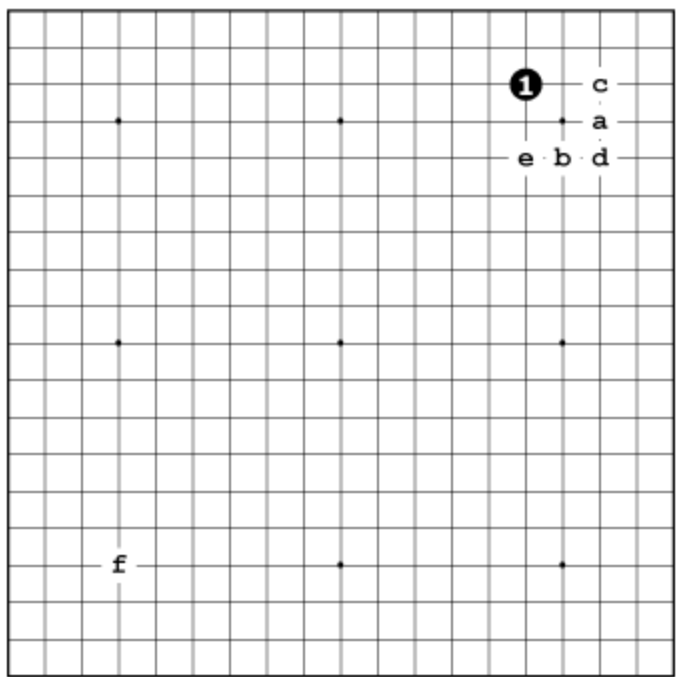


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Mokuhazushi

Produced with Moyo Go Studio: www.moyogo.com



1 The mokuhazushi (5-3) point was popular in the Edo period in Japan (1600 - 1867). It emphasizes influence; territorially, it is inferior to the 3-4 point.

Approach moves for White range from 'a *', 'b *' or 'c *'. White 'a' is typical.

After 'a', the 5-3 point can lead to different complicated joseki: the taisha and the near low pincer. Both can be avoided or simplified.

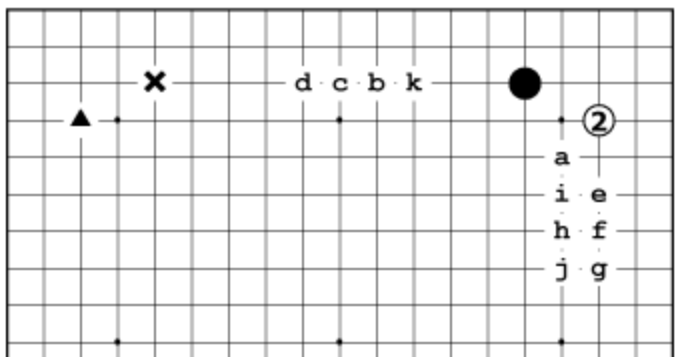
White 'b' forfeits the corner, and emphasizes the right side, so locally this is disadvantageous for White.

White 'c' leads to a division of profit for White and influence for Black. A ladder helps when playing White 'c'.

White 'd' is played by amateurs who don't know 3,5-point-joseki and professionals in situations where an equal result in this corner is unimportant. 'd' is inferior to 'a', 'b' and 'c'.

White 'e' can be played as part of center-moyo-strategy, but is not joseki, but more like playing a reduction after tenuki once.

After White plays tenuki 'f', Black can choose between two shimari and a trick play.



2 White 2 is the standard approach because of its solidity and stability.

Black replies with 'a *', 'b *', 'c *', 'd *', 'e *', 'f *', 'g *', 'h *', 'i *', 'j'

Black 'd' is strategically correct, if there is a Black stone on the triangled, a White stone on the squared point.

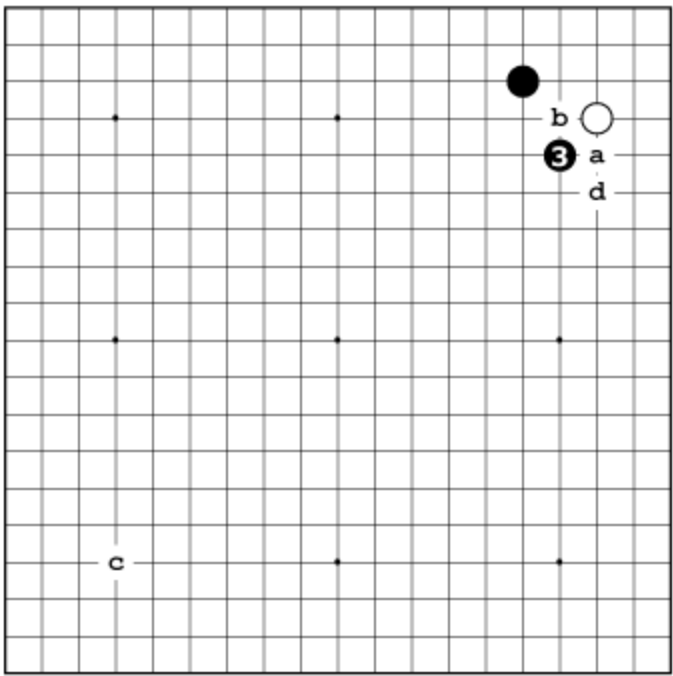
The most difficult of all joseki is the taisha 'i'. Once Black has played this move, he has only one inferior move to simplify. So, if he doesn't know the '1000 variations', he may well choose one of the five pincers, who are much easier. But if he knows them and White does not, White need not fear Black 'i', because he still has several opportunities to avoid the complex variations with an equal or

well acceptable result. 'e' is the most complicated of the five pincers, you may well learn it at least. White can simplify.

'k' is a mistake.

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

outcomes:
a1, b2, c3, d4 - Black top, White right
e5 - Black right, White top, with some White choice
f6, g7 - Black top & right, White corner & out
h8 - Black top, White corner & out
i9 - taisha (Black ladder); Black top, White right generally



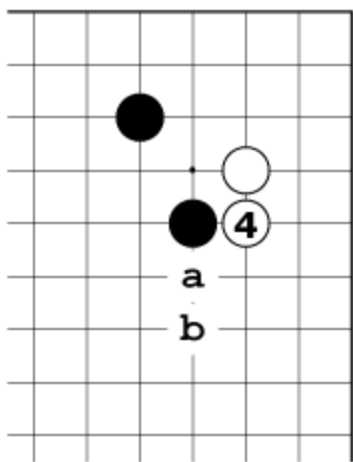
3 A direct attempt to make the most of Black's superior influence.

Joseki continues with White 'a *'.

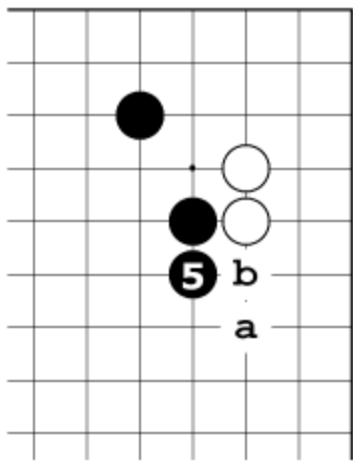
White 'b' may be reasonable given support at top. White suffers a terrible loss locally to play elsewhere

(‘c’).

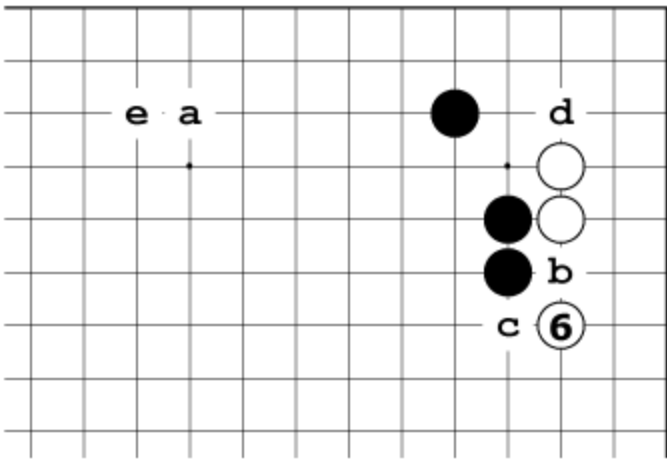
White ‘d’ is a mistake.



④ Black continues with ‘a *’ or ‘b *’.

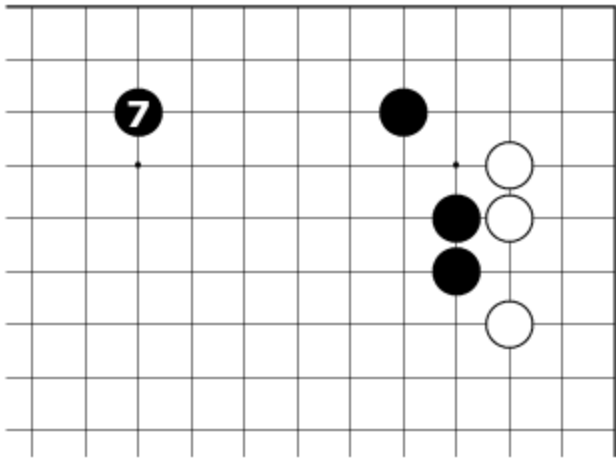


⑤ White continues with ‘a *’, possibly ‘b’.

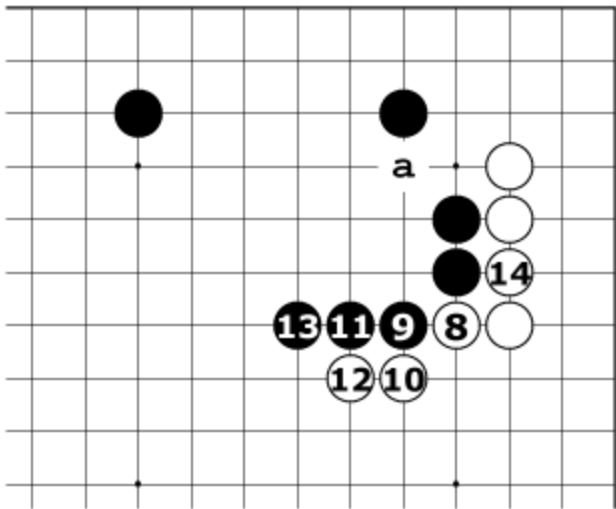


⑥ Black continues with ‘a *’, ‘b *’, ‘c *’, ‘d’ or ‘e’.

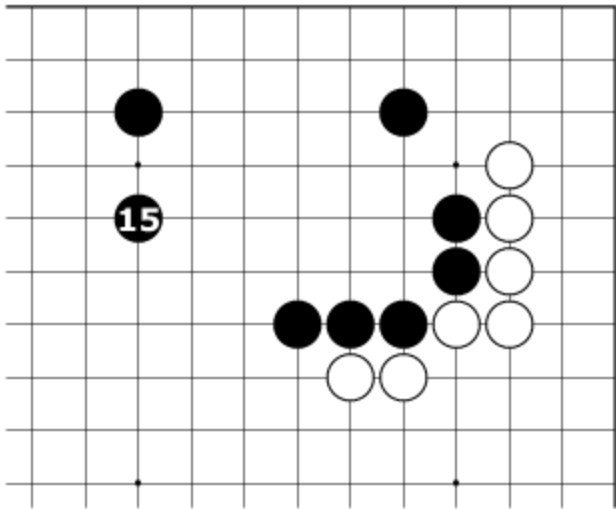
e5, d4, c3, b2, a1



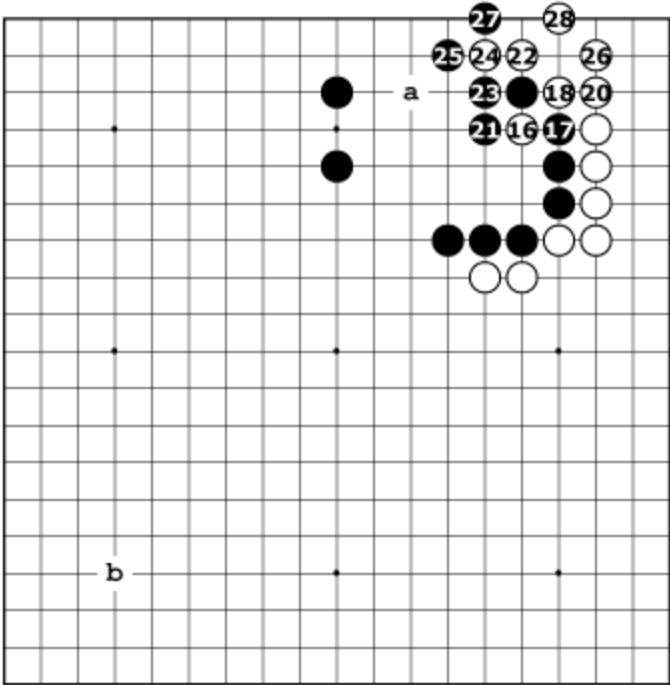
⑦ * GOOD VARIATION *



⑭ ‘a’ is a key point for both players.

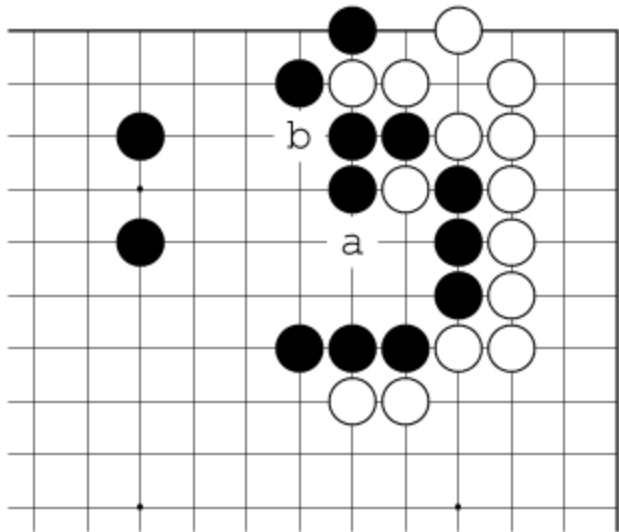


⑮ A post-joseki extension.



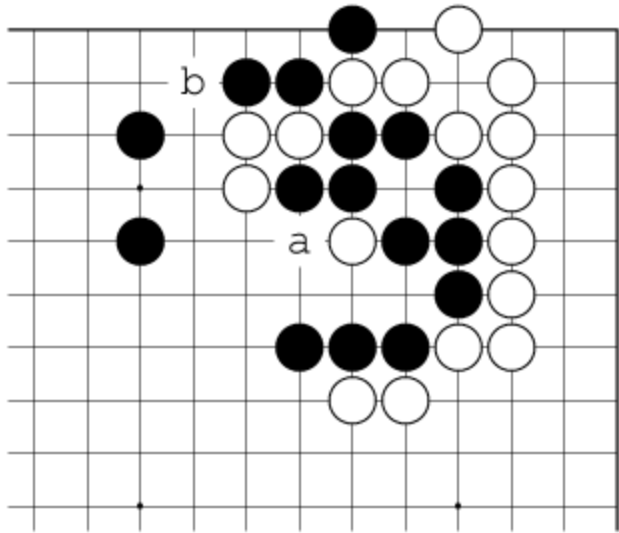
⑳ Black continues with ‘a’.

Black cannot afford to play elsewhere (‘b’).

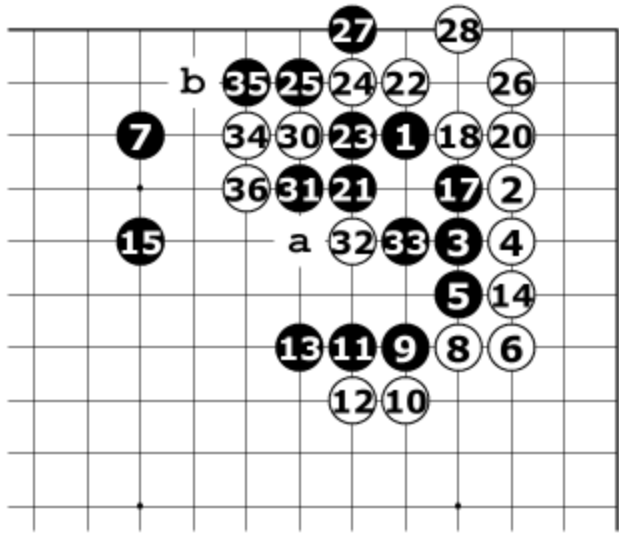


㉑ Black plays elsewhere, a mistake.

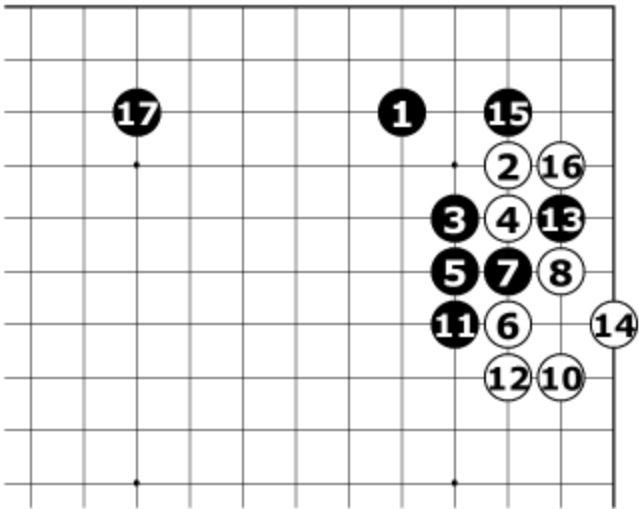
White continues with ‘a’ or ‘b’. Both lead to the same result.



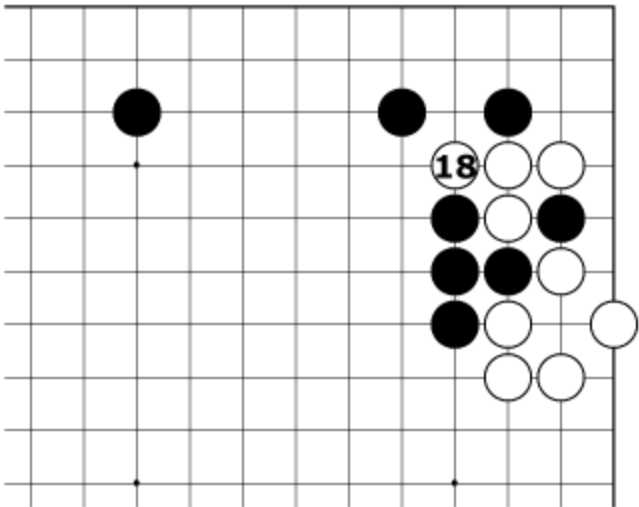
㉒ ‘a’ and ‘b’ are miai.



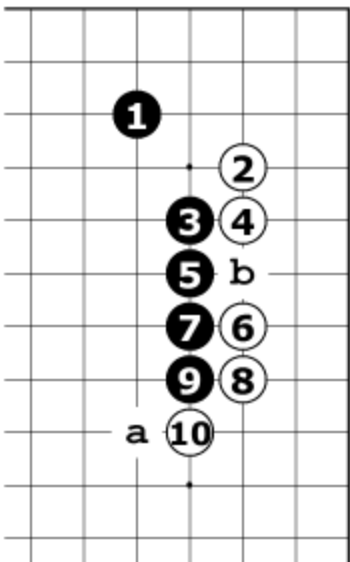
㉓ ‘a’ and ‘b’ are miai.



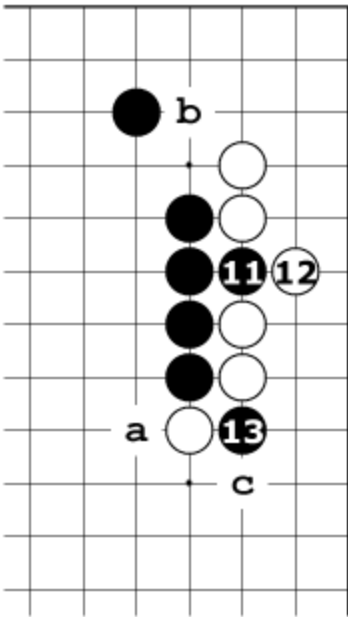
17 * GOOD VARIATION *



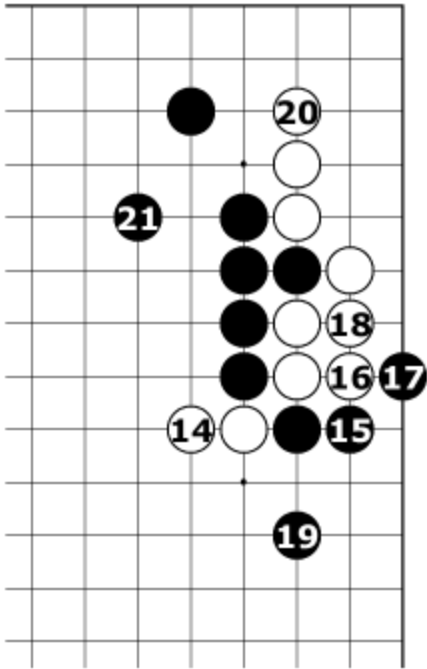
18 Later



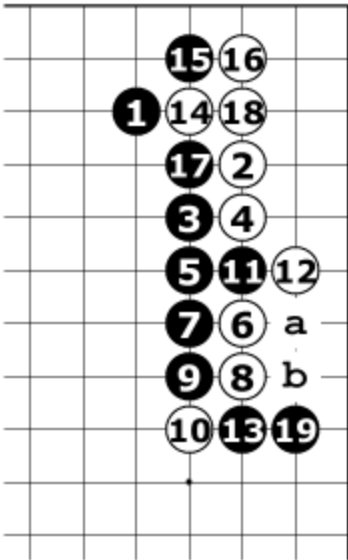
10 Black continues with 'a' or 'b' *.



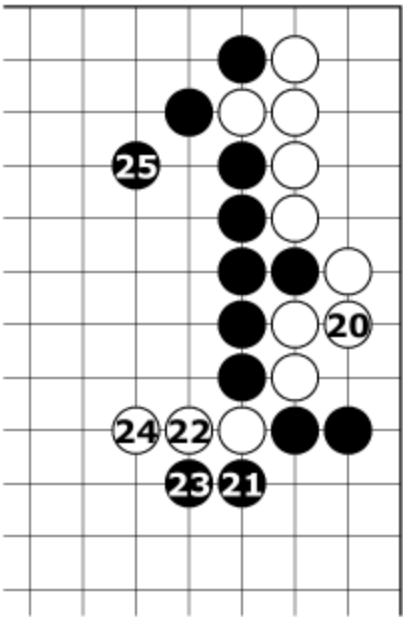
13 White continues with 'a' *, 'b' * or 'c'.



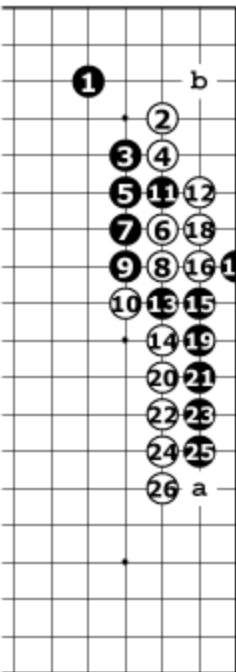
21 * GOOD VARIATION *



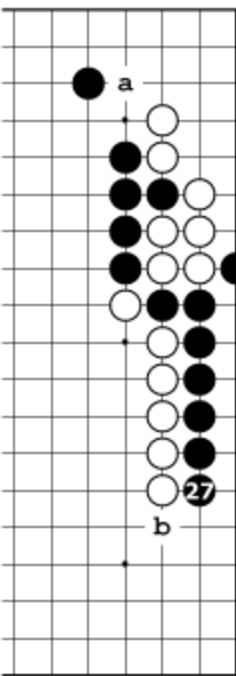
19 White continues with 'a' * or 'b'.



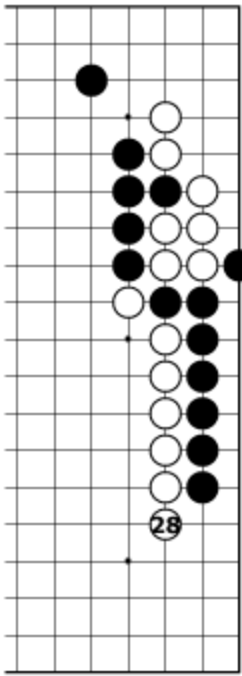
25 * GOOD VARIATION *



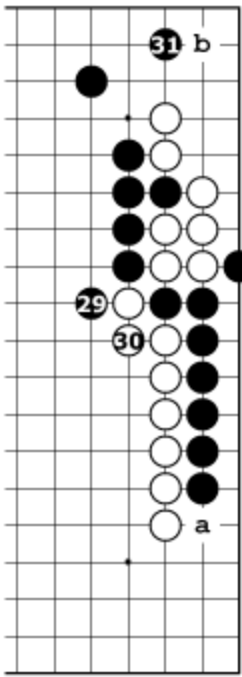
26 Black continues with 'a' and 'b'.



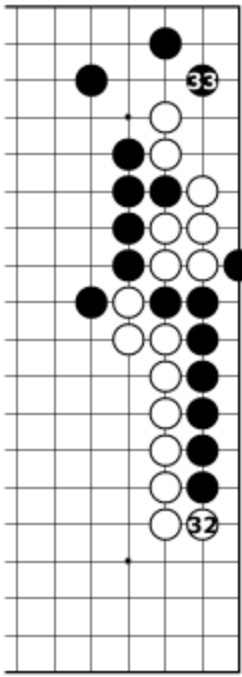
27 White continues with 'a'. White 'b' is a fatal mistake.



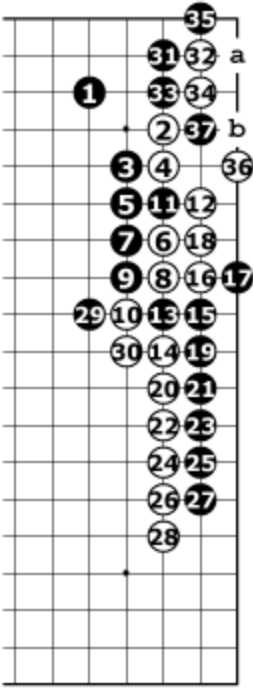
28 White 28 is a mistake.



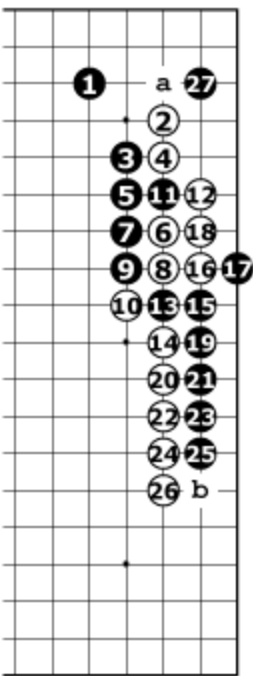
31 White 'a' is the obvious response, but does not work. Neither does the more promising looking 'b'.



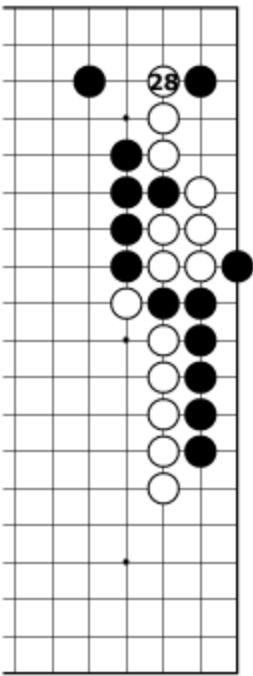
33 Black wins the capture race.



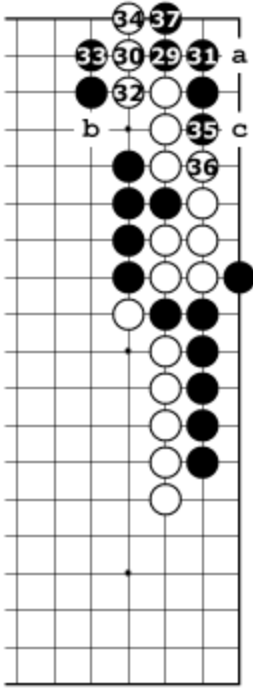
37 Neither 'a' nor 'b' work for White.



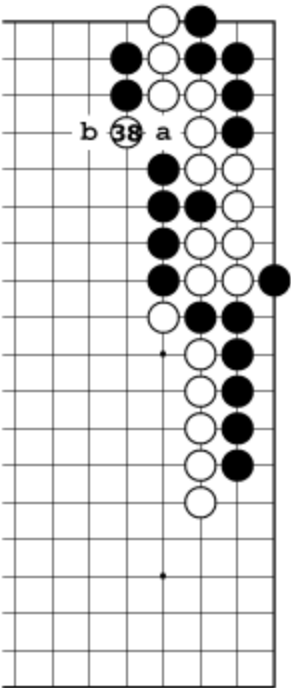
27 White continues with 'a'. White 'b' is a mistake.



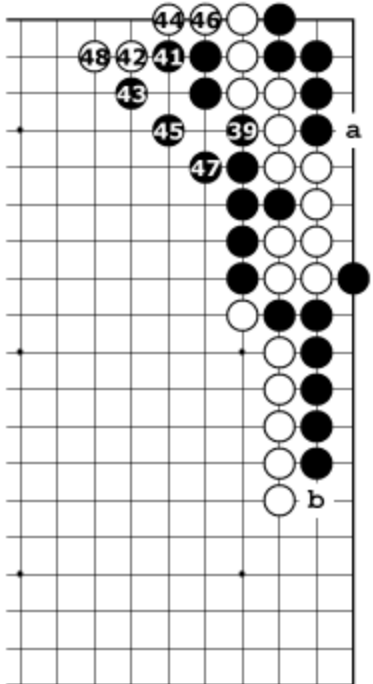
28 The following sequence, from White 28 to Black 37, is a one-way street.



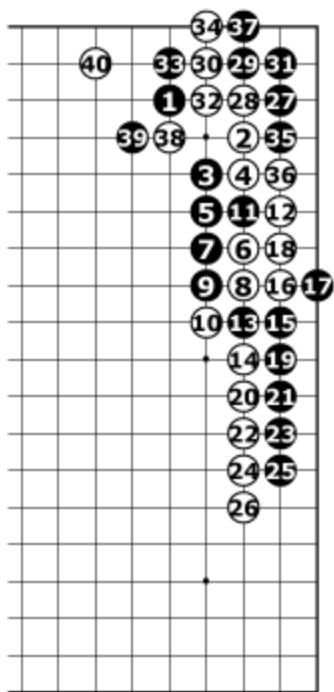
37 White continues with 'a'. White 'b', leads to a ko White can win. White 'c' is a mistake.



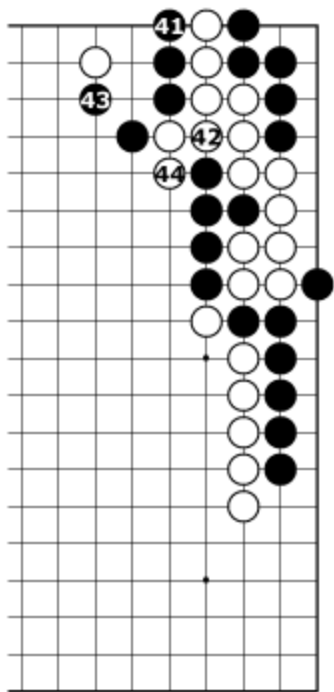
38 Black may try the obvious 'a', or 'b'.



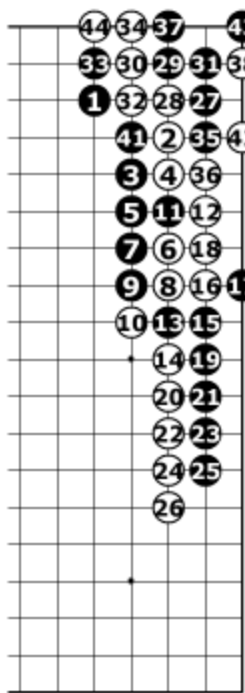
48 Now, the captures at 'a' and 'b' are miai.



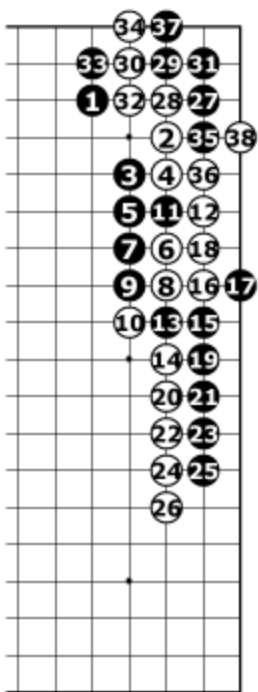
40 White threatens escape as in the other variation.



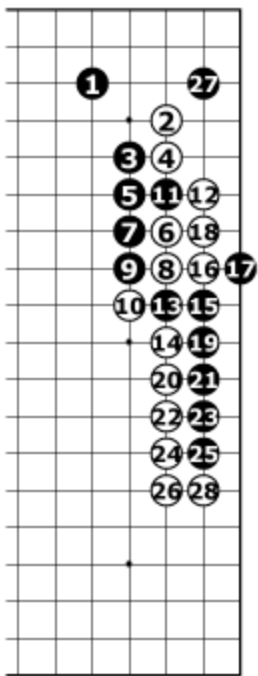
44 White cannot be caught.



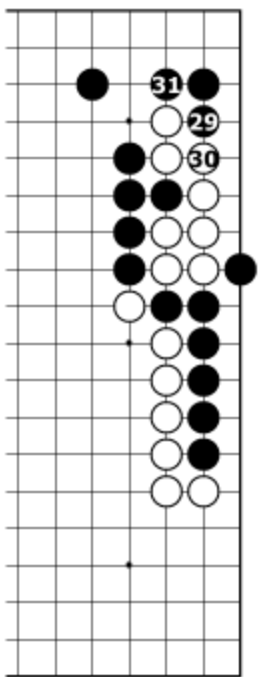
44 White hates to make this play, reinforcing Black, but has no choice, lacking other ko threats.



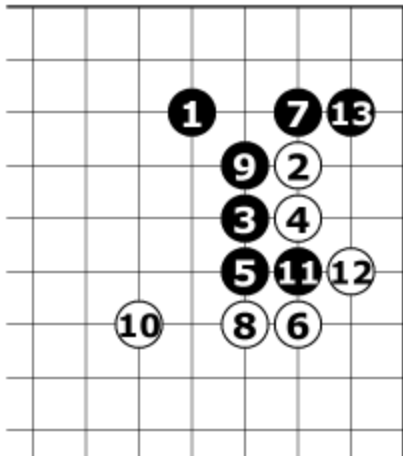
38 White 38 is a mistake. White loses.



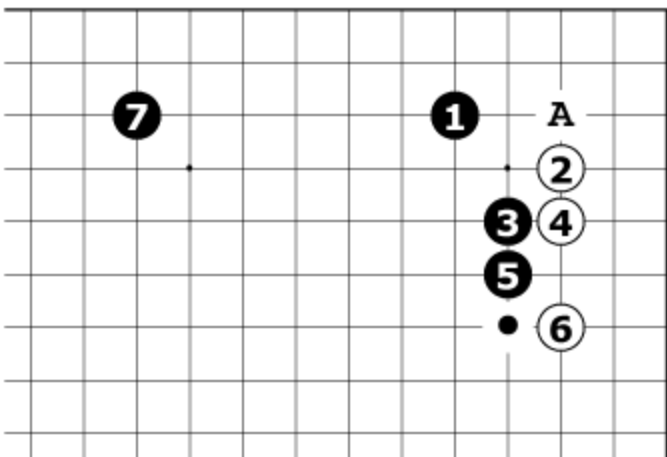
28 White 28 is a mistake.



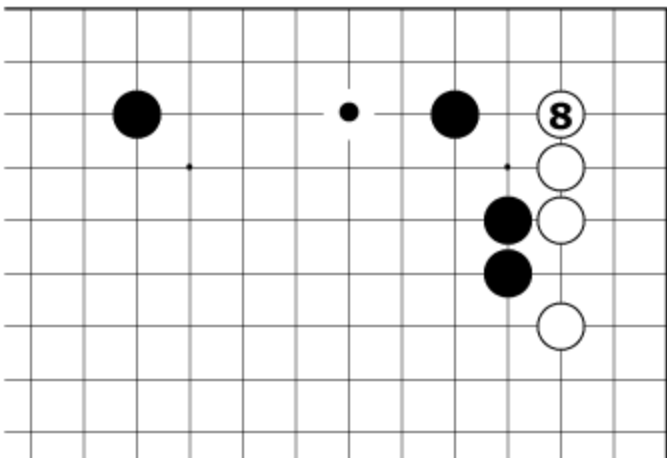
31 White cannot evade capture.



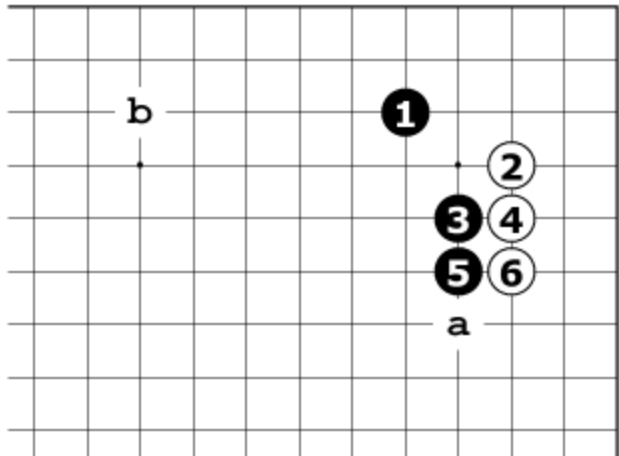
13 White may play elsewhere, sacrificing the two stones.



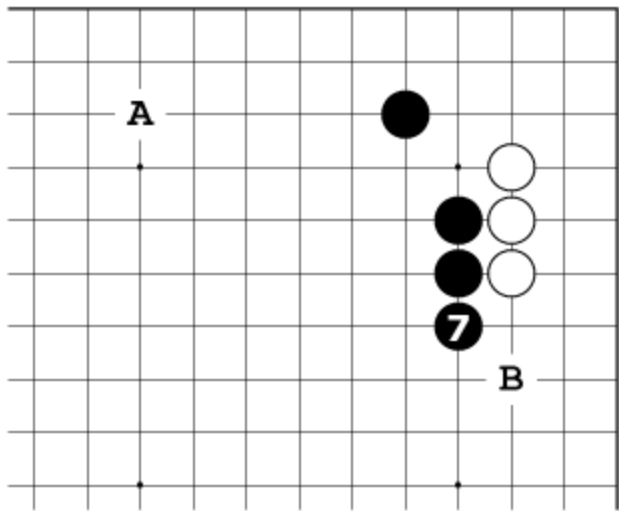
7 Black can make an extra wide extension. In this situation, White simply plays 'A' and is reluctant to push at 'B', as in variation 1, as Black builds even better thickness towards the wide extension.



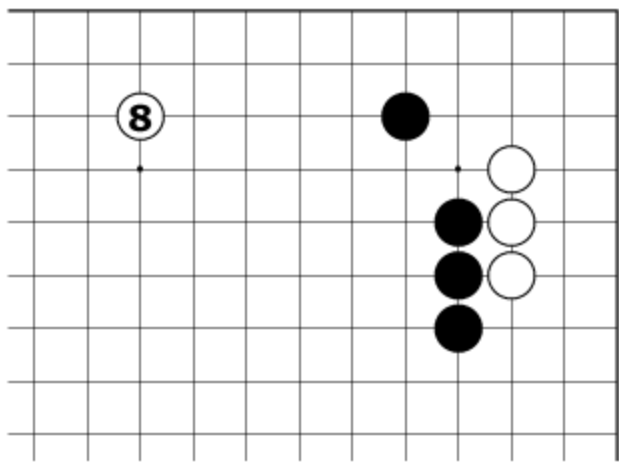
8 White 8 aims at an invasion at the marked location, where link-up or escape are possibilities.



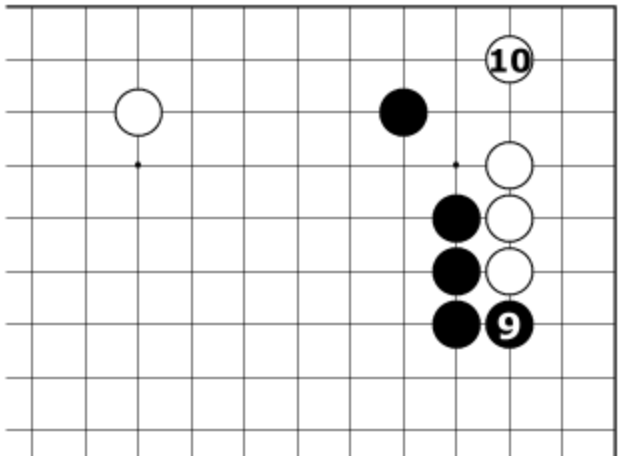
⑥ White 6 is a special strategy, intending to make a splitting play between Black strength at the top left and right. Black continues with 'a', or, anticipating White playing at 'b', Black plays there first. In other words, 'a' and 'b' are miai.



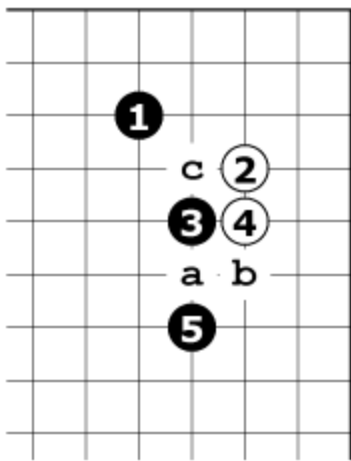
⑦ 'A' or 'B'.



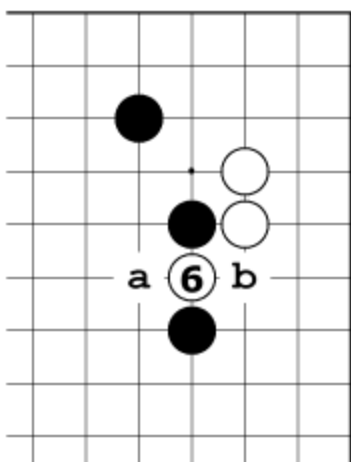
⑧ White 8 makes sense as a splitting attack if Black has strength in the upper left as well as the upper right as shown.



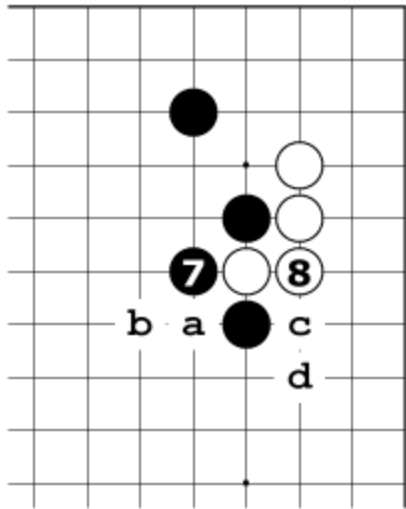
⑩ White 10 allows White to live in the corner.



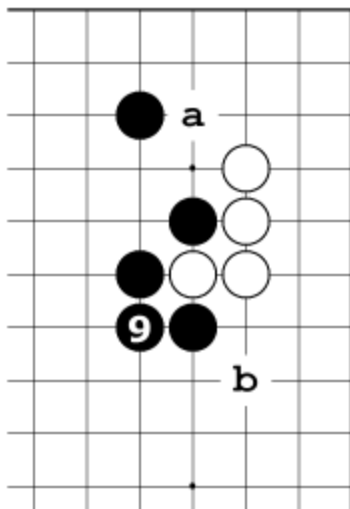
⑤ Black plays 5 for rapid development.
White continues with 'a *'.
White 'b' and 'c' are mistakes.



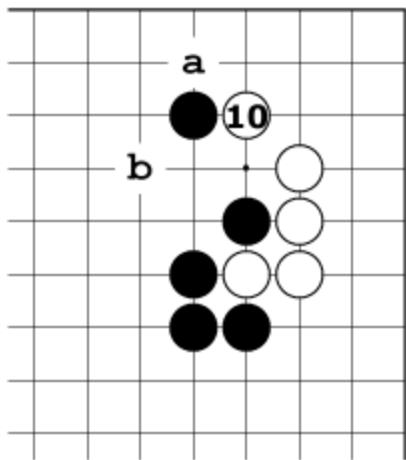
⑥ Black continues with 'a *'.
Black 'b' is a mistake.



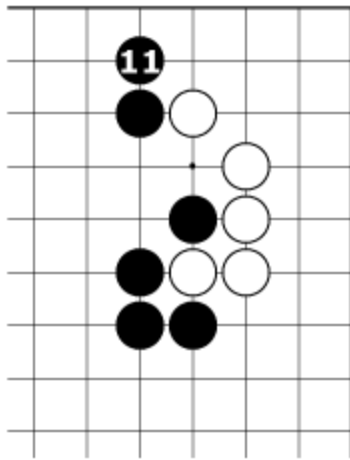
⑧ Black continues with 'a *',
'b *' to 'd'.



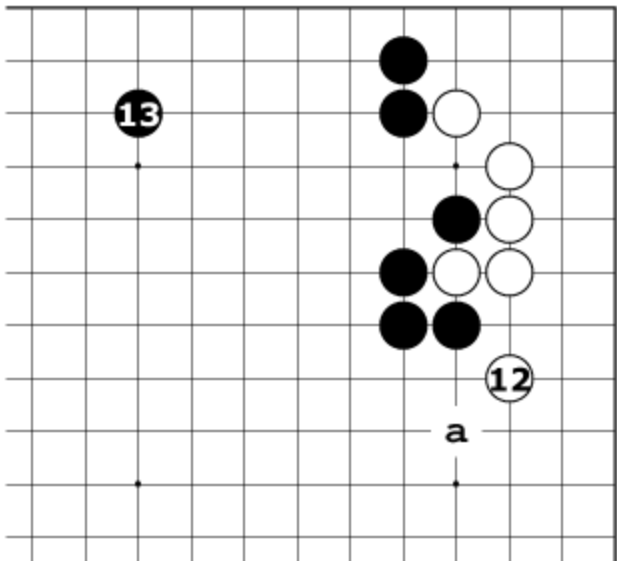
⑨ White continues with 'a *'.
White 'b' is not recommended.



⑩ Black continues with 'a *'.
Black 'b' is too mild.

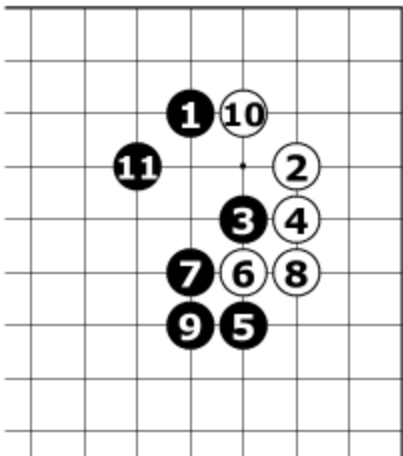


11 Black 11 threatens encroachment into the corner.

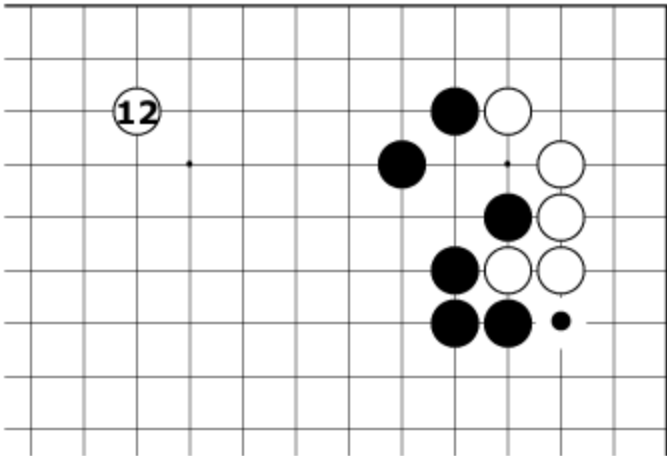


13 * GOOD VARIATION *

'a' is now a good point for both players.



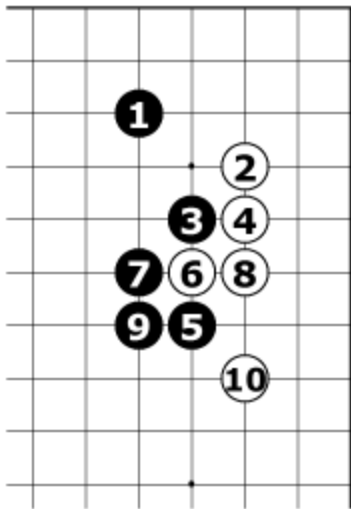
11 Black 11 is not recommended. White can easily make life in the corner.



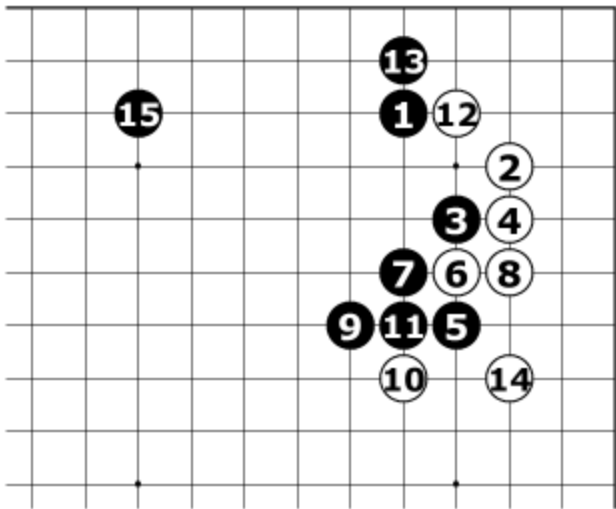
12 Being secure in the corner, White plays the extension at top first, spoiling Black's thickness.

The marked location is gote

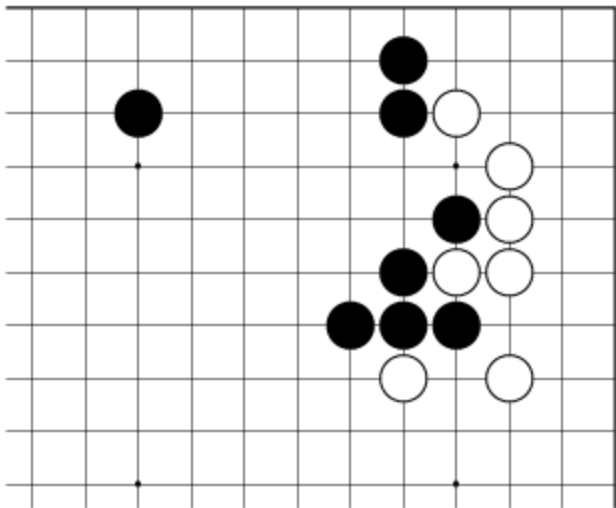
for Black.



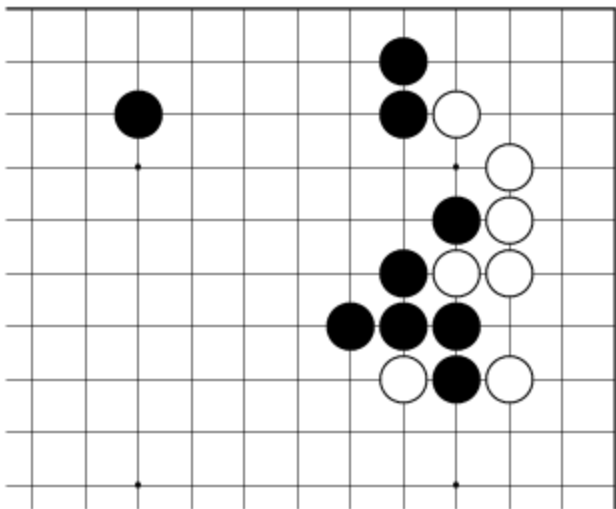
10 White 10 is premature.



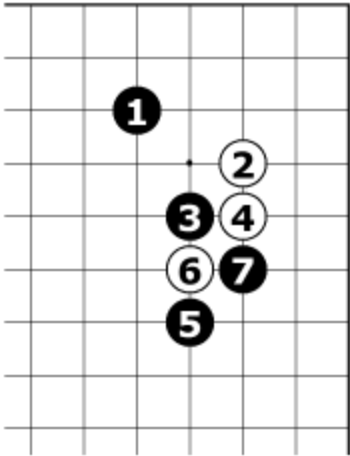
15 * GOOD VARIATION *



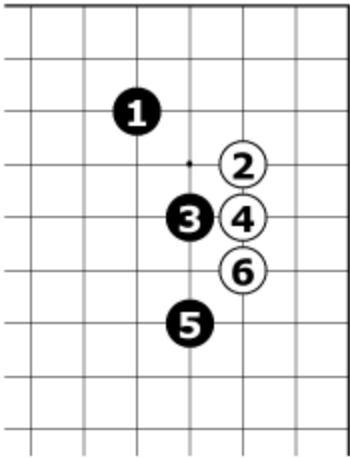
16 White plays elsewhere.



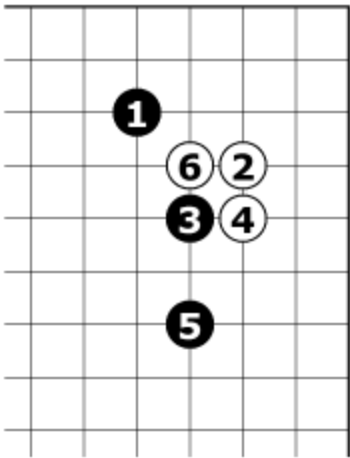
17 Black continues with 16 to build further thickness.



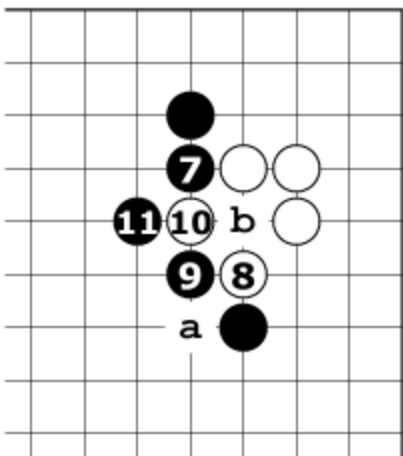
7 Black 7 is a mistake.



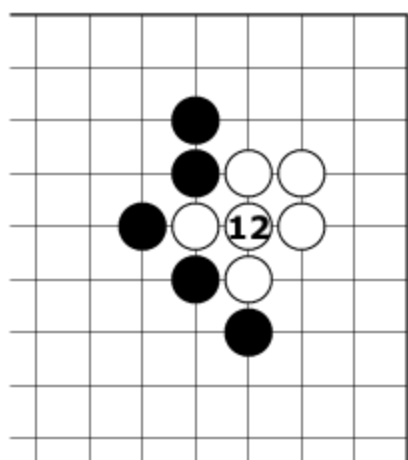
6 White 6 is a mistake.



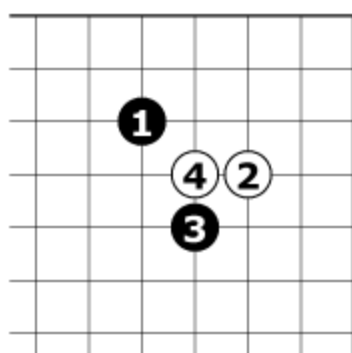
6 White 6 is vulgar.



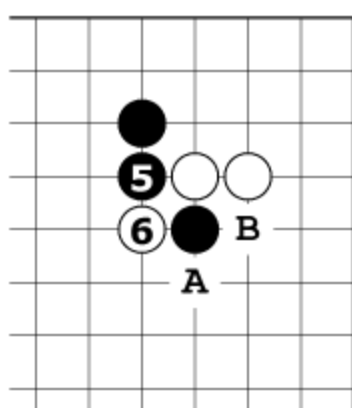
11 Neither White 'a' nor 'b' are good.



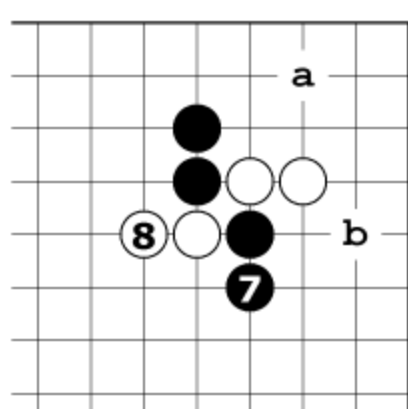
⑫ White has terrible shape.



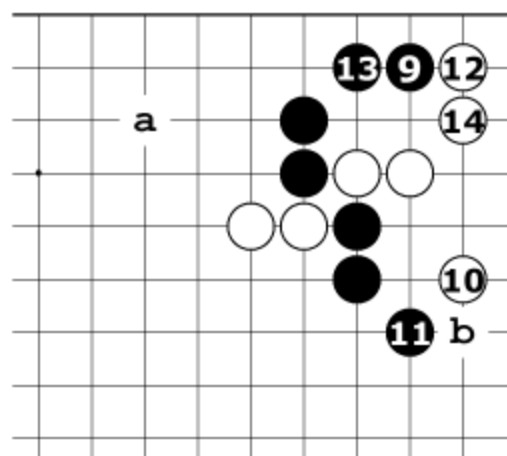
④ White 4 only makes sense with surrounding support.



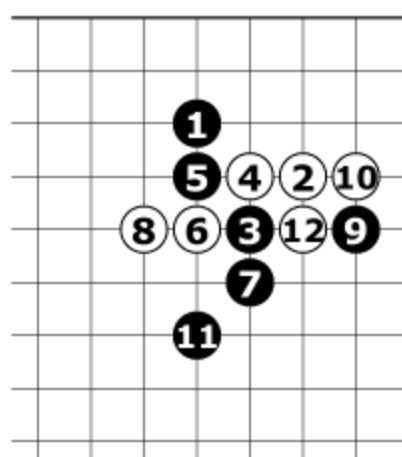
⑥ 'A' is the joseki, but unknown to amateurs, who often play 'B'. Both moves end with White having a small corner territory and a cutting stone, while Black has both sides, but not totally secured.



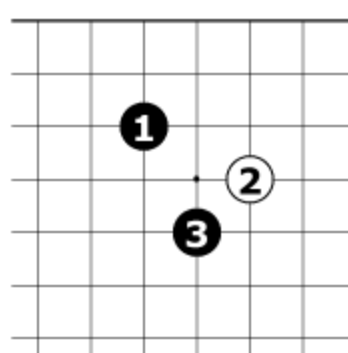
⑧ Black continues with 'a' or 'b'. Black 'b' if White does not have a pincer at top (giving Black room to make life).



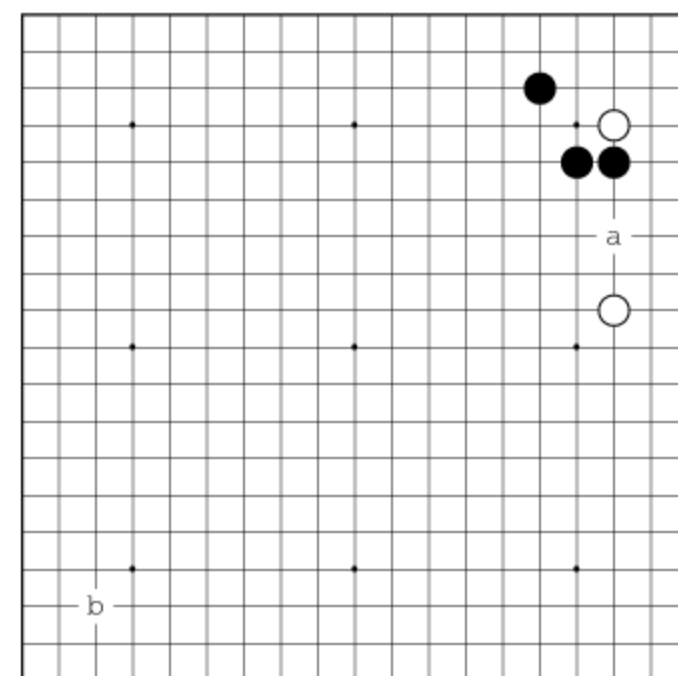
14 Black continues with 'a' or 'b'.



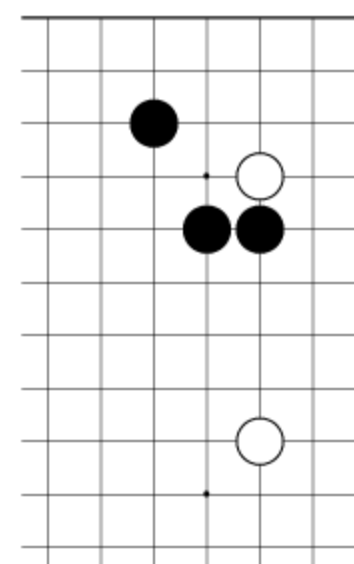
⑫ If White tries pushing through.



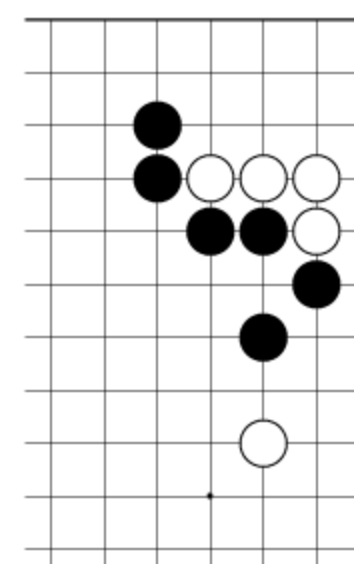
④ White plays elsewhere. This is conceivable only when Black 3 is a ko threat.



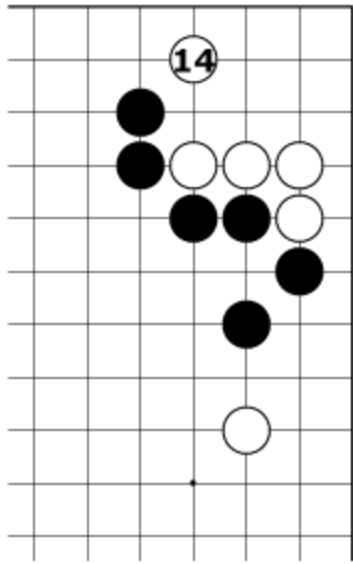
⑥ Black must play 'a' to capture White 2. White can live in the corner if Black plays elsewhere ('b').



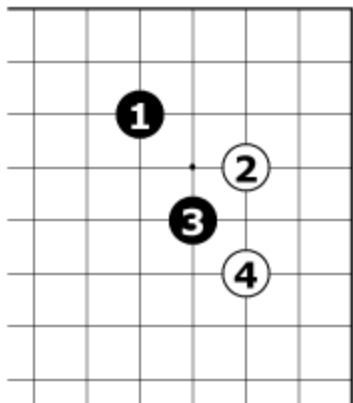
7 Black plays elsewhere.
White can live in the corner.



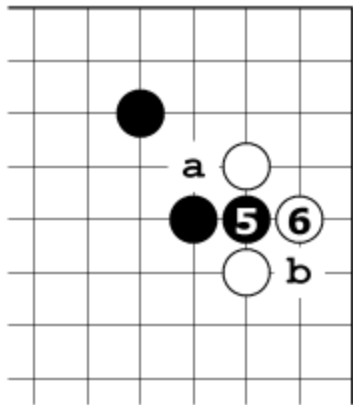
13 Black must defend.



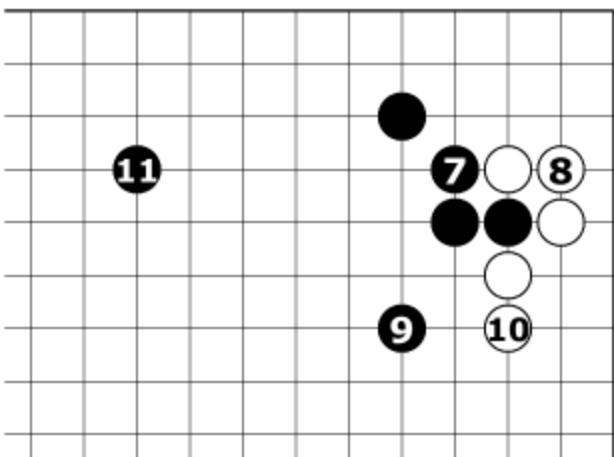
⑭ Allowing White life in the corner.



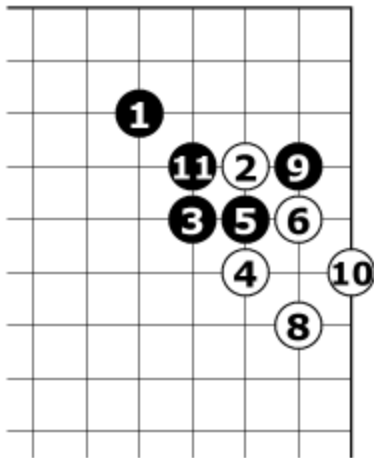
④ White 4 is a mistake, perhaps from confusion with 3-4 variation 2-1-1-5-1-1.



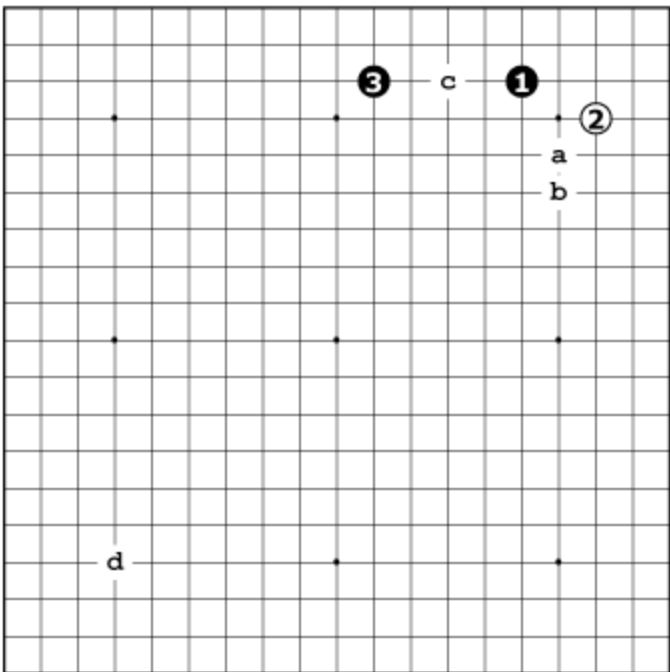
⑥ Black continues with 'a' or 'b'.



⑪ Black gets good position with a shape having no defects. White is too low.

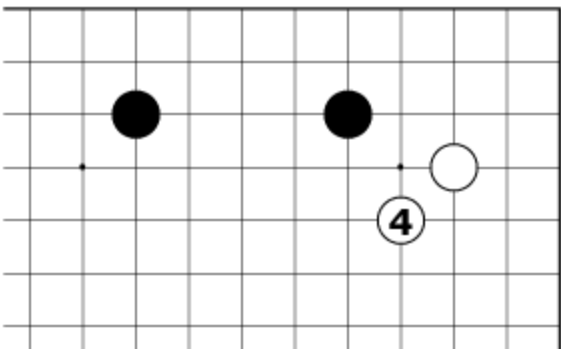


⑪ Black gets corner profit.

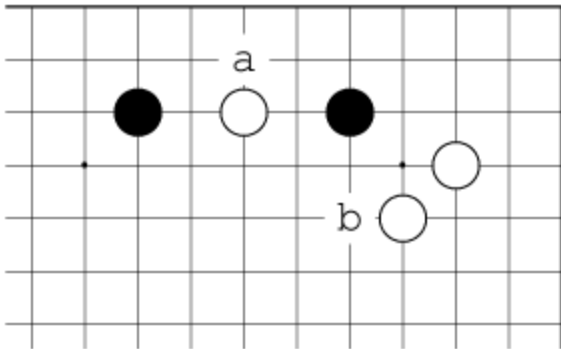


③ Three spaces is the minimum extension. Two spaces is too mild, as White attaches against the 5-3 stone.

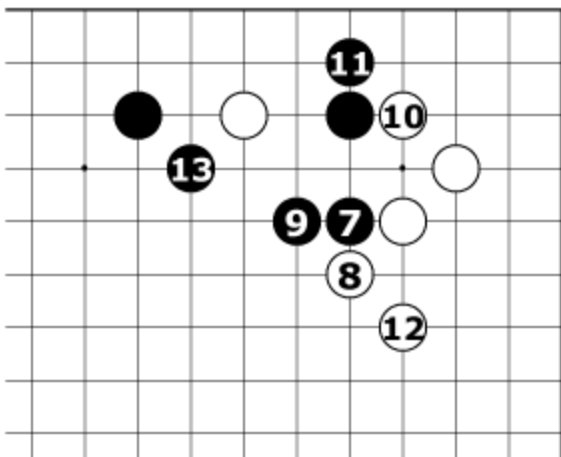
White can play at 'a *' through 'c *', or play elsewhere.



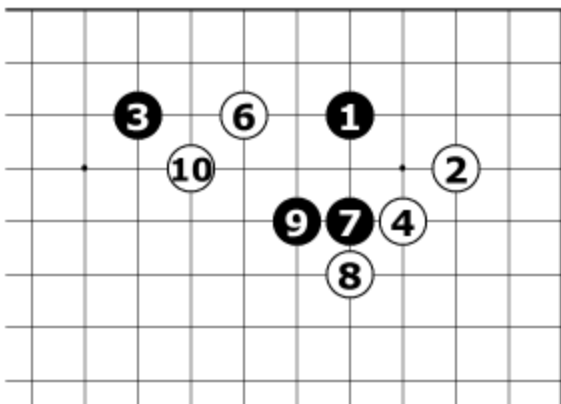
⑤ Black plays elsewhere.



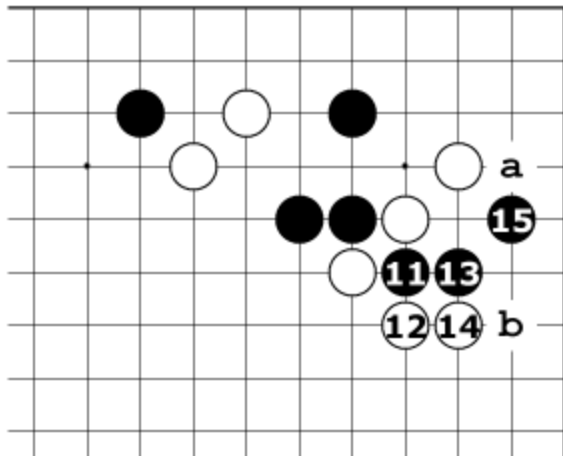
⑥ Black continues with 'a' or 'b *'.



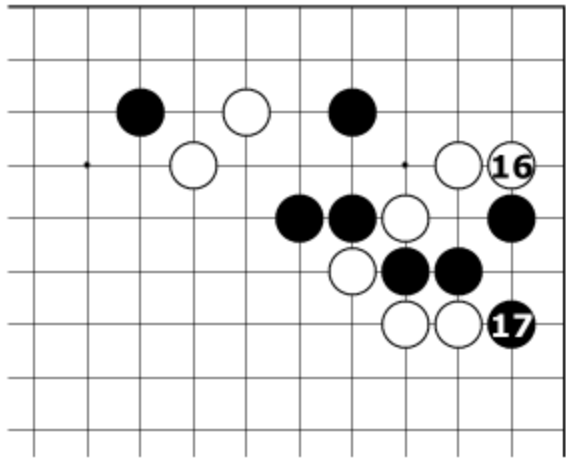
⑬ * GOOD VARIATION *



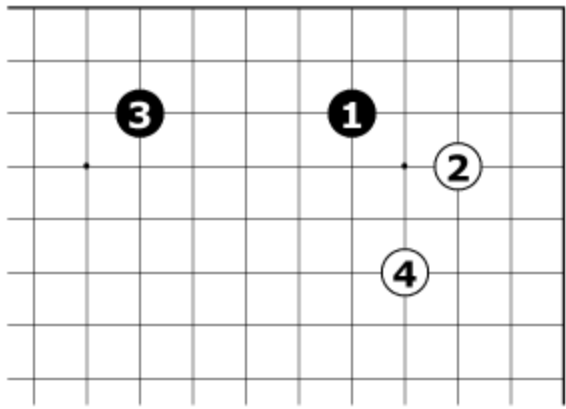
⑩ Trying to escape with White 9 is a costly overplay.



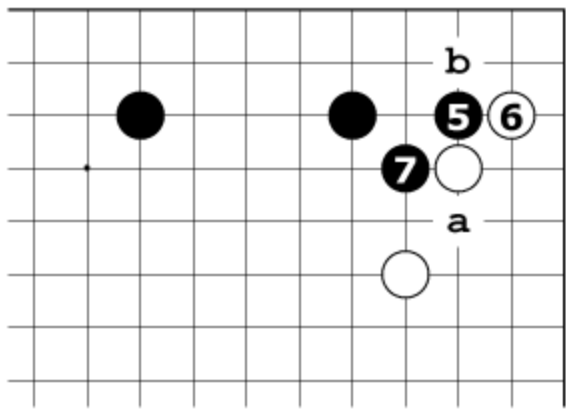
⑮ 'a' and 'b' are miai.



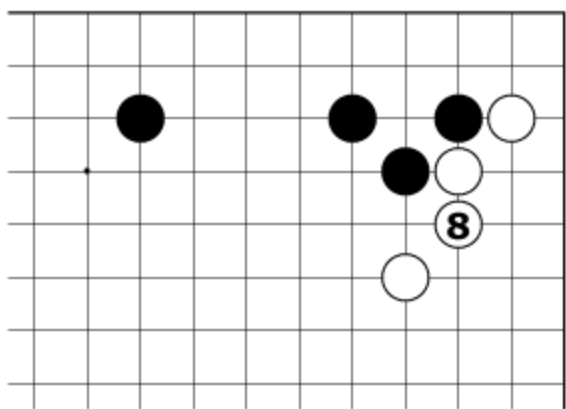
17 White loses.



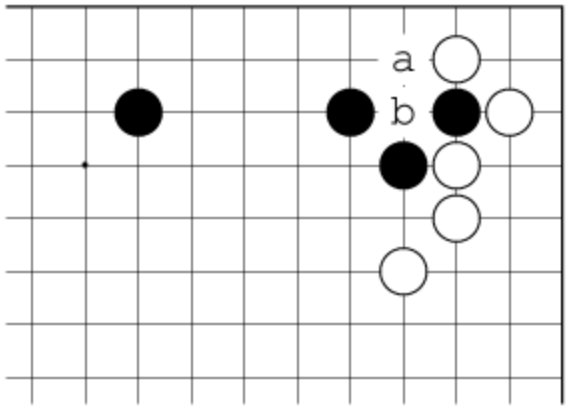
4 Black may play elsewhere after this.



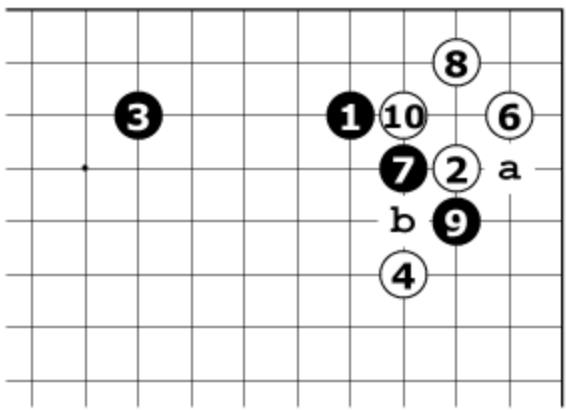
7 White continues with 'a' or 'b'.



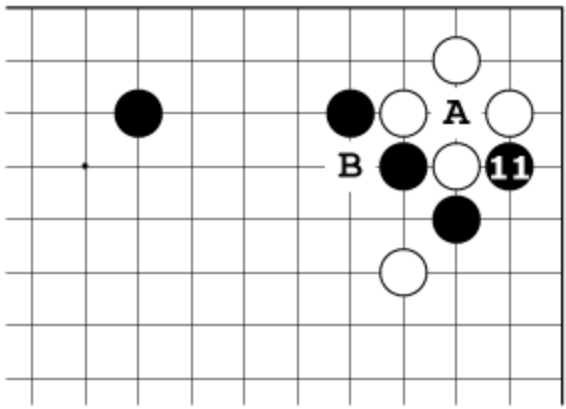
9 Black plays elsewhere.



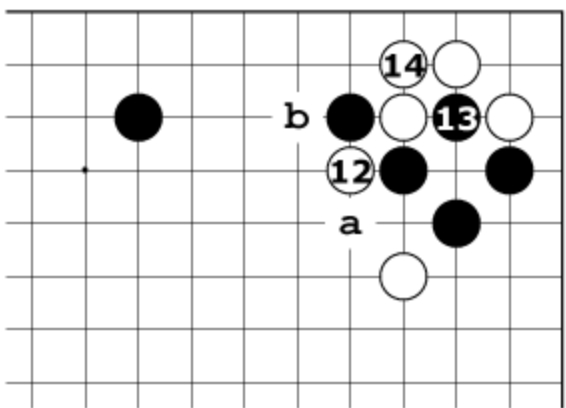
10 Black continues with 'a'. Black 'b' is too submissive.



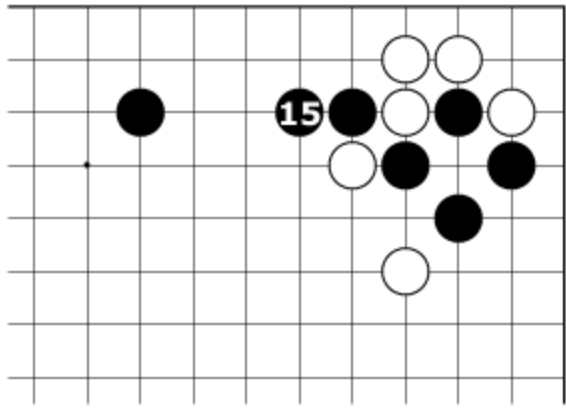
10 Black continues with 'a'. Black 'b' is timid.



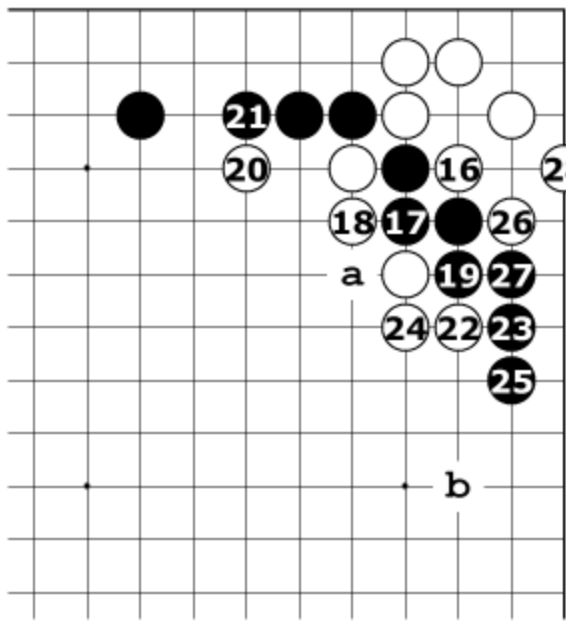
11 'A' or 'B'.



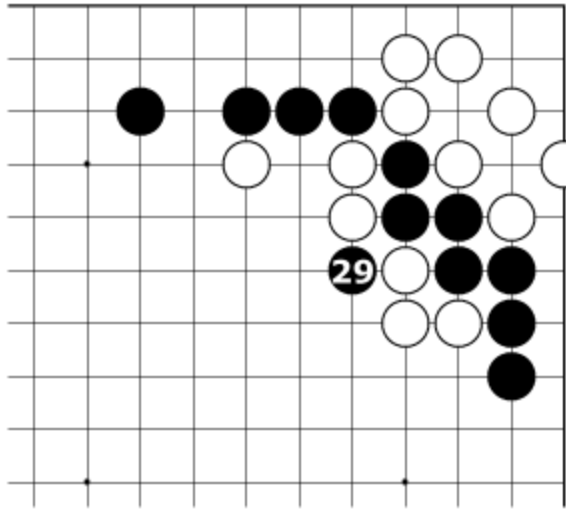
14 Black continues with 'a', or the fierce fighting move of 'b'. Black must have the ladder to play 'b'.



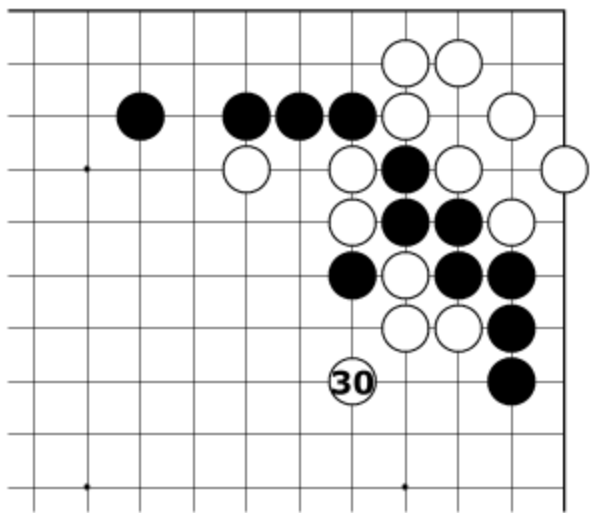
15 Black must have the ladder to play 15.



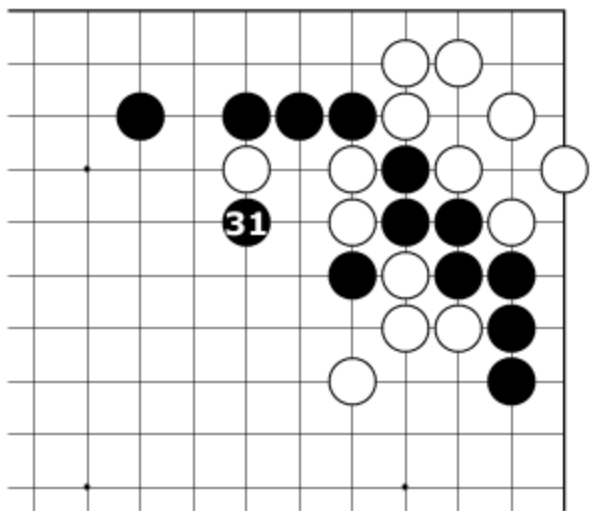
28 Black plays 'a' with a favorable ladder. Without the ladder, Black must play 'b', and let White make good shape.



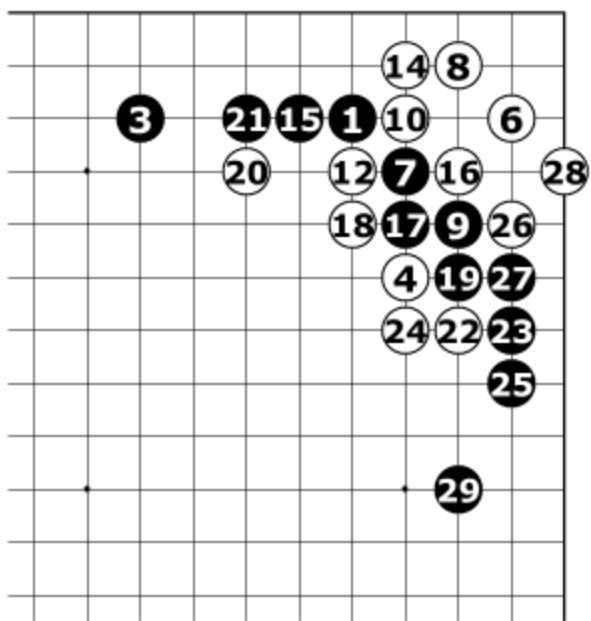
29 Black 29 starts a squeeze play. Black must have the ladder to play this way.



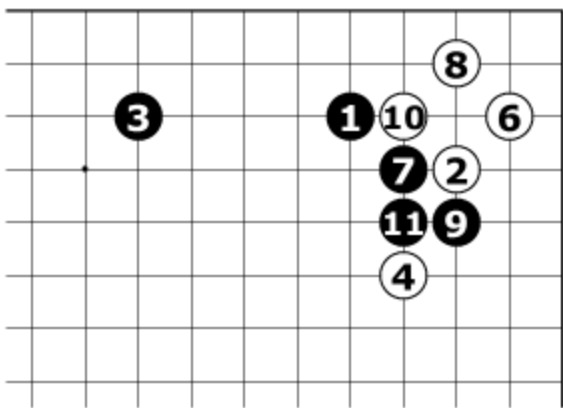
30 White 30 is correct shape.



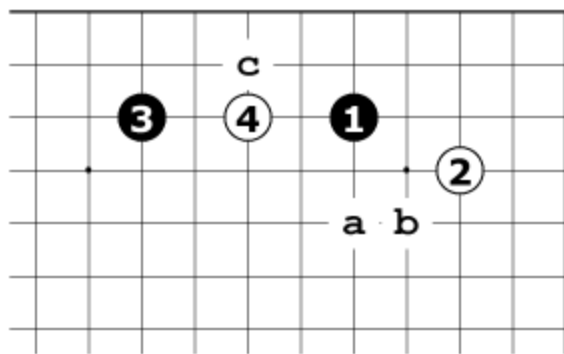
31 Black 31 is a tesuji to squeeze White into bad shape.



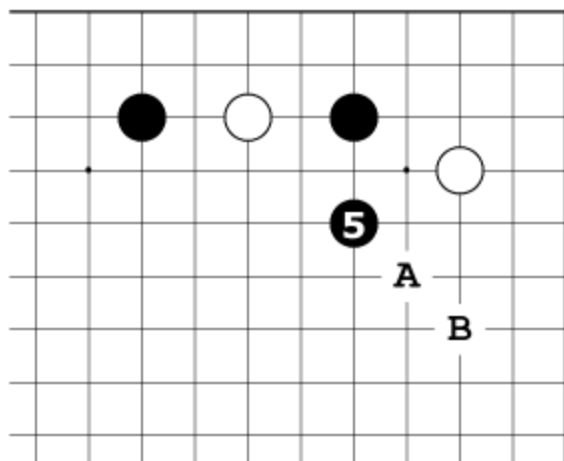
29 Black 29 is necessary if Black does not have a favorable ladder, leaving White the opportunity to make good shape toward the center.



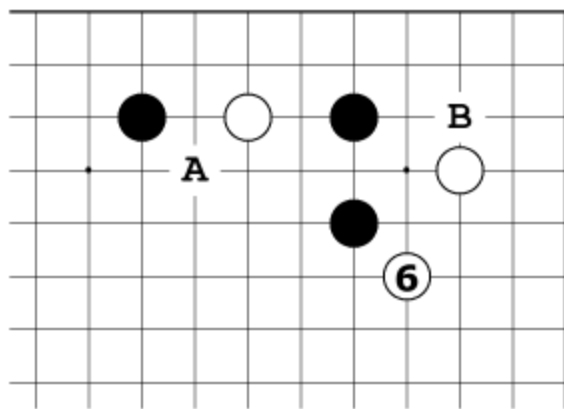
11 Black 11 is not recommended. Black gives up too much.



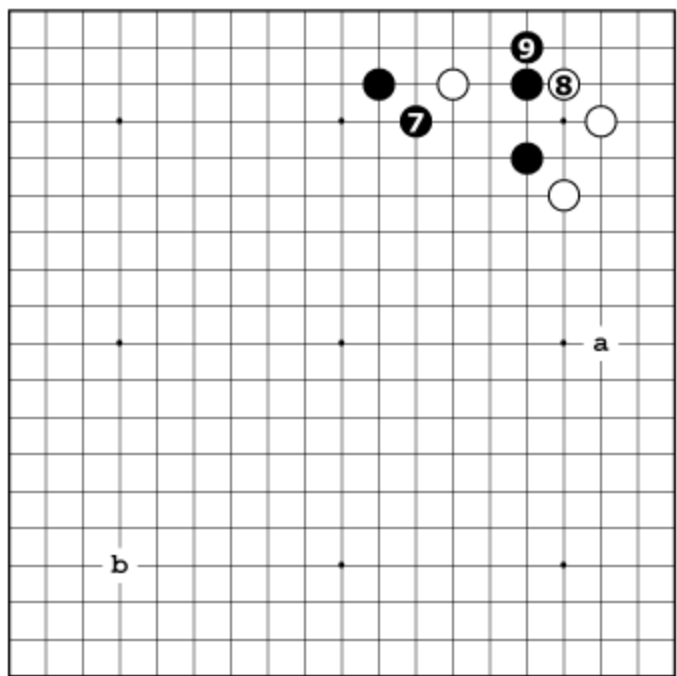
4 Black continues with 'a' or 'b'. Black 'c' is submissive.



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

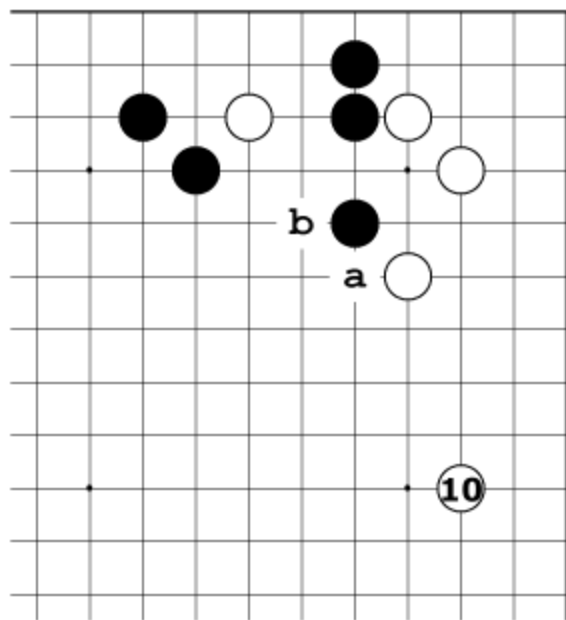


6 'A' or 'B'.

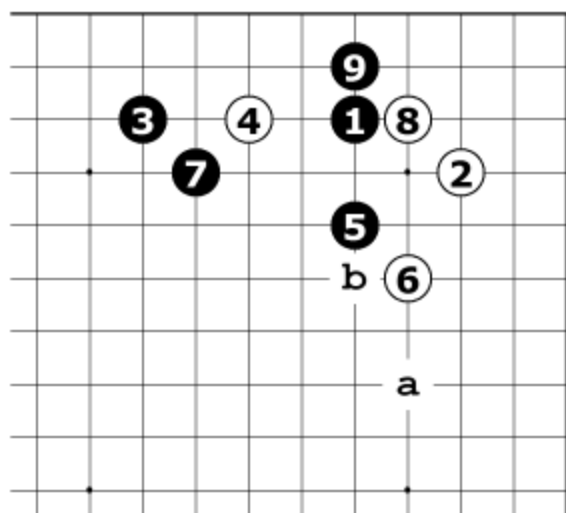


9 * GOOD VARIATION *

White continues with an extension near 'a'. White cannot afford to play elsewhere ('b').

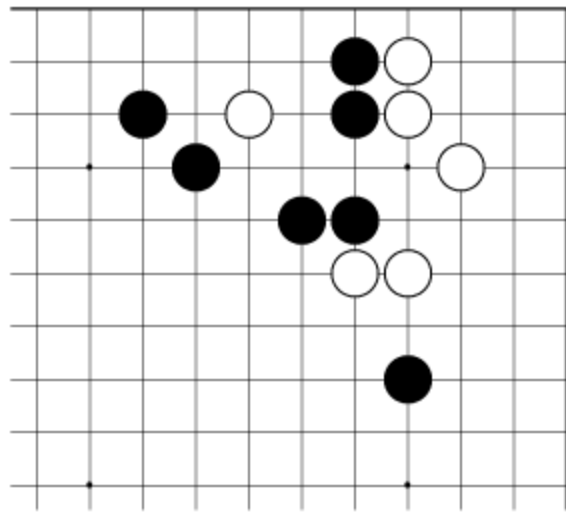


10 Depending on the position, White may extend one space further than 10, as White 'a' forces Black 'b'.

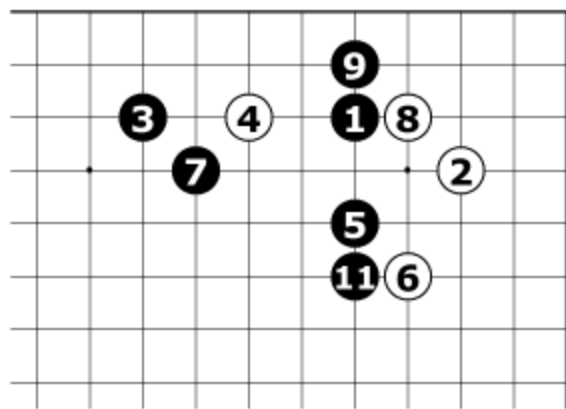


10 White plays elsewhere, a mistake.

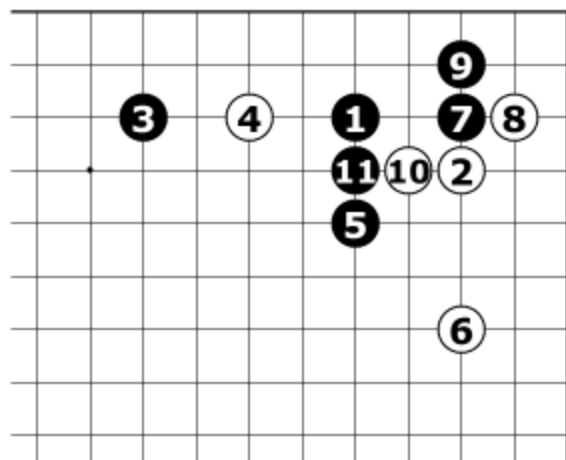
Black continues locally with 'a'. Black 'b' is a mistake.



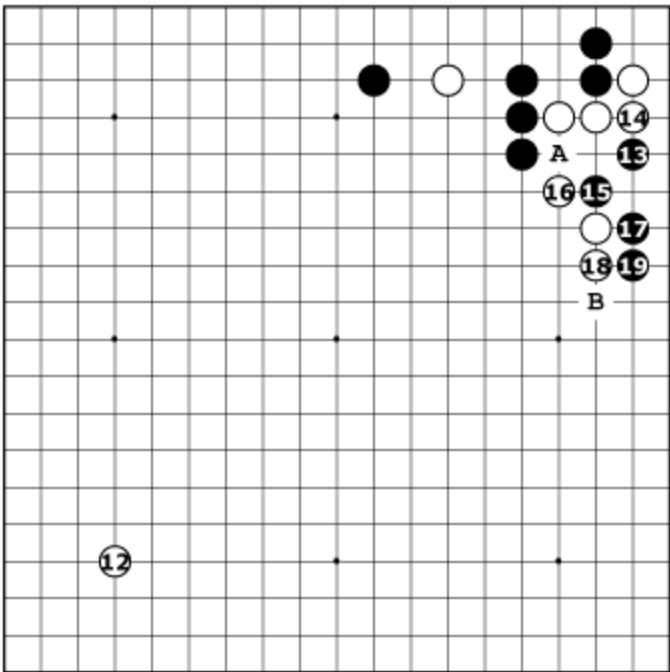
14 White must play 13 to secure a base in the corner.



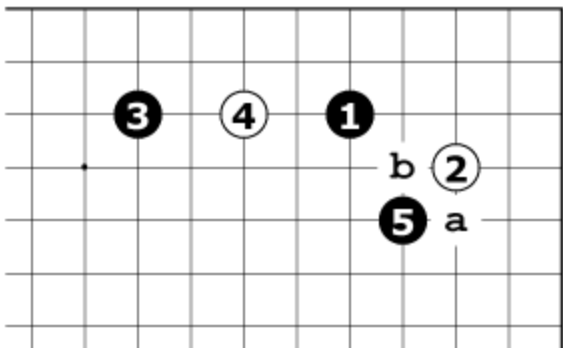
11 Black 10 is a mistake, allowing White to solidify on the right.



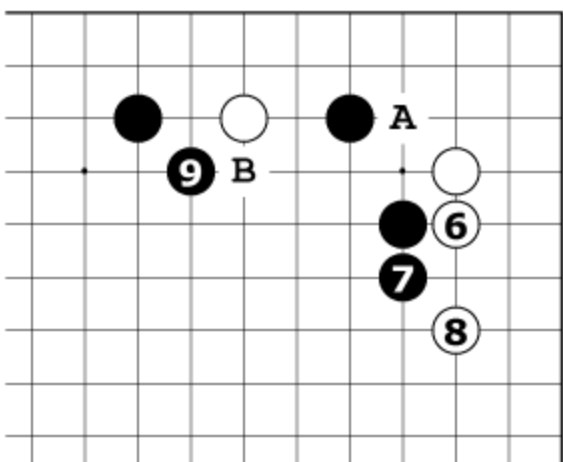
11 White must make a slow move to secure his group. If he plays elsewhere, he will suffer a lot.



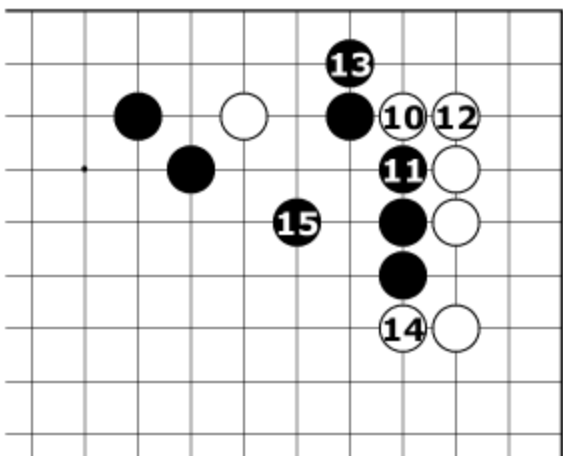
19 'A' -> White on the run, 'B' -> White dies.



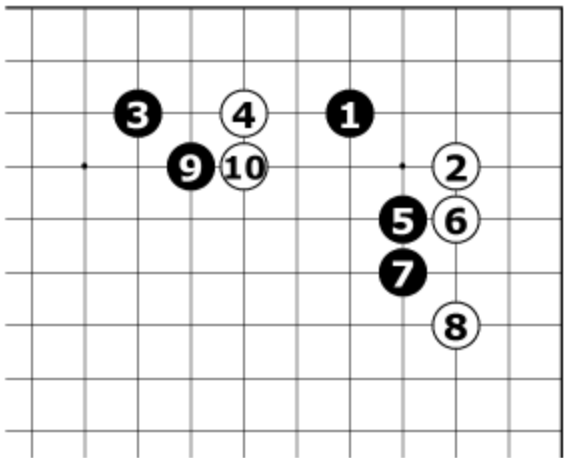
5 White continues with 'a' * or 'b' *.



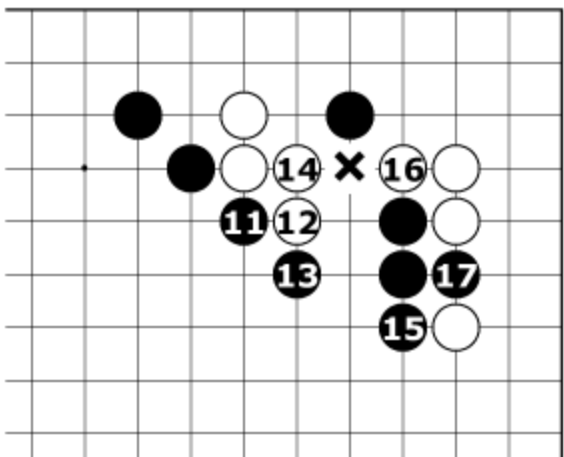
9 'A' * is correct, 'B' is a mistake.



15 * GOOD VARIATION *

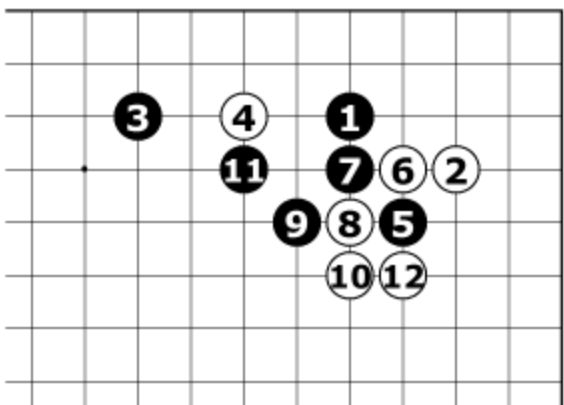


10 White 10 is not recommended.

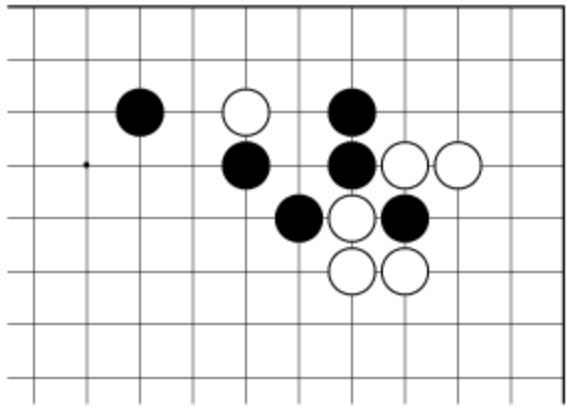


17 The result favors Black.

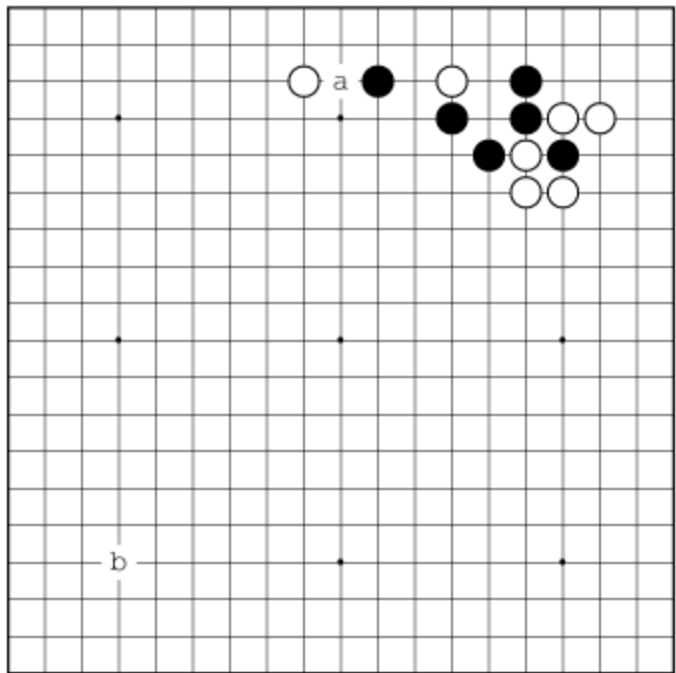
Though Black has cutting points, the threat of a Black play at the marked location keeps White from losing liberties by squeezing Black using the group of White stones on the left (without first connecting).



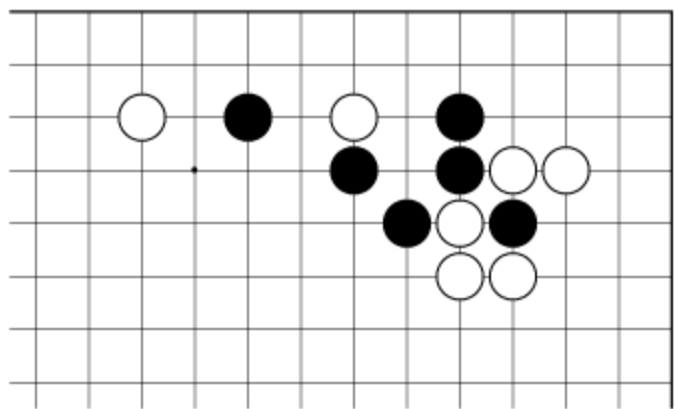
12 * GOOD VARIATION *



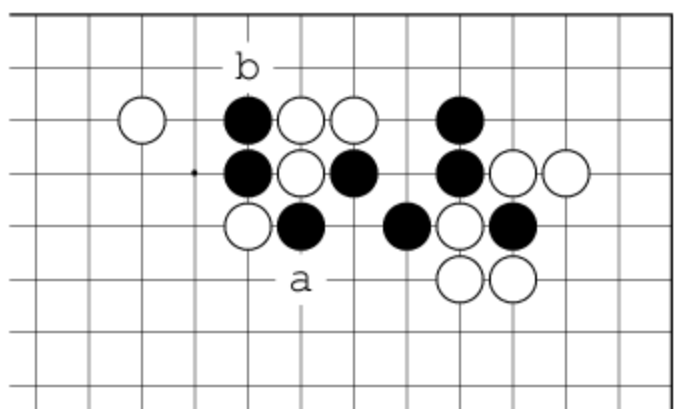
13 Black plays elsewhere.



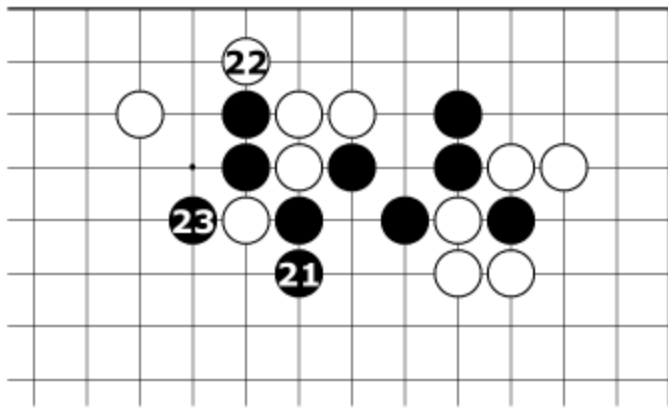
14 If White makes an approach here, Black must respond at 'a'. Black cannot afford to play elsewhere ('b').



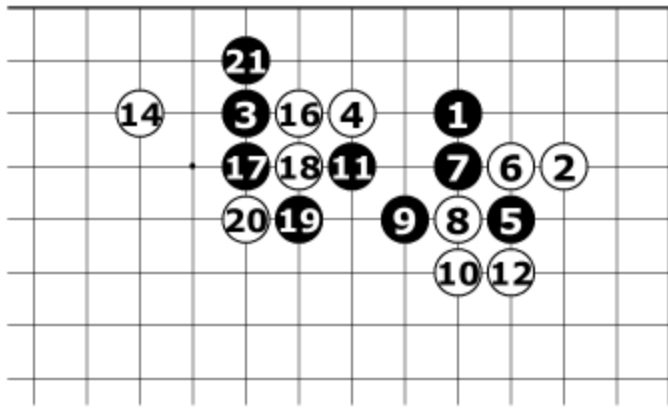
15 Black plays elsewhere, a mistake.



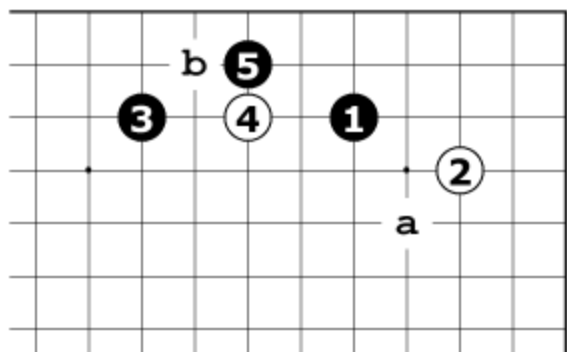
20 Black continues with 'a' if Black has a favorable ladder to the lower left. Black 'b' is a mistake.



23 If Black does not have the ladder, Black is in trouble.

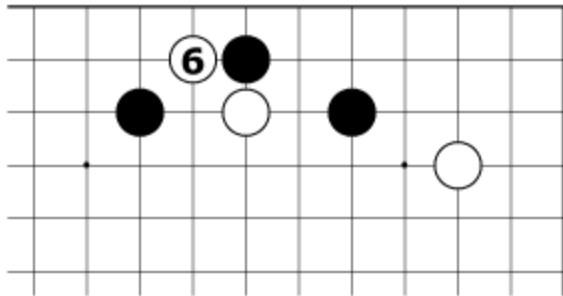


21 Black 19 is a mistake. Black gets squeezed, give White massive thickness.

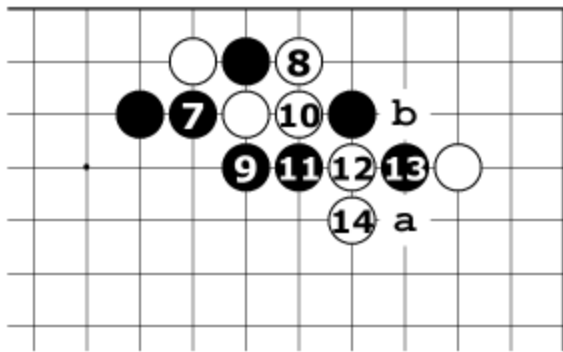


5 Black 5 is not recommended.

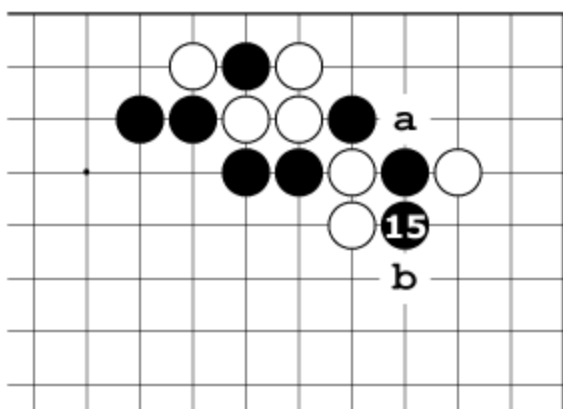
White can consider 4 as a forcing play and continue at 'a', play elsewhere, or, with a favorable ladder, play 'b'.



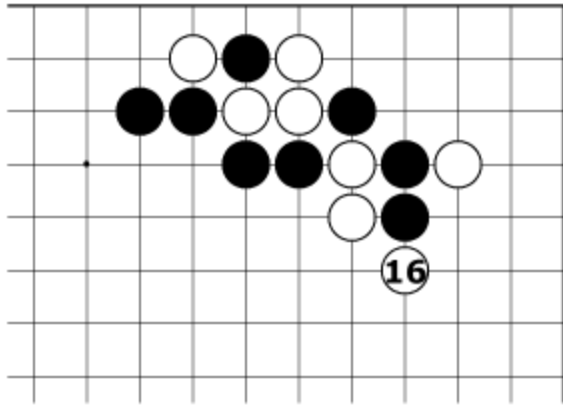
6 White must have the ladder to play this way.



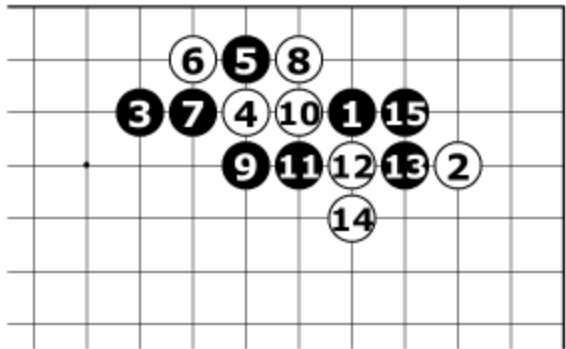
14 Black continues with 'a' if the ladder is favorable, or 'b' if not.



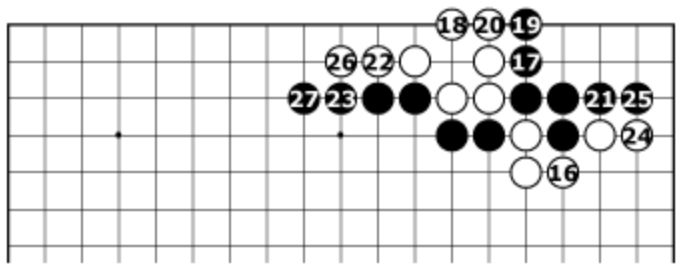
15 White plays 'a' with a favorable ladder. Without a favorable ladder, White must play 'b' - with a result favoring Black.



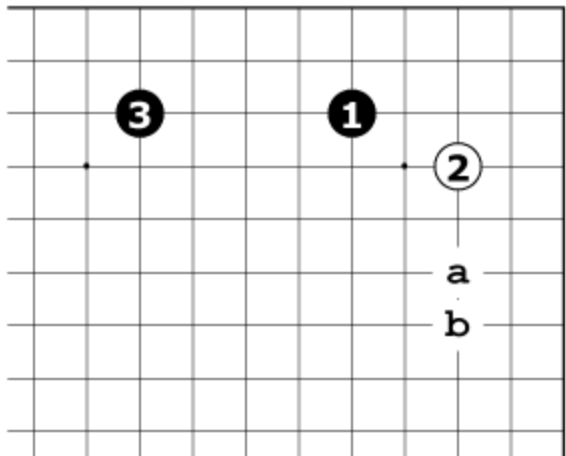
16 White plays 16 if the ladder to the lower left is unfavorable.



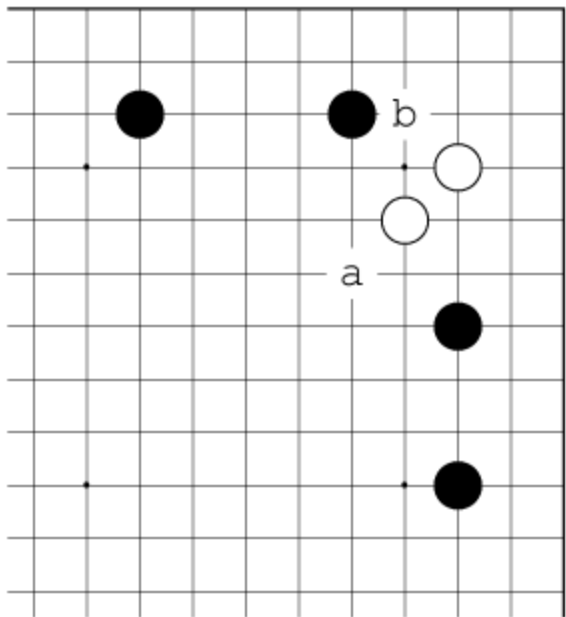
15 Black plays 15 when the ladder is not favorable.



27 The result favors White. Further, White can get a seki in the corner.

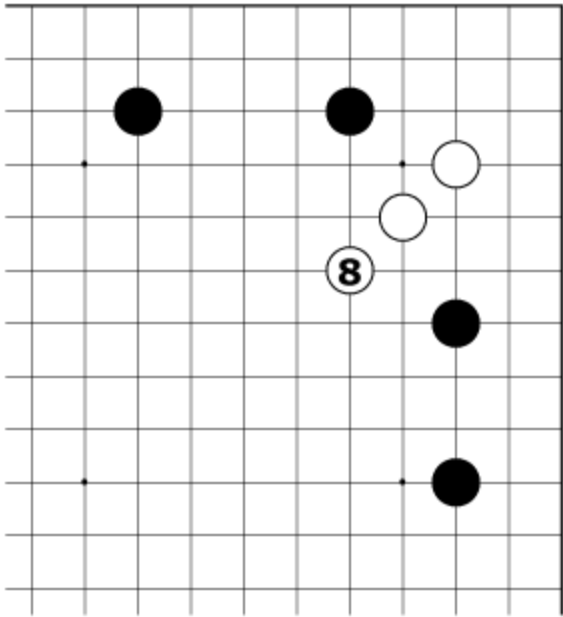


4 White plays elsewhere. Black pincers with 'a' or 'b'.

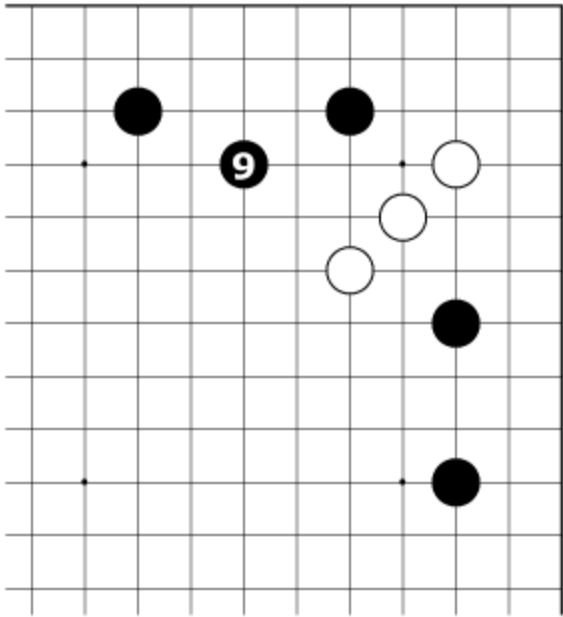


7 White continues with 'a', possibly 'b'. White 'a' is

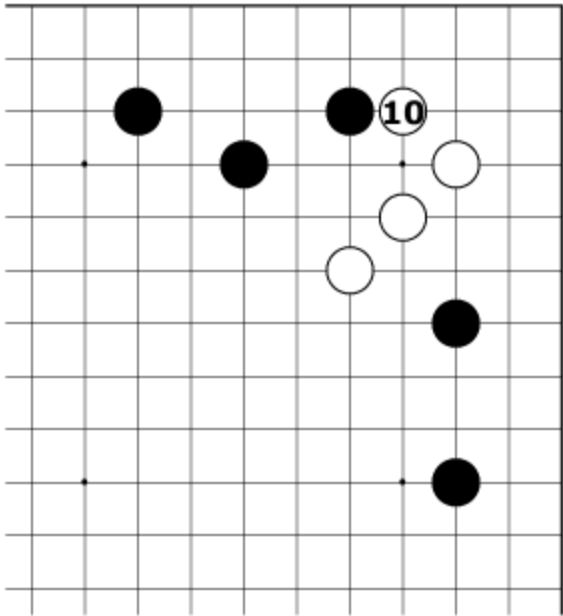
preferred as White is out more in the center, and, as seen in variation 'a', likely has a chance to defend the corner with 'b' after playing 'a'.



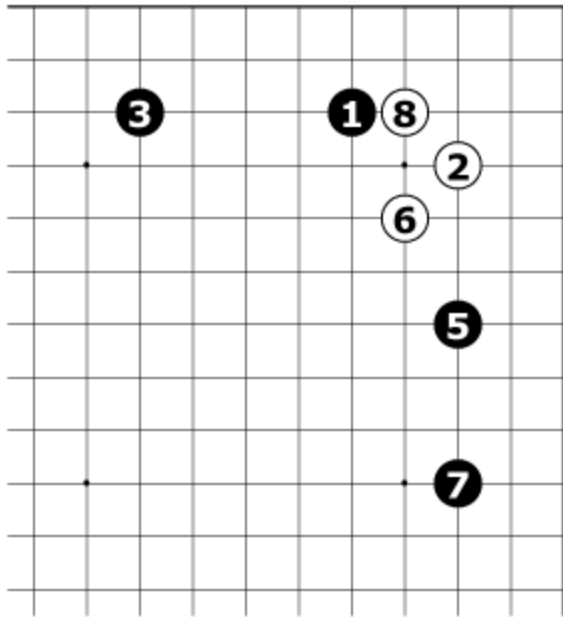
8 White 7 aims at invading.



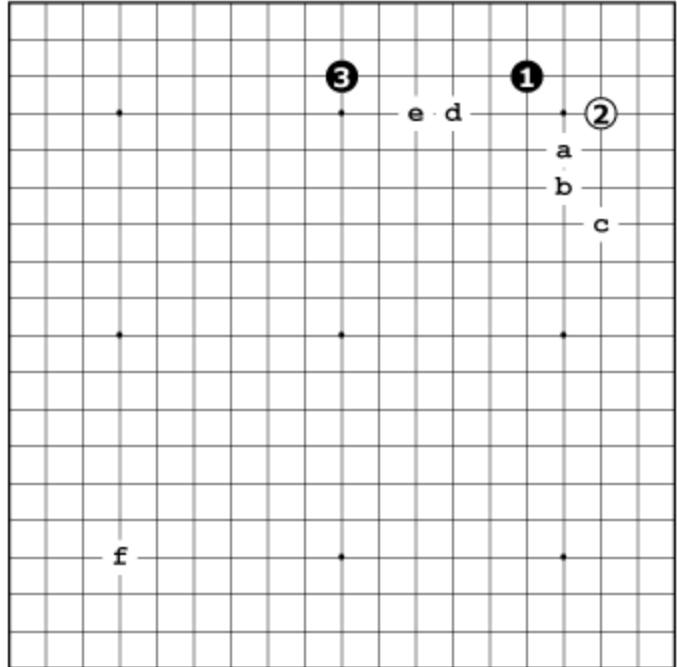
9 Black defends...



10 ...so White protects the corner.

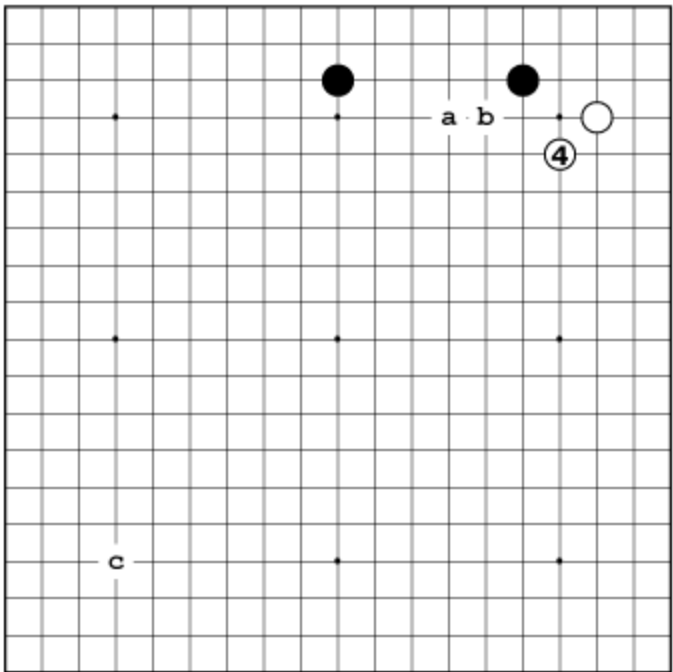


8 White defends the corner.

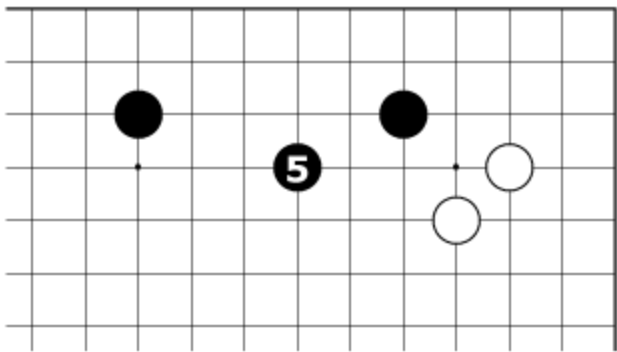


3 The choice between the three and four-space extension is mainly influenced by the position in the top-left corner. White has no particularly severe attack against the wider extension.

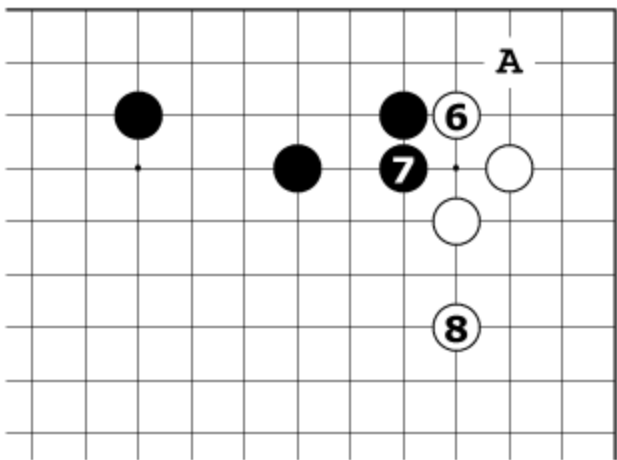
White can answer at 'a *', 'b *' through 'd *', 'e *' or play elsewhere (f).



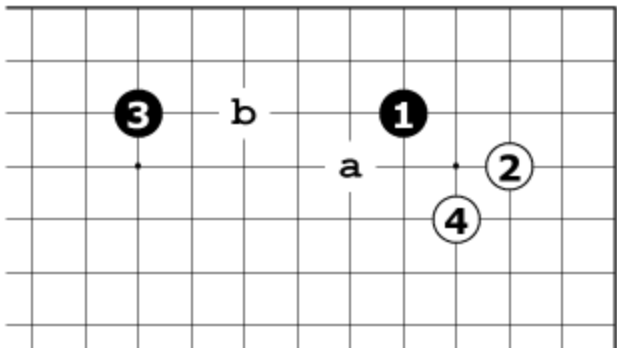
④ White continues with 'a' * or 'b', or plays elsewhere.



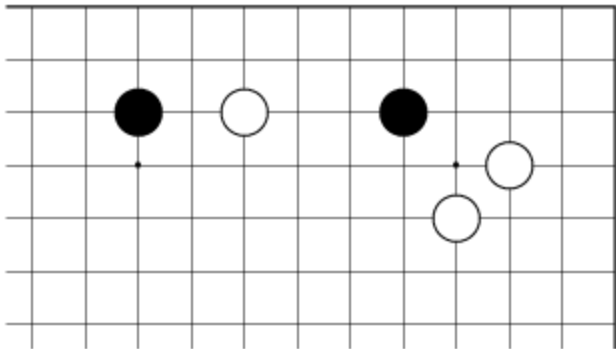
⑤ * GOOD VARIATION *



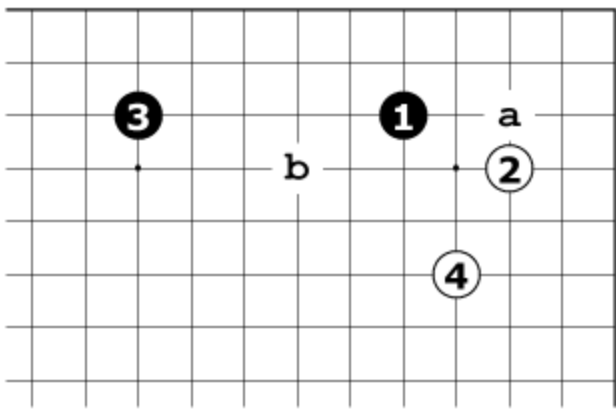
⑧ If White omits this move, Black can play on A.



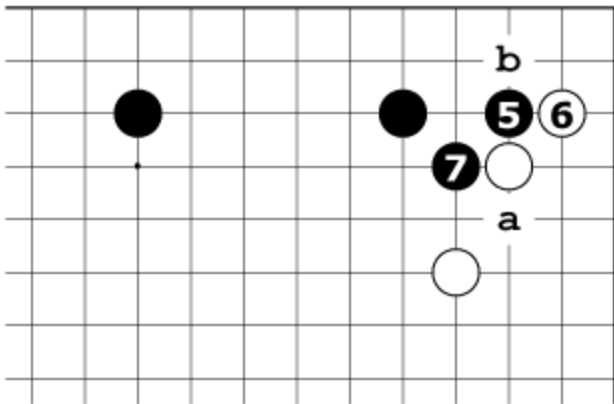
⑤ Black plays elsewhere. White attacks with 'a' or 'b'.



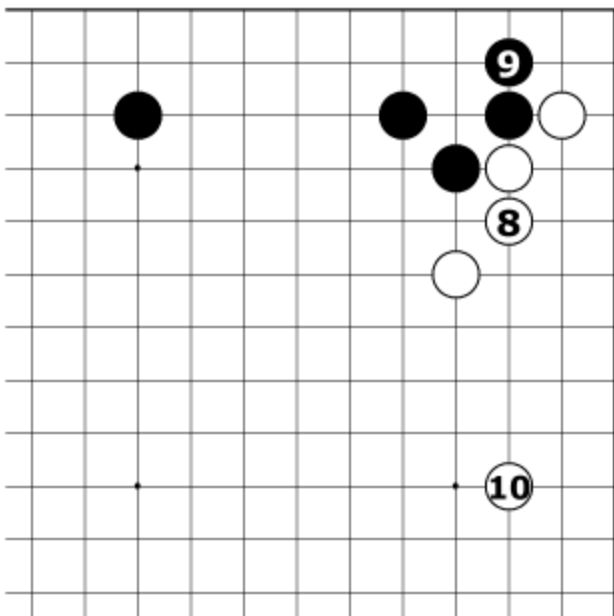
⑥ White 6 is a sacrifice to fix up his shape in the corner.



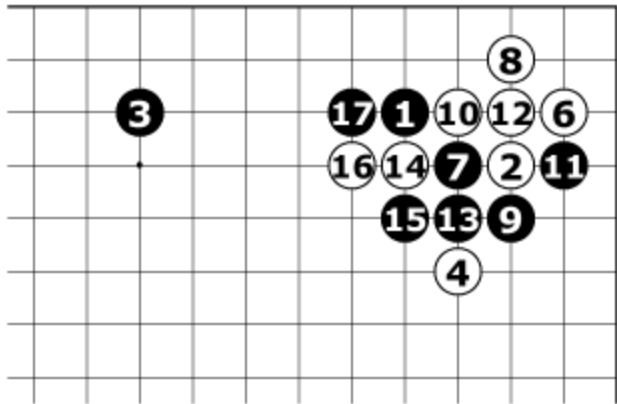
④ Black continues with 'a' *. Black 'b' is too mild.



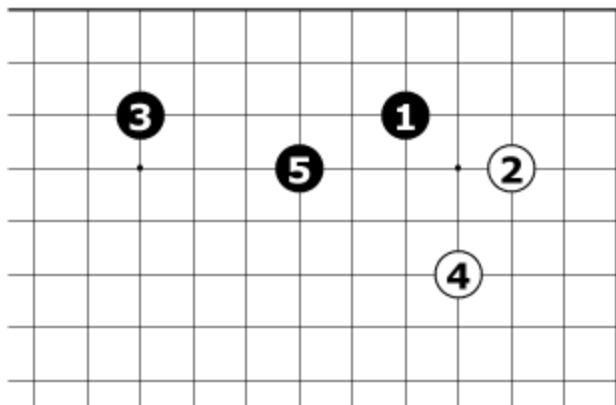
⑦ White continues with 'a' *, possibly 'b'.



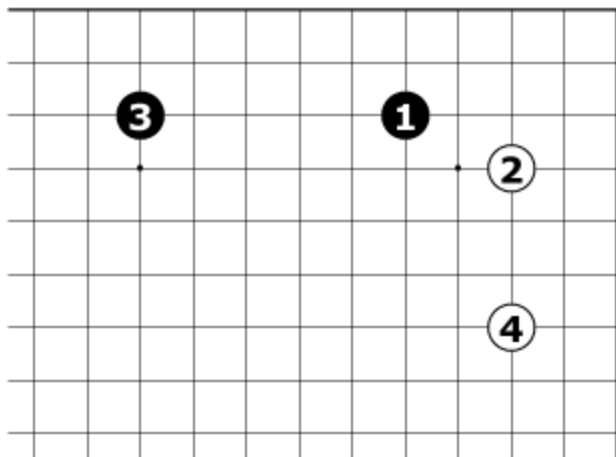
⑩ * GOOD VARIATION *



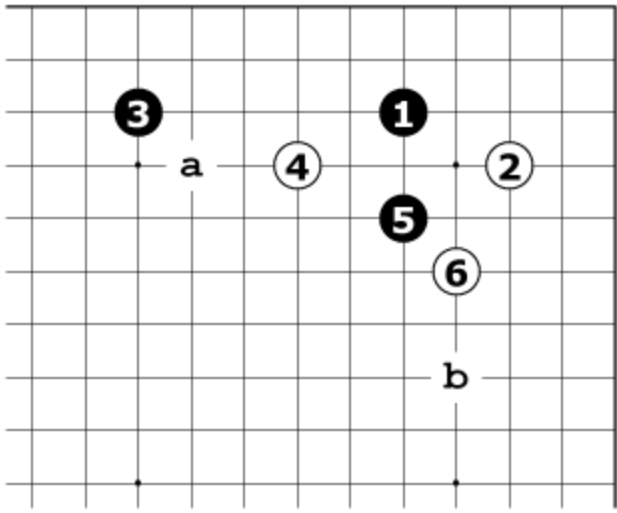
⑰ Black's prospects in the ensuing fight are good.



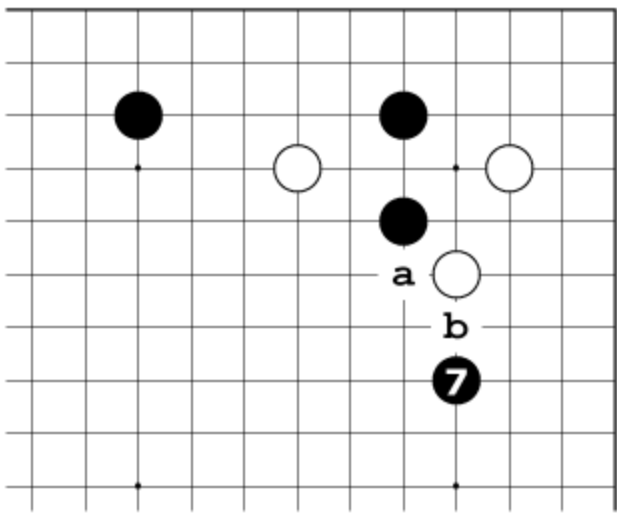
⑤ Black 5 is too defensive.



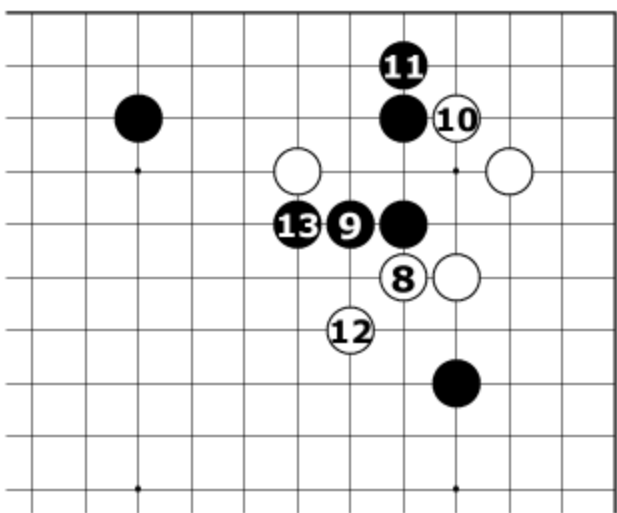
④ White 4 provides stability. It is played when White cannot expect to develop down the right side from the high diagonal or knight move. With this move the right side is played out. Black is in no hurry to respond.



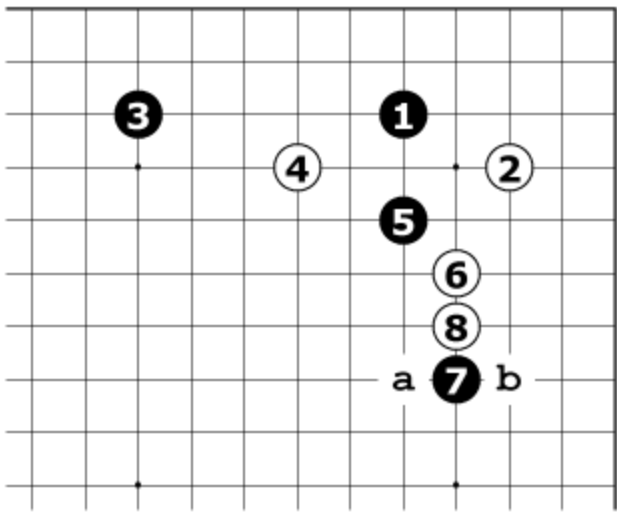
⑥ Black continues with 'a' or 'b' *.



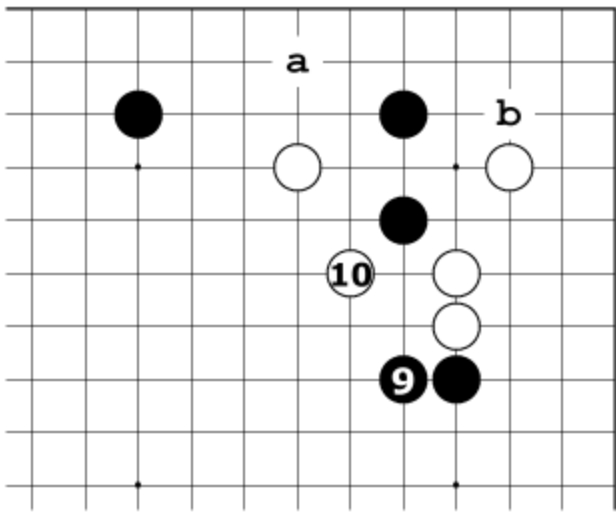
⑦ White continues with 'a' * or 'b' *.



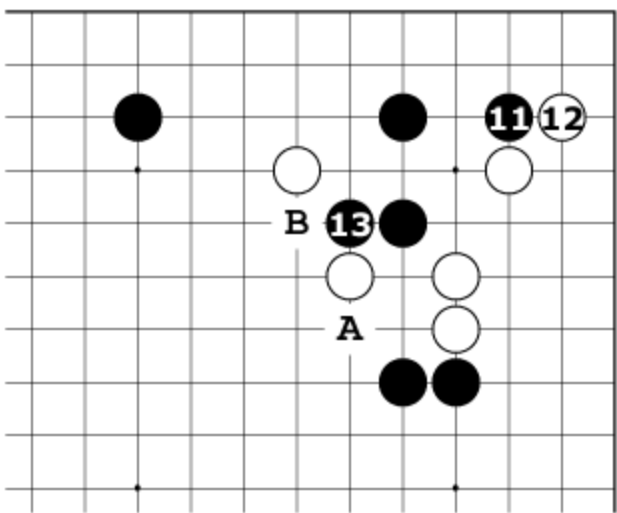
⑬ * GOOD VARIATION *



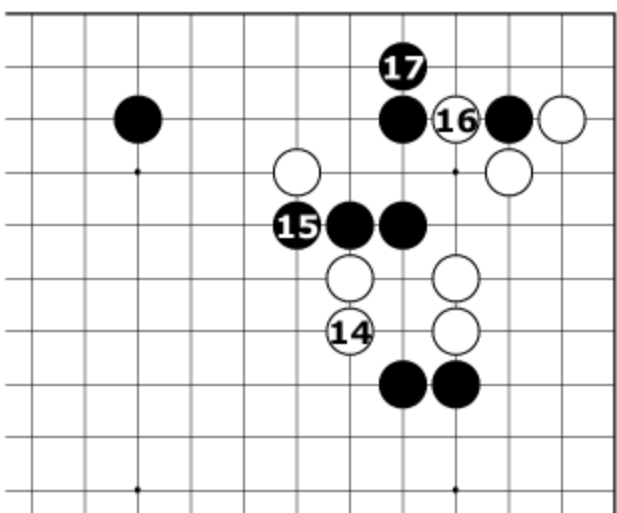
⑧ Black continues with 'a' * or 'b'.



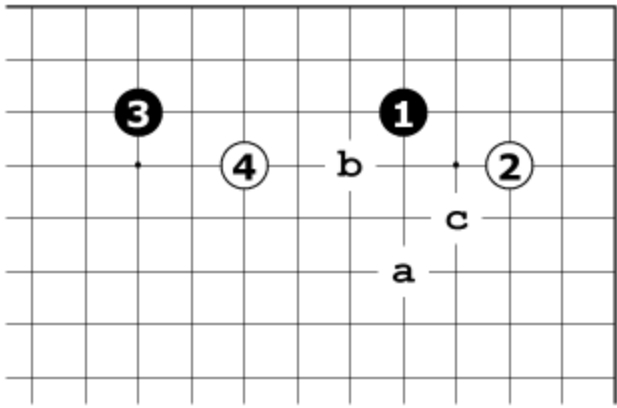
⑩ Black continues with 'a' or 'b' *.



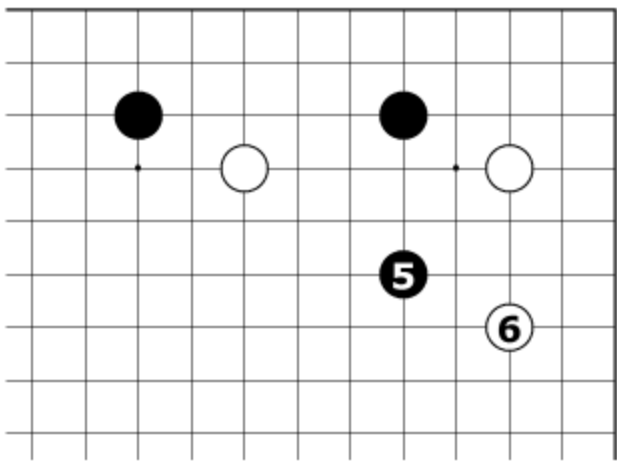
⑬ 'A' * is correct, 'B' is a mistake.



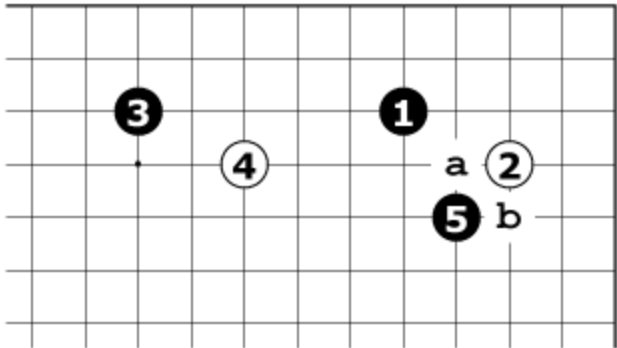
⑰ * GOOD VARIATION *



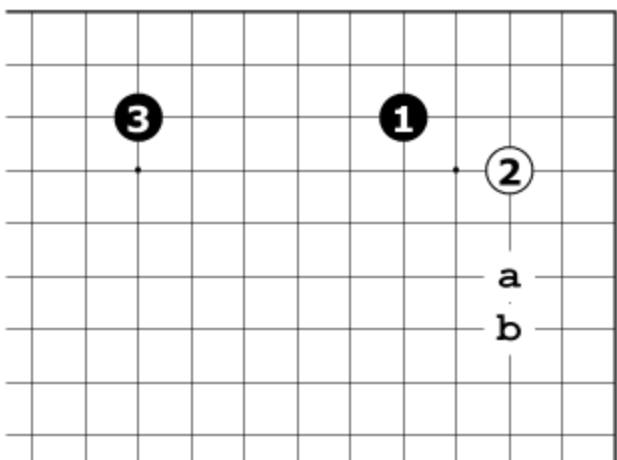
④ Black continues with 'a' * to 'c'.



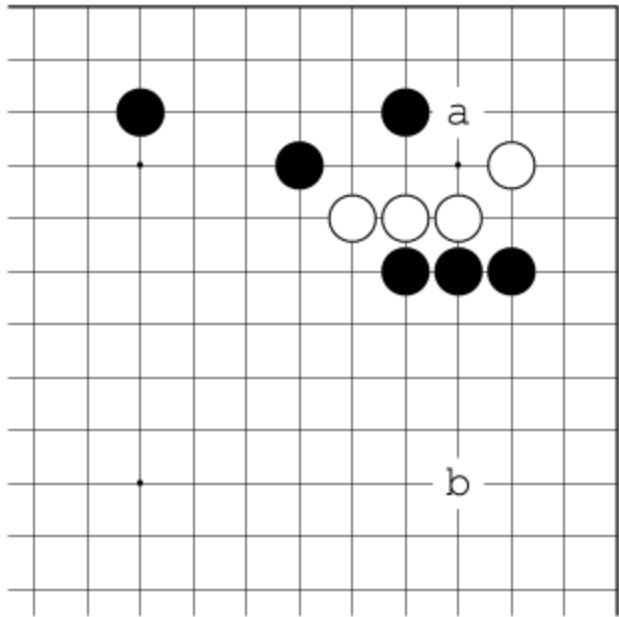
⑥ * GOOD VARIATION *



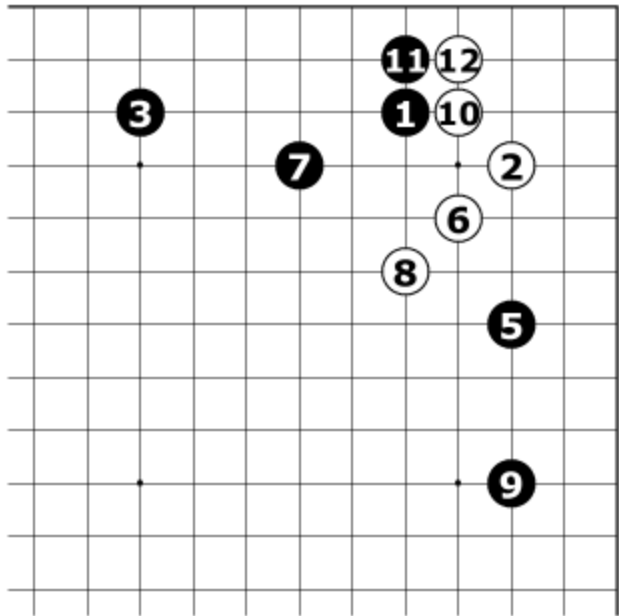
⑤ White continues with 'a' or 'b'.



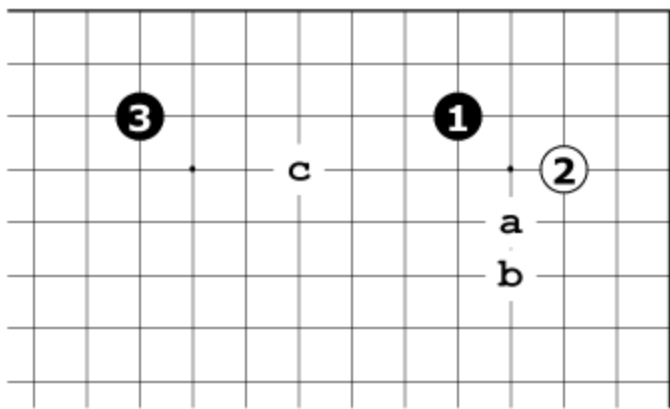
④ White plays elsewhere. Black continues with 'a' or 'b'.



11 White plays 'a' or 'b'.



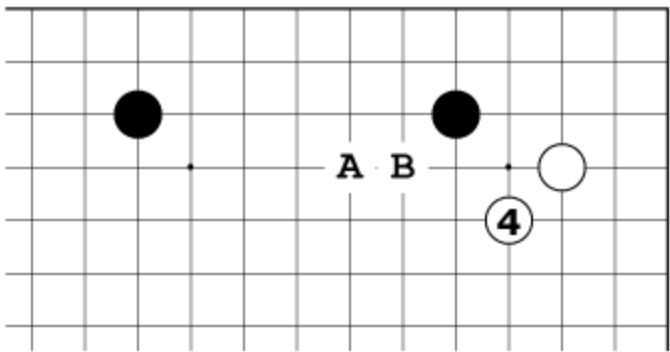
12 White 12 is necessary to secure his base in the corner, the price for paying elsewhere earlier.



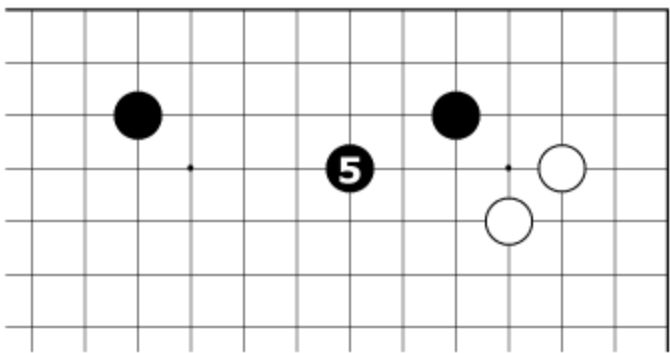
3 The maximum extension for Black. Black's choice of this extension is influenced by the position in the top-left corner.

White can answer 'a *', 'b *' or 'c'. Playing elsewhere is not favorable, as Black can make effective use of this five-space extension. This is a relaxed extension

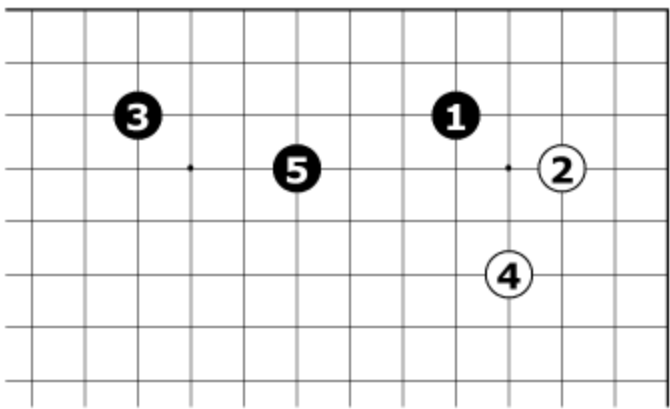
so there are no fierce variations.



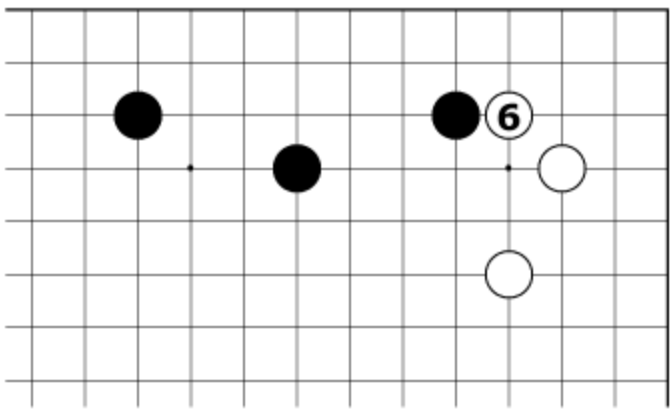
4 'A *' or 'B'.



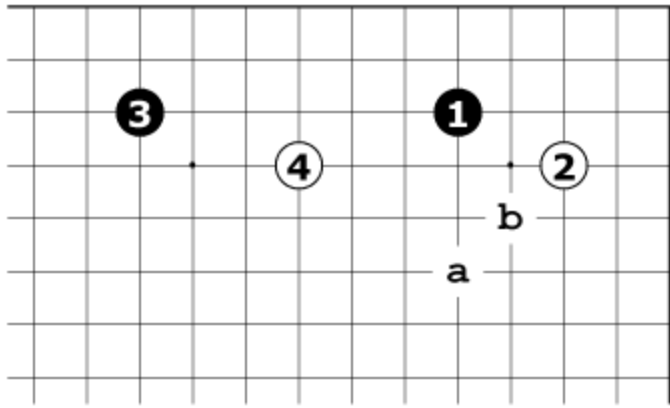
5 * GOOD VARIATION *



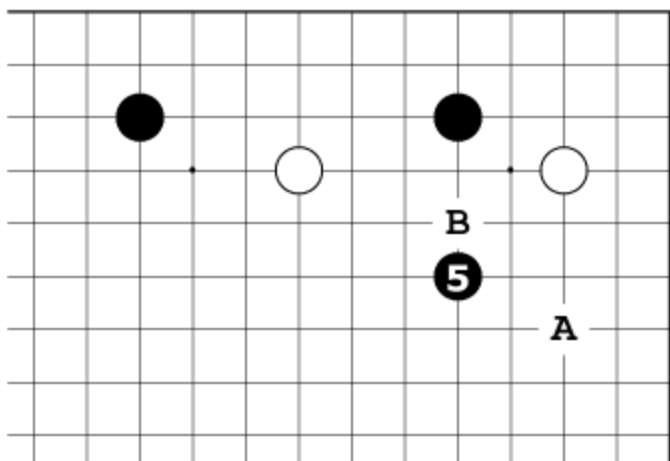
5 * GOOD VARIATION *



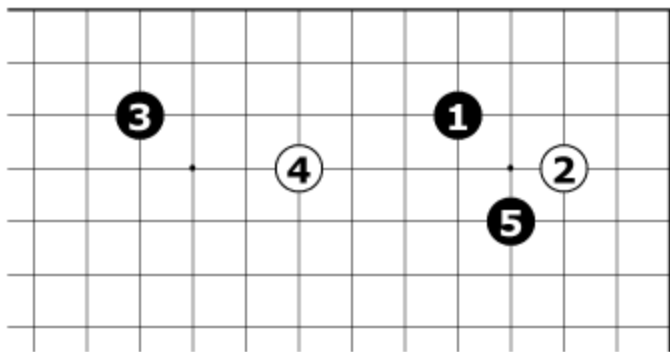
6 Later.



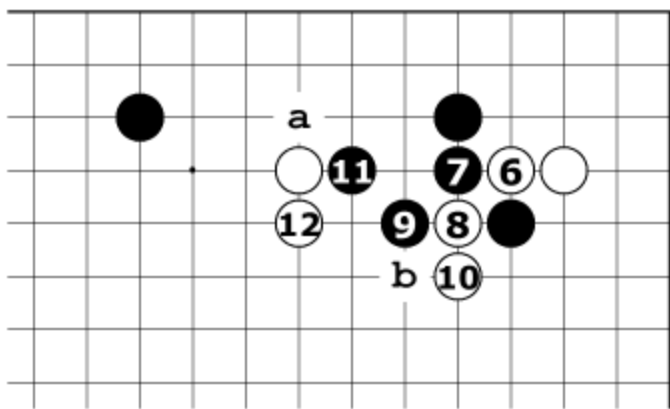
4 Black continues with 'a'. Black 'b' is not recommended.



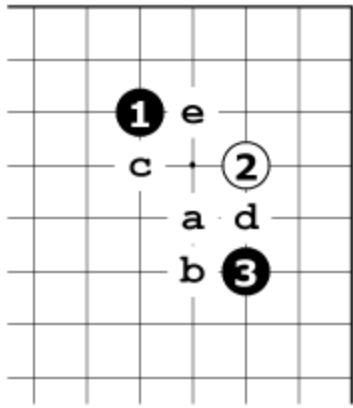
5 'A' is correct, 'B' is strengthening Black.



5 Black 5 is not recommended.



12 Black cannot connect on the third line at 'a', and pushing at 'b' is bad, as Black extends along the fifth line.

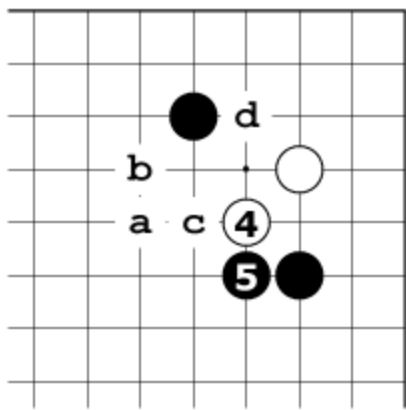


③ The aim of playing the close pincer of Black 3 is mainly to build influence on the right. Therefore a Black position in the lower right corner is desirable when making this pincer.

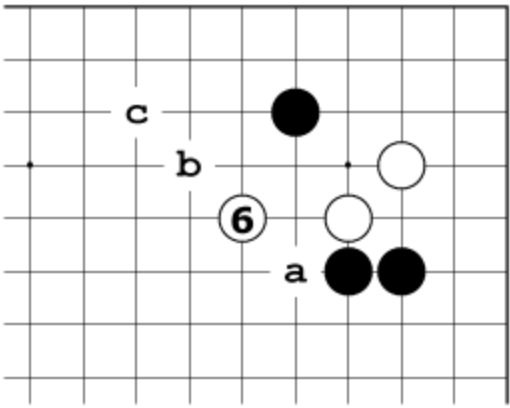
White replies range from 'a *', 'b *', 'c *', 'd *' or 'e'. White 'a' is most popular. The other moves indicate a special strategy.

White cannot play elsewhere, as Black 'a' gives White a very unfavorable result.

White 'e' is the simplifying variation. It gives a secure corner territory for influence and sente. It isn't considered joseki, because, White gets completely surrounded.

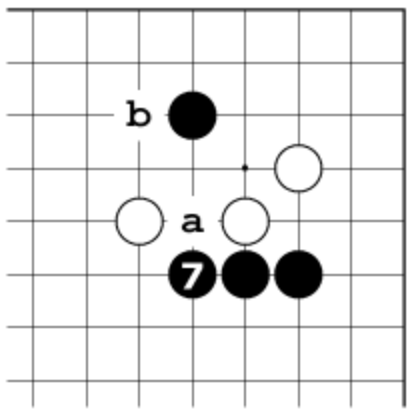


⑤ White continues with 'a *', 'b *' or 'd'. White 'c' has also been played professionally.

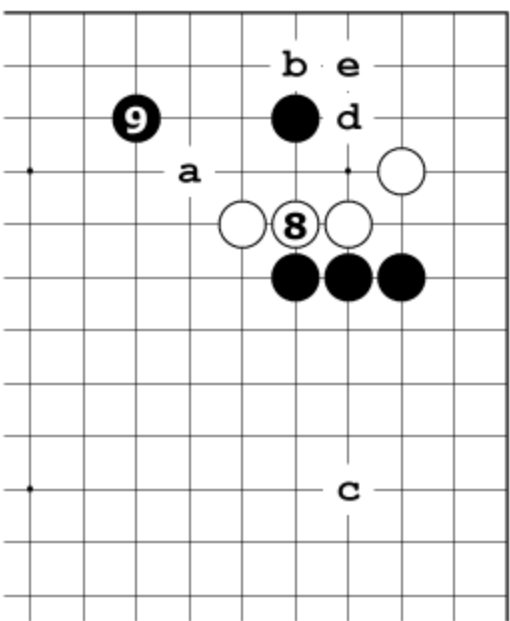


⑥ The combination of White 4 and 6 was invented by Shusaku, who mentioned in a letter that he contemplated the moves for six hours before playing them.

Black continues with 'a *', possibly 'b'. In the game where Shusaku first played the move (in 1853), his opponent, Ota Yuzo, played at 'c'.



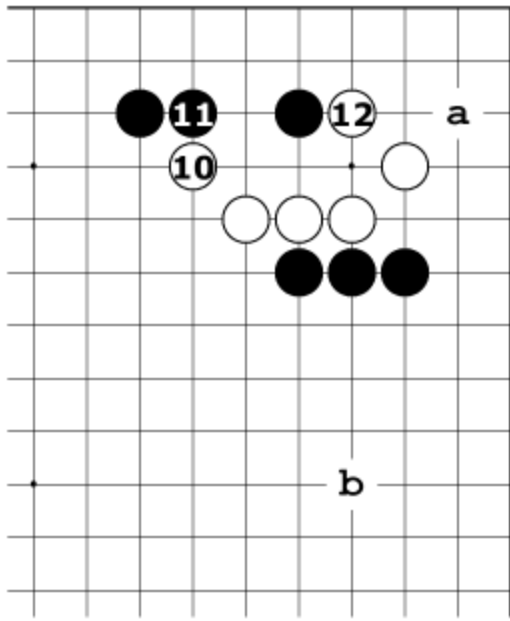
⑦ White continues with 'a *' or 'b *'.



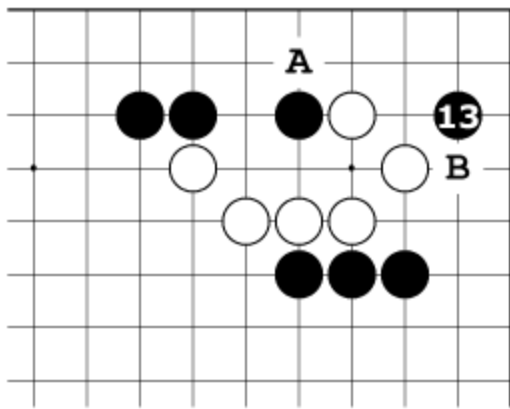
⑨ * GOOD VARIATION *

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

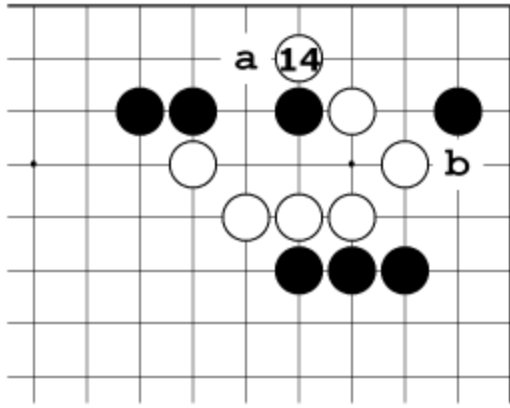
'e' is a mistake.



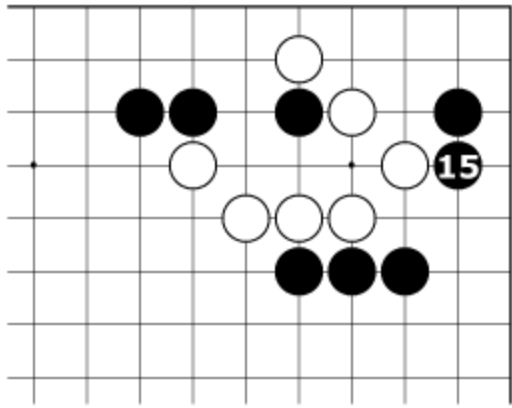
⑫ Black continues with the tesuji at 'a'. The simple extension at 'b' is a mistake.



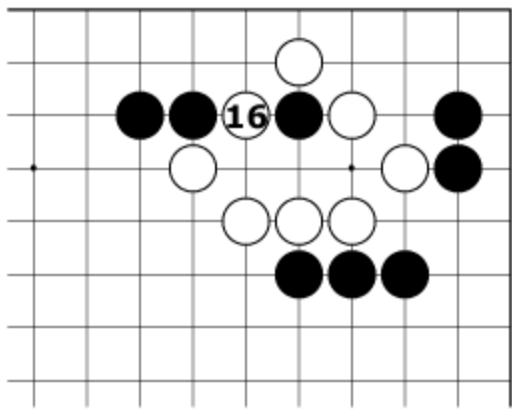
⑬ Black 13 is a sacrifice tesuji to help Black settle at top. 'A' is joseki, 'B' is a mistake.



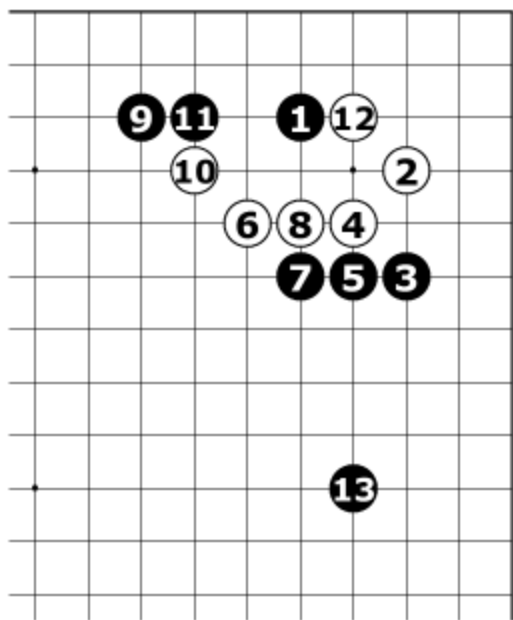
⑭ Black continues with 'a'. Black 'b' is not recommended.



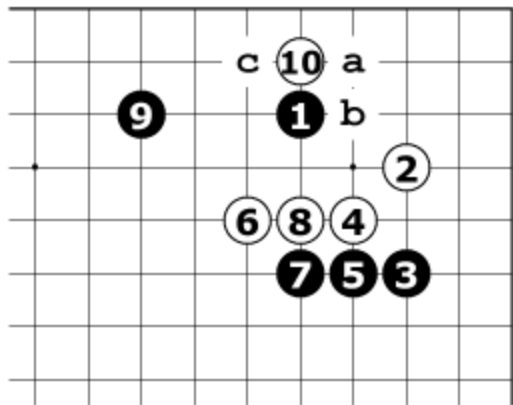
15 Black takes much of the corner....



16 ... but White easily gets good eye shape.

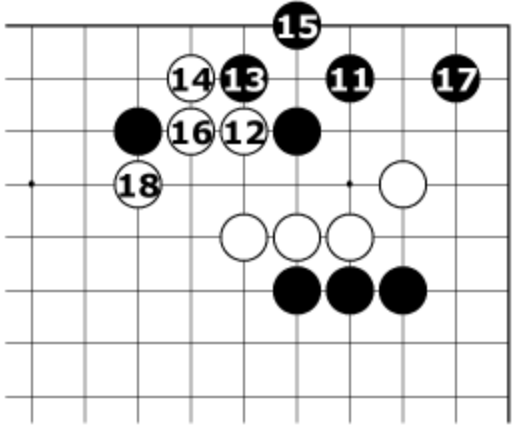


13 Black 13 is a mistake (though not an obvious one).

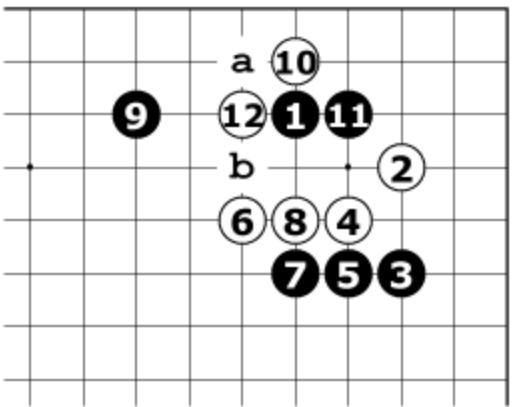


10 Black continues with 'a' *

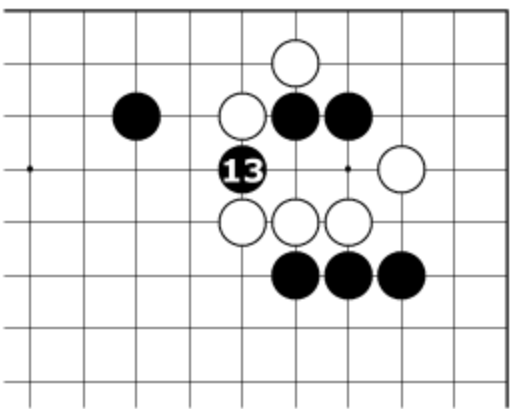
or 'b'. Black 'c' is not recommended.



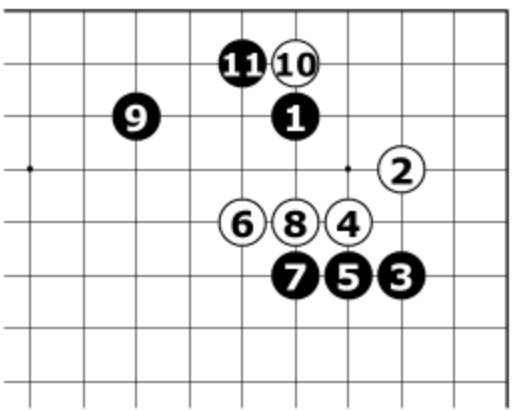
18 * GOOD VARIATION *



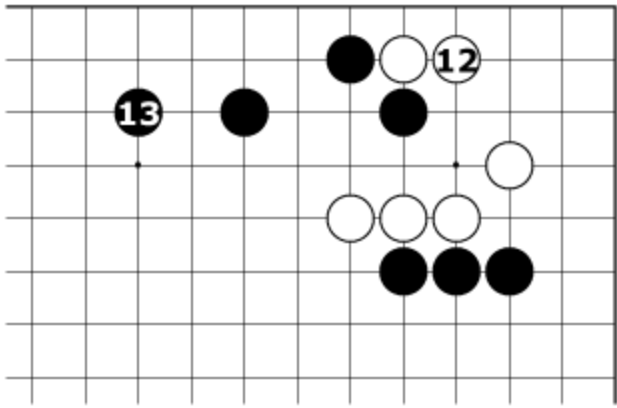
12 Black continues with the sacrifice at 'a'. Black 'b' just makes Black heavy.



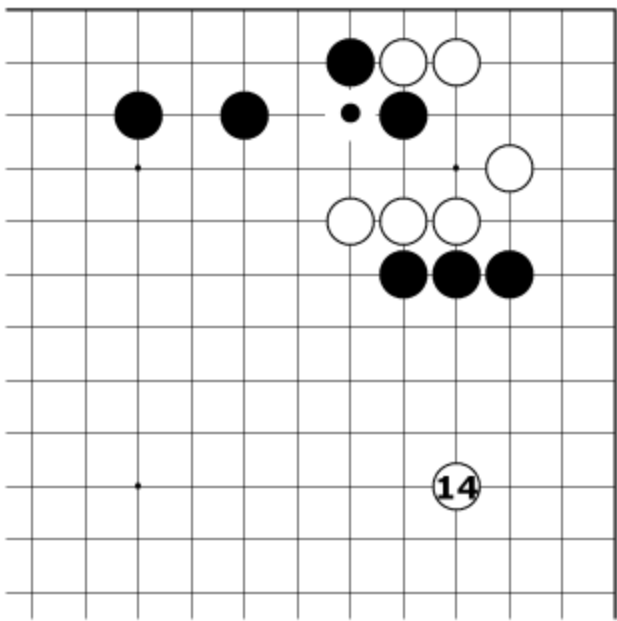
13 Black 13 is a mistake.



11 Black 11 is too mild.

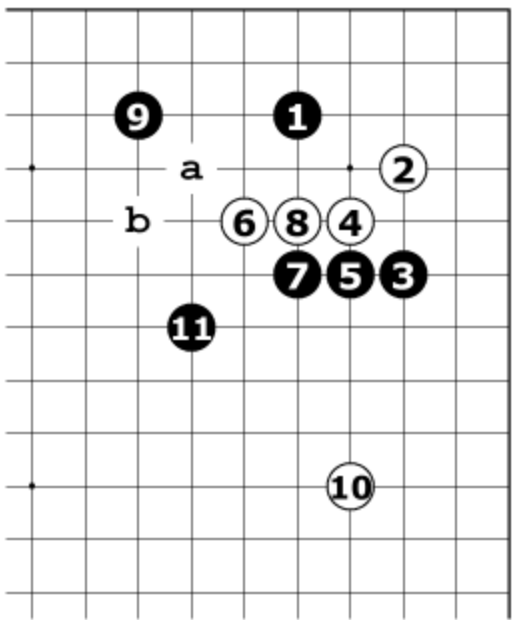


13 Black must play at top. White at 13 would put Black in considerable difficulty.

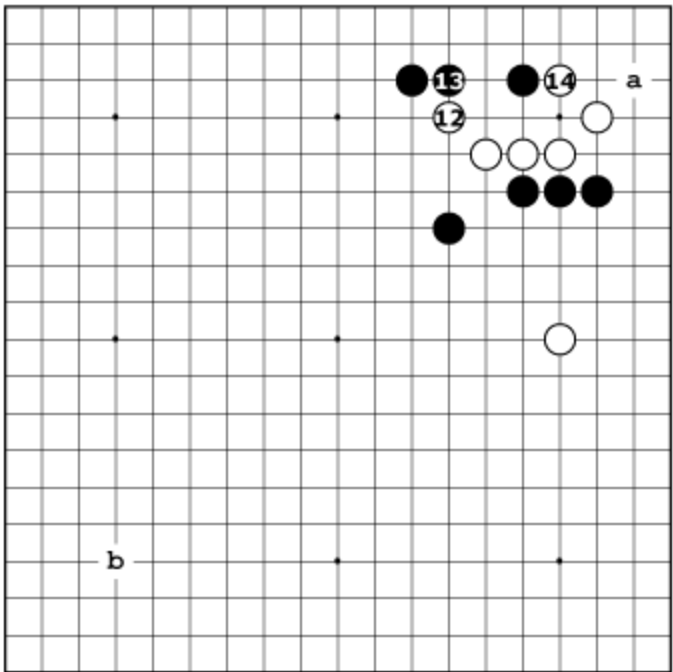


14 Now White can ruin Black's hoped-for extension.

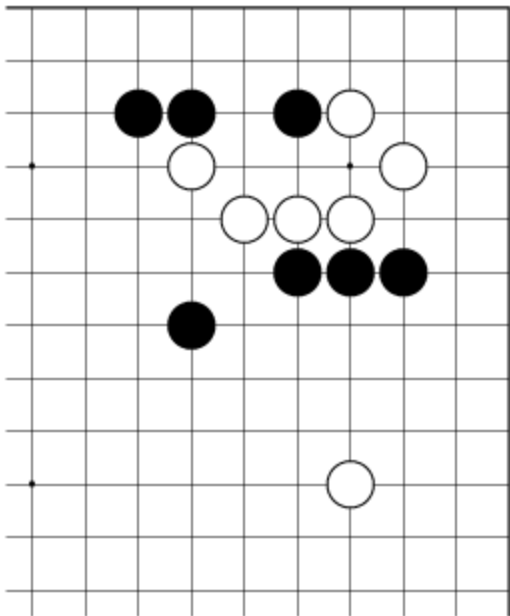
The cutting point at the marked location remains.



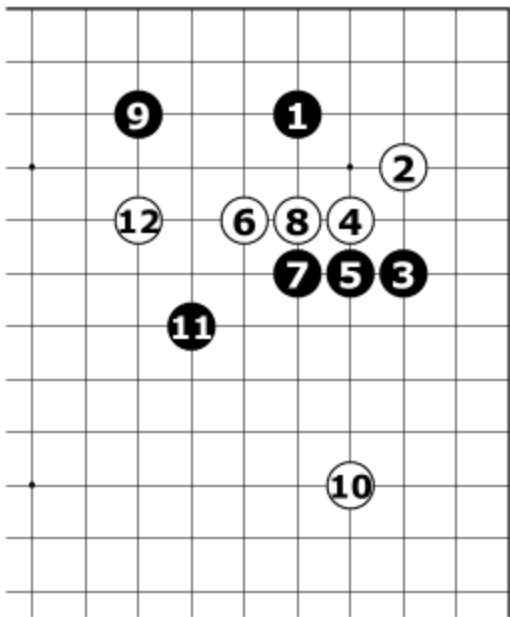
11 White has a joseki continuation at 'a'. White 'b' is also playable, but gives Black an attack on the corner.



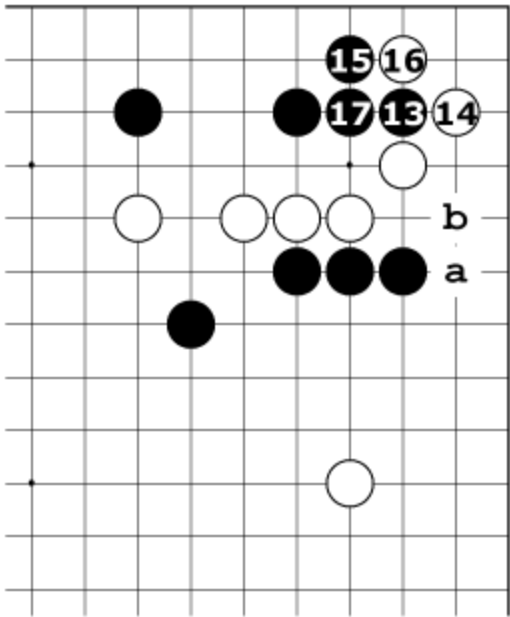
14 The joseki move is 'a'. If Black plays tenuki ('b'), White can easily settle his stones and grab a bigger corner.



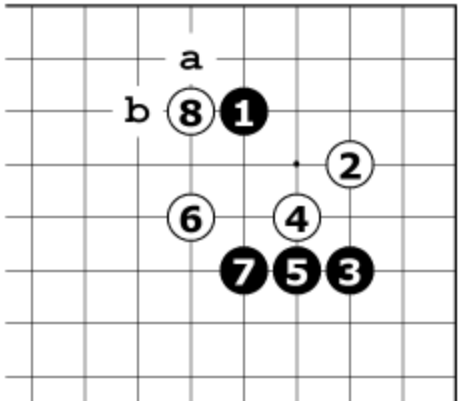
15 Black plays elsewhere.



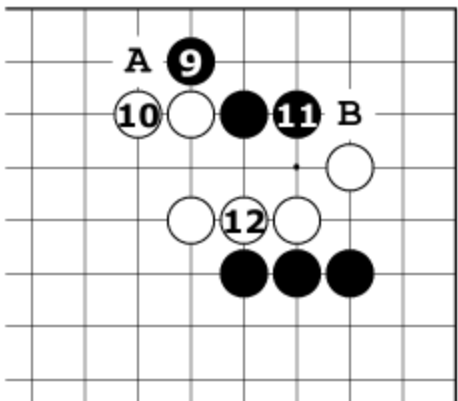
12 White 12 gives Black an opportunity to tear into the corner.



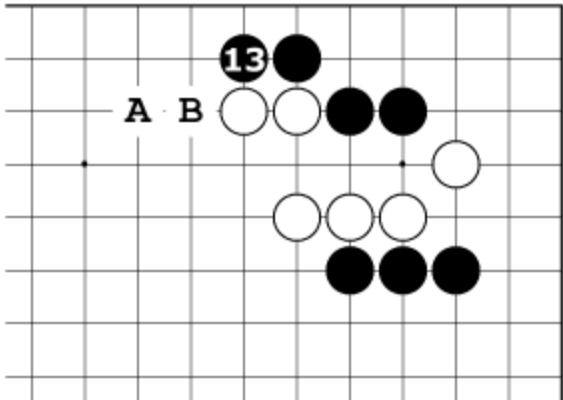
17 Black 'a' and 'b' are now forcing moves.



8 Black continues with 'a *'. Black 'b' is also possible.

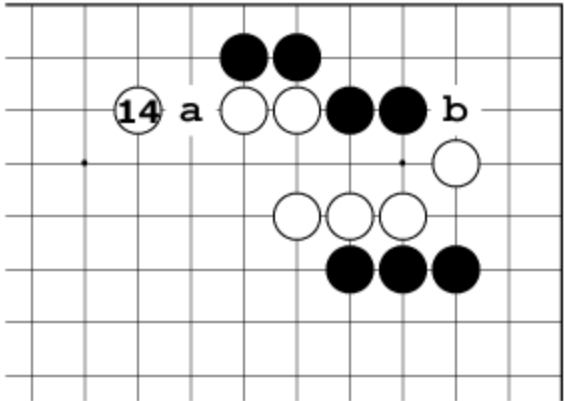


12 'A *' or 'B' give the same result.

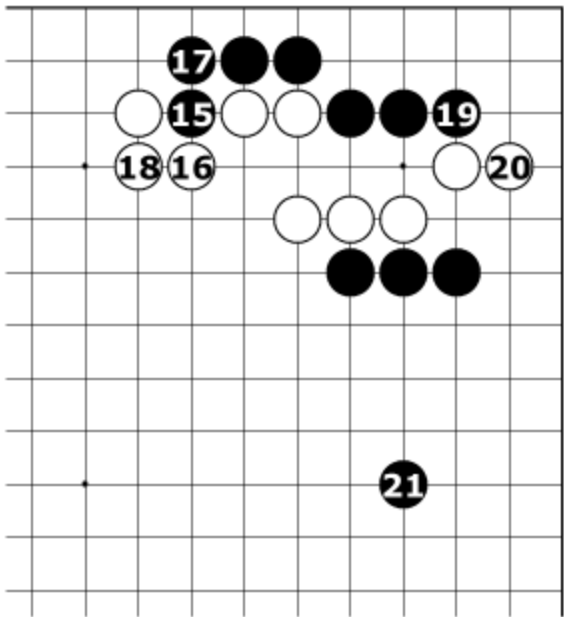


13 * GOOD VARIATION *

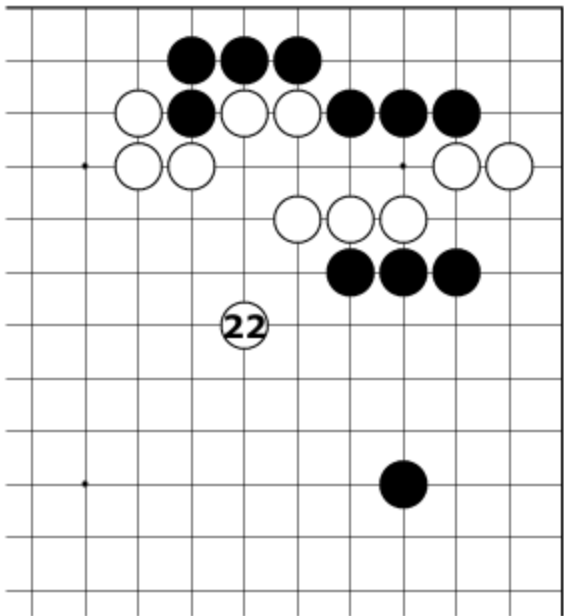
'A *' is correct, 'B' is inferior.



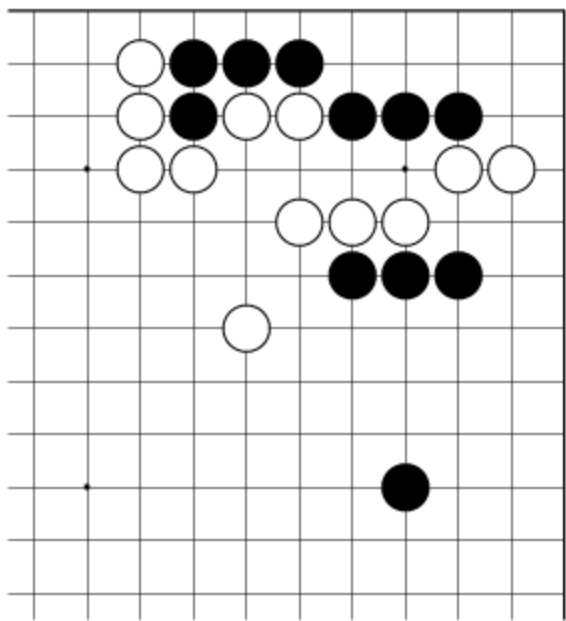
14 Black continues with 'a *'. Black 'b' is premature.



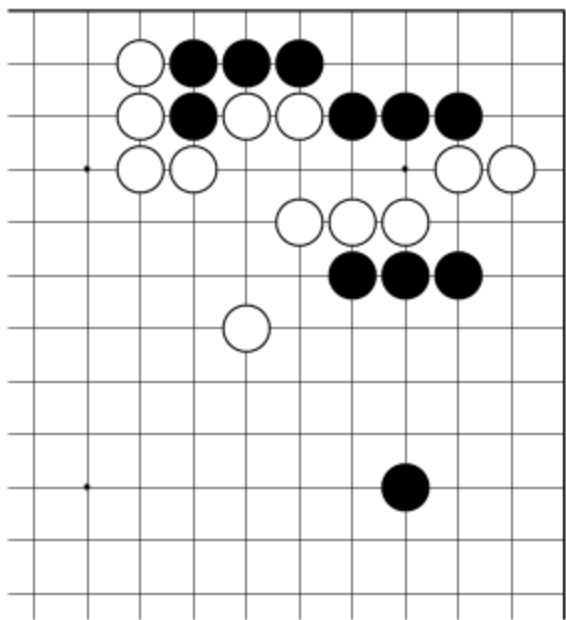
21 * GOOD VARIATION *



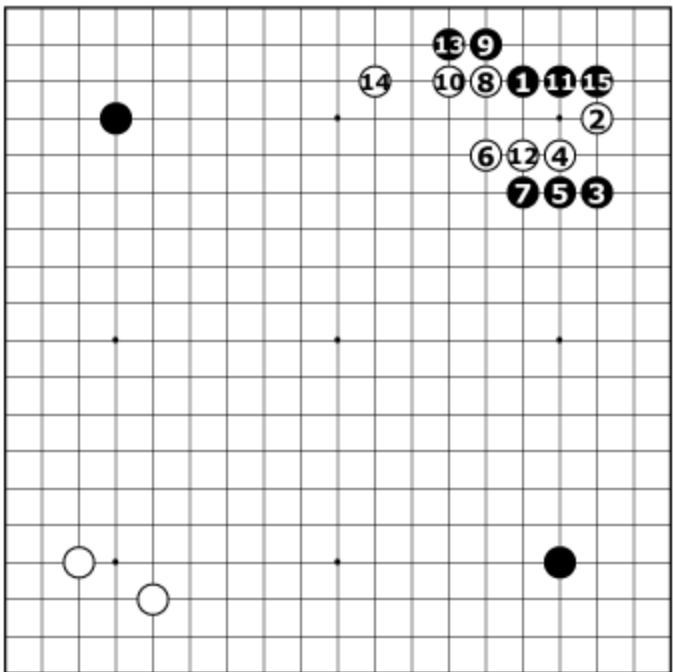
23 Black plays elsewhere.



24 White 23 is not sente.

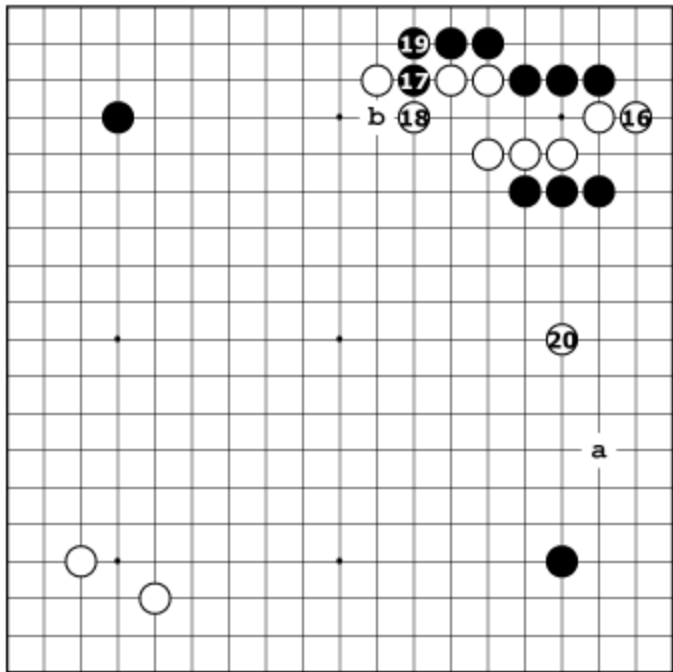


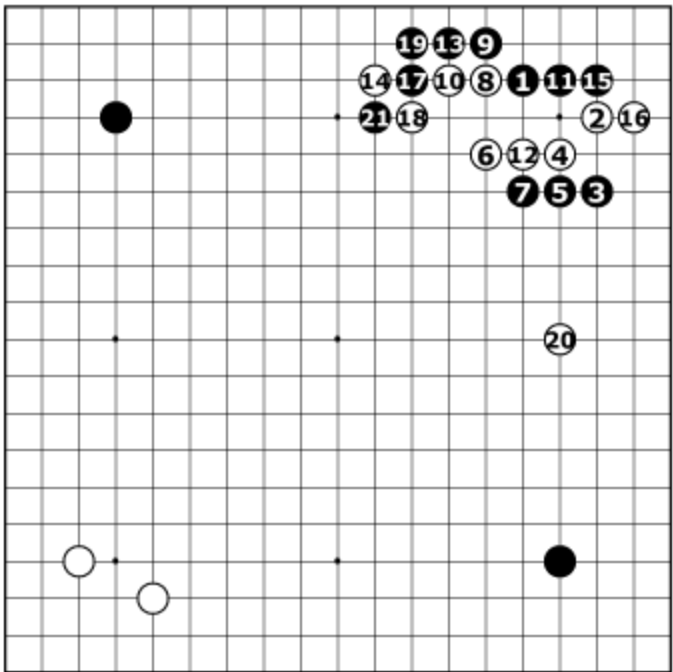
25 Black plays elsewhere.



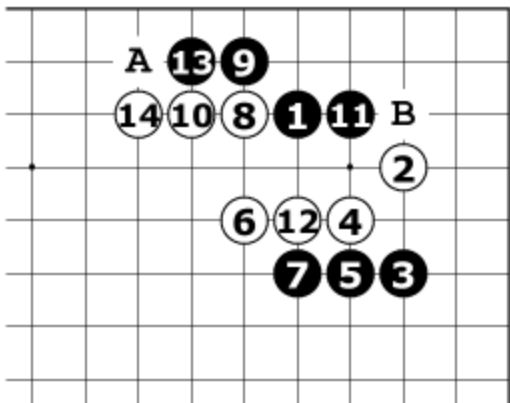
15 Black 15 is out of order.

Ishida Yoshio made this mistake against Rin Kaiho in game 2 of the 1971 Honinbo Title match.

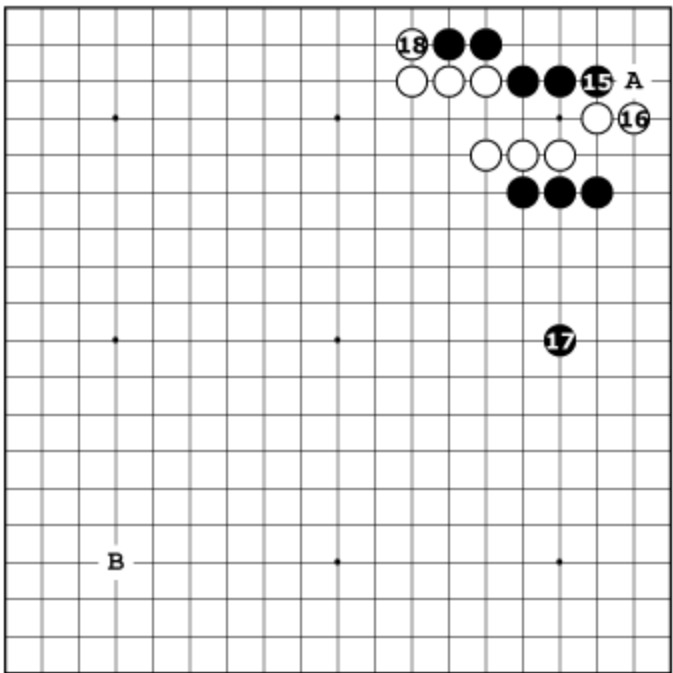




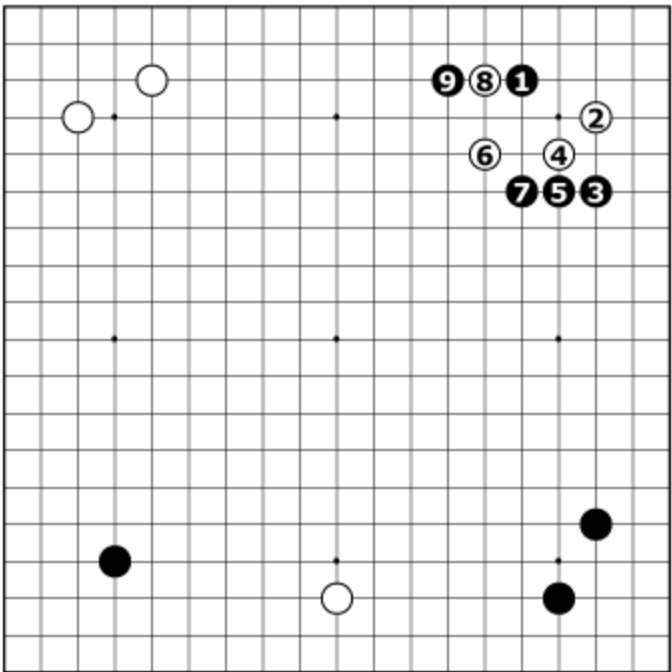
21 Suggested improvement over the game continuation.



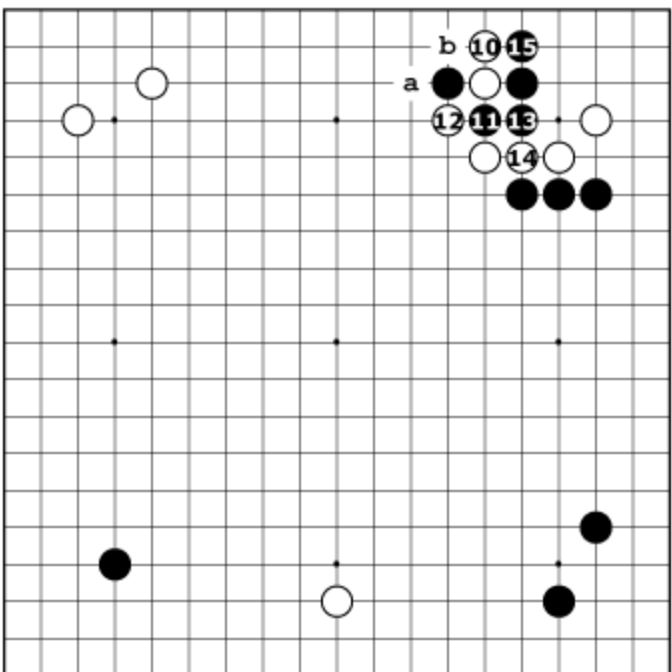
14 'A' is correct, 'B' is a mistake.



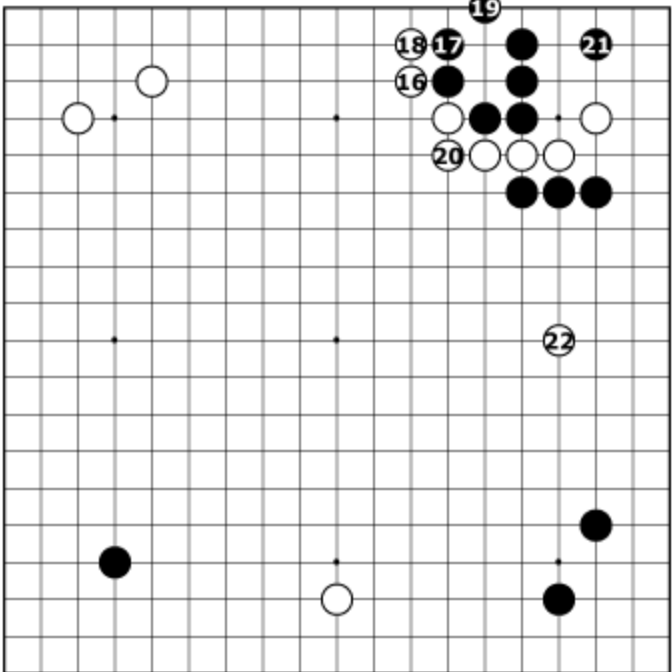
18 'A' is necessary, tenuki 'B' is wrong.



9 This variation is from a 1959 Japanese professional game (Sugiuchi (White) versus Nakamurs (Black)).

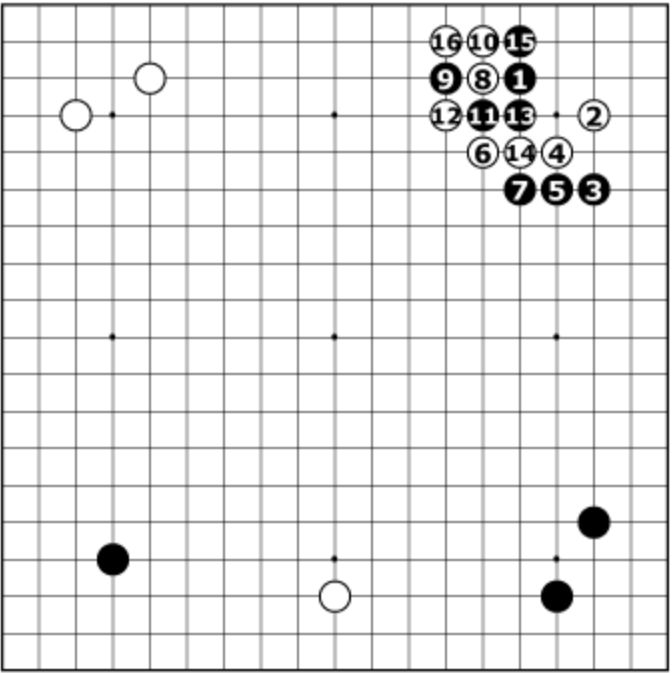


15 White continues with 'a'. White 'b' is unreasonable.

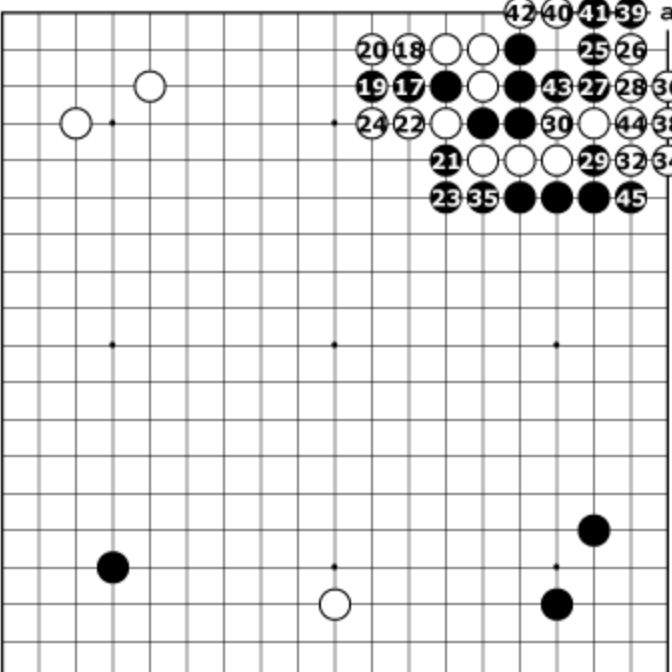


22 Locally, the result is roughly equal, but White should be satisfied with the influence at top, as well as breaking

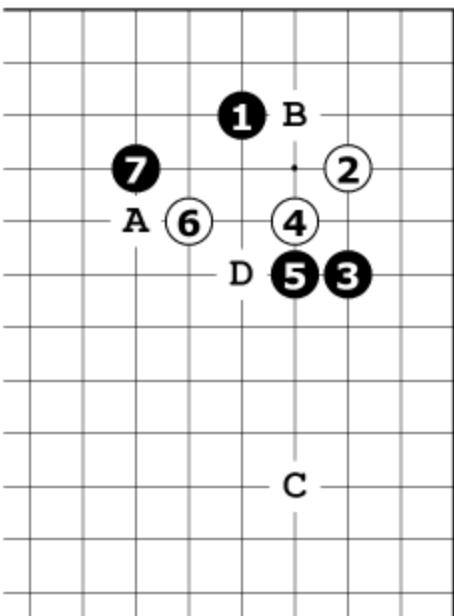
up Black's position on the right.



16 White 16 is a mistake.

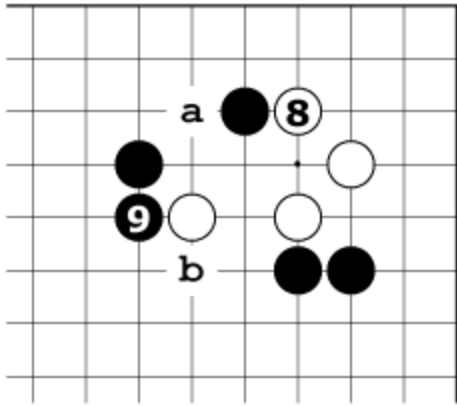


45 White can start a ko at 'a', but he has no ko threats, and so loses.

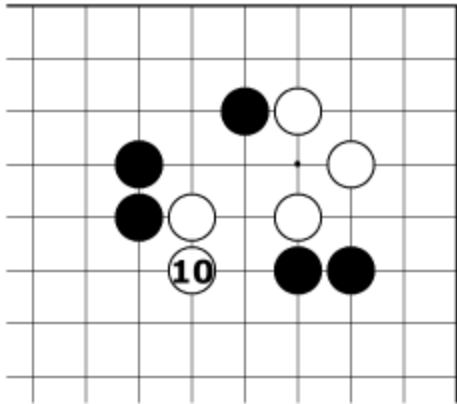


7 Black 7 is a pattern developed by Kitani disciples.

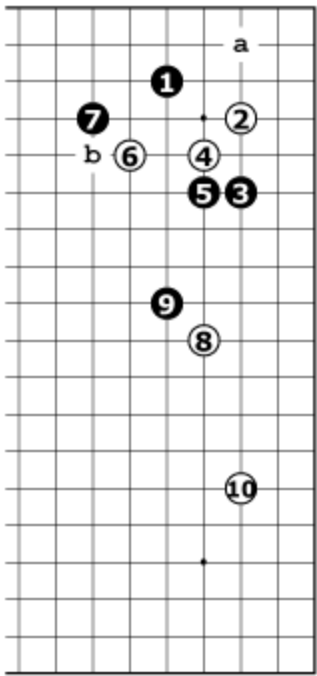
'A' is modern Korean fighting style. 'B' is old Japanese safety style. 'C' is inferior to 'A'. White 'D' is not recommended.



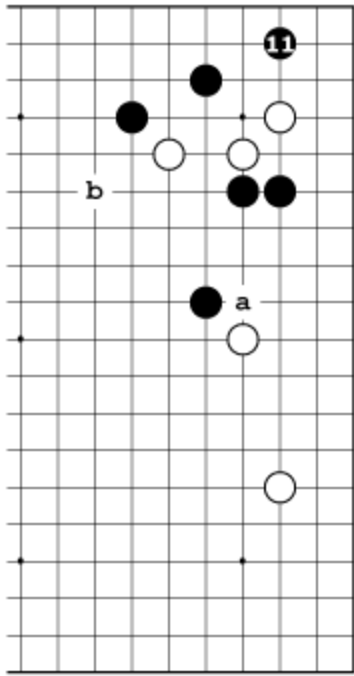
9 White continues with 'a'. White 'b' is not recommended.



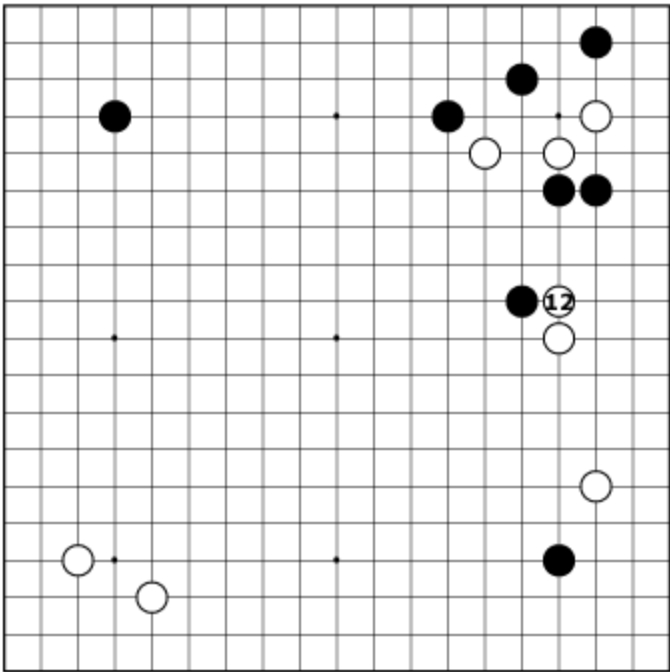
10 White 10 is not recommended.



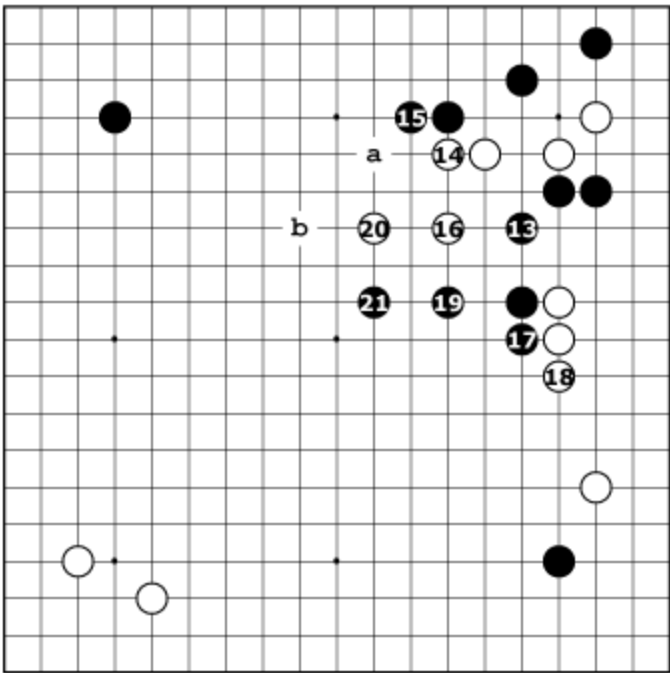
10 Professional game examples of continuations include 'a' and 'b'.



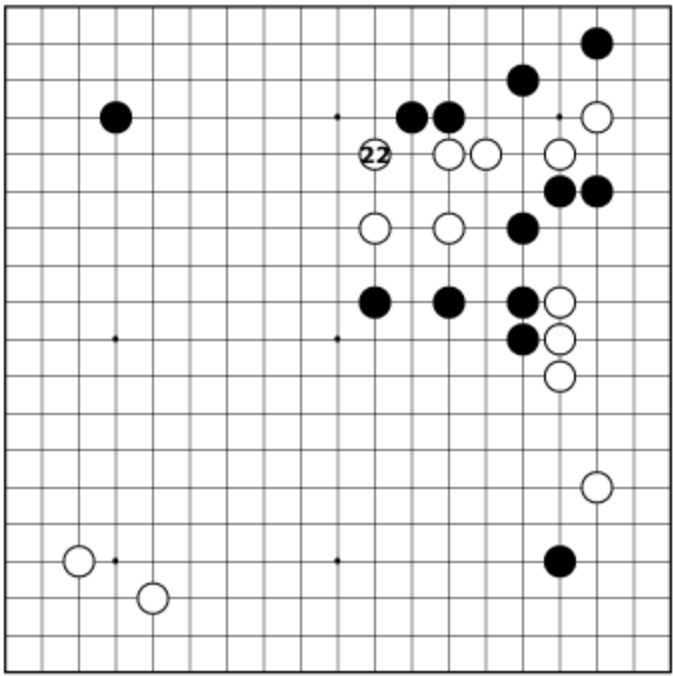
11 Game continuations include 'a' and 'b'.



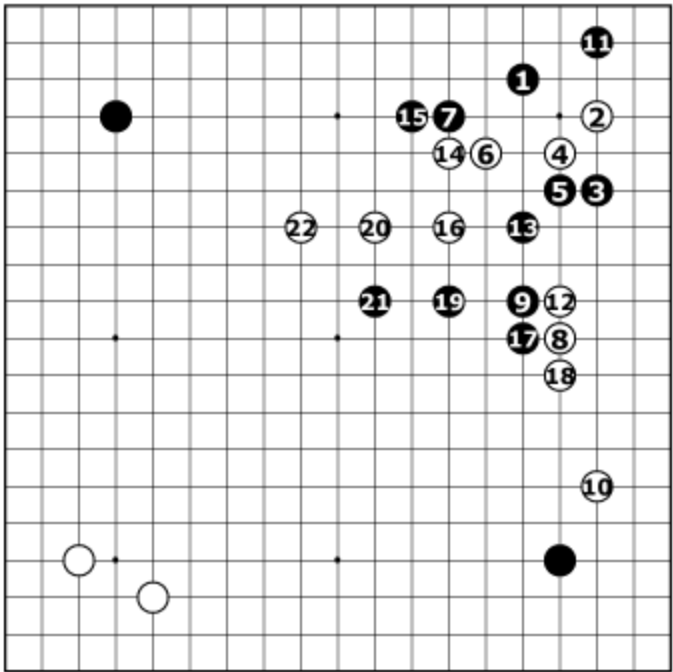
12 Rin Kaiho (w) versus Fujisawa Shuko in game 2 of the 1970 Meijin title.



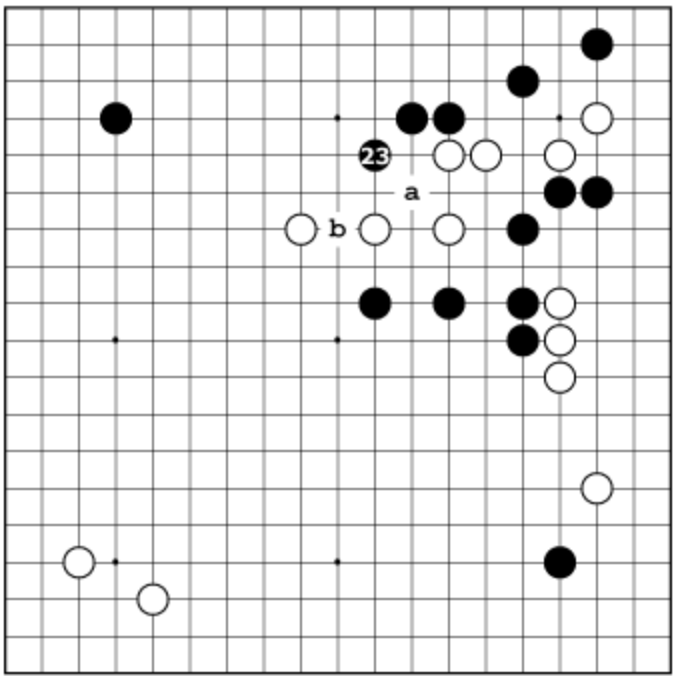
21 White should continue with 'a', but Rin played 'b'.



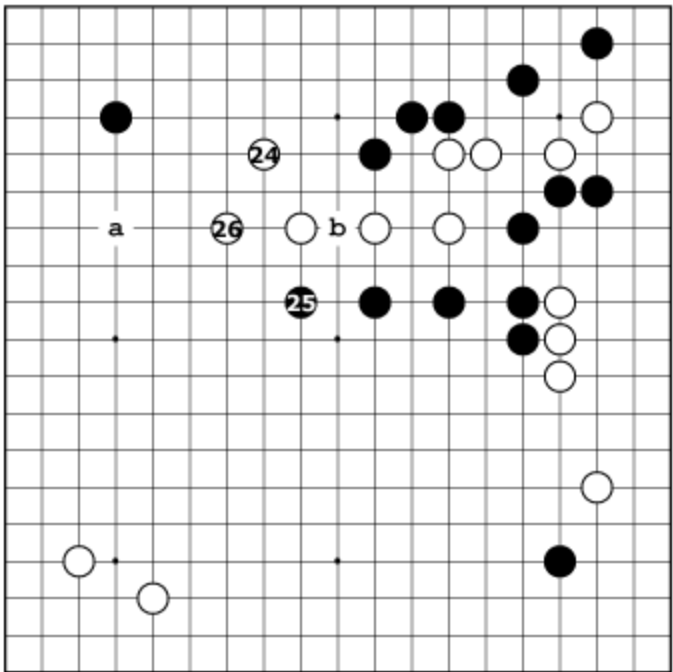
22 White 22 is the vital point in this shape.



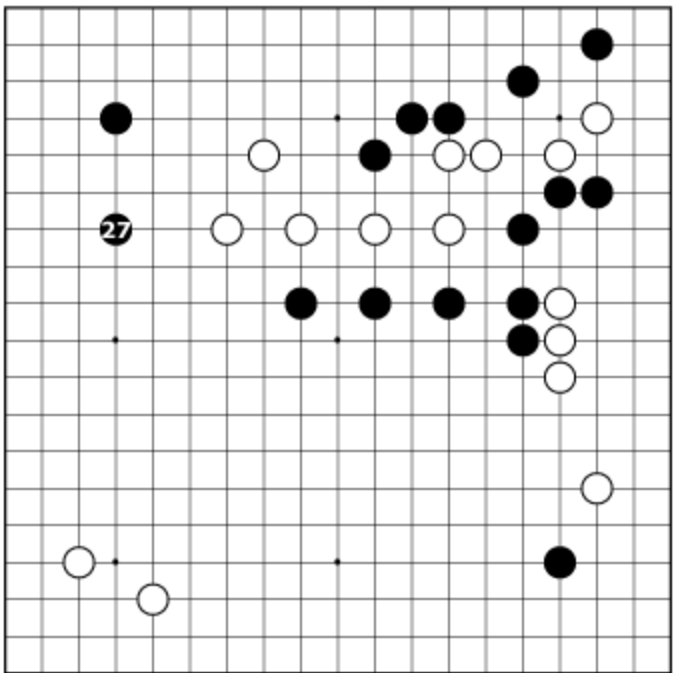
22 Game continuation. White 22 is thin.



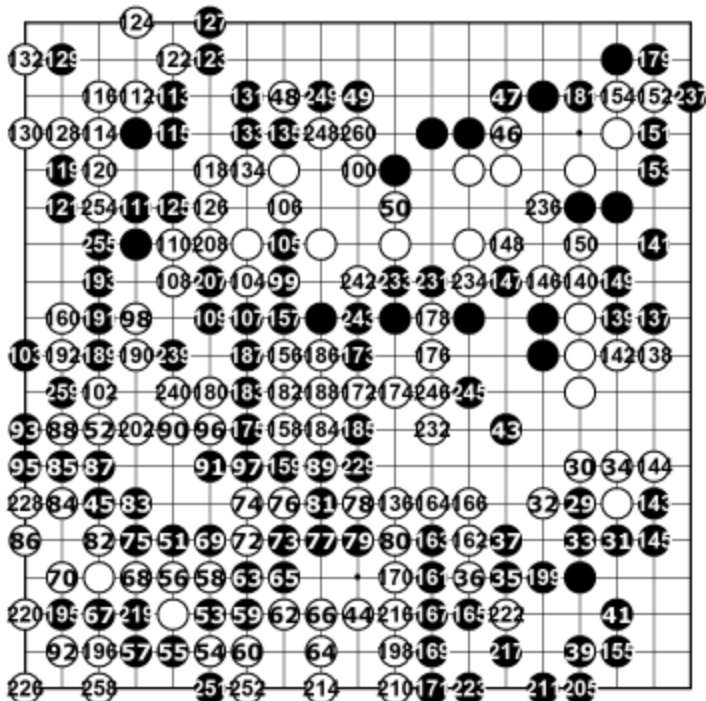
23 White 17 is the vital point, aiming at 'a' and 'b'.



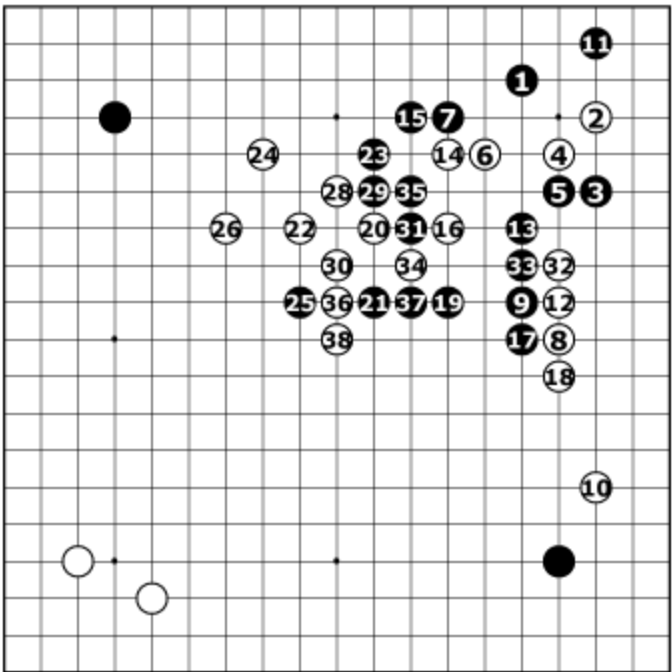
26 The game continued with 'a', but the splitting move of 'b' is possible.



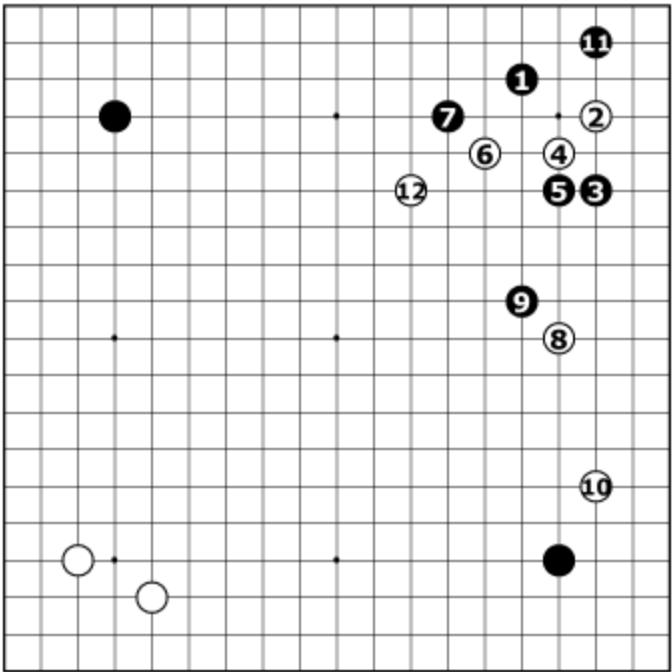
27 Rin Kaiho (w) versus Fujisawa Shuko in game 2 of the 1970 Meijin title. Game continuation.



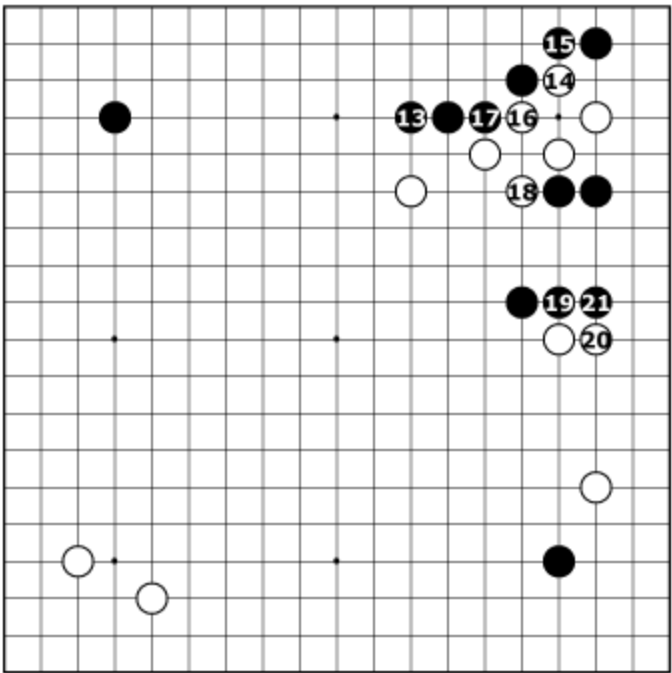
260 White wins by resignation.



38 White 38 gives White good center position, which is a good reason for Black to reserve the splitting move that begins this sequence until later.

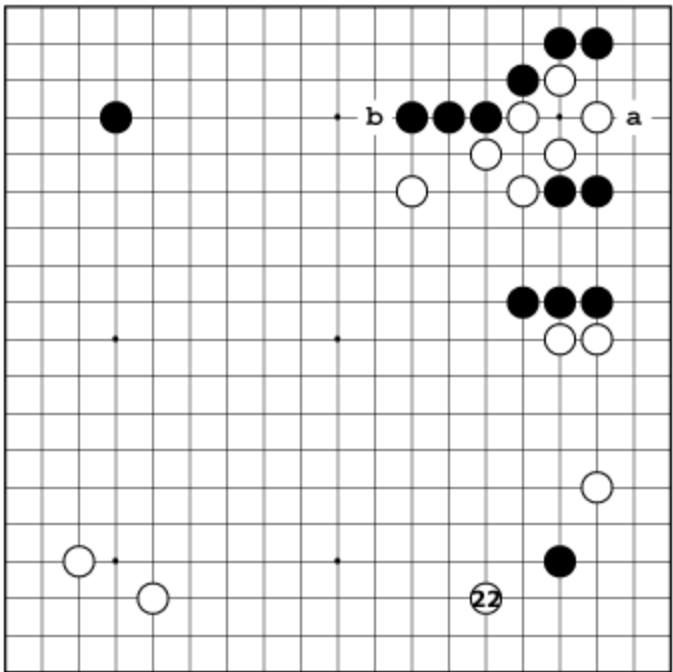


12 Hane (w) versus Takagawa in the 1973 Pro Best Ten title.

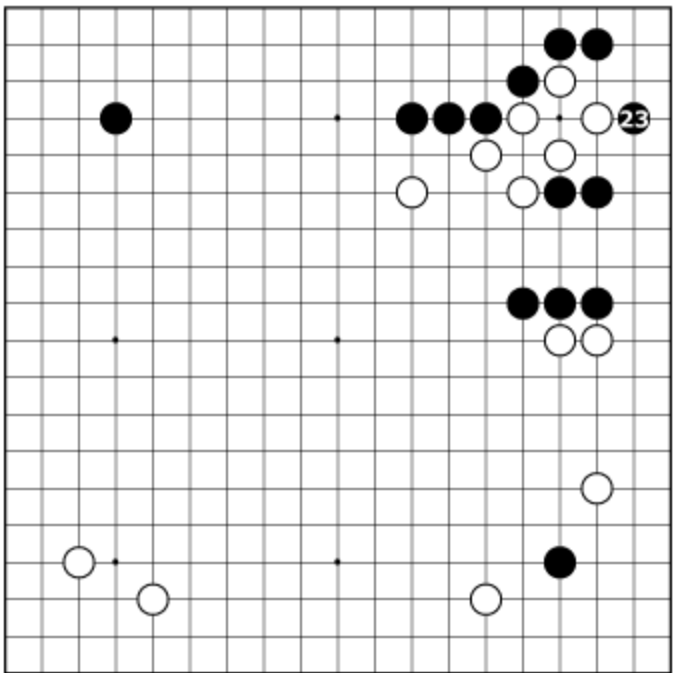


21 White is thin in the upper

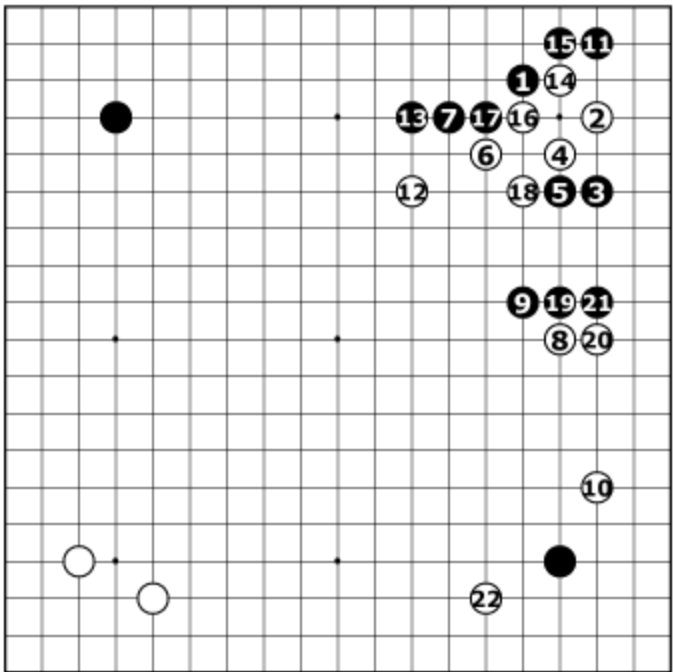
right, but has sente.



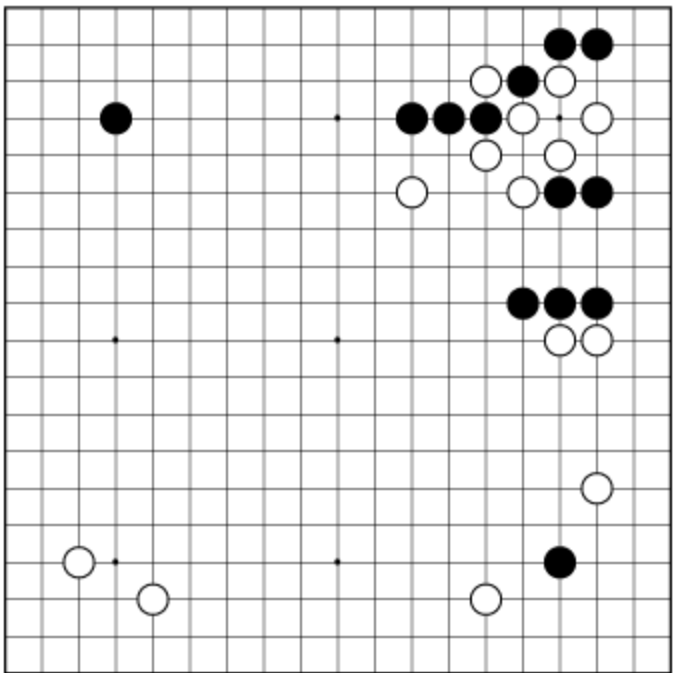
22 Black has a move at 'a', while White can later aim at 'b'.



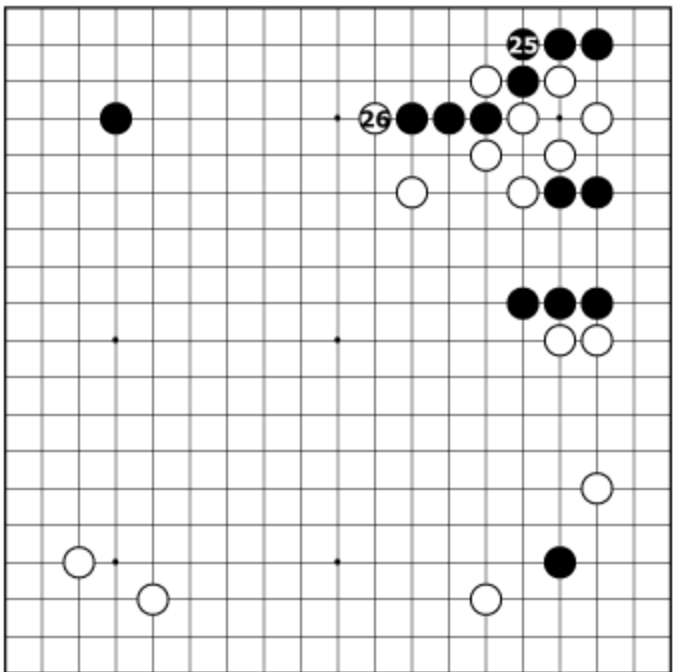
23 White now faces a dilemma: if he tries to prevent Black from connecting, he faces a ko which he cannot afford to lose, owing the his thin shape.



23 Later in the game, if White has secured his shape in the upper right corner...



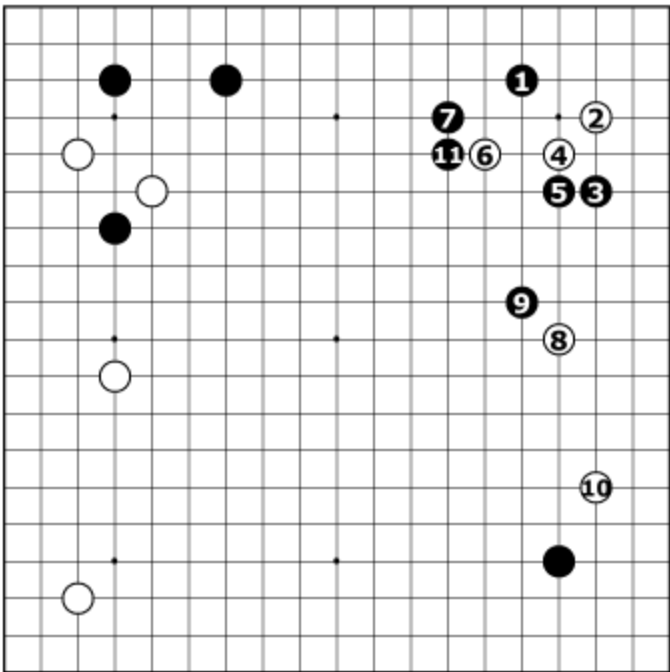
24 ... a setup move.



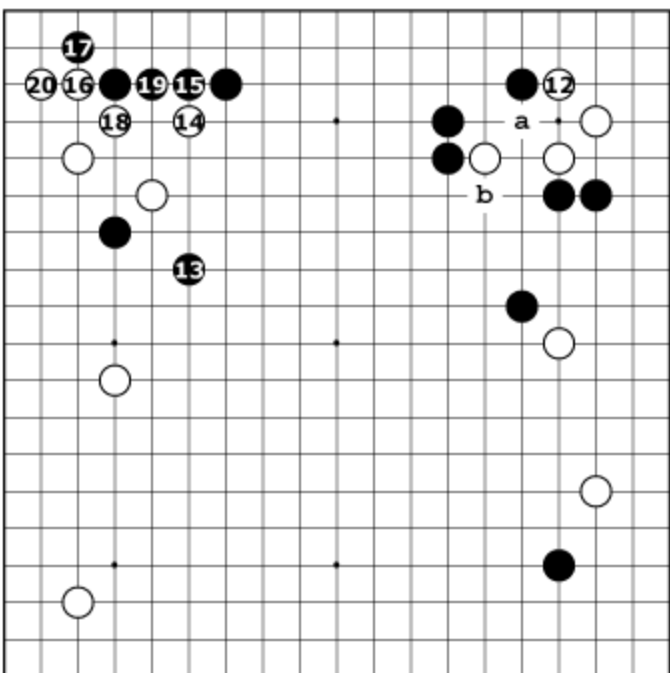
26 White plays a tough forcing move.

This is only possible with a more established shape than shown for White's

stones in the upper right.

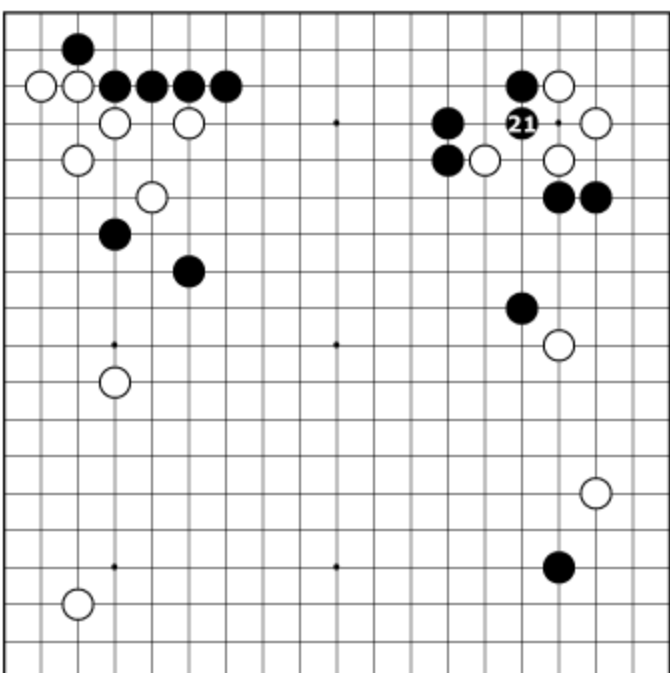


11 Black 11 was played by Ishida Yoshio against Iwata in game 4 of the 1971 Pro Best Ten playoff.

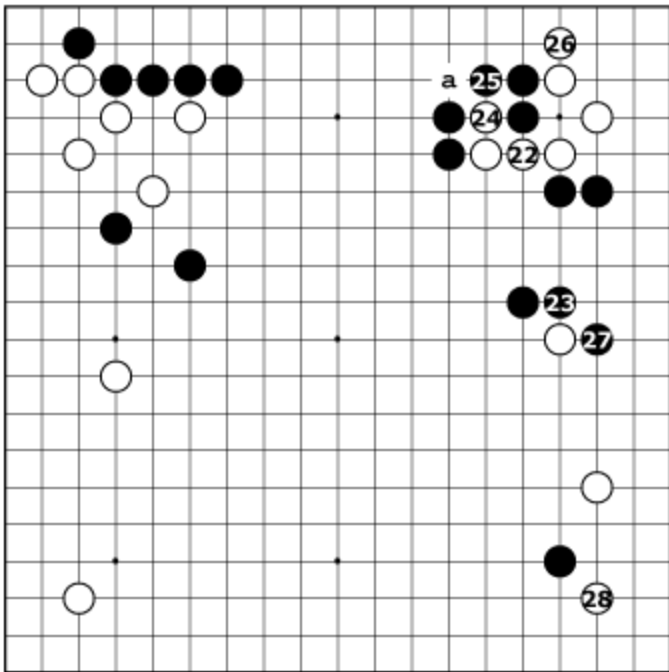


20 Black continued with 'a'.

Blocking at 'b' would have been a mistake.

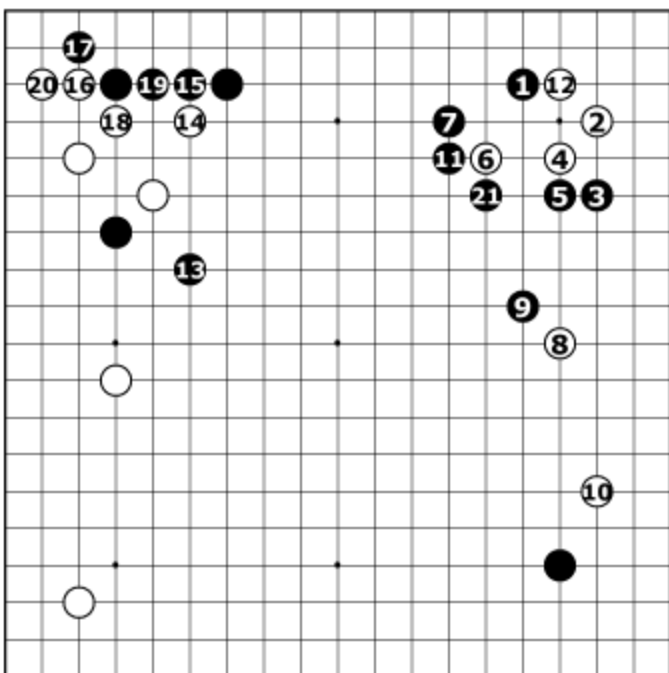


21 Game continuation.

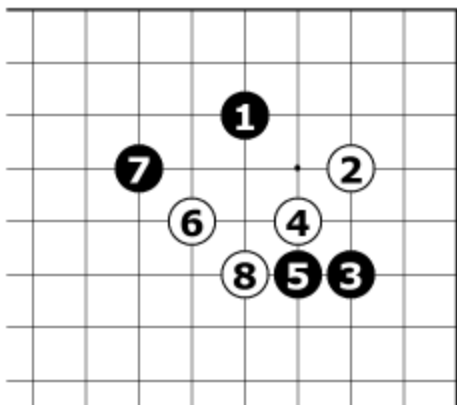


28 White 22 is big.

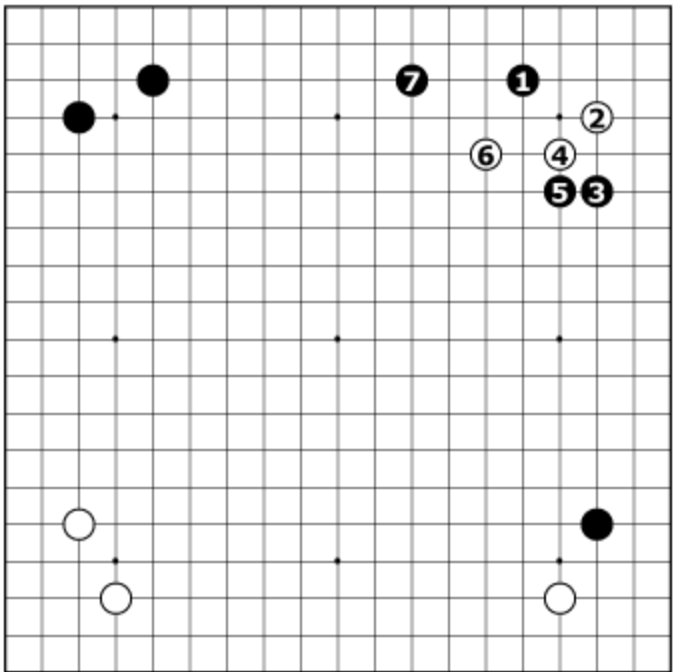
White has left the cut at 'a' for later.



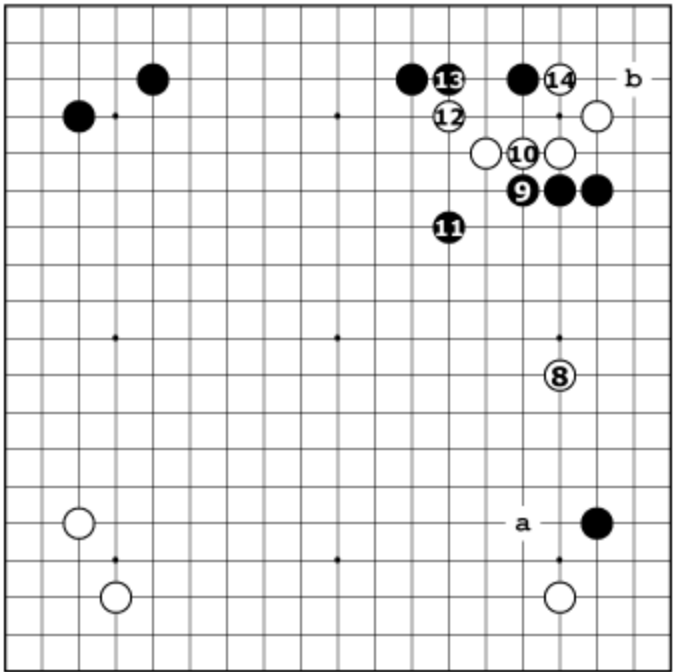
21 Blocking at 21 makes Black overconcentrated in light of White 8.



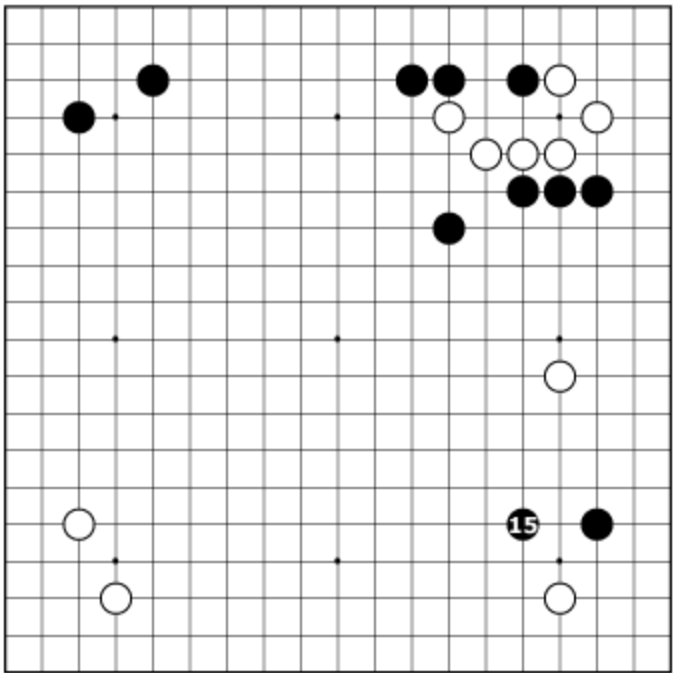
8 White 8 is not recommended.



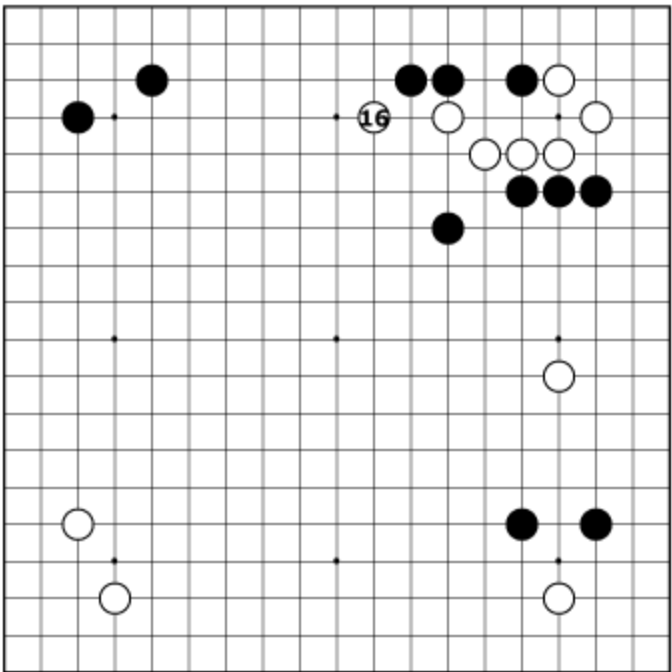
7 Shusaku versus Ota Yuzo in game 17 of what was supposed to be a 30-game title match; 1853-06-05.



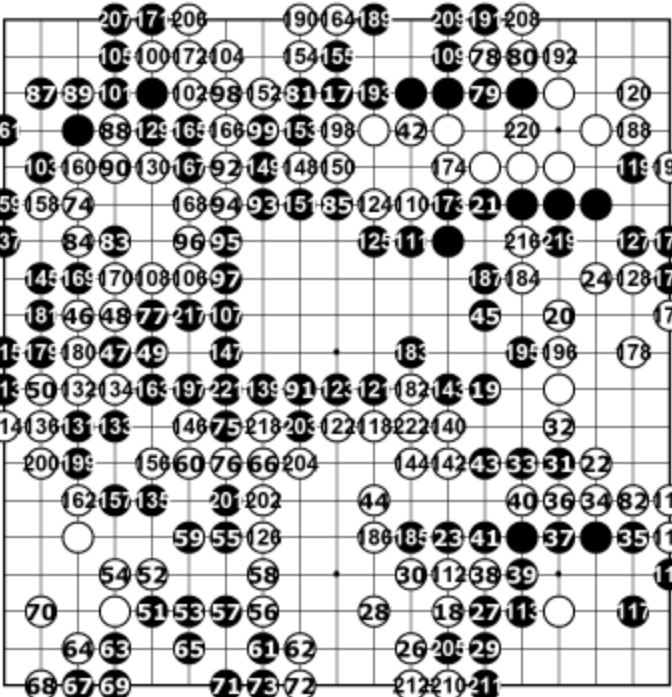
14 Black continued with 'a', but should have played the placement of 'b' first.



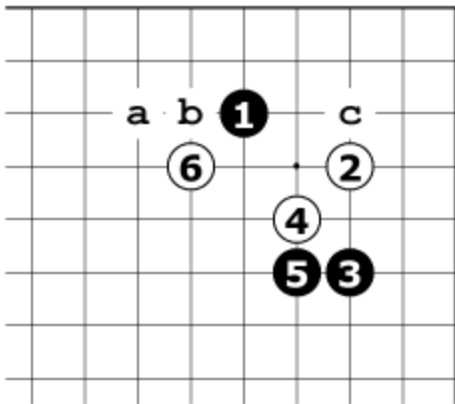
15 The actual game continuation.



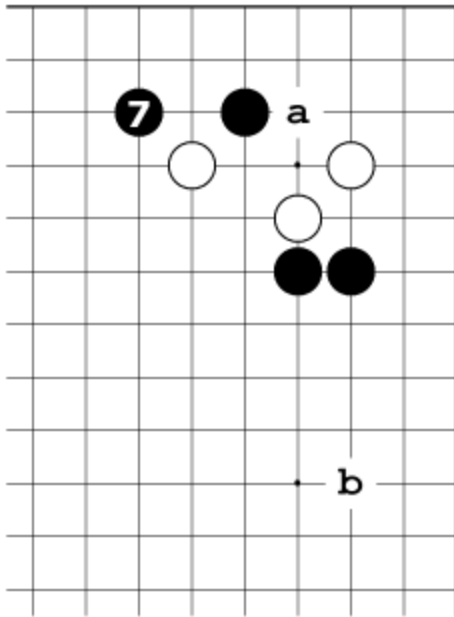
16 Because Black failed to play in the corner, White gets the forcing move of 16.



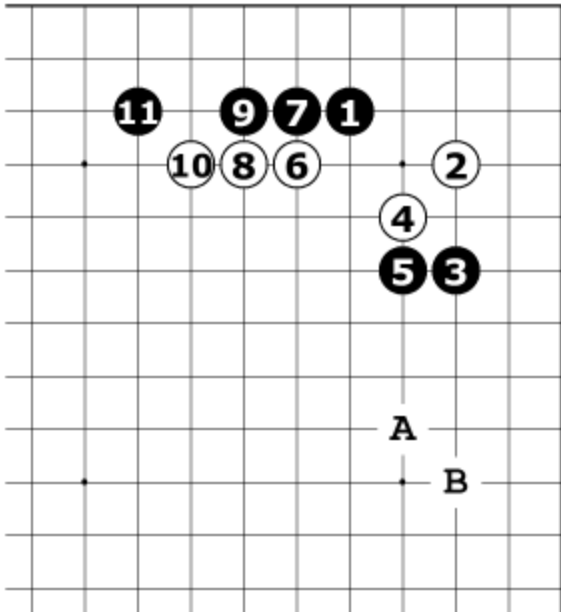
222 White wins by 3.



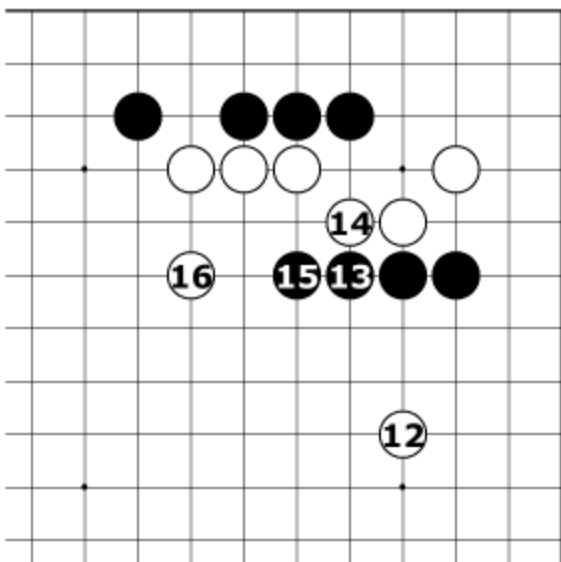
6 Black continues with 'a' or 'b *'. Black 'c' is not recommended.



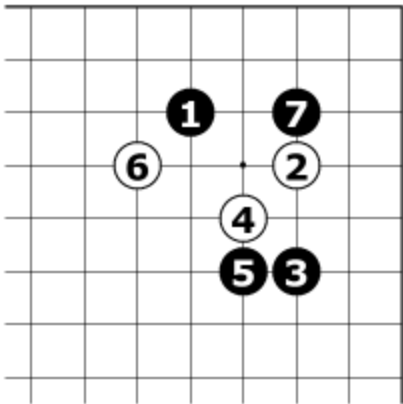
7 White continues with 'a' or 'b'.



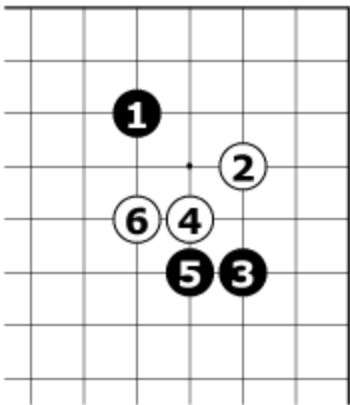
11 'A *' or 'B'.



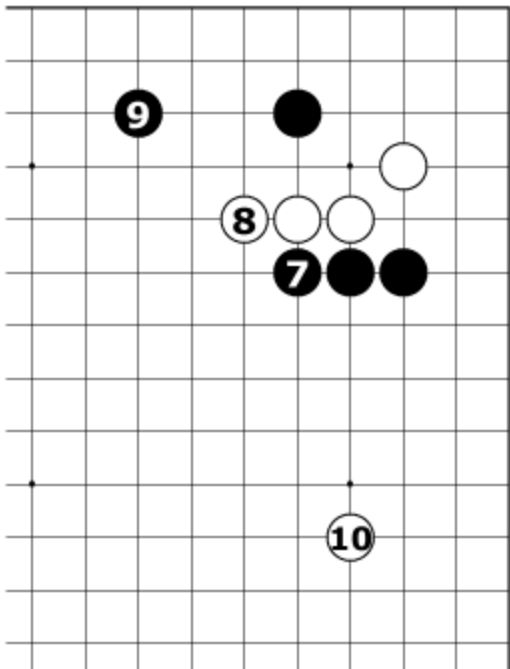
16 * GOOD VARIATION *



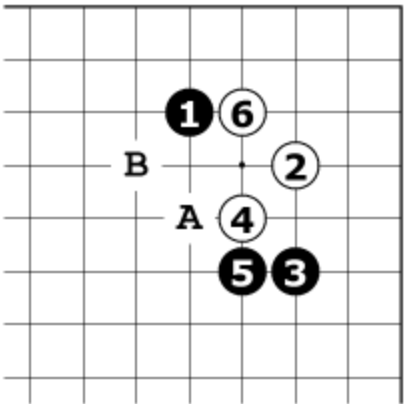
7 Black 7 is too territory oriented in emphasizing the corner.



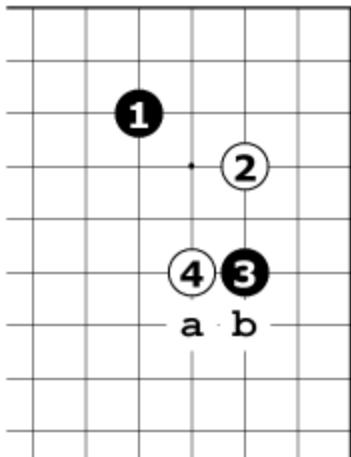
6 White 6 was played by Fujisawa Shuko against Yoshio Ishida in the 1974 Meijin league. The game continuation follows.



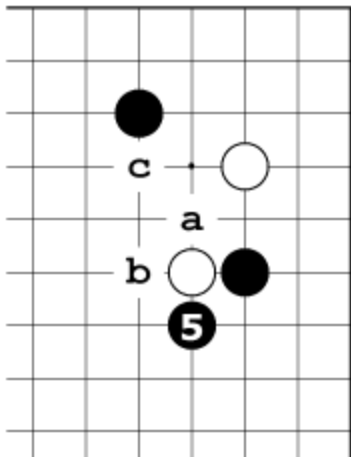
11 Black plays elsewhere.



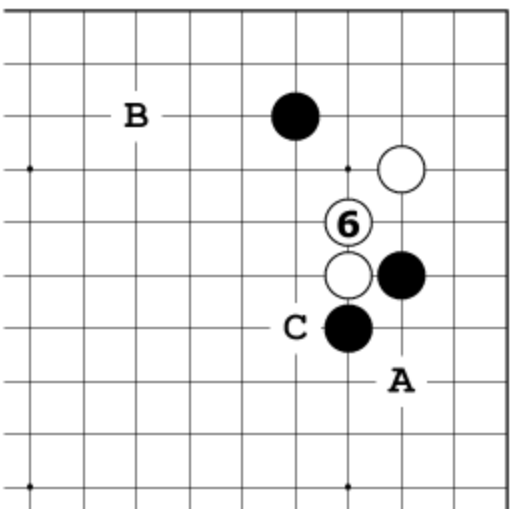
6 'A' or 'B'.



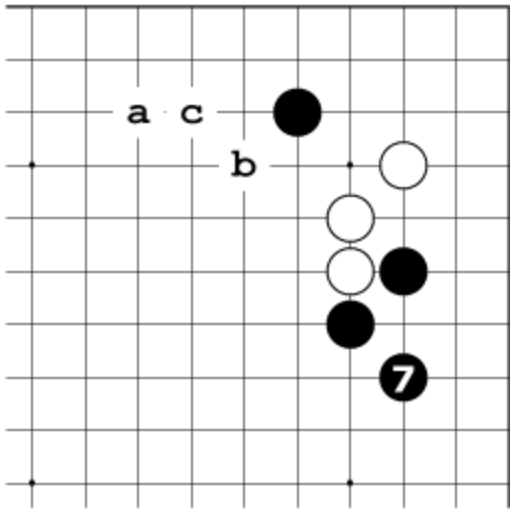
4 Black continues with 'a *'. Black 'b' is playable, but not so good by itself.



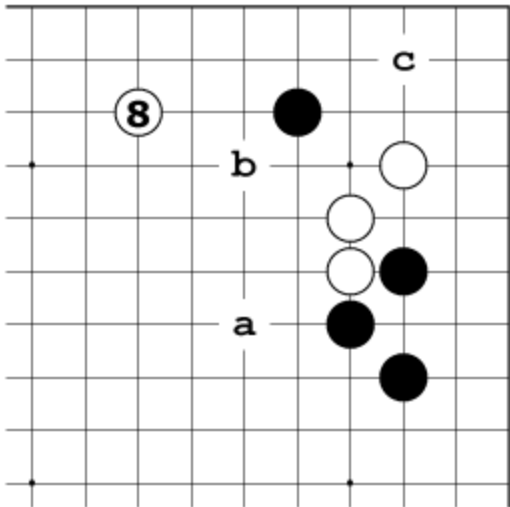
5 White continues with 'a *', 'b *' or 'c'.



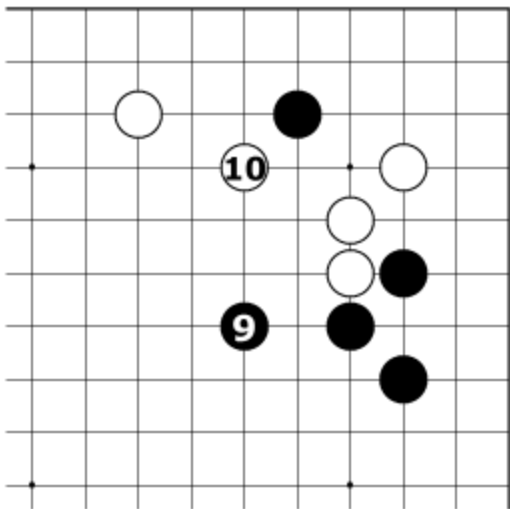
6 'A *', 'B' or 'C'.



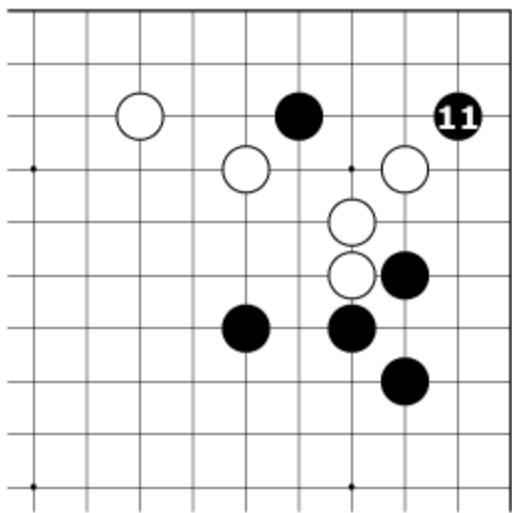
7 White continues with 'a *' or 'b'. 'c' is a mistake.



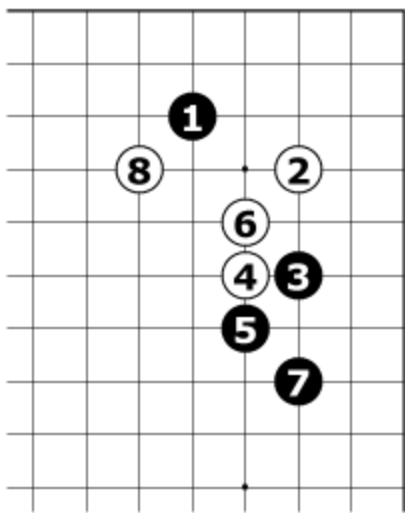
8 Black continues with 'a *' or 'b'. Black 'c' is not recommended.



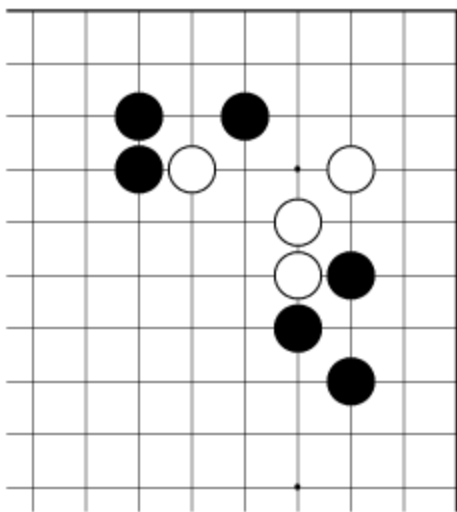
10 * GOOD VARIATION *



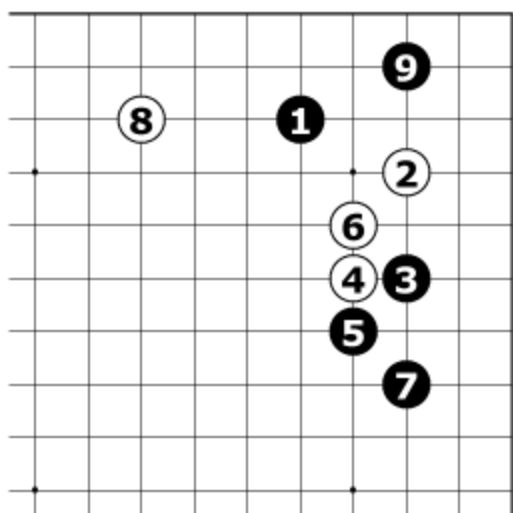
11 This is Black's continuation from the joseki.



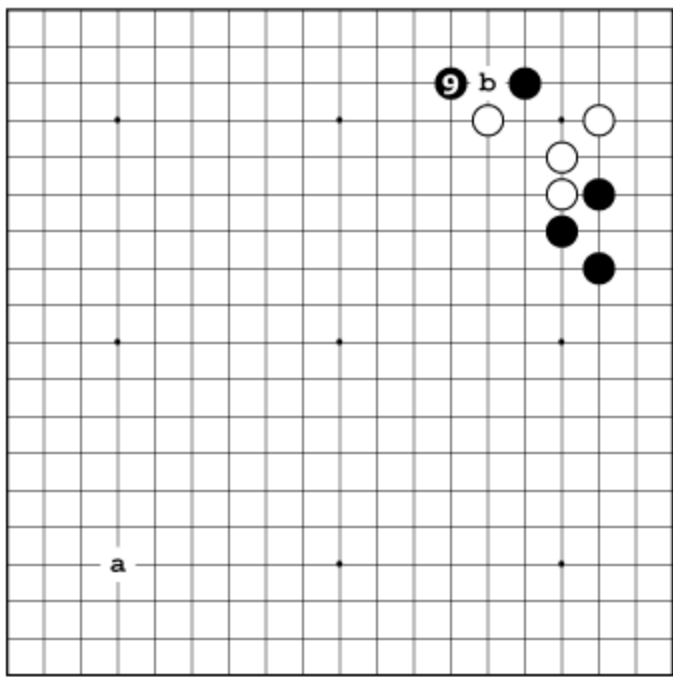
8 If White wants to play a good point elsewhere, he can take sente with White 8. The idea is to switch elsewhere, answering Black lightly if he plays locally.



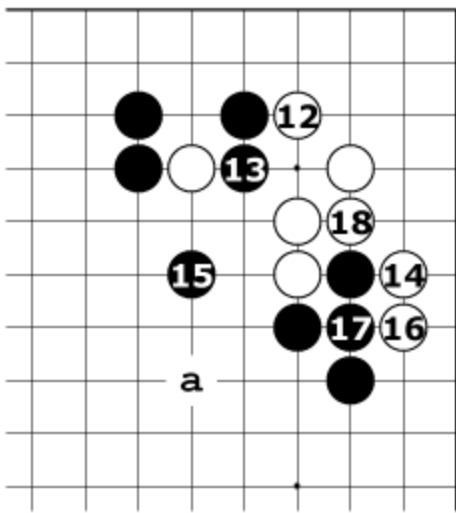
11 Black's continuation when White plays elsewhere.



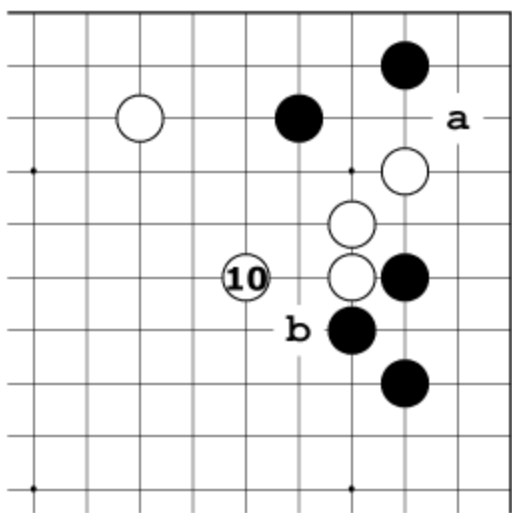
9 Black 'c' is not recommended.



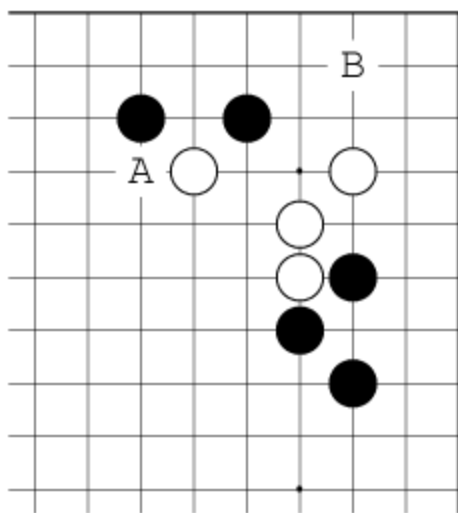
9 White may play elsewhere ('a'), or make Black overconcentrated while getting good shape ('b').



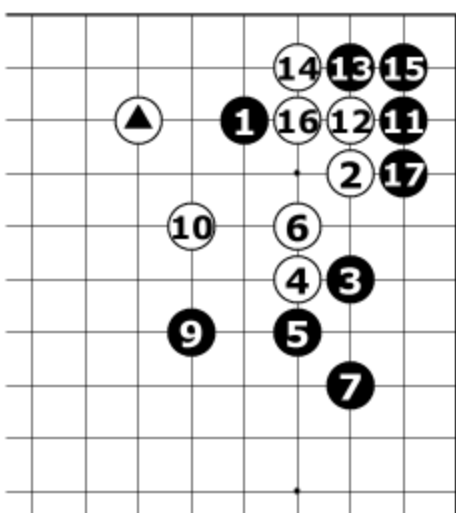
18 Black 'a' rounds off Black's shape, but may not be necessary.



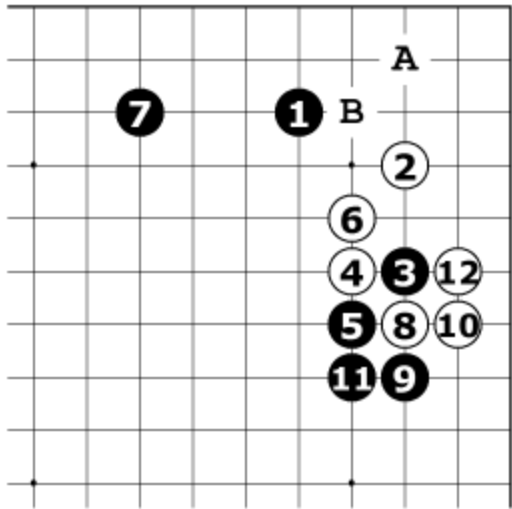
10 Black continues with 'a'. Black 'b' and Black lives in the corner in gote.



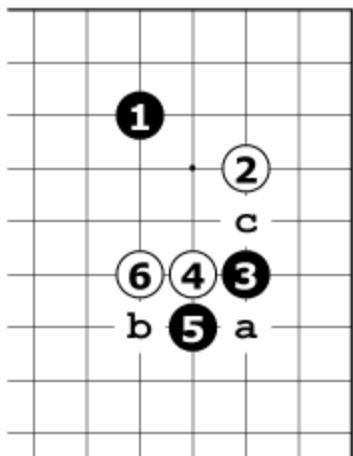
10 White plays elsewhere. 'A' surrounds a living White group. 'B' makes a low living Black position to hunt White.



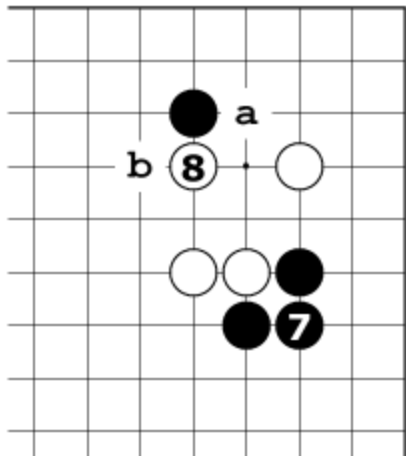
17 Now, the triangled White stone is one line too narrow.



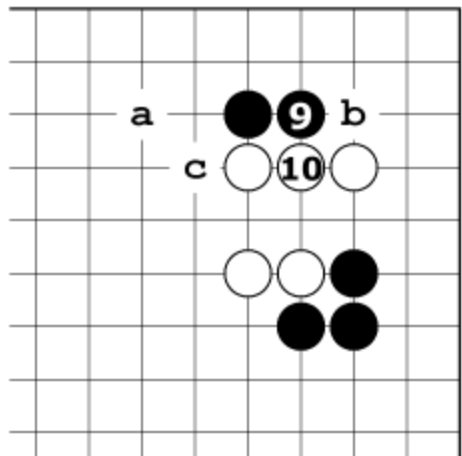
⑫ Later continuations are Black A or White B.



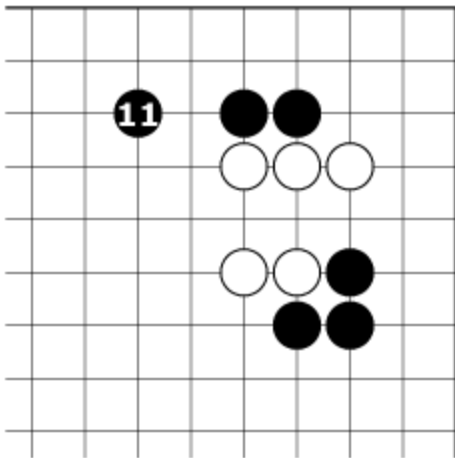
⑥ Black continues with 'a *' to 'c *'.



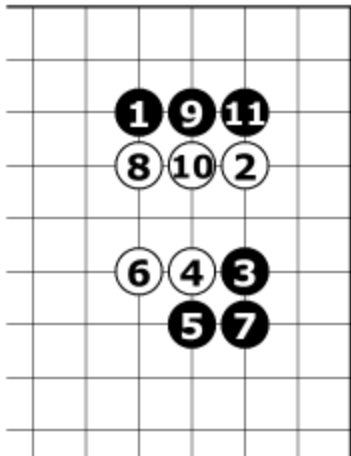
⑧ Black continues with 'a *'. Black 'b' is not recommended.



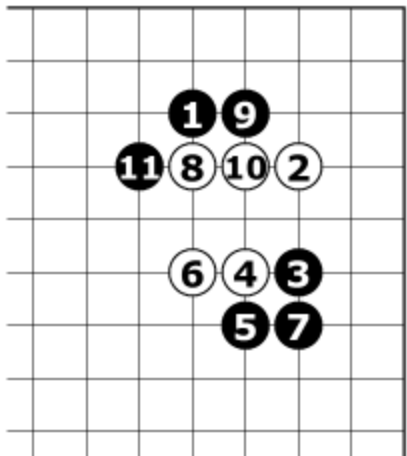
⑩ Black continues with 'a *'. Black 'b' and 'c' are not recommended.



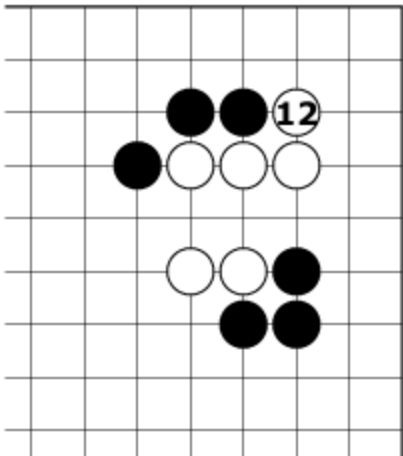
⑪ * GOOD VARIATION *



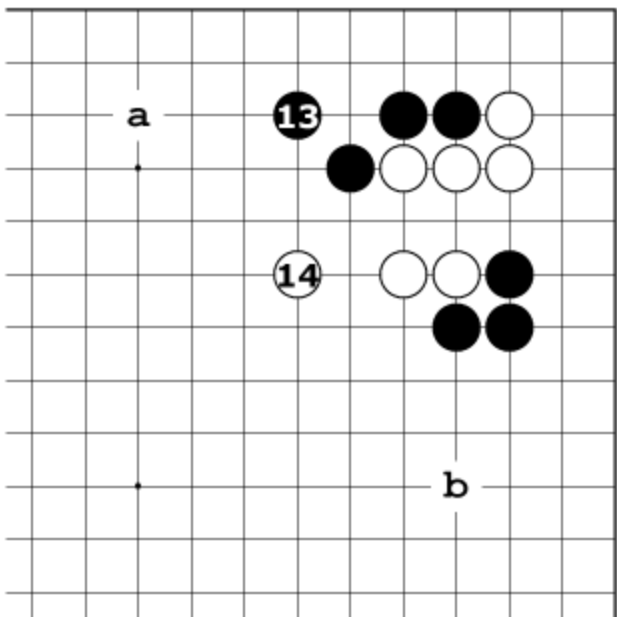
⑪ Black 11 is not recommended. White gets superior thickness.



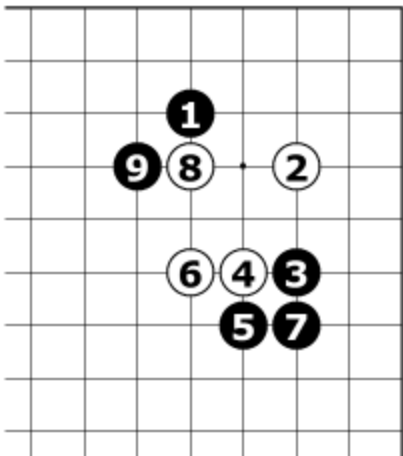
⑪ Black 11 is pointless, as White already has a solid position.



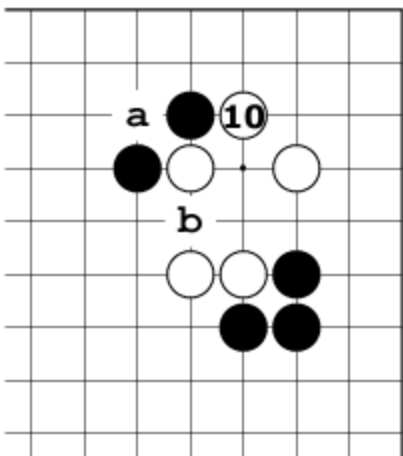
⑫ Letting White play 12 in sente is a loss for Black.



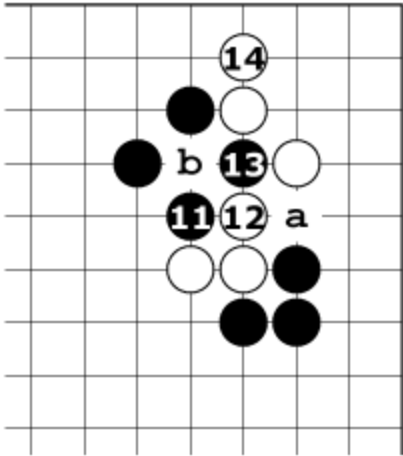
⑭ White 14 makes sente of 'a' and 'b'.



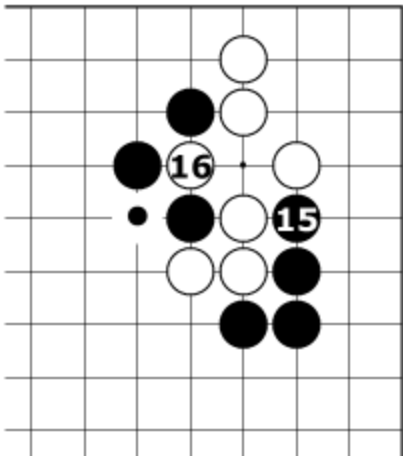
⑨ Black 9 is not recommended.



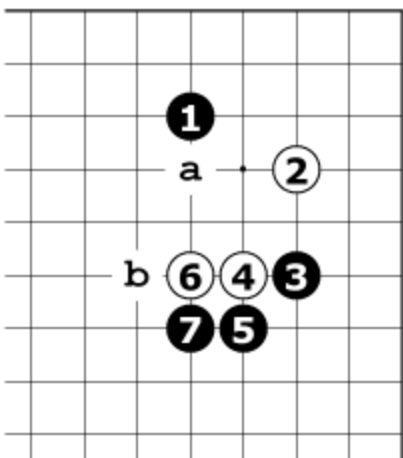
10 Black continues at 'a'. Black 'b' is not recommended.



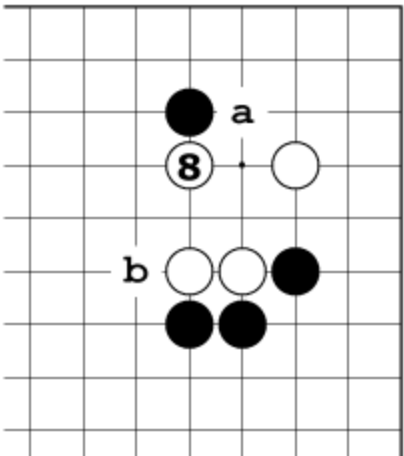
14 Black continues with 'a' or 'b'; neither is appealing.



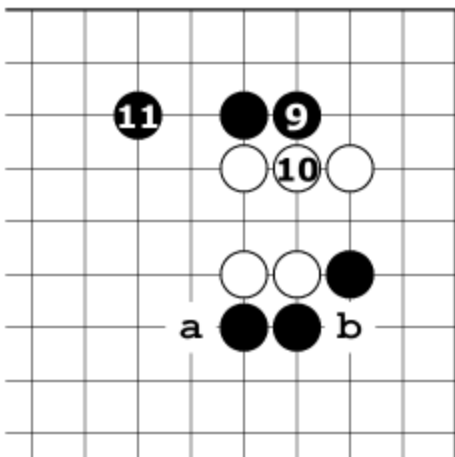
16 Black will have to have a very big ko threat for White not to take Black 11 (the marked location).



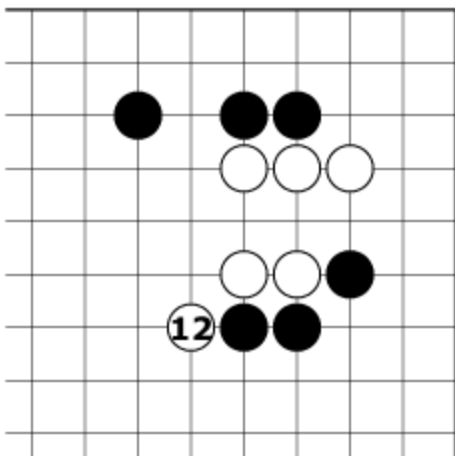
7 White continues with 'a'. White 'b' is a mistake.



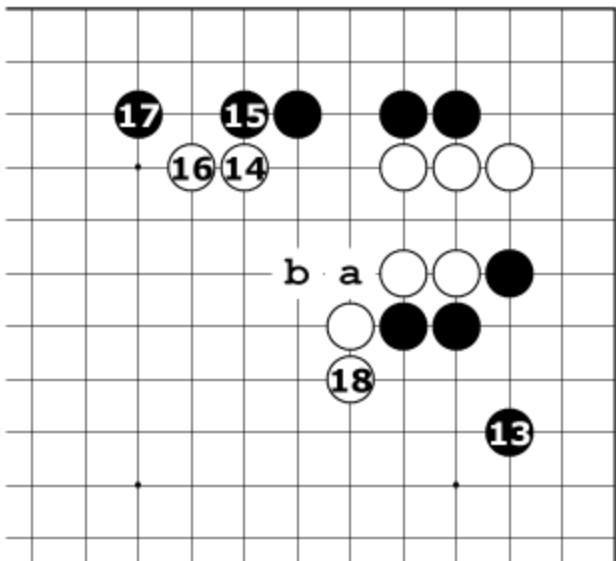
8 Black continues with 'a'. Black 'b' is an overplay.



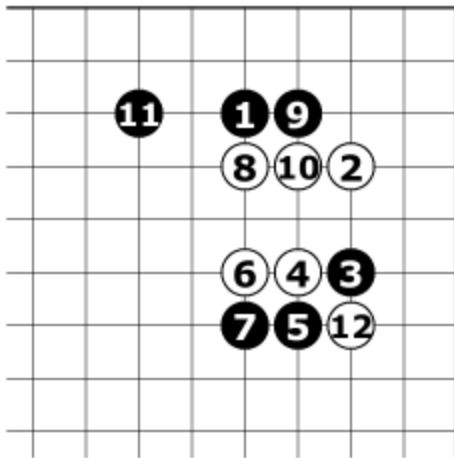
11 White continues with the hane at 'a'. The cut at 'b' is a mistake.



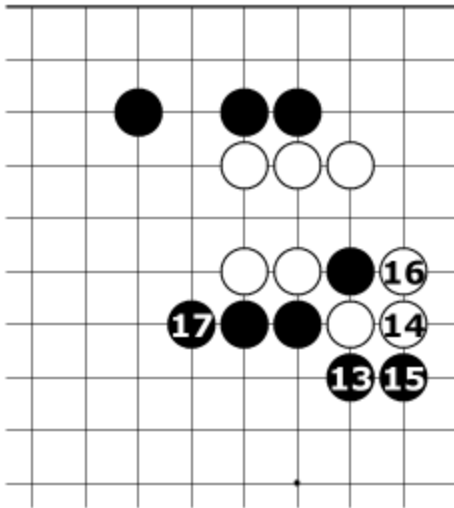
12 White 12 is the crucial point for both sides.



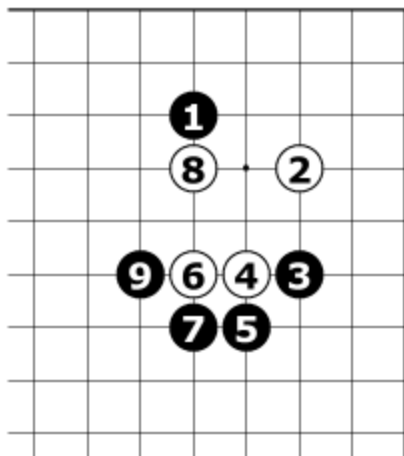
18 If Black 'a', White 'b'.



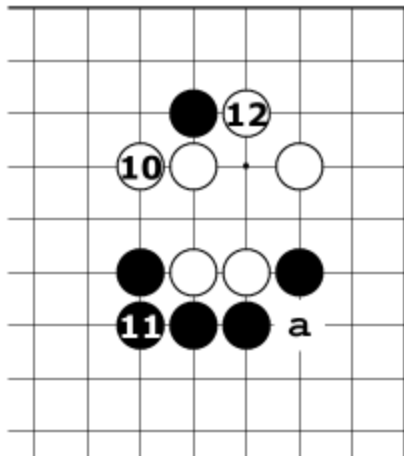
12 White 12 is a mistake.



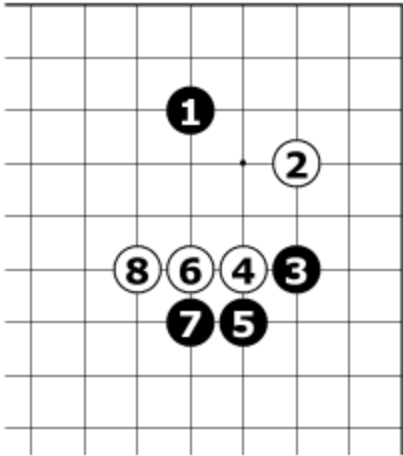
17 Black takes the crucial point.



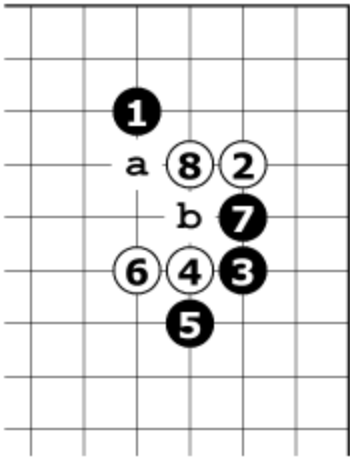
9 Black 9 is an overplay that gives White a big corner.



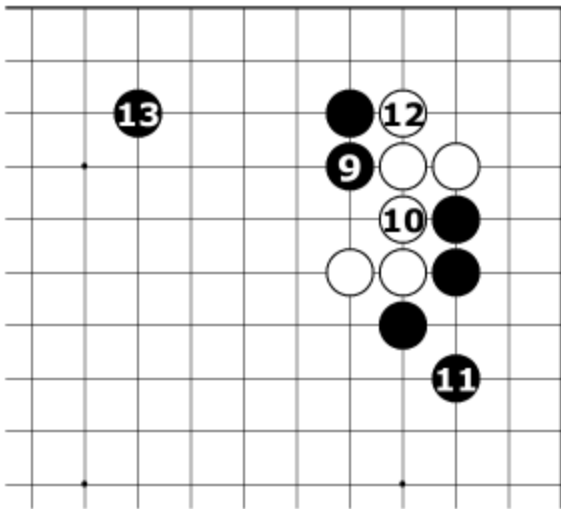
12 The cut at 'a' is still an issue.



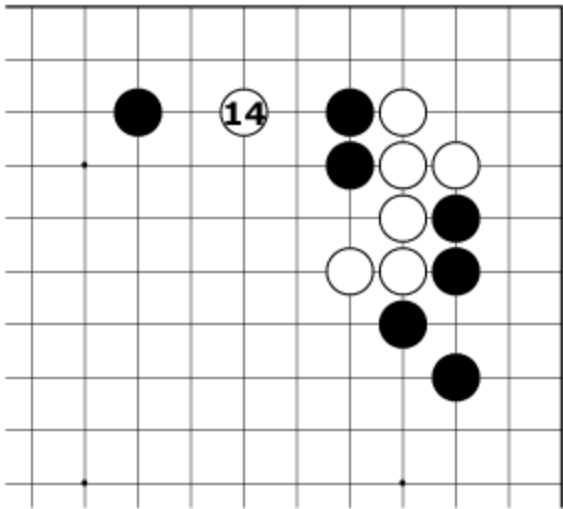
8 White 8 is a mistake.



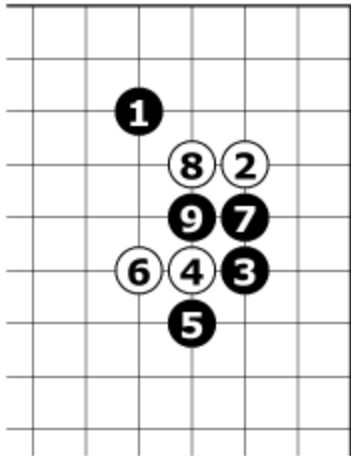
8 Black continues with 'a *'. Black 'b' is a mistake.



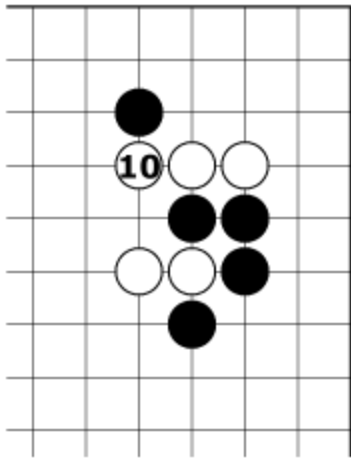
13 * GOOD VARIATION *
The joseki ends.



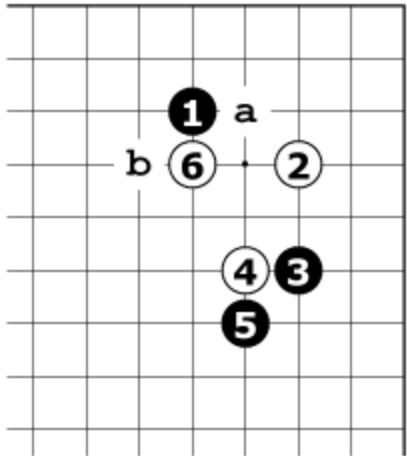
14 This is not much help for White now.



9 Black 9 is a mistake.

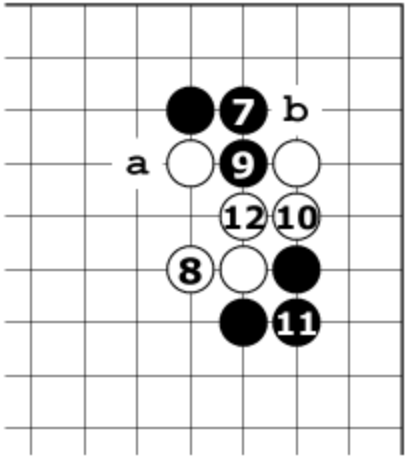


10 White easily gets superior territory by sacrificing the two stones.

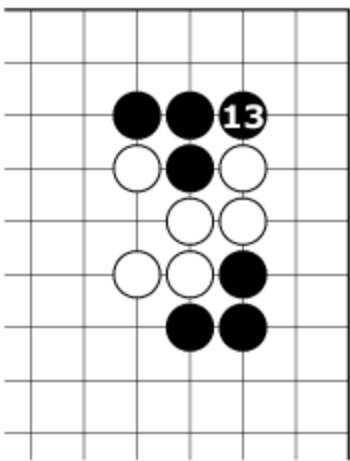


6 White 6 is a light way of

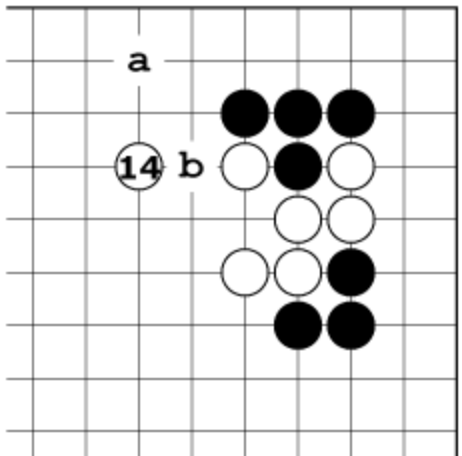
playing.
Black continues with 'a' or 'b'.



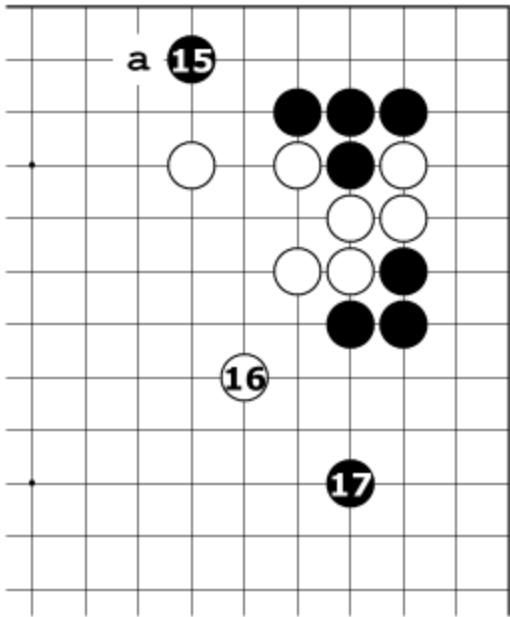
12 Black continues with 'a'. Black 'b' is not recommended.



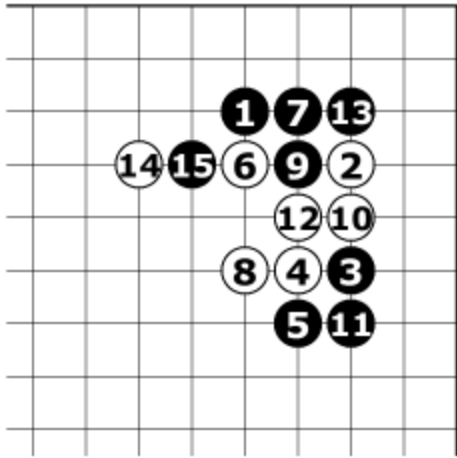
13 Black 13 is not recommended.



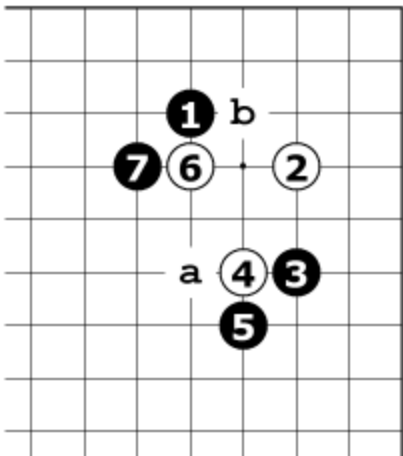
14 Black continues with 'a'. Black 'b' is not recommended.



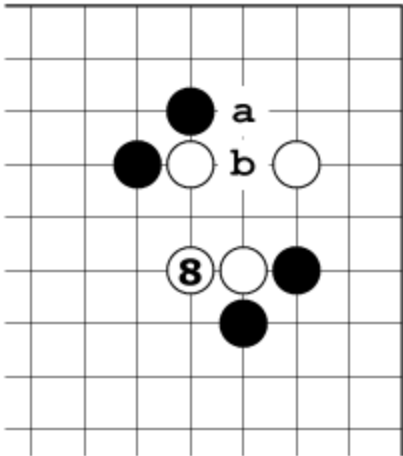
17 White 'a' is a severe follow-up move.



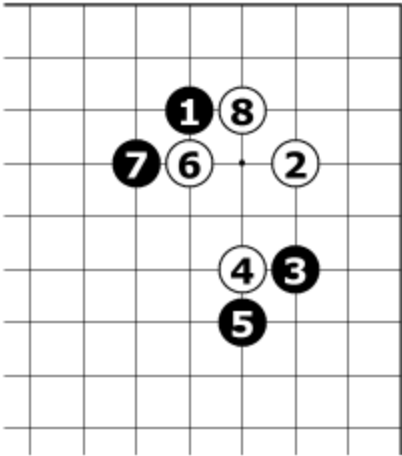
15 Black 15 is not recommended.



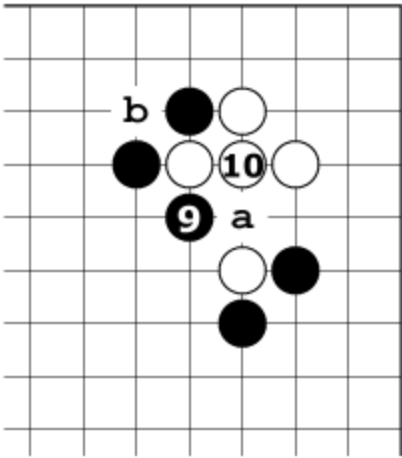
7 White continues with 'a'. White 'b' is a mistake.



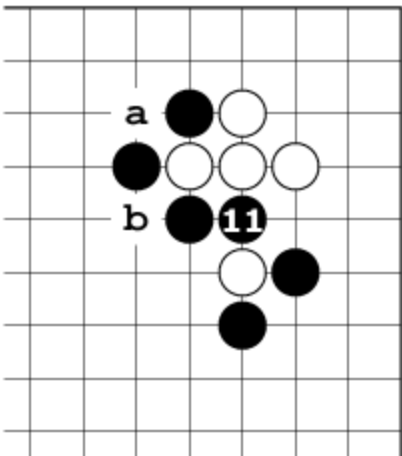
8 Black continues with 'a' or 'b'.



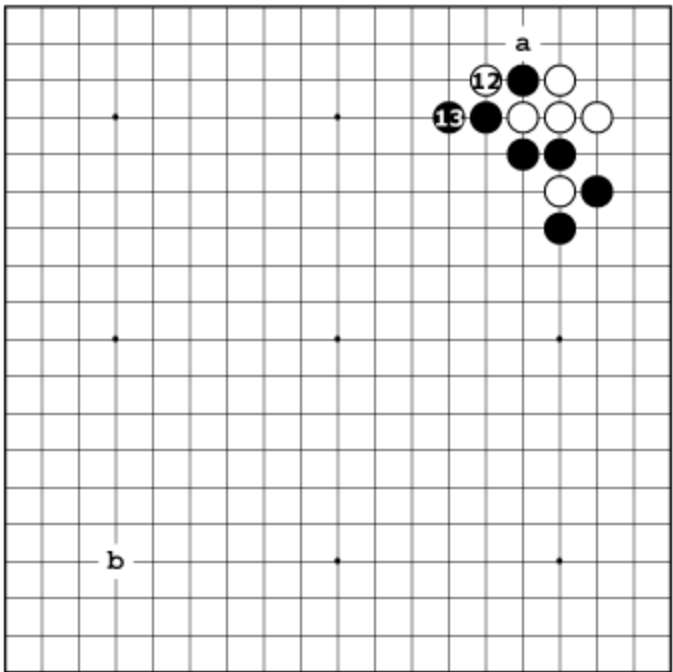
8 White 8 is a mistake.



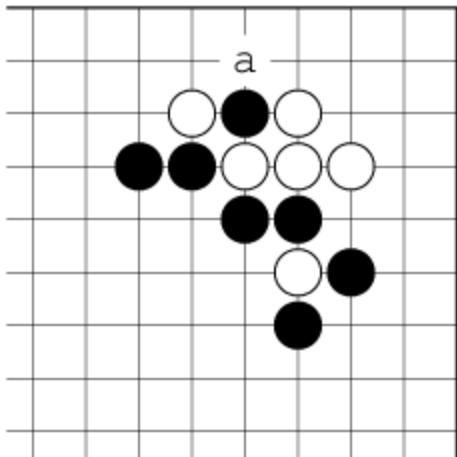
10 Black continues with 'a'. Black 'b' is a mistake.



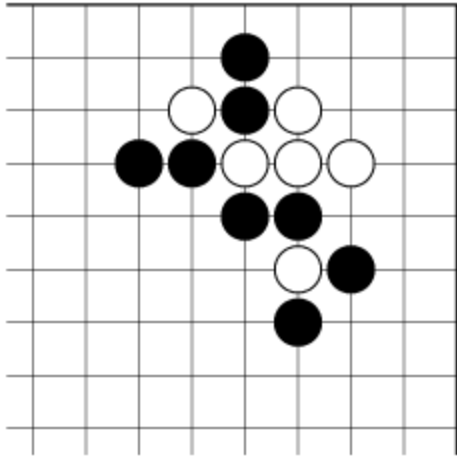
11 White continues with 'a'. White 'b' is unreasonable.



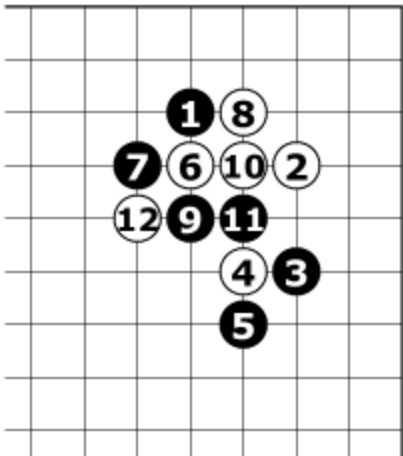
13 White takes at 'a'. Not taking the stone ('b') is a mistake.



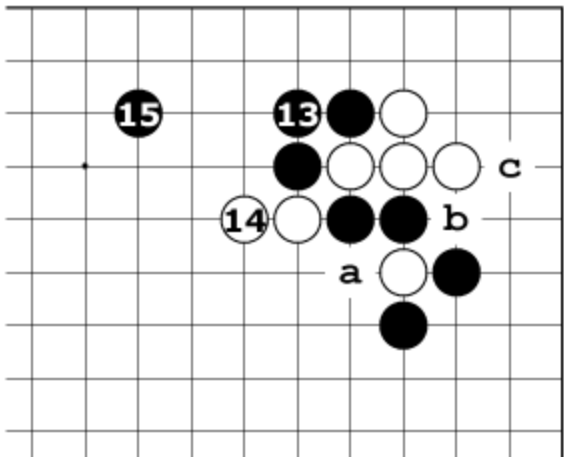
14 White fails to take at 'a'.



15 Black aims to sacrifice the two stones to get thickness by squeezing White.

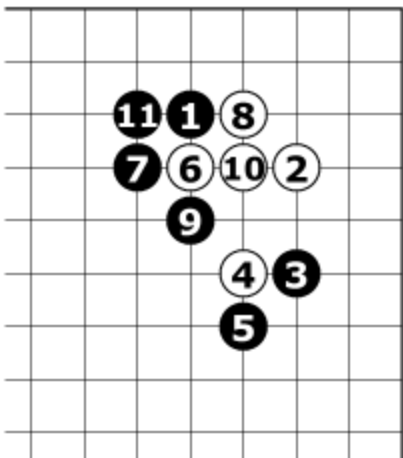


12 White 12 is a mistake.

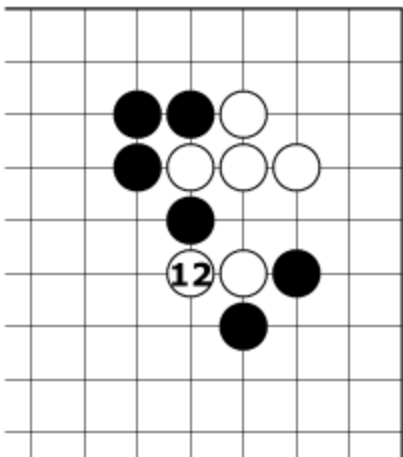


15 White does not have a good follow-up.

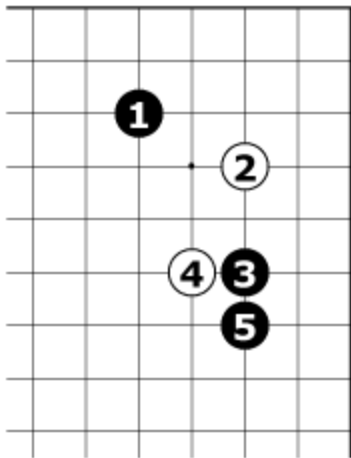
White would like to play 'a', causing Black 'b', which threatens Black playing 'c'; that would be a disaster.



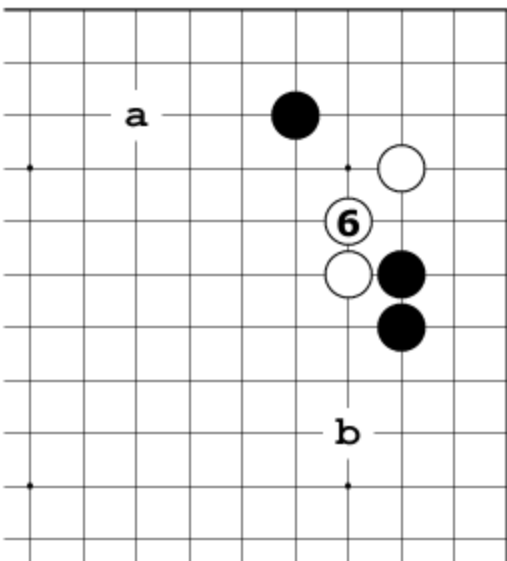
11 Black 11 is a mistake.



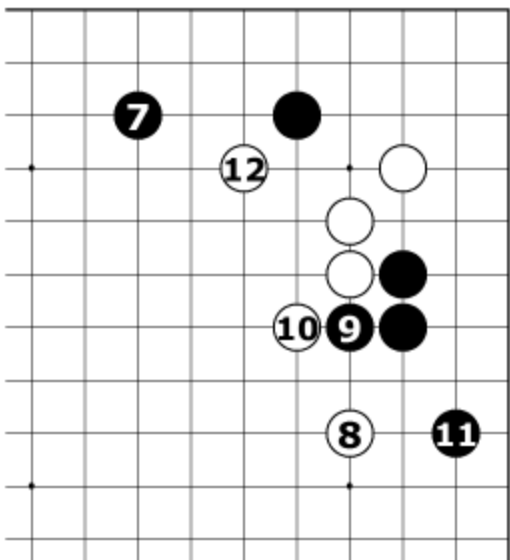
12 White splits Black in two.



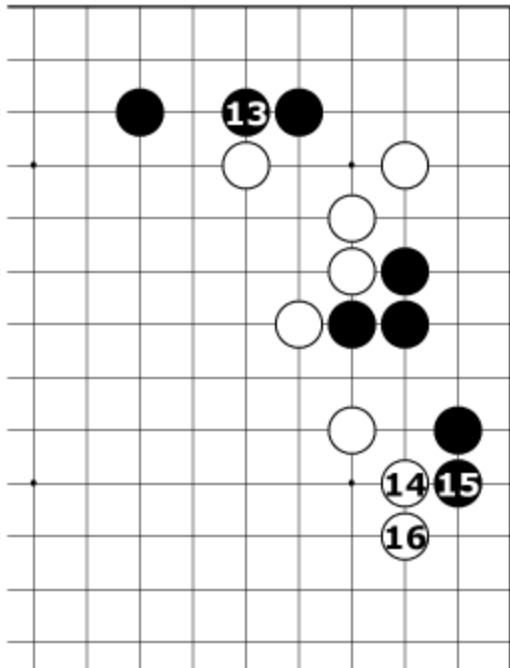
5 The idea behind Black 5 is not to give White momentum, but the move does little for Black either.



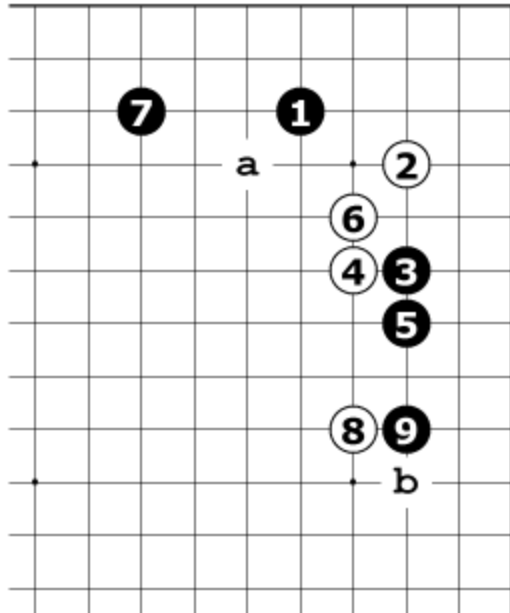
6 'a' and 'b' are miai.



12 A sente forcing move by White.

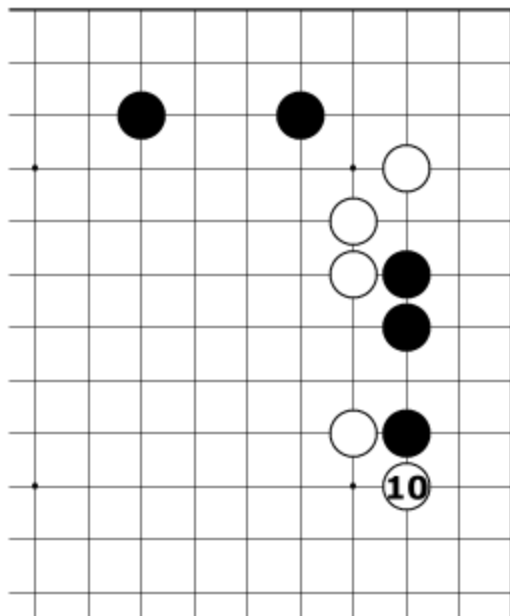


16 Black has a low position on the right.

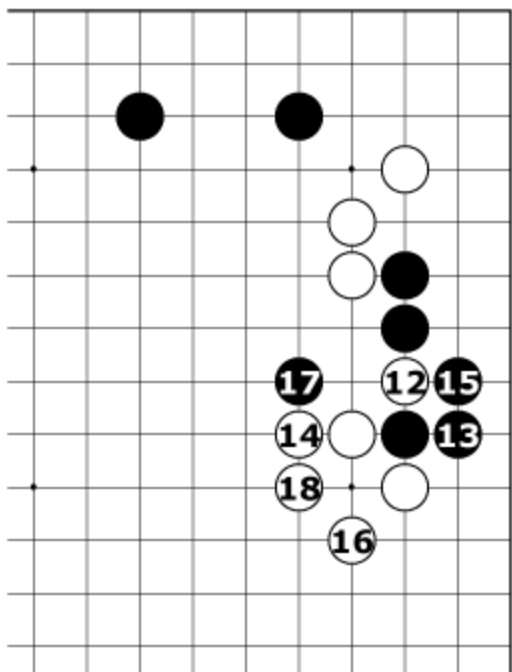


9 Black can play 9 with a favorable ladder.

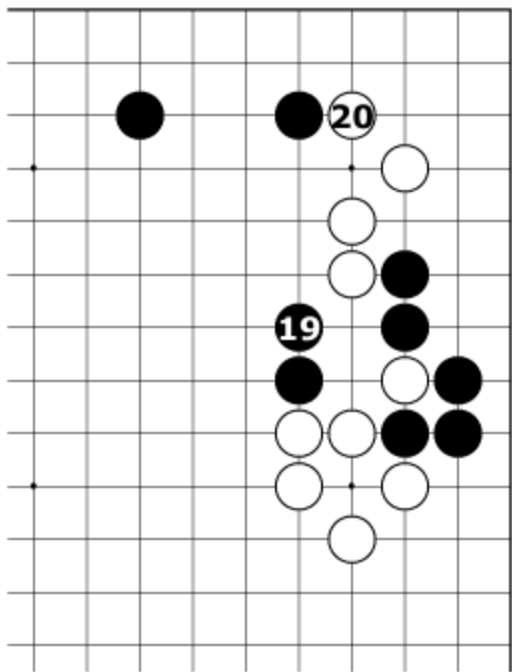
White continues with 'a' if the ladder is unfavorable to White, or 'b' if the ladder is favorable.



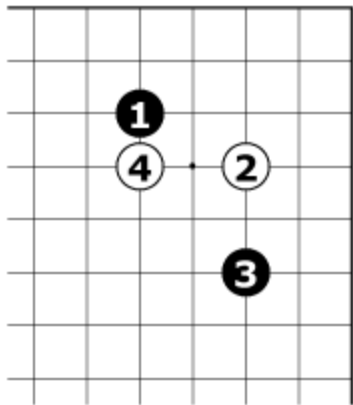
10 White must have the ladder to play this way.



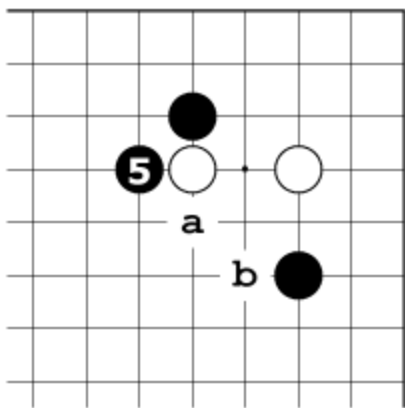
18 The ponnuki is excellent shape for White.



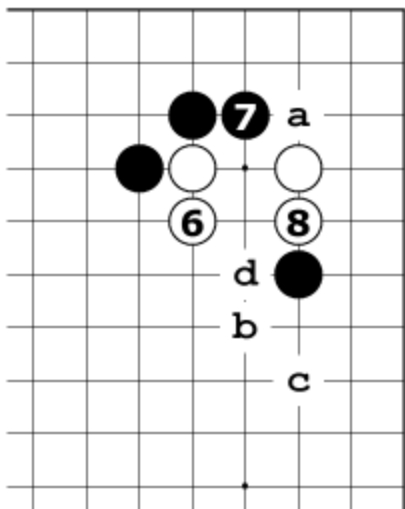
20 White secures the corner in sente.



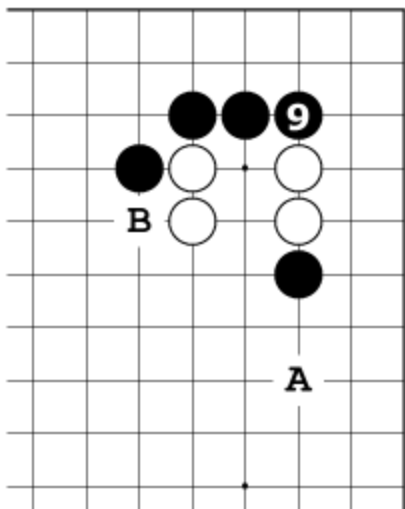
4 White 4 is a simple move that gives a less satisfactory result than variations 'a' and 'b'.



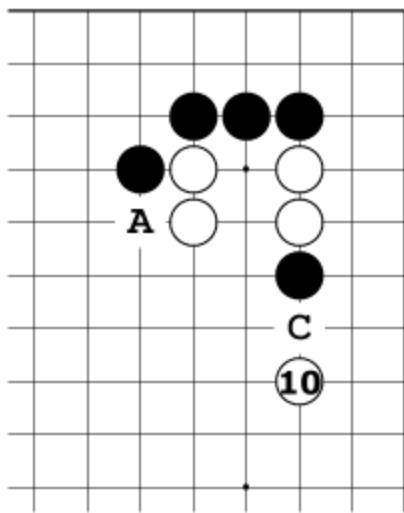
5 White continues with 'a' or 'b'.



8 Black continues with 'a' if he doesn't bother about the right side. 'b' is the traditional move to develop the right side. 'c' is an alternative to 'b' in virtue of better shape and a trick move. Black 'd' is mistake.

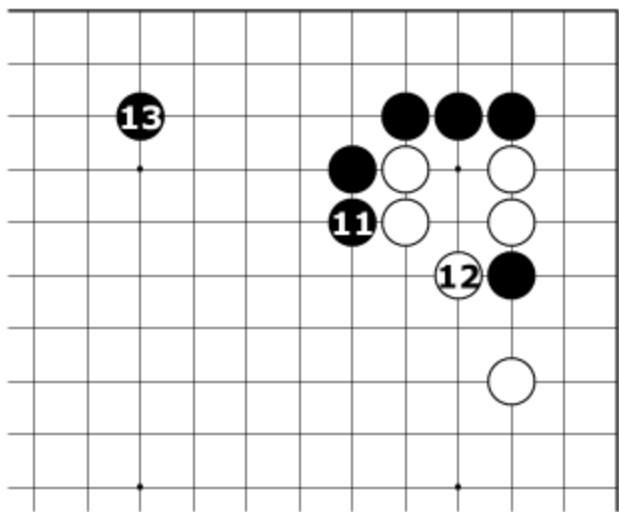


9 'A' is joseki. 'B' is possible, if White is strong in the lower right.

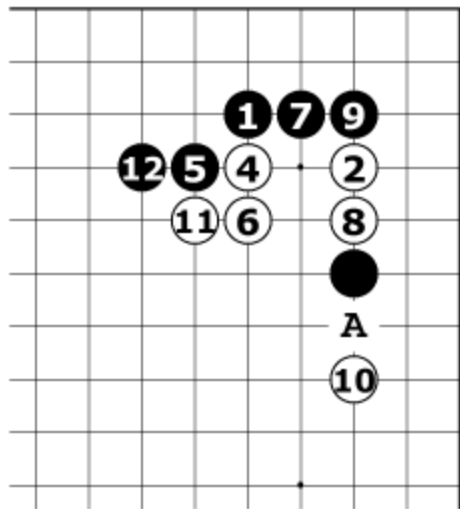


10 * GOOD VARIATION *

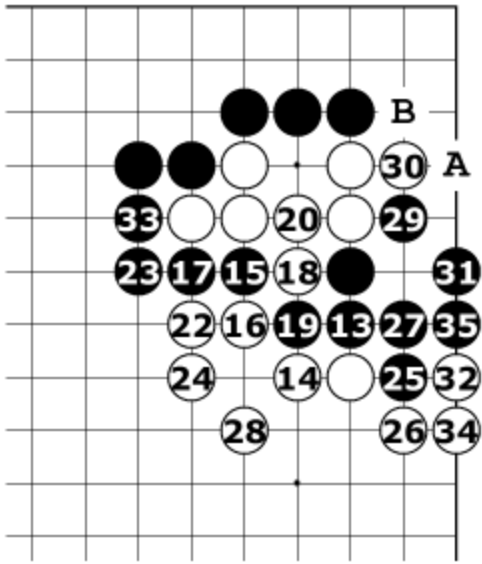
Now 'A' is a big sente move for both sides. Another continuation for Black is 'C'.



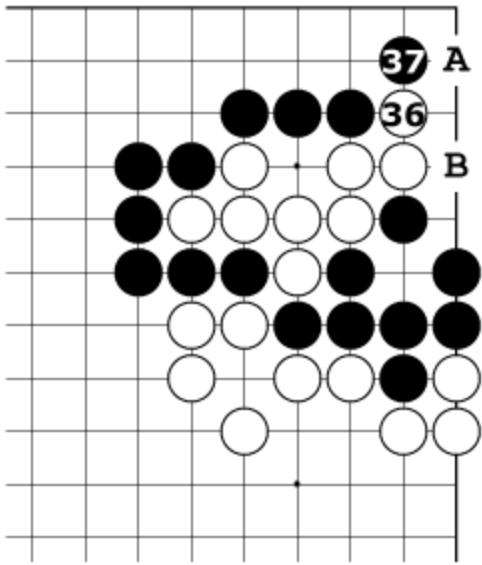
13 Eight points for White have been solidified, but Black has gained more points.



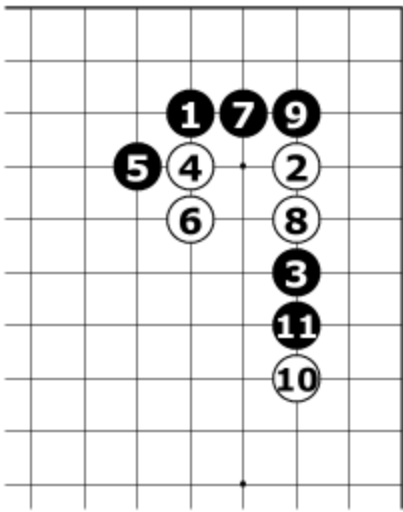
12 White prevented a big Black sente move and capture Black 3, who cannot escape on A now, although his aji may used more indirectly.



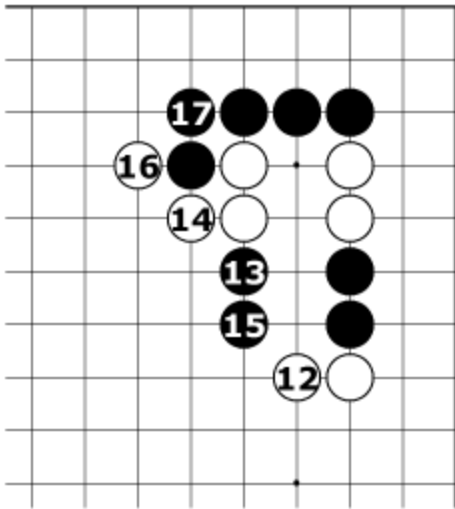
35 'A' is correct, 'B' is wrong.



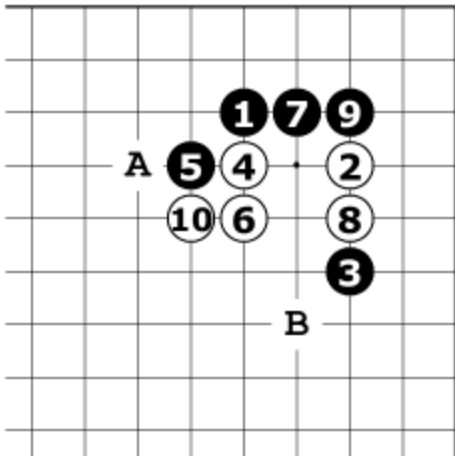
37 'A' is ko, 'B' is a failure.



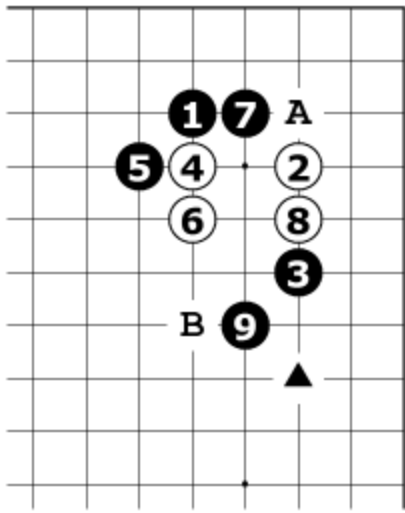
11 Black must consider carefully before setting this sequence in motion.



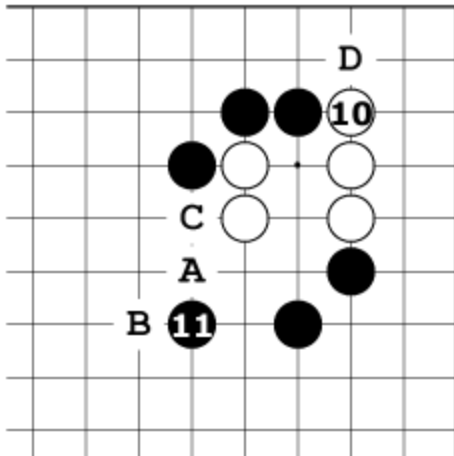
17 Black having to connect this way is painful. This is the cost of activating Black 3 without further play by Black at top.



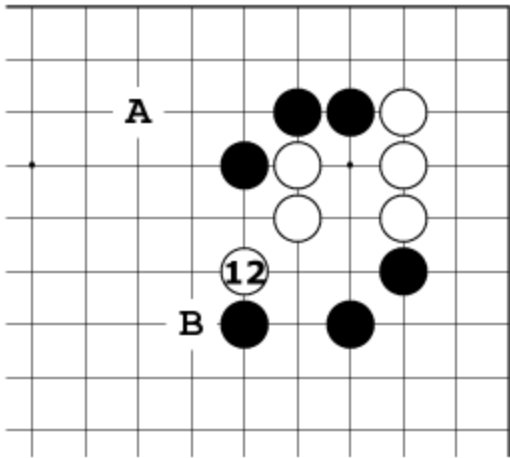
10 'A' is easy, 'B' starts a fight.



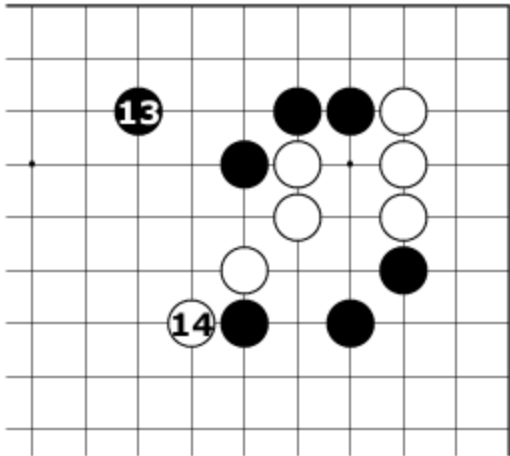
9 Black 9 emphasizes the right side, but leaves a weak point on the triangled position. White 'A *' is joseki, 'B' is a mistake.



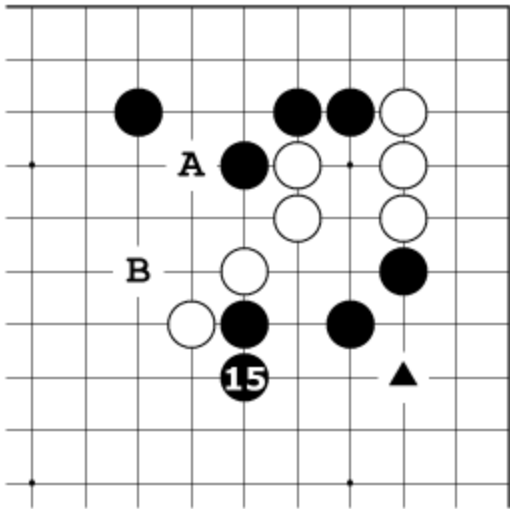
11 'A *' is joseki, and 'B' is disadvantageous. White 'C' is helping Black. White can simply secure his corner and take sente with 'D'.



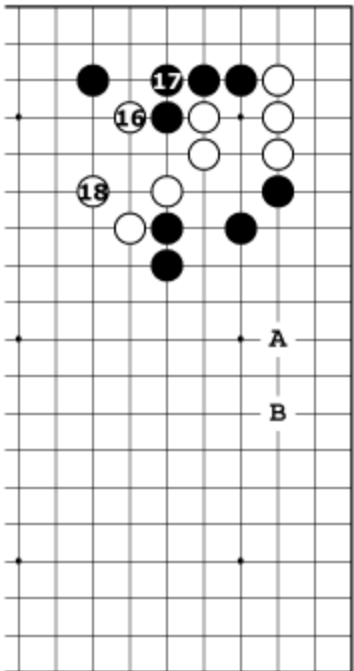
12 'A *' is joseki. 'B' aims to punish White, but is an overplay.



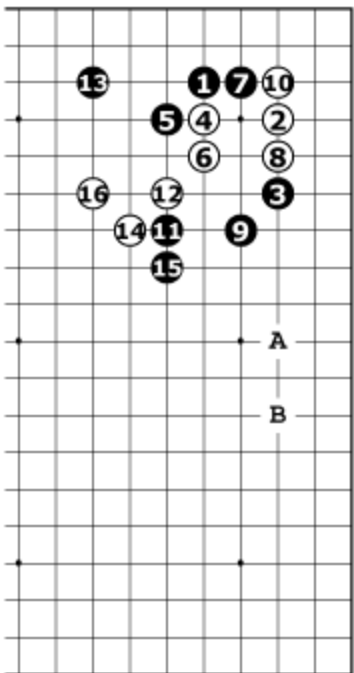
14 This move is helping Black, but that is ok in the overall balance of the joseki.



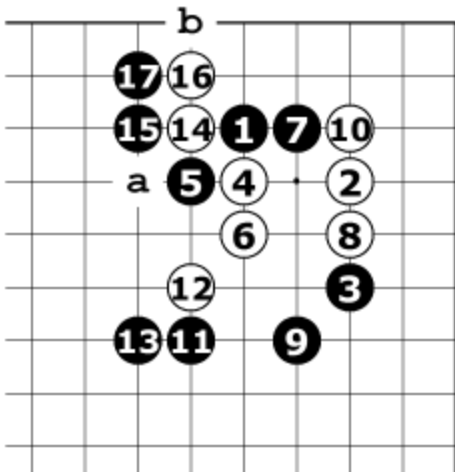
15 Black must provoke being forced to this move, because it defends against invasions on the triangled point. 'A *' is usual, 'B' the old way.



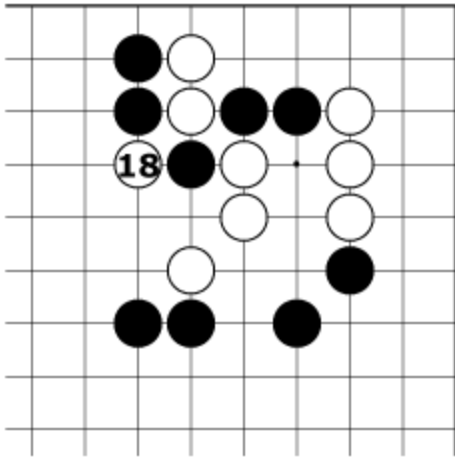
18 * GOOD VARIATION *
'A' or 'B'.



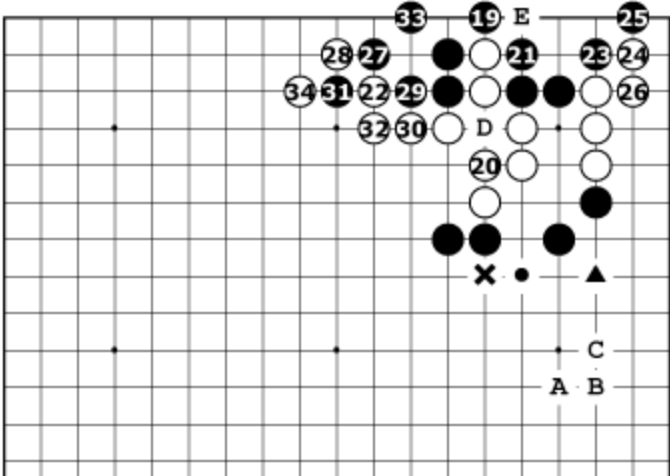
16 'A' or 'B'.



17 White 'a' is correct. White 'b' is a mistake, it takes the corner, but gives Black huge thickness.

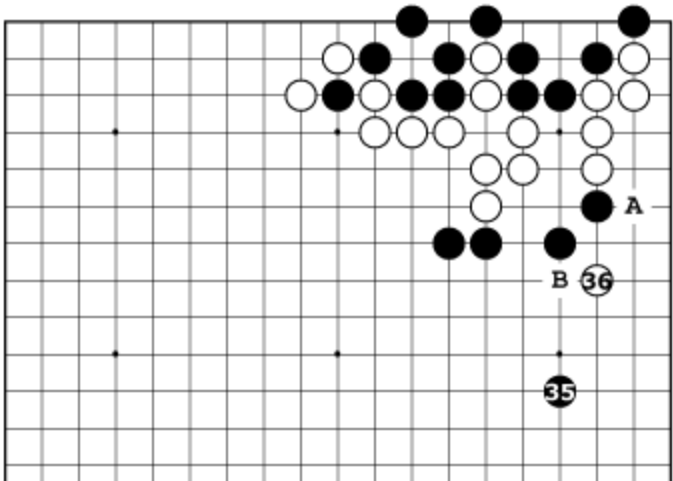


18 With White 18, White gets out at the top, while Black makes a low group at top.

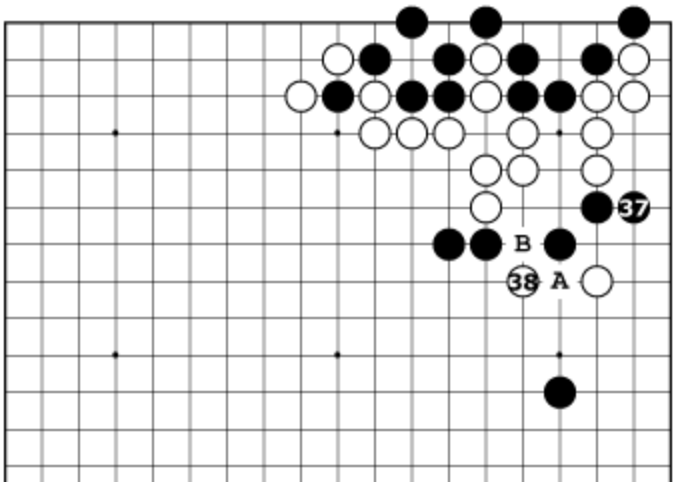


34 The result is bad for Black. But the reason is not just Black's top group being pressed down, as White didn't get much points with his stones between the two Black groups. Black is in a bad position because of the triangled weakness in his wall on the right: He will either have to repair it with a stone too close to the wall or suffer severe invasions on the triangled

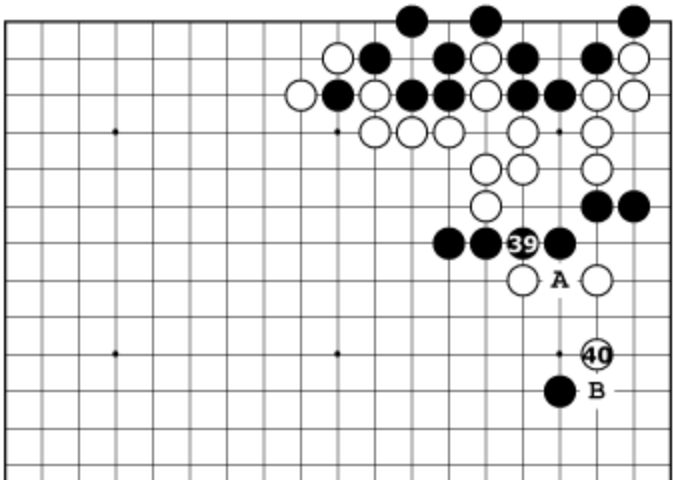
point. In comparison to the joseki, one can see that Black 13 is inefficiently placed, Black failed to let himself being pushed onto the squared position, which would help against invasion on the triangled point by making impossible a kikashi on the circled point. Black 'A', 'B' or 'C' fail. Later, White D is sente against the top group and must be answered on E.



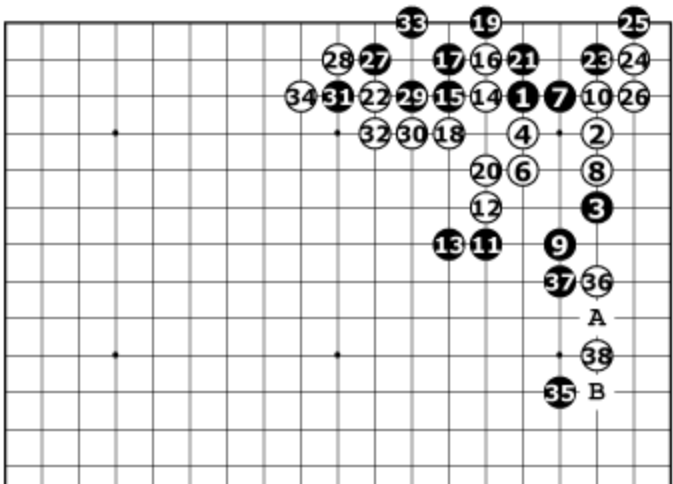
36 'A' or 'B'.



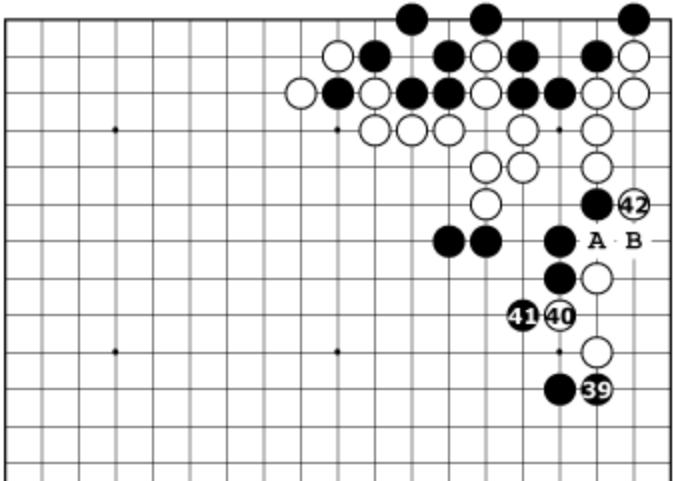
38 'A' or 'B'.



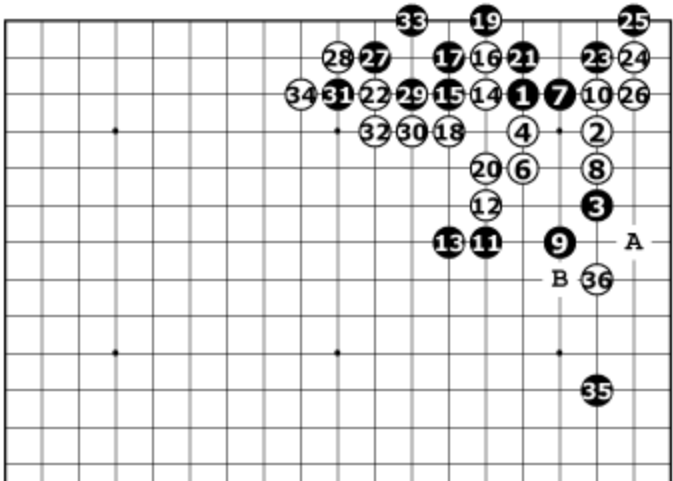
40 'A' or 'B'.



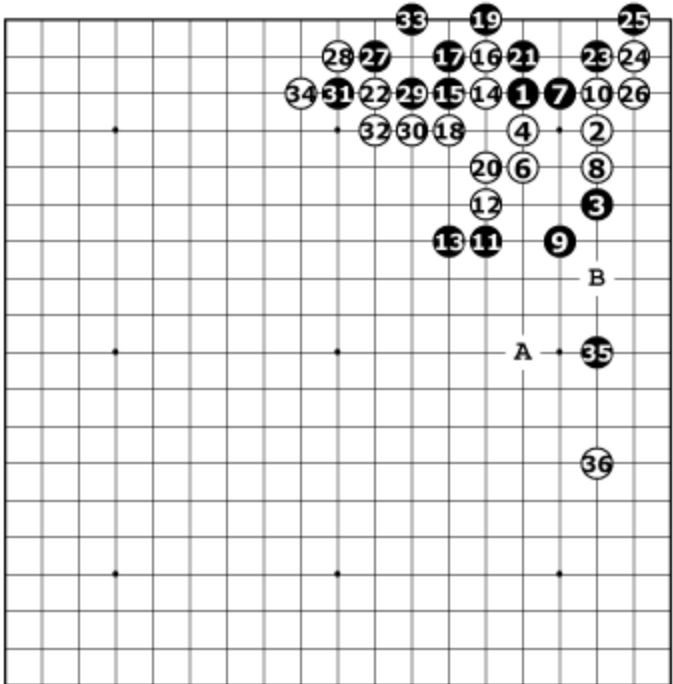
38 'A' or 'B'.



42 'A' or 'B'.

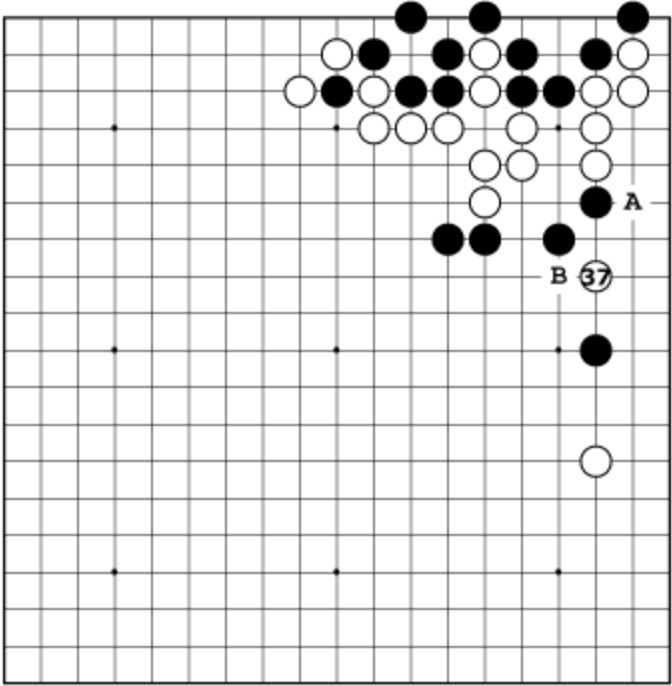


36 'A' or 'B'.

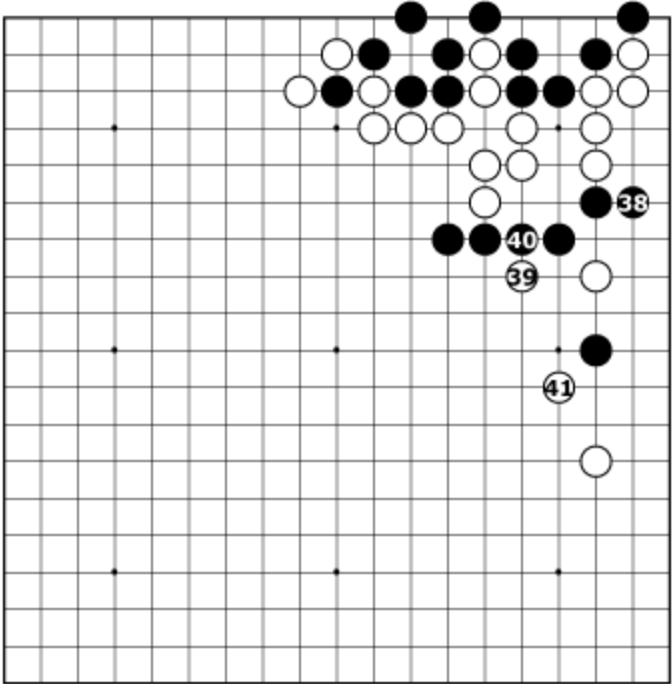


36 As Black's space on the left

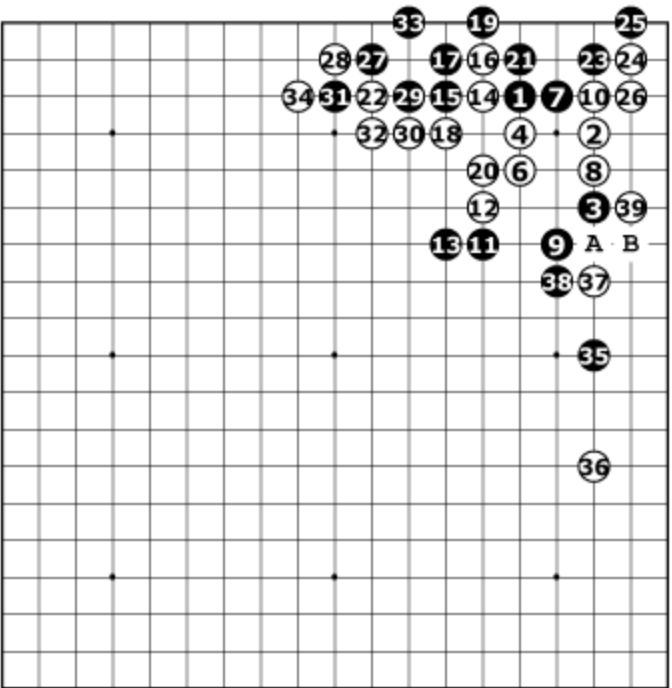
is small, White might first approach from the outside to take outside territory if Black defends on 'A' or invade on 'B' if he doesn't. Black can expect no good results from his narrow extension.



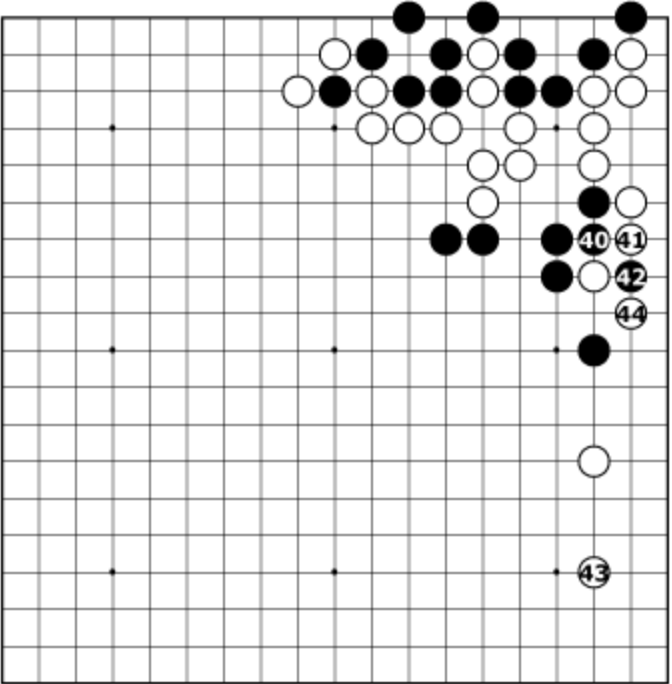
37 'A' or 'B'.



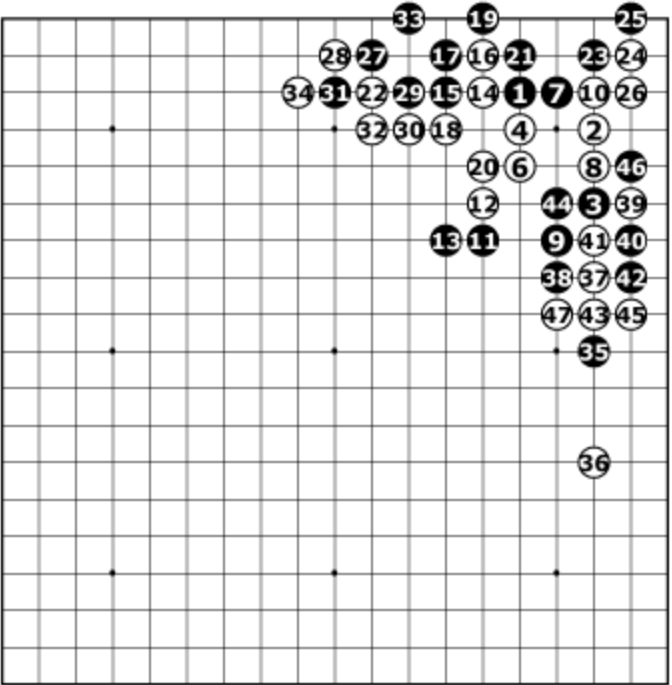
41 Black pressed down on the right.



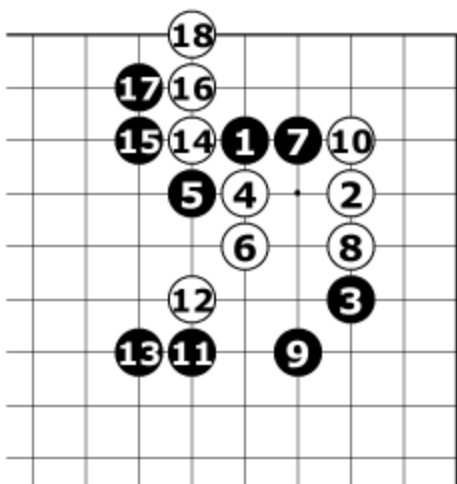
39 'A' is correct, 'B' is a mistake.



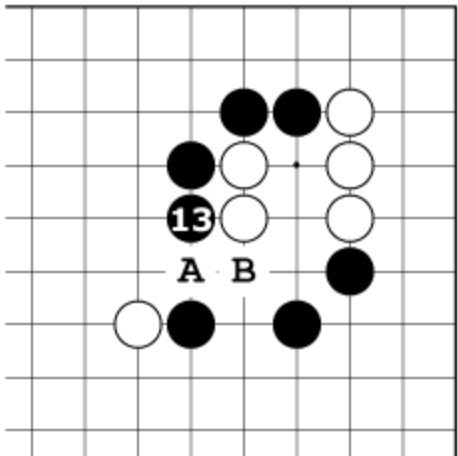
44 Later



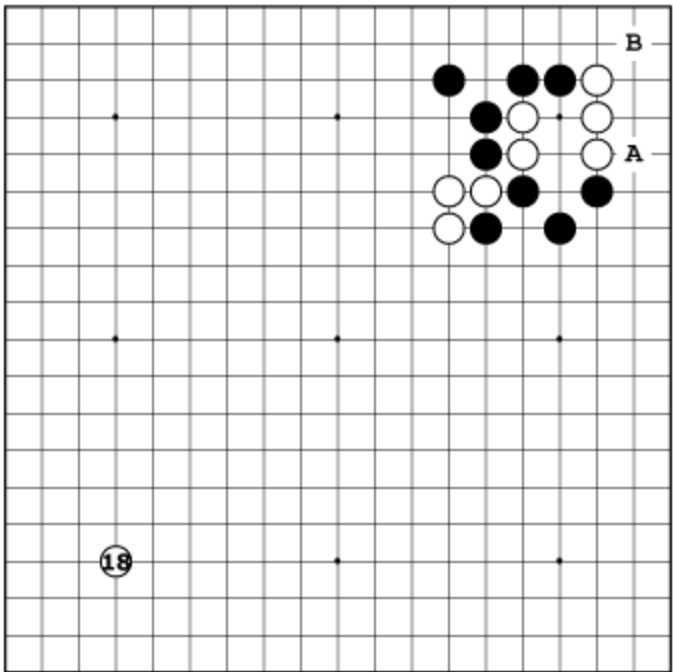
47 Black tricked.



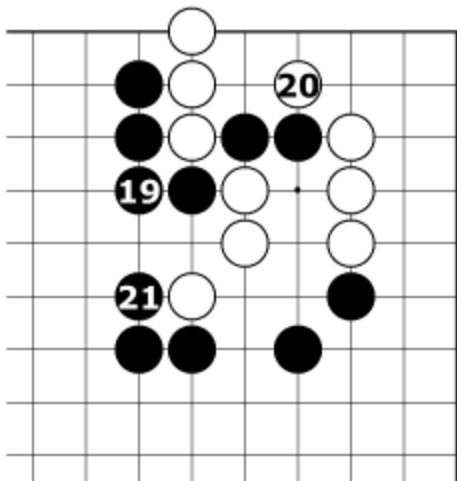
18 White takes the corner, giving Black considerable thickness.



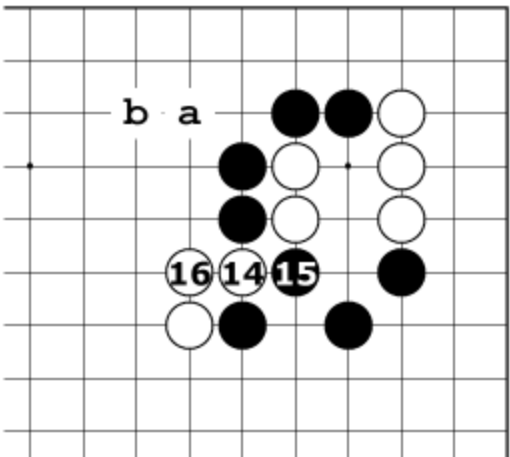
13 'A' is better than 'B'.



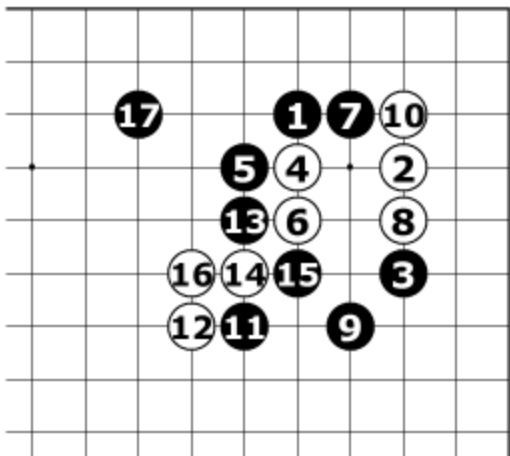
18 Black kills on 'A' and fails on 'B'.



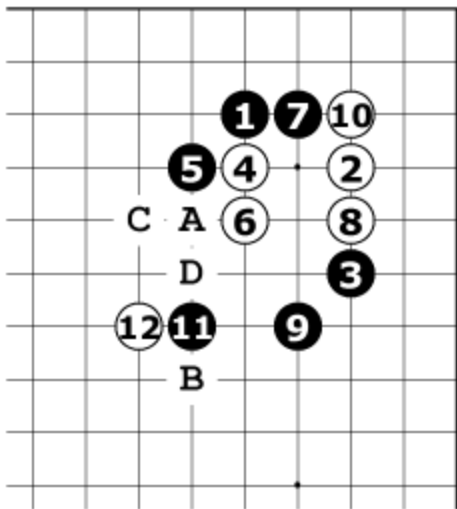
21 Black's thickness may be considered superior to White's corner.



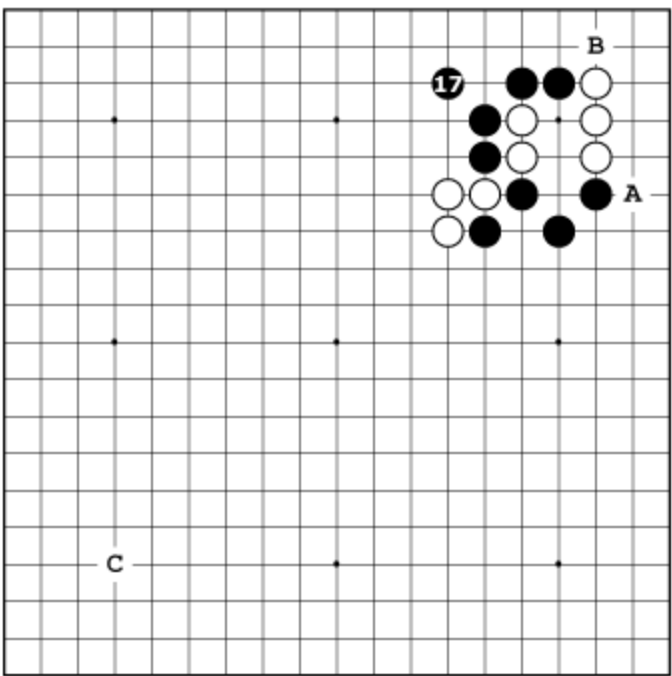
16 Black continues with 'a'. Black 'b' is a mistake.



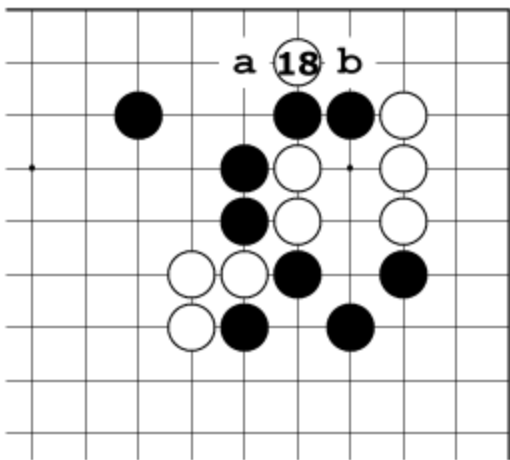
17 Black 17 is a mistake.



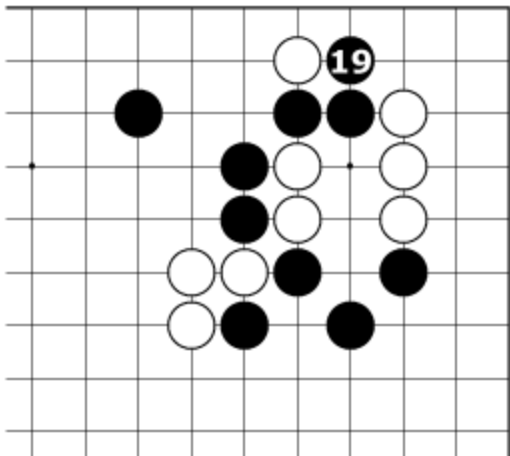
12 Black can cut with 'A'. 'B' *' reverts to joseki. 'C' and 'D' fail.



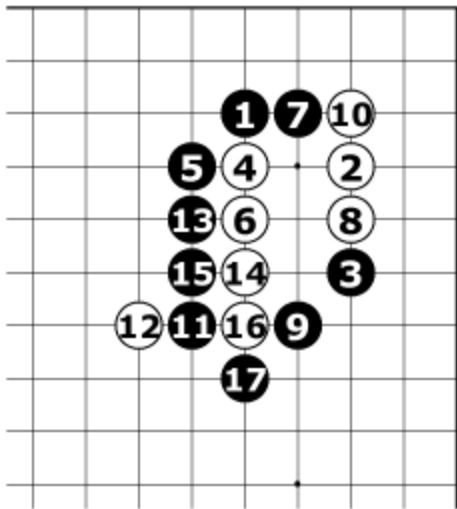
17 White has to live on 'A'. Living on 'B' gives less points. Tenuki 'C' -> White dies in the corner.



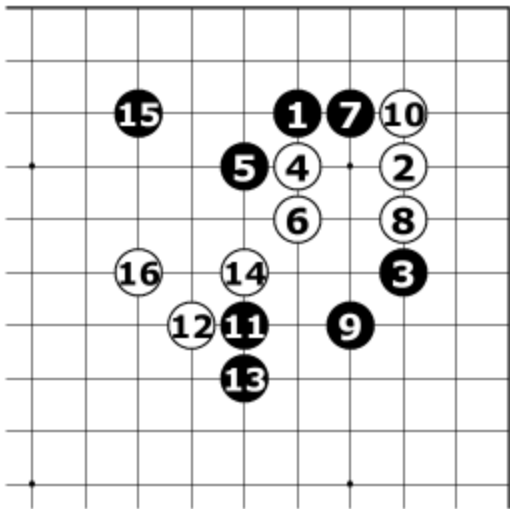
18 Black continues with 'a'. Black cannot resist with 'b'.



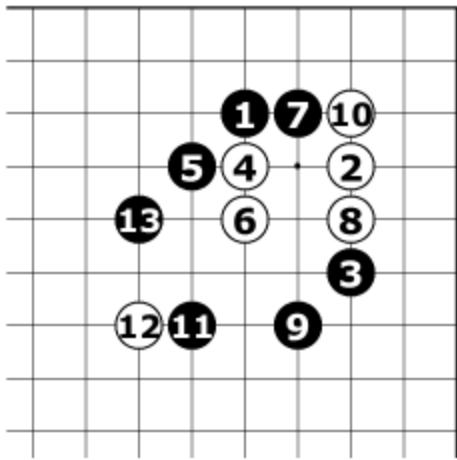
19 Black 19 is a mistake.



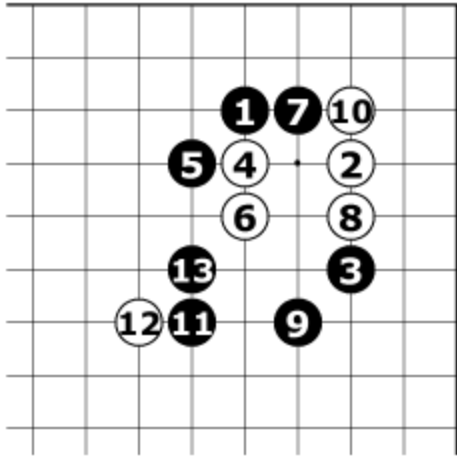
17 Black's wall is superior.



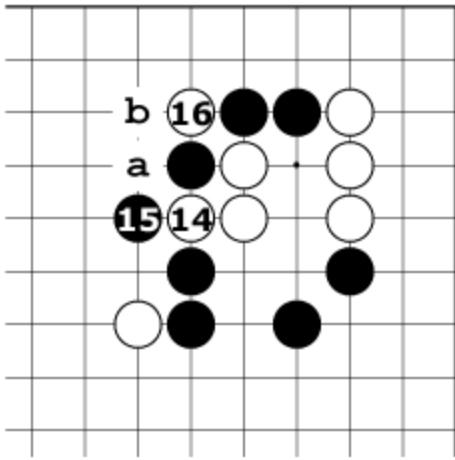
16 * GOOD VARIATION *



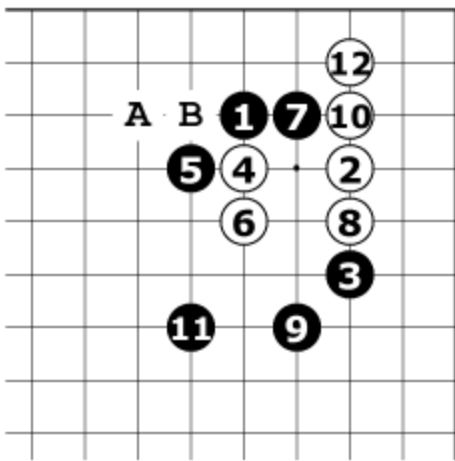
13 Black 13 is a mistake.



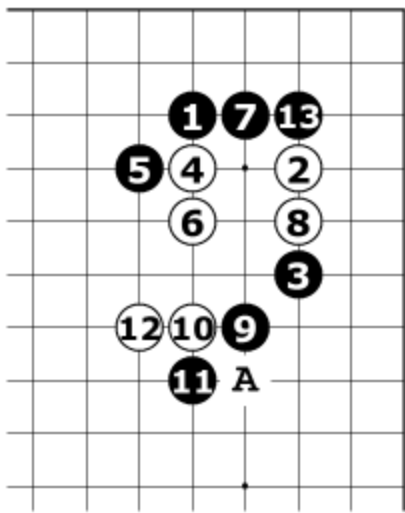
13 Black 13 is a mistake.



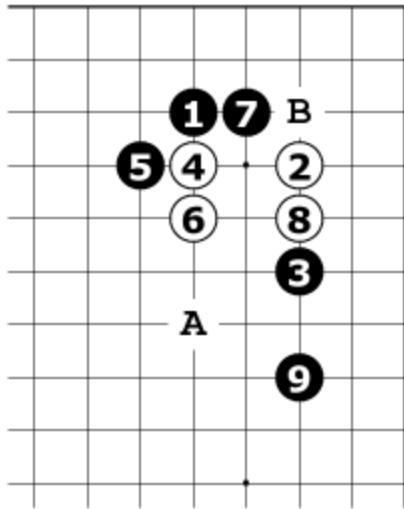
16 Black continues with 'a' or 'b'.



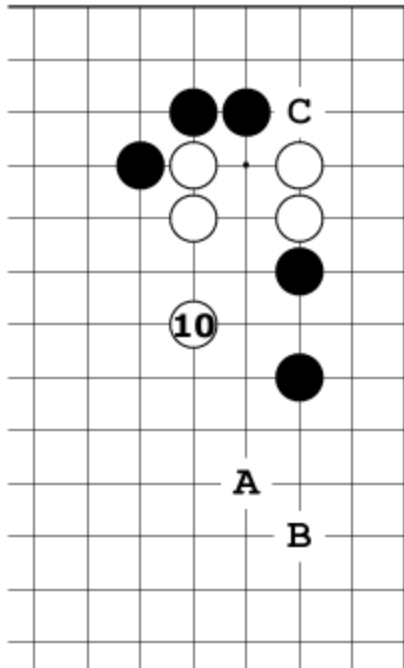
12 Black answers on 'A'. If he plays tenuki, Black later takes points in sente on 'B'.



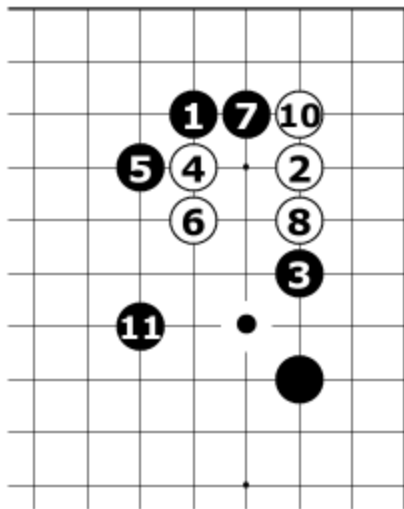
13 White doesn't get much, even if he cut at 'A'.



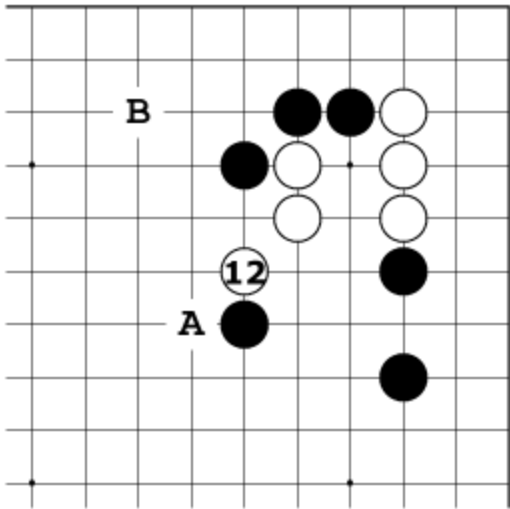
9 'A' gets White more influence than 'B'. 'B' is getting tricked.



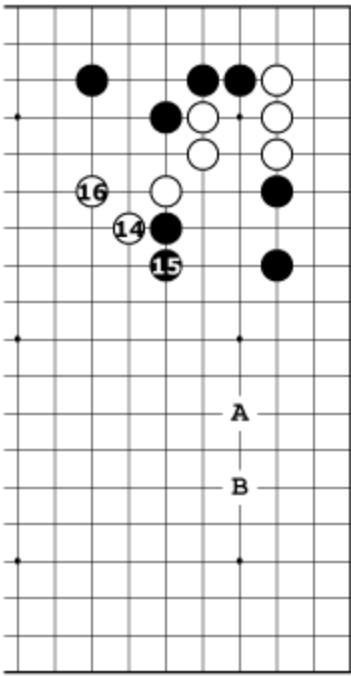
10 'A' is usual. 'B' if Black wants to be safe on the right. 'C' denies White a base but gives him influence, while Black is pressed down on the right side.



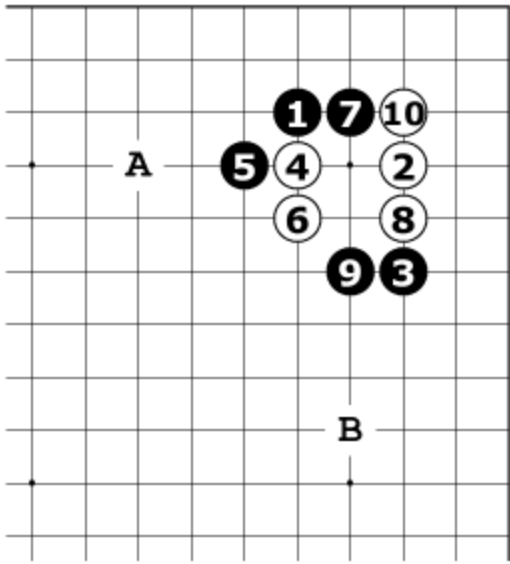
11 This is better shape than the traditional joseki where Black 9 is on the circled spot.



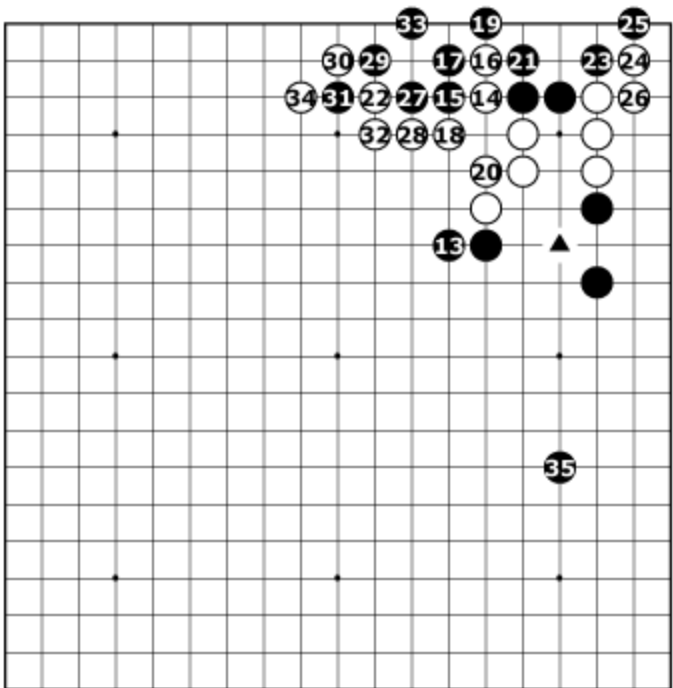
12 In contrast to the joseki, Black can now play 'A' instead of 'B' without developing bad shape on the right side.



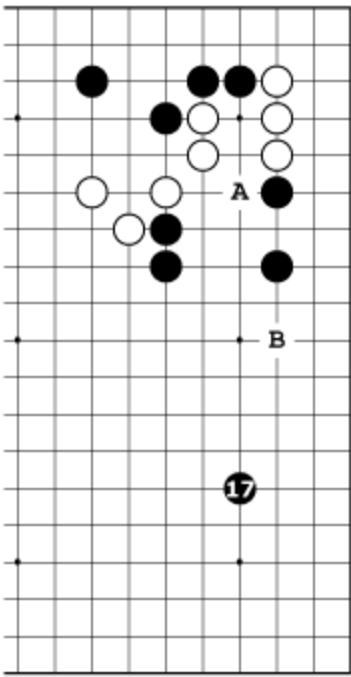
16 'A' or, dependent on the lower right corner, 'B'. 'B' still allows an invasion.



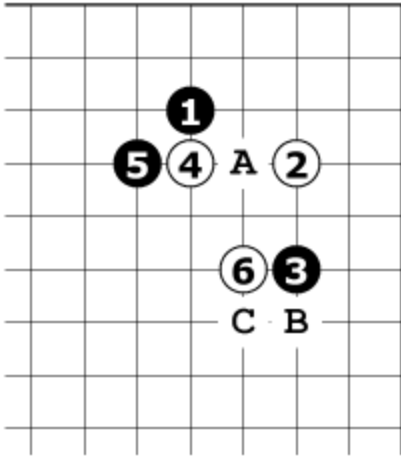
10 White is safe and can attack on 'A' or 'B'.



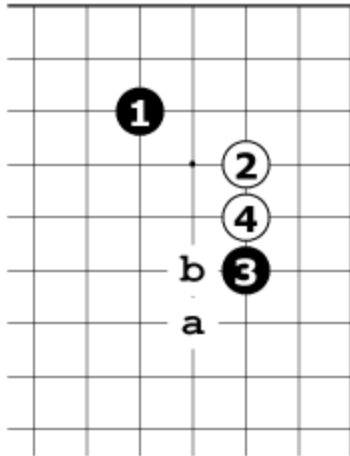
35 White has no severe invasion as he would have if Black 9 were on the triangled point. So he is tricked.



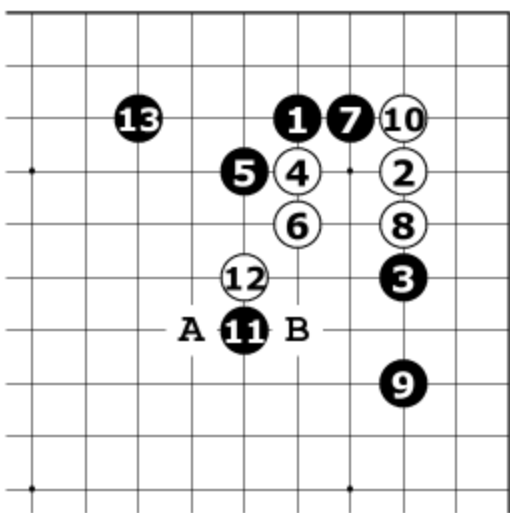
17 'A' doesn't damaged much, 'B' makes a small life for huge influence.



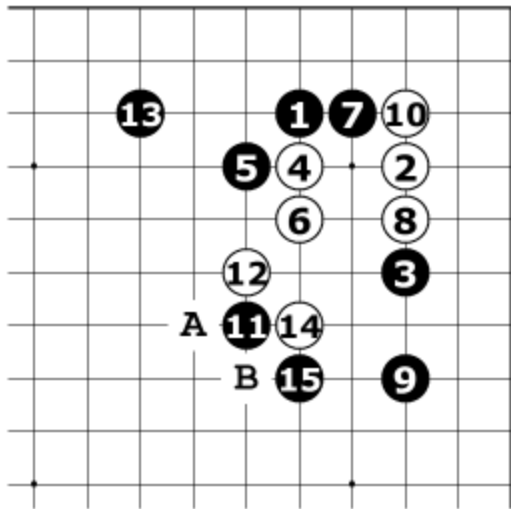
6 'A', 'B' or 'C'.



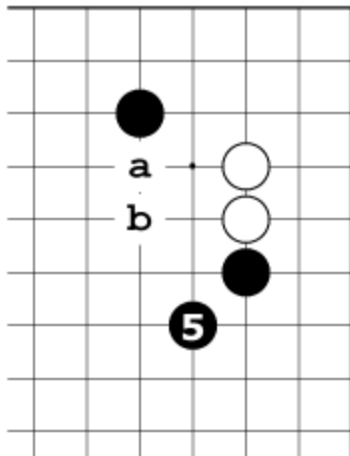
4 Joseki continues with Black 'a *'. Black 'b' has been played professionally, but is not recommended.



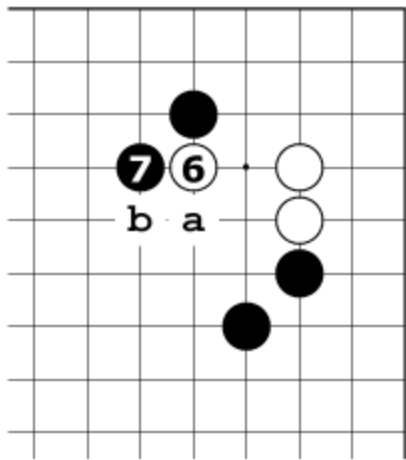
13 'A' is correct, 'B' is a mistake.



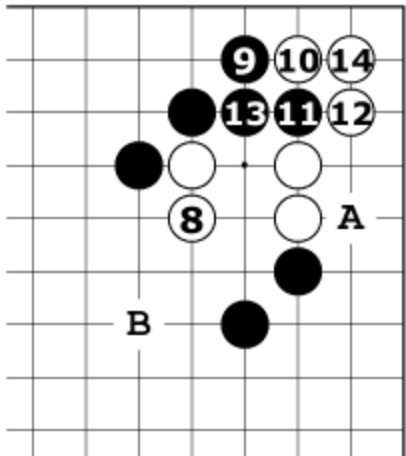
15 After 'A' Black has been strengthened, after 'B', White has been tricked.



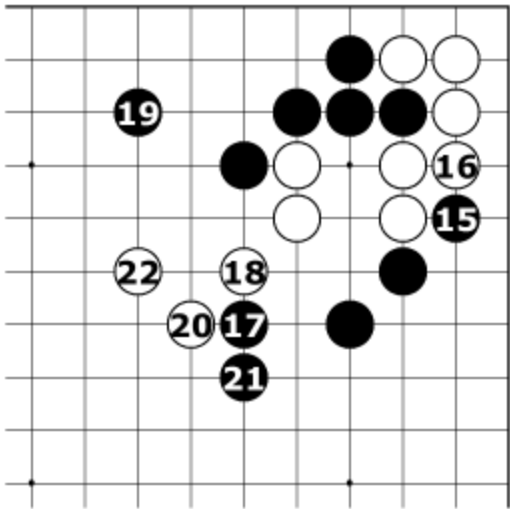
5 White continues with 'a' * or 'b'.



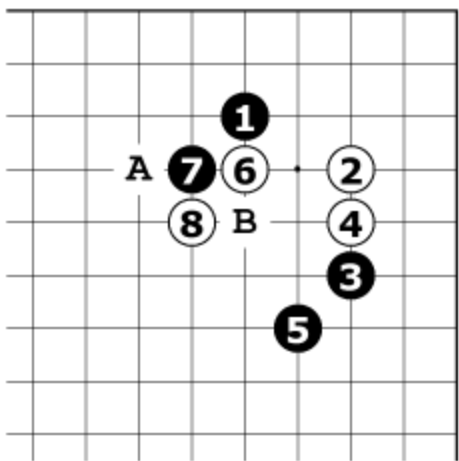
7 White continues with 'a' * or 'b'.



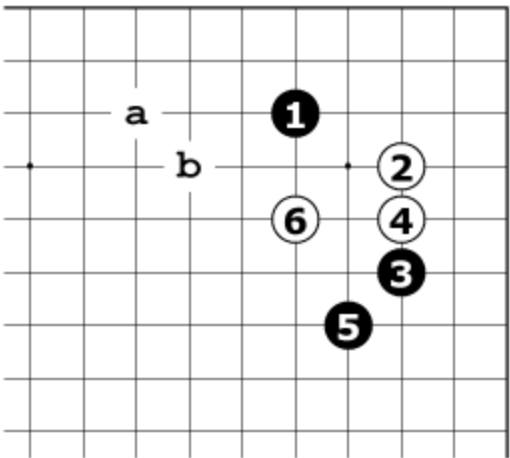
14 'A' is correct, 'B' is premature.



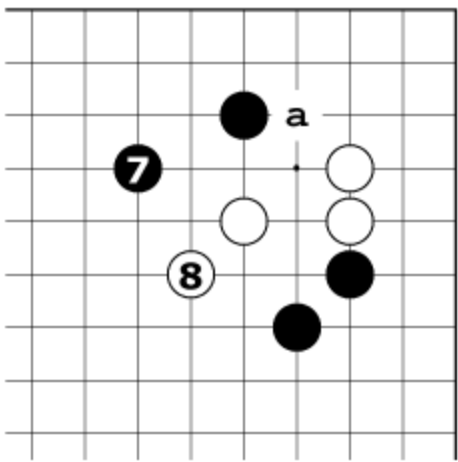
22 * GOOD VARIATION *



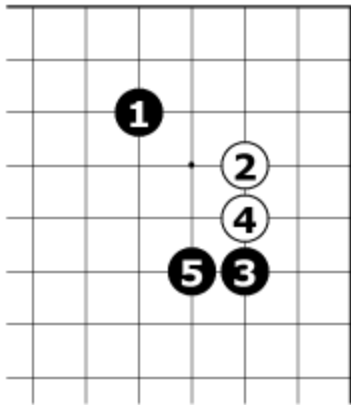
8 'A' or 'B'.



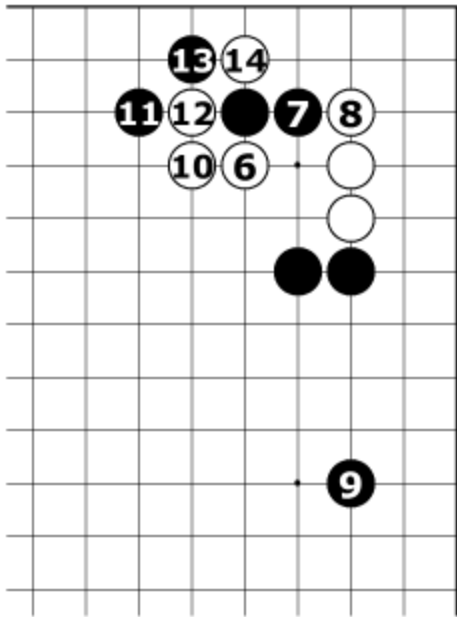
6 Black continues with 'a' or 'b'.



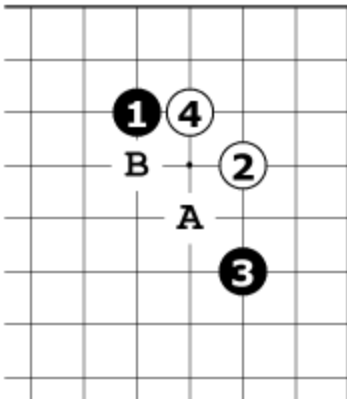
8 Black will probably extend down the right next, so White gets a base with 'a'.



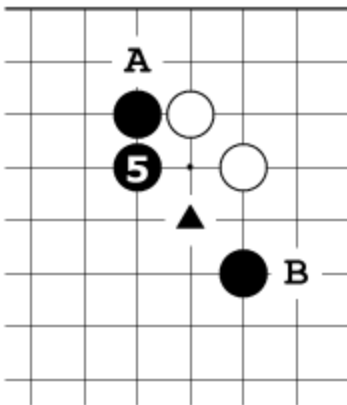
5 Black 5 was played by Handa Dogen against Kitani Minoru in round 2 of the 18th (1963) Honinbo League.



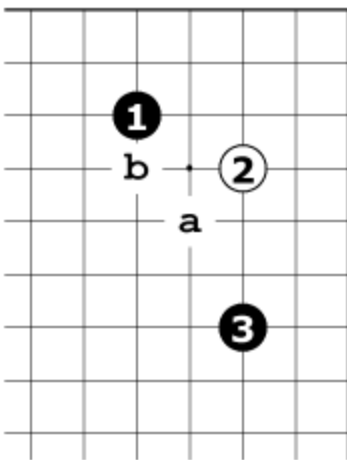
14 The two Black stones are captured. In the game, Black played elsewhere.



4 'A' or 'B'.

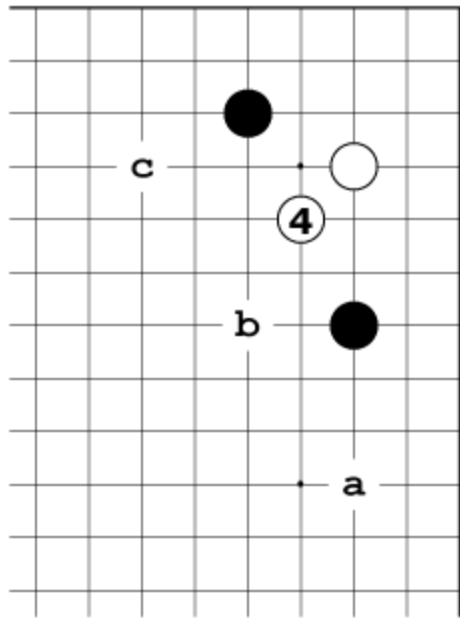


5 'A' is correct, 'B' eliminates the marked cut.

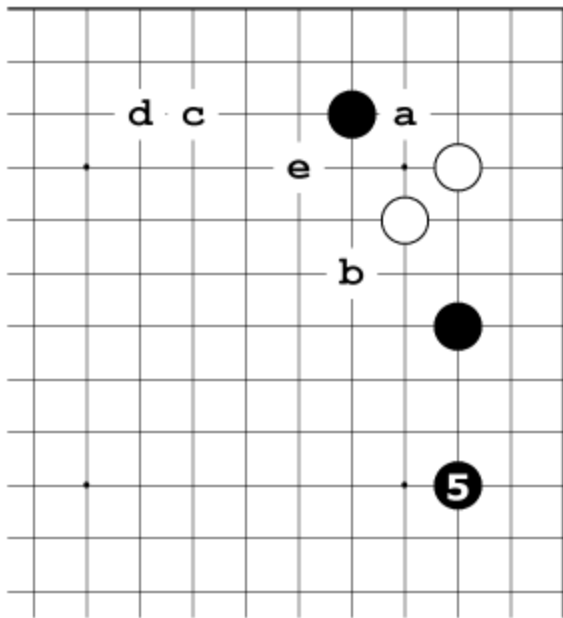


3 White may respond at 'a' *

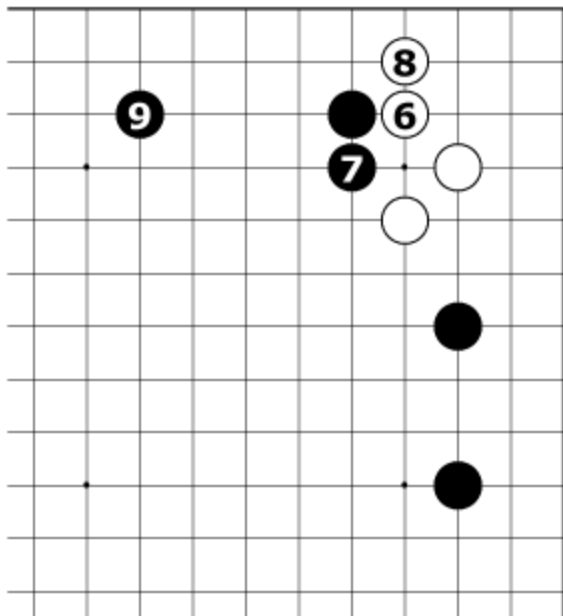
or 'b *'. He must not permit Black 'a' by playing elsewhere.



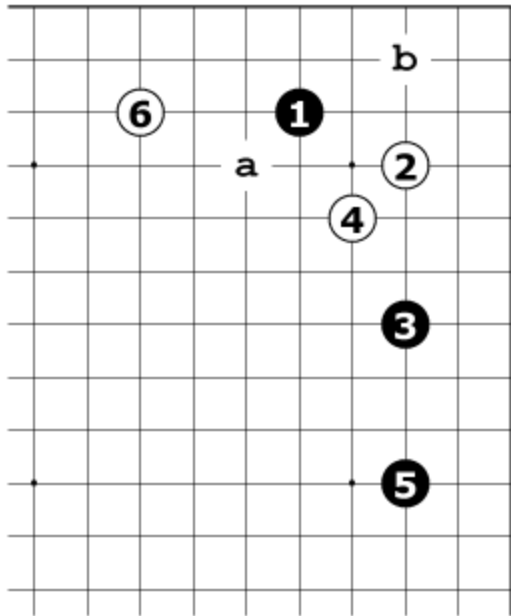
④ Black continues with 'a *' or 'b *', continuing to emphasize the right side. Black 'c' is playable, but shifts Black focus to the top.



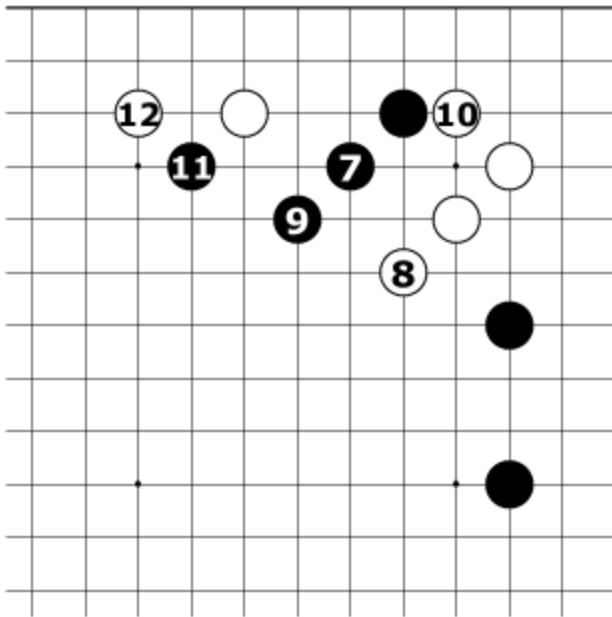
⑤ White continues with 'a *', 'b', 'c *' or 'd'. White 'e' is not recommended.



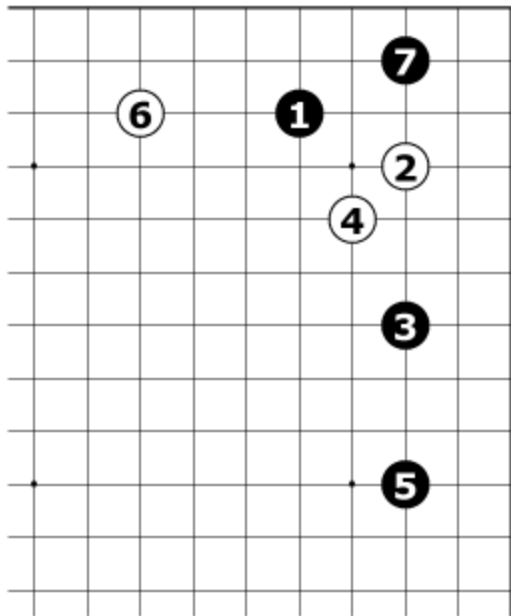
⑨ * GOOD VARIATION *



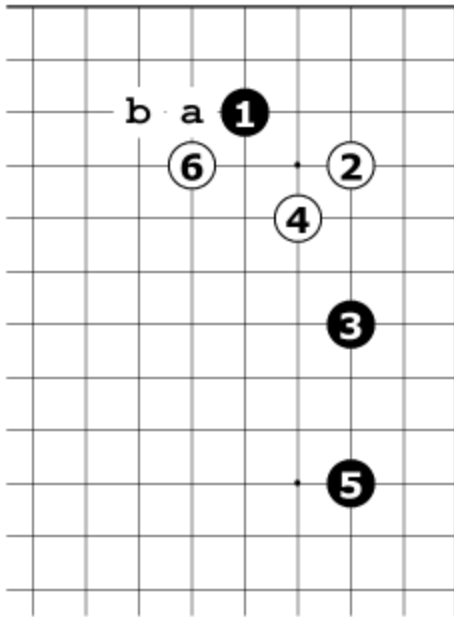
⑥ Black continues with 'a *'. Sliding into the corner with Black 'b' is premature.



⑫ * GOOD VARIATION *

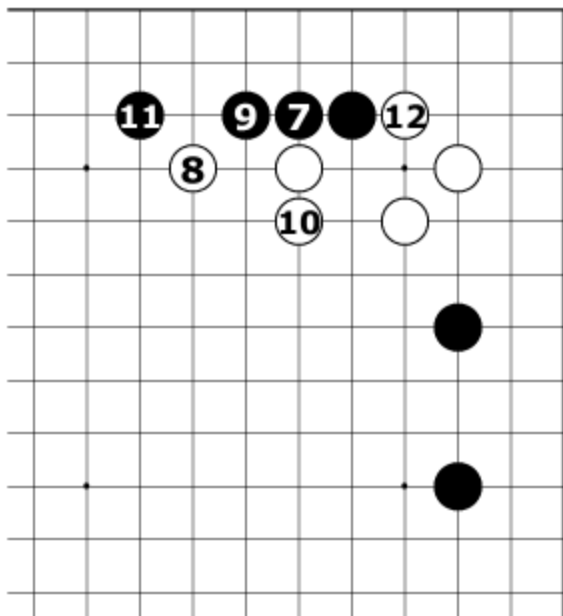


⑦ The slide of Black 7 is premature.

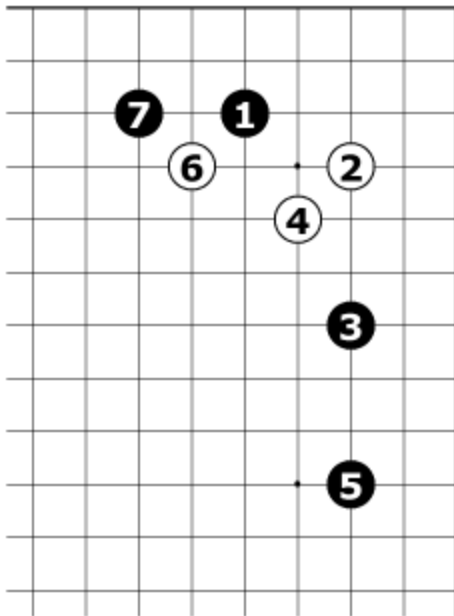


⑥ White 6 is not recommended. There is no point giving away territory in this way.

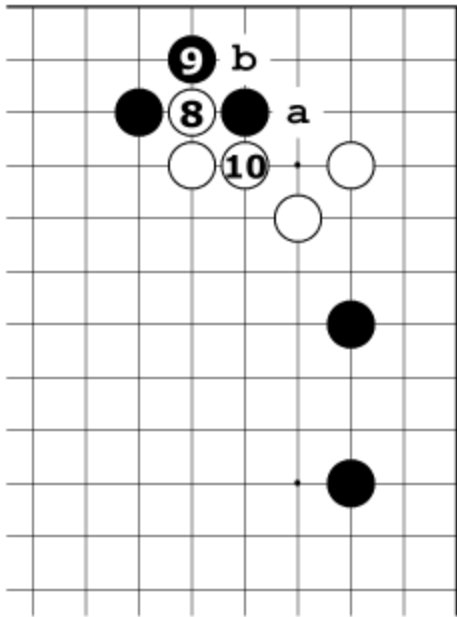
Black continues with 'a'. Black 'b' is not recommended.



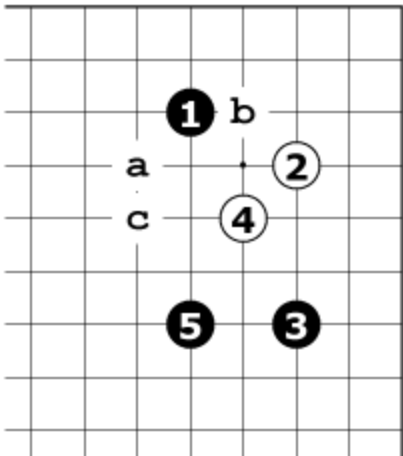
⑫ Grabbing the corner is small compensation.



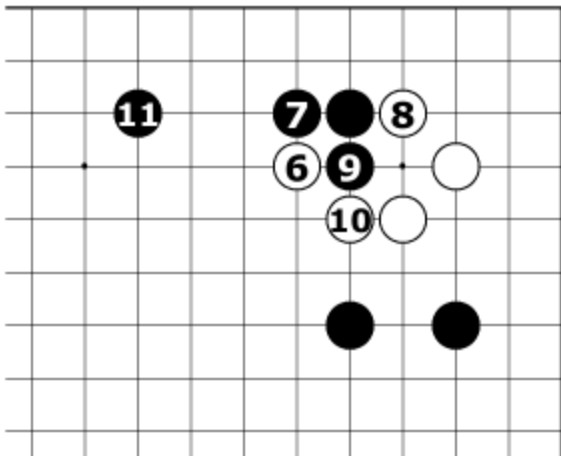
⑦ Black 7 is not recommended.



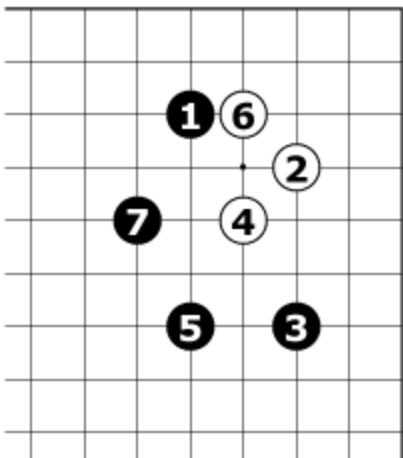
10 Black 'a' (a sacrifice play) and 'b' are possible continuations.



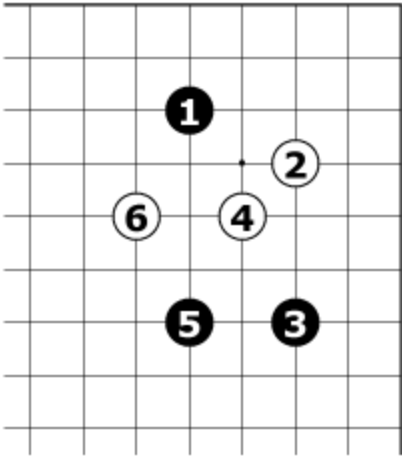
5 White continues with 'a' * or 'b'. White 'c' is not recommended.



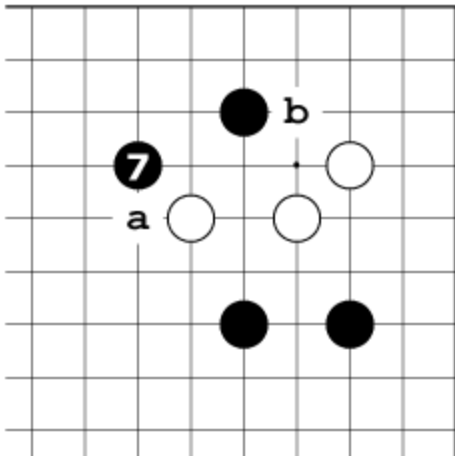
11 * GOOD VARIATION *



7 White leaves until later how to attack Black's thinness.

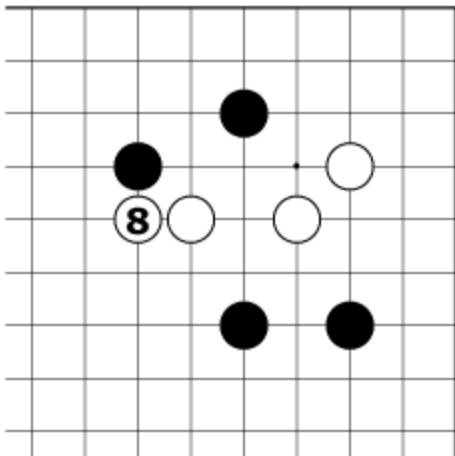


6 White 6 is not recommended.

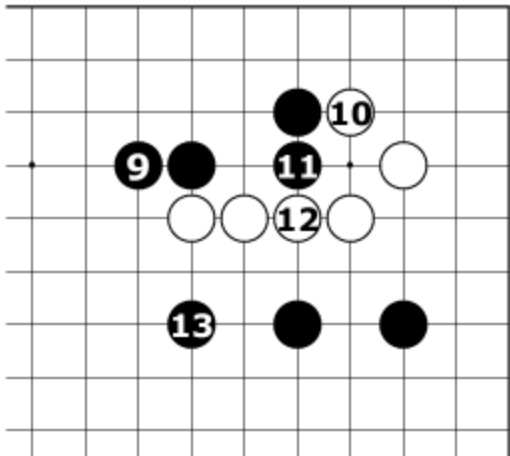


7 Black 7 is a very effective move.

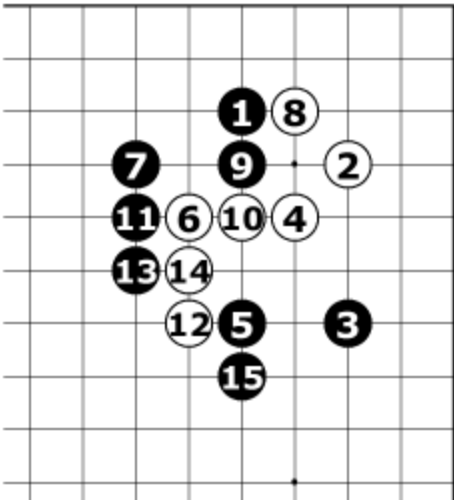
White 'a' and 'b' are both unpleasant to White.



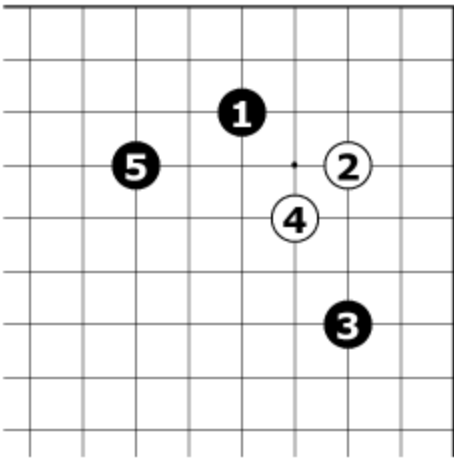
8 White 8, prompting Black to crawl along the fourth line, is painful.



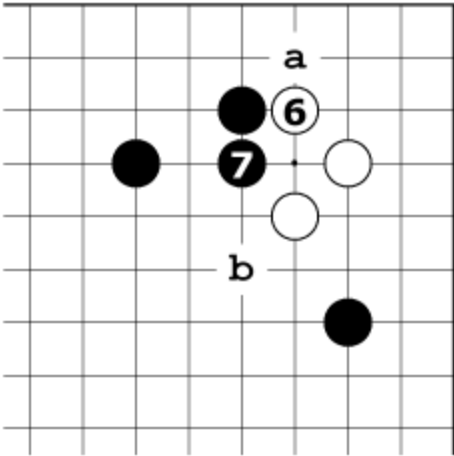
13 Black forces another push by White.



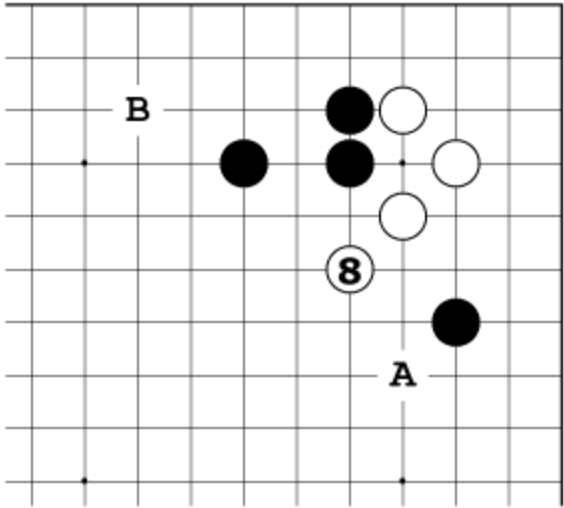
15 White has poor shape.



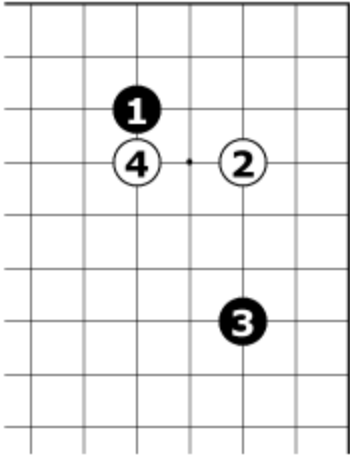
5 Black 5 is a bit inconsistent. In this case, Black 3 would be better placed one space higher (4th line).



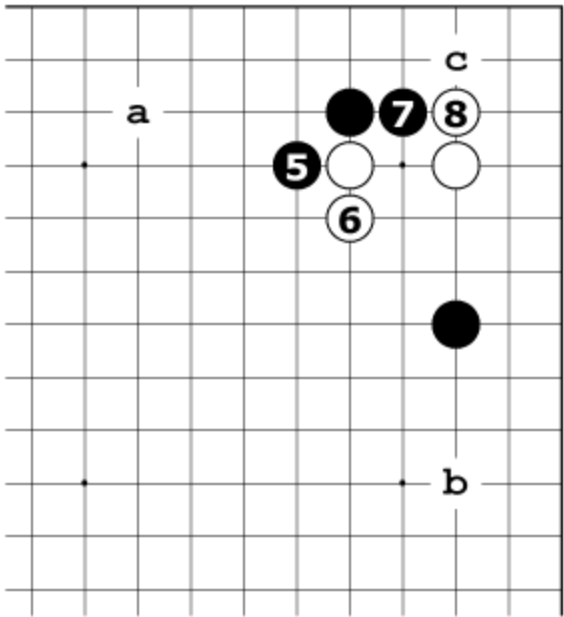
7 White continues with 'a' or 'b'.



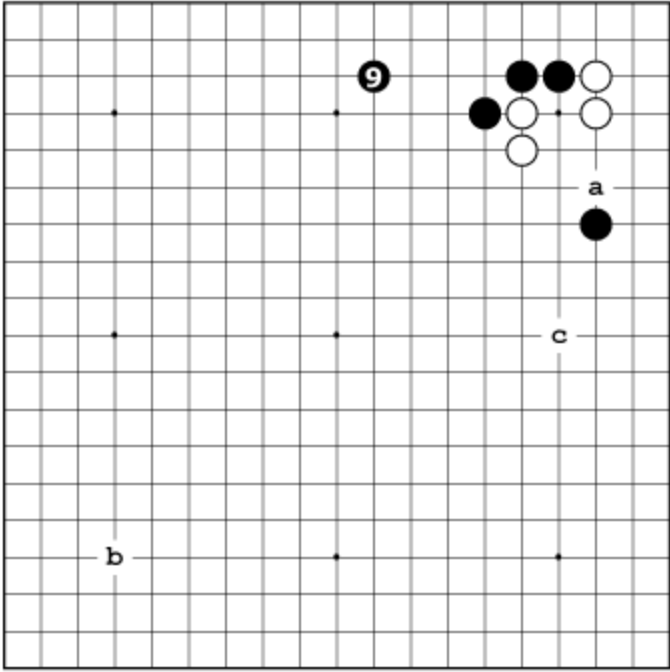
8 White can continue on A or B.



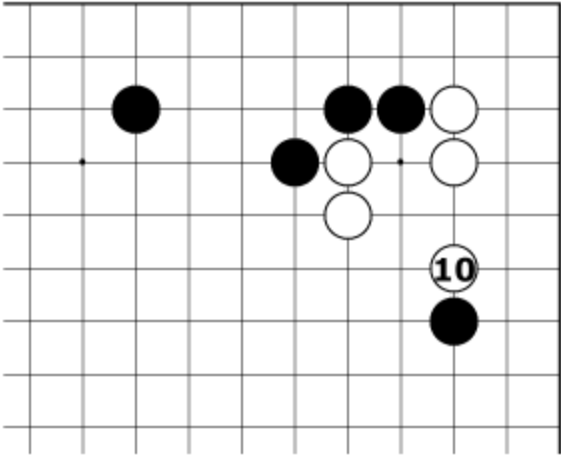
4 The idea of White 4 is to settle shape quickly. Professionals shy away from such play, because while fortifying oneself, they also strengthen the opponent, foreclosing later options.



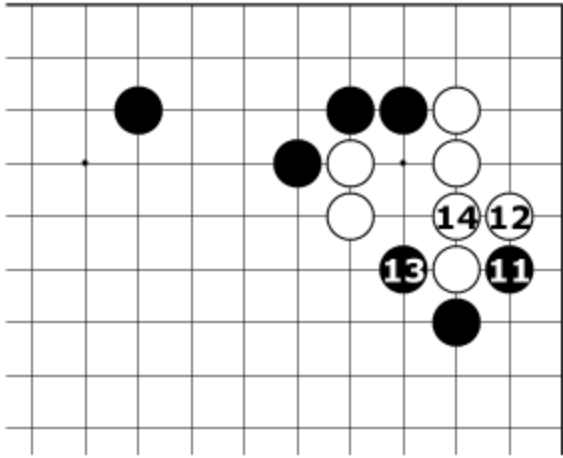
8 Black continues with 'a' or 'b'. Black 'c' is a mistake.



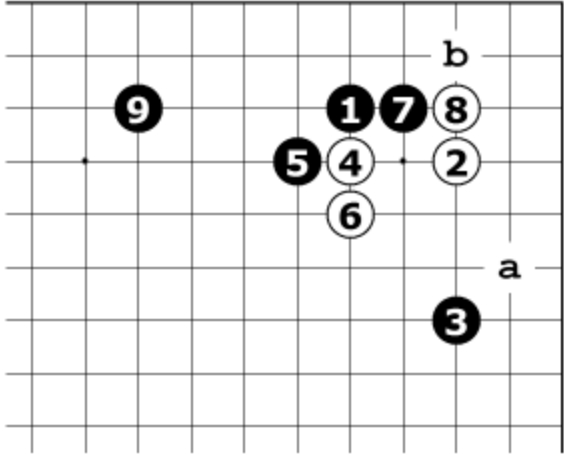
9 White continues with 'a'. White cannot afford to play elsewhere ('b'). If self-preservation of the White corner stones is not top priority, White 'c' may be feasible.



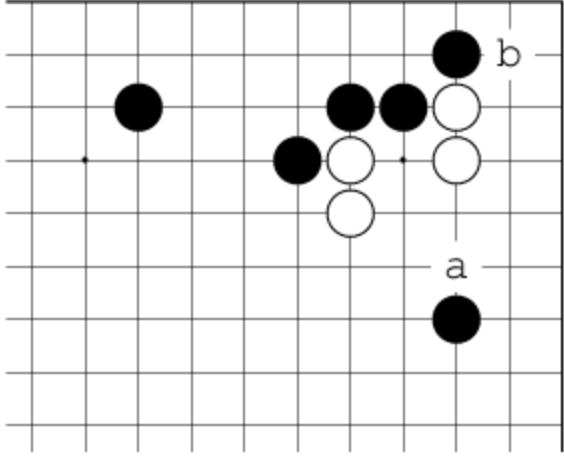
10 White 10 is necessary.



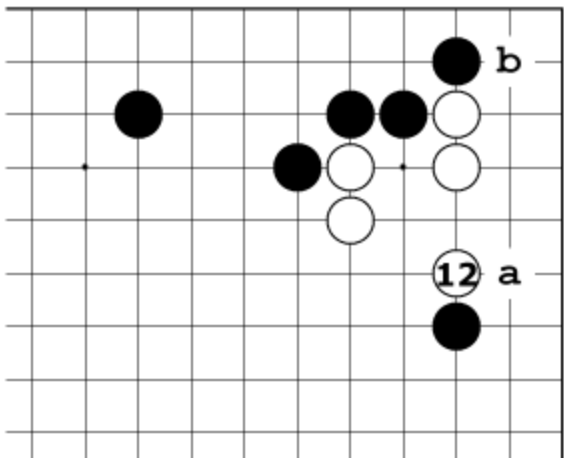
14 * GOOD VARIATION *



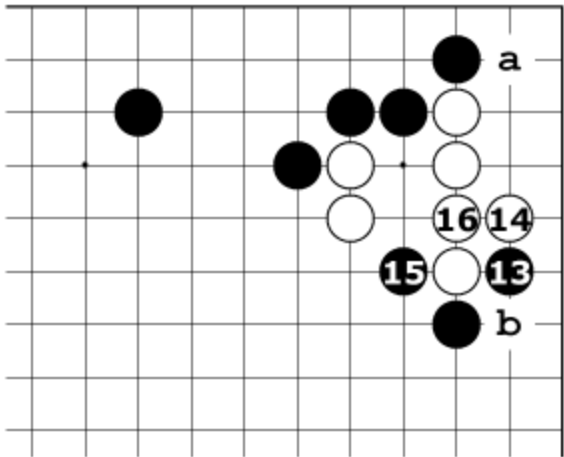
10 White plays elsewhere, a mistake. Black continues with 'a', or the more sneaky 'b'.



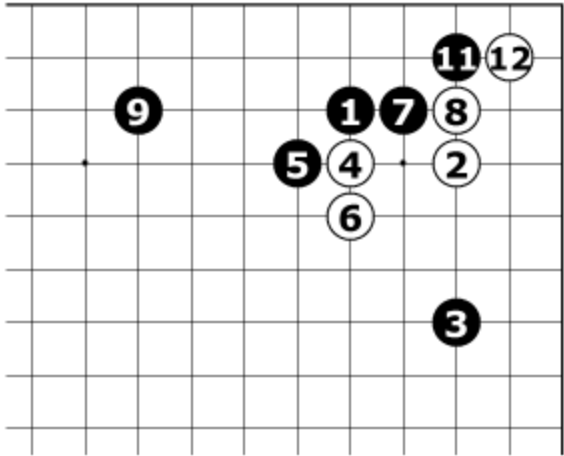
11 White continues with 'a'. White 'b' is a mistake.



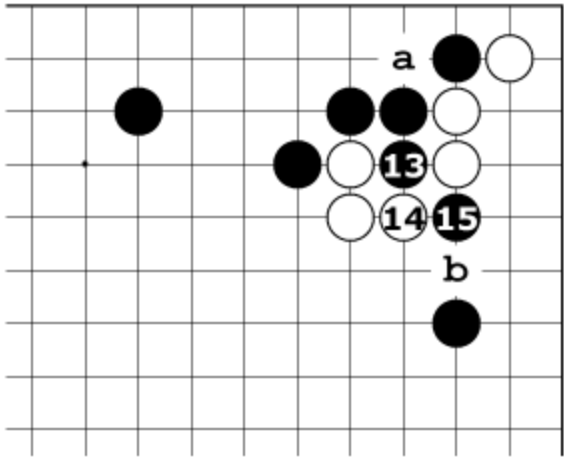
12 Black continues with 'a' or 'b'.



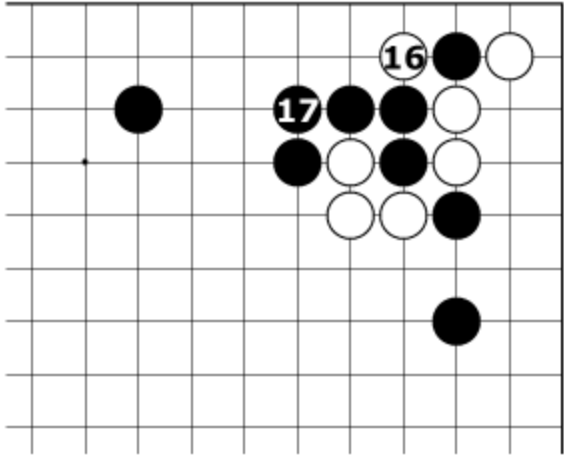
16 'a' and 'b' are miai. White lives.



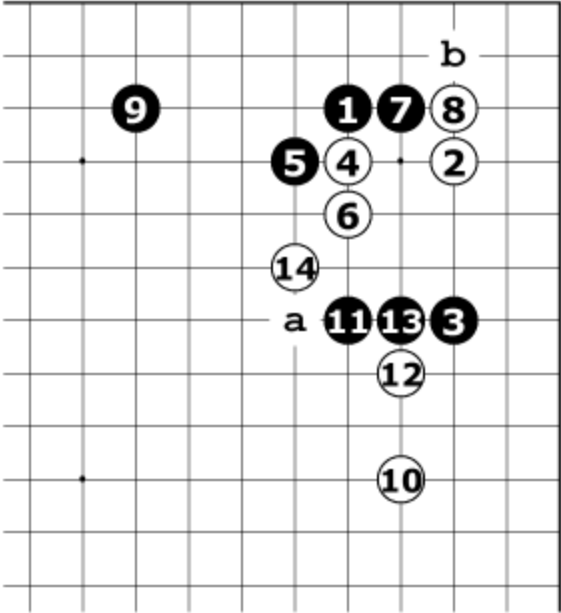
12 White has been tricked.



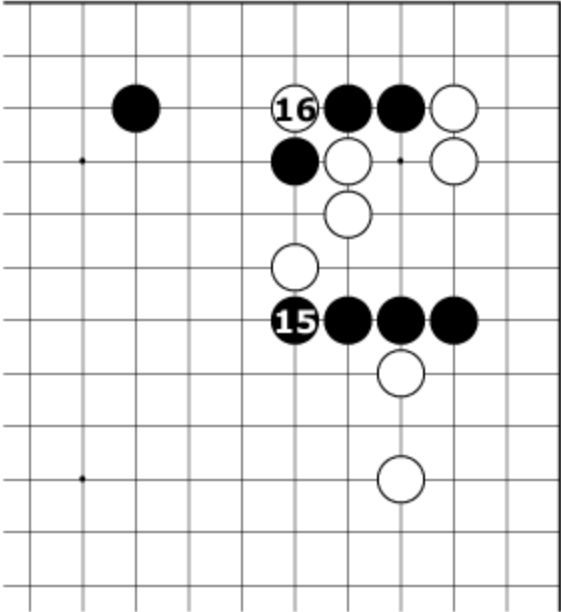
15 White continues with 'a' or 'b'.



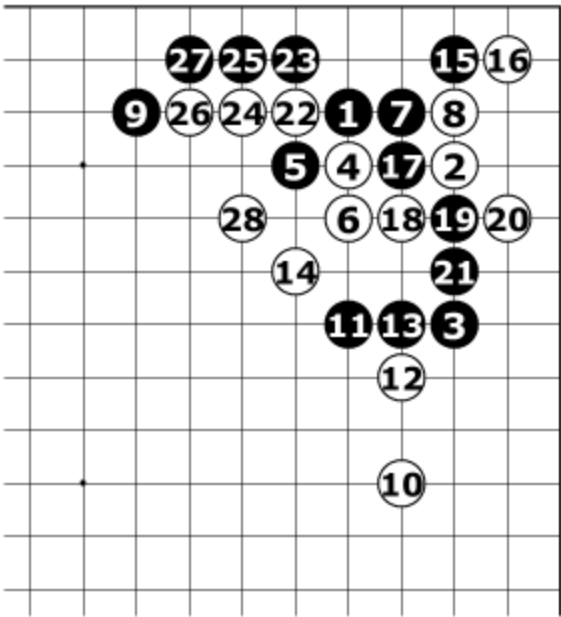
17 White still has to settle himself into a small corner. White prospects are dim.



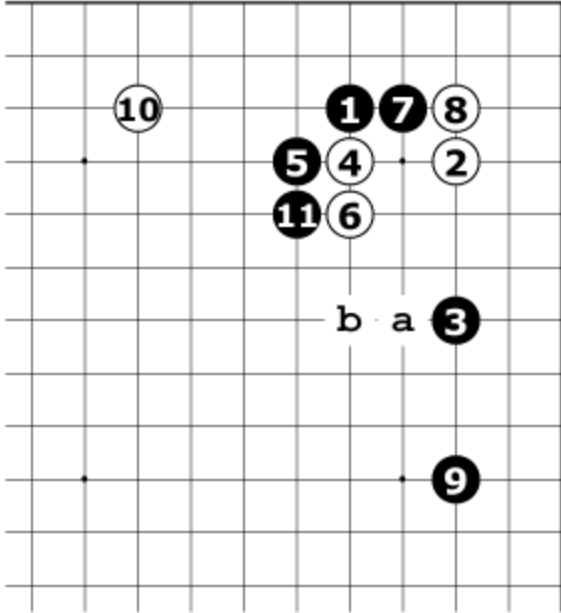
14 Black may try 'a' or 'b'.



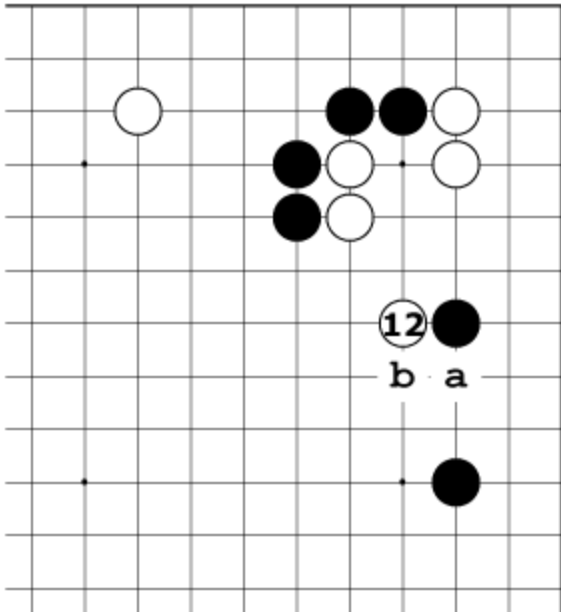
16 The ensuing fight may take several directions.



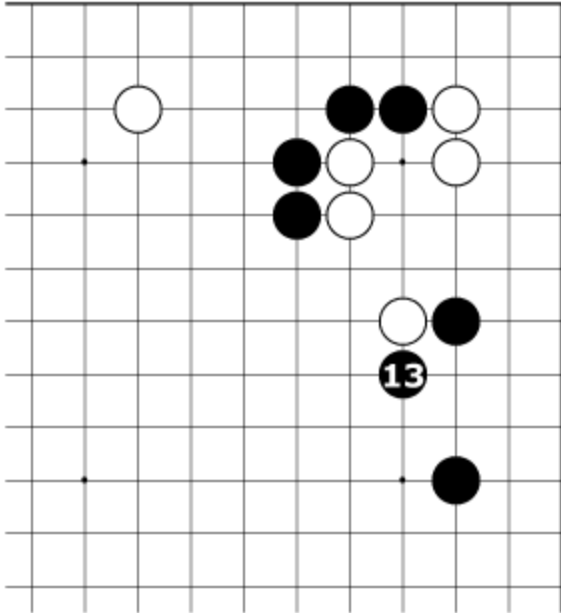
28 White lives in the corner, and Black must find eye-shape for the Black stones on the right.



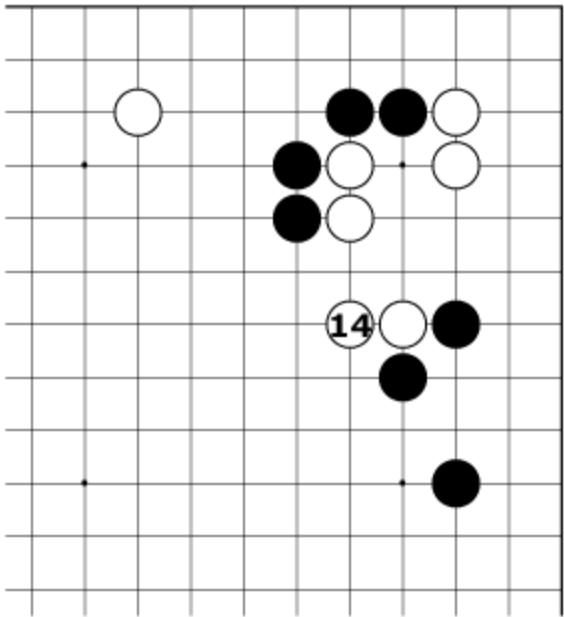
11 White continues with 'a'. White 'b' is wrong.



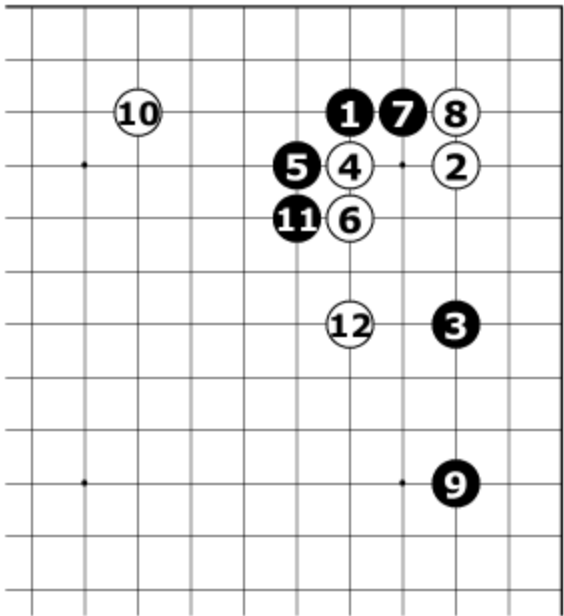
12 Black continues with 'a'. Black 'b' is not as good.



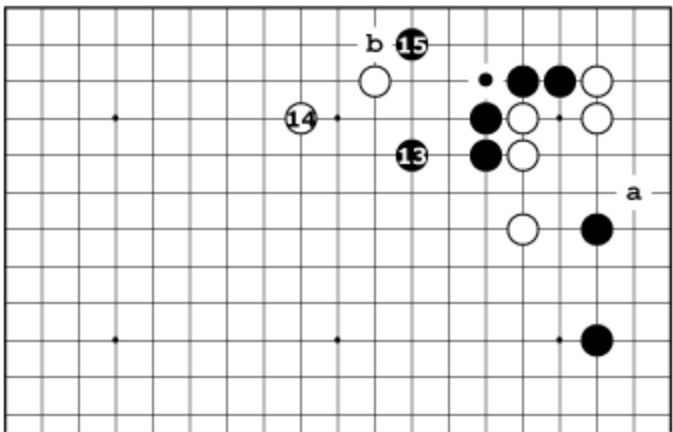
13 Black 13 is not recommended: the move is not bad, but the other variation is slightly better.



14 Since White is going to play 14 anyway, Black shouldn't help.

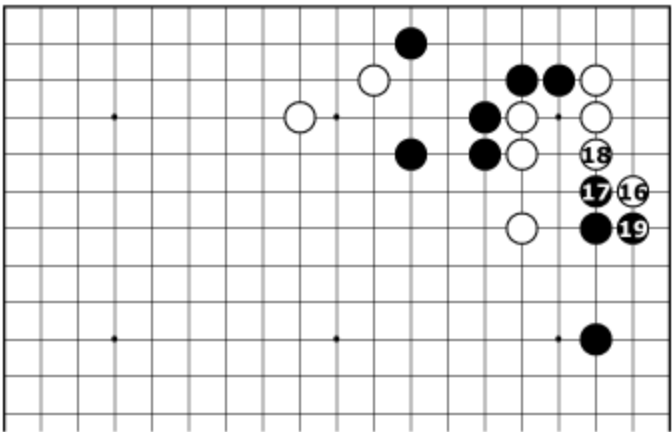


12 White 12 is a mistake.

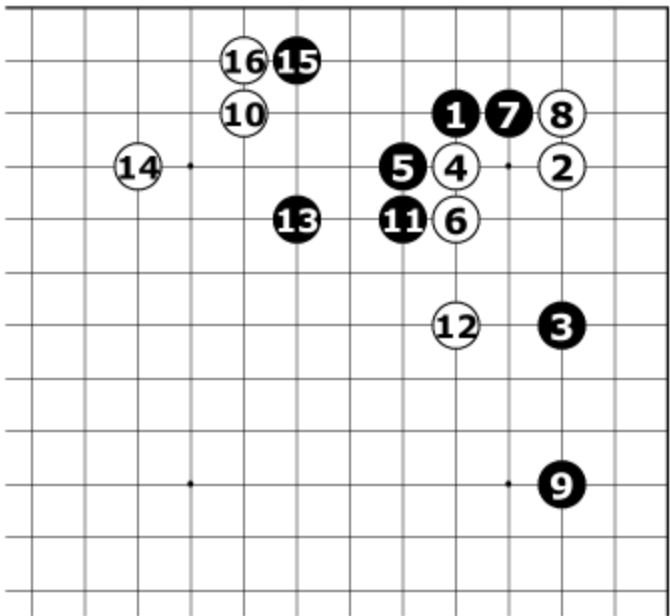


15 Black 15 defends against the marked cutting point.

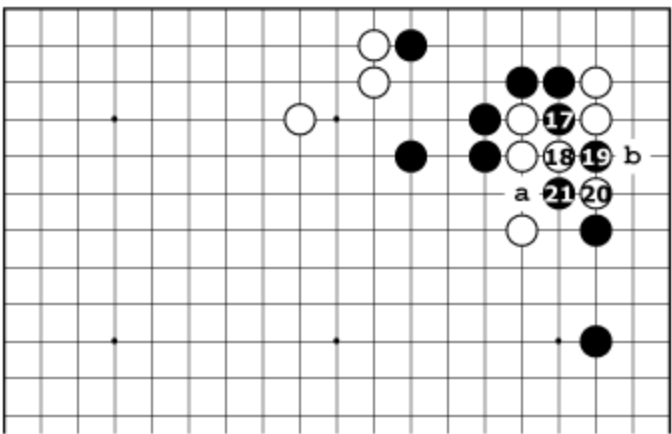
White continues with 'a'. White cannot afford to defend at top with 'b'.



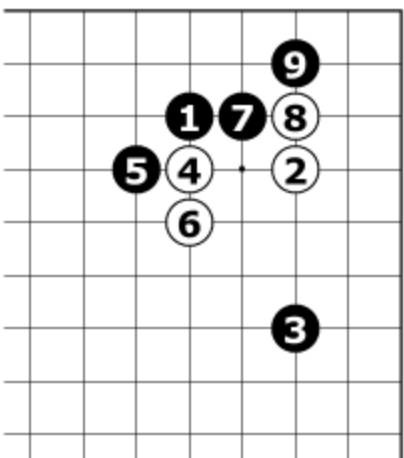
19 Black 17 and 19 strengthen Black for which White has no compensation.



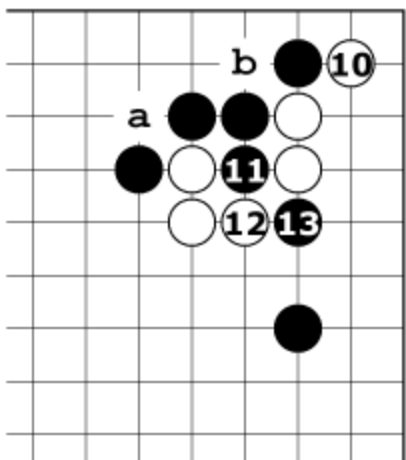
16 White 16 is a mistake.



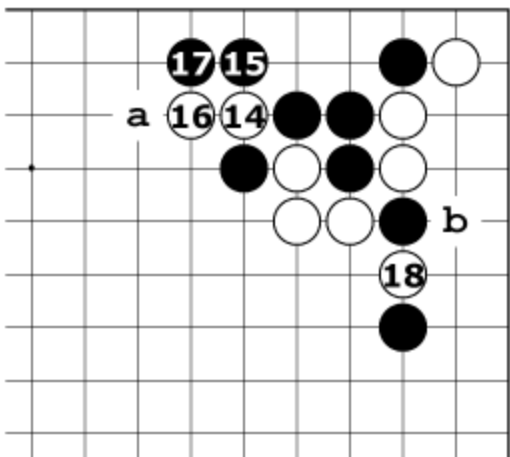
21 'a' and 'b' are miai, a terrible result for White.



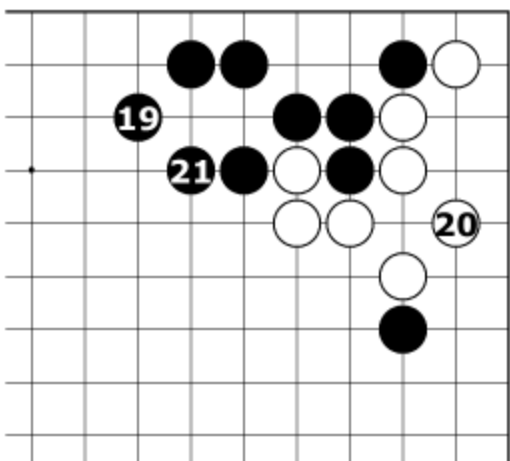
9 Black 9 is a mistake.



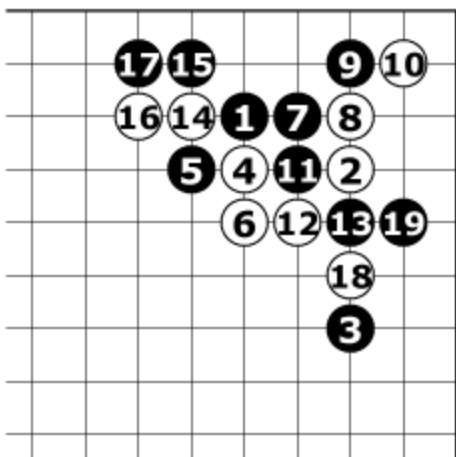
13 White continues with 'a'. White 'b' is a mistake.



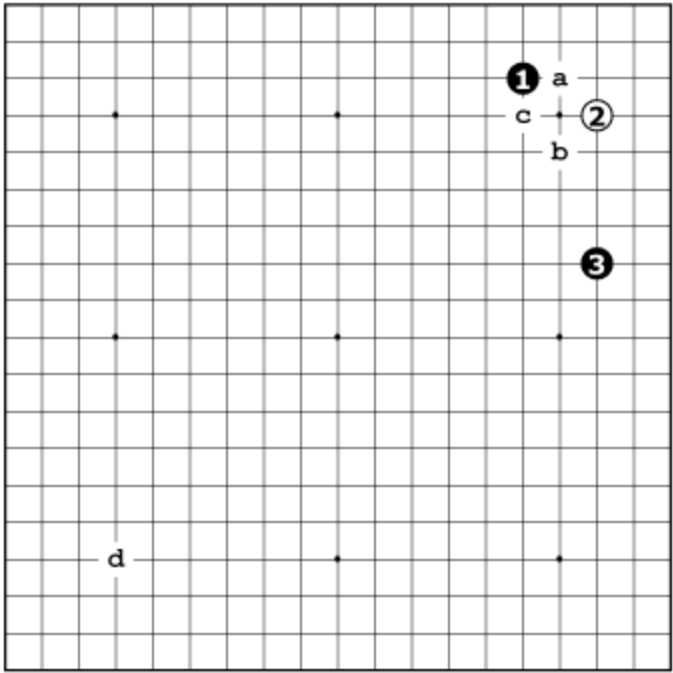
18 Black continues with 'a'. Black 'b' is a mistake.



21 White has played elsewhere once, Black 3 is now useless: the result favors White.

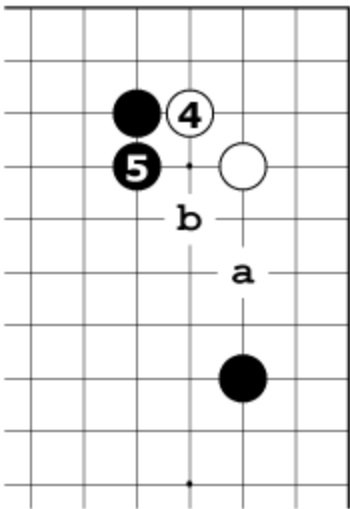


19 Black 19 only makes Black's situation worse.

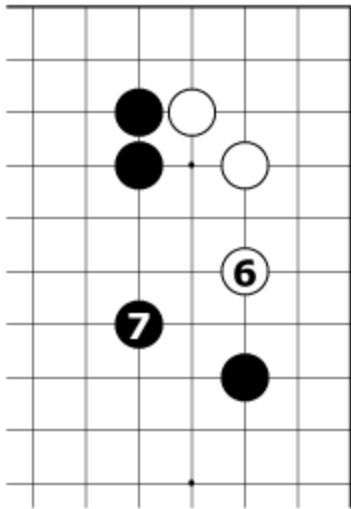


3 Black 1 is mainly influenced by the position in the bottom right corner. It indicates a special strategy and is not seen often. In the local context it is a slack move.

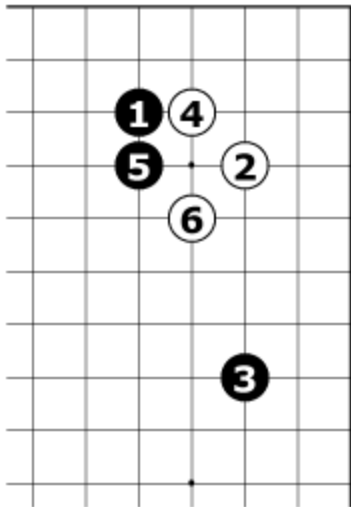
White continues with 'a *' or 'b *'.
'c' is bad. tenuki 'd' is possible.



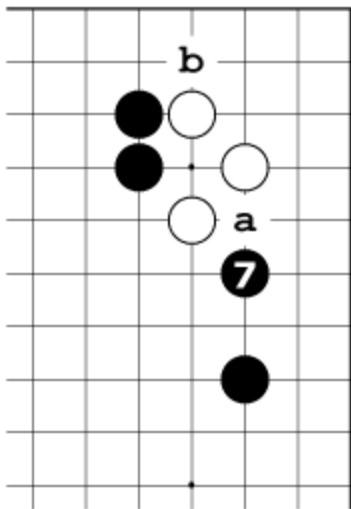
5 White continues with 'a *'.
White 'b' is a mistake.



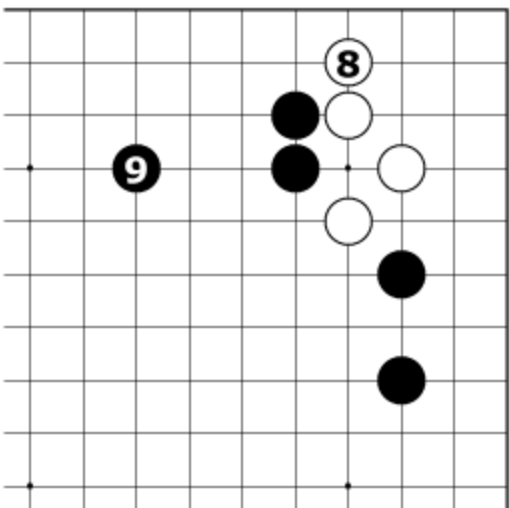
7 * GOOD VARIATION *



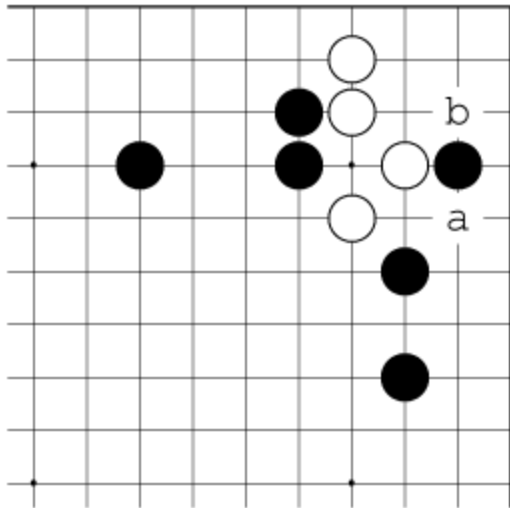
6 White 6 is a mistake.



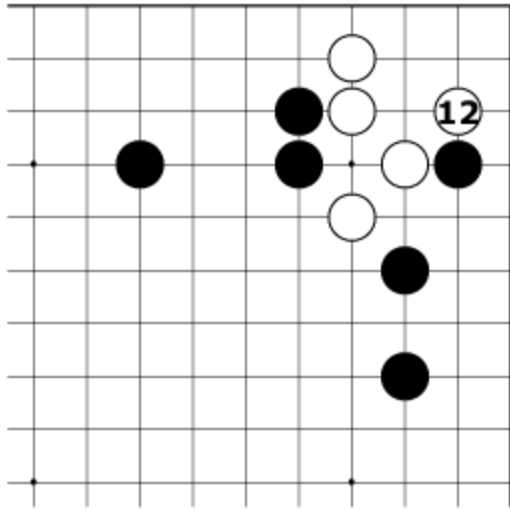
7 White continues with 'a'.
White 'b' is a mistake.



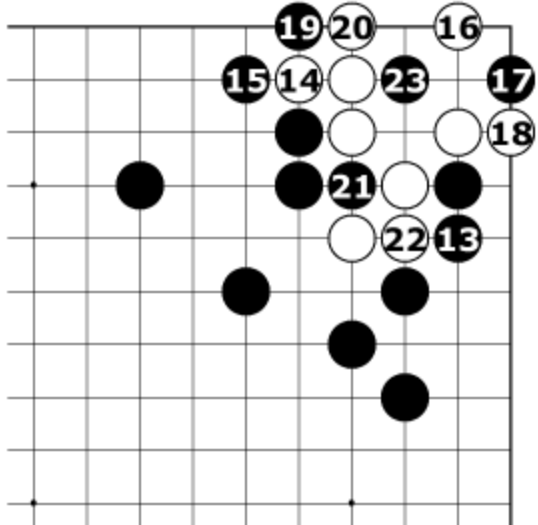
10 White plays elsewhere.



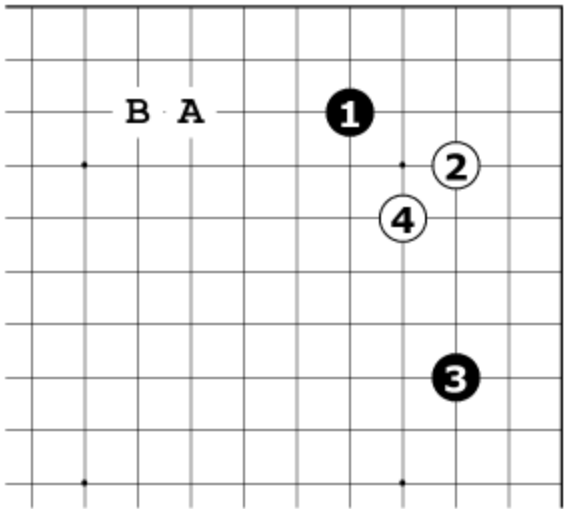
11 White continues with 'a'.
White 'b' is a mistake.



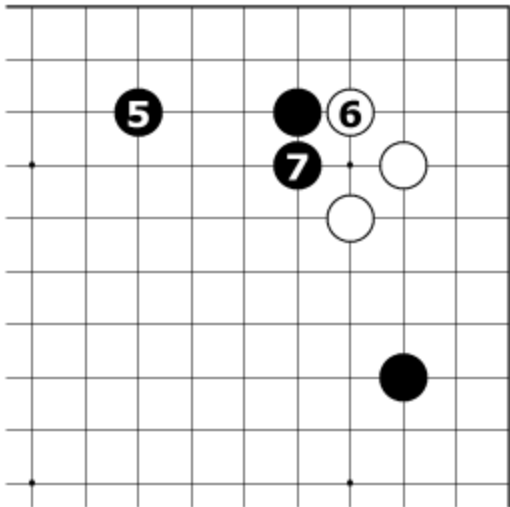
12 White 11 is a mistake.
White cannot make two eyes in the corner.



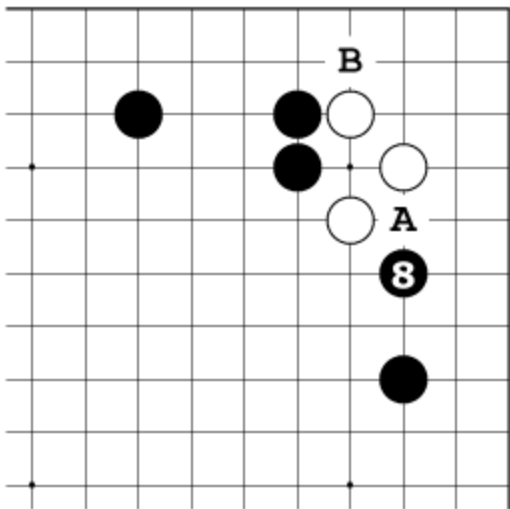
23 If White is sealed in the corner, such as with the extra Black stones as shown, White dies when Black plays 22.



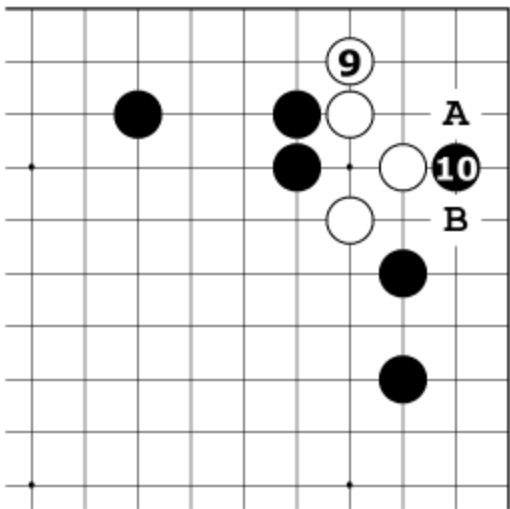
④ 'A *' is correct, 'B' is wrong.



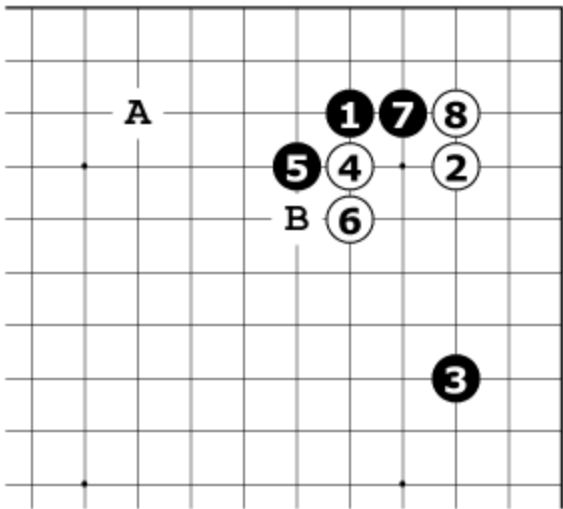
⑦ * GOOD VARIATION *



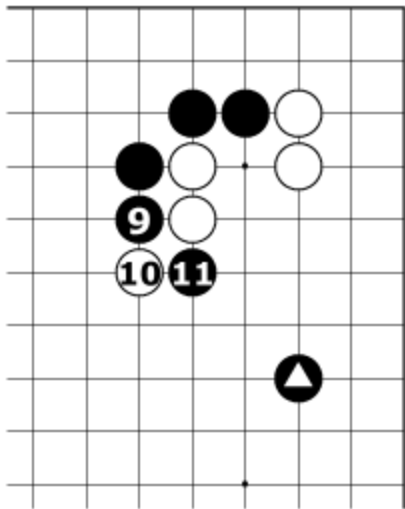
⑧ Later, Black can continue here. 'A' or 'B'.



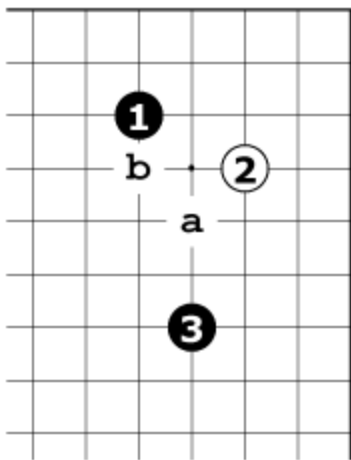
⑩ 'A' is correct, 'B' is wrong.



⑧ 'A' or 'B'.

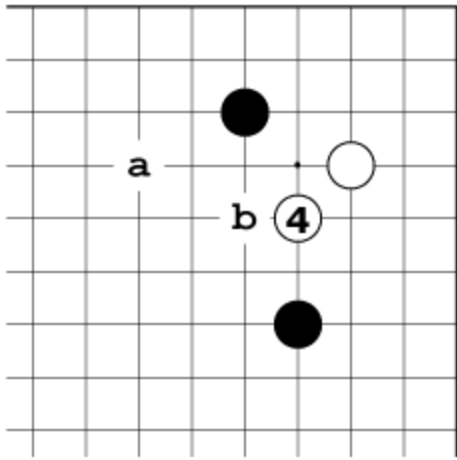


⑪ This answer is enabled by the triangled Black stone.

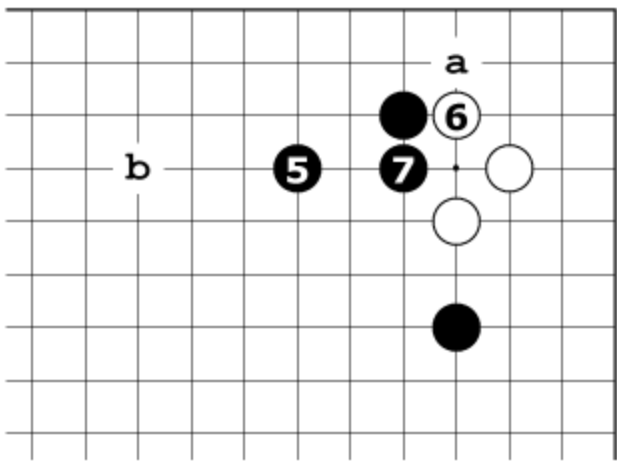


③ The aim of Black 3 is to take advantage of White's response to play at the top.

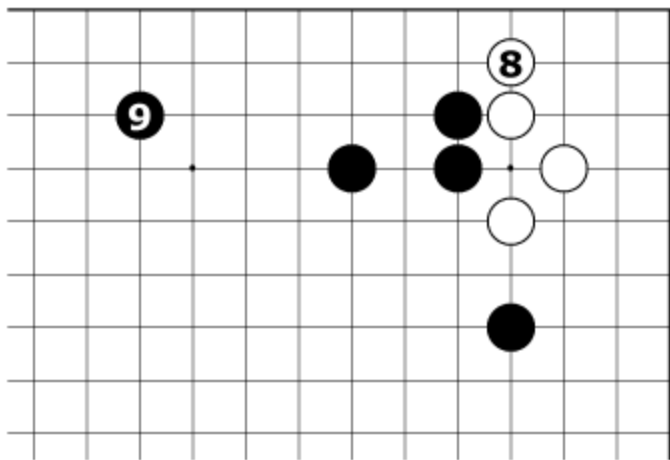
White 'a *' is more common. White 'b *' is the same as the one-space pincer variations.



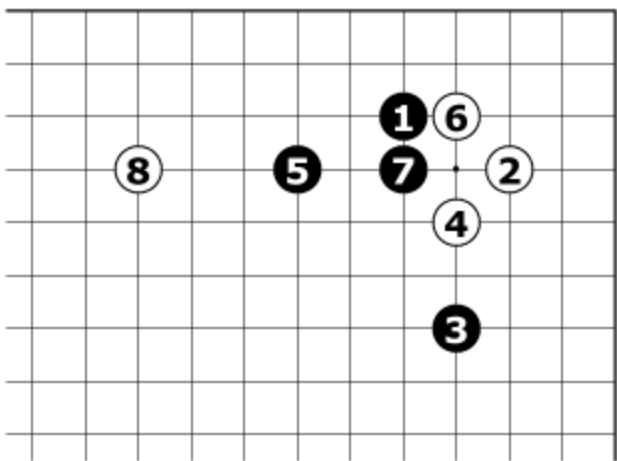
④ Black continues with 'a *' or 'b'.



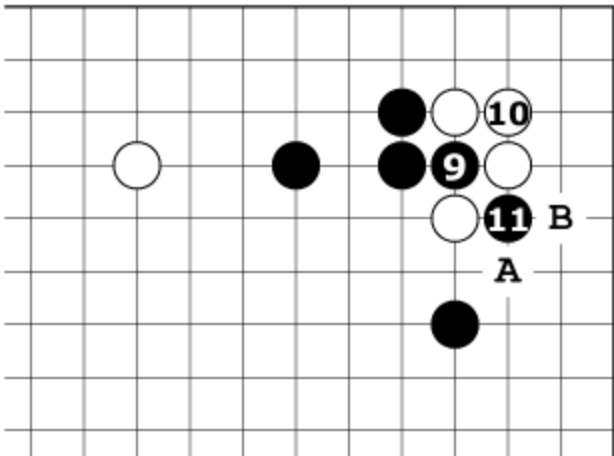
⑦ White continues with 'a *'. A checking extension such as 'b' is not possible.



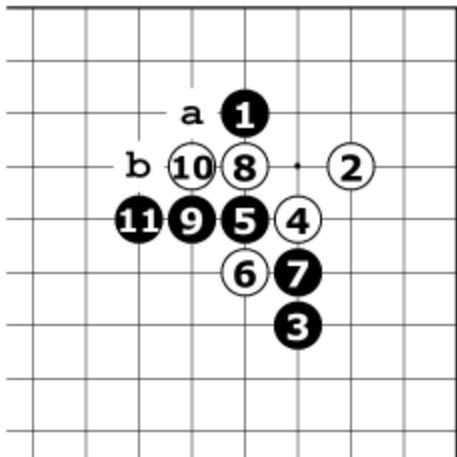
⑨ * GOOD VARIATION *



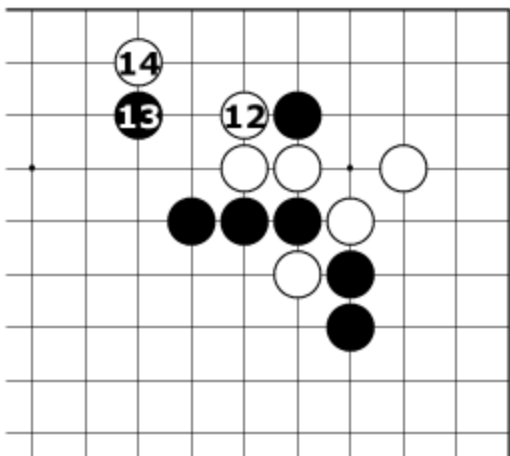
⑧ White 8 is a mistake.



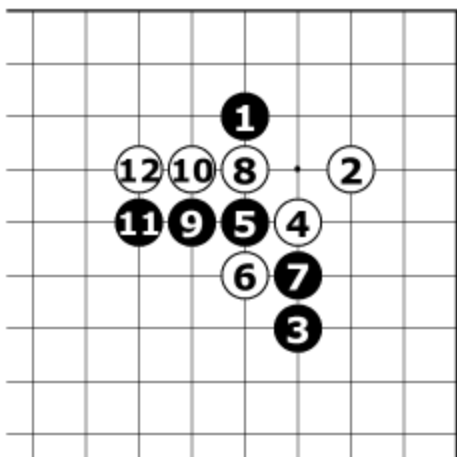
11 'A' or 'B'.



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

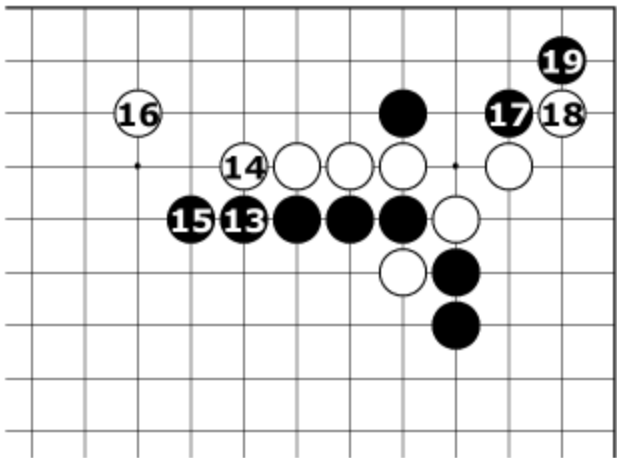


14 White 14 helps strengthen Black, but secures White's position in sente.

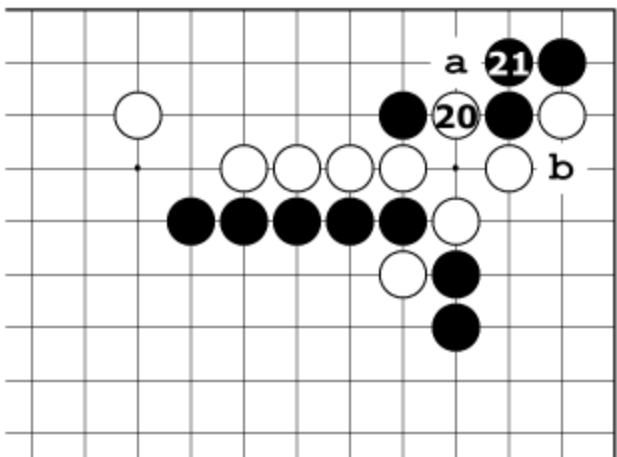


12 White 12 is an overplay; White cannot make

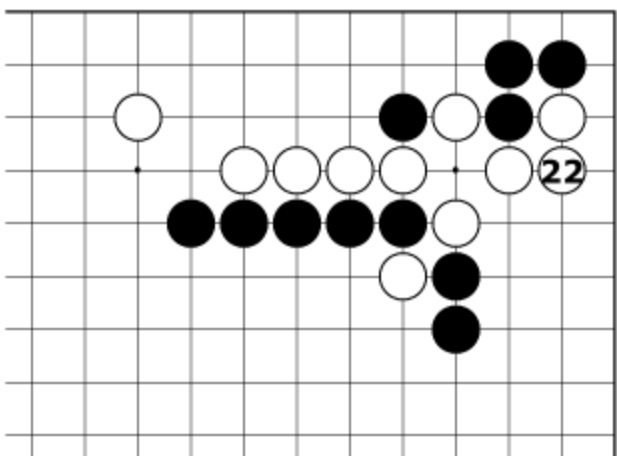
territory so easily.



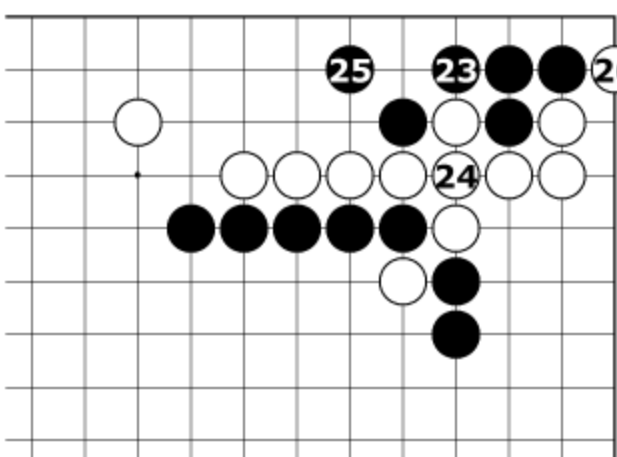
19 The two-step hane is the tesuji.



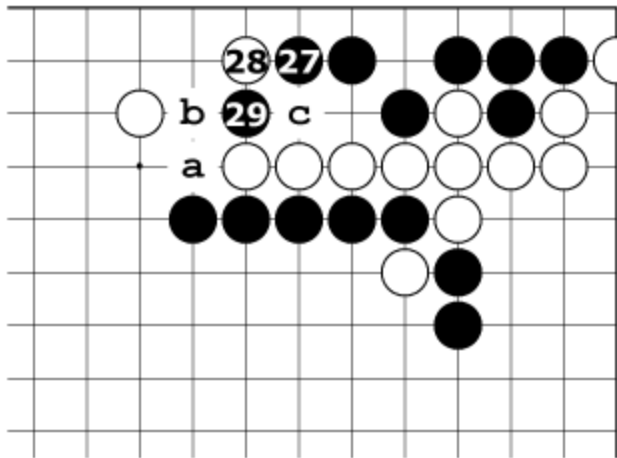
21 White 'b' looks obviously right, but is wrong. White must play 'a' and concede the corner.



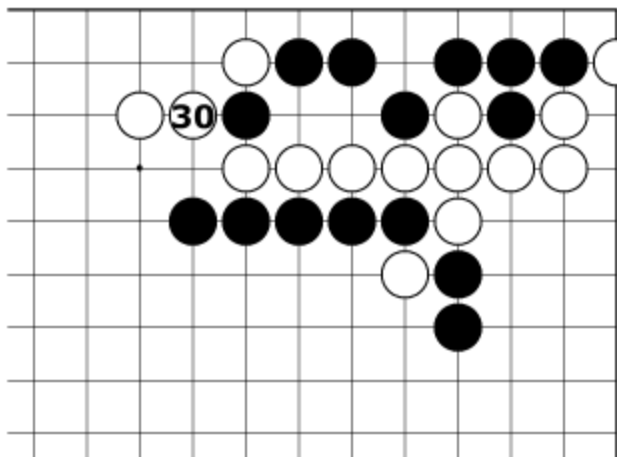
22 White 22 is a mistake.



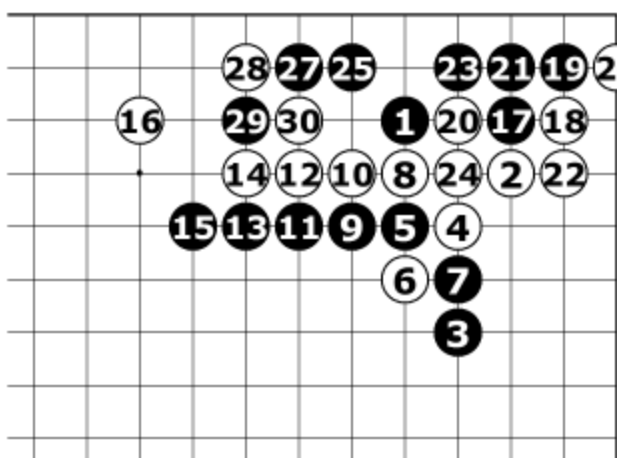
26 White 26 is a mistake.



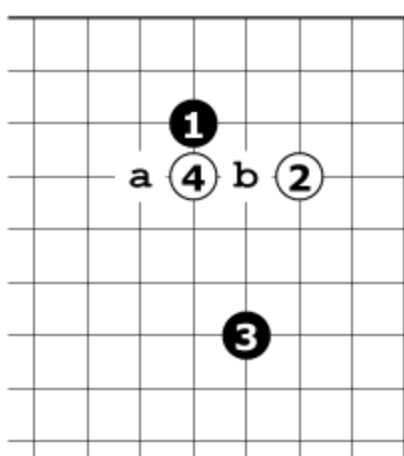
29 White must play 'a'; 'b' and 'c' are unreasonable.



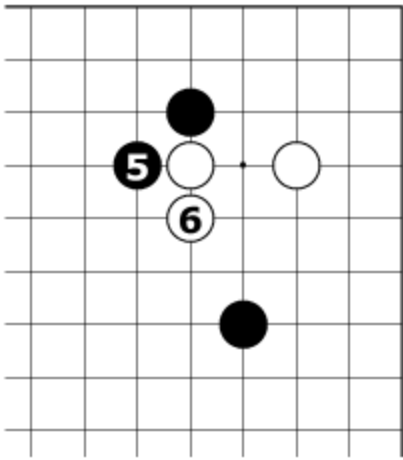
30 White 30 is a mistake.



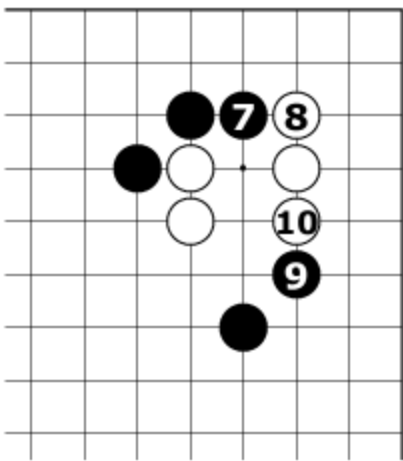
30 White 30 is a mistake.



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

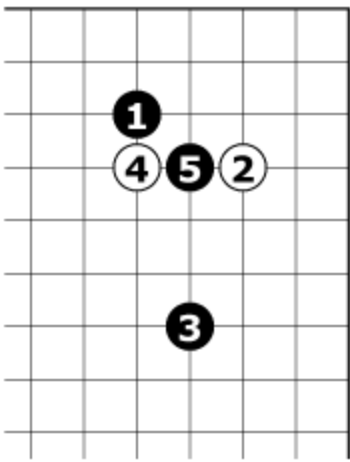


⑥ See variation 4-1-5-3-1 for other continuations.

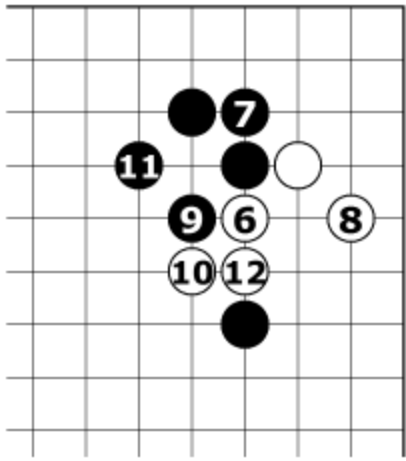


⑩ * GOOD VARIATION *

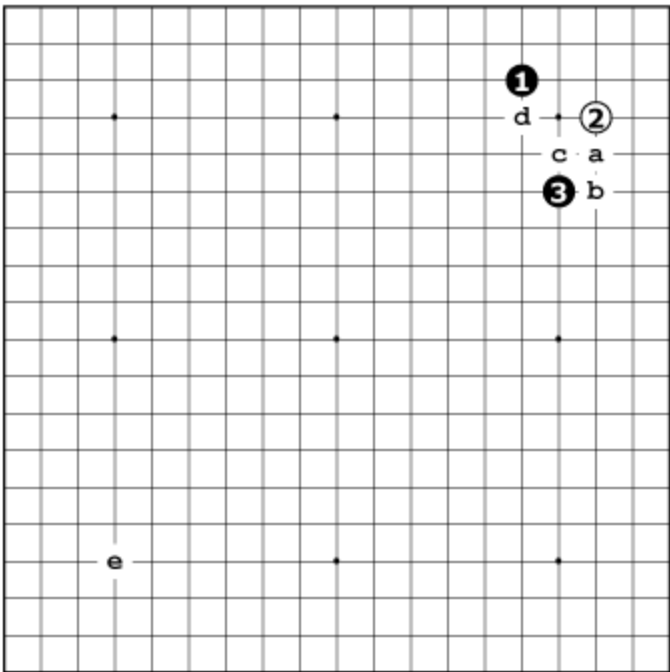
See variation 4-1-5-3-1 for continuations.



⑤ Regardless of the ladder, Black 5 is a mistake.

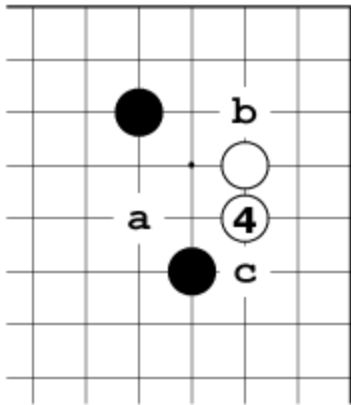


⑫ Black 3 has lost all power, which is not compensated for by Black's ponnuki.

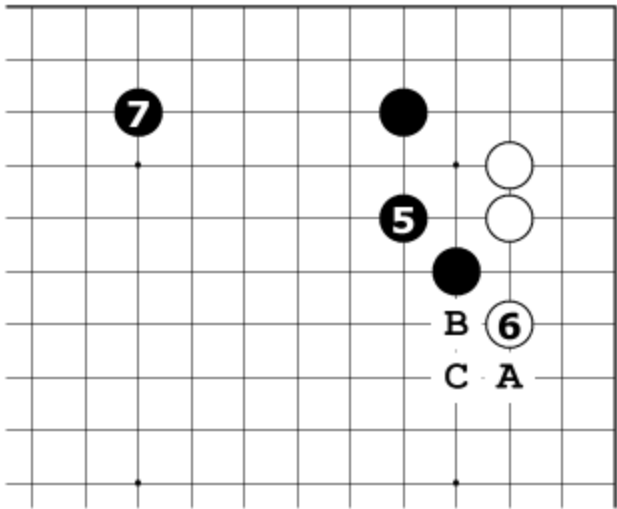


③ Black 3 initiates the taisha (large slant) joseki, regarded as one of the most complex joseki, and noted for its multitude of variations. For the complex variations (variation 'd *'), Black must have the ladder.

White may play at 'a *', 'b *' or 'c *', or play elsewhere 'e *', to avoid complications. These are compromise moves, so slight disadvantages cannot be avoided. There are compromise moves even after attaching at 'd'.

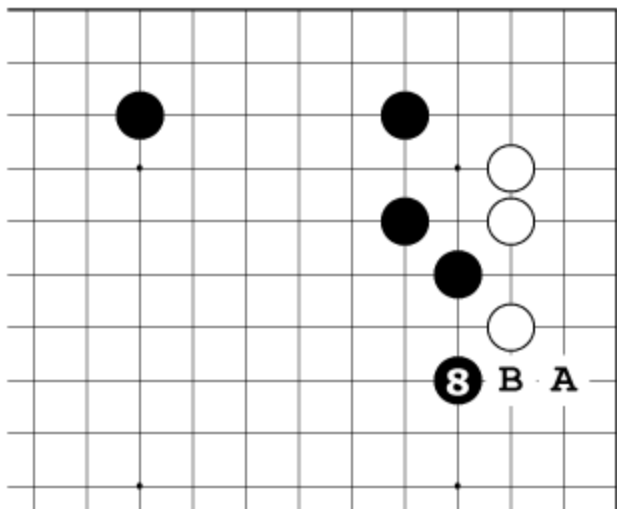


④ Black continues with 'a *' or 'b'. Black 'c' is not recommended.

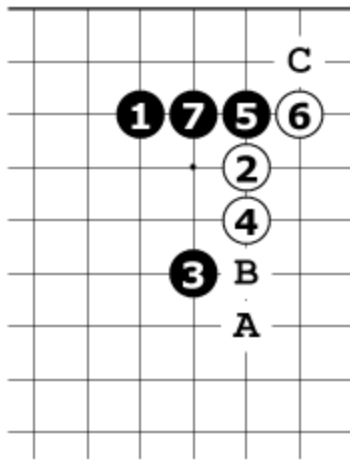


⑦ * GOOD VARIATION *

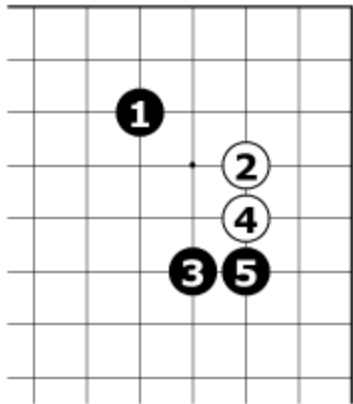
Later, White plays 'A' or 'B' or Black 'C'.



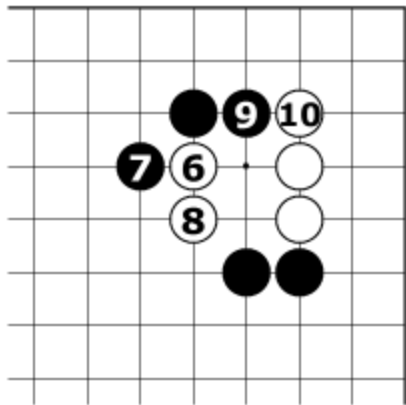
⑧ 'A' is correct, 'B' is a mistake.



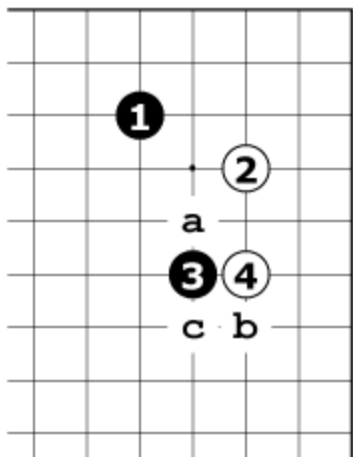
⑦ 'A' is correct, 'B' and 'C' are unfavorable attempts to cut Black.



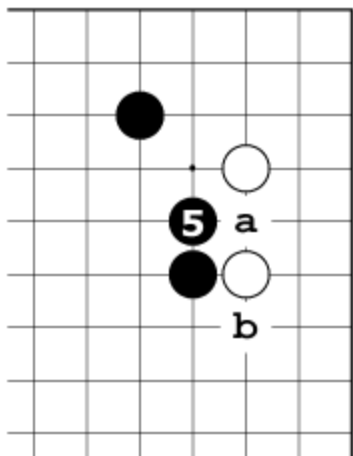
5 Black 5 is an overlay.



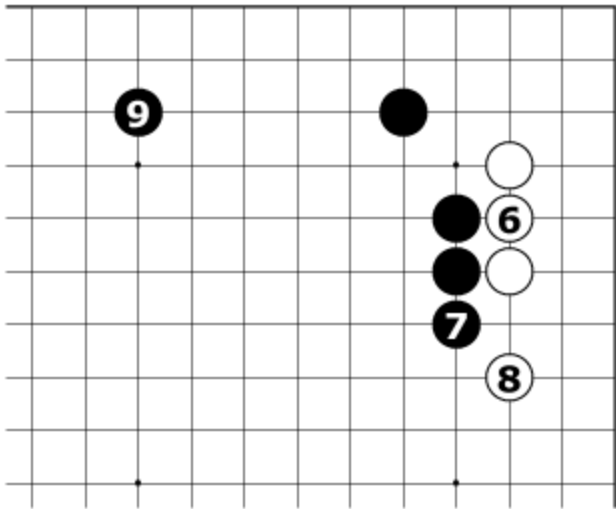
10 Black 3 should be at P13, not P14.



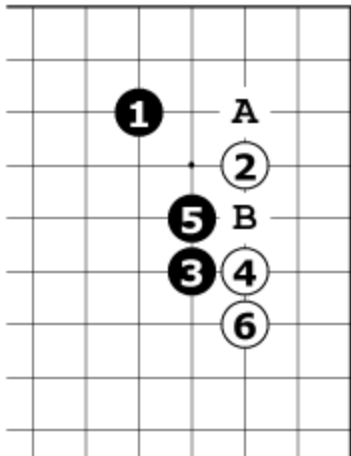
4 Black continues with 'a *' or 'b *'. 'c' is a mistake.



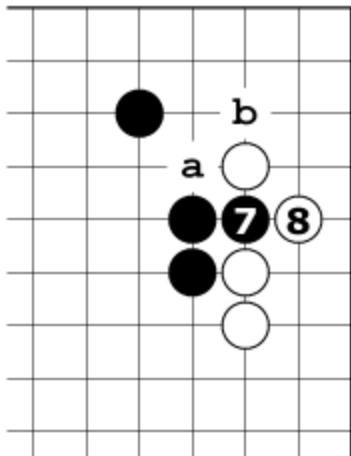
5 White continues with 'a *'. White 'b' is not recommended.



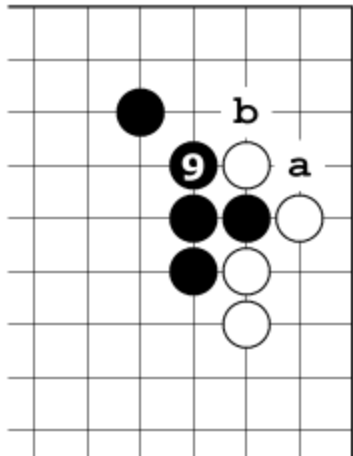
9 * GOOD VARIATION *



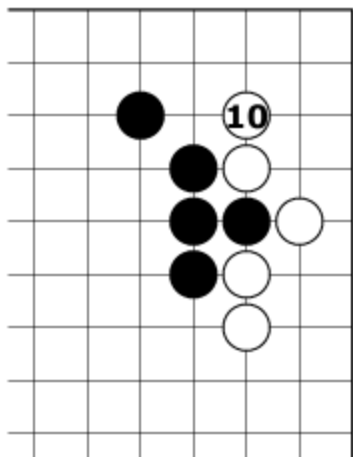
6 White 6 gives Black a favorable result. 'A' makes a secure base in the corner in sente, 'B' aims for influence over the top side giving the corner in gote.



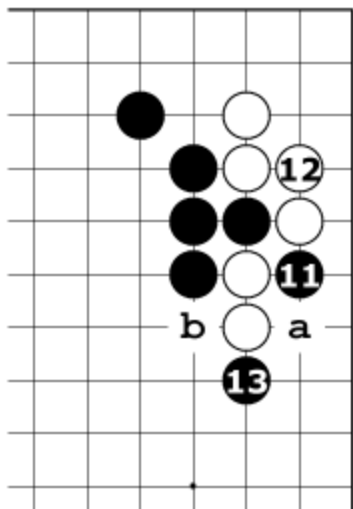
8 Black continues with 'a'. Black 'b' is a mistake.



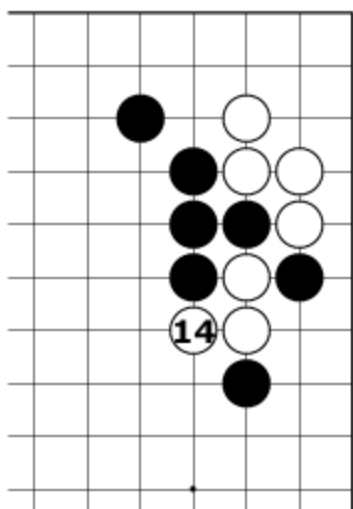
9 White continues with 'a'. White 'b' is a mistake.



10 White 10 is a mistake.

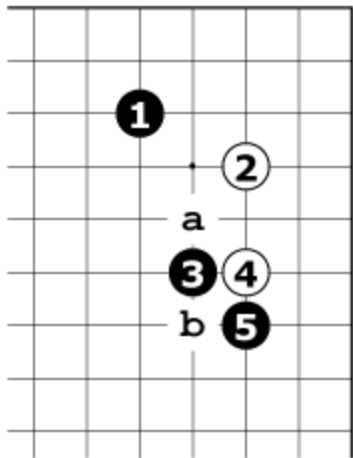


13 White must suffer and play 'a'. White 'b' is a mistake.

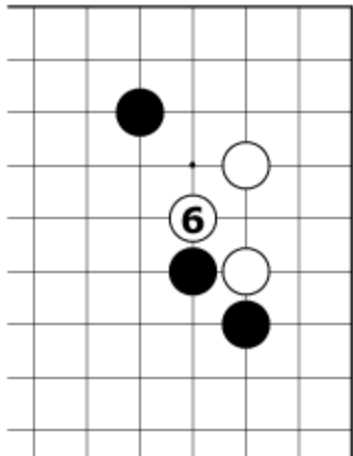


14 White 14 offers White a fight with little prospect of

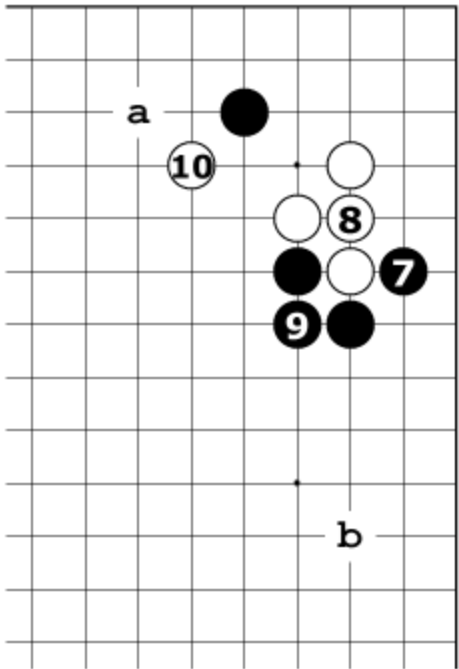
gain.



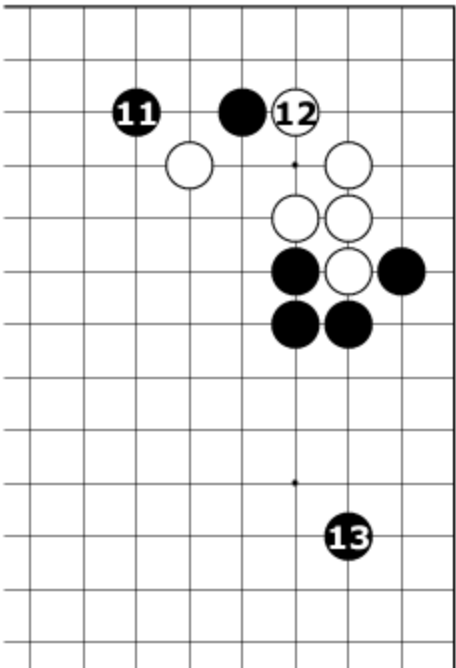
5 White continues with 'a' * or 'b'. White 'b' leads to complications.



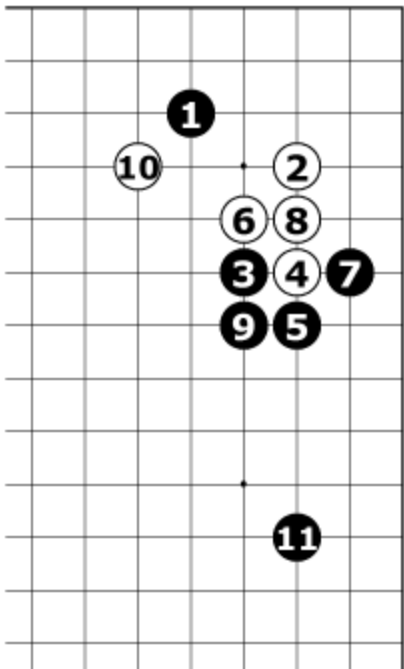
6 White 6 is a simple variation.



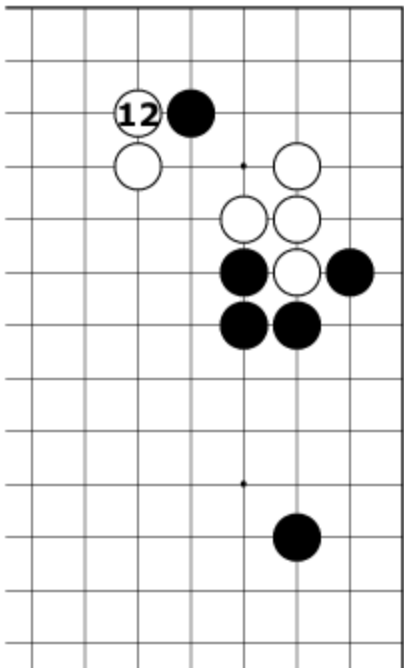
10 Black continues with 'a' * or 'b'.



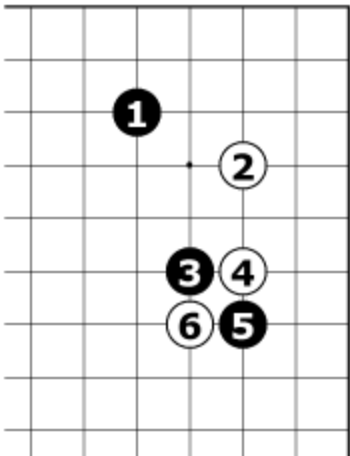
13 * GOOD VARIATION *



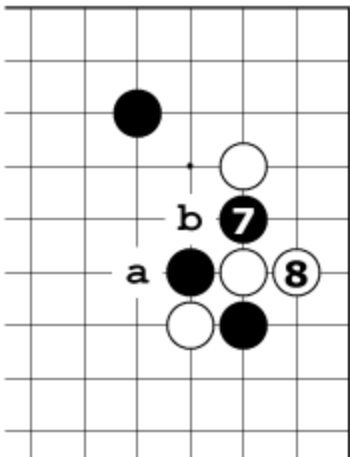
11 Black 11 is recommended if White is likely to pincer on the right.



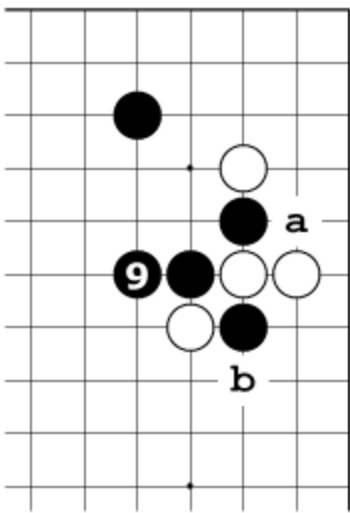
12 There is still aji in Black 1.



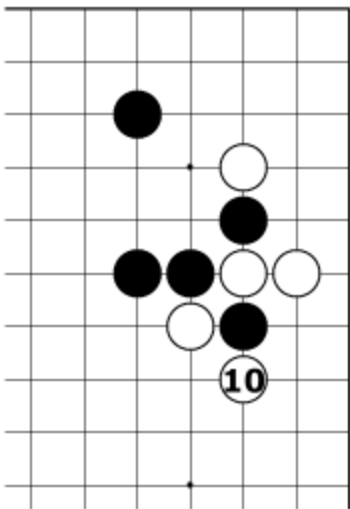
6 White 6 introduces complications. The ladder is important.



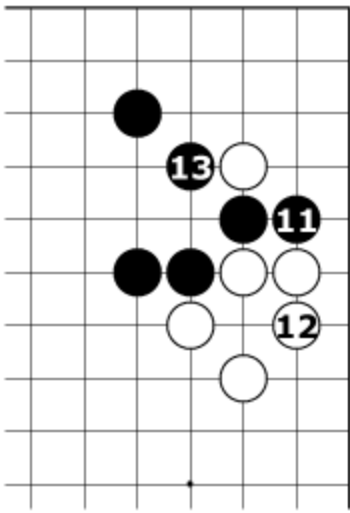
8 Black continues with 'a' or 'b'.



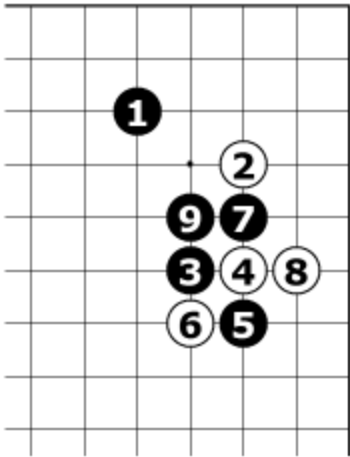
9 White continues with 'a'. White 'b' is a mistake.



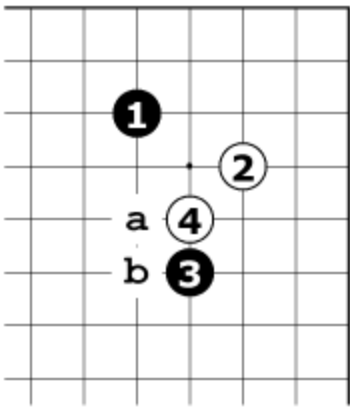
10 White 10 is a mistake.



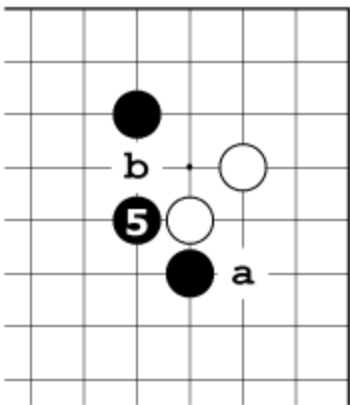
13 Black's corner profit is substantial.



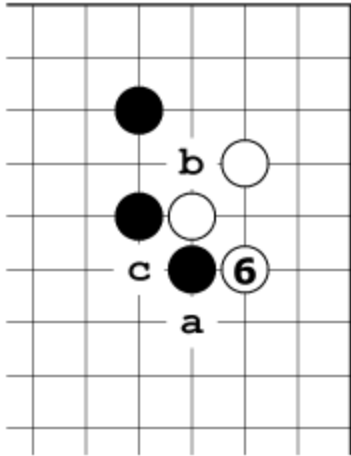
9 Black 9 is sensible with an unfavorable ladder.



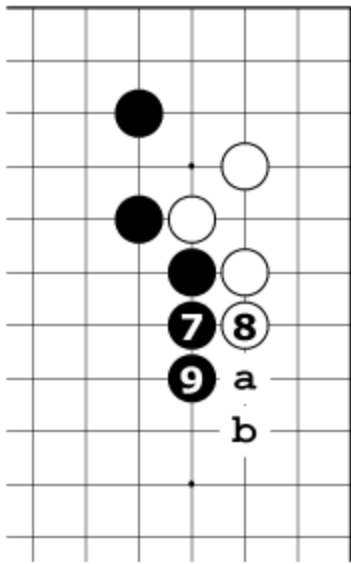
4 White continues with 'a', or possibly the unorthodox 'b'.



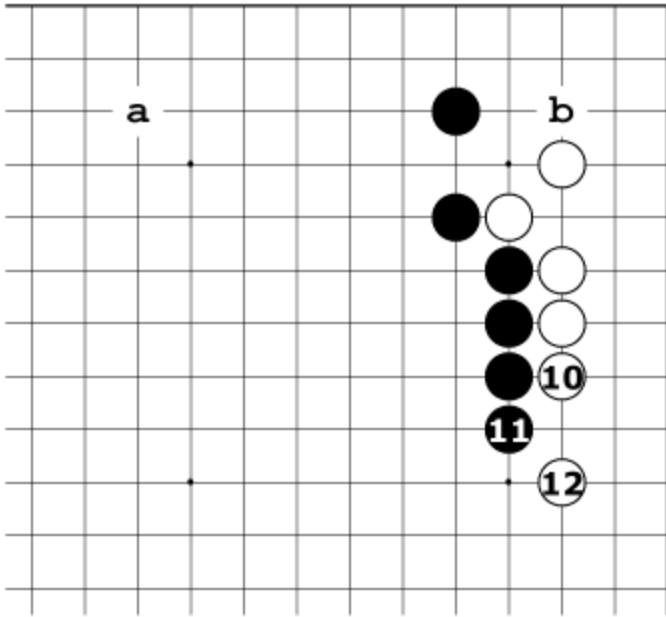
5 White continues with 'a' or 'b'.



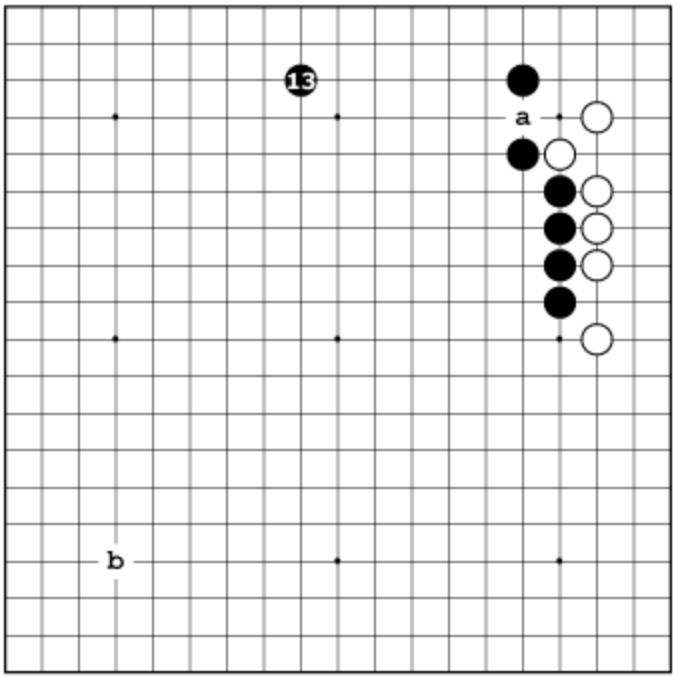
6 'a', 'b' and 'c' is joseki. 'a' is the most difficult, 'c' the easiest of the three.



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

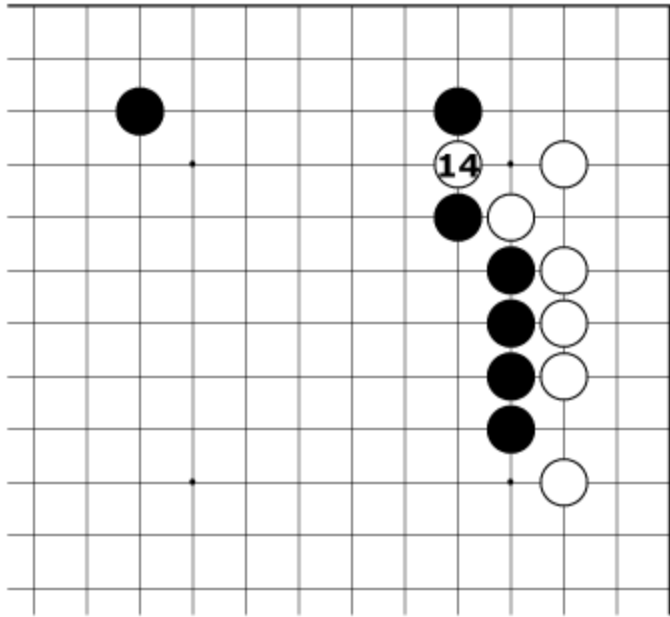


12 Black can play at 'a' or first force at 'b'.

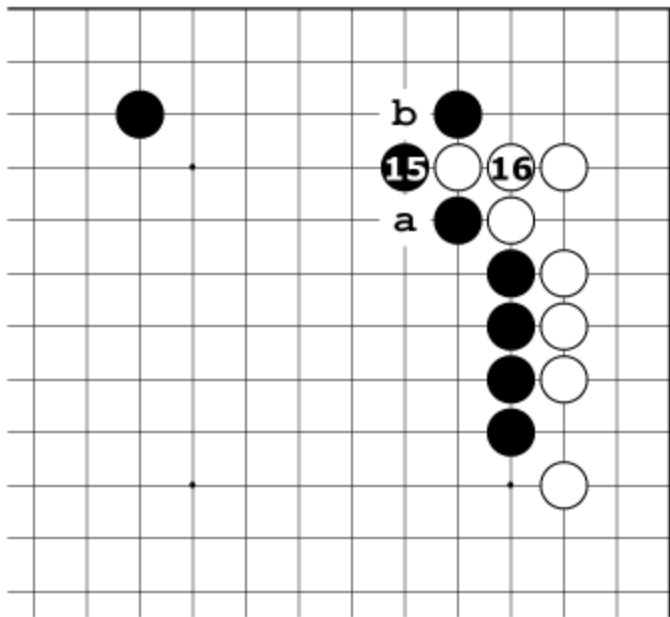


13 * GOOD VARIATION *

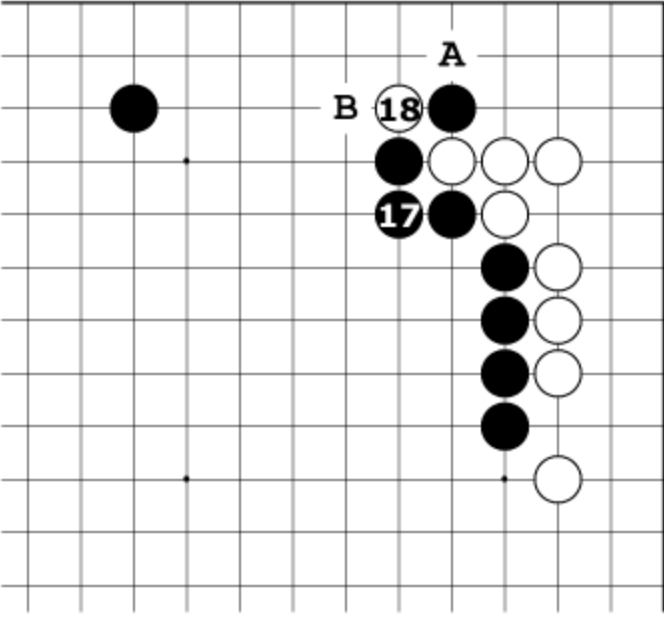
White 'a' makes Black thick, but playing elsewhere ('b') is also costly.



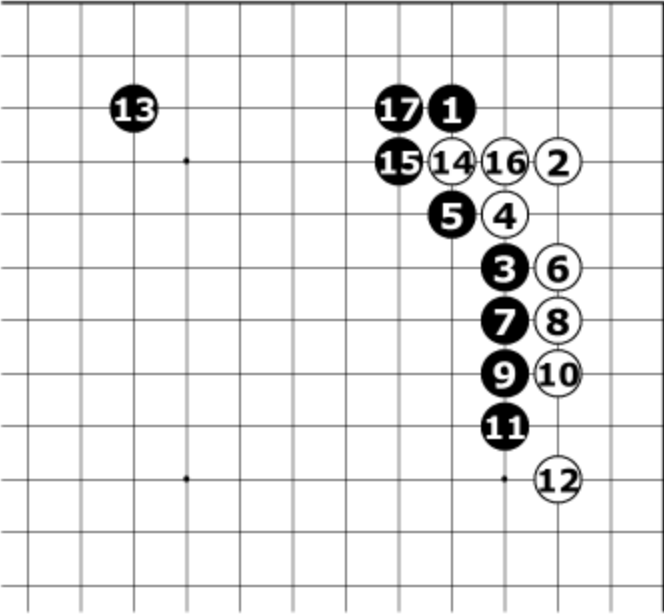
14 White 14 is after the joseki. The corner is at stake, but playing this early makes Black thick.



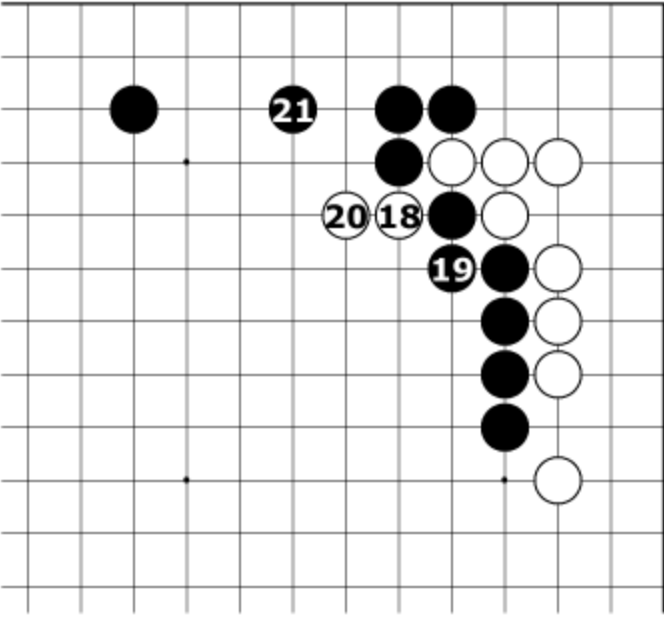
16 Black continues with 'a'. Black 'b' is a mistake.



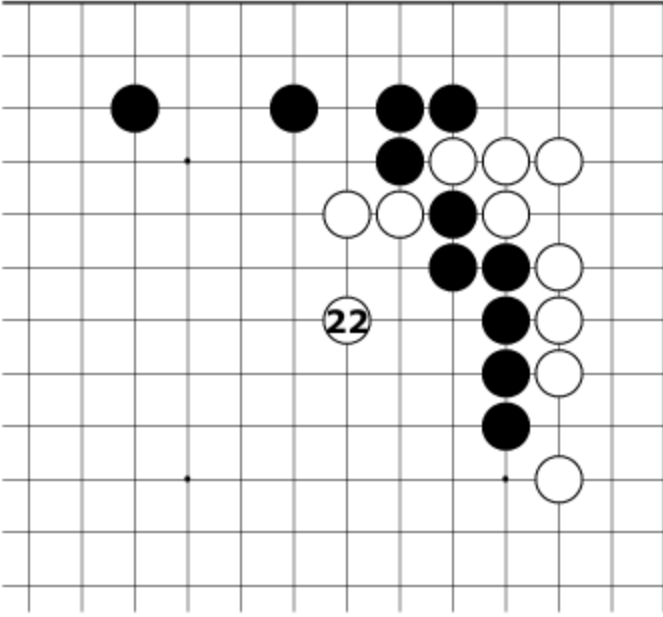
18 'A' or 'B'.



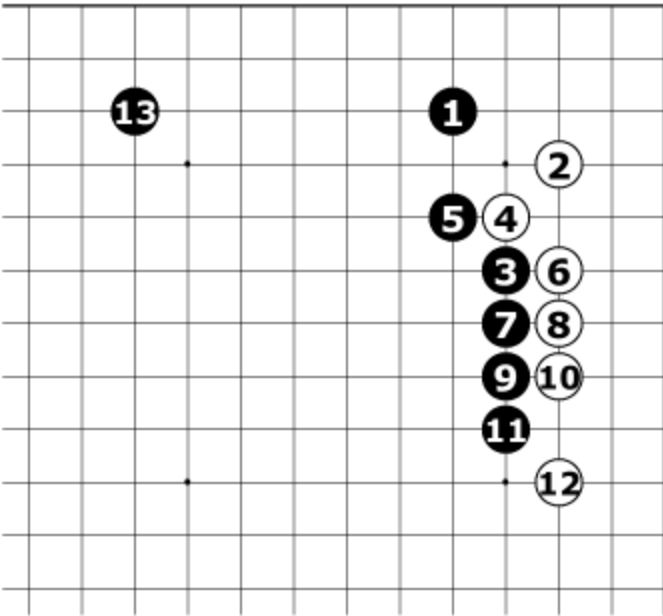
17 Black 17 is a mistake.



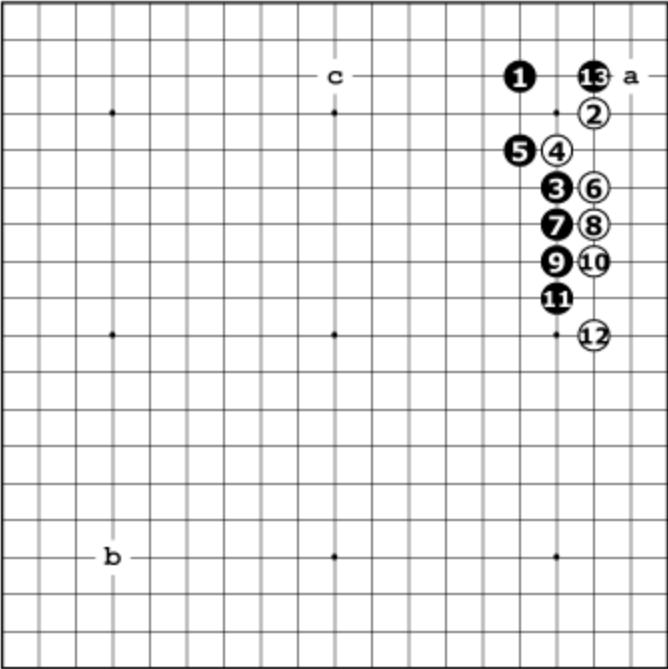
21 Black is low.



22 Black's center stones will have to make life in the center, giving White opportunity for profit as well as ruining Black's thickness.

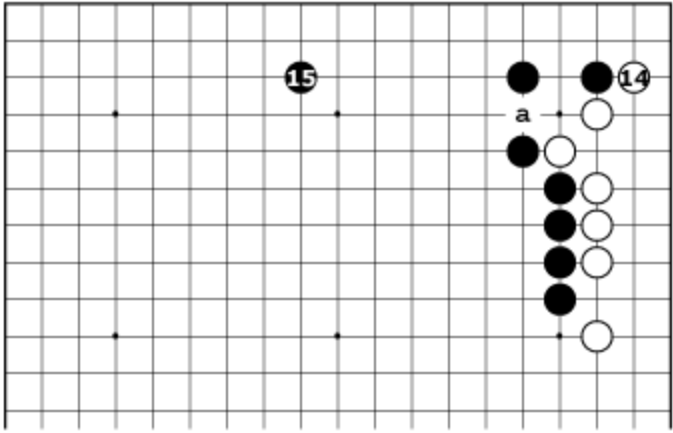


14 White plays elsewhere.

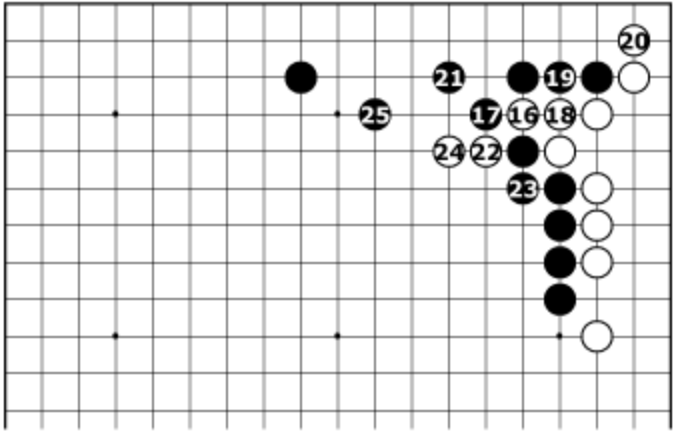


13 White will normally answer at 'a' or 'c'. In a 1985 Meijin game against Kobayashi, Cho with Black didn't answer, and 'b'

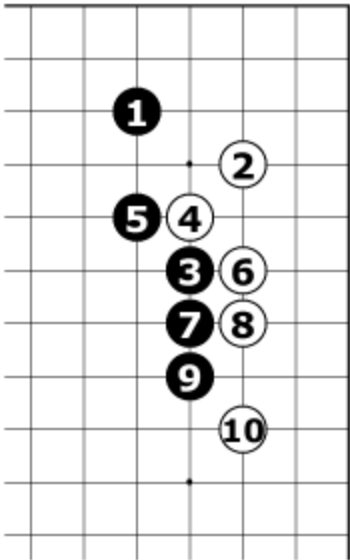
shows what happened.



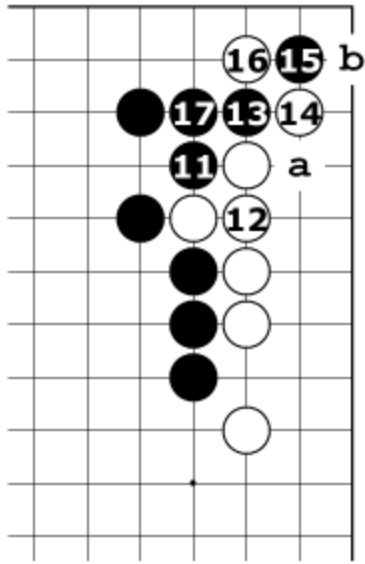
15 The exchange of the marked stones aims at dissuading White of wedging at 'a'. The continuation shows why.



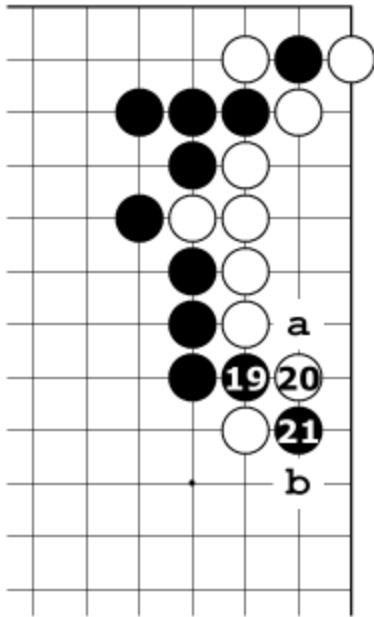
25 All of Black's stones are working together efficiently.



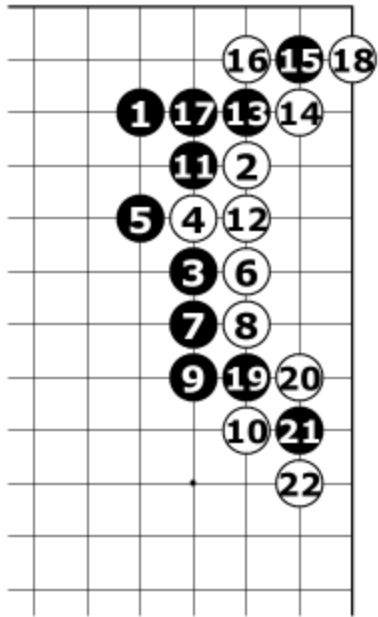
10 White 10 is a mistake.



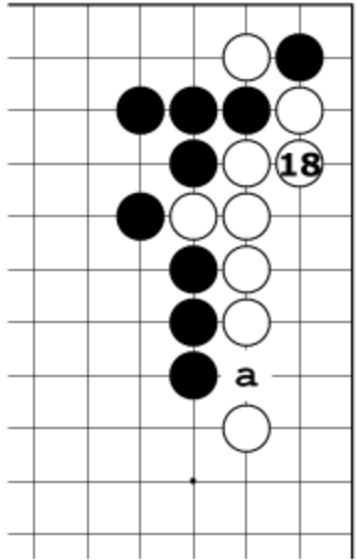
17 White continues with 'a'. White 'b' is unreasonable.



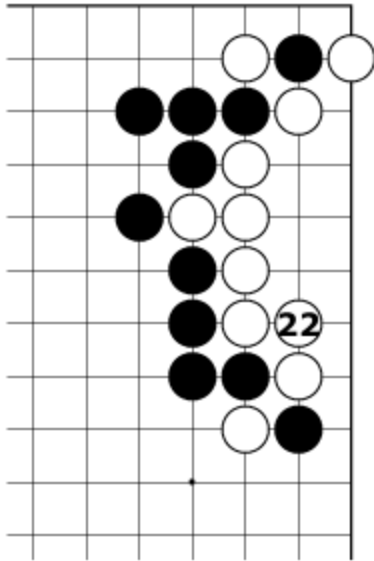
21 White must play 'a'. White 'b' is a mistake.



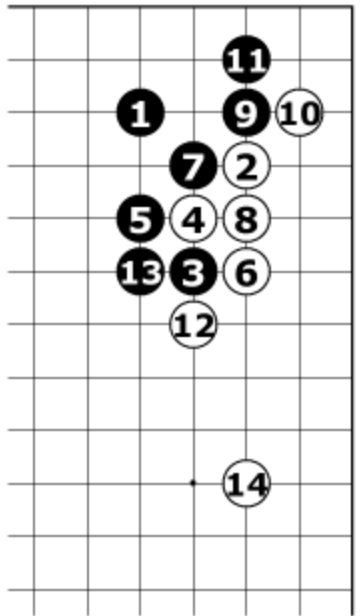
22 White 22 is a mistake.



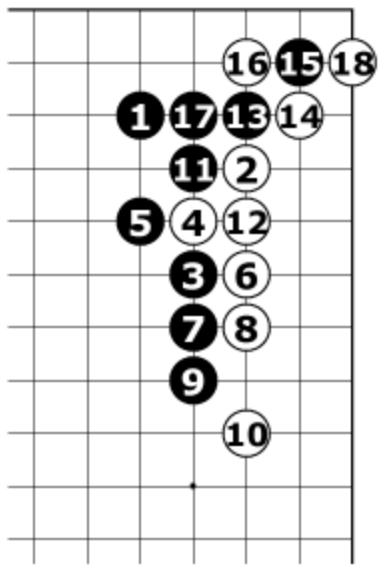
18 White must defend with 18 because of the potential thrust at 'a'.



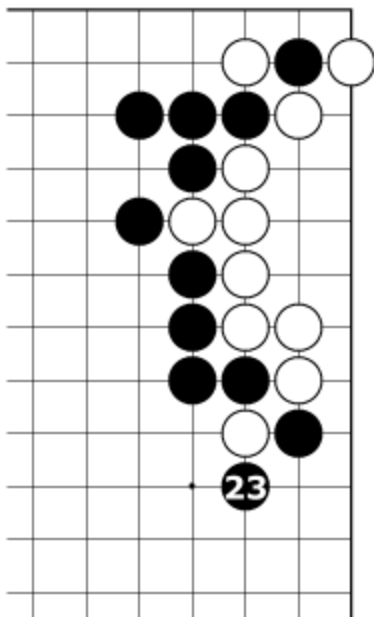
22 White 22 is necessary.



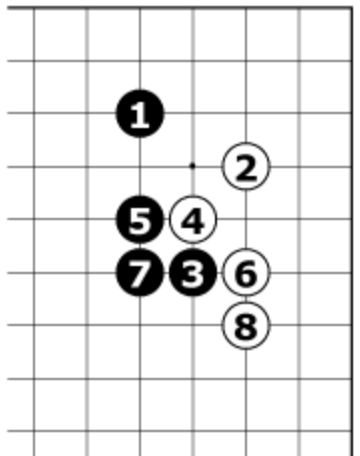
14 * GOOD VARIATION *



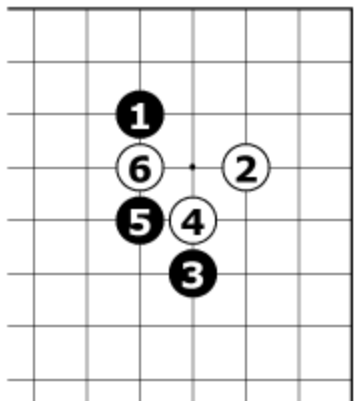
18 White 18 is a mistake.



23 Black cuts off the White stone.

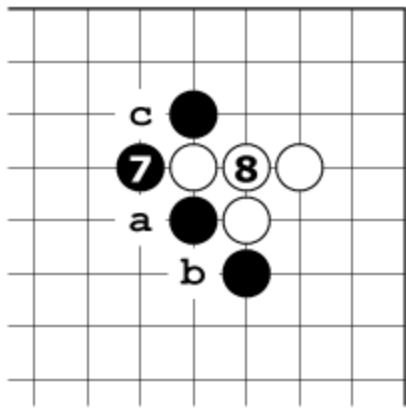


8 * GOOD VARIATION *

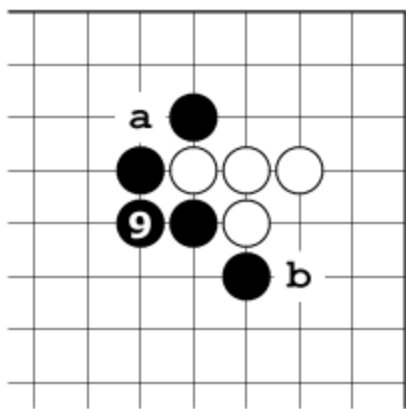


6 The hane komi of White 6

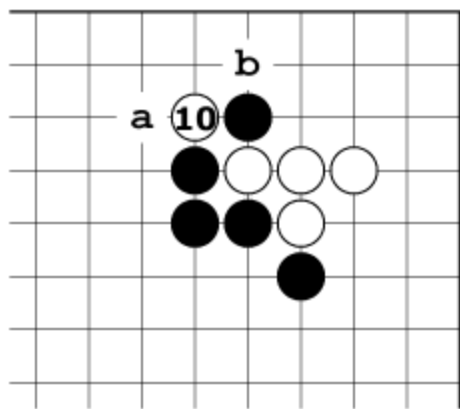
was invented by Kitani Minoru.



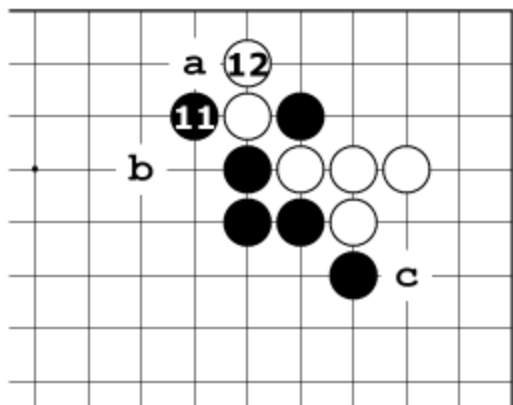
8 Black continues with 'a *' to 'c *'.



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

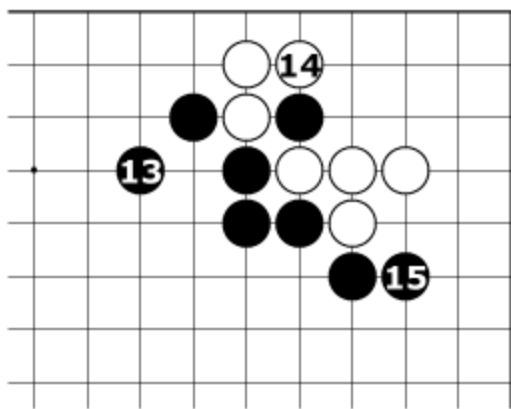


10 Black continues with 'a *' or 'b *'.

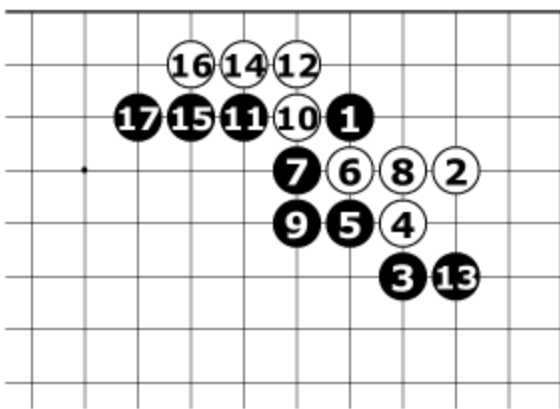


12 Black continues with 'a', 'b

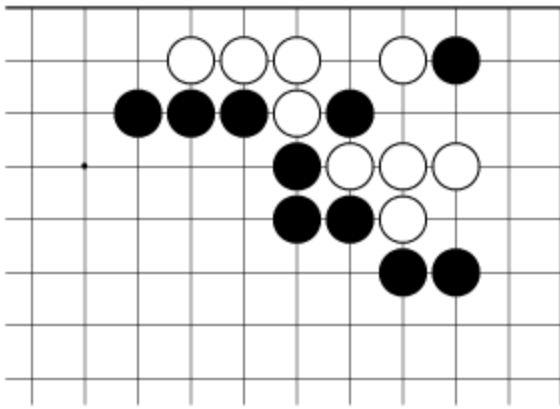
' or 'c'.



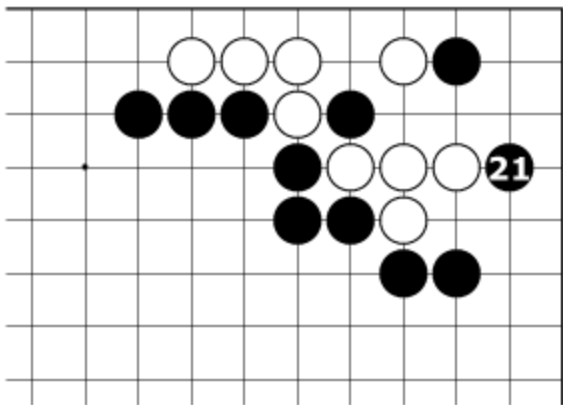
15 * GOOD VARIATION *



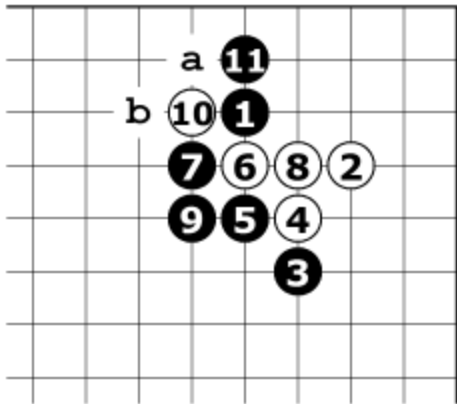
18 White plays elsewhere.



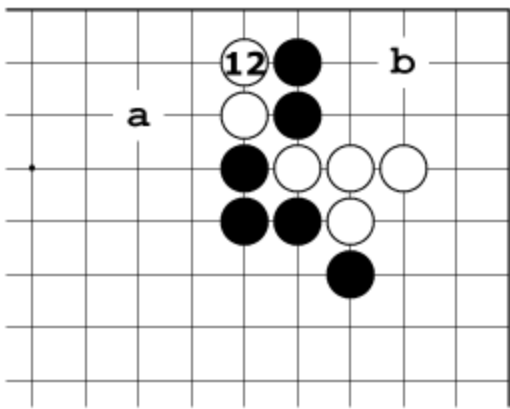
20 White 19...



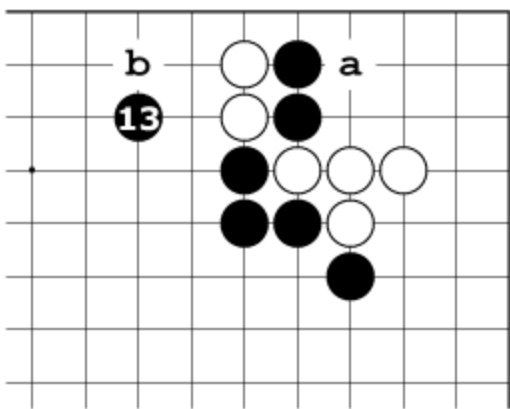
21 ... allows Black 20.



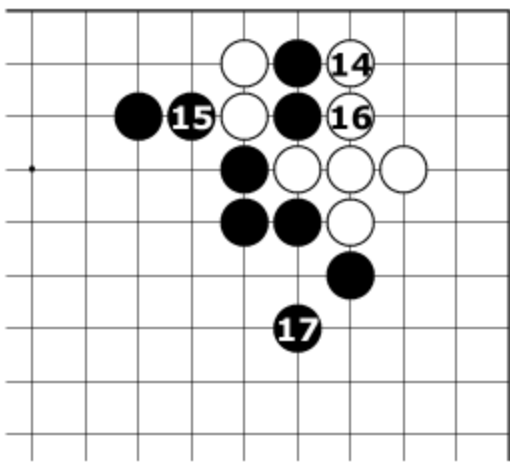
11 Black 11 is a relatively recent innovation. White continues with 'a *'. White 'b' is a mistake.



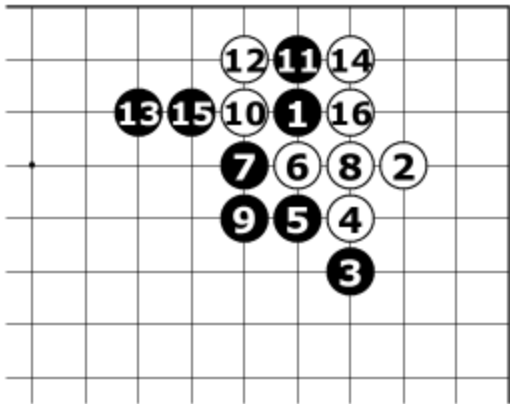
12 The joseki continues at 'a *', but it is important to know how to answer Black 'b'.



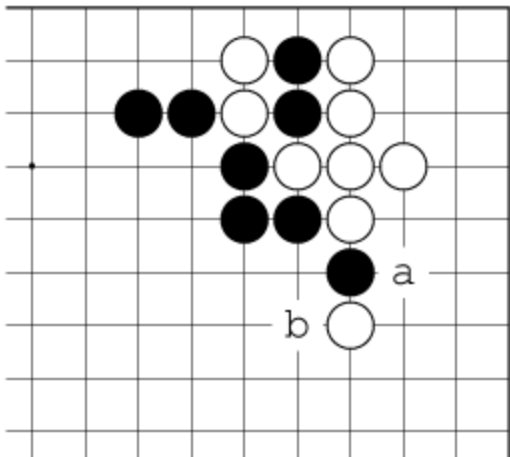
13 White continues with 'a *'. White 'b' is pointless.



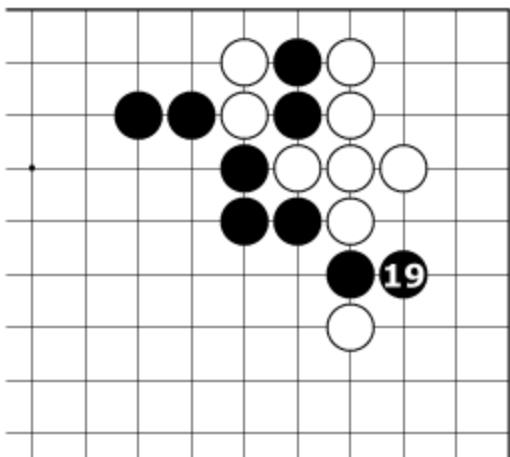
17 * GOOD VARIATION *



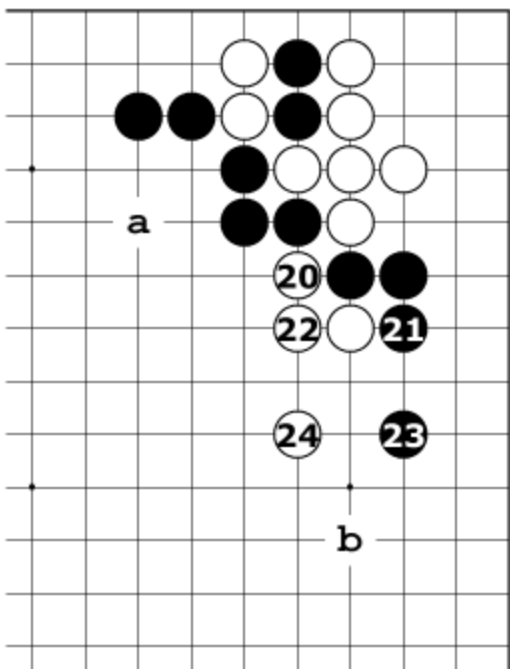
17 Black plays elsewhere.



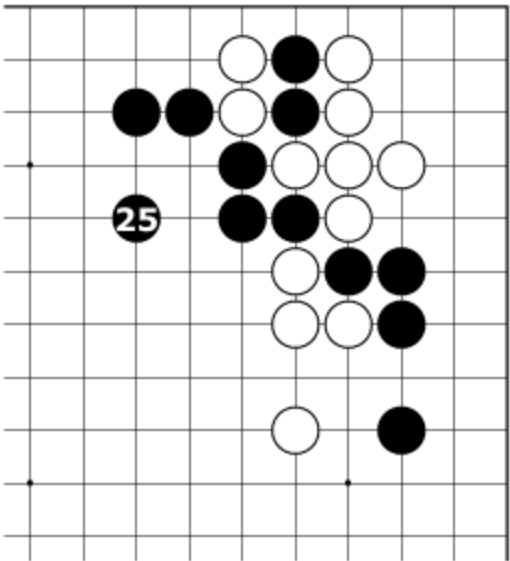
18 Black fights back with 'a', or plays solidly with 'b'.



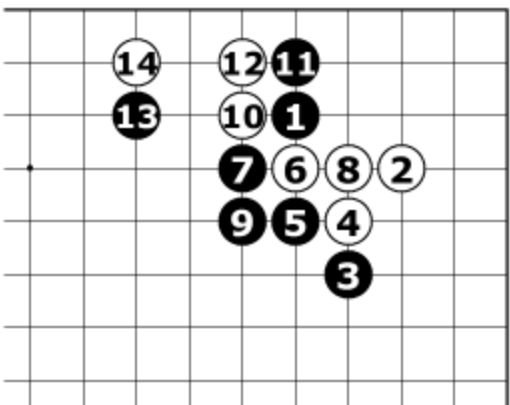
19 Black 19 provokes a fight.



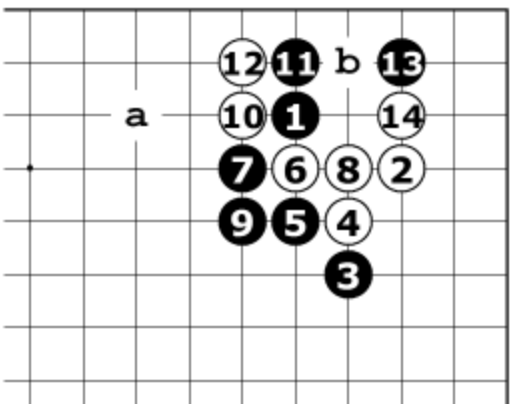
24 Black continues with 'a' or 'b'.



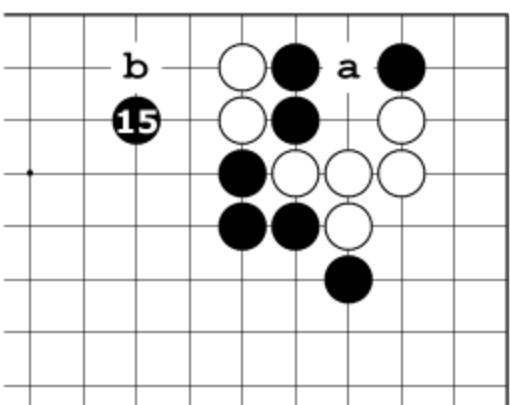
25 Black 24 is honte (the correct defense).



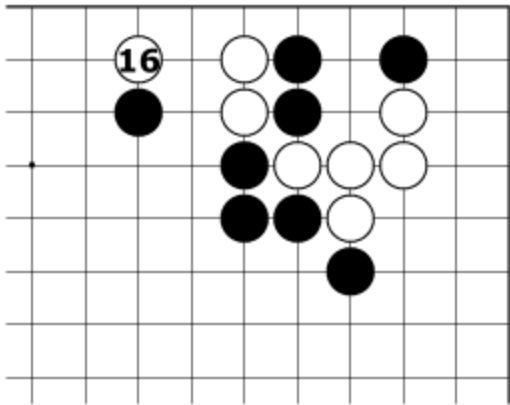
14 White 14 is fruitless.



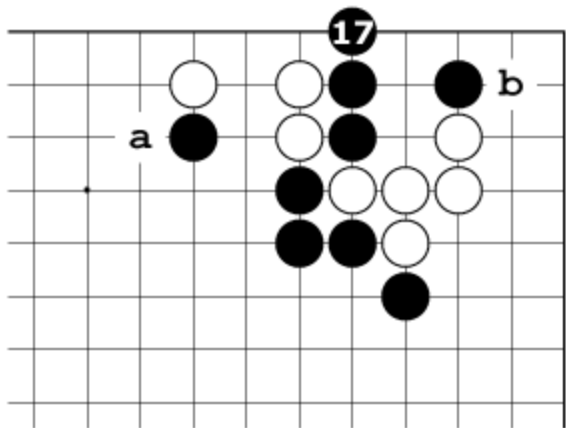
14 Black continues with 'a'. White cannot live in the corner with 'b'.



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

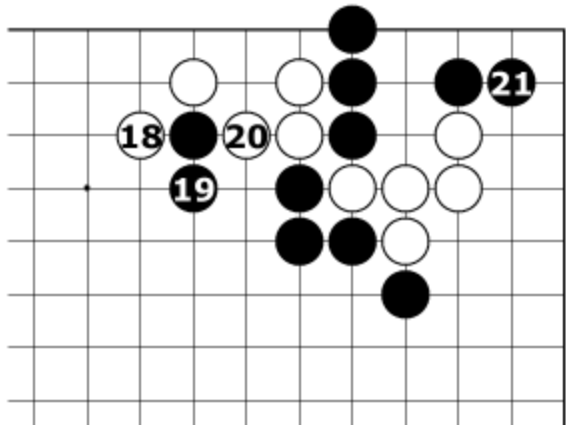


16 White 16 is a mistake.

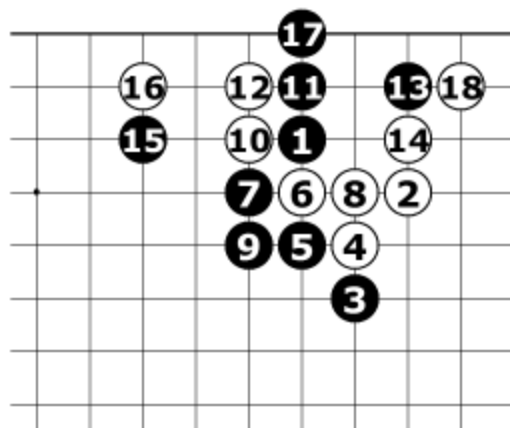


17 Black 17 is the tesuji.

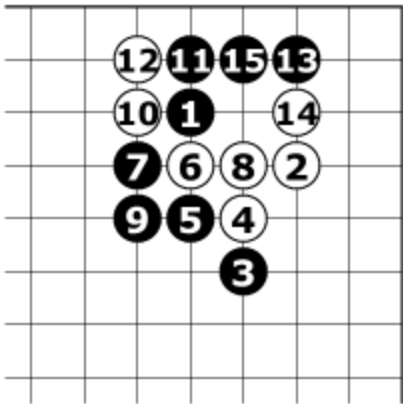
White continues with 'a'. White 'b' is a mistake.



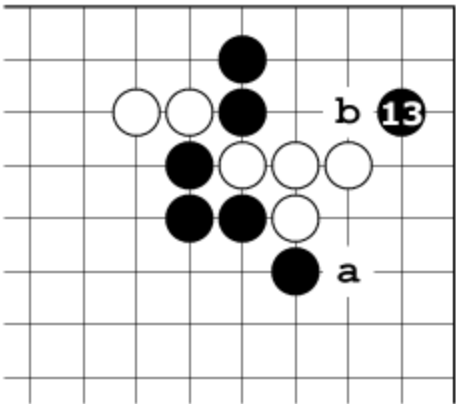
21 White faces a tough fight.



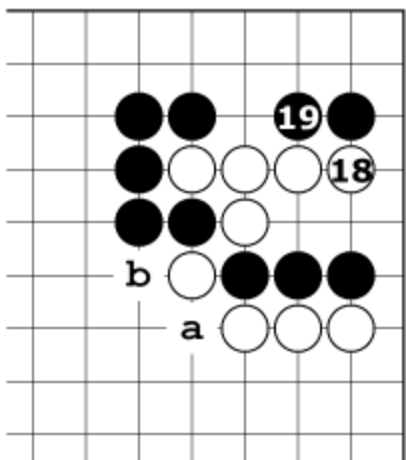
18 White 18 is a mistake.



15 Black cannot live in the corner.

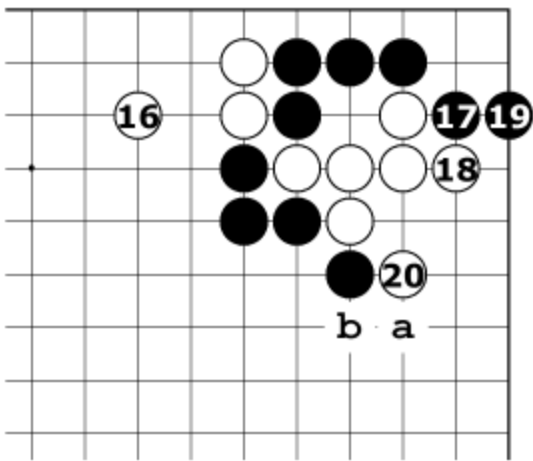


13 Black 13 is the tesuji. White continues with 'a' or 'b'.

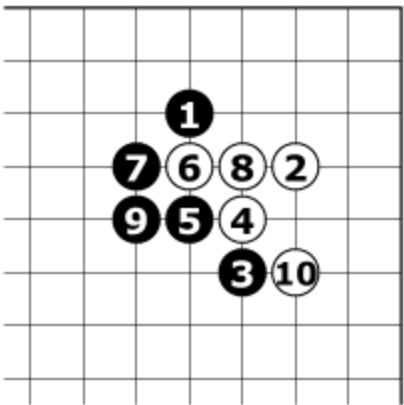


19 * GOOD VARIATION *

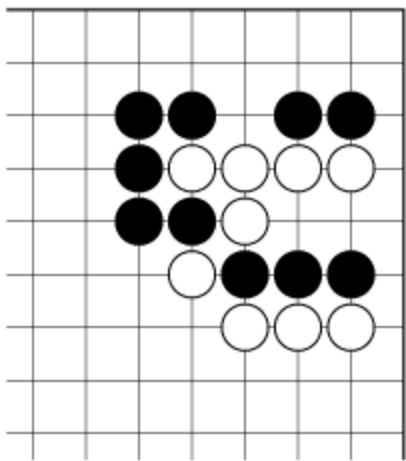
Black can aim at the cutting point at 'a'. The atari at 'b' and connection of 'a' is less promising.



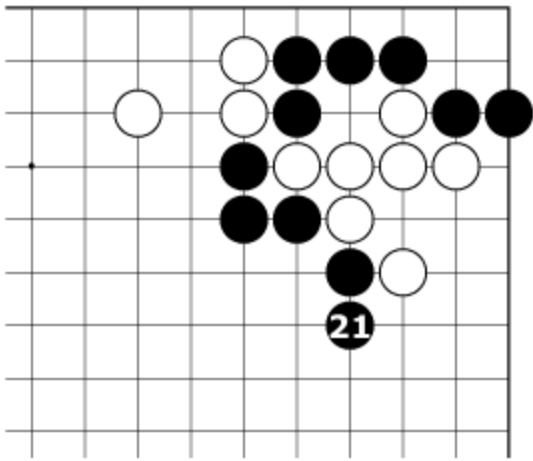
20 Black continues with 'a'. Black 'b' is a mistake.



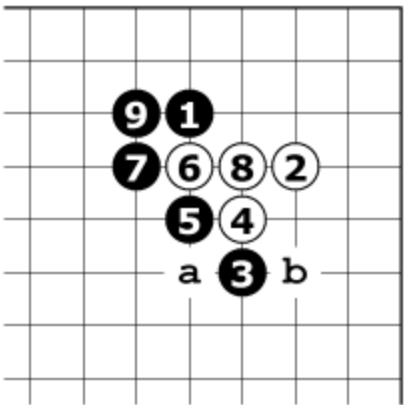
10 White 10 is not recommended, as it gives Black superior thickness.



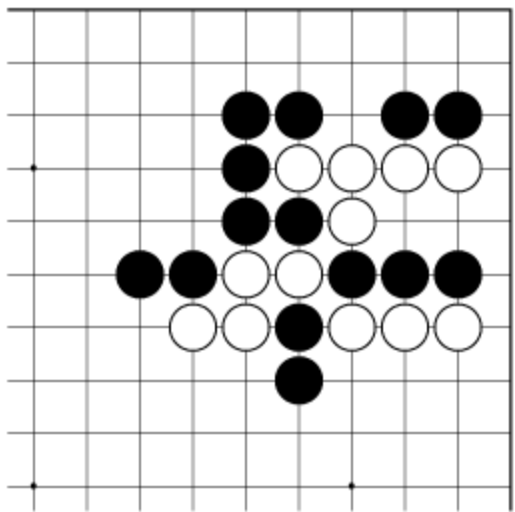
20 White plays elsewhere.



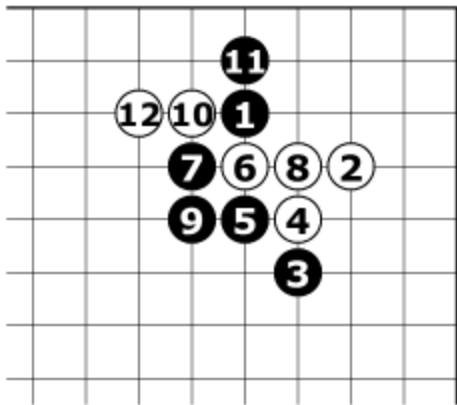
21 Black 23 is a mistake.



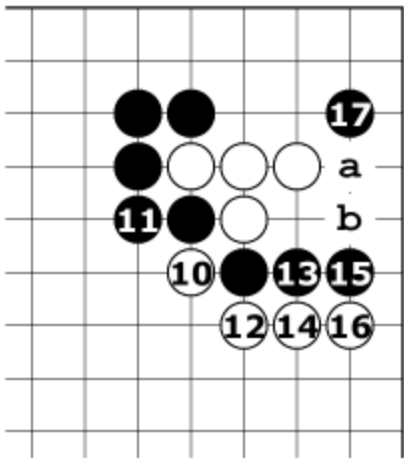
9 Whit continues with 'a *'. White 'b' is not recommended.



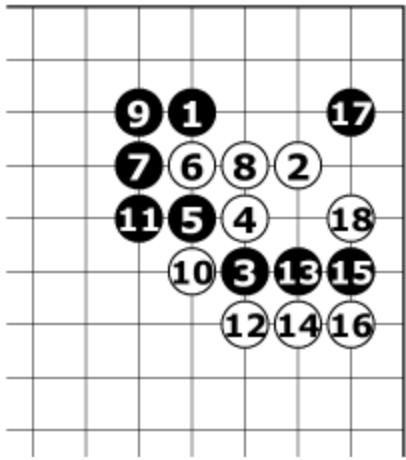
27 Black 26 is the move Black wants to be forced into making: crawling on the sixth line.



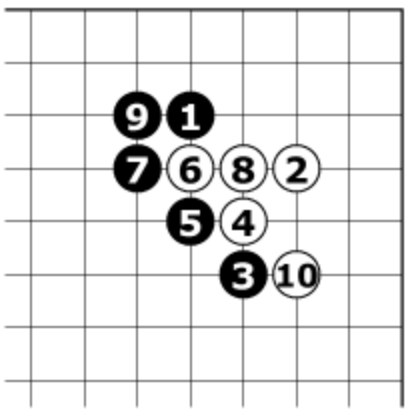
12 White 12 is a mistake.



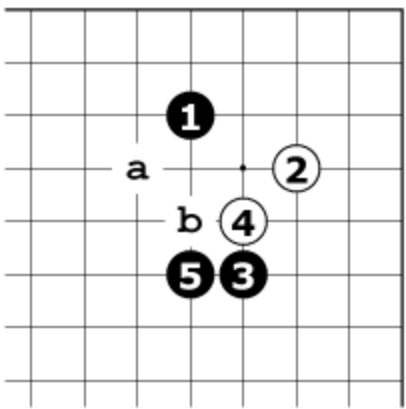
17 White continues with 'a *'. White 'b' is less favorable.



⑮ White 18 is not recommended.

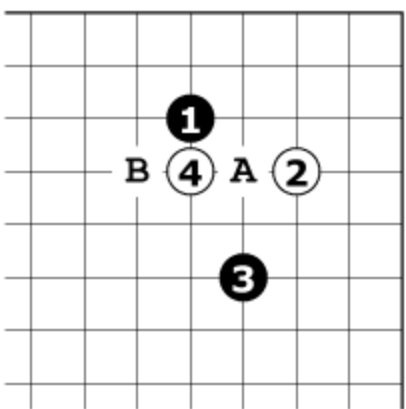


⑩ White 10 is too mild.

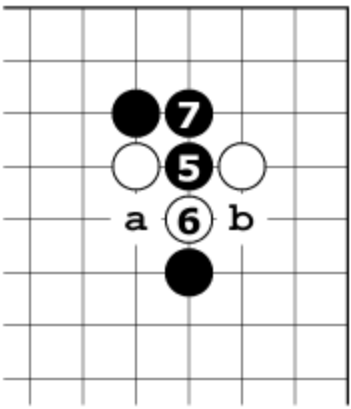


⑤ Black 5 was invented by Hashimoto Uтарo in 1964 (played in the 19th Honinbo League against Kitani Minoru).

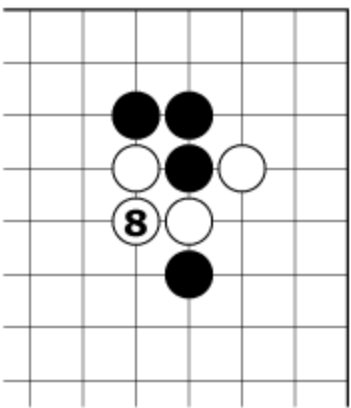
White continues with 'a' or 'b'.



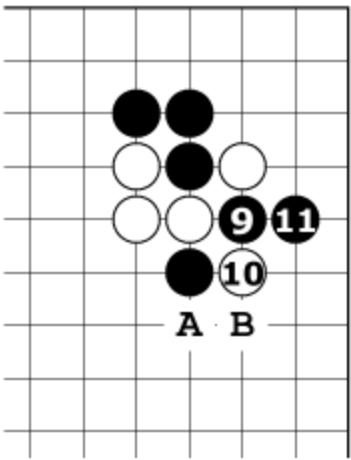
④ 'A *' is joseki, If Black regrets what he has done so far and fears the consequence of the many variations of the taisha after 'A', he compromises on 'B'.



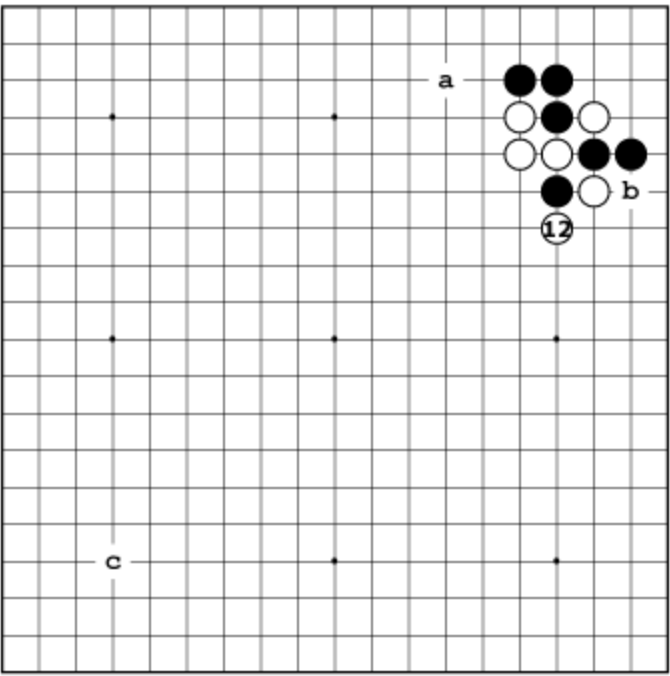
⑦ White continues with 'a' or 'b *'. White 'a' has only one joseki continuation, but requires a favorable ladder. White 'b' gives White the choice between some easy and the '1000 variations'.



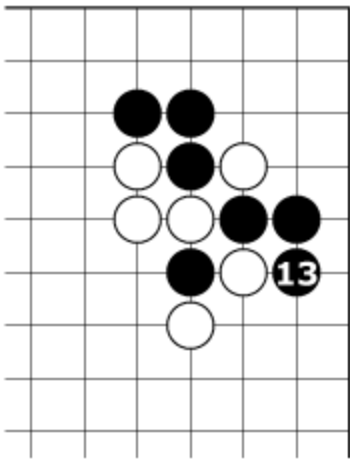
⑧ White 8 requires a favorable ladder.



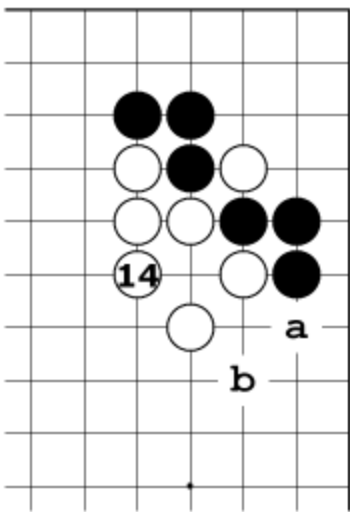
⑪ 'A' is joseki, 'B' is inferior.



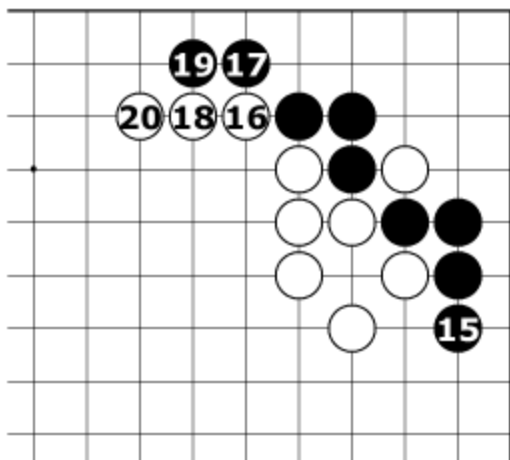
⑫ Black 'a' is joseki. Black 'b' leads to a slightly unfavorable position for Black. Black should not play elsewhere ('c').



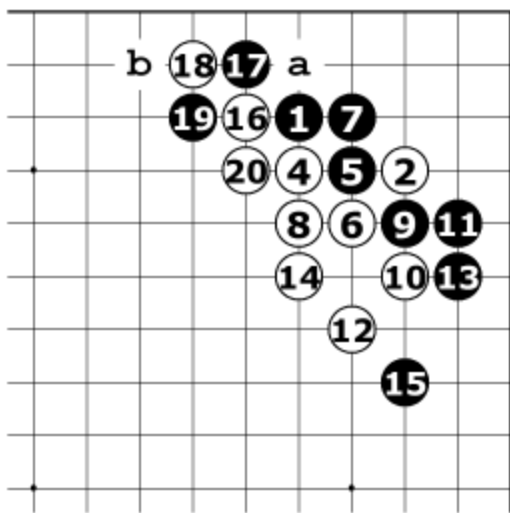
⑬ Black 13 is not recommended.



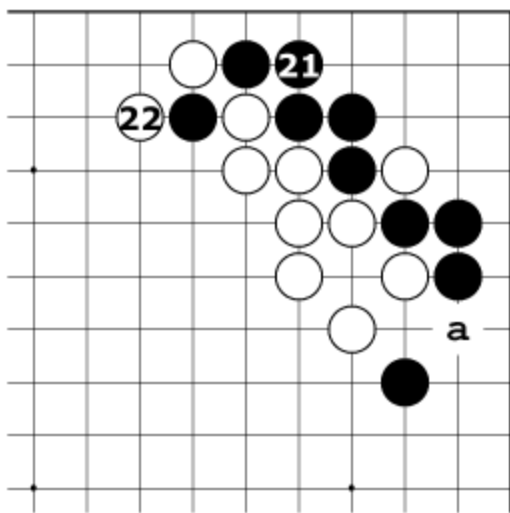
⑭ Black 'a' is best. Black 'b' is riskier.



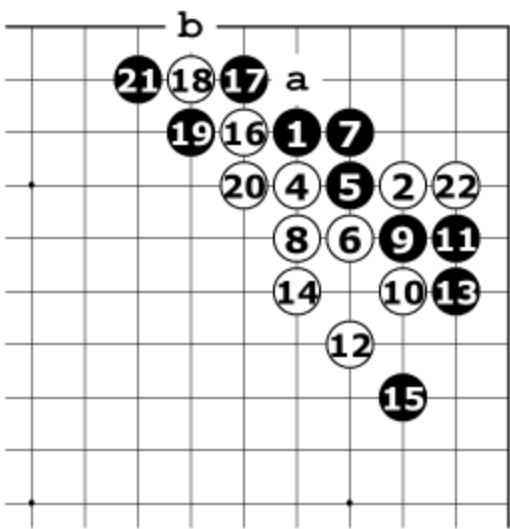
20 White's thickness is better: Black has territory, but his position is too low.



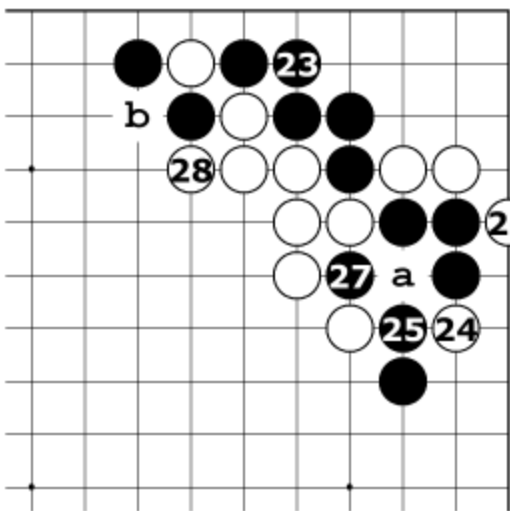
20 Black continues with 'a'. Black 'b' involves a dangerous ko for Black.



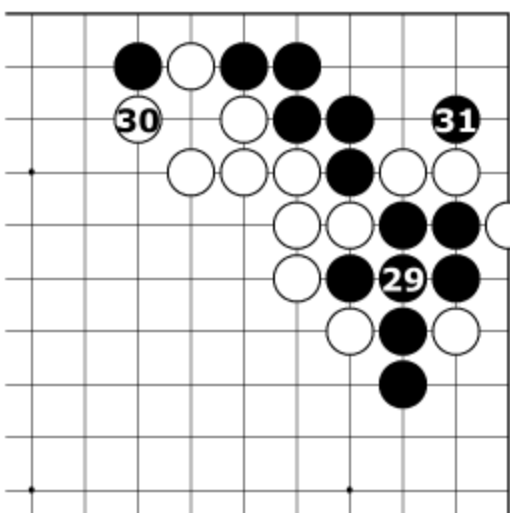
22 White 'a' remains as bad aji in Black's position.



22 Black continues with 'a'. Black 'b' only makes the ko worse for Black.

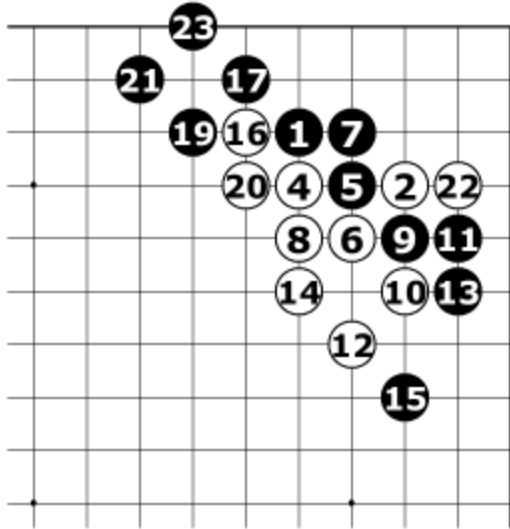


28 Black connects the ko at 'a'. If

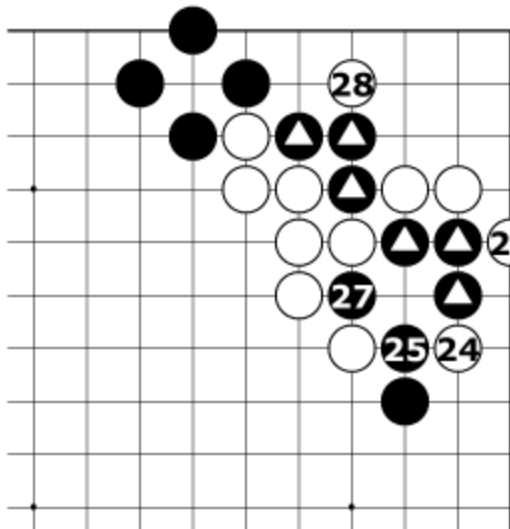


31 Black has no choice but to connect the ko at 29. If he defends against 28, White will take the ko and ignore any ko threat.

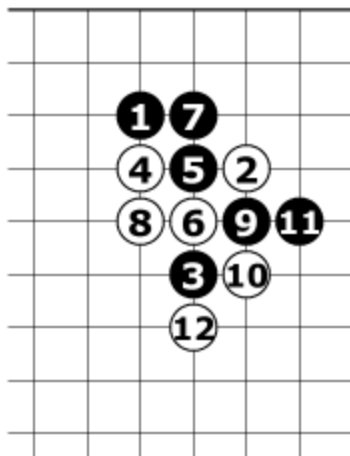
White has sente, making this a good result for him.



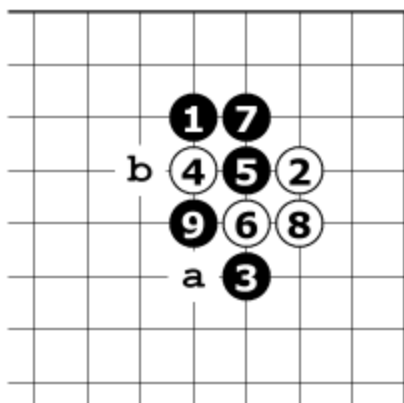
23 Black 23 is a mistake.



28 Black will probably lose one of the marked groups.

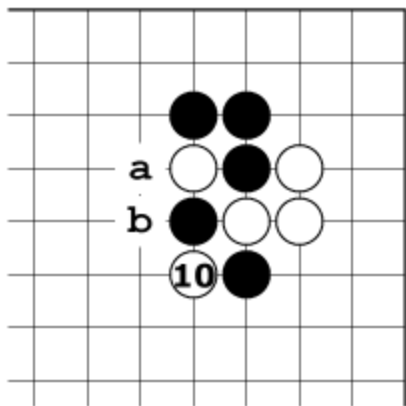


13 Black plays elsewhere; not recommended.

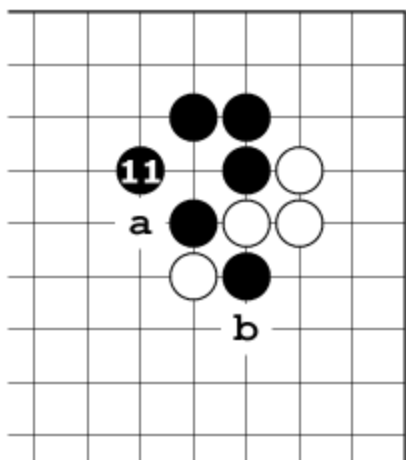


9 White continues with 'a' * or 'b' *.

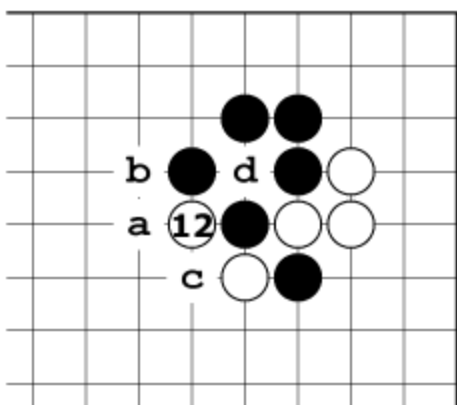
White 'b' leads to the difficult and manyfold variations of the taisha. Learn these after you learned any other joseki you find here.



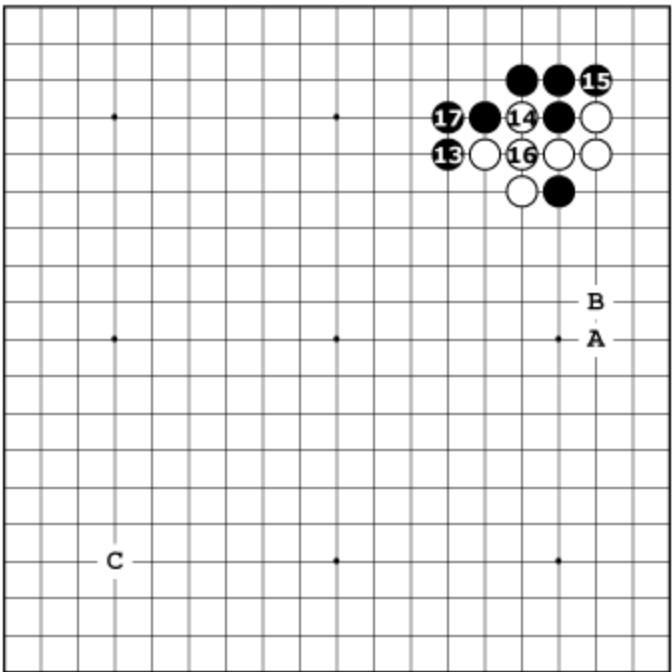
10 Black continues with 'a *' or 'b *'.



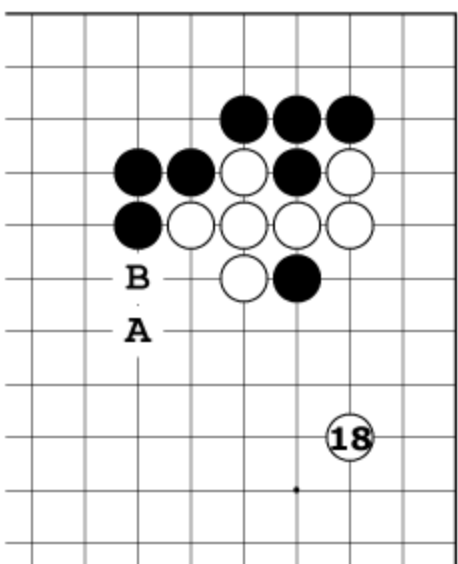
11 White fights ko with 'a *'. White 'b' to avoid ko is unthinkable.



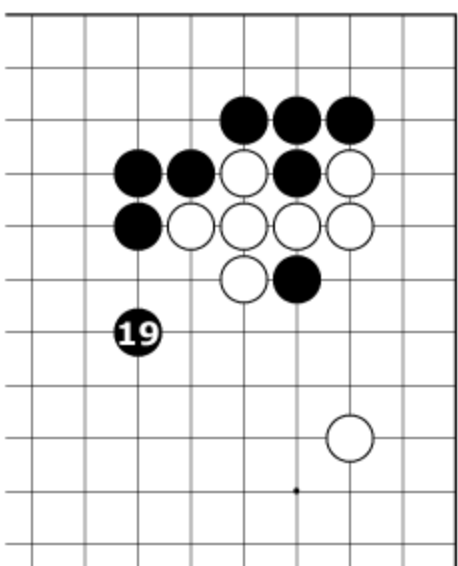
12 Black continues with 'a *' or 'b'. Black 'c' is bold, as it requires Black having large ko threats. Black 'd' is a mistake.



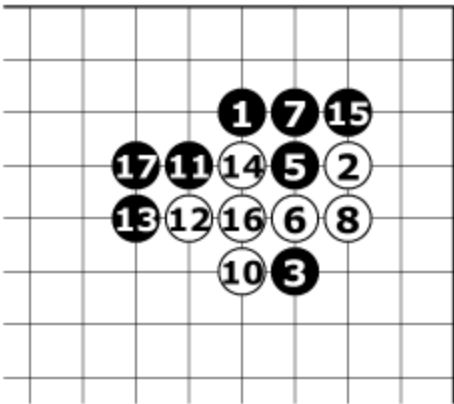
17 White continues locally with 'A' or 'B *'. White may play elsewhere, but this is not recommended.



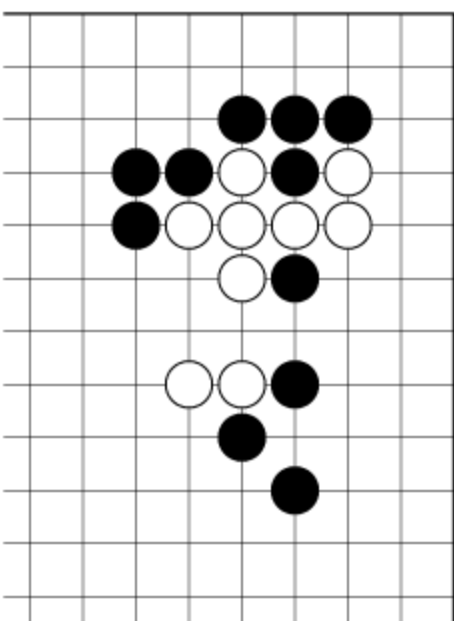
18 * GOOD VARIATION *
From the standpoint of tewari, this result is slightly favorable to Black. Continuations Black 'A' or White 'B'.



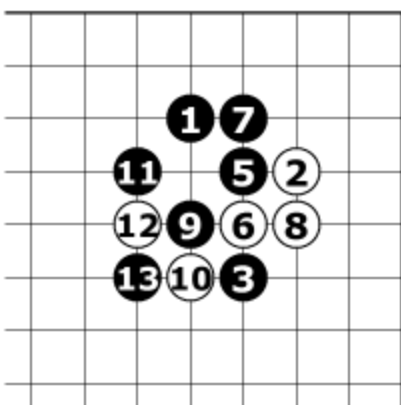
19 Later, this is gote.



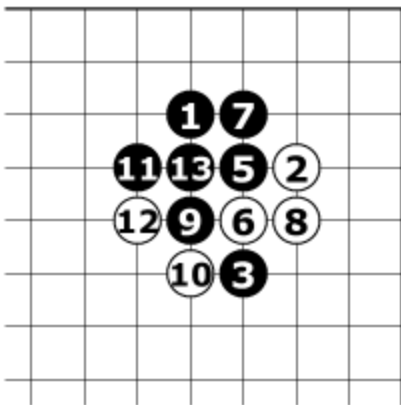
18 White plays elsewhere, not recommended.



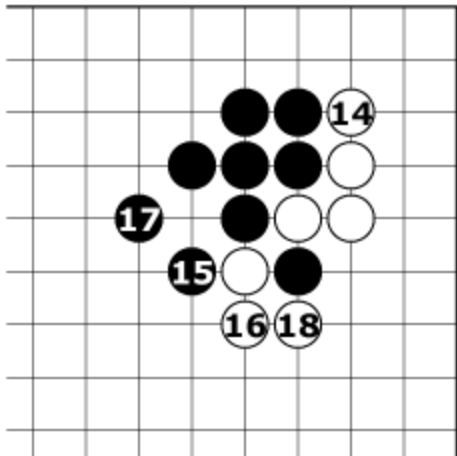
23 White's position has eroded considerably.



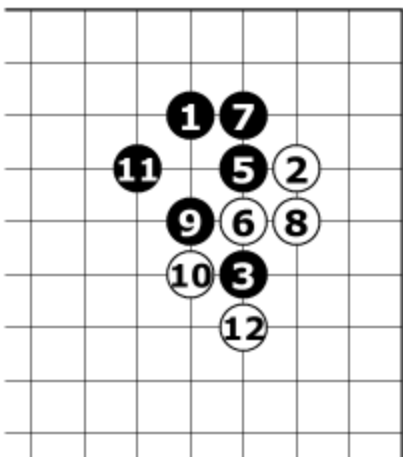
13 Black must have some very large ko threats to play this way.



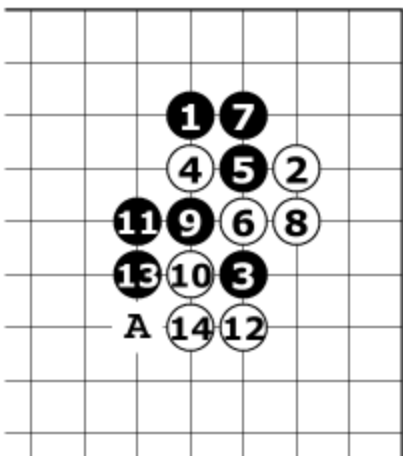
13 Black 13 is a mistake.



18 Despite the ponnuki, the result favors White.

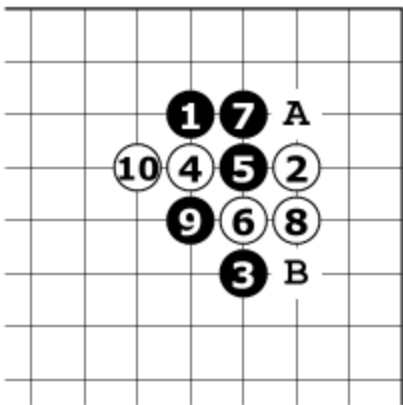


12 White 12 is cowardice.



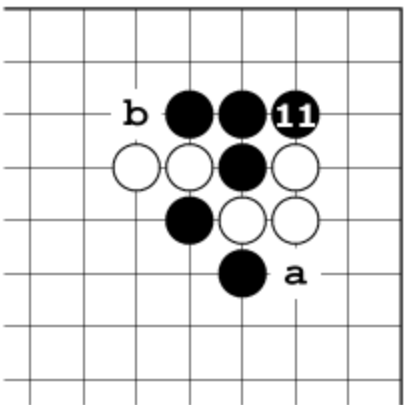
14 * GOOD VARIATION *

A is now a big continuation for both sides.



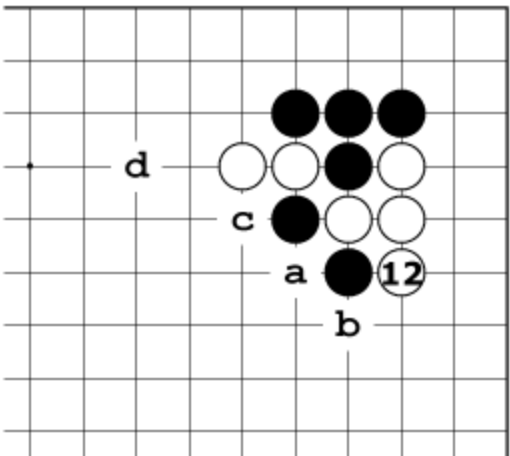
10 White 10 leads to the difficult variations.

Black must have the ladders.
'A' is correct.
'B' is a mistake.



11 Black 11 is the only move.

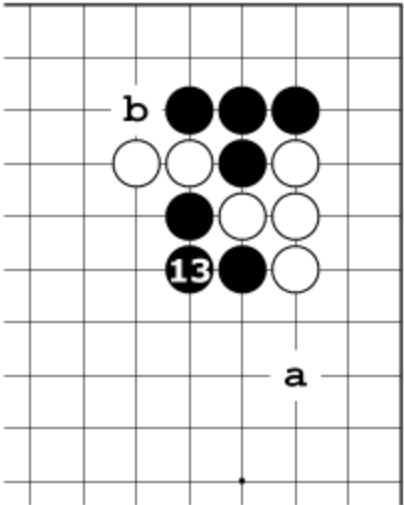
White 'a' is the only continuation. White 'b' is close to being a trick play, although it is a hard one to deal with. White needs the ladder for 'b'.



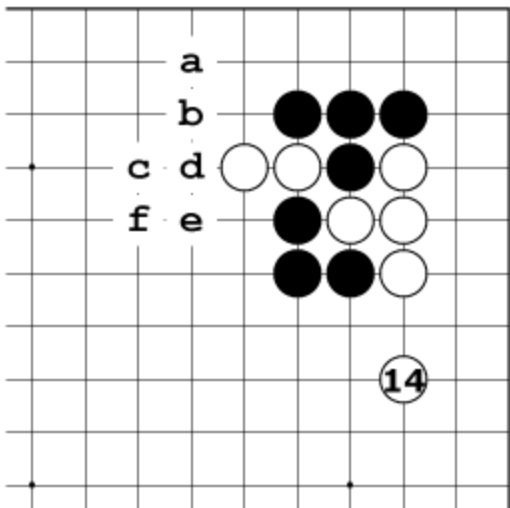
12 White 12 is the only continuation.

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

Black 'd' is a trick play.

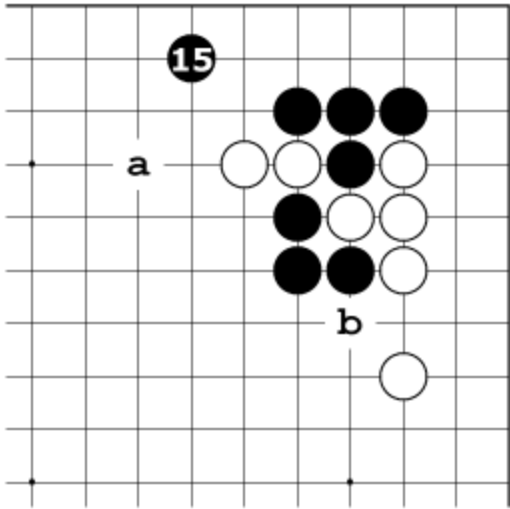


13 Joseki continues with White 'a'. White 'b' is a trick play that requires careful answering.

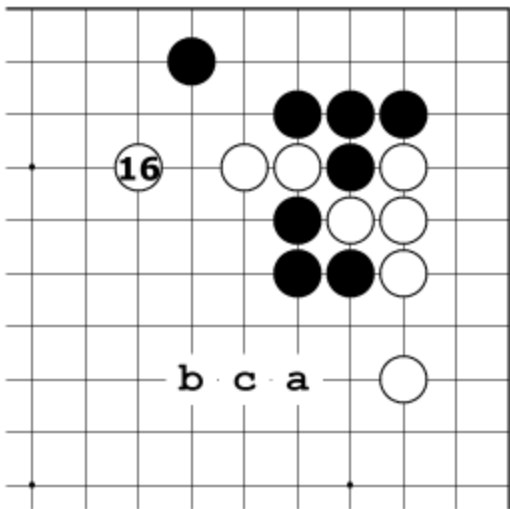


14 Black has six possible continuations: 'a' through 'e'. 'f'.

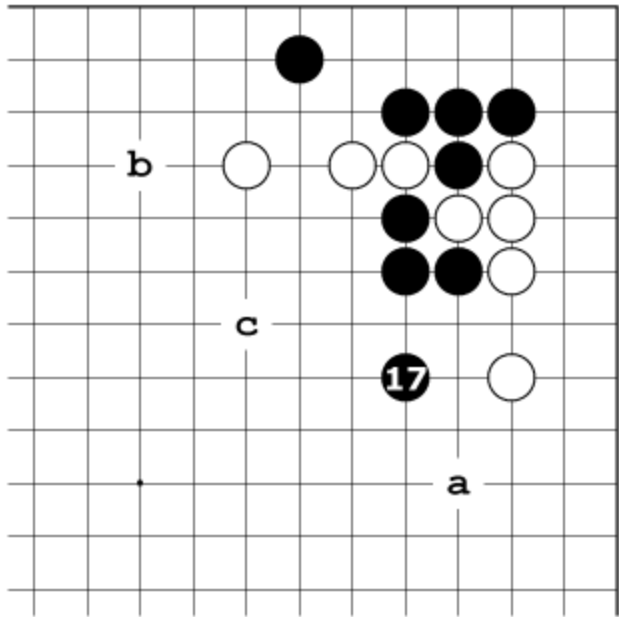
f6, e5, d4, c3, b2, a1



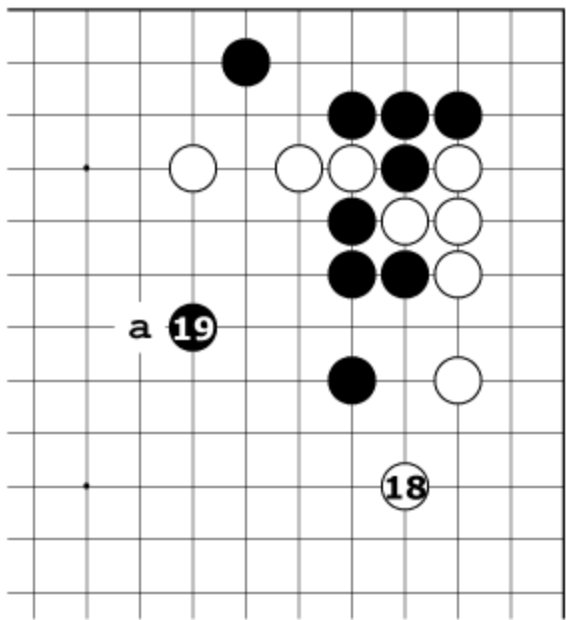
15 White continues with 'a'. White 'b' may be playable if caring for the two White center stones is a burden.



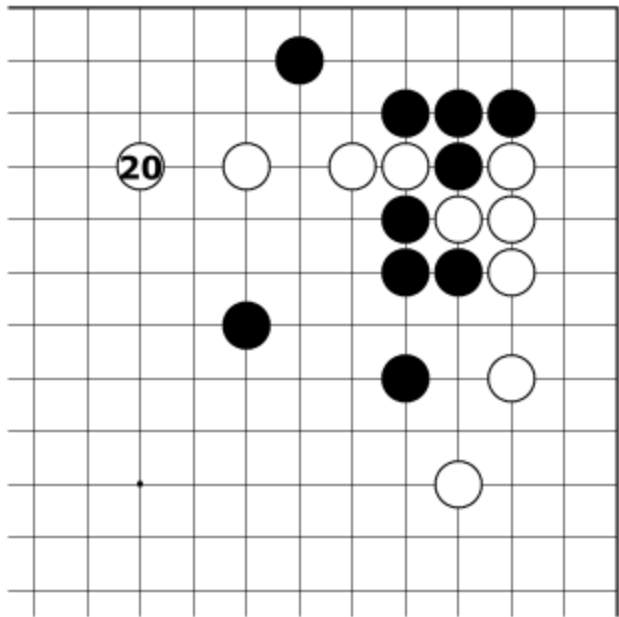
16 Black continues with 'a' to 'c'.



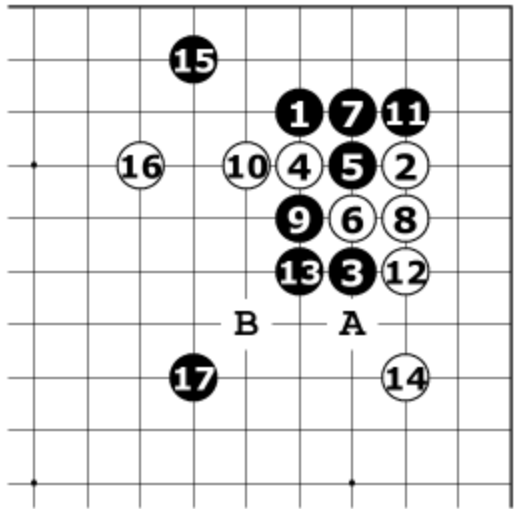
17 White continue with 'a *' to 'c'.



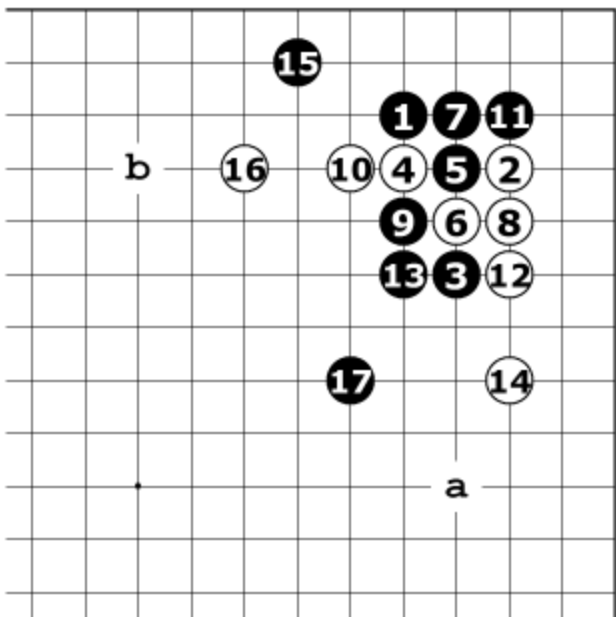
19 Black 19 at 'a' is also possible.



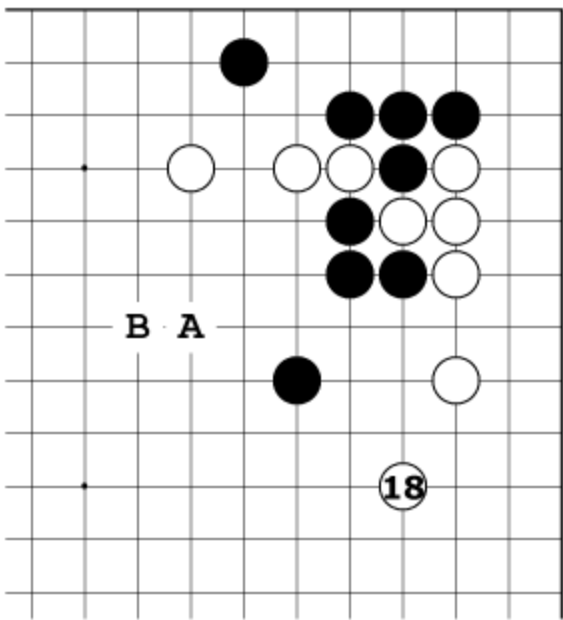
20 * GOOD VARIATION *



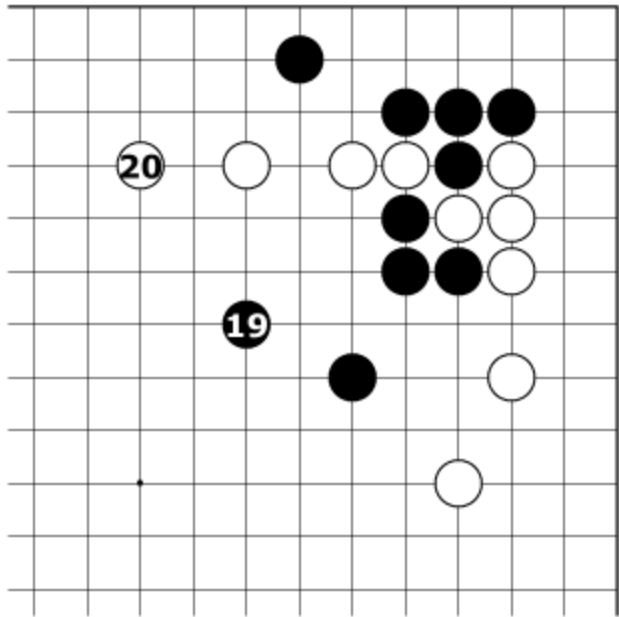
17 'A' is correct, 'B' is a mistake.



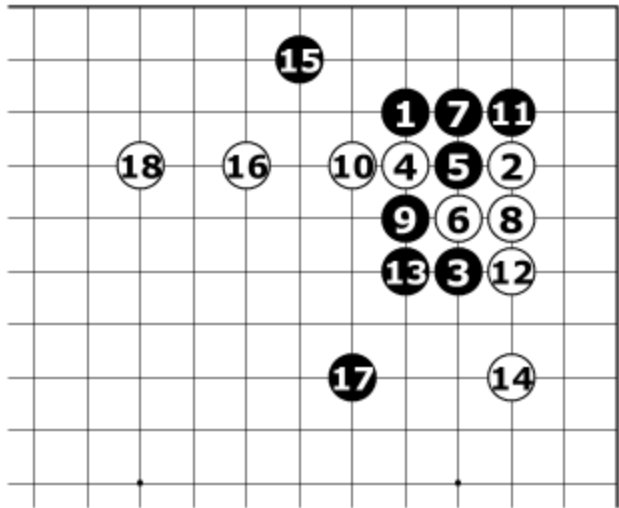
17 White continues with 'a *'. White 'b' is not recommended.



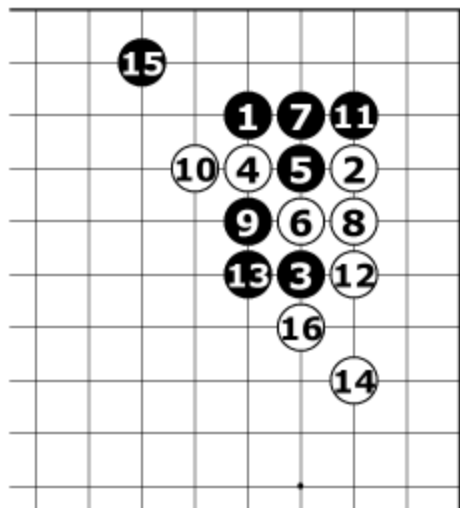
18 'A *' or 'B'.



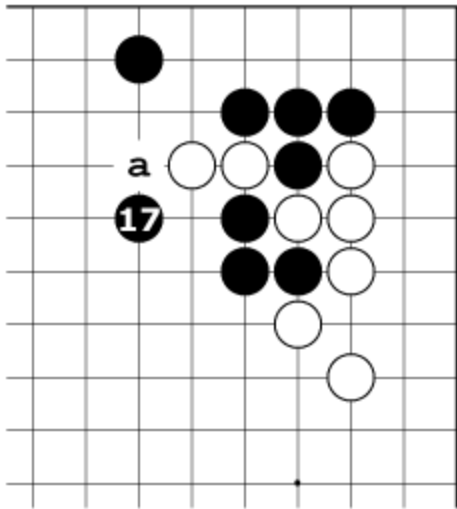
20 * GOOD VARIATION *



18 White 18 is not recommended.

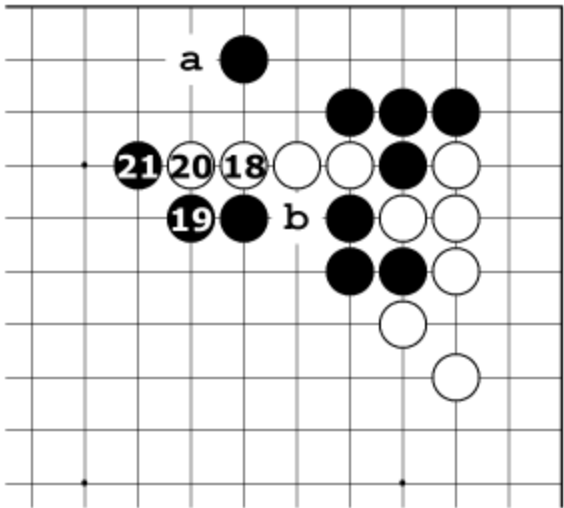


16 White 16 is not recommended, but perhaps reasonable if caring for the two White center stones is a burden.

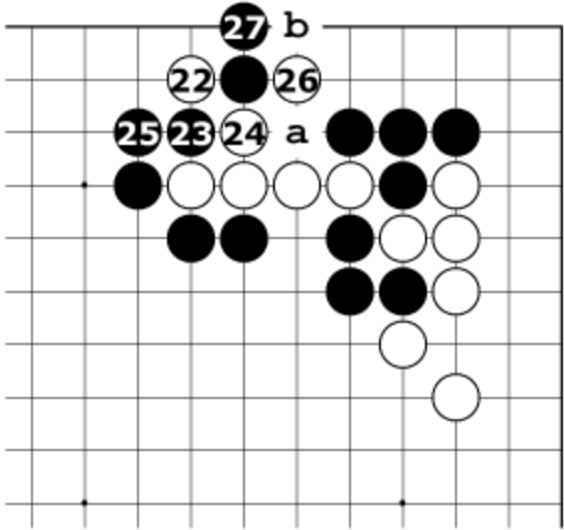


17 Black later playing at 'a' to seal the White stones is a good idea.

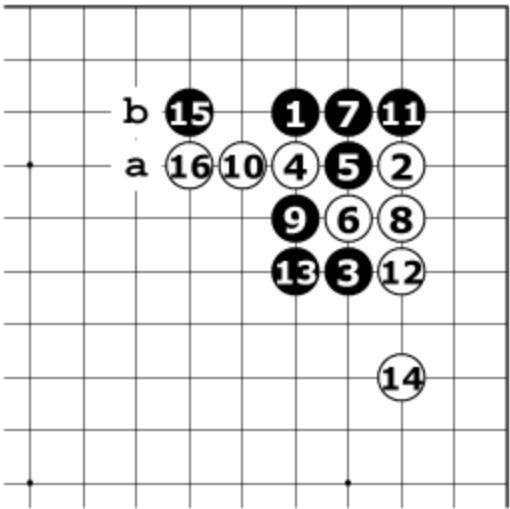
White cannot pull the two stones out, as the continuations show.



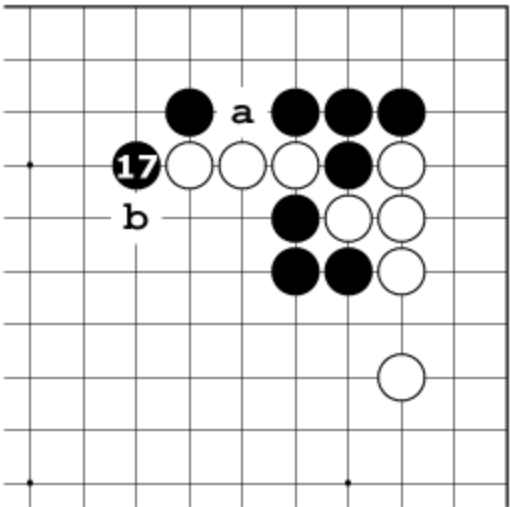
21 White may try 'a' or 'b'. Neither work.



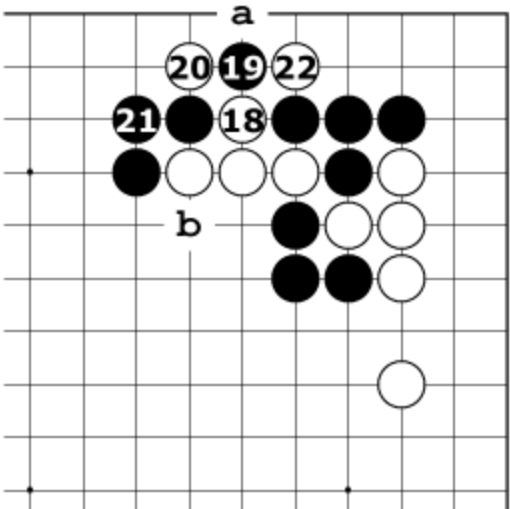
27 White may try 'a' or 'b'. Neither work.



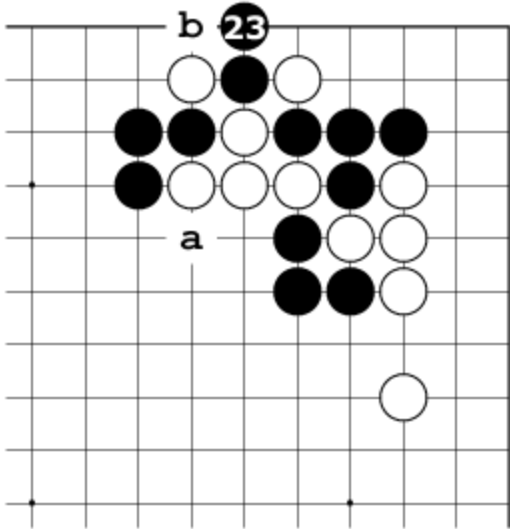
16 Black continues with 'a'. Black 'b' is not recommended.



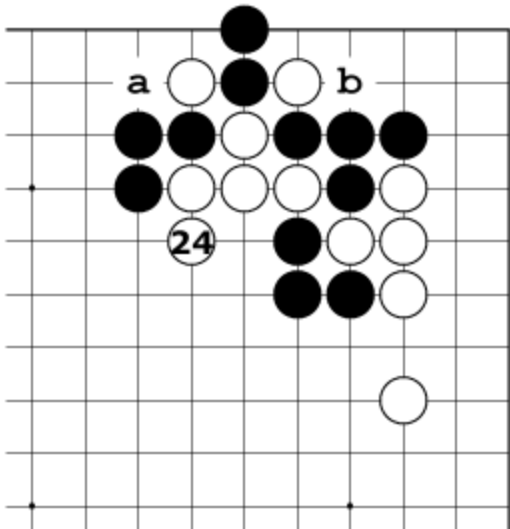
17 White continues with 'a'. White 'b' is a mistake.



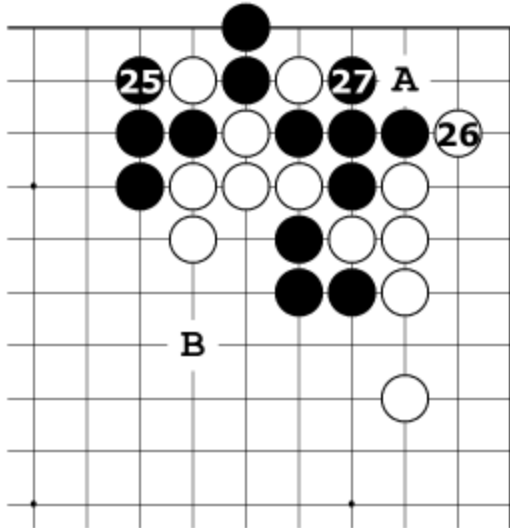
22 Black must sacrifice another stone by playing 'a'. Black 'b' results in a ko unfavorable to Black.



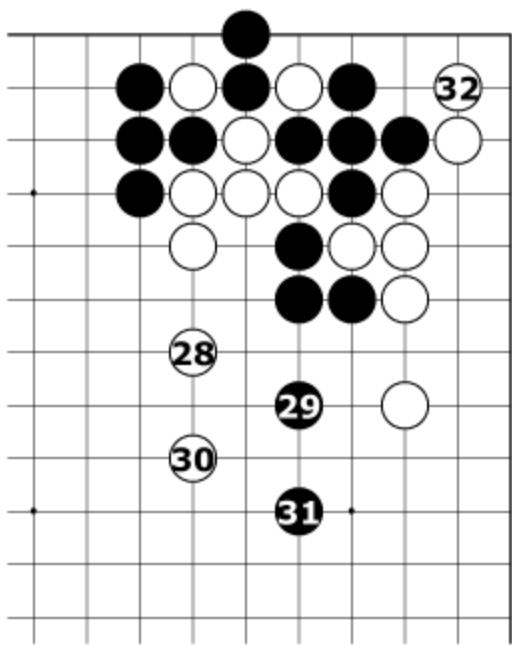
23 White must play 'a'. White 'b' is a mistake.



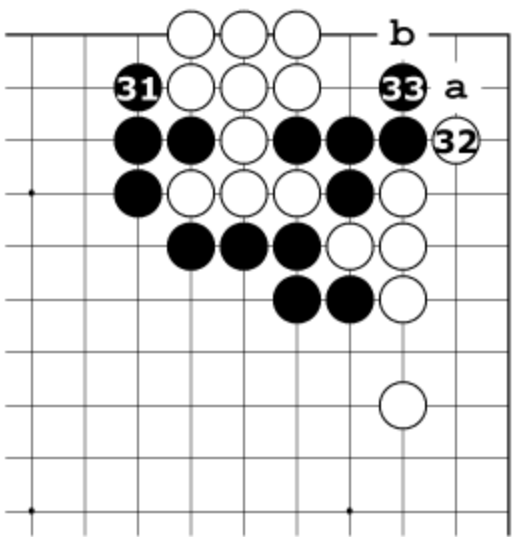
24 Black continues with 'a' or 'b'. If White plays properly, he may secure a favorable result.



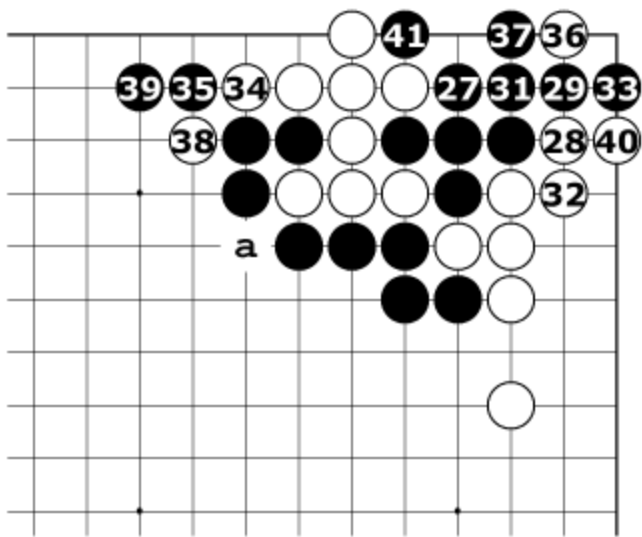
27 'A' or 'B',



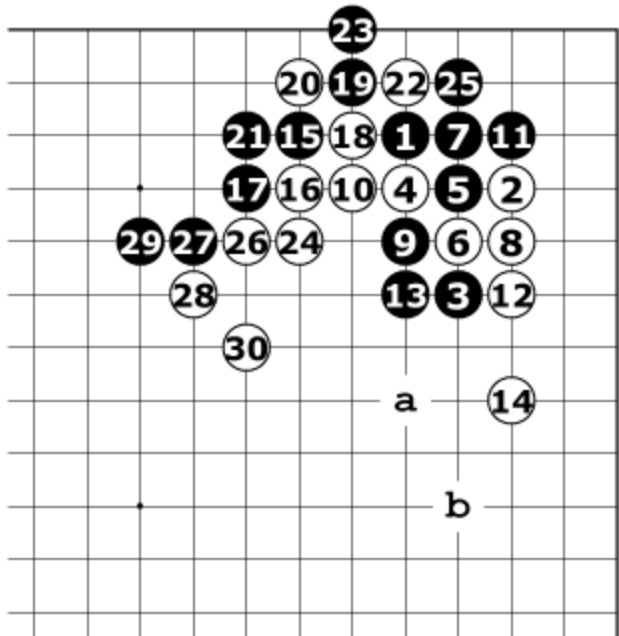
32 White 32 is big. This result favors White.



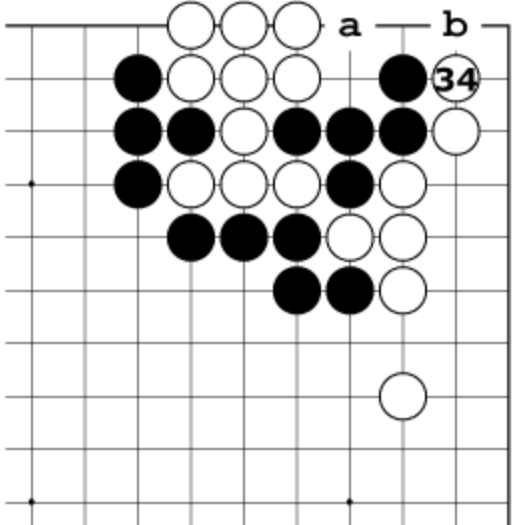
33 White plays 'a' and is captured outright. White plays 'b' and gets an unfavorable ko.



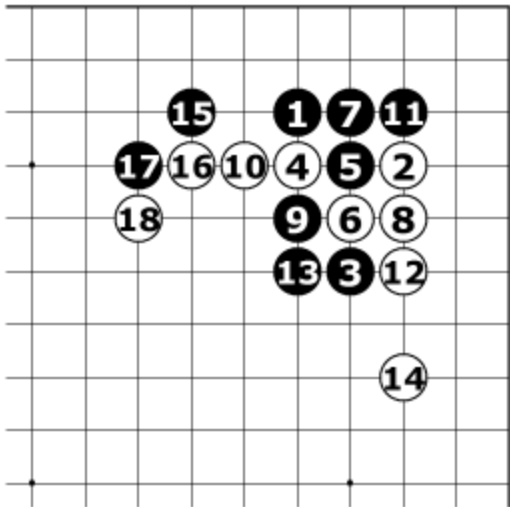
41 A ko fight, but unfavorable to Black, as White has ko threats, beginning with 'a'.



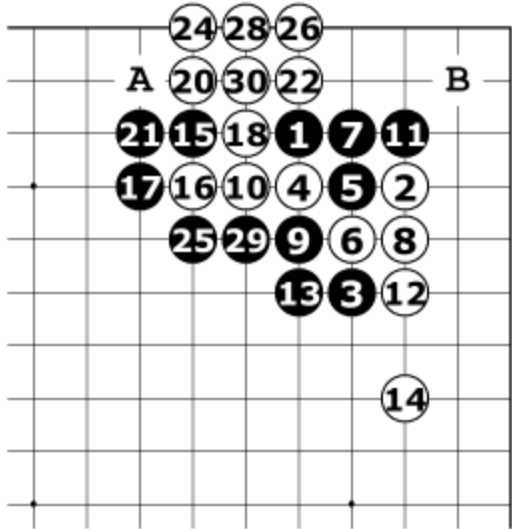
30 Black gets a good position at the top, but his three center stones are forfeit: Black 'a' prompts White 'b'.



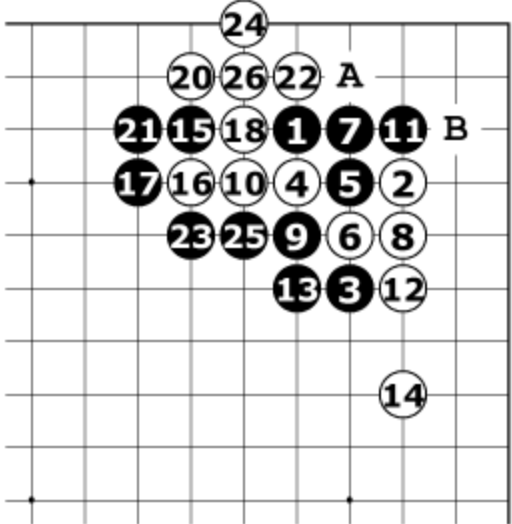
34 Black can play 'a' or 'b' to capture.



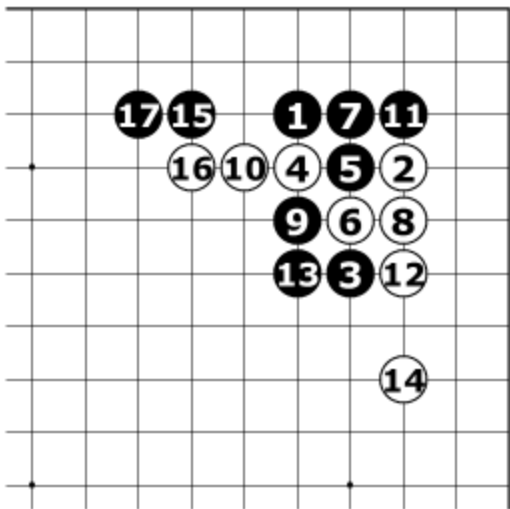
18 White 18 is a mistake.



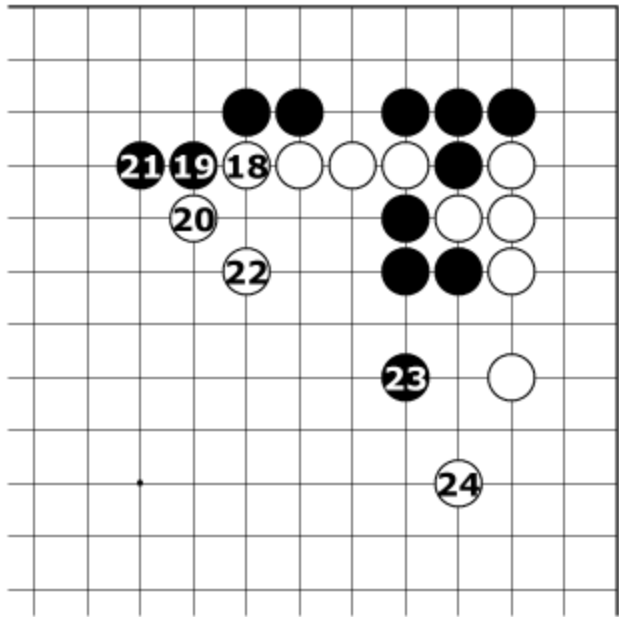
30 'A' or 'B'.



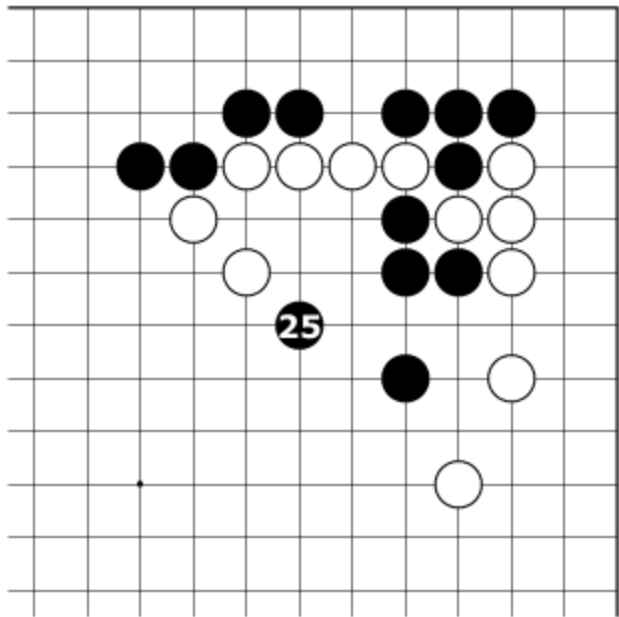
26 'A' is correct, 'B' is a mistake.



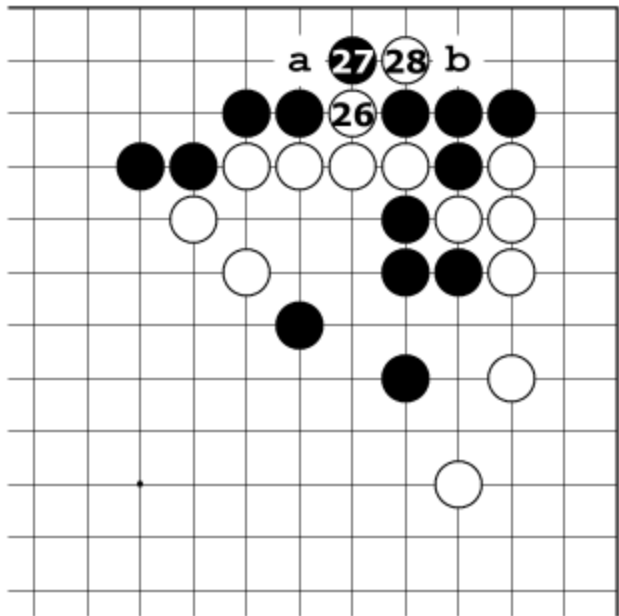
17 Black 17 is too mild.



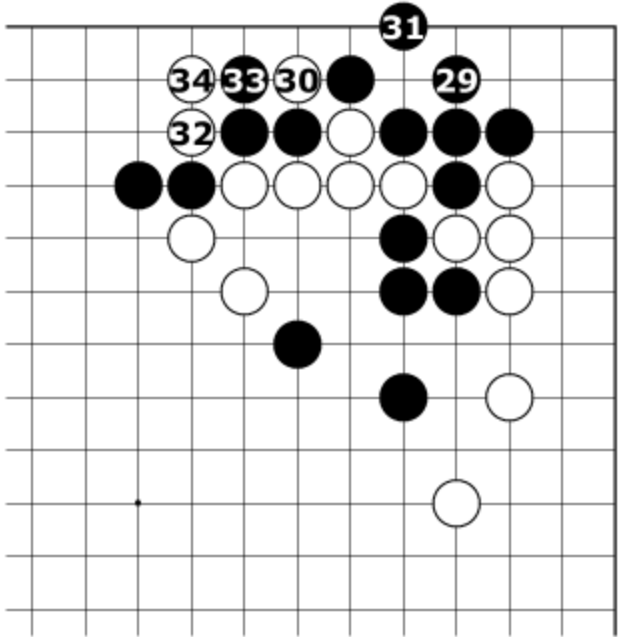
24 White has a very favorable center position for the fight ahead; adequate compensation for Black's situation at top.



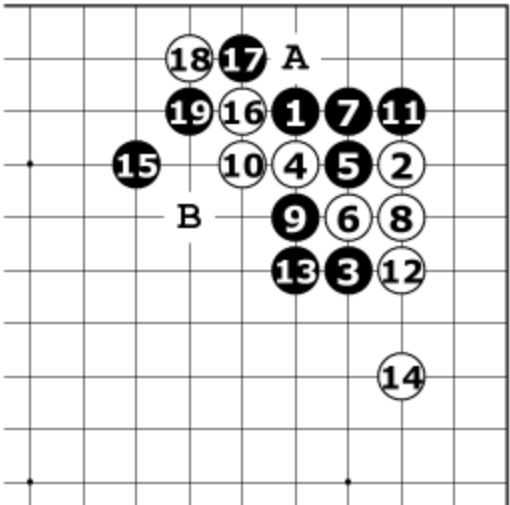
25 Black looks more solid at top than he really is. The continuation demonstrates.



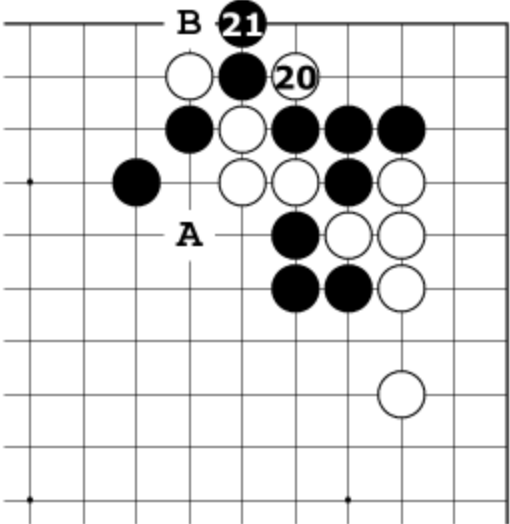
28 Now Black faces an uncomfortable choice: 'a' or 'b'.



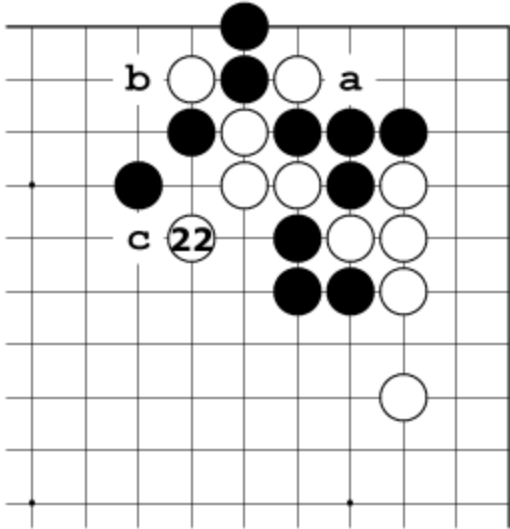
34 White successfully separates the Black stones.



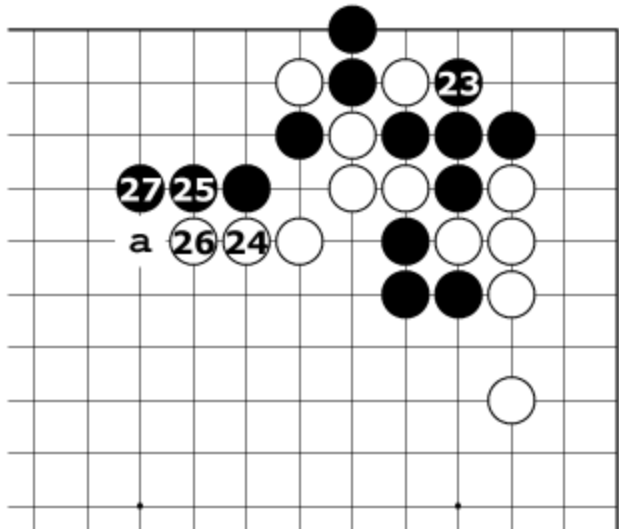
19 'A' is correct, 'B' is a mistake.



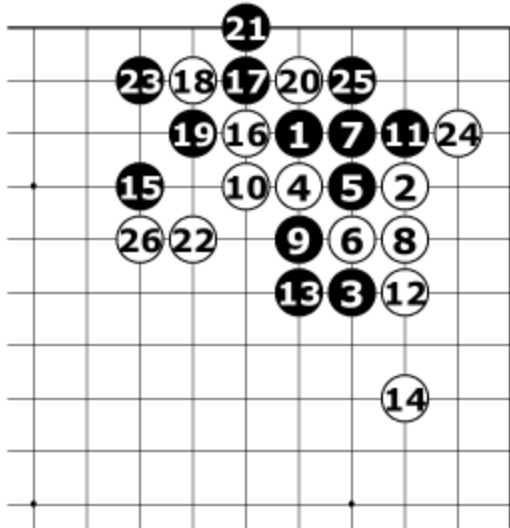
21 'A' is correct, 'B' is a mistake.



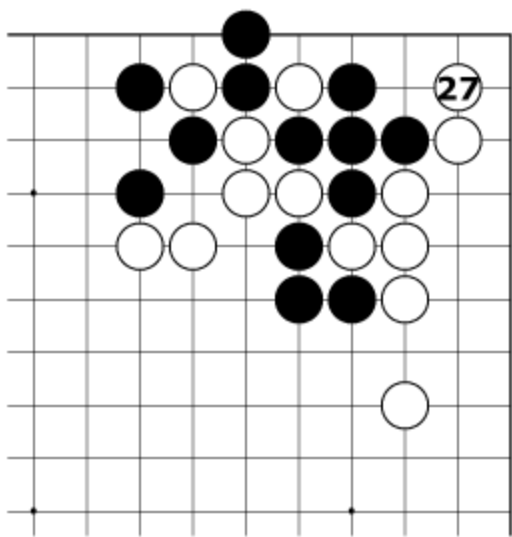
22 Black continues with 'a' or 'b'. 'c' is inferior.



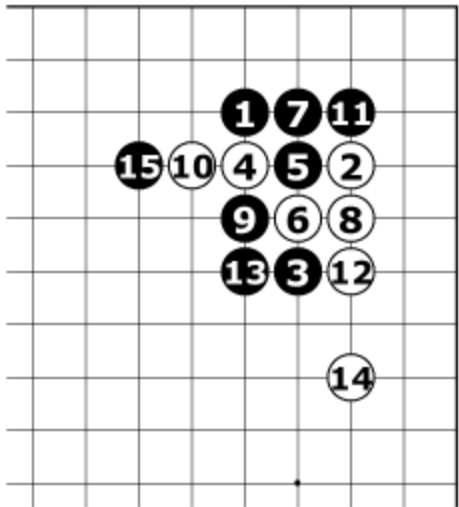
27 The result favors White. 'a' is sente.



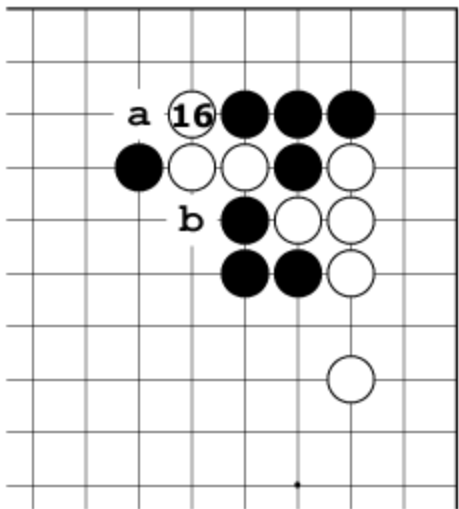
26 With Black's three center stones weak, this also favors White.



27 Later, this is sente.

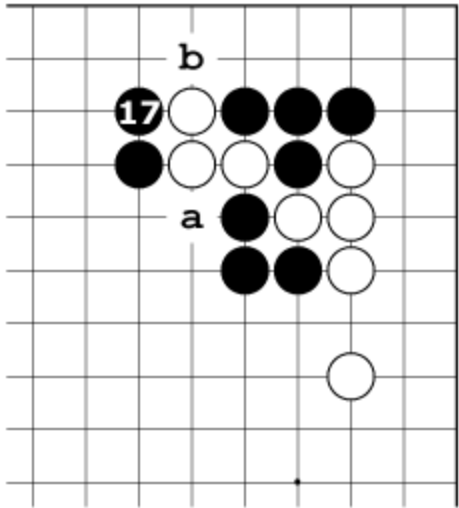


15 Black 15 is a trick play.

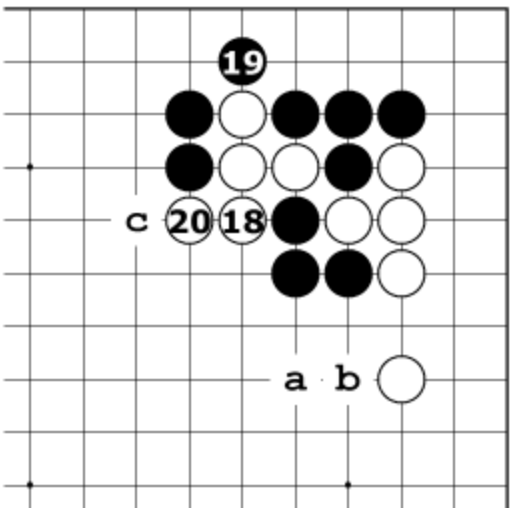


16 White 16 is the only move.

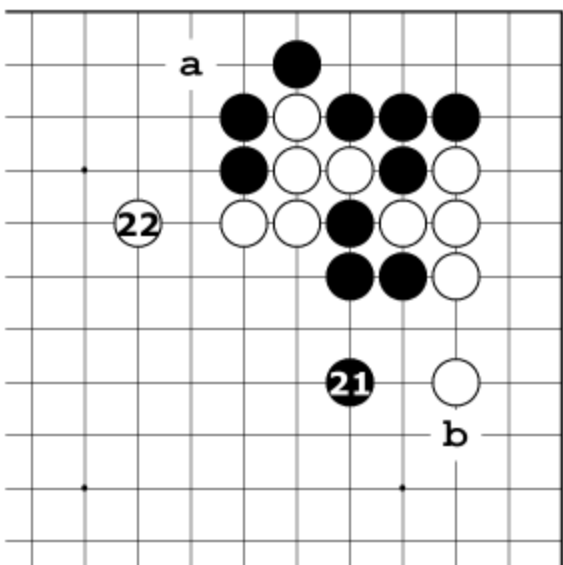
Black continues with 'a' or 'b'.



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

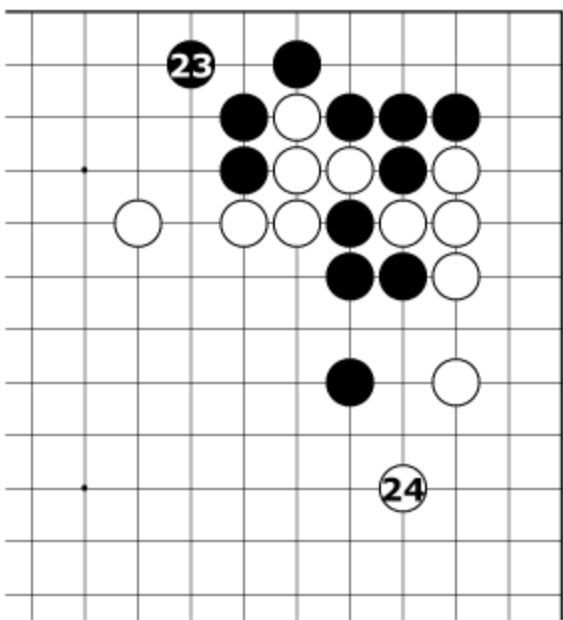


20 Black continues with 'a'. Black 'b' can lead to ko. Black 'c' is not recommended.

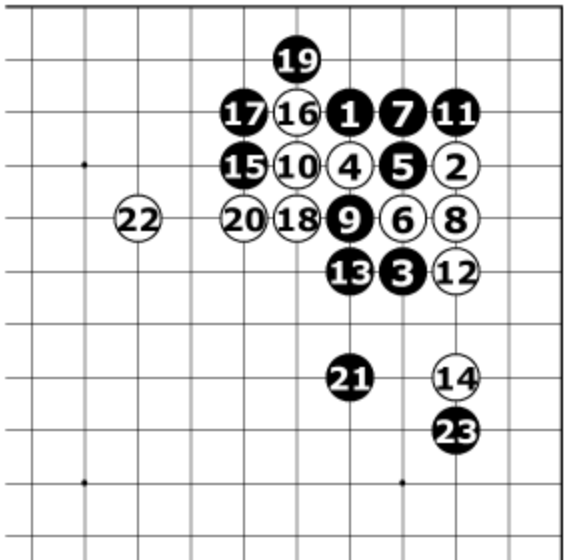


22 Black continues with 'a'.

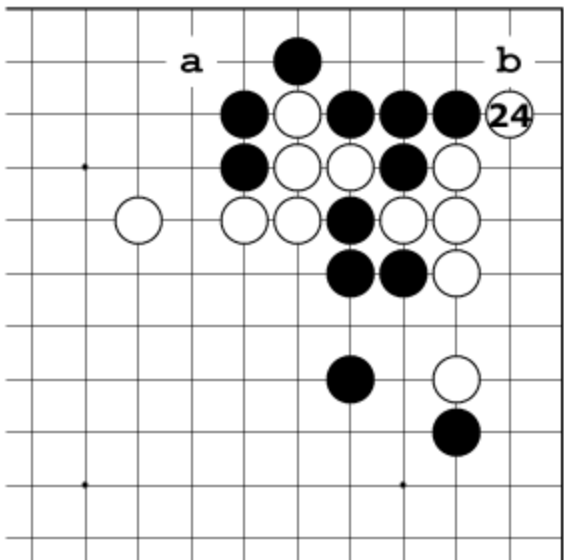
Black 'b' starts a fight that is tougher on Black than White.



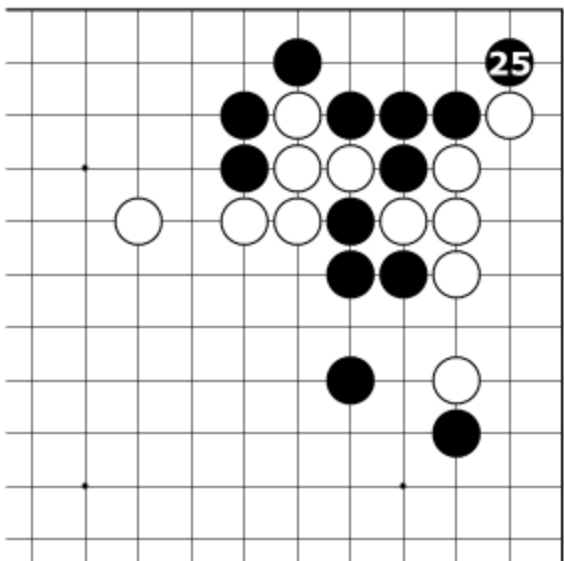
24 White has a satisfactory result.



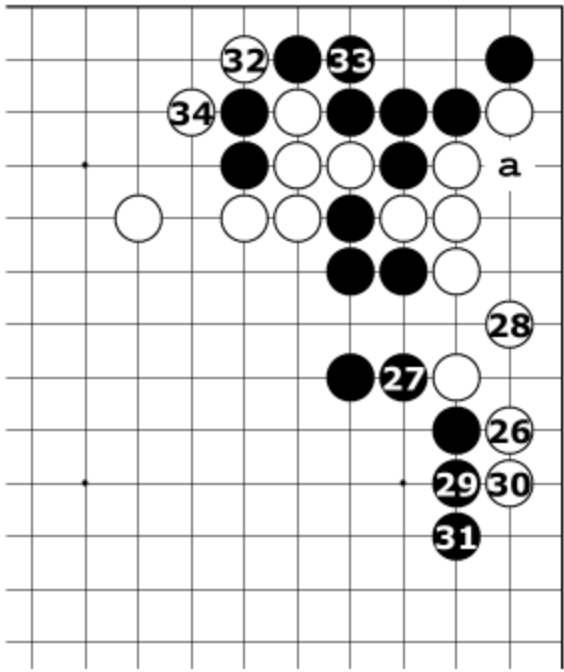
23 Black 23 is not recommended.



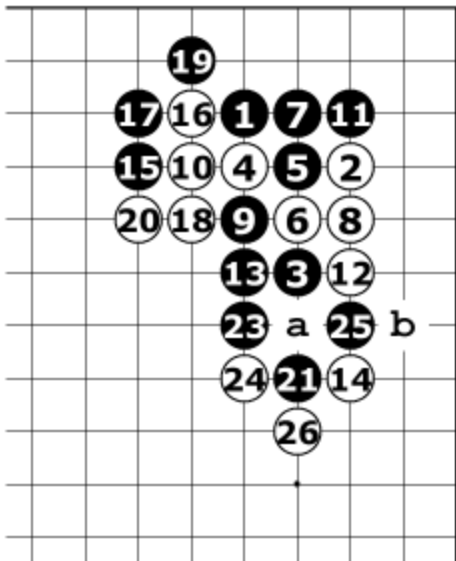
24 Black continues with 'a'. Black 'b' is not recommended.



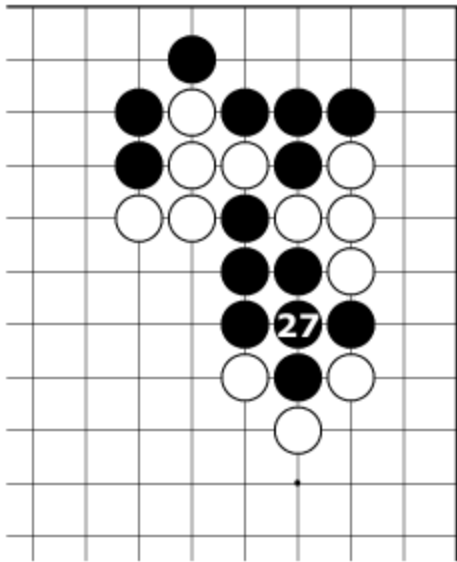
25 Black 25 is not recommended.



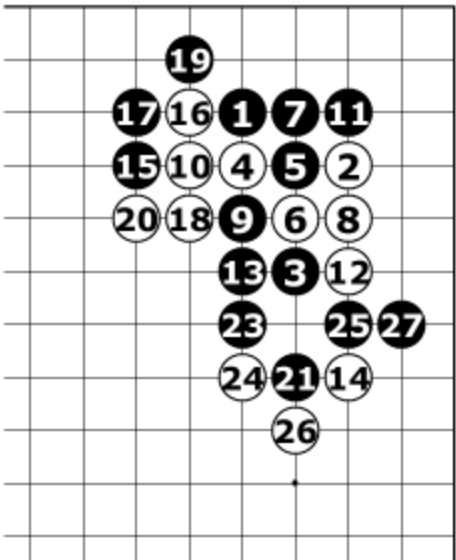
34 White 'a' is also sente.



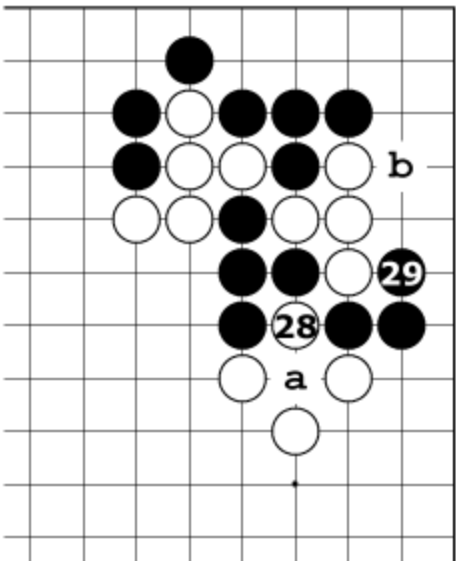
26 Black continues by filling the ko at 'a'.
Black 'b' is a mistake.



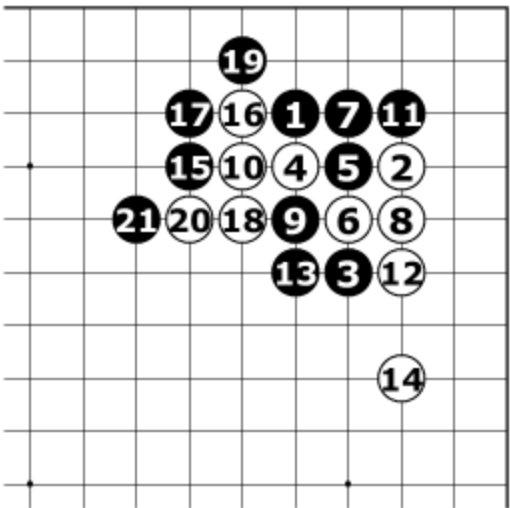
27 There is nothing that White can do to salvage the situation.



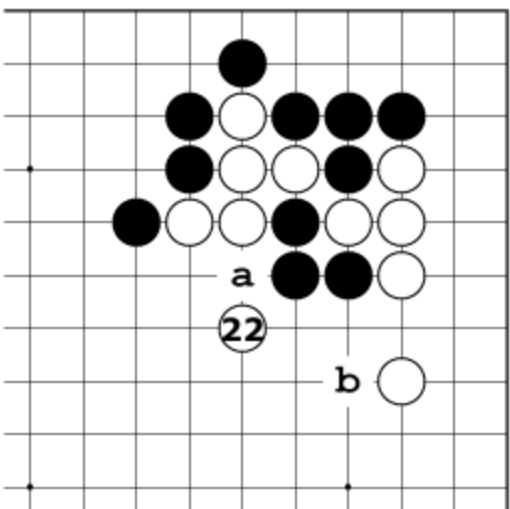
27 Black 27 is a mistake.



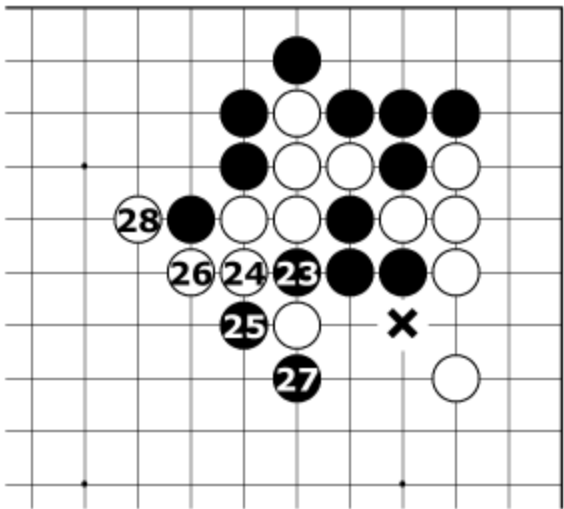
29 White may try 'a' or 'b'.



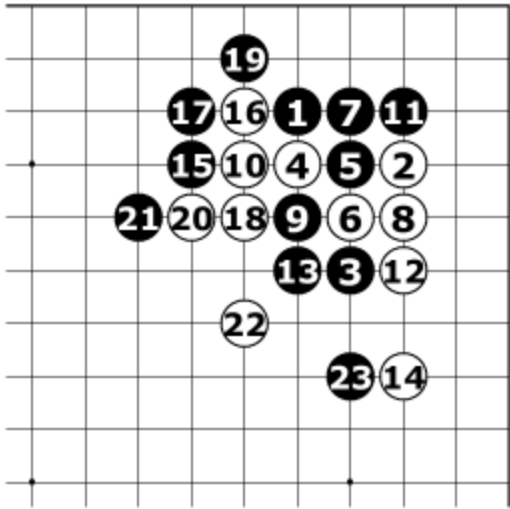
21 Black 21 is not recommended.



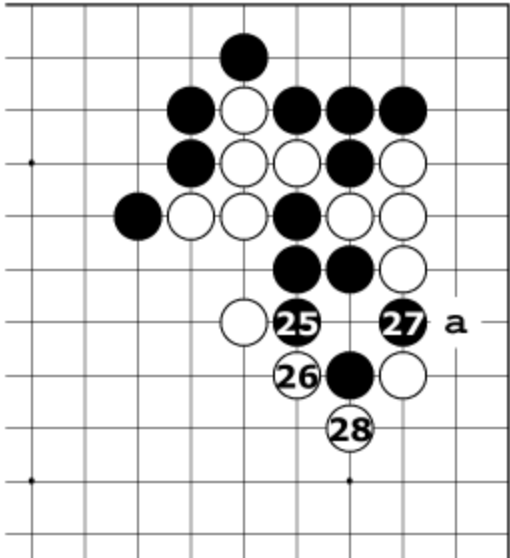
22 Black continues with 'a'. Black 'b' leads to a game-deciding ko.



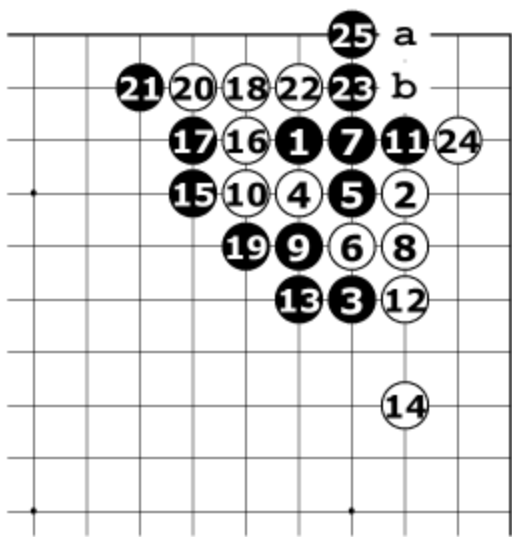
28 White also has the squeeze play at the marked stone.



23 Black 23 is a game-ending mistake involving a ko for which no threat is large enough.

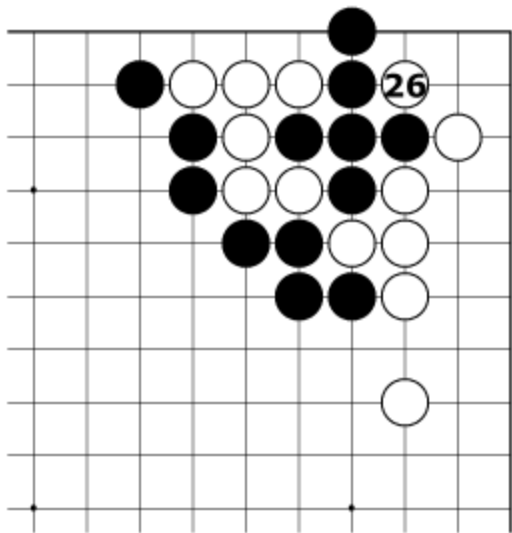


28 If Black continues with 'a', White takes the ko; there is no threat big enough to stop White from capturing; the game is over.

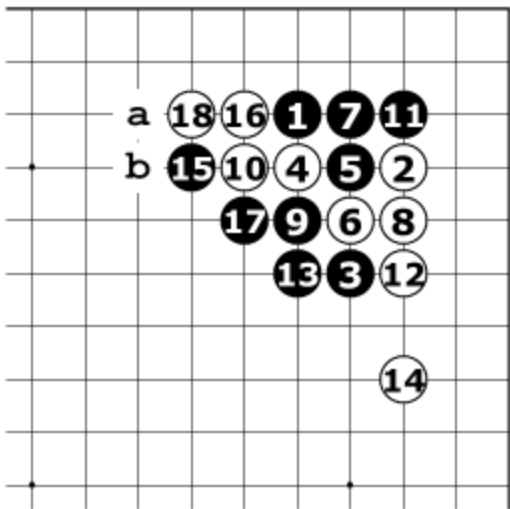


25 The White stones are captured.

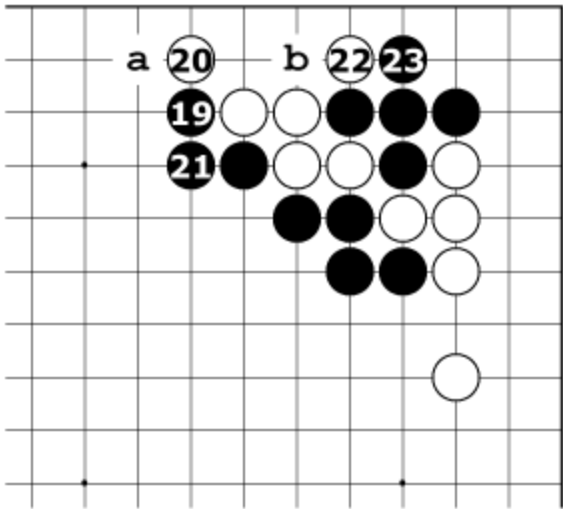
White may try 'a' or 'b'. Neither work.



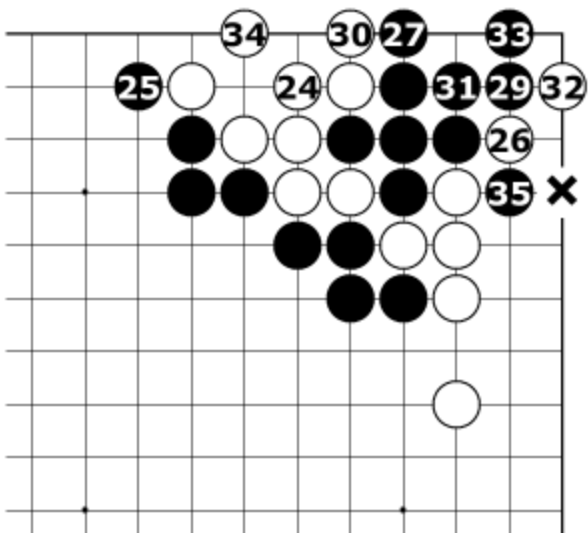
26 White 26 goes for ko.



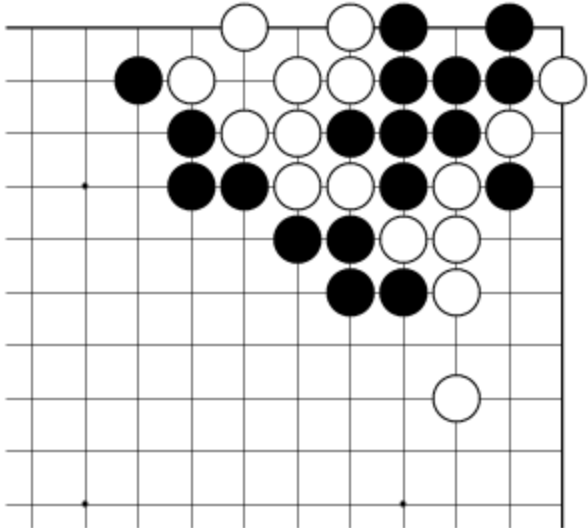
18 Black continues with 'a' or 'b'.



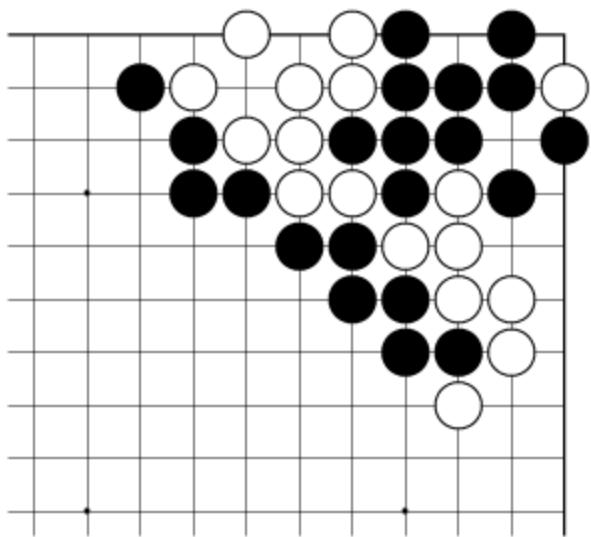
23 White continues with 'a' or 'b'.



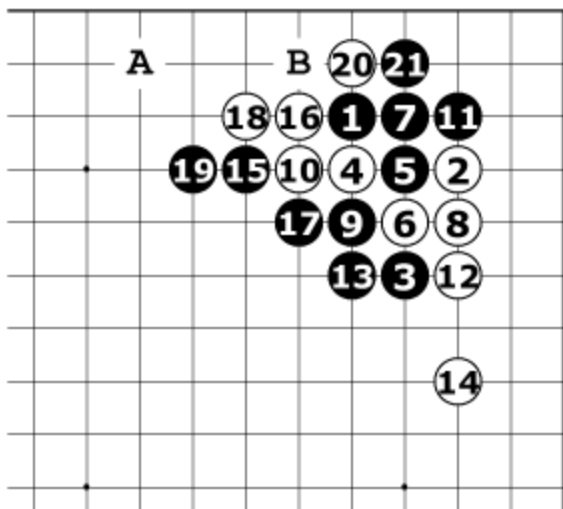
35 White can later aim at a ko at the marked location, but not immediately (with the stones as is).



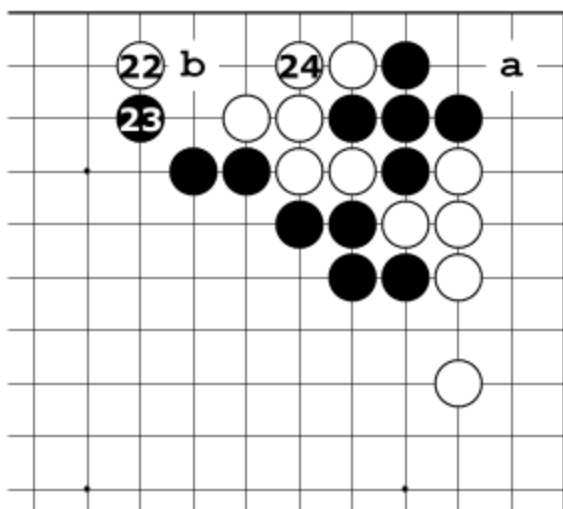
36 White plays elsewhere.



41 White is still low, so the thrust of Black 36 was successful.

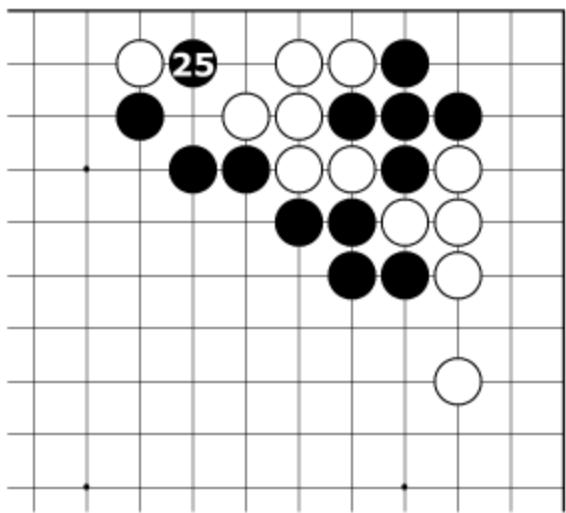


21 'A' or 'B'.

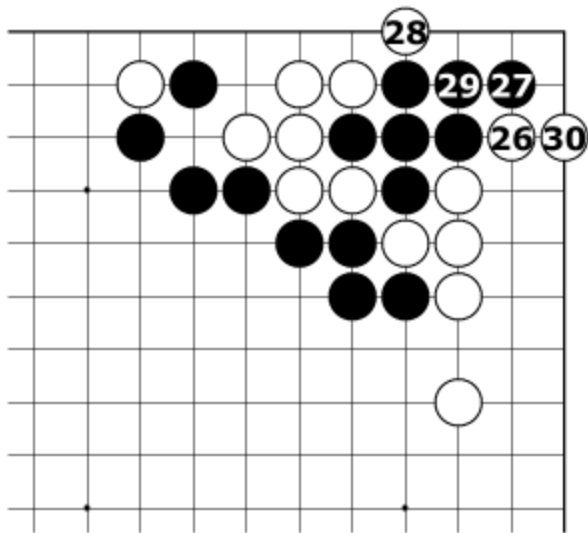


24 White 24 is sente, as Black must make eyes in the corner by playing 'a'.

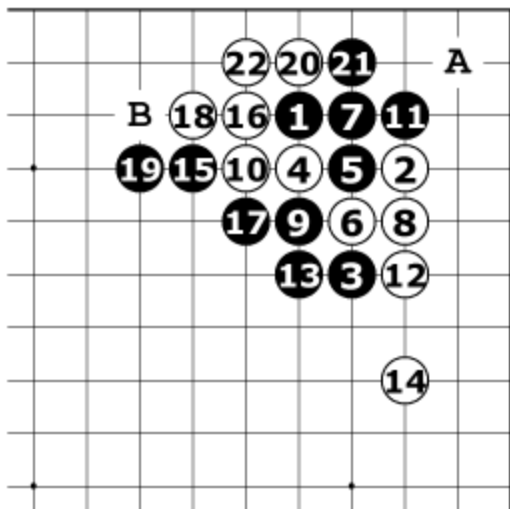
White 'b' is a mistake.



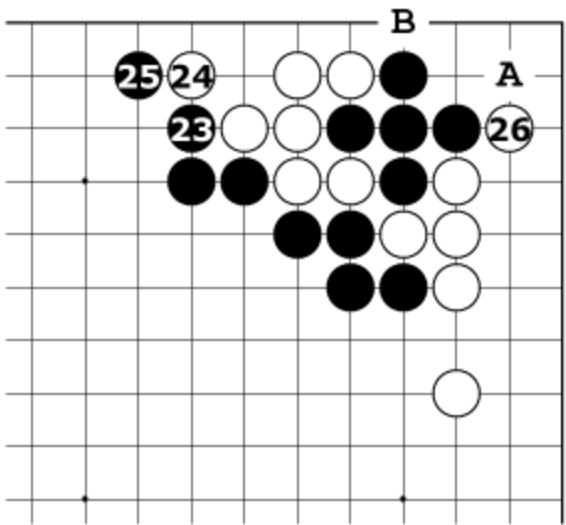
25 Black 25, preventing White from escaping, seals the fate of the Black corner stones: Black loses the race to capture.



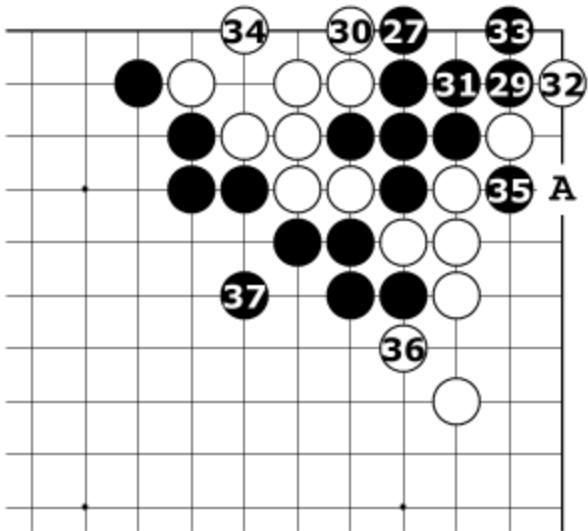
30 Black loses the race to capture.



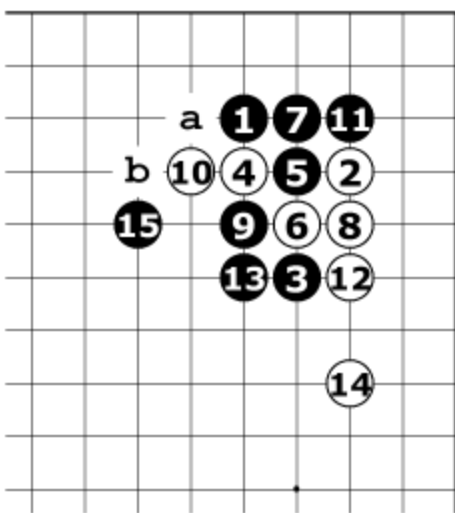
22 'A' or 'B'.



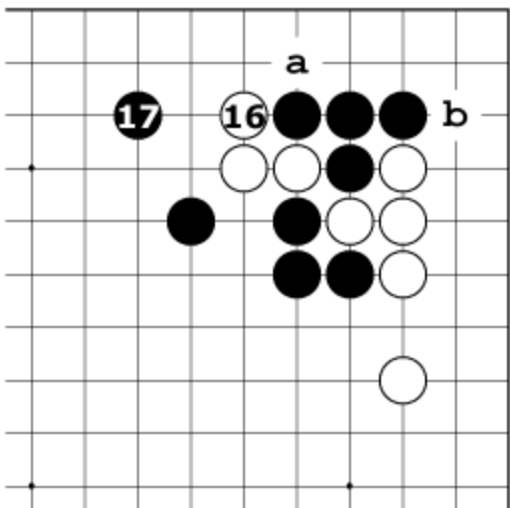
26 'A' is correct, 'B' is inferior.



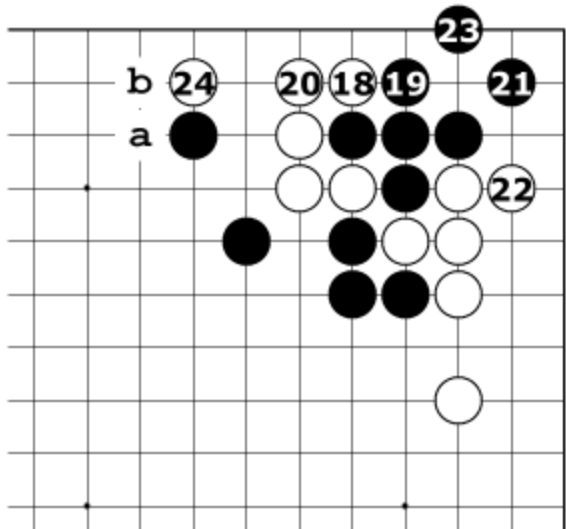
37 White is secure, but against Black there is still the ko on A.



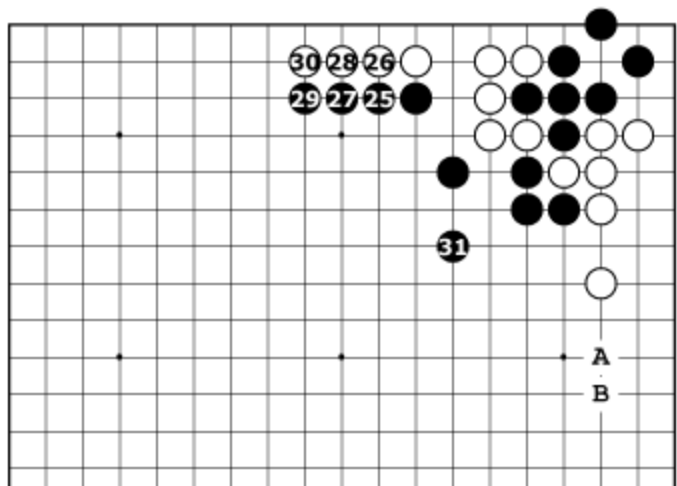
15 White continues with 'a *'. White 'b' is a mistake.



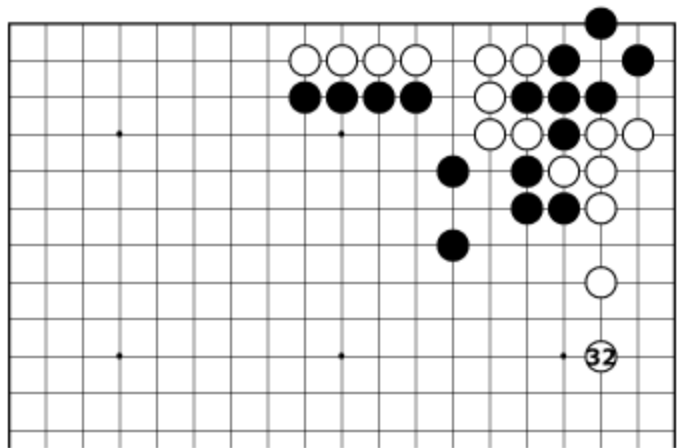
17 White continues at 'a *' or 'b'. White 'a' starts a fight. White 'b' gives up the three White stones.



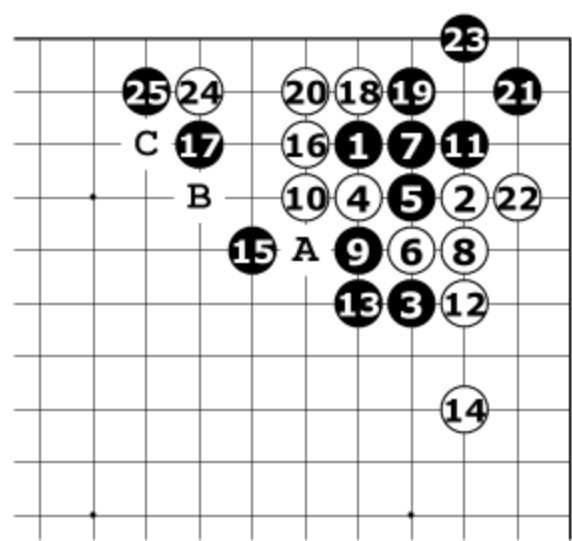
24 Black continues with 'a *'. Black 'b' is unreasonable, but White must counter well or lose the game.



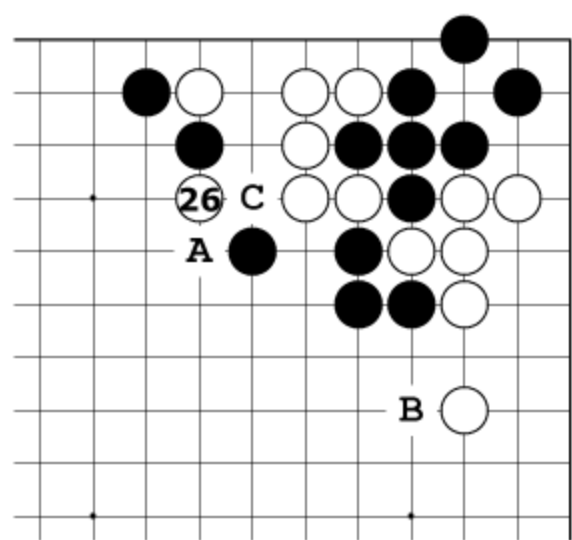
31 'A *' or 'B'.



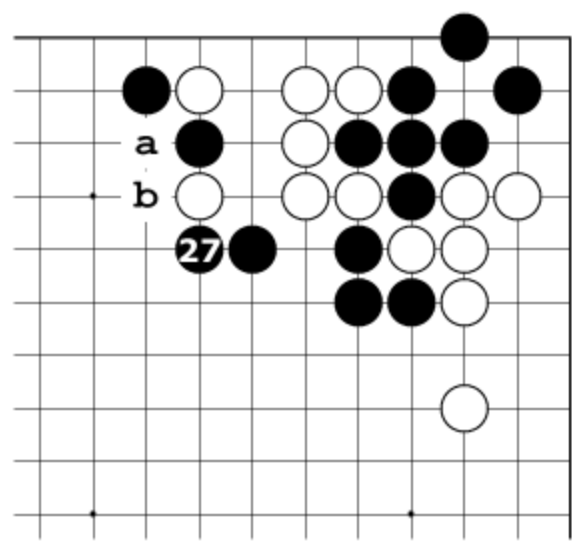
32 * GOOD VARIATION *



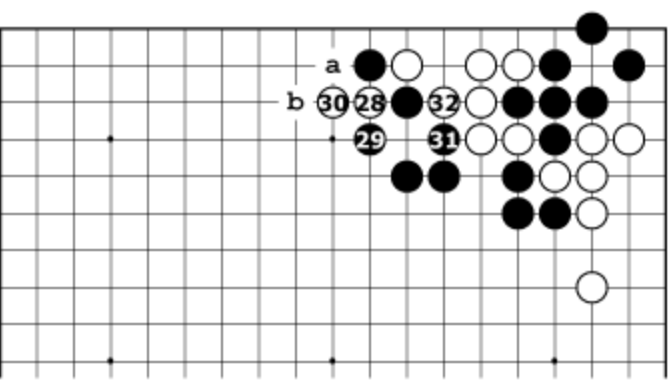
25 'A' is correct, 'B' leaves possibilities for Black, 'C' fails.



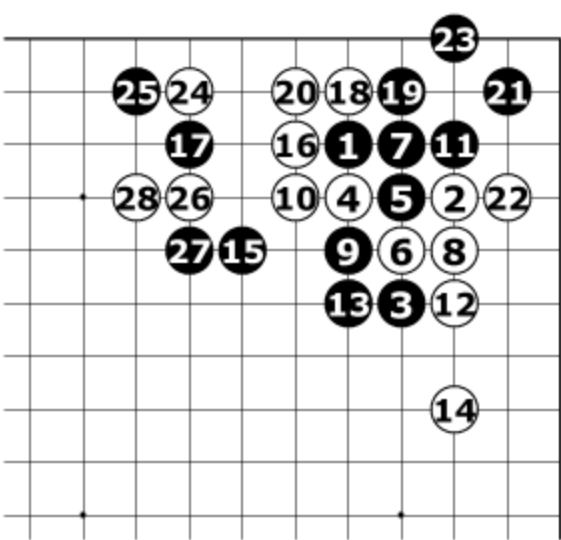
26 Black may try 'A' or 'B'. 'C' is a mistake.



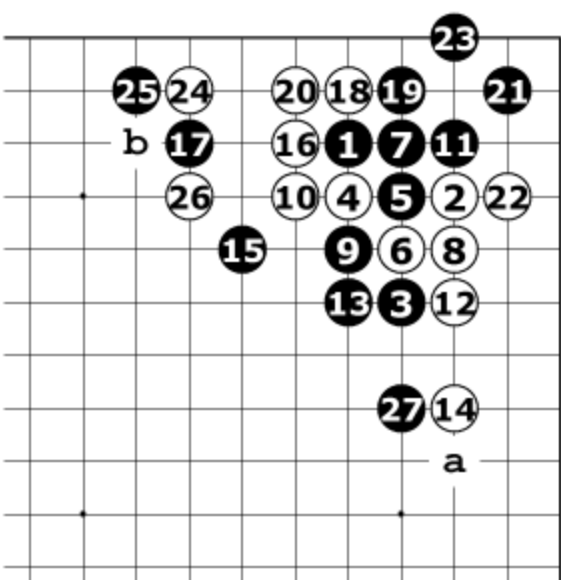
27 White continues with 'a'. White 'b' is a mistake.



32 Black cannot win the ko. If Black 'a', White 'b' is a ko threat in itself.

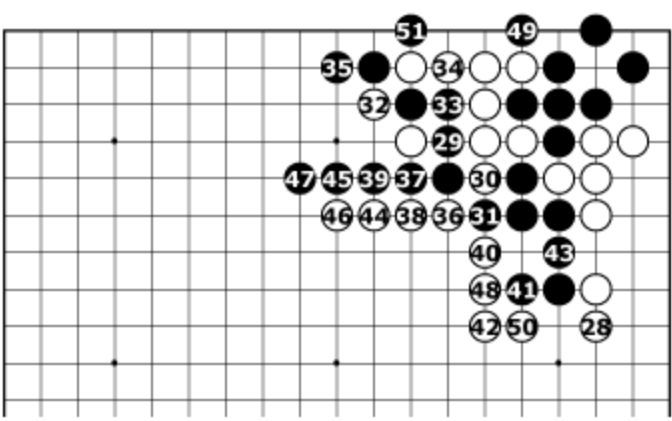


28 White 28 is a mistake. White loses.



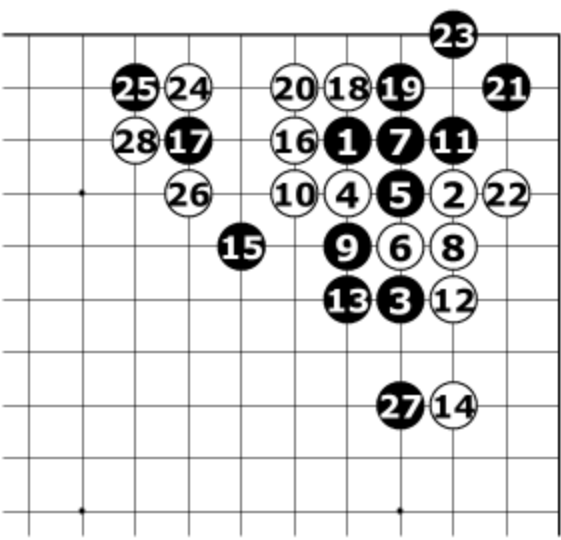
27 White continues with 'a', giving up the White stones at top (and 30 points of territory) for thickness.

White 'b' saves the top stones, but the stones at right are hemmed in (in White gote). This variation is not recommended for White.

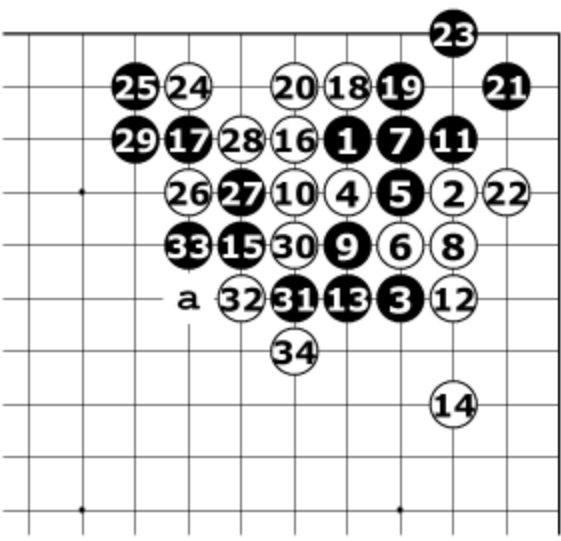


51 White's thickness compensates for the 30

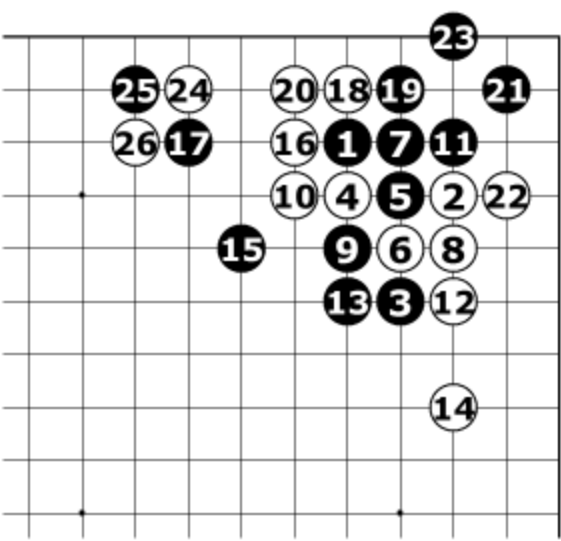
point loss of territory.



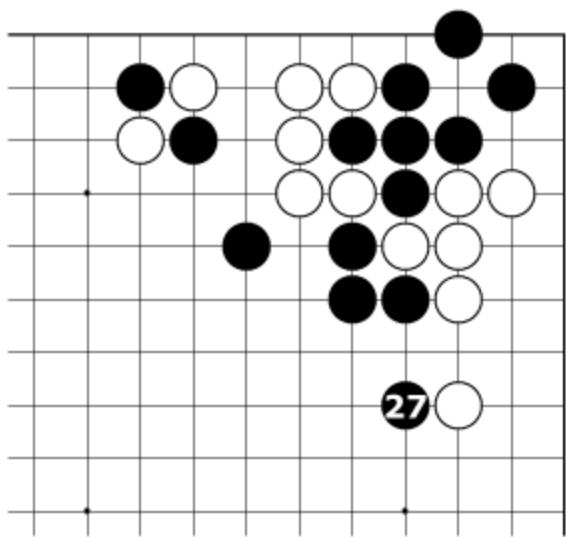
28 White 28 is not recommended.



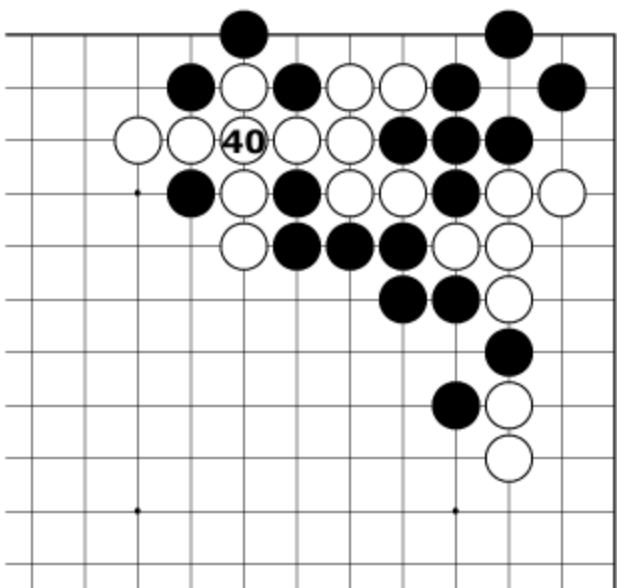
34 Note that White plays 34, not at 'a'.



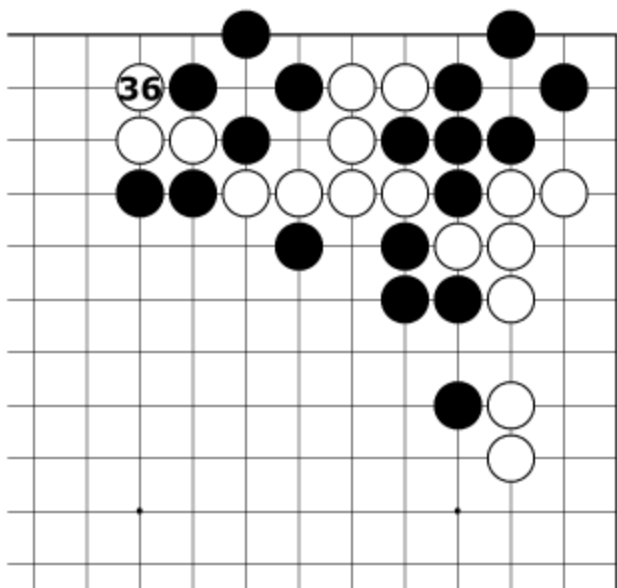
26 White 26 is a mistake.



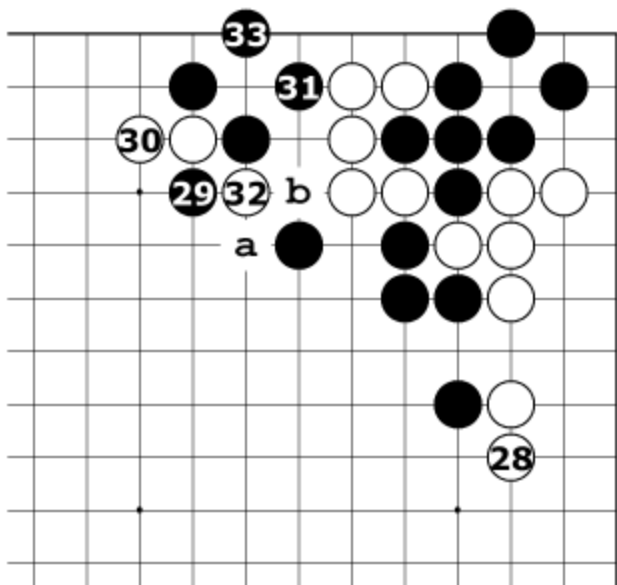
27 Black 27 initiates an exchange that favors Black.



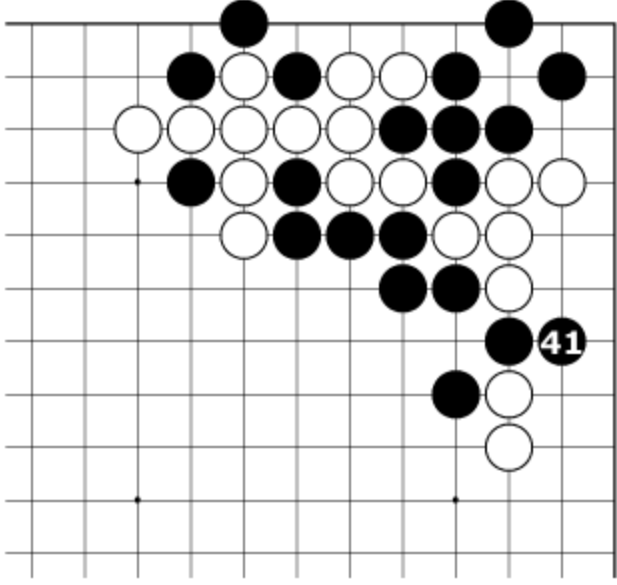
40 ... so must connect...



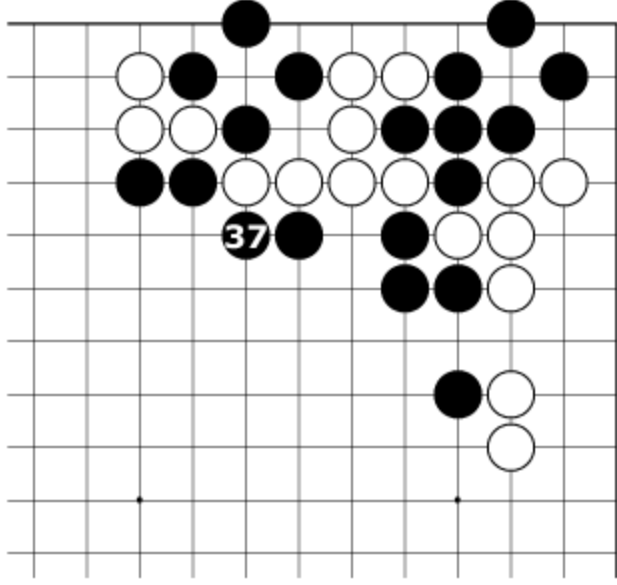
36 White 36 is a mistake.



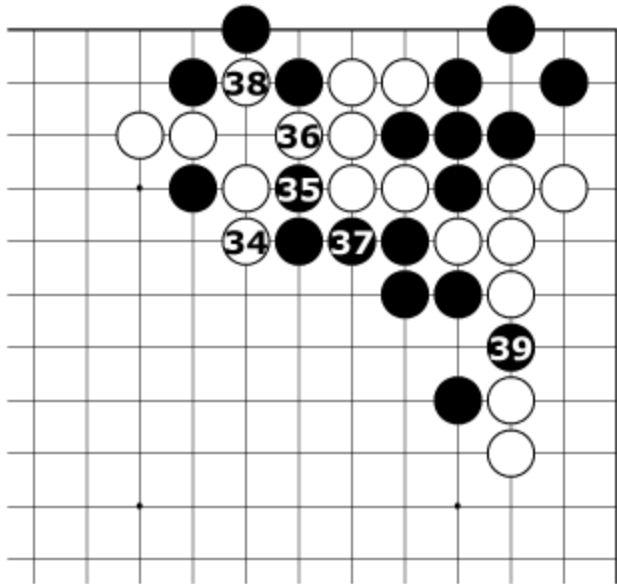
33 White may try 'a' or 'b'.



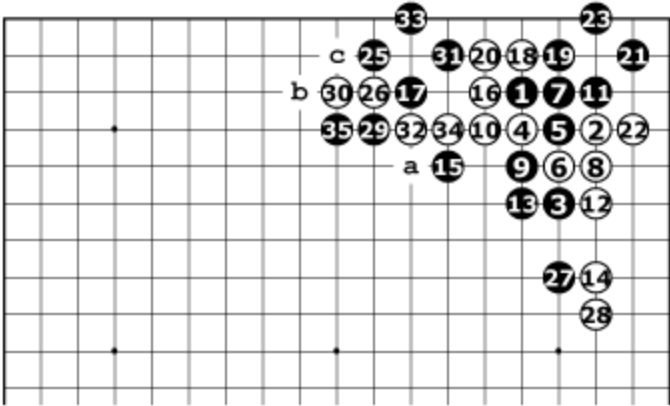
41 ... giving Black considerable profit.



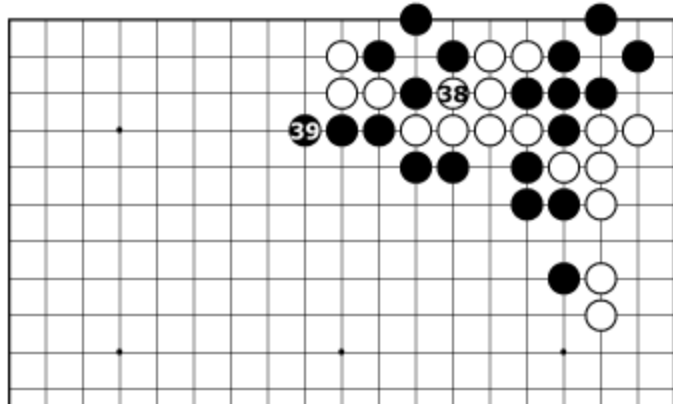
37 Black creates a ko situation.



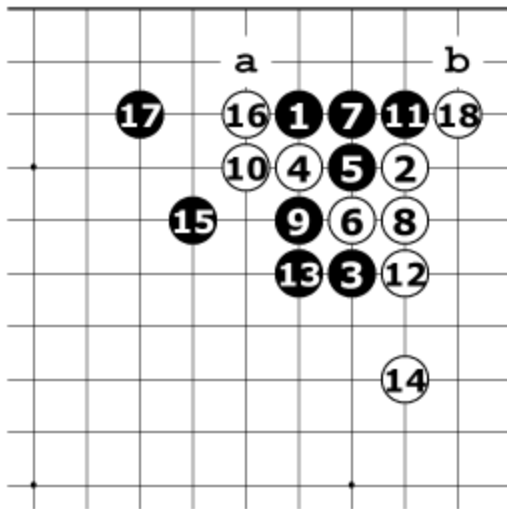
39 The problem is that White has no ko threats...



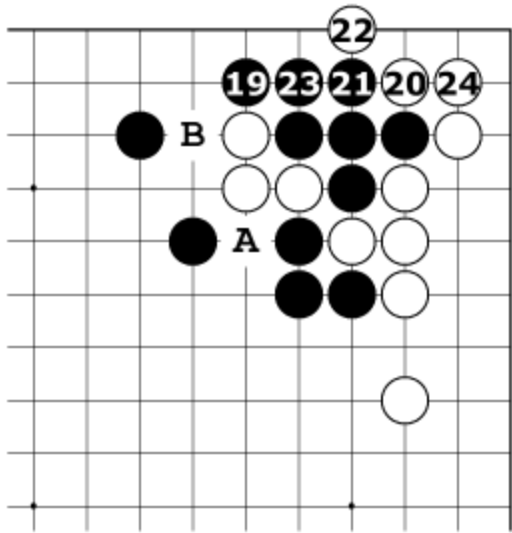
35 'a' and 'b' are miai.
White 'c' is a mistake.



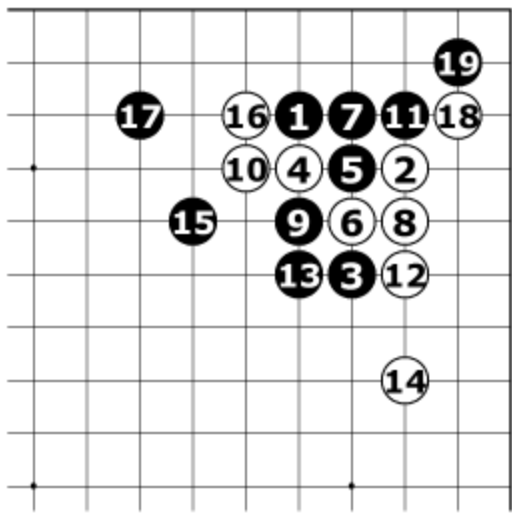
39 Extending with 39, waiting to play the ko, is good enough for Black.



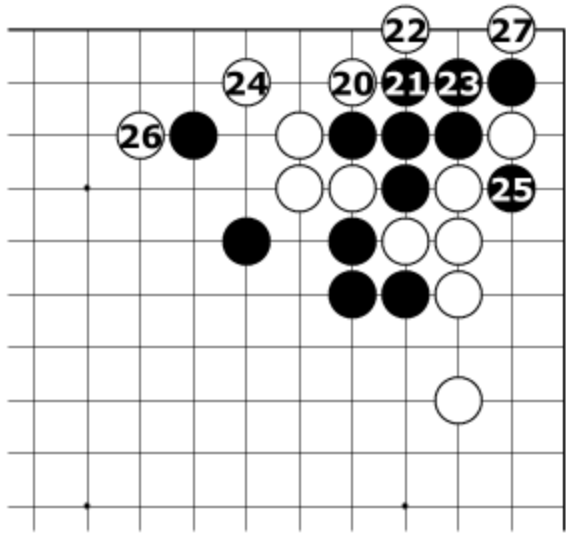
18 Black continues with 'a'.
Black 'b' is an overplay.



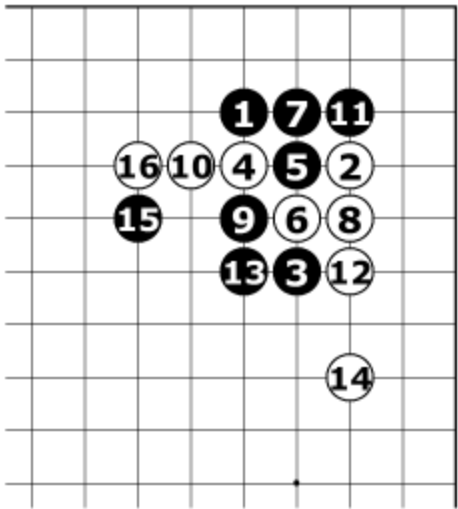
24 'A' or 'B'.



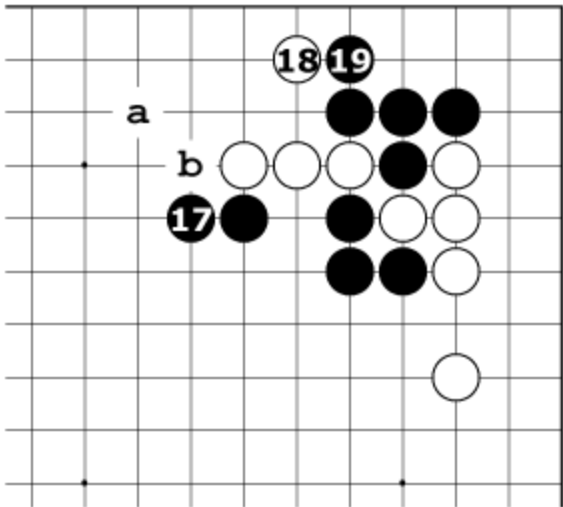
19 Black 19 is an overplay.



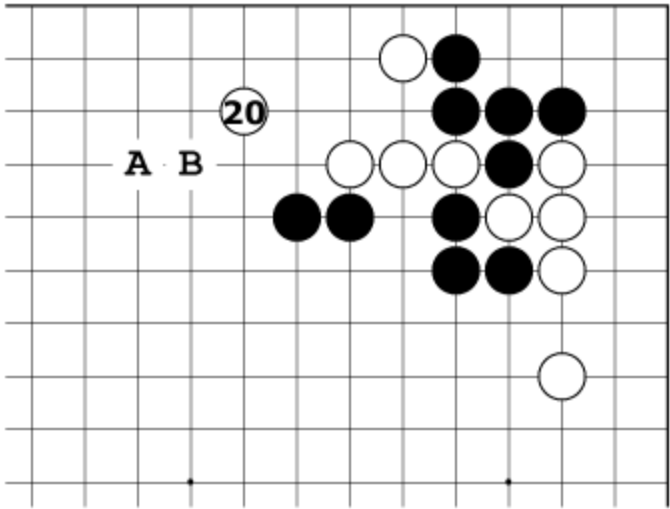
27 Later, White can make a picnic-ko.



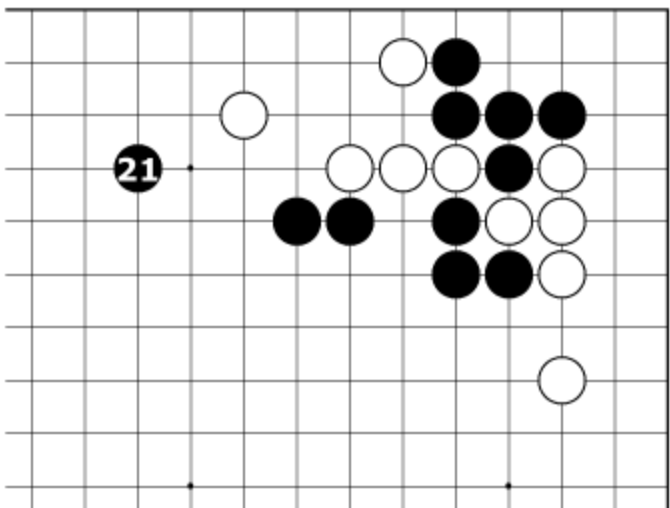
16 White 16 is a mistake.



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

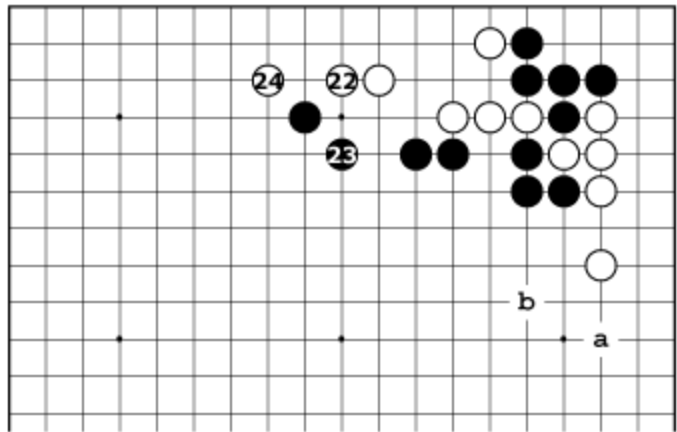


20 'A' or 'B'.

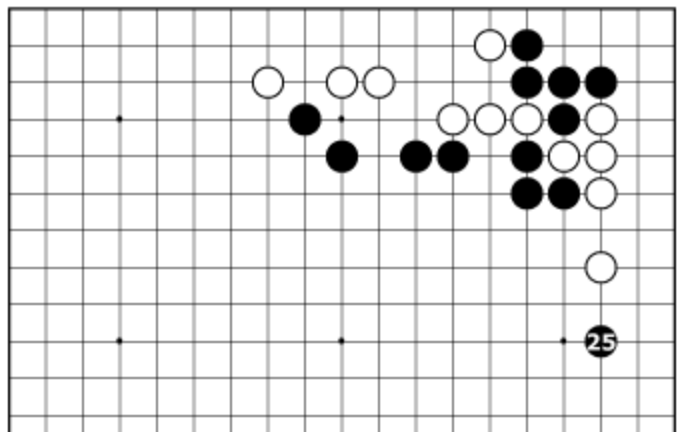


21 Black 21 is a good

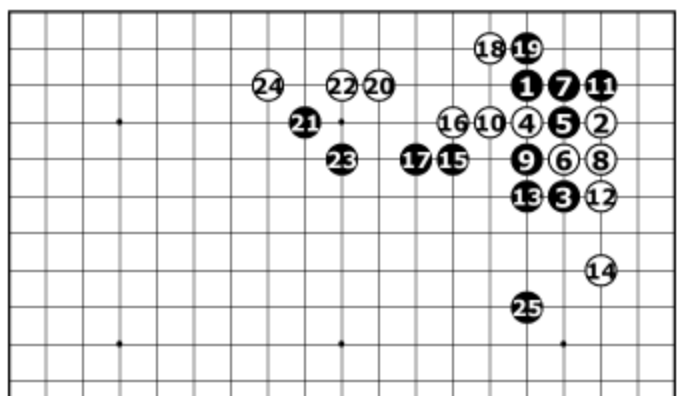
large-scale pressing move.



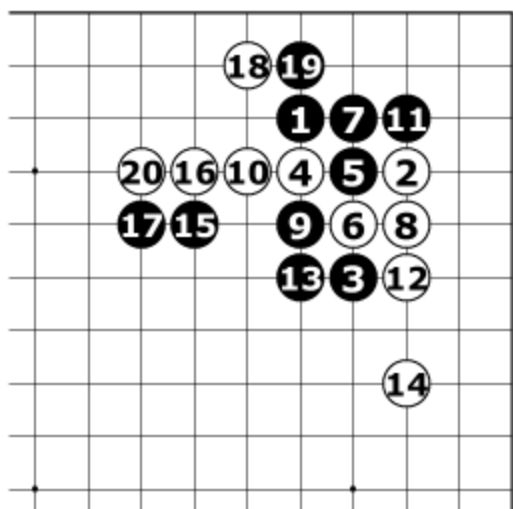
24 Black continues with 'a' or 'b'.



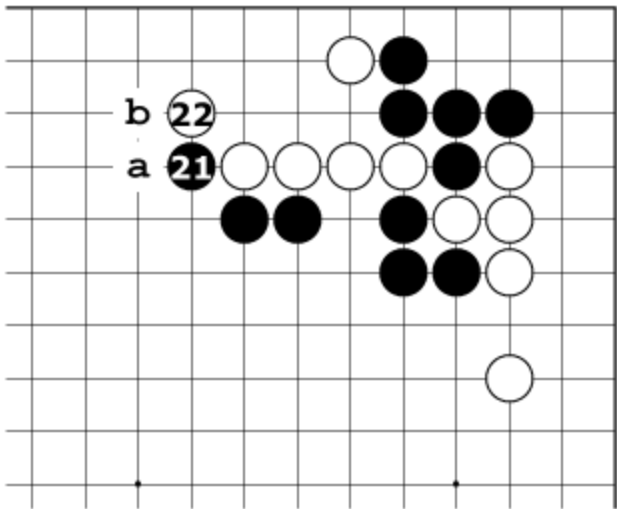
25 Black 25 provokes Black to the center.



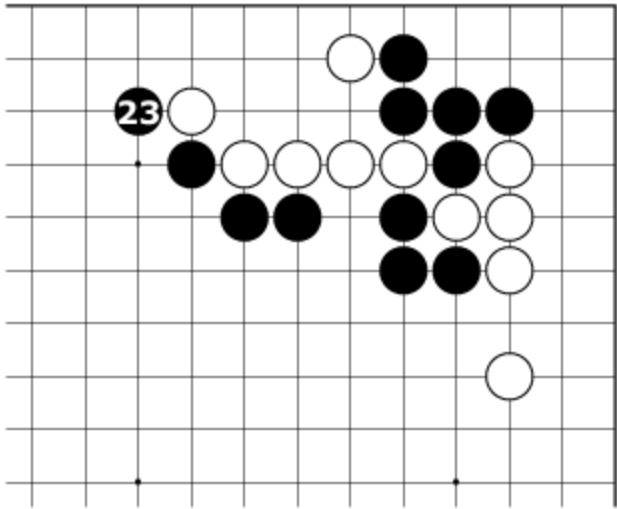
25 Black plays this way when the right side is uninteresting.



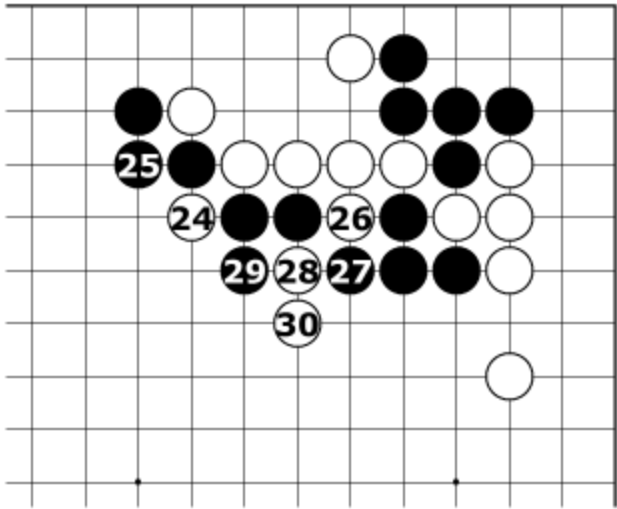
20 Black 20 is bad, as it only makes these stones heavier.



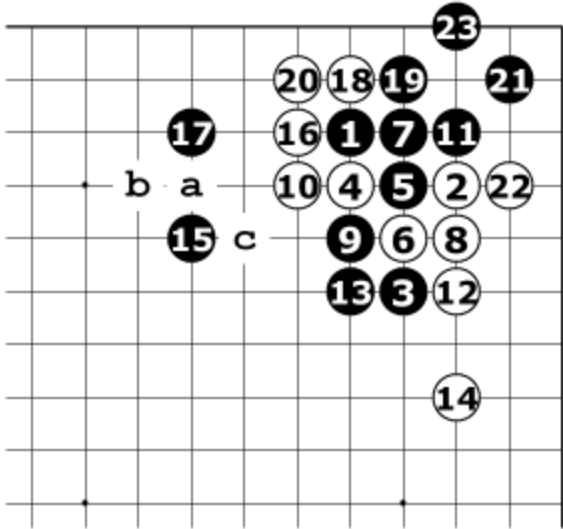
22 Black continues with 'a'. Black 'b' is a mistake.



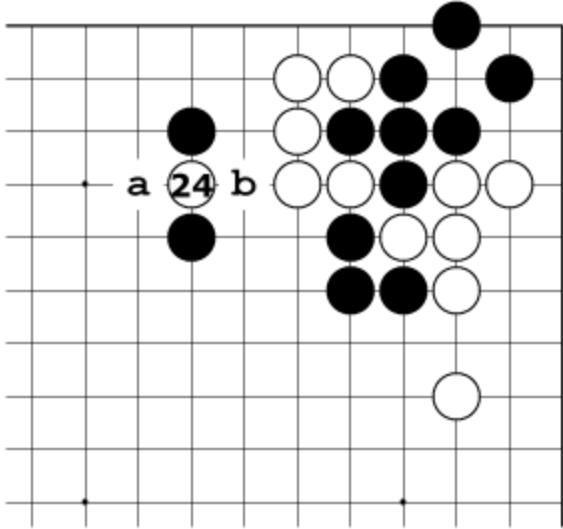
23 Black 23 is an overplay, even if the ladder to the lower left favors Black.



30 Black has lost if the ladder is unfavorable. Even with a favorable ladder, this is not a favorable situation for Black.

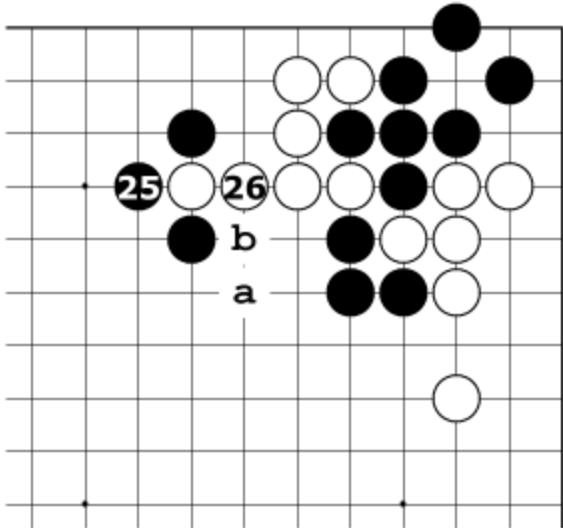


23 White continues with 'a' if the ladder is favorable. White may also play 'b' or 'c' regardless of the ladder.



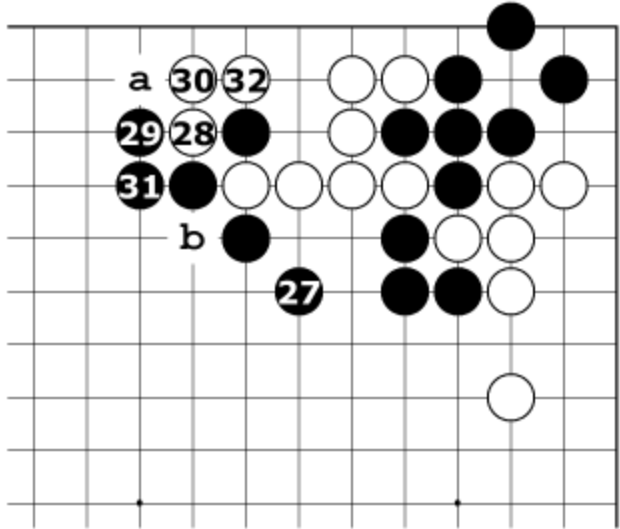
24 White 24 is a tesuji.

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

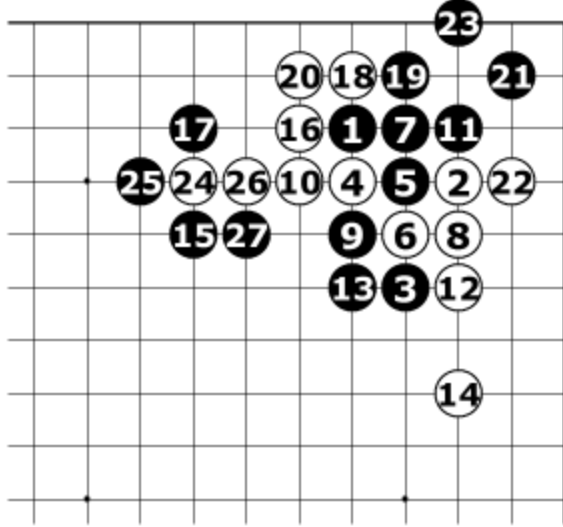


26 Black continues with 'a' if the ladder is unfavorable.

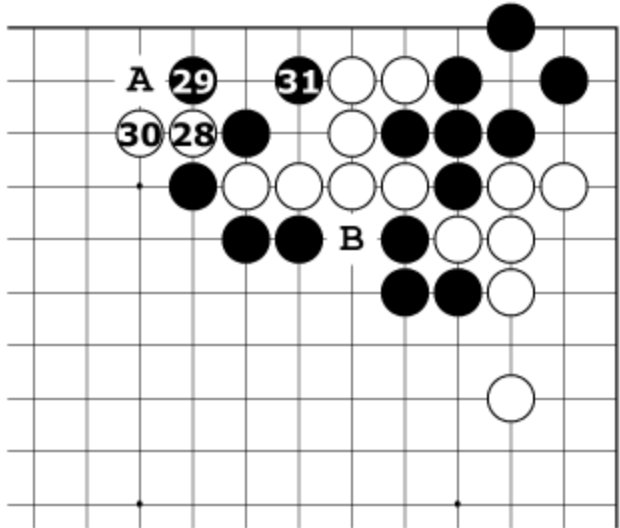
If the ladder is unfavorable for White, White has made a serious mistake, and Black continues with 'b'.



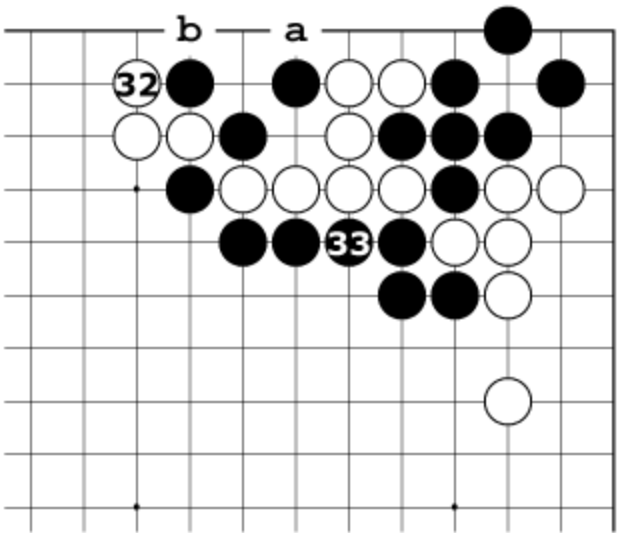
32 White has a slightly favorable position, as Black 'a' is not sente, and the cutting point of 'b' is unfavorable aji.



27 Black plays 27 if the ladder to the lower left is unfavorable to White.

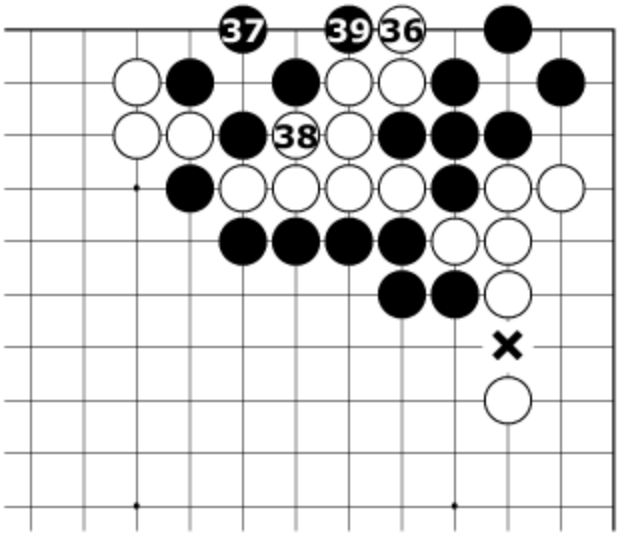


31 'A' or, with the ladder, 'B'.

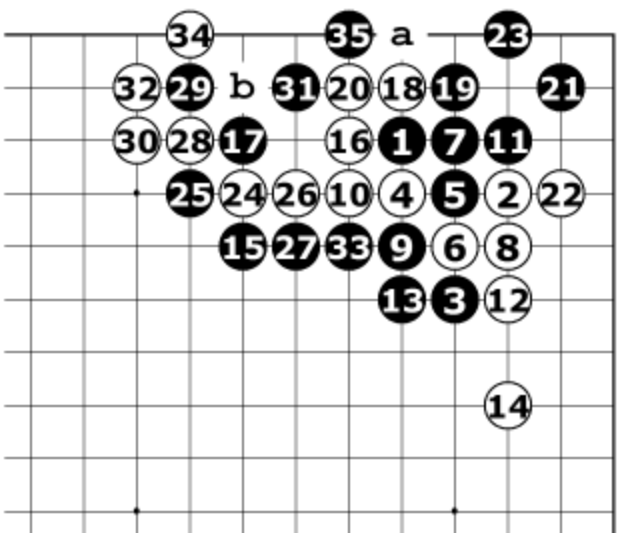


33 Black 'a' is the best Black can do: a flower-viewing ko for White.

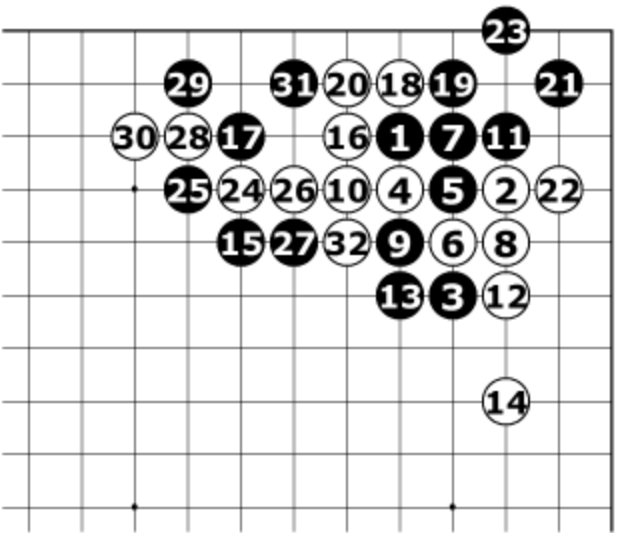
Black 'b' results directly in a loss through a snapback.



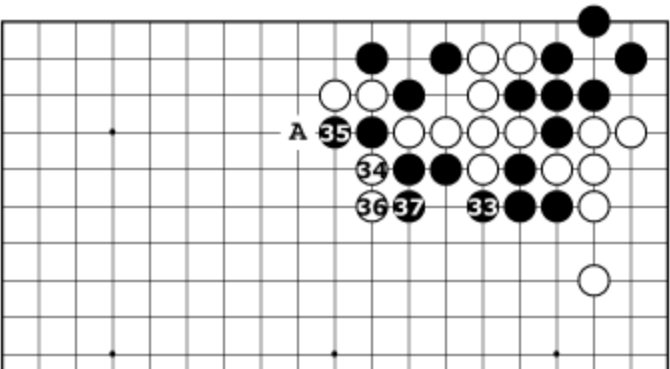
39 The marked location remains a ko threat for Black if needed.



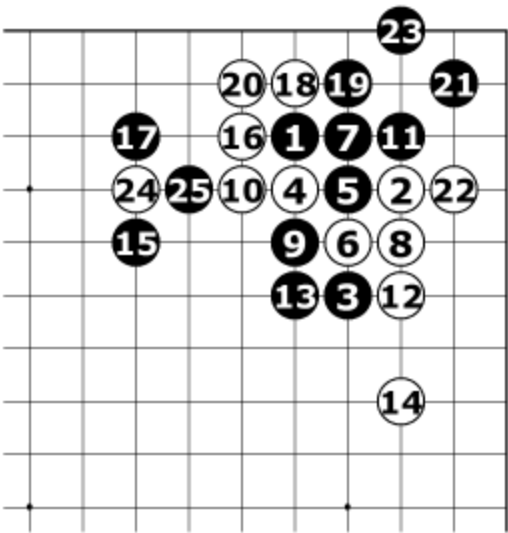
35 White may try 'a' or 'b'; neither work.



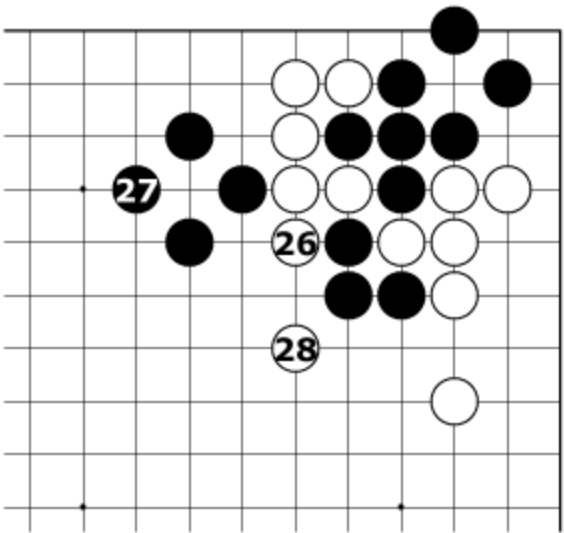
32 White may play 32 with a favorable ladder.



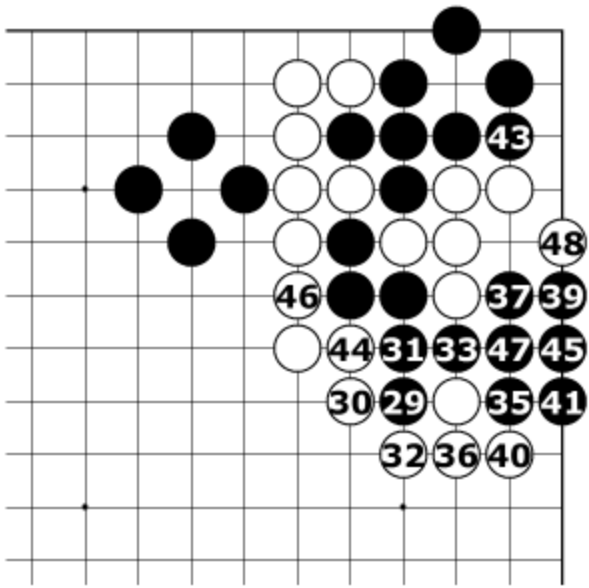
37 Ladder on A.



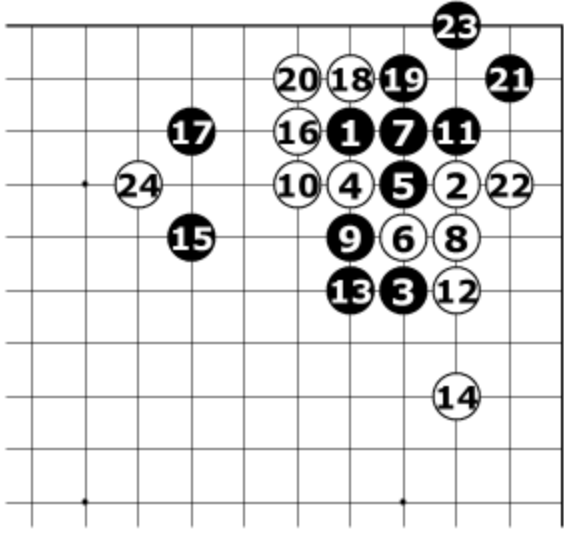
25 Black 25 is a mistake.



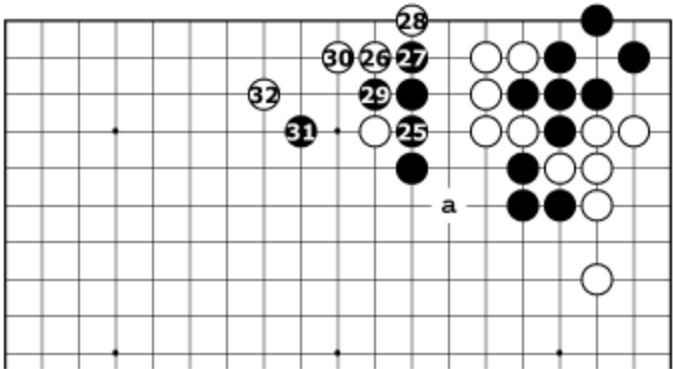
28 White captures the three Black stones



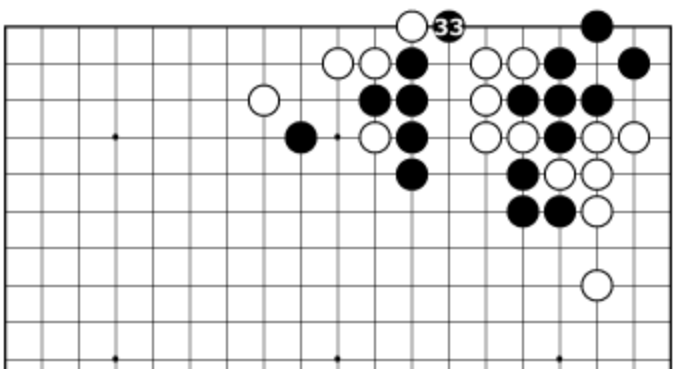
48 White 48 is the winning tesuji.



24 White 24 is an older joseki. Black gets a low position, but has the aji of a potential cutting point.

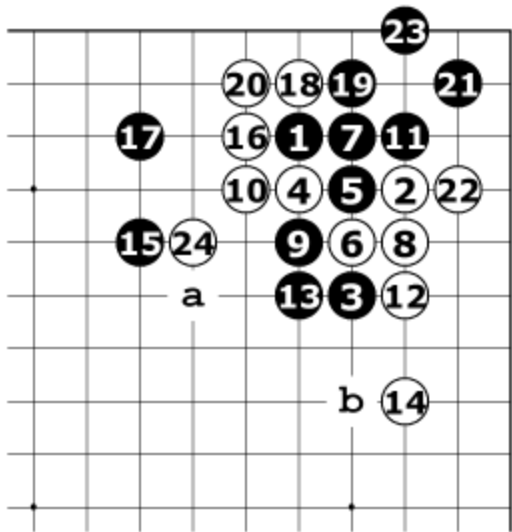


32 White is low, but can aim at 'a'.

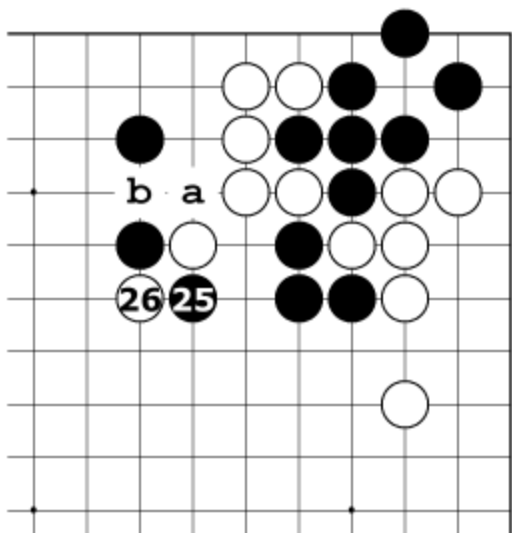


33 Black 33 may look a

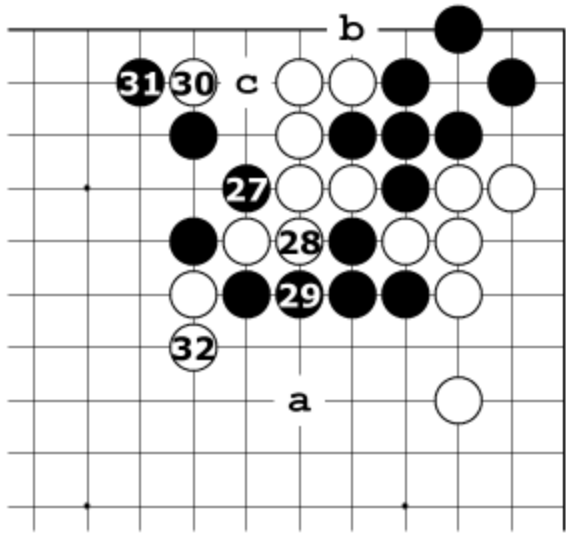
reasonable to separate White connection, but it's not.



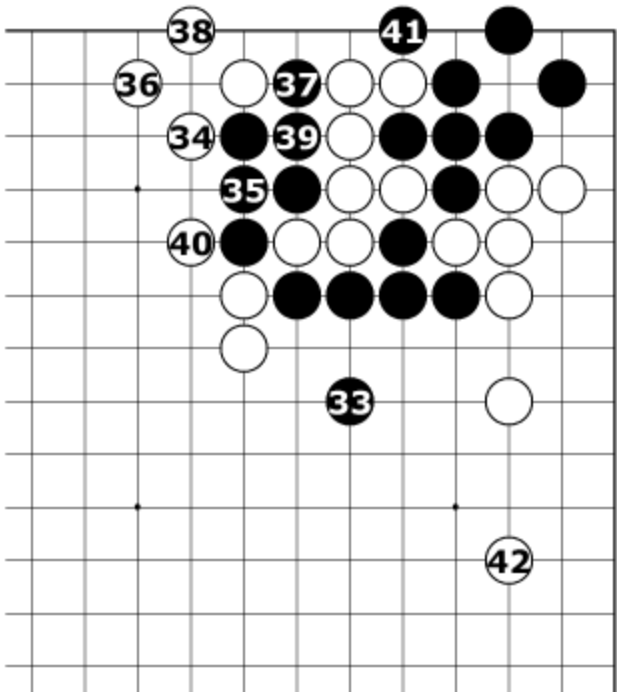
24 White 24 is playable regardless of the ladder. Black may try 'a' or 'b'.



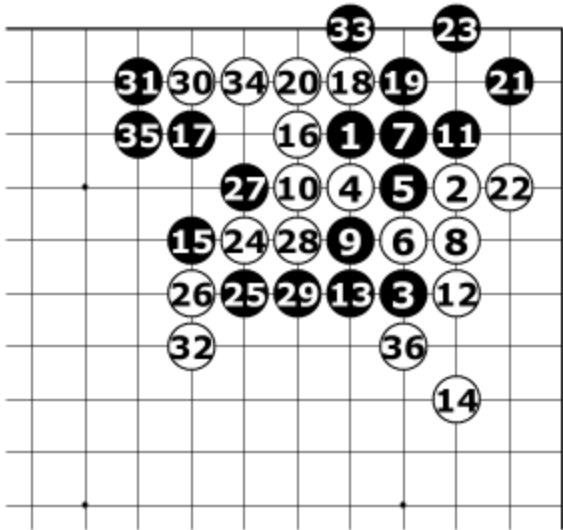
26 Black continues with 'a'. Black 'b' is not recommended.



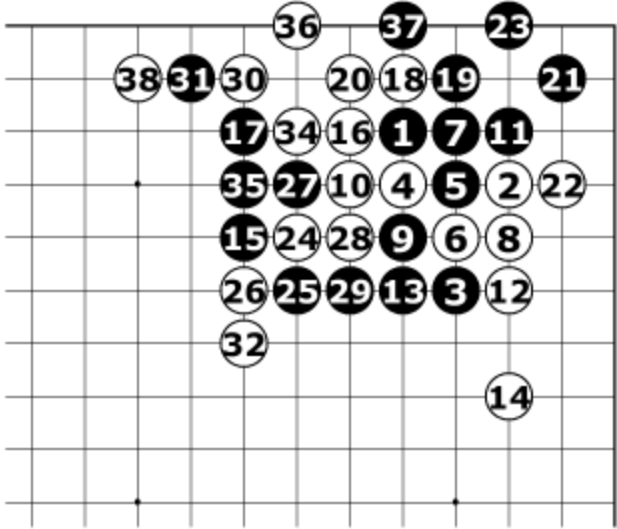
32 Black continues with 'a'. White 'b' and 'c' only look promising.



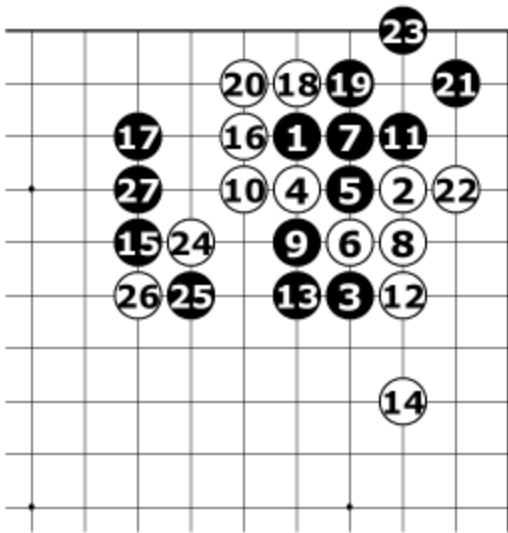
42 White discards seven stones, but gains a favorable result.



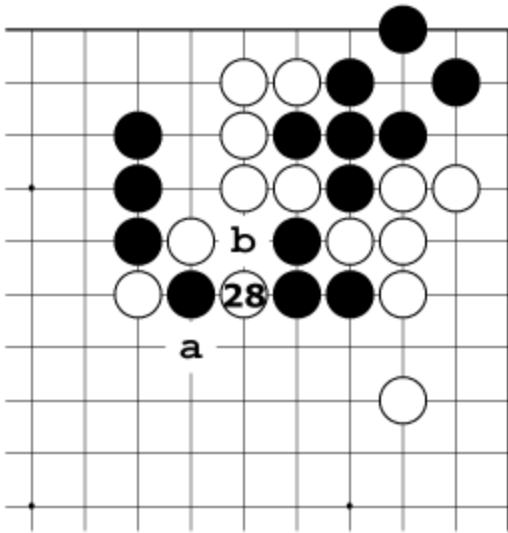
36 White wins the capturing race by one.



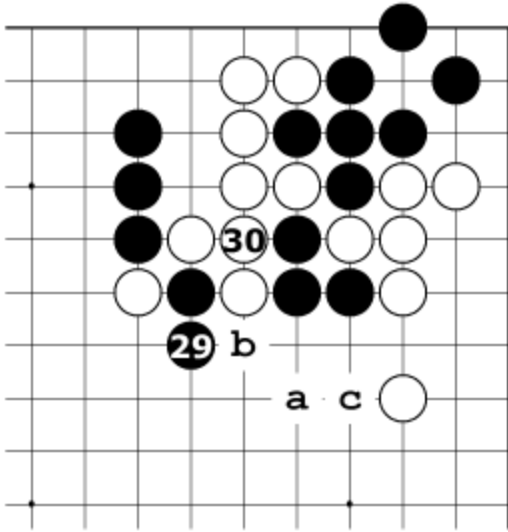
38 White 38 is the tesuji that puts White ahead.



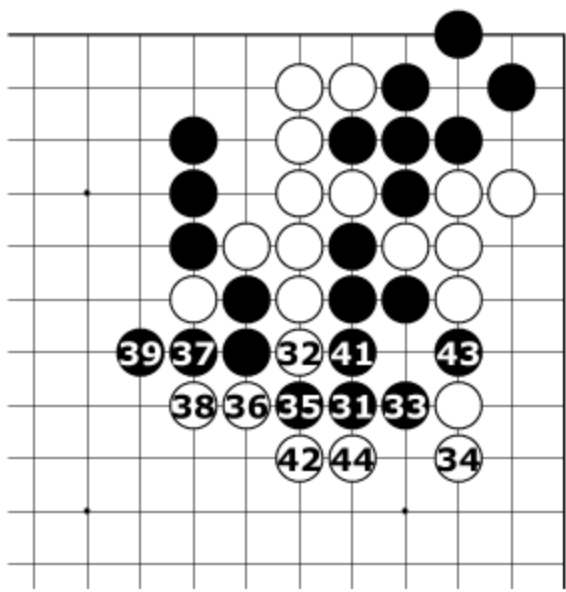
27 Black 27 is not recommended.



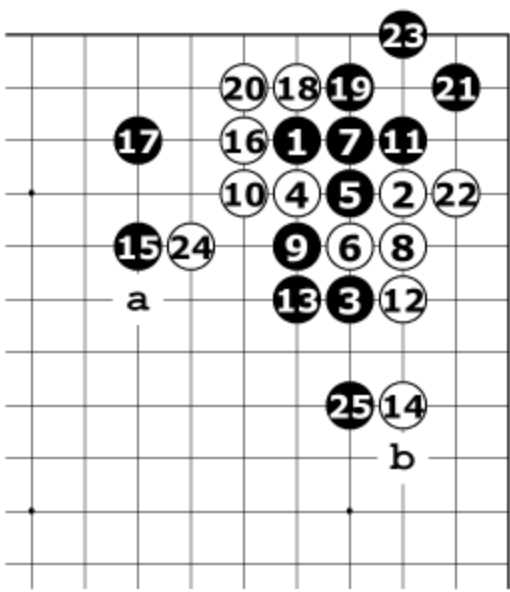
28 Black continues with 'a'. Black 'b' is a mistake.



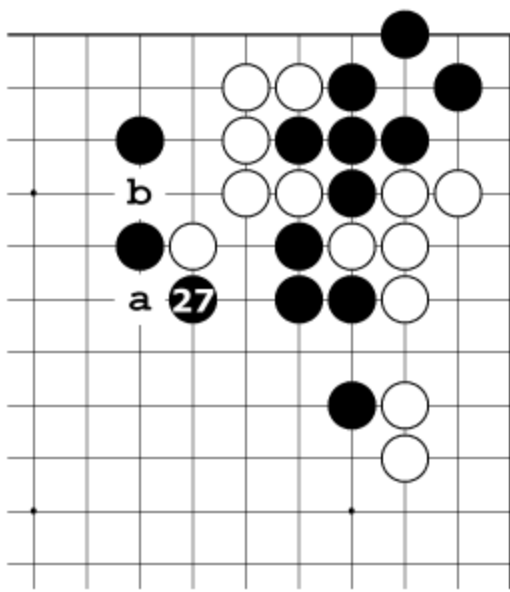
30 Black may try 'a' to 'c'. None work.



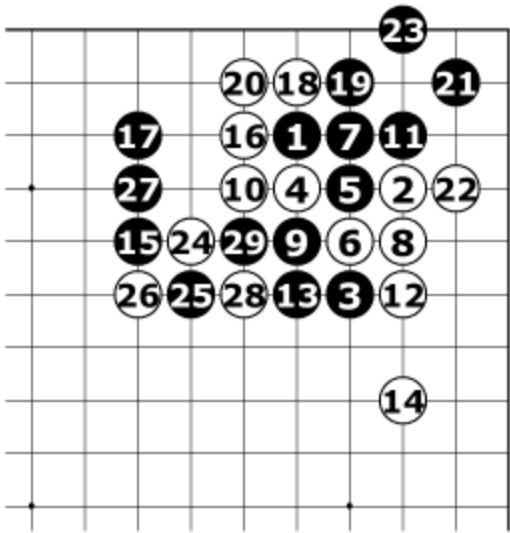
44 The black stones are captured.



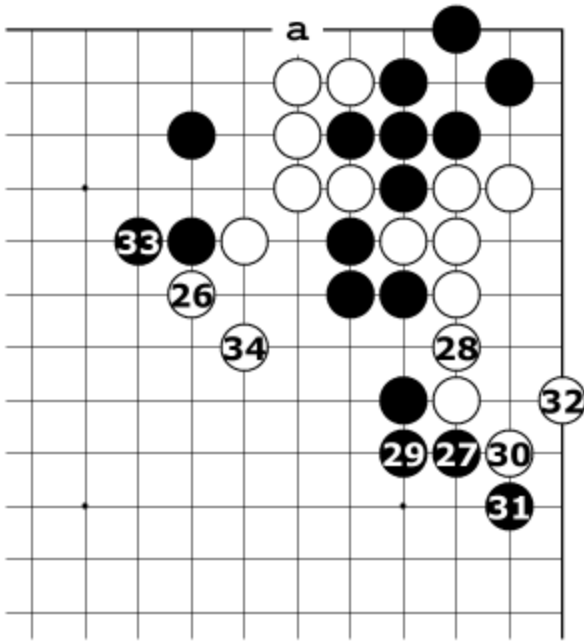
25 White continues with 'a'. White 'b' is a mistake.



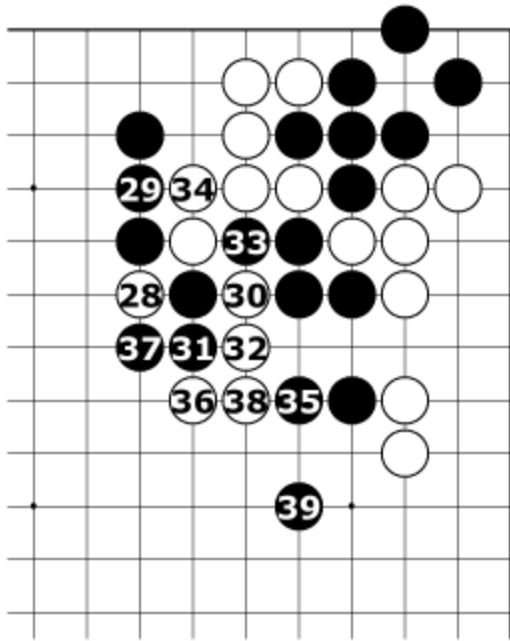
27 White may try 'a' or 'b'. Neither work.



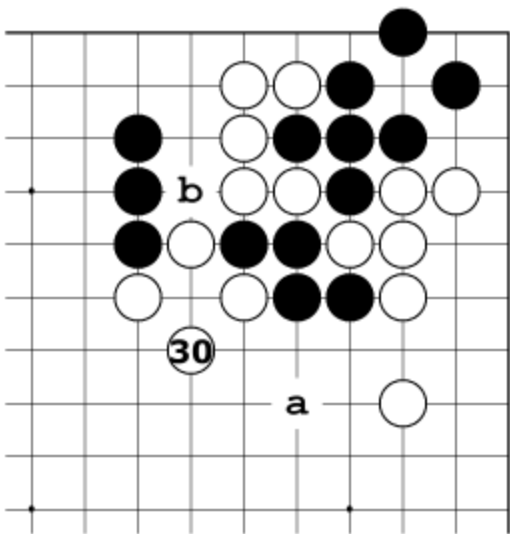
29 Black 29 is an obvious mistake.



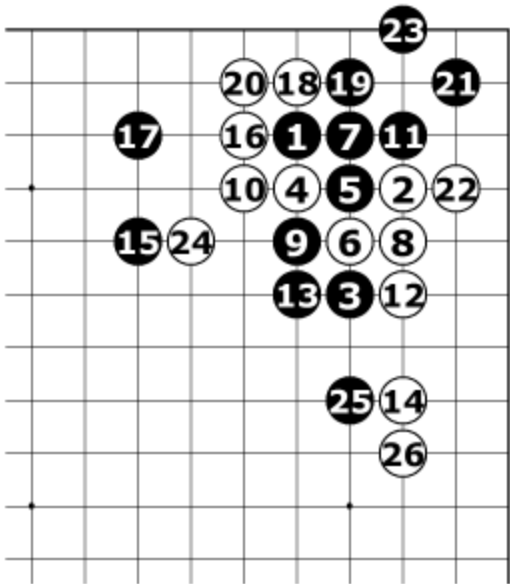
34 White 'a' remains as sente.



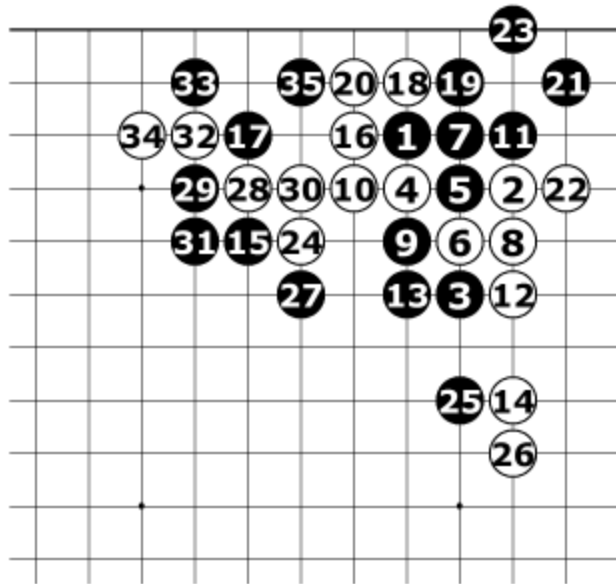
39 White has lost.



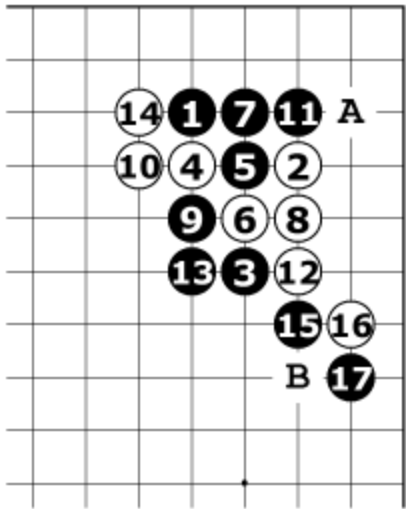
30 Black may try 'a' or 'b'. Neither work.



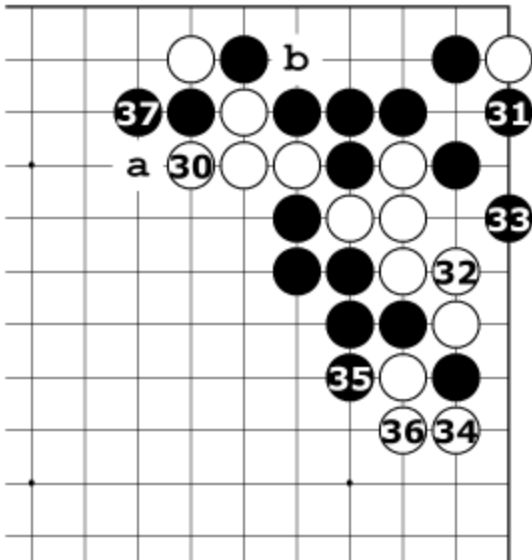
26 White 26 is an overplay.



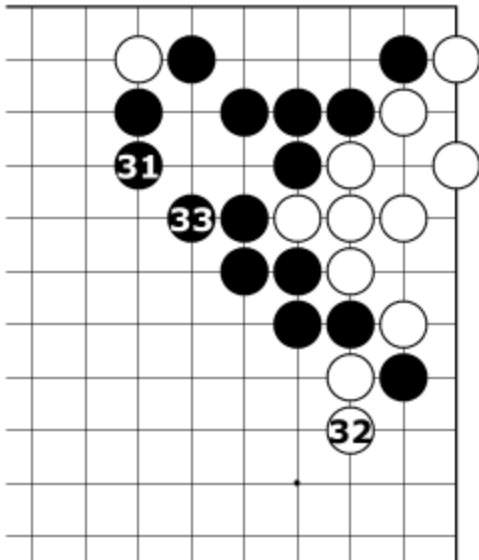
35 White loses the capturing race.



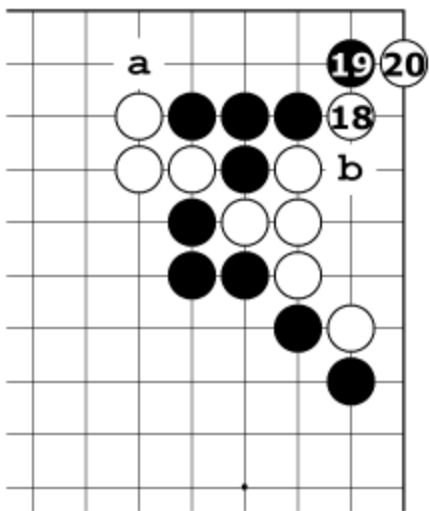
17 Black 15 and 17 are essential. 'A' or 'B',



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

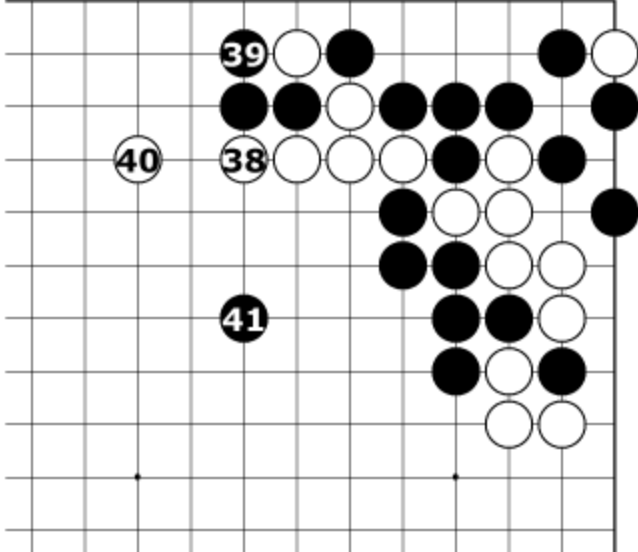


33 The result greatly favors Black.

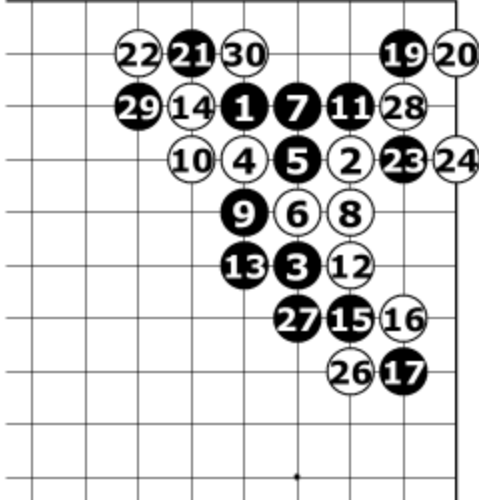


20 White prepares for the ko.

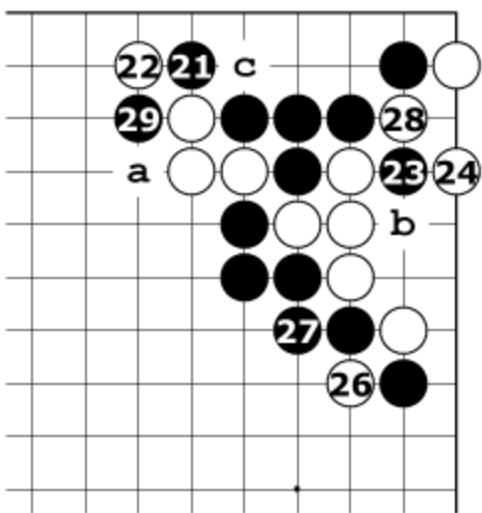
Black first plays the hane of 'a' to provide ko material. Jumping into the ko immediately with 'b' is a mistake.



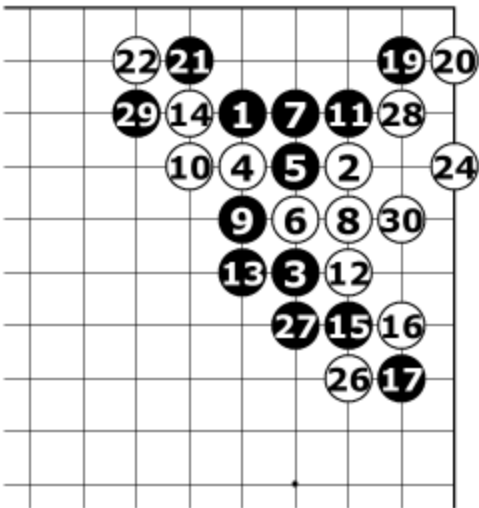
41 Black gets a favorable result.



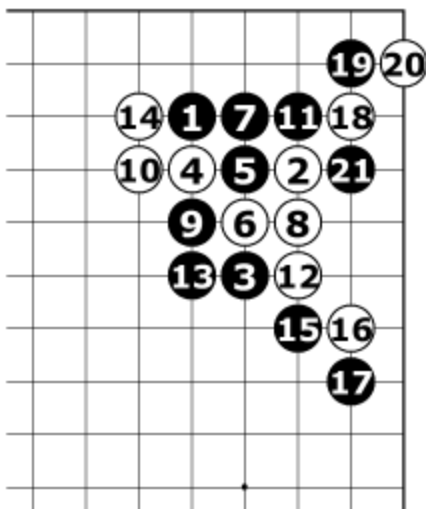
30 White 30 is a mistake.



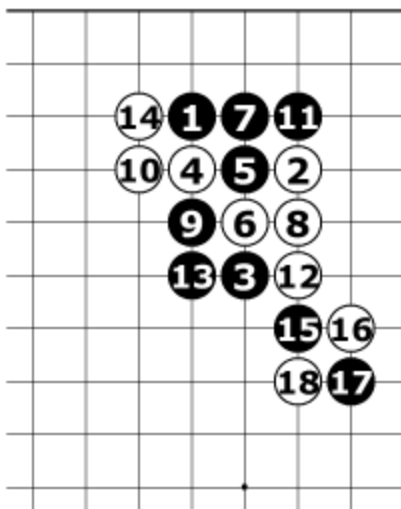
29 White continues the fight with 'a'. White 'b' and 'c' are mistakes.



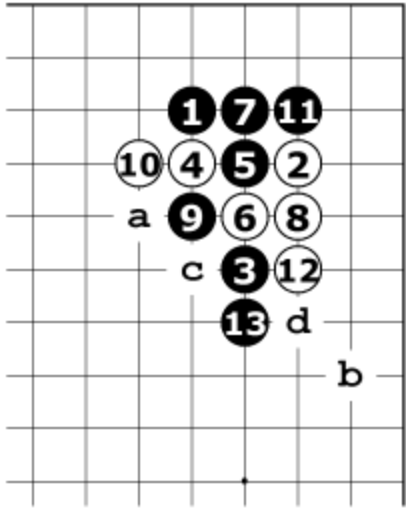
30 White 30 is a mistake.



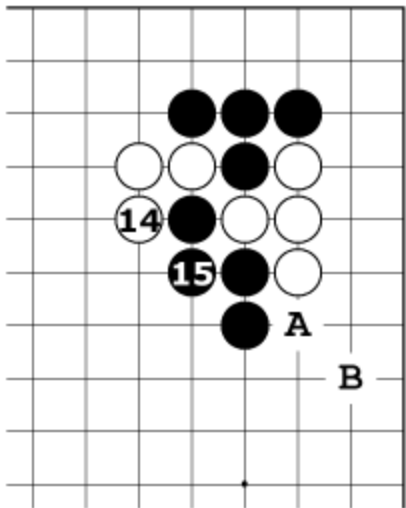
21 Black 21 is a mistake.



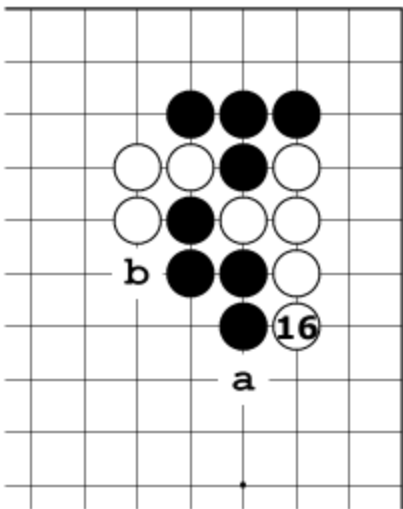
18 White 18 gives Black a favorable result.



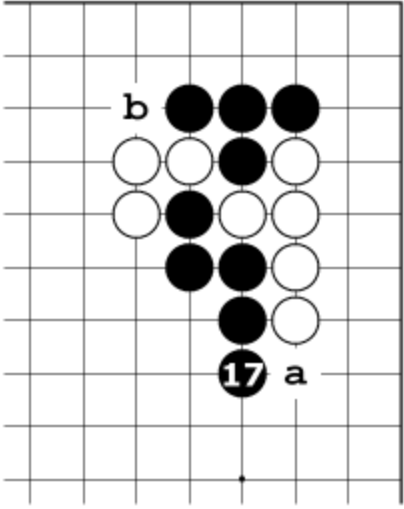
13 White continues with 'a *' or 'd'. White must have the ladder to play 'b'. White must also have the ladder to play 'c', which White can use to simplify the position.



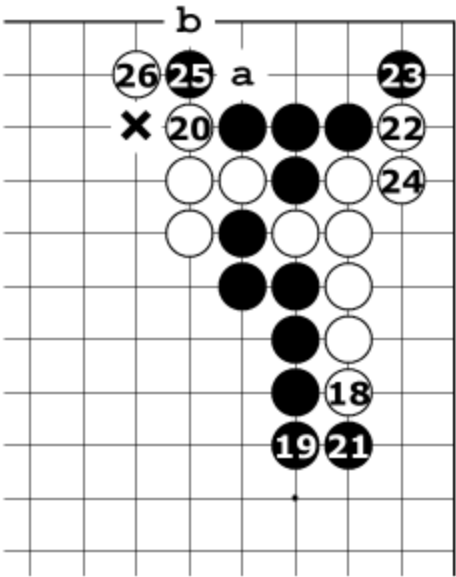
15 'A *' and 'B *' are joseki.



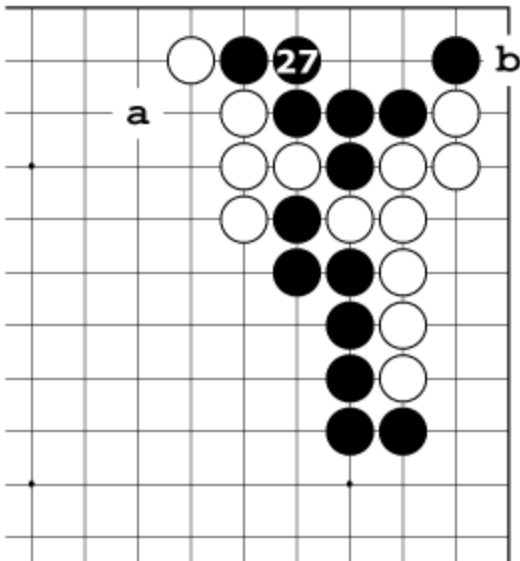
16 Black continues with 'a *' or 'b'.



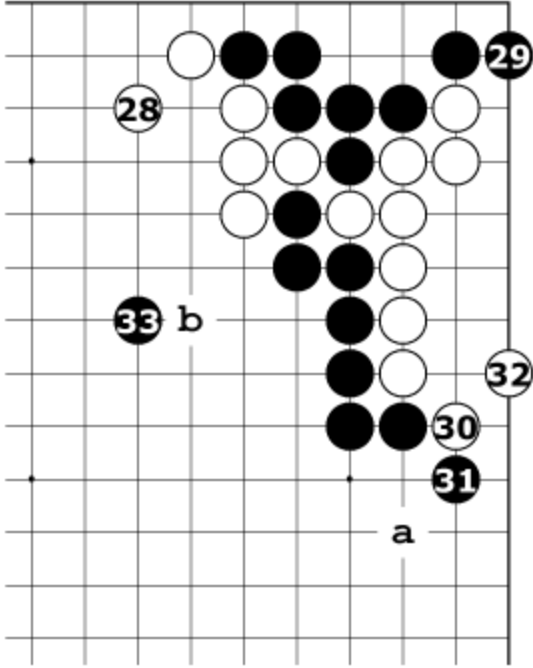
17 White continues with 'a *'. White 'b' is premature.



26 Black continues with 'a *'. Black 'b' may be playable if Black has a favorable ladder to capture a cutting stone at the marked location.

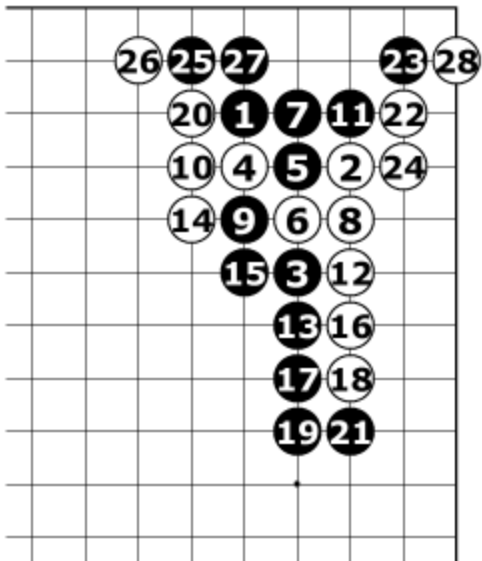


27 White continues with 'a *'. White 'b' is not recommended.

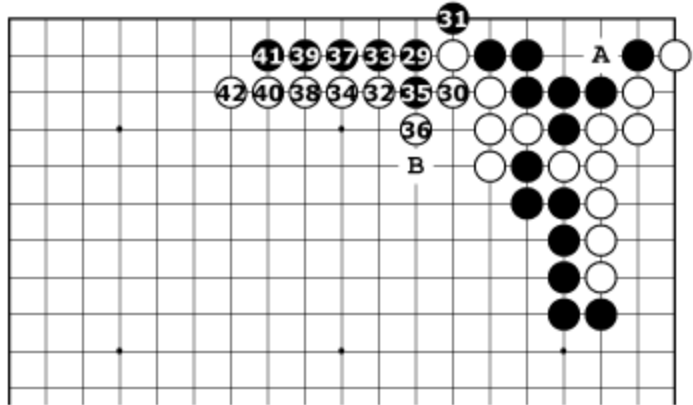


33 * GOOD VARIATION *

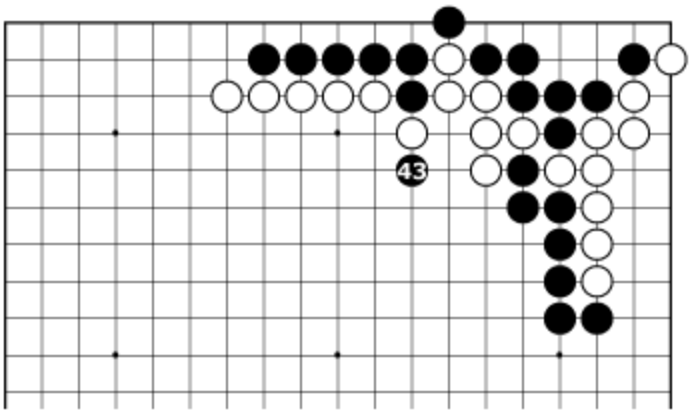
Black must not connect at 'a', as letting White play 'b' is bad.



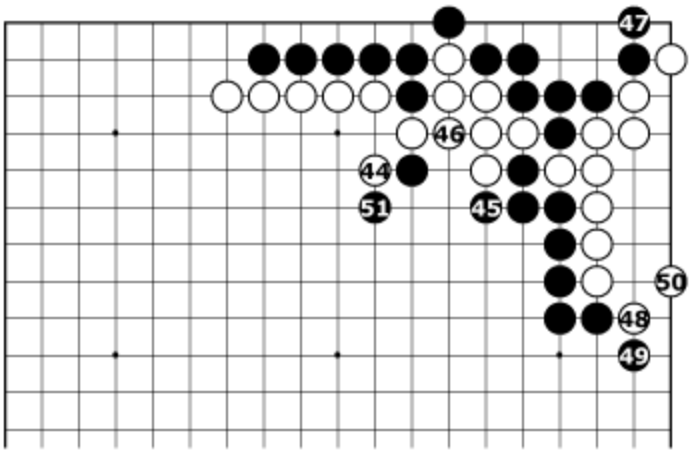
28 White 28 is not recommended.



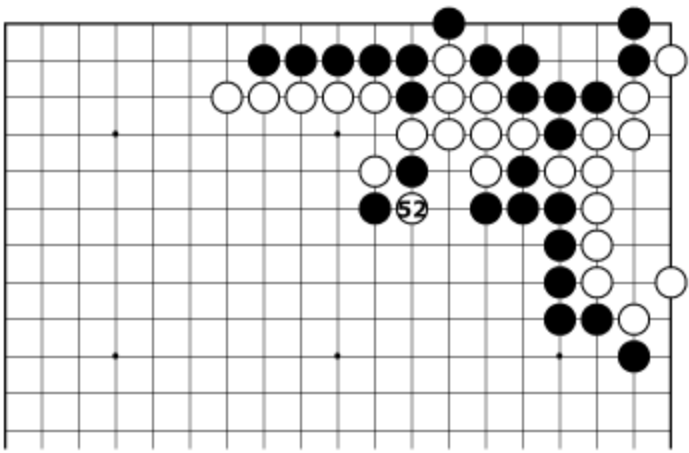
42 White seems to have built some thickness, but... 'A' or 'B'.



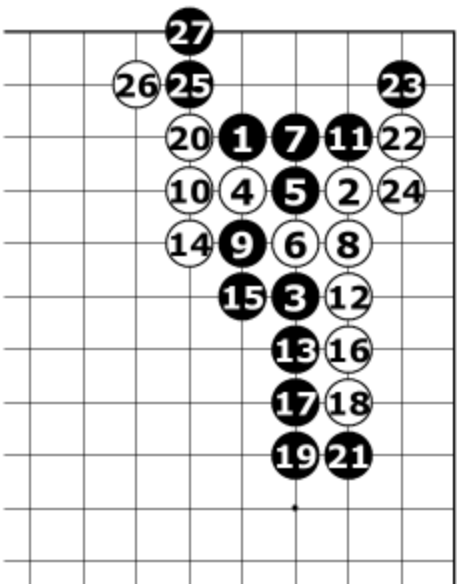
43 Black can erase it.



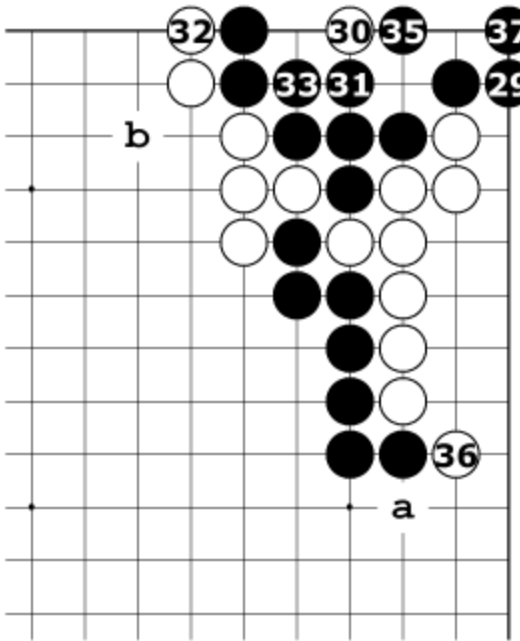
51 Black 51 is a tesuji.



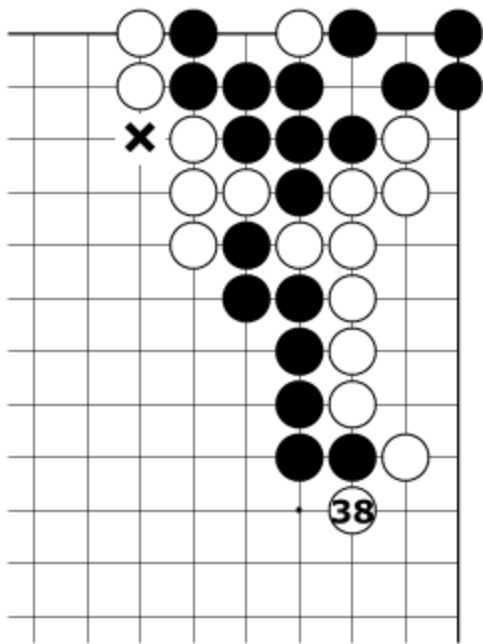
52 If White 52...



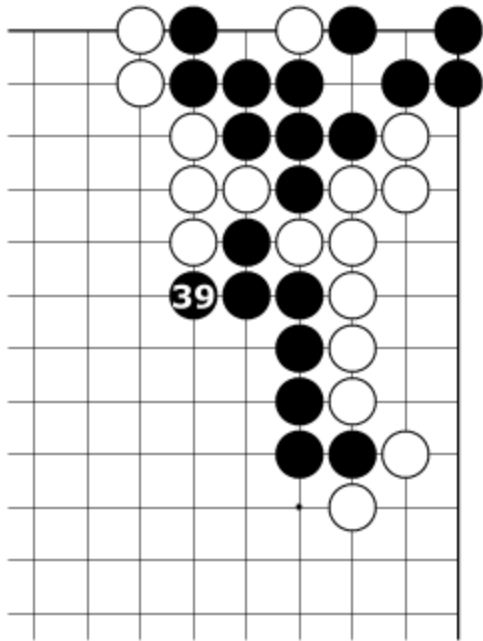
27 This variation occurred in a 2002 game between 9-dan Chinese professionals Feng Yun and Jiang ZhuJiu.



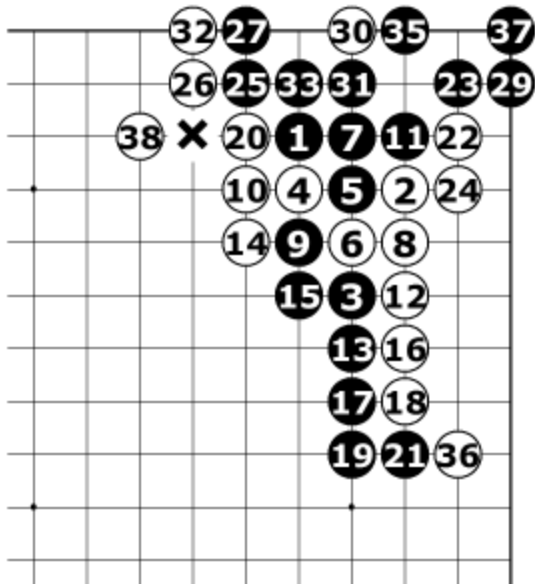
37 White can play 'a' if the two White stones at top cannot be caught in a ladder if Black cuts.



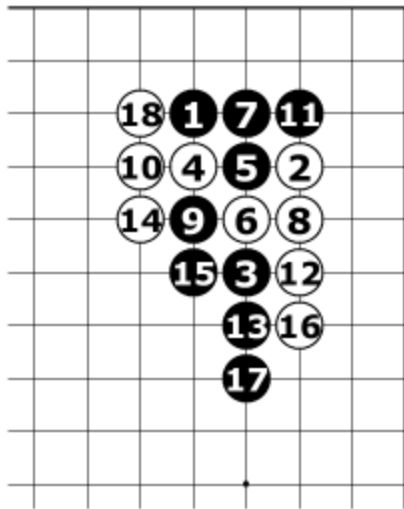
38 White must have the ladder at the cutting point shown to play this way.



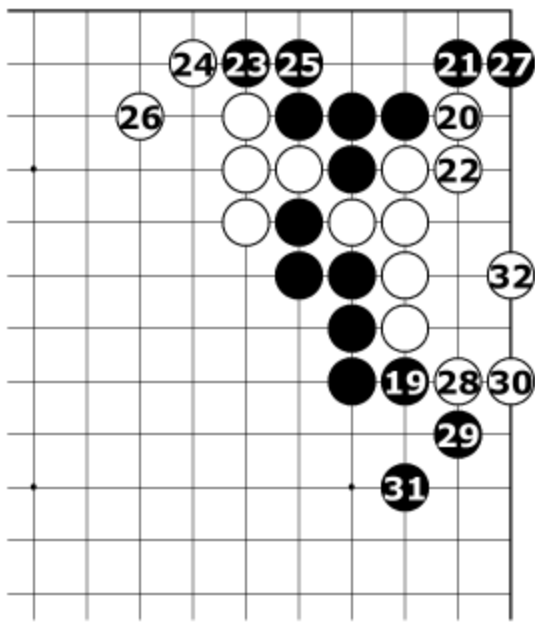
39 Black plays here if the cut cannot be made.



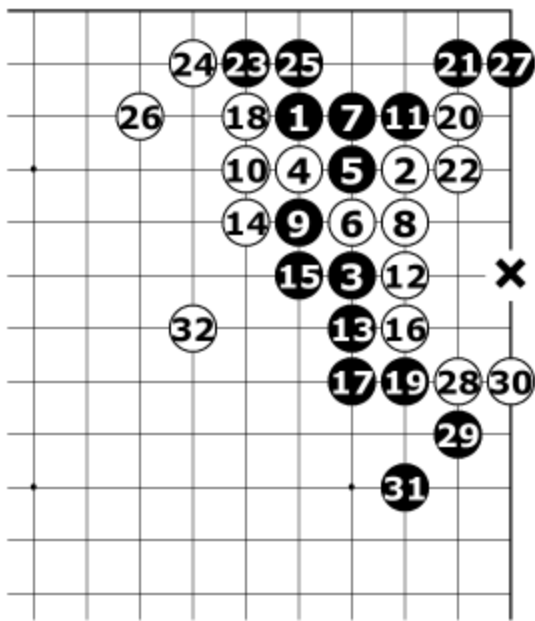
38 White must play this way without a favorable ladder for the cutting point.



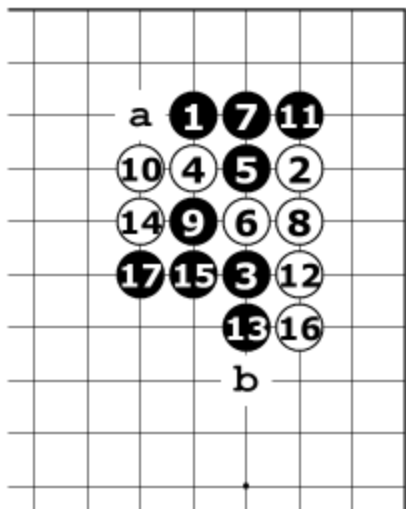
18 White 18 is not recommended.



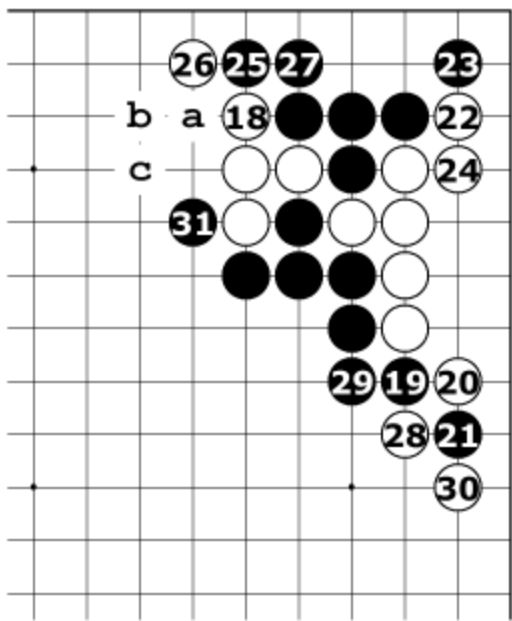
32 White must play 32 or die.



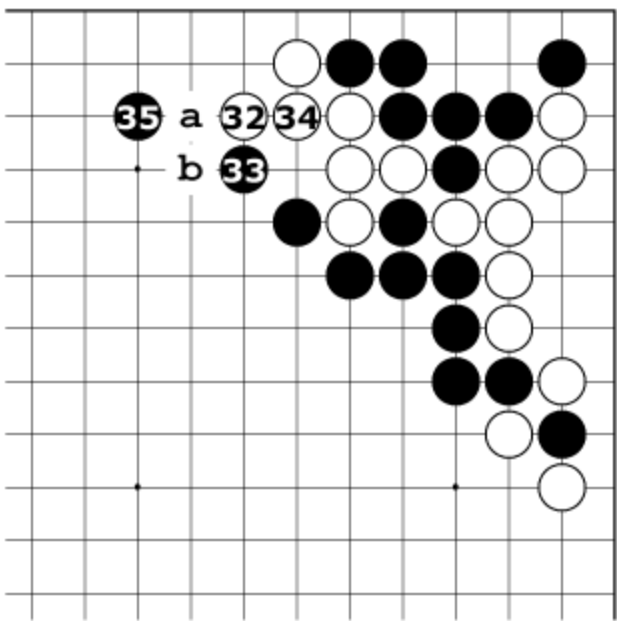
32 White 32 (or any other move than the marked location) is a mistake: White dies.



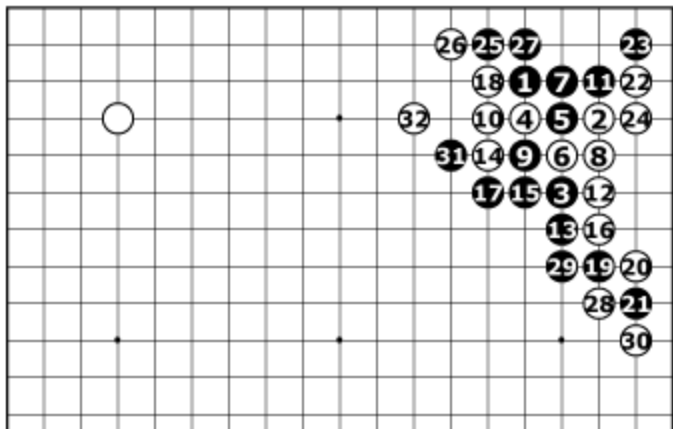
17 White continues with 'a' or 'b'. White must have the ladder to play 'b'.



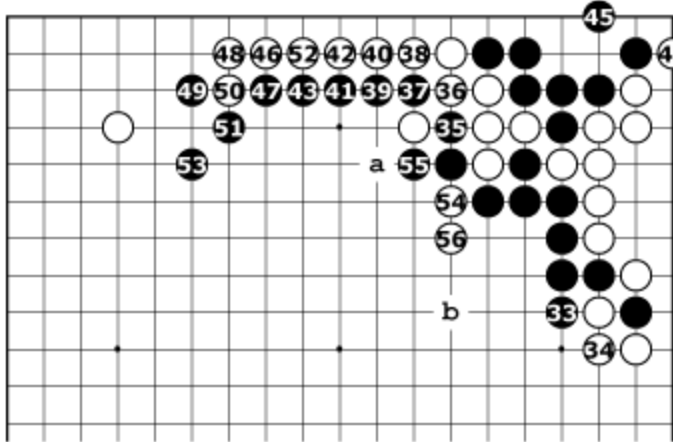
31 It is difficult to White to save the four stones. White may try 'a' to 'c'.



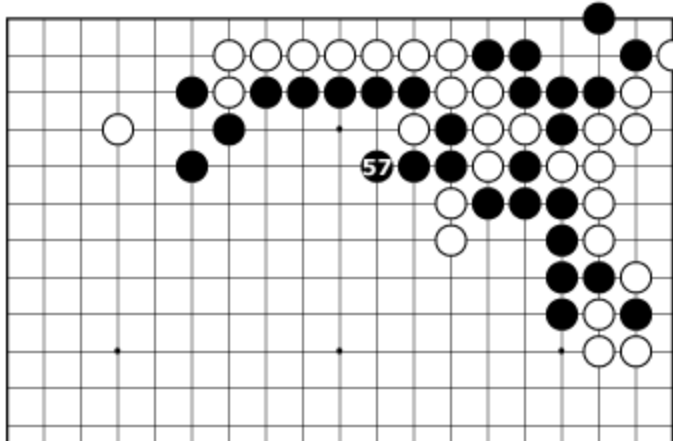
35 White may try 'a' or 'b'.



32 White may play 32 if he has occupied the star-point as shown.

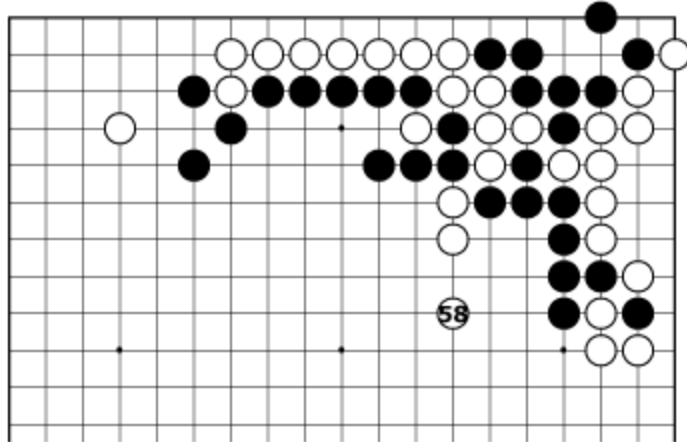


56 Black continues with 'a'. Black 'b' is a mistake.

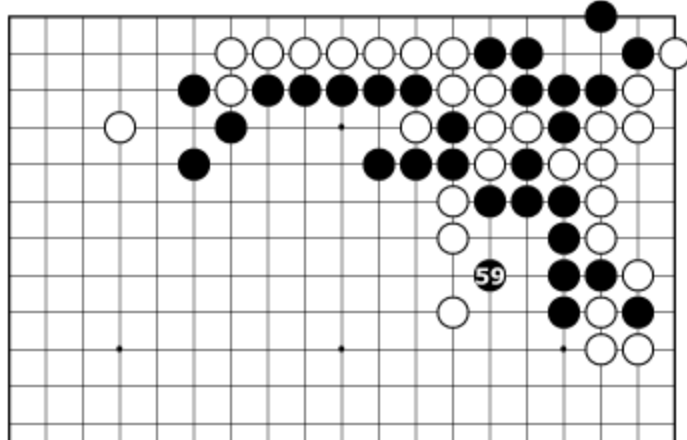


57 Black 57 is the vital point.

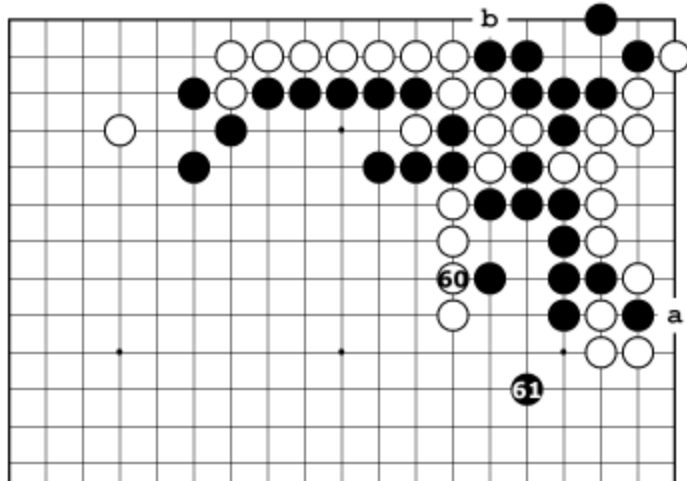
Letting White play there and squeeze is bad.



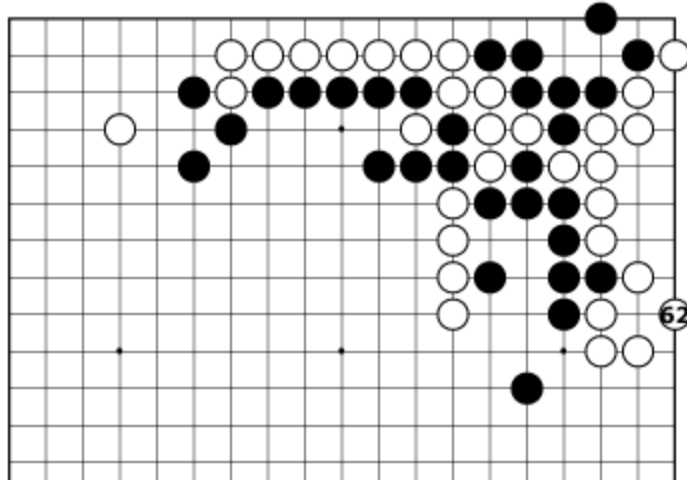
58 The joseki ends.



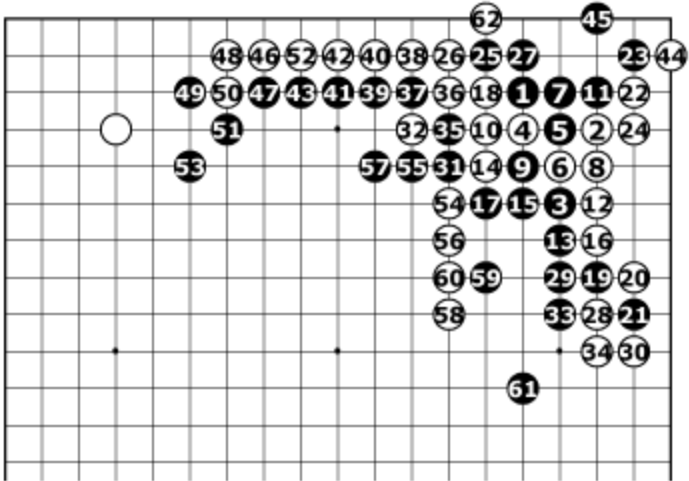
59 Black 59 is an exemplary continuation.



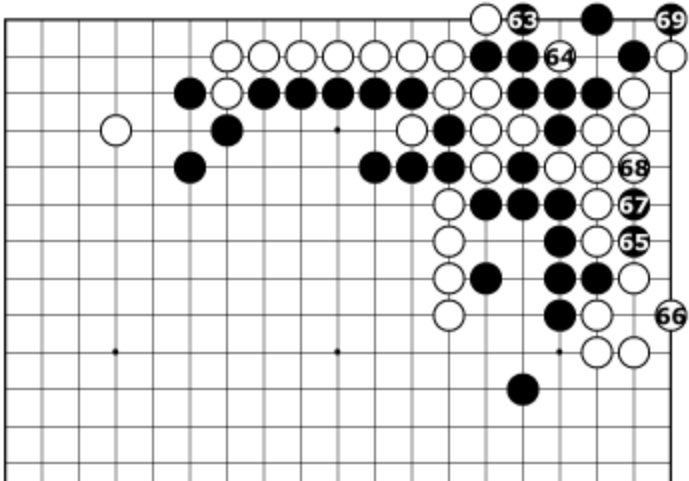
61 White may try for a two-stage ko with 'a', or risk damage with a direct ko beginning with 'b'.



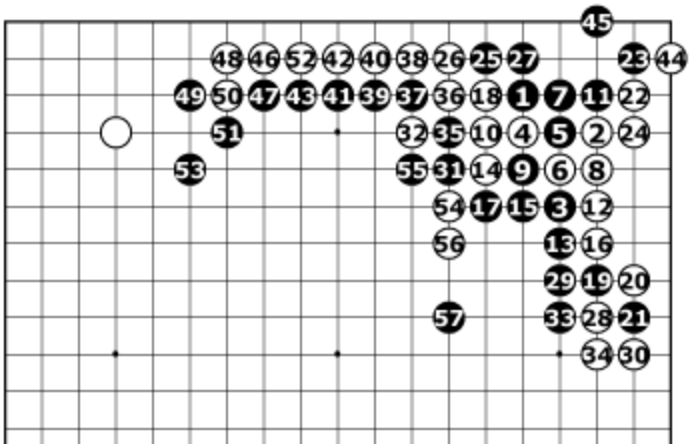
62 Later, after playing White 62, the best White can do is get a two-stage ko.



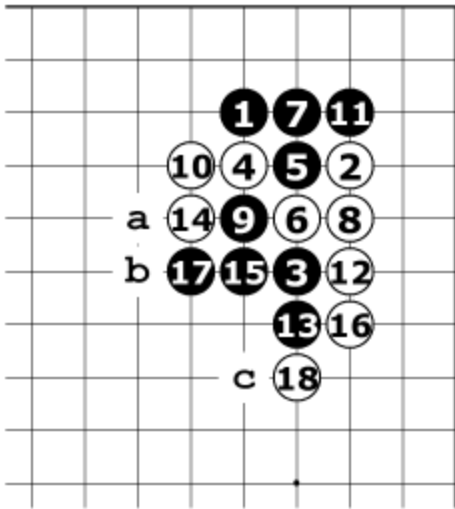
62 White 62 is a direct ko, but White is in peril if losing the ko.



69 White risks considerable damage if she loses the ko.

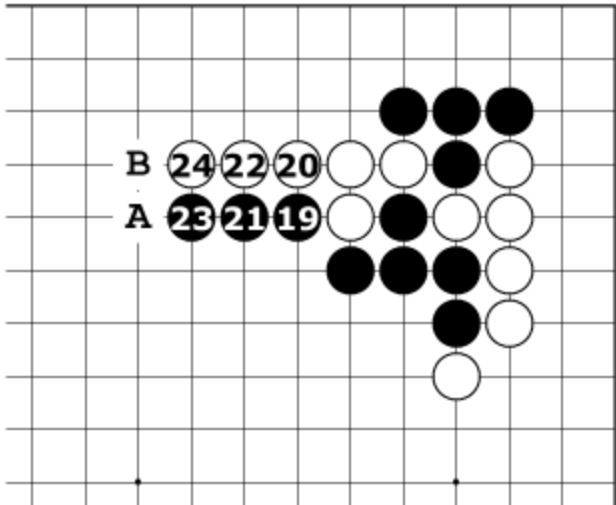


57 Black 57 or another similar move is a mistake.

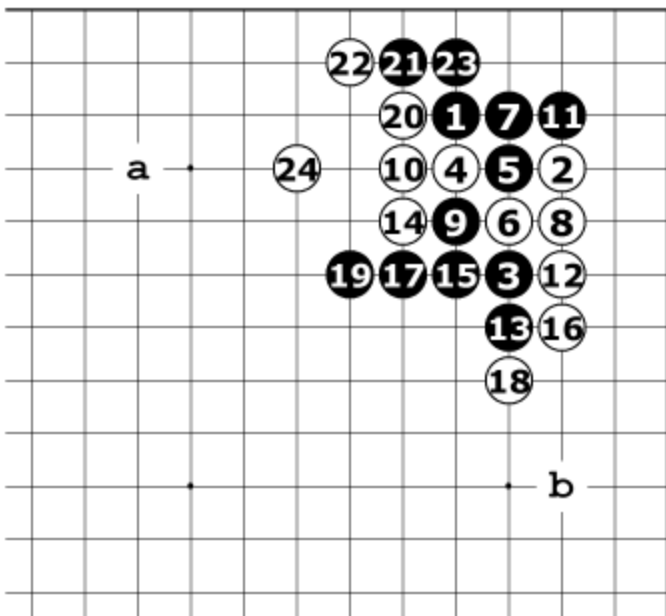


18 White must have the ladder. The continuation is based upon this.

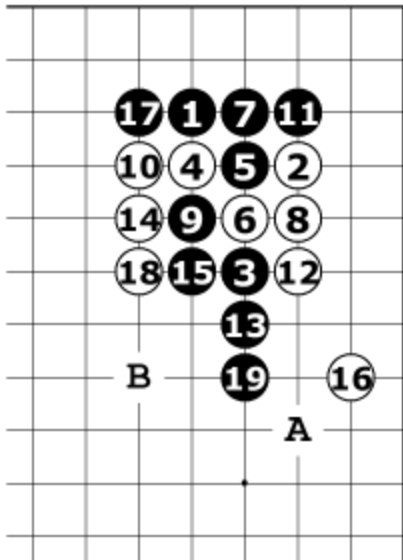
Black continues with 'a' or 'b'. 'c' is not recommended.



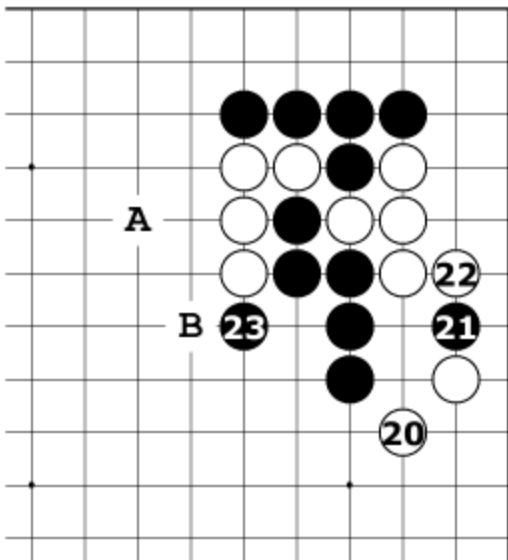
24 'A' or 'B'.



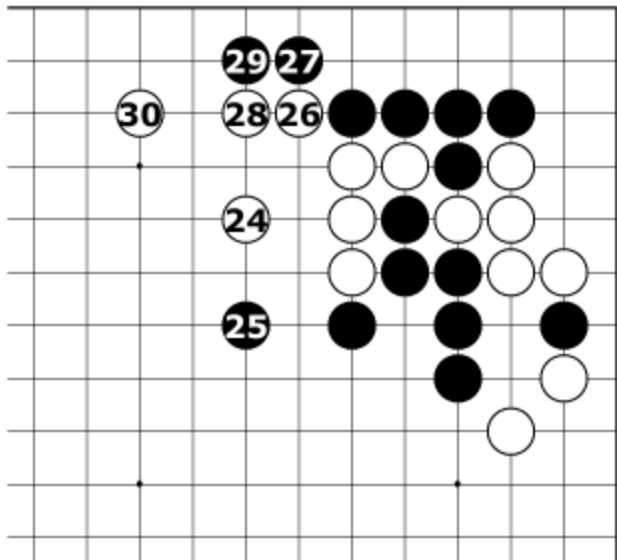
24 After this, 'a' and 'b' are miai for Black.



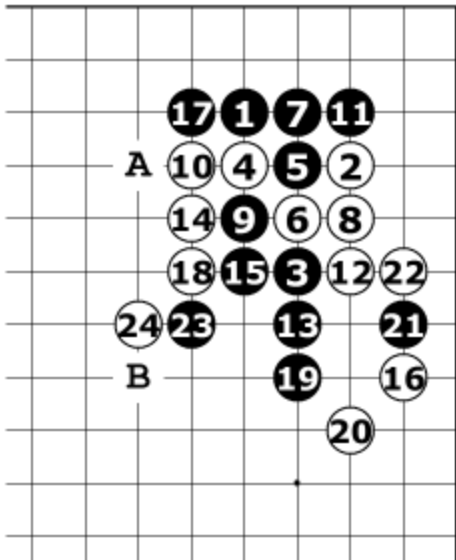
19 'A *' is joseki, 'B' a variation.



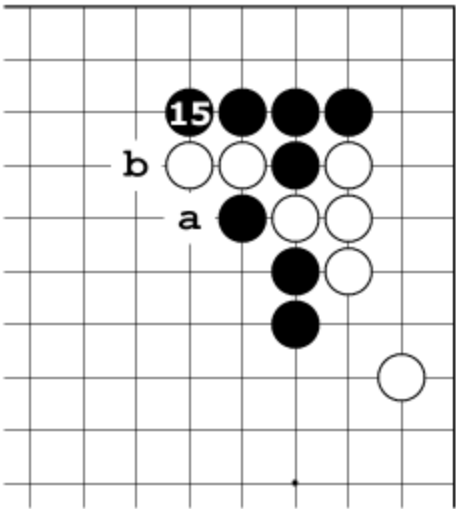
23 'A *' is joseki, 'B' a variation.



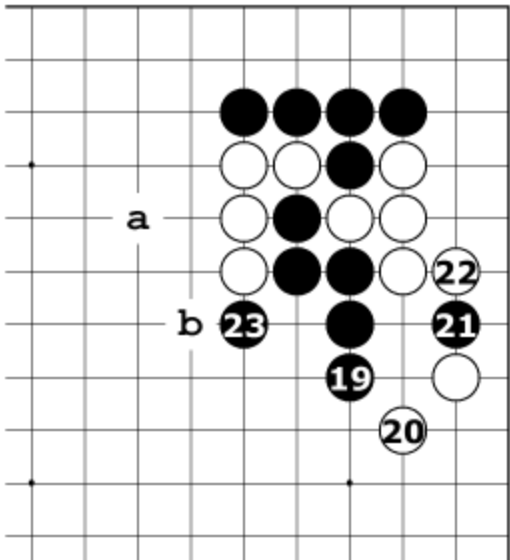
30 * GOOD VARIATION *



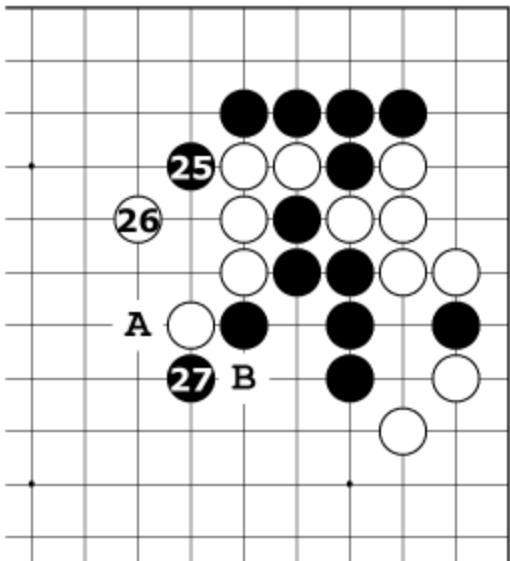
24 'A' or 'B'.



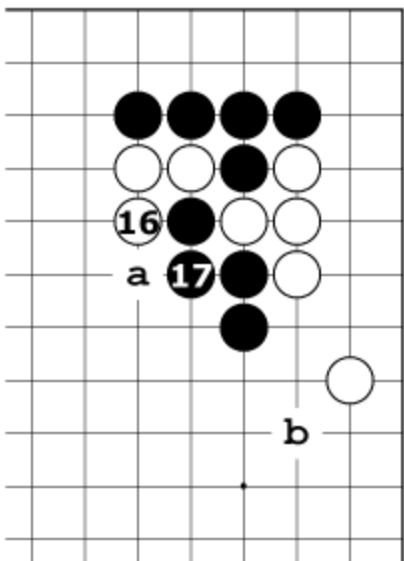
15 White continues with 'a' or 'b'.



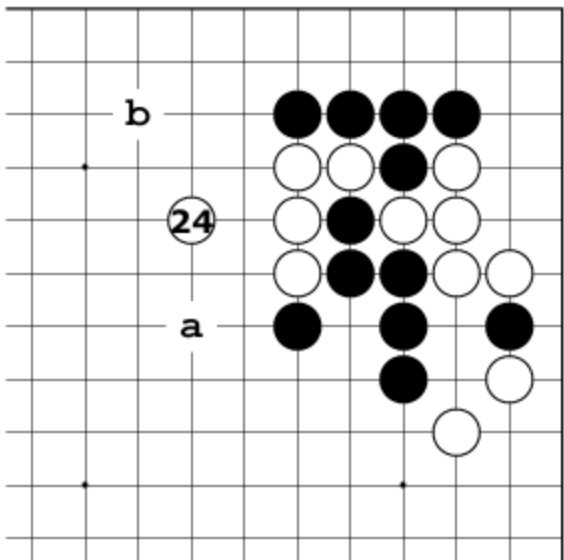
23 White continues with 'a' or 'b'.



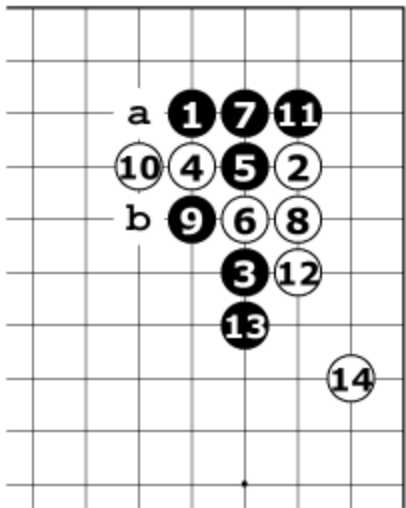
27 'A' is correct, 'B' no help.



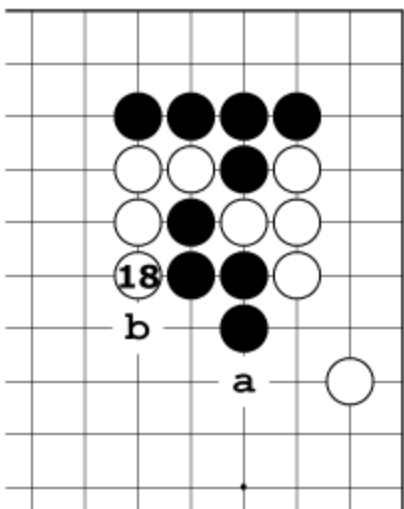
17 White 'a' is the correct continuation. White 'b' is a mistake.



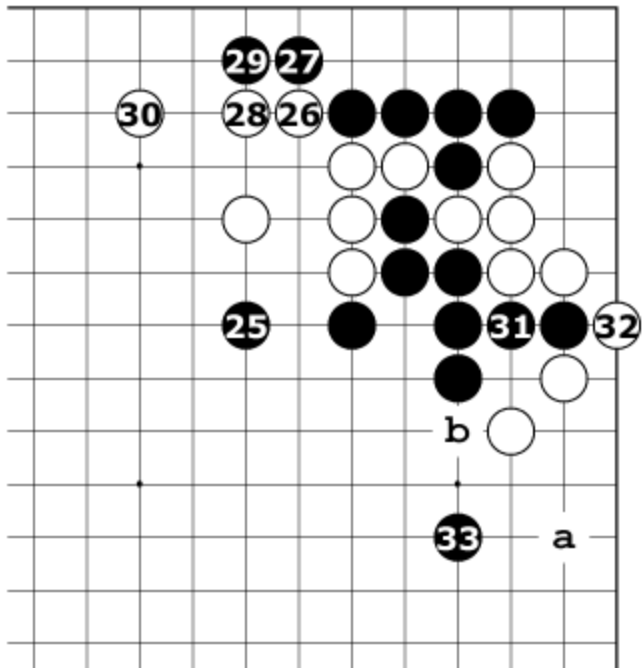
24 Black continues with 'a' or 'b'.



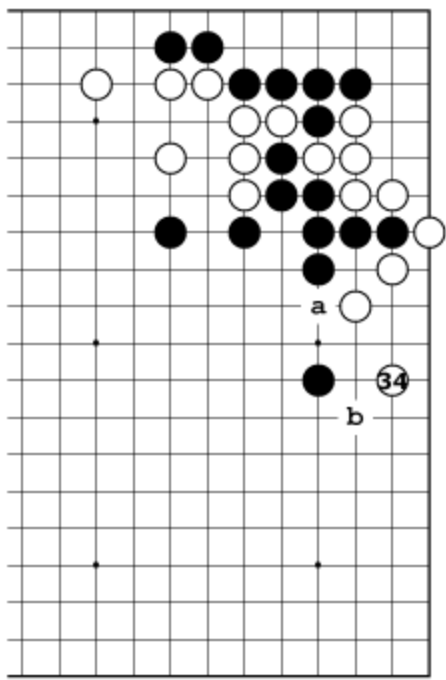
14 White must have the ladder to play White 14 here: 'a' shows the continuation. Black 'b' shows Black's counter if the ladder is in Black's favor.



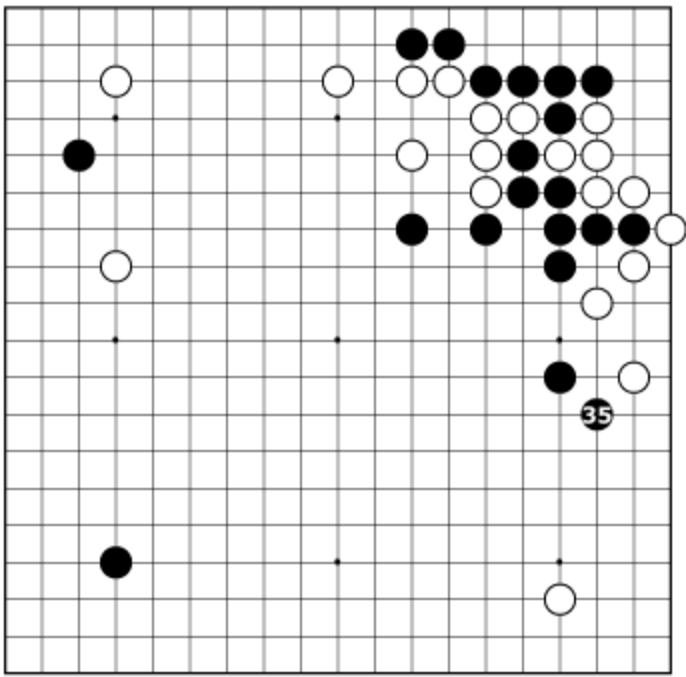
18 Black continues with 'a', possibly the more reserved 'b'.



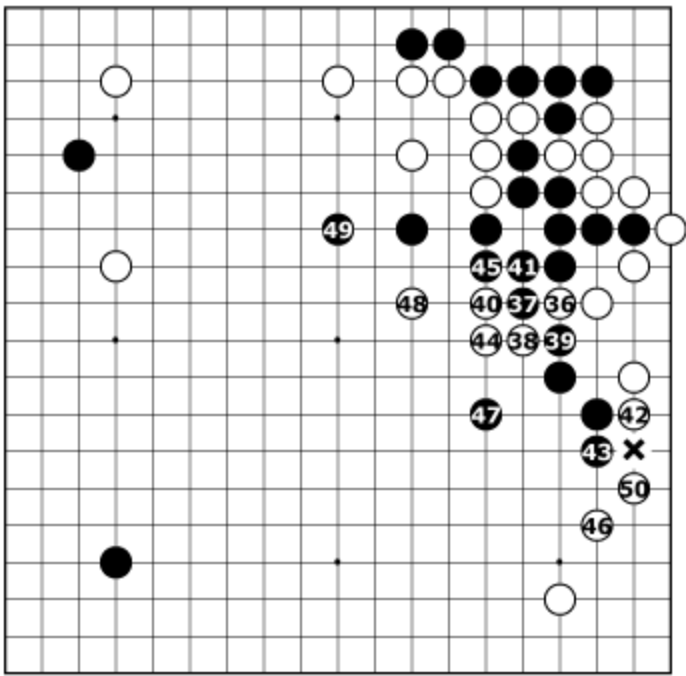
33 White continues with 'a'. The counterattack of White 'b' is not recommended.



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

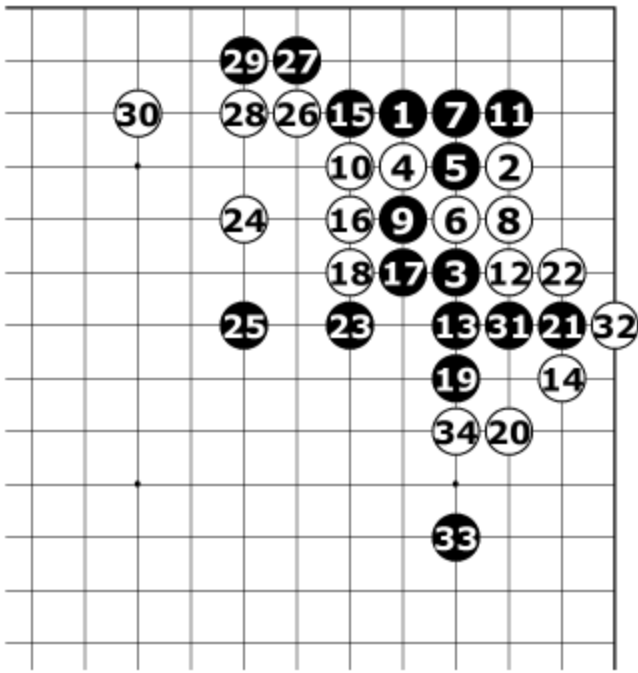


35 Black 35 is reckless. Yamabe played 35 against Sakata in a 1966 match, and regretted the move.

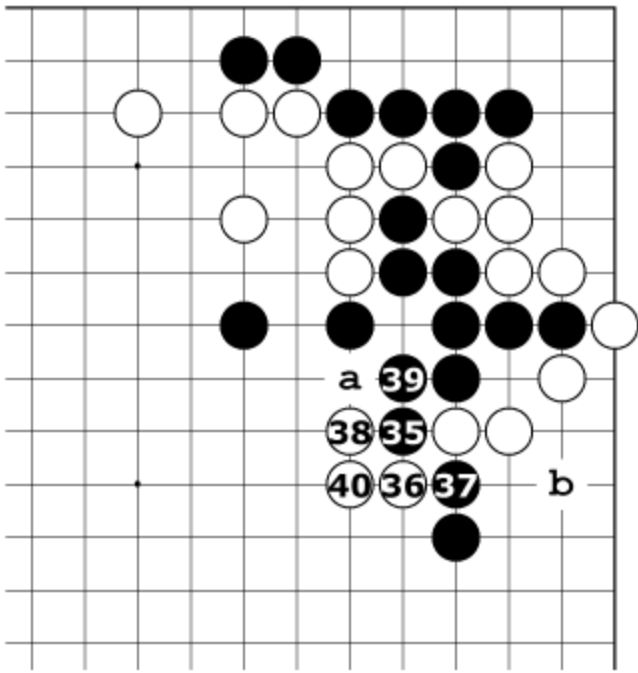


50 White 50 is a tight move that avoids the sente block

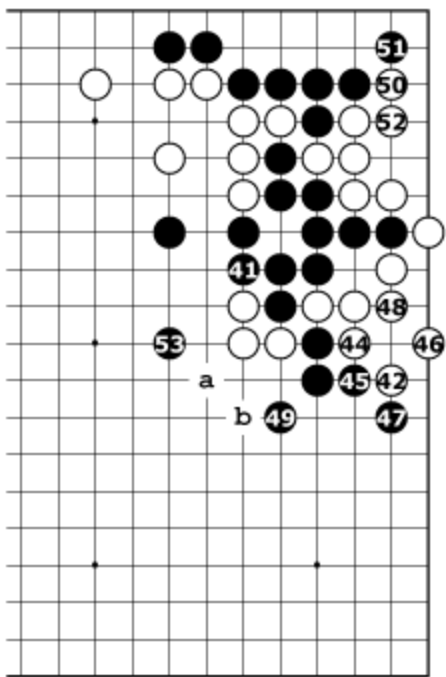
at the marked location.



34 White 34 is an overplay.

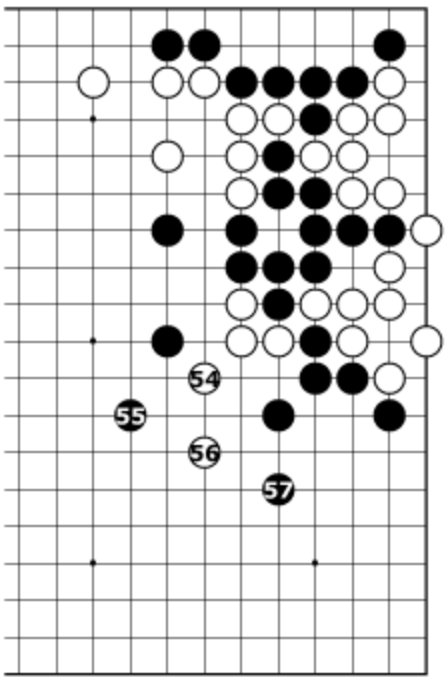


40 White 40 is sente. Black continues with 'a'. Black cannot play somewhere else, such as 'b'.

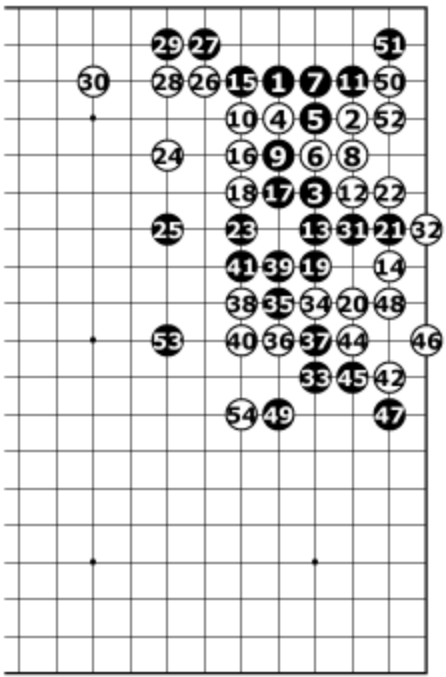


53 White faces great difficulty trying to pull out the three White stones. White 'a'

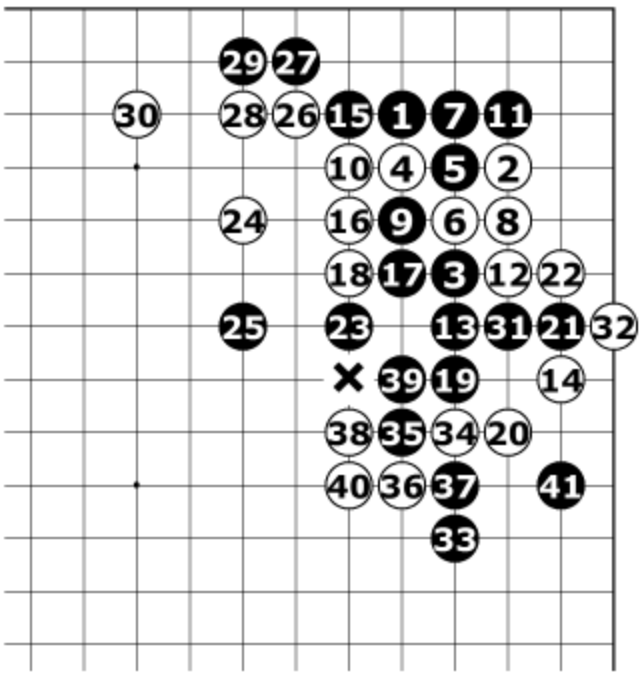
offers better prospects than 'b'.



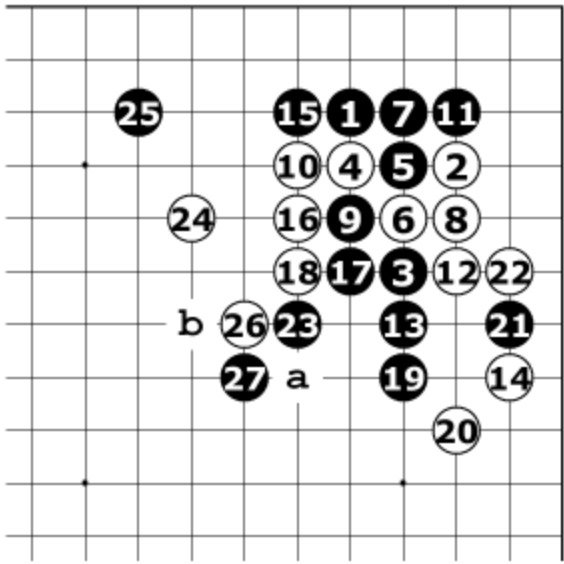
57 White faces a very difficult fight.



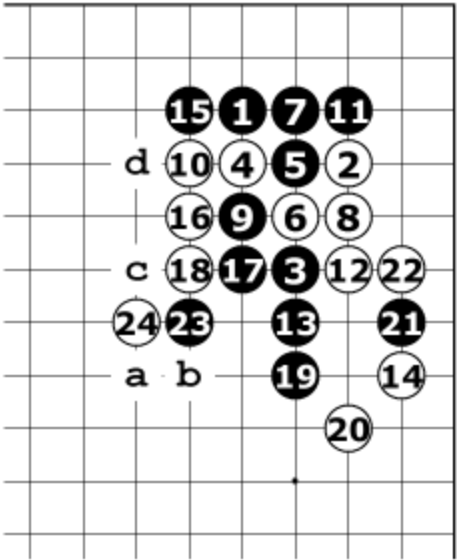
54 White 54 is a mistake.



41 A move such as Black 41 is a mistake. Black must connect.

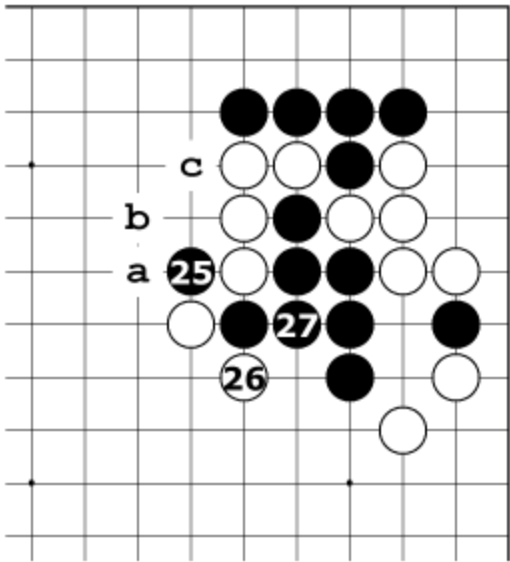


27 White continues with 'a' or 'b'.

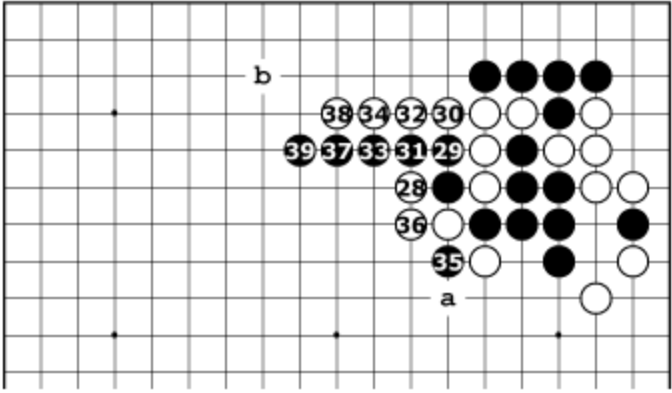


24 White 24 is a tough-minded move.

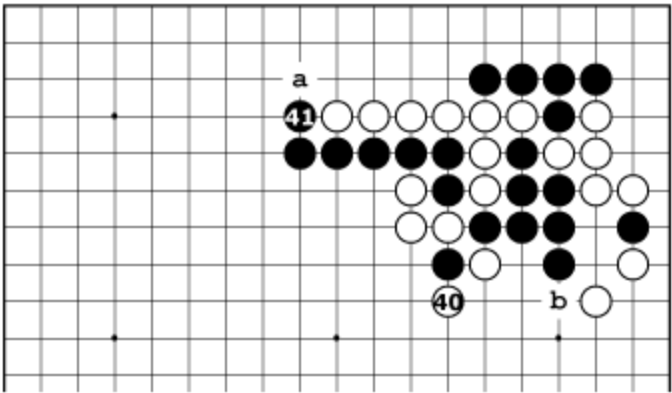
Black continues with 'a' to 'd'.



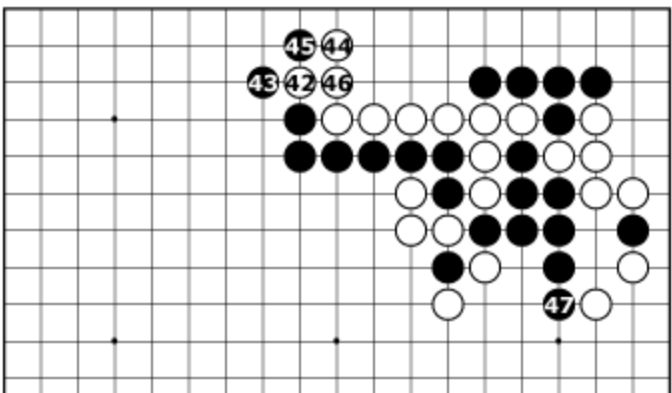
27 White continues with 'a'. White 'b' and 'c' are mistakes.



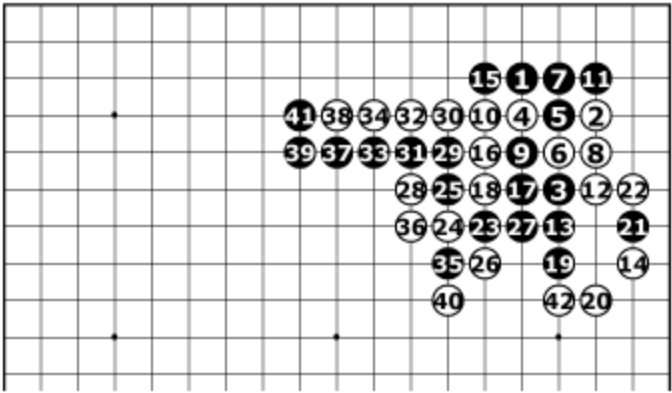
39 White continues with 'a' or 'b'.



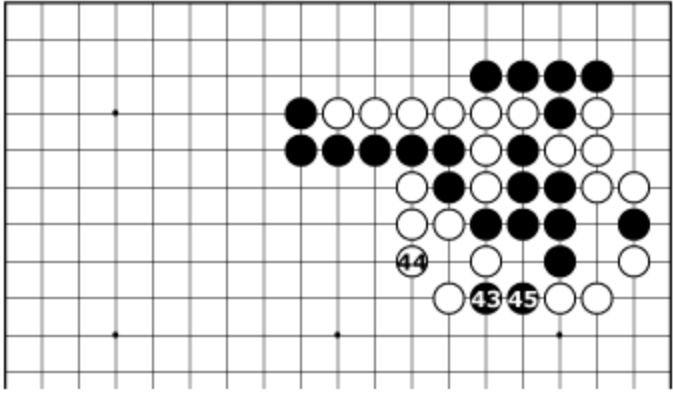
41 White continues with 'a'. White 'b' doesn't work.



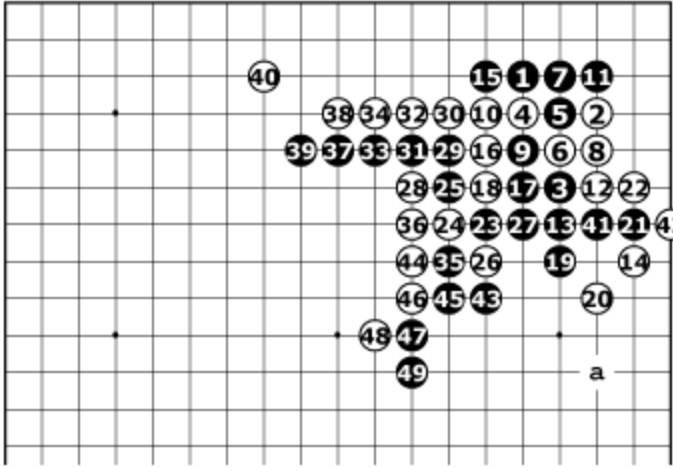
47 Black escapes.



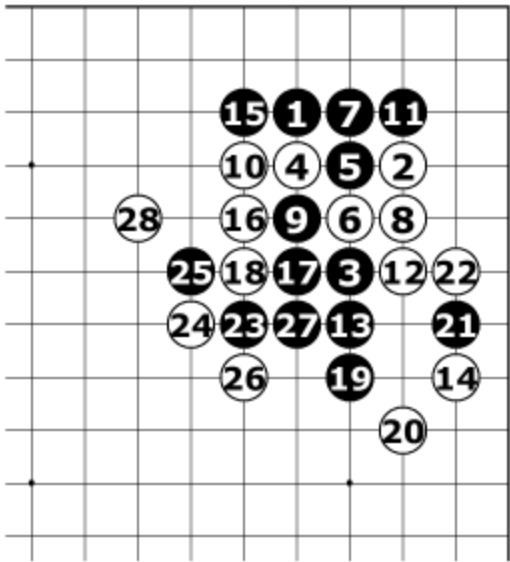
42 White 42 is a mistake.



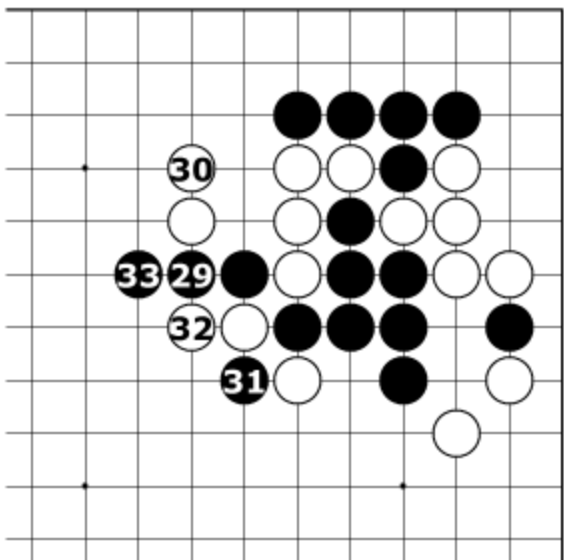
45 Black escapes.



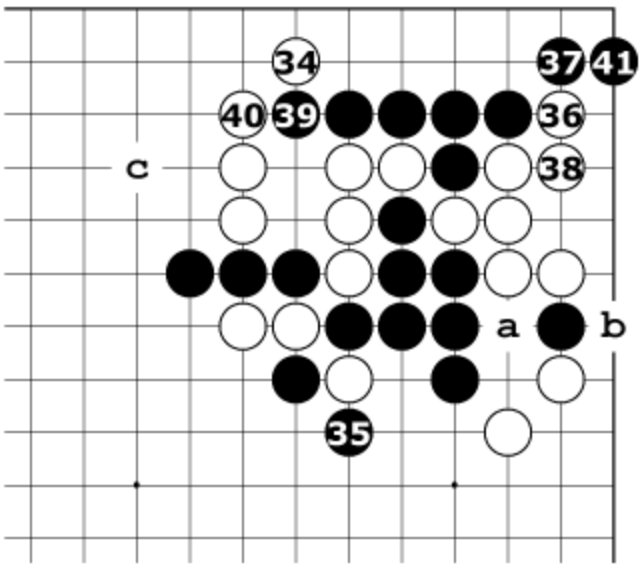
49 The fighting will continue to uncertain outcome. Black has the threat of the checking extension at 'a'.



28 White 28 lacks force.



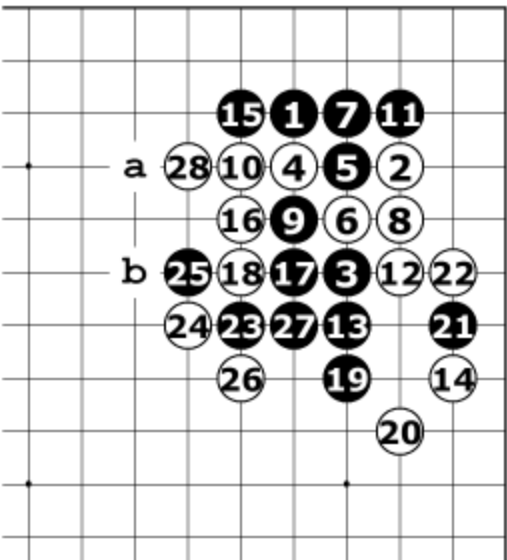
33 White cannot possibly get a good result.



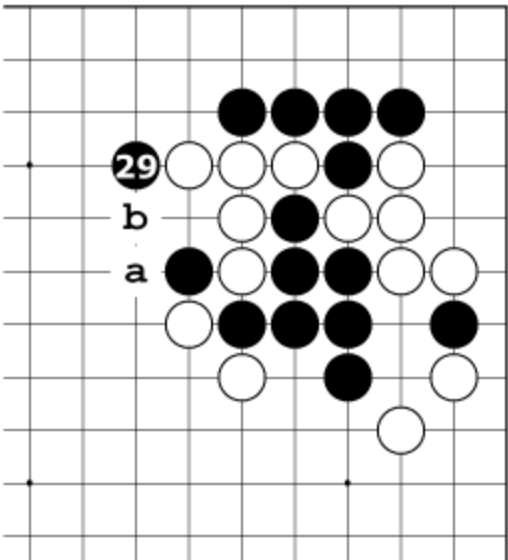
41 Black easily lives in the corner with 41.

Black still has the sente threat of 'a', followed by Black 'b'. There is also the threat of Black 'c'.

This result clearly favors Black.

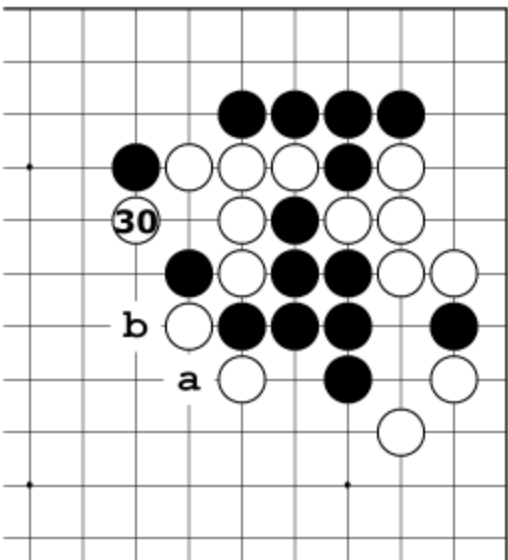


28 Black continues with the tesuji of 'a', or possibly 'b' is Black has a favorable ladder.

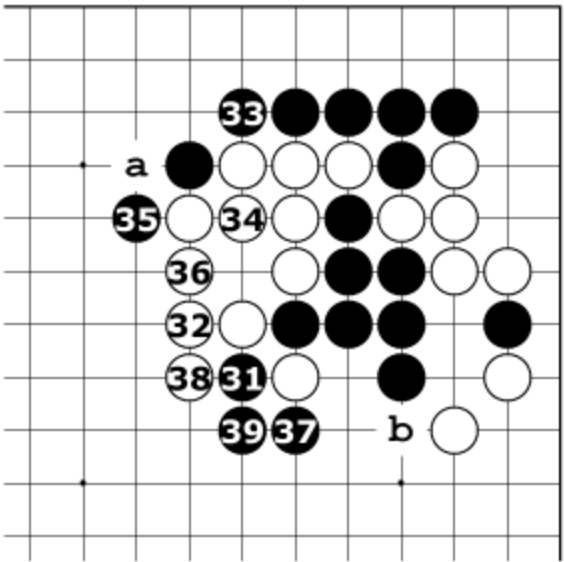


29 Black 29 is a tesuji.

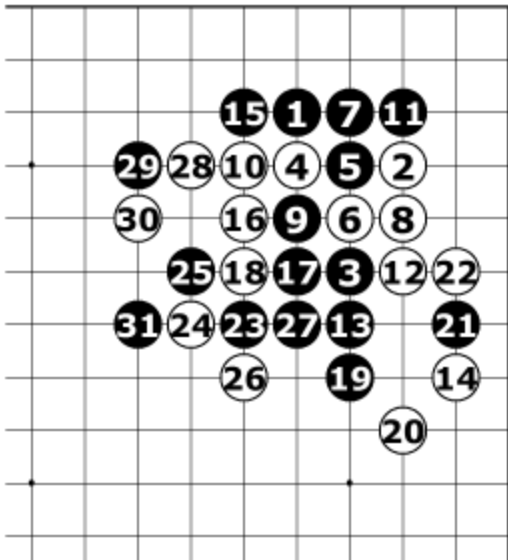
White continues with 'a' or 'b'.



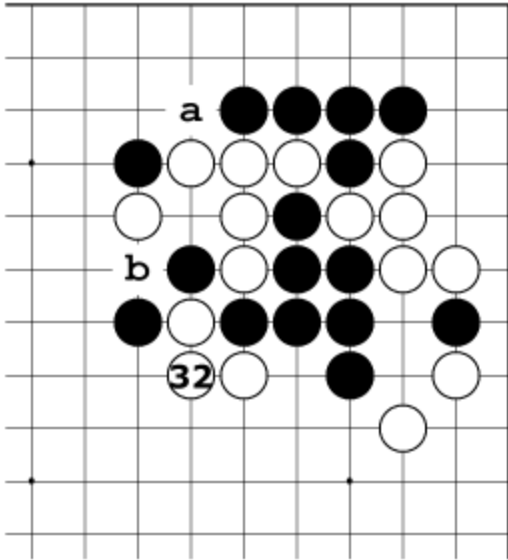
30 Black continues with 'a'. Black 'b' is not recommended.



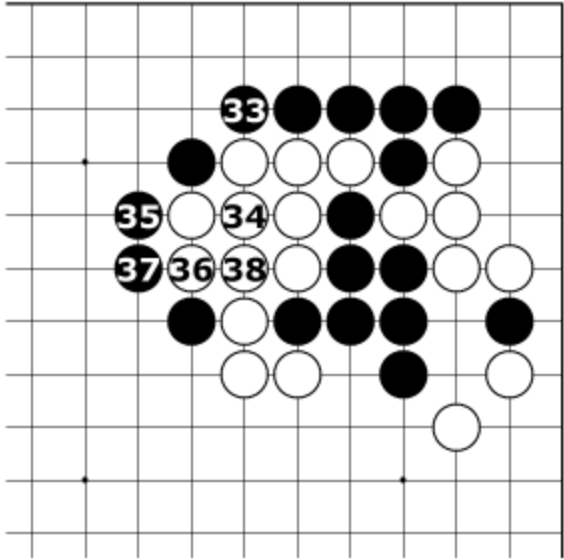
39 White continues with 'a' or 'b'.



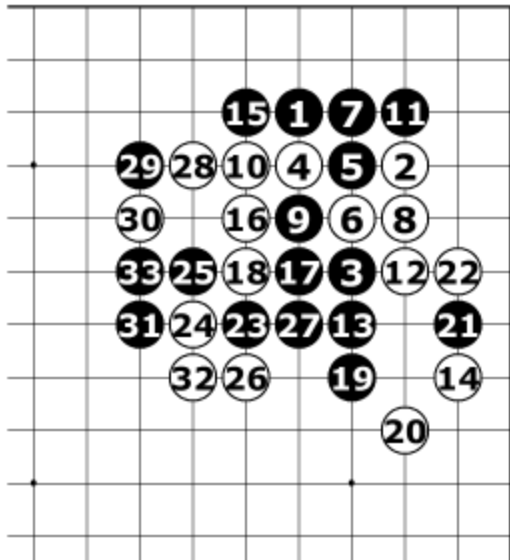
31 Black 31 is not recommended.



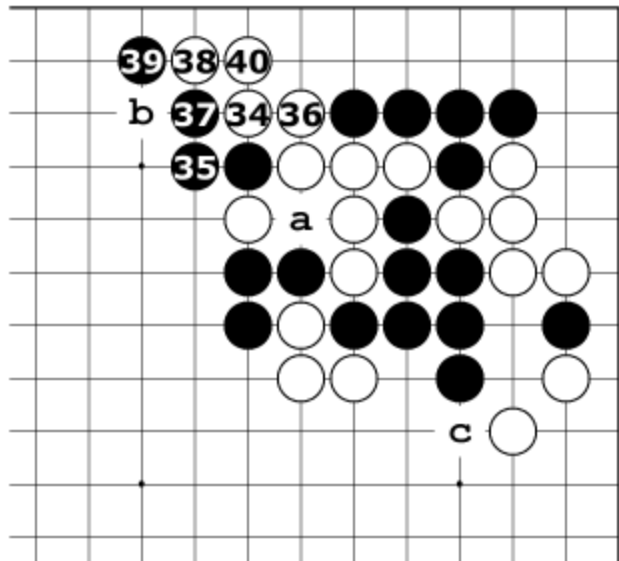
32 Black continues with 'a'. Black 'b' is a mistake.



38 Black has too many cutting points, and the Black group on the right is now in danger.

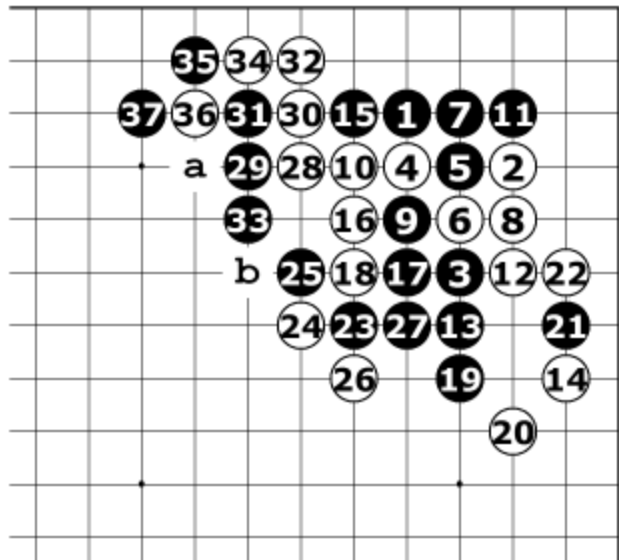


33 Black 33 is a mistake, creating a race to capture that White wins.

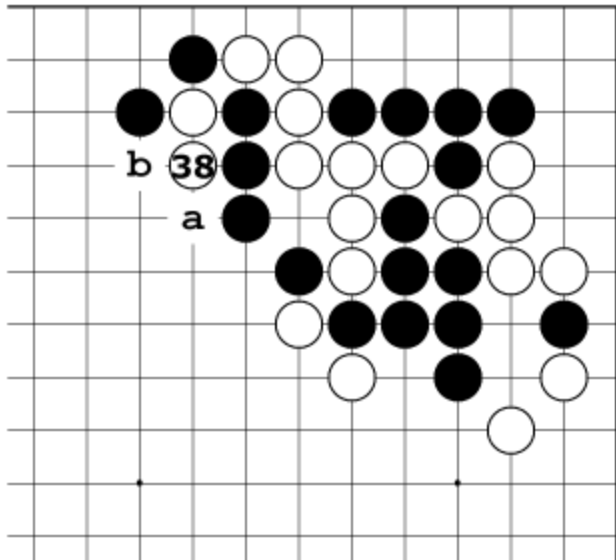


40 'b' and 'c' are miai. White wins the race to capture.

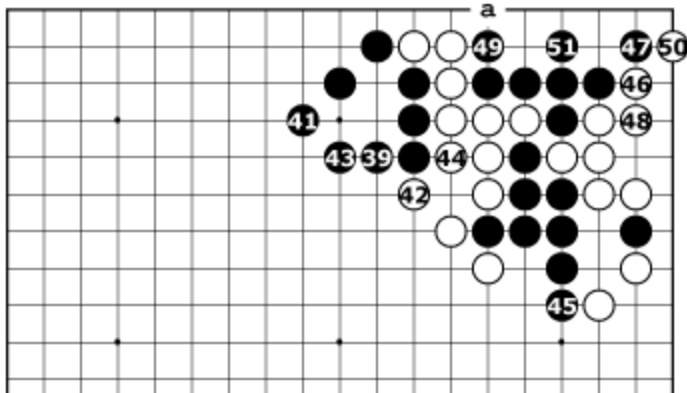
Black may try 'a', but again loses.



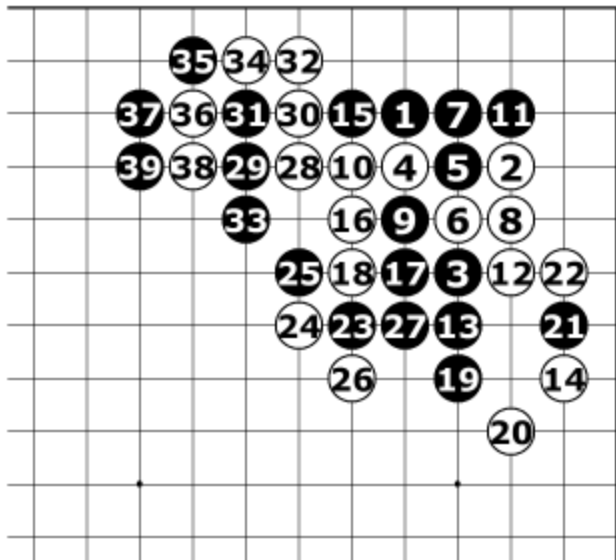
37 White continues with 'a'. White 'b' is a mistake.



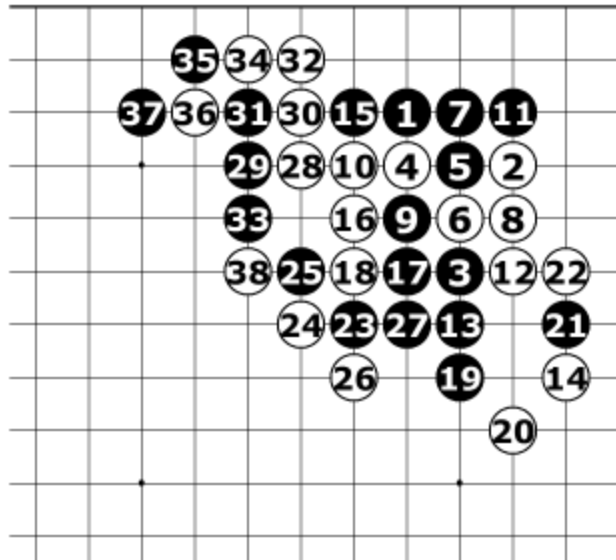
38 Black continues with 'a', or 'b' if this is the only way for Black to have a favorable ladder.



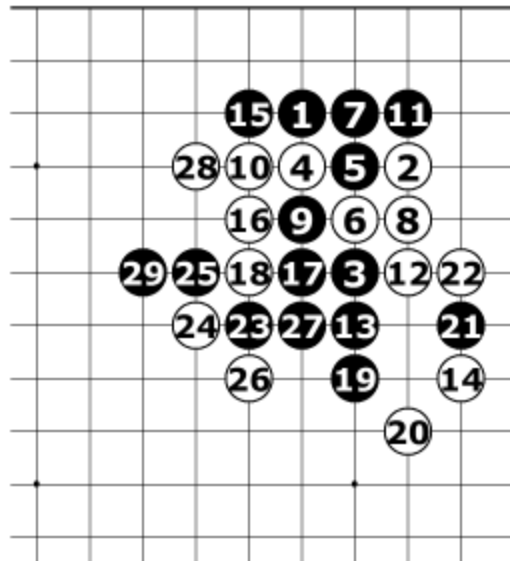
51 Black 'a' is sente; the corner is a ko.



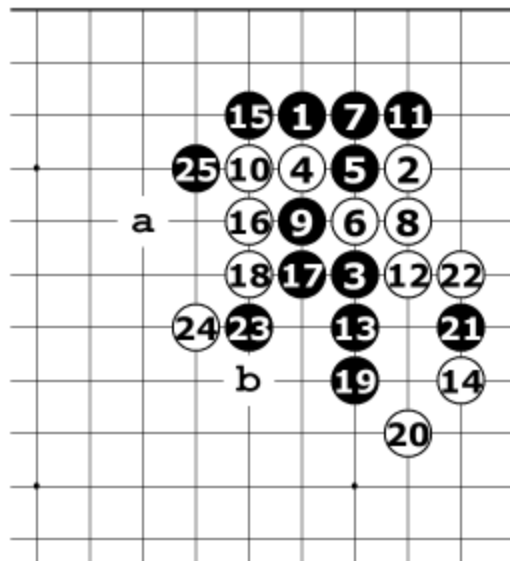
39 Black plays 39 only if it is the only way for Black to get a favorable ladder. This variation is slightly more favorable to White than playing on top of White 38.



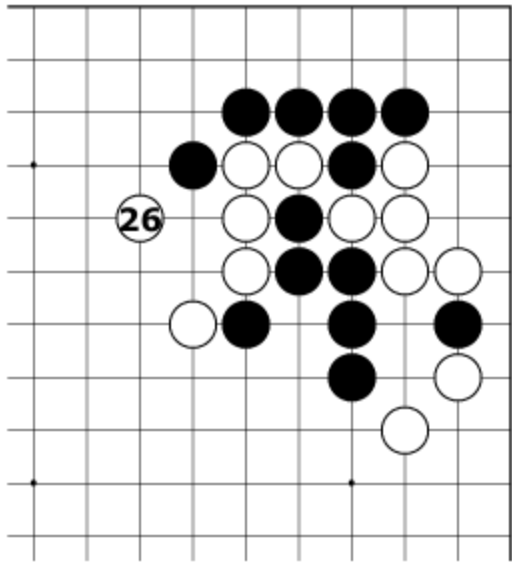
38 White 38 is suicidal.



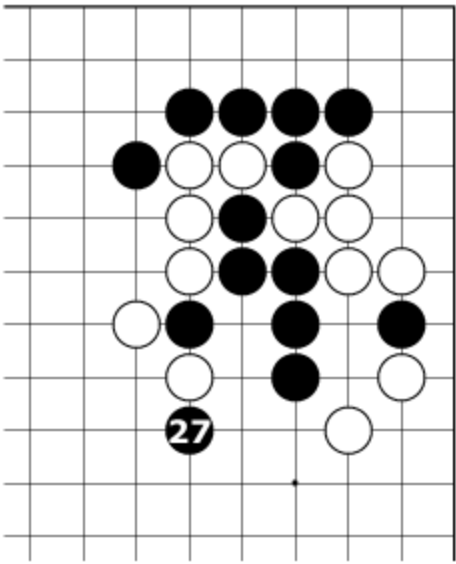
29 Black might play 29 with a favorable ladder.



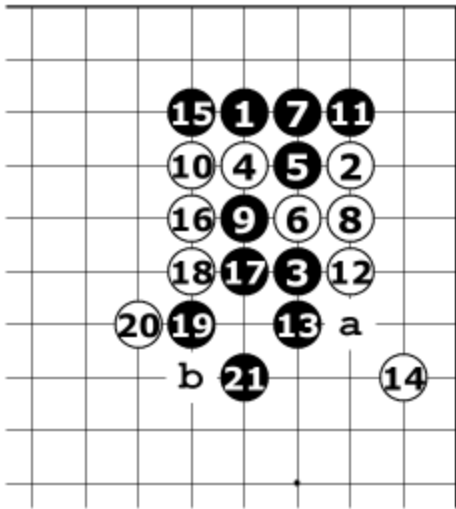
25 White continues with 'a'. White 'b' is not recommended.



26 White 26 is the proper move, showing good style.



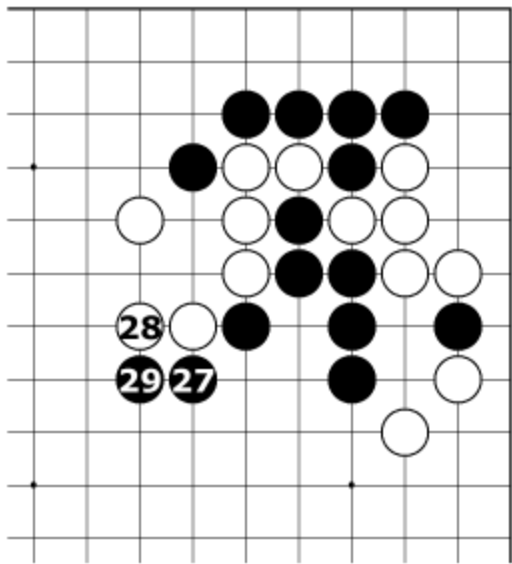
27 Black 27 aims to set up a ko.



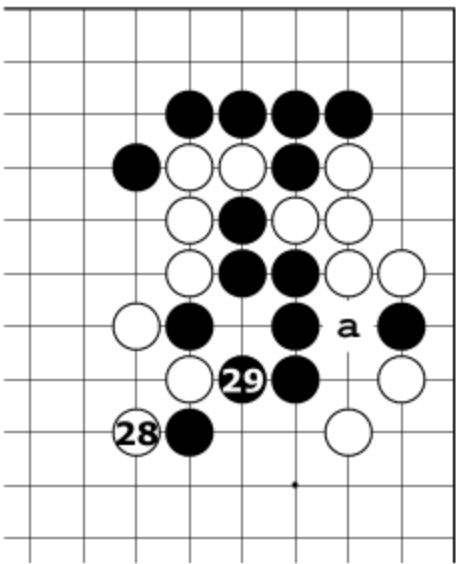
21 Black 21, seemingly yielding, is a cagey move.

Black 21 was invented by Kajiwara Takeo. Variation 'a' is as first played in the 2nd round of the 1964 Oza title match against Otake Hideo.

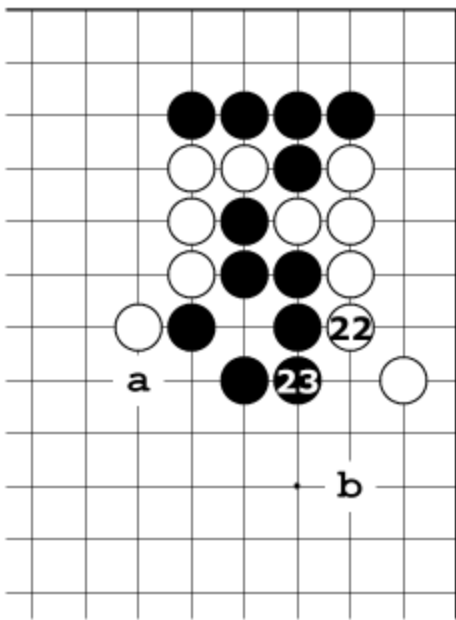
White 'b' is not recommended.



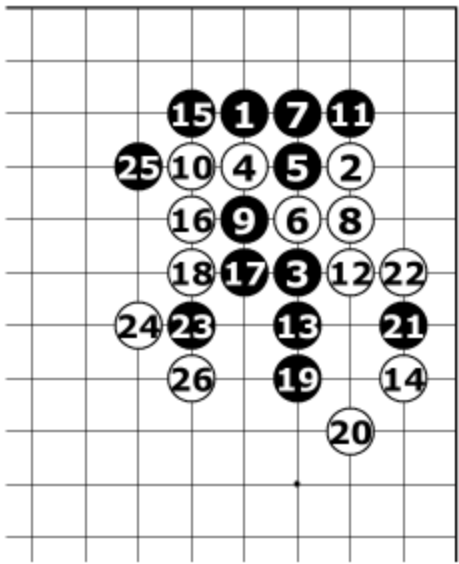
29 Black 29 is a likely continuation



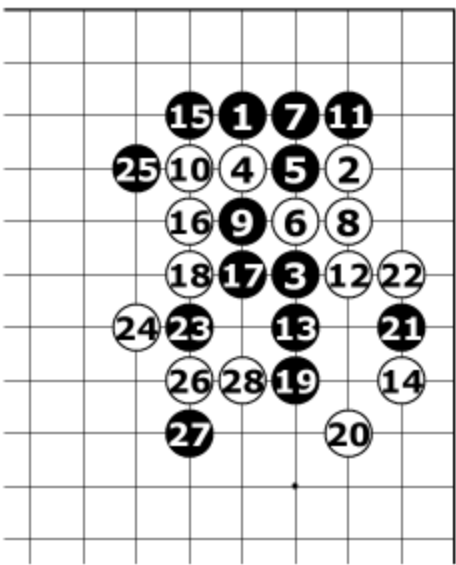
29 Black has a perfect ko threat at 'a', so White is at considerable disadvantage.



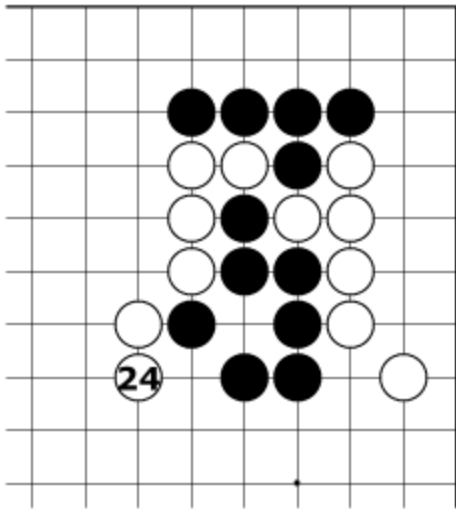
23 White continues with 'a'. White 'b' is not recommended.



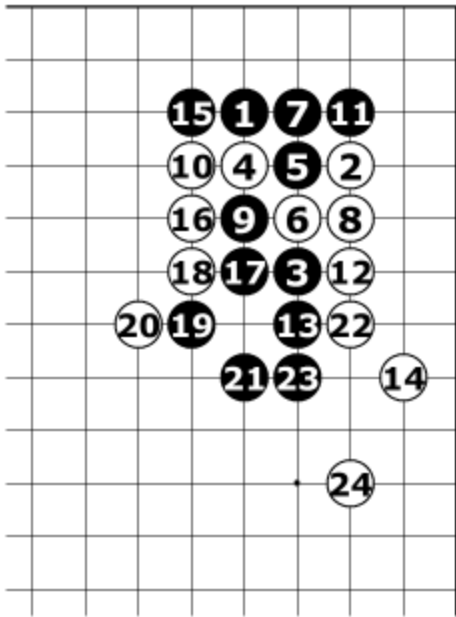
26 White 26 is not recommended.



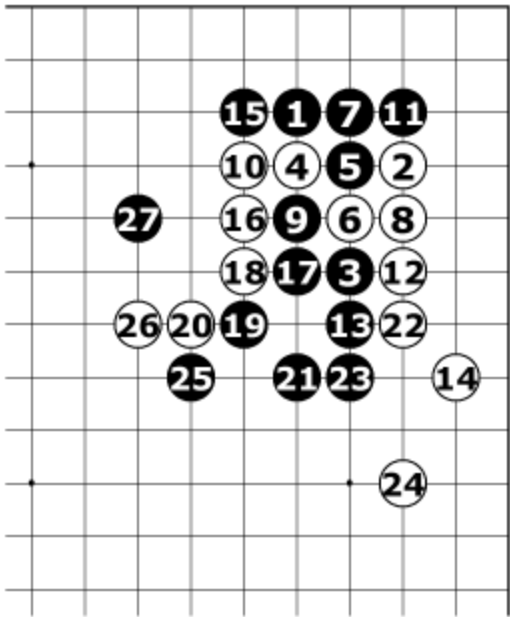
28 White 28 is a mistake.



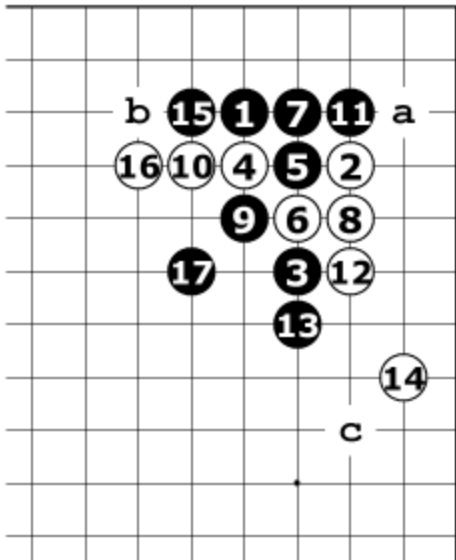
24 Original game continuation.



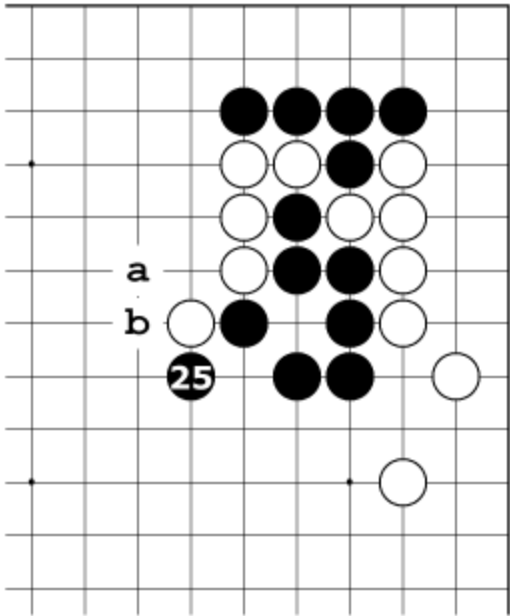
24 White 24 is not recommended.



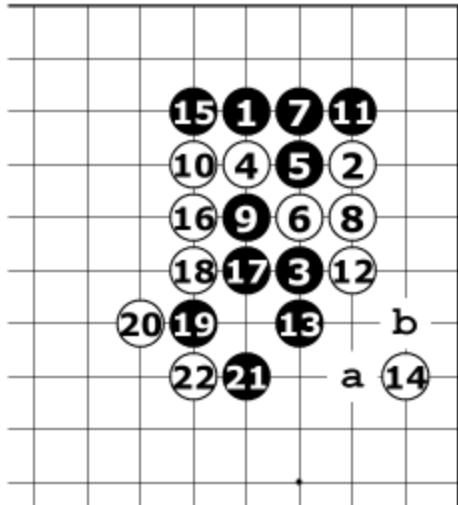
27 Black 27 is the obvious move to ruin Black's shape.



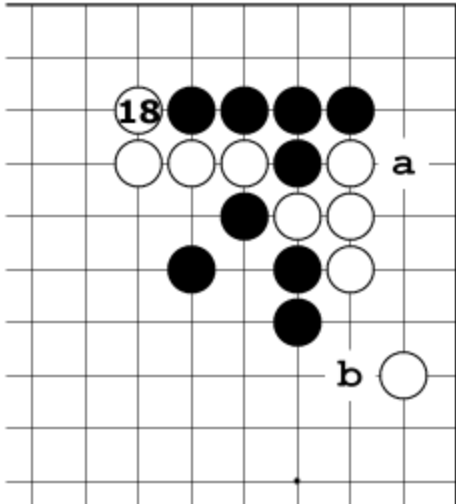
17 White continues with 'a', 'b' or 'c'.



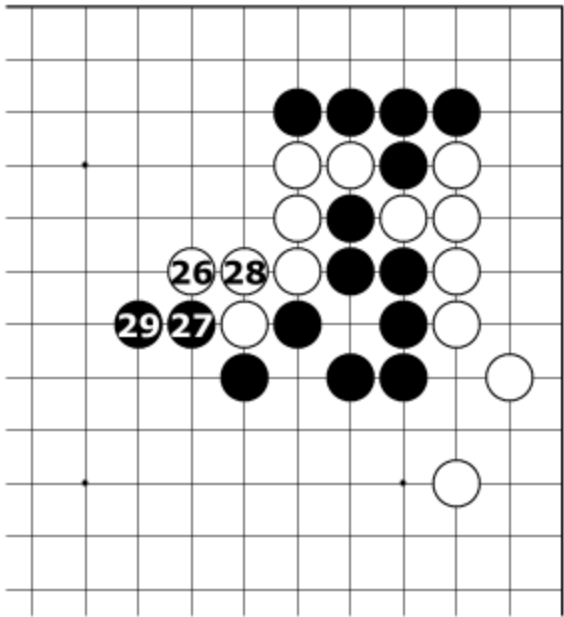
25 White may try 'a' or 'b'.



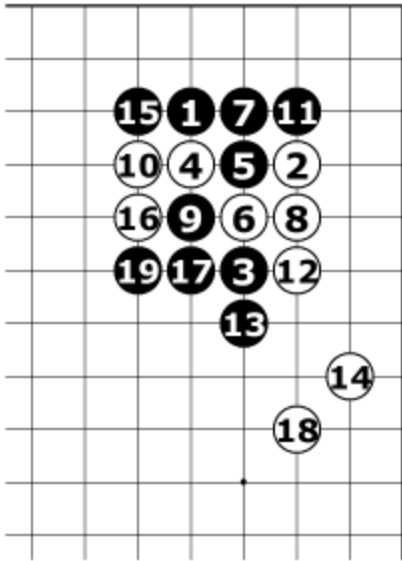
22 Black continues at 'a' or 'b'.



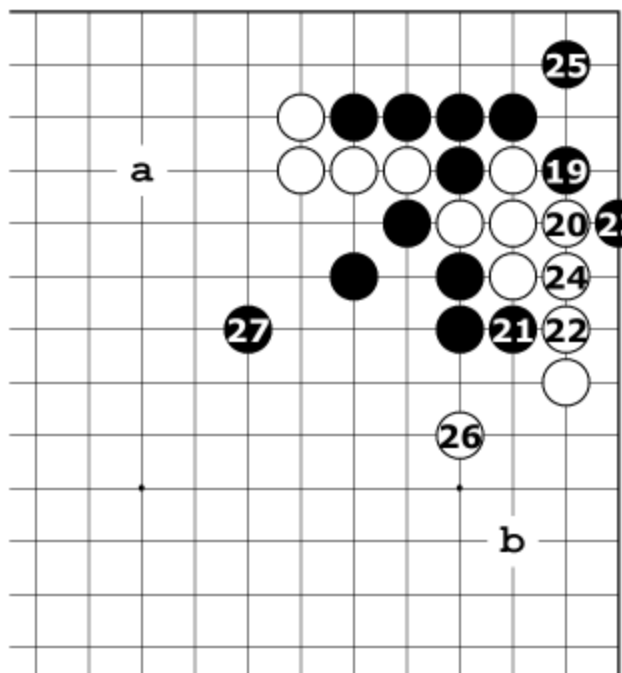
18 Black continues with 'a' or 'b'.



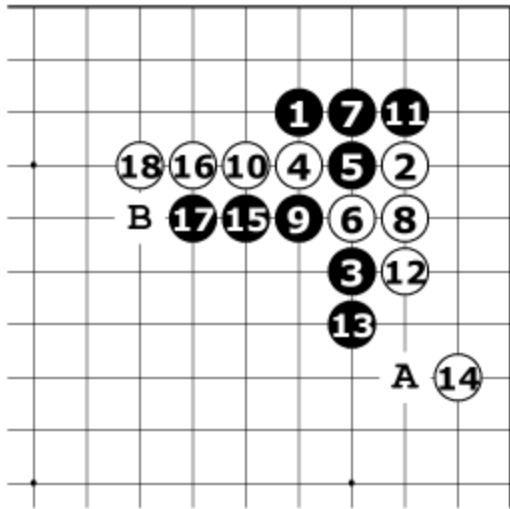
29 White will have trouble making good shape.



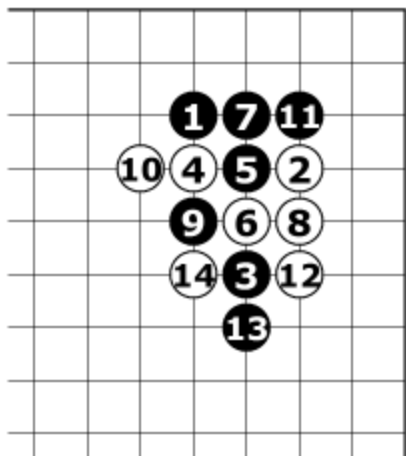
19 The three white stones lose vital liberties.



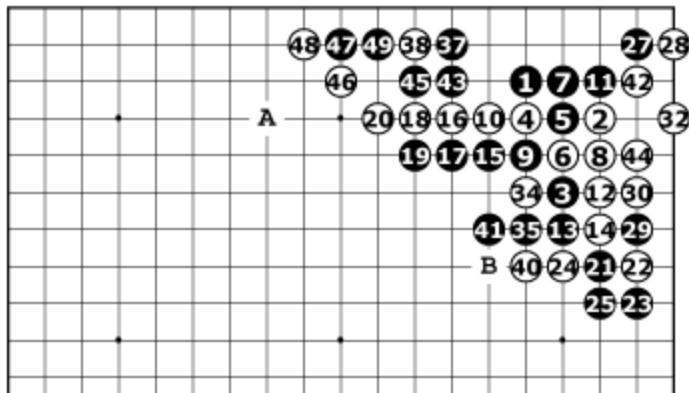
27 'a' and 'b' are miai.



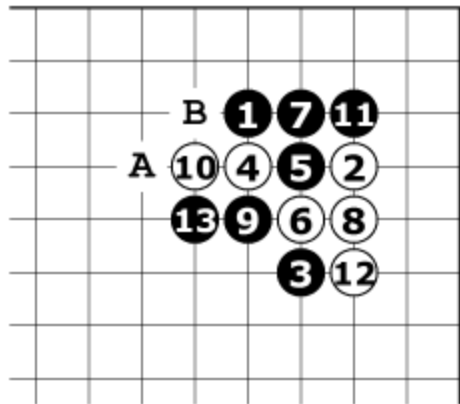
18 'A' or 'B' are basically the same.



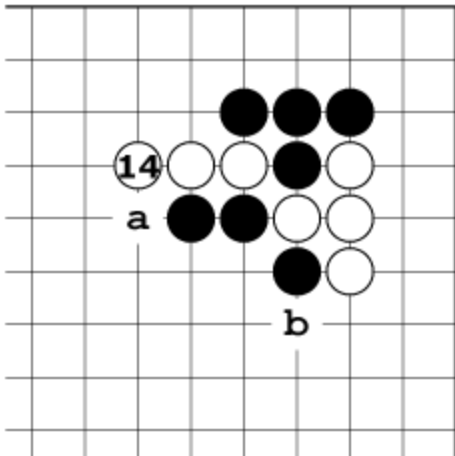
14 White must have the ladder to play 14.



49 'A' or 'B'.

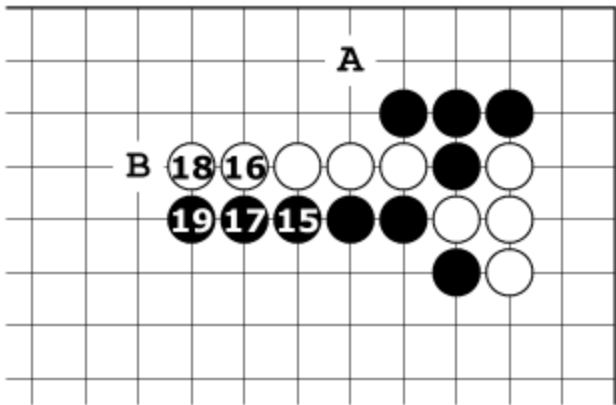


13 White must have the ladder. 'A *' is correct, 'B' is a mistake.

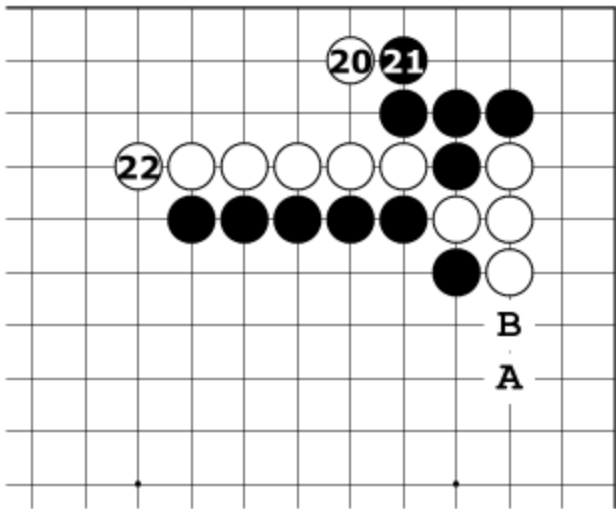


14 White 14 is the only possible good move.

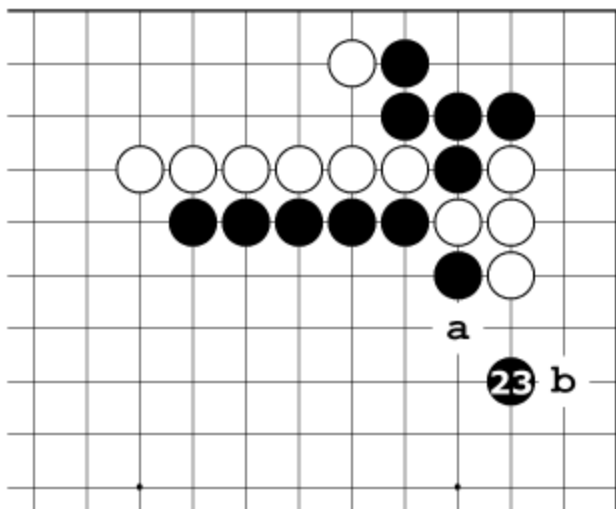
Black continues with 'a *' or 'b *'.



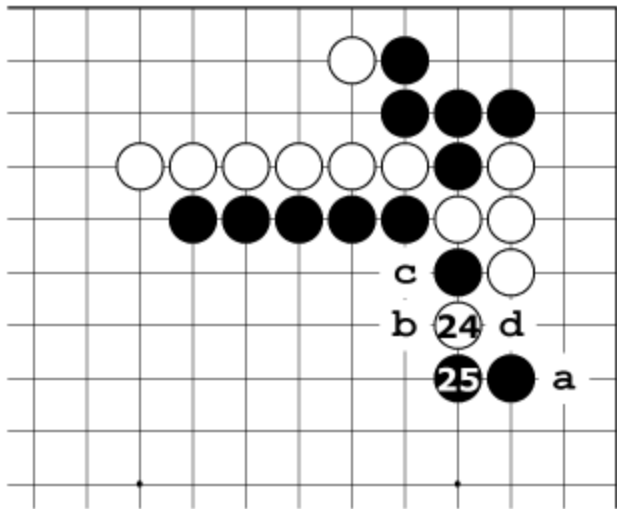
19 'A' or 'B'.



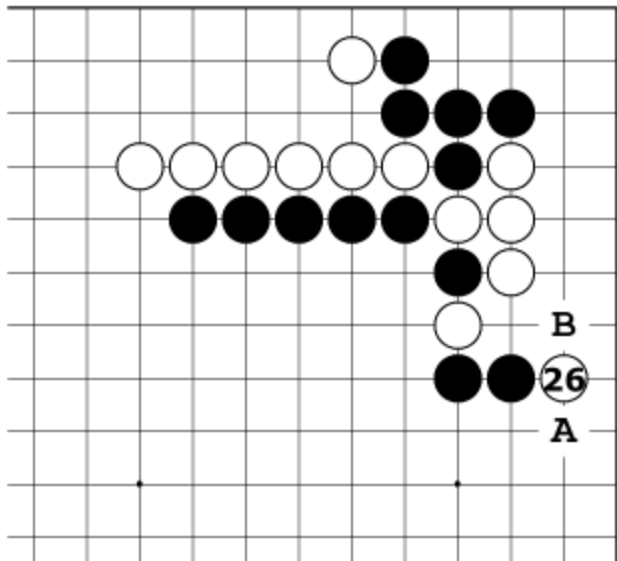
22 'A *' or 'B'. 'A' is a trick play.



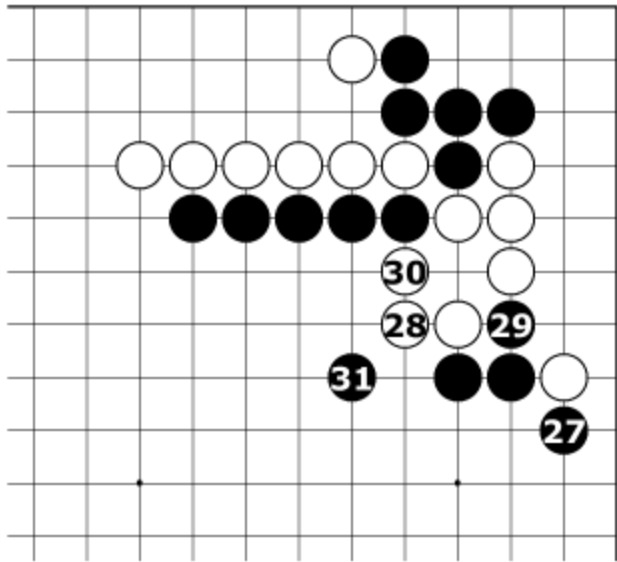
23 White continues with 'a *'. White 'b' is not recommended.



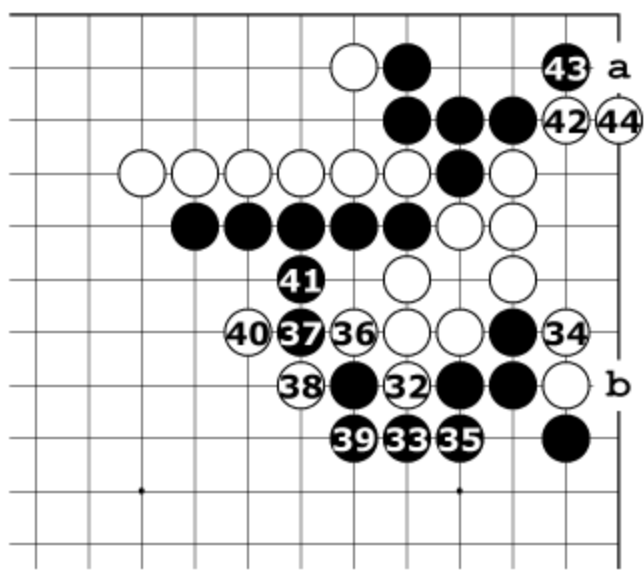
25 White continues with the tesuji of 'a *'. White 'b', 'c' and 'd' is getting tricked, because White's life will depend on a ko.



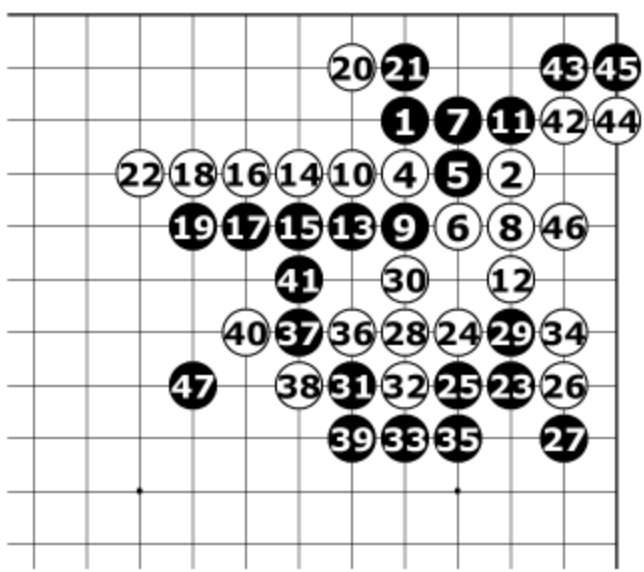
26 'A' to settle 'B' to start a fight.



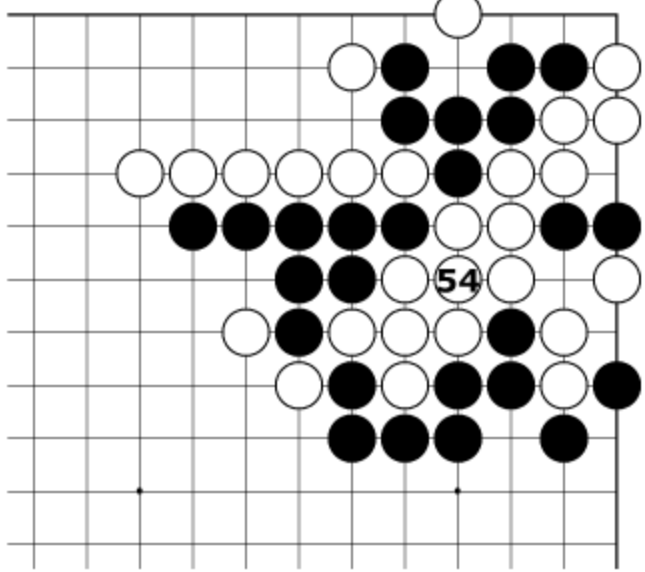
31 * GOOD VARIATION *



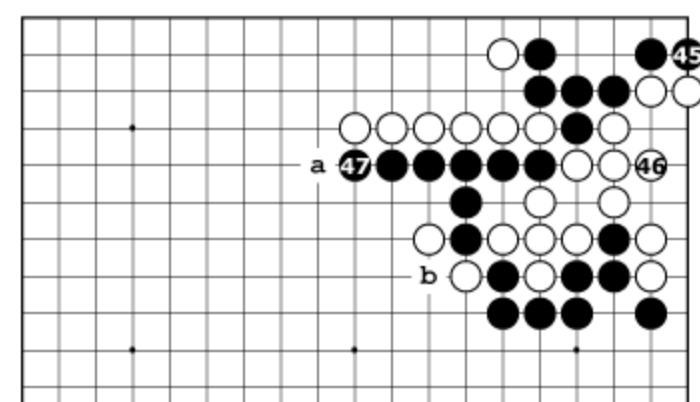
44 Black continues with 'a'. Black 'b' is an overplay.

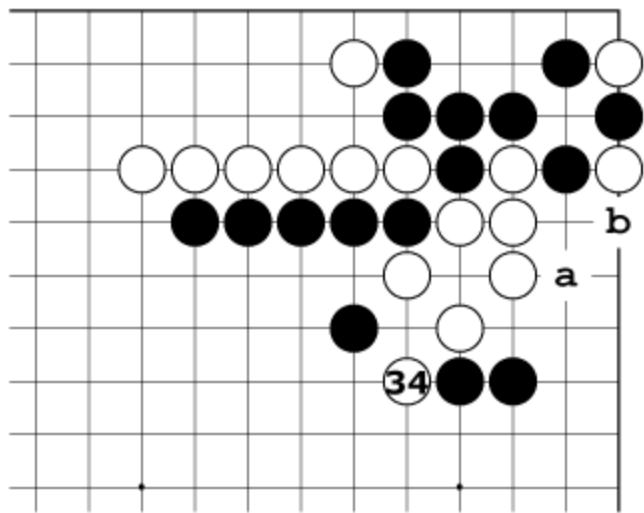


47 Black 47 is an overplay, considering White can escape.

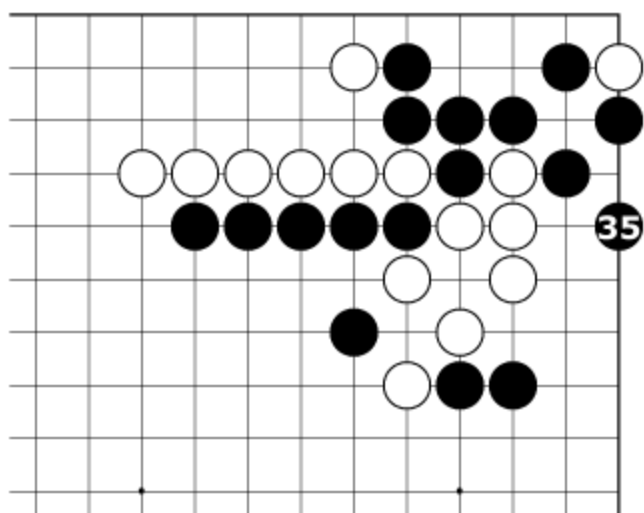


54 White can resign now.

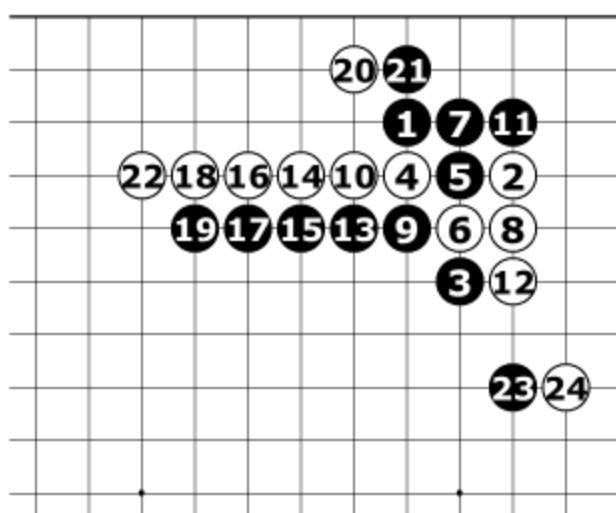




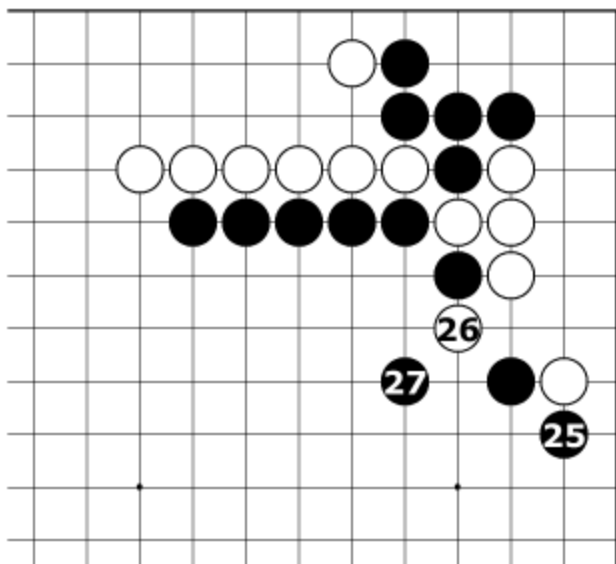
34 Black continues with the tesuji of 'a'. Black 'b' is a mistake.



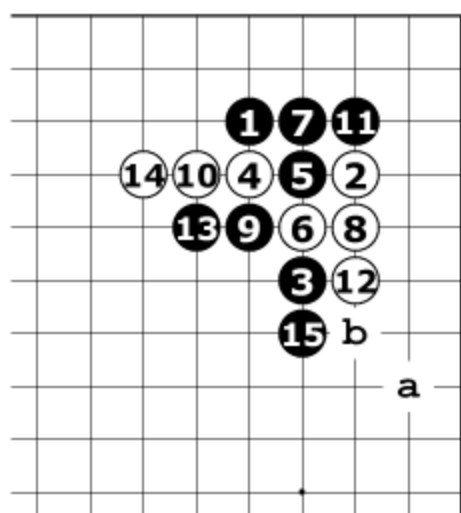
35 Black 35 is a mistake.



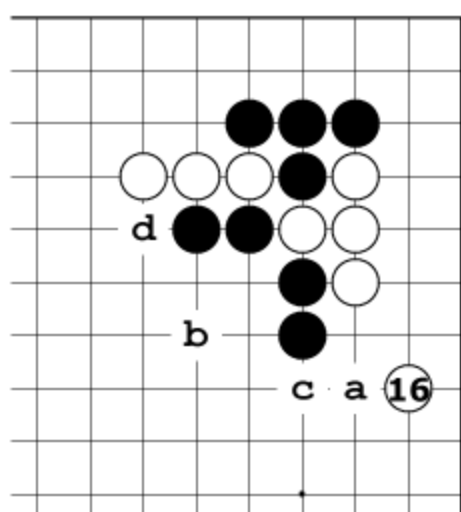
24 White 24 is a mistake in order.



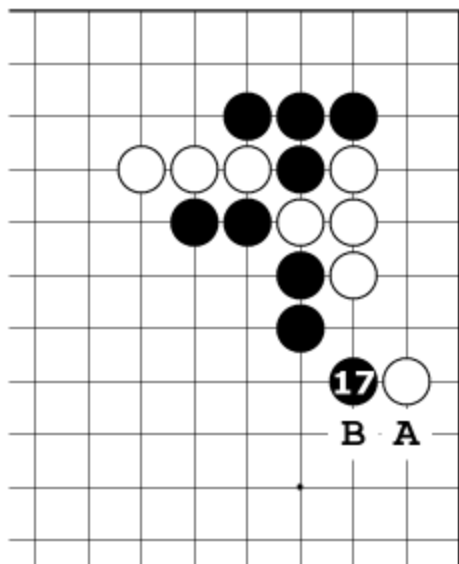
27 There are several possible continuations, but generally White will have to get life on the side while Black builds thickness.



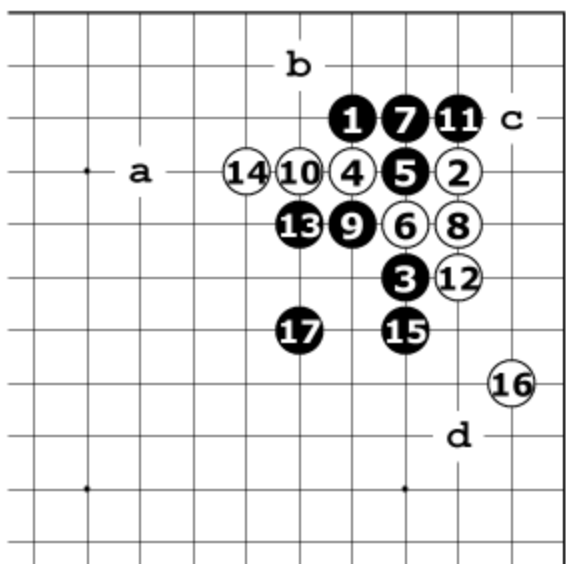
15 White plays 'a *' with a favorable ladder, but must play 'b' if the ladder to the lower left is unfavorable.



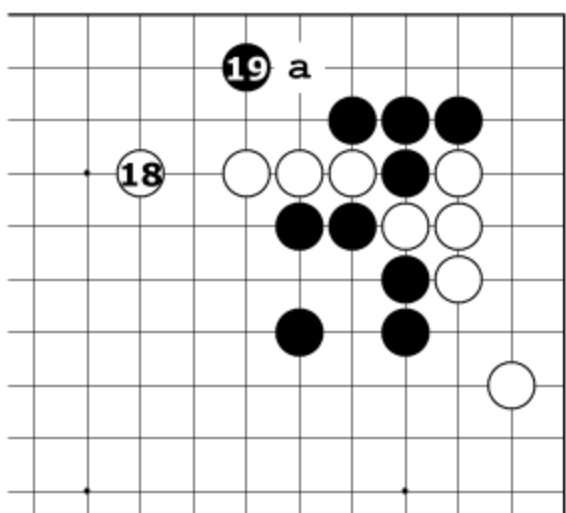
16 Black continues with 'a', 'b *' to 'd'. 'a' is only a punishment, if White doesn't have the ladder, not joseki.



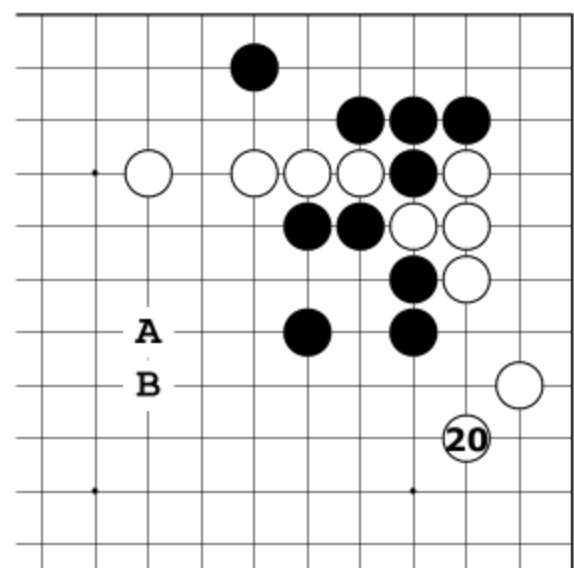
17 'A' is correct, 'B' is a mistake.



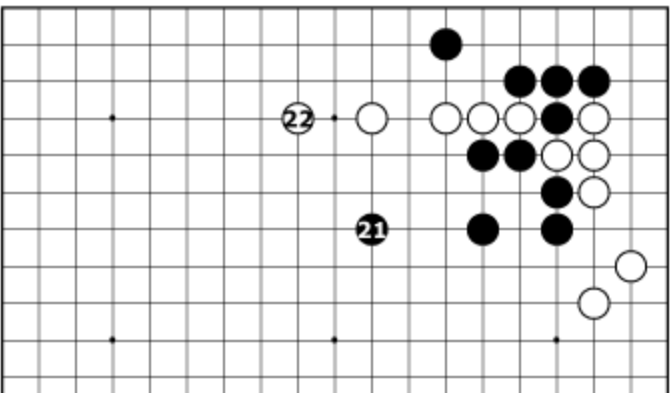
17 White continues with 'a *' or 'b'. White 'c' and 'd' not recommended.



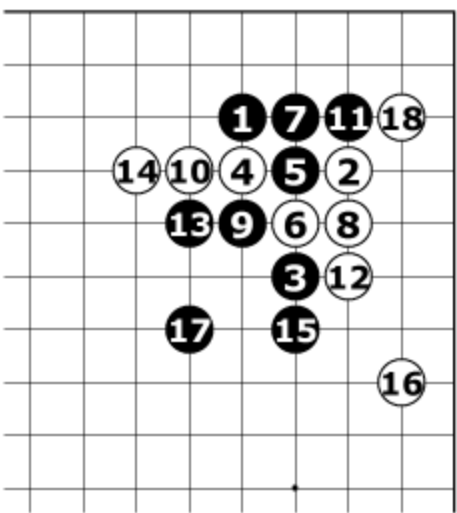
19 The difference between Black 19 and a White forcing move at 'a' is big.



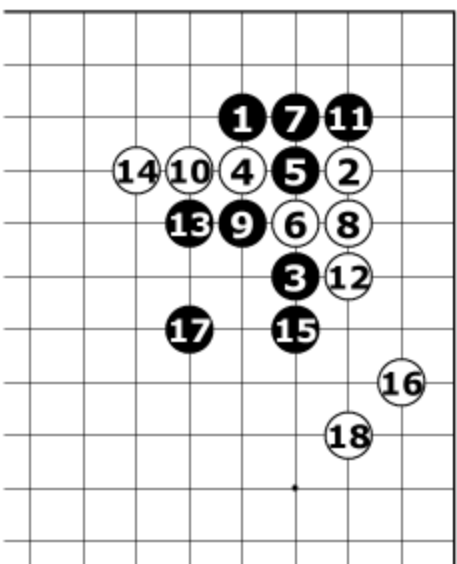
20 'A *' or 'B'.



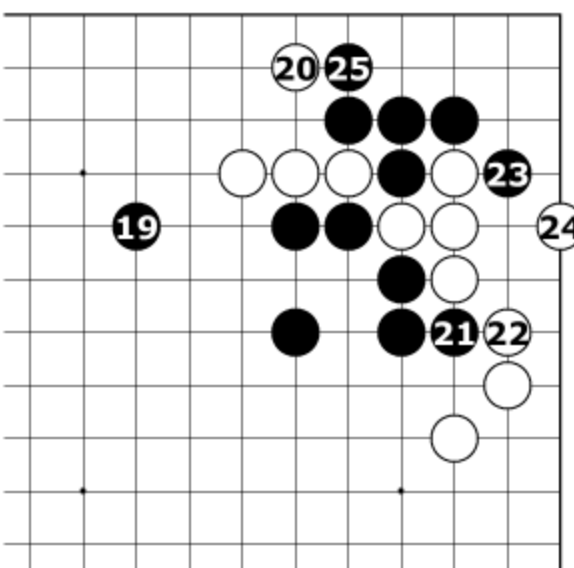
22 * GOOD VARIATION *



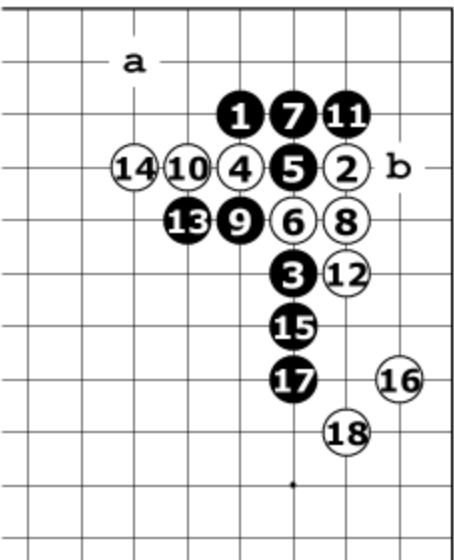
18 White 18 is too small.



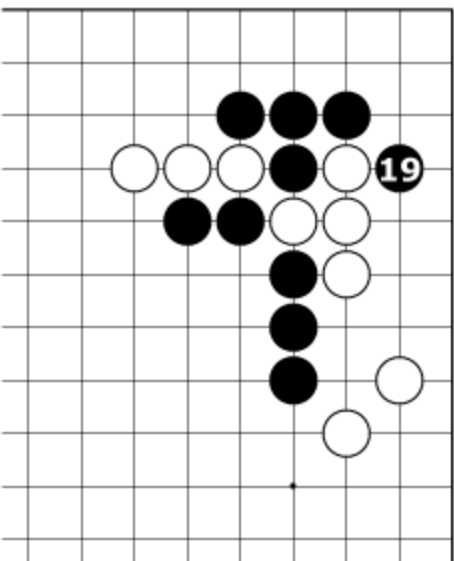
18 White 18 is a mistake.



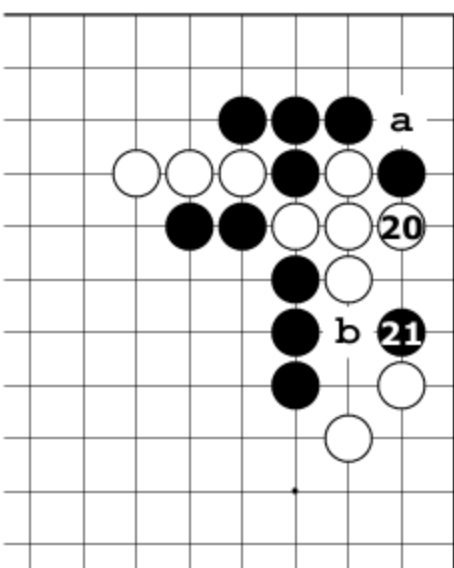
25 White will have trouble settling the group at top.



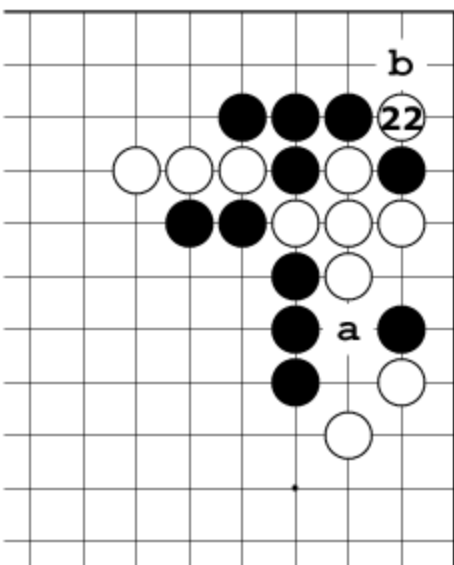
18 Black continues with 'a'. Black 'b' is not recommended.



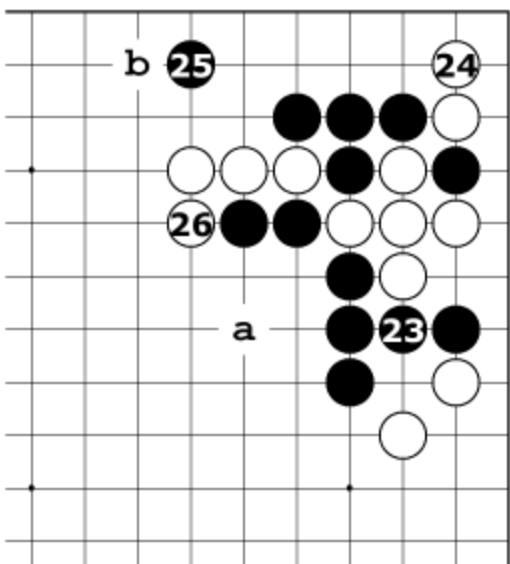
19 Black 19 is not recommended.



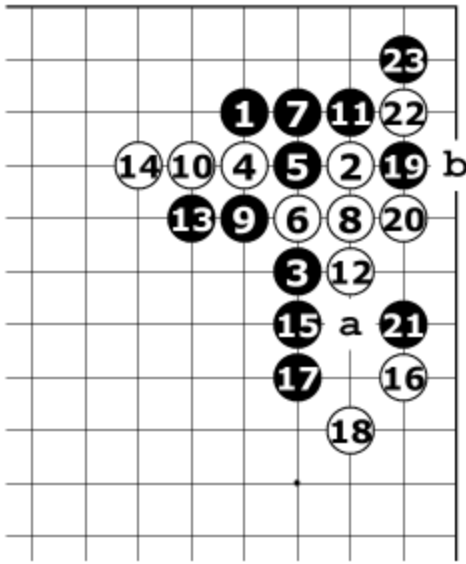
21 White continues with 'a'. White 'b' is not recommended.



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

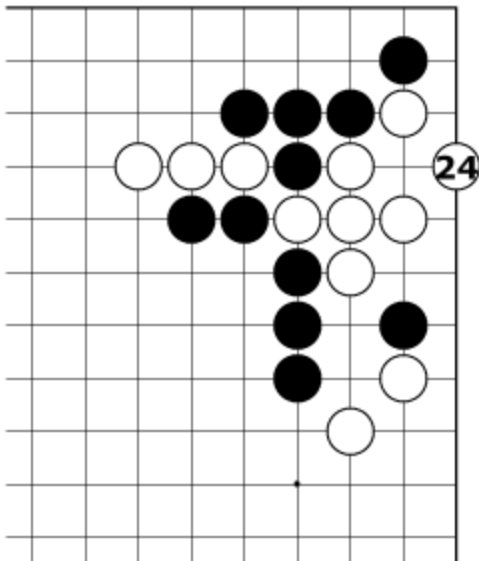


26 'a' and 'b' are now miai. White has no complaints.

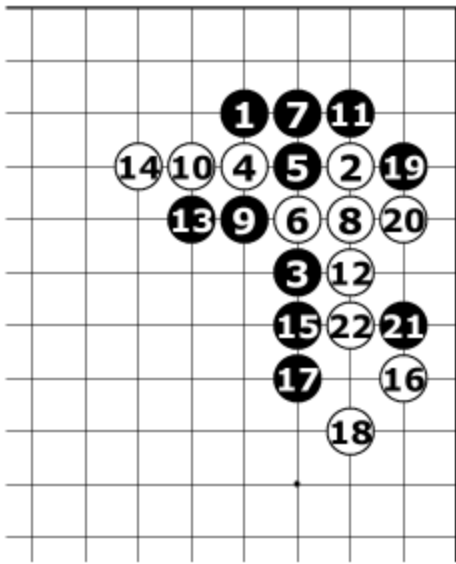


23 Black 23 is not recommended.

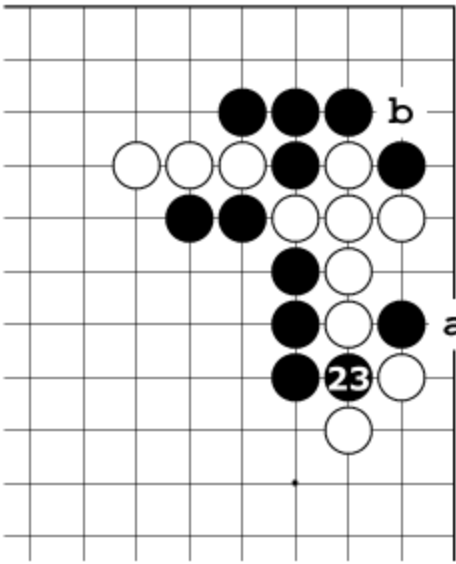
White continues with 'a'.
White 'b' is a mistake.



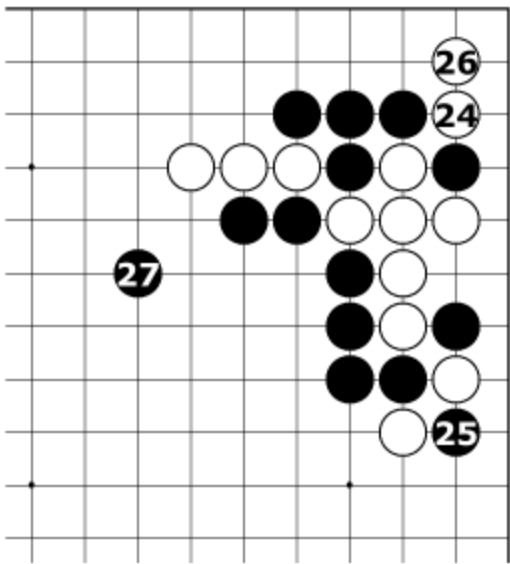
24 White 24 is a mistake.



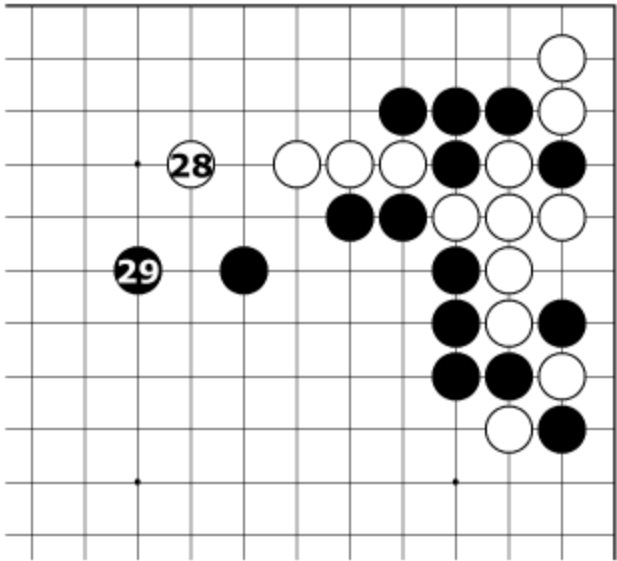
22 White 22 is a mistake.



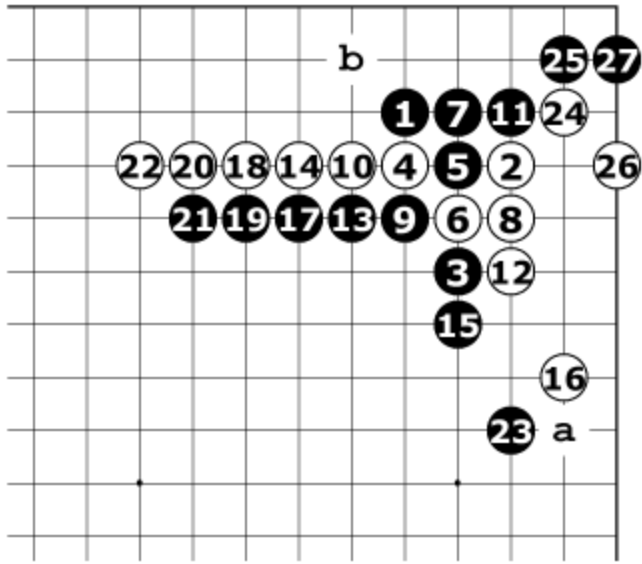
23 White continues with 'a' or 'b'.



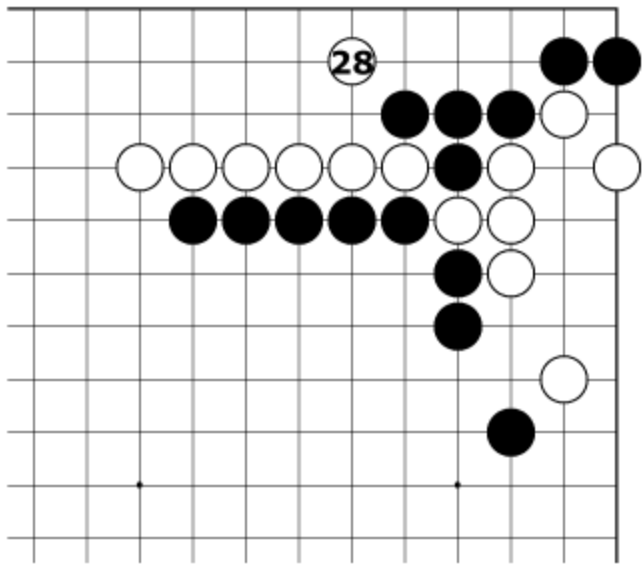
27 With 27, Black willingly discards the four Black stones in the corner.



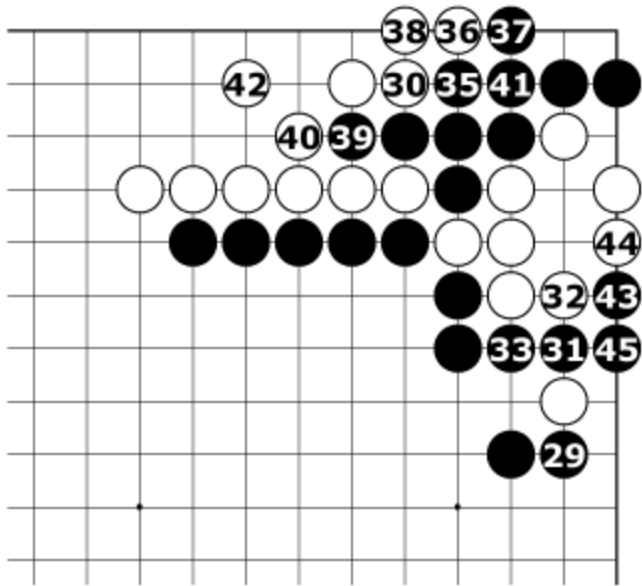
29 White has considerable territory, but Black's thickness holds considerable promise.



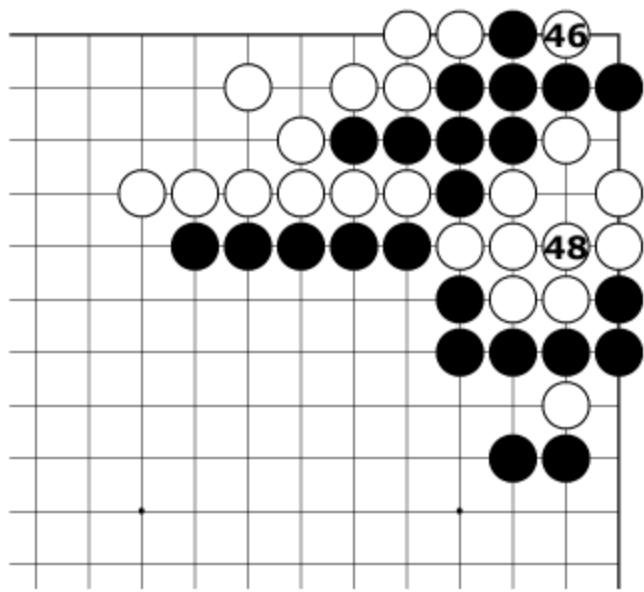
27 White continues with 'a'.
White 'b' is premature.



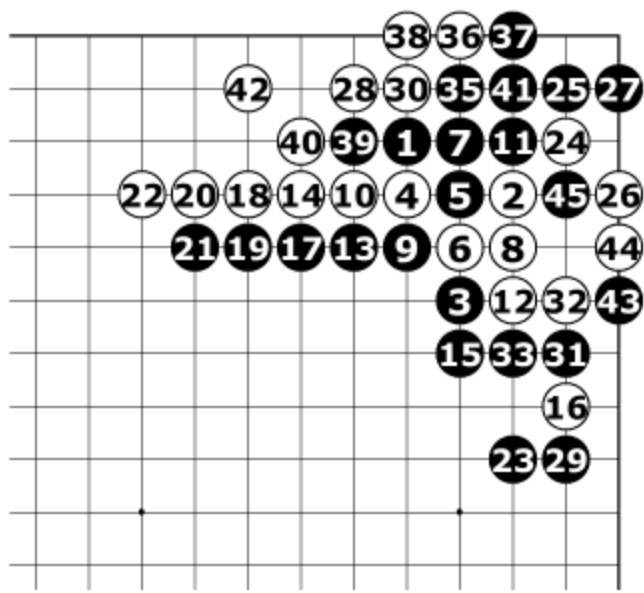
28 White 28 is premature.



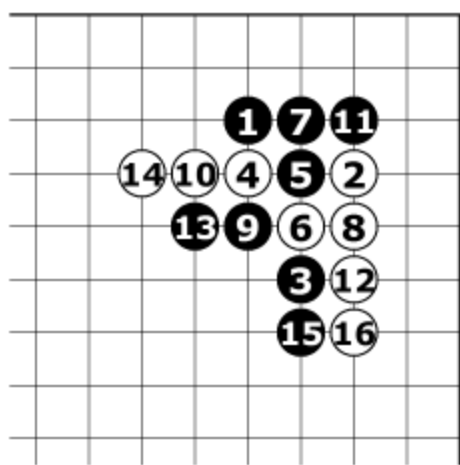
45 Black creates a seki.



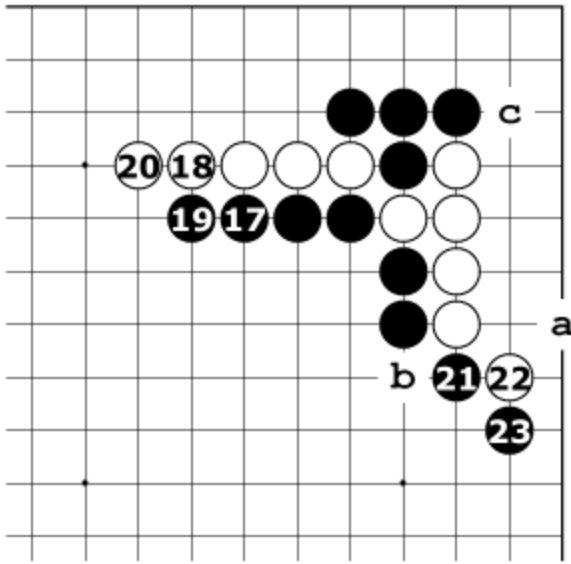
48 The corner is a seki, leaving Black with superior thickness.



45 Black goes for an approach-move-ko.



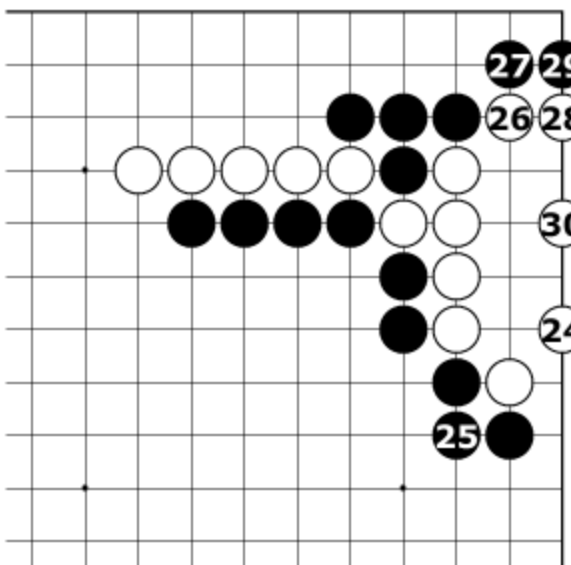
16 White 16 is an unfortunate necessity if White does not have a favorable ladder.



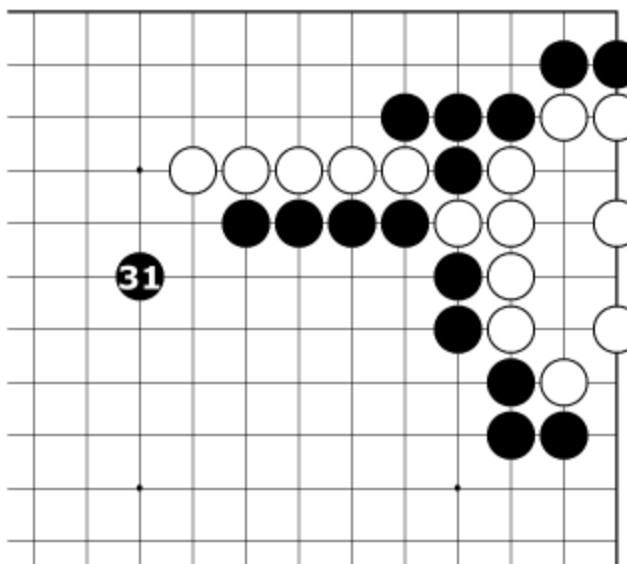
23 White continues with 'a'.

White 'b' is not recommended, but is part of a very famous game.

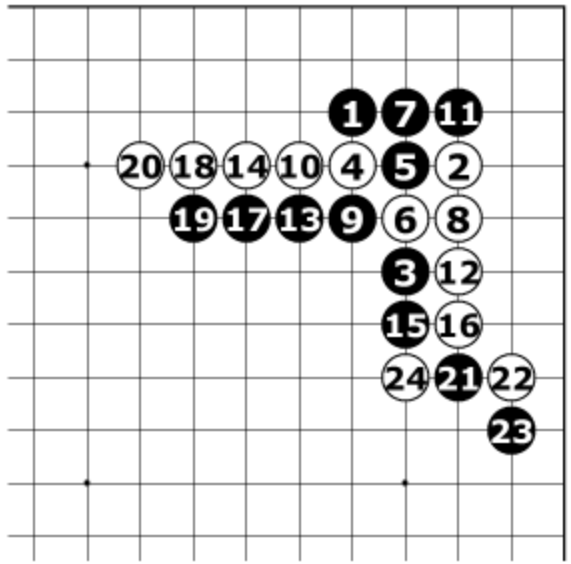
White 'c' is a mistake.



30 White ends in gote.

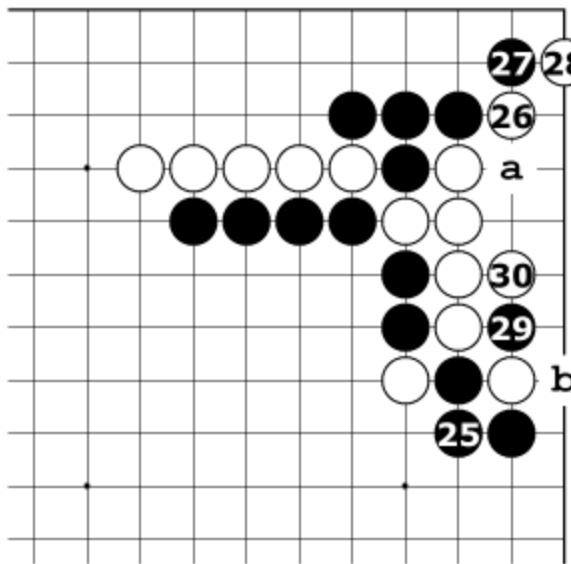


31 Black gets the choice play.

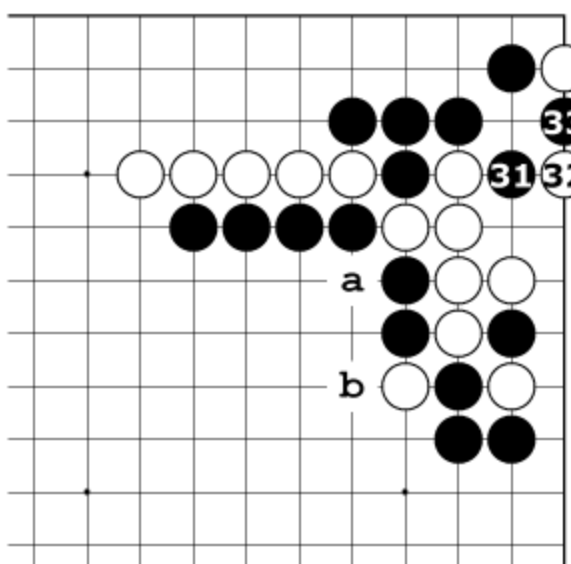


24 White fearlessly sets up a ko with 21.

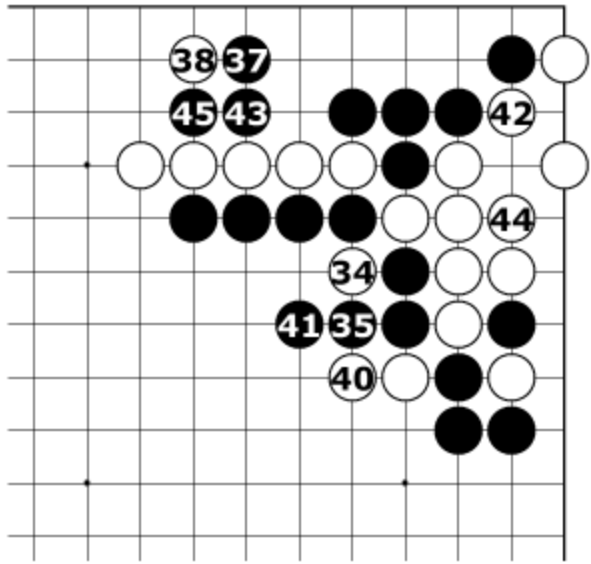
This pattern arose in a game between Gen'an Inseki (1798-1859) and Shusaku (1829-62); the famous game with the "ear-reddening" move 127 by Shusaku.



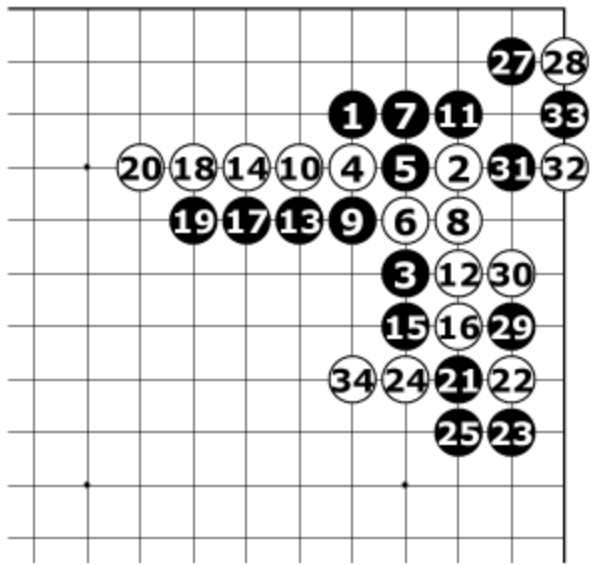
30 Black continues with 'a' (as in the game), leaving ko threats. Taking with 'b' is a fatal mistake.



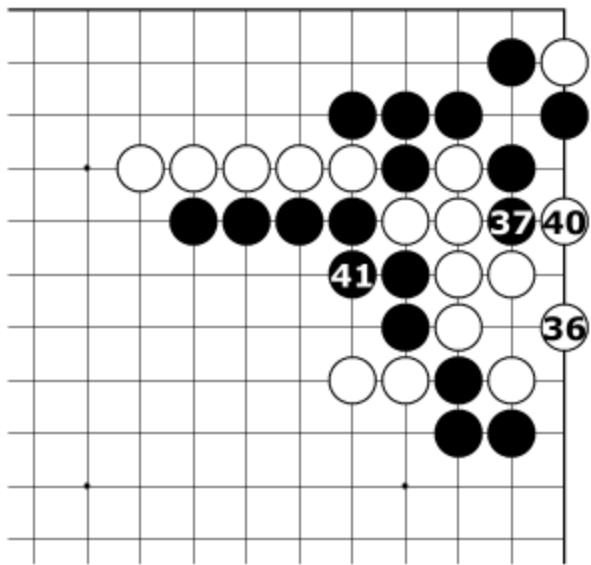
33 White continues with 'a'. White 'b' is too leisurely.



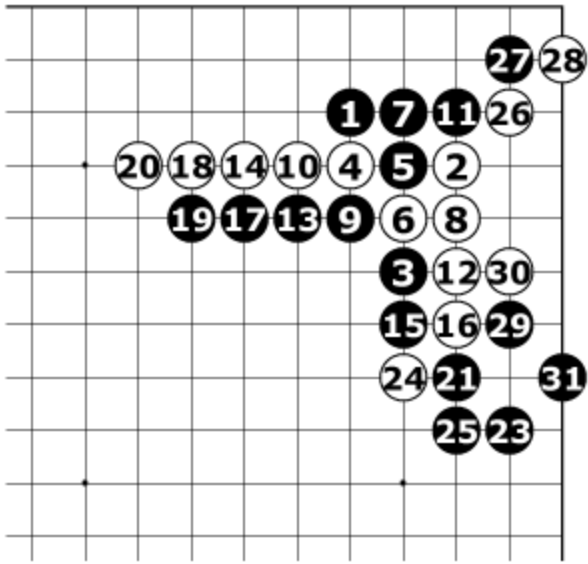
45 Black gets a favorable result.



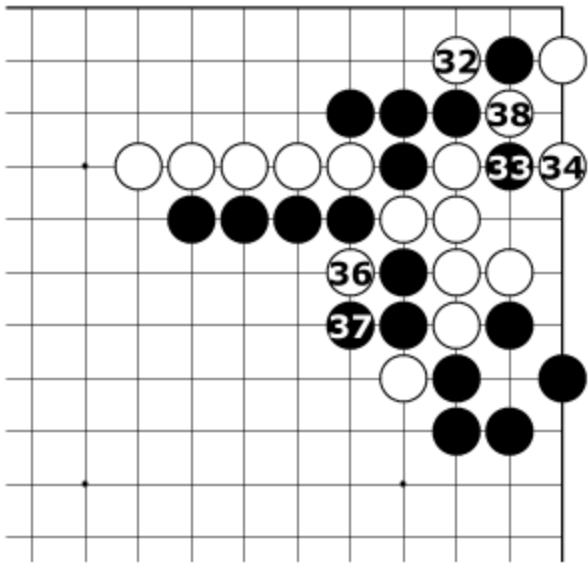
34 White 34 is a fatal mistake.



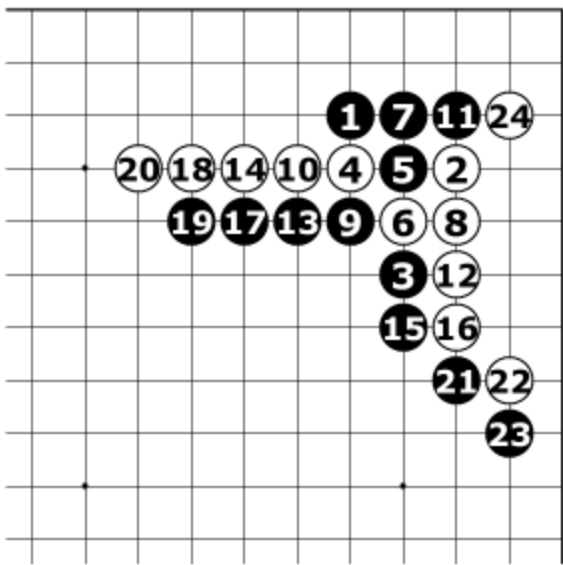
41 White has lost.



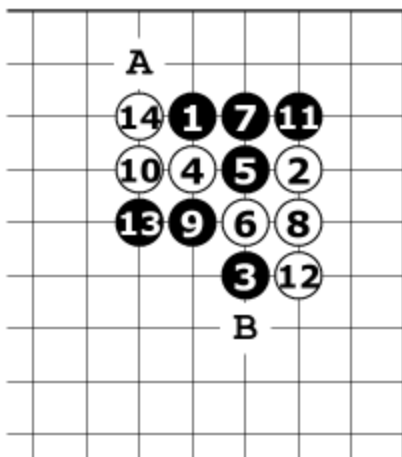
31 Black 31 is a mistake.



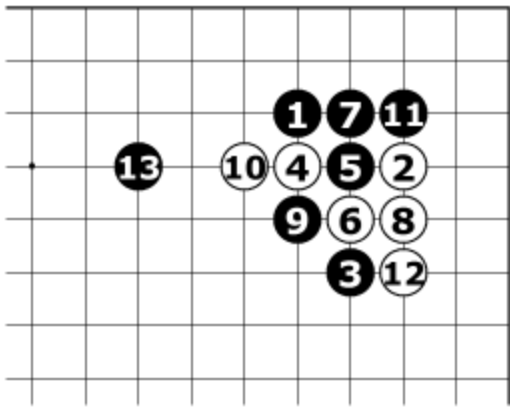
38 Black has no good ko threats.



24 White 24 is a mistake.

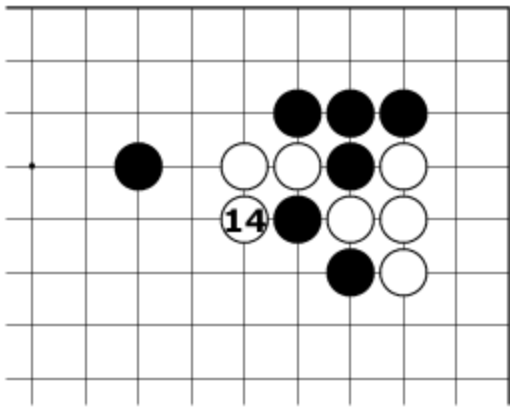


14 'A' is one of different punishments, 'B' gives Black too much influence.

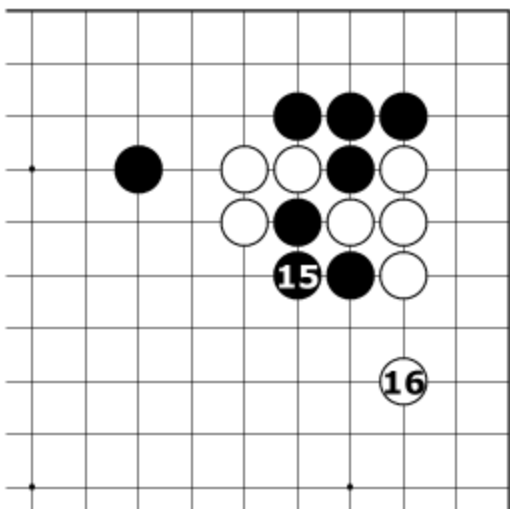


13 Black 13 is a trick play.

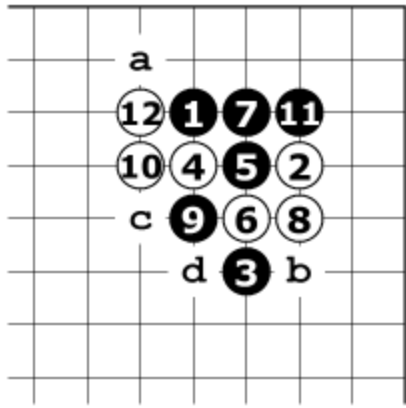
For other possible continuations, see variations 4-1-9-4-2-2-1-1-1-3 and 4-1-9-4-2-2-1-1-1-2.



14 White first needs to provide escape for the two stones.



16 White 16 is the only continuation.

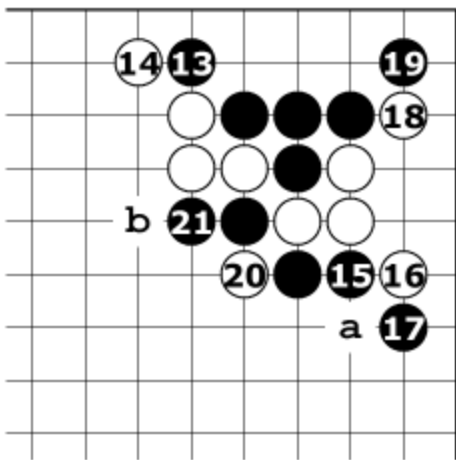


12 Black 'a' is the correct refutation.

'b' looks like a better move, and it leads to a more favorable position for Black. However the continuation is more complex, with more room for error. 'b' is where White needs the ladder.

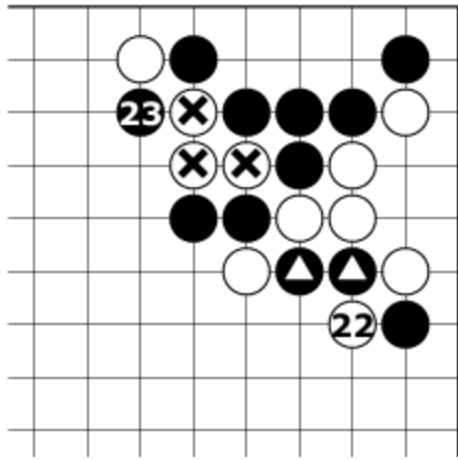
Black can always get a good result with 'c'.

Black 'd' leads to a good result. Depending on the surrounding positions, the outcome can be reasonable for White too.

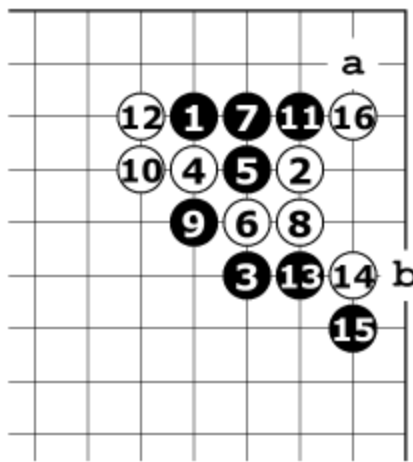


21 White 'a' shows how both settle the position, resulting in a slightly more favorable position for Black.

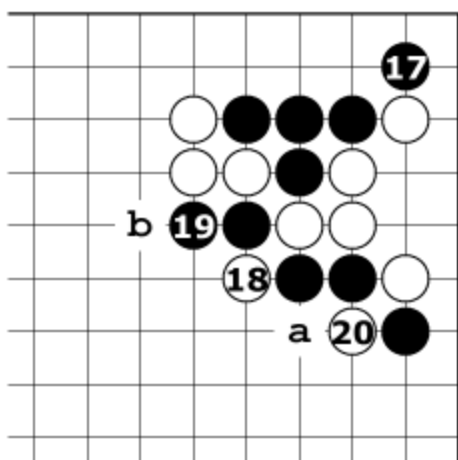
White 'b' shows how White can introduce further complications in the position. This leads to a favorable ko for Black, but there is plenty of scope for a slip-up.



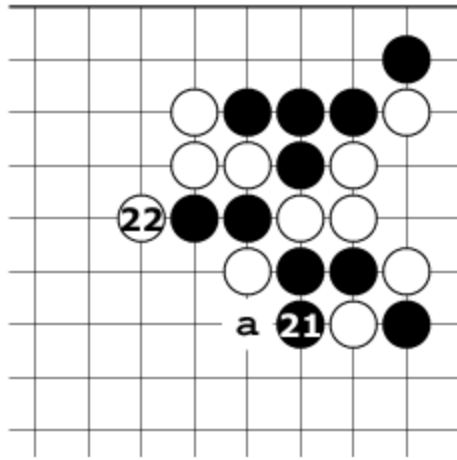
23 If both marked groups are now captured, the result is considered favorable for Black.



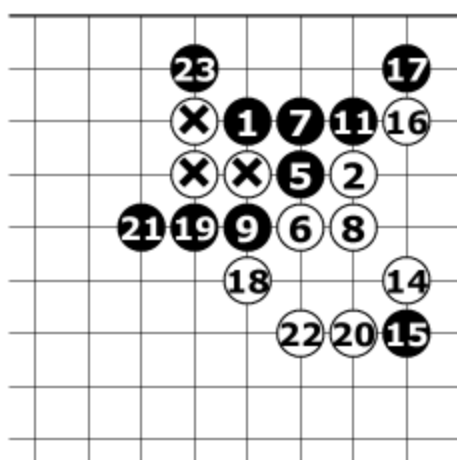
16 Black continues with 'a'. Black 'b' is possible, as shown by the professional game from which this variation came.



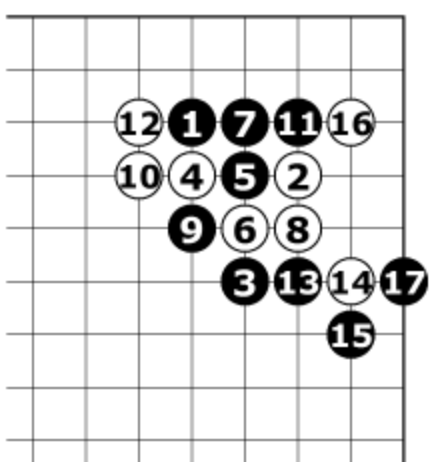
20 Black 'a' leads to White setting up a ladder at 'a'. Black 'b' prevents the ladder, but the result is hardly better.



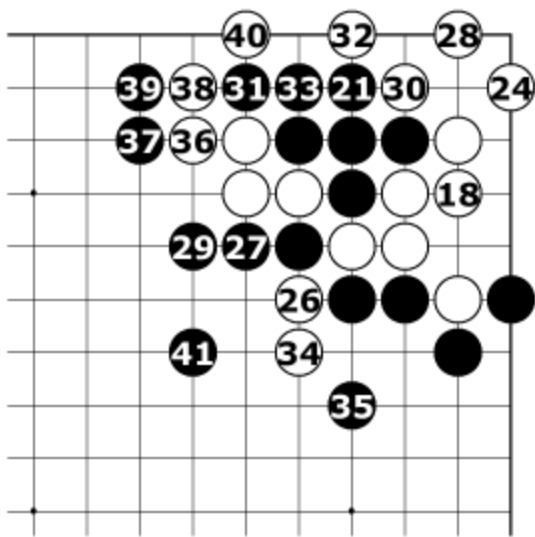
22 White captures two stones in a ladder, as White 'a' is atari.



23 White has made a very thick capture. Later in the game White may have an opportunity to pull out the marked stones at the top.

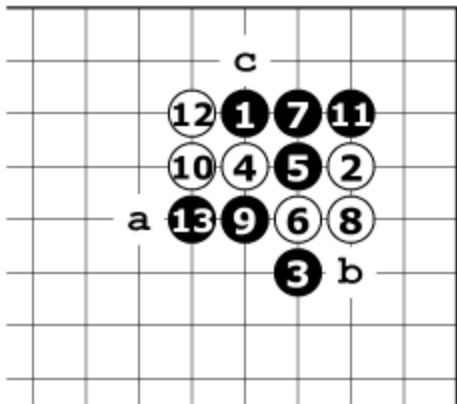


17 Black 17 was played by Yoshi Ishida against Sakata Eio in the 1st game of the 1975 Honinbo title.



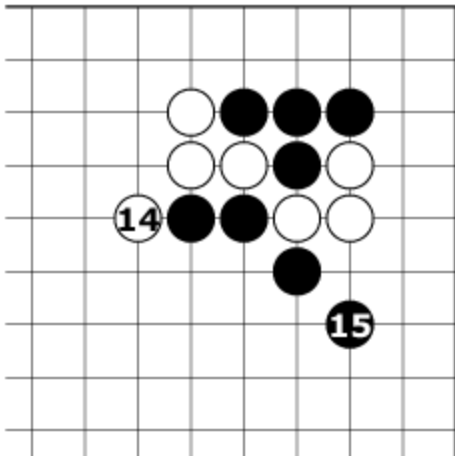
41 Black 41 is the proper continuation, but not the continuation of the 1st 1975 Honinbo title game.

Given the situation as shown, Black has a favorable outcome, given the solid thickness on both sides, despite the corner sacrifice.

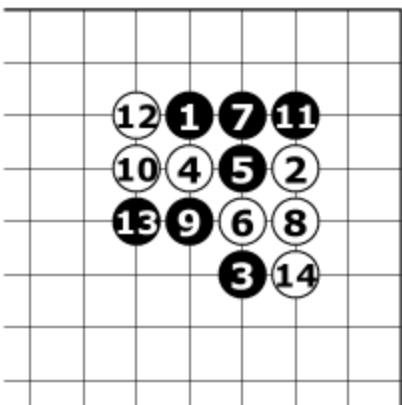


13 Ishida Yoshio considered this move, playing Sakata Eio during the first game of the 1975 Honinbo title match. He discarded it, although it was actually the best move in that position.

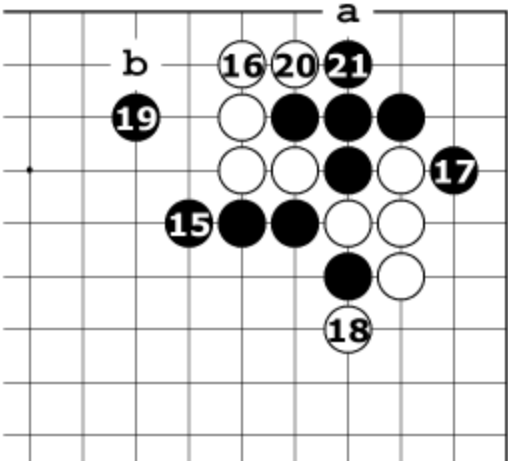
White has a reasonable continuation at 'a'. White 'b' leads to a favorable position for Black. White 'c' does not work.



15 Black 15 is simple but effective.

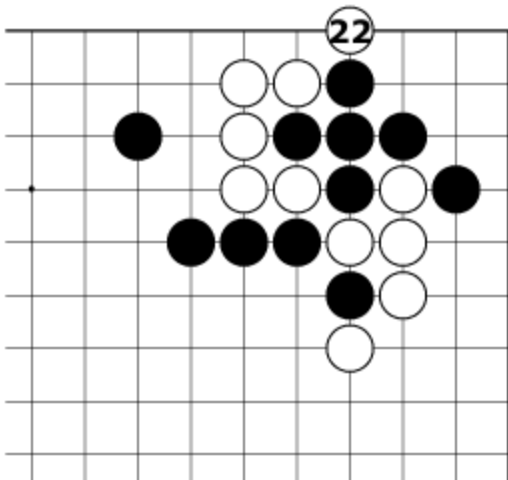


14 White 14 is not recommended.

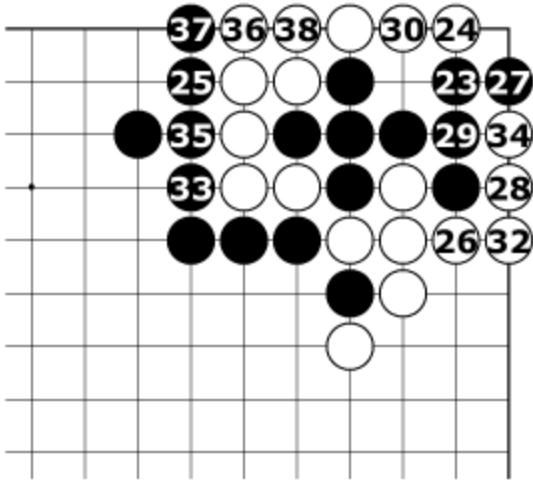


21 White's only chance is to set up a semeai with the corner at 'a'. The result is a seki, but favorable for Black.

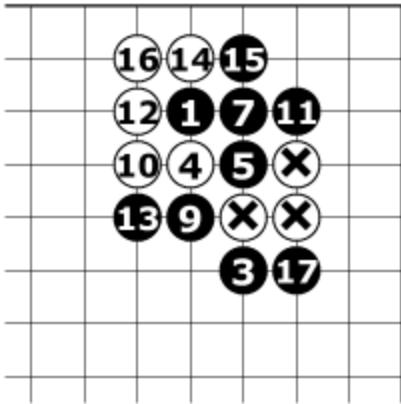
Trying to break out at 'b' doesn't work.



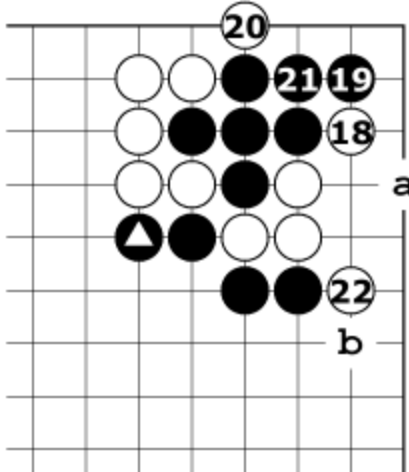
22 White 22 creates a seki, to Black's advantage.



38 Black's thickness is an order of magnitude better than White's.



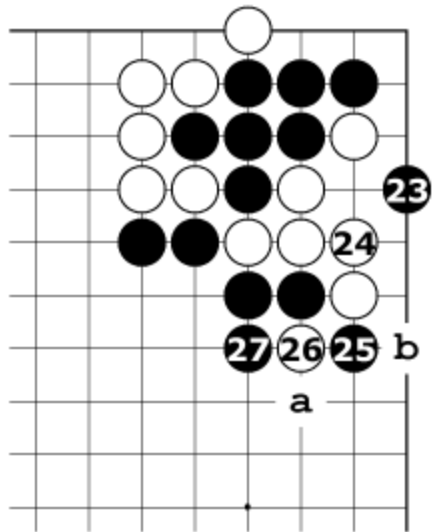
17 Black captures the marked white stones, regardless of what White tries next.



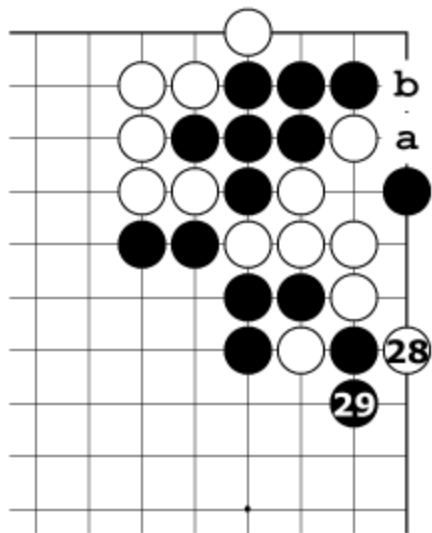
22 'a' is the key move for

Black.

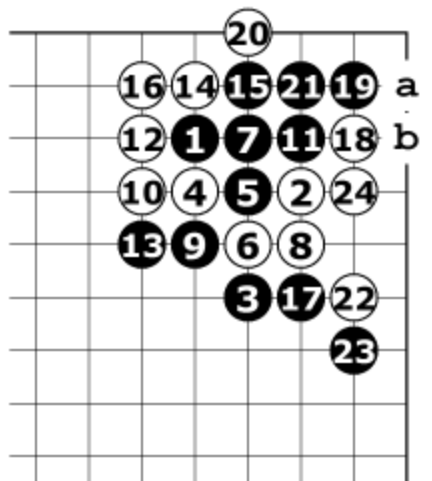
Black 'b' reduces the effectiveness of the extension of Black 13.



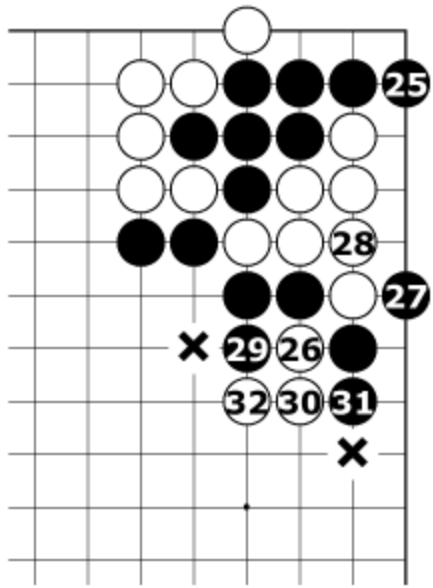
27 White 'a' nor 'b' work.



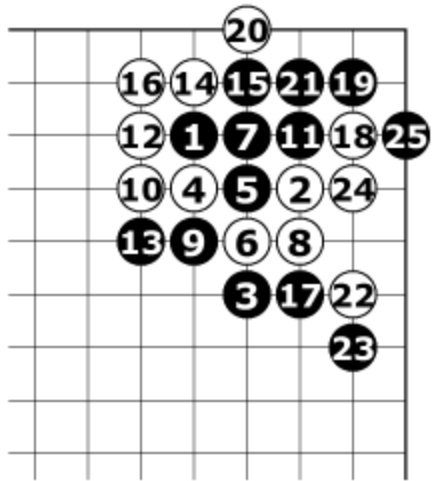
29 If White plays 'a', Black captures cleanly. If White plays 'b' it becomes ko, but White will never have a big enough threat.



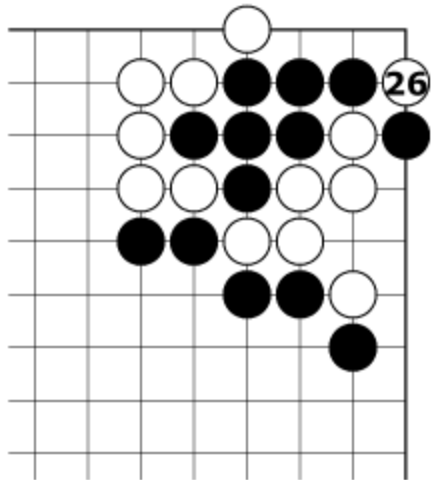
24 Black continues with 'a'. Black 'b' is a mistake.



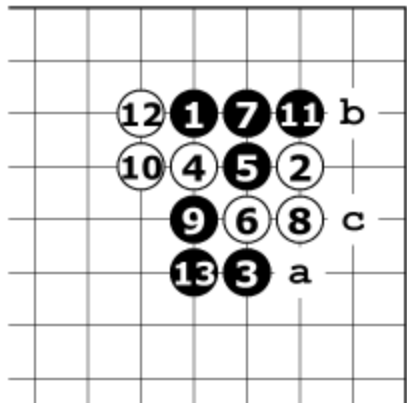
32 The marked points are White's miai to reduce the effectiveness of the black wall.



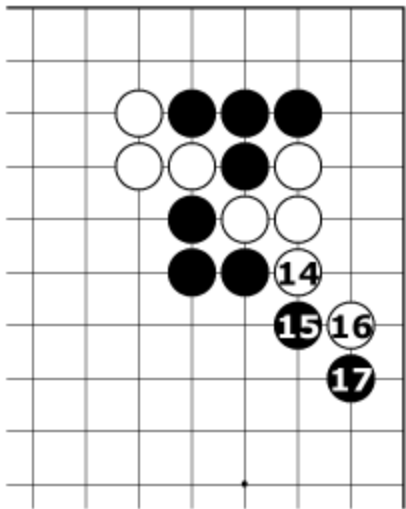
25 Black 25 is a mistake.



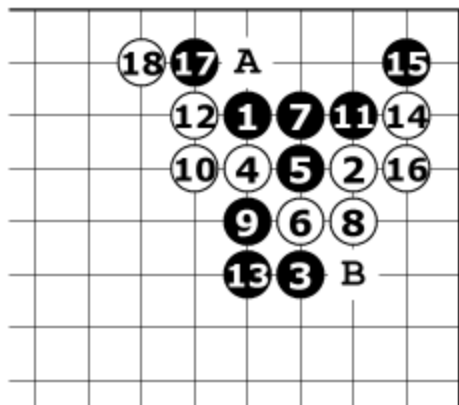
26 White can now get a ko or seki.



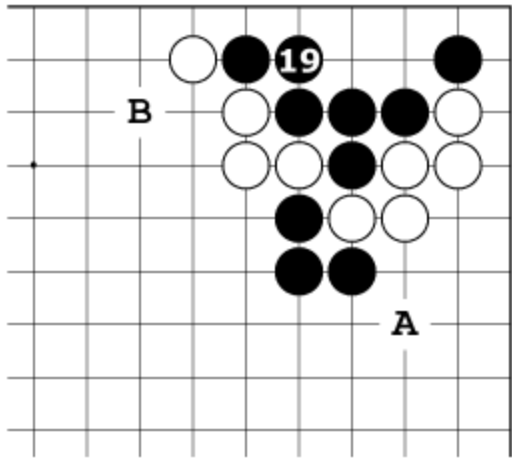
13 White continues at 'a' or 'b'. White 'c' has appeared in professional play.



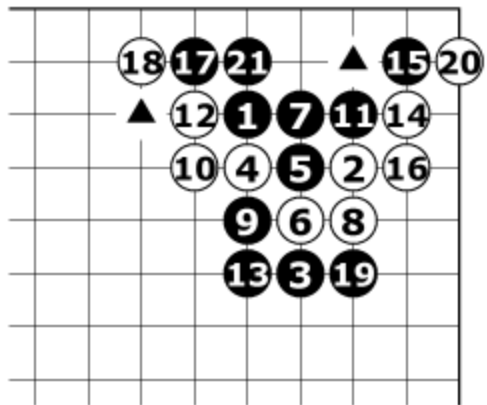
17 This reverts to the same variation as 4.1.9.x.x.x



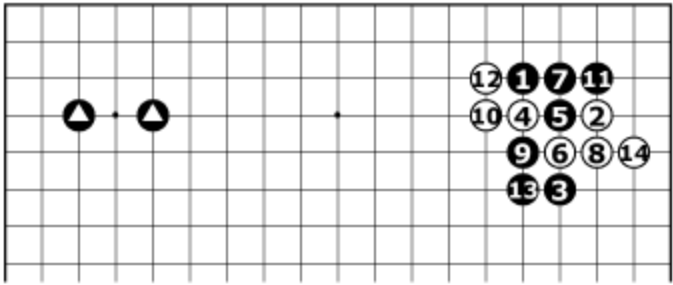
18 'A' or 'B'.



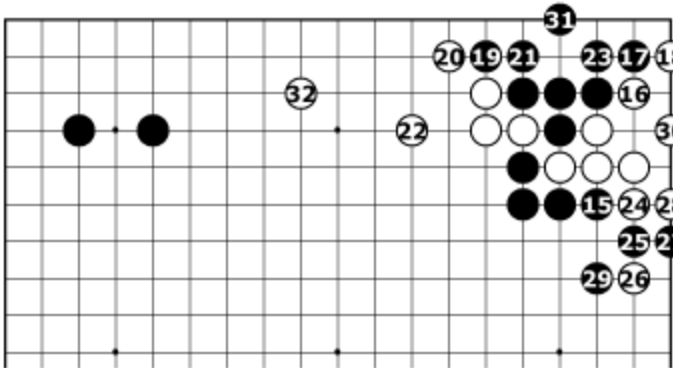
19 'A' is correct, 'B' is a mistake.



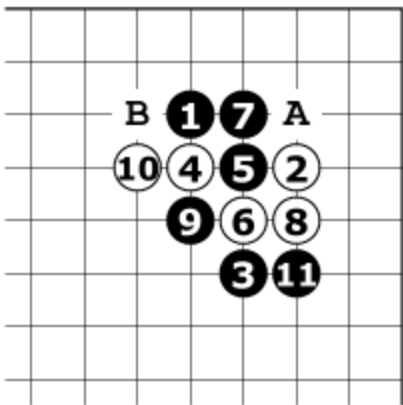
21 The marked points are miai for White.



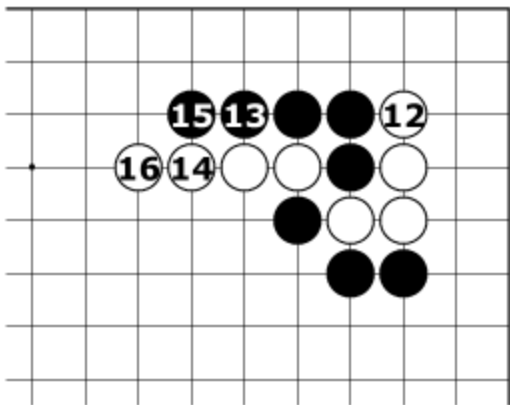
14 White 14 appeared in a game with the marked black shimari in the upper left corner.



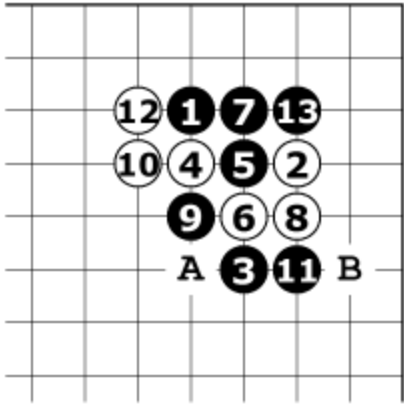
32 The relationship of White 32 with the black position in the upper left makes this a playable variation for both sides.



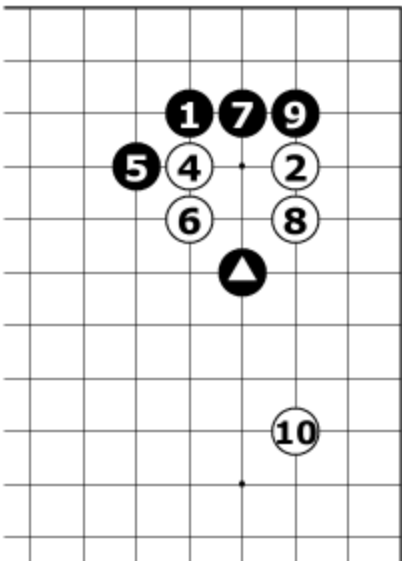
11 White punishes on 'A', 'B' is possible only with the ladder.



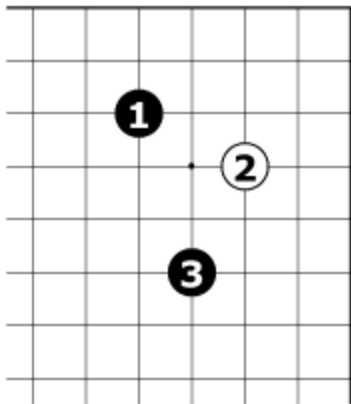
16 Black has two weaknesses now.



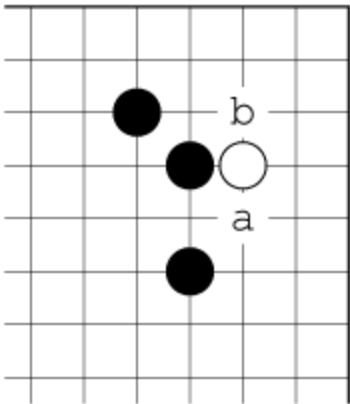
13 'A' starts the ladder. 'B' -> sente ko for Black.



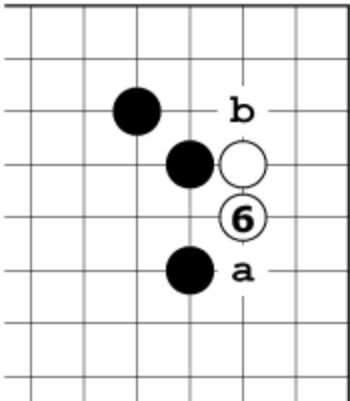
10 Now the triangled stone is a peep against a bamboo - questionable shape.



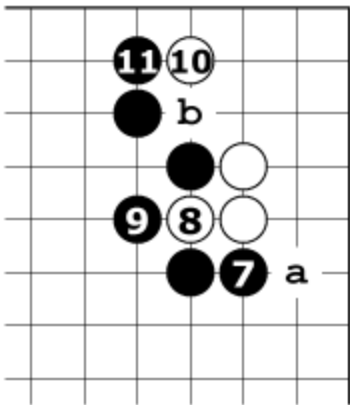
4 If simplicity is the only goal, White may play elsewhere. White lives in the corner, giving Black considerable thickness.



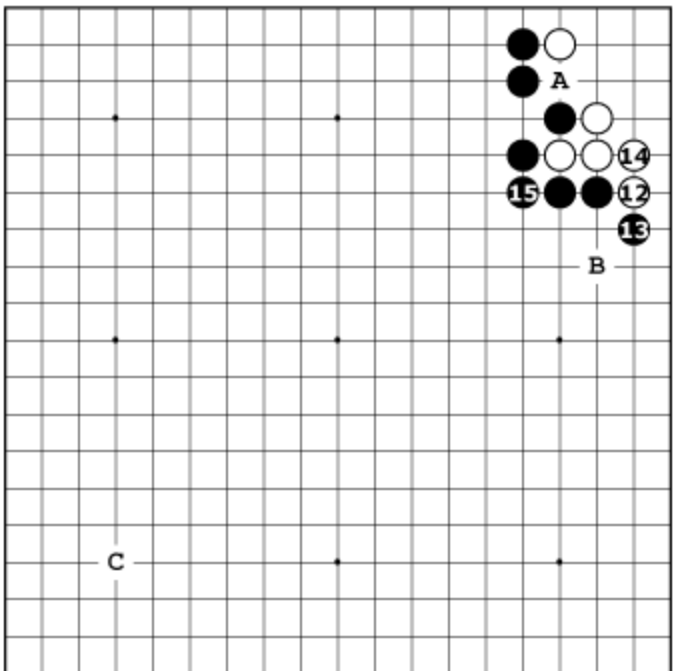
5 White continues with 'a *'. White 'b' is a mistake.



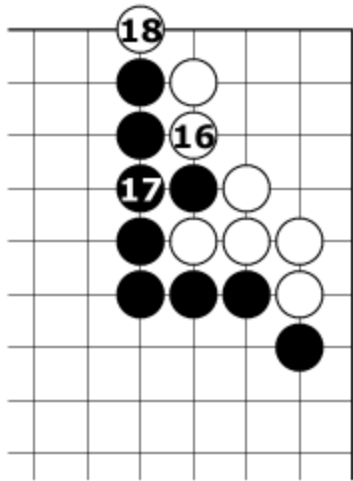
6 Black continues with 'a *'. Black 'b' is too mild.



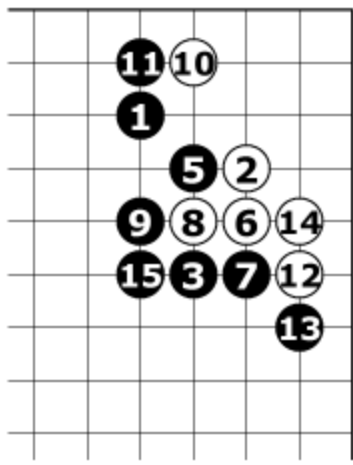
11 White continues with 'a *'. White 'b' is a timing mistake.



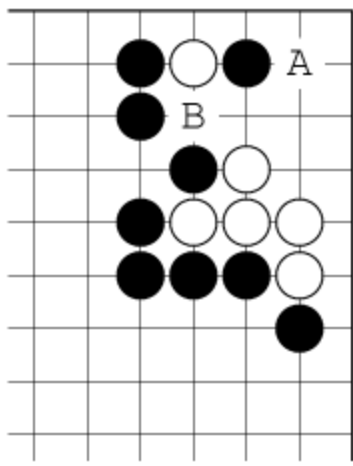
15 White continues with 'A' * or 'B'. White plays elsewhere 'C' at considerable cost.



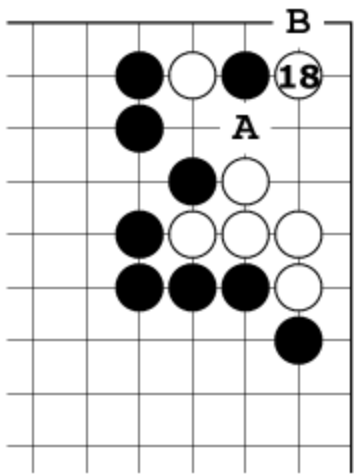
18 * GOOD VARIATION *



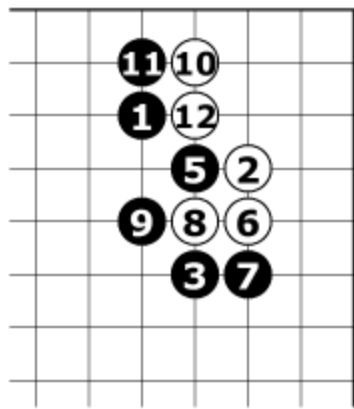
16 White plays elsewhere at heavy cost (though not a fatal mistake).



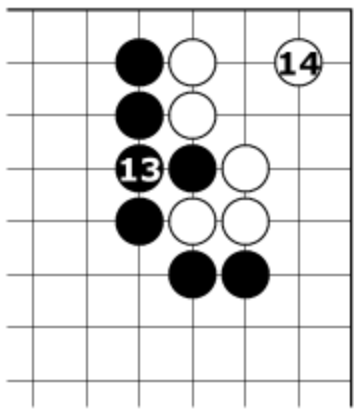
17 'A' is correct, 'B' is a mistake.



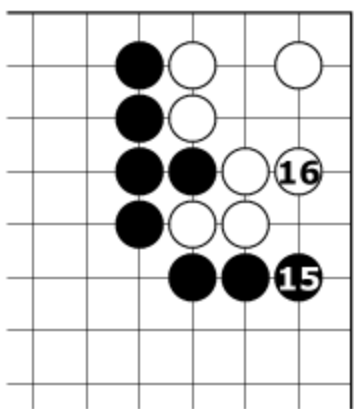
18 'A' is correct, 'B' is a mistake.



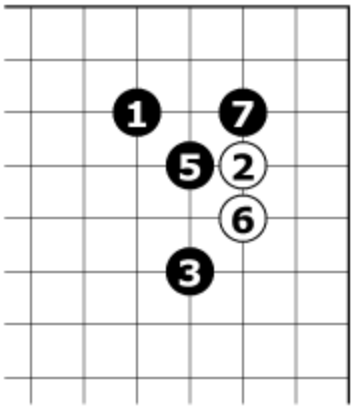
12 White 11 is a mistake.



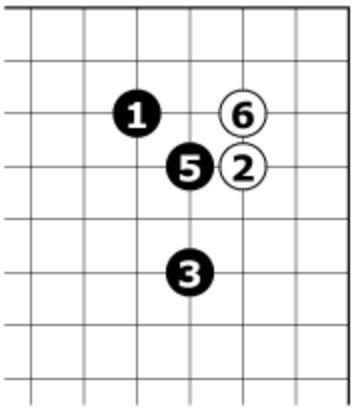
14 White must defend at 13 to live in the corner.



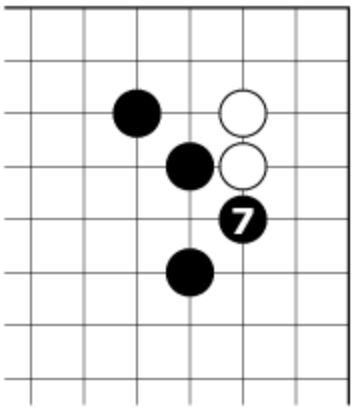
16 White must respond to Black 14.



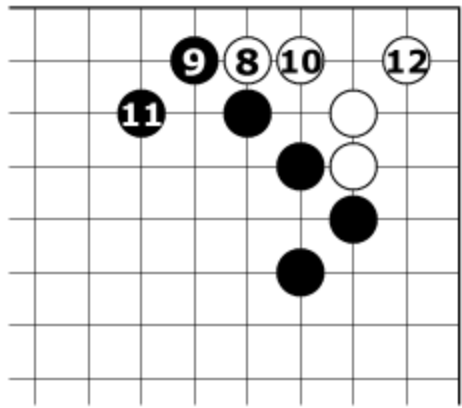
7 Black 6 is too mild.



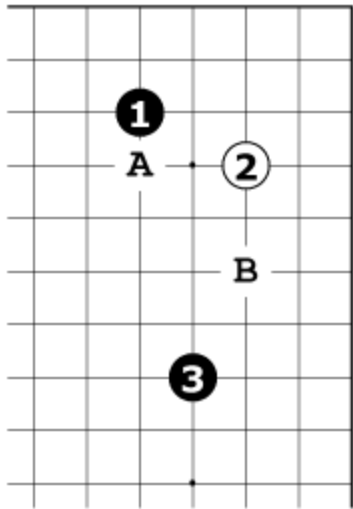
6 White 5 is a mistake.



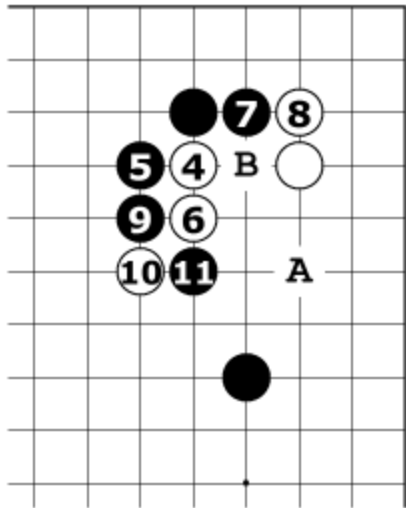
7 Black 6 gives good shape.



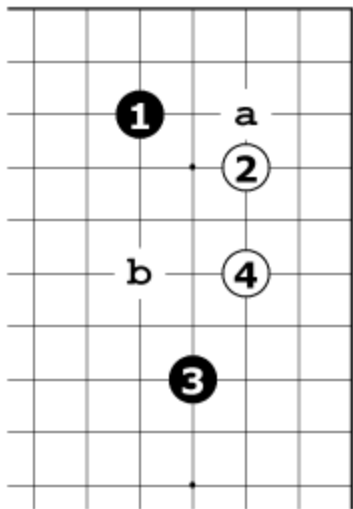
12 Black gets an extremely favorable result.



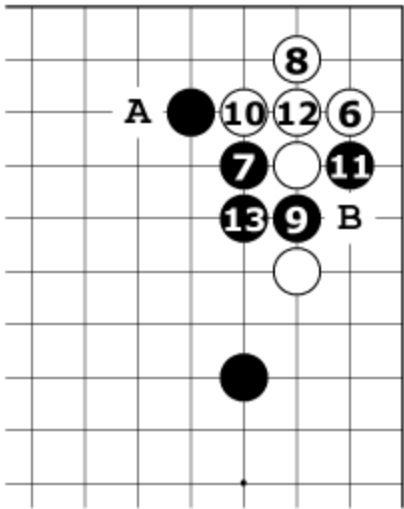
3 Black 3 is not an effective pincer locally, but may be strategically sensible. 'A' is correct, 'B' is questionable.



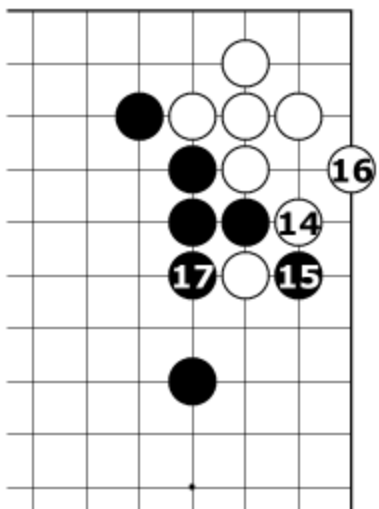
11 'A' or 'B'.



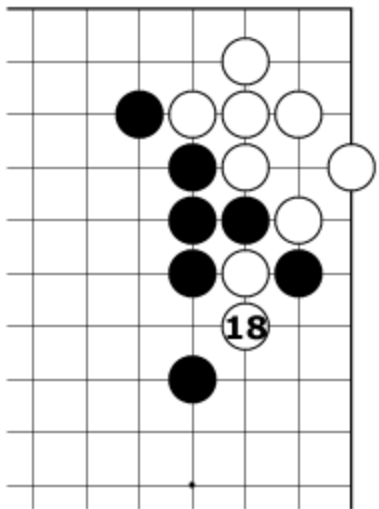
4 Black continues with 'a'. Black 'b' is slack.



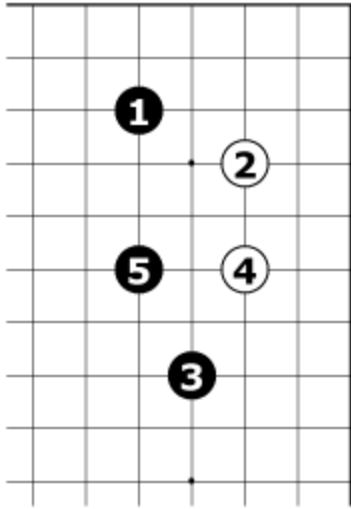
13 'A' gives a wall to the right, 'B' to the top side and center.



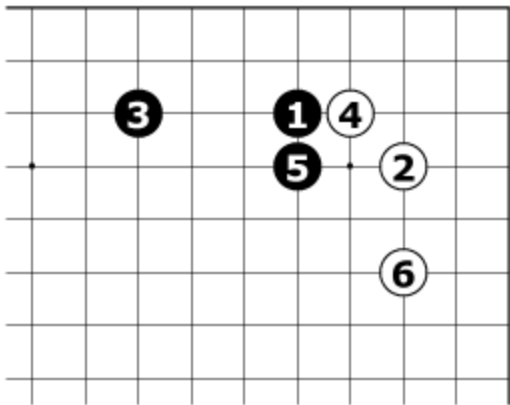
17 End of joseki.



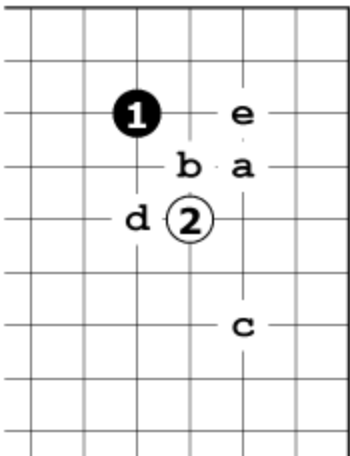
18 That just helps Black.



5 Black 5 is slack.



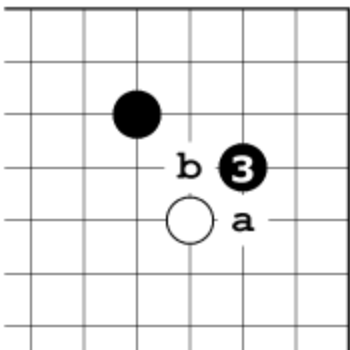
6 Black overconcentrated.



2 White prevents Black from gaining influence, but in the local context, abandoning profit in the corner entails a loss.

Black 'a *' and 'b *' are best. Black 'c *' emphasizes the right side. Black 'd *' emphasizes influence over the top side. Black 'e *' emphasizes territory.

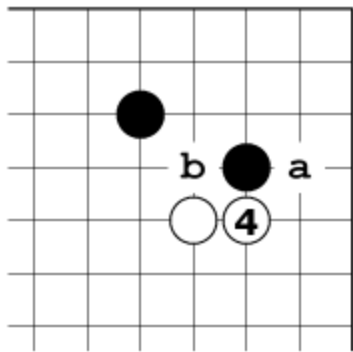
e5, d4, c 3, b2, a1



3 Black 3 secures the corner. In the local context Black is satisfied.

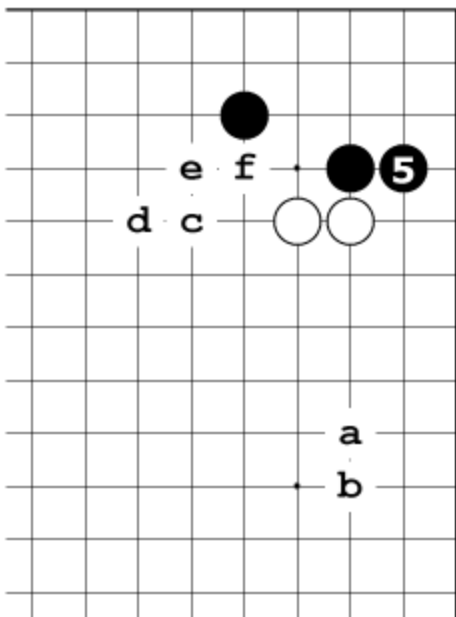
White continues with 'a *'.

White 'b' is a vulgar mistake.



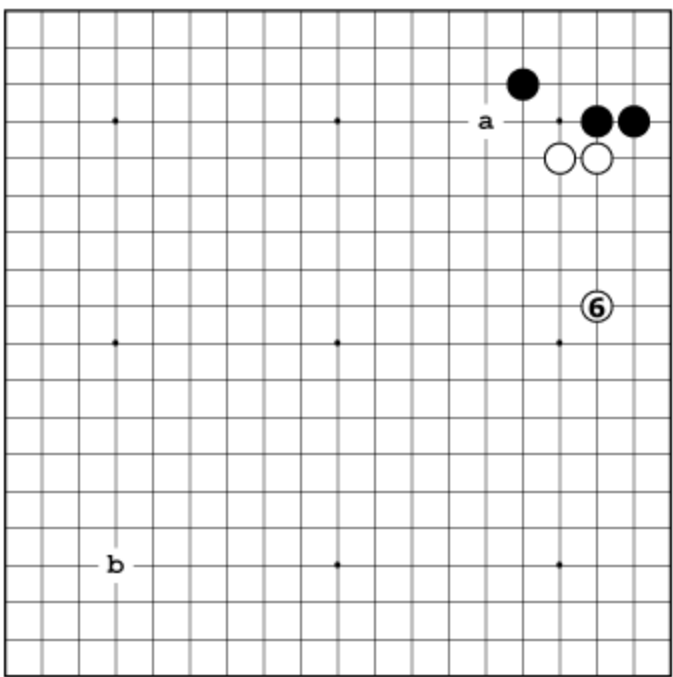
④ White 4 is absolutely necessary.

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

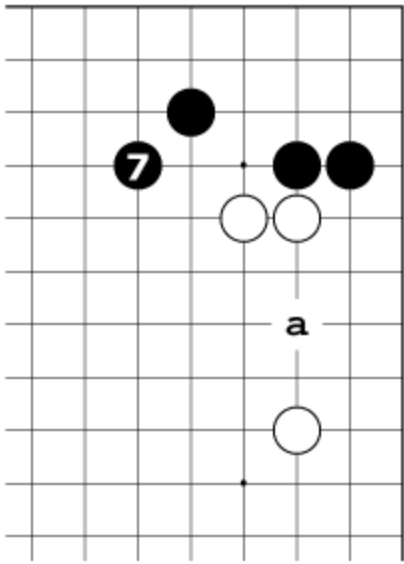


⑤ White continues with 'a' * to 'c' *, 'd' *. White 'e' and 'f' are not recommended.

e5, d4, c3, b2, a1

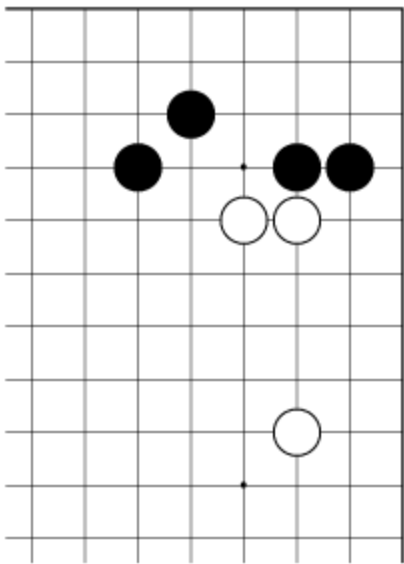


⑥ Black plays at 'a' * or elsewhere ('b').

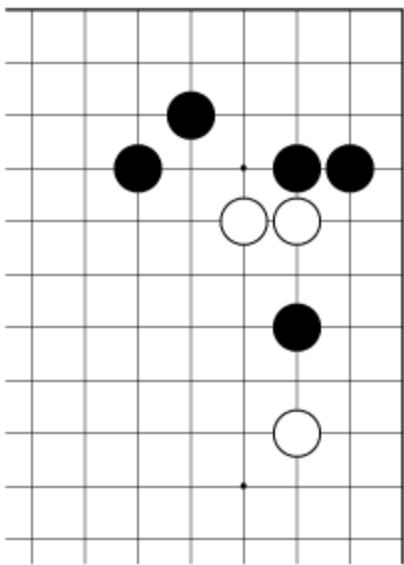


⑦ * GOOD VARIATION *

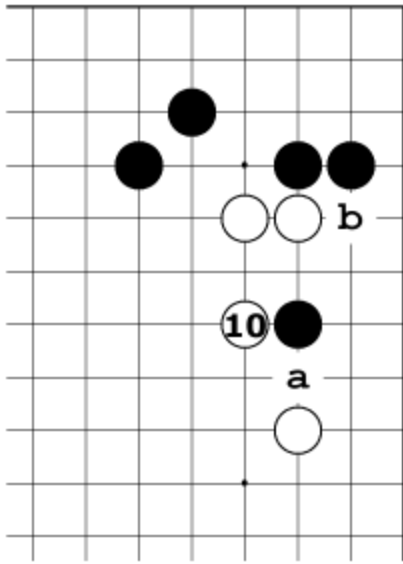
Black 'a' after the joseki is not recommended.



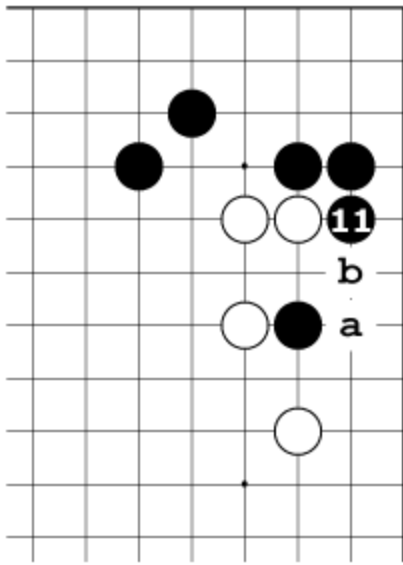
⑧ White plays elsewhere.



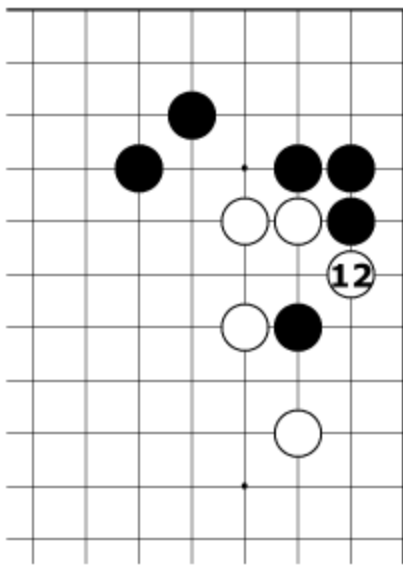
⑨ Black 8 is not an effective invasion.



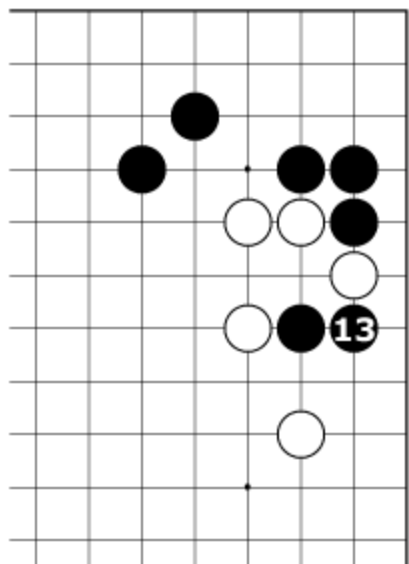
⑩ Black may try 'a' or 'b'.



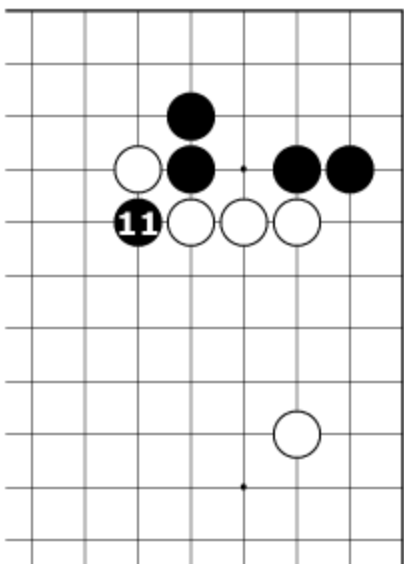
⑪ White continues with 'a'. White 'b' is a mistake.



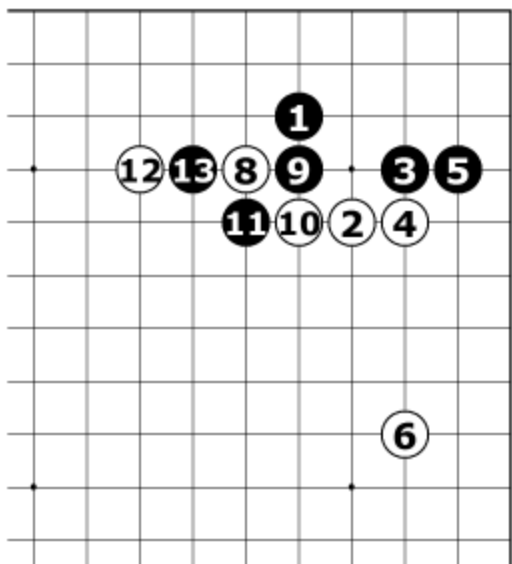
⑫ White 11 is a mistake.



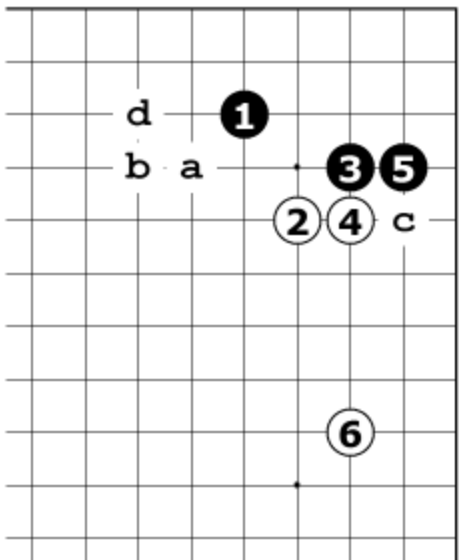
13 Black can connect however White plays.



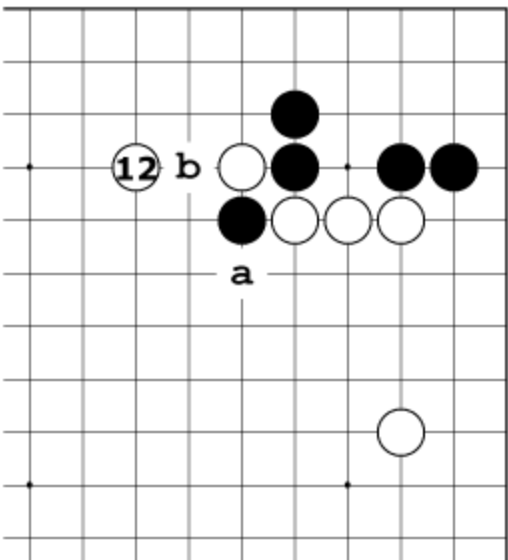
11 Black 10 is needlessly aggressive.



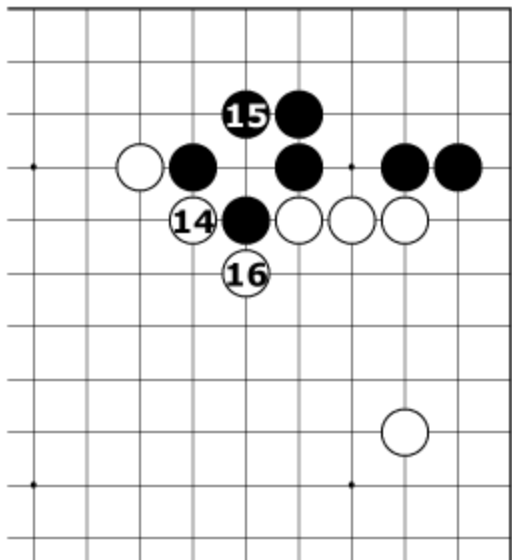
13 Black 12 is obvious, and a mistake.



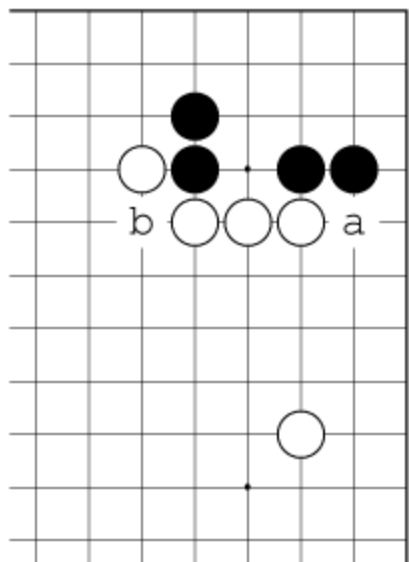
7 Black plays elsewhere. White presses with 'a' or 'b'. White 'c' is also possible. White 'd' is unreasonable.



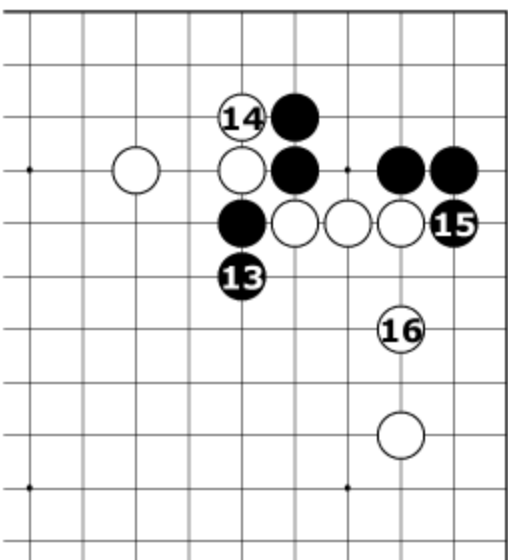
12 Black continues with 'a'. Black 'b' is a mistake.



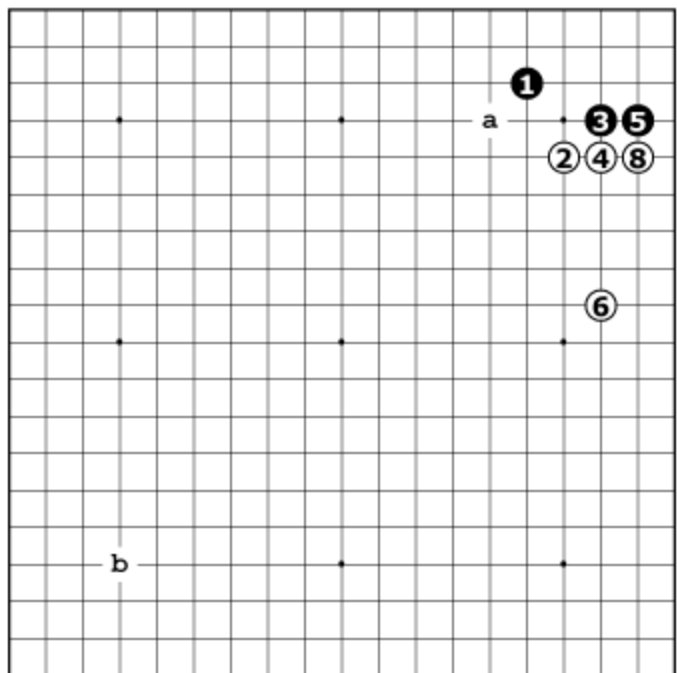
16 White squeezes.



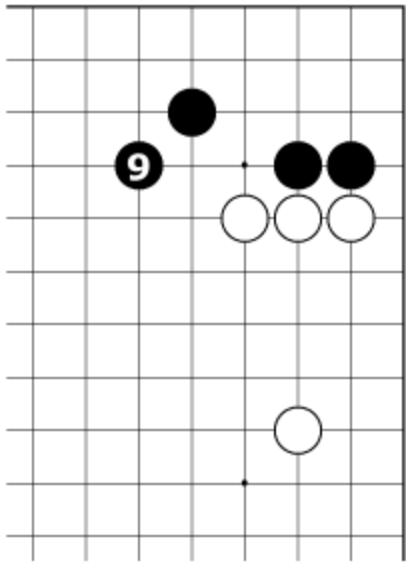
10 Black continues with 'a'. Black 'b' is an overplay.



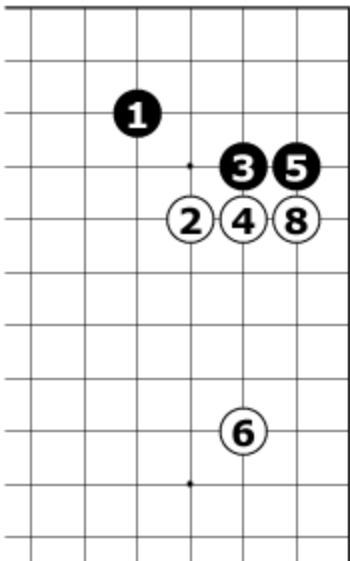
16 Black gets the worst of it. Taking care of the two Black center stones will be a burden.



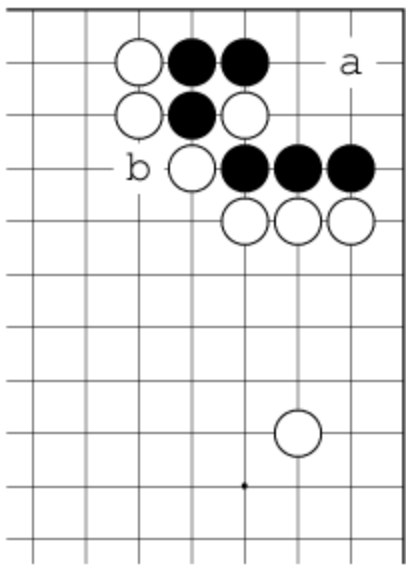
8 Black 'a' is essential. Black cannot afford to play elsewhere ('b').



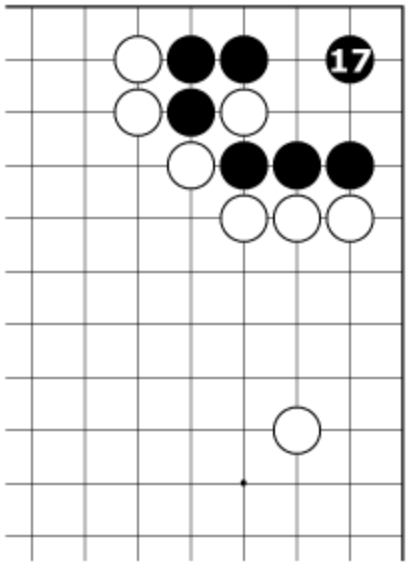
9 Black 8 is essential.



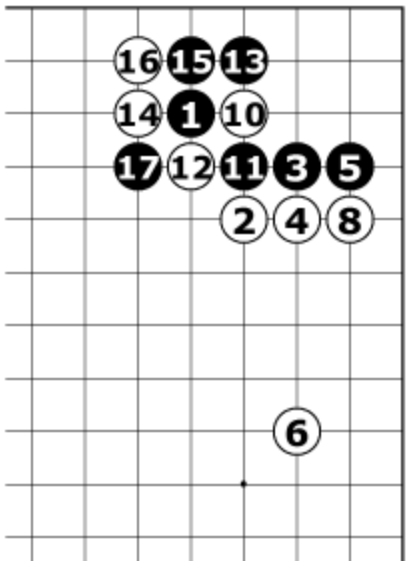
9 Black plays elsewhere, a mistake.



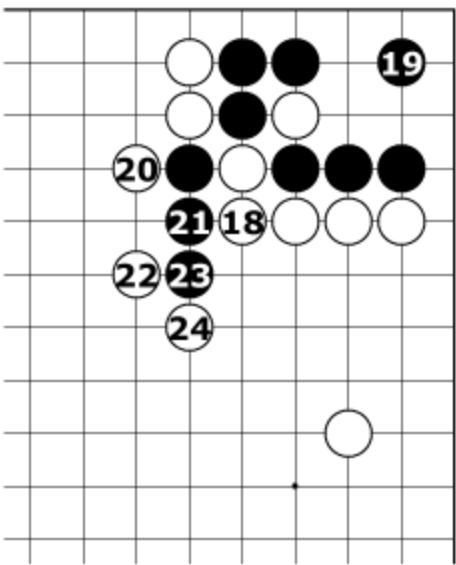
16 Black continues with 'a'. Black 'b' is not recommended.



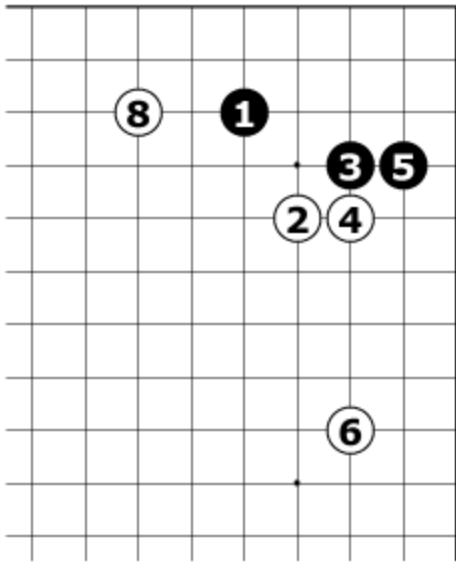
17 Black makes eye shape.



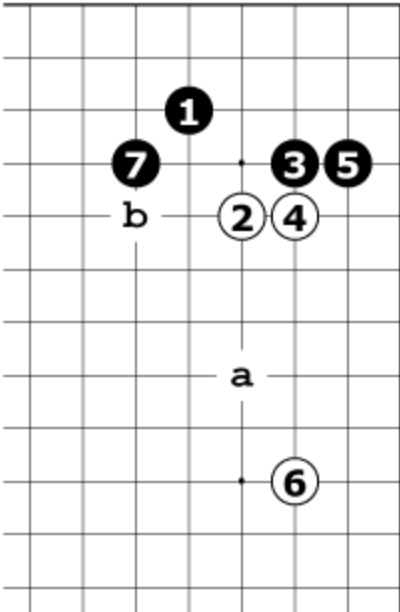
17 Black 17 is not recommended.



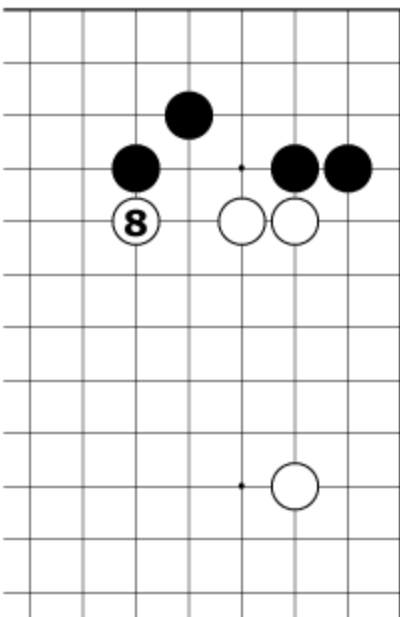
24 Black cannot escape.



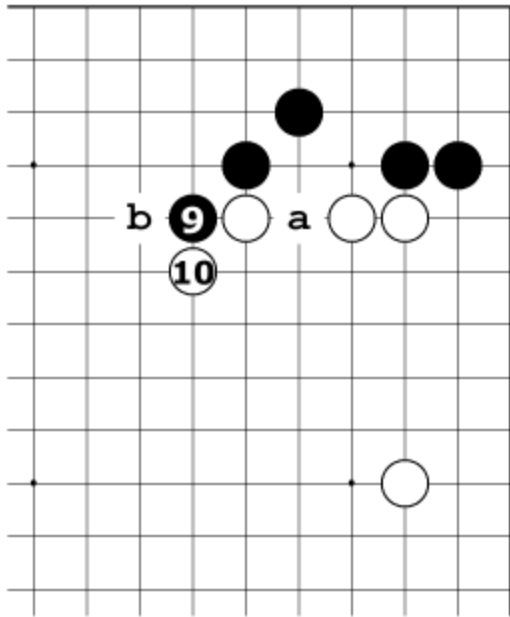
8 Locally, White 7 is unreasonable, though it may be helpful toward the upper left.



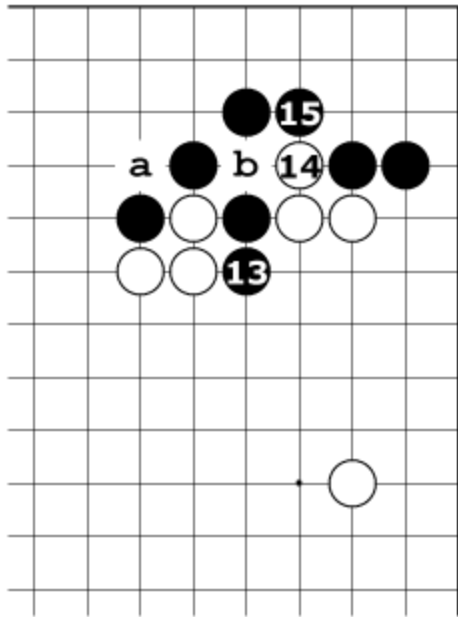
7 White continues with 'a'. White 'b' is not recommended.



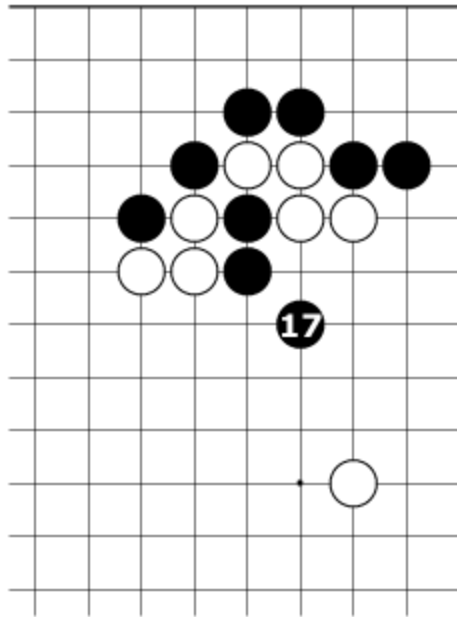
8 White 8 is not recommended.



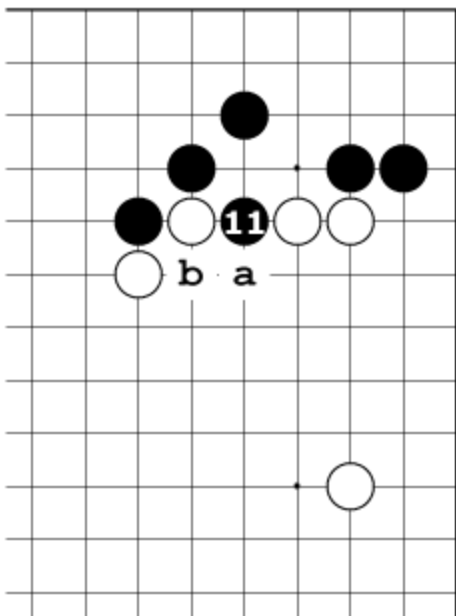
10 Black continues with 'a'. Black 'b' is too mild.



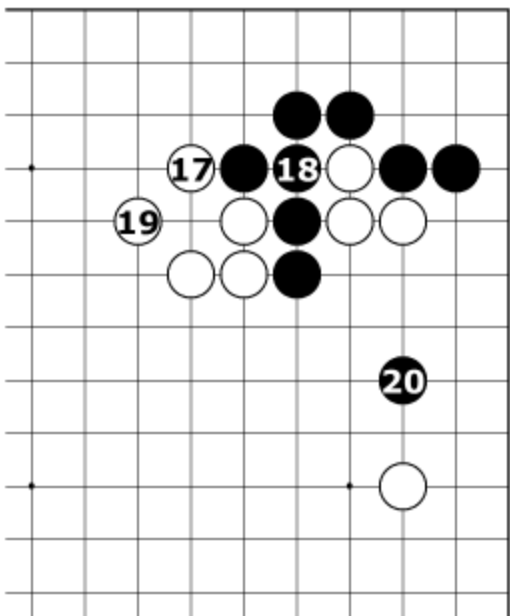
15 White continues with 'a'. White 'b' is a mistake.



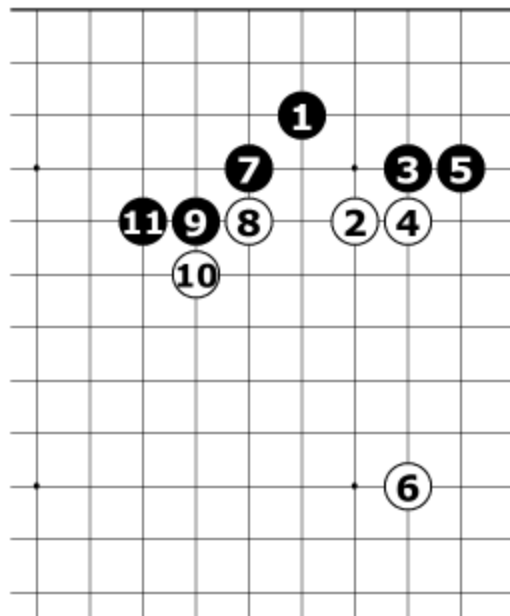
17 Black captures White's four stones.



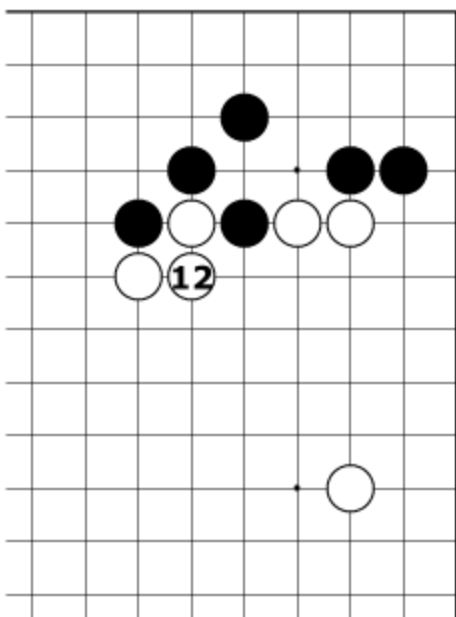
11 White continues with 'a'. White 'b' is a mistake.



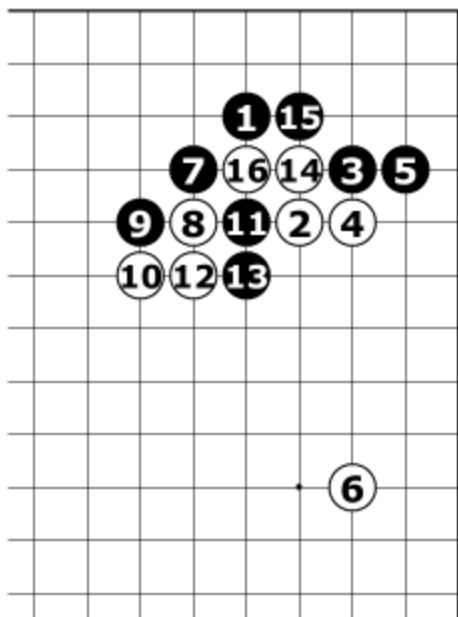
20 Black captures the three White stones and gets a very favorable result.



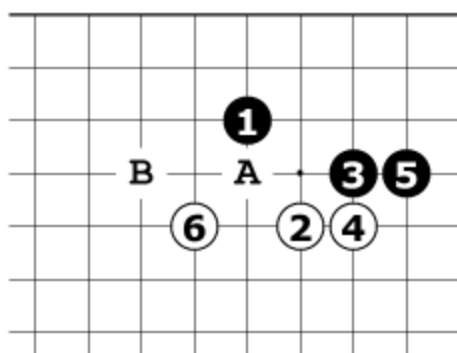
11 Black 11 is too mild.



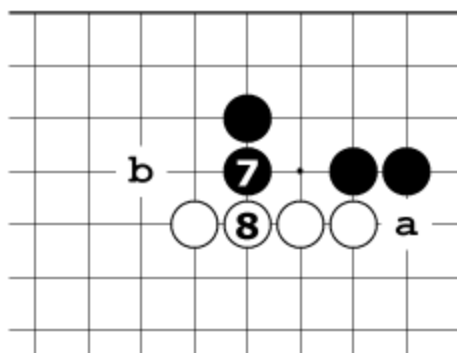
12 White 12 is a mistake.



16 White 16 is a mistake.

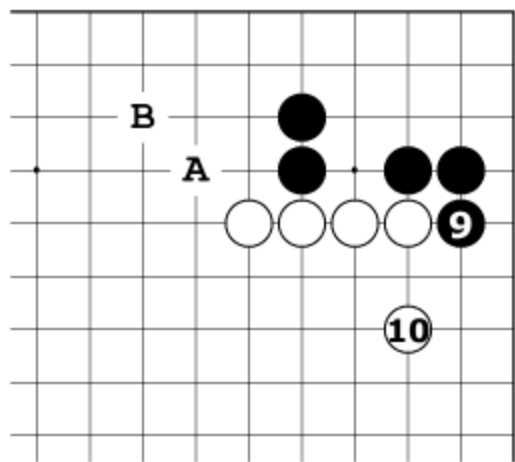


6 'A *' is joseki, 'B' is a mistake.

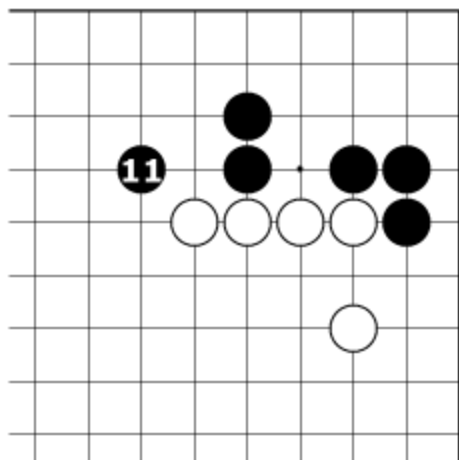


8 Black continues with 'a *'. Black 'b' is a mistake in

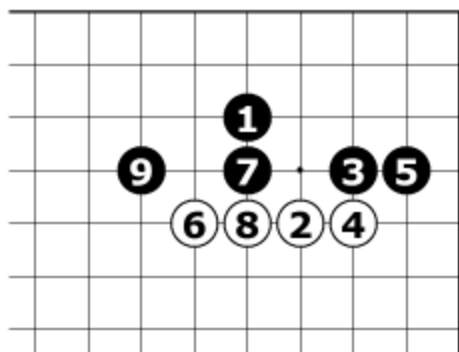
order.



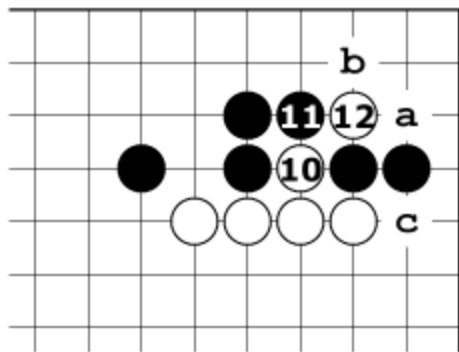
10 'A *' or 'B'.



11 * GOOD VARIATION *



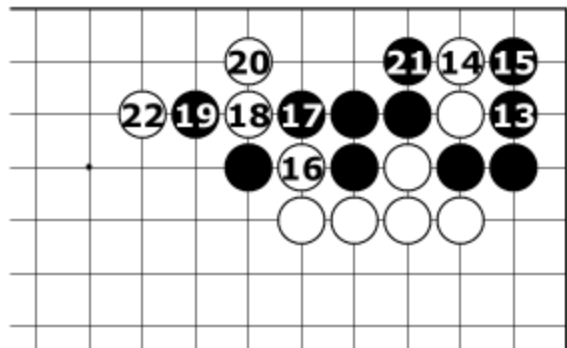
9 Black 9 is a mistake in order of play.



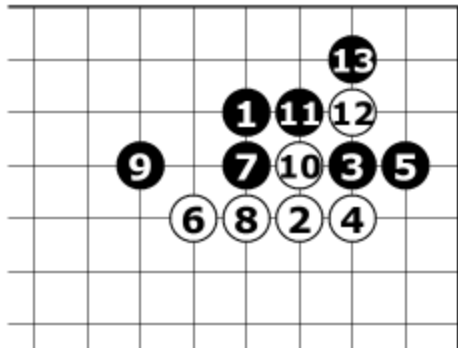
12 Answering White 12 is a problem for Black.

Black continues with 'a'.
Black 'b' makes White 'c'

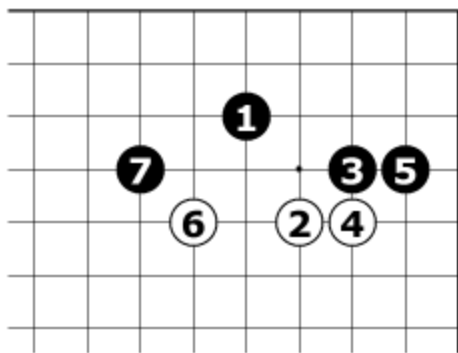
sente, giving White excellent thickness.



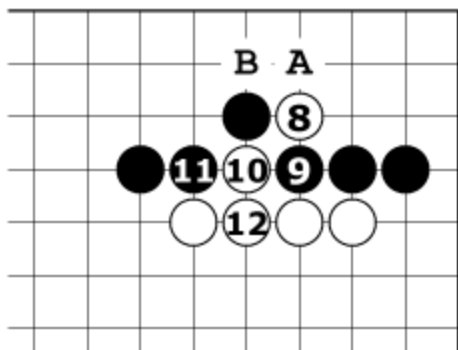
22 Black has poor prospects in the fighting ahead.



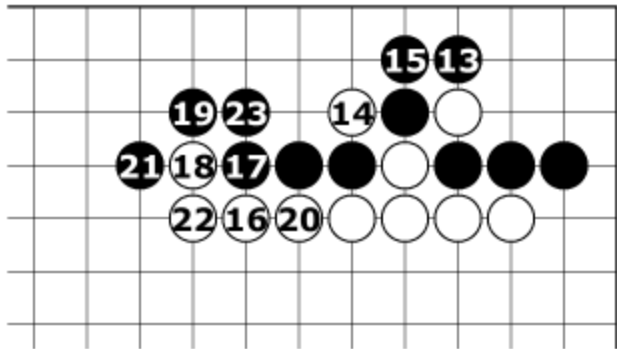
13 Black 13 is not recommended.



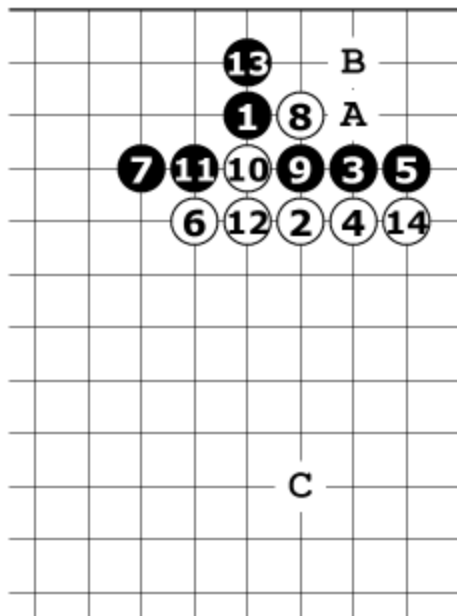
7 Black 7 is a mistake.



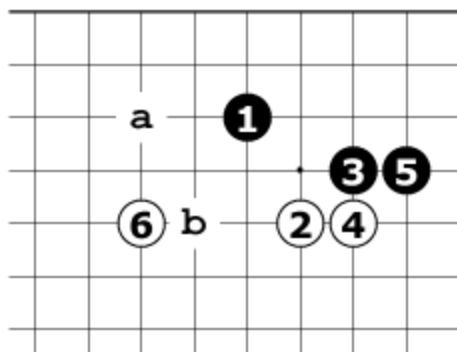
12 'A' or 'B'.



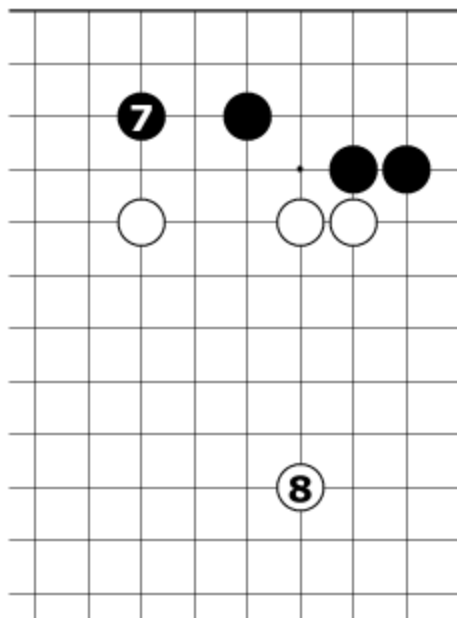
23 White gains magnificent thickness in sente.



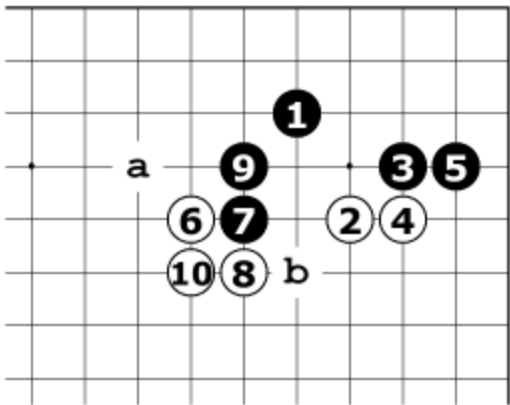
14 Black plays 'A'. 'B' is a minor mistake. Not playing in the corner, e.g. 'C', is a big mistake.



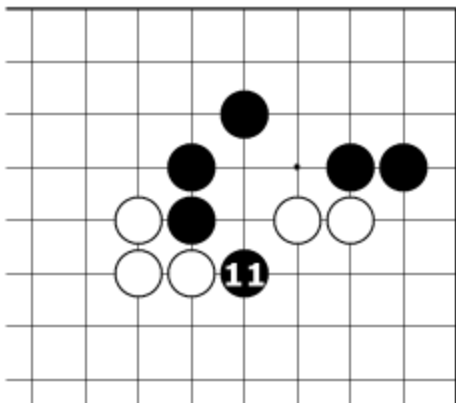
6 Black continues with 'a *' or 'b'.



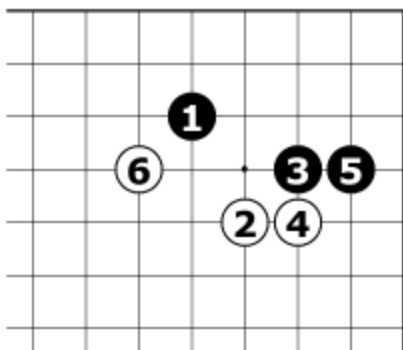
⑧ * GOOD VARIATION *



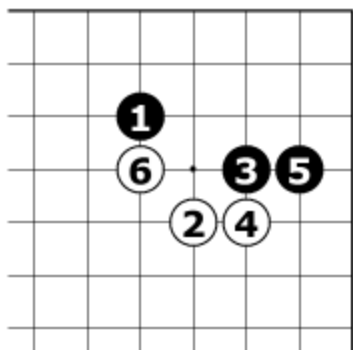
⑩ Black continues with 'a'.
Black 'b' is an overplay.



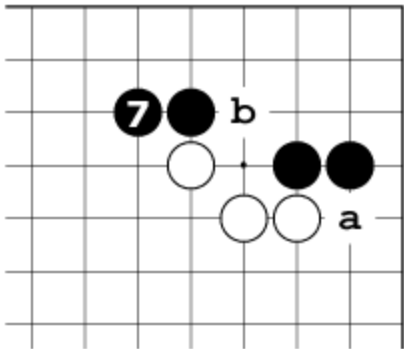
⑪ Black 11 is unreasonable.



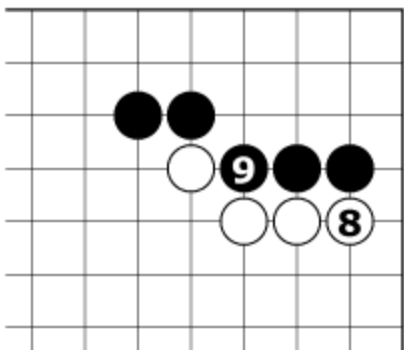
⑥ White 6 is an overplay.



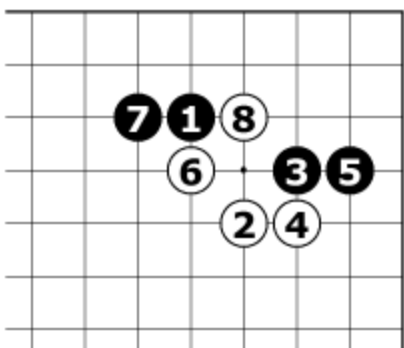
⑥ White 6 is ineffective; a bad play.



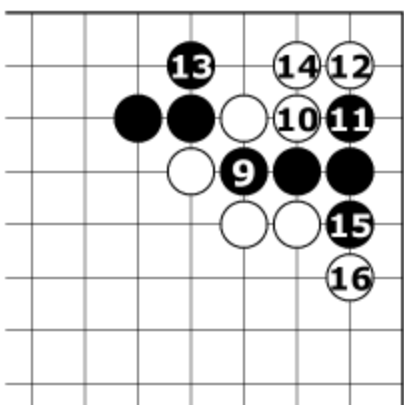
⑦ White continues with 'a'.
White 'b' is hopeless.



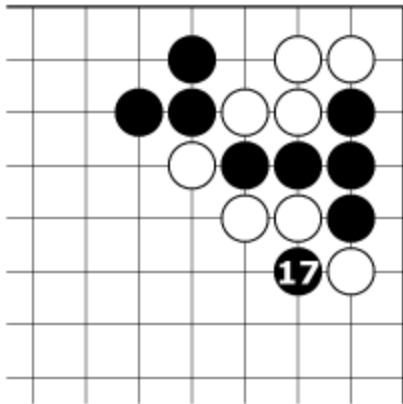
⑨ It is obvious that White 6 served no good purpose.



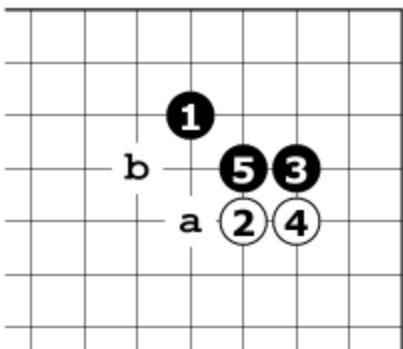
⑧ White 8 is a costly mistake.



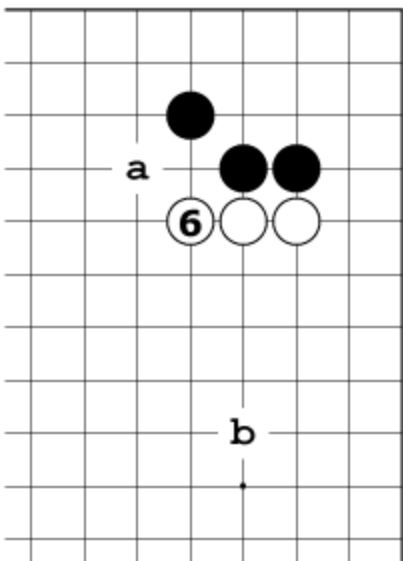
⑩ White 16 is the cap to this unreasonable sequence.



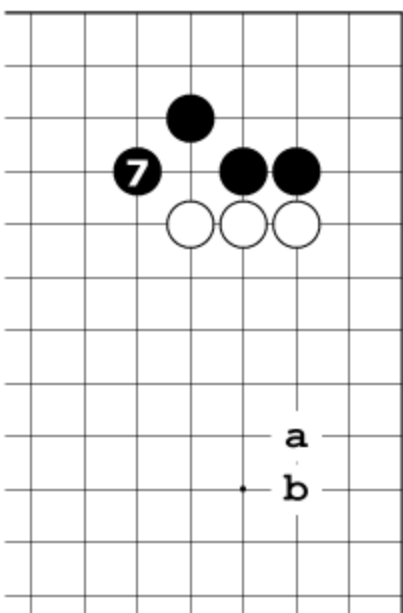
⑪ White cannot possibly save the situation.



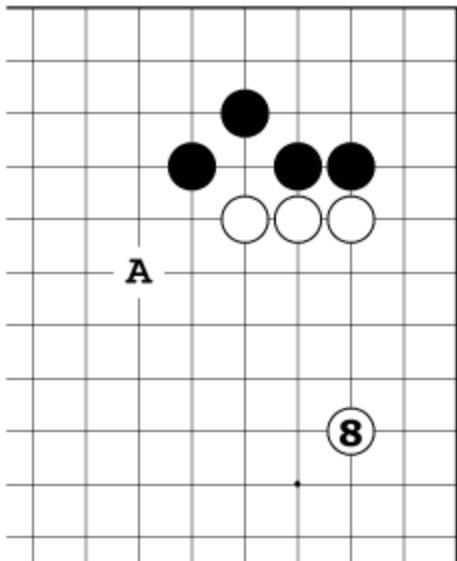
⑤ White 'a *' is the traditional continuation, but 'b' is also playable.



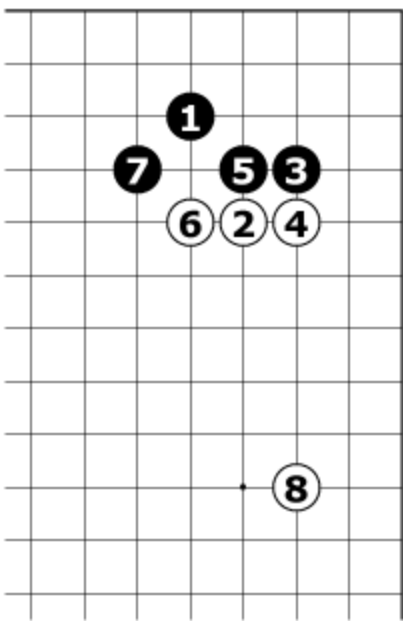
⑥ Black continues with 'a *' or 'b'.



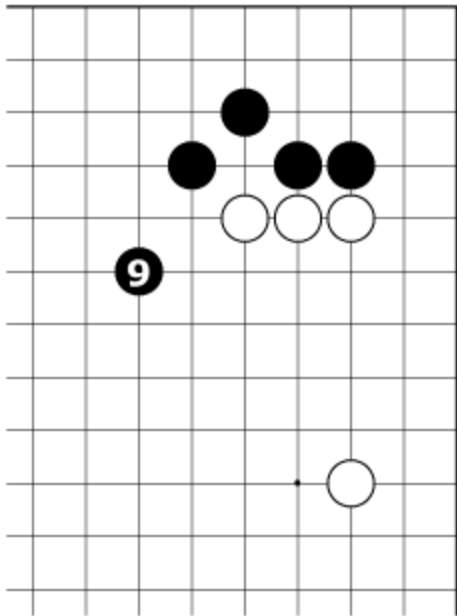
7 White continues with 'a *'. White 'b' is too far an extension.



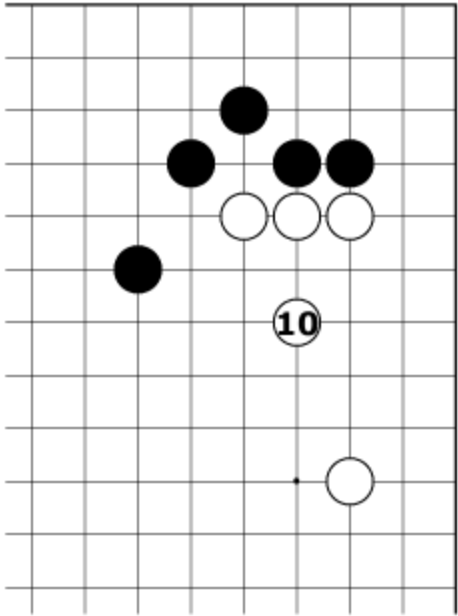
8 * GOOD VARIATION *
A is now a big continuation for both.



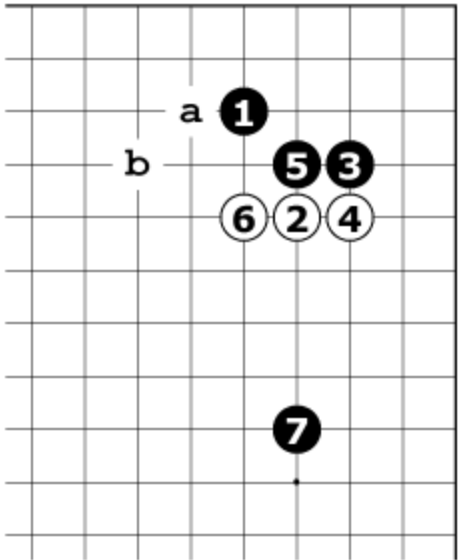
8 White 8 is too far an extension. This shows the value of the proverb: "from a wall of two, extend three" and so on.



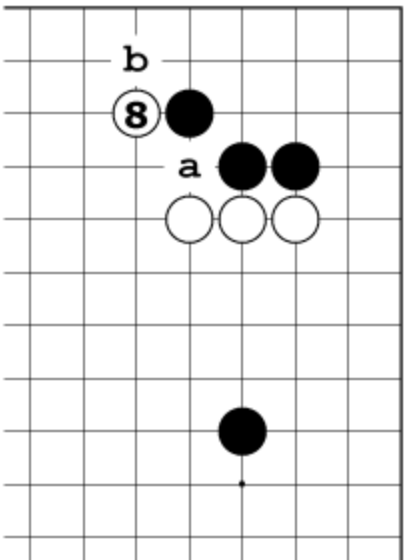
9 Now Black threatens an invasion...



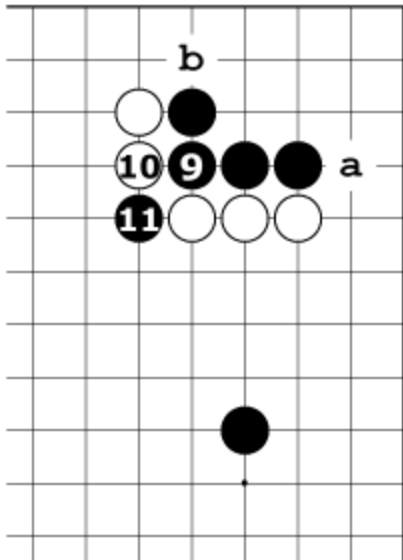
10 ...which White must defend, making White 8 a bad move.



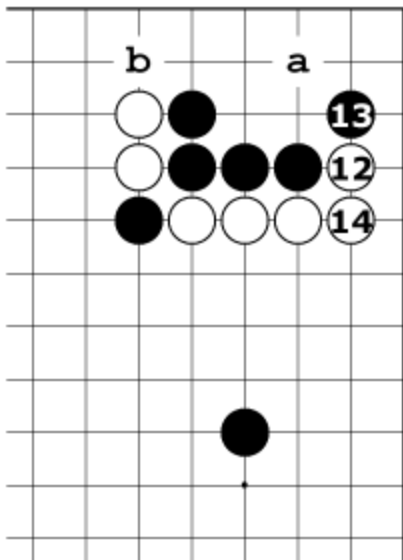
7 White continues with 'a' or 'b'.



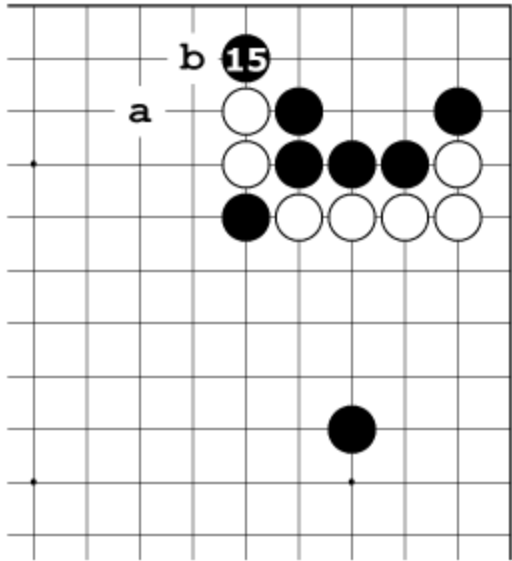
8 Black continues with 'a'. Black 'b' is weak.



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

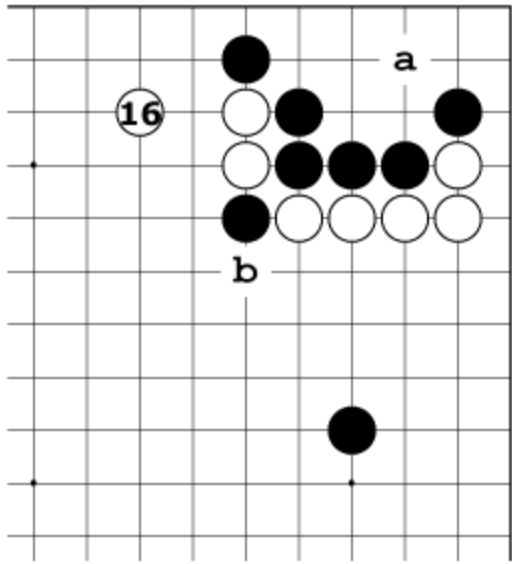


14 Black continues with 'a'. Black 'b' is not recommended.

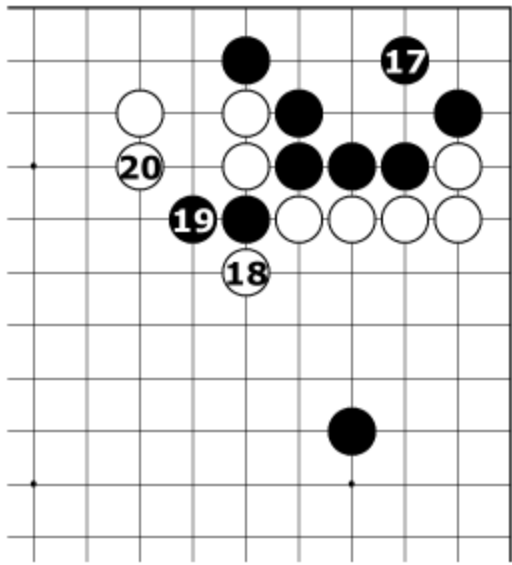


15 Black 15 is not recommended.

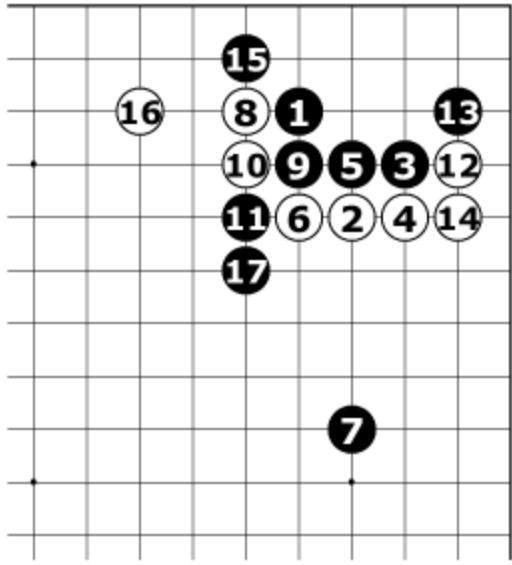
White continues with 'a'. White 'b' is a mistake.



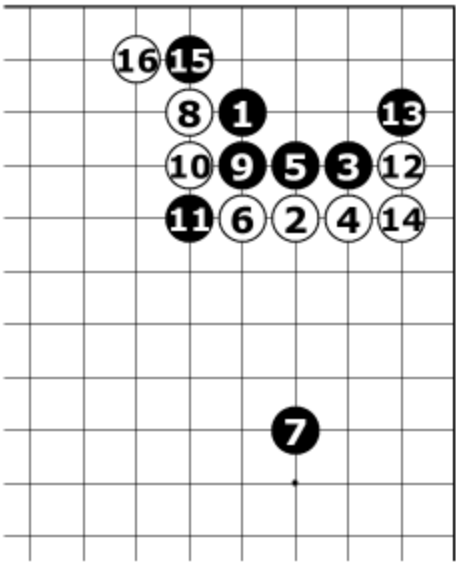
16 Black must play 'a' to live in the corner. Black 'b' is unreasonable.



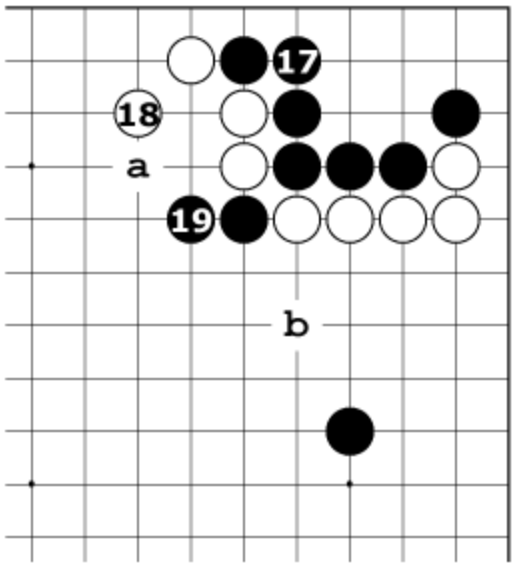
20 White's prospects are good in the fight ahead.



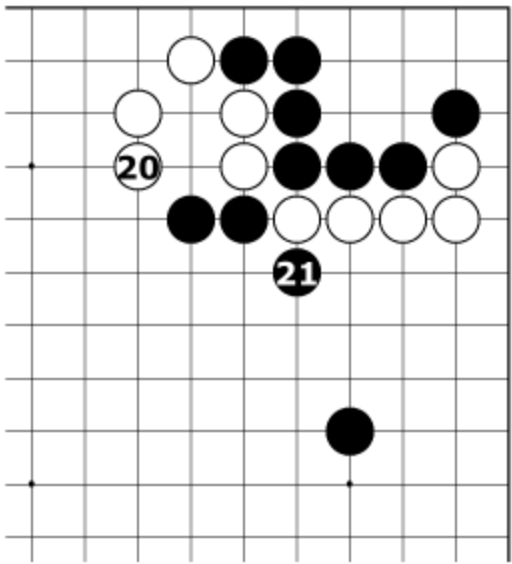
17 Black 17 is a mistake.



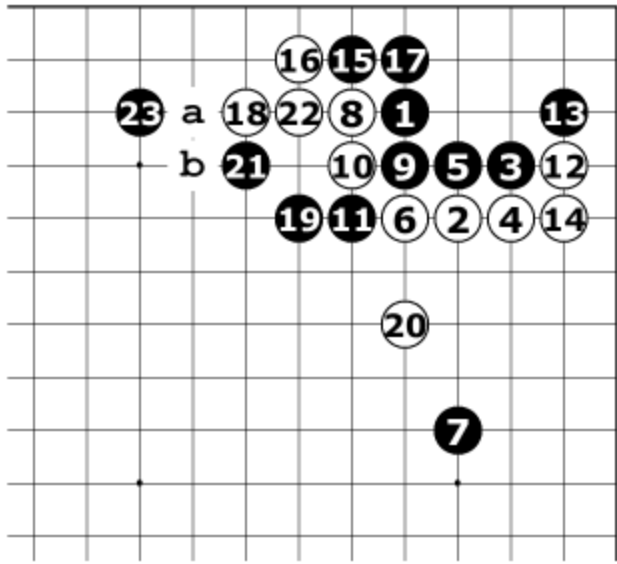
16 White 16 is a mistake.



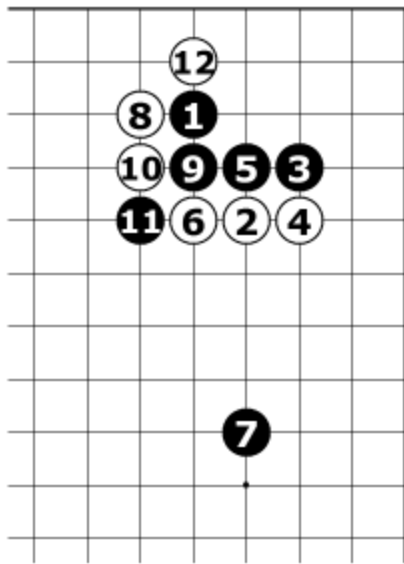
19 White may try 'a' or 'b'.



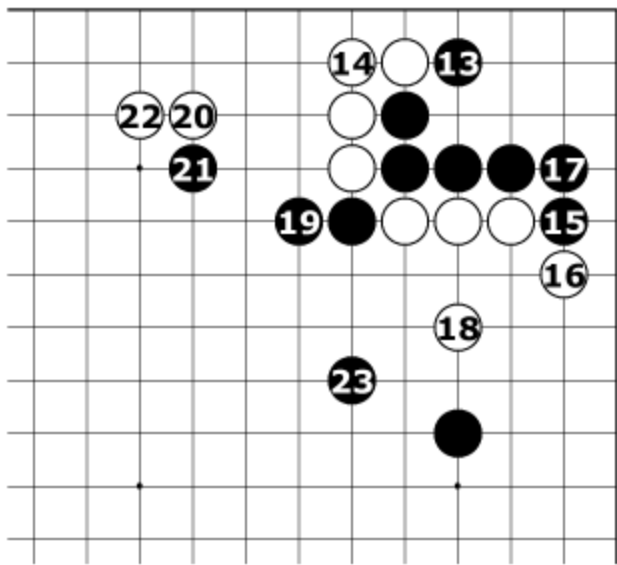
21 White will struggle to have his 5 stones live.



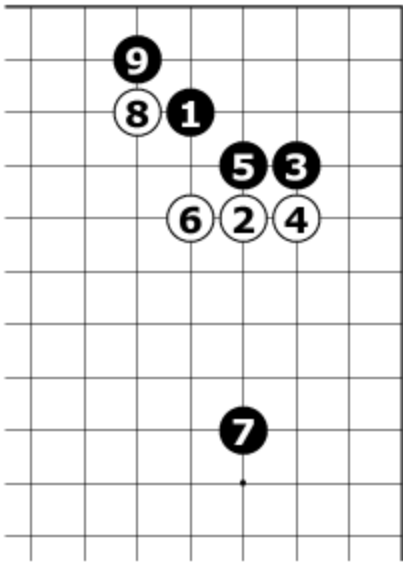
23 White may try 'a' or 'b'. Neither work.



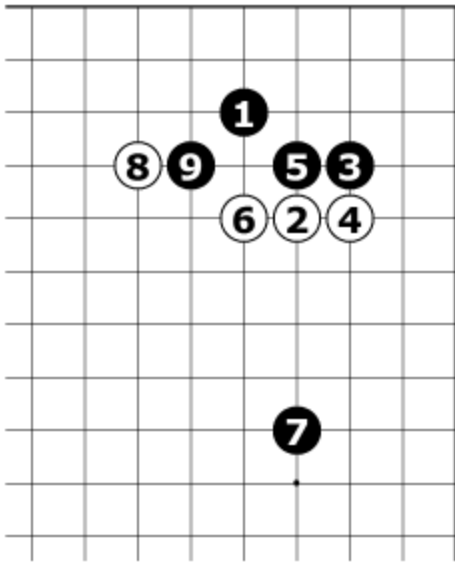
12 White 12 is a mistake.



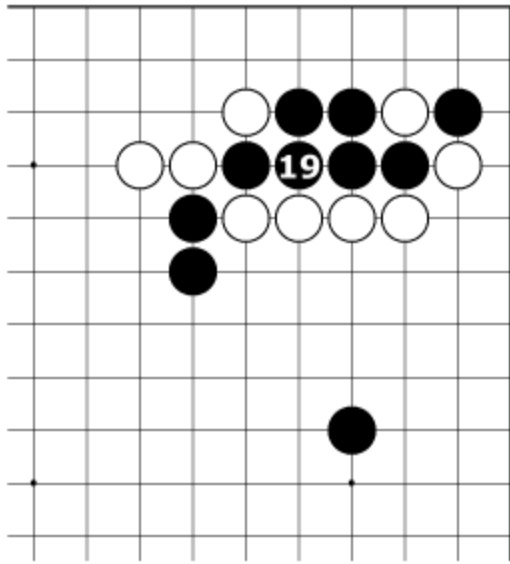
23 Black builds thickness if White struggles to live on the right.



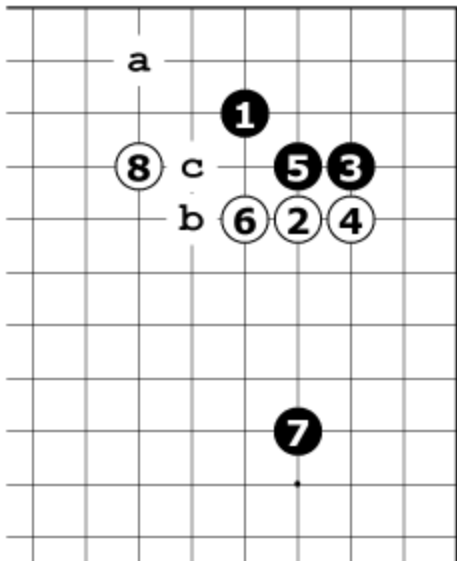
Black 9 is submissive.



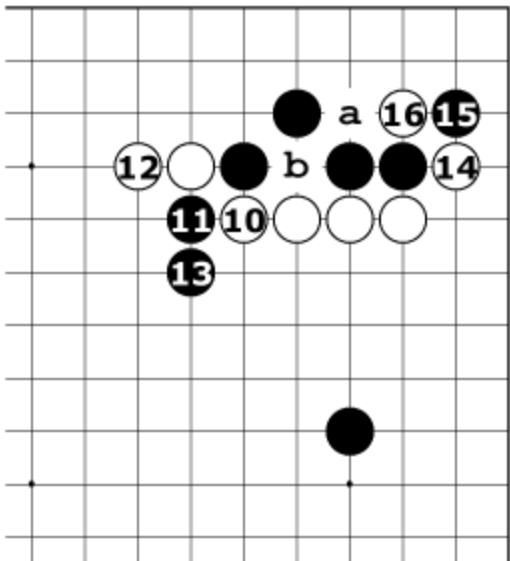
Black 9 is a mistake.



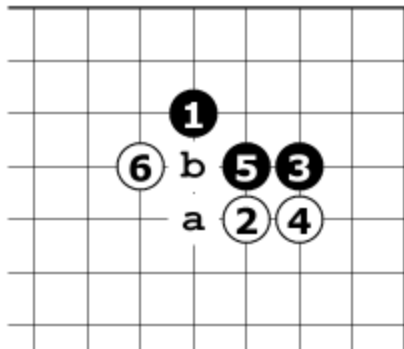
Black 19 is a mistake.



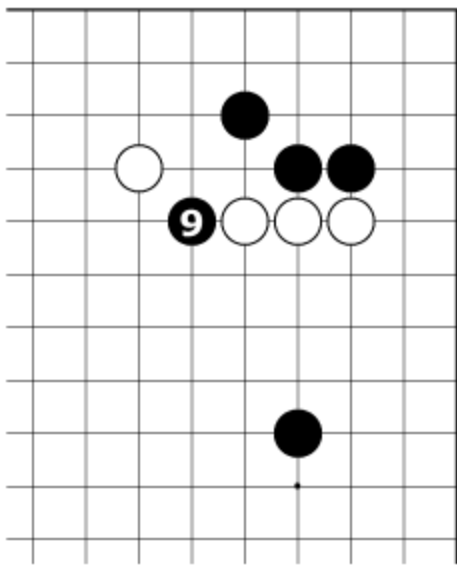
Black continues with 'a'. If Black has the ladder to the lower left, Black may play 'b'. Black 'c' is a mistake.



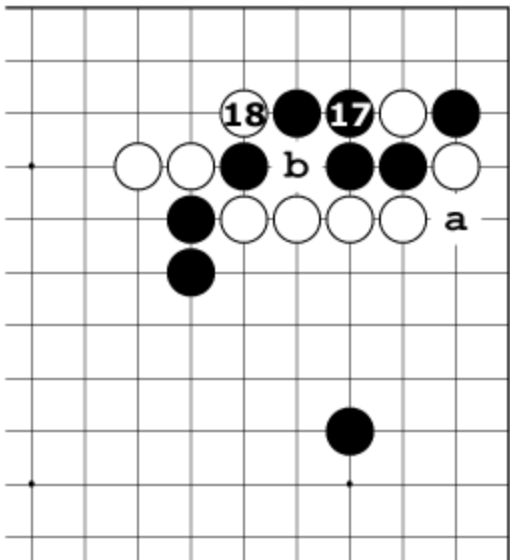
Black may try 'a' or 'b'.



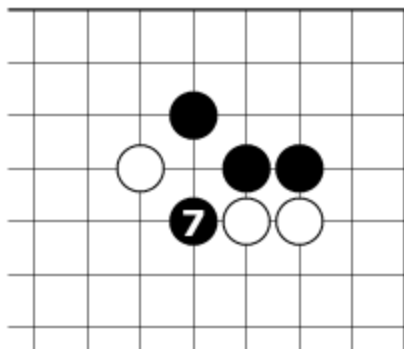
Black continues with 'a' or 'b'.



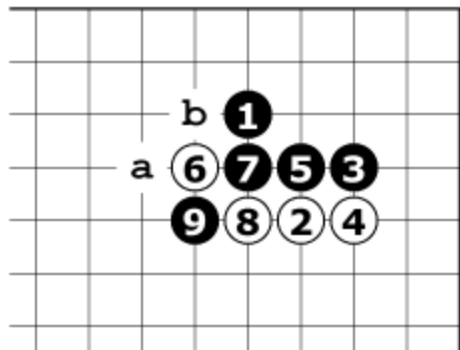
Black must have the ladder to play this way.



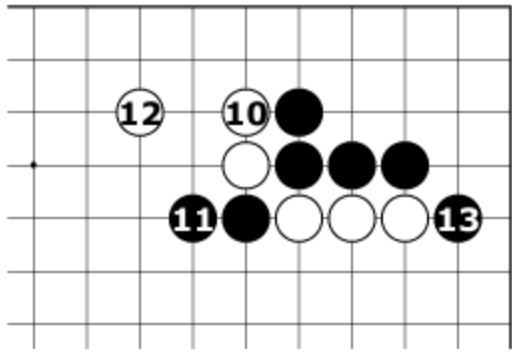
Black continues with 'a'. Black 'b' only makes matters worse.



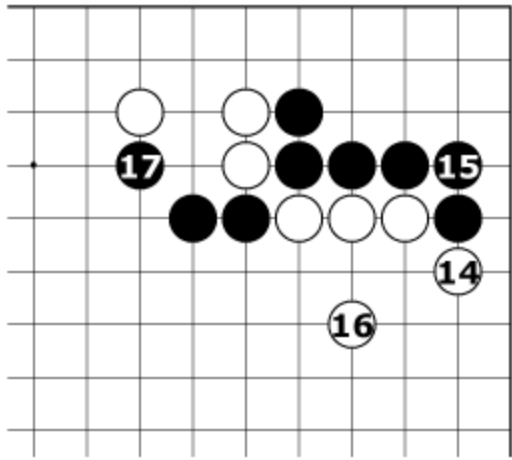
Black 7 appeared in a professional game in 1956.



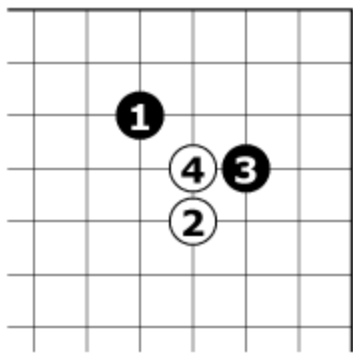
White continues with 'a'. White 'b' is not recommended.



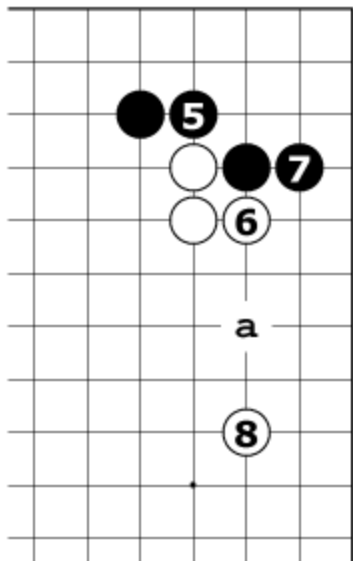
13 Black secures the corner.



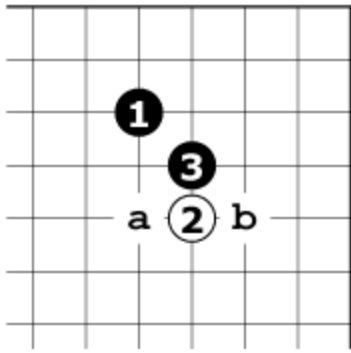
17 Black takes advantage of White's bad shape.



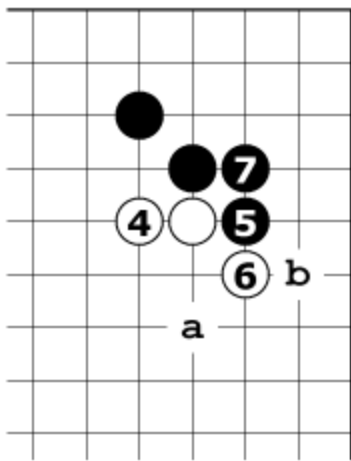
4 White 4 is an incredibly vulgar mistake, allowing Black to solidfy corner profit with no compensation.



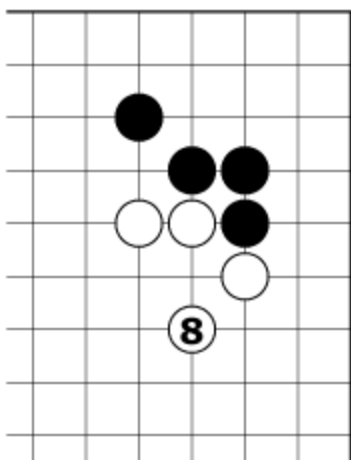
8 The threat of Black 'a' is real.



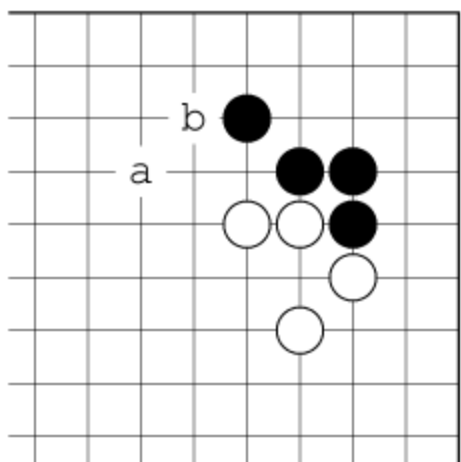
3 Black 3 looks strange but can be quite practical. White continues at 'a *' or 'b *'.



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

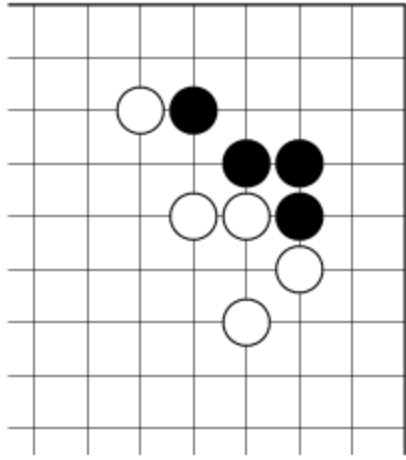


8 * GOOD VARIATION *

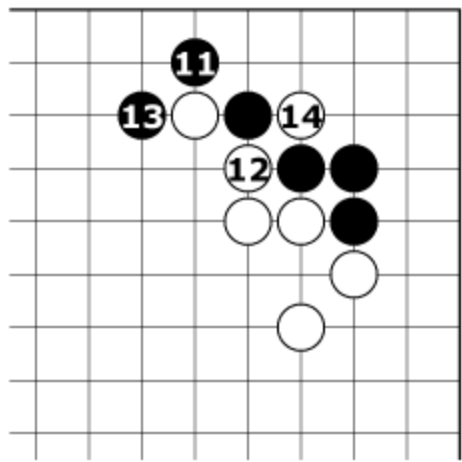


9 Black plays elsewhere. White continues locally with

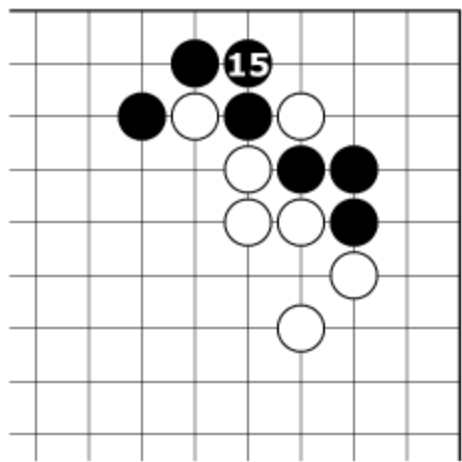
'a'. White 'b' is unreasonable.



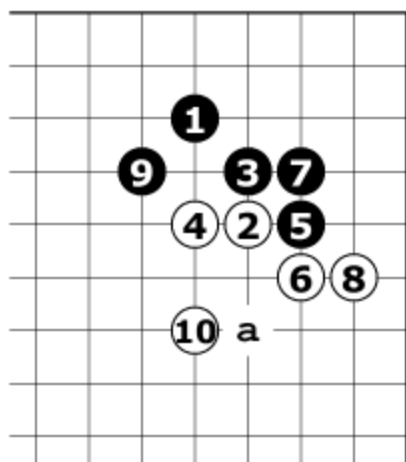
10 White 9 is unreasonable.



14 White 13 is unreasonable.

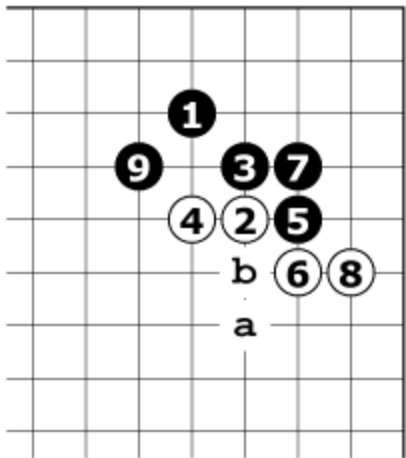


15 White has not good follow-up.



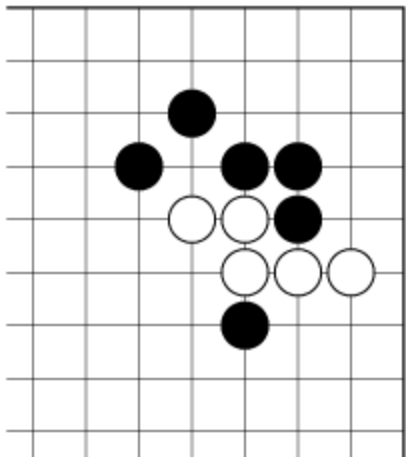
10 * GOOD VARIATION *

White 10 is proper as Black 'a' would spoil White's shape.

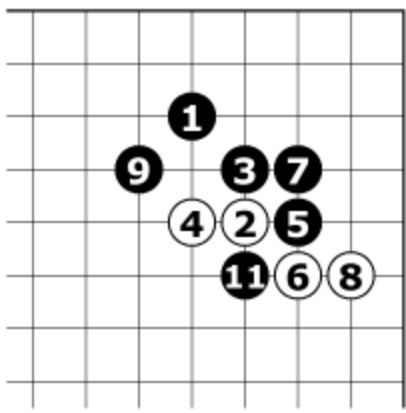


10 White plays elsewhere.

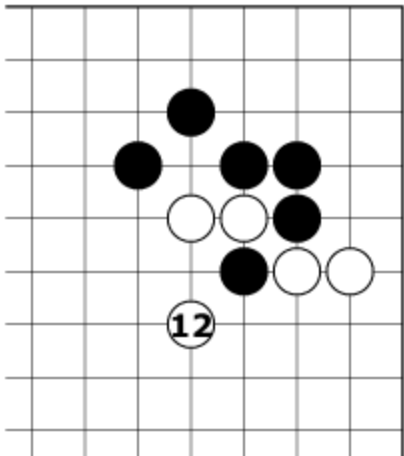
Black continues locally with the peep at 'a'. The cut at 'b' is not recommended.



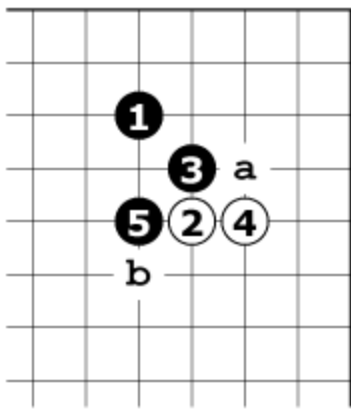
12 Now Black can figure out how best to continue.



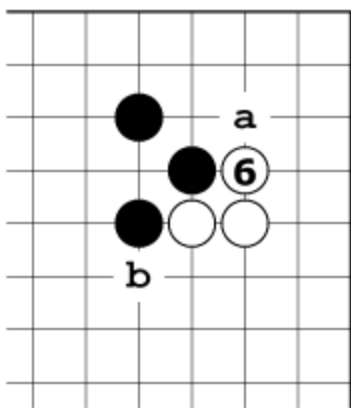
11 Black 10 is not recommended.



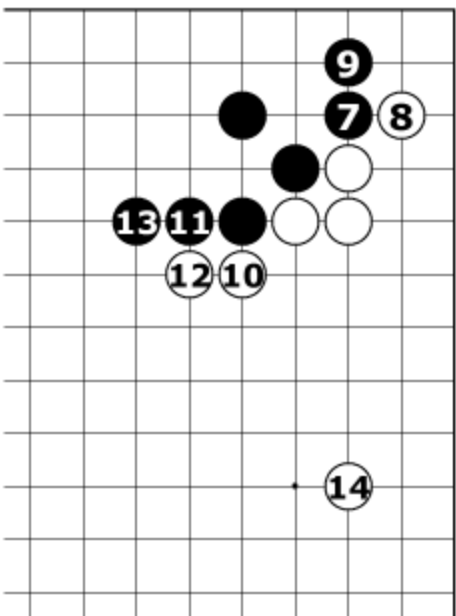
12 White settles by sacrificing the two stones.



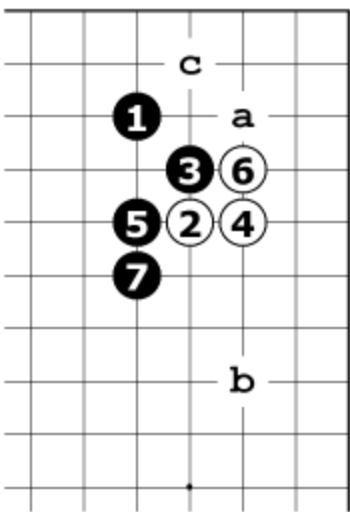
5 White continues with 'a' * or 'b'.



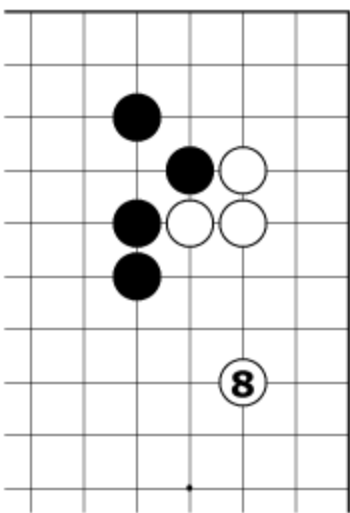
6 Black continues with 'a' * or 'b'.



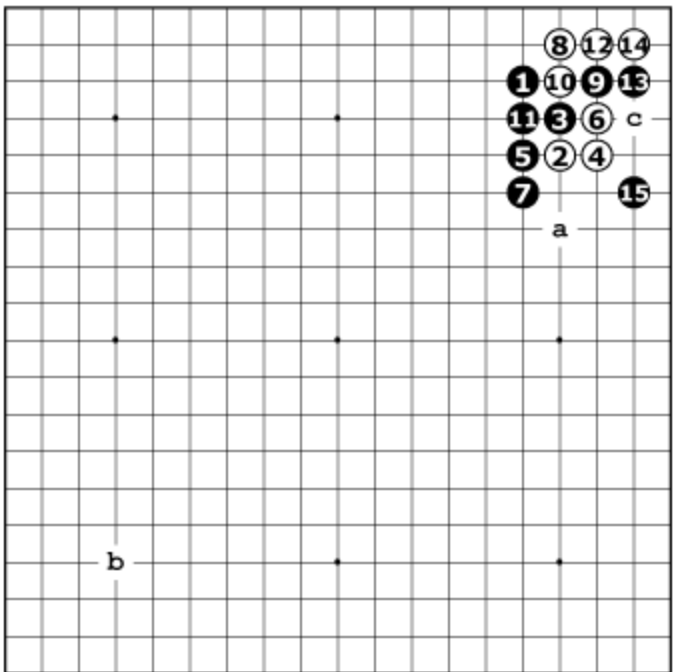
14 * GOOD VARIATION *



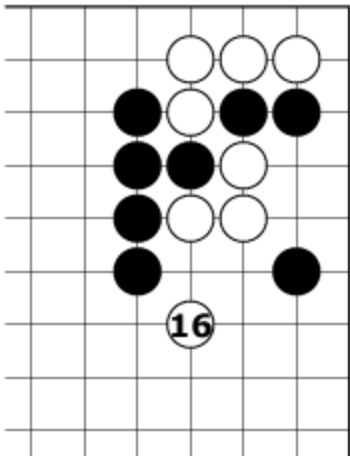
7 White continues with 'a'. White 'b' and 'c' are mistakes.



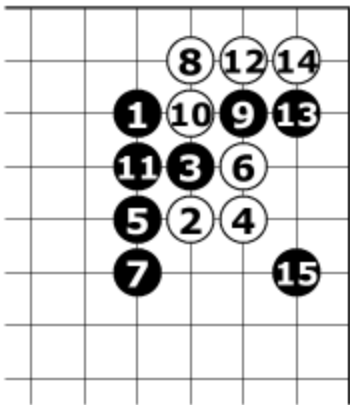
8 White 8 is a mistake.



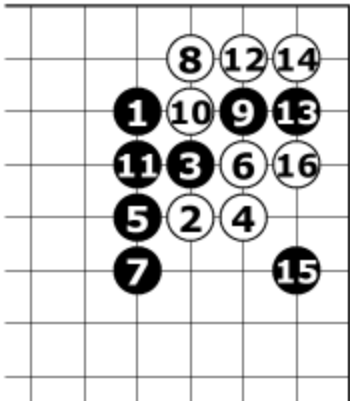
15 White continues with 'a'. Playing elsewhere ('b') is a mistake. Playing 'c' is submissive, but may be okay depending on the right side.



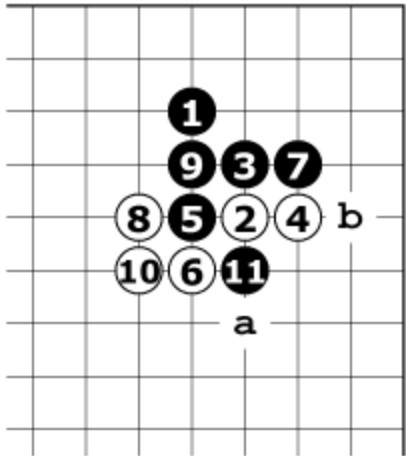
16 White plays 16 to introduce some complication into the situation.



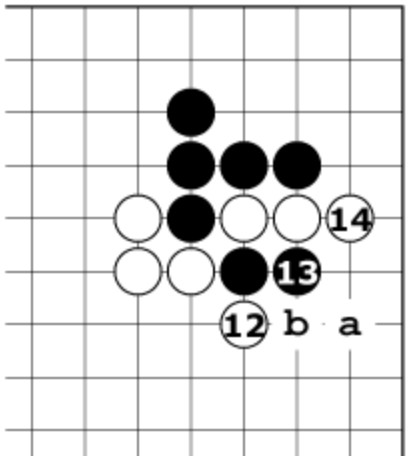
16 White plays elsewhere, a mistake.



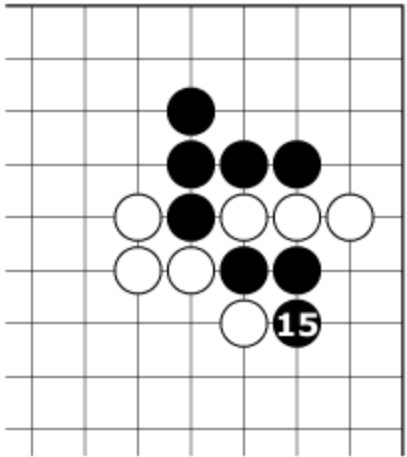
16 Black 16 is submissive.



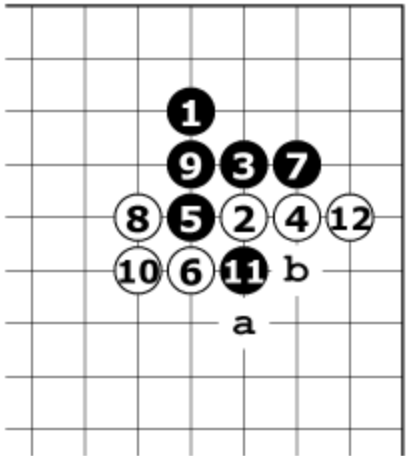
11 White continues with 'a' or 'b'.



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

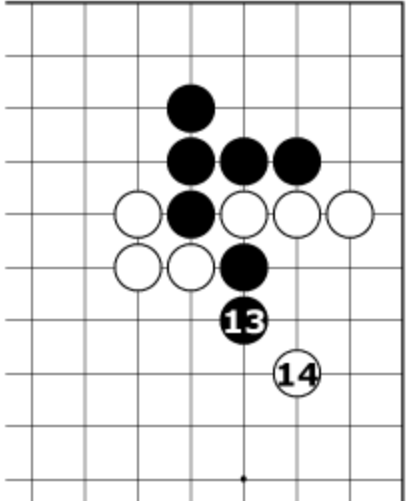


15 Black 15 is vulgar.

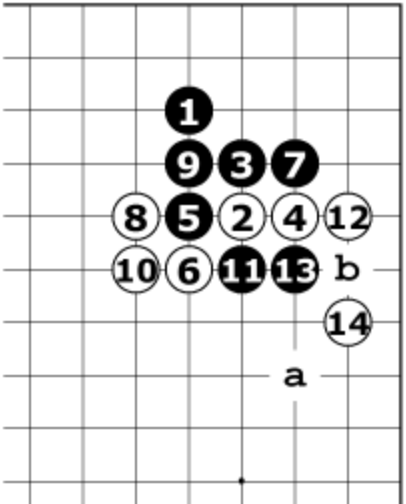


12 White 12 is a move of strong resistance.

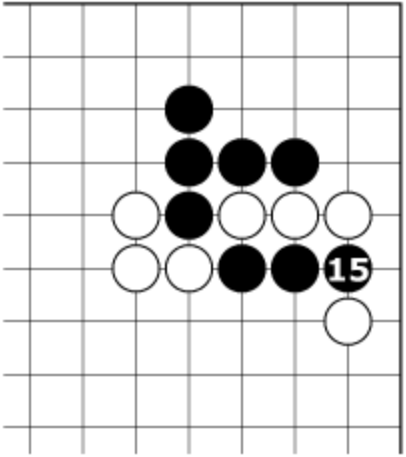
Black continues with 'a', possibly 'b'.



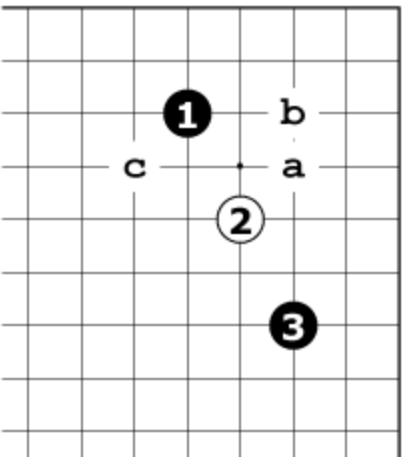
14 The fighting prospects from here are equal.



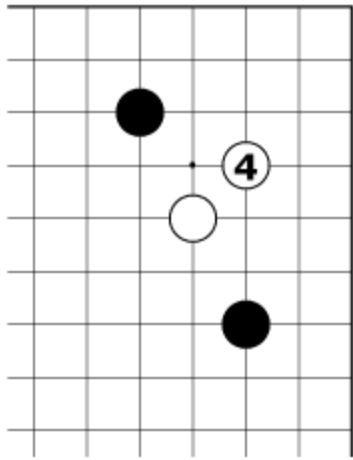
14 Black continues with 'a'. Black 'b' is a mistake.



15 Black 15 is a mistake.

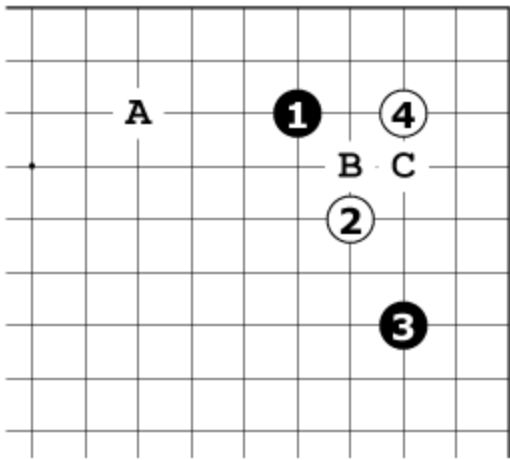


3 Black 3 is somewhat an exception. White continues with 'a *' to revert to joseki. White 'b' is also possible, but there is trick play potential. 'c' is also possible.

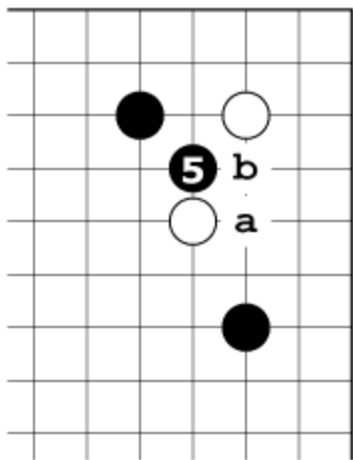


④ * GOOD VARIATION *

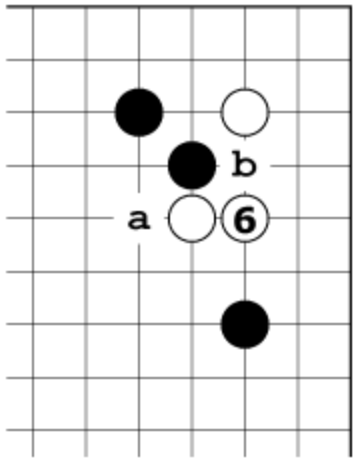
This gives the same result as when Black makes a two-space pincer against a White 3-4 stone (variation 2-1-5-5).



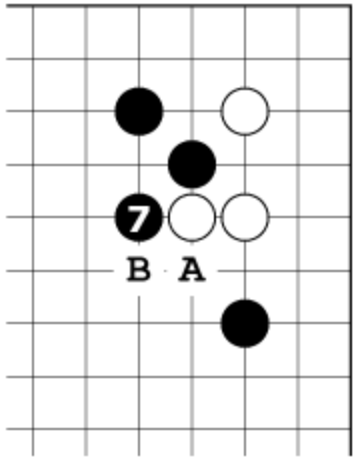
④ 'A' is mild and easy, 'B' leads to several more difficult variations. 'C' is a mistake.



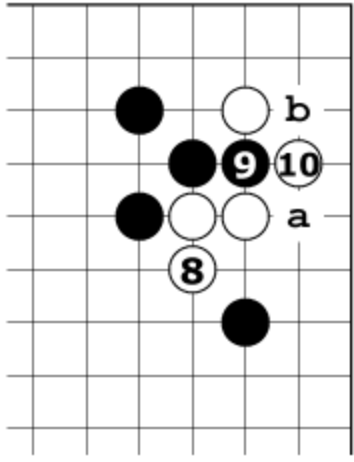
⑤ White continues with 'a'. White 'b' is a mistake.



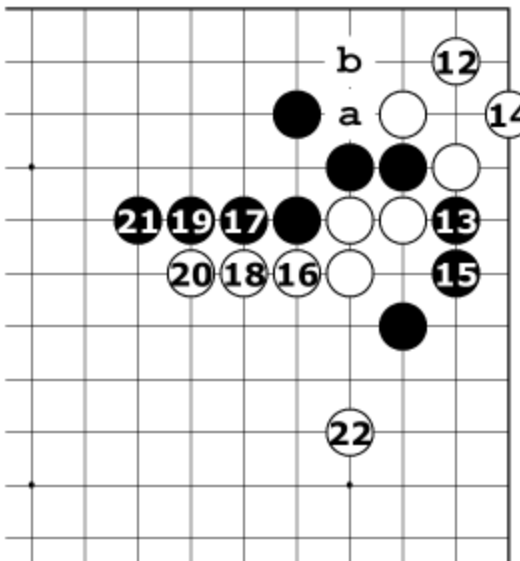
⑥ Black continues with 'a'; White takes the corner, Black outside. Black 'b' is not as favorable.



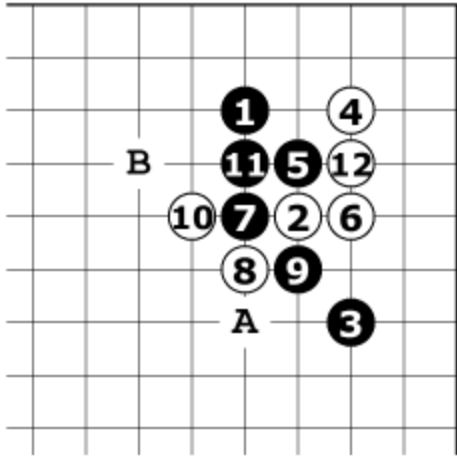
⑦ White continues with 'A'. 'B' will be cut and running.



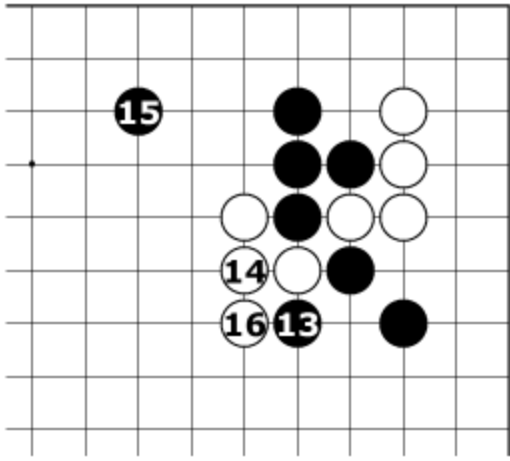
⑩ Black 'a' is better than 'b'.



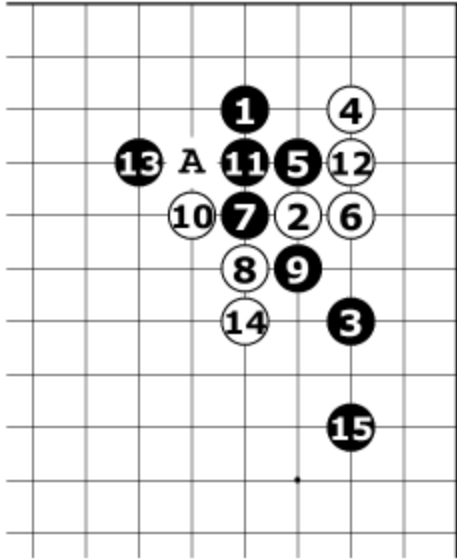
⑫ White can aim for 'a' and 'b' in the endgame, in which case the corner is worth 7 points.



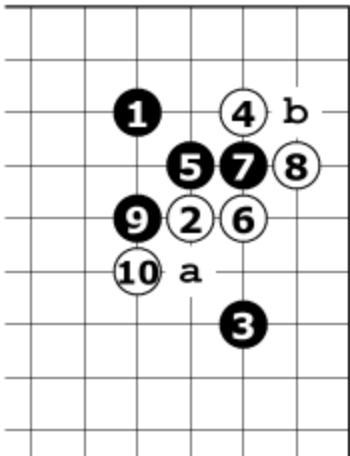
⑫ 'A' is correct, 'B' is possible.



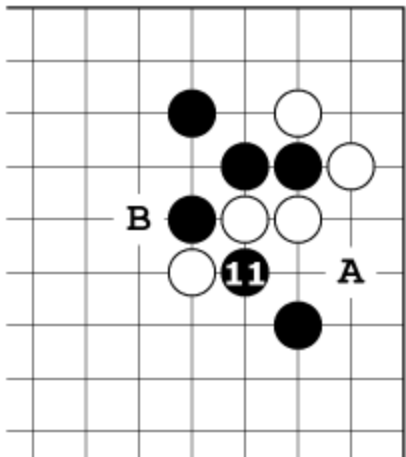
⑯ The fight continues on equal footing.



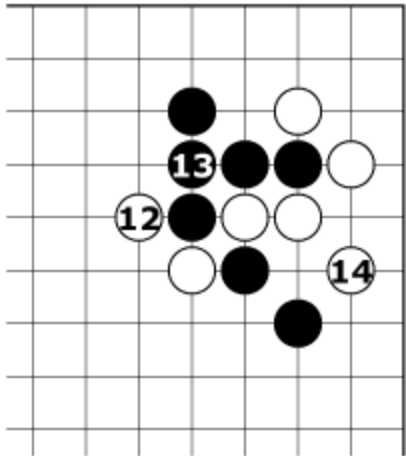
⑮ The aji of the cut of A is not nice for Black.



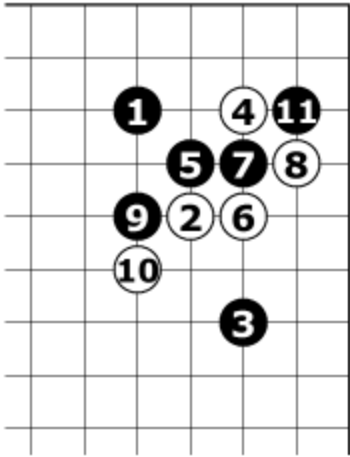
10 Black continues with 'a' for center orientation or 'b' to take the corner.



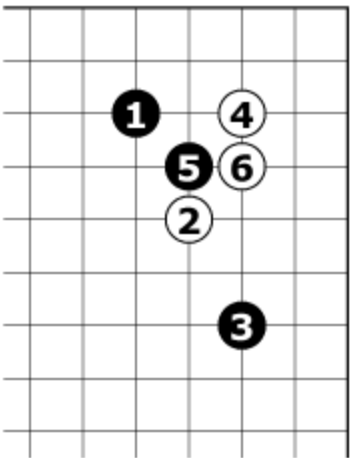
11 Black emphasizes thickness. 'A' or 'B'.



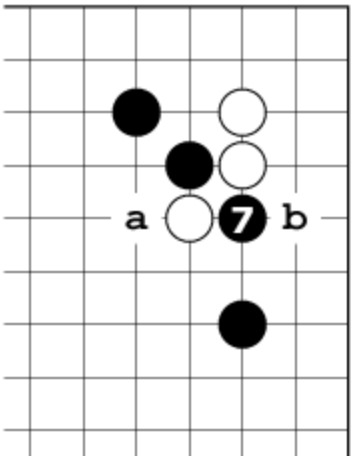
14 White is not bad off. Whatever happens next depends on fighting strength.



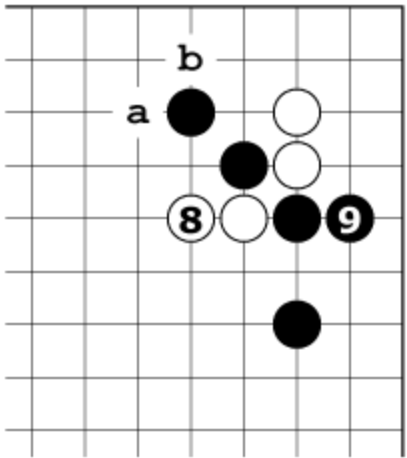
11 Black takes the corner.



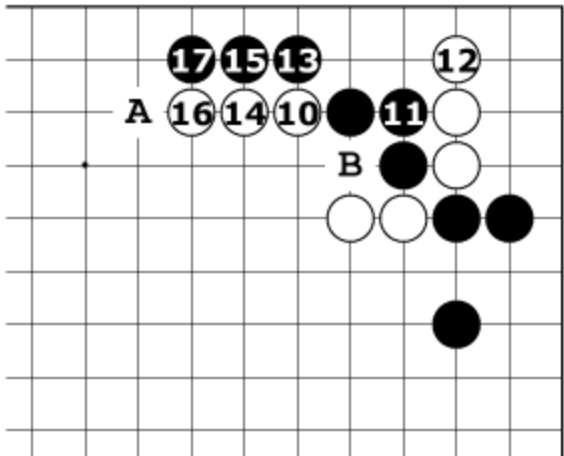
6 White 6 is a mistake.



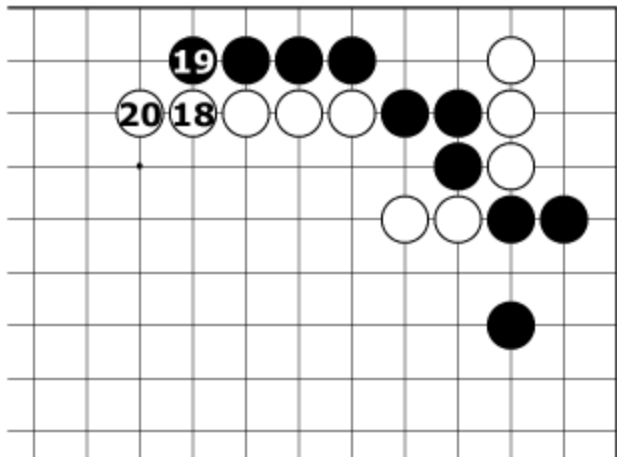
7 White 'a' is bad enough. White 'b' is worse.



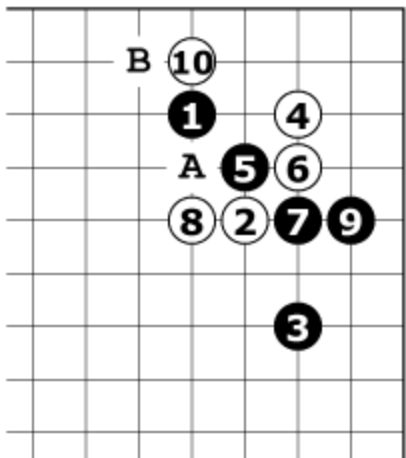
9 White 'a' and the White corner stones die. White 'b' and the two White stones on the outside are left weak.



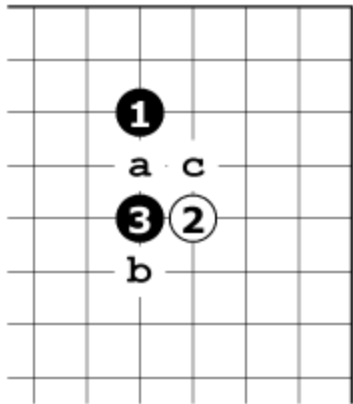
17 'A' is correct. After White 'B' Black may just sacrifice three stones.



20 Black pushing on the second line is good for White, although the result as a whole is still good for Black.

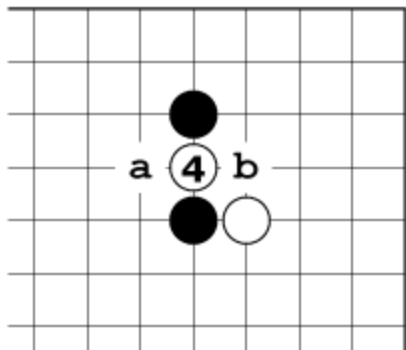


10 'A' gives White a secure corner which is shut in and an unsettled center group, 'B' is a mistake and gives White good shape..

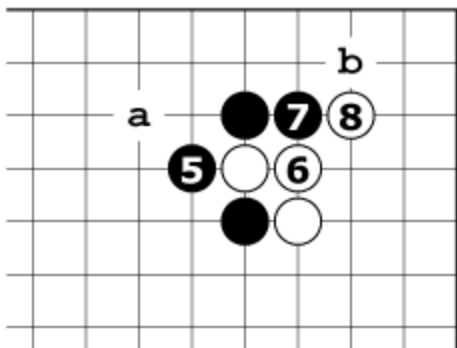


3 Black 3 only makes sense, if Black can build a moyo on the top side which is bigger than the corner or right side.

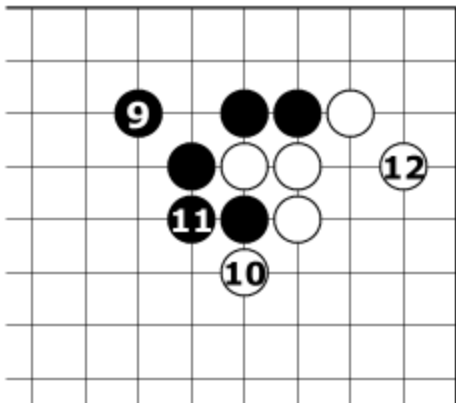
White may respond with 'a *' or 'b *'. 'c' is inferior.



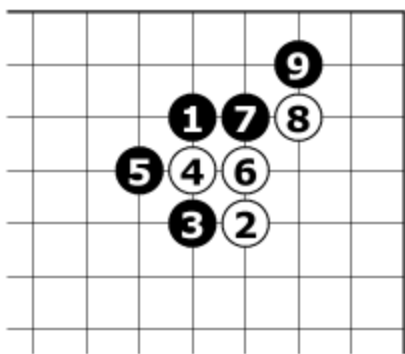
4 Black continues with 'a *' or 'b'.



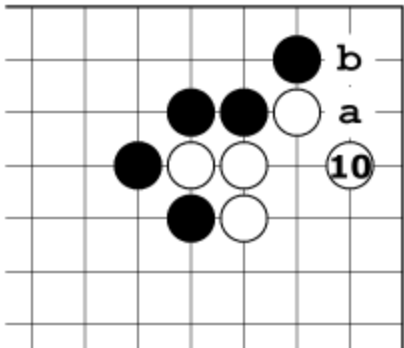
8 Black continues with 'a *'. Black 'b' is an overplay.



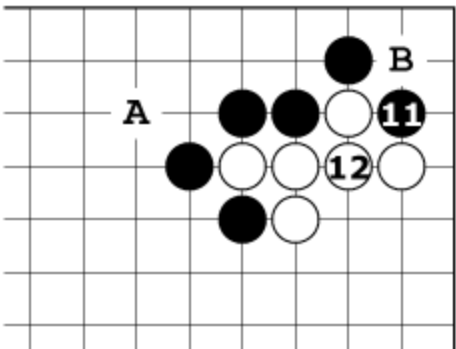
12 * GOOD VARIATION *



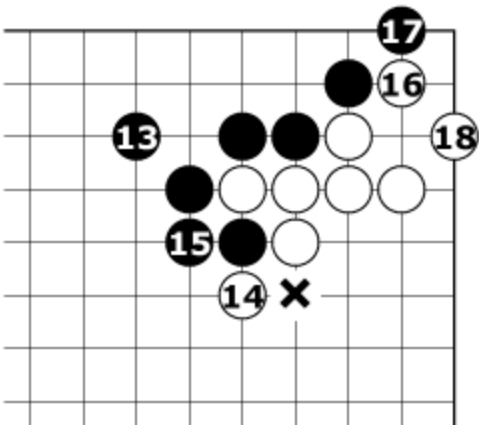
9 Black 9 is not recommended, as White gets a favorable result.



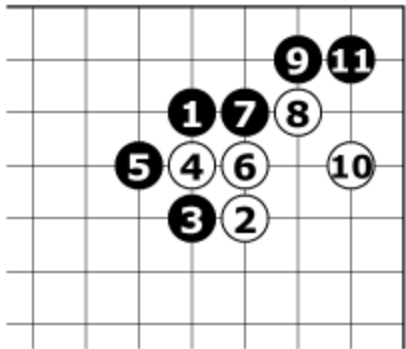
10 Black may try 'a' or 'b'.



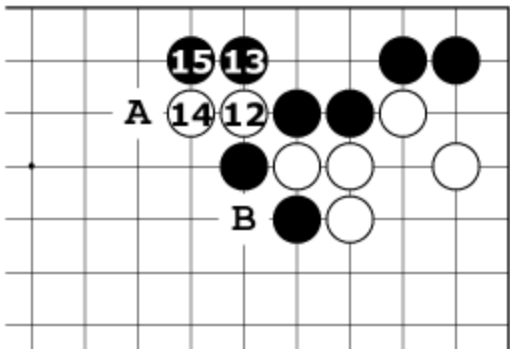
12 'A' is correct, 'B' is a mistake.



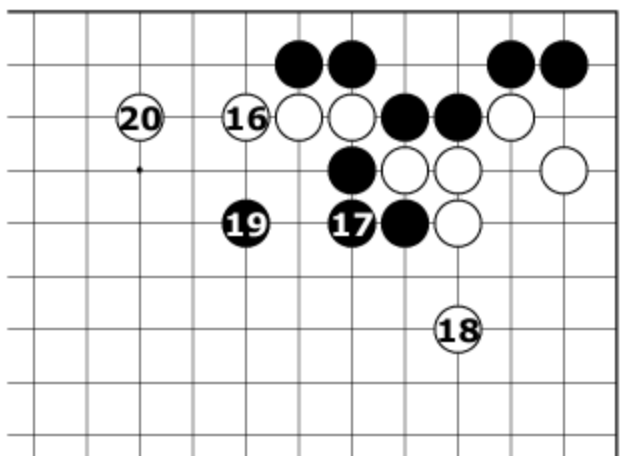
18 White need not worry now about the cutting point below White 14.



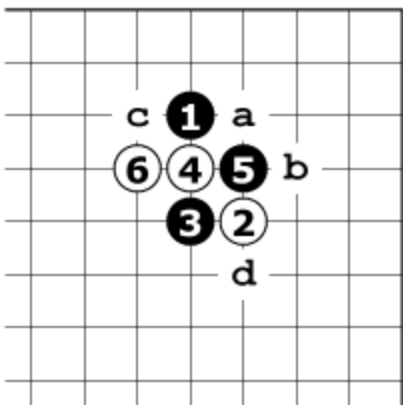
11 Black 11 show determination, but leads to a tough position for Black.



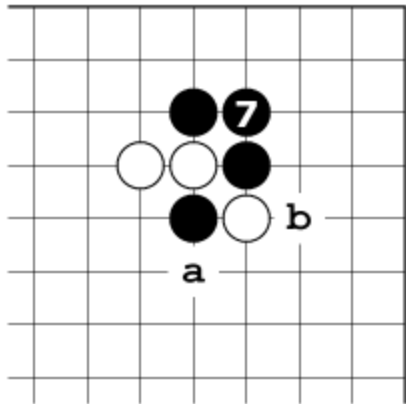
15 'A' or 'B'.



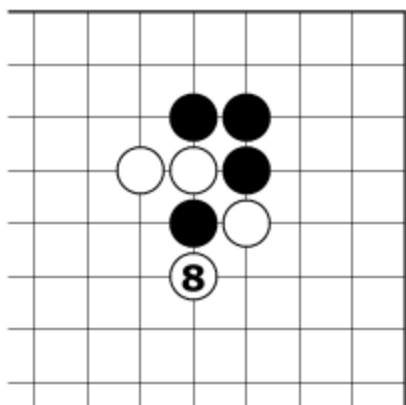
20 Black's stones in the center are floating. White faces favorable prospects by making profit by threatening the Black center stones.



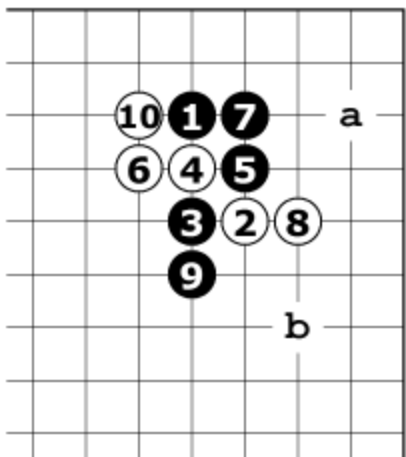
6 Black continues with 'a'. Black 'b' to 'd' are not recommended.



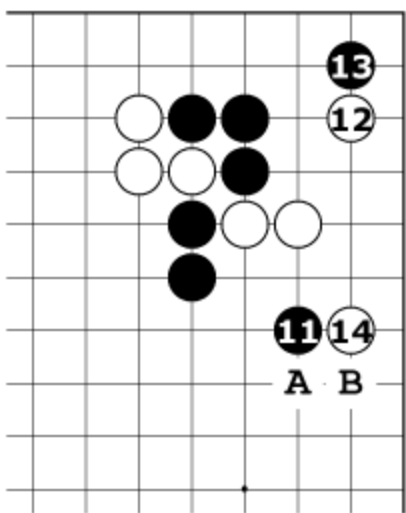
7 White continues with 'a' or 'b'. White must have the ladder to play 'a'.



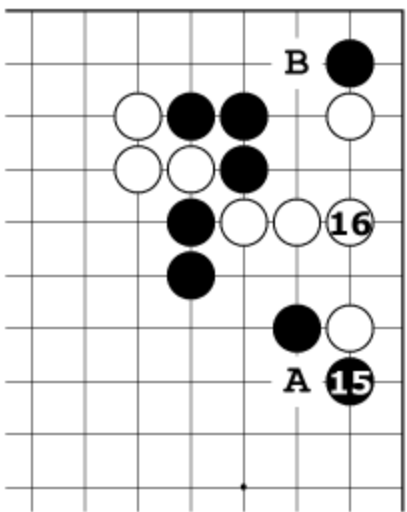
8 White must have the ladder to play 8.



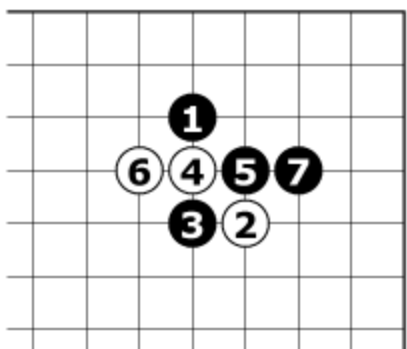
10 Black continues with 'a' or 'b'.



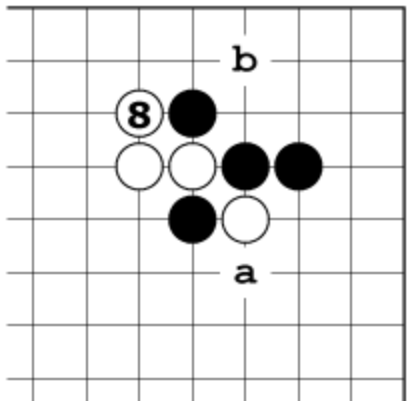
14 'A' is correct, 'B' is a mistake.



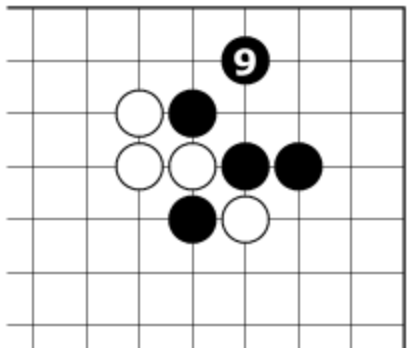
16 Neither 'A' nor 'B' work.



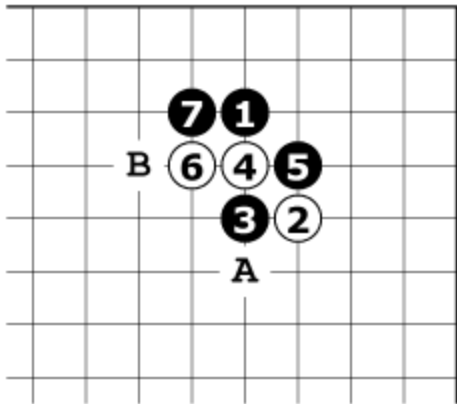
7 Black 7 may look like good shape, but is a slack move here.



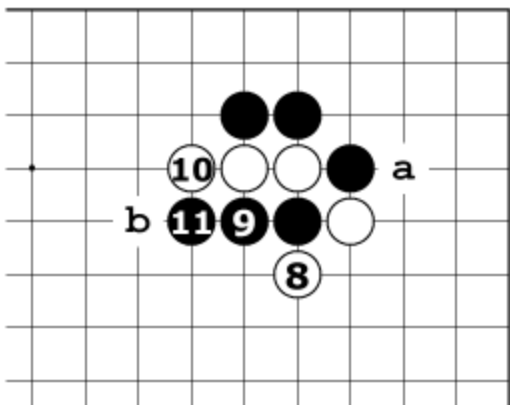
8 Black continues with 'a'. Black 'b' is not recommended.



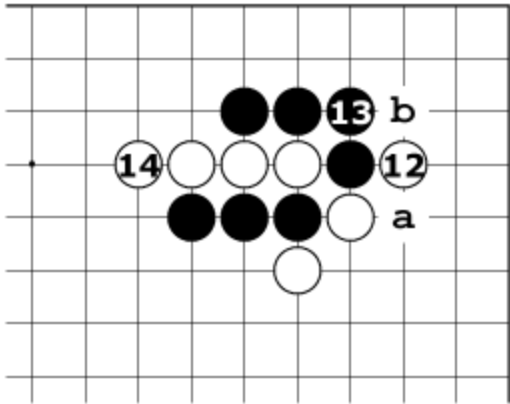
9 Black 9 is not recommended.



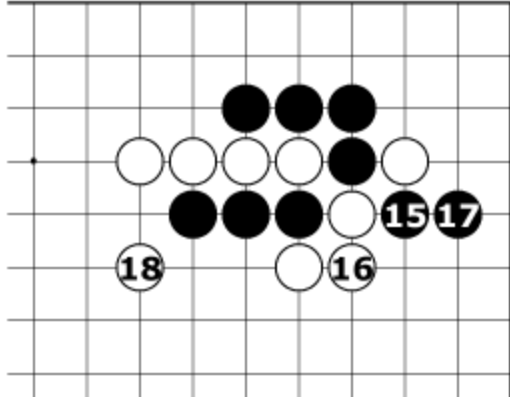
7 Black 7 looks tough, but Black faces difficulties. 'A' is correct, 'B' is a mistake.



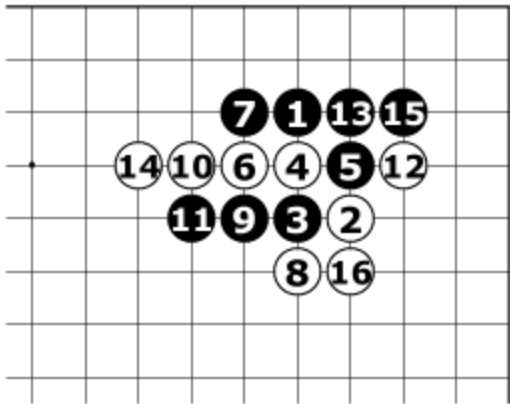
11 White continues with 'a'. White 'b' is not recommended.



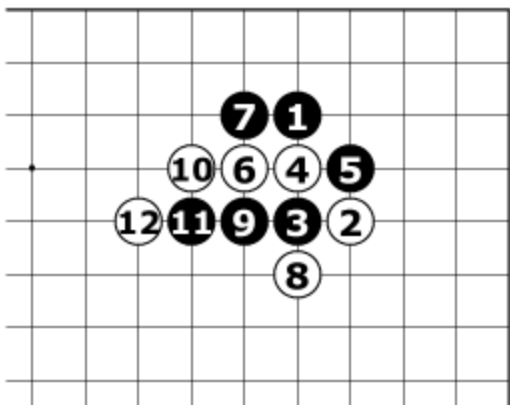
14 Black may try 'a' or 'b'.



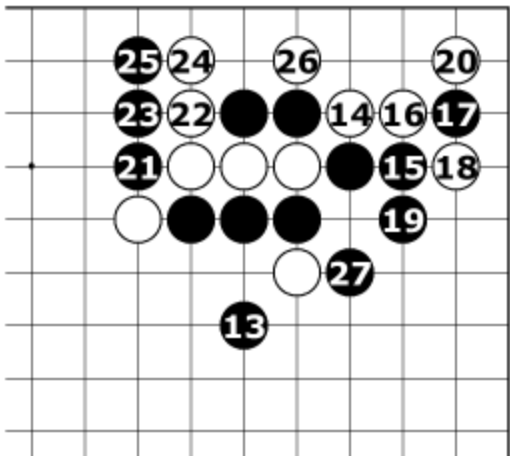
18 The three Black stones are captured, a success for White.



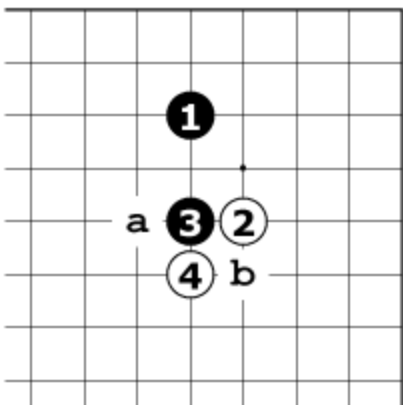
16 Black must decide what to do about the three stones in the center. White has favorable prospects.



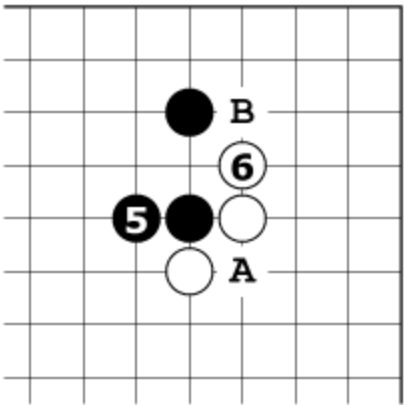
12 White 12 is not recommended.



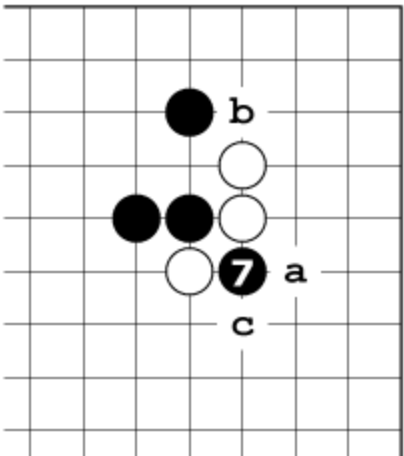
27 Black's thickness is better than White's corner profit.



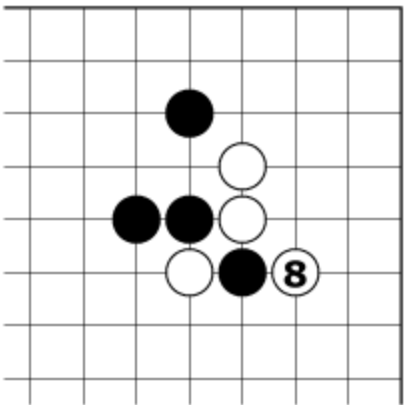
4 Black continues with 'a' or 'b'. Black must have the ladder to play 'b'.



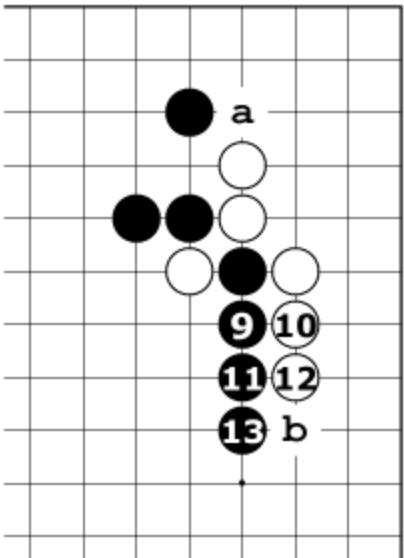
6 'A' is joseki, 'B' is ok.



7 White continues with 'a'. White 'b' is bad timing. Black 'c' is unreasonable.

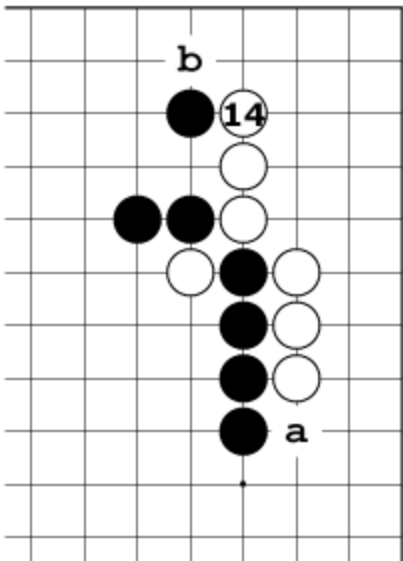


8 White plays 8 to take the corner.

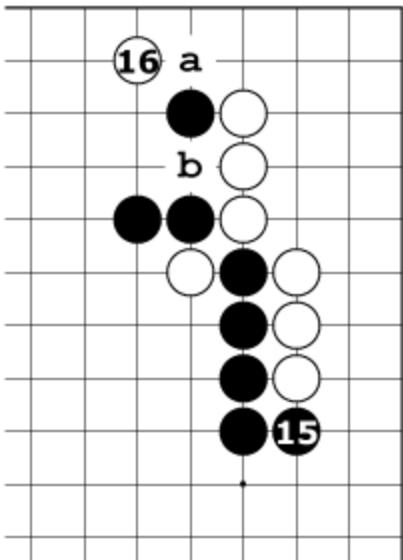


13 White continues with 'a'.

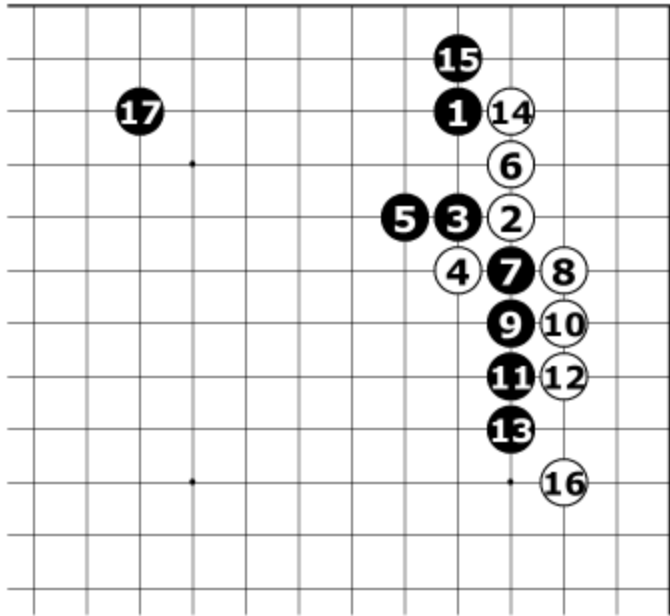
White 'b', hoping to cut off Black 1 next, is unreasonable.



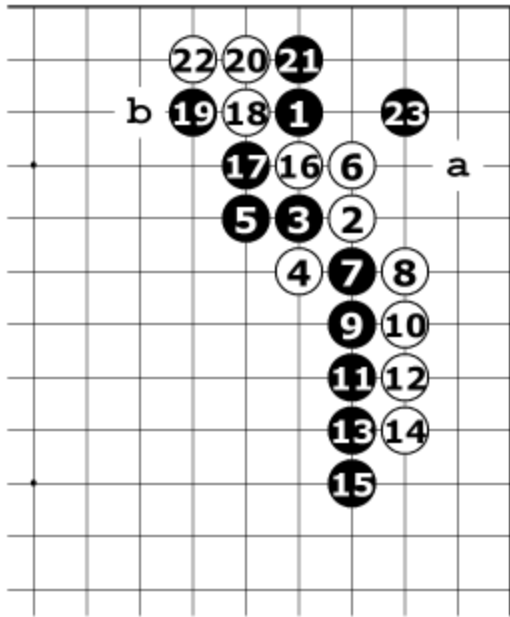
14 Black continues with 'a' for the right, 'b' for the top side.



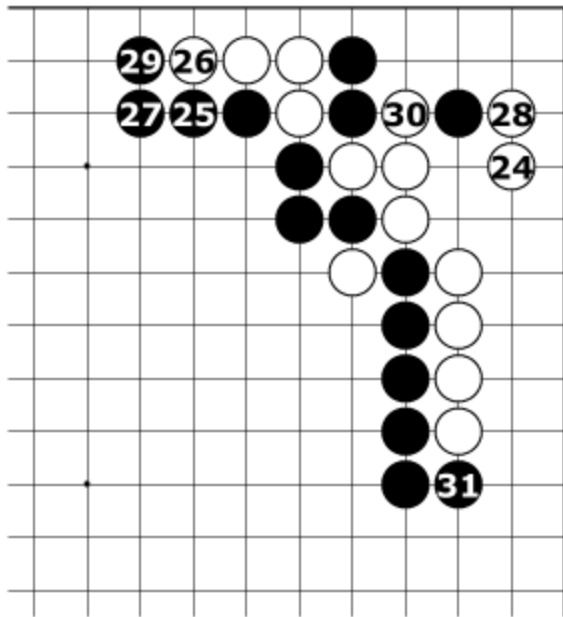
16 White 16 is a tesuji - if Black 'a', White 'b' is good.



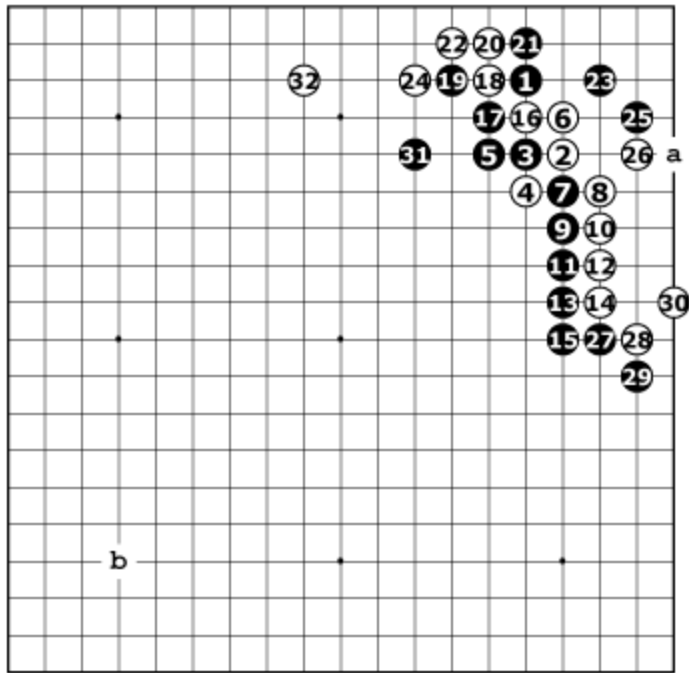
17 * GOOD VARIATION *



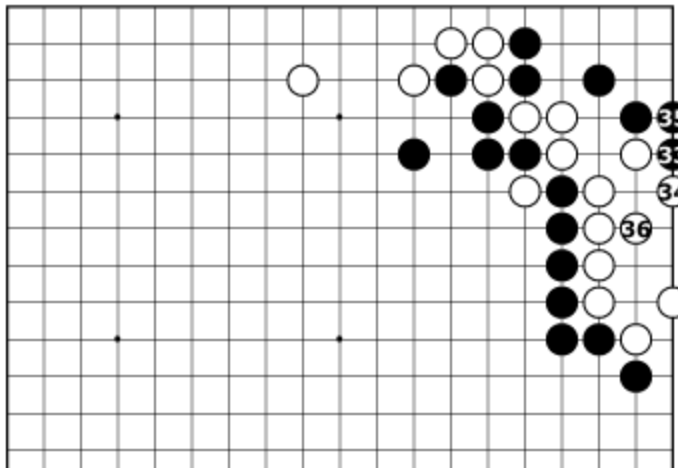
23 White plays 'a' and give Black magnificent thickness. White plays 'b' and Black lives in the corner.



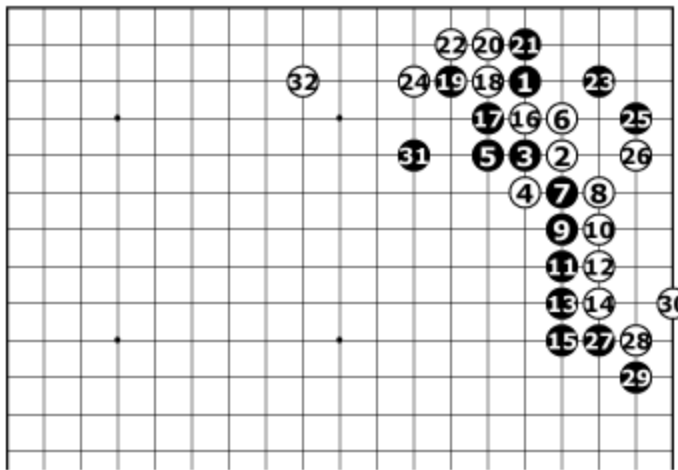
31 Black has beautiful thickness.



32 Black plays 'a' to live comfortably in the corner. Not playing 'a', such as playing elsewhere ('b'), jeopardizes the corner.

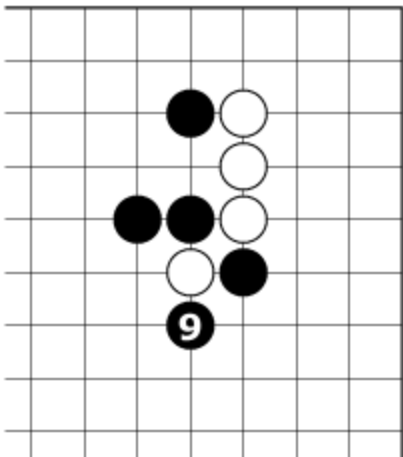


36 White ends in gote.

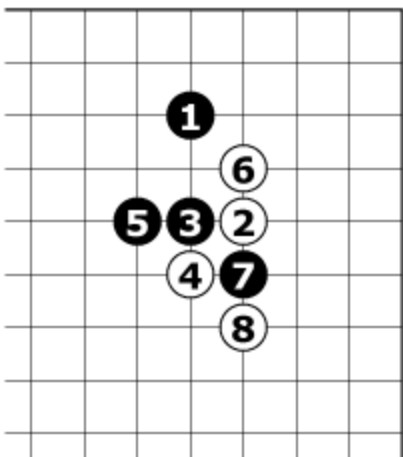


⑧ White 8 is not recommended.

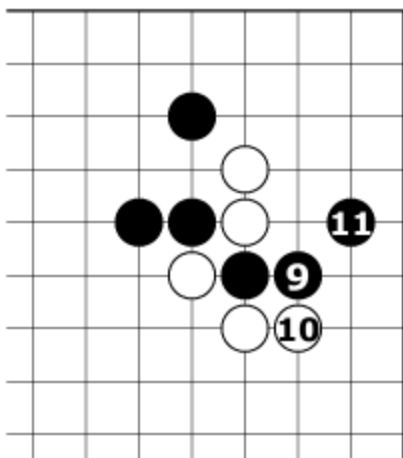
Black continues with 'a', or, with a favorable ladder, 'b'.



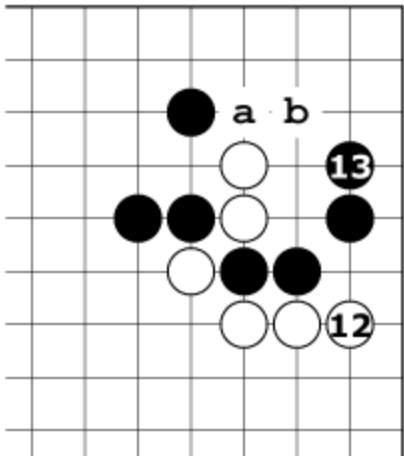
⑨ Black plays 3 with a favorable ladder.



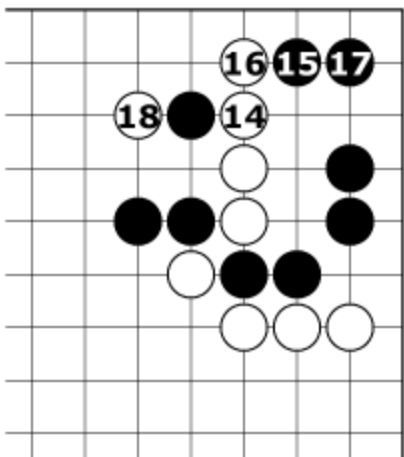
⑧ White 8 is unreasonable. White cannot capture the Black stone.



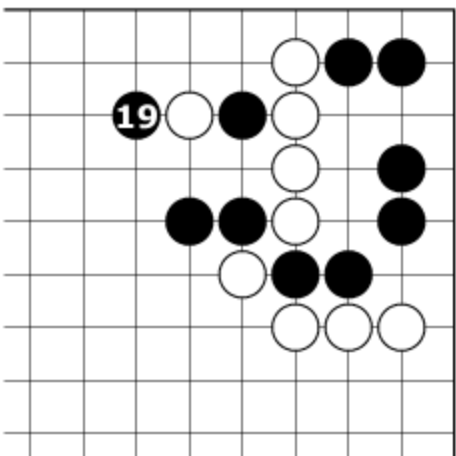
⑪ Black 11 is a standard tesuji enabling him to capture the two White stones.



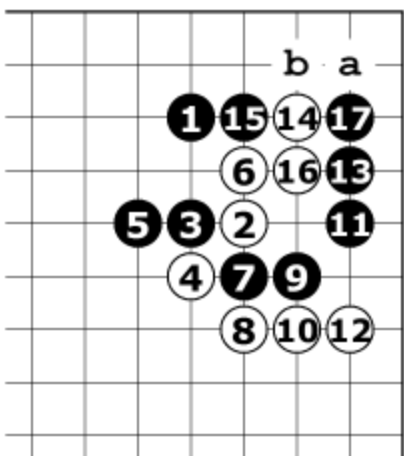
⑬ White may try 'a' or 'b'. Neither work.



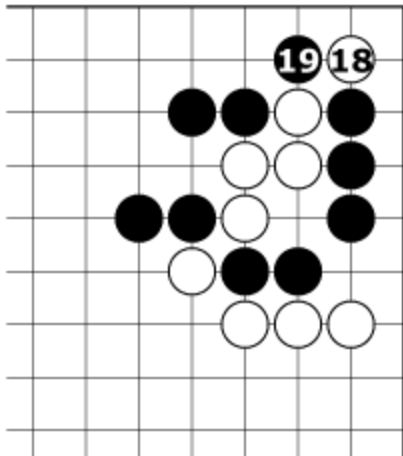
⑱ If White tries 18...



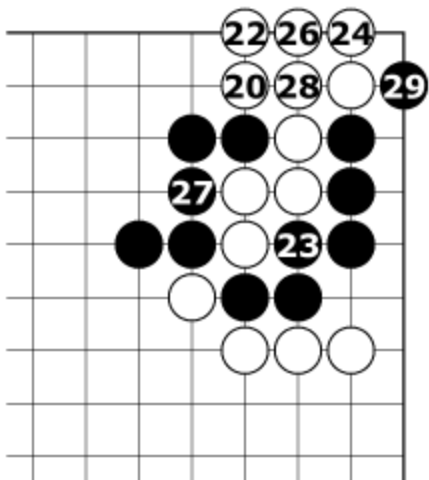
⑲ ... Black keeps the situation in check with 19.



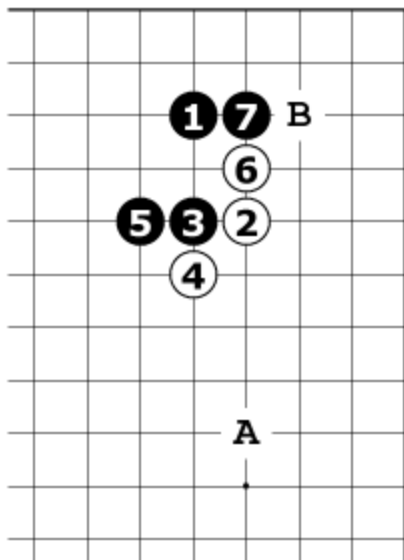
⑰ White may try 'a' or 'b'. Neither work.



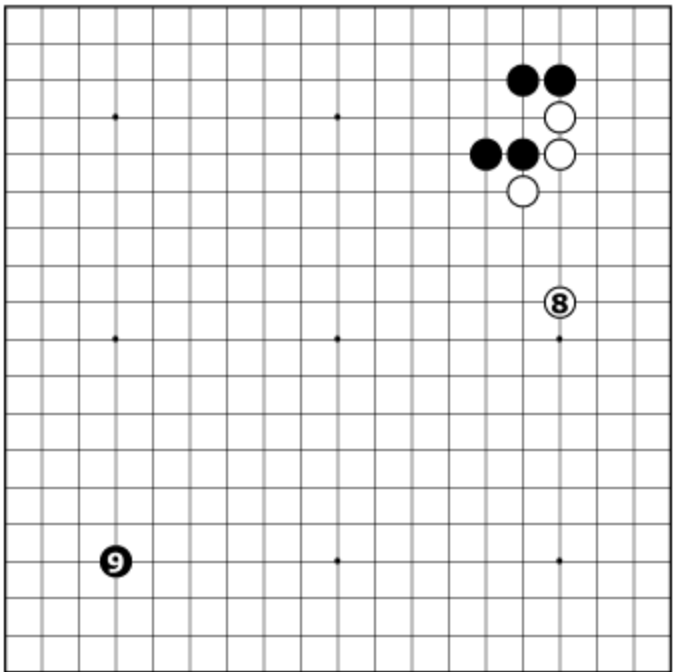
⑲ Black 19 starts a common squeeze tesuji.



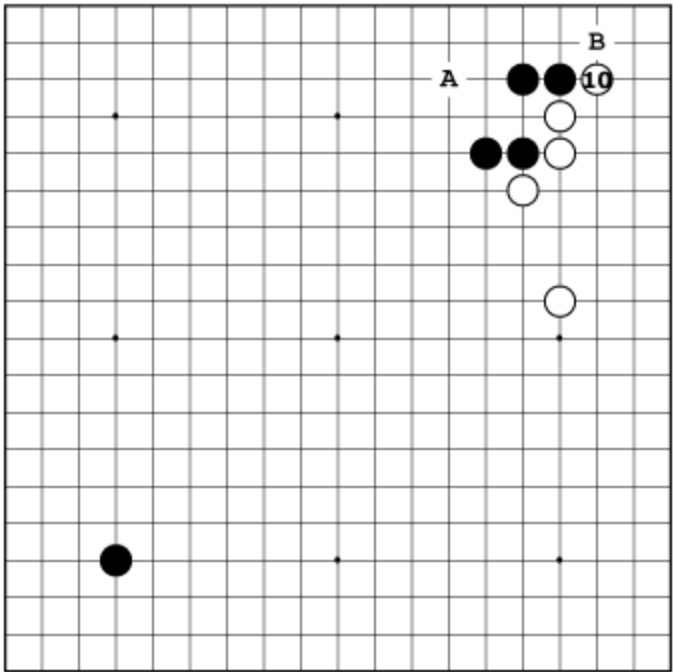
⑳ White has lost.



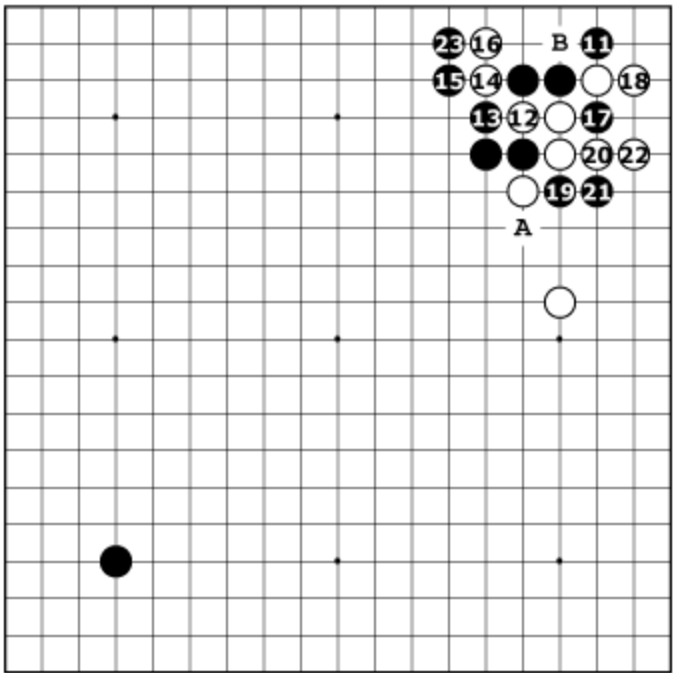
⑦ 'A' for the center, 'B' for the corner.



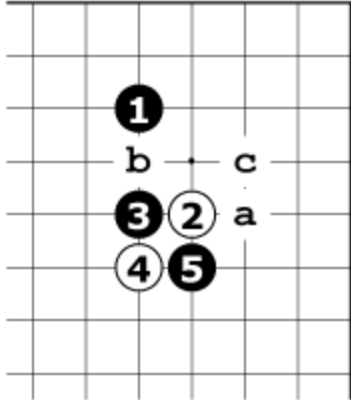
9 Possible White continuation later.



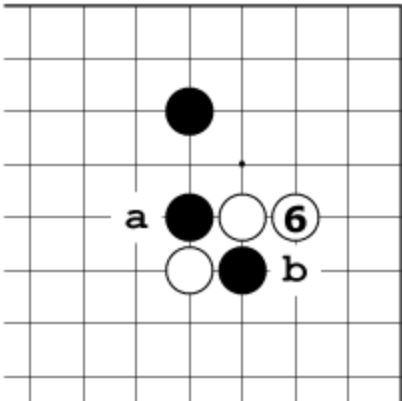
10 'A' is ok, 'B' is possible.



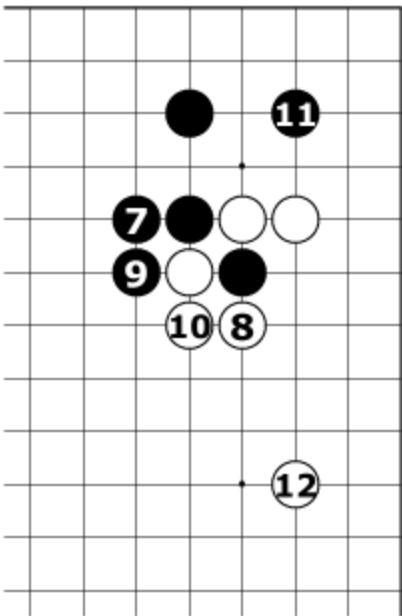
23 'A' takes the right side, 'B' the corner.



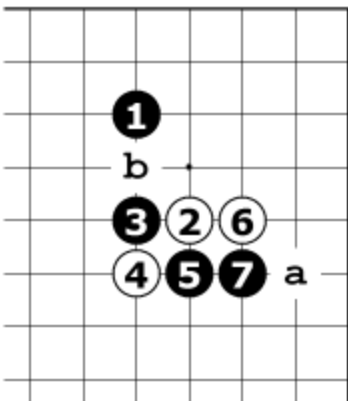
5 Black must have the ladder to play 5. White continues with 'a *' or 'b'. White 'c' results in a loss.



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

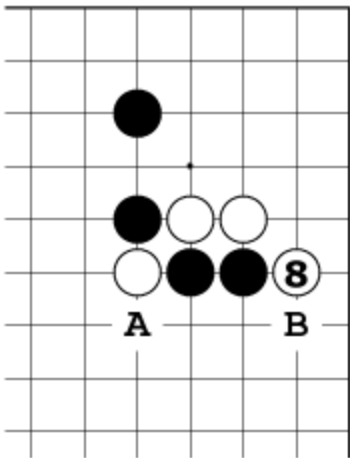


12 * GOOD VARIATION *

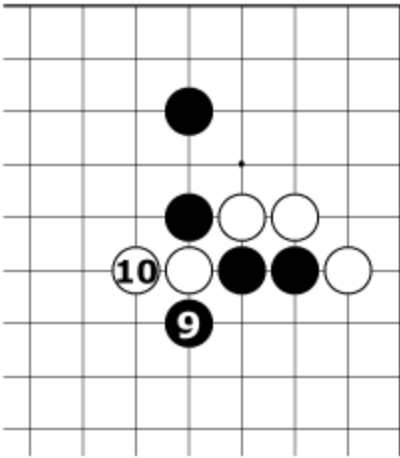


7 White continues with 'a *'.

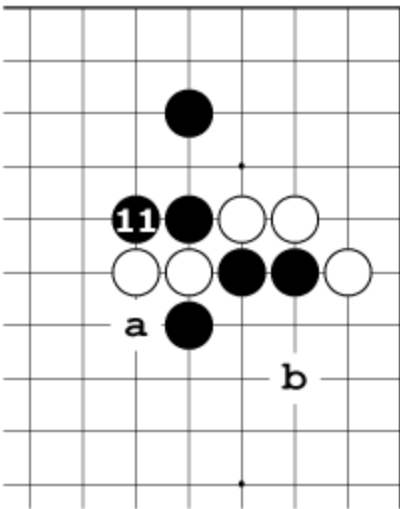
White 'b' is unreasonable.



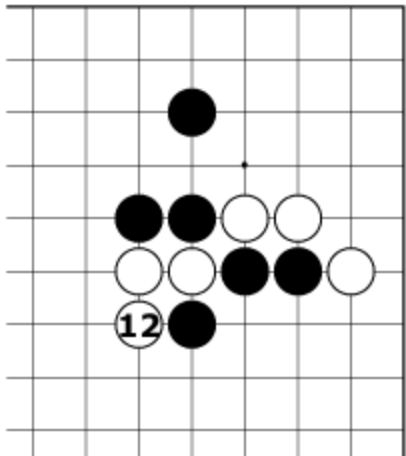
8 'A *' is correct, 'B' is disadvantageous.



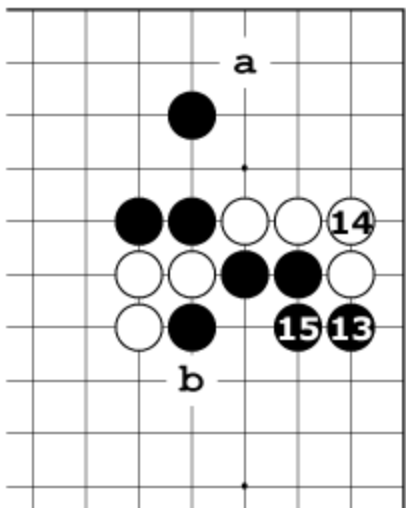
10 This is the same position as in variation 2-1-11-1-1-2.



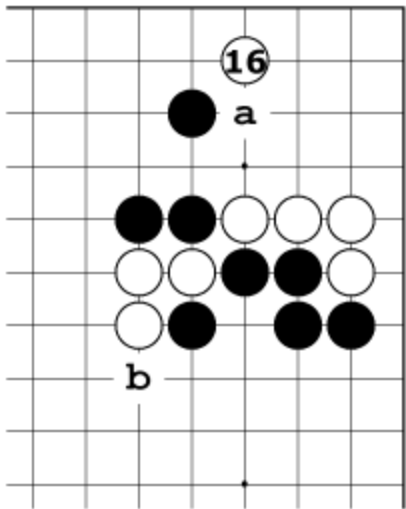
11 With an unfavorable ladder, White must play 'a *'. But if the ladder favors White, White plays 'b'.



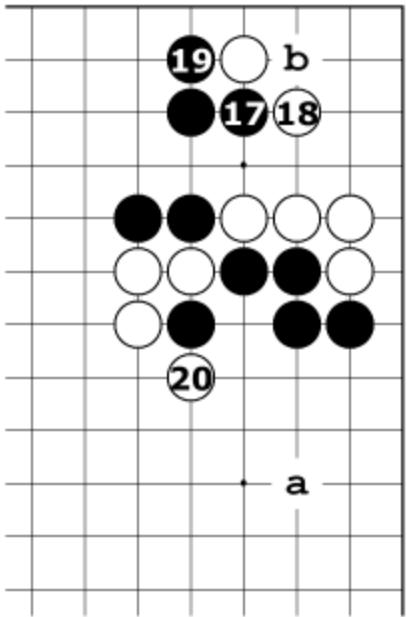
12 White plays this way when the ladder is unfavorable.



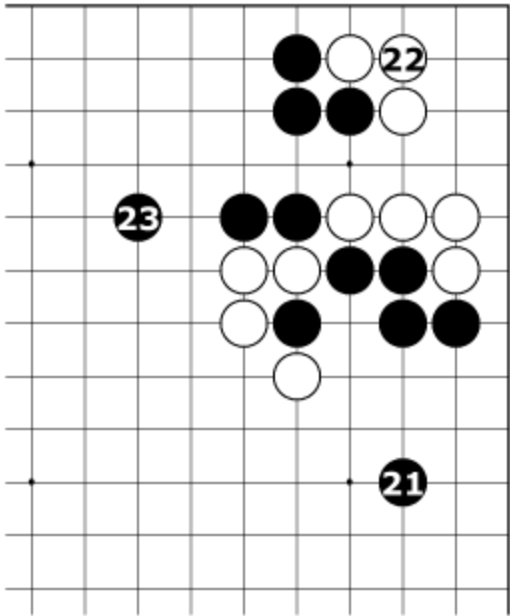
15 White continues with 'a' or 'b'.



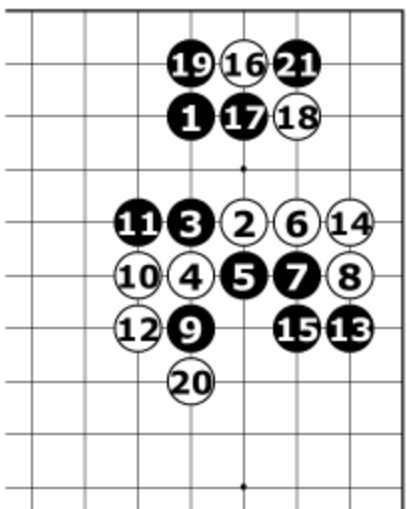
16 Black continues with 'a' or 'b'.



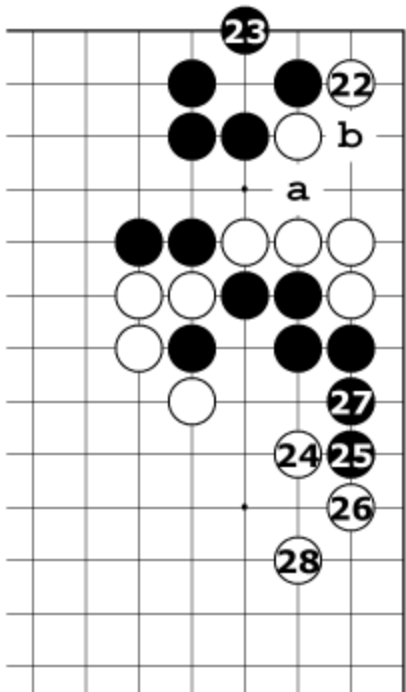
20 Black continues with 'a'. Black 'b' is a mistake.



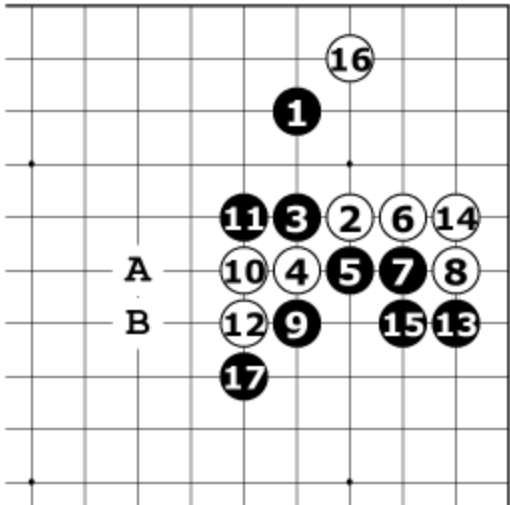
23 * GOOD VARIATION *



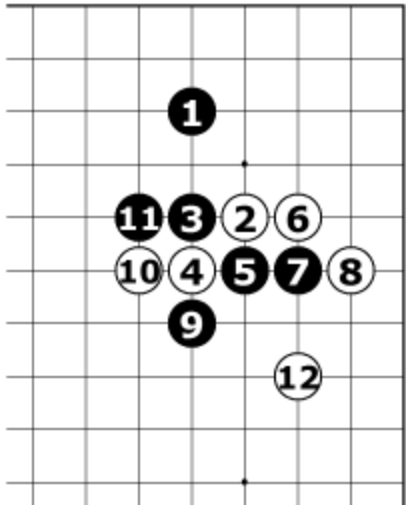
21 Black cannot afford to play 21. Black loses the race to capture by a move.



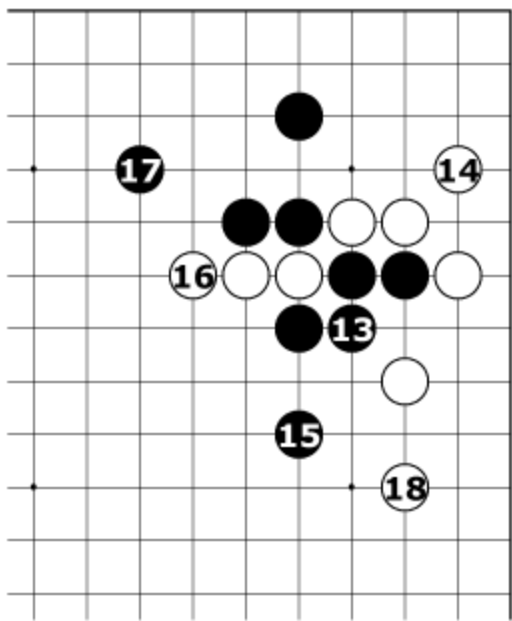
28 Black may try 'a' or 'b', but loses the race to capture.



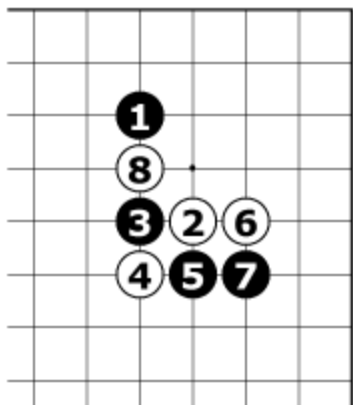
17 'A' or 'B'.



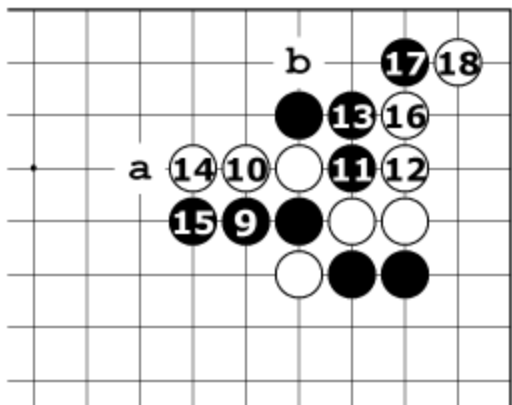
12 White plays 12 if the ladder to capture the two White center stones does not work for Black.



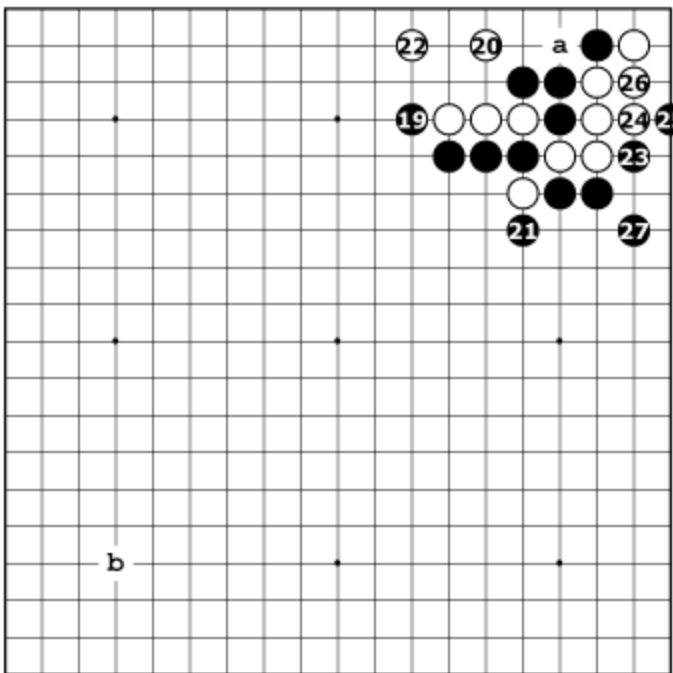
18 White has favorable position.



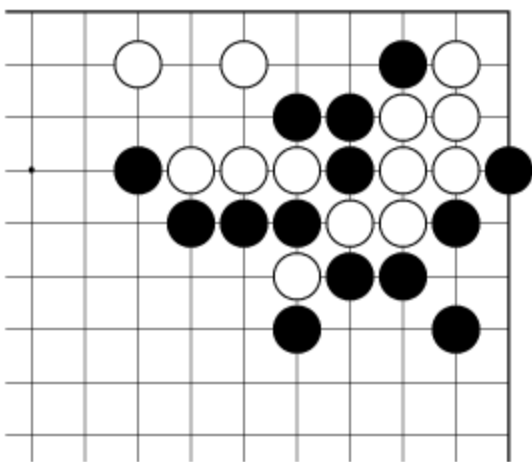
8 White 8 is unreasonable.



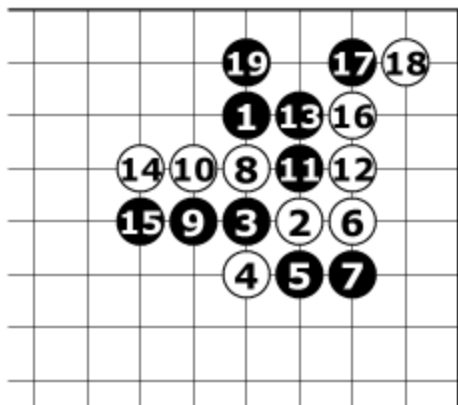
18 Black plays simply with 'a', or tenaciously with 'b'.



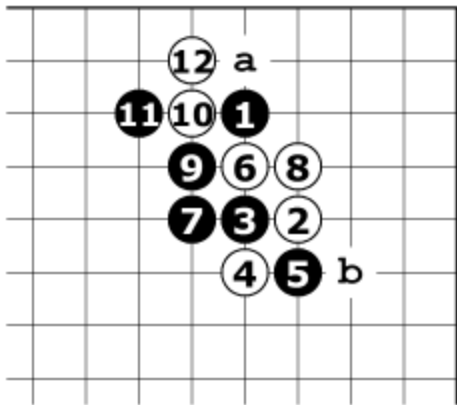
27 White has to add a corner move, such as 'a'. Playing elsewhere risks a ko.



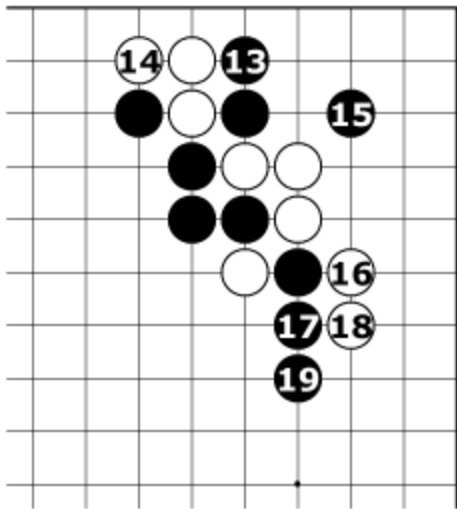
28 White plays elsewhere. Black gets a flower-viewing ko (a ko where Black has nothing to lose).



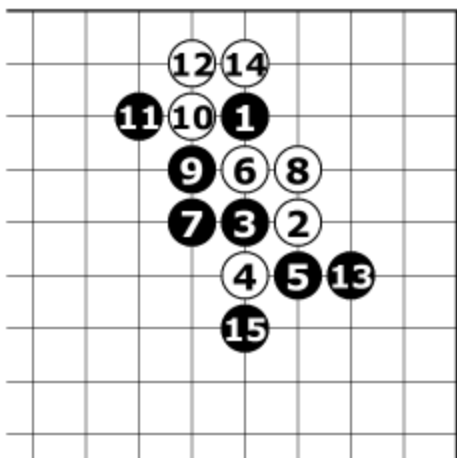
25 See variation 2-4-4-1-2-1-1-1-1-1 for continuation.



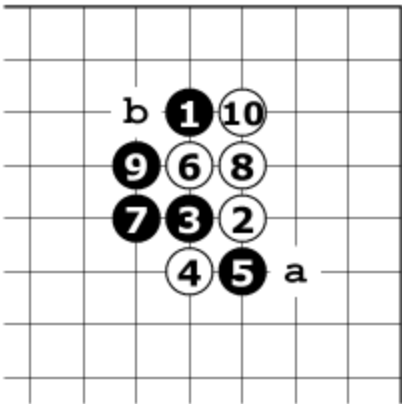
12 Black continues with the tough-minded move of 'a', or the simpler 'b'.



19 See variation 4-2-4-2-1-1-2 for continuation.

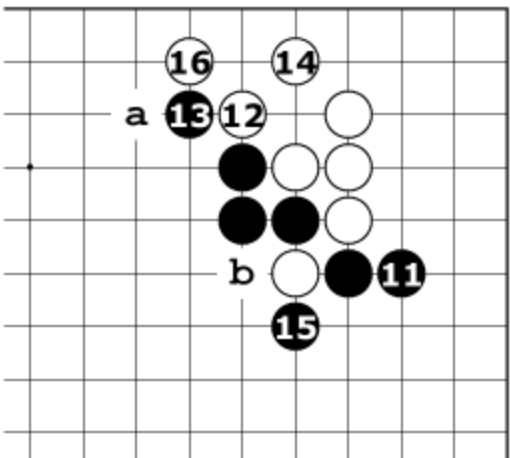


15 Black's ponnuki shape from capturing White 4 gives Black a very favorable result.

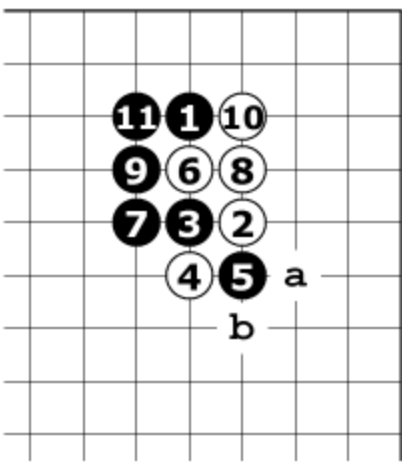


10 Locally, White 10 is not recommended, but is okay if the resulting Black outside influence does not count for much.

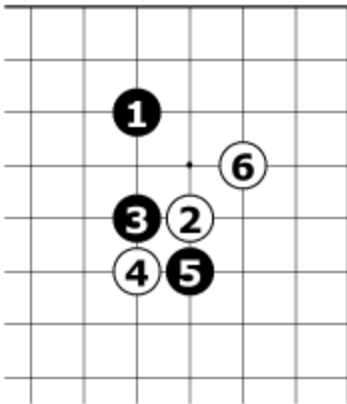
Depending on the side of favor, Black continues with 'a' or 'b'.



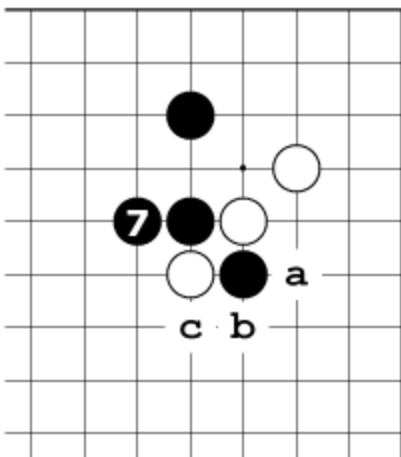
16 Black continues with 'a' or 'b'.



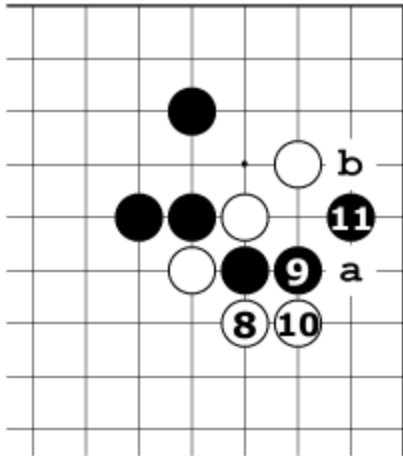
11 White continues with 'a'. White 'b' loses the game.



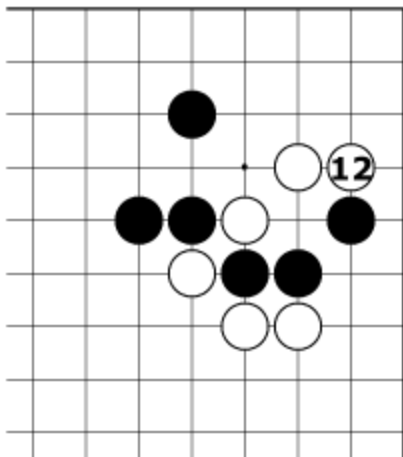
6 White cannot get a favorable result.



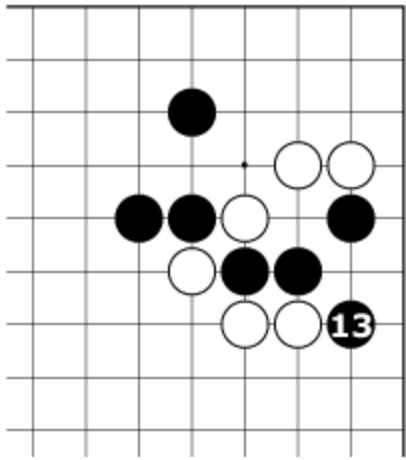
7 White continues with 'a'. White 'b' and 'c' are no good.



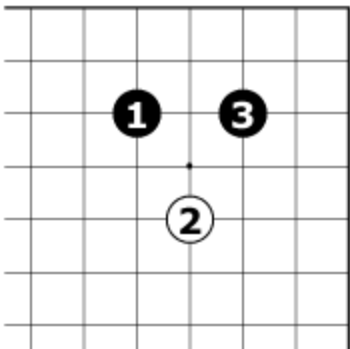
11 White continues with 'a'. White 'b' is a mistake.



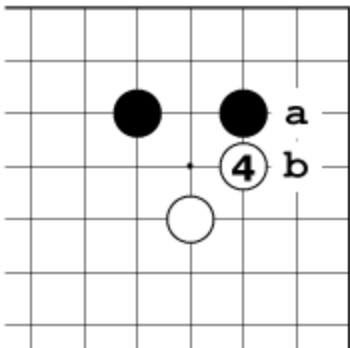
12 White 12 is a mistake.



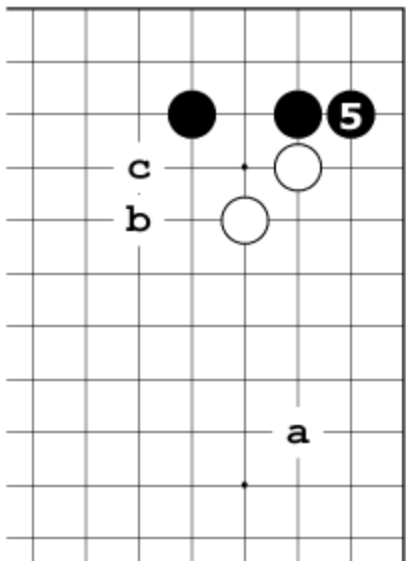
13 White is at a loss, with too many cutting points to succeed.



3 Black 3 is too low.

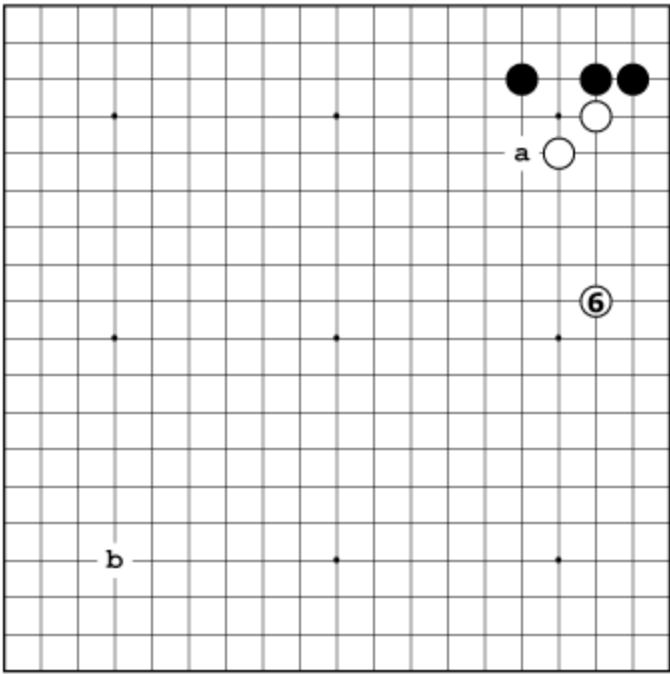


4 Black continues with 'a *'. Black 'b' is not recommended.



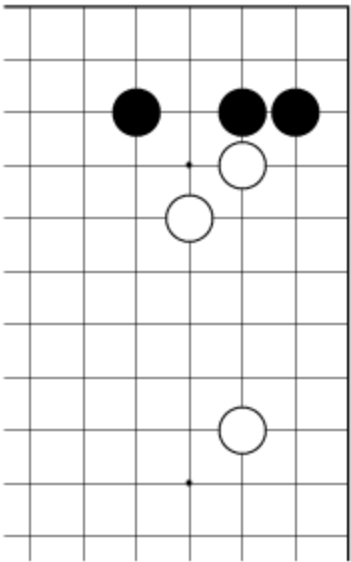
5 White continues with 'a *' or 'b *'.

White 'c', attempting to press Black down before extending at 'a', is a mistake.

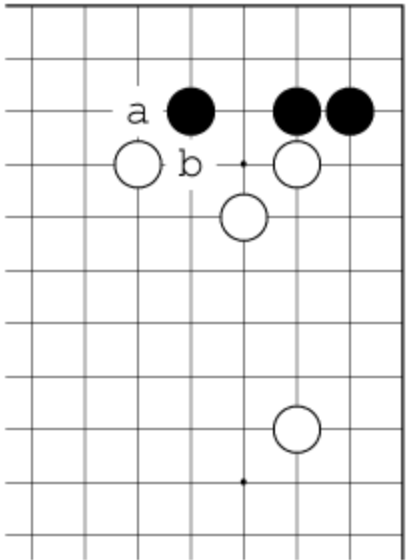


6 * GOOD VARIATION *

Black continues with 'a'. Playing elsewhere ('b') is not recommended.

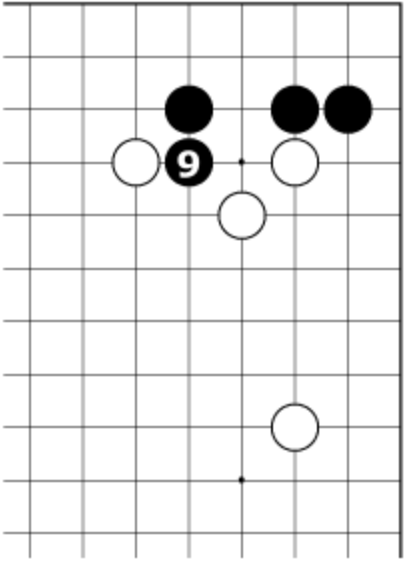


7 Black plays elsewhere.

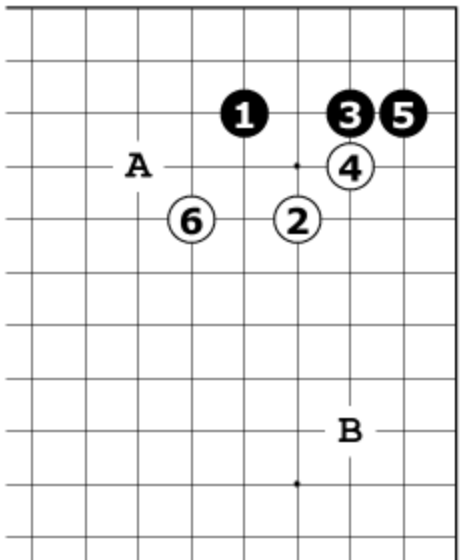


8 White presses.

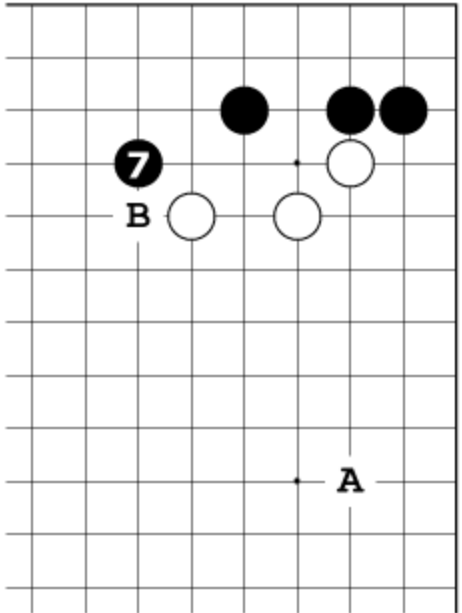
Black continues with 'a'. White 'b' is unreasonably strong resistance.



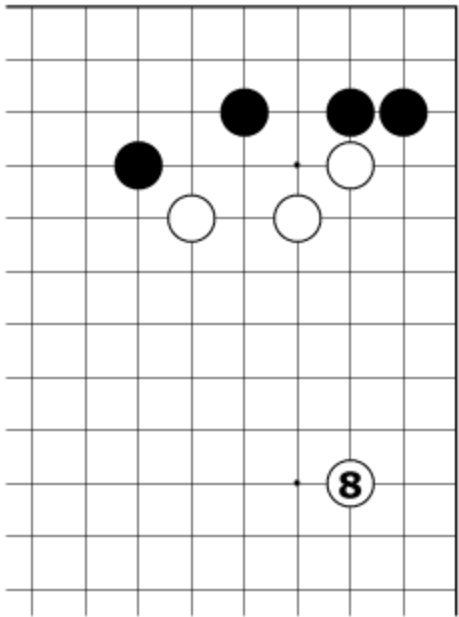
9 White 8 is unreasonable.



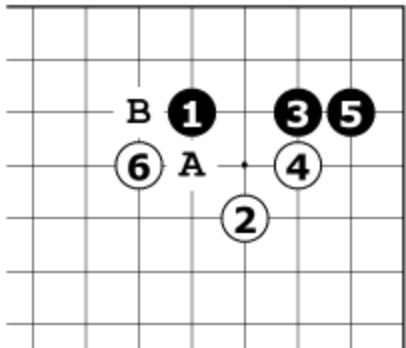
6 'A *' is joseki, 'B' is possible.



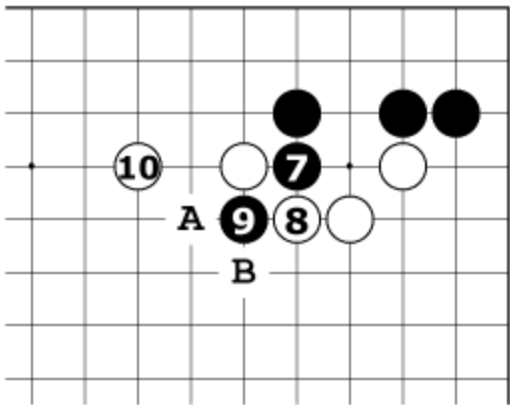
7 'A *' is joseki, 'B' unnecessarily gives Black much territory.



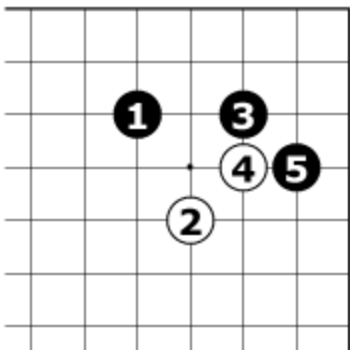
⑧ * GOOD VARIATION *



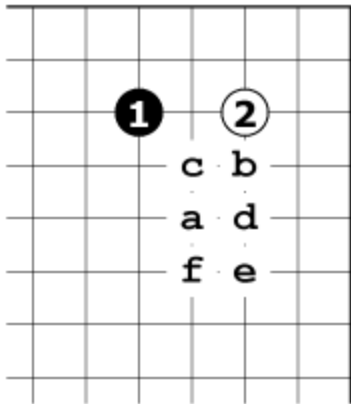
⑥ White 6 is a mistake. 'A' is correct, 'B' is too submissive.



⑩ 'A' or 'B'.



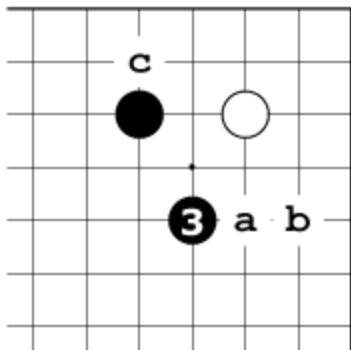
⑤ Black 5 is a coarse move.



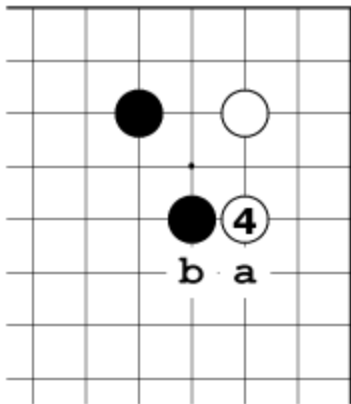
② White goes for profit at the expense of influence. A ladder helps White when playing 2.

Black replies with 'a *' to 'f'. Black must have the ladder to successfully play 'b'.

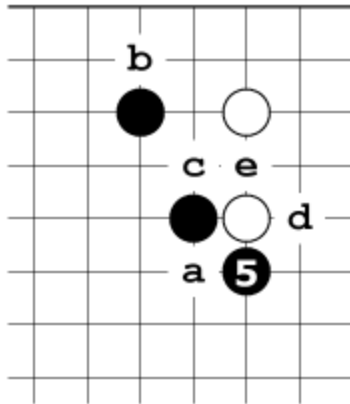
e5, d4, c 3, b2, a1



③ White continues with 'a *' or 'b *'. White 'c' is a mistake.



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



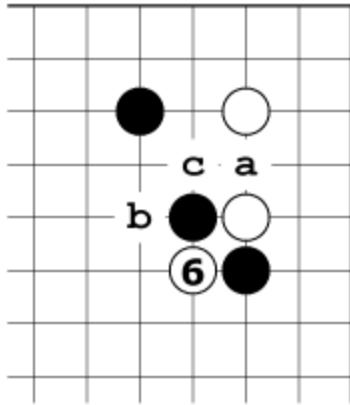
⑤ White continues with 'a *', 'b *' or 'c'.

White 'a' emphasizes the corner, with aji from 'a'. White 'a' may lead to complications.

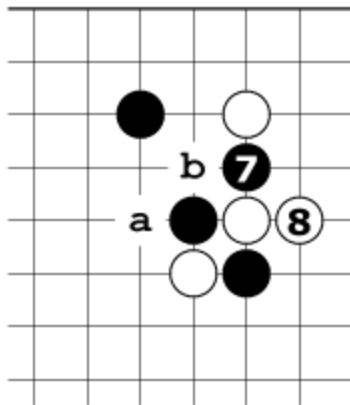
White 'b' emphasizes the top.

White 'c' emphasizes the right.

White 'd' and 'e' are not recommended.

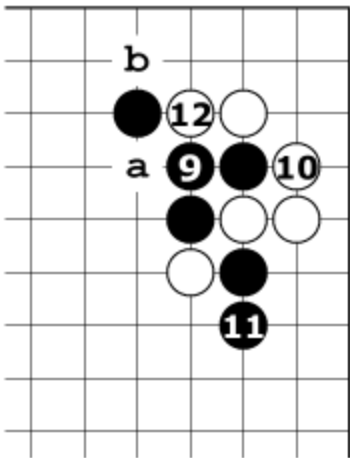


⑥ Black 'a *' is the usual continuation. 'b' is possible with the ladder. Black 'c' was played by Hashimoto Utarō against Sakata Eio in 1972.

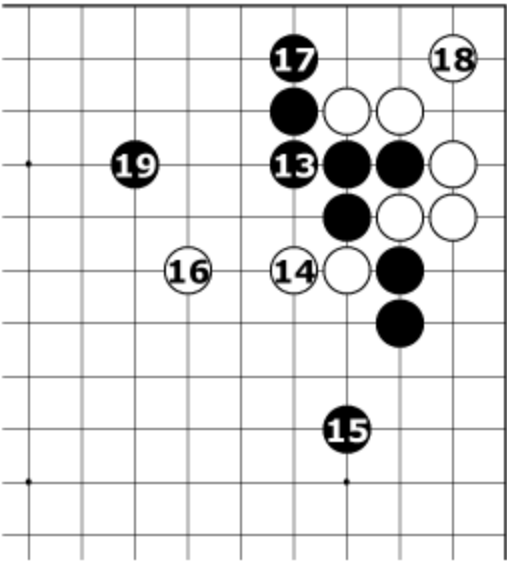


⑧ Black continues with 'a' or

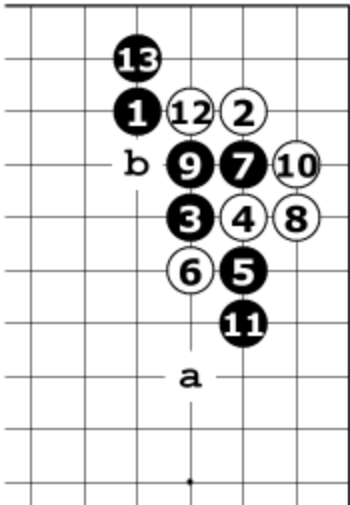
'b *'.



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

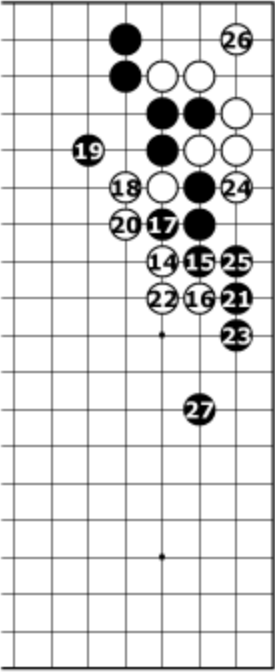


19 * GOOD VARIATION *

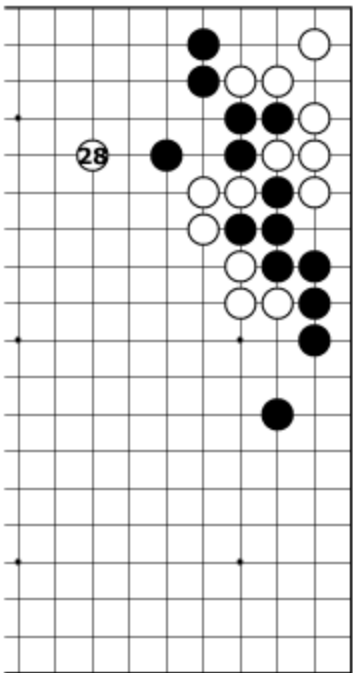


13 Black 13 is a mistake discovered by Yoshio Ishida in 197 against Iwata. Ishida called the move "complacent".

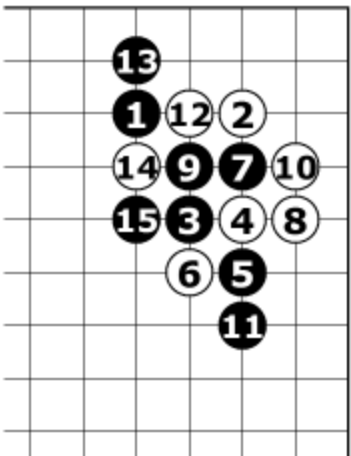
White continues with 'a' or 'b'. Black had expected 'b', but got 'a'.



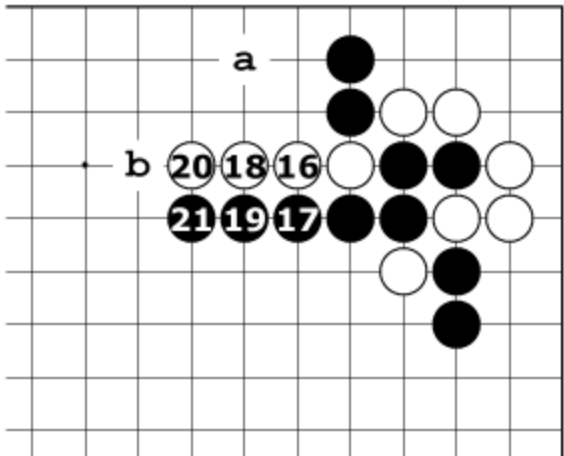
27 Black 27 is questionable....



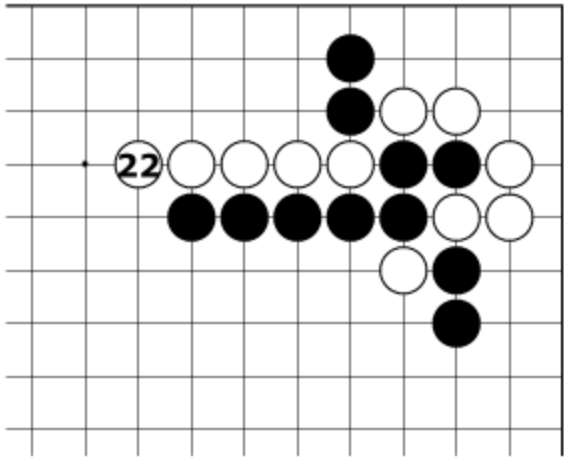
28 ... because White 28 is such a severe attack. Black faces a difficult fight.



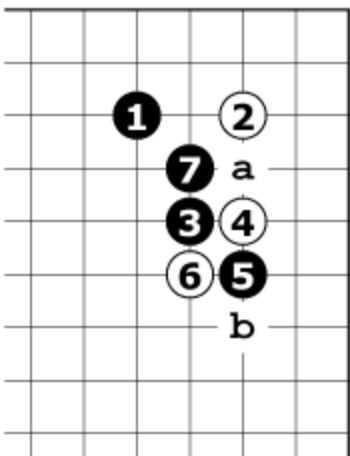
15 Black builds thickness while White takes the top.



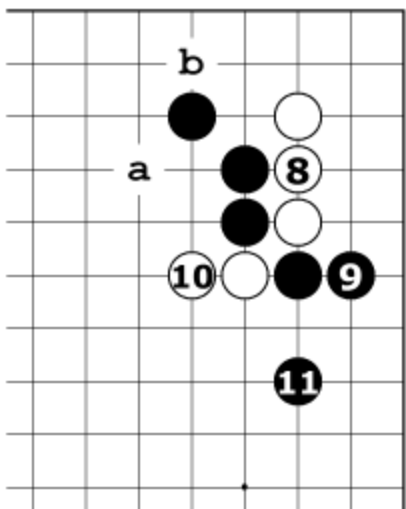
21 White continues with 'a'. White 'b' is a mistake.



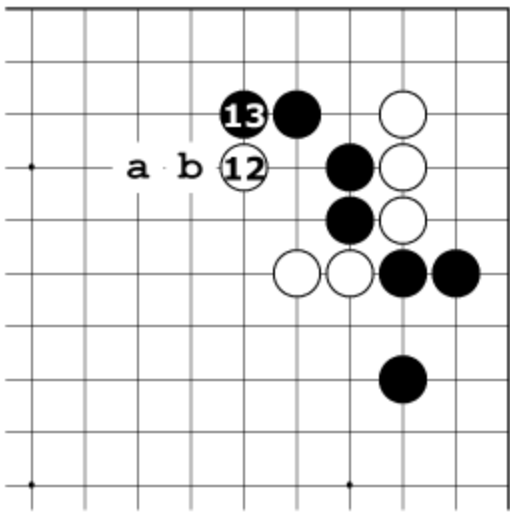
22 White 22 is a mistake.



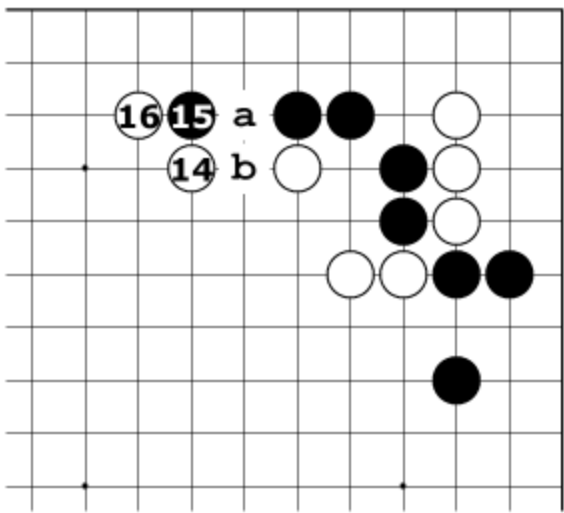
7 White 'a' is the continuation of the game (Hashimoto v. Sakata, 1972). White 'b' also leads to an even exchange.



11 White 'a' shows the game continuation. White 'b' strengthens the black stones on the outside.

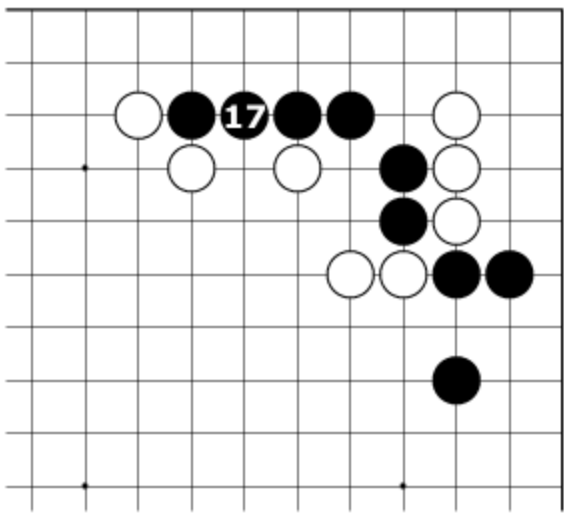


13 White continues with 'a' or 'b'. White 'a' keeps the corner alive, while 'b' sacrifices the corner for thickness at top.

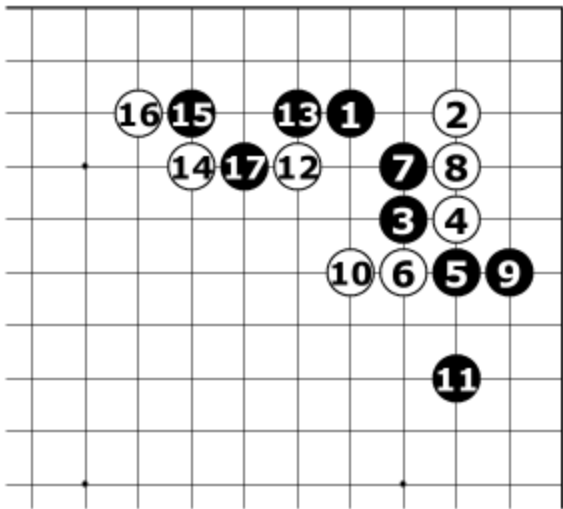


16 Black continues with 'a' or 'b'.

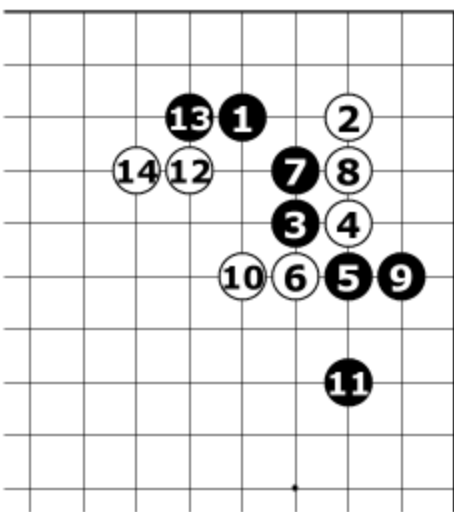
Black 'a' gets Black out to the center (White lives in the corner). Black 'b' gets Black sealed in, but taking the taking the large corner territory.



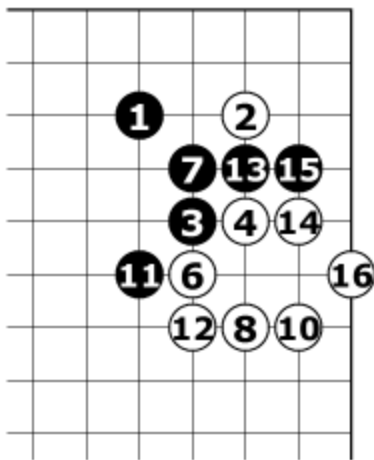
17 Black 17 gets black out to the center, but White lives in the corner.



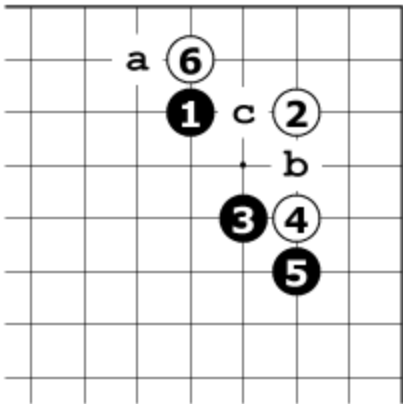
17 Black 17 results in White sealing Black in, but Black takes the corner.



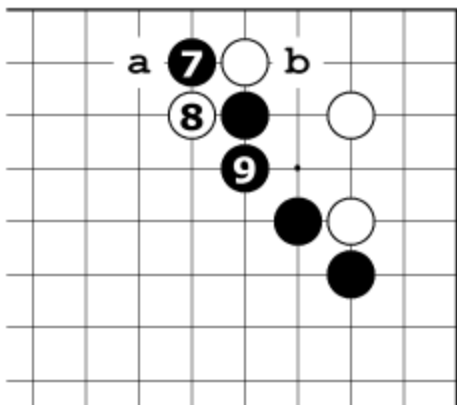
14 White 14 discards the corner for thickness.



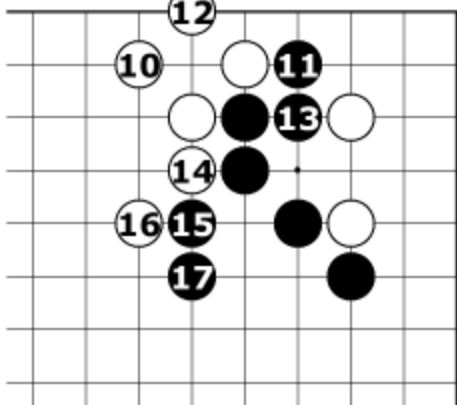
16 White still has aji in the corner.



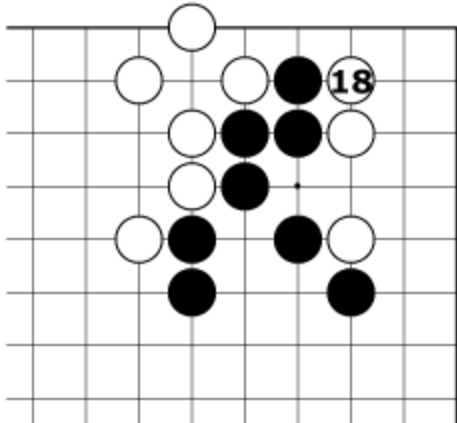
6 Black continues with 'a' or 'b *'. Black 'c' is a mistake.



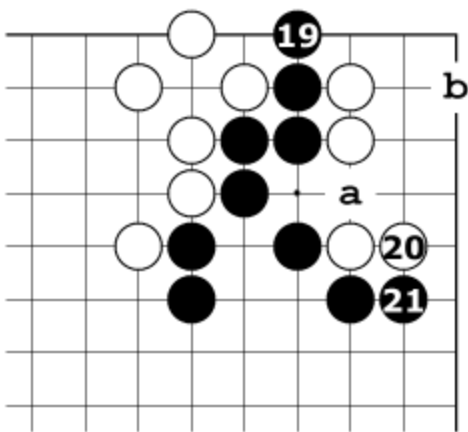
9 White continues with 'a'. White 'b' is a mistake.



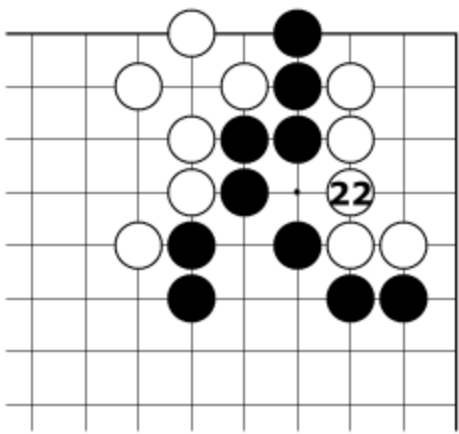
17 The two White stones in the corner are not captured yet.



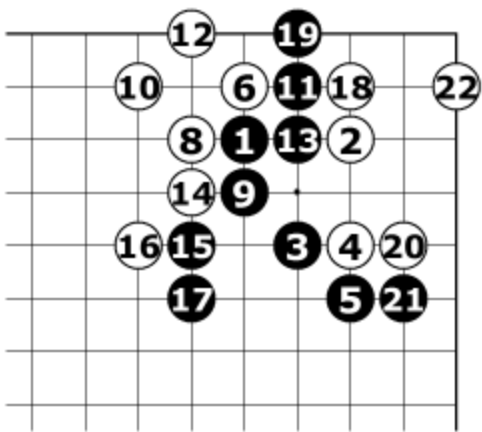
18 White can get a ko.



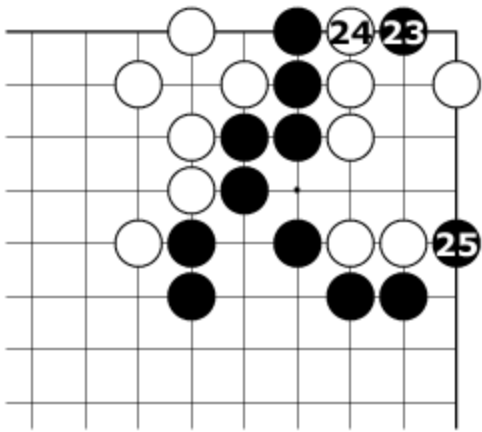
21 White continues with 'a'.
White 'b' is a mistake.



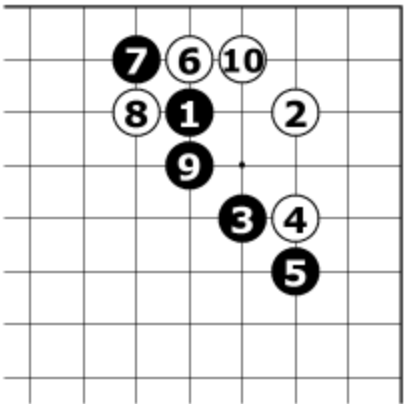
22 White 22 is the best move.



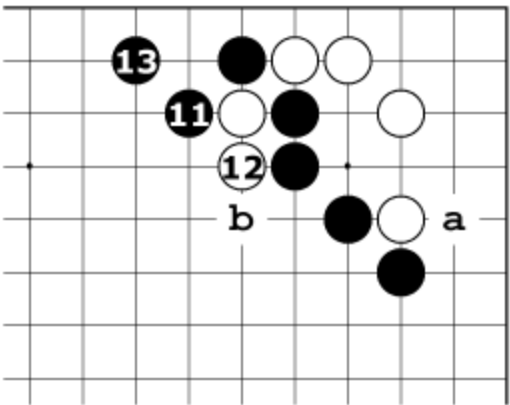
22 White 22 is a mistake.
White dies.



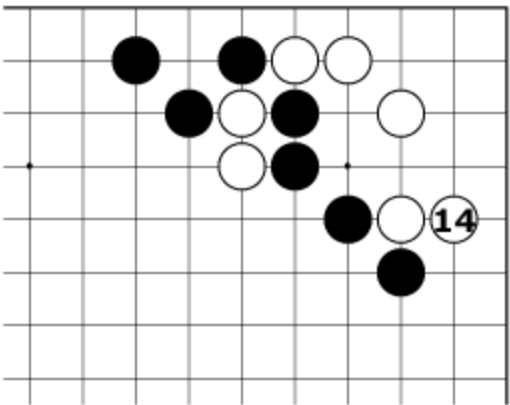
25 Now White cannot make two eyes.



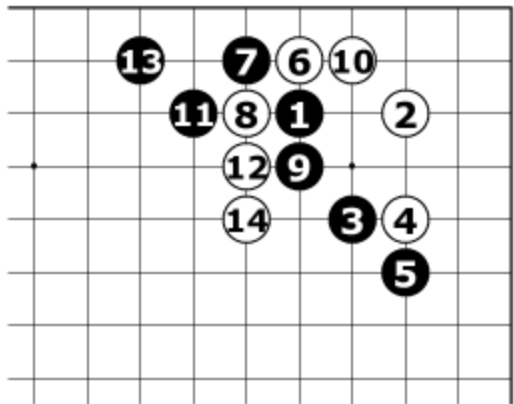
10 White 10 is a mistake.



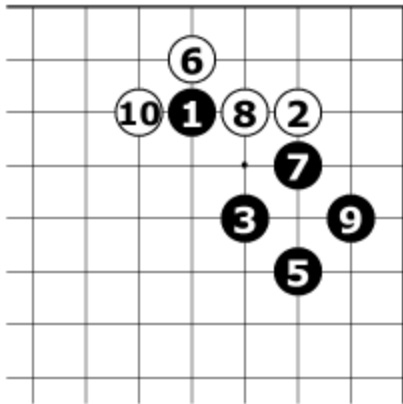
13 White has to play 'a' to live in the corner. White cannot extend with 'b'.



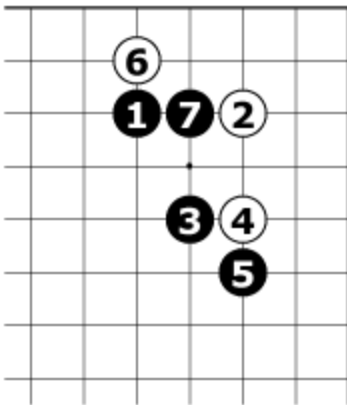
14 White has to play 14 to live.



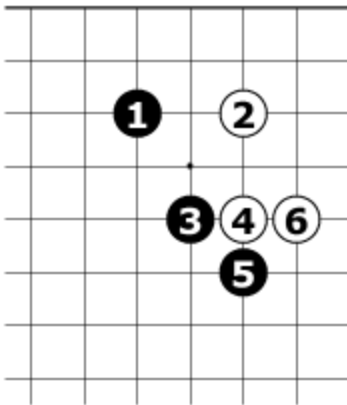
14 White 14 is a mistake.



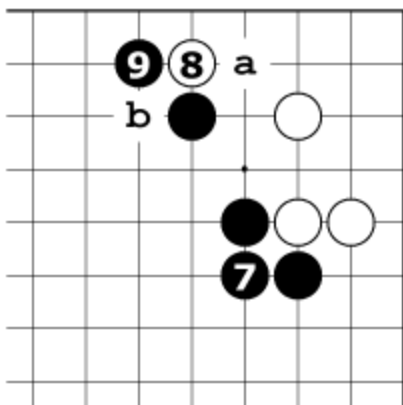
10 * GOOD VARIATION *



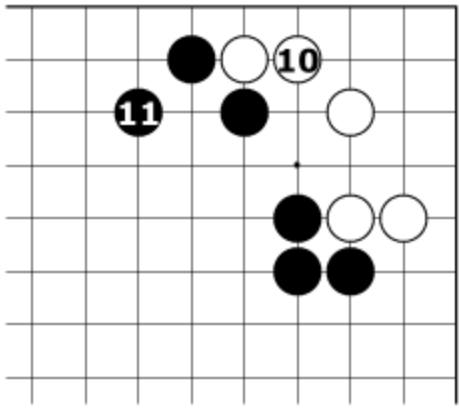
7 Black 7 is a mistake.



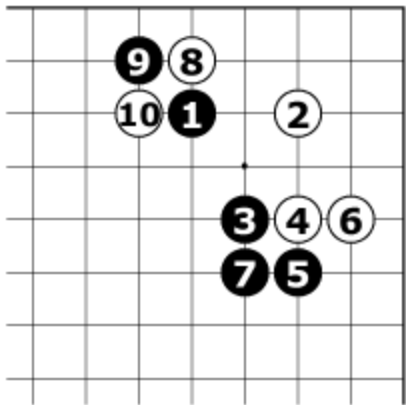
6 White 6 is a heavy move, and not recommended.



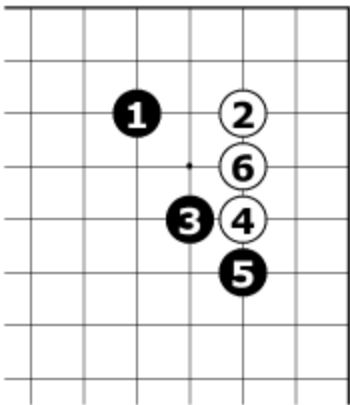
9 White draws back at 'a'.
White 'b' is a mistake.



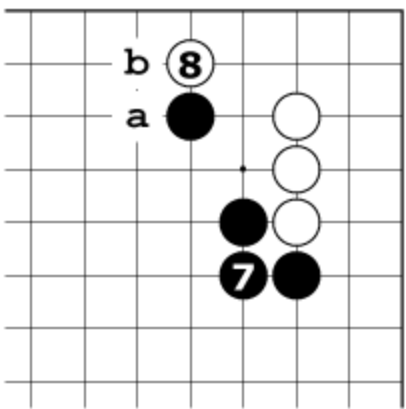
11 White has sente, but a small corner. Black's thickness is better.



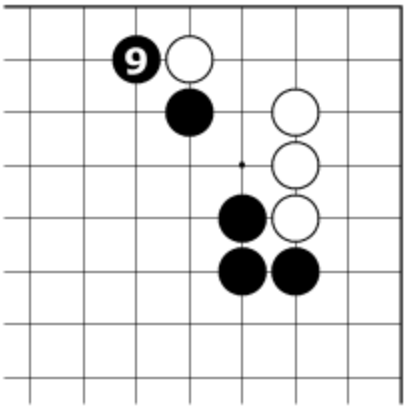
10 White 10 is a mistake.



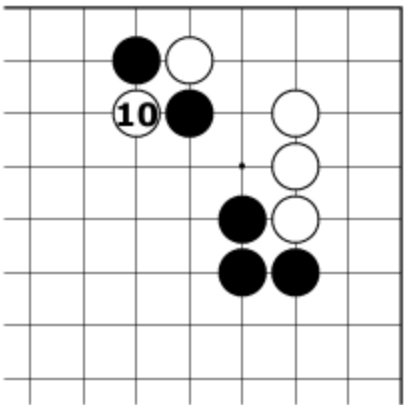
6 White 6 is a heavy move, and not recommended.



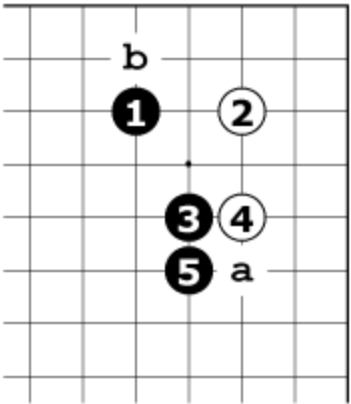
8 Black continues with 'a'. Black 'b' is a mistake.



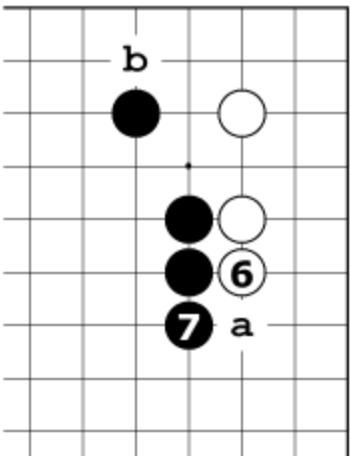
9 Black 9 is a mistake.



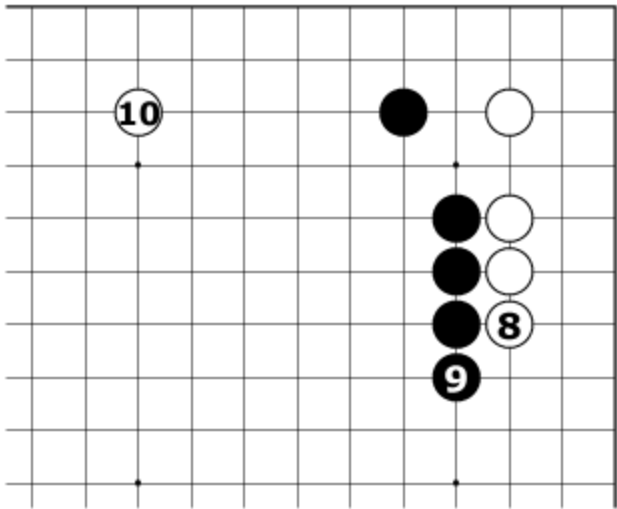
10 Black now lacks a good response.



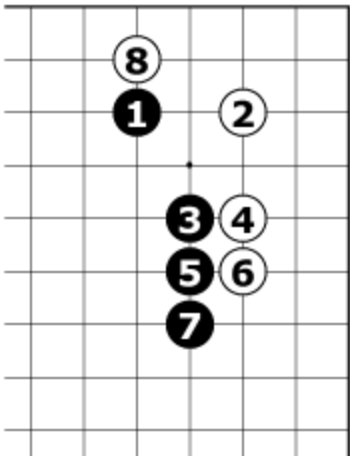
5 White continues with 'a' or 'b'.



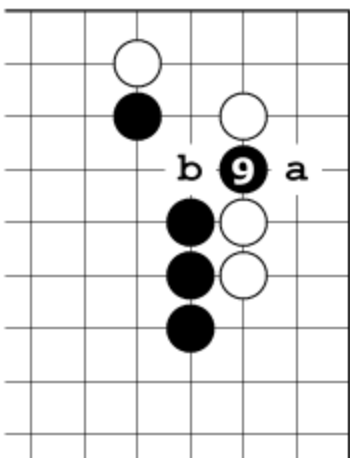
7 If White has followed this line, it is correct to continue at 'a'. White 'b' is a mistake in move order.



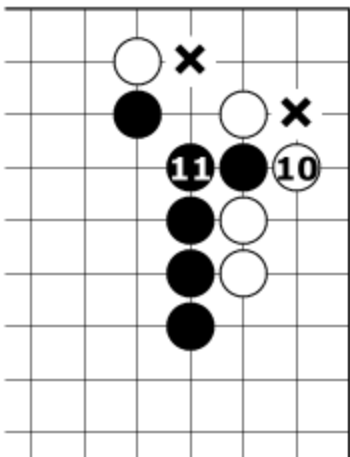
10 * GOOD VARIATION *



8 White 8 is a mistake in move order.

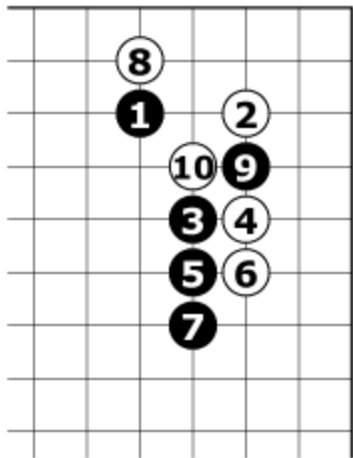


9 White continues with 'a'. White 'b' is a mistake.

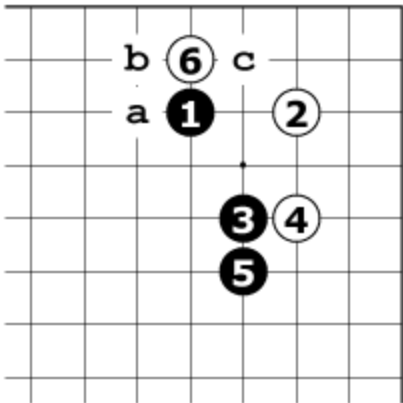


11 Black has now created the two marked cutting points.

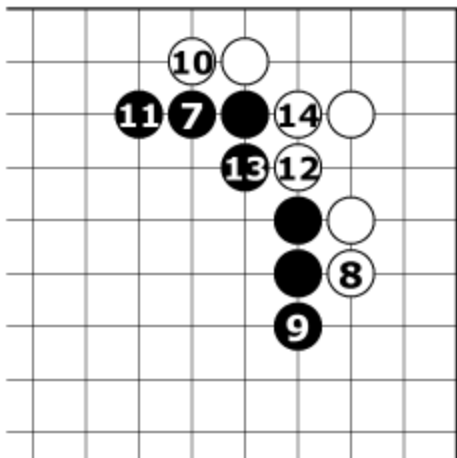
White is in trouble.



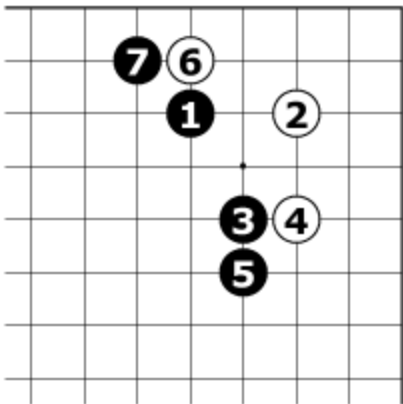
⑩ White 10 is a mistake.



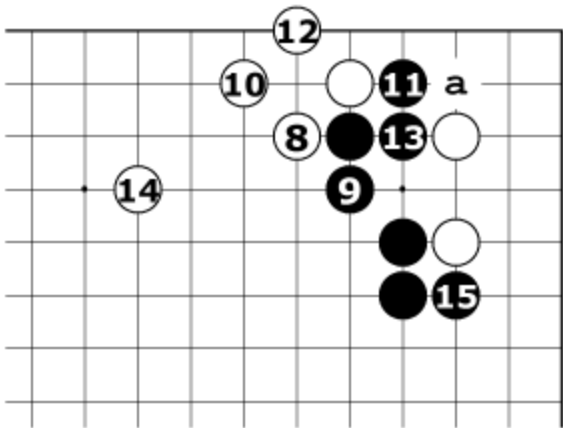
⑥ Black continues with 'a *'. Black 'b' and 'c' are mistake.



⑭ * GOOD VARIATION *

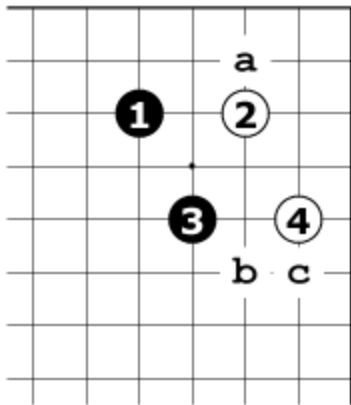


⑦ Black 7 is a mistake.

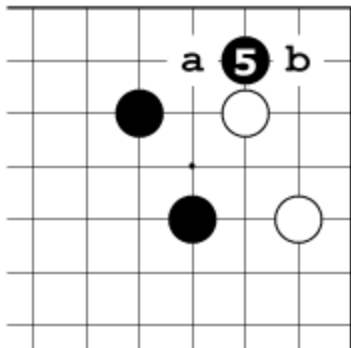


⑮ The sequence ends in gote for Black.

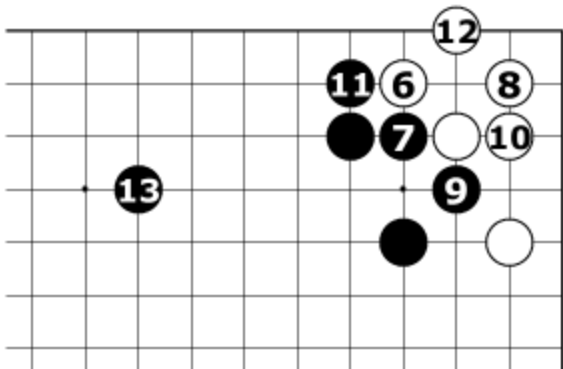
White can get a ko in the corner with 'a'.



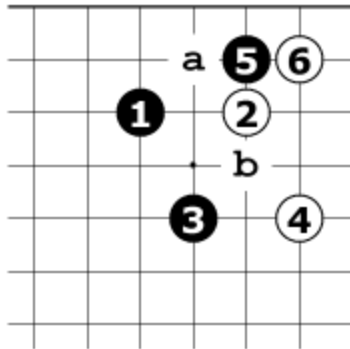
④ Black continues with 'a *' or 'b'. Black 'c' is an overplay.



⑤ White continues with 'a *'. White 'b' is not good.

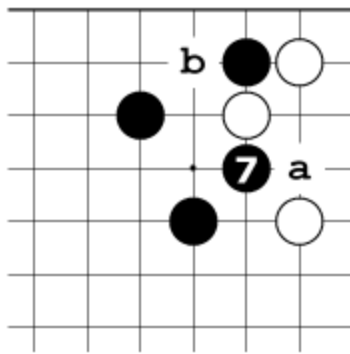


⑬ * GOOD VARIATION *

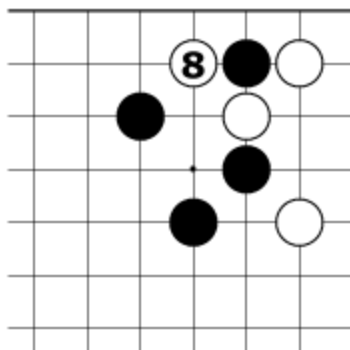


⑥ White 6 is not recommended: White is too low.

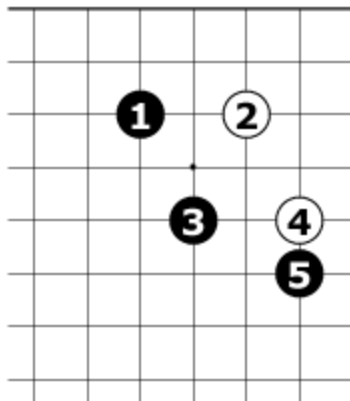
Black continues with 'a' or 'b'.



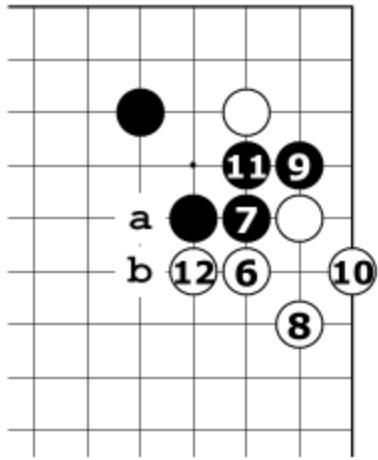
⑦ White continues with 'a'. White 'b' is not recommended.



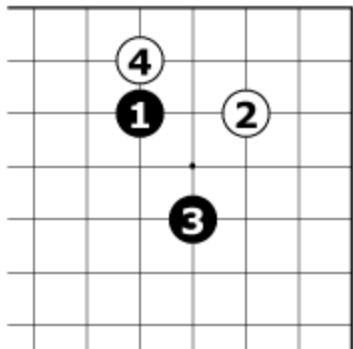
⑧ White 8 is not recommended.



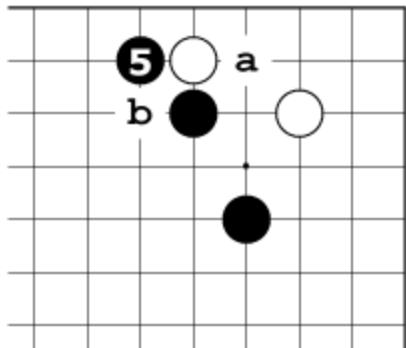
⑤ Black 5 is an overplay.



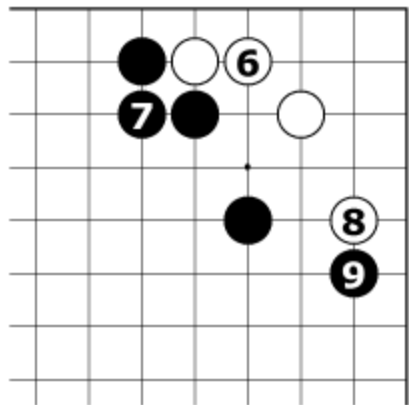
12 Black 'a' is submissive, but Black 'b' leaves aji for White 2.



4 White 'c' is a mistake.

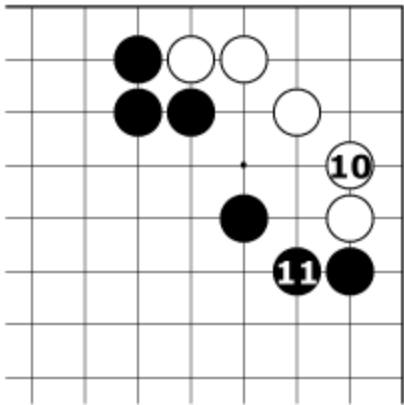


5 White continues with 'a'. White 'b' is not recommended.

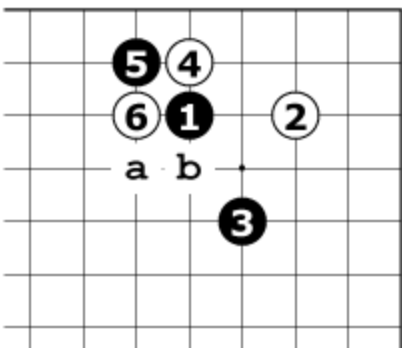


9 Black 9 works here: White cannot afford to sacrifice the corner stones now.

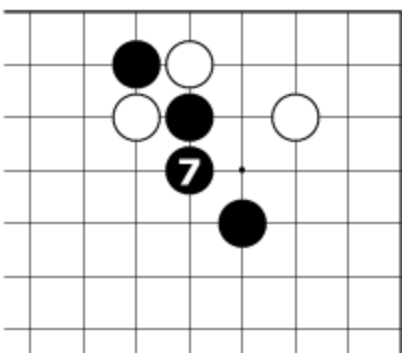
Compare this to variation 4-3-1-2-3.



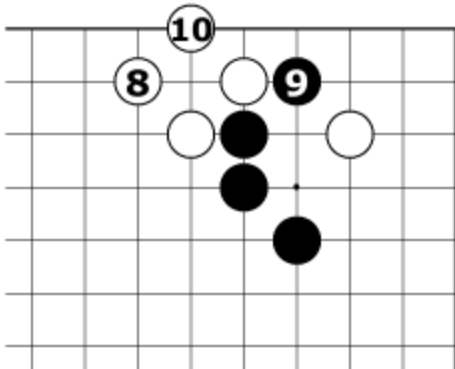
11 Now Black has great thickness.



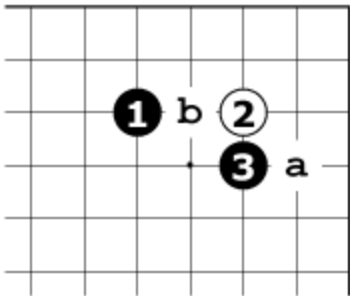
6 Black continues with 'a'. Black 'b' is slack.



7 Black 7 is a slack move.

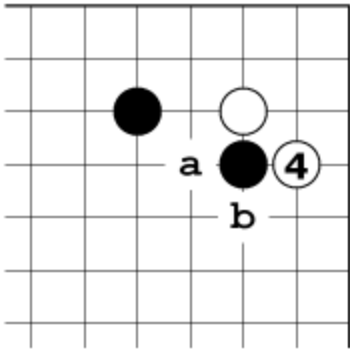


10 Now Black must confine White 2, while White gets a nice extension on the side.

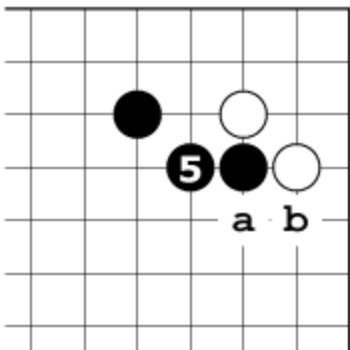


3 Black must have the ladder to play this way.

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

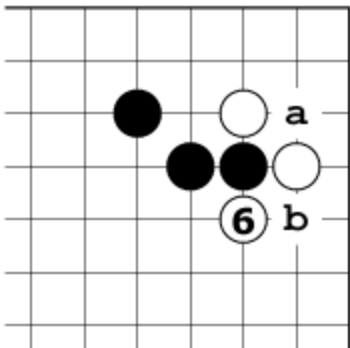


4 Black continues with 'a' or 'b'.



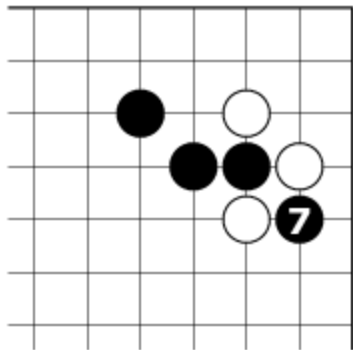
5 White continues with 'a' or 'b'. White should play 'a' if the ladder to the bottom left is favorable to White.

White 'b' does not involve a ladder.

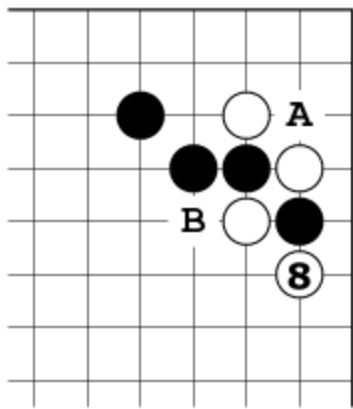


6 Black continues with 'a'

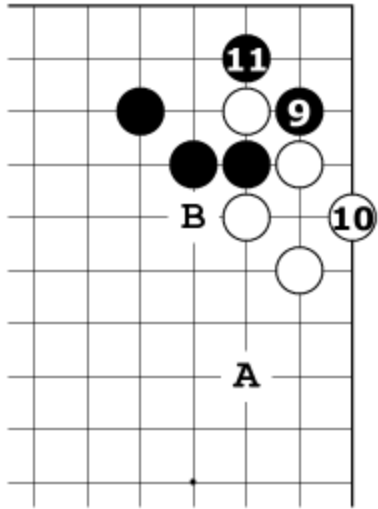
with a favorable ladder, or 'b' if the ladder is unfavorable.



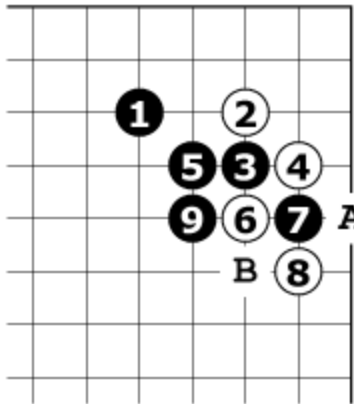
7 Black must play this way with an unfavorable ladder, though the result favors White.



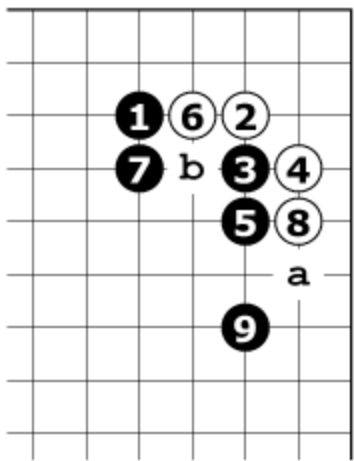
8 'A' or 'B'.



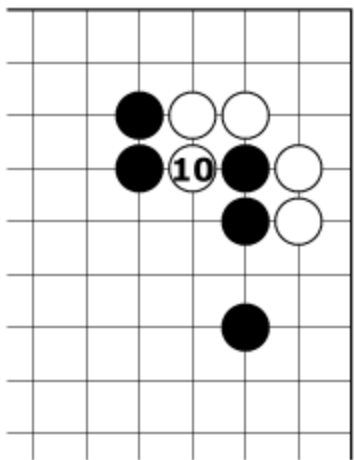
11 Black's corner is small, and White's ponnuki shape powerful. 'A' or 'B'.



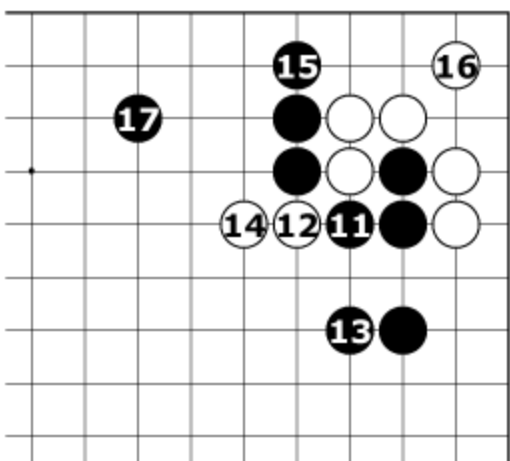
9 'A' is correct, 'B' is a mistake.



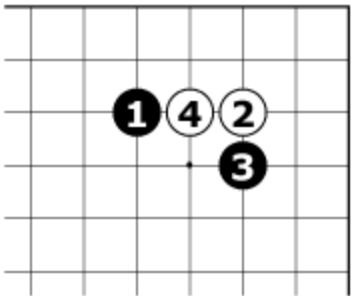
9 White continues with 'a'. White 'b' is not recommended.



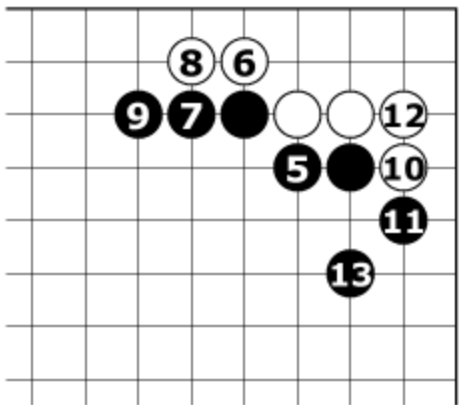
10 White 10 is not recommended.



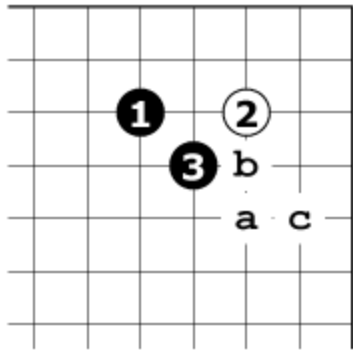
17 White faces a difficult fight.



4 White 4 is not recommended.

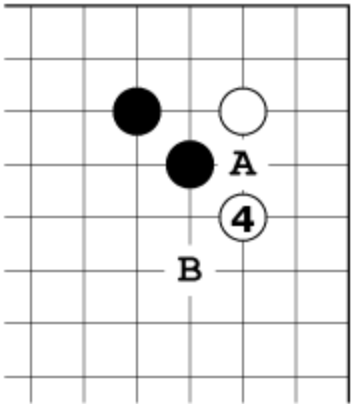


13 Black's thickness is superior.

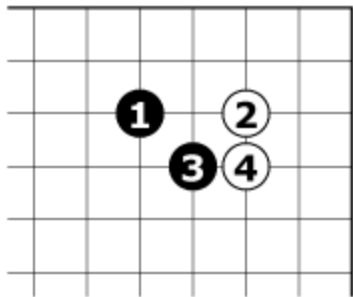


3 Black 3 is playable only in this situation. This shape is a bit vulgar, and so is not seen in other joseki. Black should have a favorable ladder to play this way.

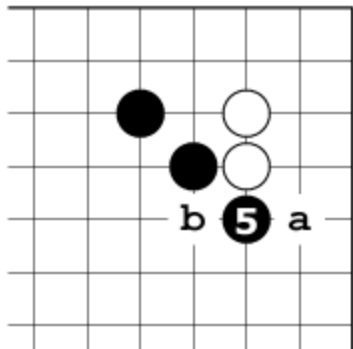
White continues with 'a'. White 'b' and 'c' are mistakes.



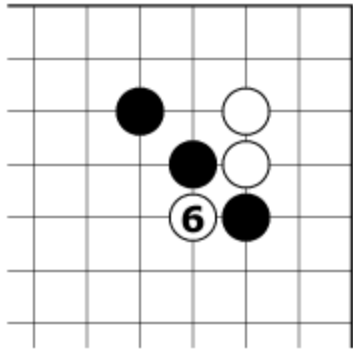
④ White 4 is the only good move.
'A' or 'B'.



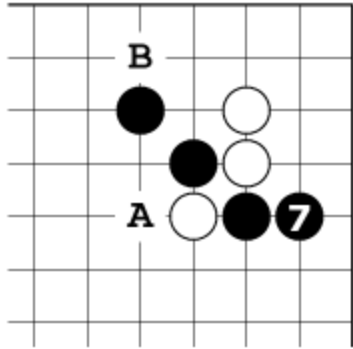
④ White 'b' is a mistake.



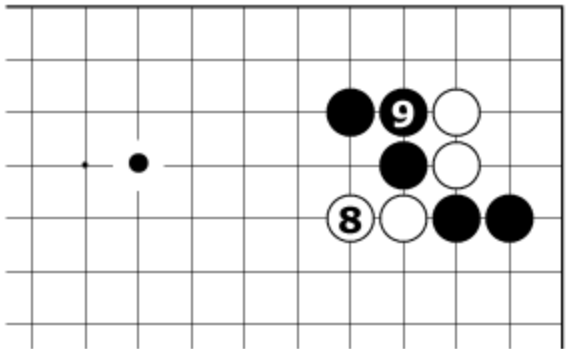
⑤ White must now submit to playing 'a'. A cut at 'b', starting a fight, is unreasonable.



⑥ White 6 is unreasonable without more support.

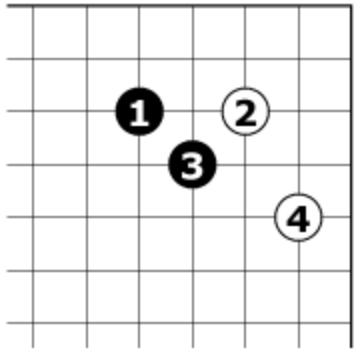


⑦ Neither 'A' nor 'B' work.

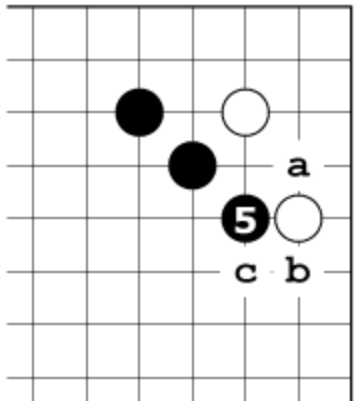


⑨ Black captures the corner stones.

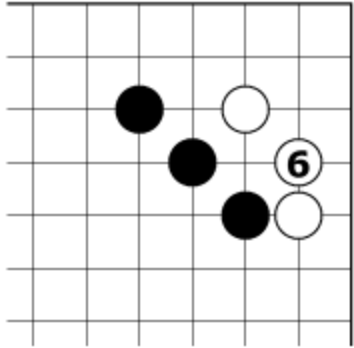
Without support for White at the marked location, this fight is unreasonable.



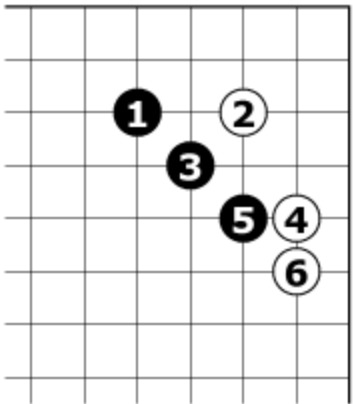
④ White 4 is a mistake.



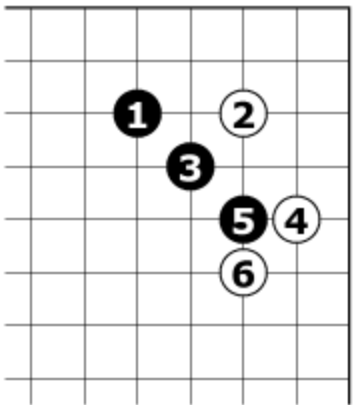
⑤ White continues with 'a'. White cannot play 'b'.



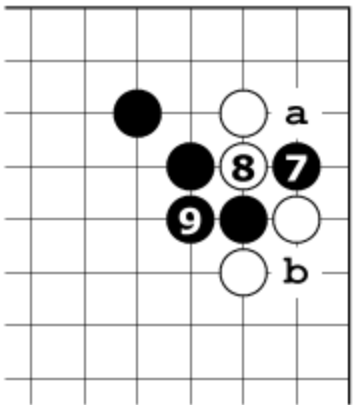
⑥ White must back up to connect.



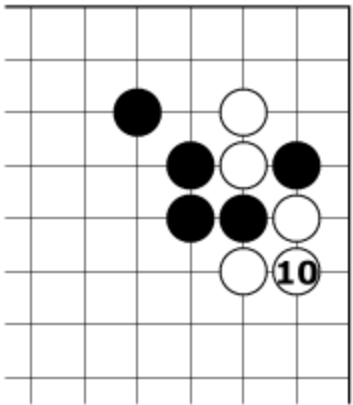
⑥ White 6 is a mistake.



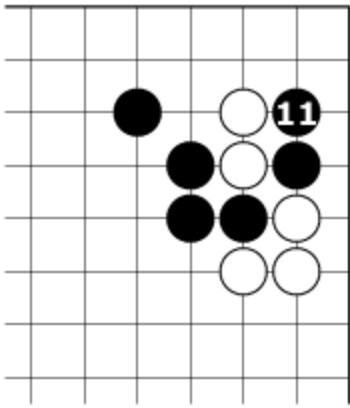
⑥ Assuming Black has the ladder, White 6 is a mistake.



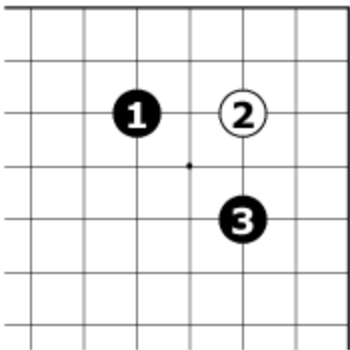
⑨ White continues with 'a'. White 'b' is a mistake.



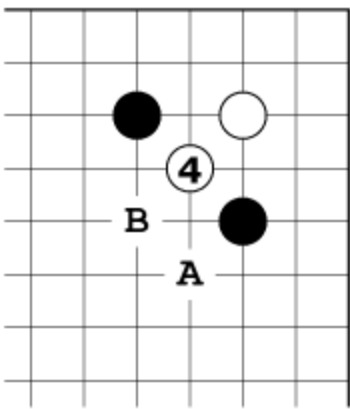
⑩ White 10 compounds the mistake.



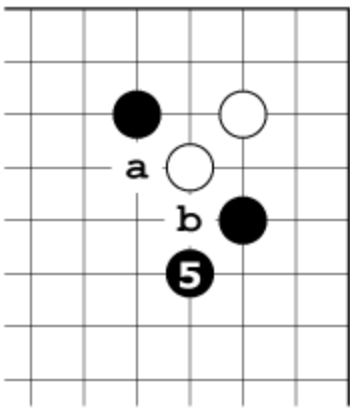
11 White suffers a big loss.



3 As the 3-3 point is easily settled, there must be some strategic advantage in attacking it with the pincer, namely, surrounding support. By itself, the pincer is somewhat unreasonable.

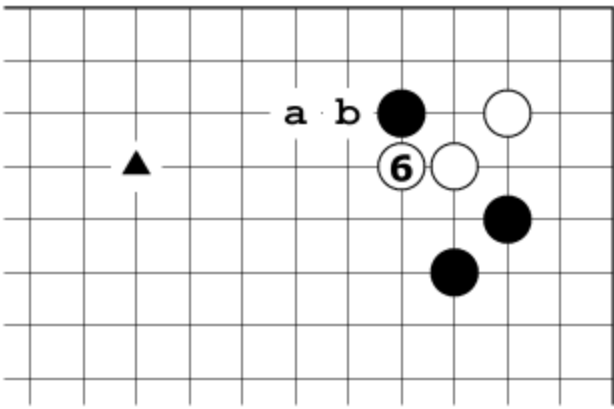


4 'A' is correct, 'B' is a trick play.

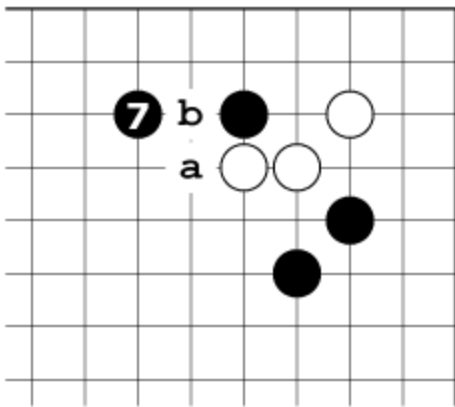


5 White continues with 'a' or

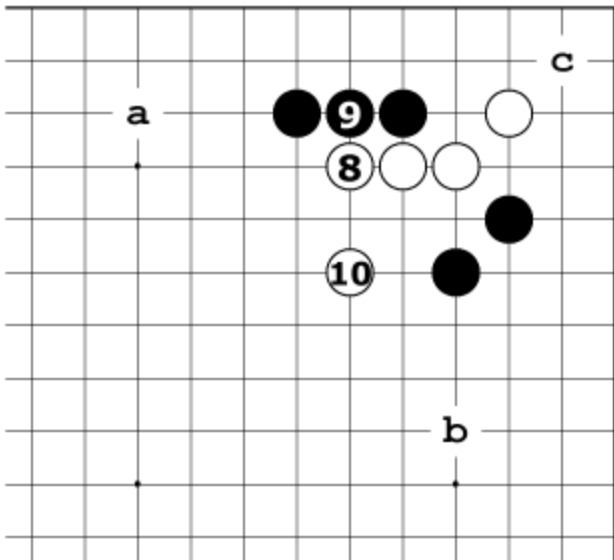
'b'.



6 Black continues with 'a'. Black 'b' is only good with a stone on or near the marked position.

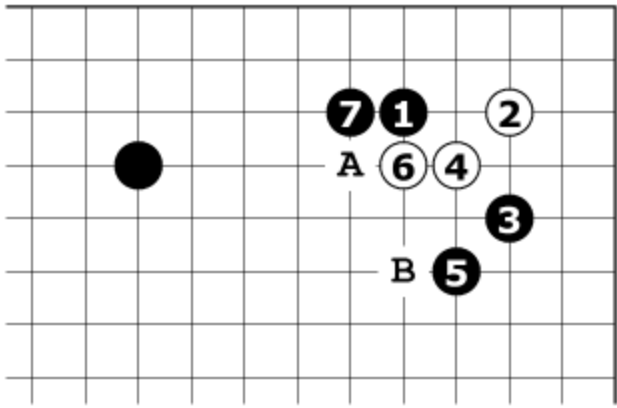


7 White continues with 'a' or 'b'.

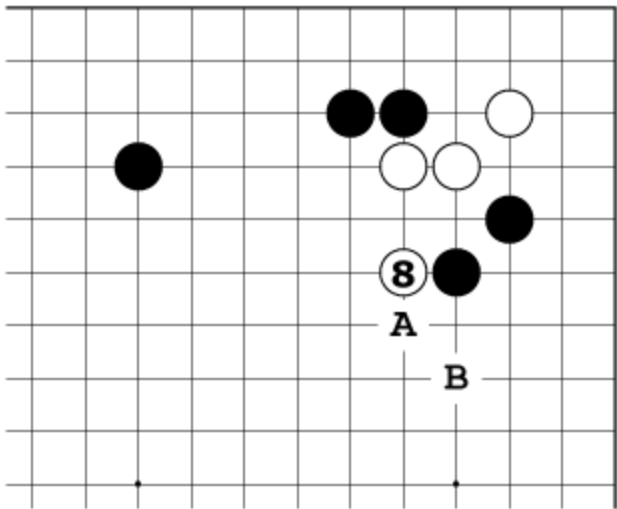


10 Pincers at 'a' and 'b' are miai for White, so Black should have had support before initiating this pincer.

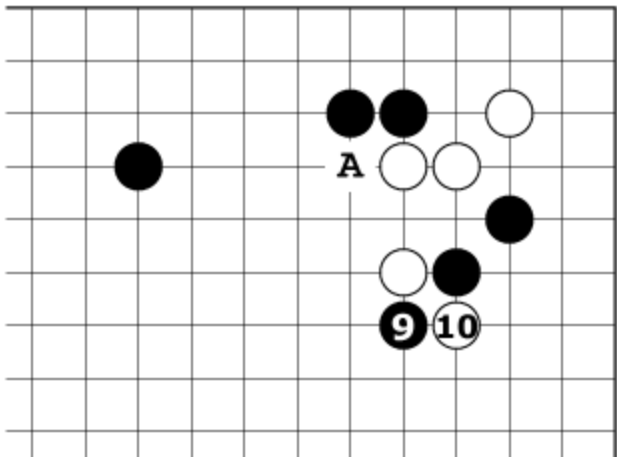
A Black placement at 'c' can deprive White of getting an eye in the corner.



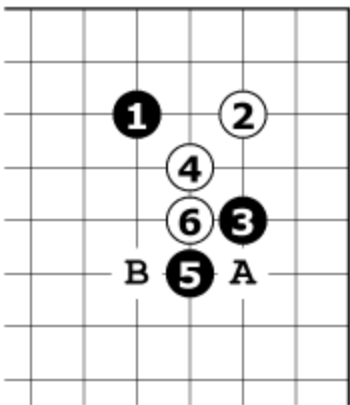
7 'A' or 'B'.



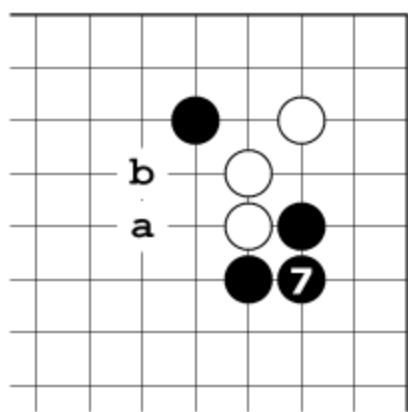
8 'A' or 'B'.



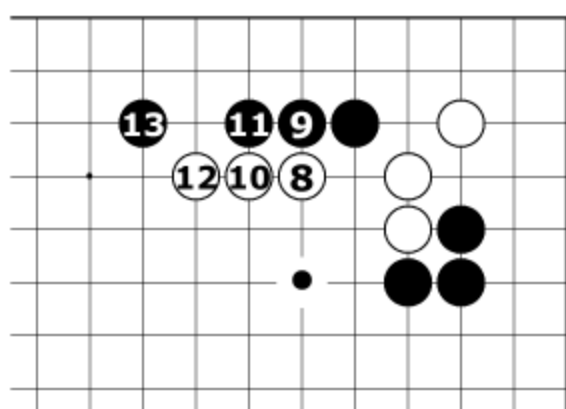
10 White A remains sente.



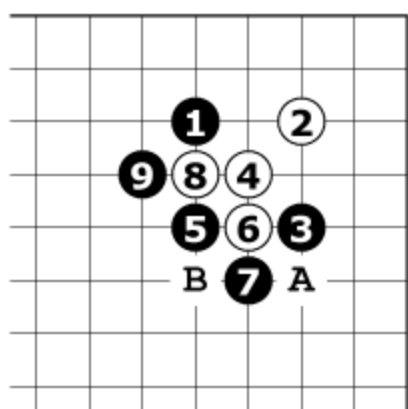
6 'A' or 'B'.



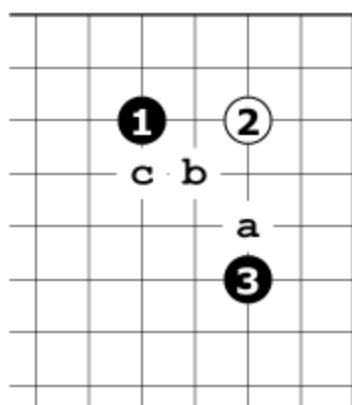
- 7 White continues with 'a'.
White 'b' is a mistake.



- 13** A Black jump to the marked location is sente, so White has not really built thickness.

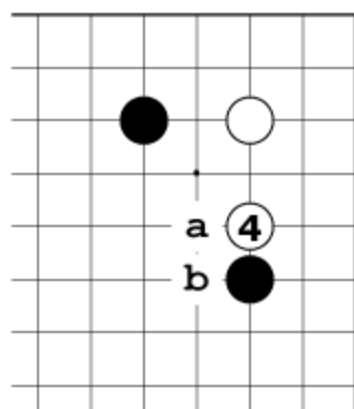


- 9 'A' is correct, 'B' is getting tricked.

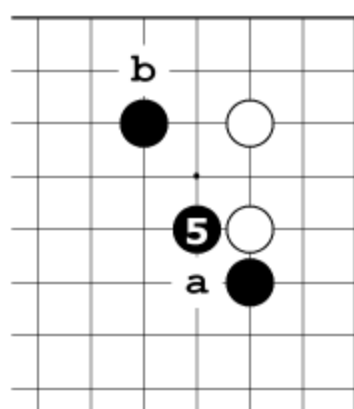


- 3** White continues with 'a' or 'b'.

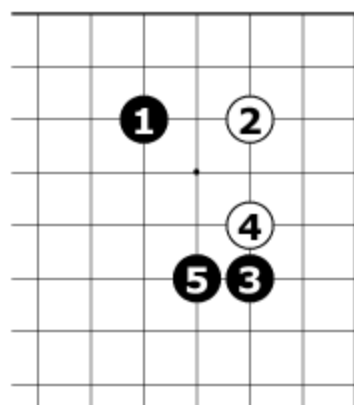
White 'c' is a mistake.



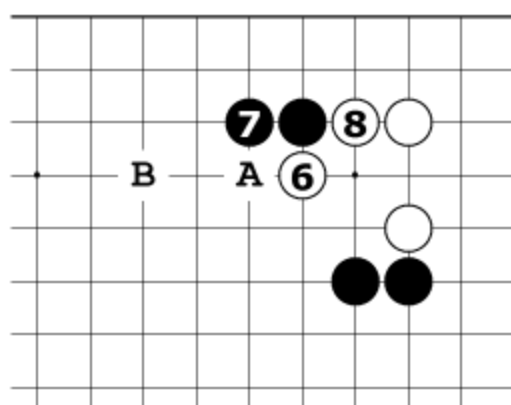
- ④ Black continues with 'a', possibly 'b'.



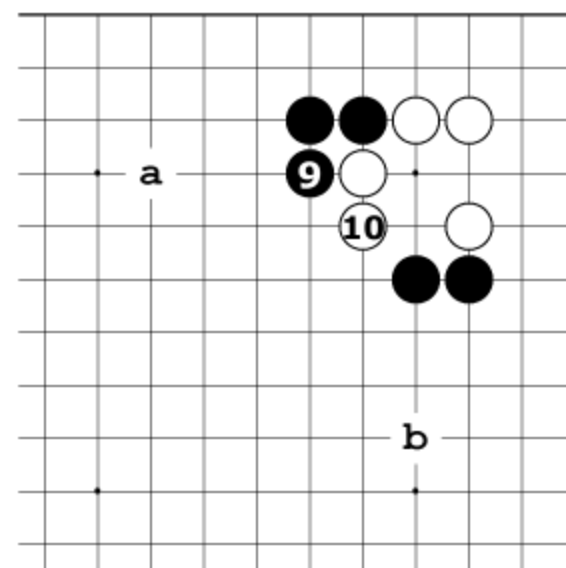
- 5** From here White cuts at 'a' or attaches underneath at 'b'.



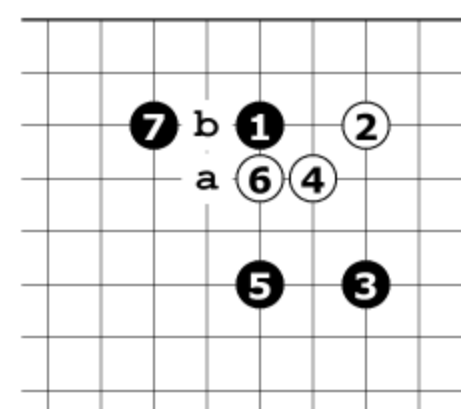
- 5** Black 5 makes sense with local support on either side.



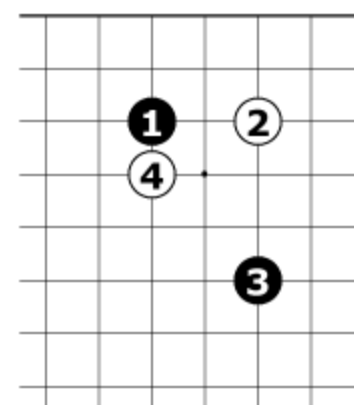
- ⑧ White 8 is the proper move.
'A' or 'B'.



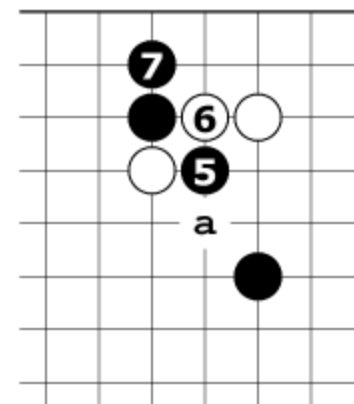
- ⑩ Now 'a' and 'b' are miai.



- 7 White continues with 'a' to get outside, or 'b' to take the corner.

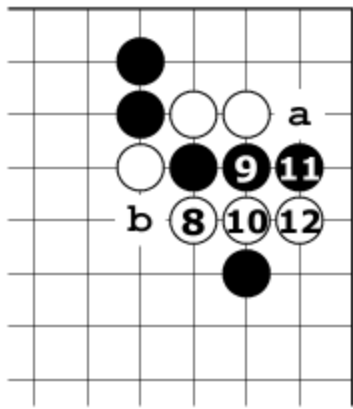


- ④ White 4 is a mistake.

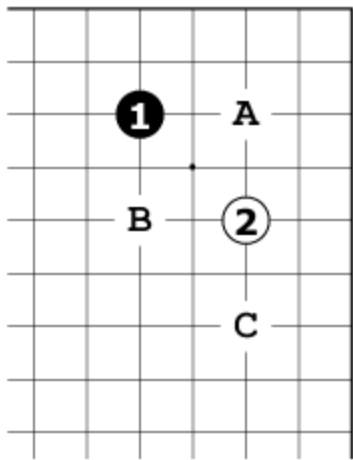


- ⑦ White will have trouble looking after the corner stones. White could play 'a' and immediately sacrifice

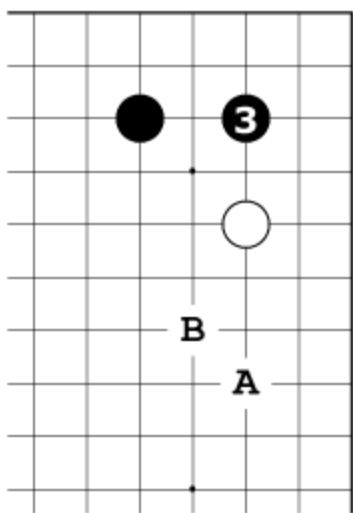
the stones, but the loss would be considerable.



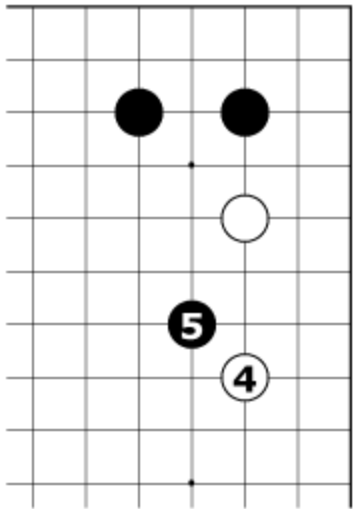
⑫ Simply taking with 'a' is good enough for Black. Black may also atari first with 'b' if that is strategically sensible.



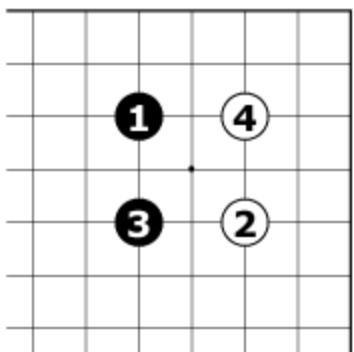
② 'A' is better than 'B'. 'C' is not recommended.



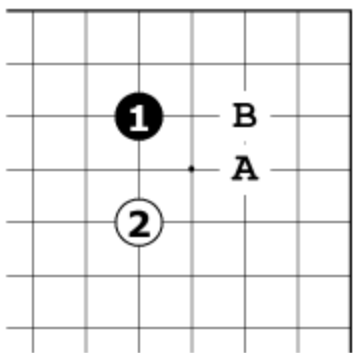
③ 'A' is correct, 'B' is questionable.



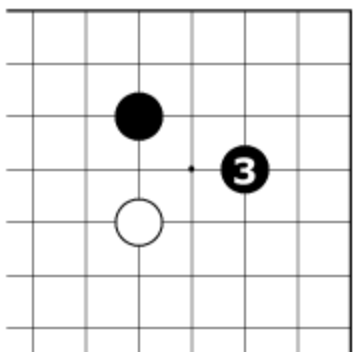
⑤ Black doesn't just take the corner, but still can go for influence.



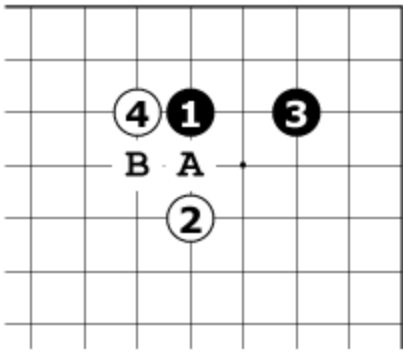
④ This result is the same variation as 5,5-a-a-a (which also has only one move continuation here).



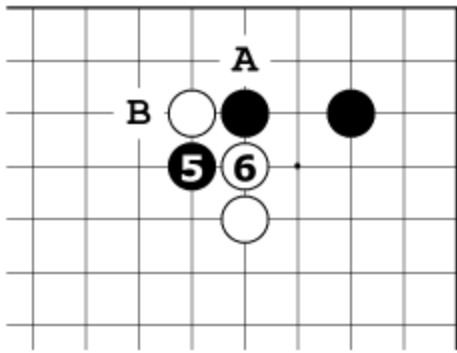
② 'A' or 'B'.



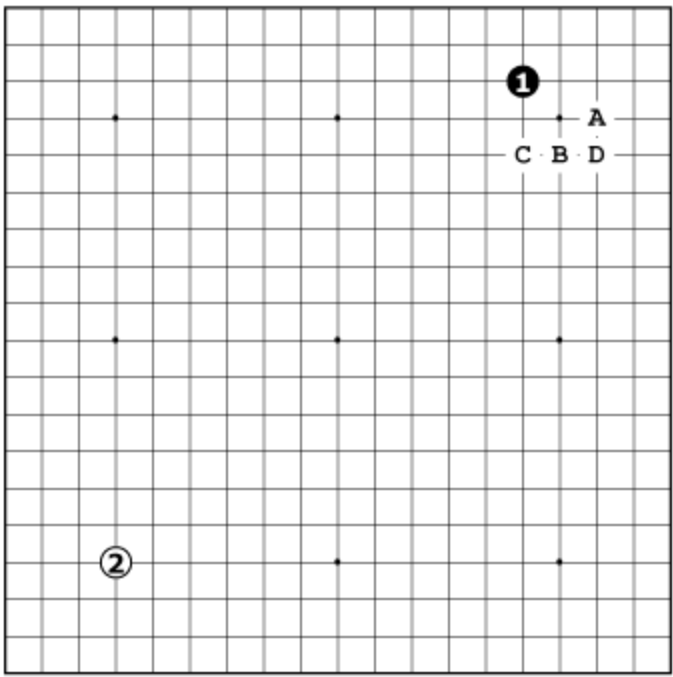
③ This result is a similar variation as 3,4-e-a-b



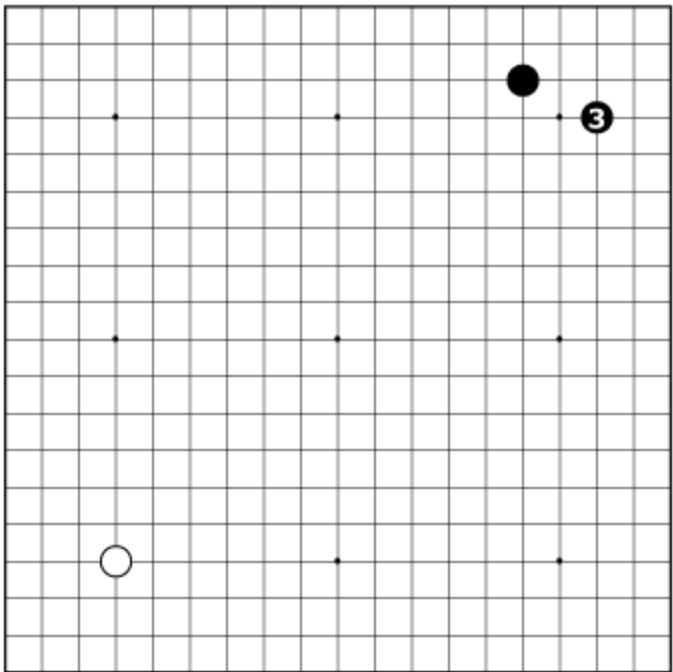
④ The move is questionable. 'A' is correct, 'B' is not recommended, Black falls back from a superior to an equal or inferior position.



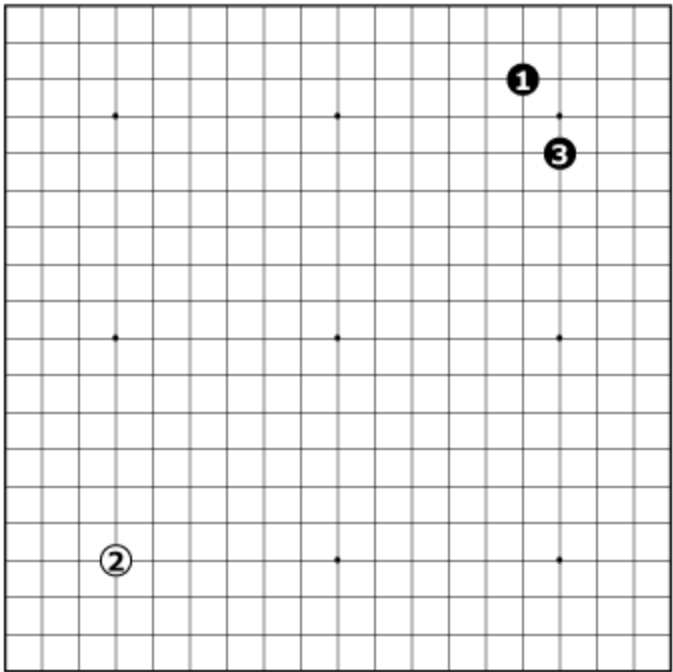
⑥ 'A' fight, 'B' both settle.



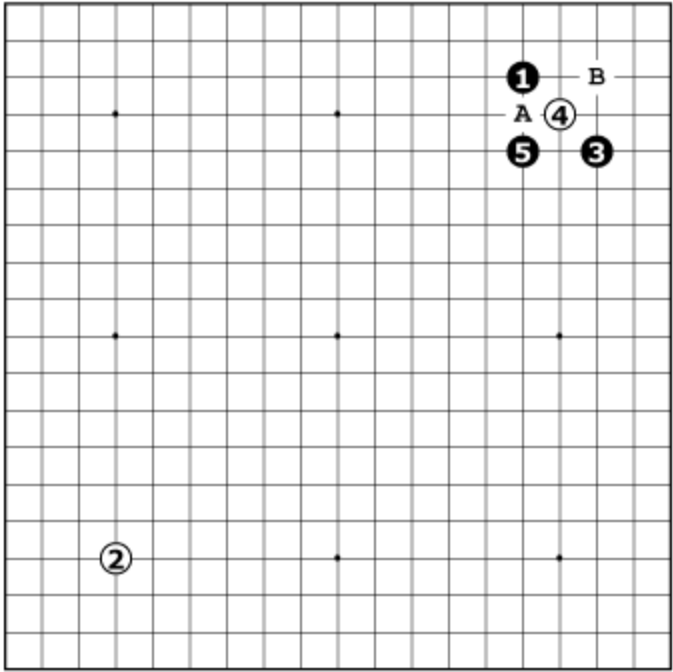
② 'A' or 'B'. 'C' aims at a rare three-stone-shimari. 'D' is a trick play.



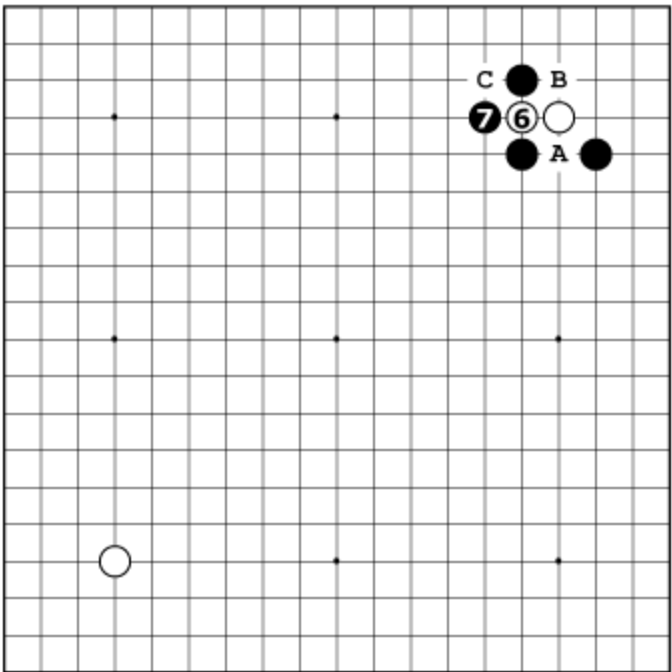
3 These variations are covered as 34-e-A.

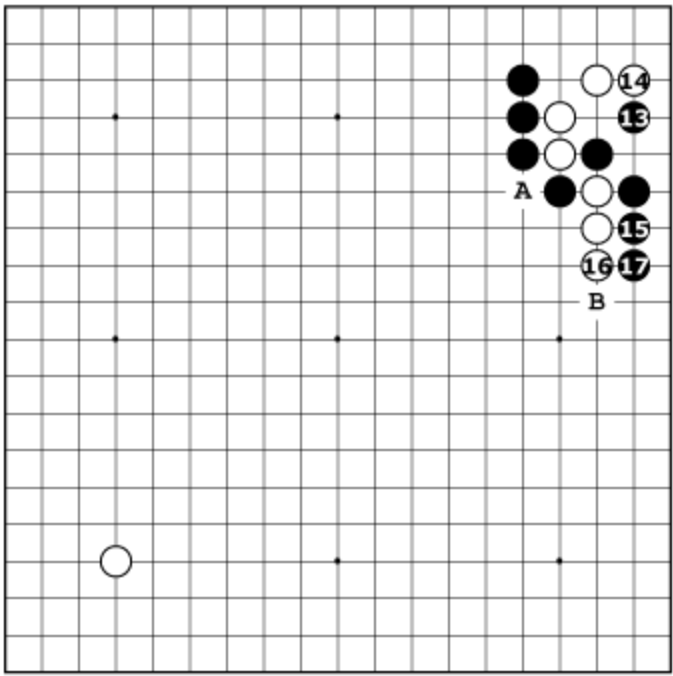


3 This variation is covered as 54-c-B.

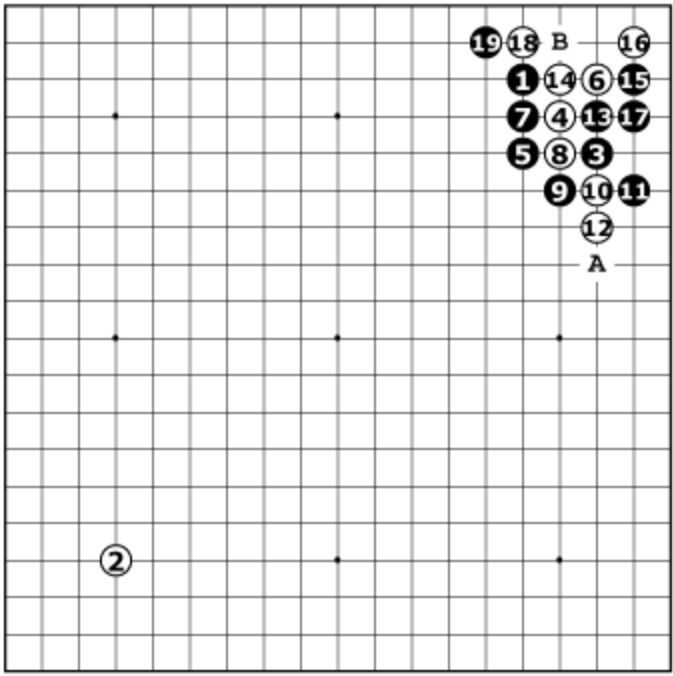


5 'A' is correct, 'B' is inferior.

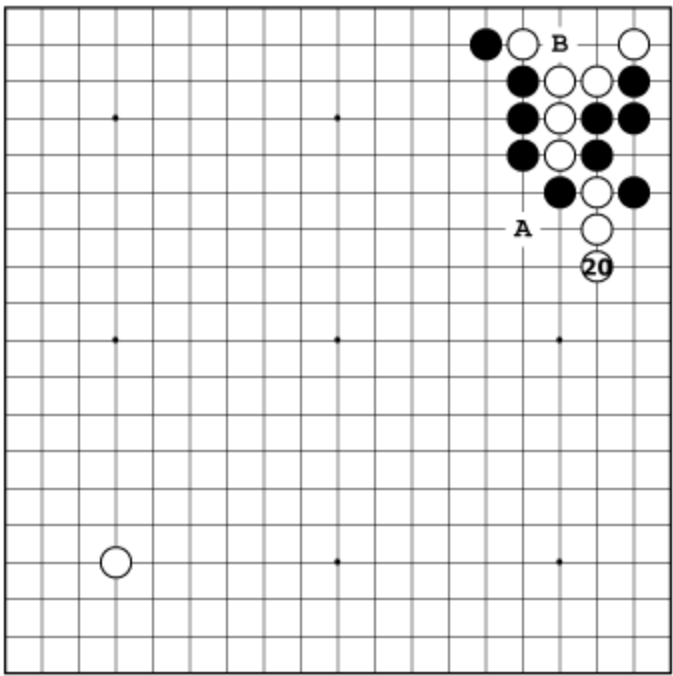




17 'A' is correct, 'B' is questionable.

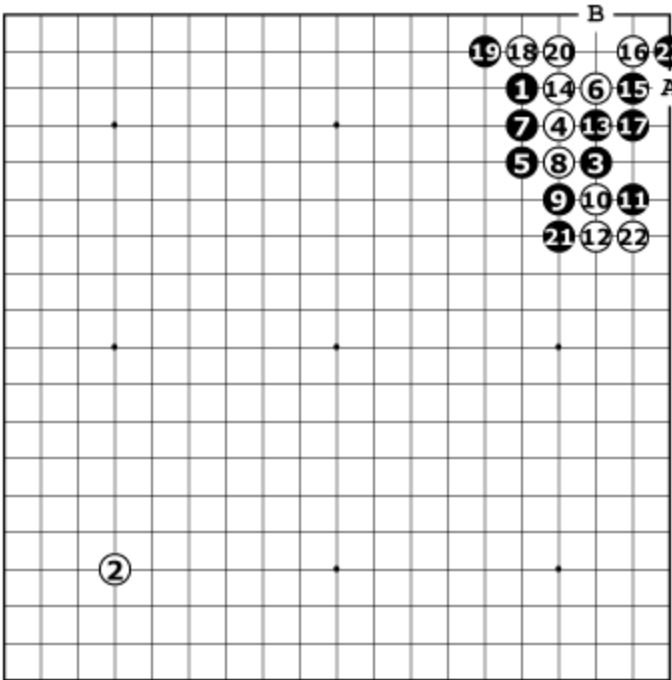


19 'A' is correct, taking the corner, if White has the ladder, 'B' is inferior making the corner seki, but unavoidable, if Black has the ladder.



20 'A' is necessary, Black cannot capture on 'B' if

White has the ladder.



23 'A' -> seki, 'B' -> unfavorable ko.