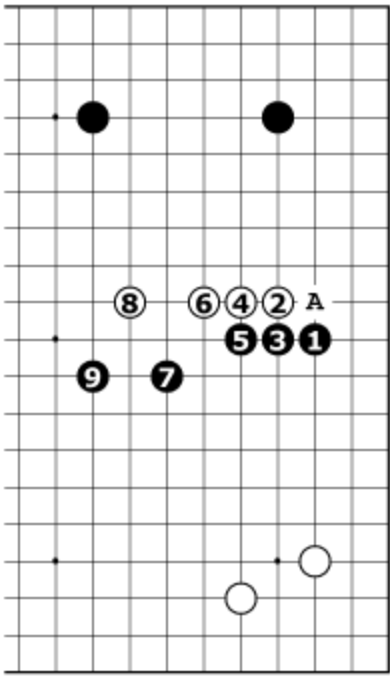
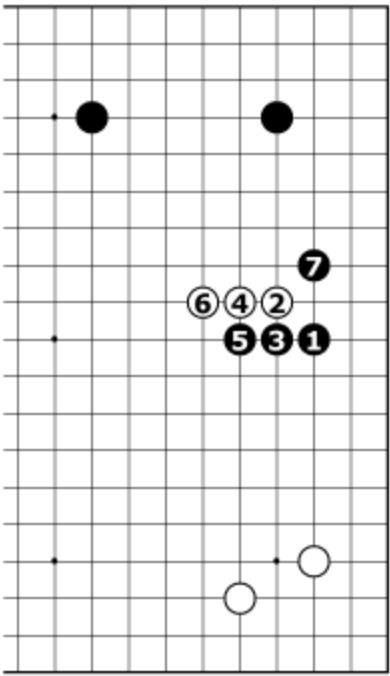


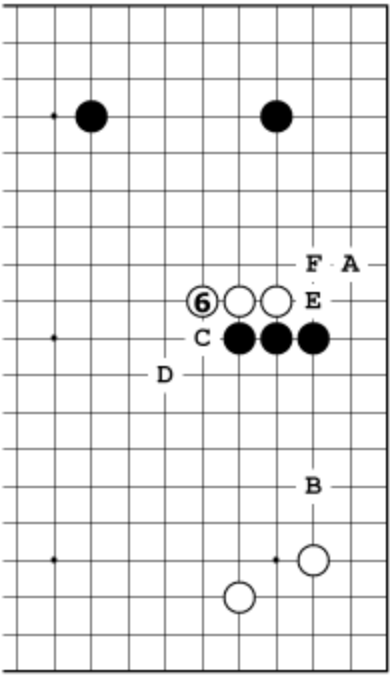
⑤ 'A' is correct, 'B' is not recommended.



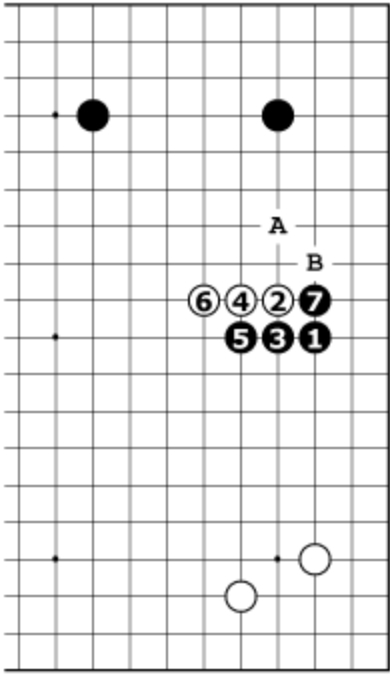
⑨ Later, White can play A.



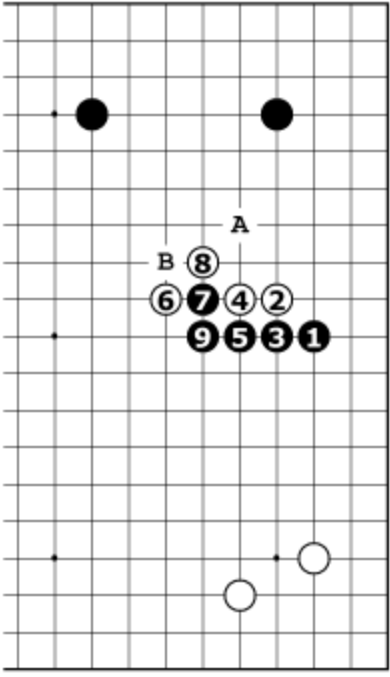
⑦ Aji for White.



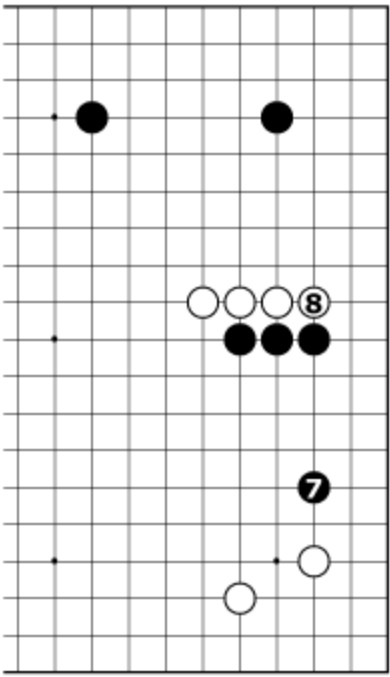
⑥ 'A' is correct. 'B' is bad. 'C' makes more influence and is good if White 2 was a strategic mistake. 'D' is questionable. 'E' weakens the top side. 'F' is not recommended.



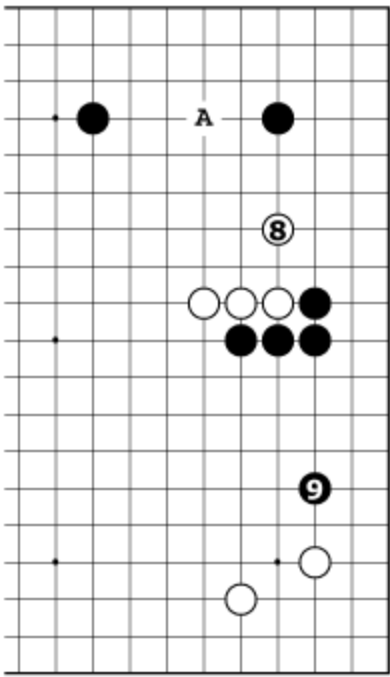
⑦ 'A' or 'B'.



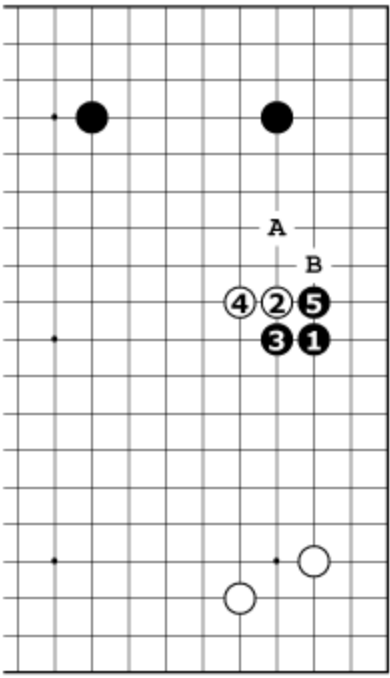
⑨ After 'A' or 'B', White has a weak position.



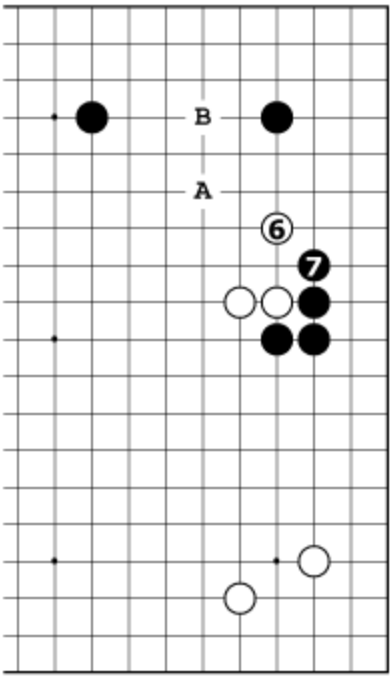
⑧ White attacks both sides.



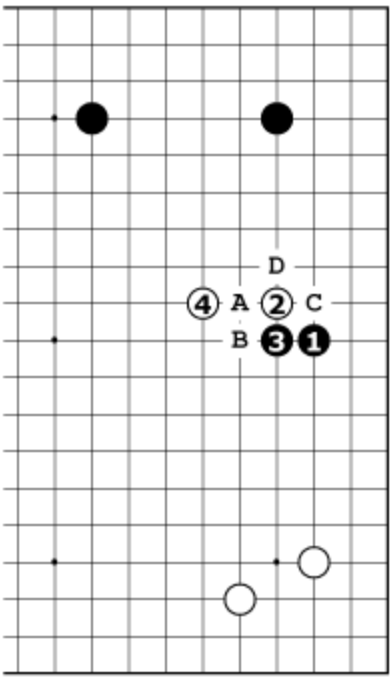
⑨ White aims at A.



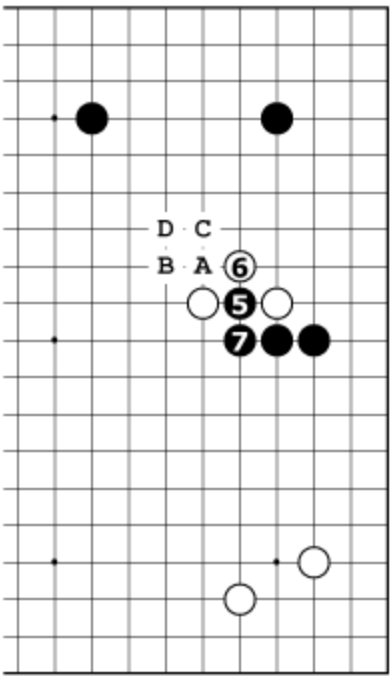
⑤ 'A' settles the position, 'B' starts a fight.



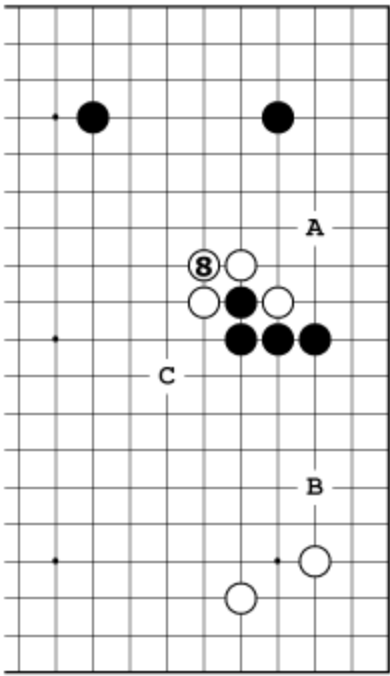
7 'A' or 'B'.



4 'A *' is correct, 'B' is possible. 'C' is too heavy. 'D' is not recommended.

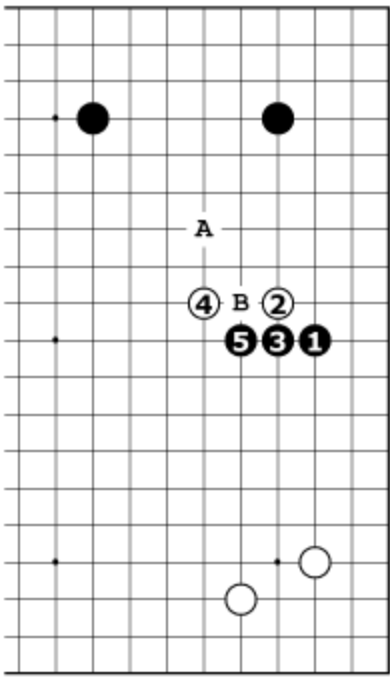


7 'A *', 'B', 'C' or 'D' are ok.

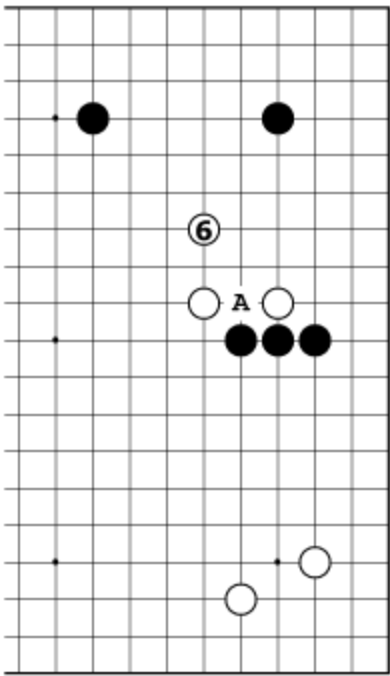


8 * GOOD VARIATION *

Later Black 'A' to connect or 'B' for territory or 'C' for influence or White 'A' or White 'C' or White invades the top side.

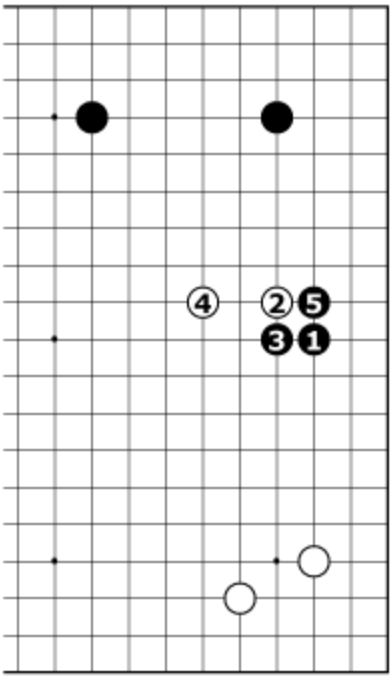


5 'A' or 'B'.

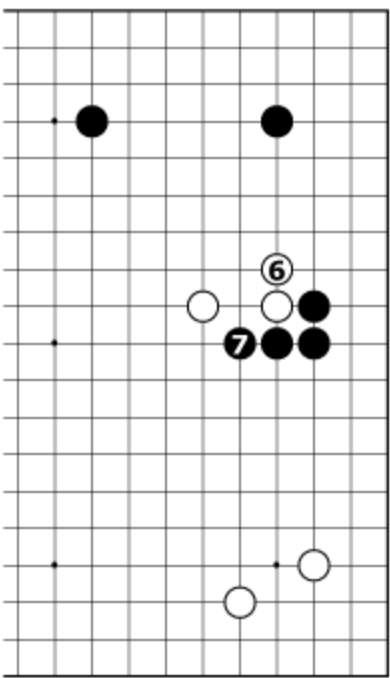


6 A Black push at A is slow and may not be answered

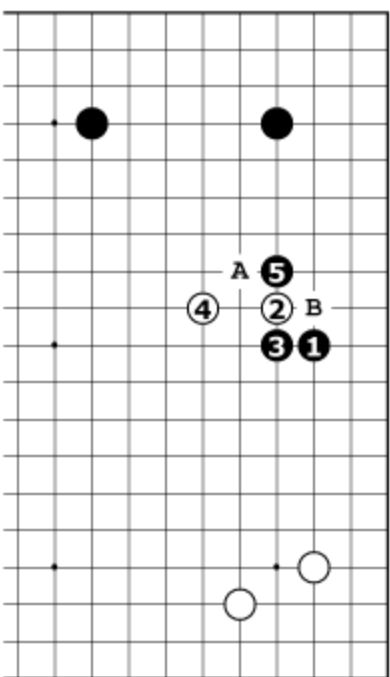
immediately.



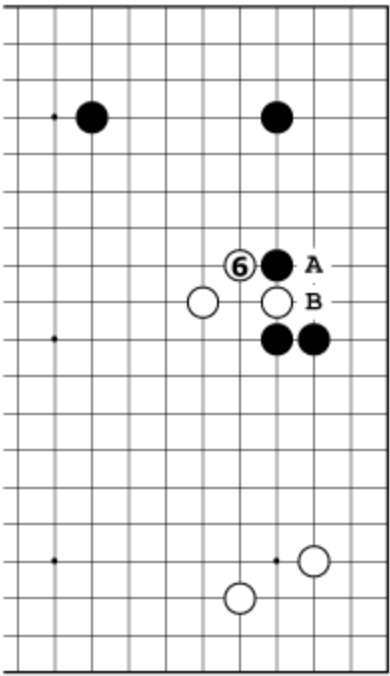
5 Tenuki is better than continuing.



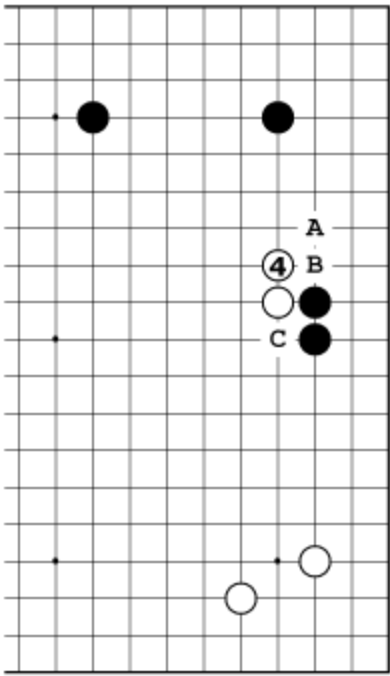
7 Tenuki is better than continuing.



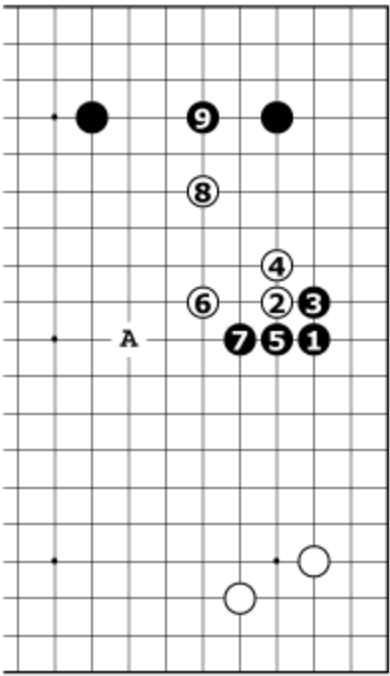
5 'A' is correct, 'B' is bad.



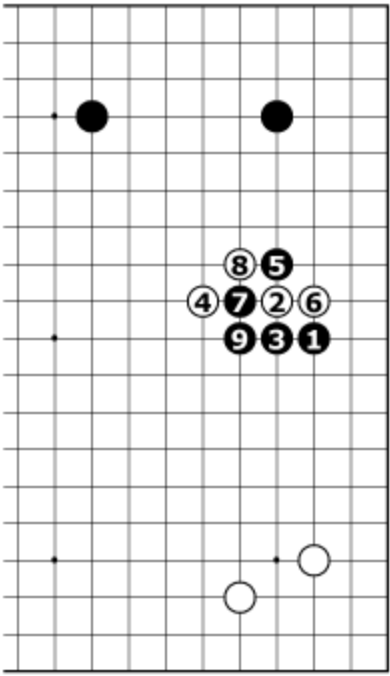
⑥ 'A' is submissive, 'B' hurts the top side.



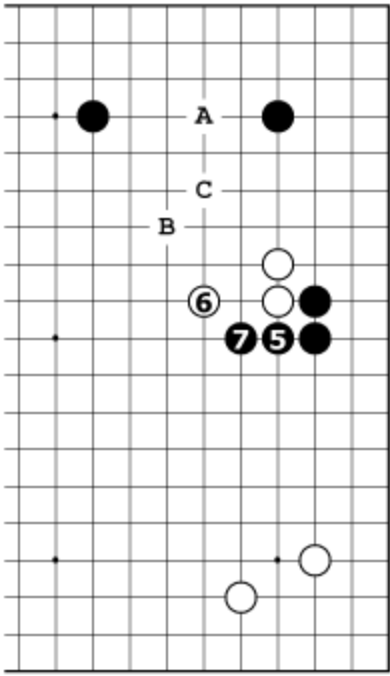
④ 'A' connects, 'B' gives a bit territory for more valuable influence, 'C' hurts the top side.



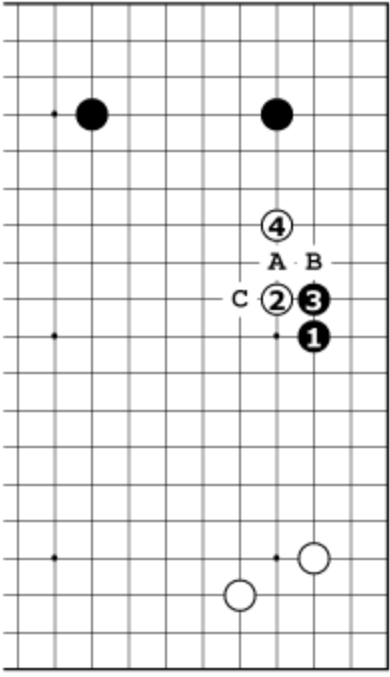
⑨ Black aims at A.



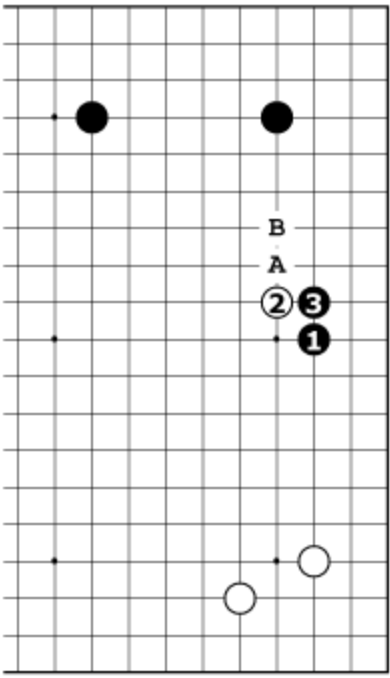
⑨ Nothing but aji for White.



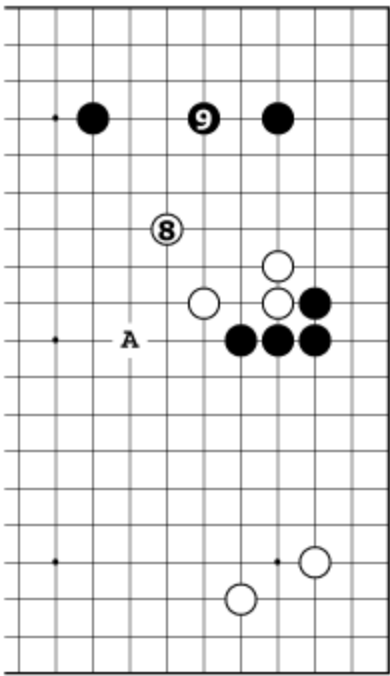
⑦ 'A' is correct, 'B' and 'C' are too slow.



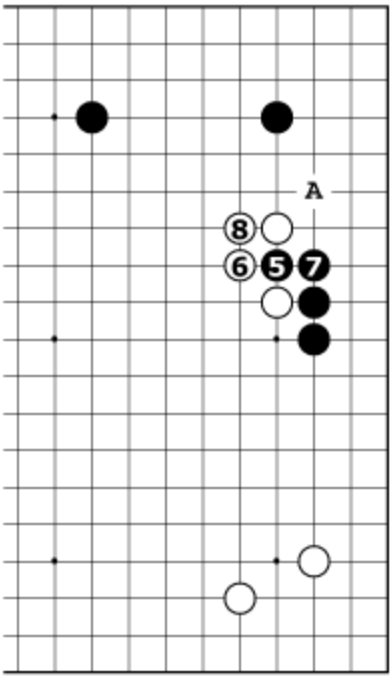
④ 'A' or 'B' are possible. 'C' hurts the top side.



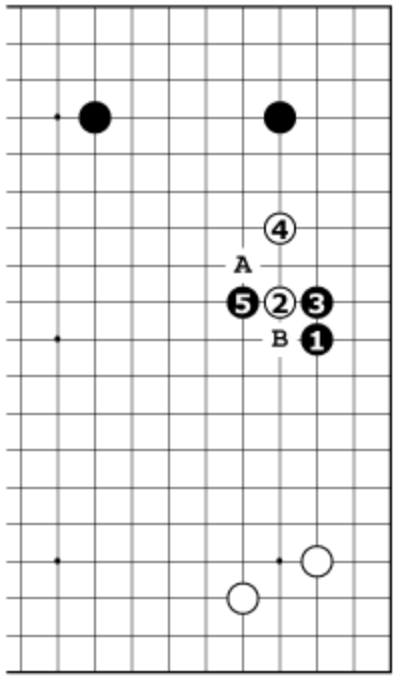
③ 'A' or 'B'.



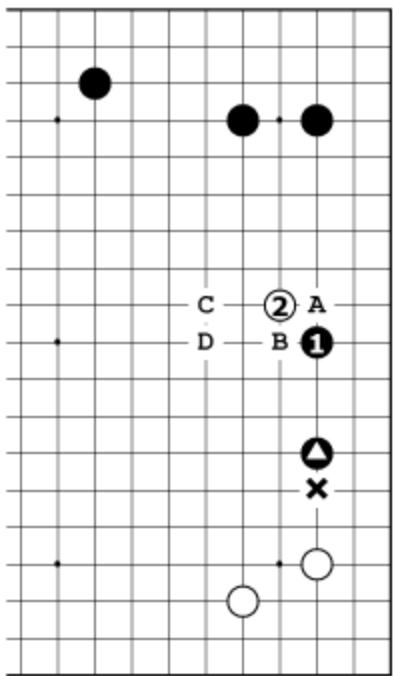
⑨ Black aims at A.



⑧ Black can connect on A.

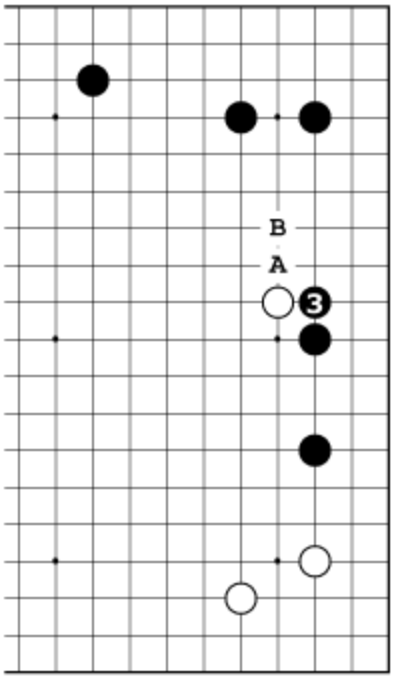


⑤ 'A' to weaken the top side, 'B' to fight.

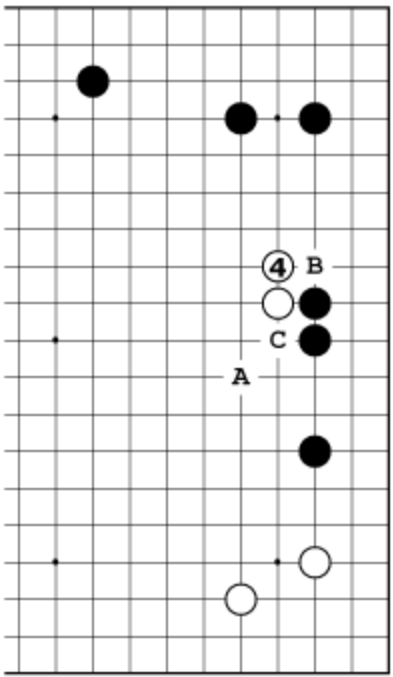


② 'A *' and 'B *' are joseki. 'A' leaves continuations to attack White, 'B' takes more territory. 'C' builds thickness in the center. 'D' attacks the White group and pushes it into the Black moyo.

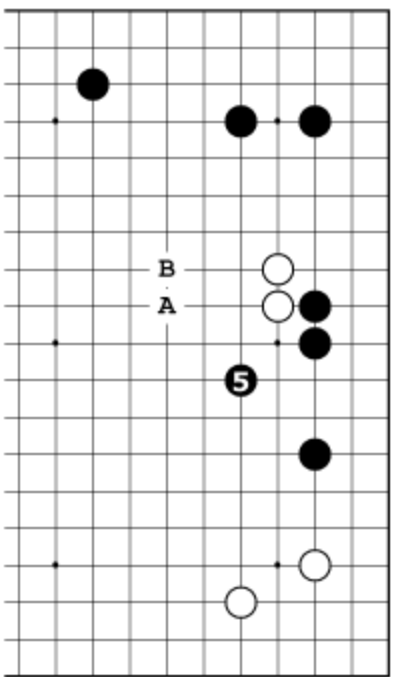
The shoulder hit is bad, if the triangled stone is on the squared position instead.



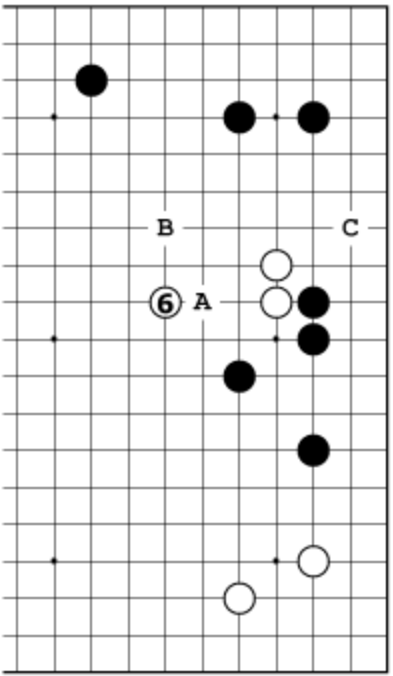
③ 'A *' or 'B' are ok.



④ 'A *' is correct, 'B' and 'C' lead to overconcentration.

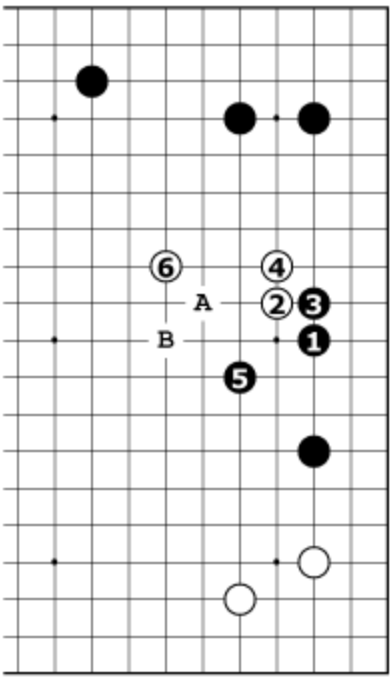


⑤ 'A *' or 'B'.

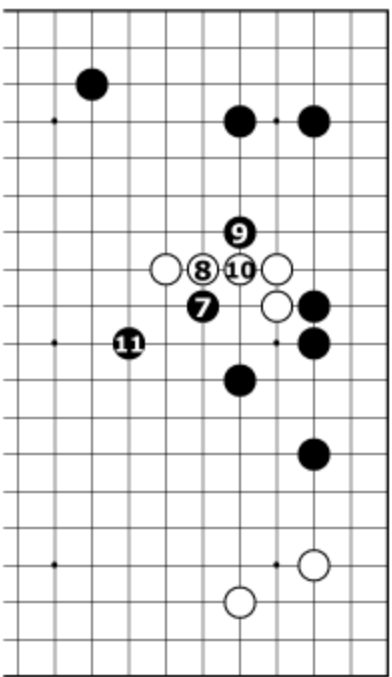


⑥ * GOOD VARIATION *

Immediately or later, Black attacks the White group on 'A' or 'B'. 'C' is too defensive, as Black is already settled.

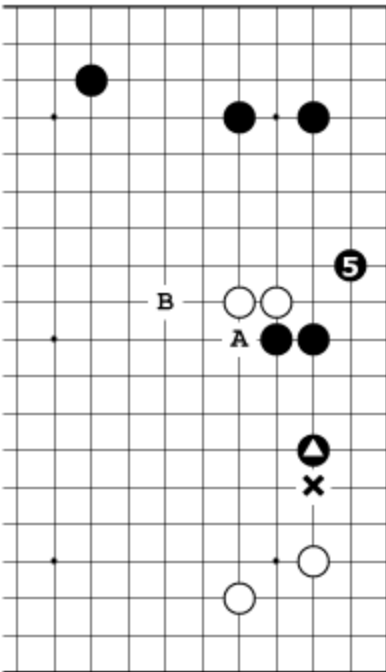
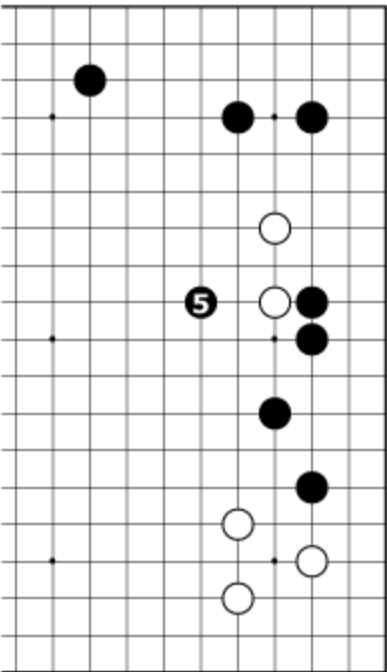
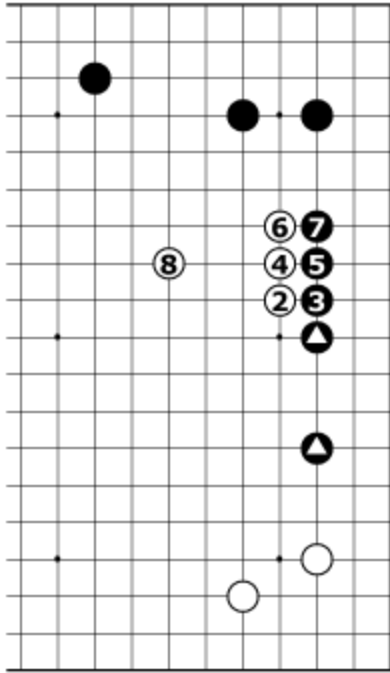


⑥ Black can attack on 'A' or 'B'.

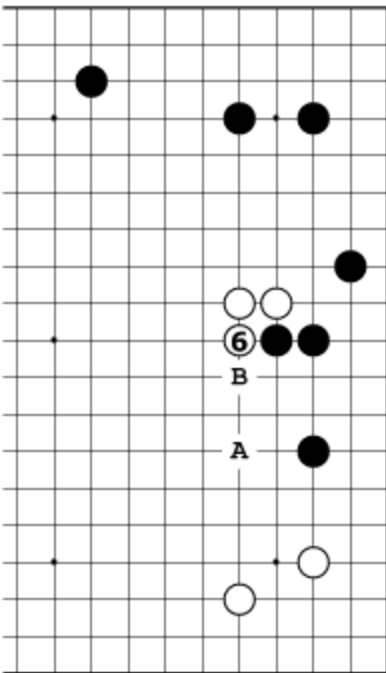
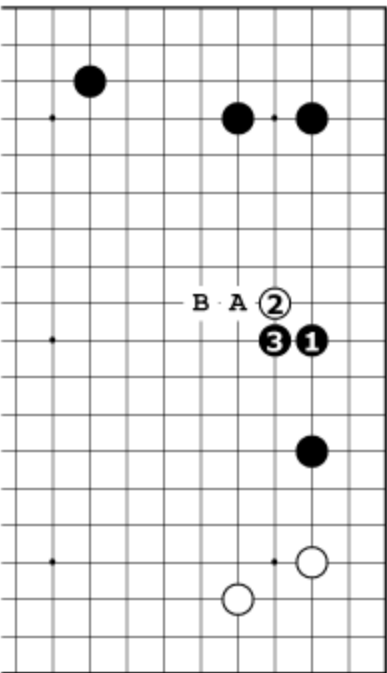
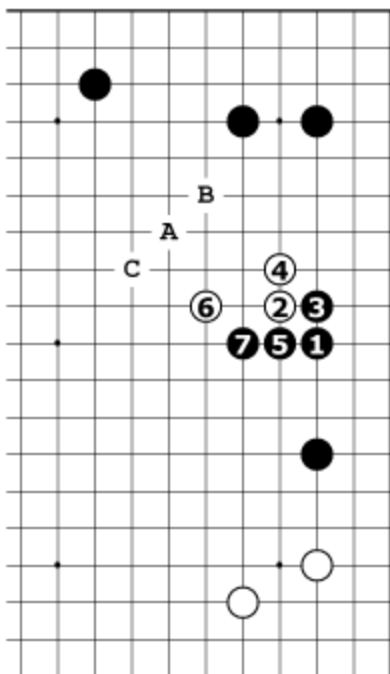


⑪ Black doesn't want to give

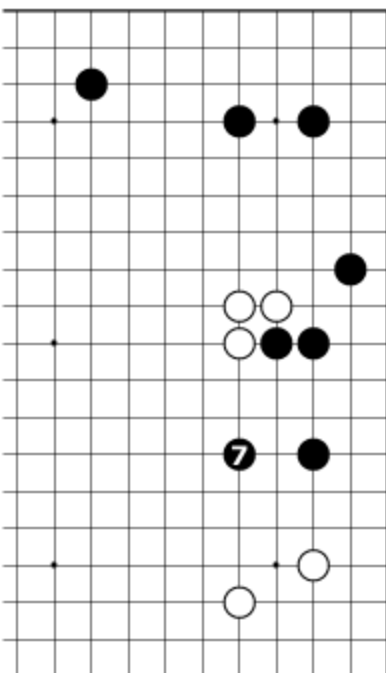
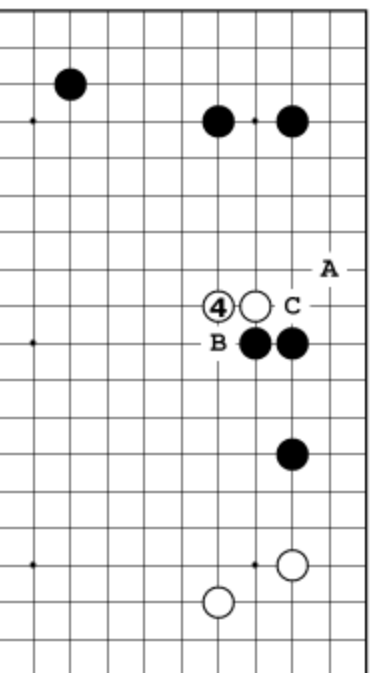
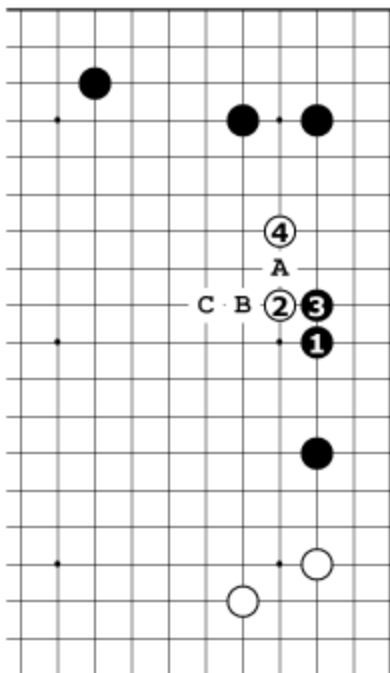
White time for an invasion on the top side.



⑧ Overconcentration marked.



⑦ 'A', 'B' or 'C'.



④ 'A' is usual, 'B' leads to a big fight, 'C' is an attack, if Black is stronger.

⑤ White 2 was already bad.

⑤ 'A *' is correct, 'B' is too easy for Black.

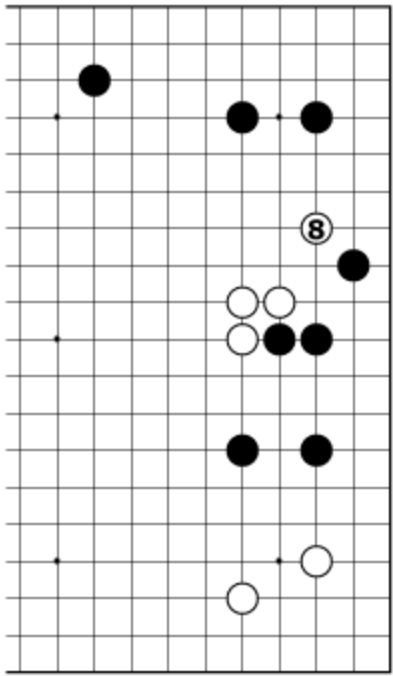
Black would also play this variation, if the triangled stone was on the squared position instead, showing and using the mistake of White 2.

③ 'A *' is correct, 'B' makes White heavy.

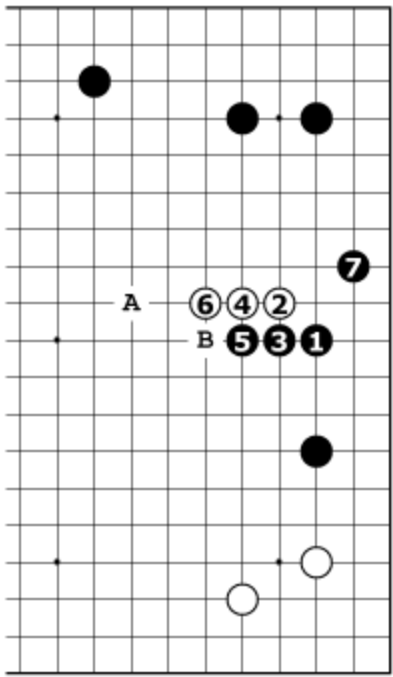
⑥ 'A *' is correct, 'B' unnecessarily helps White.

④ 'A *' and 'B' are ok, 'C' is not recommended.

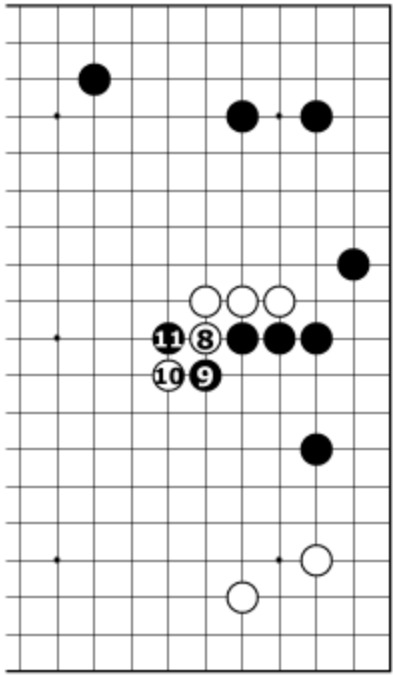
7 * GOOD VARIATION *



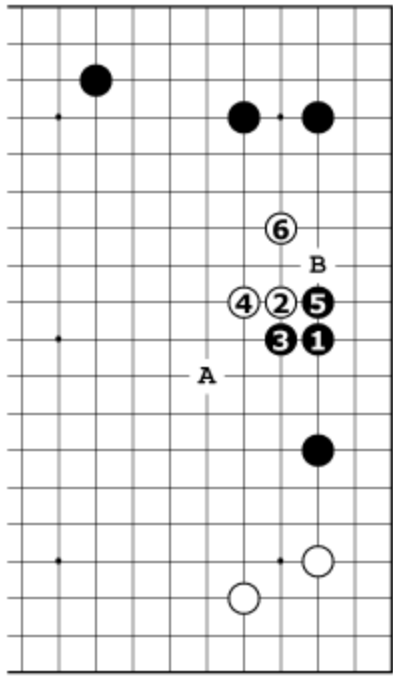
8 Continuation for White.



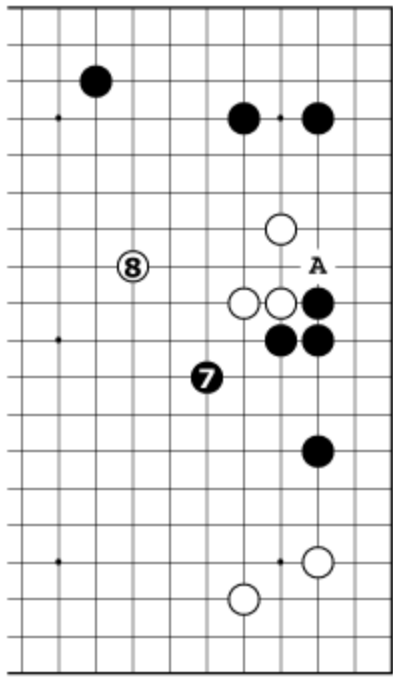
7 'A' is correct, 'B' is not recommended.



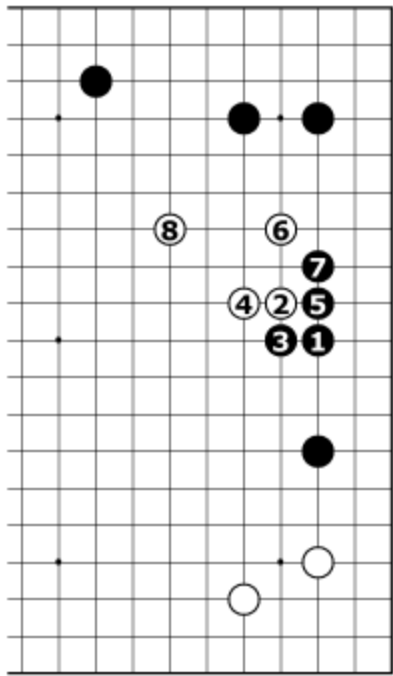
11 Depends on the ladder



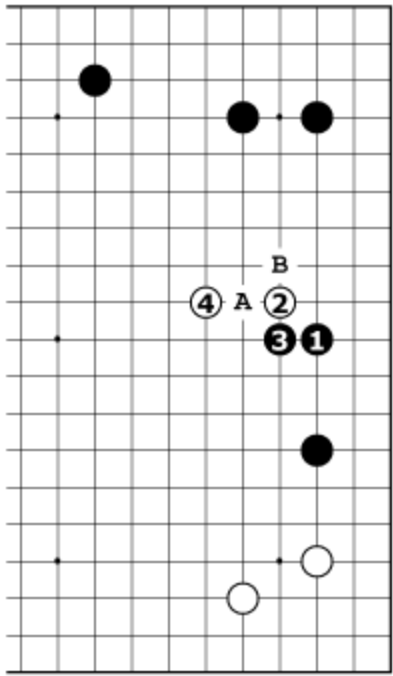
6 'A' is better than 'B'.



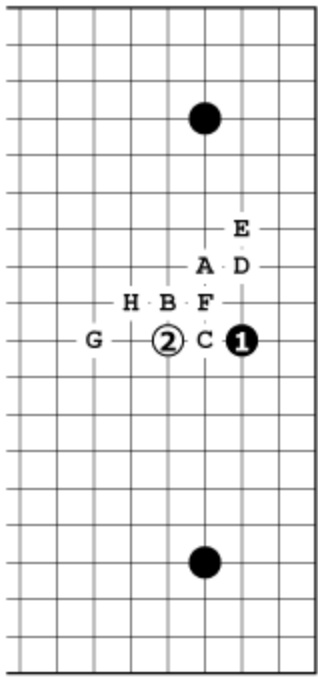
8 White later plays A.



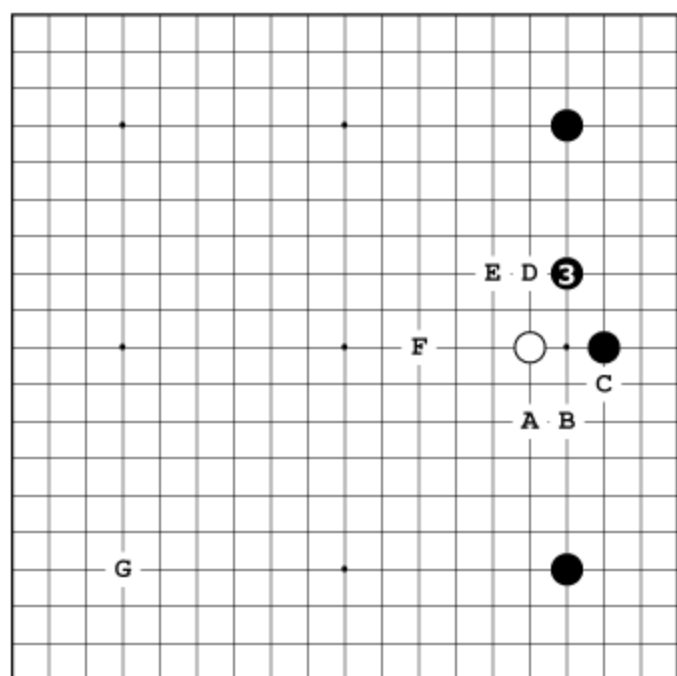
8 Black overconcentrated.



4 'A' or 'B' punish White.

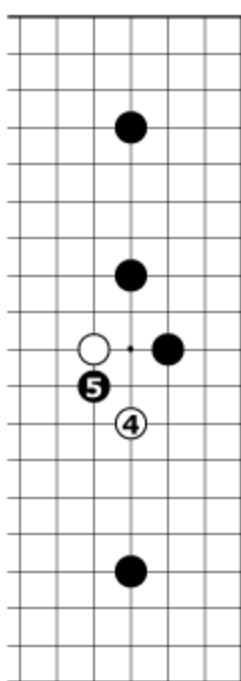


2 'A *', 'B *' and 'C *' are joseki.
If 'A *', choose the side, which gives more territory and follow-ups into the center and where your opponent would like to play. After 'B *' White develops strength in the center. 'C *' makes territory and leaves Black the choice of direction but no aji or tricks. 'C *' is less preferable than 'A *' and 'B *'.
'D' is extremely secure and anxious.
'E' lets White have a simple attack.
'F' is bad shape.
'G' is possible if Black is very strong all around.
'H' emphasizes the center not caring for the side.

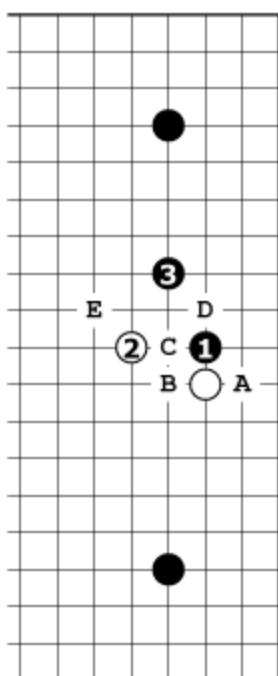


③ * GOOD VARIATION *

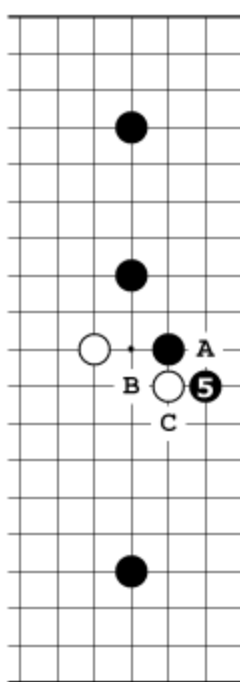
'A' can be good, if Black is safe on both sides. 'B' depends on the ladder. 'C *' is joseki to destroy Black territory. 'D' is a special strategy if the center is most important. 'E' is too soft. 'F' can be good as part of a center moyo. 'G' shows follow-ups for Black.



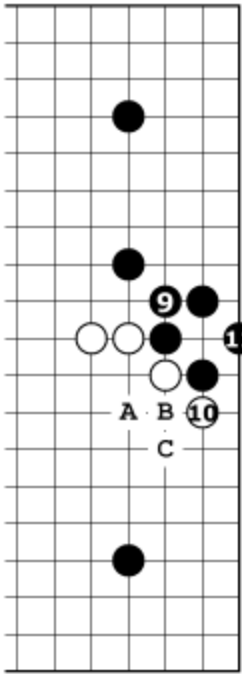
- ⑤ If White made a mistake and Black has the ladder, Black can cut.



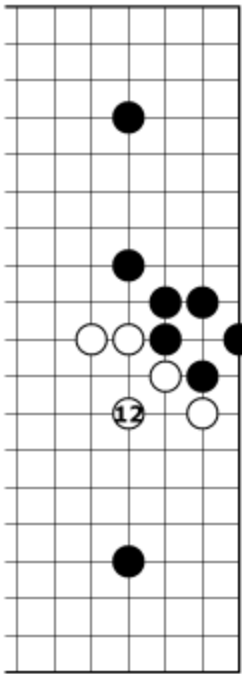
- ④ 'A *' is joseki.
'B' is esp. good with the ladder.
'C' helps White making territory.
'D' takes sente without fighting.
If White 4 was wrong because the center is more important than the side, Black punishes on 'E'.



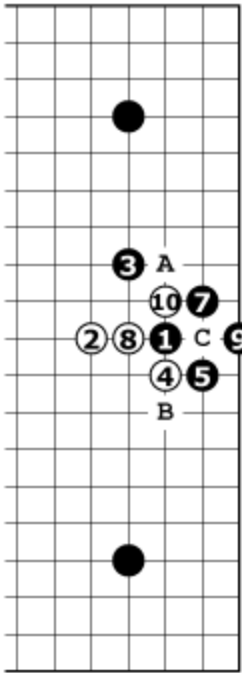
⑧ 'A *' is joseki, 'B' is a ko variation, if Black doesn't want to White another sente move.



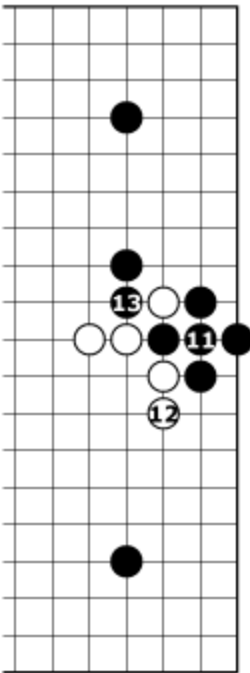
⑪ 'A *', 'B' or 'C' are good.



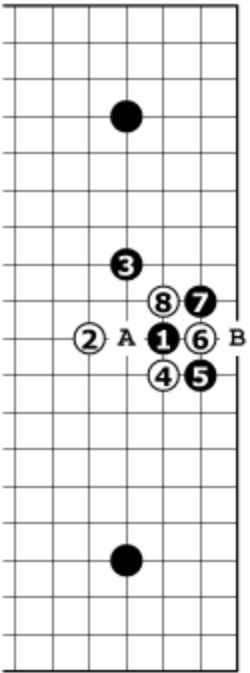
⑫ * GOOD VARIATION *



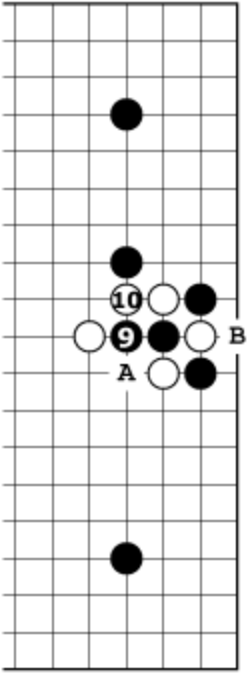
⑩ 'A' and 'B' start the ko. 'C' is gote.



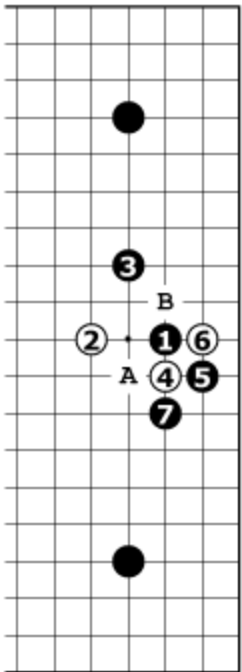
⑬ Necessary to eliminate bad aji.



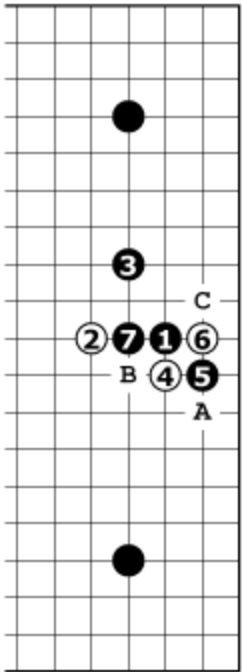
⑧ 'A' is correct, 'B' is getting tricked.



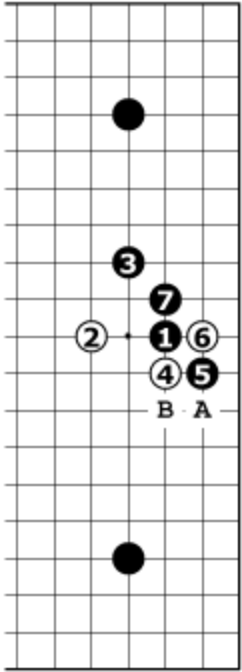
⑩ 'A' takes territory for influence, 'B' starts a fight.



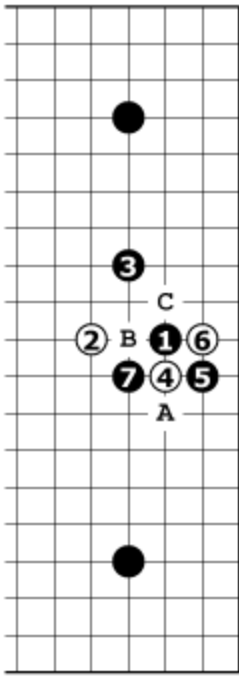
⑦ 'A' if the ladder is White, 'B' if the ladder is Black.



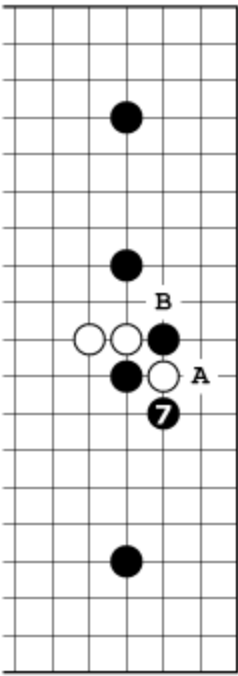
⑦ 'A' settles White, 'B' and 'C' start the fight.



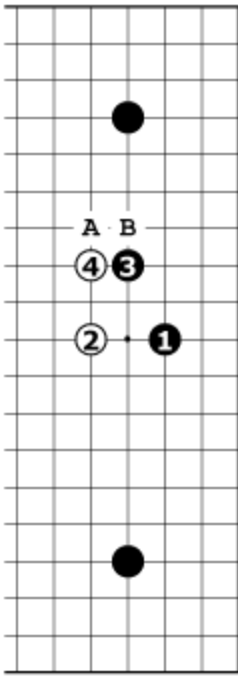
⑦ 'A' or 'B'.



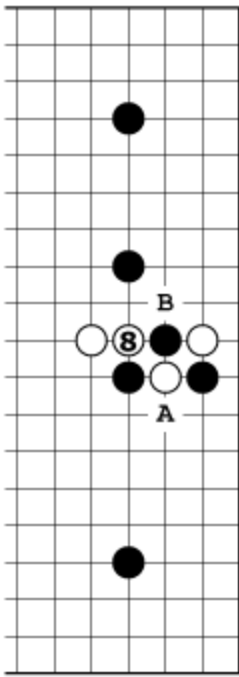
7 'A' or 'B' are ok, 'C' is bad.



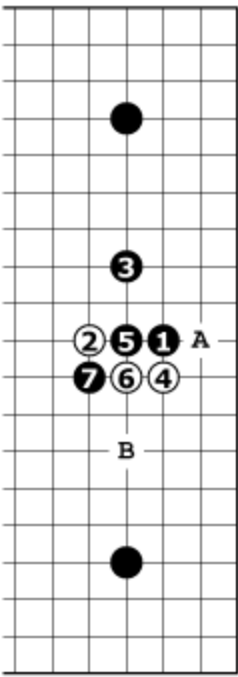
7 White makes a position with 'A' on the lower, with 'B' on the upper side.



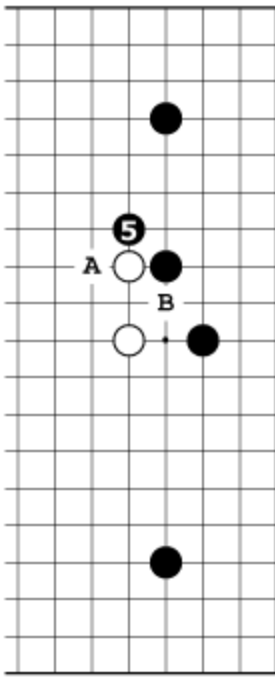
4 'A' makes the top right corner big, 'B' avoids strengthening White.



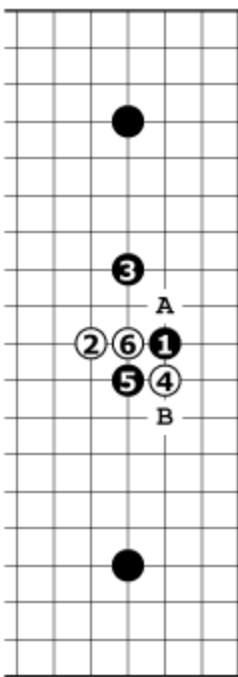
8 'A' is correct, 'B' helps White.



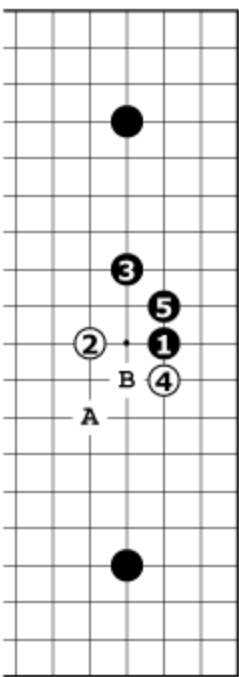
7 'A' is correct, 'B' is a mistake.



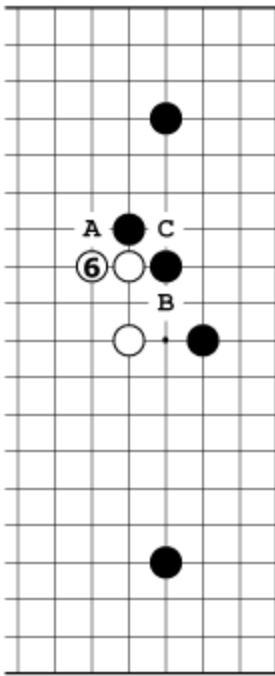
5 'A' or 'B'.



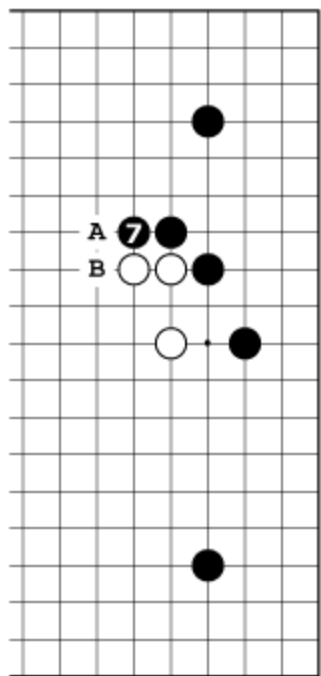
6 'A' with the ladder, 'B' if the ladder is White.



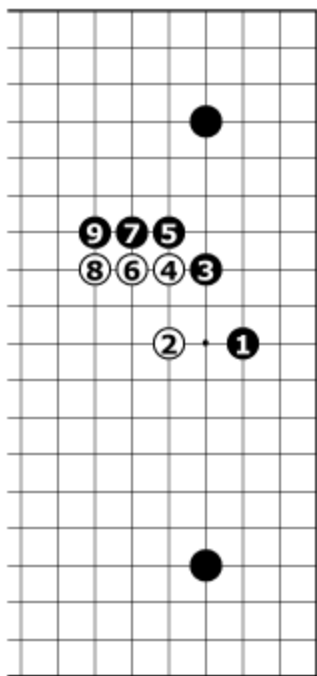
5 'A' is light, 'B' is thick.



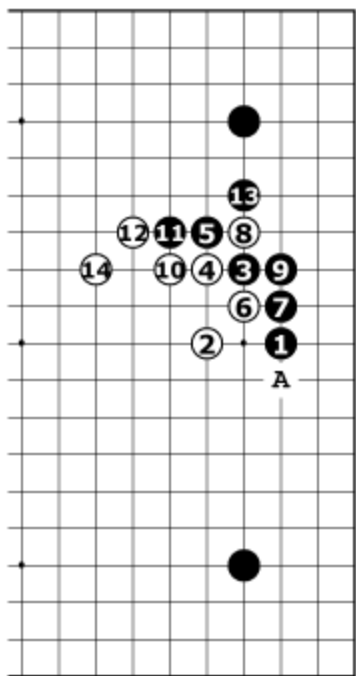
6 'A' and 'B' are correct, 'C' unnecessarily is gote.



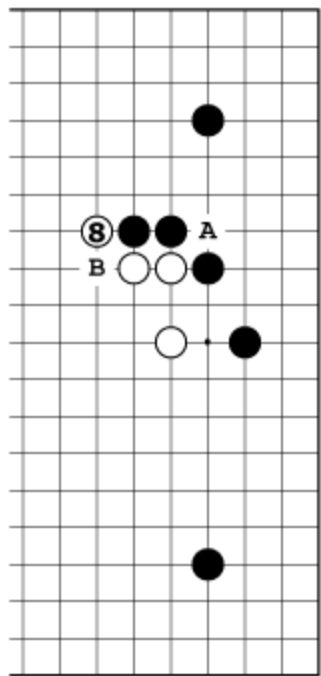
7 'A' is correct, 'B' is a mistake.



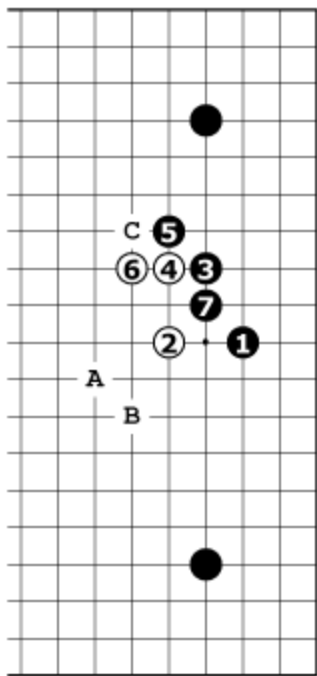
9 Black makes territory on the 7th line.



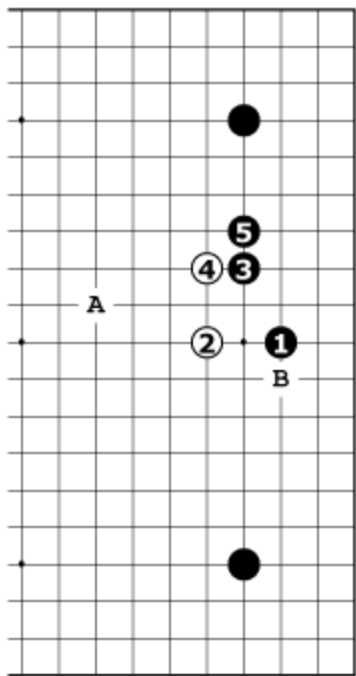
14 White A has become impossible.



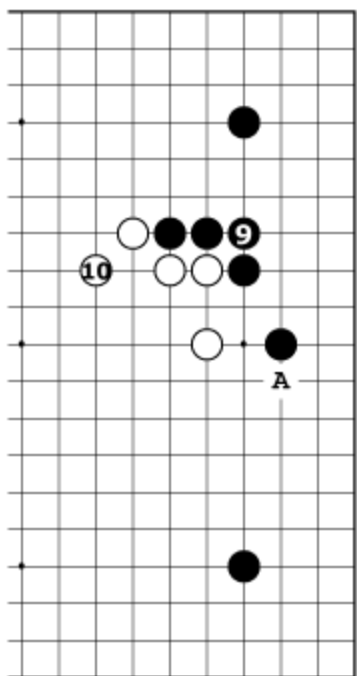
8 'A' is correct, 'B' is an overplay.



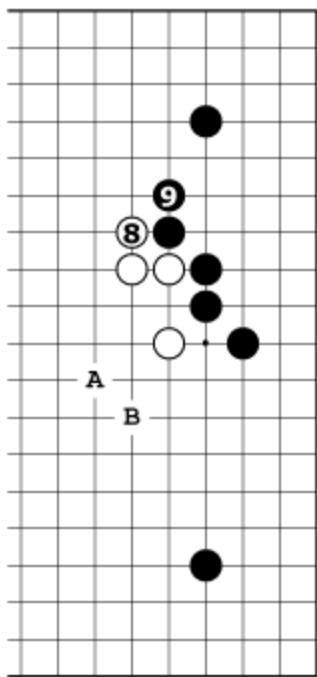
7 'A', 'B' or 'C'.



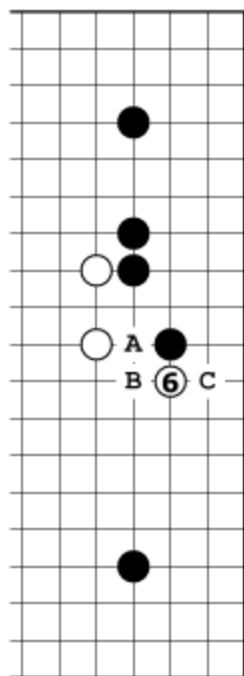
5 White goes to the center onto or near 'A'. He aims at B later. Playing 'B' now is too early.



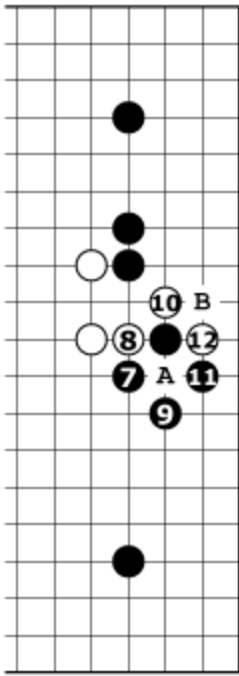
10 White A has become attractive.



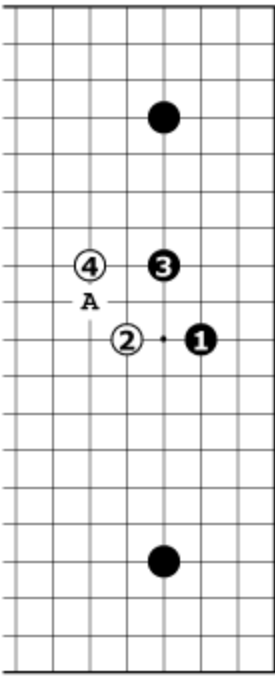
9 'A' or 'B'.



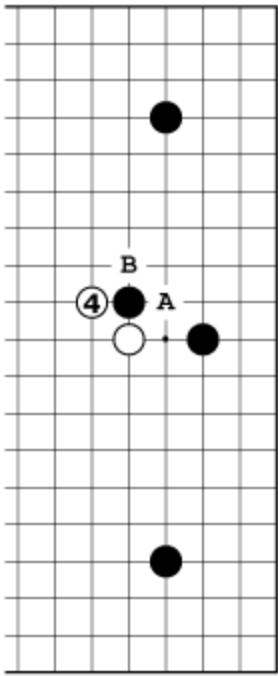
6 'A' is correct, 'B' and 'C' are mistakes.



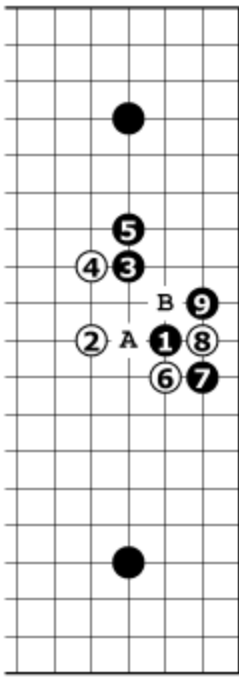
12 'A' or 'B'.



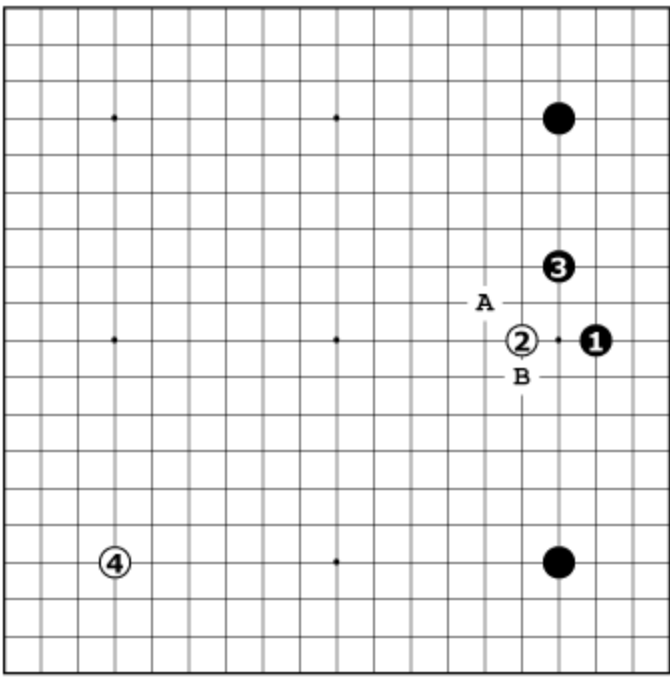
4 Black threatens A.



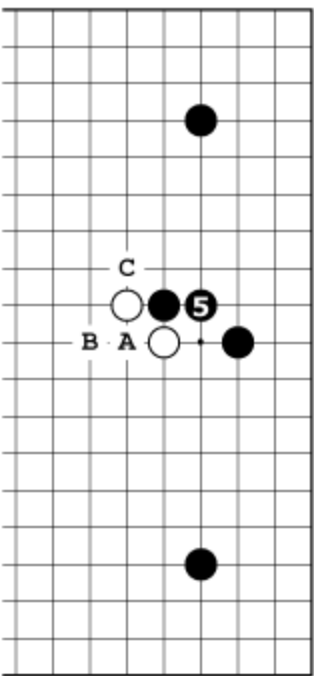
4 'A *' is joseki, 'B' is sometimes possible.



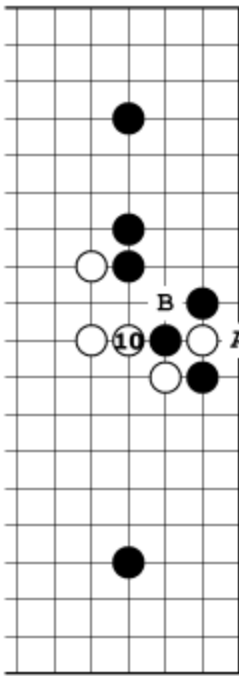
9 'A' or 'B'.



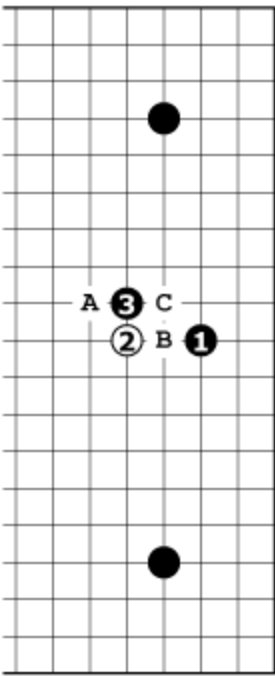
4 'A' or 'B'.



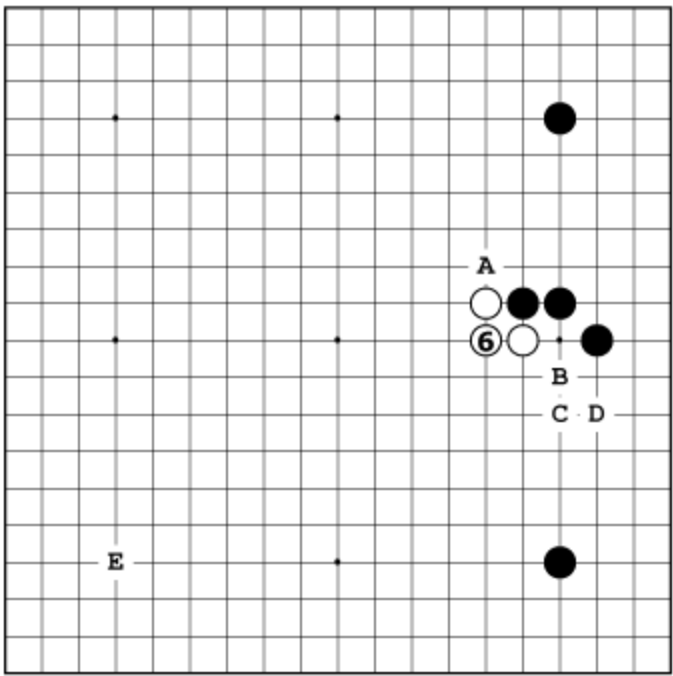
5 'A *' is the usual joseki, 'B' emphasizes the center. 'C' starts a fight which can be possible.



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



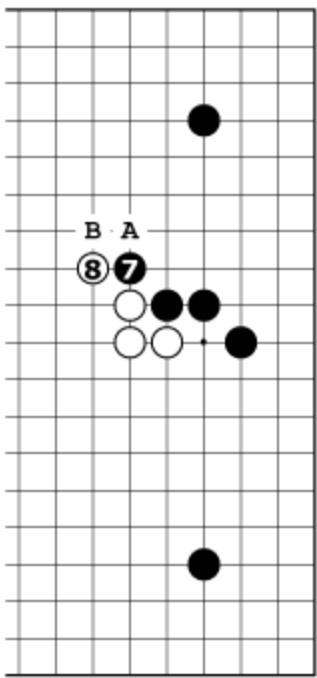
3 'A *' is joseki to develop the center. 'B' is a variation to prevent Black territory. C is a possibility after some invasions in the upper right corner.



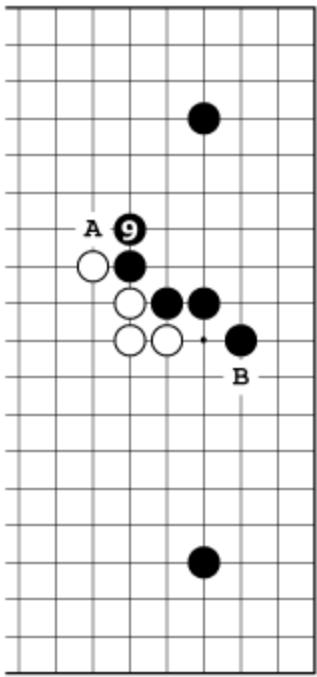
6 * GOOD VARIATION *

Black makes territory on the upper side with 'A' or

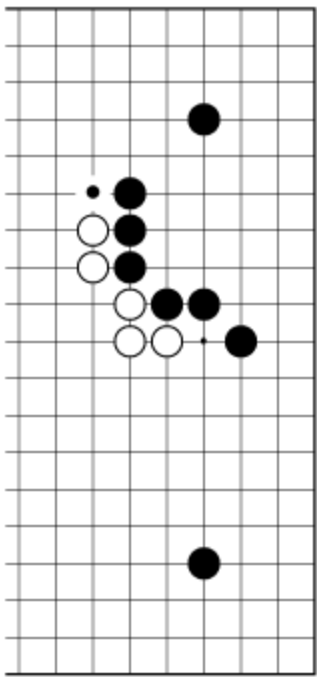
on the lower side with 'B', 'C' or 'D'. 'E' shows White's follow-ups.



⑧ 'A' is usual. 'B' takes sente for influence.

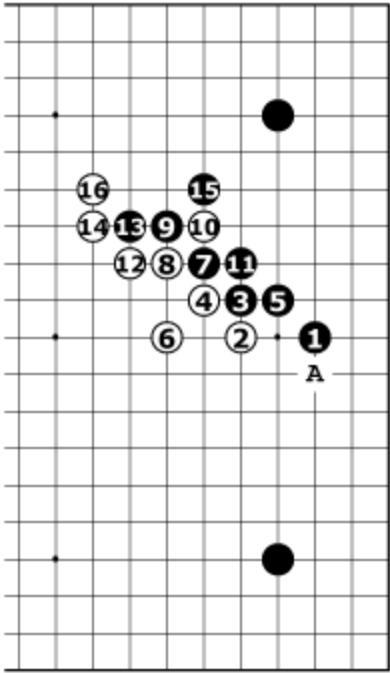


⑨ 'A' or 'B'.

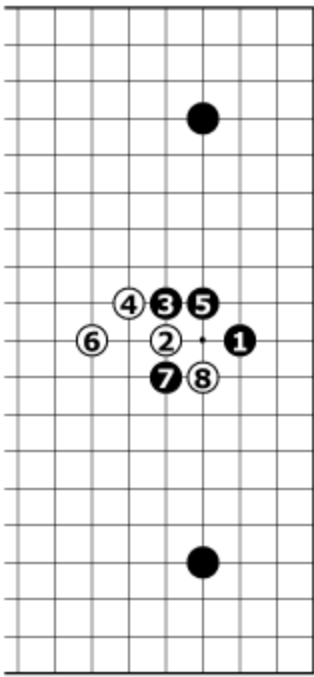


⑪ If Black 11 is better on the

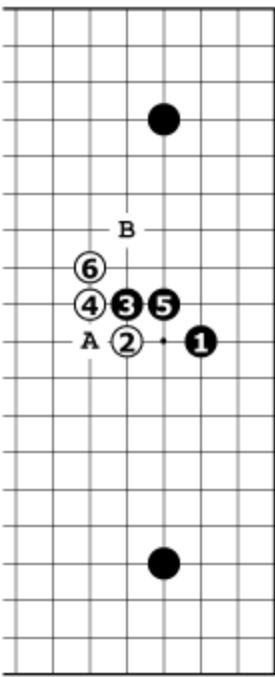
circled position, White does not play 10.



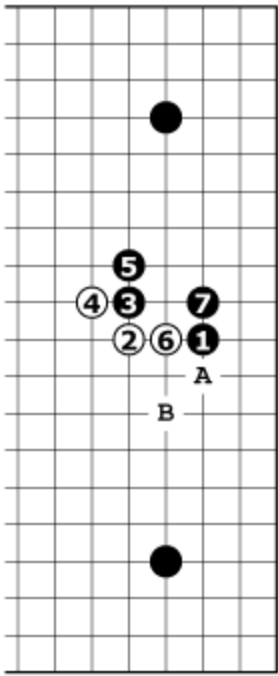
⑮ White A has become less dangerous.



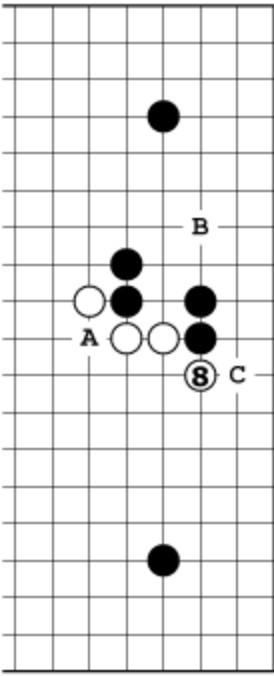
⑧ Later.



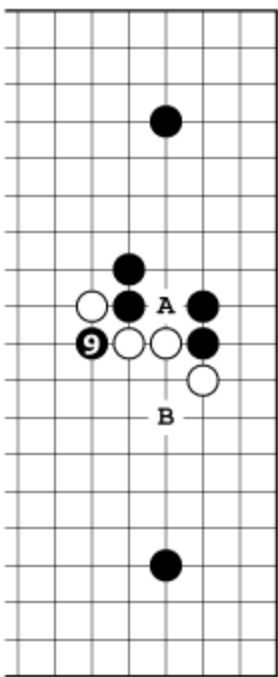
⑥ 'A' is correct, 'B' is submissive.



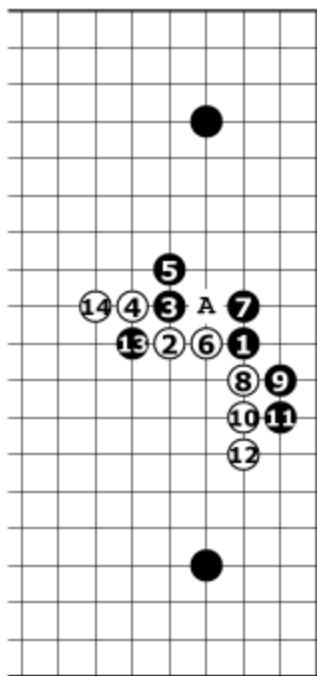
⑦ 'A' leads to a necessary fight, 'B' is too mild.



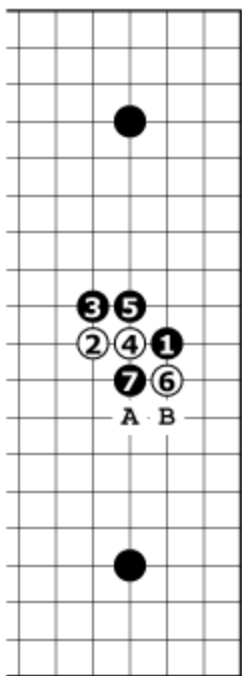
⑧ 'A' is necessary. The following fight will prove the value of Black 5. Avoiding the fight with 'B' or 'C' is too fearful.



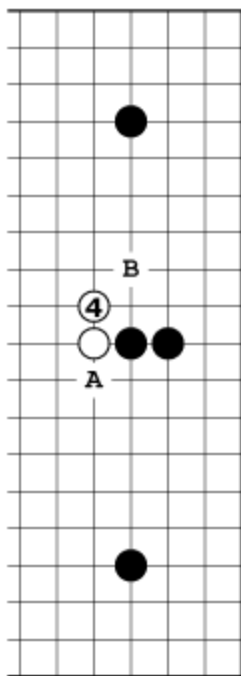
⑨ 'A' or 'B'.



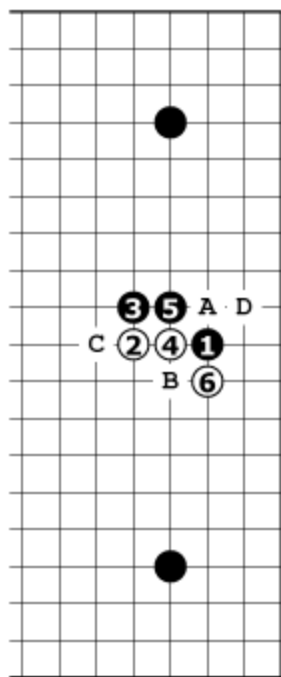
⑭ White aji at A.



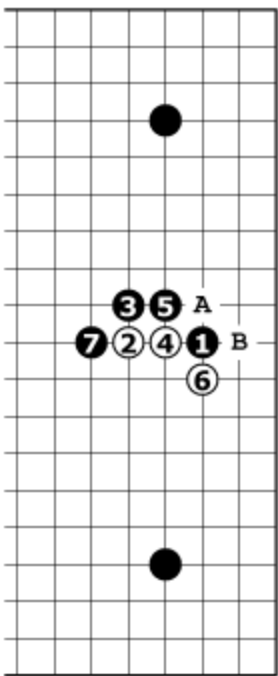
⑦ 'A' or 'B'. White settles, no dependency on a ladder.



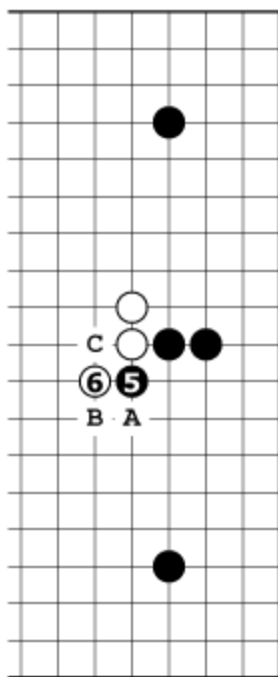
④ 'A *' is correct. 'B' makes less territory and gives White more influence.



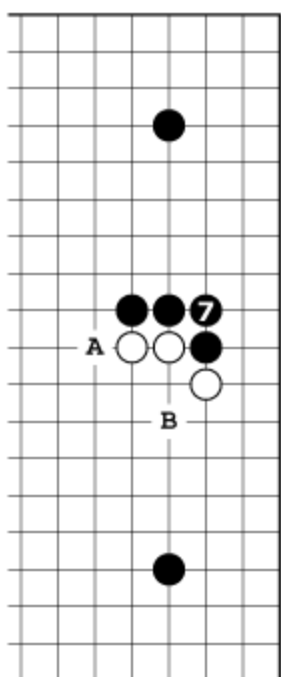
⑥ 'A' is correct. 'B' is an overplay. 'C' is not recommended. 'D' is inferior.



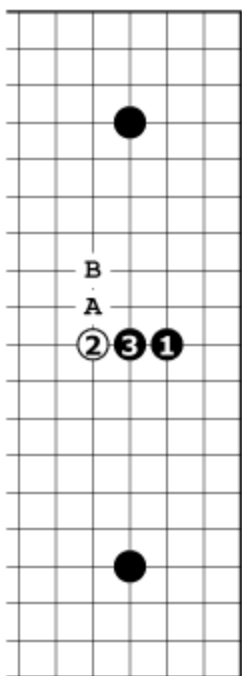
⑦ 'A' leads to a fight, 'B' avoids it.



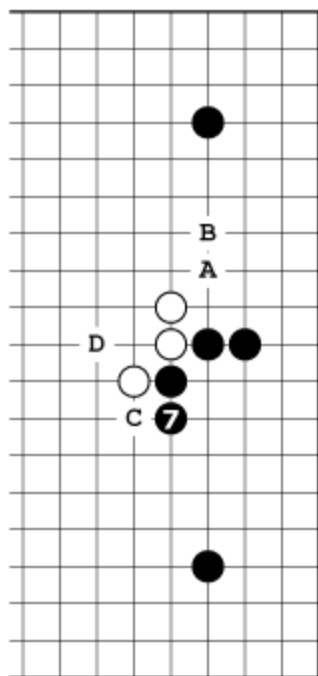
⑥ 'A *' is usual. 'B' is possible. 'C' leads to a disadvantageous fight.



⑦ 'A' is correct, after 'B' White gets heavy.

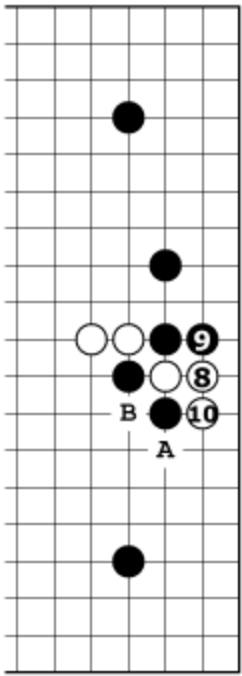
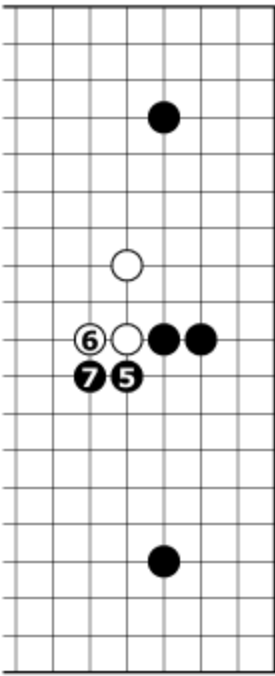
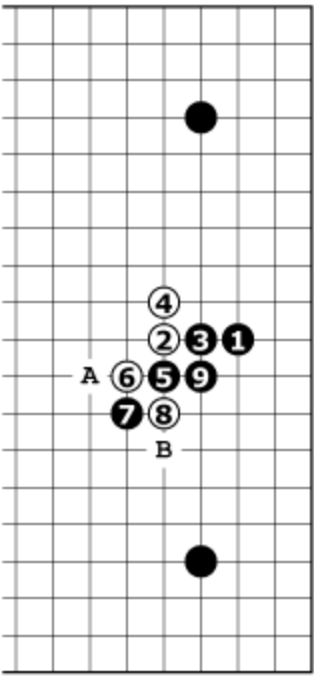


③ 'A *' is correct, 'B' is not recommended.



⑦ * GOOD VARIATION *

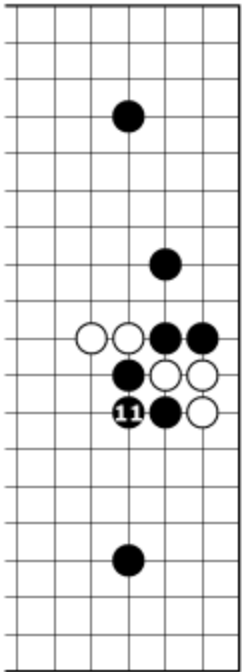
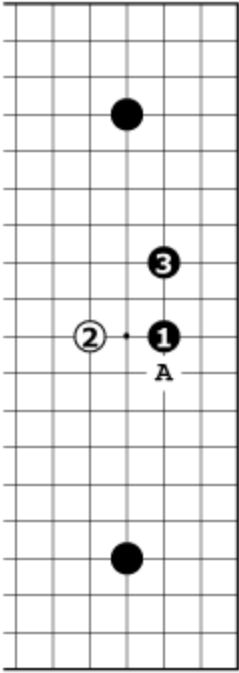
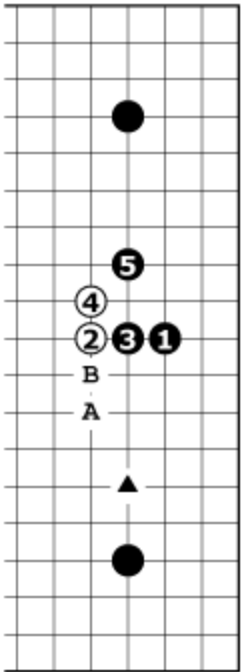
White follow-ups are 'A' to 'D'.



9 'A' is usual, 'B' starts a fight.

7 White heavy.

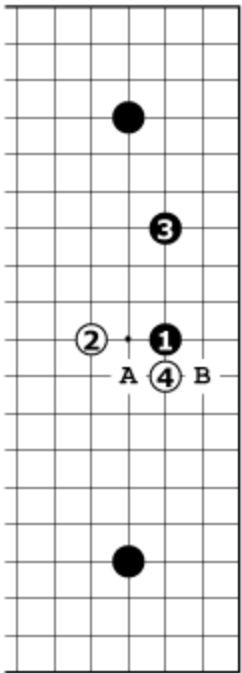
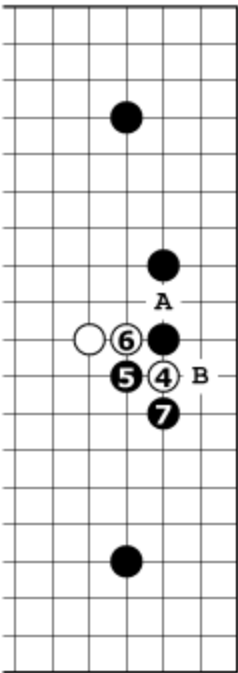
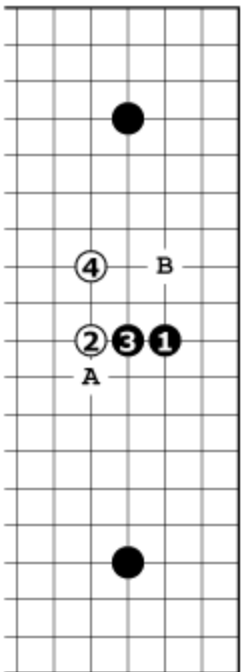
10 'A' if the ladder is Black. 'B' if the ladder is White.



5 'A' is correct.
'B' is correct, if there is an additional Black stone on the triangled position.

3 White A is no more a big threat.

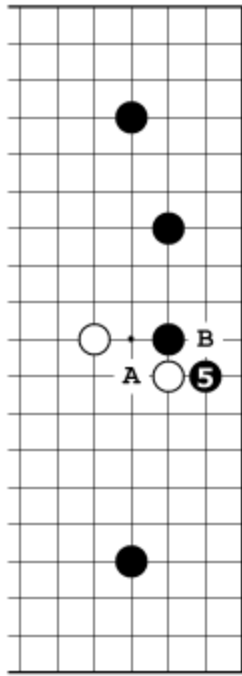
11 Fight in Black's favor.



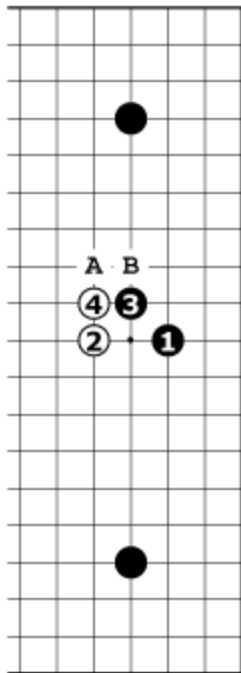
4 'A' is correct, 'B' misses the chance of punishing White.

7 'A' splits Black who secures territory on both sides. 'B' needs the ladder.

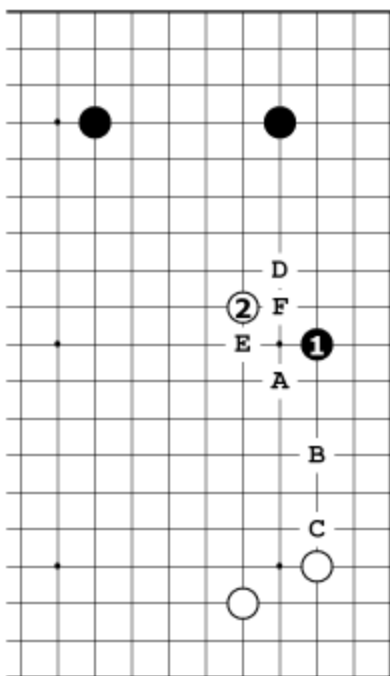
4 'A' is being split, 'B' is being pressed down low.



⑤ 'A' or 'B'.

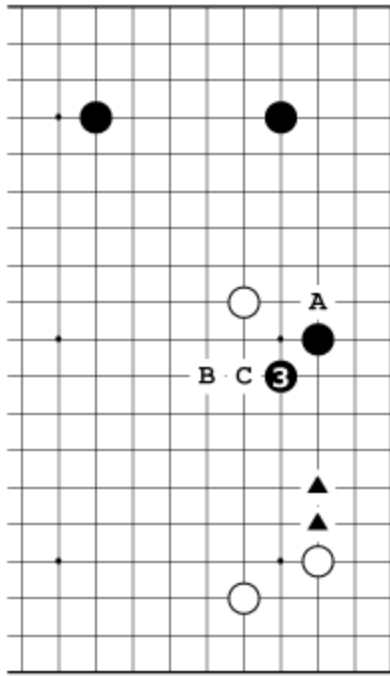


④ 'A' bad shape, 'B' is slow.

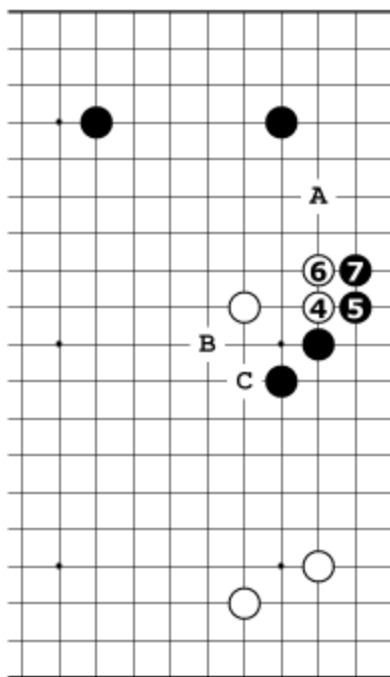


② 'A' * prevents White pressing down on the lower side, White presses on the upper side. 'B' has the same idea as 'A', but an a whole board thinking. 'C' is a good preparation

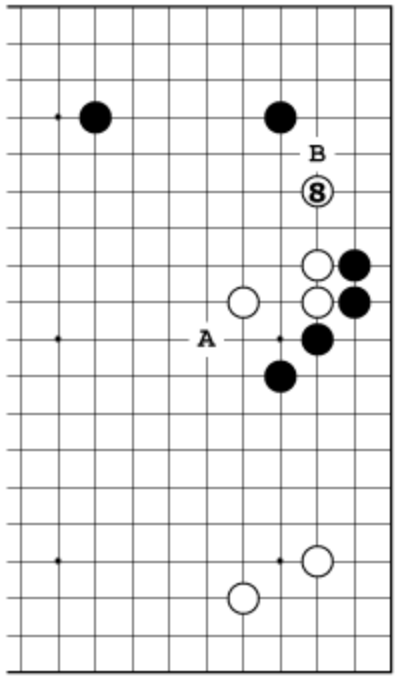
before playing 'A'. 'D' is the contrary of 'A', prevents White pressing down on the upper side. 'E' starts fighting, Black needs both ladders. 'F' is a good variation.



③ Before continuing the joseki, Black likes to make an extension onto one of the triangled stones. 'A' * presses down. 'B' defends the center, needs the ladder. 'C' doesn't need the ladder, but doesn't close off the center.

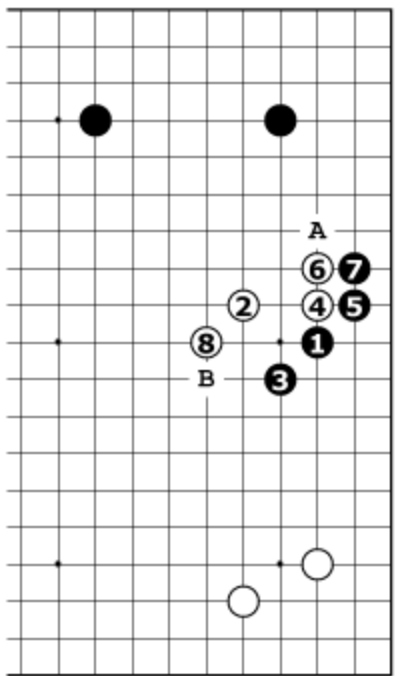


⑦ 'A' * cuts the side. 'B' emphasizes the center, 'C' leaves too many cuts.

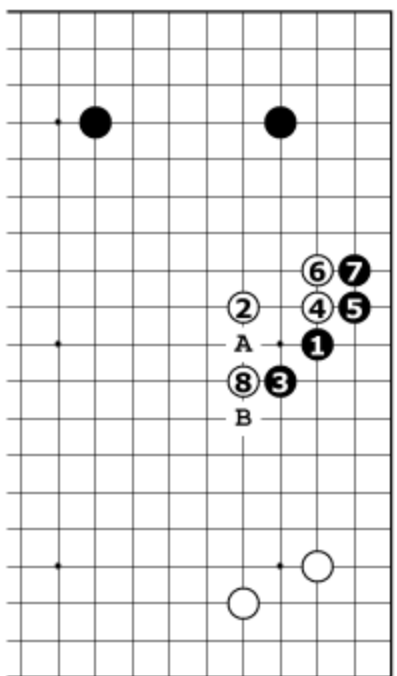


⑧ * GOOD VARIATION *

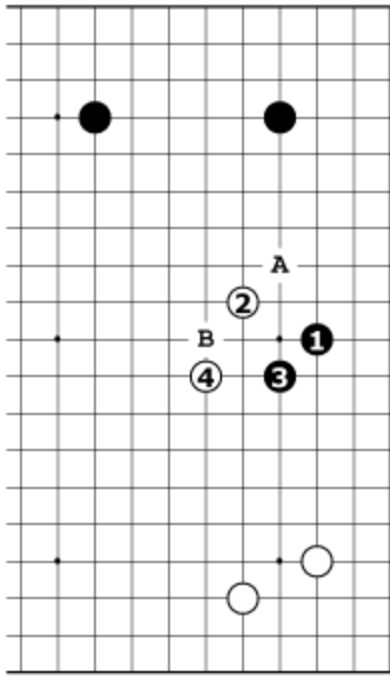
Black aims at A or defends on B.



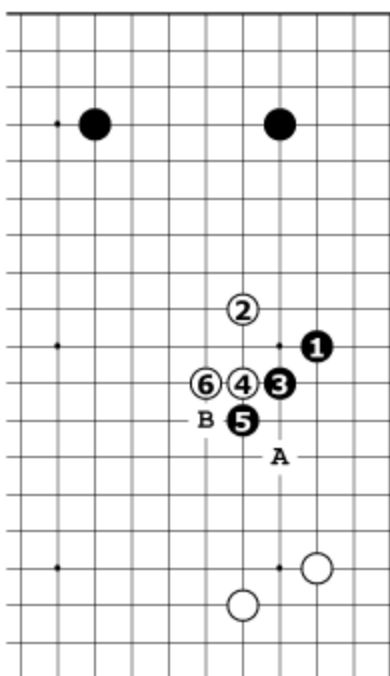
⑧ 'A' for territory or 'B' for attack.



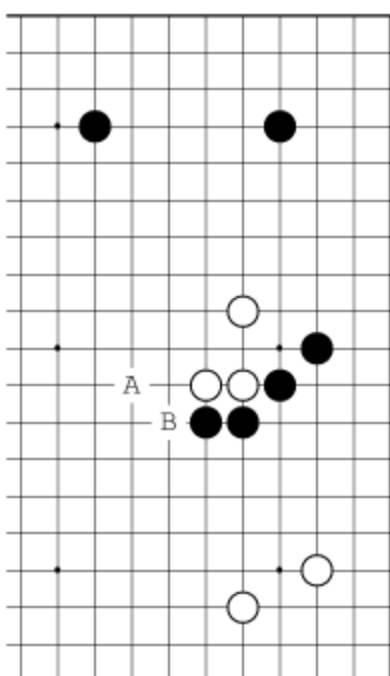
⑧ 'A' is correct, 'B' is not recommended.



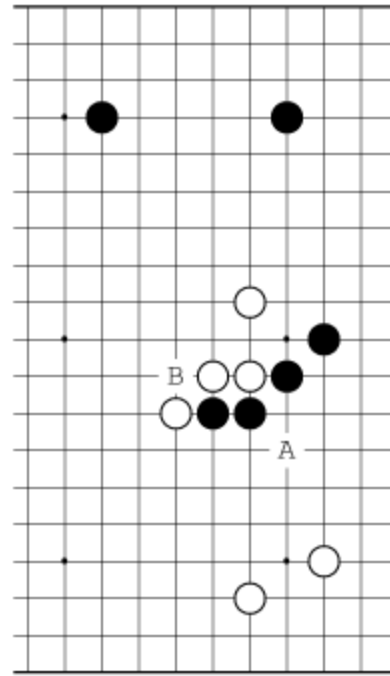
④ 'A' with a White ladder, 'B' with a Black ladder.



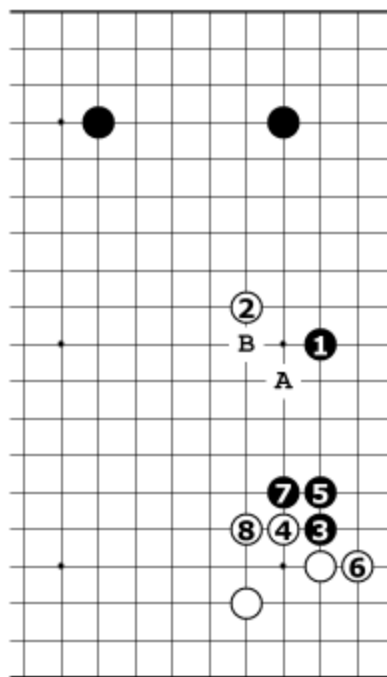
⑥ 'A' or, if White can't block, 'B'.



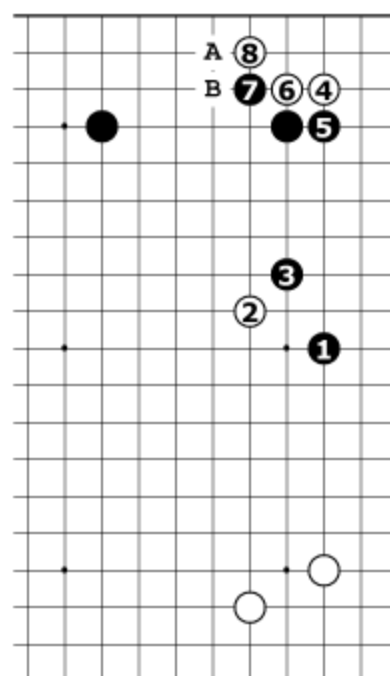
⑦ 'A' if Black 7 was correct, 'B' if it wasn't.



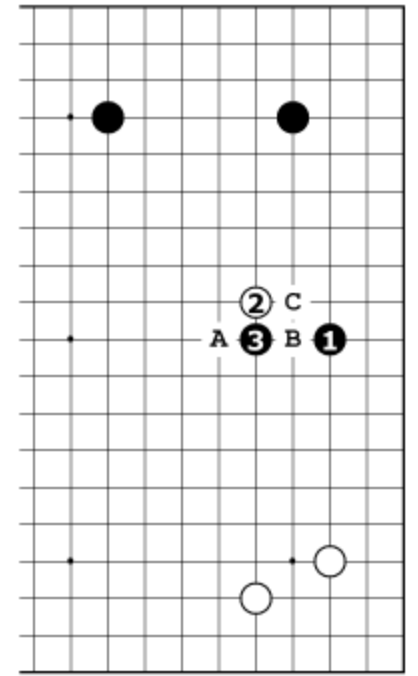
⑧ 'A' after Black 7 was wrong, 'B' if White 8 was an overplay.



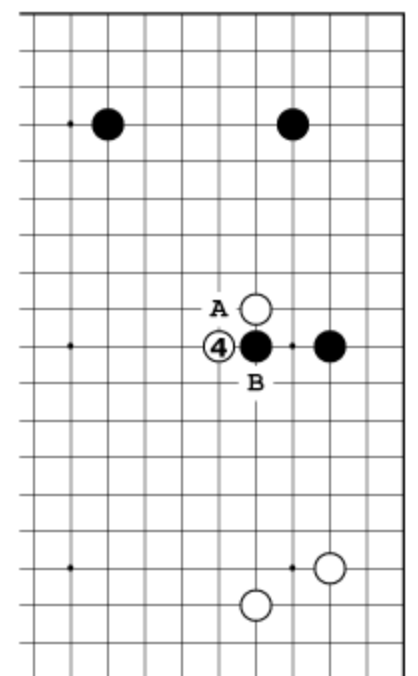
⑧ 'A' or 'B'.



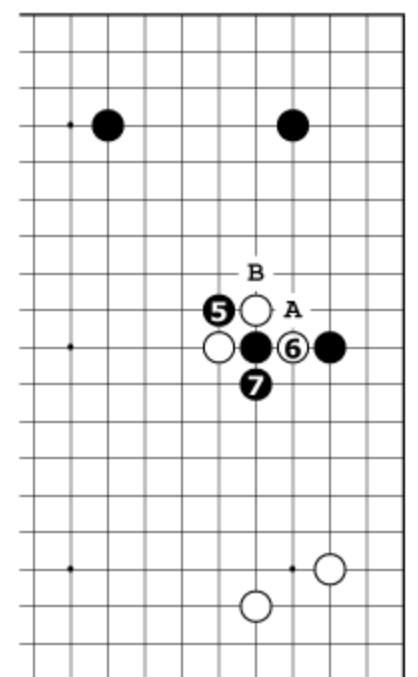
⑧ 'A' is better than 'B'.



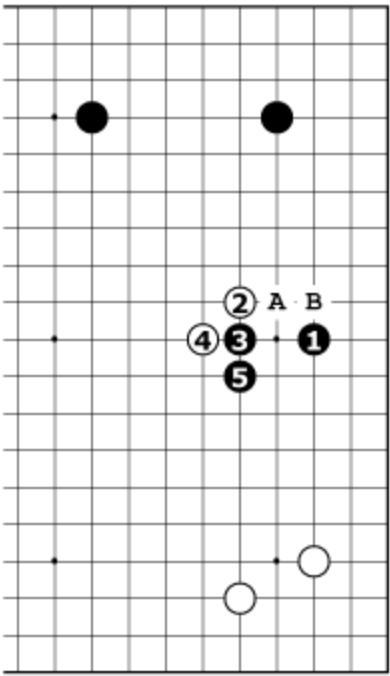
③ 'A' if White has the ladder to the top, 'B' if White has the ladder to the bottom, 'C' without any ladder.



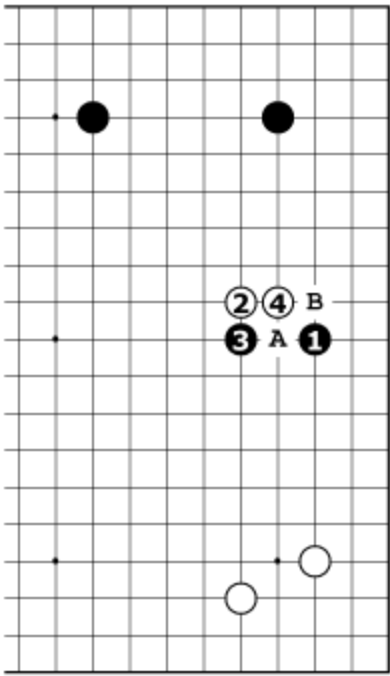
④ 'A' depends on the ladder, 'B' gives White a good development.



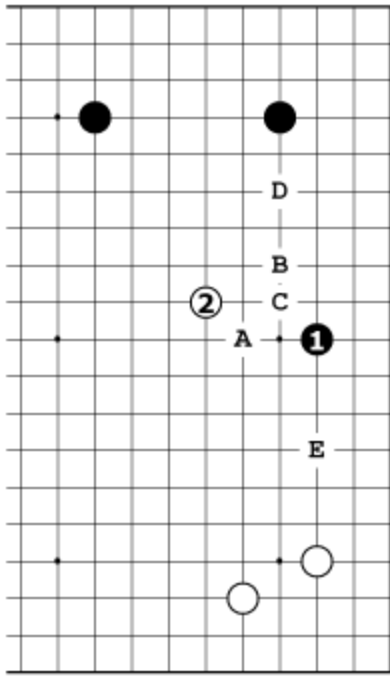
⑦ 'A' with a Black ladder, 'B' with a White ladder.



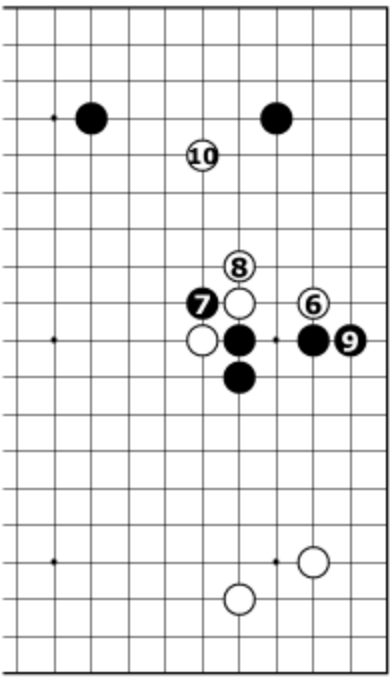
⑤ 'A' or 'B' are ok.



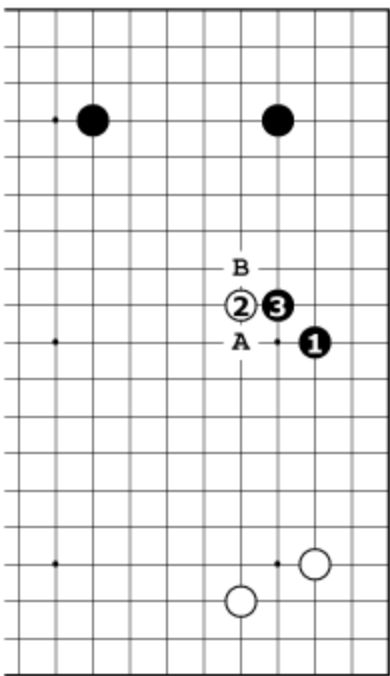
④ 'A' is correct, 'B' leaves too many cuts.



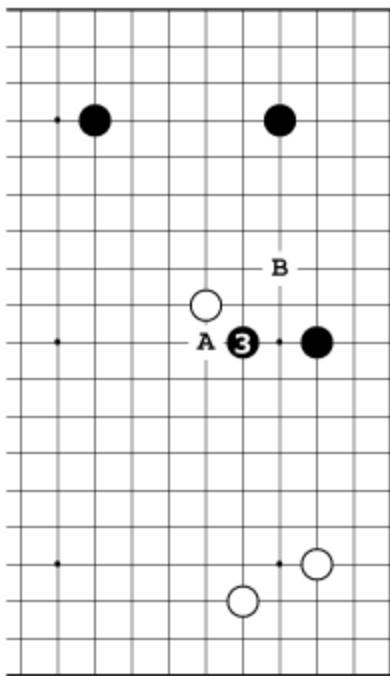
② 'A *' is correct, 'B' is questionable. 'C' is possible. 'D' or 'E' are possible.



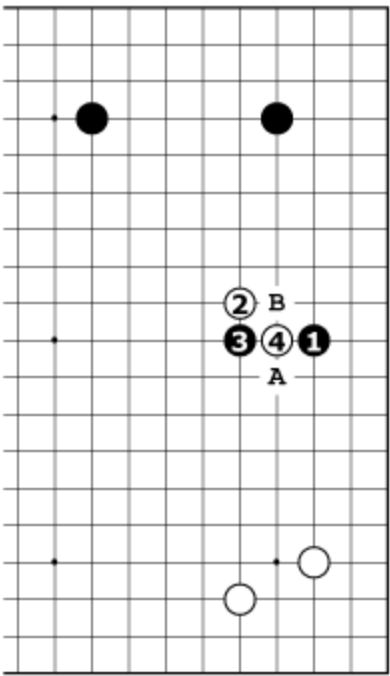
⑩ White sabaki.



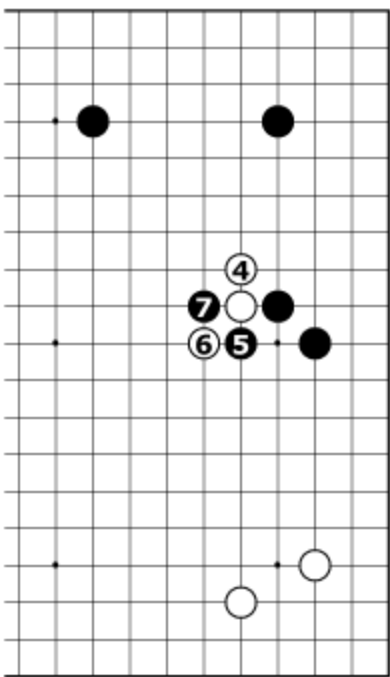
③ 'A' or 'B' are possible.



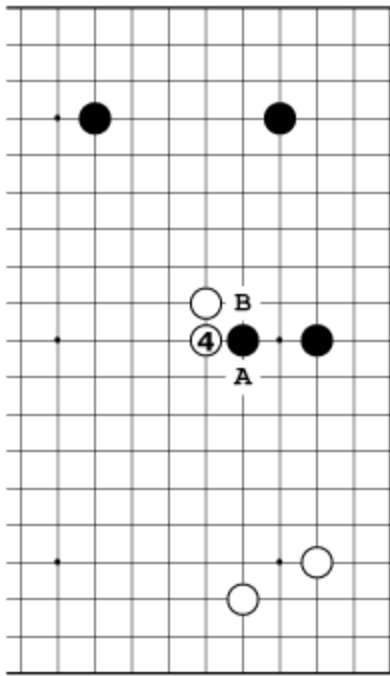
③ 'A *' to make a position in the center, 'B' to cut deeper into the Black position.



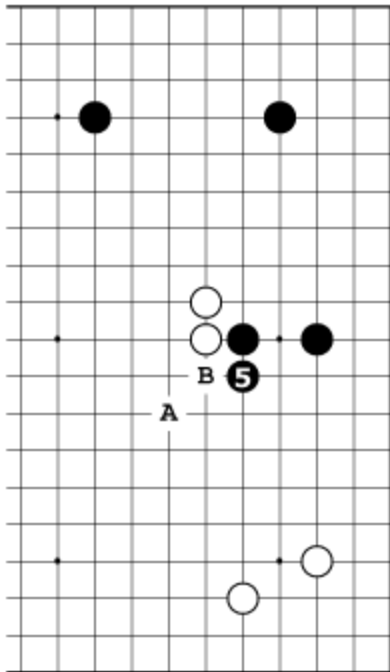
④ 'A' with a White ladder, 'B' is a Black ladder.



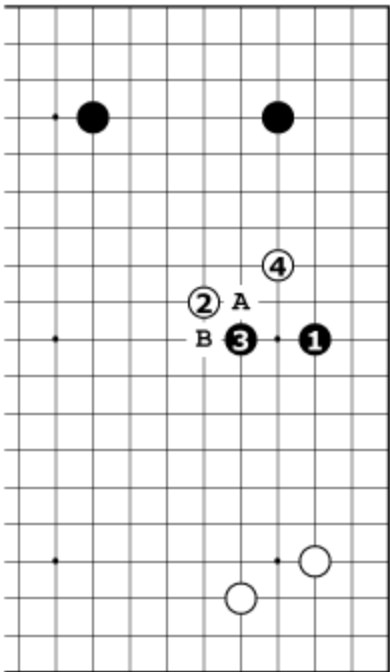
⑦ This move depends on the ladder.



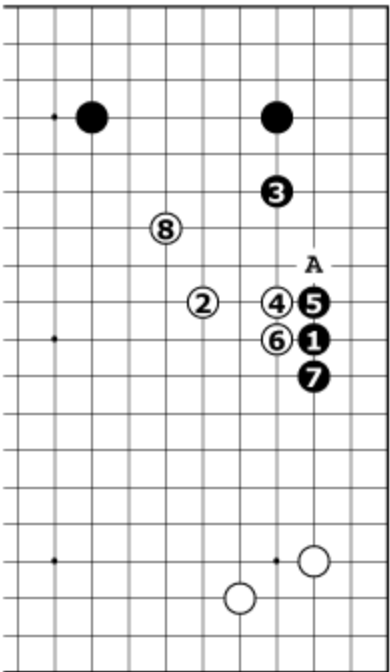
④ 'A *' is correct, 'B' helps White to build influence.



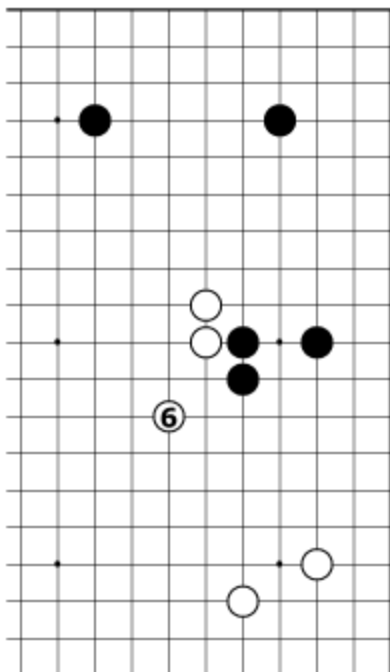
⑤ 'A *' is correct, 'B' is questionable.



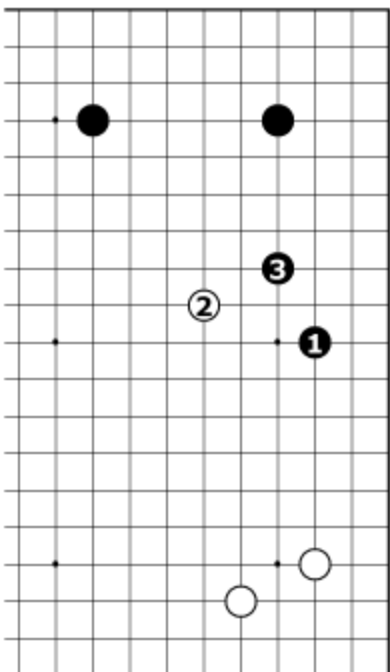
④ 'A' starts a fight, 'B' is possible.



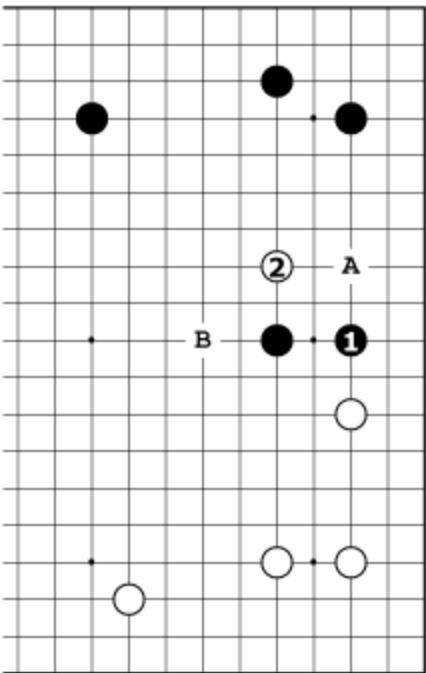
⑧ White aims at A.



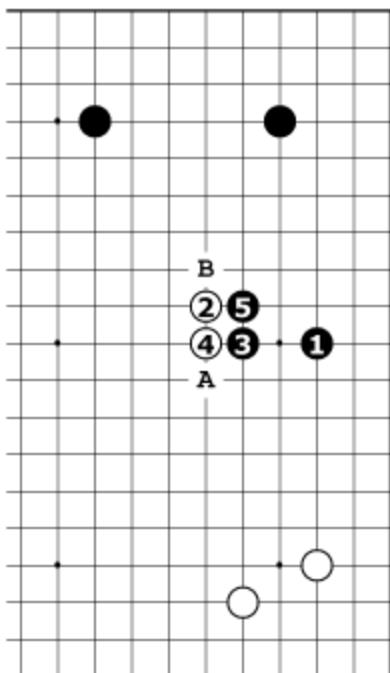
⑥ * GOOD VARIATION *



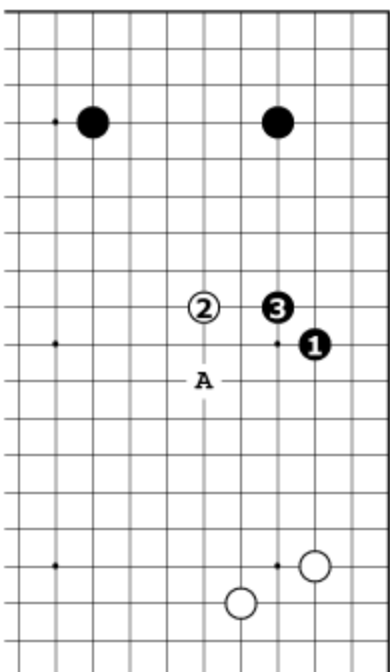
③ White is light and can invade the Black corner.



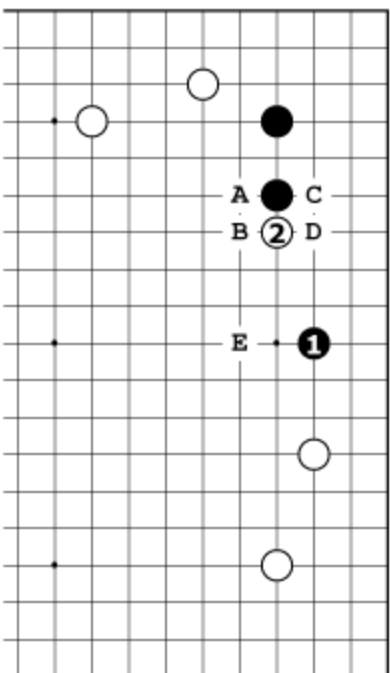
② 'A' makes territory, 'B' attacks.



⑤ 'A' or 'B'.

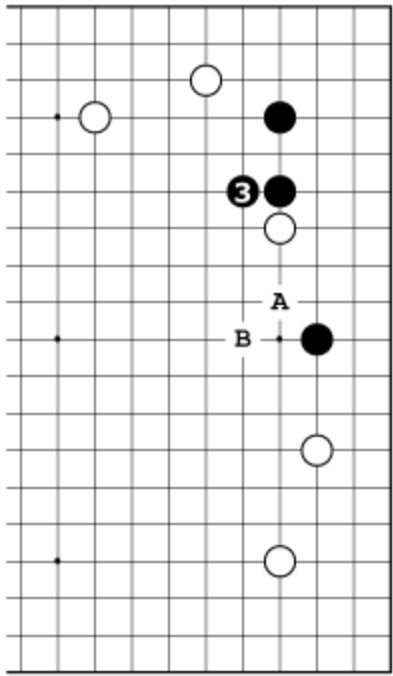


③ White can invade the Black corner, Black aims at A.

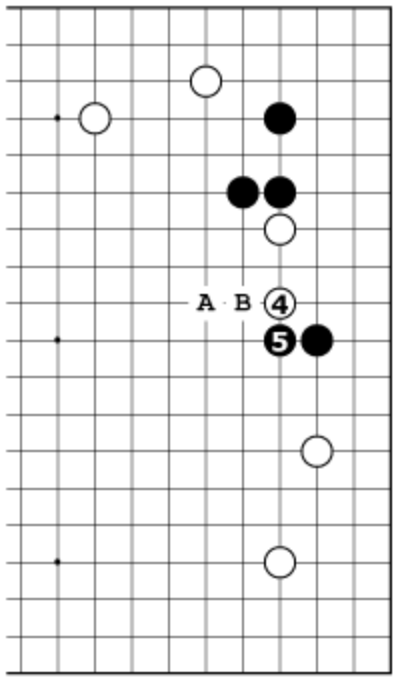


② 'A *' is a simple attack. 'B *' is a complicated attack. 'C' is too soft. 'D *' takes territory for influence, White can reverse the result.

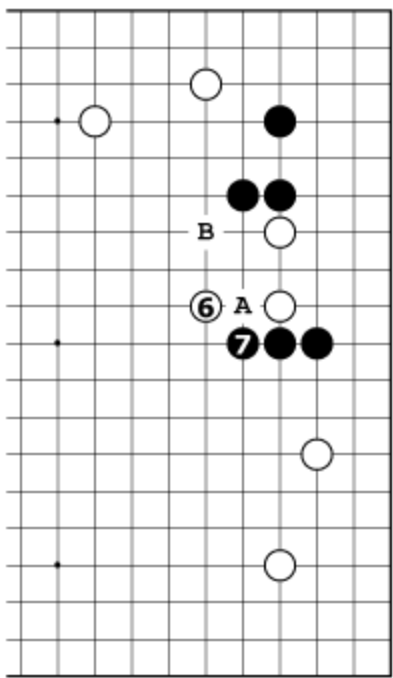
'E' is bad.

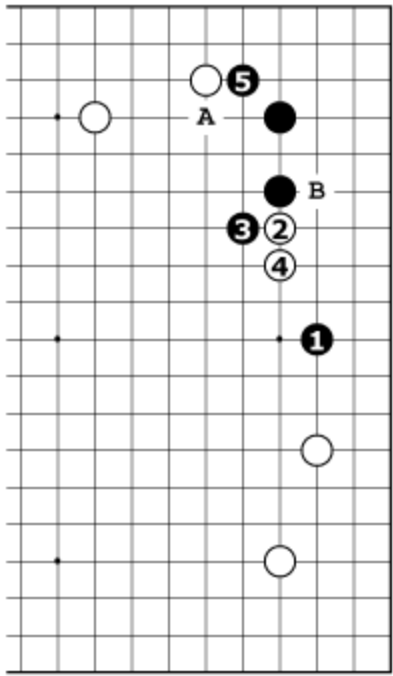


③ 'A' in this position, 'B' if Black has territory on the lower half of the right side.

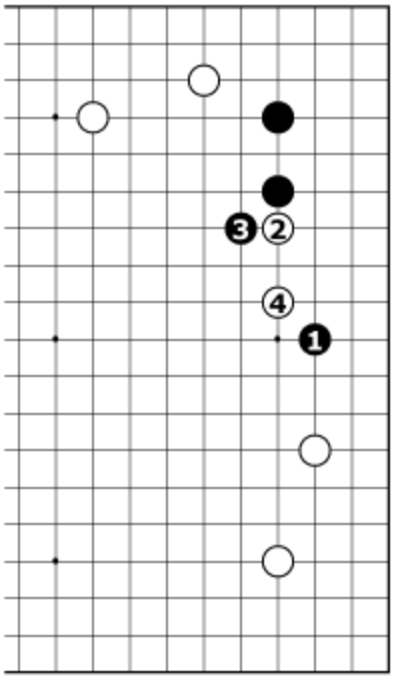


⑤ 'A' pulls Black a line. 'B' doesn't.

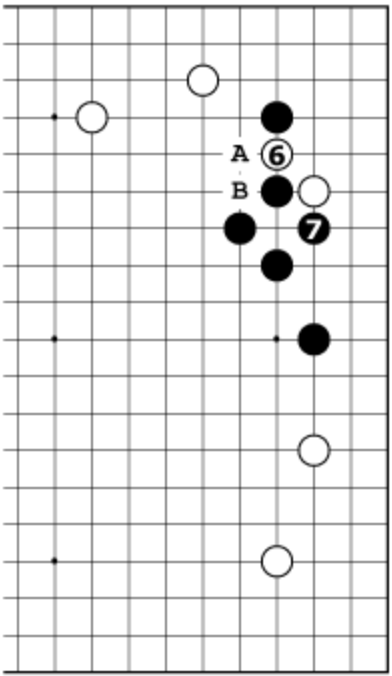




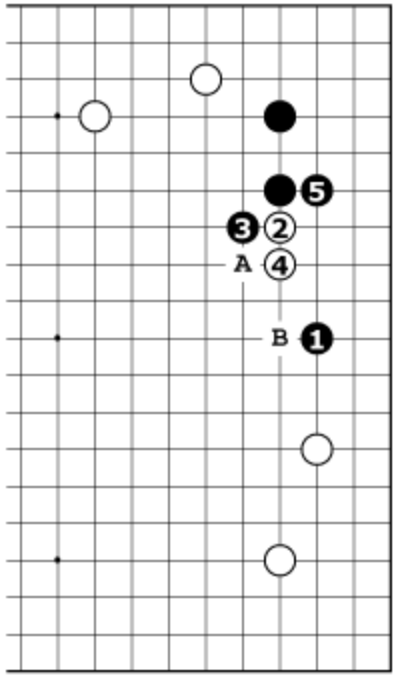
5 'A' defends, 'B' is a counterattack.



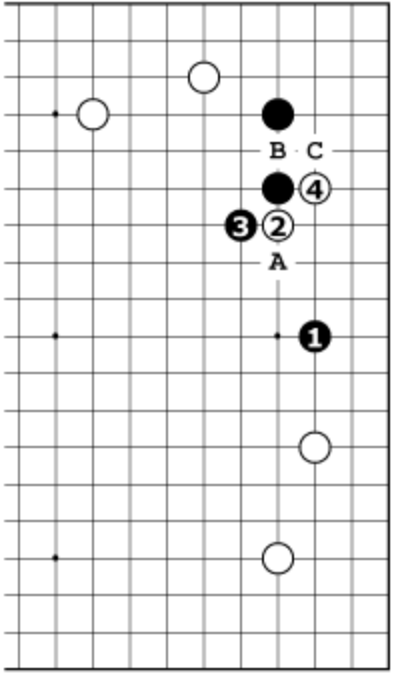
4 Light.



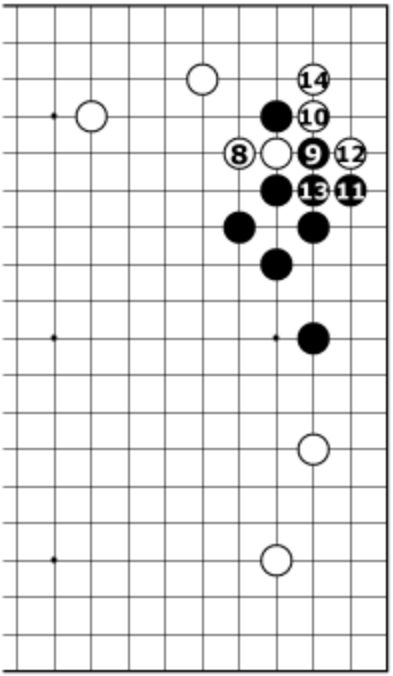
7 'A' is correct and furikawari, 'B' is a mistake.



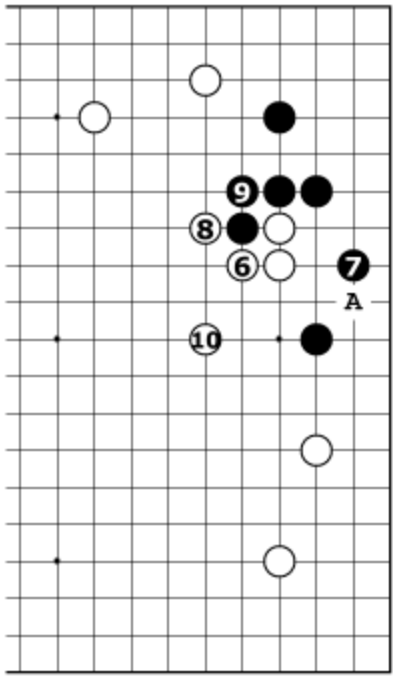
5 'A' in this position, 'B' if Black has an extension in the lower half.



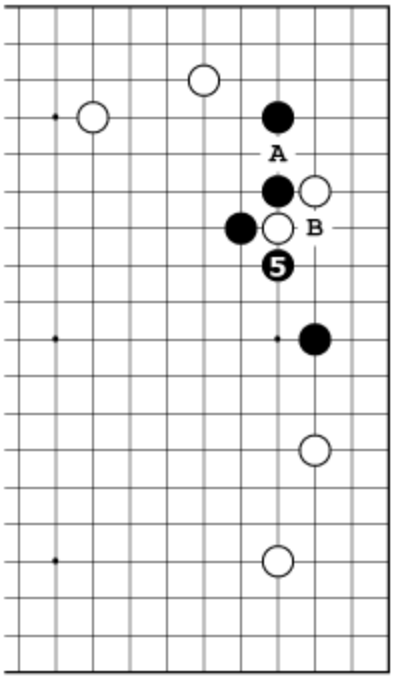
4 Fighting on 'A' is necessary, 'B' misses the side, 'C' gives White center moves.



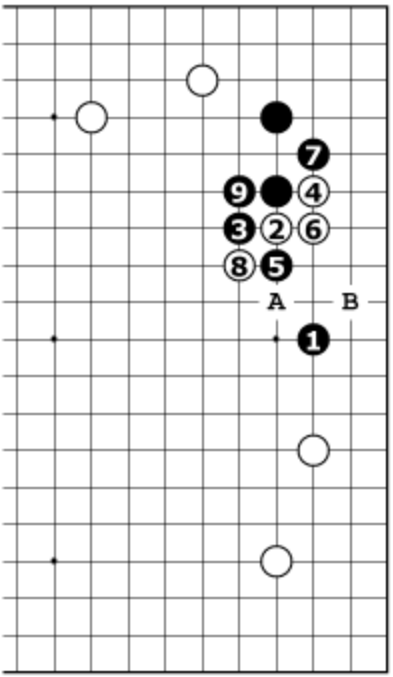
14 The loss of the corner isn't bad, because it could be lost by a sansan-invasion.



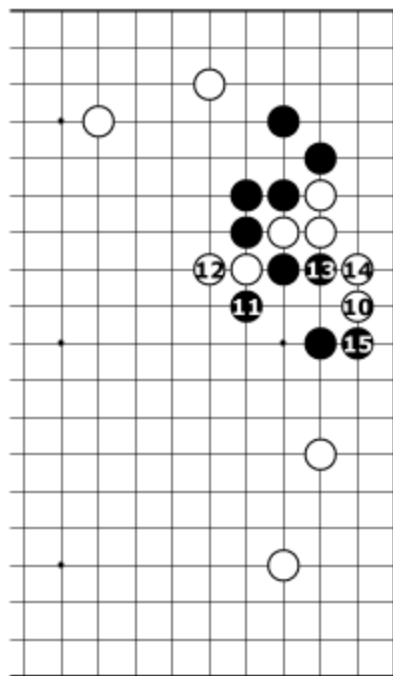
10 Aims at A.



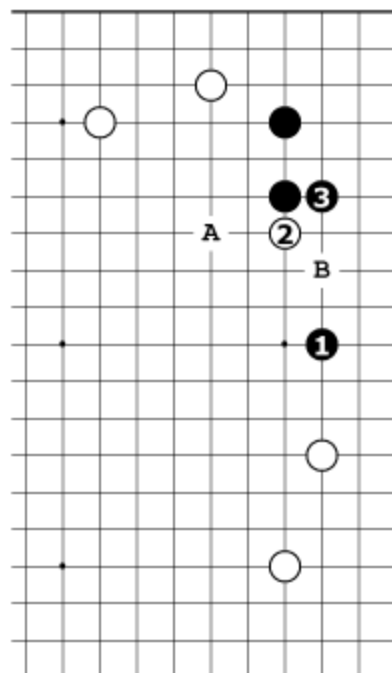
5 'A' is better than 'B'.



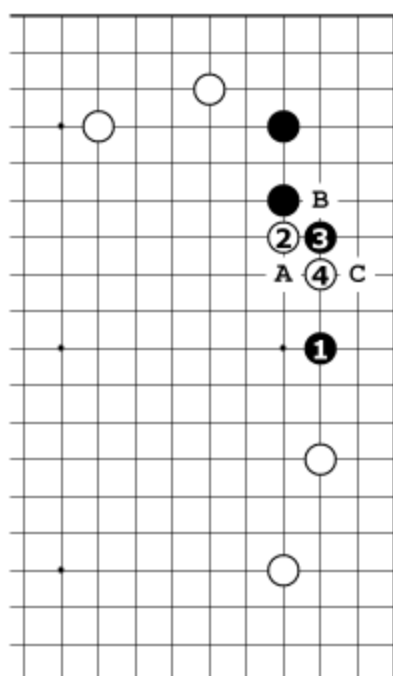
9 'A' is possible, 'B' is bad.



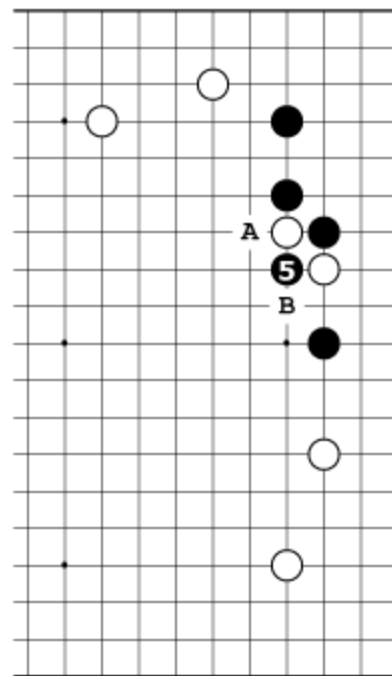
15 White dead.



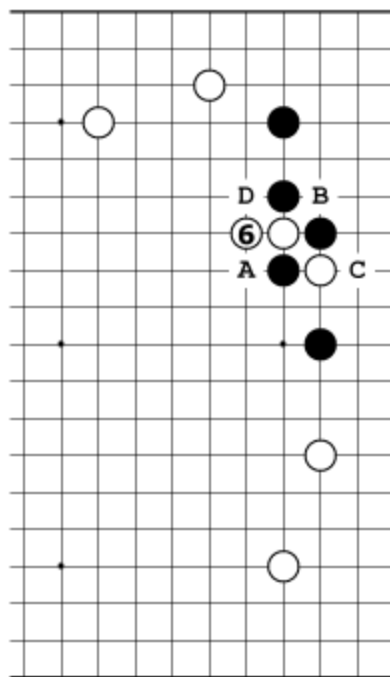
3 'A' or 'B' are ok.



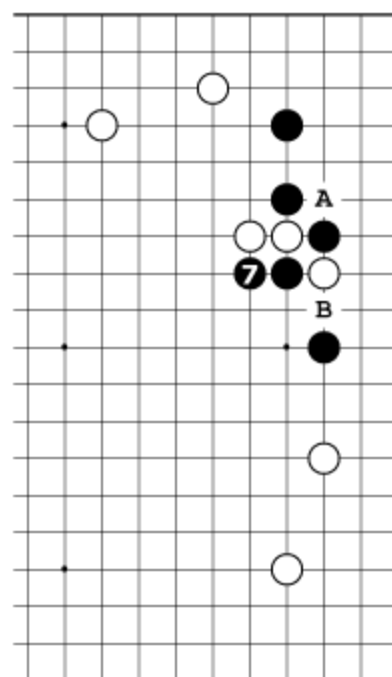
4 'A *' is joseki.
'B' is too anxious.
'C' fails to connect immediately and starts a fight..



5 'A *' is joseki.
'B' gives Black thickness for territory.

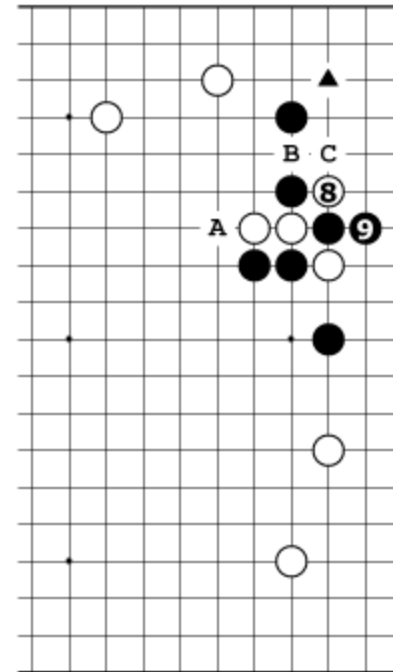


6 'A *' is joseki,
'B' is bad as White gets a ponnuki.
'C' gives a low position or a fight.
'D' is bad.

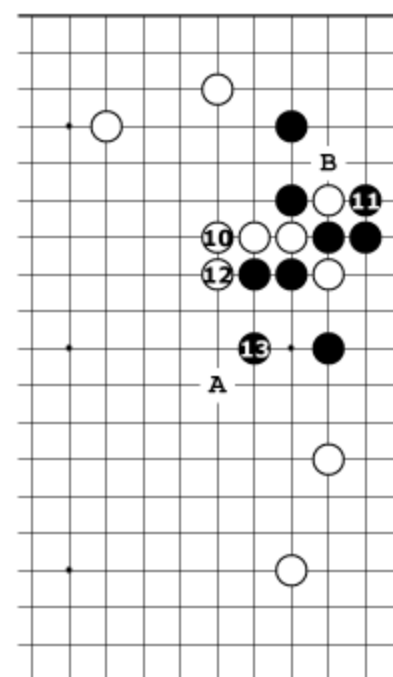


7 'A *' is correct.

'B' is a trick play.

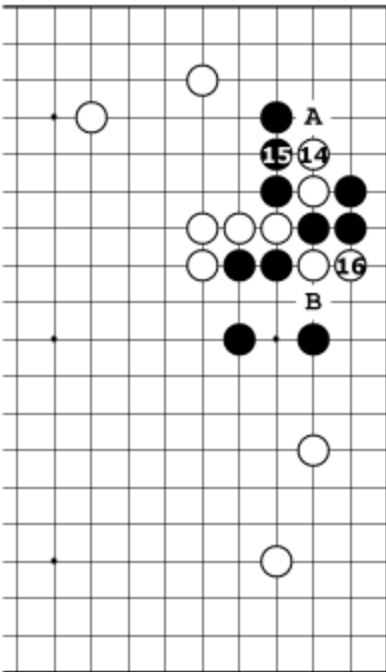


9 'A *' takes influence leaving aji giving territory.
'B' takes the corner for the side giving Black good shape, but fails with an additional Black stone on the triangled position..
'C *' takes territory giving influence.

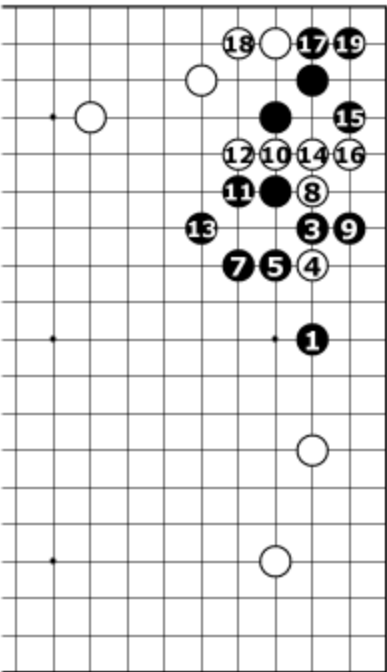


13 * GOOD VARIATION *

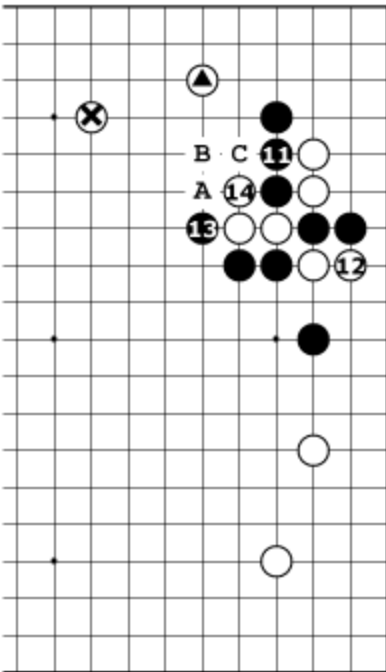
Later, White can close the center with 'A' or use his side-and-corner-aji on 'B'.



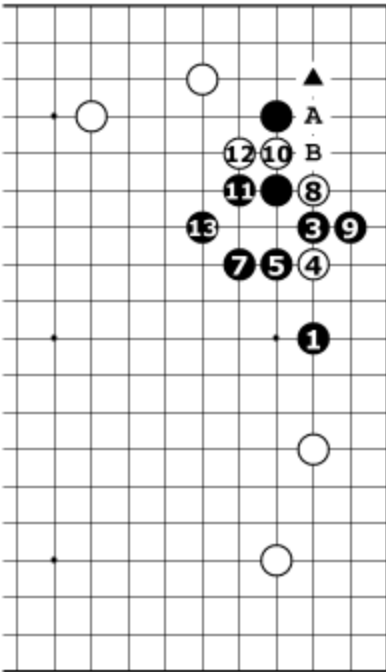
16 'A' takes the corner, 'B' takes the side.



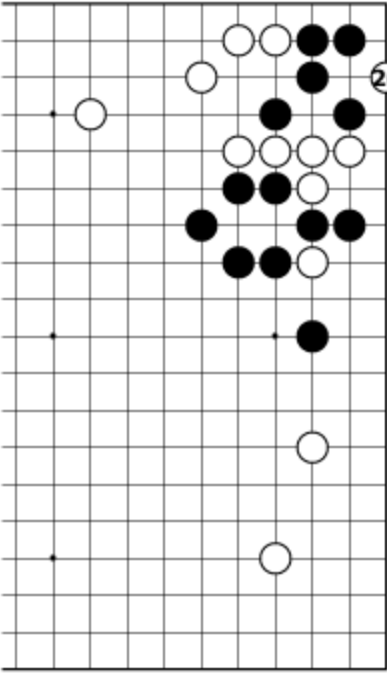
19 Black lives.



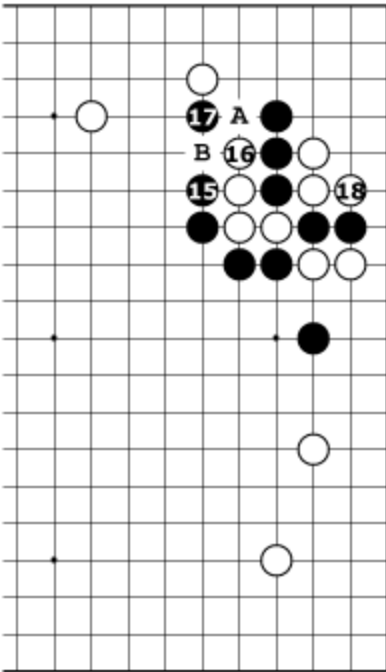
14 'A *' is joseki, 'B' fails to hurt the triangled stones. 'C' captures, if the squared stone is Black.



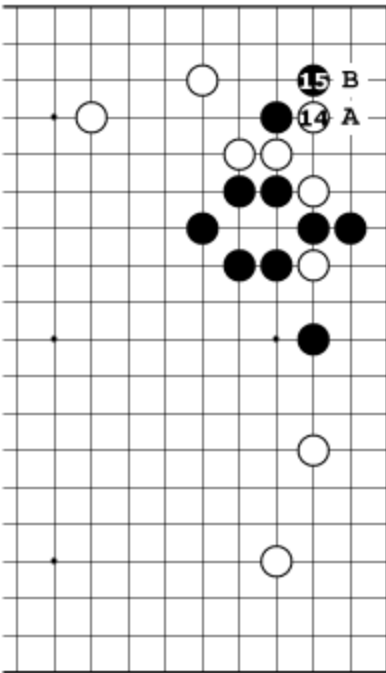
13 'A' is correct. If the variation is wrong because of an additional Black stone on the triangled position, only 'B' is possible but fails.



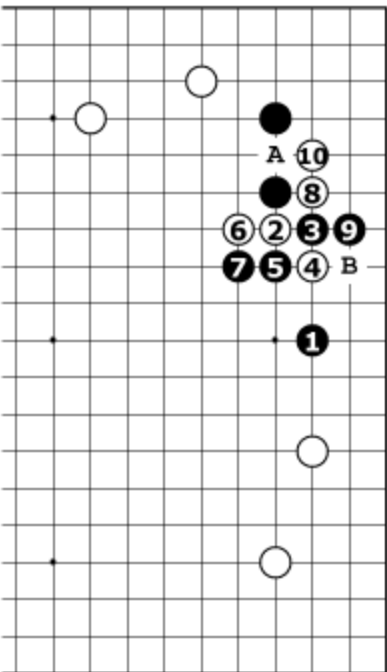
20 Proof of life.



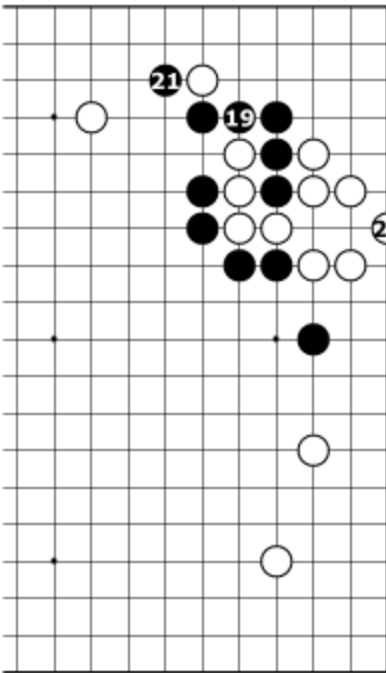
18 'A *' or 'B'.



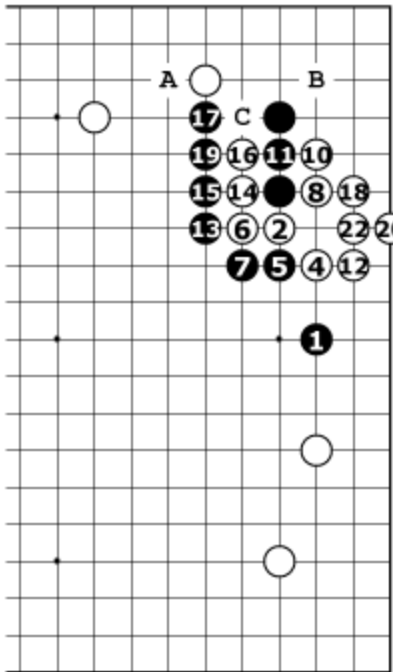
15 'A' keeps the corner, 'B' fails.



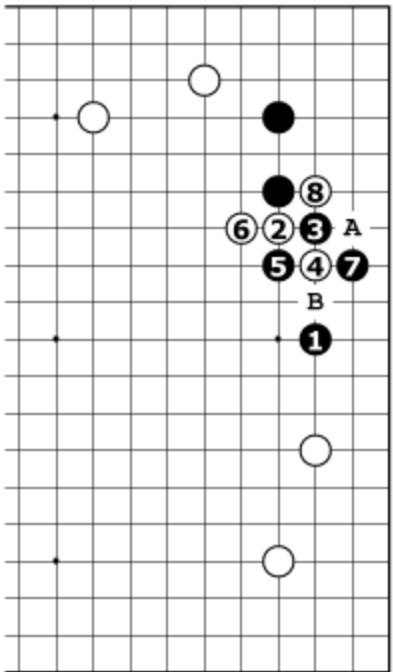
10 'A *' is joseki, 'B' is a mistake.



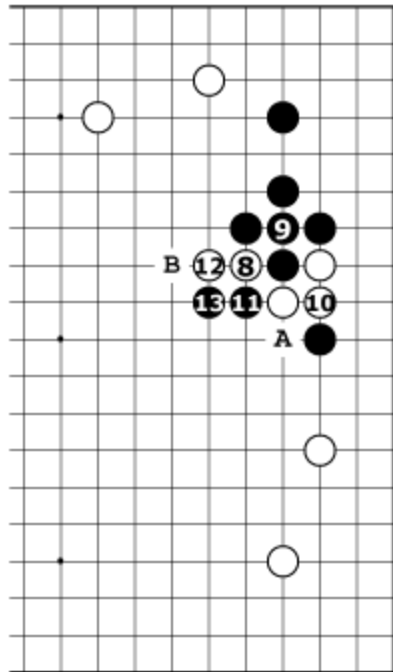
21 * GOOD VARIATION *



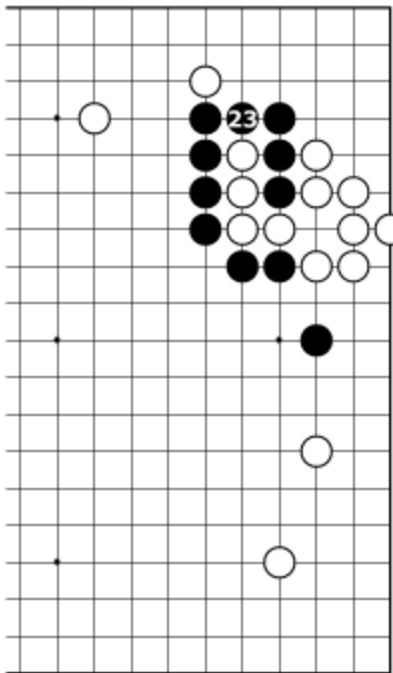
22 'A' is correct, 'B' attacks White and is also possible. 'C' is useless.



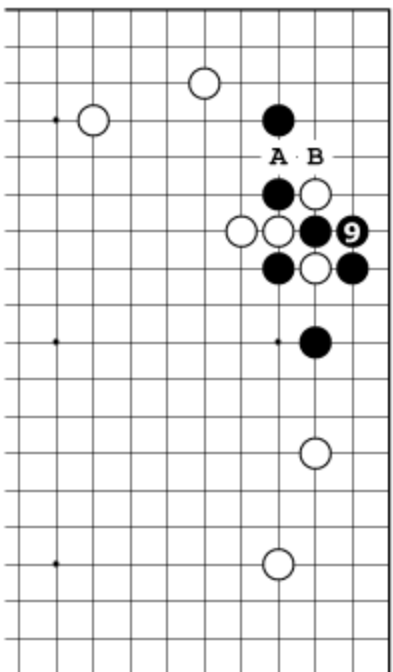
8 'A' is correct, 'B' is a mistake.



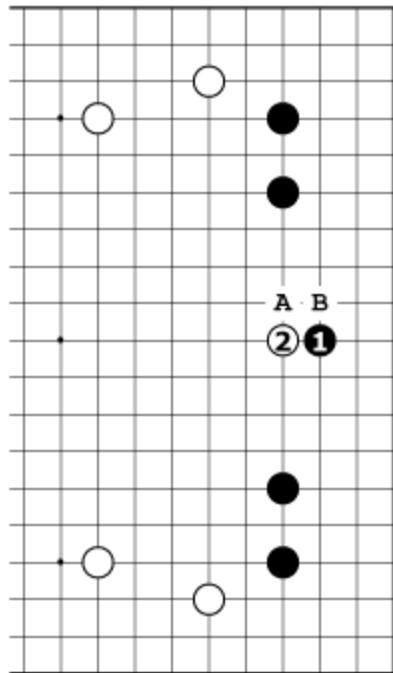
13 White saves some stones on 'A' or 'B' and loses the other stones.



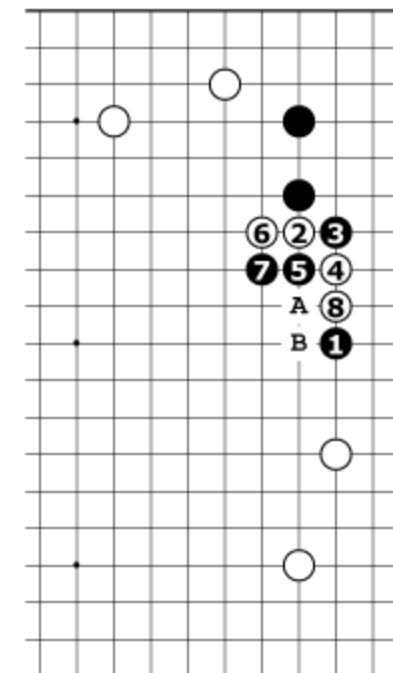
23 White doesn't connect before the endgame.



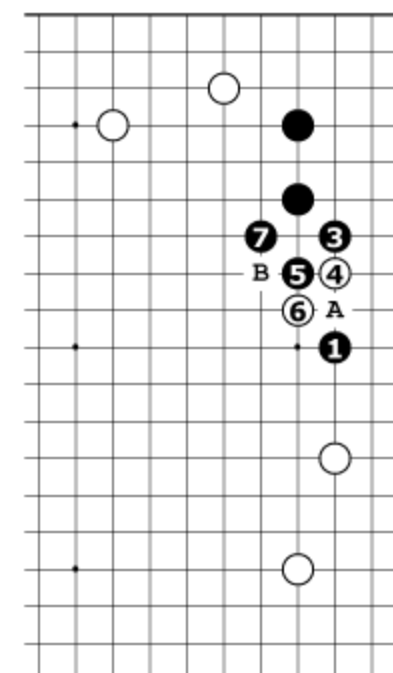
9 'A' to press, 'B' to fight.



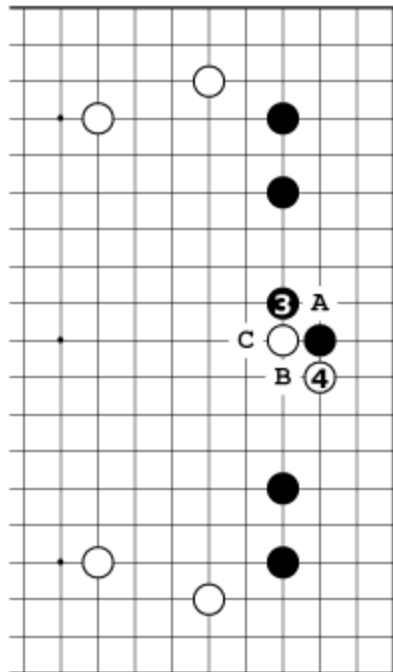
2 'A *' secures territory. 'B' is not aggressive enough.



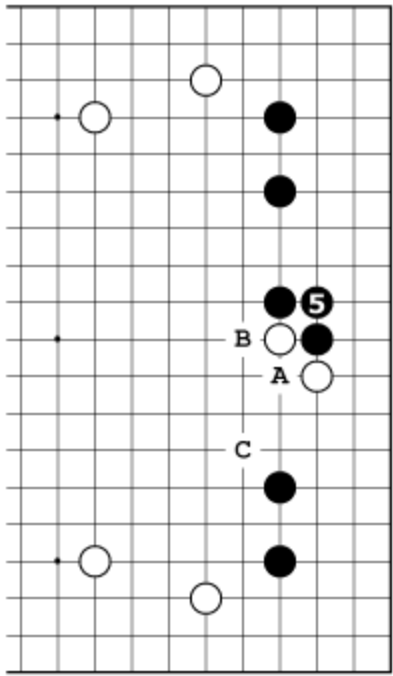
8 'A' is correct, 'B' is getting tricked.



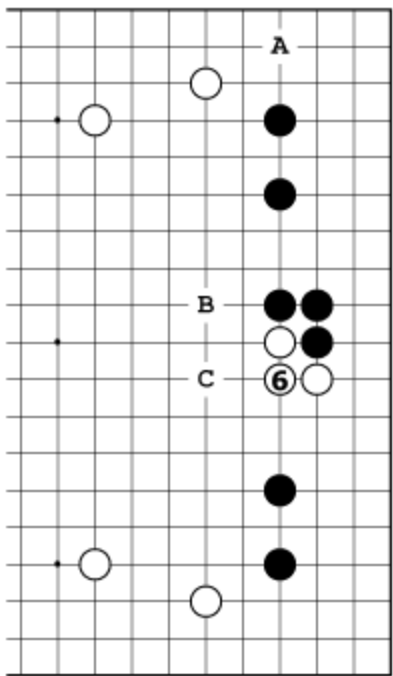
7 'A' is correct, 'B' is bad.



4 'A *' or, with the ladder 'B'. 'C' gives White more thickness.

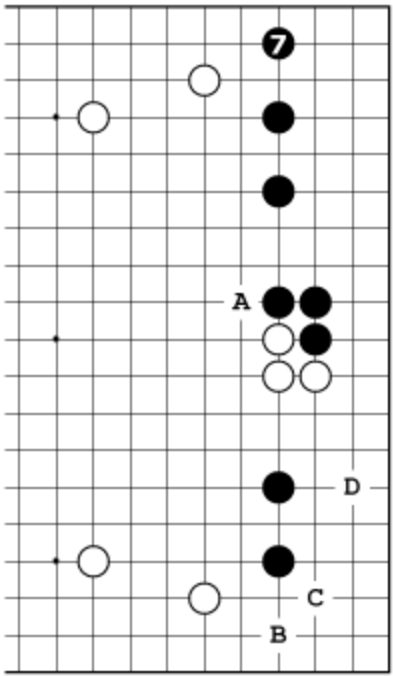


⑤ 'A *' is joseki.
'B' emphasizes the center of the lower right side.
'C' is light.

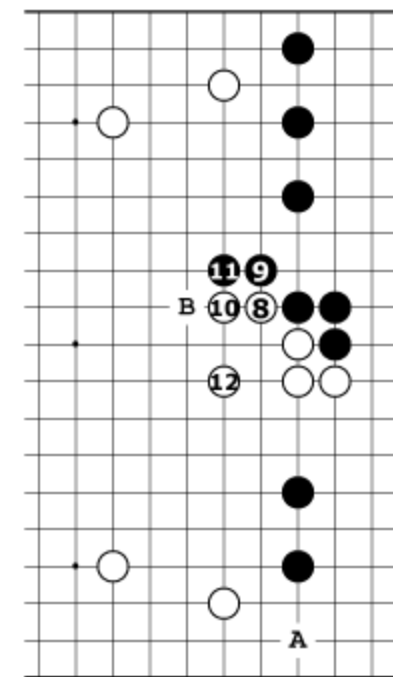


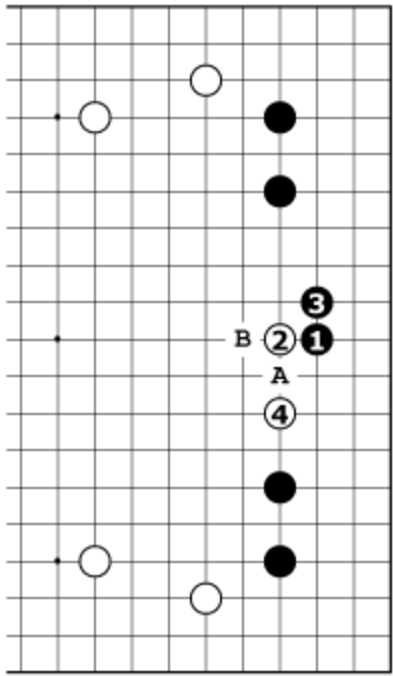
⑥ * GOOD VARIATION *

Securing more territory on 'A' is correct. Black can prevent White influence on 'B' before 'A'.
Fighting on 'C' is an overplay.



⑦ White makes influence on 'A' or attacks on 'B', 'C' or 'D'.





④ 'A' is better than 'B'.