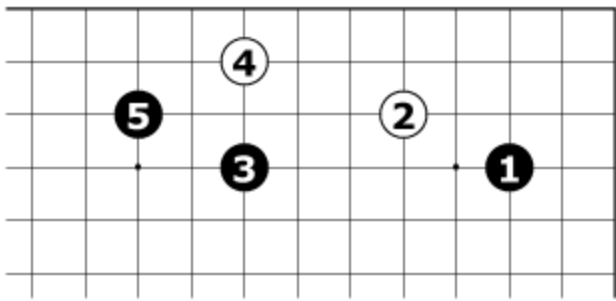


7 White continues with 'a'. White 'b' is not recommended, as White cannot get outside.

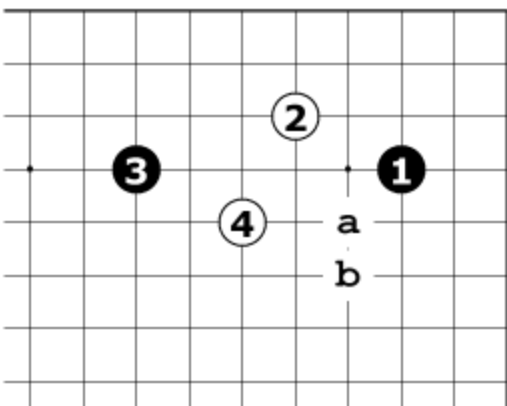


8 White 8 is not recommended, as White

makes no progress getting outside.

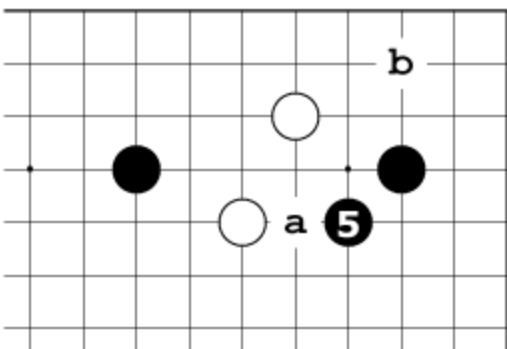


5 Black 5 is loose, allowing White ready access to the center.



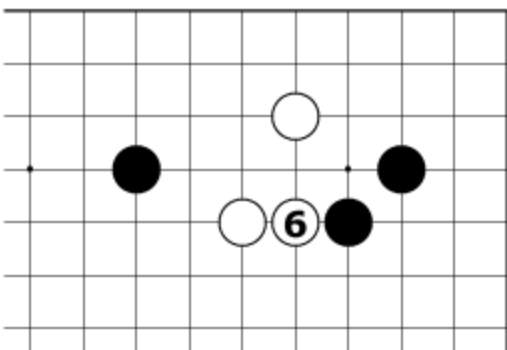
4 White 4 is not recommended.

Black replies with 'a'. Black 'b' is loose.

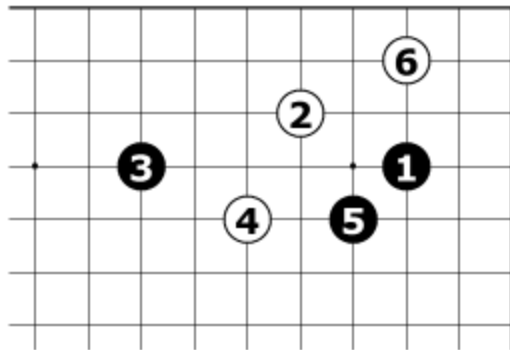


5 Black 5 aims to cut.

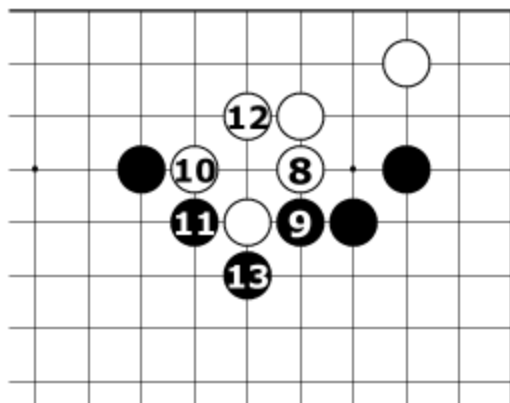
White must play 'a' to ensure connection. White 'b' is a mistake.



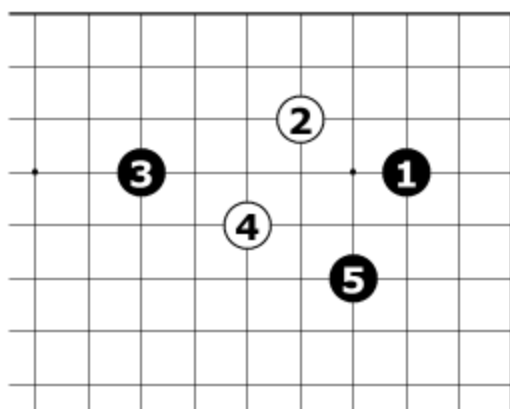
6 White must ensure connection by playing 6, showing White 4 as slow.



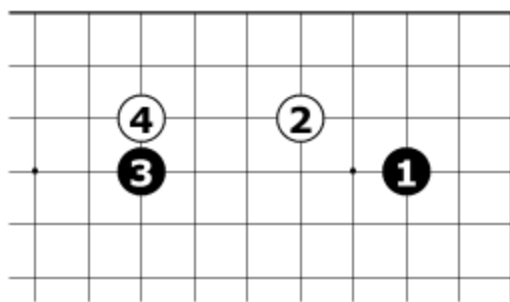
6 White 6 is a mistake.



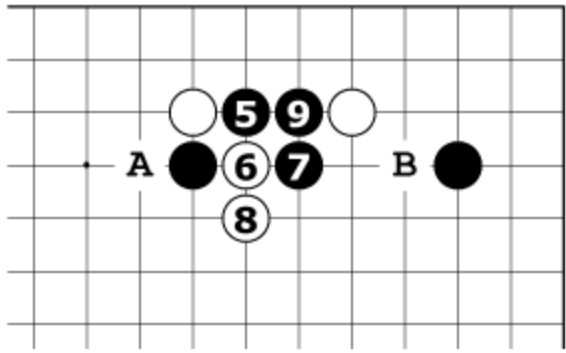
13 Black has wonderful thickness.



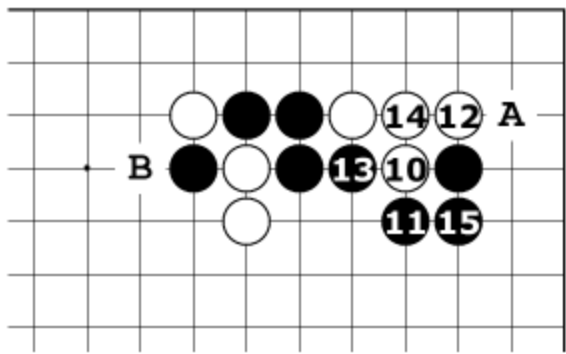
5 Black 5 gives away too much.



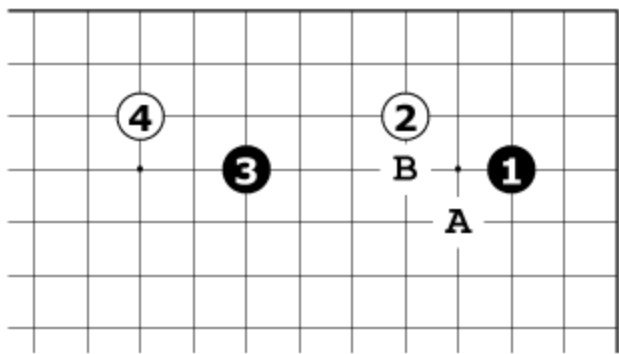
4 Don't play this move.



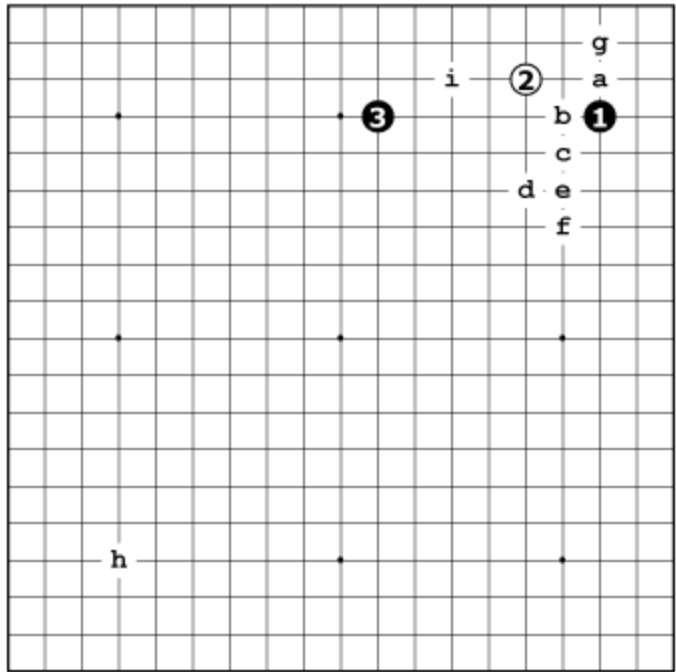
9 'A' is necessary, activating the separated White stone on 'B' is making things worse.



15 White lives in the corner on 'A' or dies after 'B'. Both results are a disaster.



4 'A' or 'B'.



3 The three-space high pincer is relatively recent

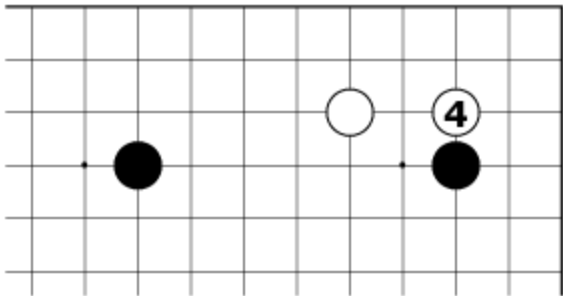
(since the 1950s). It is not often played, and not many definitive sequences have been worked out.

The balance with the top-left corner is usually the main factor in choosing this pincer.

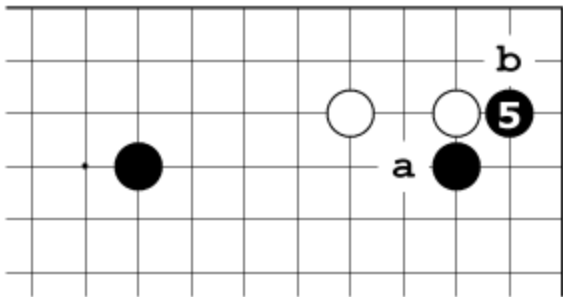
White responds from 'a *', 'b *', 'c *', 'd *', 'e *', 'f *' to 'i', and may play elsewhere 'h *'.

White 'i' aims to fight.

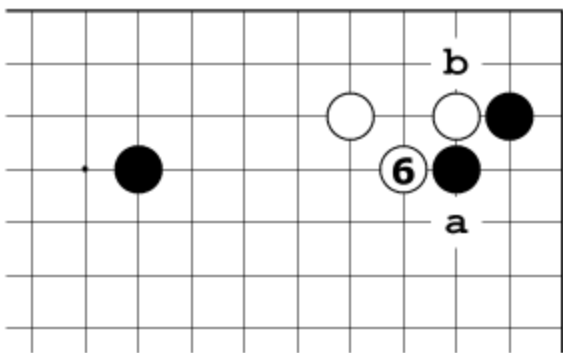
i9, h8, g7, f6, e5, d4, c3, b2, a1



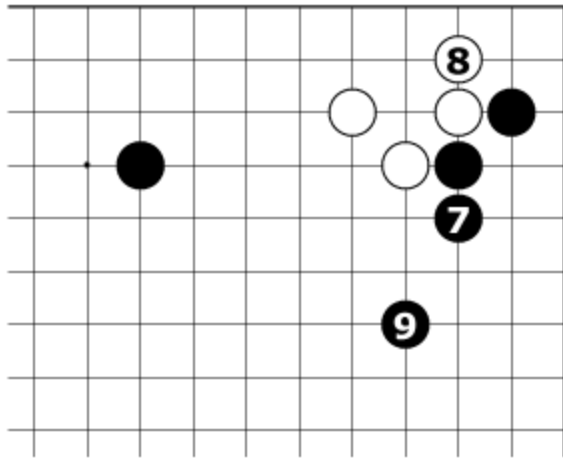
4 White aim to settle quickly.



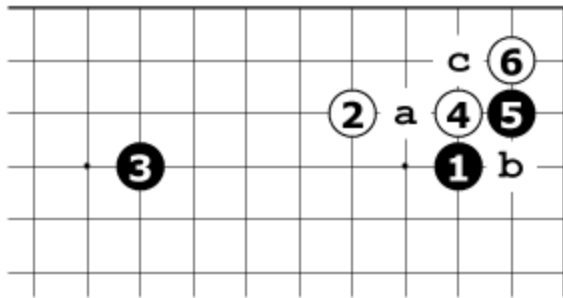
5 White continues with 'a *'. White 'b' is a mistake.



6 Black continues with 'a *' or 'b'.

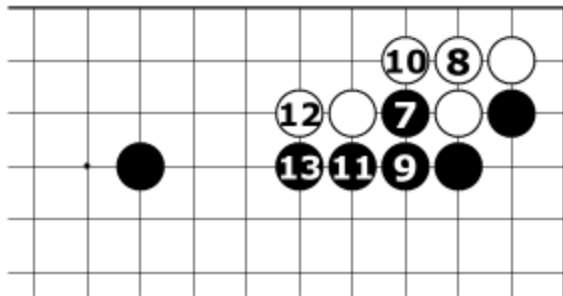


9 * GOOD VARIATION *

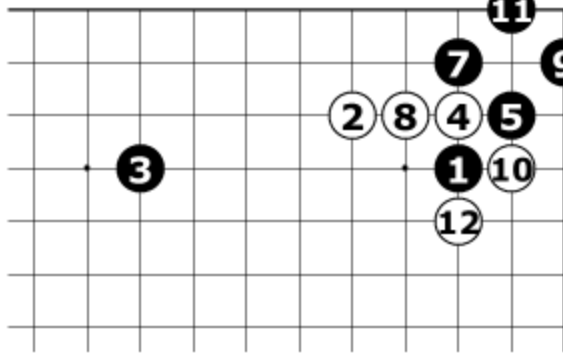


6 White 6 is slow.

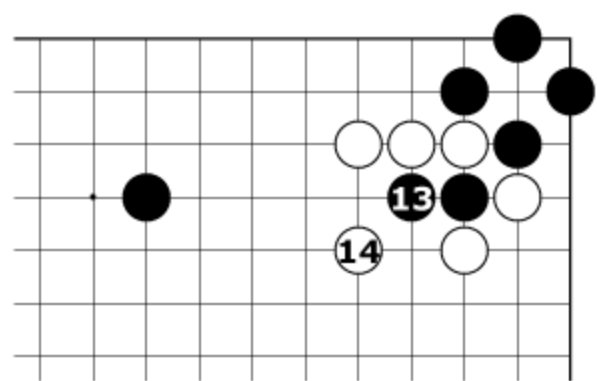
Black continues with 'a'. Black 'b' is mild. Black 'c' is also a mistake.



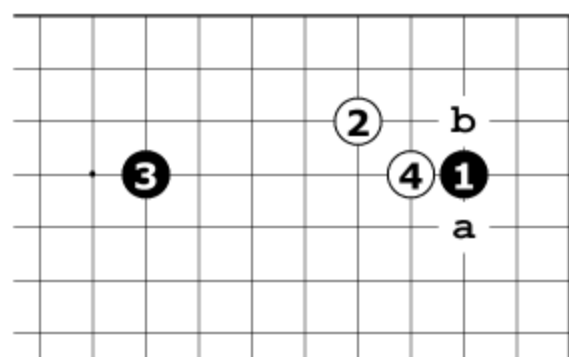
13 Black creates a powerful wall.



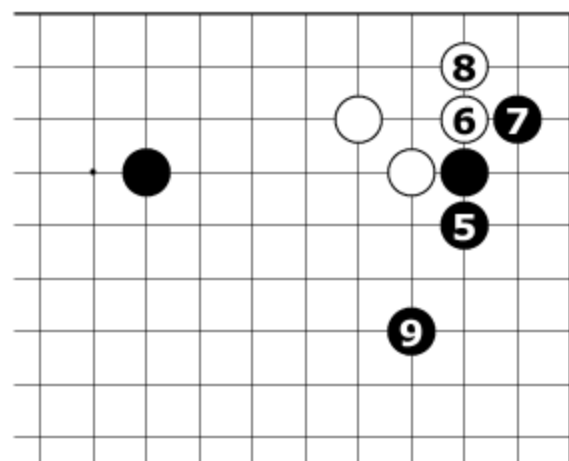
12 This works even if the ladder does not favor White.



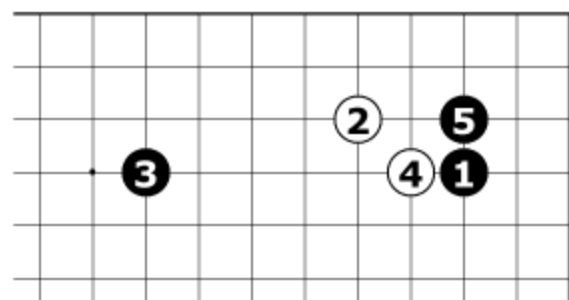
⑭ White 14 lets White squeeze Black if there is an unfavorable ladder.



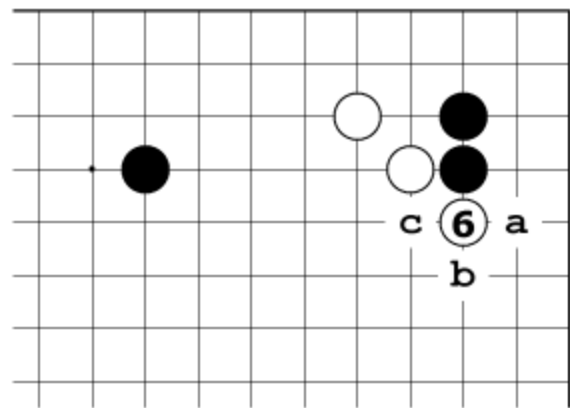
④ Black continues with 'a *'. Black 'b' is unreasonable.



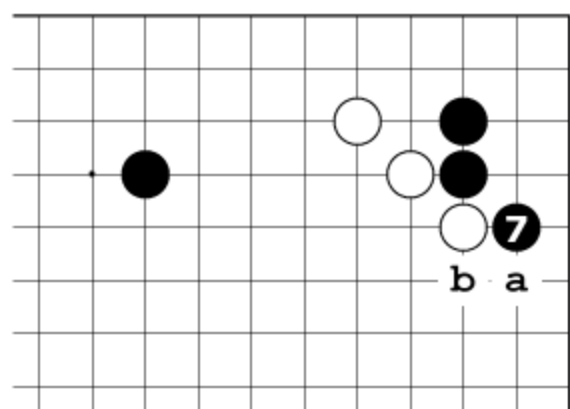
⑨ * GOOD VARIATION *



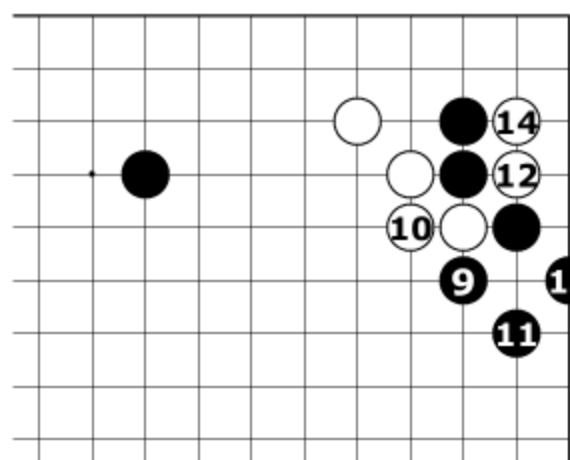
⑤ Black 5 is a mistake.



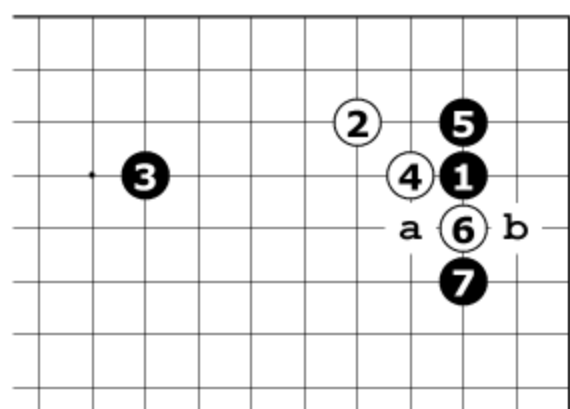
⑥ Black continues with 'a'. Black 'b' is a mistake. 'c' is possible.



⑦ White continues with 'a' to take the corner, or 'b' to force Black along to crawl along the second line (the 'line of defeat').

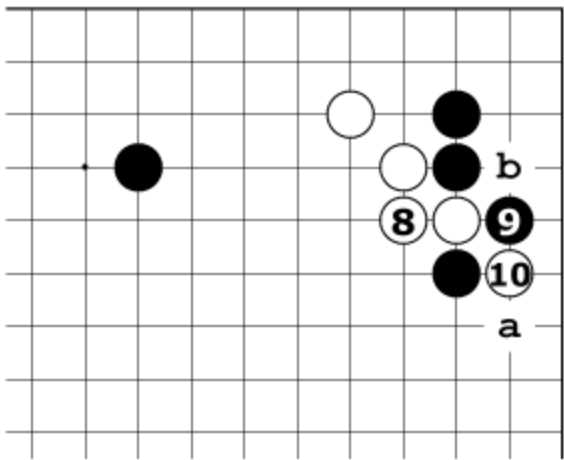


⑭ White takes the corner.

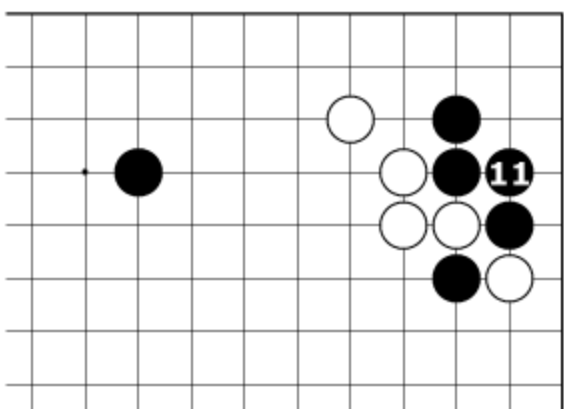


⑦ Black 7 is a mistake.

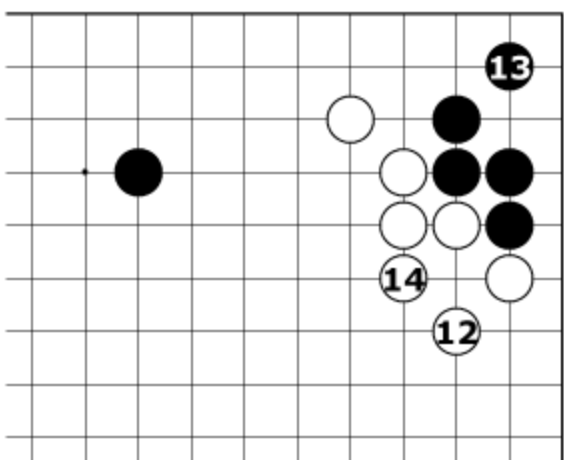
White continues with 'a'. White 'b' fails to take advantage of Black's mistake.



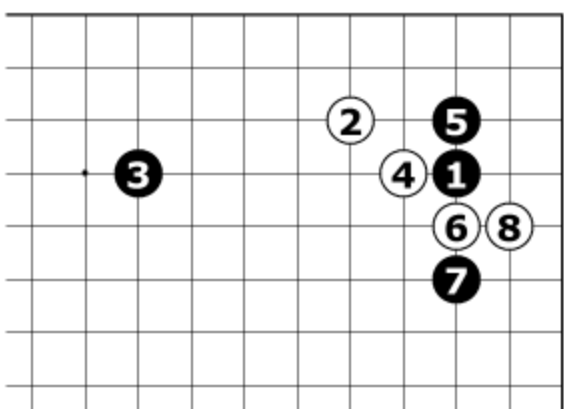
⑩ Black continues with 'a'. Black 'b' is not recommended.



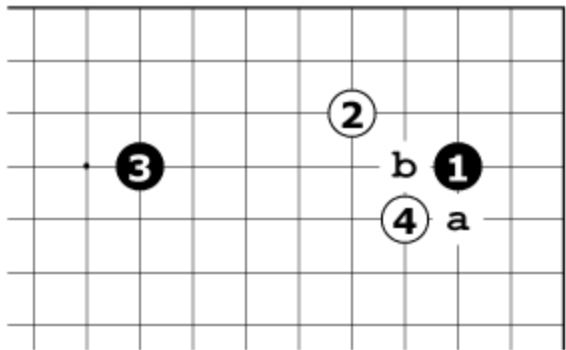
⑪ Black 11 is slow.



⑭ White 14 leaves no bad aji.

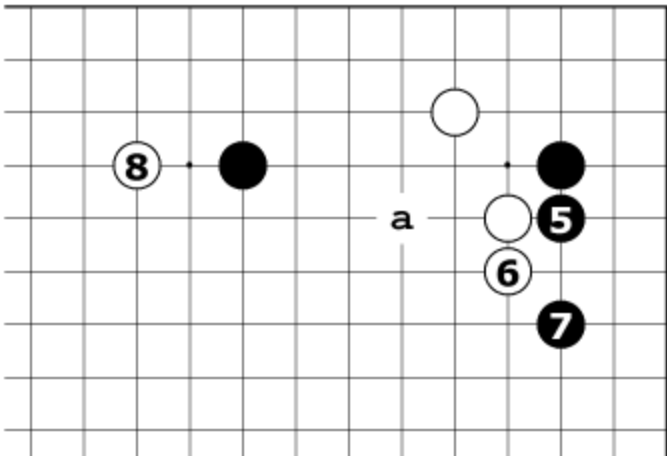


⑧ With White 8, White loses an opportunity to take advantage.



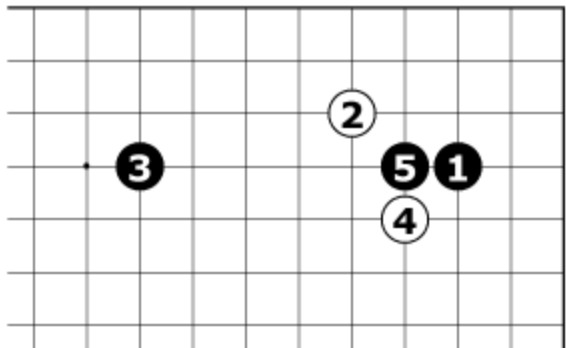
④ White 4 is a bit risky, though nothing happens if Black plays 'a' rather than the cut following 'b'.

Black continues with 'a' * or 'b'.

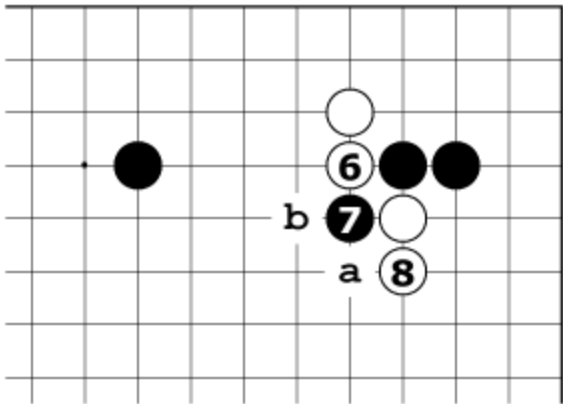


⑧ * GOOD VARIATION *

Black may continue with 'a'.

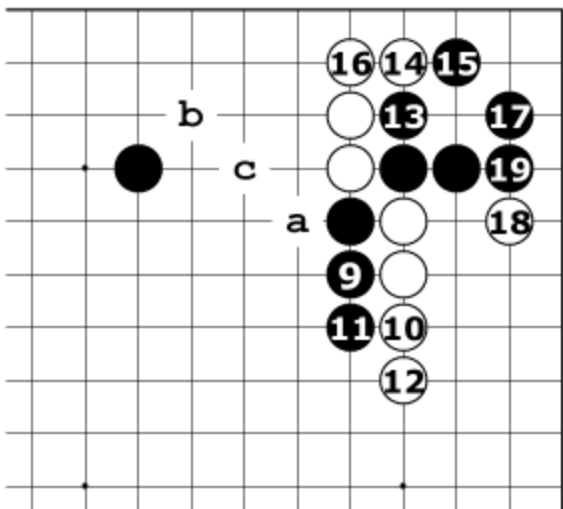


⑤ Black plays tough, planning to cut.



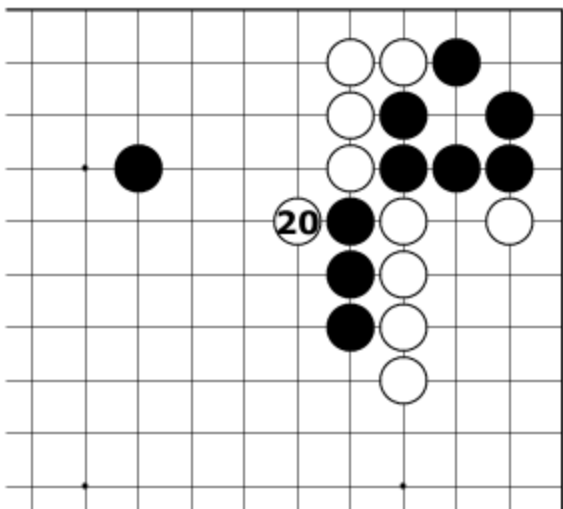
⑧ White 8 is the only move.

Black continues with 'a'. Black 'b' is too mild.

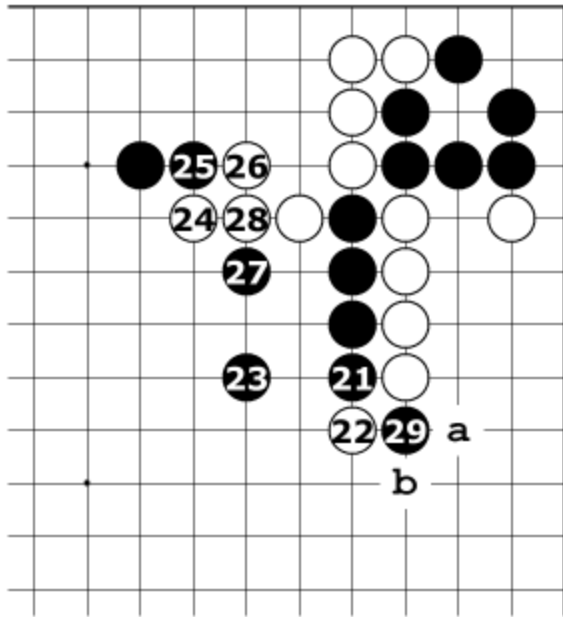


⑩ White continues with 'a'.

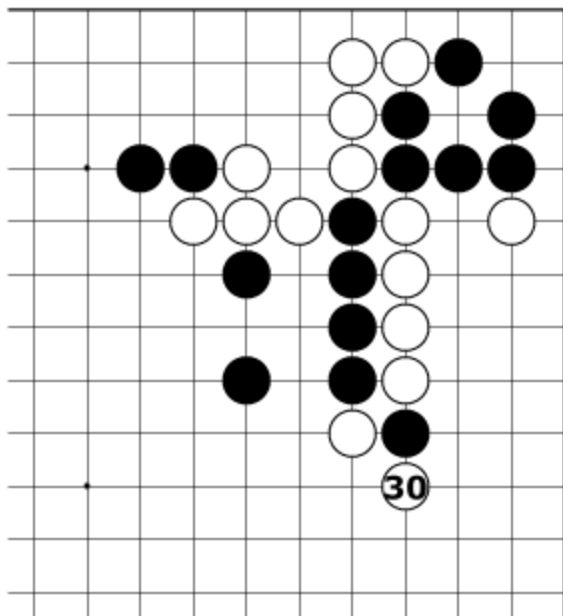
White 'b' and 'c' are not recommended, as Black gets superior thickness. White 'c' is better than 'b', but not by much.



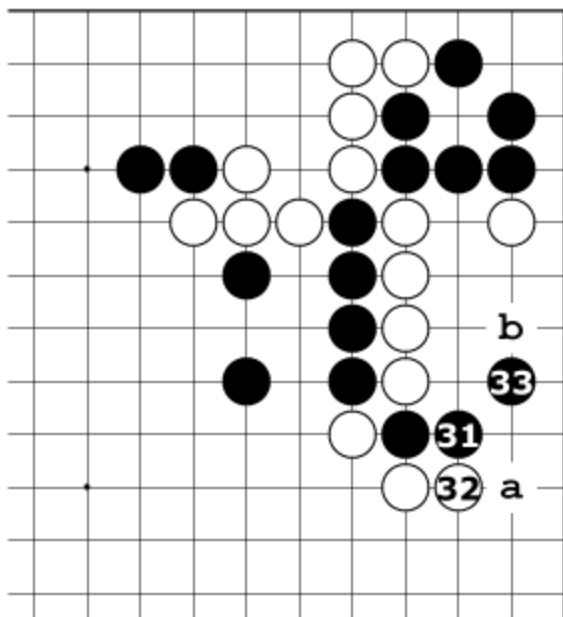
⑩ White 20 is the strongest continuation.



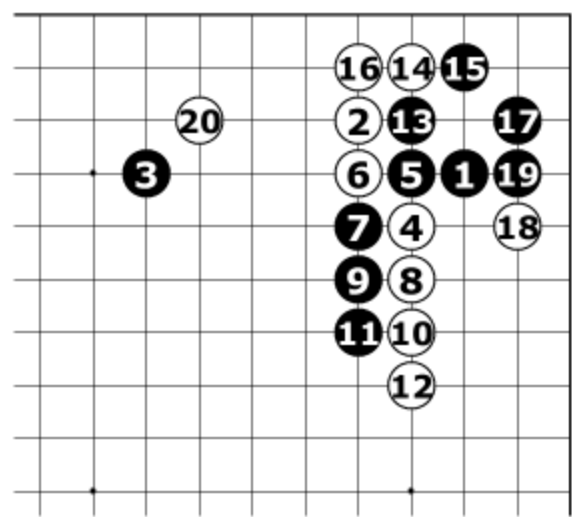
⑩ White continues with 'a'. White 'b' is unreasonable.



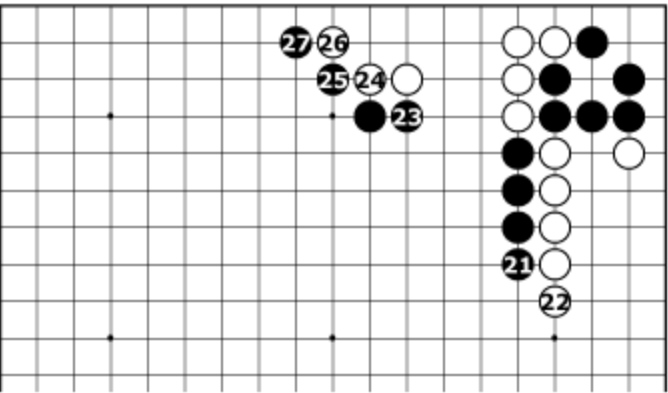
⑩ White 30 is a mistake. The five White stones on the right will be captured.



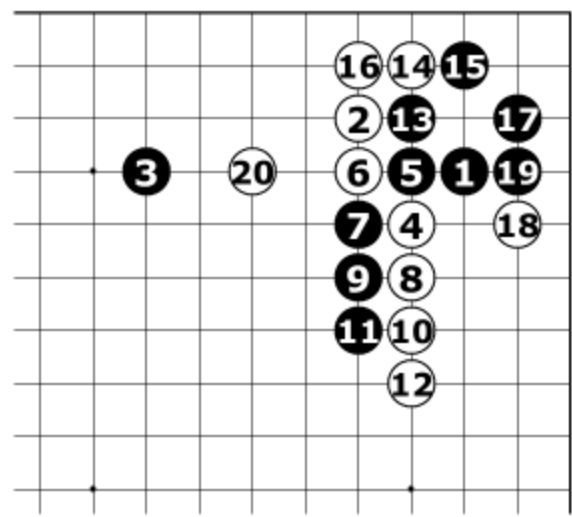
⑩ Black 33 is the tesuji. White 'a' is the best White can do, but not good enough. If White 'b', Black 'a'.



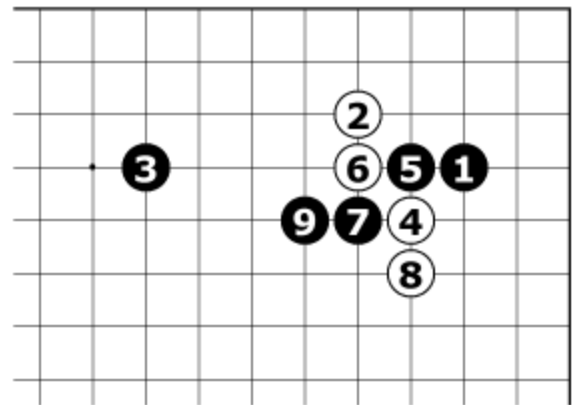
20 White 20 is not recommended.



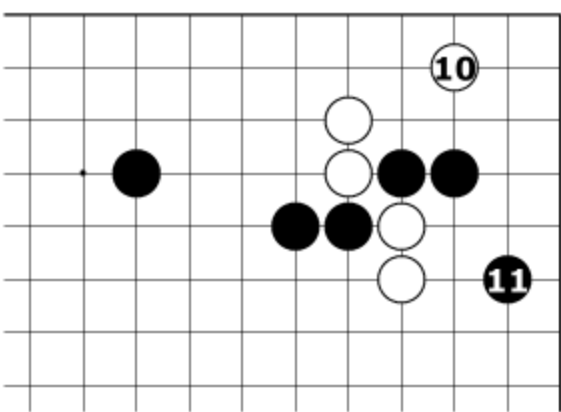
27 To live, White gives Black considerable thickness.



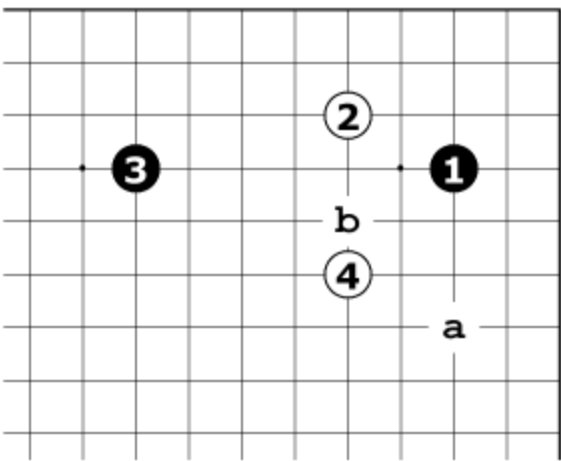
20 White 20 is not very good.



9 Black 9 is too mild.

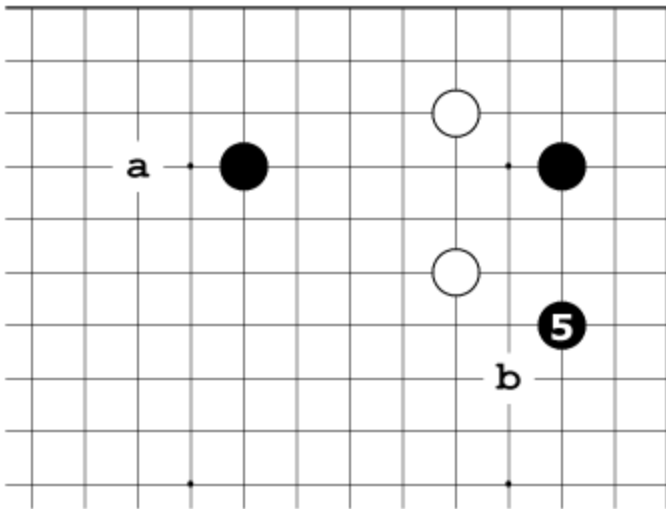


11 White can settle himself. The three-space pincer is too far to be a weapon. White has an easy fight.

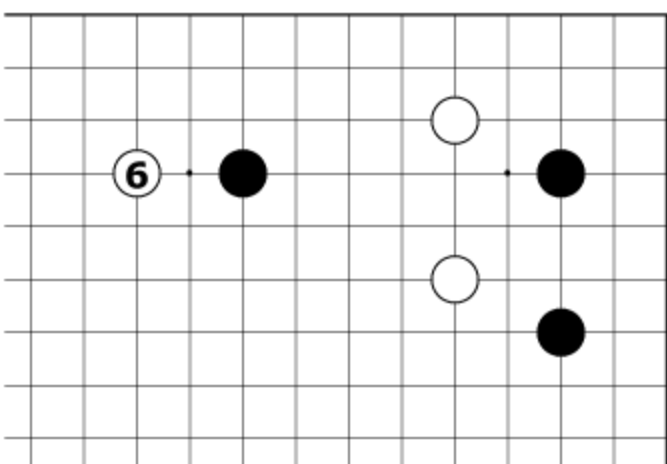


4 White 4 is natural. Variations are the same as other pincers.

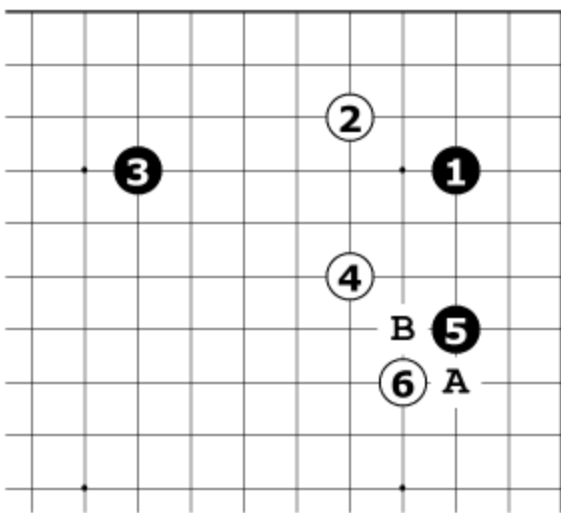
Black continues with 'a *' or 'b *'.



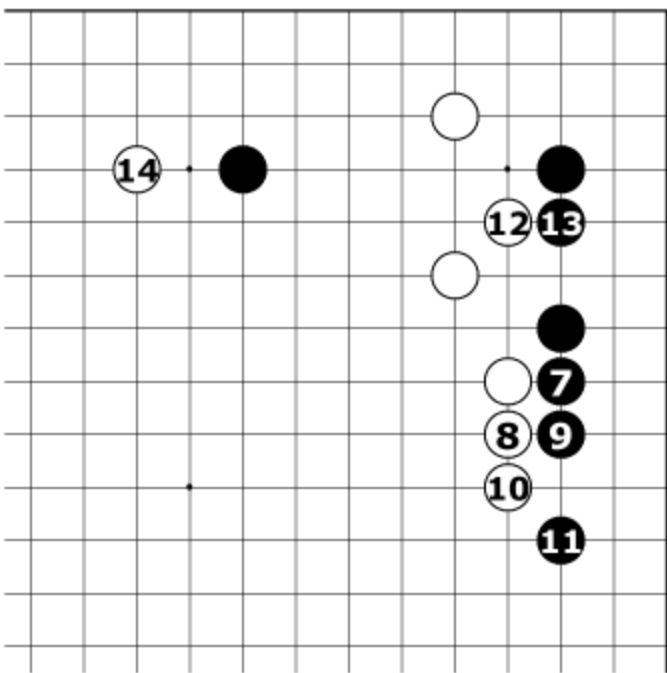
5 White continues with 'a *' or 'b *'.

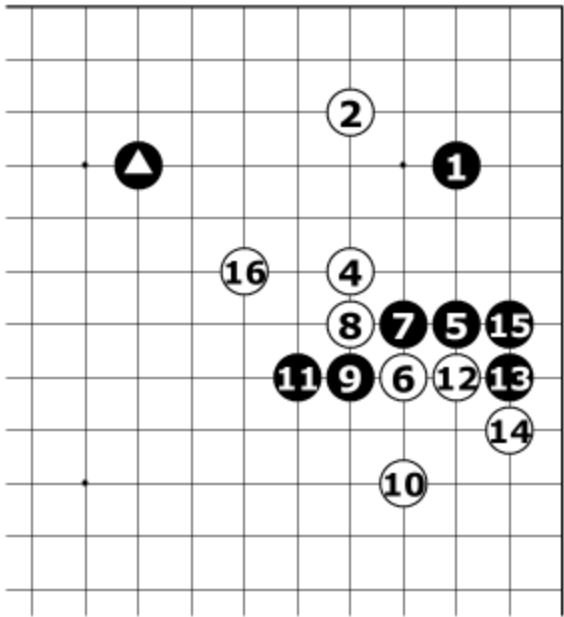


6 * GOOD VARIATION *

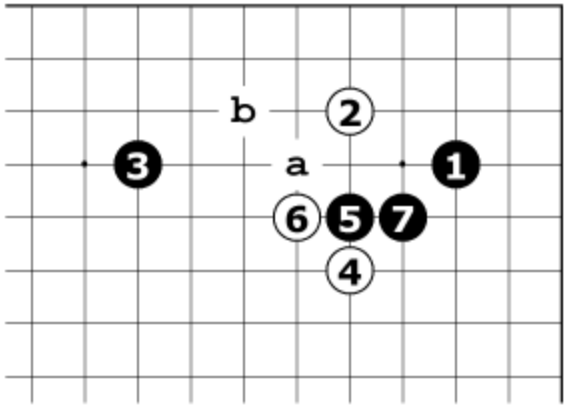


6 Black may play joseki on 'A *'. 'B' is a mistake,

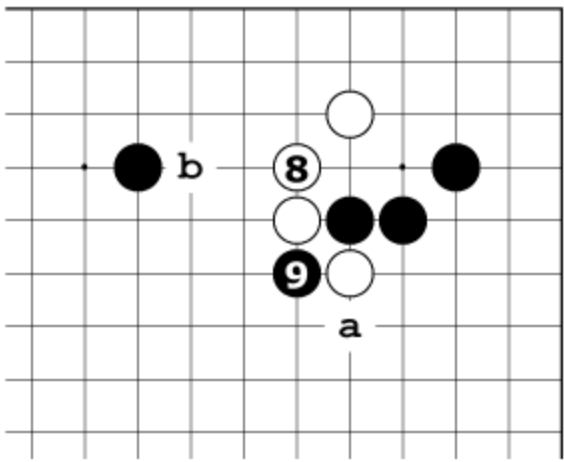




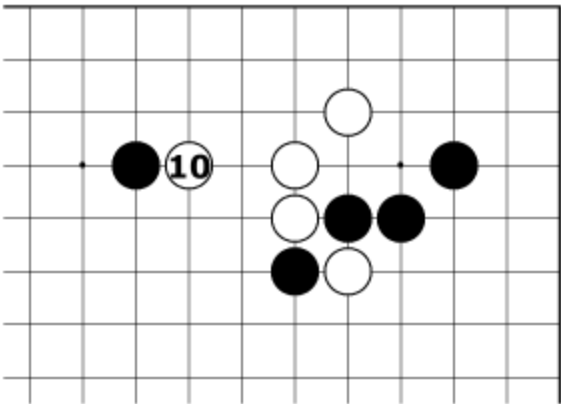
16 The marked stone is now isolated.



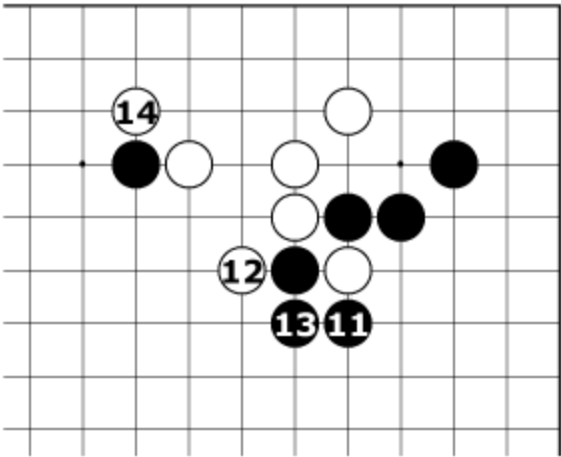
7 White continues with 'a' or 'b *'.



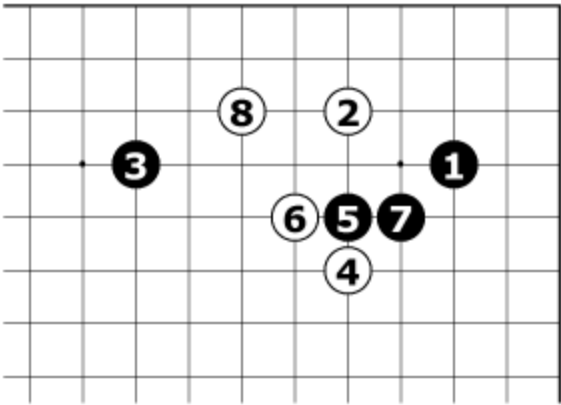
9 White must now decide what to do about White 4, the cut stone. White 'a' is the better option. White 'b', the sacrifice, is not recommended.



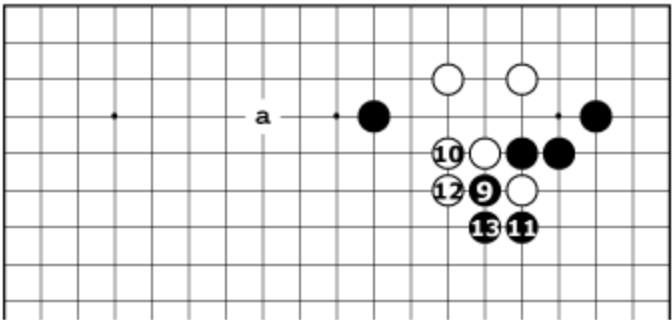
10 White 10 is not recommended.



14 White position is tenuous. Compare this result with variation 2-1-8-5-2-1-1-1.

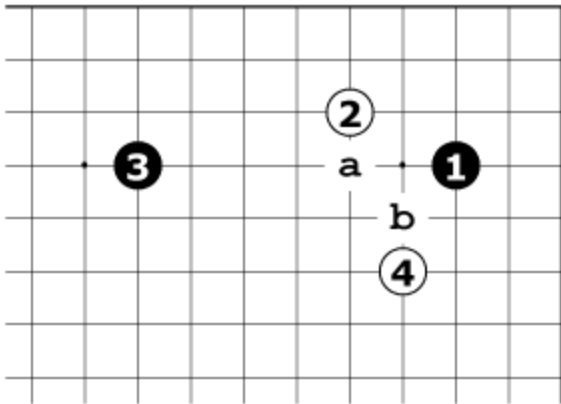


8 White 8 avoids fighting.

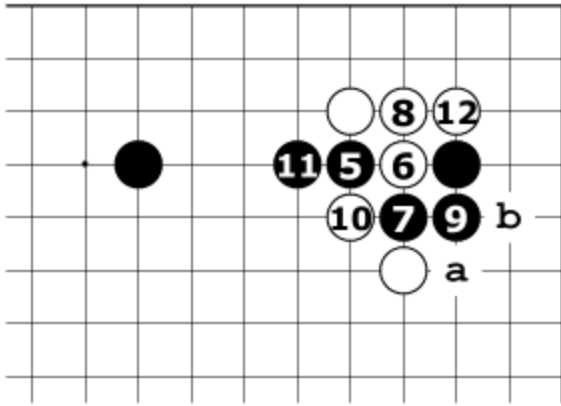


13 * GOOD VARIATION *

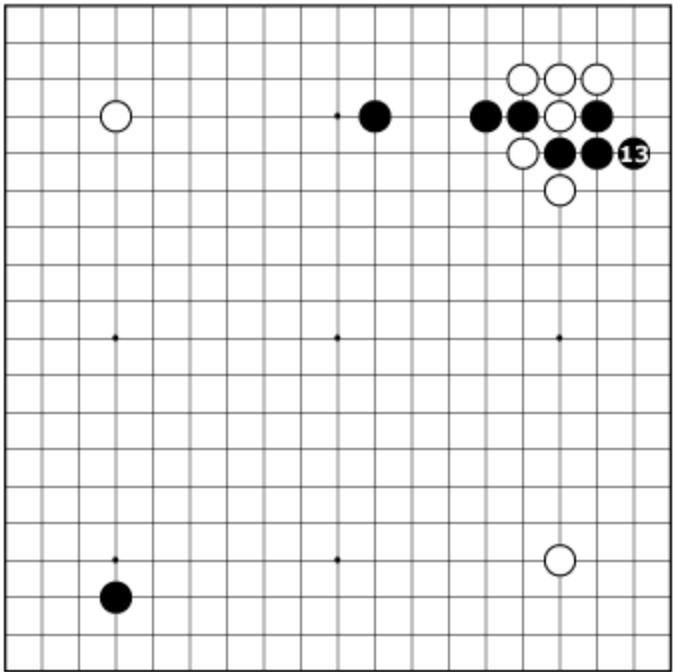
White may continue with 'a'.



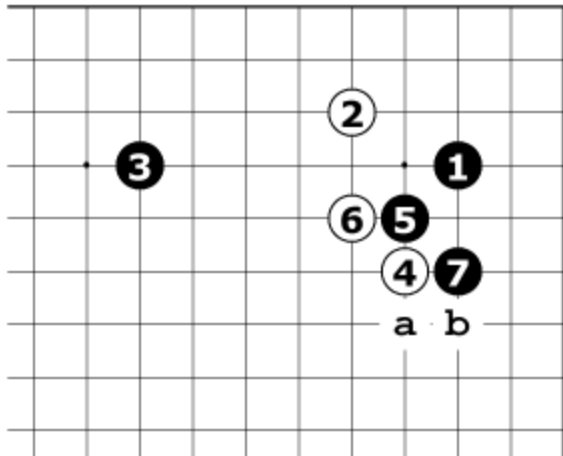
4 White adopts the taisha. Black can play 'a *' or 'b'.



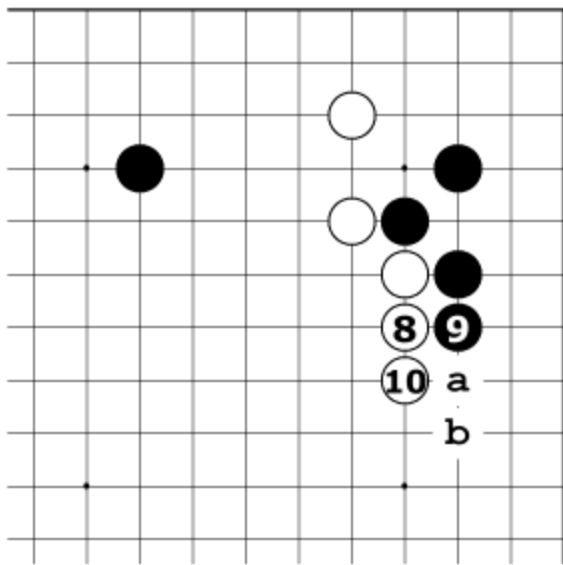
12 Black continues with 'a'. Black 'b' was recently played by Nie 9-dan, who reportedly liked the result he got.



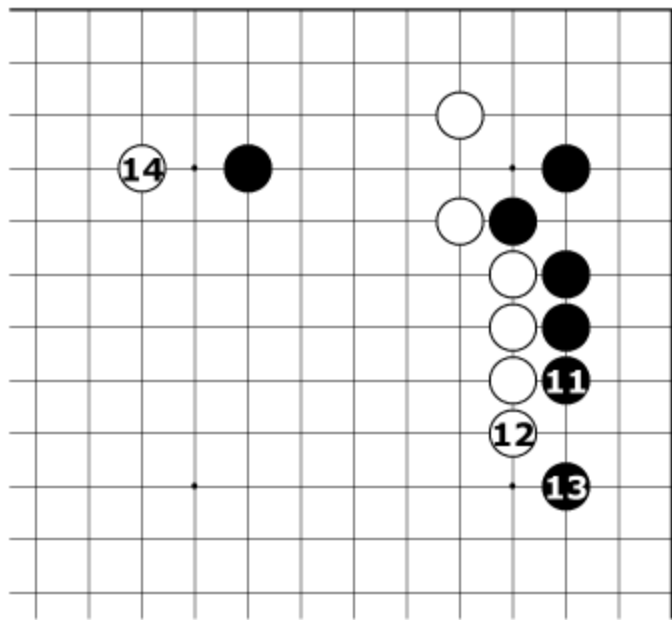
13 The game setup where this variation occurred is shown for reference. The colors are reversed from the actual game.



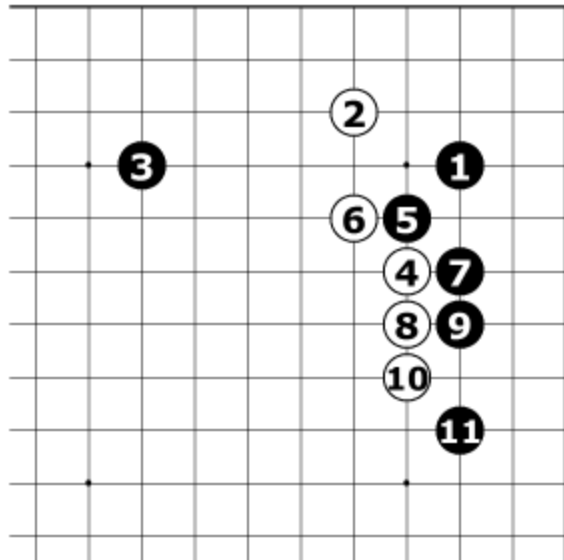
7 White continues with 'a *'. White 'b' is an overplay.



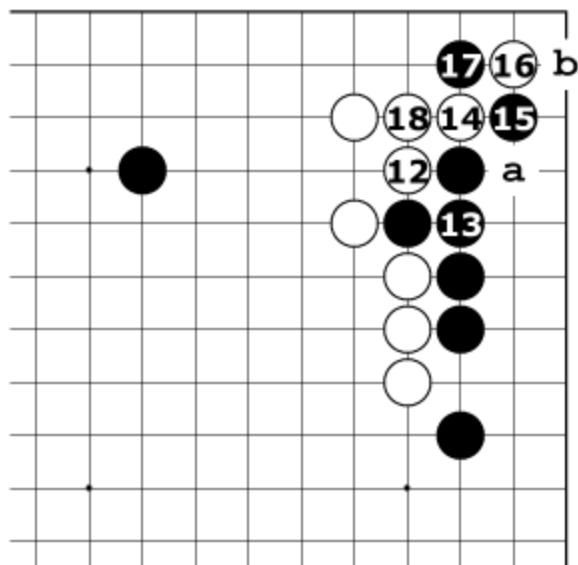
10 Black continues with 'a *'. A Black jump to 'c' is premature.



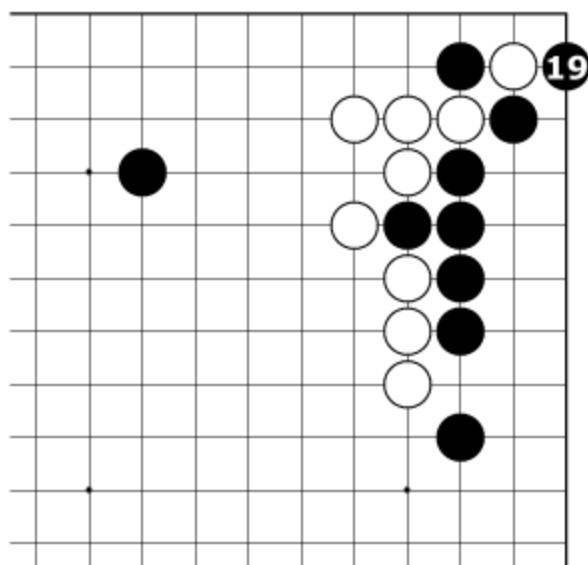
14 * GOOD VARIATION *



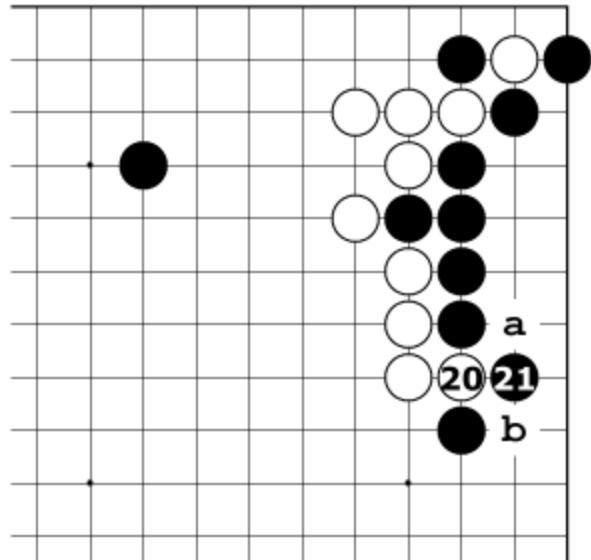
11 Black 11 is a mistake.



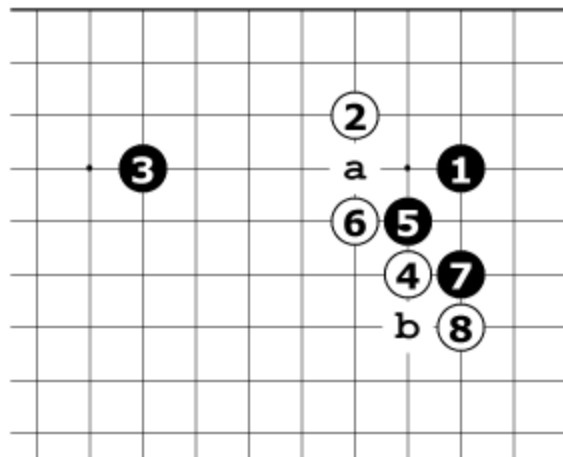
18 Black continues with 'a'. Black 'b' is a mistake.



19 Black 19 is a mistake.

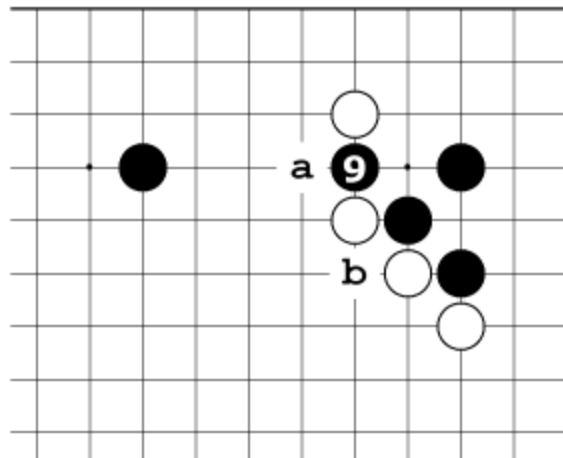


21 Depending upon the ladder, White can play 'a', threatening to capture Black 11, or 'b', aiming for Black 15 or the five Black stones.

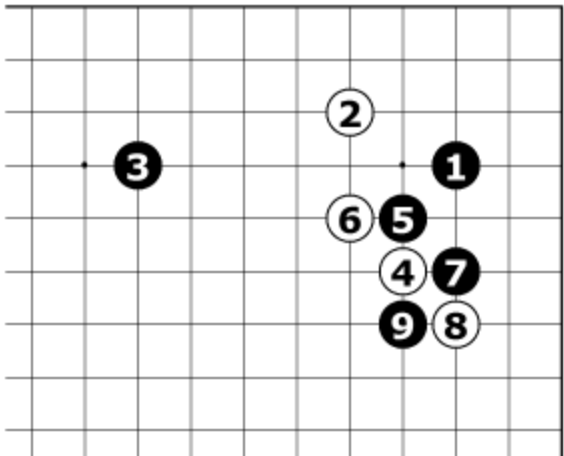


8 White 8 is a mistake.

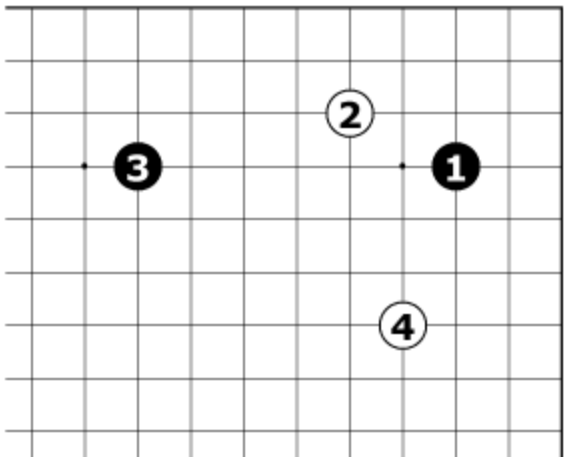
Black continues with 'a'. Black 'b' is a mistake.



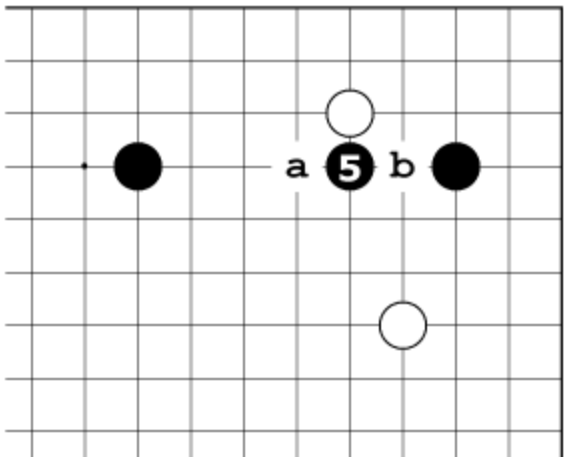
9 White may try 'a' or 'b'. Either results in a loss.



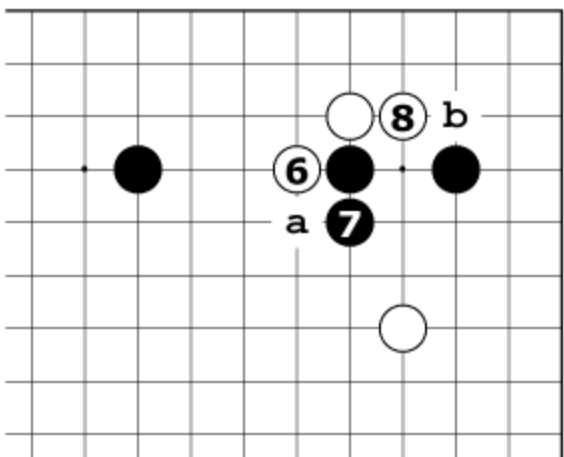
9 White 9 is a mistake.



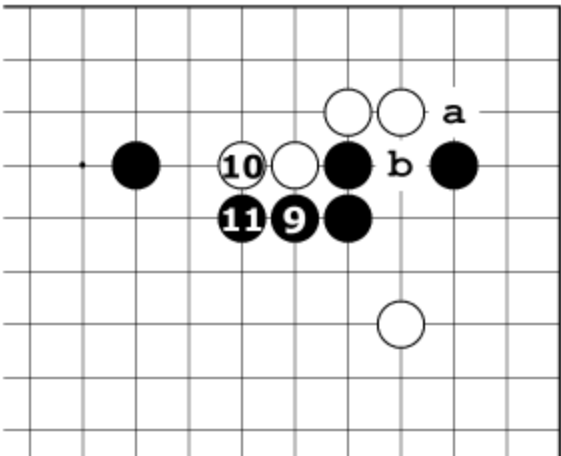
4 The large taisha.



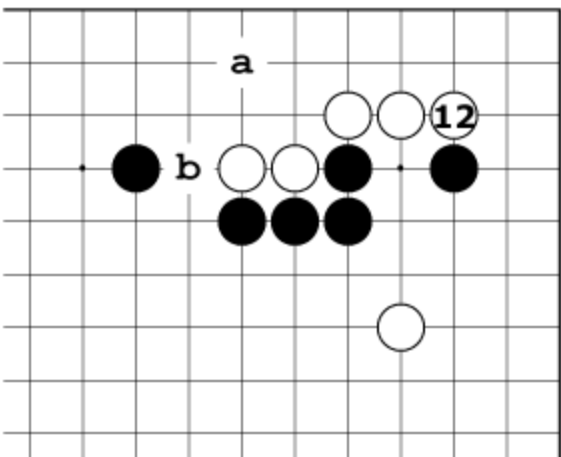
5 White continues with 'a' or 'b'.



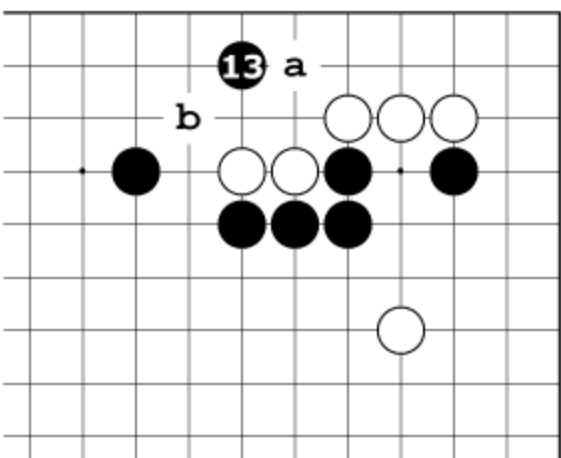
8 Black continues with 'a'. Black 'b' is not recommended.



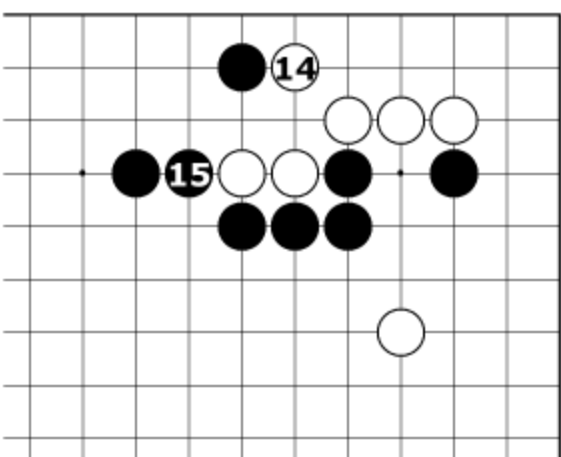
11 White continues with 'a' or 'b'.



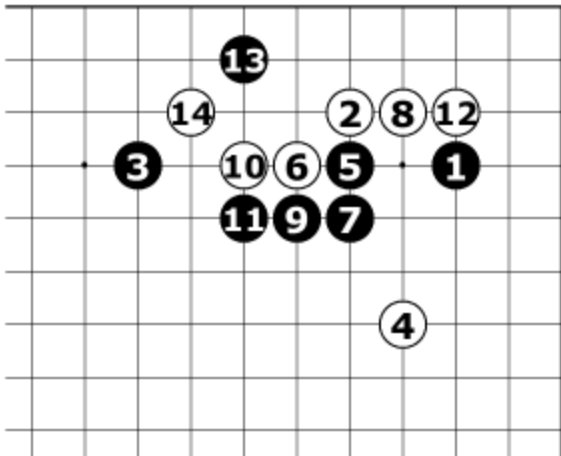
12 Black continues with 'a'. Black 'b' is a mistake.



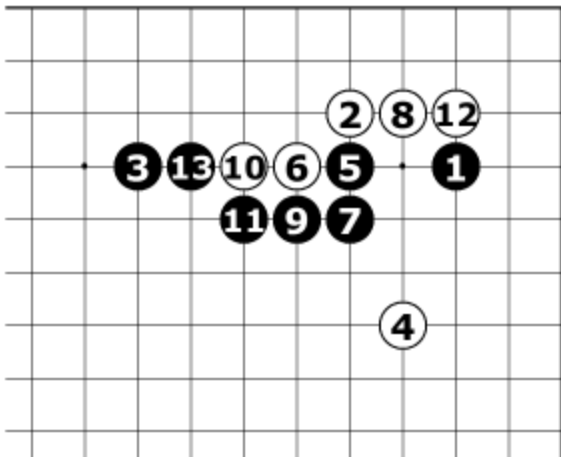
13 White continues with 'a'. White 'b' is a mistake.



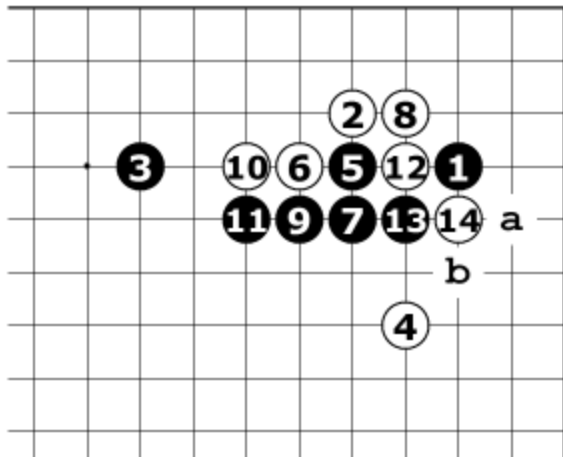
15 * GOOD VARIATION *



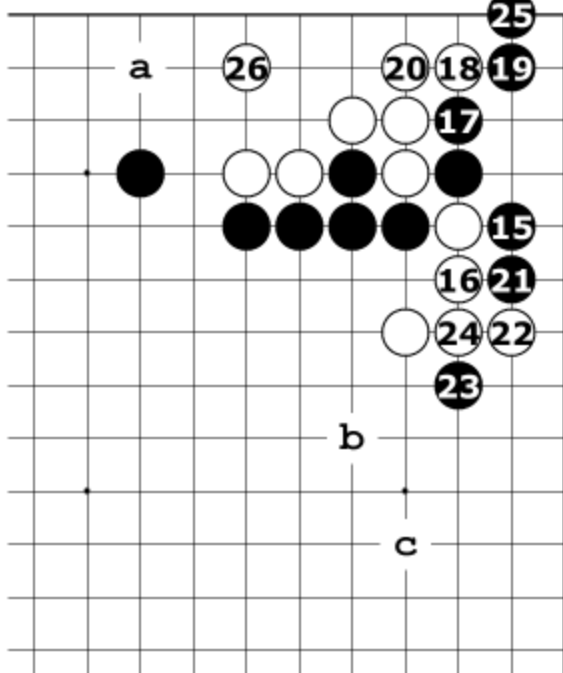
14 White 14 is a mistake.



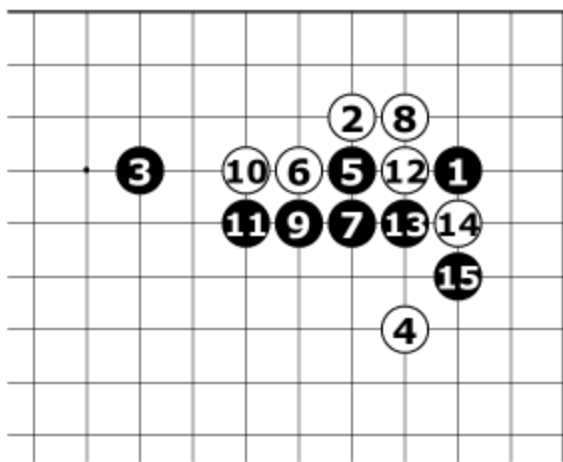
13 Black 13 is a mistake.



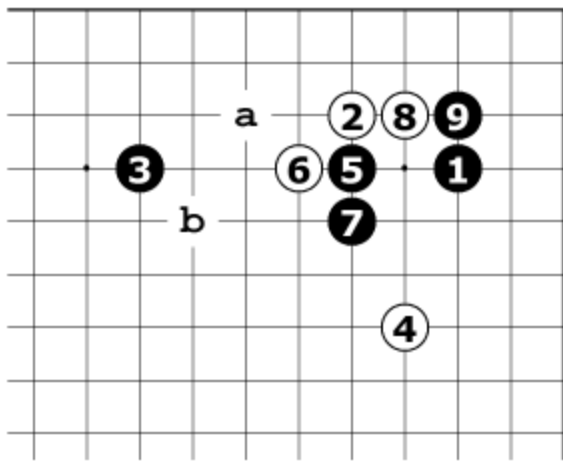
14 Black continues with 'a'. Black 'b' keeps the situation simple, but gives White superior profit.



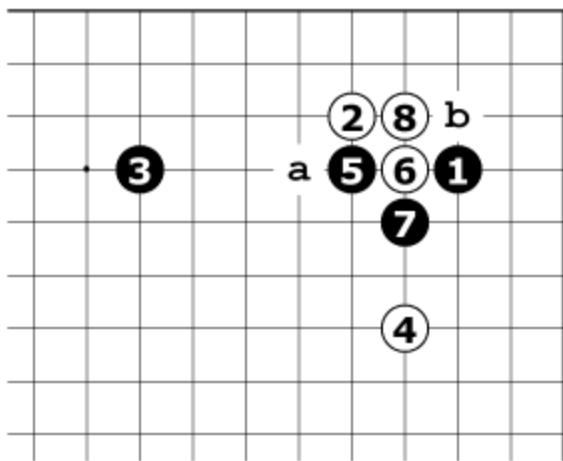
26 Black continues with 'a' through 'c', depending on the overall situation.



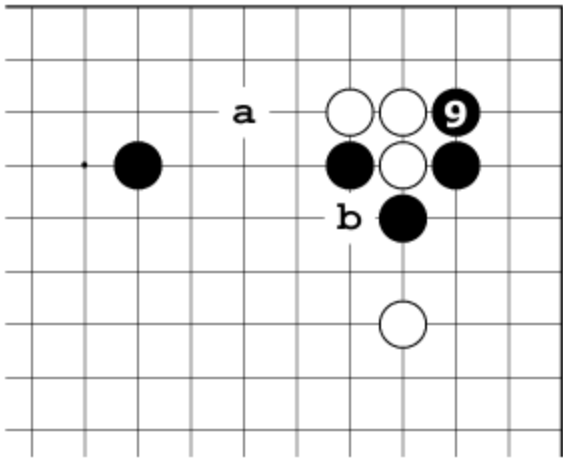
15 Black 15 is not recommended.



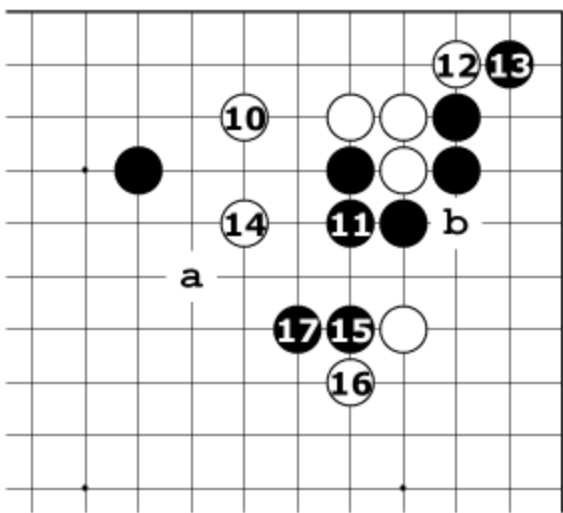
9 Black 9 is not recommended. White is conservative, and Black gets the better of it. White 'b' is a light, flexible reply that Black will have trouble answering.



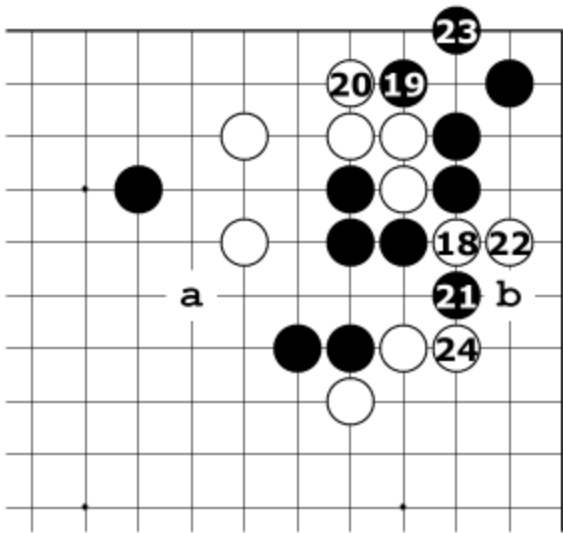
8 Black continues with 'a' or 'b'. 'a' is simple but a bit mild, while 'b' is complicated.



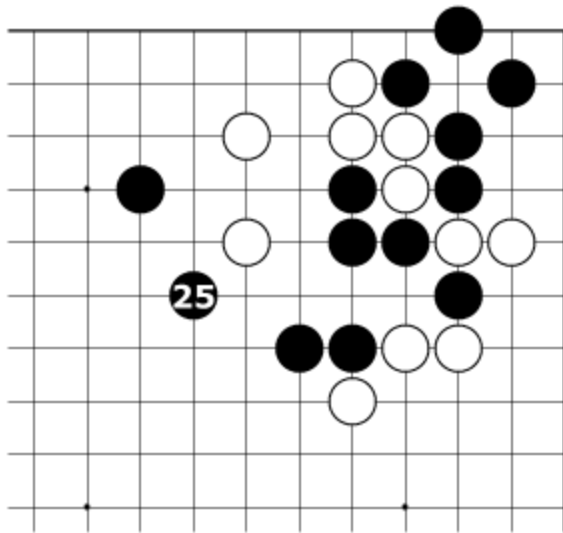
9 White continues with 'a'. White 'b' is not recommended.



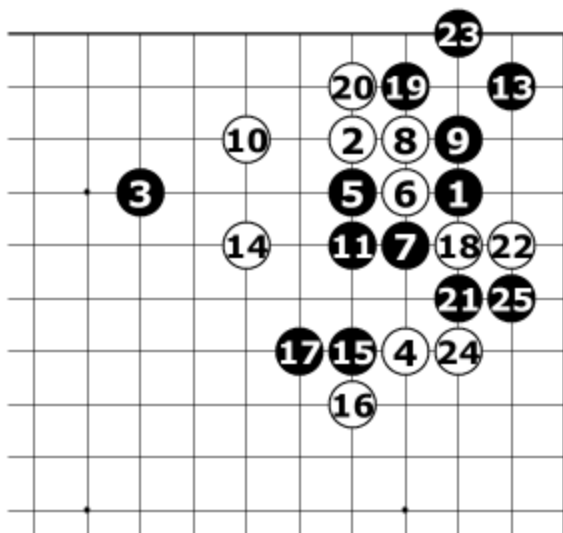
17 White 'a' and 'b' are possible continuations. White 'a' is simple, White 'b' a strong move.



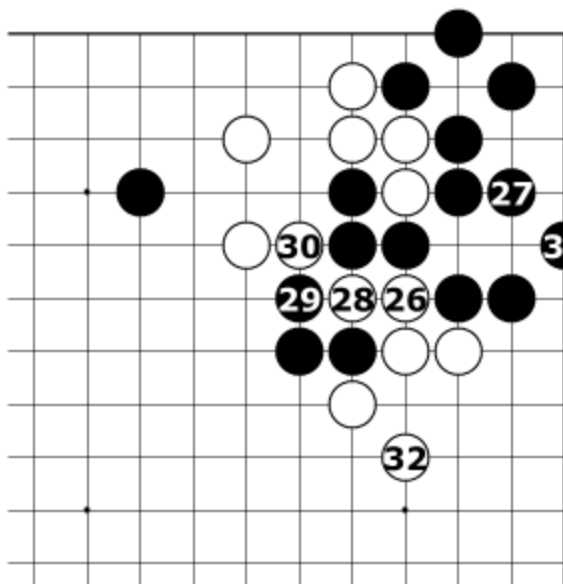
24 Black continues with 'a'. Black 'b' is a mistake.



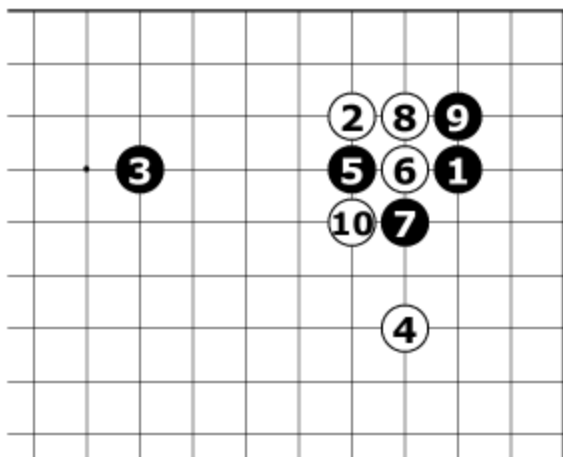
25 What should follow is not altogether clear.



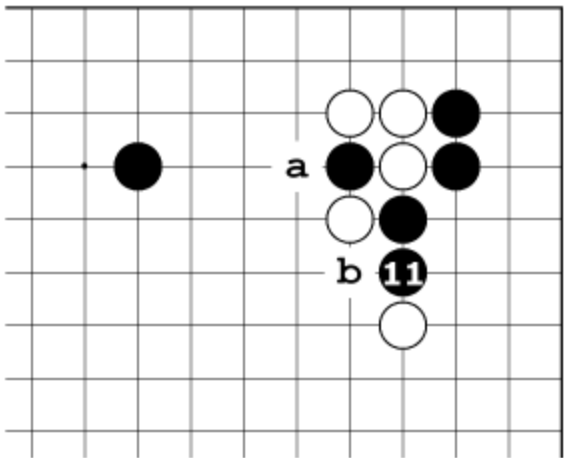
25 Black 25 is a mistake.



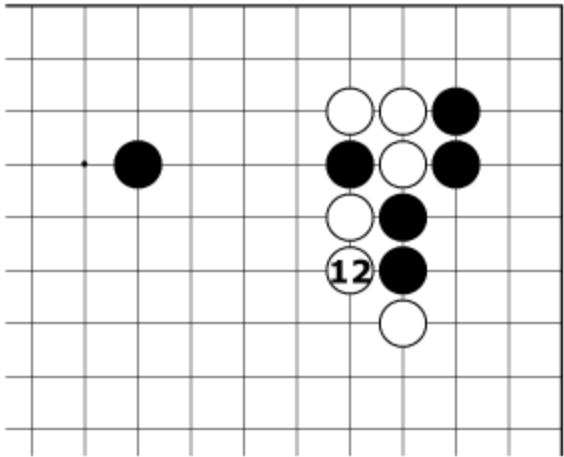
32 White looks forward to profitably tormenting the three Black stones.



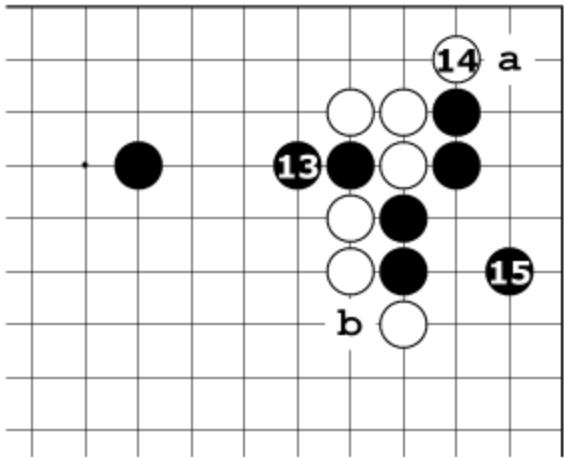
10 White 10 is an old 2-space pincer joseki that is no longer considered favorably.



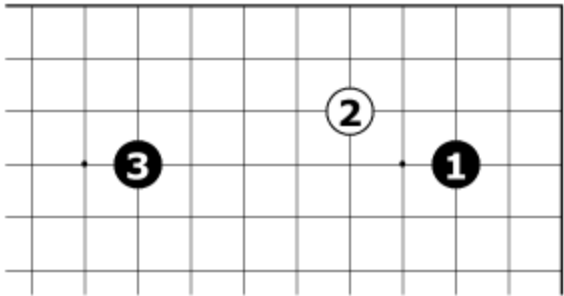
11 White continues with 'a'. White 'b' is reckless.



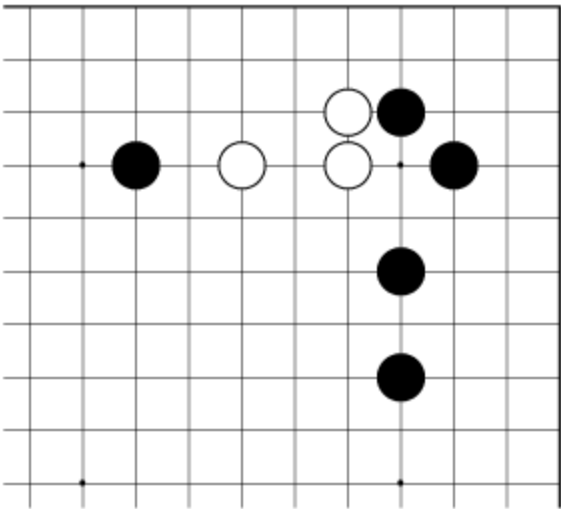
12 White 12 is a mistake.



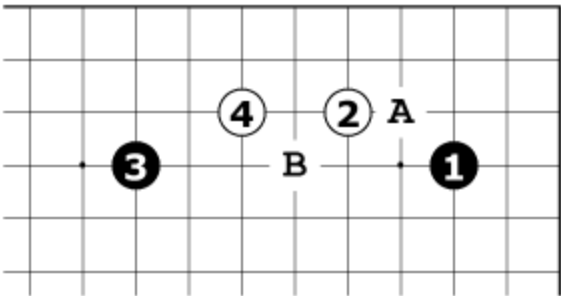
15 'a' and 'b' are miai.



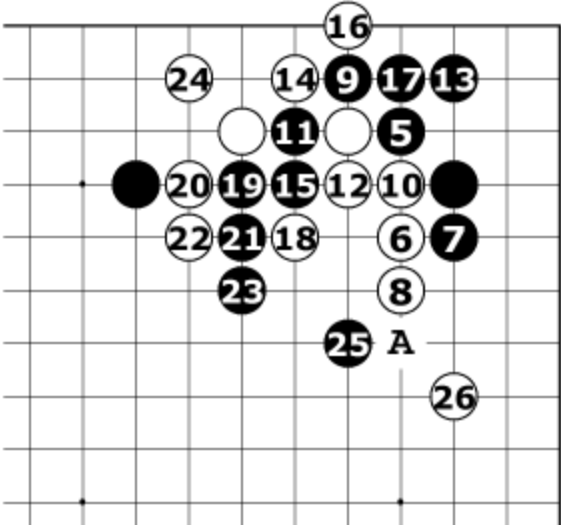
4 White plays elsewhere.



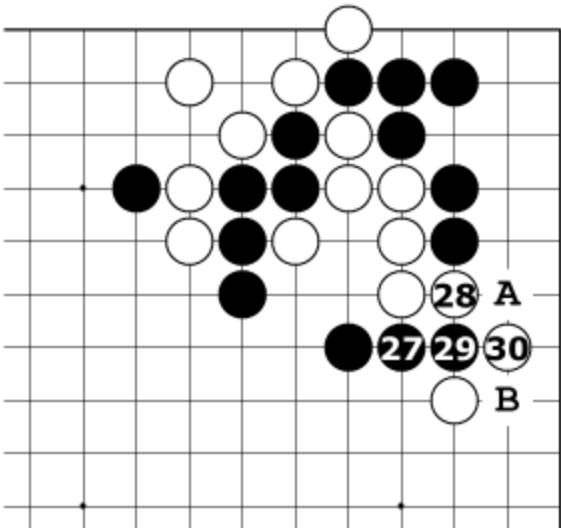
9 * GOOD VARIATION *



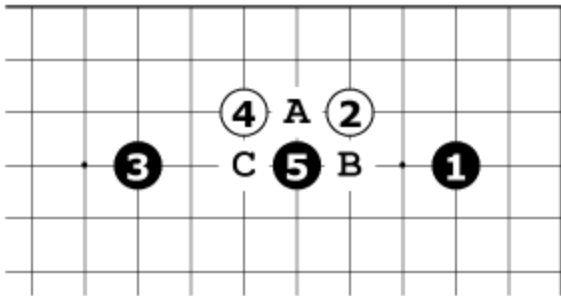
4 'A' is correct, 'B' is a mistake.



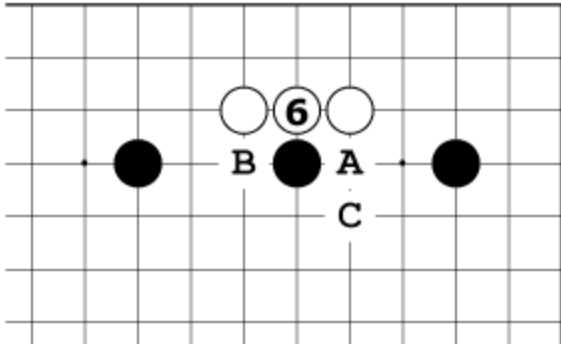
26 Black 'A' doesn't work.



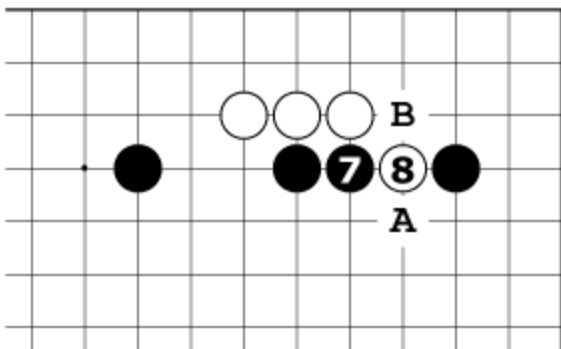
30 'A' or 'B' don't help,



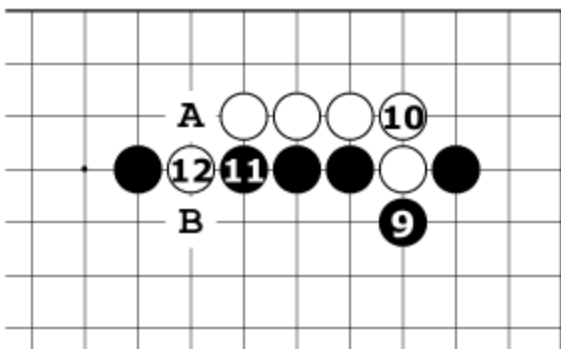
5 'A' is the correct punishment. 'B' is disadvantageous. 'C' is nonsense.



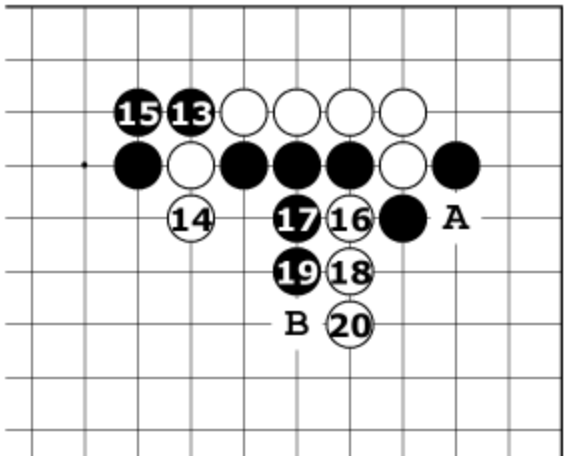
6 'A', 'B' or 'C'.



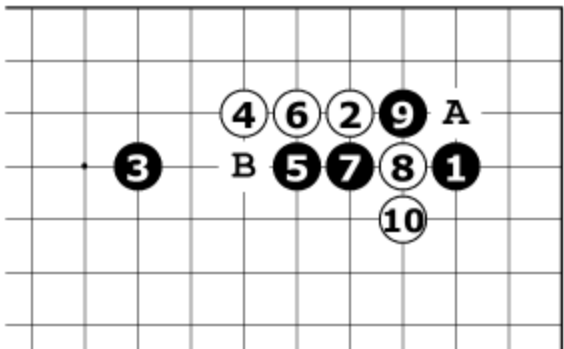
8 'A' or 'B' don't work.



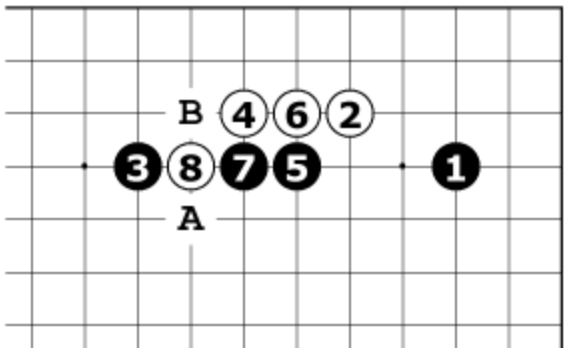
12 'A' or 'B' don't work.



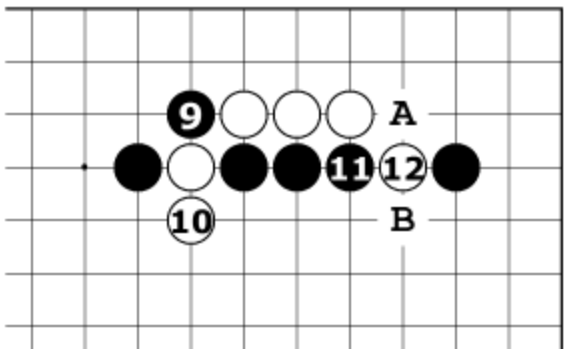
20 'A' or 'B' don't work.



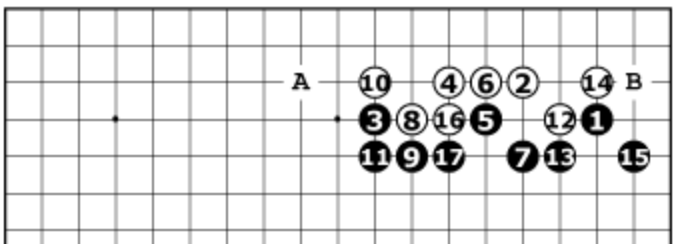
10 'A' or 'B' don't work.



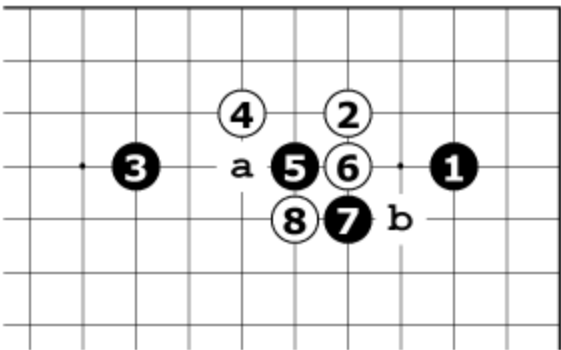
8 'A' or 'B' don't work.



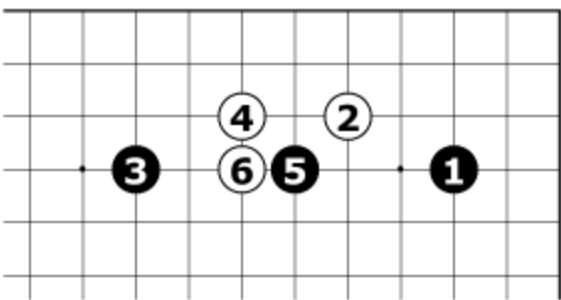
12 'A' or 'B' don't work.



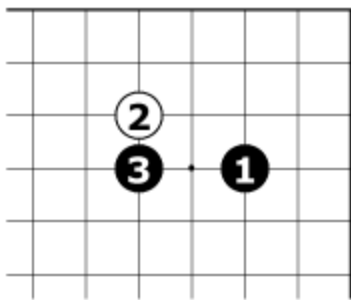
17 Tenuki, 'A' or 'B'.



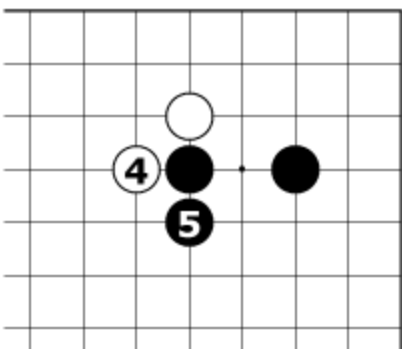
8 Black continues with 'a'. Black 'b' is not recommended.



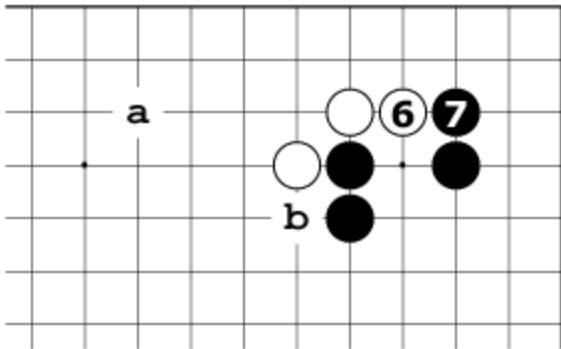
6 White 6 is a mistake in direction.



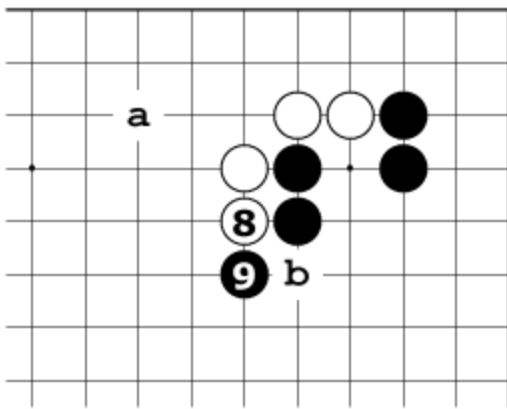
3 Black 3 may be used when Black is strong on the right side.



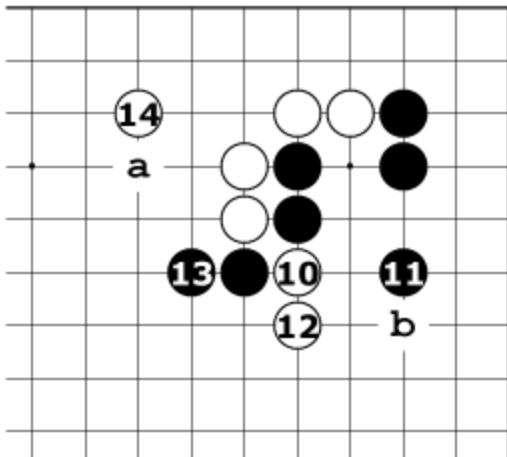
5 Black 3 and 5 are the tsukenobi.



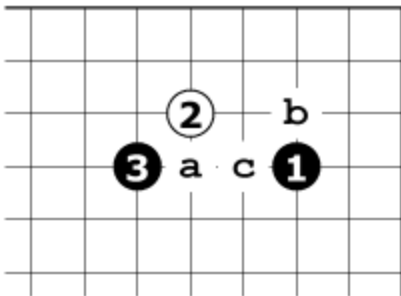
7 White continues with 'a' or 'b'.



9 White continues with 'a' or 'b'.



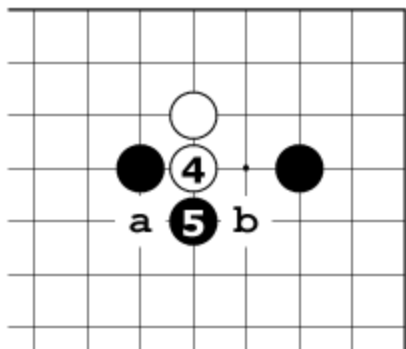
14 Black 'a' and White 'b' are the respective tesujis for each side to settle himself.



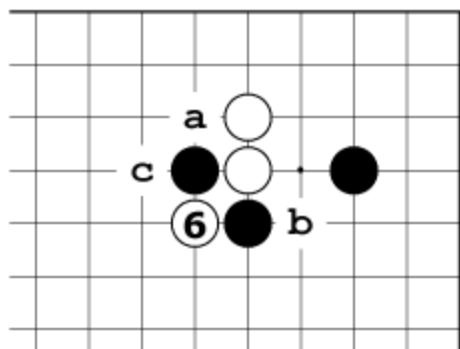
3 Black 3, a straight-forward attempt to build thickness, is generally regarded as a trick play, but White must be careful in answering.

Black must have the ladder to play this way.

White continues with 'a'.
White 'b' and 'c' are not recommended.

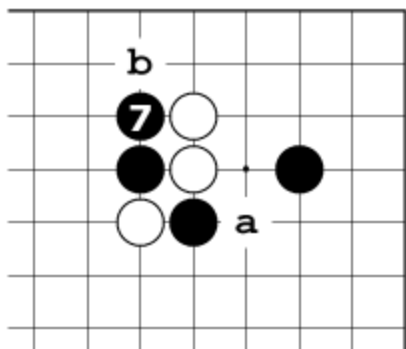


5 White 'a' is correct. White 'b' is a mistake, though Black may make his own mistakes after White 'b'.

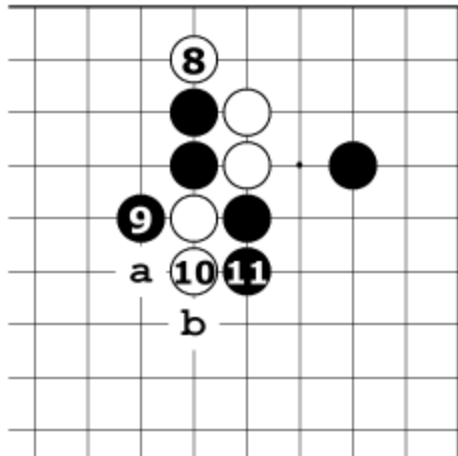


6 White 6 is the only move.

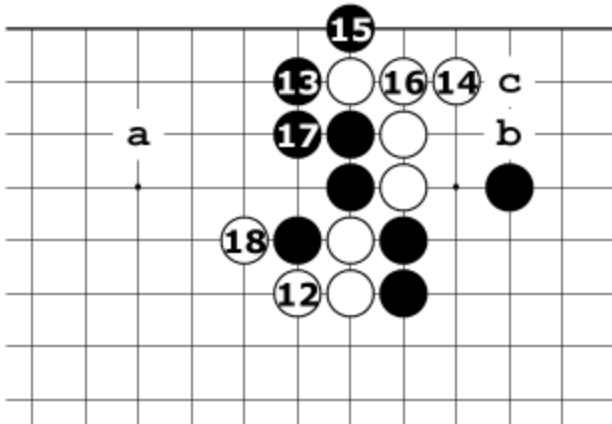
Black may try 'a' or 'b'.
Black 'c' is a mistake.



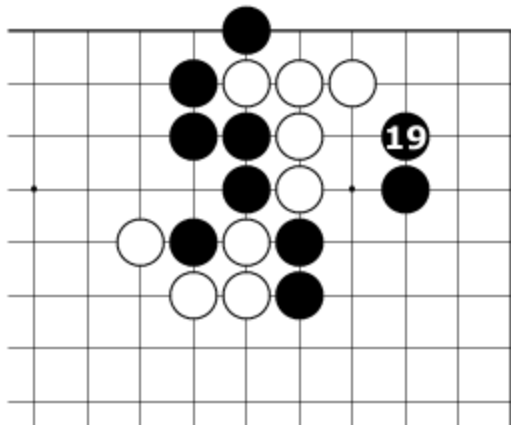
7 White continues with 'a' and 'b'.



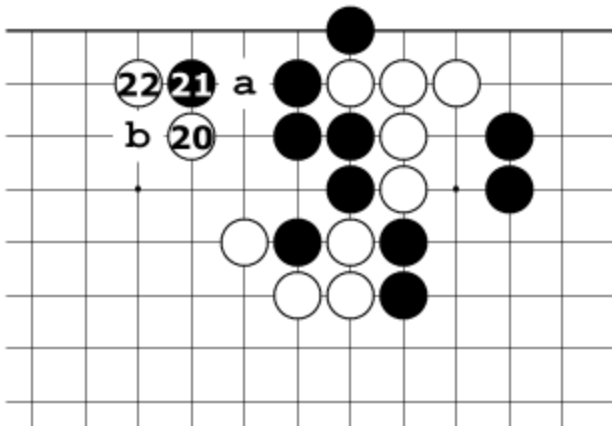
11 White continues with 'a'.
White 'b' is a mistake.



18 Black continues with 'a'.
Black 'b' takes the five White stones and the corner, in the process giving White magnificent thickness. Black 'c' is also unreasonable.

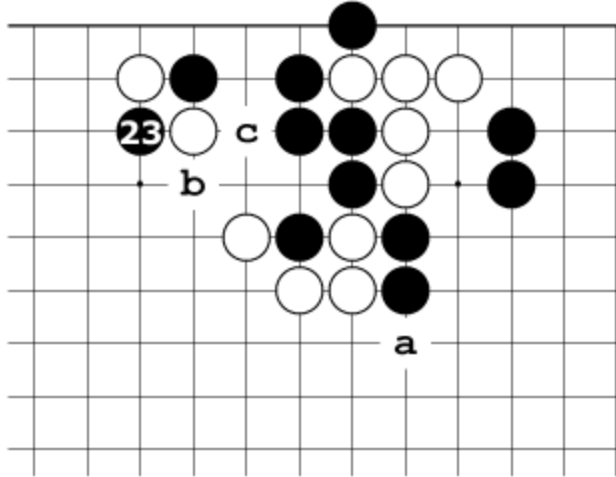


19 Black 19 is a mistake.

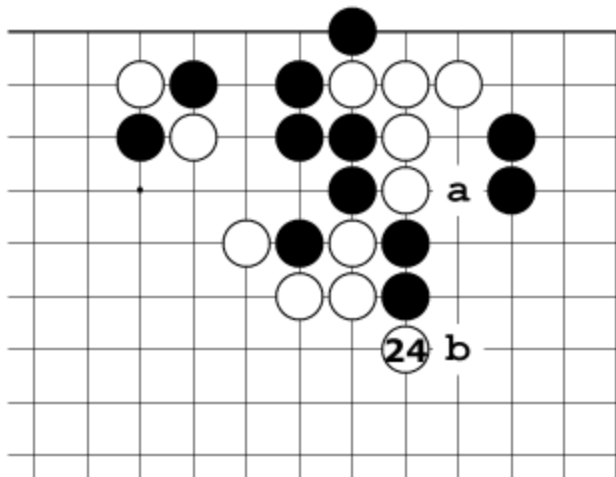


22 Black continues with 'a'.

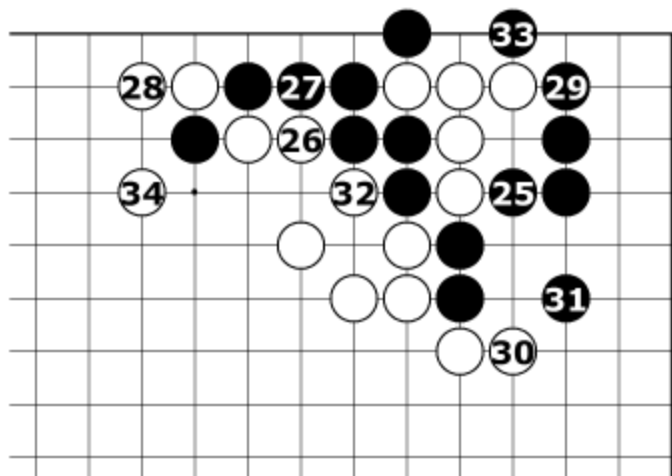
Black 'b' is a trick play difficult to counter.



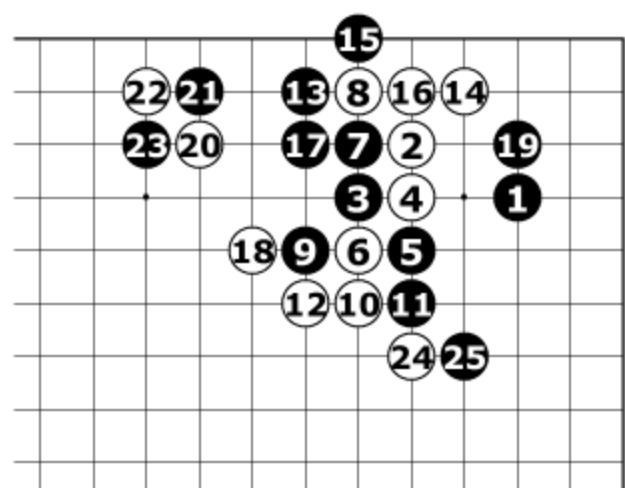
23 White continues with 'a'.
White 'b' is a ridiculous mistake. White 'c' is also a mistake, worse than 'b', though seemingly much less ridiculous.



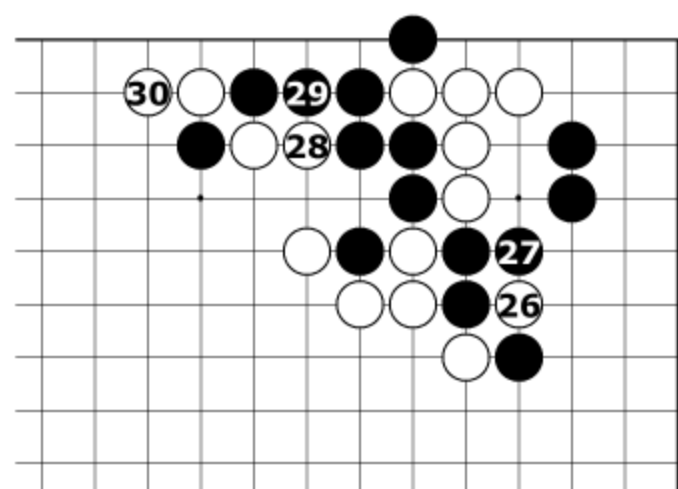
24 Black continues with 'a'.
Black 'b' is a mistake.



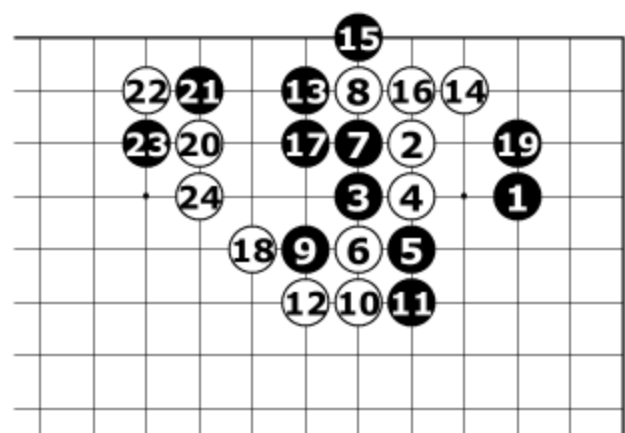
34 Black 23 retains some aji, but White has triumphed.



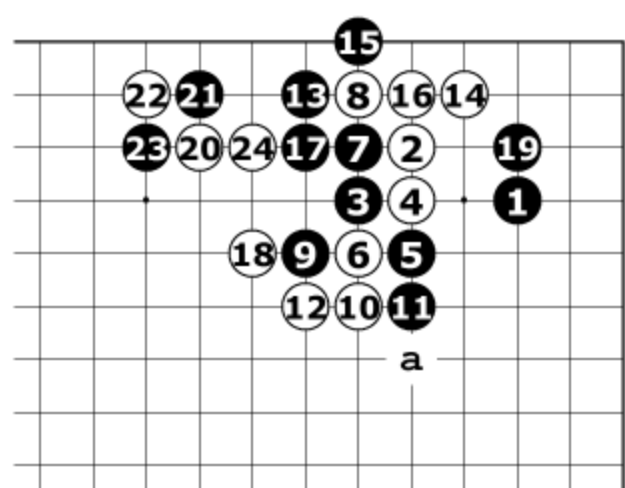
25 Black 25 is unreasonable.



30 Black cannot set up the ladder as in variation 2-1-11-1-2-1-2-2-3, so White wins.

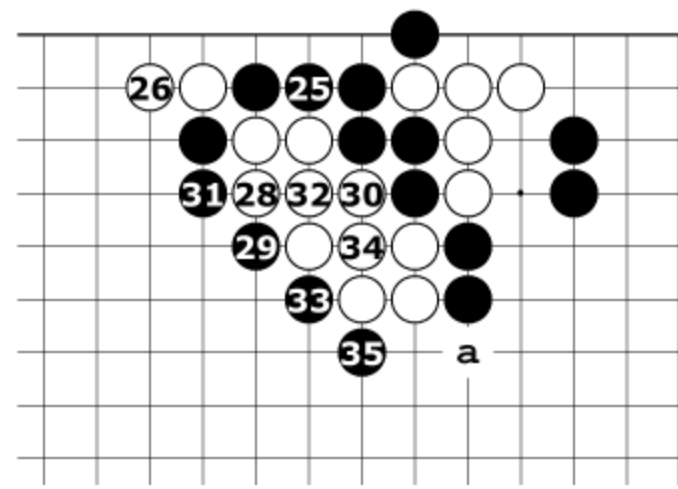


24 White 24 is a mistake.

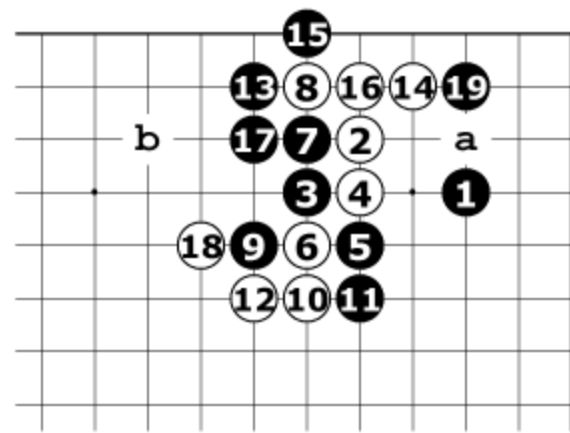


24 White 24 is a mistake. White must play 'a' before 24, as it breaks a ladder.

This sequence shows why.

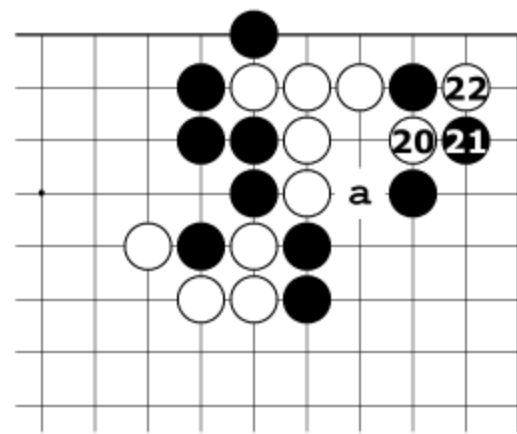


35 White is captured in a ladder. If White had played 'a' first, the ladder would be broken.

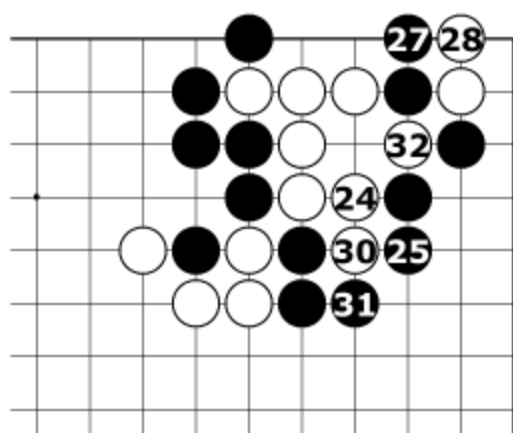


19 White 19 is a mistake.

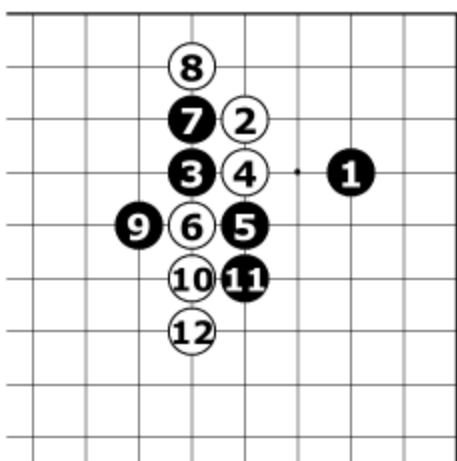
White continues with 'a'. White 'b', giving up the stones, is a mistake.



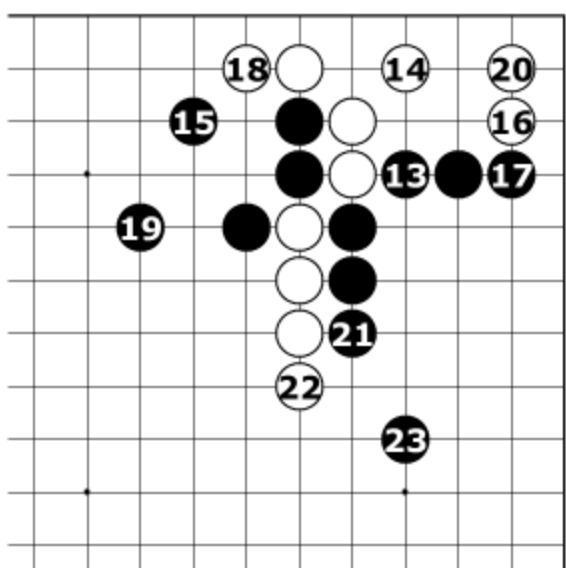
22 White must not play 'a' first, as then Black takes the first ko, not White.



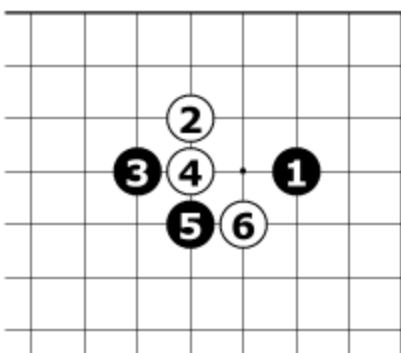
32 Black has no more ko threats.



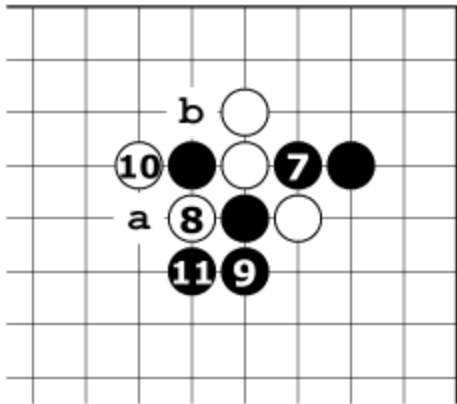
12 White 12 is a mistake, too slack for the fight.



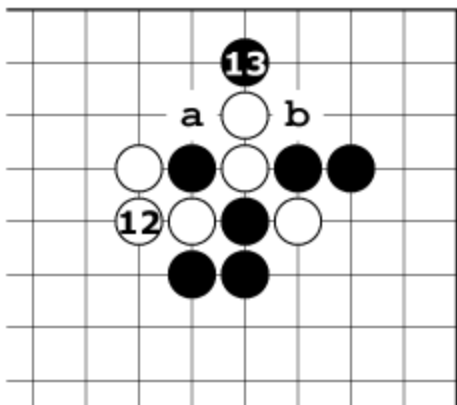
23 Black makes territory and White is left in an awkward position.



6 White 6 is bad.

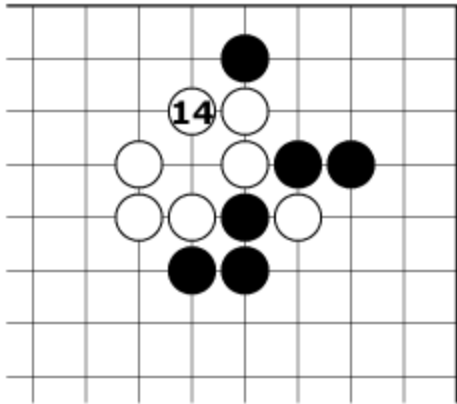


11 White 'a' looks logical, but 'b' is better.

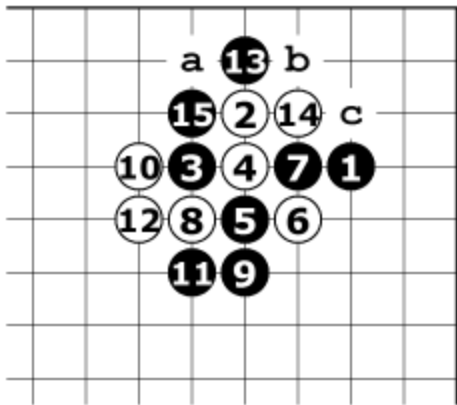


13 Black 13 is the tesuji that makes Black 3 worth trying in the first place.

White 'a' and 'b' both lead to losses (or should anyway).

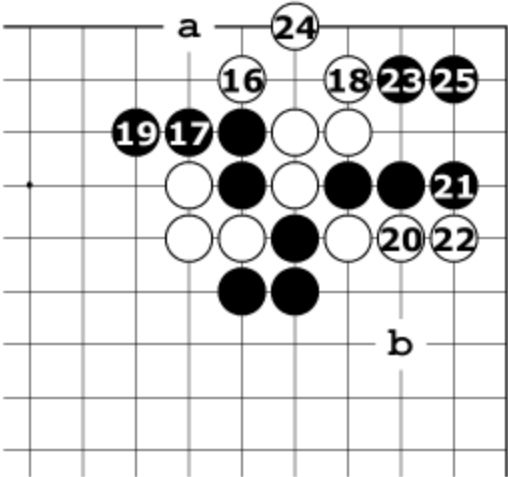


14 White 14 is honte (the right move).

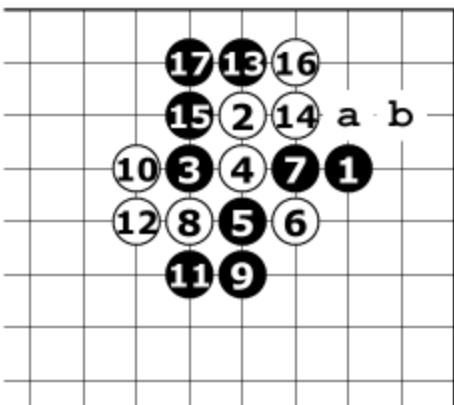


15 White 'a' looks promising,

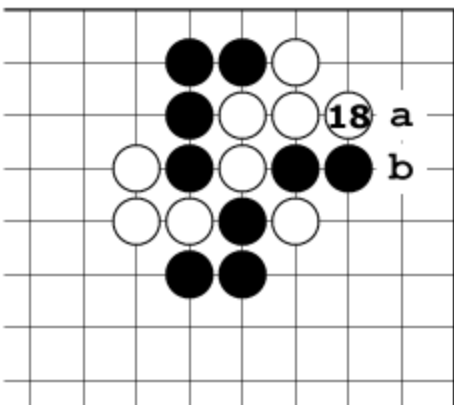
but 'b' is better. White 'c' is another opportunity for Black mistakes.



25 'a' and 'b' are miai, and White is trapped.

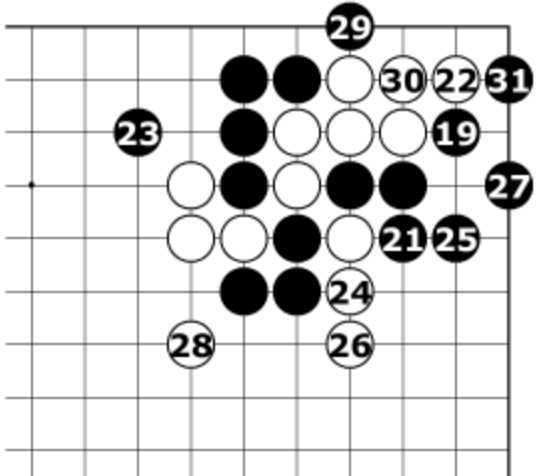


17 White 'a' is a mistake. White 'b' is better, though the outcome favors Black.

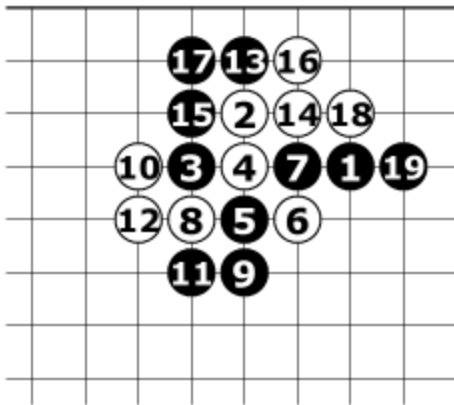


18 White 18 is a mistake.

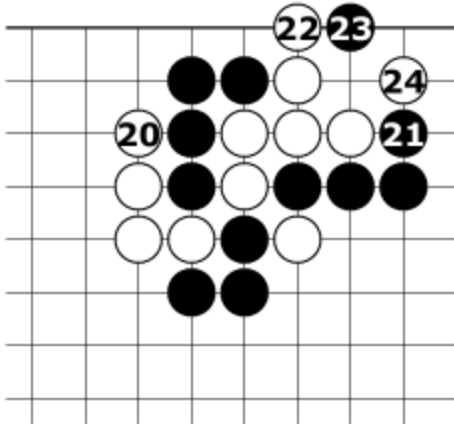
Black continues with 'a'. Black 'b' is a mistake.

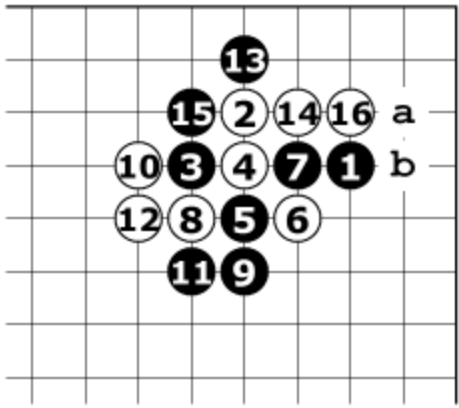


31 Black wins.



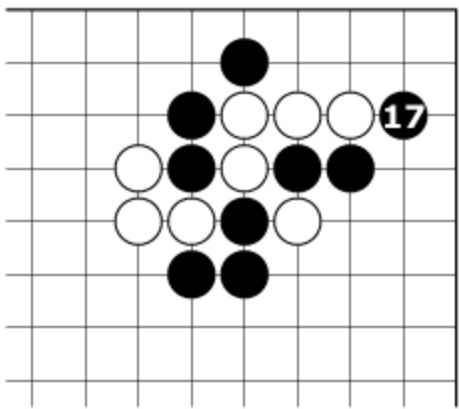
19 Black 19 is a mistake.



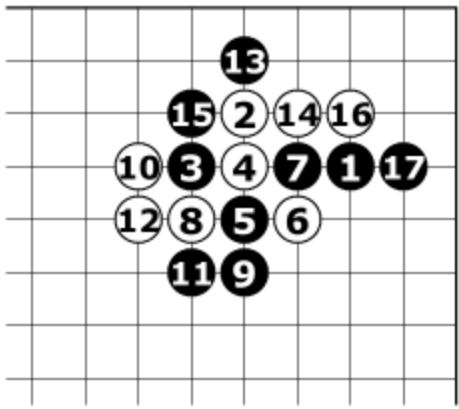


16 Black continues with the unlikely move 'a'.

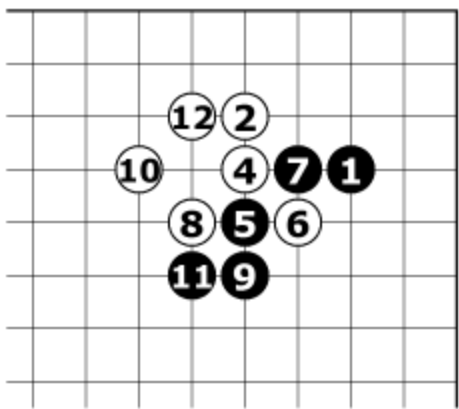
The extension of Black 'b' looks correct, but is a mistake.



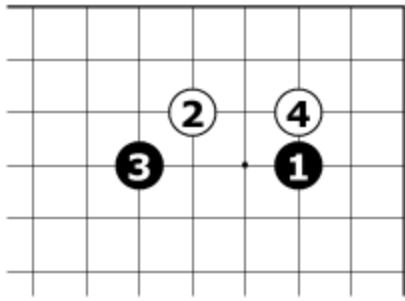
17 Black 17 is better than it looks.



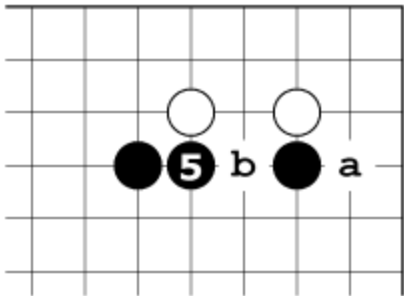
17 Though not obviously so, Black 17 is a mistake.



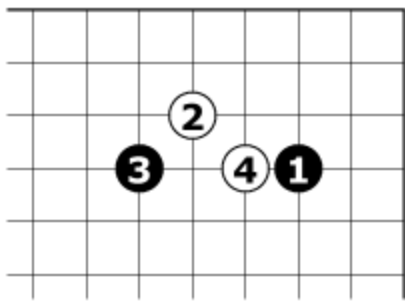
12 White 12 is the correct move.



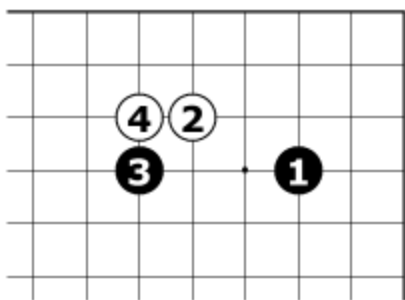
4 White 4 lacks fighting spirit.



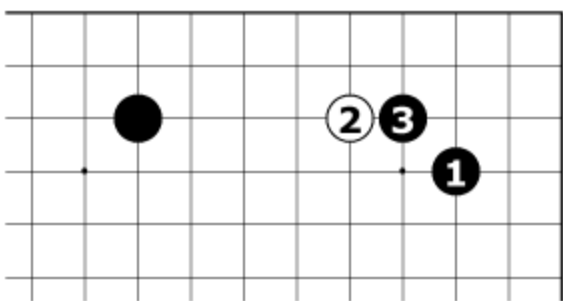
5 White continues with 'a' or 'b'.



4 White 4 helps Black build thickness.



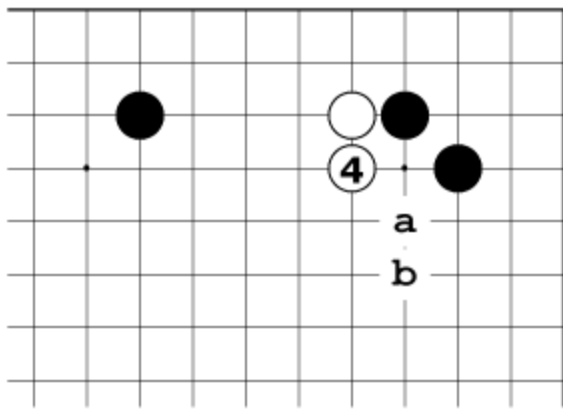
4 White 4 is passive.



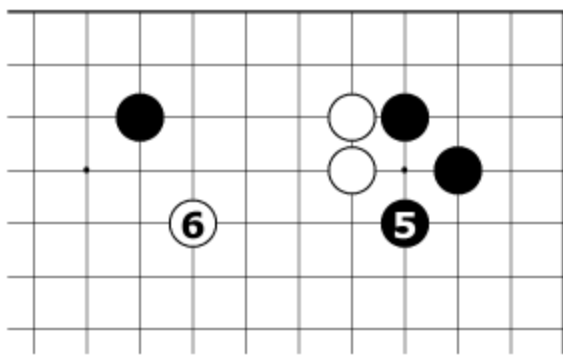
3 Black 3 makes sense in the

context of having Black support at top as shown or nearby.

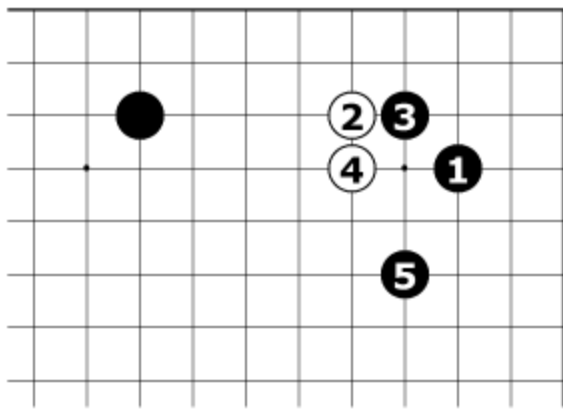
Kitani Minoru was fond of Black 3.



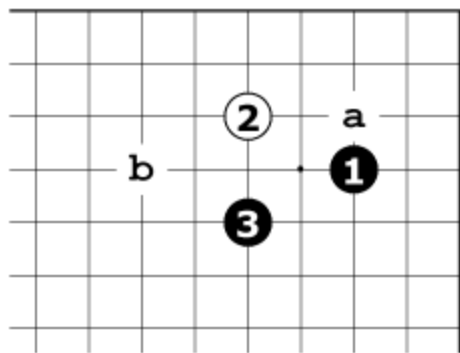
4 Black continues with 'a', possibly 'b'.



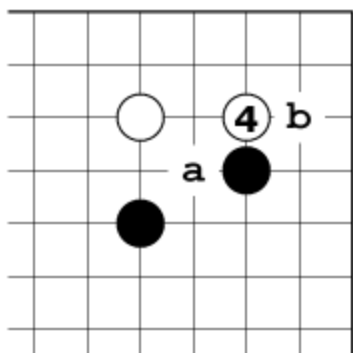
6 Depending upon the exact location of the top side Black stone, other White continuations are possible.



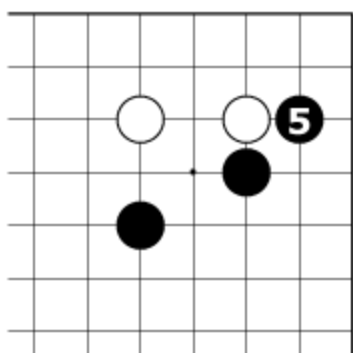
5 Black 5 is thinner than the kosumi, leaving Black more subject to later cutting.



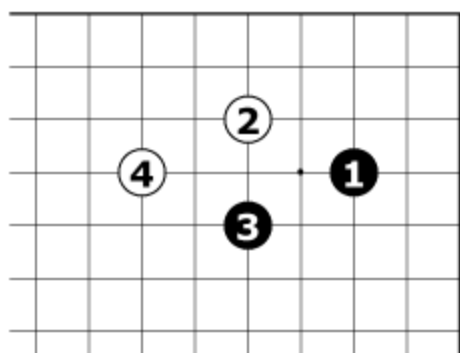
③ Black 3 is a trick play. White continues with 'a'. White 'b' is not good.



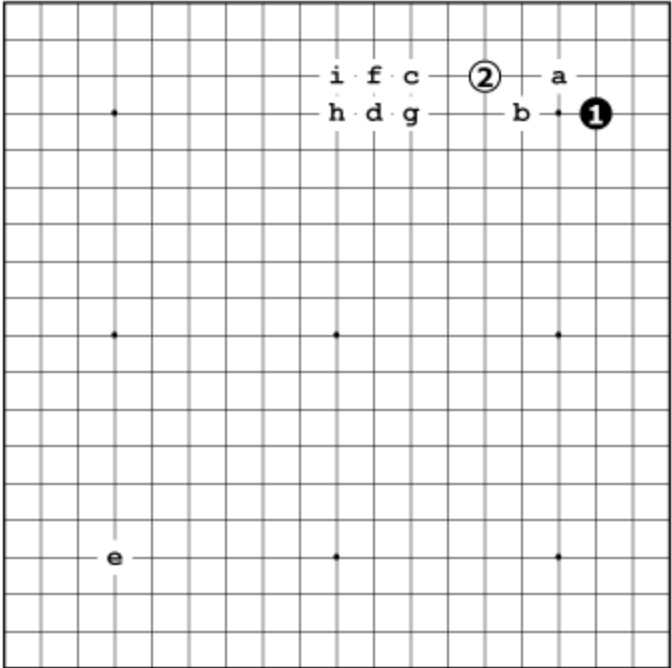
④ Black continues with 'a'. Black 'b' is unreasonable.



⑤ Black 5 is an overplay.



④ White 4 is not recommended.



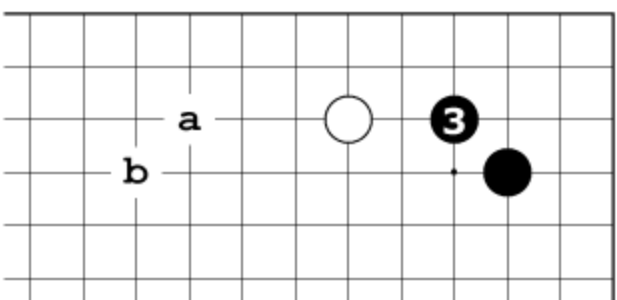
② White 2 is used with friendly forces backing it up. Its purpose is to prevent a pincer. Locally it results in a loss, but may be appropriate fuseki strategy.

It was popular in the late 1950s and early 1960s, but is not seen often nowadays, having been replaced by the one-space high approach, with which it has points in common.

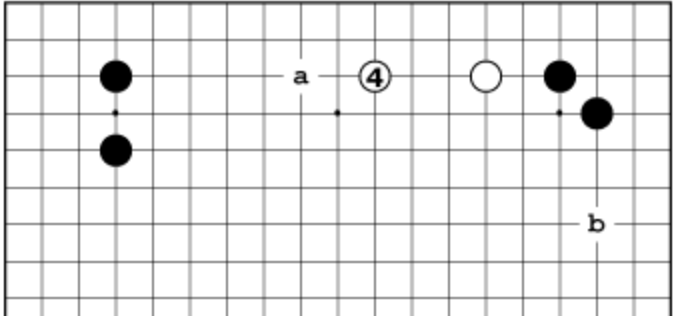
Black responses range from 'a *', 'b *', 'c' or 'd *'. Black may also play elsewhere 'e'. 'f' is similar to 'd'

'g', 'h' and 'i' are inferior.

elsewhere e5, d4, c3, b2, a1



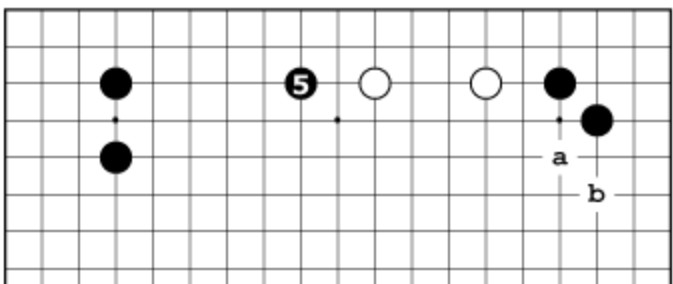
③ White continues with 'a *'. The wisdom of White 'b' depends on the left corner.



④ * GOOD VARIATION *

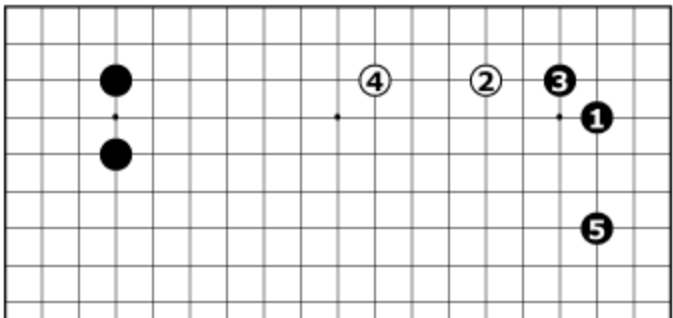
Here is an example where White may try this approach.

Black continues with 'a'. Black 'b' lacks direction.

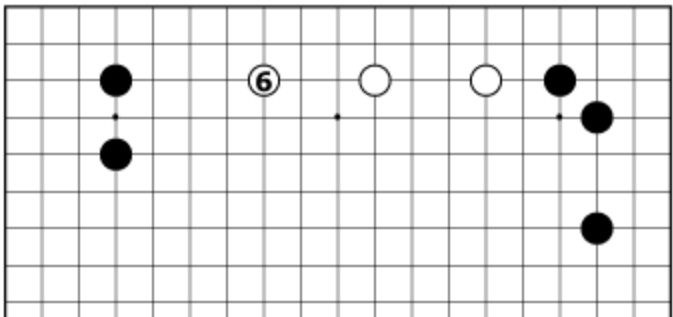


⑤ White has erased some of Black's left-side enclosure influence, but Black 5 is a good follow-up to White 4.

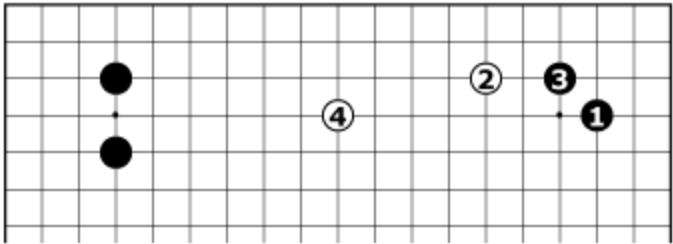
White may continue with 'a' to build a center position, or 'b' to emphasize the right side.



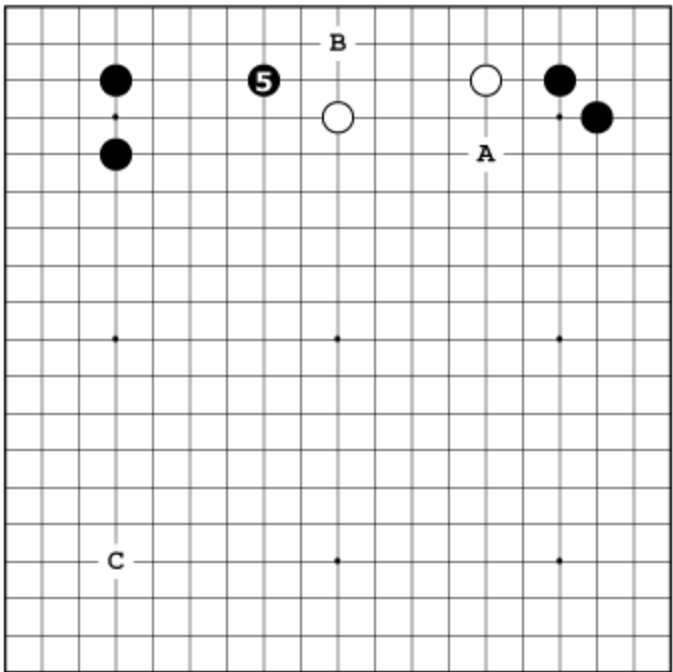
⑤ Black 5 is a mistake.



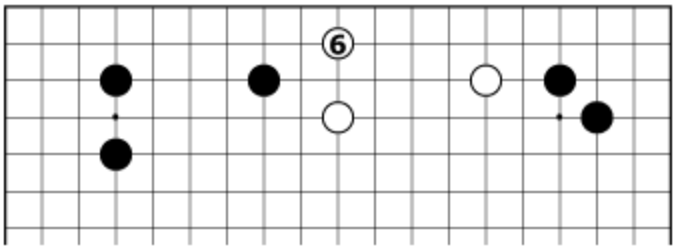
⑥ Now White has excellent position.



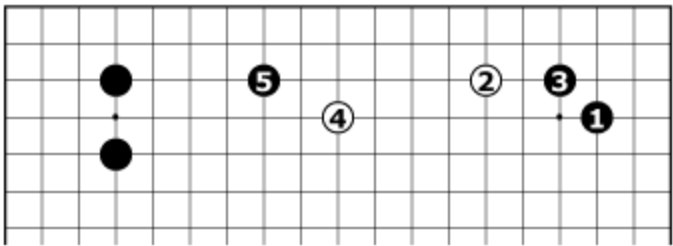
④ In this case, White 4 is a mistake.



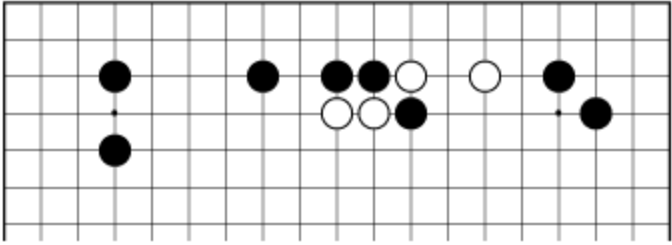
⑤ Now White must defend at 'A' or 'B'. 'C' shows what happens if White plays elsewhere.



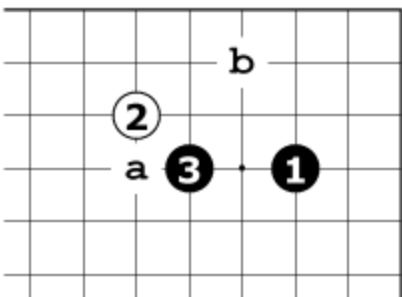
⑥ White 6 is necessary



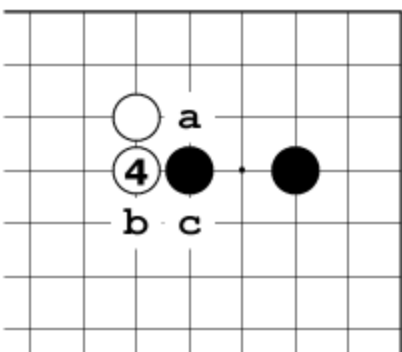
⑥ White plays elsewhere, a mistake.



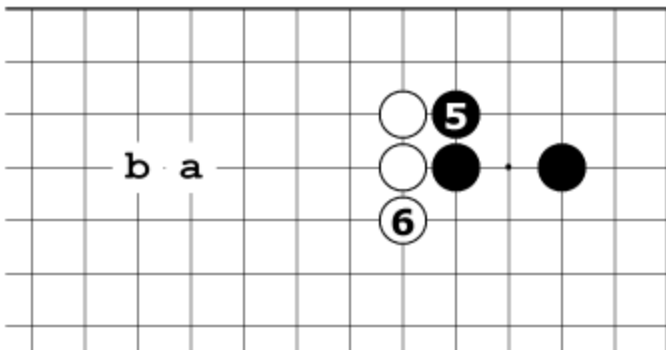
⑪ White is split by the invasion.



③ White can respond with 'a' or 'b'.

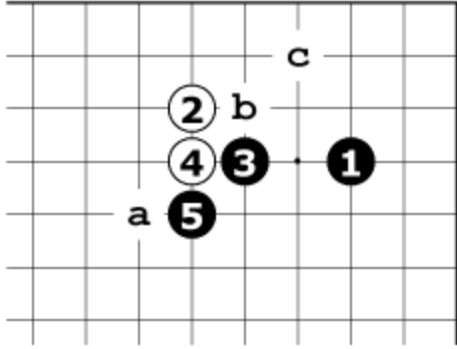


④ Black continues with 'a' or 'b'. Black 'c' is not recommended.

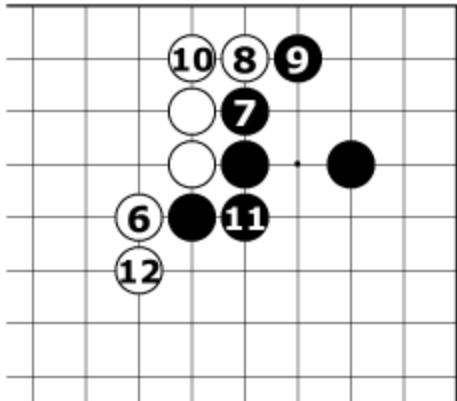


⑥ * GOOD VARIATION *

Black continues around 'a' or 'b' to erase White thickness.

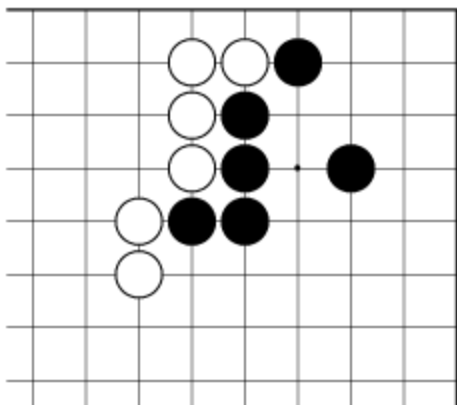


⑤ White continues with 'a'. White 'b' is not recommended, as it only strengthens Black. White 'c', also not recommended, presents a contradiction.

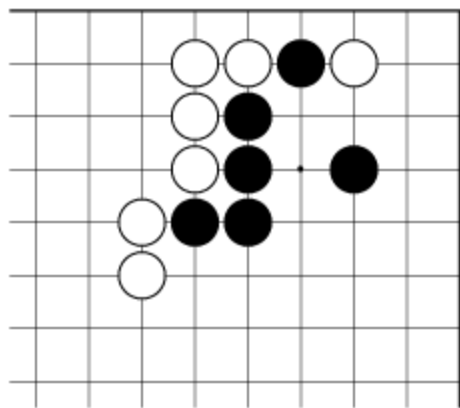


⑫ * GOOD VARIATION *

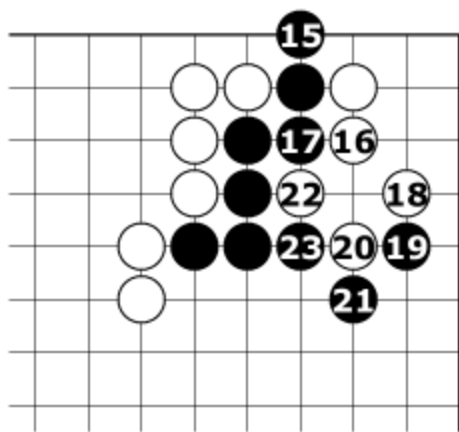
The corner is safe, as one can see from the continuation.



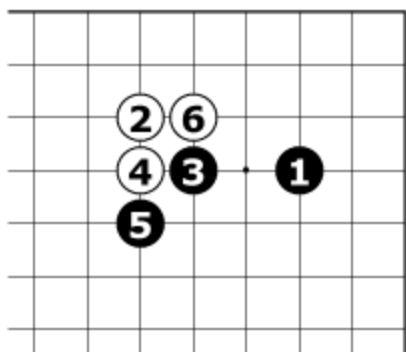
⑬ Black plays elsewhere. As a continuation, White tries an invasion.



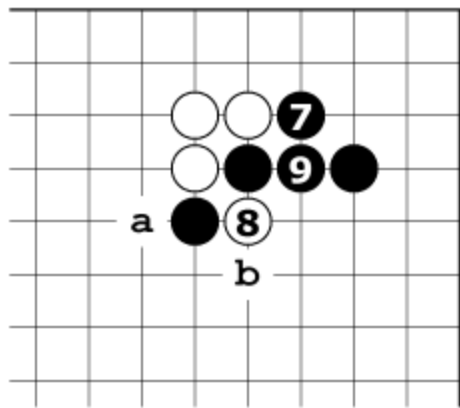
⑭ White invades.



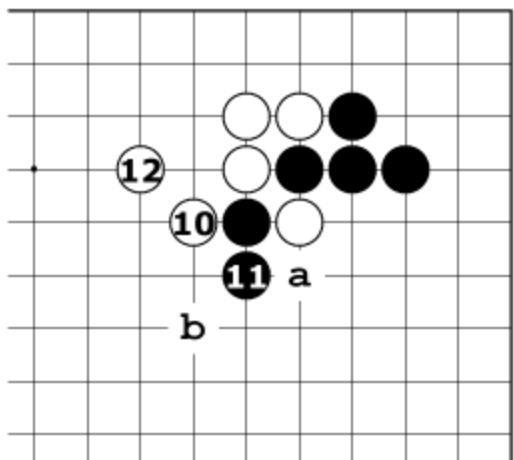
⑳ White cannot live.



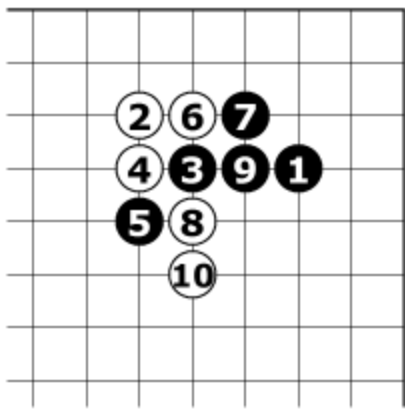
⑥ White 6 is not recommended.



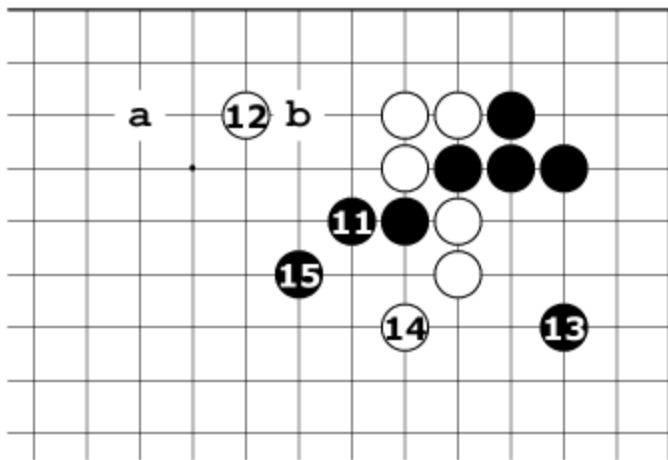
⑨ White continues with 'a'. White 'b' is an overplay.



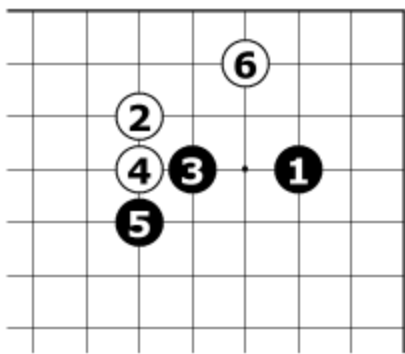
⑫ Black can continue at 'a', 'b', or play elsewhere.



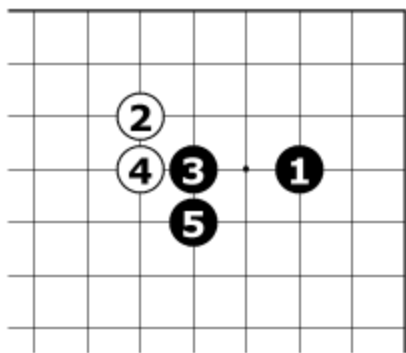
⑩ White 10 is risky.



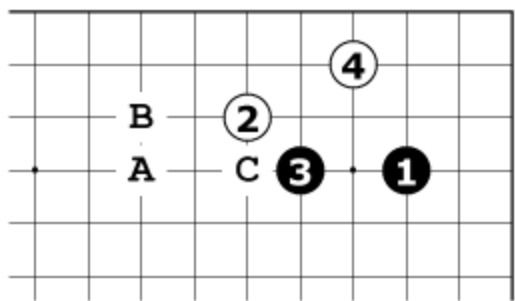
⑮ Black is secure, while White is vulnerable to attacks at 'a' at 'b'.



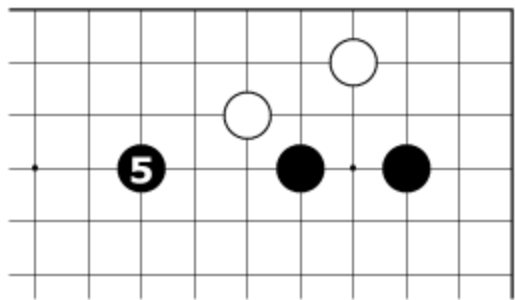
⑥ White's orientation toward influence with 4 contrasts with the territory orientation of 6.



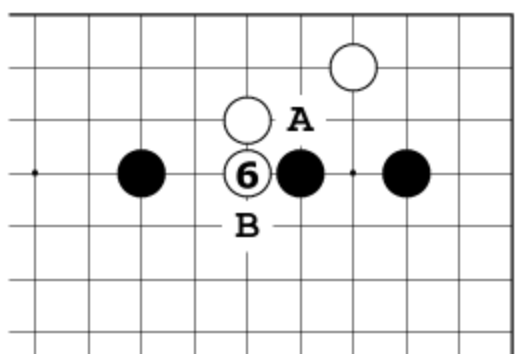
⑤ Black 5 is slack.



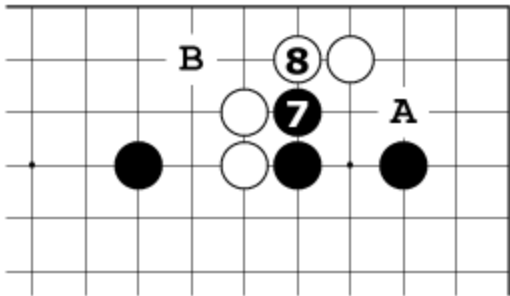
④ Black continues with 'A' if an extension on the right side is far from the two Black stones or 'B' if it's near. 'C' is pushing from behind and amateur style.



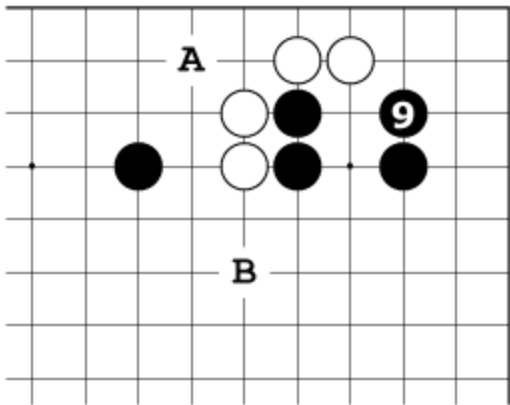
⑤ Black 5 is a powerful play.



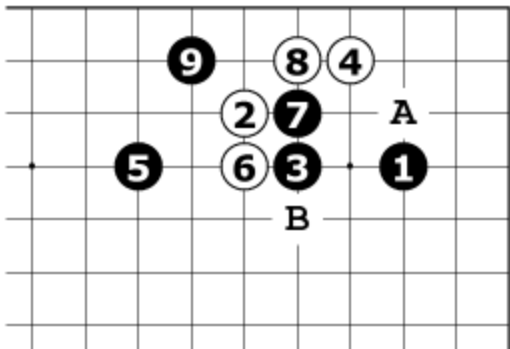
⑥ 'A' is modern. 'B' leads to a big lump.



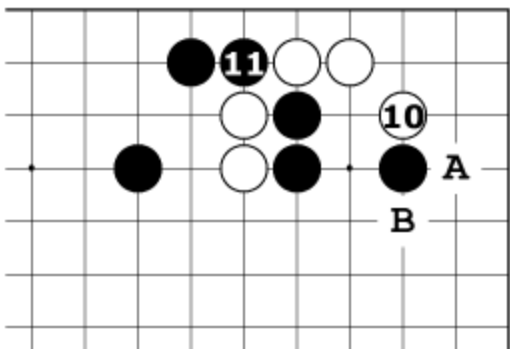
⑧ 'A' and 'B' are both possible.



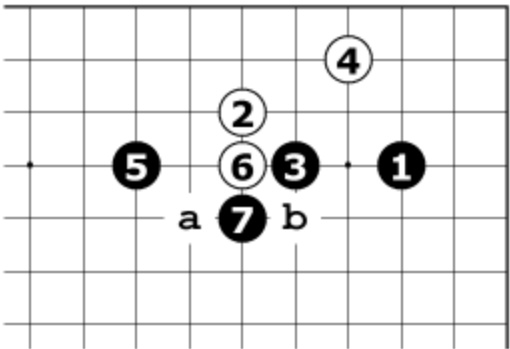
⑨ 'A' is ok. 'B' is questionable.



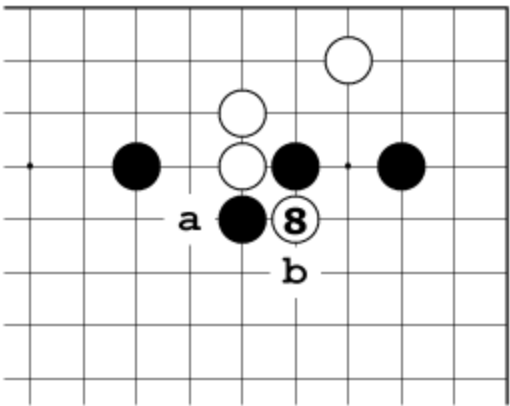
⑨ 'A' is correct, 'B' is disadvantageous.



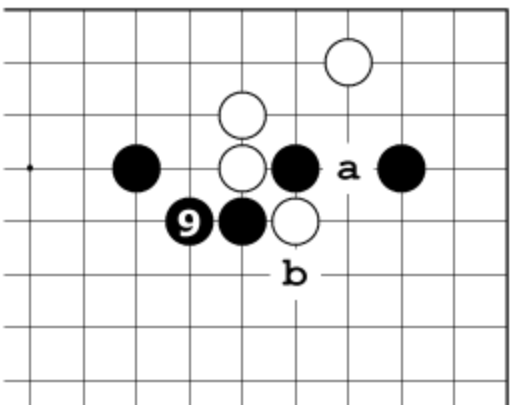
⑪ 'A' takes sente, 'B' more territory.



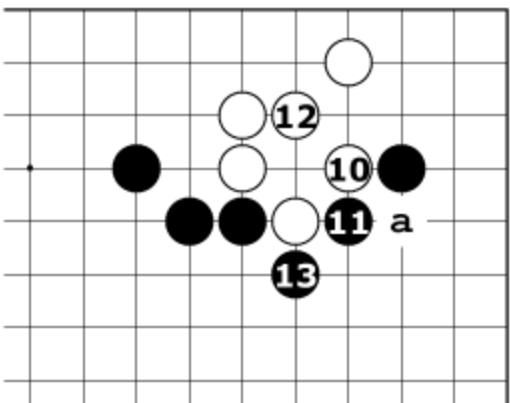
⑦ White continues with 'a'. White 'b' is usually good style, but not here.



⑧ White 8 is a mistake. Black continues with 'a' or 'b'.

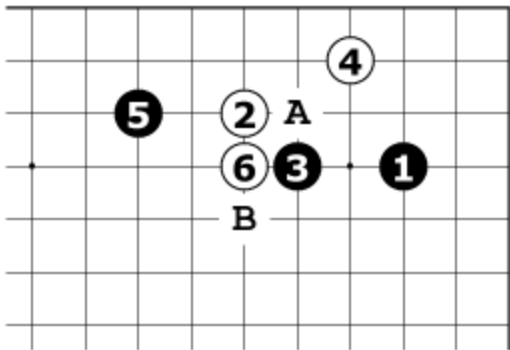


⑨ White 'a' and 'b' are not recommended. White lacks a good continuation.

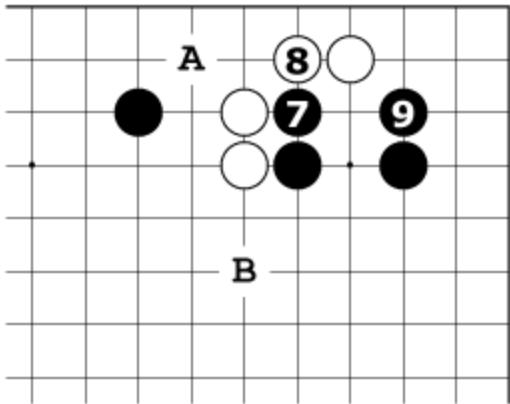


⑬ The ko is too big for White to cut at 'a', so White is at

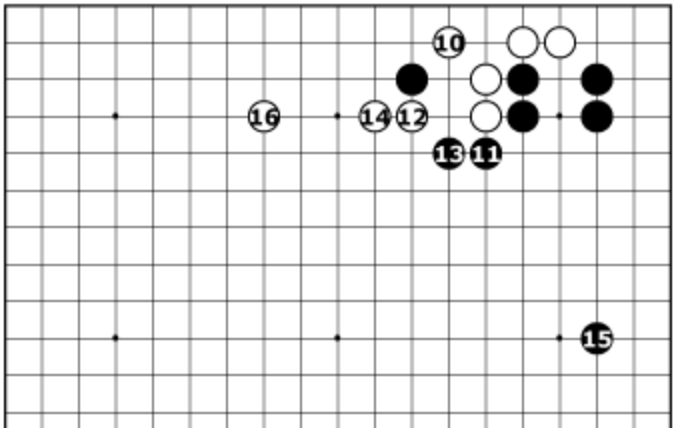
a loss.



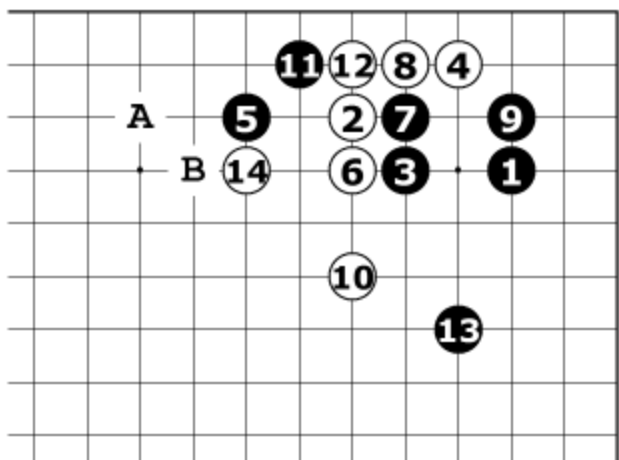
⑥ 'A' is joseki. 'B' is inferior.



⑨ 'A' is recommended, 'B' is questionable.

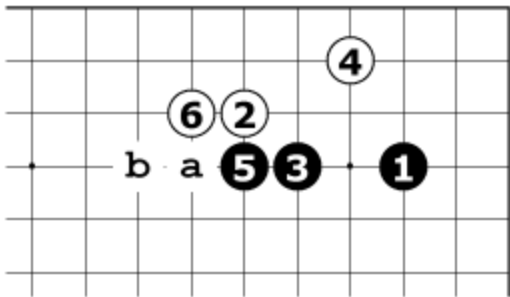


⑬ White wants to make a kakari against the top left corner in sente before this move.

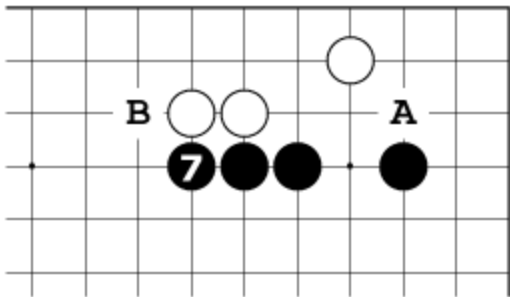


⑭ 'A' is usual. 'B' is good if Black has a

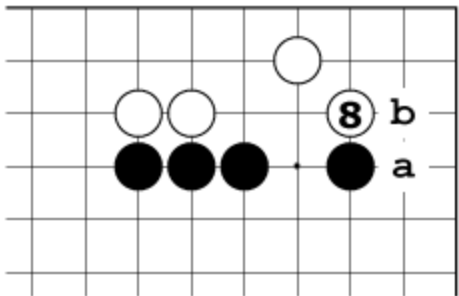
position in the top left corner, Black needs the ladder.



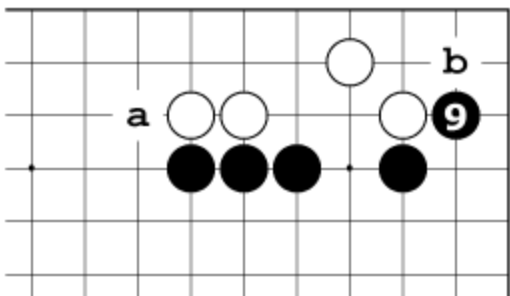
⑥ Variation continues with Black 'a'. Black 'b' has been seen in professional games (Cho Chikun played it against Kato Masao in the 1st game of the 1983 Judan title).



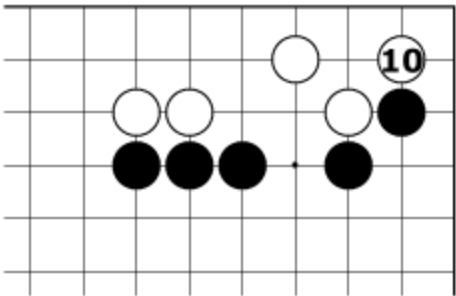
⑦ 'A' or 'B'.



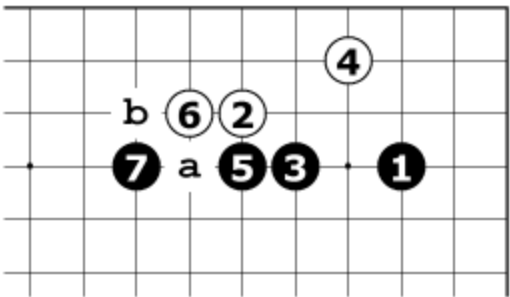
⑧ Black continues with 'a' or 'b'.



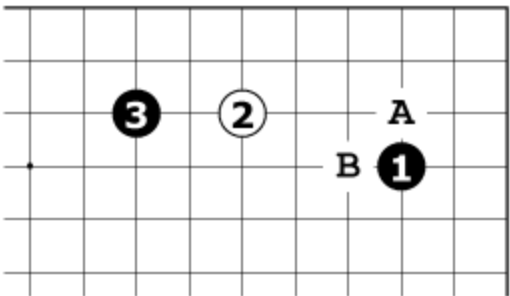
⑨ White continues with 'a'. White 'b' is a mistake.



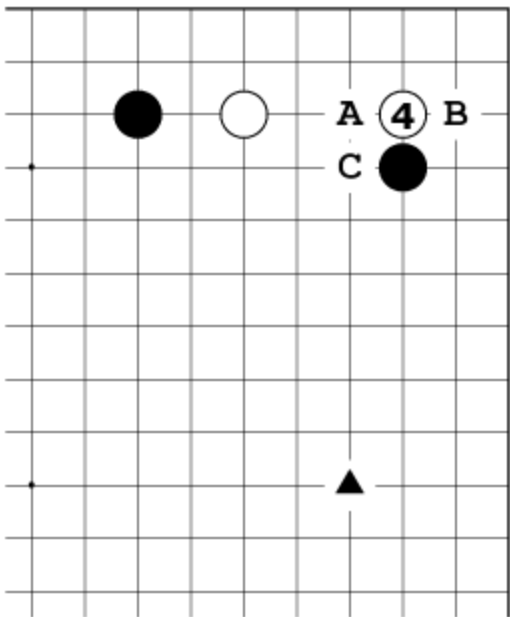
⑩ White 10 is a mistake.



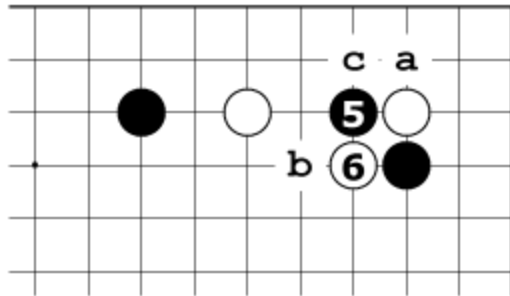
⑦ Black 7 is a stretch. Black is willing to follow up with 'a' or 'b'.



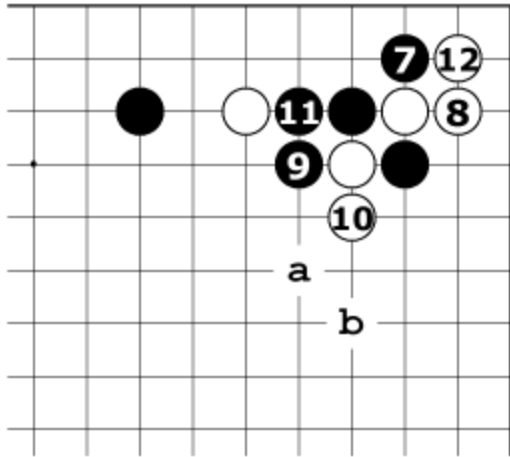
③ 'A' or 'B' are ok.



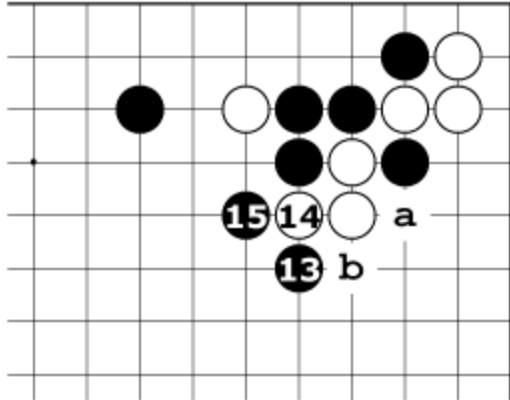
④ 'A' is the deep-deep-joseki and takes the top side, with 'B' Black keeps the right side. 'C' is joseki with a stone on the triangled position.



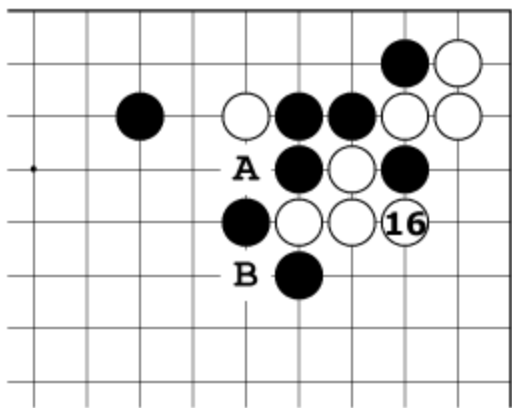
⑥ Black continues with 'a'. In the deep-deep-joseki, White plays a deep approach with 2, and of the two ataris 'a' and 'b', White plays the deep atari 'a' at first. Black 'b' is a mistake. Black 'c', basically a sacrifice play, is possible.



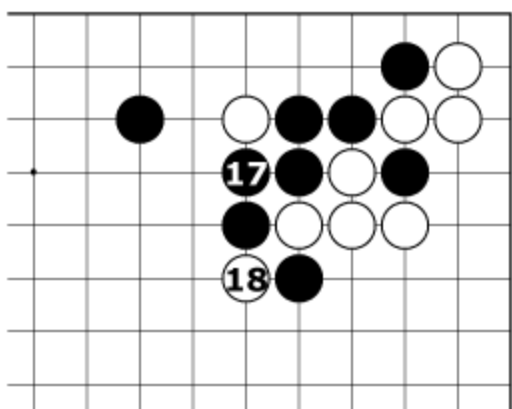
⑫ Black continues with 'a' or 'b'.



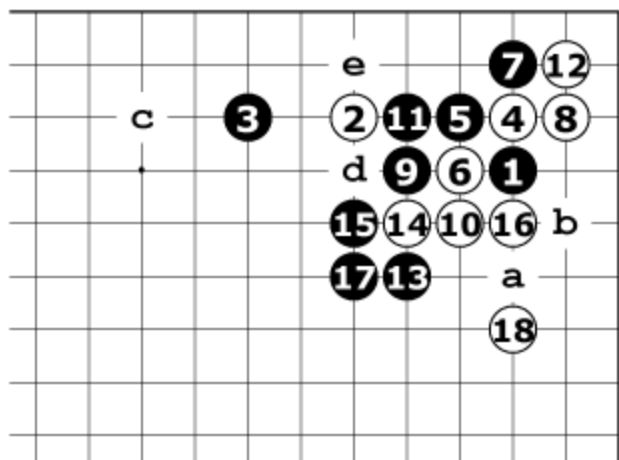
⑮ White continues with 'a'. White 'b' is a vulgar mistake.



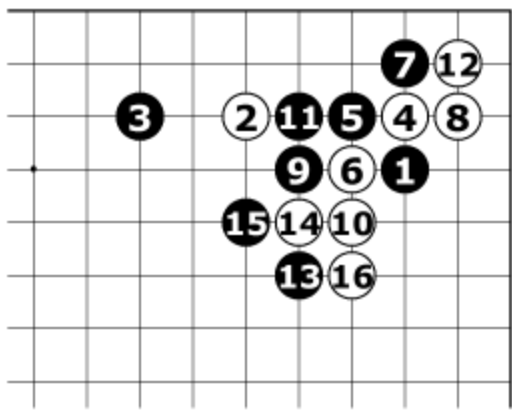
16 Black continues with 'A' or 'B'.



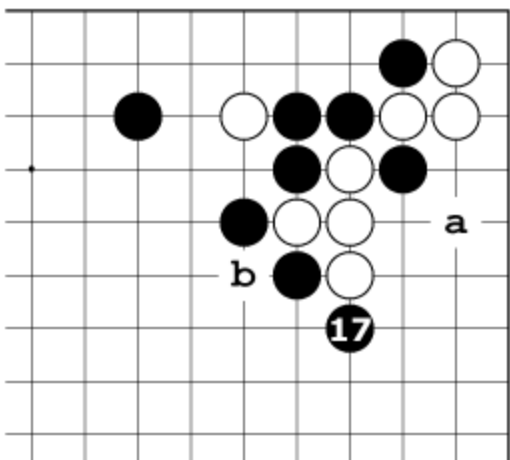
18 Later, White can continue here.



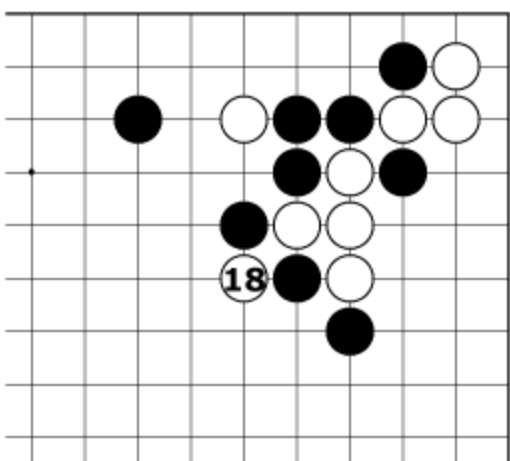
18 White 18 is big, as it prevents Black 'a', which White must answer with 'b'. White looks to playing 'c', after which 'd' and 'e' become tempting.



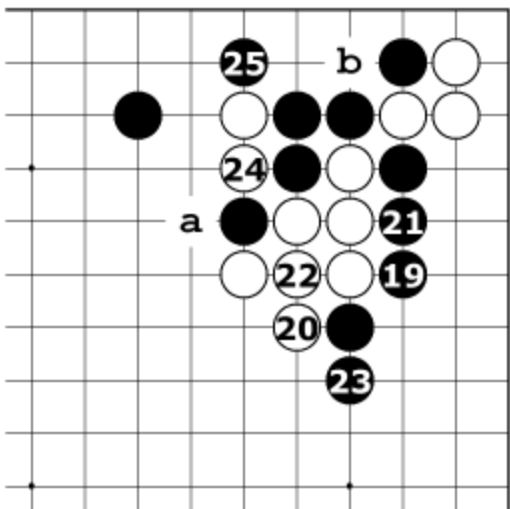
16 White 6 is a mistake.



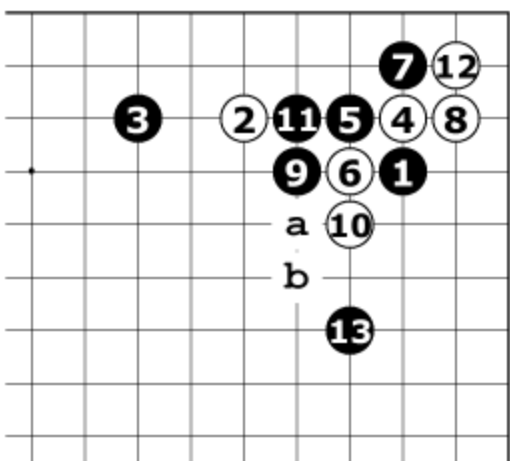
17 White must play 'a'. Black 'b' is a mistake.



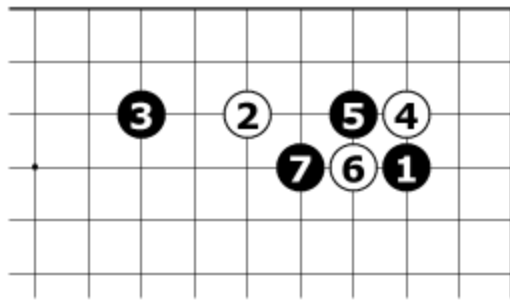
18 White 18 is a mistake.



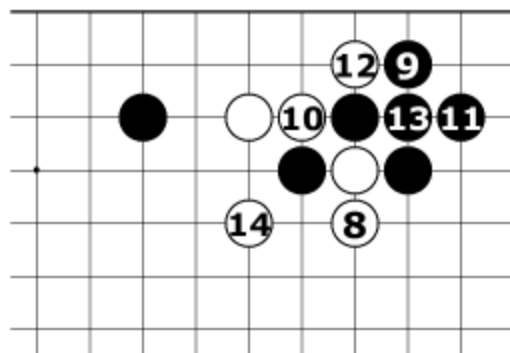
25 White 'a' and the White corner stones die. White 'b' (a live corner) and Black gets 'a'.



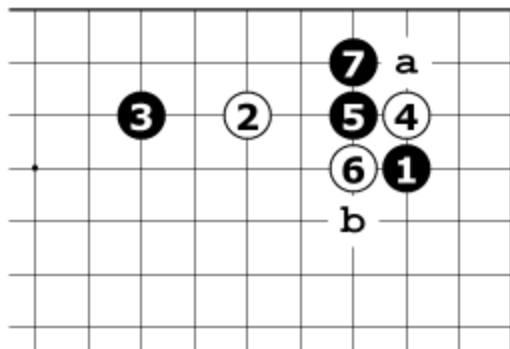
13 White continues with 'a' or 'b'.



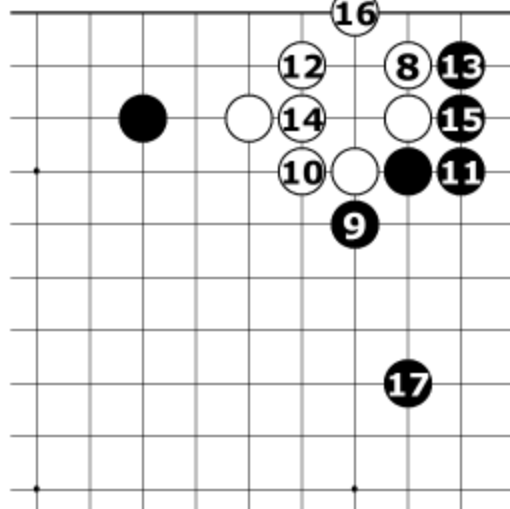
7 Black 7 is a mistake in order.



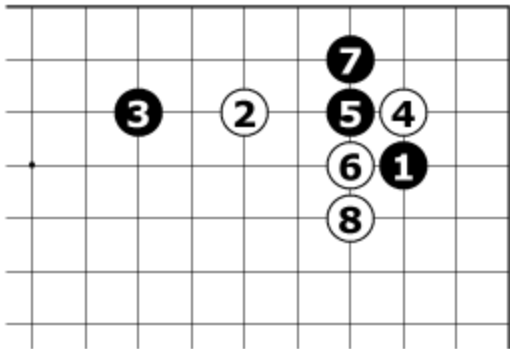
14 Black's pincer has lost its meaning.



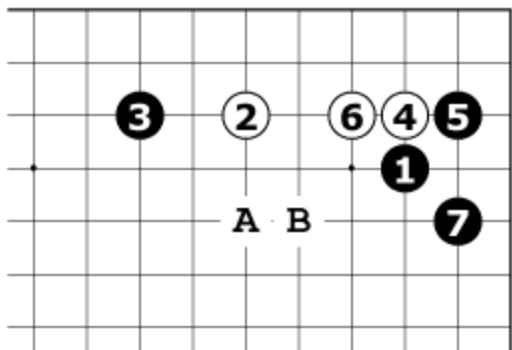
7 White continues with 'a'. White 'b' is not as good.



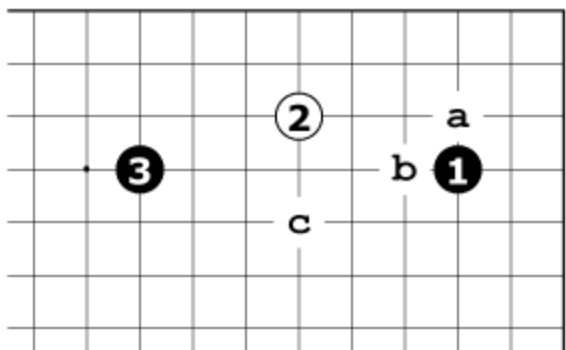
17 White 2 is not good shape, but capturing the two Black stones makes this a reasonable result.



⑧ White 8 gives Black the corner for White thickness.

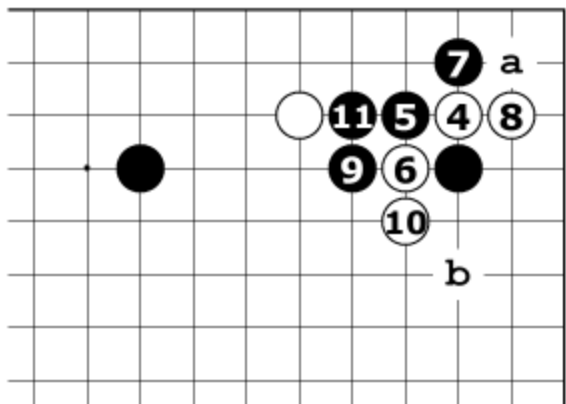


⑦ 'A' or 'B'.

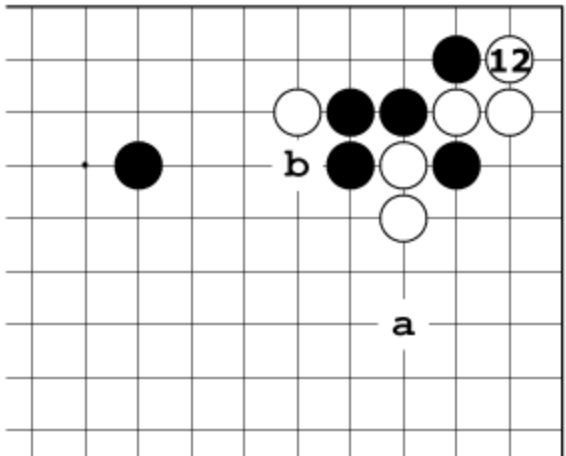


③ The two-space high and one-space high pincer are similar.

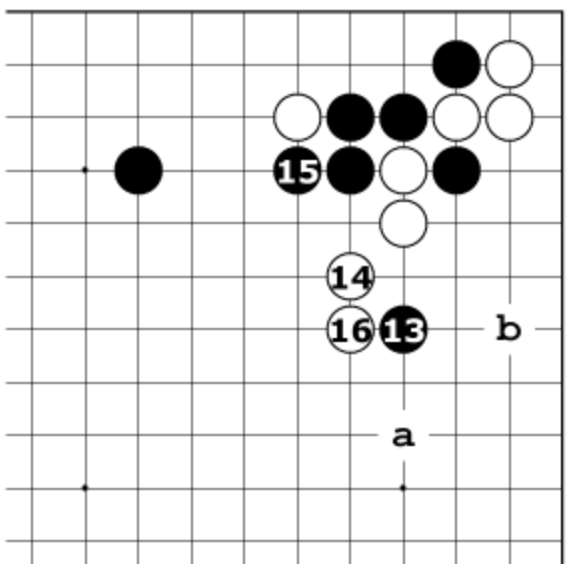
White continues with 'a' * or 'b'. White 'c' is not recommended.



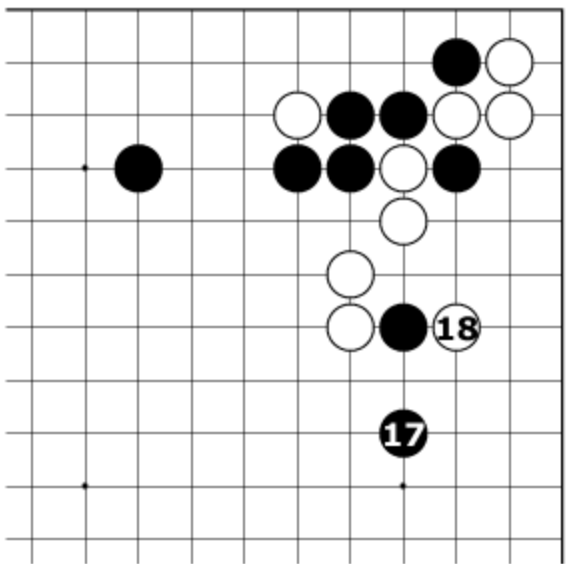
⑪ White continues with 'a' *. White 'b' gives White sente at a cost of local loss.



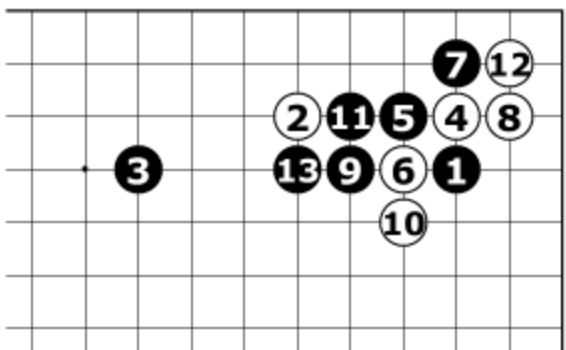
⑫ Black continues with 'a' *. Black 'b' is not recommended.



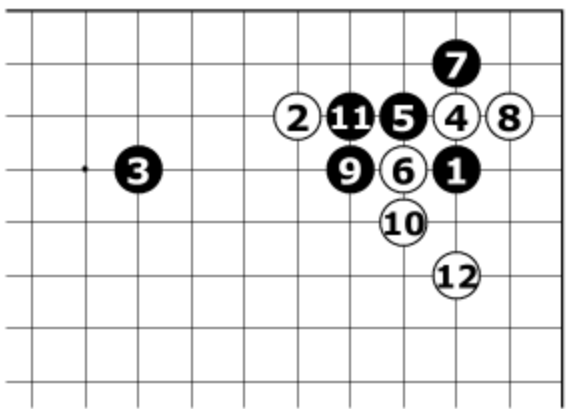
⑯ Black continues with 'a' * or 'b'.



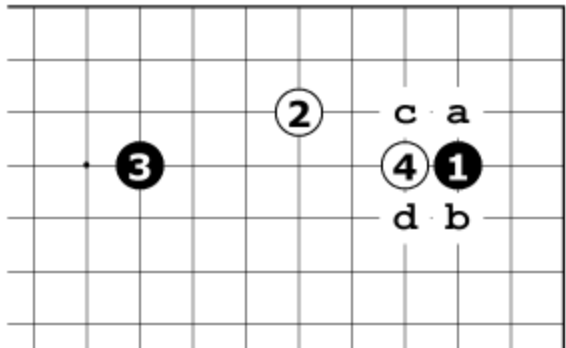
⑱ * GOOD VARIATION *



⑬ Black 13 is too mild.

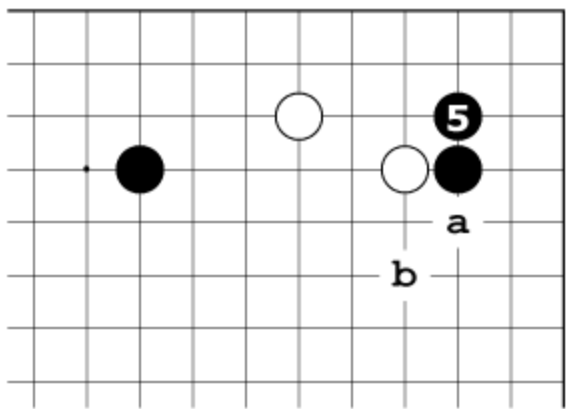


⑫ White 12 is not recommended unless sente is essential.

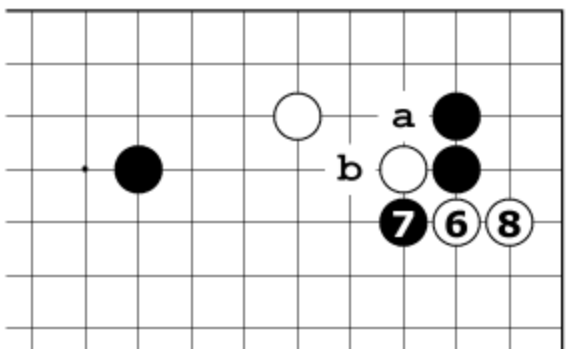


④ White 4 is a powerful play.

Black continues with 'a' to 'd'.

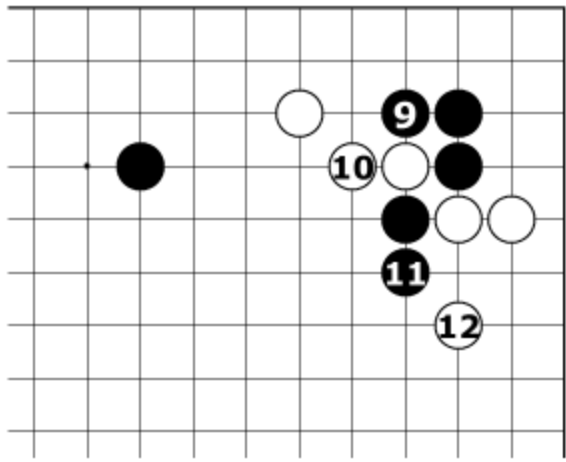


⑤ White continues with 'a'. White 'b' makes White 4 pointless.



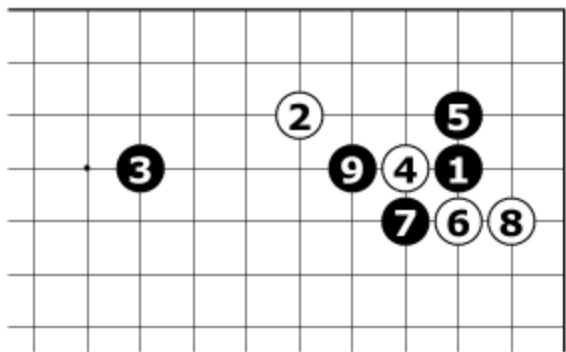
⑧ Black continues with 'a'. Black 'b' is not

recommended, especially if White has a favorable ladder to the far corner.

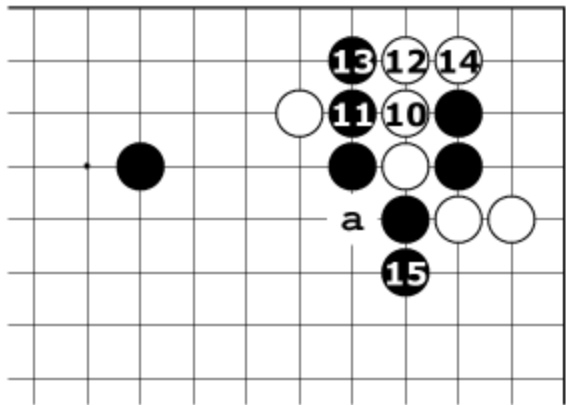


12 The future is uncertain, but fighting is certain.

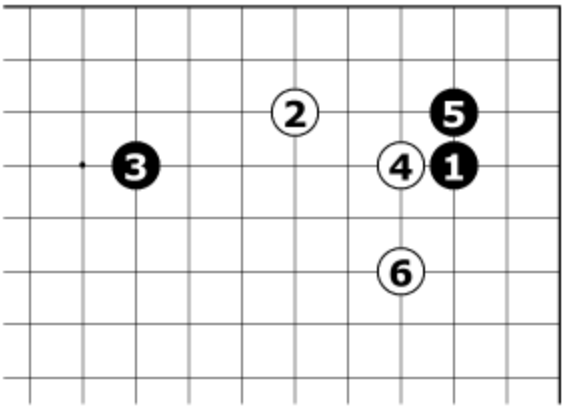
Black's pincer at 3 is not in great position, and the three Black corner stones are not quite alive, so White has little to fear.



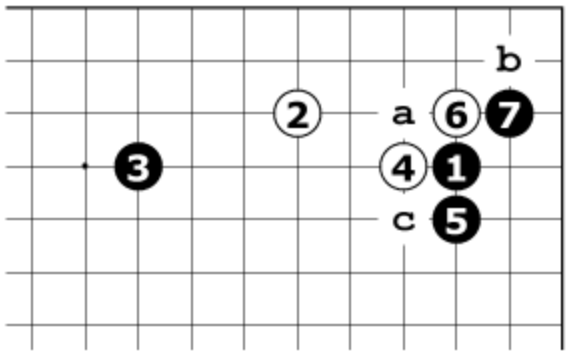
9 Black 9 is not recommended.



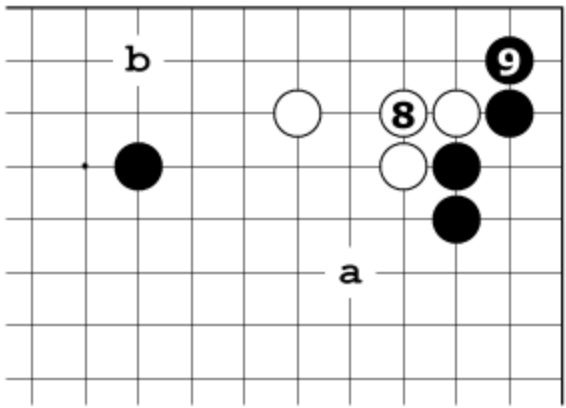
15 Black must defend with 15 against the cut at 'a'. If the ladder is favorable, White can cut at 'a' anyway.



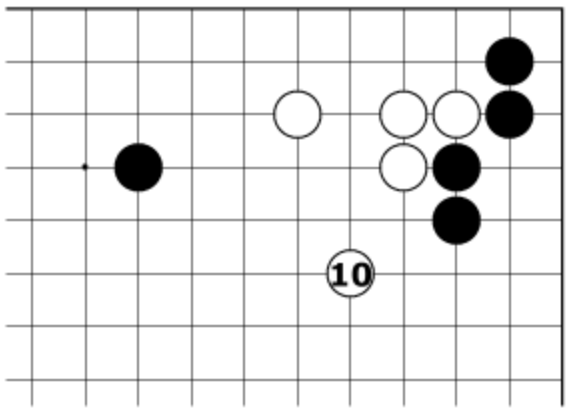
6 White 6 is a mistake.



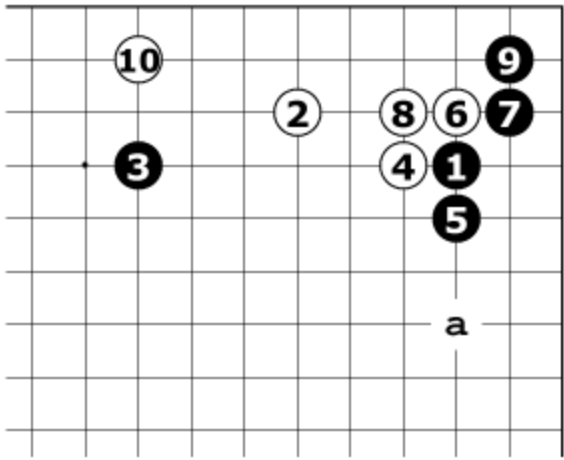
7 White continues with 'a', or if White has a favorable ladder, the tough double hane of 'b'. White 'c' is also possible.



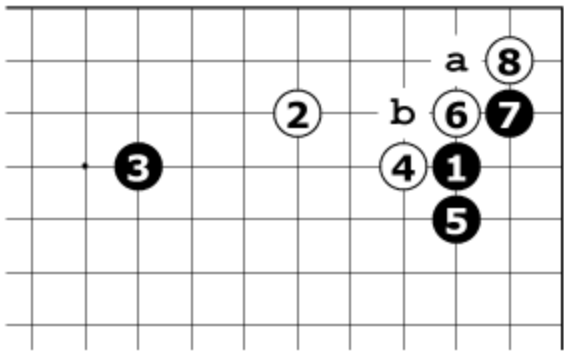
9 White typically continues with 'a', but may choose 'b' with a later aim.



10 A possible continuation.

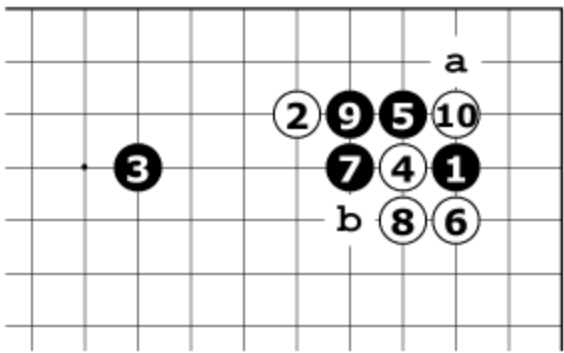


10 White plays 10 to provide a base for his stones so as to play 'a' later.

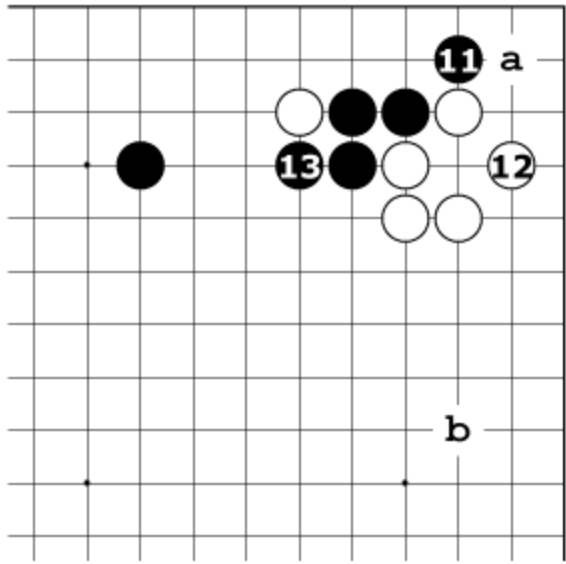


8 White must have the ladder to play this way.

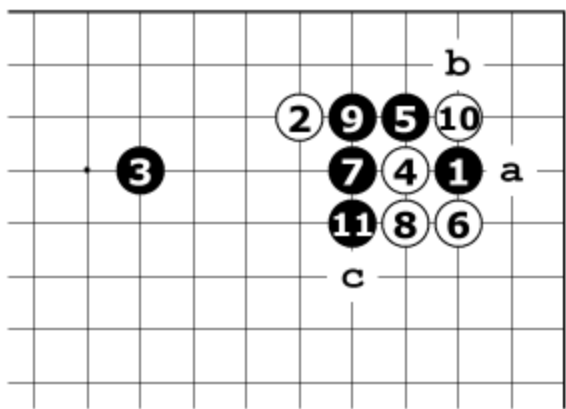
Black continues with 'a'. Black 'b' shows the ladder setup, playable only if Black has the ladder to the opposite corner (in which case White 8 is a mistake).



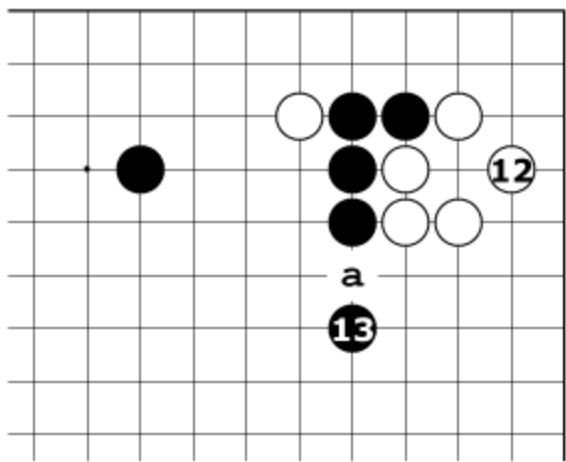
10 Black continues with 'a'. Black 'b' favors White.



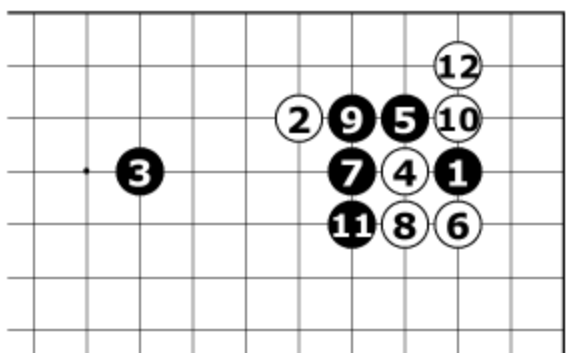
13 As 'a' and 'b' are miai, White may continue elsewhere.



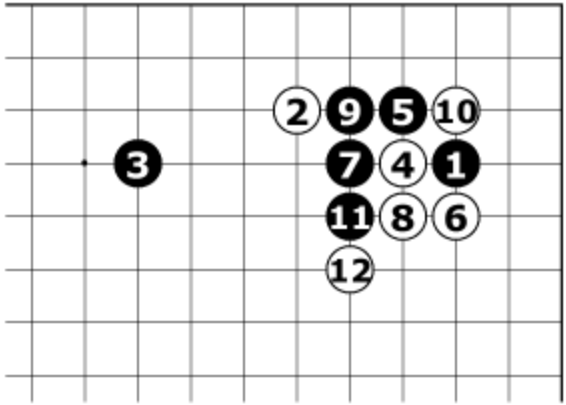
11 White continues with 'a'. White 'b' creates aji for Black. White 'c' is not recommended.



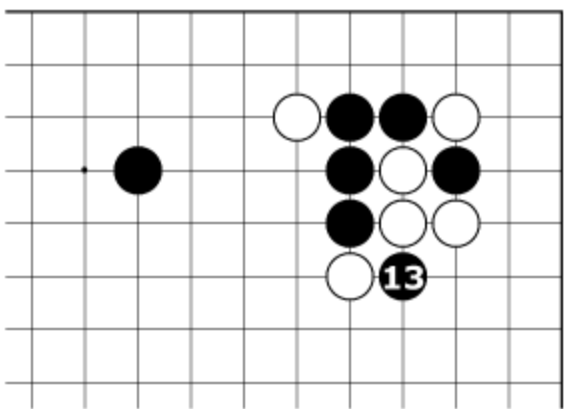
13 Black must play 13 or White plays 'a'.



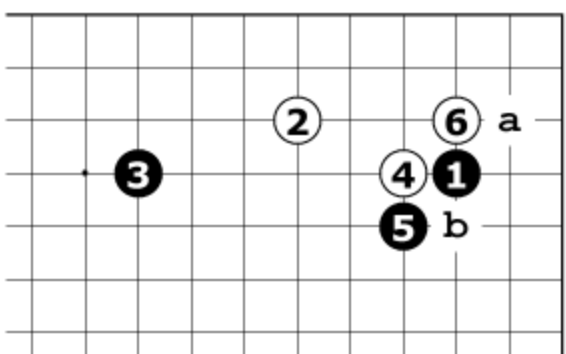
12 White 12 creates aji for Black.



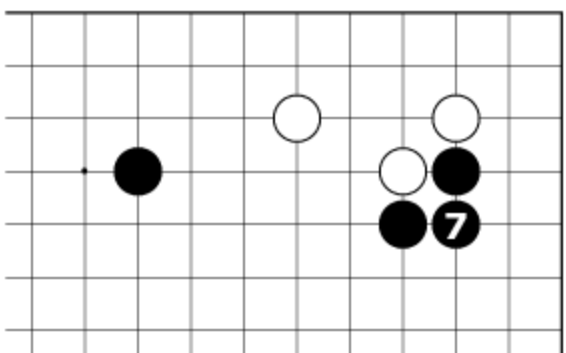
12 White 12 is not recommended.



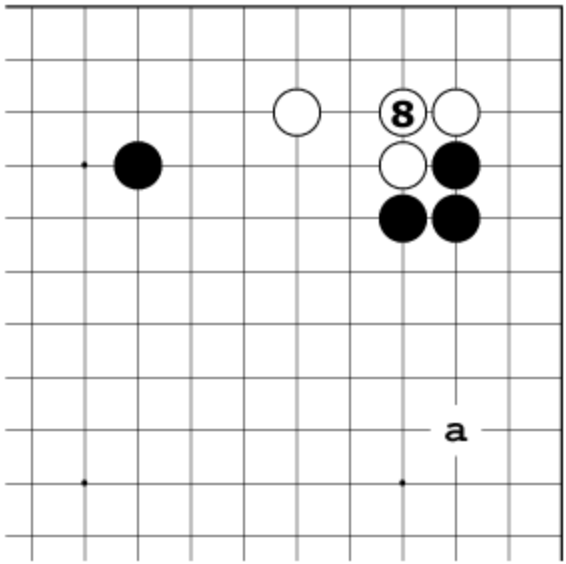
13 A fight ensues with good odds towards Black.



6 Black continues with 'a'. Black 'b' is less favorable.

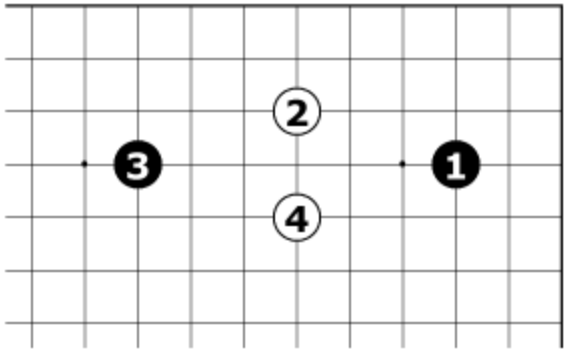


7 Black 7 is not recommended.

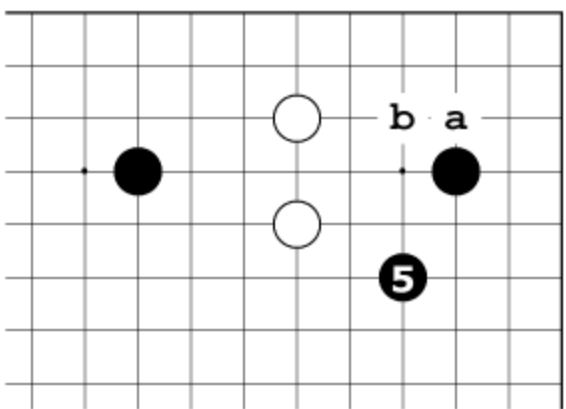


8 White is satisfied to have some corner profit and be sufficiently settled.

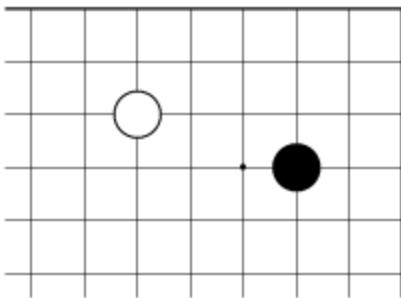
A Black extension to 'a' in gote is not recommended unless it works toward the bottom right corner.



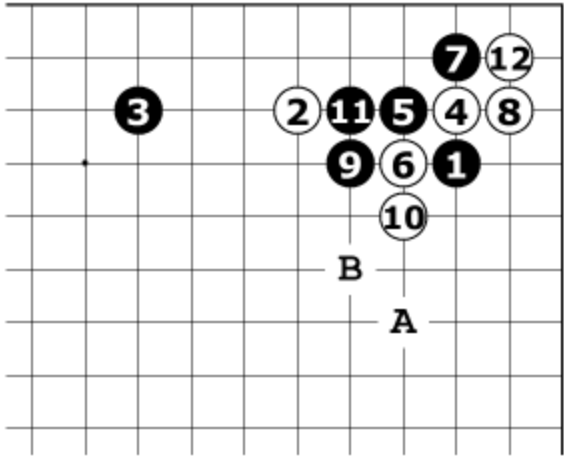
4 White 4 is not recommended.



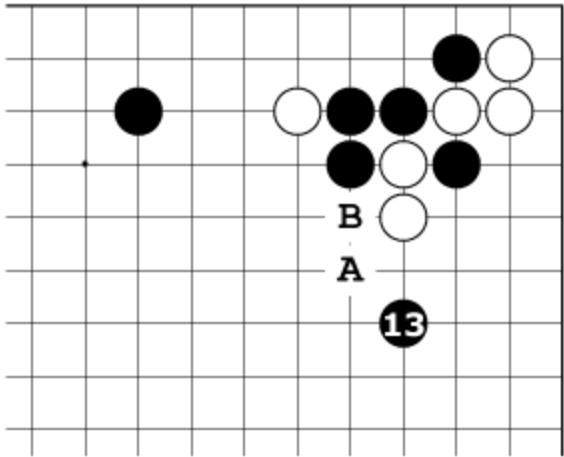
5 After Black 5, the exchange of White 'a', Black 'b' doesn't work well.



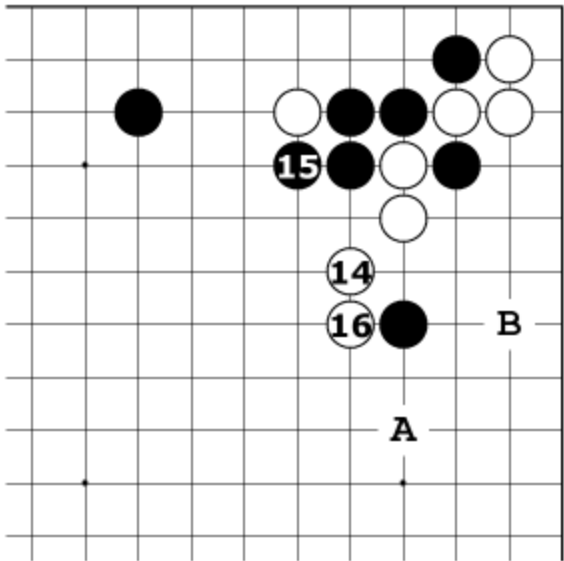
3 Black plays elsewhere. This position is covered as the variation Black on 2, White on 1.



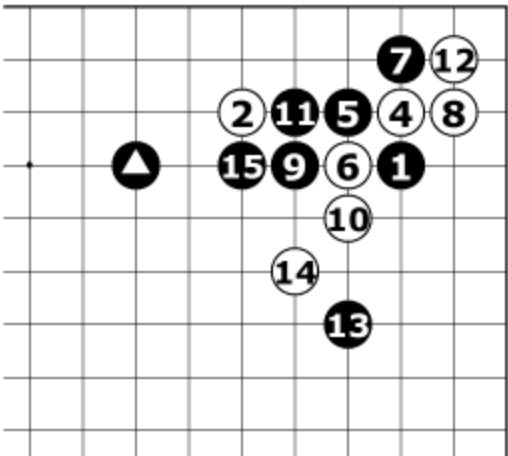
12 'A' or 'B'.



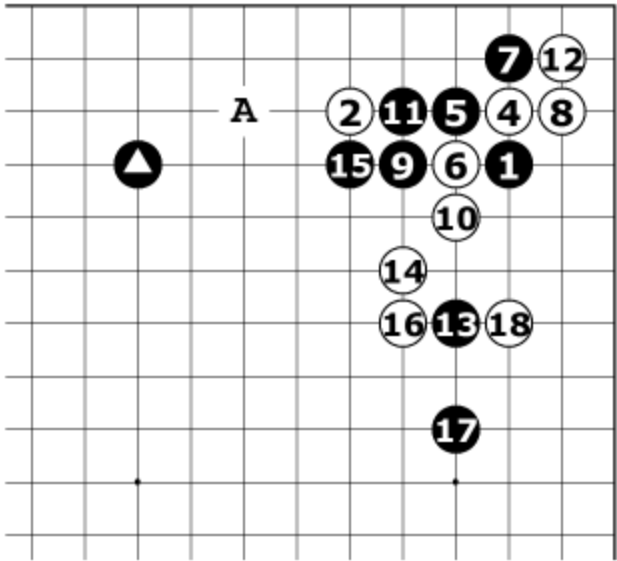
13 'A' or 'B'.



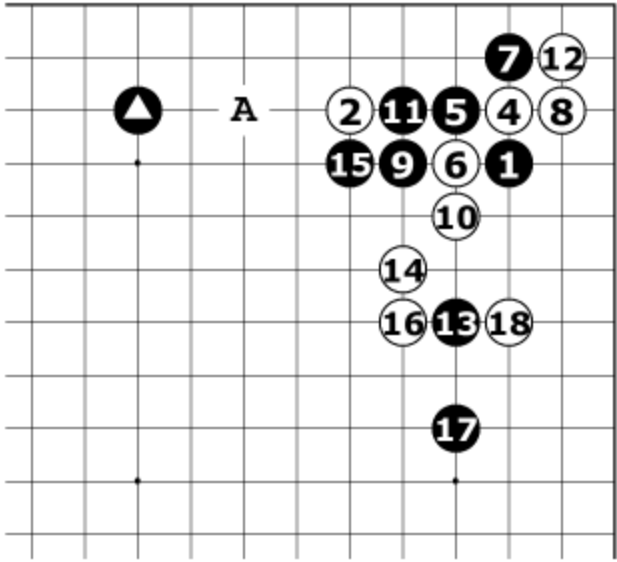
16 'A' or 'B'.



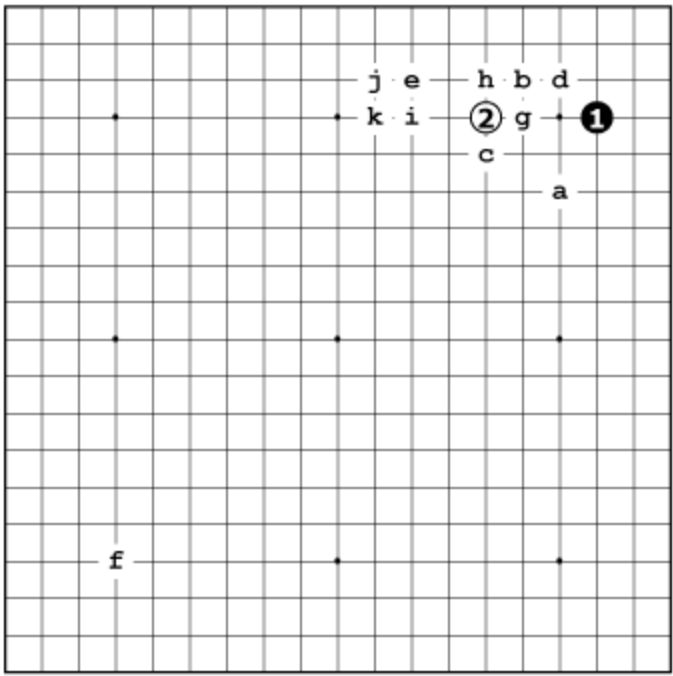
15 The triangled stone is now not in the best position.



18 Because of the too wide position of the triangled position, White has now an invasion point on A.



18 Because of the bad position of the triangled stone, there is an invasion point on A.

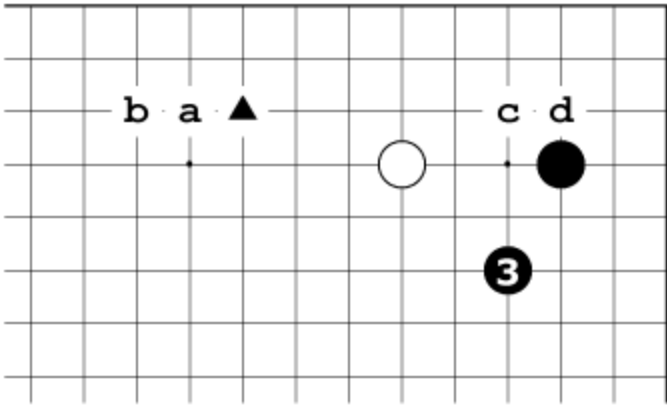


2 The great master Honinbo Shuei (1852-1906) favored the two-space high (niken taka-gakari) approach, especially in two stone handicap games. This approach move was very popular in the 1910s. Go Seigen frequently played this way, considering it a good "whole board" approach. In recent years, O Rissei has often used the two-space high approach.

Almost all variations have been completely explored.

Black plays 'a *', 'b *', 'c *', 'd', 'e *', elsewhere ('f') or 'k'. 'd' secures the corner, but is submissive. 'g' attaches to a weak stone, forcing it to strengthen. 'h' is an overplay. 'j' and 'k' are not recommended.

h8, g7, f6, e5, d4, c3, b2, a1



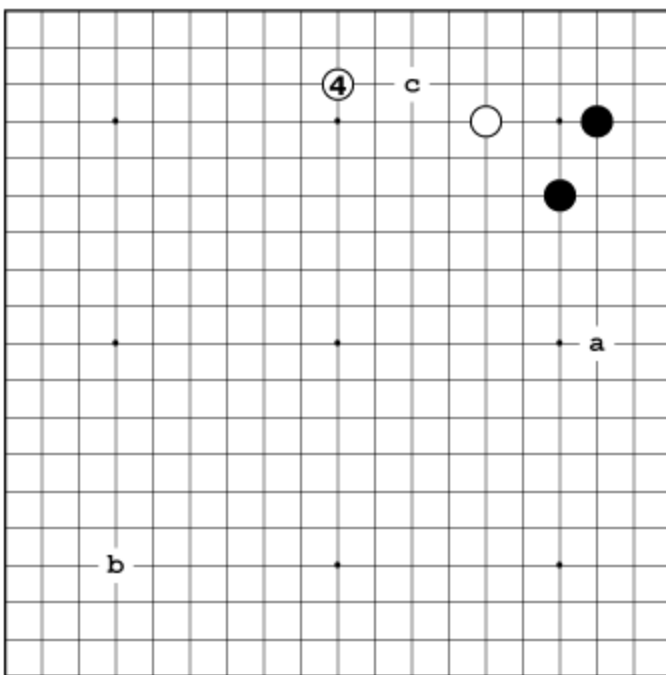
3 Black 3 is peaceful. Black 3

was common when this approach move was first played, but no longer.

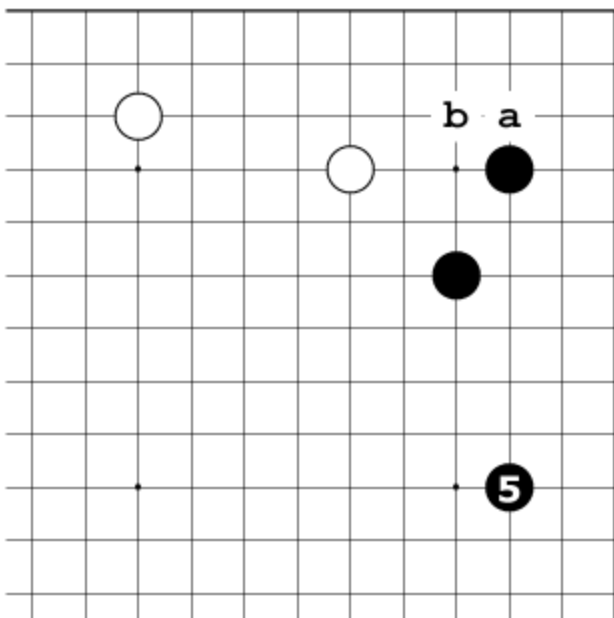
White continues with 'a *'.
White 'b' is one space too far.

White 'c' erases aji in the corner for White.

If there is already a Black stone on the triangled position like in the Chinese Fuseki, White 1 was maybe doubtful. 'd' shows punishment variation to be compared with the 'a' variations.



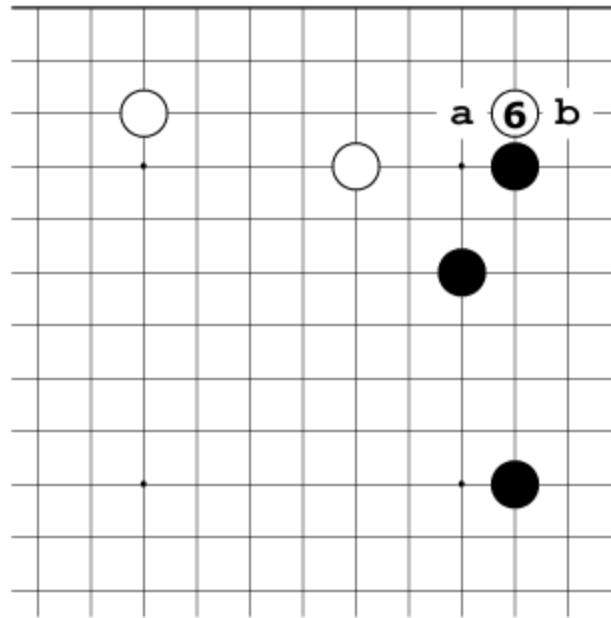
- ④ Black continues with 'a *', plays elsewhere ('b'), or aggressively invades with 'c'.



5 * GOOD VARIATION *

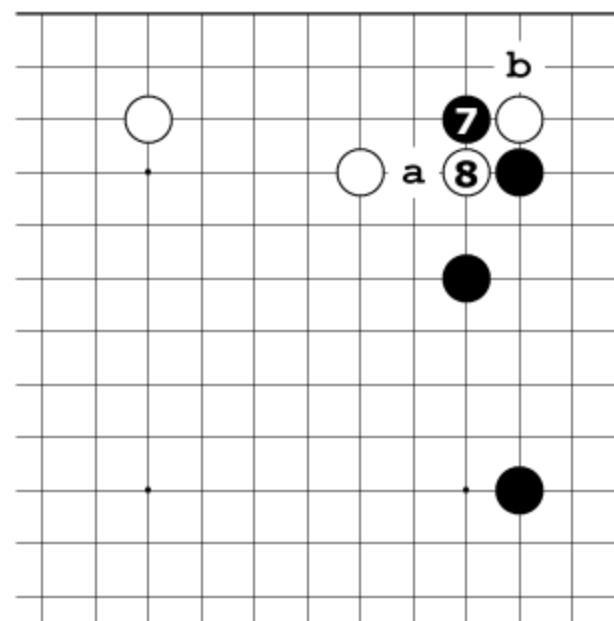
The corner is now

important. White continues with 'a'. White 'b' is insufficient.

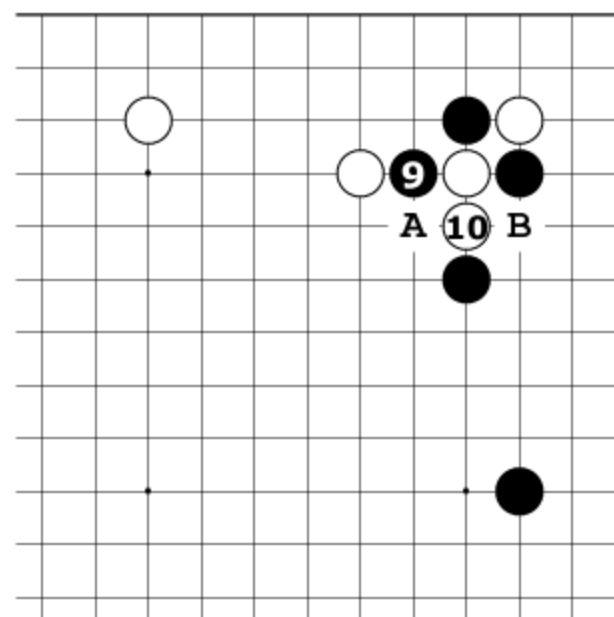


- ⑥ If White goes into the corner, White 6 is the only move.

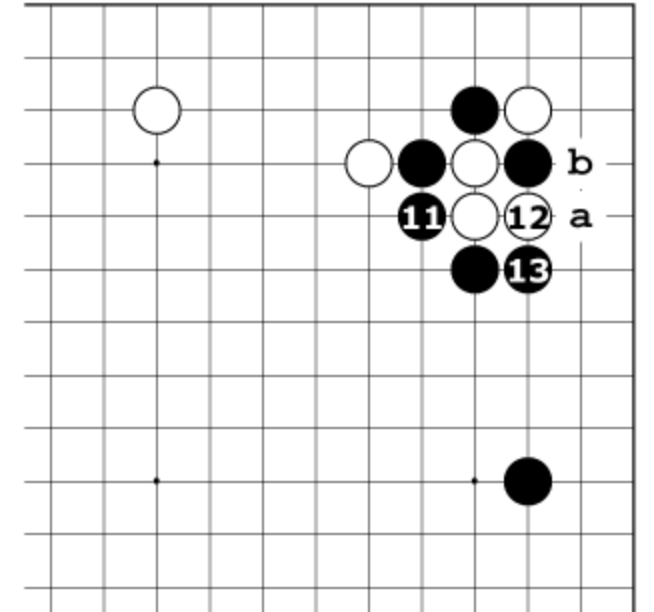
Black continues with 'a'.
Black 'b' is submissive.



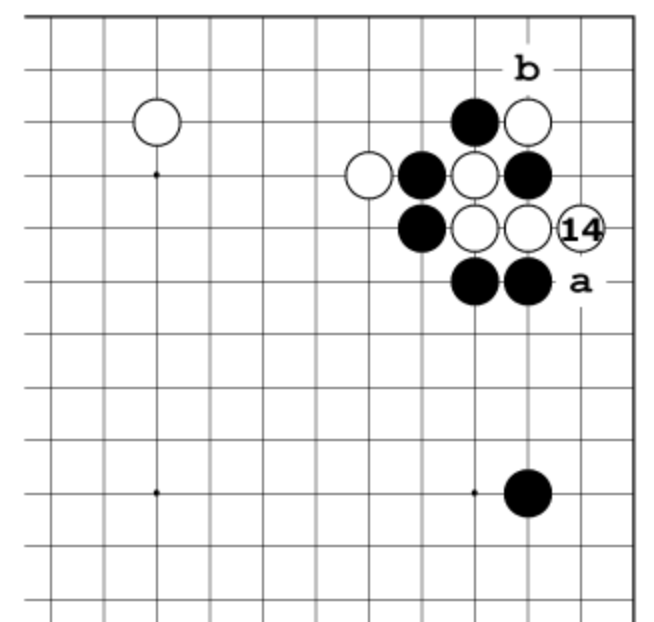
- ⑧ Black continues with 'a'.
Black 'b' is not recommended.



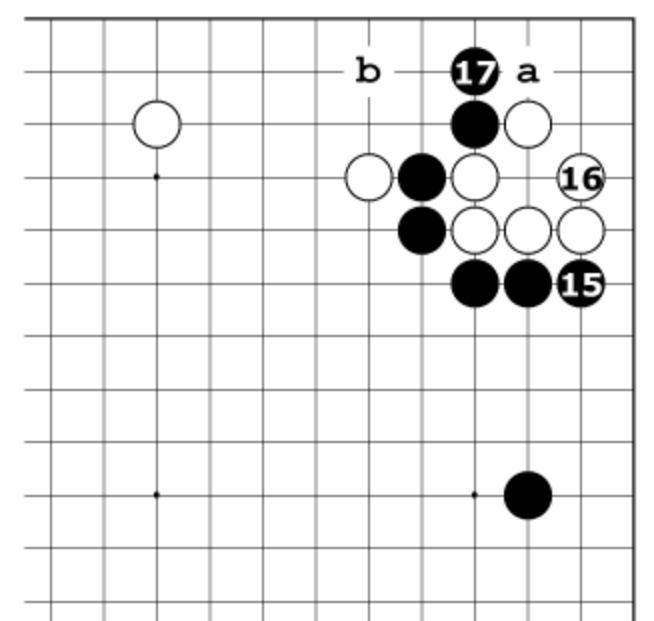
- ⑩ 'A' is usual.
If Black has the ladder,
taking the corner with 'B' is
possible.



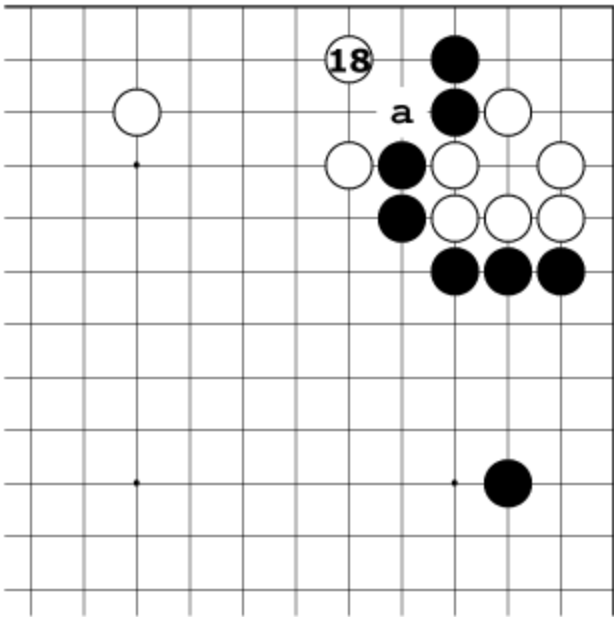
- 13** White continues with 'a'.
White 'b' is a mistake.



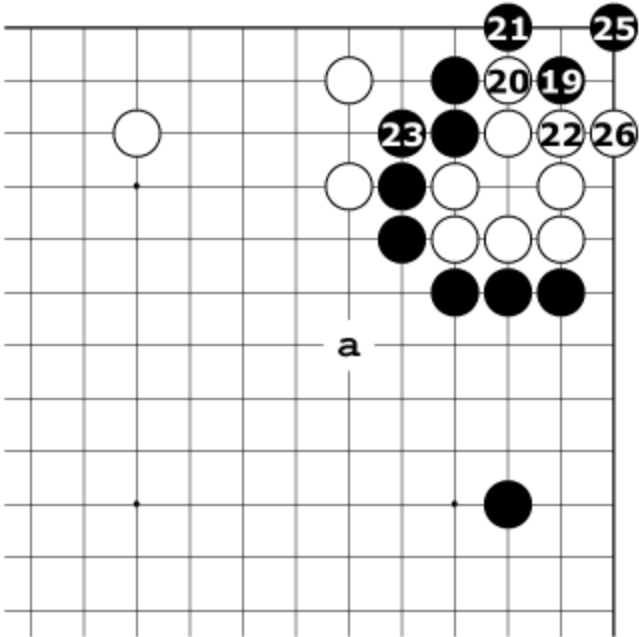
- ⑭ Black continues with 'a' or 'b'.



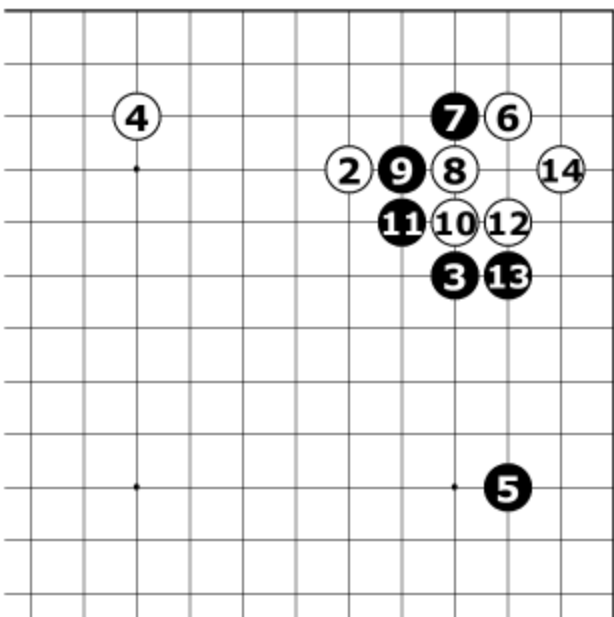
- 17** White continues with 'a' or 'b'.



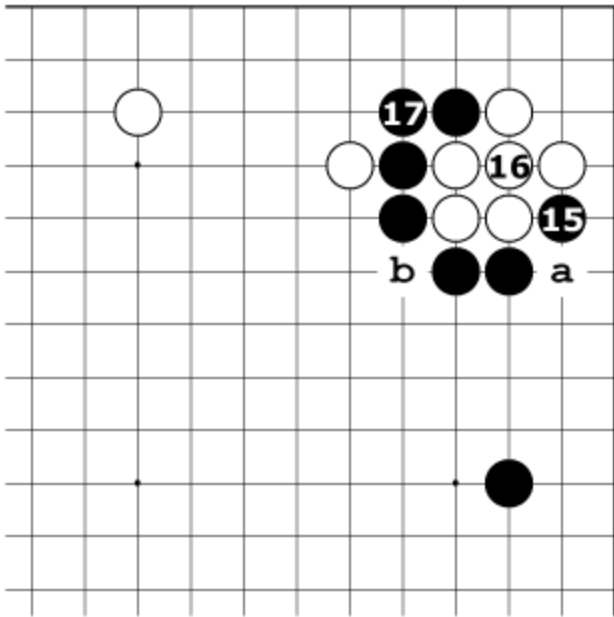
18 White 18 is a tesuji providing protection on the top side. White can still live in the corner, as Black must connect at 'a'.



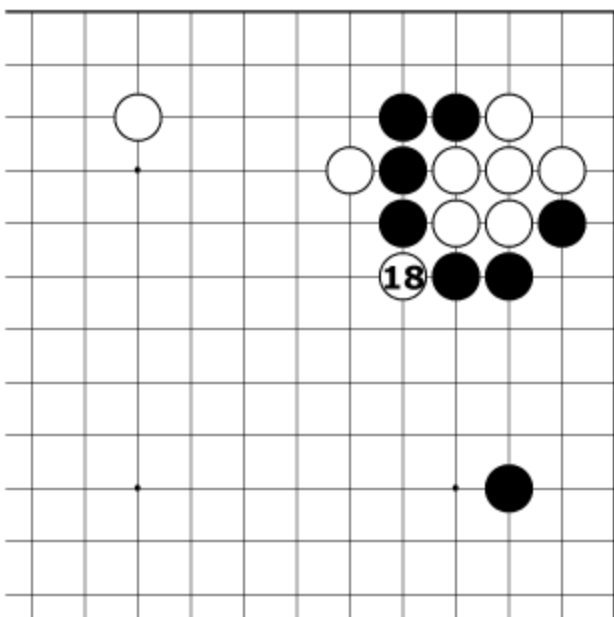
26 Next, Black should play 'a' to protect the cutting point.



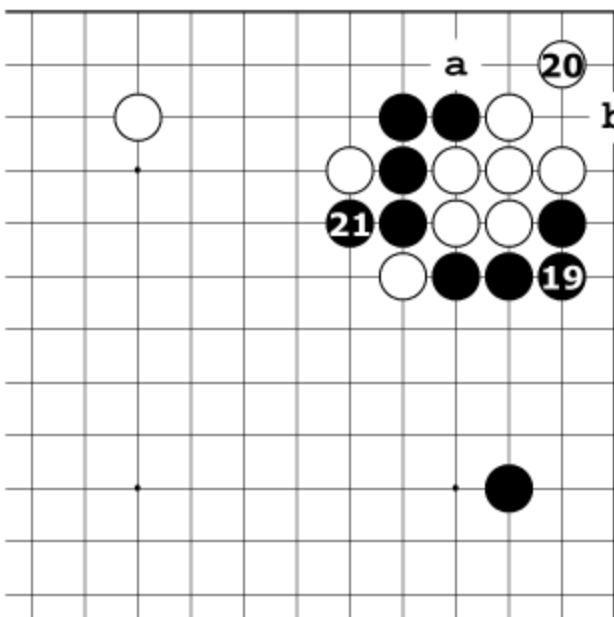
14 White 14 is a mistake.



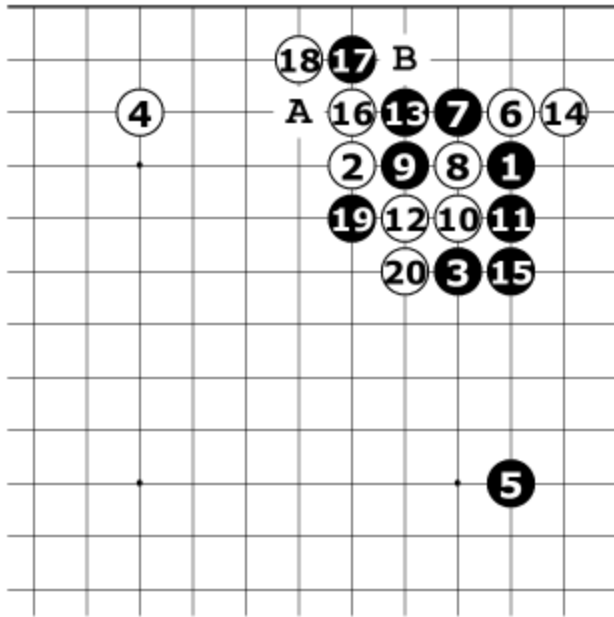
17 White continues with 'a'. White 'b' is not recommended.



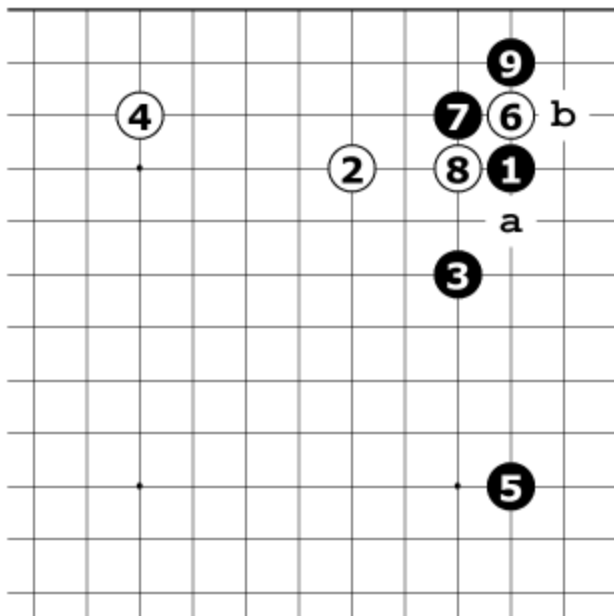
18 The cut is premature.



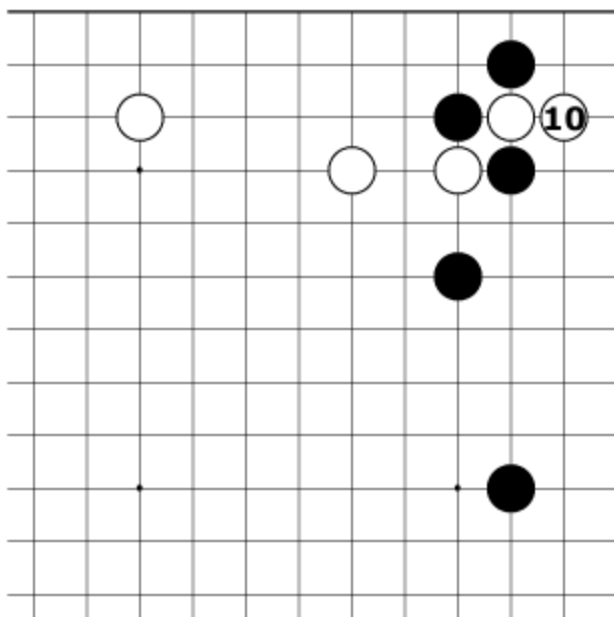
21 White's cutting stone will be a burden. Besides, Black has the forcing move at 'a', requiring White 'b'.



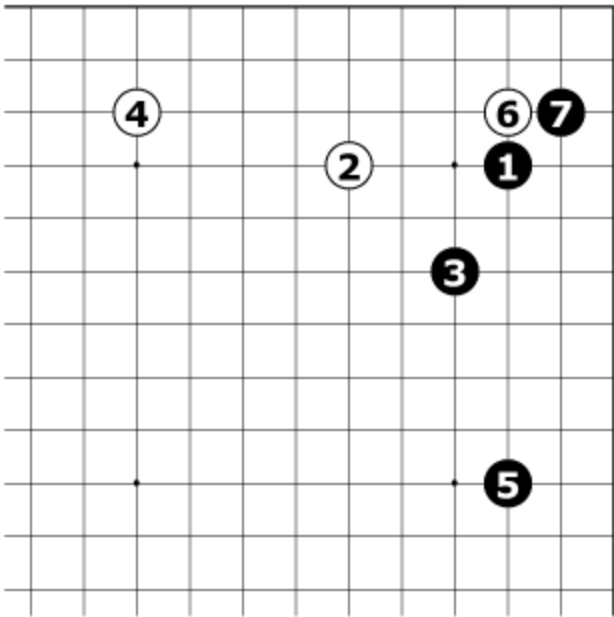
20 'A' -> ladder, 'B' -> sente ko for White.



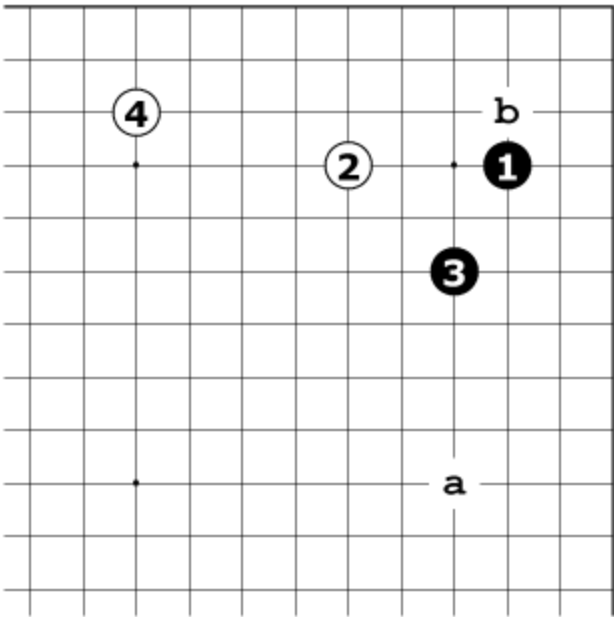
9 White continues with 'a'. White 'b' is not as favorable.



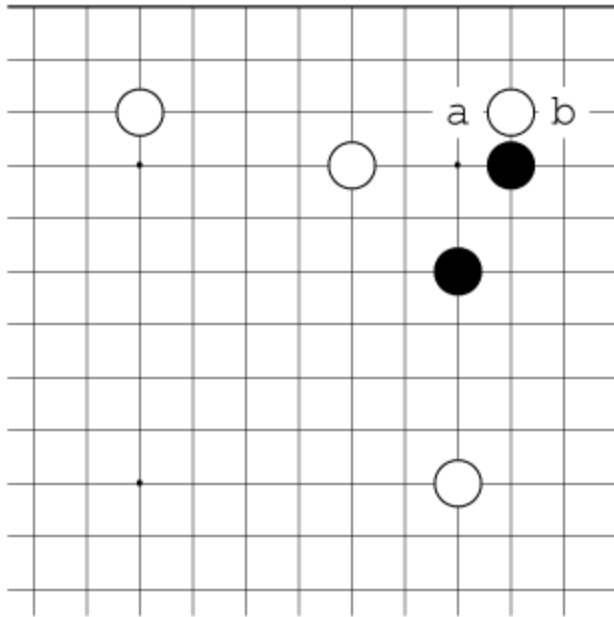
10 White 10 is not recommended.



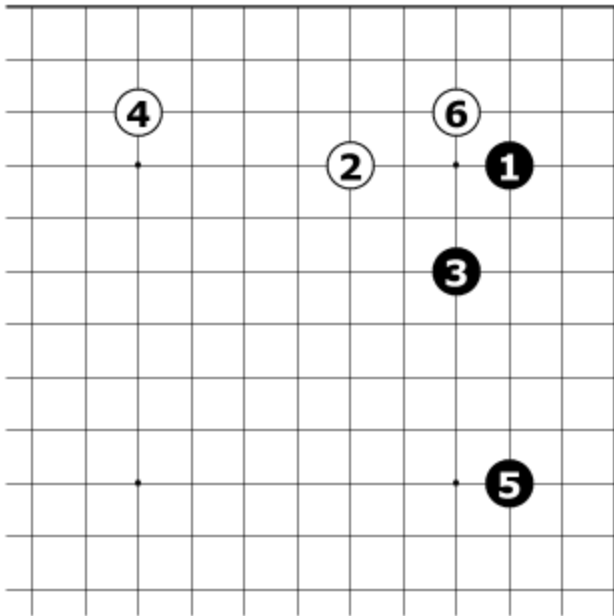
7 Black 7 is weak.



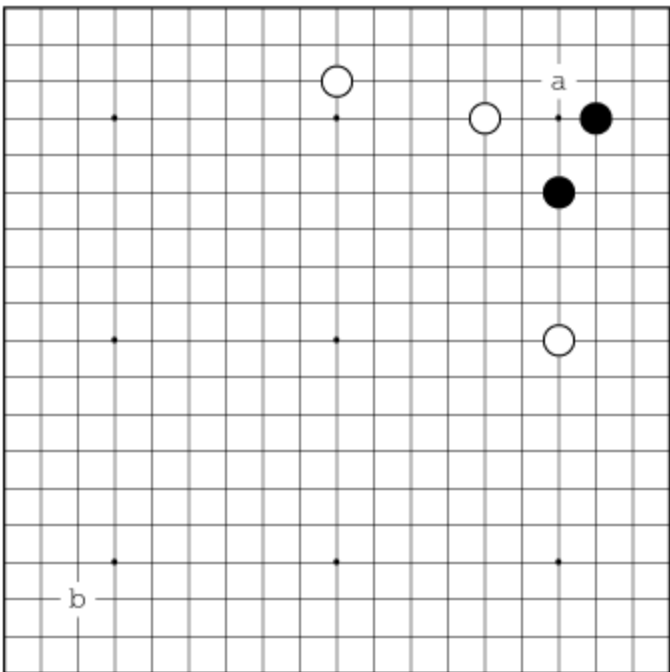
5 Black plays elsewhere. White continues with 'a' or 'b'.



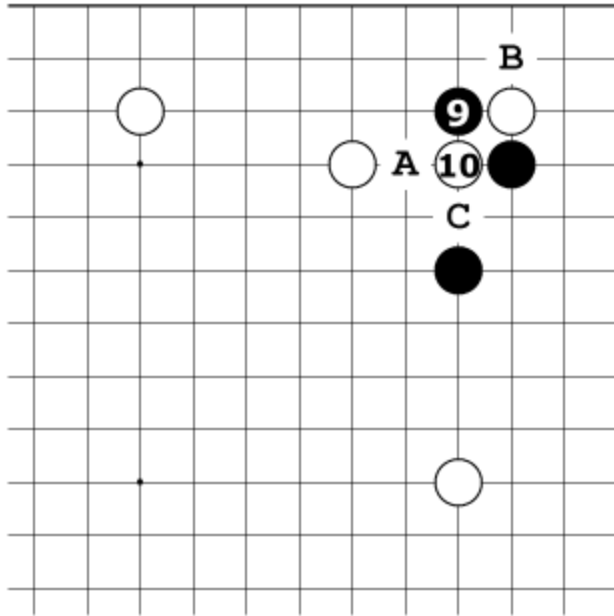
8 Black continues with 'a'. Black 'b' is submissive.



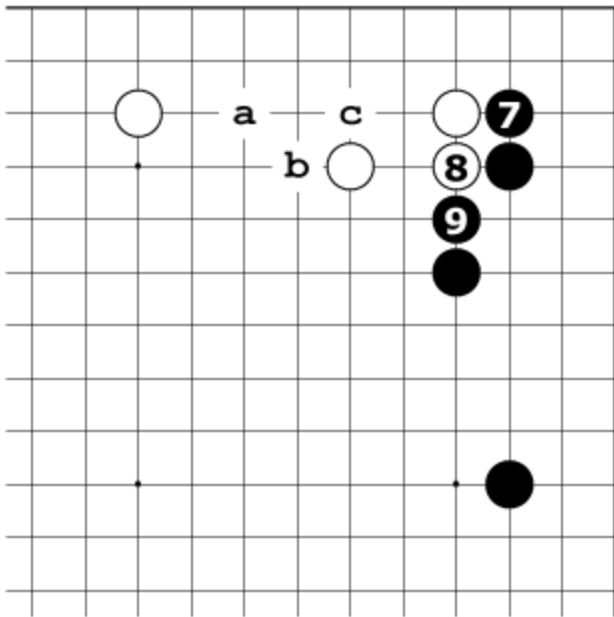
6 White 6 is a mistake.



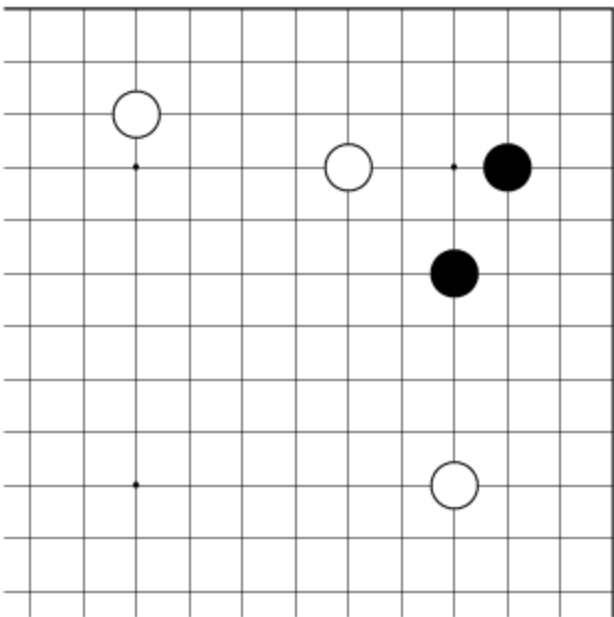
6 Black continues with 'a'. Playing elsewhere ('b') results in a loss.



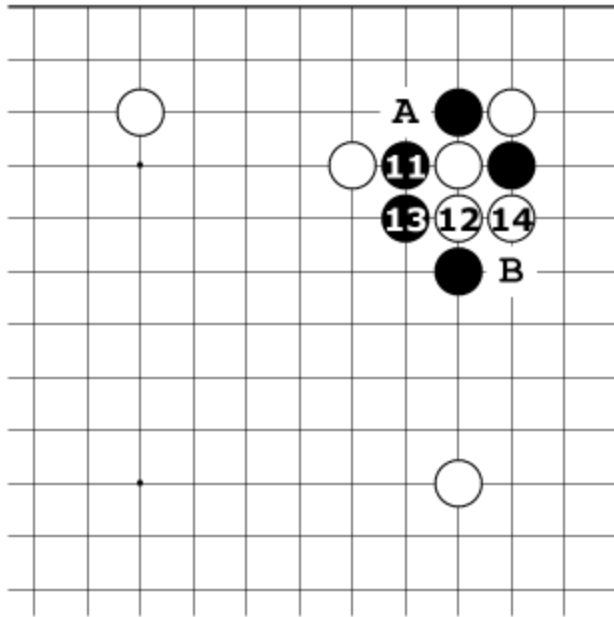
10 Black continues with 'A'. 'B' takes a small corner giving much influence. Black 'C' is not recommended.



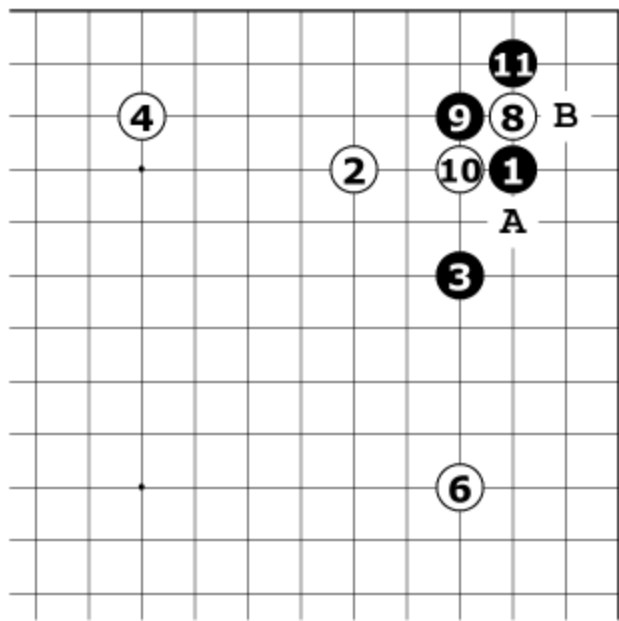
9 White retains weak points at 'a', 'b', and 'c'.



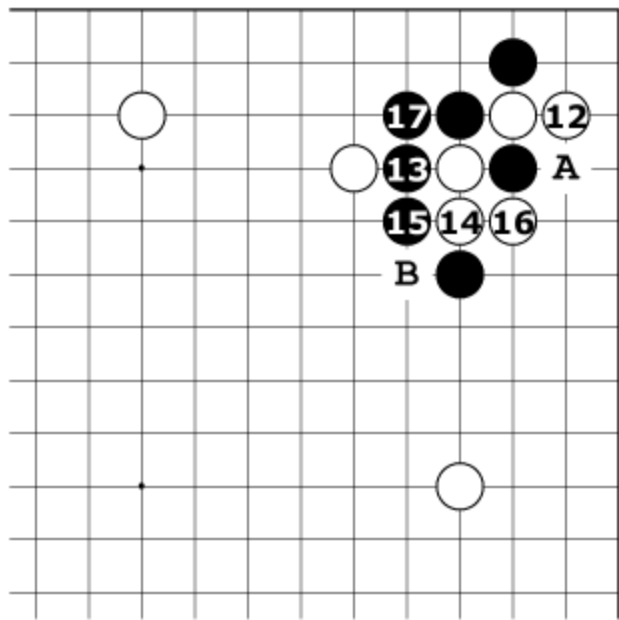
7 Black plays elsewhere, a local loss.



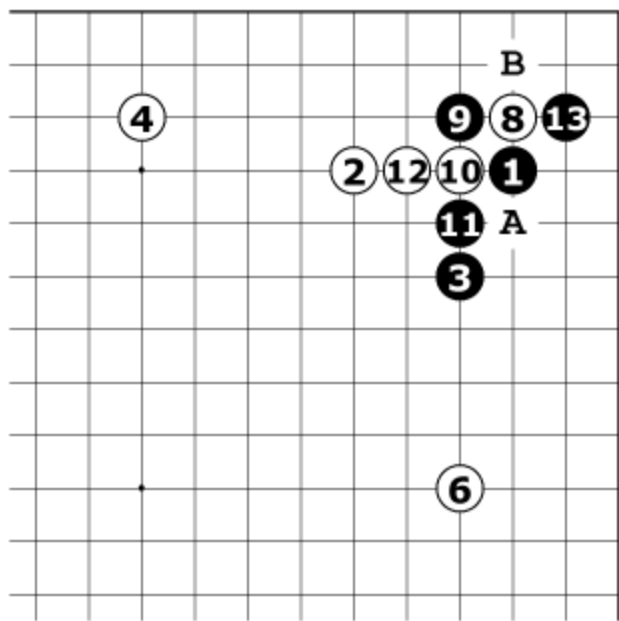
14 'A' is correct, 'B' is a mistake.



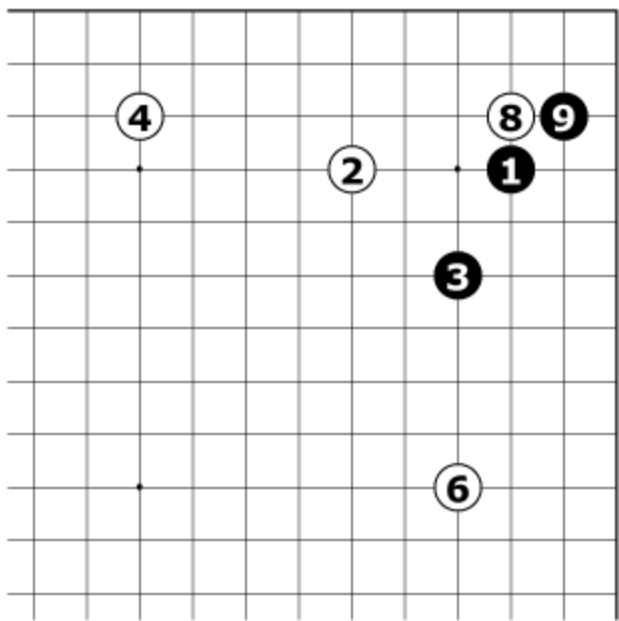
11 'A' is correct, 'B' is a mistake.



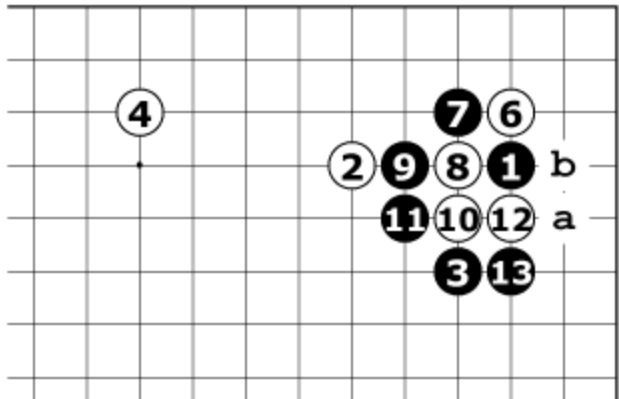
17 'A' keeps the corner, 'B' loses it.



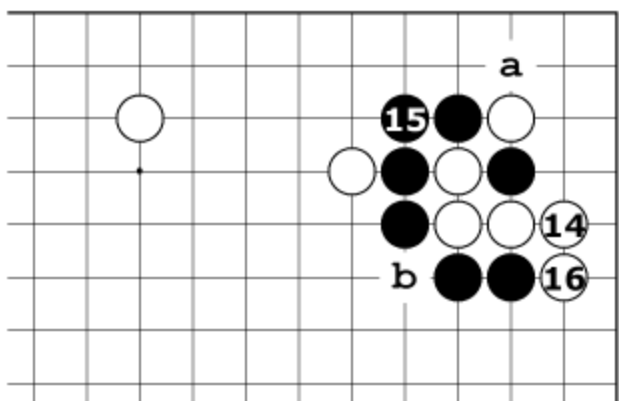
13 'A' punishes, 'B' doesn't.



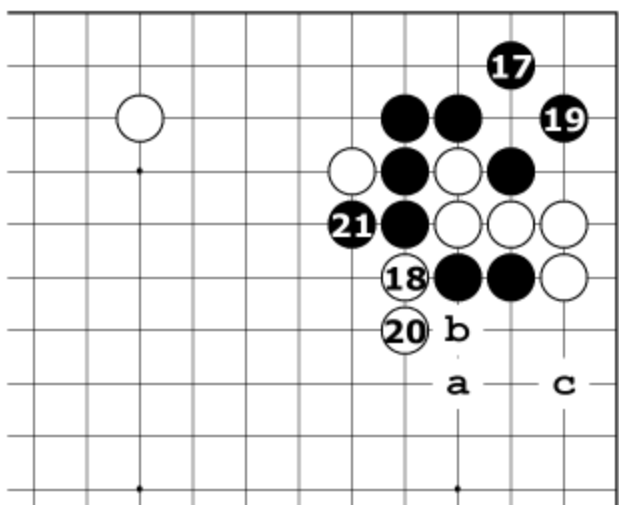
9 Black 7 is submissive.



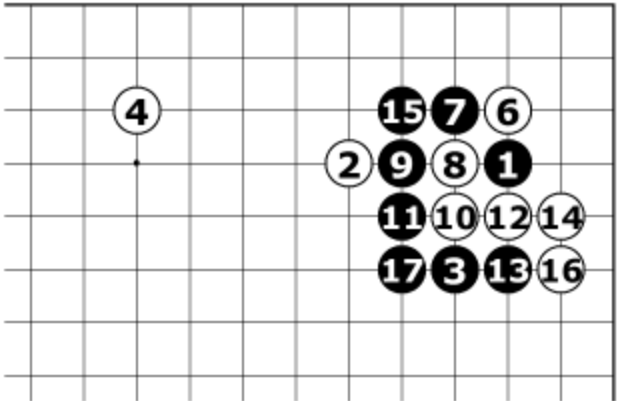
13 White continues with 'a'. White 'b' is not recommended.



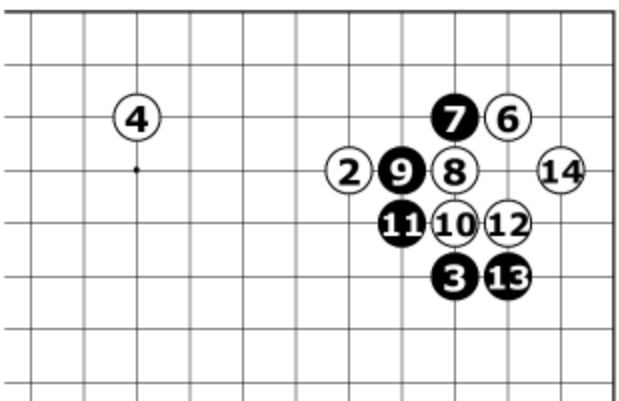
16 Black continues with 'a'. Black 'b' is the safe move, but allows White 'a'.



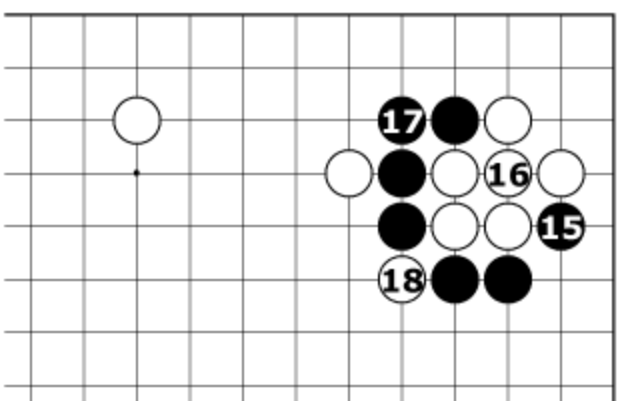
21 Black later aims at 'a', White 'b', Black 'c'.



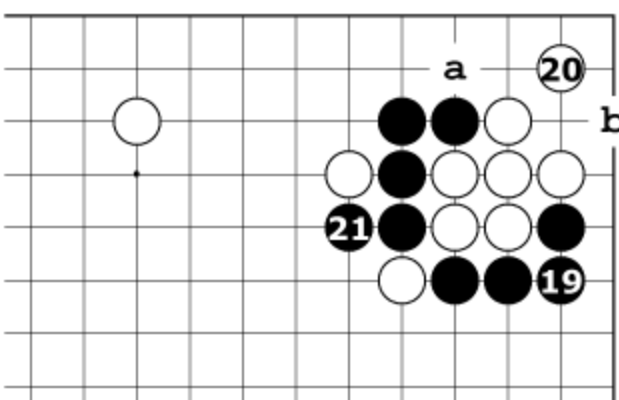
17 Black 17 is not recommended.



14 White 13 is not recommended.

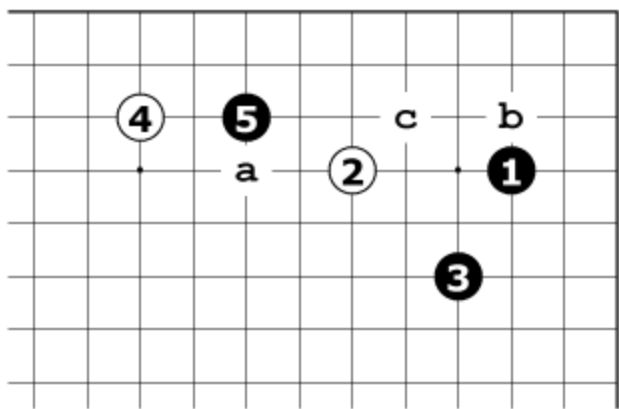


18 Black has a tough fight ahead.

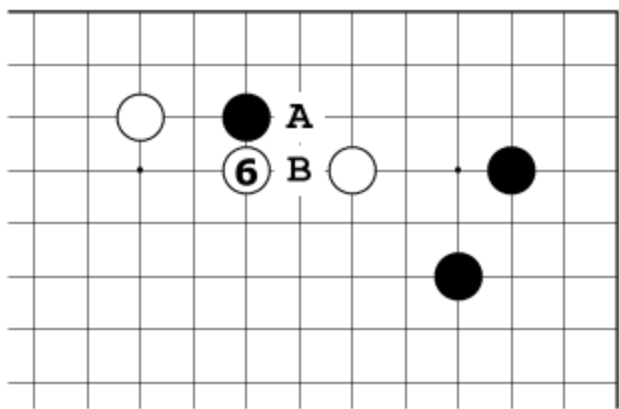


21 White will have trouble with the cutting stone. Black 'a'

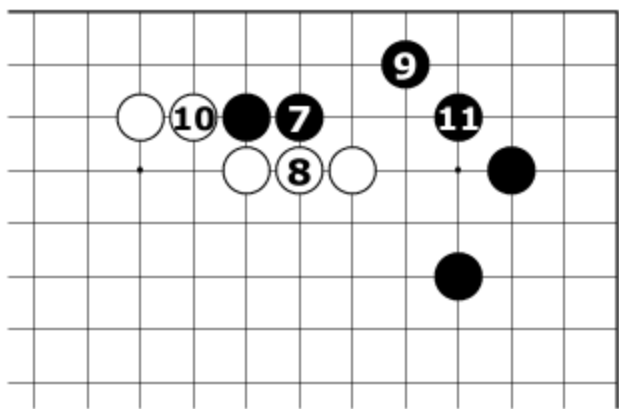
is sente, requiring White 'b'.



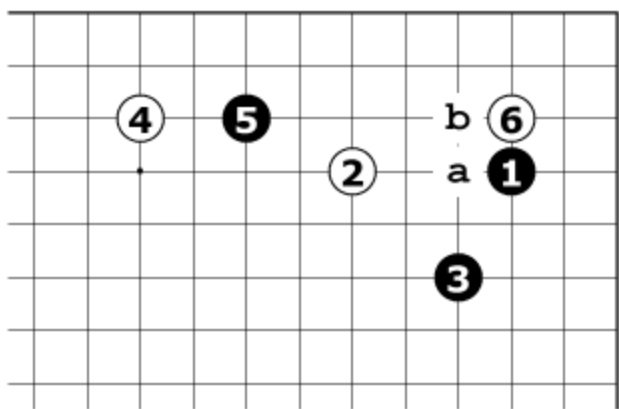
5 White continues with 'a' or 'b'. White 'c' is not recommended.



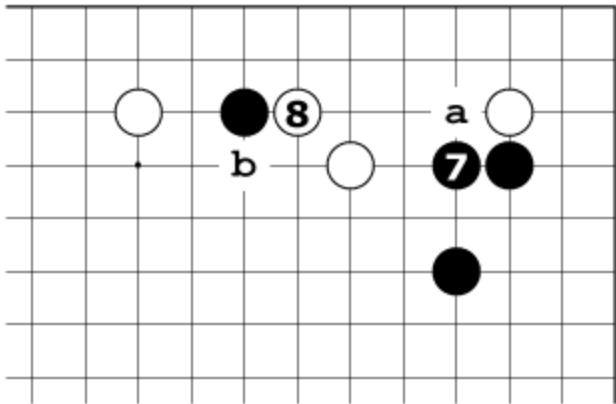
6 'A' or 'B' are ok.



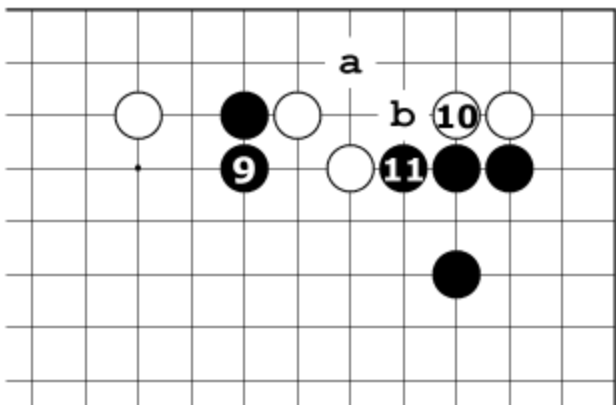
11 Black gets a nice corner.



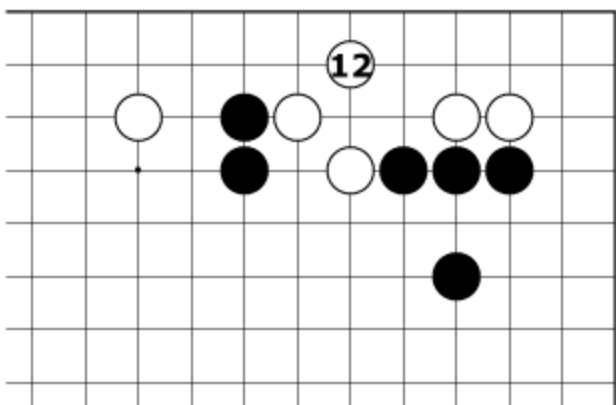
6 Black continues with 'a' or 'b'.



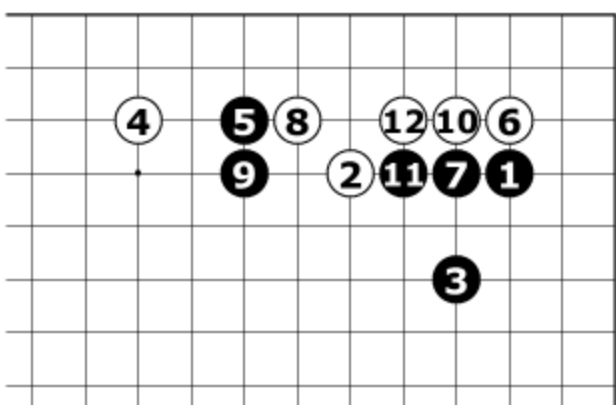
8 Black continues with 'a' or 'b'.



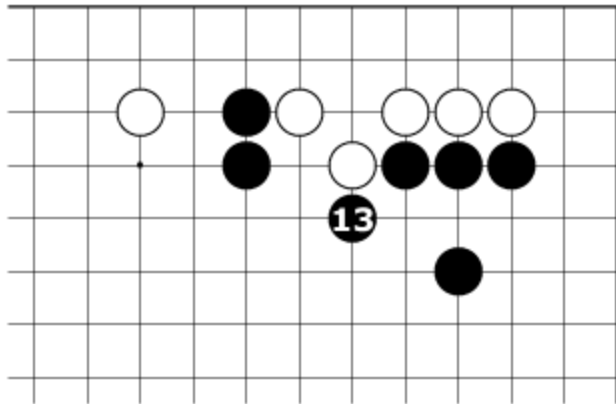
11 White continues with 'a'. White 'b' is a mistake.



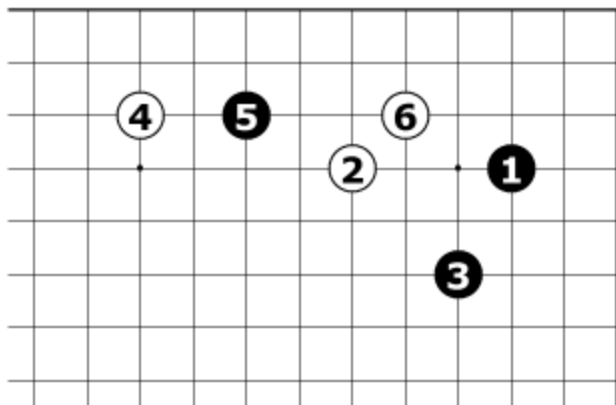
12 White 12 is a good answer to Black 11.



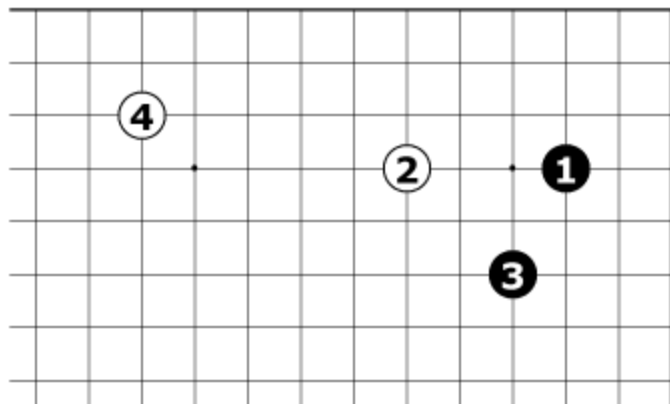
12 White 12 is a mistake.



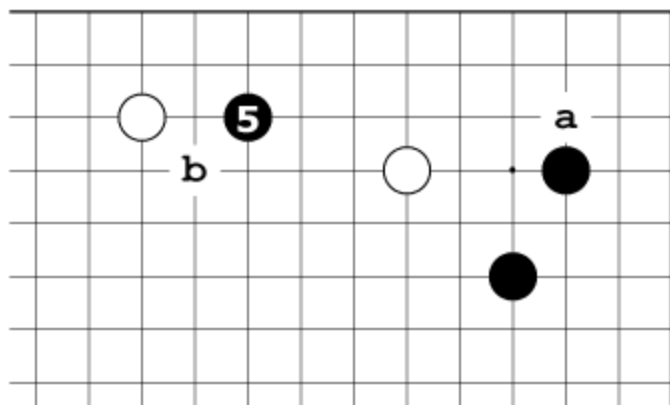
13 Now White cannot cross underneath to White 4.



6 White 6 is weak.

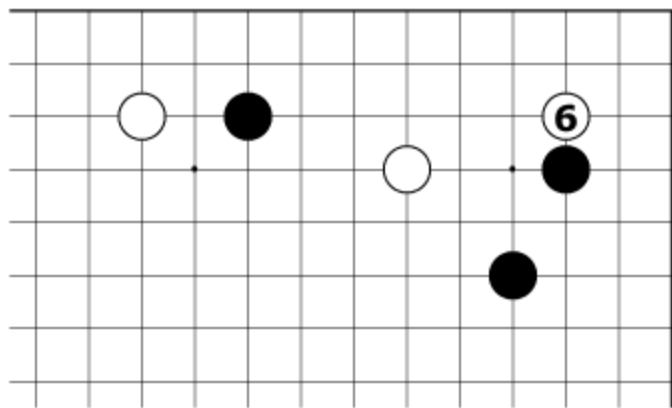


4 White 4 is one space too far from White 2.

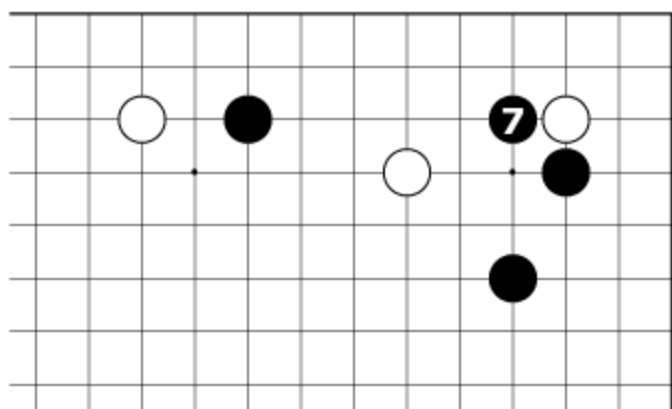


5 Black must immediately play 5, to prevent White from consolidating his position.

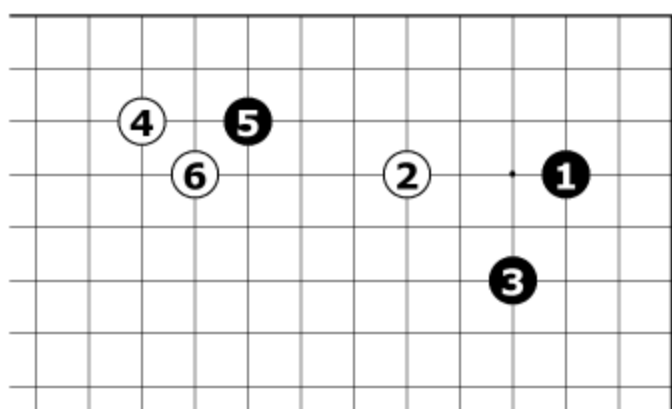
White may try 'a' or 'b'.



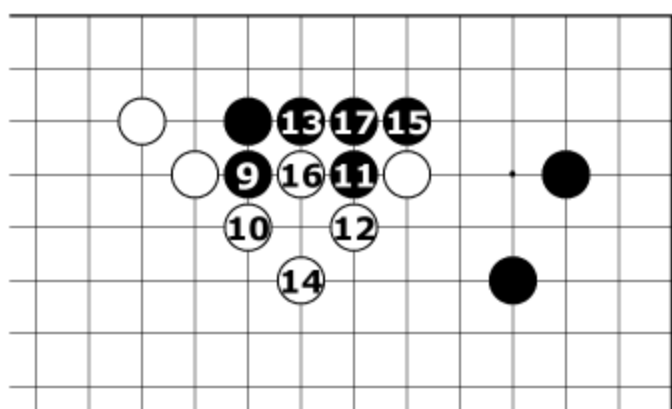
⑥ White 6 makes for tough fighting.



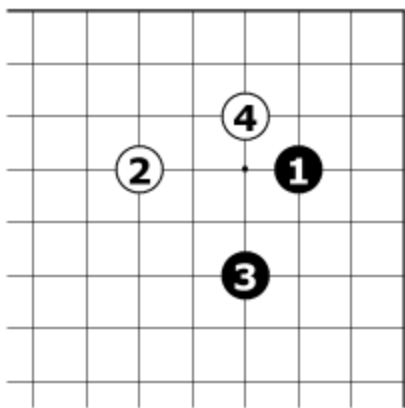
⑦ Black has the advantage now because of Black 5.



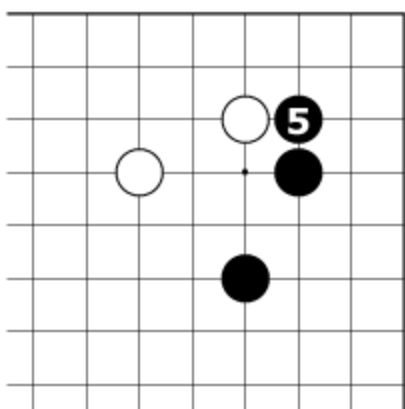
⑥ White 6 doesn't work.



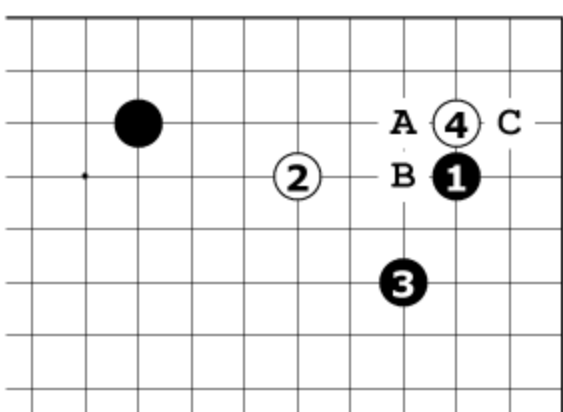
⑦ White is left with too many cutting points.



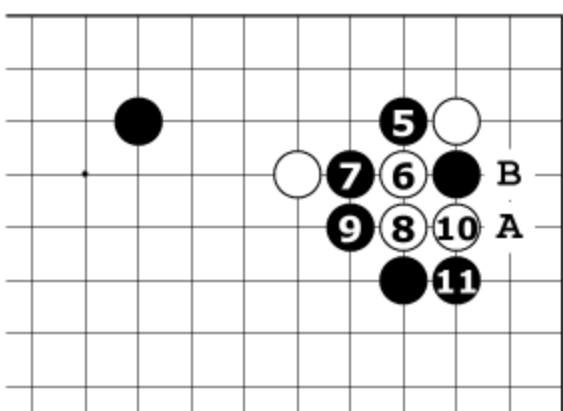
④ White 4 is not recommended.



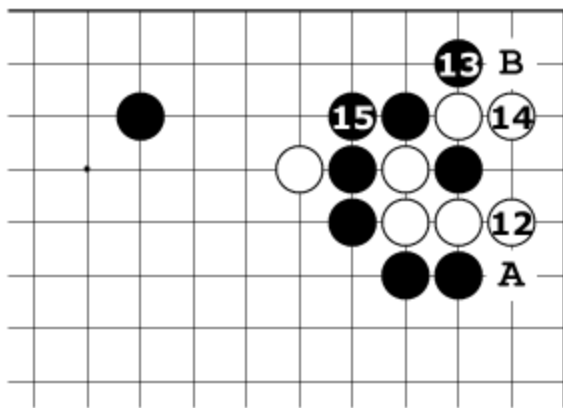
⑤ White 4 results in Black solidifying territory in the corner.



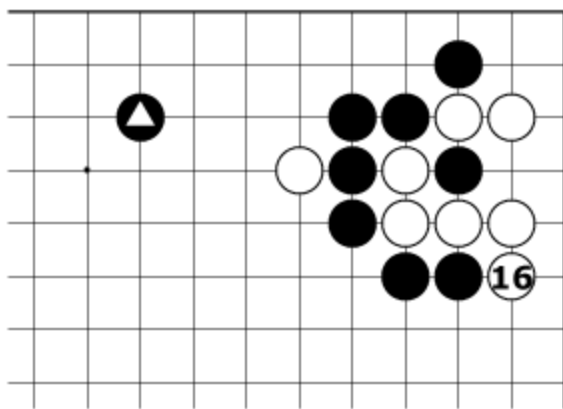
④ Black punishes on 'A' or 'B'. 'C' is slack.



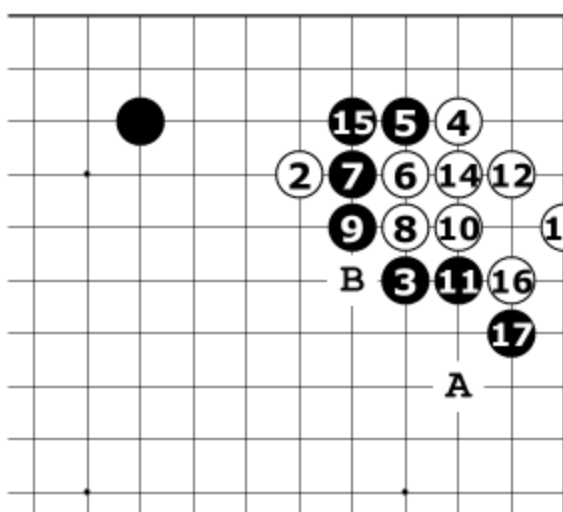
⑪ White 'A' or 'B'.



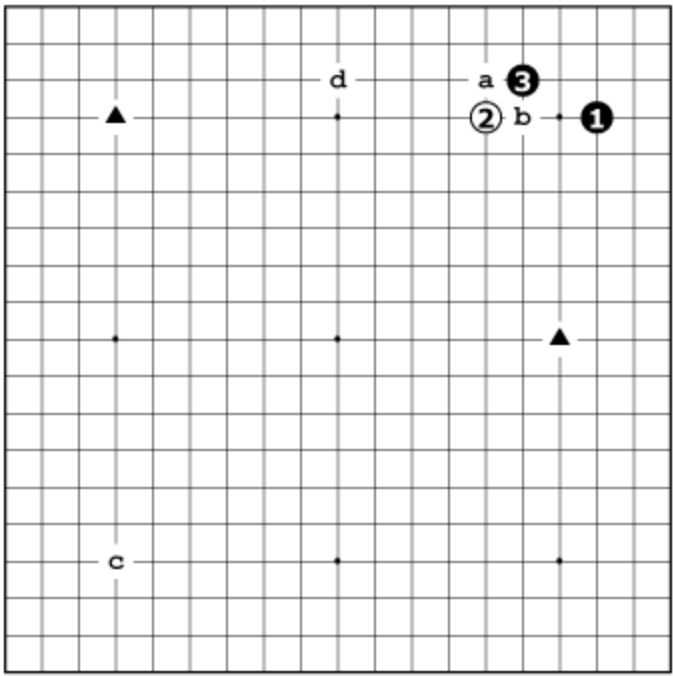
⑮ 'A' or 'B'.



⑮ The triangled Black stone is too near the Black wall, but White wasted a move with White 2, so the result is bad for White.



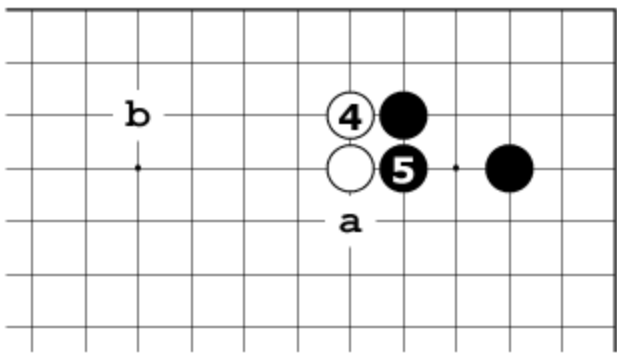
⑮ 'A' or 'B' are ok.



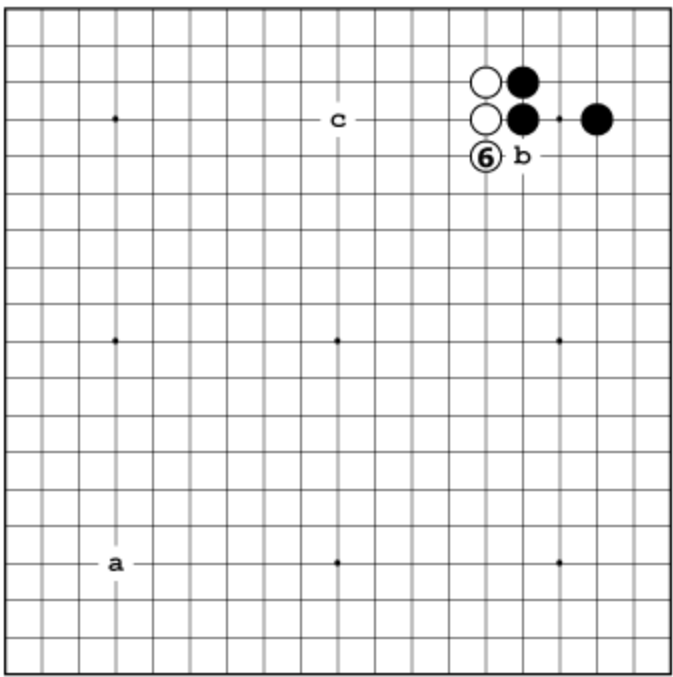
3 White can play at 'a *', 'b *', or elsewhere ('c').

If Black has stones on the marked positions, White must jump lightly to 'd', as 'a' and 'b' would be too heavy.

c3, b2, a1



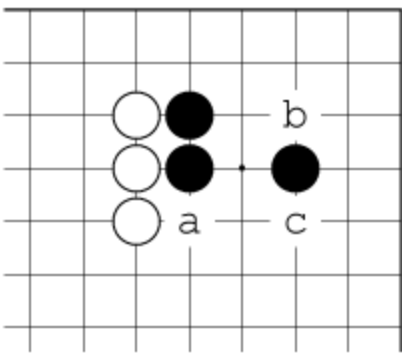
5 White continues with 'a *', or if faced with a impending checking extension on the top side, 'b'.



6 * GOOD VARIATION *

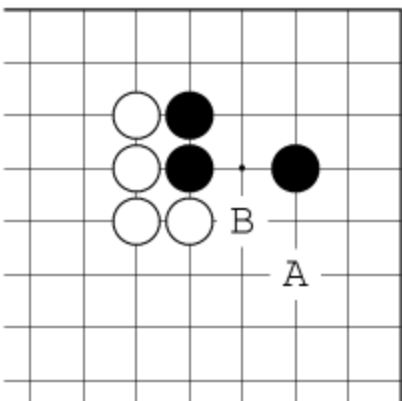
Black may play elsewhere ('a'), as White's position is suprisingly weak. Of course, playing elsewhere is a loss locally.

Continue locally with 'b' or 'c'.

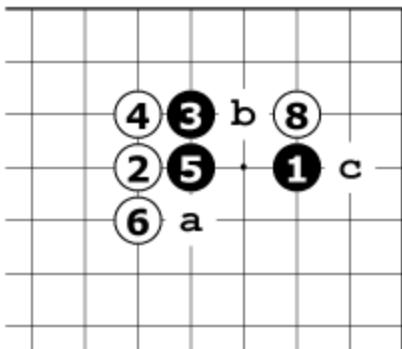


7 Black plays elsewhere.

White continues with 'a' to 'c'. White 'c' leads to difficult fighting.

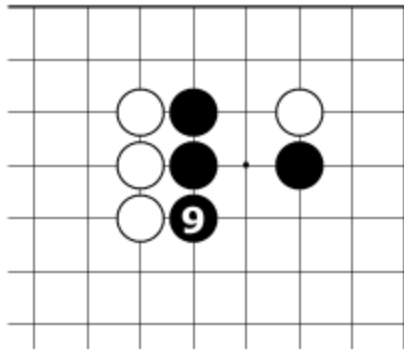


8 A possible continuation for White if Black plays elsewhere. 'A' or 'B'.

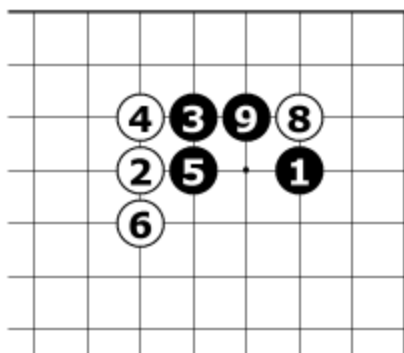


8 A possible continuation for White if Black plays elsewhere.

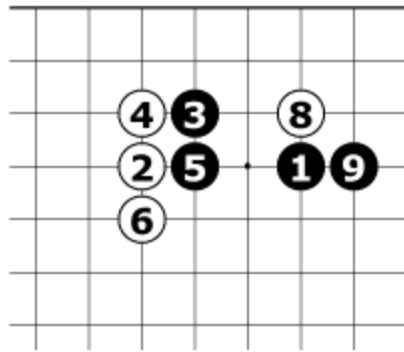
Black continues with 'a'. Black 'b' and 'c' are mistakes.



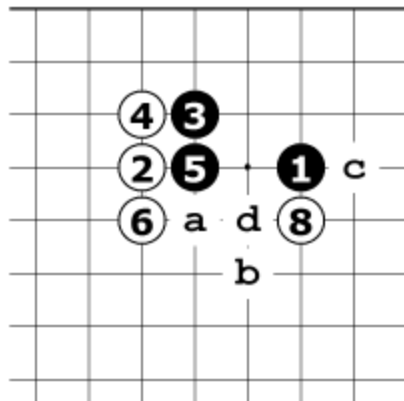
9 Black gets his corner ravaged in playing 8, but this is the best continuation.



9 Black 8 is a mistake.

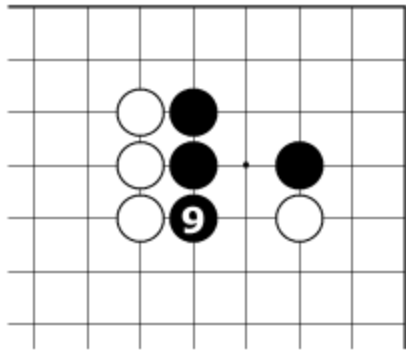


9 Black 8 is a mistake.

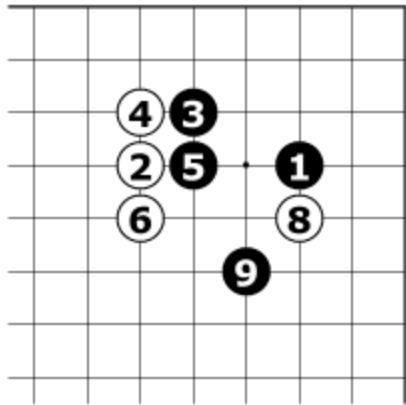


8 A possible continuation for White if Black plays elsewhere.

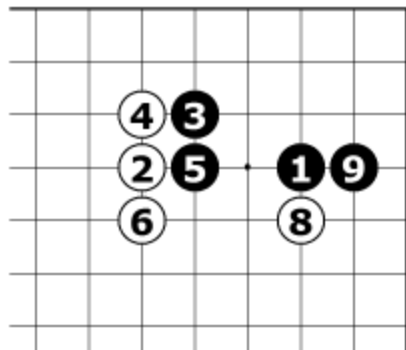
Black continues with 'a' or 'b'. Black 'c' or 'd' are not recommended.



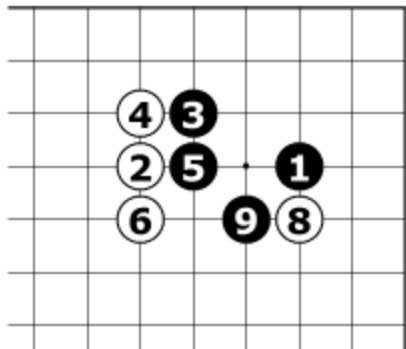
⑨ Difficult fighting ensues.



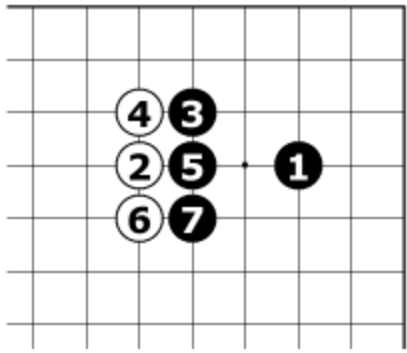
⑨ Difficult fighting ensues.



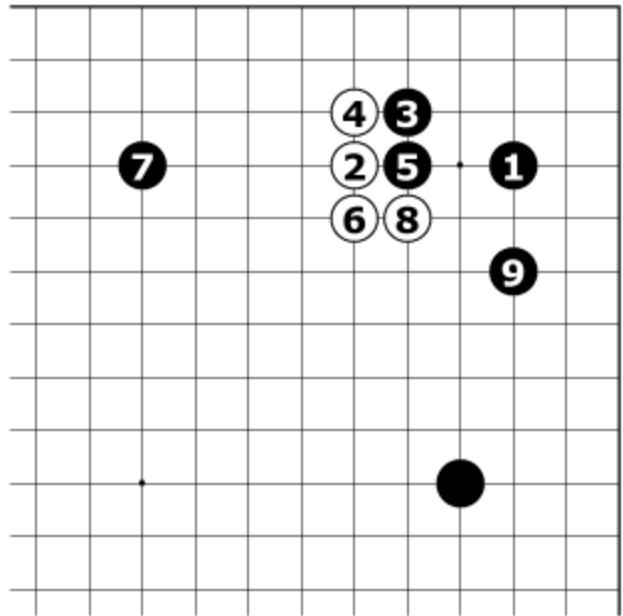
⑨ Black 9 is submissive.



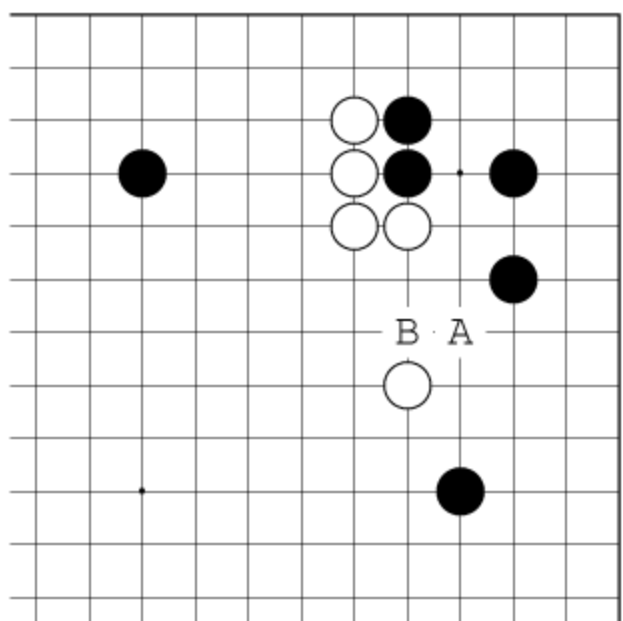
⑨ Black 8 is not recommended.



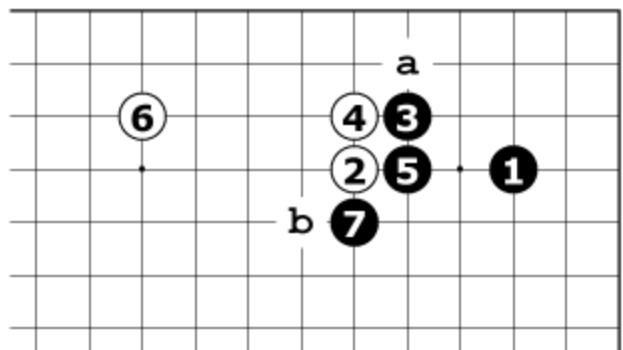
⑦ Local continuation.



⑩ With this additional Black stone already on the boards the given continuations exist.

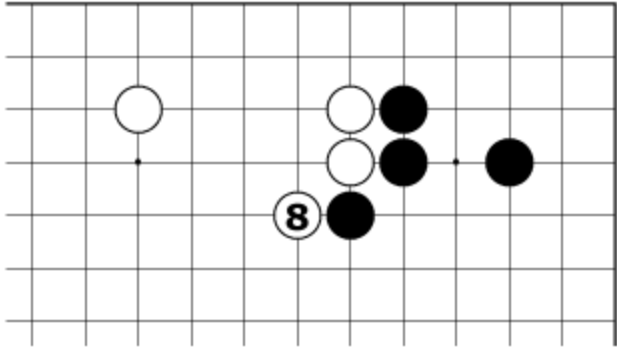


⑩ 'A' or 'B' leave White heavy.

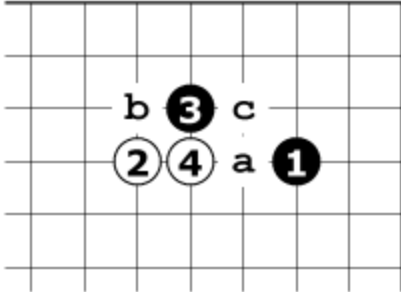


⑦ White continues with 'a'.

White 'b' is a mistake.

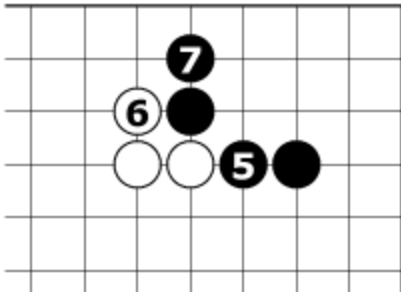


⑧ White 8 is a mistake.

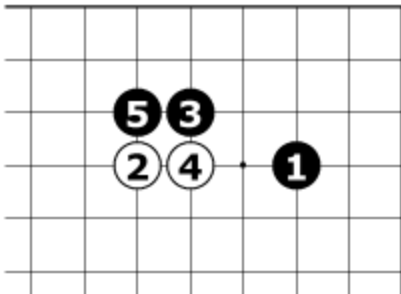


④ Black continues with 'a *' or 'b'. Black 'b' leads to the large avalanche joseki.

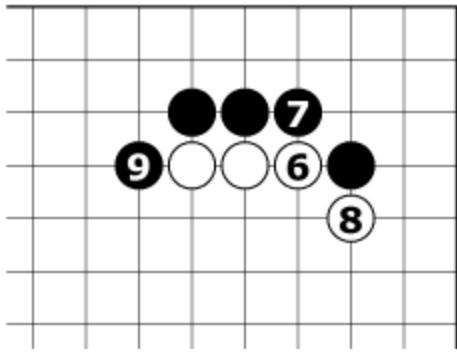
Black 'c' is submissive, and not recommended.



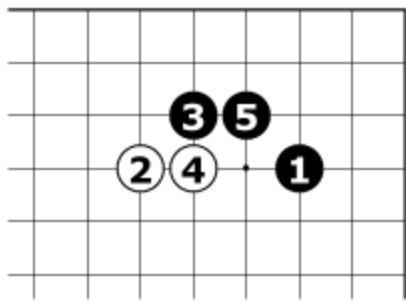
⑦ * GOOD VARIATION *



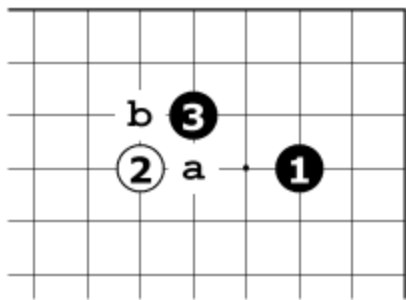
⑤ Black 5 leads to the large avalanche joseki.



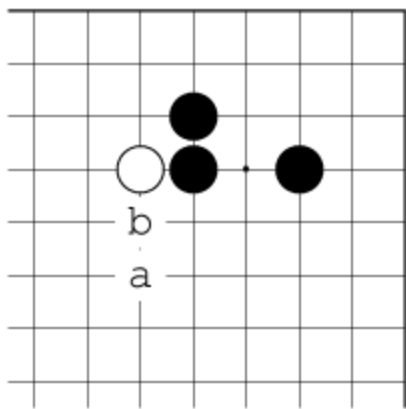
⑨ For continuation, see variation 2-4-3-2-4-1-1.



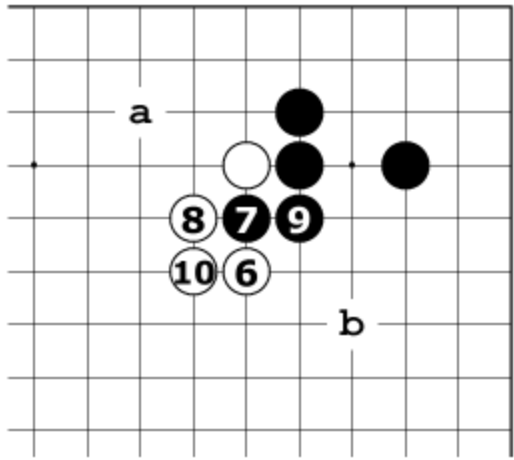
⑤ Black 5 is a weak move.



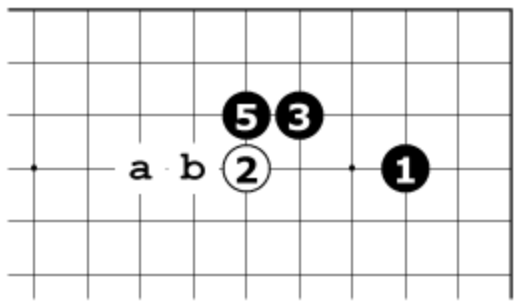
④ White plays elsewhere. Black continues with 'a' or 'b'.



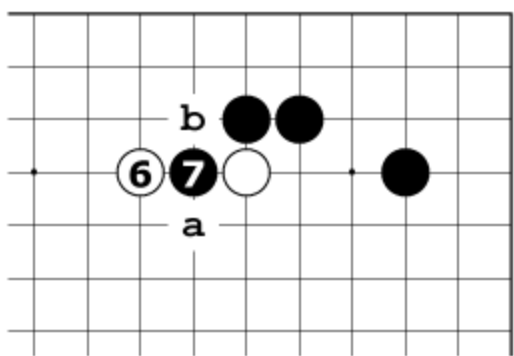
⑤ White continues with 'a', possibly 'b'.



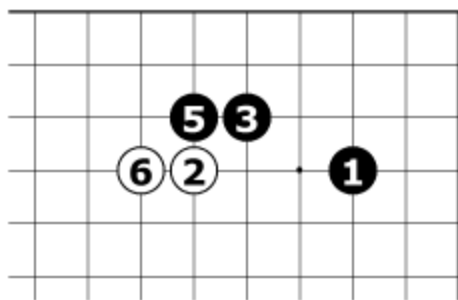
⑩ Black may continue with 'a' or 'b'.



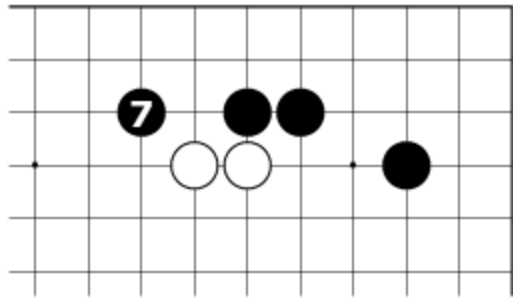
⑤ White continues with 'a'. White 'b' is not recommended.



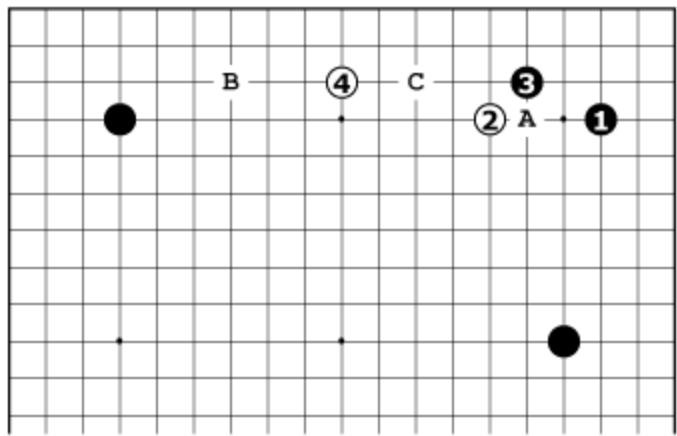
⑦ White continues with 'a' or 'b'.



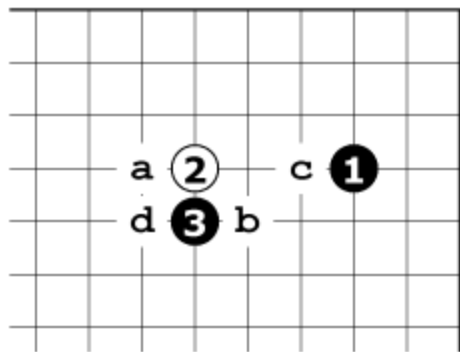
⑥ White 6 is heavy.



⑦ Black 7 is a possible local continuation.



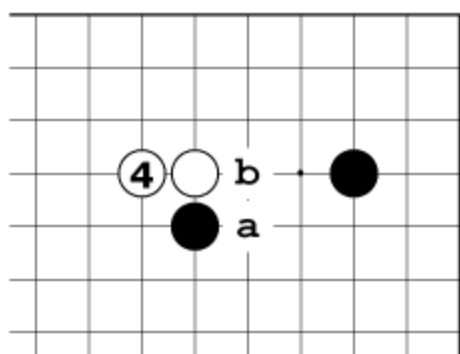
④ 'A', 'B', 'C' are possible.



③ Black aims for influence. Complex variations are possible.

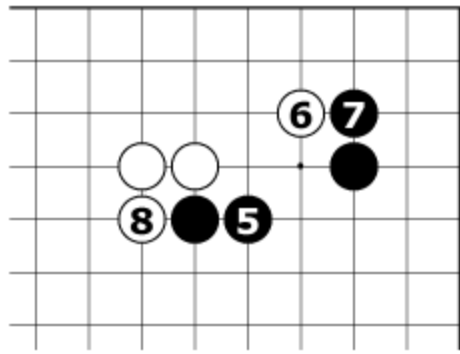
White responds at 'a *' to 'c *', 'd'. White 'a' and 'b' require a favorable ladder. White 'd' avoids complex variations.

d4, c3, b2, a1

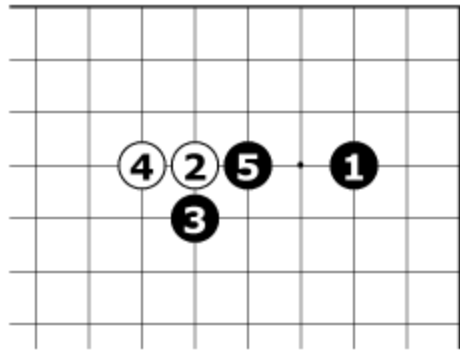


④ Black continues with 'a *'.

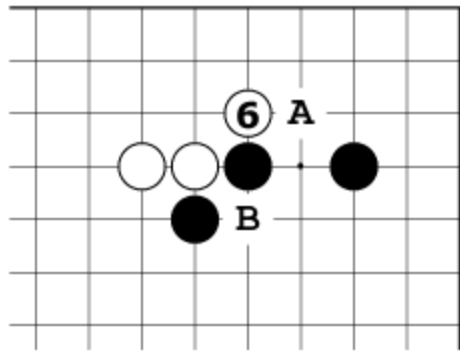
Black 'b' is a mistake.



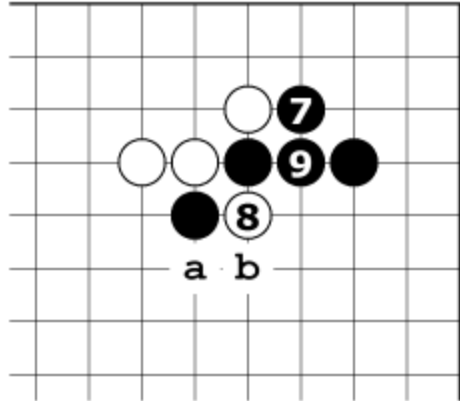
⑧ * GOOD VARIATION *



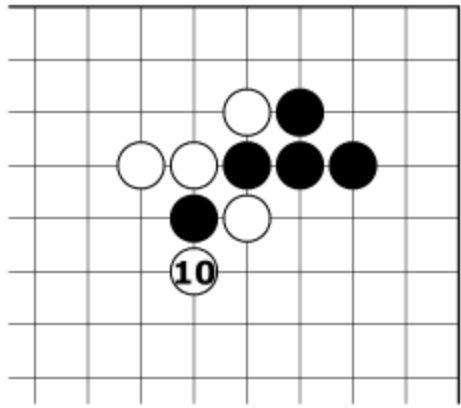
⑤ Black 5 is a mistake.



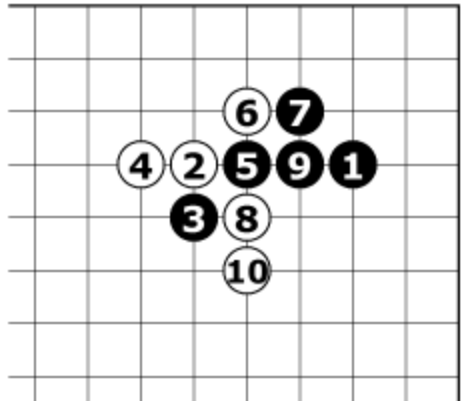
⑥ 'A' is only playable with the ladder, 'B' is always possible.



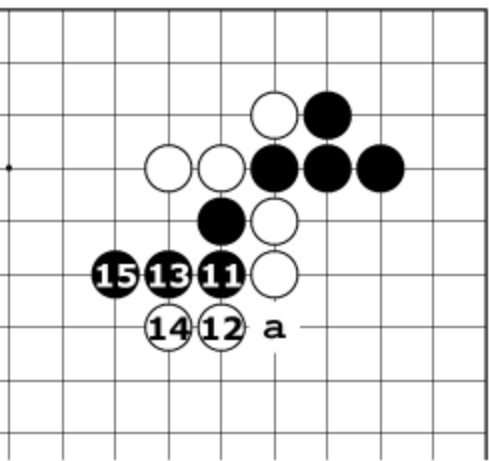
⑨ White continues at 'a' with a favorable ladder. If the ladder is not favorable, White may play 'b', but a fight ensues.



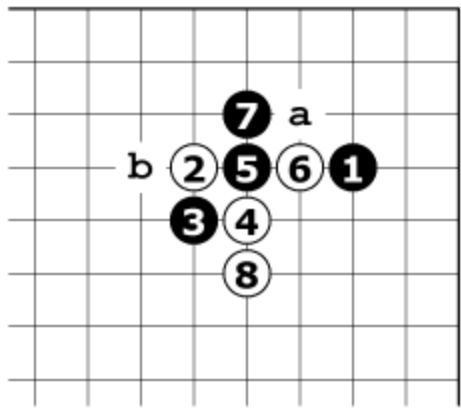
⑩ White must have the ladder to play this way.



⑩ White does not have a favorable ladder to capture Black 3. A fight ensues.

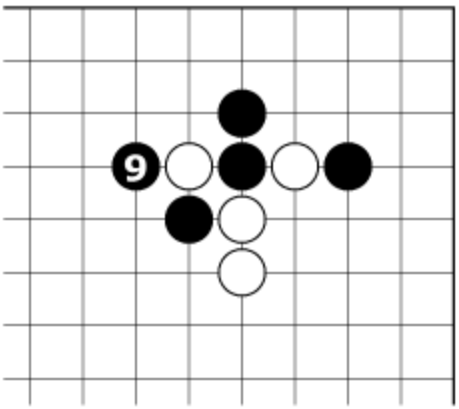


⑮ White must now cover the cutting point at 'a' while Black aims at White's stones on the top side.

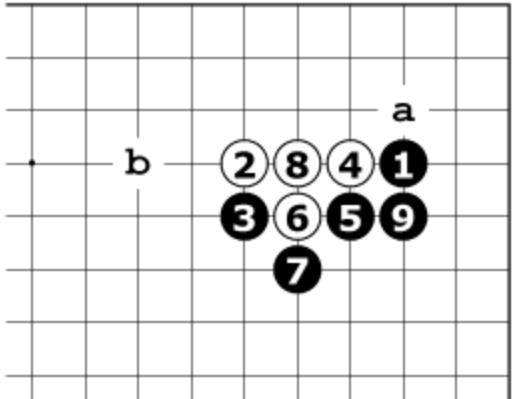


⑧ Black continues with 'a'. Black 'b' is not

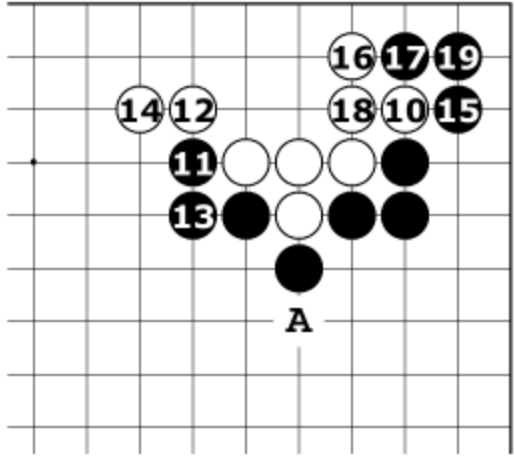
recommended.



⑨ Black 9 gives White the advantage.

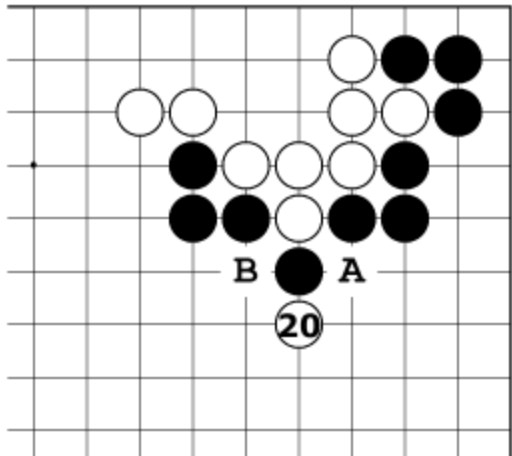


⑨ White continues with 'a' * or 'b'.

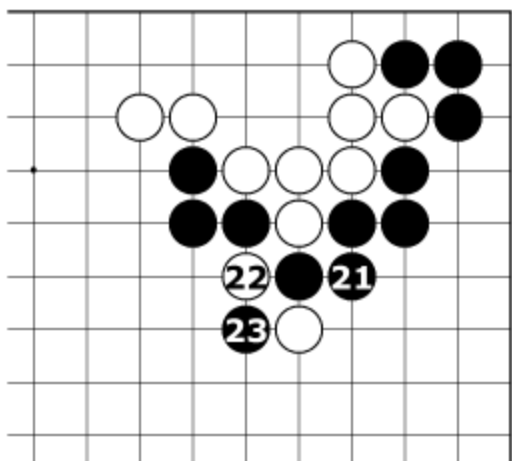


⑲ * GOOD VARIATION *

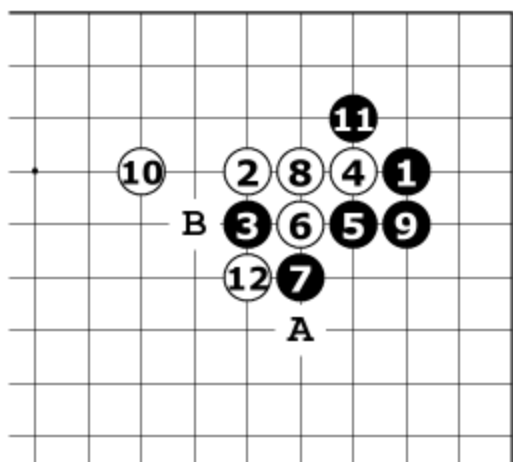
This result is equal, because Black's wall has a severe weakness. If he doesn't defend it, White can later attack on 'A'.



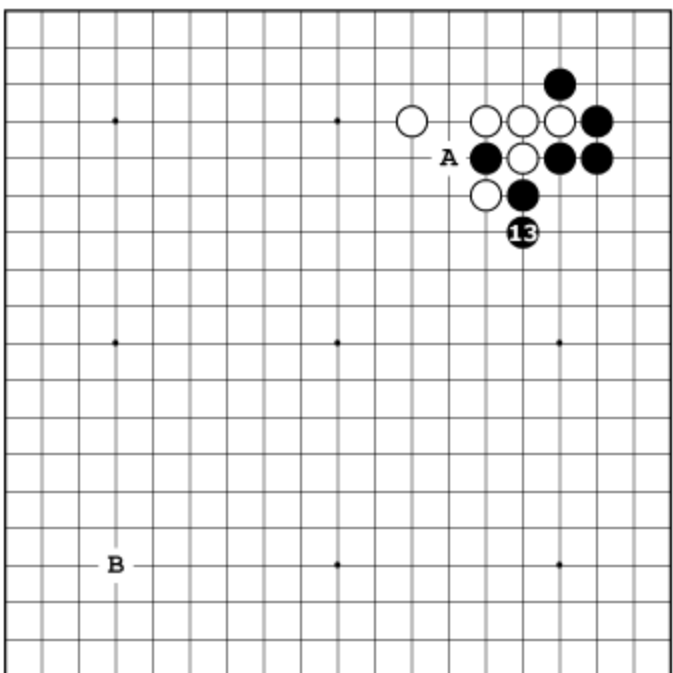
20 'A' or 'B'.



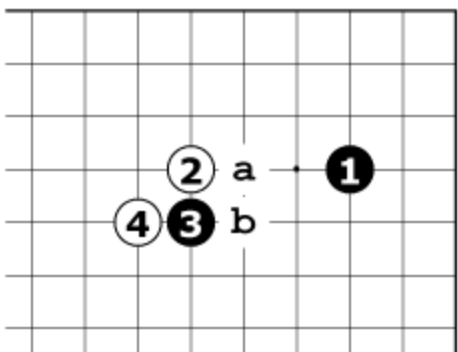
23 One possible continuation.



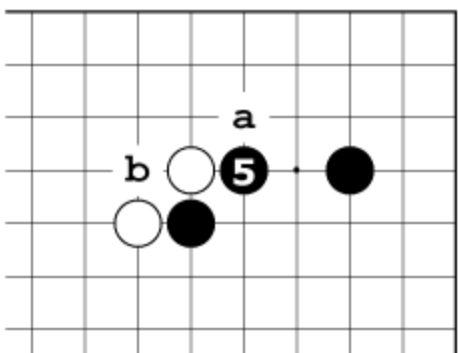
12 'A' is correct, 'B' starts an unnecessary fight.



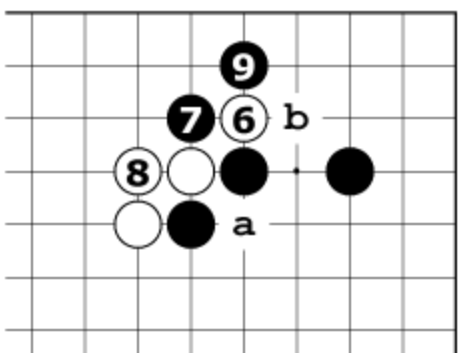
13 'A' or tenuki B are ok.



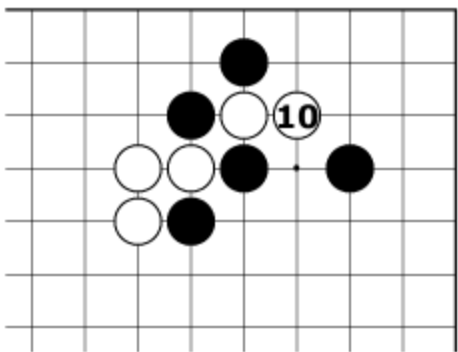
4 Black continues with 'a'. Black 'b' is a trick play that can be foiled.



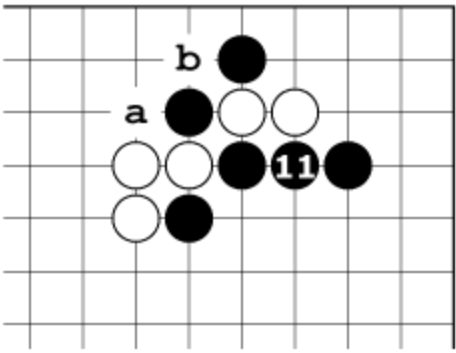
5 White continues with the tesuji at 'a'. White 'b' is not recommended.



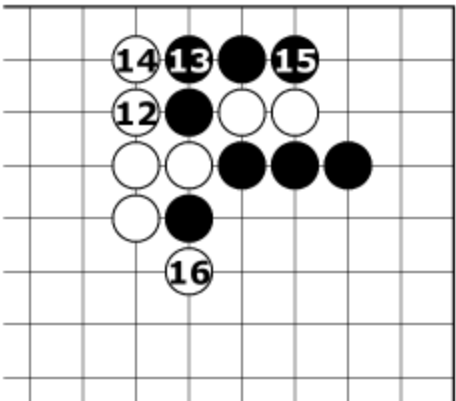
9 White continues with 'a'. White 'b' is a mistake.



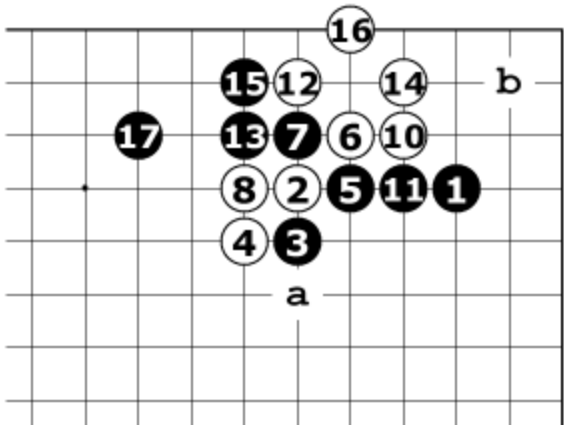
10 White 10 is a mistake.



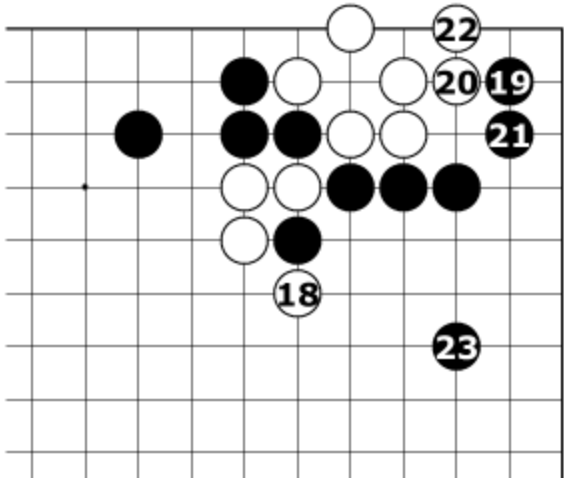
11 White may try 'a' or 'b'.



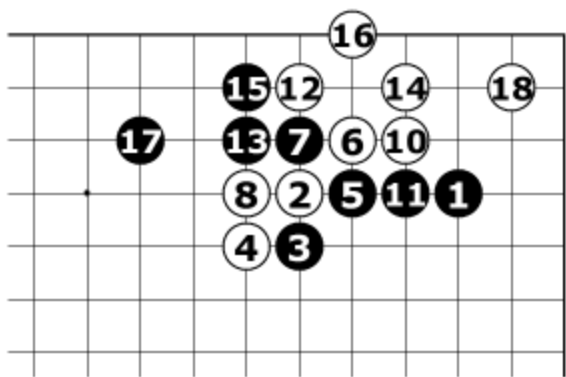
16 White has given up much profit.



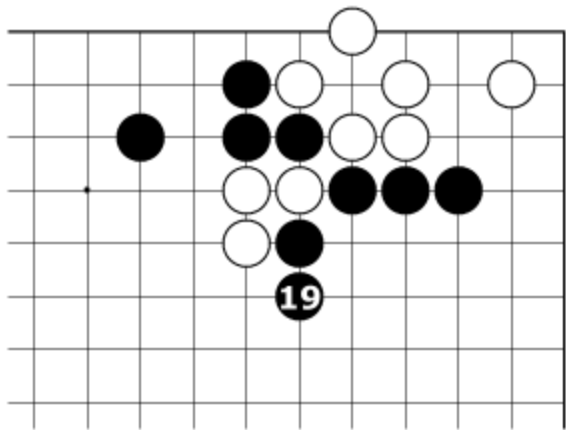
17 White continues at 'a'. White 'b' is a mistake.



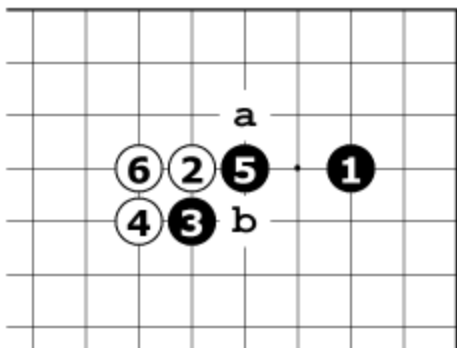
23 Black has a favorable result.



18 White 18 is a mistake.

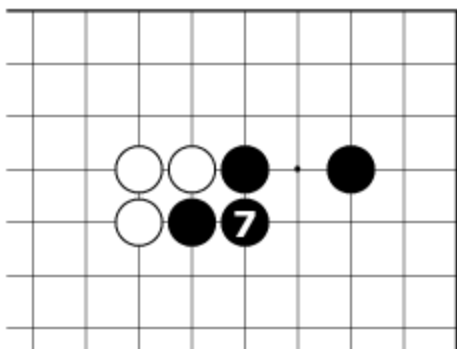


19 Now White's three stones are in a world of hurt.

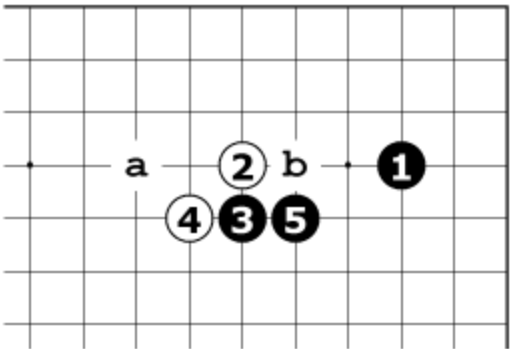


6 White 6 is not recommended.

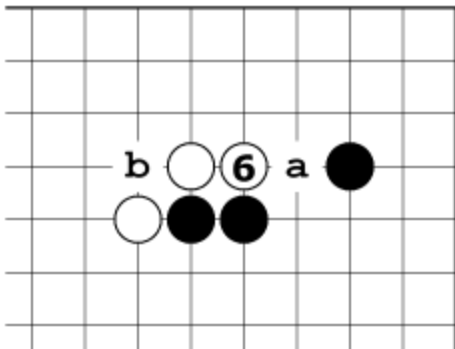
Black continues at 'a'. Black 'b' is a mistake.



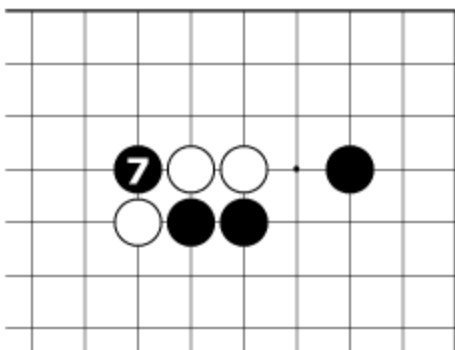
7 Black 7 is a mistake.



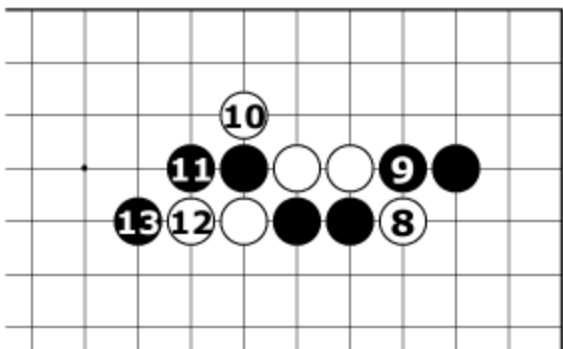
5 Black 5 is a trick. White continues with 'a'. White 'b' falls into the trap.



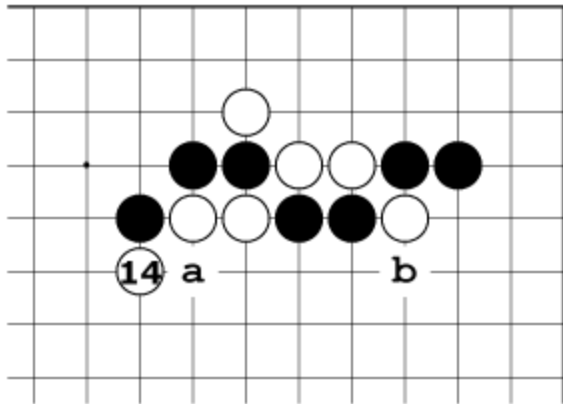
6 White hopes for Black 'a', White 'b'.



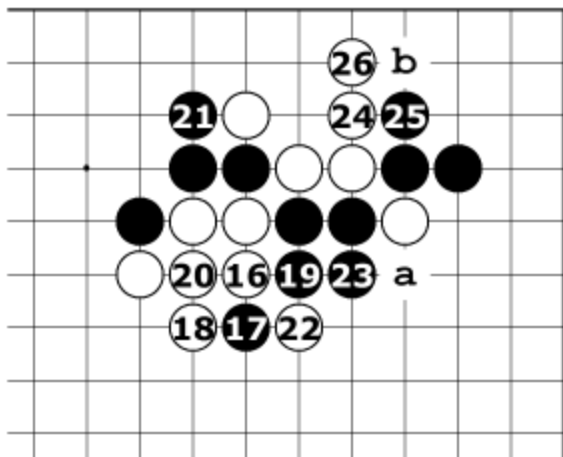
7 Instead, Black cuts.



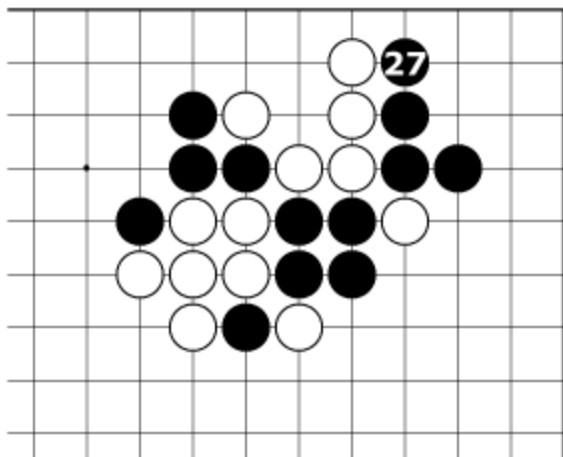
13 Now White cannot catch Black in any ladder.



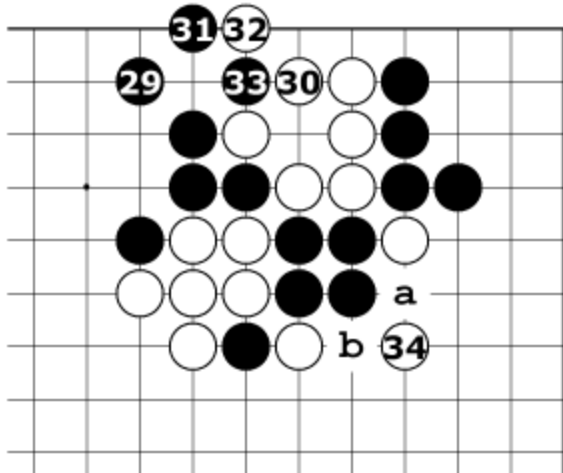
14 Black continues with 'a'. Black 'b' is a mistake.



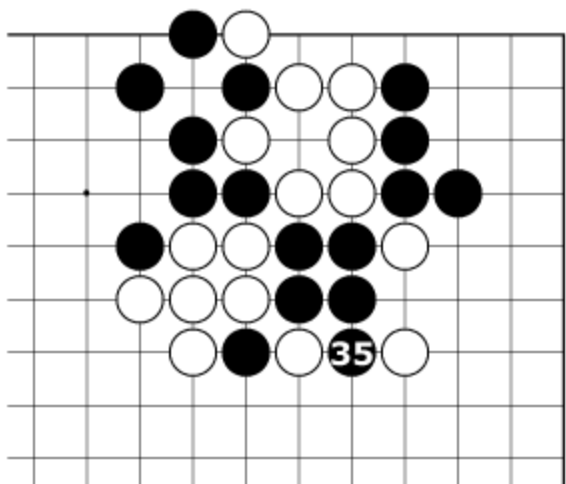
26 Black continues with 'a'. Black 'b' is not recommended.



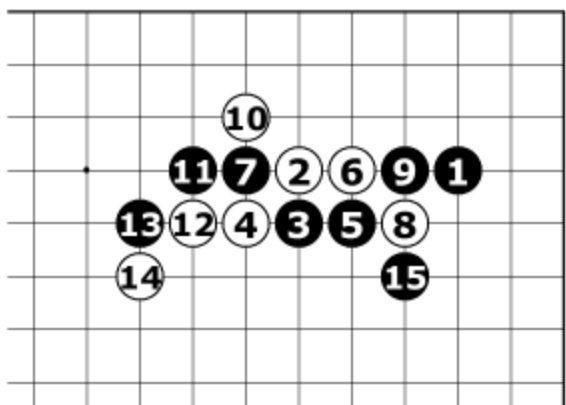
27 Black 27 leads to a ko that is not favorable for Black.



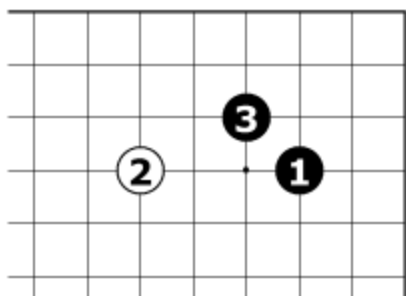
34 Black continues with 'a'. Black 'b' is a mistake.



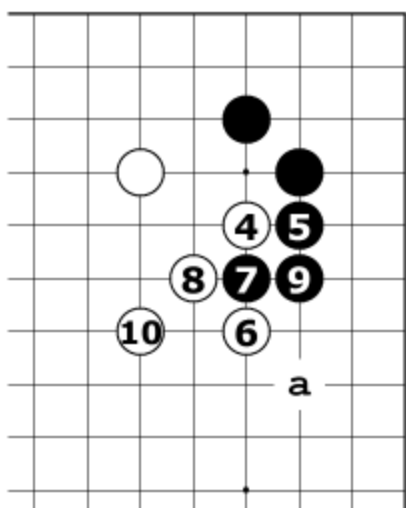
35 Black 35 is a mistake.



15 Black 15 is a mistake.

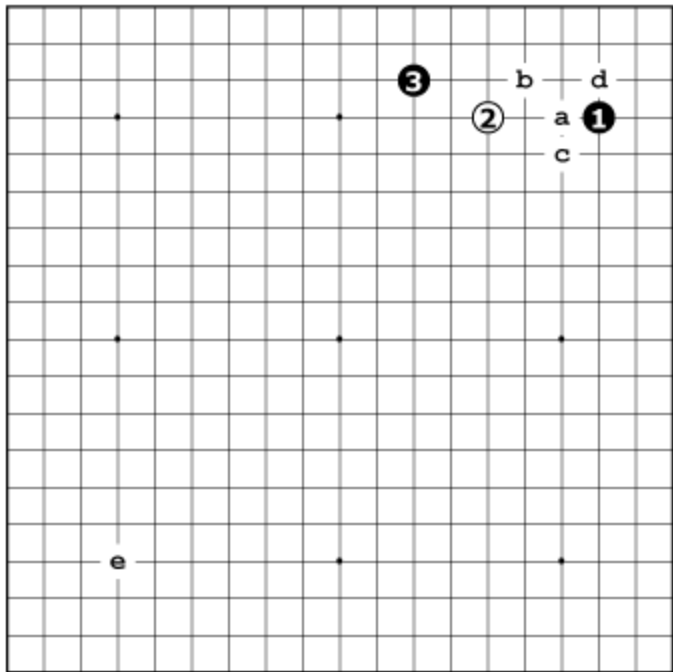


3 Black 3 is somewhat slower than the joseki moves, but forces White to play lightly in the center and disables him to close off one side for territory in sente. White will probably play elsewhere. The follow-up is shown.



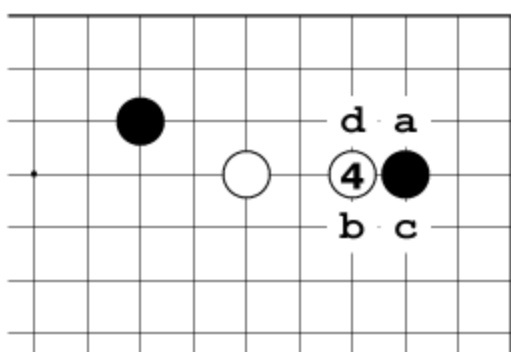
10 Black later plays 'a', but

there is no hurry, as Black's corner is secure. White blocking Black on the right is not a worry for Black.

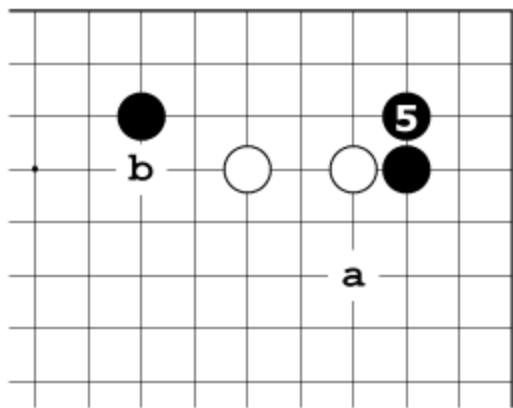


3 Black 3 is the only pincer against White 2. White aims at the corner contact play. Black 3 is the only way to forstall that move.

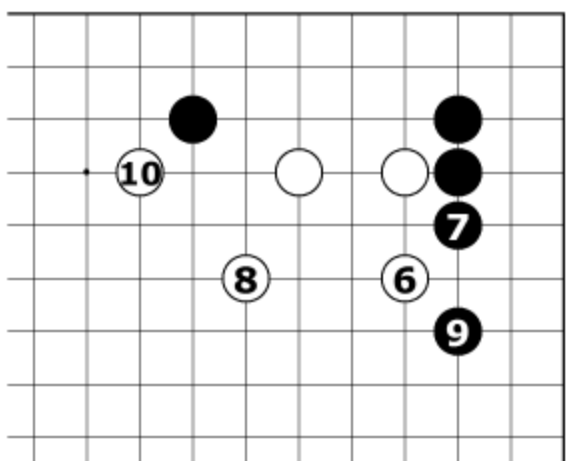
White continues with 'a' * or 'b'. 'c' aims for influence. White 'd' is not good. 'e' covers playing elsewhere.



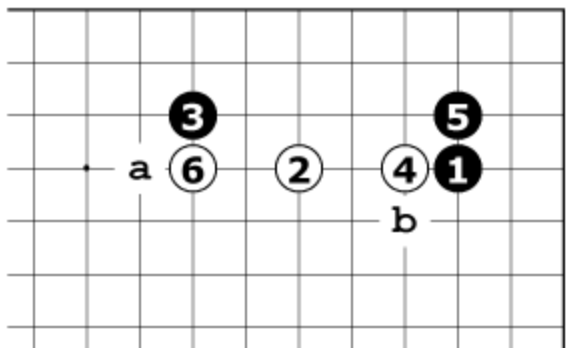
4 Black continues with 'a' * or 'b'. Black 'c' is a slack move. 'd' takes the corner and gives the right side.



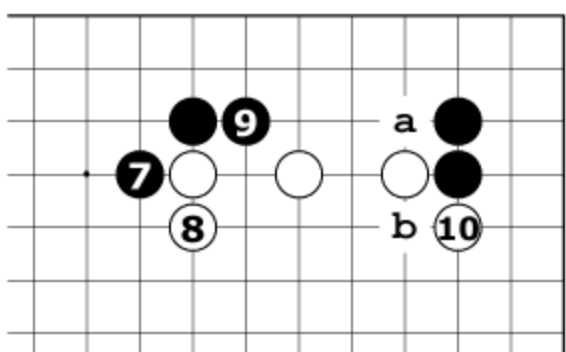
5 White continues with 'a' * or 'b'.



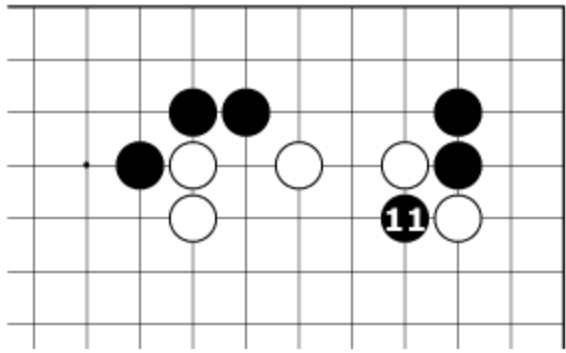
10 * GOOD VARIATION *



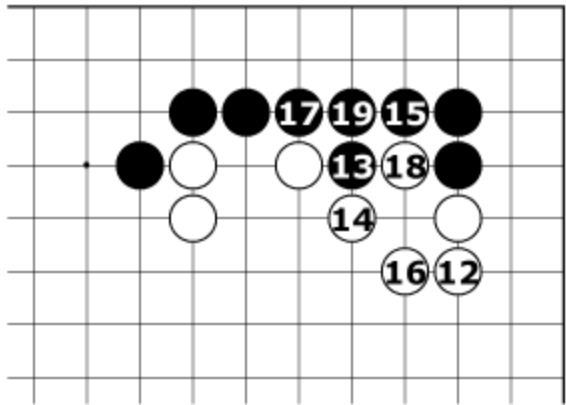
6 Black continues with 'a' or 'b'.



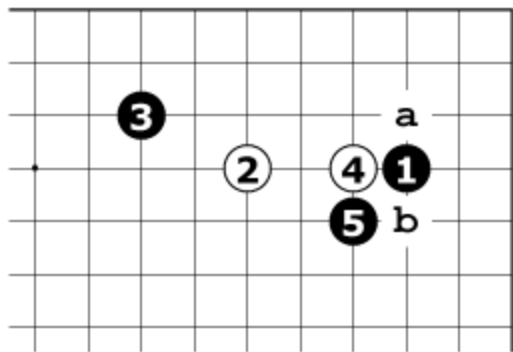
10 Black continues with 'a'. Black 'b' is a mistake.



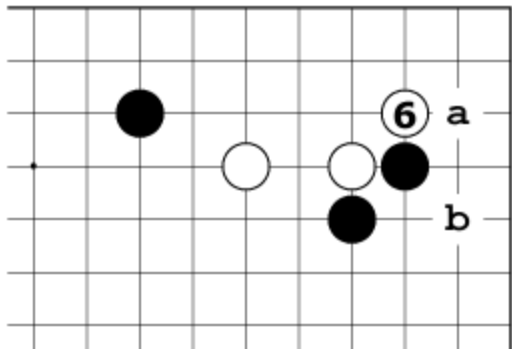
11 Black 11 is a mistake.



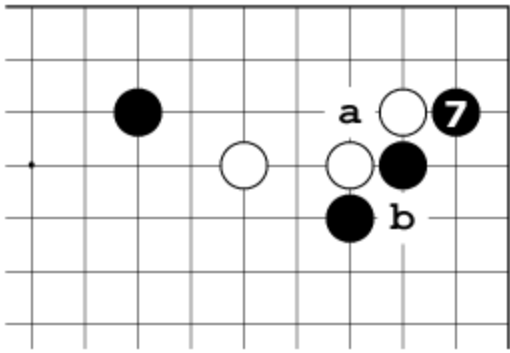
19 White has a better position than the joseki.



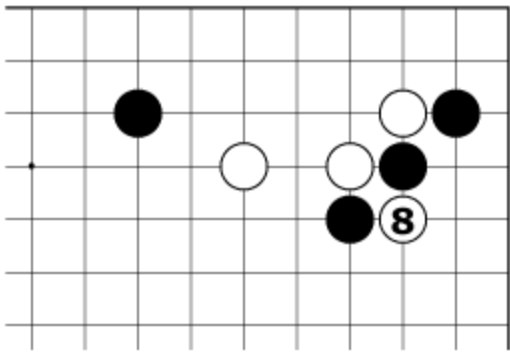
5 White continues with 'a'. White 'b' is an overplay.



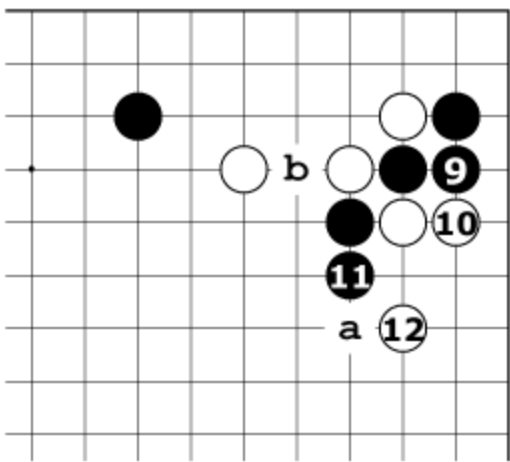
6 Black continues with 'a' or 'b'.



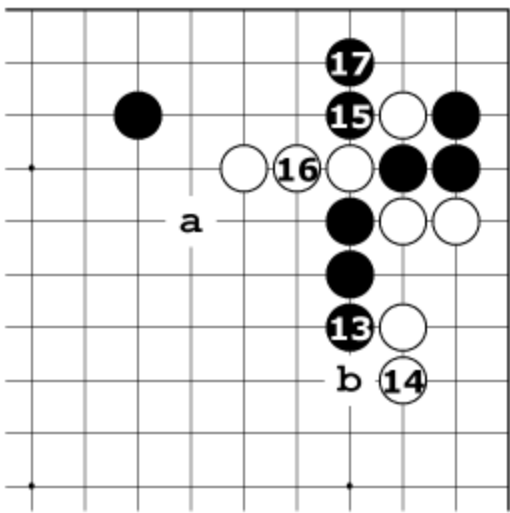
7 White continues with 'a' or 'b'. White 'b' leads to a fight with equal prospects.



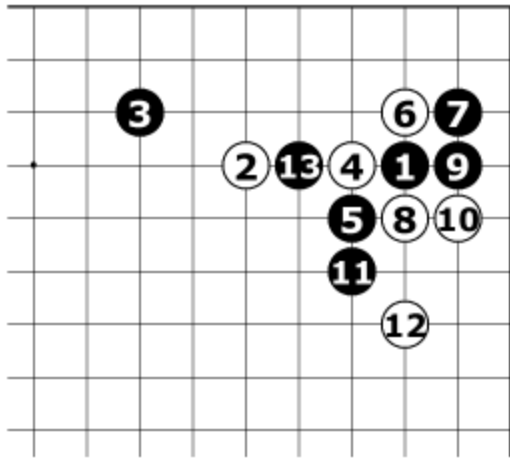
8 White 8 shows fighting spirit.



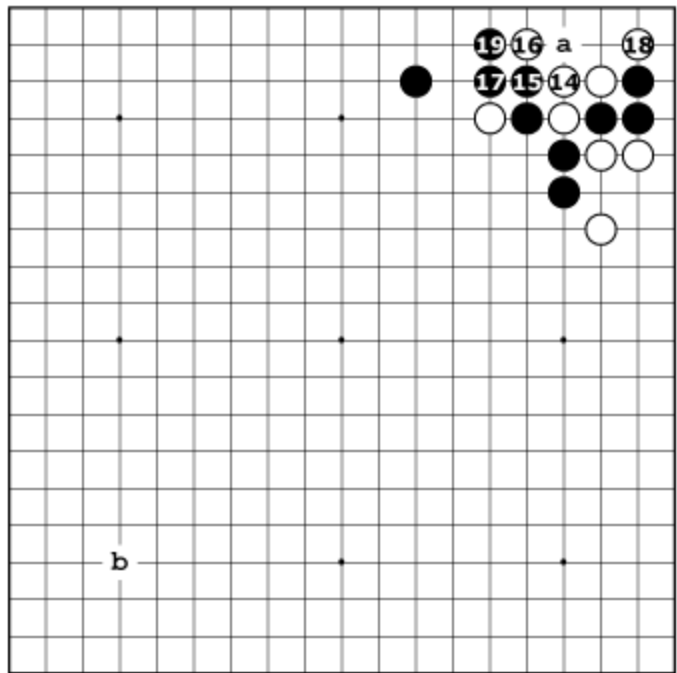
12 Black continues with 'a'. Black 'b' is not recommended.



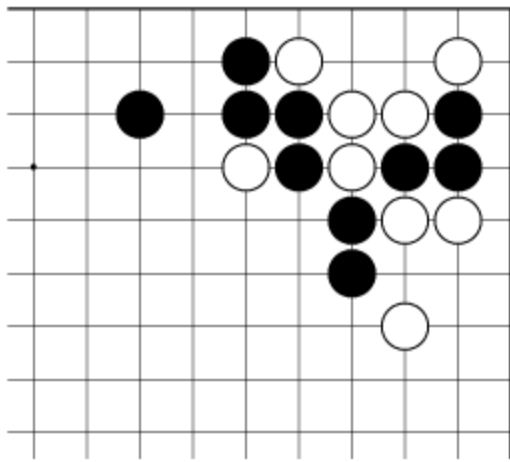
17 White next plays 'a' or 'b', depending on the position.



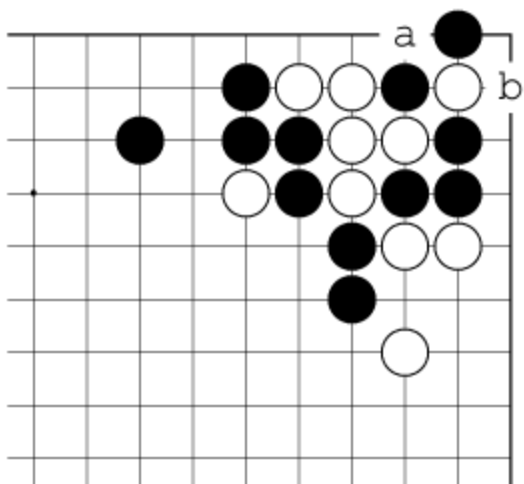
13 Black 13 is not recommended, as Black loses the corner.



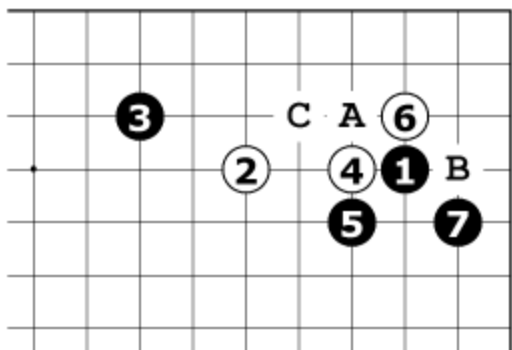
19 White continues with 'a'. White risks a ko playing elsewhere ('b').



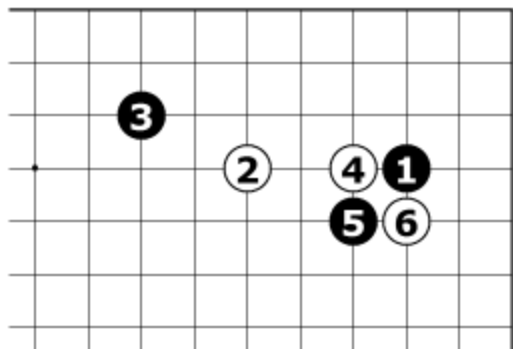
20 White plays elsewhere, risking a ko.



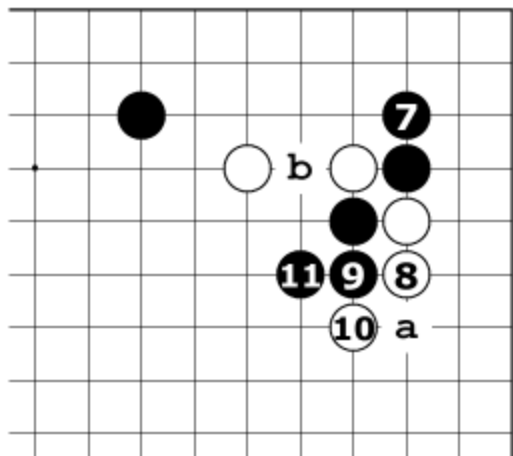
23 White continues with 'a'. White 'a' leads to a two-stage ko. White 'b' leads to a direct ko.



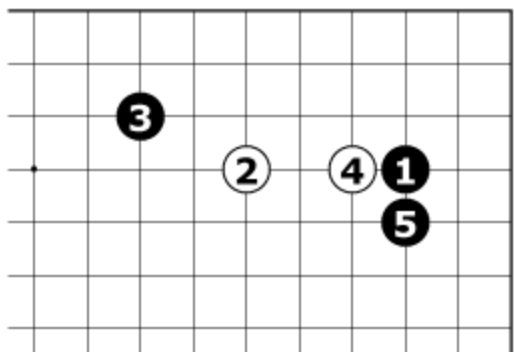
7 'A' and 'B' lead to the same position. 'C' is not recommended.



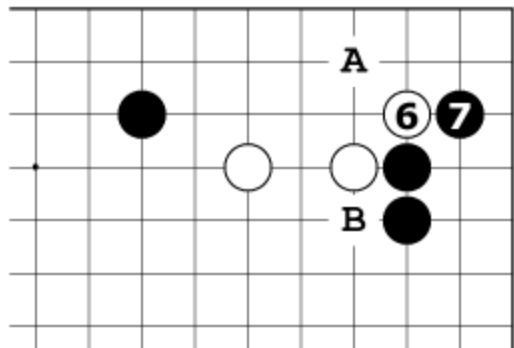
6 White 6 is unreasonable.



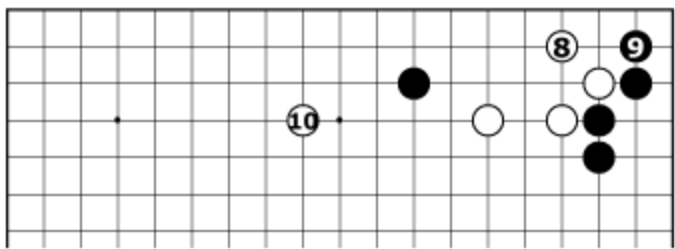
11 Black 11, ironically good shape here (usually bad shape), makes miai of 'a' and 'b'.



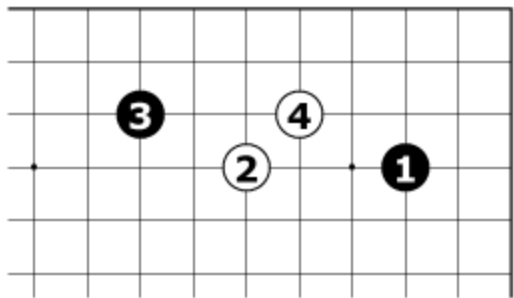
5 Black 5 is not recommended.



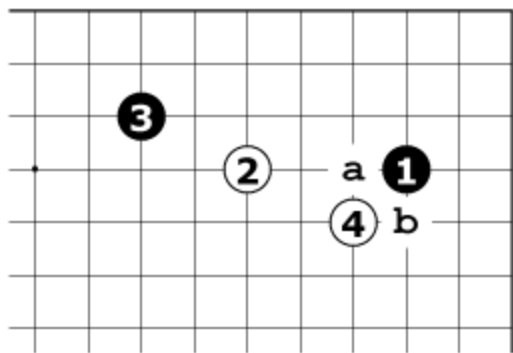
7 'A' or 'B'.



10 White has comfortable shape and can switch to 10.

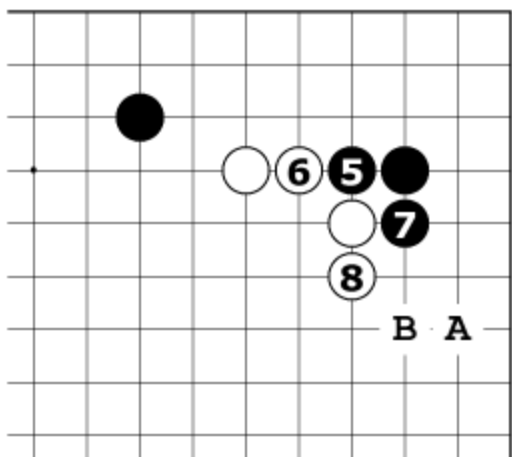


4 White 4 reverts to the small knight approach move with two-space low pincer joseki, see there for the possible variations to follow this move.

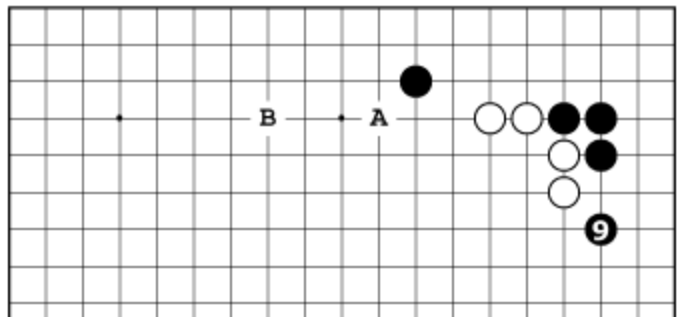


4 White aims for influence only.

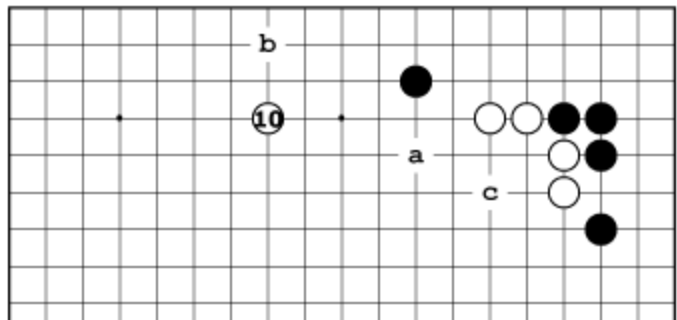
Black continues with 'a' or 'b'.



8 'A' is ok, 'B' possible.

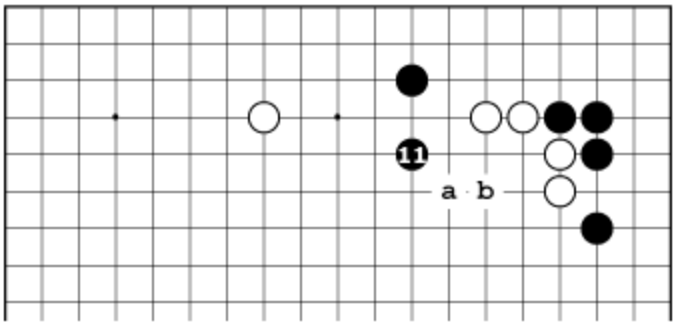


9 'A' is usual, 'B' complicated.

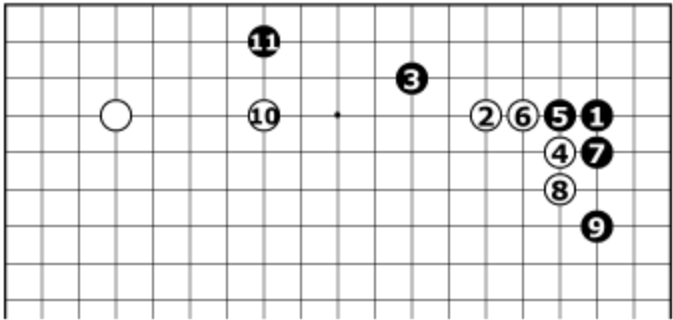


10 White 10 presumes White support in the upper left corner.

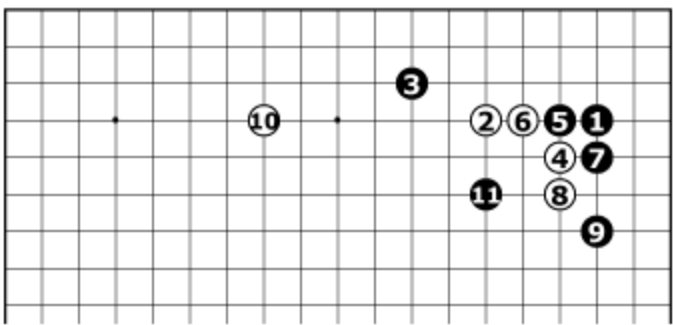
Depending upon whole board strategy, Black continues with 'a' to 'c'.



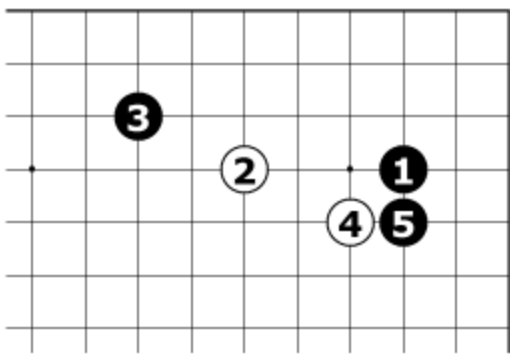
11 White presses with 'a'.
White 'b' is defensive.



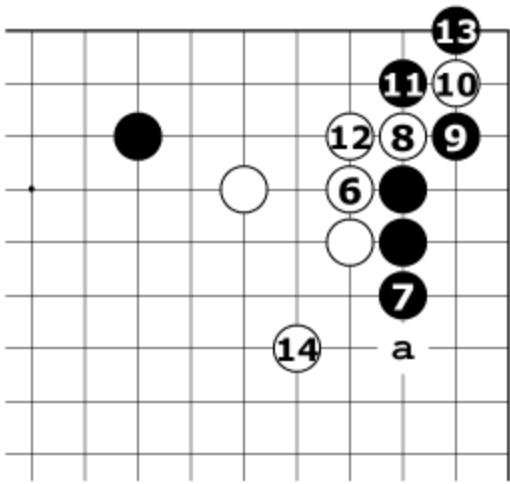
11 Black 11 aims to live at top,
at the cost of giving White
thickness.



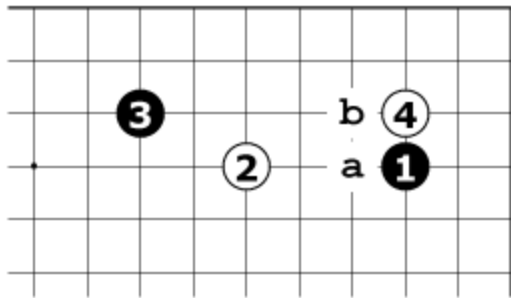
11 Black 11, a forcing move,
emphasizes the right, at
the expense of Black 3.



5 Black 5 ends up weakening
Black 3, so reflects a
change in strategy.

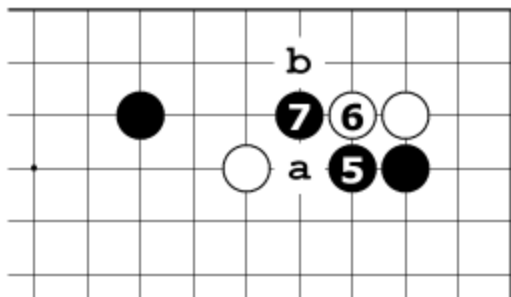


14 White can aim at 'a' later.

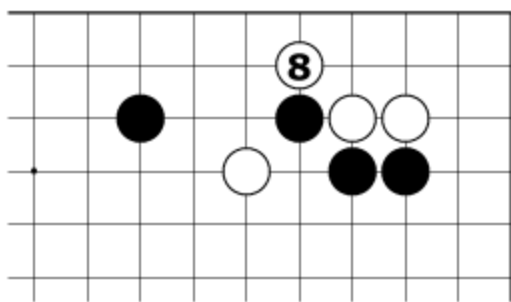


4 White 4 is unreasonable.

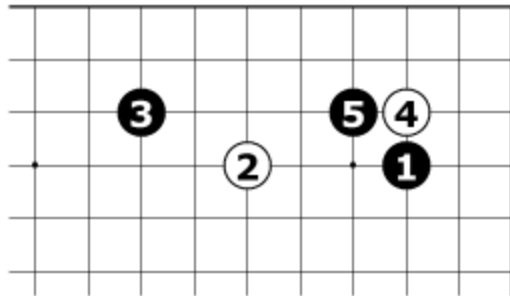
Black continues with 'a' to
take the outside.
Black 'b' takes the corner
and is not recommended.



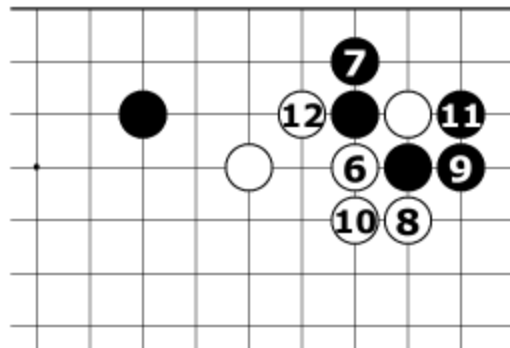
7 White continues with 'a'.
White 'b' is submissive.



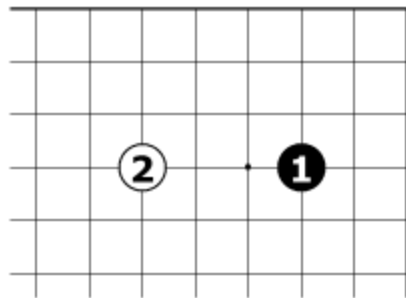
8 White 8 is submissive.



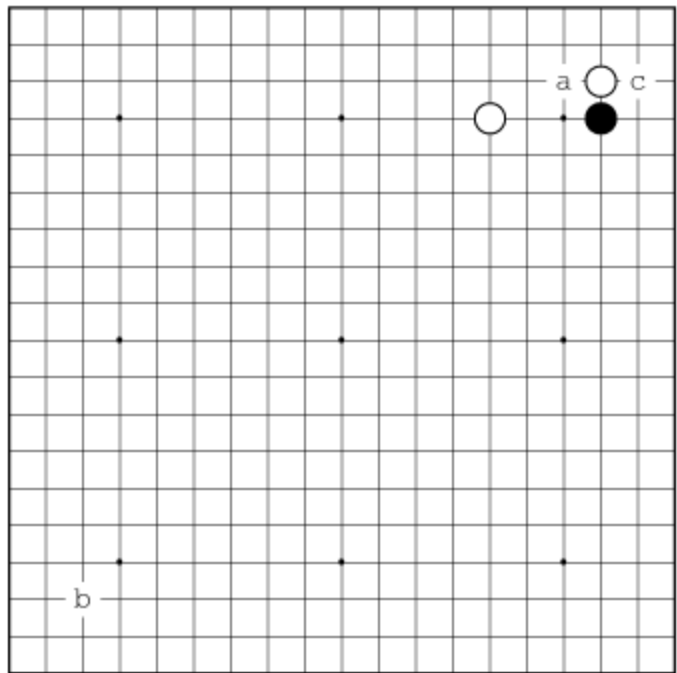
5 Black 5 is not
recommended.



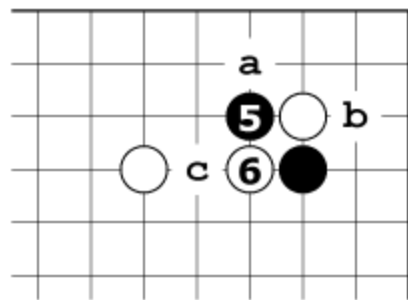
12 White gets nice outside
shape (even though Black
can later connect
underneath at top).



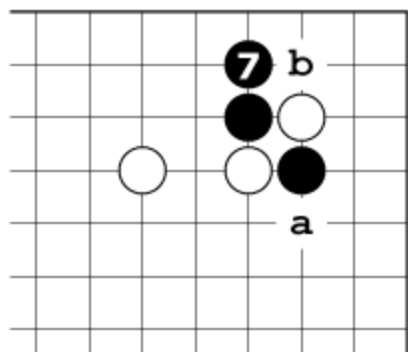
3 Black plays elsewhere.



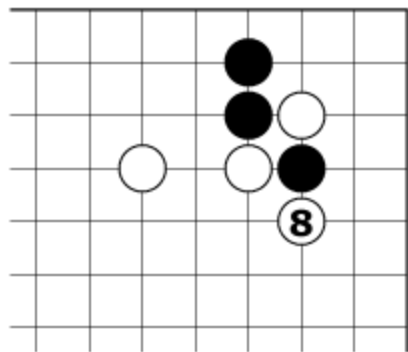
4 Black continues with 'a'.
Black 'b' shows White's
follow-up if Black plays
elsewhere again. 'c' is slack.



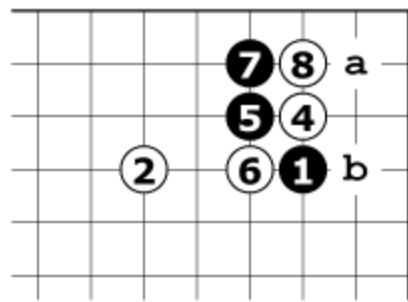
⑥ Black continues with 'a'. Black 'b' and 'c' are not recommended.



⑦ White continues with 'a' or 'b'. White 'a' ends with White sente. White must have the ladder to play 'b'.



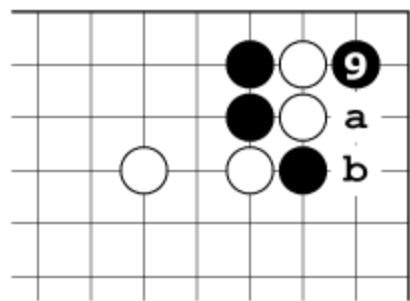
⑧ Though an equal result, and ending in sente, White 7 is not very satisfying.



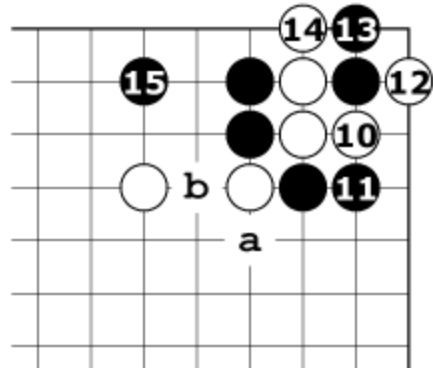
⑧ White must have the ladder to play this way.

Black continues with 'a'. Black 'b' is not

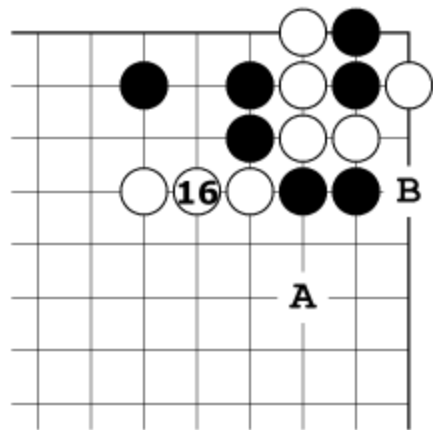
recommended.



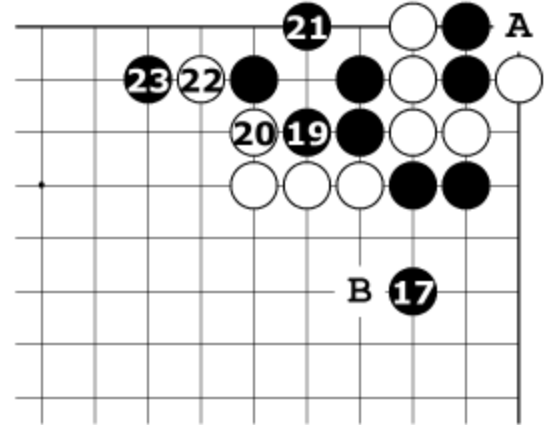
⑨ White continues with 'a' or 'b'. White 'b' starts a fight.



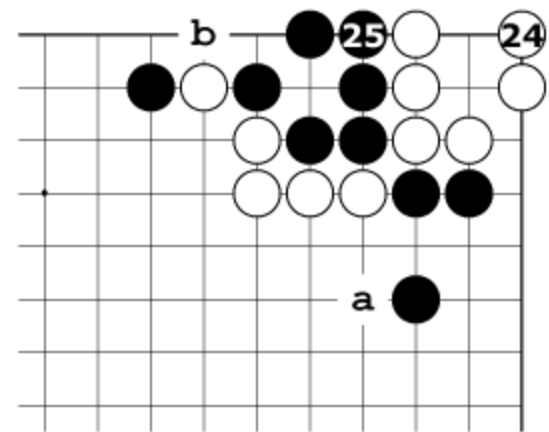
⑮ White continues with 'a' or 'b'.



⑮ 'A' is correct, 'B' is a mistake.

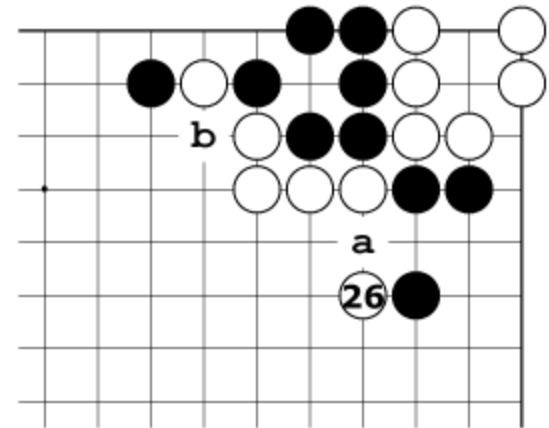


⑮ 'A' is correct, 'B' is a mistake.

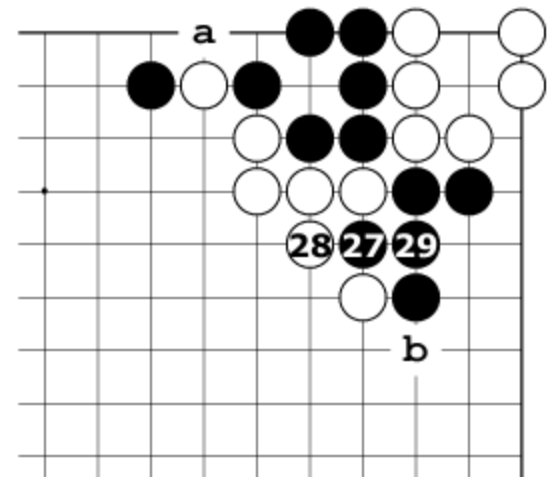


⑮ White continues with 'a'. White 'b' does not work.

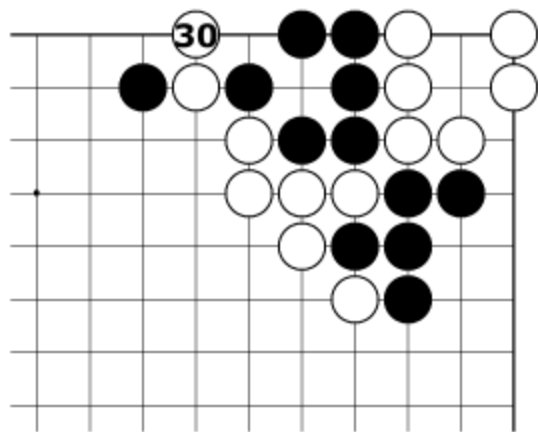
There is a ladder involved that should favor Black.



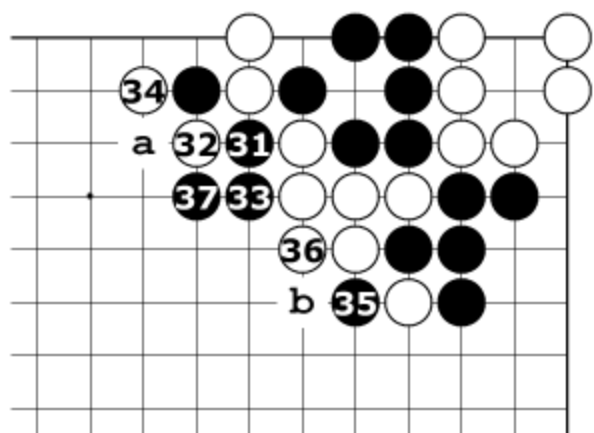
⑮ Black continues with 'a'. Black 'b' is not recommended.



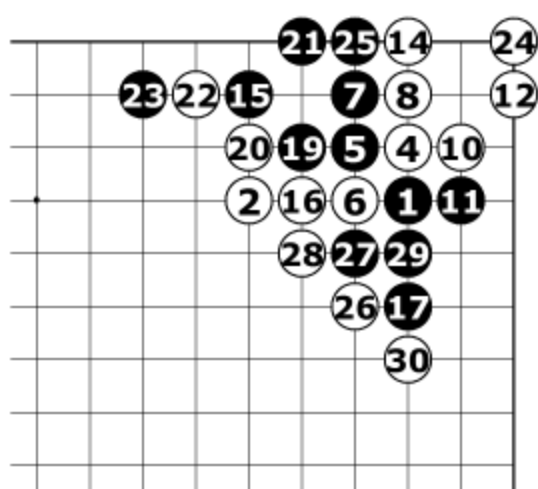
⑮ White continues with 'a' with a favorable ladder running to the bottom left, or 'b' the ladder is unfavorable.



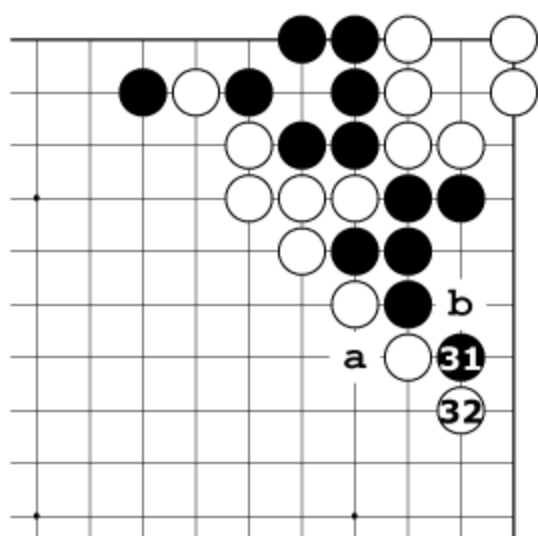
30 White must have the ladder to play this way.



37 'b' is a ladder that must favor Black for 'a' and 'b' to be miai.

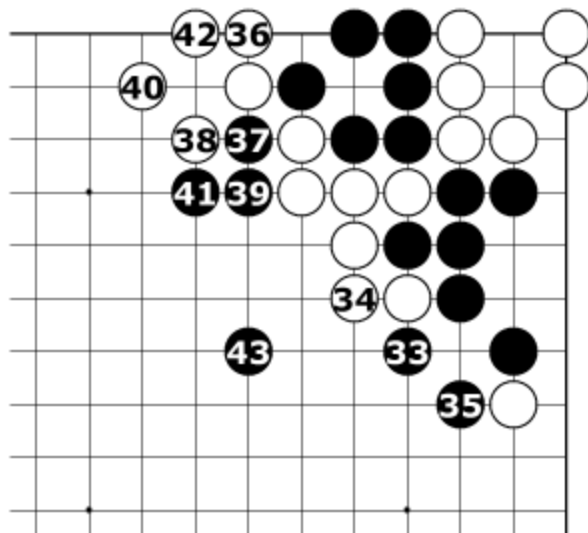


30 White plays this way when the ladder is unfavorable.

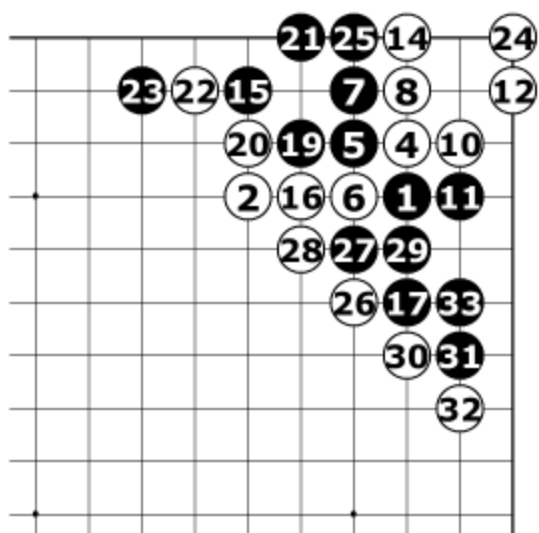


32 Black continues with 'a'. Black 'b' captures the

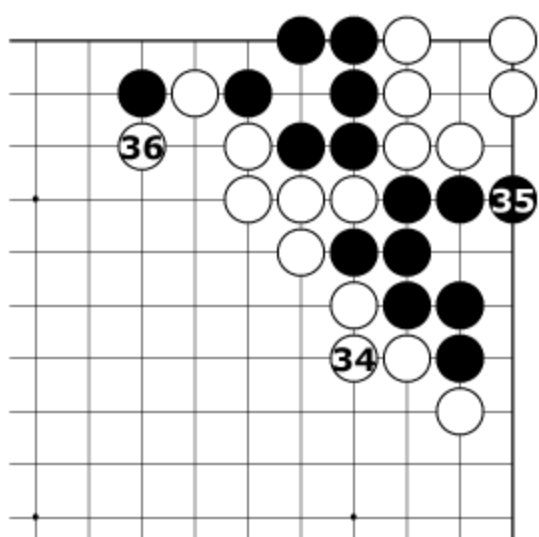
corner, but gives White superior thickness.



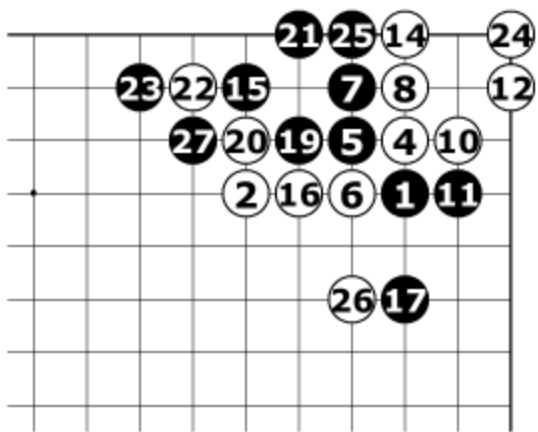
43 White gets the corner, Black get slightly better influence.



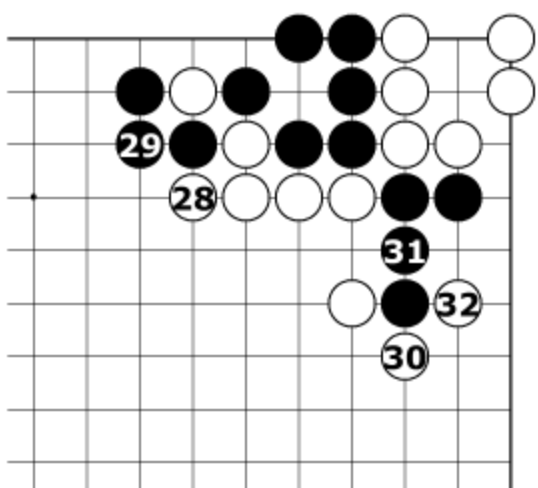
33 Black 32 is not recommended.



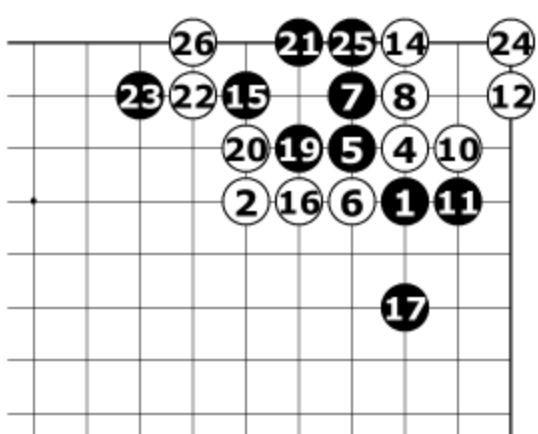
36 Locally, White's thickness is better than Black's corner profit.



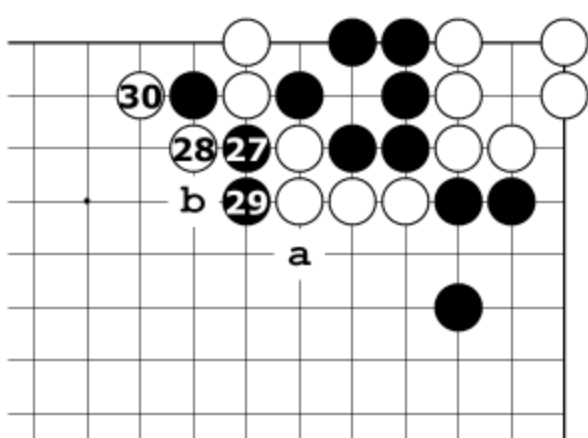
27 Black gives up the fight.



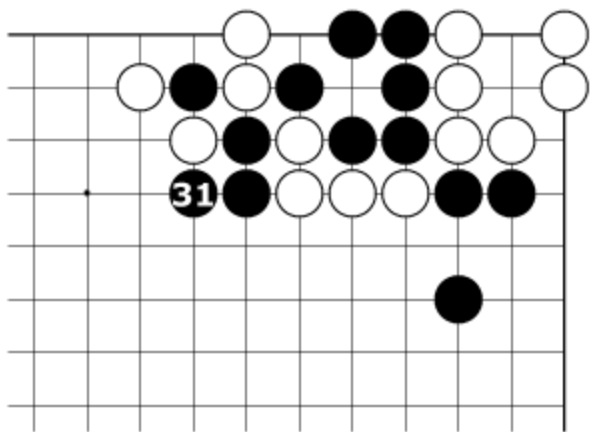
32 White 32 ensures capture of the Black stones.



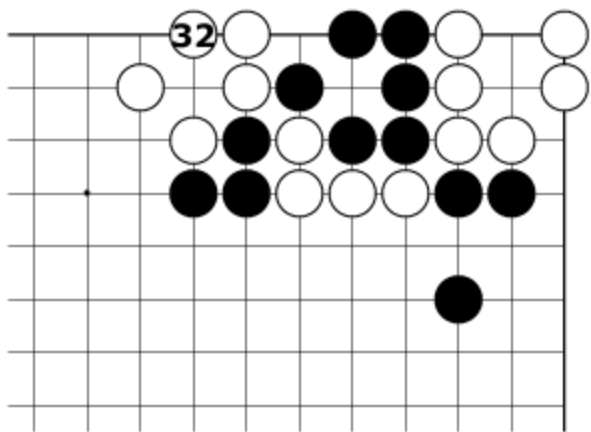
26 White 26 is a mistake.



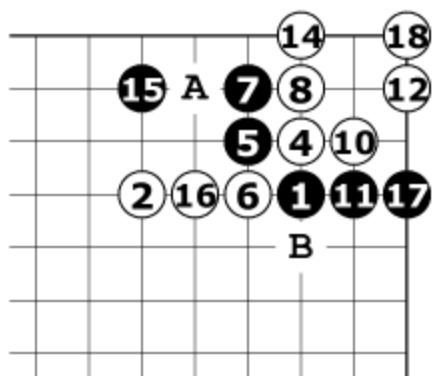
30 Black continues with 'a'. Black 'b' is a mistake.



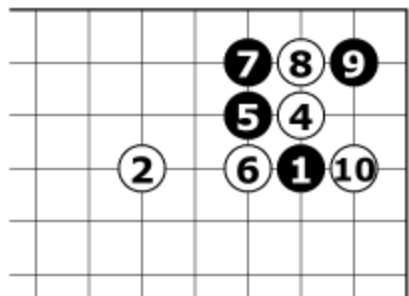
31 Black 31 is a mistake.



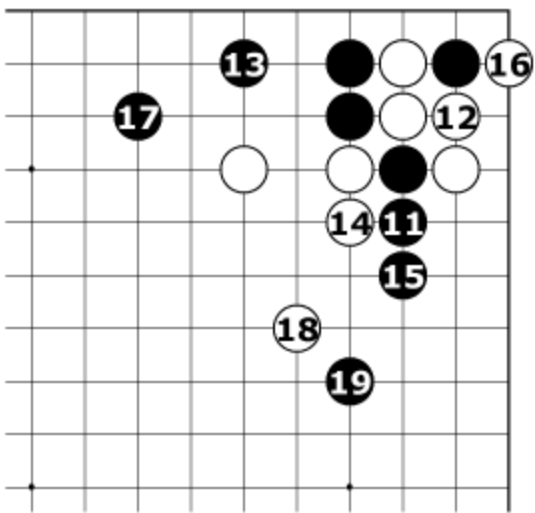
32 And White wins the fight.



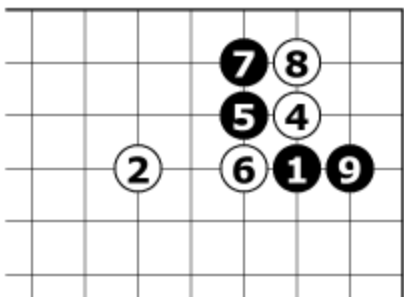
18 White can take stones on A or B.



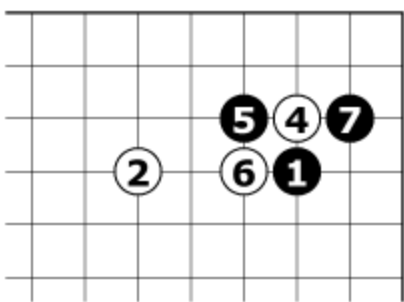
10 White 9 starts a fight.



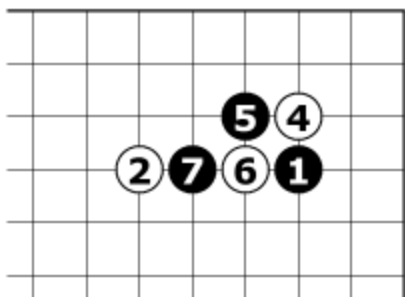
19 White's center stones are hard-pressed, but the overall board position may make this reasonable.



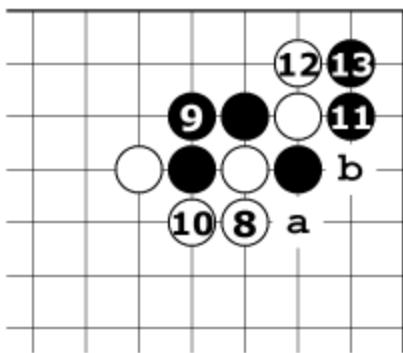
9 Black 8 was once considered joseki, but White gets great shape, so this sequence is now considered favorable to White.



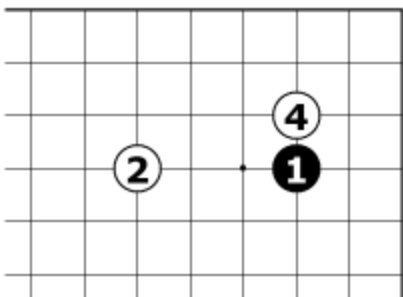
7 Black 7 lacks style, and gives White a better result.



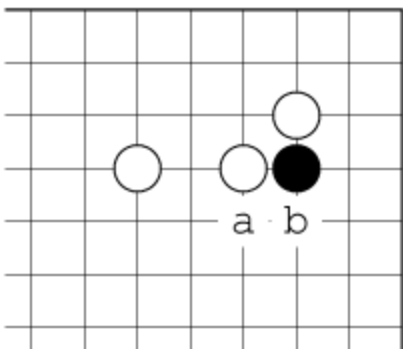
7 Black 7 is not a good move.



13 White continues with 'a' or 'b'.

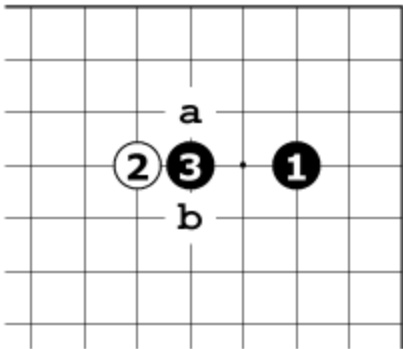


5 Black plays elsewhere again.

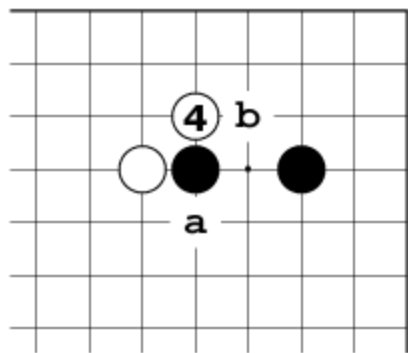


6 This position is the same as Black 1 contacting a White star-point stone (6); see variation 4-1-1-1-2.

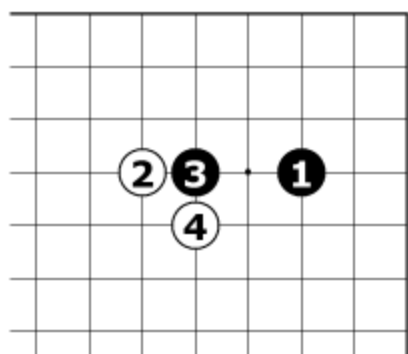
Black continues with 'a' or 'b'.



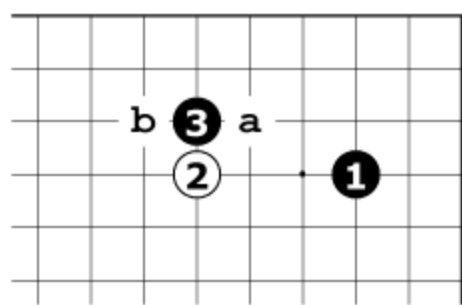
3 White continues with 'a'. White 'b' is a mistake in direction.



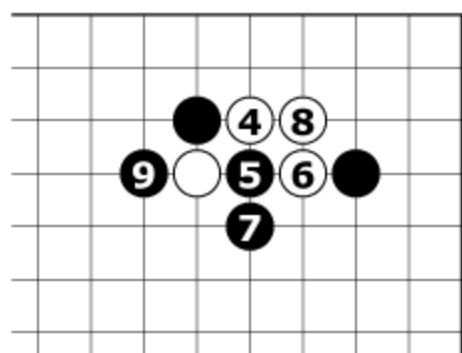
④ Black continues with 'a' or 'b'.



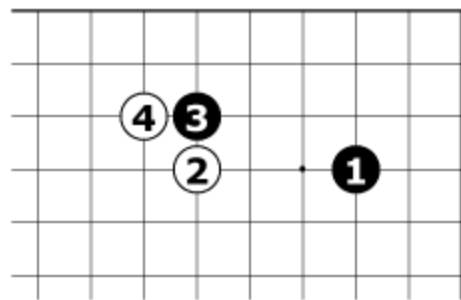
④ White 4 is a mistake in direction.



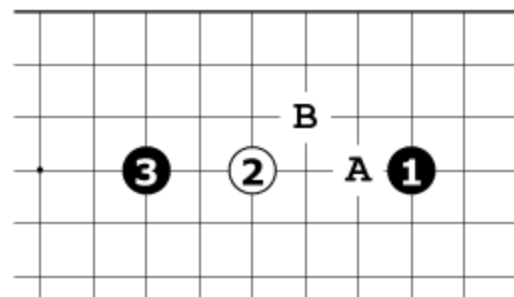
③ Black 3 is an overplay.
White continues with 'a'.
White 'b' is submissive.



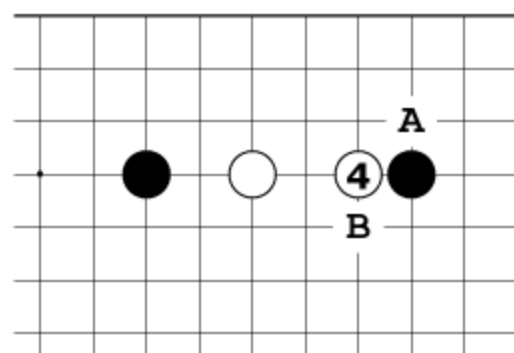
⑨ Black 9 is a mistake. White gets great profit.



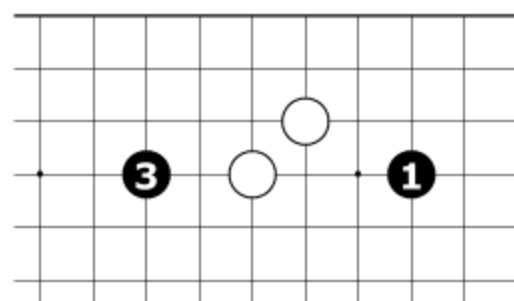
④ White 4 is submissive.



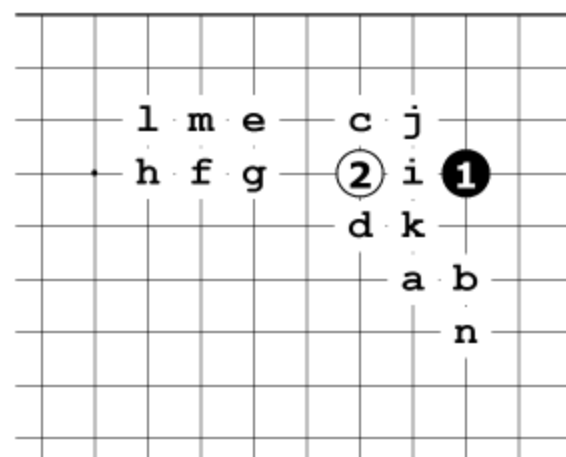
③ 'A' or 'B' are ok.



④ 'A' or 'B' are ok.



④ Same variation as White 4 played before White 2.

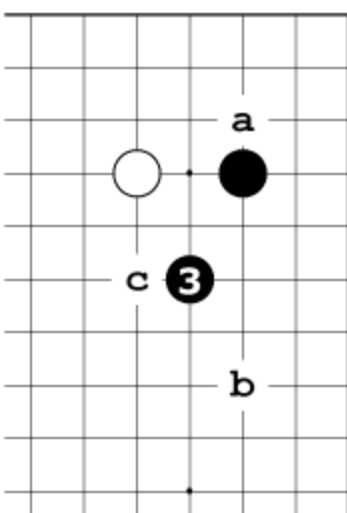


② The 5-4 approach move has become more popular in modern times, as modern Go emphasizes speed and influence.

Black responds at 'a *', 'b *', 'c *', 'd *', 'e *', 'f *', 'g *' to 'j' or 'l' or 'n', or plays elsewhere.
Black 'k' is slow.
'm' is a rare move, undecided between the two intentions of putting pressure on White like with 'e' or influencing the top left side like with 'l',

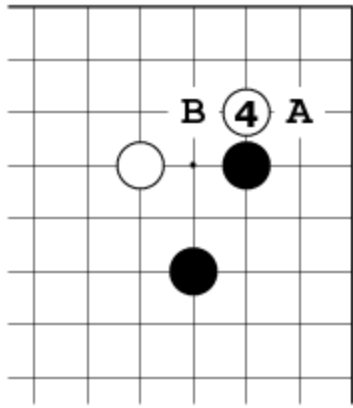
k11, j10, i9, h8, g7, f6, e5, d4, c3, b2, a1

outcomes:
a1, b2 - Black right; White top
c3 - Black corner & right; (small, large) Avalanche
d4, e5 - Black choice
f6 - Black choice; Magic Sword of Muramasa
g7, h8 - Black right; White top
i9 - Black corner & right; White top
j10 - Black corner & sente; White top
k11 - various

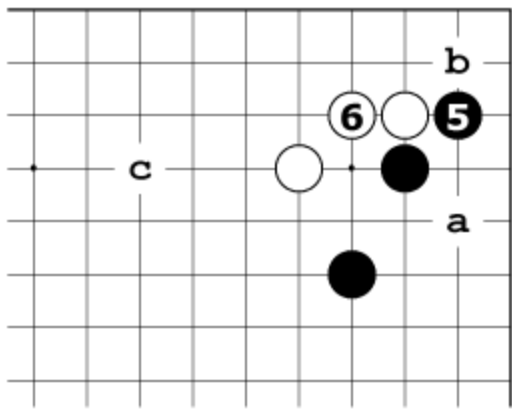


③ Black 3 is a peaceful response, aiming to maintain balance with White's high approach.

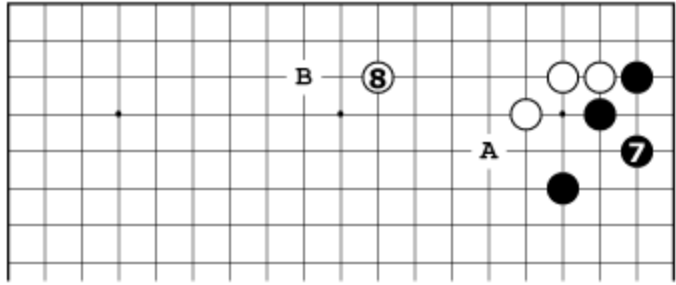
White continues with 'a *'.
White 'b' and 'c' represents unorthodox strategies.



④ 'A *' is joseki, 'B' is a mistake.

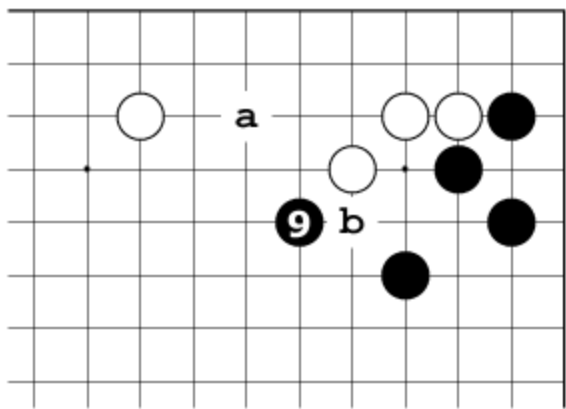


⑥ Black continues with 'a *', 'b *' or 'c'.

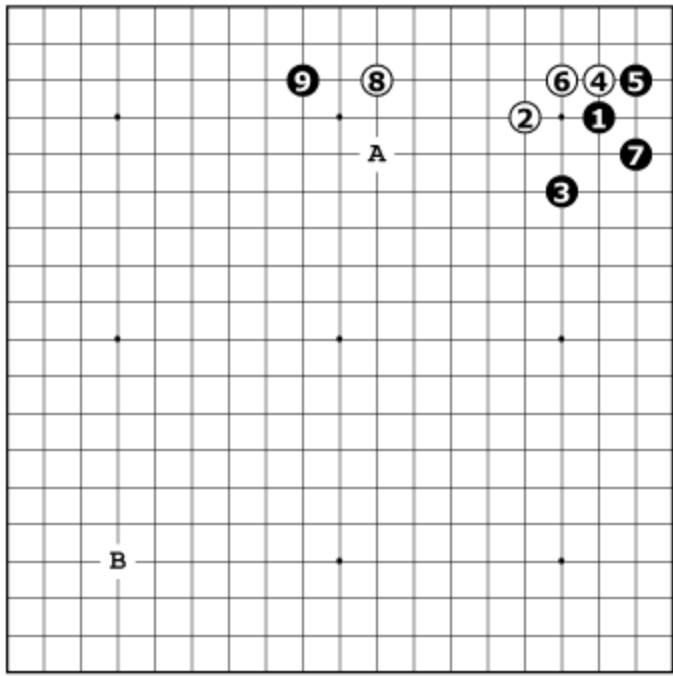


⑧ Later, Black can play 'A' or 'B'.

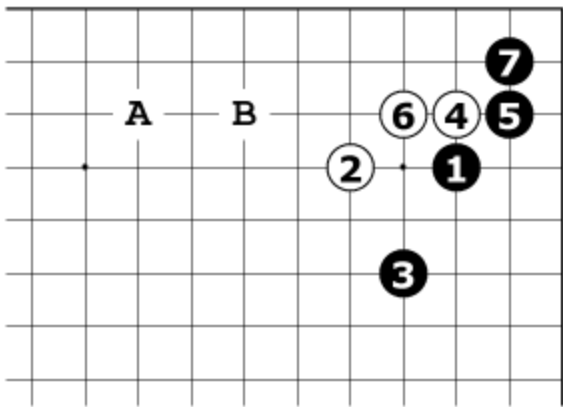
* GOOD VARIATION *



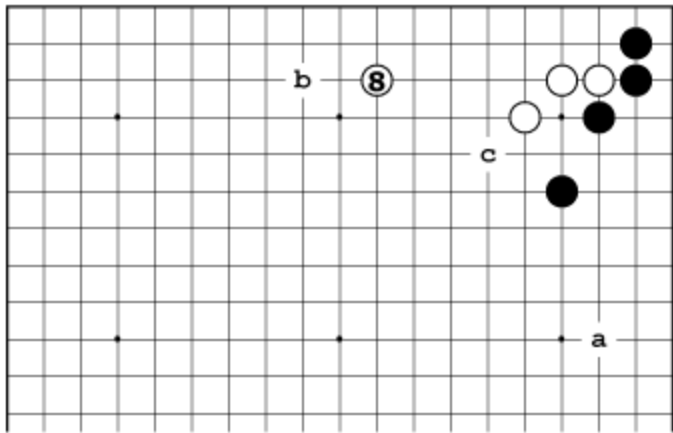
⑨ Continuation. White continues with 'a' or 'b'.



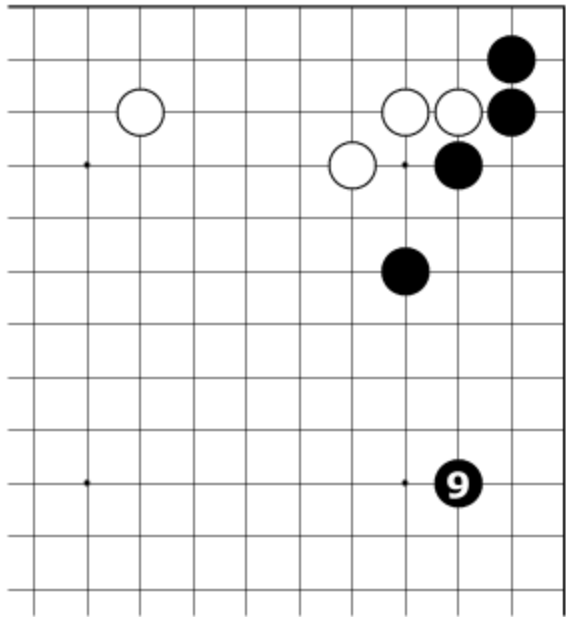
⑨ White answers on 'A', tenuki 'B' is not good.



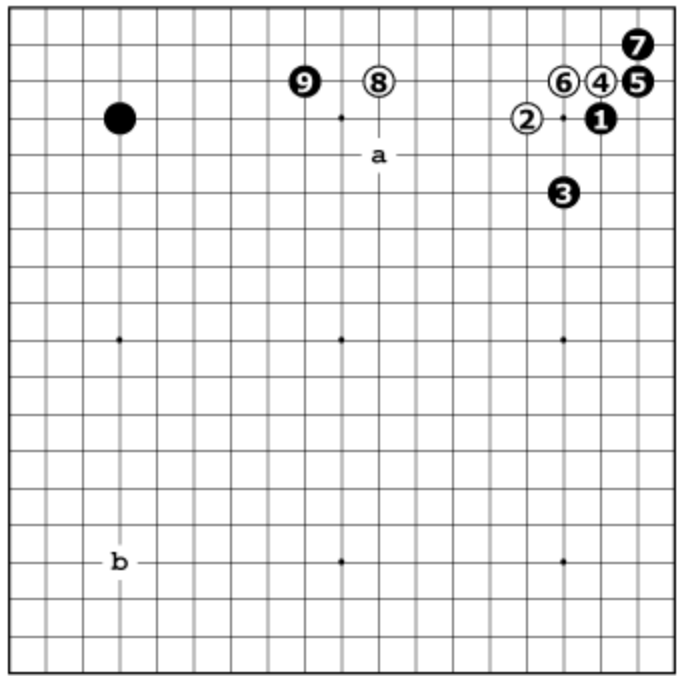
⑦ 'A *' is usual. In the Chinese Fuseki, only 'B *' is possible.



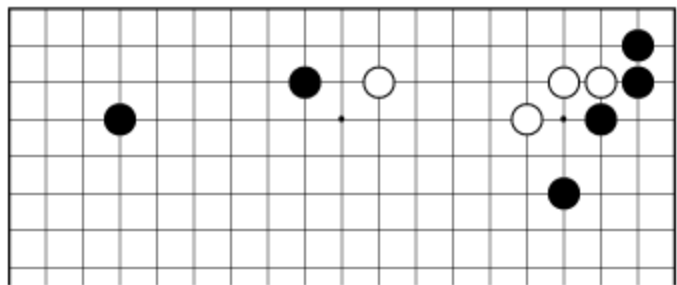
⑧ Black extends to 'a *', or, with support in the top-left corner, may play 'b'. If 'b' doesn't work (because of lack of support), Black may press at 'c'.



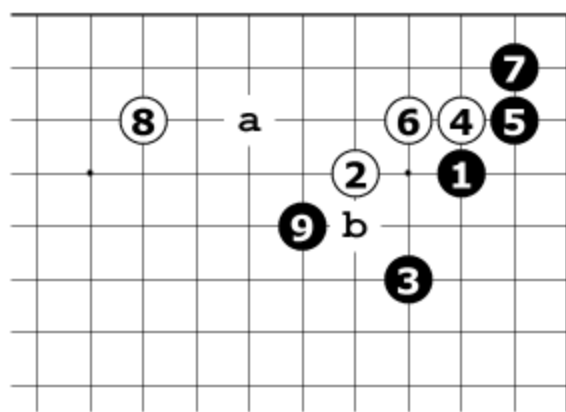
⑨ * GOOD VARIATION *



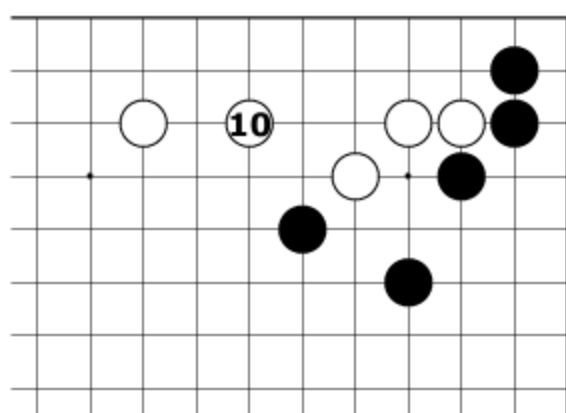
⑨ Black may play 9 as a check if there is Black support in the top-left corner. White must reply; 'a' is suitable. White cannot afford to play elsewhere ('b').



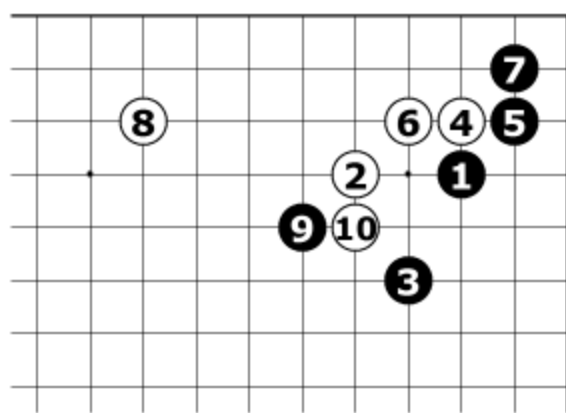
⑩ White plays elsewhere, a mistake.



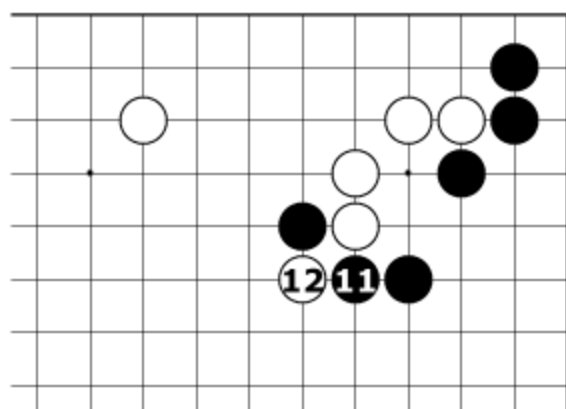
- ⑨ White may submit with 'a'. If the ladder to the bottom left corner favors White, White may resist with 'b'.



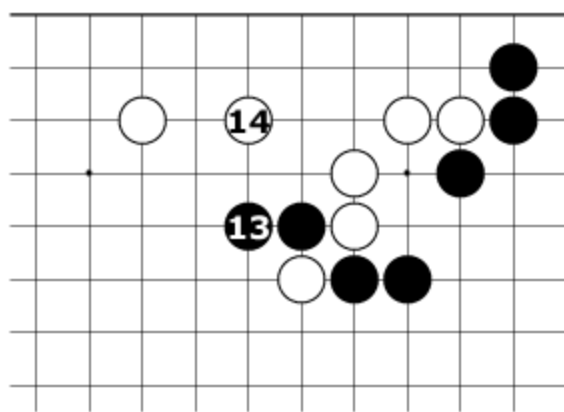
- ⑩ White plays 10 when the ladder is unfavorable.



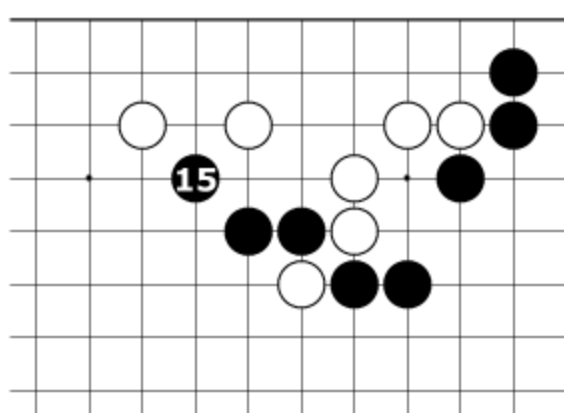
- ⑩ White must have the ladder to play this way.



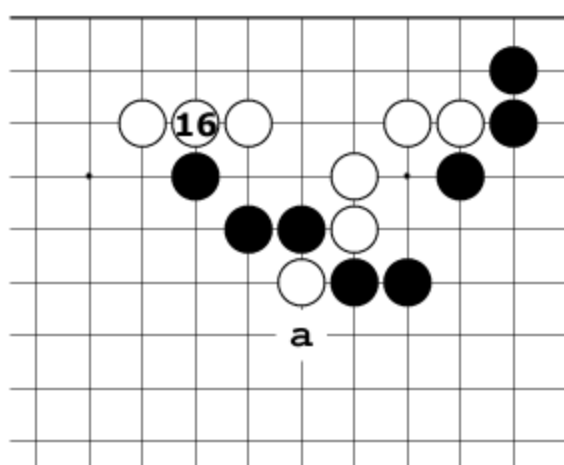
- ⑫ White 12 must not be able to be caught in a ladder.



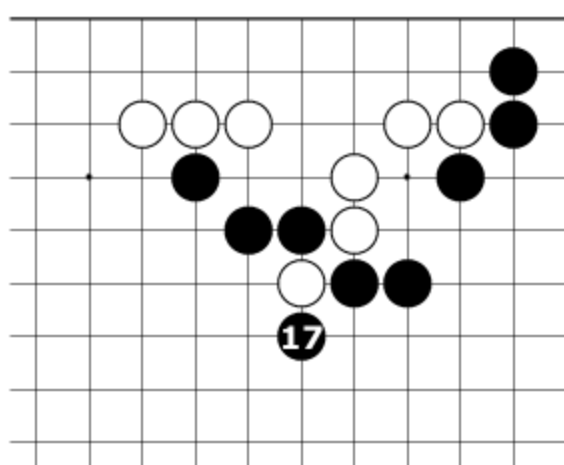
- ⑭ White 14 can only be played if White 12 cannot be captured in a ladder.



- ⑮ Black 16 takes care of the ladder issue for White 12.



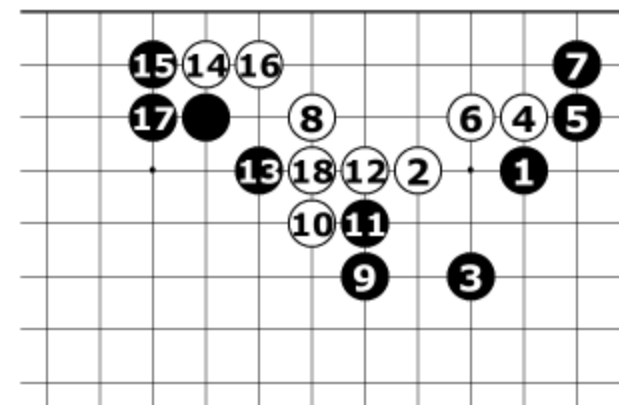
- ⑯ White might like to resist with 'a', but White 16 is correct.



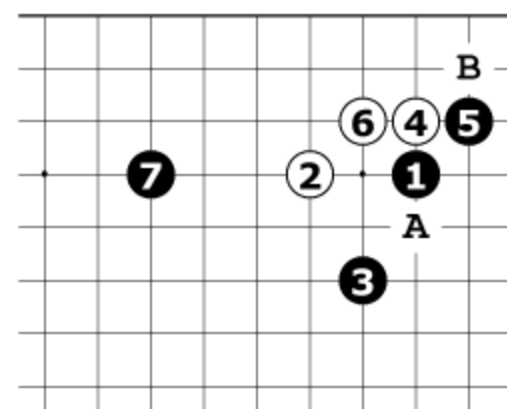
- ⑰ White 12 can be captured because of the Black 15,

White 16 exchange.

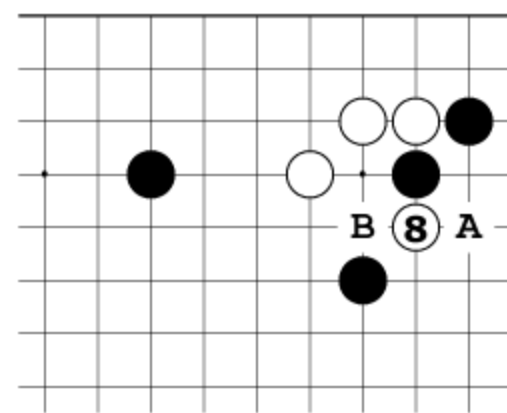
White has territory in sente, Black has thickness: a fairly even exchange.



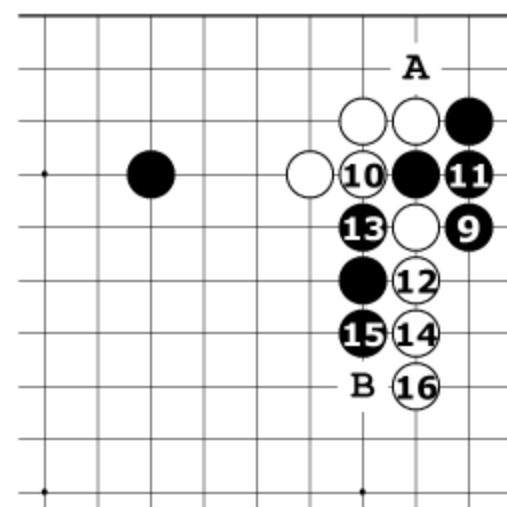
- ⑱ * GOOD VARIATION *



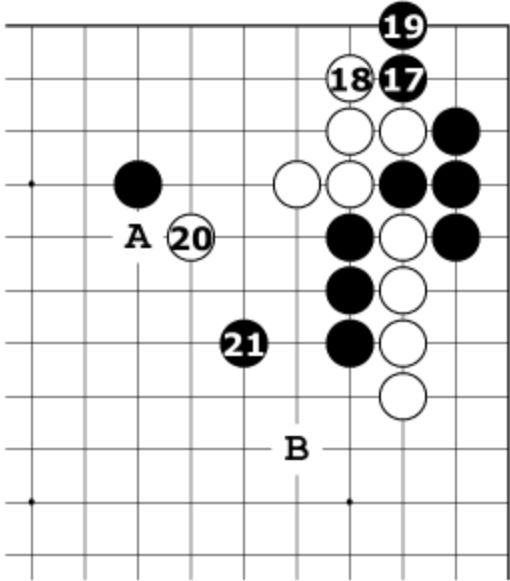
- ⑦ 'A' or 'B' are possible.



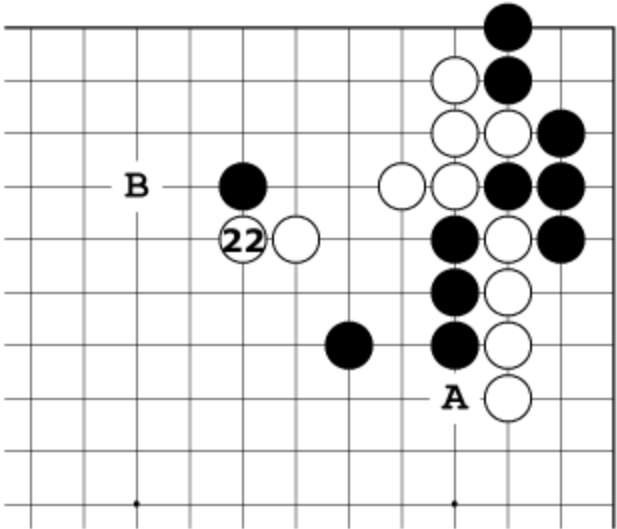
- ⑧ 'A' or 'B' are possible.



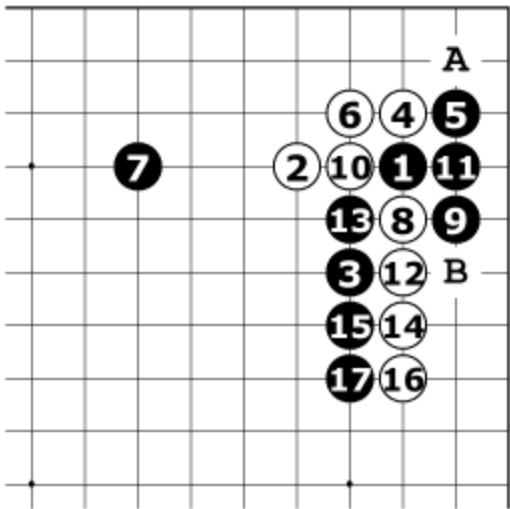
16 'A' is correct, 'B' is a mistake.



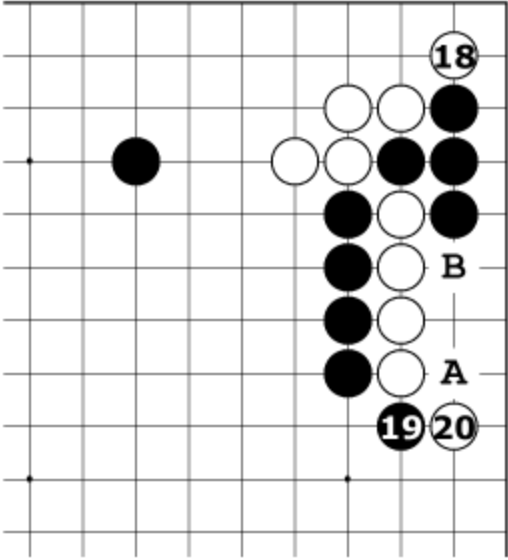
21 'A' is correct, 'B' is a mistake.



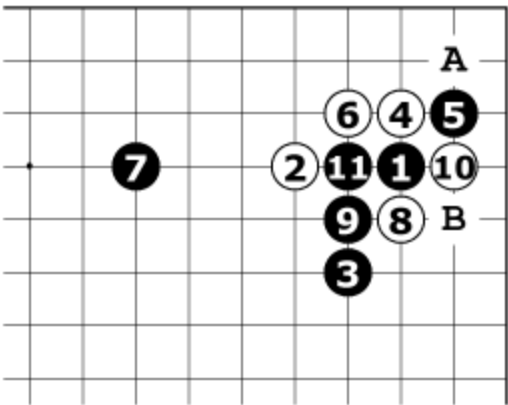
22 'A' or 'B' are possible.



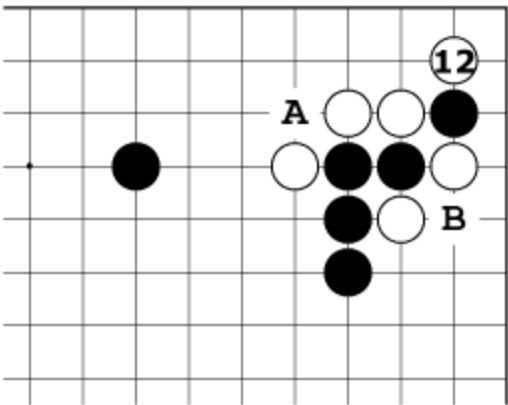
17 'A' kills, 'B' dies.



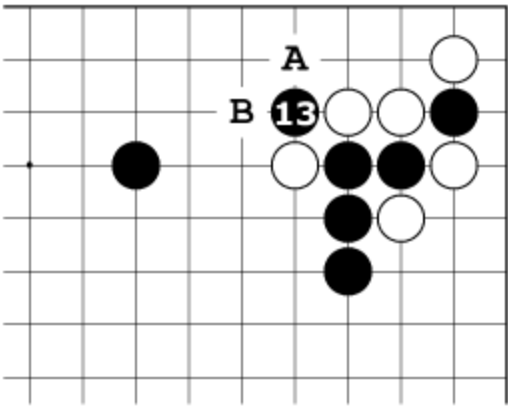
20 Neither 'A' nor 'B' work.



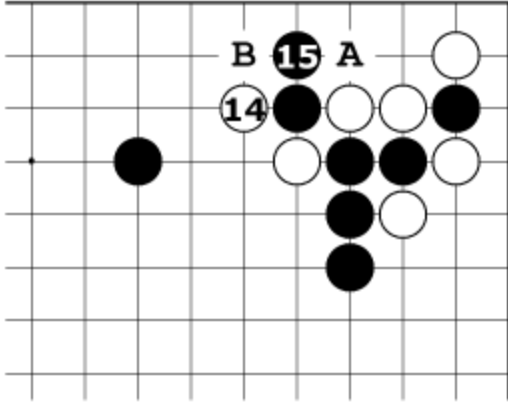
11 'A' or 'B' are ok.



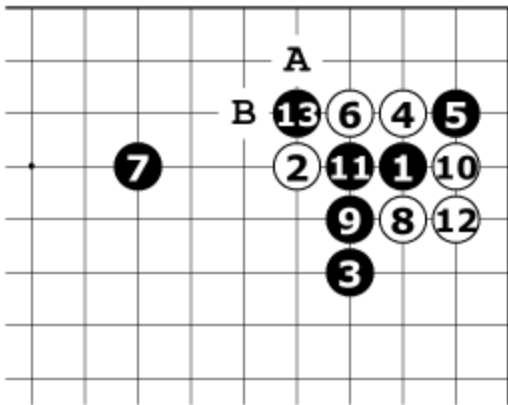
12 'A' is correct, 'B' is questionable.



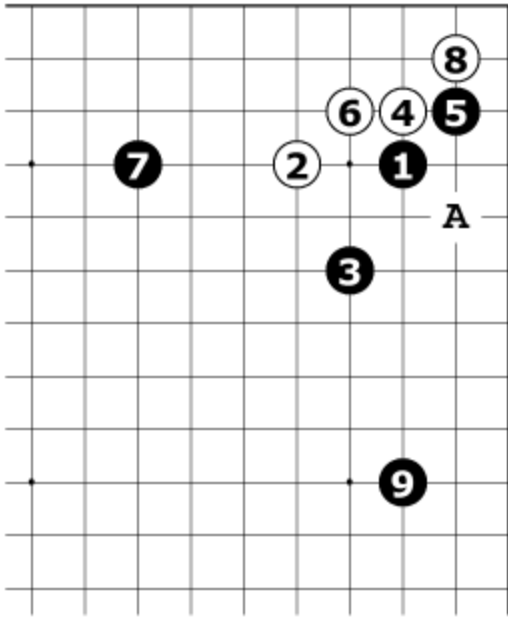
13 'A' is correct, 'B' is questionable.



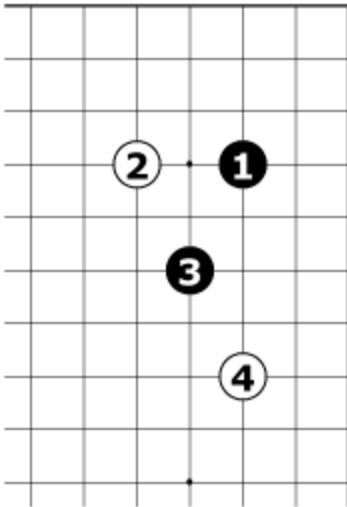
15 'A' or 'B' don't help much.



13 'A' is honest, 'B' just takes less territory.

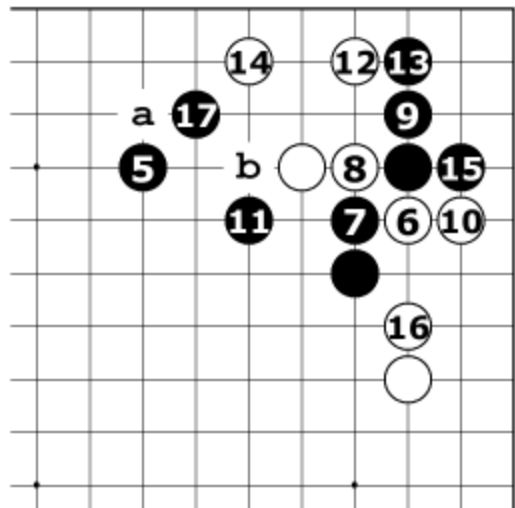


9 Later White A

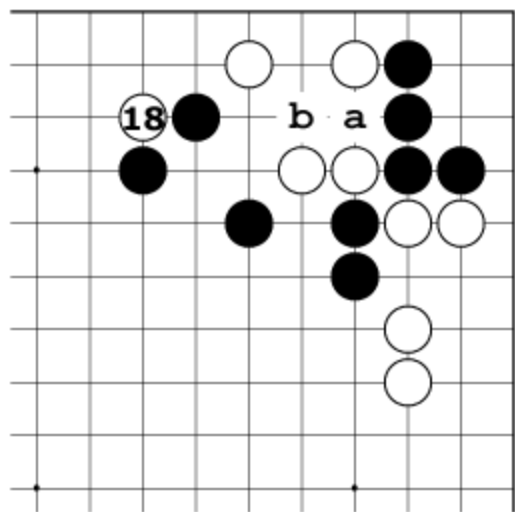


4 White 4 is a tough-minded move.

Rin Kaiho played White 4 against Yoshio Ishida in the 3rd game of the 1974 Oza title match.

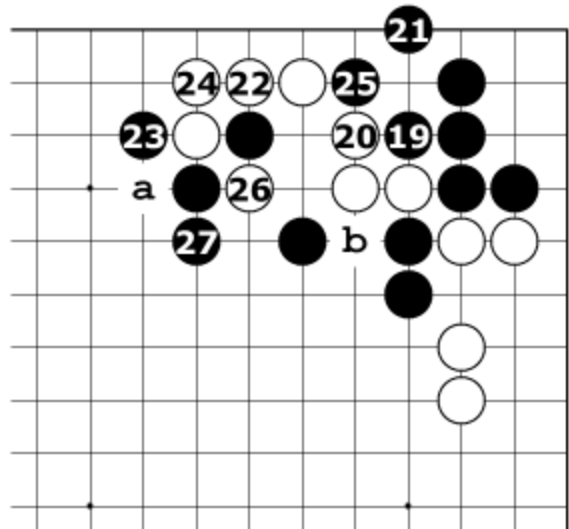


17 White continues with 'a'. White 'b' is a mistake.

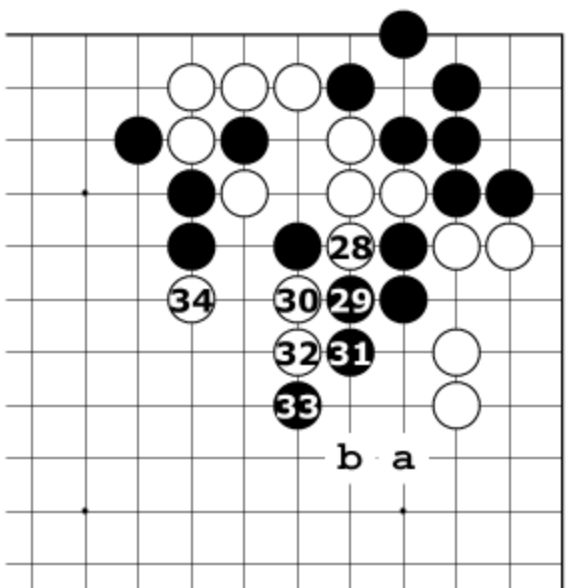


18 White 18 is the tesuji that lets top White group live.

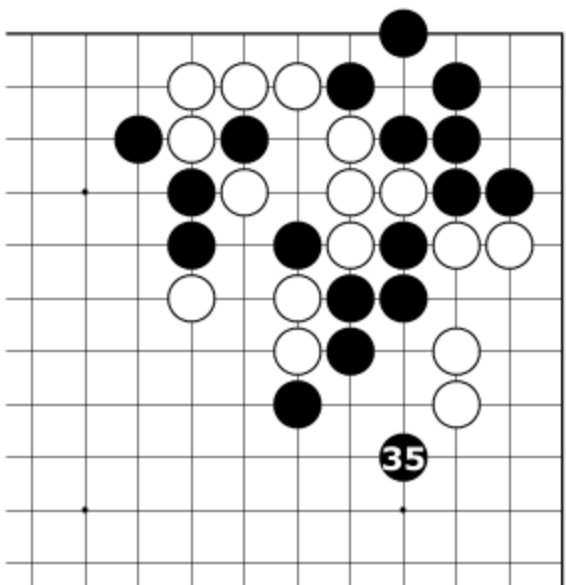
Black continues with 'a'. Black 'b', letting White live in the corner, is too mild.



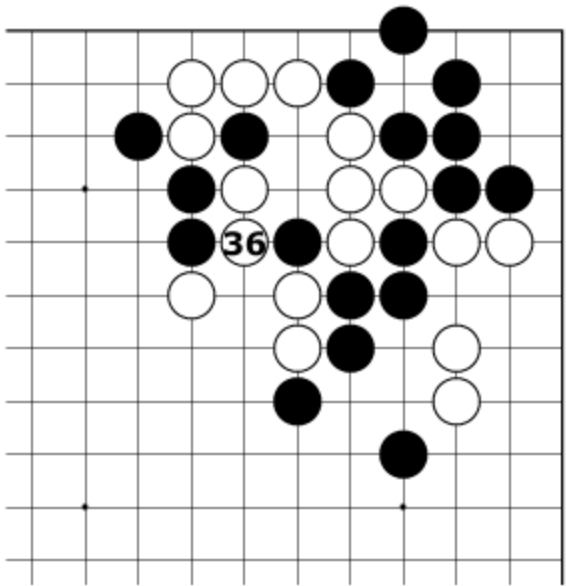
27 The cut of 'a' is correct. In the actual game, White played 'b'.



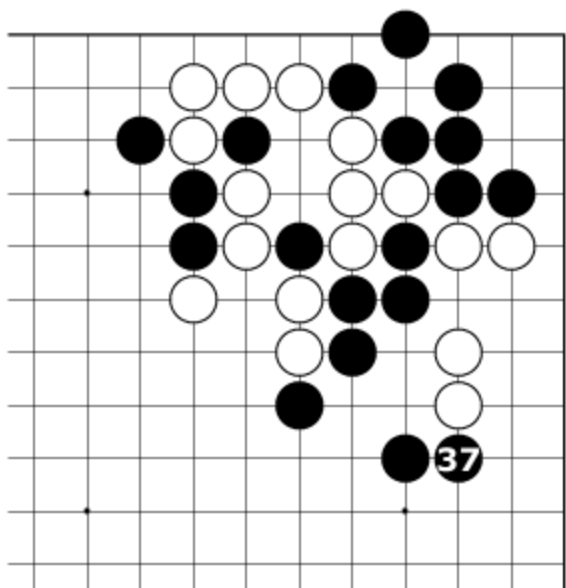
34 Black continues with 'a'. Black 'b' is a mistake.



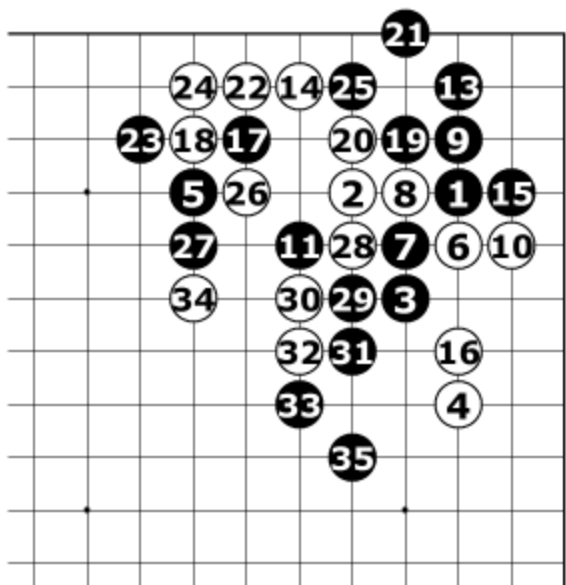
35 Black can capture the White group on the right side with Black 35.

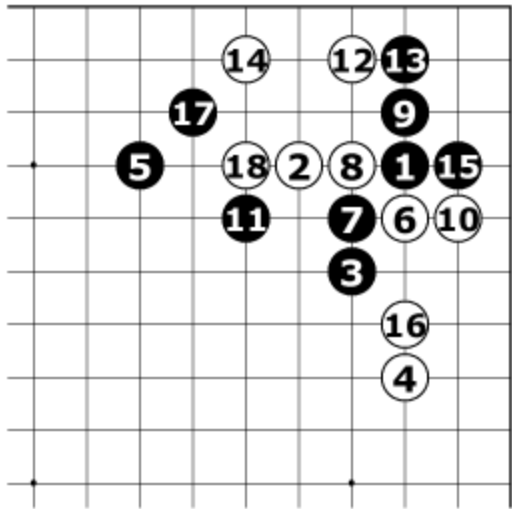


36 White must play 36.

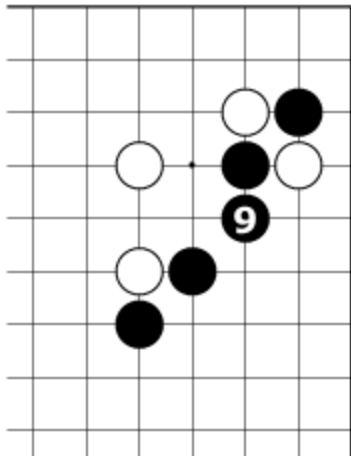


37 White cannot live on the right.

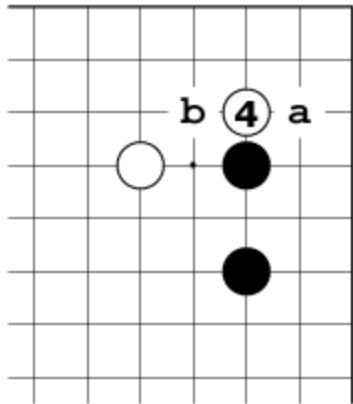




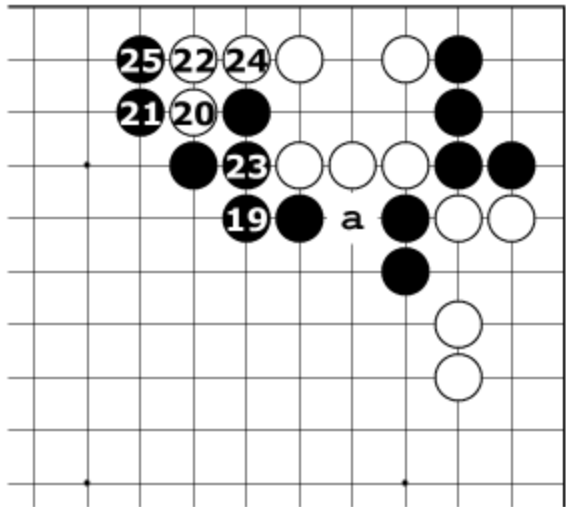
18 White 18 is a mistake.



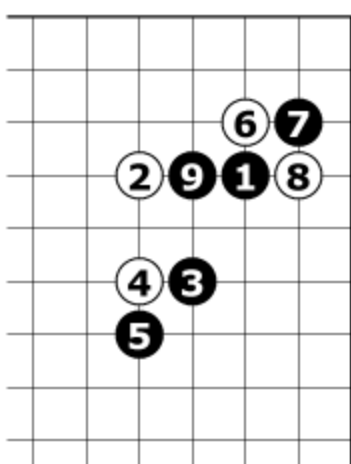
9 Black gives away the corner for the sides.



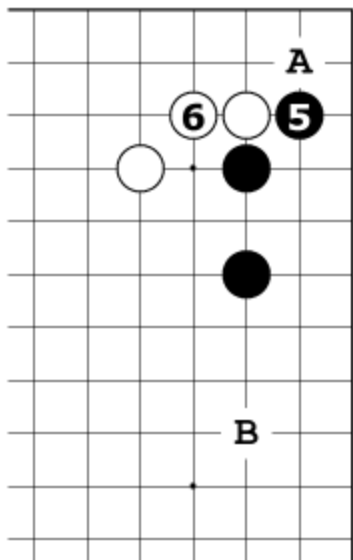
4 Black continues with 'a *' or 'b *'.



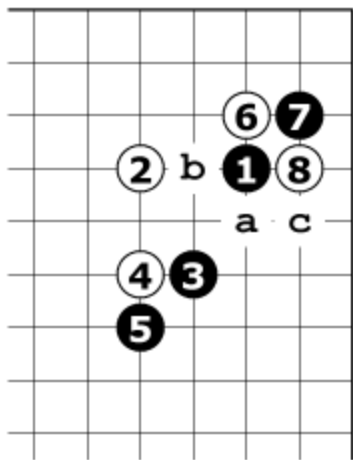
25 White pushing through at 'a' and then cutting does not work. White loses the fight in the corner, so the situation is hopeless for White.



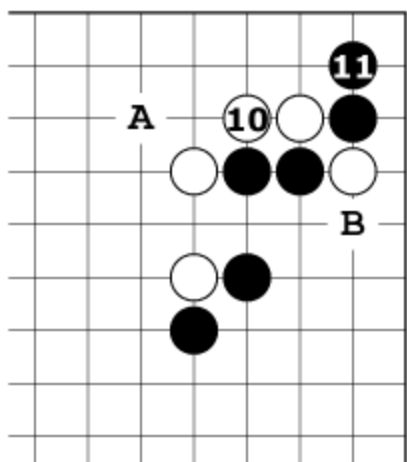
9 Black takes the corner and the right side.



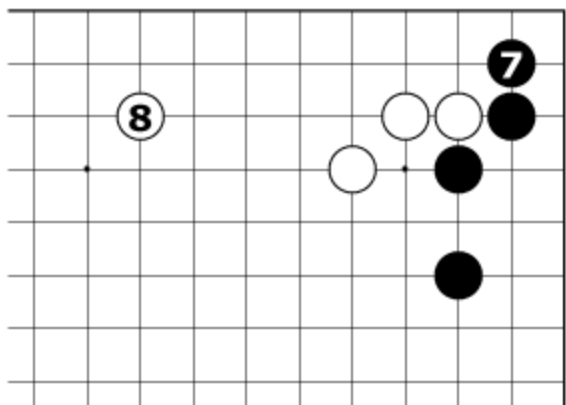
6 'A *' is usual, 'B' is possible.



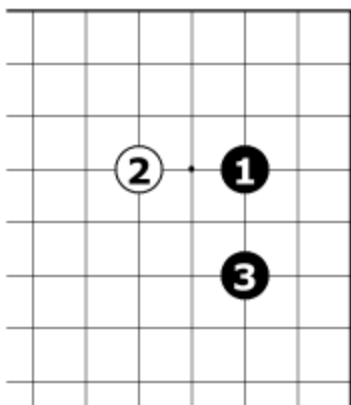
8 Black continues with 'a' to surrender the corner, or 'b' to take the right. 'c' is a mistake.



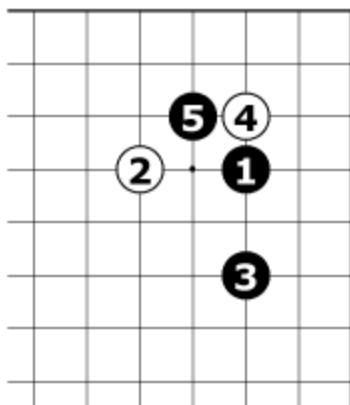
11 'A' if the top side is still empty, else 'B'.



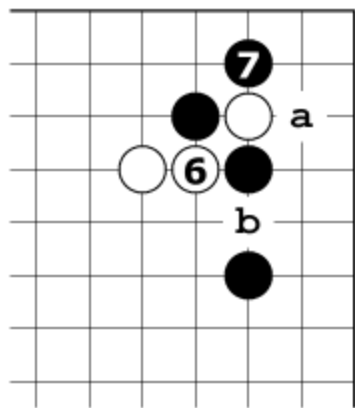
8 * GOOD VARIATION *



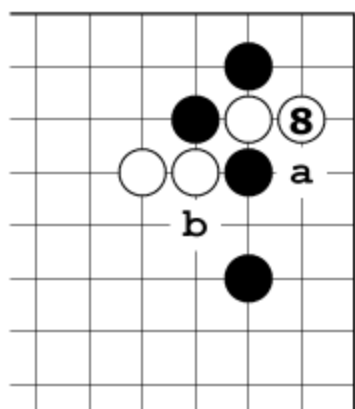
3 Black 3 is a restrained, steady move.



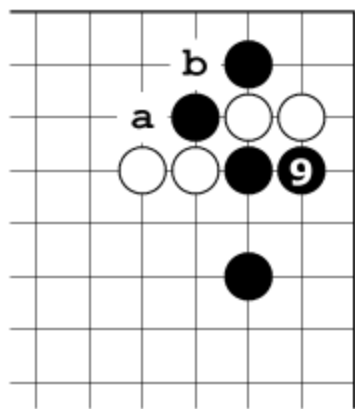
5 Black 5 looks like a trick play, and to the extent that White must answer carefully, it is.



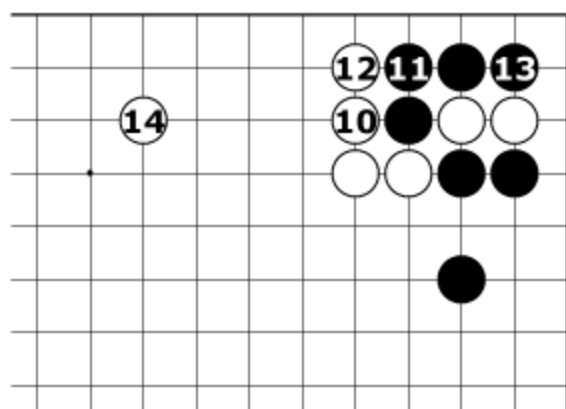
7 White continues with 'a *'. White 'b' is not recommended. White must have the ladder to play 'b'.



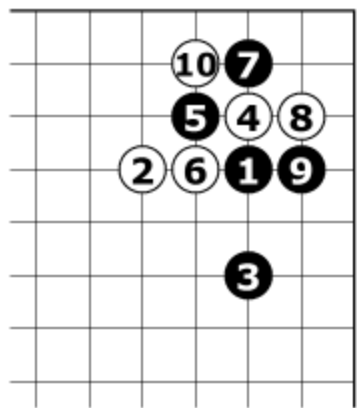
8 Black continues with 'a *'. 'b' is a trick play.



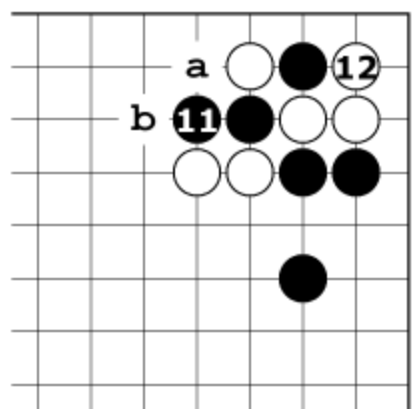
9 White continues with 'a *'. White 'b' is a mistake.



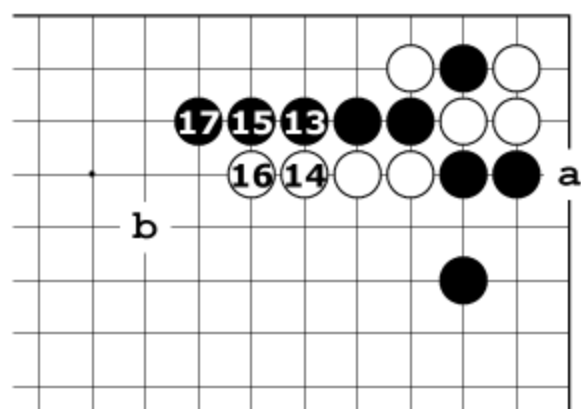
14 * GOOD VARIATION *



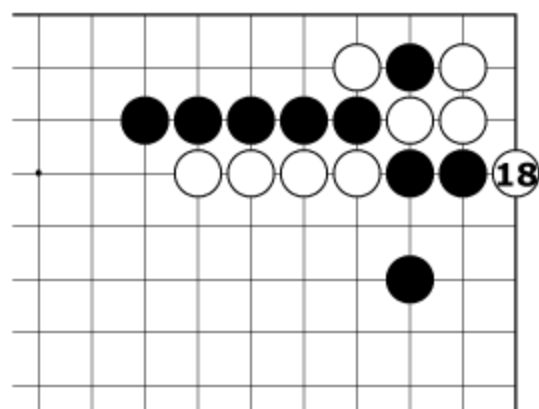
10 White 10 is a mistake. White can be confined to small life in the corner.



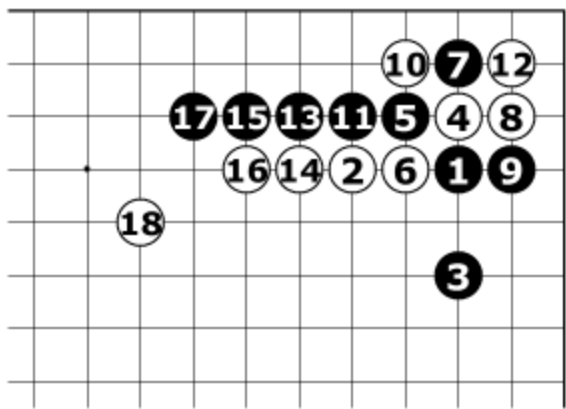
12 Black continues with 'a' to confine White to the corner, or 'b' to string White out.



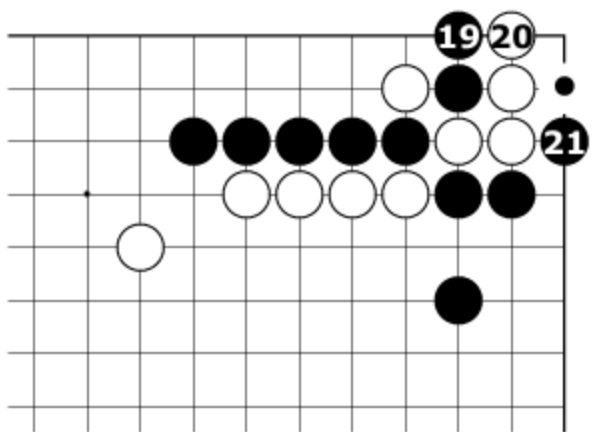
17 White continues with 'a'. White 'b' is a mistake.



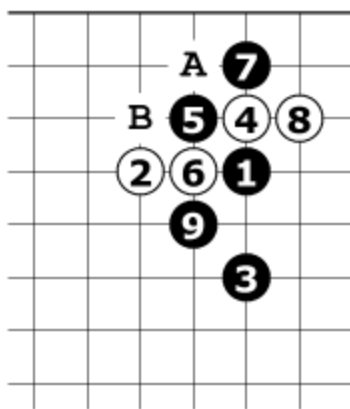
18 White 18 is necessary to make life in the corner.



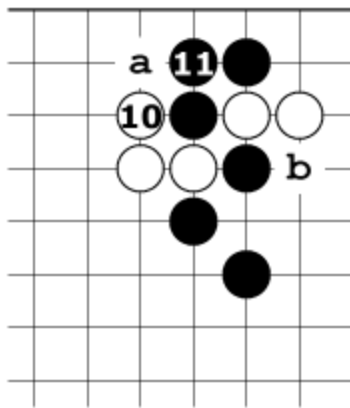
18 White 18 is a mistake.



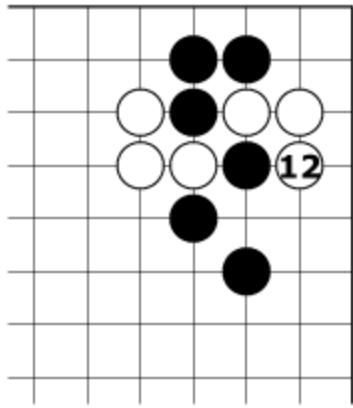
21 White dies. White cannot block at the mark, so cannot make two eyes.



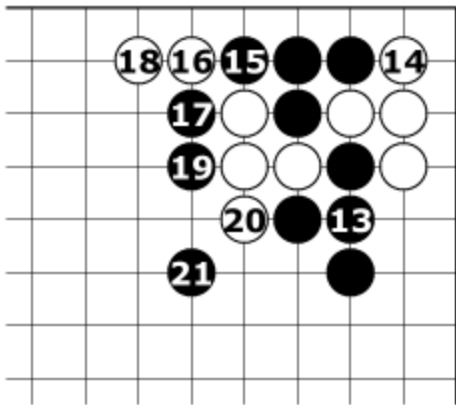
9 'A' is correct, 'B' is getting tricked.



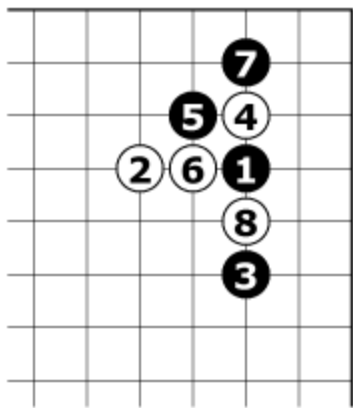
11 White continues with 'a'. White 'b', attempting to capture the three Black stones, does not work.



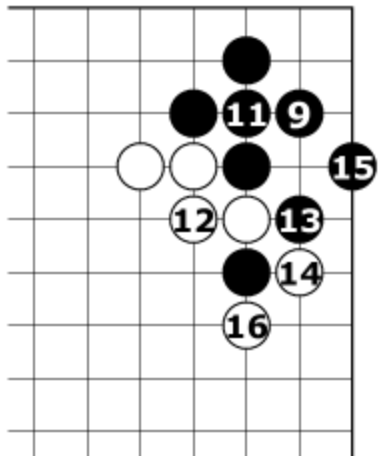
⑫ White 12 is a mistake. White cannot capture the three Black corner stones.



⑳ Black 21 is the tesuji that kills White.

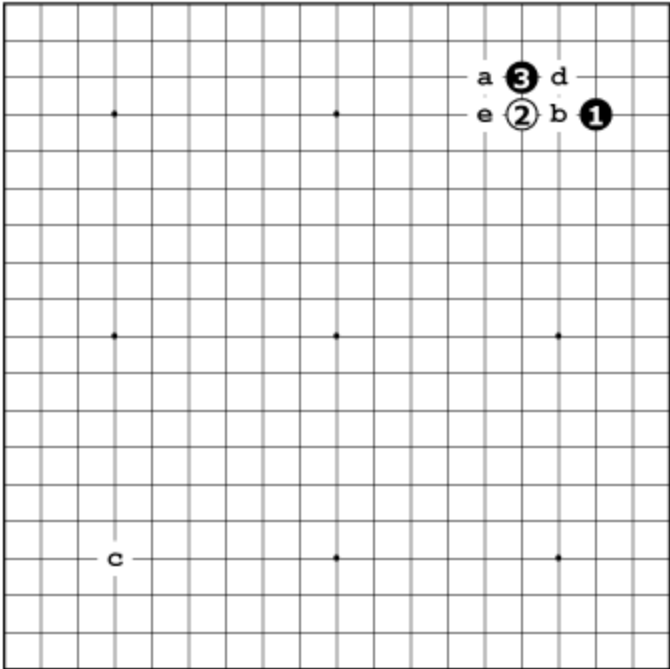


⑧ White 8 is not recommended. White must have the ladder to play this way.



⑯ The result must be consider unfavorable to White.

Black has a large corner. Black gets to play a ladder block. The four White stones do not make a good shape.



③ Black 3 is the most orthodox reply to White 2.

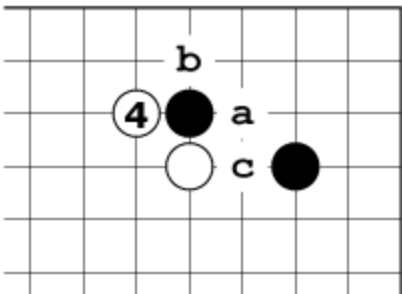
White continues with 'a *', 'b *' or 'e'.

White 'b' leads to the avalanche pattern, which has complex variations. Black has the initial choice of joseki with this pattern. The outcome is typically Black gets the corner and out on the side, White thickness.

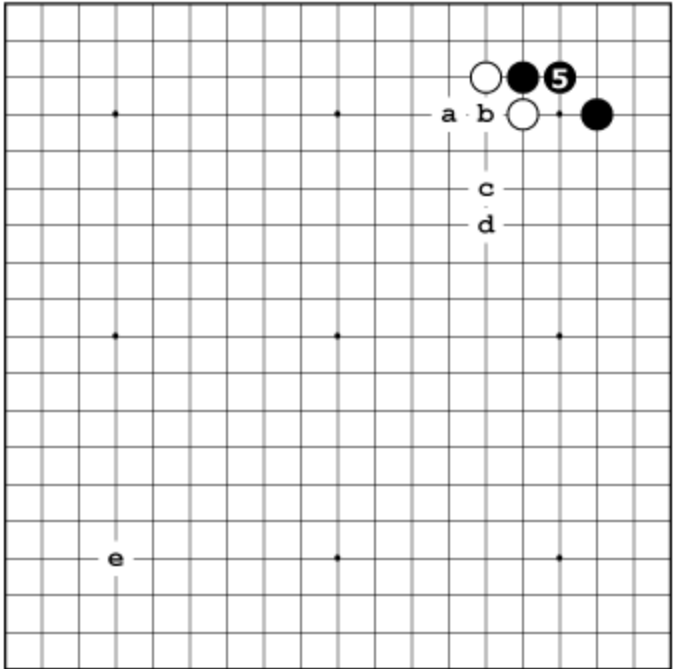
White may also play elsewhere ('c').

White 'd' is sometimes played in amateur games.

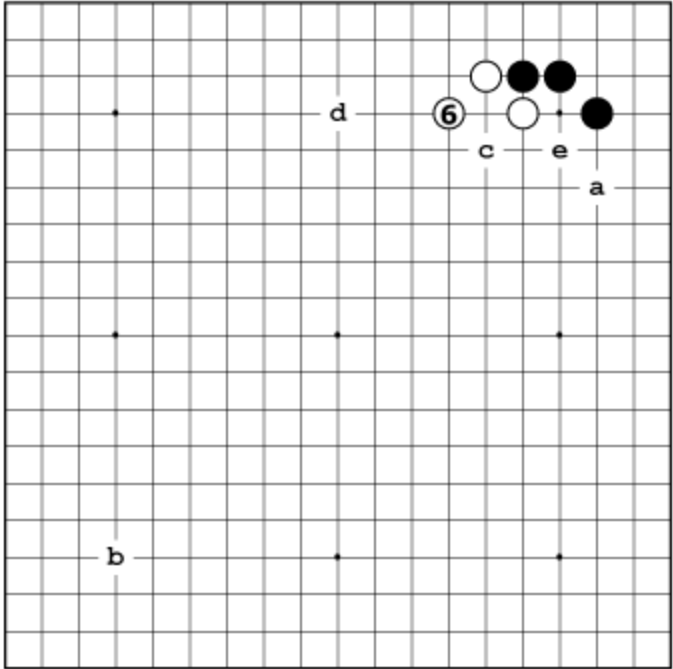
White 'e' is played by professionals who don't want an immediate decision which joseki shall be played.



④ Black continues with 'a *' or 'b *'. 'c' is a mistake.

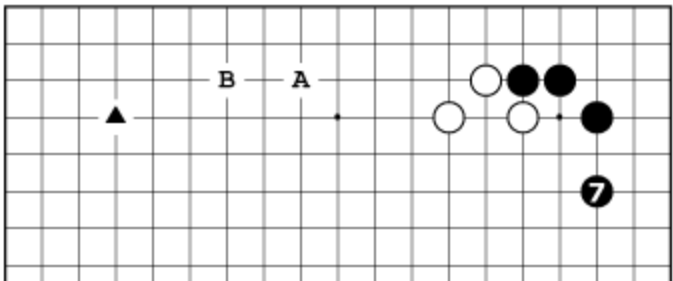


⑤ White continues with 'a *', 'b *' to 'd', or plays elsewhere 'e *' if he has or easily gets the ladder.

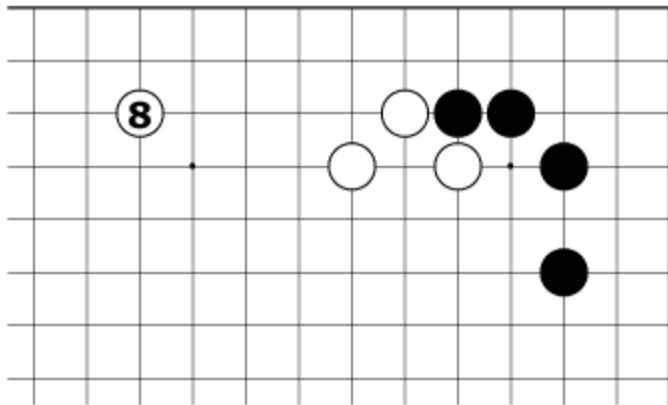


⑥ Black continues with 'a *', plays elsewhere ('b') (at the risk of fighting), peeps at 'c *', or blocks White's extension with 'd', starting a fight.

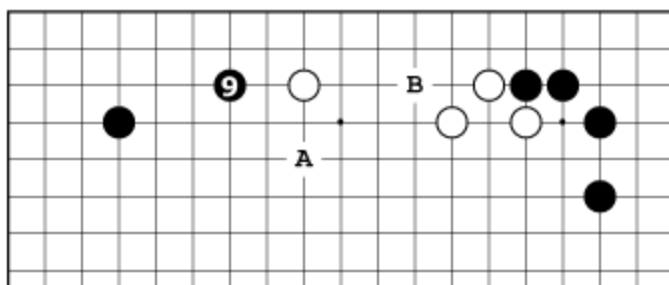
Black 'e' is not recommended.



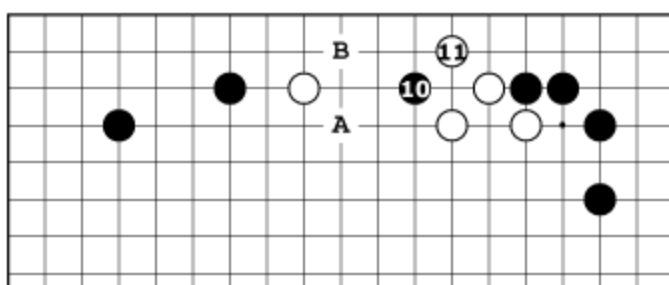
7 'A *' is usual. 'B' only with an additional stone on the triangled position.



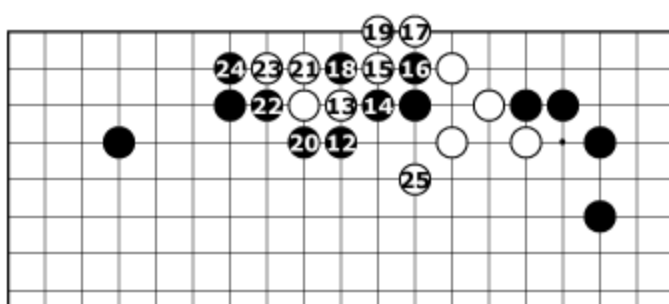
⑧ * GOOD VARIATION *



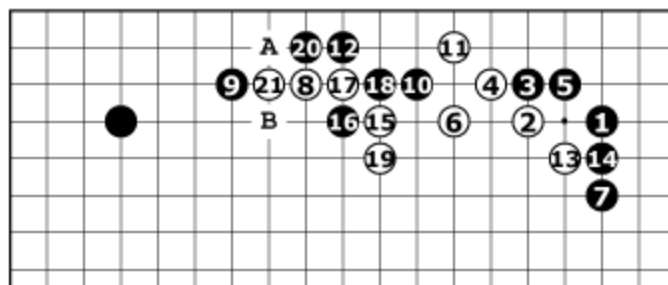
9 If Black approaches, White defends with A.
White may also play tenuki, if he has learned the joseki after the Black invasion on 'B *'.



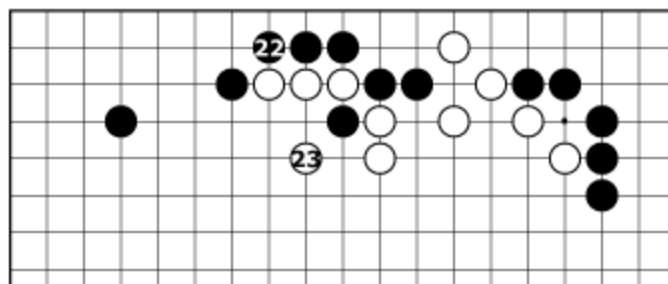
11 'A *' goes for influence, 'B *' for territory.



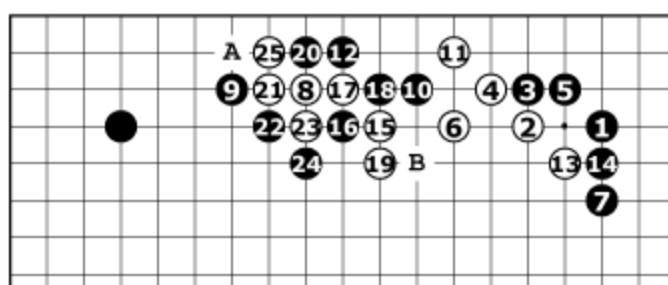
25 * GOOD VARIATION *



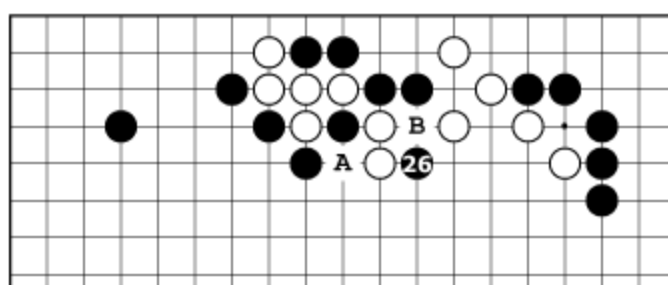
21 'A *' is usual.
With the ladder to the right
side, Black plays 'B'.



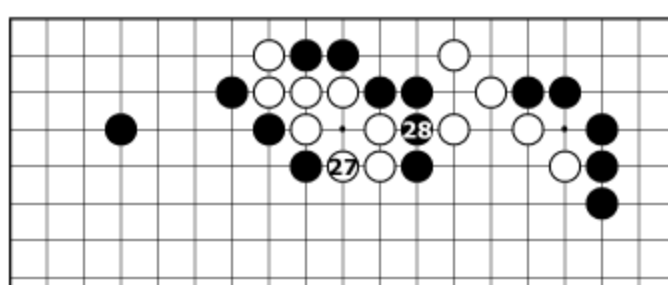
23 * GOOD VARIATION *



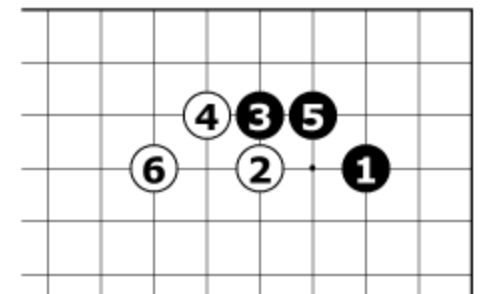
②5 If Black has the ladder, Black captures with 'A'. If he hasn't, the ladder breaker 'B' won't help him much.



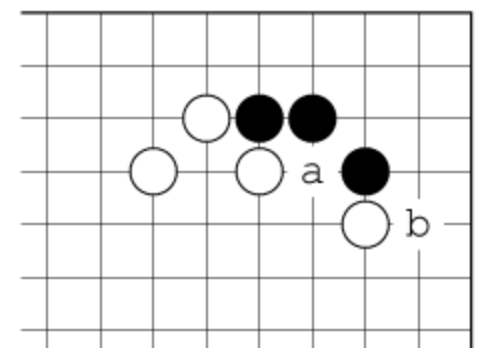
26 White plays 'A'. 'B' simply fails to avoid a big loss.



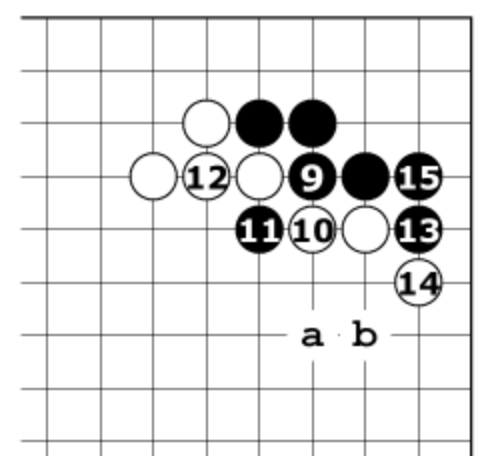
28 White sacrifices the stones to the right to build center influence and has various cuts to the left, so he isn't disappointed with this result.



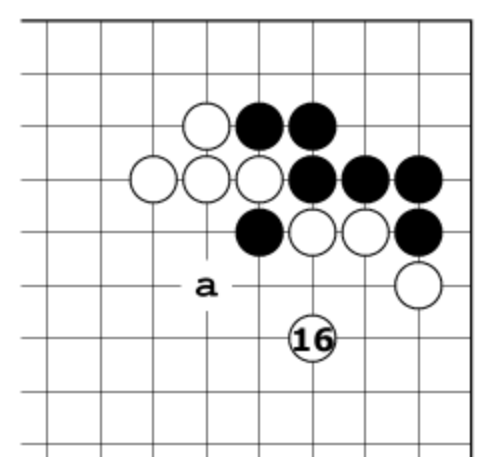
7 Black plays elsewhere.



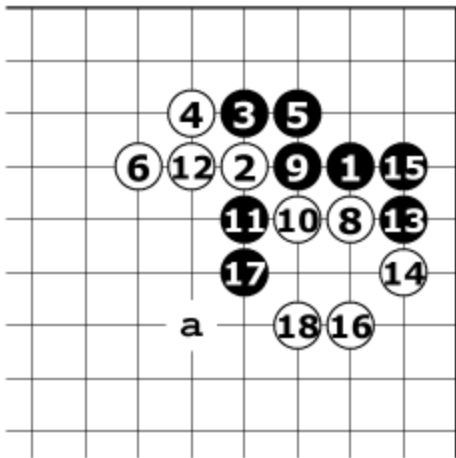
⑧ Black continues with 'a'.
Black 'b' is not recommended.



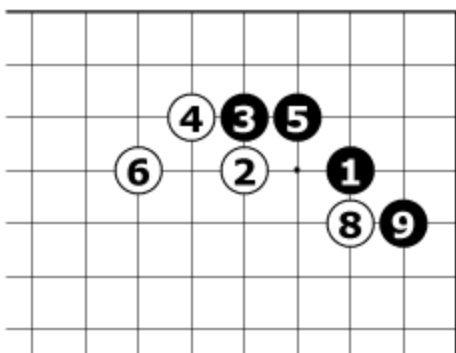
15 White continues with 'a' or 'b'.



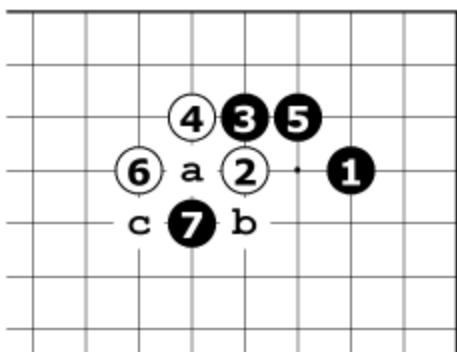
16 If Black plays elsewhere, White is well advised to capture Black 10 with 'a'.



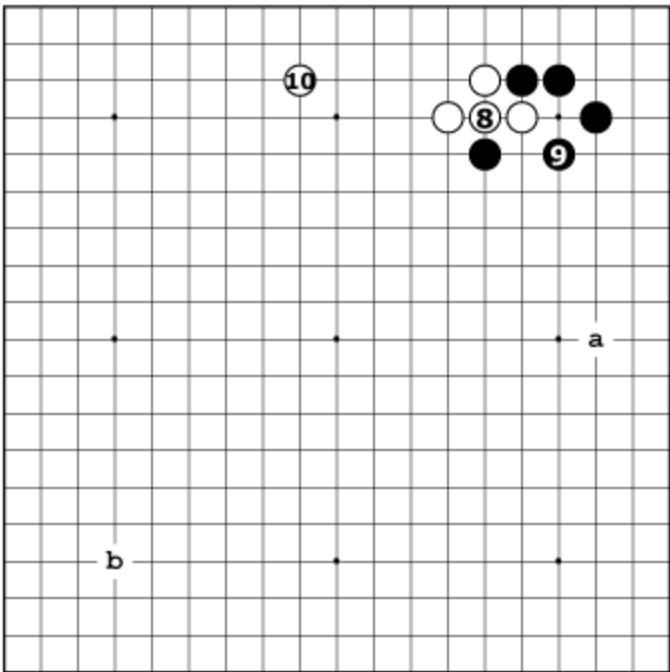
18 If Black plays elsewhere, White can capture the two Black stones with 'a'.



9 Black 8, crawling along the second line, is not recommended.

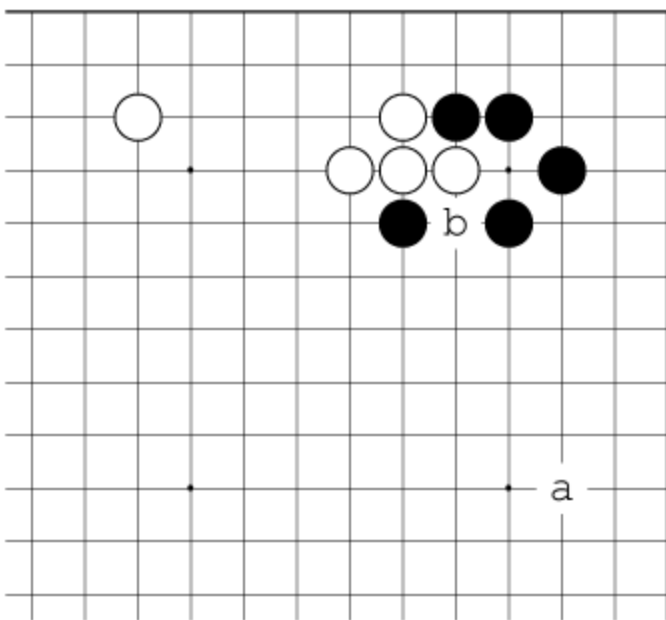


7 White can respond with 'a' to 'c', but White 'c' is not recommended unless the top is important.

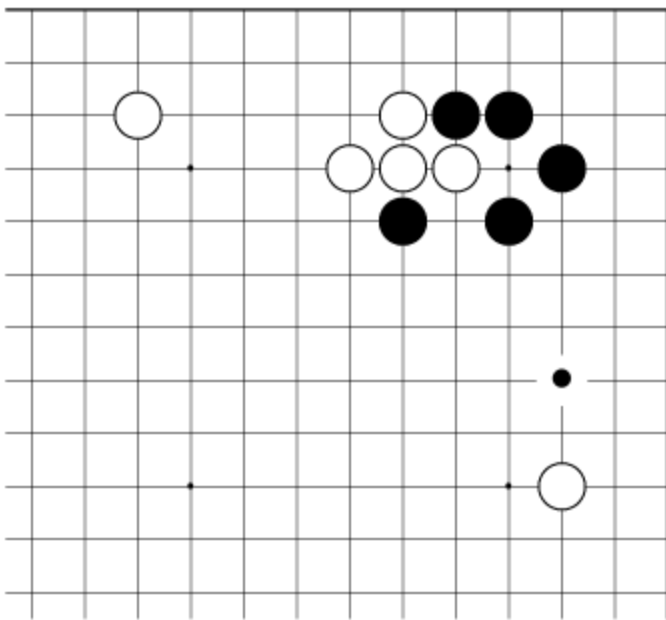


10 * GOOD VARIATION *

White continues with 'a'. Black should not play elsewhere ('b').

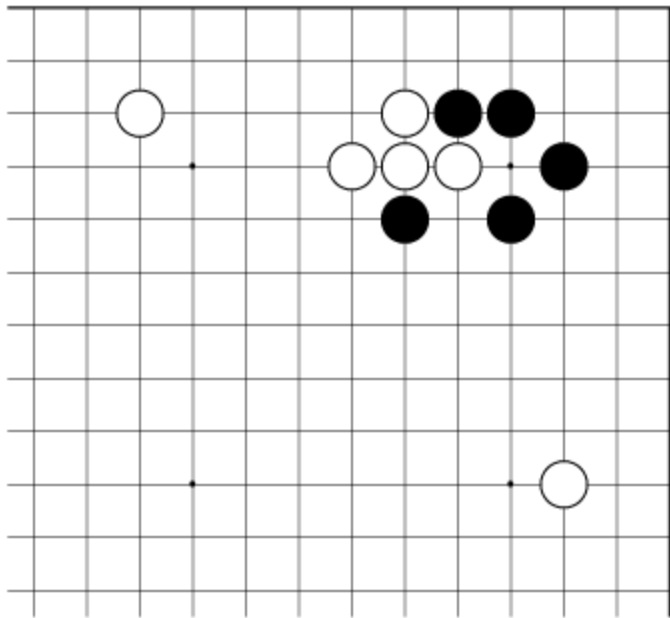


11 Black plays elsewhere. White plays an extension block at 'a', or the pushing probe of 'b'.

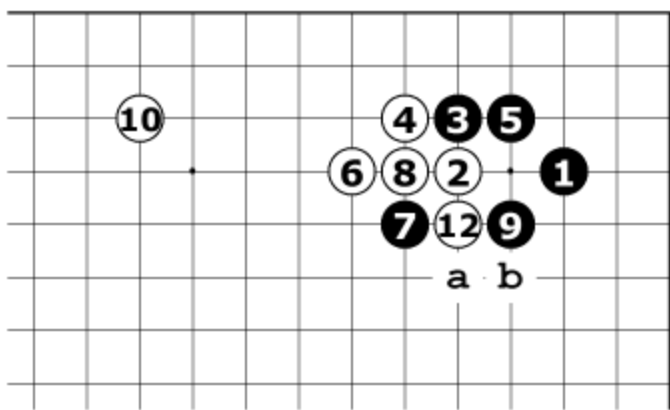


12 A Black extension to the marked location is a bit small. Black plays

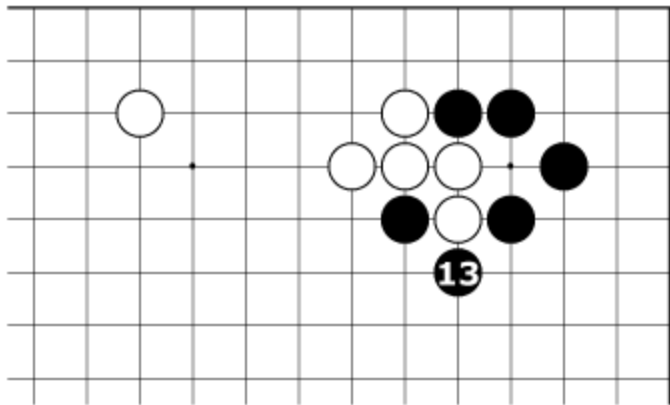
elsewhere again.



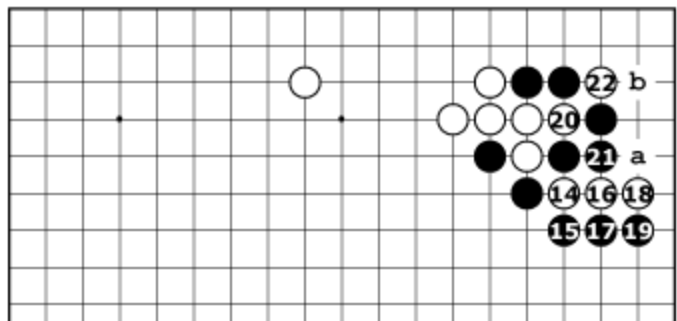
13 Black plays elsewhere.



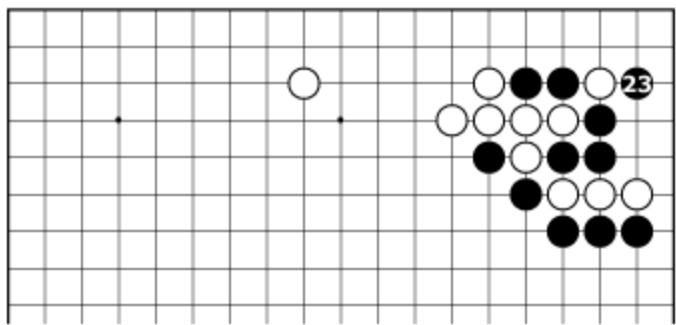
12 Black continues with the fighting move of 'a', or peaceably with 'b'.



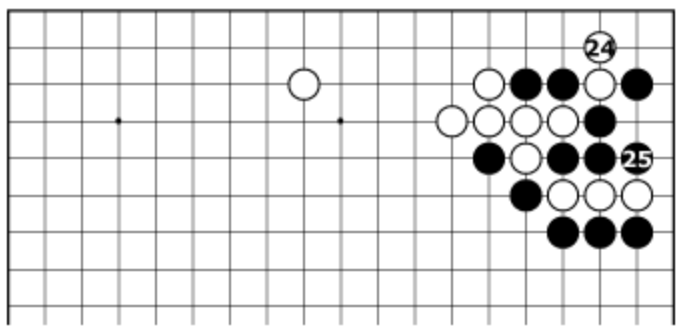
13 Black 12 is a fighting answer. Black loses the corner.



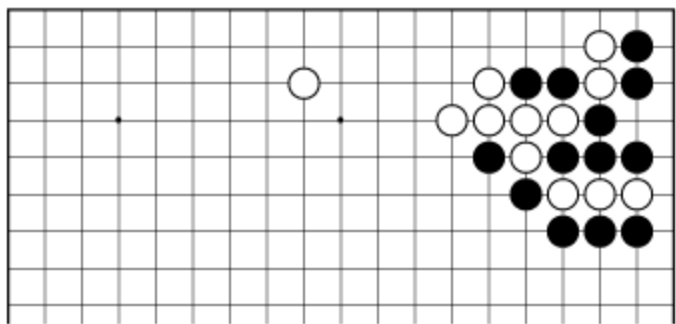
22 Black continues with 'a' and gets sente. Black 'b' gains about 13 points, but loses sente. Black 'a' is recommended during fuseki.



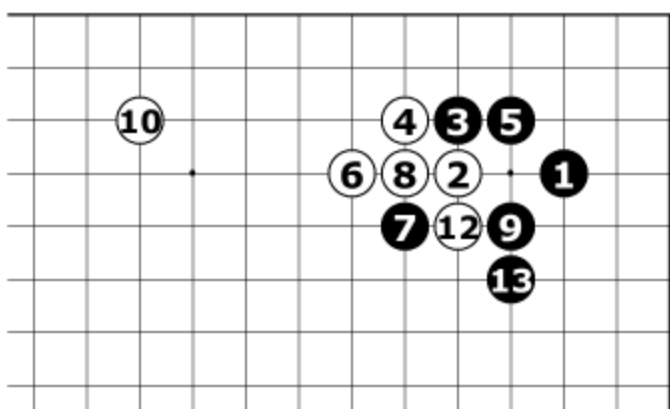
23 Black 22 gains Black about 13 points over immediately capturing the three White stones, but Black ends in gote in this variation, so this variation is not recommended.



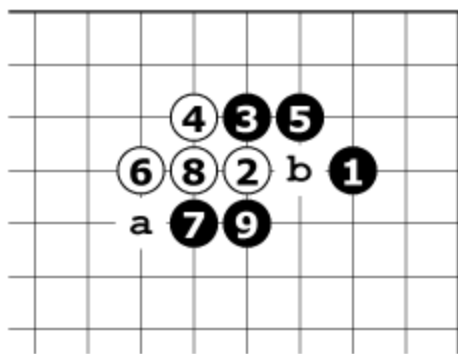
26 White plays elsewhere.



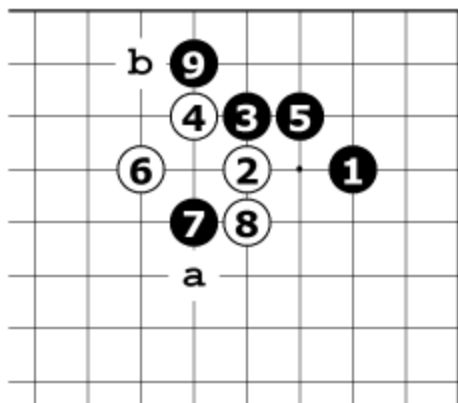
27 Black's privilege.



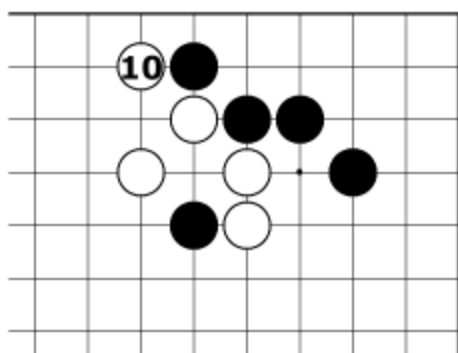
13 Black 12 is peaceful.



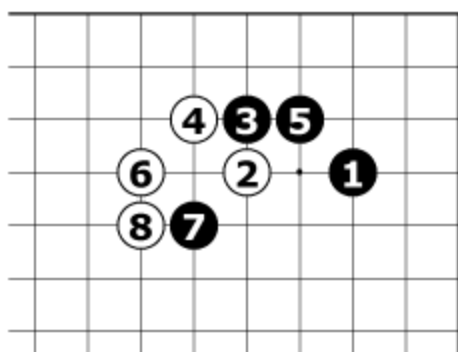
9 Black 9 is insensibly heavy. White emphasizes the top with 'a', or forces with 'b'.



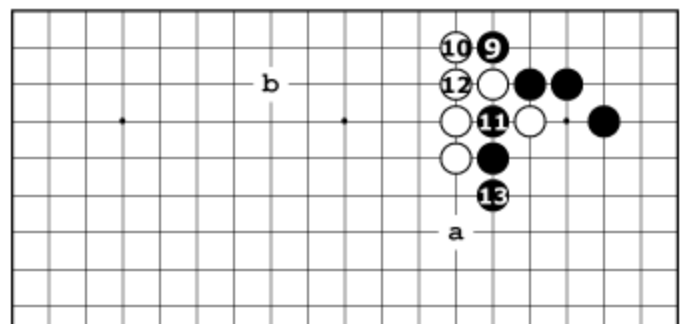
9 White continues with 'a'. White 'b' is a mistake.



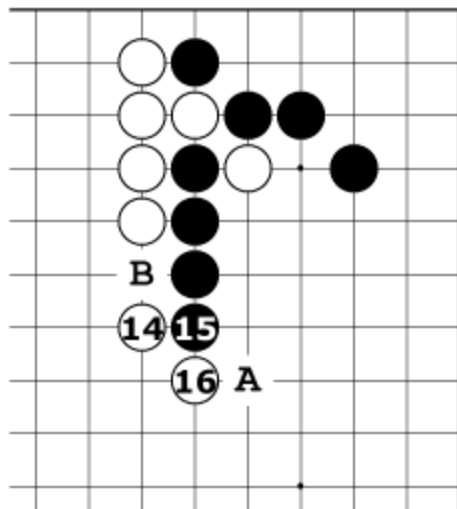
10 White 10 is a mistake.



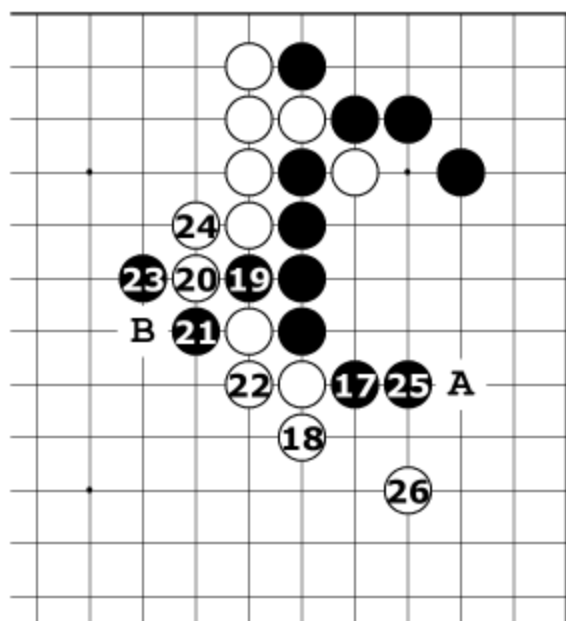
8 White 8 is a special strategy, playable only if White benefits from influence to the top side, as locally White suffers a significant loss.



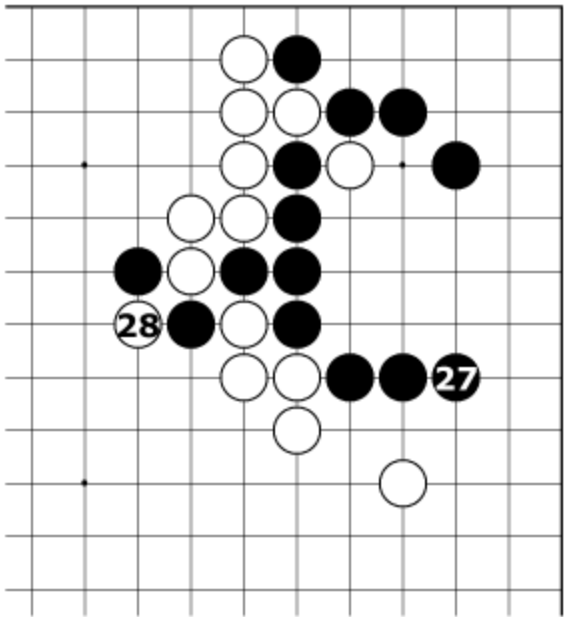
13 White continues with 'a'. White 'b' is a mistake.



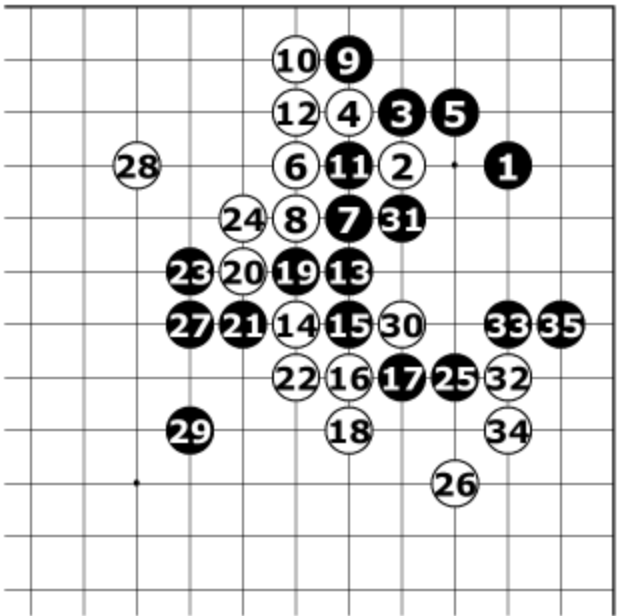
16 'A *' or 'B'.



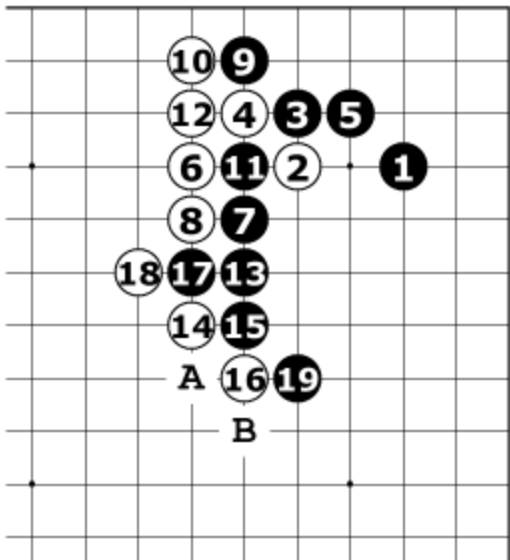
26 'A' is correct, 'B' is questionable.



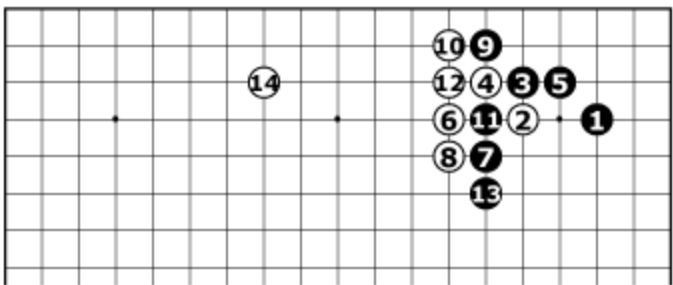
28 * GOOD VARIATION *



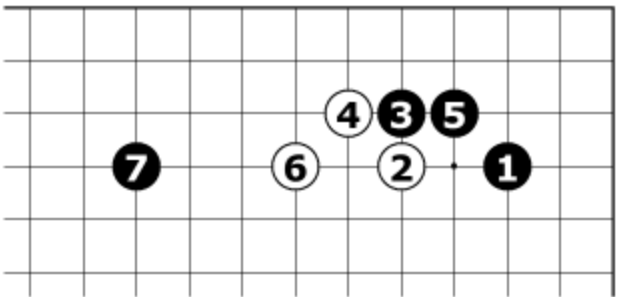
35 If White can extend from one of his two groups in sente, he is well.



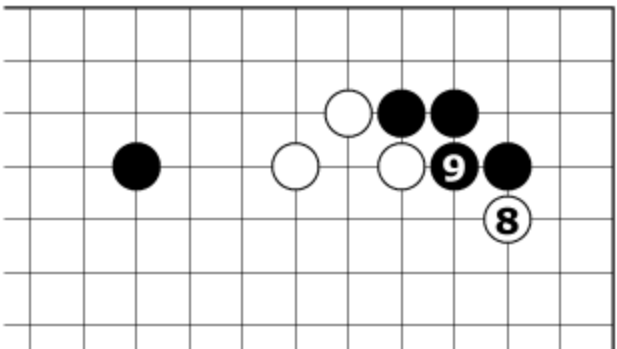
19 'A' or 'B'.



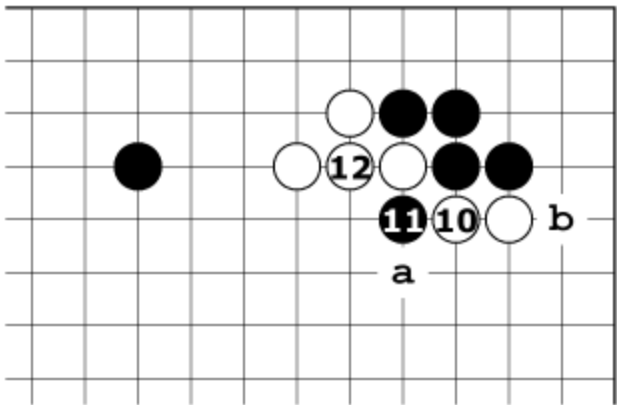
14 White 14 is a mistake.



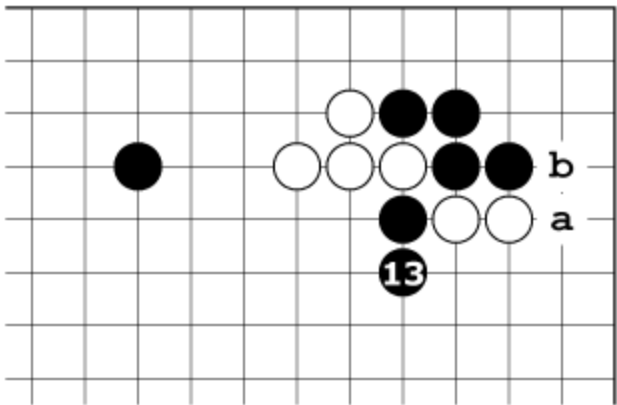
7 Black provokes a fight.



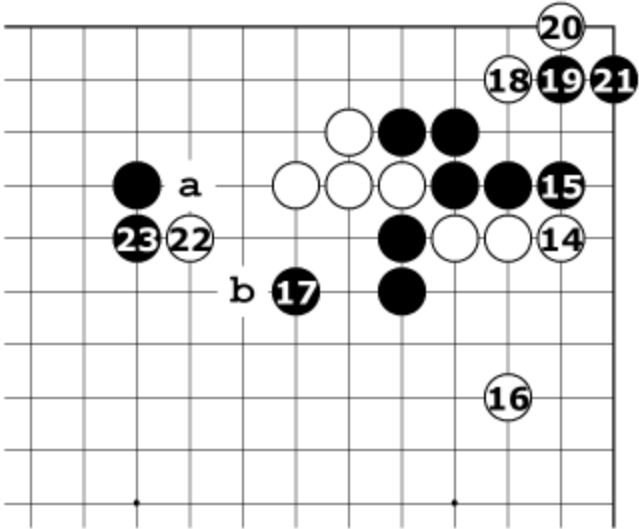
9 See variation 2-4-3-1-1-1-2 for other (suboptimal) Black replies to White 8.



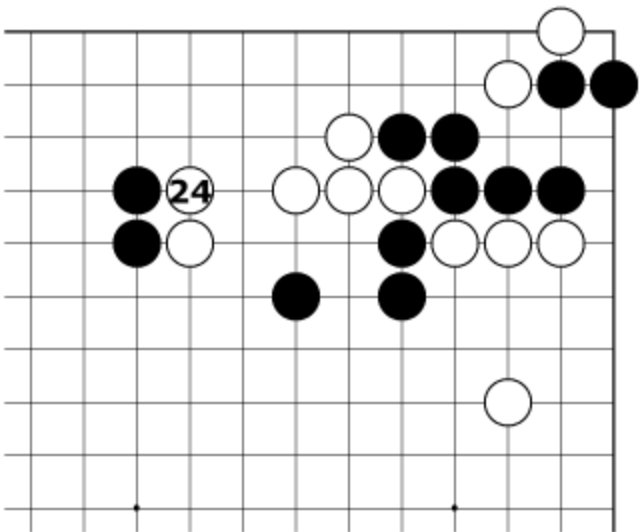
12 Black 'a' or 'b'.



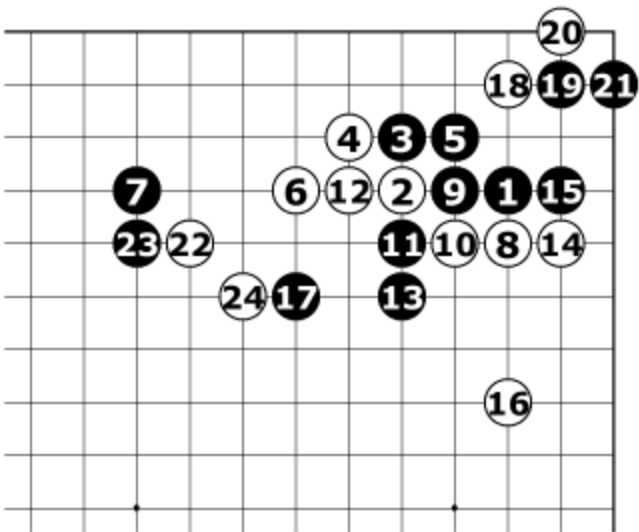
13 White continues with 'a'. White 'b' is a mistake.



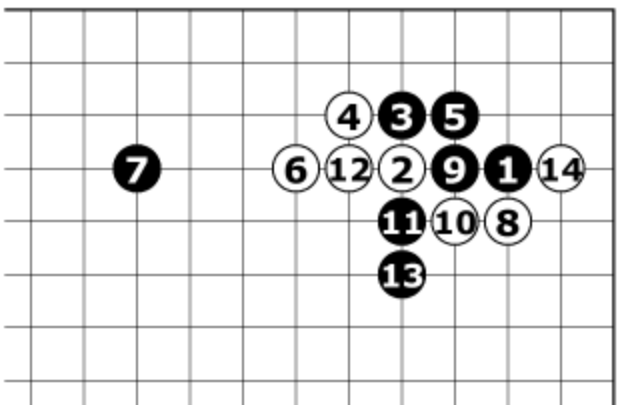
23 White continues with 'a' to take territory at top, 'b' to get out to the center.



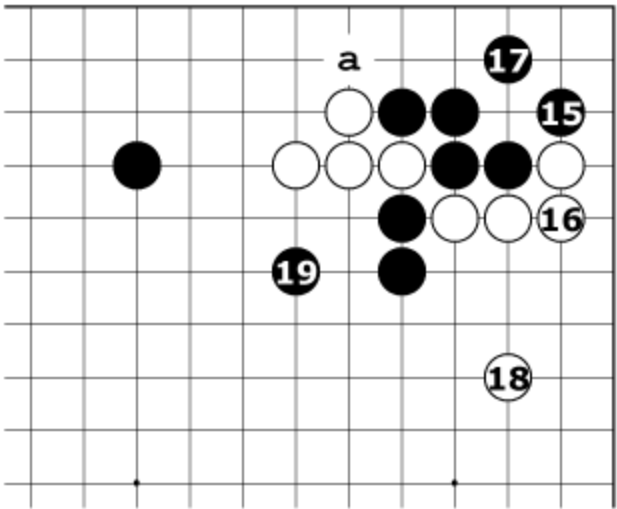
24 White 24 goes for territory.



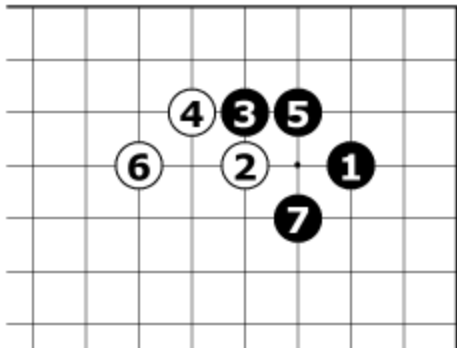
24 White 24 leaves White an opening to the center.



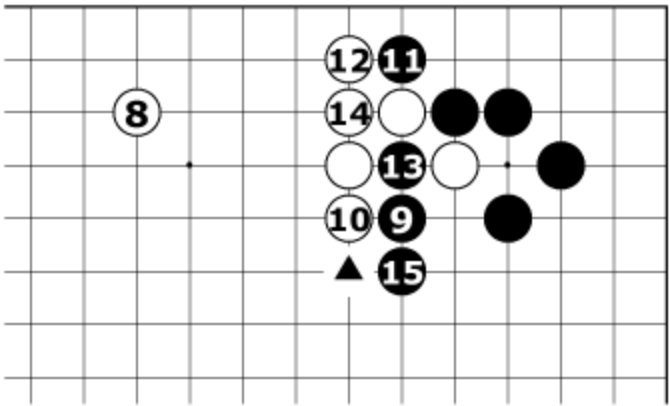
14 White 14 is a mistake.



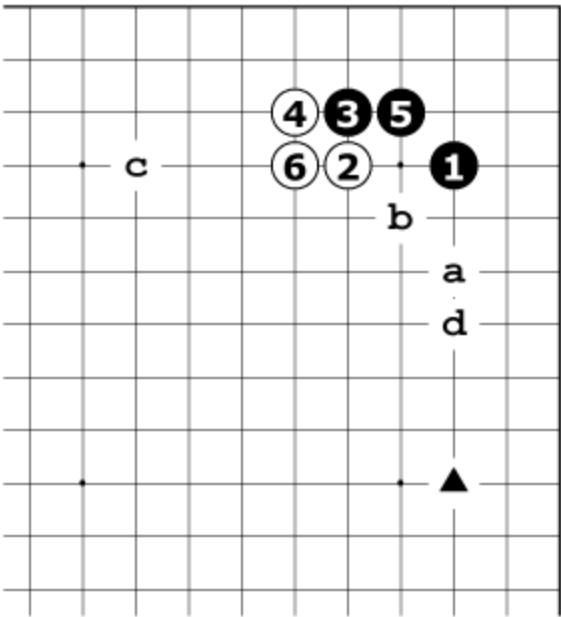
19 White 'a' is no longer sente. The White group at top is in trouble.



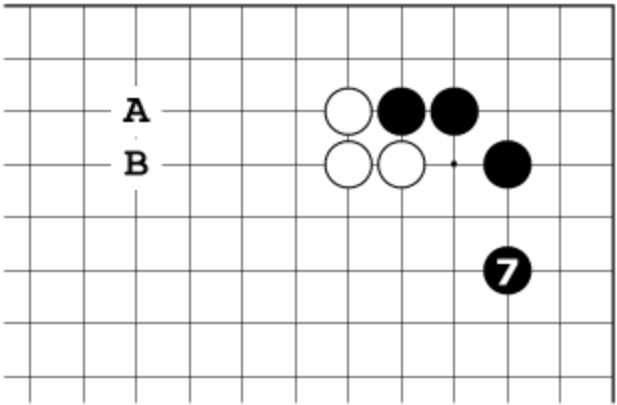
7 If Black wants to play 7, Black should first peep. This variation presents no advantage to Black.



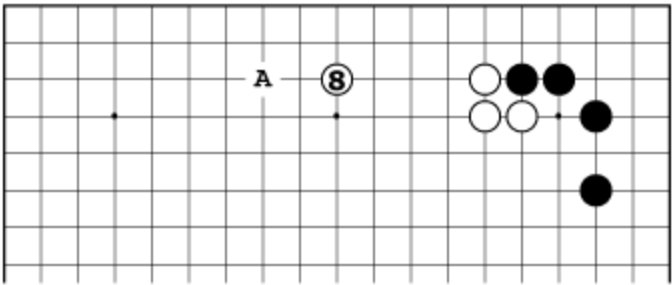
15 Looking at shape, Black 7 would be better placed at the marked location.



6 'a *' is usual. 'b *' is used for making a larger moyo on the right side, esp. if Black already has a stone on or near the triangled position. 'c' and 'd' are not recommended.

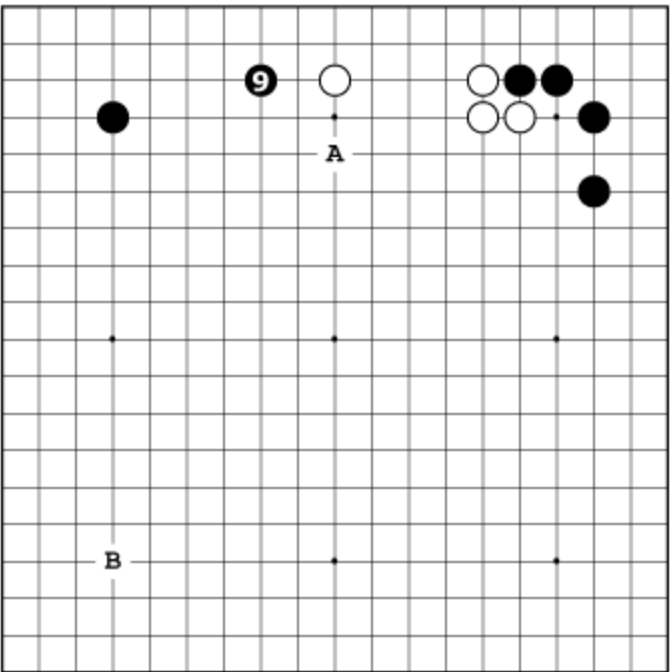


7 'A *' or 'B'.

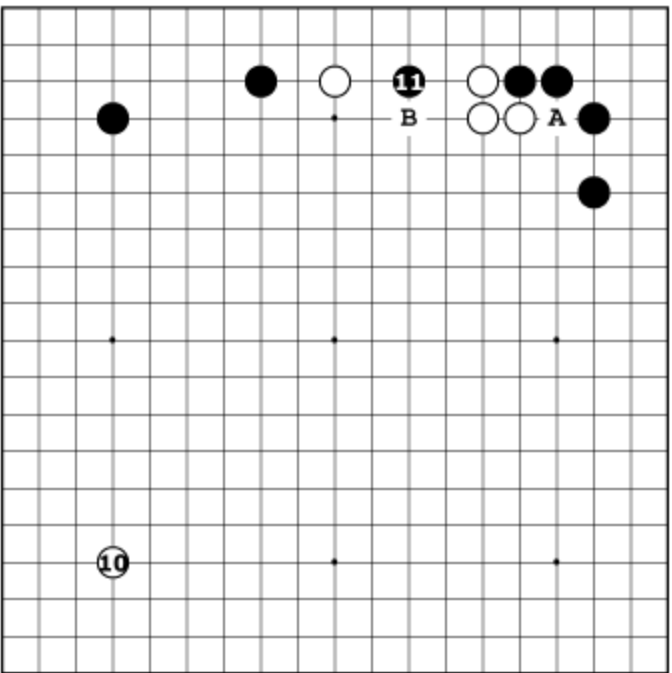


8 * GOOD VARIATION *

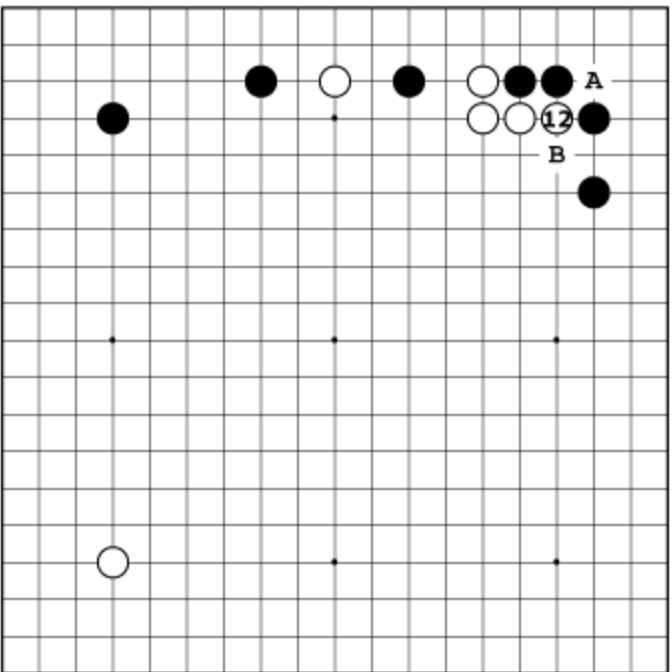
Later, Black may approach on 'A'.



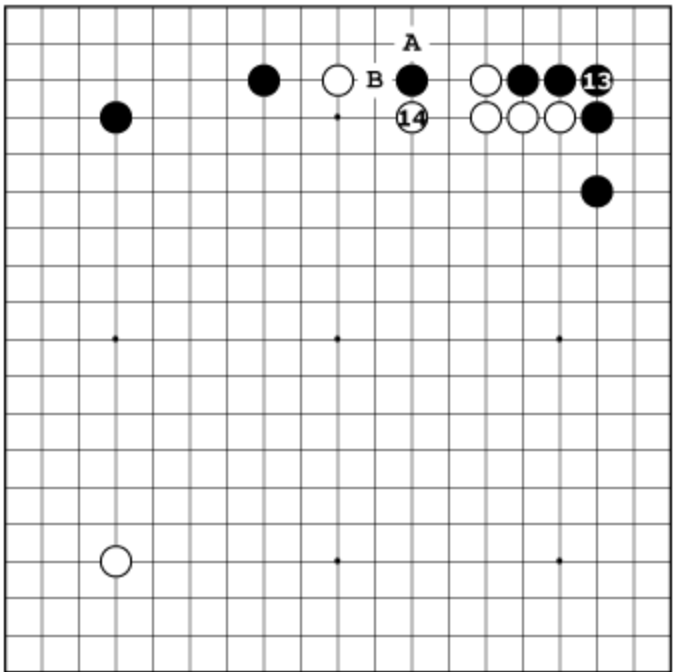
9 White jumps to 'A' or invites a Black invasion by playing tenuki 'B'.



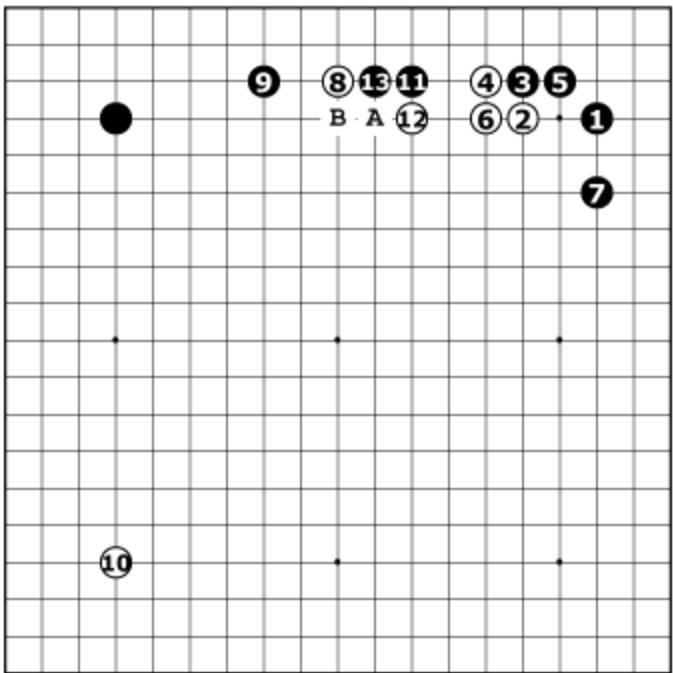
11 'A' or 'B'.



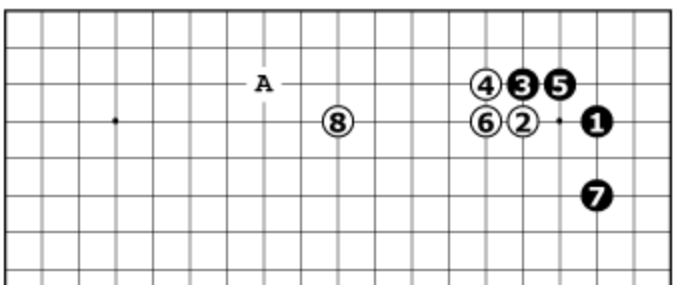
12 'A' is correct, 'B' is questionable.



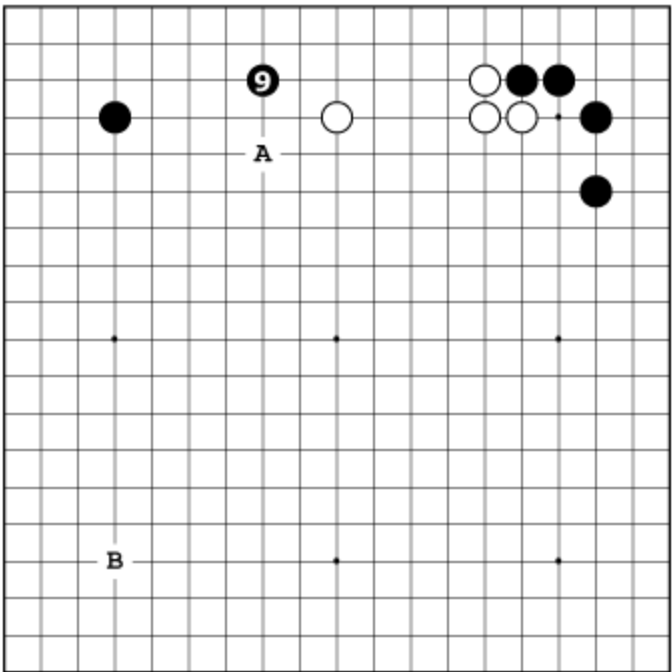
14 'A' or 'B'.



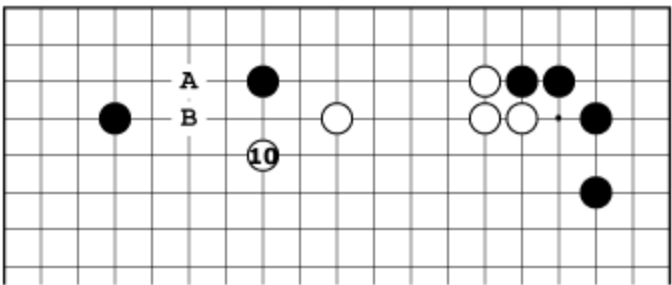
13 'A' is correct, 'B' is not recommended.



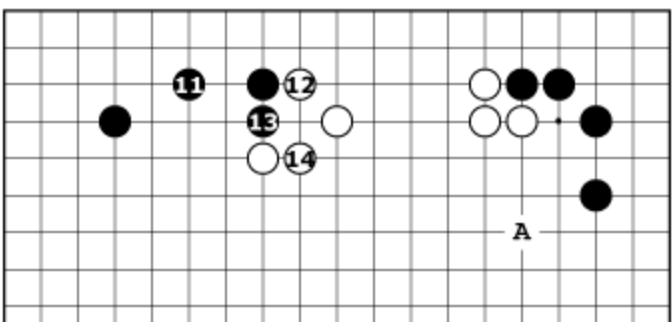
8 Later, Black may approach on 'A'.



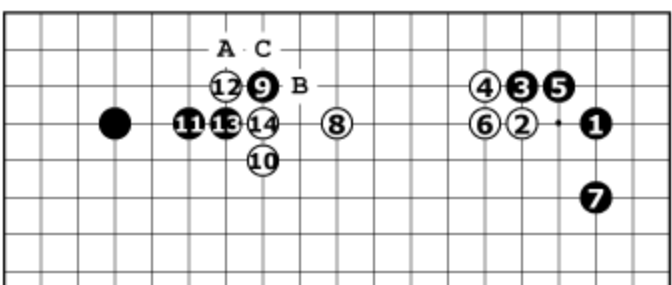
9 White answers on 'A' or invites an invitation by playing tenuki 'B'.



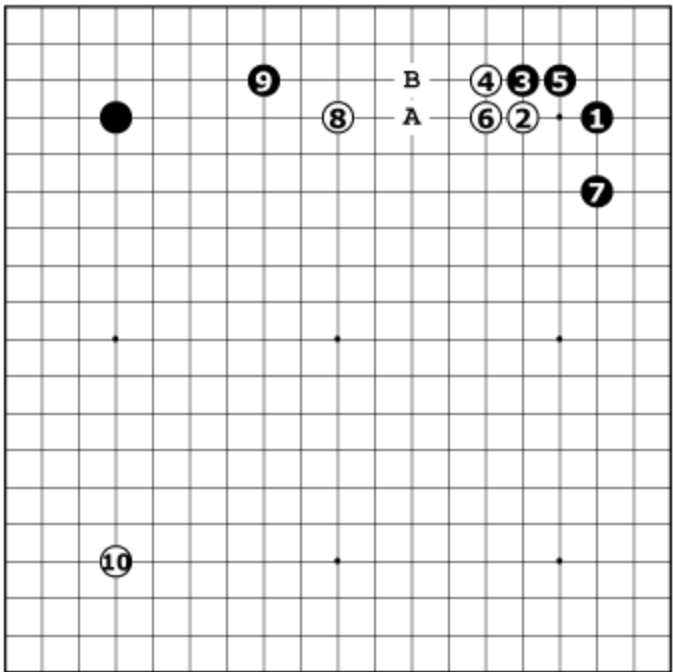
10 'A' is correct, 'B' helps White's shape.



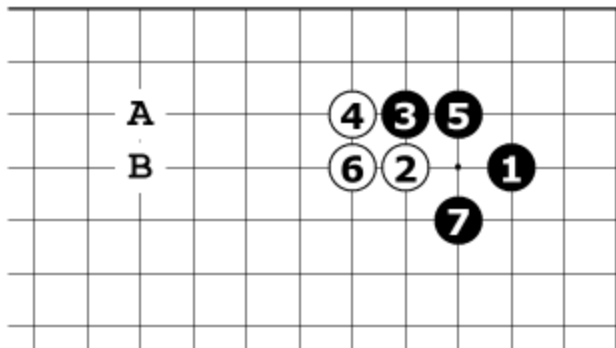
14 Later, A is a good point for White.



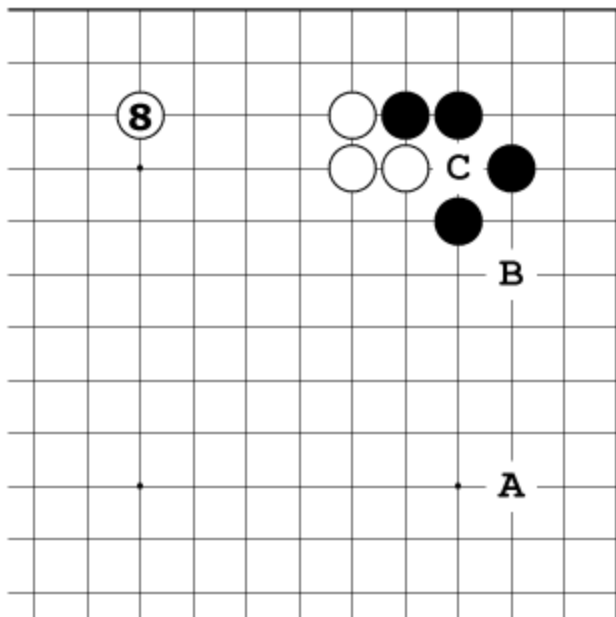
14 'A' is usual, 'B' or 'C'.



10 'A' is the correct invasion, 'B' is wrong.

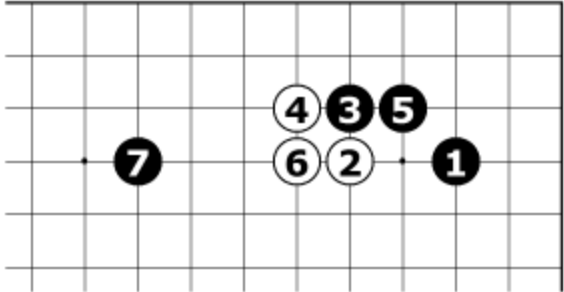


7 'A' or 'B'.

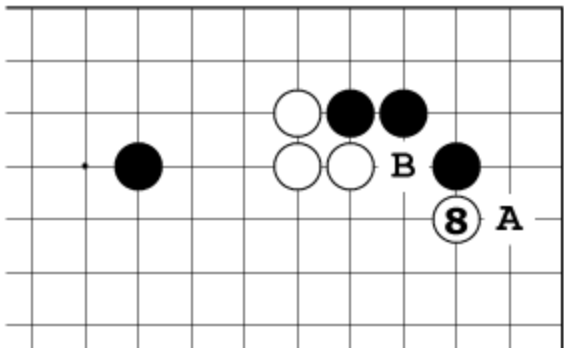


8 * GOOD VARIATION *

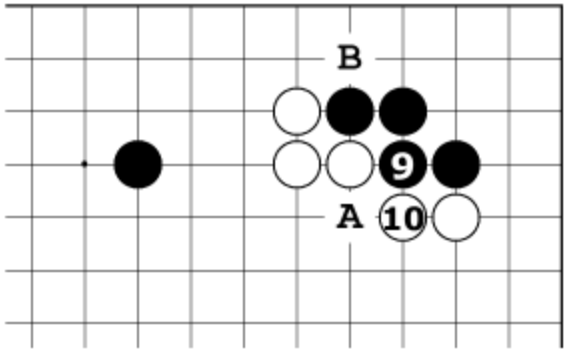
Black wants to play 'A'. If he omits it, later White might play 'B' or 'C'.



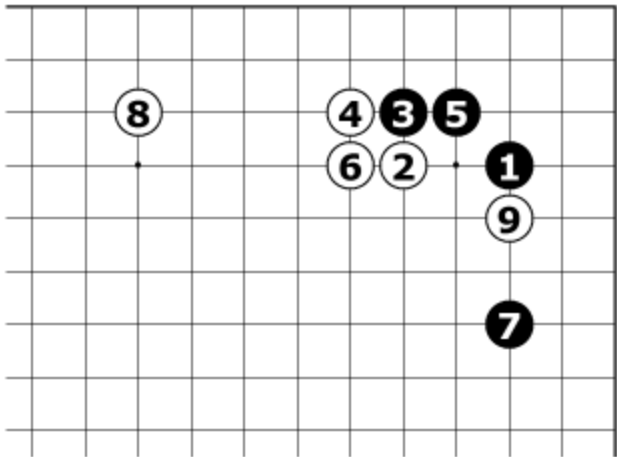
7 Black 7 is a strange move, so close to White's solid connection.



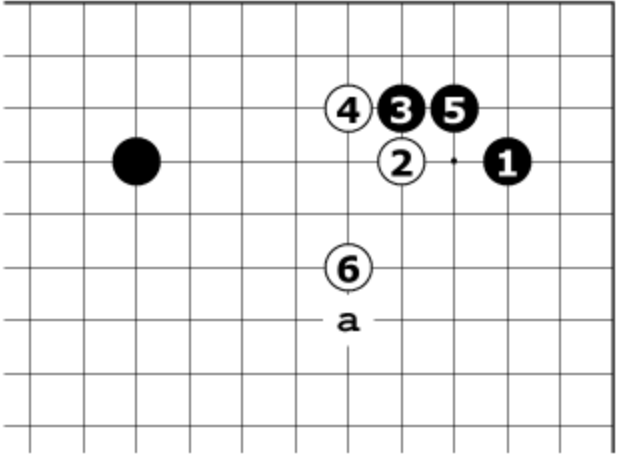
8 'A' secures Black. 'B' is questionable.



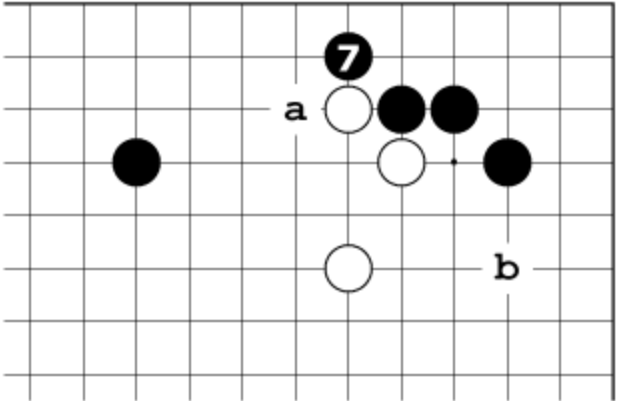
10 Against White there is the cut on A, but against Black, B is sente.



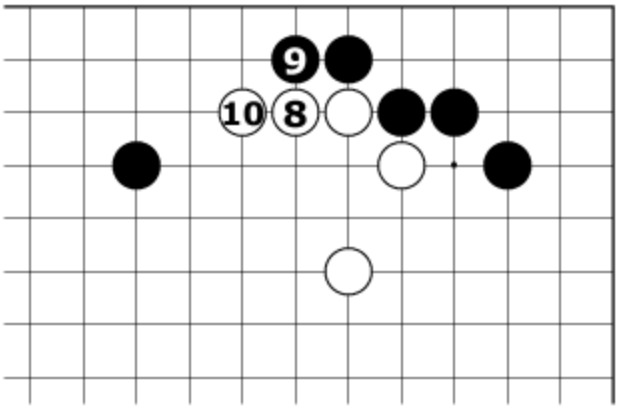
9 Later, White presses Black down.



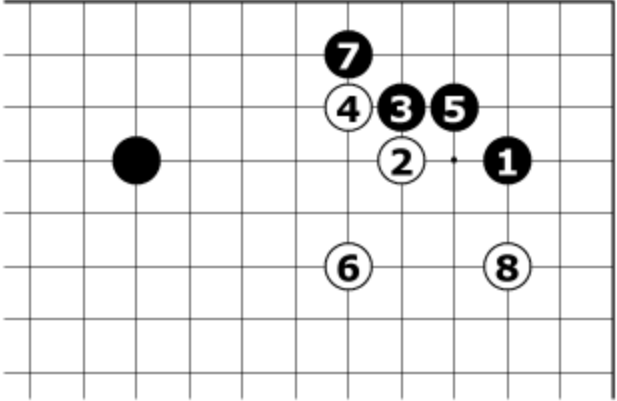
6 White 6 or 'a' is a special move influenced by the situation at the top. If Black has a stone close to the side handicap stone (as shown), White 6 may be a good, light move.



7 White continues with 'a' or 'b'.

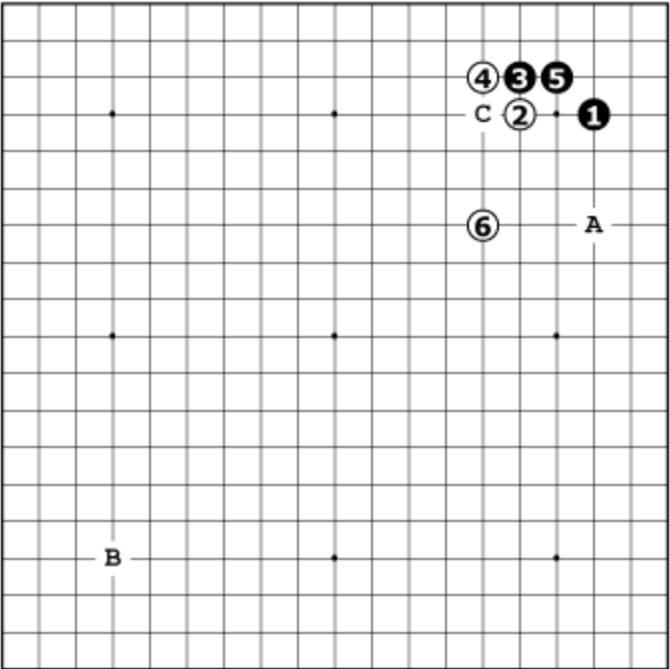


10 This sequence favors White.

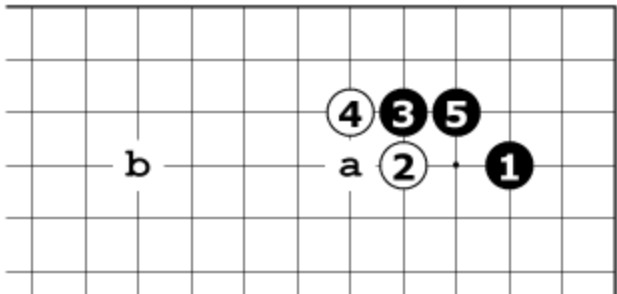


8 White switches to the right

side.

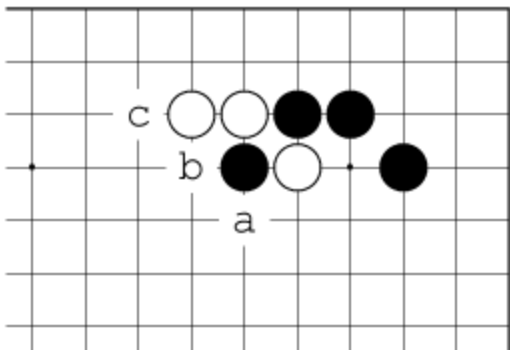


6 'A' is correct, tenuki 'B' and 'C' are mistakes.



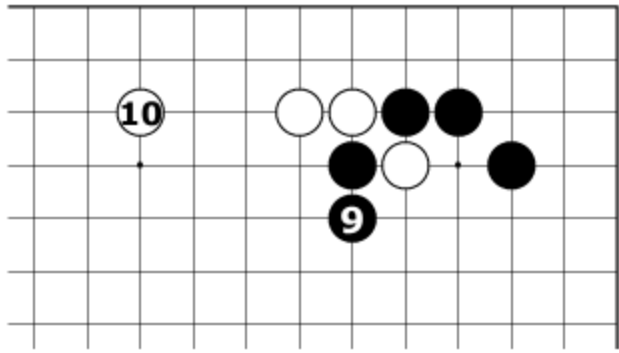
6 White plays elsewhere.

Black continues locally at 'a' or 'b'.

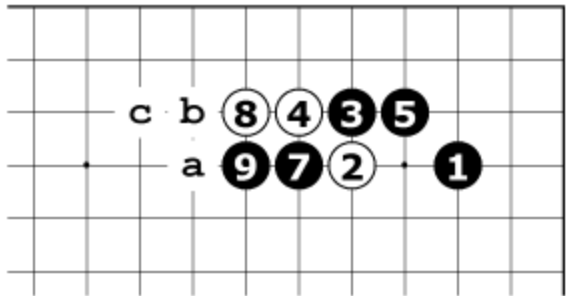


8 White must have the ladder to capture Black 6 to play this way, or make a submissive move later.

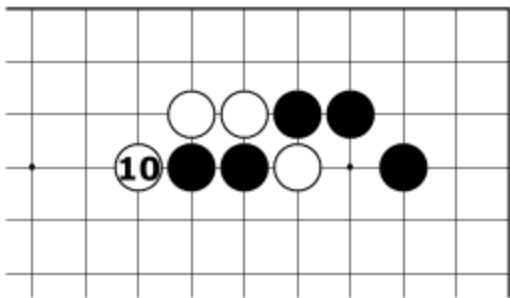
Black continues with 'a' or 'b'. 'c' is possible.



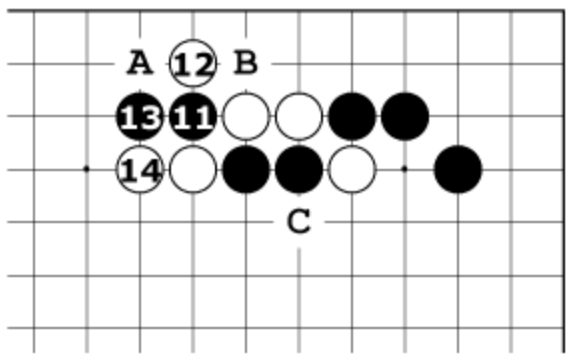
10 * GOOD VARIATION *



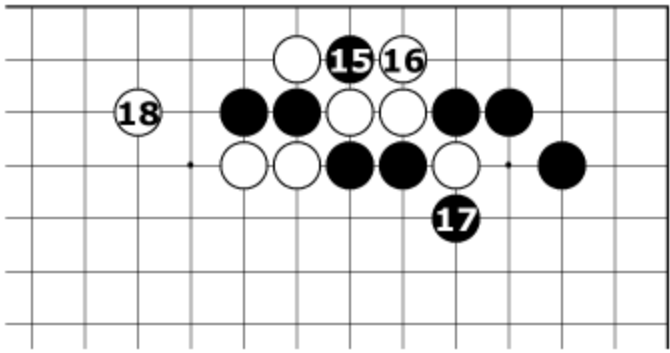
9 White continues with 'a' with a favorable ladder, or 'b' or 'c' if not.



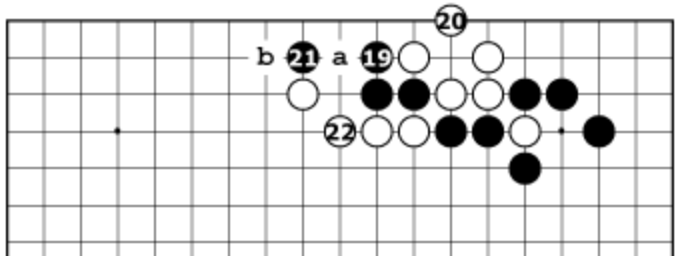
10 White must have the ladder to play this way.



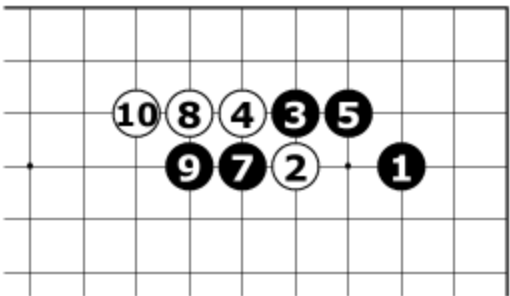
14 'A' is correct, but depends on the ladder C. 'B' is wrong.



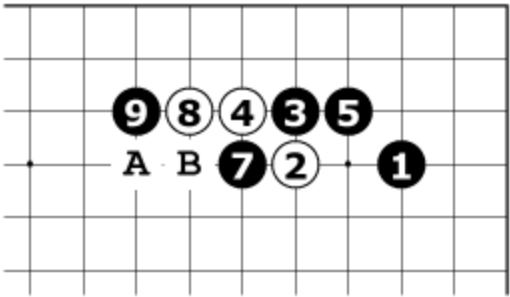
18 White 17 keeps Black in check.



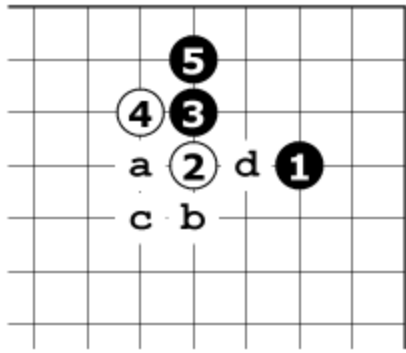
22 White 21 is the tesuji. Black may try 'a' or 'b'. Neither work.



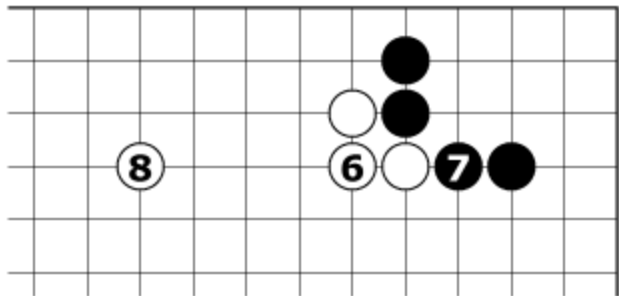
10 White must play 9 here if White cannot capture the two Black stones at top in a ladder.



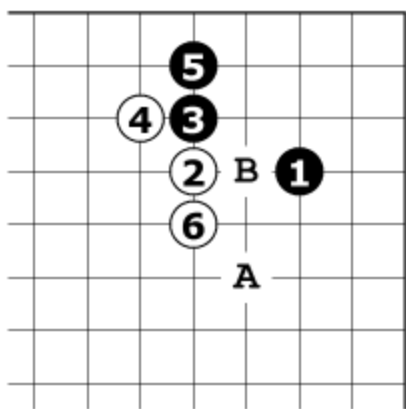
9 'A' gives more influence than 'B'.



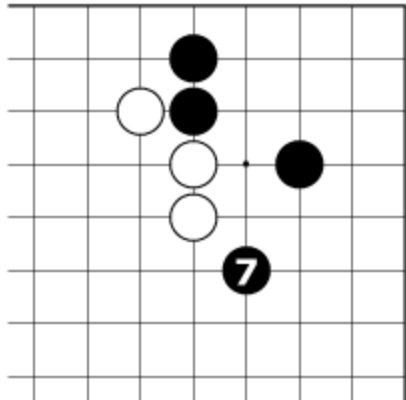
5 Black 5 was one of Kitani Minoru's favorite moves. White can answer at 'a *', 'b *' or 'c'. White 'd' is not recommended.



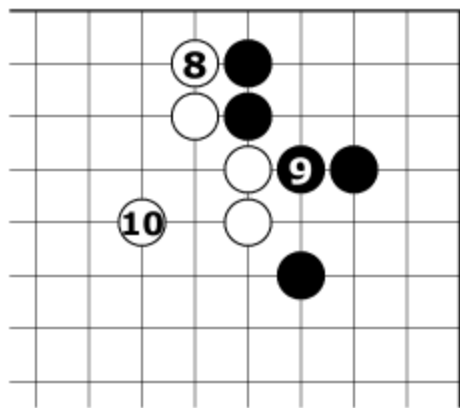
8 * GOOD VARIATION *



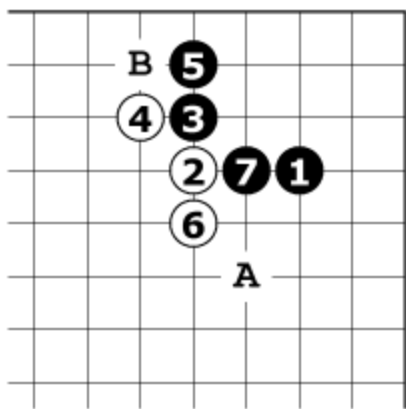
6 White 6 was an invention of Go Seigen. Black continues with 'A *'. 'B' is surrounded by the opponent.



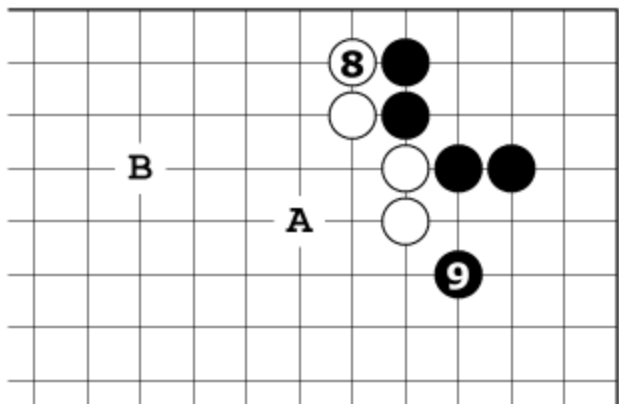
7 Black 7 may have been an innovation by Fujisawa Shuko in 1965.



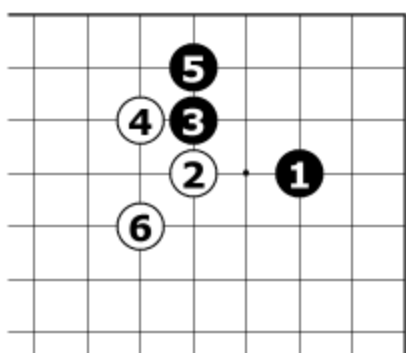
⑩ * GOOD VARIATION *



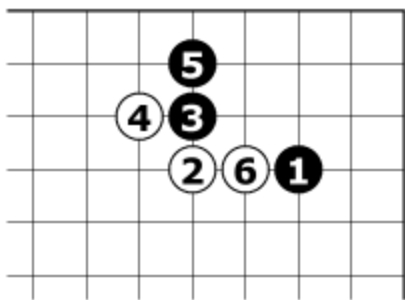
⑦ 'A' punishes, 'B' reverts to joseki.



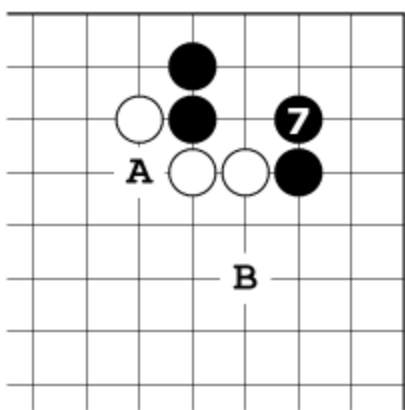
⑨ 'A' or 'B'.



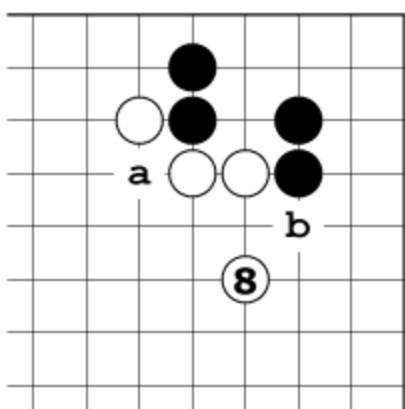
⑥ White 6 was invented by Takagawa Kaku.



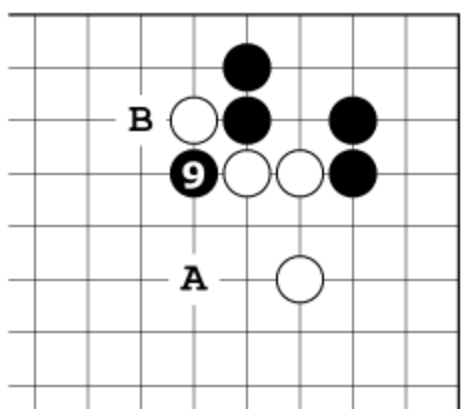
⑥ White 6 looks like good shape, but gives White heavy shape in this instance.



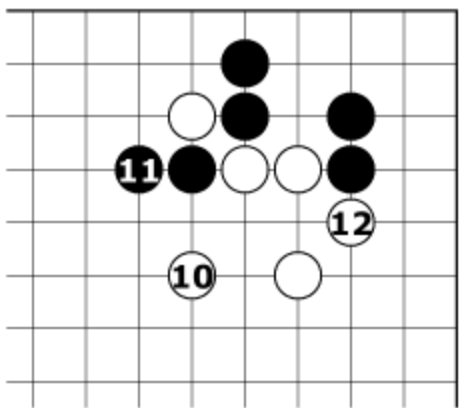
⑦ 'A' or 'B'.



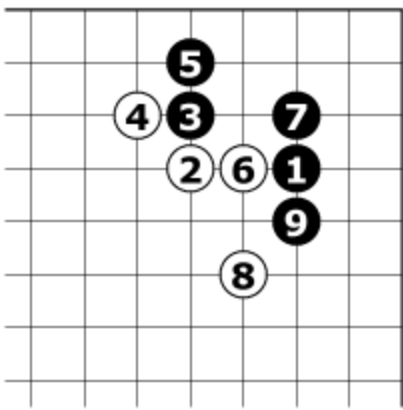
⑧ Black continues with the cut of 'a'. Black 'b' is too mild.



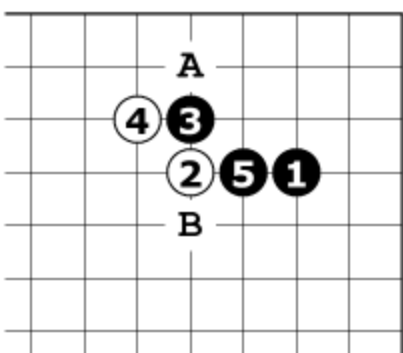
⑨ 'A' or 'B'.



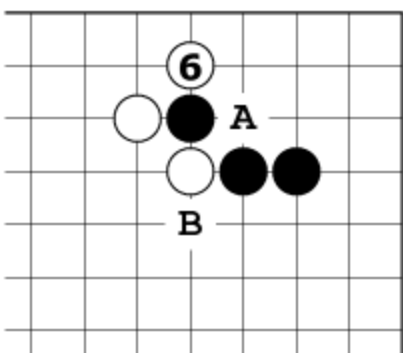
⑫ In spite of White 12, the result favors Black.



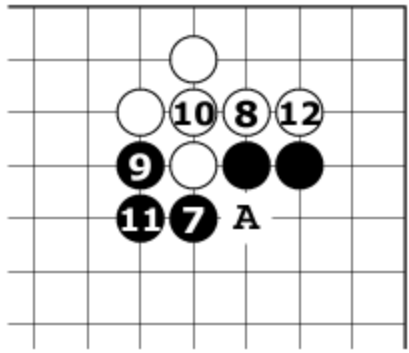
⑨ Black 9 is not recommended, as it is too mild.



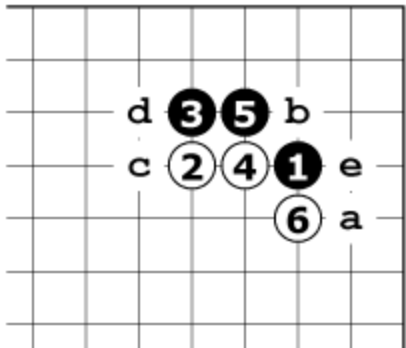
⑤ 'A' is correct, 'B' is a mistake.



⑥ 'A' or 'B'.



12 The cut A remains.



6 So the avalanche = nadare pattern starts.

Black can respond 'a *', 'b *', 'c *' or 'd *'.
Black 'a' is peaceful;
'b' avoids all complications;
'c' is the small avalanche = ko-nadare;
Black 'd', White 'c' gives the large avalanche = oo-nadare.

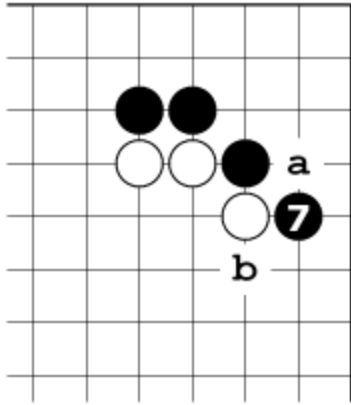
Black must have the ladder to play 'c'.

After 'c' there are no more simplifying variations, but the small avalanche isn't too complicated.
After 'd' there are many complications, but White still can choose a simplifying variation.

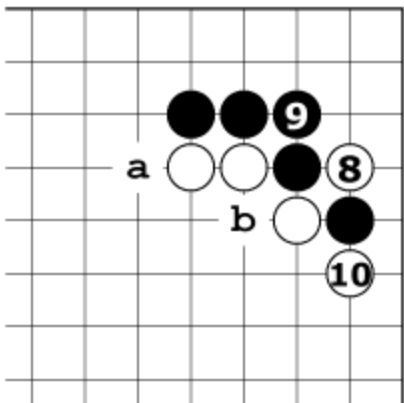
About the large avalanche joseki, Takemiya Masaki 9P spoke to Jan van der Steen: "I will never play nadare in my life again. I don't like large scale joseki since it's complicated and it settles too much of the board. For beginners I recommend just to play the simple variation ('b')."

Black 'e' is sometimes seen in amateur games.

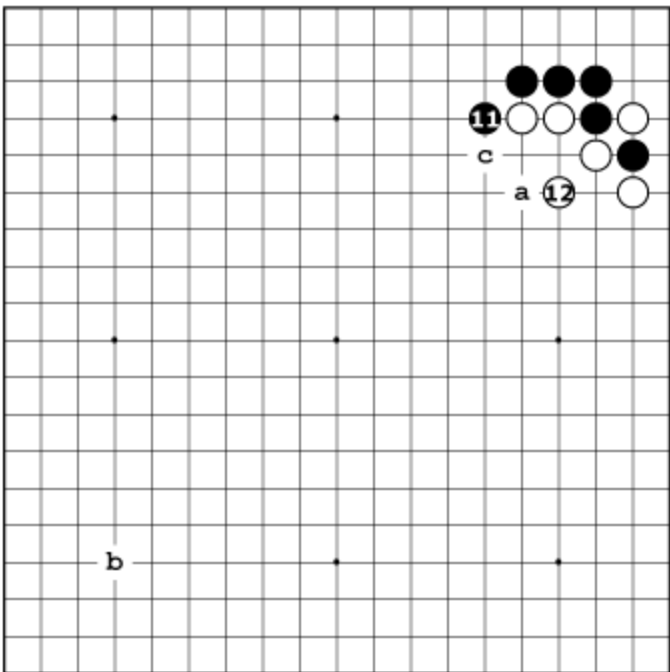
e5, d4, c3, b2, a1



7 Joseki continues with White 'a *'. White 'b' is also possible.

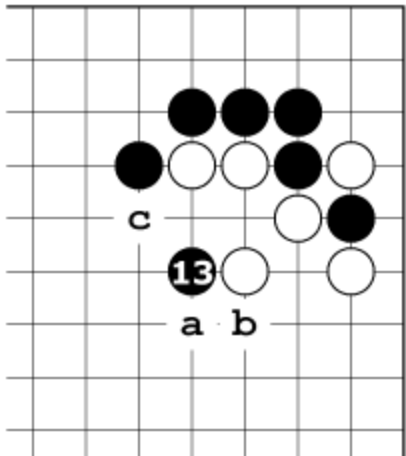


10 Black continues with 'a *' or 'b'.

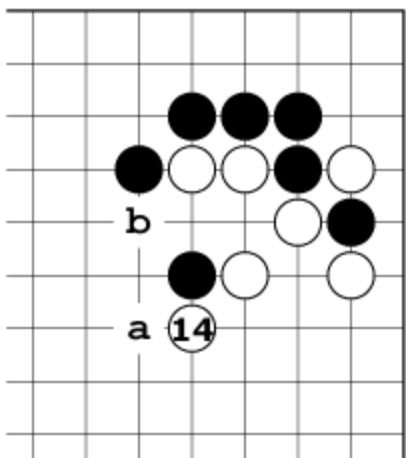


12 * GOOD VARIATION *

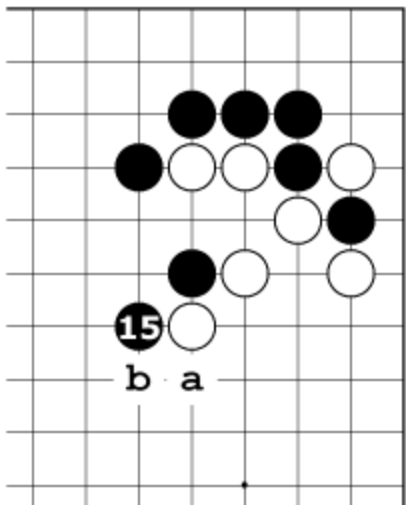
Black continues with 'a', plays elsewhere ('b'). Black 'c' is not compelling.



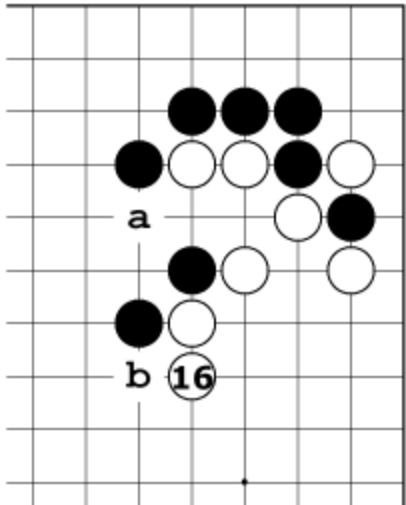
13 Continuation. White continues with 'a'. White 'b' is submissive. White 'c' is unreasonable.



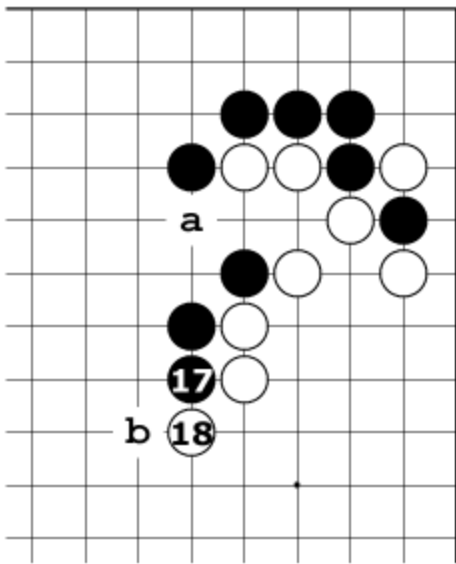
14 Black continues with 'a'. Black 'b' is weak.



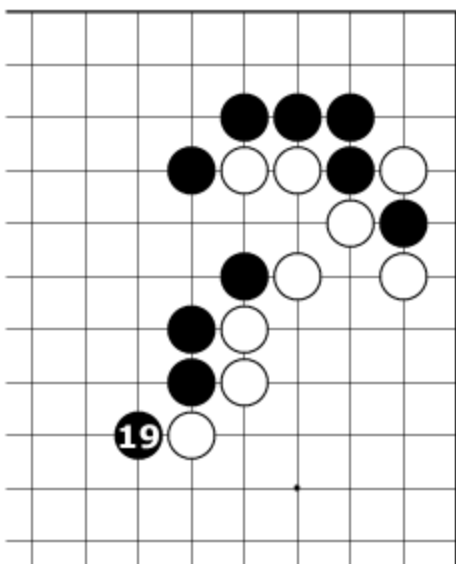
15 White plays safe with 'a', or strongly with 'b'.



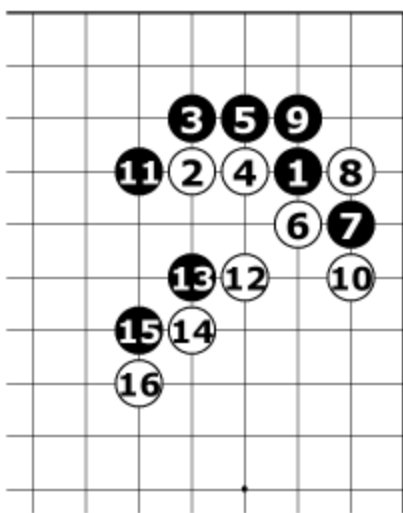
16 Black continue with 'a'.
Black 'b' is an overplay.



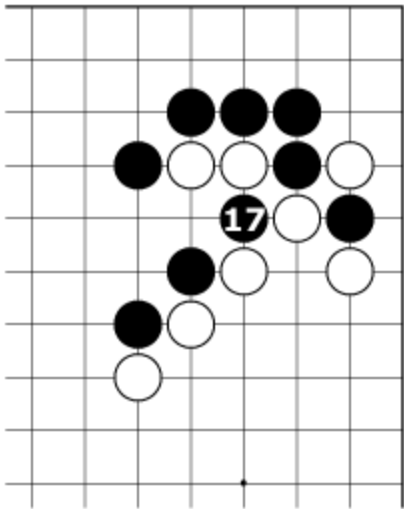
18 Black continues with 'a'.
Black 'b' is a mistake.



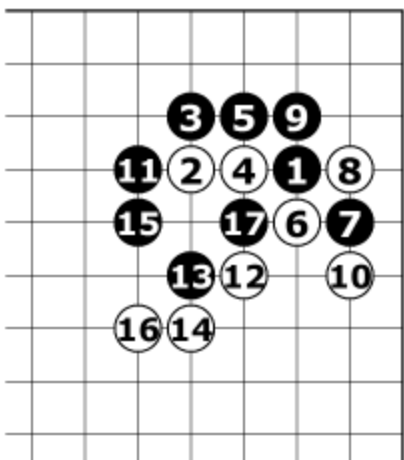
19 Black is ready to be cut up.



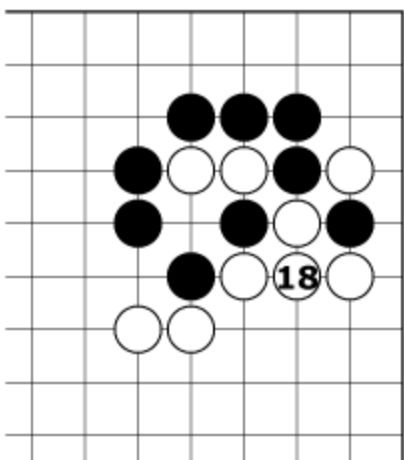
16 White 16 is a strong way of playing.



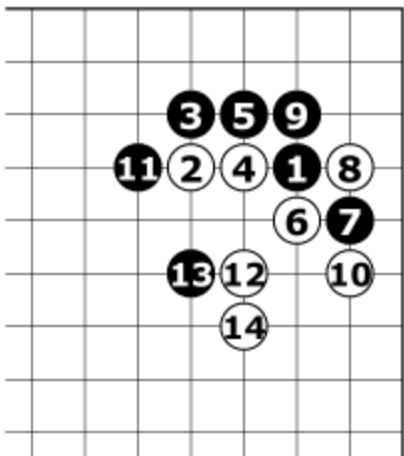
17 This continuation is from Sugiuchi versus Maeda, 1955.



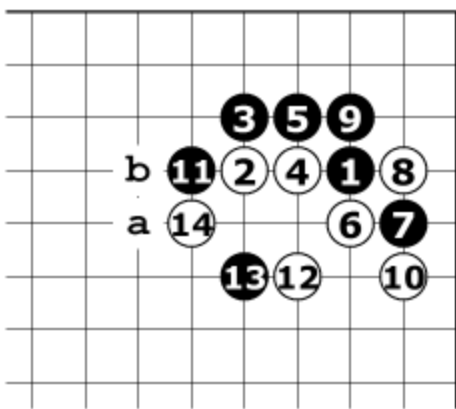
17 Black should not be so concerned about two stones.



18 White has good shape.

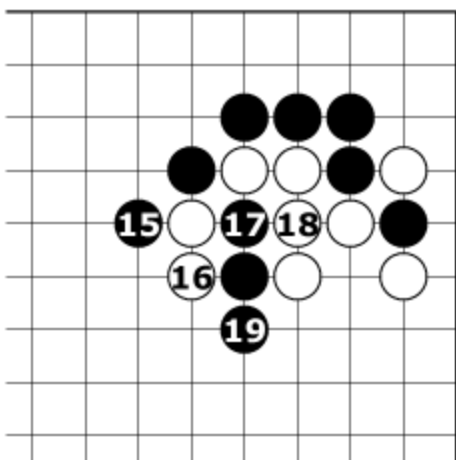


14 White 14 is submissive.

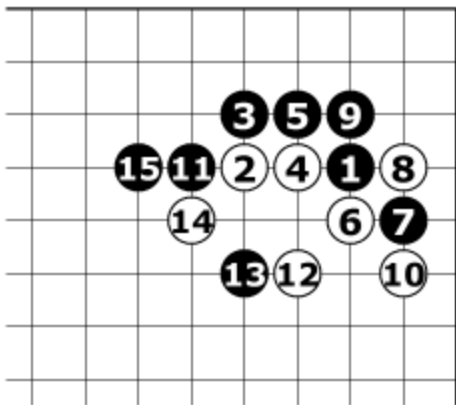


14 White 14 is unreasonable.
Black 13 is the vital point precisely because White 14 is impossible.

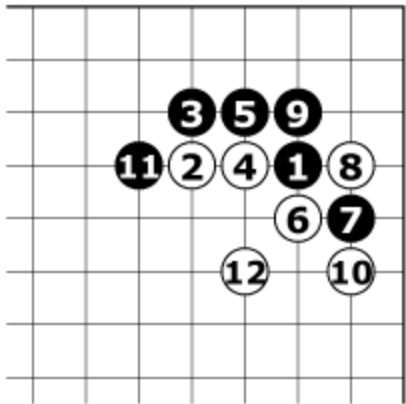
Black continues with 'a'.
White 'b' is a mistake.



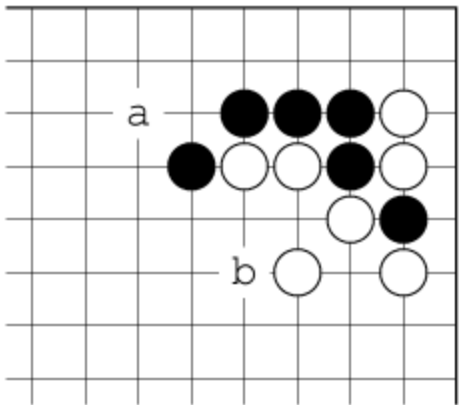
19 White faces a difficult fight.



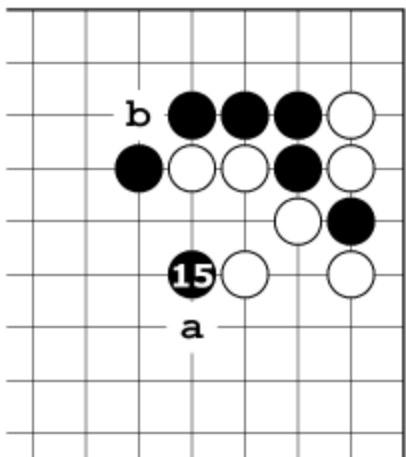
15 Black 15 makes White's impossible move possible.



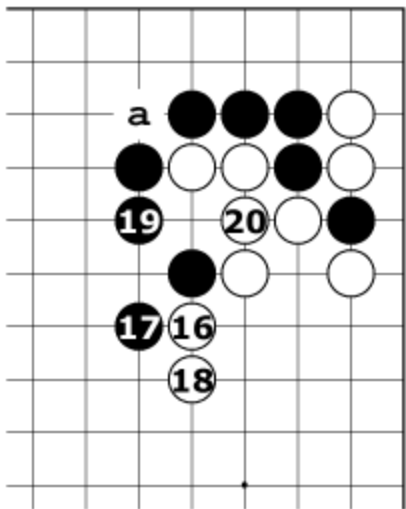
13 Black plays elsewhere.



14 Black continues with 'a' or 'b'.

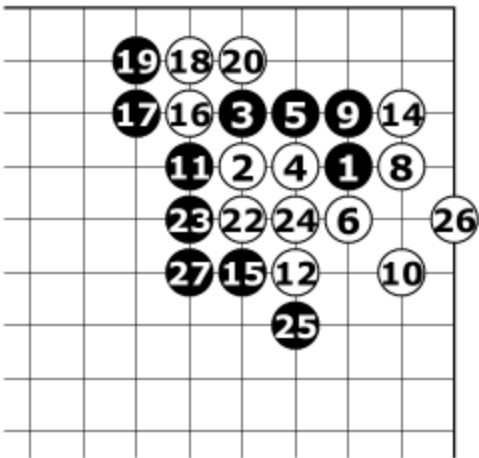


15 White continues with 'a' to emphasize the right, or 'b' to take corner profit at the expense of thickness.

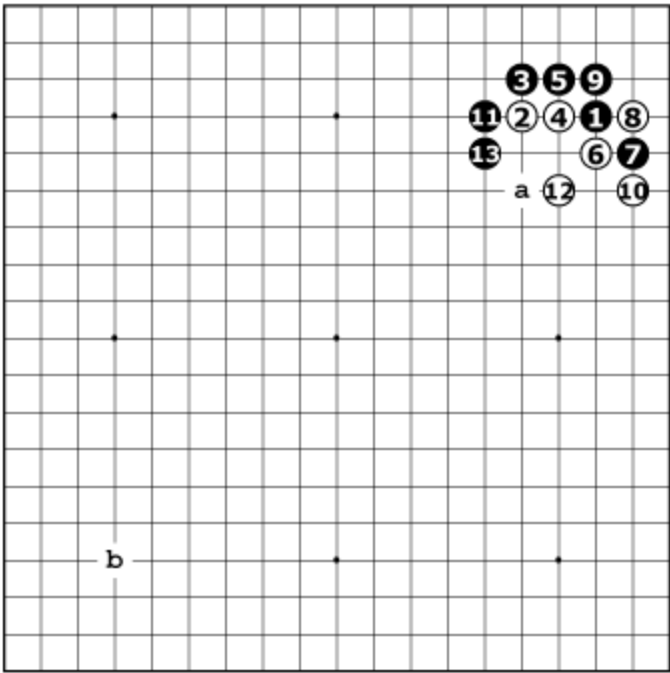


20 White must connect with 20 because he is aiming at

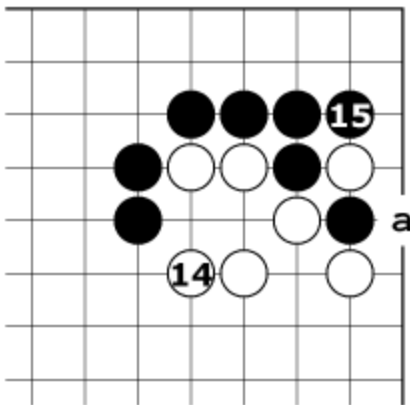
the cutting point of 'a'.



27 White's corner profit exceeds Black's thickness.

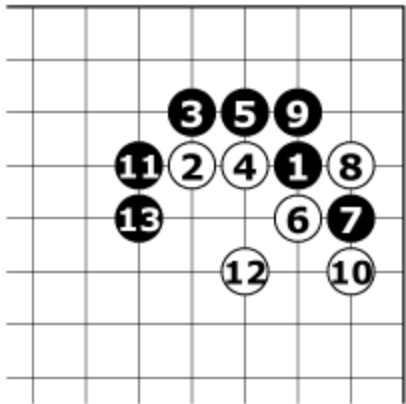


13 White continues locally with 'a', or plays elsewhere ('b').

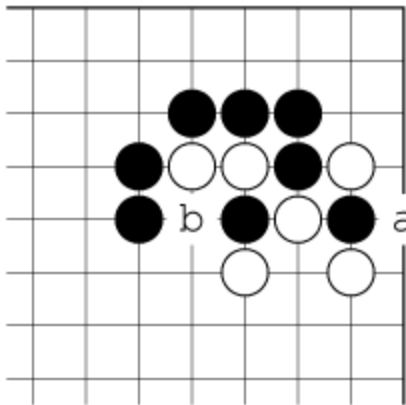


15 Black 15 is not urgent.

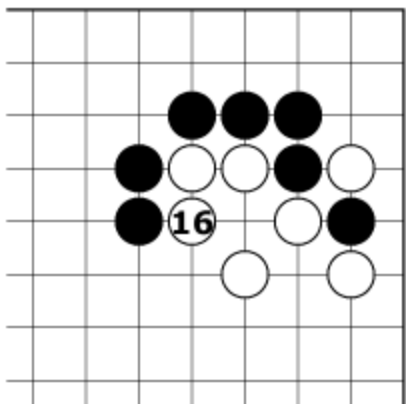
Early in the game, White is better advised to play elsewhere than take at 'a'.



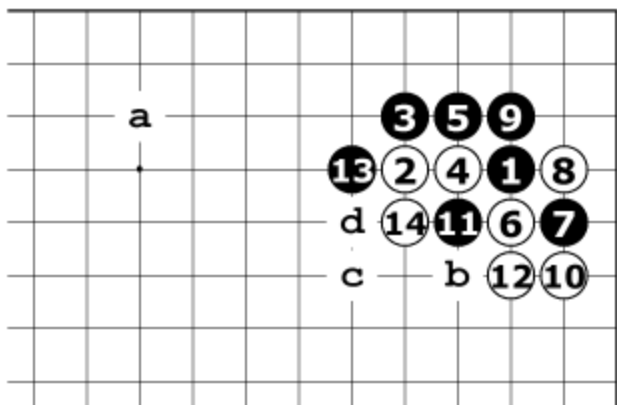
14 White plays elsewhere.



15 White continues with 'a'. White 'b' is a mistake.



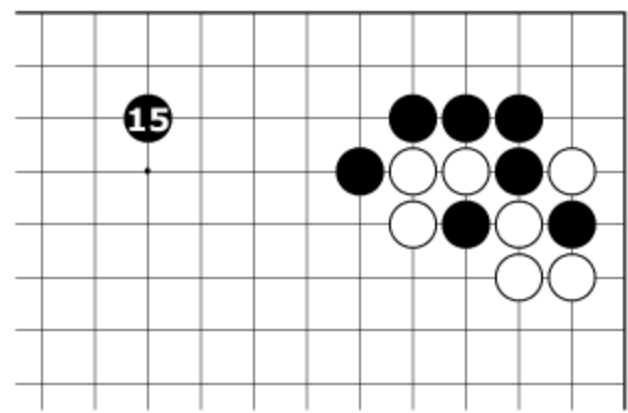
16 White 15 is a mistake.



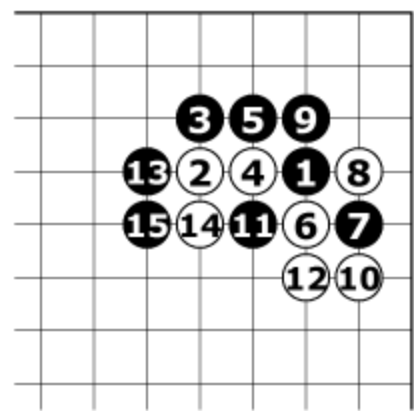
14 Black 11 retains potential, but it should not be played immediately.

Black continues with 'a'. Black 'b' immediately is premature, but may make sense later.

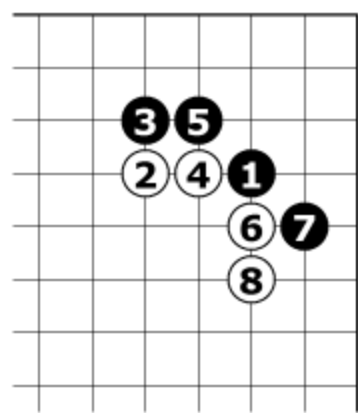
Black 'c' is a tesuji.
Black 'd' is meaningless.



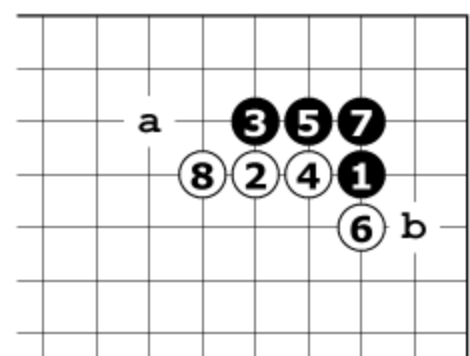
15 Black 15 is a good extension that retains Black 15's potential



15 Black 15 is a mistake. Black is just helping White improve his shape.

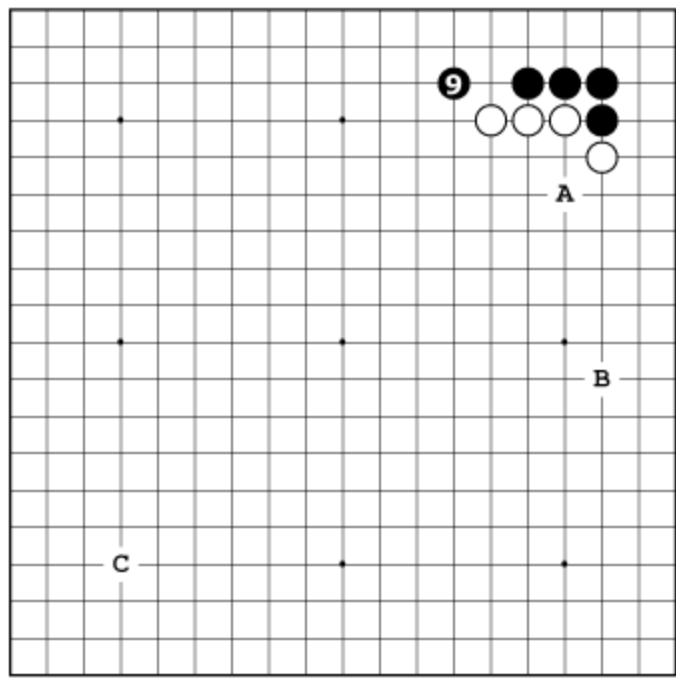


8 White 8 was played by Go Seigen against Karigane Junichi on February 25, 1942.

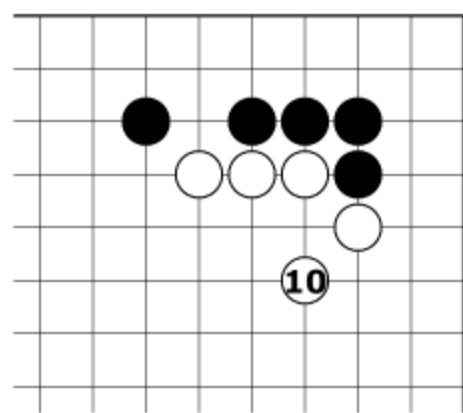


8 White 8 is the only move.

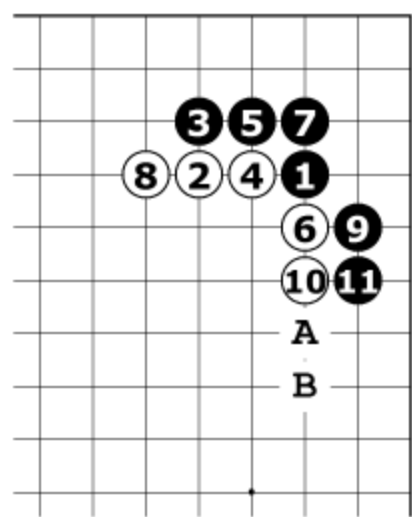
Black continues with 'a *' or 'b *'.



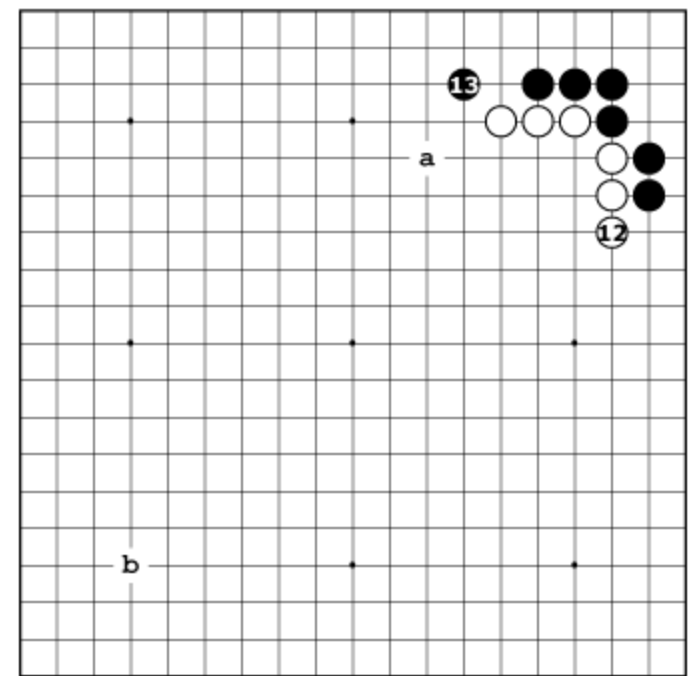
9 'A *' and 'B' make sense, tenuki 'C' can be possible.



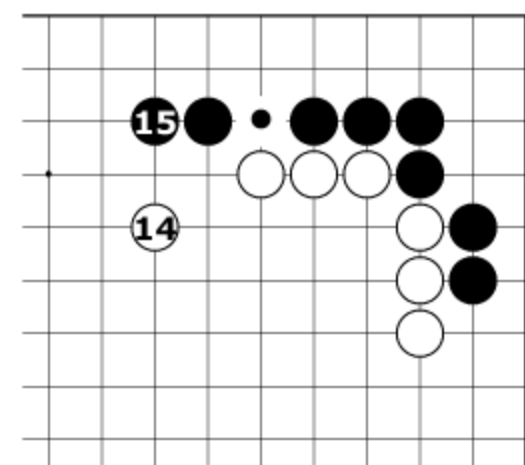
10 * GOOD VARIATION *



11 'A *' or 'B'.

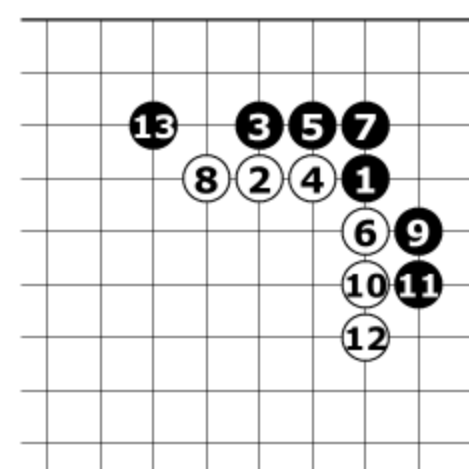


13 White continues with 'a *'. White playing elsewhere ('b') is not recommended.

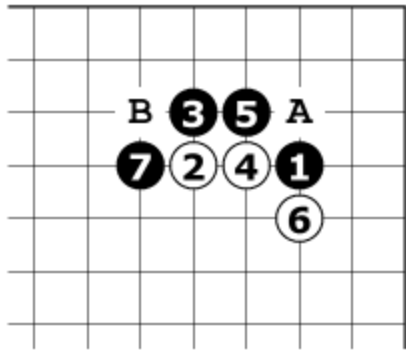


15 * GOOD VARIATION *

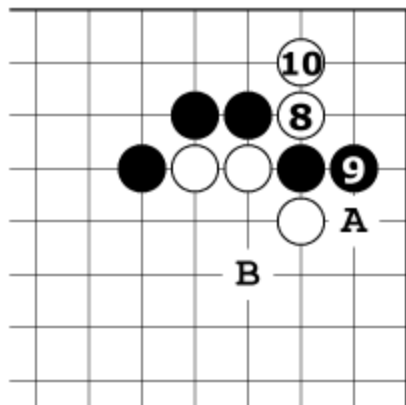
Black 15 is necessary to allow for a push at the red dot.



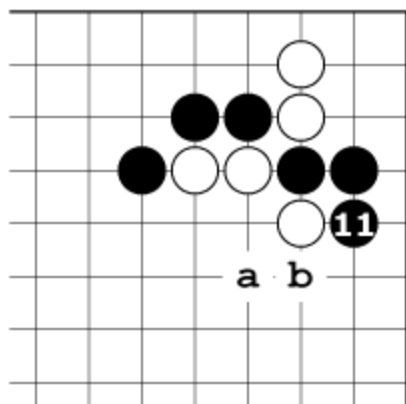
14 White plays elsewhere, not recommended.



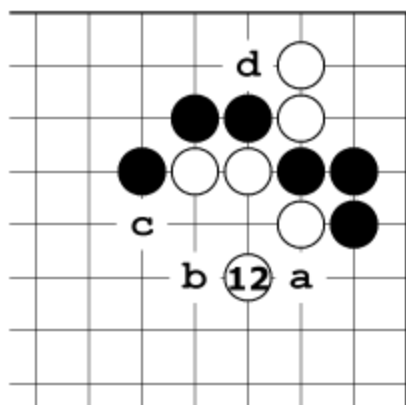
7 The small avalanche. Black must have the ladder. 'A *' is correct, 'B' is a trick play.



10 'A' is correct. Black needs the ladder to play 'B'.



11 White continues with 'a *' to resolve the situation, or 'b' to provoke a tough fight. White must have the ladder to play 'b'.



12 Black continues with 'a *'

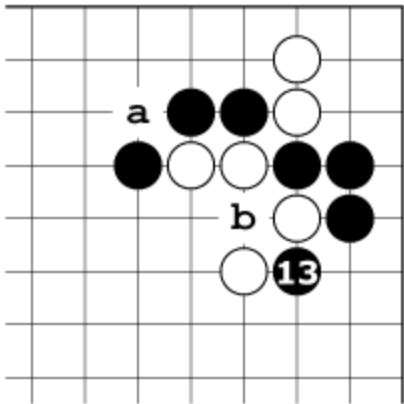
to 'd'.

Black takes the riight with 'a', White the top.

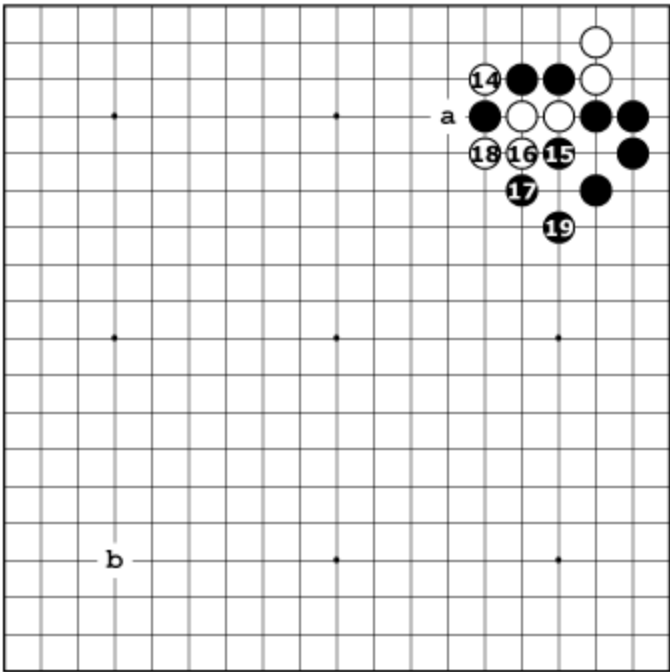
Black takes the corner and center, with White on the right and top sides with 'b'.

Black takes a large corner with 'c', with White taking the right, and a fight at top.

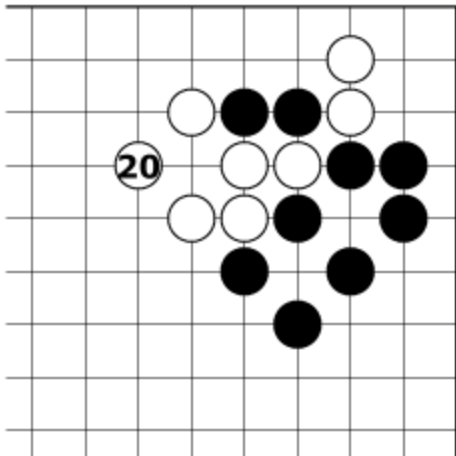
Black 'd' is a transposition of a variation of 'c': same result from a different order of moves.



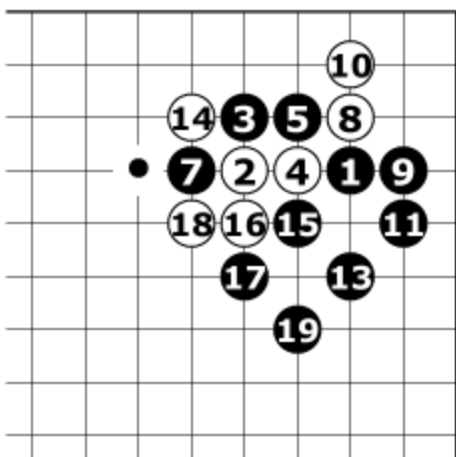
13 White continues with 'a *'. White 'b' is a mistake.



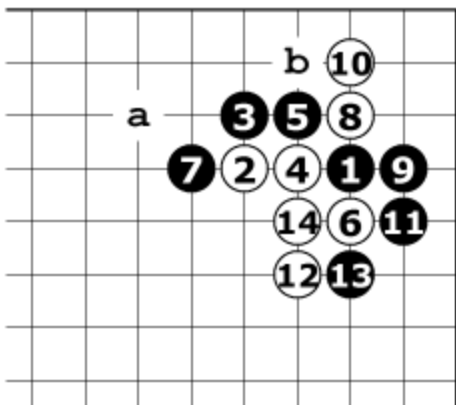
19 White continues by capturing Black 7 on 'a *'. Playing elsewhere 'b' is not recommended.



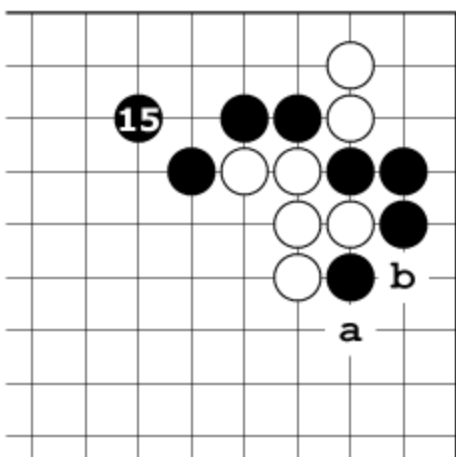
20 * GOOD VARIATION *



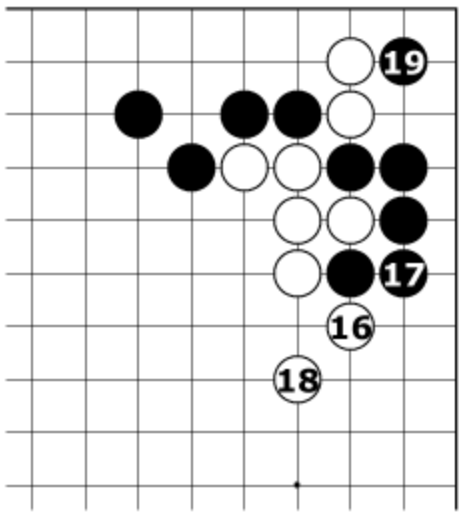
20 Omitting the capture at the marked location by playing elsewhere is not recommended.



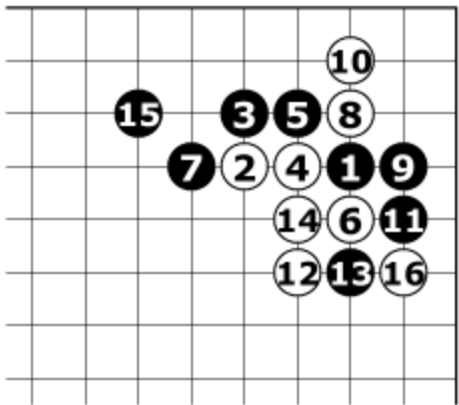
14 White 14 is a mistake. Black continues with 'a'. Black 'b' is a mistake.



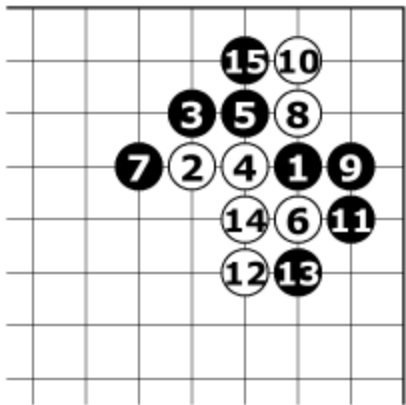
15 White continues with 'a'.
White 'b' is a mistake.



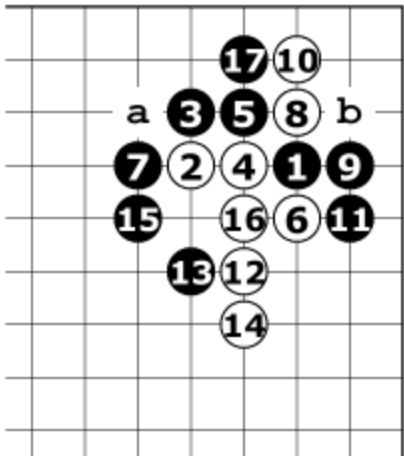
19 Black 19 kills White's corner stones.



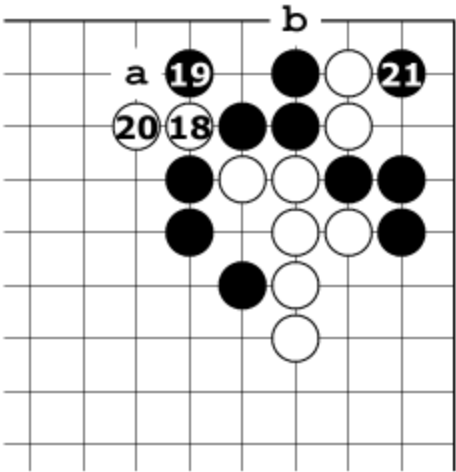
16 White 16 is a mistake.



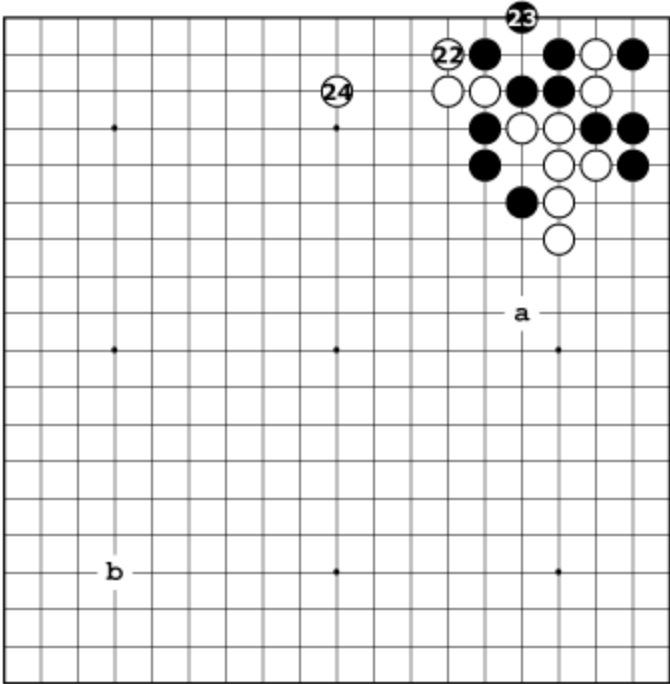
15 Black 15 is slow, giving White the opportunity to make good outside shape by sacrificing the two White stones in the corner.



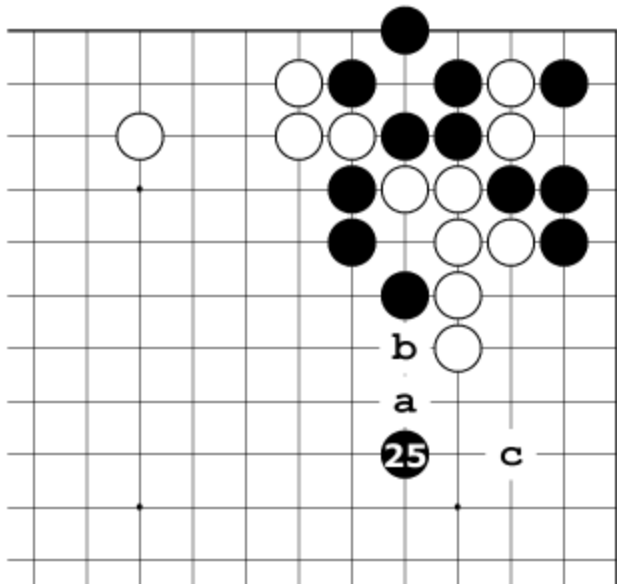
17 White continues with 'a'.
White 'b' is a mistake.



21 White continues with 'a'.
White 'b' is not recommended.

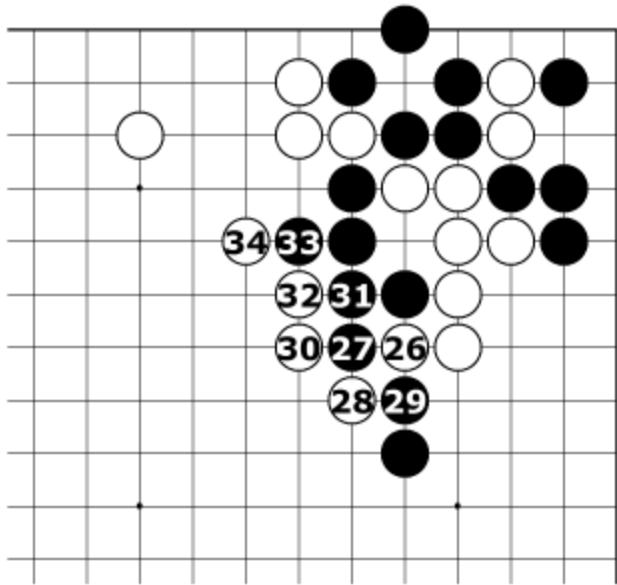


24 Black may continue locally at 'a', or play elsewhere (b).

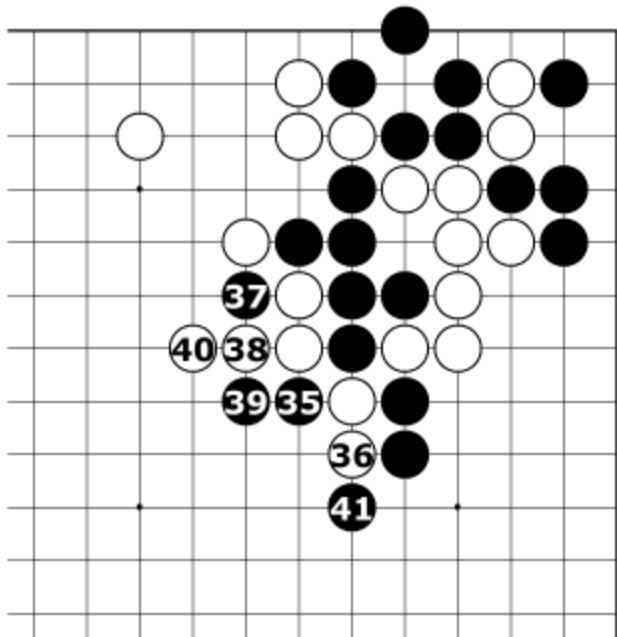


25 Possible continuation.

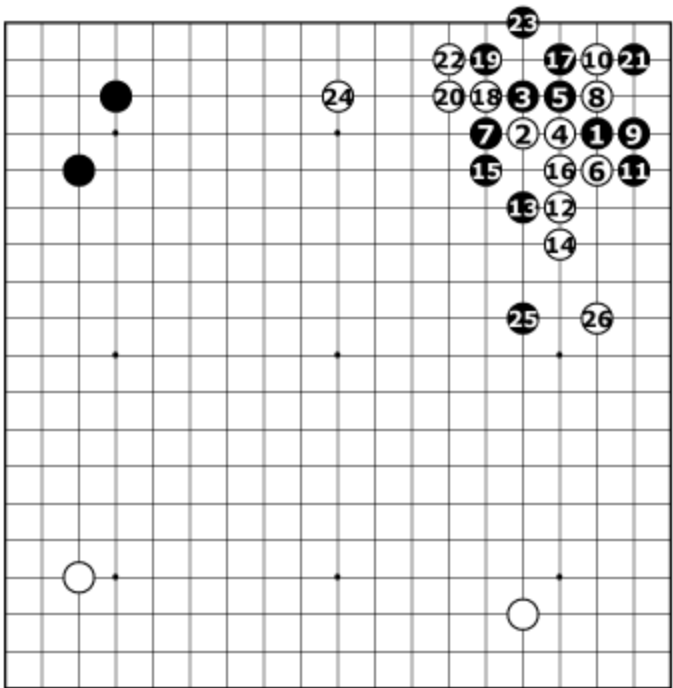
White continues with 'a'.
White 'b' is a mistake.
Likewise, White 'c' is too submissive.



34 White 34 is unreasonable.



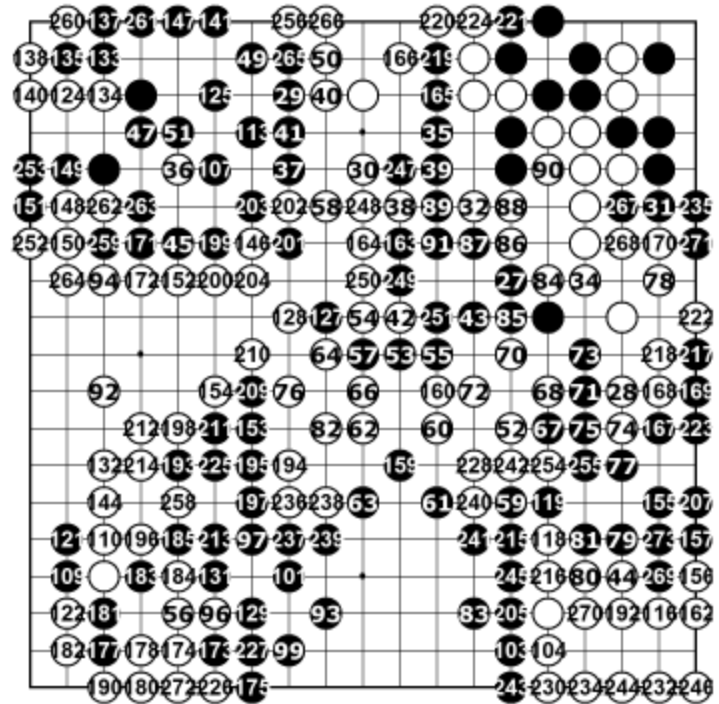
41 Black has the ladder, so this is a loss for White.



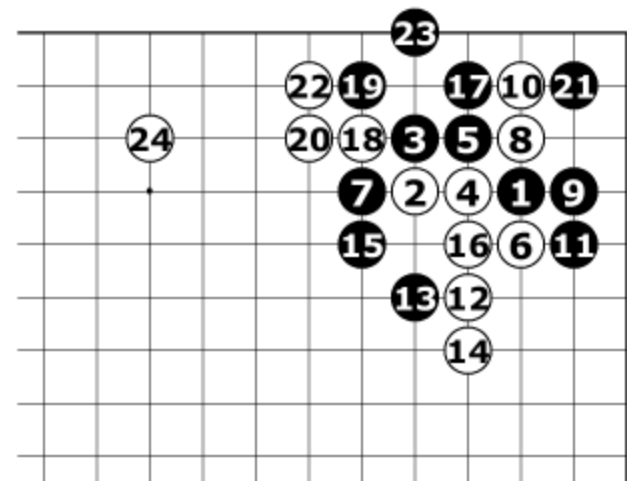
26 White 26 is a mistake.

White 26 was played by Rin Kaiho against Takagawa Shukaku in the 1968 Meijin Title, game 5.

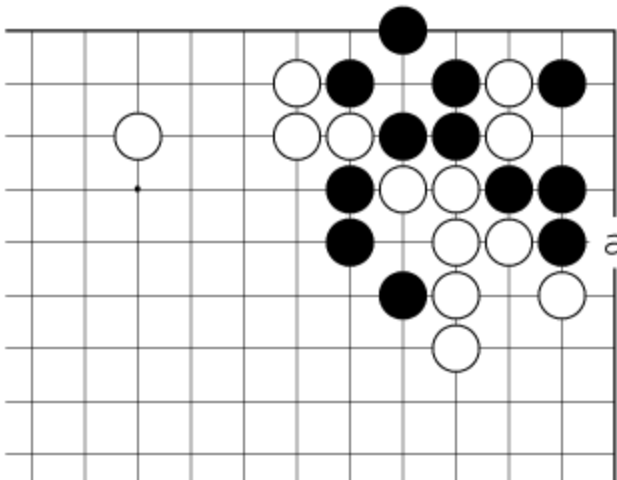
Rin's later comment on this move: " I just don't know joseki....".



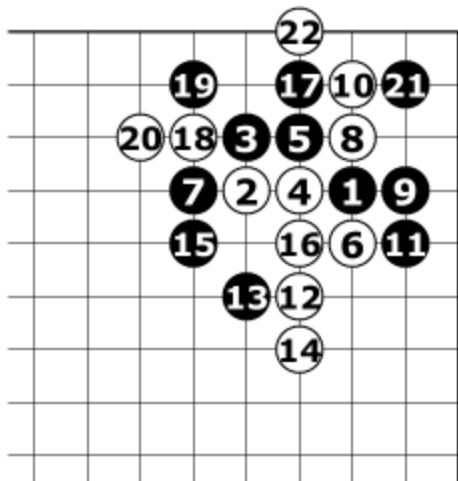
273 Black (Takagawa) wins by 1 point.



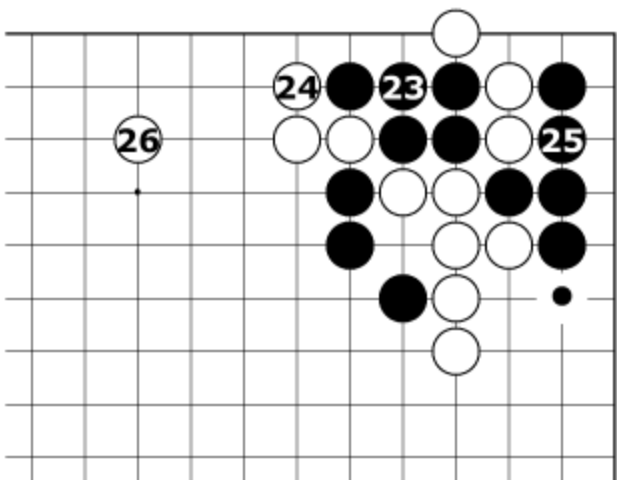
25 Black plays elsewhere.



26 White 'a' is now sente.

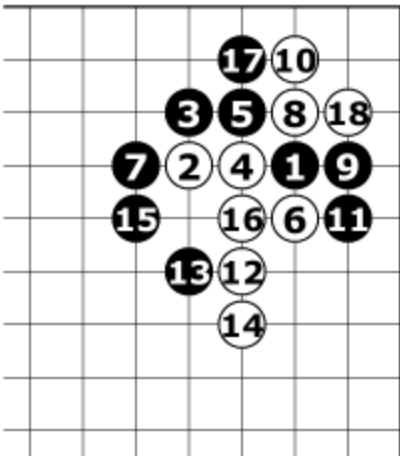


22 White 22 is not recommended.



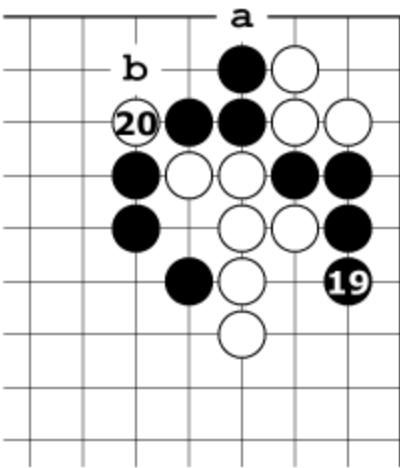
26 The value of a White play at the marked location is greatly diminished by White 22.

White is better off without playing 22 (variation 1).

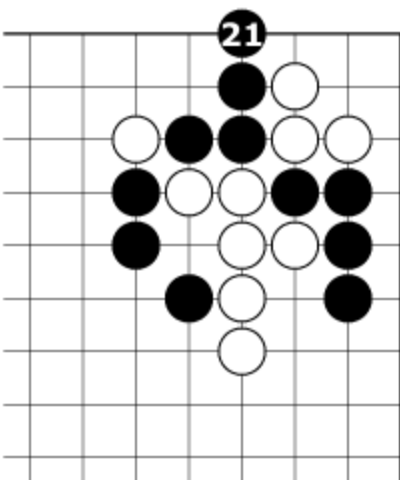


18 White 18 is a mistake, most notably played by Fjuisawa Hosai against Go Seigen in 1951 in game 2 of the Special Four-Game Match.

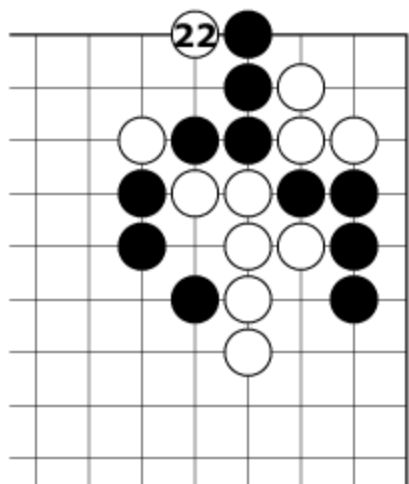
While White 18 may be a mistake, the moves to take advantage of it are non-obvious.



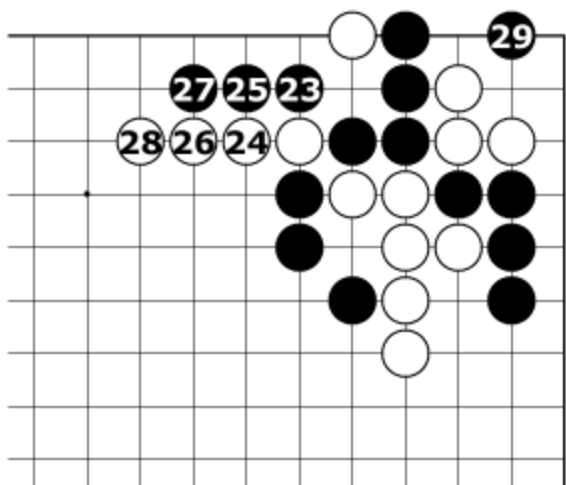
20 Black continues with 'a', the vital point. Black 'b' is a mistake.



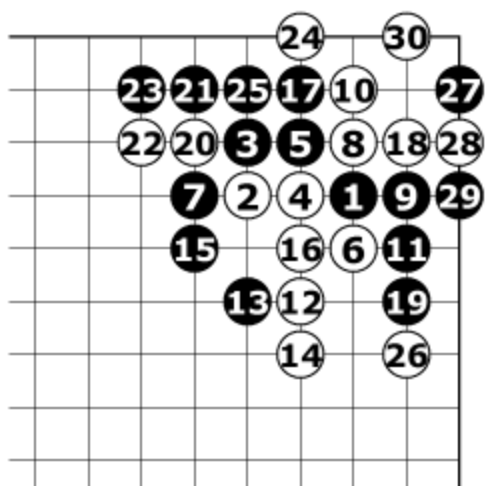
21 A tesuji.



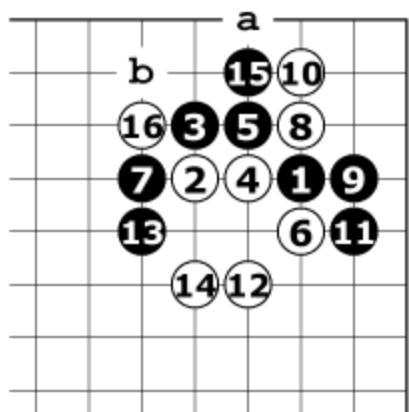
22 A tesuji.



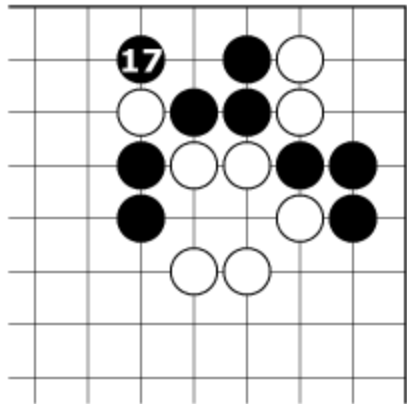
29 Black captures the corner.



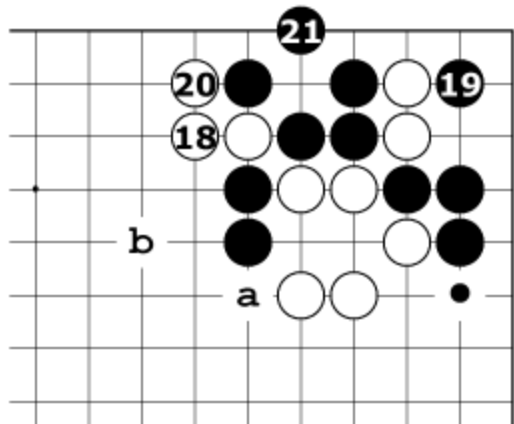
30 A ko is unavoidable.



16 Black continues with 'a' or 'b'.

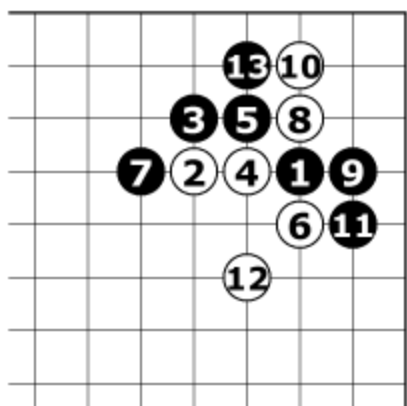


17 Black 17 dispenses with good style, but the result is okay.

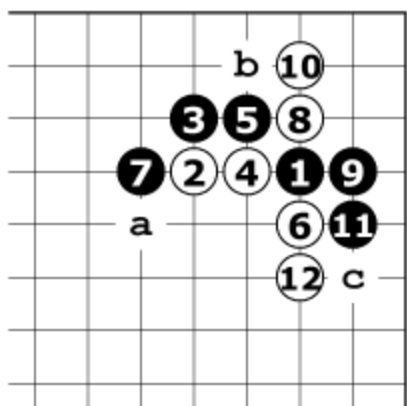


21 White continues with 'a' or 'b'.

Unlike the other variation (2-4-3-2-3-1-3-1), a White play at the marked spot is not sente.

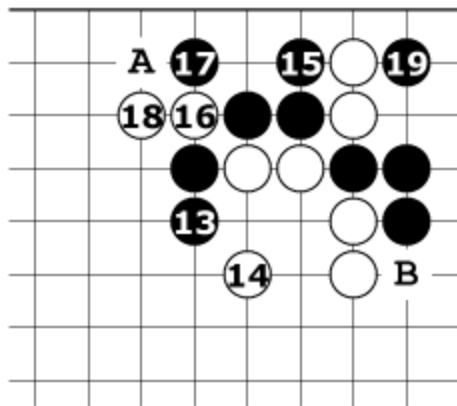


13 Black 13 is the same as 2-4-3-2-3-1-3 with a different order of moves.

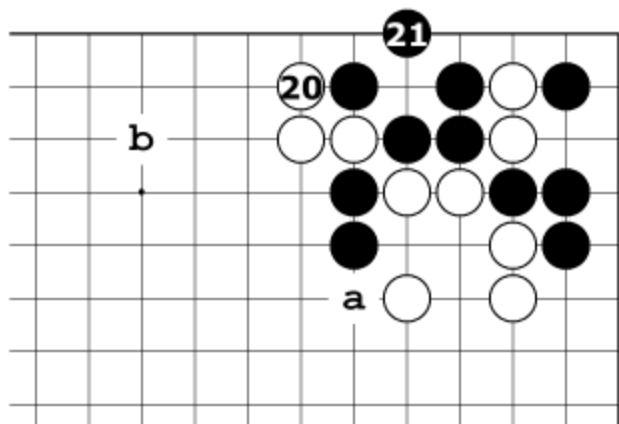


12 White must have the ladder to play this way.

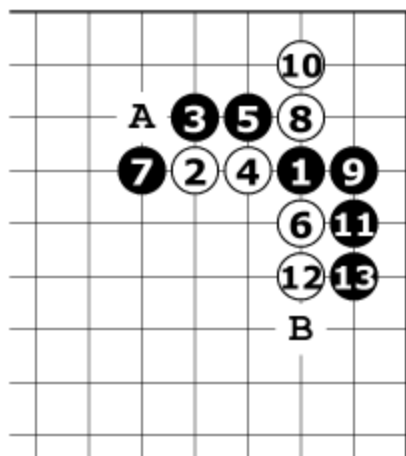
Black continues with 'a', 'b' or 'c'. If White doesn't have the ladder, 'c' punishes.



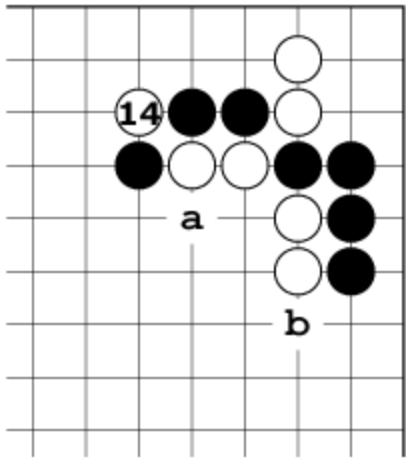
19 'A' or 'B'.



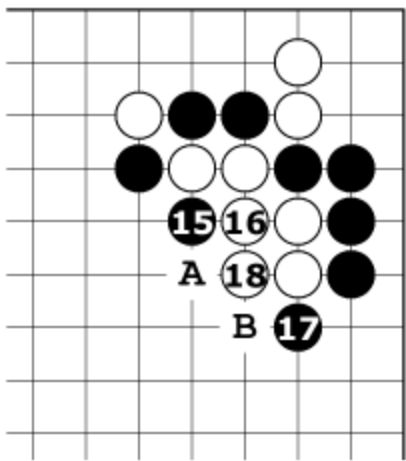
21 White continues with 'a' or 'b'.



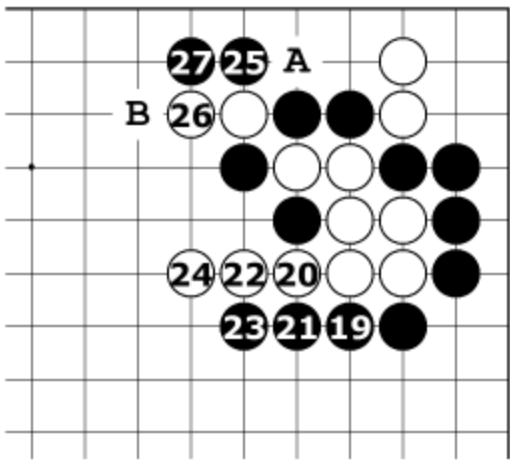
13 Black must have the ladder to play this way. 'A' is joseki, 'B' is a mistake.



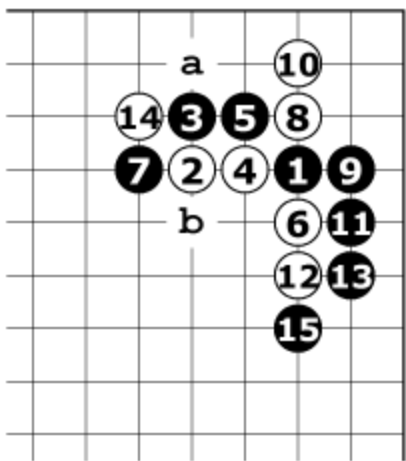
14 Black plays 'a'. 'b' is not joseki.



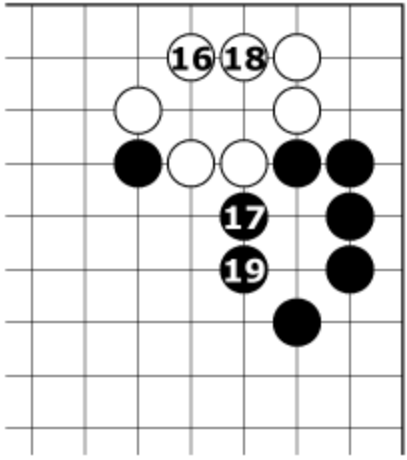
18 'A' starts the ladder if White 12 was wrong. If White has the ladder, Black 'B'.



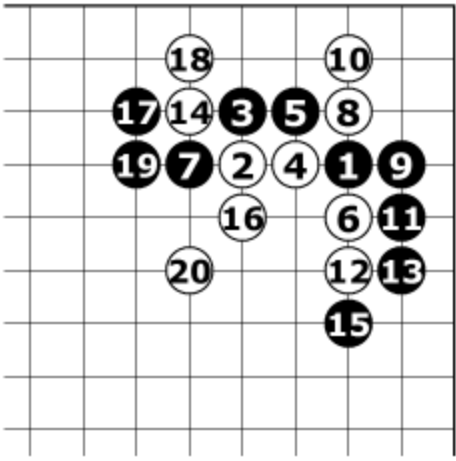
27 'A' is necessary, 'B' a mistake.



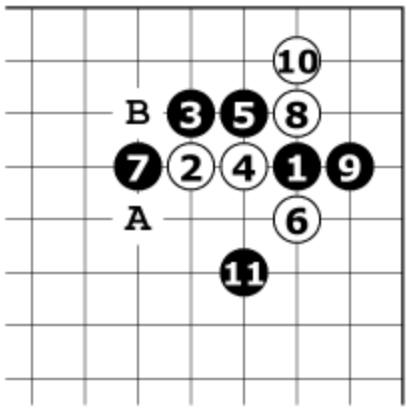
15 White plays 'a' and takes swaps two stones with Black. White can save his two stones with 'b'.



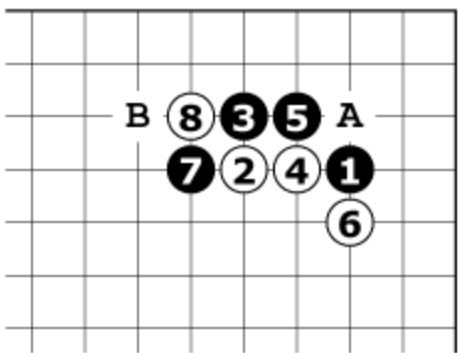
19 Black 7 is now meaningless.



20 White must play 20 to avoid being squeezed.

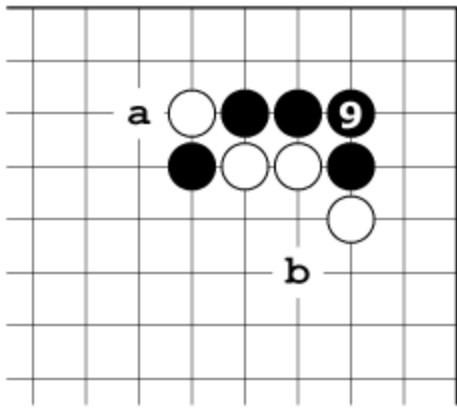


11 'A' if Black has the ladder, 'B' if he hasn't.

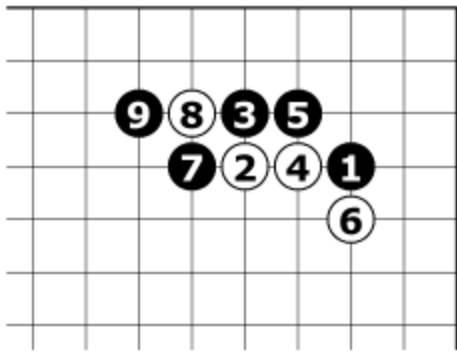


8 White 8 is an aggressive trick play.

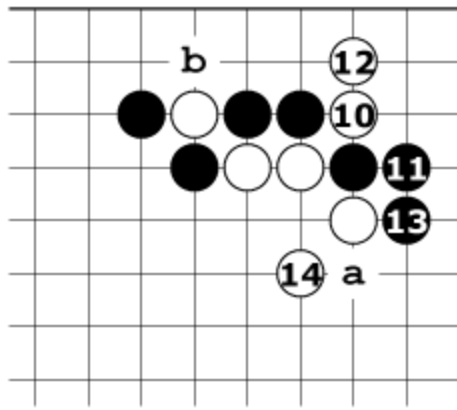
Black continues with 'A'. Black 'B' is a mistake.



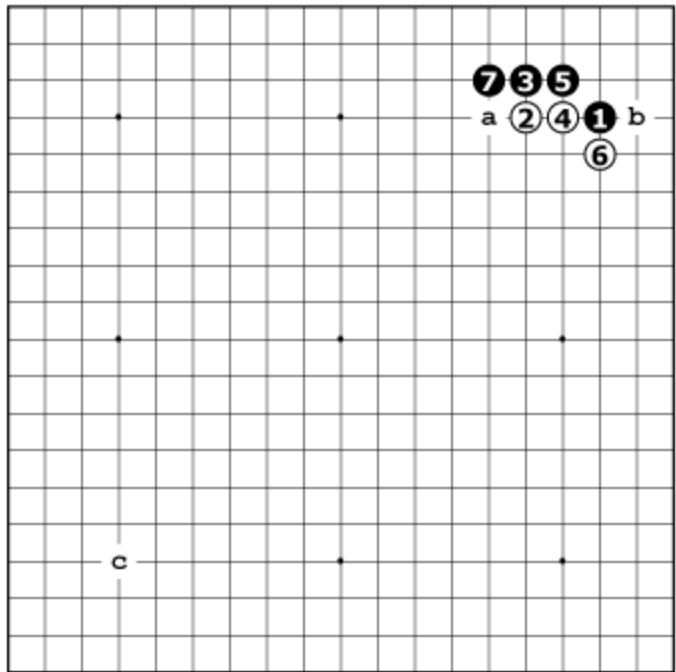
9 White may try 'a' or 'b'.



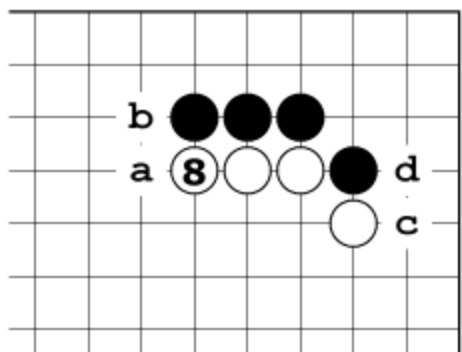
9 Black 9 is a mistake.



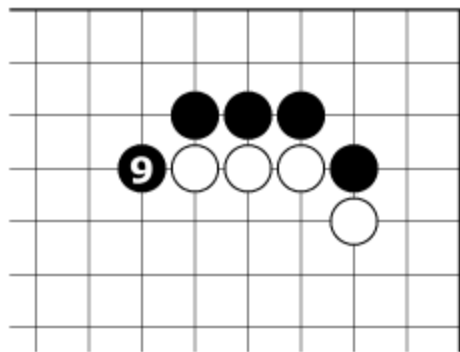
14 Black continues with 'a' or 'b'.



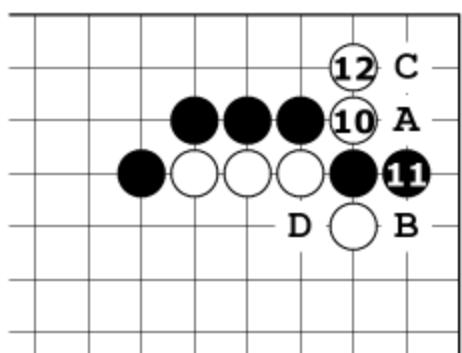
⑦ The large avalanche if White 'a'. White 'b *' or tenuki 'c' to avoid the complications of the large avalanche.



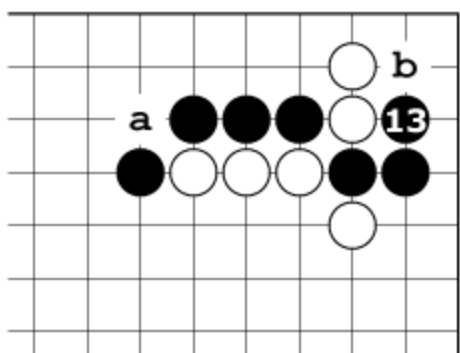
⑧ Black starts the large avalanche with Black 'a'. Black 'b', 'c' and 'd' avoid the avalanche joseki.



⑨ The large avalanche joseki.

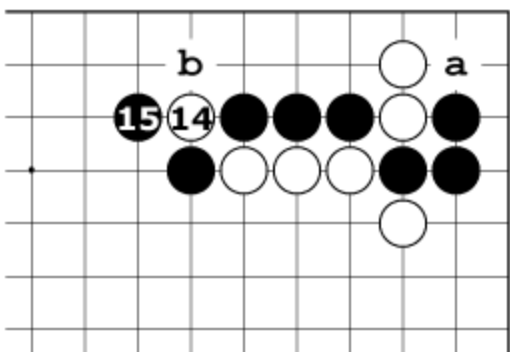


⑫ Black can continue at 'A' to 'C'. 'C', 'B' and 'A' appeared in succession after the joseki was invented in the early Showa period (1926-1984). 'A' is an invention of Go Seigen and still the most oftenly played move of the four. 'D' is a modern invention and leads to a peaceful variation, which is good for White.

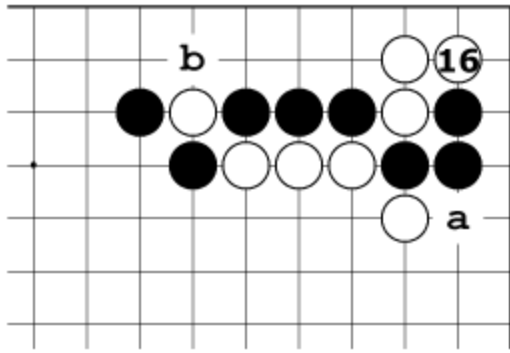


⑬ Black 13 was invented by Go Seigen, played first on February 2, 1957 against Takagawa. The move was considered revolutionary. This innovative move has transformed the large avalanche joseki, Although the variation of Go Seigen it isn't up to date anymore in the new millenium, there are other continuations who are still considered joseki.

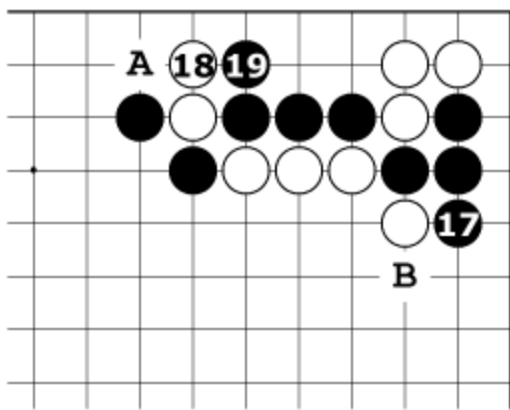
White continues with 'a'. White 'b' is not recommended.



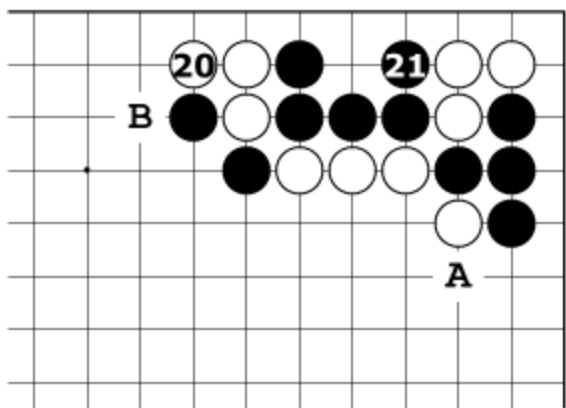
⑮ White continues with 'a'. White 'b' is a mistake.



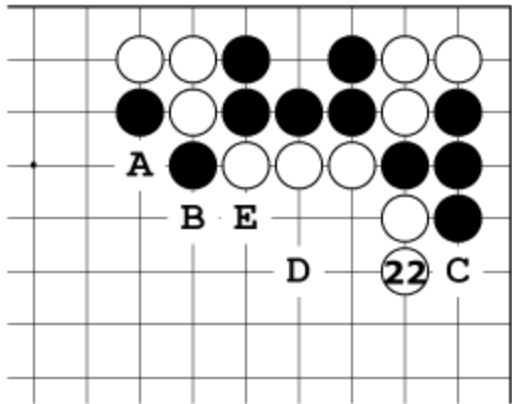
⑯ Black continues with 'a'. Black 'b' is not recommended.



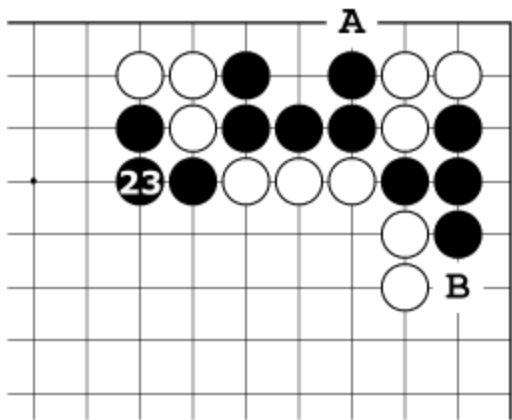
⑰ 'A' is the traditinoal, 'B' the modern variation. In one variation 'B' is just another order of moves of 'A'.



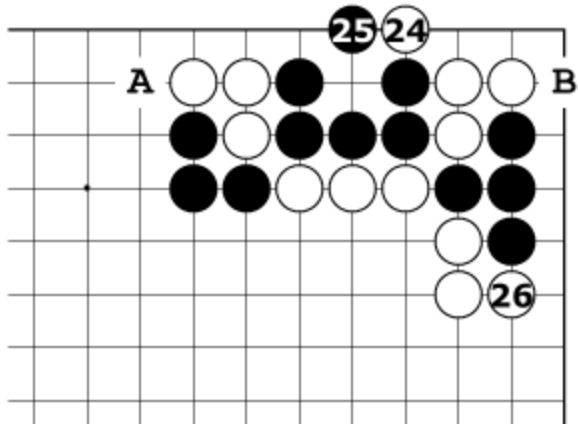
⑱ 'A' is a usual joseki. (For example it was played by Cho Chikun 9P in game 4 of the 43th Judan title match against O Rissei Judan and by Cho Hun Hyeong 9P against Wang Lei 8P in the 7. Samsung finals.) 'B' is the joseki too, it leads to a modern continuation and the old variation of Go Seigen.



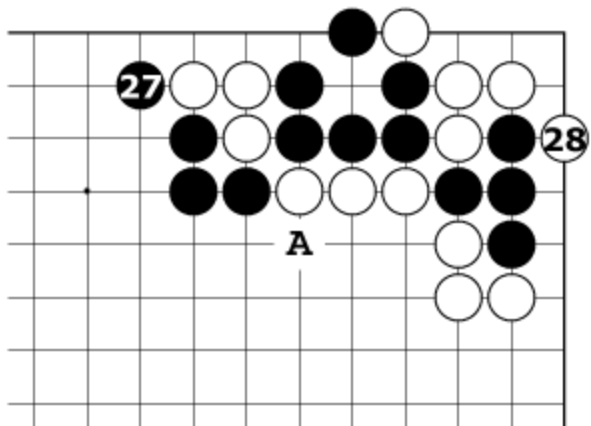
22 'A' and 'B' are joseki, although 'B' gives an empty triangle. 'C' is just another order of the moves after B. 'D' is possible. 'E' is possible..



23 'A' is joseki, 'B' is not recommended.

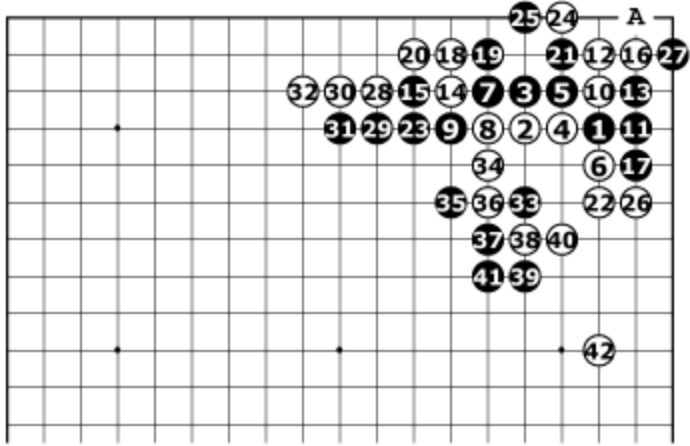


26 'A' is joseki, 'B' is a risky variation.

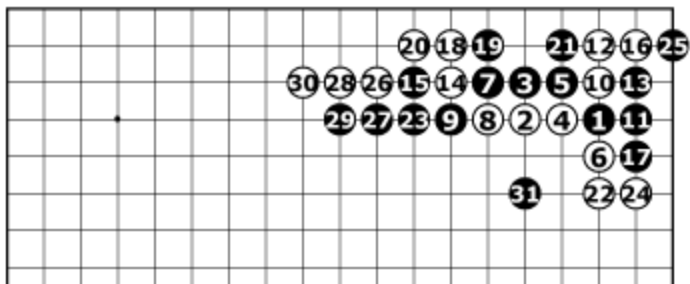


28 White captured the right,

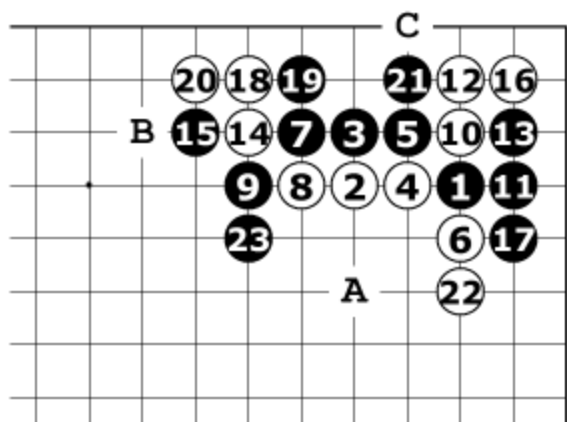
Black the top.
Later, A is sente for Black.



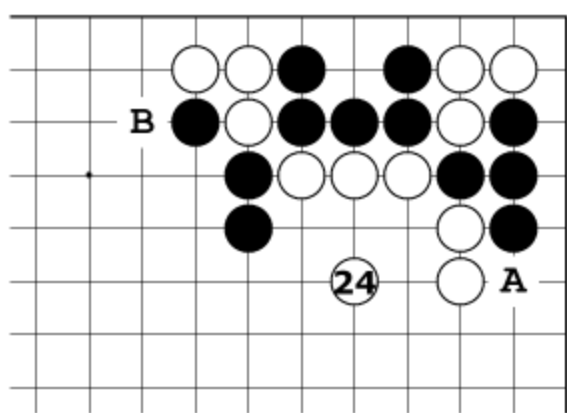
42 White can start an approach ko on A, so the result is risky for Black.



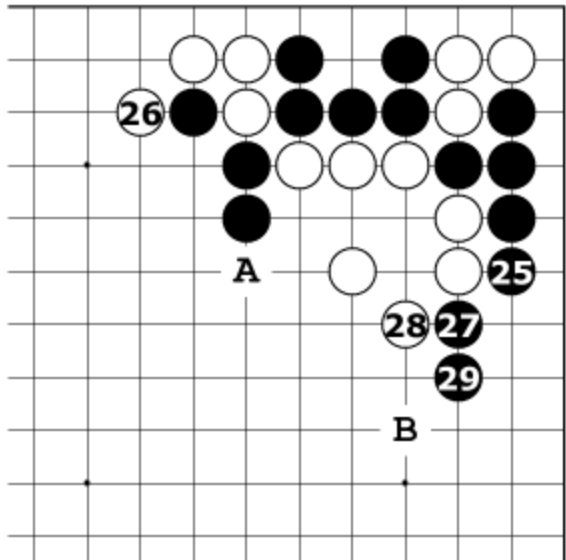
31 Black is better.



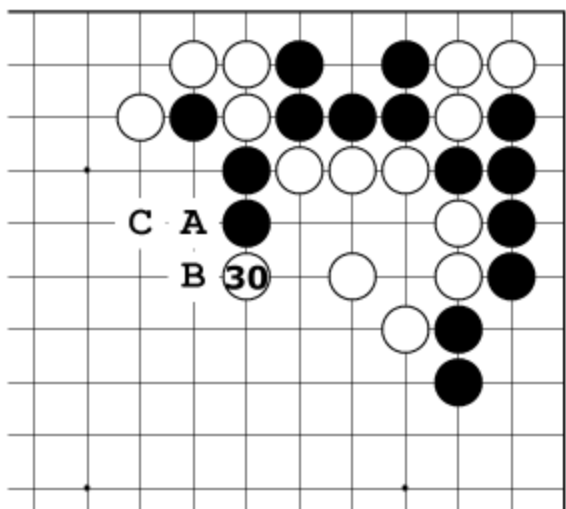
23 'A' is correct, 'B' is a mistake. 'C'.



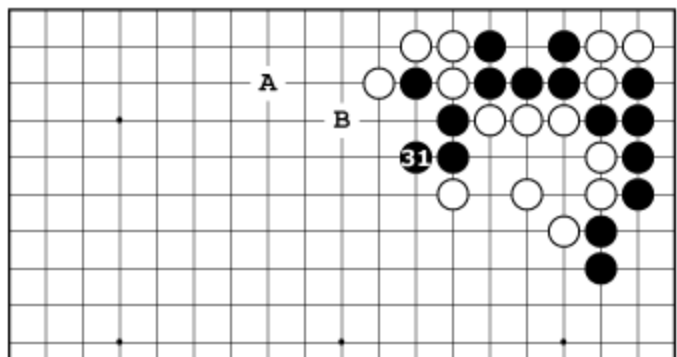
24 'A' or 'B'.



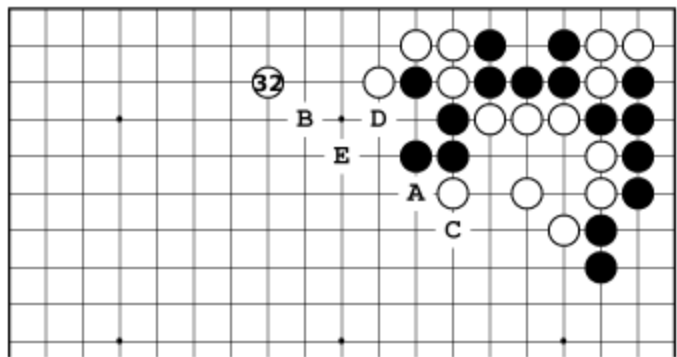
29 'A' is joseki, 'B' is an old variation, which is considered a mistake today.



30 'A' is correct, 'B' is a mistake.

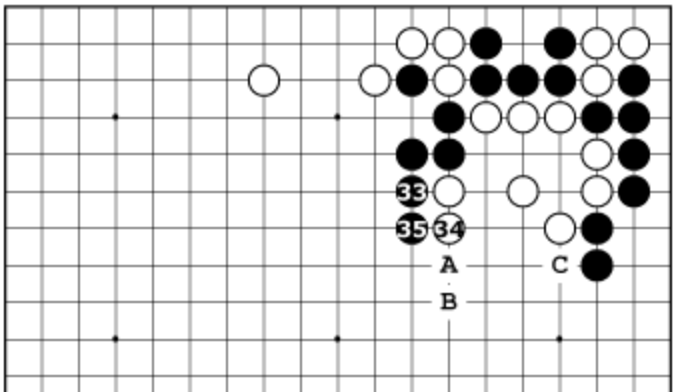


31 'A' is usual, 'B' is also possible.

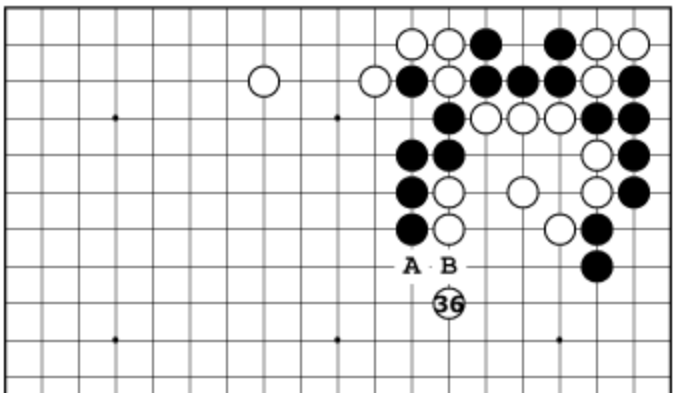


32 'A' is correct. 'B'

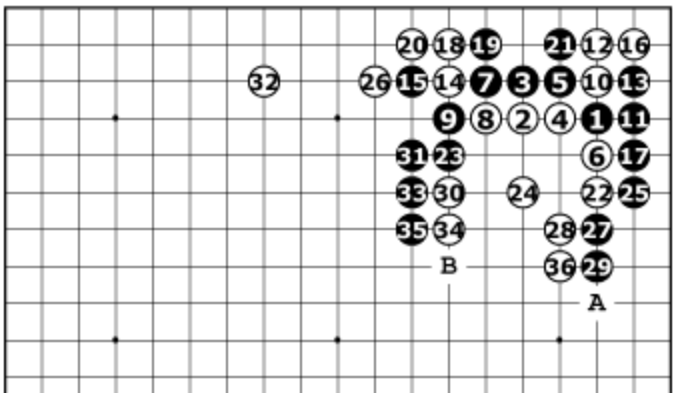
'C' is a mistake.
'D', 'E' have been played
by professionals.



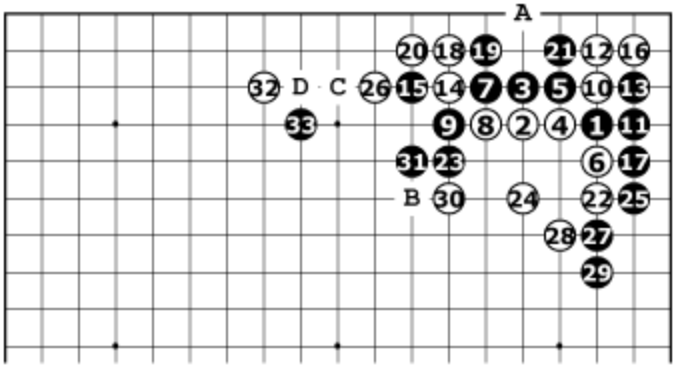
35 'A' or 'B' or 'C'.



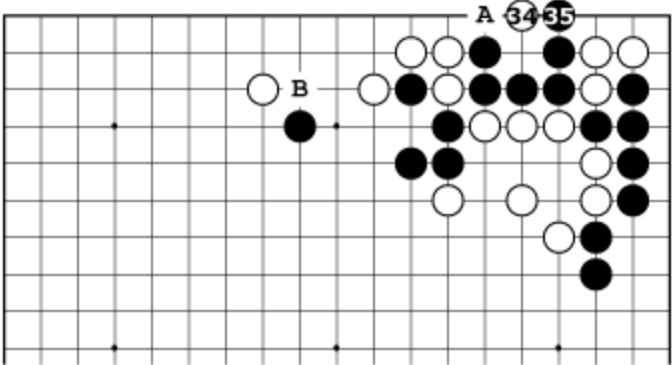
36 'A' or 'B'.



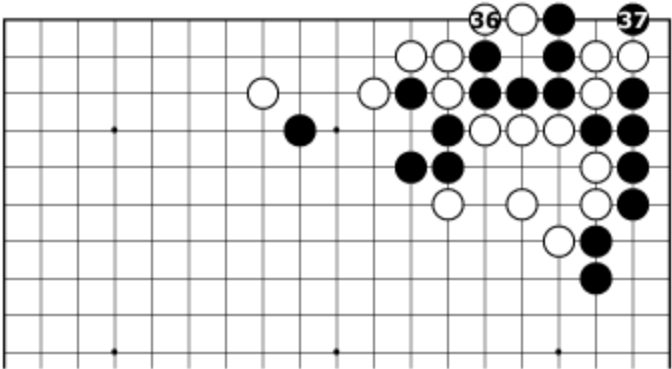
36 'A' is correct, 'B' is
disadvantageous.



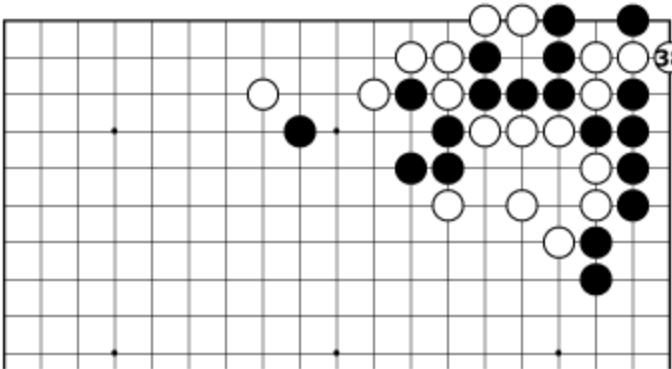
33 'A', 'B' and 'C' are joseki,
but with 'A' White must be
careful about ko fighting,
'D' is a mistake, loses
points.



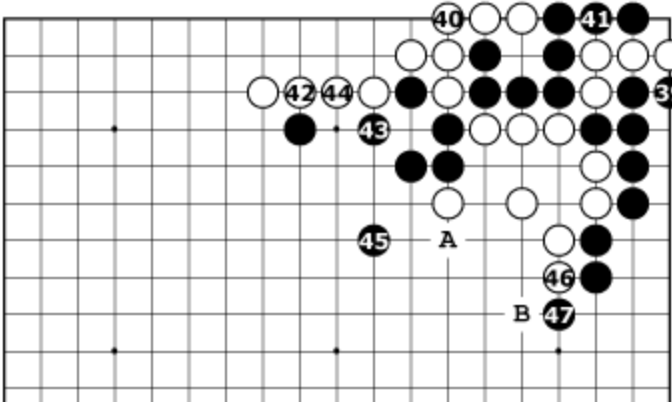
35 'A' or 'B'.



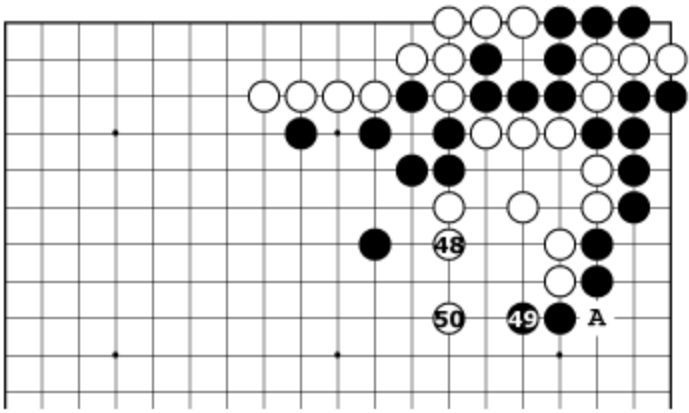
37 The next White move is
unnecessary according to
some professionals.



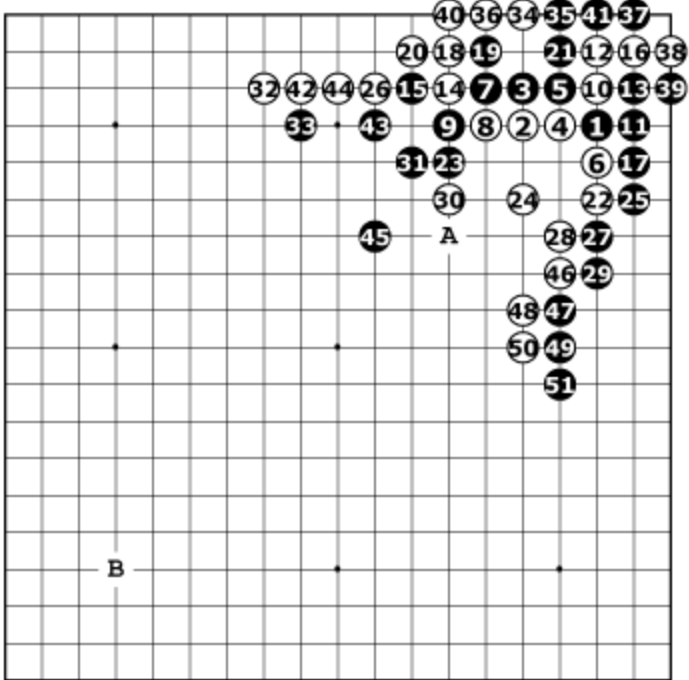
38 Game continuation between
O Rissei and Cho Chikun,



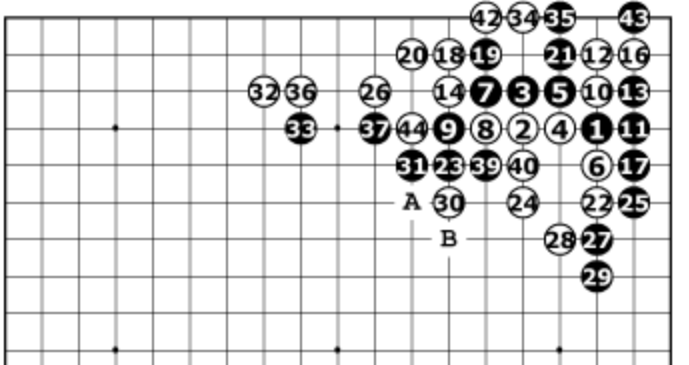
47 'A' is good, 'B' helps Black.



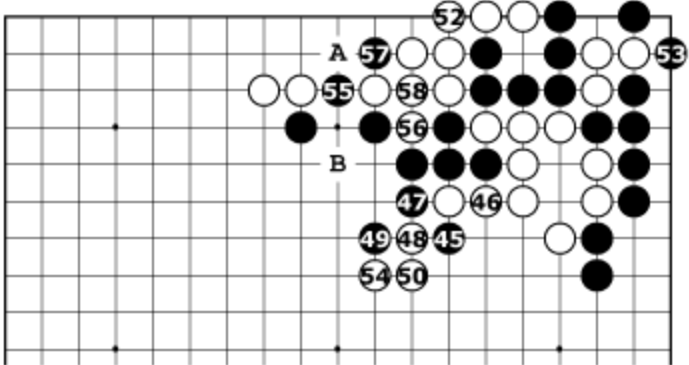
50 Aji for White on A.



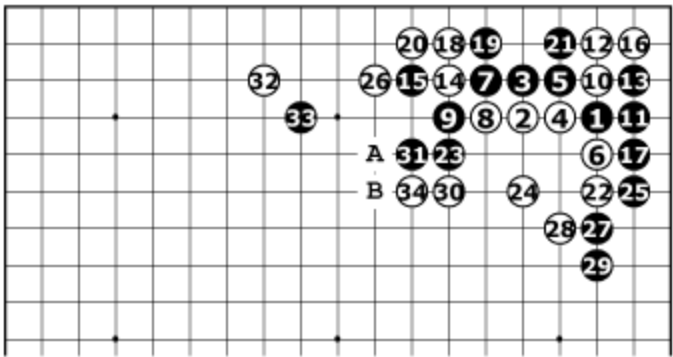
51 'A' is correct, 'B' is a
mistake.



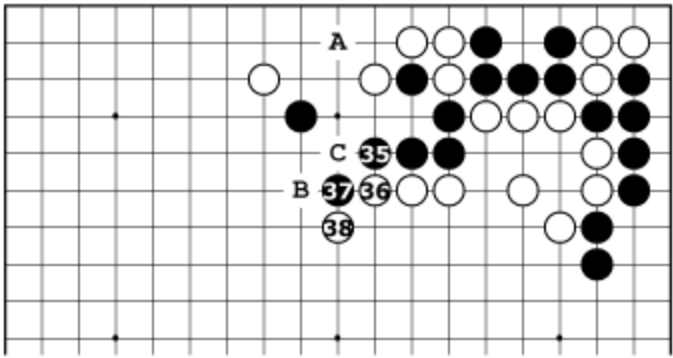
44 'A' is correct, 'B' is a
mistake.



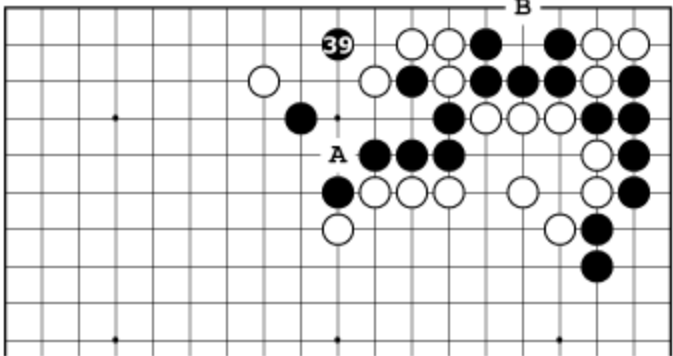
58 Neither 'A' nor 'B' help
Black.



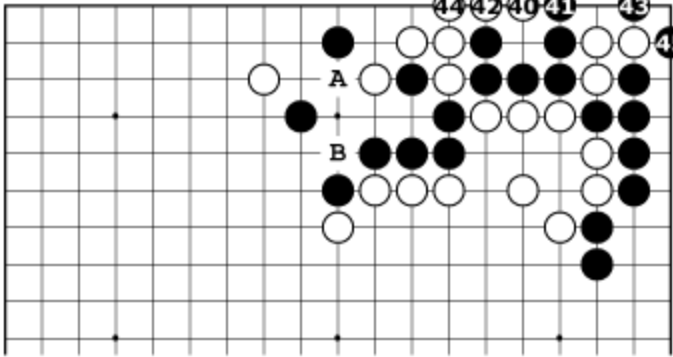
34 'A' is correct, 'B' is a mistake.



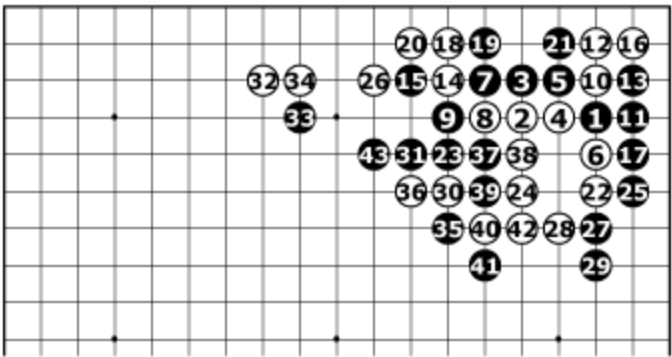
38 'A' is correct, 'B' and 'C' are slow.



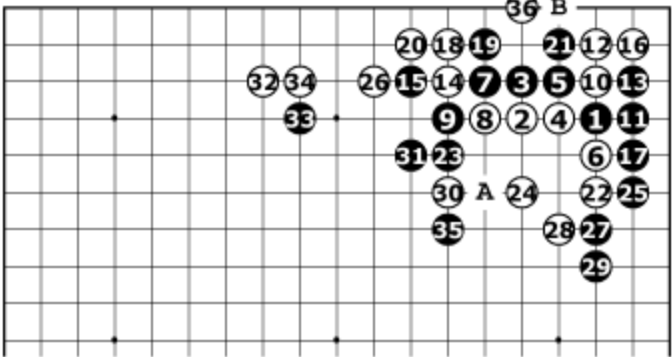
39 'A' is correct, 'B' is disadvantageous.



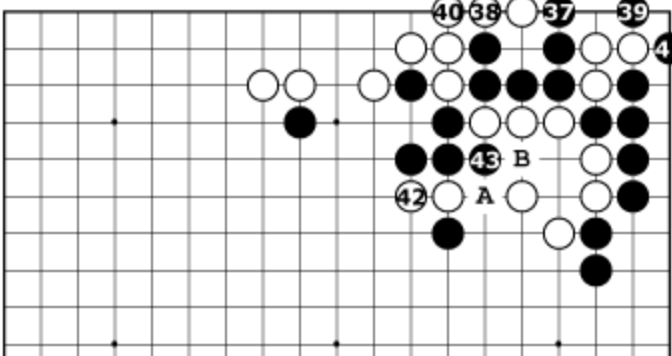
45 'A' or 'B'.



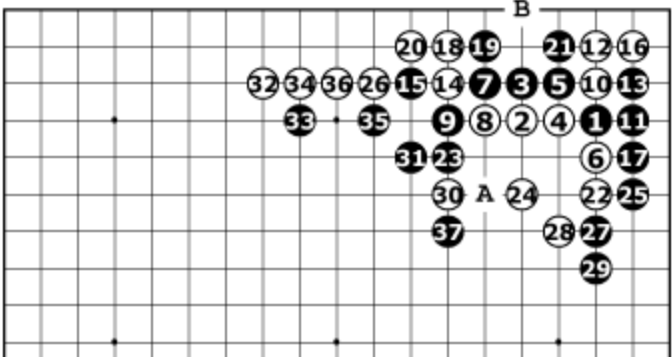
43 One White group will die.



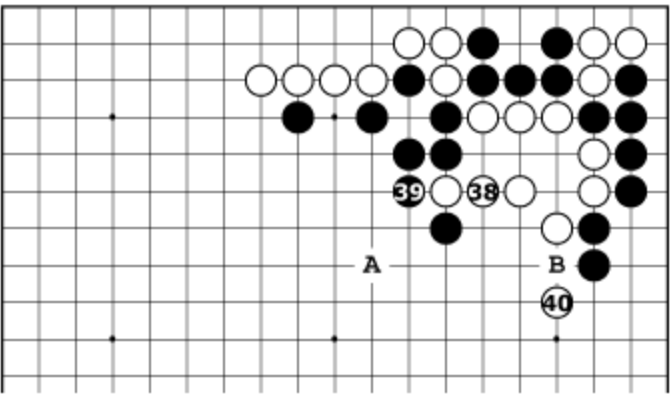
36 'A' or 'B'.



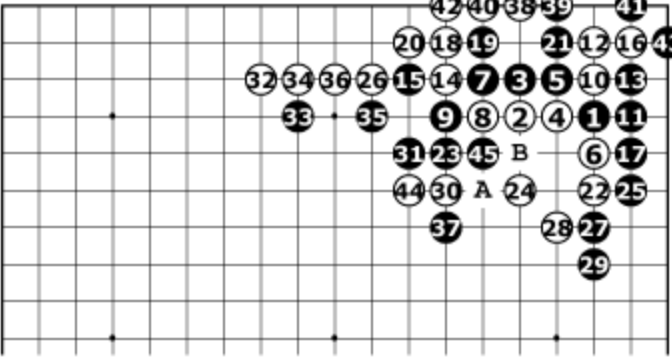
43 'A' is correct, 'B' is a mistake.



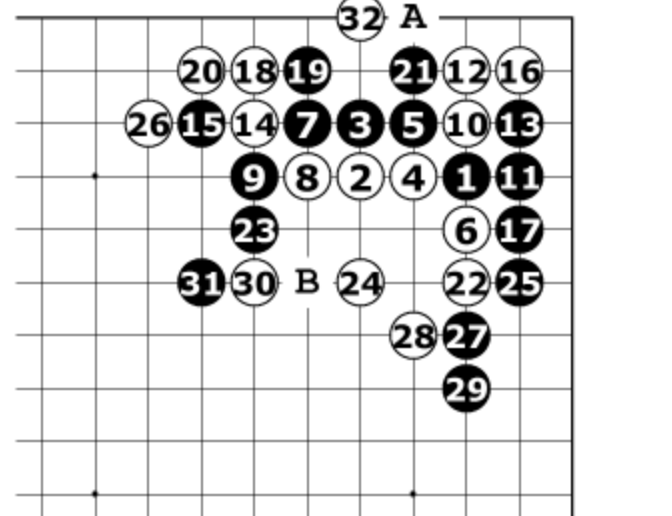
37 'A' leads to a fight, 'B' to a peaceful result, but in both cases, Black is happy.



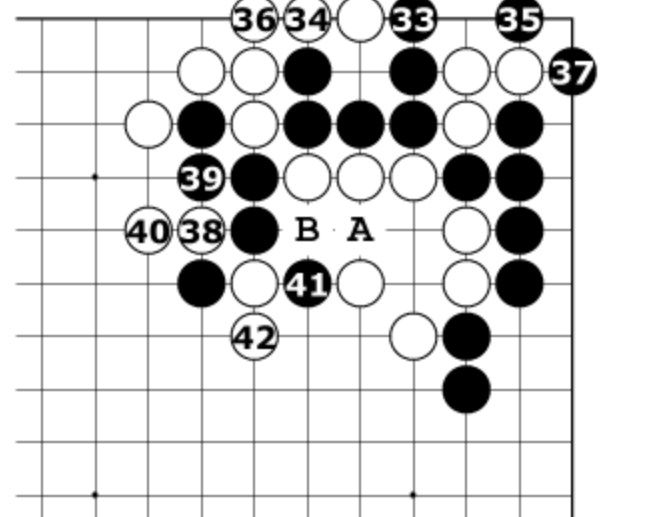
40 'A' is correct, 'B' is a mistake.



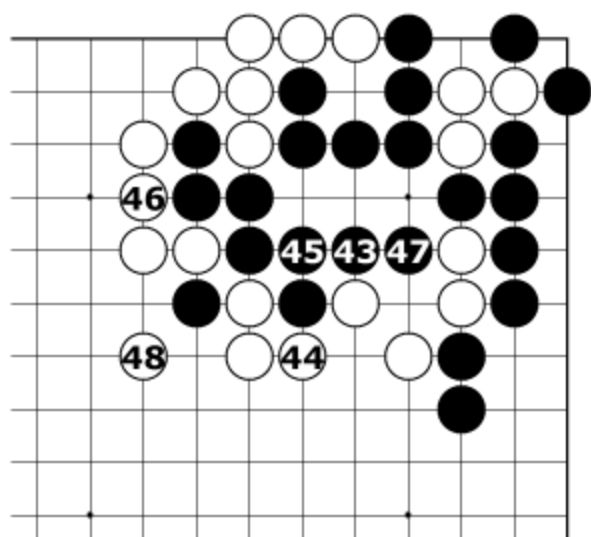
45 'A' or 'B'.



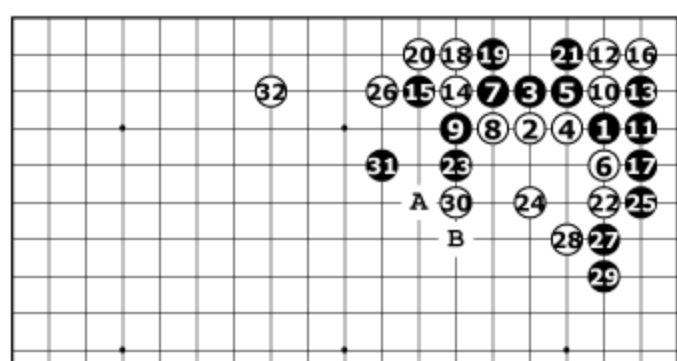
32 Neither 'A' nor 'B' help.



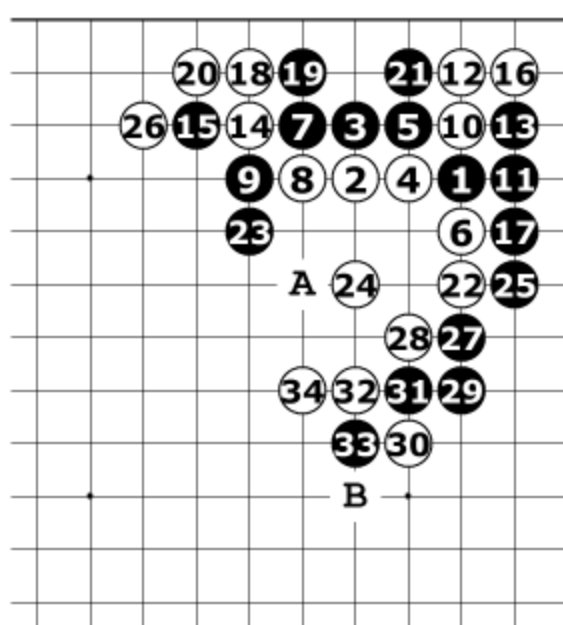
42 'A' or 'B'.



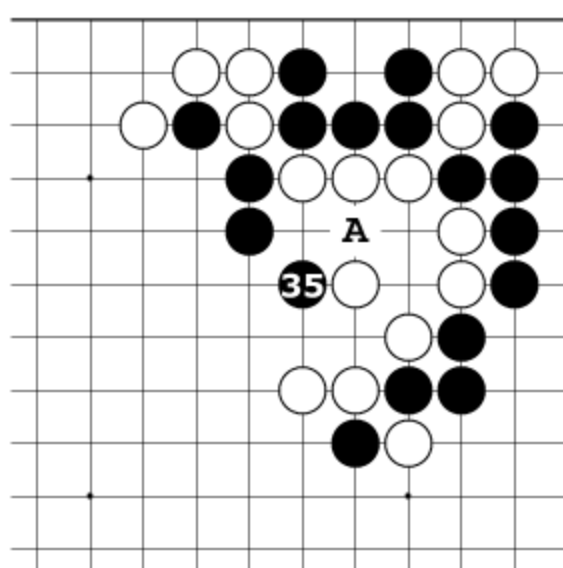
④8 White will first play an extension if this is sente.



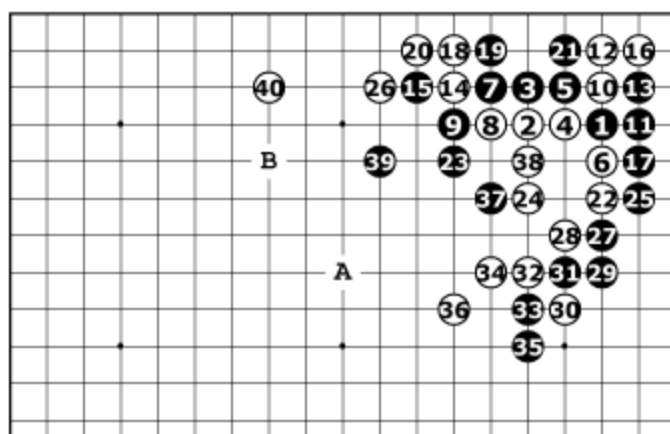
③② 'A' is correct, 'B' is a mistake.



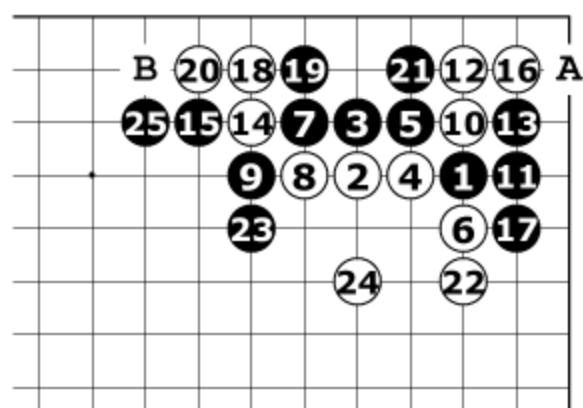
34 'A' or 'B'.



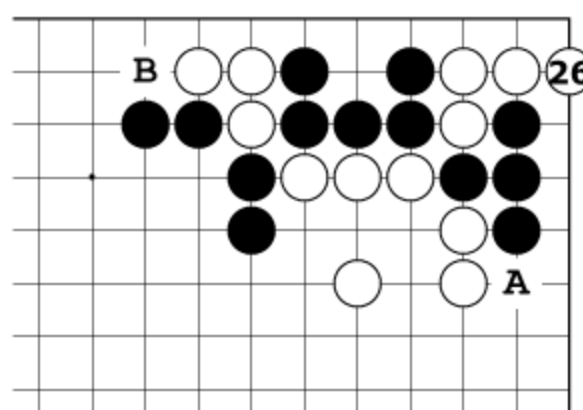
35 A threat to capture three White stones on 'A'.



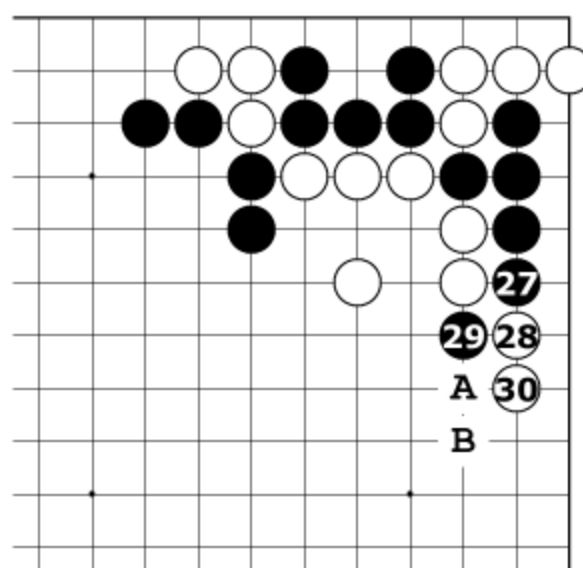
40 'A' or 'B'.



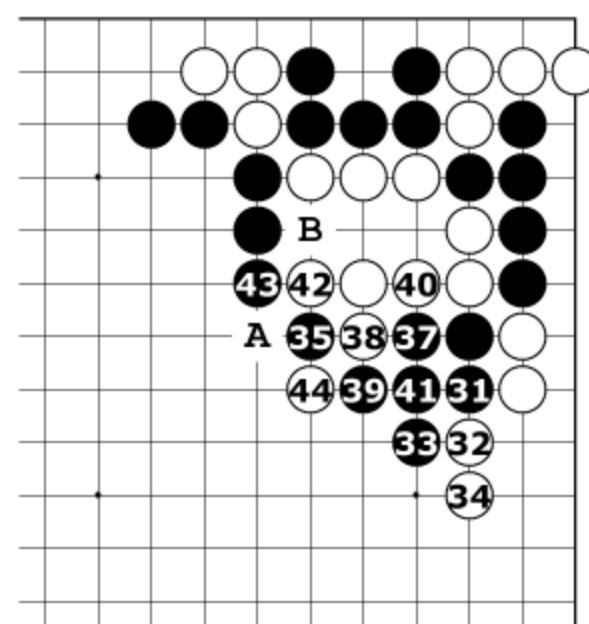
25 'A' or 'B'.



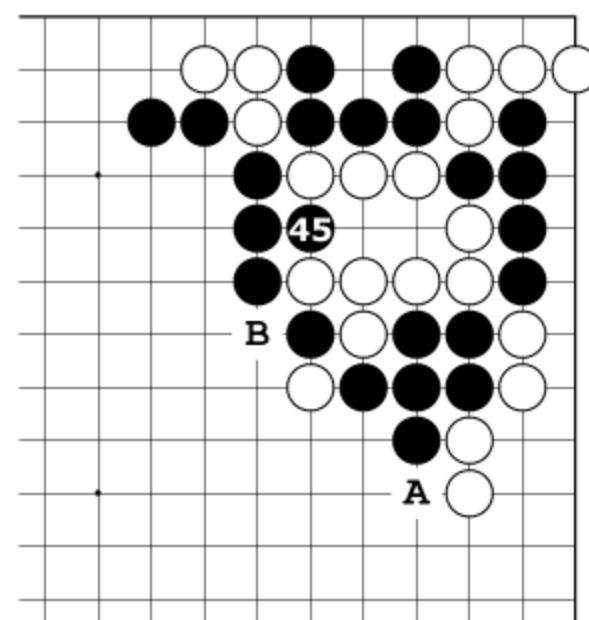
②⑥ 'A' or 'B'.



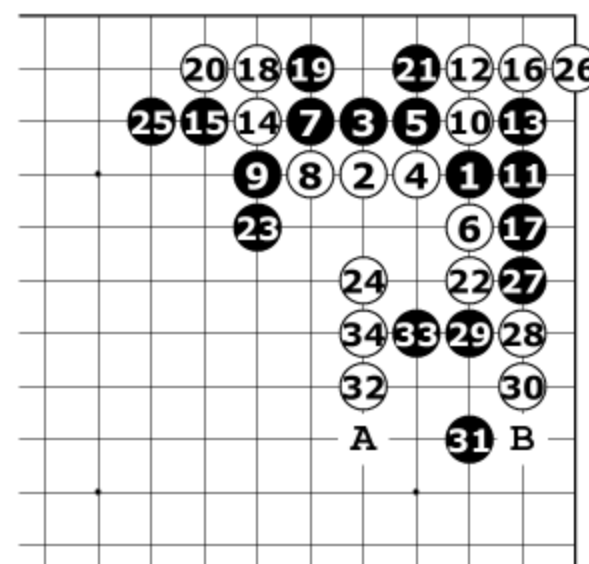
30 'A' depends on a ladder, 'B' doesn't.



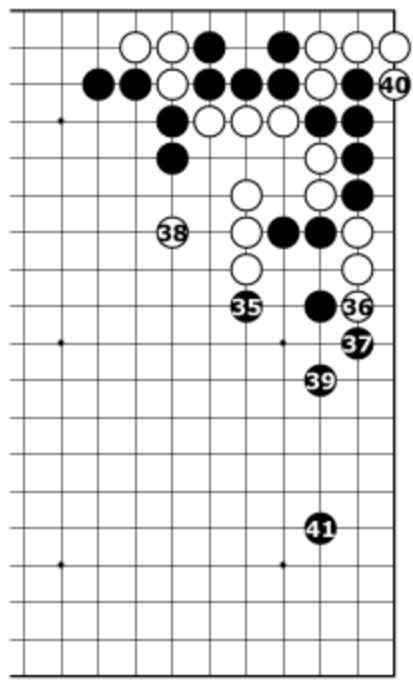
④④ 'A' depends on the ladder,
else 'B'..



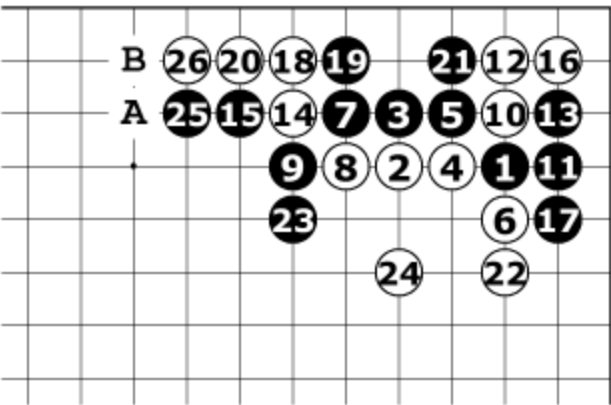
45 'A' is correct, 'B' is a mistake.



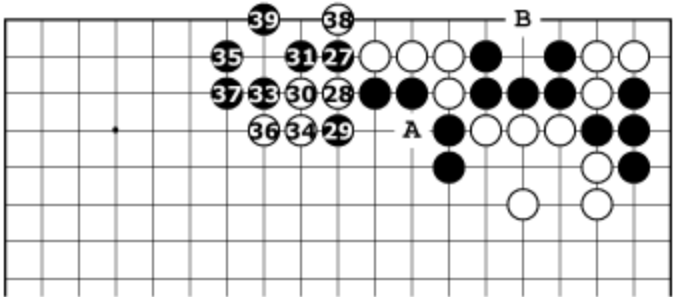
34 'A' or 'B'.



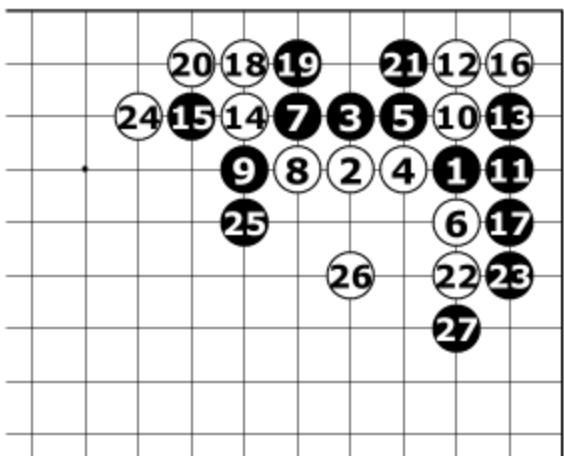
41 This move depends on the lower right corner. If approaching it isn't possible, the variation doesn't work well for Black.



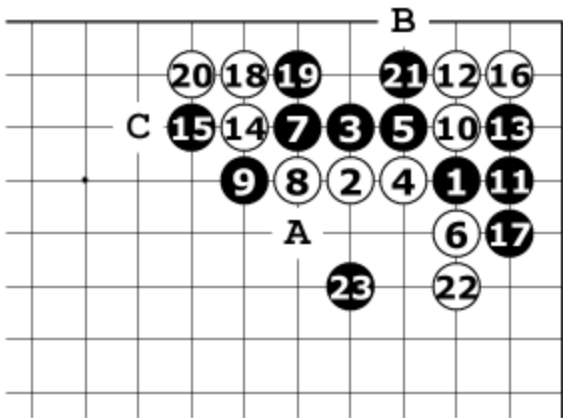
26 'A' or 'B'.



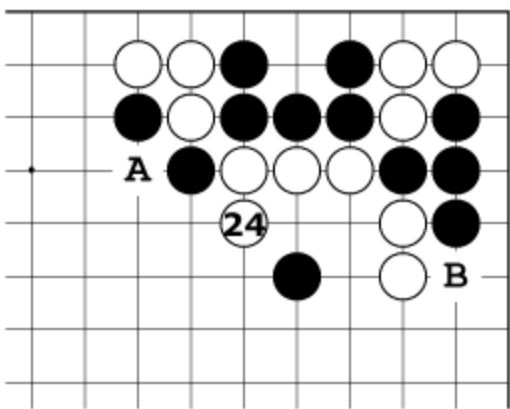
39 'A' gives White more influence than 'B'.



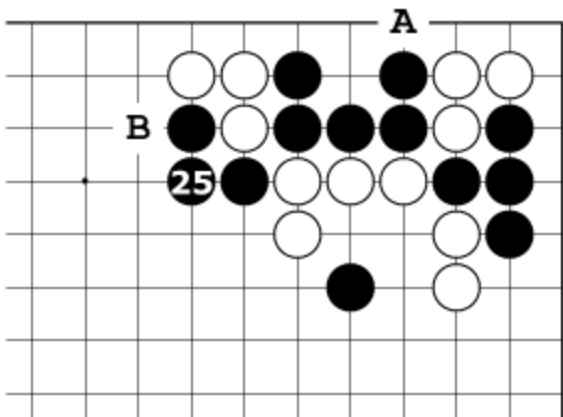
27 Just another order of moves.



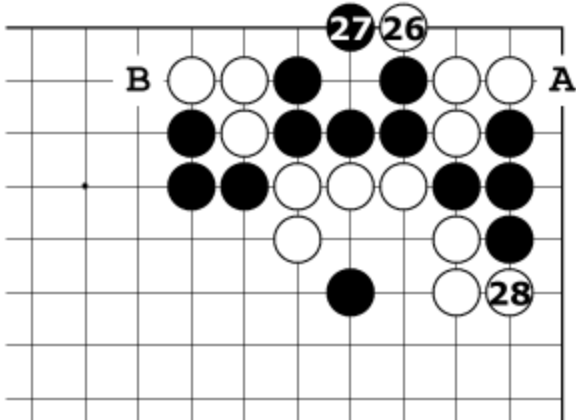
23 'A', 'B' are correct, 'C' is disadvantageous.



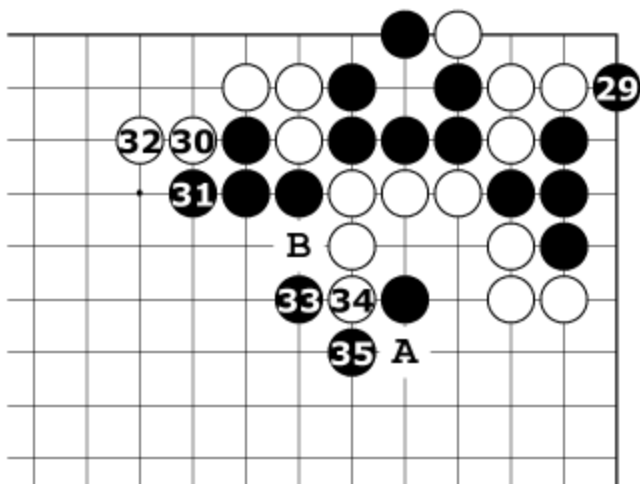
24 'A' is correct, 'B' is disadvantageous.



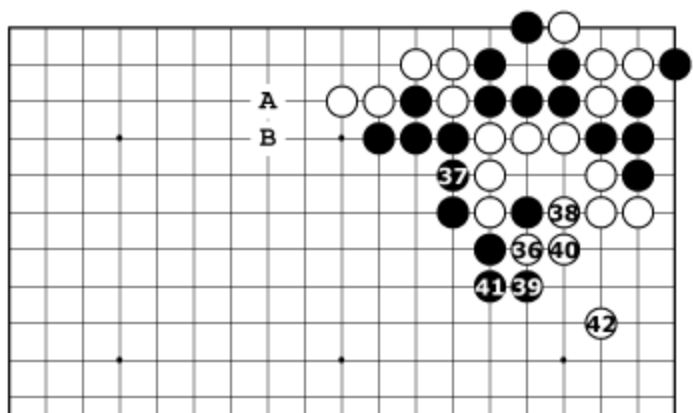
25 'A' is correct. 'B' is disadvantageous.



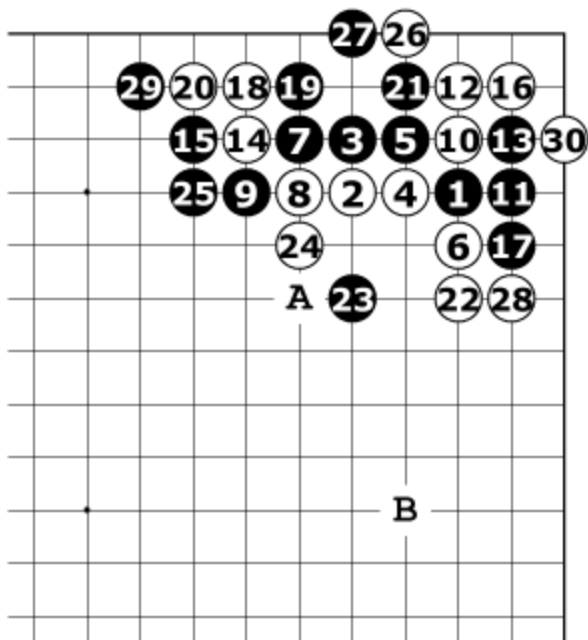
28 'A' or 'B'.



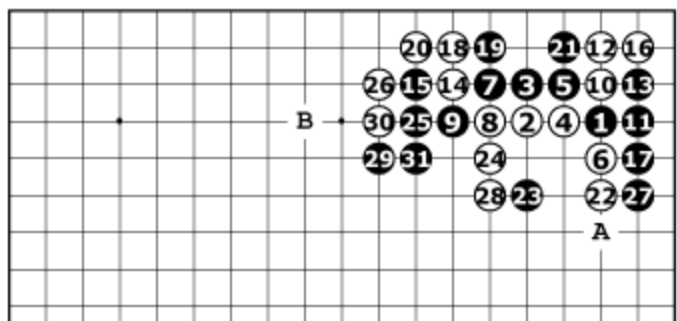
35 'A' or 'B'.



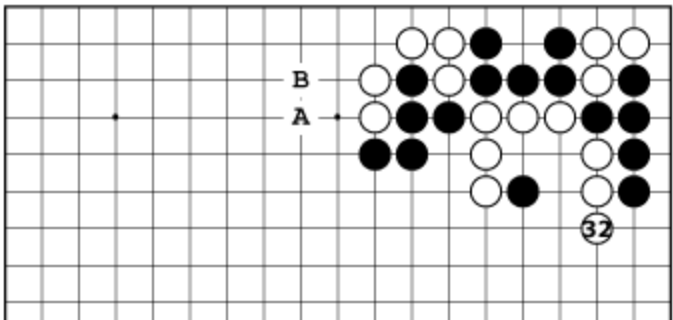
42 Black can continue on A or B.



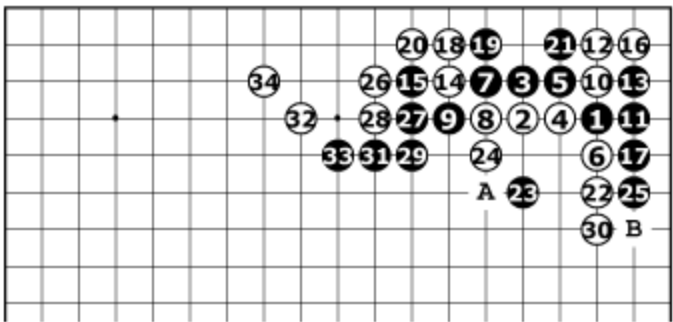
30 Later, White has a continuation on A, aiming for an extension around B.



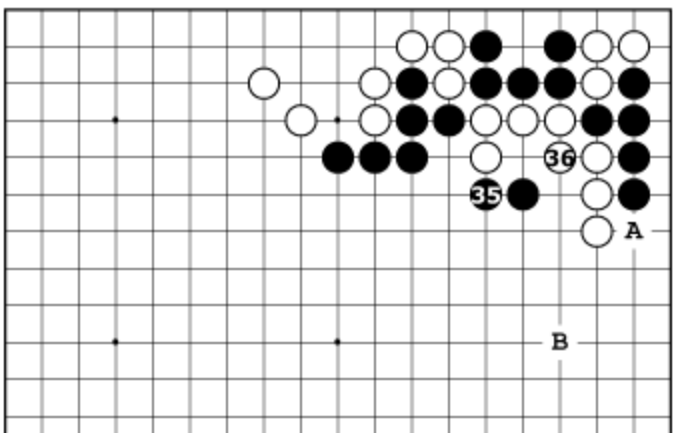
31 'A' is correct, 'B' is slack.



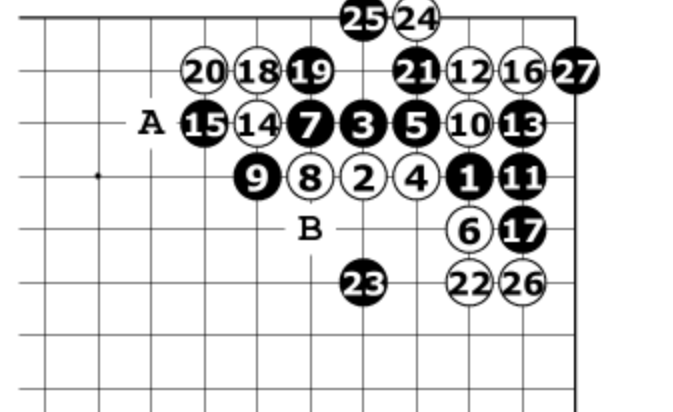
32 'A' or 'B'.



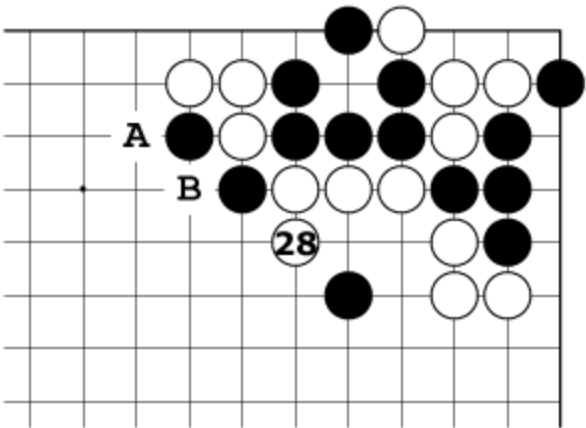
34 'A' is correct, 'B' is disadvantageous.



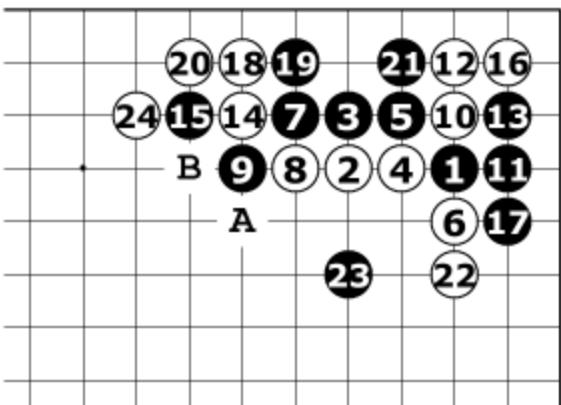
36 'A' or 'B'.



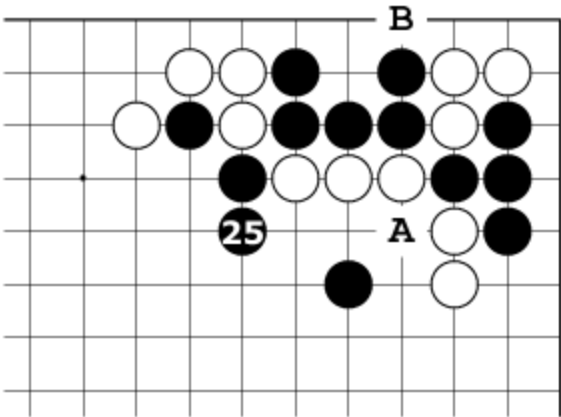
27 'A' is correct, 'B' is a mistake.



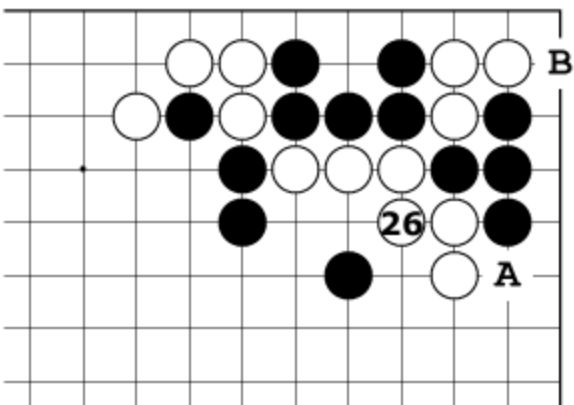
28 'A' is correct, 'B' is a mistake.



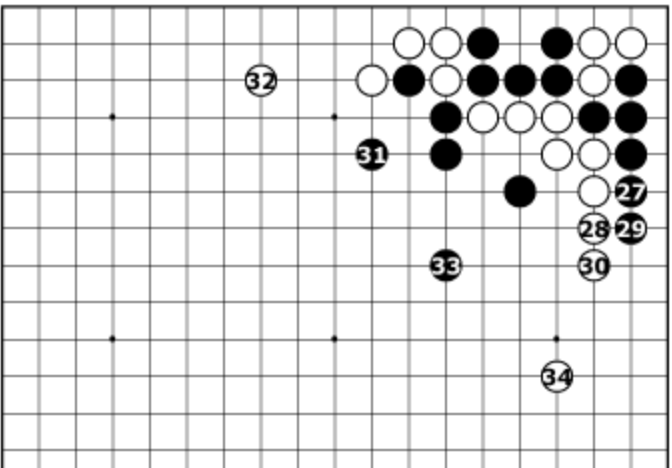
24 'A' is correct, 'B' is questionable.



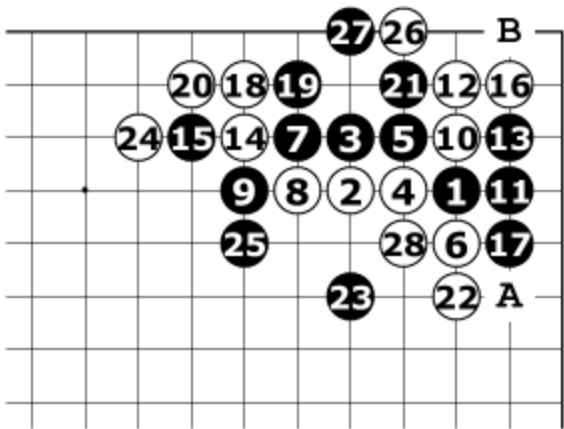
25 'A' is correct, 'B' is disadvantageous.



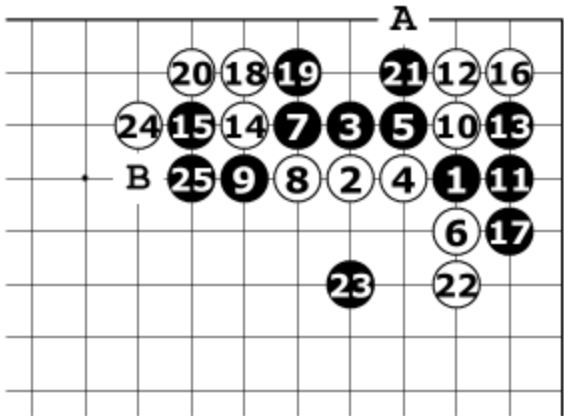
26 'A' or 'B'.



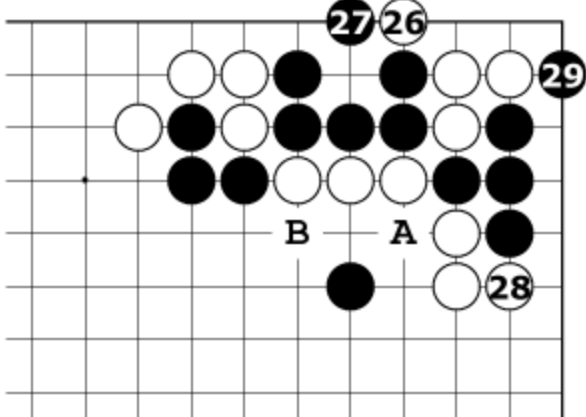
34 good for White



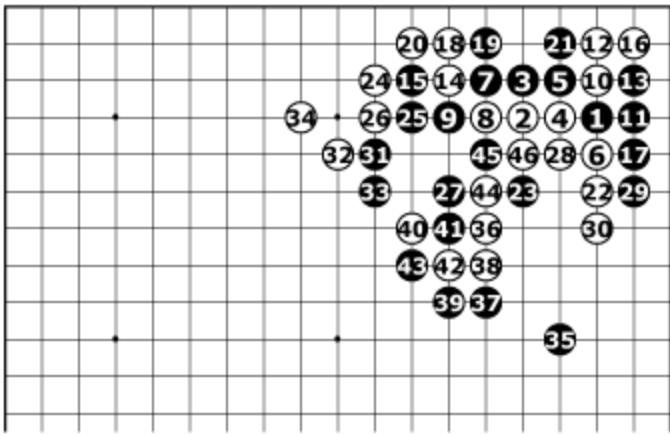
28 'A' or 'B'.



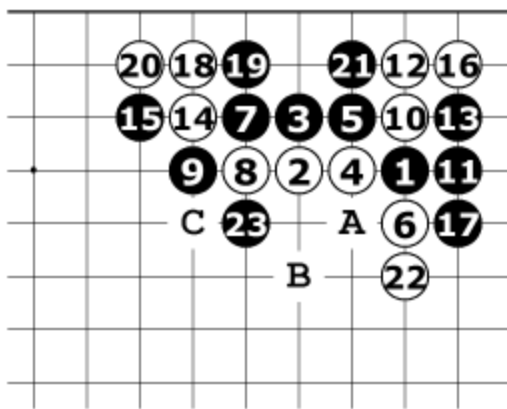
25 'A' is correct, 'B' is a mistake.



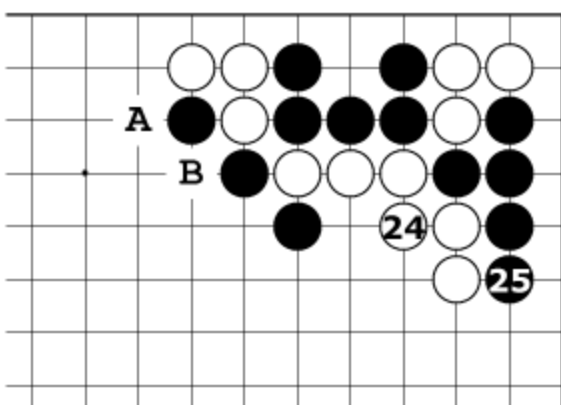
29 'A' is correct, 'B' is disadvantageous.



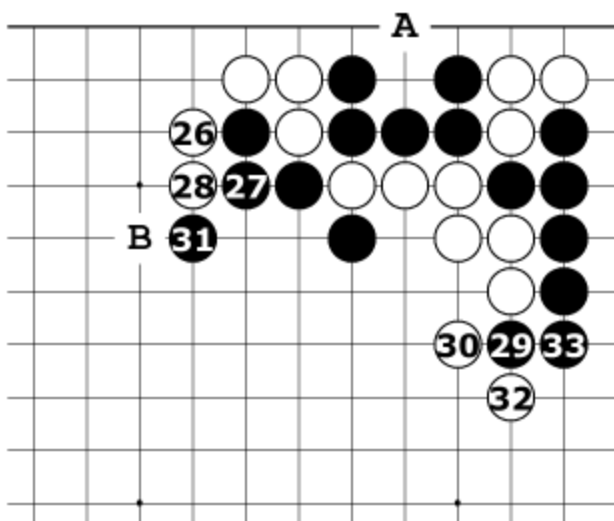
④6 Black lost the game.



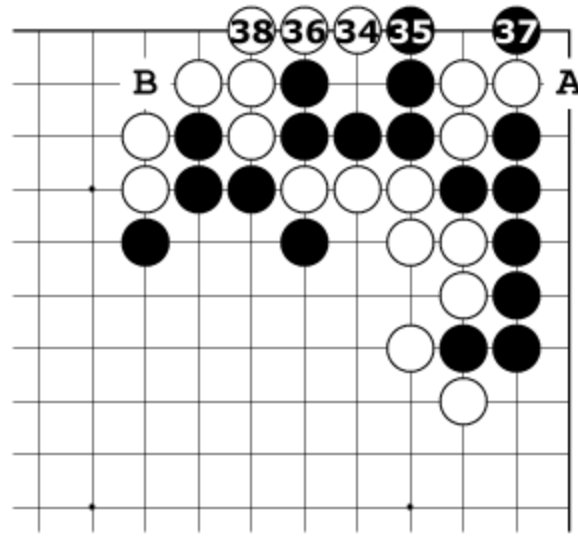
23 'A' is correct.
'B' and 'C' are mistakes.



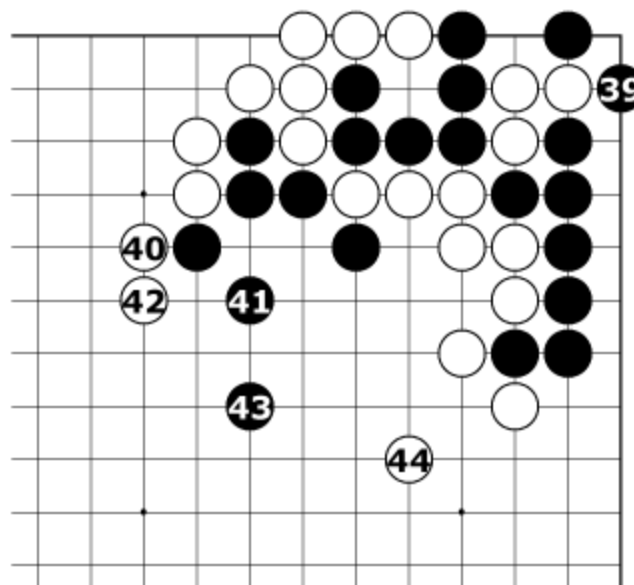
25 'A' or 'B'.



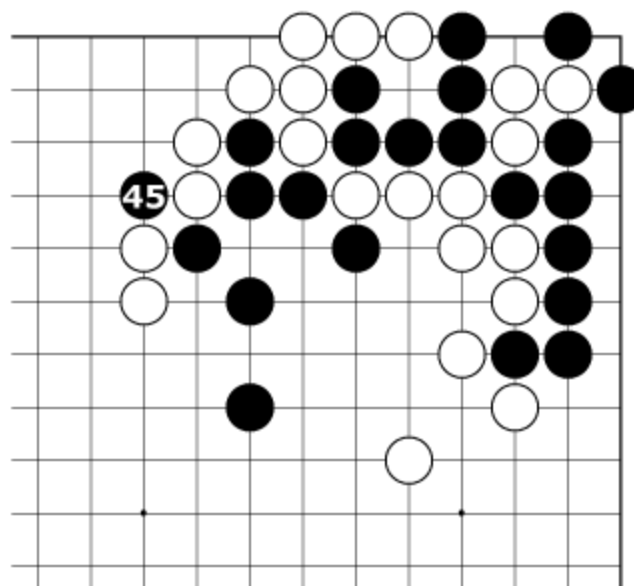
33 'A' is correct, 'B' is disadvantageous.



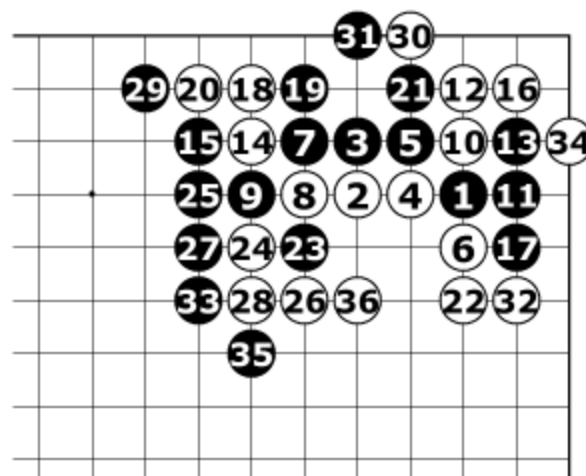
38 'A' is correct, 'B' is a desperate attempt, to keep control on the center.



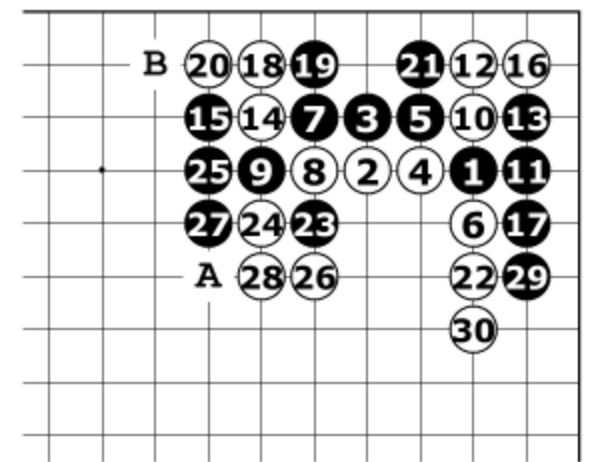
④④ End of joseki.



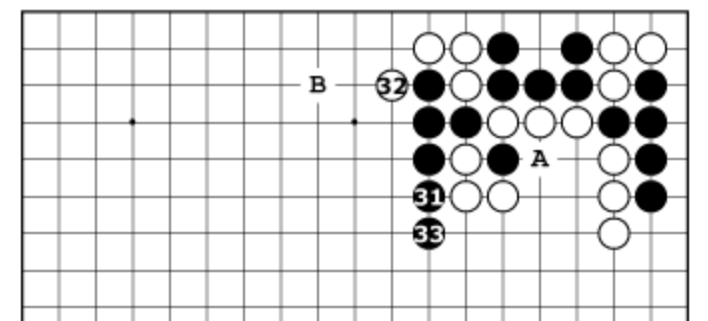
45 This cut is not possible.



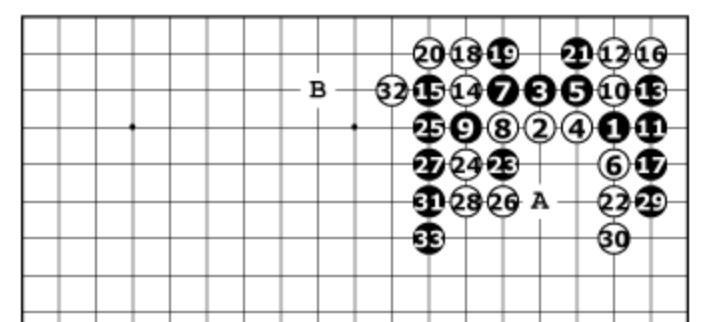
③⑥ Black's influence is superior.



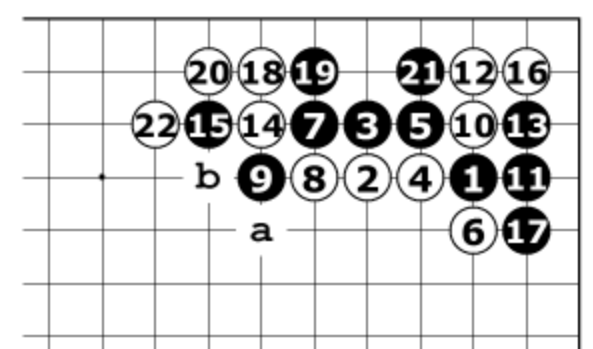
30 'A' or 'B'.



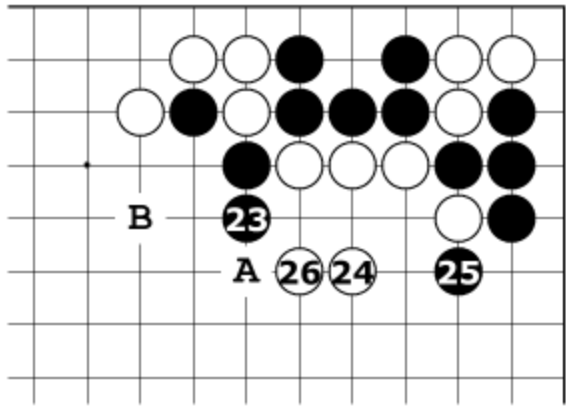
33 Now, White can remove only one weakness 'A' or 'B'.



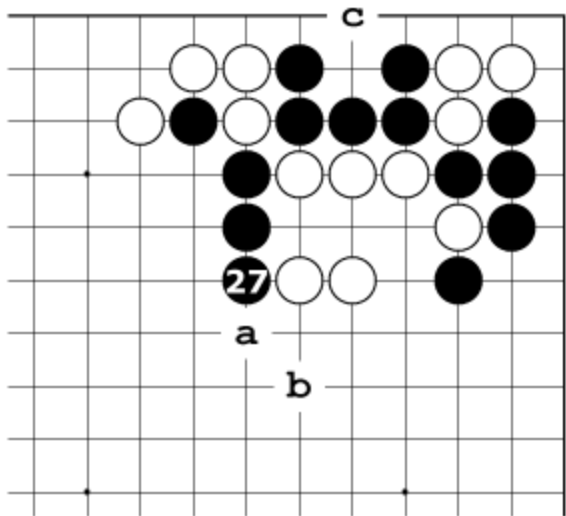
33 Black is better, because he
continue on A or B.



②② Black continues with 'a'.
Black 'b' is heavy and
reduces Black's liberties.

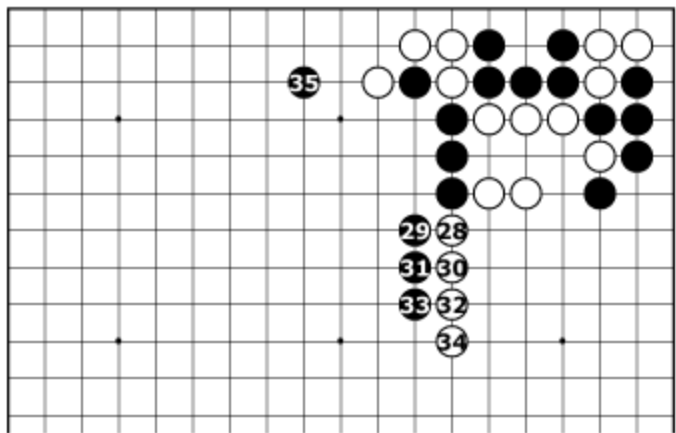


26 Black continues with 'A'. Black 'B' is the continuation of Go Seigen, but too slow for professional players nowadays.

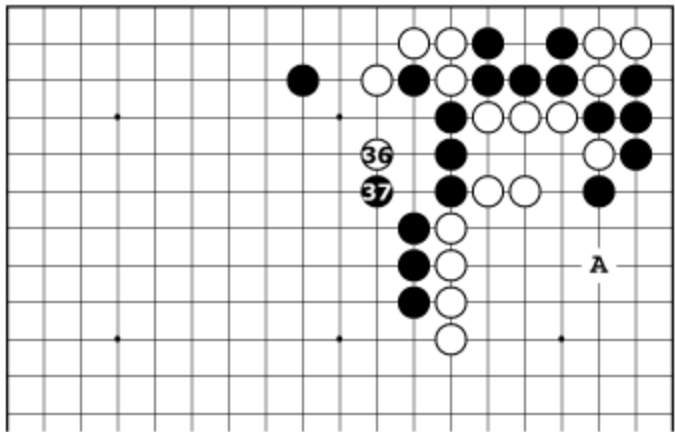


27 Black 27 is a relatively recent development, first appearing professionally in 1968.

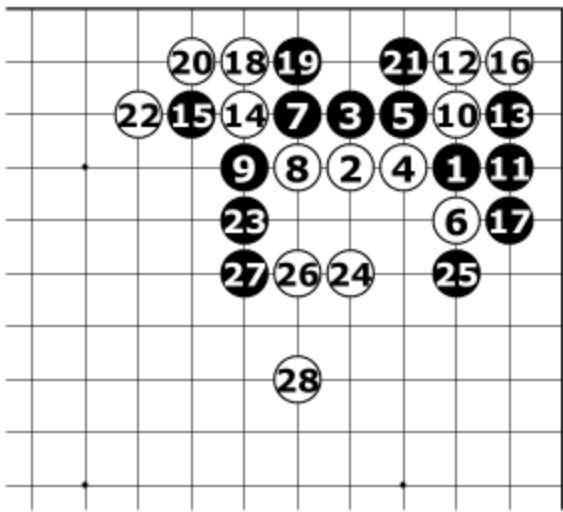
White 'a' to 'c' are possible continuations.



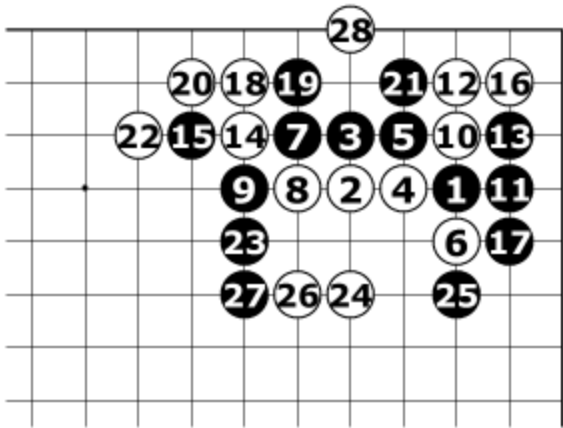
35 If Black has support in the top-left corner, which is usually the case in Black choosing this joseki, Black 35 serves as both a check and an extension from the top-left corner.



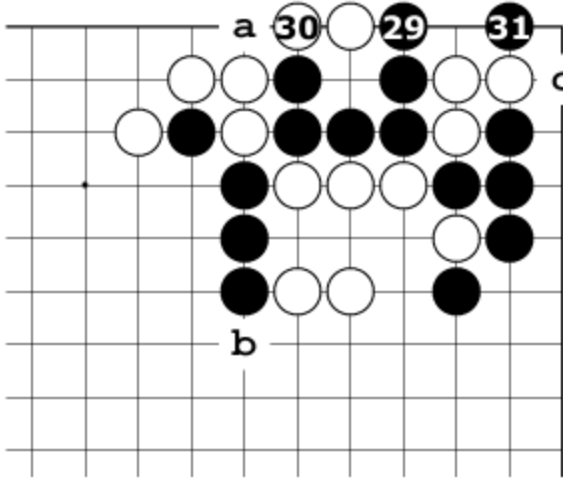
37 A is now a good point for White.



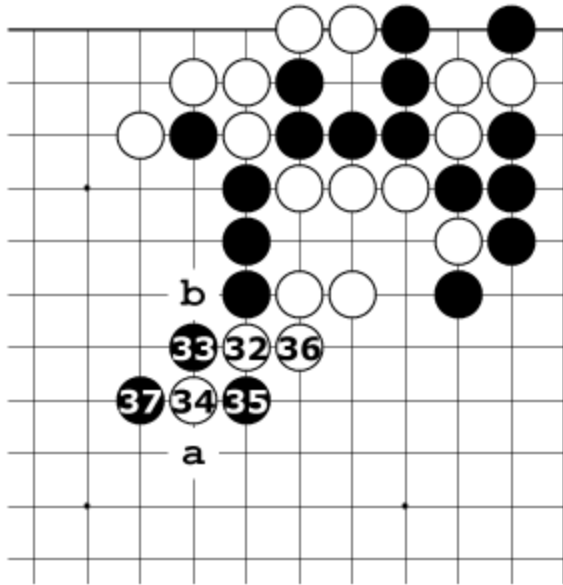
28 This variation shows the sequence when Black 27 was first played professionally; Black responds with 28.



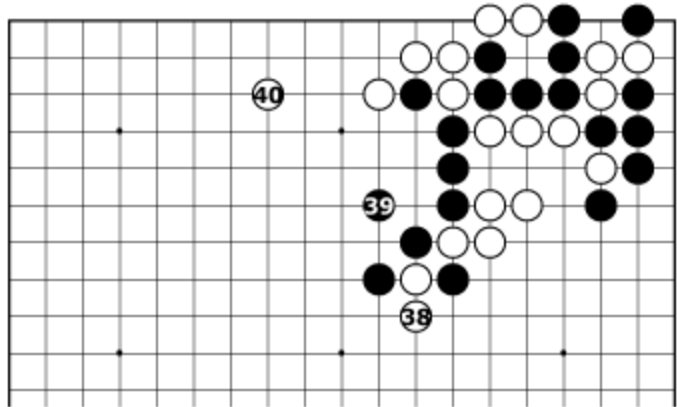
28 White 28 initiates an exchange whereby White gains influence, Black profit.



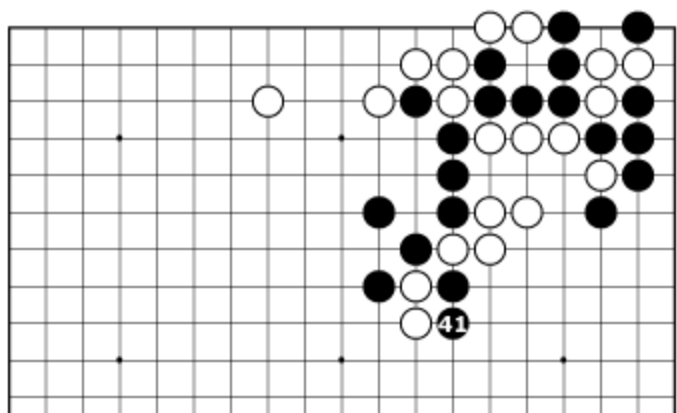
31 White continues with 'a', 'b' or 'c'.



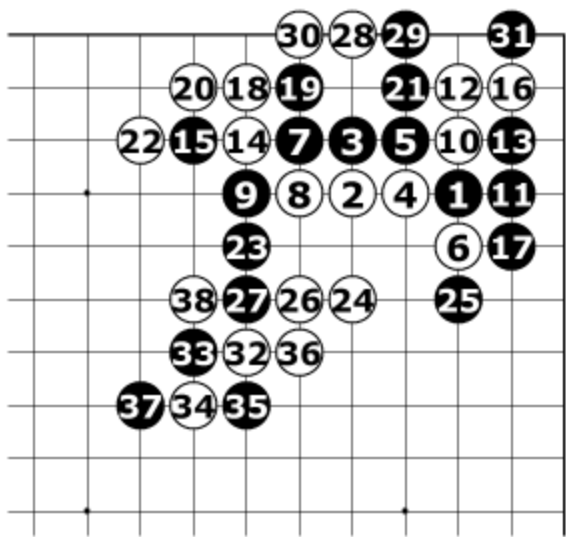
37 White continues with 'a'. White 'b' is not recommended.



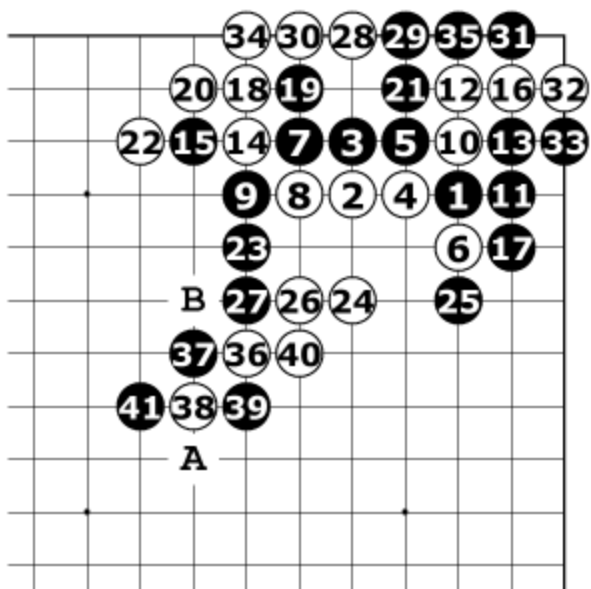
40 White cannot afford to play 40 here.



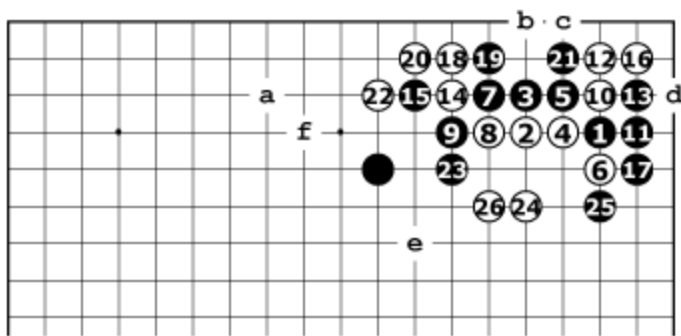
41 Black 41 initiates a sequence where White's position on the top-right falls apart.



38 White 38 gives Black a ponnuki in the center of the board. Normally this would be to Black's advantage.

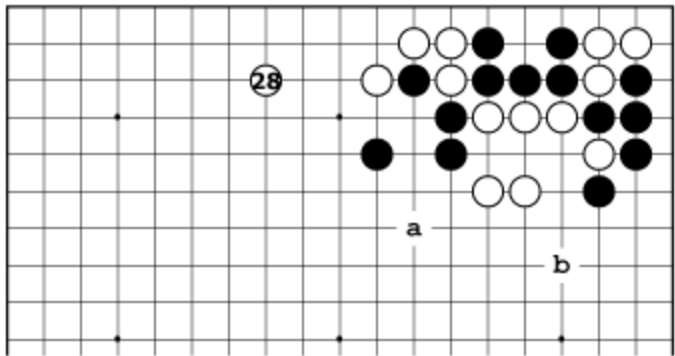


41 'A' is correct, 'B' is disadvantageous.

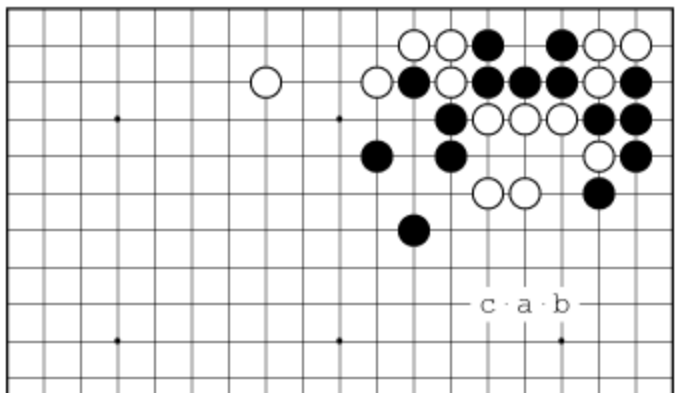


27 Black 27 is considered a thank-you move, what is one reason, that this variation is avoided nowadays.

White continues with 'a'. Contesting the corner with 'b' is futile. White 'c' attempts to win by ko. White 'd' is another attempt at mischief. 'e' and 'f' are special strategies.

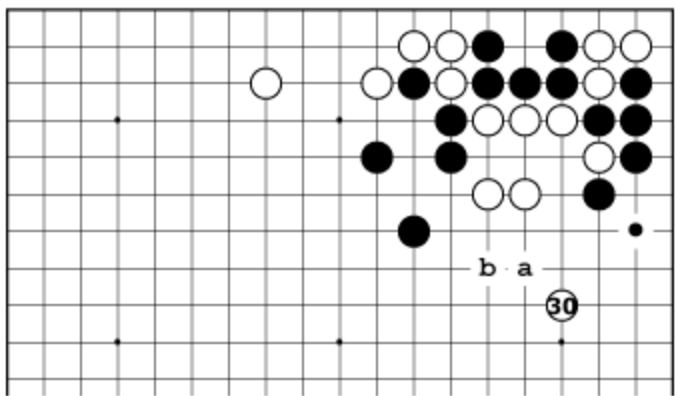


28 Black continues with 'a'. Black 'b' is possible.



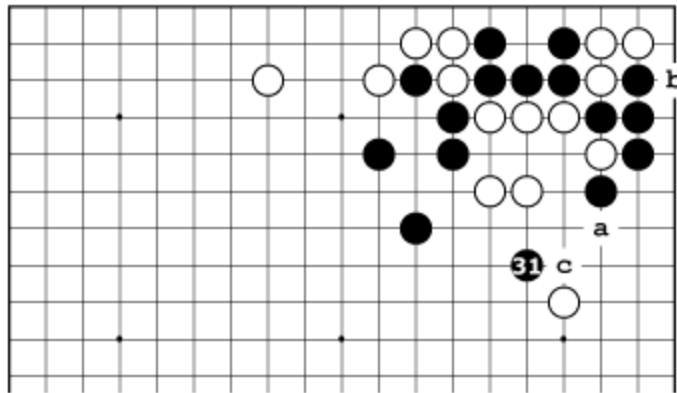
29 Black 29 is also too slow and a reason against this variation.

White continues with 'a'. White 'b' is a strong move with potential for trouble (for both players); White does not necessarily come out well. White 'c' is a mistake.



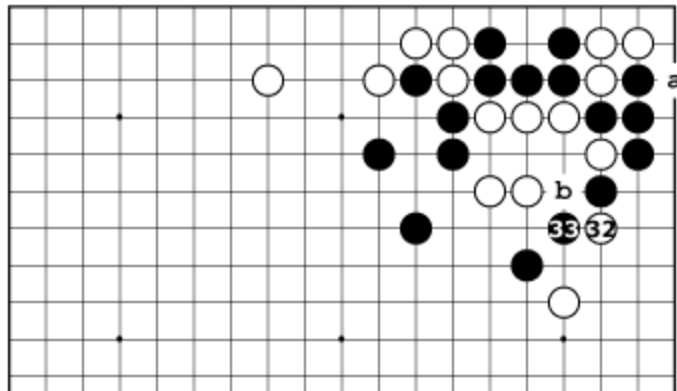
30 White aims for the marked location, but Black can fight back. Both players must proceed with care.

Black 'a' preceeded the development of 'b'. Black 'b' is more common now.

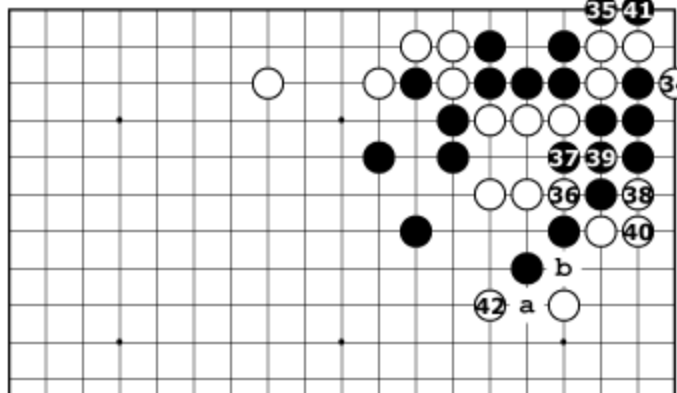


31 Black attacks to sever the link.

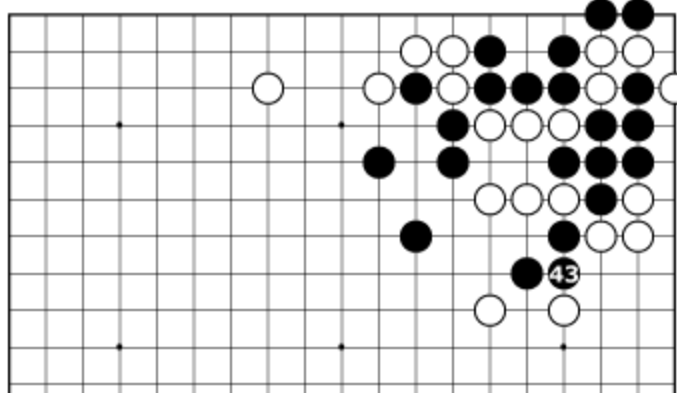
White continues with 'a'. White 'b' is less favorable. White 'c' has been played professionally.



33 White continues with 'a'. White 'b' is a mistake.

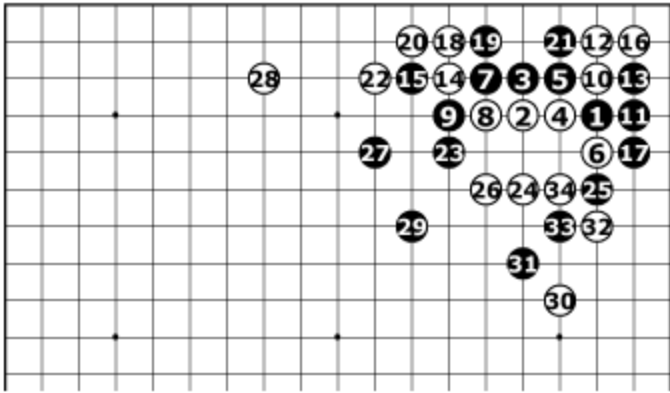


42 Black continues with 'a'. Black 'b' is not recommended.

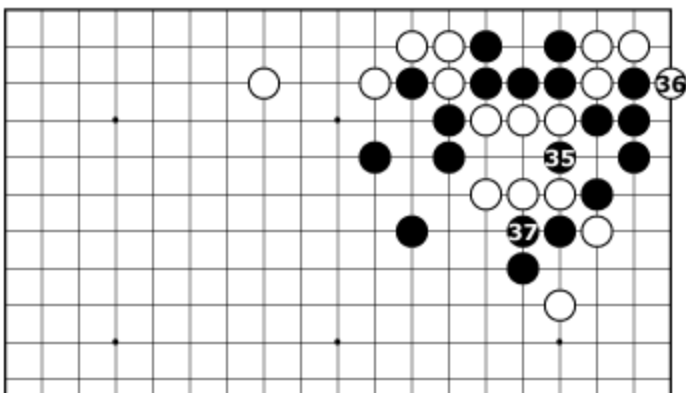


43 Black 43 is not

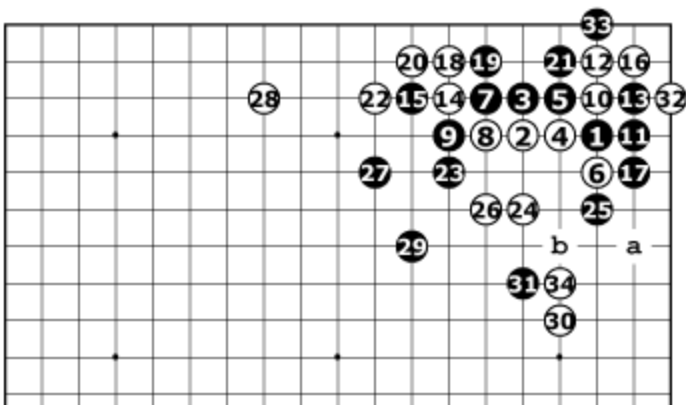
recommended, as it gives
White favorable thickness.



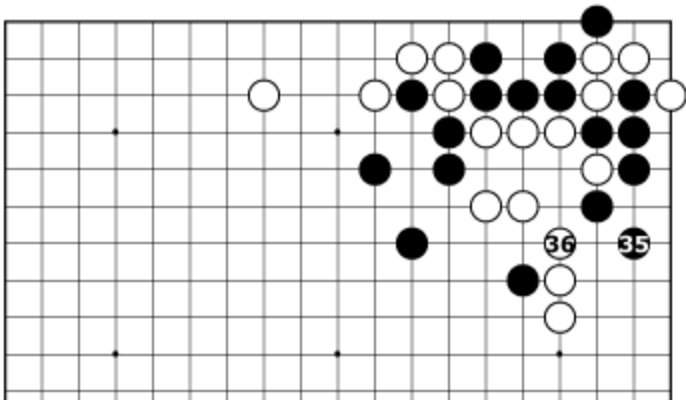
34 White 34 is a mistake.



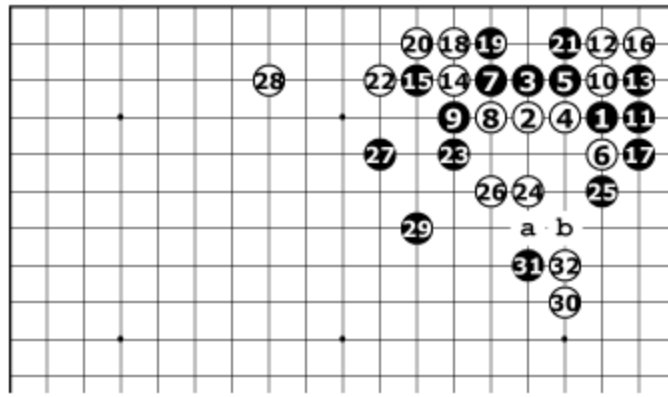
37 Black can capture the six White stones.



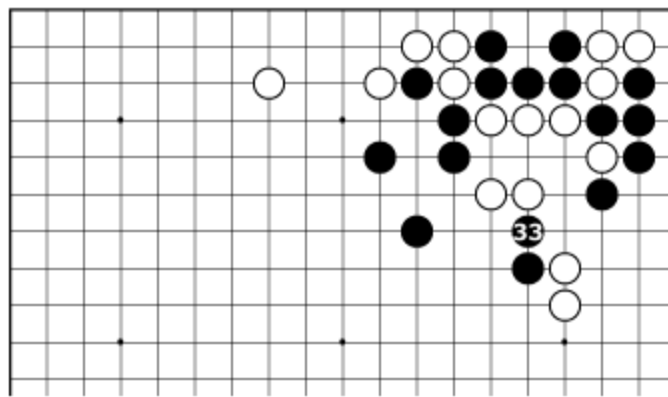
③4 Black continues with 'a'.
Black 'b' is a mistake.



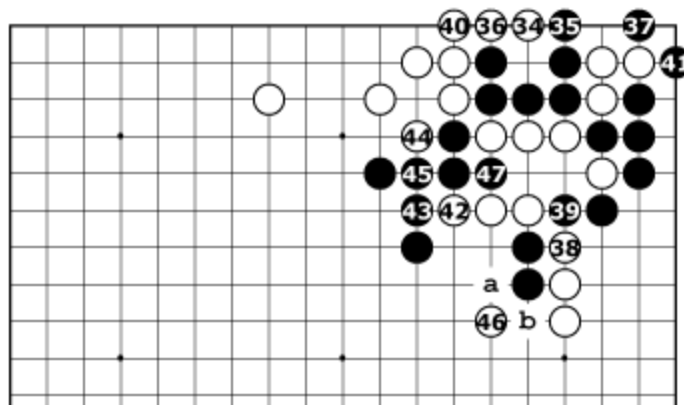
36 White 36 is necessary. The exchange of White 32, Black 33 favors Black.



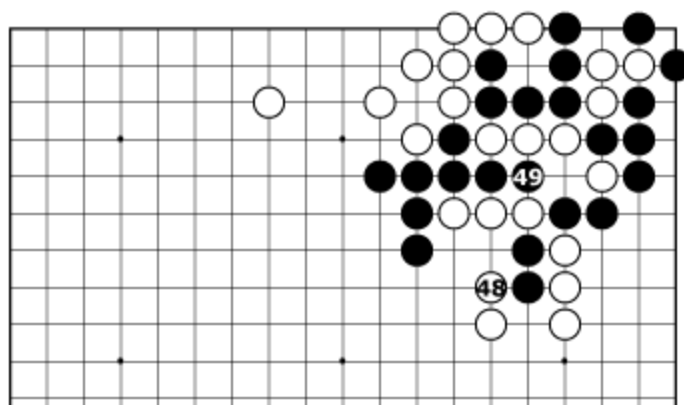
32 White 32 is in hopes of Black 'b'. Black 'a' is fierce.



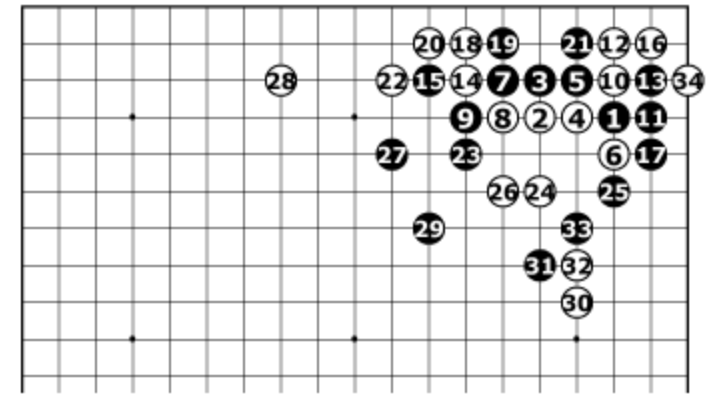
33 Black 33 a strong move.



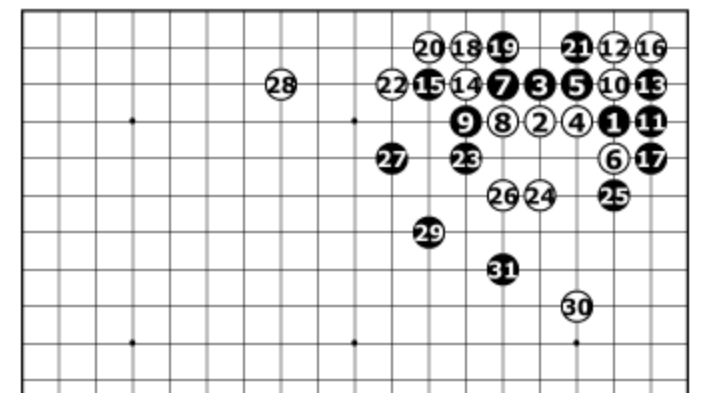
47 White continues with 'a'.
White 'b' is a mistake.



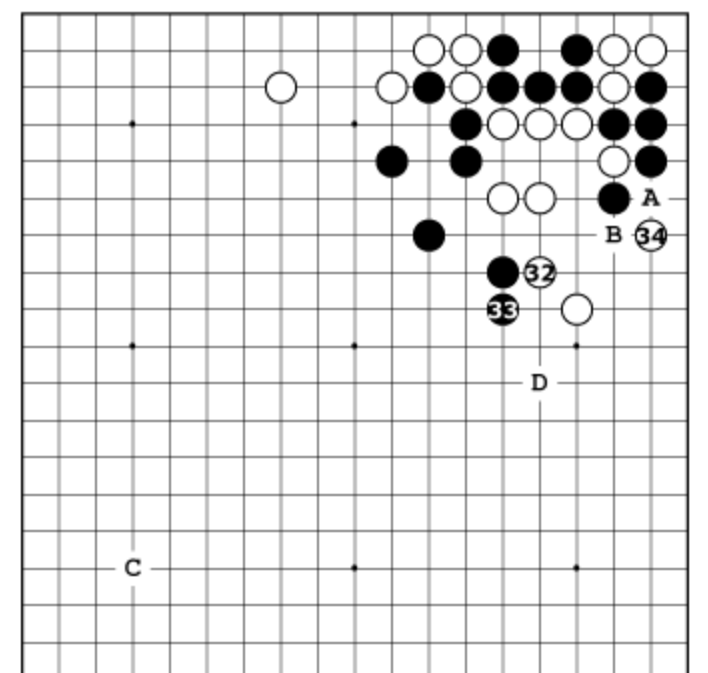
49 White next plays elsewhere.



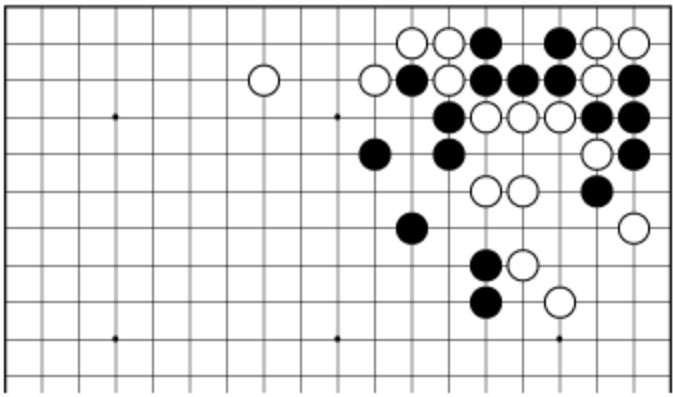
34 Now White has advantage in taking the five Black stones at top.



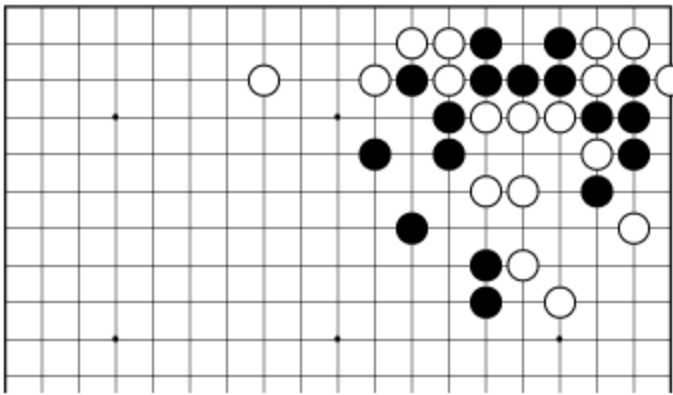
31 Black 31 builds thickness while lightly attacking the weak connection of White's large knight's move.



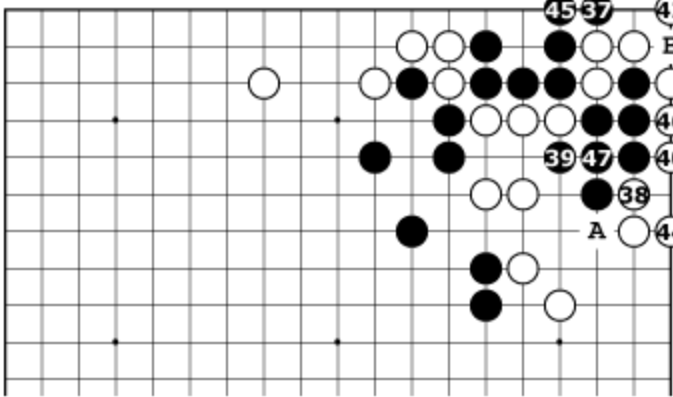
34 'A' and 'B' keep the corner. If omitted, Black will also keep the corner, but White will strengthen himself much on the right by attacking the Black stones. Therefore, Black must choose a big tenuki 'C' in precompensation, but not the local pseudo-attack 'D', which is a mistake.



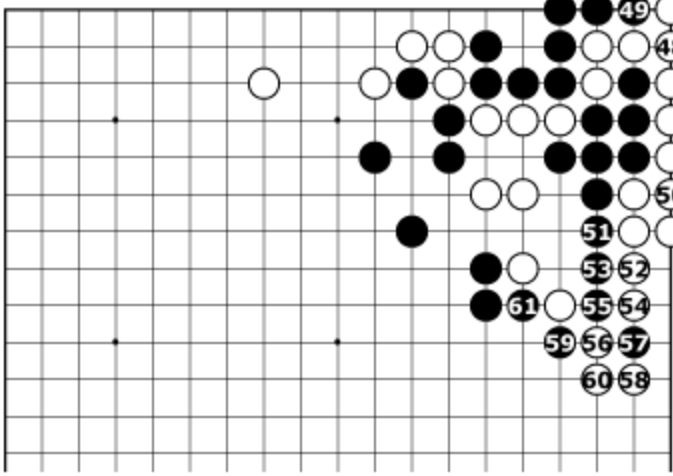
35 Black plays elsewhere.



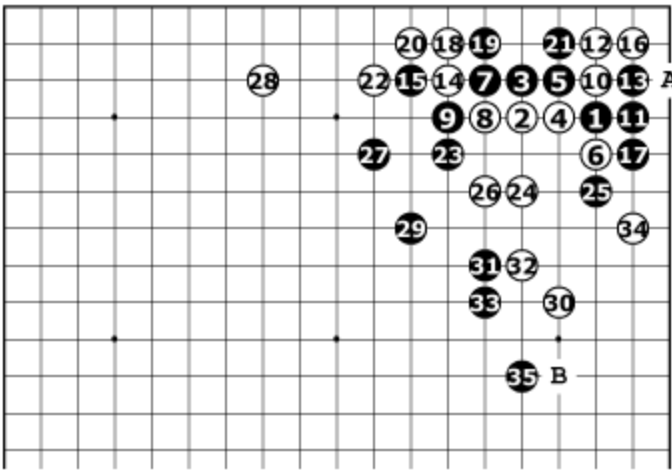
36 Illustrated continuation; White is unsuccessful (demonstrating Black's tenuki is viable).



47 White gets a good result after 'A'. 'B' doesn't capture the Black stones.

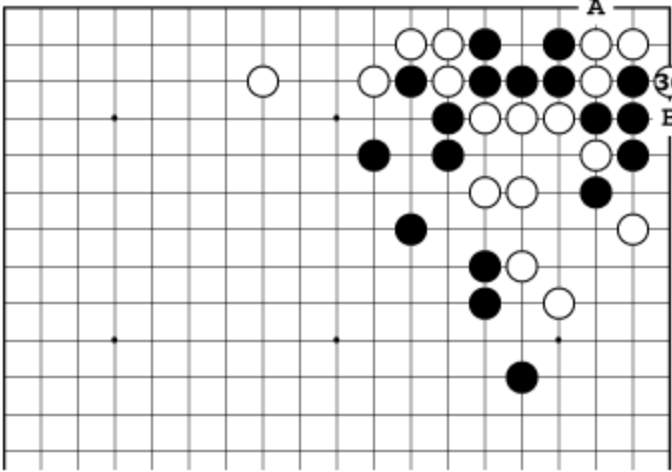


61 White loses.

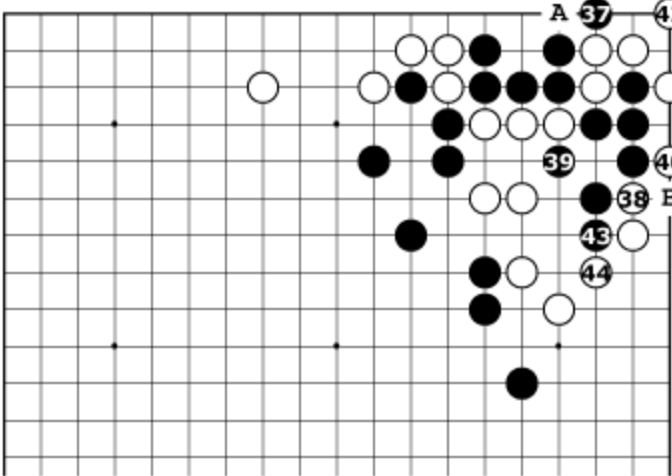


35 'A' is correct.

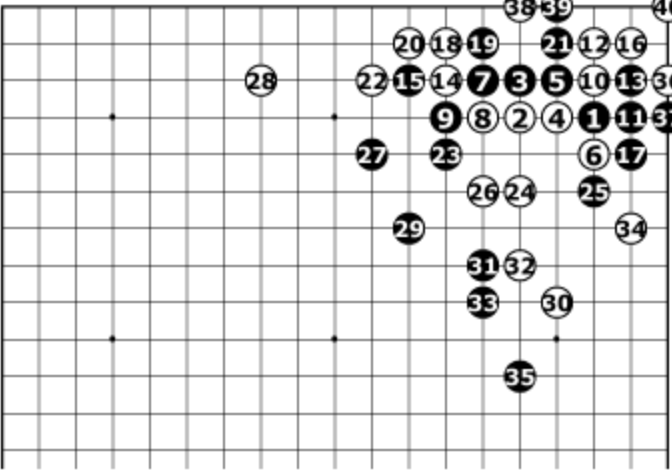
'B' comes from game 1 of the 1973 Honinbo Title between Yoshio Ishida (Black in this figure) and Rin Kaiho. In retrospect, Ishida did not consider the outcome to his advantage.



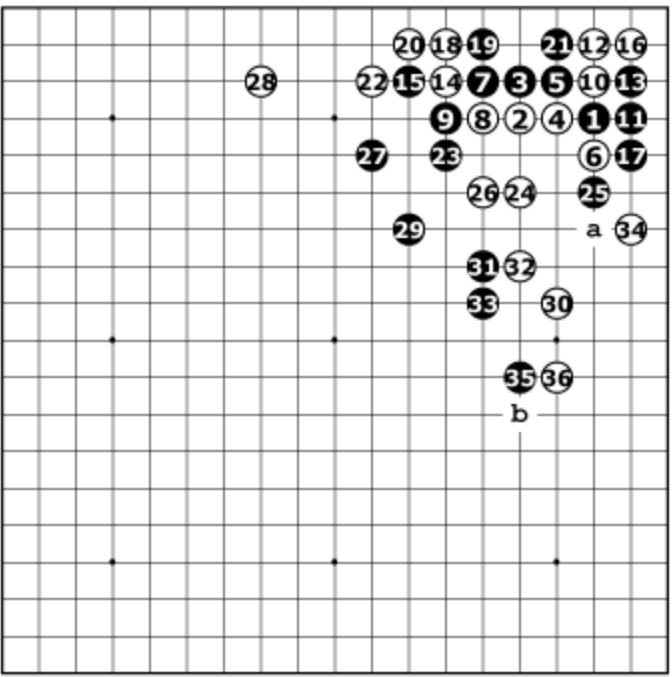
36 Usually, 'A' is better than 'B'.



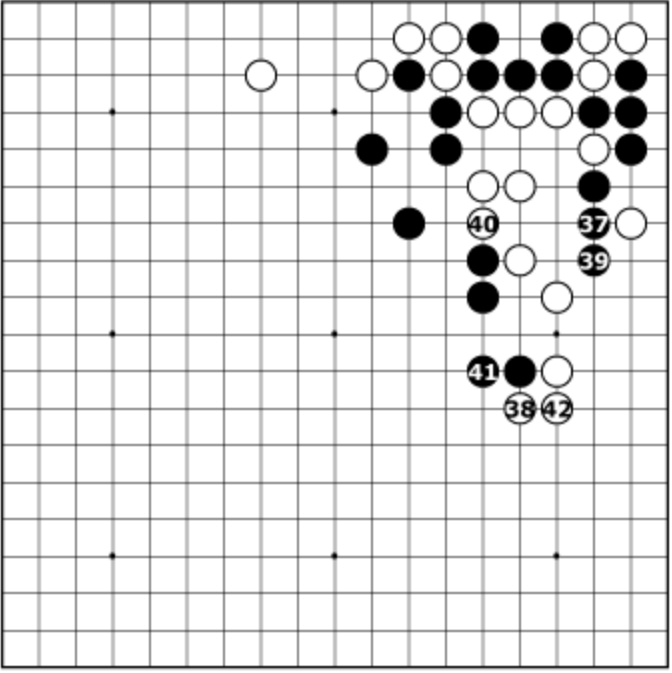
44 'A' or 'B'.



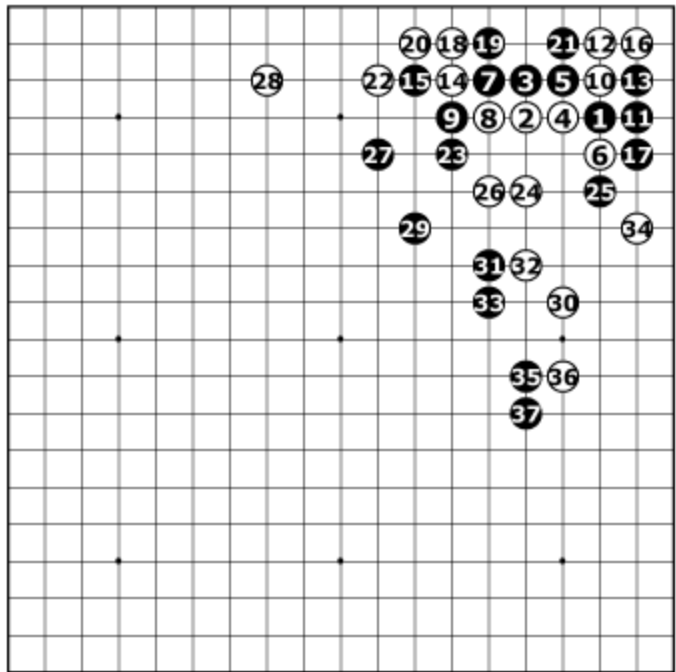
40 Ko.



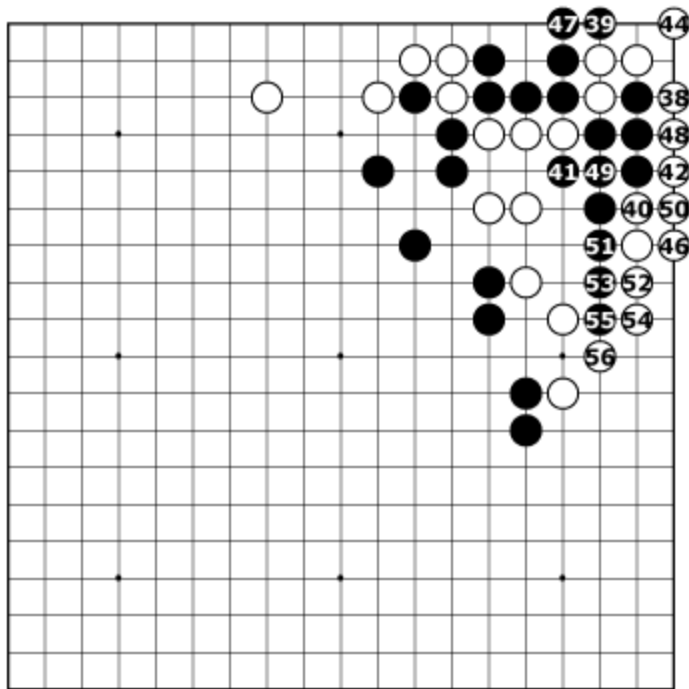
36 Black continues with 'a'. Black 'b' is unreasonable.



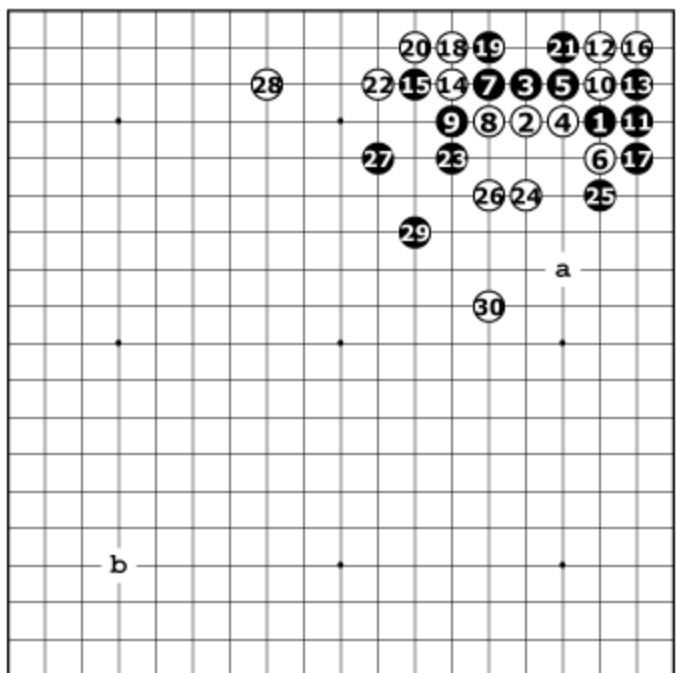
42 White gains an advantage with 42.



37 Black cannot play 37 here; the position in the corner does not allow it.



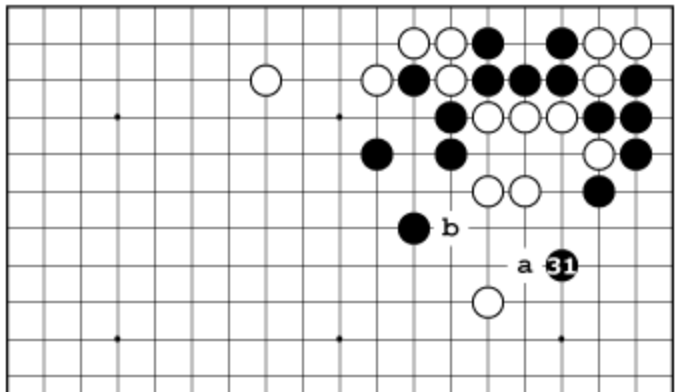
56 White 36 is in perfect position to trap Black.



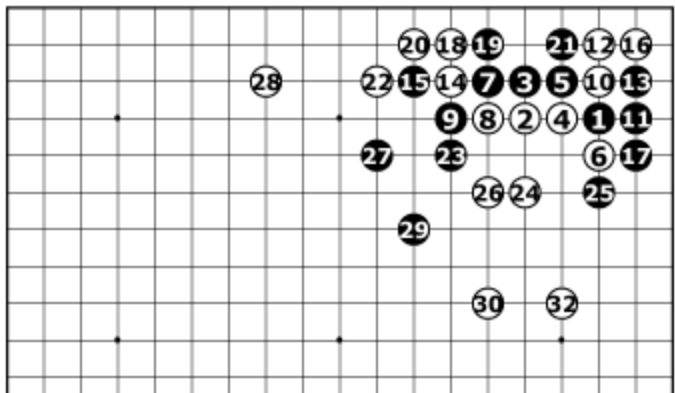
30 White 30 reveals White's thinness.

Black takes advantage at 'a'. Playing elsewhere ('b')

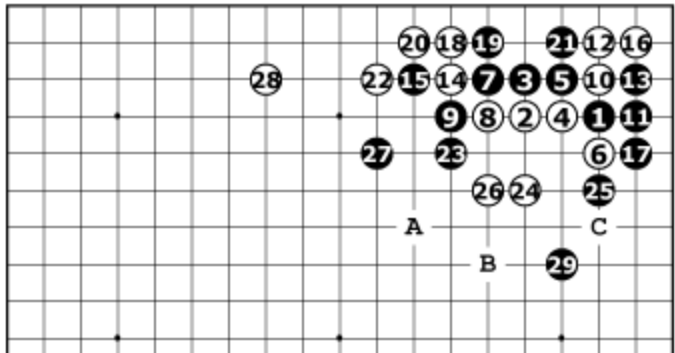
misses an opportunity.



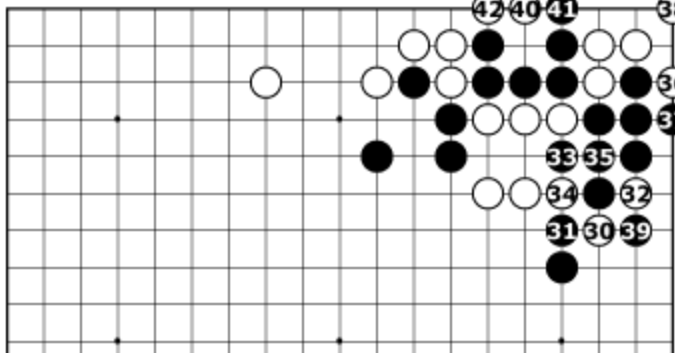
31 Now Black must play 'a' or 'b', strengthening Black just to stay connected.



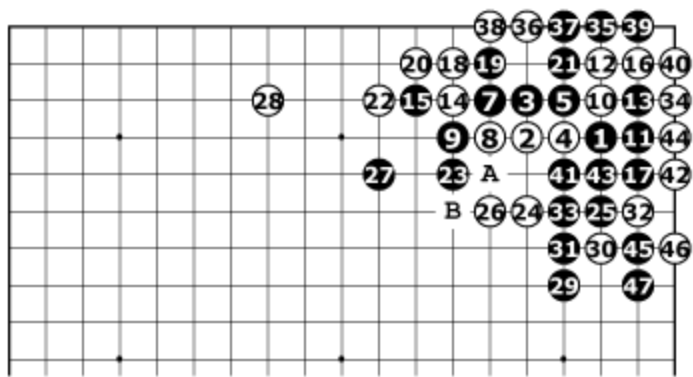
32 White 31 fixes White's shape.



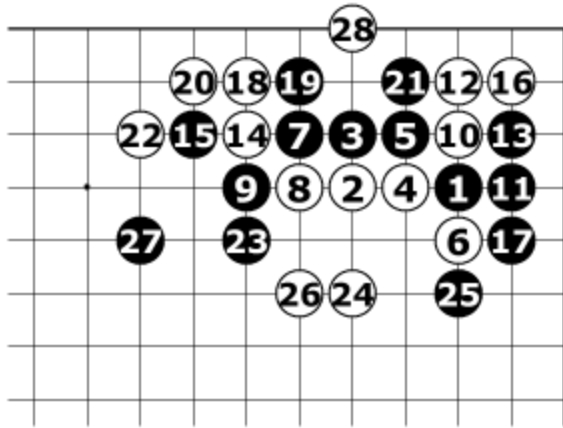
29 'A' is usual, 'B' can be inferior, 'C' creates a ko.



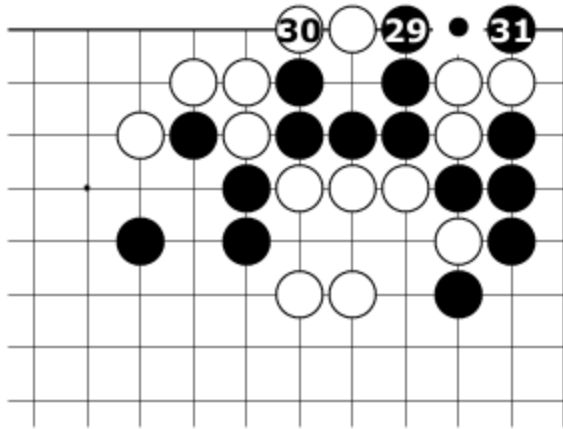
42 Ko.



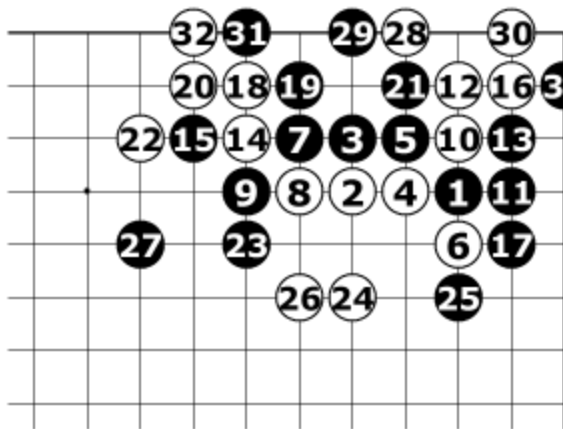
47 Ko. Black ko threats on A and B.



28 White 28 does not work because of the exchange of Black 13, White 16.

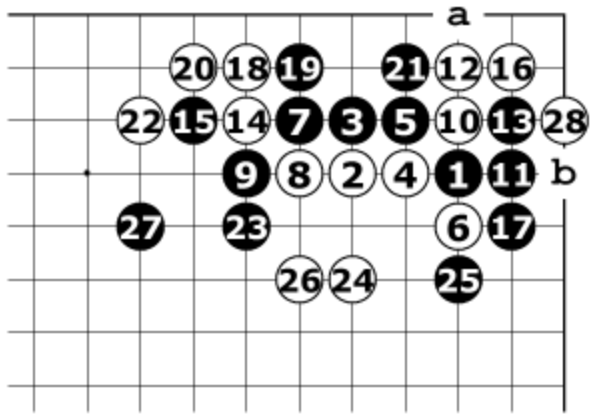


31 Without the exchange of Black 13, White 16, White could play at the marked location (and win the fight).

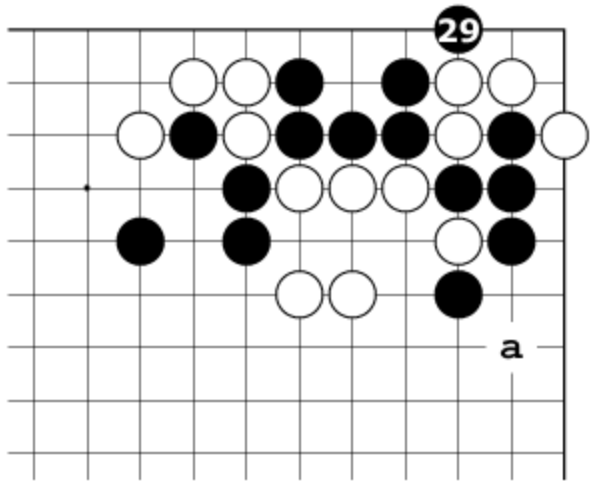


33 Because of the double ko, Black can win. If another ko appears elsewhere,

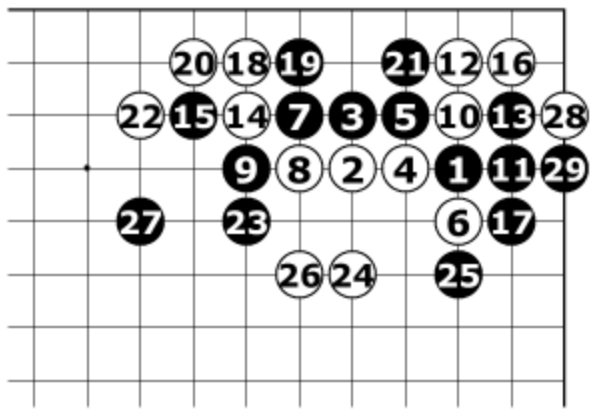
however, White has an endless supply of ko threats.



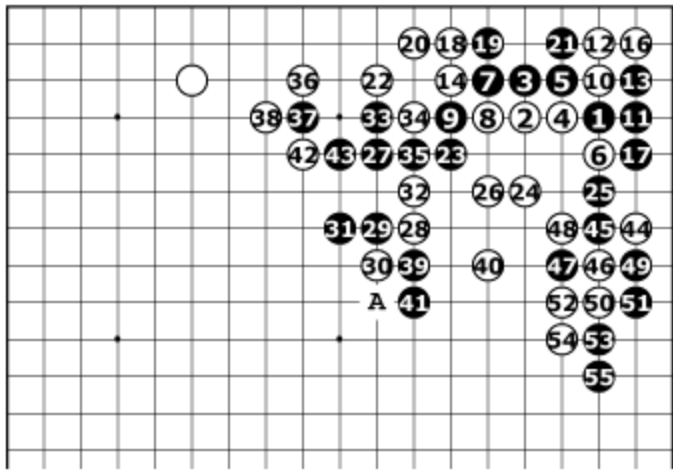
28 White 28 is another attempt that should not work, but Black must be careful. Black continues with 'a'; Black 'b' is a mistake.



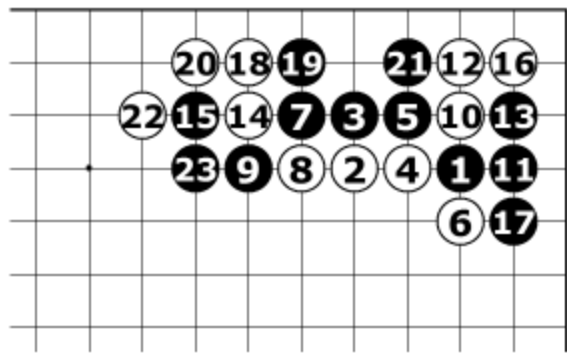
29 White 'a' is sente.



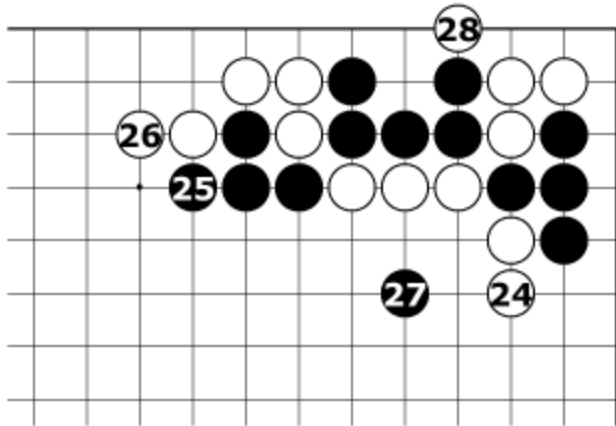
29 Black 29 is a mistake.



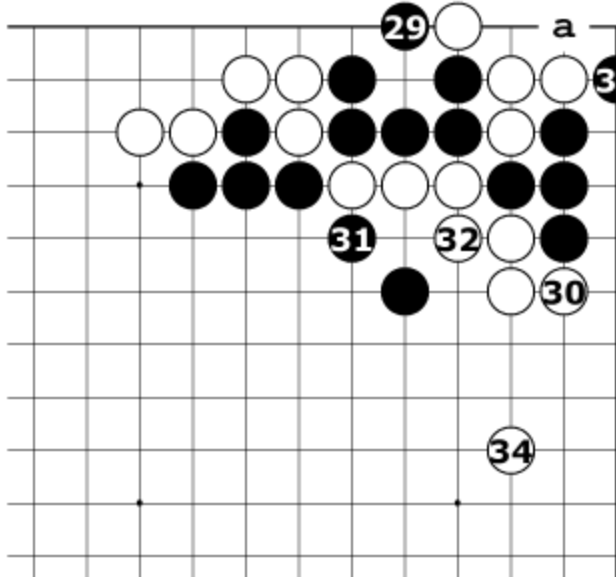
55 Later, White can run away with A with external help like a stone in the bottom left corner.



23 Black 23 is not recommended.

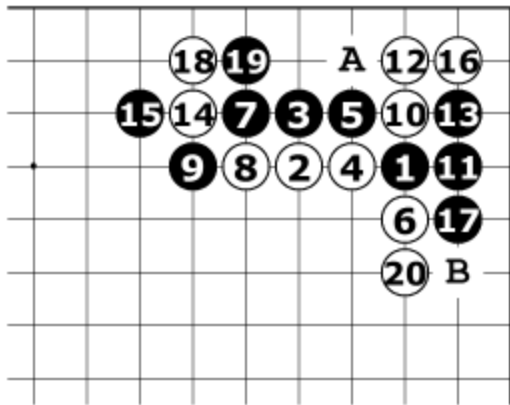


28 White 28, aiming for a ko later, is nicely timed.

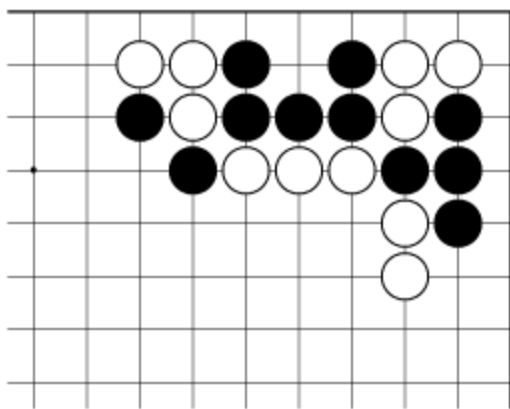


34 White can get a ko later

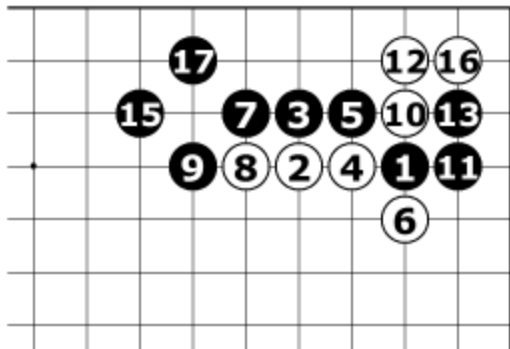
with a play at 'a'.



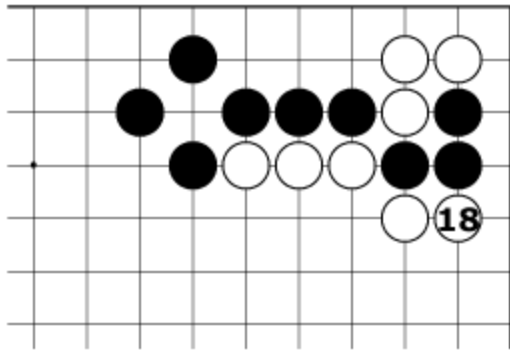
20 'A' or 'B'.



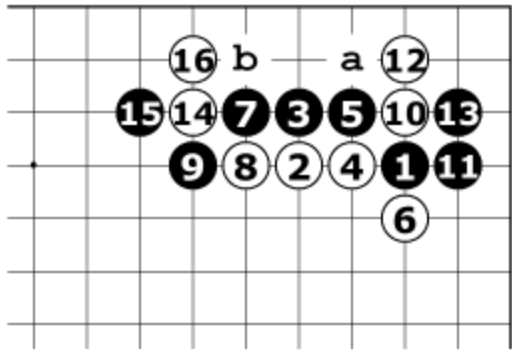
22 This is the same variation as if White played 20 and 22 in reversed order.



17 Black 17 is not recommended.

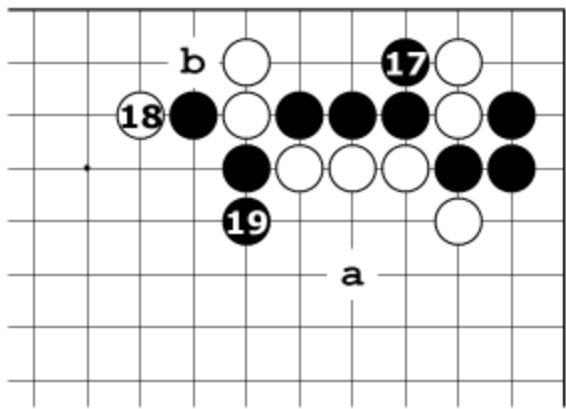


18 White 18, capturing the three Black stones, is good enough.



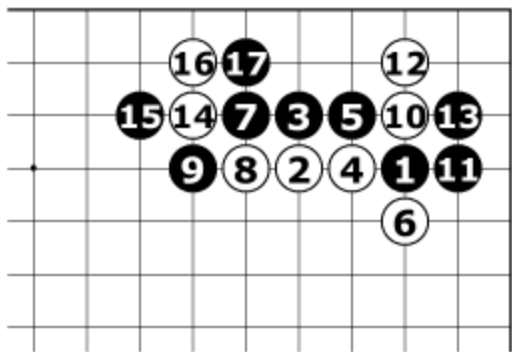
16 White 16 is a mistake.

Black continues with 'a'.
Black 'b' is a mistake.

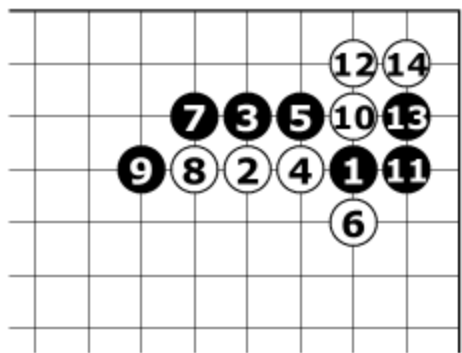


19 Now 'a' and 'b' are miai.

See variation
2-4-1-1-1-1-3-2-1 for
continuations.

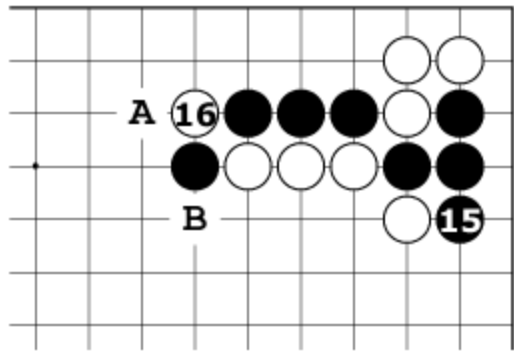


17 Black 17 is a mistake.

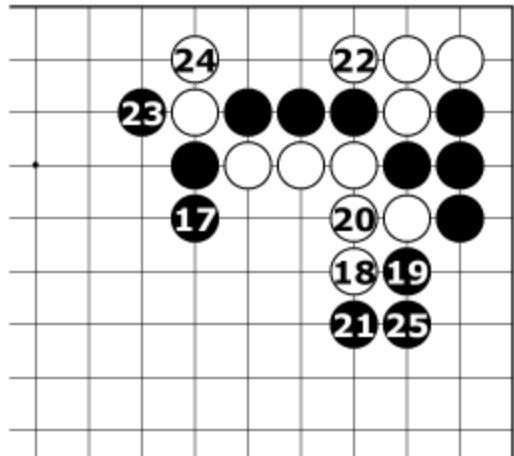


14 White 14 is not
recommended, but was the
reply Takagawa made
against Go Seigen when Go

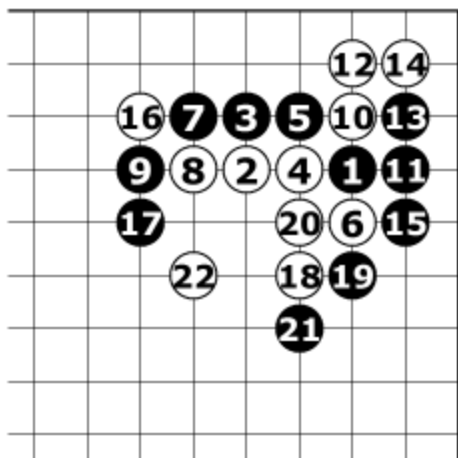
first played Black 13.



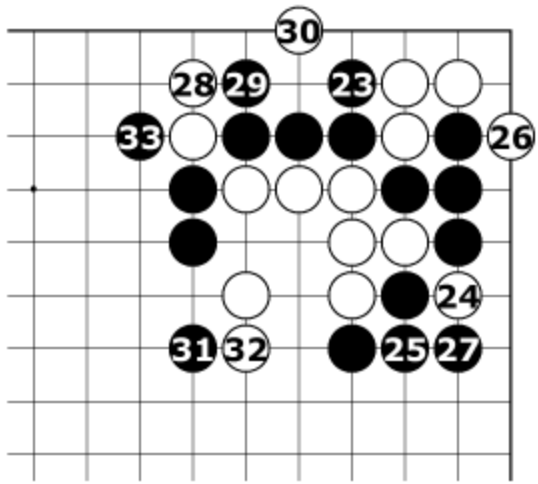
16 'A' is better than 'B'.



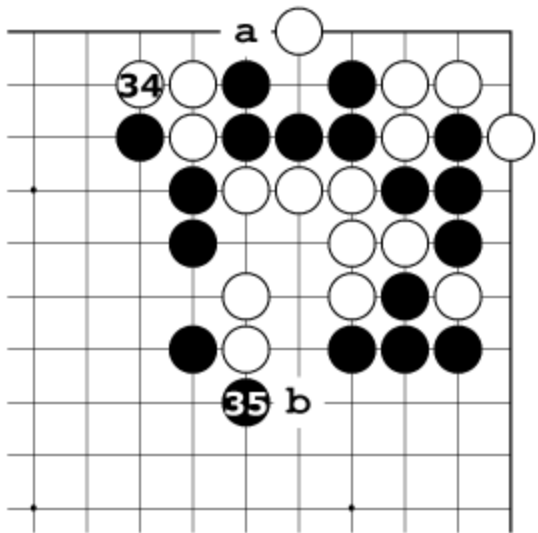
25 The difference between this
and variation
2-4-1-1-2-1-1-1-1-1-1 is
the forcing move of Black
13, White 14; White has
unconditionally lost 2 points.



22 White 22, attempting to
avoid the 2-point loss from
playing White 14, is a
mistake. Go Seigen made
this mistake against
Fujisawa Shuko in the 1st
Meijin Title League in 1961.

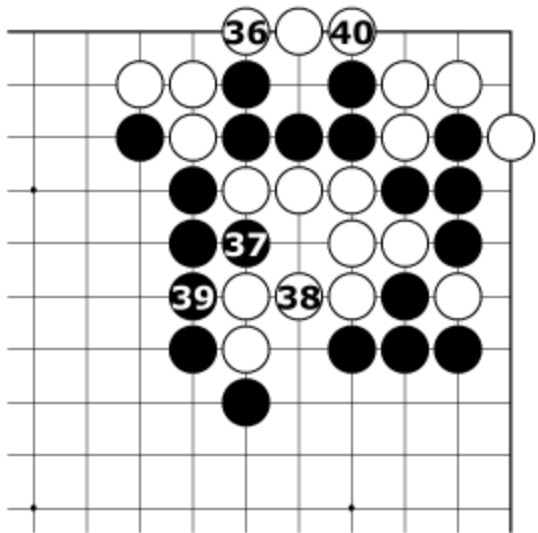


33 Nice block by Black.

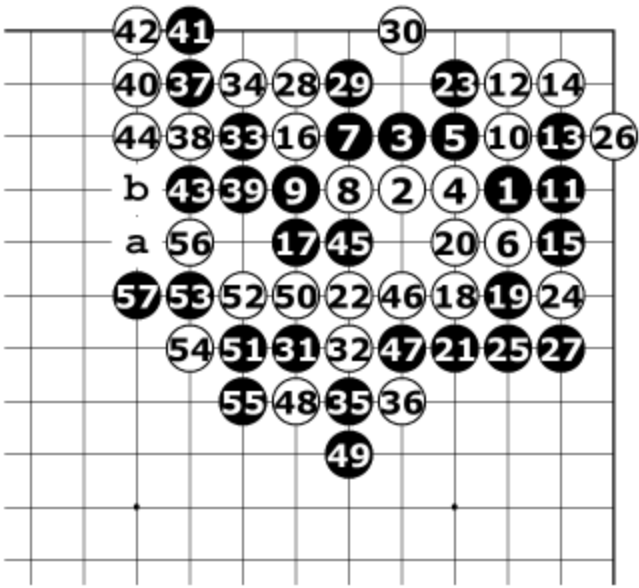


35 Black 35 is an excellent
squeeze play.

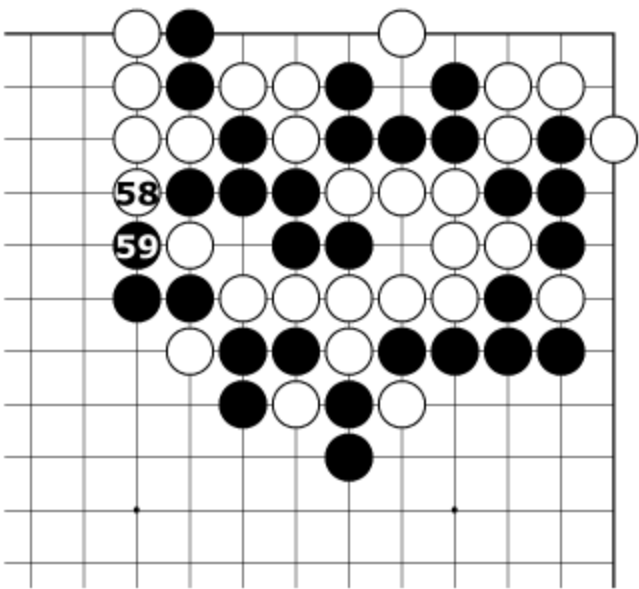
The game continued with
'a'. Variation 'b'
demonstrates a different
but fruitless approach.



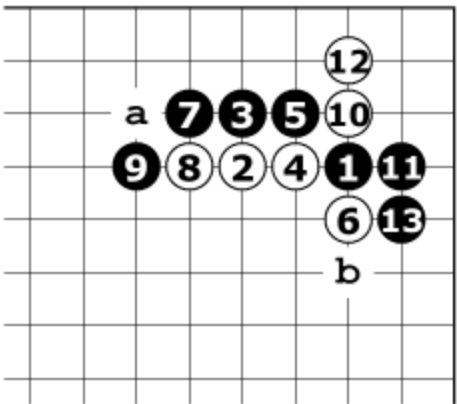
40 Black gets superior
thickness.



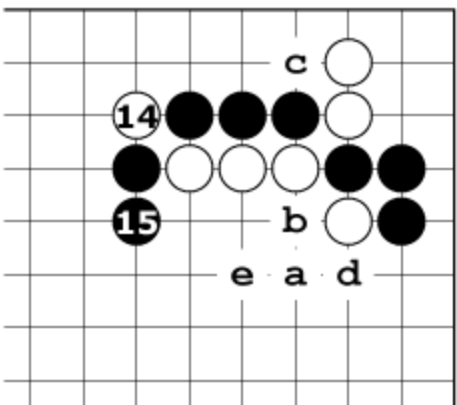
57 White may try 'a' or 'b'. Neither work.



59 White cannot get a snapback.

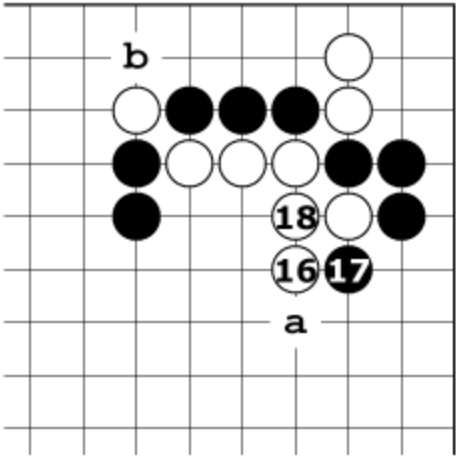


13 White continues with 'a'. White 'b' is a mistake.

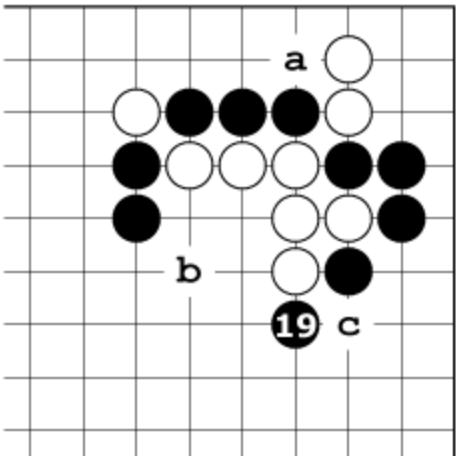


15 White continues with 'a' or

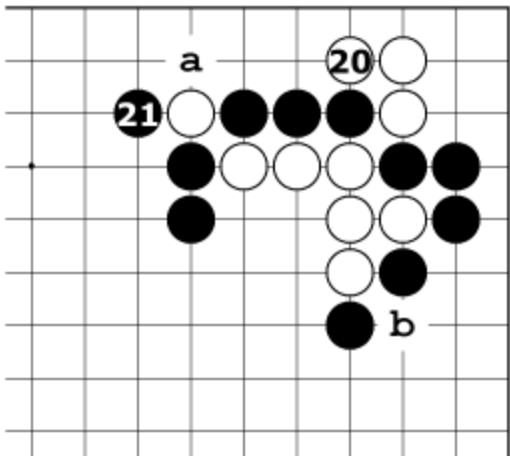
'b'. White 'c', 'd' and 'e' are less favorable.



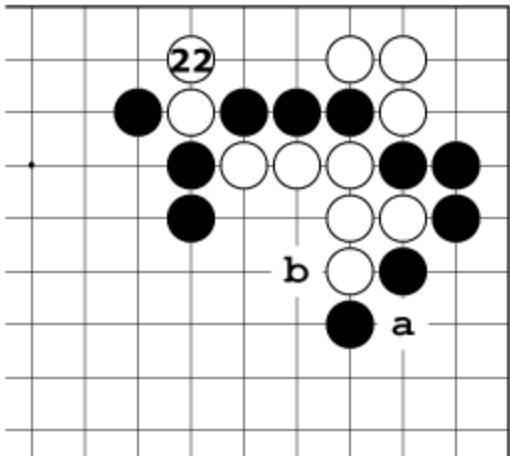
18 Black continues with 'a' or 'b'.



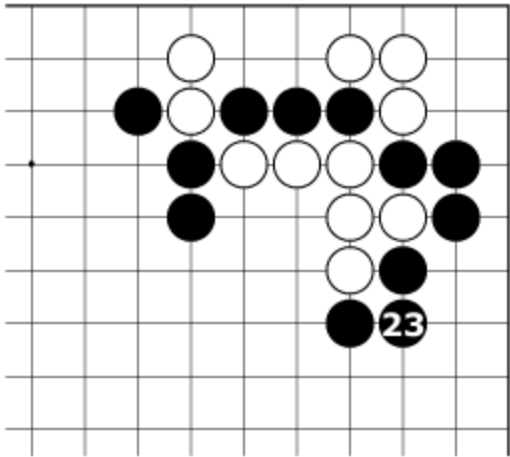
19 White continues with 'a' or 'b'. 'c' is disadvantageous.



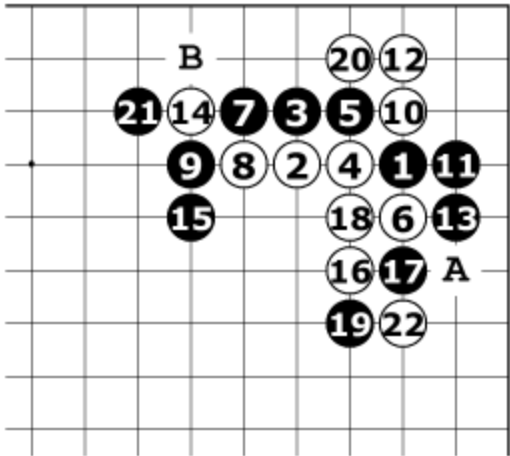
21 White continues with 'a' or 'b'.



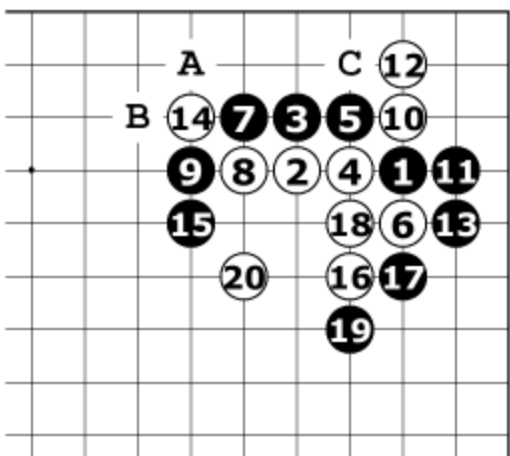
22 Black continues with the quiet 'a', leaving 'b' in reserve (though 'b' is playable).



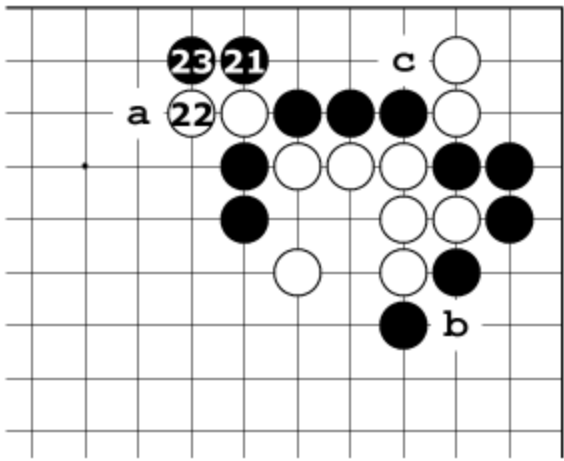
23 The definitive pattern developed in the mid-1950s.



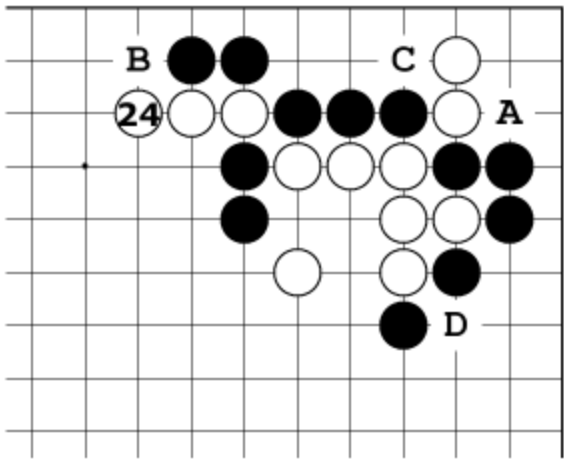
22 'A' is correct, 'B' is disadvantageous.



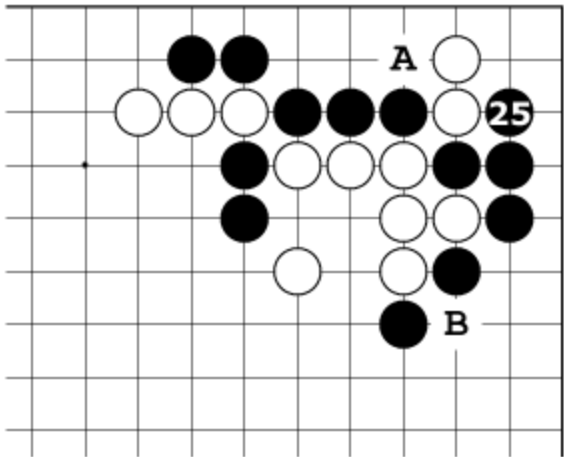
20 White 20 was played by Kuko Norio against Kobayashi Koichi in the 24th Tengen Title match, 1998-11-05. 'A' is correct, 'B' and 'C' are mistakes.



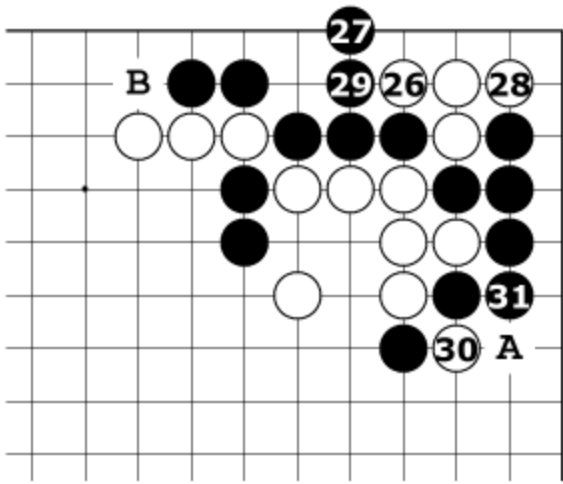
23 White continues with 'a'; White 'b' is less preferable. 'c'.



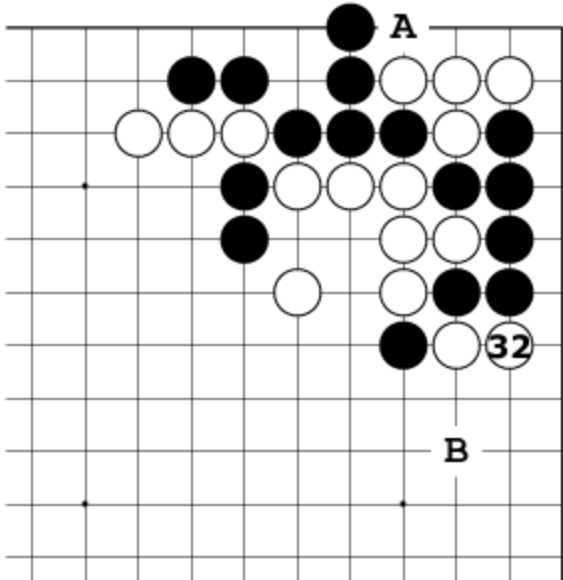
24 'A' and 'B' are correct. 'C' and 'D' are mistakes.



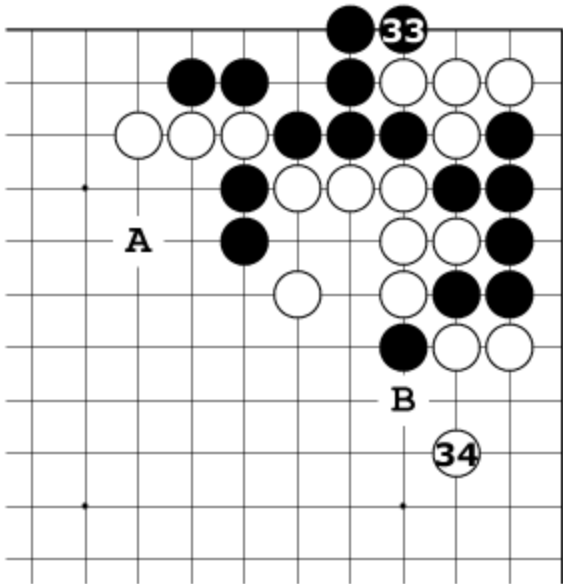
25 'A' or 'B'.



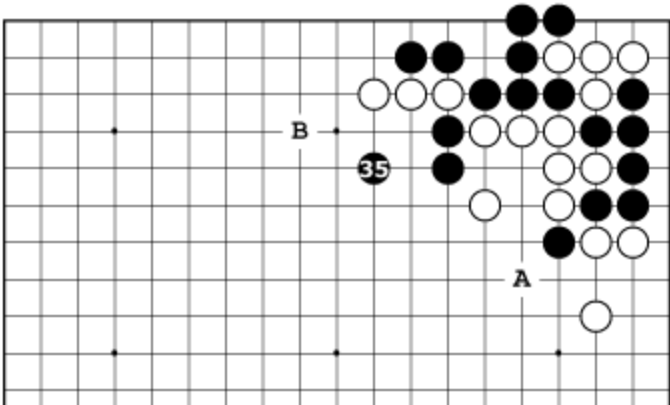
31 'A' and 'B' are both joseki.



32 'A' is correct, 'B' is a mistake.

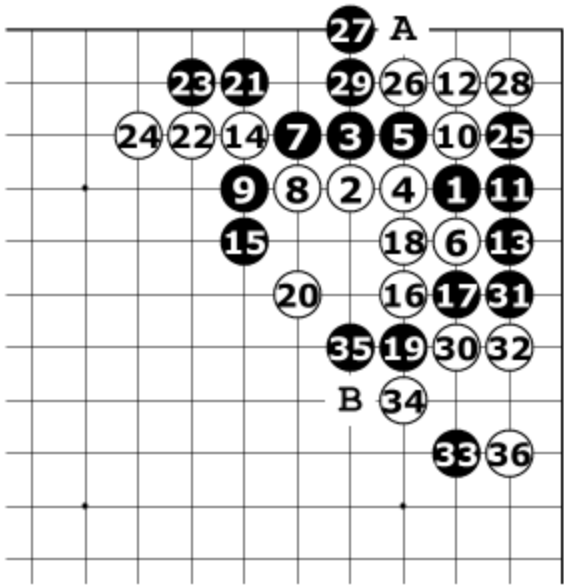


34 'A' is correct, 'B' is not advantageous.

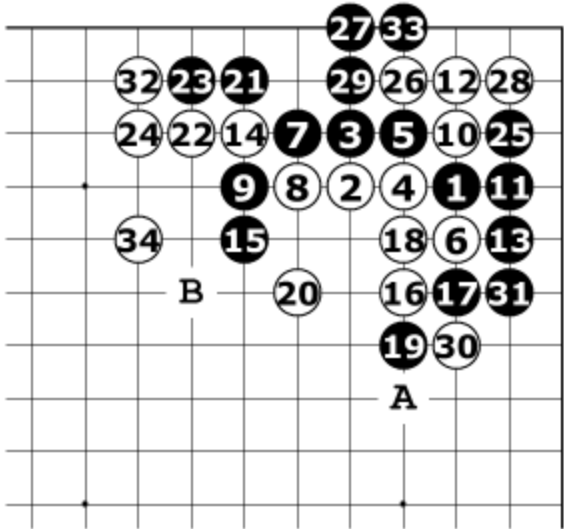


35 'A' is correct, 'B' pushes

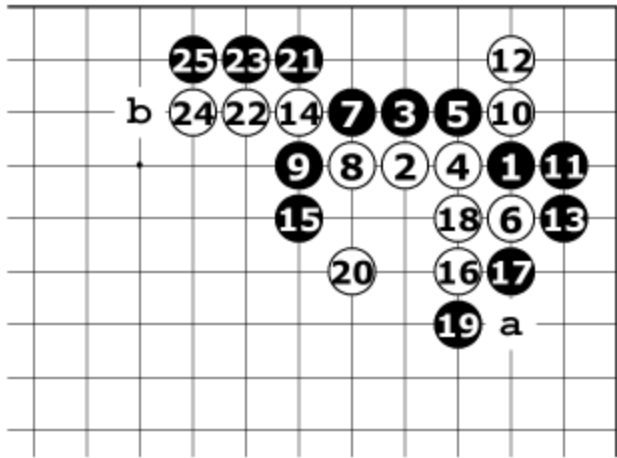
the opponent to much influence.



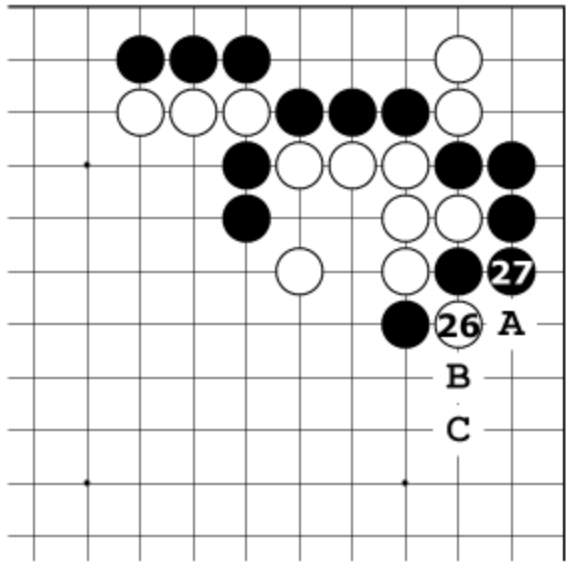
36 Neither 'A' nor 'B' give a good result.



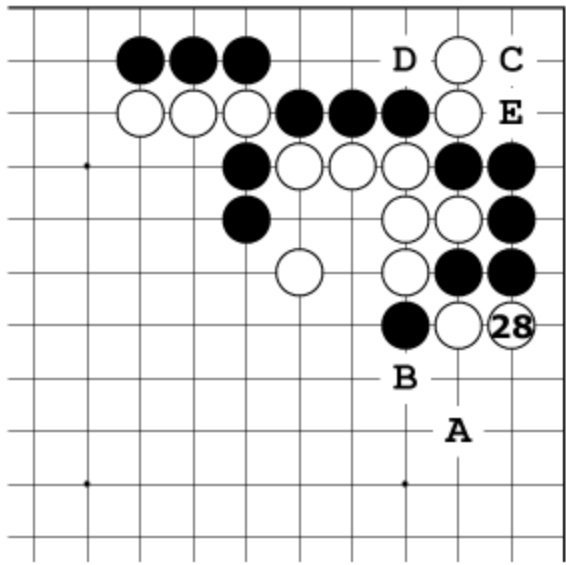
34 'A' is correct, 'B' just creates a heavy group.



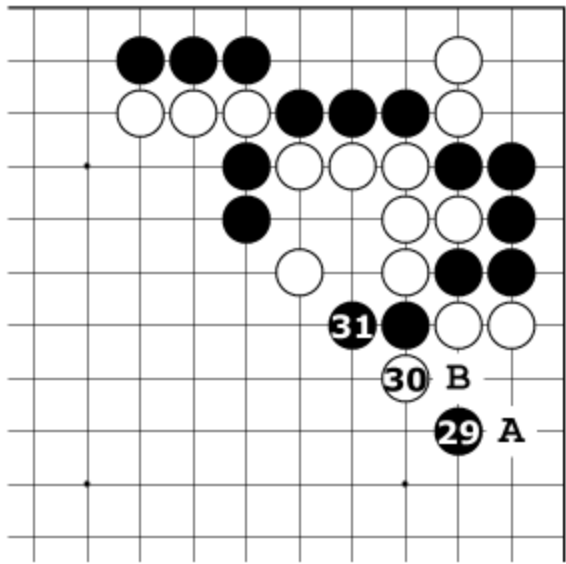
25 White continues with 'a'. 'b' is disadvantageous.



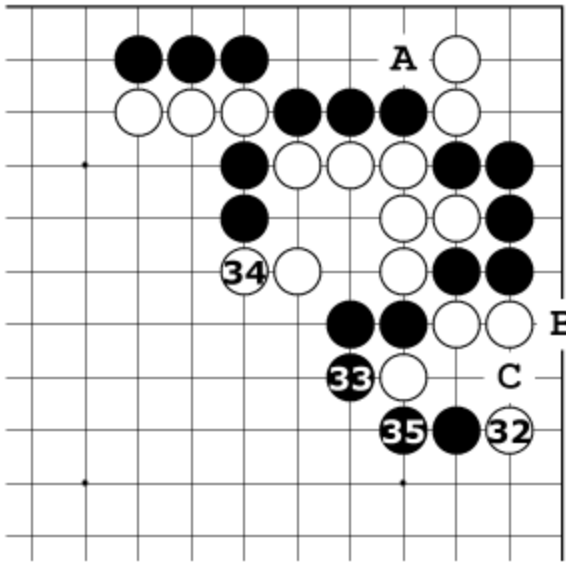
27 'A' is correct, all variations after 'A' favor White, 'B' and 'C' are mistakes.



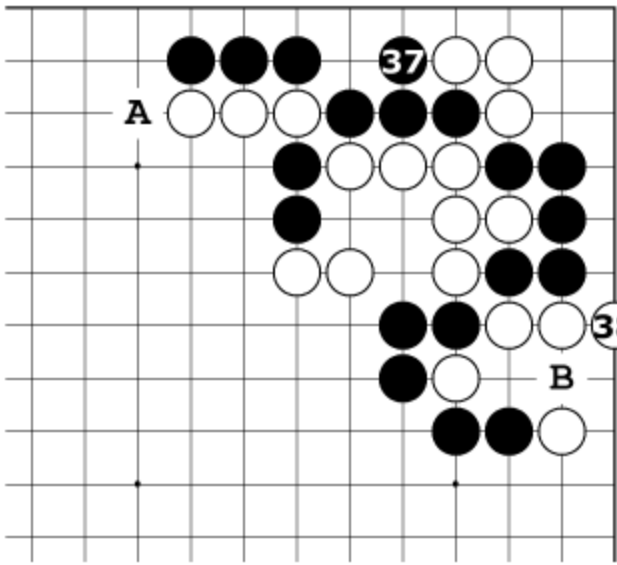
28 'A' is best.
'B' is possible.
'C' and 'D' are mistakes.



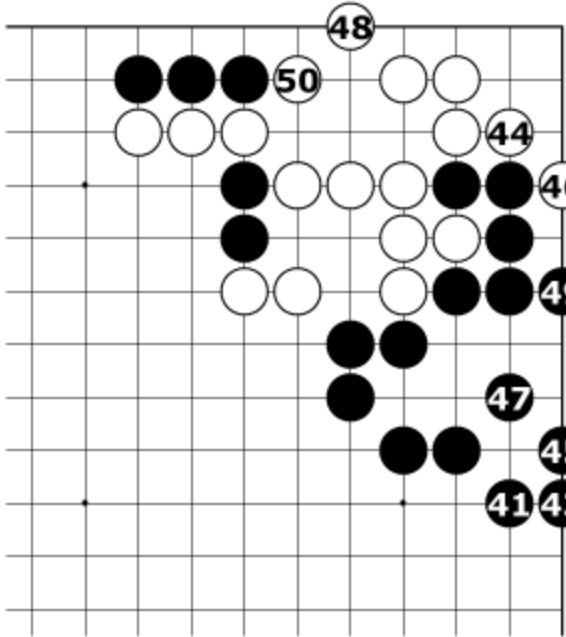
31 'A' is correct, 'B' is a mistake.



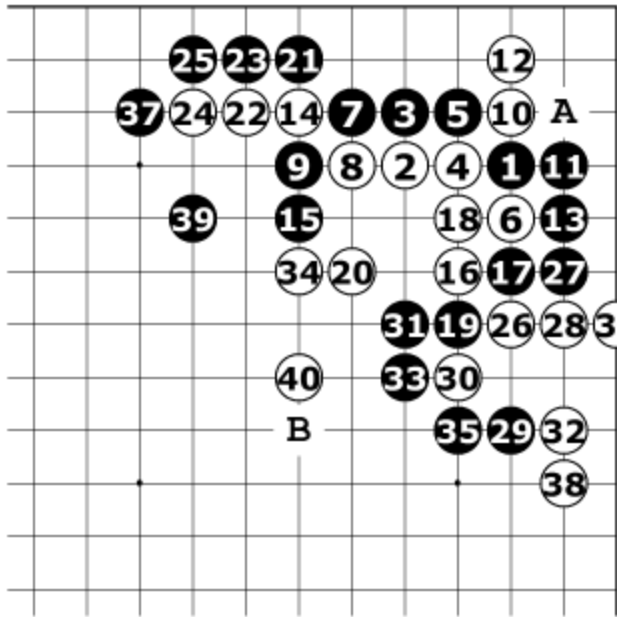
35 'A' is better than 'B' is better than 'C'.
'A' provides a ko threat,



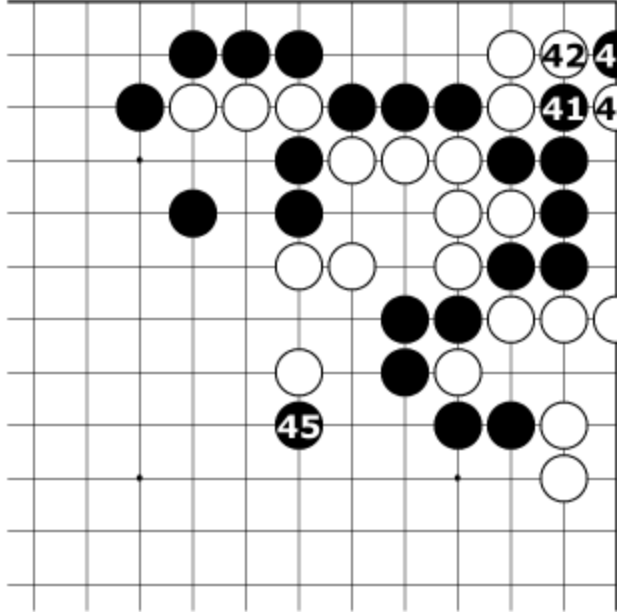
38 'A' is correct. As White has ko threat thanks to White 36, 'B', leading to a ko, is disadvantageous.



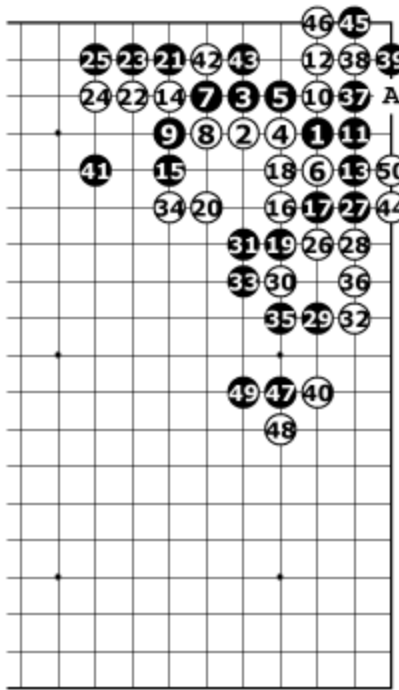
50 White is better.



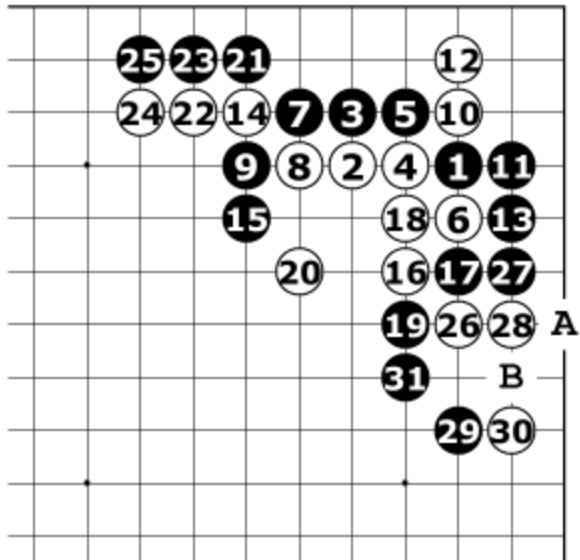
40 'A' is correct, 'B' is a mistake.



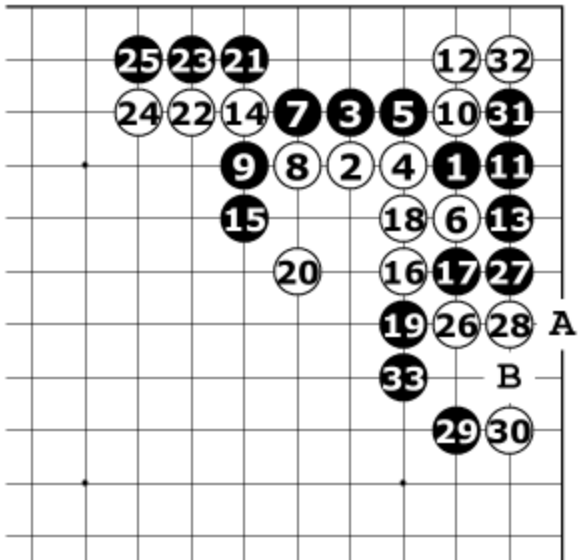
45 White can play ko.



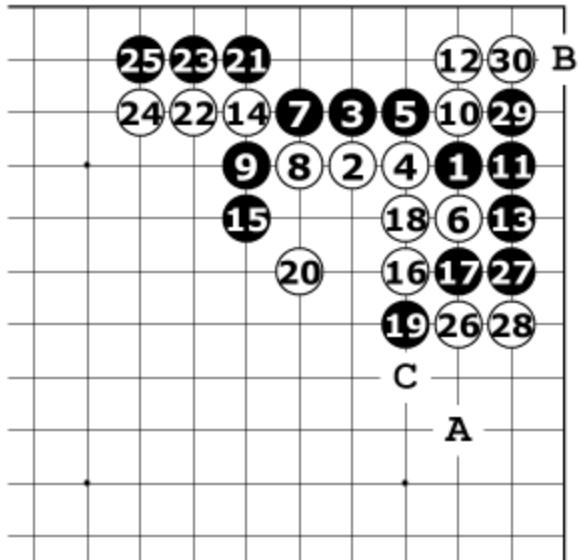
50 White still must occupy A to change the corner from ko to his life.



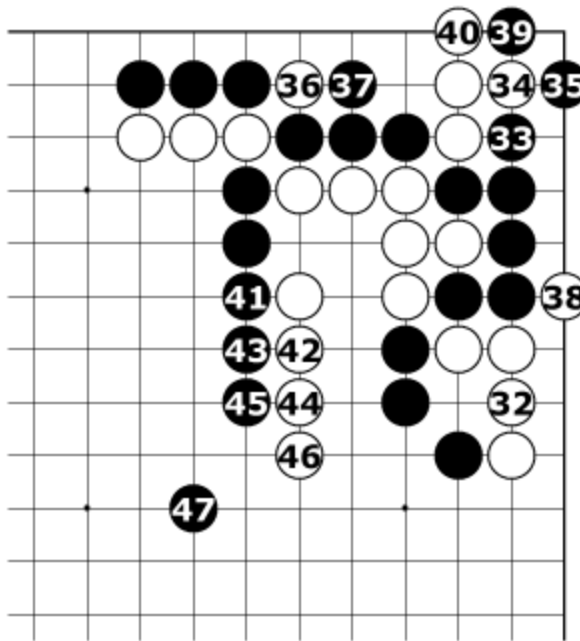
31 'A' is correct, 'B' is wrong.



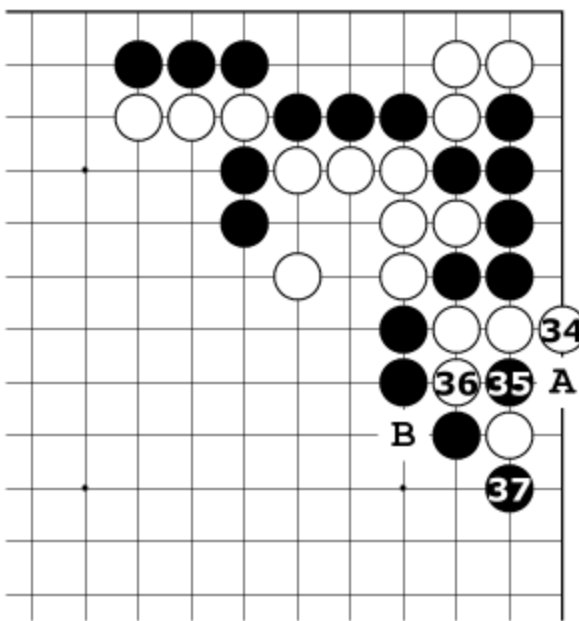
33 'A' is correct, 'B' is wrong.



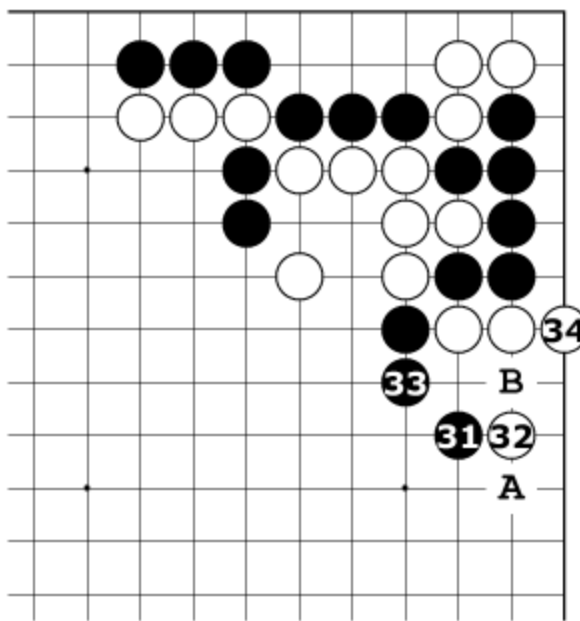
30 'A', 'B' or 'C'.



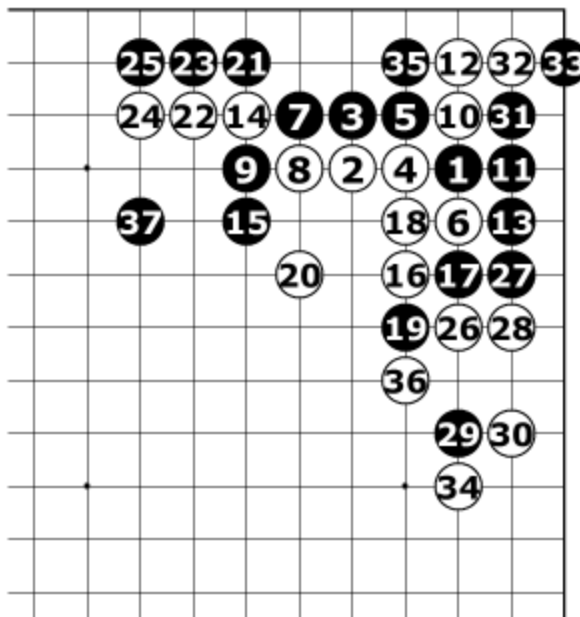
47 Good for Black. Two stage ko in the corner.



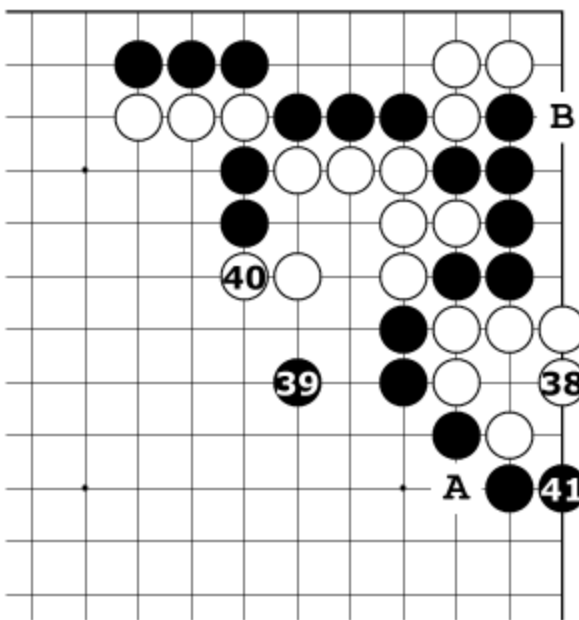
37 'A' is correct, 'B' is wrong.



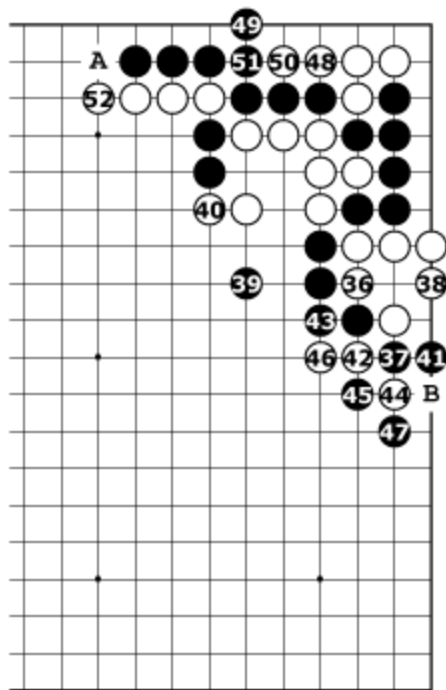
34 'A' or 'B'.



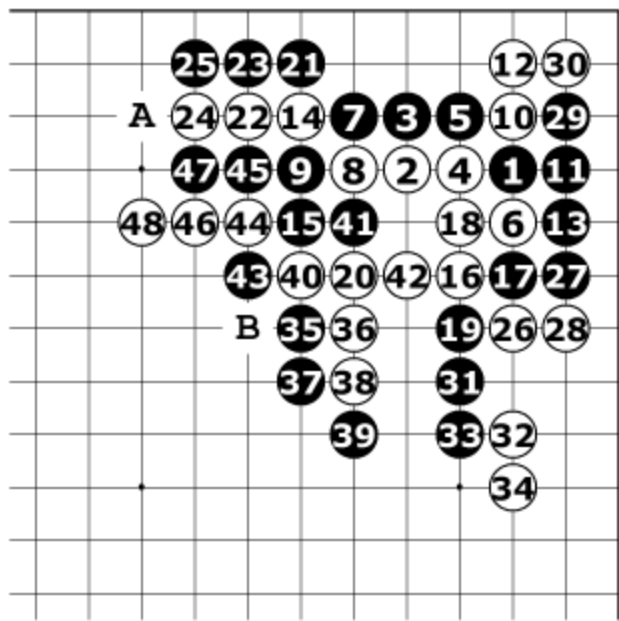
37 Good for Black.



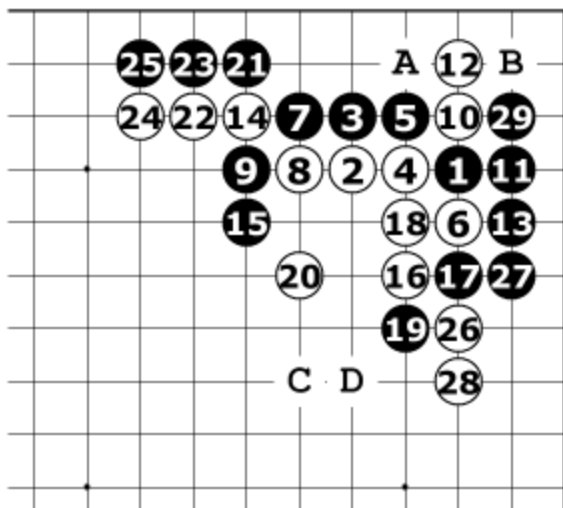
41 'A' is correct, 'B' is wrong.



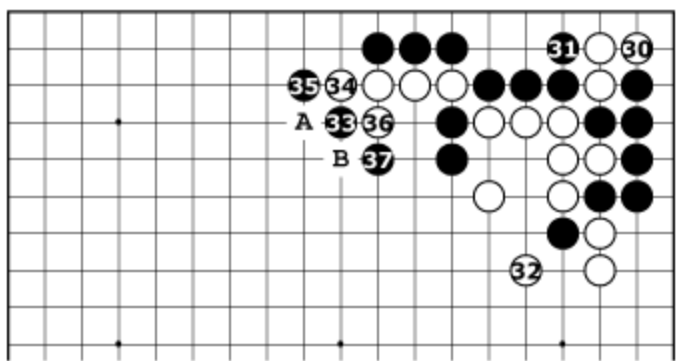
52 'A' gives the right, 'B' the top side.



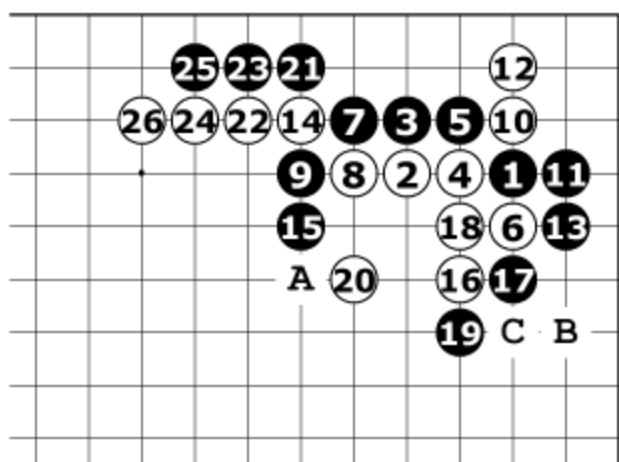
29 'A' or 'B'.



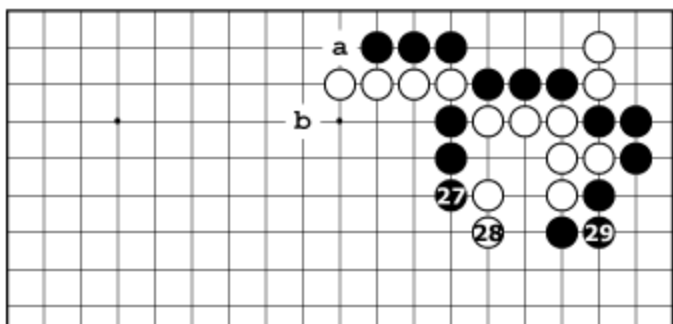
29 'A' and 'B' are correct, 'C' and 'D' are disadvantageous.



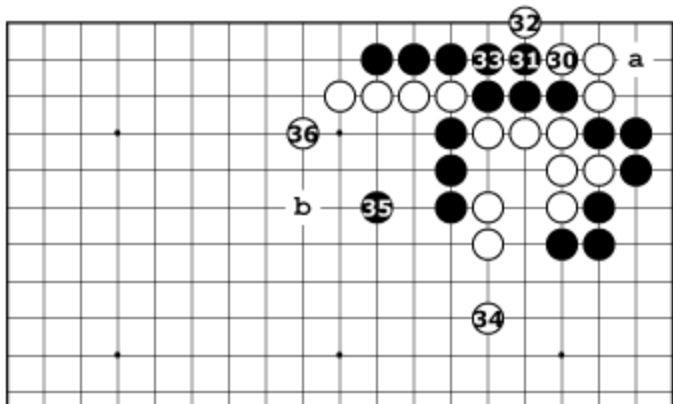
37 White cannot escape on 'A' nor 'B'.



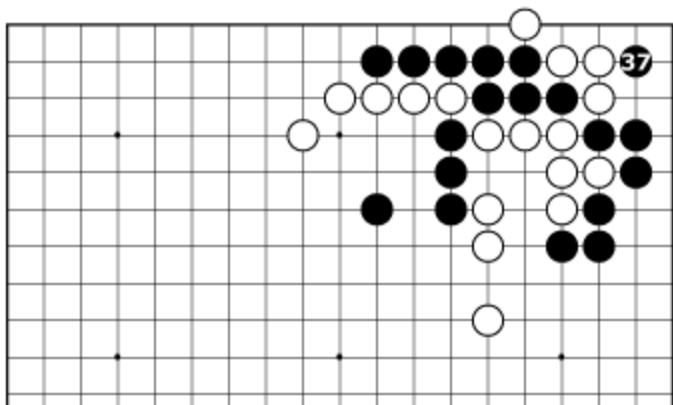
26 'A', 'B' or 'C'.



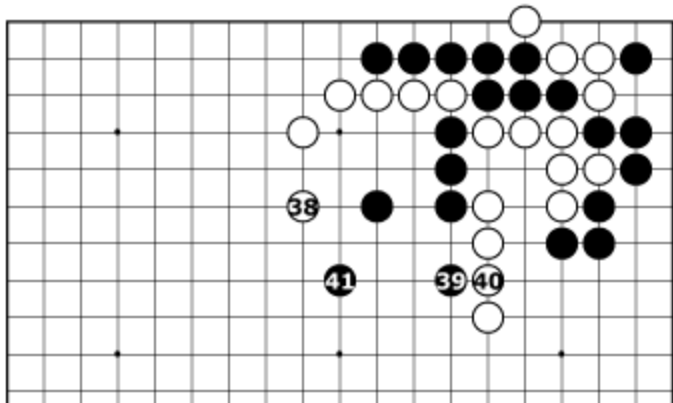
29 Owing to the White corner stones, White 'a' and 'b' are sente.



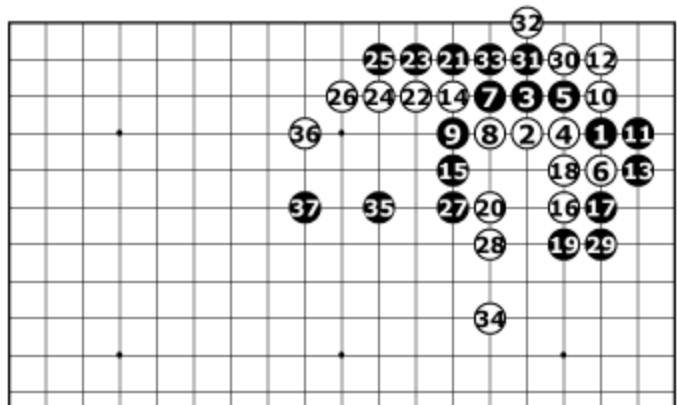
36 Black continues with 'a'. Black 'b' lets White cause trouble in the corner.



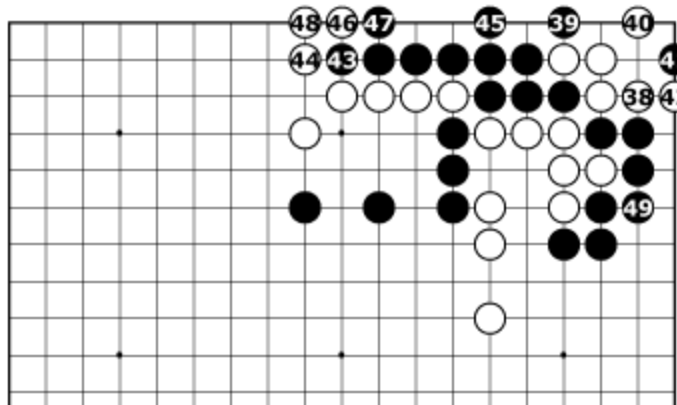
37 Black 8 in the corner is necessary.



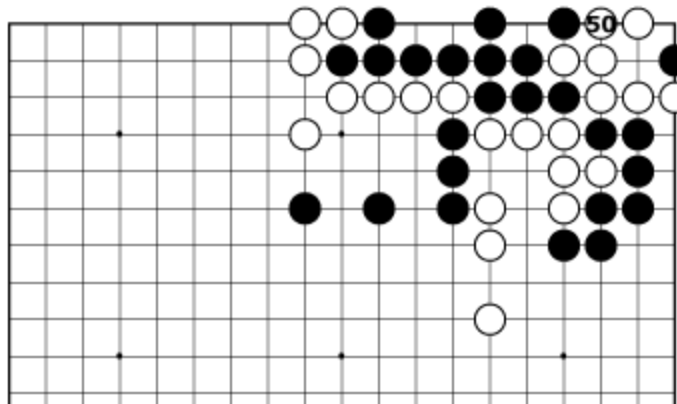
41 Black's center stones should be okay.



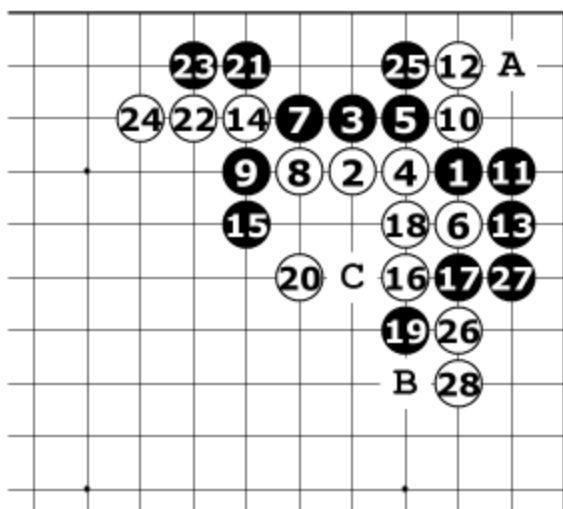
37 Black 37 is a mistake. Black needed to tend to the corner first.



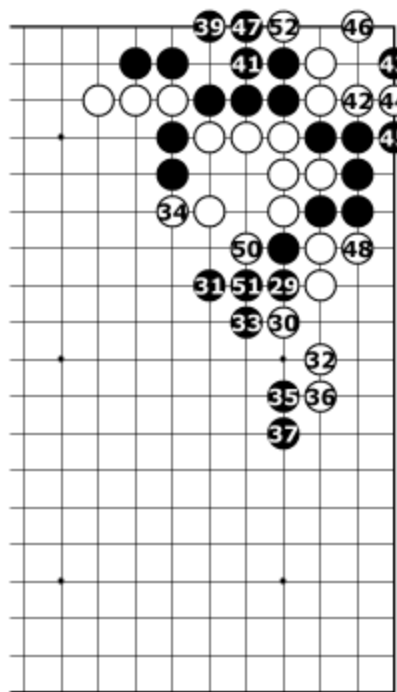
49 Black has to add 49.



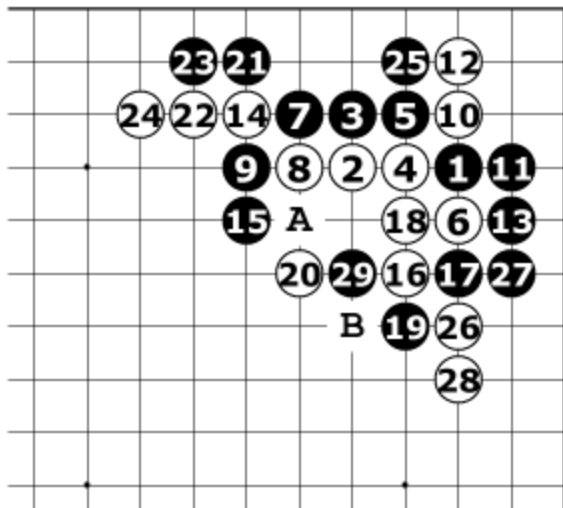
50 White 50 starts a ko which White takes first. A terrible result for Black.



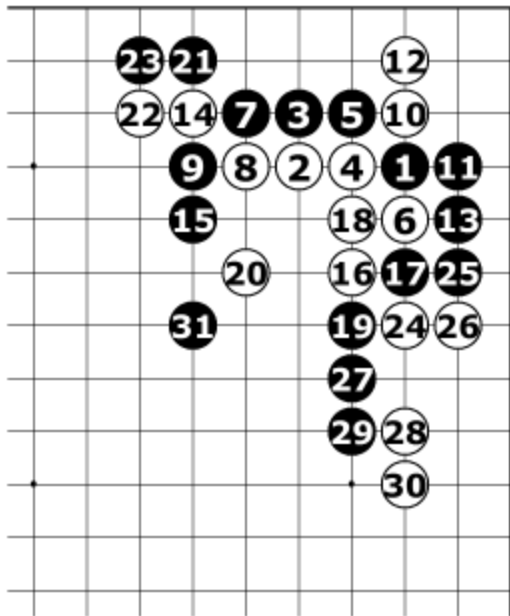
28 'A'. 'B' tough fight. 'C' trick.



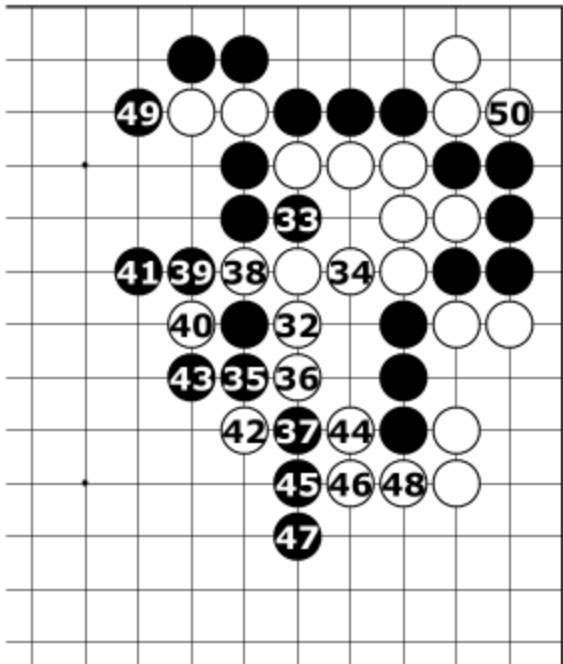
52 Without a big ko threat, Black is unhappy.



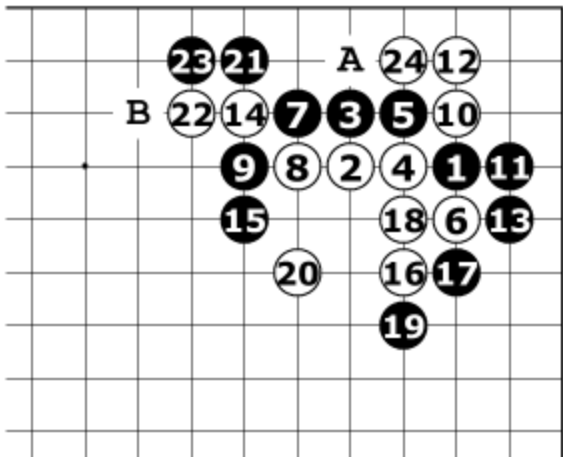
29 'A' is correct, 'B' is getting tricked.



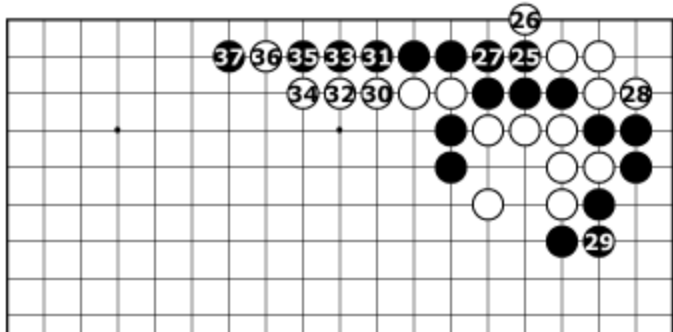
31 Black 31 is a bold tesuji.



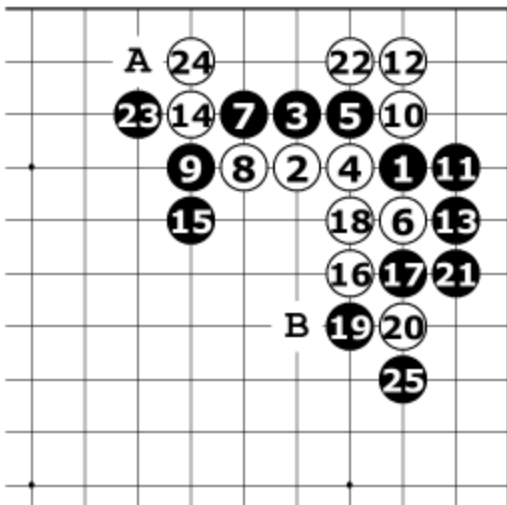
50 White has 30 points of territory. Black has magnificent thickness. The result is considered far superior for Black.



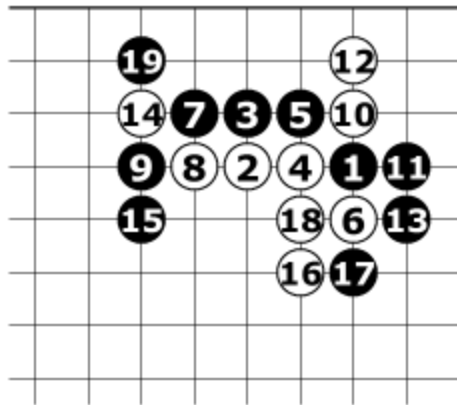
24 'A' or 'B' both ok.



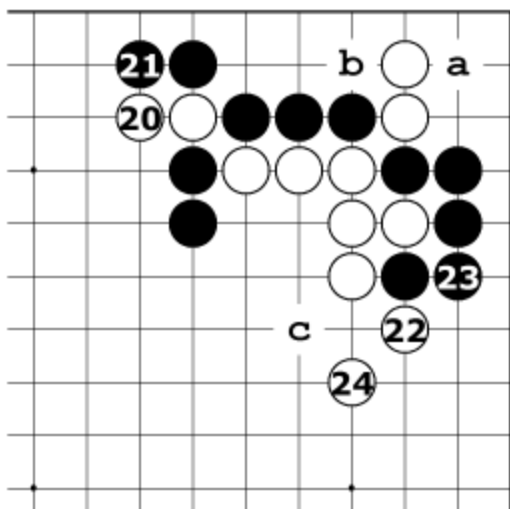
37 White corner group is dead.



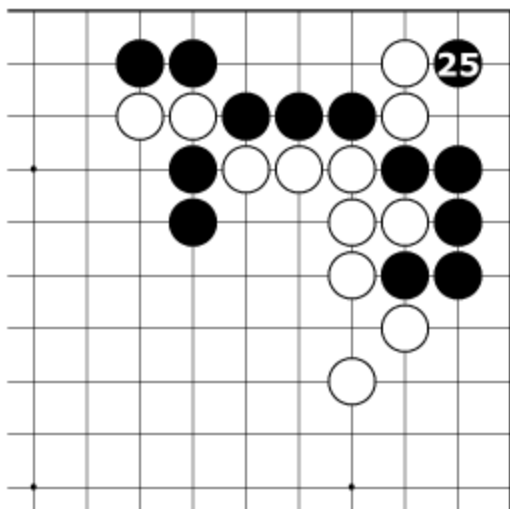
25 After 'A', Black gets influence in the center, after 'B' to the top.



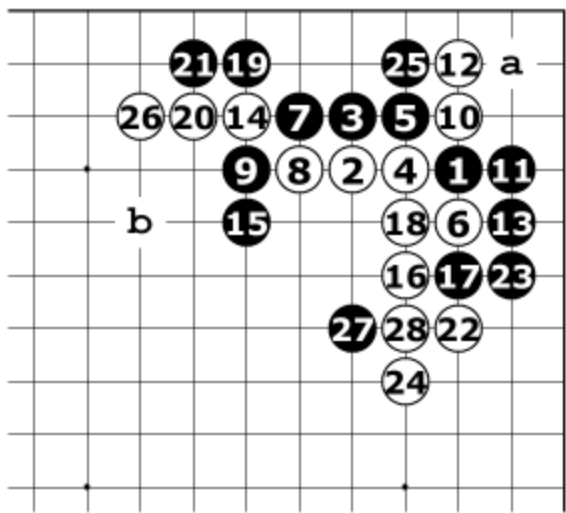
19 Black 19 was played by Iwamoto Kaoru against Kitani Minoru in November 1947 in game 3 of the 4th Honinbo title.



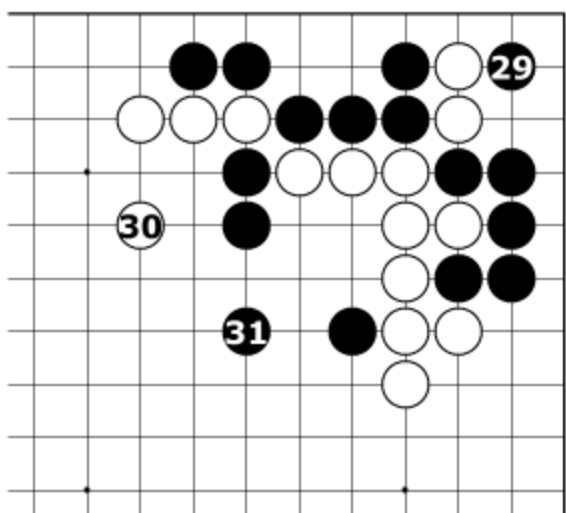
24 Black continues with 'a' to 'c'.



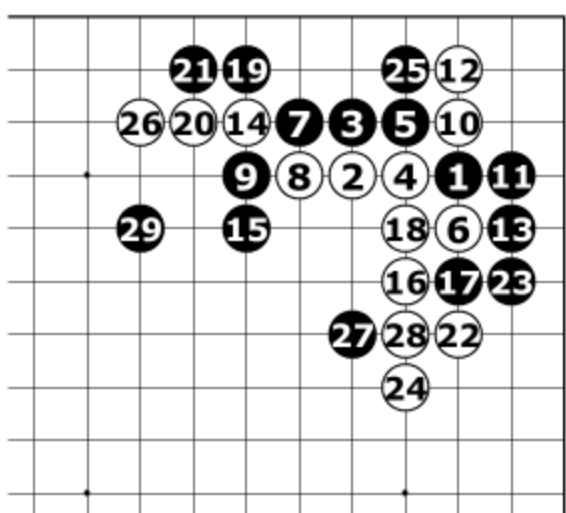
25 Continuation of the 1947 Kitani-Iwamoto game.



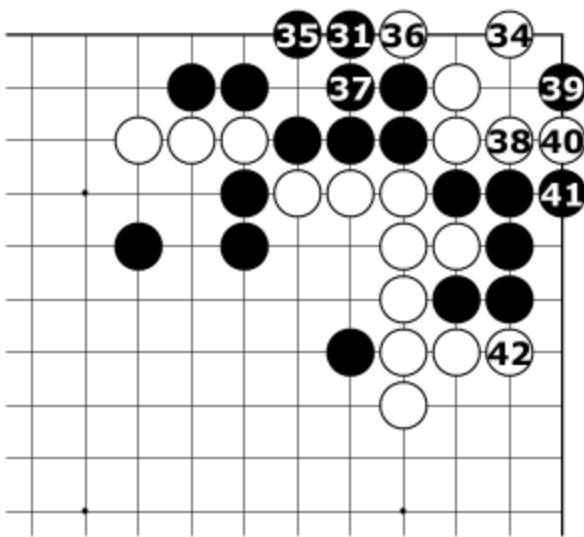
28 Black must play 'a', though he would like to play 'b'.



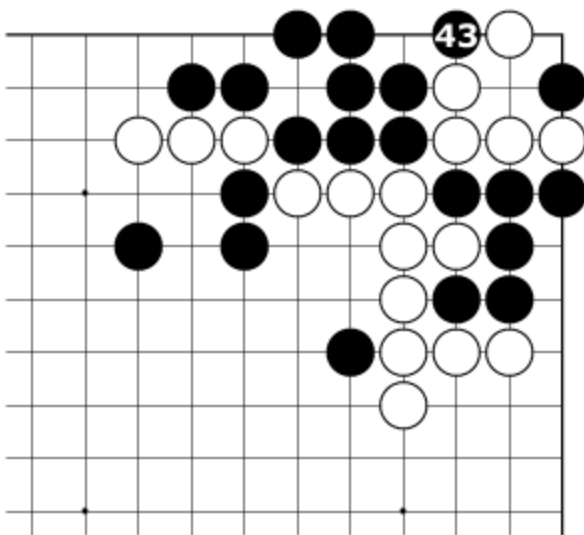
31 This sequence was regarded as a perfected joseki, and quite popular around 1950. Two Black corner moves, 25 and 29, were necessary; this was the drawback of this pattern.



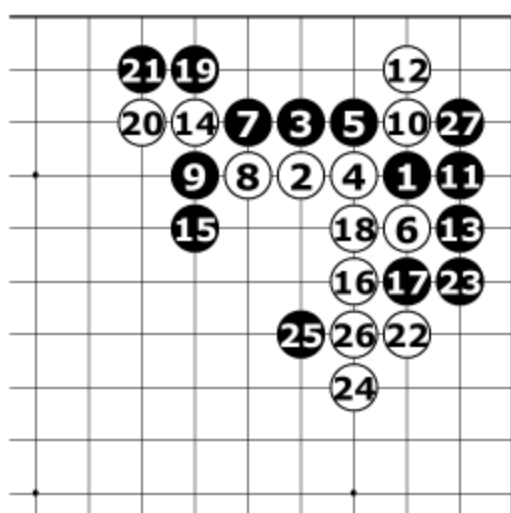
29 Black 29 is premature.



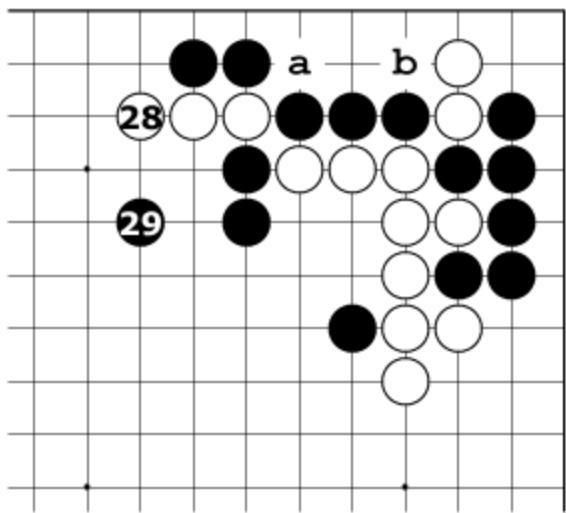
42 White 42 is big.



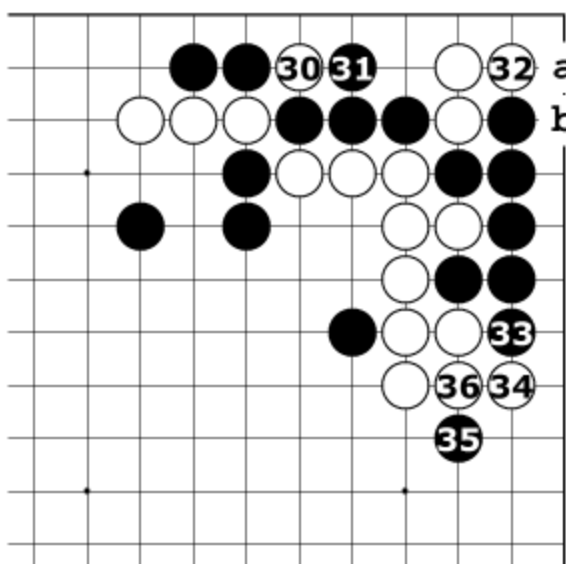
43 Black gets first capture, but this large ko favors White, who has little to lose.



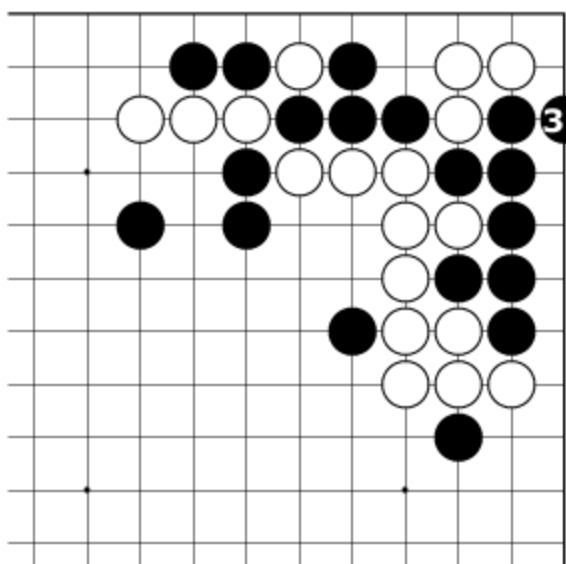
27 Black 27 has the supposed advantage of only one Black play to take the corner (not two, as in other variations). But White has counter moves.



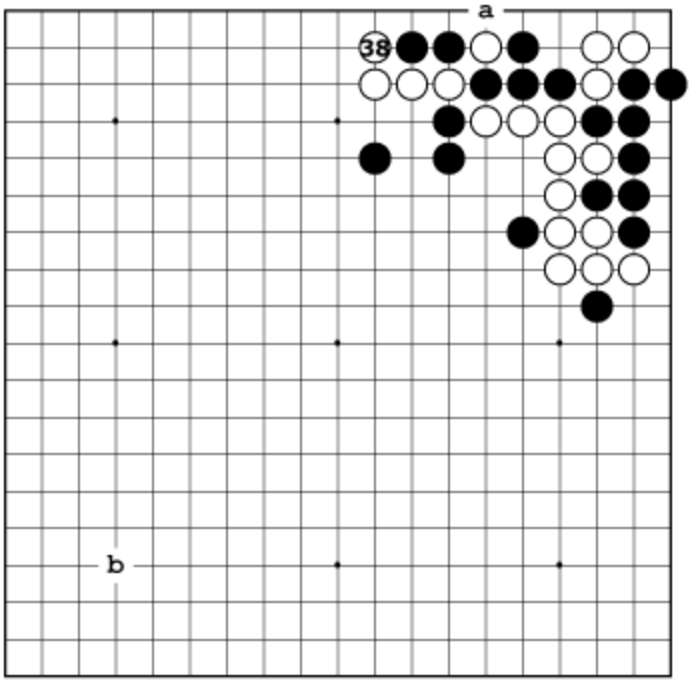
29 White 'a', creating a ko, is better than 'b', which gives White forcing moves.



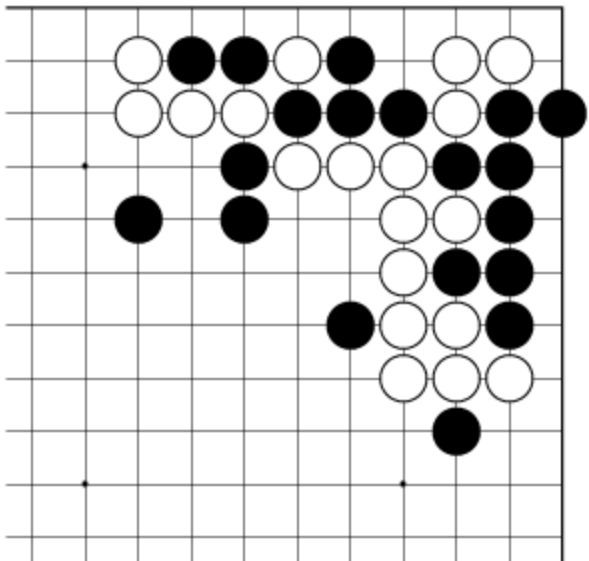
36 Black 'a' results in a ko. Black 'b' lets Black capture unconditionally, but the result does not favor Black.



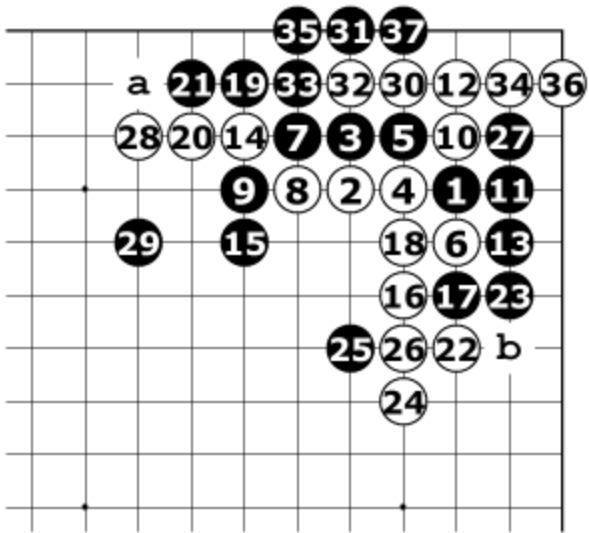
37 Black 37 lets Black capture the White corner stones unconditionally. Black pays for it by being sealed in, and having to later take the White corner stones off the board.



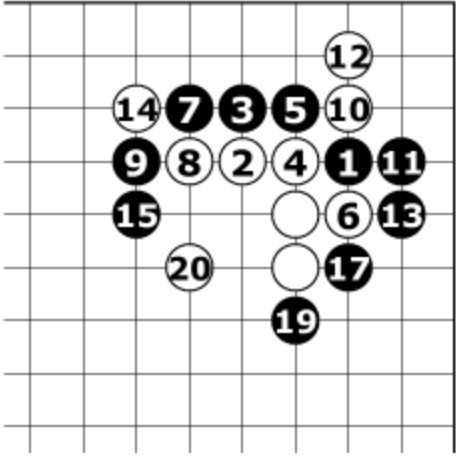
38 Black must take at 'a'. Black cannot afford to play elsewhere.



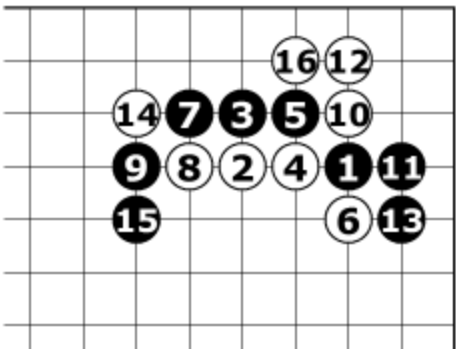
39 Black plays elsewhere, a mistake.



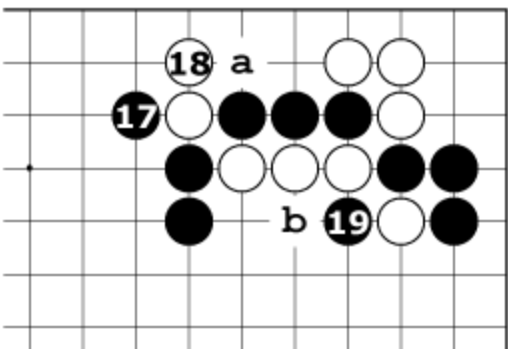
37 White 'a' or 'b' are sente.



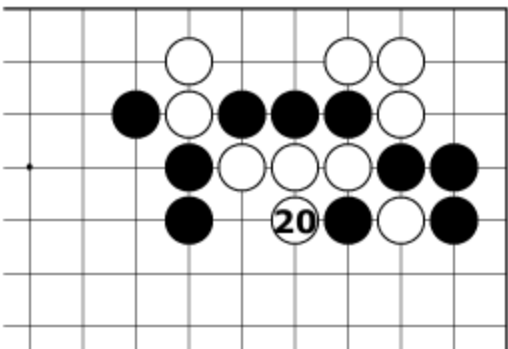
20 Same position as a variation of White 16 played on 18.



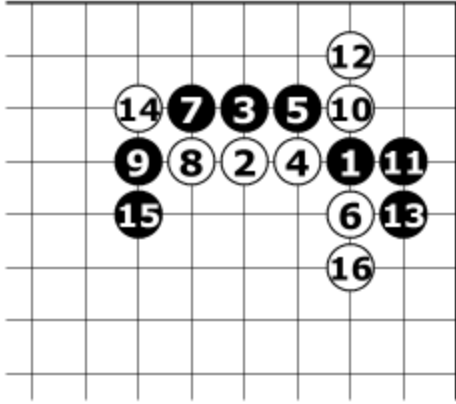
16 White 16 gives Black a slightly favorable result.



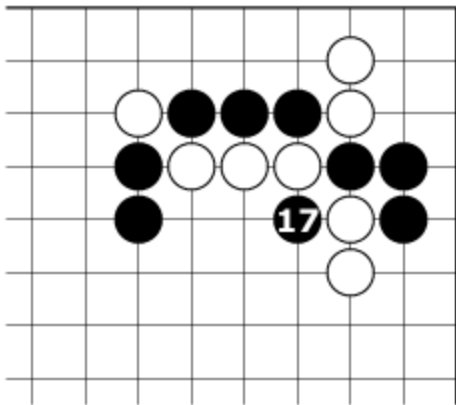
19 White continues with 'a'. White 'b' is a mistake.



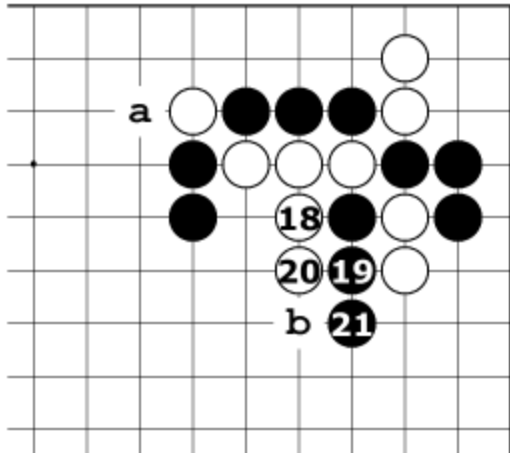
20 White 20 is a mistake. White gets caught in a ladder.



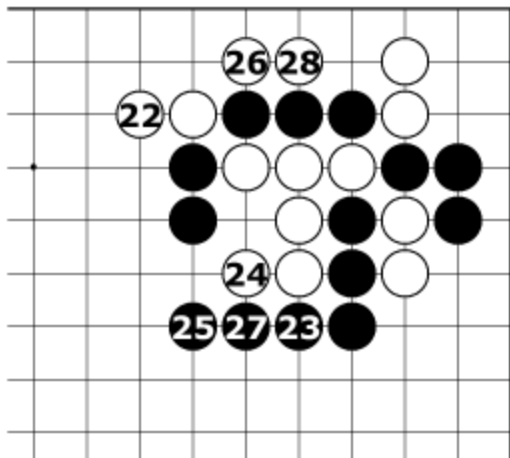
16 White 16 is not favorable.



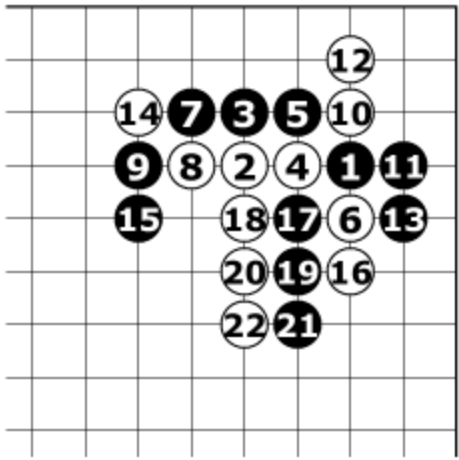
17 Black 17 seems vulgar but it works.



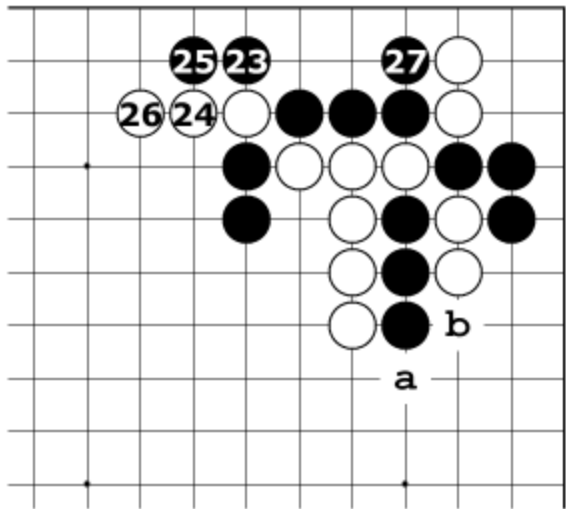
21 White continues with 'a'. White 'b' is unreasonable.



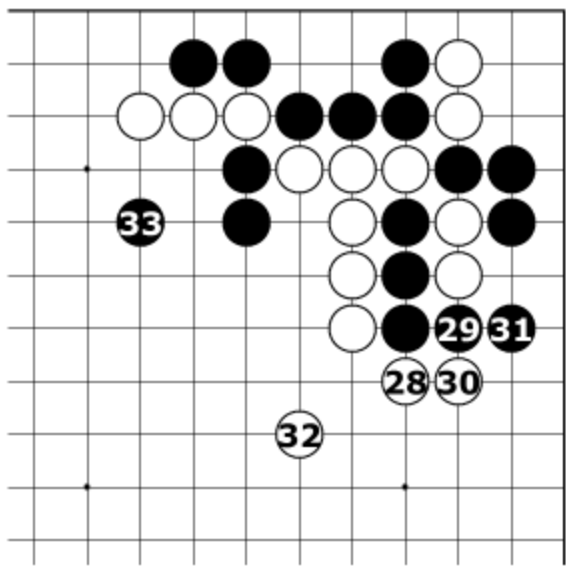
28 Black has great thickness; White, about 12 points.



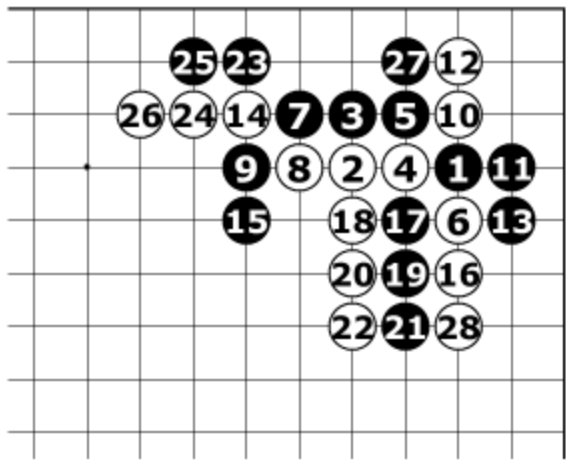
22 White 22 is unreasonable.



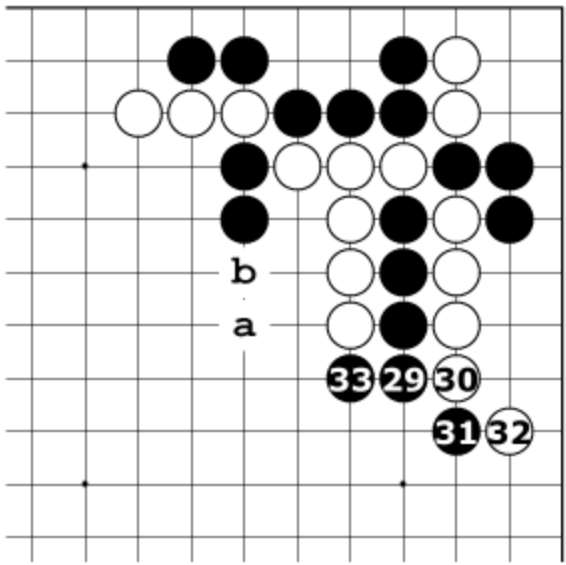
27 White continues with 'a'.
White 'b' is unreasonable.



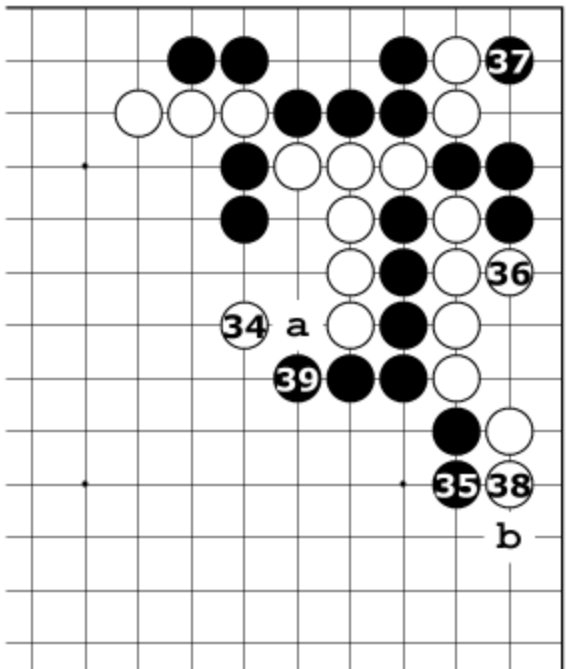
33 Besides the large corner profit, Black is able to fight in the center with good prospects.



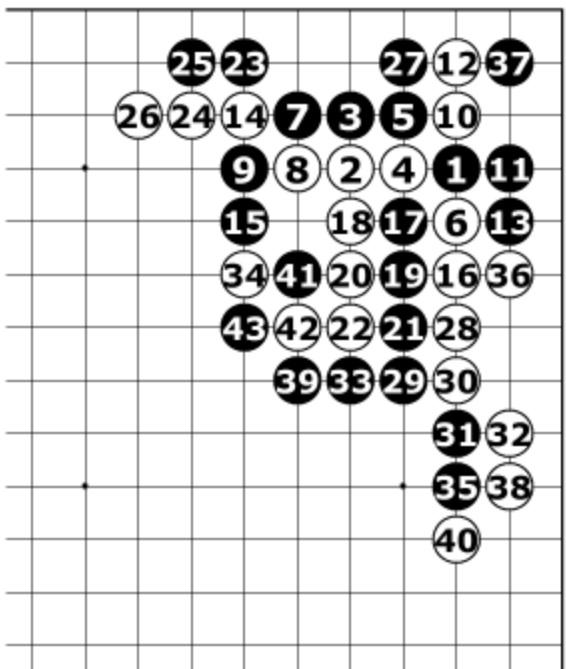
28 White 28 is self-destructive.



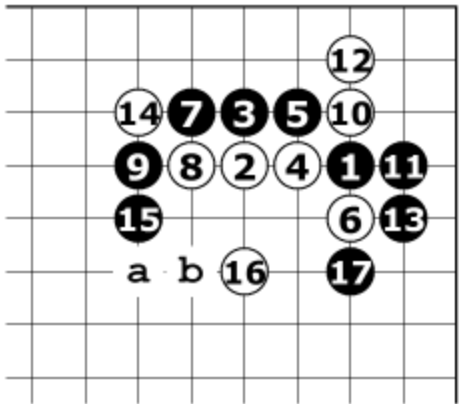
33 White may try 'a' or 'b'.



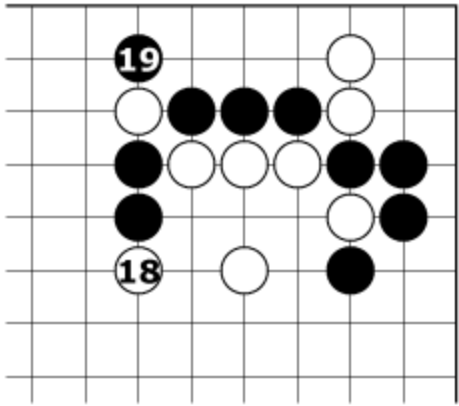
39 Now 'a' and 'b' are miai.
White loses either way.



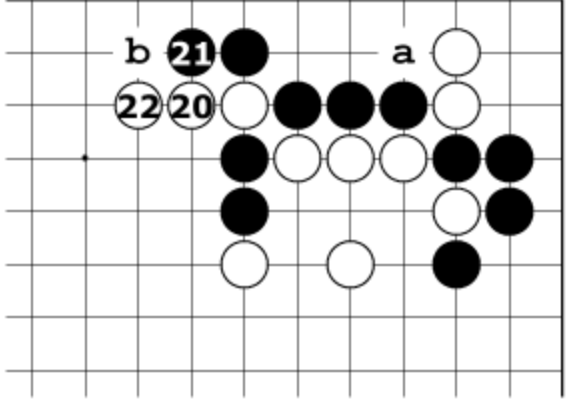
43 Snapback.



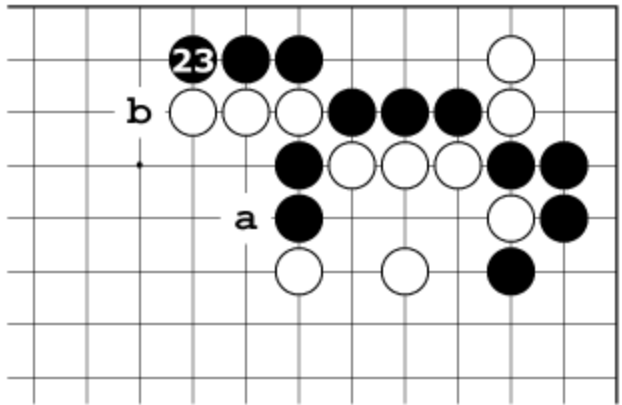
17 White continues with 'a'.
White 'b' is less favorable.



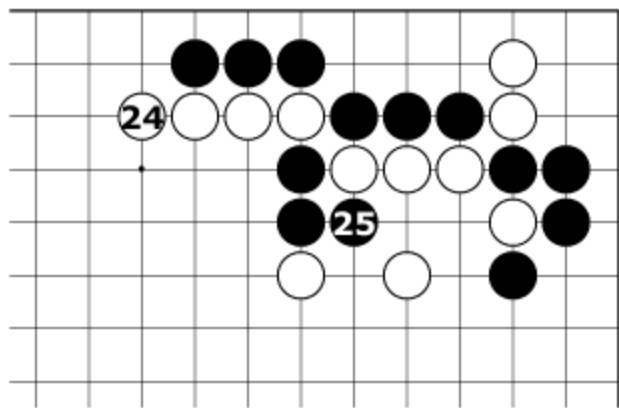
19 Black sacrifices the two stones in sente.



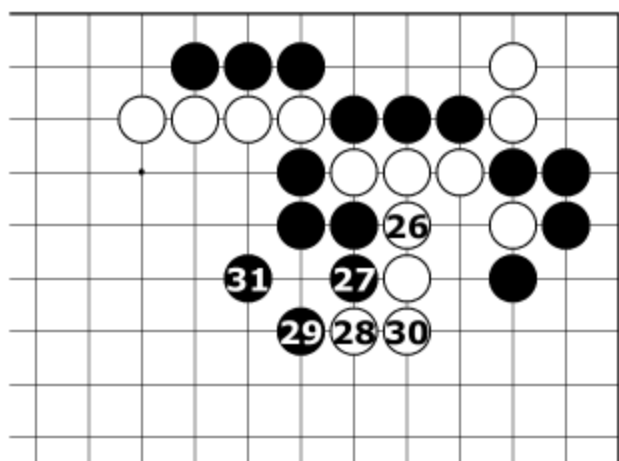
22 Black continues with 'a' or the more aggressive 'b'.



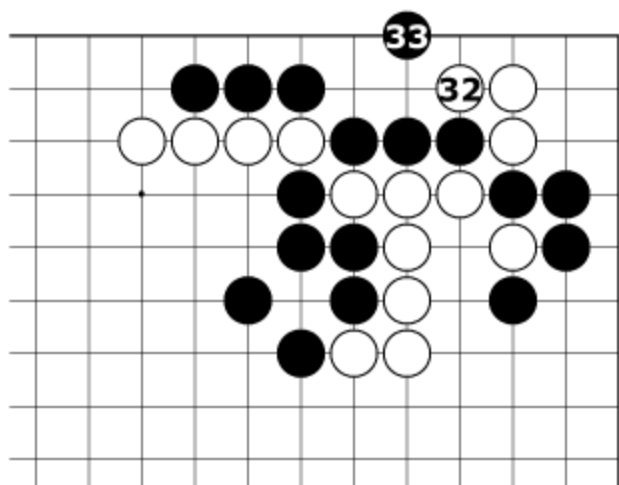
23 White continues with 'a'.
White 'b' is risky.



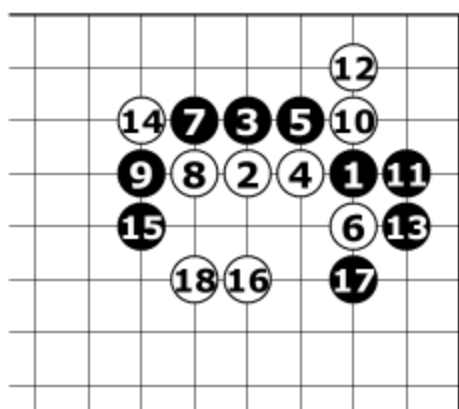
25 Black sets his stones in motion.



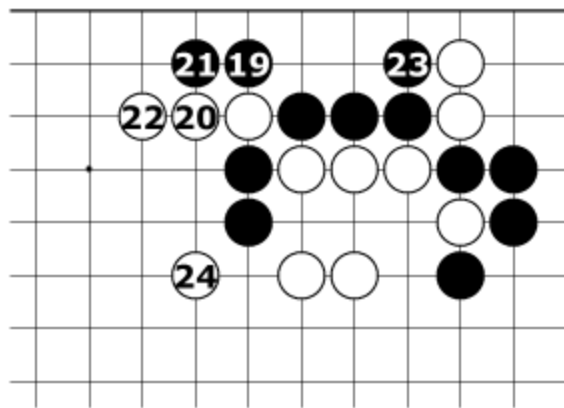
31 The ponnuki gives Black a reasonable result.



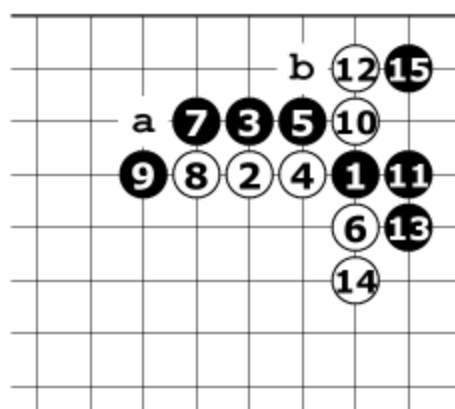
33 Black 33 is the tesuji that puts Black one move ahead.



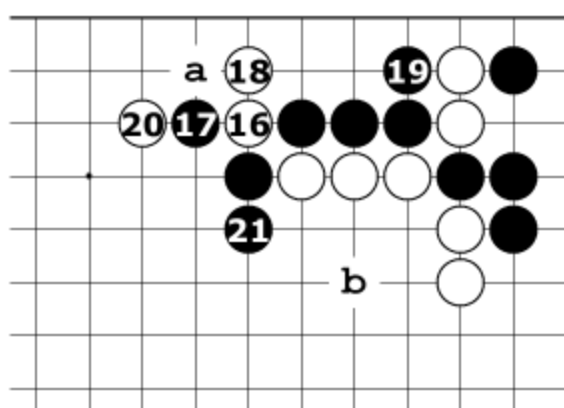
18 White 18 is not recommended.



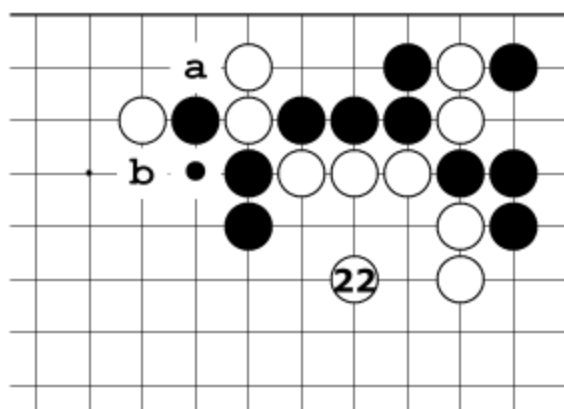
24 White's shape is thin.



15 White continues at 'a'. White 'b' is a mistake.

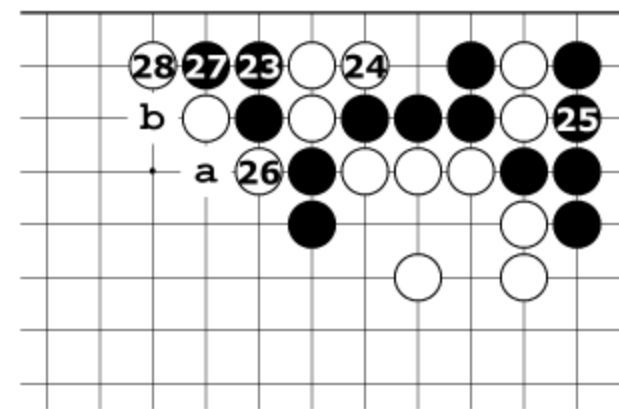


21 White is in trouble. 'a' and 'b' are miai for Black. If, however, the ladder is favorable for White, there is a way out.

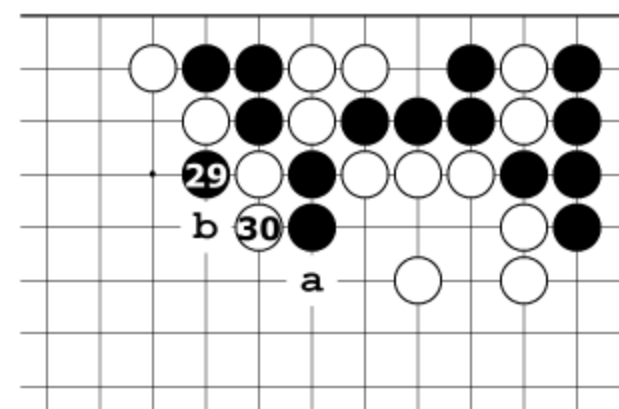


22 White plays this way if the ladder is favorable at the red dot.

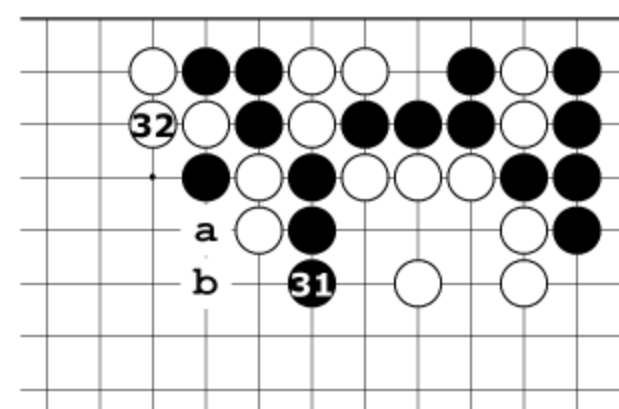
Black continues with 'a' or 'b'.



28 Black continues with 'a'. Black 'b' is a mistake.

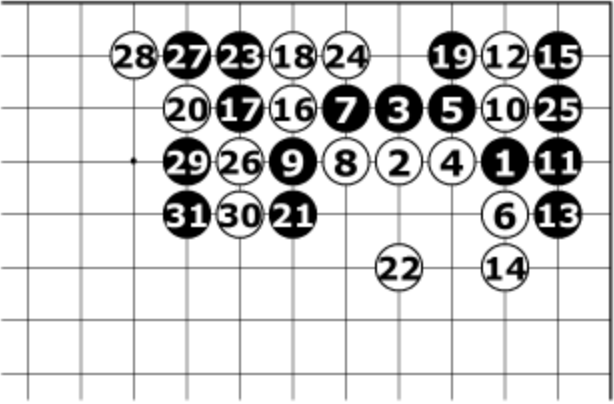


30 Black continues with 'a' or 'b'.

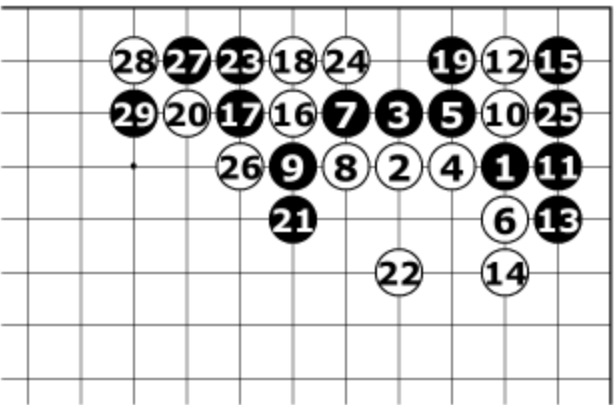


32 Black captures the White stones in a ladder if possible with 'a'.

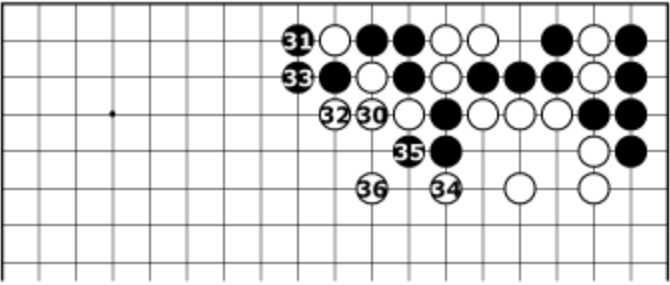
If White has the ladder, squeezing with 'b' is good enough for Black.



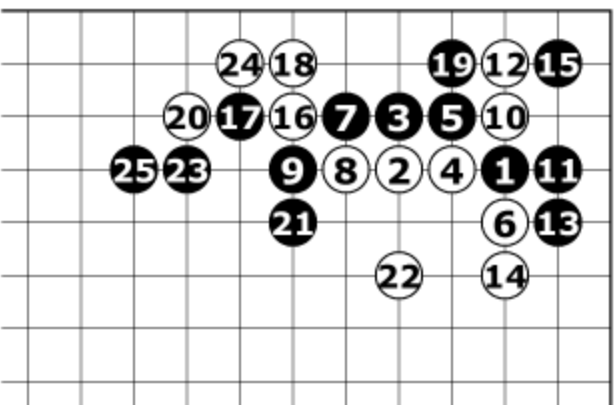
31 Black plays 31 with an unfavorable ladder, sacrificing two Black stones.



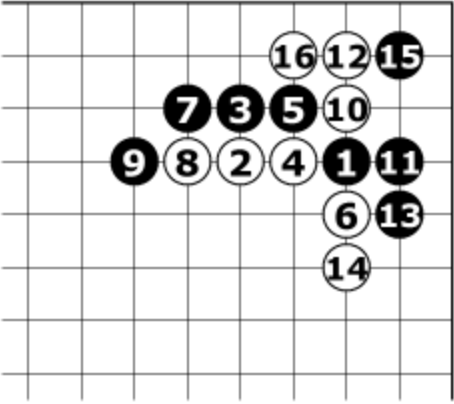
29 Black 29 is a mistake.



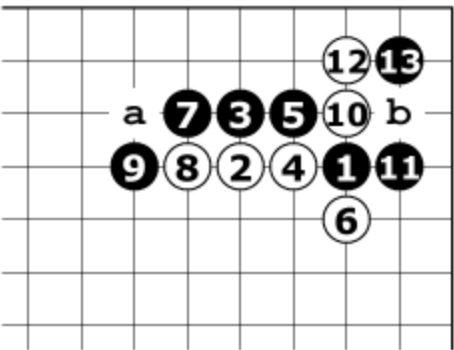
36 White squeezes with 34 and 36.



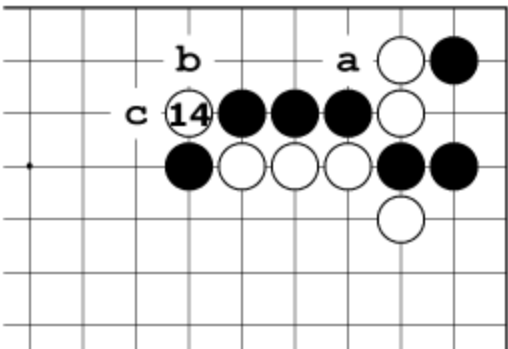
25 Black 25 is adequate.



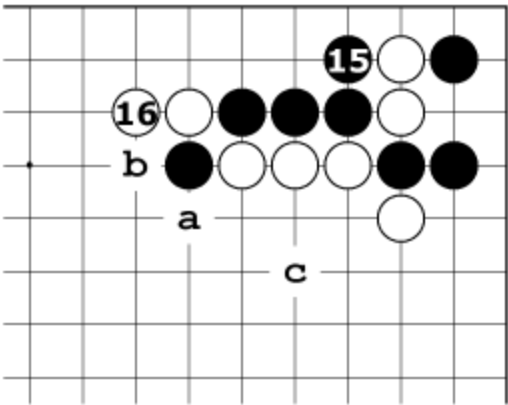
16 White 16 is a mistake.



13 White continues with 'a'. White 'b' is an early alternative to the joseki that developed, and not recommended.

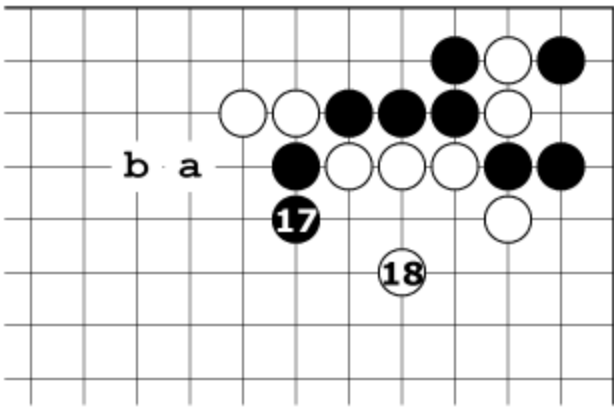


14 Black continues with 'a'. Black 'b' is not recommended. Black 'c' is something of a trick play that should not work if White plays carefully.

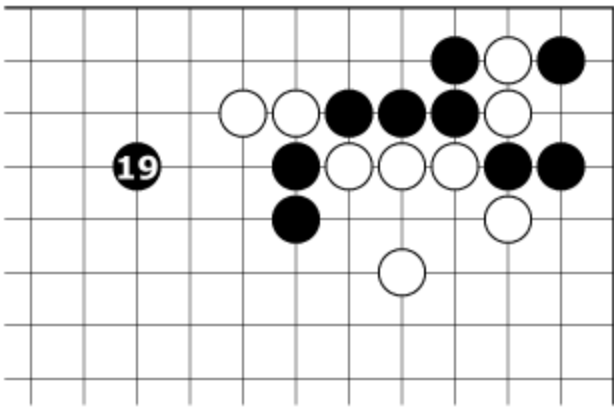


16 Black continues with 'a' or

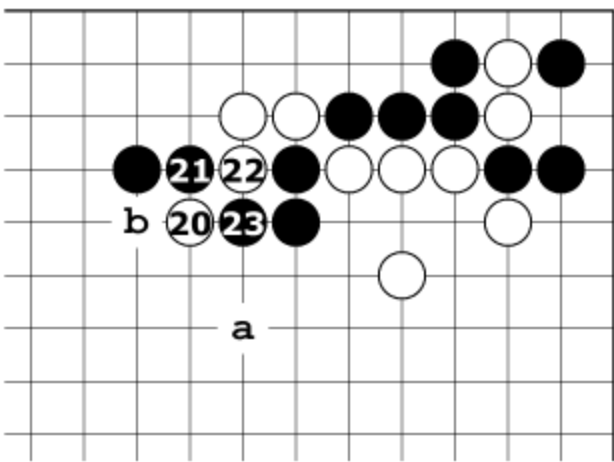
'b', or, with a favorable ladder (in capturing Black 9) 'c'.



18 Black continues with 'a' or 'b'. Black must have the ladder to play 'b'.

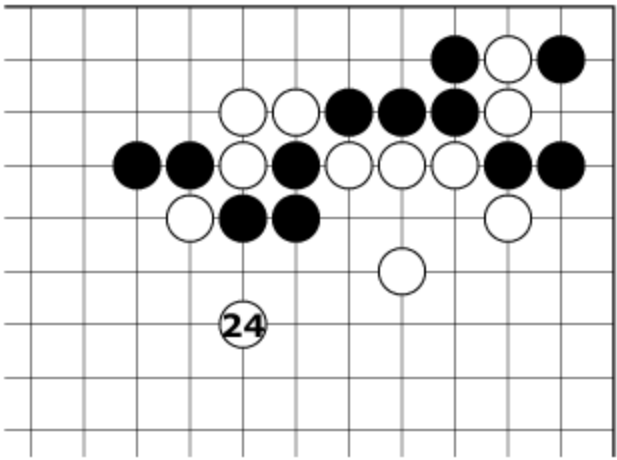


19 Black must have the ladder to play 19.

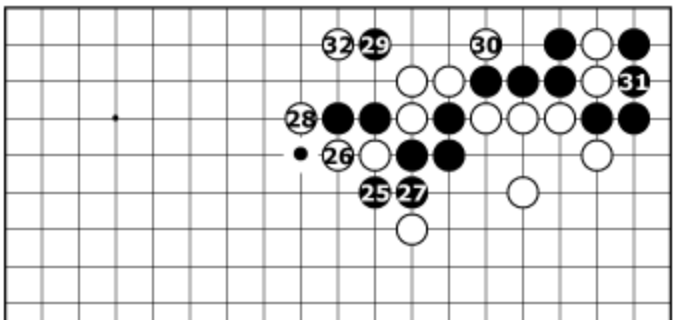


23 Now the issue of whether Black can capture White 20 in a ladder.

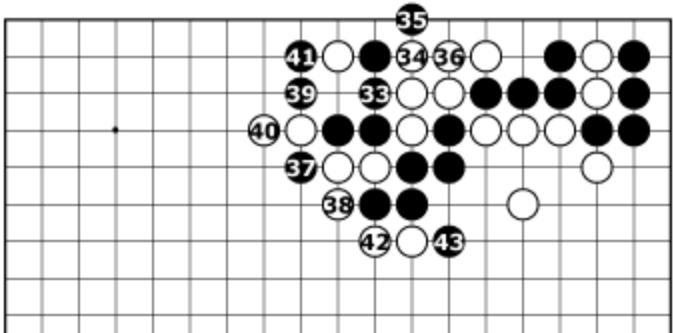
White continues with 'a'. White 'b' is premature.



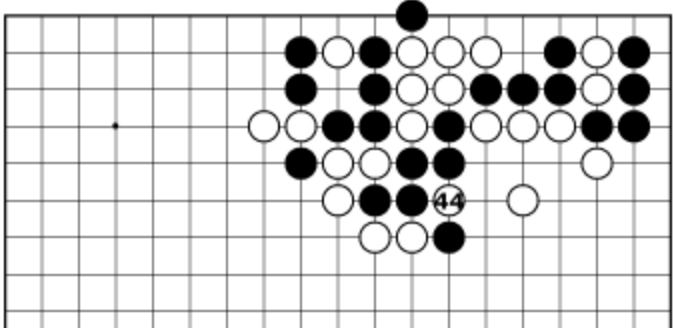
24 White plays 24 if Black cannot capture White 20 in a ladder.



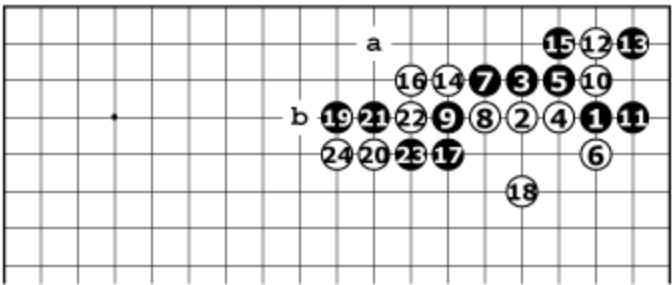
32 White 32 is a tesuji to get Black to cut at the marked location.



43 If Black 43....

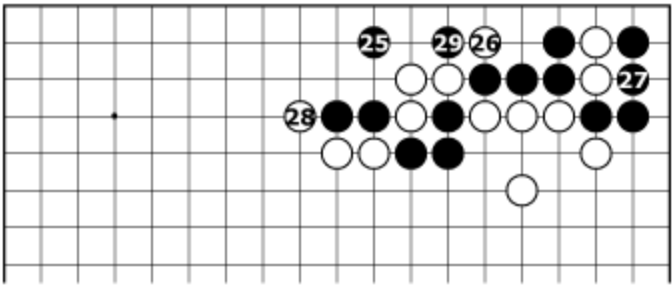


44 ... White throws in and sets up a ladder.

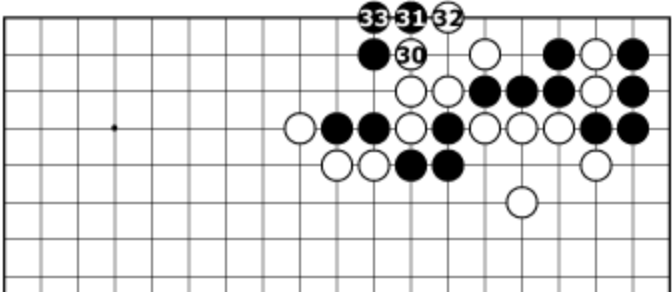


24 White 24 is a mistake.

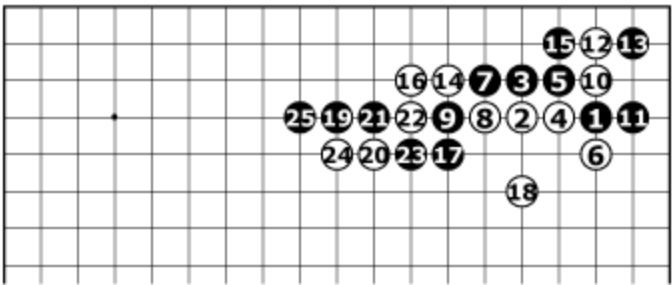
Black continues with 'a'. Black 'b' is slack.



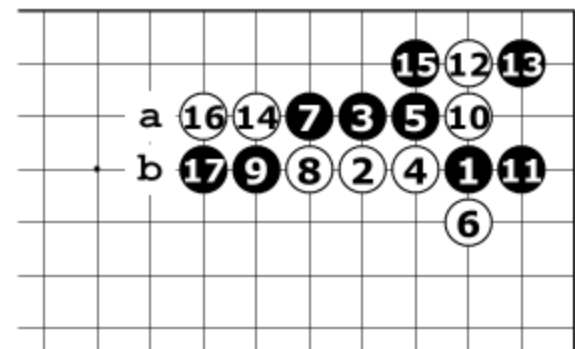
29 The throw-in of Black 29 puts White one move behind.



33 White loses.

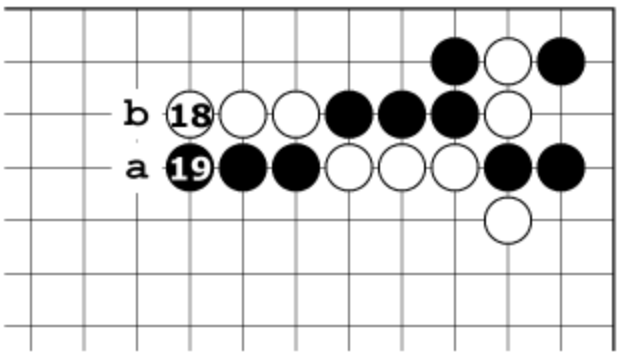


25 Black 25 is a mistake.

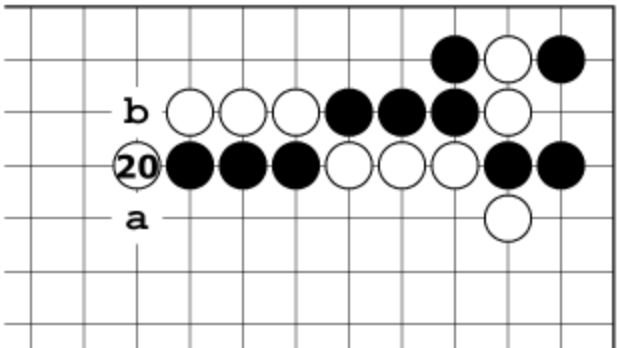


17 Black 17 is tough-minded.

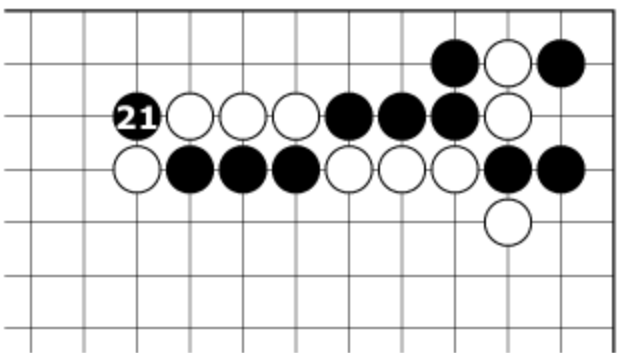
White continues with 'a'. White 'b' is a mistake.



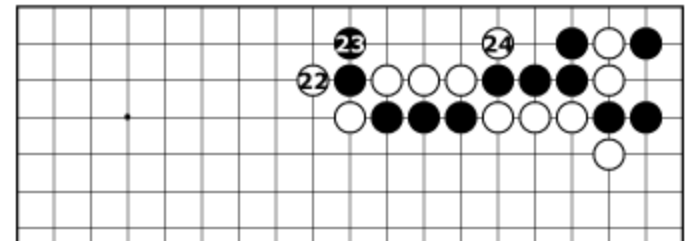
19 White continues with 'a'. White 'b' is slack.



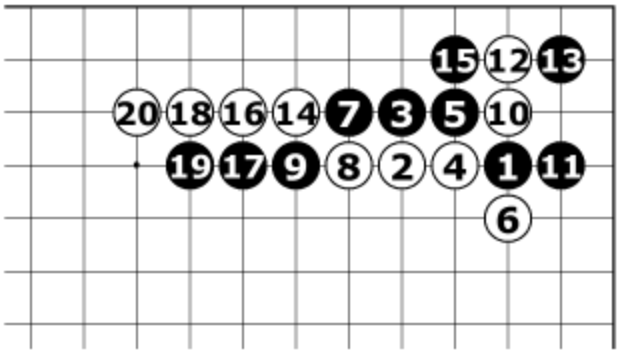
20 Black continues with 'a'. Black 'b' is a mistake.



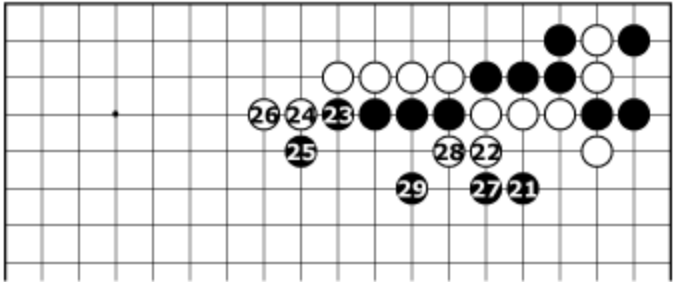
21 Black 21 is a mistake.



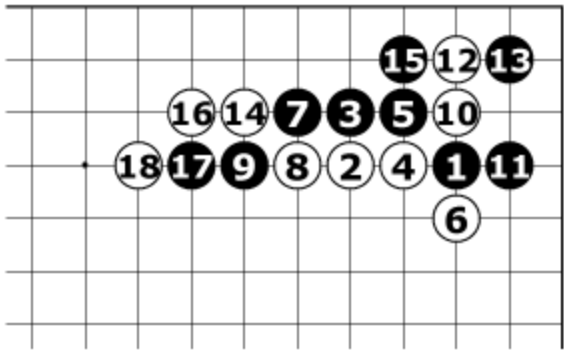
24 White 24 is the reason the cut of Black 21 is unreasonable.



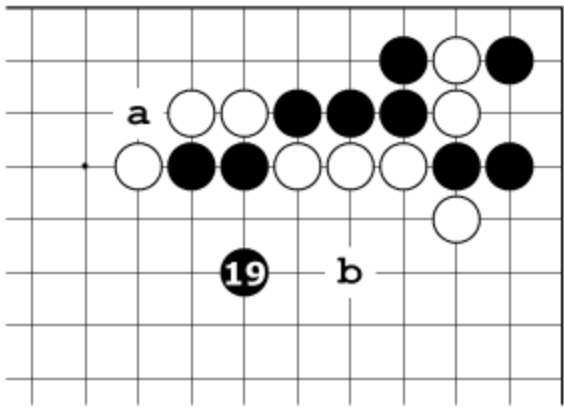
20 White 20 is slack.



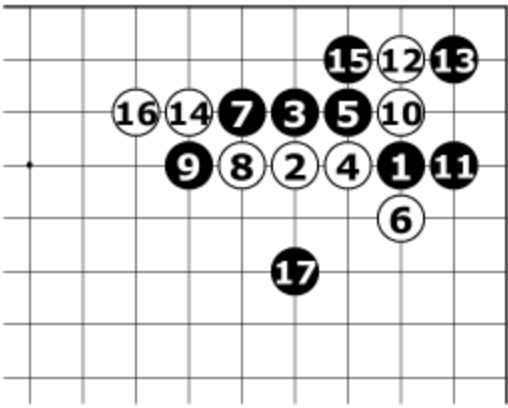
29 White is short of liberties and cannot break through the Black net.



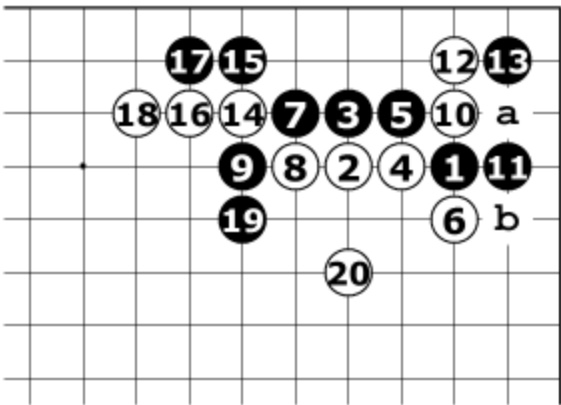
18 White 18 is rash.



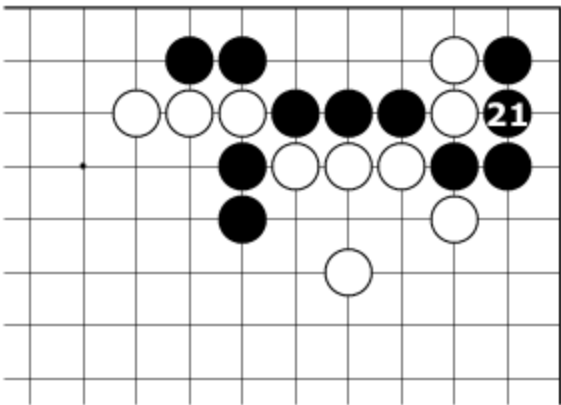
19 'a' and 'b' are miai. White is in trouble.



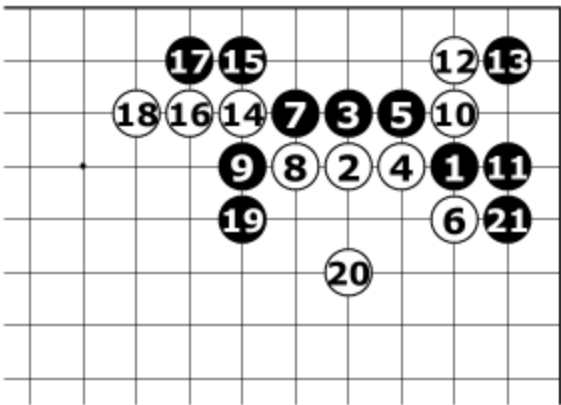
17 Black can play 17 only if the ladder to capture Black 9 is not favorable for White.



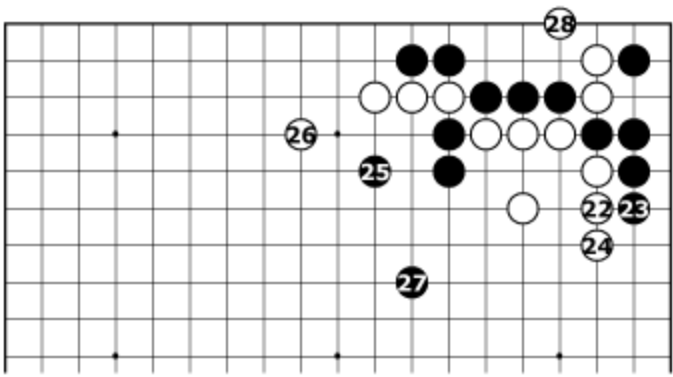
20 Black continues with 'a'. Black 'b' is not recommended.



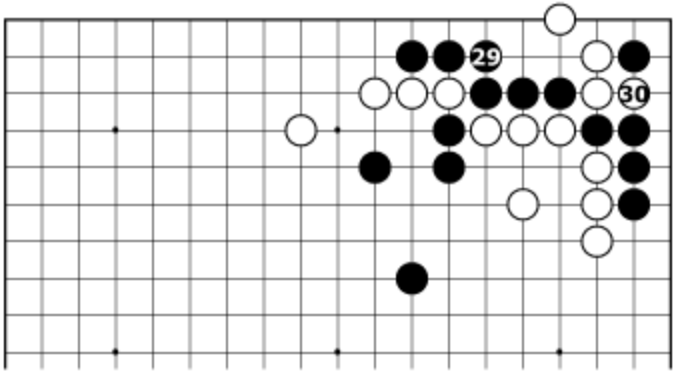
21 Black must play 21; the alternatives are not favorable.



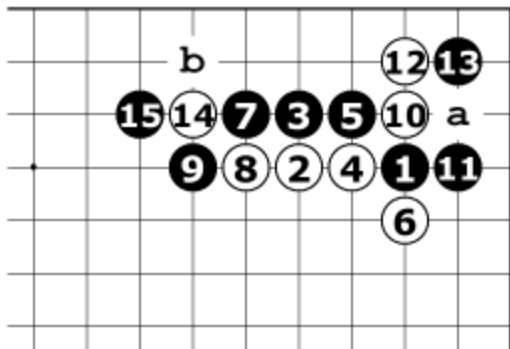
21 Black 21 is not recommended.



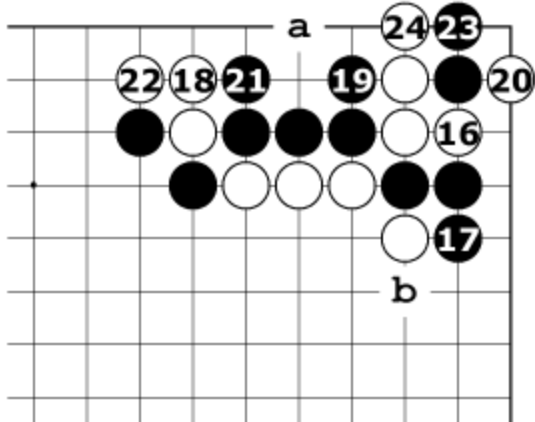
28 White 28 is a great tesuji, often appearing in old avalanche sequences.



30 White sets up a 'flower-viewing' ko: Black has everything to lose.

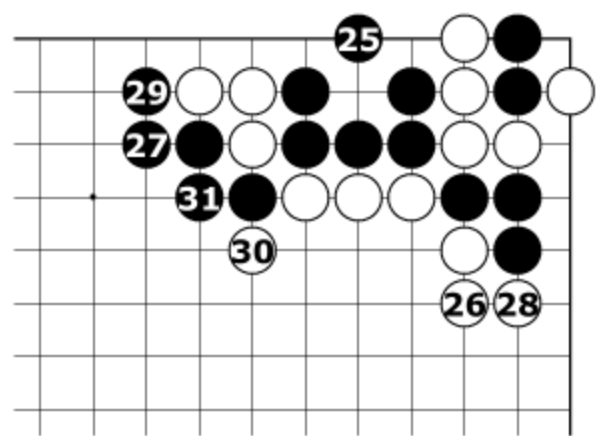


15 Black 15 is a trick play, though not obviously so. White continues with 'a'. White 'b' falls into the trap.

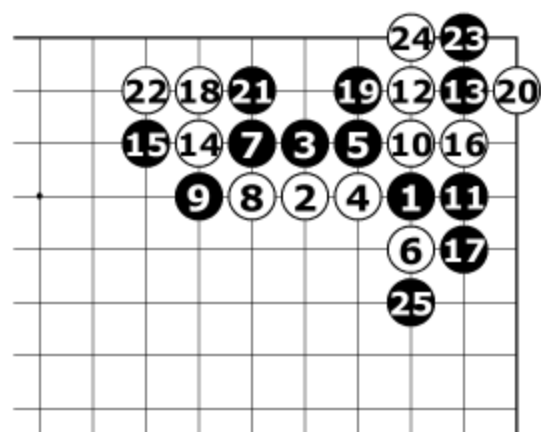


24 Black loses the capturing race. Black best continue with 'a'. Black 'b' is not

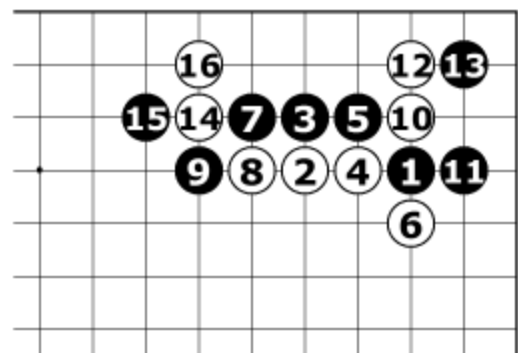
recommended.



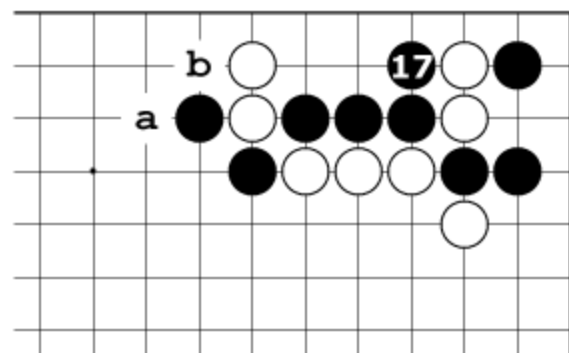
31 White has a favorable result.



25 Black 25 is not recommended.

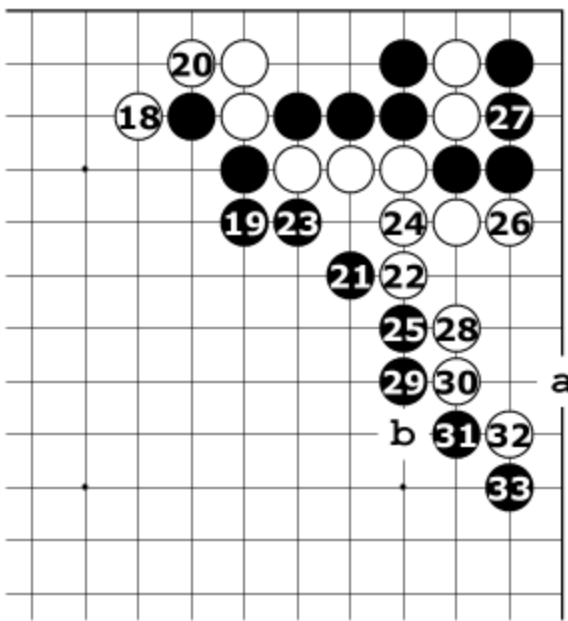


16 White 16 falls for the trick.

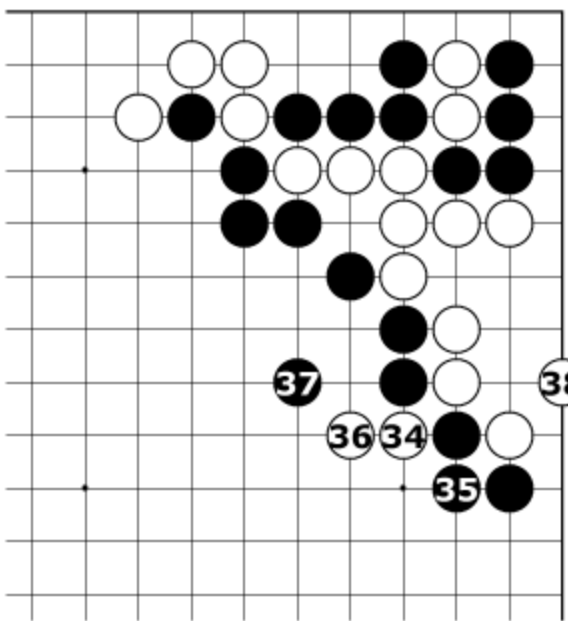


17 White loses. White continues with 'a'.

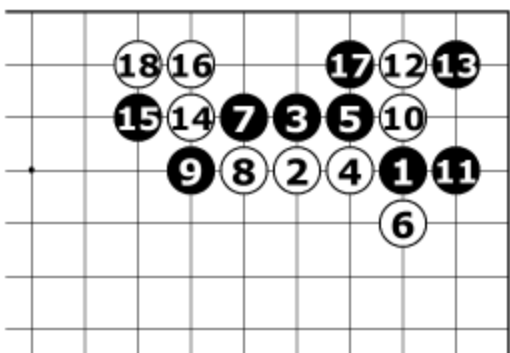
White 'b', Black 'a', is ridiculous for White.



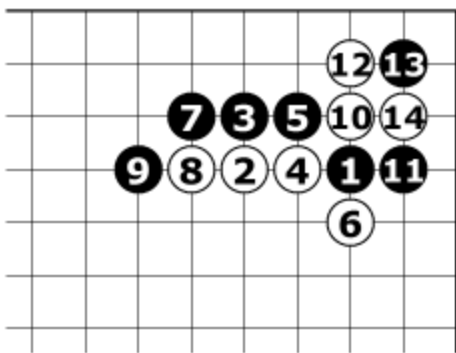
33 White concedes with 'a', or struggles to cause trouble with 'a'.



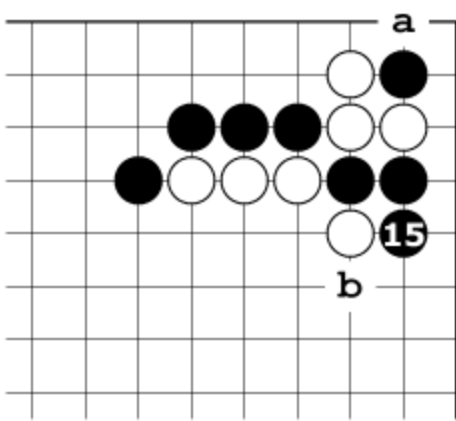
38 Black now has the two White center stones as a fresh target.



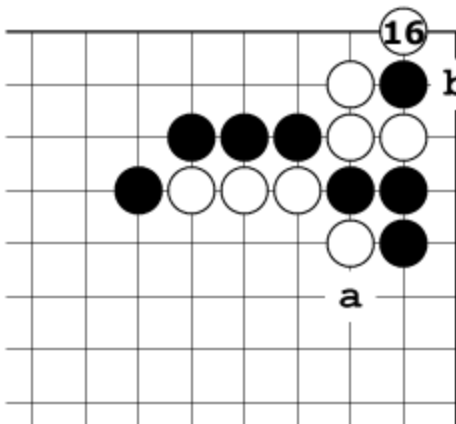
18 If you are considering this variation, now is a good time to take up chess.



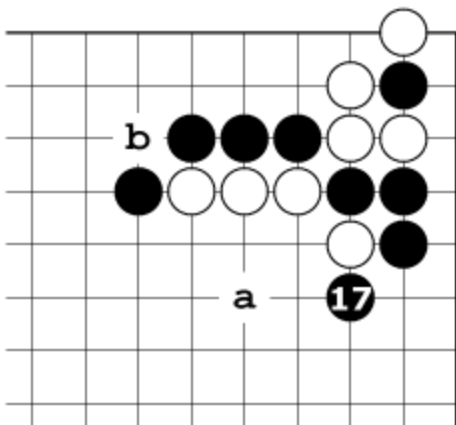
14 White 14 is not recommended.



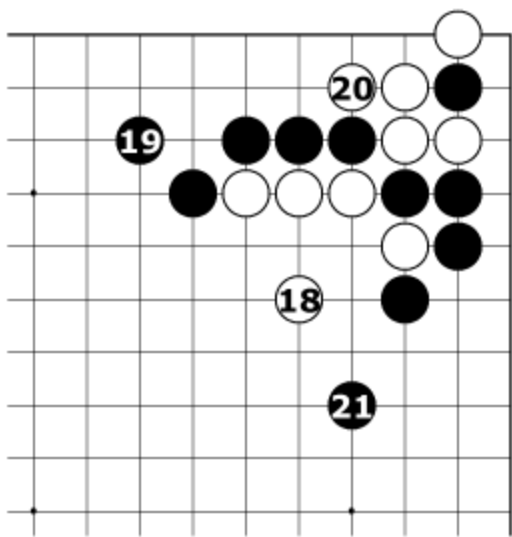
15 White continues with 'a' or 'b'.



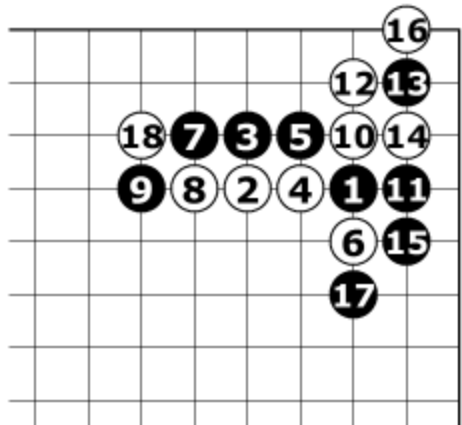
16 Black continues with 'a'. Black 'b' is not recommended.



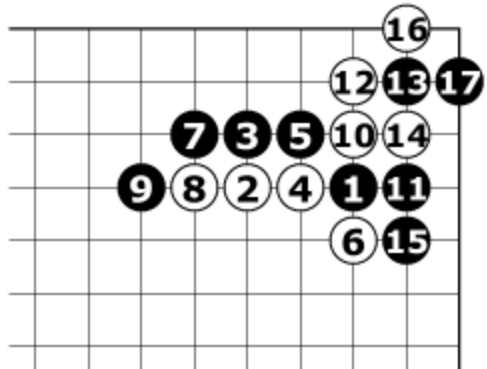
17 White continues with 'a'. White 'b' is a reckless mistake.



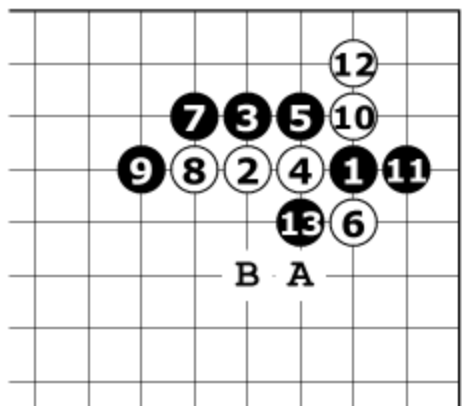
21 Black has nice shape on both sides, with White on the run in the center. Nice for Black.



18 White 18 is a reckless mistake.

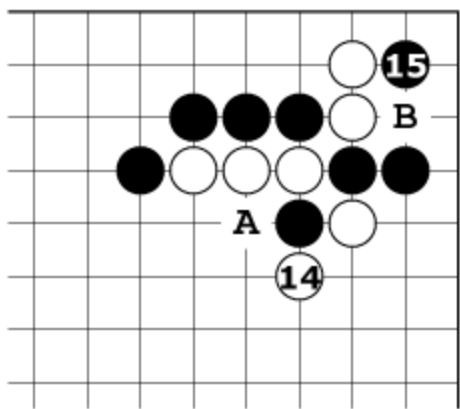


17 Black 17, trying to prevent White from getting two eyes in the corner, is not recommended.

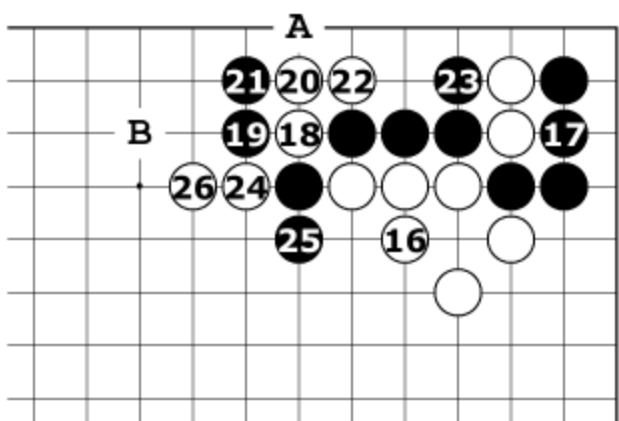


13 'A' is joseki, 'B' is also

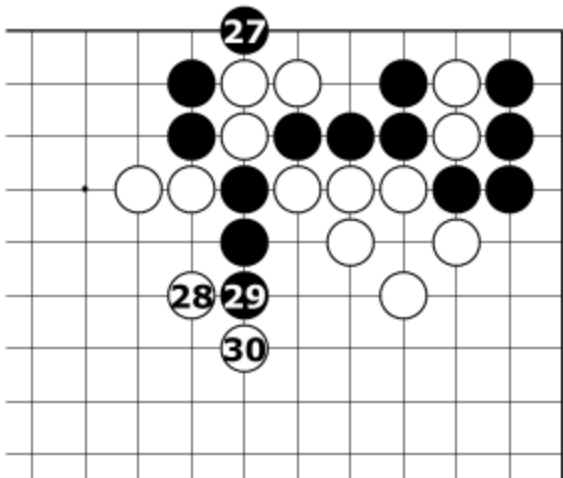
possible.



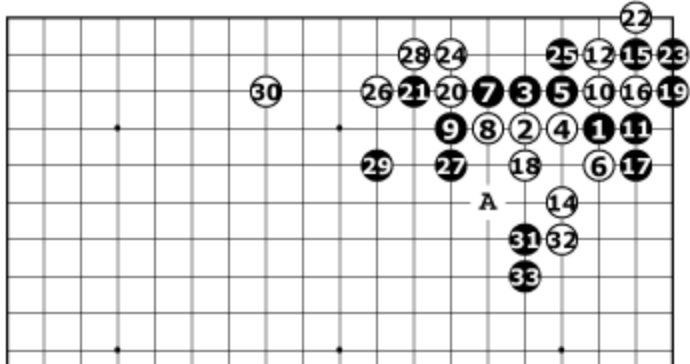
15 'A' is joseki, 'B' is not good.



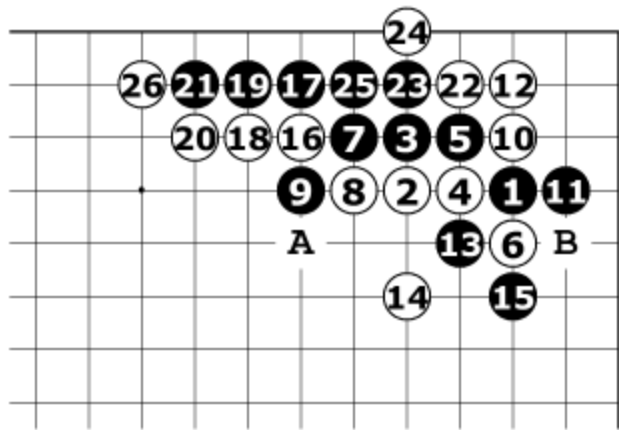
26 'A' is joseki, 'B' is a severe mistake.



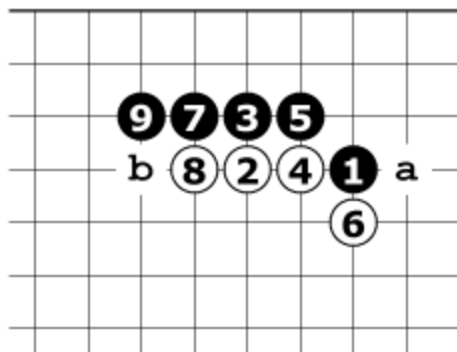
30 This is the most easy and peaceful variation 2005 according to Oya Koichi 9P.



33 Playing on 'A' creates dane-zumari and isn't good for White.

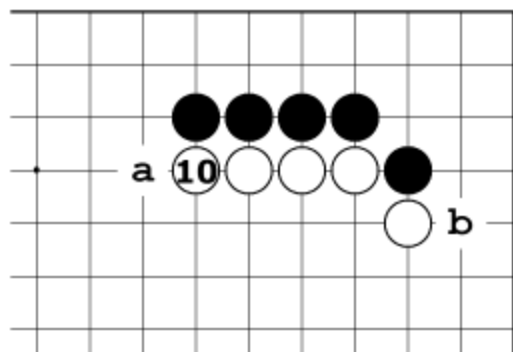


26 'A' is correct, 'B' is wrong.

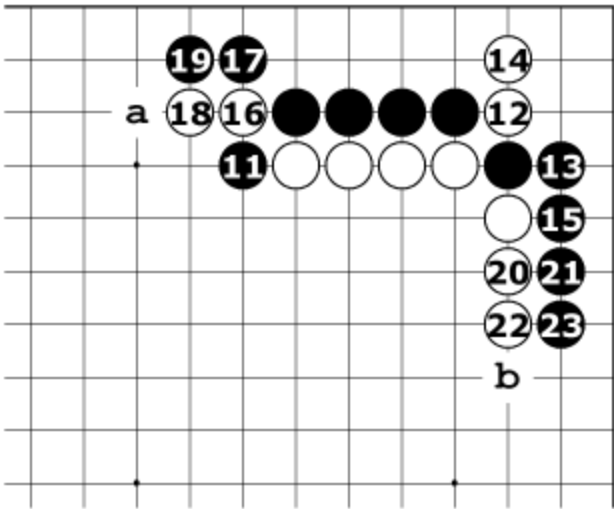


9 Black 9, a bit submissive, but adequate, and avoids the avalanche.

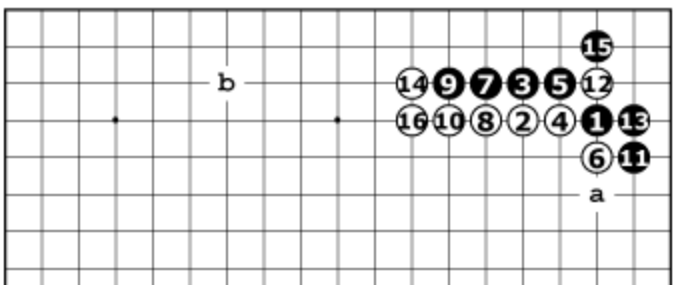
White continues with 'a'. White 'b' is not recommended as giving a locally equal result, but may make strategic sense.



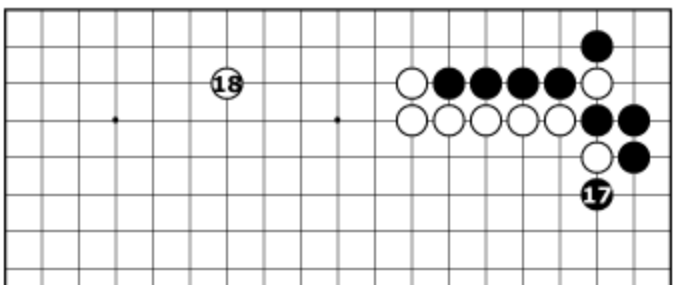
10 White 10 only makes sense strategically; locally it results in a loss.



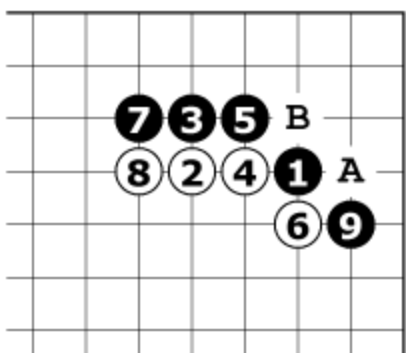
23 Now 'a' and 'b' are miai for Black.



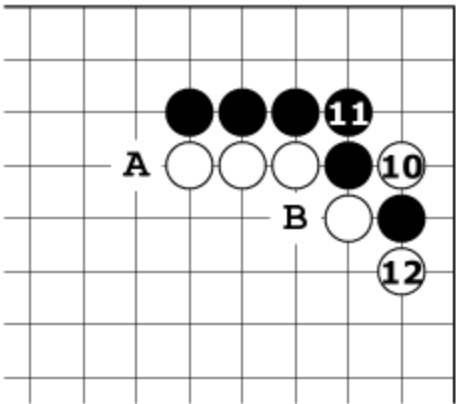
16 'a' and 'b' are miai.



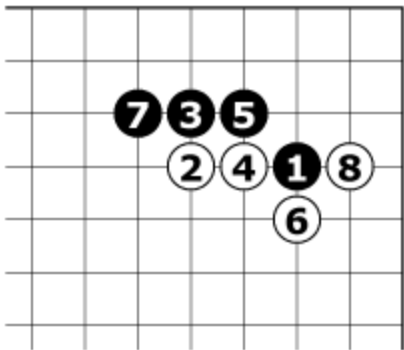
18 White needs to extend at least as far as 18 to compensate for the loss in the corner.



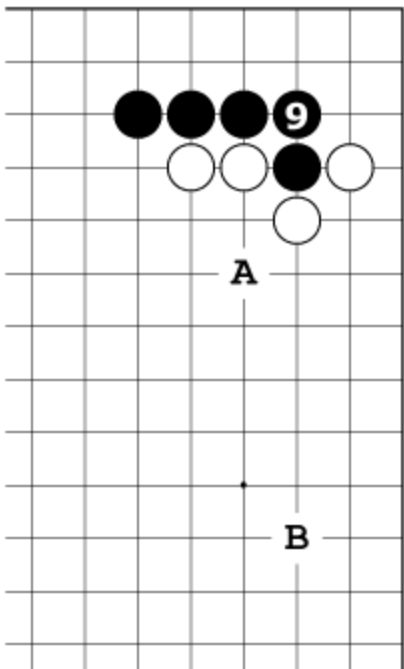
9 'A' is correct, 'B' is a mistake.



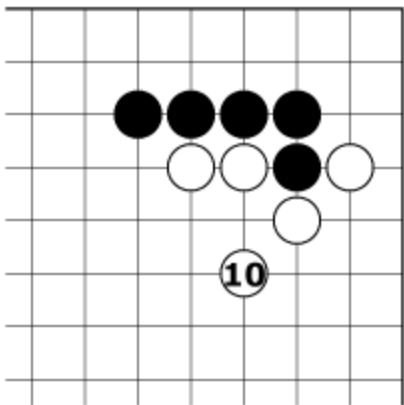
12 'A' or 'B'.



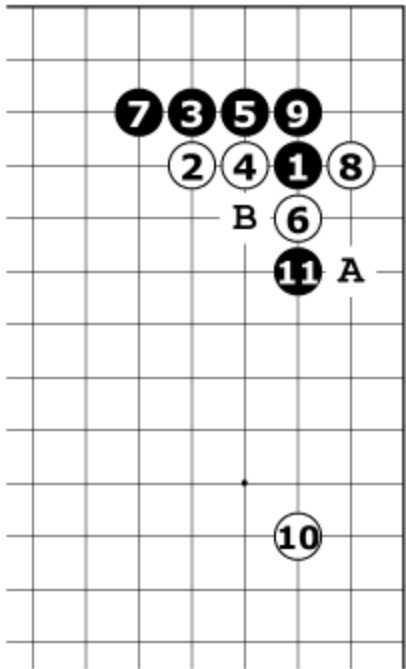
8 White avoids the avalanche.



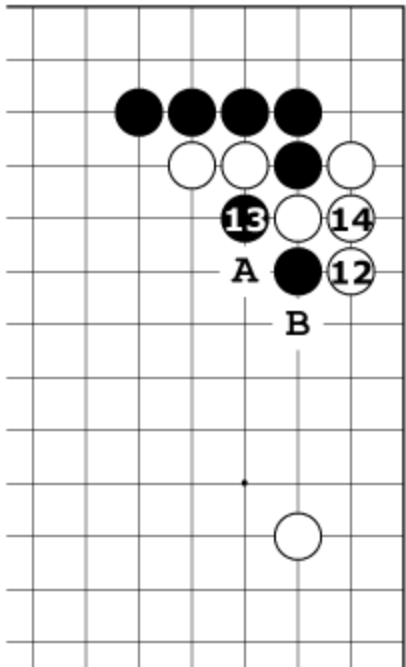
9 'A *' is joseki, but the White formation is without extension. 'B' sers up a Mini Chinese opening.



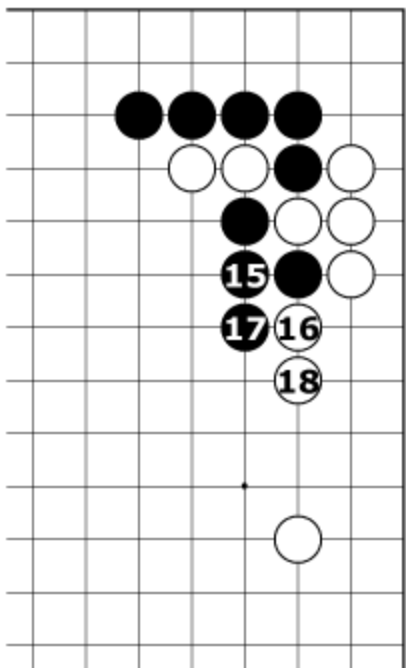
10 * GOOD VARIATION *



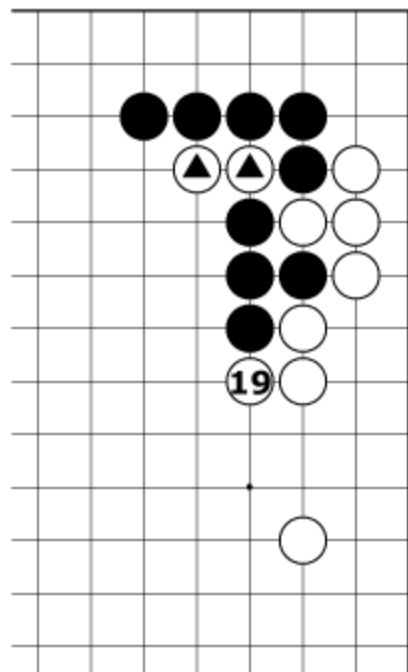
11 'A' is possible. After 'B' White is heavy, Black light. 'B' is possible if the White extension is nearer.



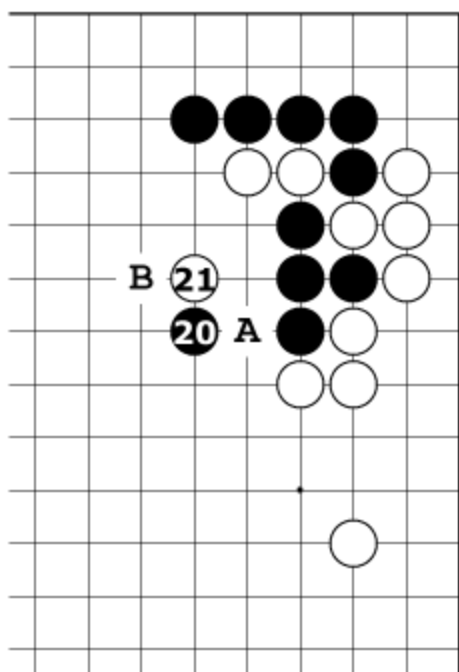
14 'A' is correct, 'B' is a mistake.



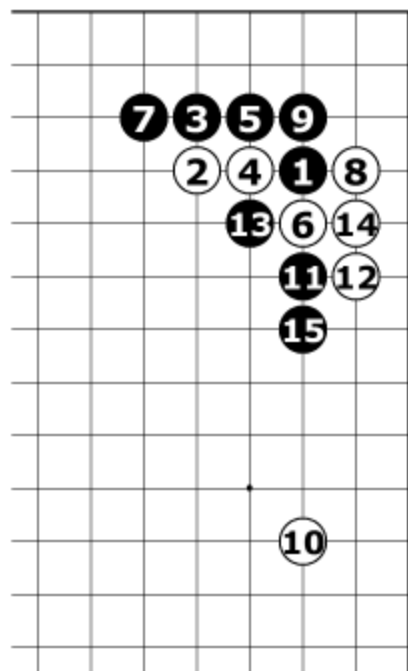
18 White territory and aji for Black thickness.



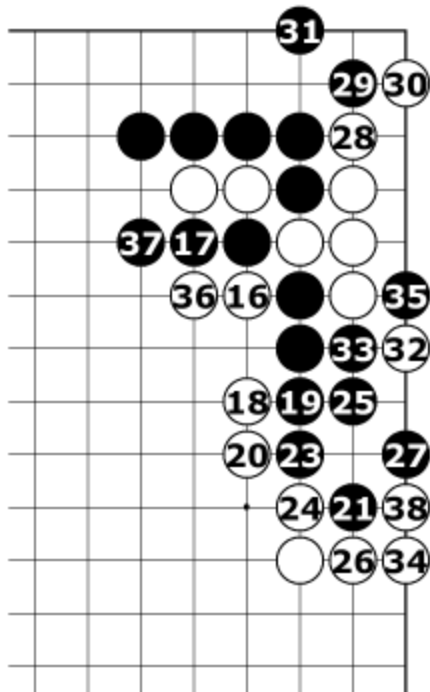
19 To understand the aji of the two marked stones, let's assume, later White plays here.



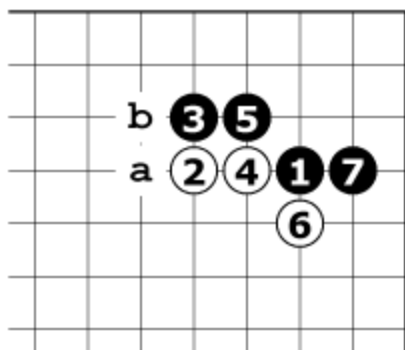
21 'A' is correct, 'B' leads to bad shape.



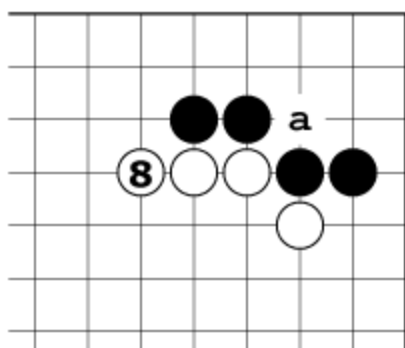
15 Mistake!



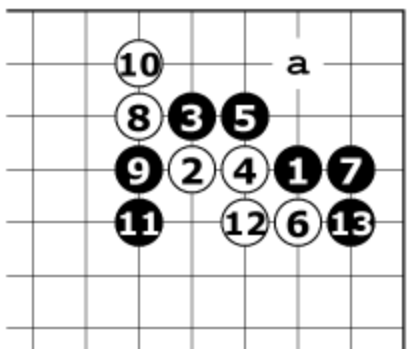
38 Ko.



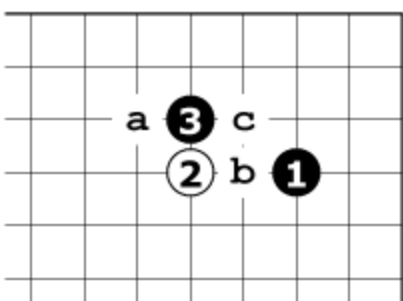
7 Black 7 has the advantage of Black later extending down the right from Black 7. White continues with 'a'. White 'b' may be possible with support on the right.



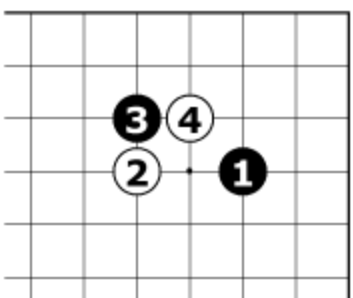
8 White treats Black 7 as equivalent to a solid connection at 'a', so White 8 is the only move, but unlike the solid connection, a potential cutting point at 'a' remains.



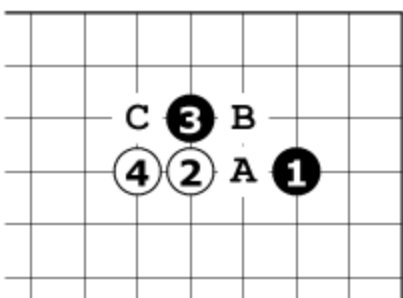
13 Unless Black can the two White cutting stones, Black 13 is advised. Black 'a' is too submissive.



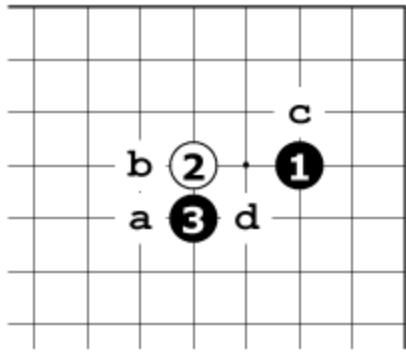
4 White plays elsewhere. Possible local Black continuations include 'a' to 'c'.



4 White 4 is not joseki.



4 'A' is good for Black. 'B' and 'C' are joseki: 'B' = variation 34-d-c-a-a-b 'C' brings variation 34-d-c-b-d, the big avalanche

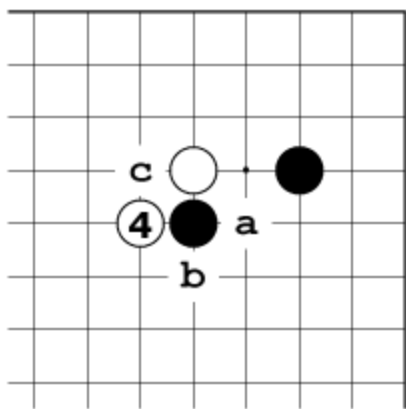


③ The idea of Black 3 is not to fall behind in influence. White continues with 'a *' to 'c *'.

White can only play 'c' with a favorable ladder to the lower left corner. White suffers a serious loss of territory with potentially no compensation if the ladder is not favorable and Black plays most serverly.

White 'd' is not joseki. White loses the corner.

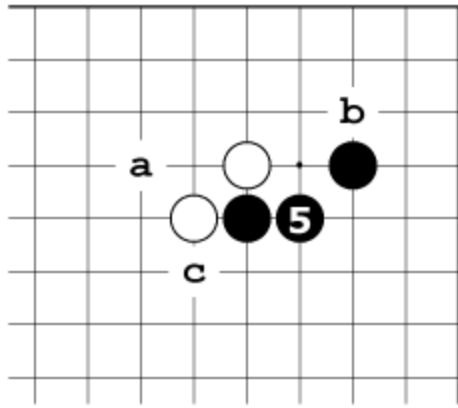
- a1 - Black choice
- b2 - Black right, White top
- c3 - Black choice; White must have the ladder or lose
- d4 - White loses the corner



④ Black continues with 'a *' or 'b'. Black 'a' is typical.

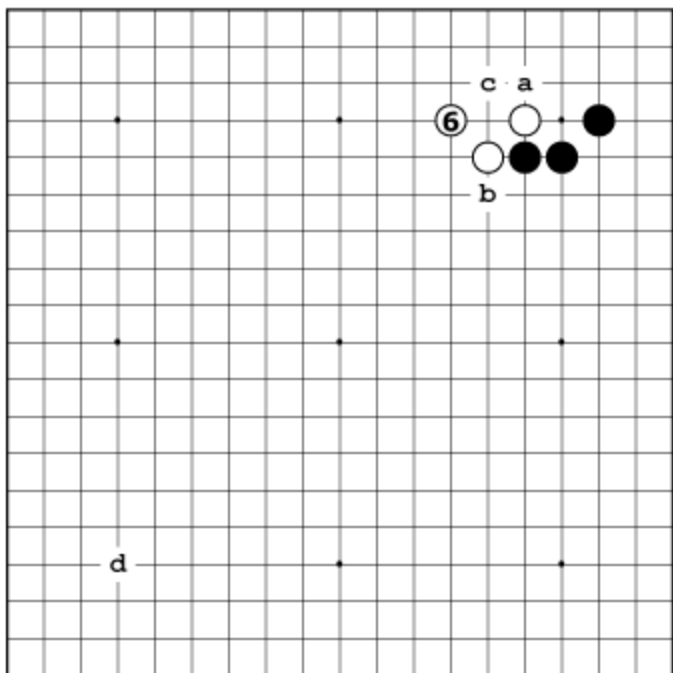
Black 'b' shows a tough attitude. If White plays in an equally uncompromising way, a large-scale complex fight can result.

'c' is a trick play.



⑤ White continues with 'a *' to 'c *'. White 'd' is not recommended.

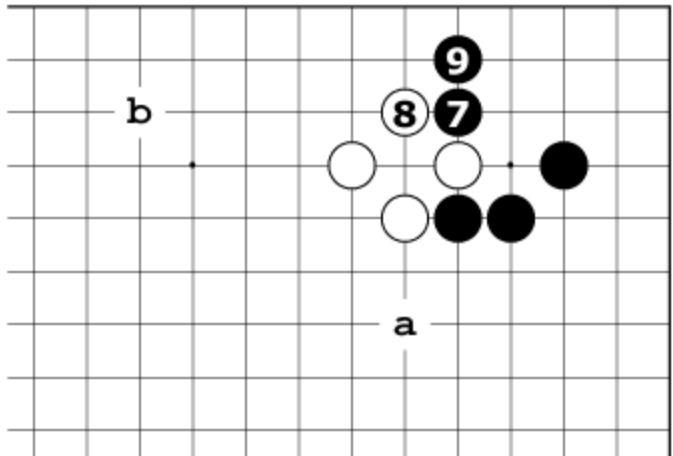
- a1 - Black choice of territory or influence
- b2 - Black corner; toward the top (sacrificing Black 3 & 5)
- c3 - White influence, oriented towards top, but sacrificing a large corner



⑥ Black continues with 'a *' for territory or 'b *' for influence.

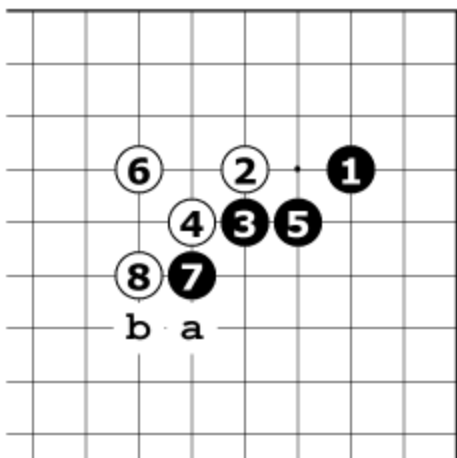
White 'c' is an old pattern, no longer considered joseki.

Tenuki 'd' is possible.

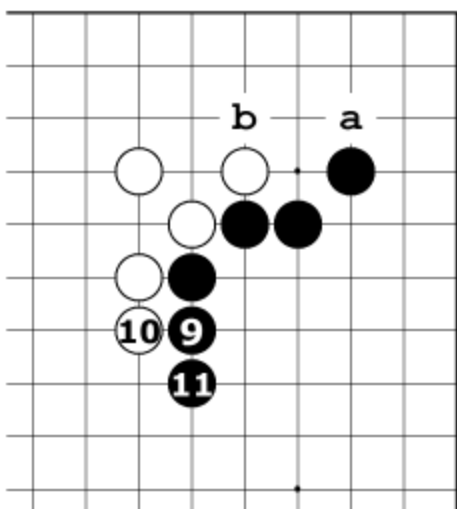


⑨ * GOOD VARIATION *

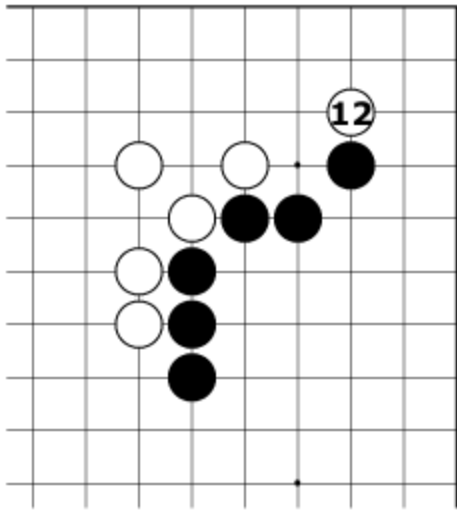
White continues with 'a' or 'b', or plays elsewhere.



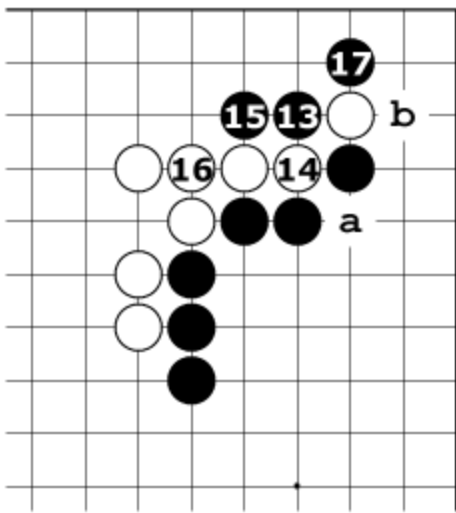
⑧ Black continues with 'a' or 'b *'.



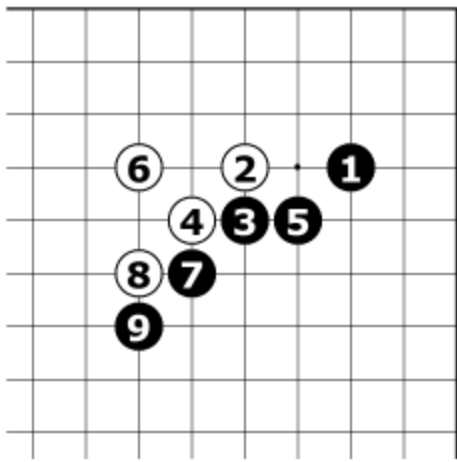
⑪ The joseki ends. A White play at 'a' is unreasonable. Black 'b' secures considerable profit.



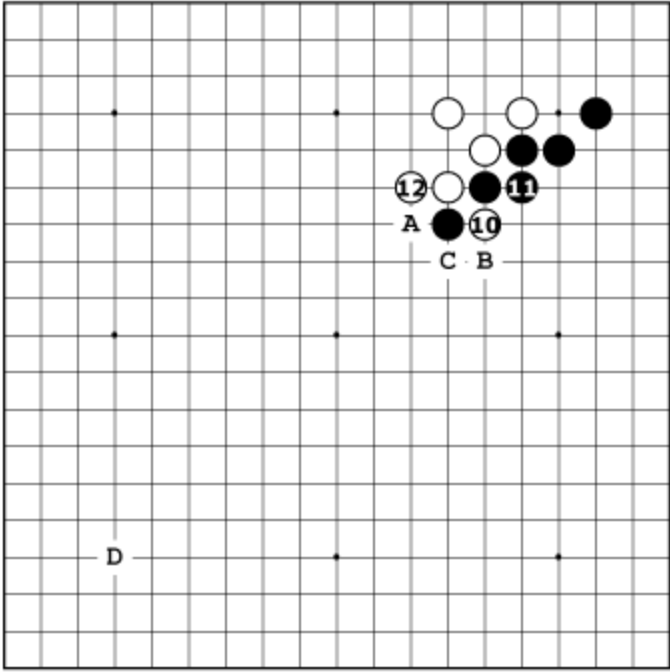
12 White 12 is unreasonable (not joseki).



17 White cannot gain anything by cutting at 'a'. If White 'b', Black 'a' and it is all over.

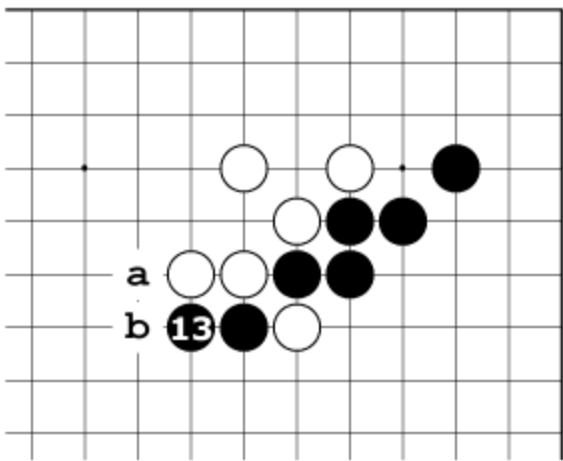


9 The two-step hane was not seen in classical Go. They are unyielding moves peculiar to modern Go.

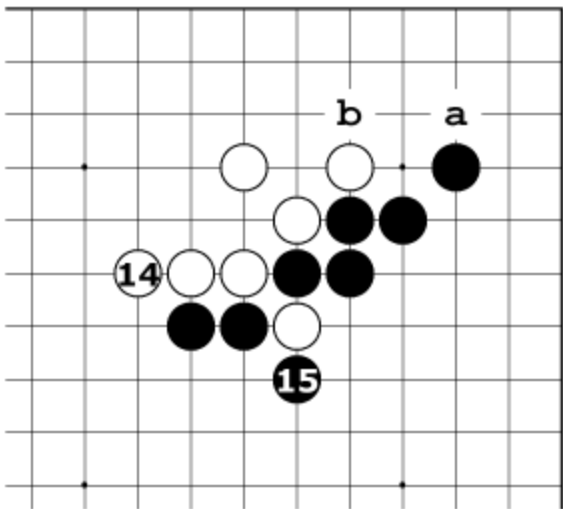


12 'A *' and 'B *' are joseki. Black 'C' is mild.

Variation 'D' shows continuation if Black plays elsewhere.



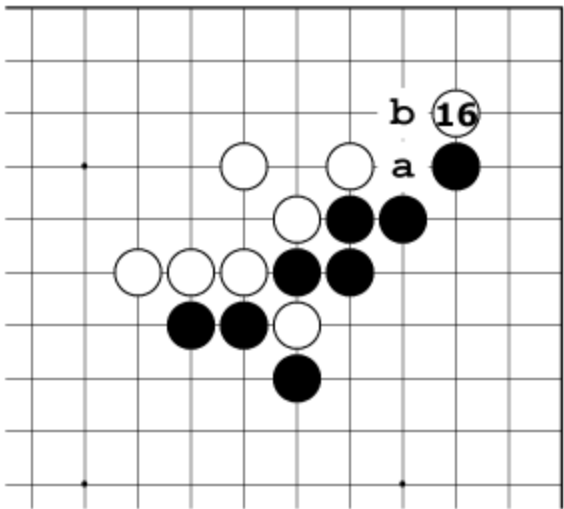
13 White continues with 'a *' or 'b'.



15 * GOOD VARIATION *

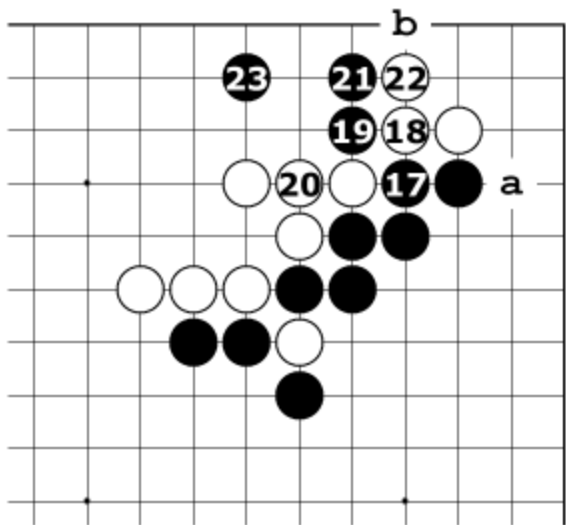
The joseki concludes. But the question of whether White plays 'a' or Black plays 'b' is important for corner profit. That Black 'b' is possible is a matter of

course, but Black can counterattack against White 'a'.

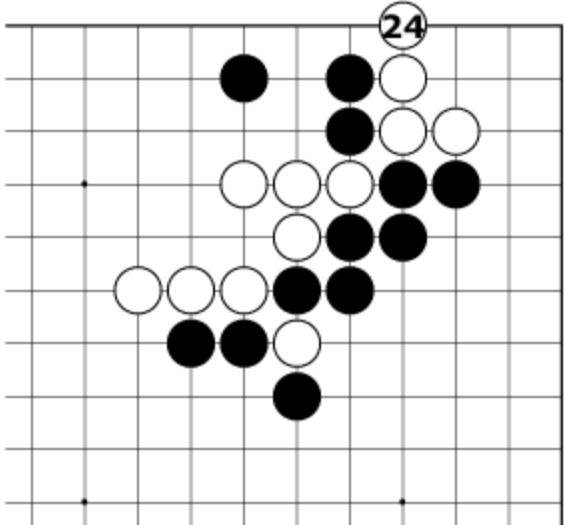


16 Continuation. White is naturally eager to play 16.

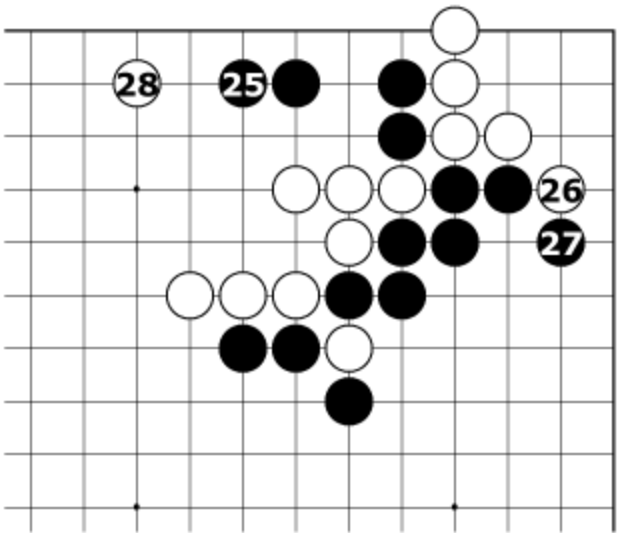
Black continues with 'a'. Black 'b' is unreasonable.



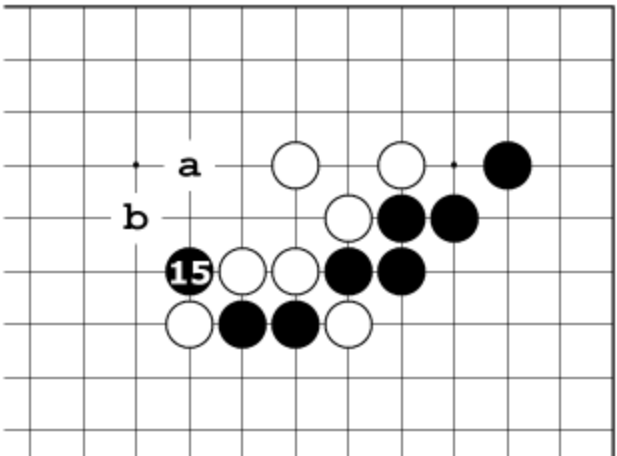
23 White continues with 'a' or 'b'. White 2 is a tough move resulting in continued fighting.



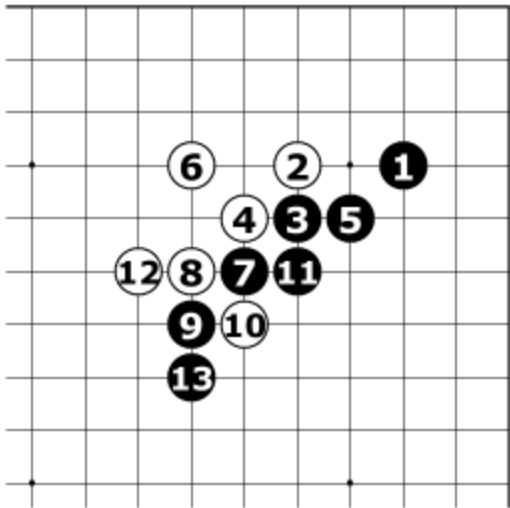
24 White 2 is a strong answer.



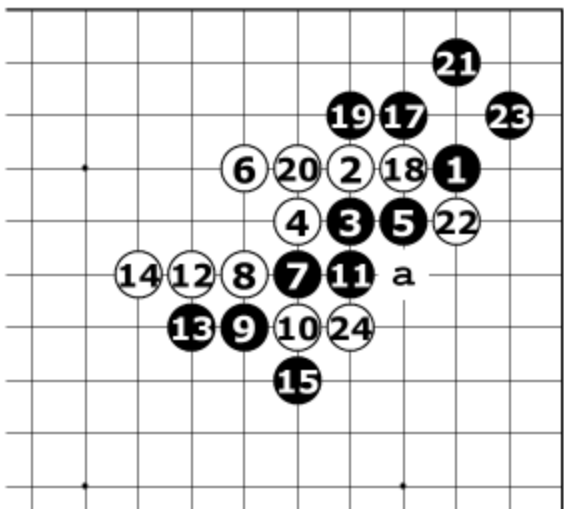
28 Future prospects are uncertain.



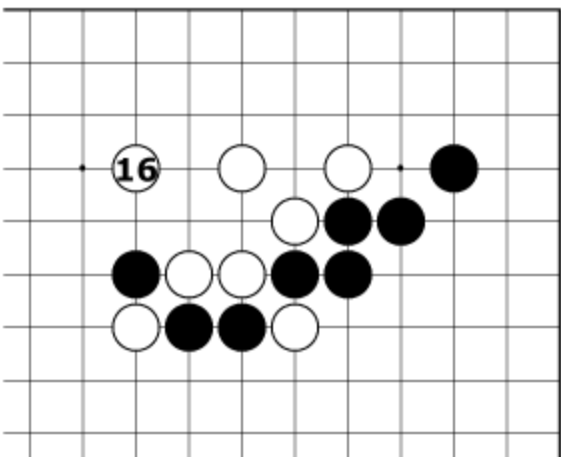
15 White continues with 'a', or 'b' if the ladder is favorable.



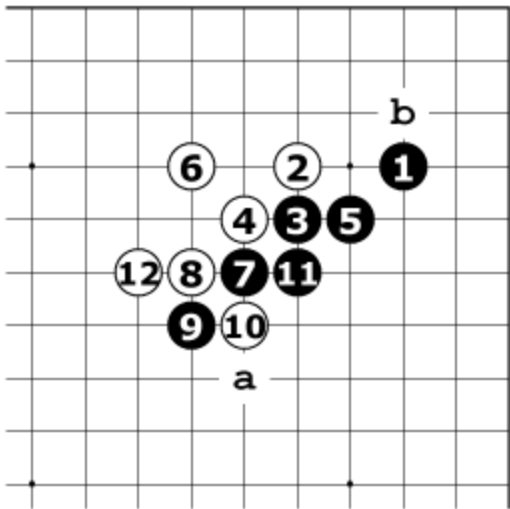
13 Black 13 is too mild.



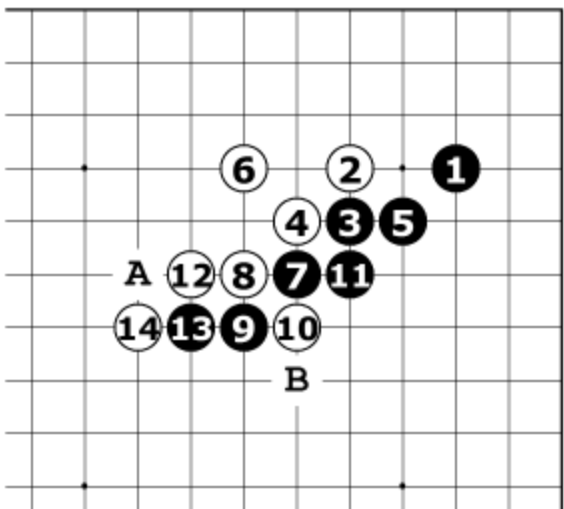
24 Black can save his stones with 'a', but the three center stones are adrift.



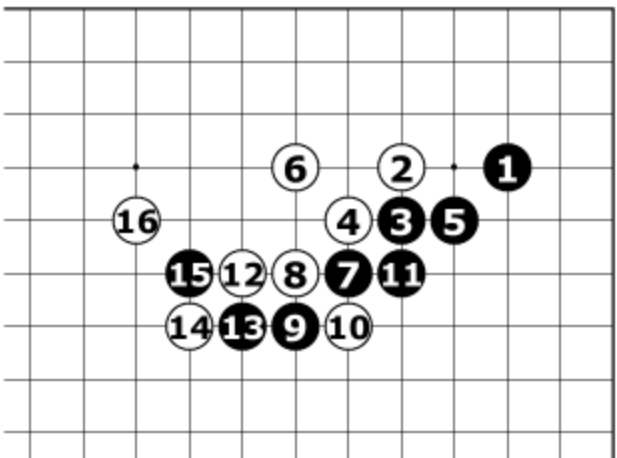
16 White 16 if White does not have the ladder.



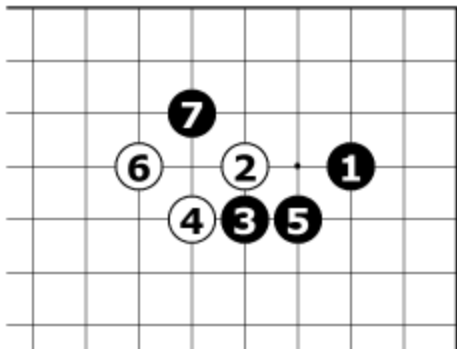
13 Black plays elsewhere. White continues with 'a' or 'b'.



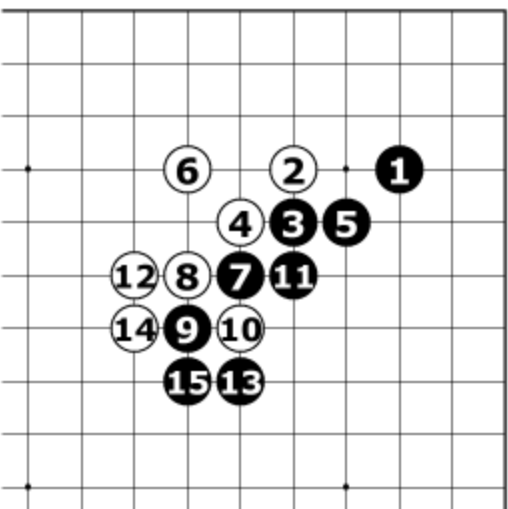
14 Black can cut at 'A'. Sometimes simply playing 'B' is enough.



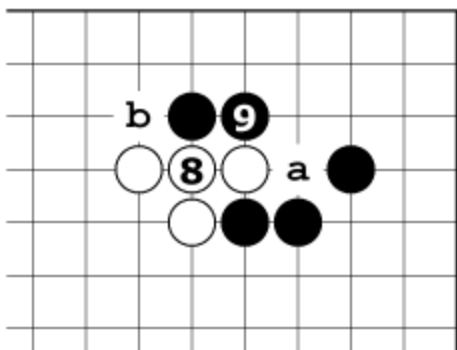
16 White 16 if White has the ladder.



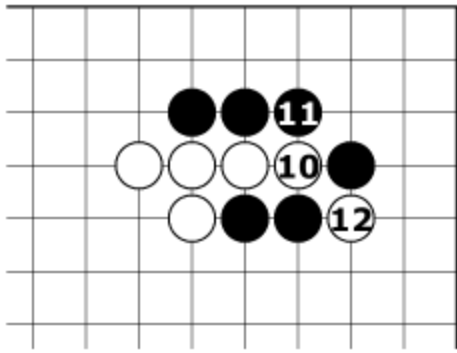
7 White 7 is an old pattern, no longer considered joseki.



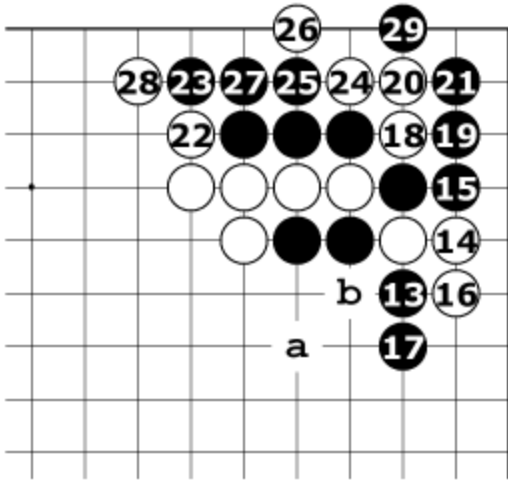
15 * GOOD VARIATION *



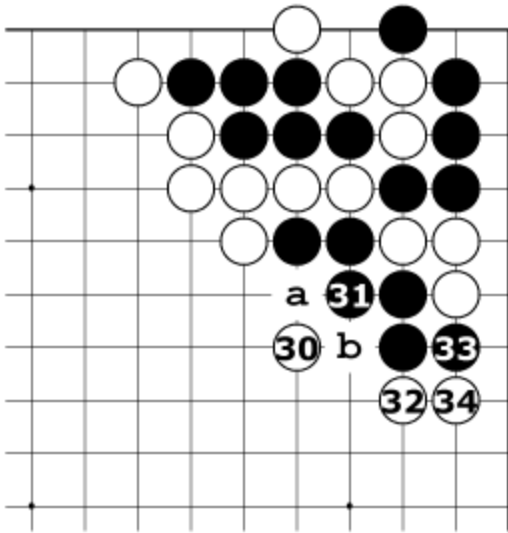
9 White continues with 'a'. White 'b' is too mild.



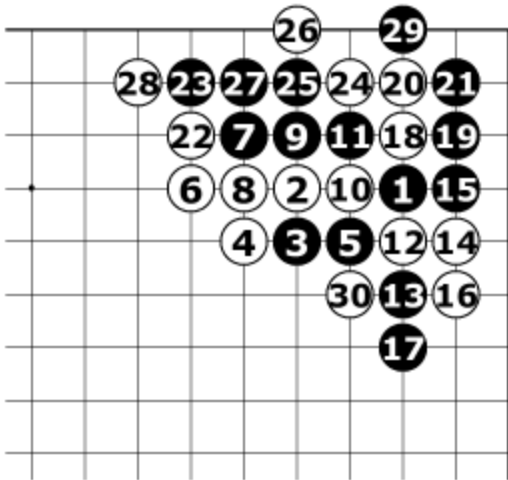
12 White 12 is a sacrifice manoeuvre.



29 White continues at 'a', or if the ladder is favorable, at 'b'.

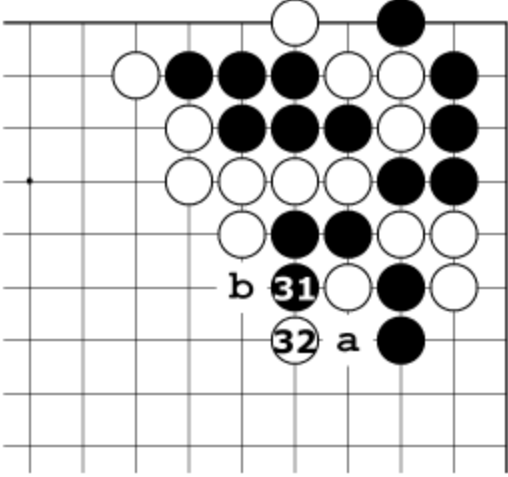


34 White ends in gote, but has powerful thickness, plus forcing moves at 'a' and 'b'.

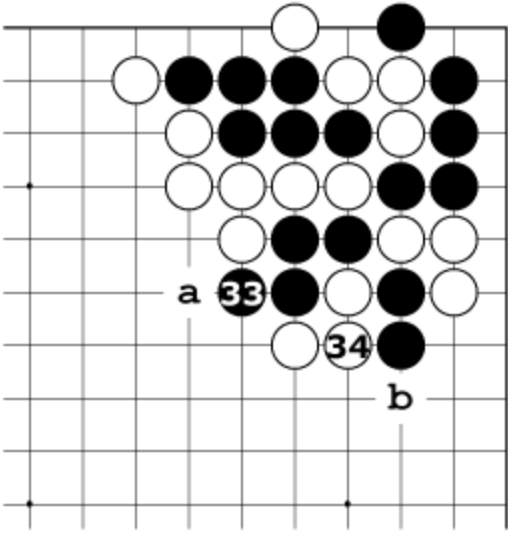


30 White must have the ladder

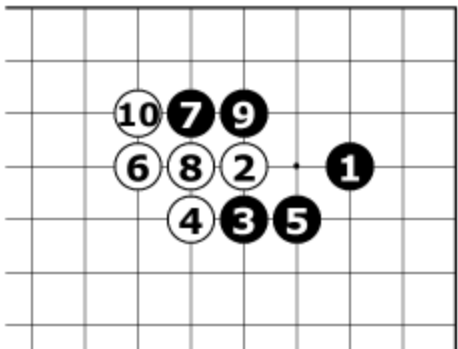
to play this way.



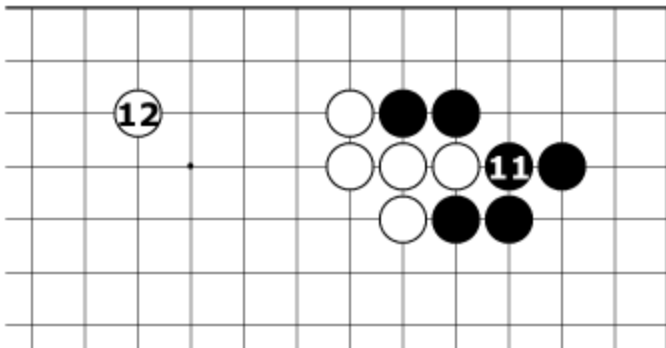
32 Black continues at 'a' or 'b'.



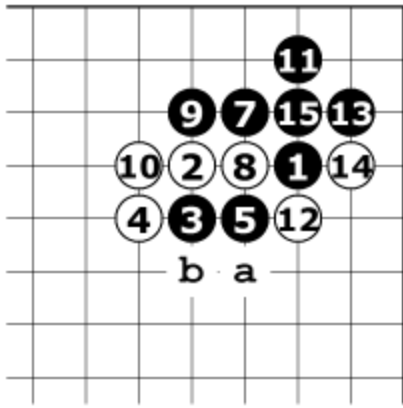
34 White 'a' and 'b' are miai.



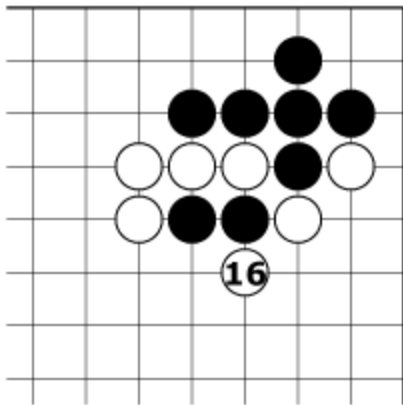
10 White 10 is not recommended, as it is not severe enough.



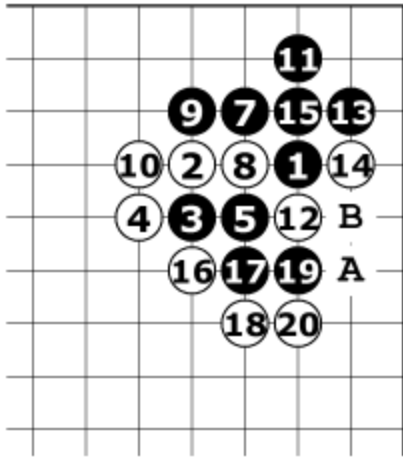
12 The result favors Black.



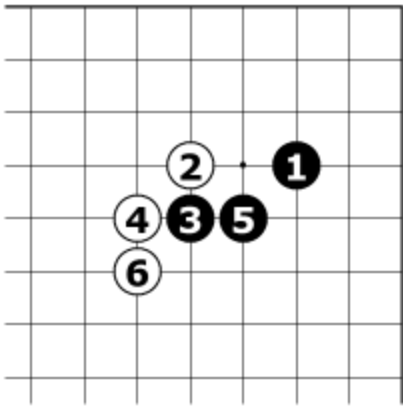
15 White continues with 'a' or 'b', depending on the ladder. If the ladder to the lower left favors White, White plays 'a'. If the ladder is unfavorable, White plays 'b'.



16 White 16 if a favorable ladder.

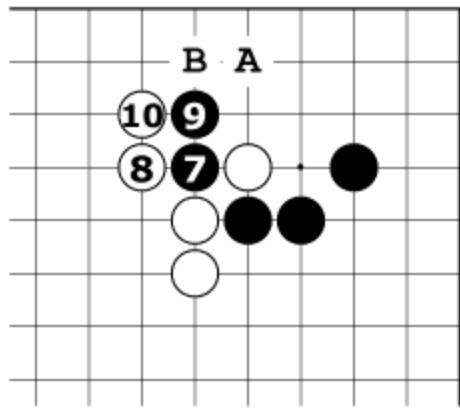


20 'A' or 'B'.

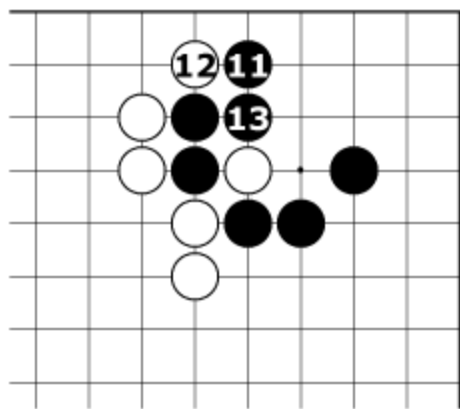


6 White strongly favors

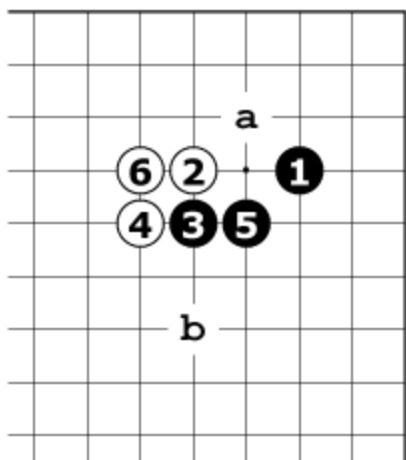
influence and the top with White 6.



⑩ 'A *' is joseki, 'B' is less favorable.

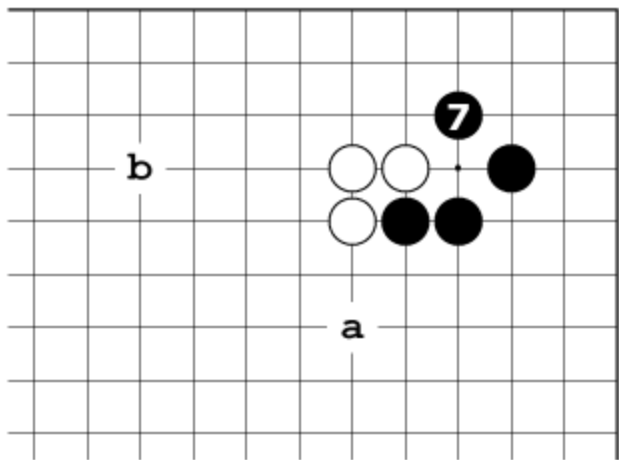


⑬ * GOOD VARIATION *

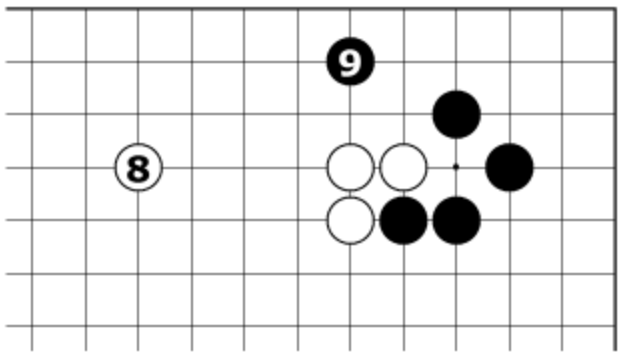


⑥ White 6 is slow.

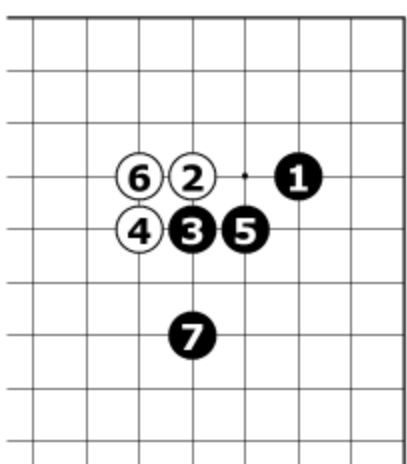
Black 'a' is the vital point.
Black 'b' is a mistake.



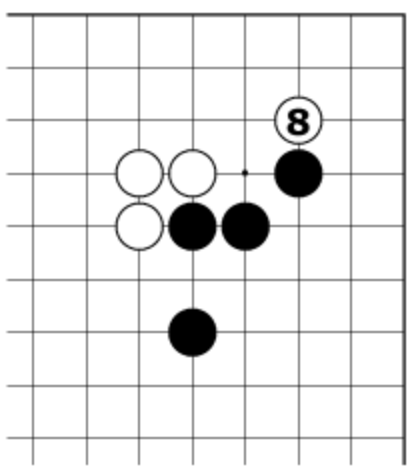
⑦ White continues with 'a' in preference to 'b'.



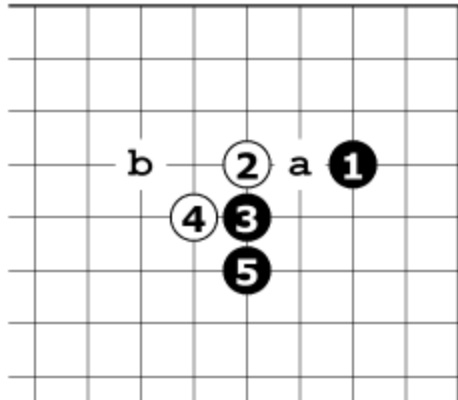
⑨ Black 9 makes White's stones float without a territorial base.



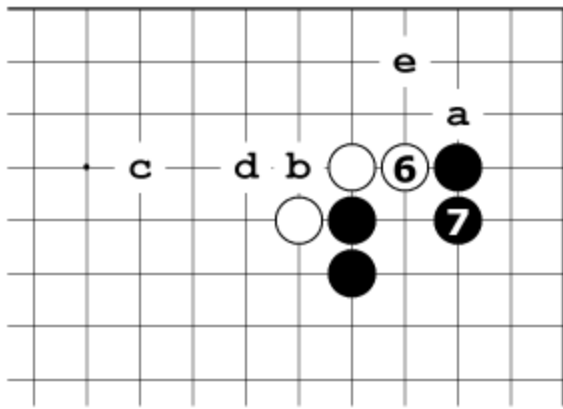
⑦ Black 1 is loose, a natural-looking move that is a mistake.



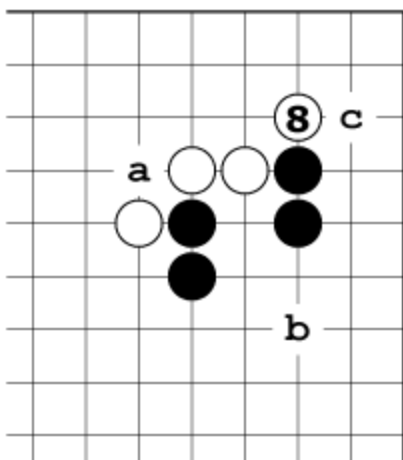
⑧ White 8 is sente.



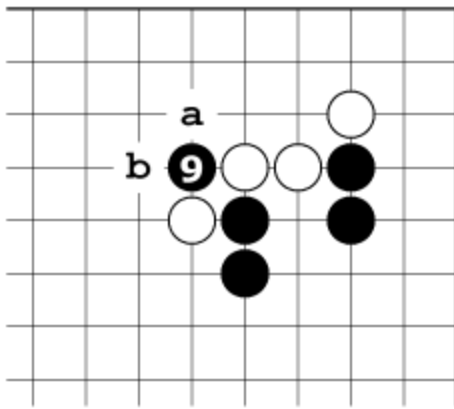
⑤ White continues with 'a' or 'b'.



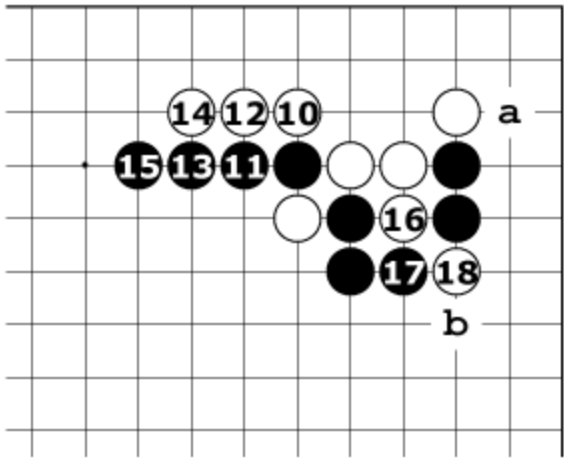
⑦ Next, White 'a' is the strongest move. Other moves which give up the 3-3 point are a compromise. White 'b' is playable. White 'c' is the standard move at top. White 'd' does not give a favorable result. White 'e' is an old pattern.



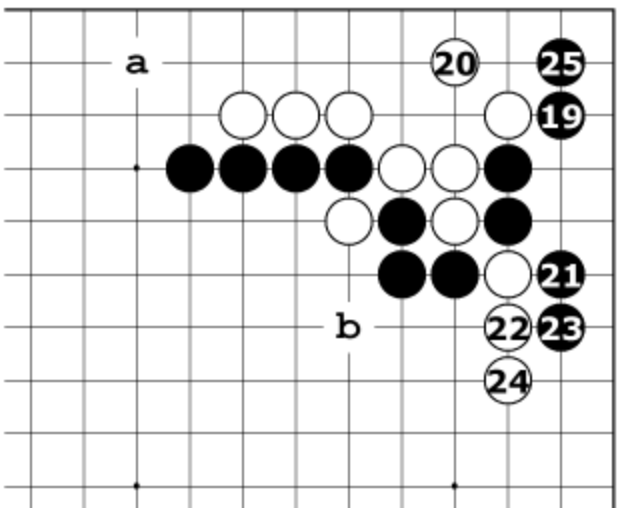
⑧ Black continues with 'a' to 'c'. The cut at 'a' is natural, while 'b' avoids complications and takes sente, but can also be seen as backing down from the original challenge.



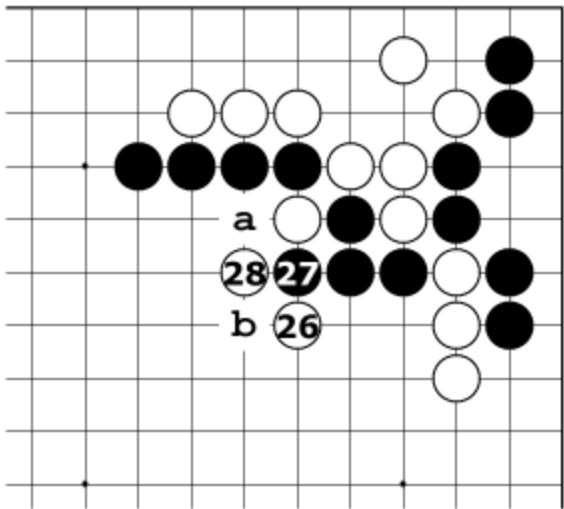
⑨ White 'a' is joseki. White 'b' is unreasonable.



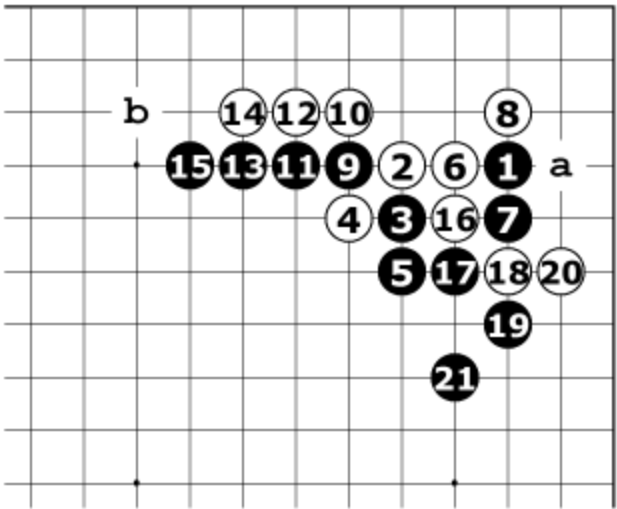
18 Black continues with 'a' or 'b'.



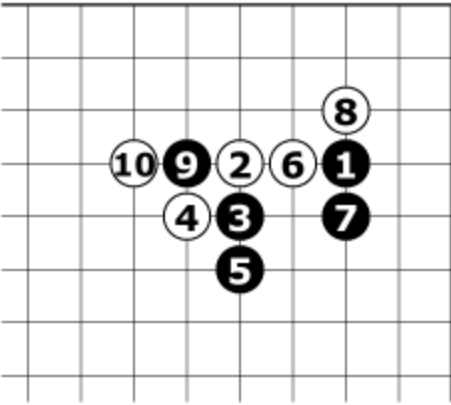
25 White continues with 'a' or 'b'.



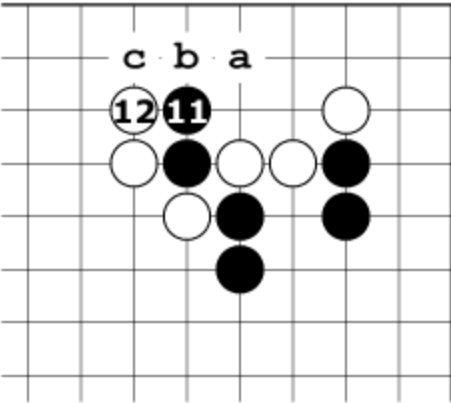
28 Black continues with 'a' or 'b'.



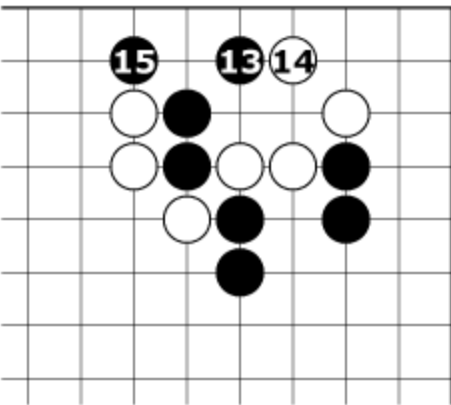
21 White continues with 'a' or 'b'.



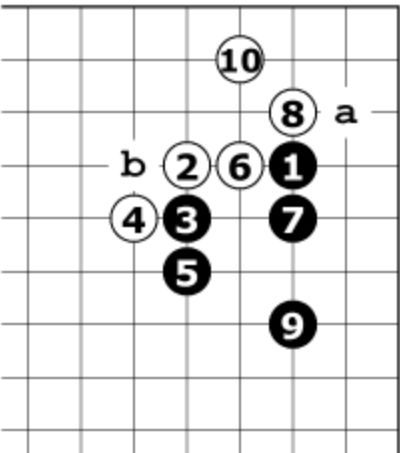
10 White 10 is a mistake.



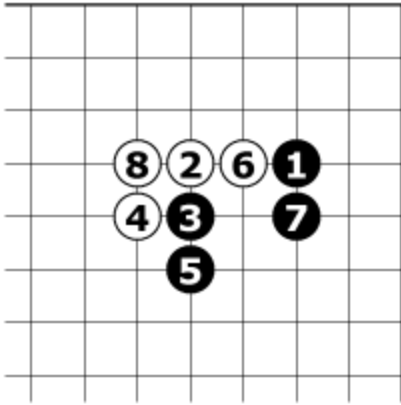
12 Black continues with 'a'. If Black 'b', White plays 'c', and the unreasonable move of White 10 succeeds.



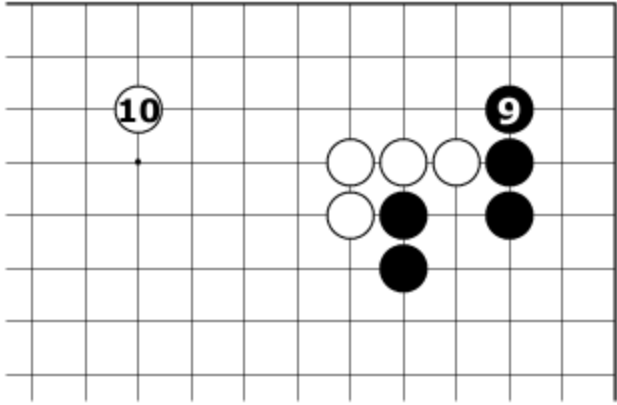
15 White is at a loss for how to proceed.



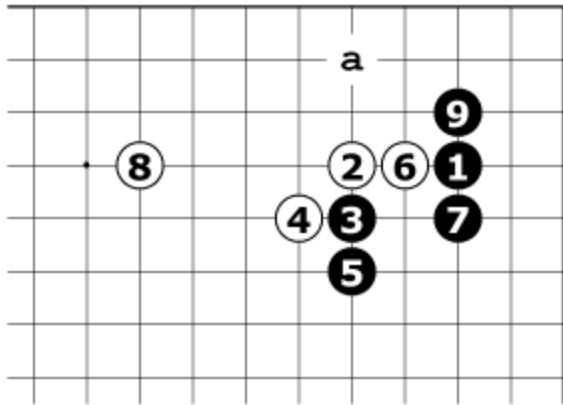
10 White 10 is correct shape, guarding against 'a' and 'b'.



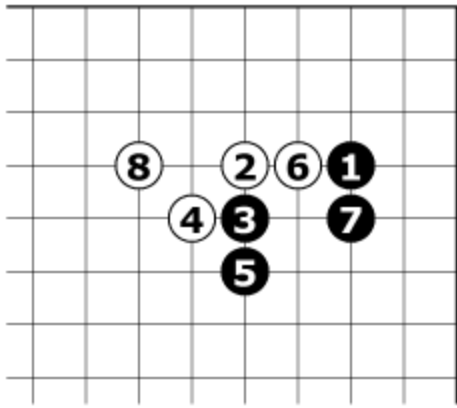
8 White 8 is possible, but not often seen in actual play.



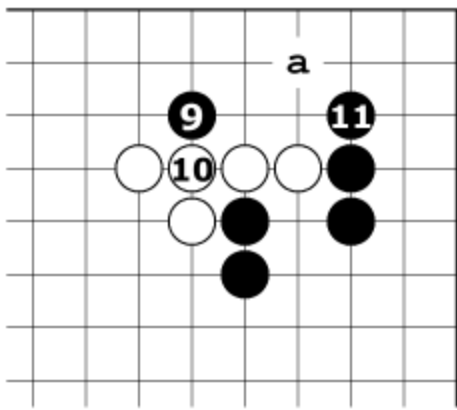
10 The position of White 10 is flexible, depending on the situation in the top-left corner.



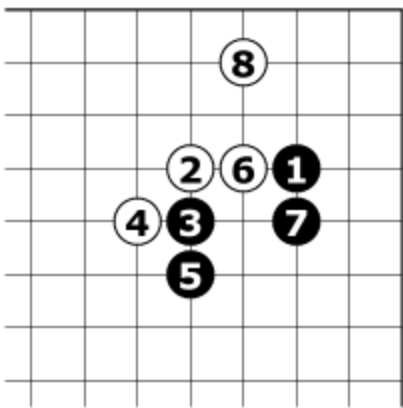
9 White ignores Black 9 and plays elsewhere. This pattern is sometimes seen in professional games, but Black has the move at 'a', so White undeniably seems thin.



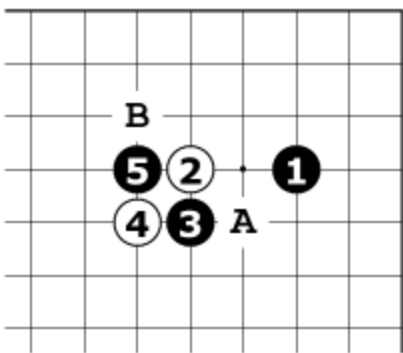
⑧ White 8 is not recommended.



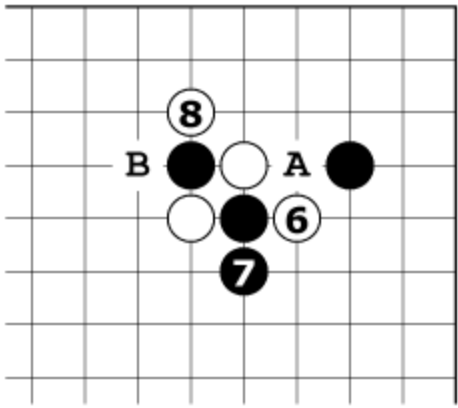
⑪ White has no good followup. White 'a', keeping the peep stone separated from the others, does not give White good shape.



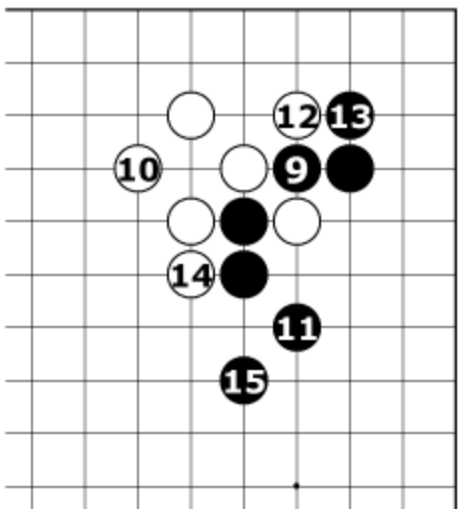
⑧ White 8 is an old pattern.



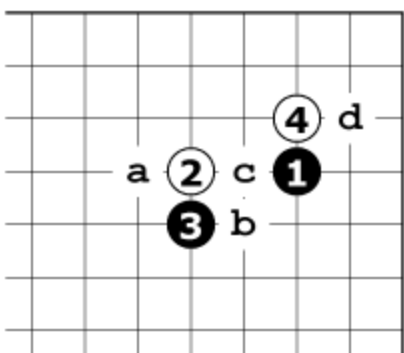
⑤ 'A' is correct, 'B' is getting tricked.



⑧ 'A' is correct, 'B' is a mistake.



⑮ Black's attempt not to fall behind in influence failed.

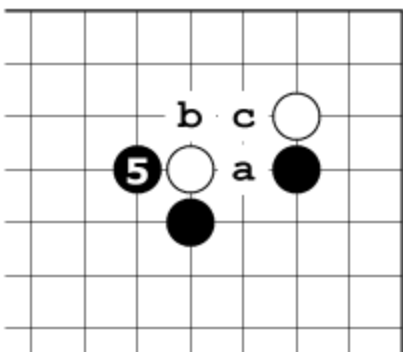


④ White 4 is an attempt to complicate the situation, and can lead to undreamed-of variations.

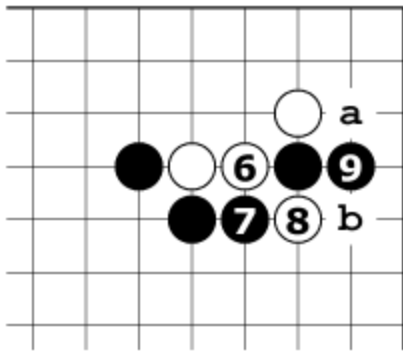
Black responds with 'a *', 'b *' or 'c'. Black 'a' is usual. Black 'b' is also easy to understand.

Black 'c' is a scary move leading to complications, and a serious loss of territory in the corner for White if Black has a favorable ladder.

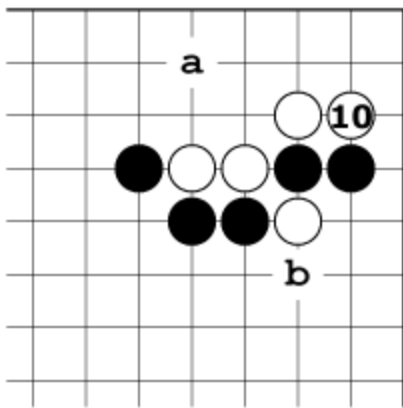
Black 'd' does not appear in joseki books.



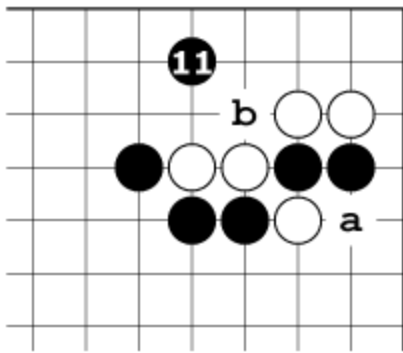
⑤ White continues with 'a *'. White 'b' is submissive. White 'c' is heavy.



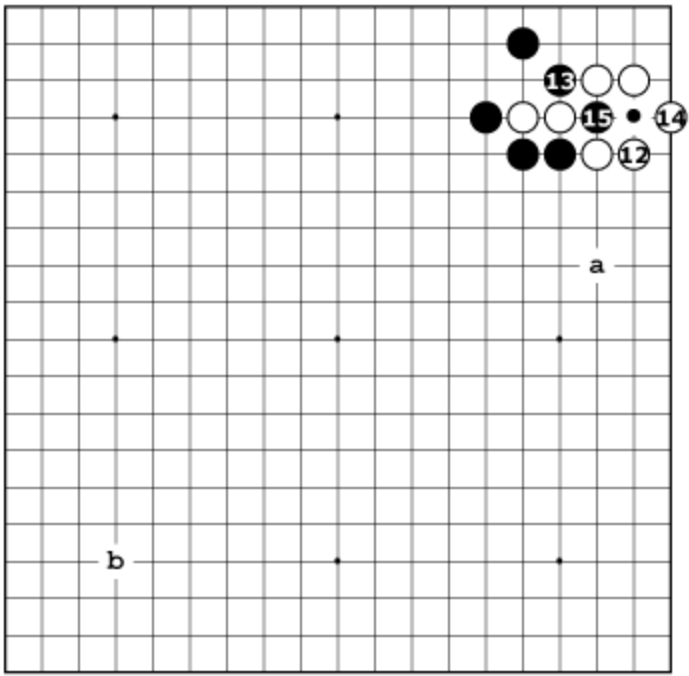
⑨ White continues with 'a *'. White 'b' is a trick play.



⑩ Black continues with 'a *'. Black 'b' is a mistake.

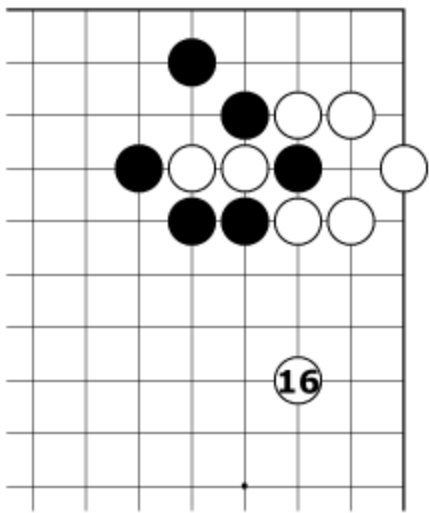


⑪ White continues with 'a *'. White 'b' is a mistake.

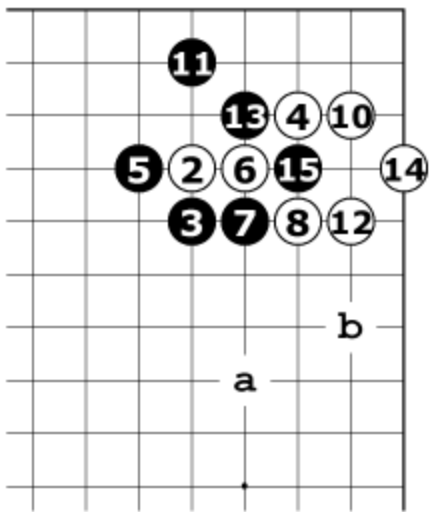


15 White continues at 'a *'. White playing at the red dot would be pointless.

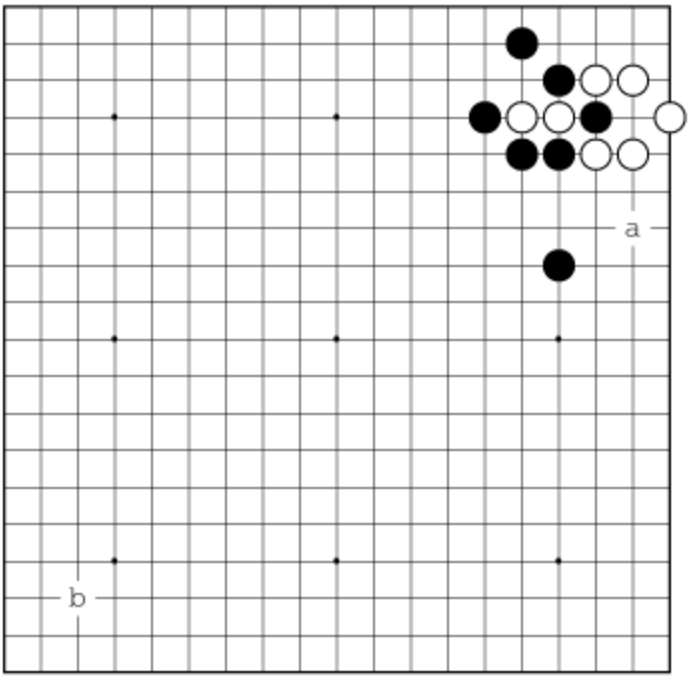
White should not play elsewhere ('b').



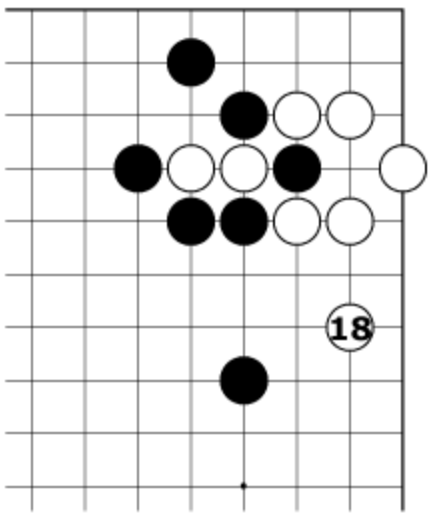
16 * GOOD VARIATION *



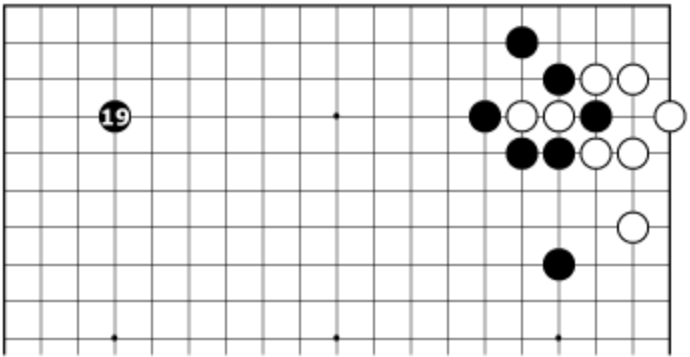
16 White plays elsewhere. Black continues with 'a', or 'b' if the position merits taking the right side.



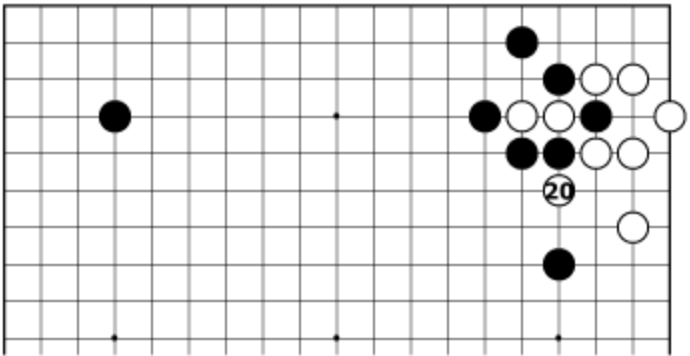
17 Black forces White low at 'a'. White plays elsewhere with 'b' (not recommended, but White can live).



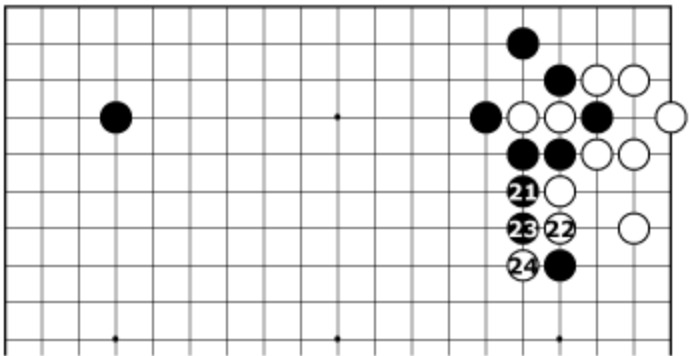
18 White aims to cut later.



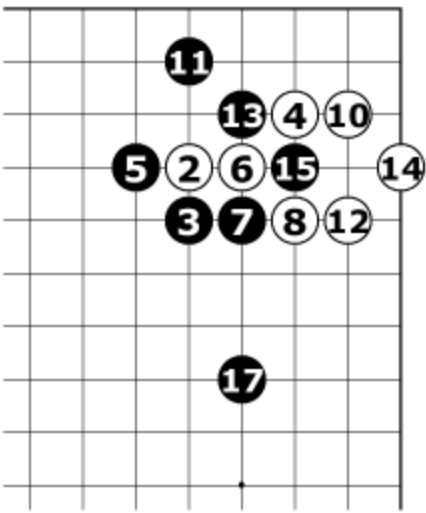
19 Black plays elsewhere.



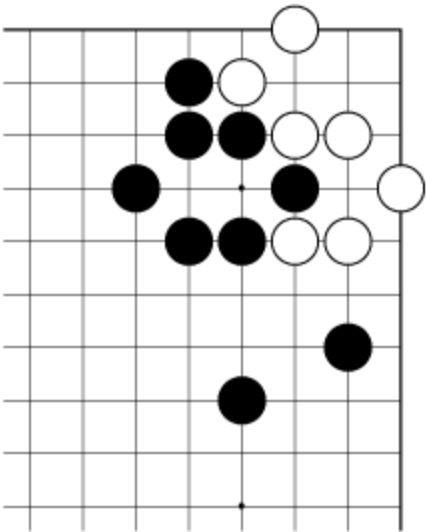
20 White's continuation.



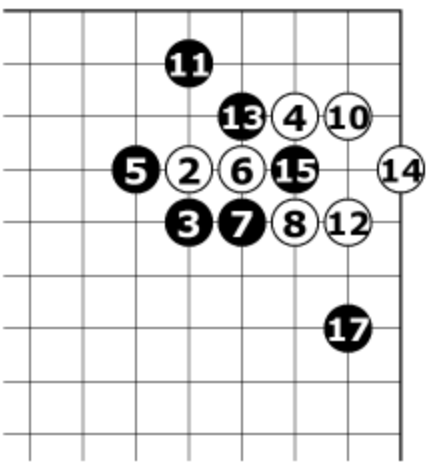
24 The cut White was aiming at.



18 White plays elsewhere.

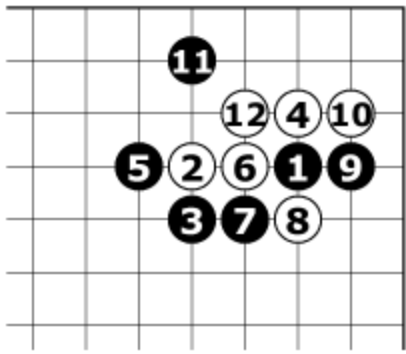


22 White lives (barely) in the corner, but the result is a big loss locally.

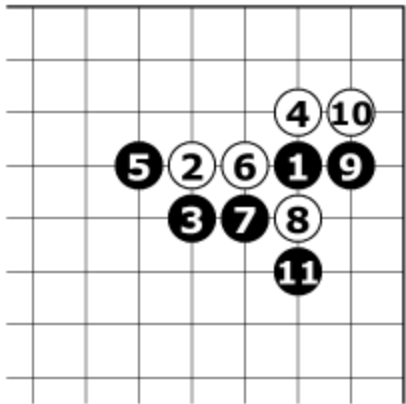


17 Black 17 emphasizes

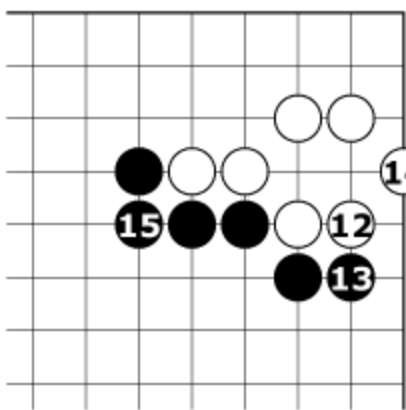
territory on the right side.



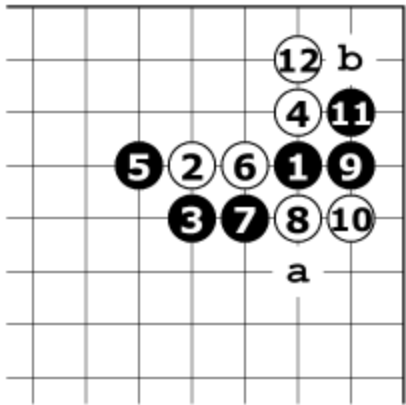
12 White 12 is a mistake.



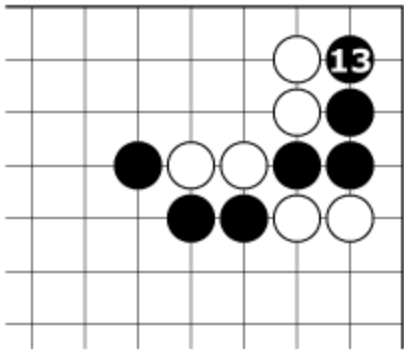
11 Black 11 is resourceless.



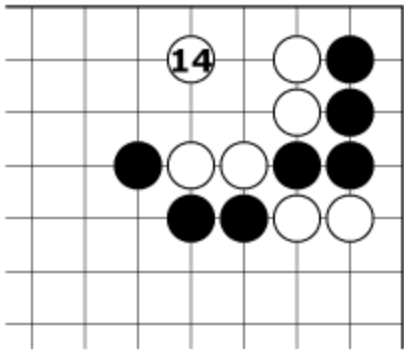
15 Connecting in gote is not good enough.



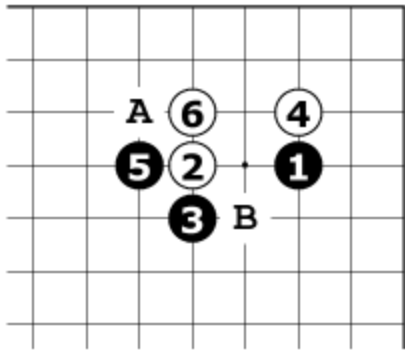
12 Black 'a' foils the trick play. Black 'b' is a mistake.



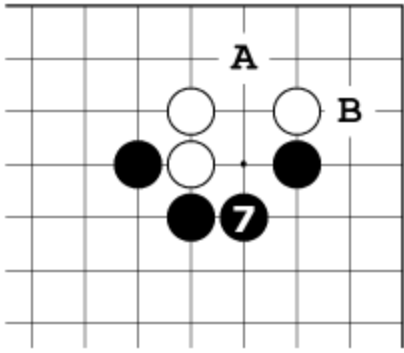
13 Black 13 is a mistake.



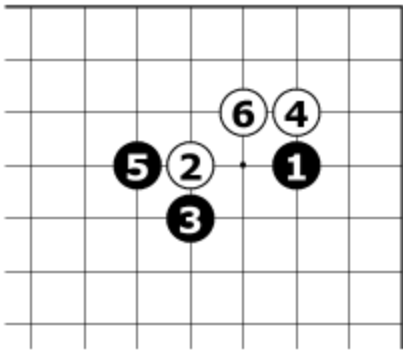
14 The four black stones can be captured.



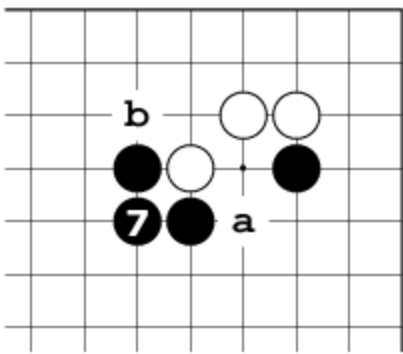
6 Black 6 is submissive. 'A' is correct, 'B' is questionable.



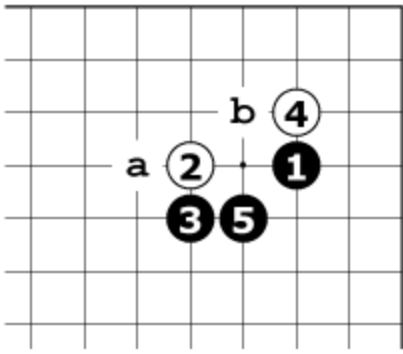
7 'A' is correct, 'B' is a mistake.



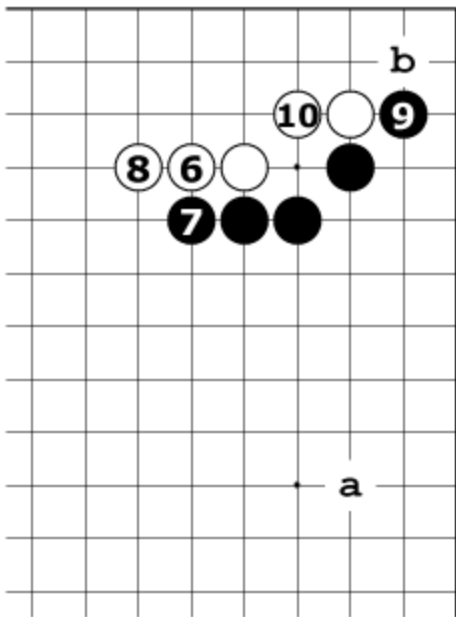
6 White 6 is not recommended.



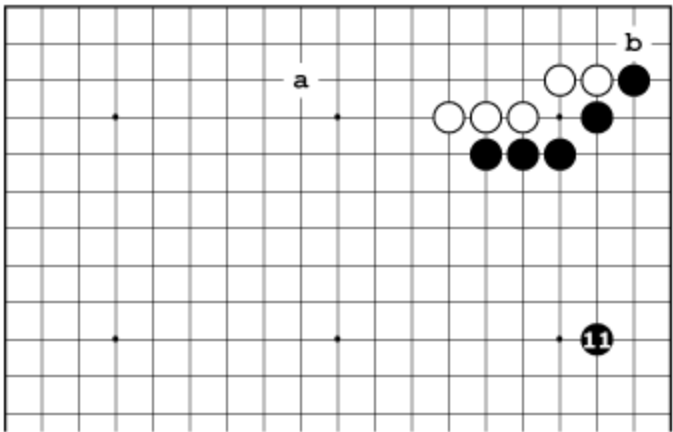
7 Black 7 is simple: Black goes for influence. White may try 'a' or 'b'.



5 White continues with 'a *'. White 'b' is a mistake.

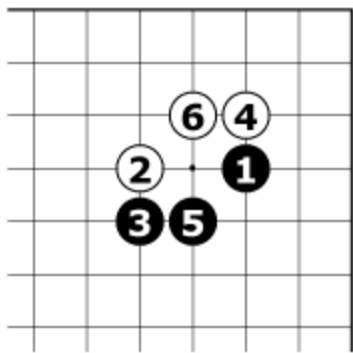


10 Black continues with 'a *' or 'b'.

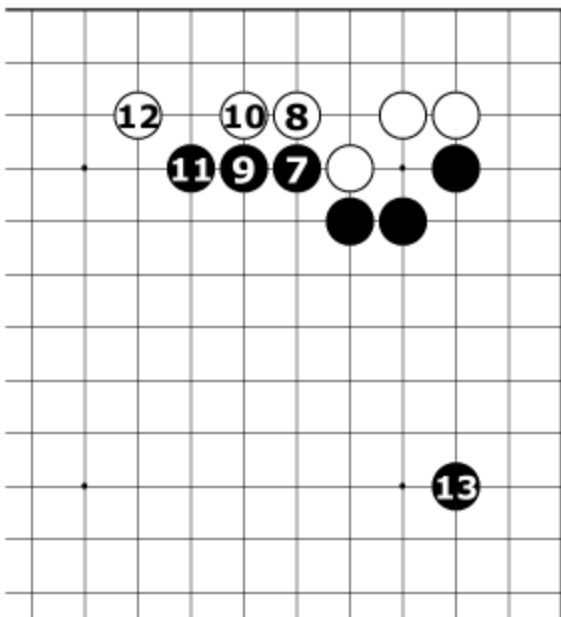


11 * GOOD VARIATION *

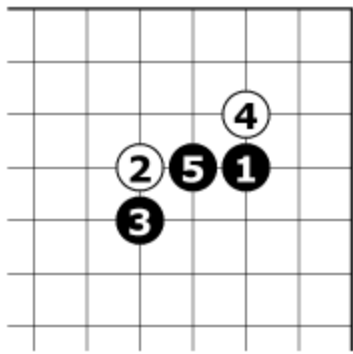
White continues with 'a' or 'b' or elsewhere.



6 White 6 is a mistake.

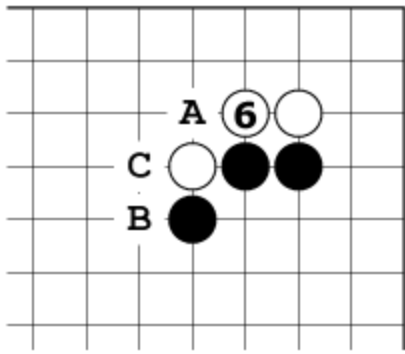


13 White is much worse off than the joseki variation.

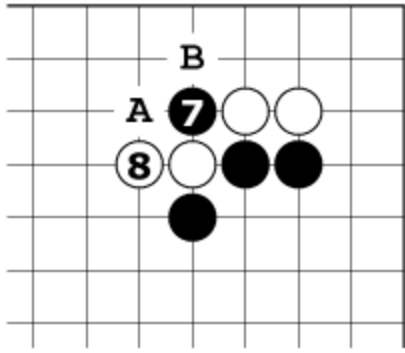


5 Black 5 is a strong move. White better have the ladder or is in serious

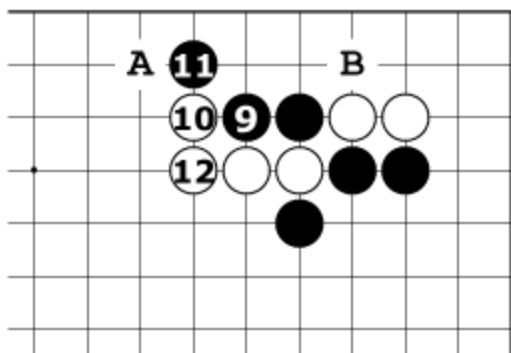
trouble.



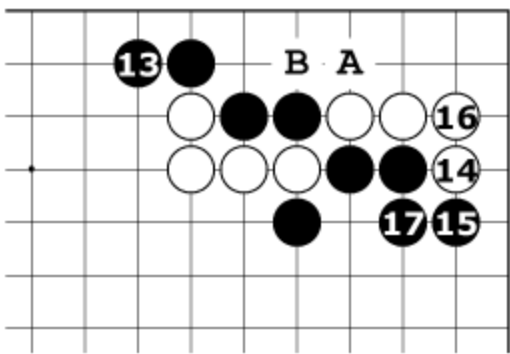
6 'A' is correct, 'B' and 'C' are possible.



8 'A' makes two groups on both sides, while White gets a small corner and a running center group. 'B' gives the top side in gote for a big wall. 'B' punishes if White doesn't have the ladder.

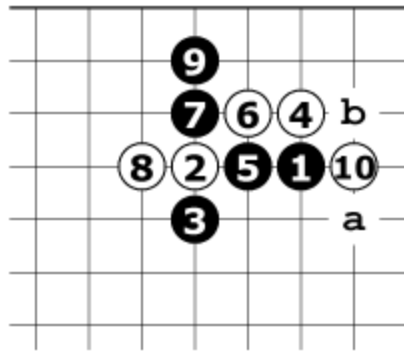


12 'A' is correct, 'B' doesn't work.

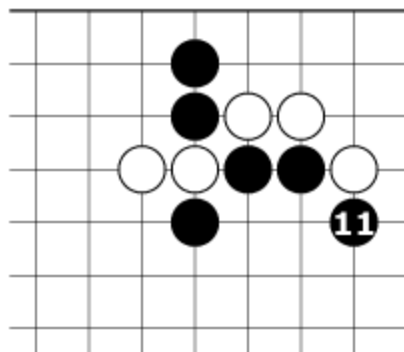


17 'A' or 'B' give the same

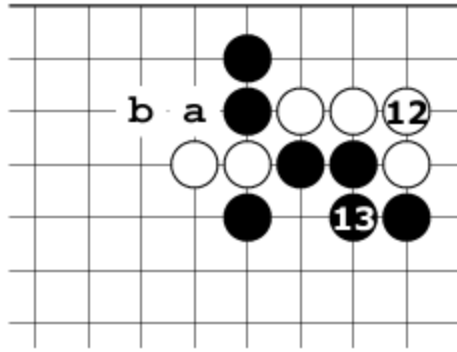
result.



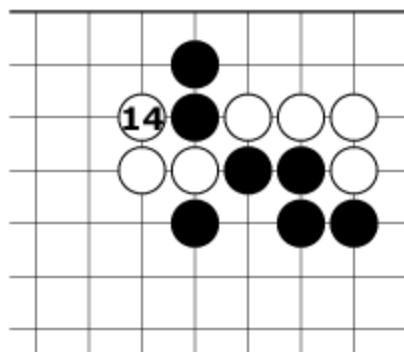
10 Black continues with 'a' if a favorable ladder, or 'b' if the ladder is unfavorable.



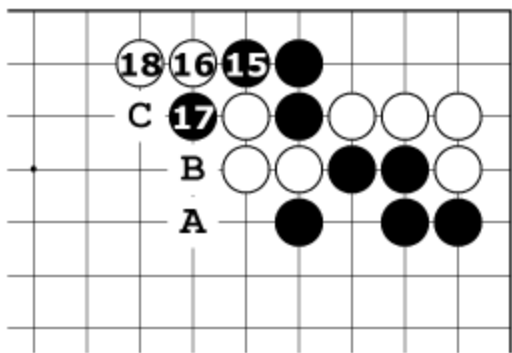
11 Black must have the ladder to play this way.



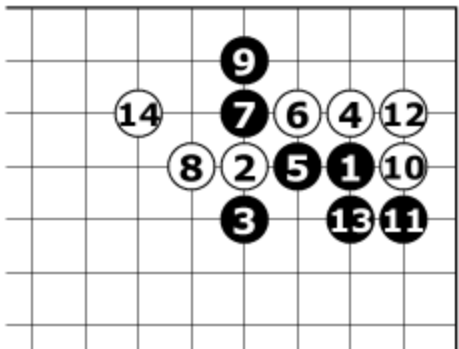
13 White plays 'a' if the ladder is favorable to White, but must play 'b' if the ladder is unfavorable.



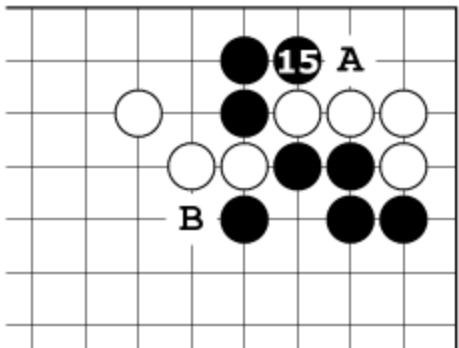
14 White 14 only works if White has the ladder.



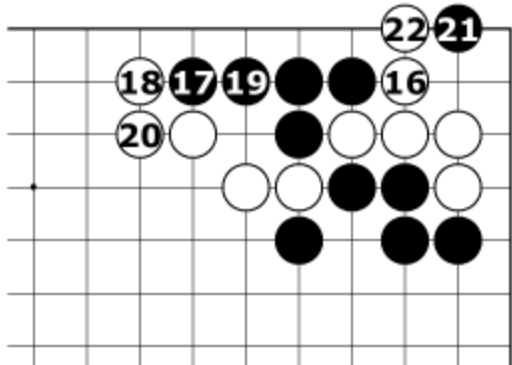
18 Black plays 'A' if he doesn't have the ladder, starting at 'B' or 'C'.



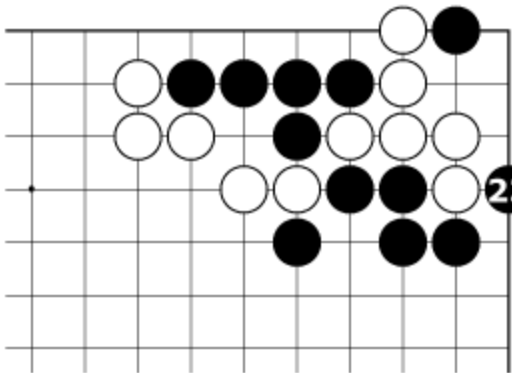
14 White must play 14 here if the ladder favors Black, but the White corner stones die. White gets some thickness at top as compensation, but the result clearly favors Black.



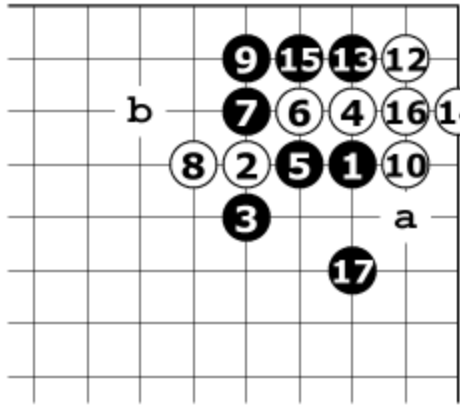
15 'A' or 'B'.



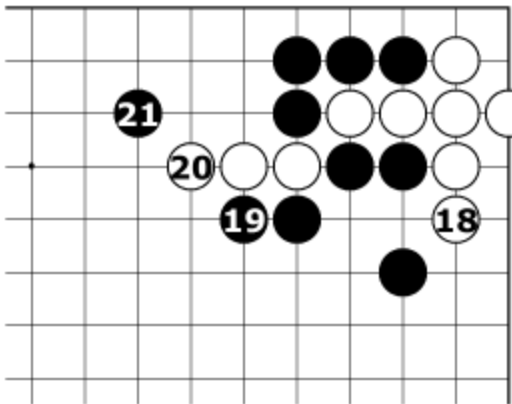
22 This is no help.



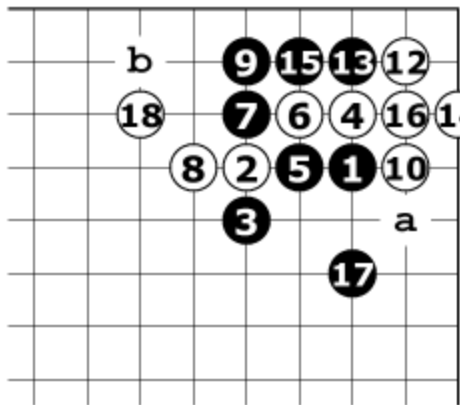
23 White cannot live, and Black wins the fight.



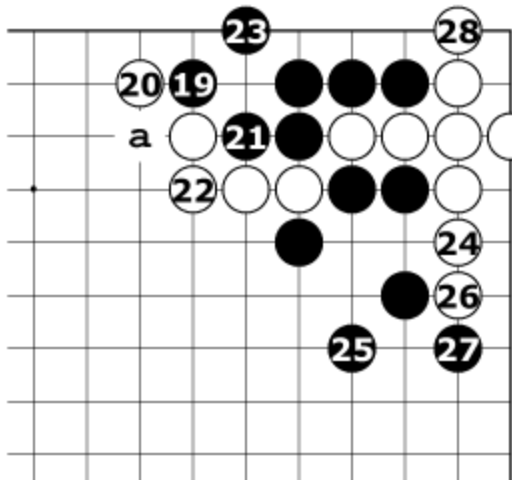
17 White continues with 'a' or 'b'.



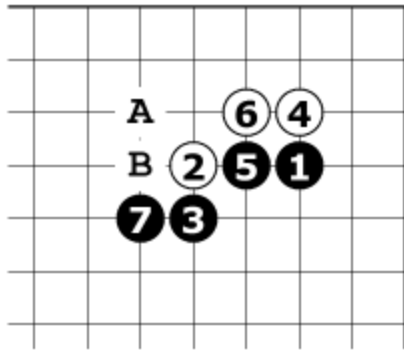
21 The future is uncertain.



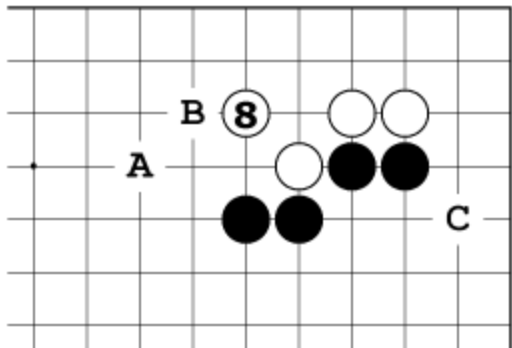
18 Black continues with 'a' or 'b'.



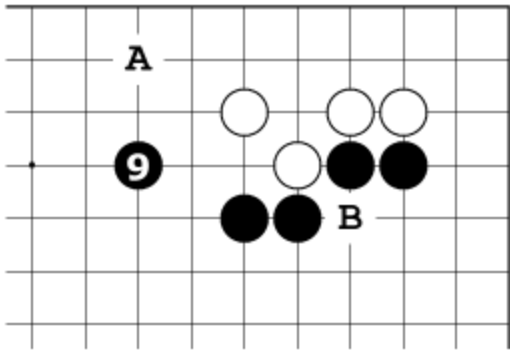
28 Both sides make live groups in the corner. The Black cut at 'a' necessitates a favorable White ladder, or White faces a tough fight.



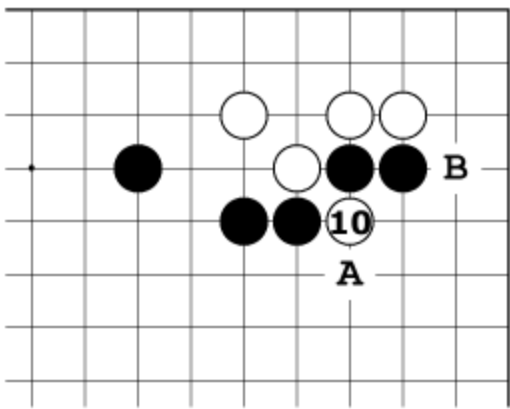
7 'A' is correct, 'B' is a mistake.



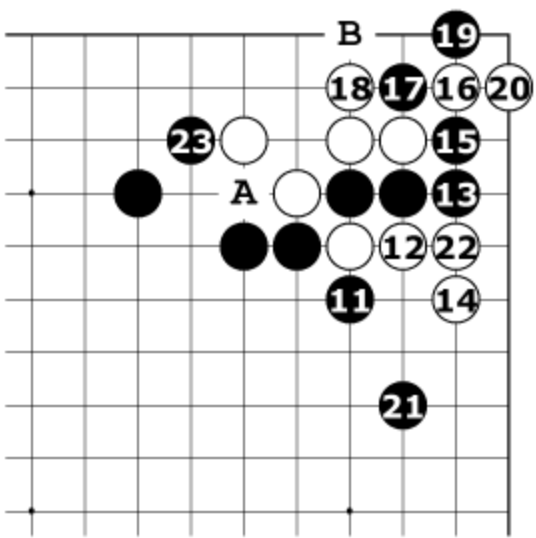
8 'A' is a recent Korean invention avoiding giving White secure territory. 'B' is a peaceful continuation pressing White down. 'C' fears the White cut,



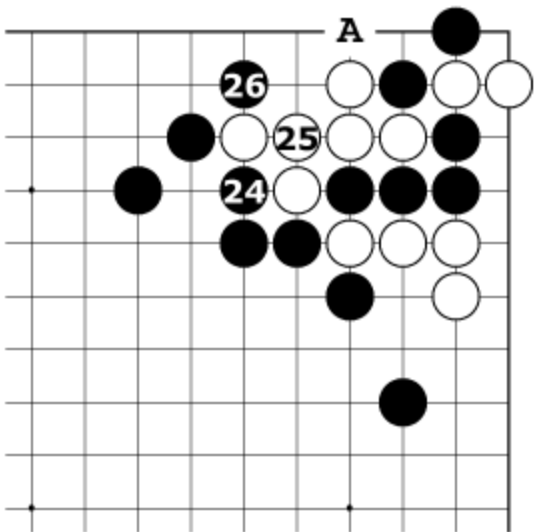
9 'A' is correct. After 'B', White is enclosed.



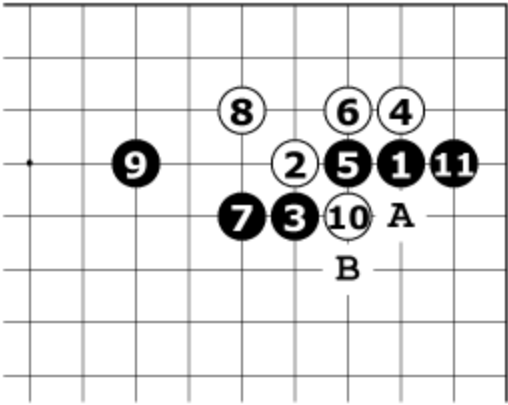
10 'A' takes influence for a White corner with weaknesses. 'B' takes influence or starts a fight.



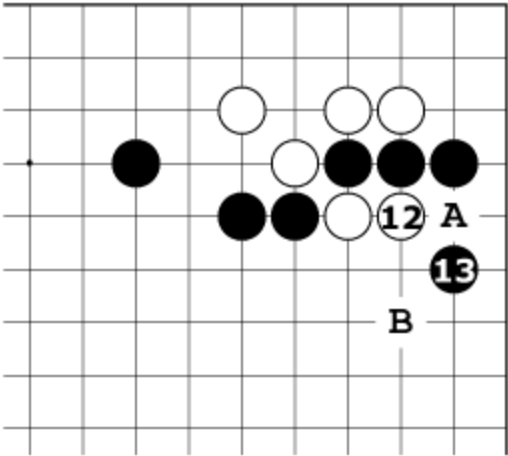
23 Later, Black can enclose White with 'A'.



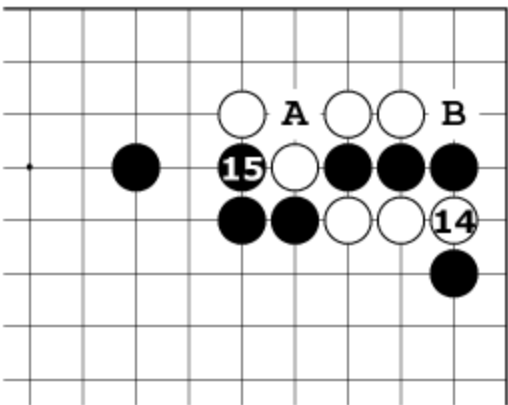
26 Threat of a flower viewing ko on A.



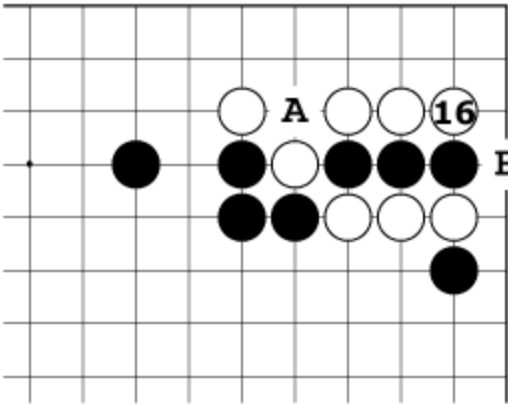
11 'A' takes territory. 'B' is experimental and starts a fight.



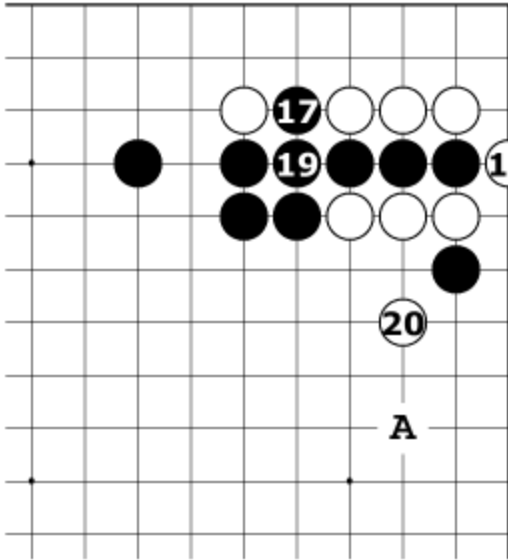
13 'A' gives Black thickness. 'B' is experimental.



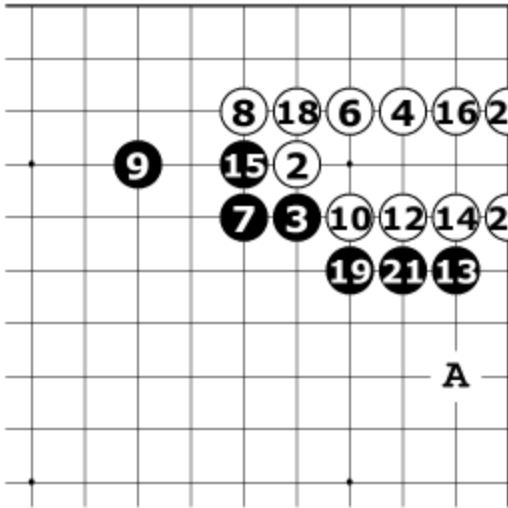
15 'A' gives Black thickness to the right, 'B' to the top.



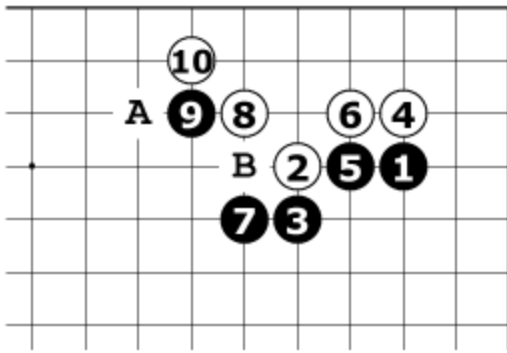
16 'A' is correct, 'B' is a mistake.



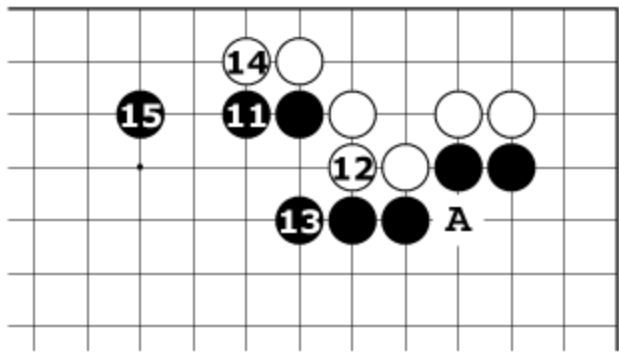
20 Later Black A.



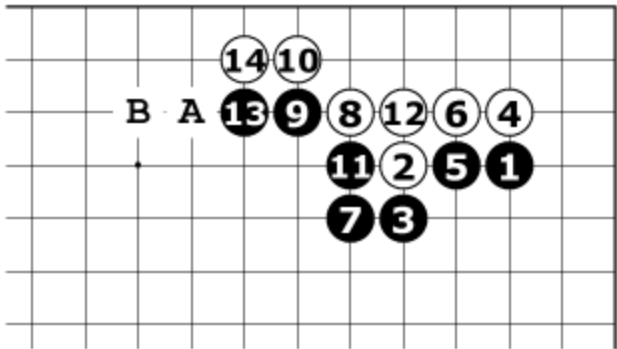
22 Later White A can be possible.



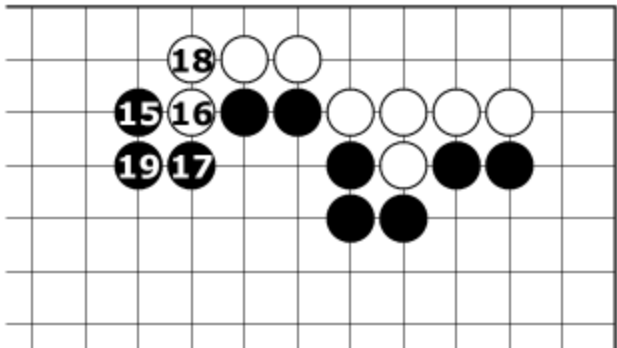
10 'A' or 'B'.



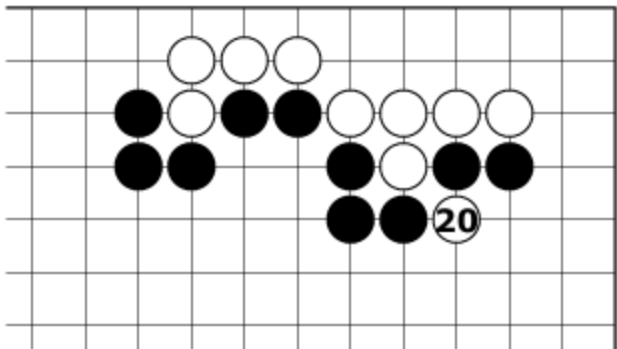
15 White A is only endgame.



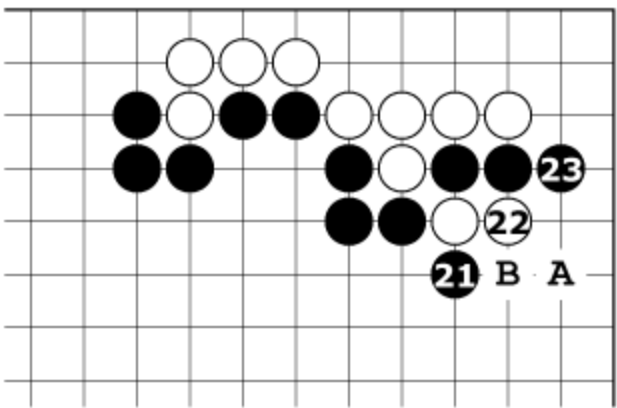
14 'A' or 'B'.



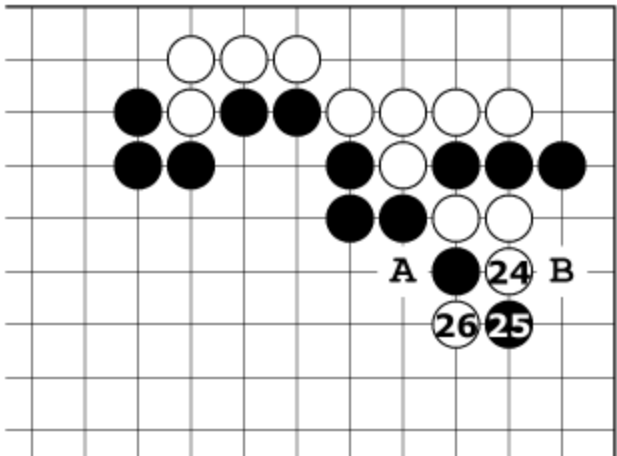
19 End of joseki.



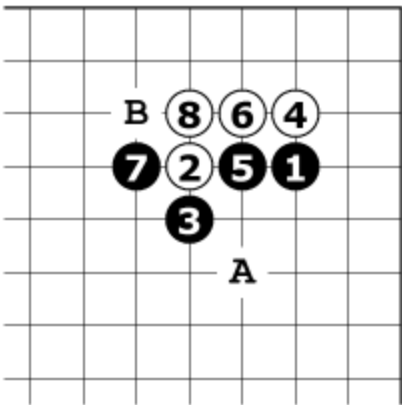
20 The cut is only an endgame move.



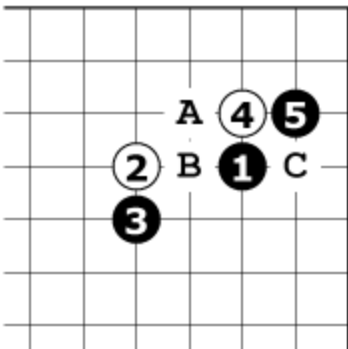
23 Neither 'A' nor 'B' help.



26 'A' or 'B' are good.

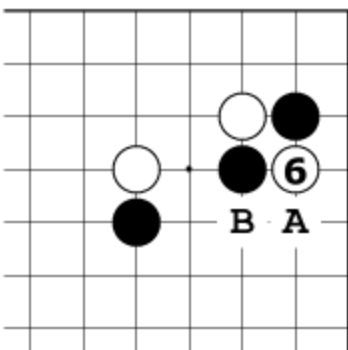


8 'A' or 'B' are ok.



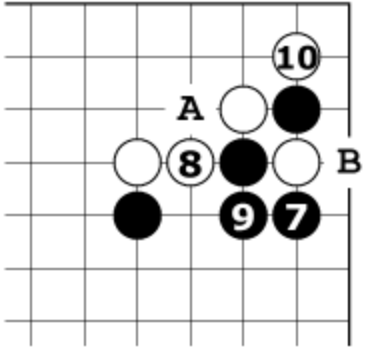
5 Black 5 does not appear in joseki books.

As a reply, White 'A' is possible.
'B' gives huge influence for a small corner.
'C' is a mistake.

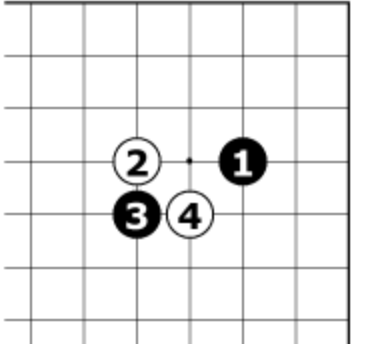


6 Black punishes by making the corner a favorable ko on 'A' or by taking huge

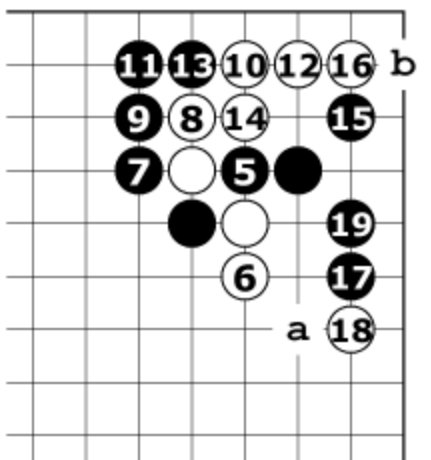
influence on 'B'.



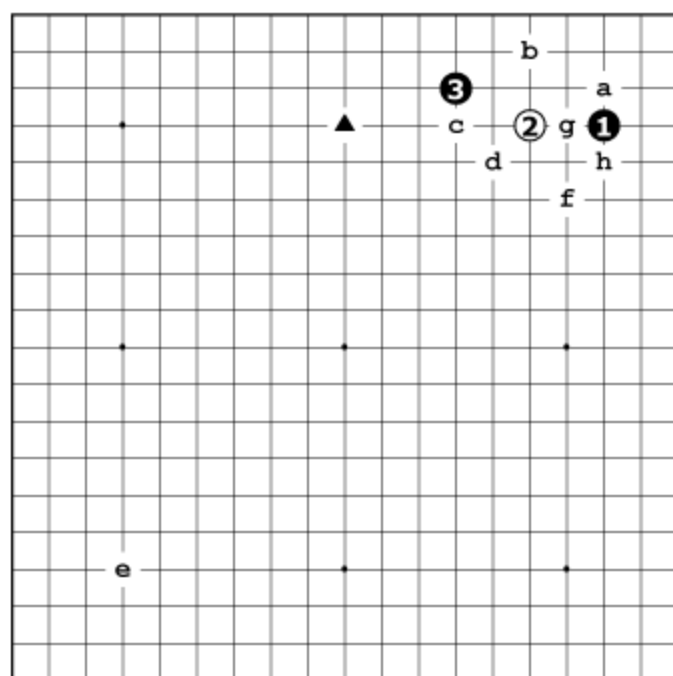
10 'A' attacks the corner, 'B' builds influence to the right side.



4 White 4 is not joseki, but there are many possible variations, and the surrounding situation may be a factor.



19 White 'a' seals Black in on the right, and is the best White can do. White 'b', Black 'a', and White still cannot make life.



- ③ White responds with 'a *' to establish a group or 'b *' to separate Black.

White likes to have support in the lower right for 'b *'.

White 'c *' isn't good among usual circumstances. Its purpose is to prevent a Black moyo on the top side and occupy the triangled position.

White 'd' was considered joseki a long time, but is now considered an inferior variation..

White rarely ignores the pincer (variation 'e').

In some fuseki, the usual joseki are no help, and only 'f' is correct.

'g' is inferior attempt to enforce a position on the outside.

White 'h', the outside attachment, is inferior.

e5, d4, c3, b2, a1

Outcomes:

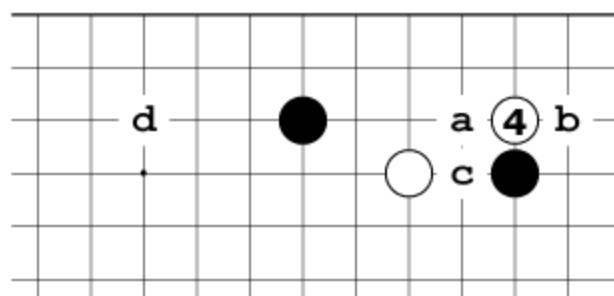
- a1 - Black choice of corner, top or right, plus trick plays
- d4 - Black choice of top or right
- c3 - Black choice of top or

corner

b2 - Black corner & choice of top or left

e5 - Black choice of top or right

h - Black large corner, White right



- ④ The aim of White 4 is to settle the position promptly, but Black may have other plans.

Black responds with 'a *', 'b' or 'c *'.

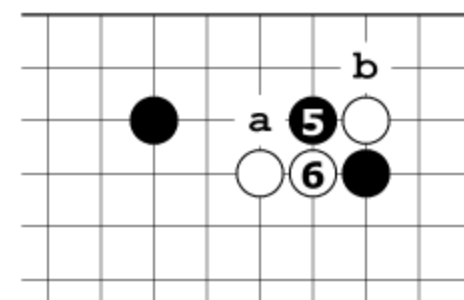
Black 'a' aims for the top side although other results are possible, too. It also offers some fine trick plays for Black.

Black 'b' does settle the position, with Black taking the right, White out to the center toward the top (but with Black aji from the pincer).

Black 'c' is similar to 'a' in the type of results and difficulty.

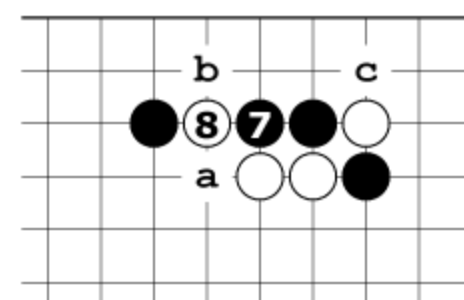
As it offers a chance for a mistake for weak players, it is traditionally regarded as a trick play, although that is not a much important point about it. Black must have the ladder to play this way.

Black 'd' is at best a special strategy, but not joseki.

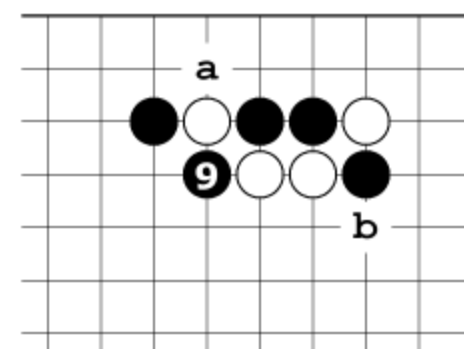


- ⑥ Black 'a *' is joseki.

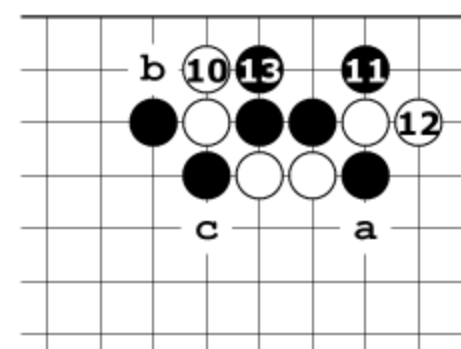
Black 'b' is a trick play, but Black comes out well from it even if White is not tricked.



- ⑧ Black continues with 'a *' or 'b *'. 'c' is a trick play.

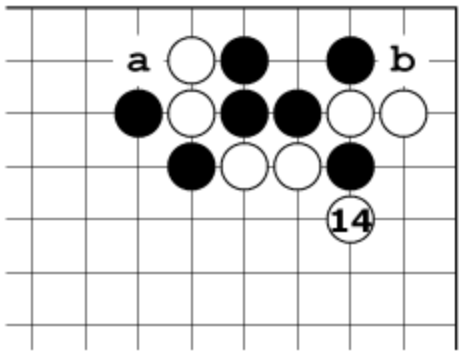


- ⑨ White continues with 'a *'. White 'b' is strange, and has numerous variations.

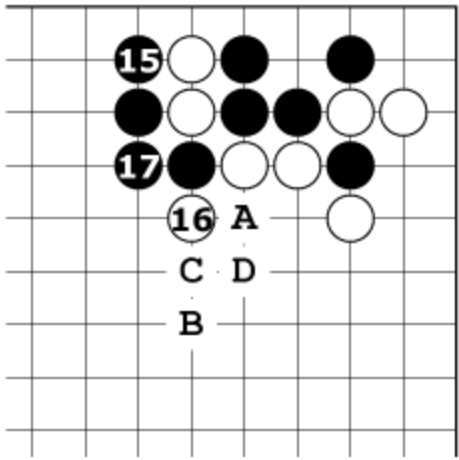


- ⑬ White continues with 'a *' or 'b *'. White must have the ladder to play 'b'. White will choose 'a', if the right side is important, 'b', if the top side is more

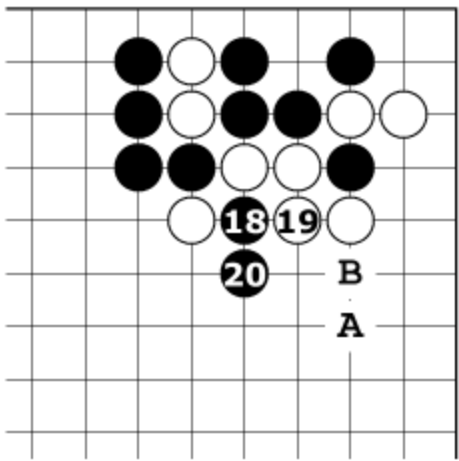
interesting,
'c' is a mistake.



14 Black continues with 'a' * or 'b'.
With 'a' he aims for the top side, with 'b' he tries to take the right side, but cannot force White to give it.

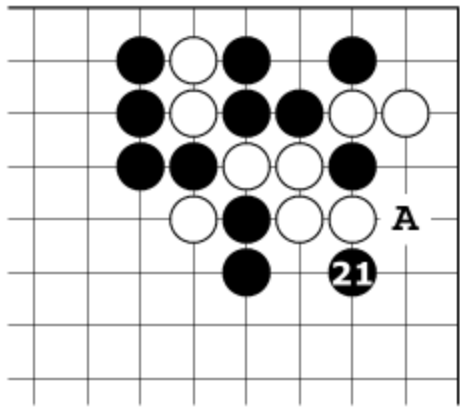


17 * GOOD VARIATION *
The sequence is joseki because White has sente. White has no influence, because Black has continuations on 'A' and 'B'. White continues on 'C' or 'D'.

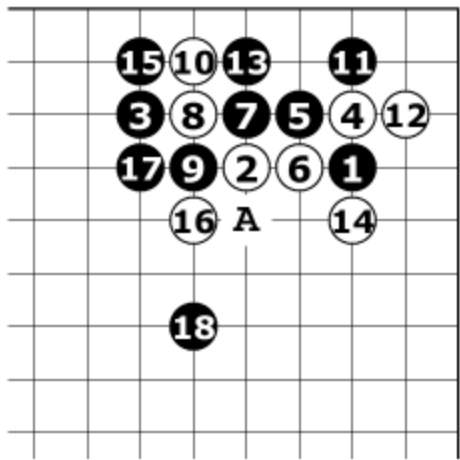


20 This move is sente. White must answer on 'A' or Black

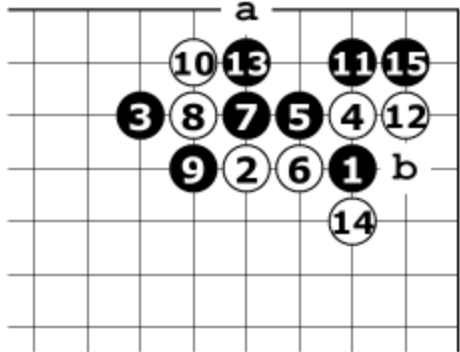
attacks on 'B'.



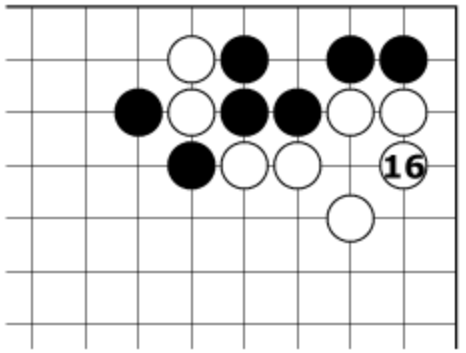
21 White defends on 'A' or Black kills on 'A'.



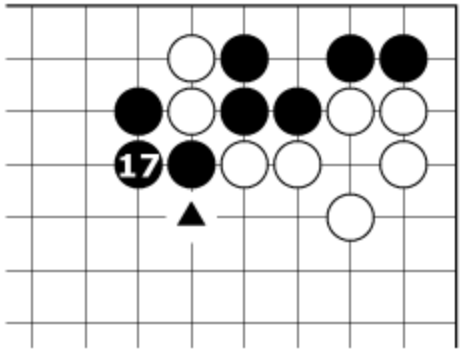
18 White can push into the center, because of his weakness on A.



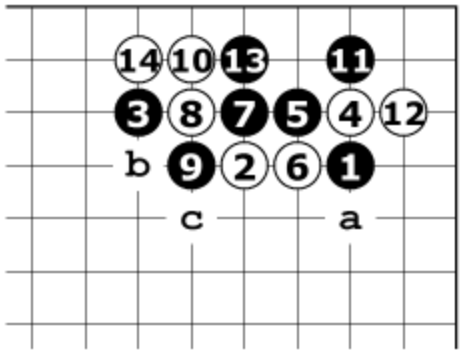
15 Black tries a forcing move. White continues with 'a' to consent into Black's plan of furikawari and trade the right for the top side. For White to play 'b' is locally disadvantageous. On the other hand, it is the only possibility to resist Black's strategy to take the right side and give up the top side, and sente.



16 White 14 is submissive and not joseki.

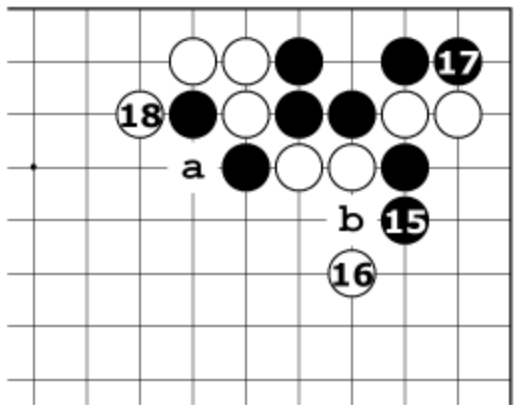


17 This is not joseki, because White did not get a stone on the triangled position.



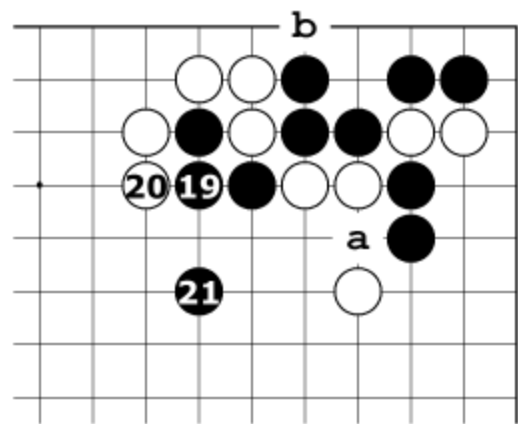
14 White must have the ladder to play this way.

Black plays 'a' * if the ladder favors White, 'b' if Black has the ladder (and the game is over).
'c' is a trick play.

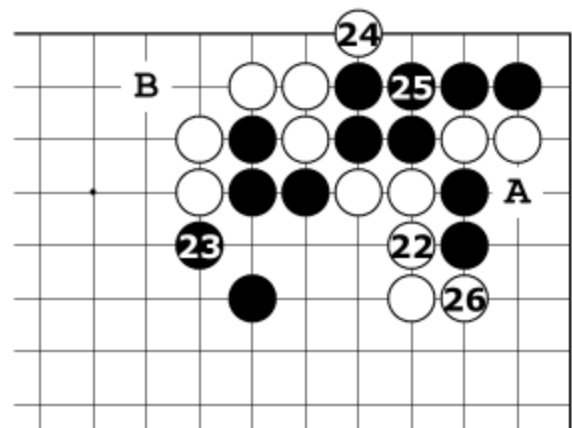


18 Black continues with 'a' *

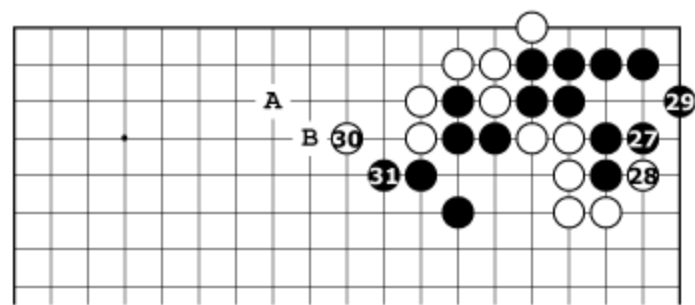
or 'b *'. 'a' leads to fighting, while 'b' gives settled shapes.



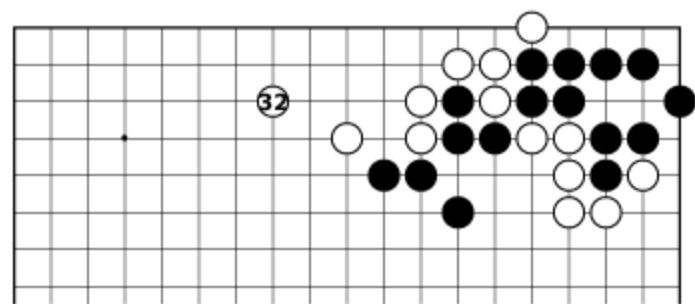
21 White continues with 'a *' or 'b'. There is no real difference between the two variations.



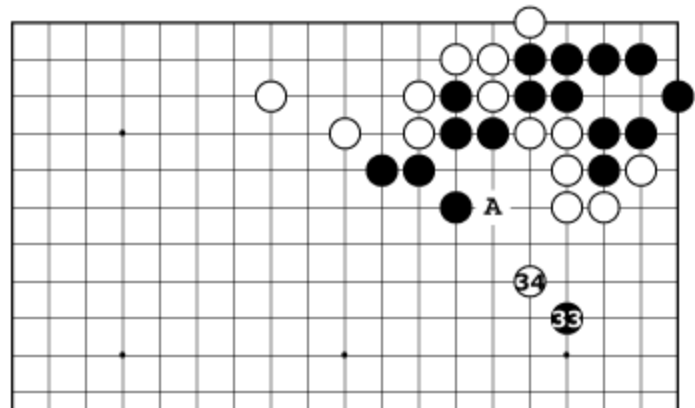
26 'A *' is joseki, 'B' is a trick play.



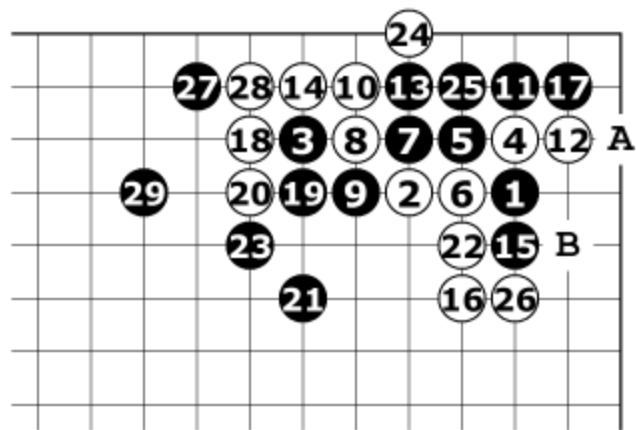
31 'A *' is the usual variation for just creating a living group in good shape. 'B' is a continuation with support in the upper left corner.



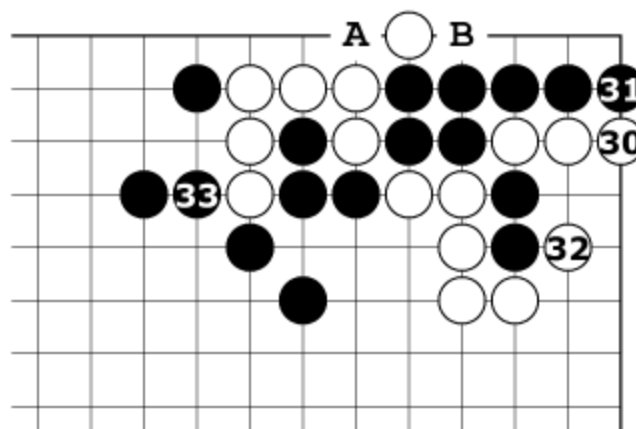
32 * GOOD VARIATION *



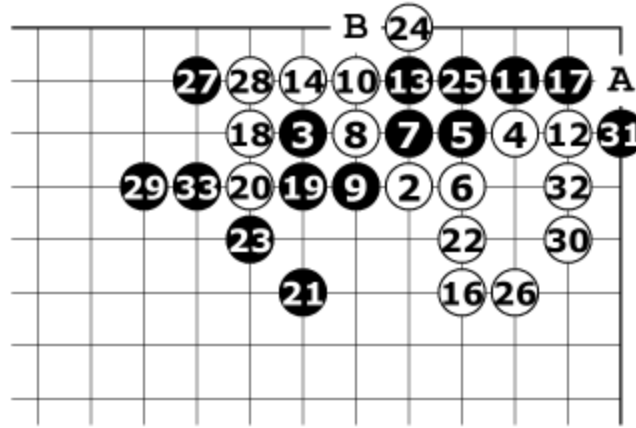
34 Later, A is a good point for White.



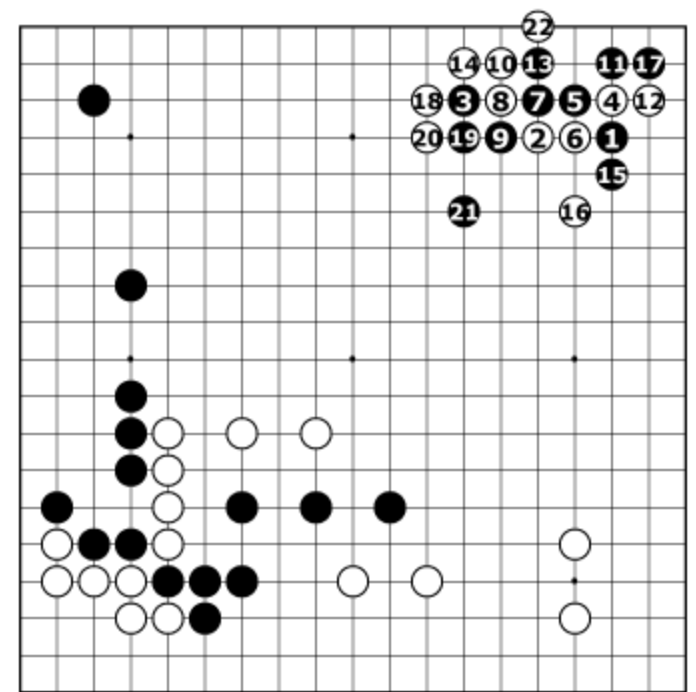
29 'A' is correct, 'B' is getting tricked.



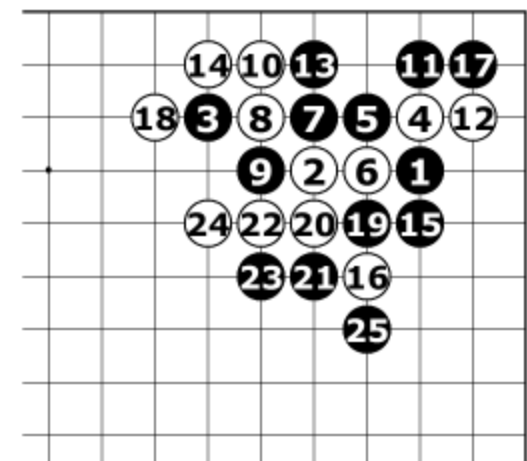
33 'A' is correct, 'B' is wrong.



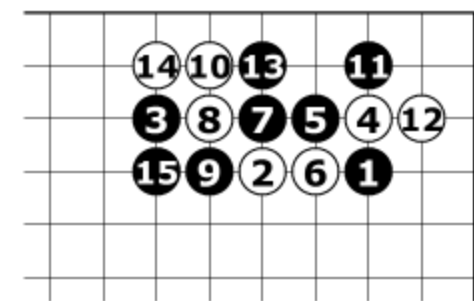
33 Neither 'A' nor 'B' work.



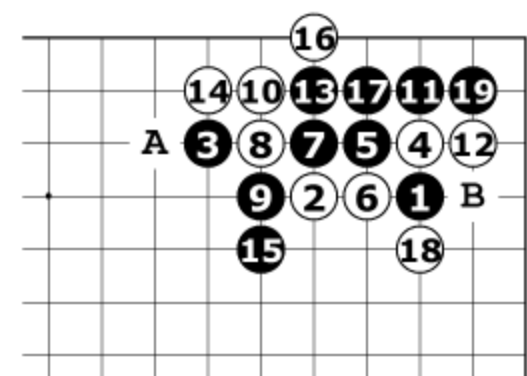
22 This variation is from Sakata Eio (White) against Fujisawa Shuko (Black) in the 4th game of the 1963 Meijin Title. The joseki in the lower right is variation 2-4-3-1-1-1-4-2.



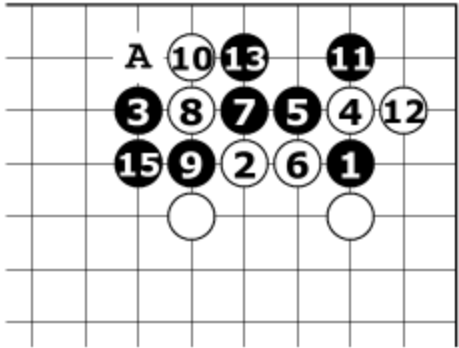
25 * GOOD VARIATION *



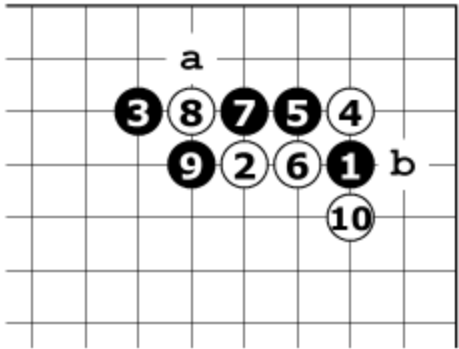
15 Black has the ladder and White has lost.



19 'A' is correct, 'B' is a mistake.

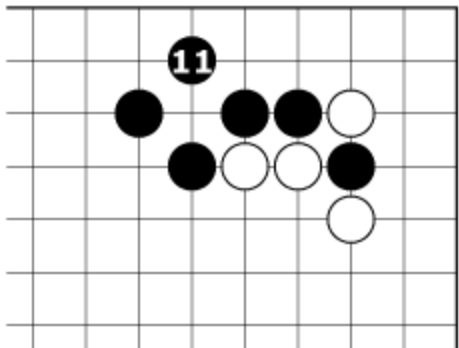


16 Black does not have to play on A, because White played 14 and 16 in the wrong order. Black gets sente, so this is not joseki.

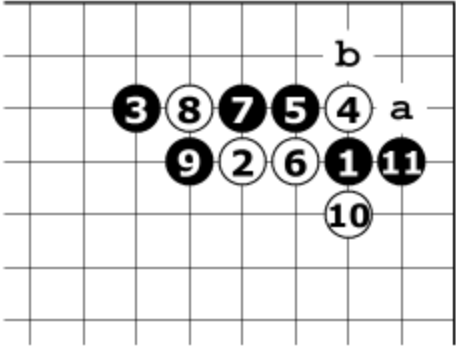


10 White 10 is odd.

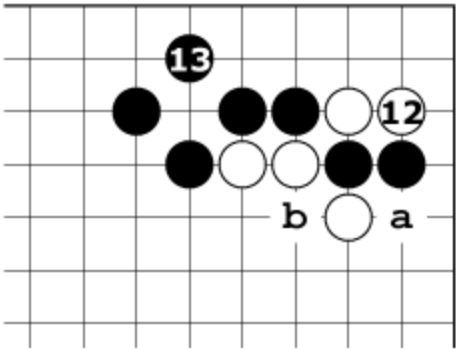
Black can keep things simple with 'a', though perhaps giving White a slightly favorable result. Alternately, Black extends at 'b'.



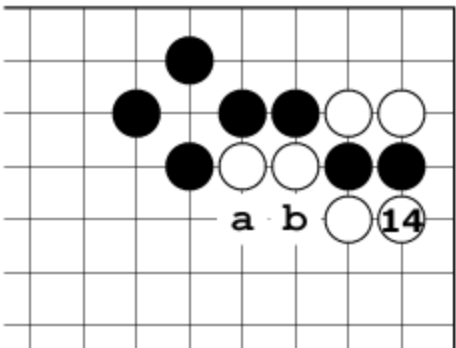
11 Black 11 is simple.



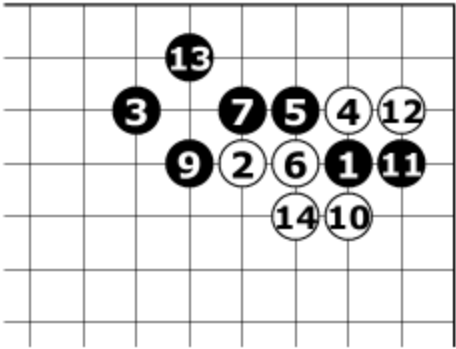
11 White continues with 'a' or 'b'.



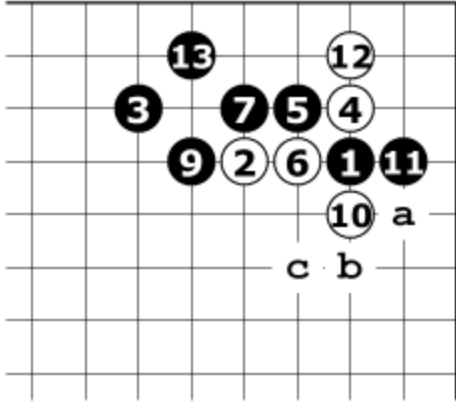
13 White 'a' or 'b' are possible continuations.



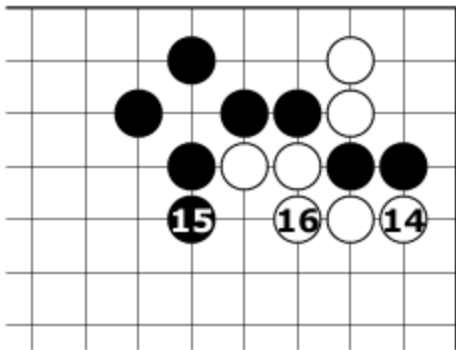
14 Black 'a' or 'b' are possible continuations that improve Blacks local position.



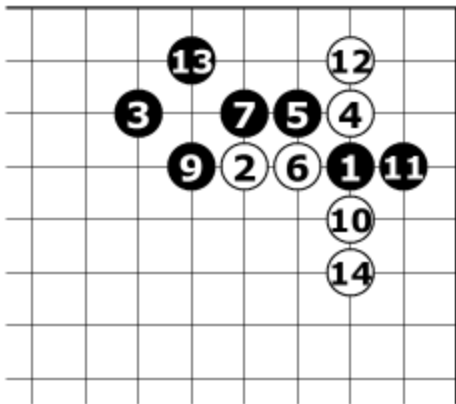
14 White 14 gives bad shape.



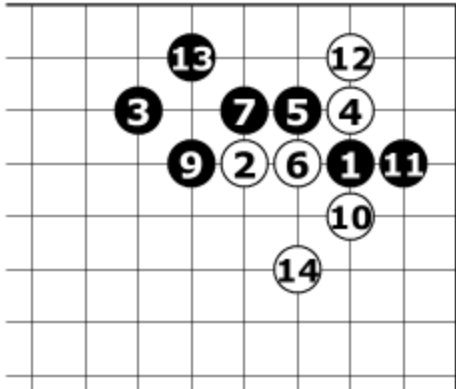
13 White continues with 'a'. White 'b' and 'c' are not recommended.



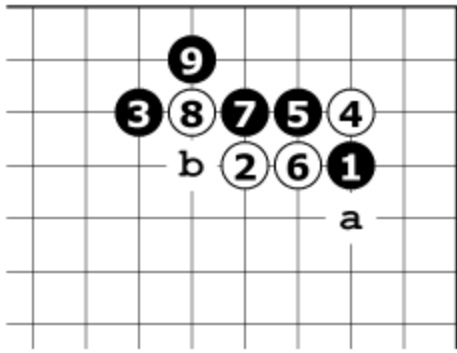
16 White 16 is the most solid continuation. The result favors Black.



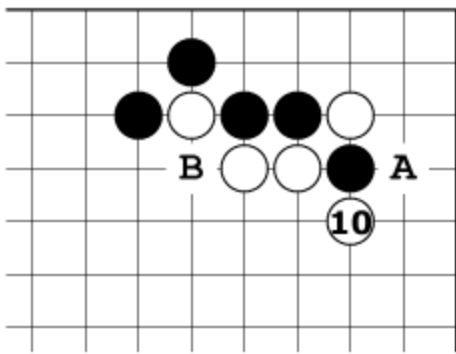
14 White 14 gives terrible aji.



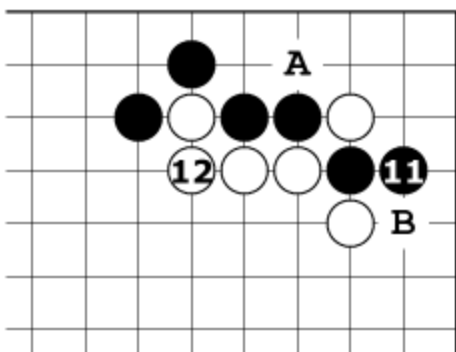
14 White 14 gives bad shape and leaves aji.



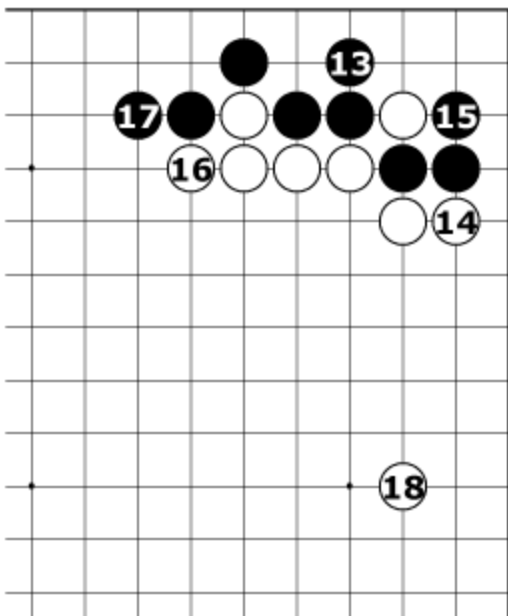
9 White continues with 'a *'. White 'b' if the ladder doesn't work, but that is not joseki.



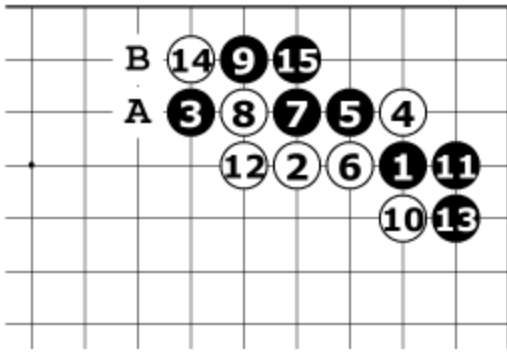
10 'A *' is joseki, 'B' is variation.



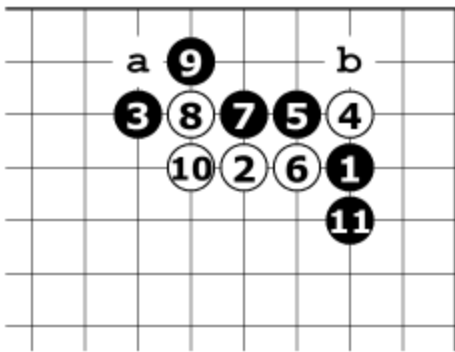
12 'A' keeps the top side and is usual, 'B' goes to the right and is good for White locally.



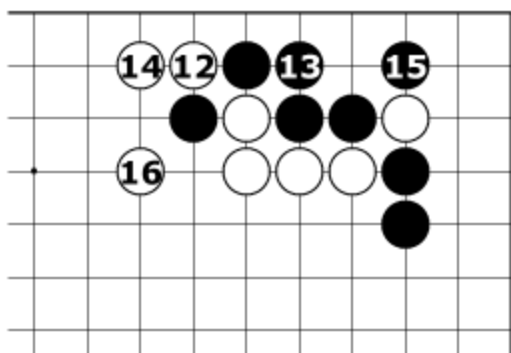
18 * GOOD VARIATION *



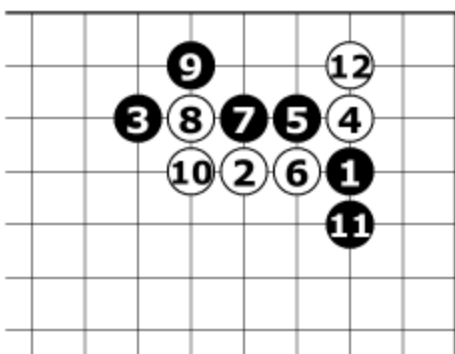
15 'A' with the ladder, 'B' without.



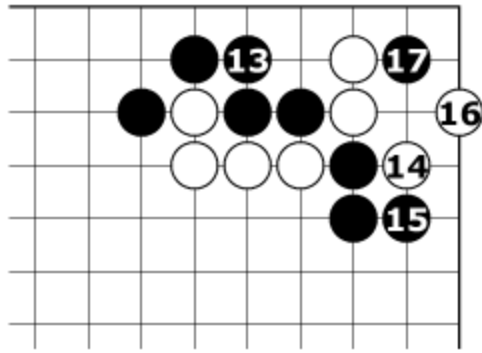
11 White continues with 'a'. White 'b' is unreasonable.



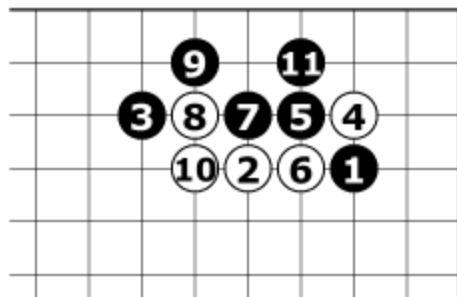
16 If White could catch Black 3 in a ladder, the ponnuki shape would be an equal result. The geta is less favorable.



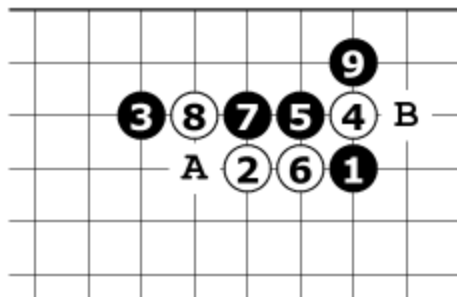
12 White 12 is a mistake. White cannot live in the corner.



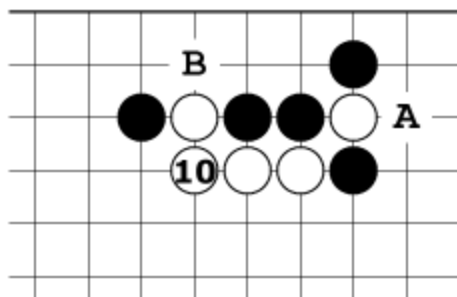
17 Withe the tesuji of 17, White dies in the corner.



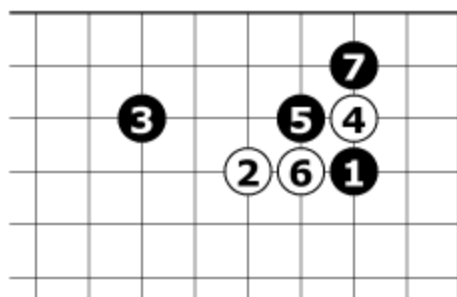
11 Black 11 is not recommended. White gets great thickness.



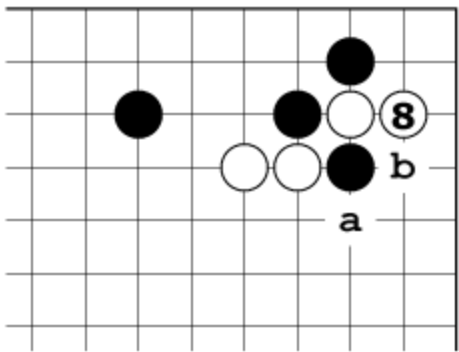
9 'A' is correct, 'B' is getting tricked.



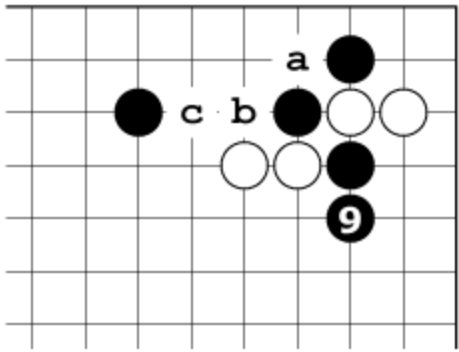
10 'A' or 'B'.



7 Black 7 is a trick play, but Black gets a reasonable result even if White is not tricked.

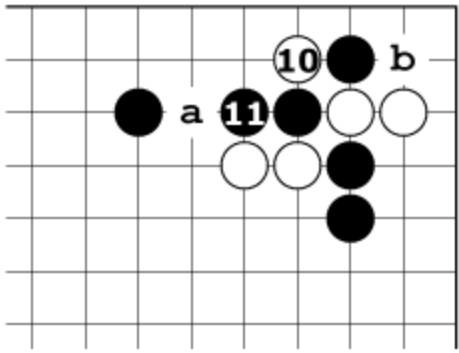


8 Black 'a' and 'b' are both possible.

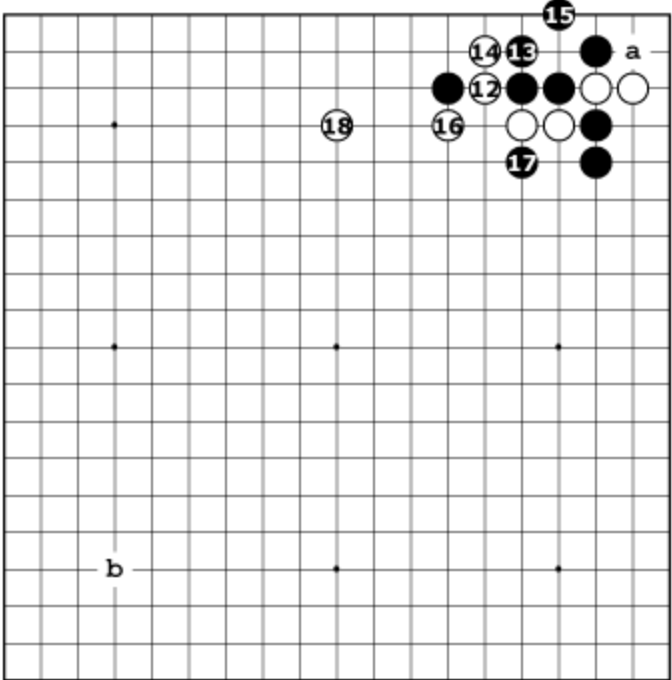


9 White 'a' is correct. White takes the top, Black the corner and right.

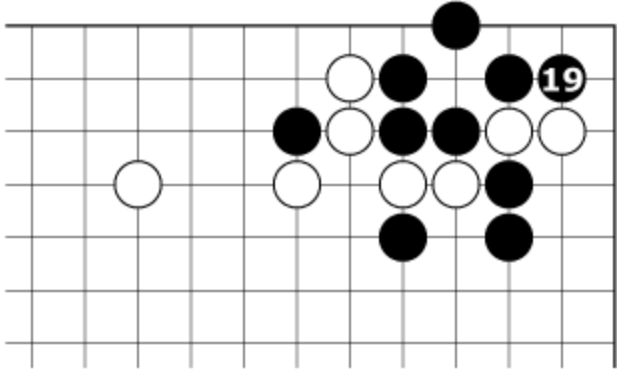
White 'b' is a mistake, and White 'c' only slightly better.



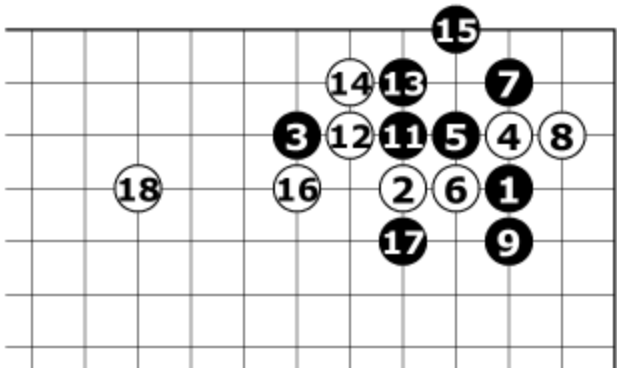
11 White 'a' is correct. White 'b', grimly clinging to the corner, is a mistake.



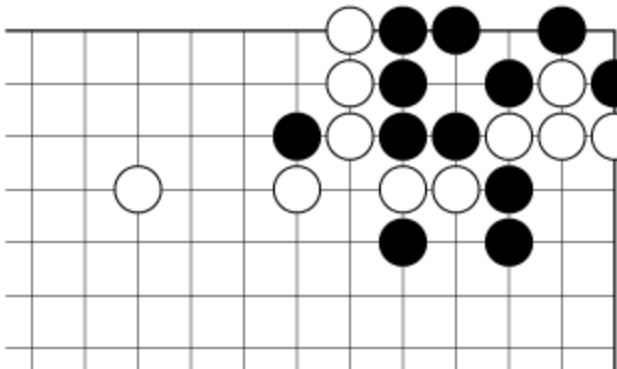
18 Black must play at 'a' later. Playing elsewhere ('b') results in a "flower-viewing" two-step ko for White.



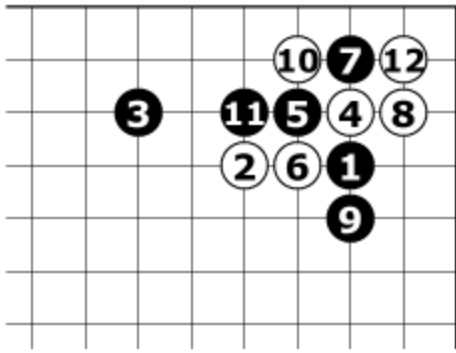
19 Black 19 is necessary.



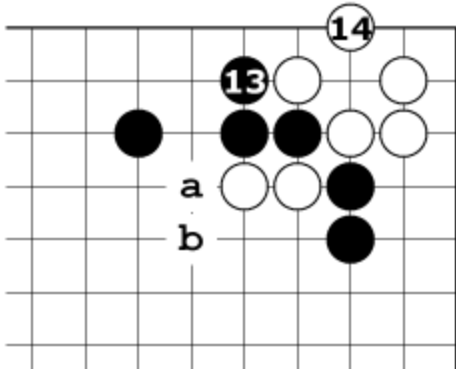
19 Black plays elsewhere. The Black corner stones can only live by ko.



26 A ko ensues.



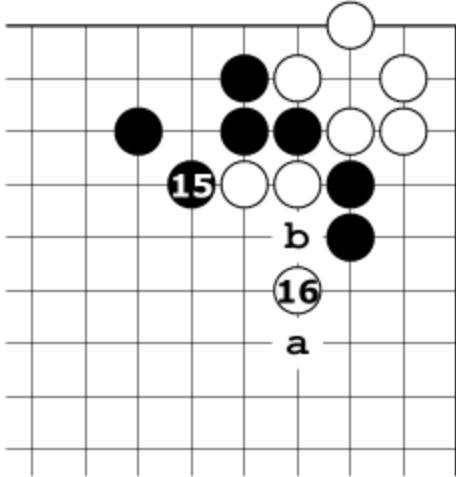
12 White 12 is a mistake.



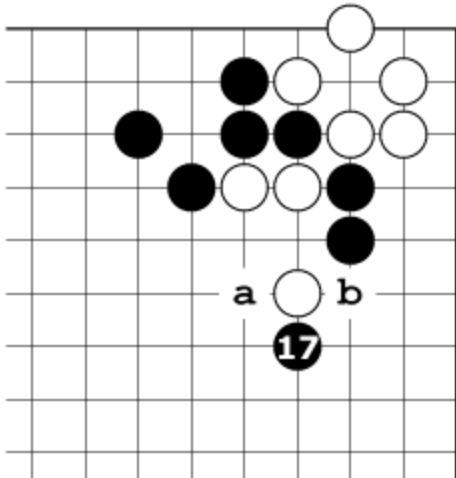
14 Black may try 'a' or 'b'.

Black 'a' gives black two groups (right and top).

Black 'b' give thickness at the expense of the two Black stones (1,9).

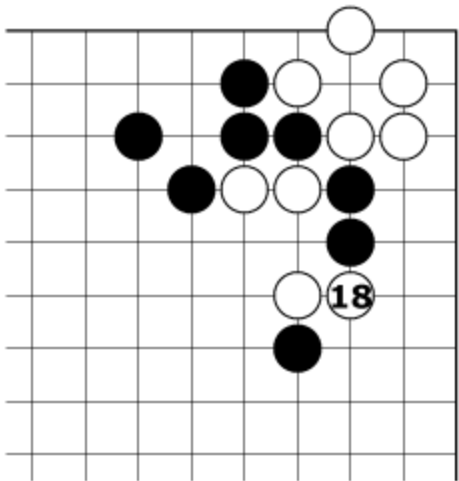


16 Black 'a' is tesuji. Black 'b' is a mistake.

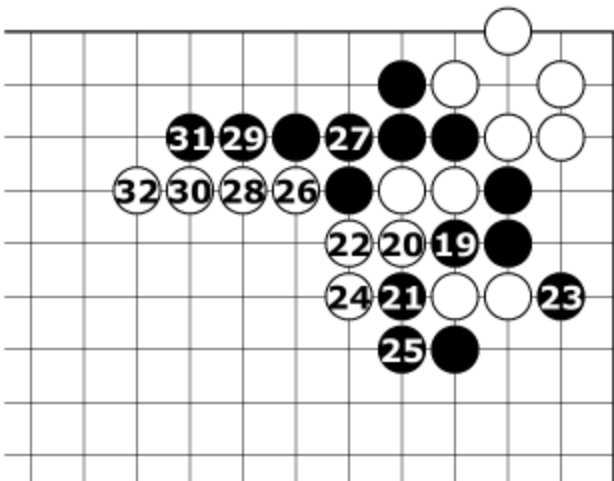


17 White 'a' is correct. White

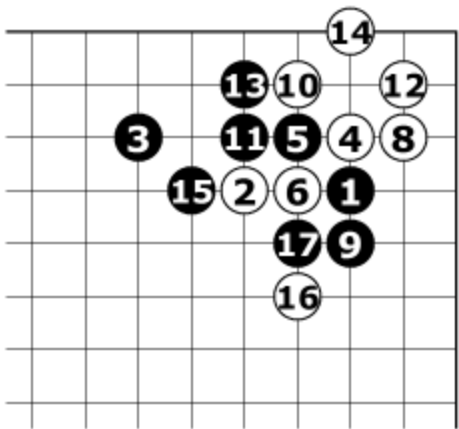
'b' is a mistake.



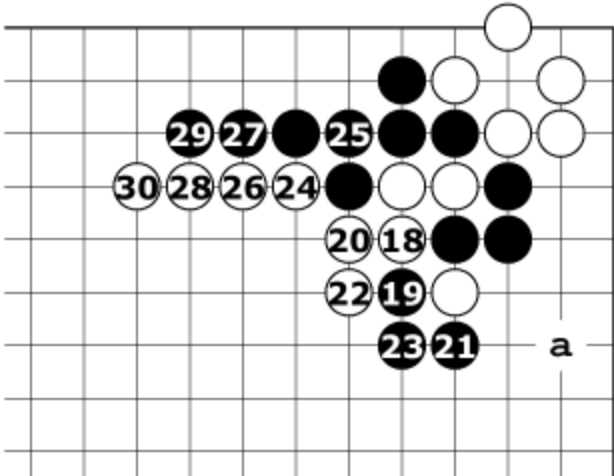
18 White 18 is a mistake.



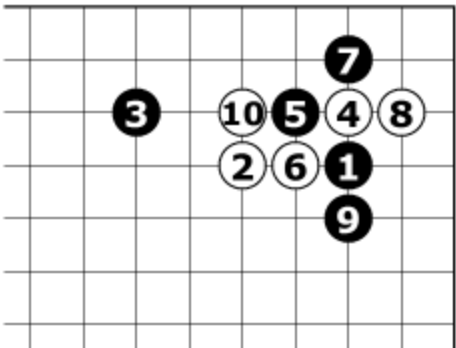
32 The loss of the two White stones (16,18) makes this a loss for White.



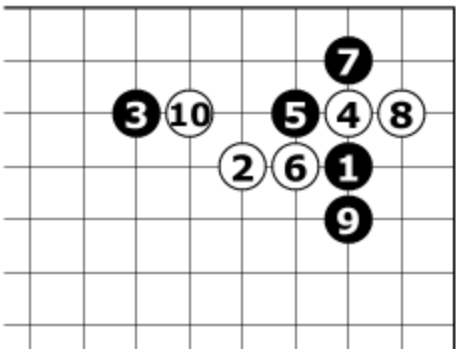
17 Black 17 is no good.



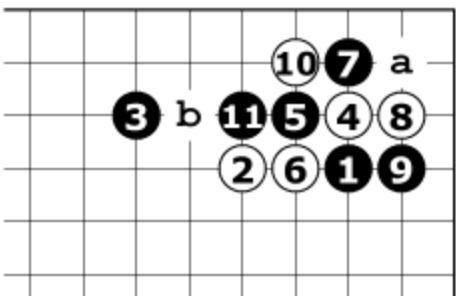
30 White can aim at 'a'.



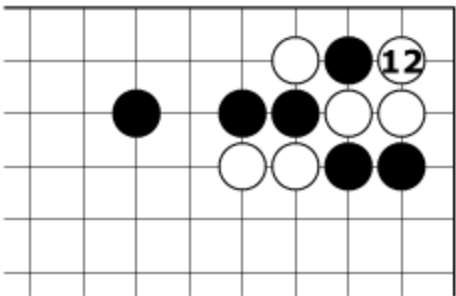
10 White 10 is a mistake.



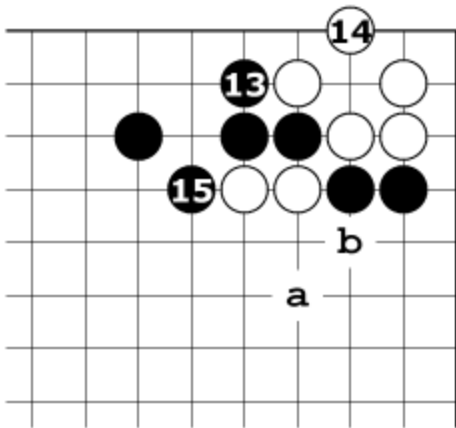
10 White 10 is not recommended.



11 White 'a', clinging to the corner, is a mistake.
White best continue with 'b'.

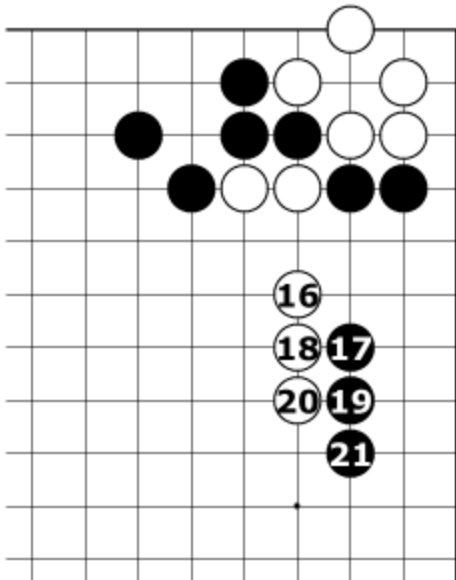


12 White 12 is a mistake.

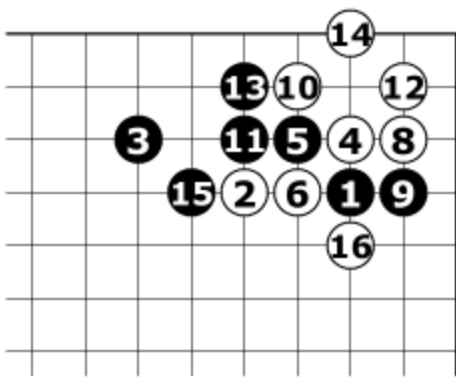


15 White 'a' is the best White can do.

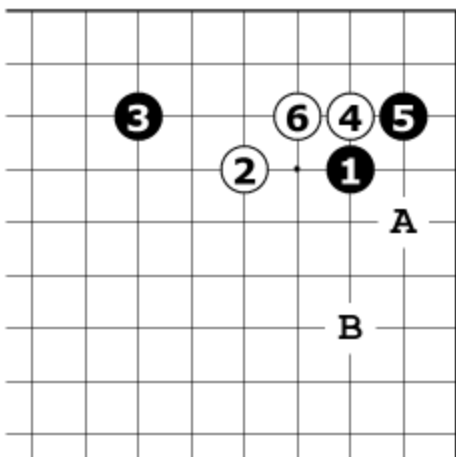
White 'b' gets White sealed in (but White gets the corner), in White gote.



21 The result favors Black.

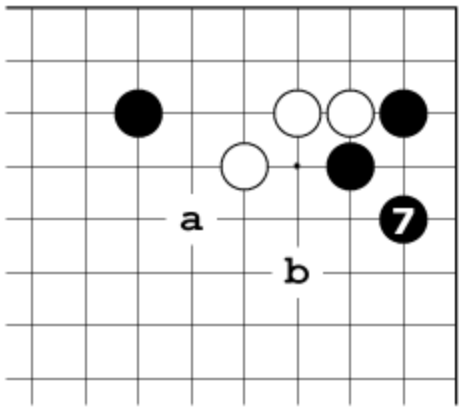


16 White 16 is a mistake.



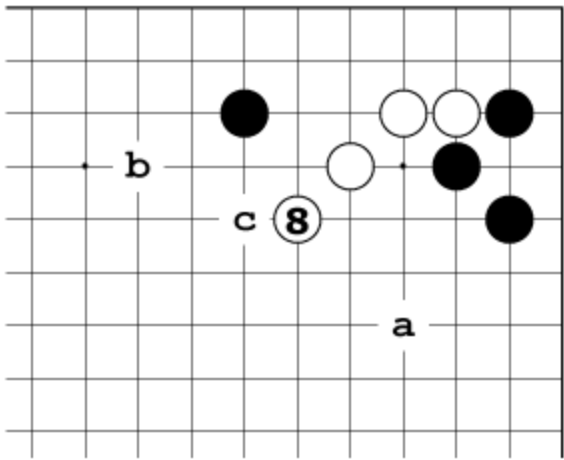
6 'A' is the old, 'B' the new

variation.



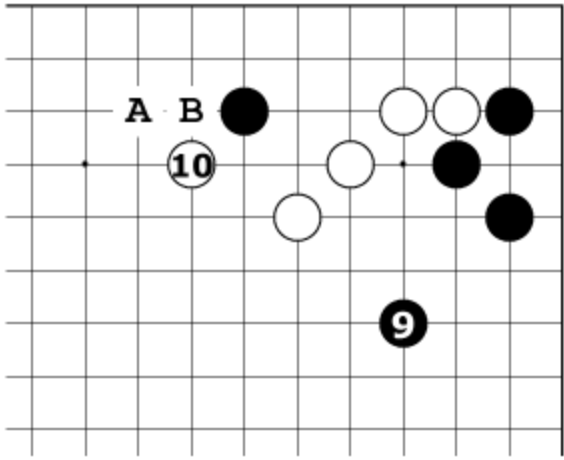
7 Joseki continues with White 'a'.

White 'b' is a bit unreasonable.

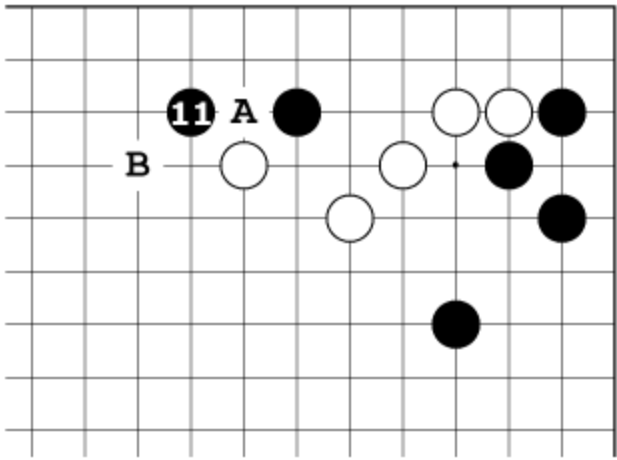


8 Black continues with 'a'.

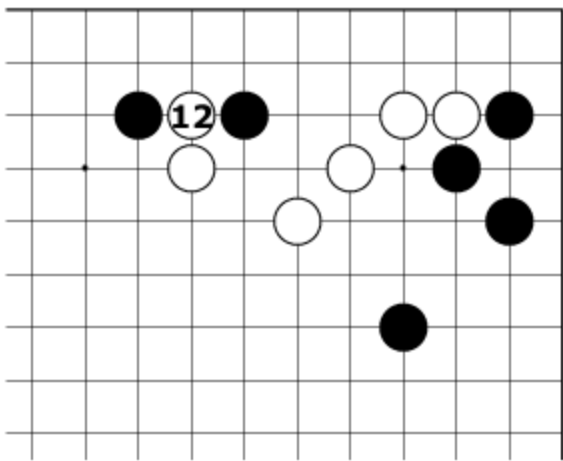
Black 'b' is not joseki, as Black is pressed down on the right.
'c' is wrong.



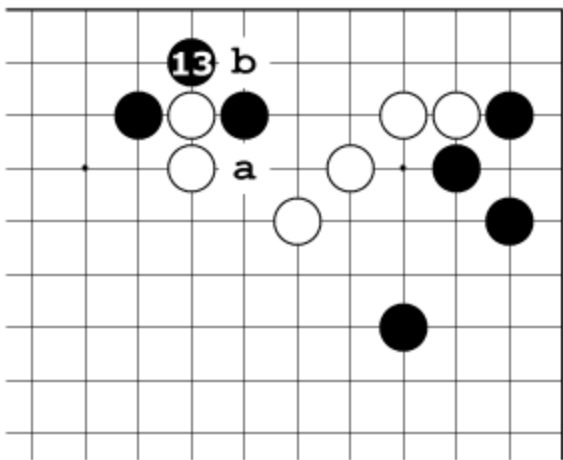
10 'A' is correct, 'B' is wrong.



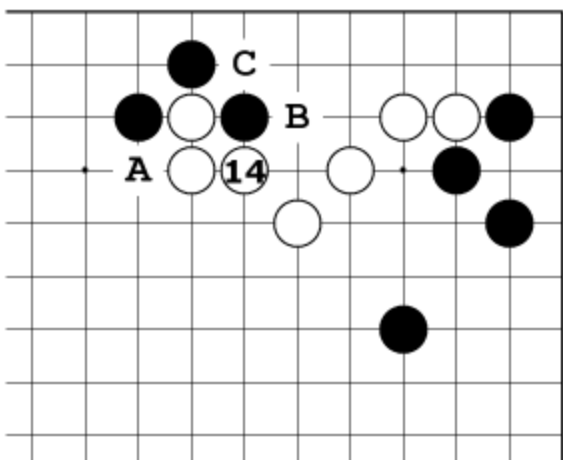
11 'A' is correct, 'B' is also possible.



12 Continuation.

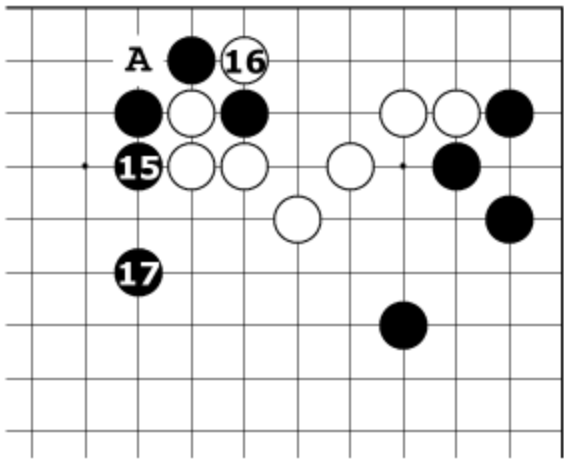


13 White continues with 'a' or 'b'. White needs the ladder to capture Black 11 to play 'b'.

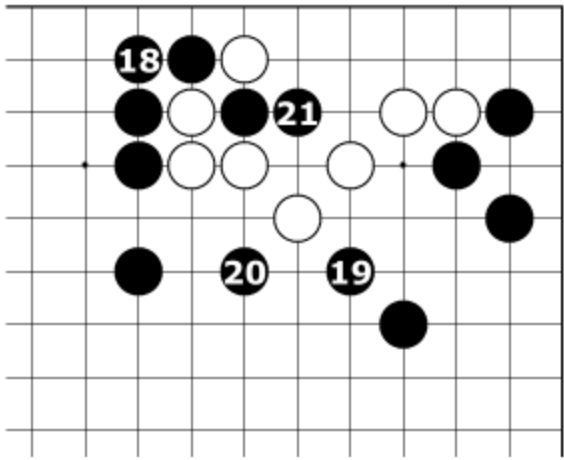


14 'A' is joseki, 'B' and 'C' are

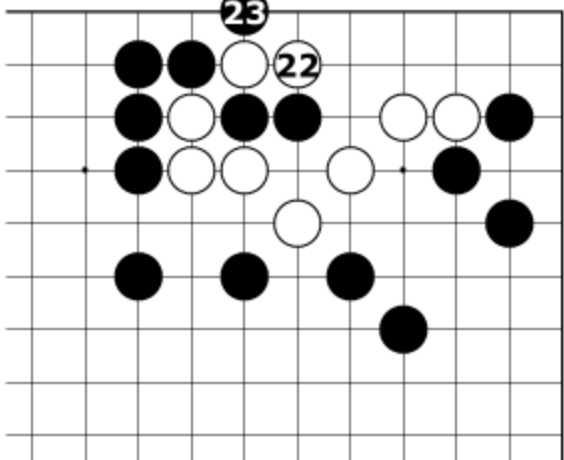
mistakes.



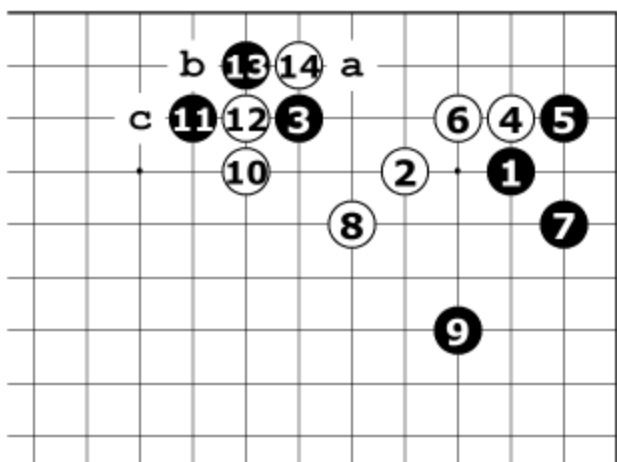
17 Later, Black likes to play A and shut in the group, which is not yet alive.



21 The killing begins.

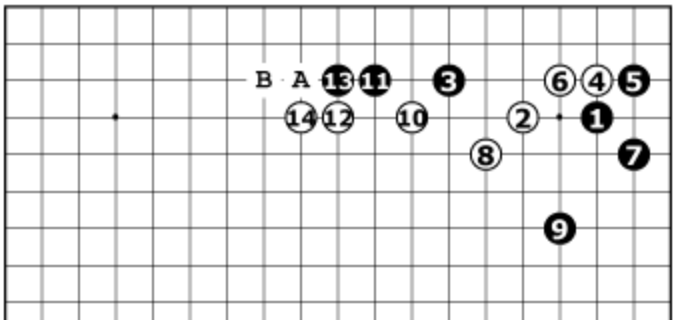


23 White is dead.

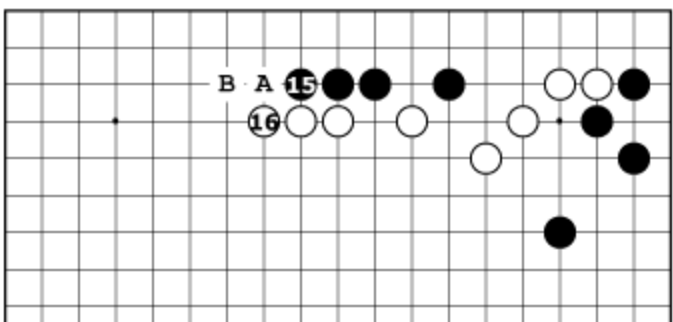


14 Fujisawa Hosai 9-dan

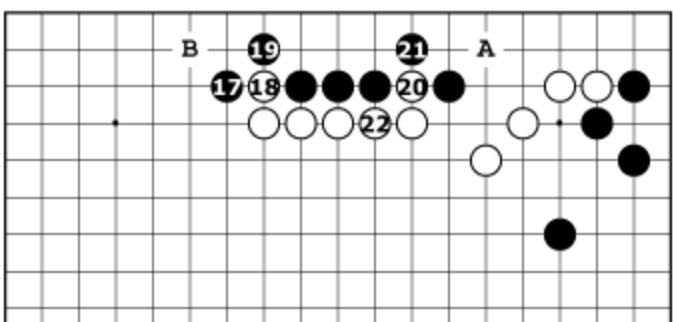
invented this. If Black 'a', White 'b' and 'c', assuming White has the ladder. This way of playing is frightening.



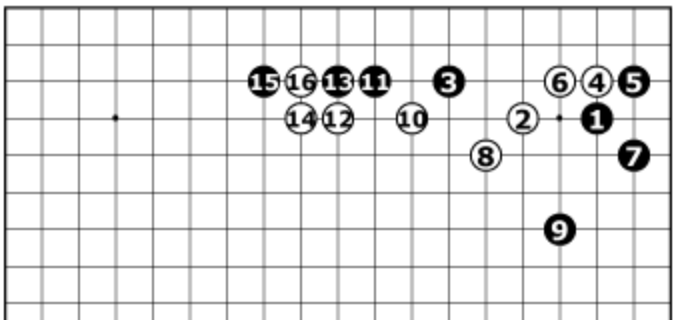
14 'A' is correct, 'B' is a mistake.



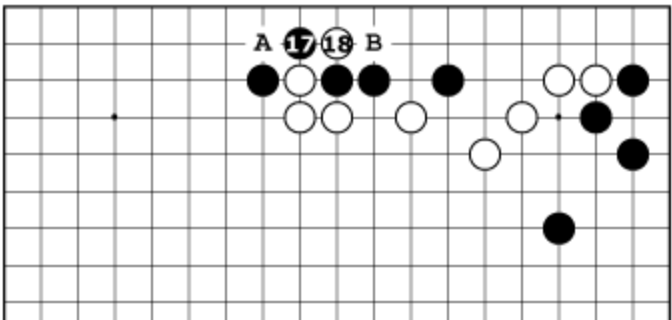
16 'A' is correct, 'B' is a mistake.



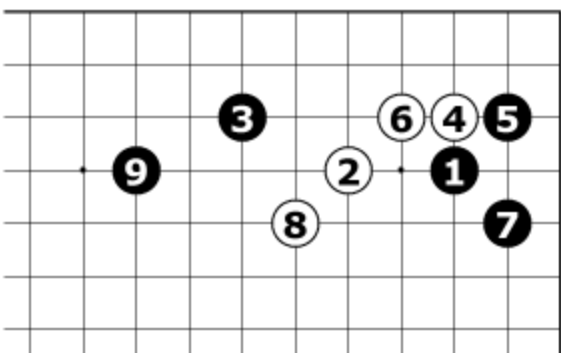
22 'A' or 'B'.



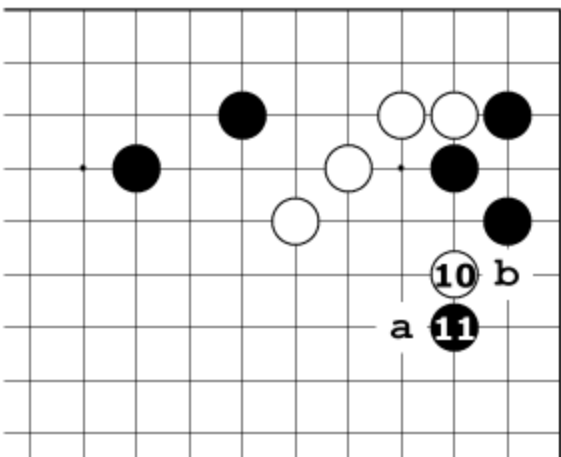
16 White needs the ladder.



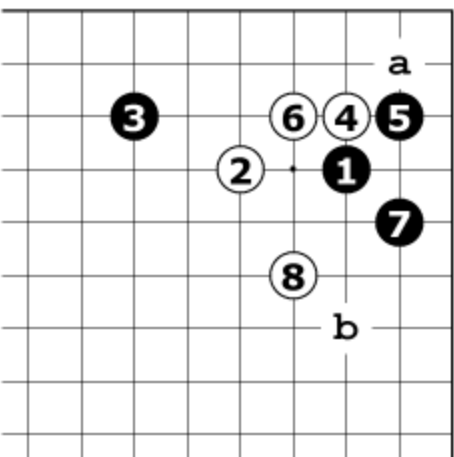
18 'A' or 'B'.



9 Black 9 puts Black's right side stones under pressure.

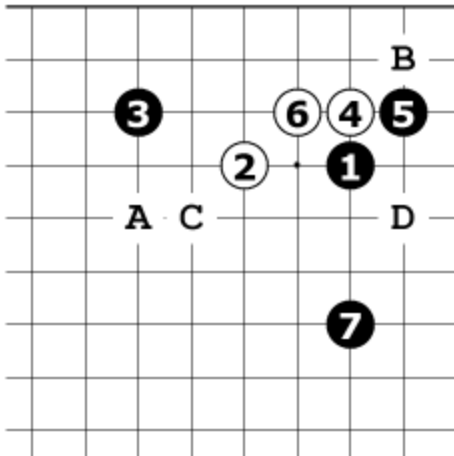


11 White continues with 'a' or 'b'. White 'b' starts local fighting.

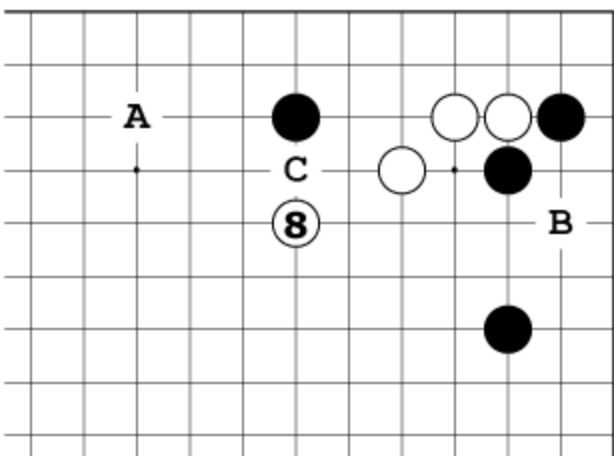


8 Black 'a' and 'b' are possible continuations.

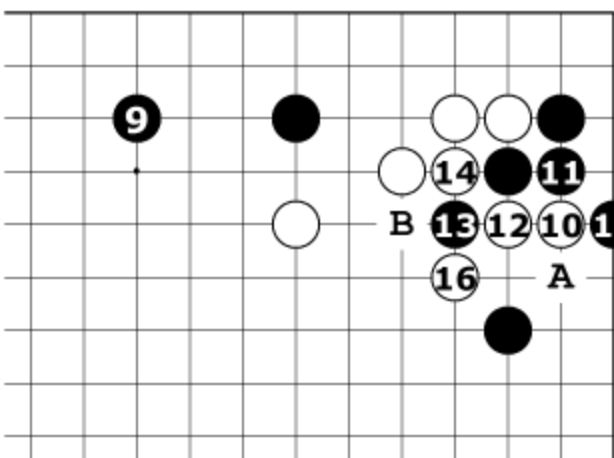
White leaves himself open to be cut later.



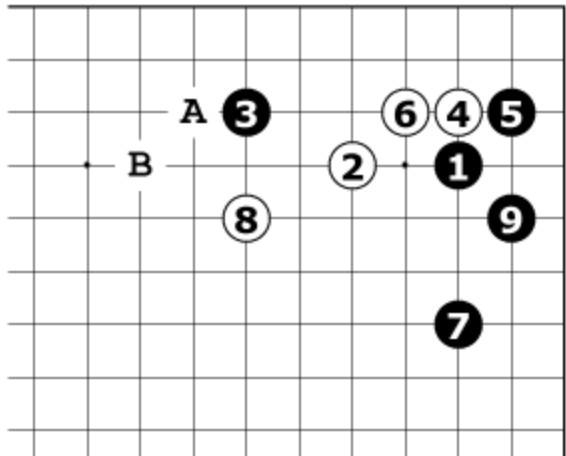
7 'A' or 'B' are ok. 'C' is not recommended. 'D' is questionable.



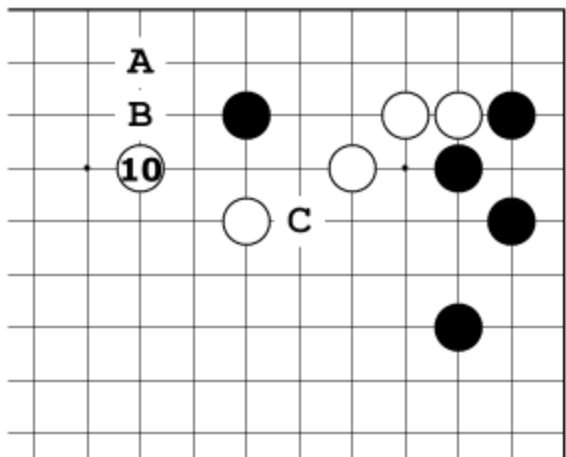
8 White needs the ladder. 'A' is joseki, 'B' and 'C' are variations. 'C' takes 20 points of territory for a wall.



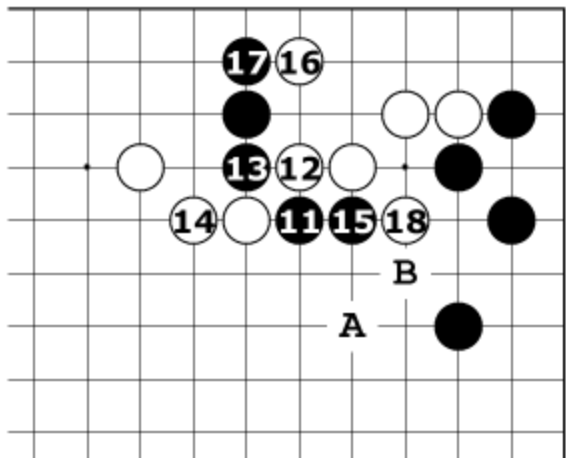
16 'A' if the ladder works for White. 'B' punishes if Black has the ladder.



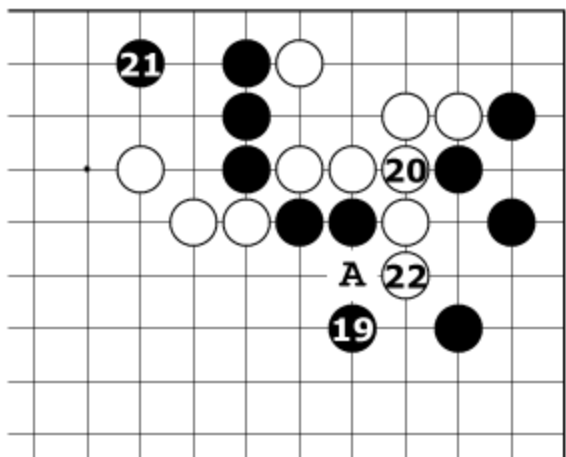
9 'A' for territory, 'B' for influence.



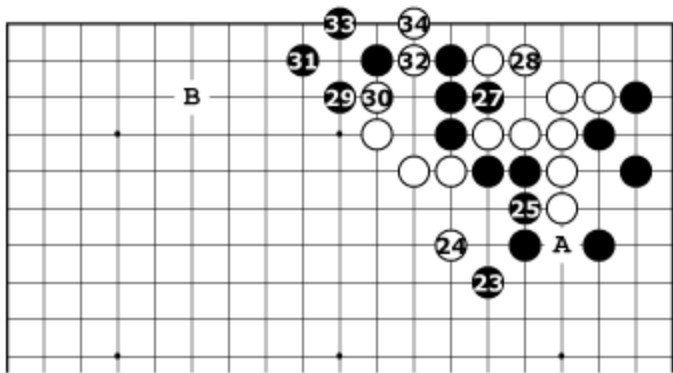
10 'A' and 'B' lead to clear results, 'C' to a fight.



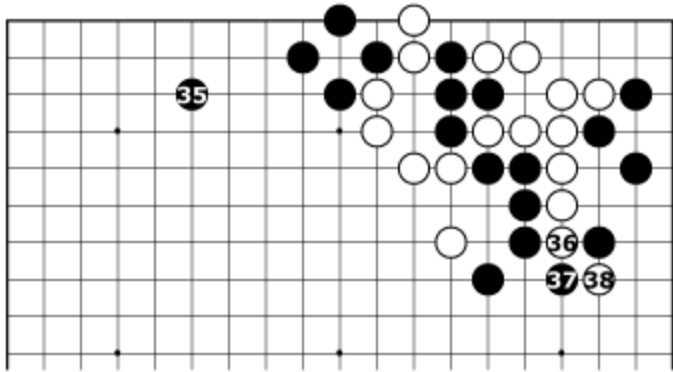
18 'A' is correct, 'B' is disadvantageous.



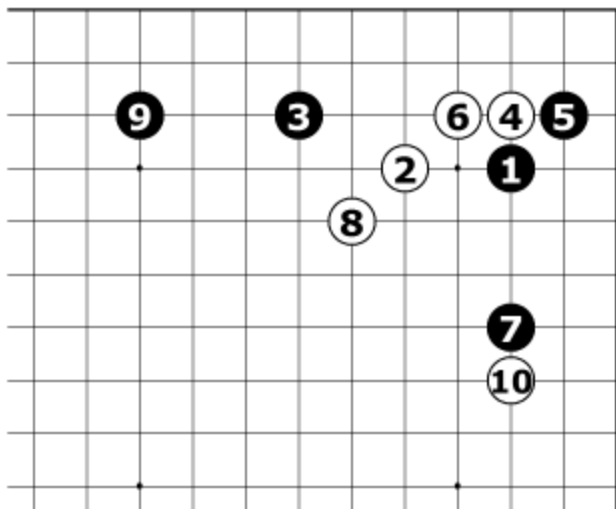
22 White threatens a ladder on A.



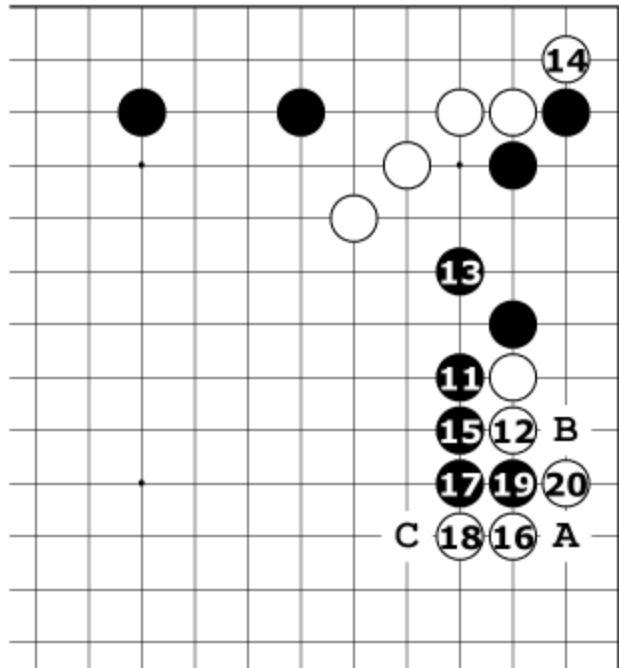
34 'A' is correct, other moves like 'B' are mistakes.



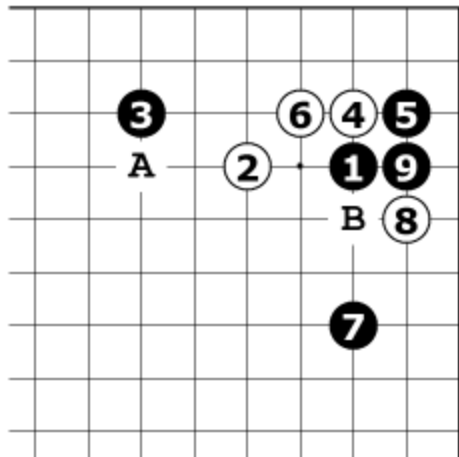
38 The Black stone on the right have become weak now.



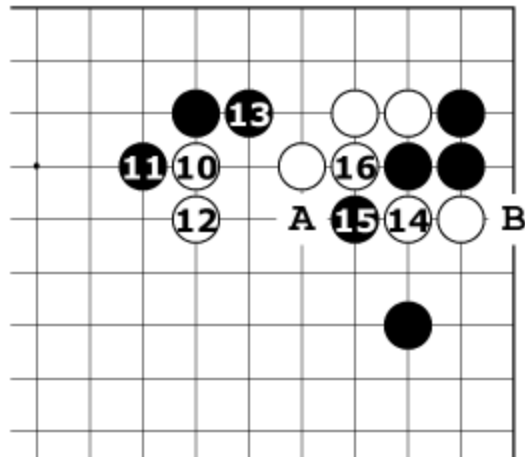
10 If Black has a stone in the lower right corner, he will always get a good result.



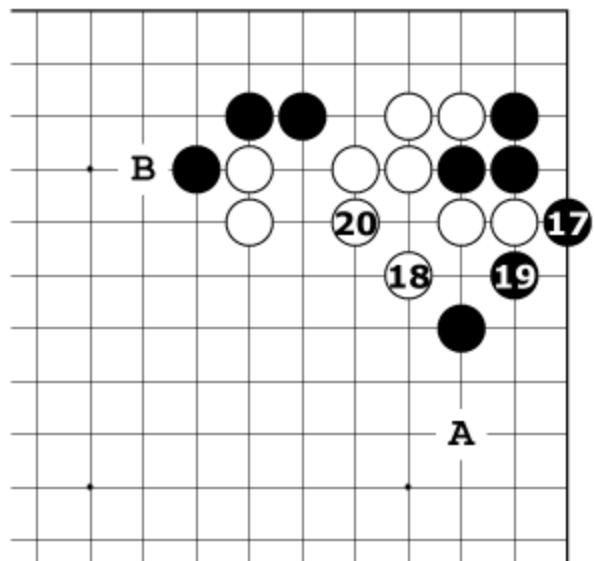
20 'A', 'B' or 'C'.



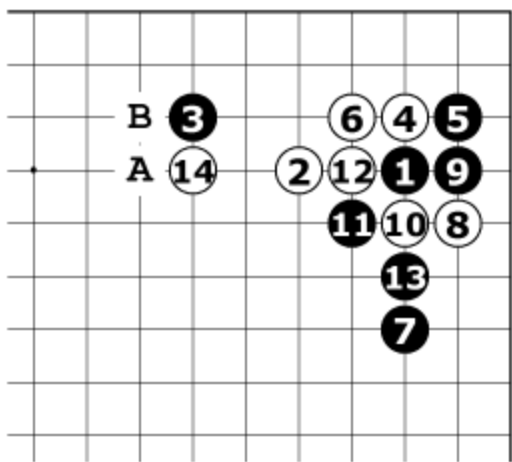
9 'A' or 'B'.



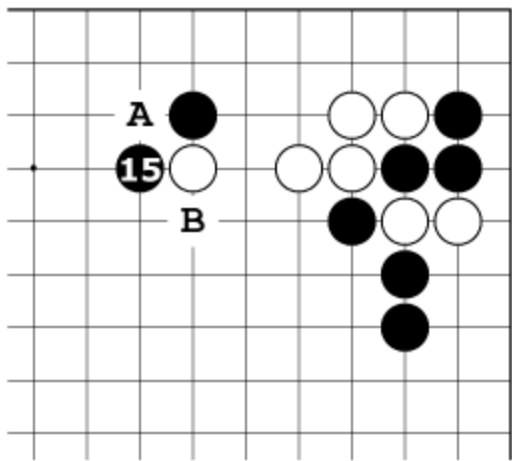
16 'A' is correct, 'B' is a mistake.



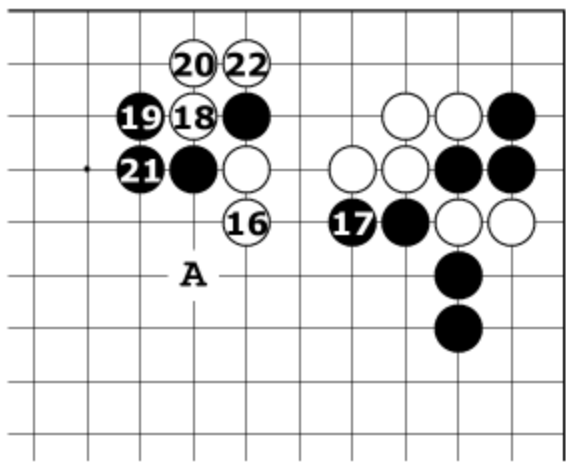
20 Black can one remove one weakness on either 'A' or 'B'.



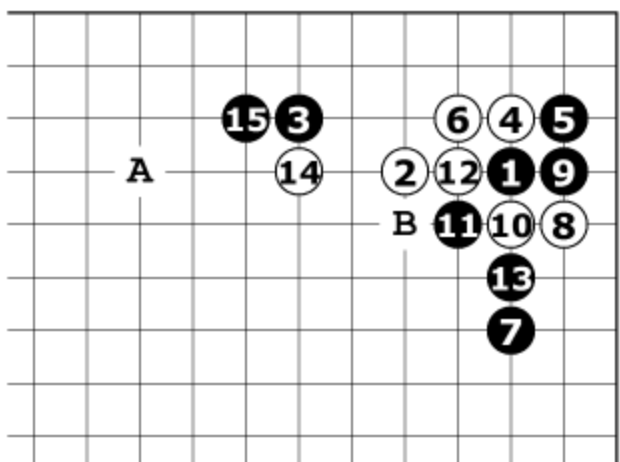
14 'A' is correct, 'B' is disadvantageous.



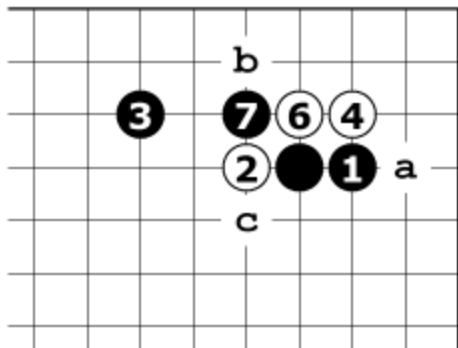
15 'A' or 'B'.



22 Later, A is a good follow-up for Black.



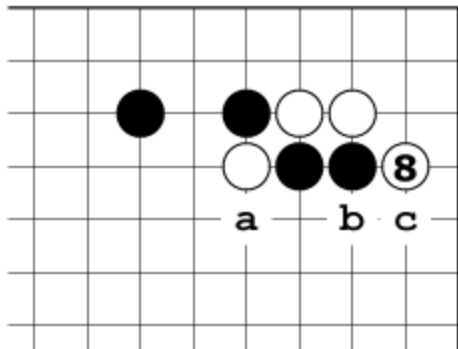
15 'A' is correct, 'B' leads to overconcentration.



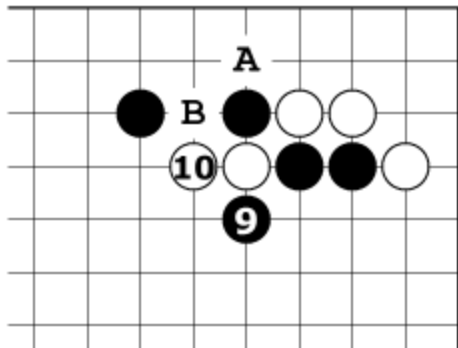
7 White 'a' is joseki.

White 'b' and 'c' are not joseki. White 'b' is less good than a similar variation after 'a' and the reason why Black 5 is traditionally called trick play.

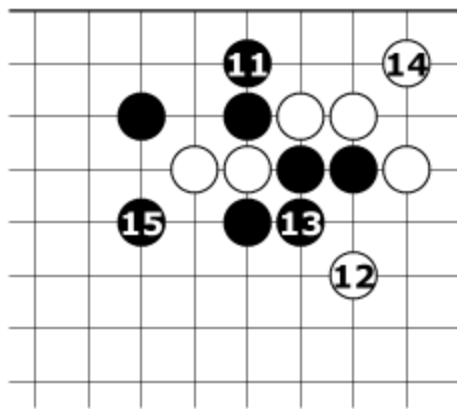
White 'c' gives Black an option to fight (at Black's advantage) or settle (to Black's slight advantage) with Black in the corner and on the right, White taking the top.



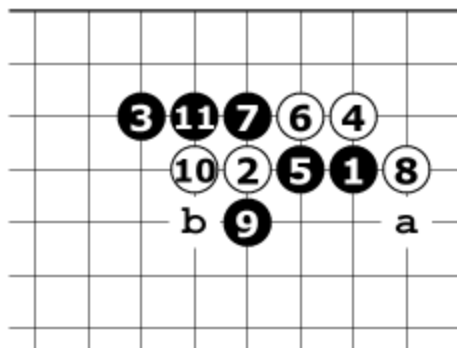
8 Black 'a *' and 'c' give settled groups. Most outcomes after 'c' are slightly better for White. Black 'b' starts a fight.



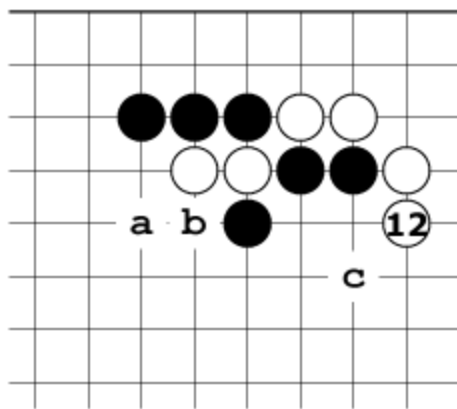
10 'A *' or 'B'.



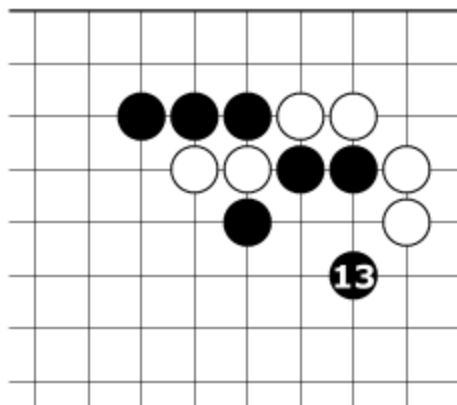
15 * GOOD VARIATION *



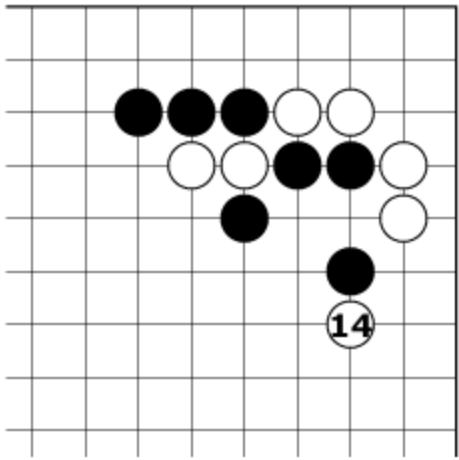
11 White 'a' is joseki. White 'b' starts a fight (rather needlessly).



12 Black plays 'a' if the ladder is unfavorable, 'b' if the ladder works. 'c' is not recommended.

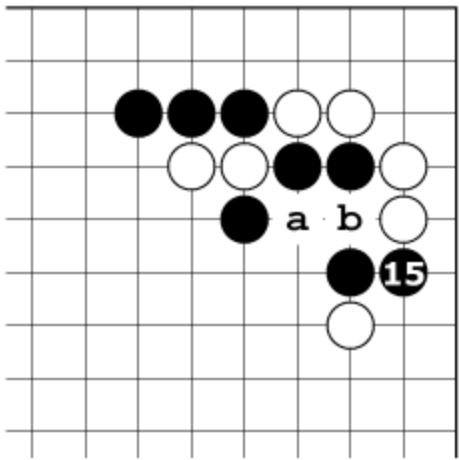


13 Black 13 is not recommended.

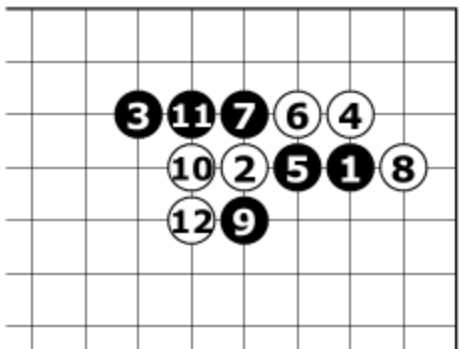


14 White 14 is a tesuji to get White out and up.

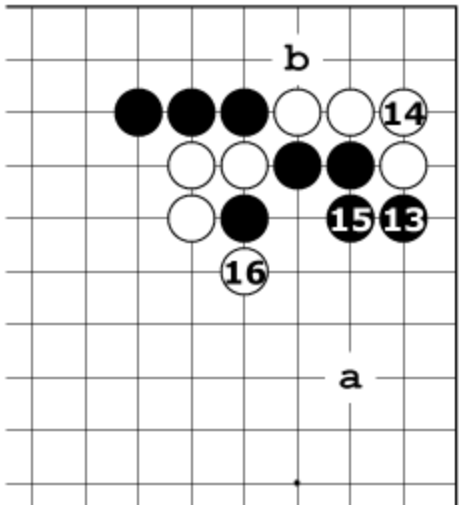
Black continues with 'a'. Black cannot resist with 'b'.



15 Black 15 is unreasonable. White may play 'a' or 'b'.

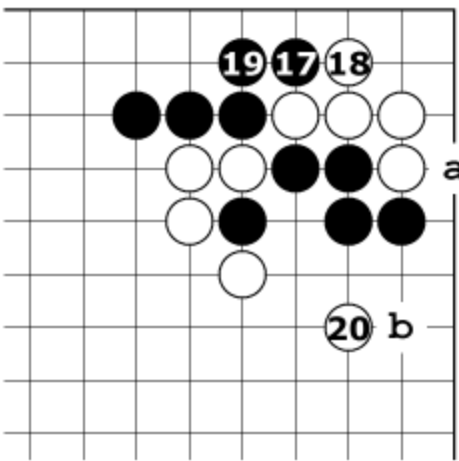


12 Black 12 needlessly starts a fight.

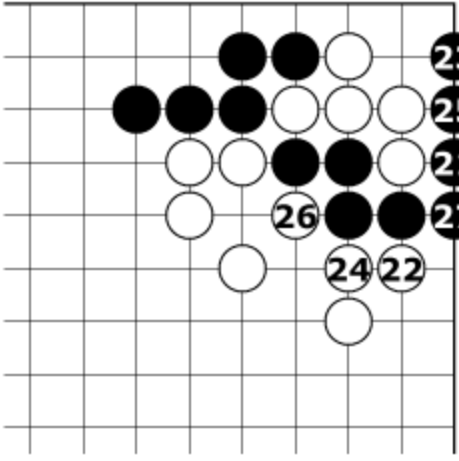


16 Black 'a' give Black top and right, White corner and center, a complicated but equal result.

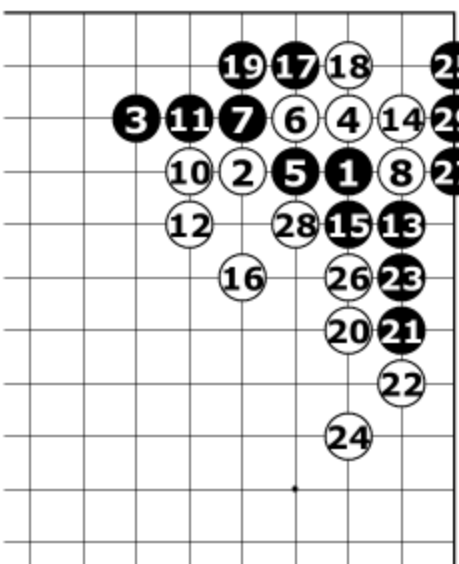
Black 'b' takes the corner (20 points) while giving White superior thickness.



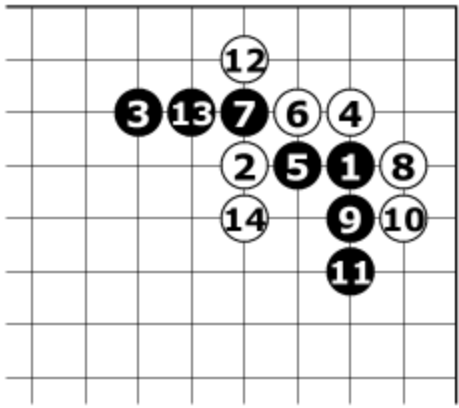
20 Black 'a' and 'b' lead to the same outcome.



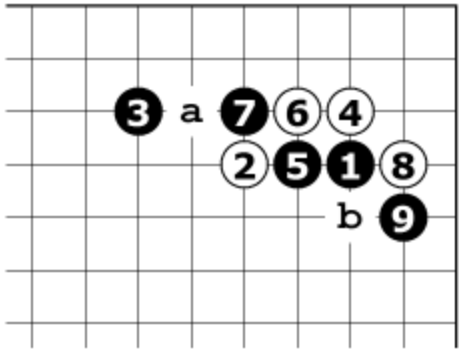
27 Black's territory is 20 points, but White has superior thickness.



29 Same outcome as 'a': Black has 20 corner points, White superior thickness.

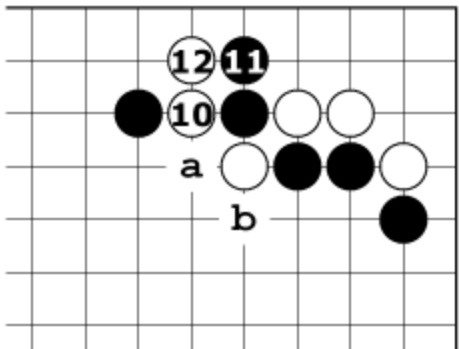


14 The White stone takes flight.

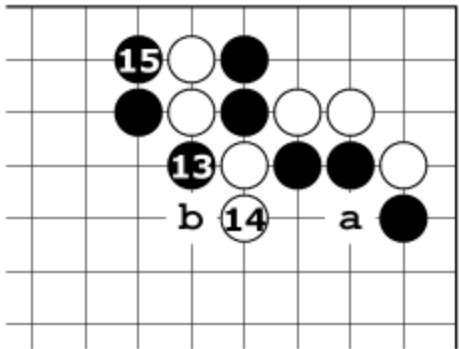


9 White 'a' has various outcomes.

White 'b' emphasizes the top, but gives Black great thickness on the right.

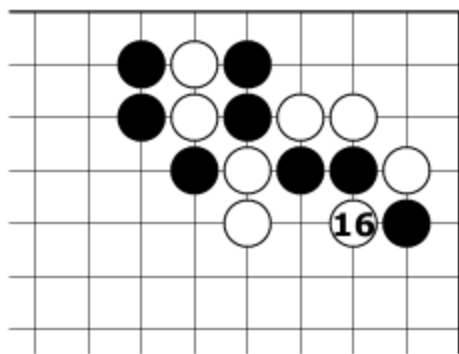


12 Black 'a' is correct, 'b' a mistake.

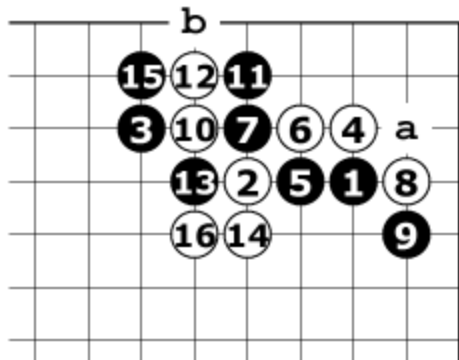


15 White 'a' takes the top favorably. White 'b' gives Black a choice of top or right, but White still has a

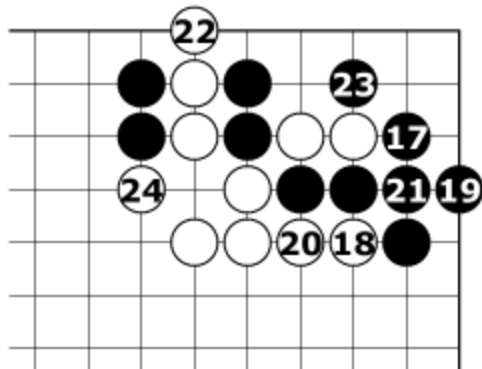
favorable result.



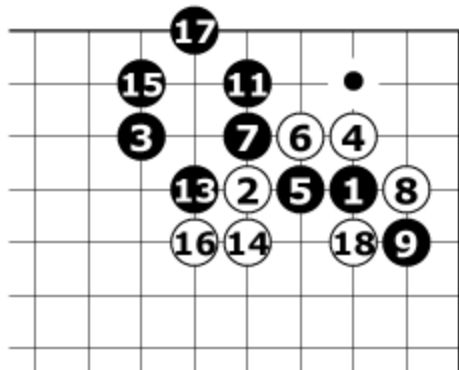
⑩ White is slightly better off.



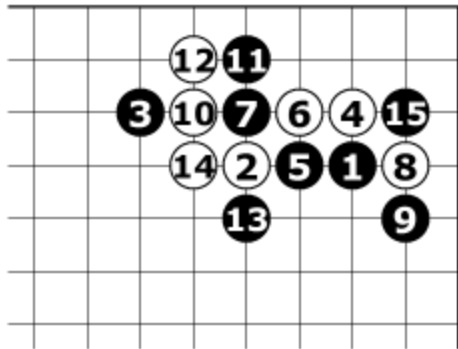
⑩ Black 'a' takes the corner, but gives White advantageous thickness. Black 'b' takes the top with White at an advantage again.



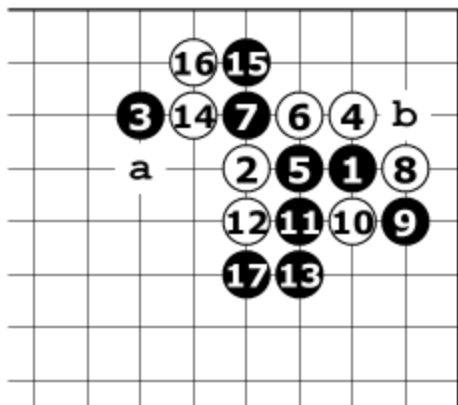
⑩ The result favors White.



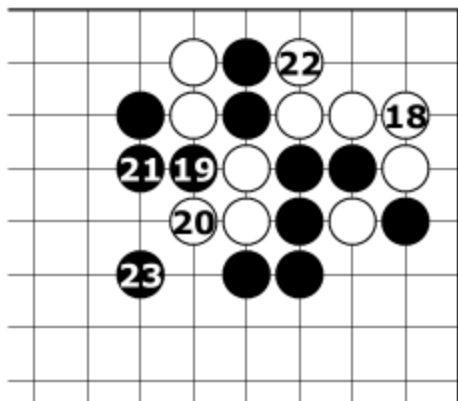
⑩ Black still has the endgame attachment at the red dot.



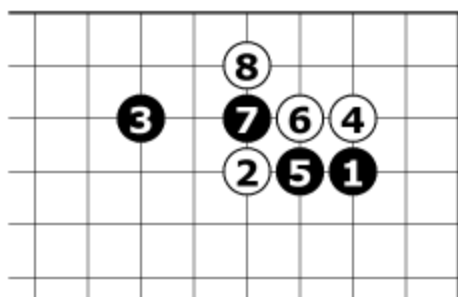
⑩ Black 3 is terribly weakened.



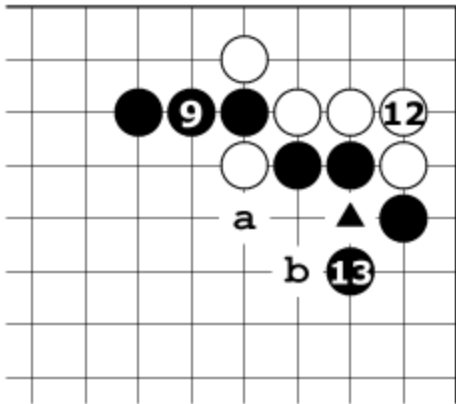
⑩ White 'a' takes the right while giving Black thickness. White 'b' takes the corner, but White gets sealed in (bad for White).



⑩ Black fences White in, which is terrible for White.

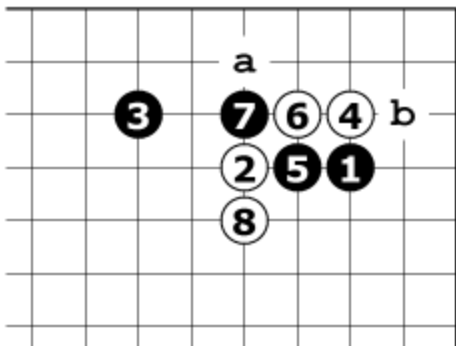


⑩ White 8 is getting tricked.



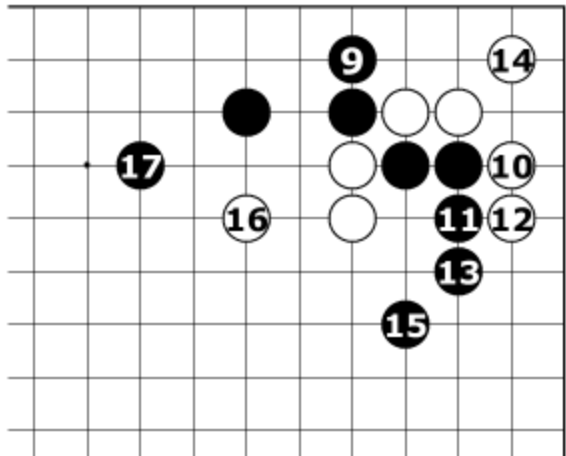
⑩ This result is better for Black, because in the equal fighting outcome after White 8 on 10, there is a White stone on 11 and a Black stone on the triangled position, so White is not so much enclosed, and Black has not so good shape. This difference is the reason for Black 5 being considered a trick play.

If White 'a', Black 'b'. Moving out White 2 only creates a burden for White.

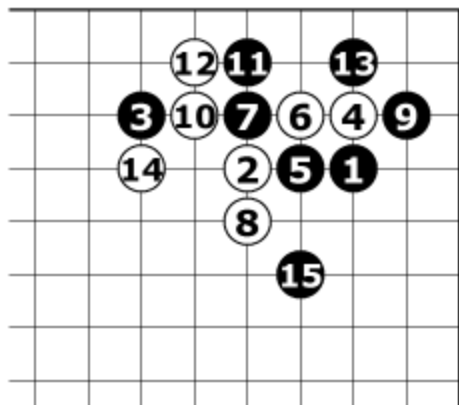


⑩ Black 'a' starts a fight at which Black has an advantage.

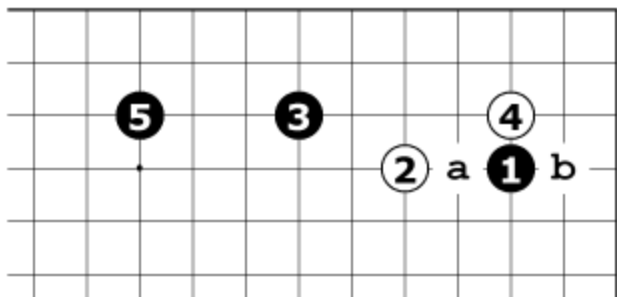
Black 'b' yields a settled result slightly to Black's favor; Black has the corner and right, White the top.



17 White faces a disadvantageous fight.

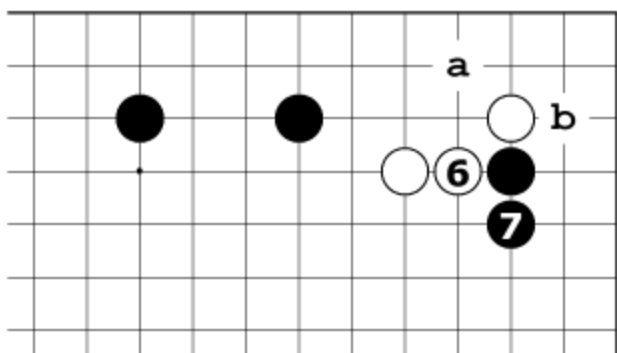


15 The result is roughly equal.

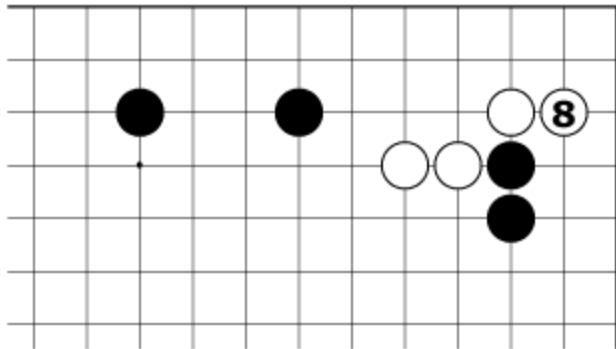


5 Black 5 is not joseki.

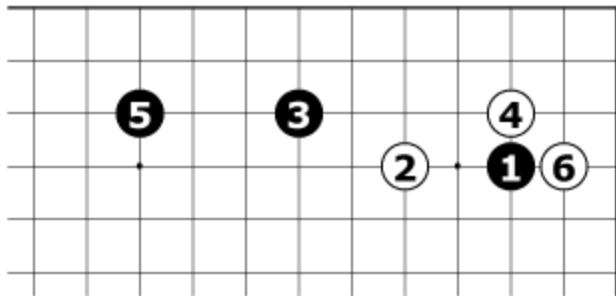
White continues with 'a'.
Black 'b' is a mistake.



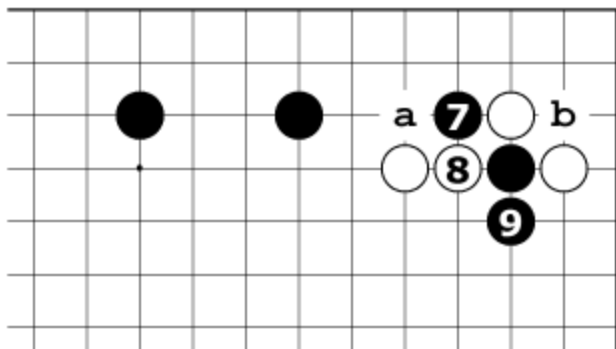
7 White 'a' makes good shape. White 'b' is a mistake.



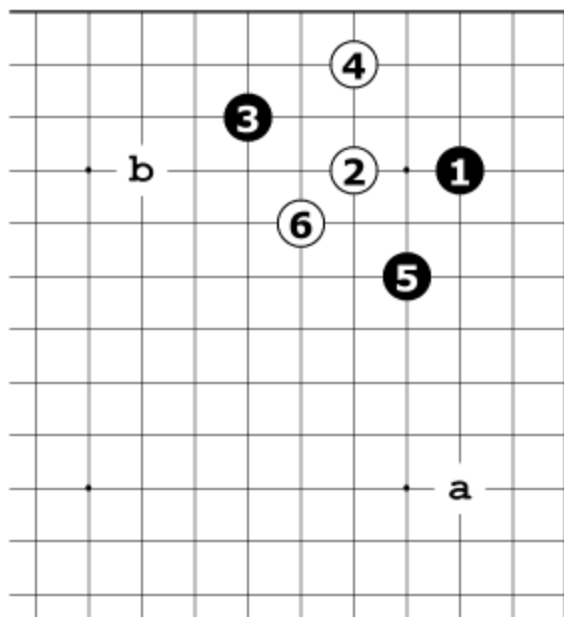
8 White 8 is a mistake, as Black profitably forces White in solid shape.



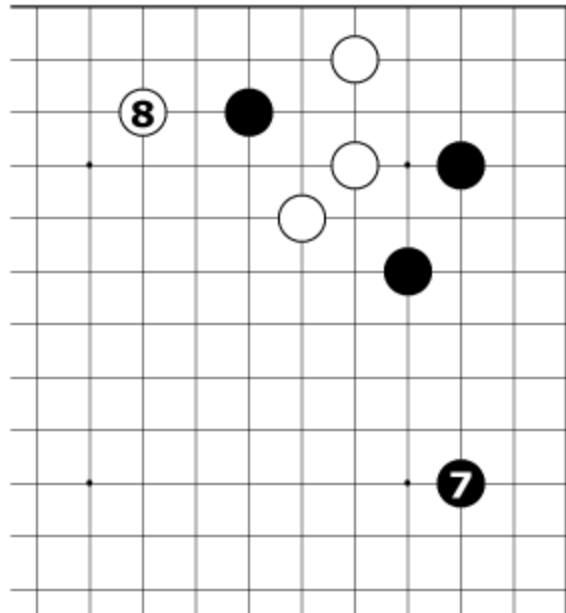
6 White 6 is wrong in this situation.



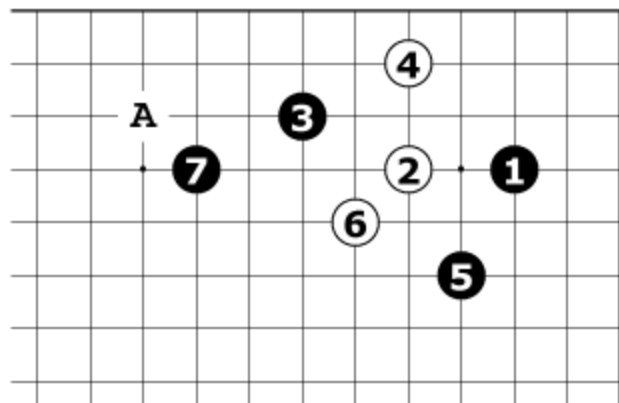
9 White has two weaknesses: 'a' and 'b'.



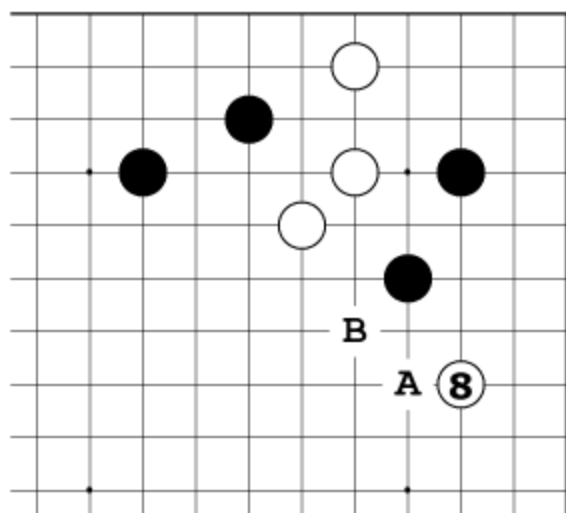
6 Black continues with 'a' * or 'b' *.



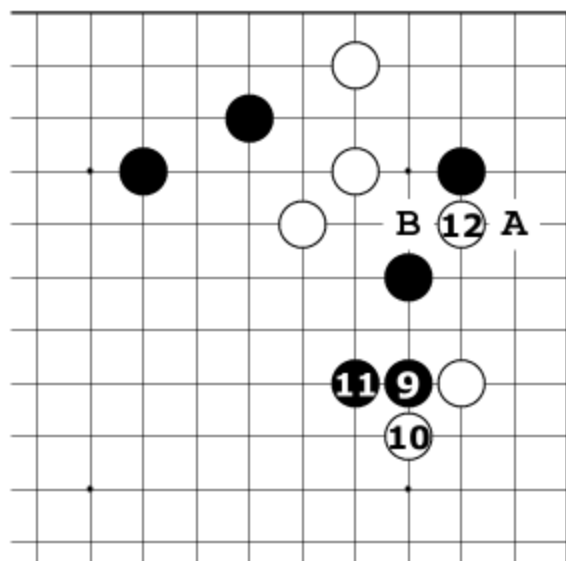
8 * GOOD VARIATION *



7 Often, the move is better on A.

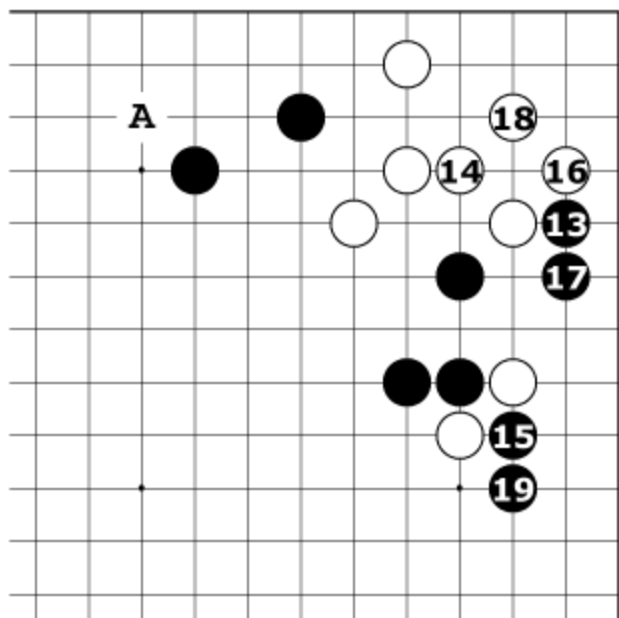


8 Black continues with 'A' * or 'B'.



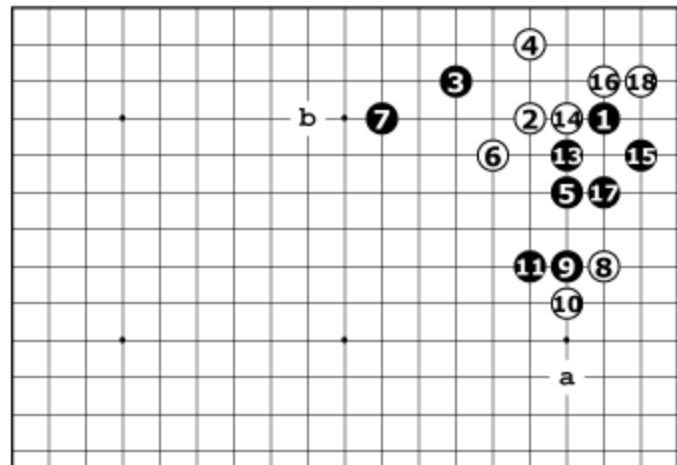
⑫ 'A *' is the new joseki which grips the right side for some points in the corner.

'B' is the old variation, after which the White stones on the right may still be used..

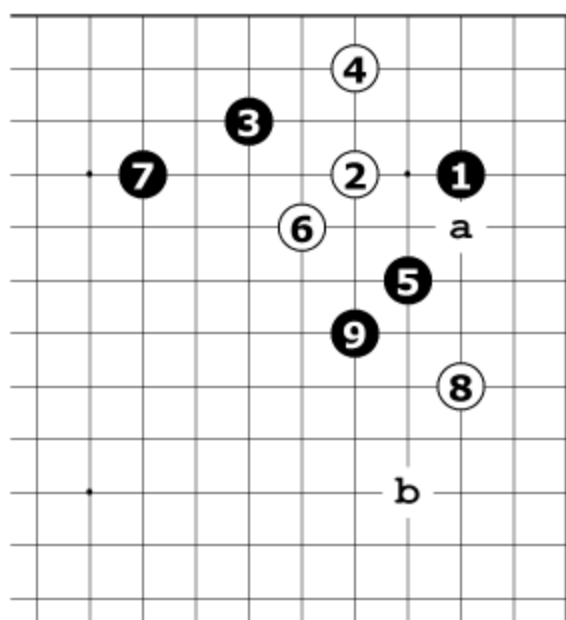


⑬ * GOOD VARIATION *

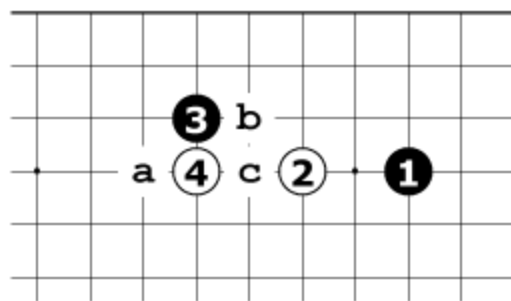
Black 7 is also good on A.



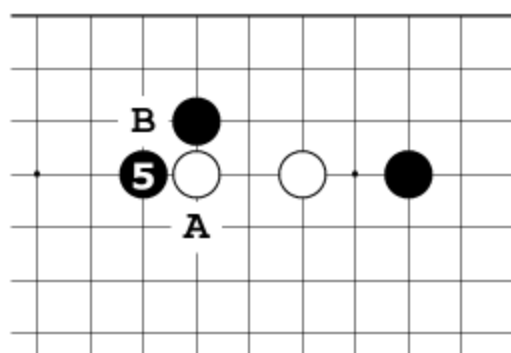
⑬ Black continues with 'a', White with 'b'. With support in the lower right, White can also strengthen his stones on the right.



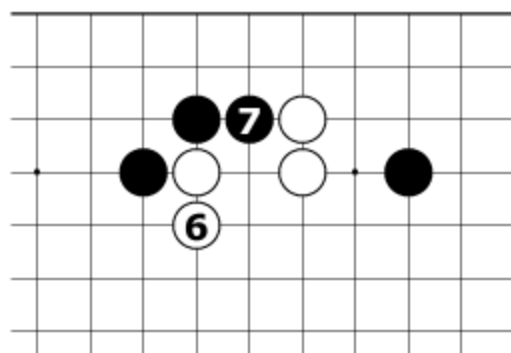
⑨ White continues with 'a' or 'b'.



④ Black 'a *' is usual; 'b *' and 'c' are also possible. Black must have the ladder to play 'c'.

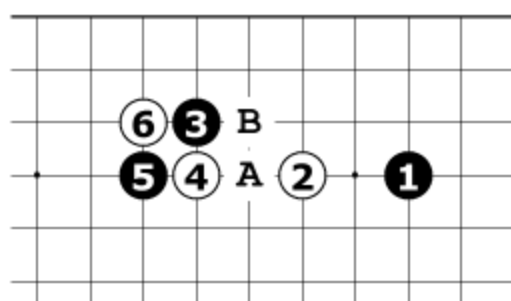


⑤ 'A *' is correct, 'B' is a silly mistake.



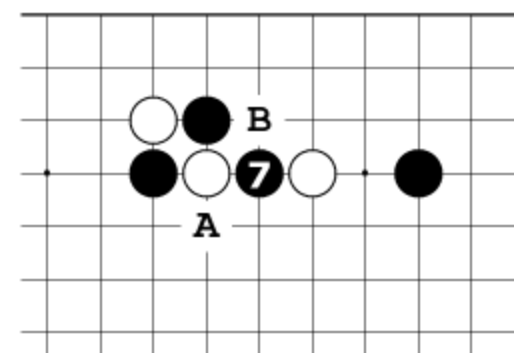
⑧ * GOOD VARIATION *

This is the same joseki as the variation, where White 8 is played before the other White stones, look there.

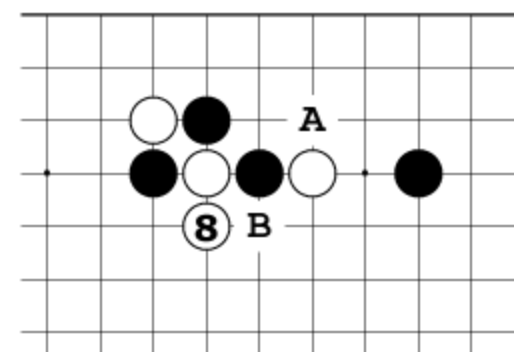


⑥ 'A' is a simple punishment,

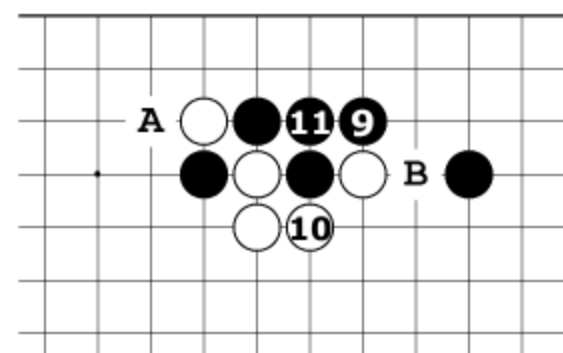
'B' aims to start an advantageous fight but that doesn't work..



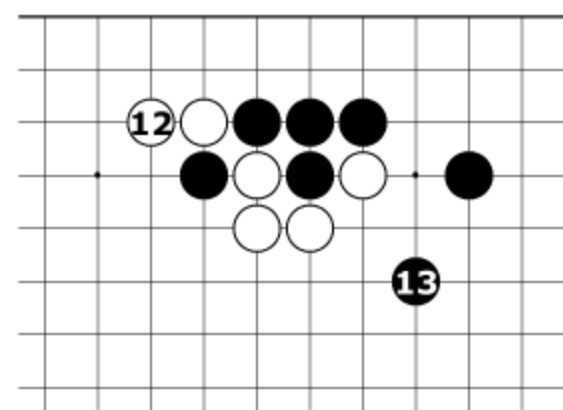
⑦ 'A' or 'B' don't help.



⑧ 'A' takes much territory while White's wall becomes too small or crippled. 'B' is also possible.

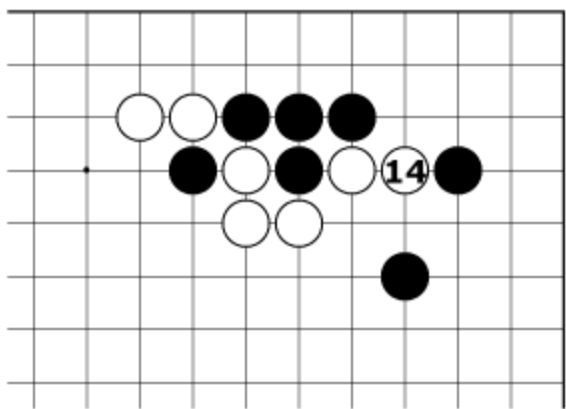


⑪ 'A' or 'B' don't help.

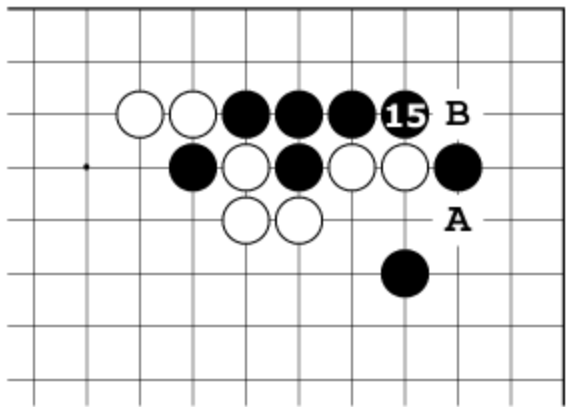


⑬ Unbalanced situation: Black's territory is more than White's potential and

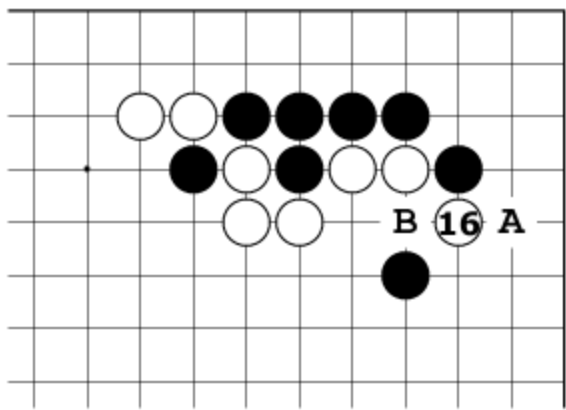
influence.



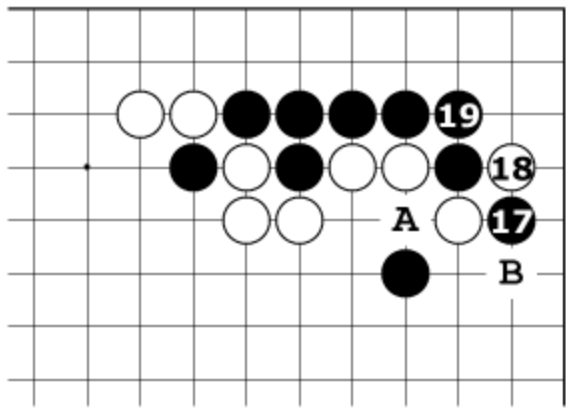
14 This continuation doesn't work.



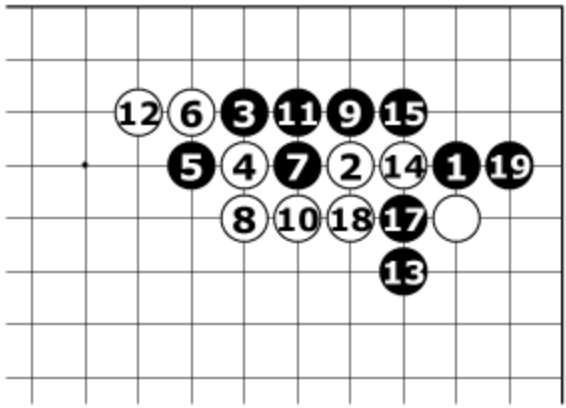
15 'A' or 'B' don't help.



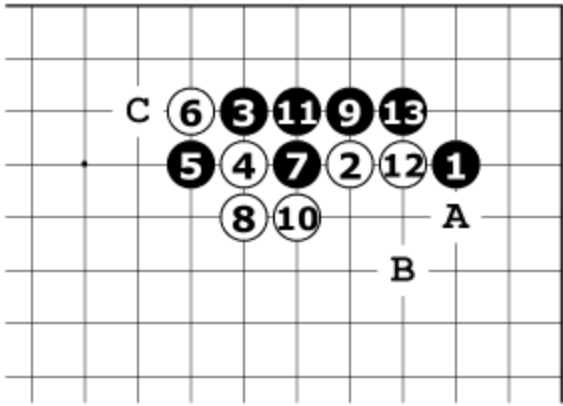
16 'A' is correct, 'B' is a mistake.



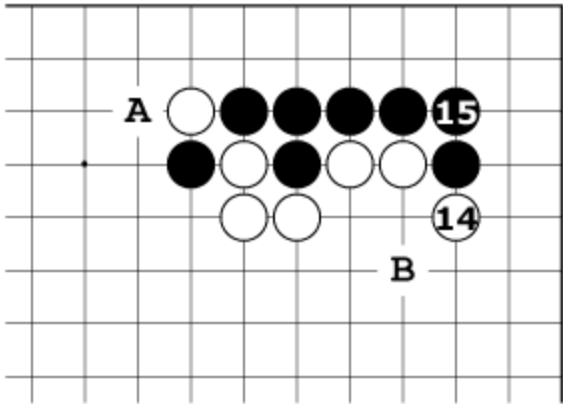
19 'A' or 'B' give a bad result for White.



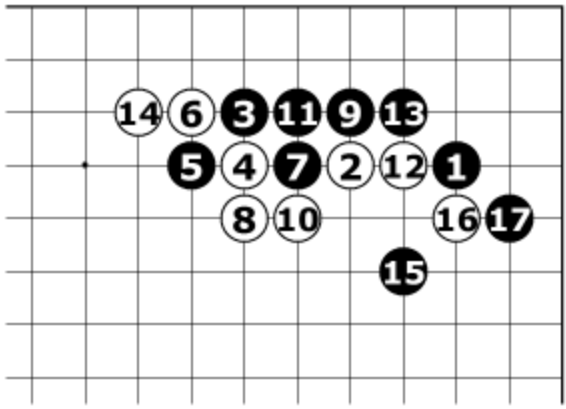
19 White 16 leaves much aji for White.



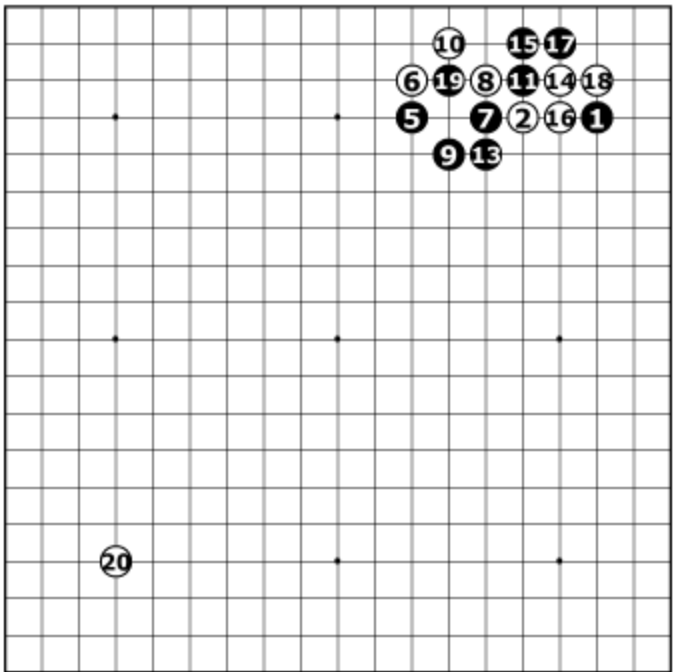
13 'A', 'B' or 'C' don't help.



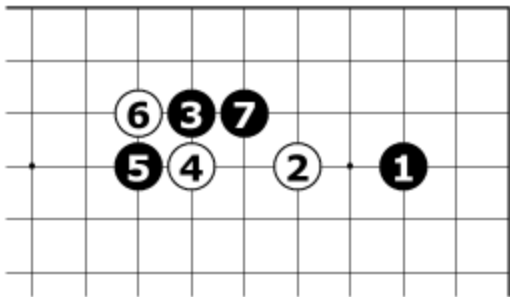
15 'A' or 'B' don't help.



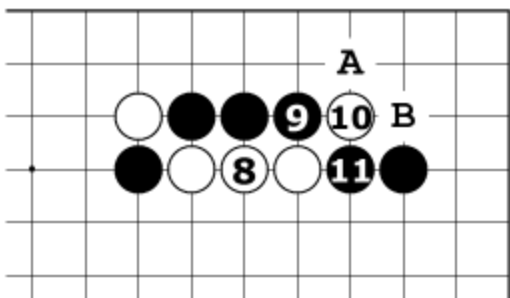
17 Reversed order of moves.



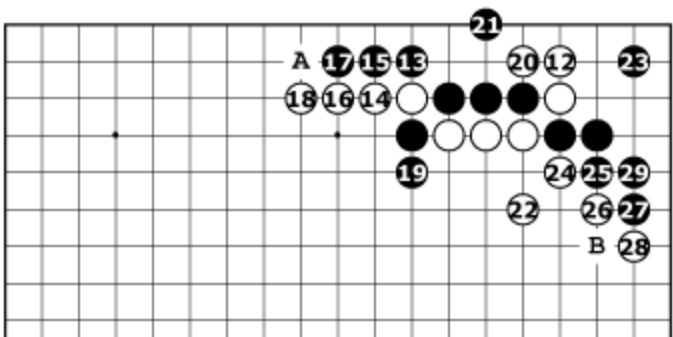
20 No ko threat in fuseki.



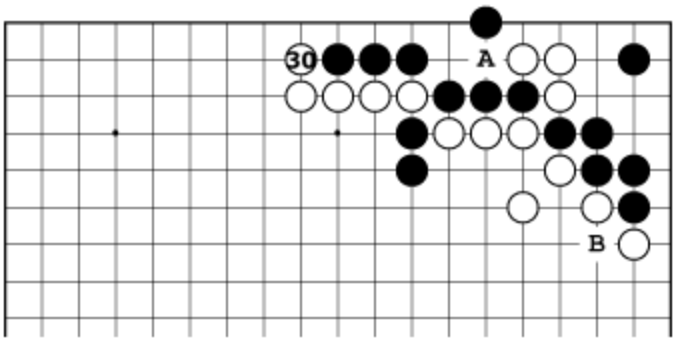
7 Don't peep where you can cut.



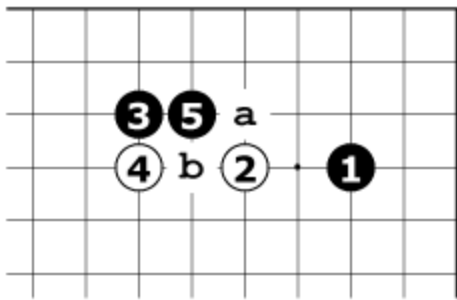
11 'A' is correct and crates a huge wall for some territory. 'B' is a mistake leading to a disadvantageous fight.



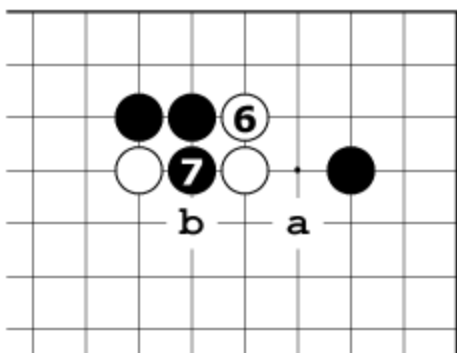
29 'A' or 'B'.



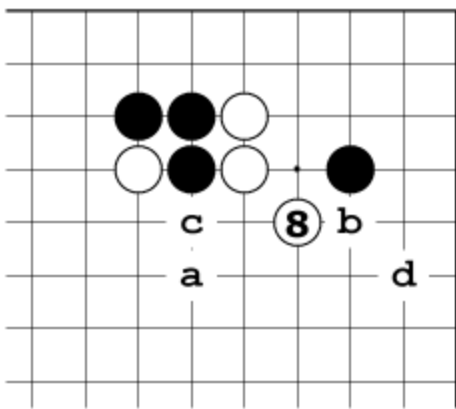
30 'A' is necessary, 'B' is a mistake.



5 White continues with 'a *'. White 'b' is a mistake.



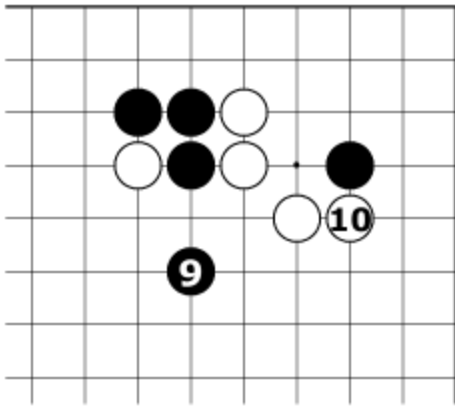
7 White 'a *' is joseki. White 'b' is unreasonable.



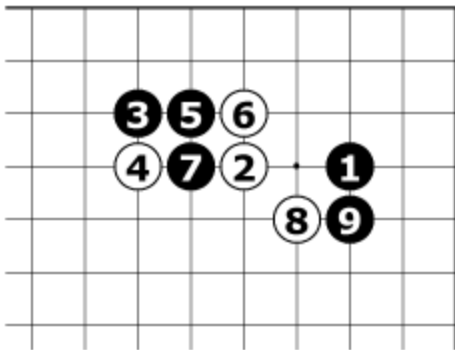
8 Black 'a *' is joseki. Black 'b' is not; the outcomes are favorable to White.

Black 'c' is a slow version of 'a'.

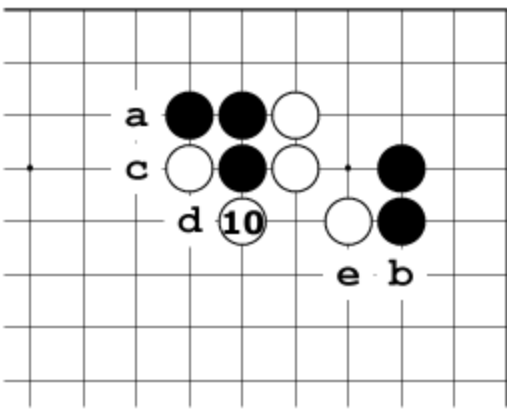
Black 'd' is not recommended.



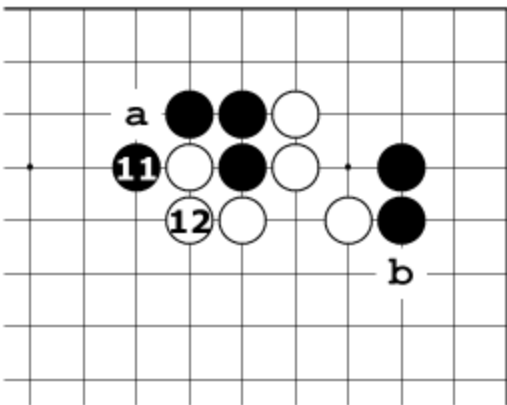
10 * GOOD VARIATION *



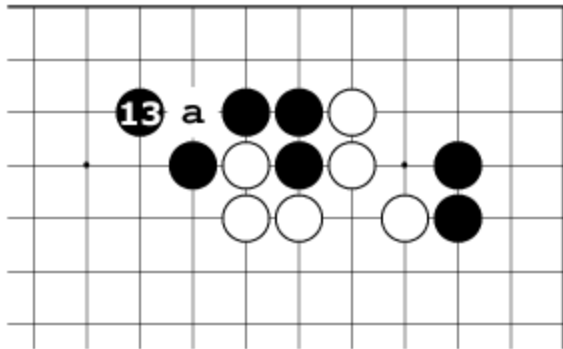
9 Black 9 is not recommended.



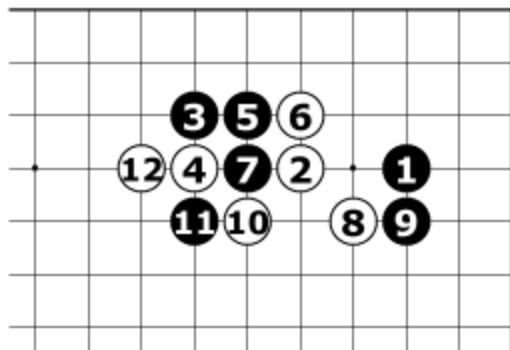
10 Black may try 'a' to 'e'. 'a' and 'b' are miai for White.



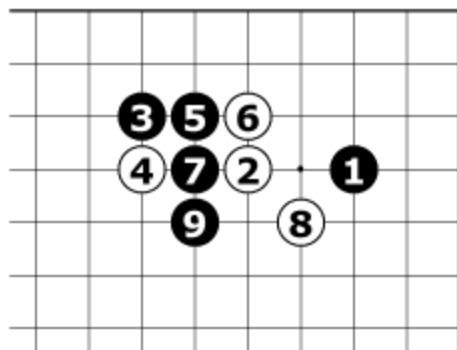
12 'a' and 'b' are miai for White.



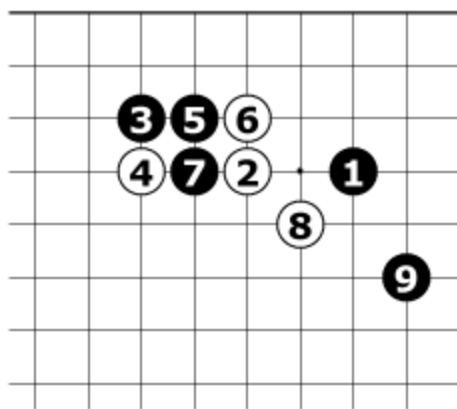
13 Black may also connect solidly at 'a'.



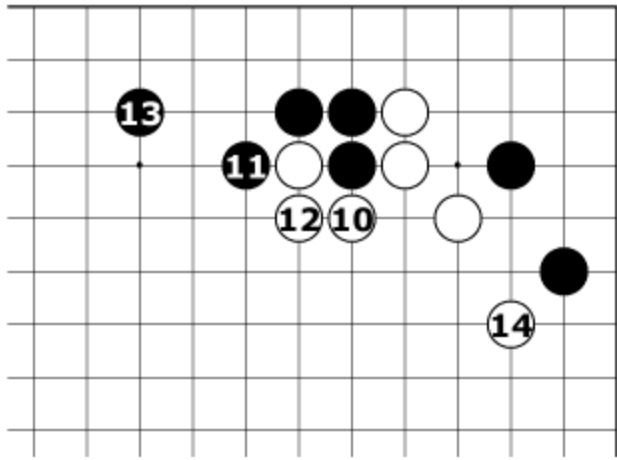
12 The continuation depends on the ladder and strategic considerations.



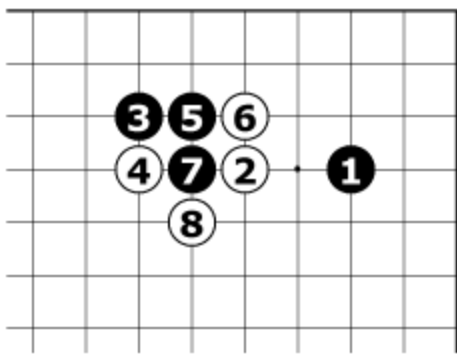
9 Black 9 is solid and a bit slow.



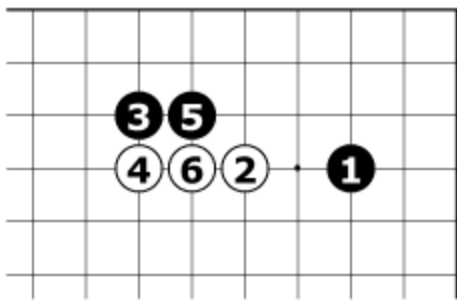
9 Black 9 is not recommended.



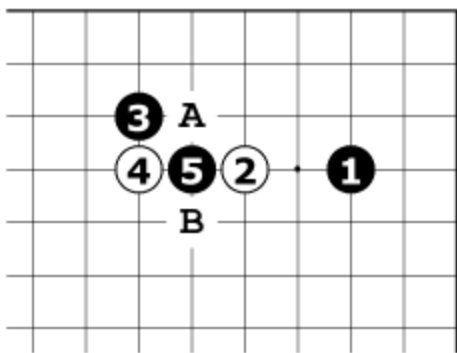
⑭ White 14 makes an ideal squeeze move. Black lives only by helping White build thickness.



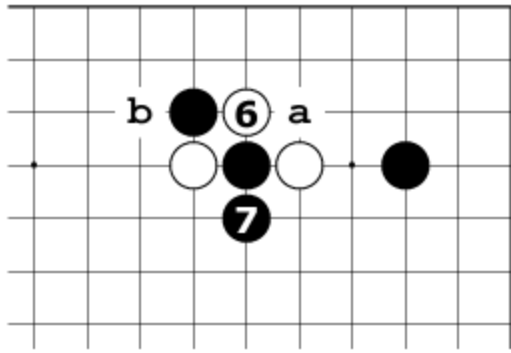
⑧ White 8 is an overplay.



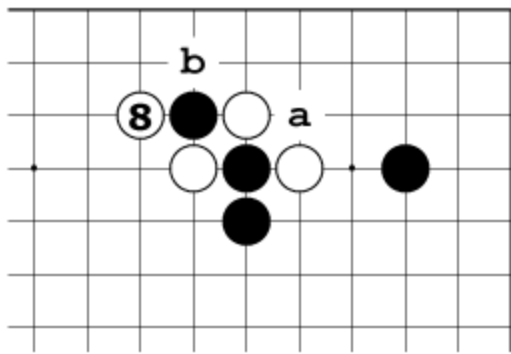
⑥ White 6 gives away a lot of territory for thickness that is less than wonderful.



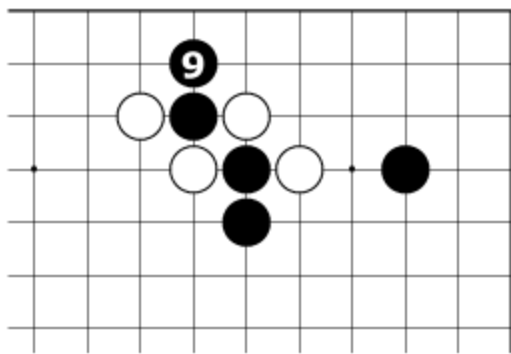
⑤ Black must have the ladder to play this way. 'A' is correct, 'B' is wrong.



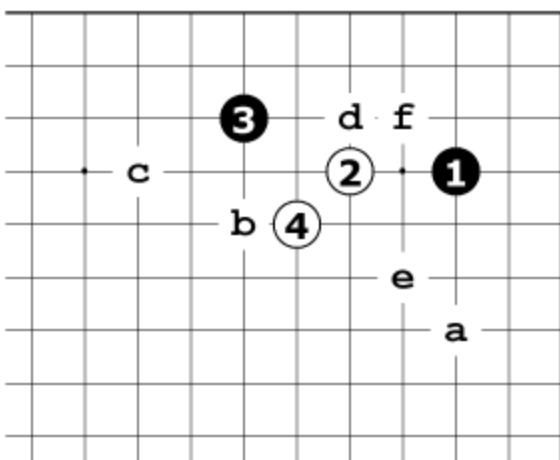
⑦ White continues with 'a' or 'b'. 'a' gives White the corner, 'b' gives White influence to the top.



⑧ Joseki continues with Black 'a'. Black 'b' has been used professionally.



⑨ Black 9 was played by Takagawa Shukaku against Kitani Minoru in the 1st Saikyo Title in March 1958.



④ Black continues with 'a' to 'c' or 'e'. Black 'd',

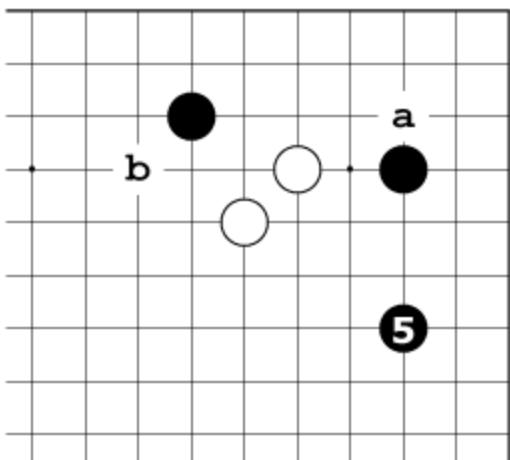
attempting to connect underneath, does not work.

With Black 'a' and 'b', outcomes vary depending on White's play. Black 'b' is good to make a moyo with support in the upper left.

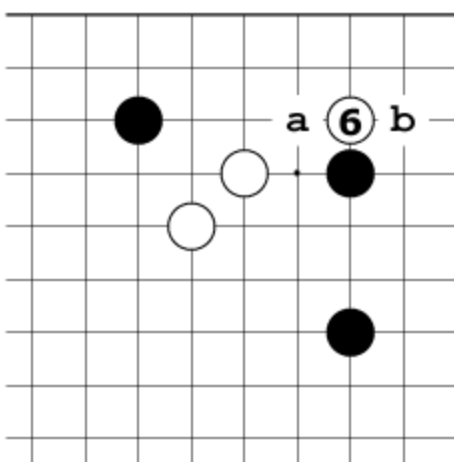
With Black 'c', Black takes the top, White the right.

With Black 'd', Black takes the corner, giving up on Black 3, the pincer.

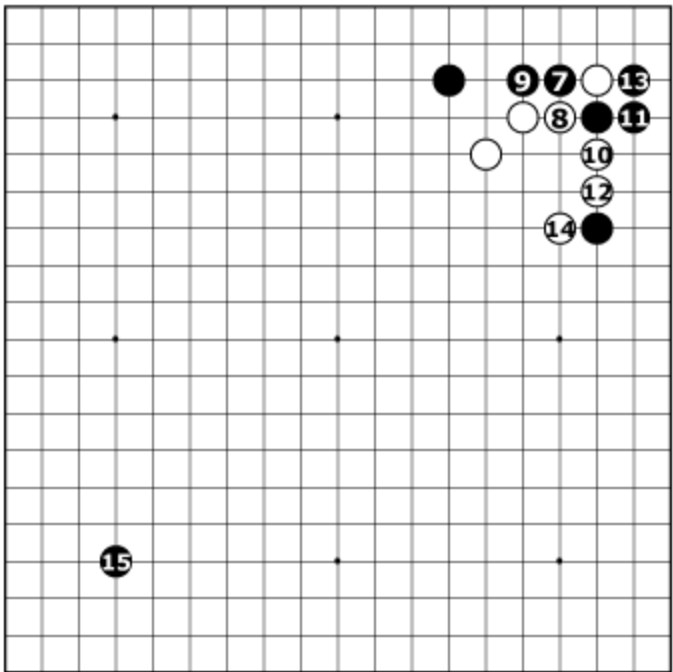
'f' is not recommended.



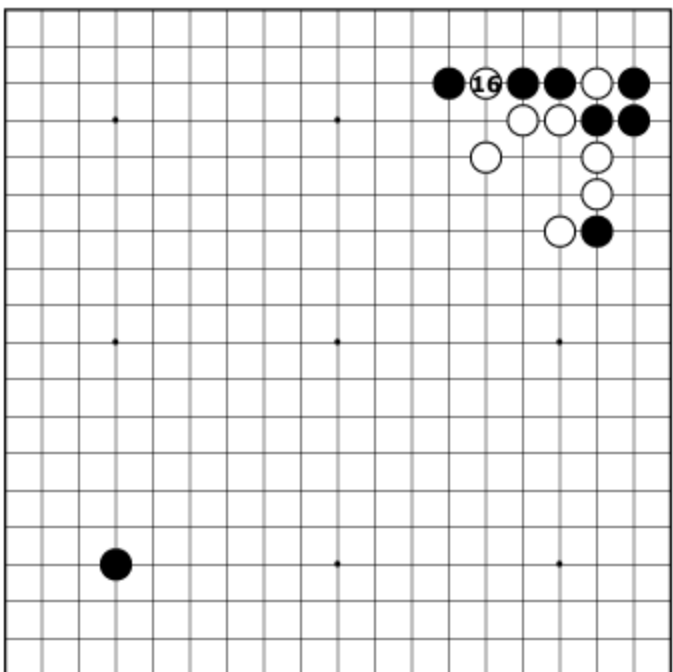
⑤ White continues with 'a' or 'b'.



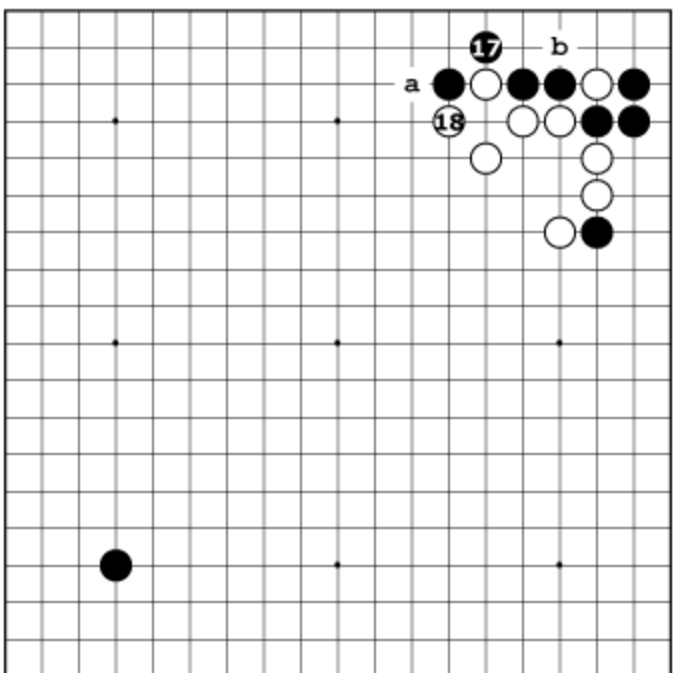
⑥ Once, 'a' was joseki and 'b' disadvantageous. But nowadays, 'b' has a follow-up which proves White 4 to be disadvantageous.



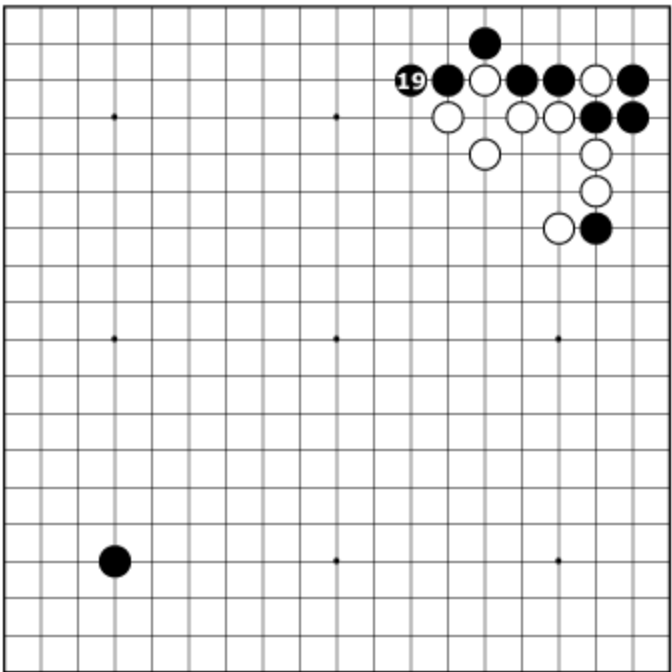
15 Suppose Black plays elsewhere.



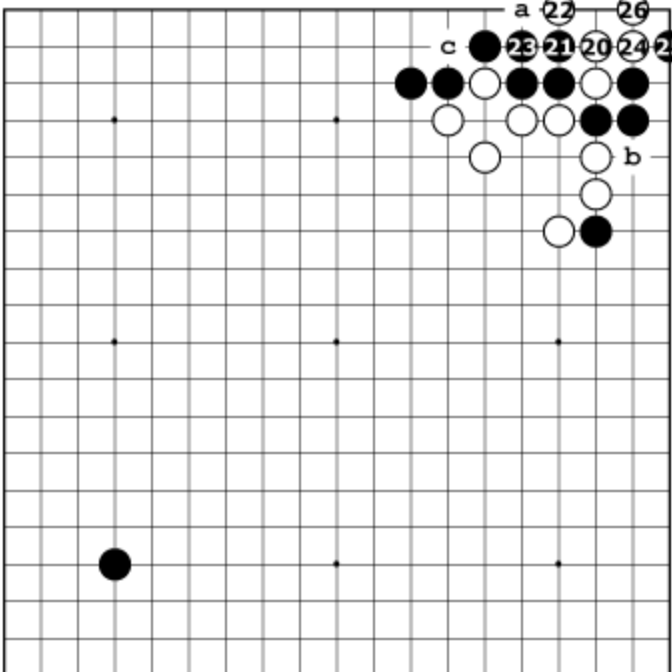
16 Later, White can aim for ko.



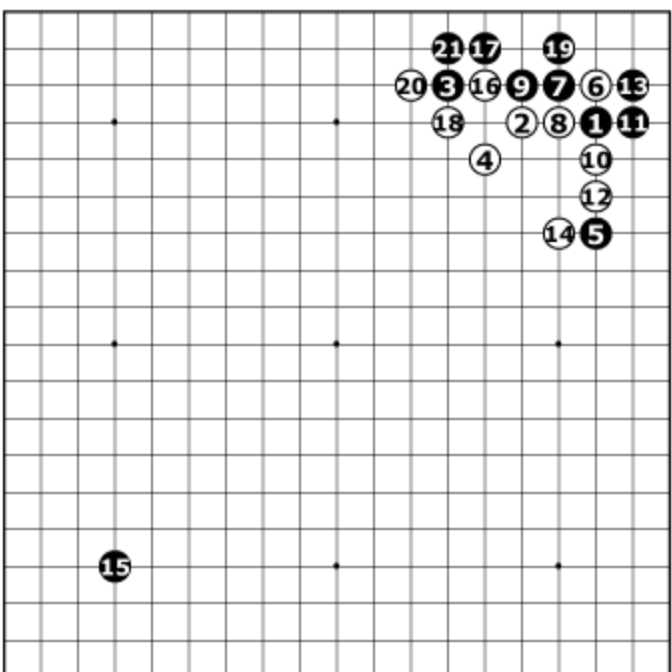
18 Black 'a' and 'b' result in ko, neither favorable to Black.



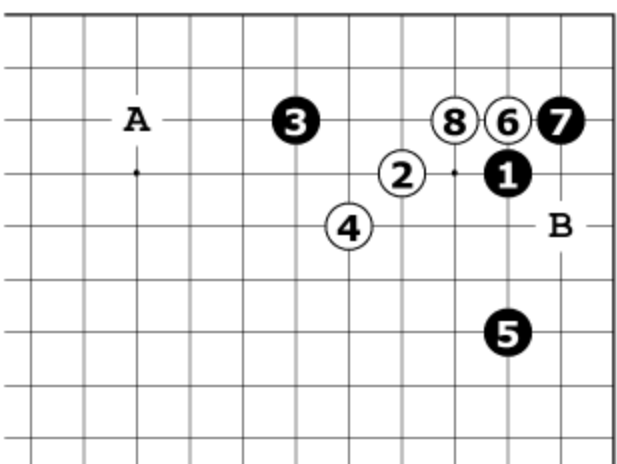
19 If Black 19, White gets a ko in the corner.



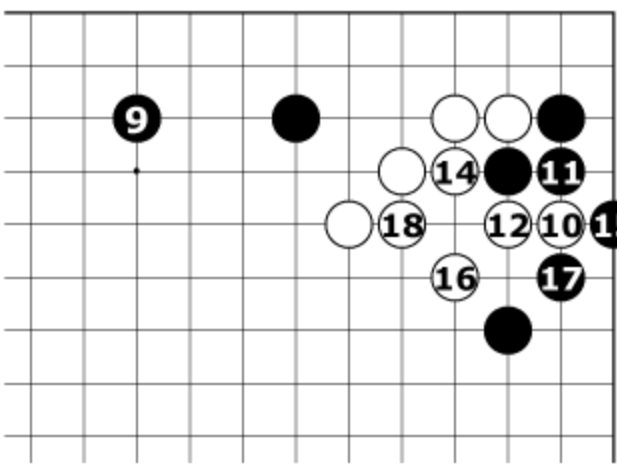
26 If Black 'a', White 'b' makes ko. Cutting at 'c' is no good for White as this becomes a double ko.



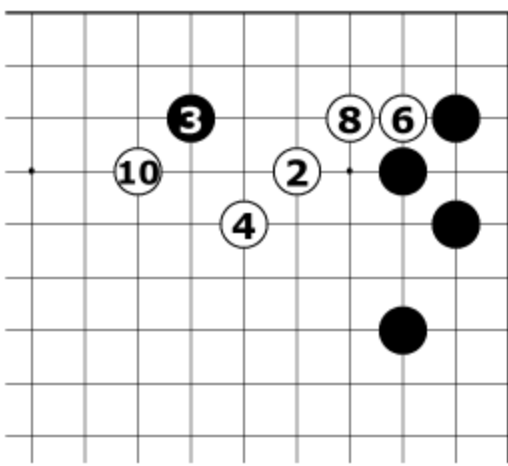
21 This is a great success for White.



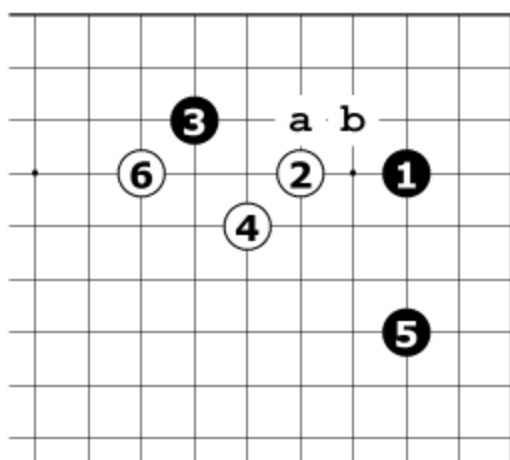
8 'A' is correct, 'B' is disadvantageous.



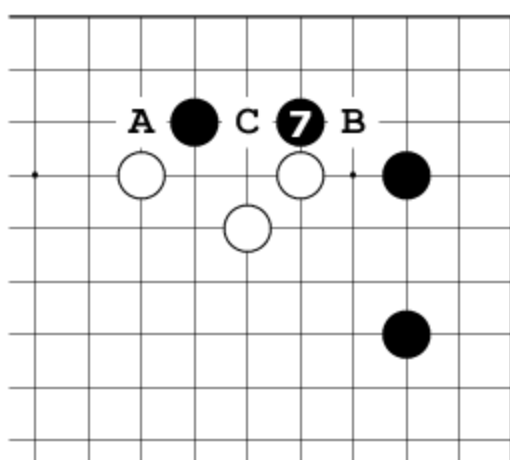
18 Now White has bad shape. White 4 is too narrow. That's why White 4 is considered inferior.



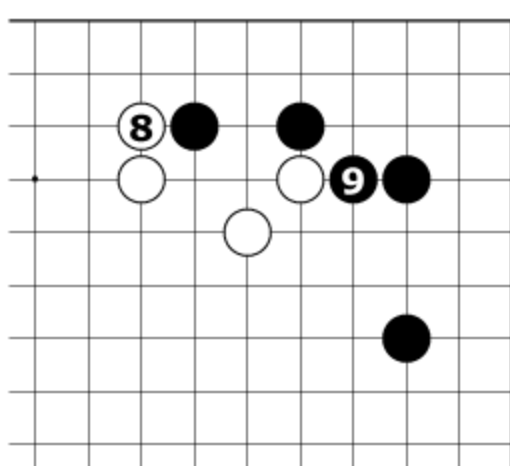
10 When Black 5 was considered to be disadvantageous it was because it too low in combination with the eye-shape of Black 1-7-9. But it is not Black 5, but Black 9, which is the wrong move.



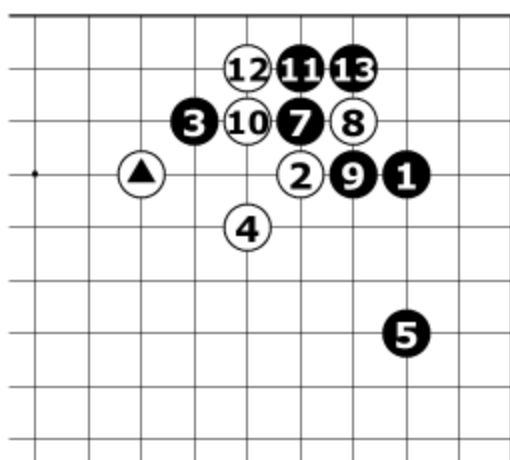
- ⑥ Joseki continues with Black 'a'. Black 'b' is also possible, depending on the global situation.



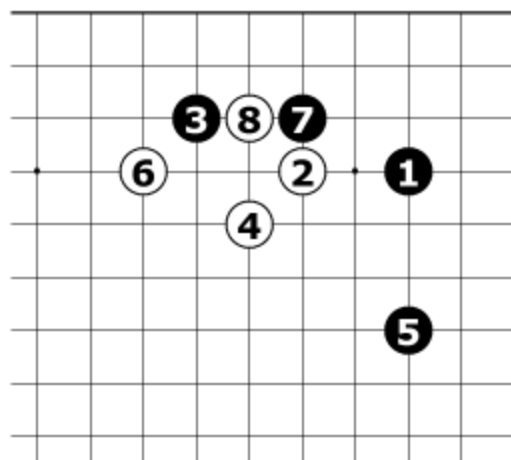
- ⑦ White continues with 'A'. 'B' and 'C' are bad.



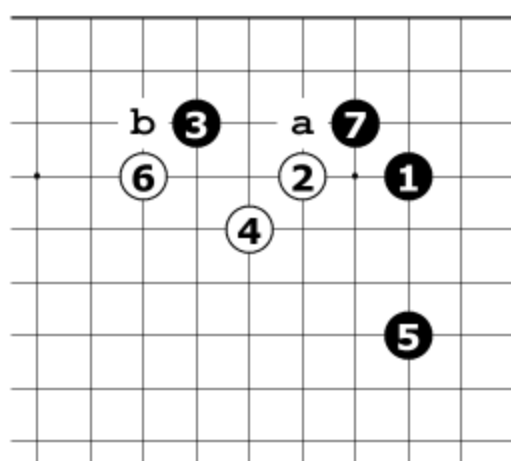
- ⑨ The Black territory is not equaled by the influence that White could get.



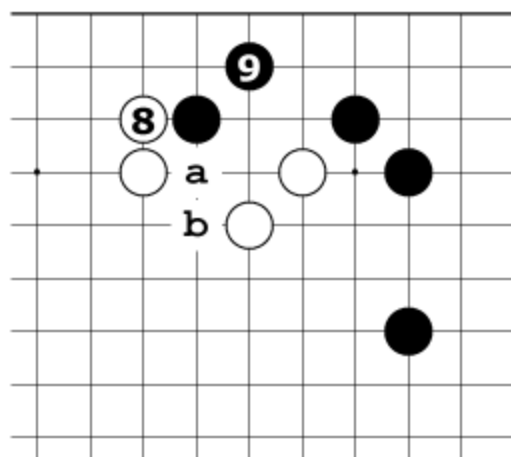
- ⑬ The triangle stone is now bad positioned.



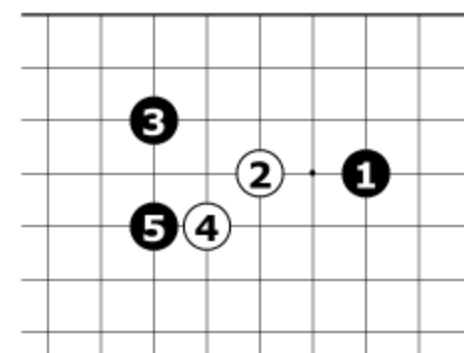
- ⑧ White 8 is unreasonable.



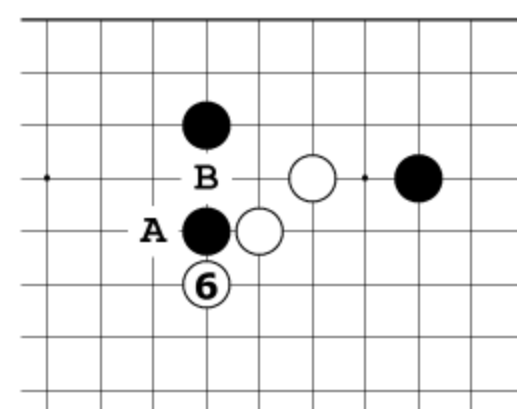
- ⑦ Takagawa introduced this play in the 1956 Honinbo title match. In that match, White continued at 'a'. White 'b' is also possible.



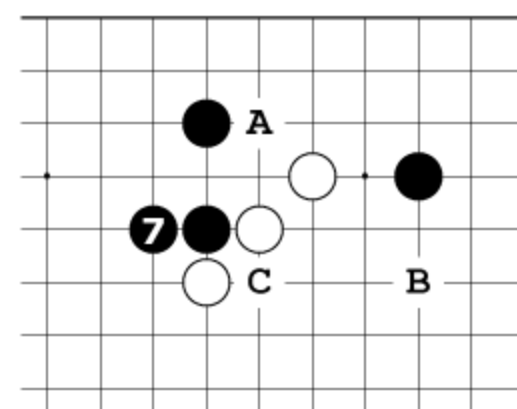
- ⑨ Black connects with 9, and threatens Black 'a' and 'b'. White has no good answer to Black 9.



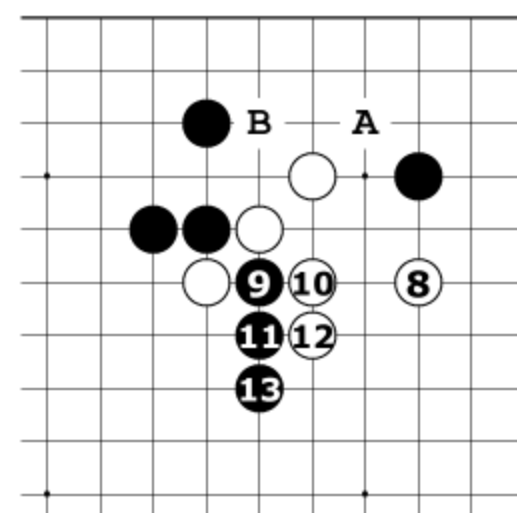
- ⑤ Black plays 5 to prevent White from pressing down on his pincer.



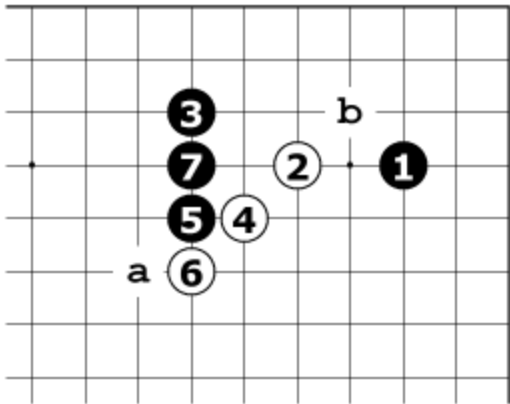
- ⑥ 'A' is the modern basic joseki, 'B' the old variation.



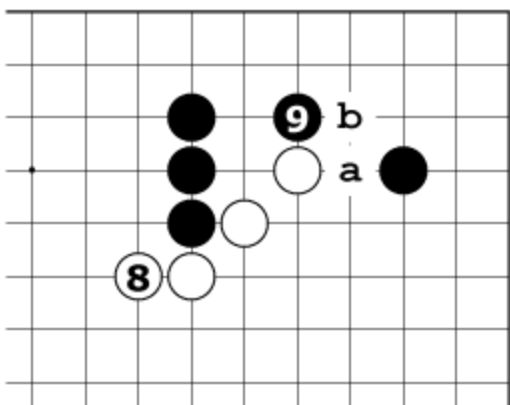
- ⑦ 'A' results in a fight, 'B' takes the corner for the top side, 'C' is good for Black.



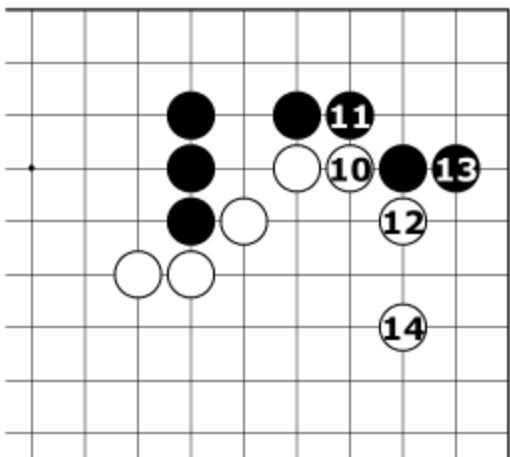
- ⑬ 'A' kills the corner, 'B' doesn't and is a little stronger on the outside.



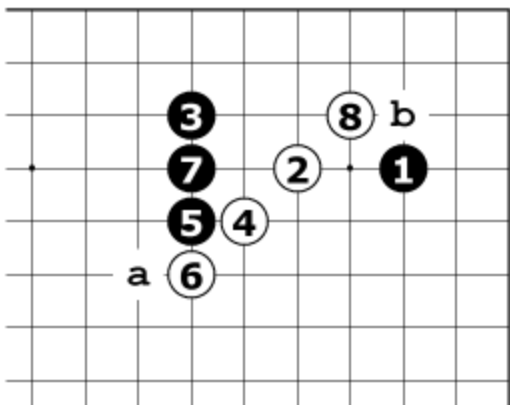
7 White continues with 'a' to take the right or 'b' to take the corner and center.



9 The position is usually left like this for the time being. White's continuations in the corner are 'a' and 'b'.

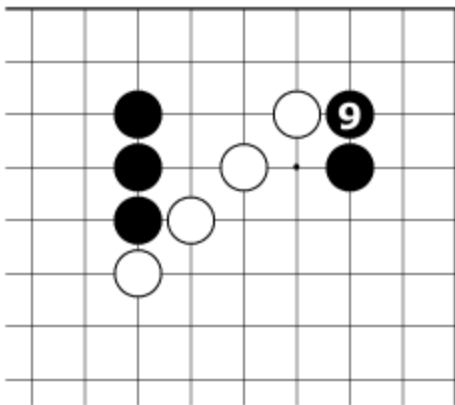


14 White may continue here.

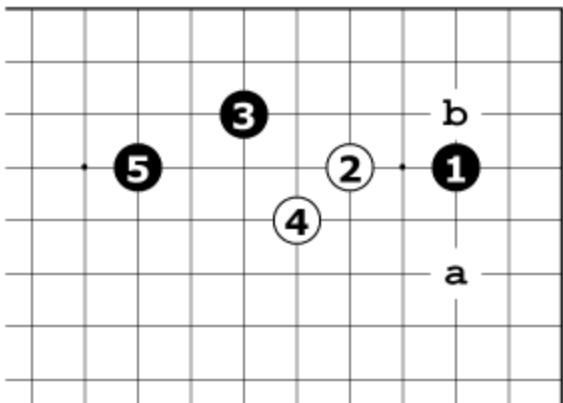


8 White 8 forestalls the connection Black was hoping for. Black continues

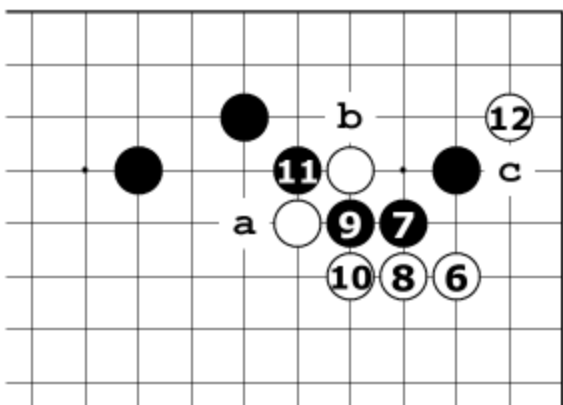
with 'a'. Black 'b' is submissive.



9 Black 9 is submissive



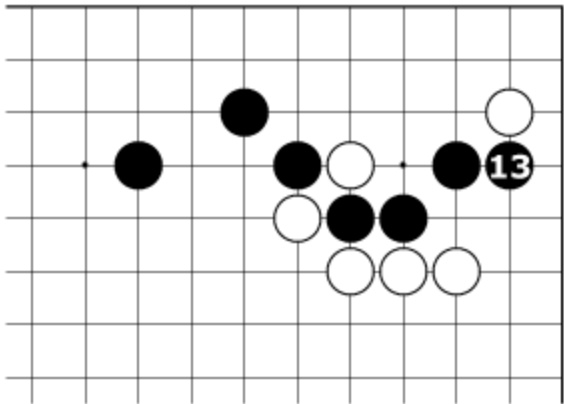
5 Black 5 is a trick play. White continues with 'a'. White must not attach at 'b'.



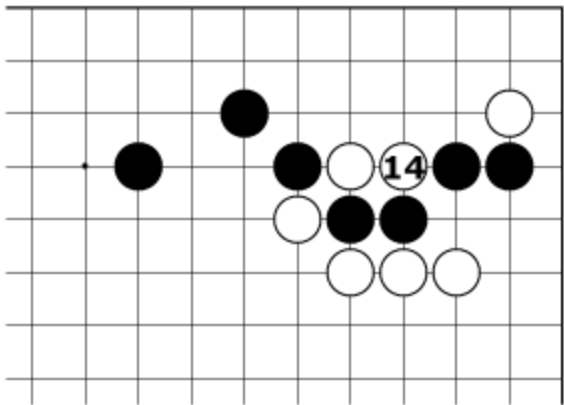
12 White 12 is a tesuji to steal the corner.

Black continues with 'a', possibly 'b'.

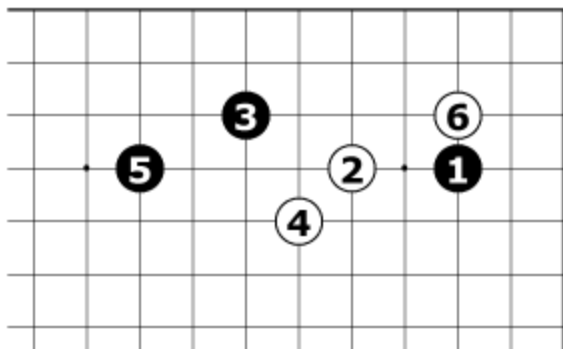
Black 'c' is a mistake. Black cannot prevent White from crossing under.



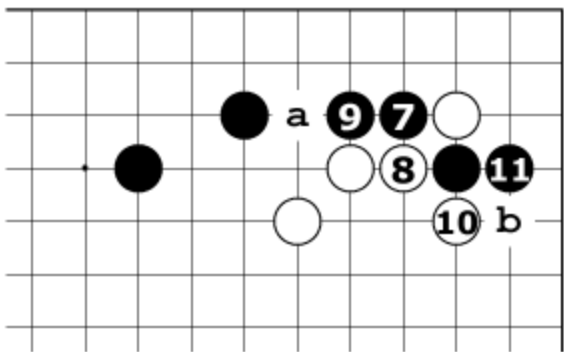
13 Black 13 is unreasonable.



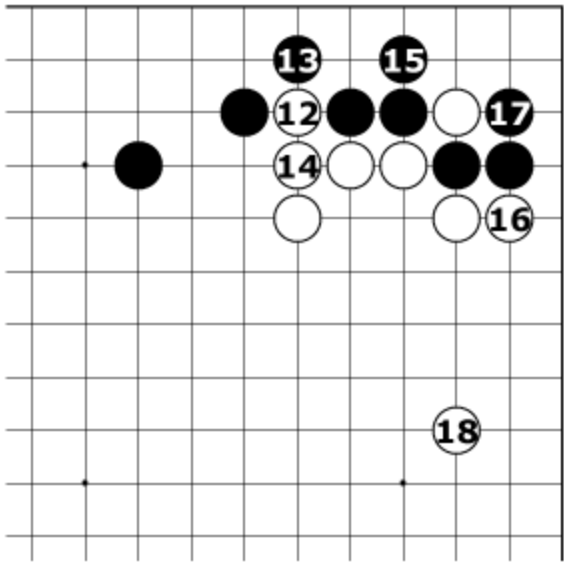
14 White 14 kills the Black stones.



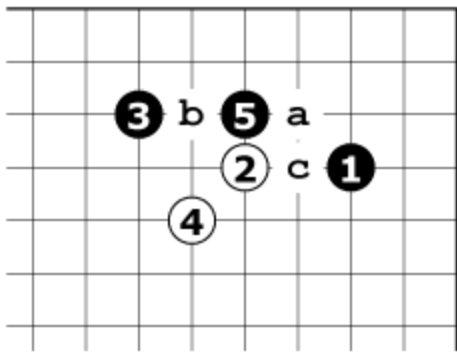
6 White has been tricked.



11 White continues with 'a' or 'b'.

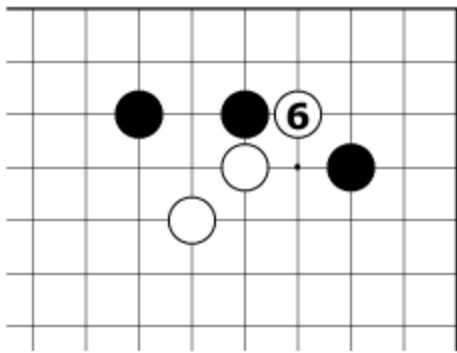


⑮ White's moves appear reasonable, but compare the result to variation 2-4-5-1-1-1-2-1.

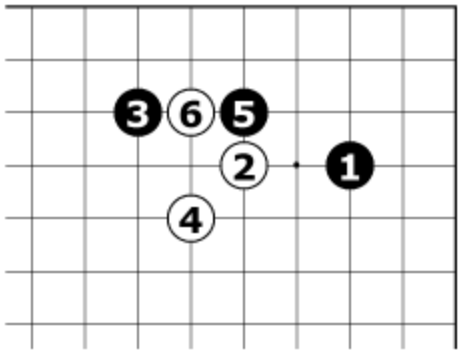


⑤ Black 5 attempts to connect underneath, to no avail.

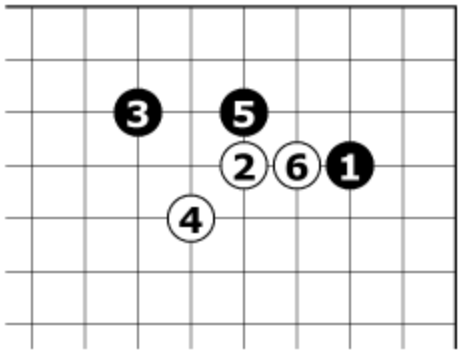
White continues with the sacrifice of 'a'.
White 'b' is premature (the sacrifice of 'a' is prerequisite).
White 'c' is passive.



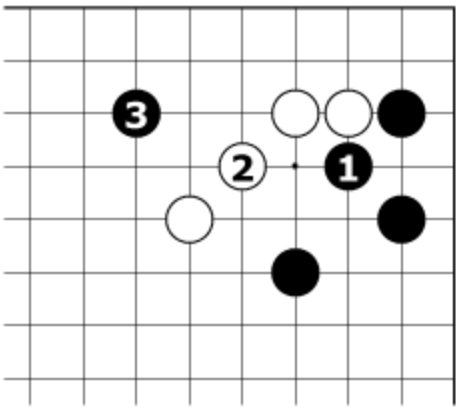
⑥ White 6 is a sacrifice to separate Black 3 from 5.



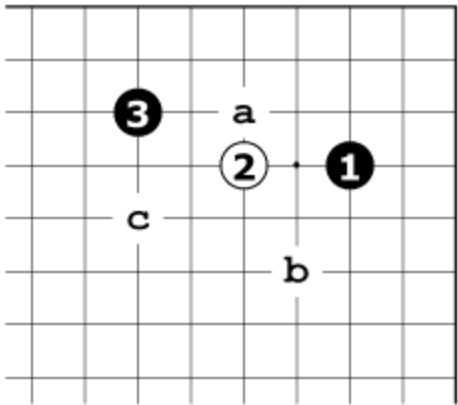
⑥ White 6 is out of sequence.



⑥ White 6 gives Black the corner and lets Black stay connected.

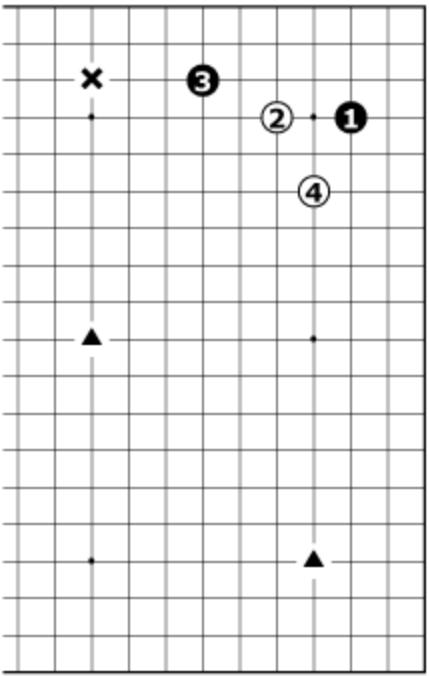


⑨ Now, this is the same position like White 6, Black 7, White 8 and Black 9 being played before White 4 and Black 5, look there for continuations.

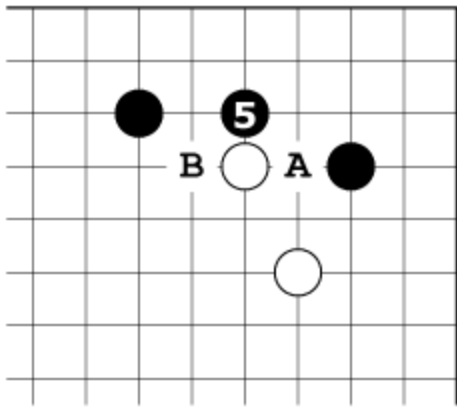


④ White plays elsewhere.
Black continues with 'a' to

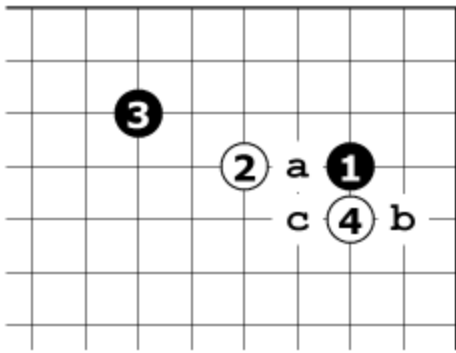
'c'.



④ This move is correct, if
a) there's an additional Black stone on the squared position,
b) there are additional White stones on the triangled positions.

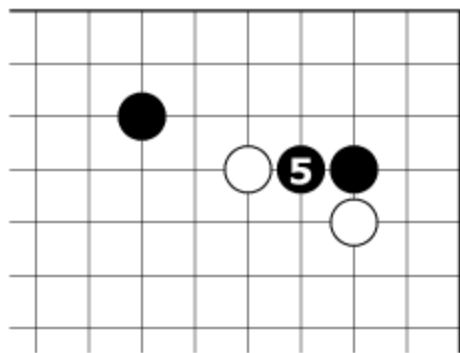


⑤ 'A' or 'B' are ok.

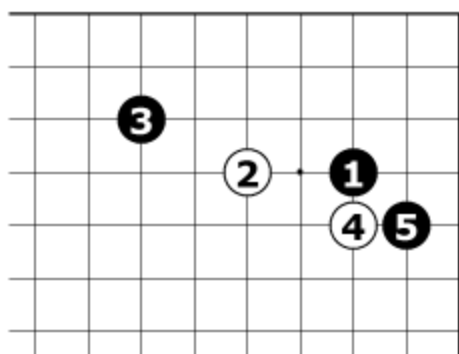


④ White 4 with this pincer gives White an inferior result: each players gets a side, but Black gets the whole corner territory.

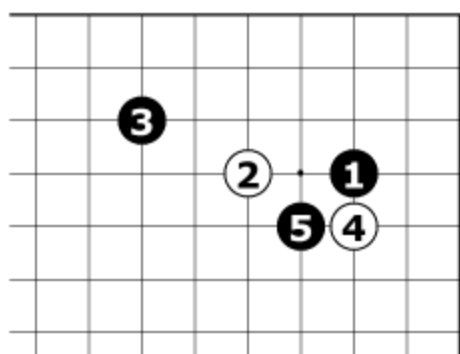
Black continues with 'a'.
Black 'b' and 'c' are mistakes.



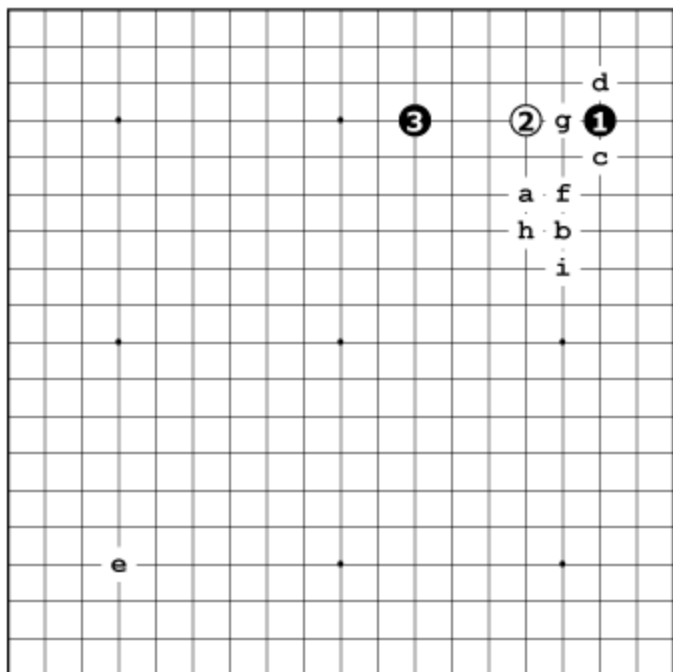
5 Sometimes the simple move is the best.



5 Black 5 is passive.



5 Black 5 starts a complex battle that Black has no way to win.



3 Black 3 is a relatively modern invention. It is a severe move which restricts White's

movements.

White responds with 'a *', 'b *', 'c *' or 'f' (joseki). One of the variations after 'c' is called "the magic sword of Muramasa". Although its joseki are not difficult, its mistake refutations are hair-raising. White 'f' was considered inferior until a new joseki variation was developed.

White 'd' is unfavorable with this pincer, as the pincer is in the way of White's extension.

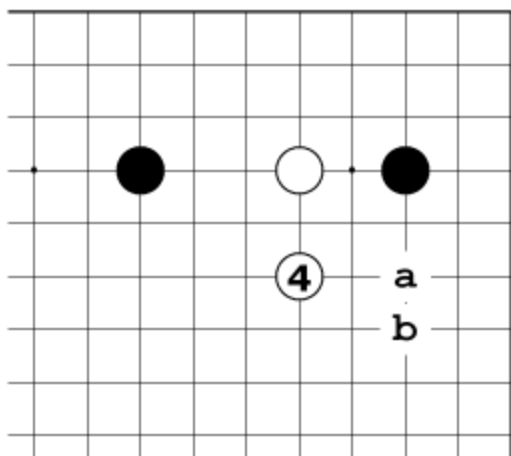
Var 5 ('e') shows White playing elsewhere (which is rare).

'h' is inferior.

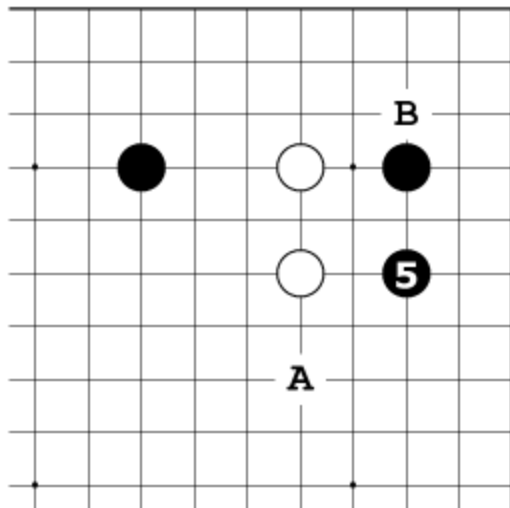
'i' is a special strategy, if White has something like the High Chinese Fuseki on the lower side..

g7, f6, e5, d4, c3, b2, a1

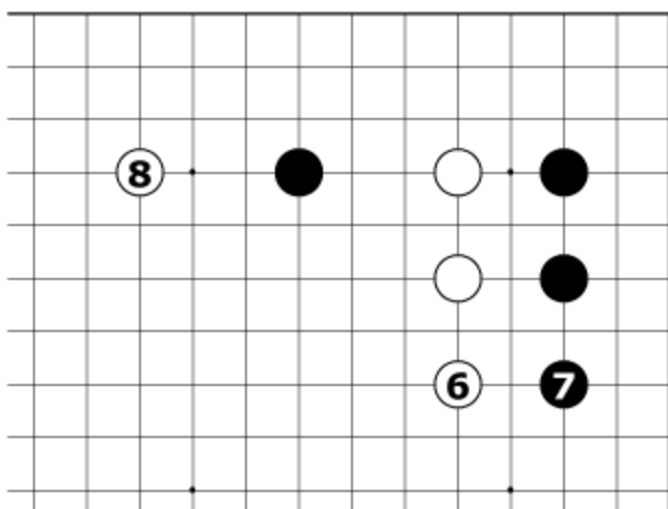
joseki outcomes:
a1 - Black right, White top
b2 - Black choice of right or top
c3 - Black choice or right or top
d4 - Black right
e5 - Black right
f6 - Black top, White right, each side has a group on the run
g7 - Black right; White top (not good for White)



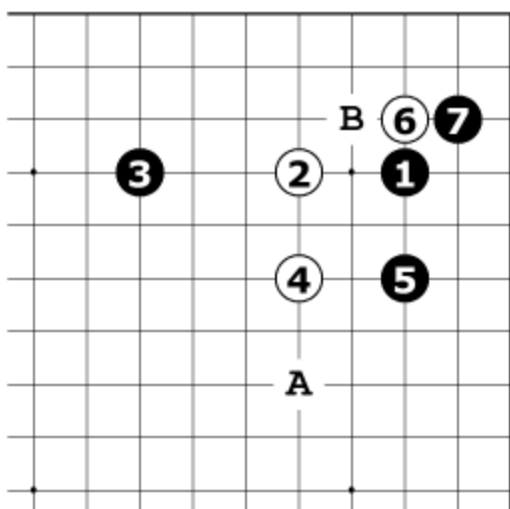
4 Black continues with 'a *' or 'b'.



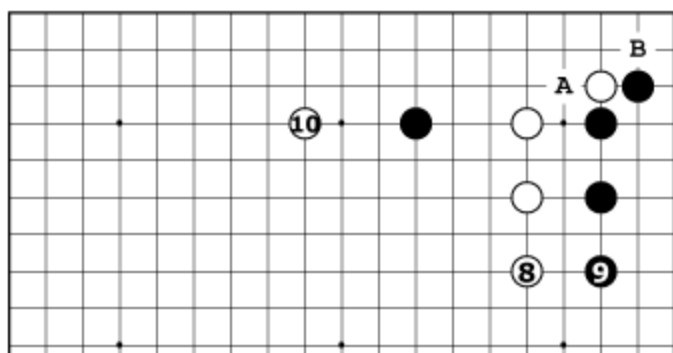
5 'A *' is joseki, 'B' is possible.



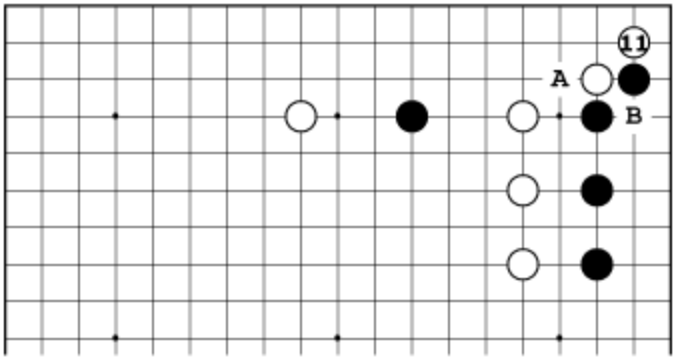
8 * GOOD VARIATION *



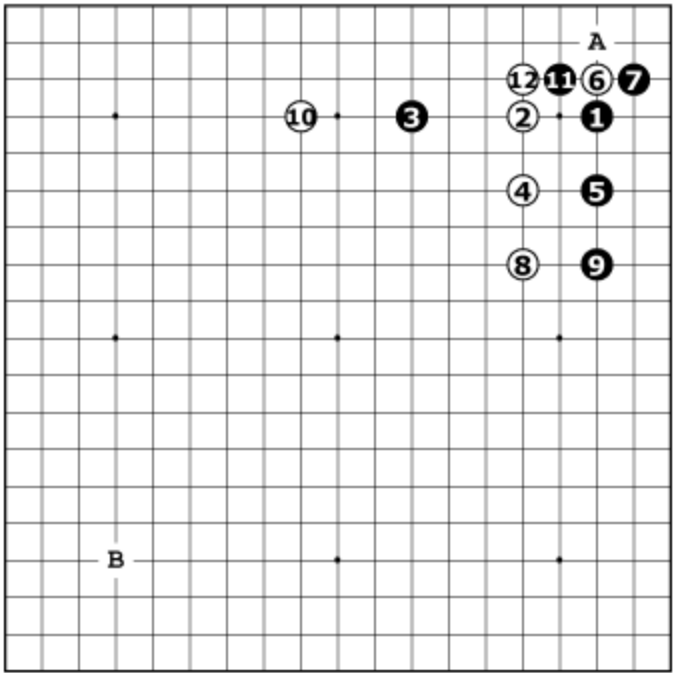
7 'A' is correct, 'B' is too early.



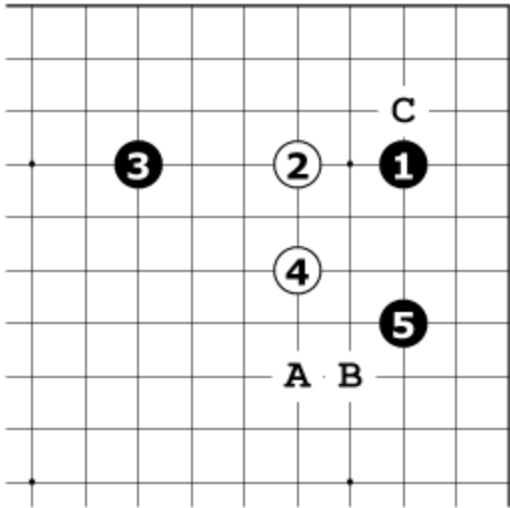
⑩ Later, White can choose to play 'A' or, if the fight in the middle has become less important than making points in the corner, 'B'. Black 'A' is gote.



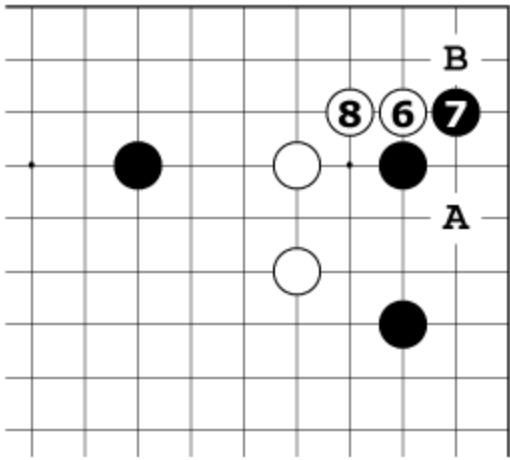
⑪ 'A' or 'B'.



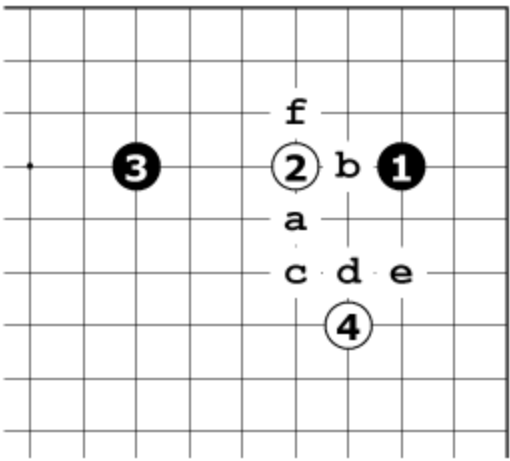
⑫ Black must capture on 'A', tenuki 'B' is not recommended.



⑤ 'A' is correct, 'B' is wrong. 'C' is possible.



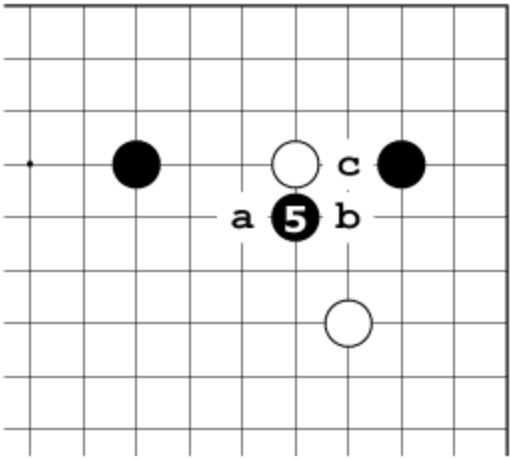
⑧ 'A' or 'B'.



④ White 4 was invented by Fujisawa Kuranosuke (Hosai) in a jubango against Go Seigen in 1952.

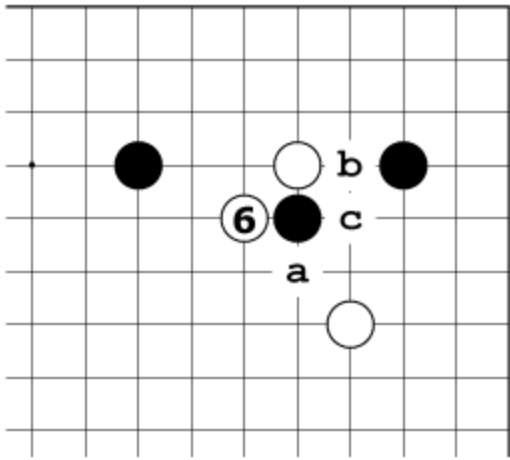
Black continues with 'a *', 'b *' or 'c'. Black 'c' is still somewhat experimental.

'd' is difficult to answer. 'e' is possible. 'f' is not recommended.

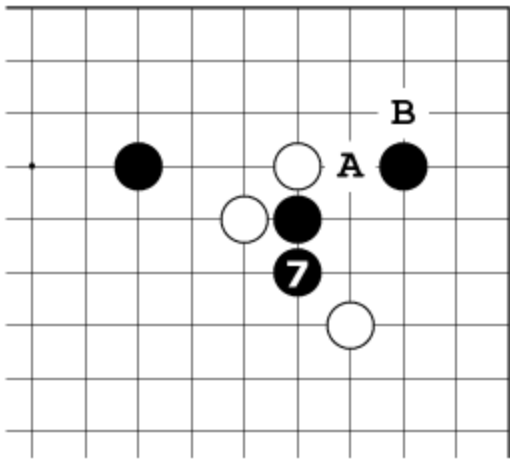


⑤ White continues in joseki with 'a *'.

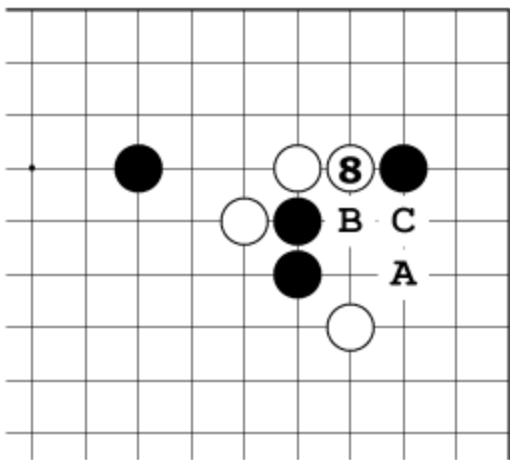
White 'b' and 'c' are mistakes.



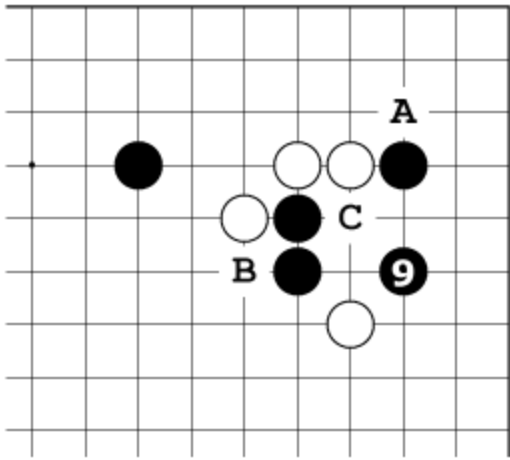
⑥ Black continues with 'a *', the main joseki, or 'b', a more recent innovation. Black 'c' is slow, and not recommended.



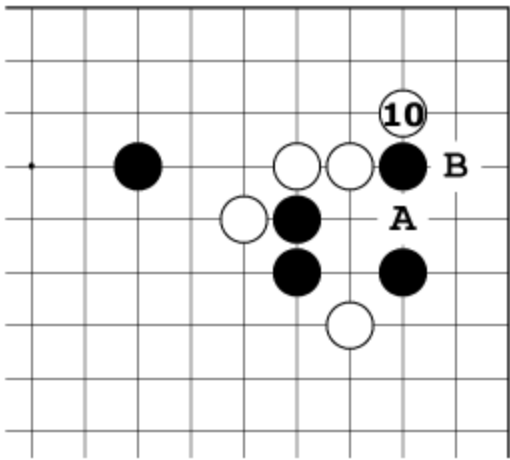
⑦ 'A *' makes a small group on the side which still can push outside. 'B *' takes a larger White group on the side and gives Black a wall.



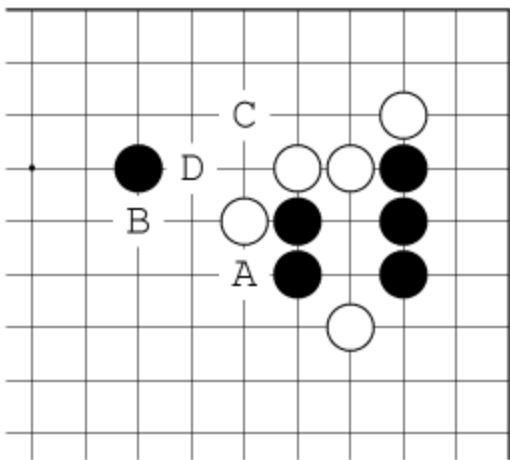
⑧ Black continues with 'A *', 'B *' or 'C'.



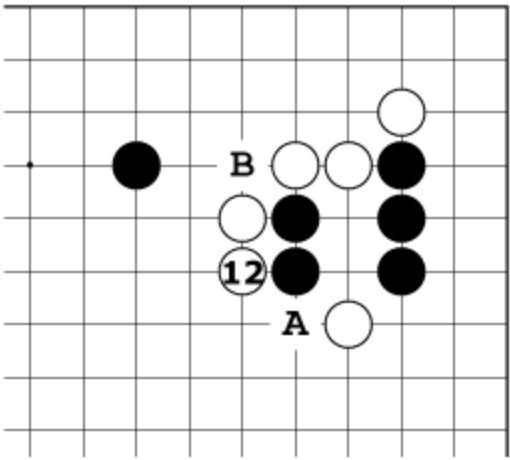
9 White continues with 'A *'. 'B' is inferior. White 'C' used to be considered vulgar, but opinion may be changing.



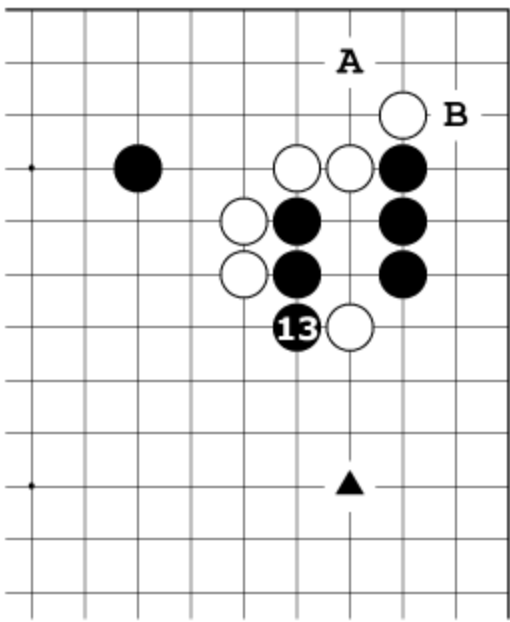
10 White is testing, if Black reacts on 'A *' or 'B'.



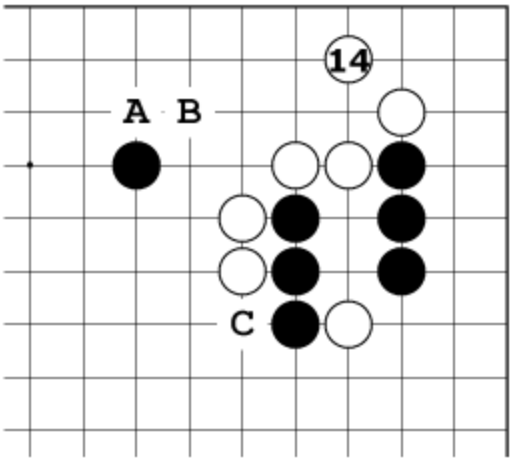
11 Now that Black played Black 11 this way, White continues with 'A *'. 'B' is also possible. White 'C' and 'D' are not recommended. 'C' was considered joseki before being replaced by 'A *'.



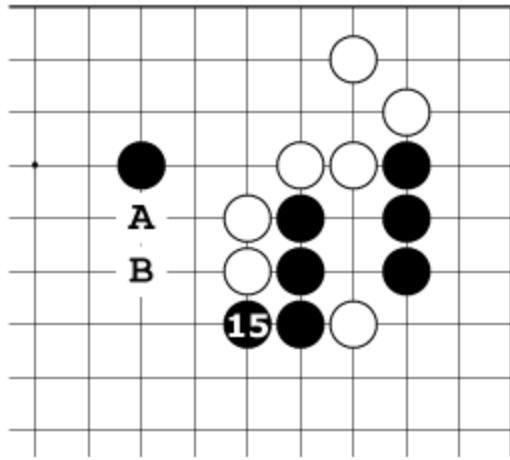
12 'A' is correct. 'B' is a mistake.



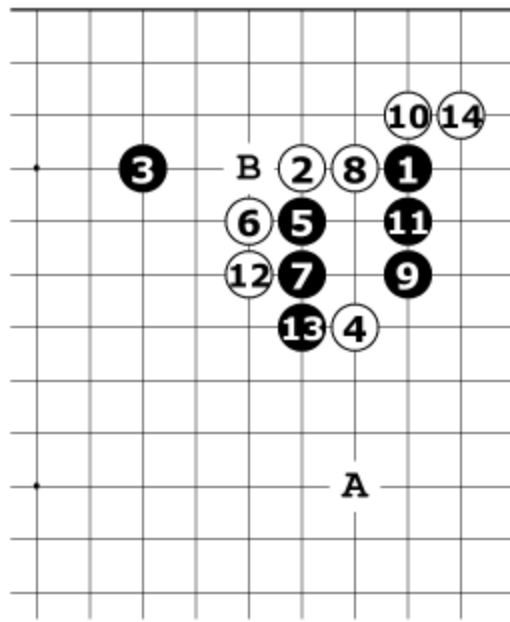
13 'A *' is easy. 'B' is possible if White has the ladder and there's no Black stone on the triangled position.



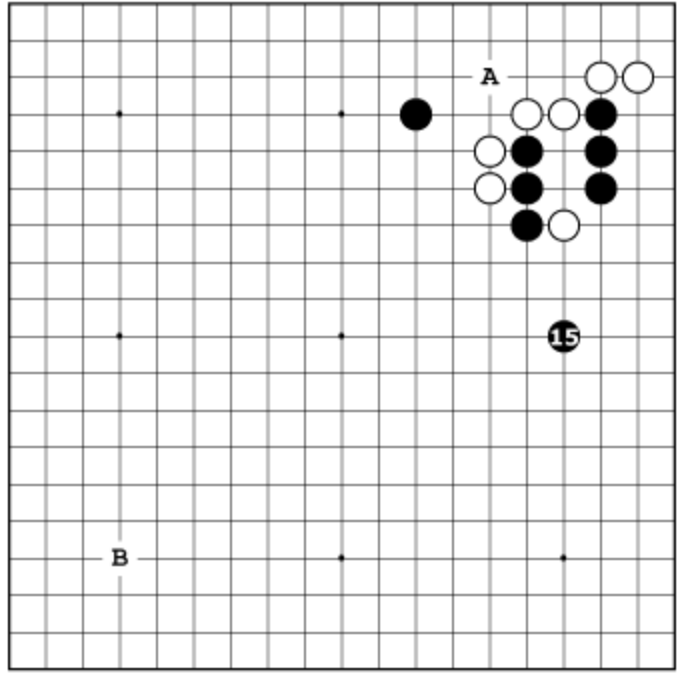
14 * GOOD VARIATION *
Later, Black can easily use Black 3 to create territory on the top side, because Black A or B are sente. Black can also later play 'C'.



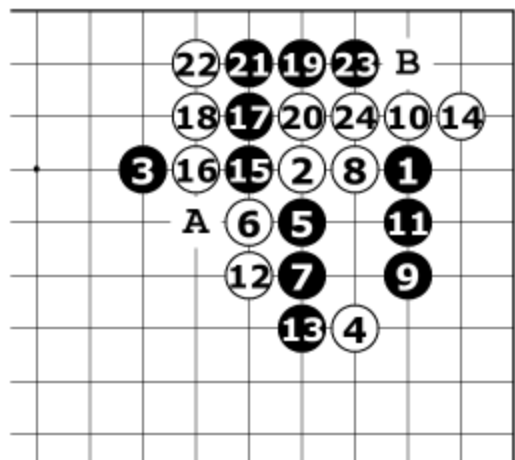
15 'A' is correct, 'B' is a mistake.



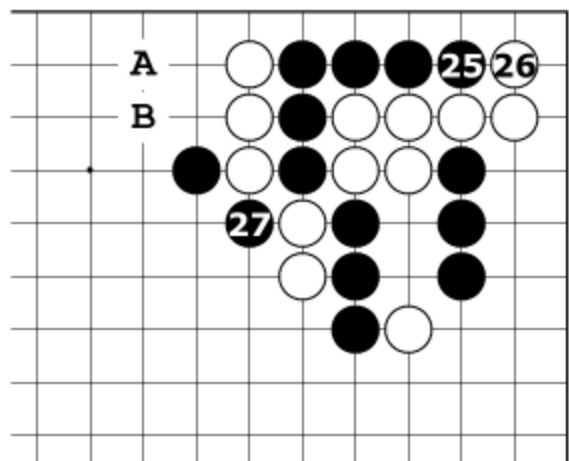
14 'A' is usual. 'B' starts the ladder.



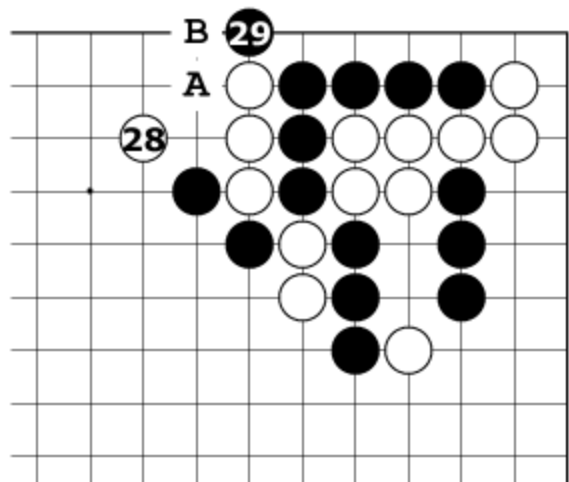
15 'A' is correct, tenuki 'B' is a mistake.



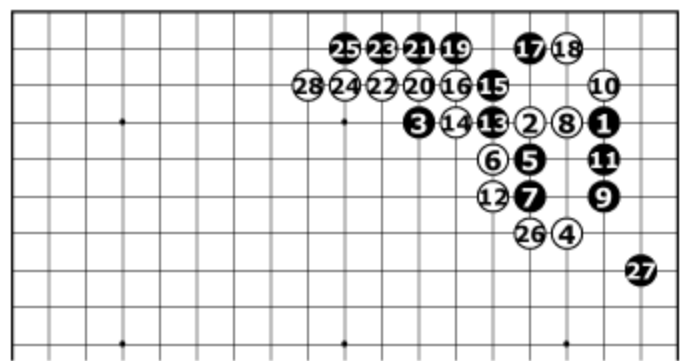
24 'A' or 'B'.



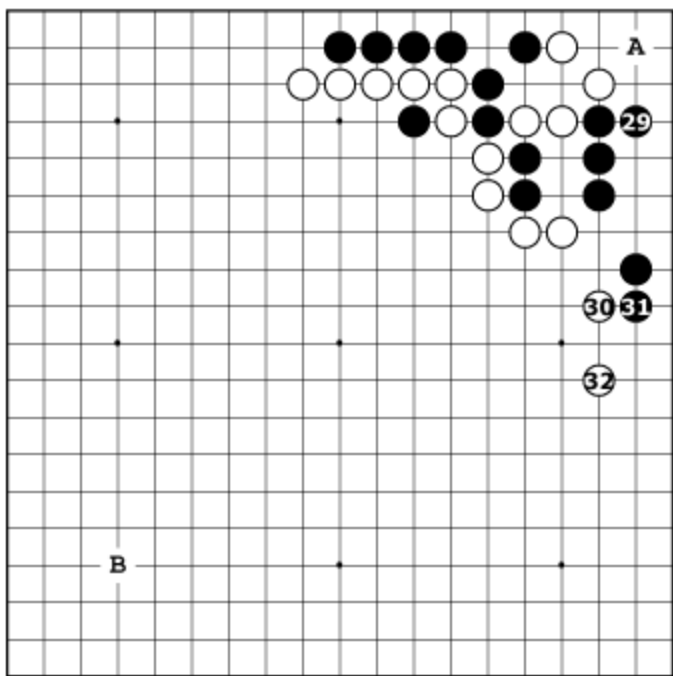
27 'A' ladder, 'B' mistake.



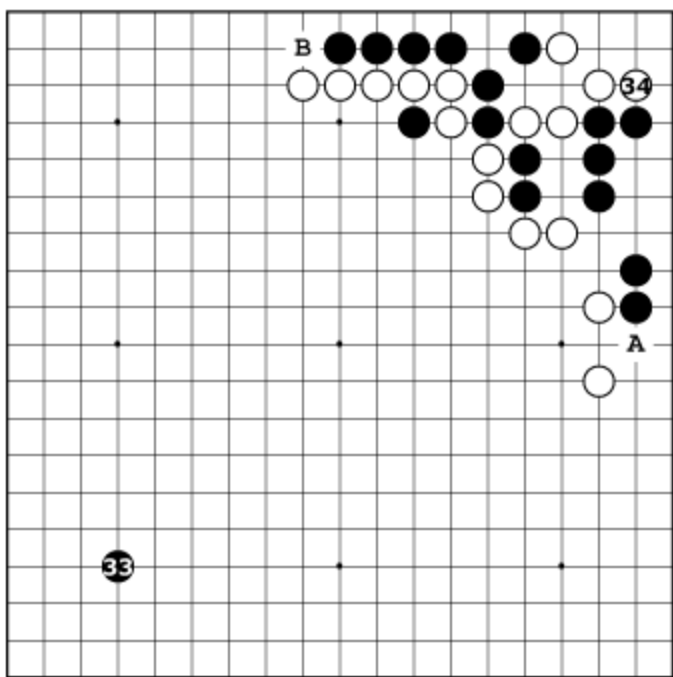
29 'A' is necessary, 'B' fails.



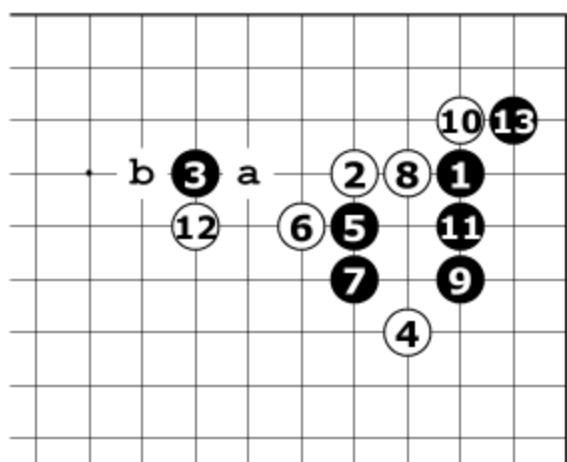
28 White is superior.



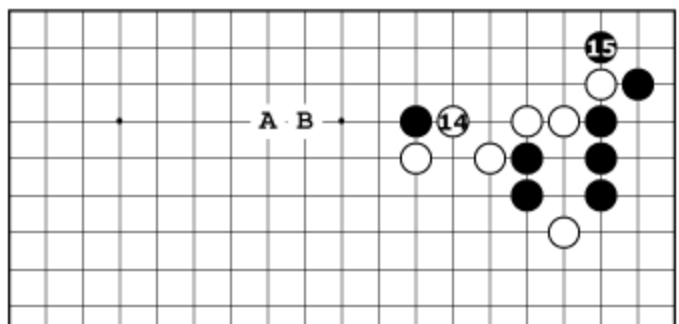
32 White's influence is superior. Black can play 'A' or tenuki 'B'.



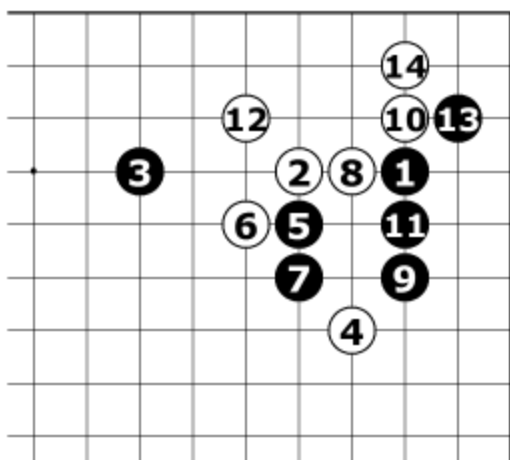
34 White can reduce Black's corner by forcing Black to take out the White stones on 'A' or 'B'.



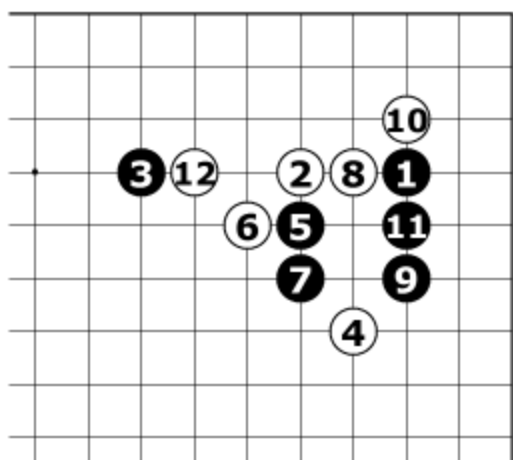
13 White continues with 'a' or 'b'.



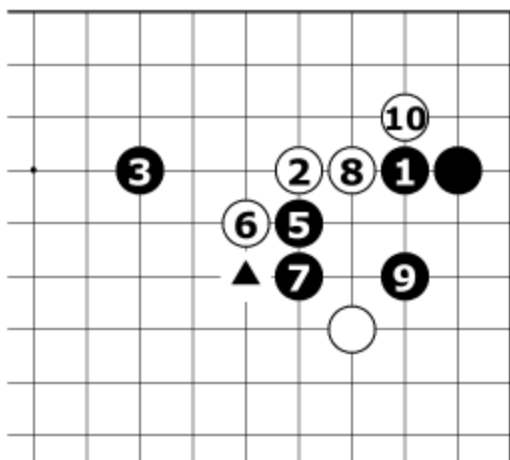
15 Later, White occupies A or B.



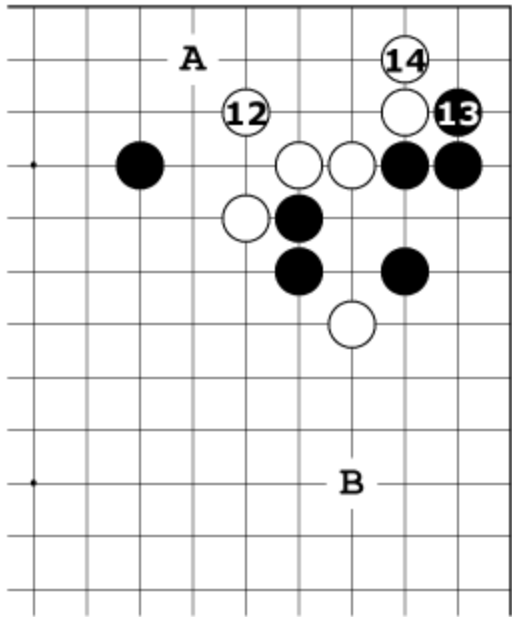
14 Black gets a better result.



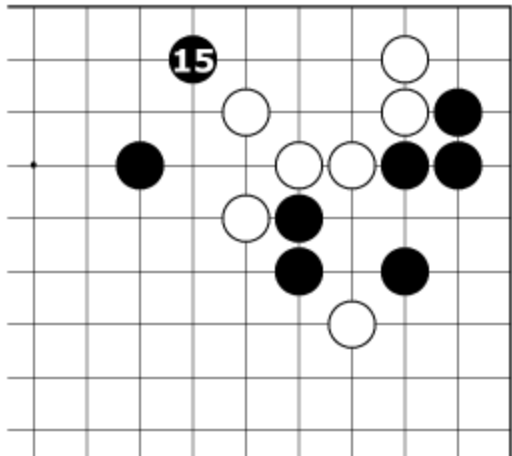
12 White 12 is not recommended, as it provokes Black to strengthen his stone.



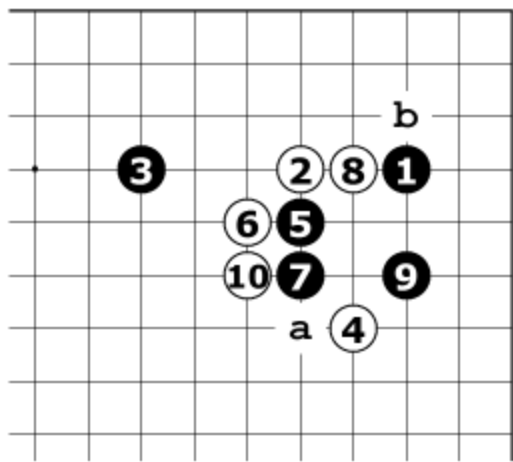
11 Now that Black has played this Black 11, White must not push on the triangled point and damage White 4.



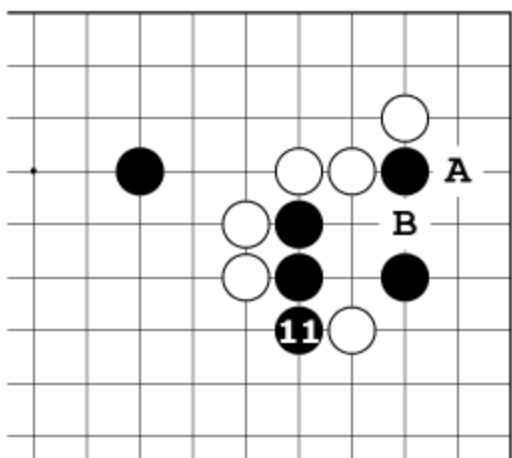
14 Later, Black has 'A' or 'B'.



15 Later, the following continuation may occur.

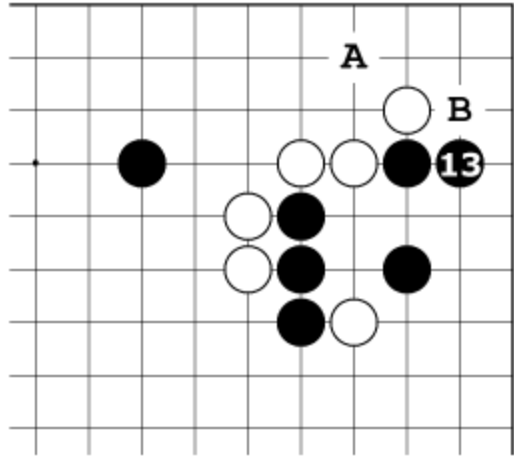


10 'a' is correct, 'b' is a mistake.

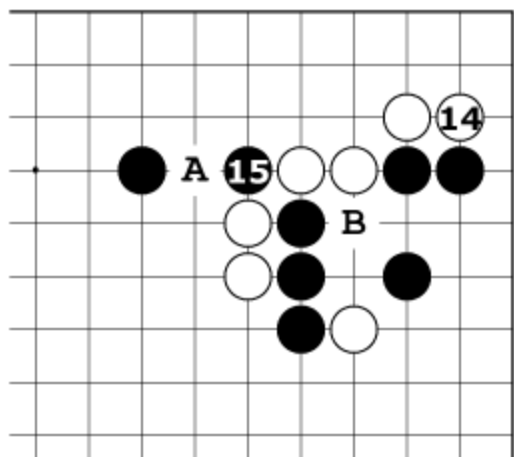


12 Now that White has played

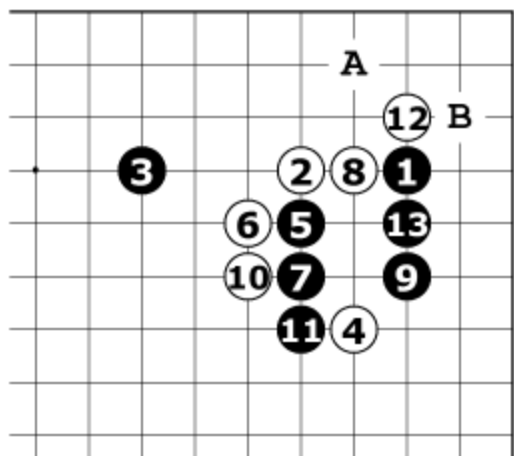
White 12 and White 10 in the wrong order, Black punishes on 'A'. 'B' reverts to the usual joseki.



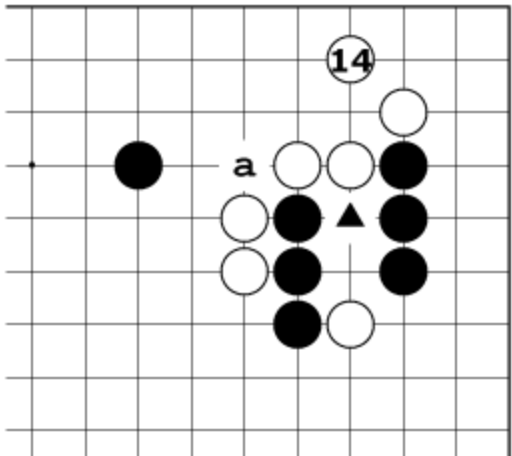
13 'A' is correct, 'B' is possible with the ladder. Now White 4 is damaged without reason.



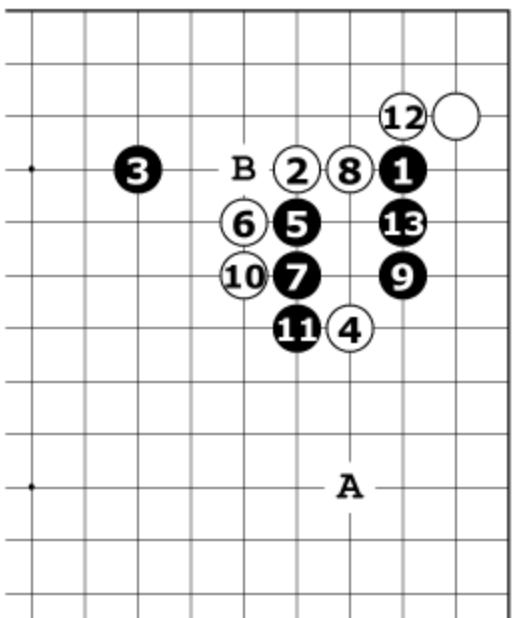
15 'A' is correct, 'B' is wrong.



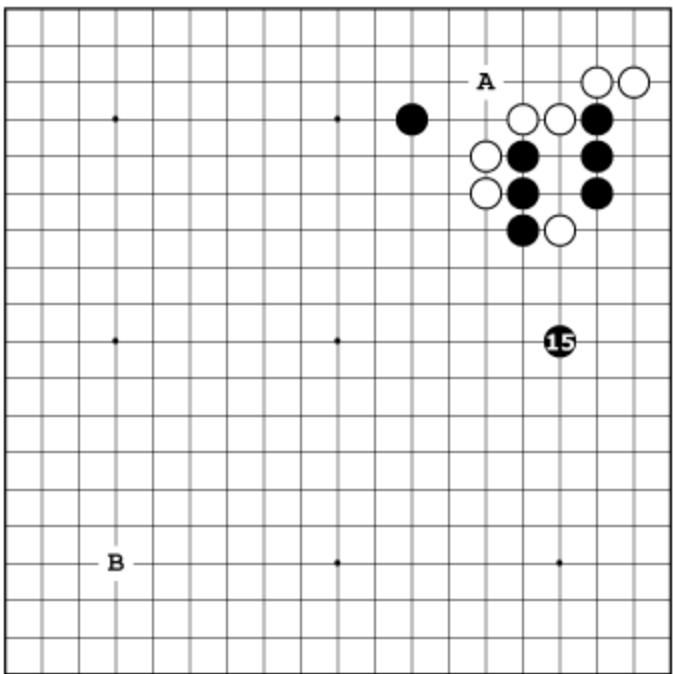
13 'A' is joseki. 'B' is possible if White has the ladder.



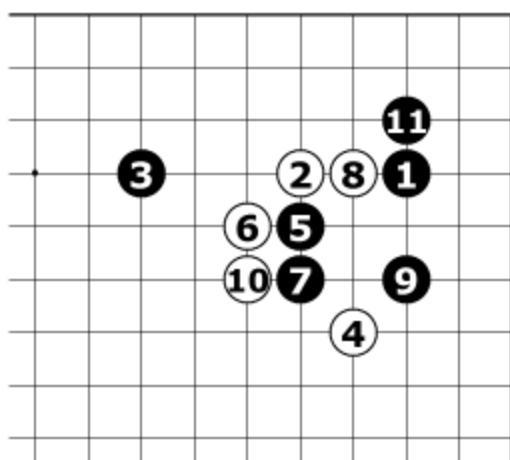
14 White 14 protects the cutting point at 'a', as long as White has the triangled liberty.



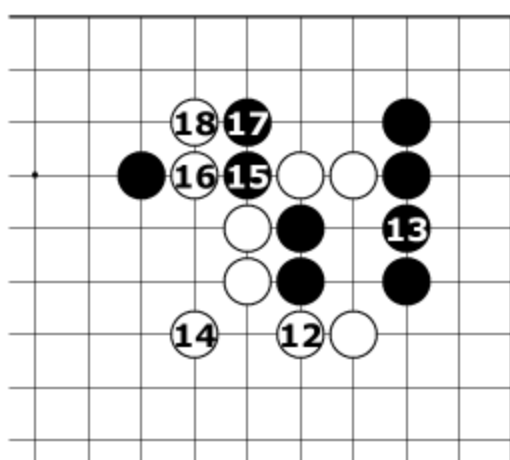
14 White 14 was played by Hane Naoki Kisei in a Kisei title match 14.1.2006 in Berlin. 'A' is usual. 'B' starts the ladder.



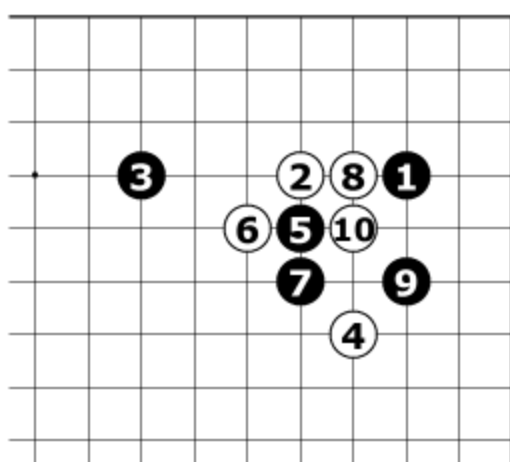
15 'A' is correct. Tenuki 'B' is wrong.



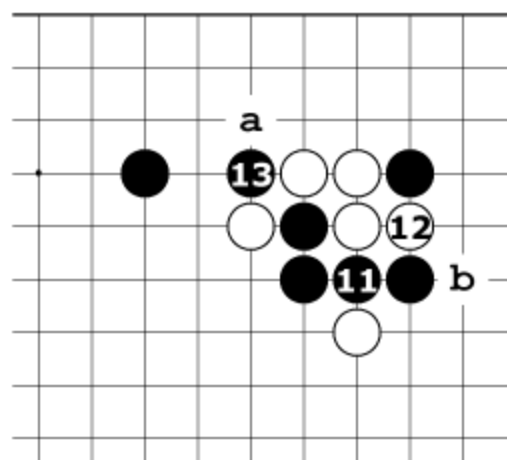
- 11 Black 11 is not recommended.



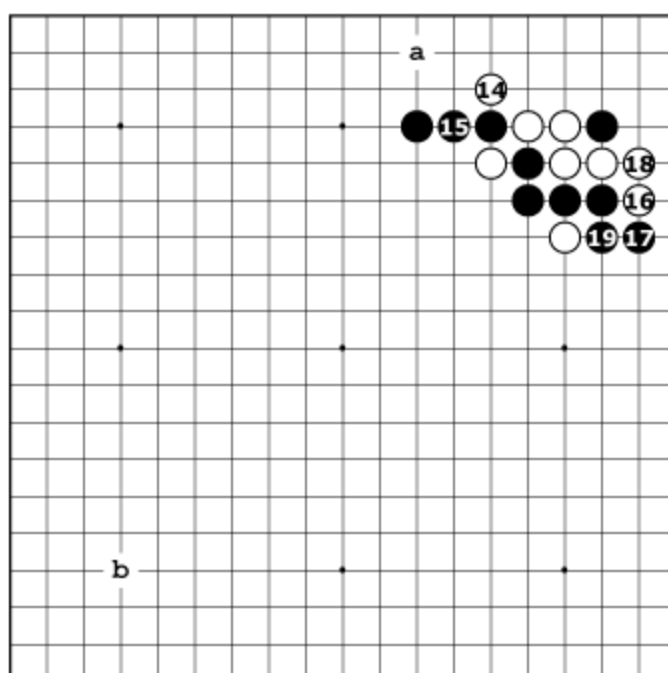
- 18 White's influence exceeds Black's profit.



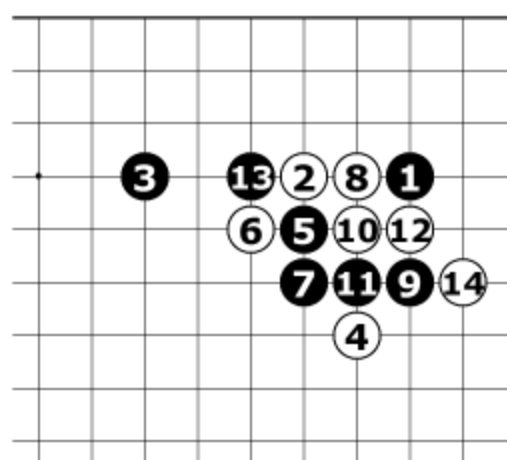
- 10 White 10 used to be considered a vulgar mistake, but this variation has been played professionally and found satisfactory.



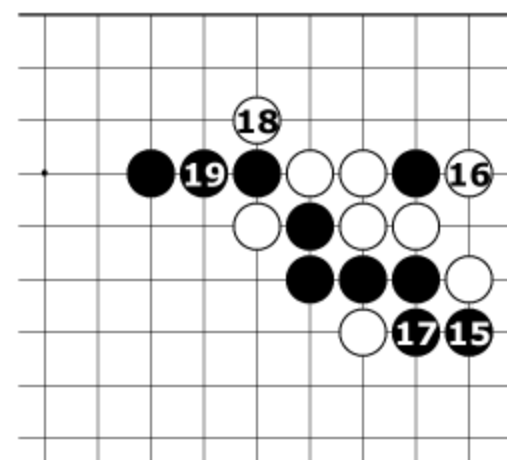
- 13 White 'a' is the traditional continuation. White 'b' is recent.



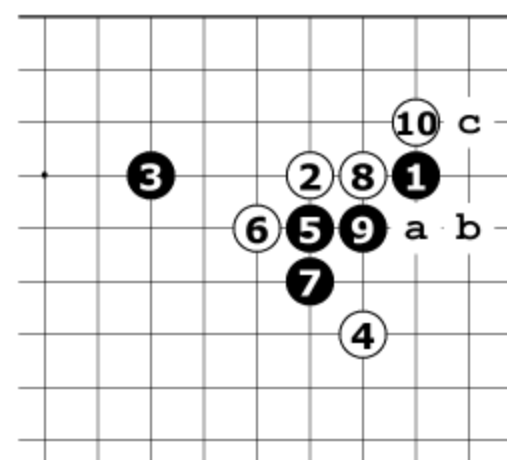
- 19 White 'a' is an important follow-on. 'b' shows the impact of White playing elsewhere.



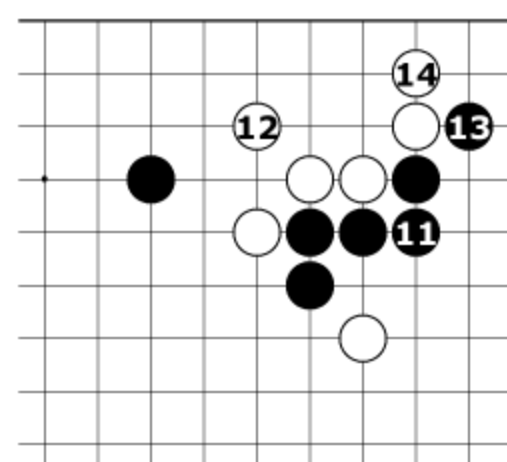
- 14 White 14 was played in a 1979 Nie-Sonoda match and the players consider the result even.



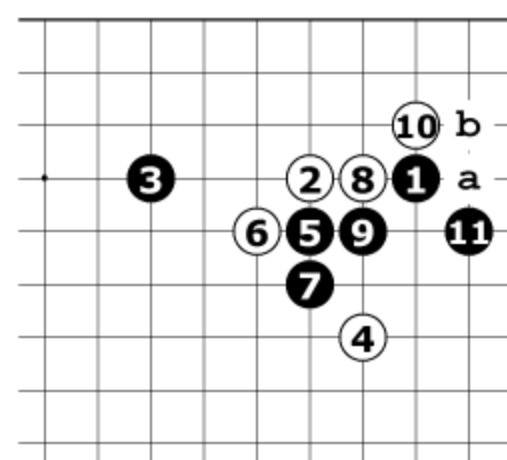
- 19 White has a solid large corner.



- 10 Black continues with 'a' * (Black sente) or 'b' * (Black gote). Black 'c' is a trick play that can be foiled.

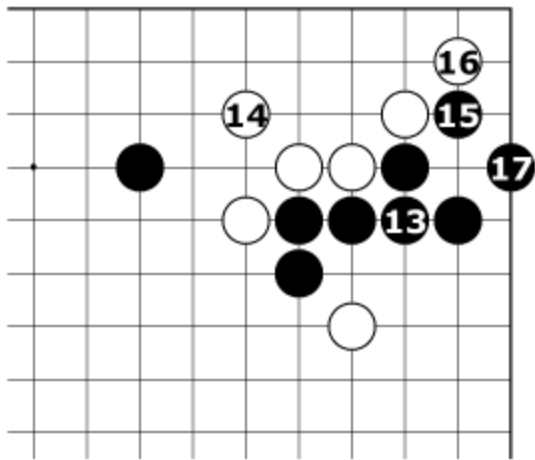


- 14 * GOOD VARIATION *



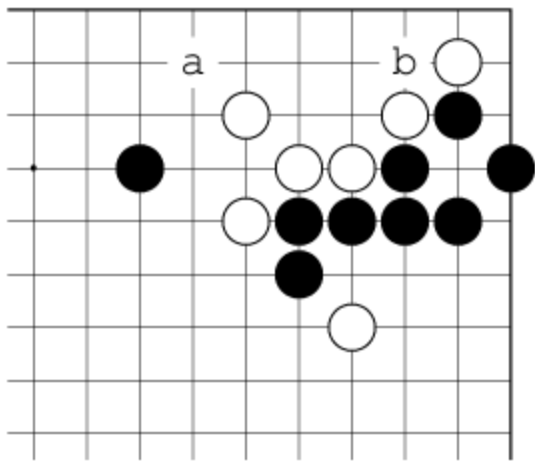
- 11 White continues with 'a'.

White 'b' gives a slightly unfavorable result.



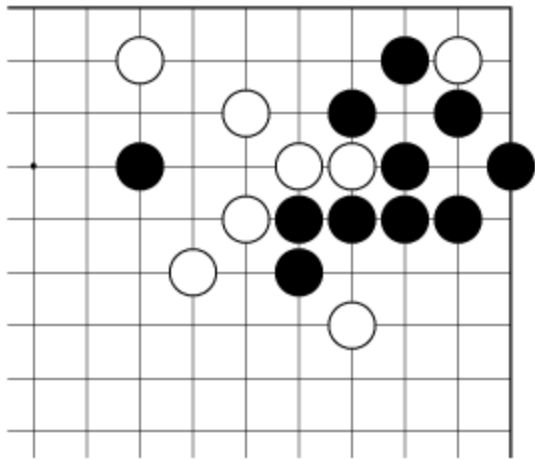
17 * GOOD VARIATION *

The joseki concludes.

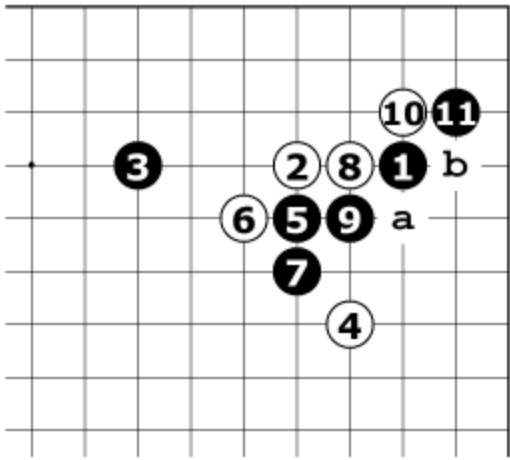


18 White plays elsewhere.

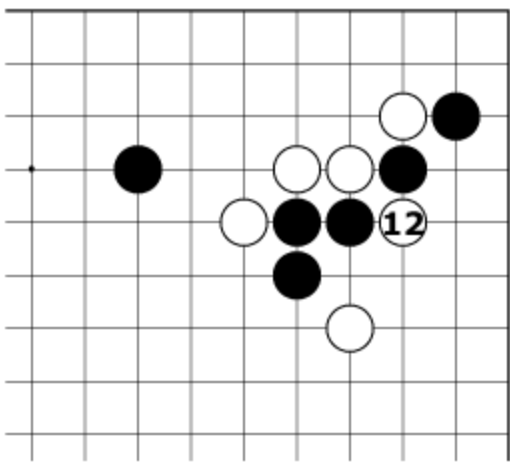
Black follows up with 'a' or 'b'.



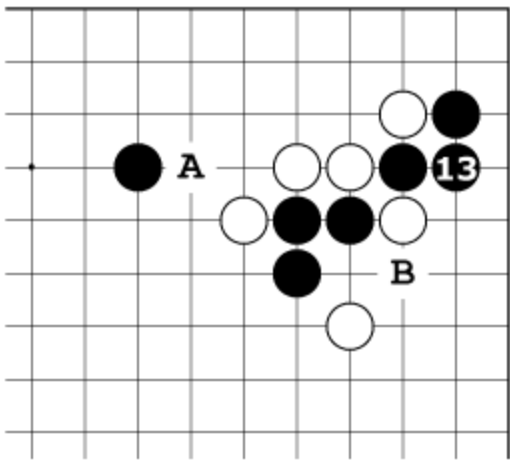
22 White 22 is correct shape.



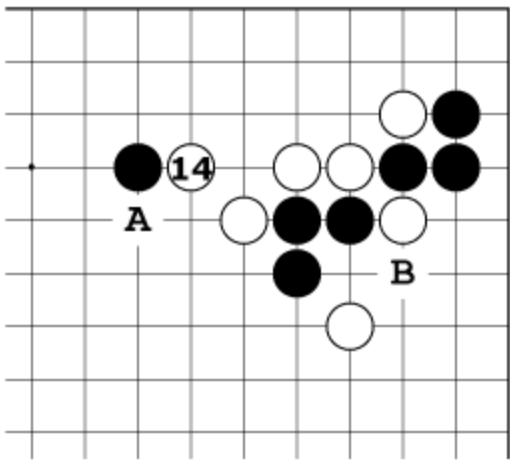
11 Black 11 is a trick play. White counters with 'a'. White falls into a trap with 'b'.



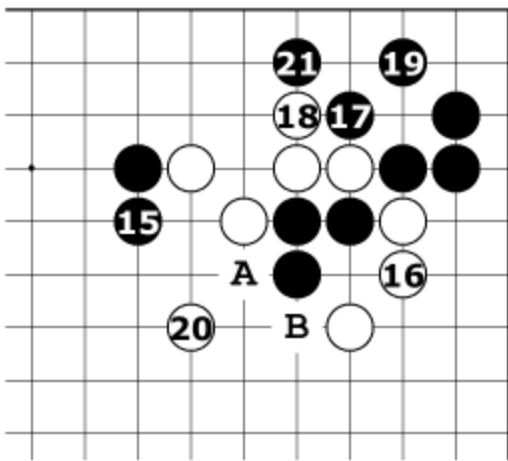
12 White counters the trick play.



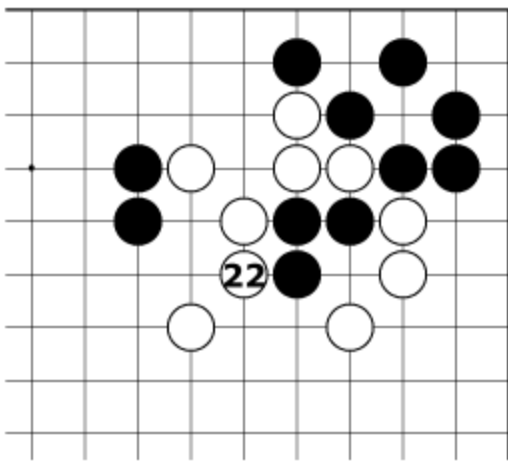
13 'A' is modern Korean style and better than 'B', old Japanese style.



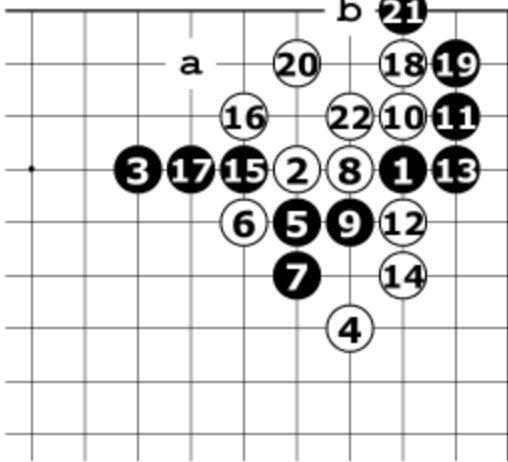
14 Black must choose if he allows White to united his stones after 'A' or if he allows White to make his pincer stones uninteresting after 'B'.



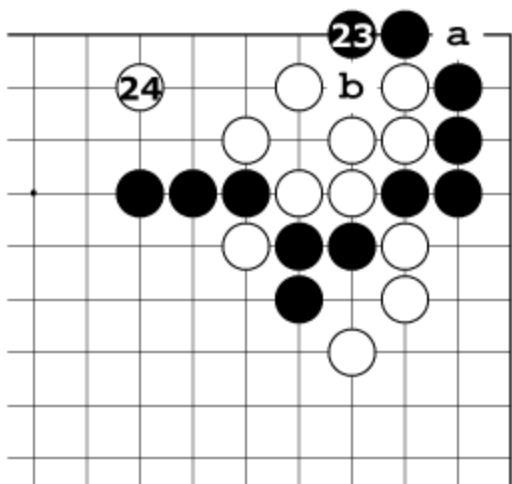
21 'A' is correct, 'B' nonsense.



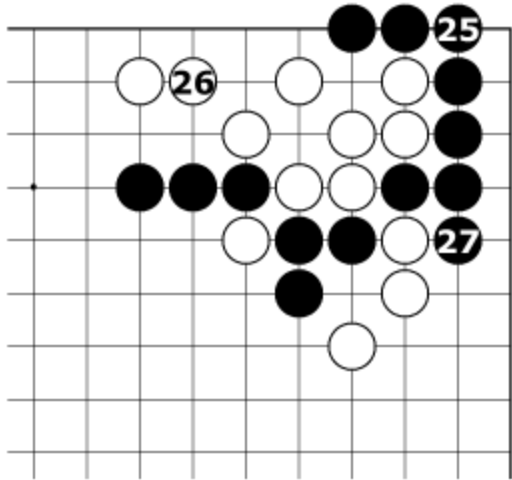
22 All White stones united.



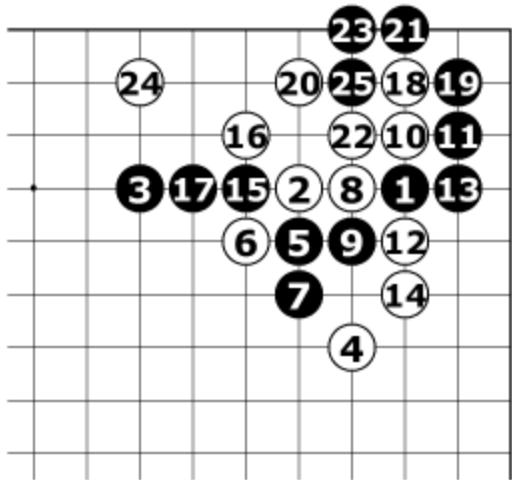
22 White 22 is a good move. Black 'a' doesn't work because of White 'b'. Black 'b' is the only move, but it falls short.



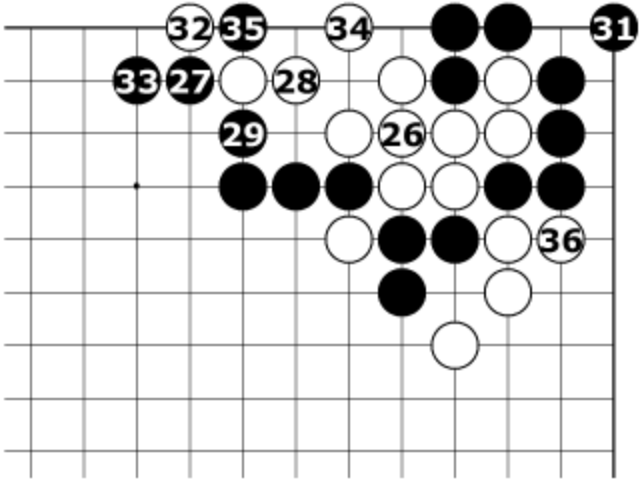
24 Black must play 'a'. Black 'b' is a fatal mistake.



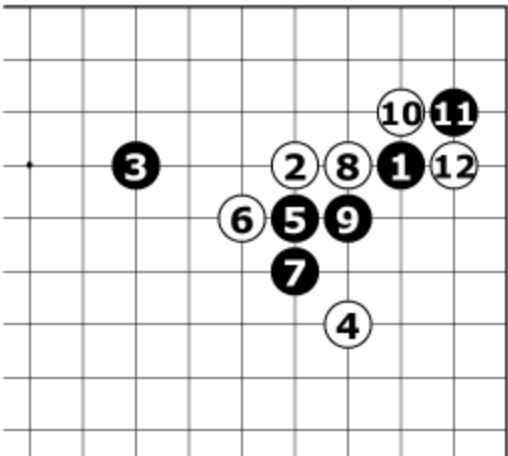
27 Both sides live.



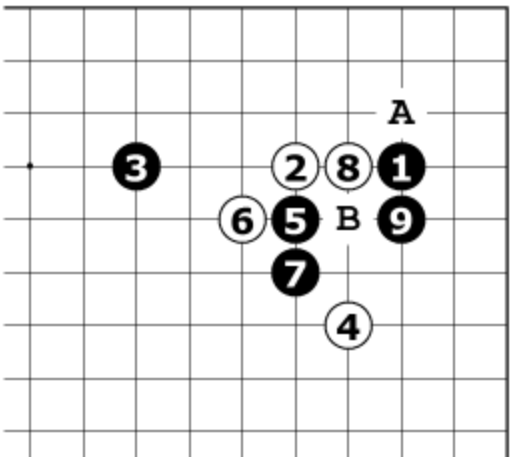
25 Black 25 is a serious mistake. Black dies.



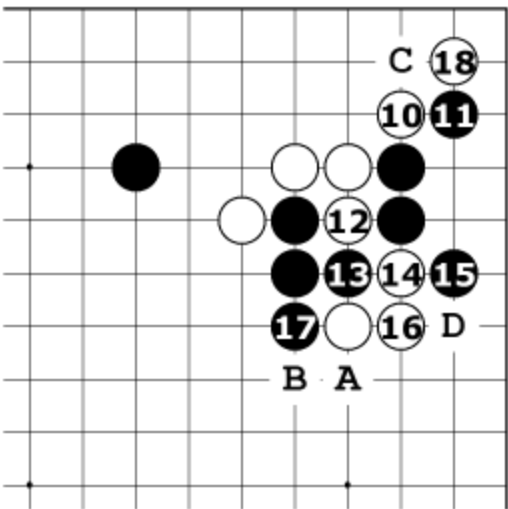
36 Black comes up short. Time to resign.



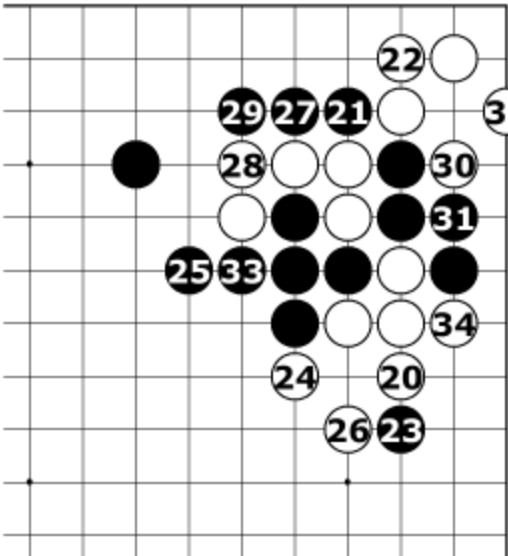
12 White falls into a trap.



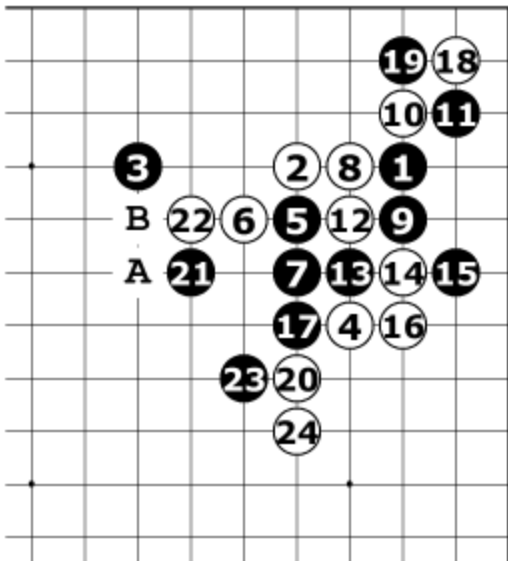
9 'A' is correct. 'B' is a mistake if Black has the ladder.



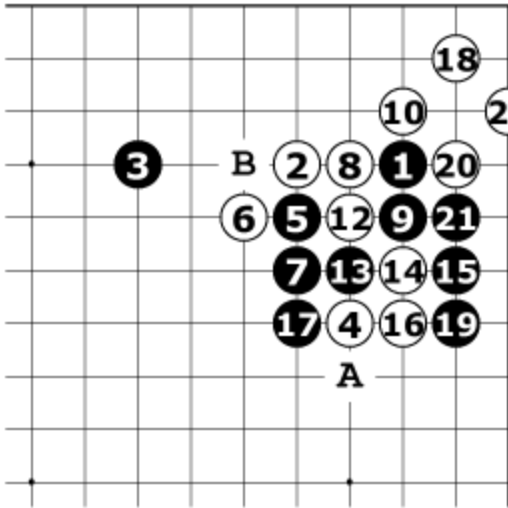
18 'A' is correct, 'B', 'C' and 'D' are not recommended.



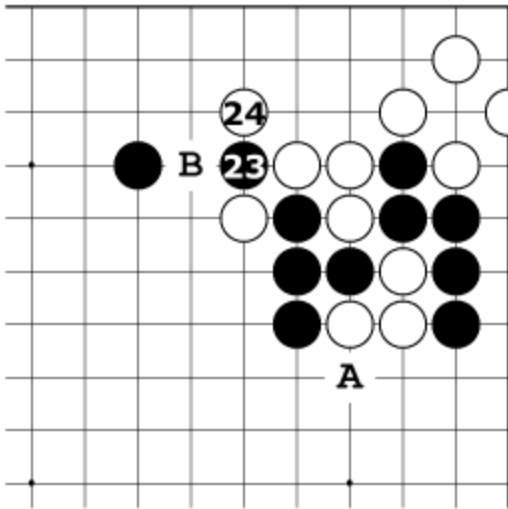
34 Later



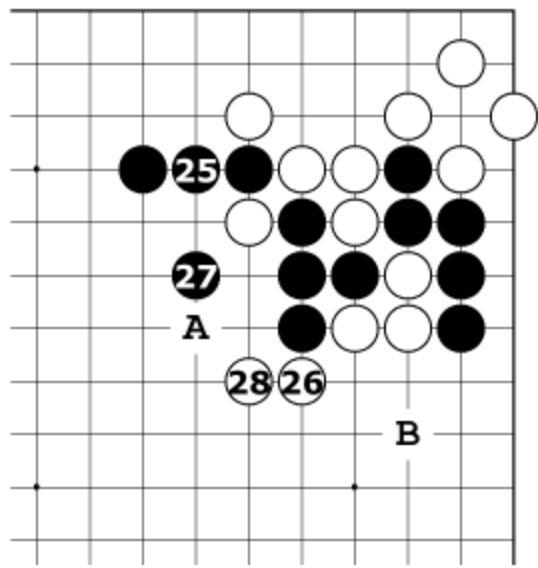
24 'A' without the ladder, 'B' with the ladder.



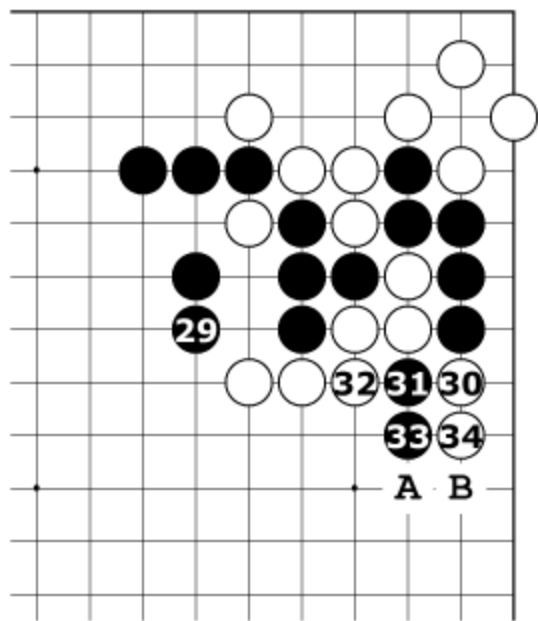
22 'A' or 'B' don't help.



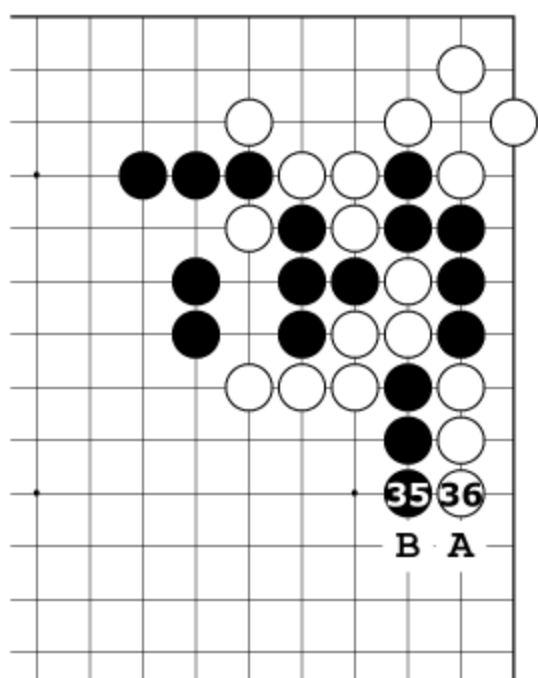
24 'A' or 'B' don't help.



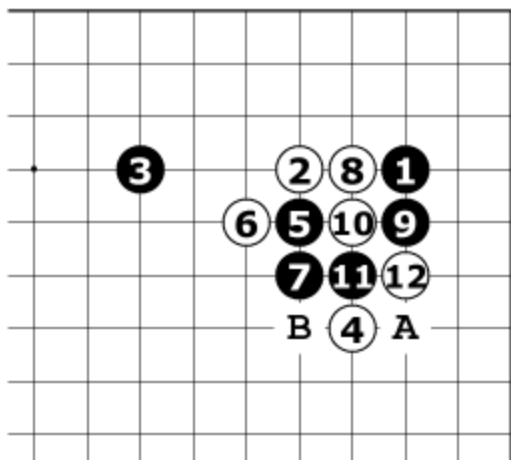
28 'A' or 'B' don't help.



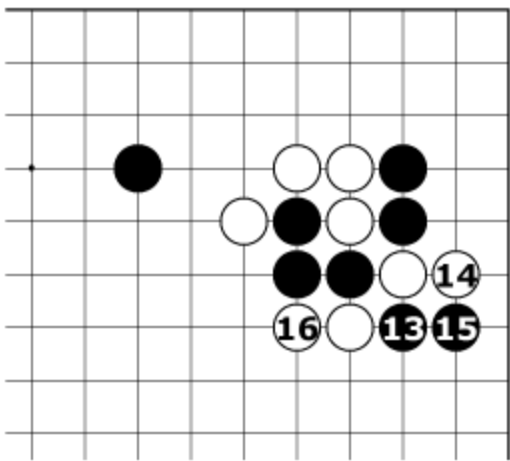
34 'A' or 'B' don't help.



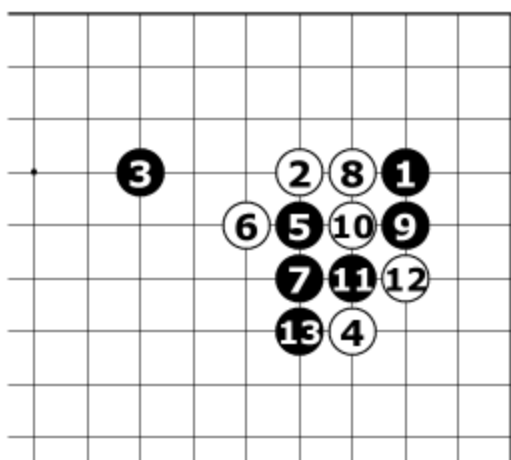
36 'A' or 'B' don't help.



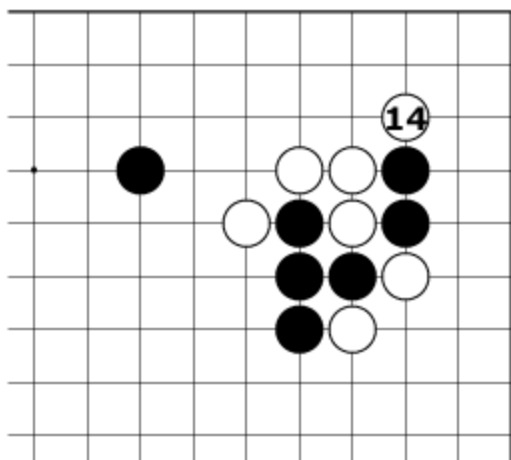
12 'A' with the ladder, 'B' without.



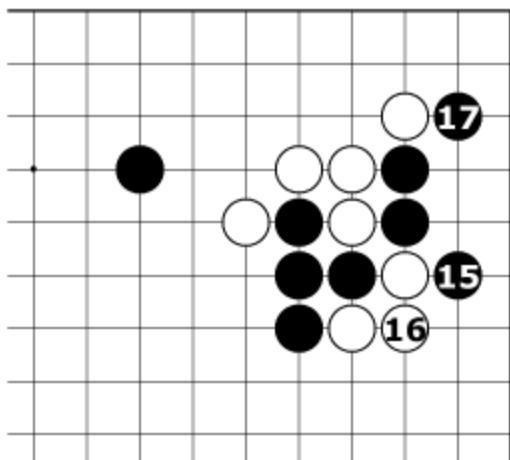
16 This ladder mustn't work.



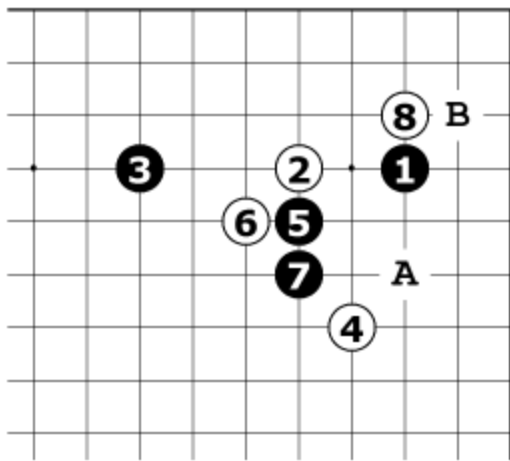
13 If the ladder is unfavorable to Black.



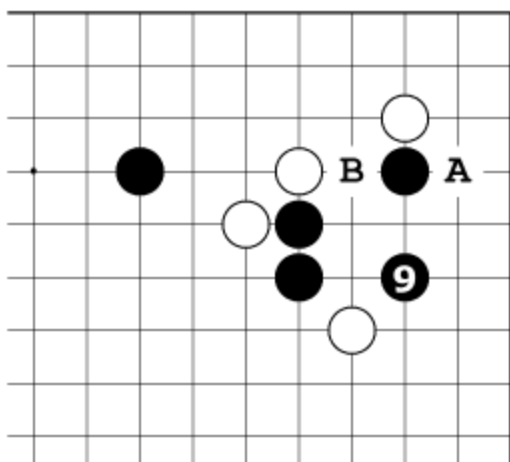
14 White 14 is the vital point.



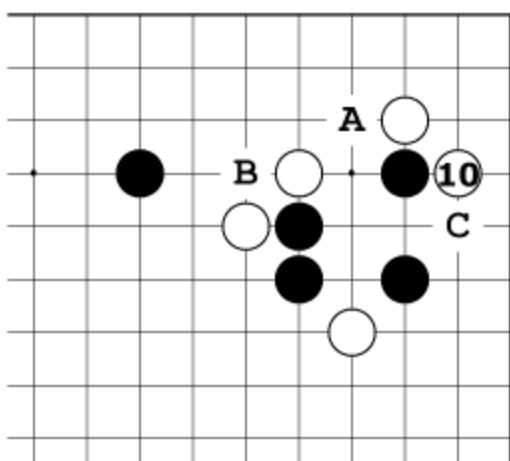
17 Same variation as White 14 played before White 10



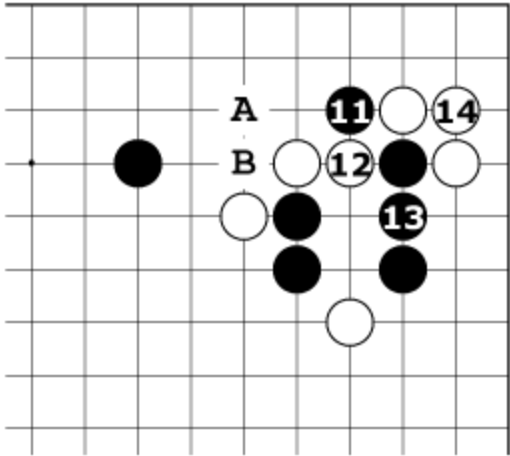
8 'A' is ok. 'B' is getting tricked.



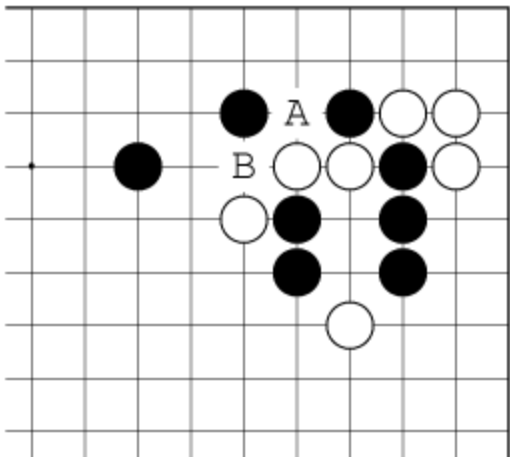
9 'A *' is the joseki continuation White 8 is aiming for. White 'B *' just reverts to the older joseki.



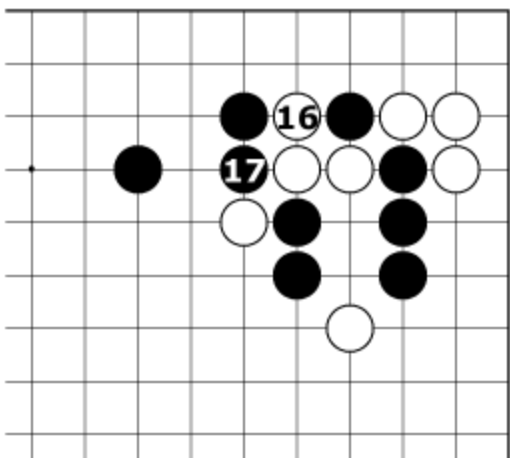
10 'A *' is joseki leaving little aji in the Black wall, 'B *' is a fighting joseki. 'C' is a mistake.



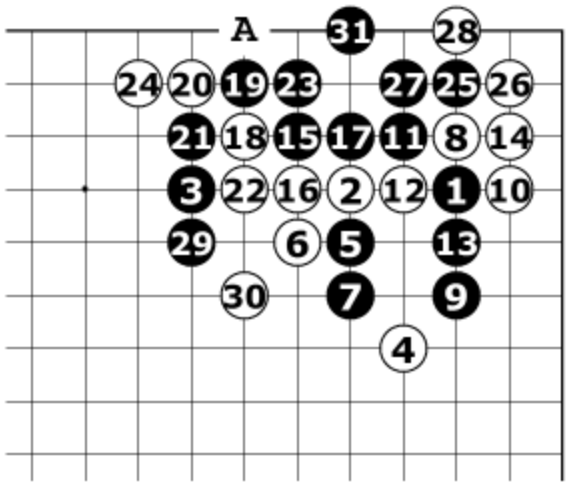
14 'A *' is joseki. 'B' is similar.



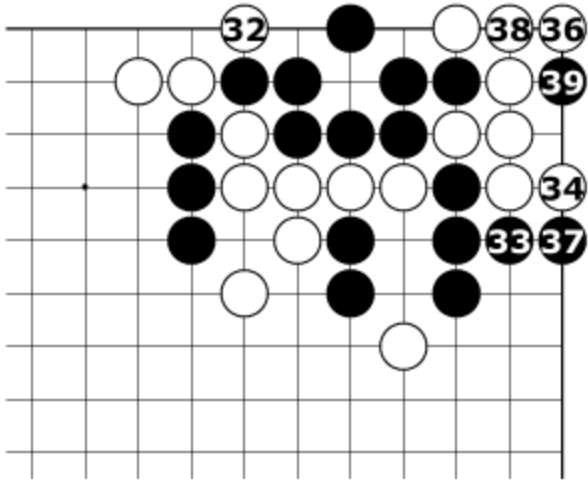
15 'A *' is ok. 'B' foolishly starts a difficult fight where White comes out bad.



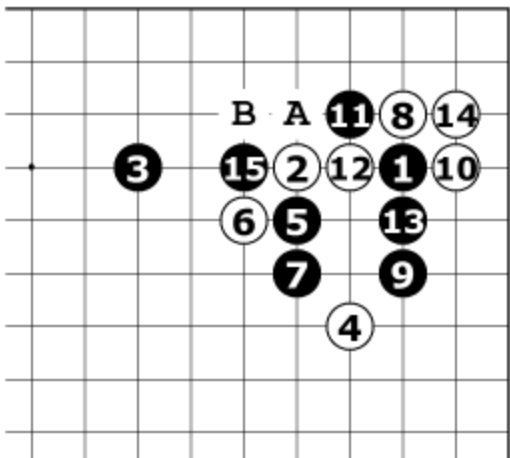
17 * GOOD VARIATION *



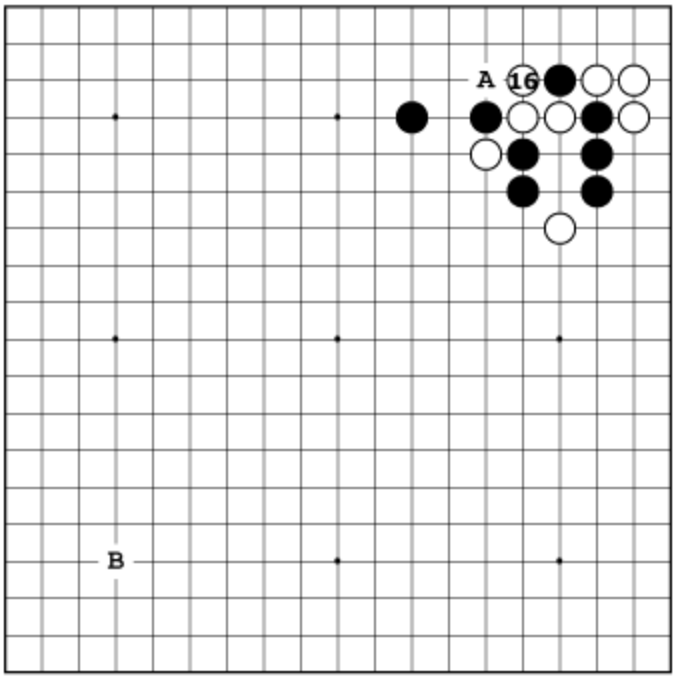
31 Soon, White has to force a seki on 'A'. Black can kill the corner on 'A'.



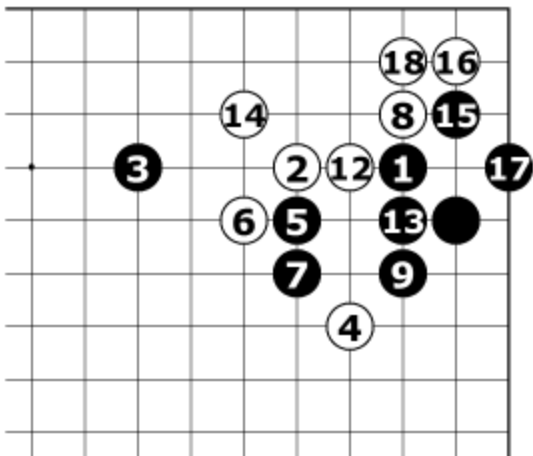
39 White has two weak groups, Black only one, so White is in an inferior position.



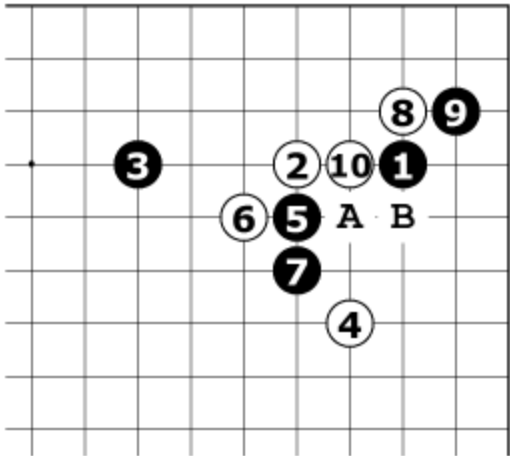
15 'A' is sente, 'B' takes more points, but is gote.



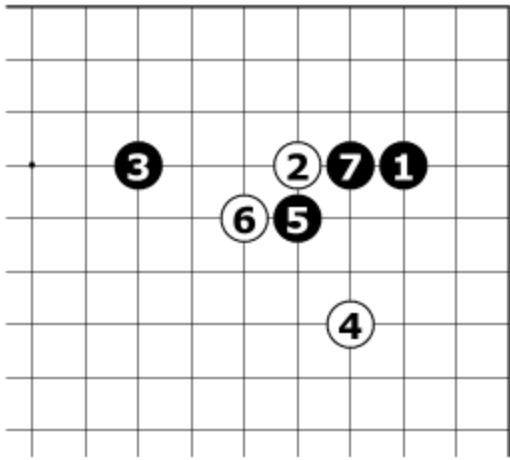
16 'A' is necessary, tenuki 'B' is nonsense.



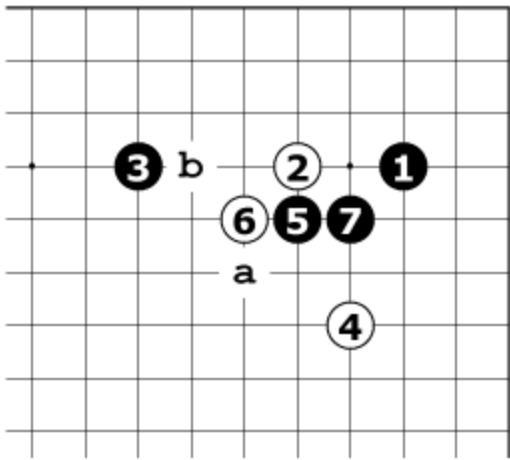
18 White's position is better than after the joseki, so Black 11 is wrong.



10 'A' or 'B'. Black must have the ladder for 'B'.

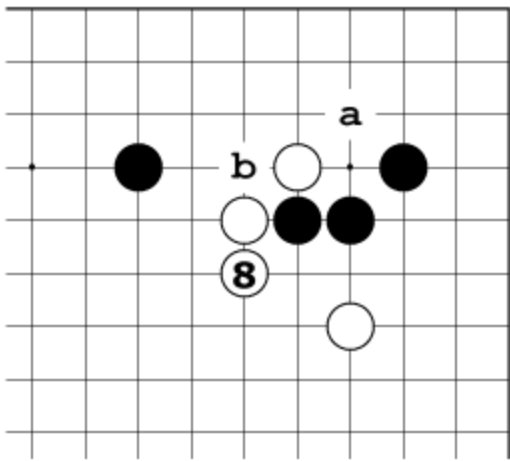


7 Black 7 first appeared in a title game in 1975 by Hashimoto Shoji against Rin Kaiho for the 13th Judan Title.

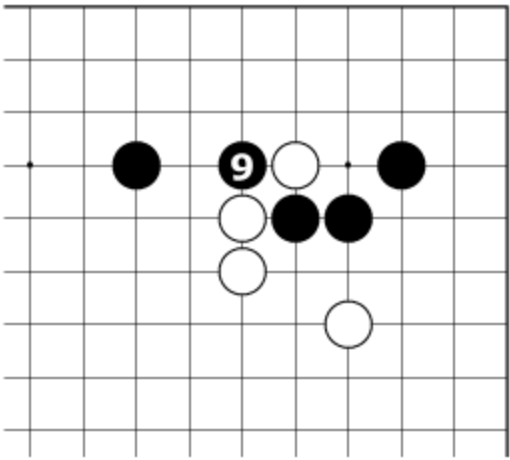


7 Black 7 is slow.

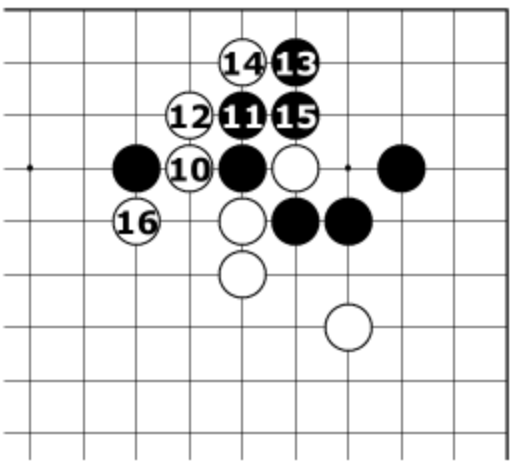
White continues with 'a'. White 'b' results in poor shape.



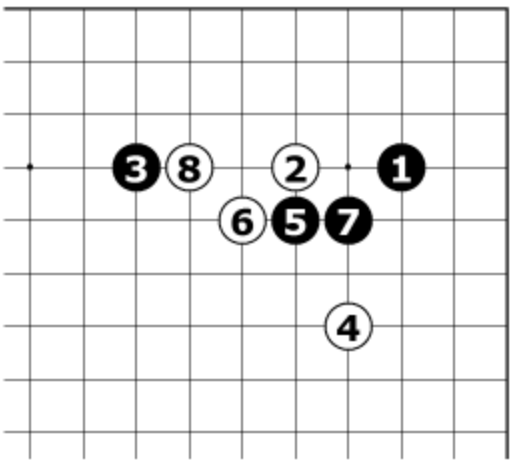
8 Black continues with 'a'. Black 'b' is a mistake.



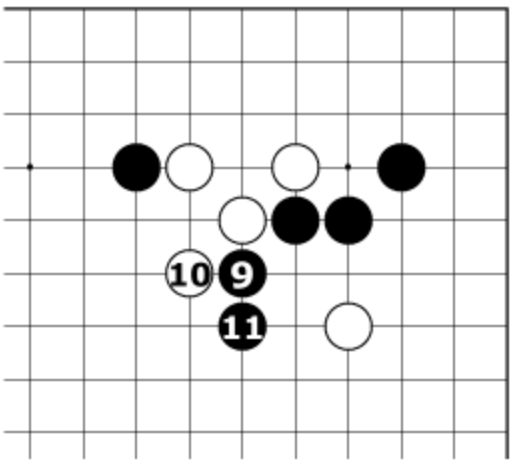
9 The cut of Black 9 is obvious, and a mistake.



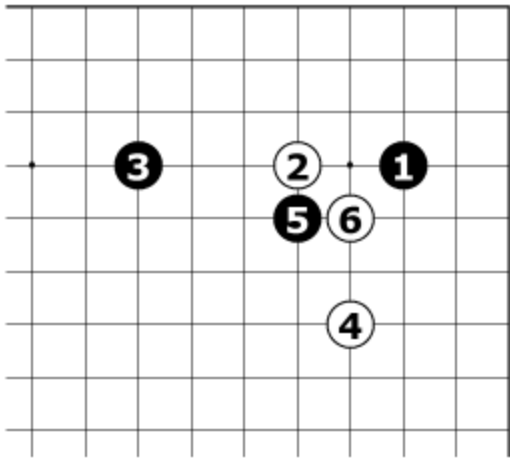
16 White has wonderful shape to the top left.



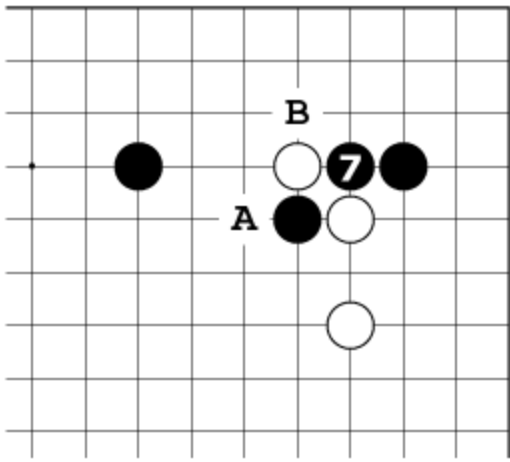
8 White 8 is not recommended, as White does not get good shape.



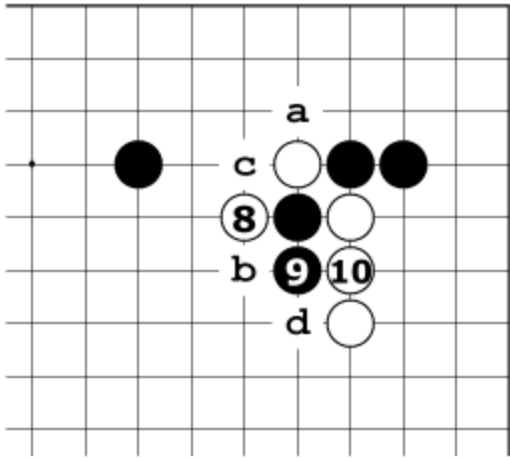
11 White has poor shape.



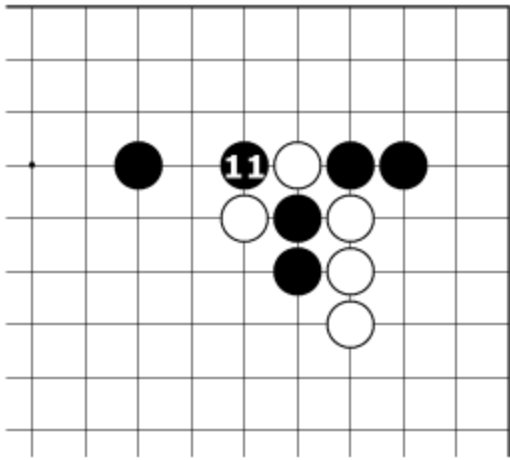
6 White 6 is a mistake.



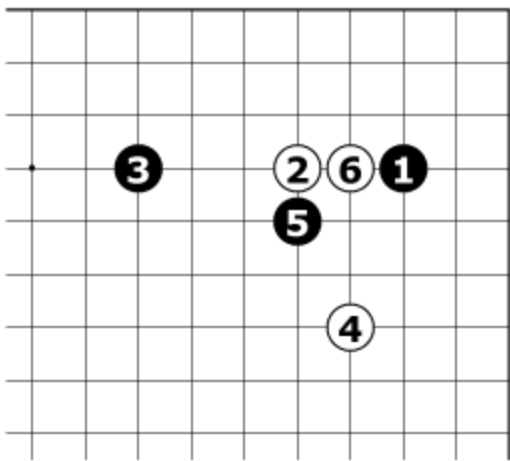
7 'A' is correct, 'B' is questionable.



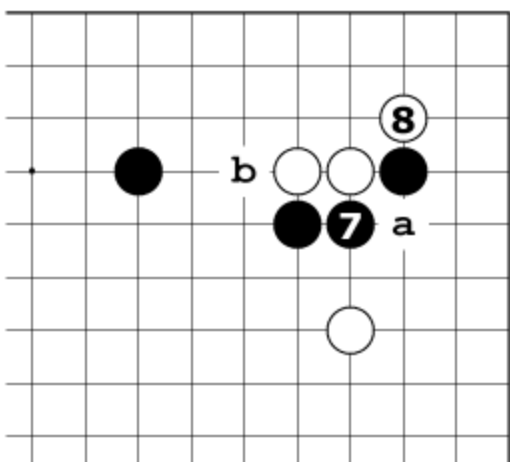
10 Black can connect underneath with 'a' and gets a favorable result. If White cannot get a ladder with 'b', Black simply cuts at 'c'. 'd' is possible.



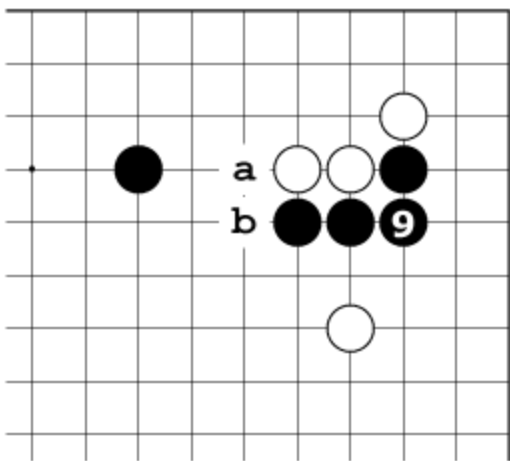
11 Black plays 11 if White does not have the ladder.



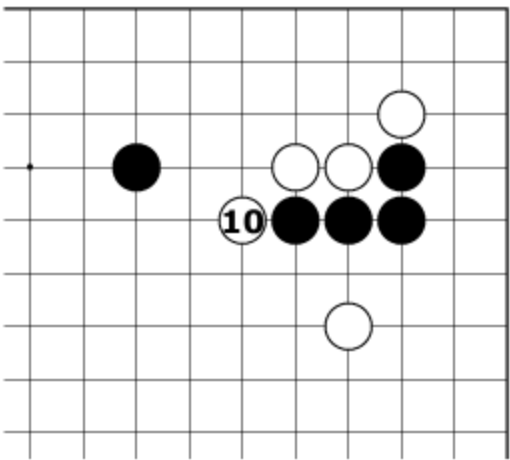
6 White 6 is a mistake in direction. White should first go to the outside, not inside.



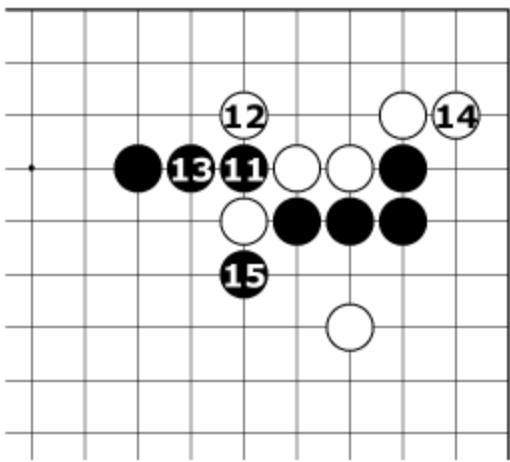
8 Black continues with 'a'. Black 'b' is a mistake.



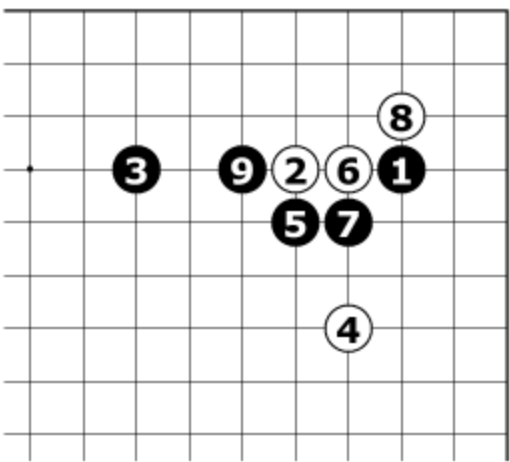
9 White continues with 'a'. White 'b' is a mistake.



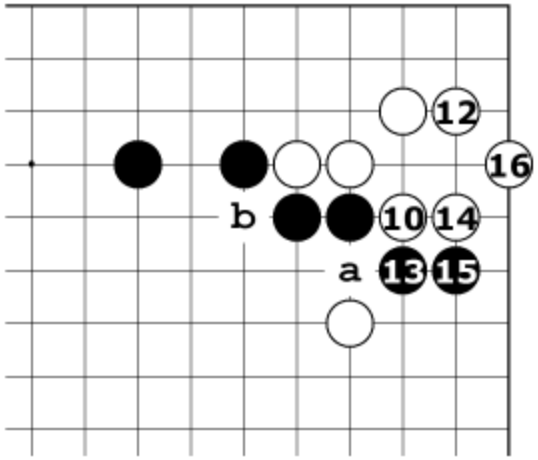
10 White 10 is unreasonable.



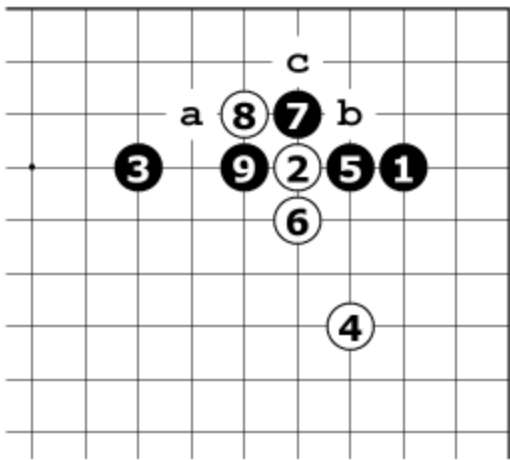
15 Black retains potential for a later squeeze play on White's corner stones.



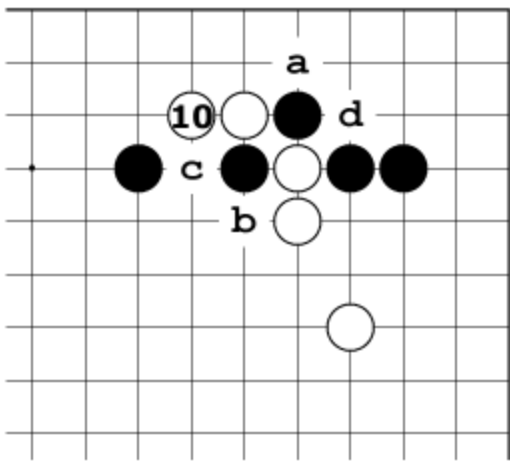
9 Black 9 is an overplay.



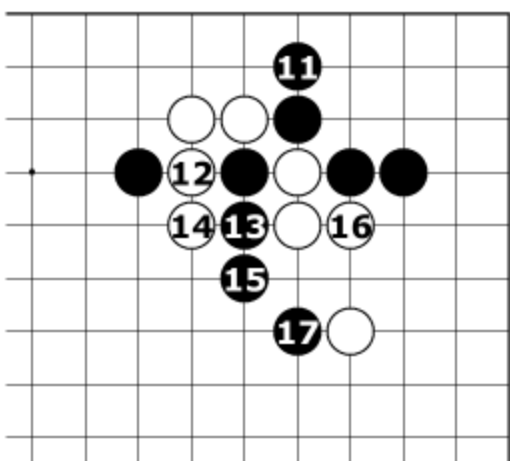
16 Black is left with cutting points at 'a' and 'b'.



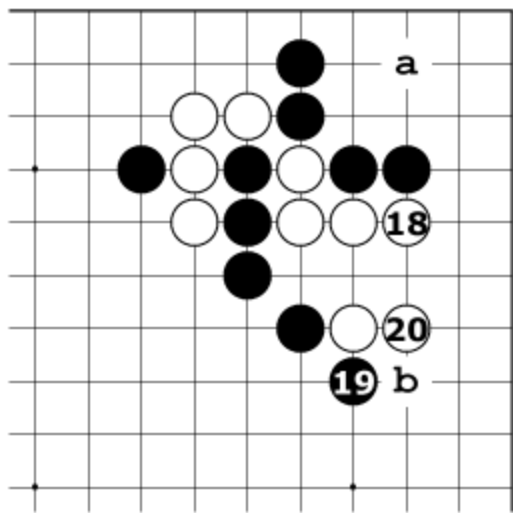
9 White continues with 'a'. White 'b' is also possible. White 'c' is a mistake.



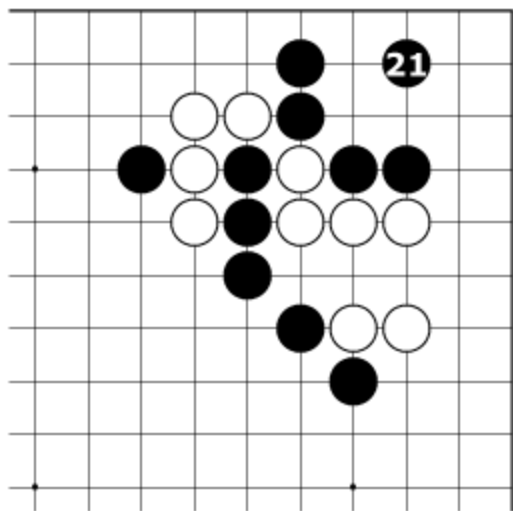
10 Black plays 'a' or 'b'. 'c' and 'd' are miai.



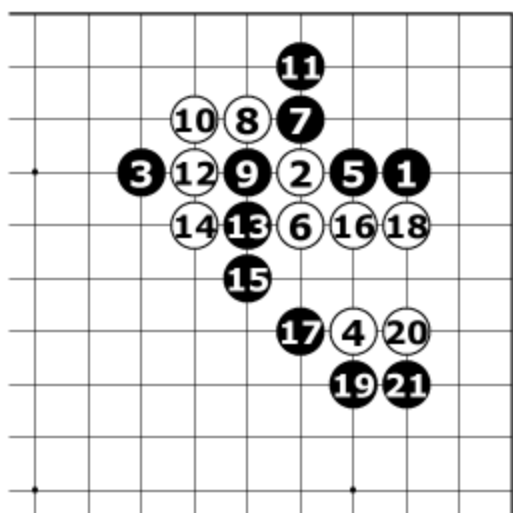
17 The results from this are favorable to White.



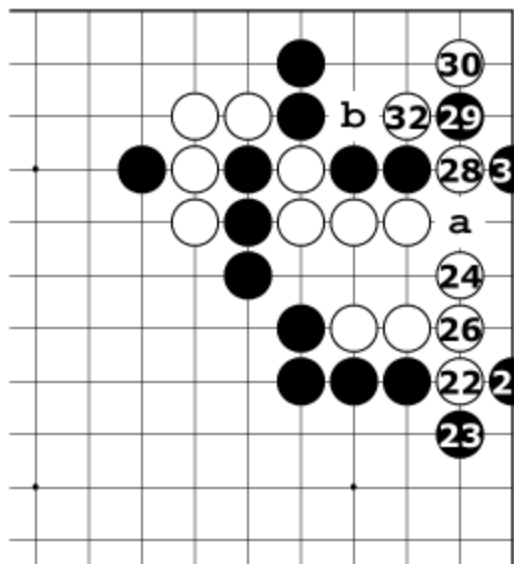
20 Black 'a' saves the corner.
Black 'b' is unreasonable.



21 Black 21 is necessary to save the corner.

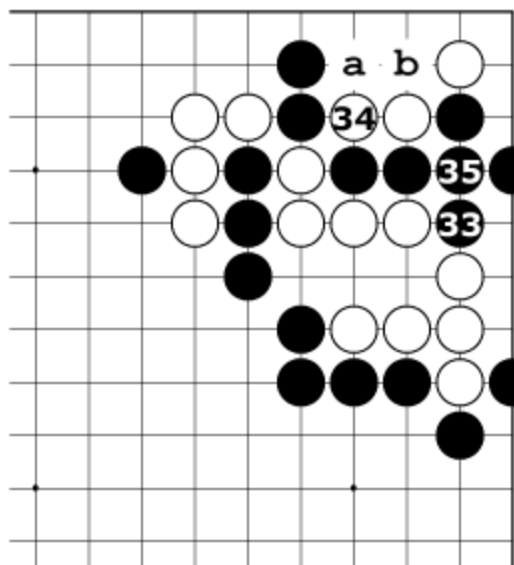


21 Black 21 unreasonable.

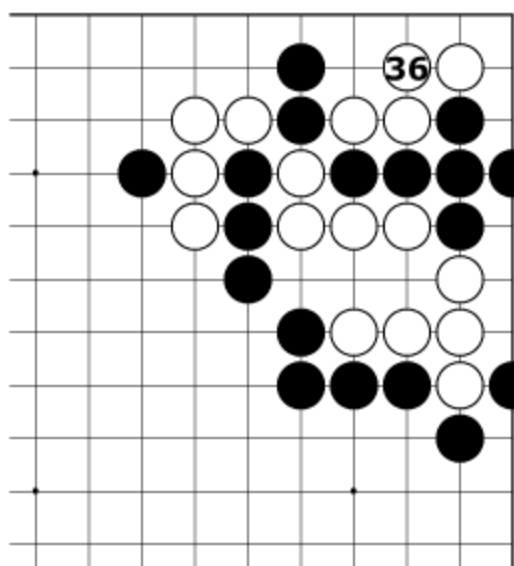


32 White takes the corner because Black must play 27 to defend against the cut.

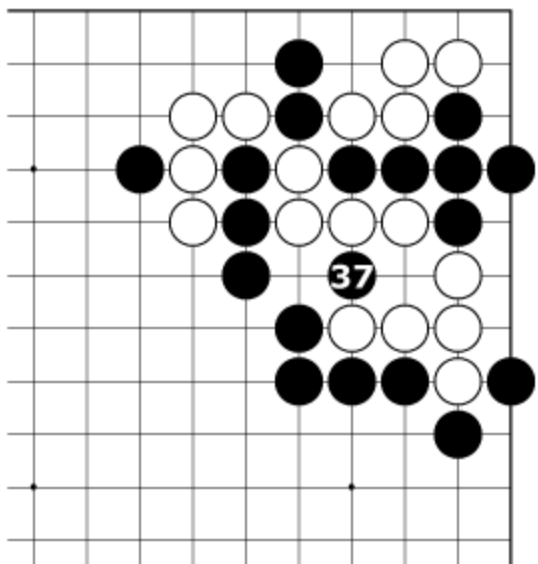
Black may try 'a' or 'b'.



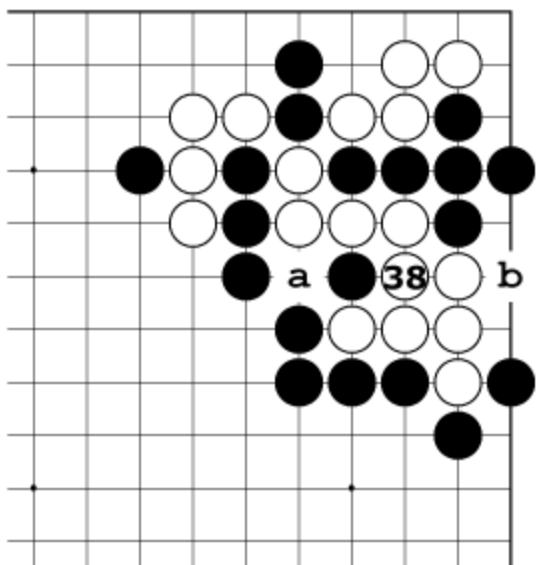
35 White continues with 'a'. White 'b' is a mistake.



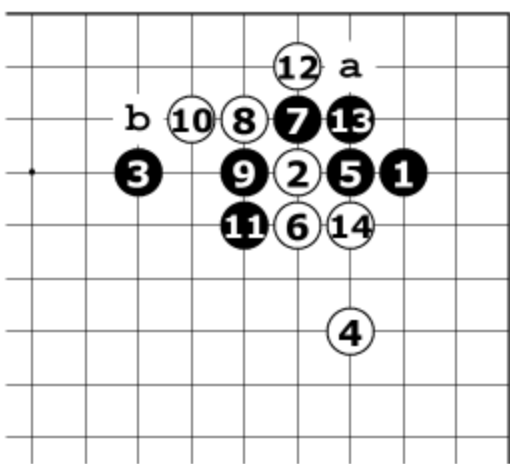
36 White 36 is a mistake. White loses by a move.



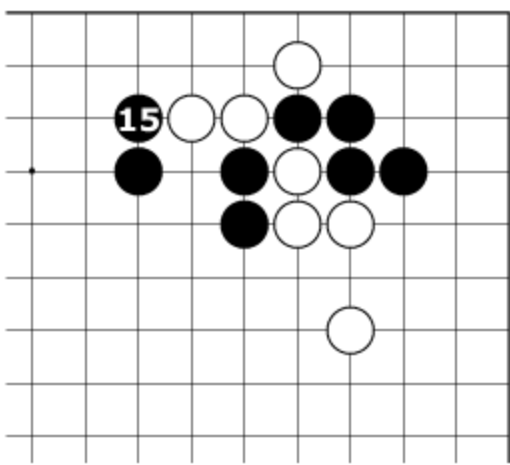
37 Black 37 is the tesuji.



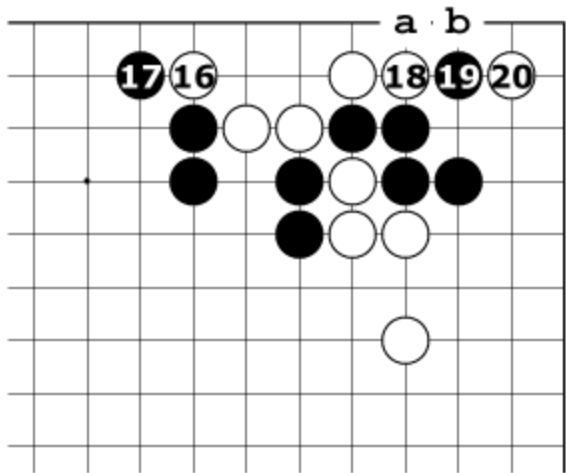
38 Black continues with 'a' or 'b'.



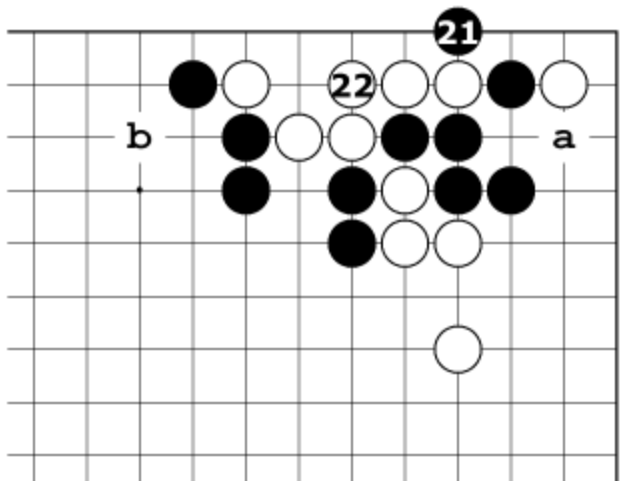
14 Black continues with 'a'. Black 'b' is unreasonable.



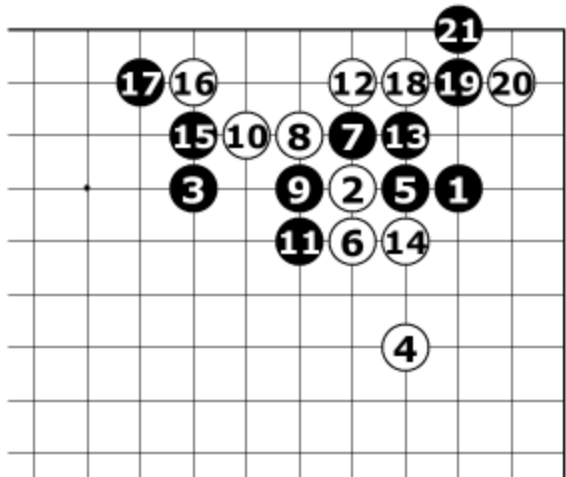
15 Black 15 is unreasonable.



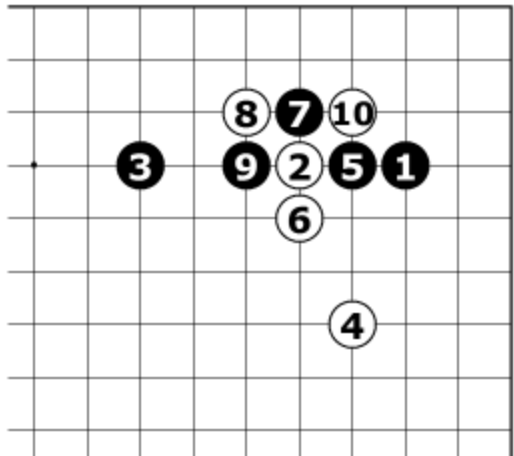
20 Black continues with 'a'. Black 'b' looks better, but is worse.



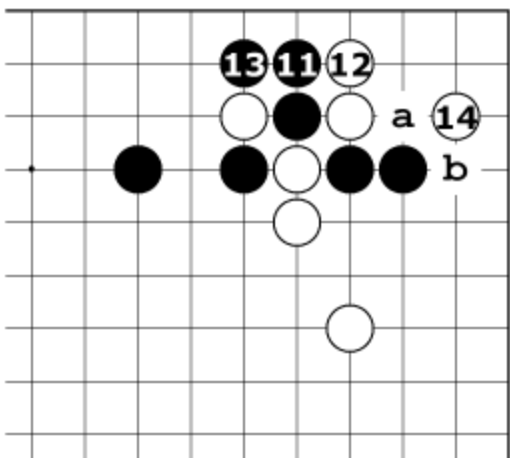
22 Black saves the corner with 'a', or protects against the cut with 'b' (and thereby loses the corner).



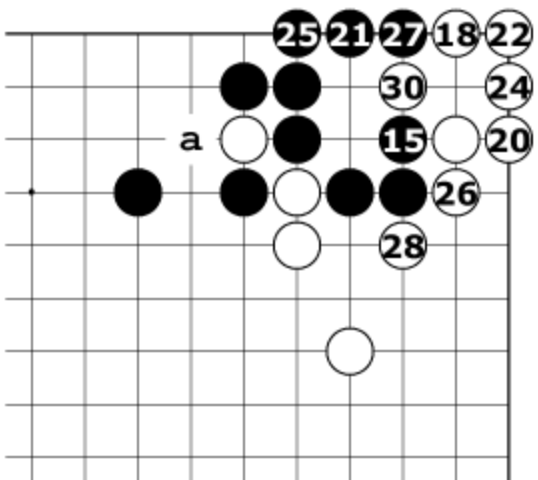
21 Black 21 loses the corner.



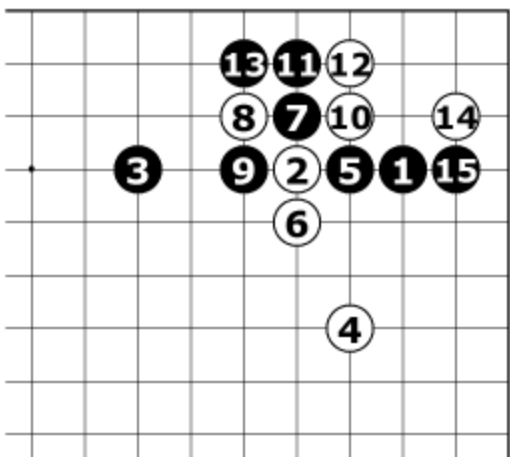
10 White 10 is intended as a sacrifice play in the corner for the right side, though Black has options.



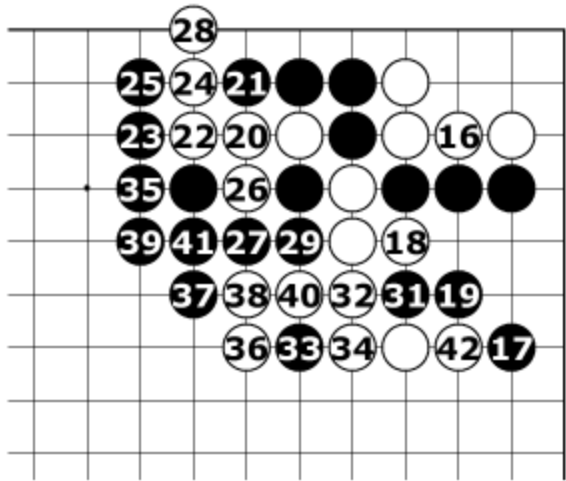
14 Black continues with 'a *'. Black 'b' is not recommended.



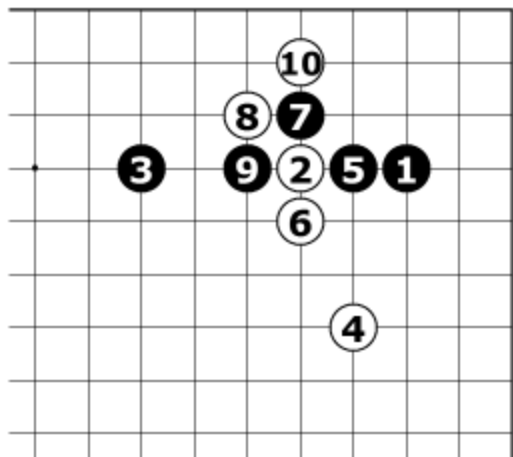
30 * GOOD VARIATION *



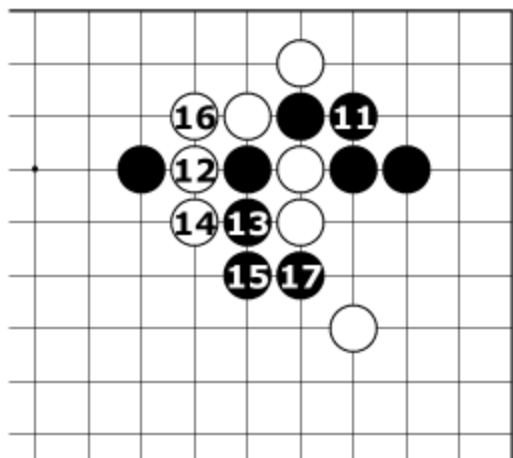
15 Black 15 is not recommended.



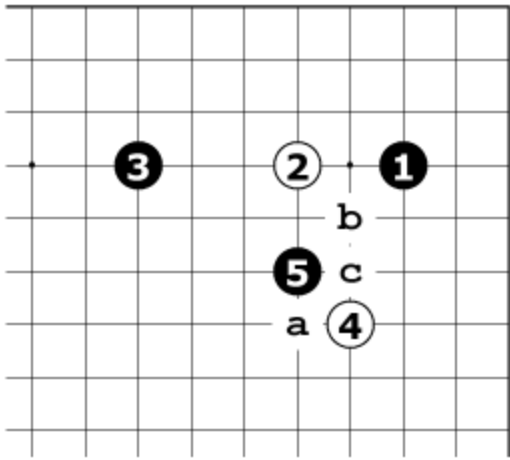
42 White gets the right, Black the top. White comes out ahead.



10 White 10 is vulgar.

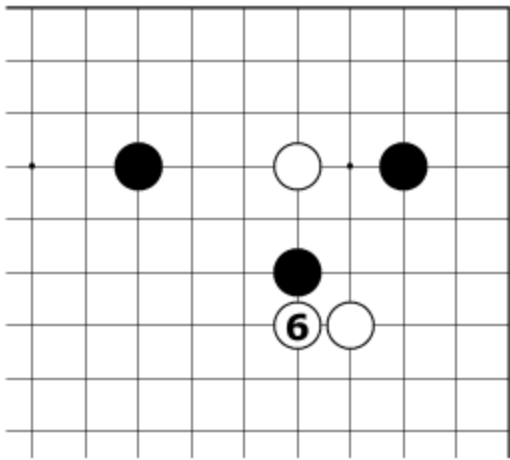


17 It is hard to imagine this result favoring White. Losing the two White stones is bad.

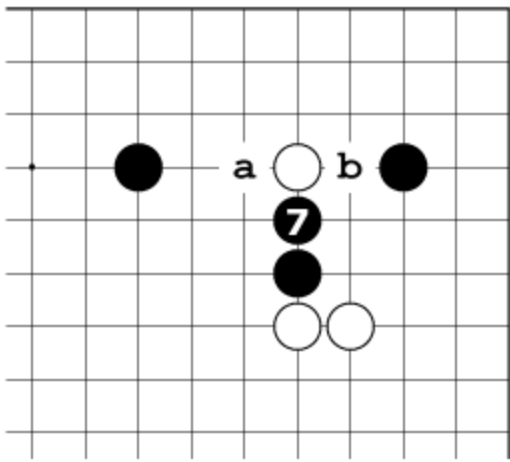


5 Black 'c' was popular among leading amateur players, and is a relatively recent introduction to professional Go, so all variations have not been explored.

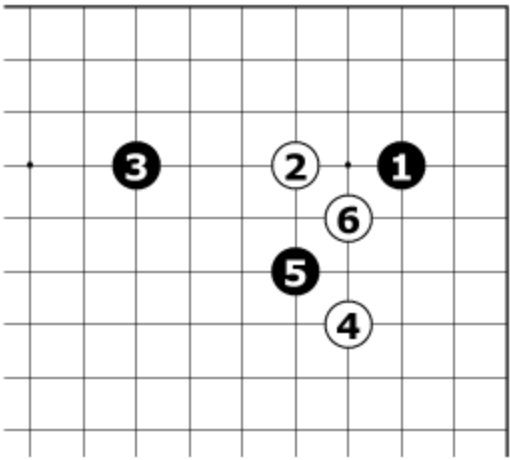
White 'a' and 'b' are feasible. White 'c' is probably unreasonable.



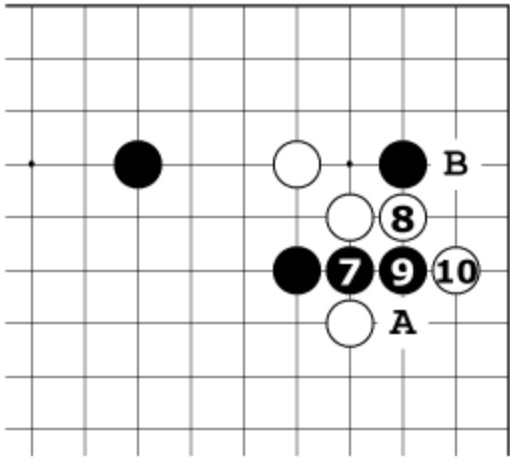
6 White 6 temporarily sacrifices the approach stone.



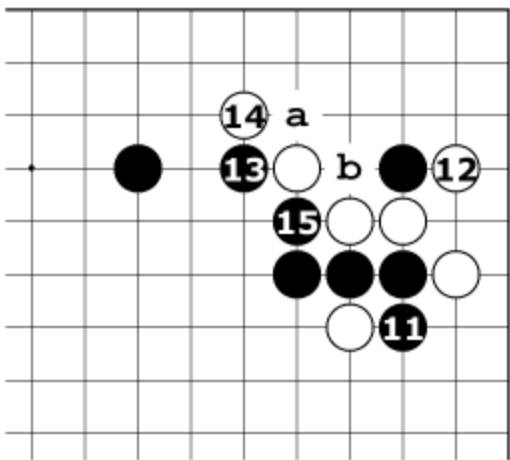
7 After Black 7 White plays elsewhere. Black will probably add a move at 'a' or 'b' at an early stage.



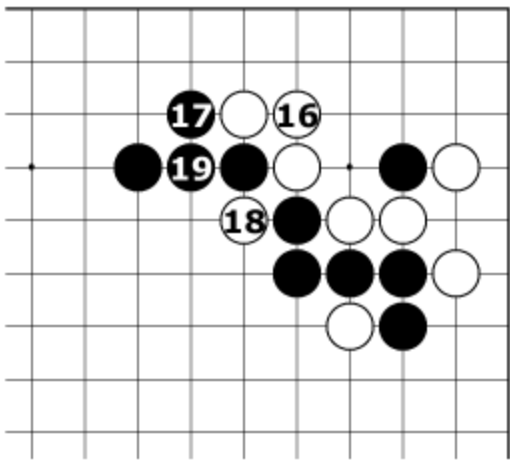
6 This comes from Kajiwara (W) vs. Kuwahara (W), preliminary round, 14th Judan Title (1975).



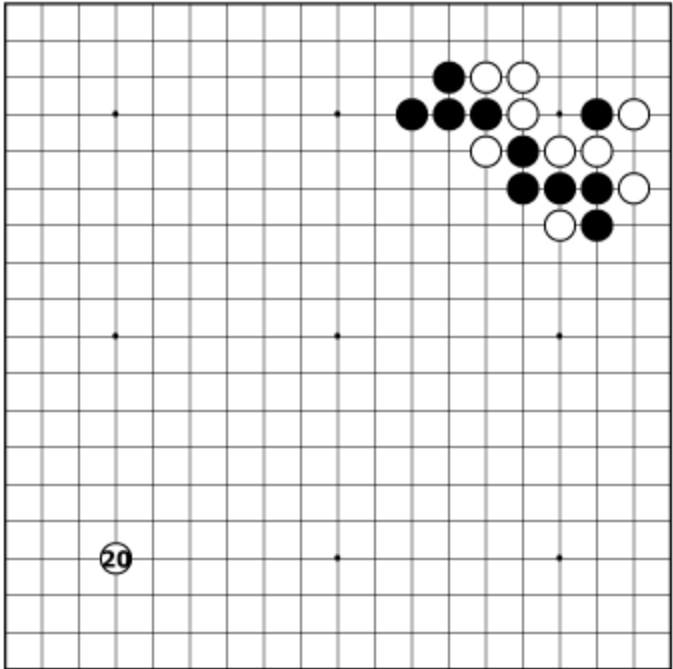
10 'A' or 'B' are ok. 'A' is the Japanese, 'B' the Korean variation.



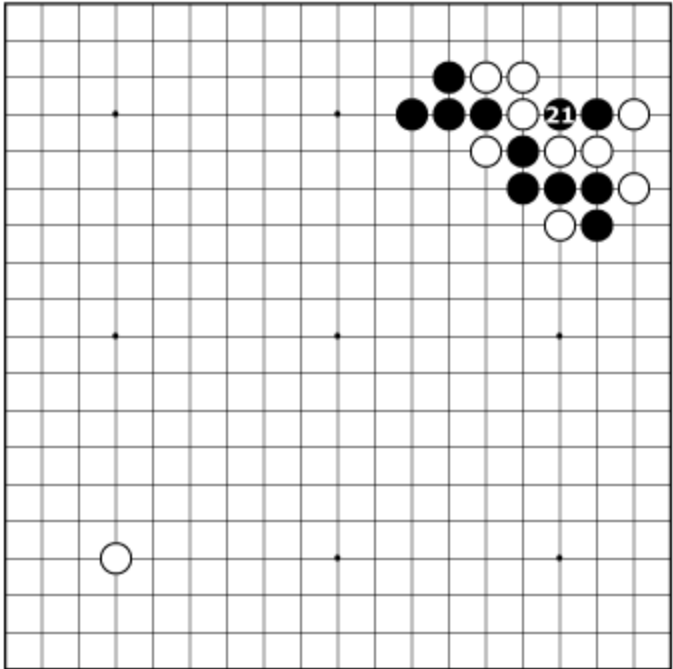
15 White continues with 'a' or 'b'.



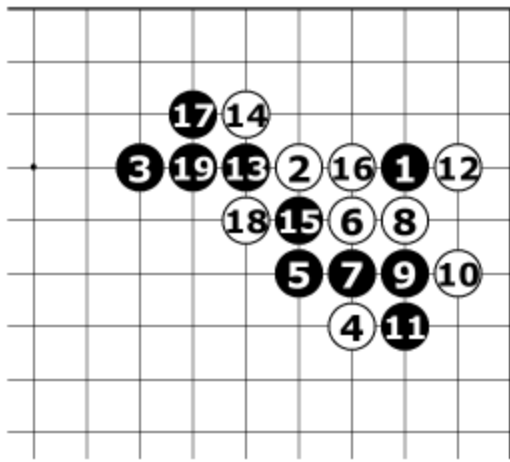
19 White ends in sente, but Black has a good endgame move.



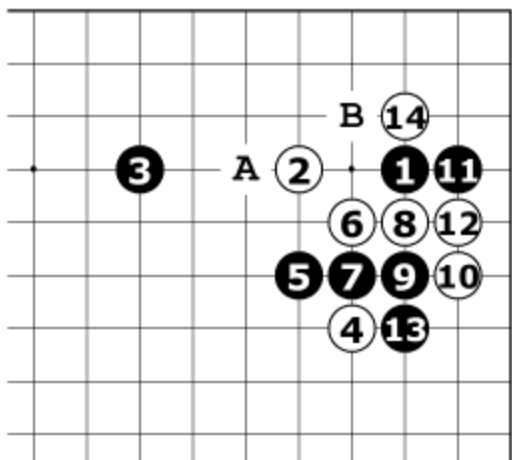
20 White plays elsewhere.



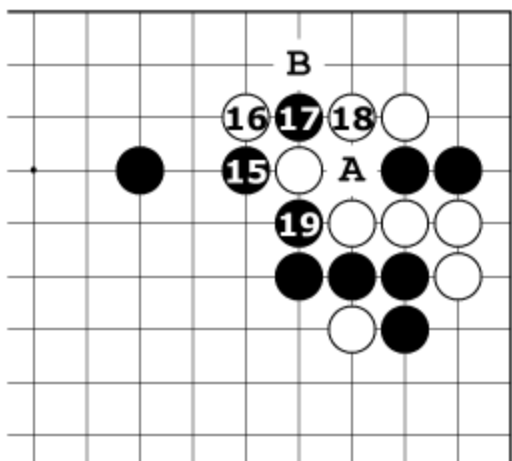
21 Black's endgame moves that are sente, and leave White with a small corner.



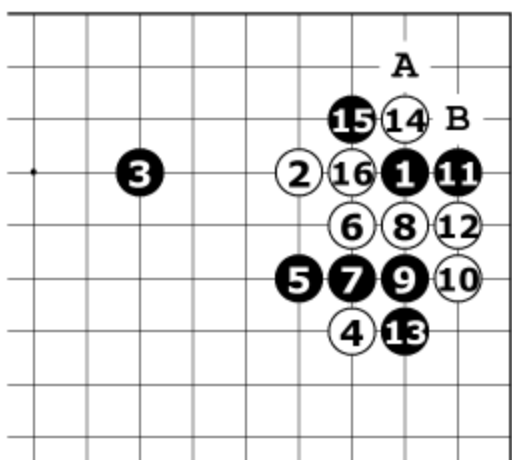
19 Next, White plays elsewhere.



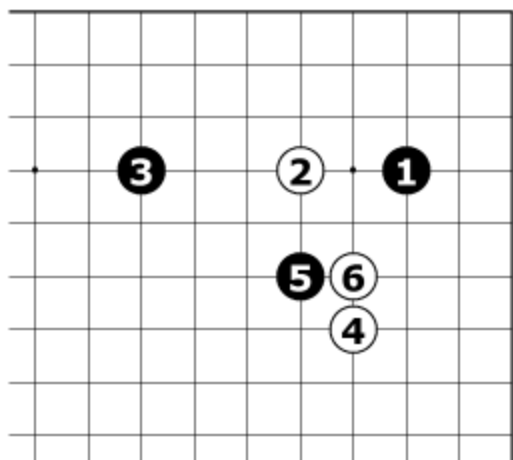
14 'A' is correct, 'B' a mistake.



19 'A' lets Black close the top, 'B' the right side. 'A' is usually coherent with the aim of the joseki choice.

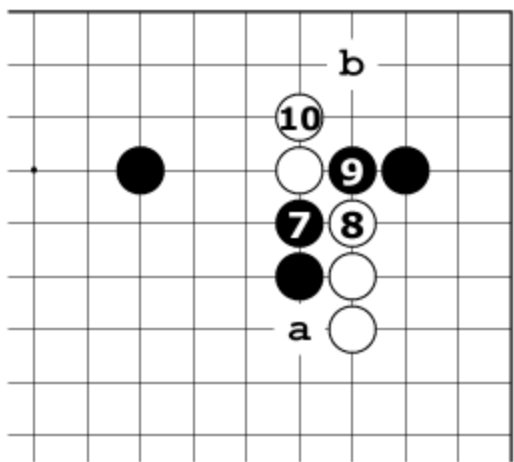


16 'A' is disadvantageous, 'B' is getting killed.

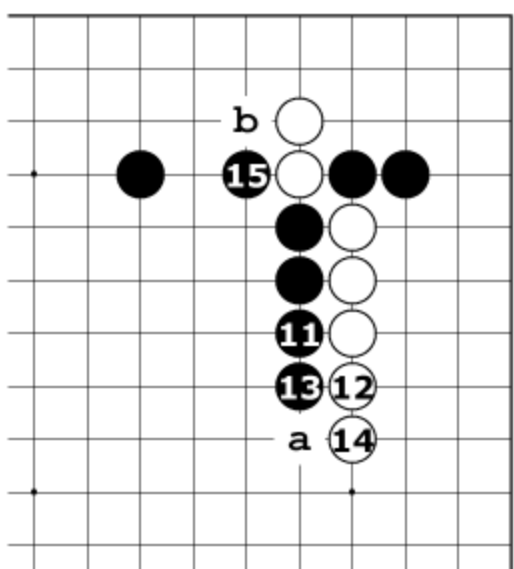


6 White 6 is not

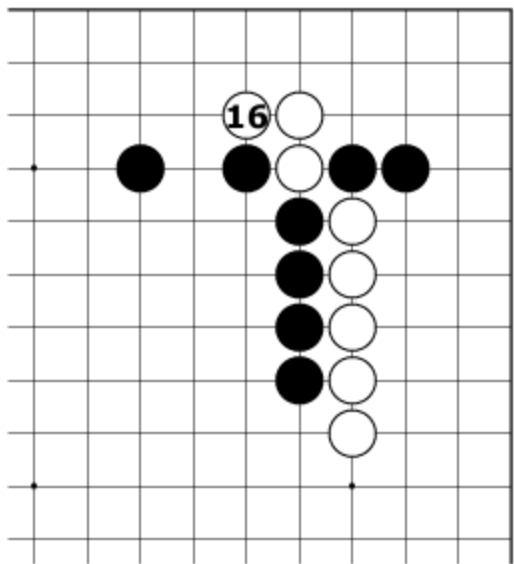
recommended.



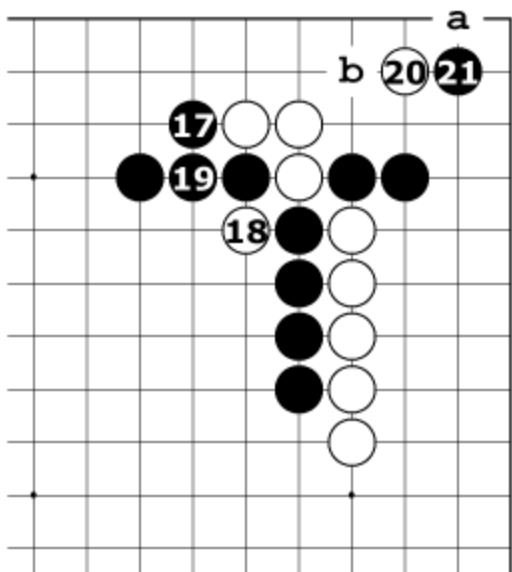
10 Black continues with 'a'. Black 'b' is an odd move, and a mistake.



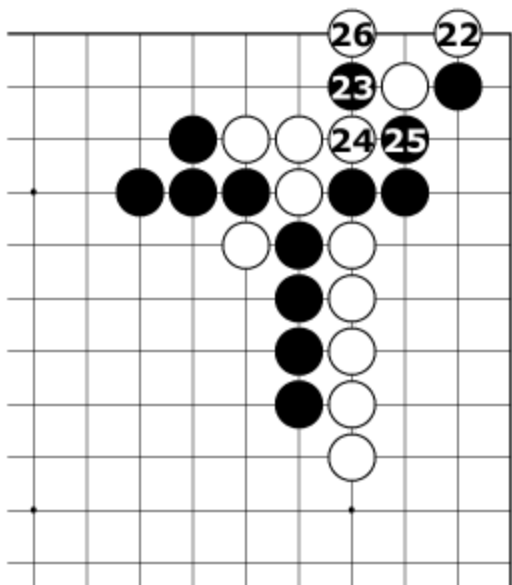
15 White continues with 'a'. White 'b' is unreasonable.



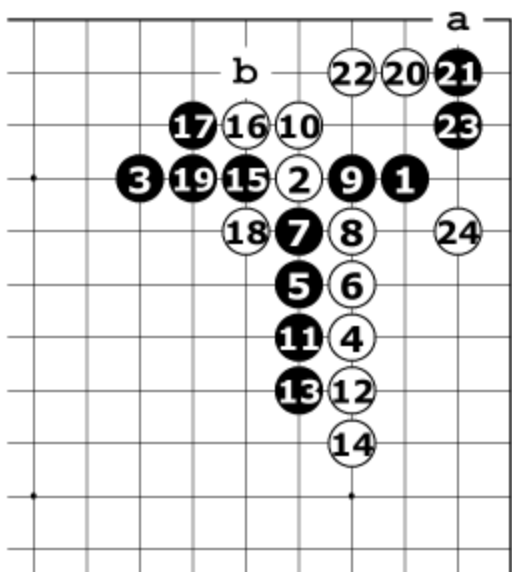
16 White 16 takes on an unreasonable fight.



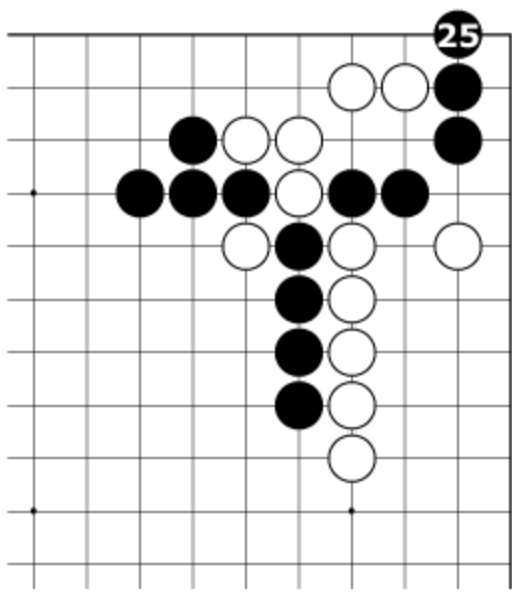
21 White sets up a ko with 'a', or a downright loss with 'b'.



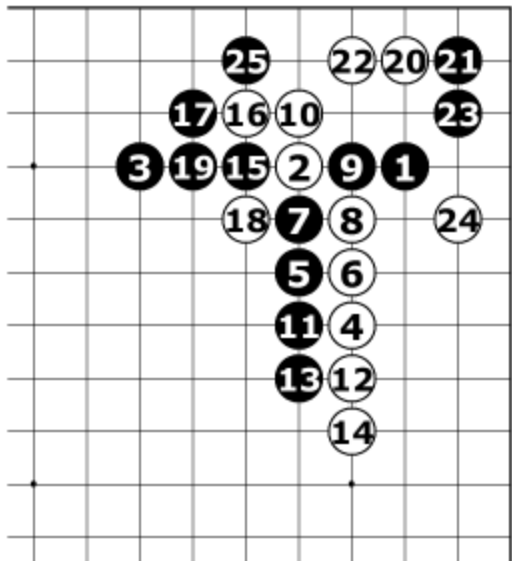
26 White sets up a ko, but has no local ko threats.



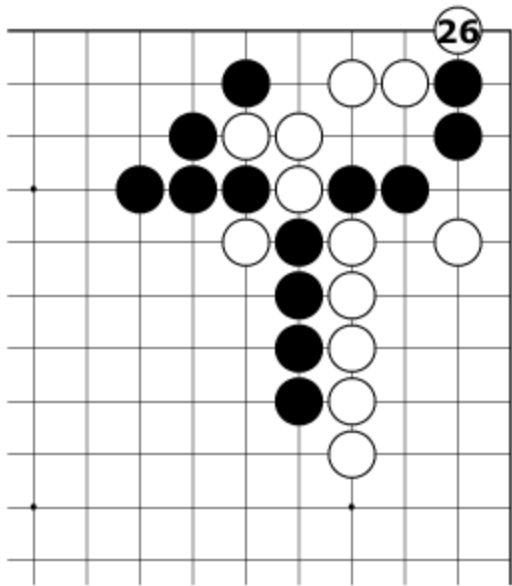
24 Black continues with 'a'. Black 'b' is a mistake.



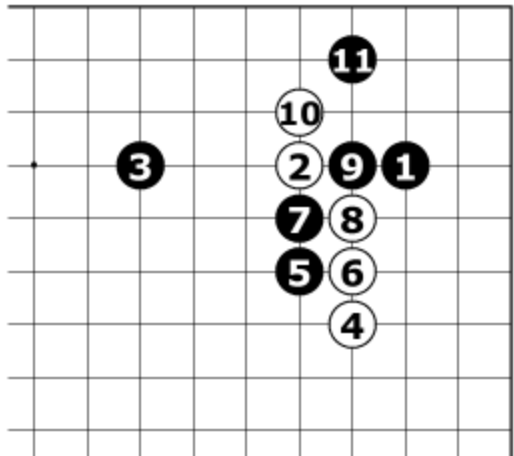
25 Black 25 is the tesuji that gives Black enough liberties to win the fight.



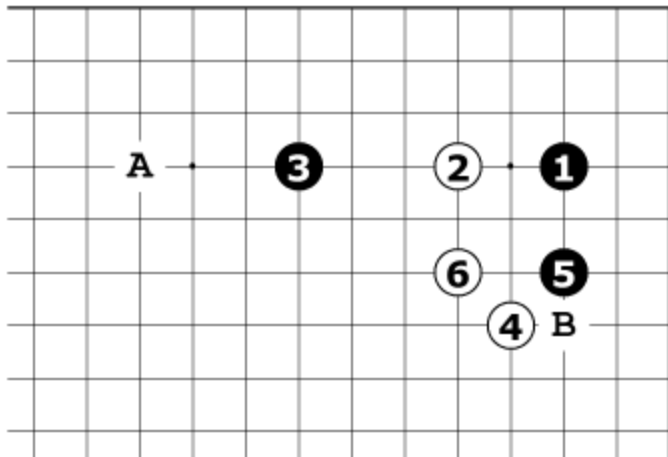
25 With Black 25, the fight becomes favorable to White.



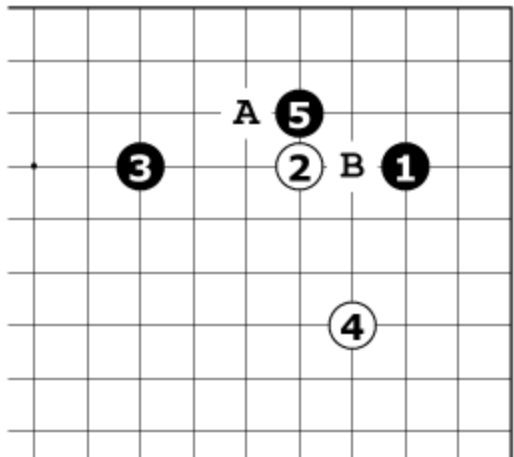
26 The vital point.



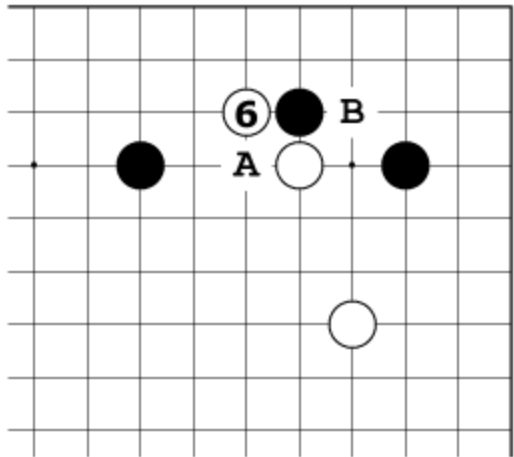
11 Black 11 is a mistake.



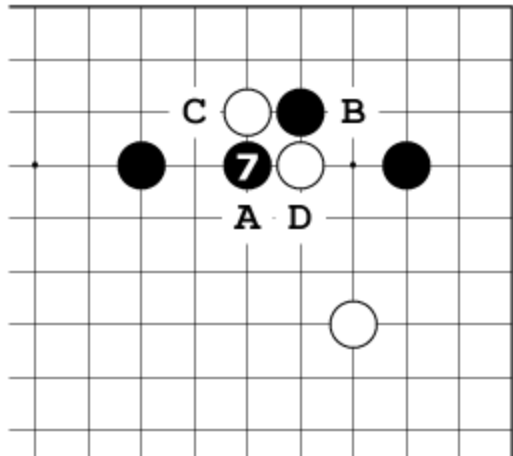
6 'A' or 'B'.



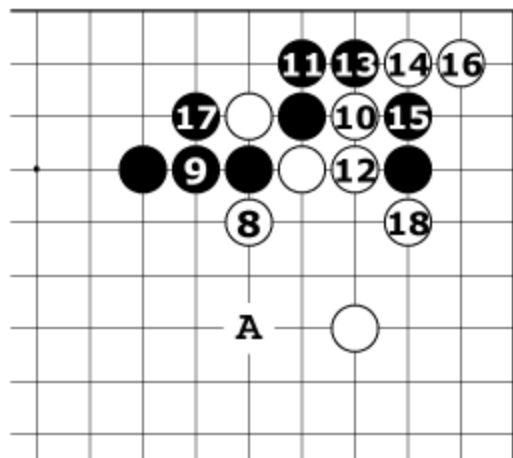
5 'A' is correct, 'B' is disadvantageous.



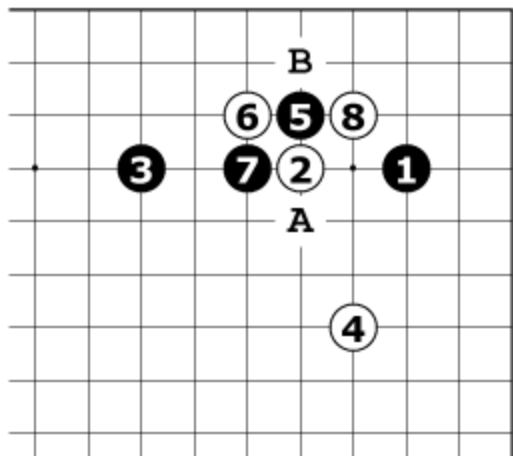
6 'A' takes the top or a wall, 'B' the right side.



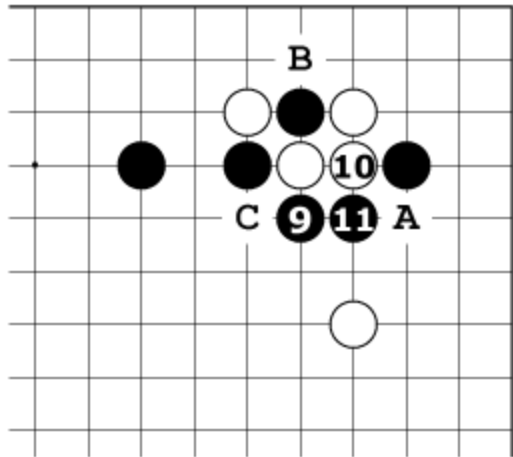
7 'A' takes the right side, 'B' the corner, 'C' is disadvantageous, 'D' is nonsense.



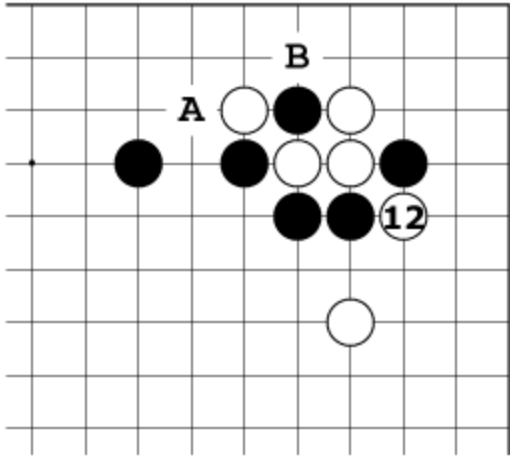
18 Later Black A.



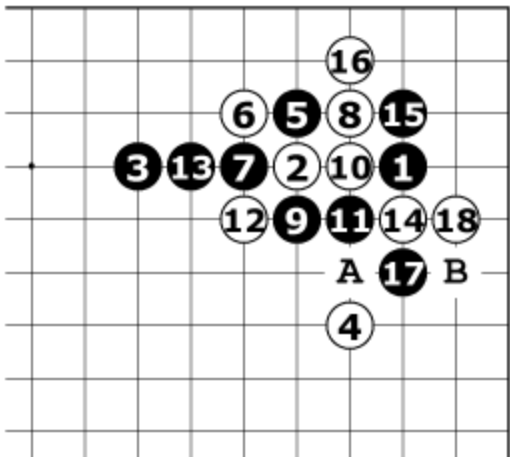
8 'A' is better than 'B'. 'A' makes a wall, 'B' takes some territory.



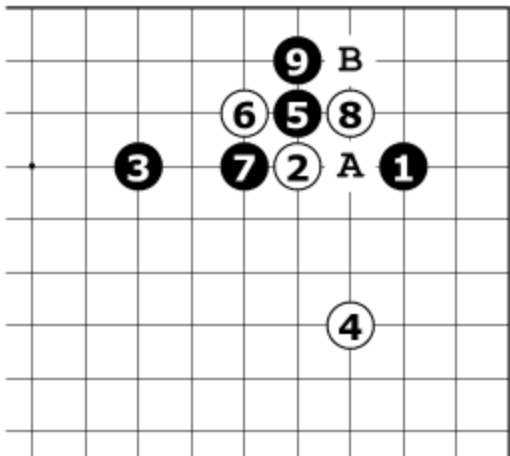
11 'A', 'B' or 'C' give Black a wall for a large corner. White must have the ladder for 'C'.



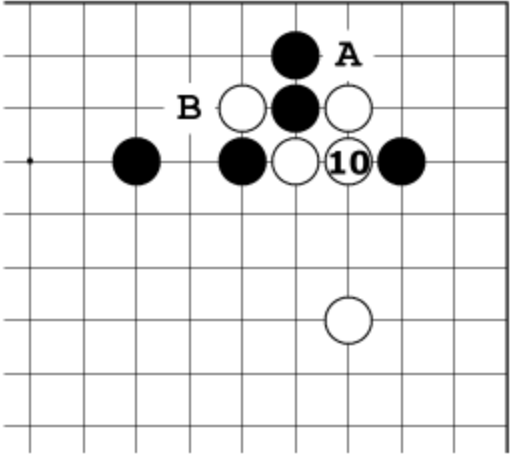
12 'A' makes a wall, 'B' takes the top side.



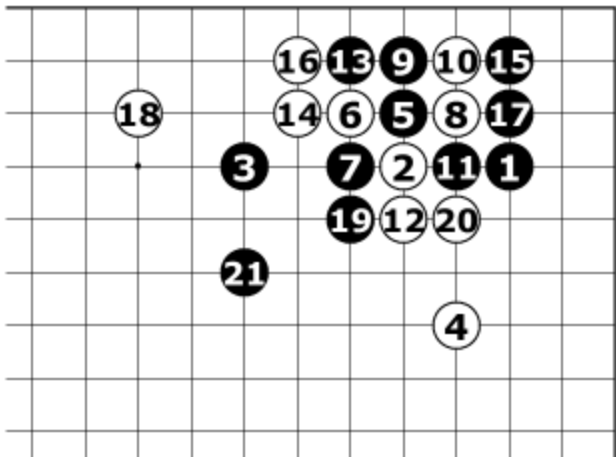
18 'A' makes a wall and gives a large corner. 'B' starts the ladder.



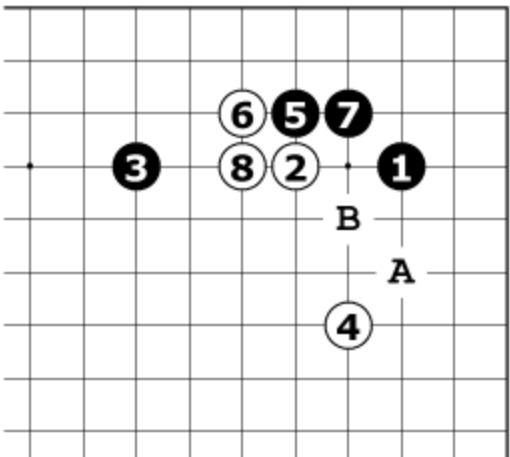
9 'A' is correct, 'B' is very bad.



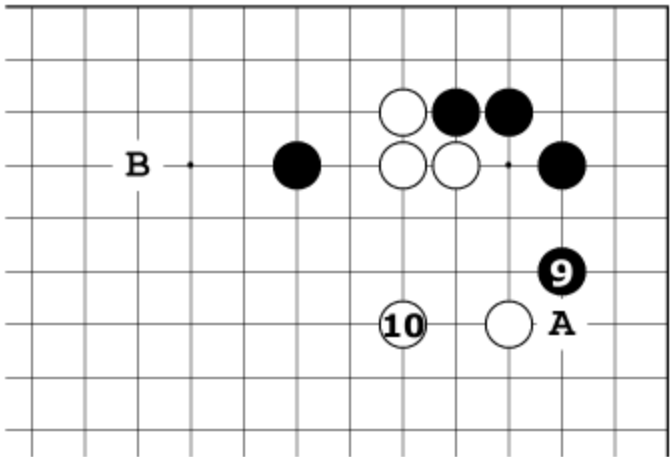
10 'A' is better than 'B'.



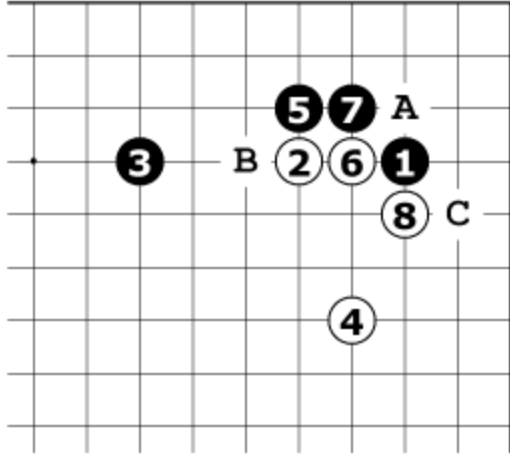
21 good for Black.



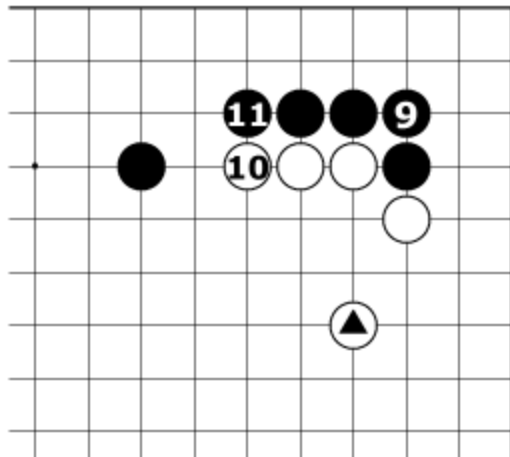
8 'A' or 'B'. Black needs the ladder for 'B'.



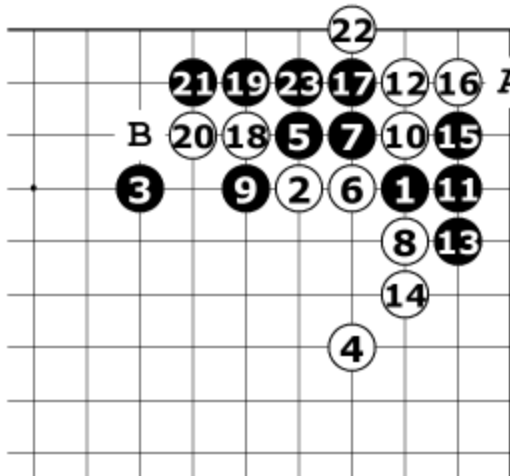
10 'A' or 'B'.



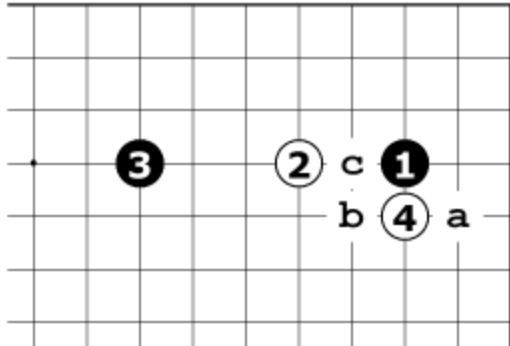
8 'A' punishes, 'B' and 'C' fail.



11 Now the triangled stone is in a bad position.



23 'A' is correct, 'B' is questionable.



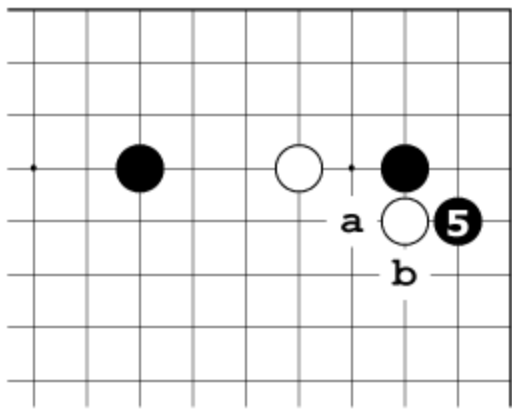
4 There is a ladder here, which should be favorable for White to play this way.

Black 'a *' takes territory.

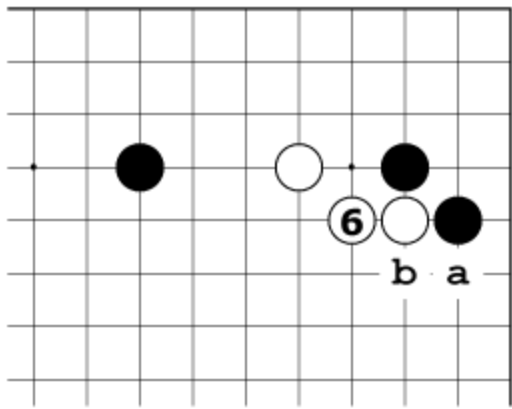
Black 'a' is recommended for Black unless there are mitigating circumstances. Black takes the right with 'a'.

Black 'b *' goes for influence, but Black may have problems if White has the ladder, as Black develops cutting points and potentially loses the corner.

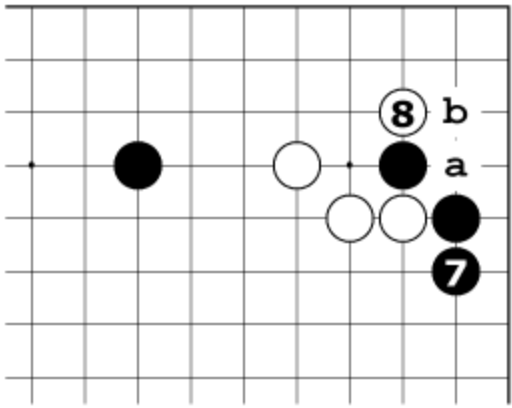
Black 'c' leads to the Magic Sword of Muramasa. With a favorable ladder, White can always get a good result. Black takes the right, White much of the corner and into the center.



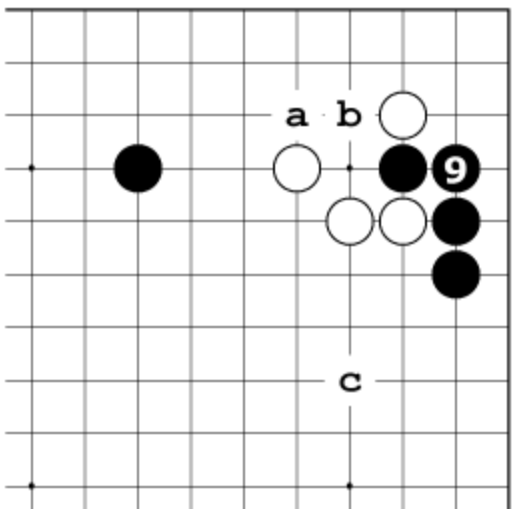
⑤ White draws back with 'a *'. White 'b' is a mistake.



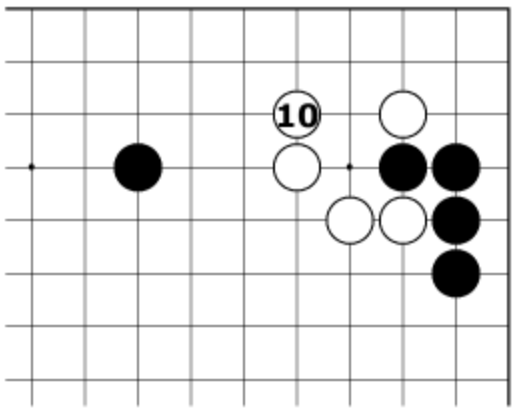
⑥ Black continues with 'a *'. Black 'b' is not recommended if White has the ladder (which White should have to have played this way).



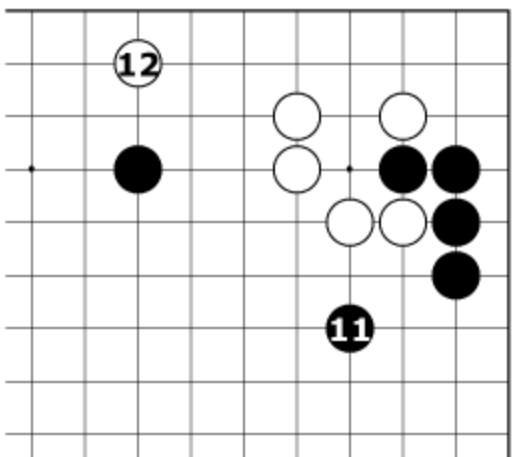
⑧ Black 'a *' is joseki. Black 'b' is a mistake.



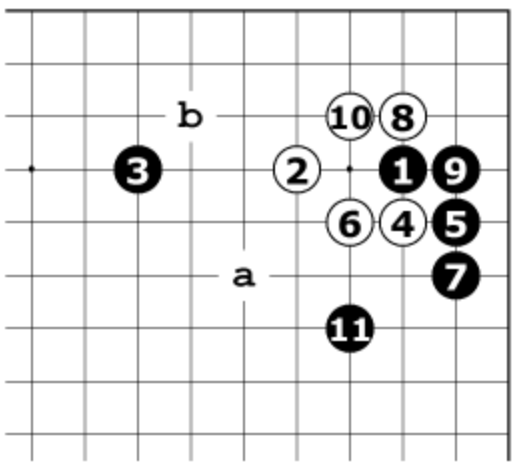
⑨ Joseki continues at 'a *'. The old joseki is at 'b', but White's shape has problems. 'c' is possible.



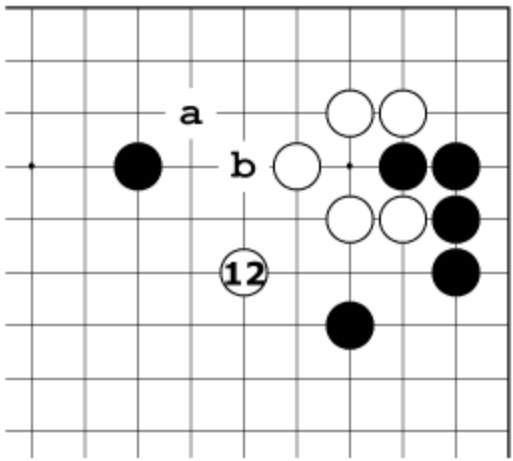
⑩ White 10 was invented by Kubouchi Shuchi 9-dan.



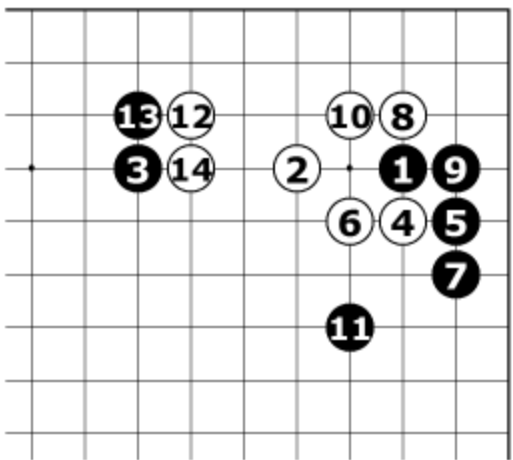
⑫ * GOOD VARIATION *



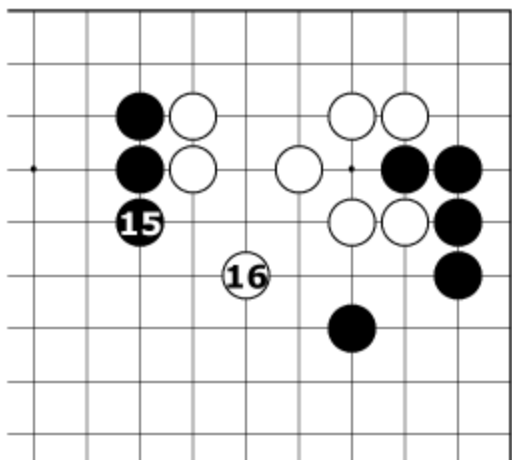
⑪ White moves out with 'a', or blocks at 'b'. Neither are particularly good.



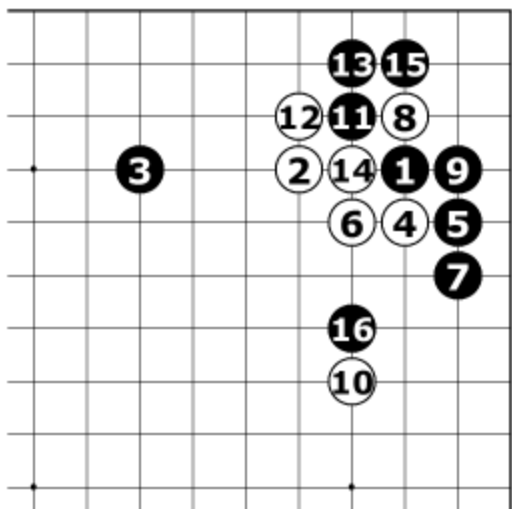
⑫ White's shape is thin. Black can spoil White's position with 'a' or 'b'. White 10 is too heavy.



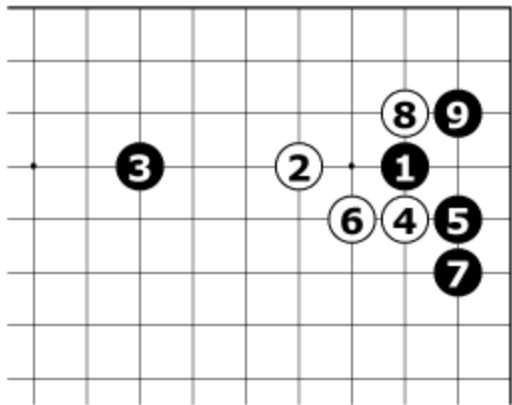
⑭ White becomes overconcentrated while making Black strong and with no compensation.



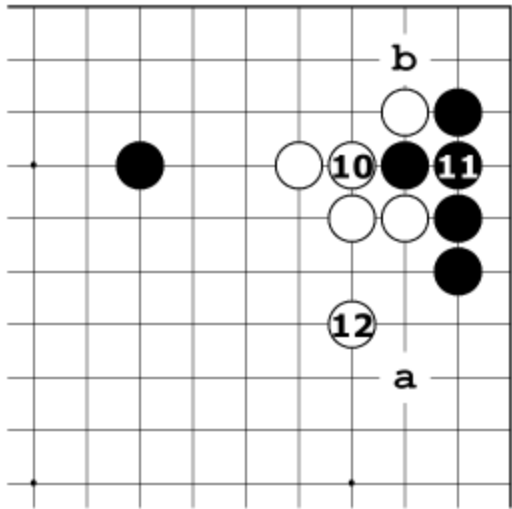
16 White is overconcentrated, and has no compensation for letting Black build a wall at top.



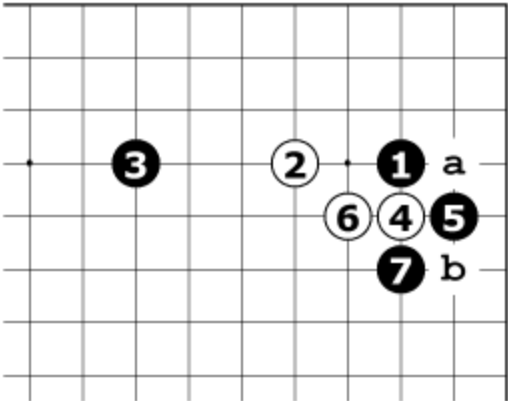
16 Later, this Black attack is no big problem for White.



9 Black 9 is pointless, and yields Black a low position.

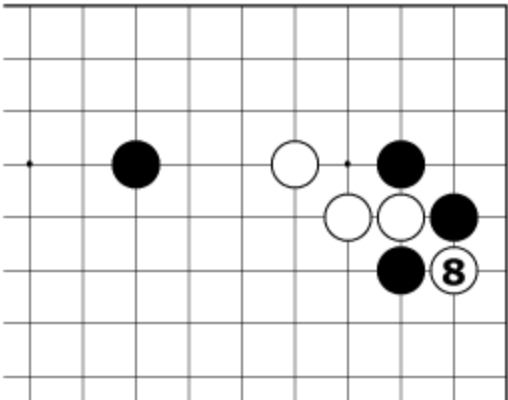


12 Black continues with 'a' or 'b'.

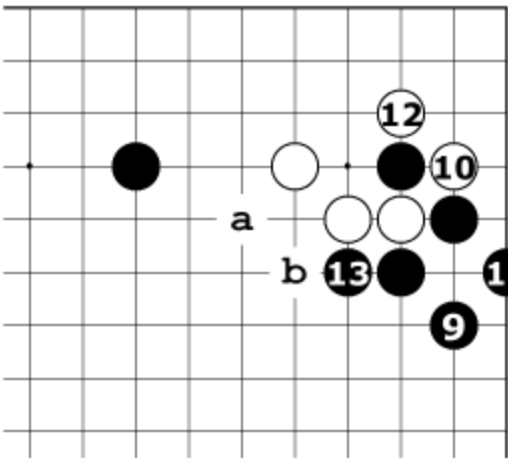


7 This is the same position as variation 5-1-2-1-1, except for Black 3.

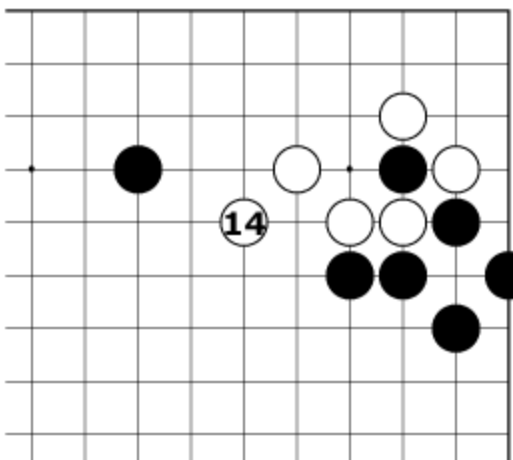
White plays 'a' and gets a favorable result with a favorable ladder to the bottom-left. Conversely, White must play 'b' if the ladder is unfavorable, and gets an unfavorable result.



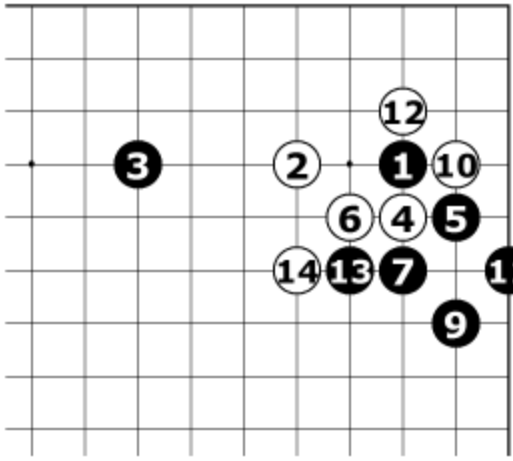
8 Black must have the ladder for White to play this way.



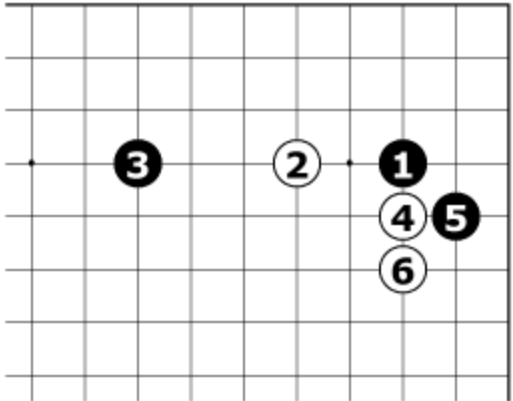
13 Black 13 is the vital point. White continues with 'a'. White 'b' is not recommended.



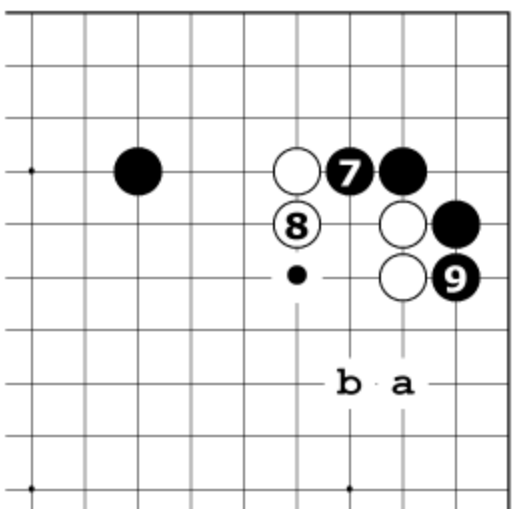
14 White 14 makes correct shape in this position.



14 White 14 lets Black build thickness, while Black 3 sits in the way of White developing a good position.

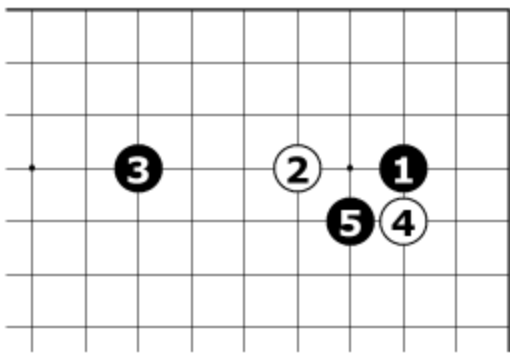


6 White 6 lets Black make good use of the pincer stone.

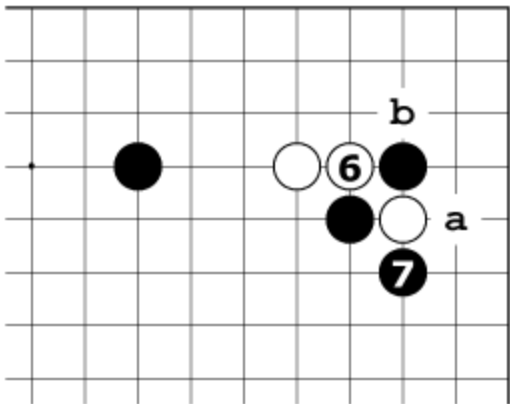


9 White continues with 'a' or 'b'. Black pushes through and cuts at the marked location regardless.

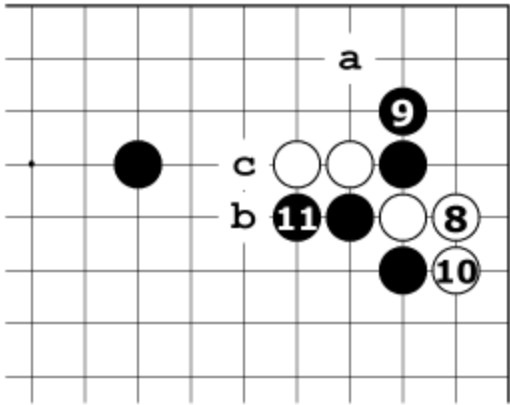
The pincer at Black 3 is in perfect position to help in the ensuing fight.



5 Black 5 is a fierce move. Black may have problems if White has the ladder, as Black develops cutting points and potentially loses the corner.



7 White continues with 'a'. White 'b' is timid.

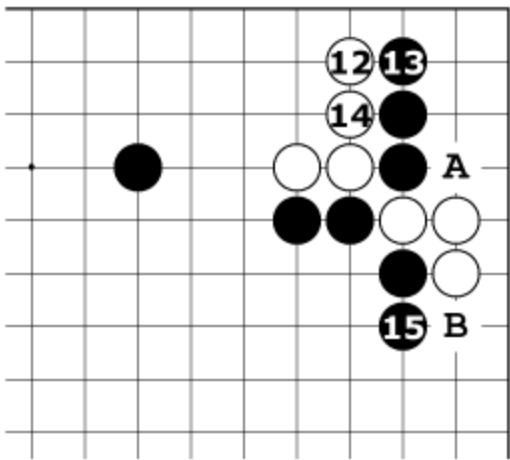


11 White continuing with 'a', hastening to take the corner, is joseki.

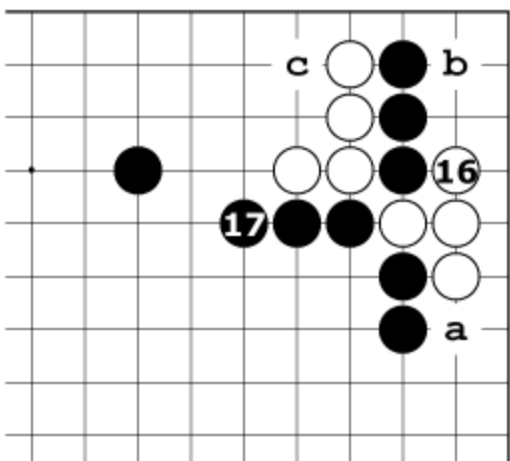
White 'b' next is a mistake.

White 'c' is undeveloped as

a variation, and not recommended.

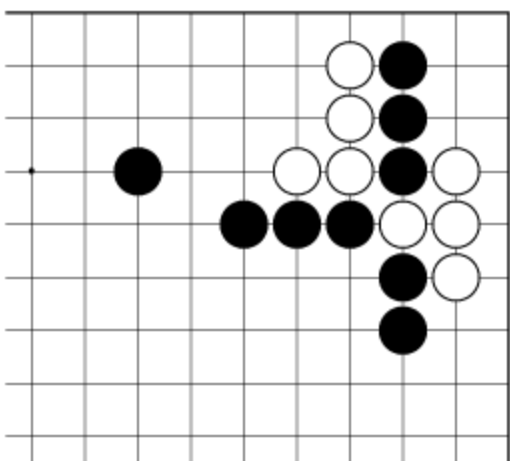


15 'A' is joseki, 'B' is a mistake.

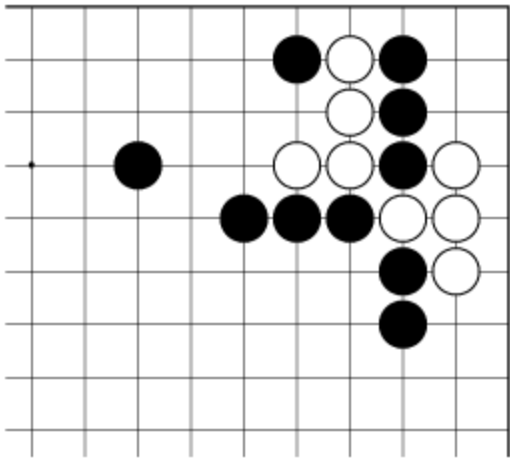


17 * GOOD VARIATION *

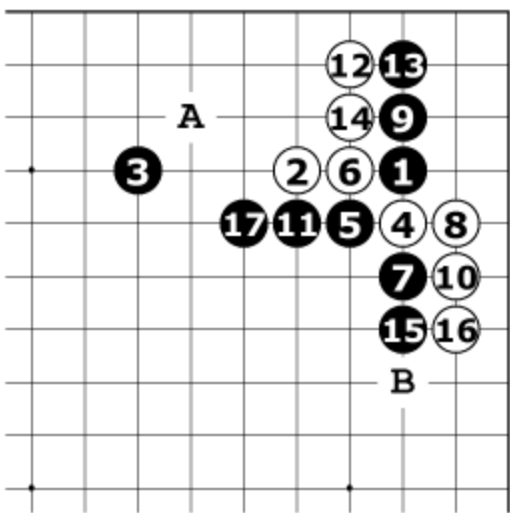
Black 'a' is sente (White responds at 'b'), but there is no hurry to play it. Black may choose 'c' if the top is desired later.



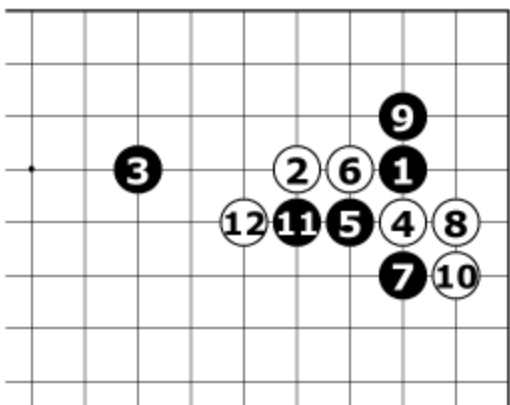
18 White plays elsewhere.



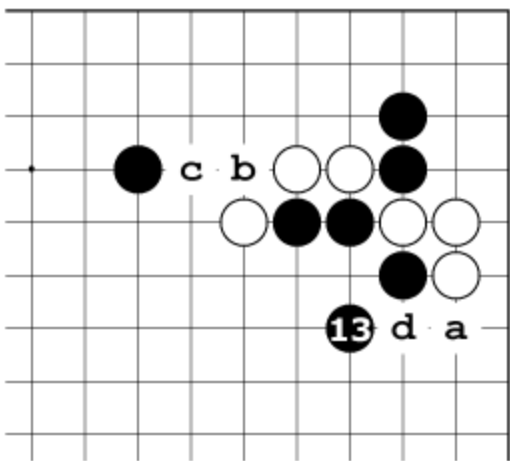
19 Black takes the top.



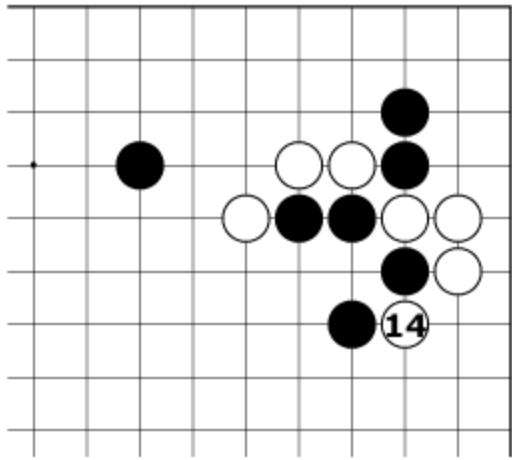
17 'A' is necessary, 'B' leads to a big loss.



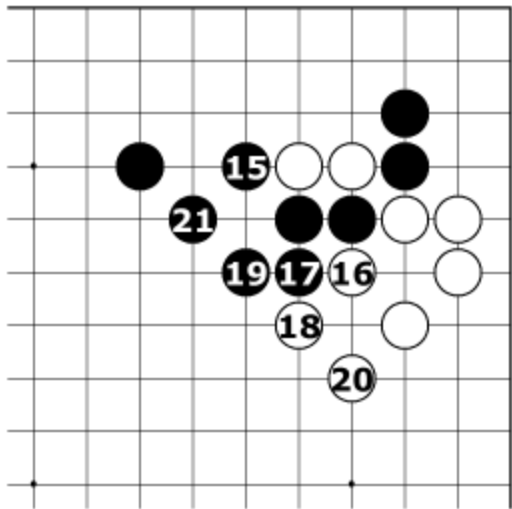
12 White 12 is a mistake.



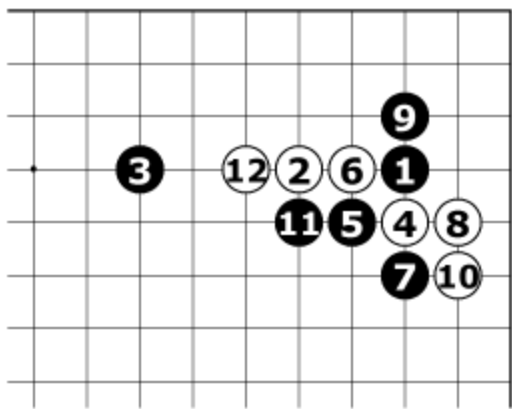
13 'a' and 'b' are miai. White 'c' does little good. White 'd' results in a large loss.



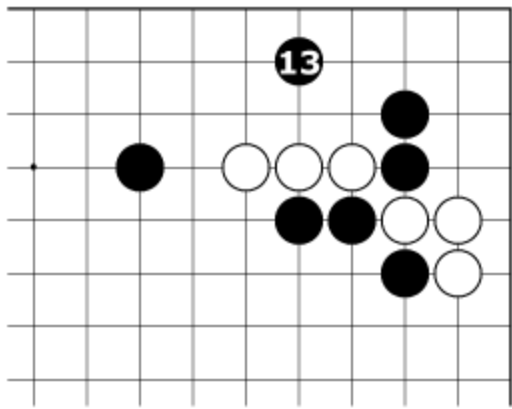
14 White 14 is a mistake.



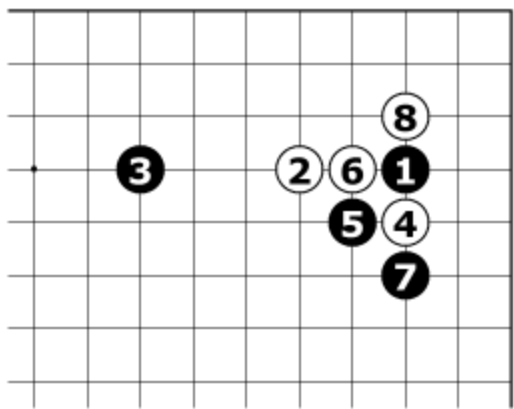
21 This result is terrible for White.



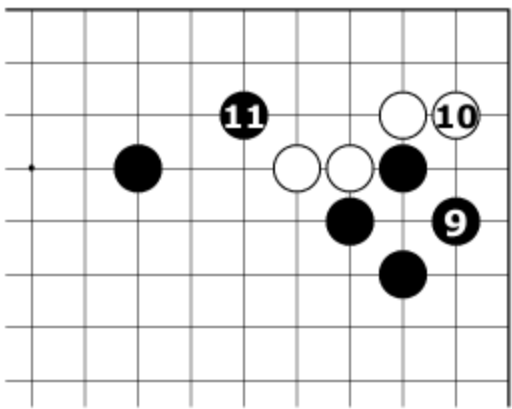
12 White 12 is an undeveloped variation.



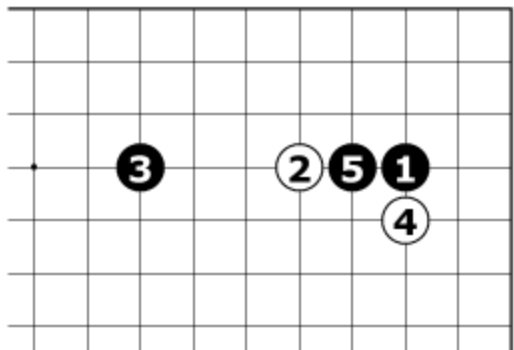
13 Black can live in the corner or connect to the pincer stone. The outside stones have aji.



8 White 8 is a mistake born of timidity.

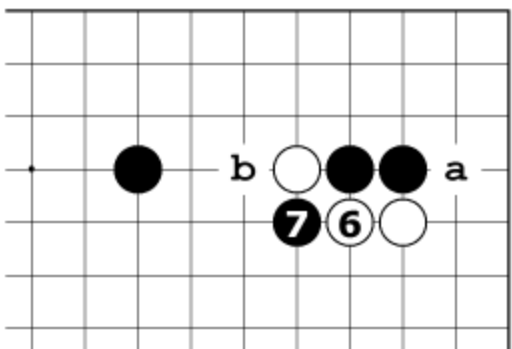


11 White still lacks proper eye shape.



5 Black 5 begins the Magic Sword of Muramasa. White gets a good result with a favorable ladder.

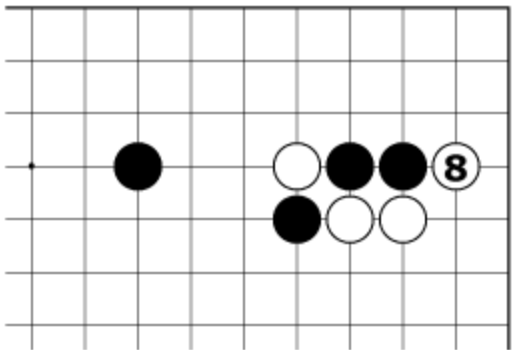
Black takes the right, White much of the corner and into the center.



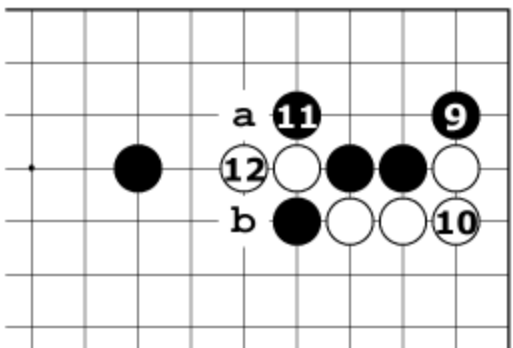
7 The Magic Sword of Muramasa!

White should have the ladder to play this way.

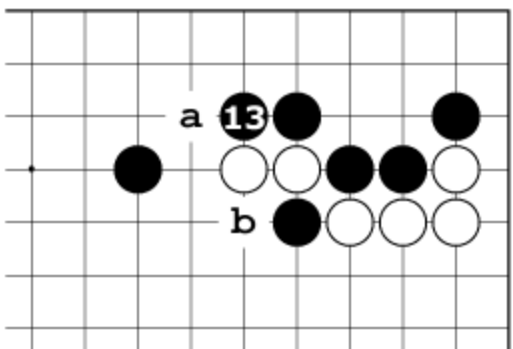
White continues with 'a' or 'b'. White 'a' is not as favorable, but avoids complications. White must have the ladder to play 'b'.



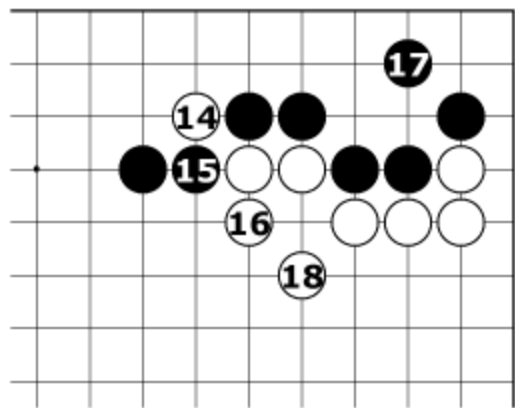
8 White 8 attempts to avoid complications.



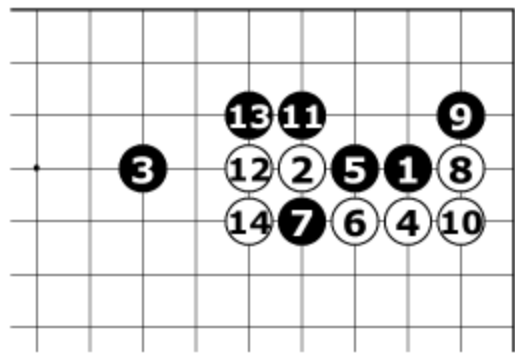
12 Black continues at 'a' or 'b'. Black 'b' is a fighting move that puts White in trouble.



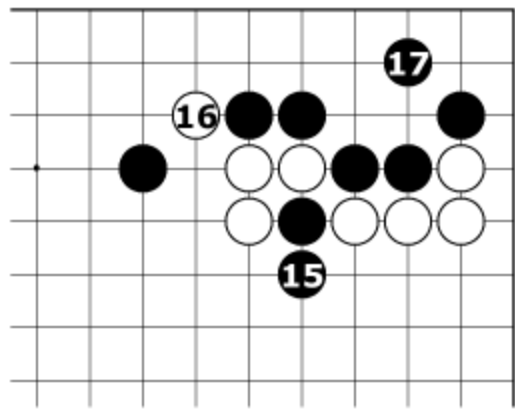
13 White continues at 'a'. White 'b' is a mistake.



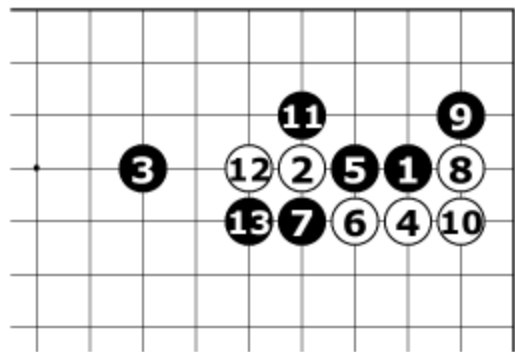
18 Black has a slightly better result.



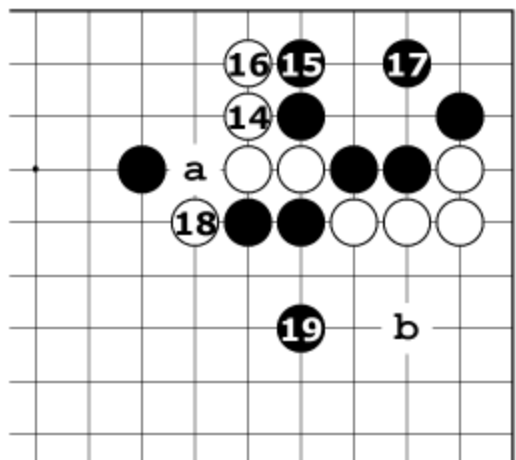
14 White 14 is a mistake.



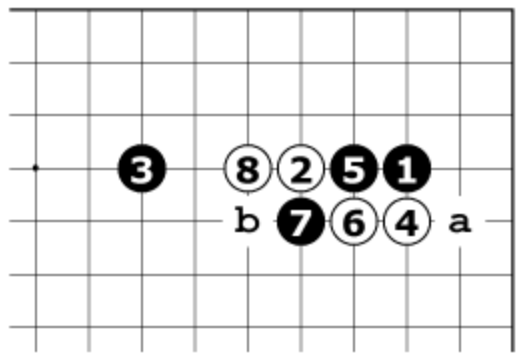
17 White has been split in two; the ensuing fight favors Black.



13 Black 13 is a tough-minded move that gives White serious trouble.

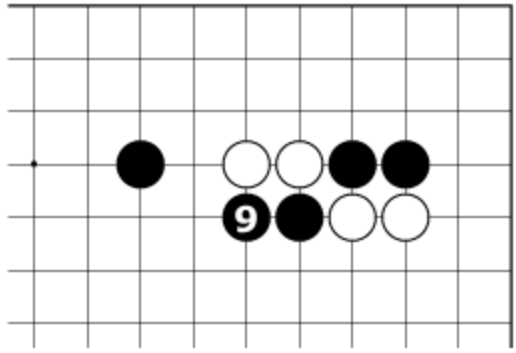


19 Black 19 makes miai of 'a' and 'b': White is in trouble.

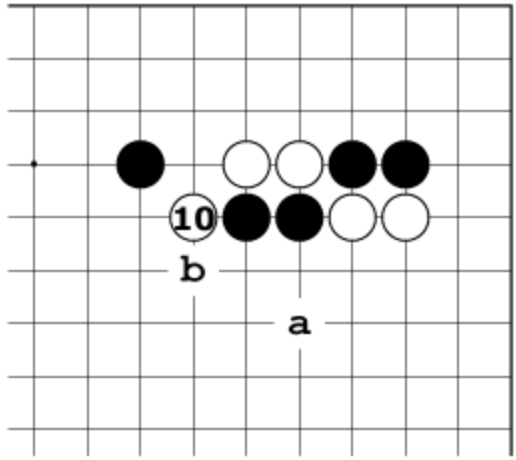


8 White must have the ladder to play this way.

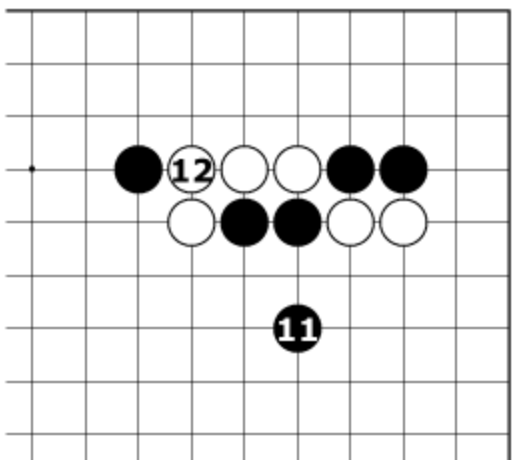
Black continues with 'a' or 'b'.



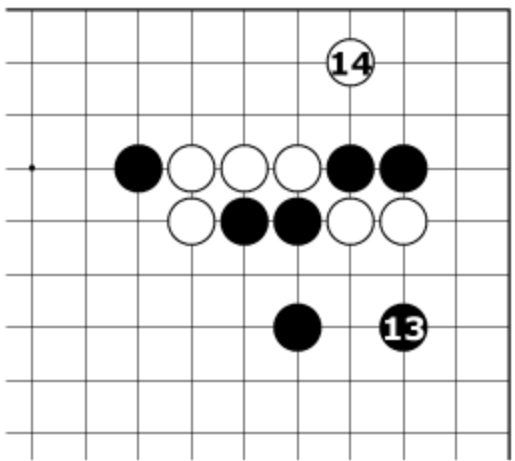
9 Black 9 attempts mischief.



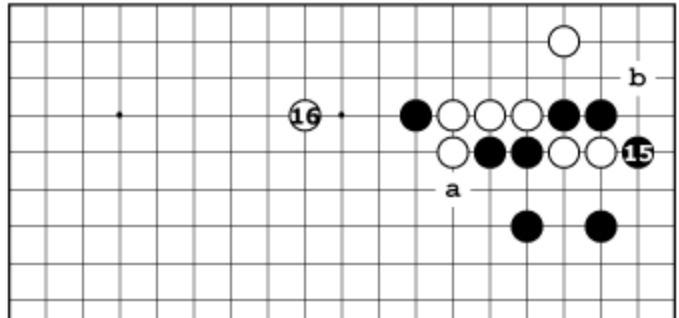
10 Black 'a' is correct. Black 'b' shows foolish fighting spirit.



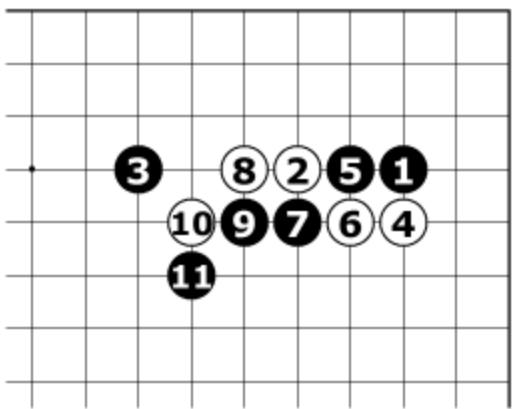
12 White can afford to give up the two stones.



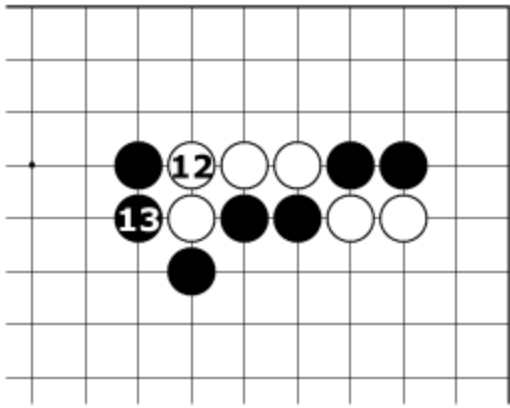
14 White 14 is a good forcing move.



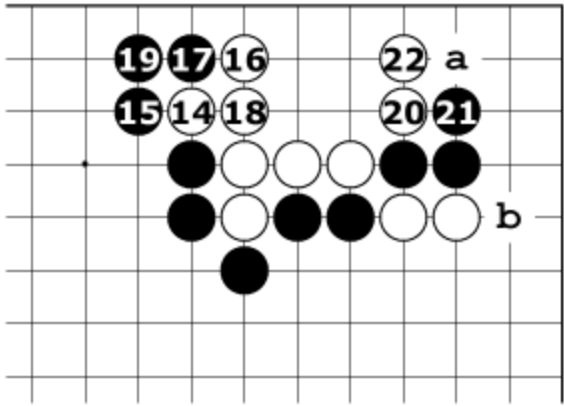
16 White 'a' is sente. White 'b' later is big.



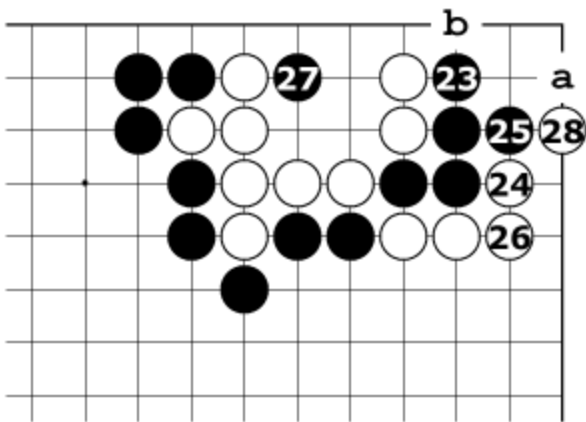
11 Black 11 is a mistake, though White must answer with care.



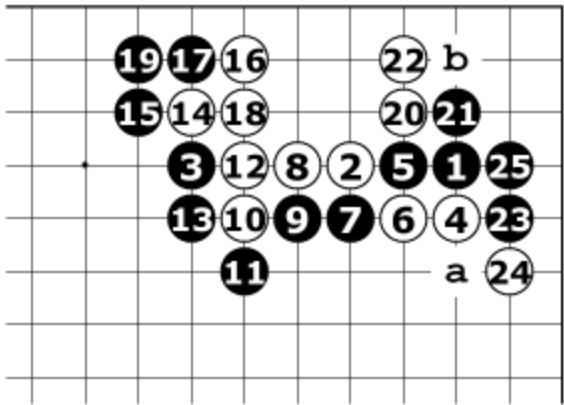
13 Black has too many cutting points.



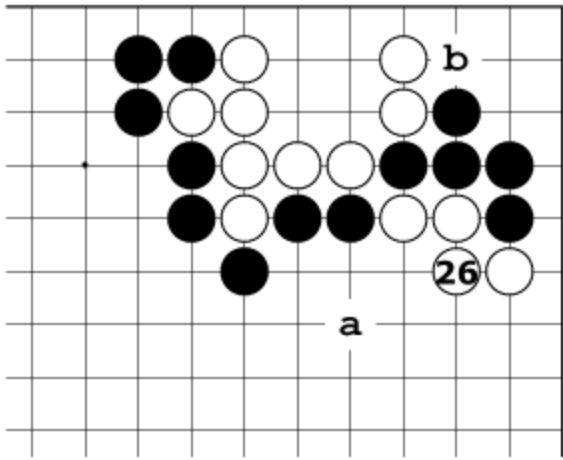
22 Black 'a' ends in grief. Black 'b' builds magnificent thickness while giving White a huge corner.



28 If Black 'a', White 'b' wins the fight.

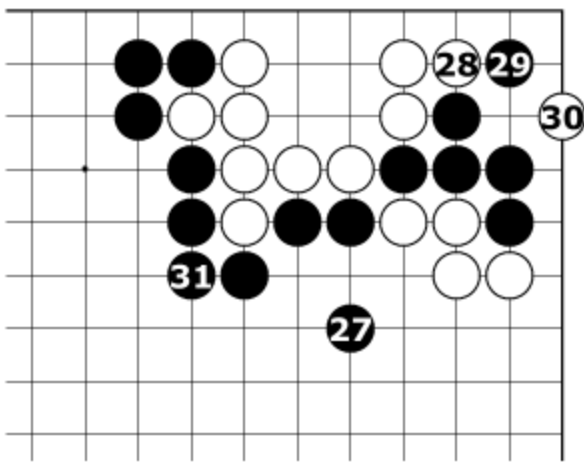


25 White continues with 'a'. White 'b' is a mistake.

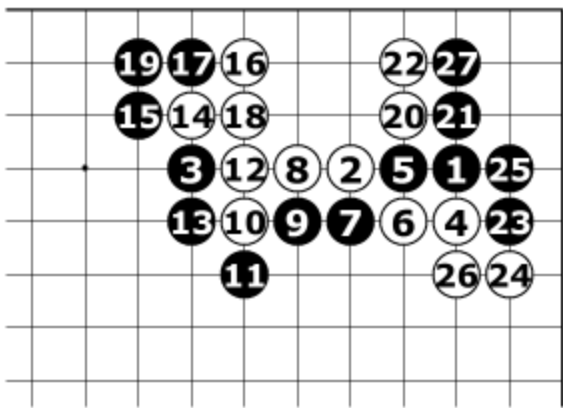


26 Black continues at 'a'.

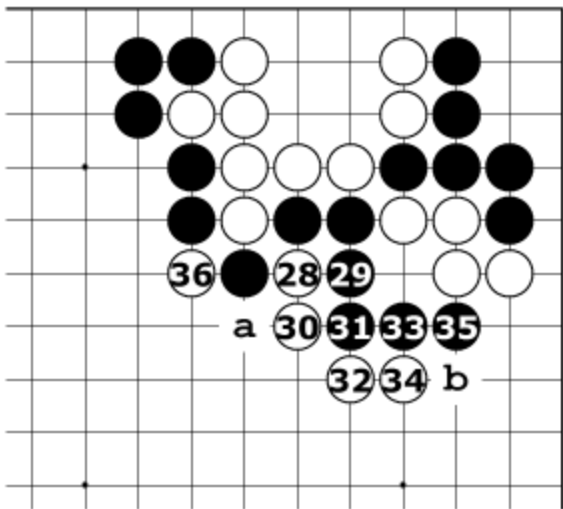
Black 'b' doesn't work if White has the ladder.



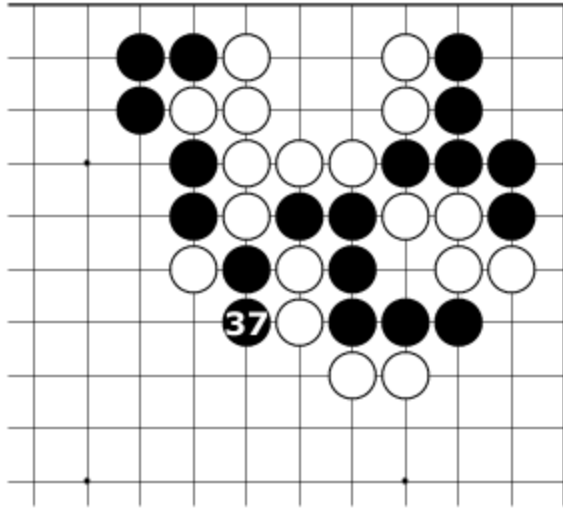
31 White gets a better result.



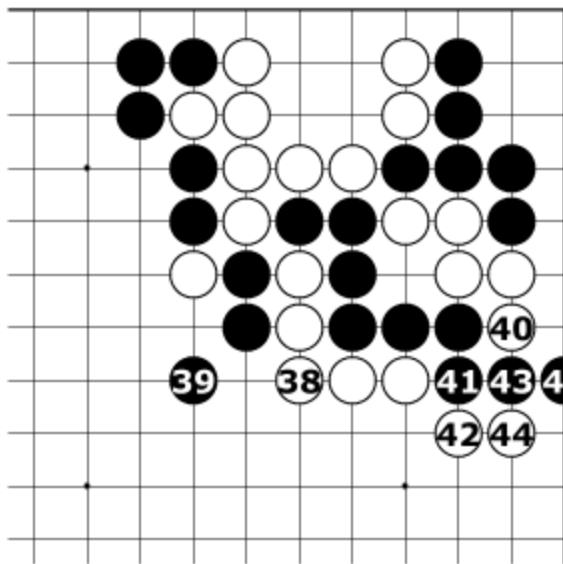
27 Black 27 is only possible if White does not have the ladder. Otherwise, Black 27 is a mistake.



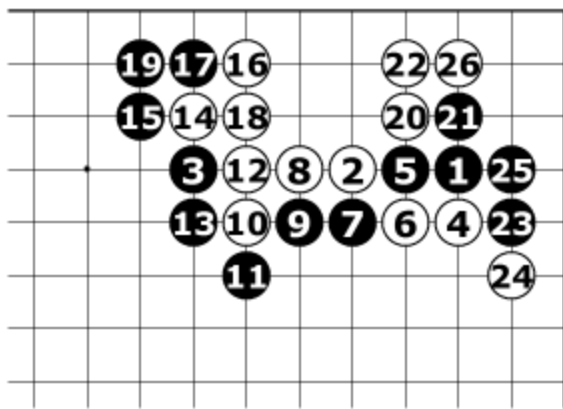
36 If White has the ladder, Black 'a' and 'b' are both bad, but Black is better off with 'a'.



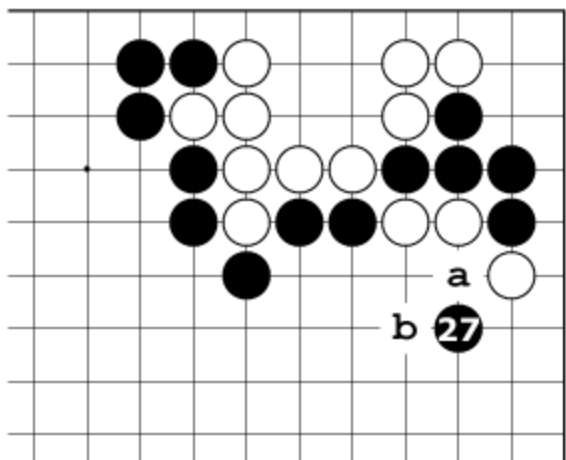
37 Black 37 is a mistake.



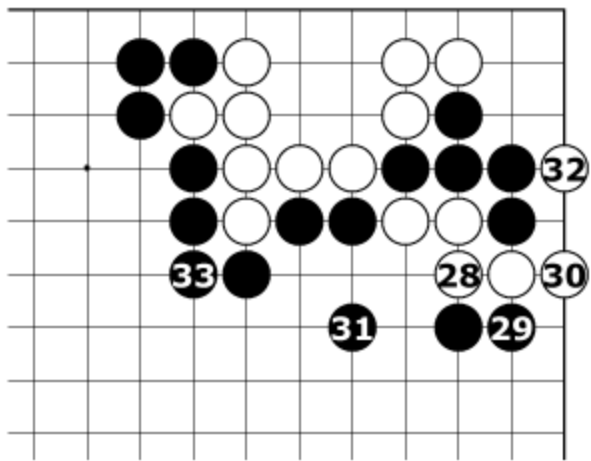
45 Black lives in the corner, small consolation for a terrible result.



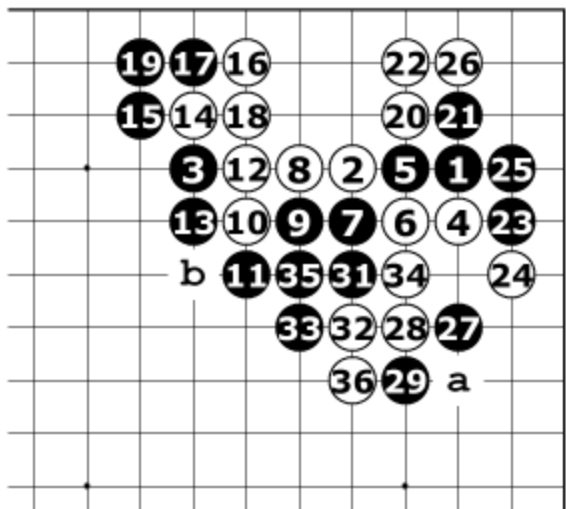
26 White 26 is a mistake.



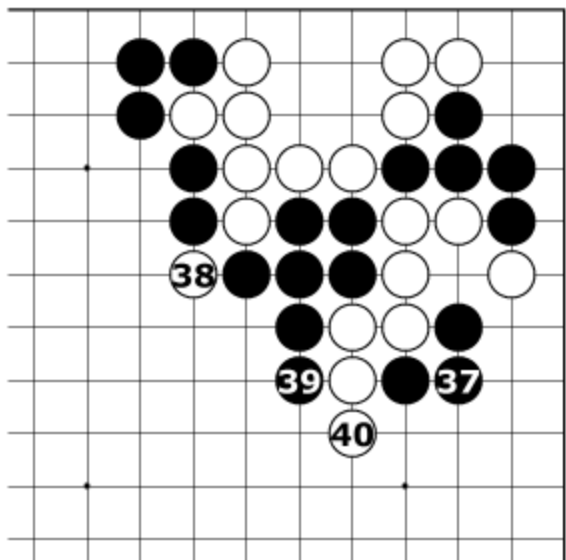
27 White continues with 'a', possibly 'b'.



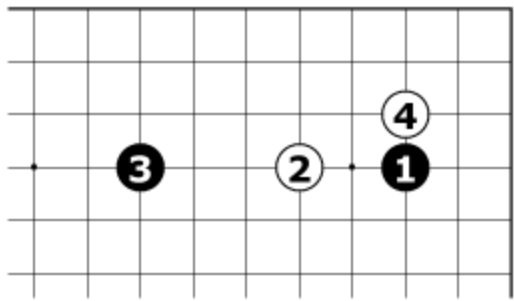
33 White has a large corner, but Black has magnificent thickness.



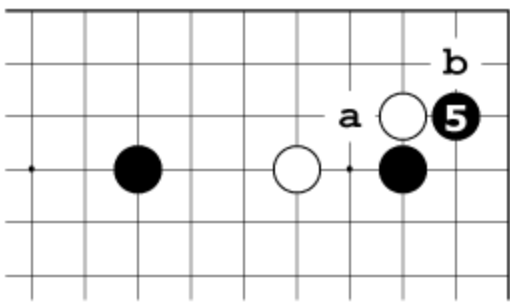
36 'a' and 'b' are miai.



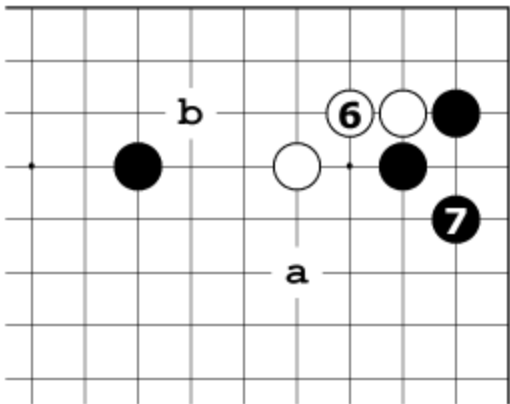
40 Black is in a very uncomfortable situation.



4 White 4 is not joseki, as Black 3 is right where White would like to extend.

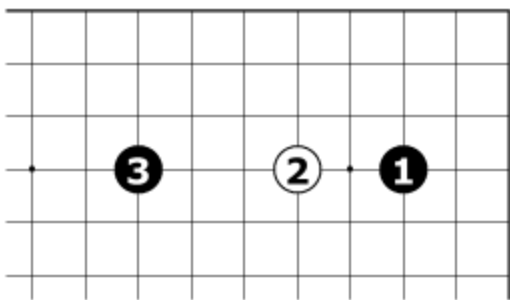


5 White continues with 'a'. White 'b', giving Black superior thickness to White's small life in the corner, is sometimes seen in amateur games.

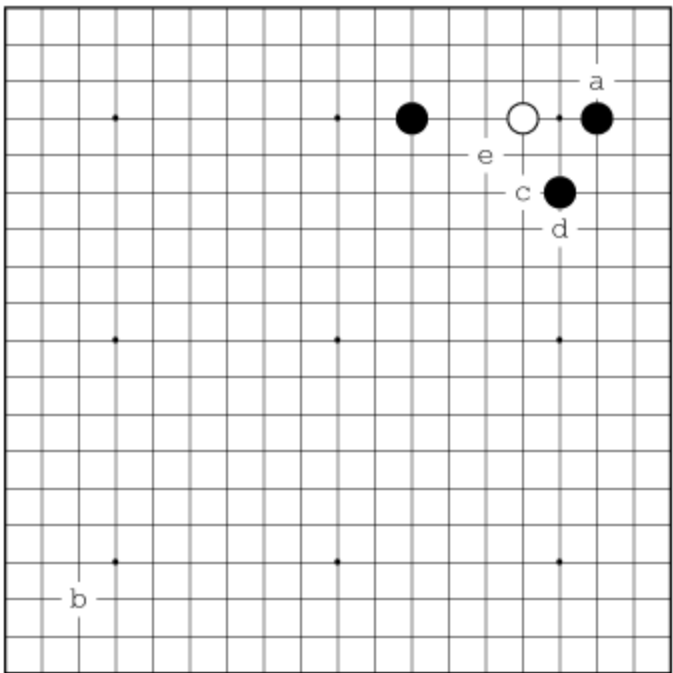


7 The pincer at 3 is blocking White's natural extension.

White continues with 'a' or 'b', neither particularly good.

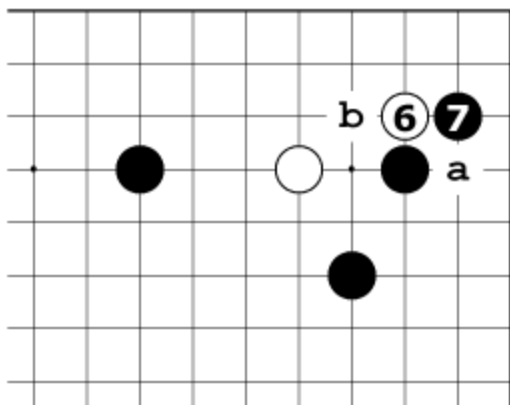


4 White plays elsewhere.



5 White may try 'a' as a preliminary to jumping to the center. Var 2 ('b') covers White playing elsewhere again.

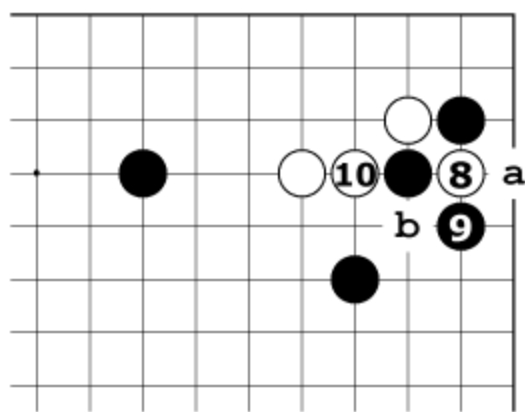
White cannot play 'c', provoking Black 'd', but White 'e' creates a cumbersome shape, so White lacks a good move into the center. This is the reason for not playing elsewhere.



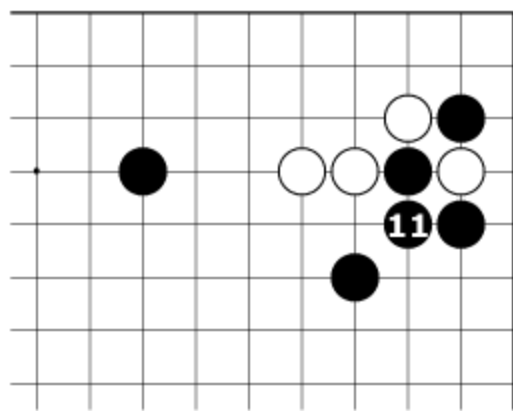
7 White continues with 'a', settling himself lightly.

White may play 'b' as a prelude to moving out in the center, but this is not

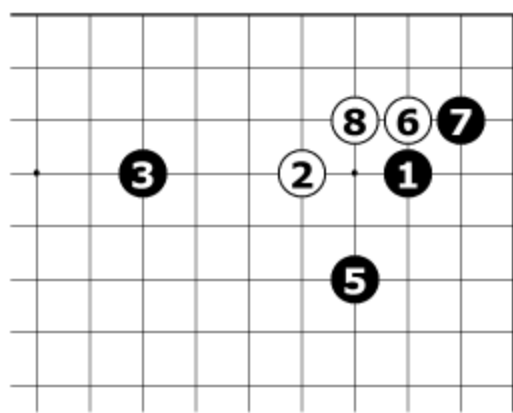
recommended.



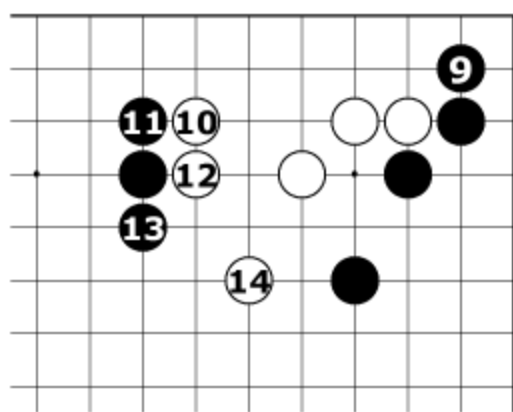
10 Black plays 'a' to prevent White settling in the corner, or 'b' to connect to Black 5.



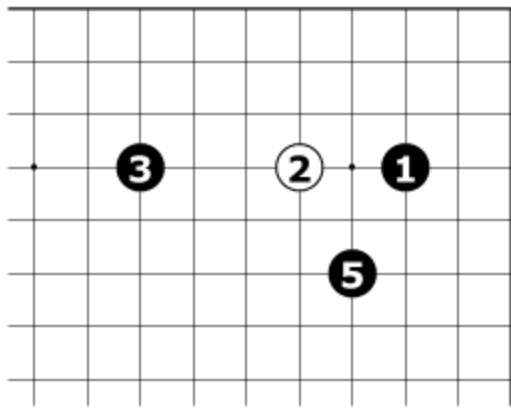
11 Black 10 connects, but White can settle in the corner.



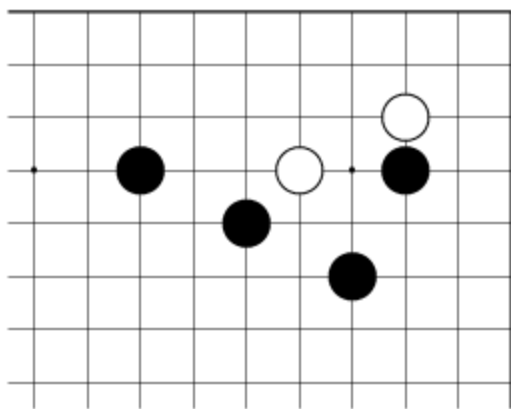
8 White 7 is not recommended.



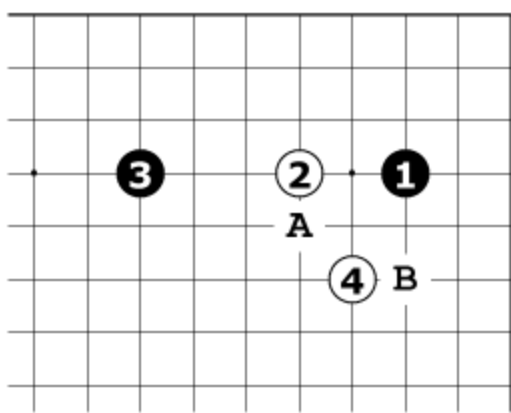
14 Black gets nice shape on the right and a wall at top, white White is still not settled.



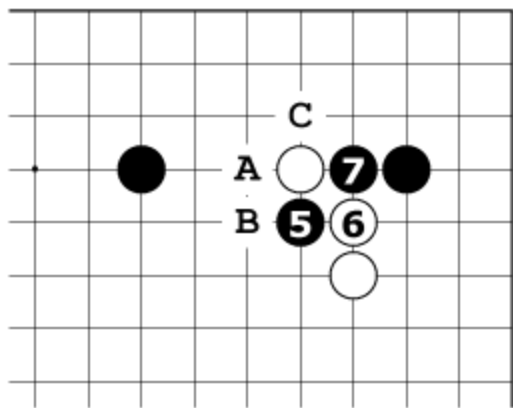
6 White plays elsewhere again.



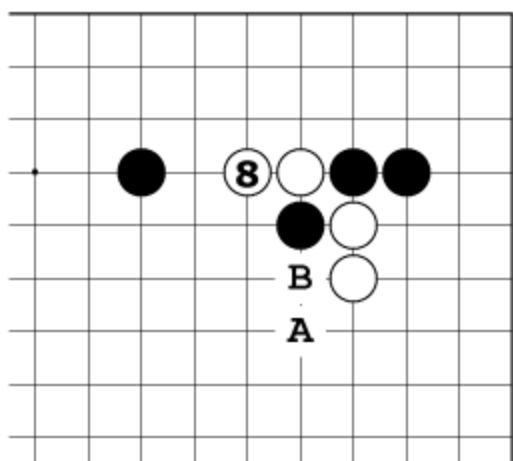
8 White can still make a small life in the corner.



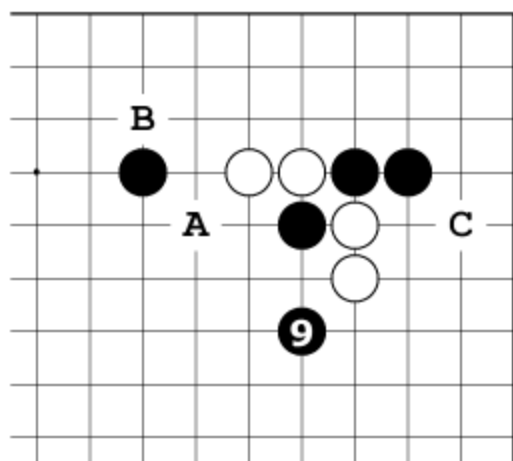
4 White 4 is joseki, but very complicated. 'A' is joseki, 'B' is questionable.



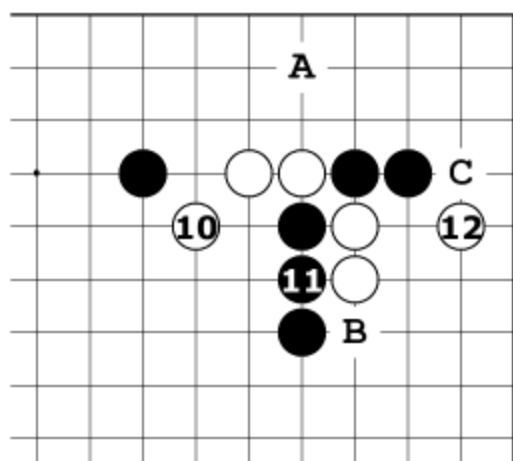
7 White 'A' is joseki. White 'B' is inferior. White 'C' is bad.



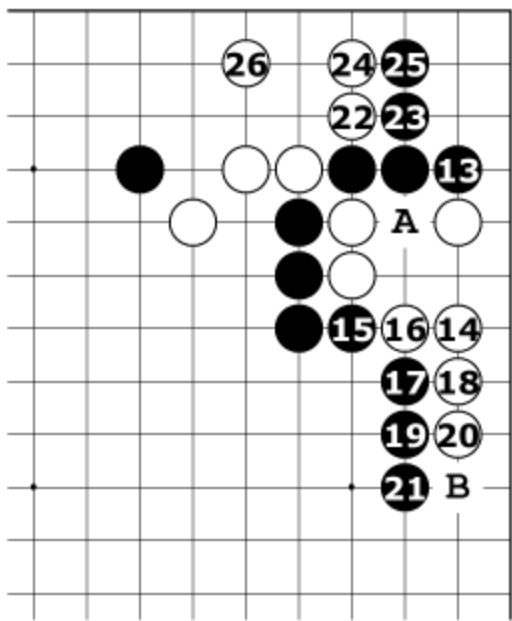
8 'A' or 'B'.



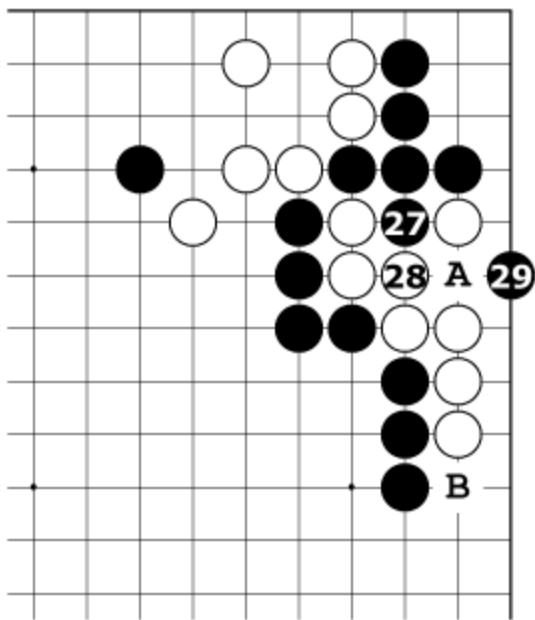
9 'A', 'B' or 'C'.



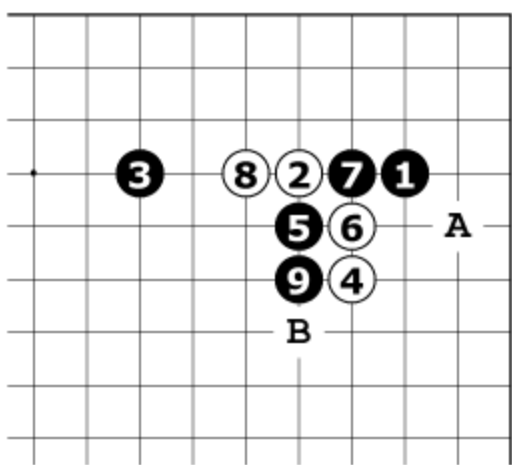
12 'A' is correct, 'B' was played between Yi Chang-ho and Chang Hao, but is not recommended.. 'C' is possible.



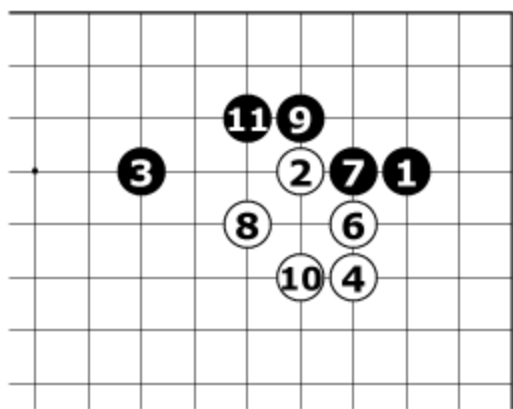
26 'A' is correct, B is a mistake.



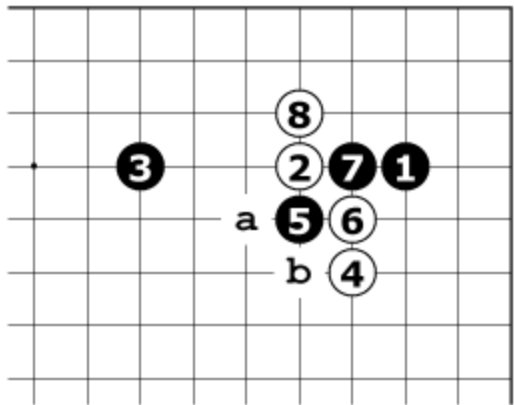
29 Black can live on A or capture on B.



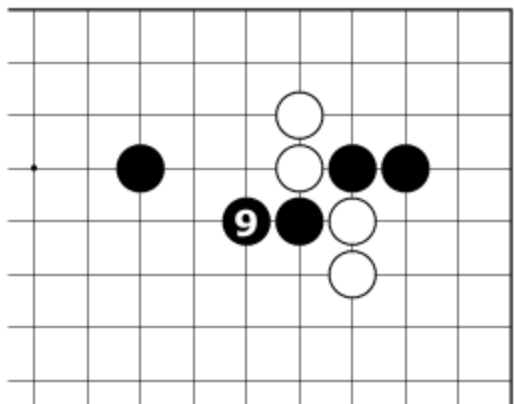
9 'A' is correct, 'B' is a mistake.



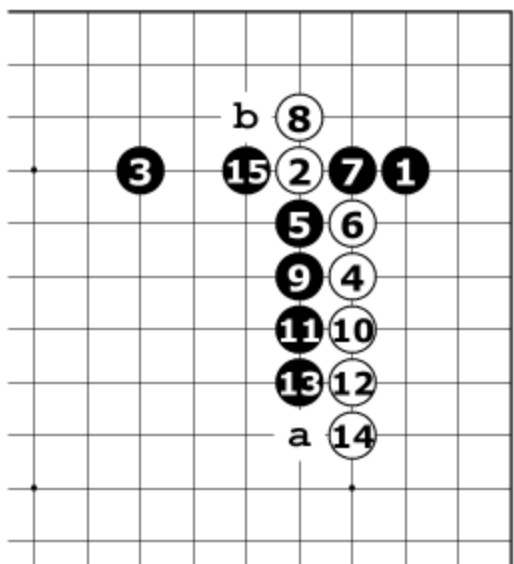
11 Black connects underneath and White cannot be proud of the result. White's shape is bad, as White 4 is not doing anything.



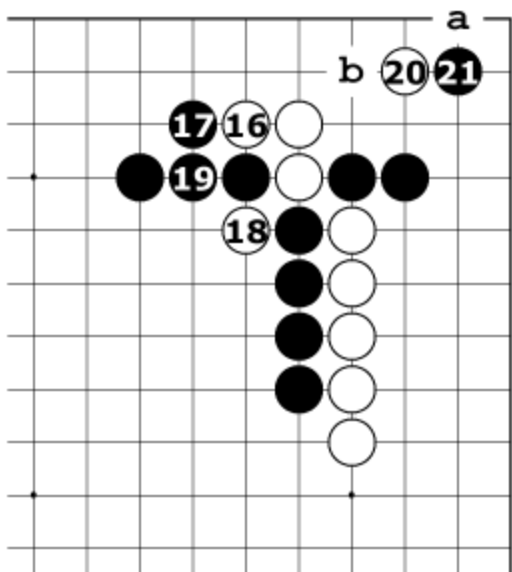
8 White 8 is a mistake.
Black continues with 'a' or 'b'.



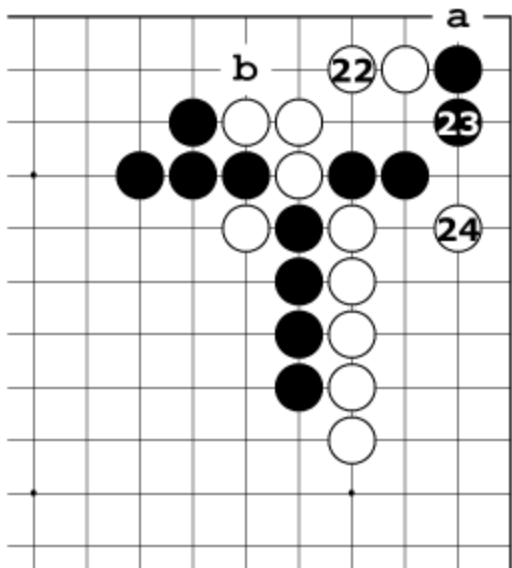
9 The upcoming fight favors Black.



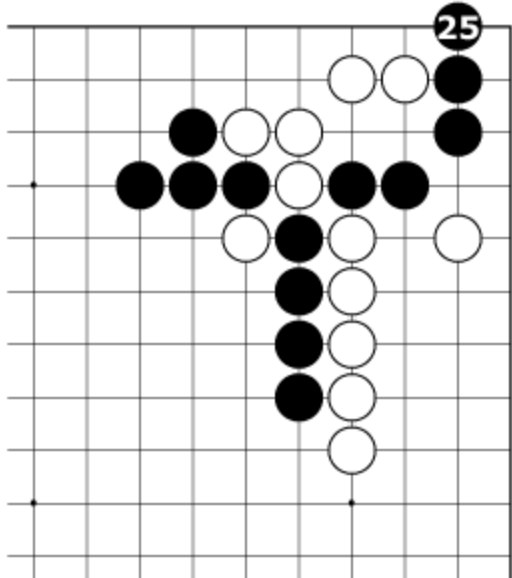
15 White continues with 'a'. White 'b' doesn't work.



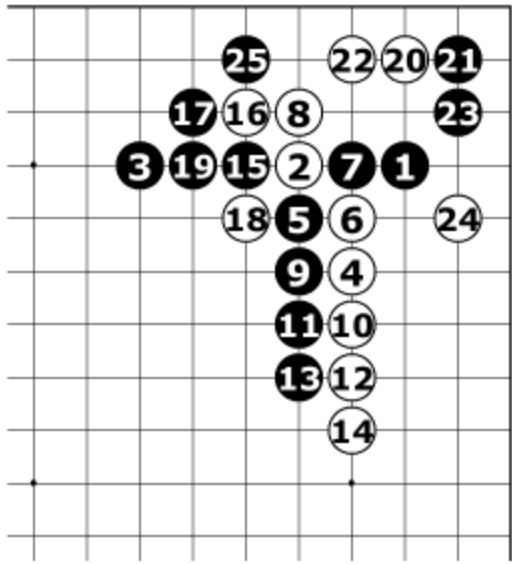
21 White sets up a losing ko with 'a', or dies with 'b'.



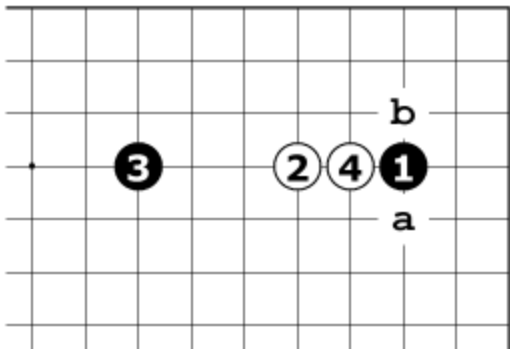
24 Black continues with 'a', the vital point. Black 'b' is bad.



25 Black 25 is the vital point.

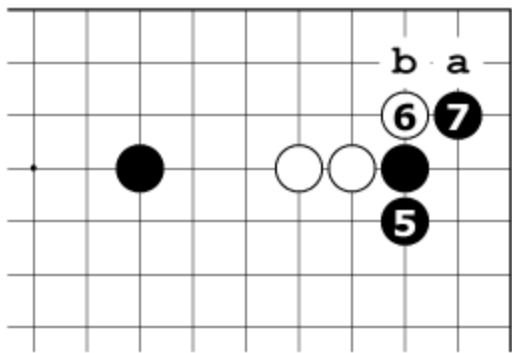


25 Black 25 is a mistake.

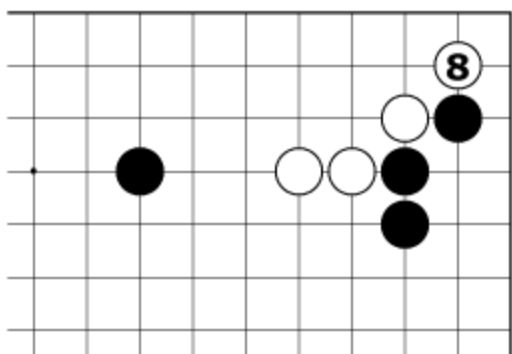


4 White 4 is not recommended.

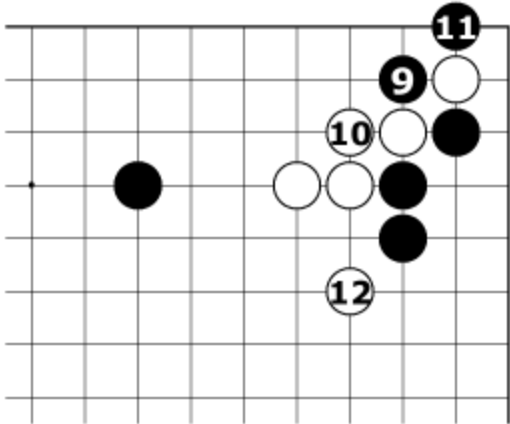
Black continues with 'a'. Black 'b' is a mistake in direction.



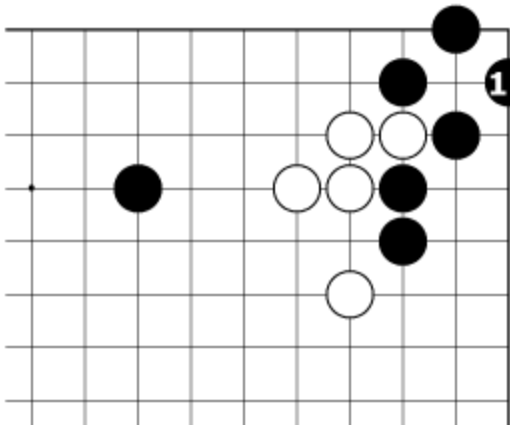
7 White continues with 'a'. White 'b' is less favorable.



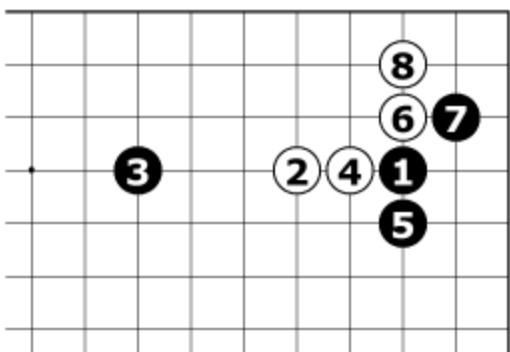
8 White 8 is a sacrifice tesuji.



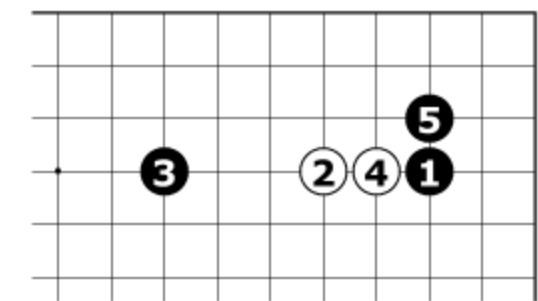
12 White 12 creates aji to play below Black 7.



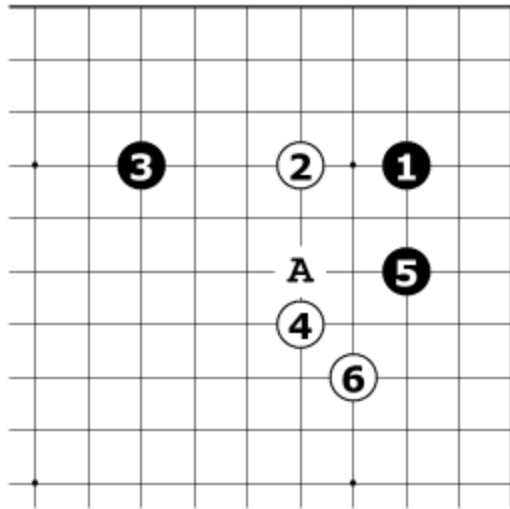
13 Black eliminates the aji from White 12.



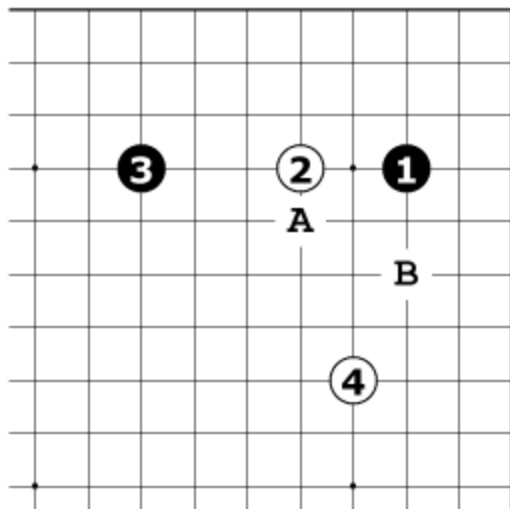
8 White 8 is not bad, it is just not as good as the nidan-bane (2-step hane) shown in variation 'a' (2-4-6-7-1-1-1).



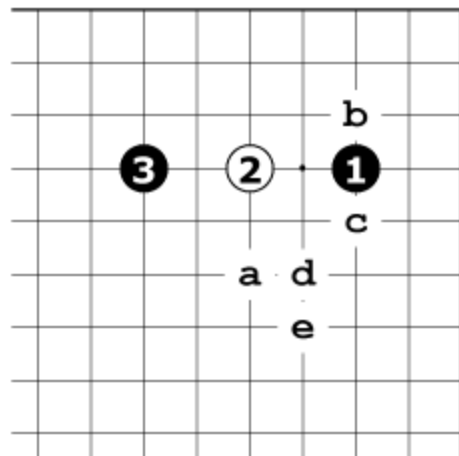
5 Black gets a small corner while giving White superior thickness.



6 Later, Black can attack on A.

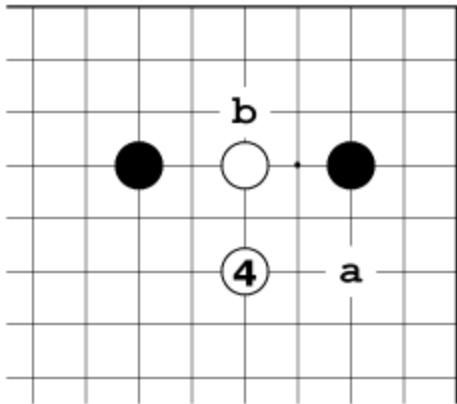


4 'A' or 'B'.

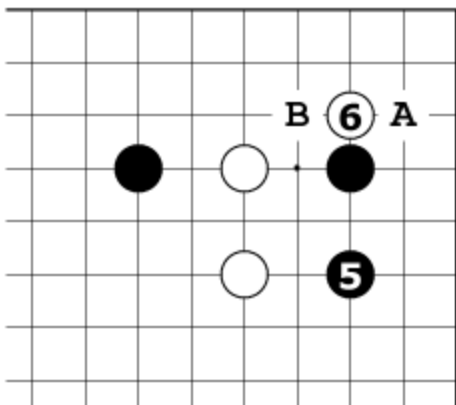


3 White responds with 'a *' or 'b *'. White 'c' is possible. White 'd' is a mistake. White 'e' is weak.

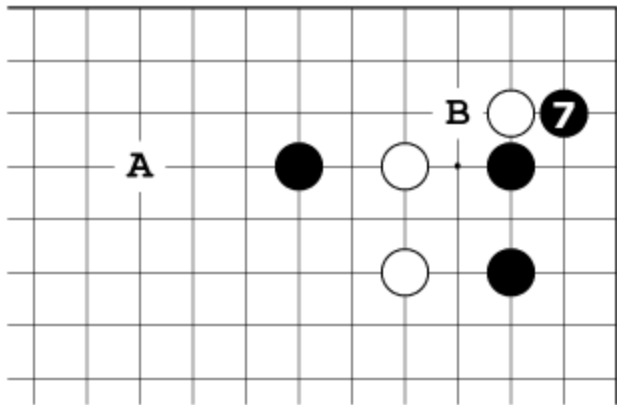
outcomes
White 'a' = White top, Black right
White 'b' = White corner, Black right
White 'd' = White thickness, Black corner + favorable result



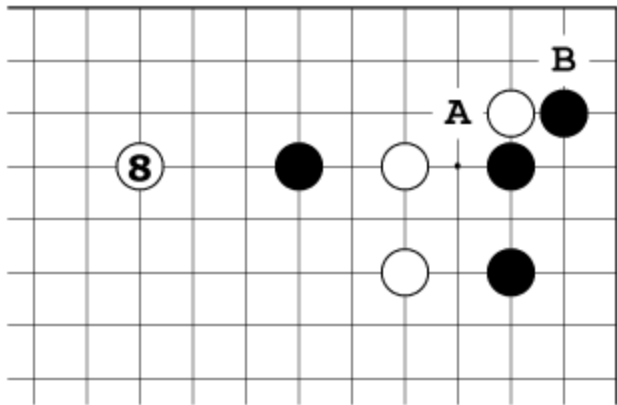
④ Black continues with 'a *'. Black 'b', attempting to connect underneath, is vulgar.



⑥ 'A *' is joseki, 'B' is a mistake.



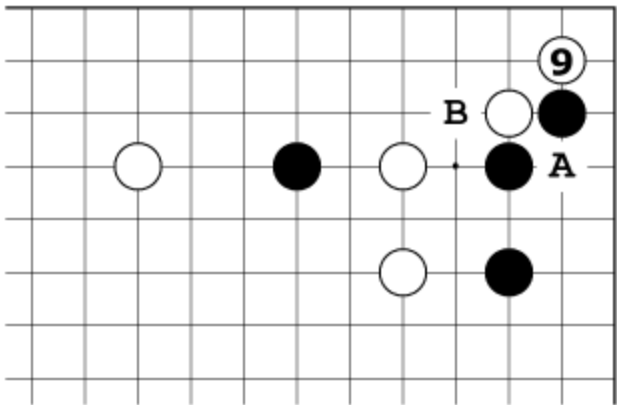
⑦ 'A *' is correct, 'B' is possible to settle White immediatley.



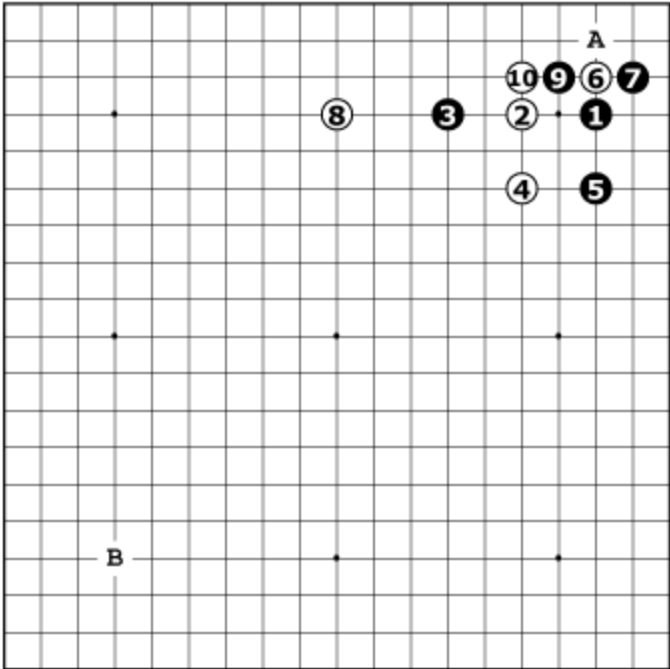
⑧ * GOOD VARIATION *

Later, White plays 'A' or, if

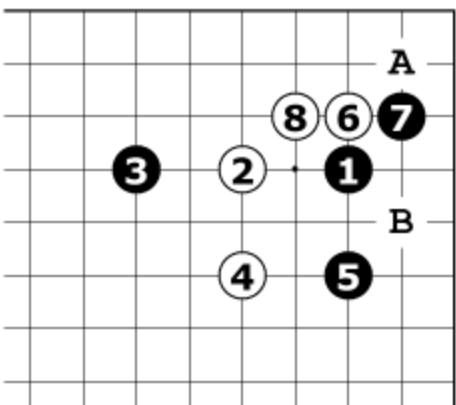
the fight in the middle has become less important than making points in the corner, 'B'. Black 'A' is gote.



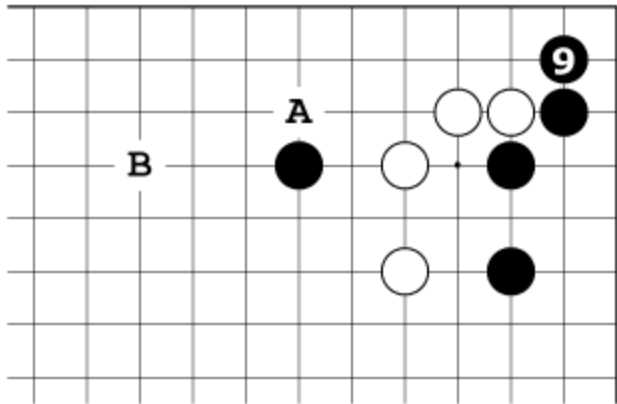
⑨ 'A' or 'B'.



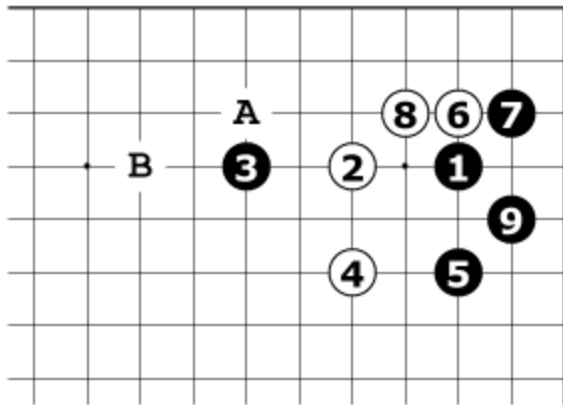
⑩ 'A' is necesary, tenuki 'B' is not recommended.



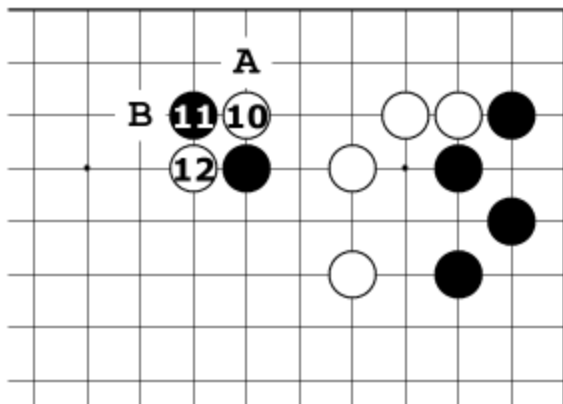
⑧ 'A' or 'B' are ok.



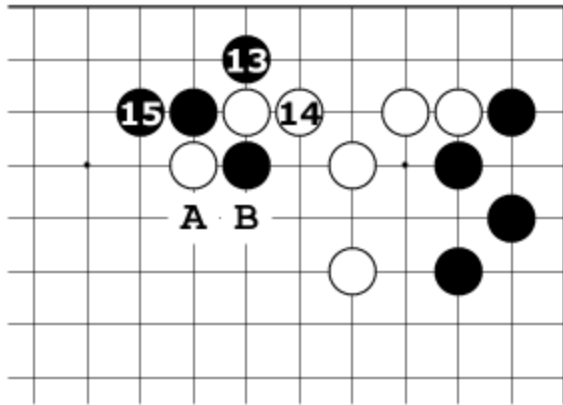
⑨ 'A' if the White group needs immediate life, 'B' to attack the pincer.



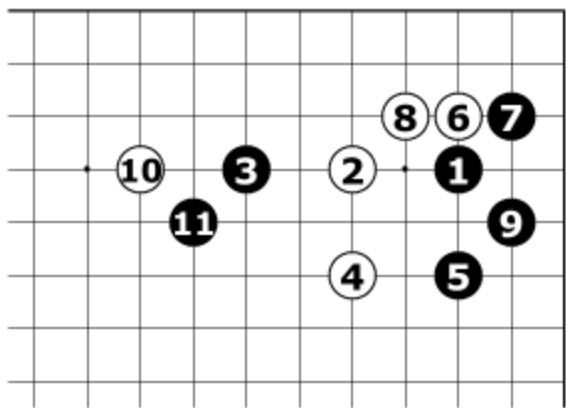
⑨ 'A is correct, 'B' is a mistake.



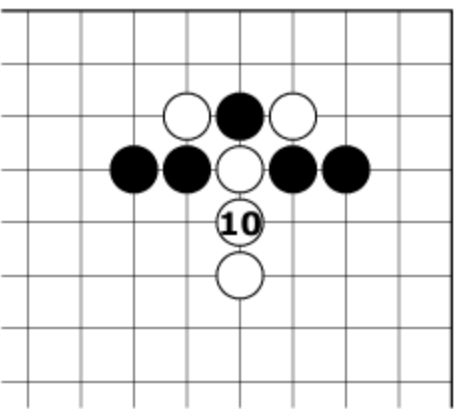
⑫ 'A' or 'B' are ok.



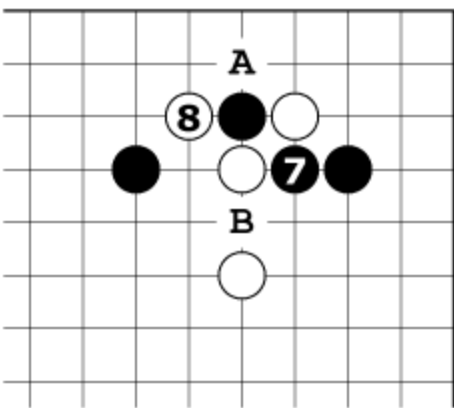
⑮ 'A' or 'B'.



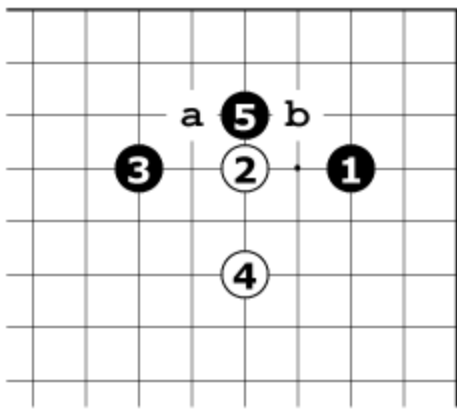
11 White has two unsettled groups, Black only one.



10 White 10 is not recommended.

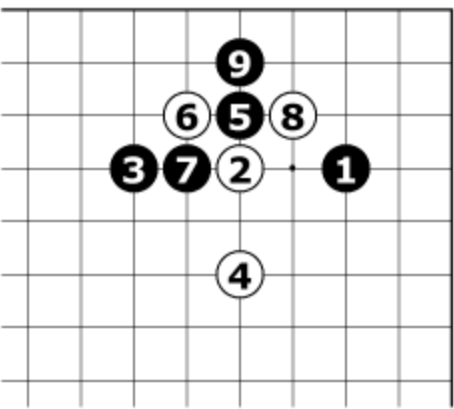


8 'A' or 'B'.

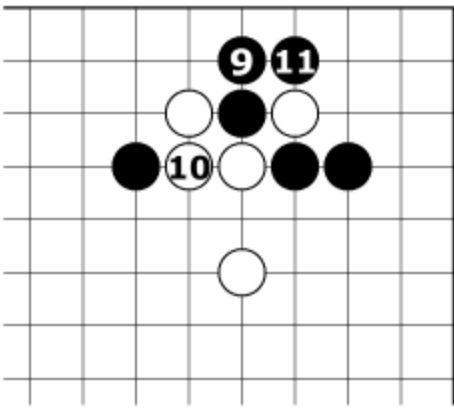


5 Black 5 is a mistake.

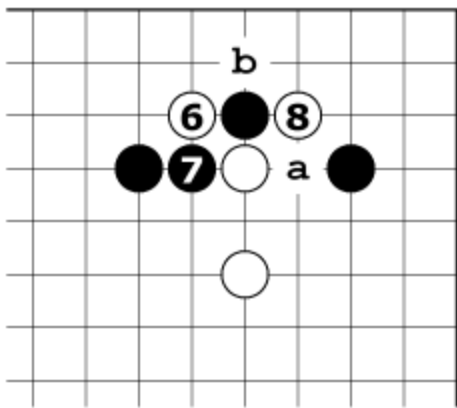
White continues with 'a'.
White 'b' is not recommended.



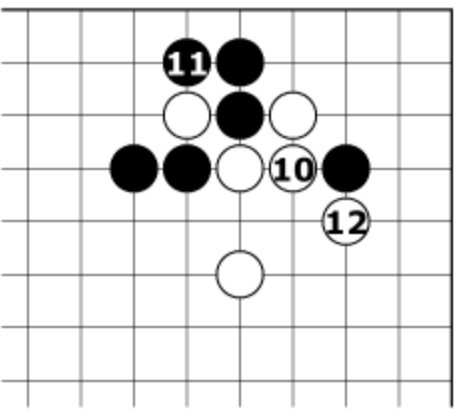
9 Black 9 is unreasonable.



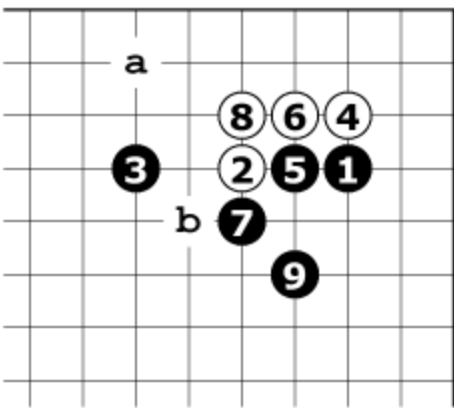
11 White's outside shape is okay, but Black has a better position, and profit in the large corner.



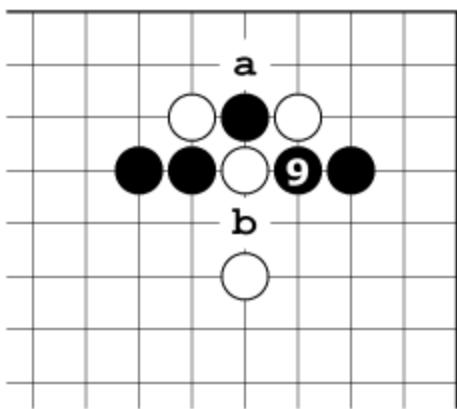
8 Black continues with 'a'.
Black 'b' is a mistake.



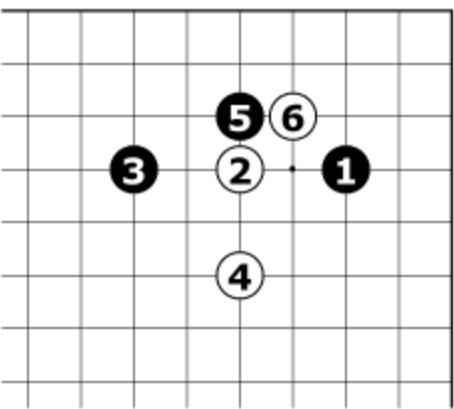
12 White has superior position.



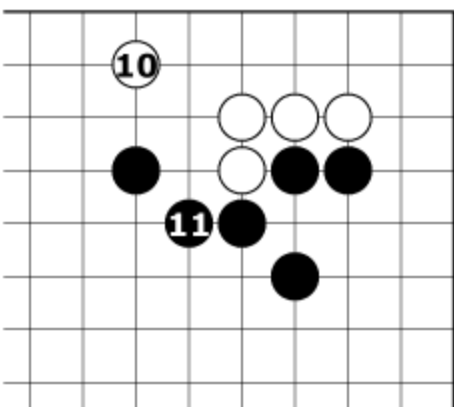
9 White continues with 'a *', possibly 'b *'.



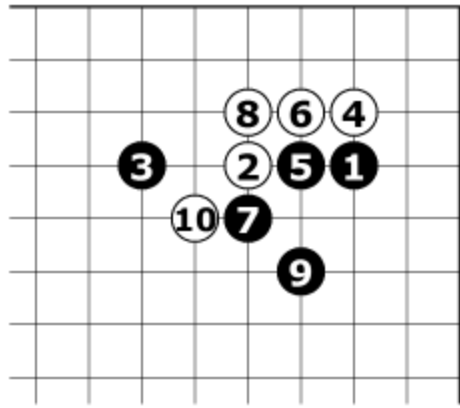
9 White continues with 'a'.
White 'b' is not recommended.



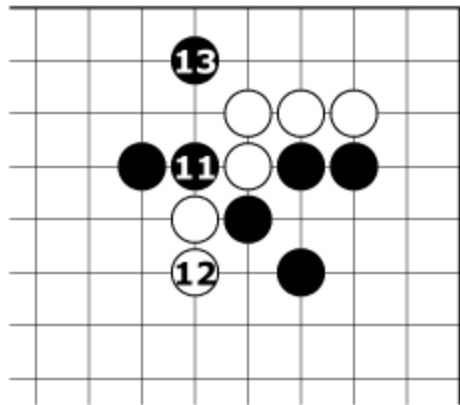
6 White 6 is not recommended.



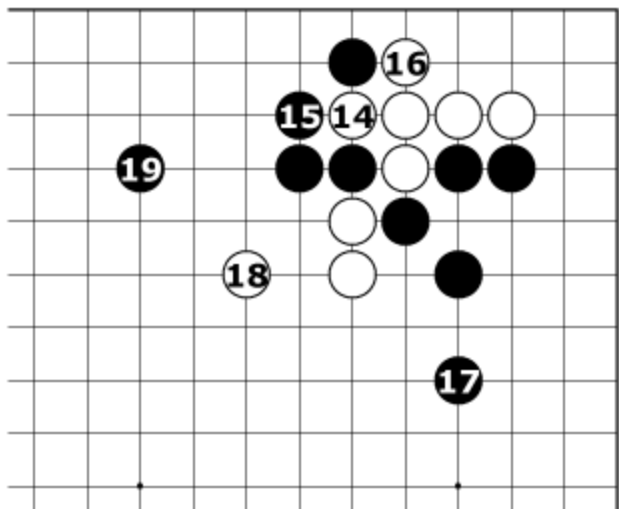
11 * GOOD VARIATION *



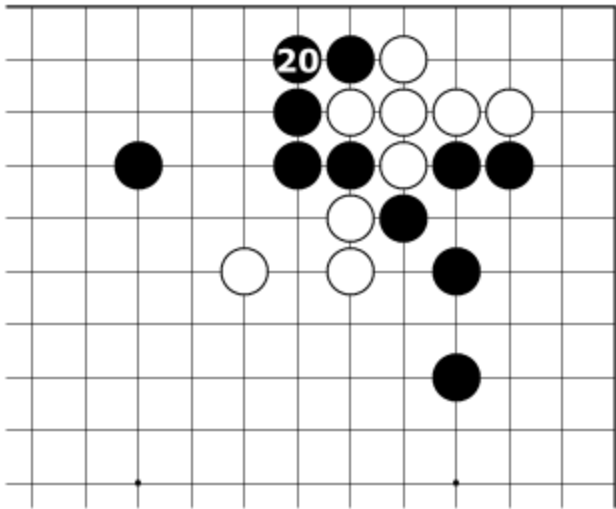
10 White 10 creates a center group, as Black cuts 10 off from the White corner group. White must want that result for White 10 to be considered a reasonable play.



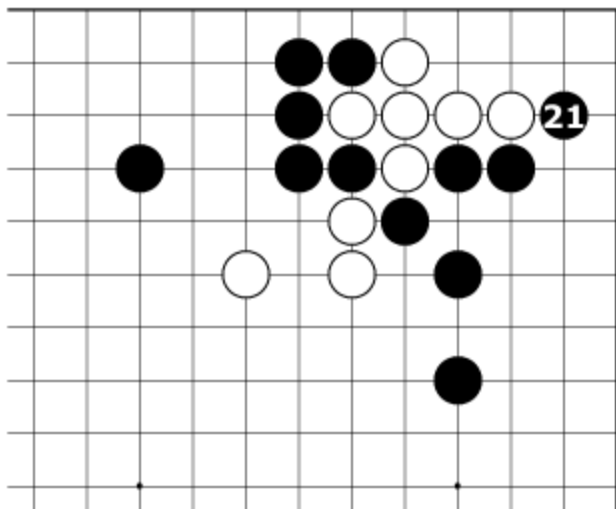
13 This variation is the same as 2-1-7-2-1-2-2.



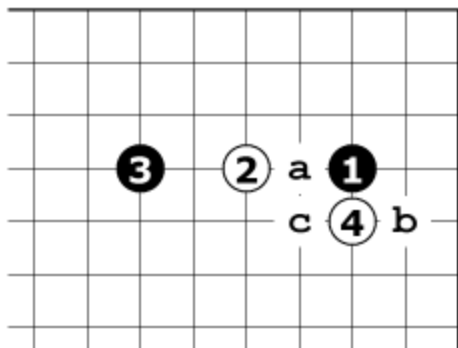
19 * GOOD VARIATION *



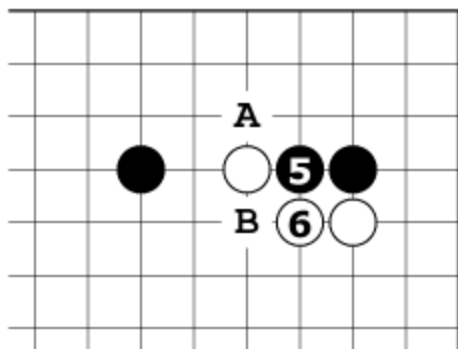
20 Later, this is sente, White must not tenuki ...



21 ... or Black kills.

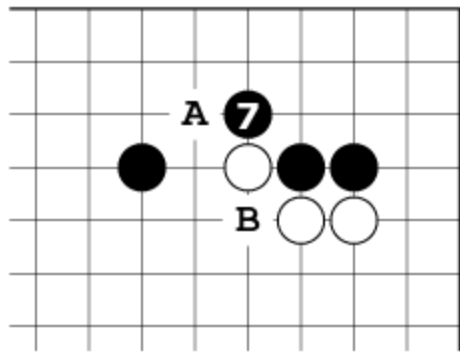


4 Black continues with 'a' if White doesn't have a position on the right side.. If he does, Black 'b' is ok. Black 'c' is possible.

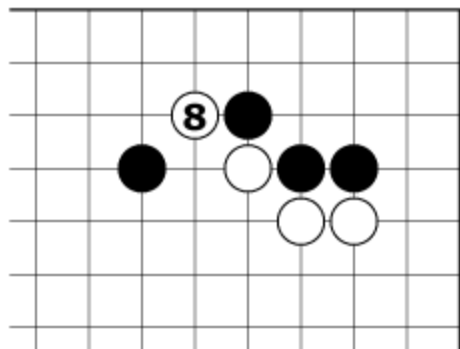


6 'A' takes the top side, 'B' is difficult.

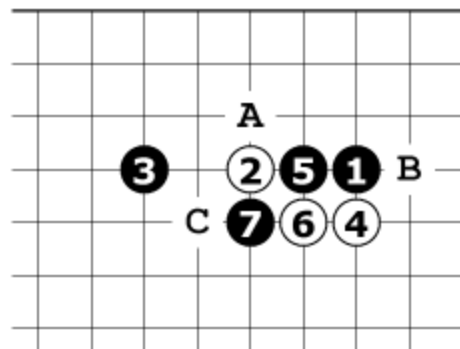
Black must have the ladder for 'B'.



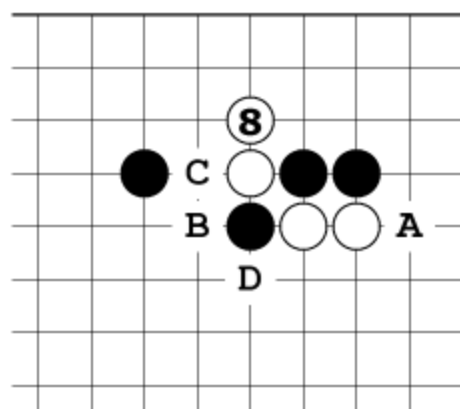
7 Black creates a large corner. 'A' is better than 'B'.



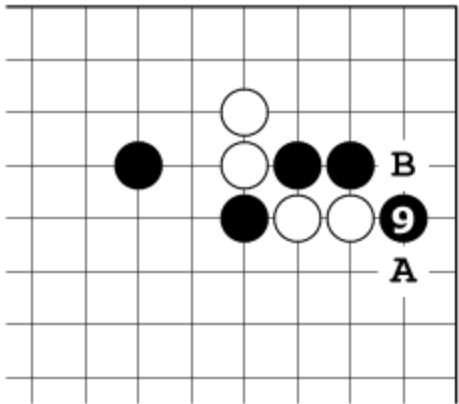
8 White 8 creates aji.



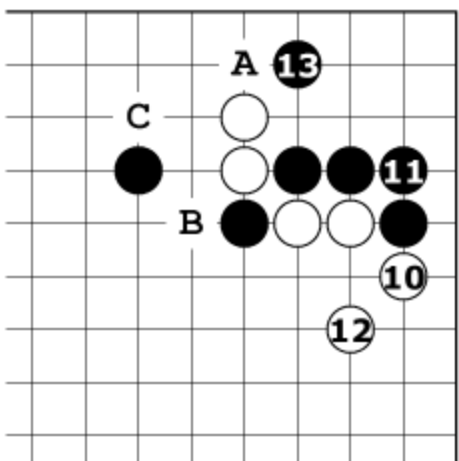
7 'A' is ok, 'B' is disadvantageous, 'C' is obviously a thank-you move.



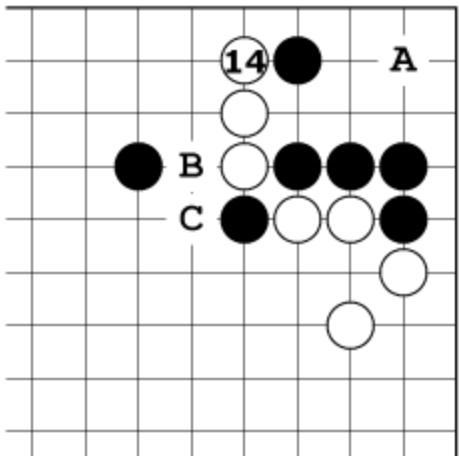
8 'A' is the only move, 'B', 'C' and 'D' fail.



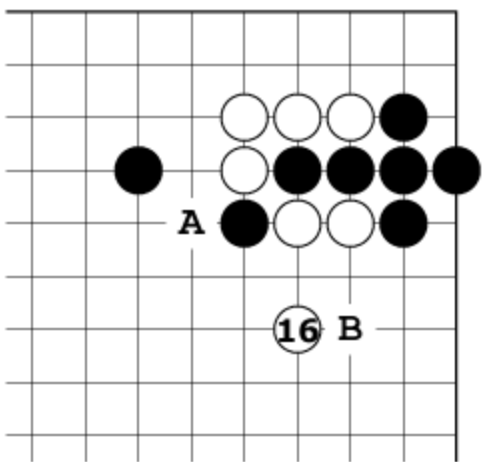
9 'A' equal
'B' equal or punishment
with the ladder



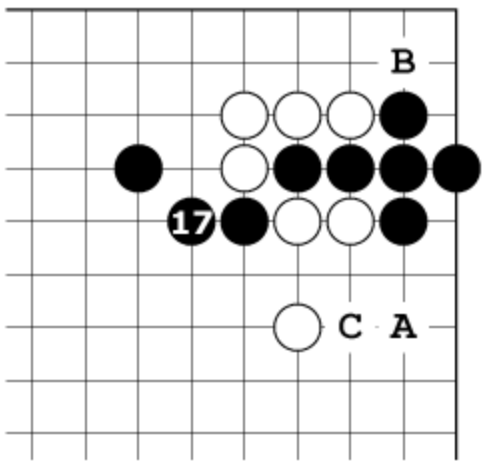
13 'A' equal
'B' bad for White
'C' equal



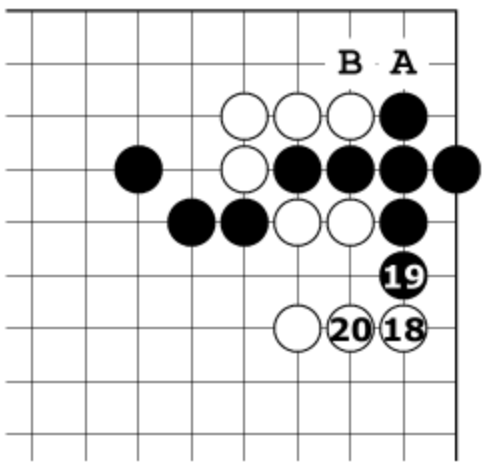
'C', 'D' bad for White



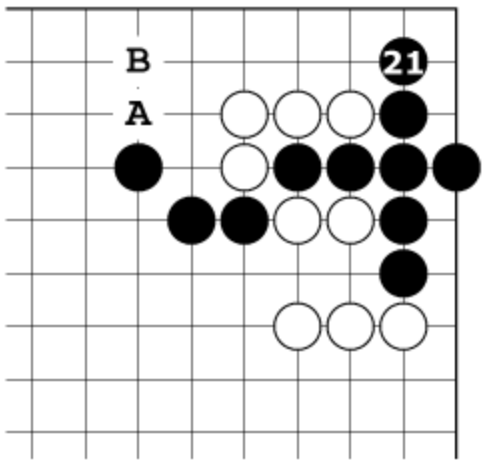
16 'A' Ko
'B' equal



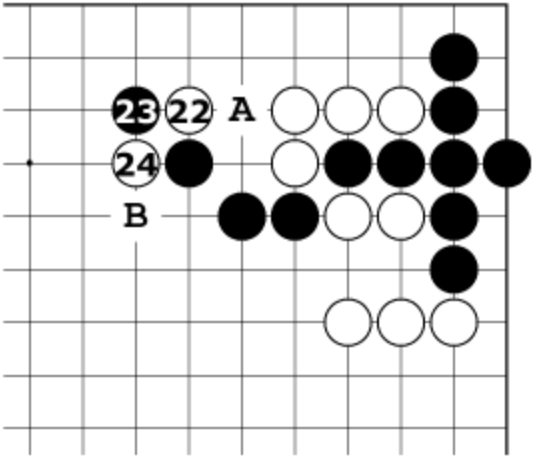
17 'A' disadv for White, Ko
'B' disadv for White
'C' bad for White Ko



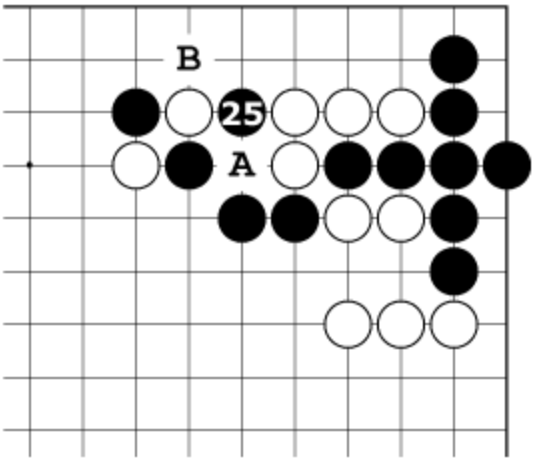
20 'A' Ko or equal
'B' equal



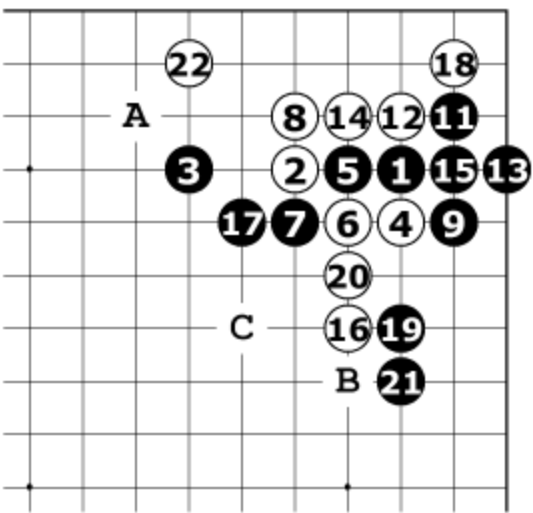
21 'A' Ko
'B' bad



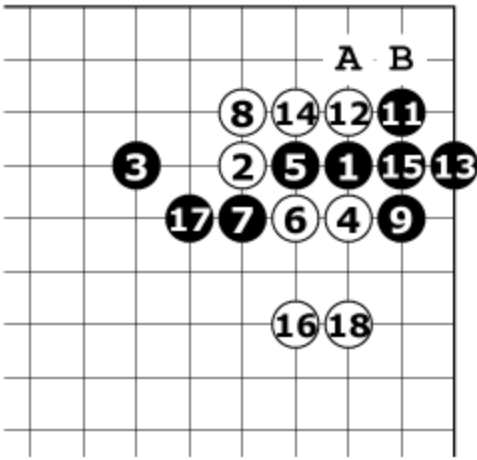
24 'A' Ko
'B' equal



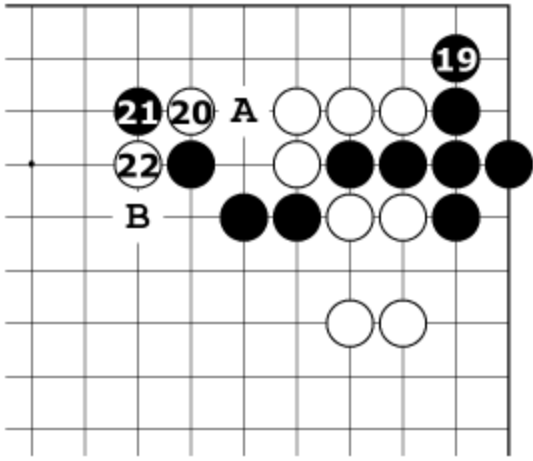
25 'A' Ko
'B' bad



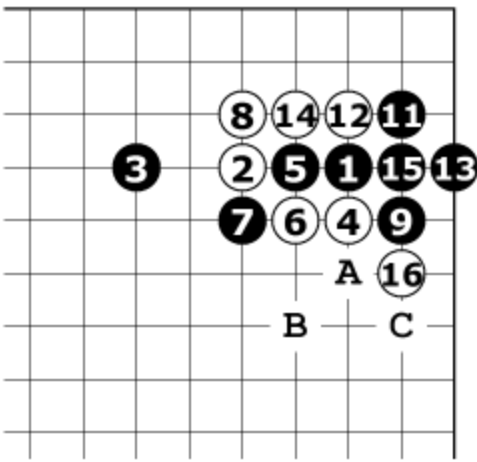
22 'A' disadv for White
'B' disadv for White
'C' disadv for White



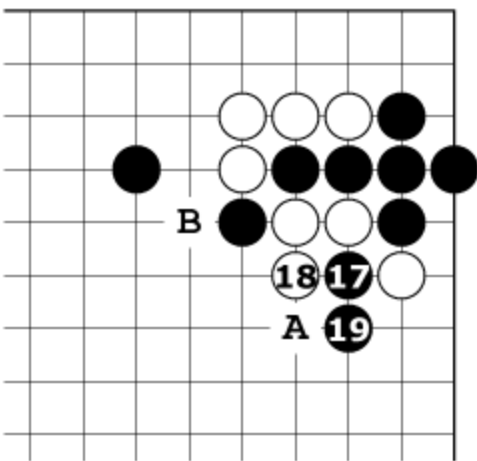
18 'A' equal
'B' bad for White



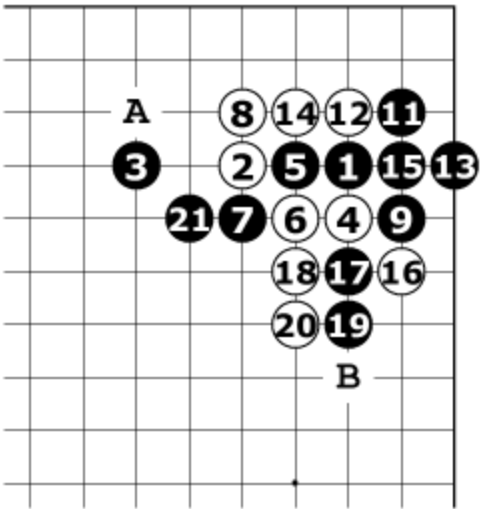
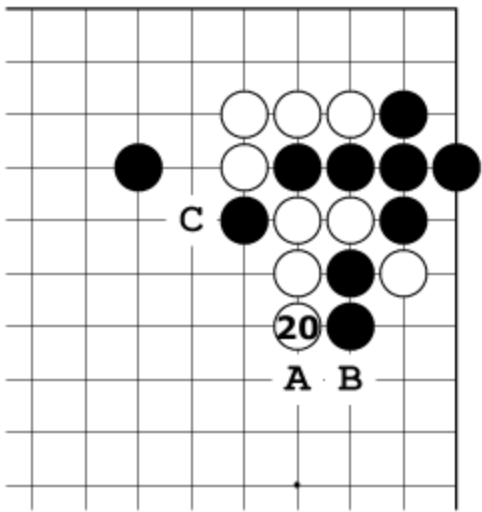
22 'A' Ko
'B' equal



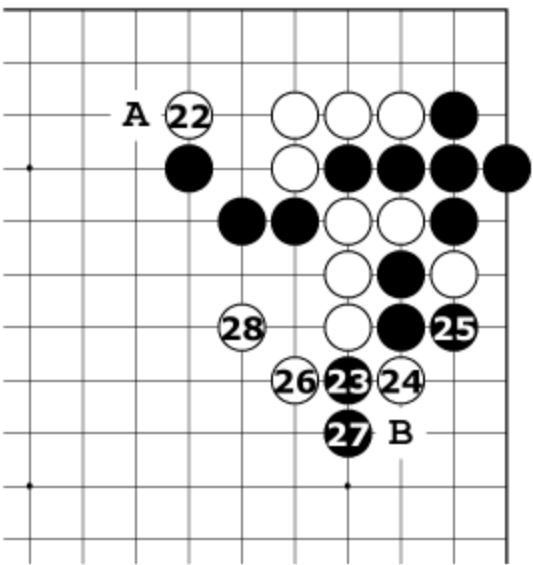
16 'A' equal or ladder, B must have ladder for 'A'
'B' bad for Black
'C' bad for Black



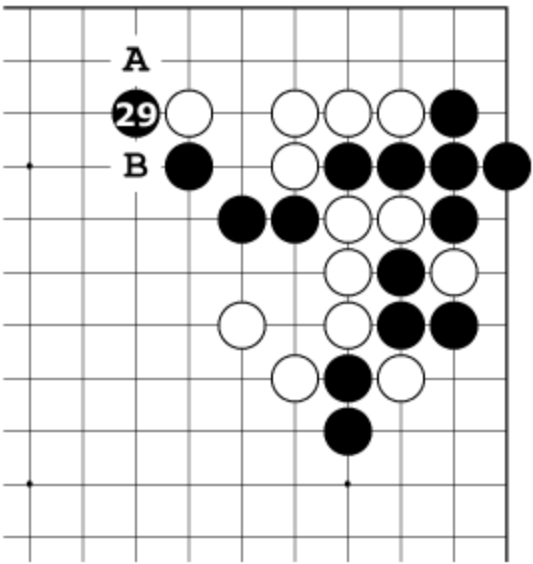
19 'A' equal or ladder
'B' equal



21 'A' equal
'B' bad for White

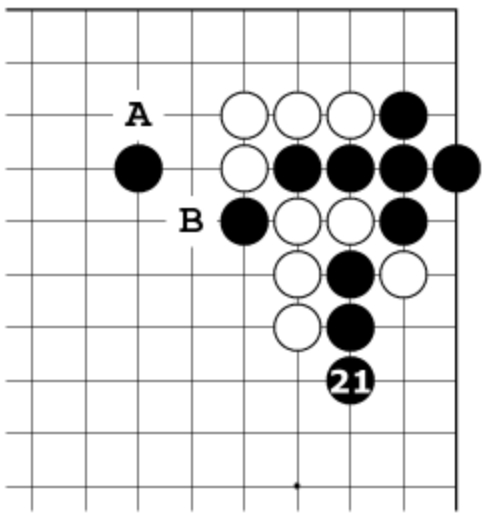


28 'A' equal
'B' equal

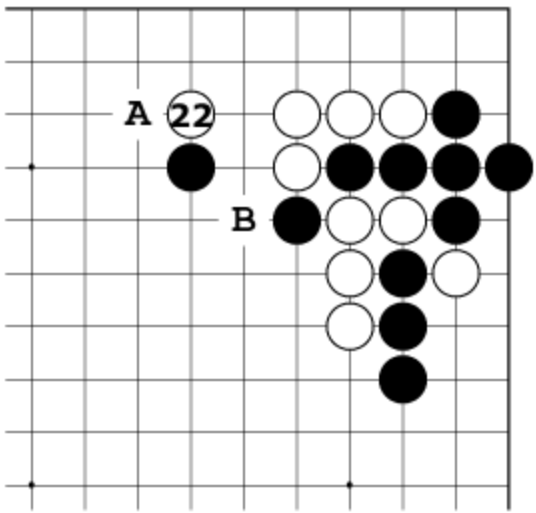


29 'A' equal
'B' equal

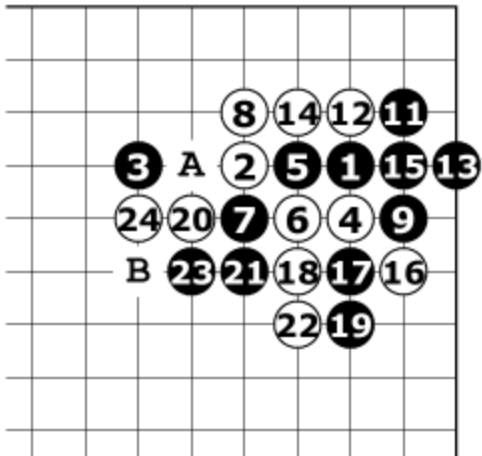
20 'A' ladder
'B' equal or ladder
'C' equal



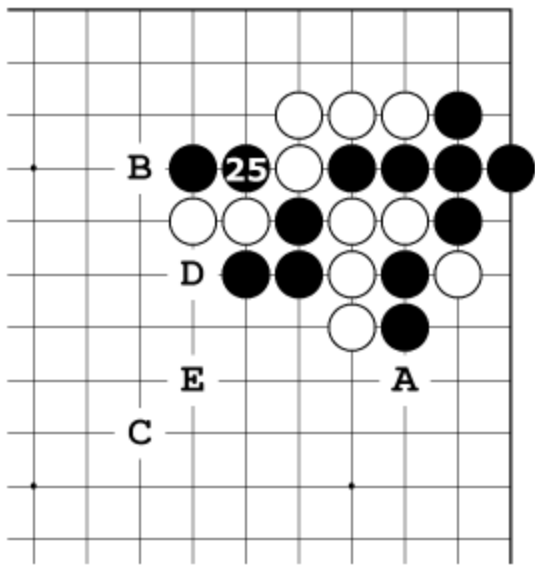
21 'A' equal
'B' ladder



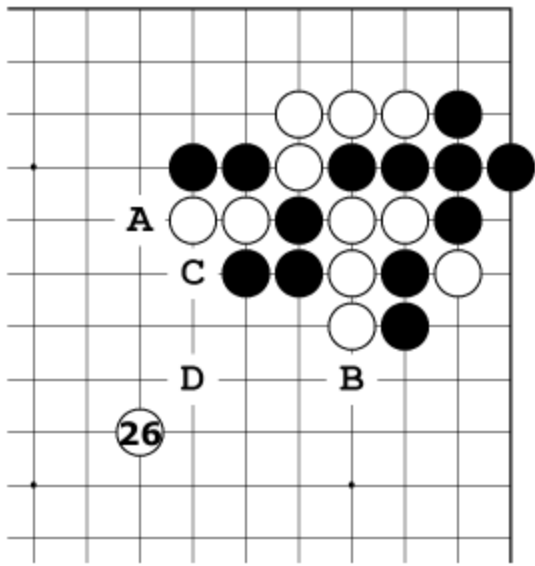
22 'A' bad for Black
'B' equal



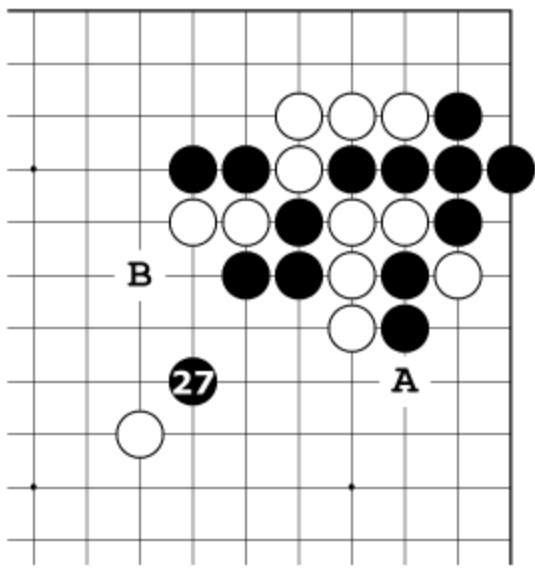
24 'A' bad for Black
'B' equal



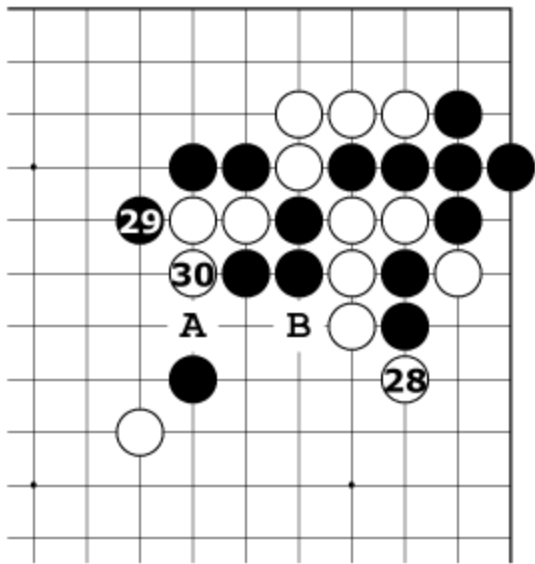
25 'A', 'B' ladder
'C' bad for White
'D' bad for White
'E' bad for Black



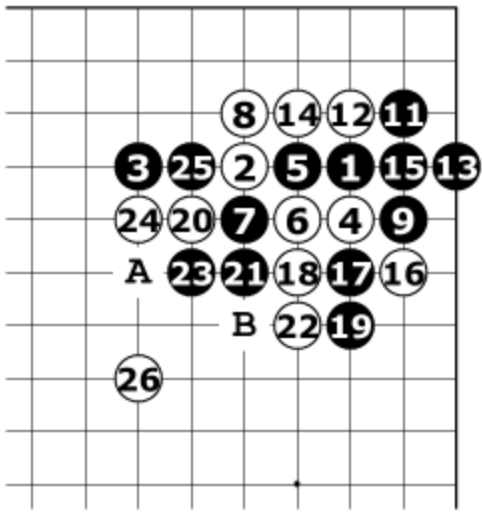
26 'A' bad for Black
'B' bad for Black
'C' bad for Black
'D' bad for White



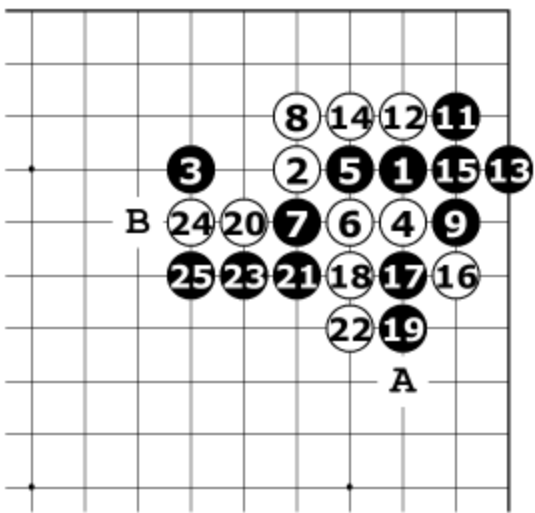
27 'A' bad for White
'B' bad for White



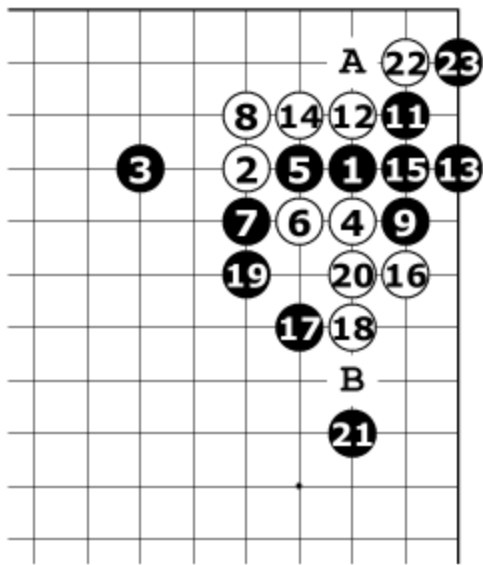
30 'A' bad for Black
'B' bad for White



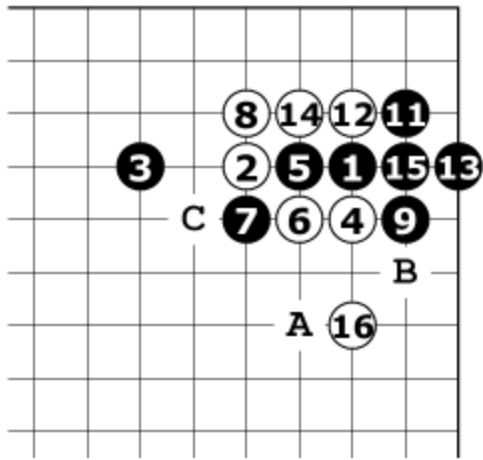
26 'A' bad for Black
'B' bad for Black



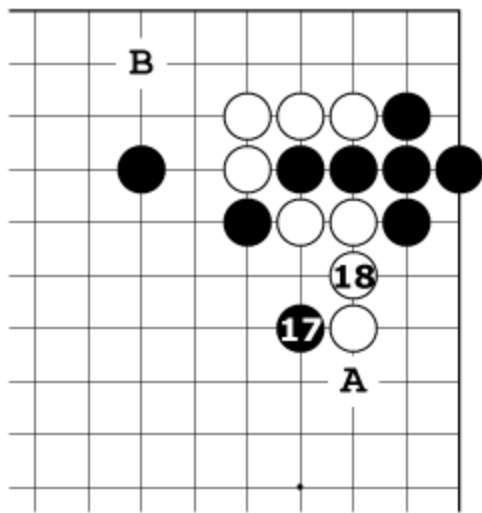
25 'A' equal
'B' bad for White



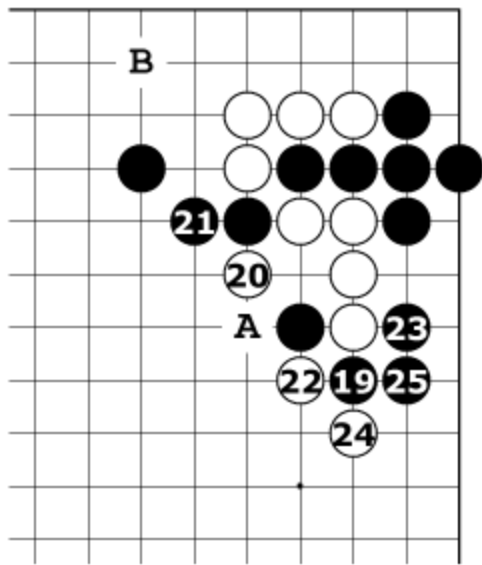
23 'A' bad for Black
'B' bad for Black



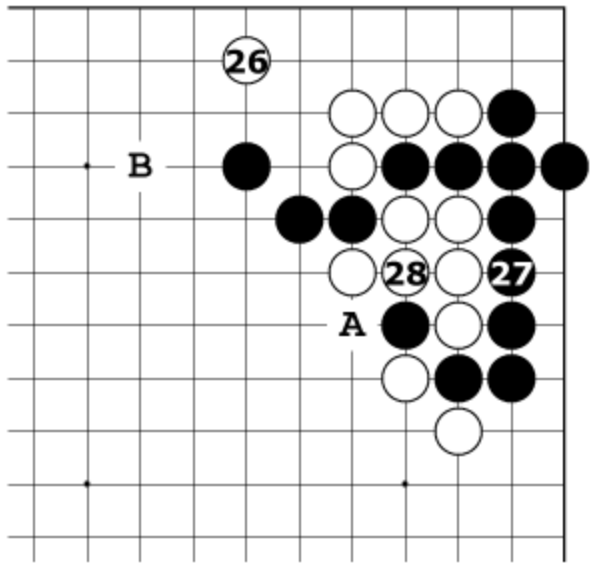
16 'A' bad for White
'B' equal
'C' equal or White capture with ladder



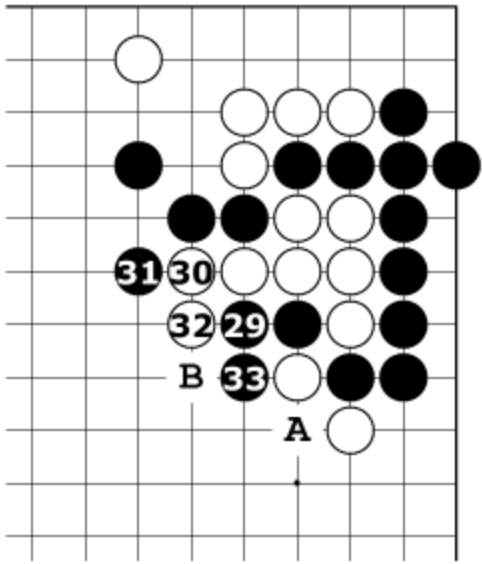
18 'A' bad for White
'B' bad for Black



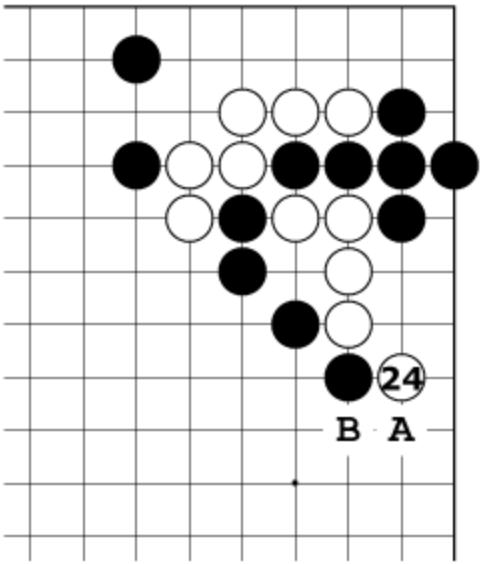
25 'A' bad for White
'B' bad for White



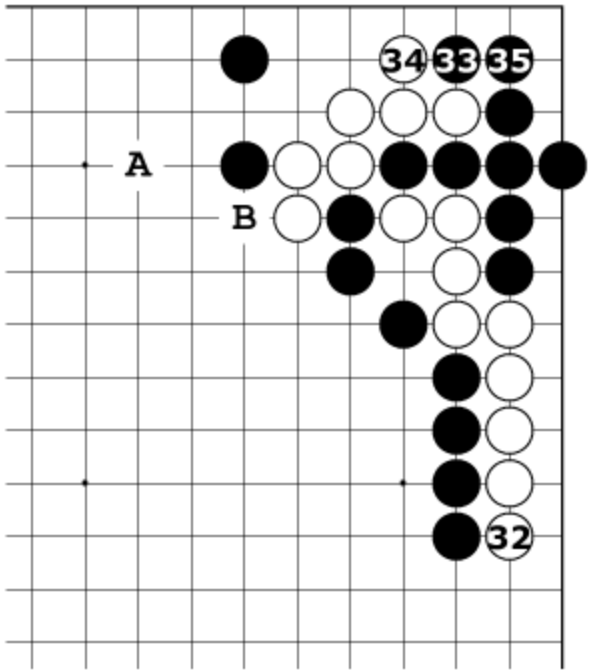
28 'A' bad for Black
'B' bad for White



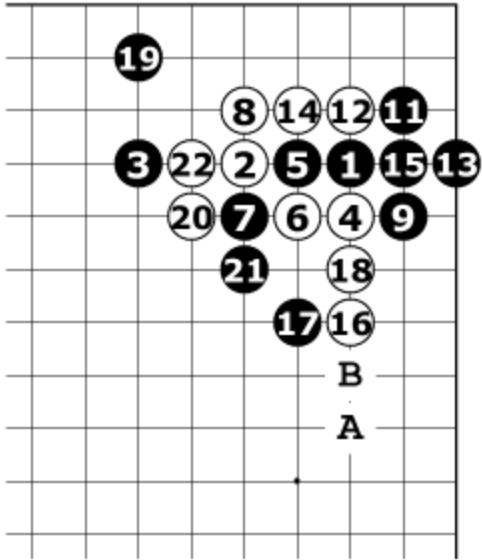
33 'A' ladder
'B' bad for Black



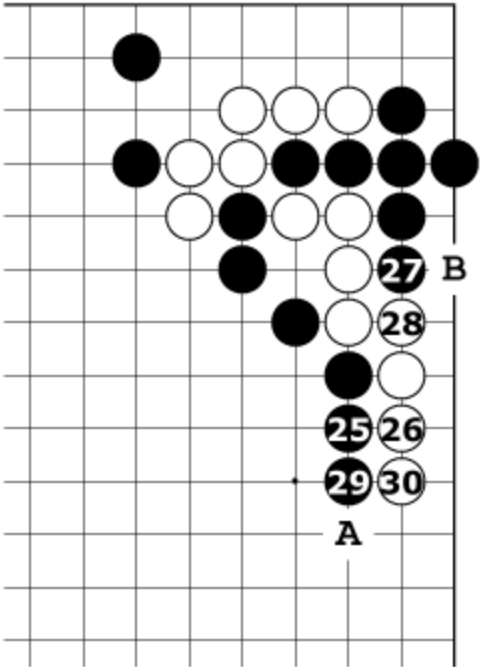
24 'A' bad for Black
'B' bad for Black



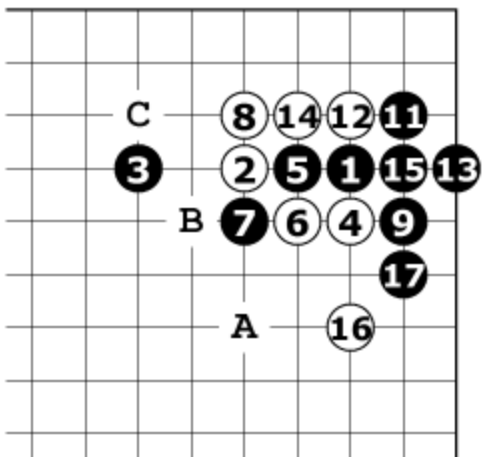
35 'A' bad for White
'B' bad for White



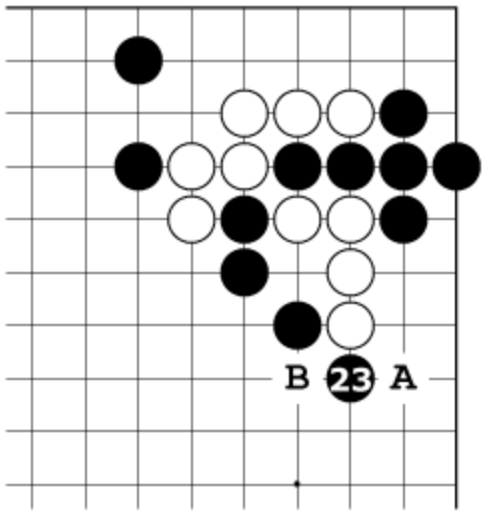
22 'A' bad for Black
'B' bad for Black



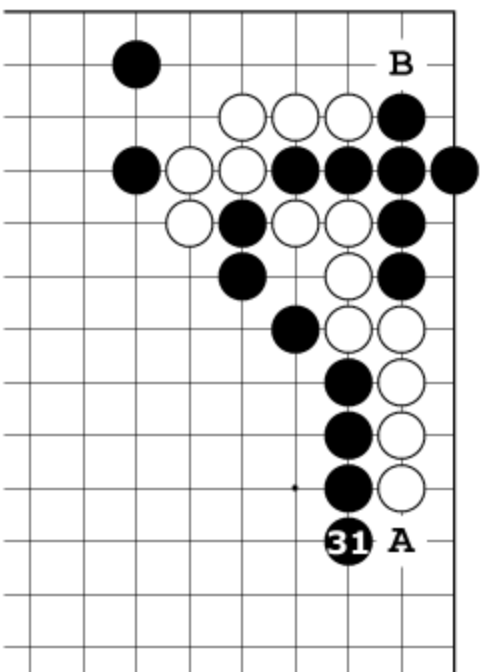
30 'A' bad for Black
'B' bad for Black



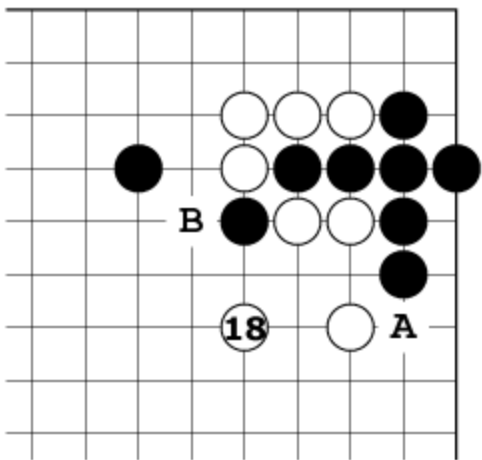
17 'A' equal
'B' bad for White
'C' equal



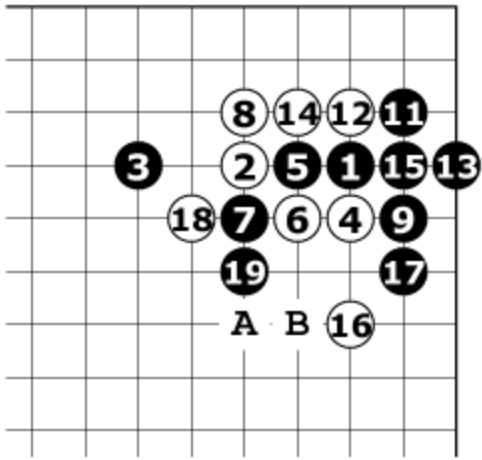
23 'A' bad for Black
'B' bad for White



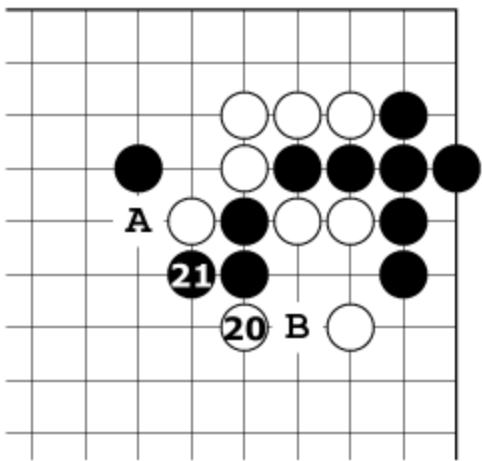
31 'A' bad for White
'B' bad for Black



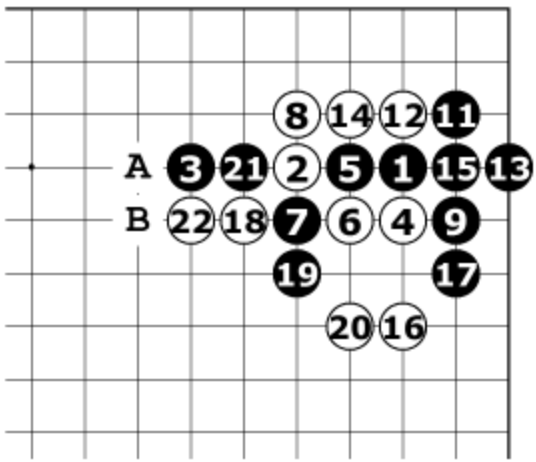
18 'A' bad for Black
'B' equal



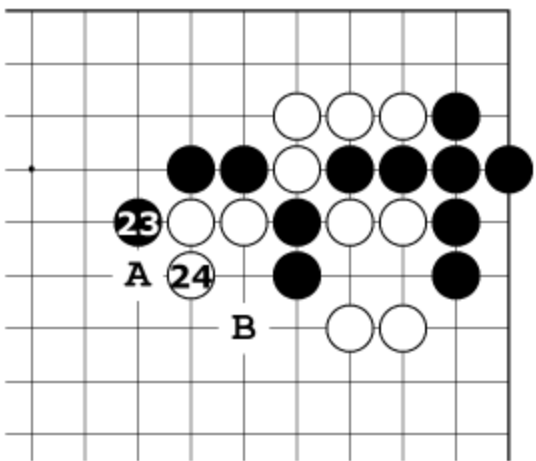
19 'A' bad for White
'B' bad for White



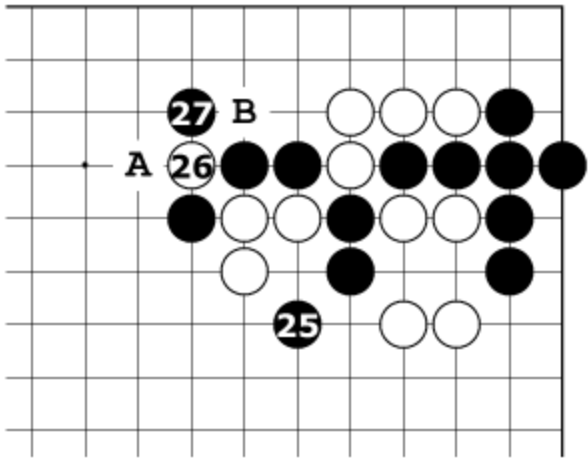
21 'A' bad for White
'B' bad for White



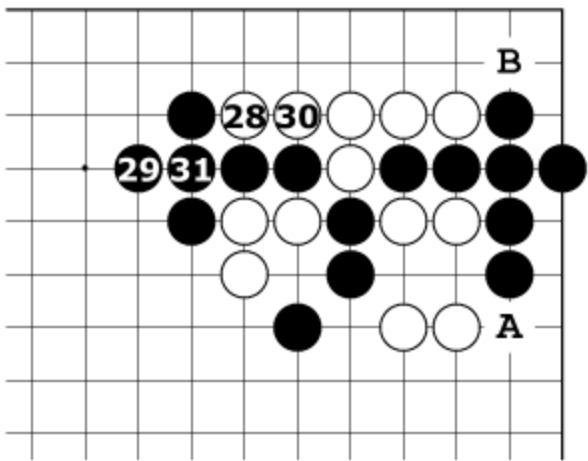
22 'A' bad for Black
'B' bad for White



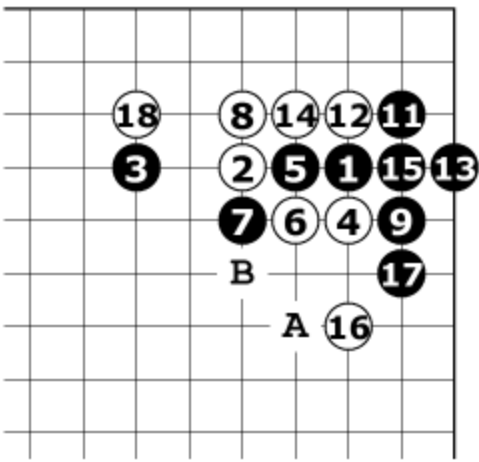
24 'A' bad for Black
'B' bad for White



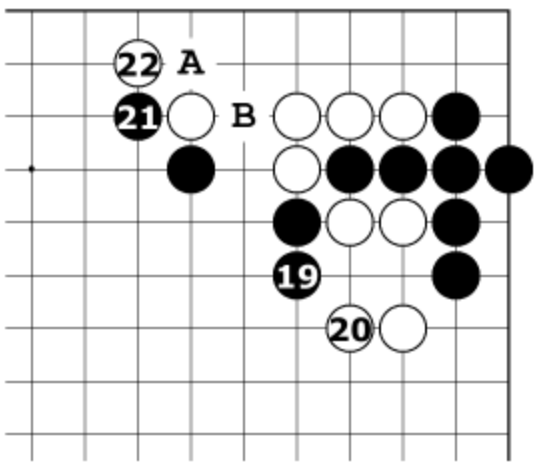
27 'A' bad for White
'B' bad for White



31 'A' bad for White
'B' bad for White

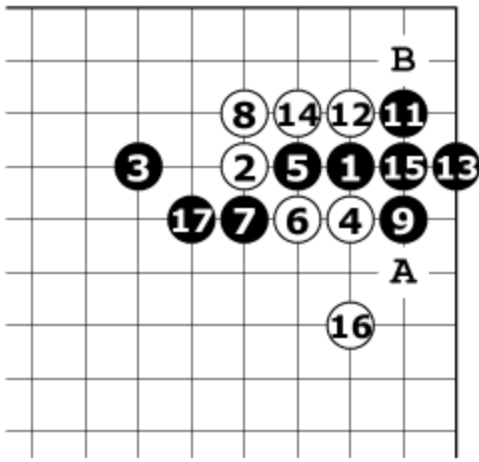


18 'A' equal
'B' equal

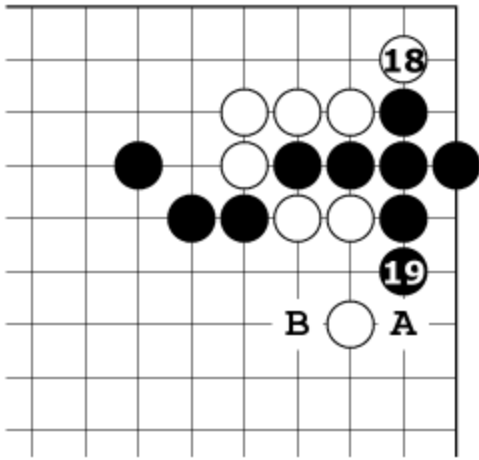


22 'A' equal

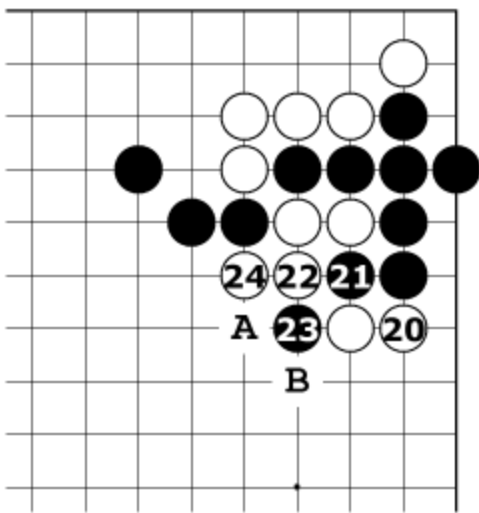
'B' equal



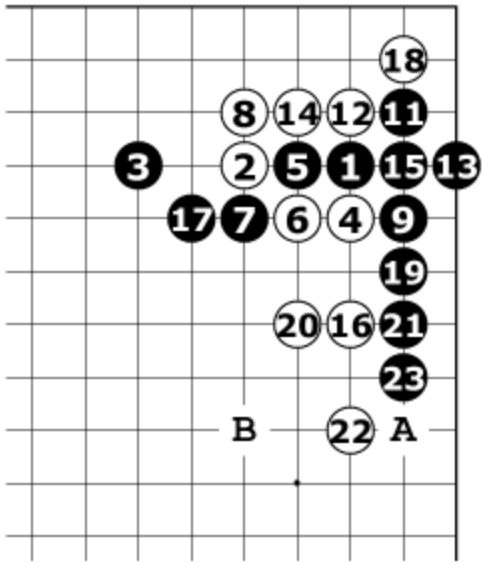
17 'A' bad for White
'B' equal or capture with ladder



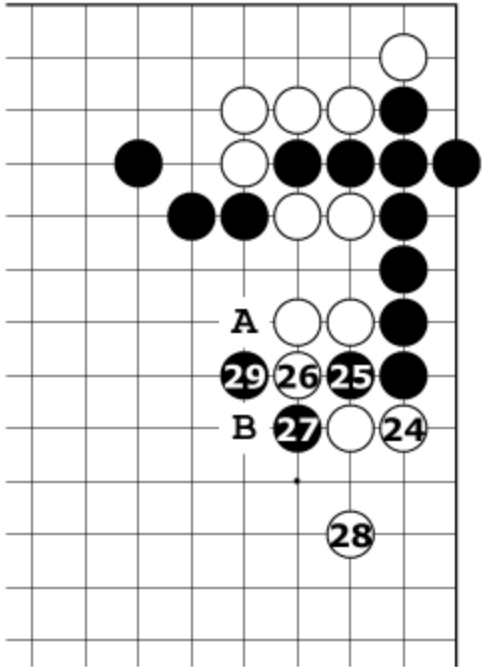
19 'A' ladder
'B' equal



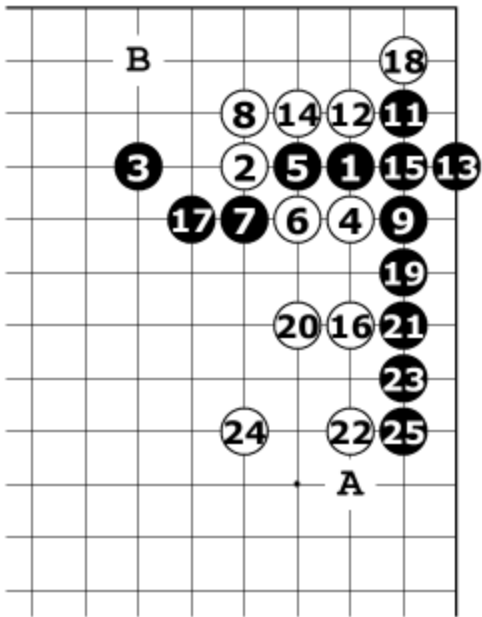
24 'A' ladder
'B' bad for White



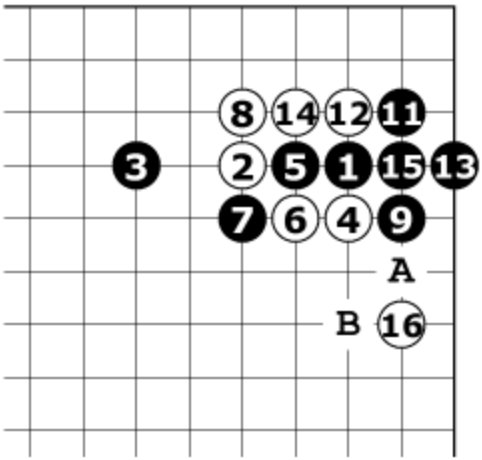
23 'A' bad for White
'B' equal



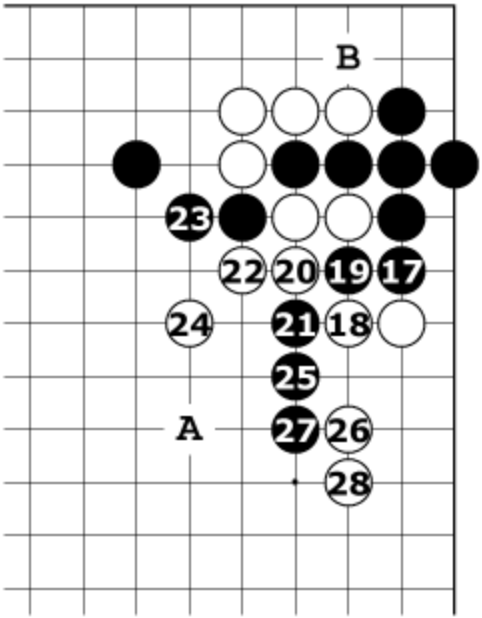
29 'A' bad for White
'B' bad for White



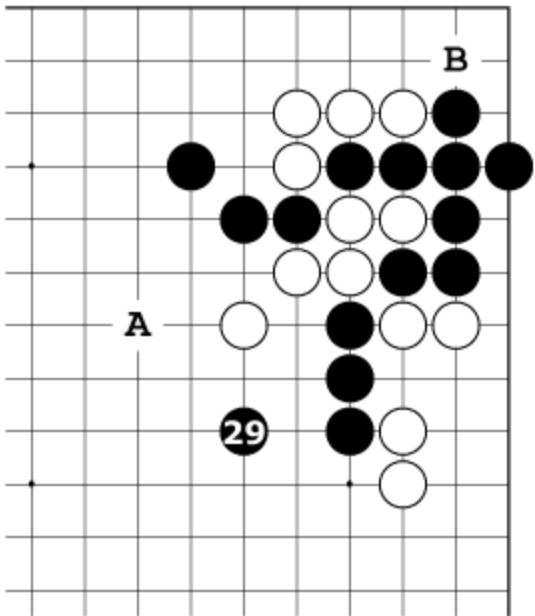
25 'A' bad for White
'B' equal



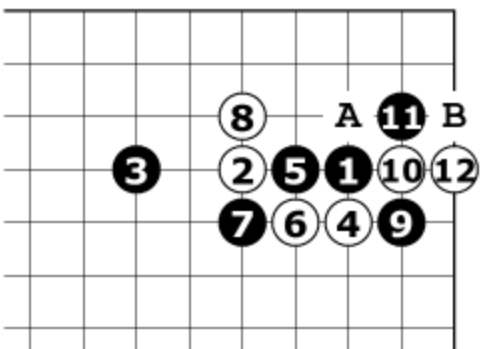
16 'A' bad for White
'B' bad for White



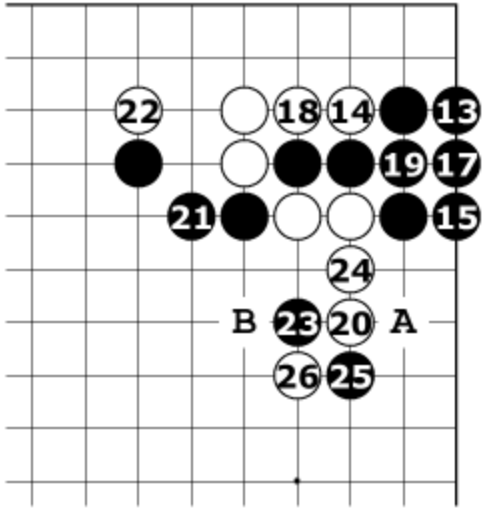
28 'A' bad for White
'B' bad for White



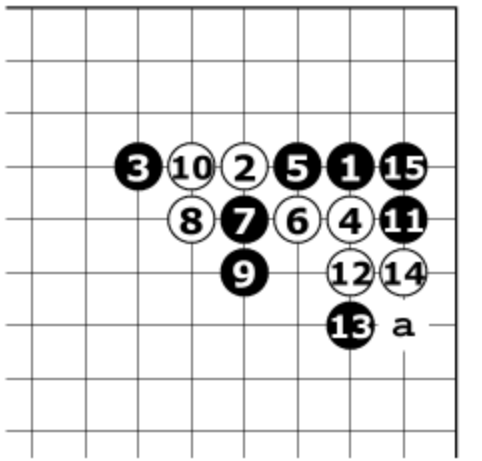
29 'A' bad for White
'B' bad for White



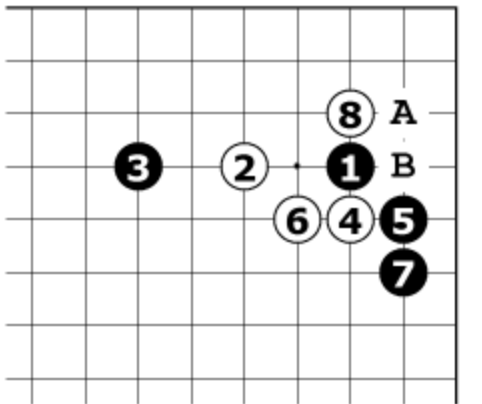
12 'A' equal
'B' equal



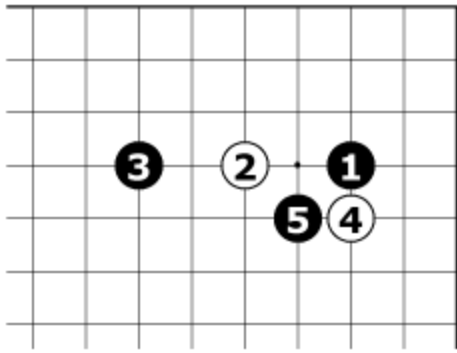
26 'A' equal
'B' bad for Black



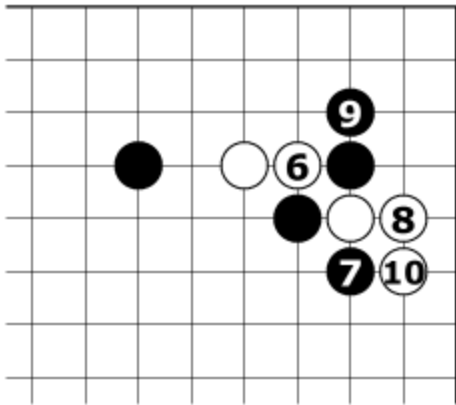
15 White now has to crawl along the second line to live (if he can), beginning with 'a'. The result is a disaster for White.



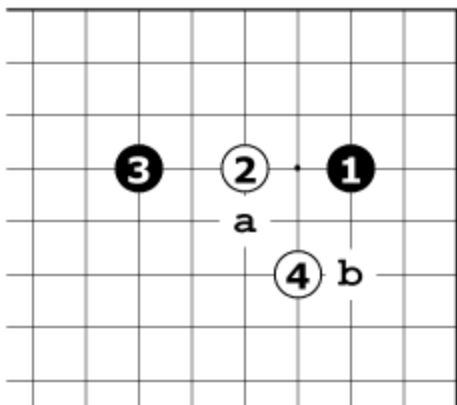
8 'A' or 'B'.



5 Black 'c' aims for influence.

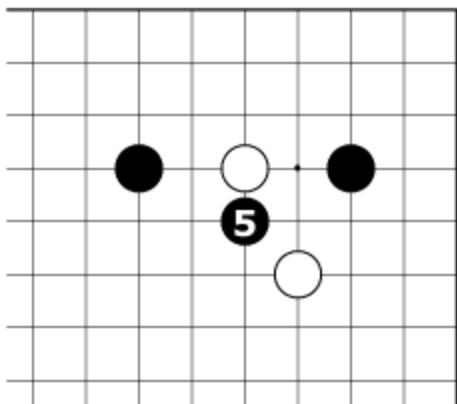


10 Black sacrifices the corner for the outside.

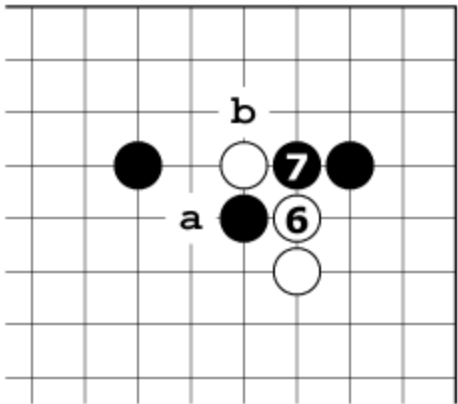


4 White 4 is a mistake.

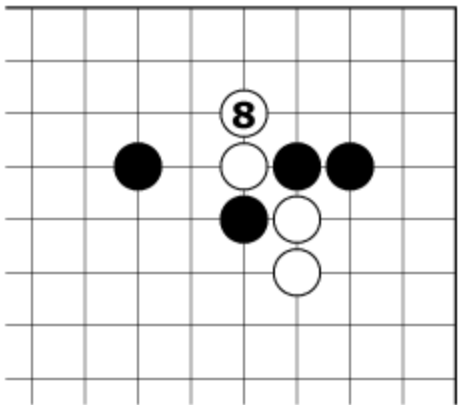
Black continues with a sacrifice at 'a'. White 'b' is not recommended.



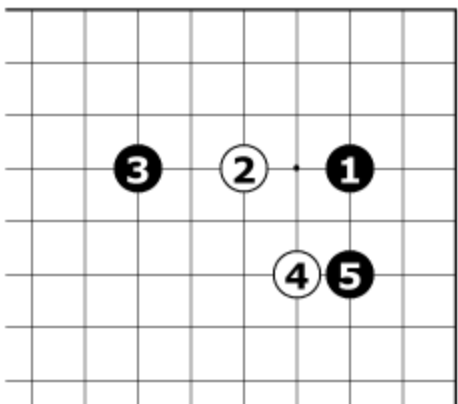
5 Black 5 is a sacrifice play.



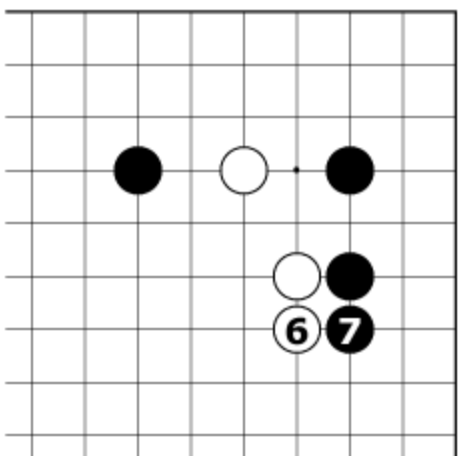
7 White may try 'a' or 'b'.



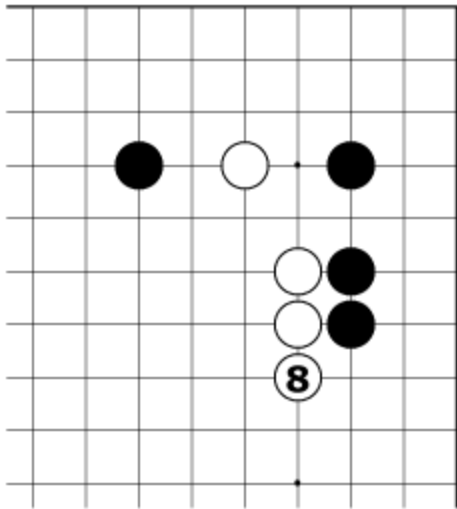
8 White 8 resists the outcome of variation 'a' (2-4-7-4-1), but faces a difficult fight because of it.



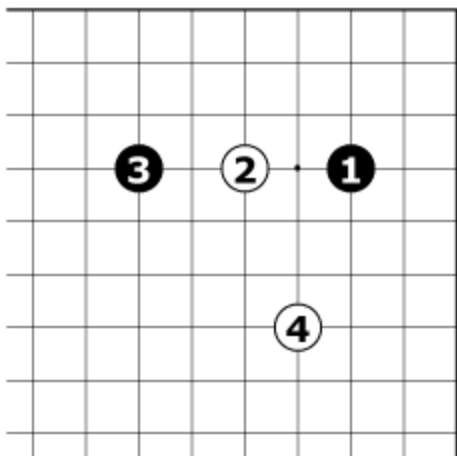
5 Black 5 makes White 4 a successful move.



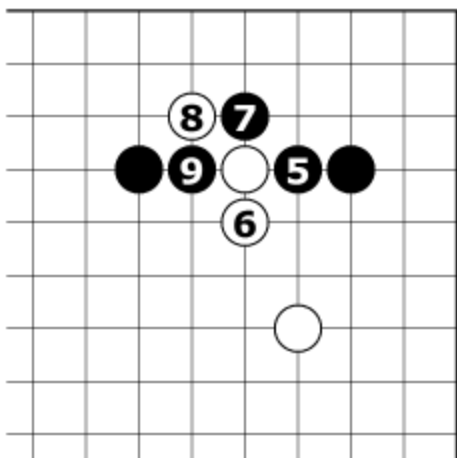
7 Black 5 & 7 help secure the corner at the expense of the top.



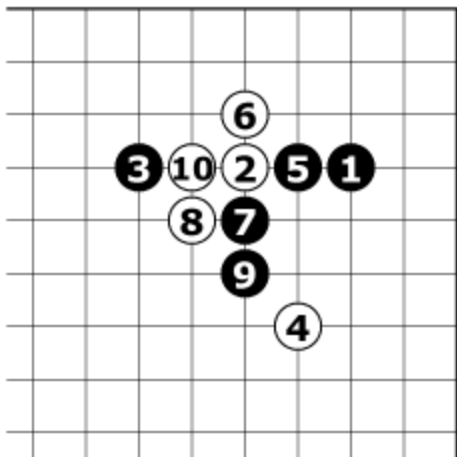
8 The pincer of Black 3 has lost its value.



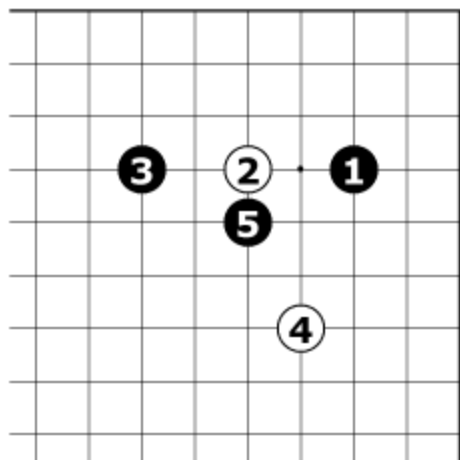
4 White 4 is not helpful.



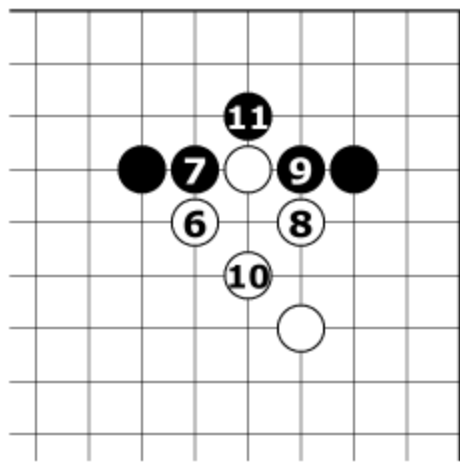
9 White lacks a good follow-up move.



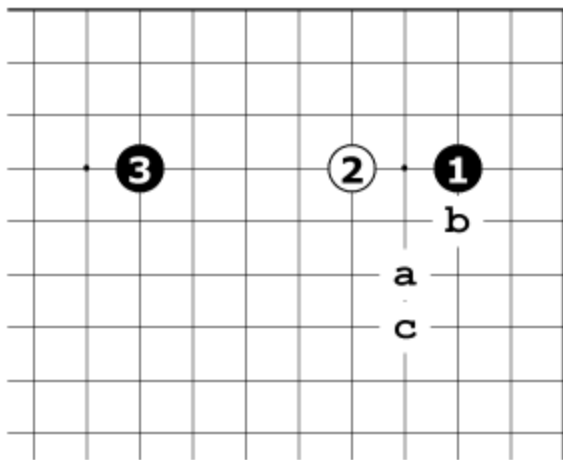
10 White 10 is necessary, but makes White heavy.



5 The sacrifice play of Black 5 is not as good as the alternative: variation 'a' (2-4-7-5-1).

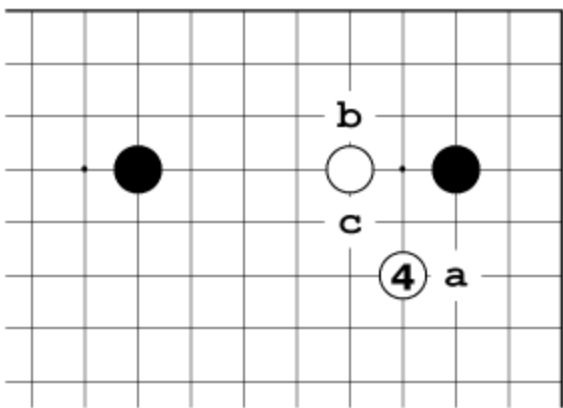


11 Black gets a big corner, but White has decent outside shape. Variation 'a' (2-4-7-5-1) is better for Black.



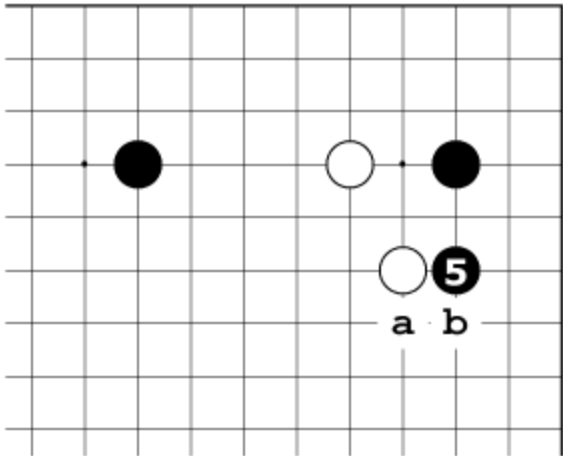
3 The purpose of the three-space high pincer is to maintain overall balance. This pincer is still experimental: definitive joseki have yet to emerge.

White responds with 'a', 'b' or 'c'.

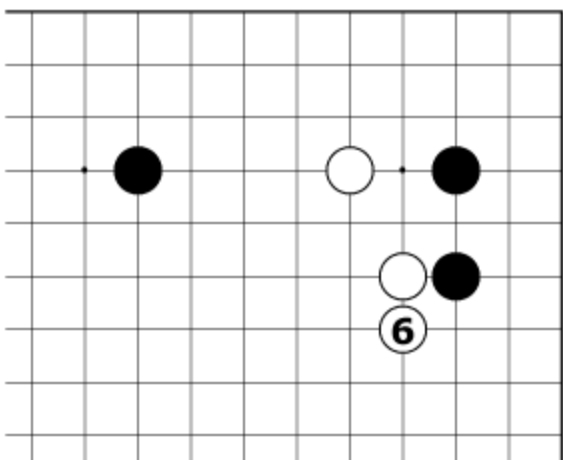


4 Black continues with 'a'. Black 'b' is not recommended, as the pincer stone loses its effectiveness.

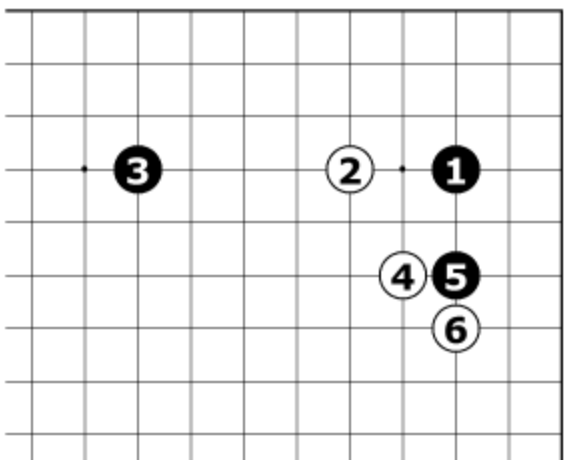
Black 'c' provokes a large scale fight.



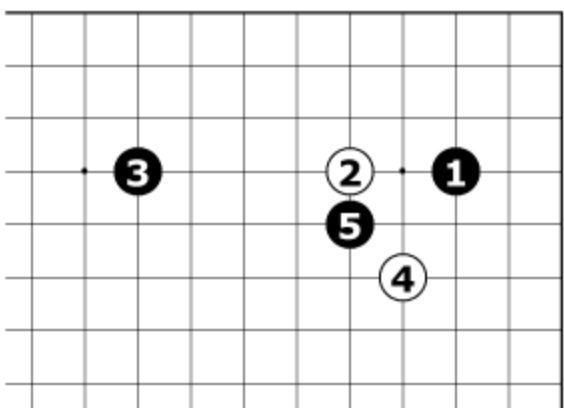
5 White continues with 'a' or 'b'.



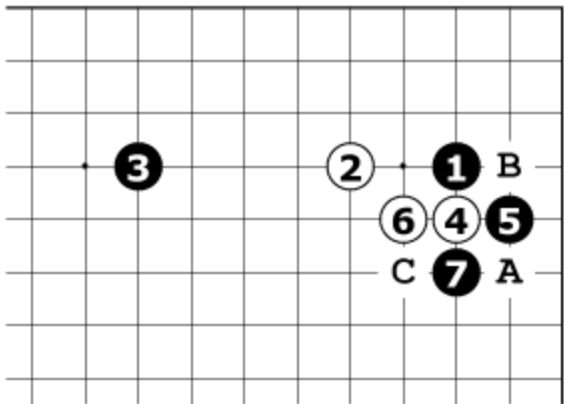
6 If White does not have the ladder, he plays 6.



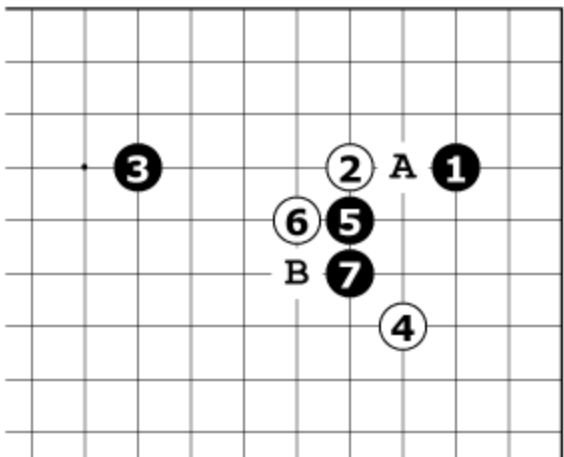
6 If White has the ladder, he can play 6 here.



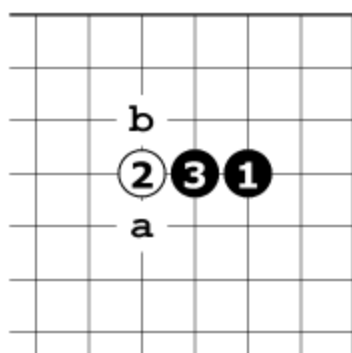
5 Black 'c' was played by Kato Masao against Sakata Eio in the 30th Honinbo league playoff in 1975.



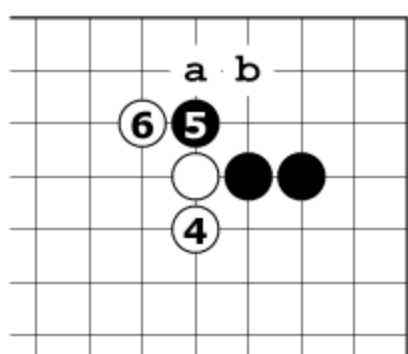
7 'A' is correct, 'B' involves a ladder. 'C' is bad.



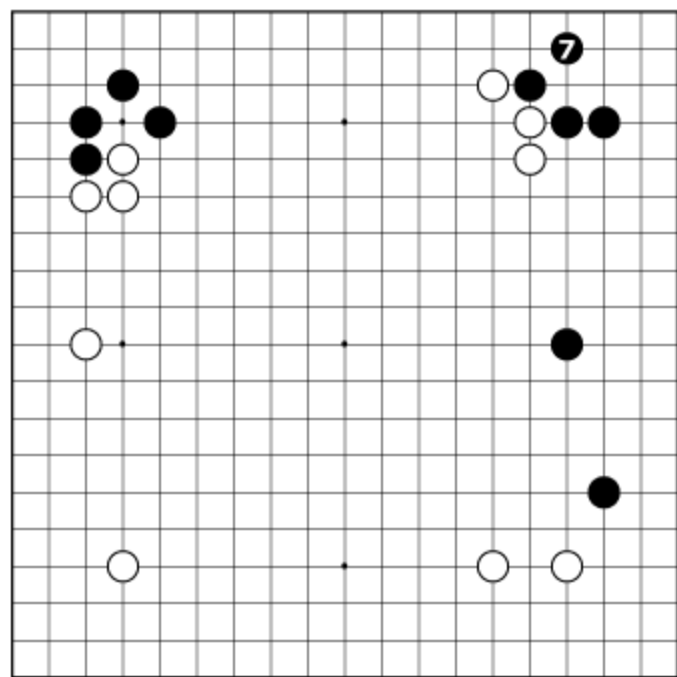
7 'A' or 'B'.



- ③ The thrust was an invention of Kitani Minoru and was one of his favorite moves. 'a' and 'b' are miai.

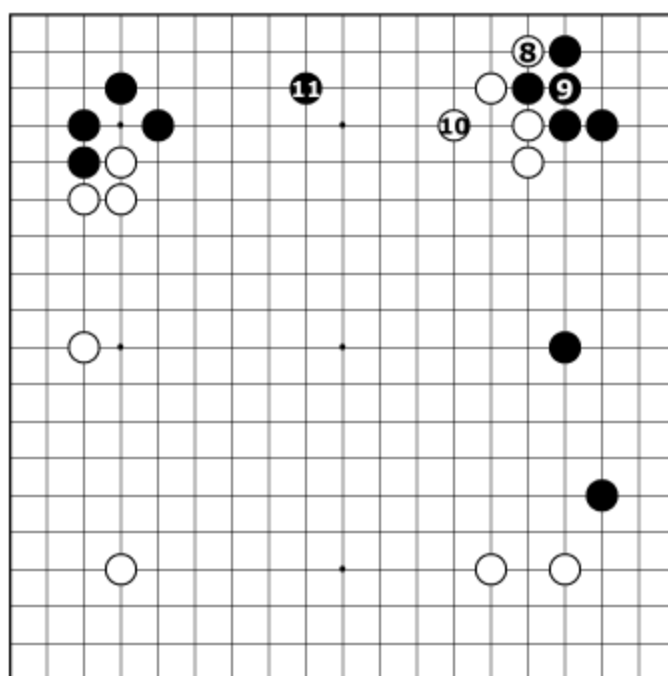


- ⑥ Black continues with 'a'. Black 'b' was the first professional experiment with this joseki.

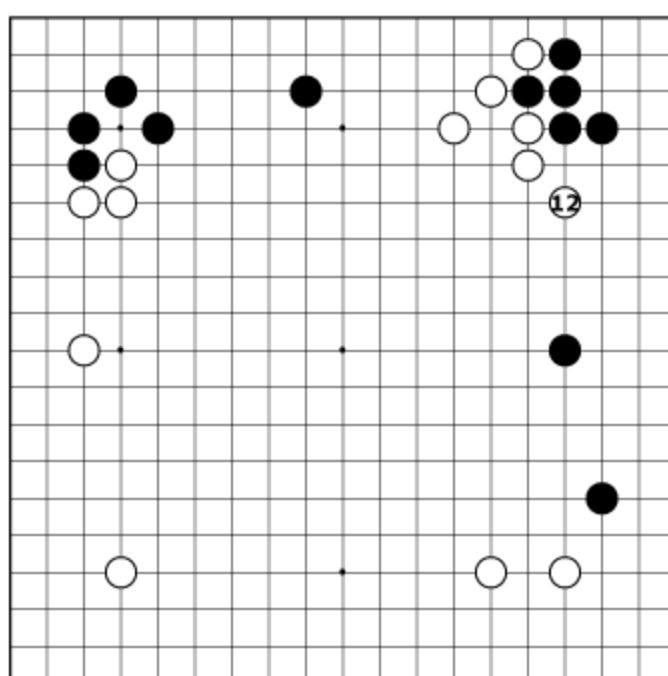


- ⑦ Kitani played Black 7 against Go Seigen in game 9 of their 1941 Jubango in Kamakura. The colors are reversed from actual play.

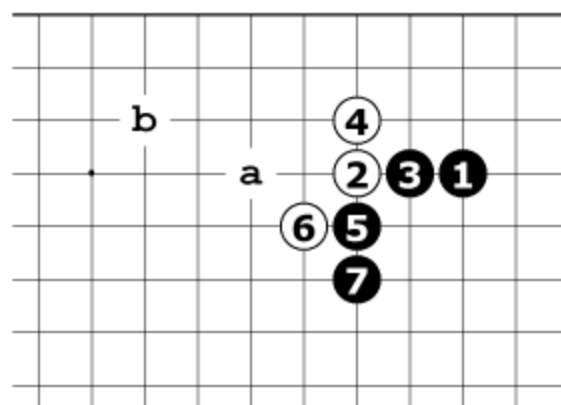
The aim of Black 7 is to make White lose sente with succeeding plays 8 & 10.



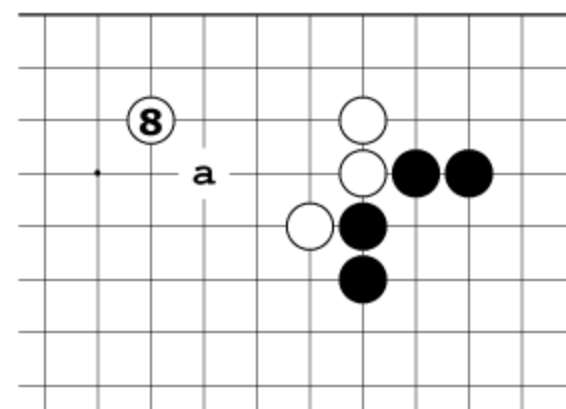
- ⑪ Black gets the good extension.



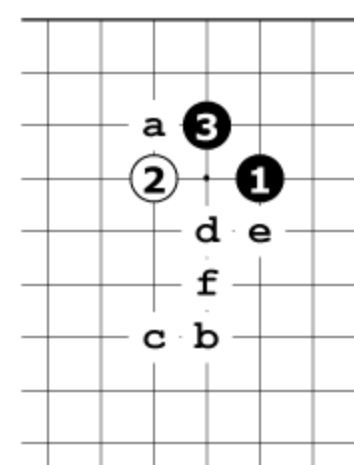
- ⑫ White 12 is the only move.



- ⑦ White continues with 'a' or 'b'.



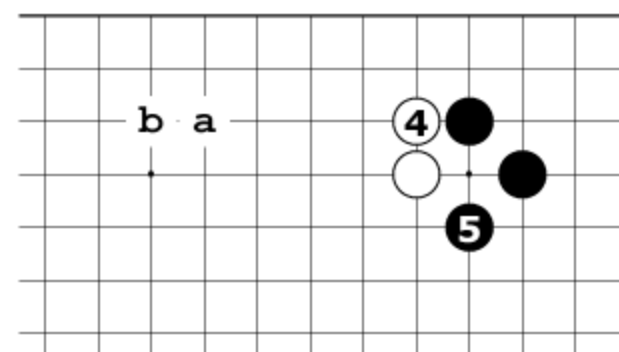
- ⑧ White can play 8 here, but the possibility of Black 'a' is distasteful.



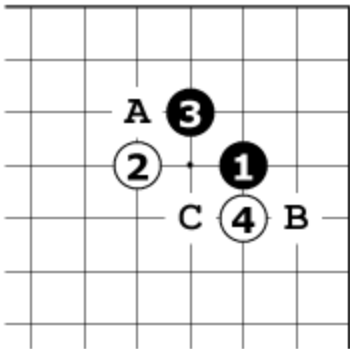
- ③ Black 3 was an innovation by Kitani Minoru. The idea is to take sente at slight disadvantage locally.

White continues with 'a' to emphasize the top. To emphasize the right side he can use 'f' with the ladder or 'b' without it. 'c' and 'd' go for influence.

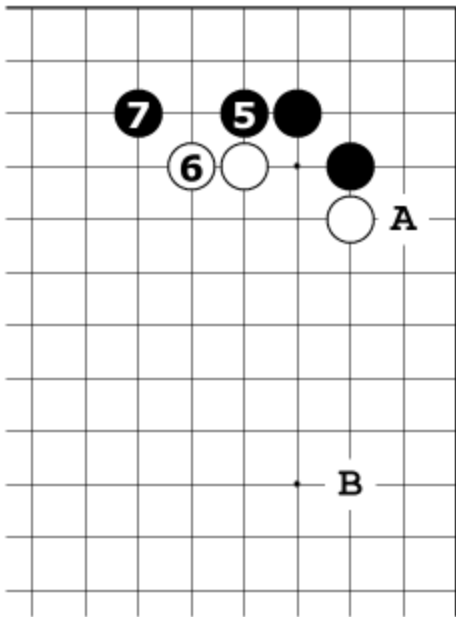
'e' is a mistake.



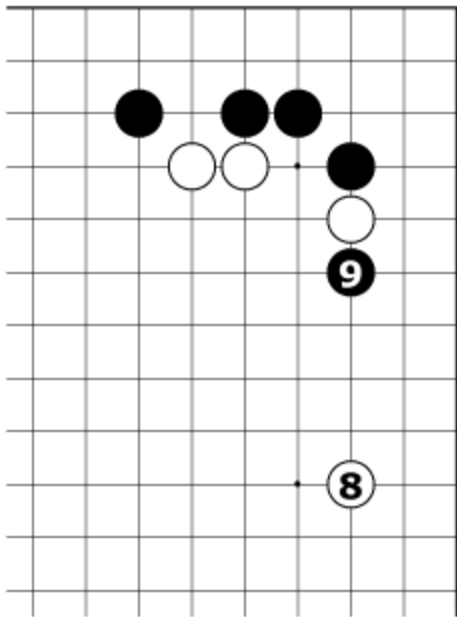
- ⑤ White continues with 'a' or 'b'.



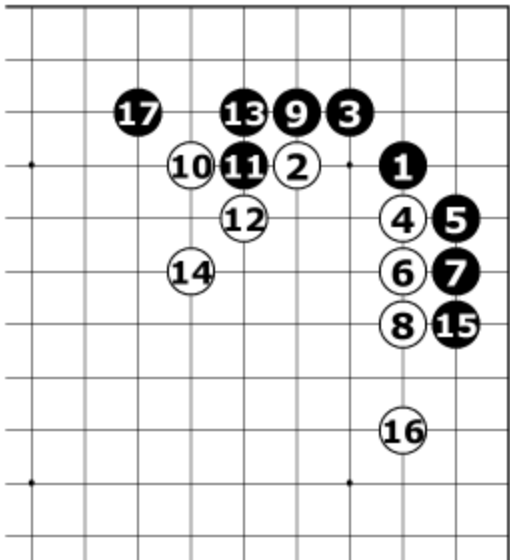
④ 'A' and 'B' correct, 'C' gives an equal result instead of punishment.



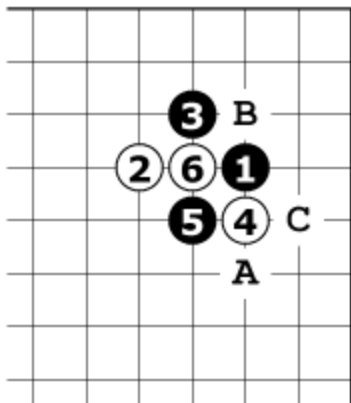
⑦ To get an equal position, White wants to play at 'A' and 'B' at the same time.



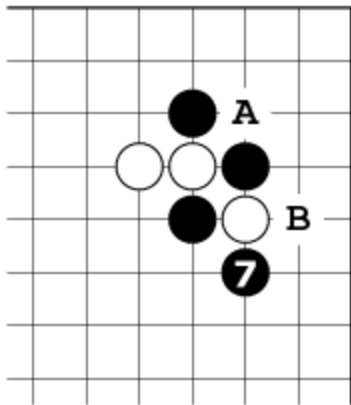
⑨ One possible continuation.



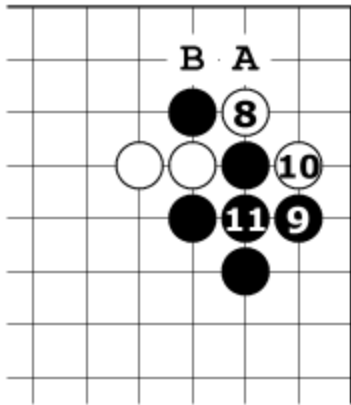
⑪ White's influence doesn't equal Black's territory.



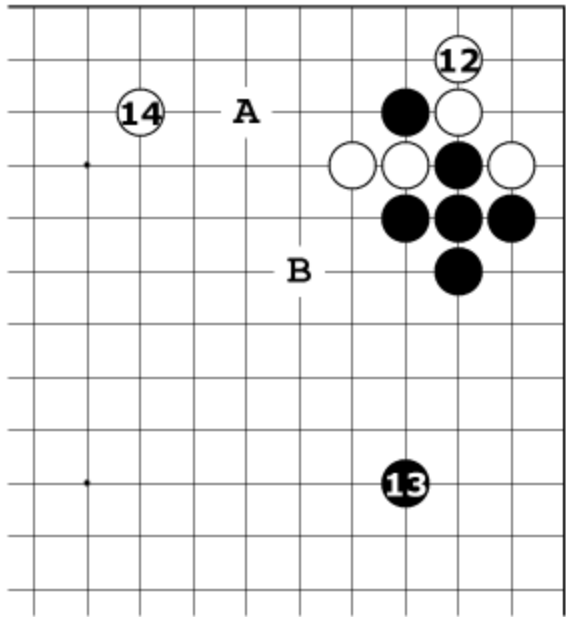
⑬ 'A' is correct, 'B' and 'C' are questionable.



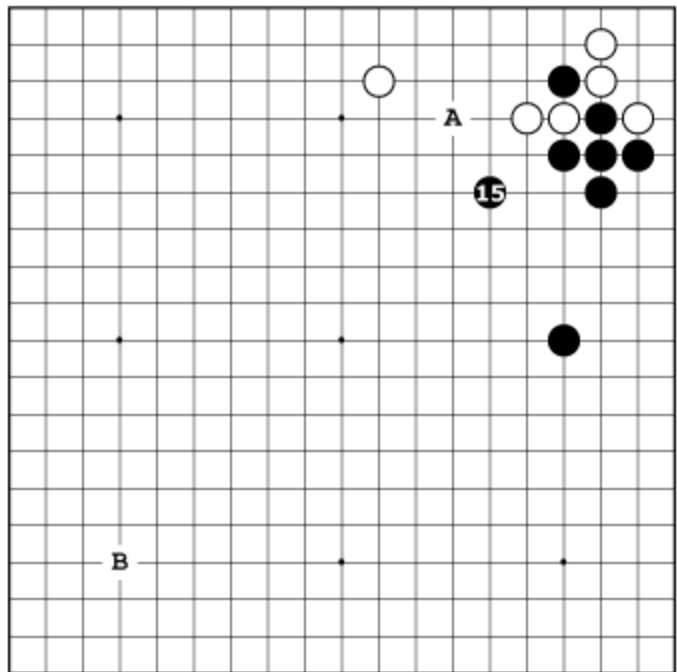
⑮ 'A' is correct, 'B' is a mistake.



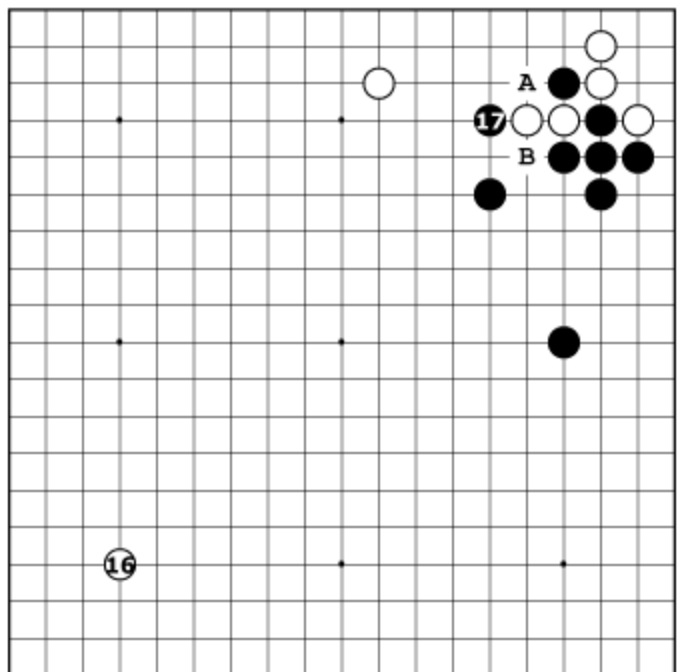
⑮ 'A' or 'B'.



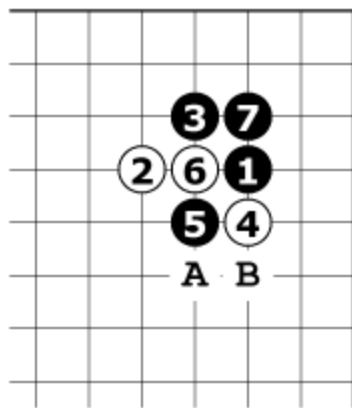
⑮ Later, Black play 'A' or 'B'.



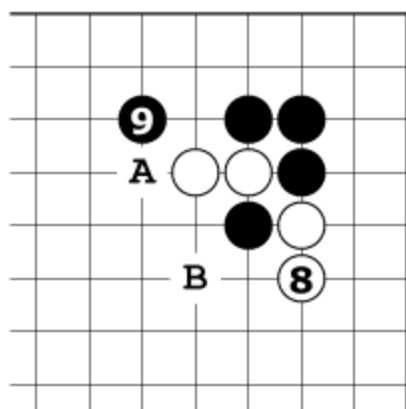
⑮ 'A' is correct, tenuki 'B' is not recommended.



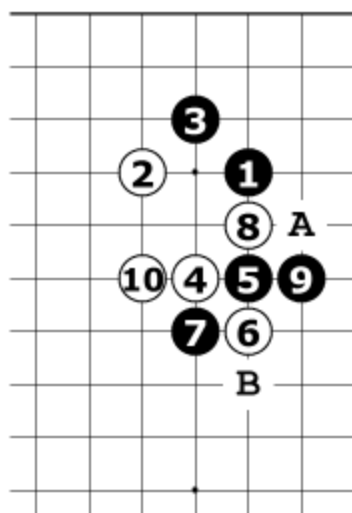
⑮ 'A' is less bad than 'B'.



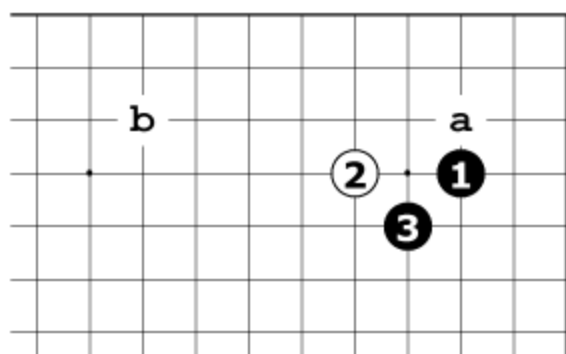
7 'A' with the ladder, 'B' without.



9 'A' or 'B'.

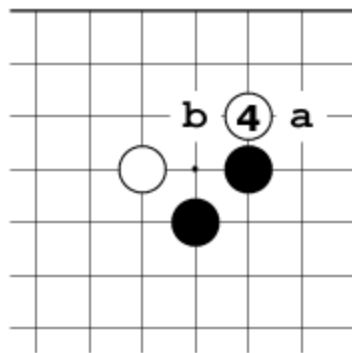


10 'A' is ok, 'B' is questionable.

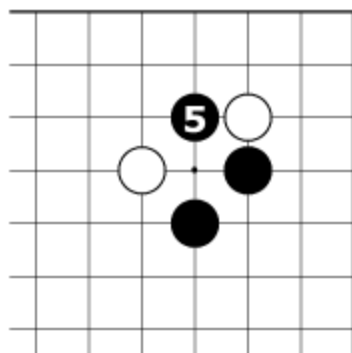


3 Black 3 is slow, not joseki.

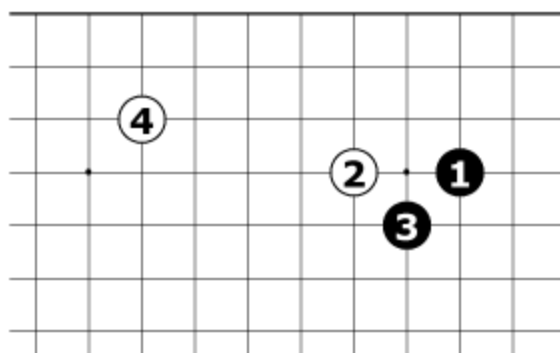
White continues with 'a'.
White 'b' is premature.



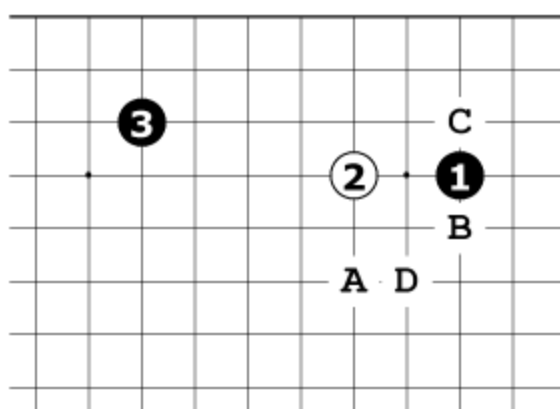
4 Black continues with 'a'.
Black 'b' is not recommended.



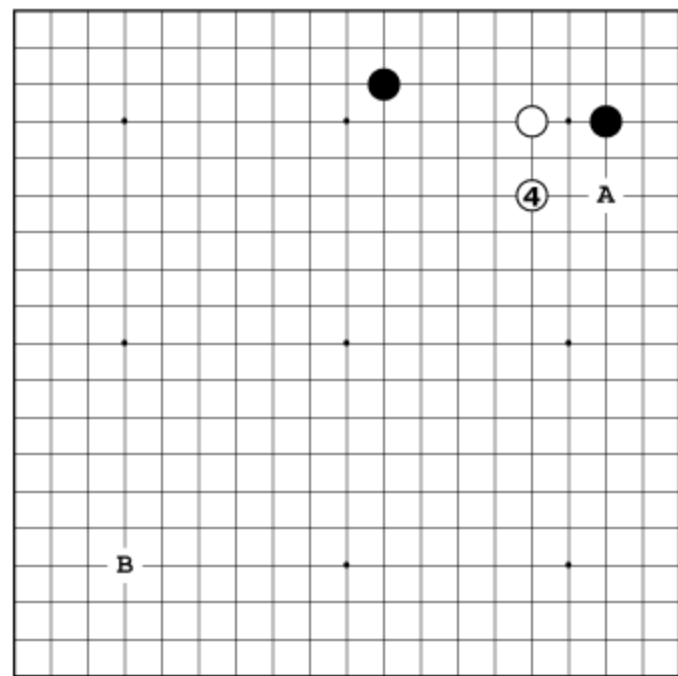
5 Black 5 is not recommended.



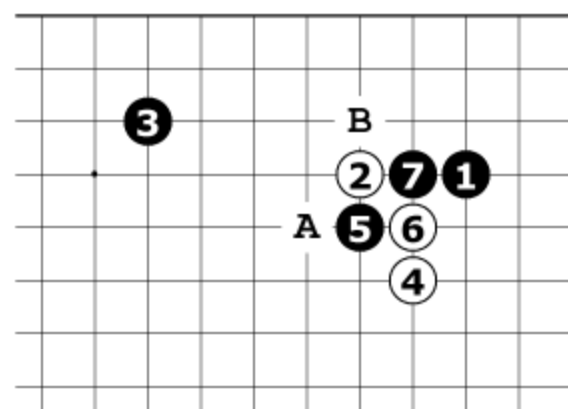
4 White 4 is a nice extension,
but premature.



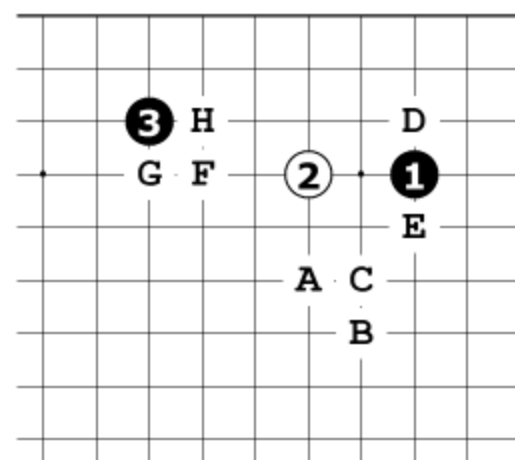
3 'A', 'B' or 'C'. 'D' is disadvantageous.



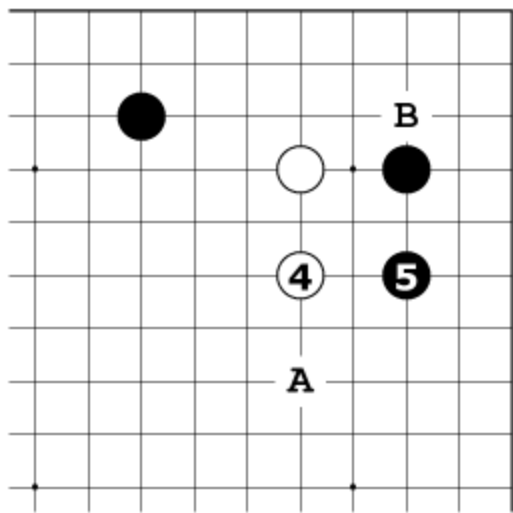
4 'A' or tenuki 'B'.



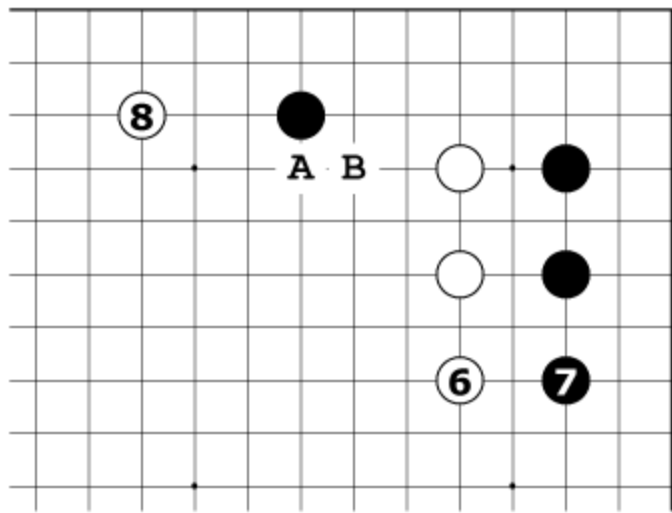
7 'A' or 'B'.



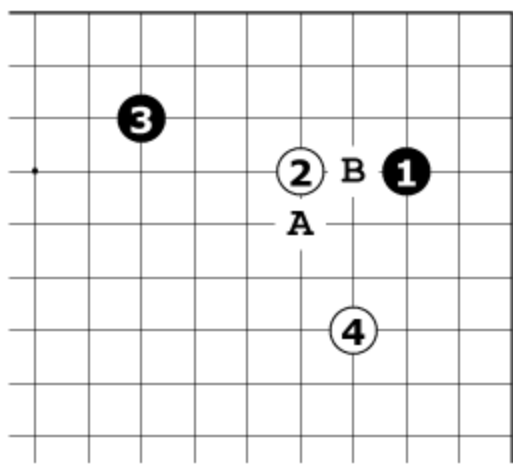
3 White continues with 'A',
'B', 'C' or 'D'.
White needs the ladder for 'B'.
'E', 'F', 'G' and 'H' are mistakes.



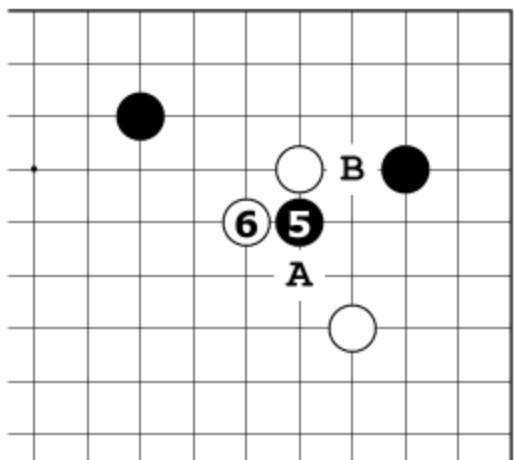
⑤ To keep the pseudo-pincer weak, White must make Black react against 'A' on the right, not settling Black without settling himself by playing 'B'.



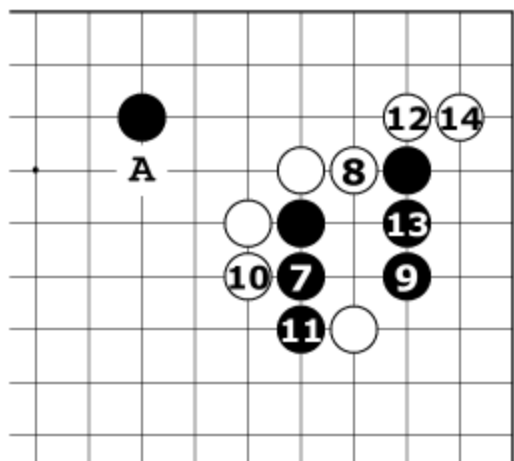
⑧ In contrast to Black 3 being on A or B, Black 3 is one line slower on his escape route. So Black 3 is not ideally positioned.



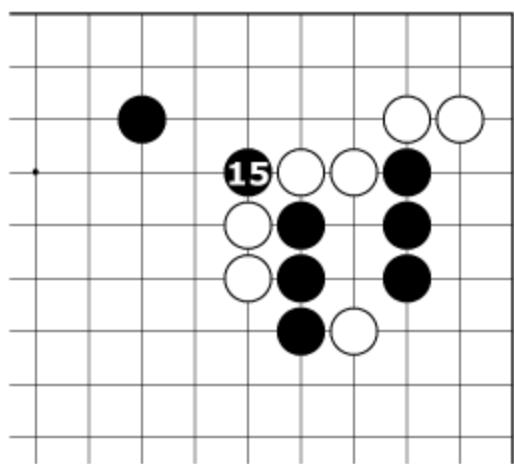
④ 'A' good for W
'B' good for W, W needs ladder



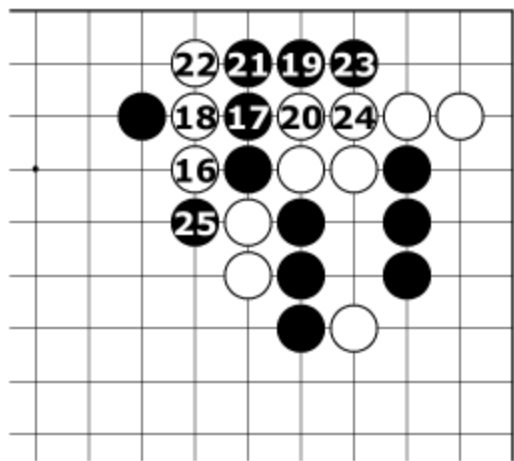
⑥ 'A', 'B' good for W



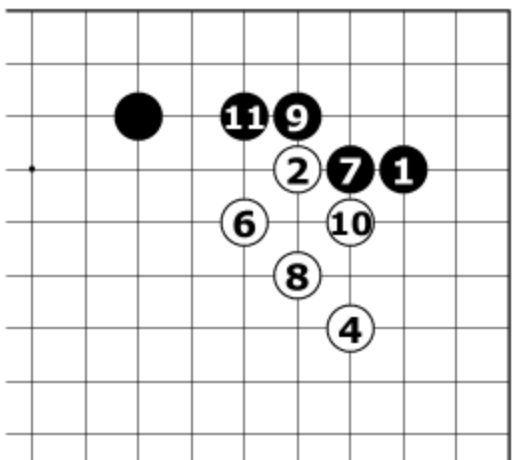
⑭ In contrast to Black 3 being on A, White doesn't need the ladder for this move, so Black 3 is bad positioned.



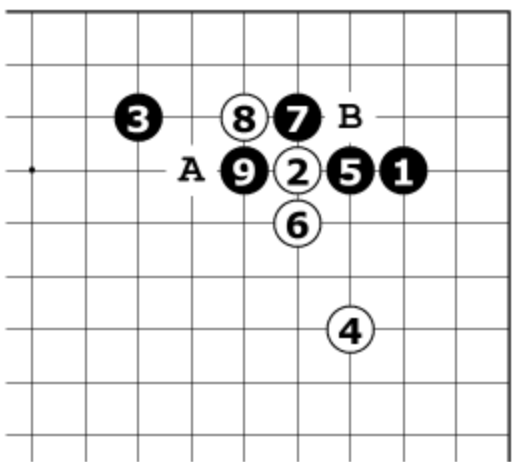
⑮ The cut doesn't work now.



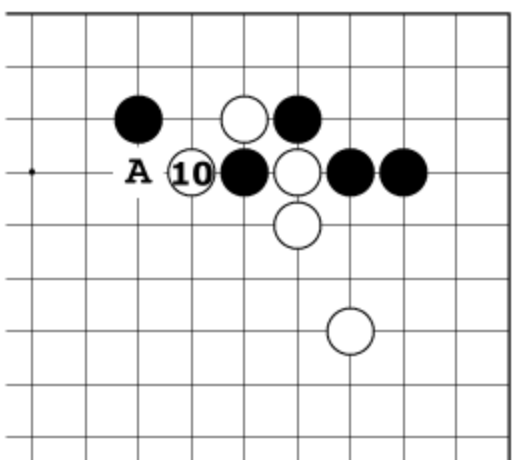
⑮ All Black attempts to rescue his stones fail.



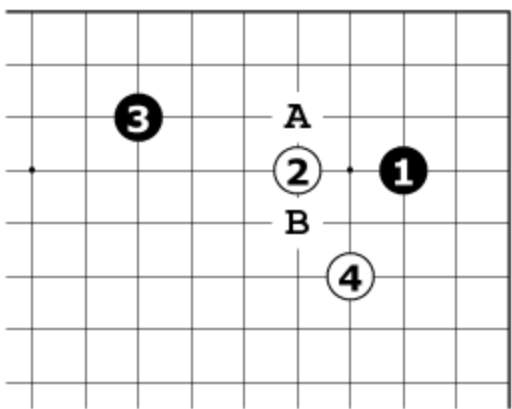
⑪ Black 3 is now too near.



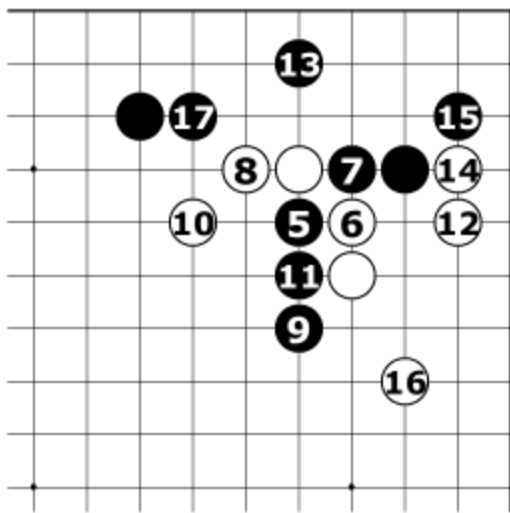
⑨ 'A' good for W, ladder 'B' mistake, good for B



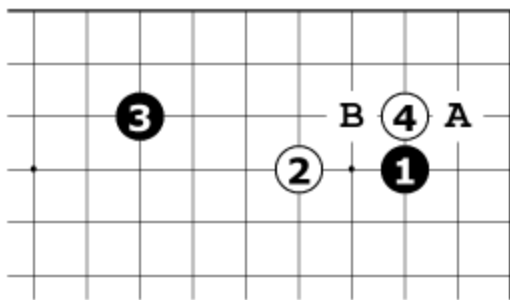
⑩ If Black 3 was on A, it would be a ladder breaker, so it is bad positioned, and Black ends up low.



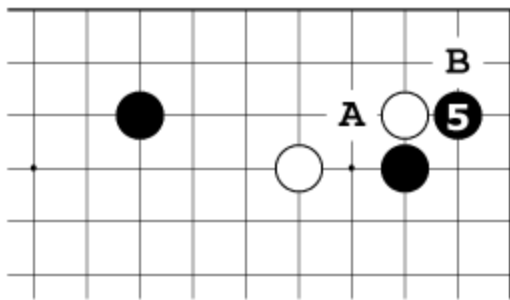
④ 'A' is correct, 'B' good for W



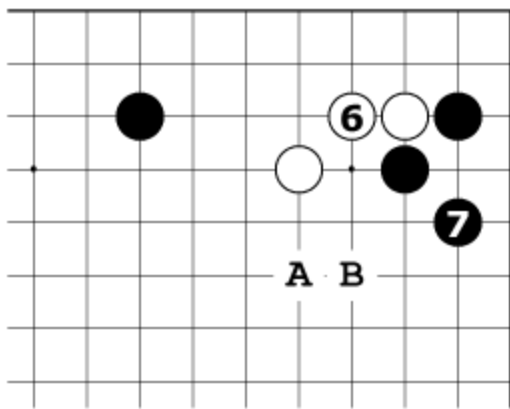
17 Black 3 is now too narrow.



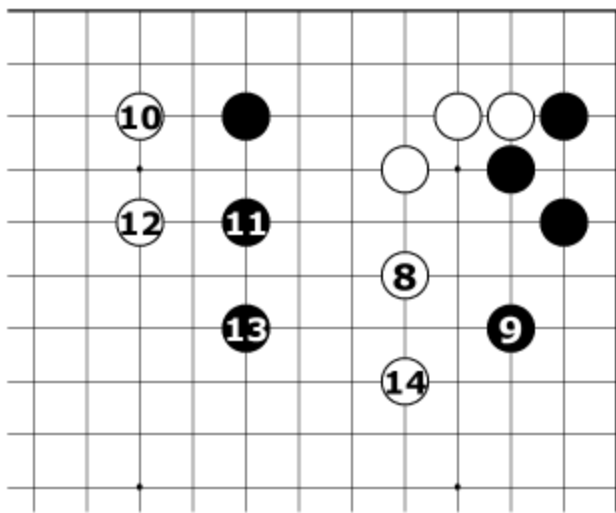
4 'A' correct
'B' mistake



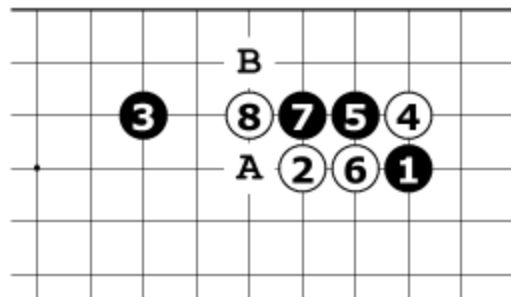
5 'A', 'B' good for B



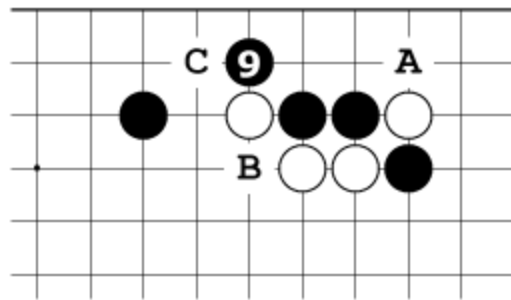
7 'A' is ok, 'B' is also possible.

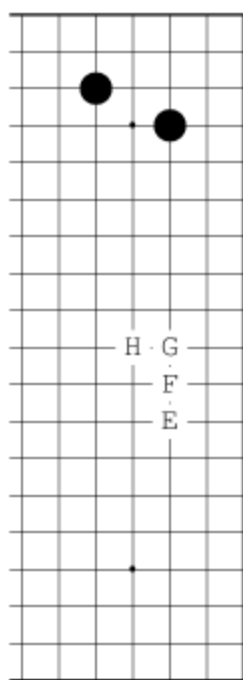


14 White has two unsettled groups, Black only one.



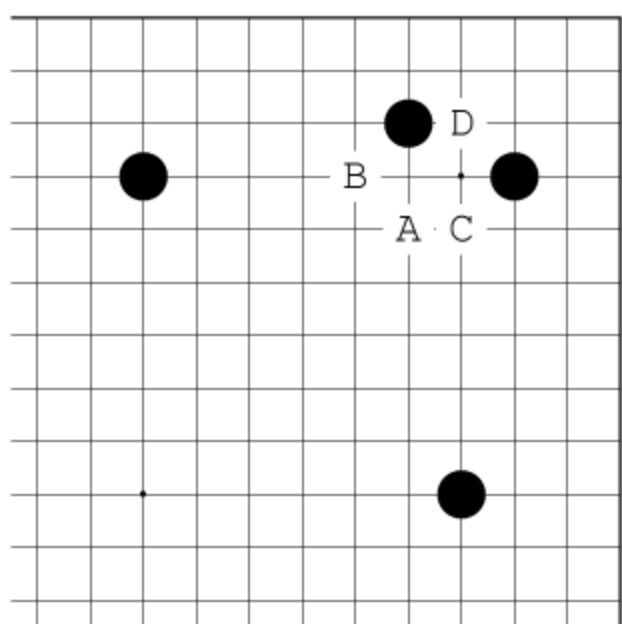
8 'A', 'B' good for W



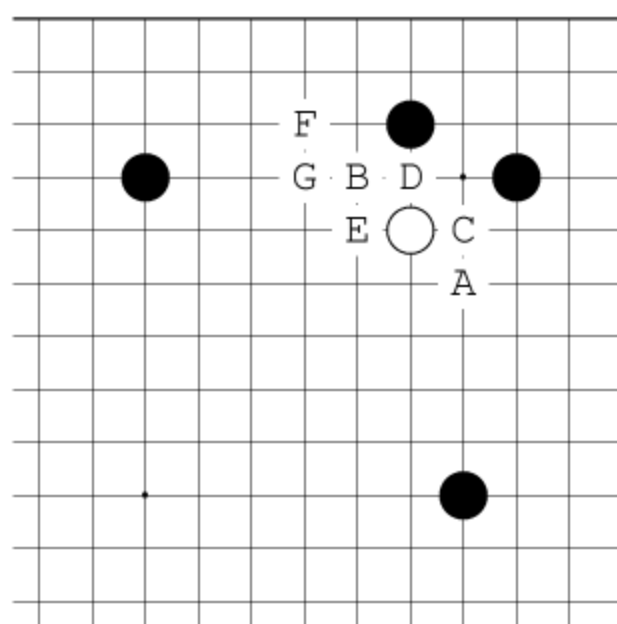


③ The attack against this shimari depends on its context. Different situations have to be treated differently:

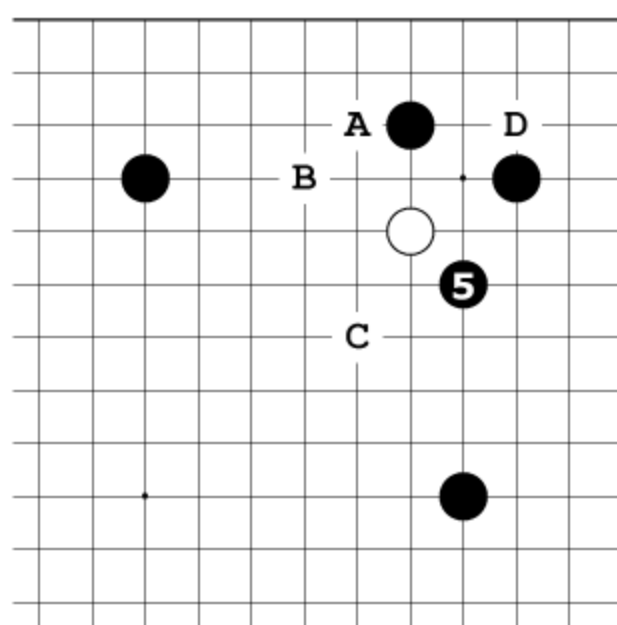
1. Black has extensions on both sides.
2. Black has an extension on the right, White is on top.
3. White is near on the right, Black can be on top.
4. White is strong on top and right.
5. Very early in the game (usually with move nr. 6), White invades the right side on 'E', 'F', 'G' or 'H'. 'G' also covers White being far on the right.



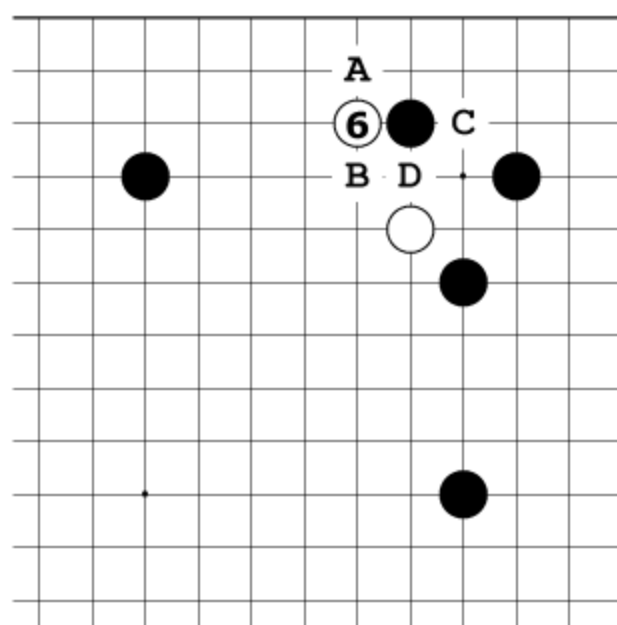
④ 'A' and 'B' are joseki to reduce Black. 'B' is directed against a Black moyo on top. 'C' is more risky. 'D' makes sabaki on top or a ko.



④ 'A', 'B', 'C' are joseki. 'D' secures territory. 'E' is not recommended. 'F' is anxious. 'G' leaves aji of cutting.

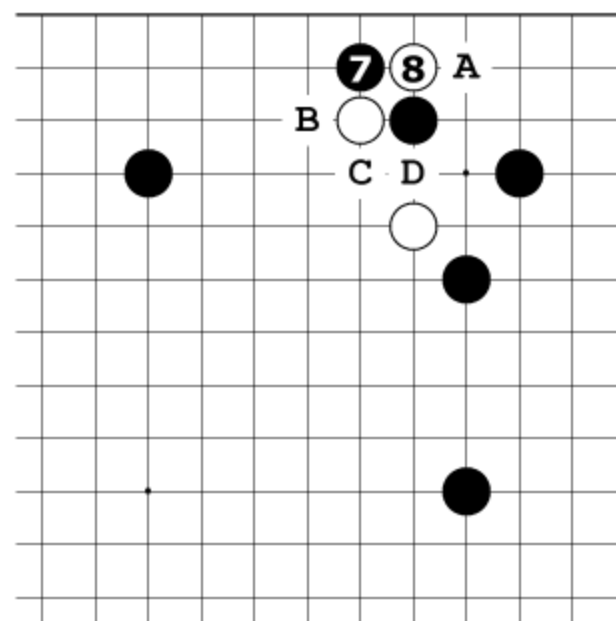


⑤ 'A' is joseki, 'B' and 'C' are too mild. 'D' is aji for a ko after tenuki.

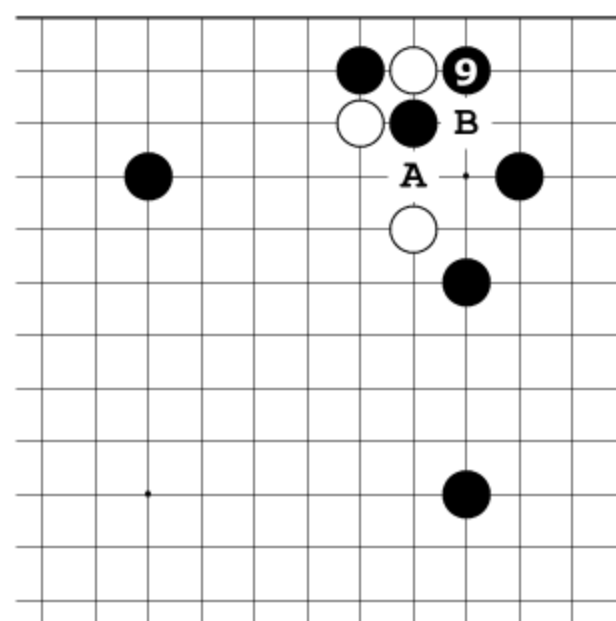


⑥ Black continues with 'A' or 'B'. 'C' is joseki, too.

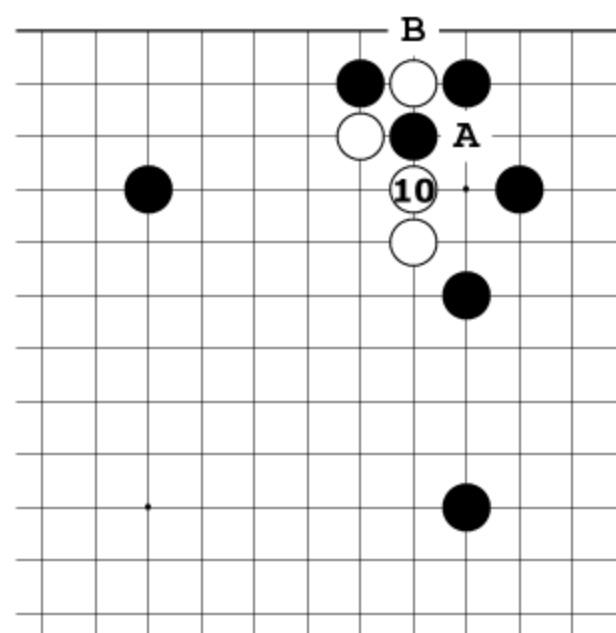
'D' helps White.



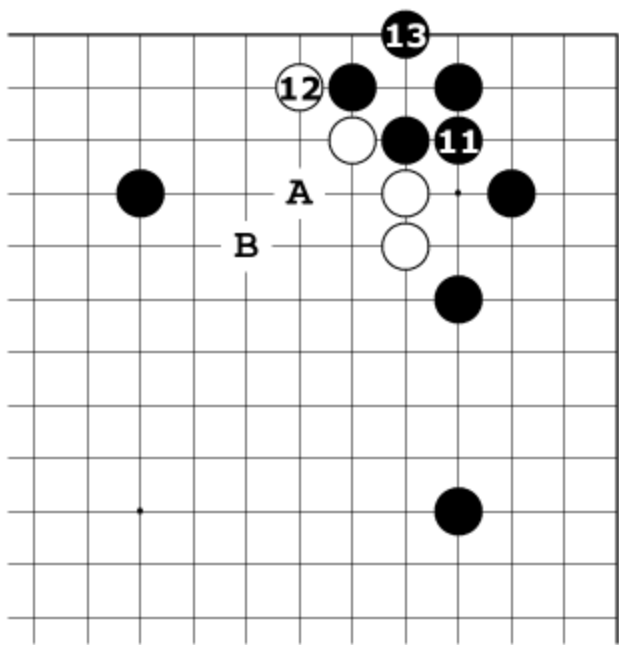
⑧ Black continues with 'A' to 'C'. 'B' depends on the ladder. In 'C', Black yields the corner in return for thickness.



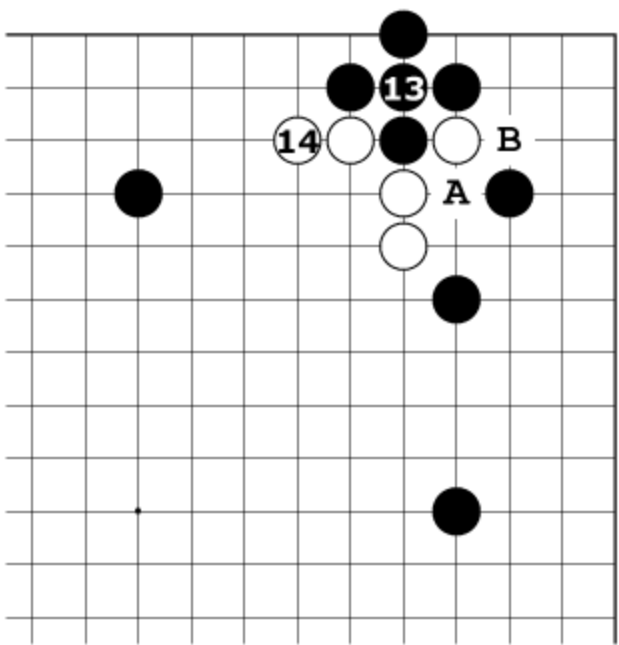
⑨ 'A' is joseki and gote. 'B' tries to force another joseki which is sente.



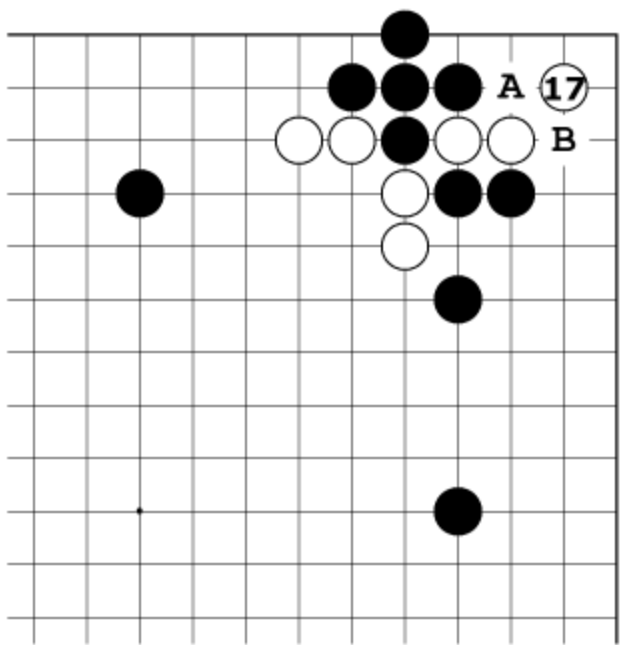
⑩ 'A' or 'B' are joseki.



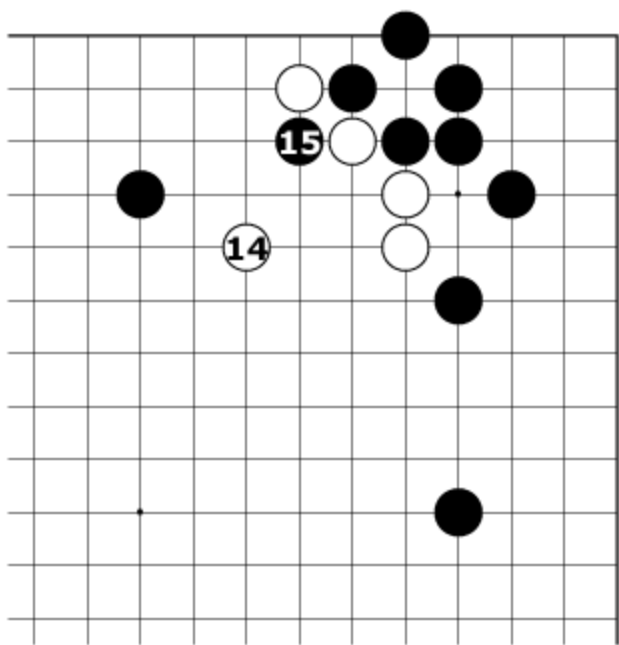
13 'A' or 'B' are correct.



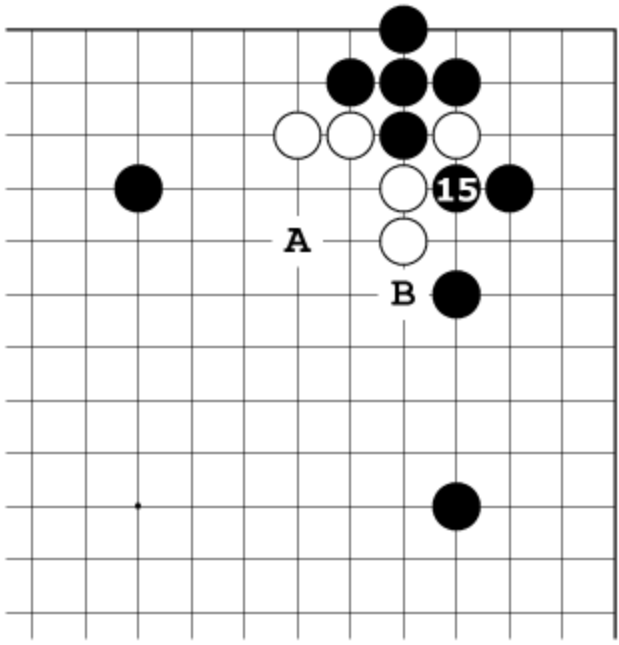
14 Black must play 'A', or White plays 'B'.



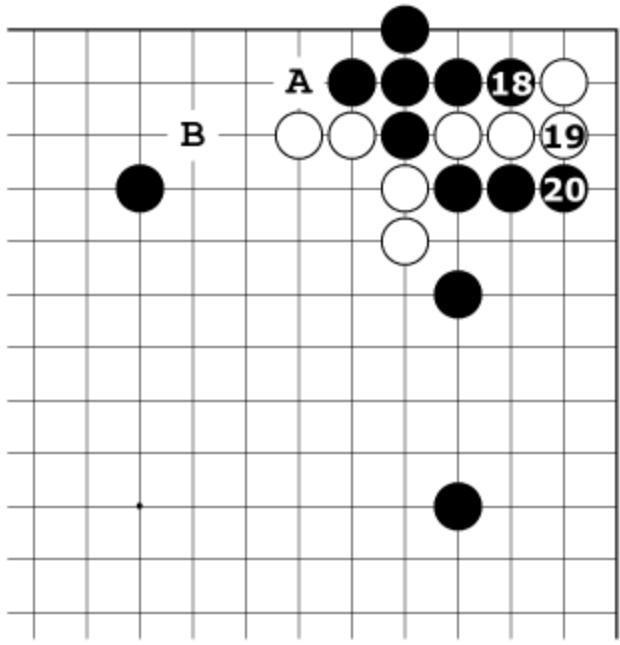
17 'A' saving the corner is correct, 'B' -> ko.



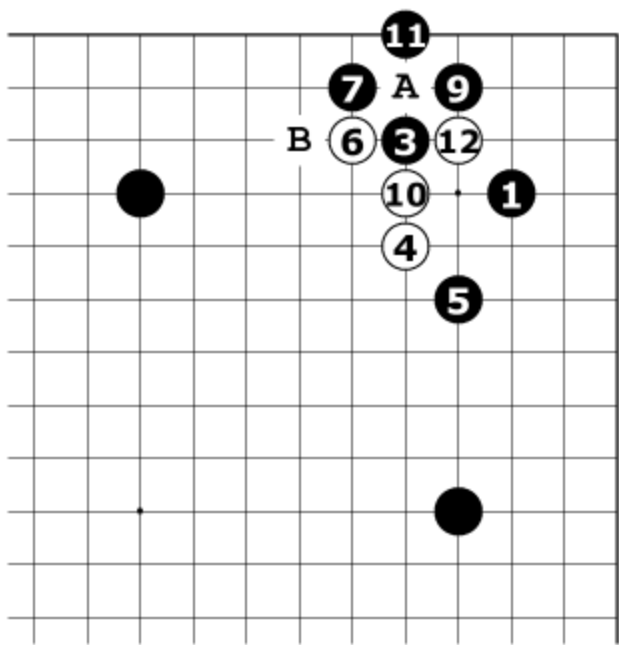
15 Later, this move is not recommended.



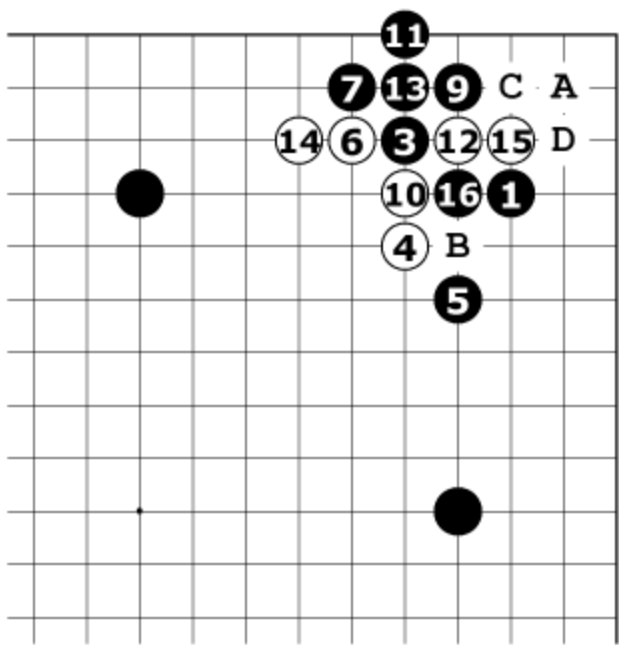
15 Black continuation on A, White continuations on A and B.



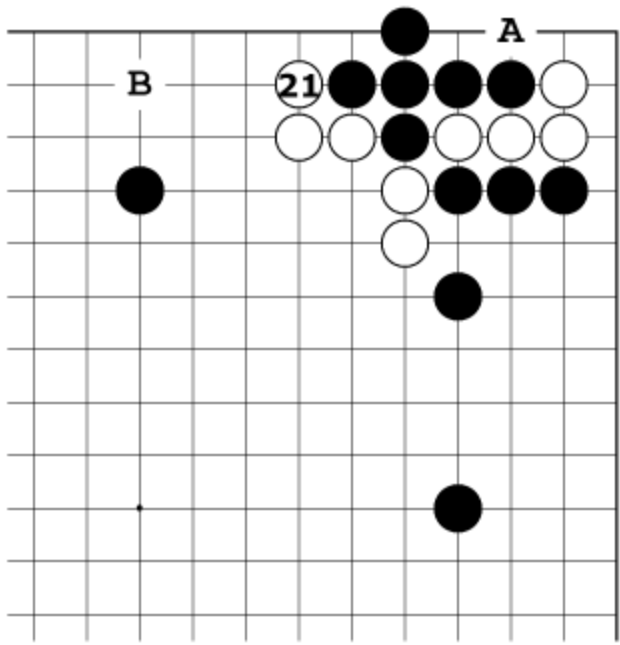
20 'A' threatens to capture, 'B' to go down in sente.



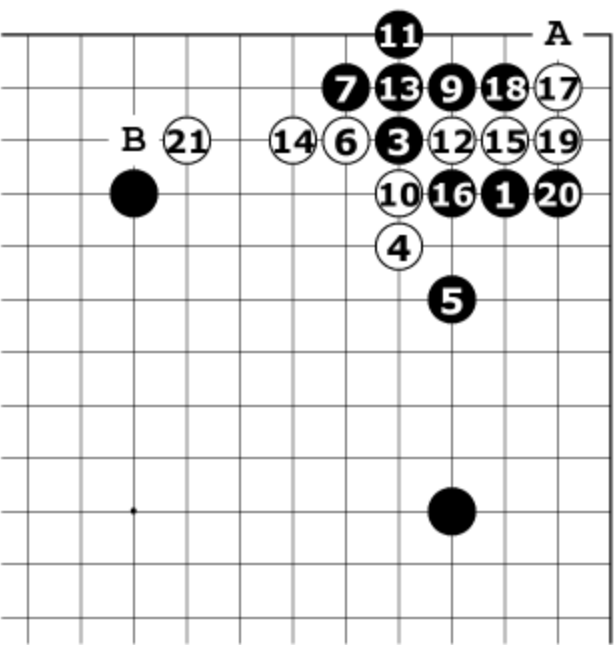
12 'A' shares, 'B' starts an all-or-nothing ko fight.



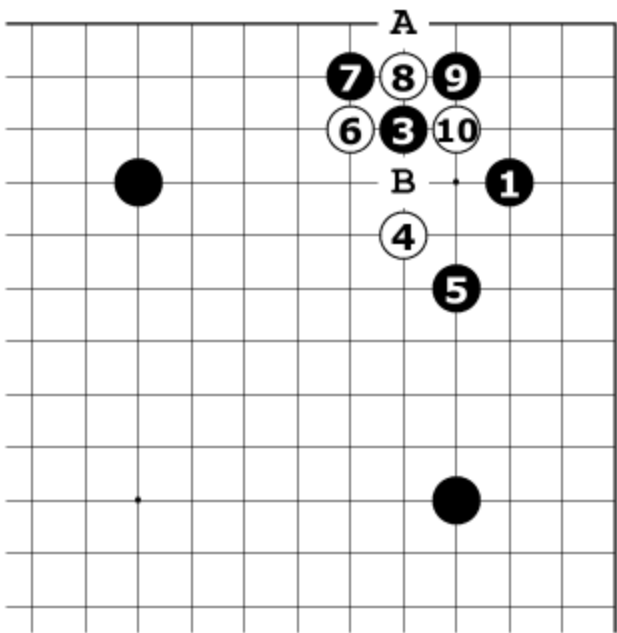
16 'A' is the correct tesuji for continuations on the top side.
'B' goes for the right side..
'C' and 'D' are mistakes.



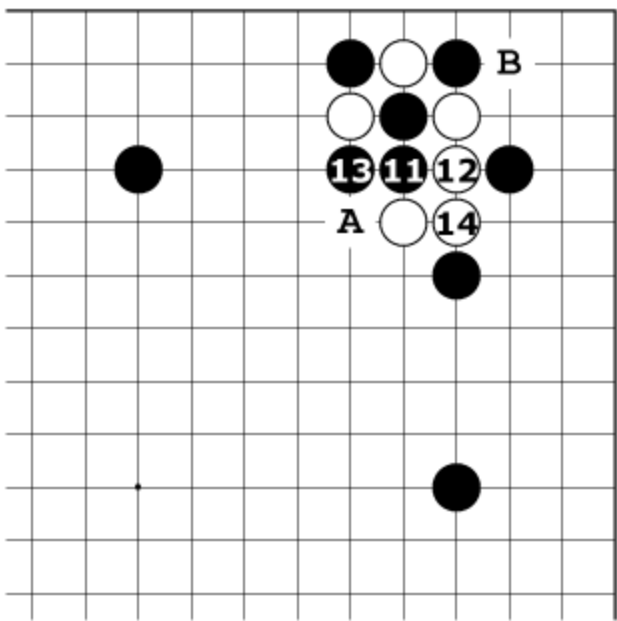
21 'A' saves the corner, 'B' doesn't.



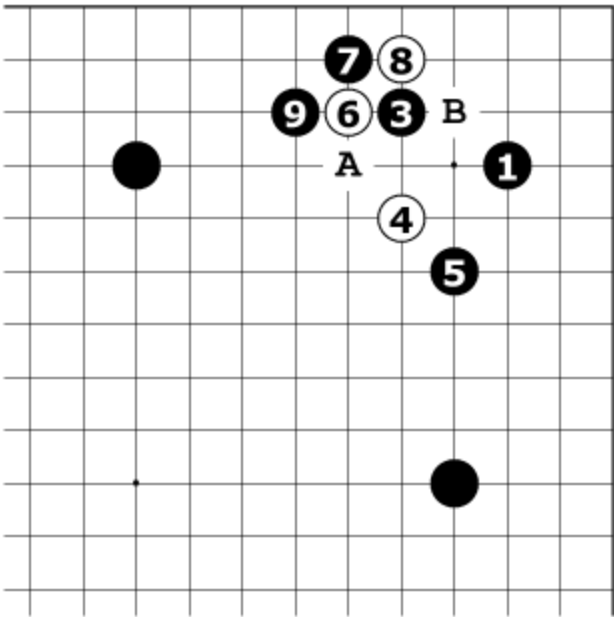
21 'A' or 'B' give White continuations on the top side.



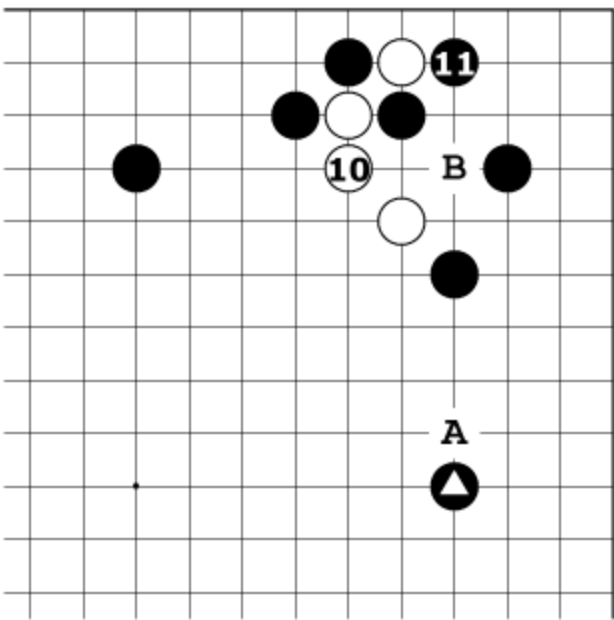
10 'A' is joseki, 'B' is slightly disadvantageous.



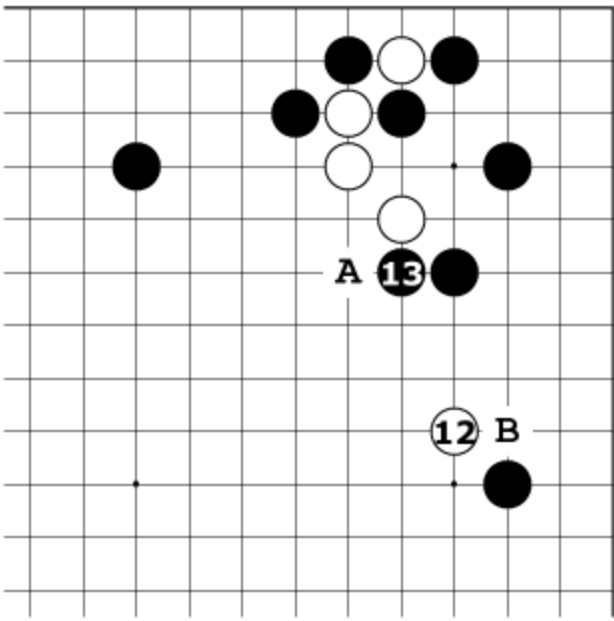
14 White has continuations on A or B.



9 'A' with a White ladder, 'B' with a Black ladder.

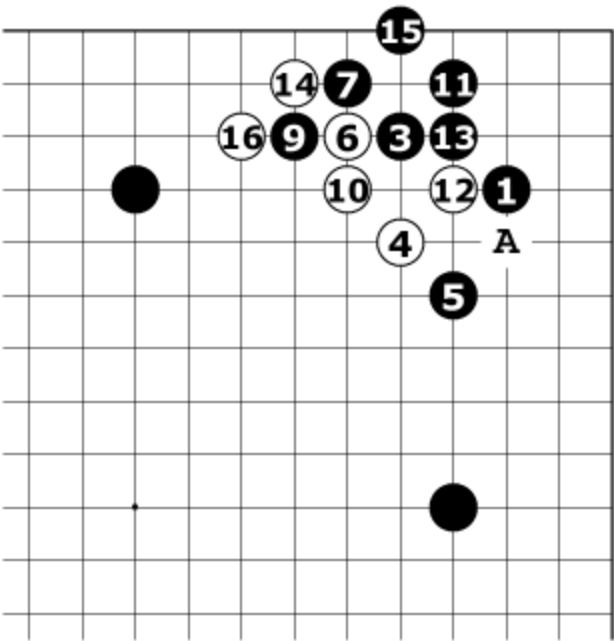


11 If the triangled stone is one line lower, White can try to make himself independent of the ladder with 'A'. With 'B', he needs the ladder.

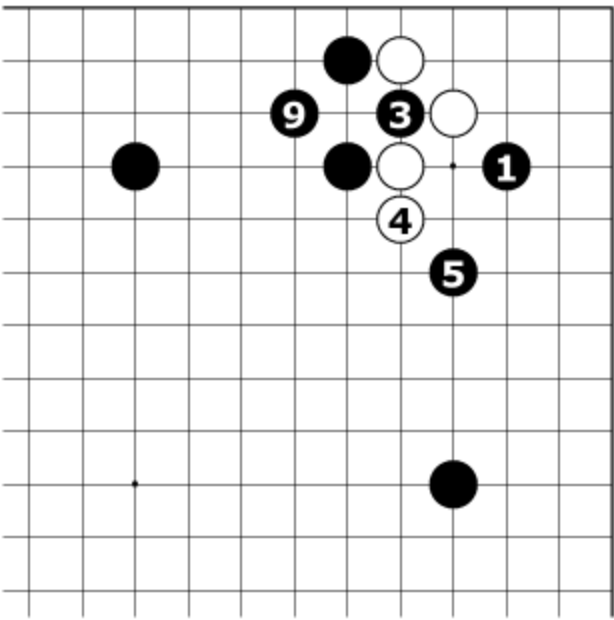


13 White continues with 'a'. Depending on circumstances, White can put pressure on Black 5 and build a wall next to

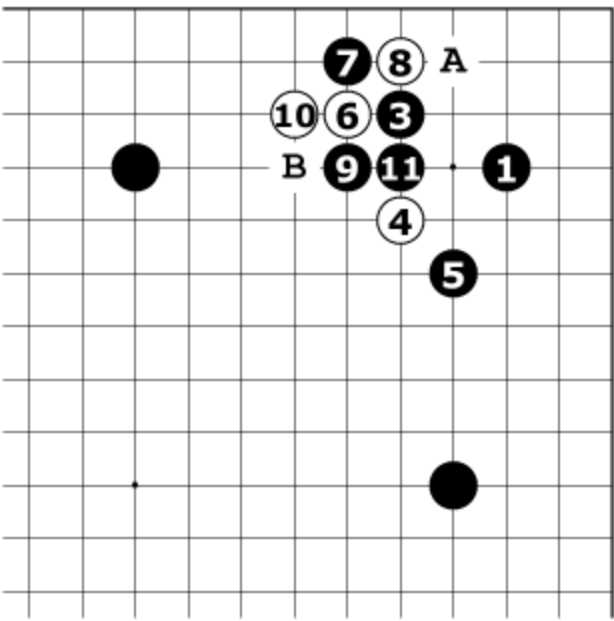
Black 7 with 'b'.



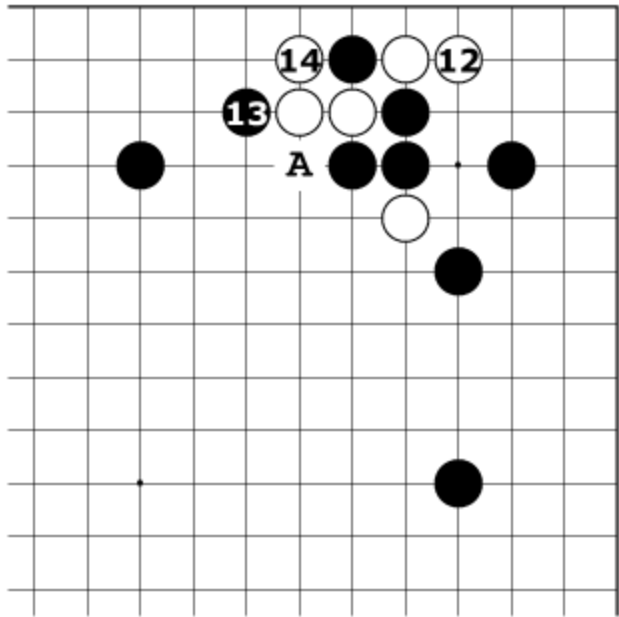
16 Aji on A.



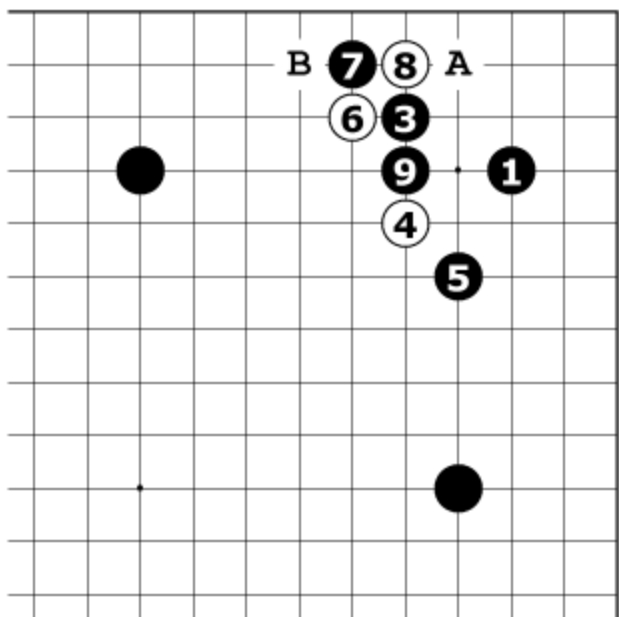
12 Same variation as Black 11 before 7 and White 12 before 8 and 10.



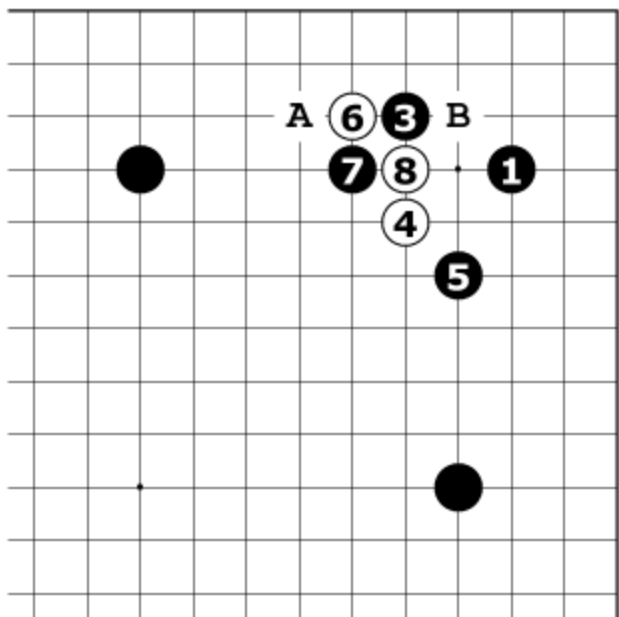
11 White continues with 'A' or 'B'.



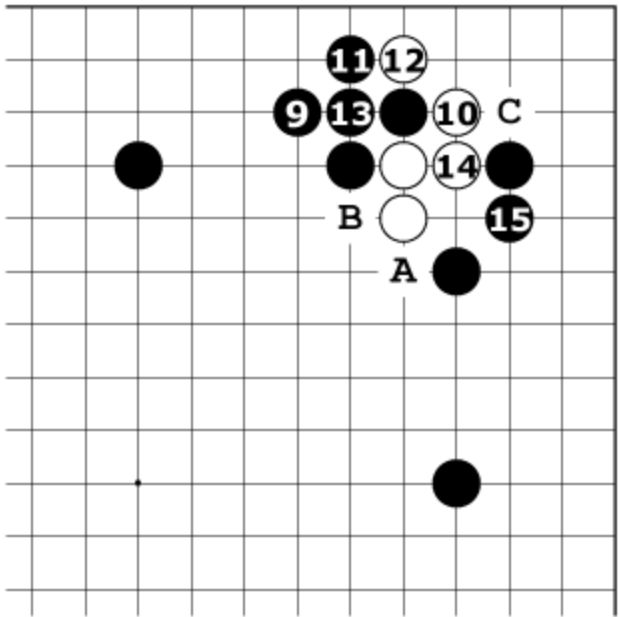
14 Black 18 at 'A' is unreasonable; White loses his base.



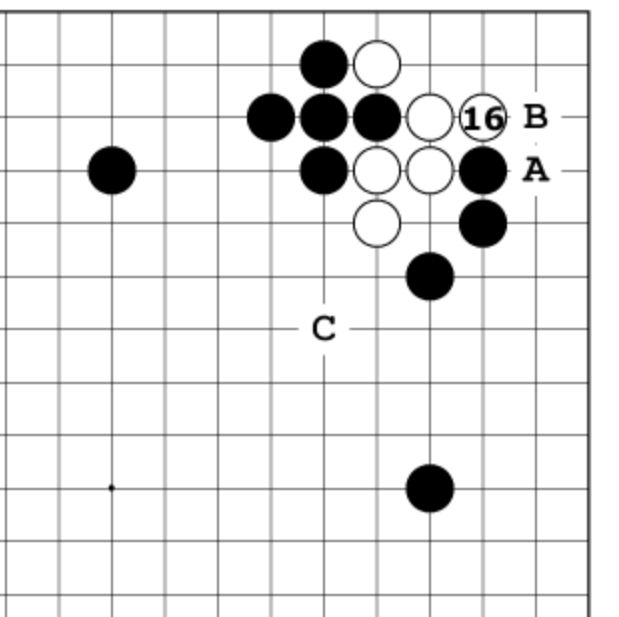
9 'A' is correct, 'B' is what Black wants.



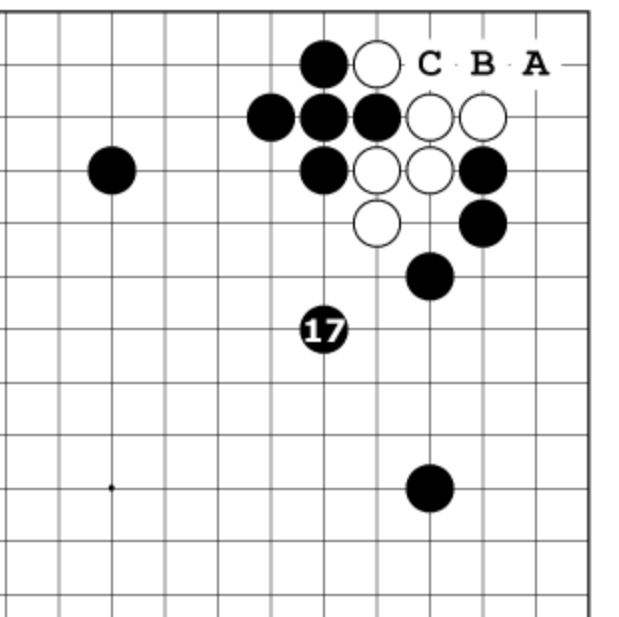
8 Black continues with 'A' or 'B'. Whether Black 'B' works depends on White having the ladder to catch Black 11.



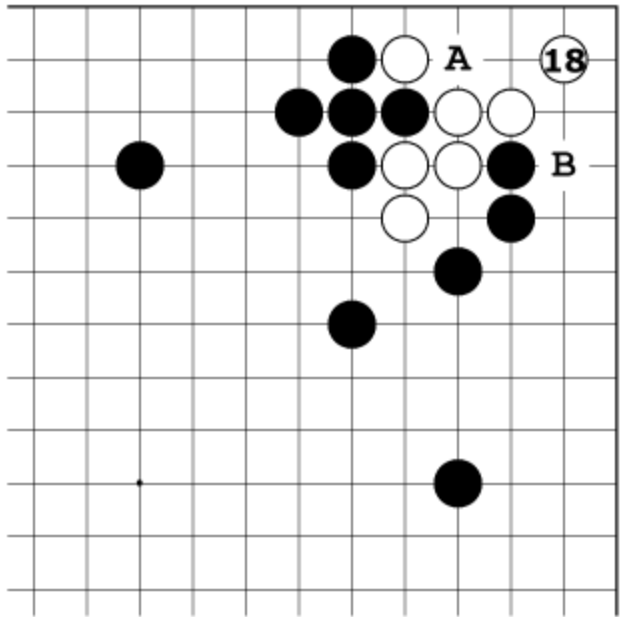
15 White flees with 'A' or 'B'. 'C' takes away corner options for later.



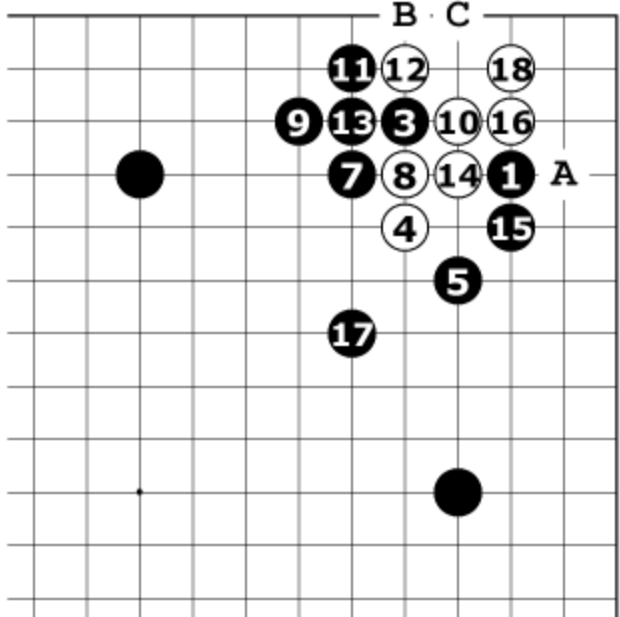
16 'A' or 'B' drive White out, 'C' enclose a living White corner.



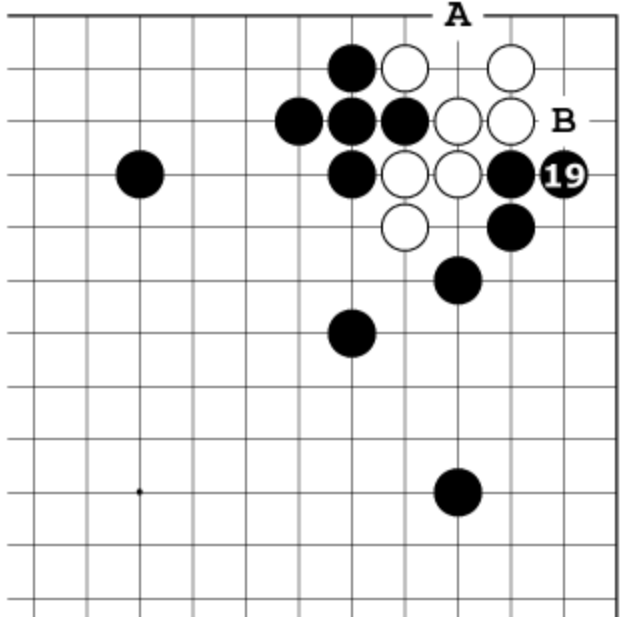
17 White lives on 'A', makes a ko with 'B' and dies on 'C'.



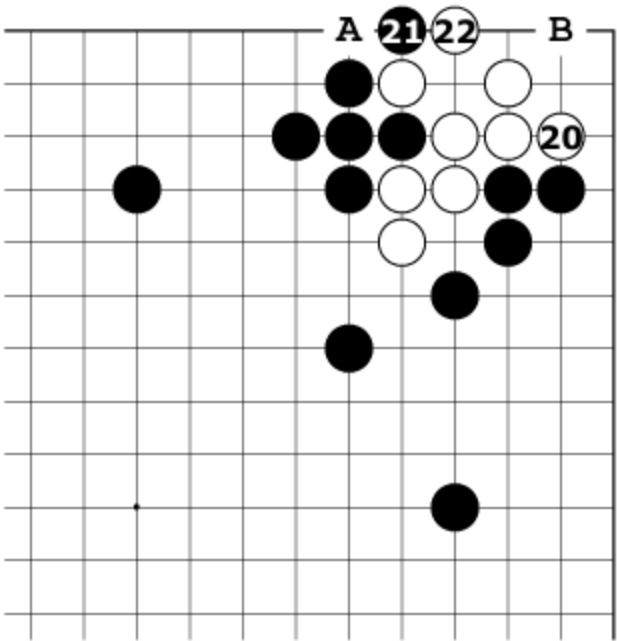
18 'A' or 'B' don't kill.



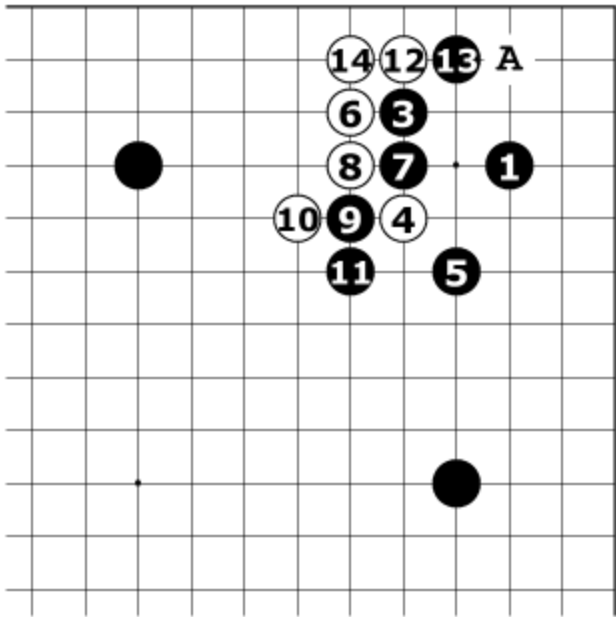
18 'A', 'B' and 'C' force the ko.



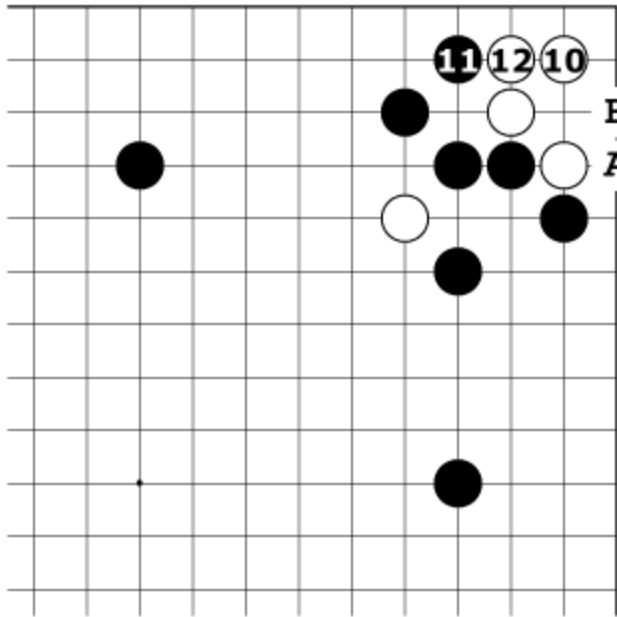
19 'A', 'B' -> ko.



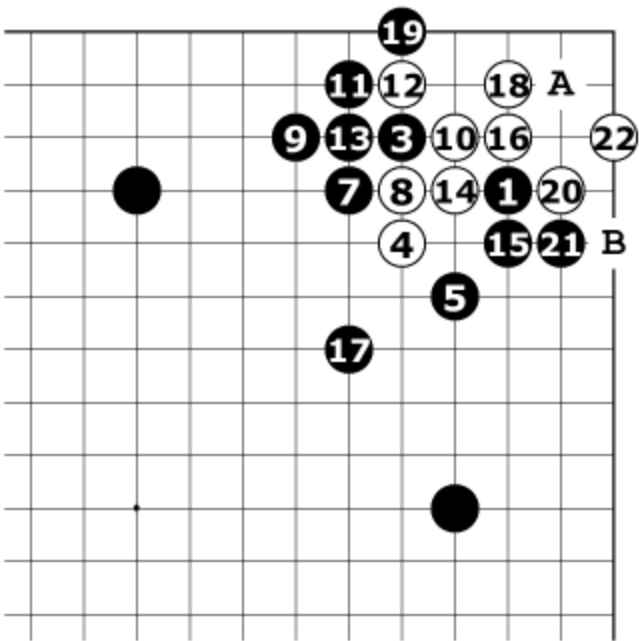
22 'A' or 'B' -> ko.



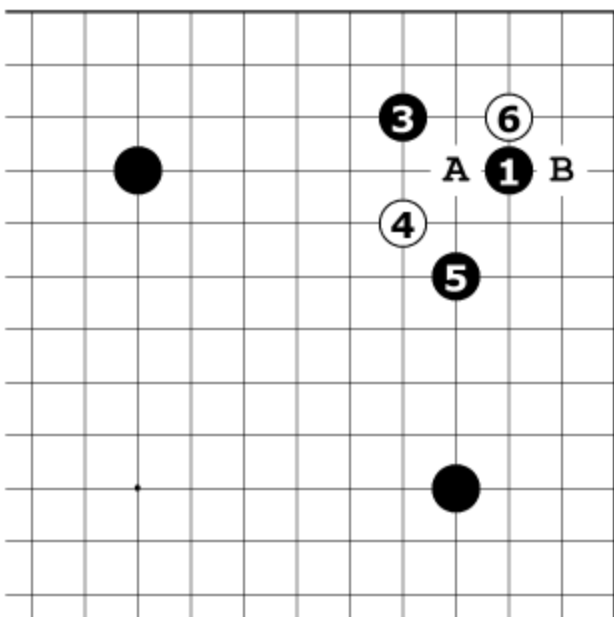
14 White has a good position and an endgame move on A.



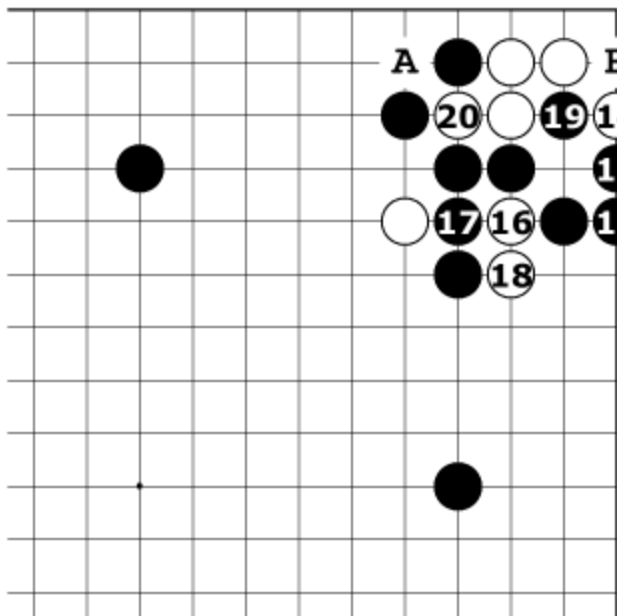
12 'A' -> ko, 'B' -> White lives or pushes out.



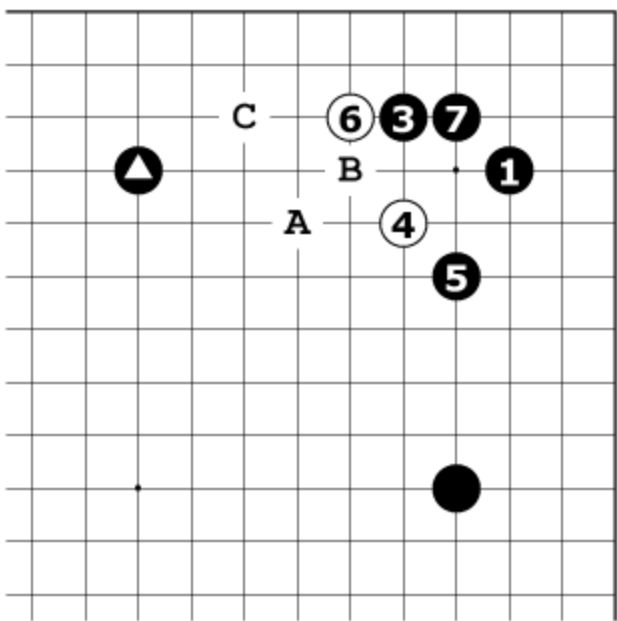
22 'A' is correct, 'B' is wrong.



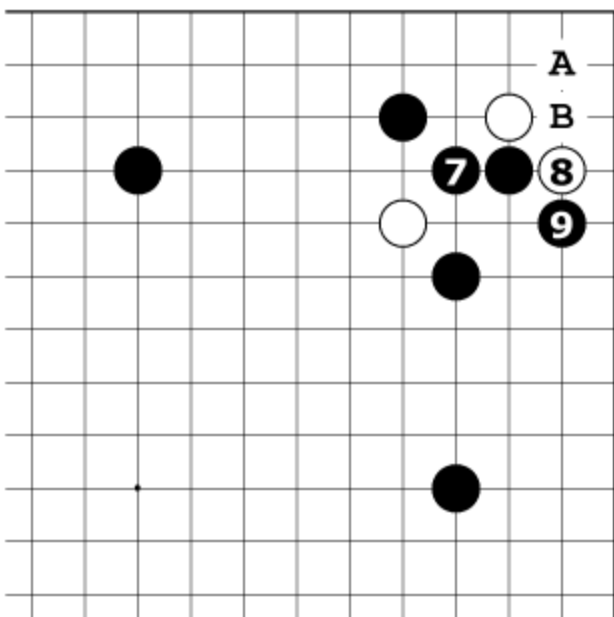
6 'A' -> ko, 'B' -> White lives.



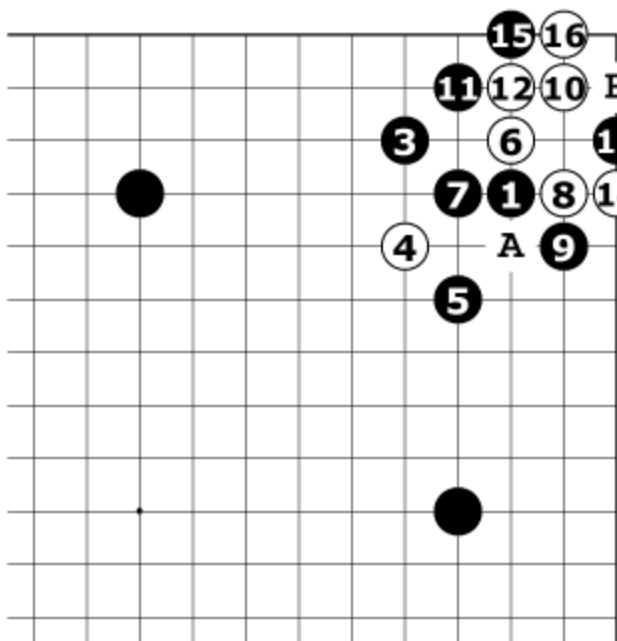
20 'A' -> ko, 'B' -> White lives.



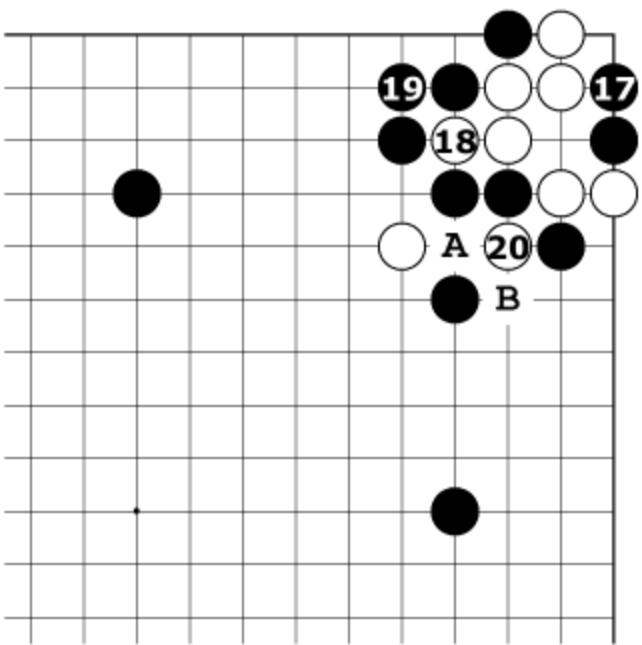
7 'A' is joseki, 'B' is heavy. 'C' is correct, if the triangled stone is one line lower.



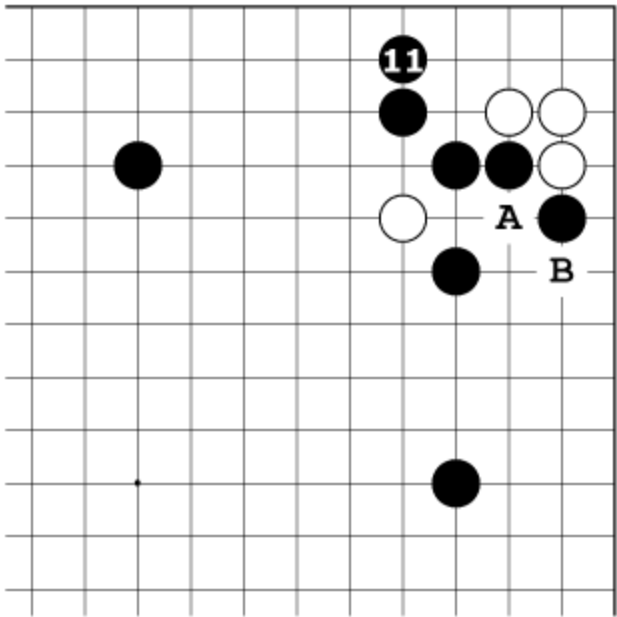
9 'A' -> ko, 'B' -> White dies.



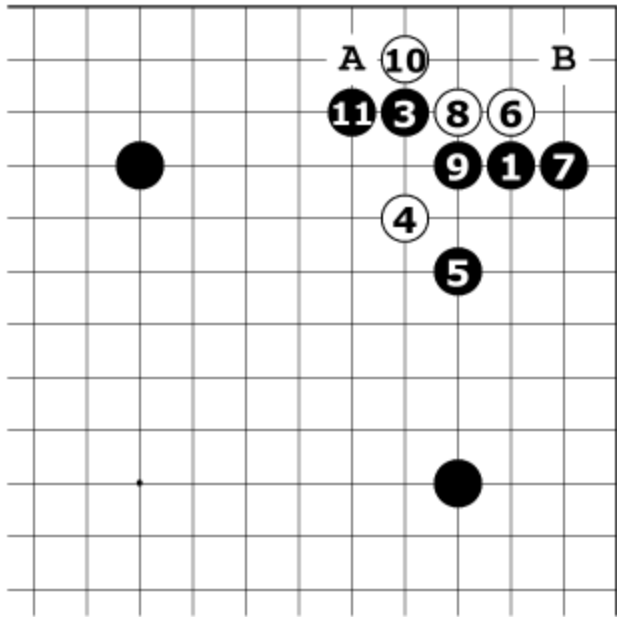
16 'A' makes influence in sente, 'B' fails to kill.



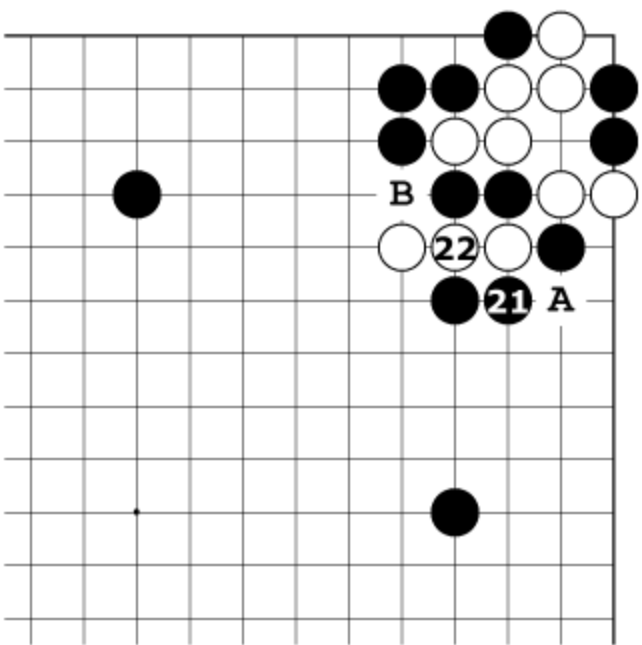
20 'A' or 'B'.



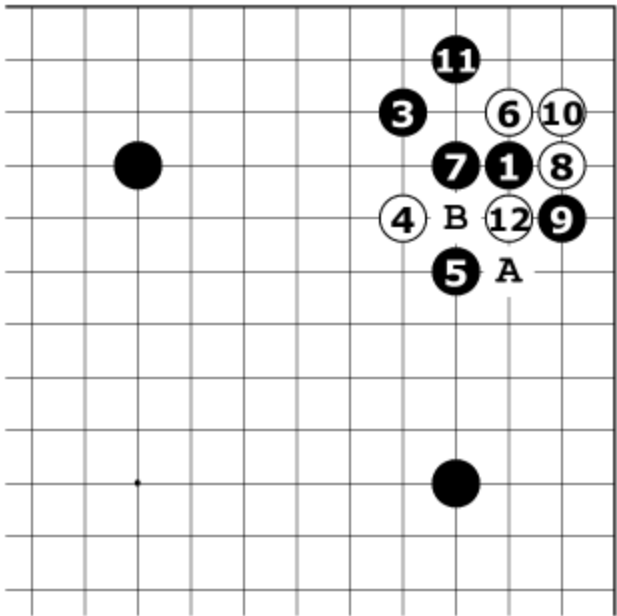
11 'A' or 'B' fail.



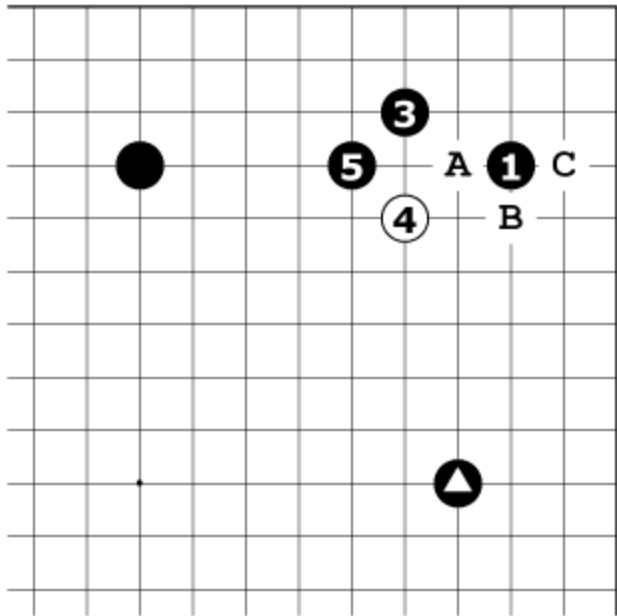
11 'A' -> life, 'B' -> ko.



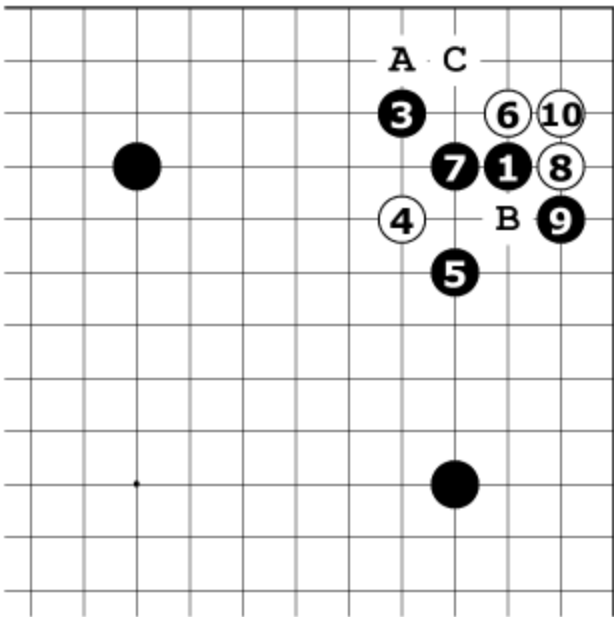
22 'A' or 'B'.



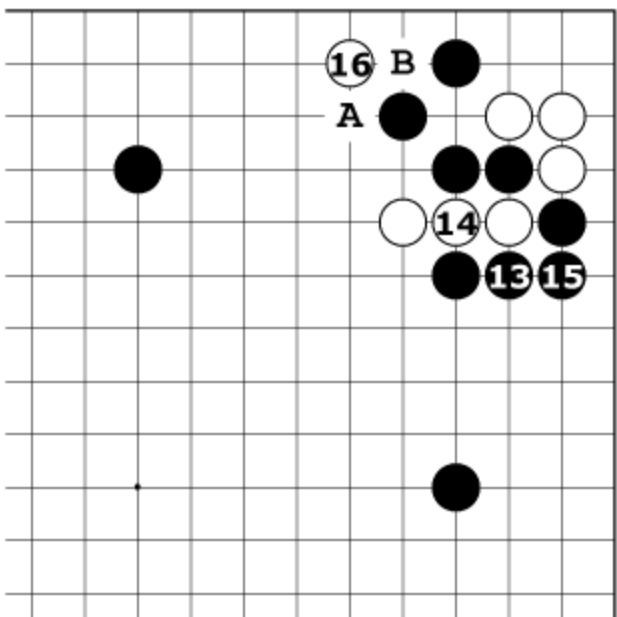
12 Black cannot kill on 'A' or 'B'.



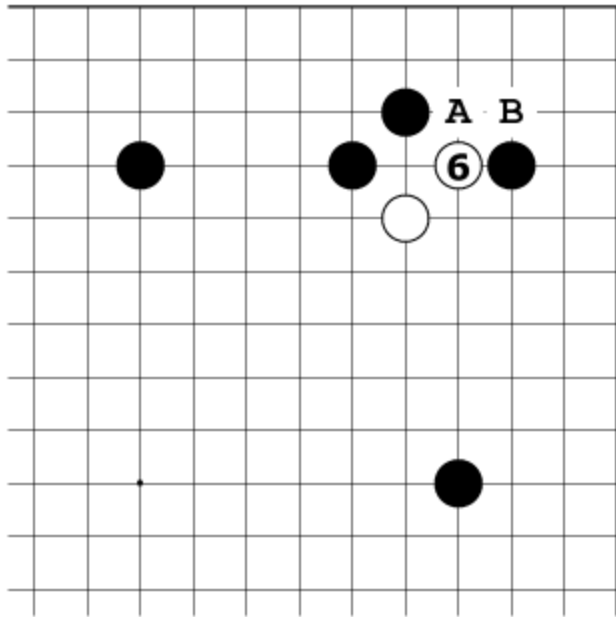
5 'A' is joseki.
'B' may be possible, but gives heavy shape if the triangled stone is one line lower.
'C' is tricky.



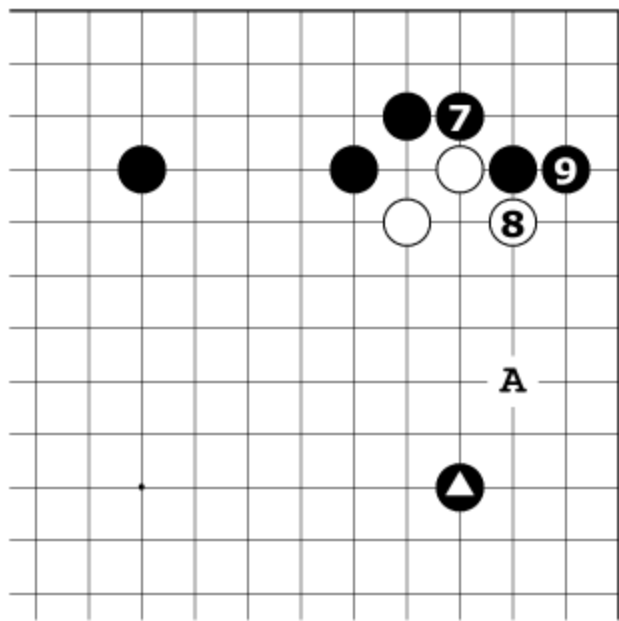
10 'A' kills, 'B' and 'C' fail.



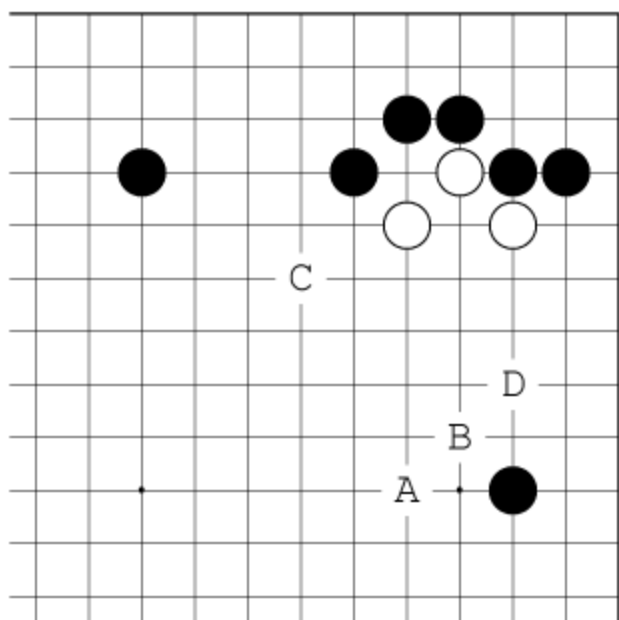
16 Black cannot kill on 'A' or 'B'.



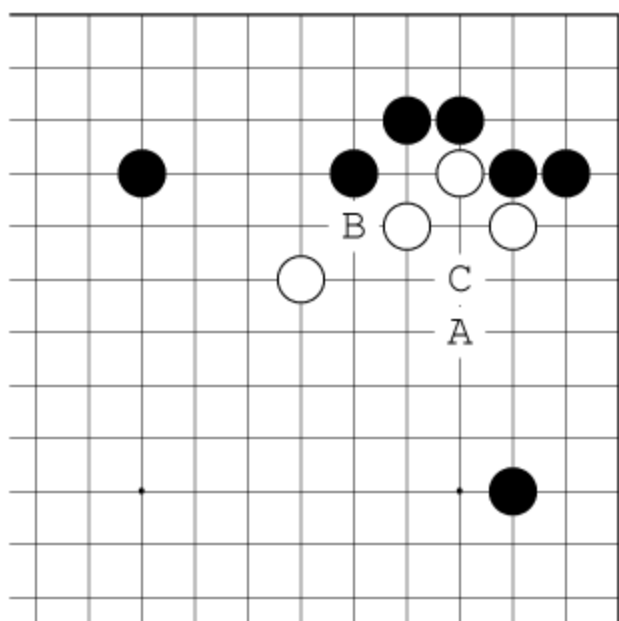
6 'A' is joseki, 'B' helps White.



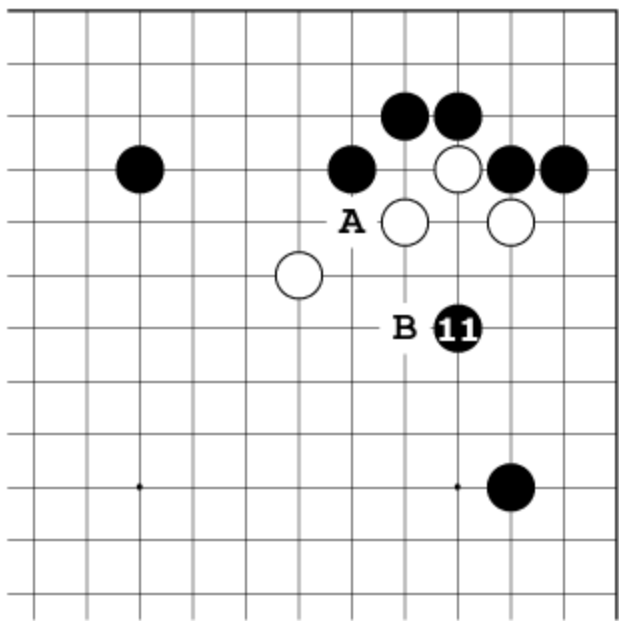
⑨ 'A' or 'B'.
If the triangled stone is one line lower, there are some other moves.



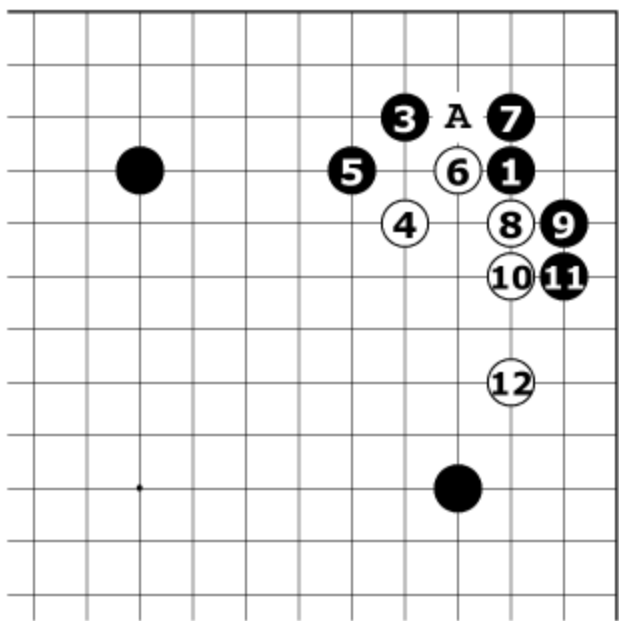
⑩ 'A', 'B' or 'C', 'D' is bad.



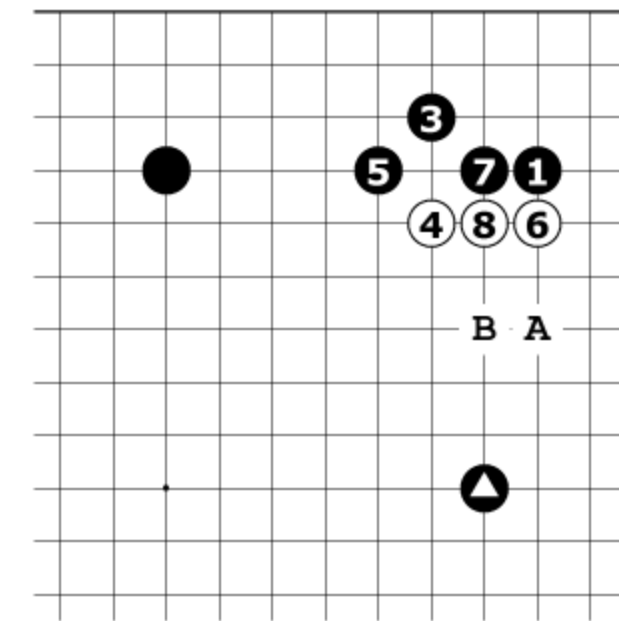
⑩ 'A' is correct, 'B' and 'C' are bad.



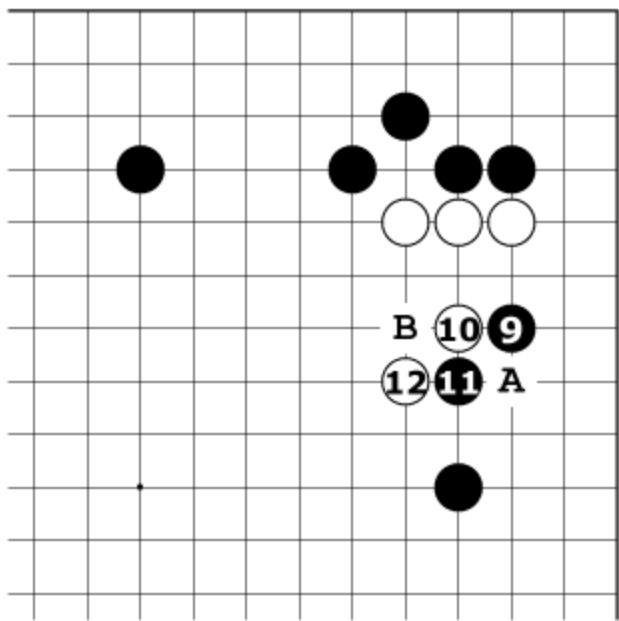
⑪ 'A' is correct, 'B' strengthens Black on the wrong side.



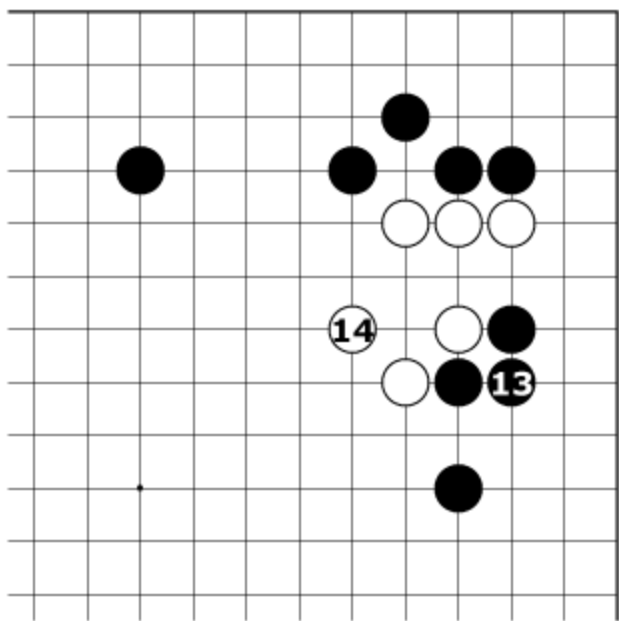
⑫ White aji on A.



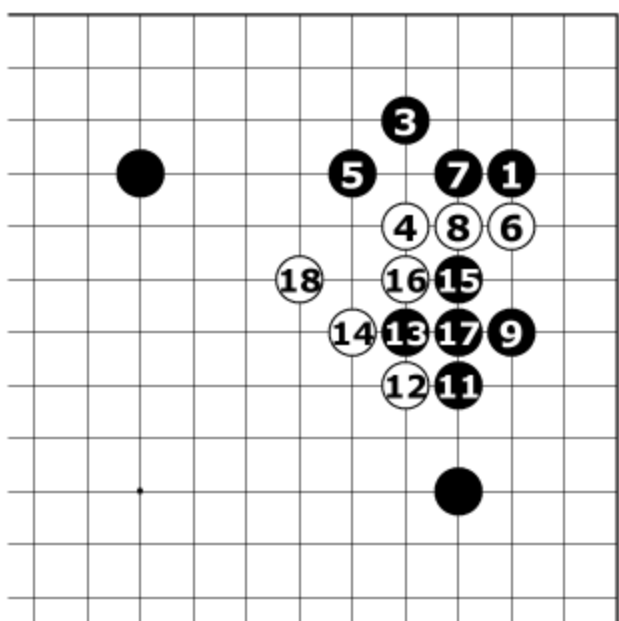
⑧ 'A' is correct, 'B' is correct, if the triangled stone is one line lower..



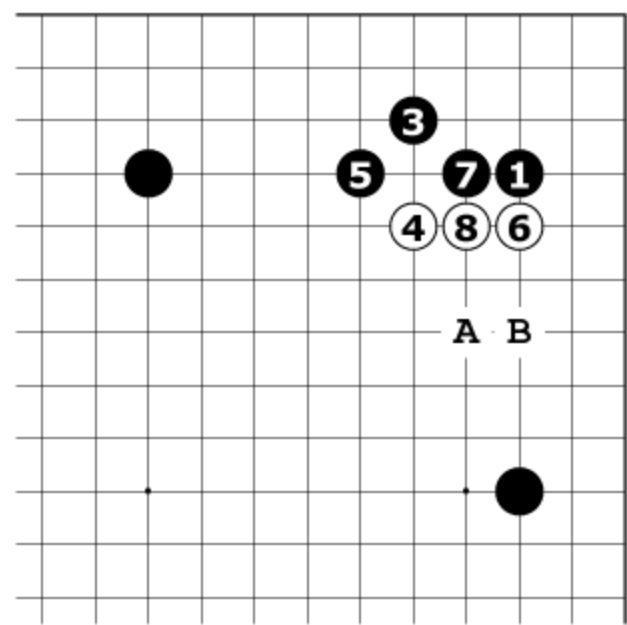
⑫ Black continues with 'A' or 'B'. Regardless, White makes good.



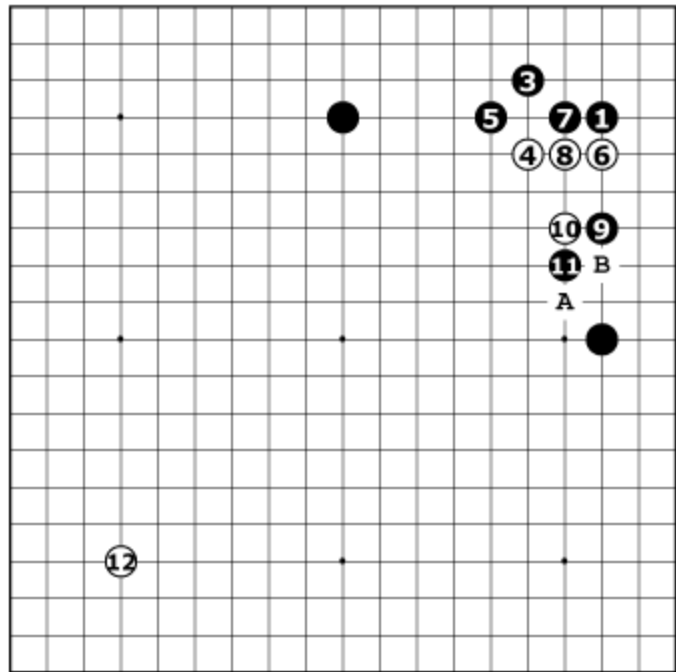
⑭ White's invasion is a success.



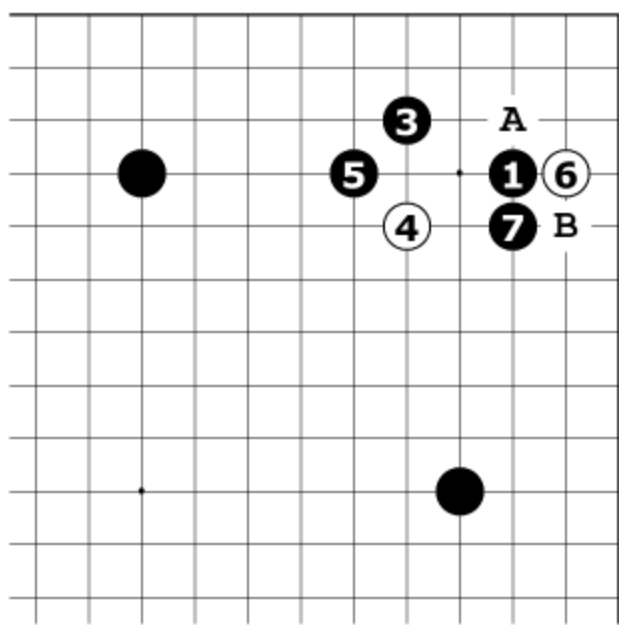
⑮ If anything, White's position is stronger than Black's on the right.



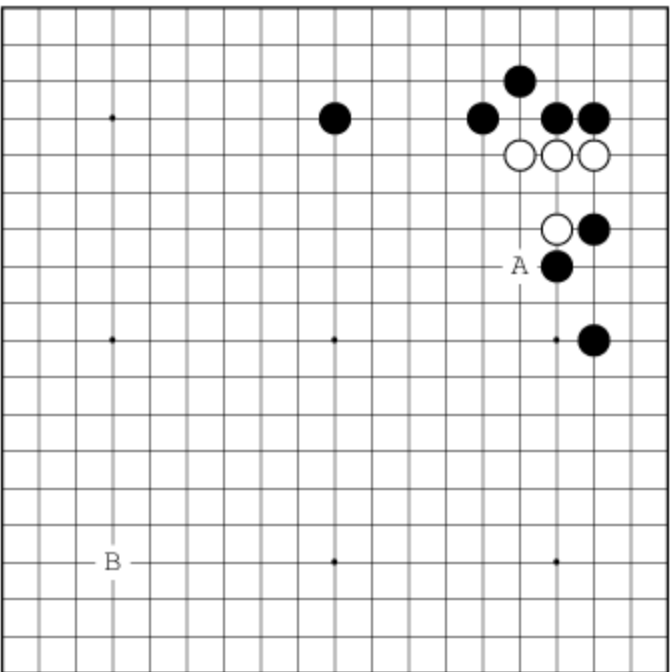
9 'A' is correct, 'B' is wrong.



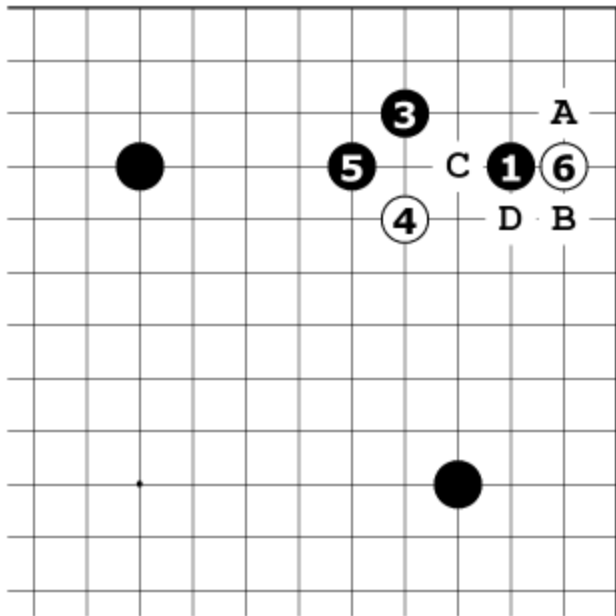
12 'A' or 'B'.



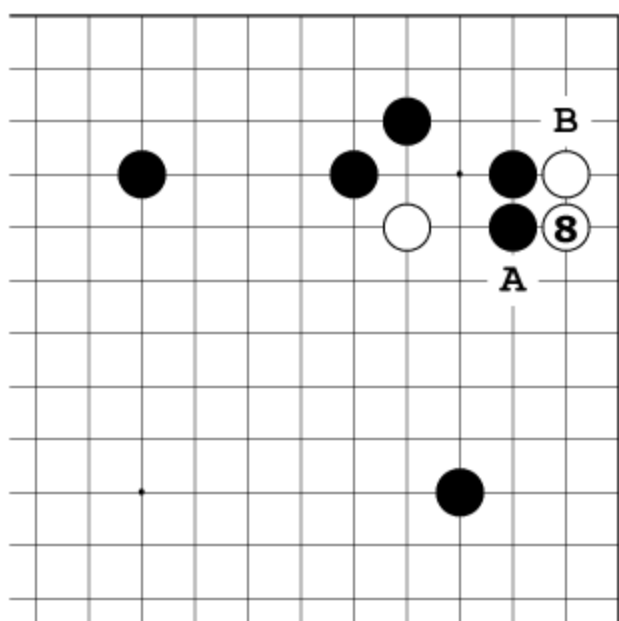
7 'A' or 'B'.



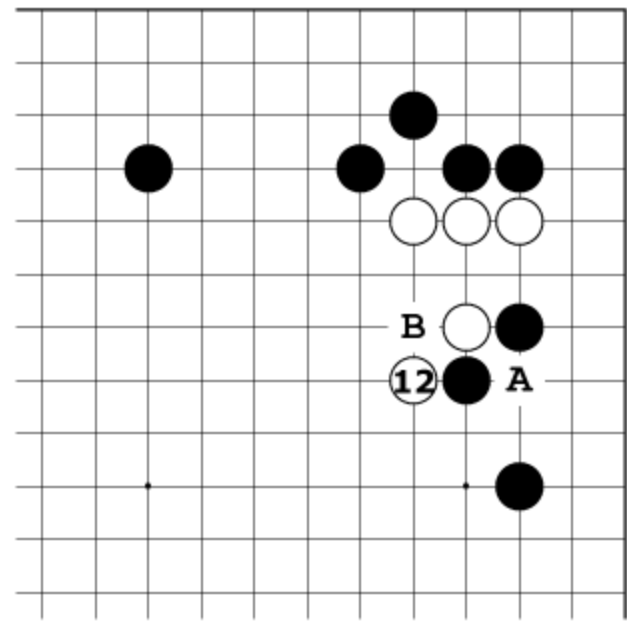
11 'A' is correct, temuki 'B' is not recommended.



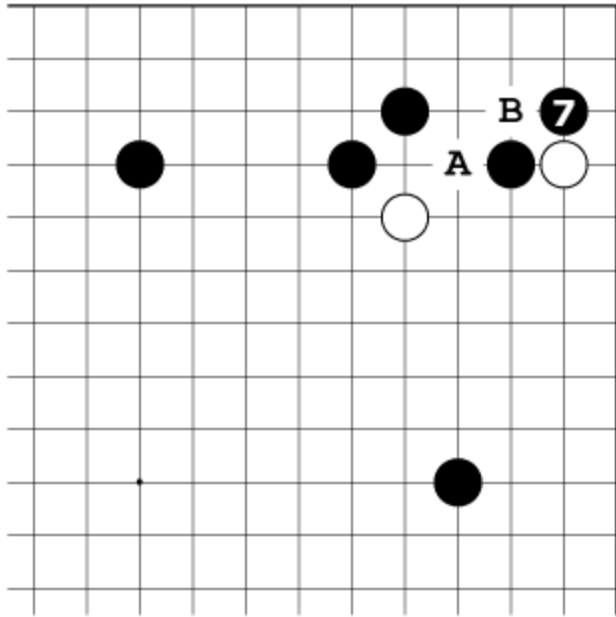
6 Black continues with 'A' to 'D'. Black 'C' attempts to give White a hard time in making shape. Black 'D' yields the corner for thickness.



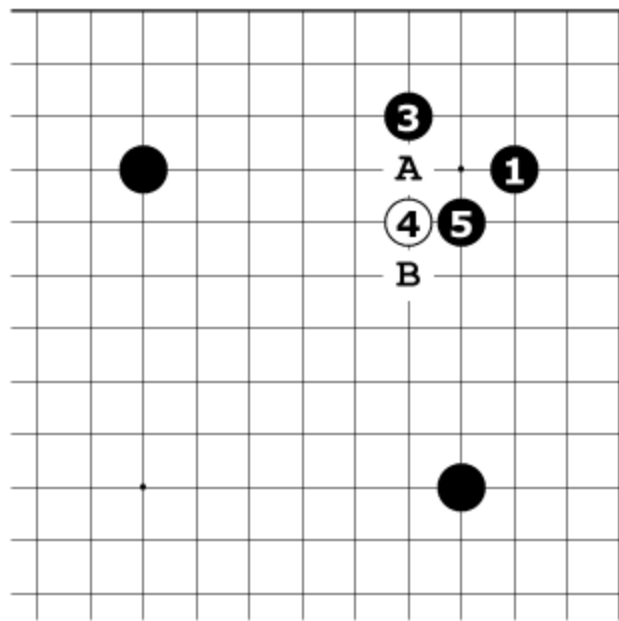
8 'A' is correct, 'B' is questionable.



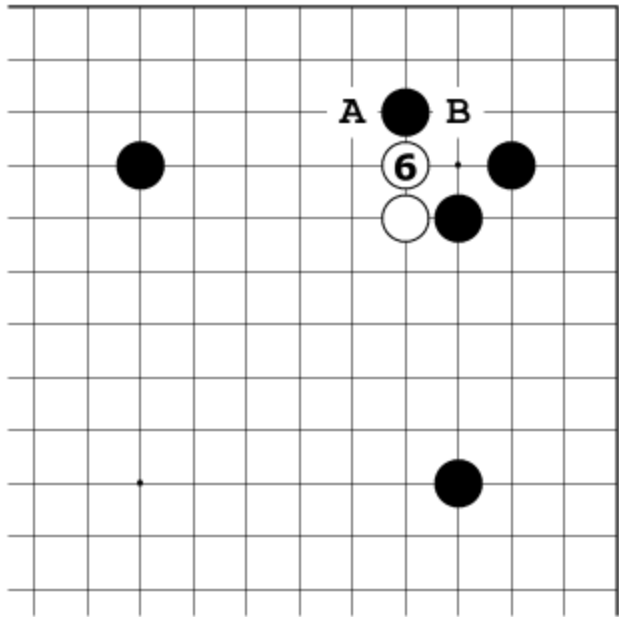
12 'A' or 'B'.



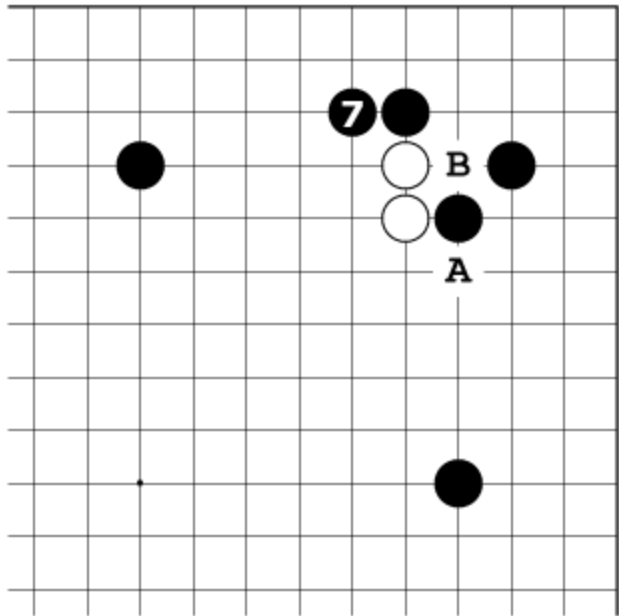
7 White continues with 'A' or 'B'.



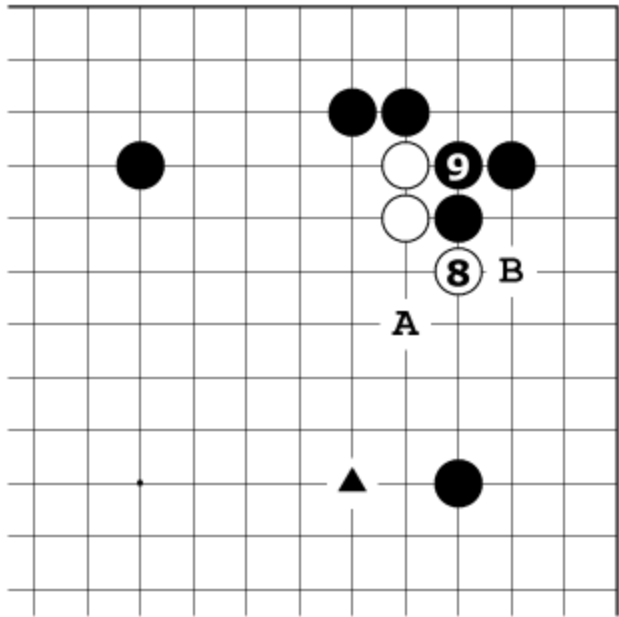
5 'A' is joseki, 'B' suffers a local loss to make influence.



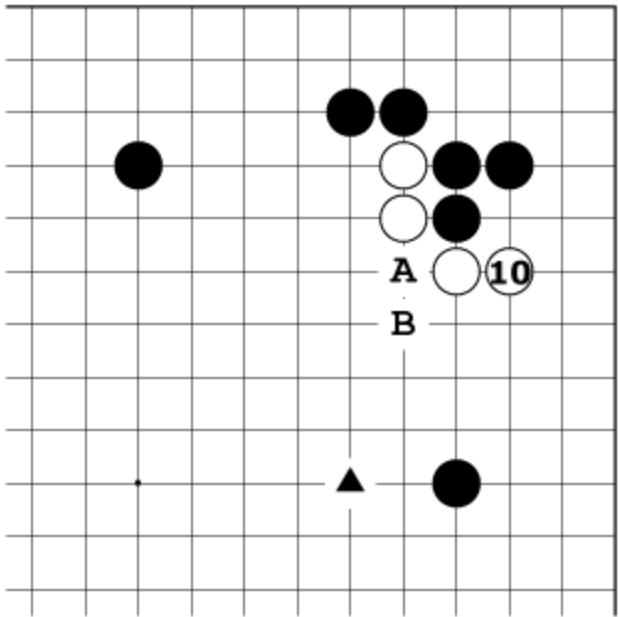
⑥ 'A' is joseki to attack White. 'B' secures territory on both sides.



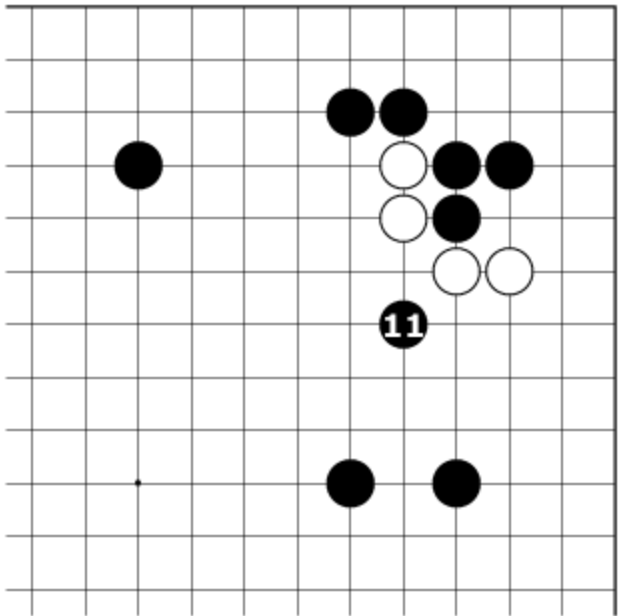
⑦ 'A' is correct, 'B' is no advantage.



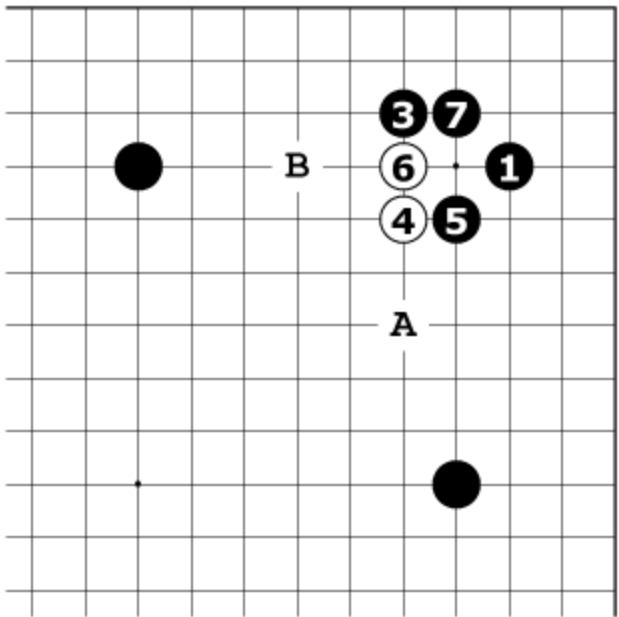
⑨ 'A' is joseki, 'B' is a variation, which is bad, if there is an additional Black stone on the triangled position.



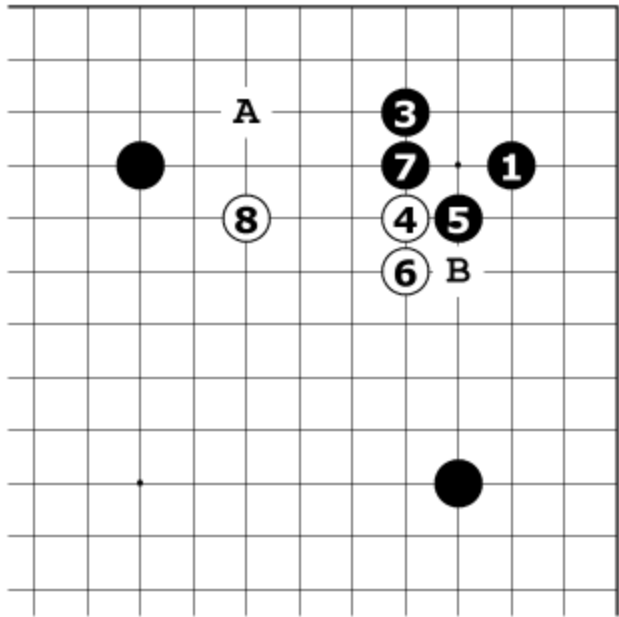
⑩ 'A' or with an additional stone on the triangled position 'B'.



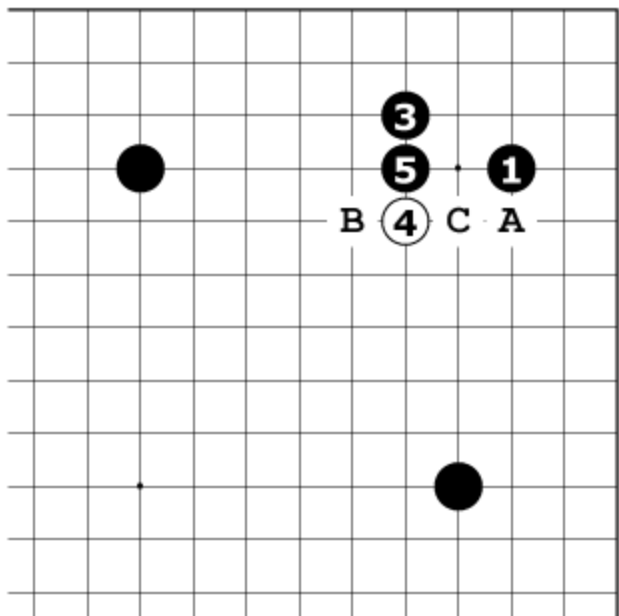
⑪ White becomes heavy.



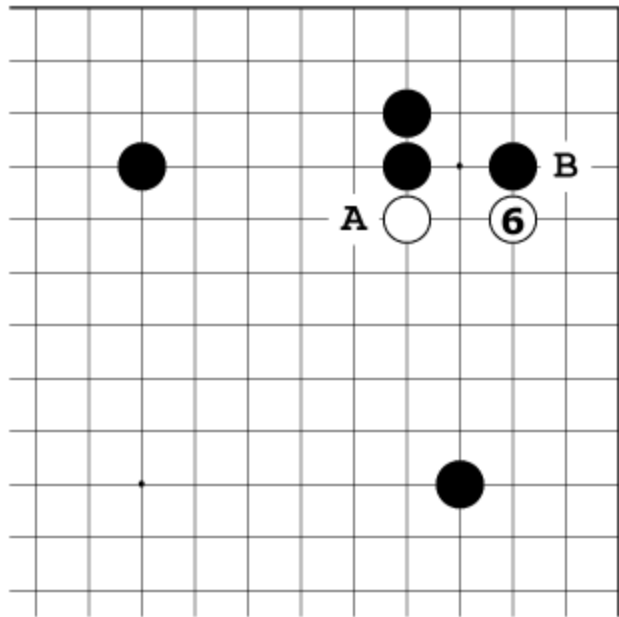
⑦ White continues the reduction on A and B.



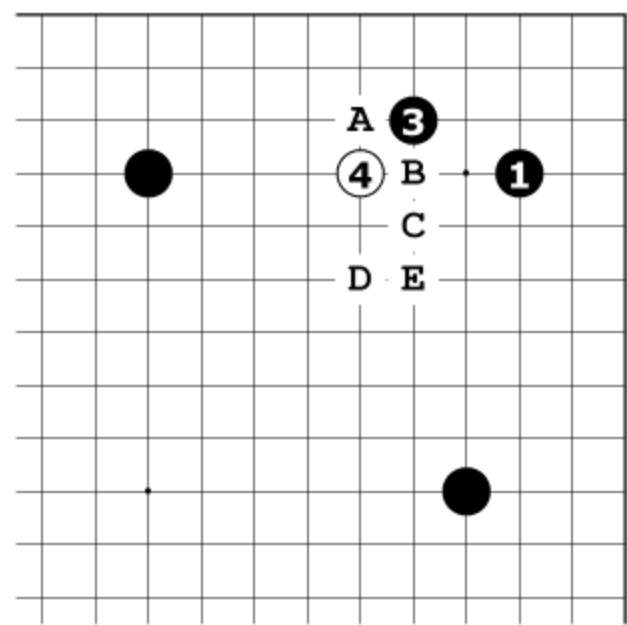
⑧ Black can connect only on one side with 'A' or 'B'.



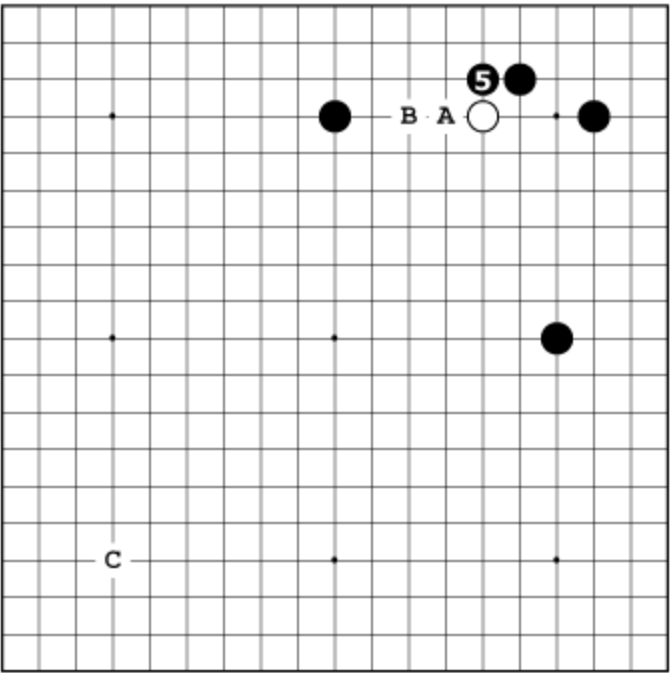
⑤ 'A' is correct, 'B' and 'C' make White heavy.



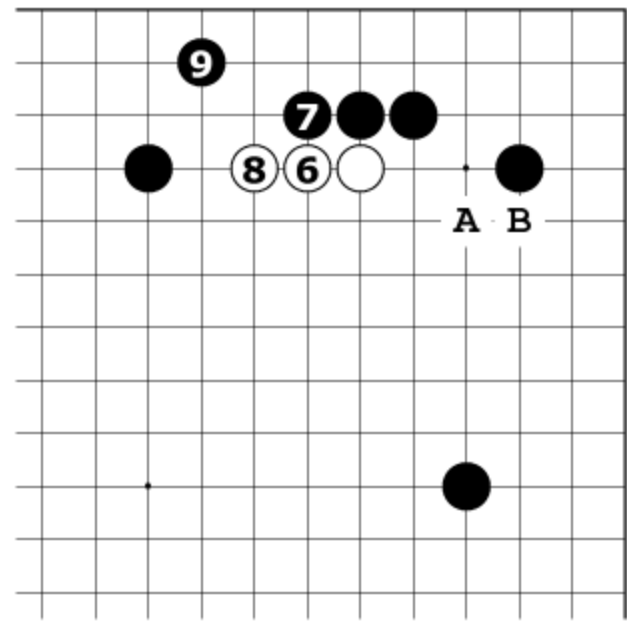
⑥ 'A' is correct, 'B' is inferior.



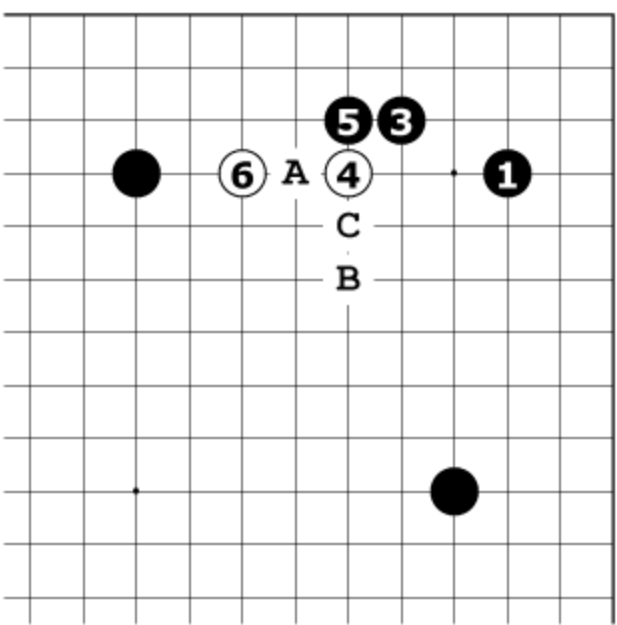
④ 'A' tries to secure territory.
'B' and 'C' are joseki.
'D'
'E' is questionable.



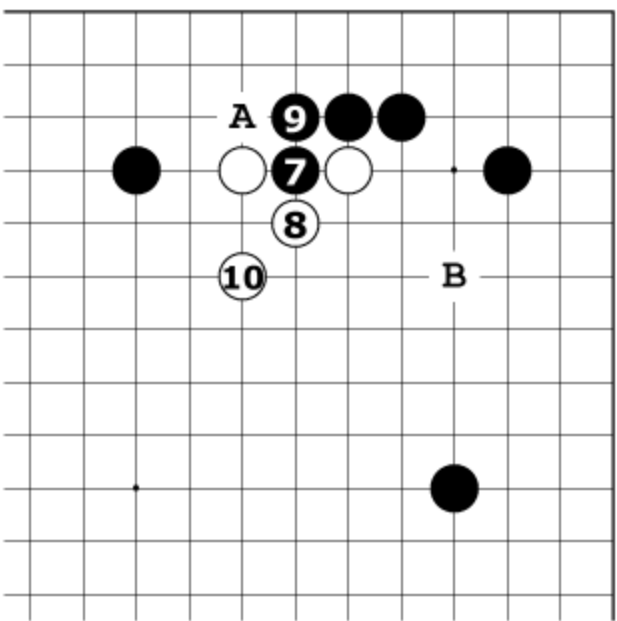
⑤ 'A', 'B' or tenuki 'C' are ok.



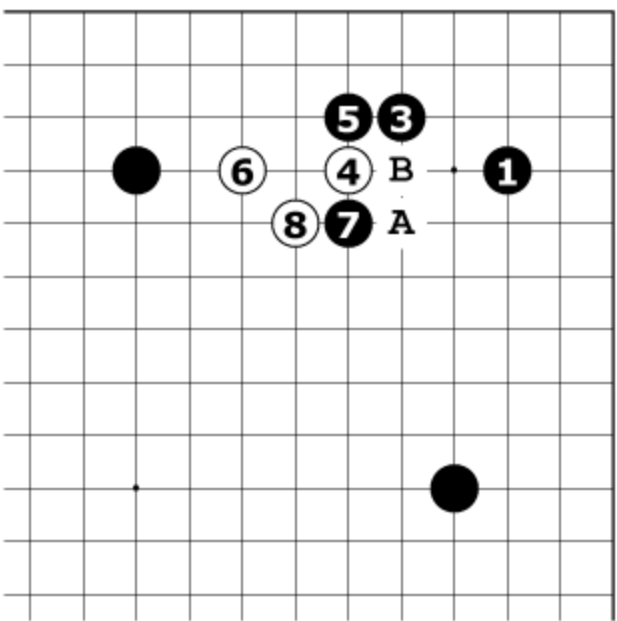
⑨ 'A' or 'B' are ok.



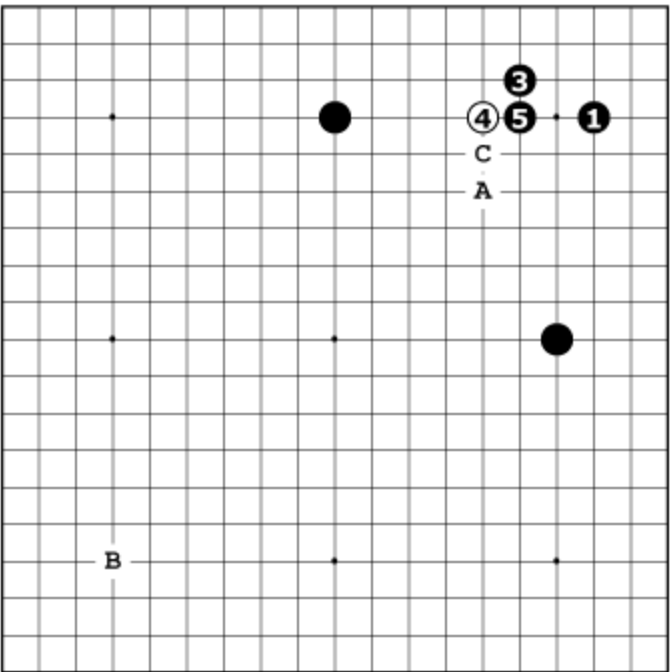
⑥ 'A' takes territory, 'B'
attacks.
'C' is inferior.



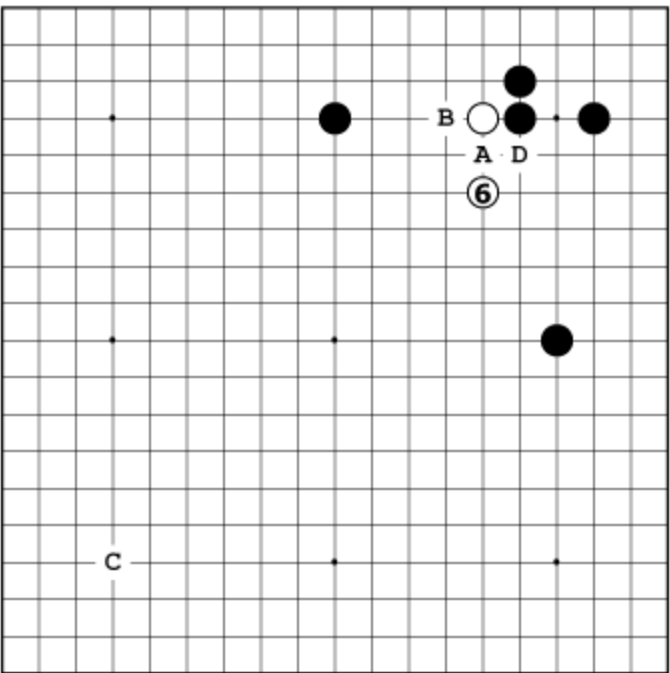
⑩ 'A' or 'B'.



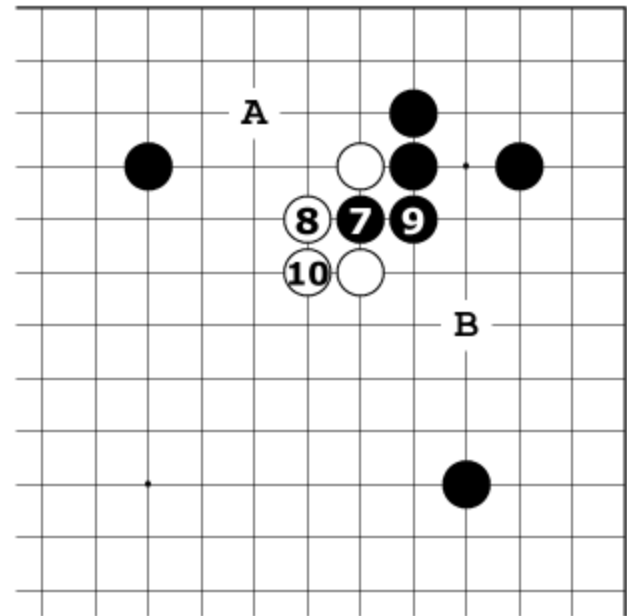
⑧ 'A' or 'B' don't help.



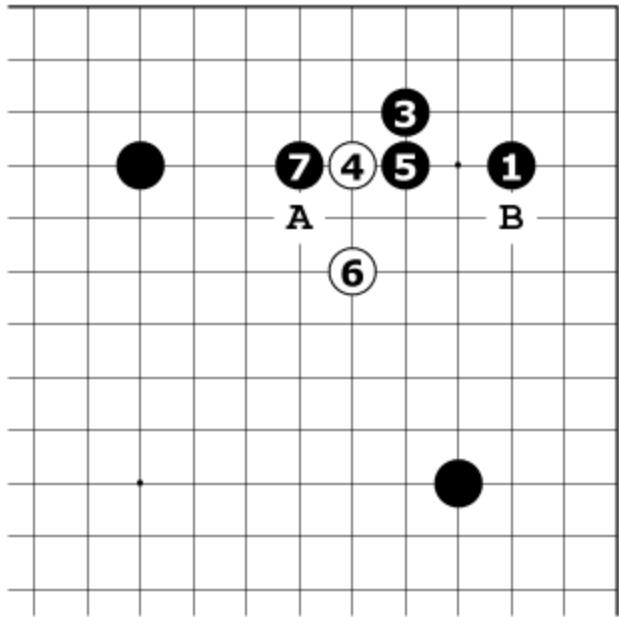
⑤ 'A' is joseki.
'B' is bad.
'C' is heavy.



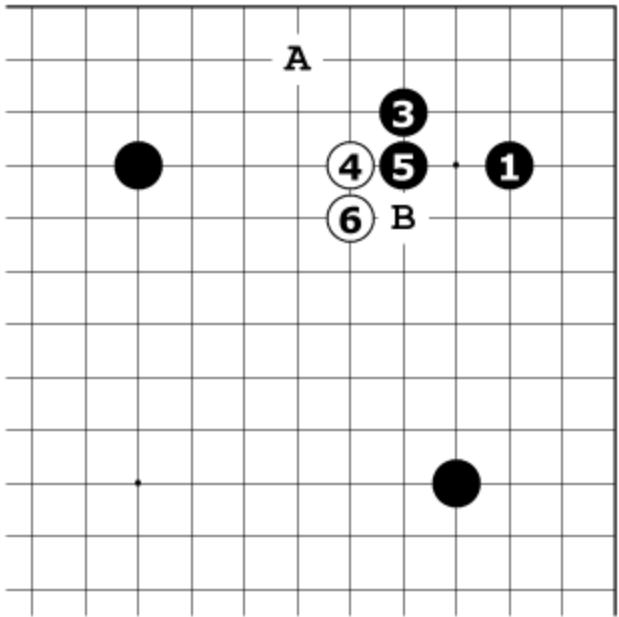
⑥ 'A' is joseki.
'B' leaves to many possibilities for White.
Tenuki 'C' is bad.
'D' is possible.



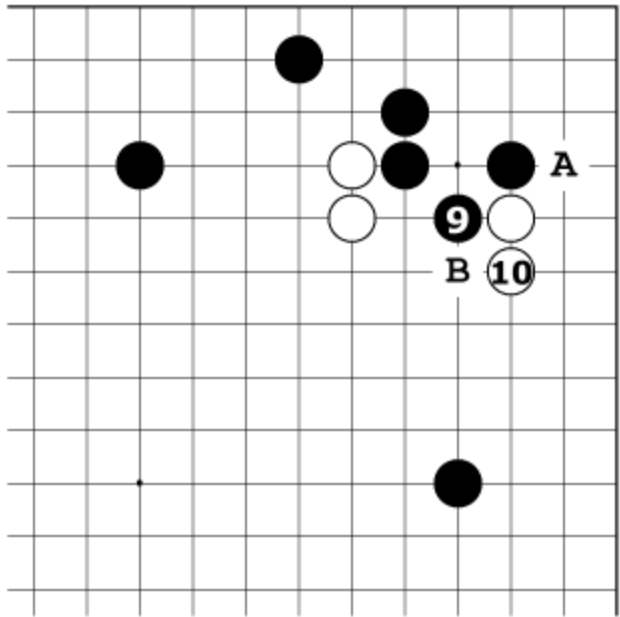
⑩ 'A' and 'B' are miai.



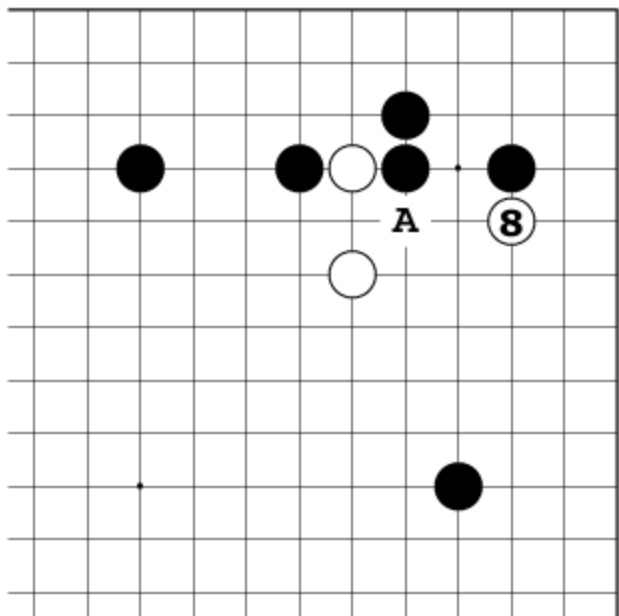
7 'A' is usual, 'B' is also possible.



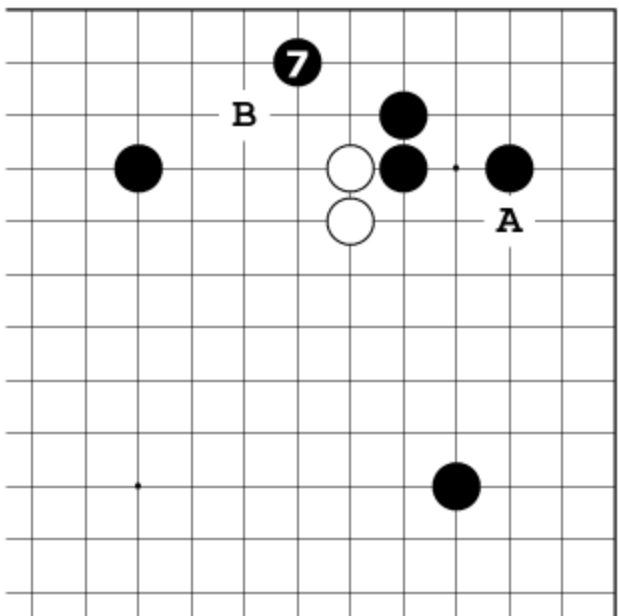
6 'A' is usual, 'B' strengthens White.



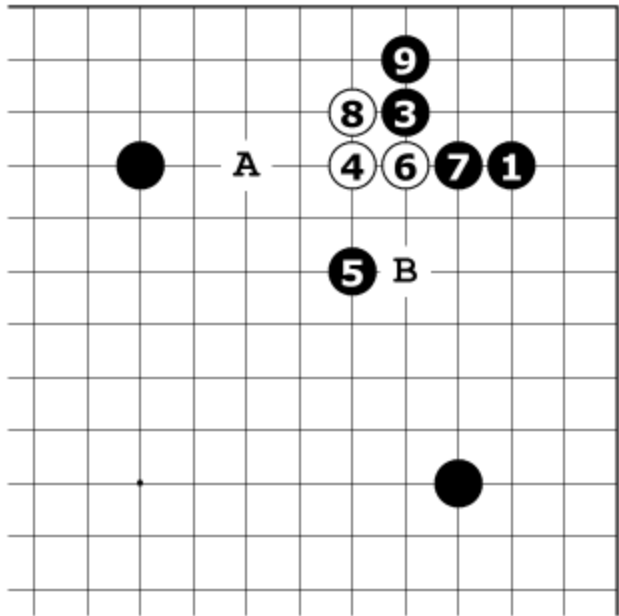
10 'A' and 'B' are miai.



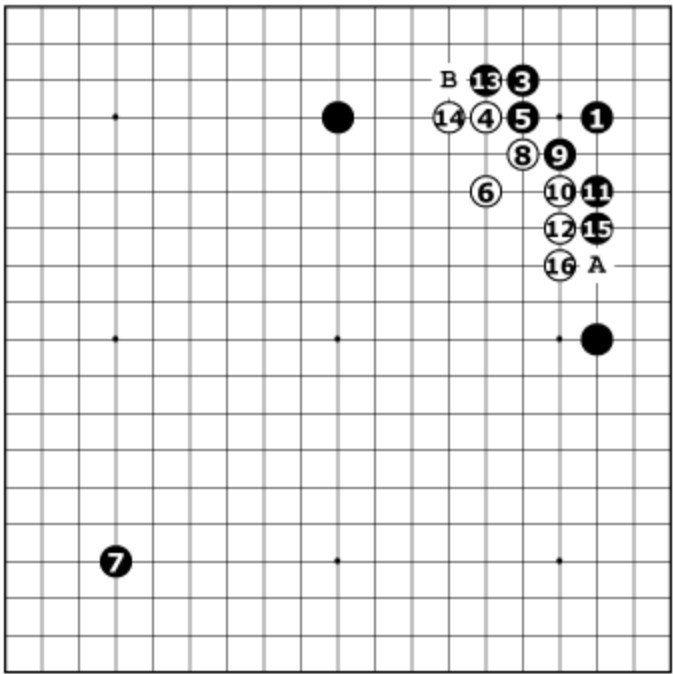
8 Threatens A.



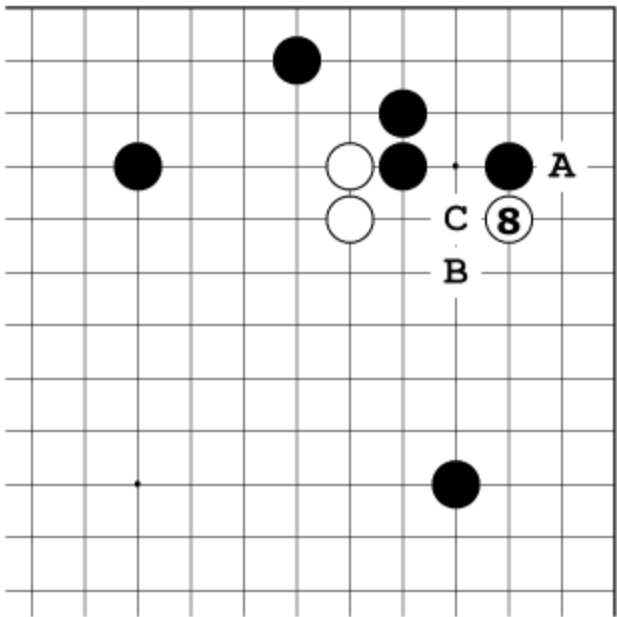
7 'A' aims for the corner or right side.
'B' makes a position on the top side.



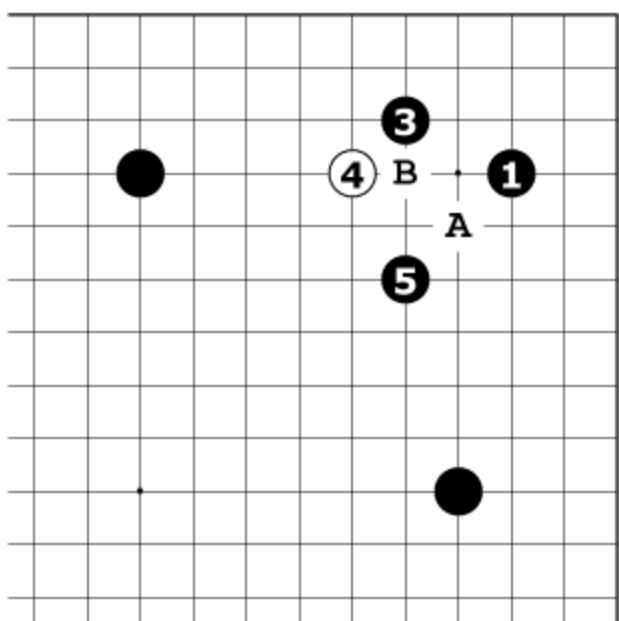
9 'A' is correct, 'B' doesn't work.



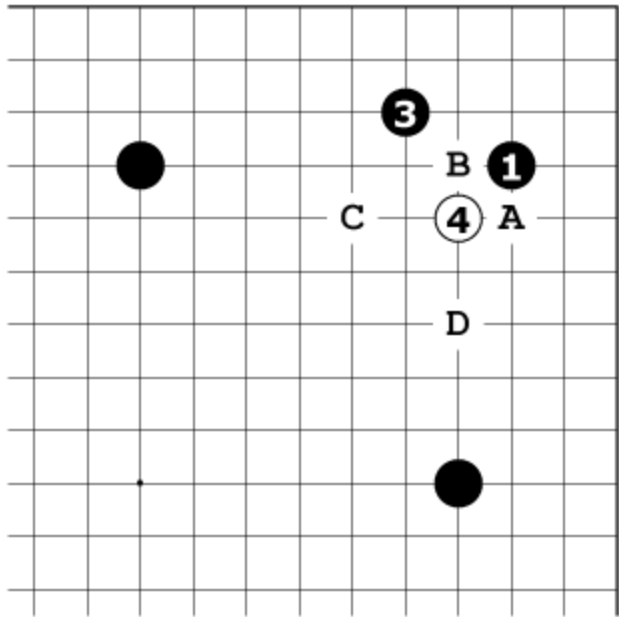
16 White can cut on A or B.



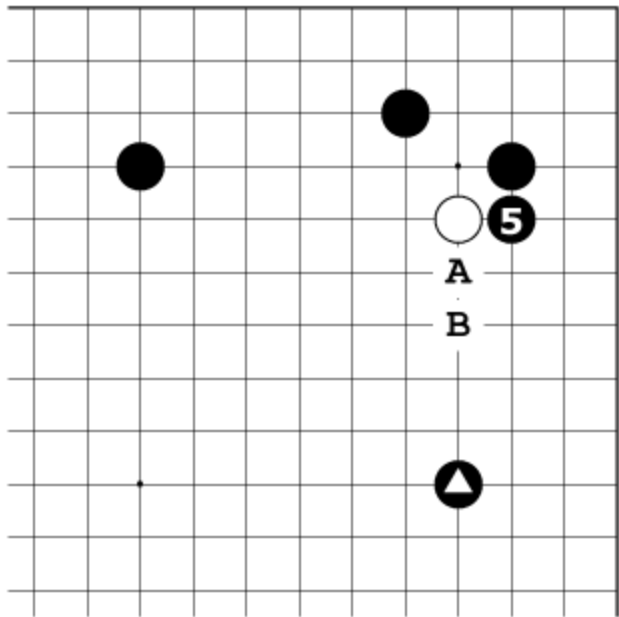
8 'A' secures the corner.
'B' attacks.
'C' is useless.



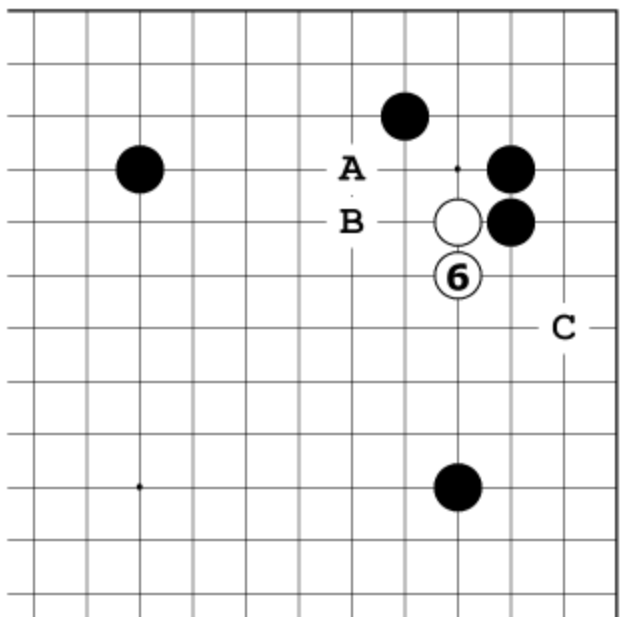
5 'A' or 'B'.



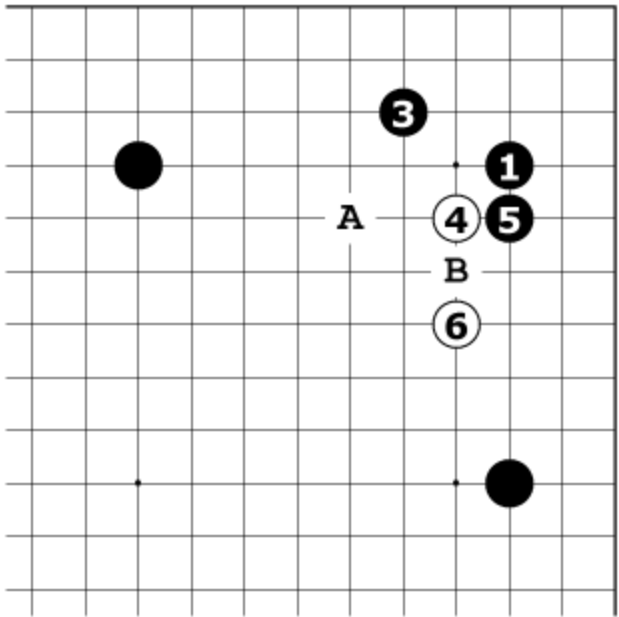
④ 'A' is correct.
'B', 'C' and 'D' are disadvantageous.
'D' tries to attack White, but only makes him strong.



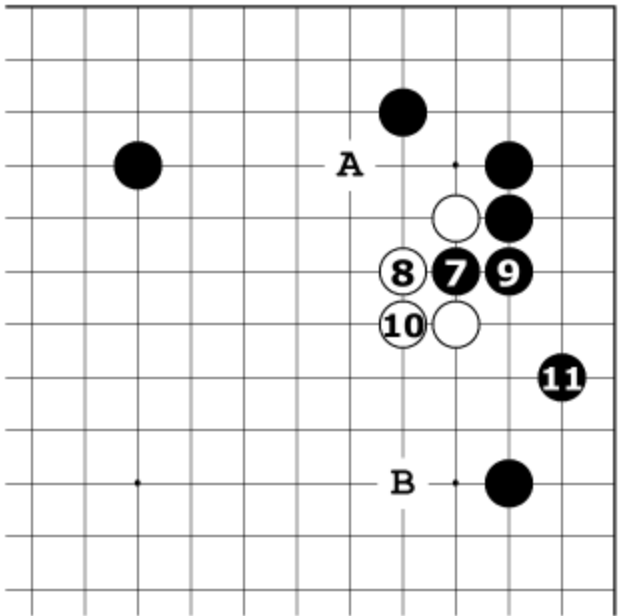
⑤ 'A' or, if the triangled stone is one line lower, 'B' are ok.



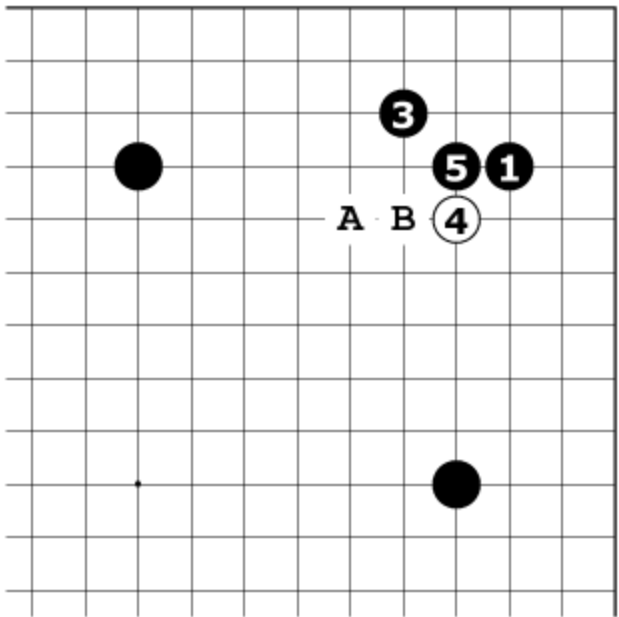
⑥ 'A' is almost joseki, 'B' is similar. 'C' gives White influence too easy.



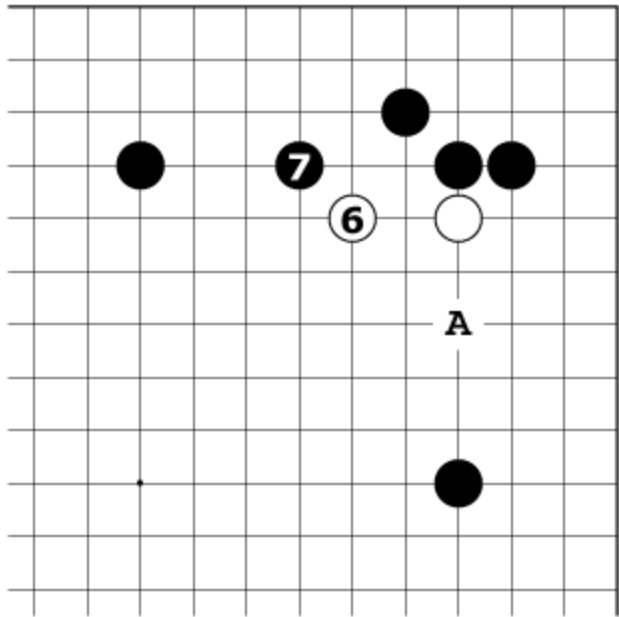
⑥ 'A' is better than 'B'.



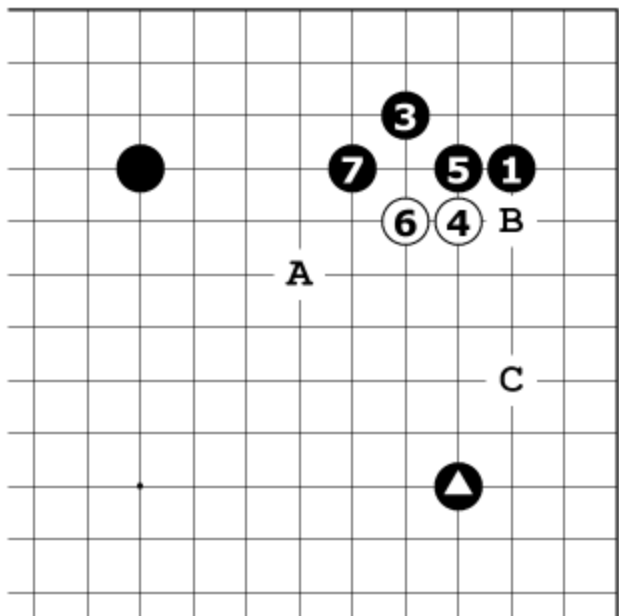
⑪ 'A' or 'B' are ok.



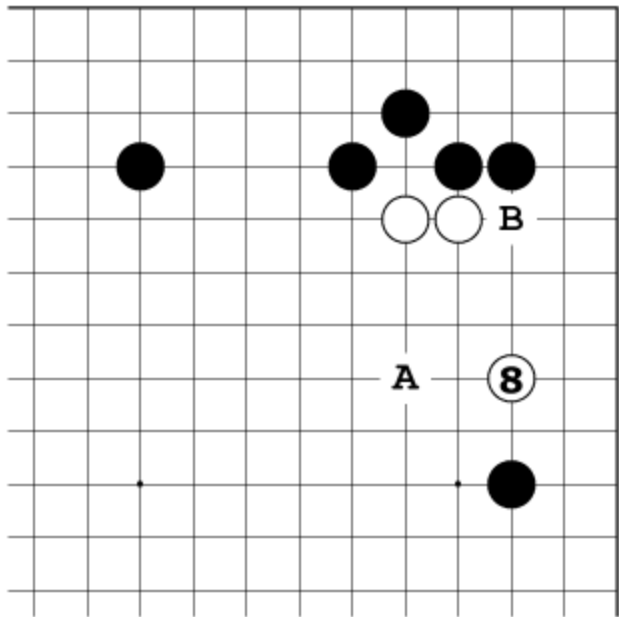
⑤ 'A' is correct, 'B' is heavy.



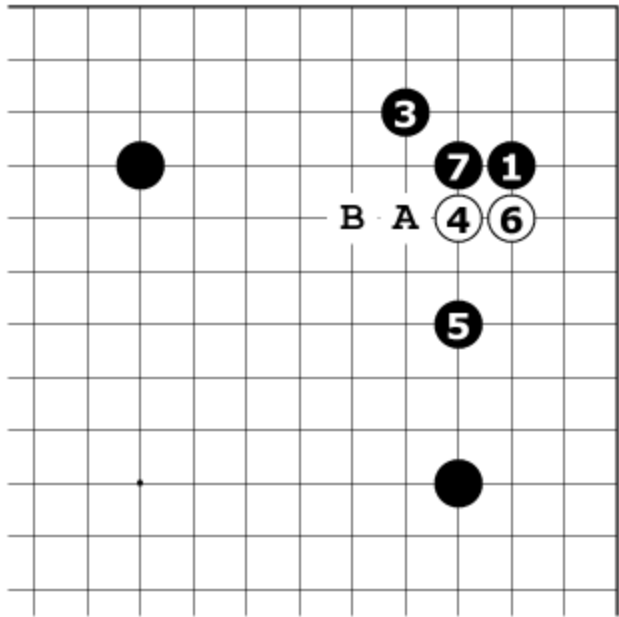
⑦ A is good continuation for both.



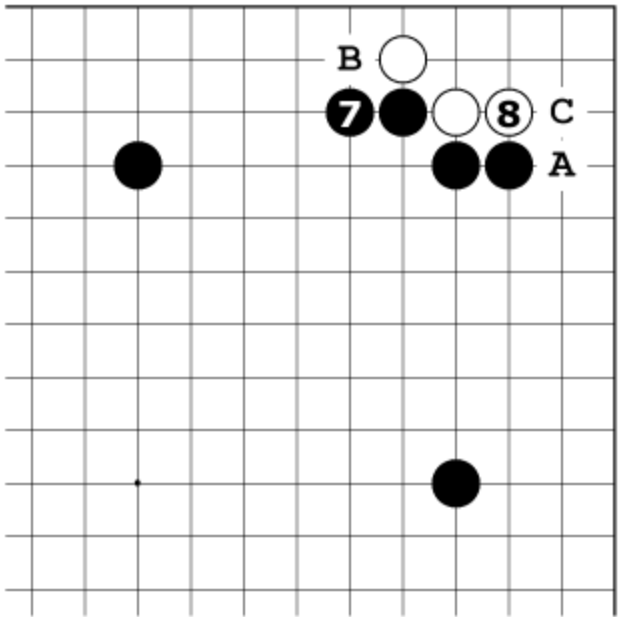
⑦ 'A' or 'B'.
Even if the triangled stone is one line lower, 'C' is possible.



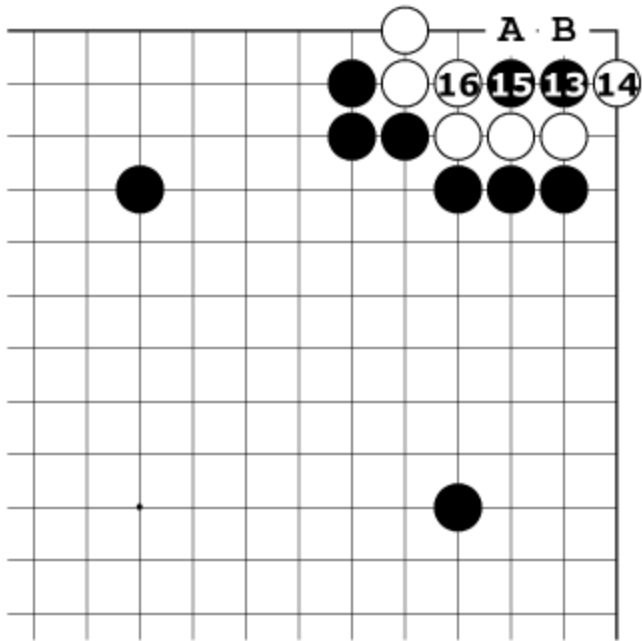
⑧ 'A' or 'B' are miai.



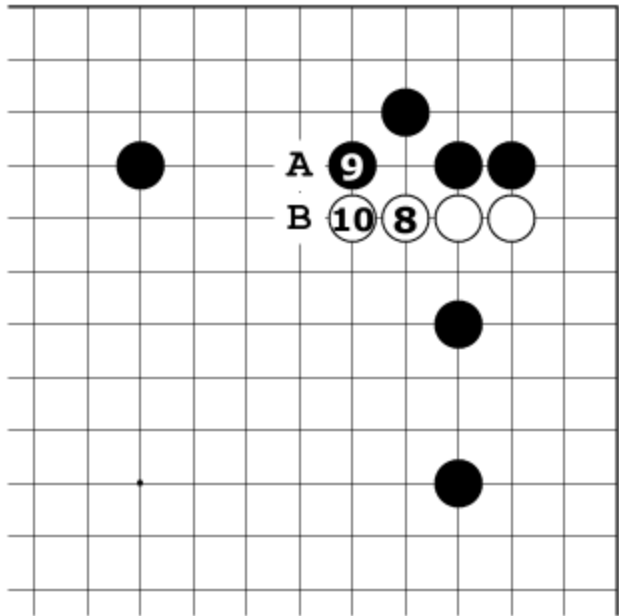
7 'A' or 'B' are ok.



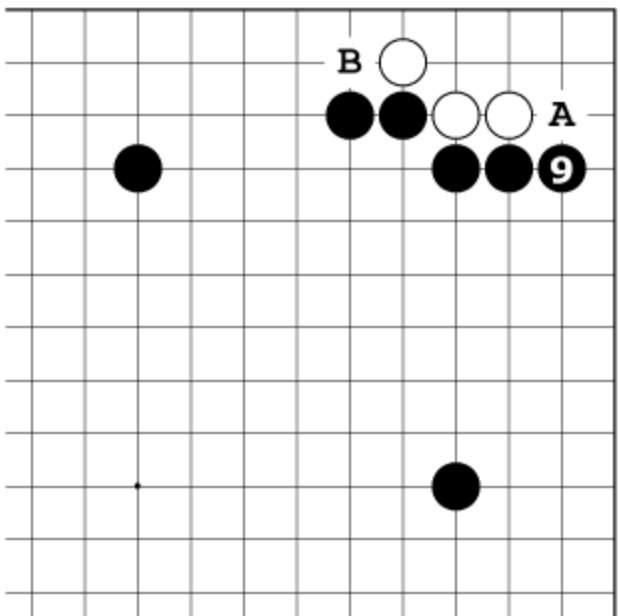
8 'A' or 'B' are correct. 'C' is a mistake.



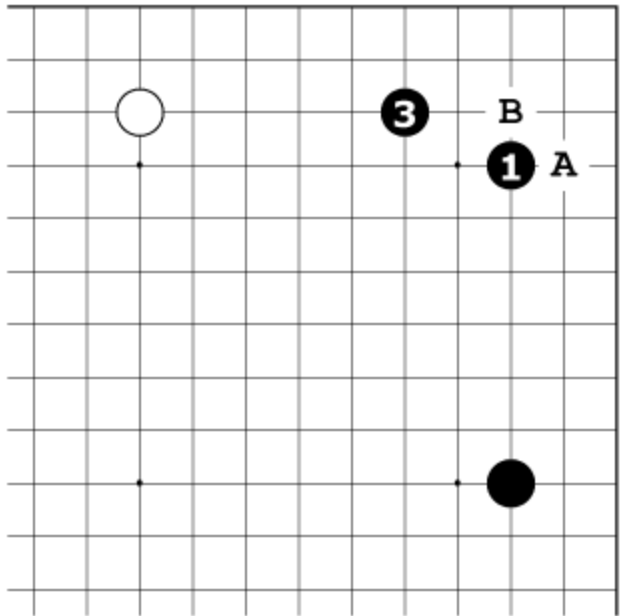
16 'A' or 'B'.



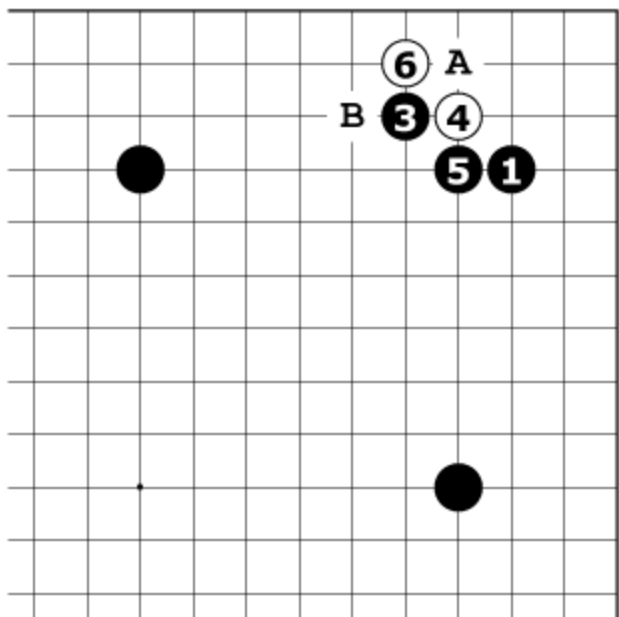
10 'A' is correct, 'B' is questionable.



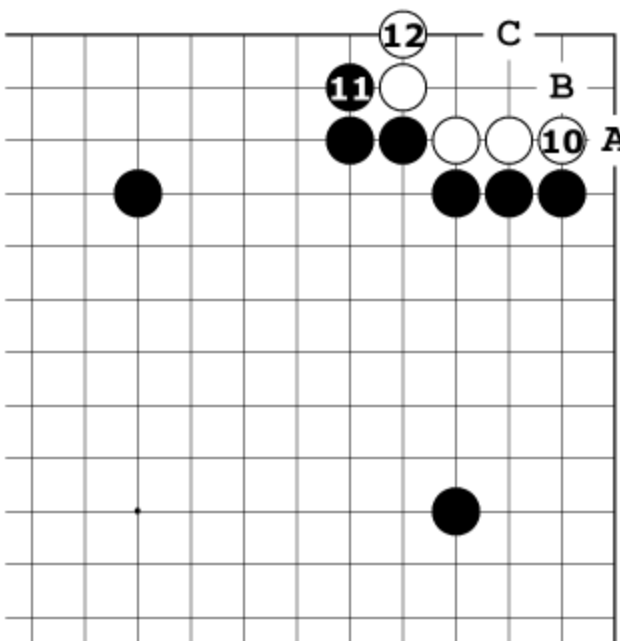
9 'A' -> ko, 'B' -> White dies.



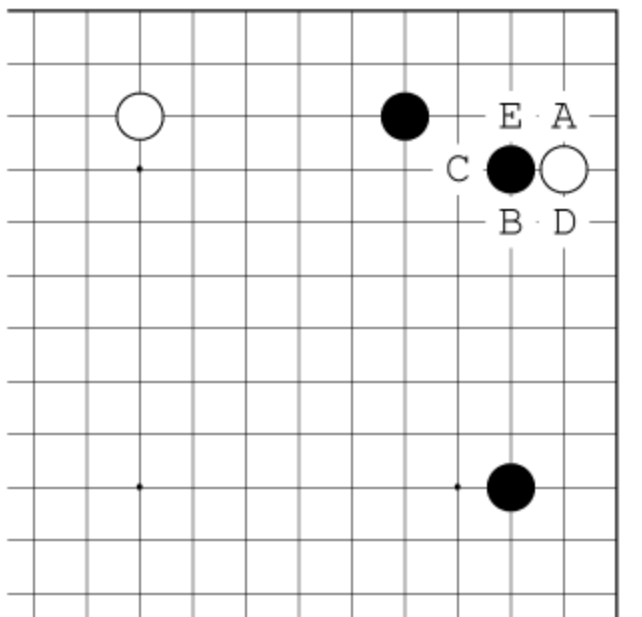
4 'A' is usal. 'B' is a test move which can be applied if the Black position is tighter.



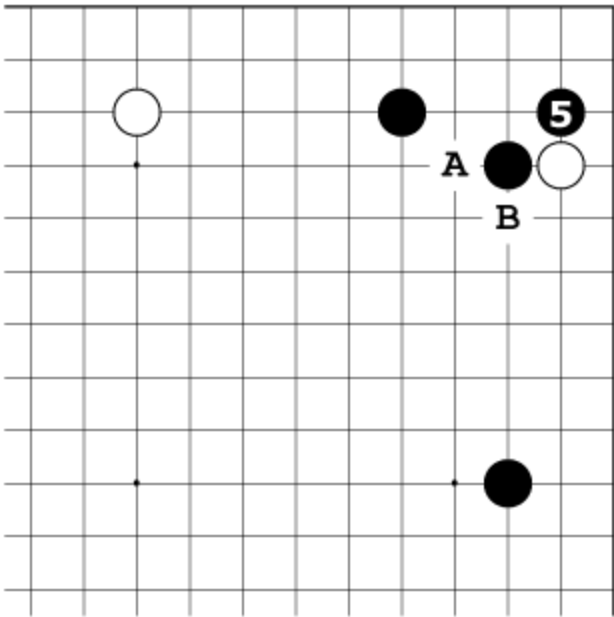
6 'A' defends the corner. 'B' makes the corner a ko.



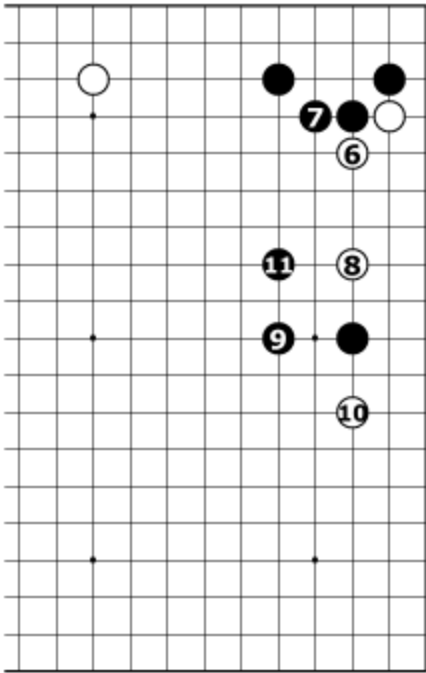
12 'A', 'B' or 'C' make ko.



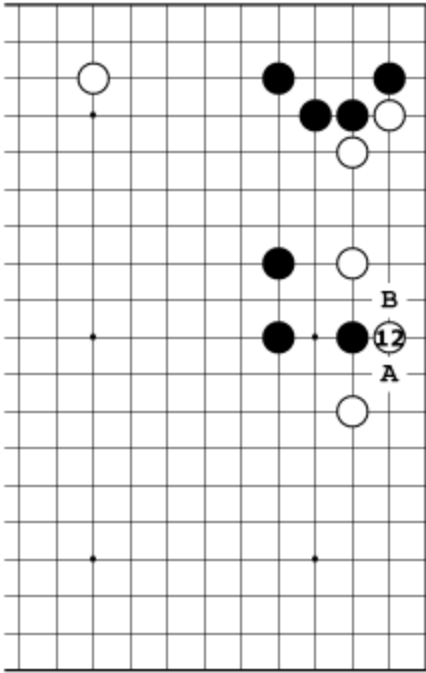
4 Black defends the corner with 'A' or 'C' or takes outside influence wirh 'B'. The aim of Black 'C' is to avoid giving White any help in making shape. 'D' and 'E' are disadvantageous.



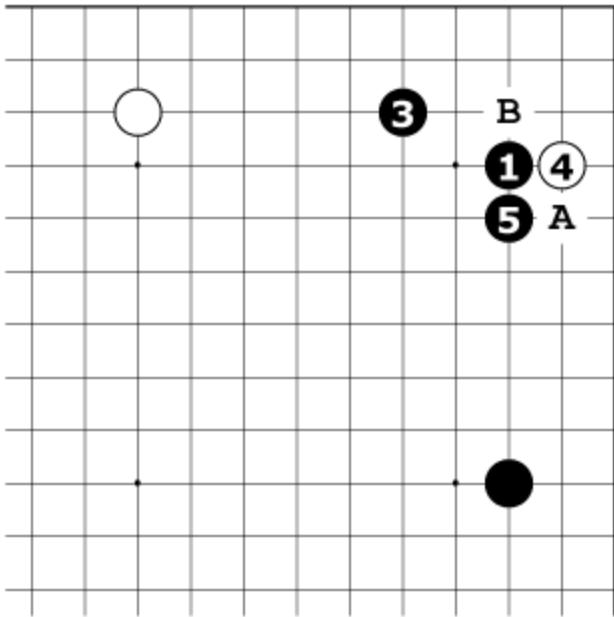
5 'A' is correct, 'B' makes a base.



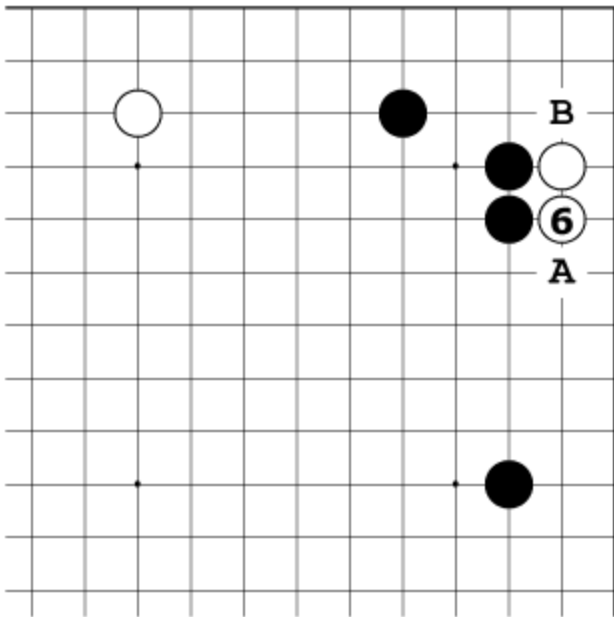
11 This continuations shows ways for White to live.



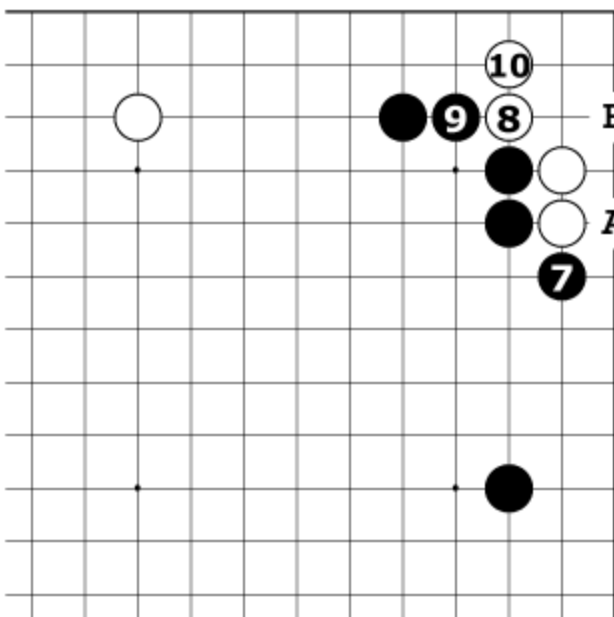
12 'A' or 'B'.



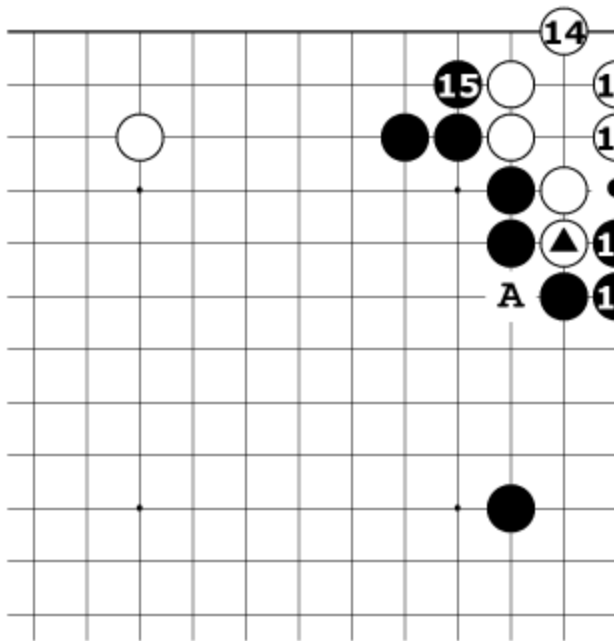
5 'A' is correct. 'B' is inferior, because he ends in gote, but may be necessary, if escaping outside has become impossible.



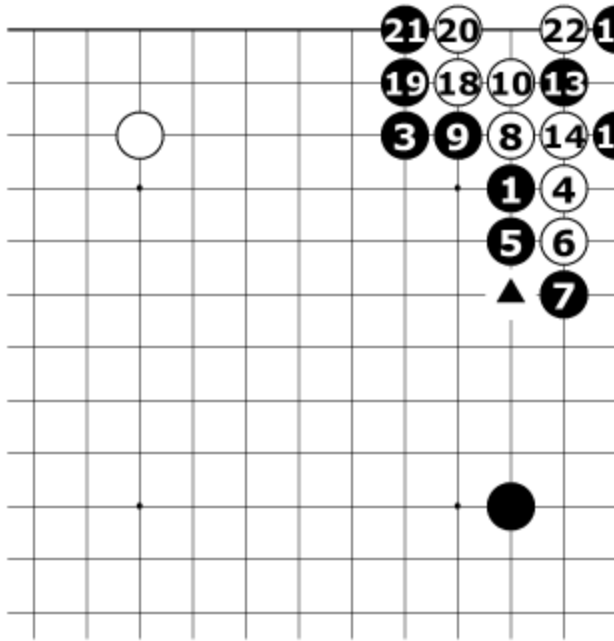
6 'A' or 'B'.



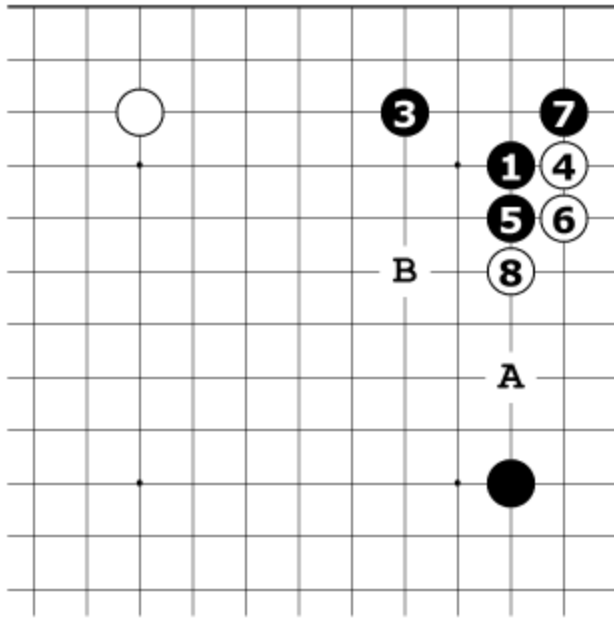
10 'A' is usual. 'B' initiates a ko where Black has to find the first ko threat. If White wins the ko, Black has suffered a big damage in terms of territory and endgame.



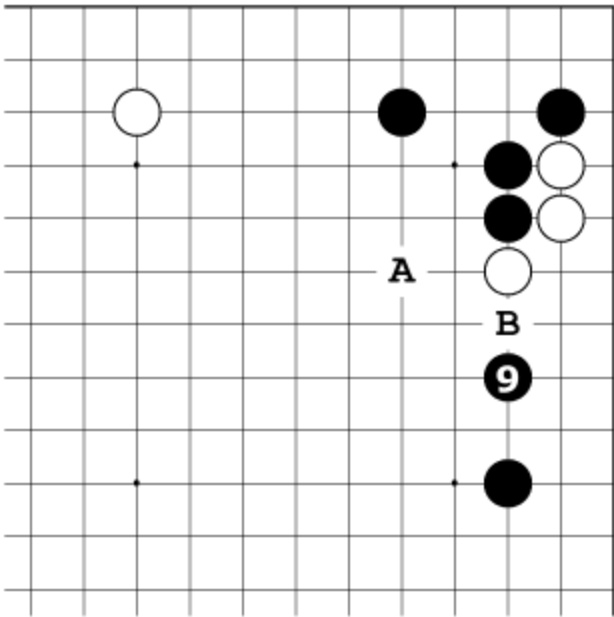
16 Now the triangled White stone shows its value: When the circled liberty is lost (what is double-sente), Black must defend the cut at A.



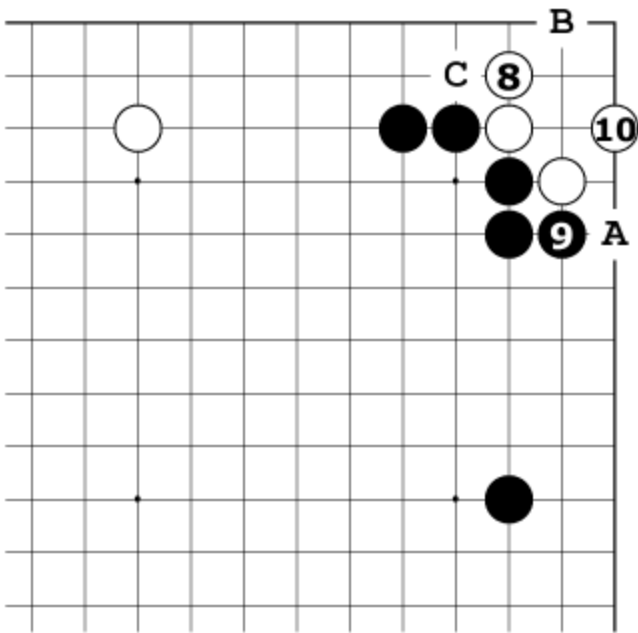
22 Many local ko threats for White starting on the marked point.



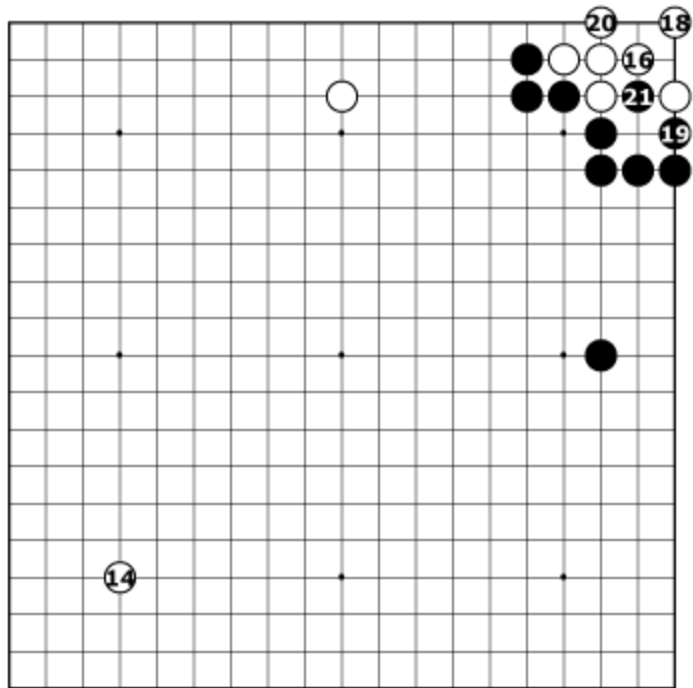
8 'A' or 'B'.



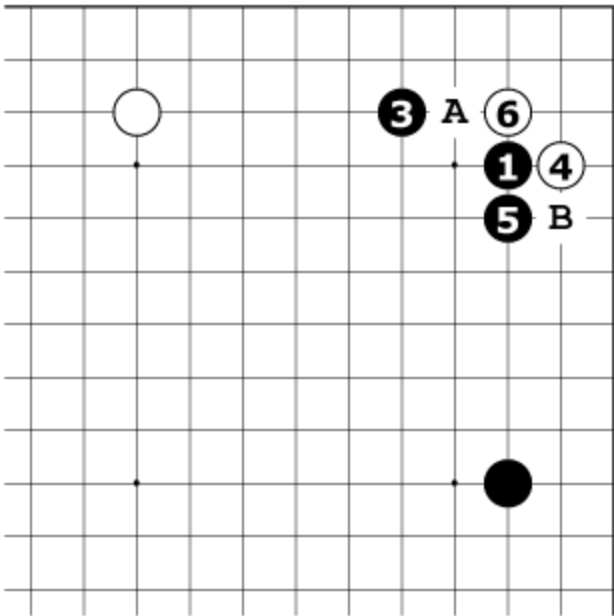
9 'A' or 'B' are ok.



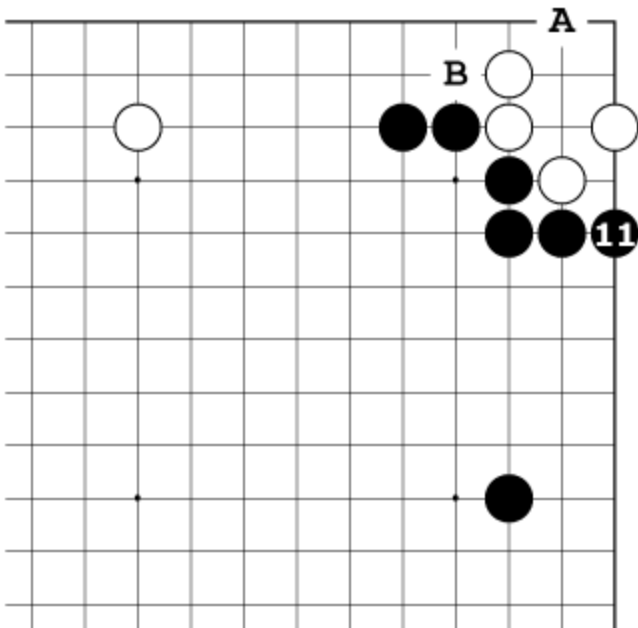
10 'A' and 'B' are correct, 'C' is a mistake.



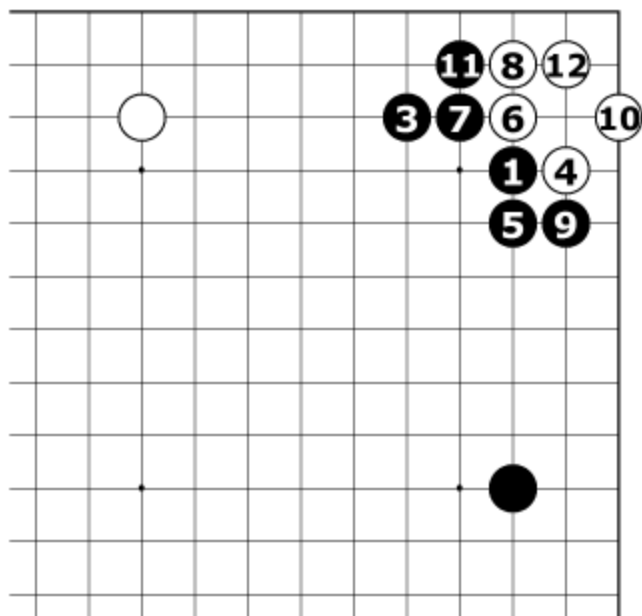
21 Ko



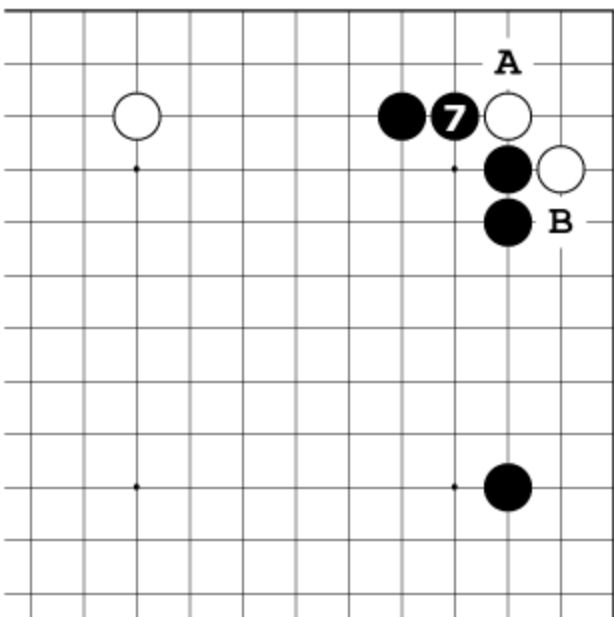
6 Black continues with 'A' or 'B'.



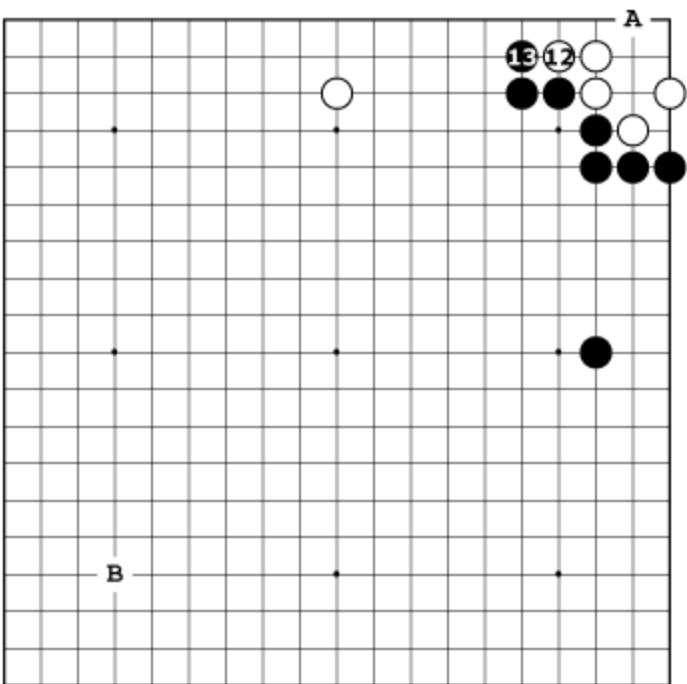
11 'A' is correct, 'B' is questionable.



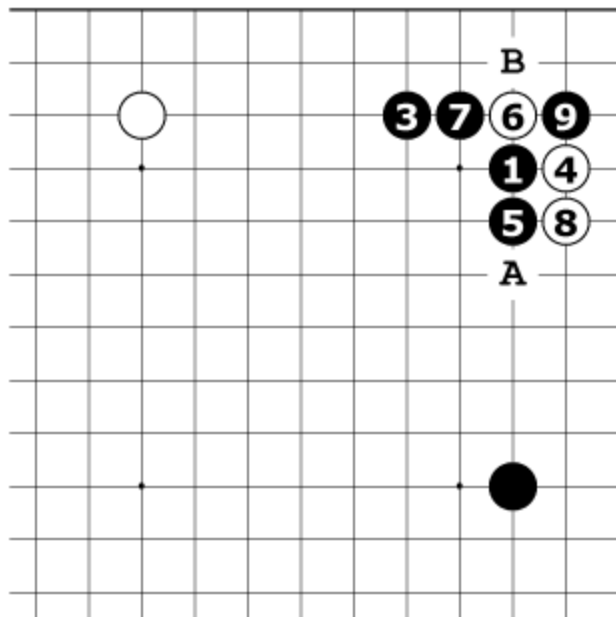
12 White has two points more than necessary.



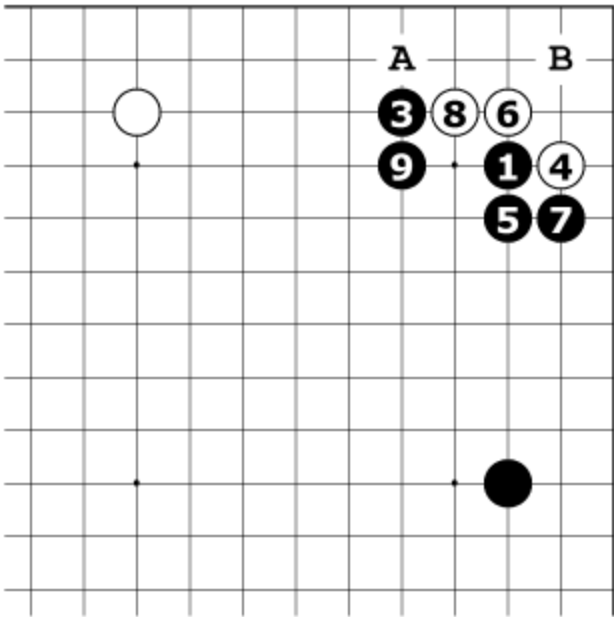
7 White continues with 'A' or 'B'.



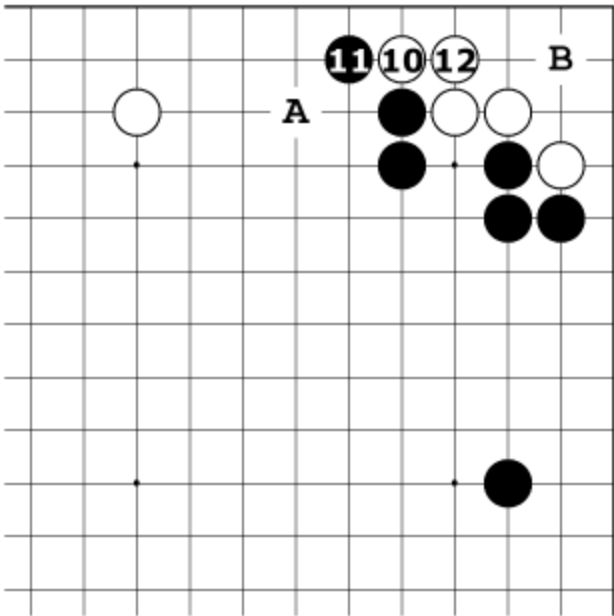
13 'A' is necessary, tenuki 'B' is a mistake.



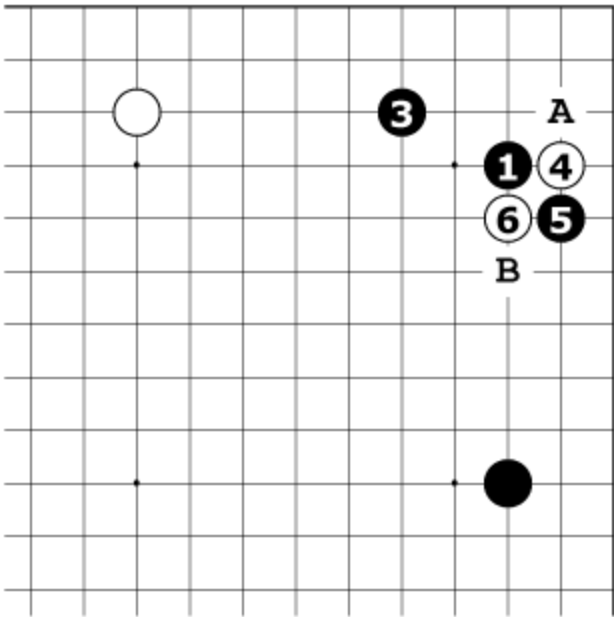
9 White continues with 'A' or 'B'.



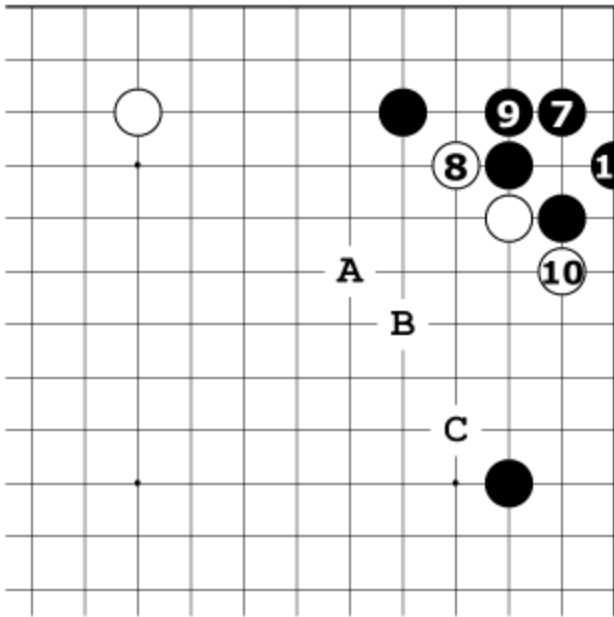
⑨ 'A' lives with a threat to connect outside. 'B' makes a ko.



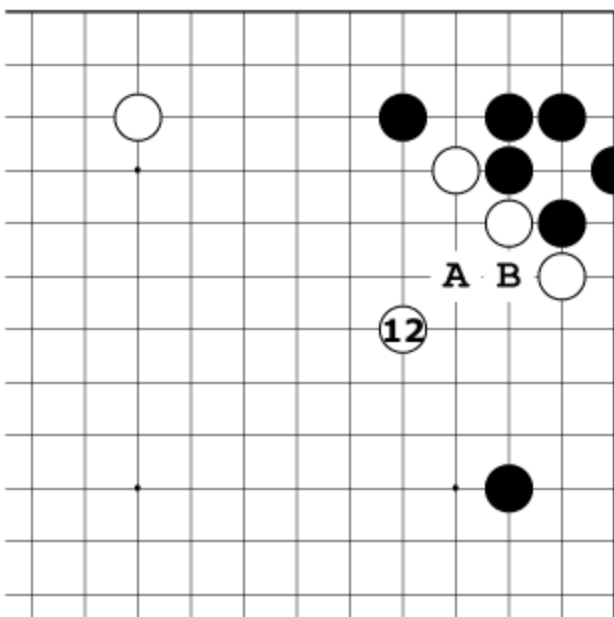
⑫ 'A' lets White live. 'B' tries to kill but here White can escape to the top.



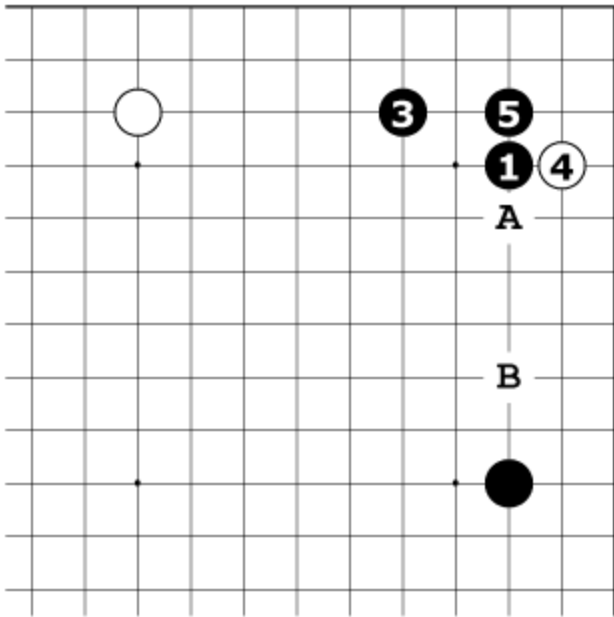
⑥ 'A' is the usual continuation. If on the right side, there is no Black, but a White stone, 'B' is better.



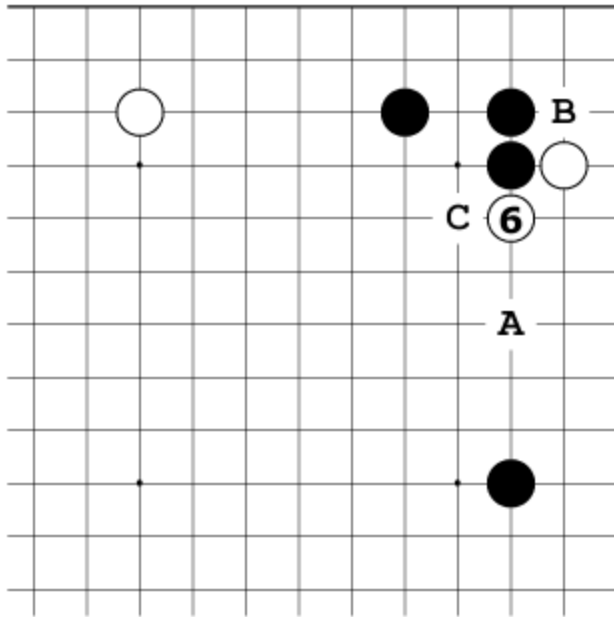
⑪ If Black wanted the corner, he could have taken it without giving White influence. 'A', 'B' or 'C'.



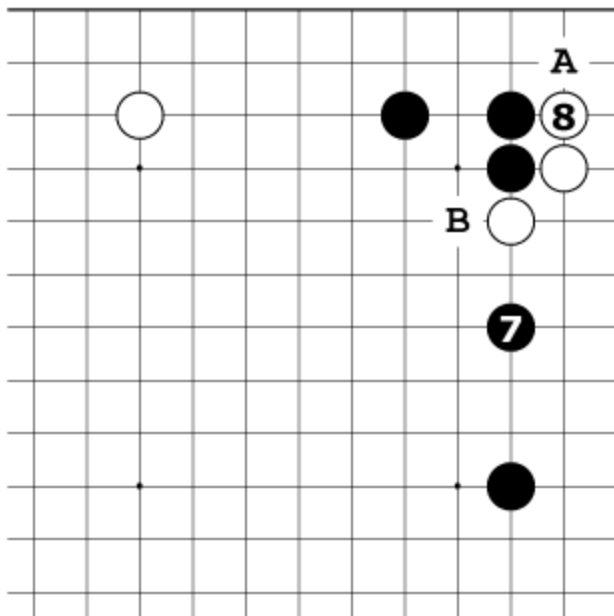
⑫ Playing White 14 at 'A' or 'B' would be too heavy.



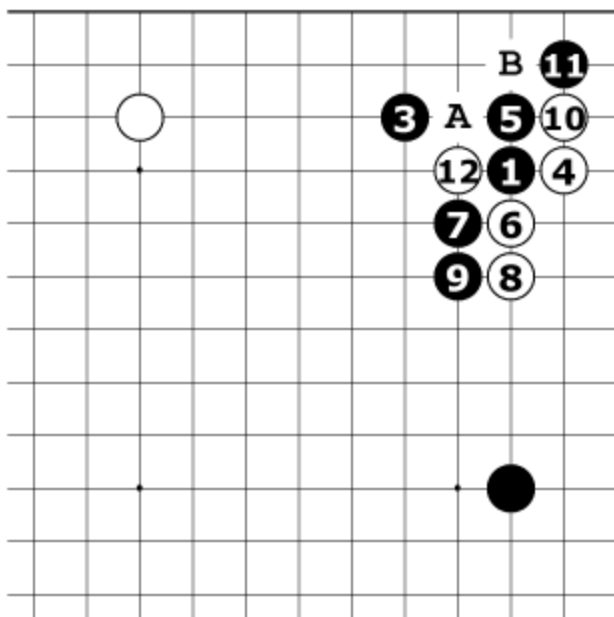
⑤ 'A' or 'B'.



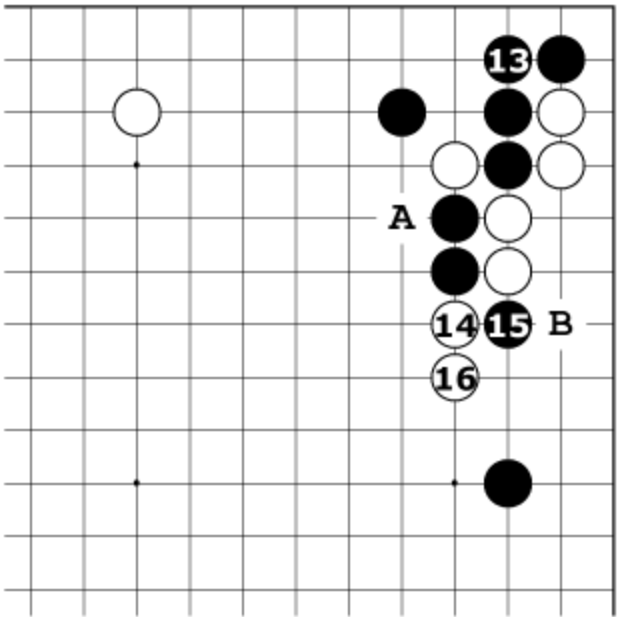
⑥ Black continues with 'A' to 'C'.



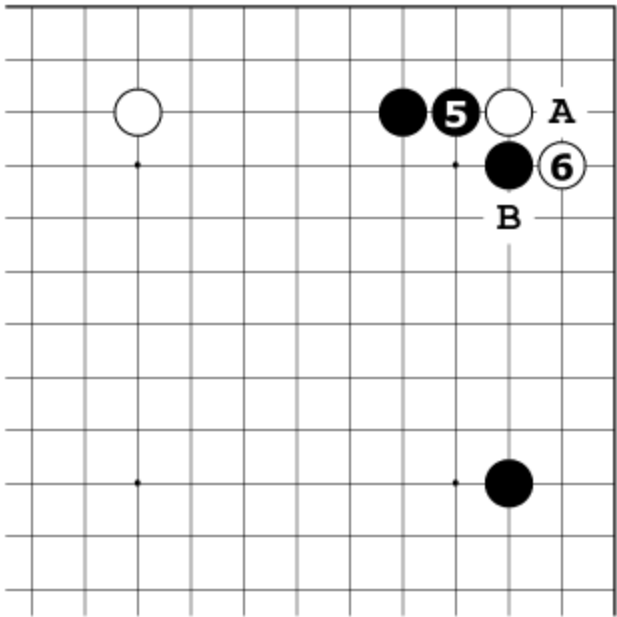
⑧ Black continues with 'A' or 'B'.



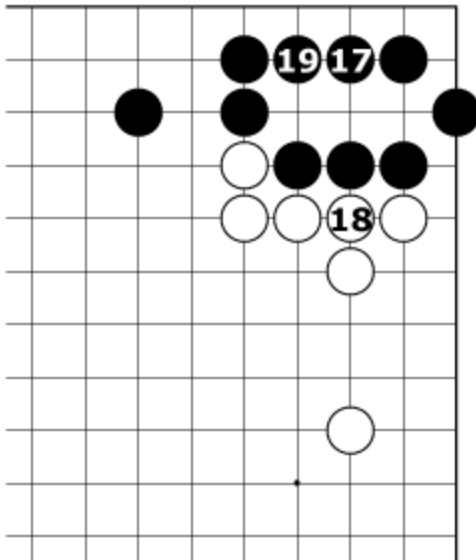
⑫ There may be a ladder associated with White 14. Black continues with 'A' or 'B'.



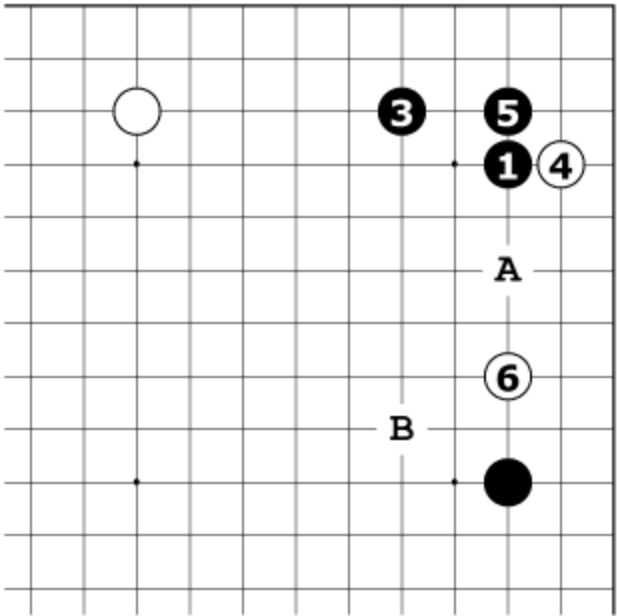
⑬ With a White ladder, 'A' and 'B' are miai.



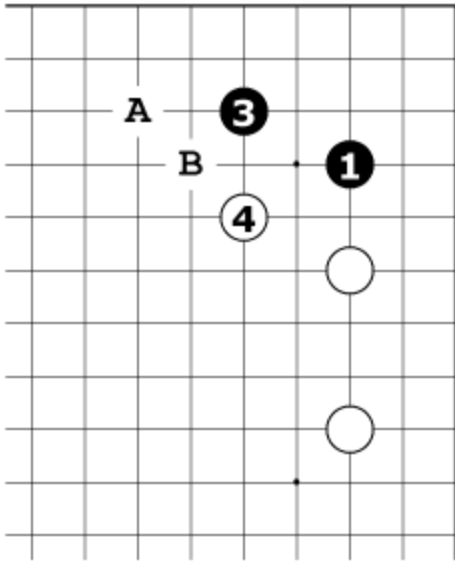
⑥ 'A' kills lwaving aji. 'B' -> White lives.



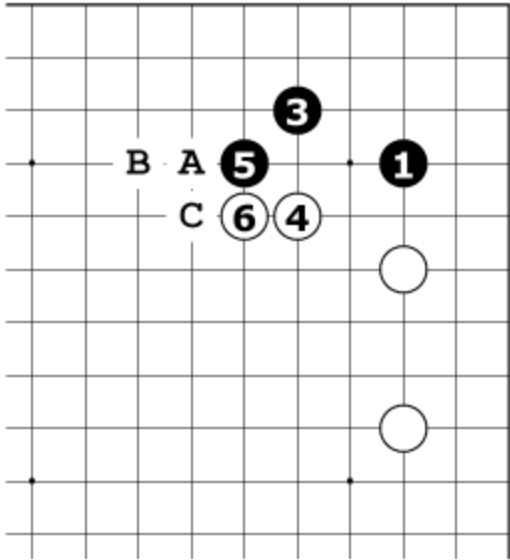
⑲ Black unnecessarily lost one point territory.



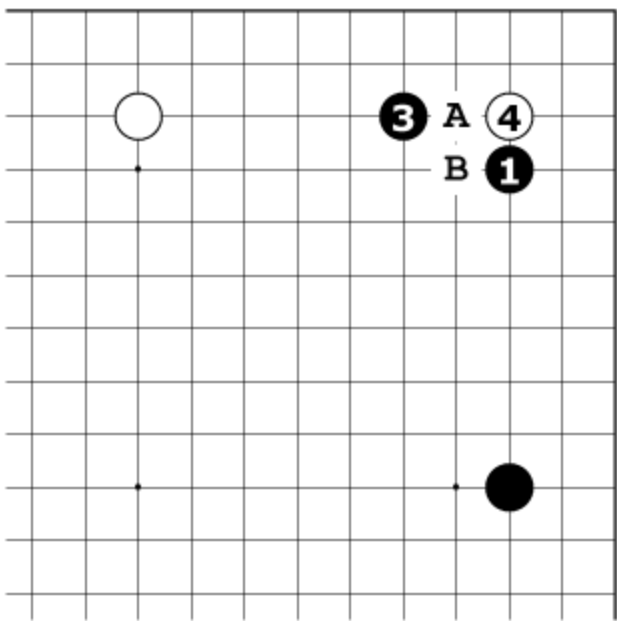
⑥ 'A' or 'B'.



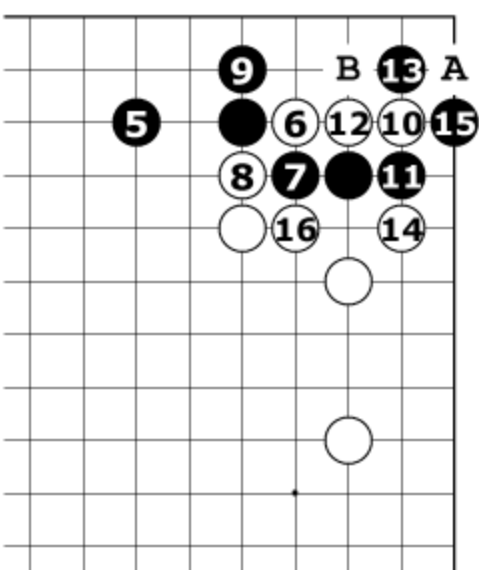
④ 'A' is correct, 'B' is questionable.



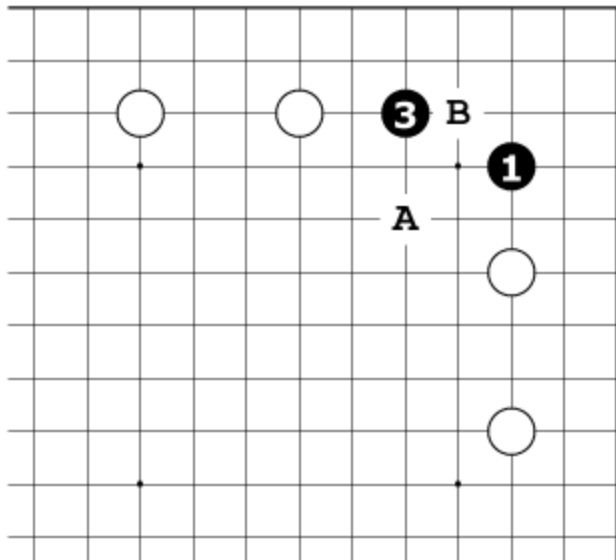
⑥ 'A' is slow, 'B' is inferior, 'C' doesn't work.



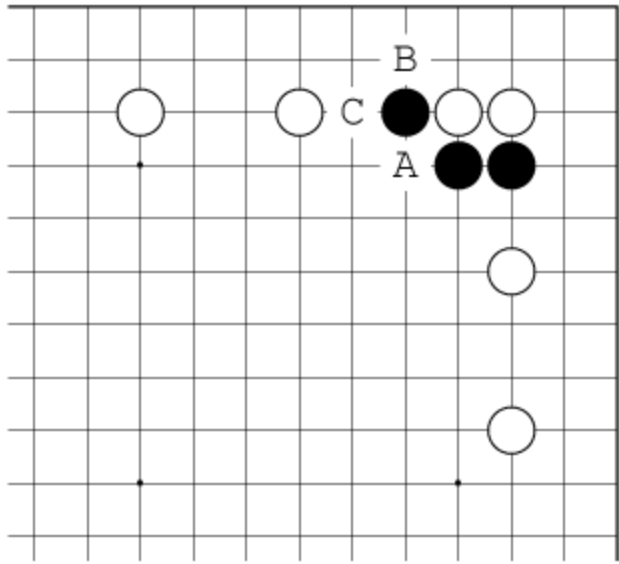
④ 'A' or 'B' are possible. 'B' makes a ko.



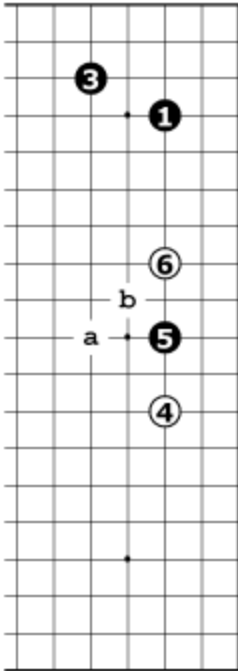
⑬ 'A' is correct, 'B' is inferior.



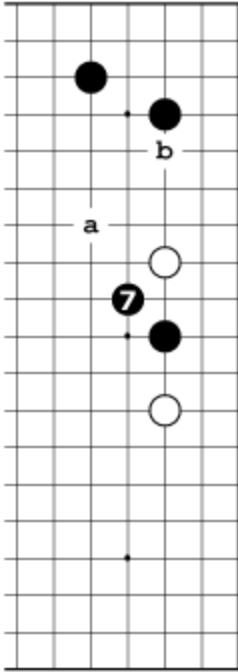
④ Black can secure his group on 'A'. If he doesn't care for the shimari, it will suffer after White 'B'.



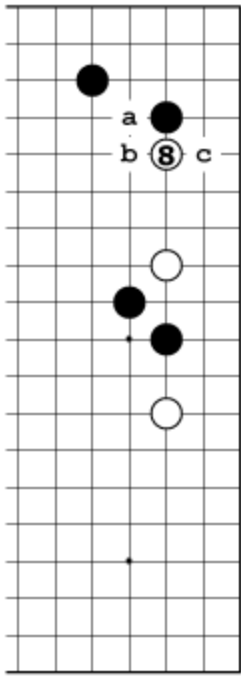
⑥ 'A' is correct, 'B' and 'C' are mistakes.



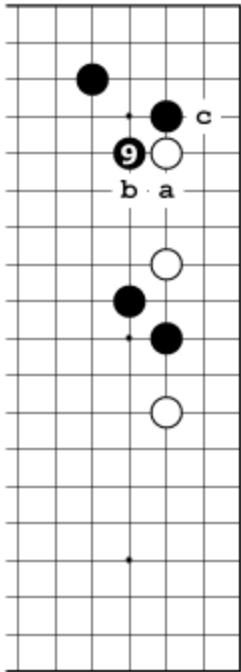
⑥ Black continues with 'a' or 'b'.



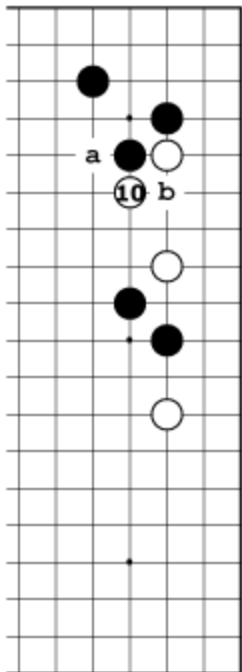
⑦ White continues with 'a' or 'b'.



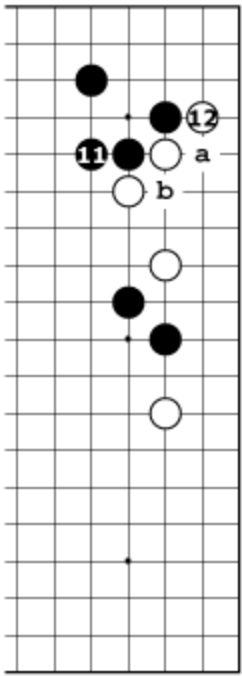
⑧ Black continues with 'a' to 'c'.



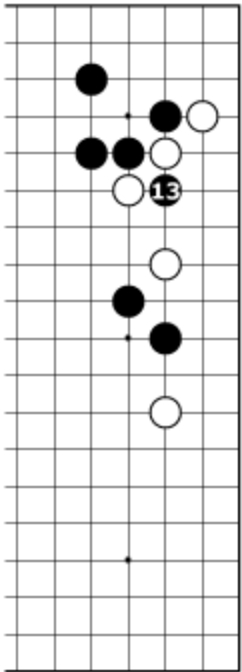
⑨ White continues with 'a' to 'c'.



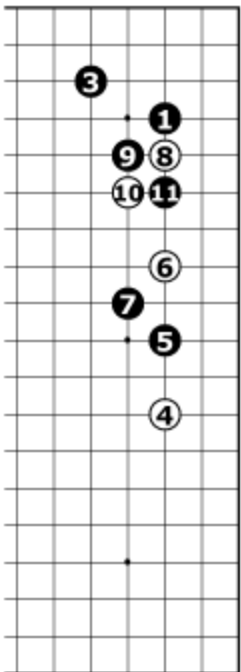
⑩ Black continues with 'a'. Black 'b' does not work, as it gives White a large corner.



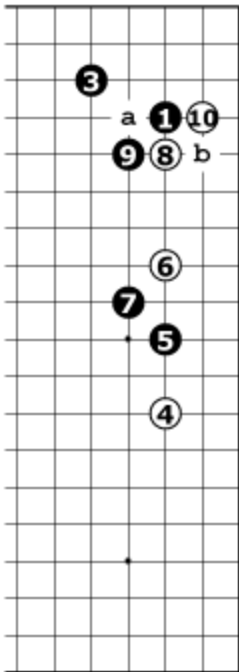
⑫ Black continues with 'a'. Black 'b' lets White live in the corner, a less satisfactory result for Black.



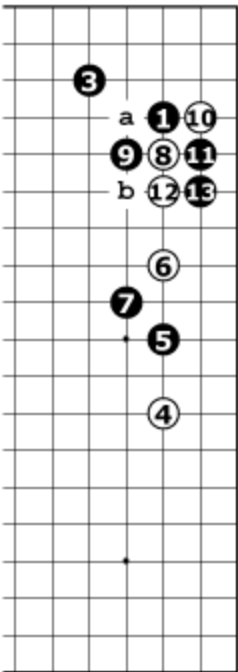
⑬ White lives in the corner; a success for White.



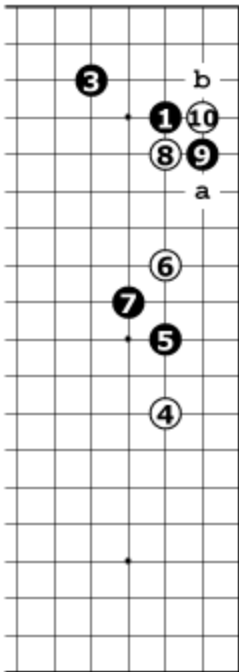
⑪ Black 10 gives White the corner in a big way.



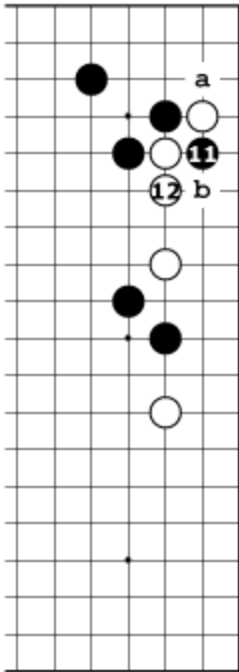
10 Black continues with 'a' or 'b'.



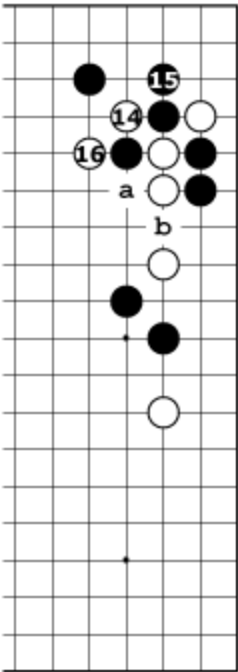
13 White continues with 'a' or 'b'.



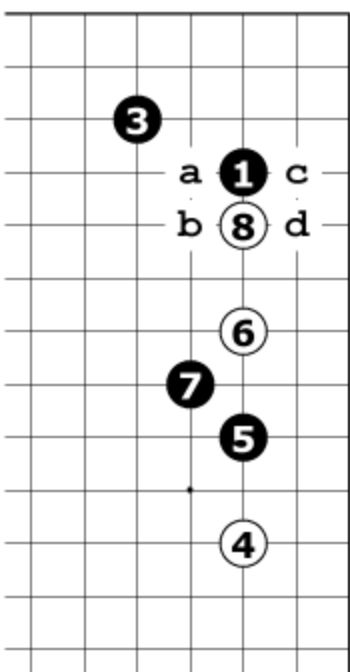
10 Black continues with 'a' or 'b'.



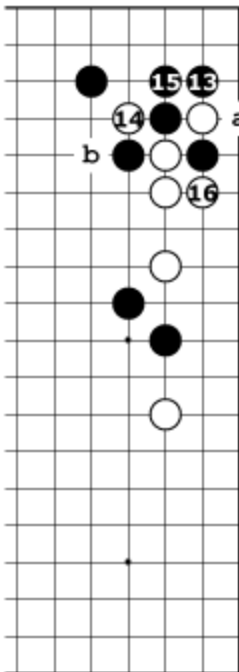
12 Black continues with 'a' or 'b'.



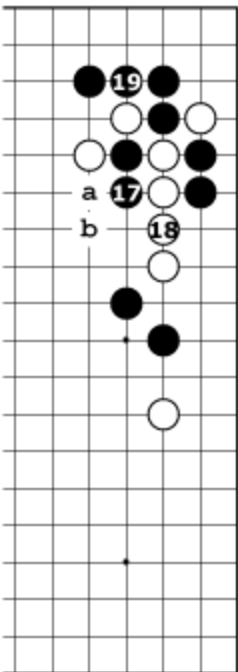
16 Black continues with 'a' or 'b'.



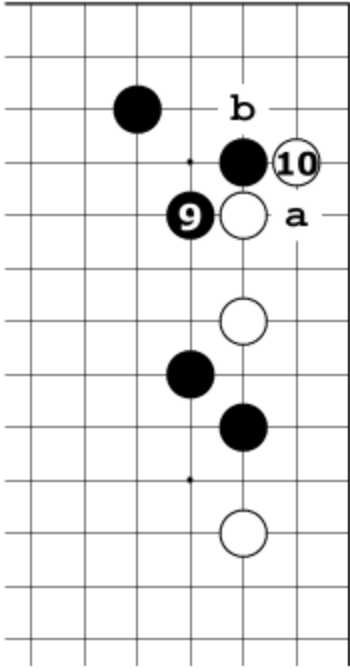
8 Black continues with 'a' to 'd'.



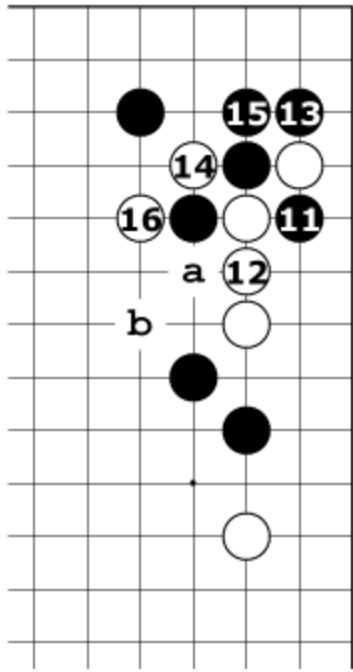
16 White continues with 'a' or 'b'.



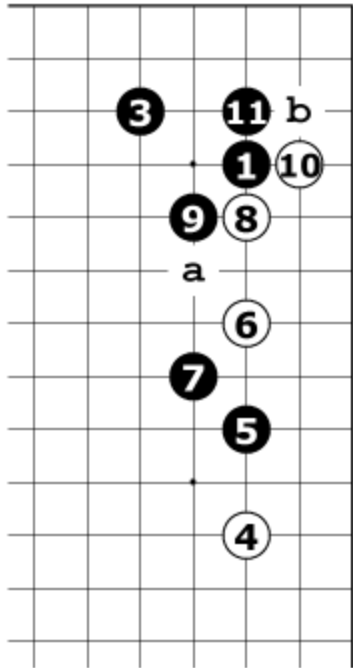
19 White continues with 'a' or 'b'.



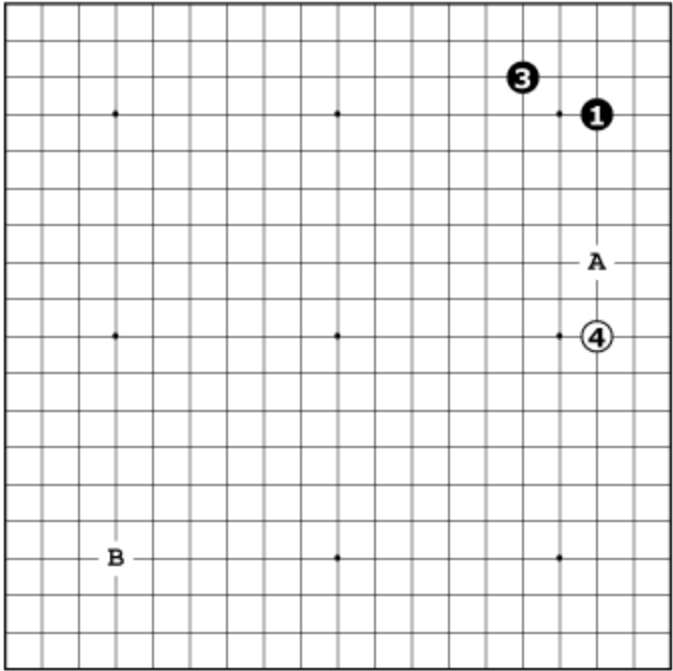
10 Black continues with 'a' or 'b'. 'b' may create a ko.



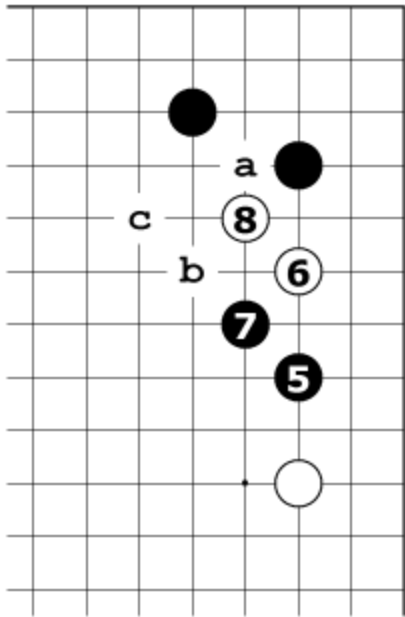
16 Black continues with 'a' or 'b'. Black 'a' is better.



11 White continues with 'a' or 'b'. 'a' creates a ko. With 'b', White sacrifices to get out to the center.

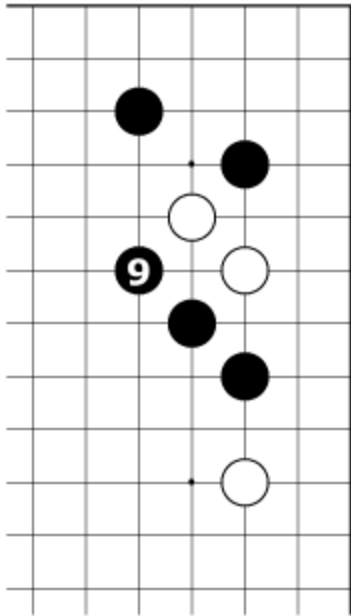


4 'A' Black approach.
'B' White continuation.

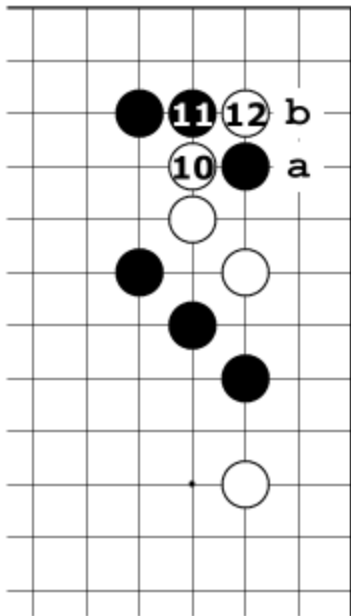


8 Black continues with 'a' or 'b'. In either variation, White gets out to the center.

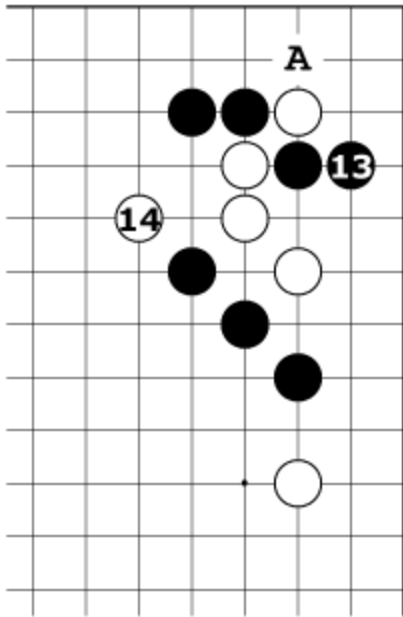
White breaks through, unfavorable to Black, if Black plays 'c'.



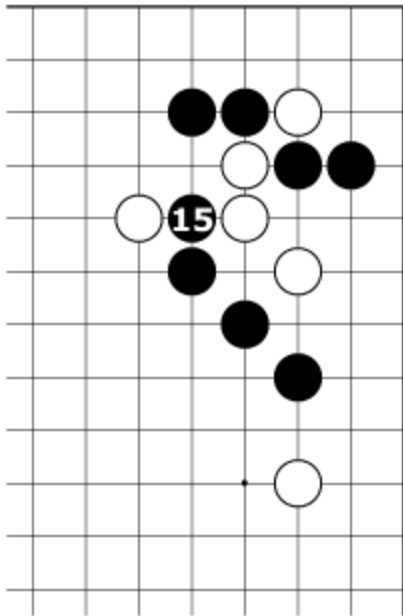
9 Black 8 does not capture White.



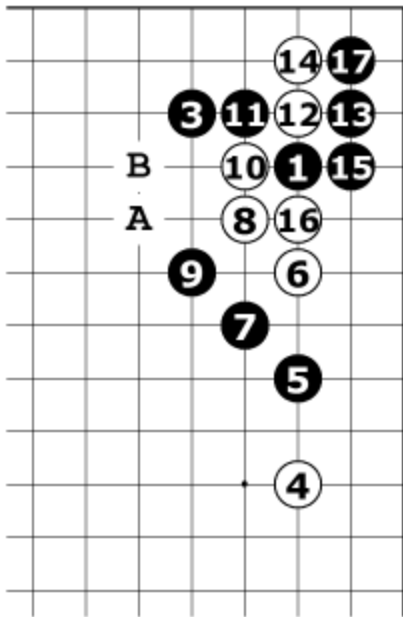
12 Black continues with 'a' or 'b'.



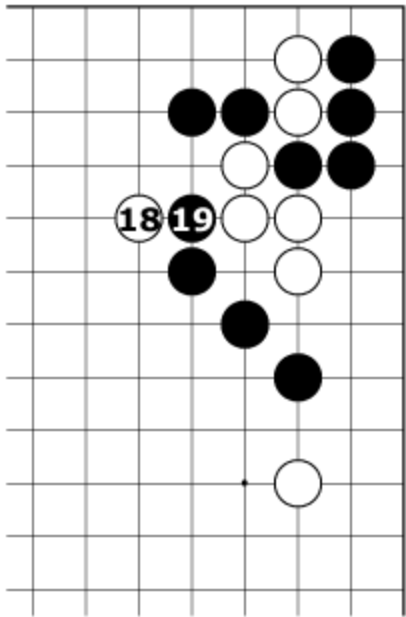
14 White aims at A later.



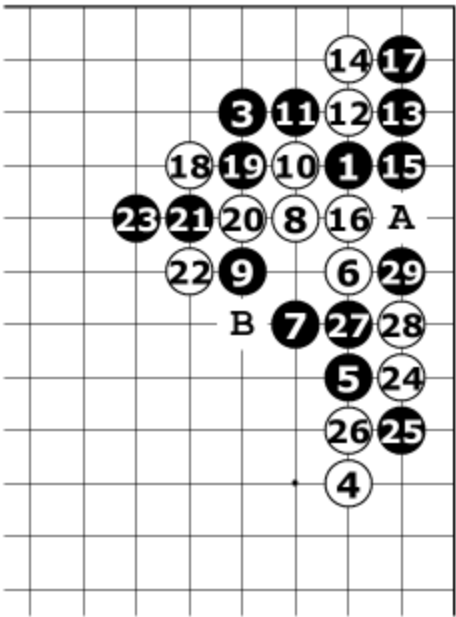
15 The cut doesn't work.



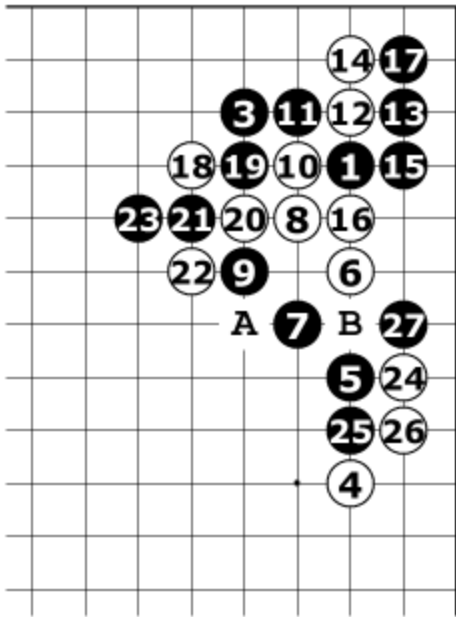
17 White escapes on 'A'. 'B' is a mistake. Although White can live or escape after 'B', he will get a small group for large influence or be hunted.



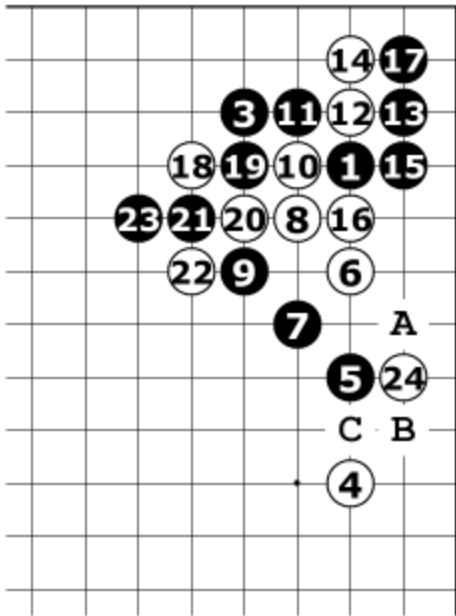
19 The cut doesn't work



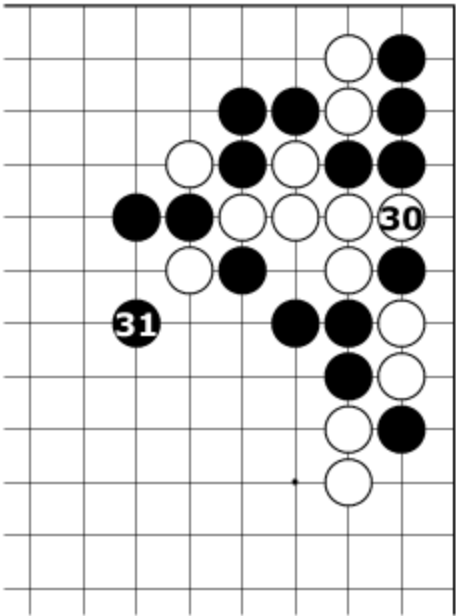
29 'A' is correct, 'B' is a mistake.



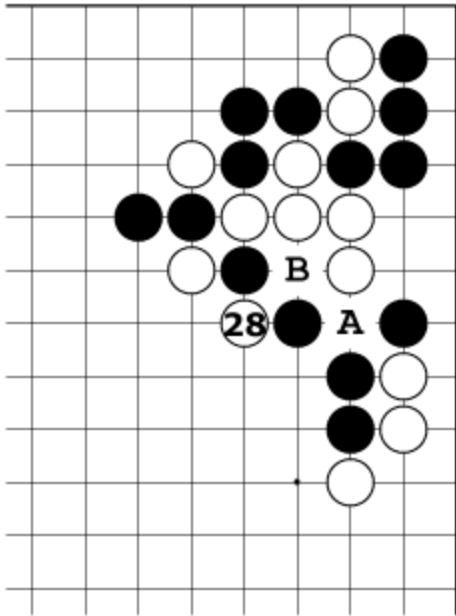
27 'A' gives a bad result. 'B' is self-deletion.



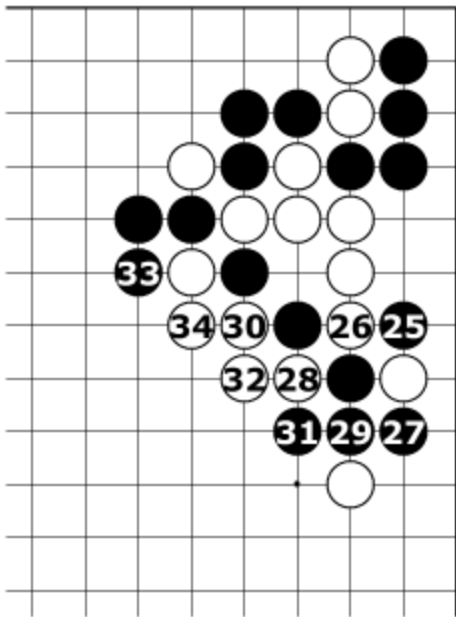
24 Black develops both sides on 'A', makes thickness on 'B'. 'C' splits White into two weak groups.



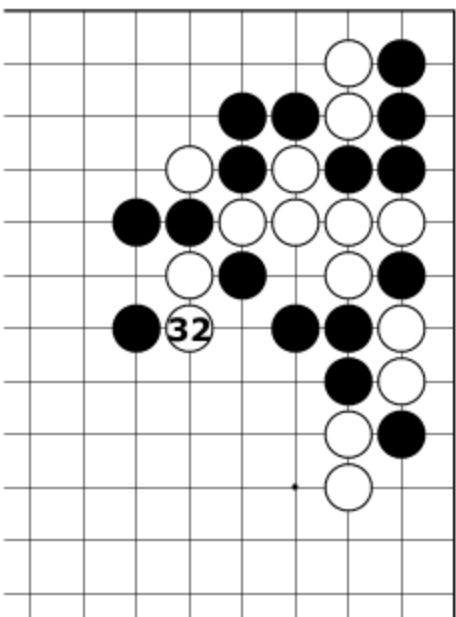
31 Black has huge thickness.



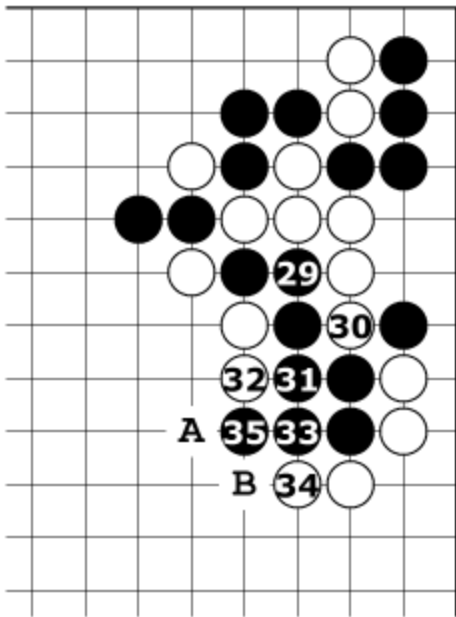
28 'A' is correct, 'B' is bad and depends on the ladder.



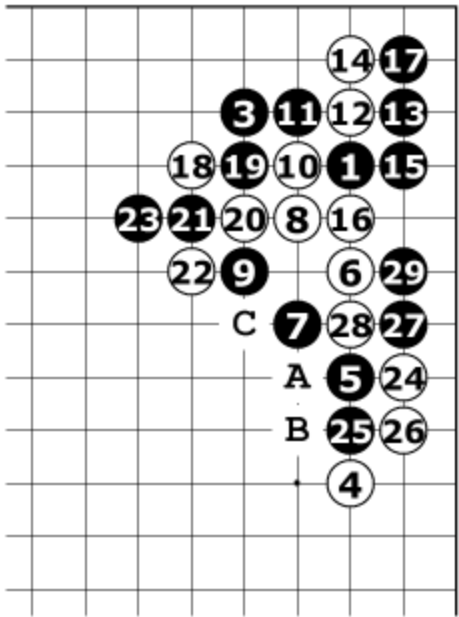
34 White has a small overconcentrated group while Black developed all around.



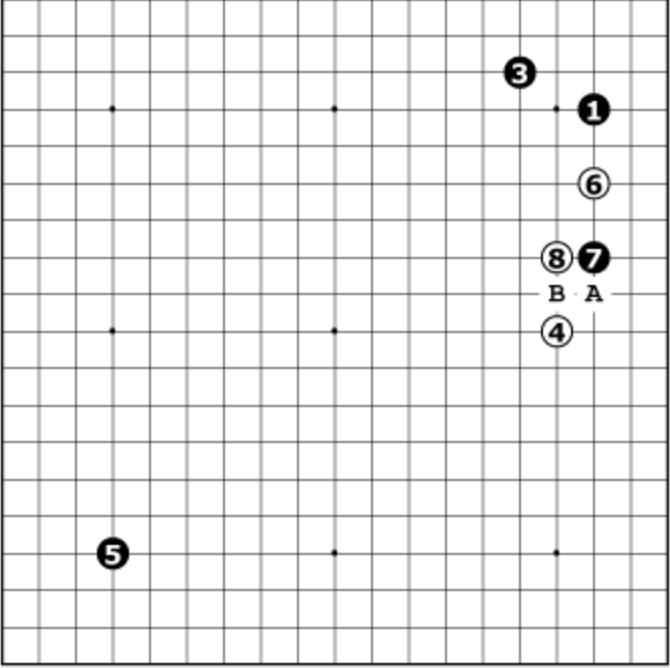
32 Safing this stone is very bad, as Black gets many sente moves and huge thickness.



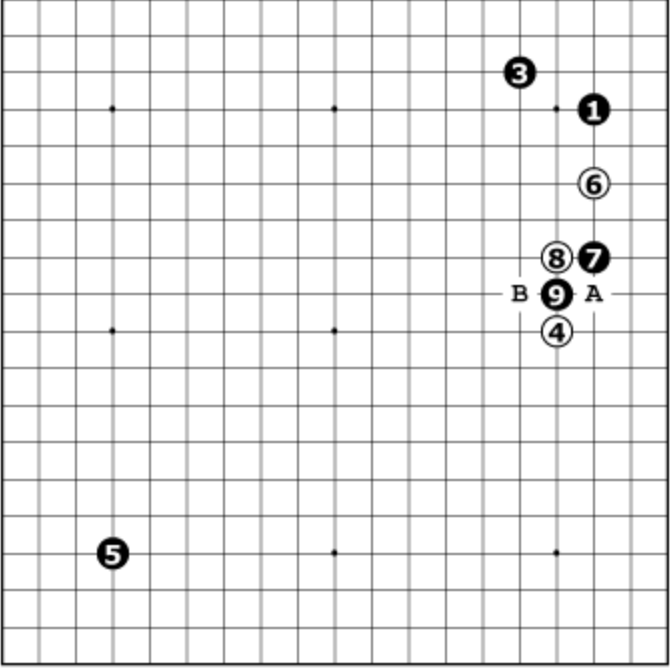
35 If White has the ladder, his result after 'A' is ok. If he hasn't, he gives Black huge thickness on 'B'.



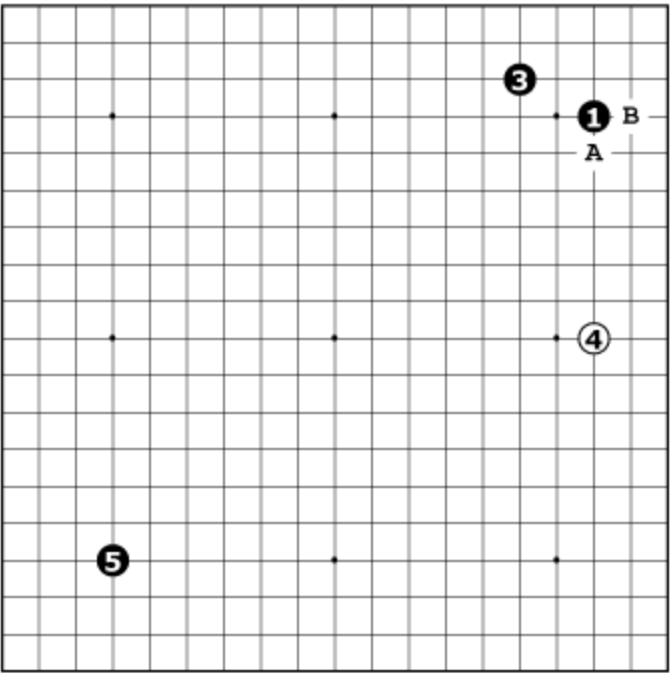
29 White can choose between three disasters 'A', 'B' or 'C'.



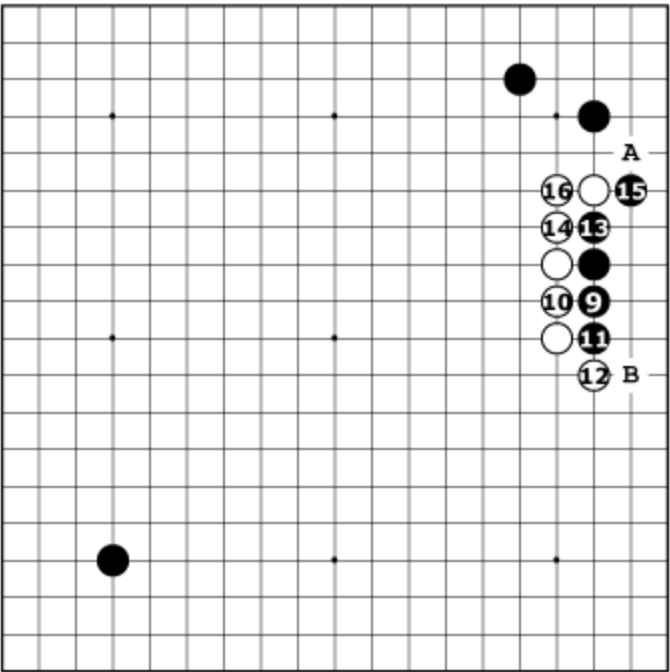
8 'A' is correct, 'B' depends on the ladder.



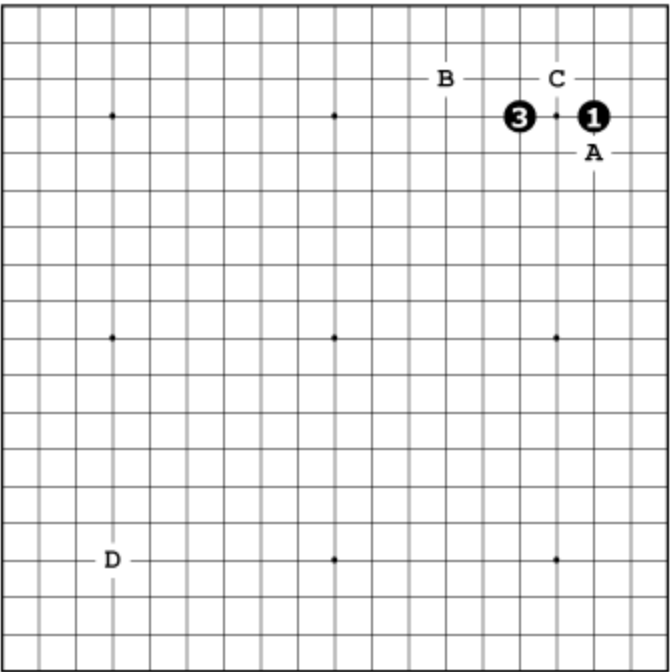
9 'A' with the ladder, 'B' if Black has the ladder.



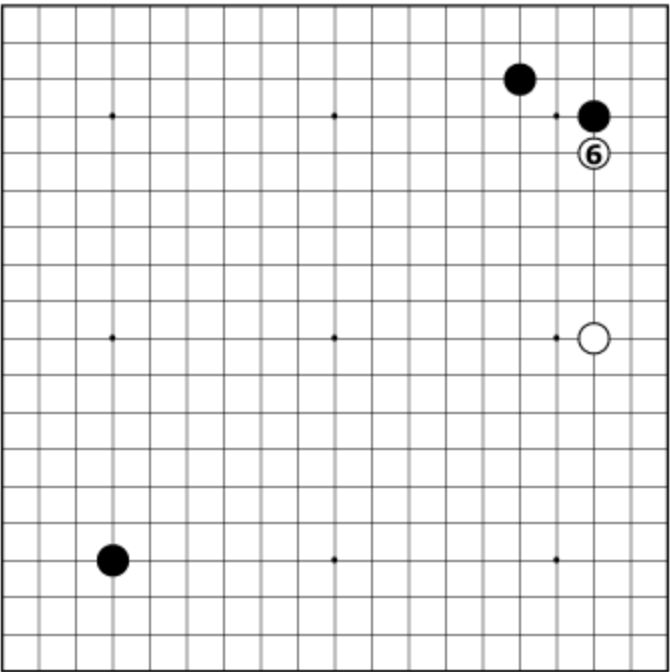
5 White 'A' or 'B' are ok.



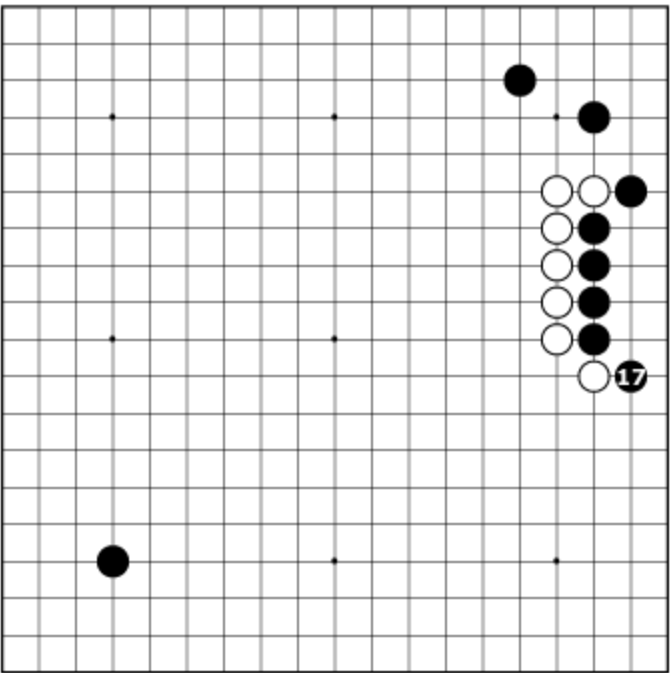
16 'A' or 'B'.



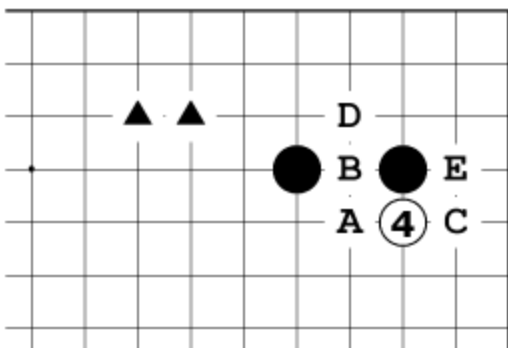
3 'A' to establish or enlarge a White position on the right side.
'B' is the usual approach from the top side.
'C' to make a White position on top, if Black prefers to defend the corner, an empty top side is necessary.
'D' covers invasions if Black has a larger moyo based on this shimari.



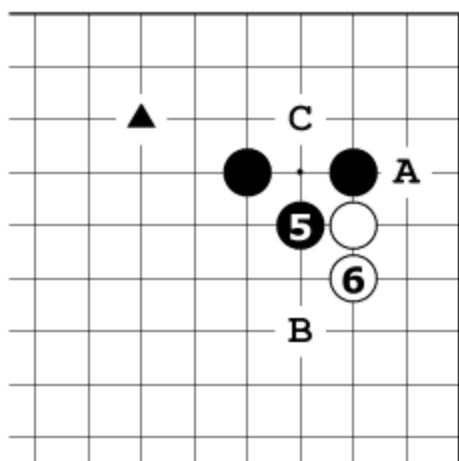
6 White prevents Black going outside and gets the side, not the corner.



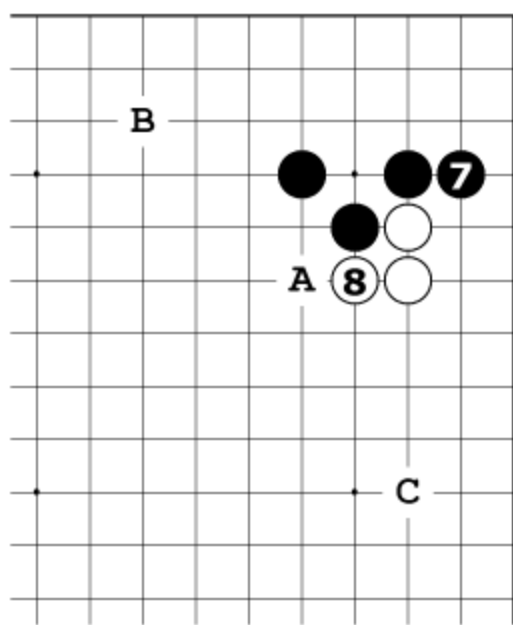
17 This move was invented by Cho Hun Hyeon in the 1st Ing Tournament against Nie Weiping 1989. Its purpose is disable White territory on the lower right.



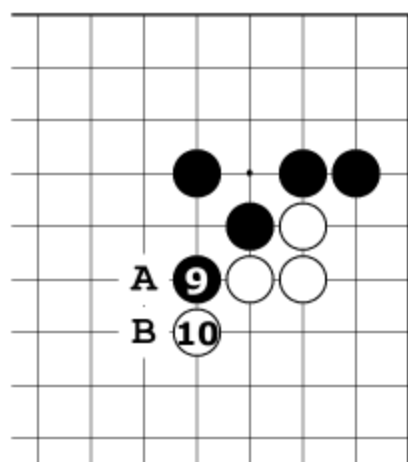
- ④ 'A' is joseki, 'B' doesn't want to help White, but takes less points.
'C' is not recommended.
With a White stone on a triangled position, 'D' is possible.
'E' is not recommended.



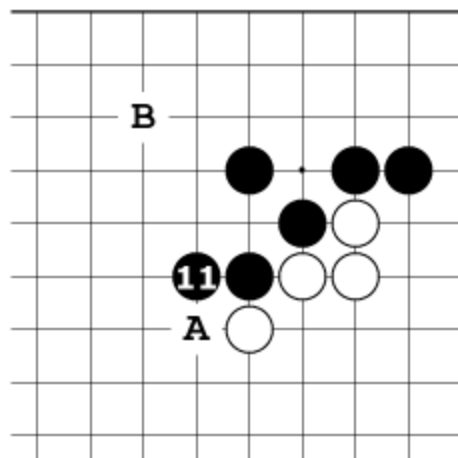
- ⑥ 'A' is joseki, 'B' is a special strategy taking the center for the side.
'C' is necessary with a White stone on the triangled position.



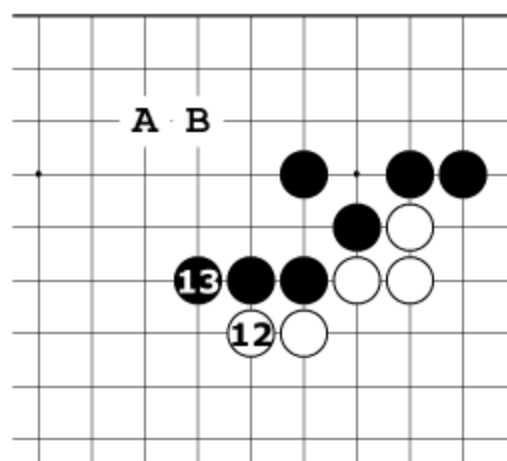
- ⑧ 'A' is joseki. 'B' is a variation to prevent a White stone on top.
'C' is also possible.



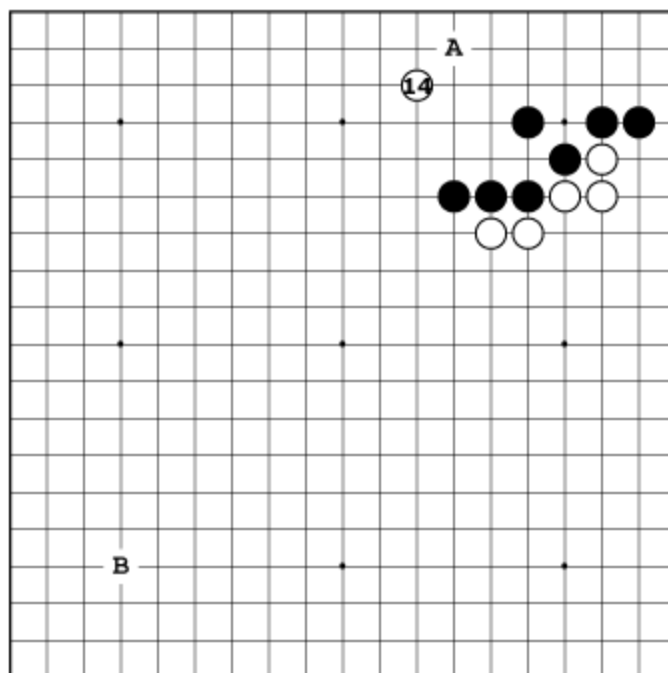
- ⑩ 'A' is joseki, 'B' a variation.



- ⑪ 'A' or 'B' are joseki

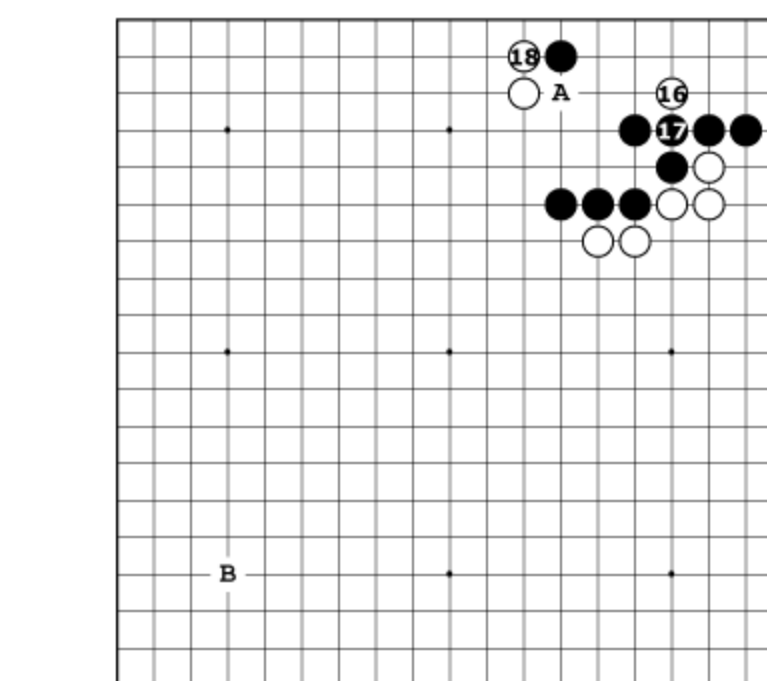
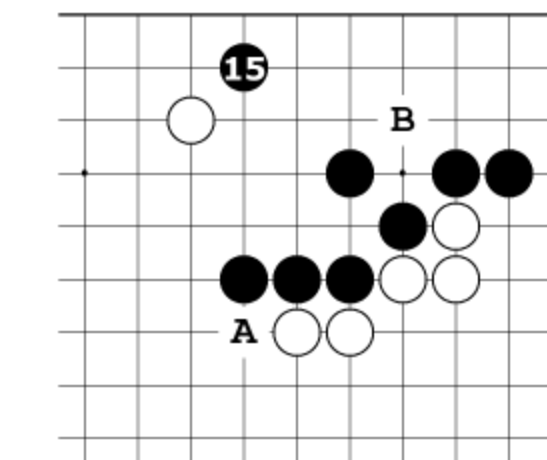


- ⑬ 'A' is joseki, 'B' is too near.

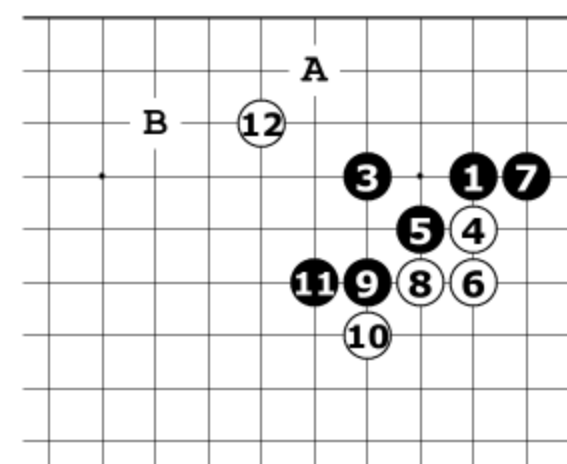


- ⑭ 'A' is necessary, tenuki 'B' makes all Black efforts useless.

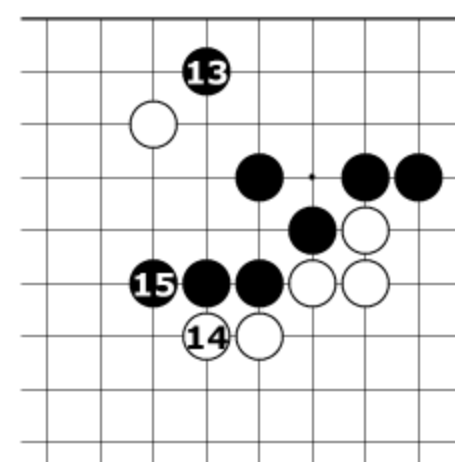
- ⑮ End of joseki
Later White continuations on 'A' or 'B'.



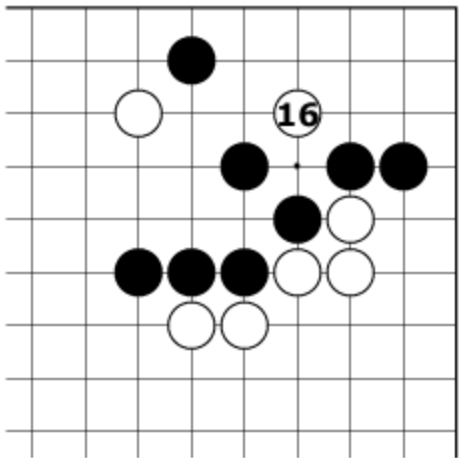
- ⑱ 'A' is necessary, tenuki 'B' loses much territory.



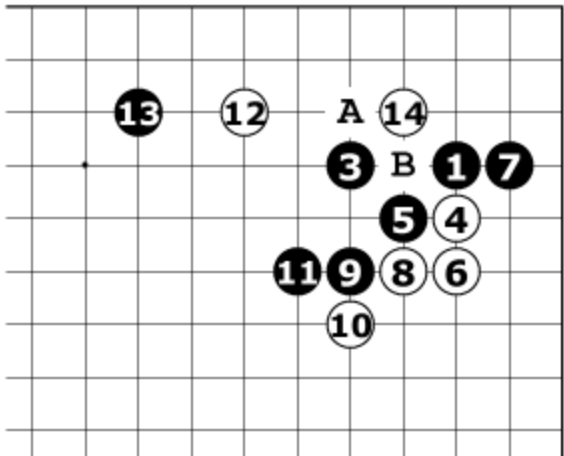
- ⑫ 'A' is joseki, 'B' is a mistake.



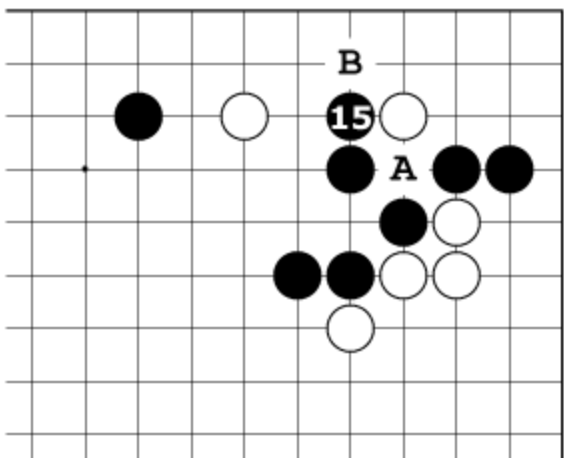
15 End of joseki.



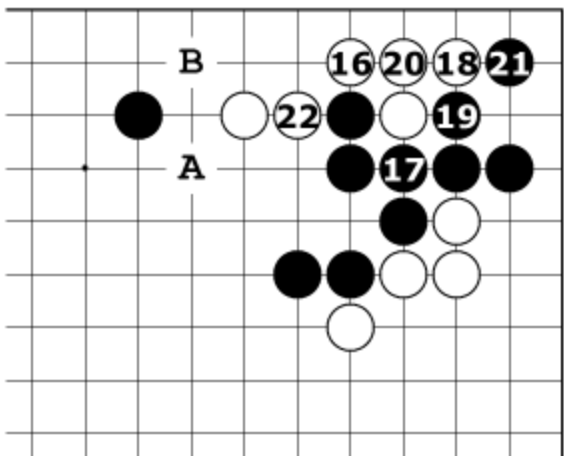
16 Later continuation,



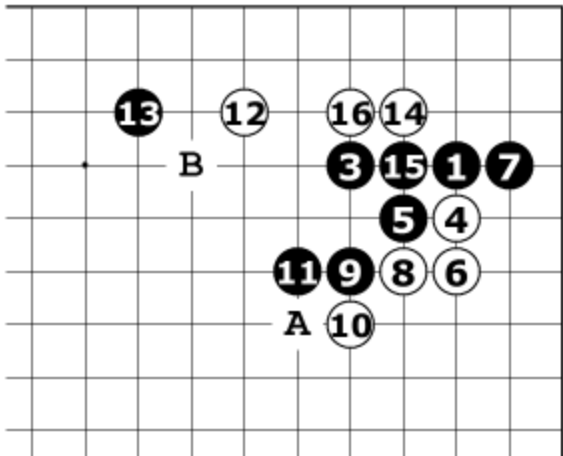
14 'A' -> seki in sente, 'B' -> White lives.



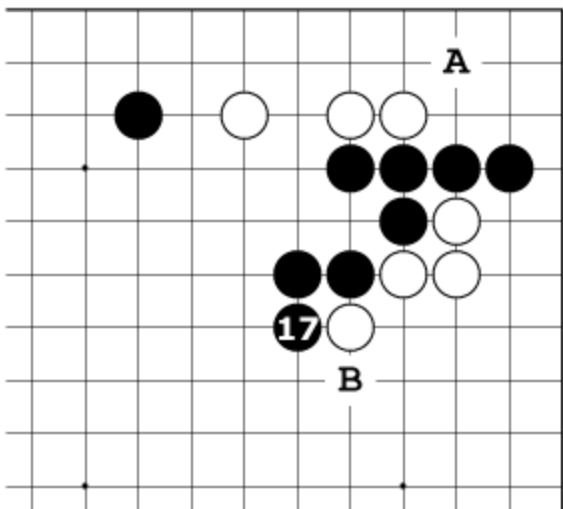
15 'A' seki, 'B' life or escape.



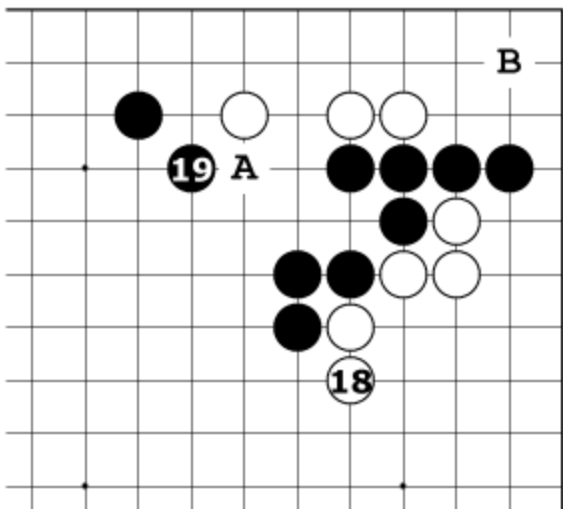
22 'A' closes White in, 'B' drives White out.



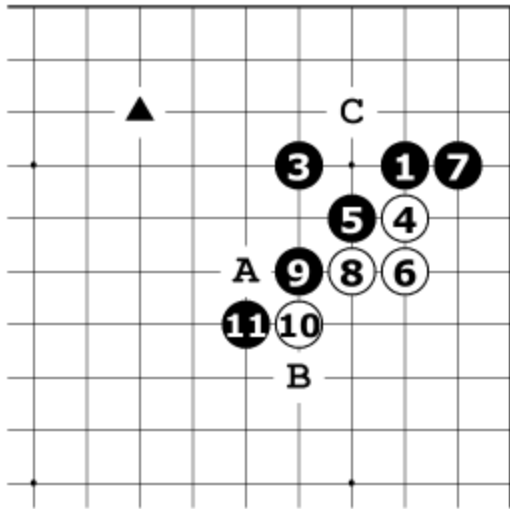
16 'A' is correct, 'B' is a mistake.



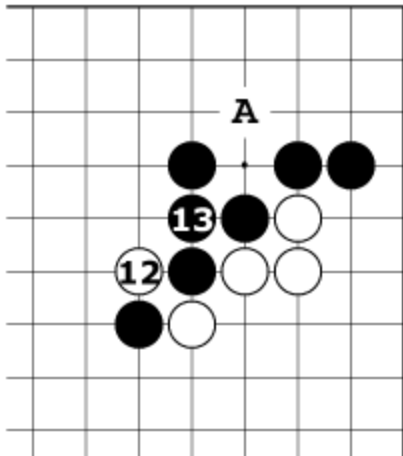
17 White must strengthen his corner somewhere like 'A', not play 'B'.



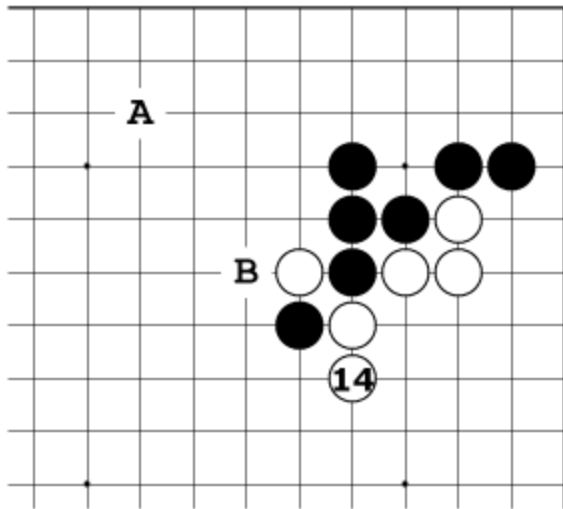
19 'A' or 'B' don't help.



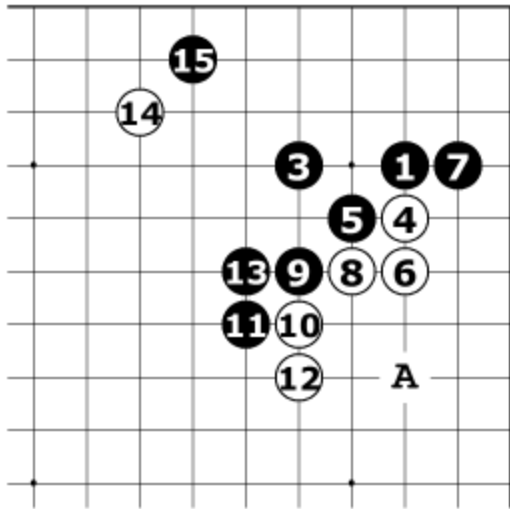
11 'A' is correct, 'B' is submissive, 'C' is not recommended, regardless a White stone on the triangled position.



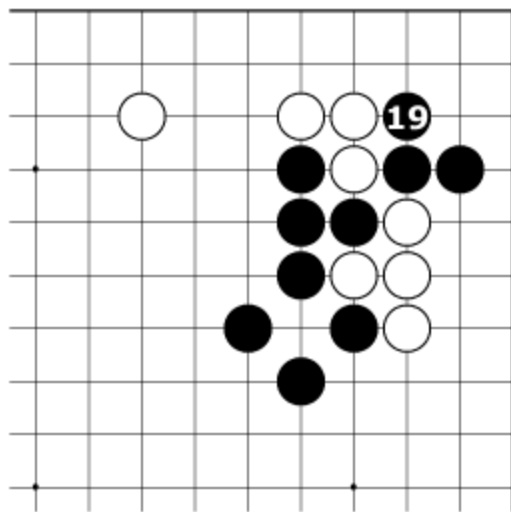
13 No more threat on A.



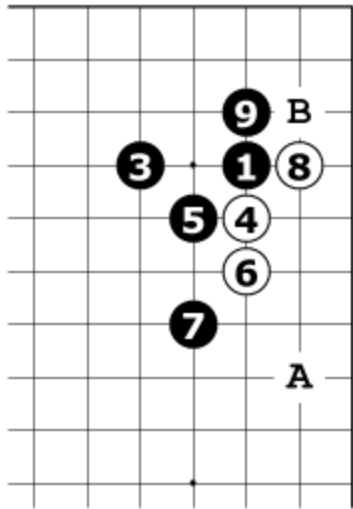
14 'A' is correct, 'B' makes useless thickness.



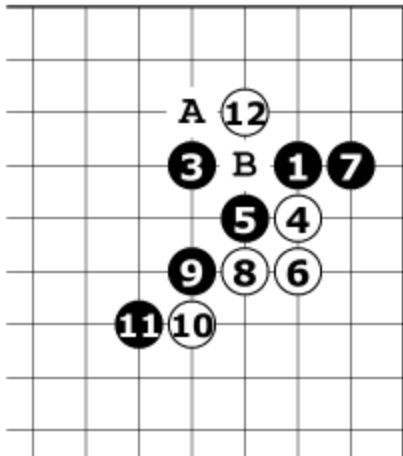
15 Black can aim at A.



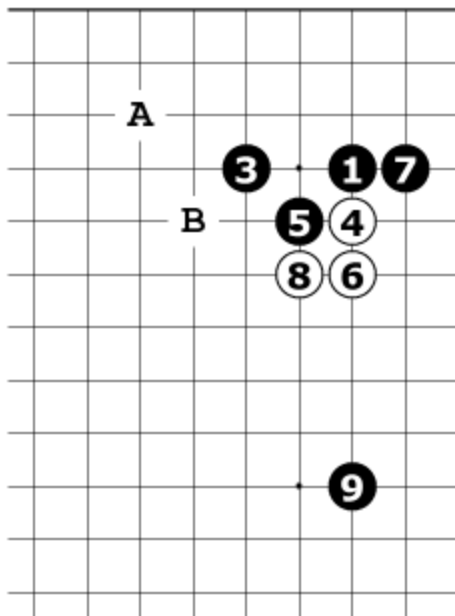
19 Black has influence and lives in the corner.



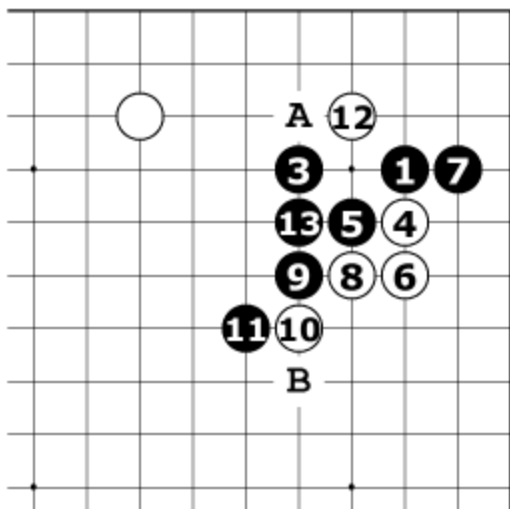
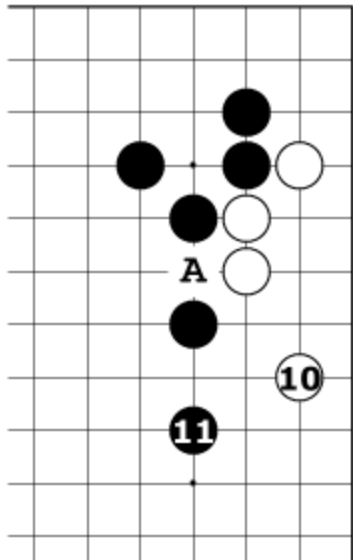
9 'A' or 'B' are ok.



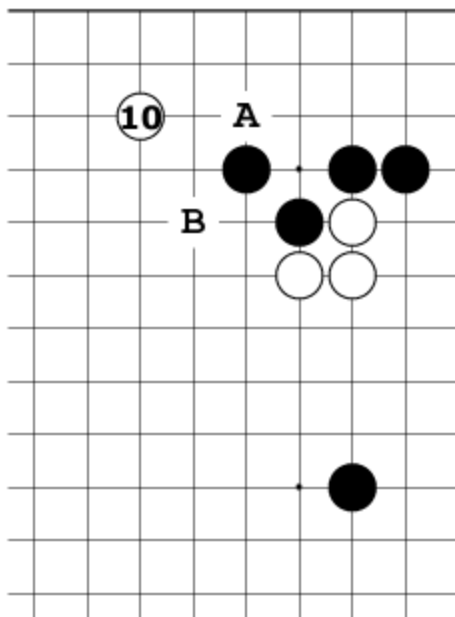
12 'A' is correct, 'B' is what White wants.



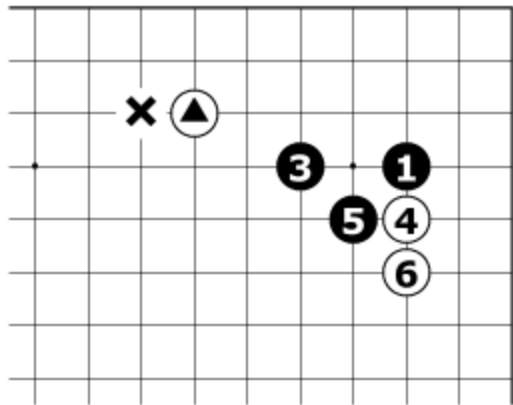
11 Defends against White A.



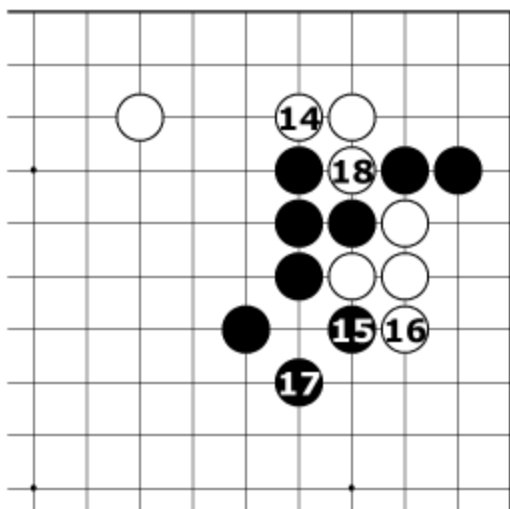
13 'A' or 'B' don't give a good result.



9 'A' is correct, 'B' is possible..

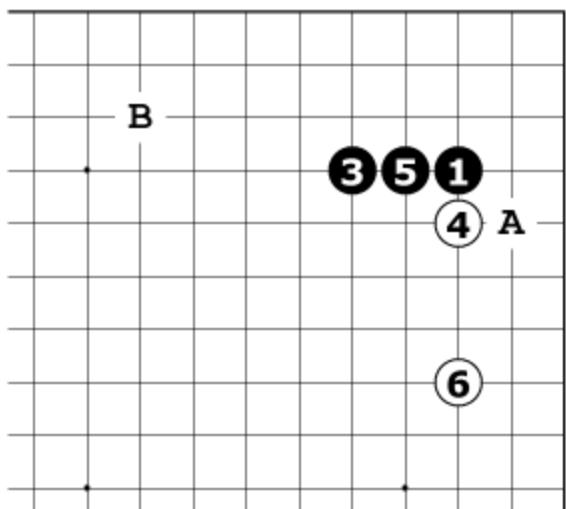


7 The triangled stone has the same effect on the squared position.



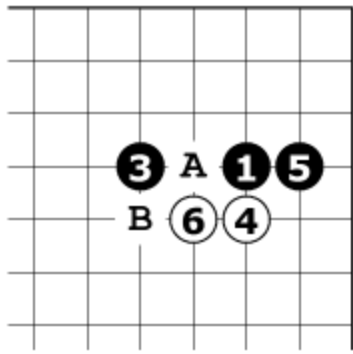
18 Not recommended.

10 'A' is correct, 'B' is questionable.

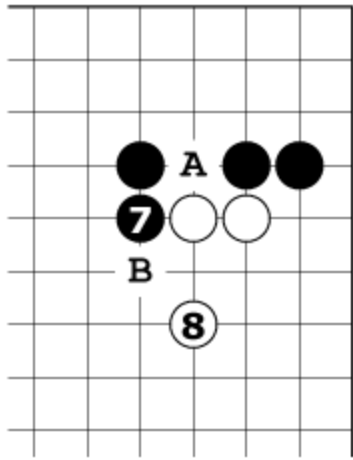


6 Later White continues on A

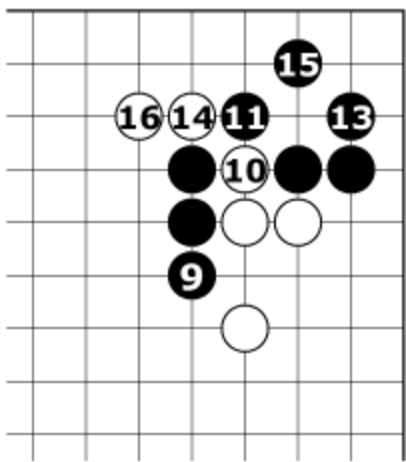
and B.



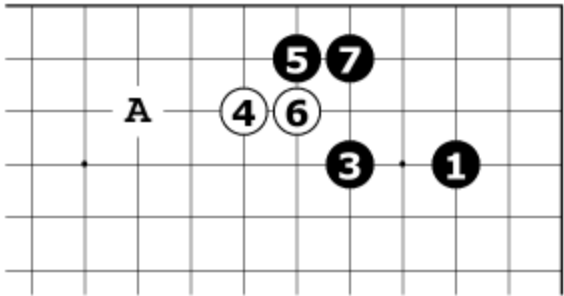
⑥ 'A' or 'B'.



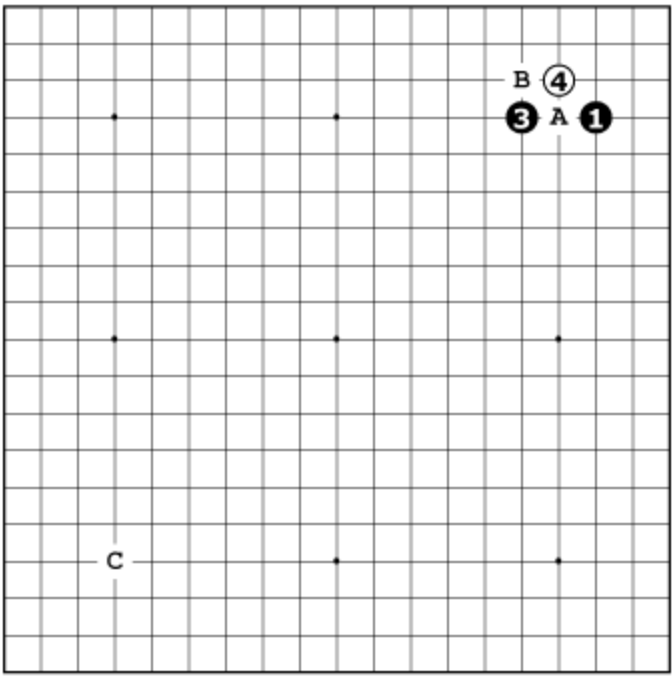
⑧ 'A' is correct, 'B' is a mistake.



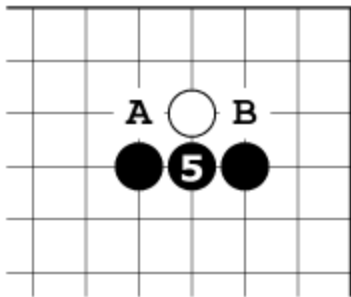
⑩ Black heavy in the center.



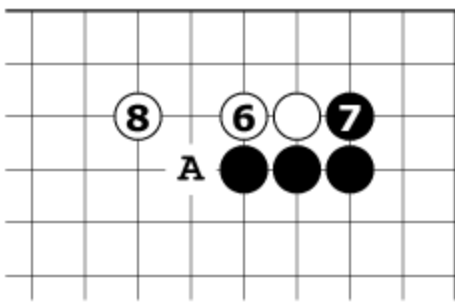
⑦ Black aims at A.



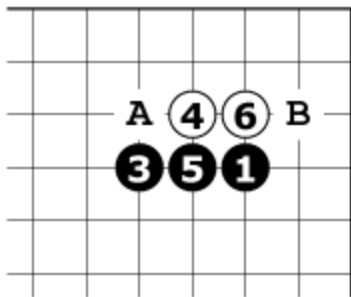
④ 'A' is correct. 'B' is also possible.
C shows the variation with White stones in the surrounding.



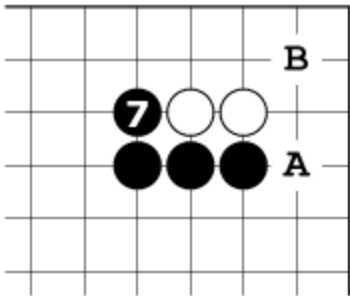
⑤ White goes outside with 'A' or makes a ko on 'B'.



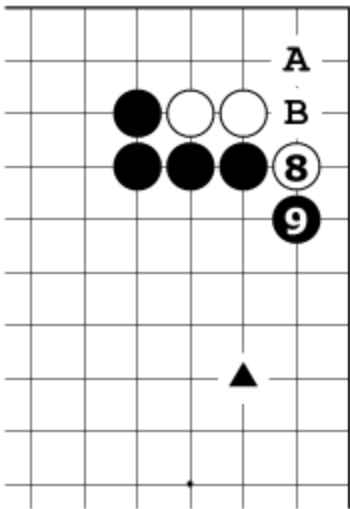
⑧ A is now a big continuation for both.



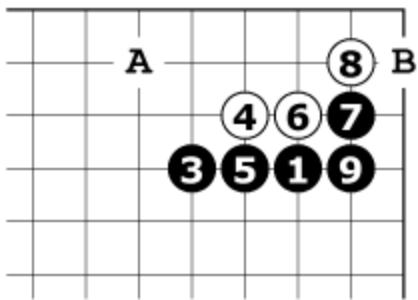
⑥ 'A' makes a ko, 'B' fails.



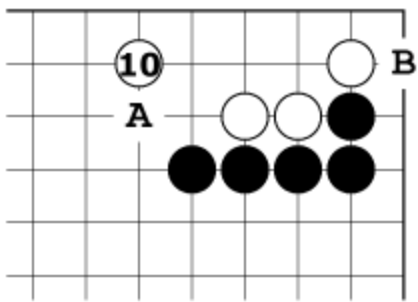
⑦ 'A' makes the ko, 'B' dies.



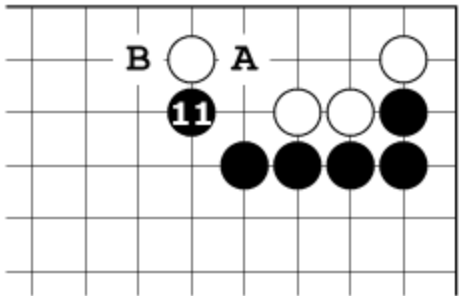
⑨ 'A' -> ko, With an additional stone on the triangled position, White lives on 'B'.



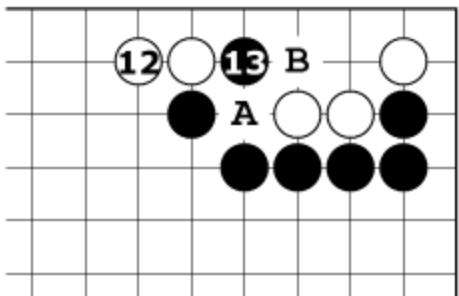
⑨ 'A' is correct, 'B' dies.



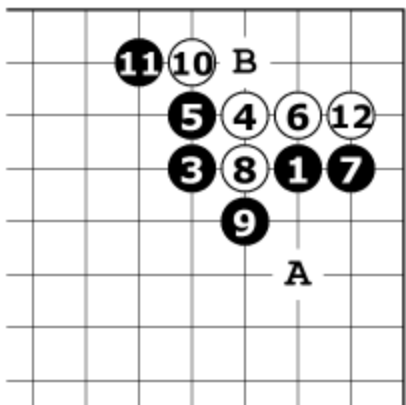
⑩ 'A' is correct, 'B' is questionable.



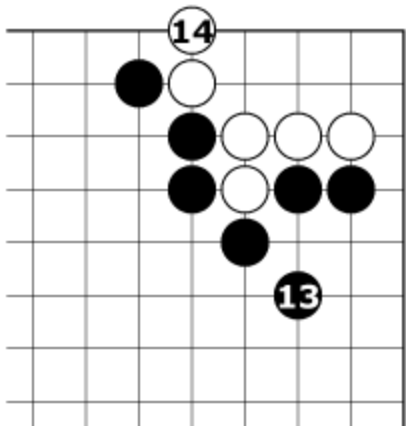
11 'A' is necessary, 'B' is a mistake.



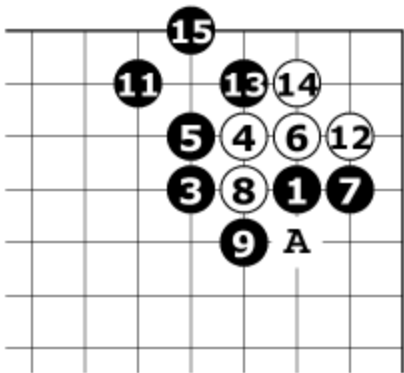
13 'A' or 'B' don't help,



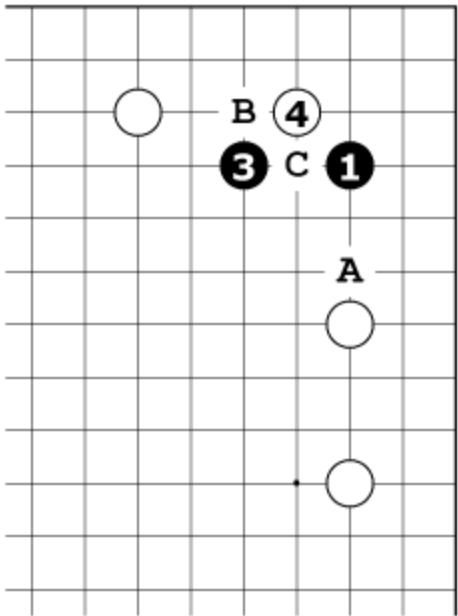
12 'A' is usual. 'B' is correct with more Black surrounding stones.



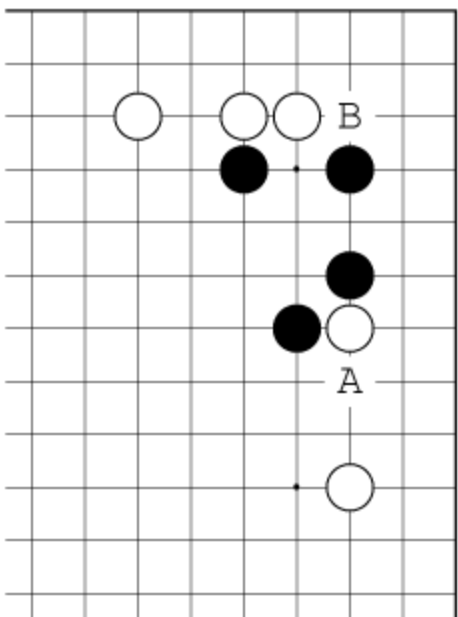
14 ko



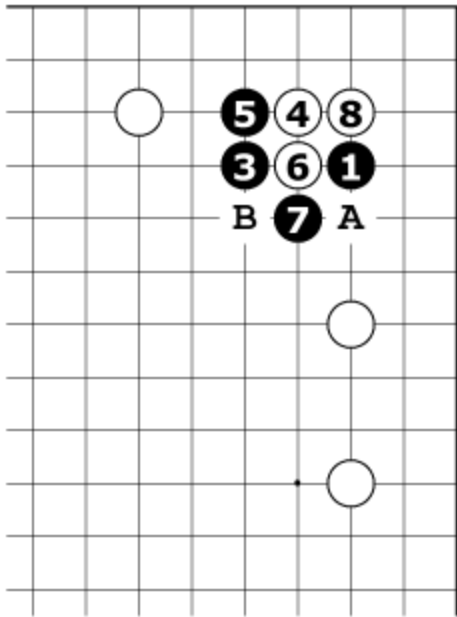
15 bad aji on A



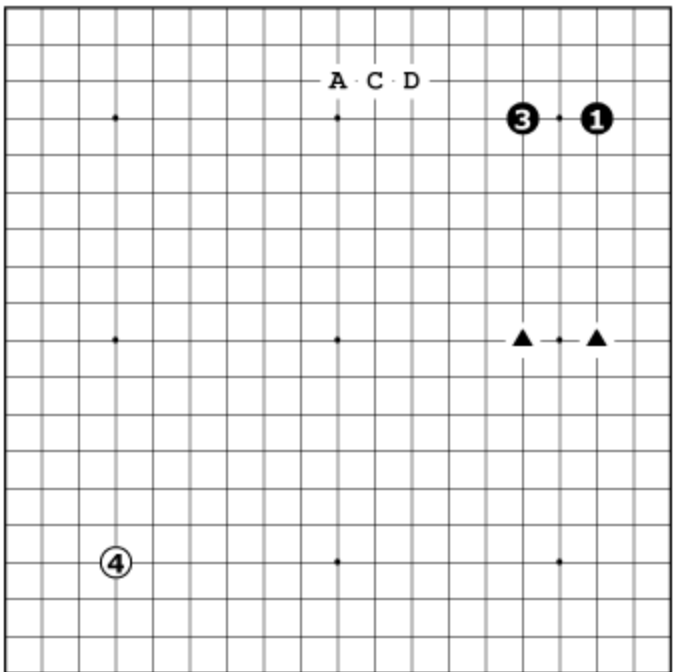
5 'A' is correct, 'B' and 'C' are mistakes.



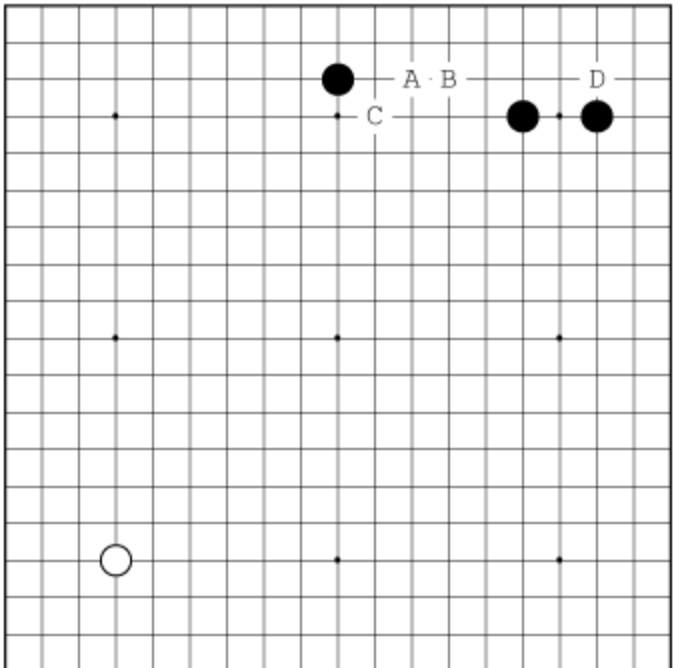
7 'A' or 'B', depending on the further surrounding stones.



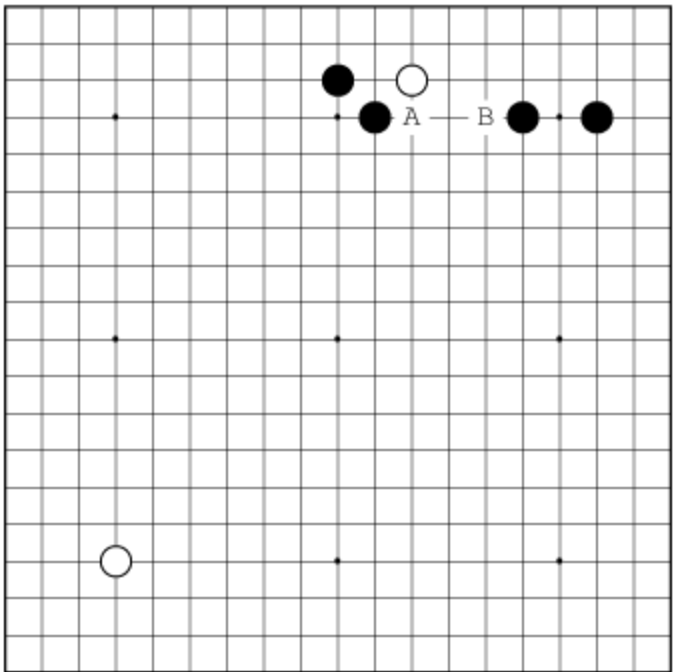
8 'A' or 'B' are no help.



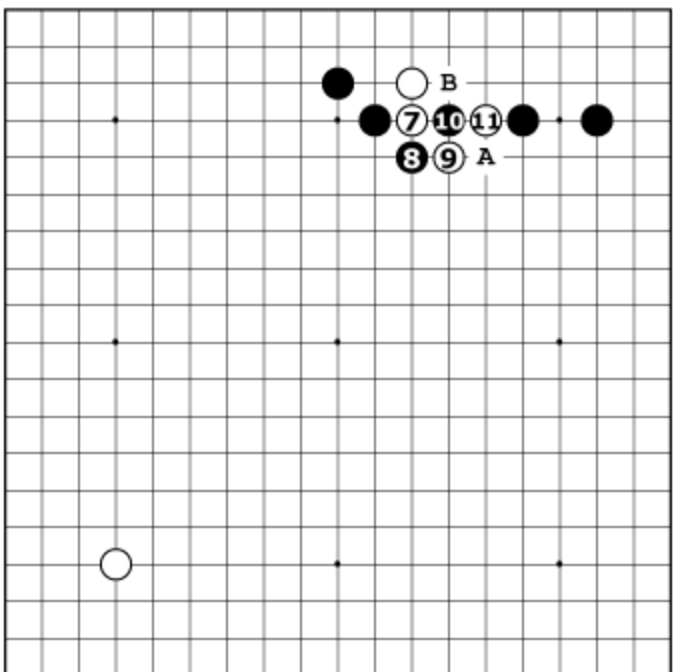
4 Several cases:
- Black on 'A',
- Black on 'A', E and the triangled position,
- Black on 'C',
- Black on 'D' and some more stones.
- Black on D and E.



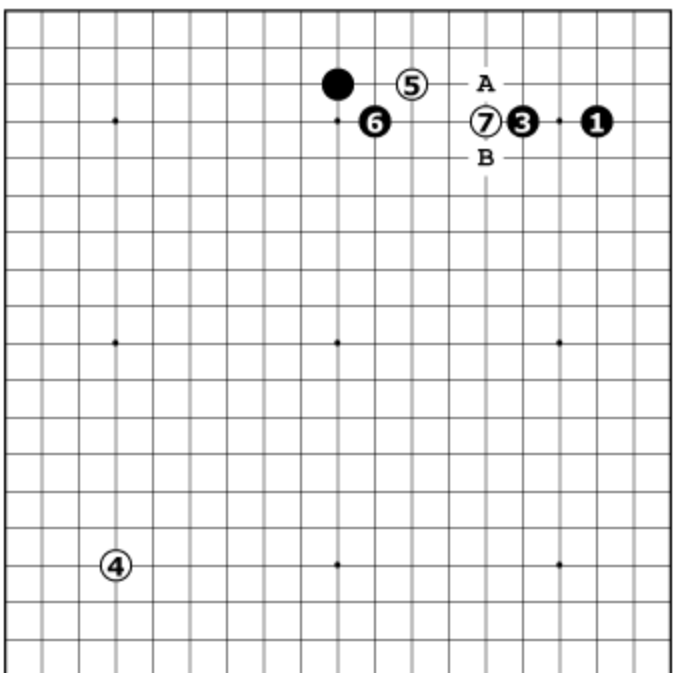
5 'A', 'B' or 'C' are ok. 'D' is a mistake.

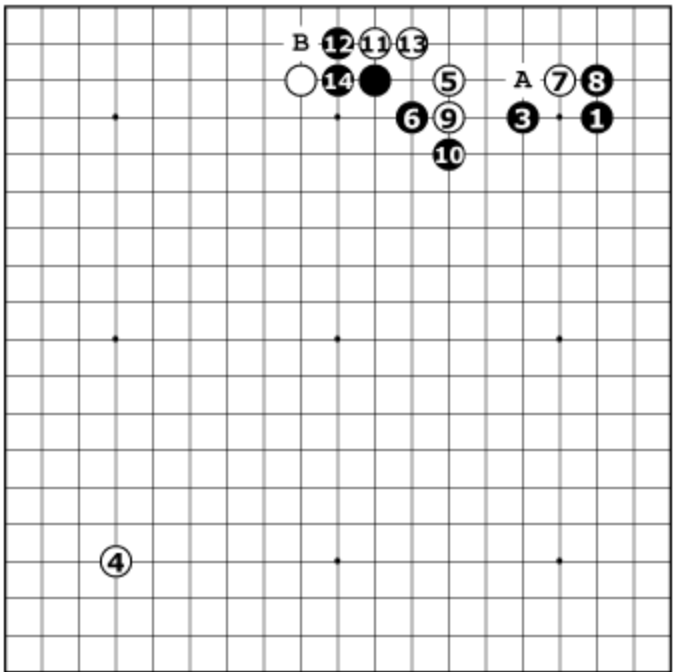


6 'A' makes a living group, 'B' prevents being enclosed.

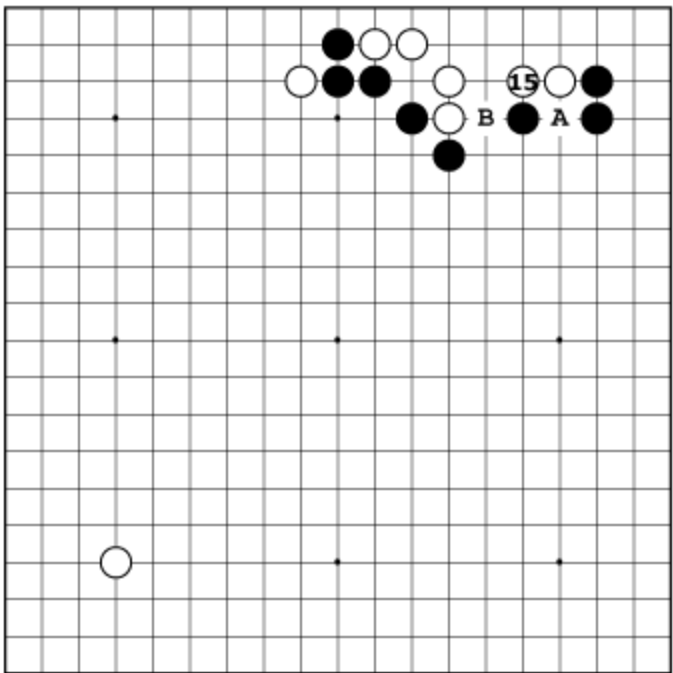


11 'A', closing White in sente, is correct. 'B' is a mistake.

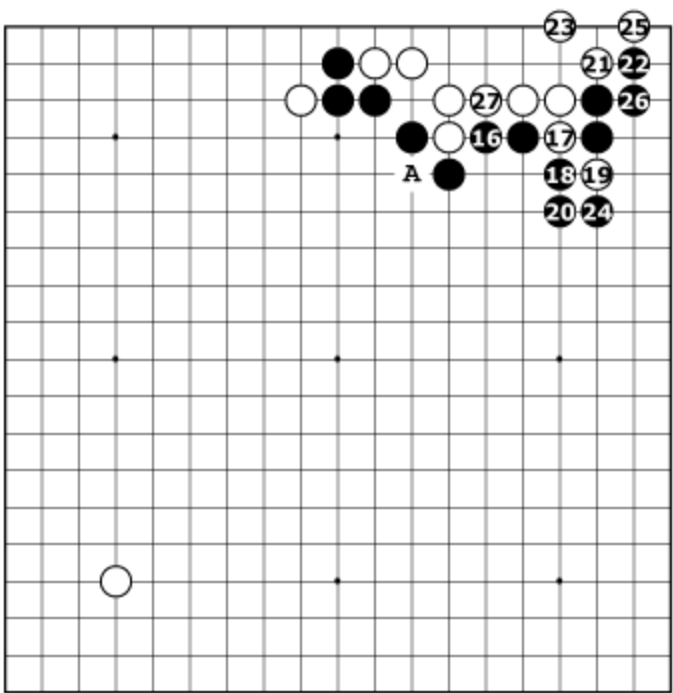




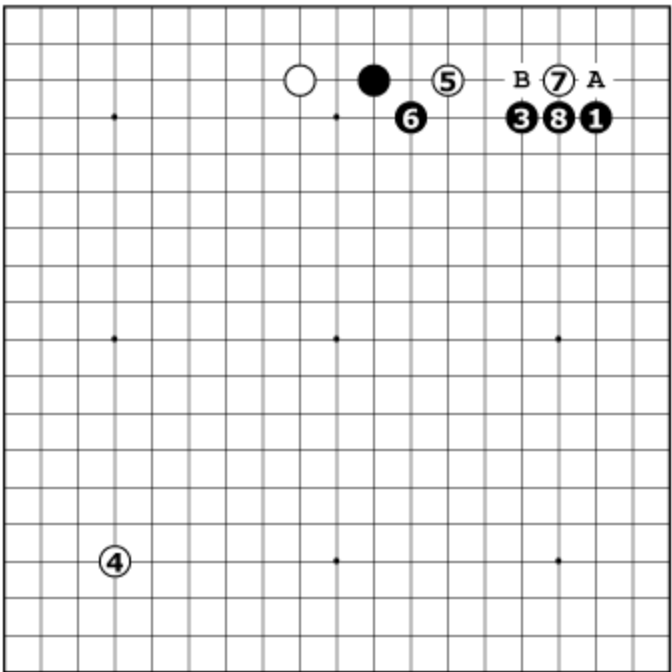
14 'A' or 'B'.



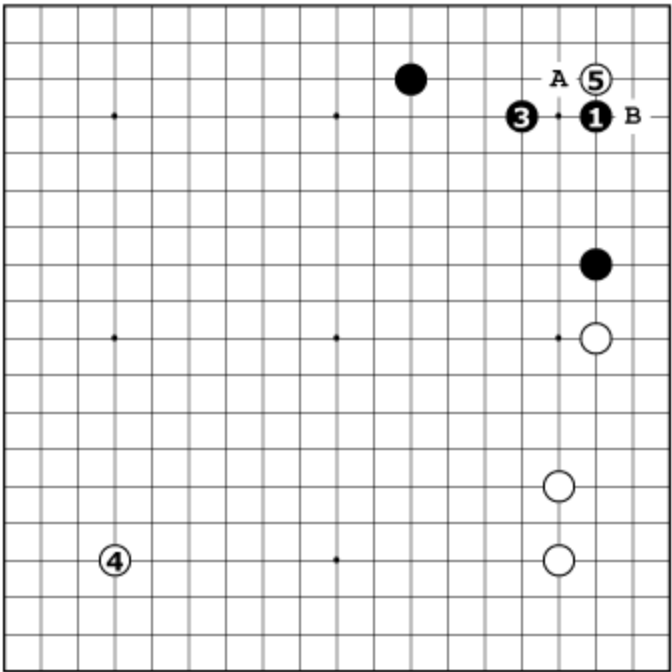
15 'A' is usual.
'B' gives more points for sente and more influence and leaves a cut.



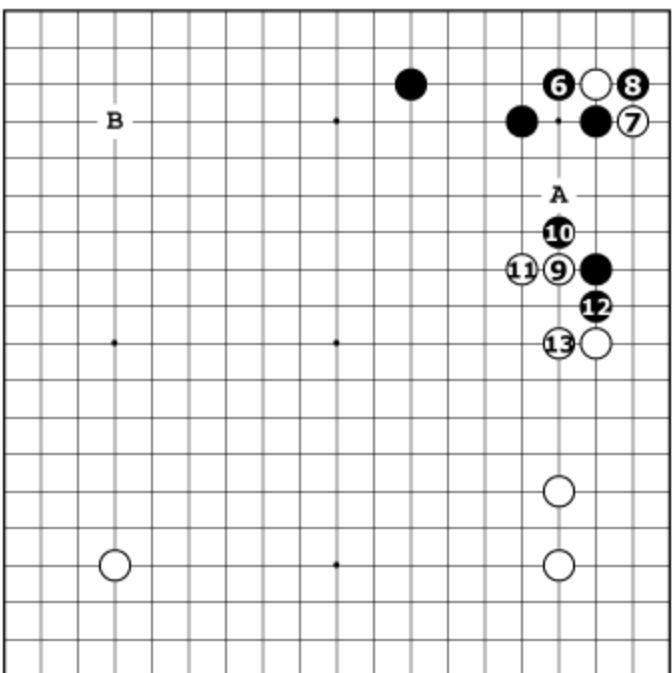
27 White aji to cut at A.



8 'A' takes the corner. 'B' is also possible.

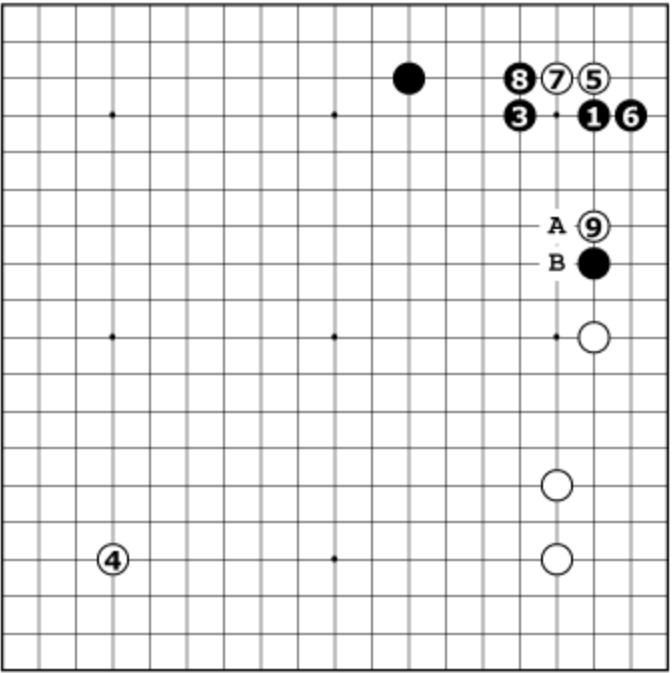


5 White makes a probe to get sente in his attack from the other side.
'A' is correct, 'B' is a mistake.

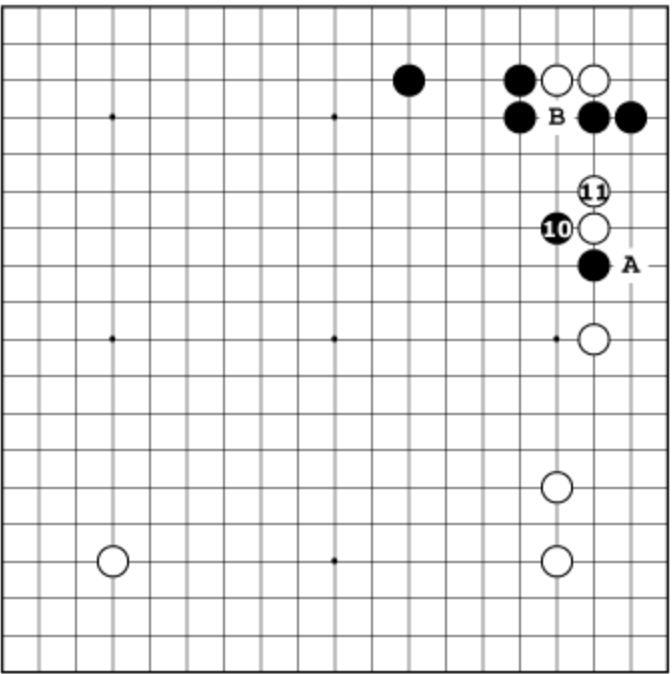


13 Defending with 'A' is necessary.
After tenuki 'B' White

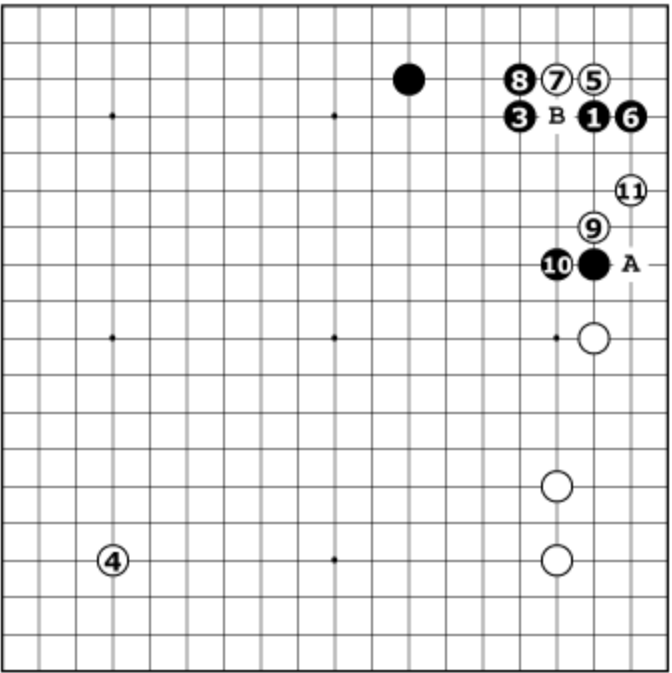
damages Black's position using White 5.



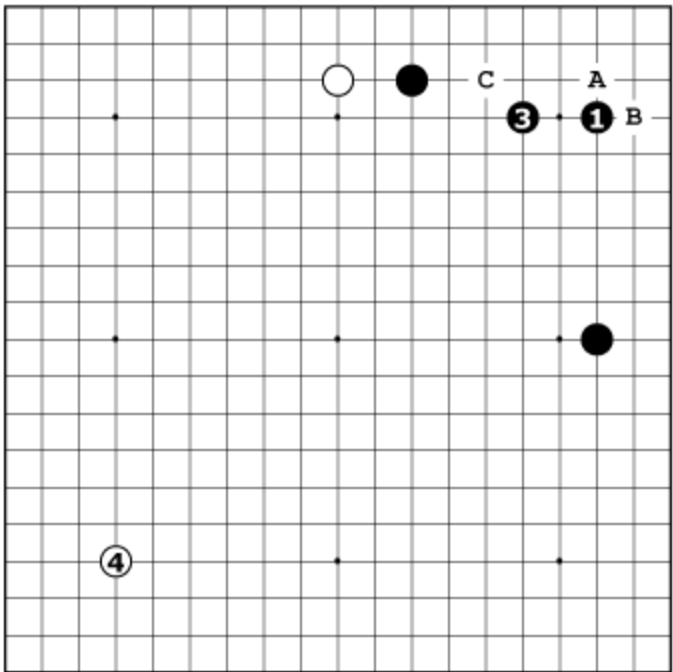
9 'A' or 'B' don't help.



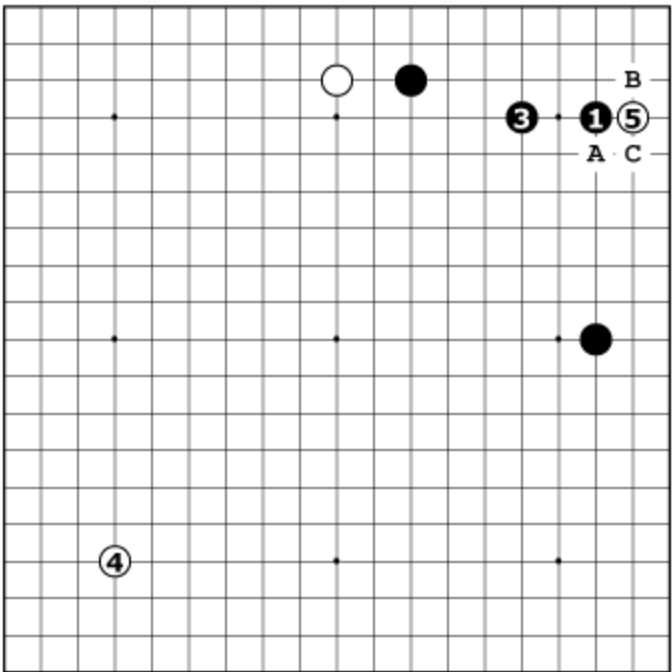
11 'A' or 'B' are miai.



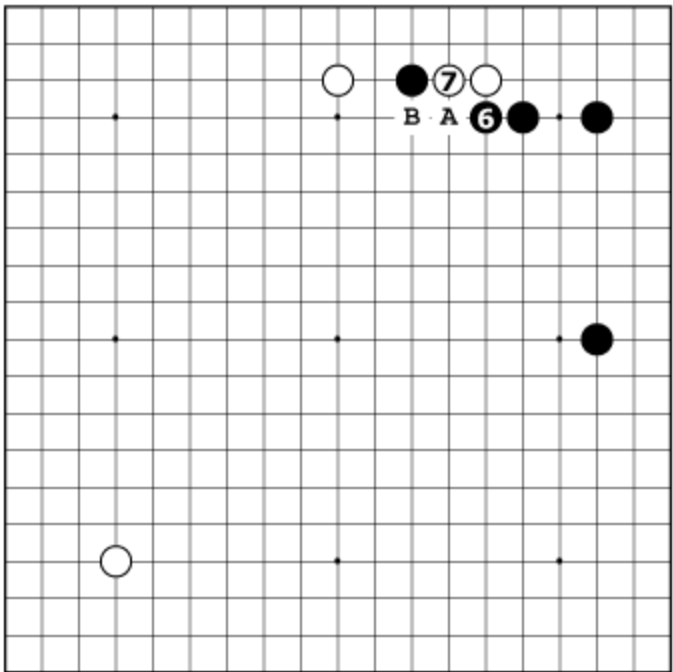
11 'A' and 'B' are miai.



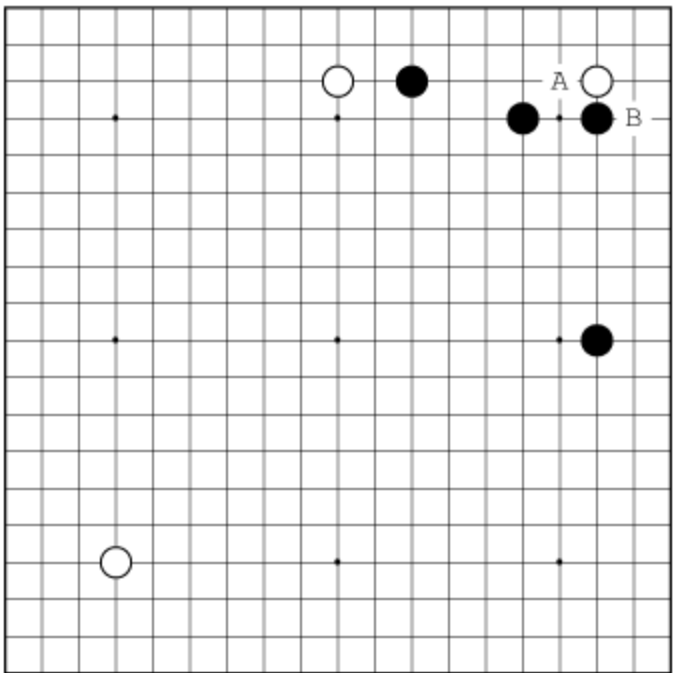
⑤ 'A', 'B' or 'C',



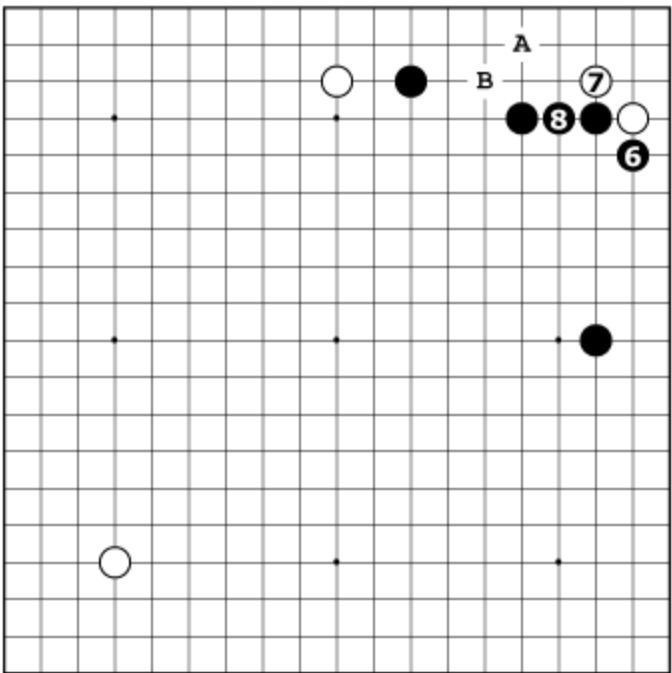
⑤ 'A' takes the outside, 'B' the corner, 'C' the right side.



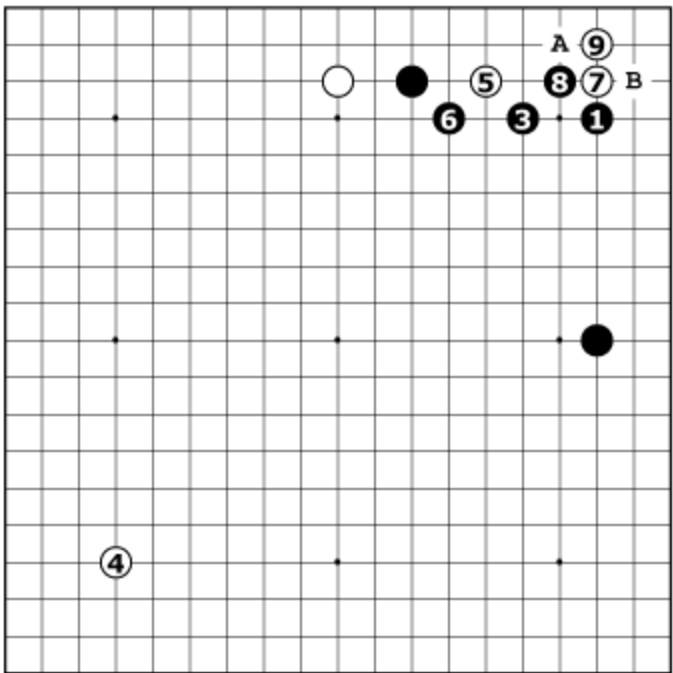
⑦ 'A' lets connect, 'B' lets live.



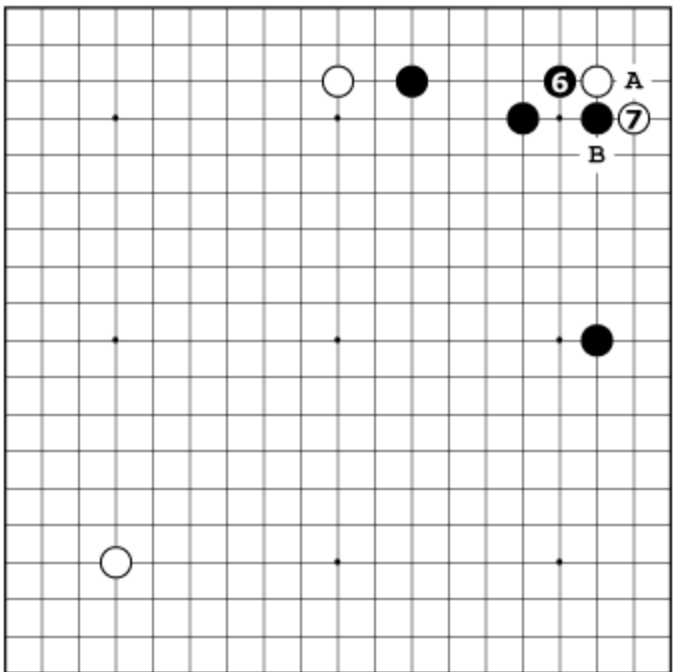
⑤ 'A' or 'B'.



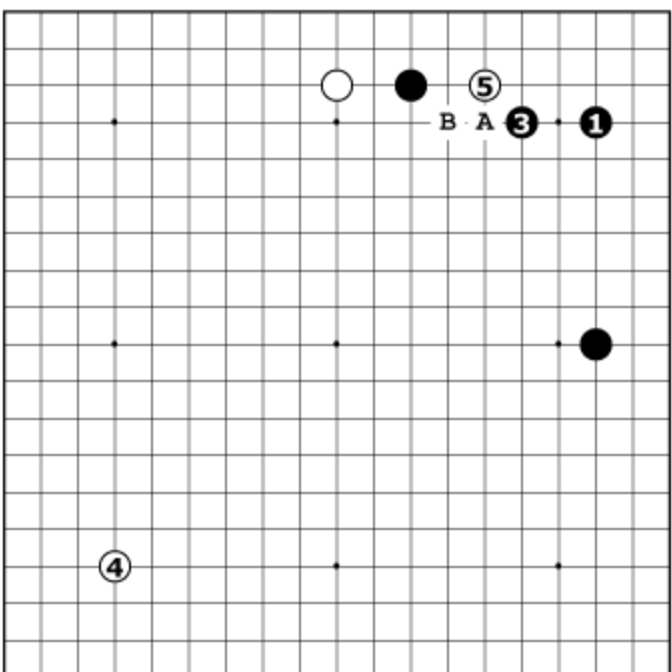
⑧ White aims at A or B.



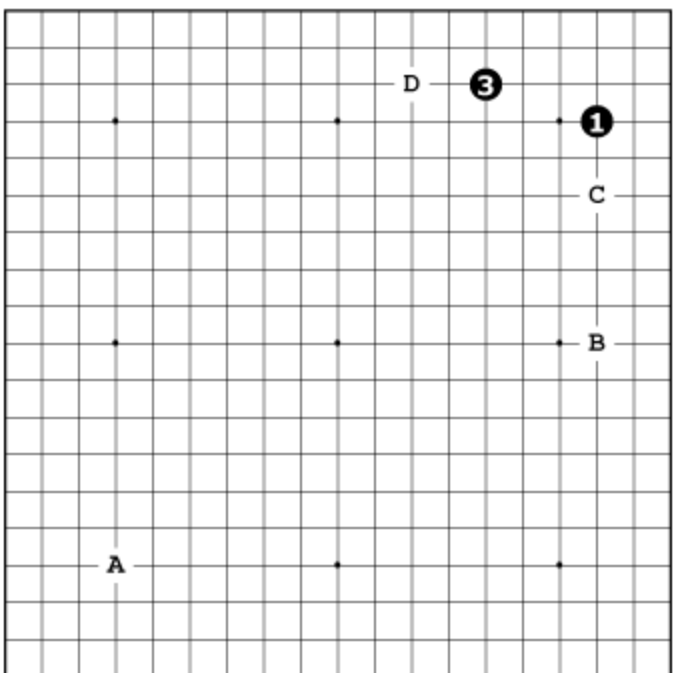
⑨ 'A' makes a wall to the top, 'B' to the right.



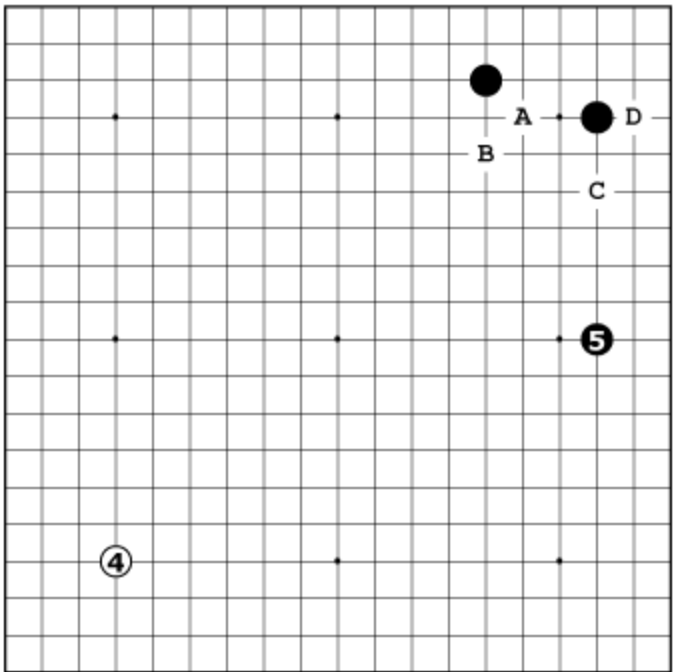
⑦ 'A' takes the corner, 'B' the outside.



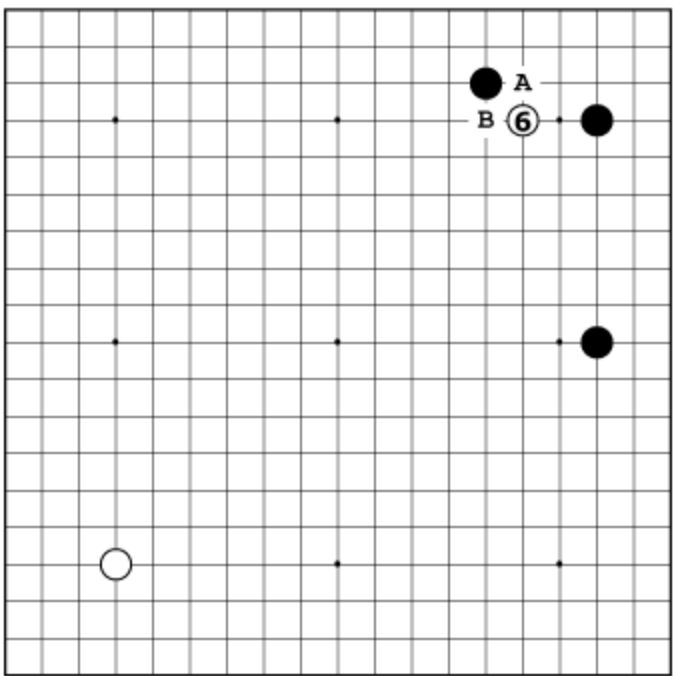
⑤ 'A' or 'B'.



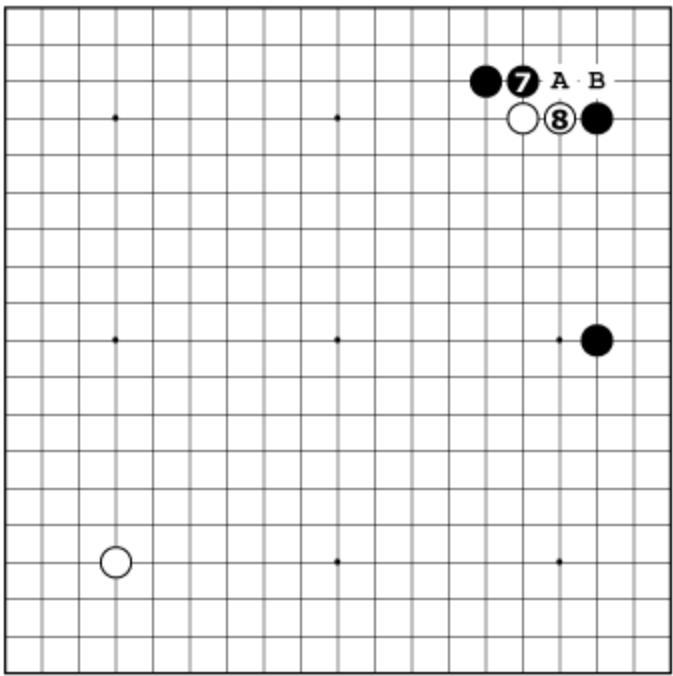
③ Reductions after White tenuki 'A' or 'B'.
Invasions with an additional White stone on 'C' or 'D'.



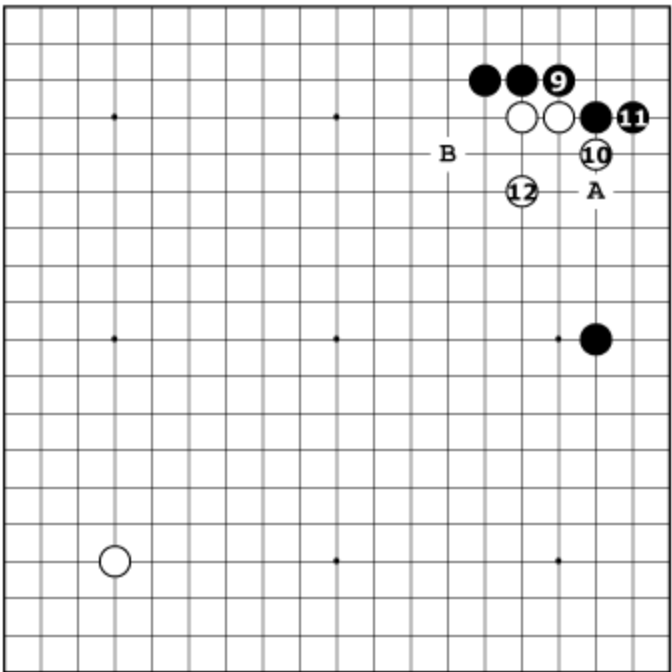
5 'A' or 'B' reduce.
'C' is an invasion.
'D' is correct, if there is an additional Black stone on B.



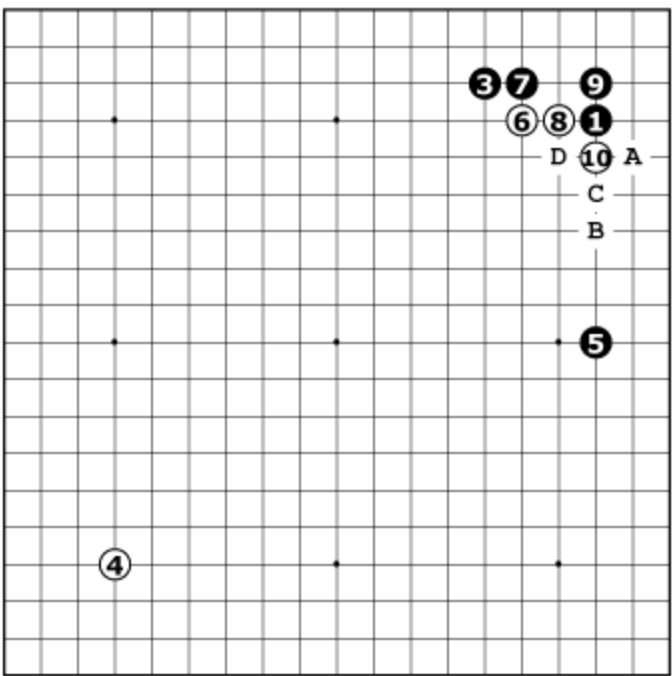
6 'A' is correct, 'B' helps White.



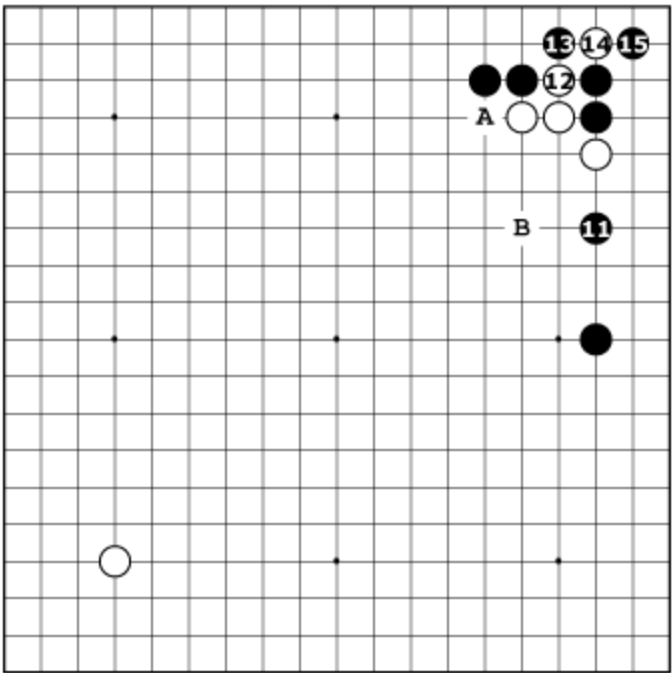
8 'A' is joseki, 'B' helps White.



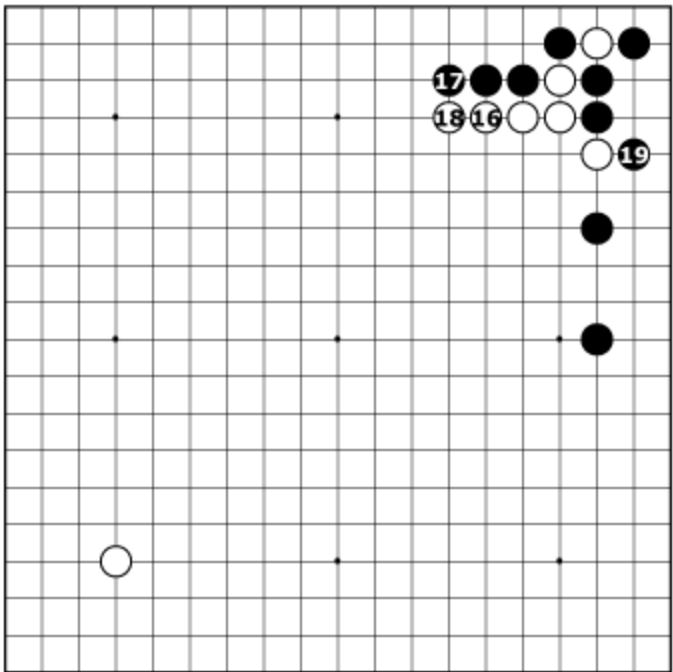
12 Black can continue on A or B.



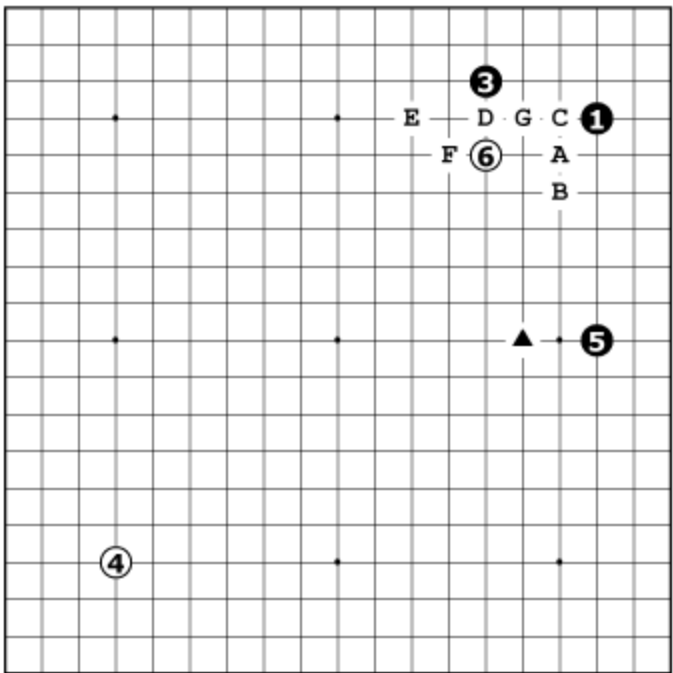
10 'A' is better than 'B' which loses a lot of territory.
'C' doesn't connect,
'D' doesn't prevent White from settling his group.



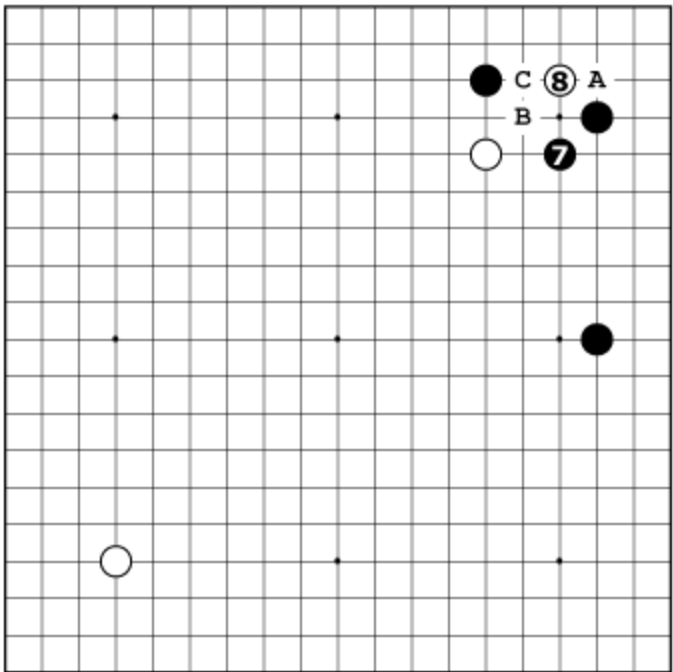
15 'A' or 'B'.



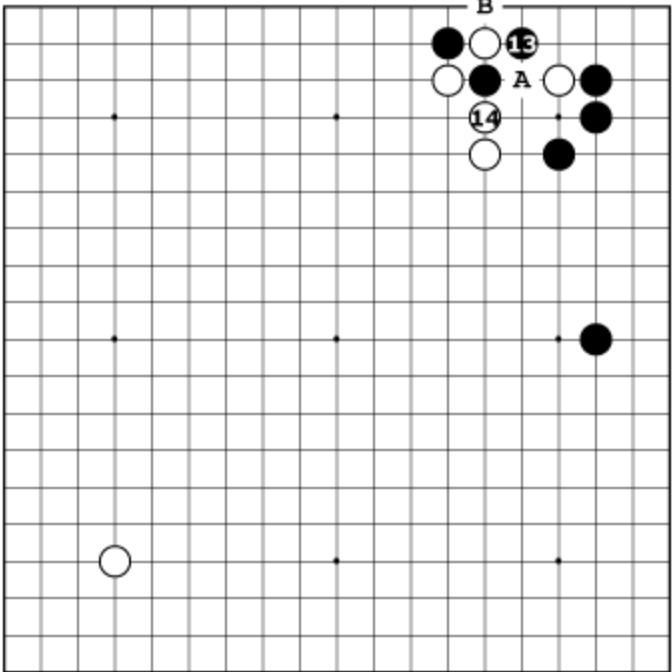
19 Black cannot connect.



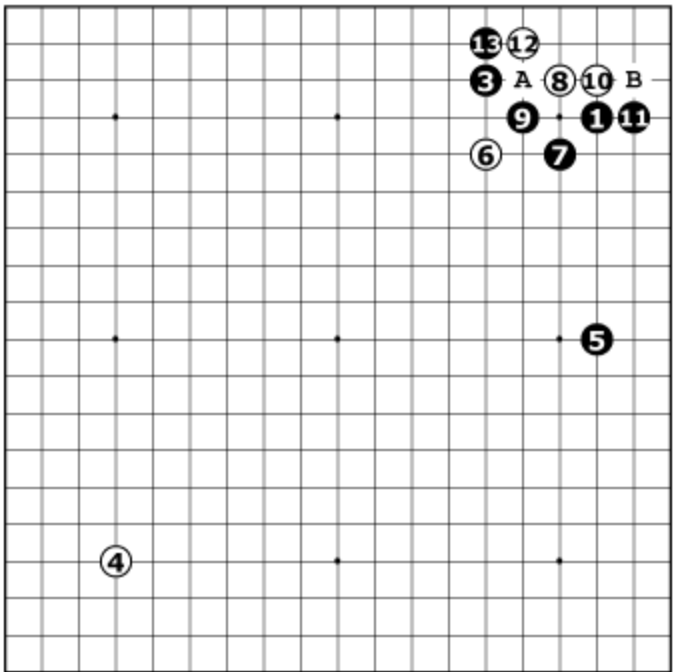
6 The White move is recommended if there is an additional Black stone on the triangled position. 'A' and 'E' are joseki. 'A' secures the right side. 'B' is too light. 'C' or 'G' leave the right side open. 'D' gives White the choice. 'E' defends the corner. 'F' gives White influence.



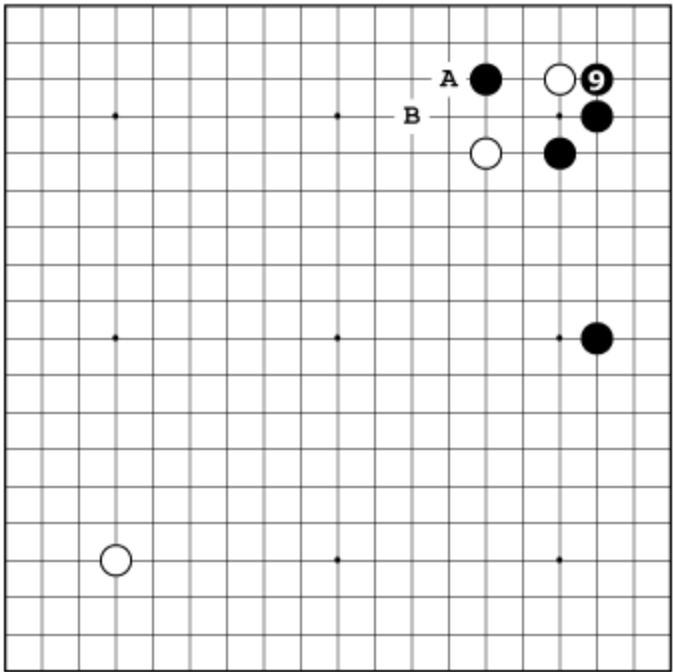
8 'A' is correct, 'B' and 'C' are inferior.



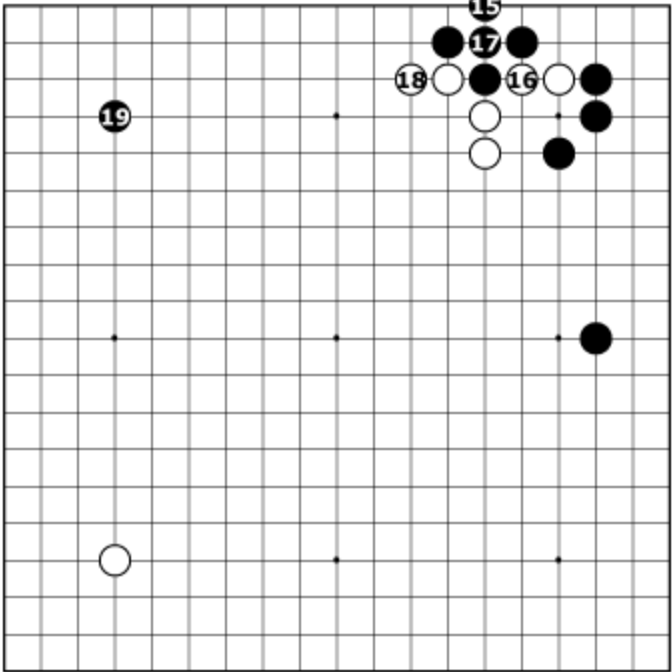
14 'A' is correct, 'B' is gote and inferior..

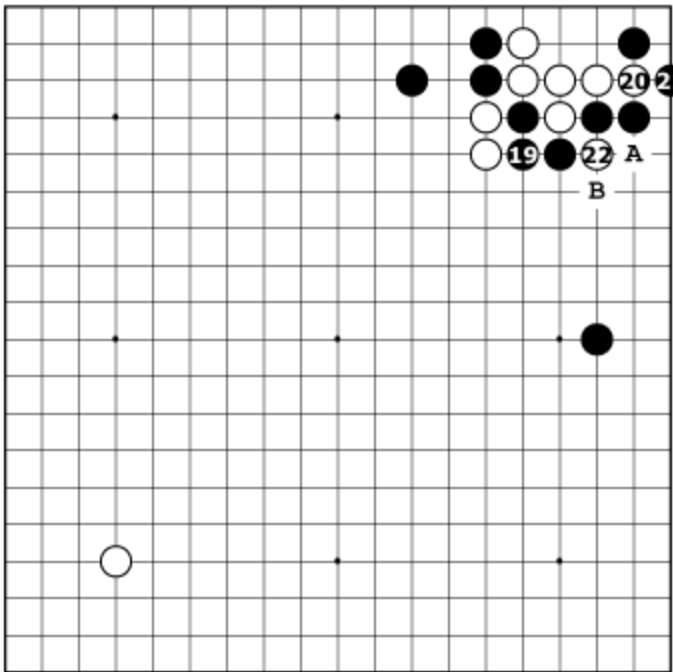


13 'A' -> 10.000 year ko or hunt, 'B' -> ko, inferior.

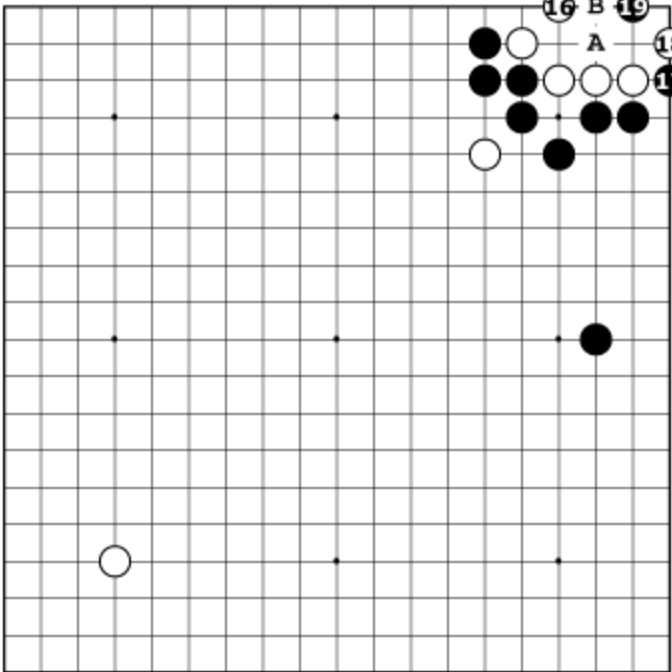


9 'A' settles immediately, 'B' is light.

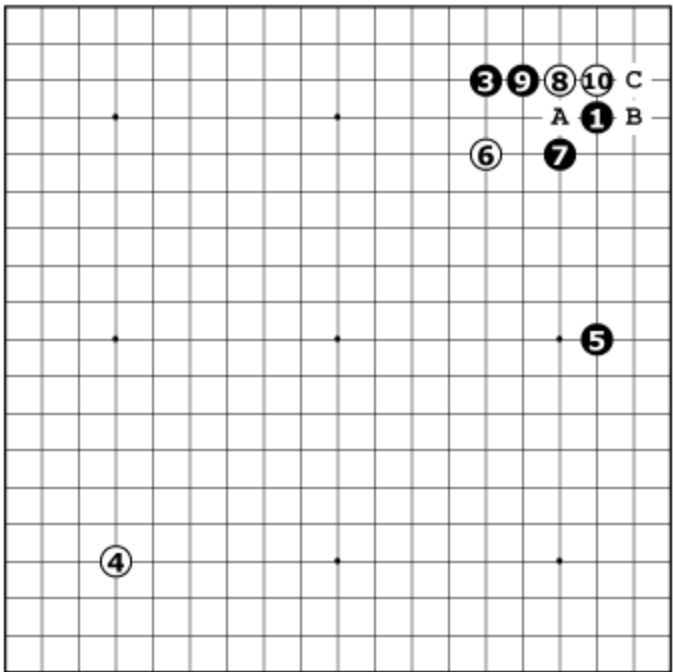




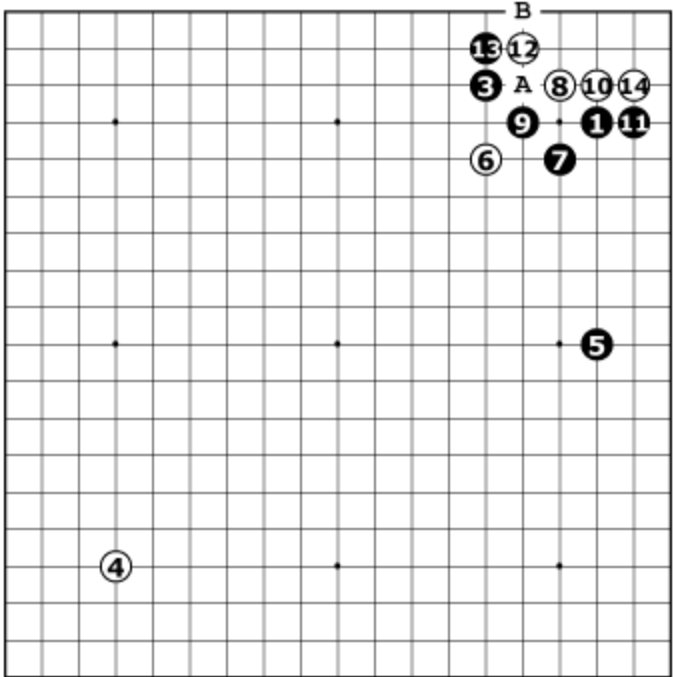
22 'A' or 'B' don't help.



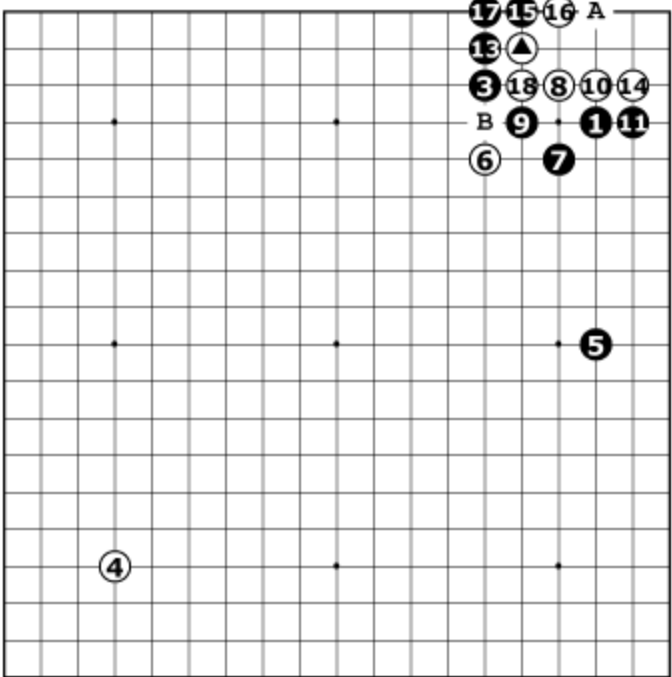
19 'A' or 'B' don't live.



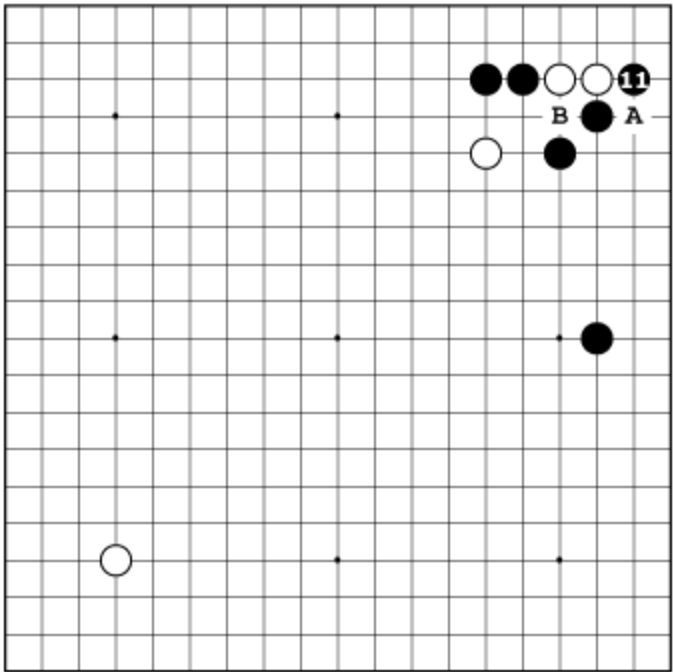
10 White can keep the aji of this move in reserve. 'A' or 'B' -> ko, 'C' -> White connects outside.



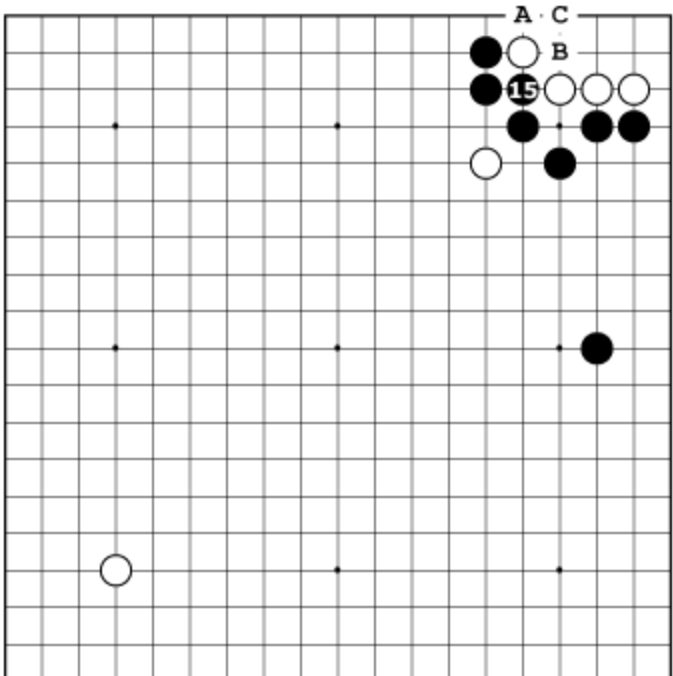
14 'A' -> ko, 'B' -> White lives.



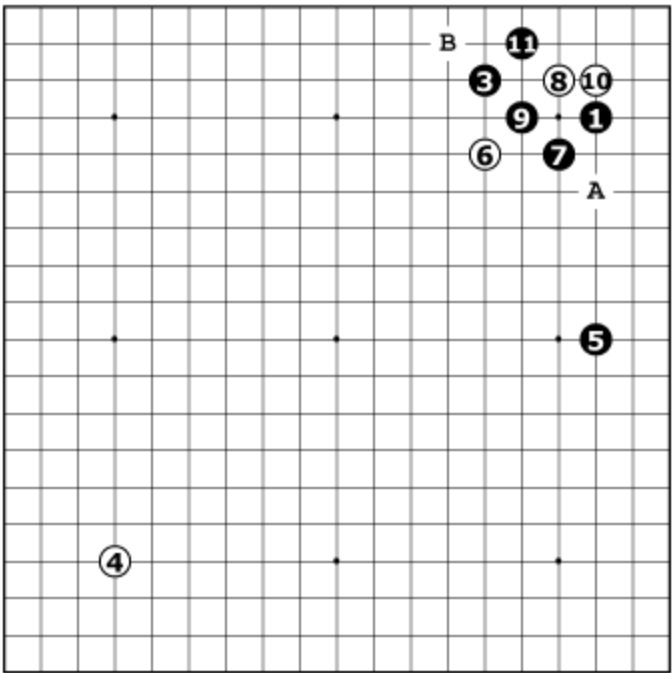
18 The move secures the triangled stone and life, the cut at B is a threat for later. 'A' or 'B' don't kill..



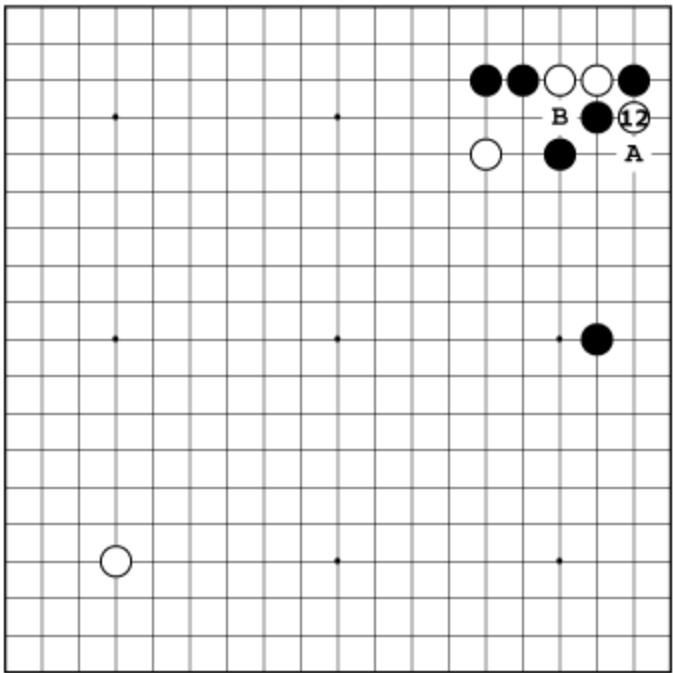
11 'A' is correct, 'B' lives, but gives Black huge influence and hurts White 6.



15 'A' -> ko, 'B' or 'C' -> White dies.

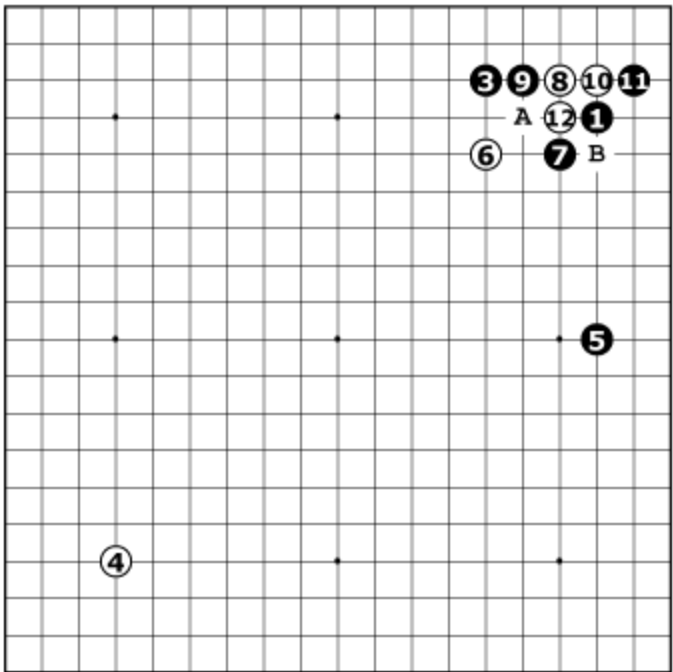


11 White continuations on A or B.

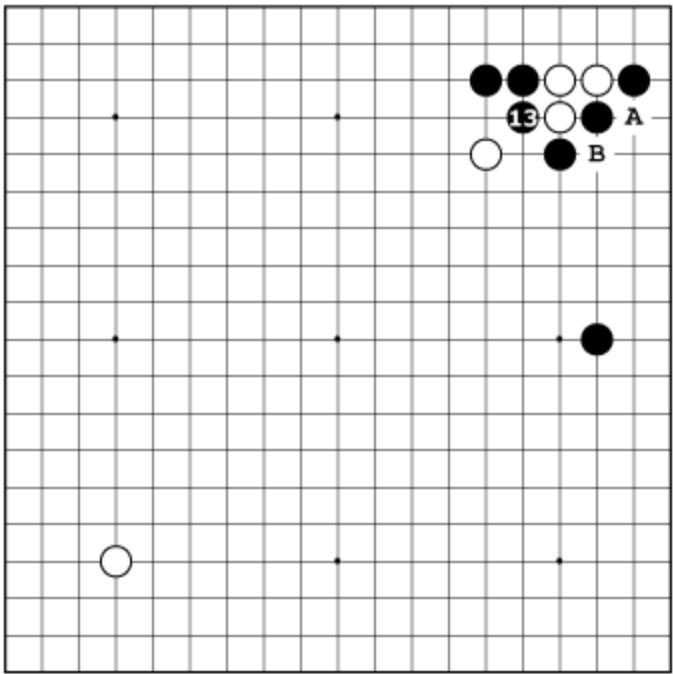


12 'A', aiming to hunt Whitem is correct. 'B' gives White life which is

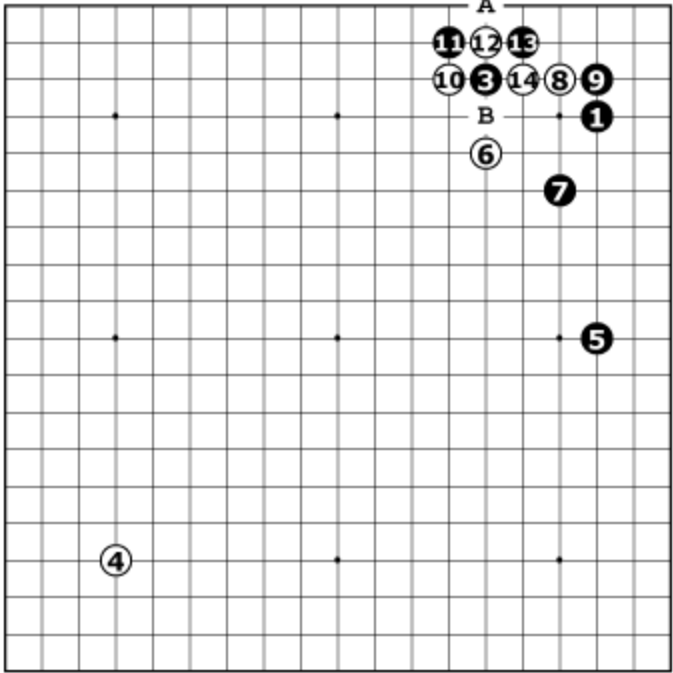
inferior..



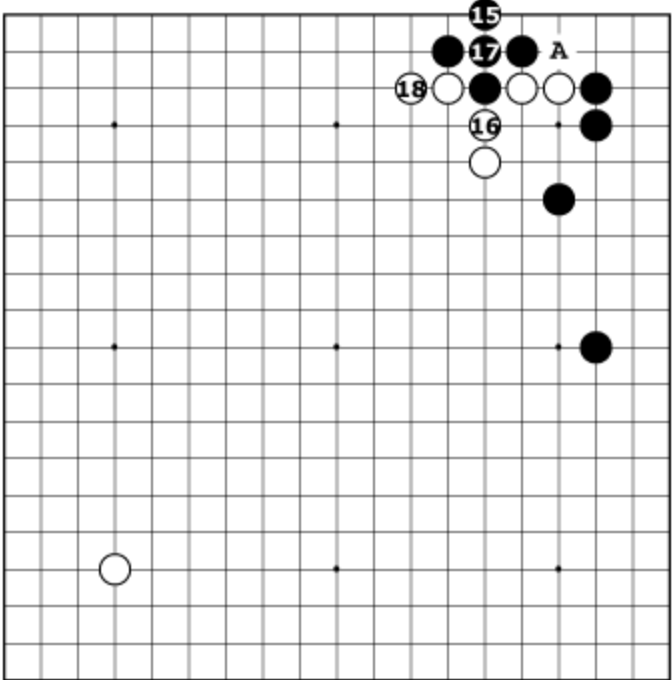
12 'A' takes influence, 'B' aims to hunt White.



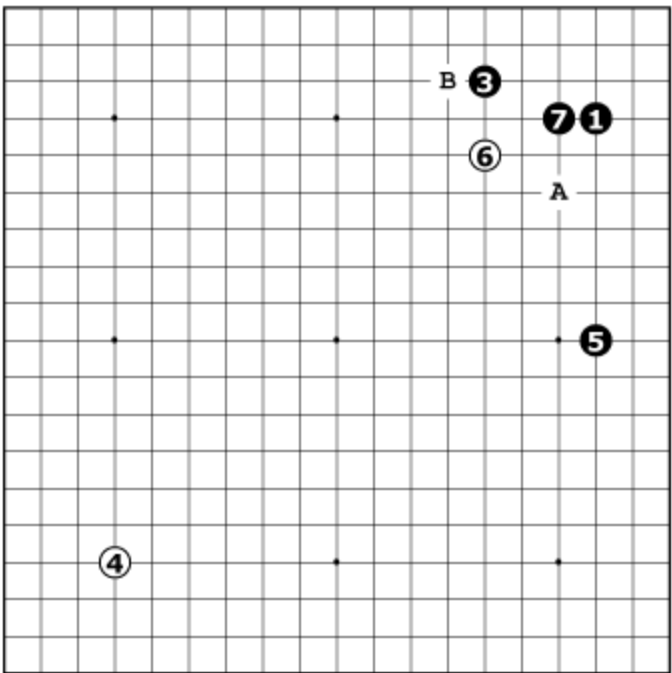
13 'A' is correct, 'B' is wrong.



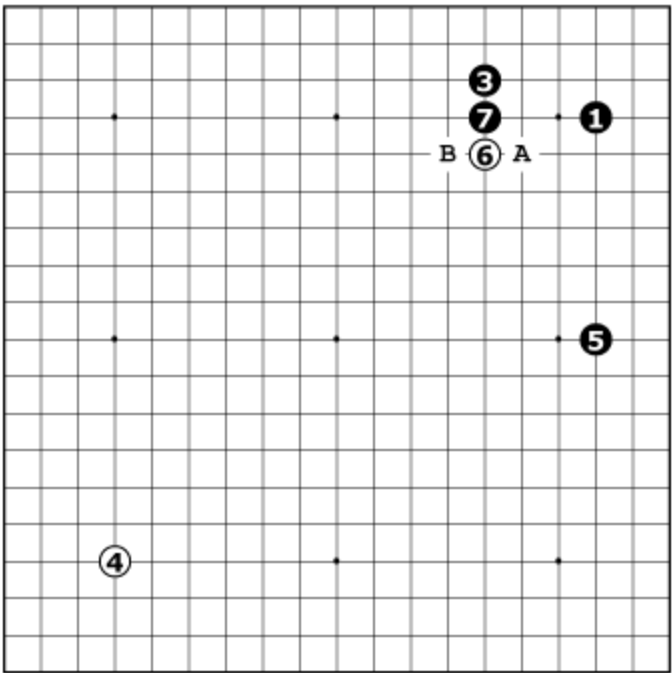
14 'A' or 'B' don't help.



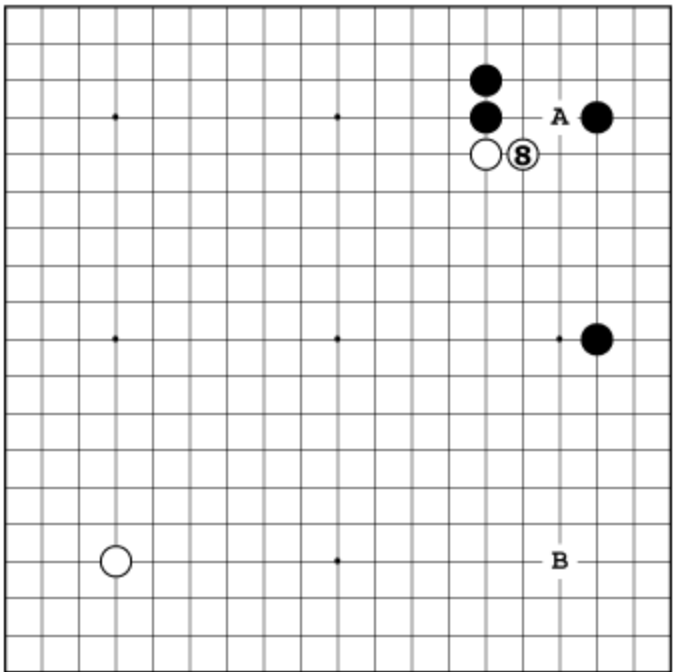
18 White threatens a ko on A.



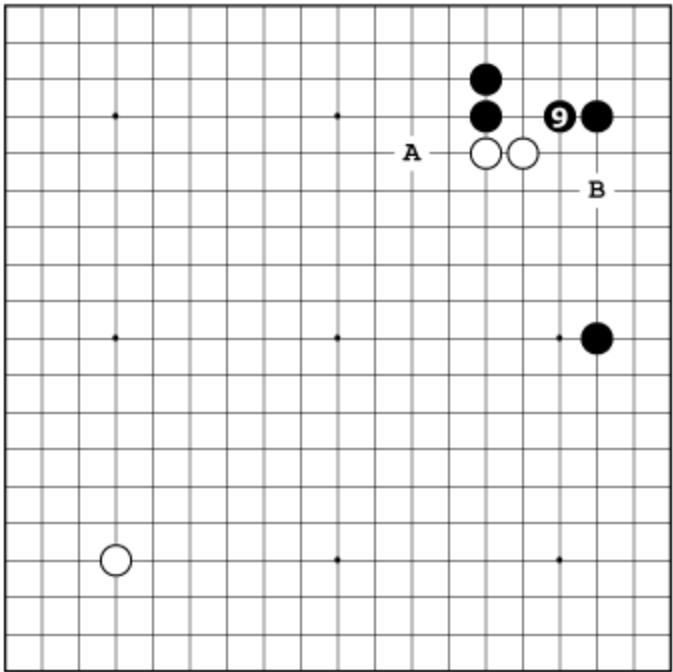
7 'A' is correct, 'B' is what Black wants.



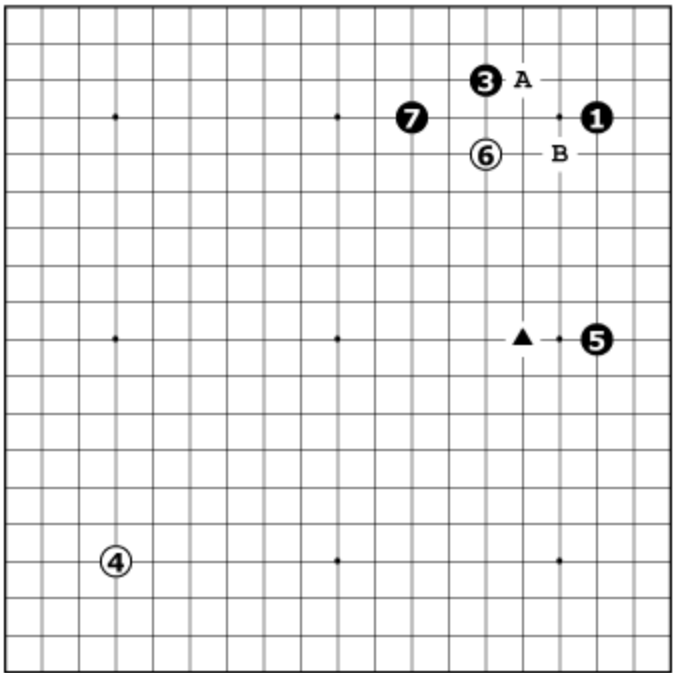
7 'A' is correct, 'B' takes all pressure from Black.



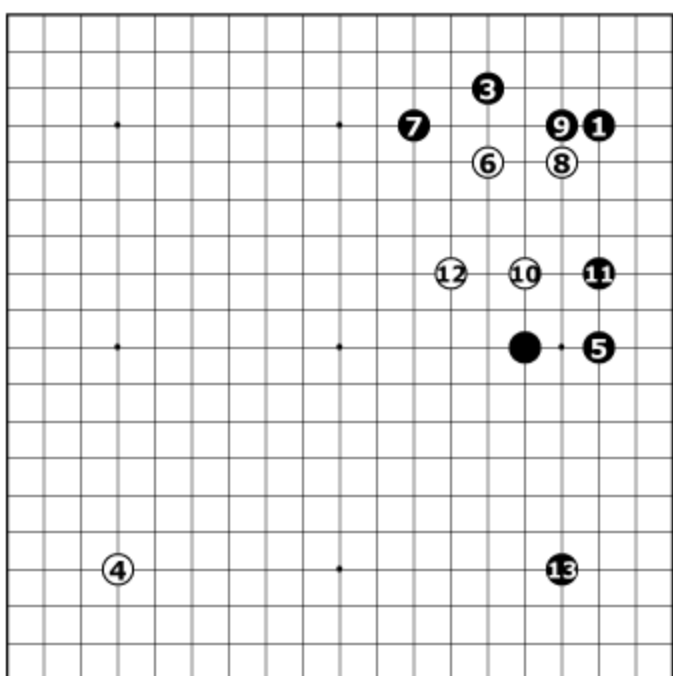
8 'A' is necessary, tenuki 'B' loses the corner,



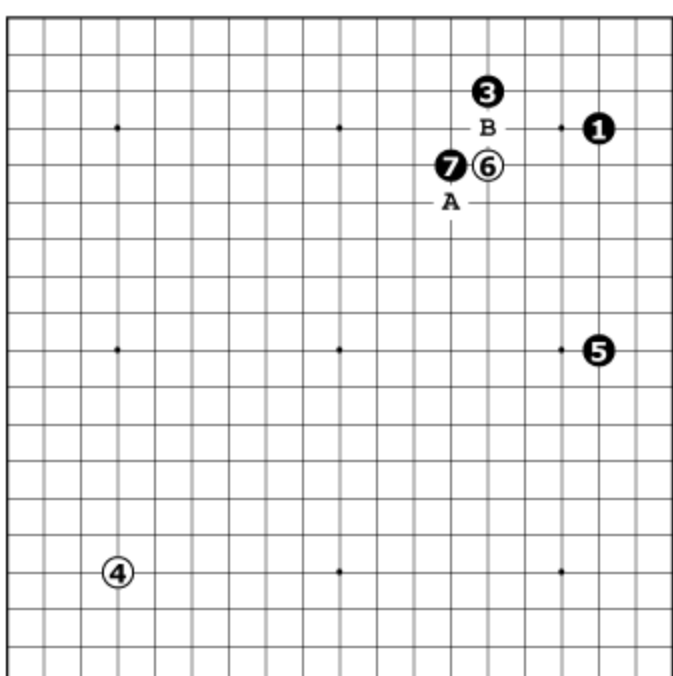
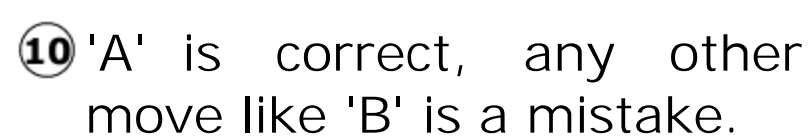
9 'A' or 'B'.



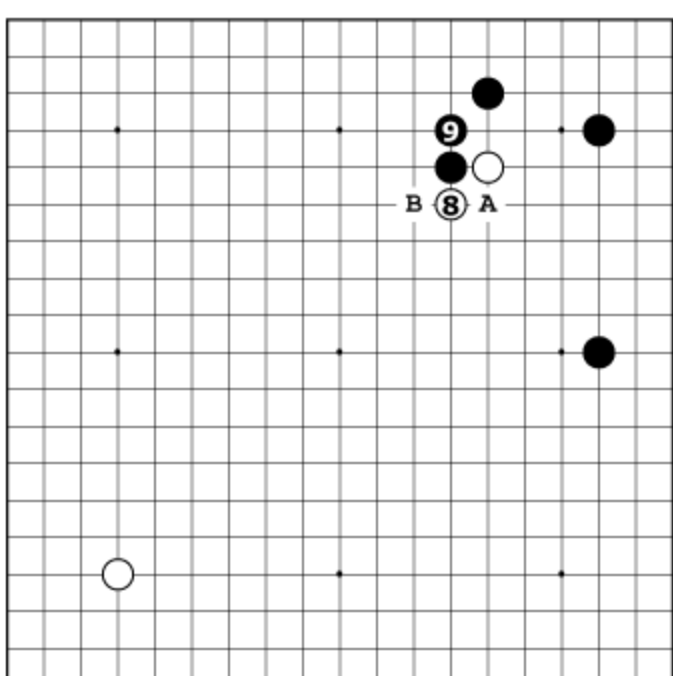
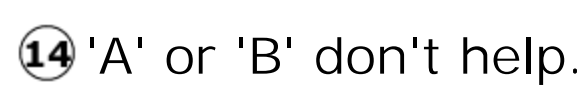
7 'A' tries to take the upper side. 'B' makes light shape to the center, if there is an additional Black stone on the triangled position, keeping A in reserve.



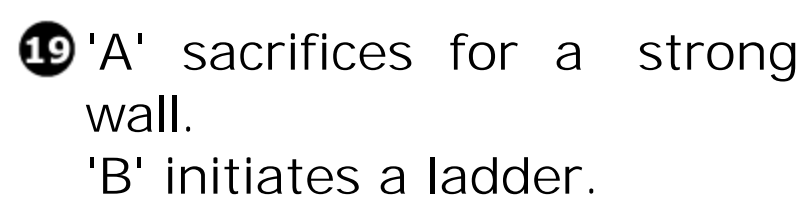
13 Continuation for White follows.

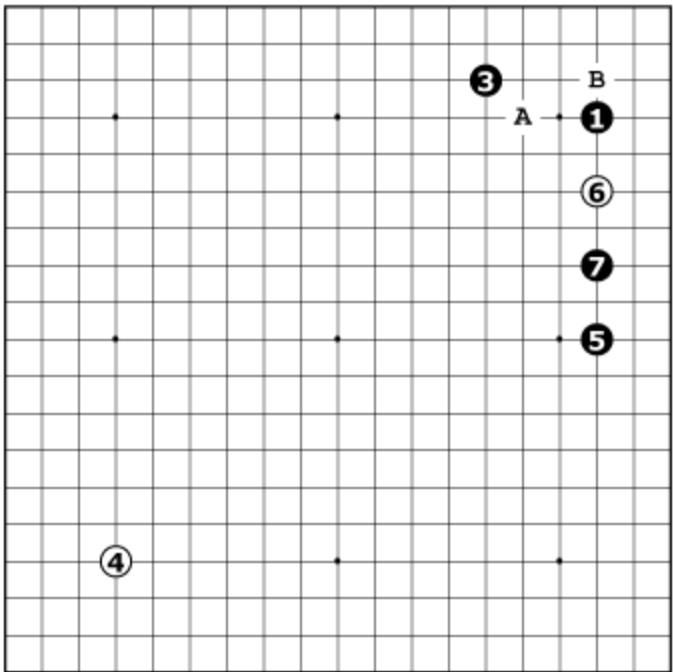


7 'A' goes outside, 'B' slides into the corner.

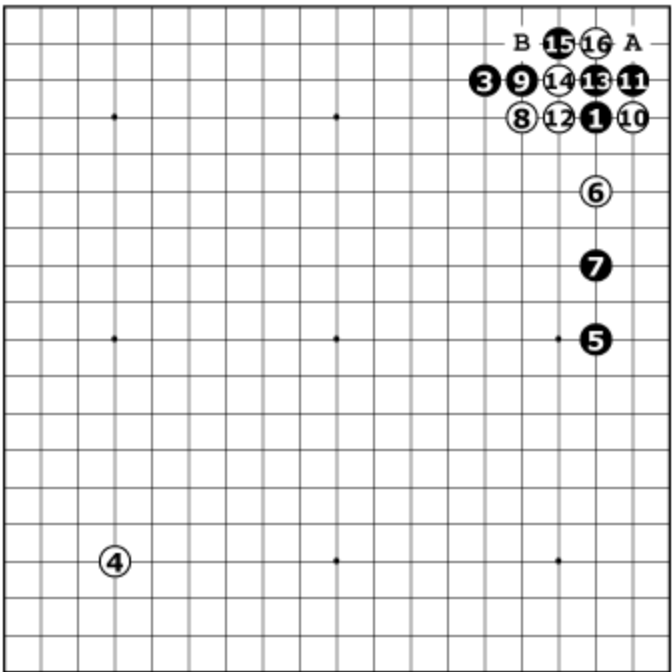


9 'A' is usual, 'B' emphasizes the center.

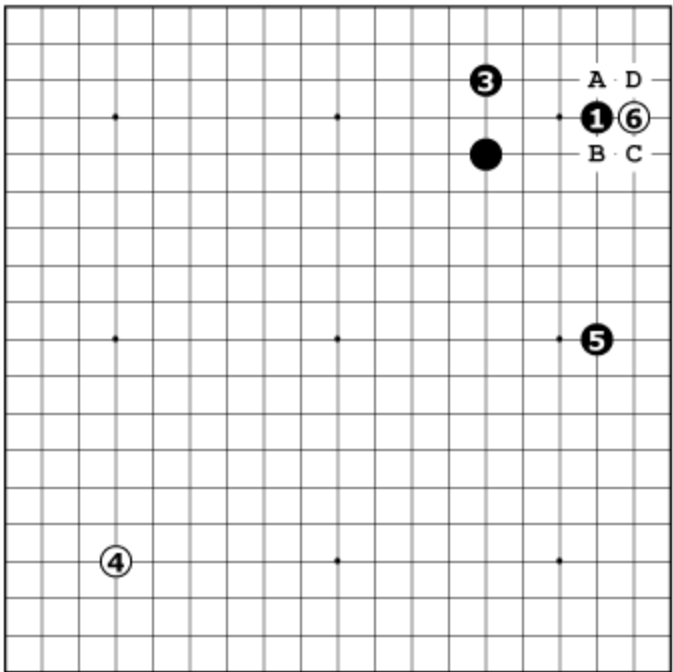




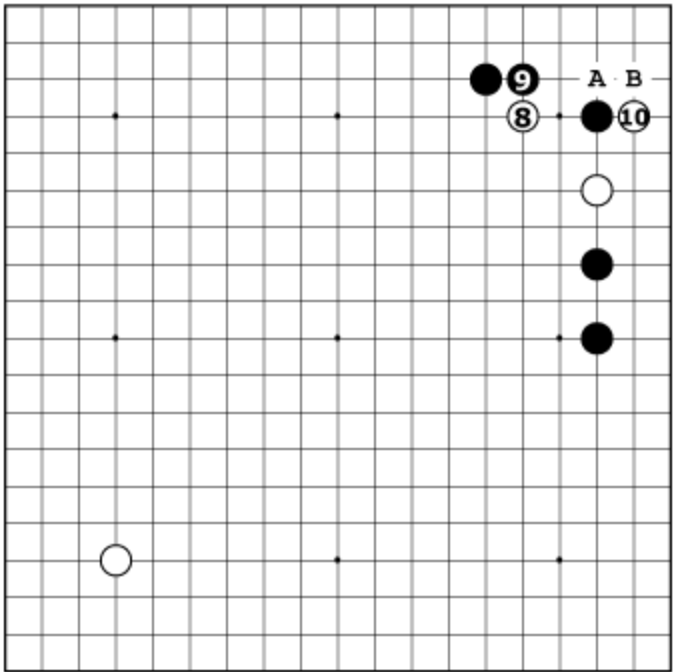
7 'A' to live on the side and center, 'B' takes the corner.



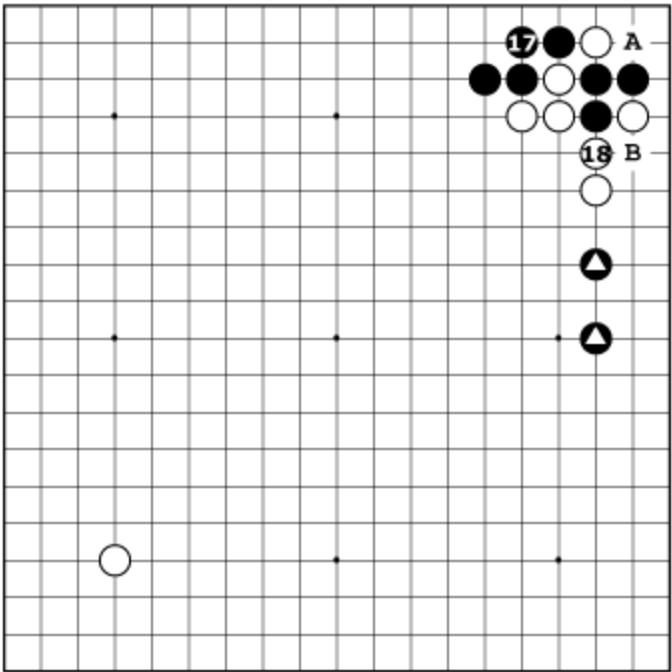
16 'A' is correct, 'B' is a mistake.



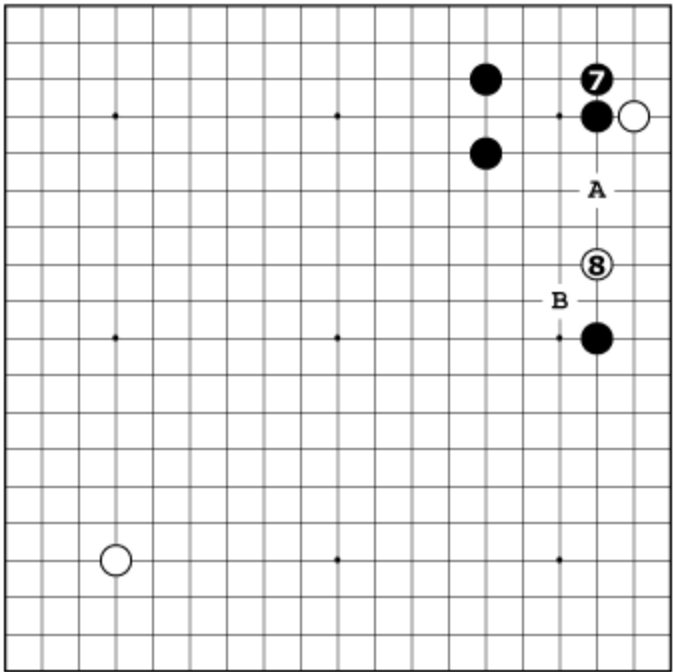
6 'A' and 'C' defend territory driving White out. 'B' encloses a White ko in the corner. 'D' is not recommended giving White good shape.



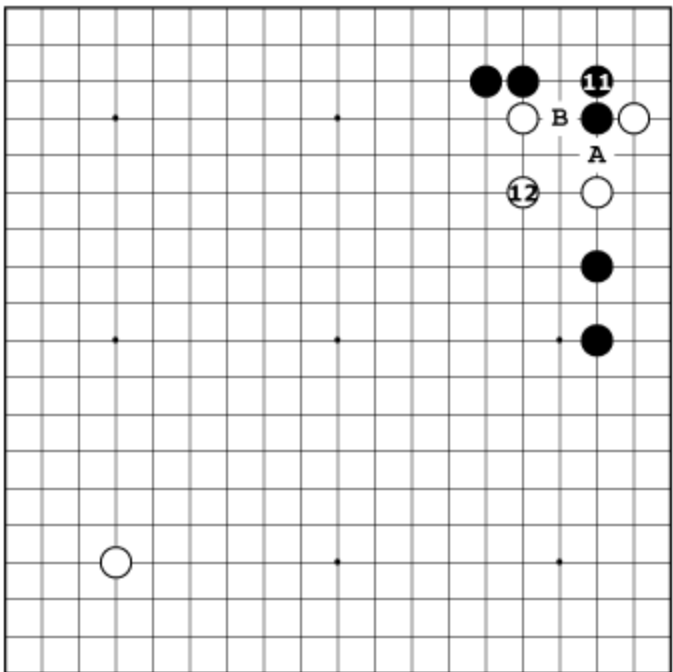
10 'A' is correct, 'B' only makes White more solid.



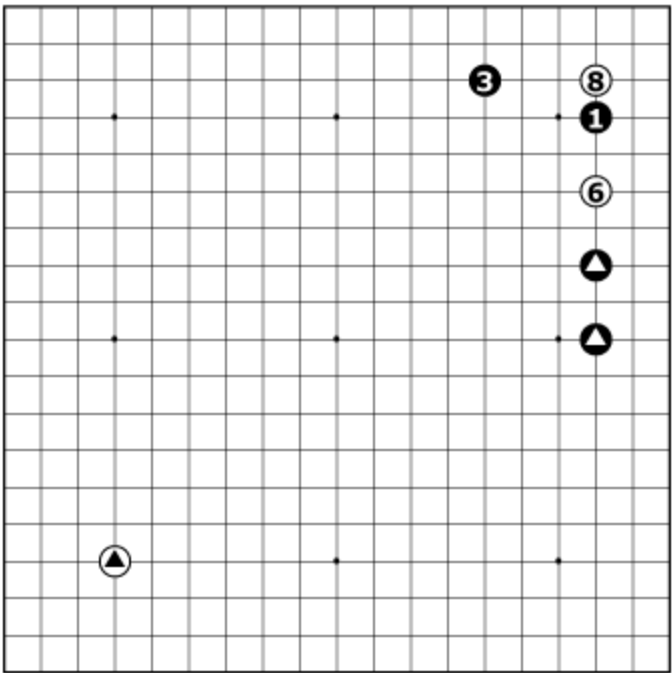
18 'A' is correct, 'B' is a mistake weakening the triangled stones.



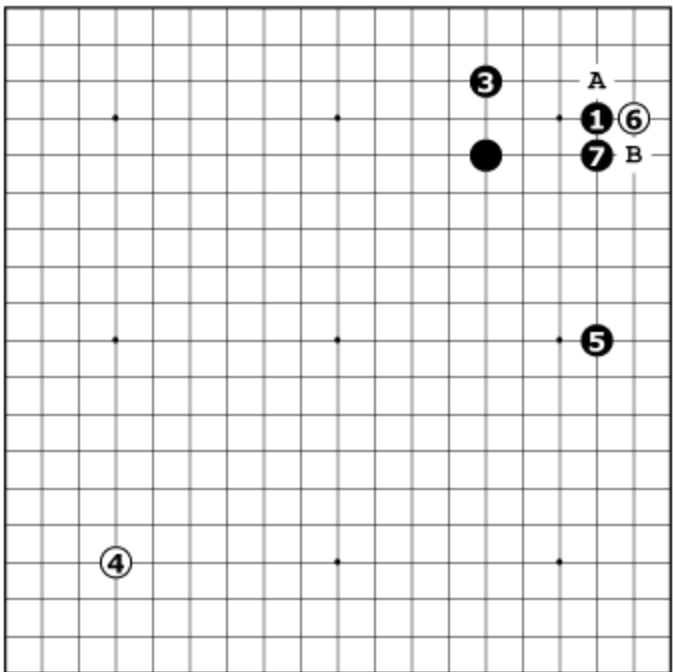
8 'A' is correct, 'B' gives White good shape.



12 White continuations on A and B.

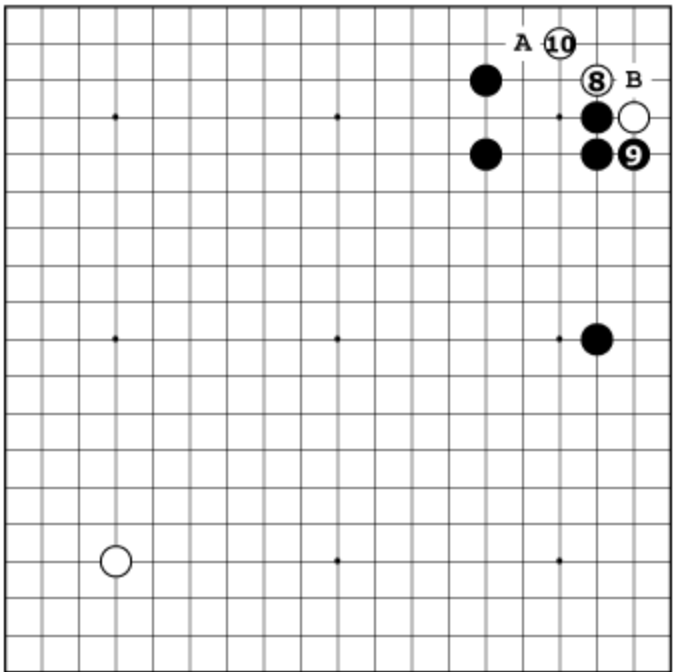


8 These variations are covered in the branching without the triangled stones.

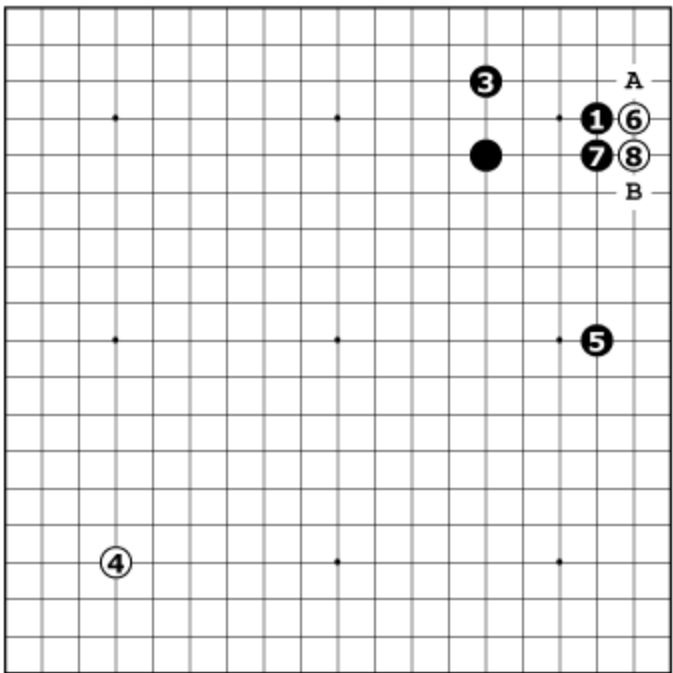


7 'A' makes the corner ko, 'B' gives Black a huge

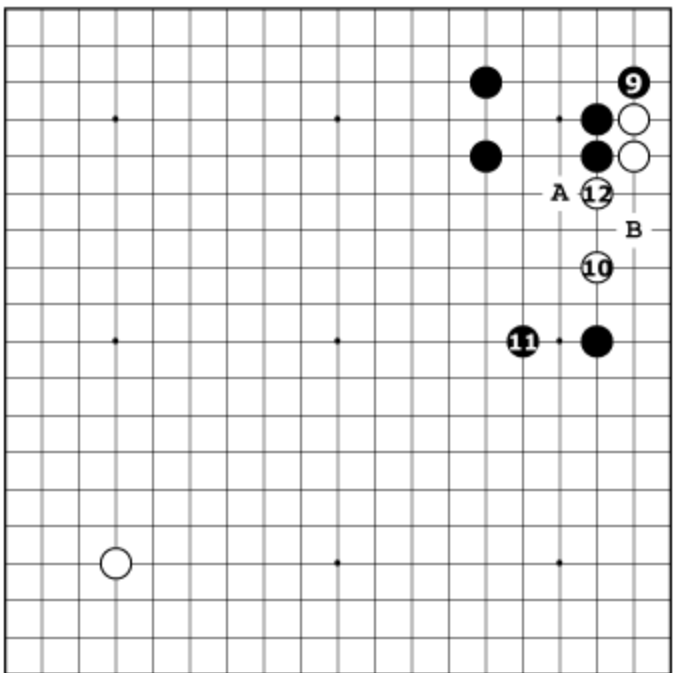
influence.



10 'A' closes White in, 'B' is inferior and drives White out.

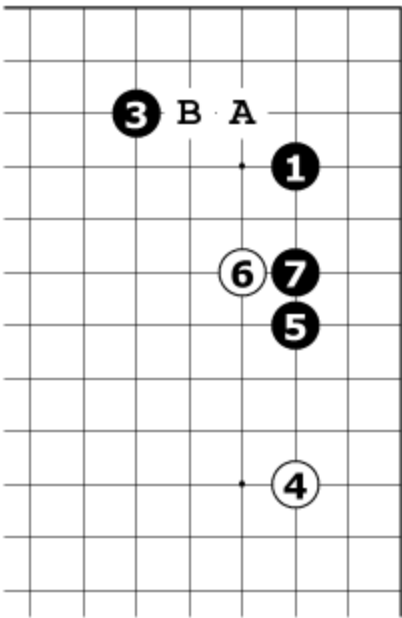


8 'A' attacks White in sente, 'B' encloses the corner in gote and overconcentration.

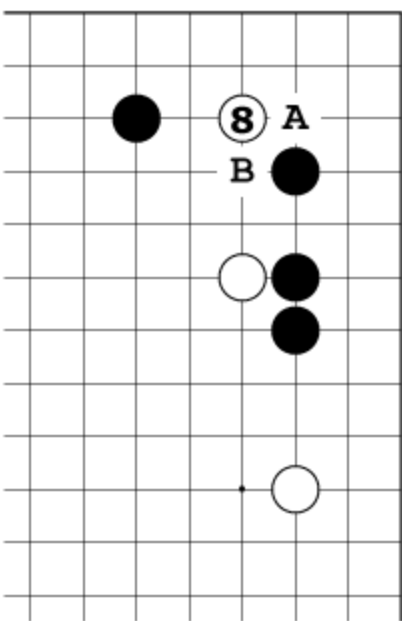


12 'A' makes overwhelming

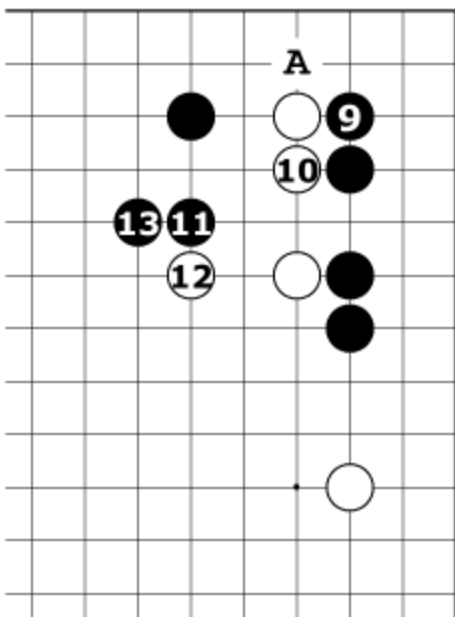
thickness, 'B' drives White out to attack the group through the center.



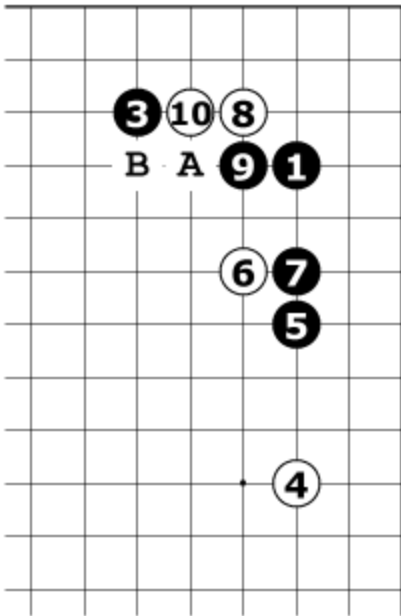
7 'A' or 'B' are ok, in both cases White needs the ladder.



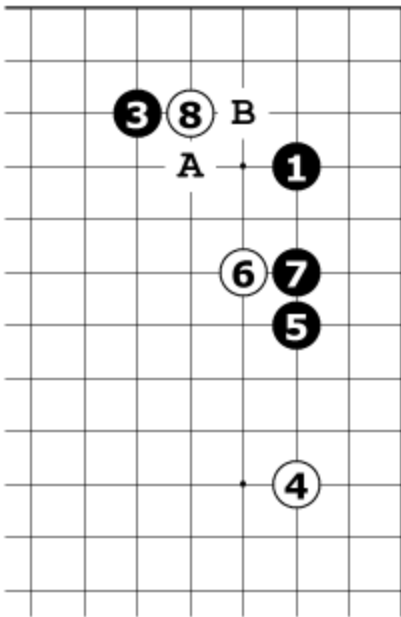
8 'A' or 'B' are ok. If Black has the ladder, the punishment is possible after 'B'.



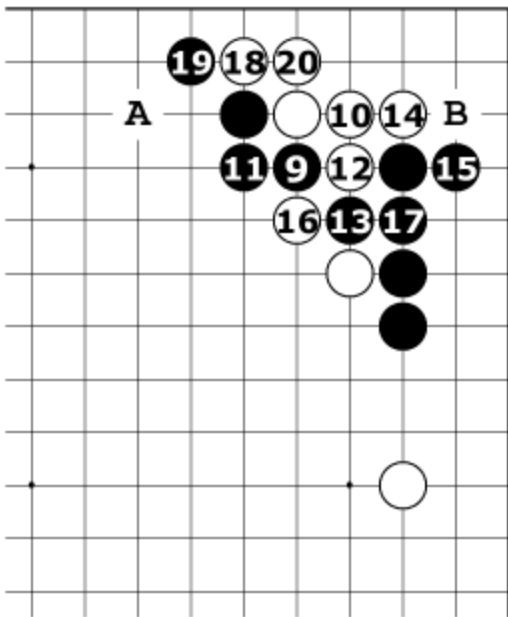
13 Later, Black can connect on A.



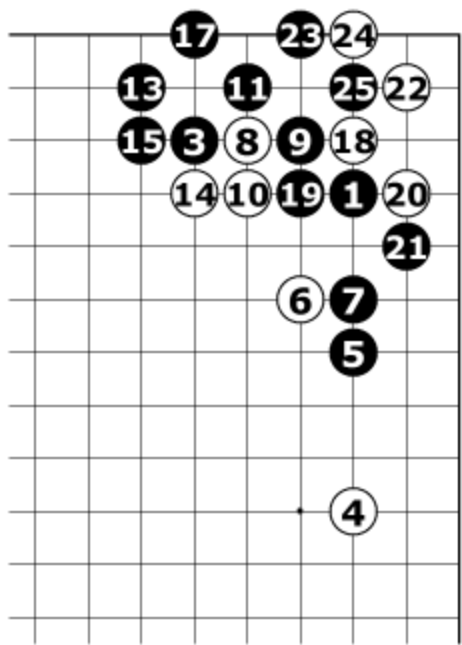
10 'A' if White has the ladder. 'B' punishes with a Black ladder.



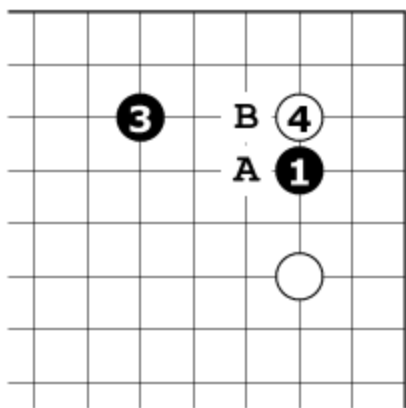
8 'A' gives perfect influence. 'B' doesn't, but Black gets only a ko. The punishment, if Black has the ladder, is after 'A'.



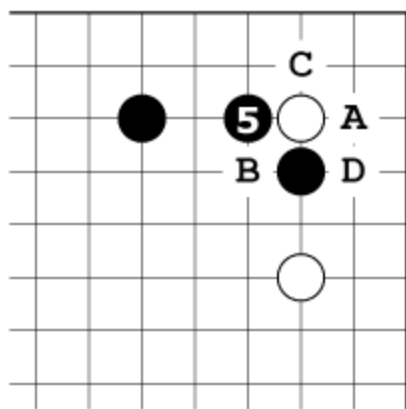
20 'A' if White has the ladder. 'B' punishes if Black has the ladder.



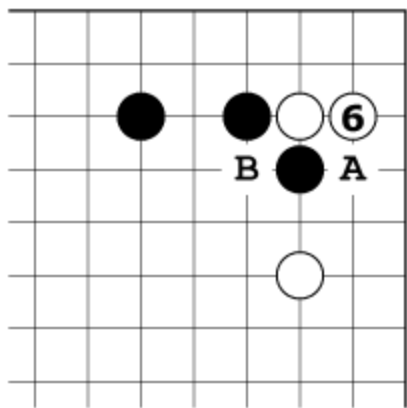
25 Black can try to swallow the White center stones for the ko.



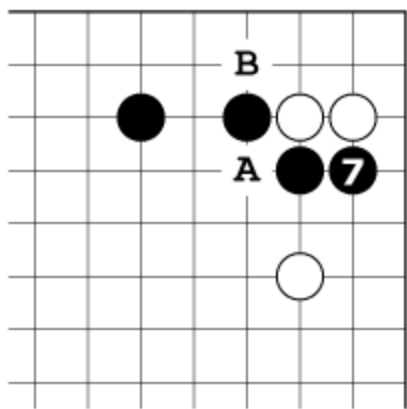
4 'A' -> White lives, Black builds a wall.
'B' -> White connects, but does not yet live, Black needs the ladder for 'B'.



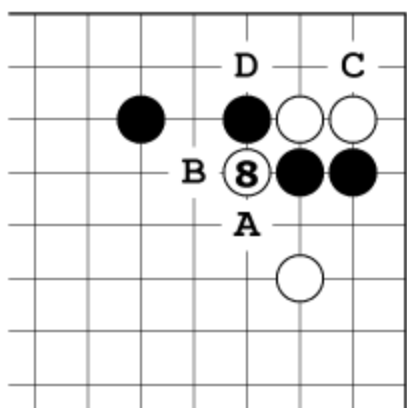
5 'A' is correct -> White will connect,
'B' is disadvantageous -> White is separated in the corner.
'C' is a mistake -> White dies.
'D' is a mistake.



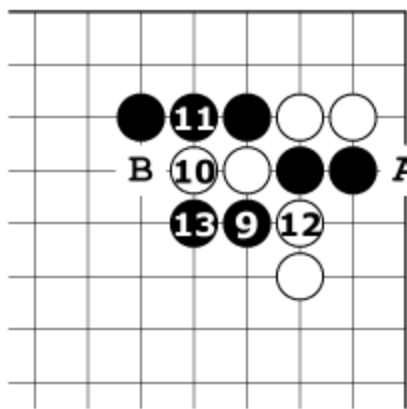
6 'A' is correct, 'B' is lame, but necessary if White has the ladder.



7 'A' White connects.
'B' White lives.

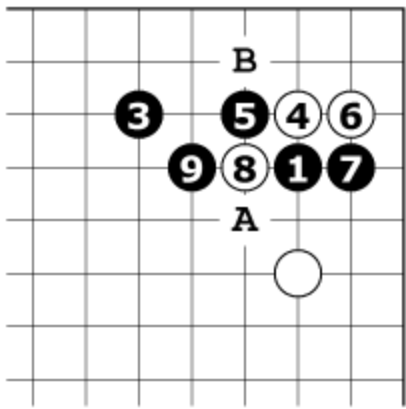


8 'A' is correct, White lives or punishes with the ladder.
'B' -> Ko.
'C' or 'D' are mistakes.

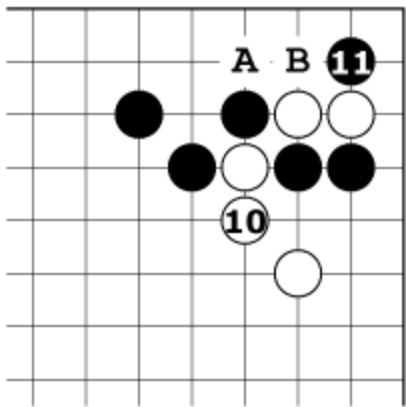


13 'A' White connects.
If Black made the mistake of allowing this variation

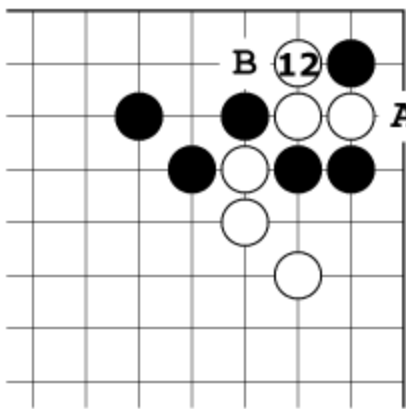
without having the ladder, White punishes on 'B'.



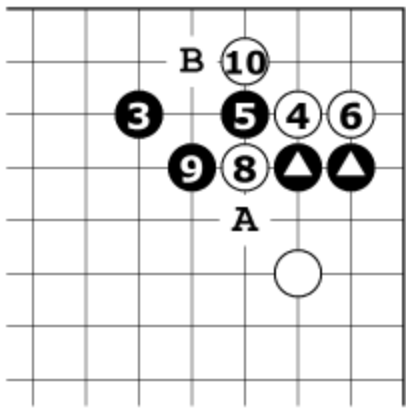
9 'A' -> ko, 'B' -> White lives. White usually prefers the ko.



11 'A' or 'B' -> Ko.

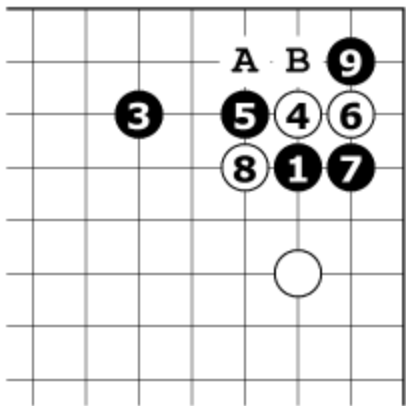


12 'A' -> Ko, 'B' is a mistake -> White captures.

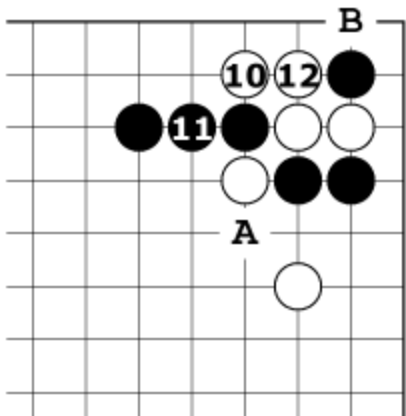


10 'A' -> White lives. 'B' ko, In all variations of this

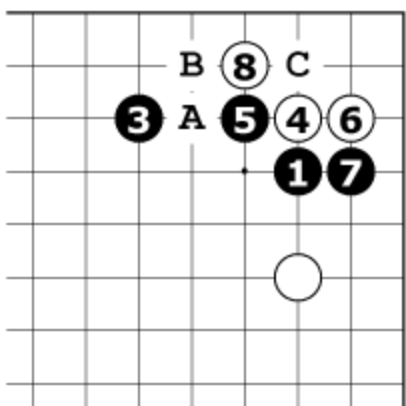
invasion, Black must not choose the ko if he doesn't win it, because if he loses it, he loses the two triangled stones. If Black instead of playing ko lets White live in the corner, he keeps these two stones and can destroy the right side with them. Because of this and because Black must find the first ko threat, playing the ko is usually not attractive for Black.



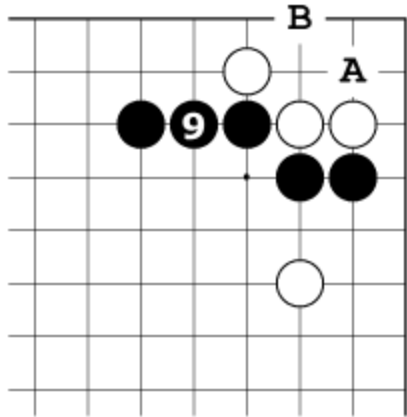
⑨ 'A' -> White lives, 'B' -> White dies.



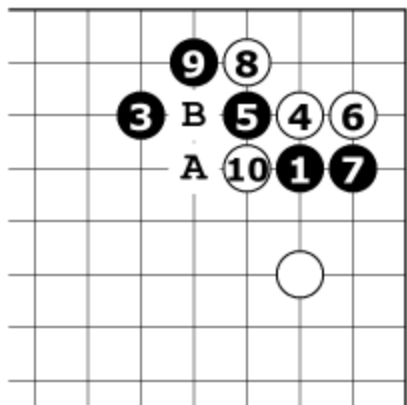
⑫ 'A' keeps White divided, 'B' is wrong.



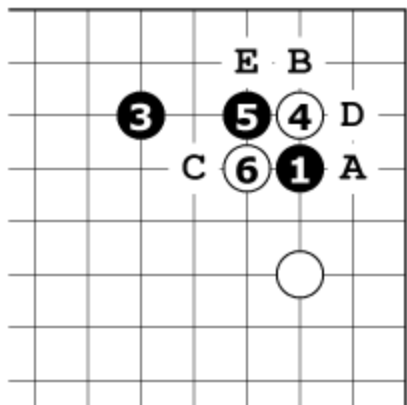
⑧ 'A' -> White lives. 'B' -> Ko, 'C' -> White lives with even more points.



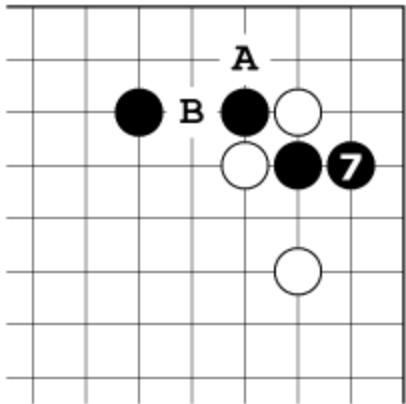
⑨ 'A' White lives. 'B' White dies.



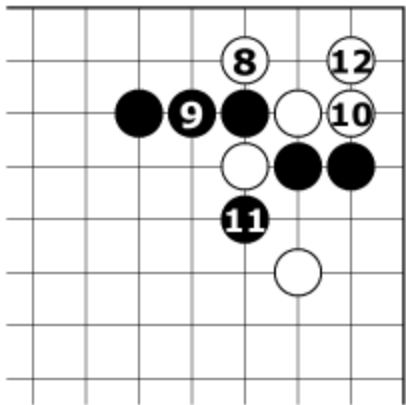
⑩ 'A' is correct and ko, 'B' is wrong and gives the corner to White without fighting.



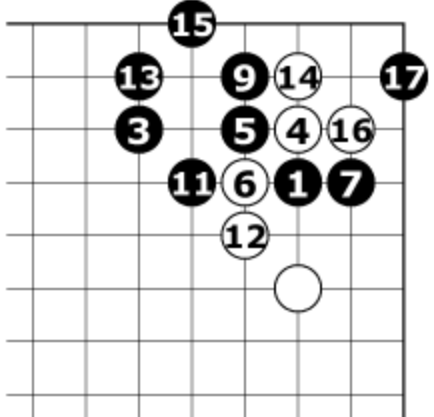
⑥ 'A' White lives small in the corner, Black builds a big wall. good for Black
'B' Black wall, White lives small in the corner, good for Black
'C' ko or connection of few, good for White
'D' good for White
'E' nonsense



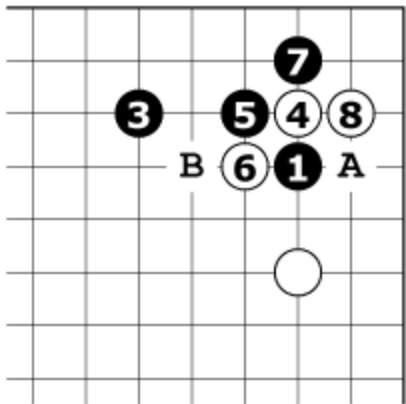
⑦ 'A' White lives in the corner. 'B' White fails severely.



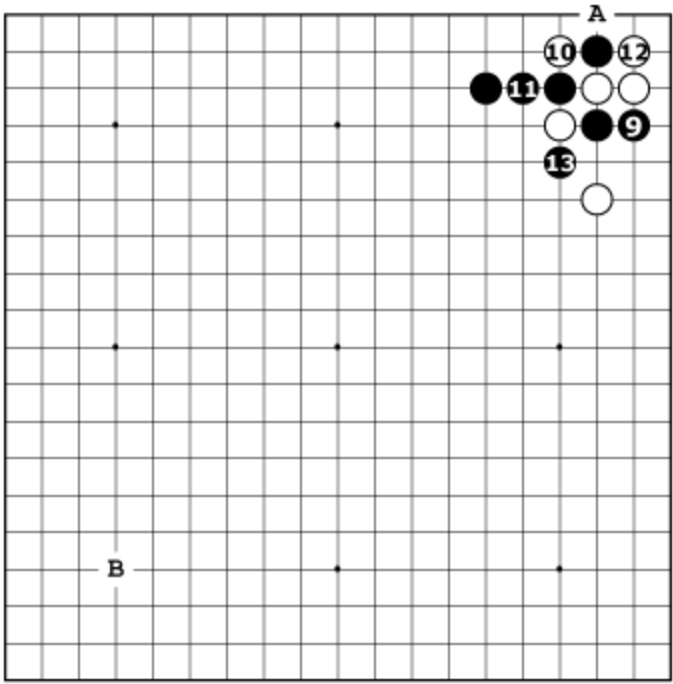
⑫ Good for Black.



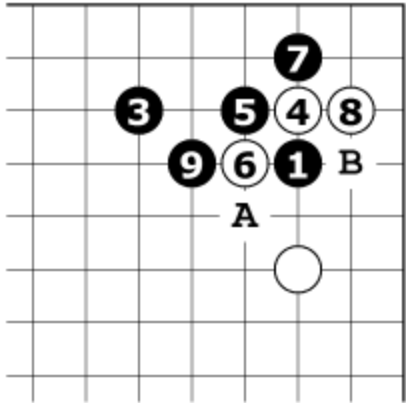
⑰ Three eggs tesuji.



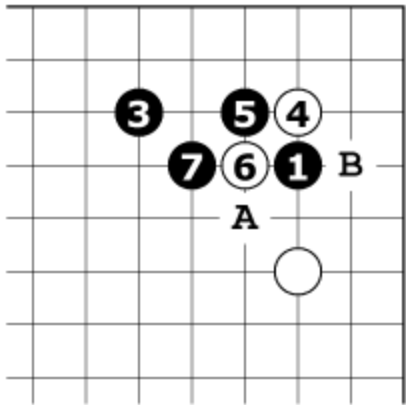
⑧ 'A' White lives
'B' ko



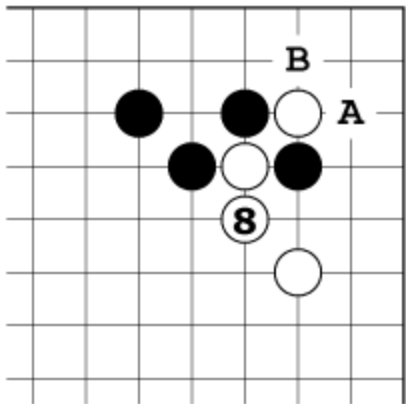
13 'A' is necessary
tenuki 'B' -> White dies



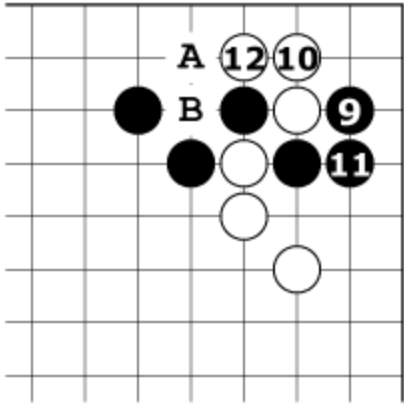
9 'A' ko for the corner
'B' White connects few
stones in sente



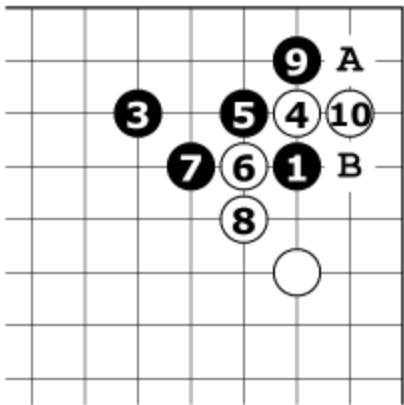
7 'A' ko
'B' connection for White



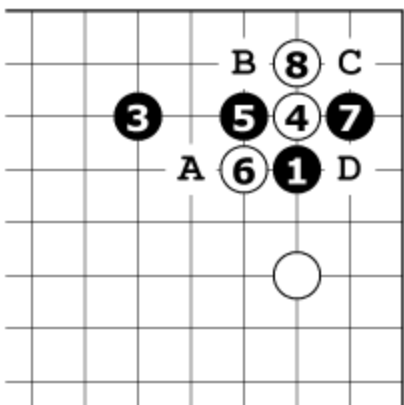
8 'A' ko
'B' connection of few



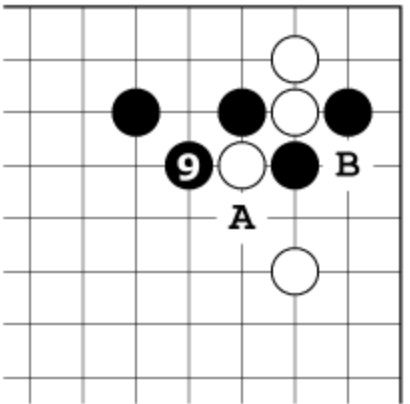
12 'A' is correct.
'B' is a mistake.



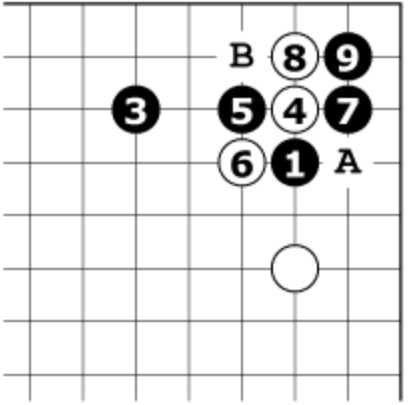
10 'A' connection of few
'B' ko



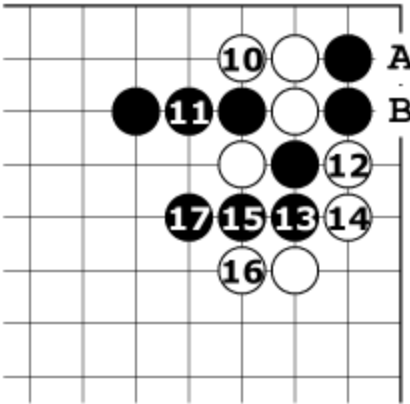
8 'A' ko
'B' connects better than
necessary.
'C' White wall outside.
'D' is nonsense.
All results are good for
White.



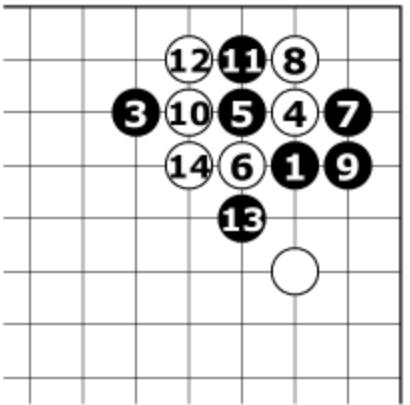
9 'A' ko for corner and
connection
'B' White lives separated



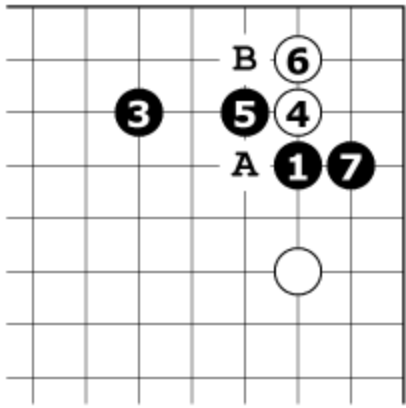
9 'A' is correct, 'B' is a
mistake.



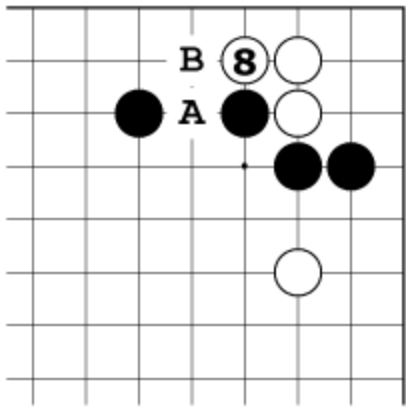
17 'A' or 'B' don't help.



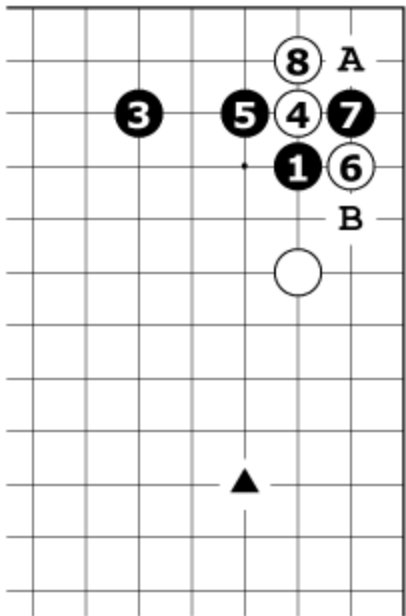
14 disaster for Black



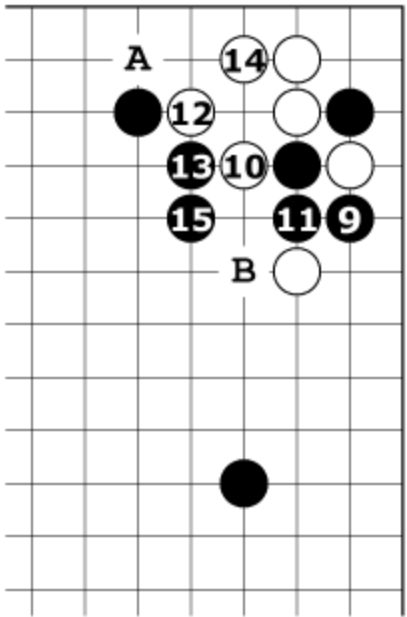
7 'A' or 'B' don't help.



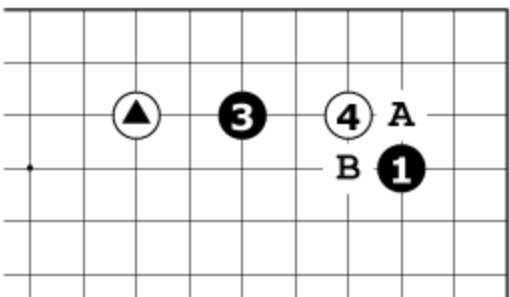
8 'A' is correct, 'B' is wrong without the ladder and unnecessary with it.



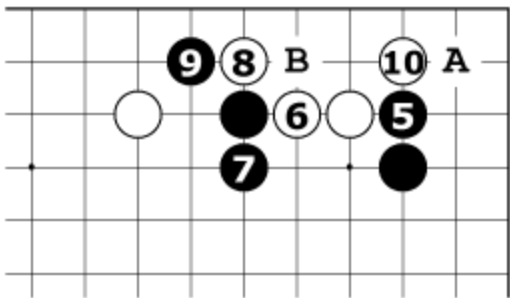
8 'A' is correct, 'B' is possible with an additional Black stone on or near the triangled point.



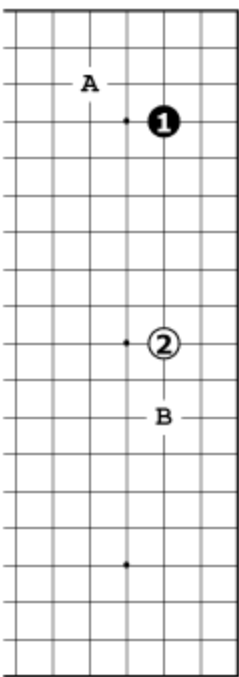
15 'A' is correct, 'B' is a mistake.



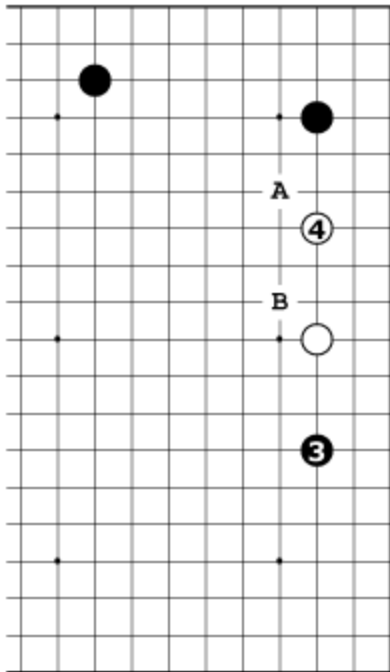
4 This invasion is possible only with the triangled helping stone. 'A' or 'B'.



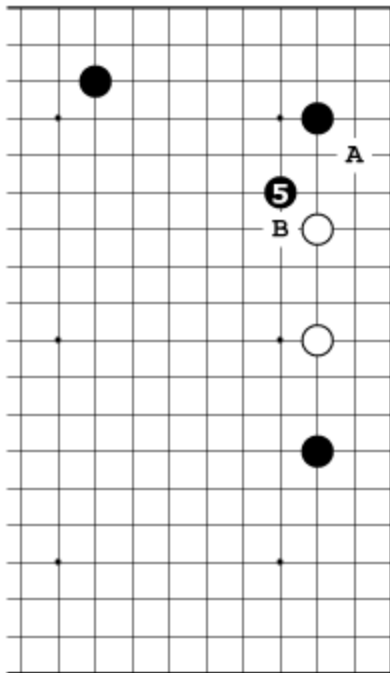
10 'A' builds influence on the right, 'B' on the top side.



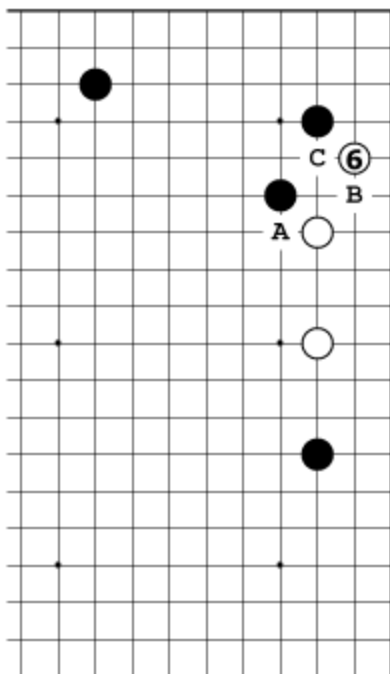
2 White 2 shows a special strategy. 'A' Black has a shimari. 'B' Black played the Mini-Chinese Fuseki.



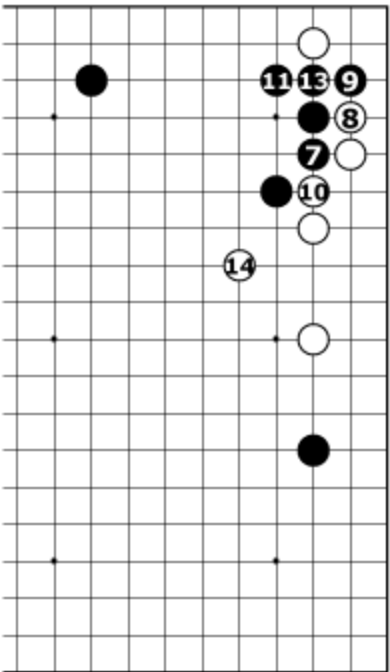
4 'A' or 'B'.



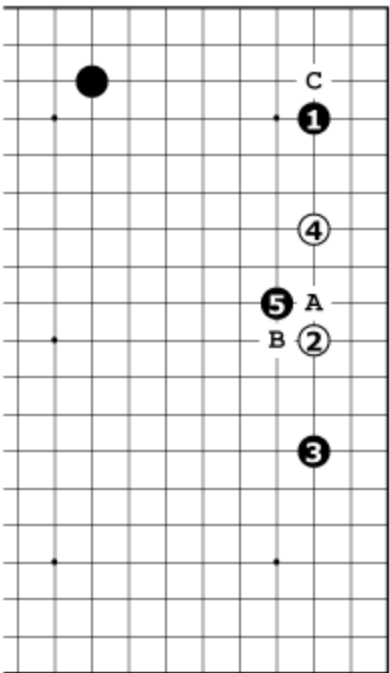
5 'A' is correct, 'B' is a mistake.



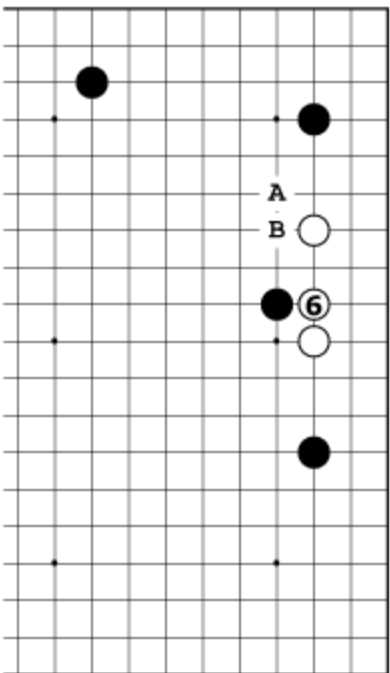
⑥ 'A' is for influence, 'B' is for territory, 'C' is slightly disadvantageous.



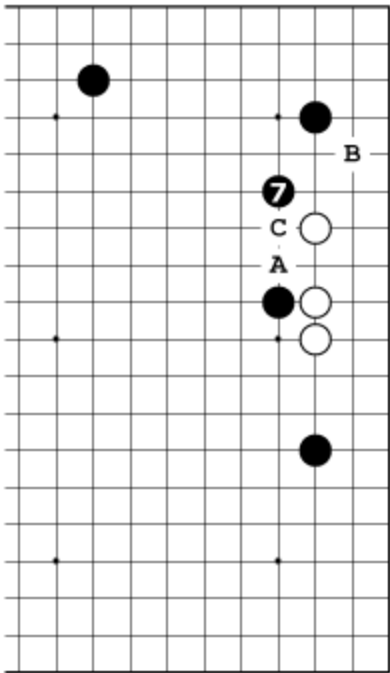
⑭ White 12 still has some aji.



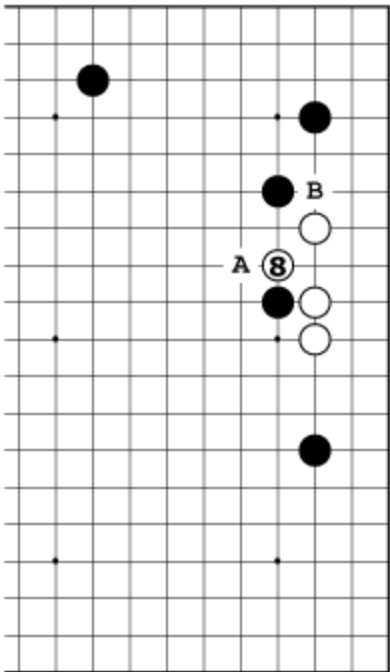
⑤ 'A' is correct. 'B' and 'C' are disadvantageous.



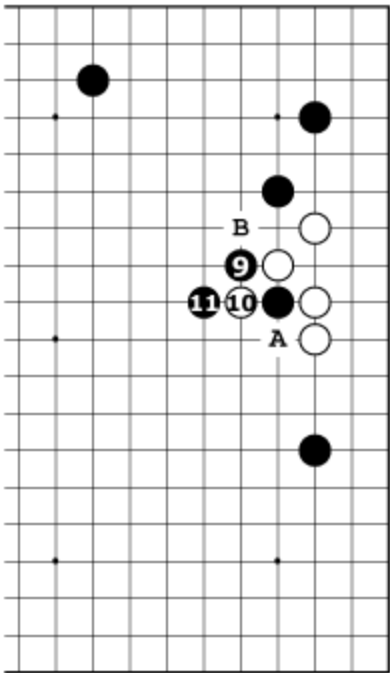
⑥ 'A' or 'B'.



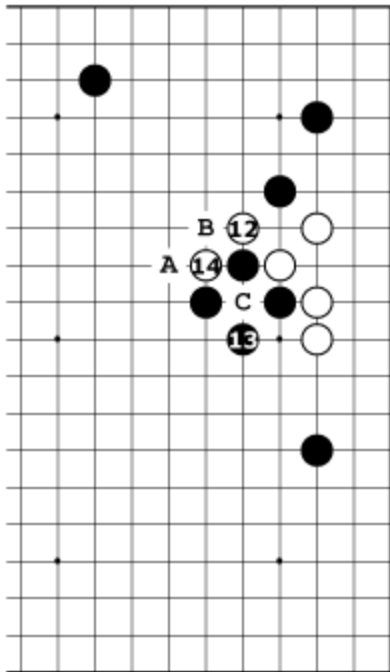
⑦ 'A' is correct, 'B' is disadvantageous, 'C' is a mistake.



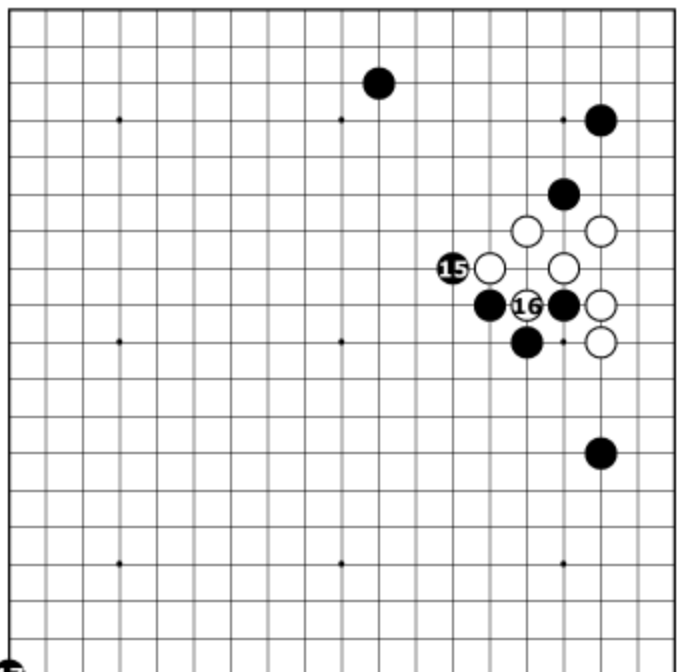
⑧ 'A' is for influence, 'B' for territory.



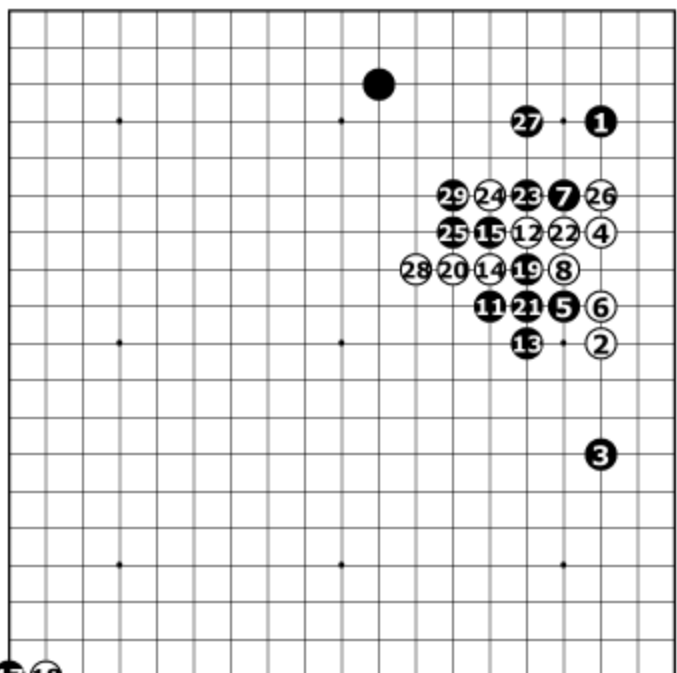
⑪ 'A' is correct, 'B' is a mistake.



⑭ 'A' is correct, 'B' is possible, 'C' a mistake.

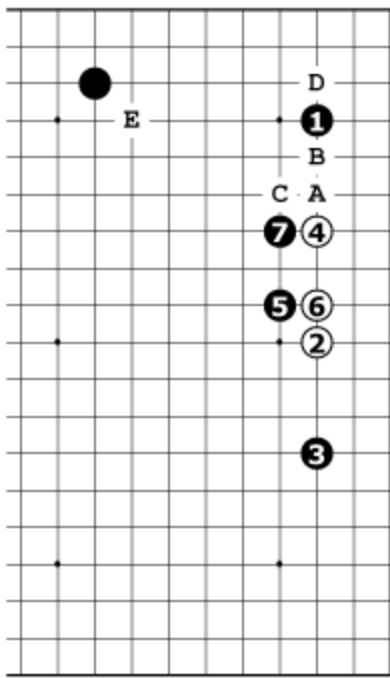


⑰ In the Mini-Chinese Fuseki, Black has exactly one ko-threat.

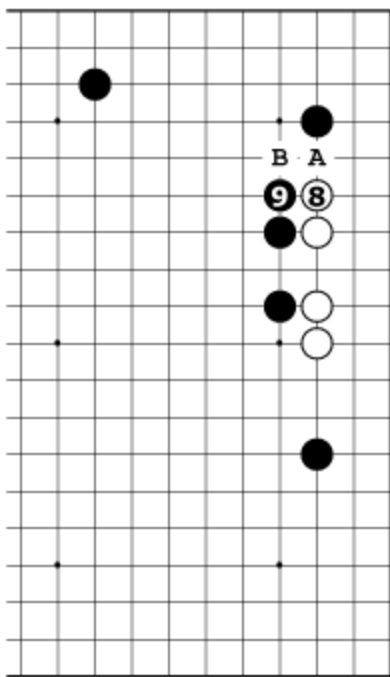


⑲ Making two ponnuki in the center will be a better preparation for fighting later in the game than making the plump bowl

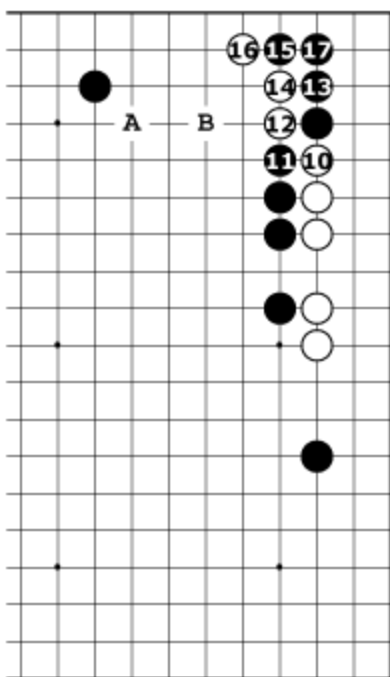
shape just for cutting and taking about five to ten points more territory on top.



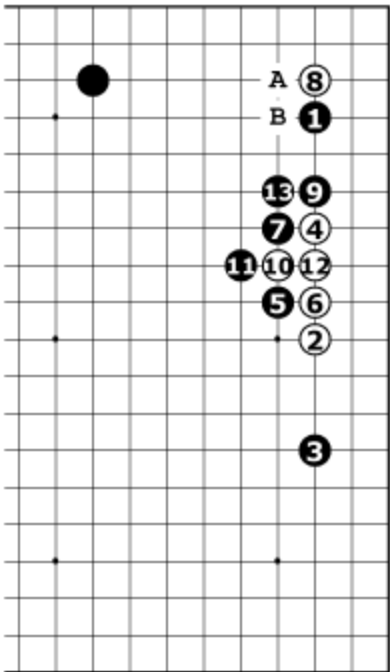
7 'A' is correct, 'B', 'C', 'D' and 'E' are disadvantageous.



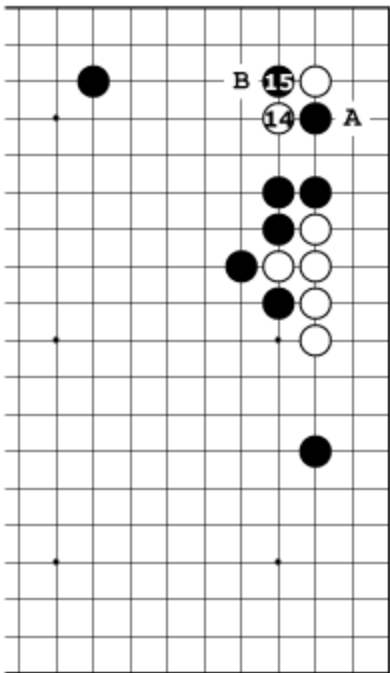
9 'A' is correct, 'B' is disadvantageous.



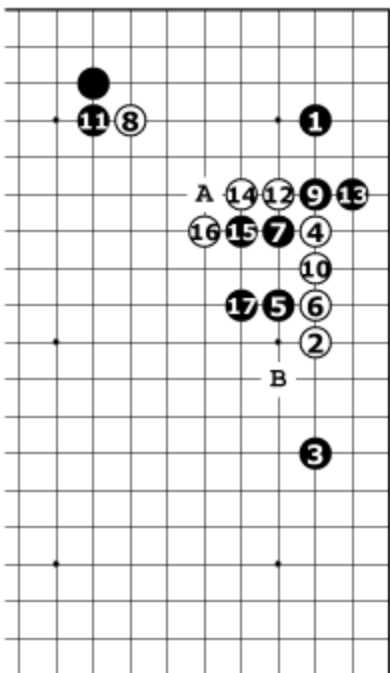
17 'A' or 'B'.



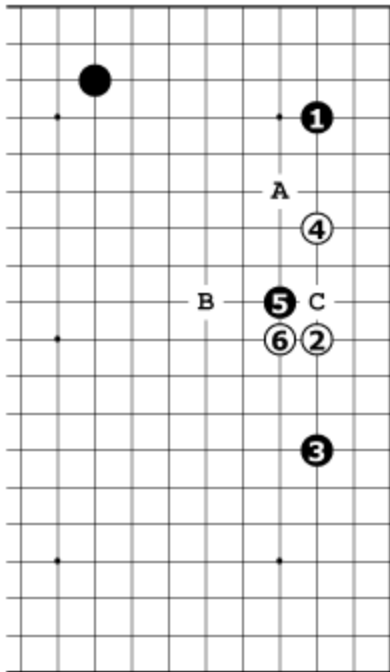
13 'A' or 'B'.



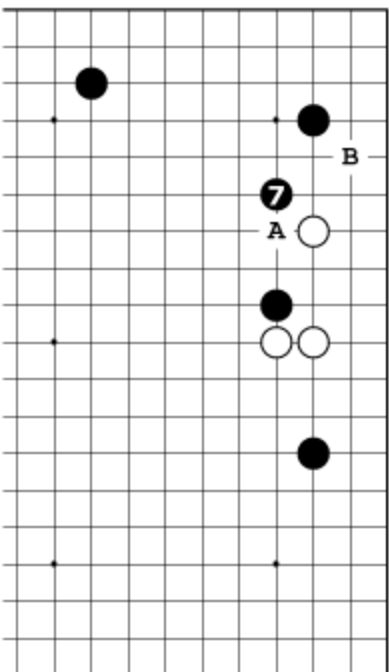
15 'A' is less unfavrable than 'B'.



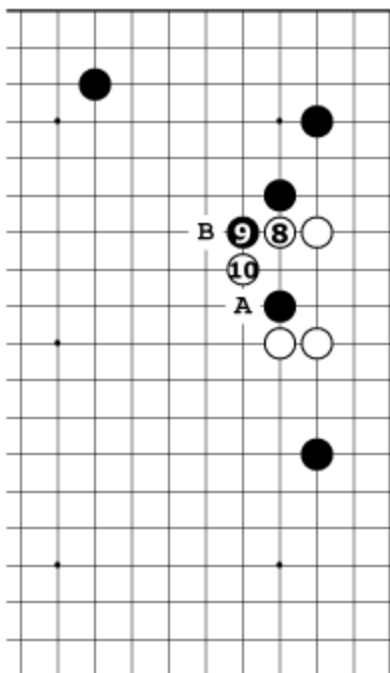
17 'A' and 'B' are miai.



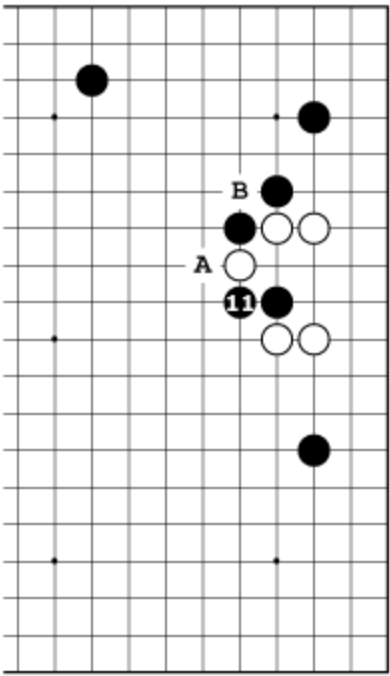
6 'A', 'B' or 'C' give Black a superior position..



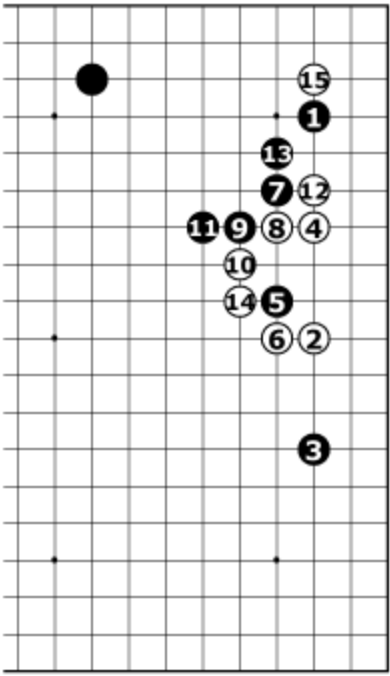
7 Both 'A' or 'B' don't disable a position which is favorable for Black.



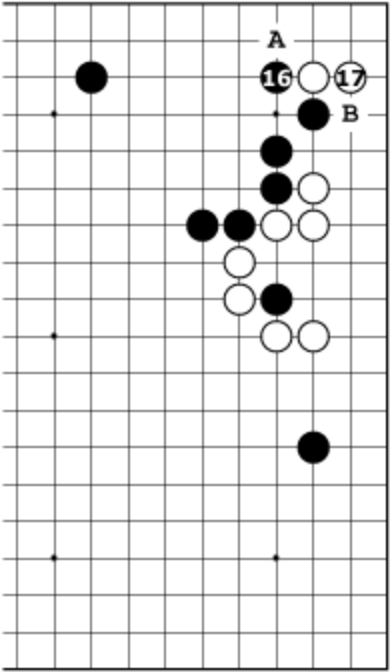
10 'A' is recommended, 'B' is possible.



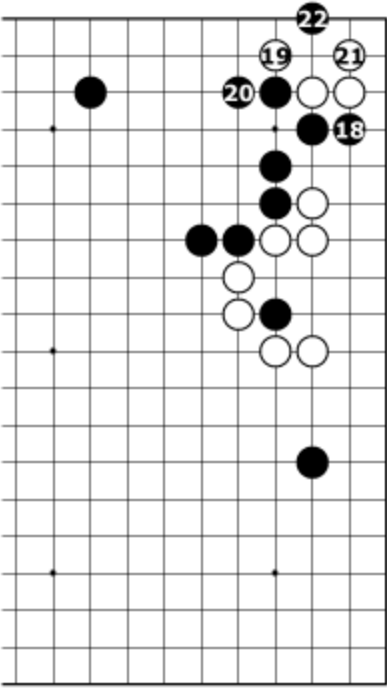
11 'A' brings a fight that is good for Black, 'B' gives Black overwhelming thickness.



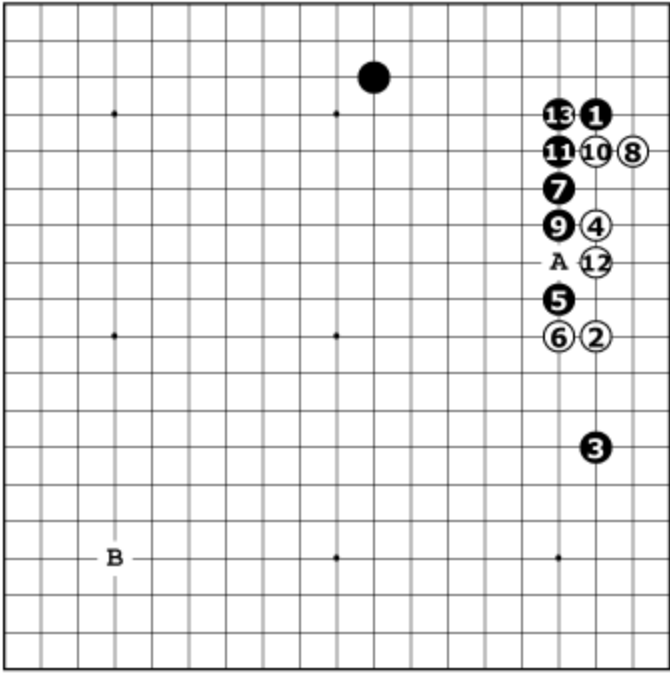
15 Later, White can use this aji.



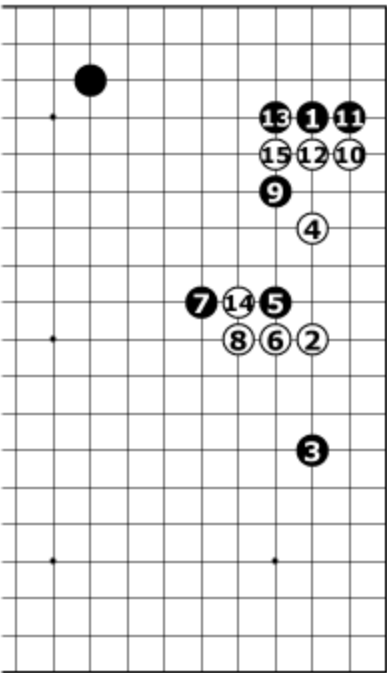
17 'A' loses less than 'B'.



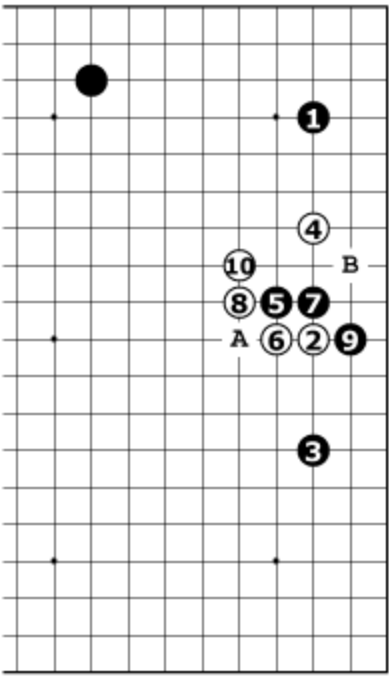
22 Black can't kill.



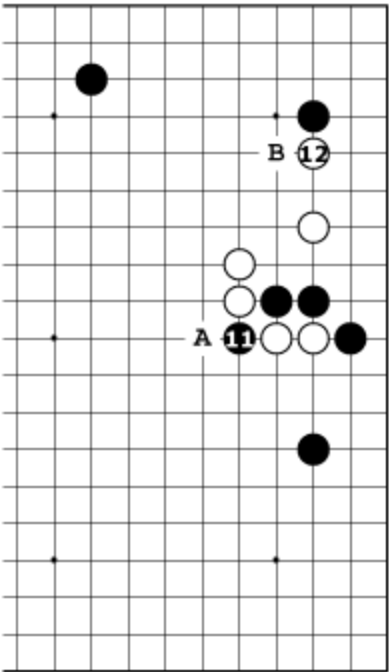
13 'A' is necessary, tenuki 'B' is a mistake.



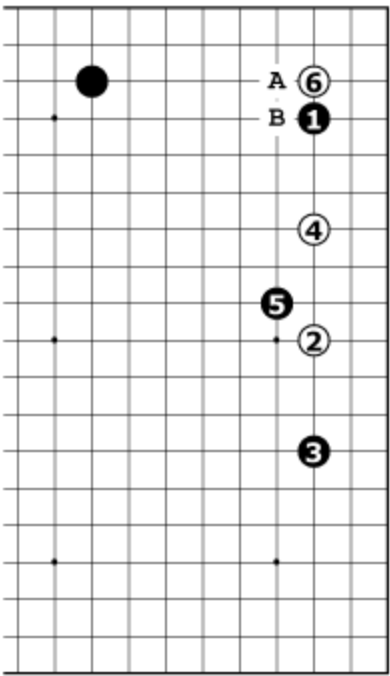
15 Later.



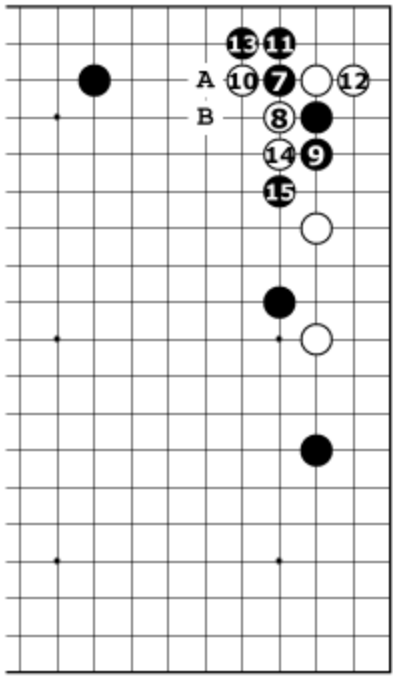
10 'A' is correct, 'B' is disadvantageous.



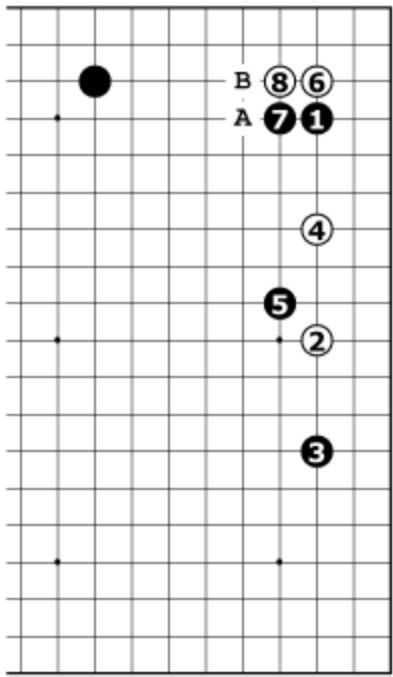
12 'A' is correct, 'B' is a mistake.



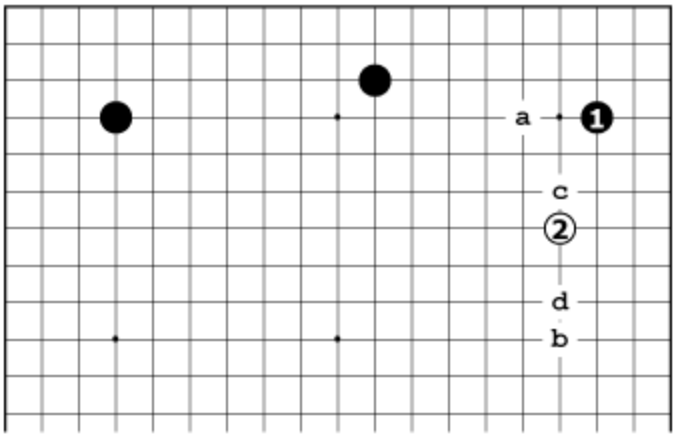
6 'A' is correct, 'B' is also possible.



15 'A' gives Black more territory, 'B' superior influence.

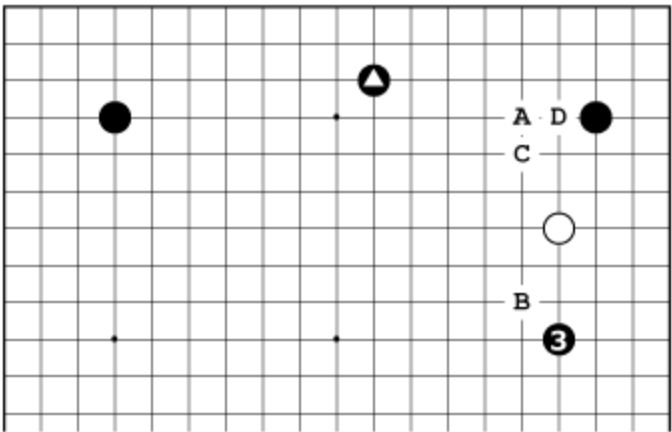


8 'A' is correct, 'B' is a mistake.

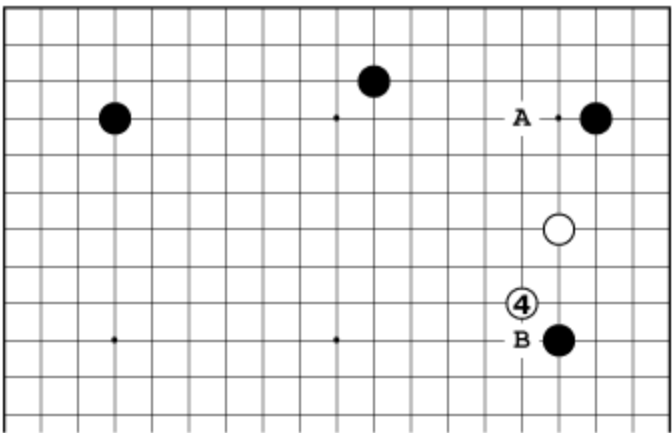


2 White 2 represents a special strategy when Black has a Chinese-style fuseki at top.

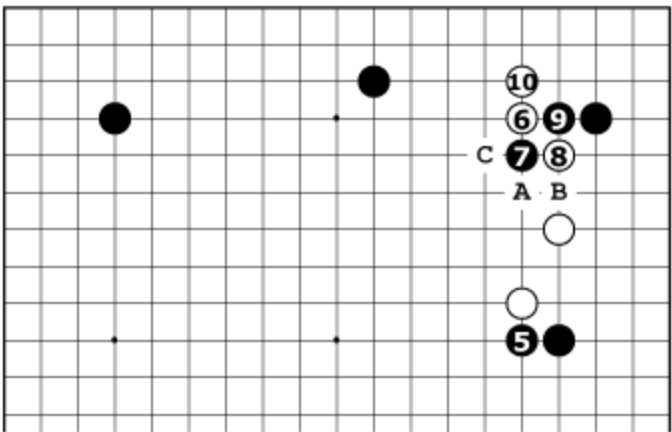
Black continues with 'a', 'b', 'c' or 'd'.



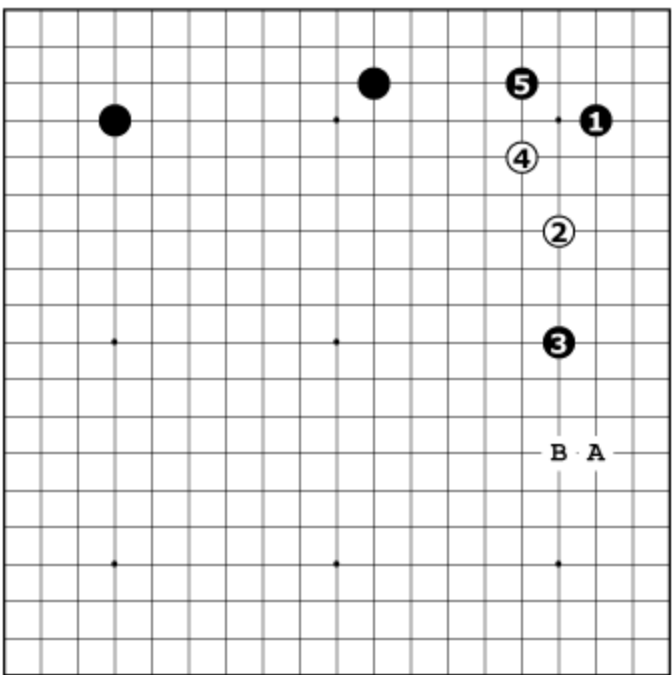
3 'A', 'B' or 'C'. If the triangled Black stone is high, also 'D' is possible.



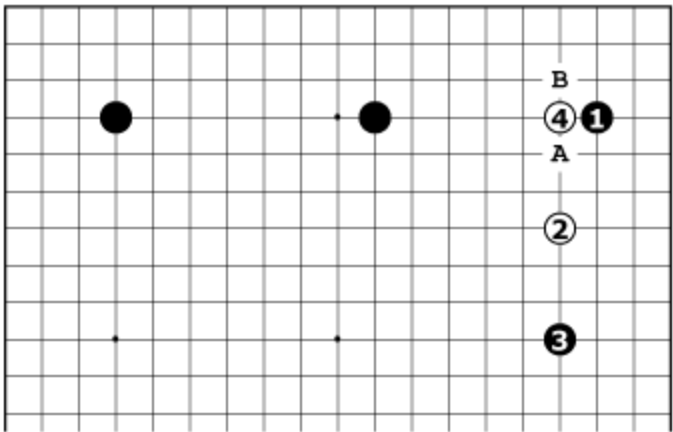
4 'A' or 'B' are both good.



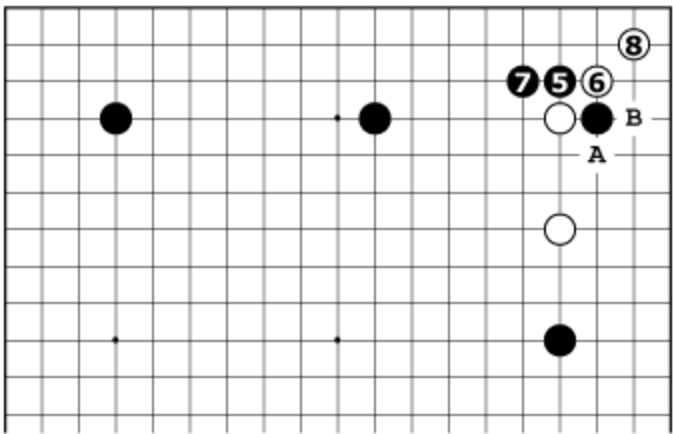
10 'A' is correct, 'B' and 'C' are disadvantageous.



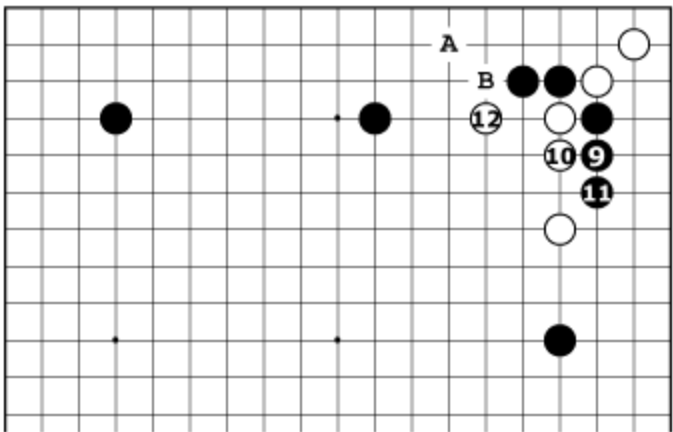
5 'A' or 'B'.



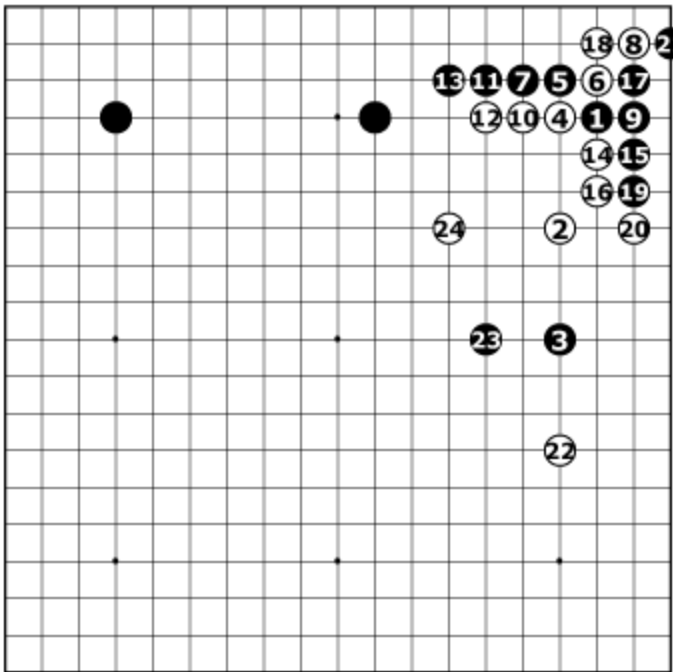
4 'A' or 'B' are both possible.



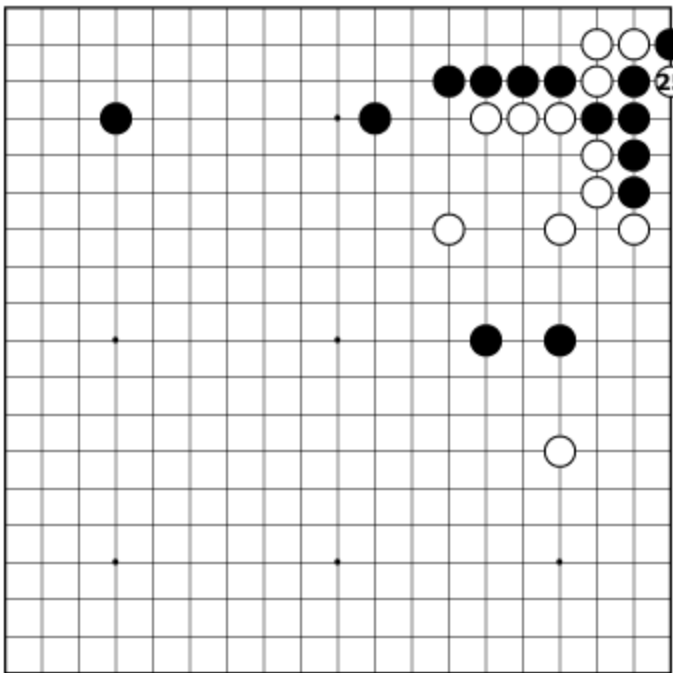
8 'A' leads to fight, 'B' to a solidified position which is a little better for White.



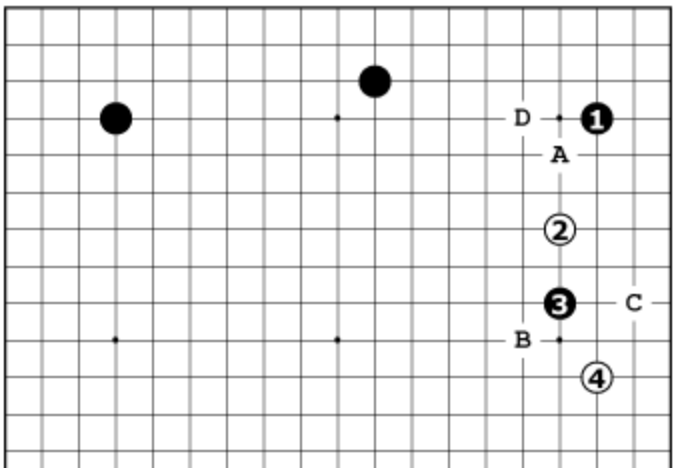
12 'A' is correct, 'B' is a mistake.



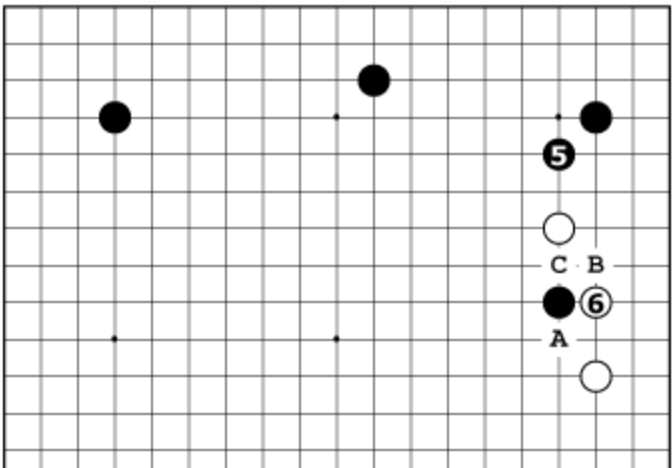
24 End of joseki.



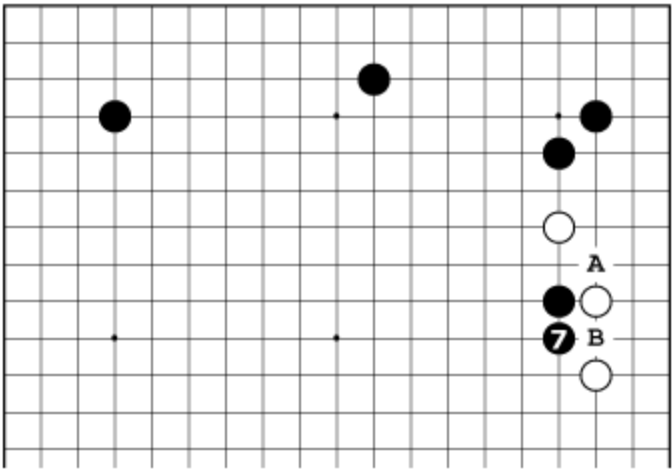
25 Aji for a two-step-two-stage-ko in the corner.



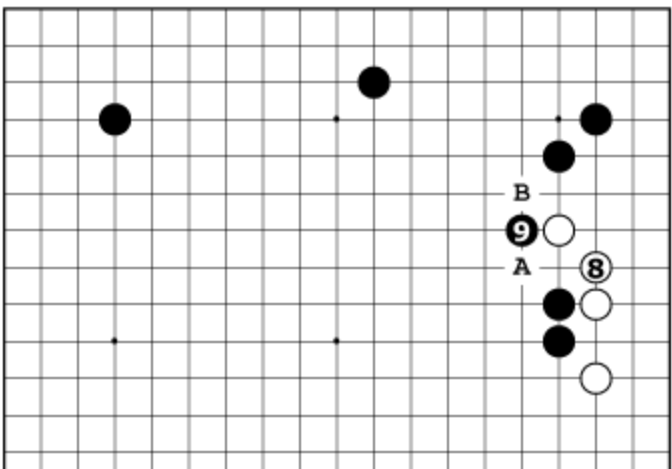
4 'A' and 'B' are correct, 'C' and 'D' are mistakes.



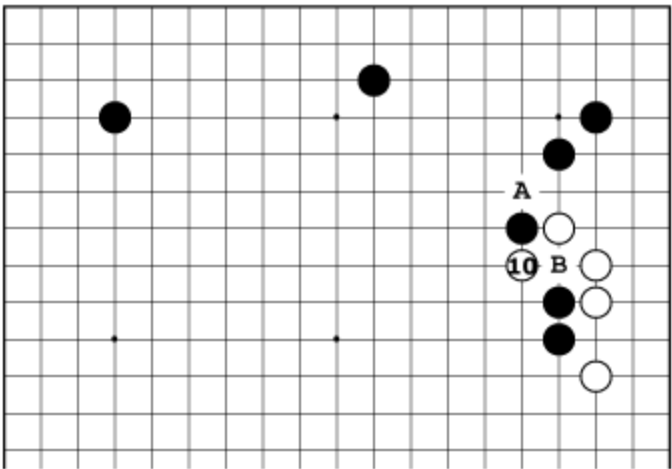
6 'A' is correct, 'B' and 'C' are mistakes.



7 'A' is correct, 'B' is disadvantageous.

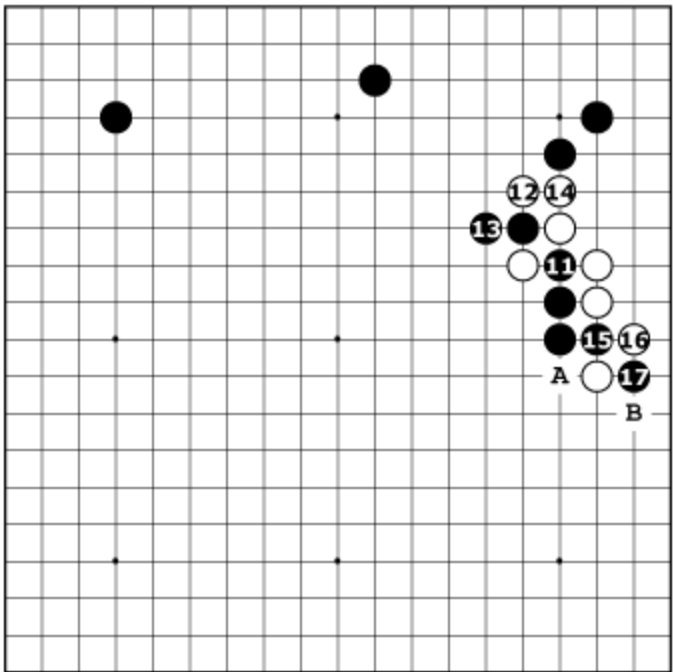


9 'A' is correct, 'B' is a mistake.

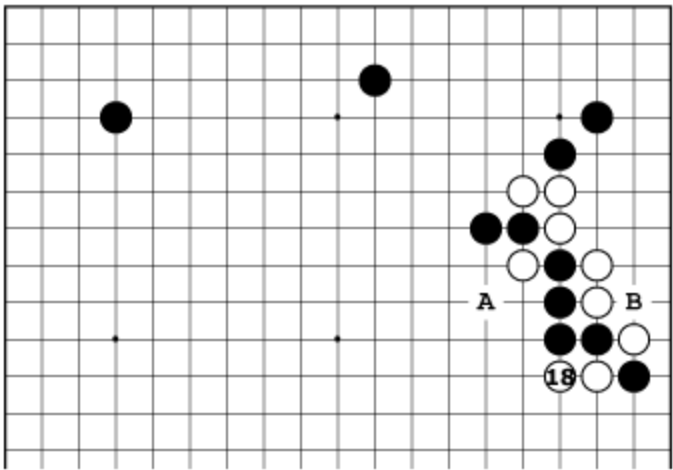


10 'A' is correct and easy, 'B' is unfavorable and

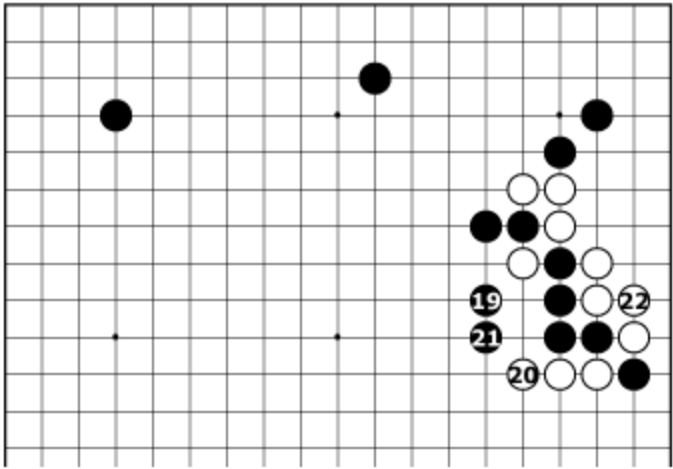
complicated.



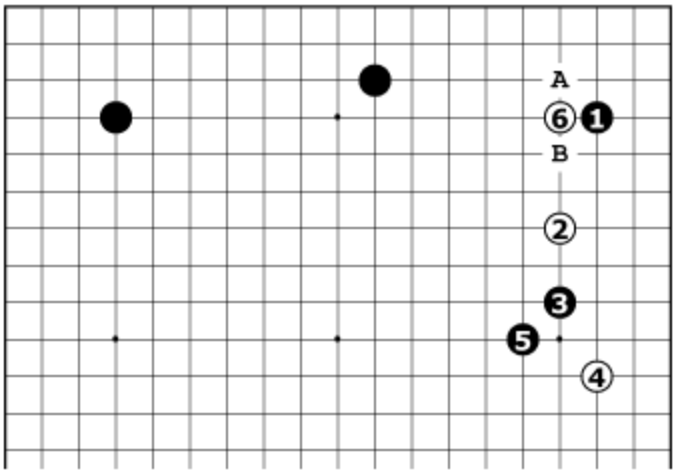
17 'A' is correct, 'B' is a mistake.



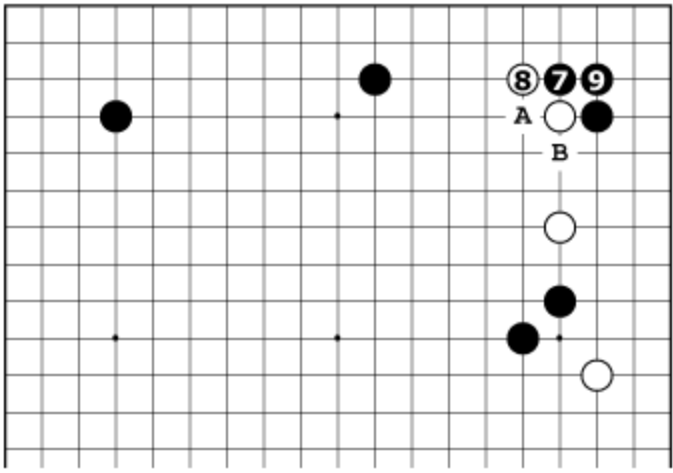
18 'A' is possible, 'B' is a mistake.



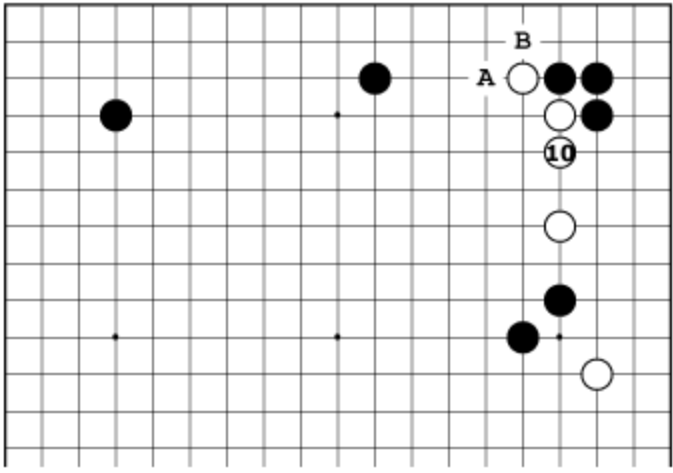
22 Still, White is happy.



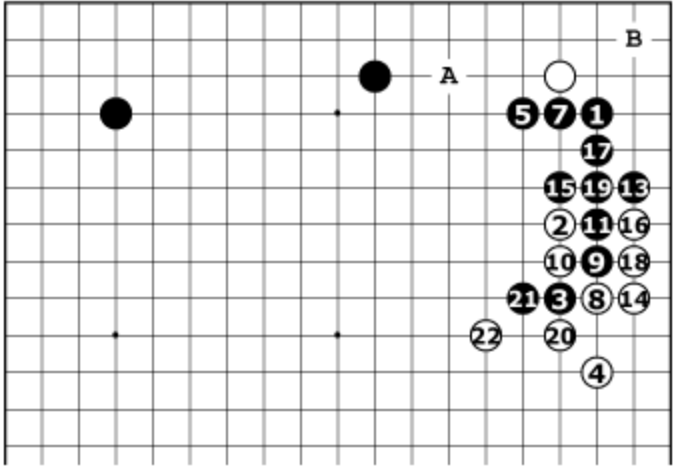
⑥ 'A' is correct, 'B' is a mistake.



⑨ 'A' is correct, 'B' is a little disadvantageous.

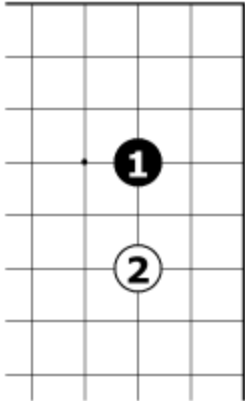


⑩ 'A' is correct, 'B' is submissive.



②② If White has a stone in the lower right corner, White is

happy, because he still can activate White 6.
For doing so, he might aim at A to go outside or to the upper left, or at B to threaten a living tpsi group.



② Usual against the Chinese Opening.

