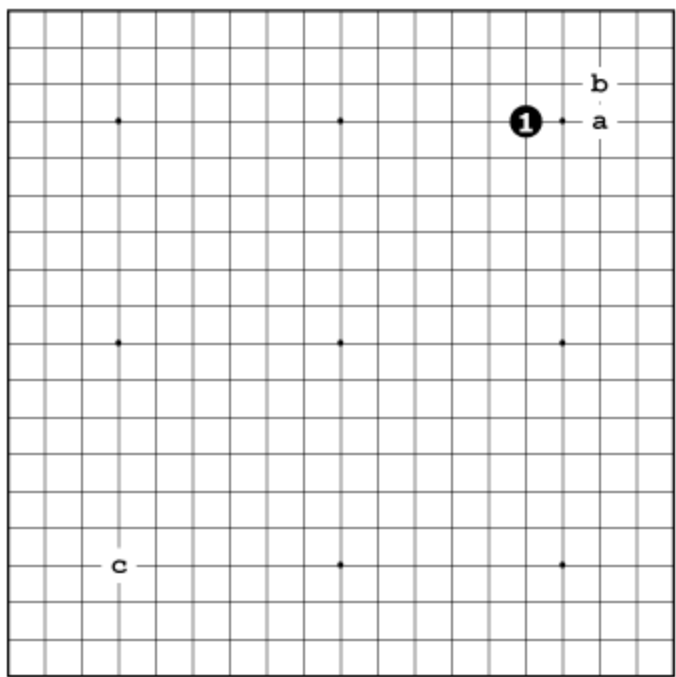


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Takamoku

Produced with Moyo Go Studio: www.moyogo.com

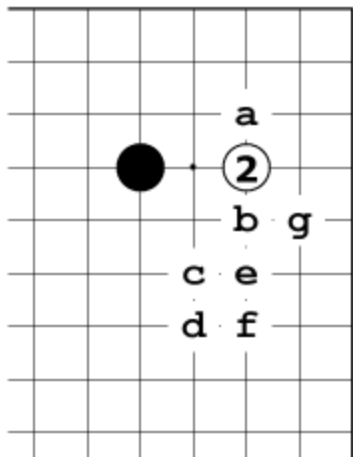


1 The takamoku (high) point (5-4). With its emphasis on influence, the 5-4 point complements the 4-4 (hoshi) point in creating an influence-oriented fuseki.

White approaches with 'a *' or 'b'. White 'b *' is played when Black has support at the top.

After White play tenuki 'c', Black can choose a shimari.

There are several 5-4 trick plays, often involving unfathomable reading, with pitfalls at any point. Some simple variations of trick plays are covered here.

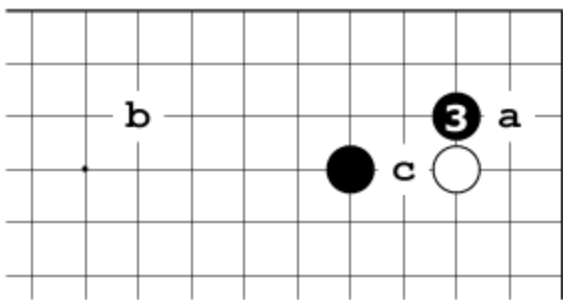


2 Black responds with 'a *', 'b *', 'c *', 'd *' to 'f *'.

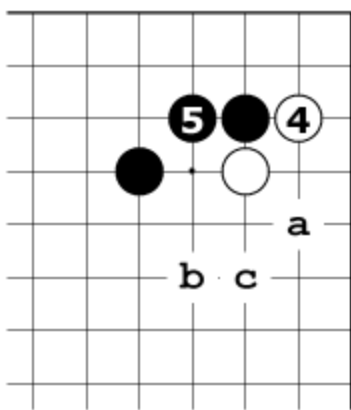
Black 'c' is the most appropriate response given the influence orientation of the 5-4, but also the most complicated one.

'e' and 'g' are trick plays. Black 'g' takes thickness for corner territory.

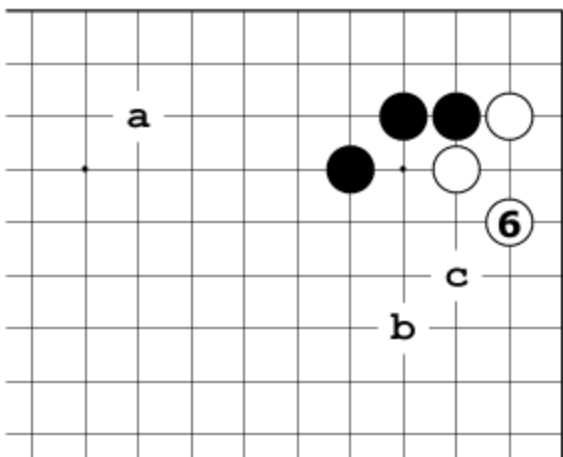
g7, f6, e5, d4, c3, b2, a1



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

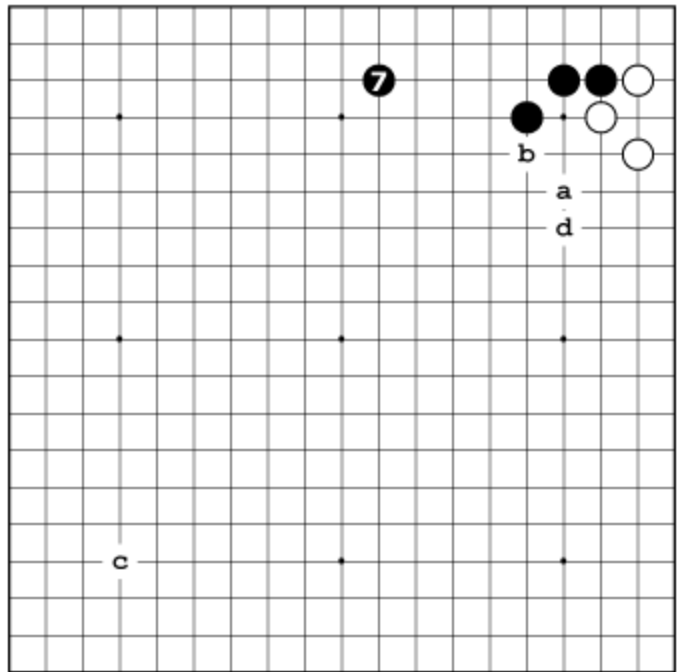


5 White continues with 'a *' to 'c'.

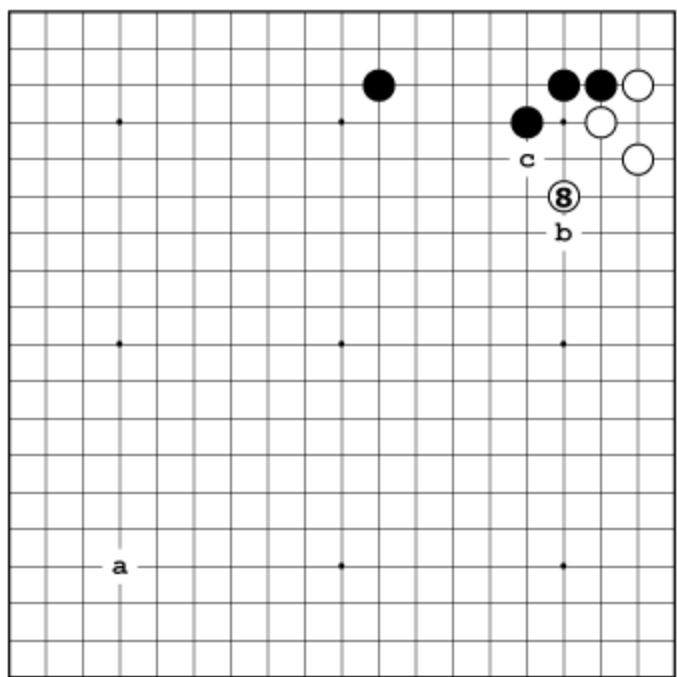


6 Black continues with 'a *'.

If a Black extension such as 'a' already exists, Black continues with 'b'. Playing 'c' without having a is premature.

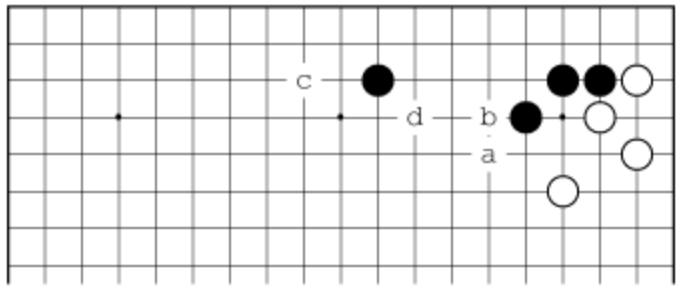


7 White continues with 'a *' or 'b *', or plays elsewhere ('c *'). 'd' is a mistake.



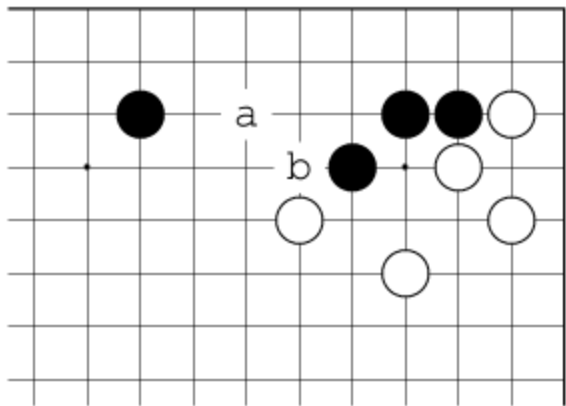
8 * GOOD VARIATION *

Black may play elsewhere ('a'). Black 'b' and 'c' are local continuations.

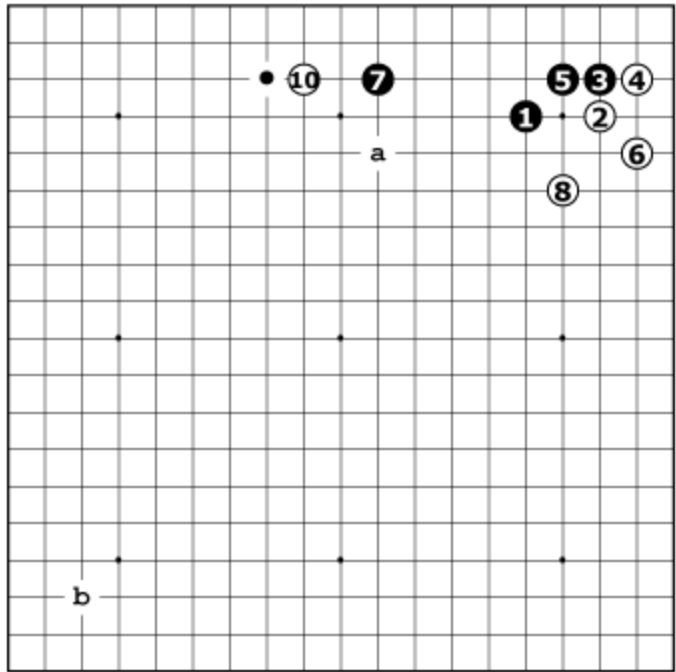


9 Black plays elsewhere. White can press with 'a', 'b' or 'd'. White 'a' emphasizes the right side, while 'b' and 'd' are pure reduction moves.

White 'c' can be played if White values the top.



10 Black can protect at 'a' or 'b'.

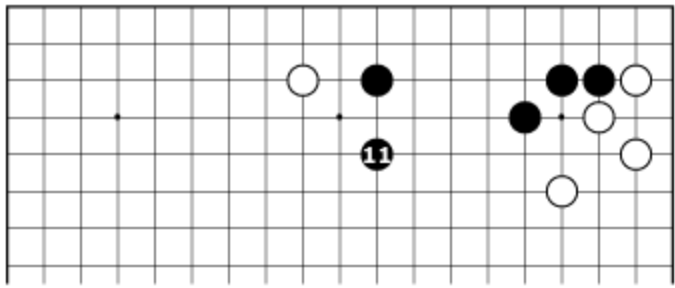


10 White plays 9 with support in the top-left corner.

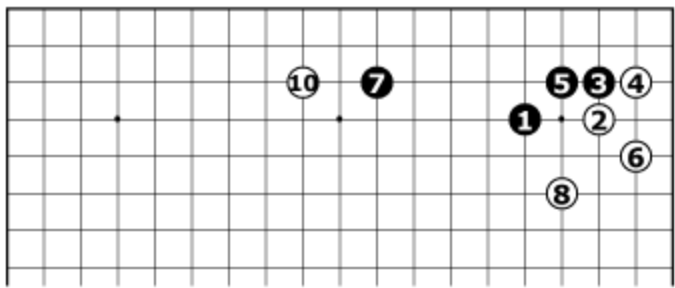
A Black extension to the red dot before White 10 is a first-rate fuseki point.

Black continues with 'a'. Black should not ignore White 10 by playing

elsewhere ('b').

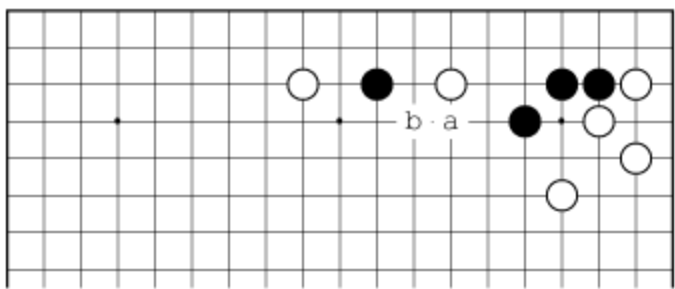


11 White 20 can be considered a forcing move.

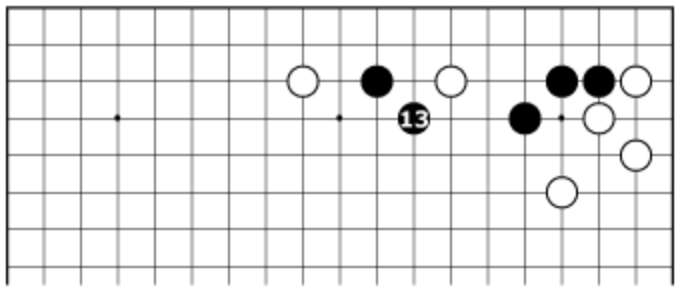


11 Black ignores White's checking extension, a mistake.

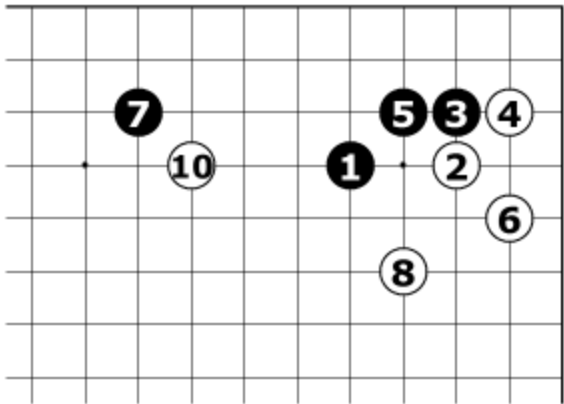
White invades.



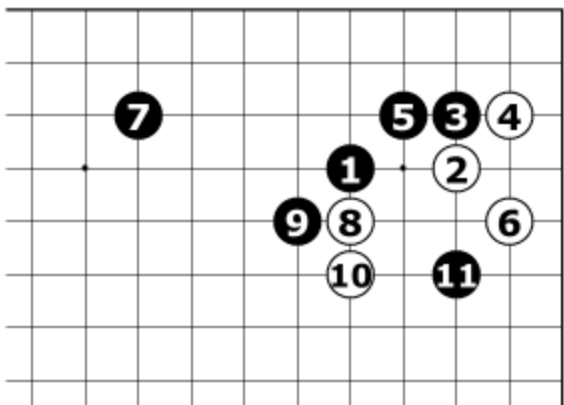
12 Black continues with 'a', and lets White connect underneath. Black 'b' is unreasonable.



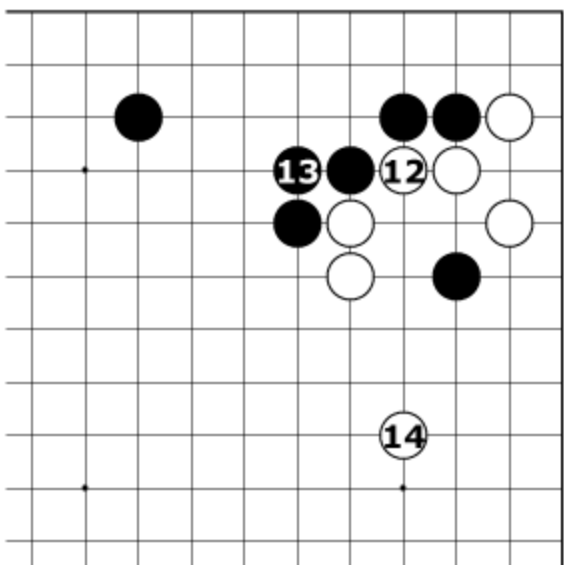
13 Black 11 is unreasonable.



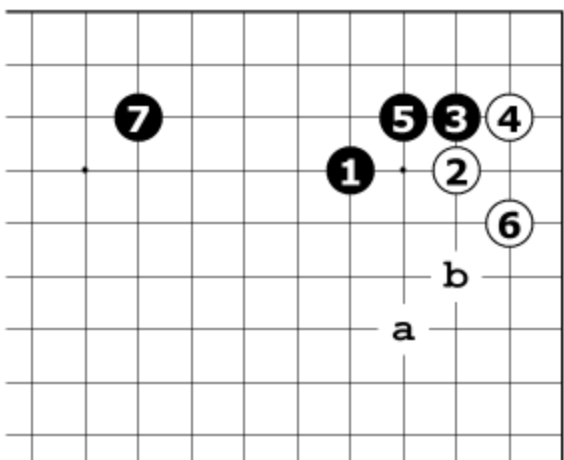
10 White 9 is a simple reduction move.



11 Black 11 is a tesuji at the vital point of White's shape.

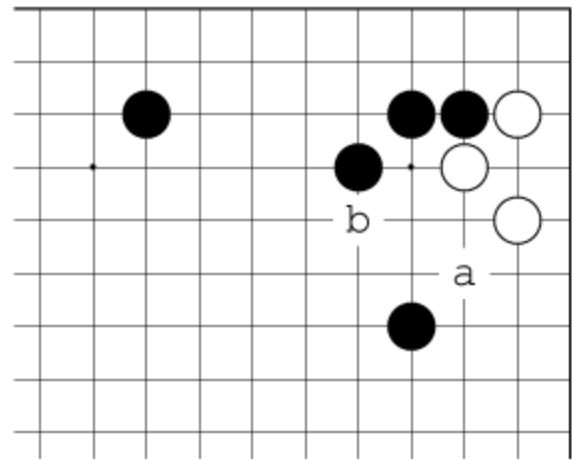


14 * GOOD VARIATION *

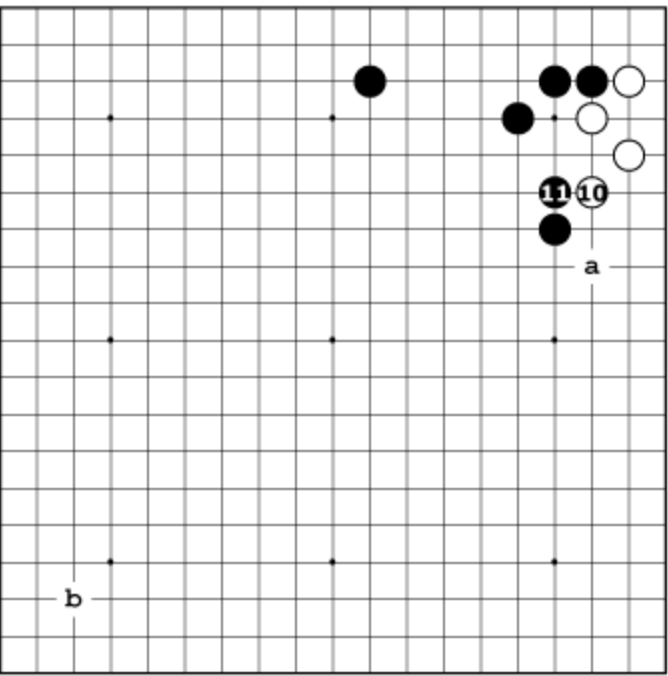


8 White plays elsewhere. Black continues with 'a' or

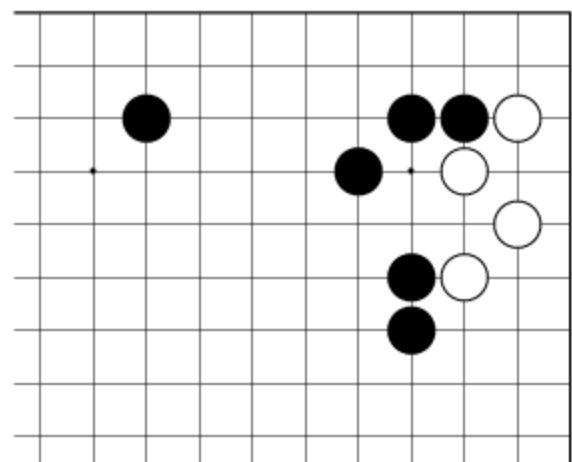
'b *'. Black 'a' aims for influence, while 'b' aims to build a presence on the right.



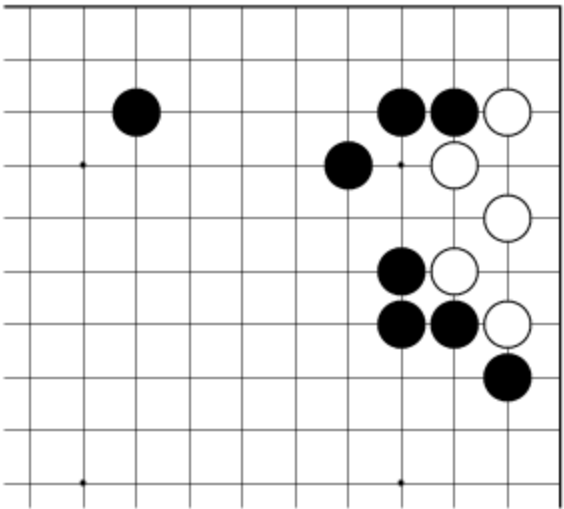
9 White continues with 'a' or 'b'.



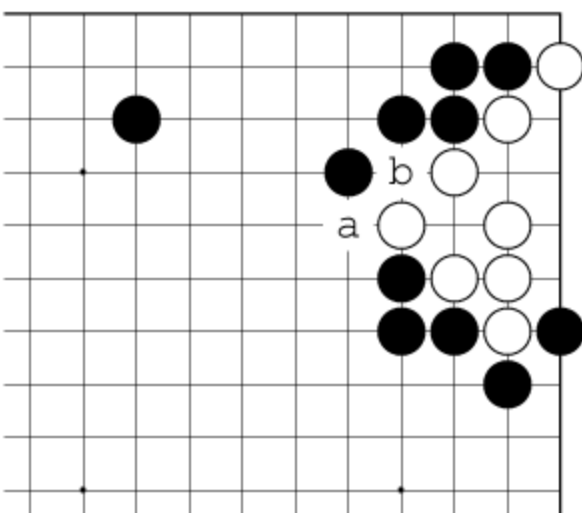
11 White continues locally with 'a', or switches elsewhere again ('b').



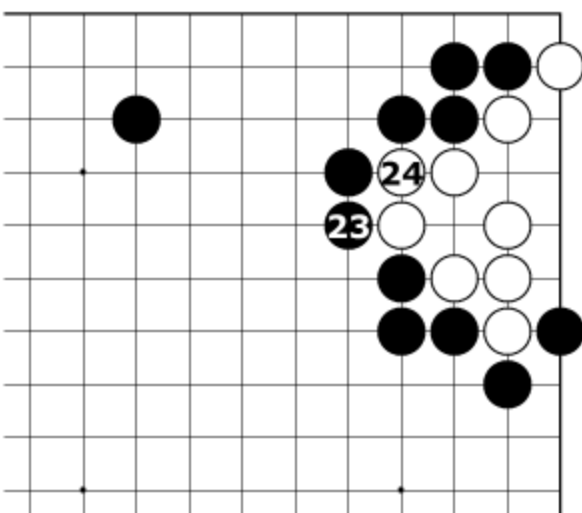
12 White plays elsewhere again.



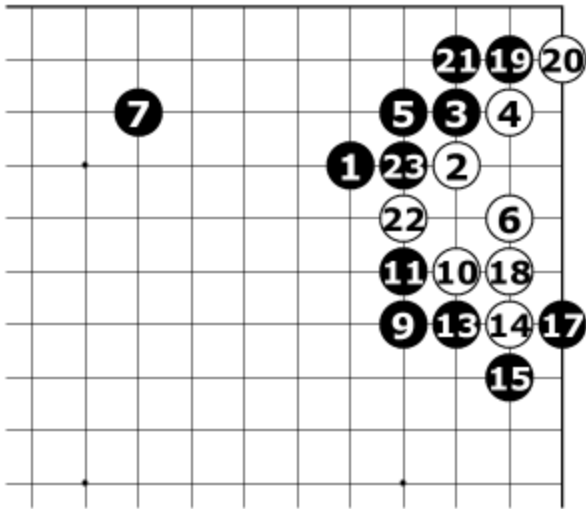
16 Amazingly, White plays elsewhere again.



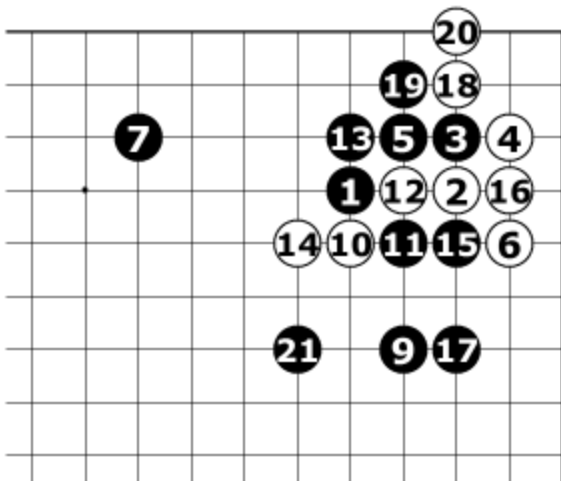
22 Black continues with 'a'. Black 'b', making a false eye, is not recommended.



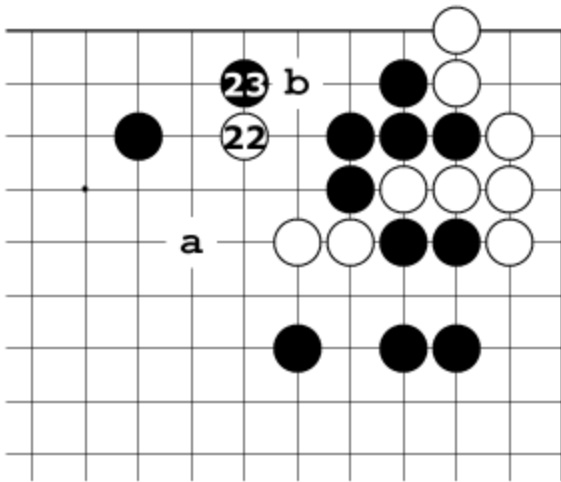
24 There is still a cutting point in Black's outside wall. This outcome should not favor Black (with three White moves elsewhere).



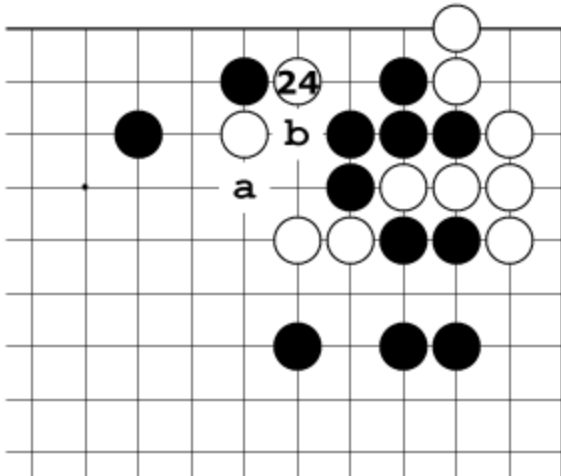
23 Black should not play 20 here unless White can be killed.



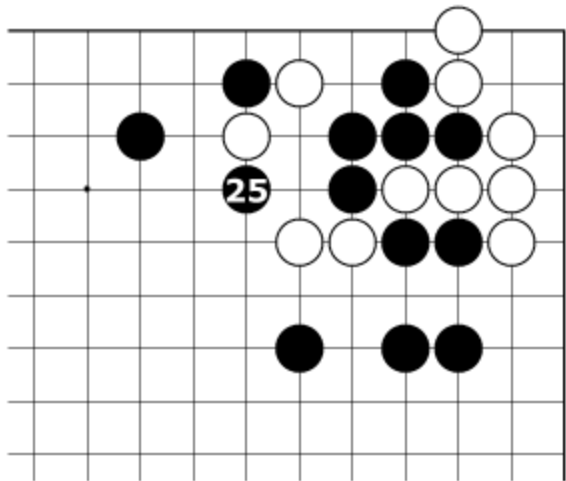
21 Black 21 is a possible continuation.



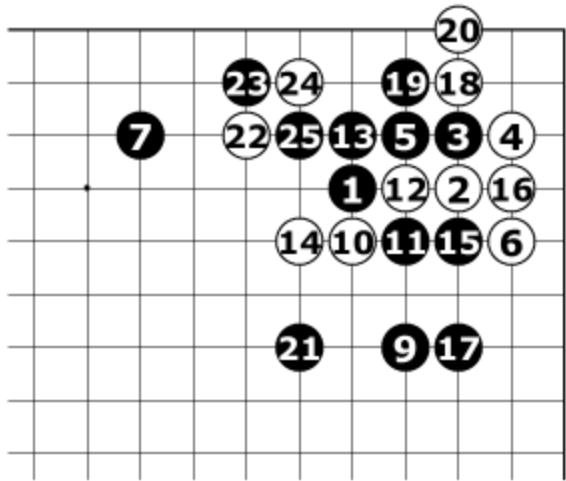
23 White continues with 'a'. White 'b' does not work.



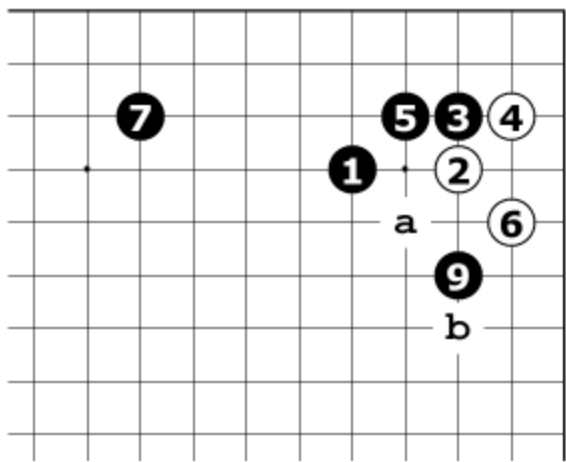
24 White 24 is a mistake.
Black continues with 'a'.
Black 'b' is a mistake.



25 Black's double contact play is a tesuji.

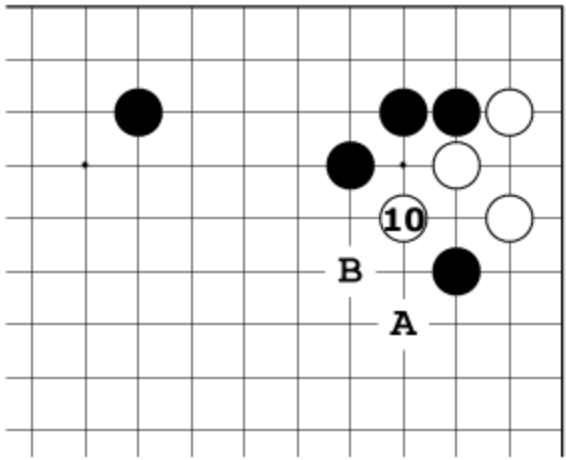


25 Black 24 is a mistake.

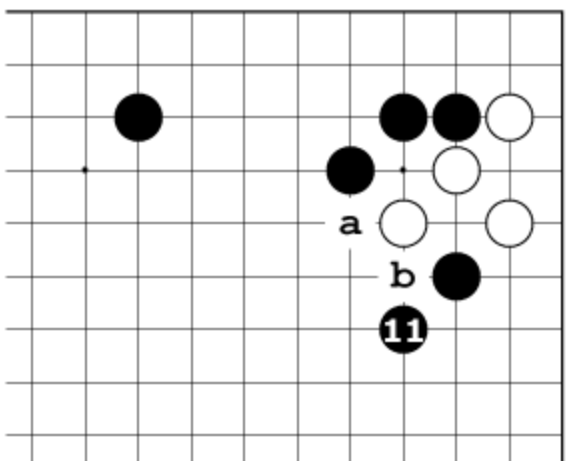


9 Black 8 emphasizes the right side.

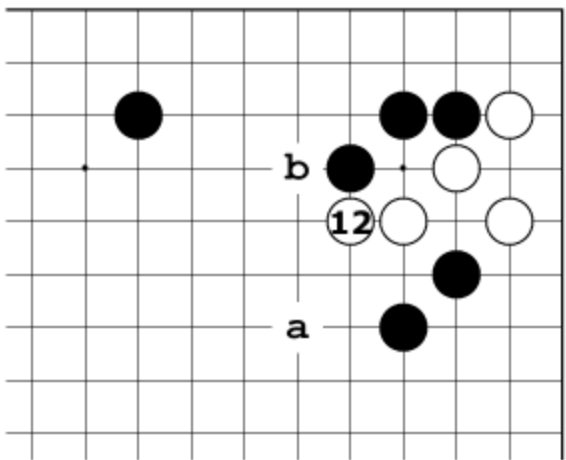
White continues with 'a' or 'b'.



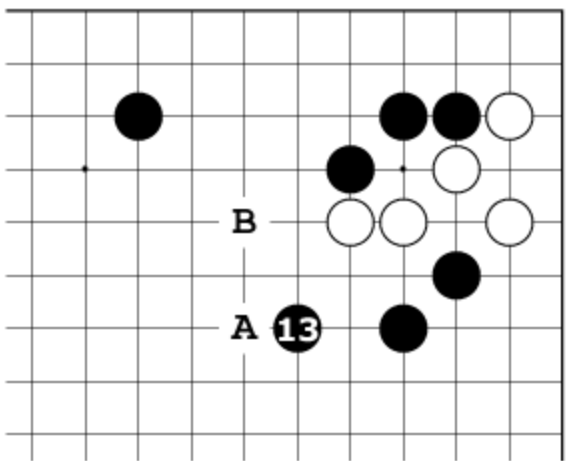
10 'A' is correct, 'B' is a trick play which is not recommended.



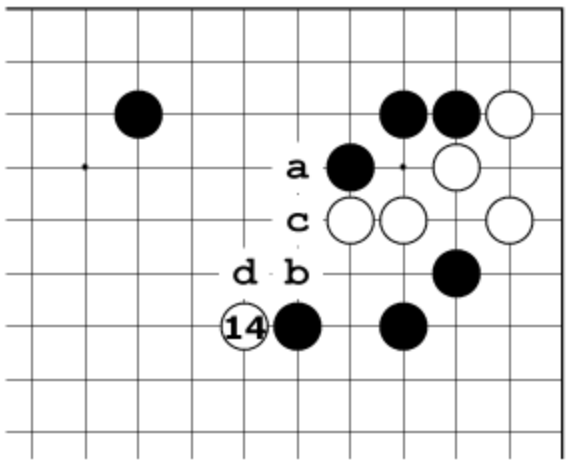
11 White continues with 'a' or 'b'.



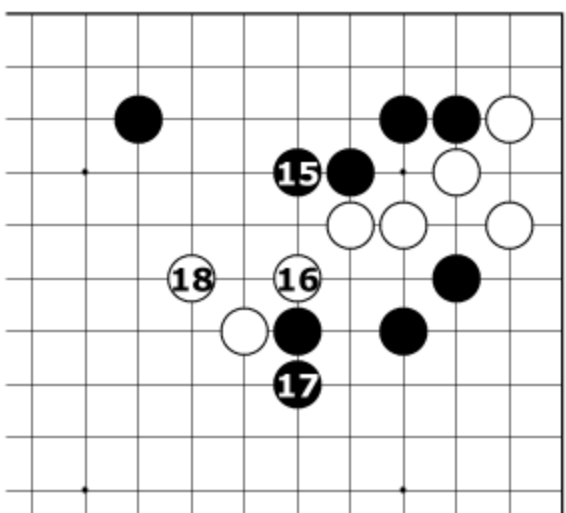
12 Black continues with 'a'. Black 'b' is a mistake in direction.



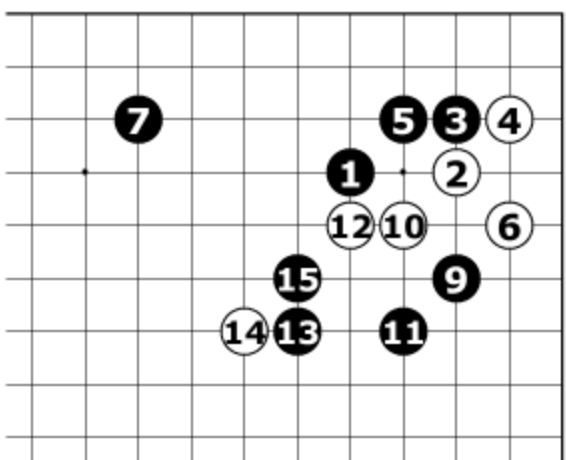
13 'A' is correct, 'B' is a mistake.



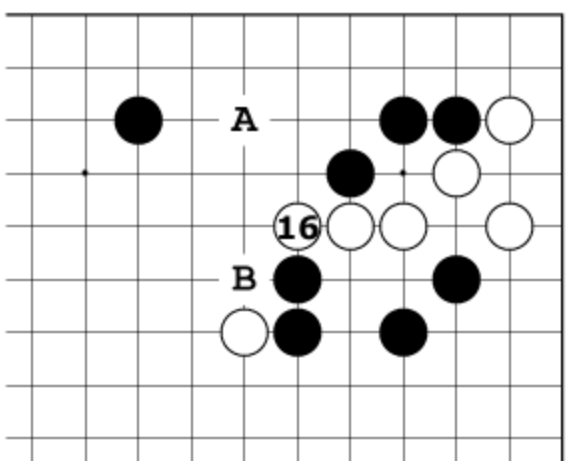
14 Black continues with 'a'. Black 'b', 'c' and 'd' are unreasonable.



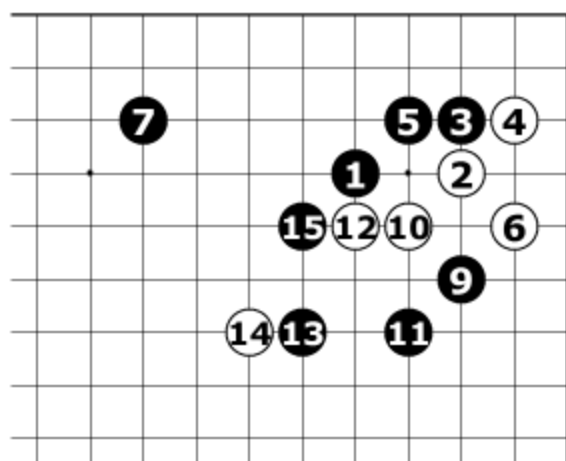
18 * GOOD VARIATION *



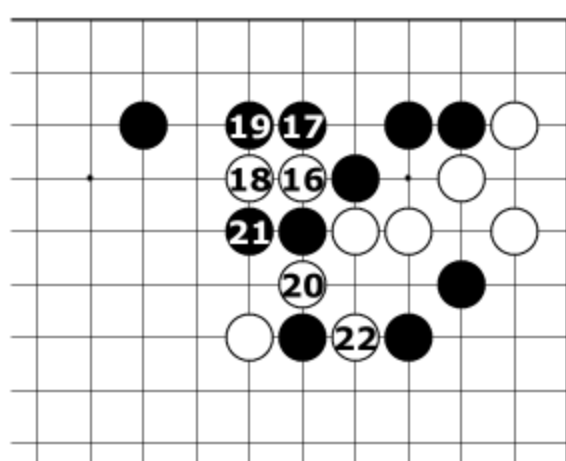
15 Black 15 is a mistake.



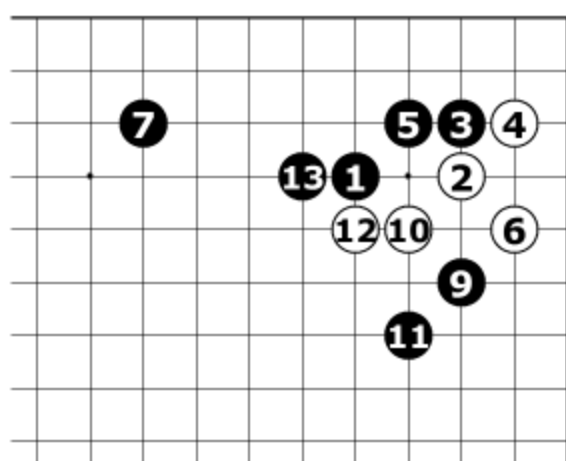
⑩ 'A' is less bad than 'B'.



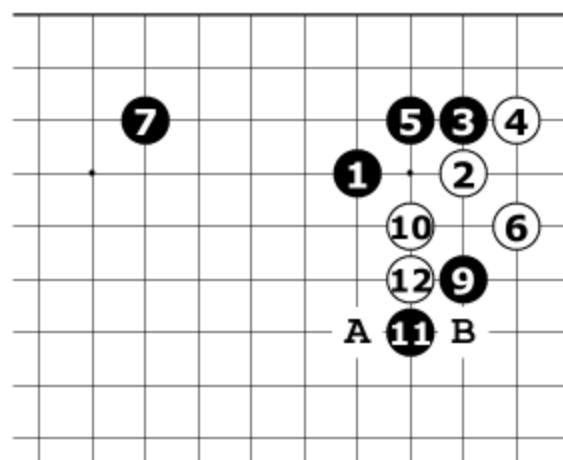
15 Black 15 is a mistake.



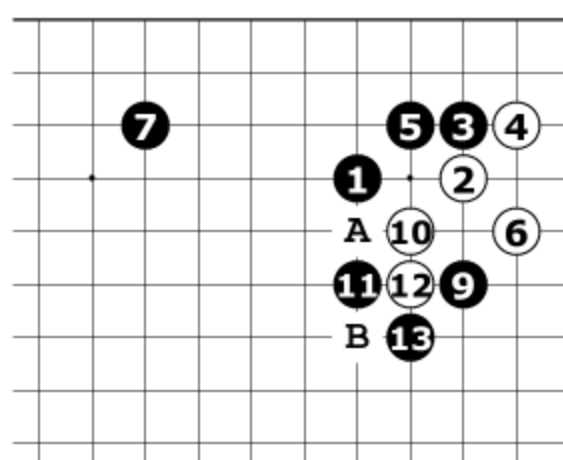
②② Black may be better off at top, but the original aim of building the right side is ruined.



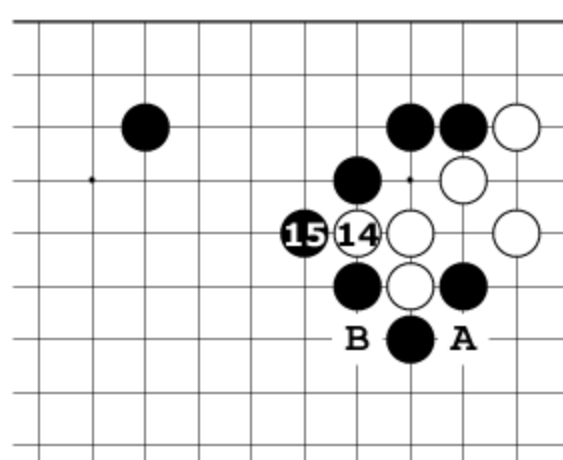
13 Black 12 is change in direction from emphasis on the right, and as such a mistake.



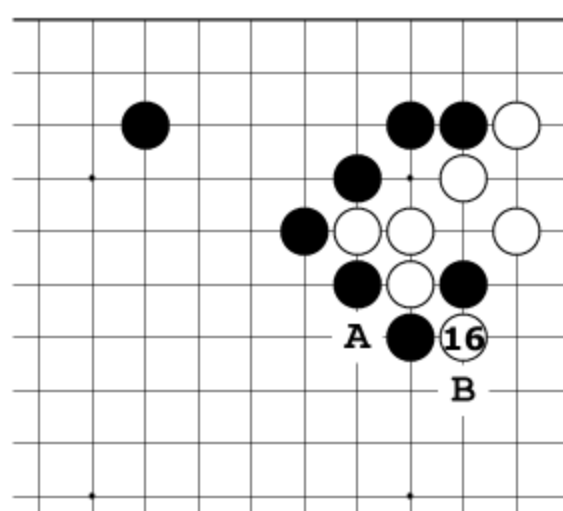
⑫ 'A' or 'B'.



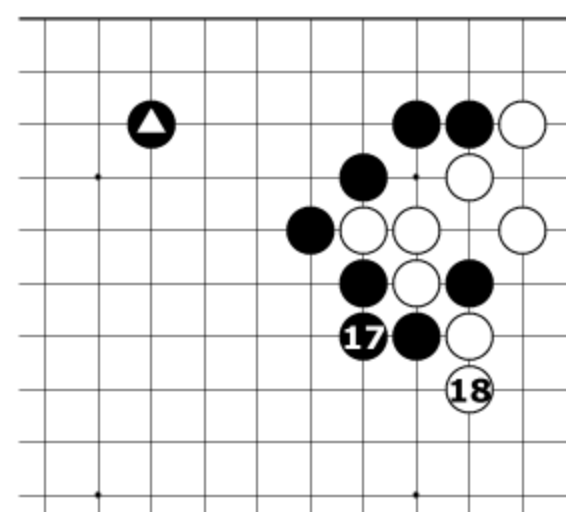
13 'A' is correct, 'B' is getting tricked.



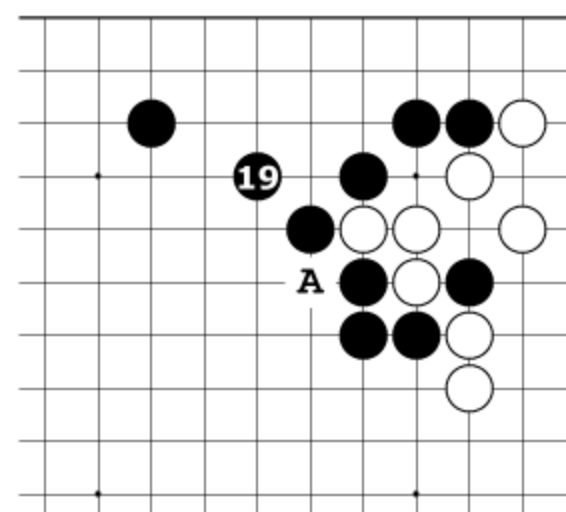
15 'A' is correct, 'B' is getting tricked.



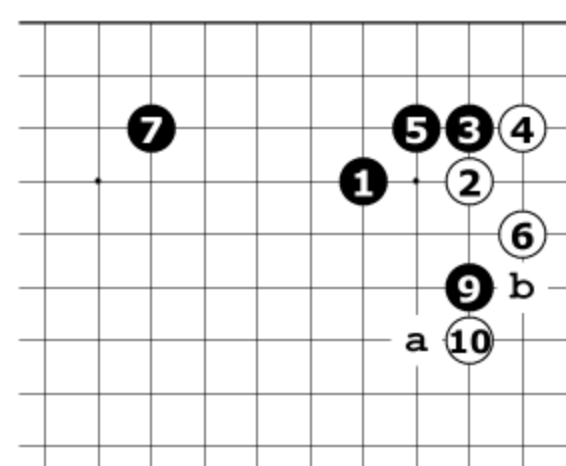
16 'A' is correct, 'B' is a mistake.



⑱ The triangled stone is now too near to the wall.

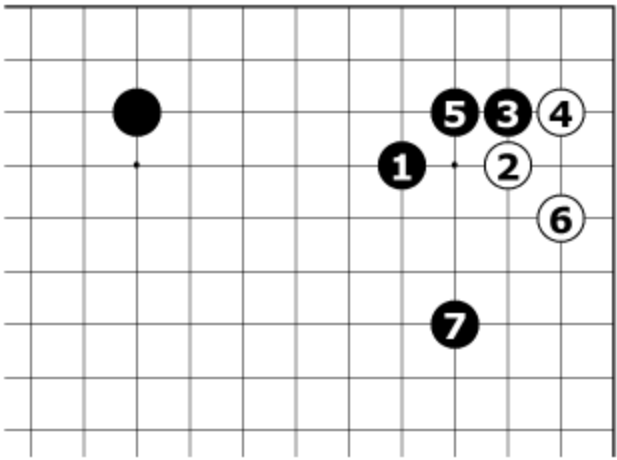


19 Still a cut on A.

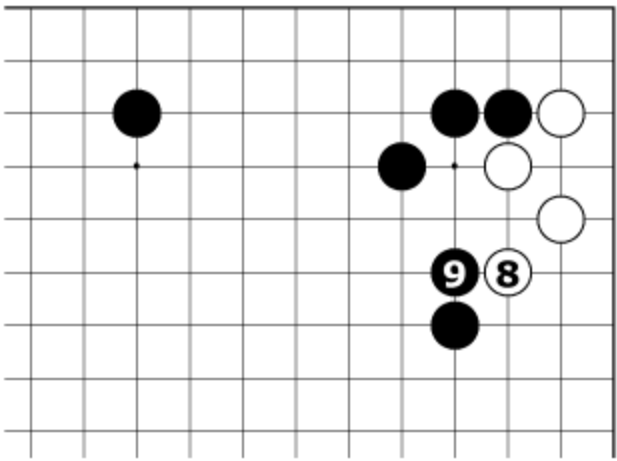


⑩ White 9 is an emergency measure, and not recommended as an ordinary play. White is too low.

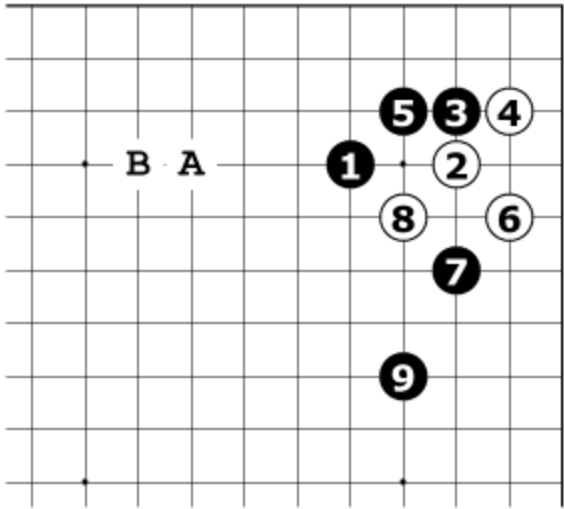
Black 'a', keeping White low, is good enough. If Black wants to play tough, 'b'.



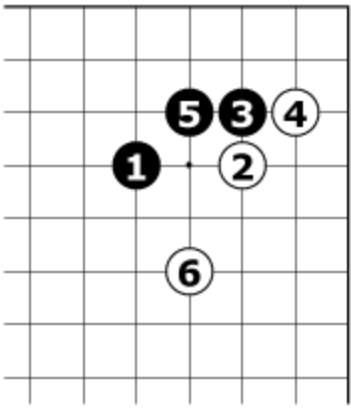
7 Black plays 7 when Black already has support at top as shown.



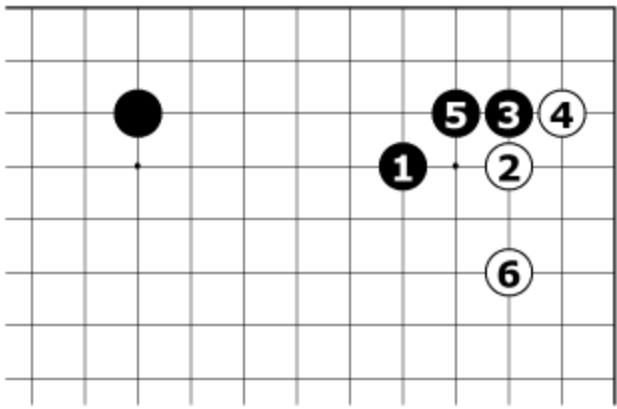
9 White has been had. This variation demonstrates why White enters at the 3-3 point rather than play the 3-4 when Black has an extension at top as shown.



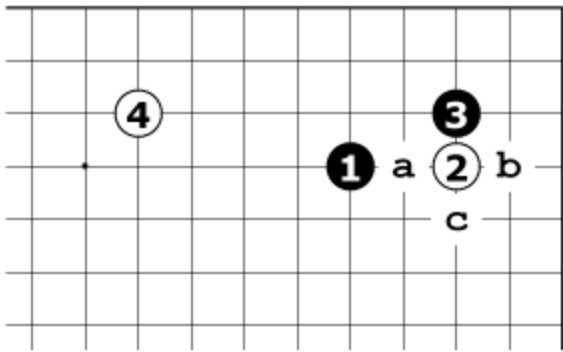
9 'A' or 'B'.



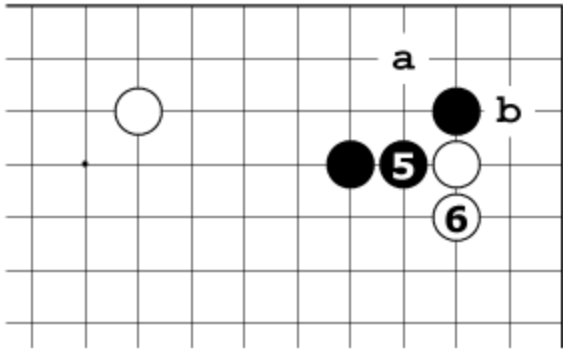
6 White 6 is a strategy when Black has the lower right corner and White wants to make a significant extension to the lower side.



6 White plays 6 when Black already has an extension as shown.

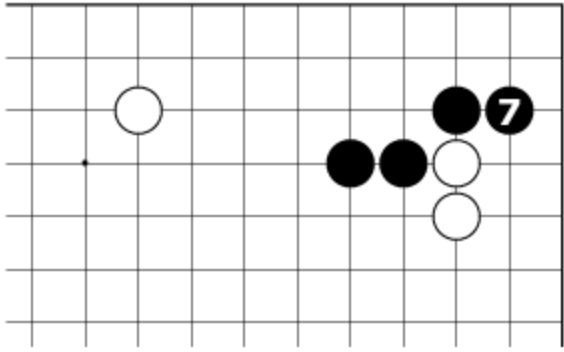


4 Black continues with 'a', 'b' or 'c'.

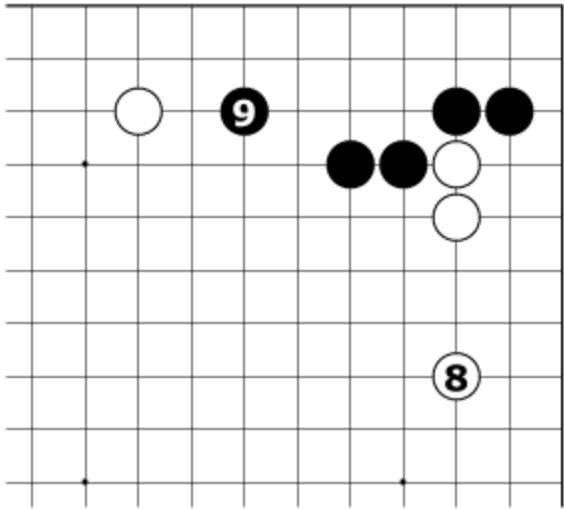


6 Black continues with 'a' and ends in sente. Black 'b' is not recommended, as Black

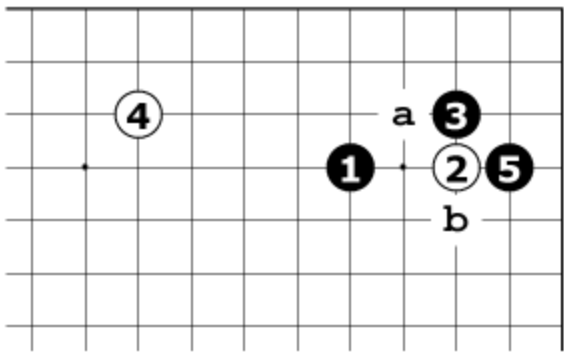
gets a narrow extension and ends in gote.



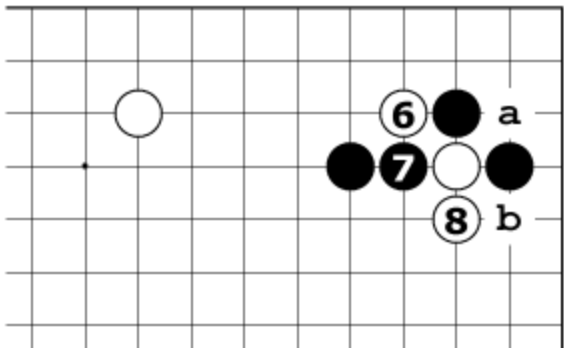
7 Black 7 results in a narrow extension and ends in gote for Black.



9 Black 9 nine is one space too close.

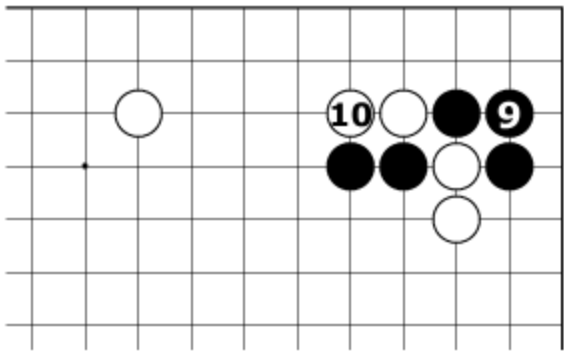


5 White continues with 'a'. White 'b' is a mistake in order.

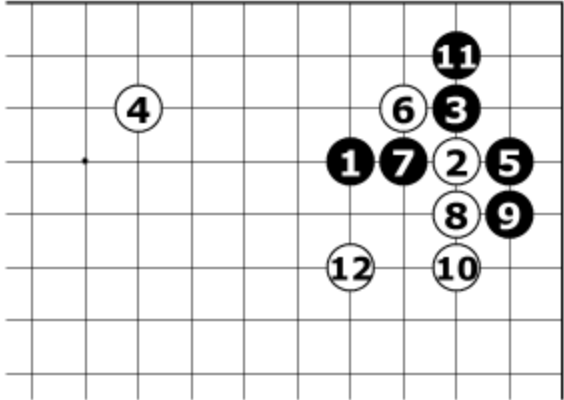


8 Black continues with 'a' or

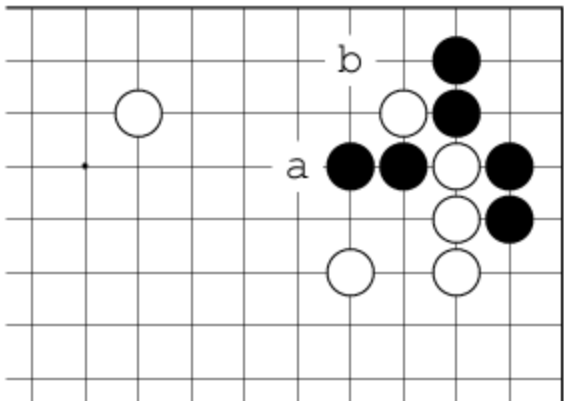
'b *'.



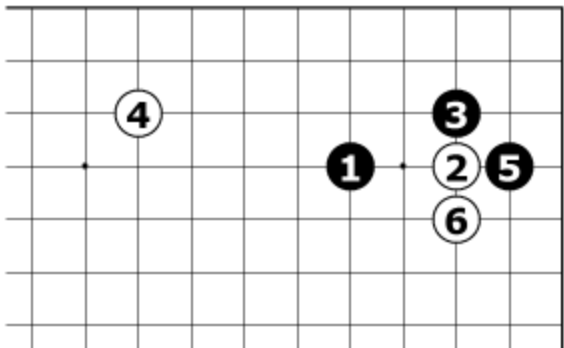
10 White 10 is a continuation.



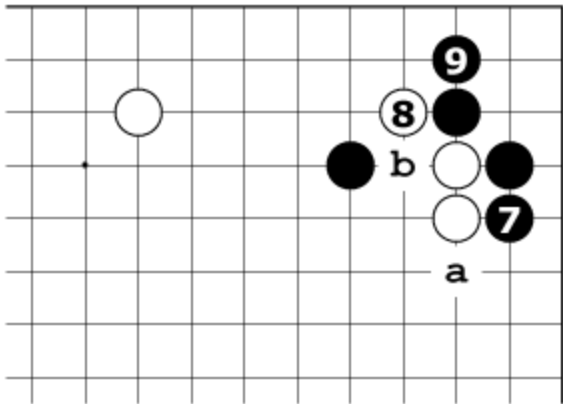
12 * GOOD VARIATION *



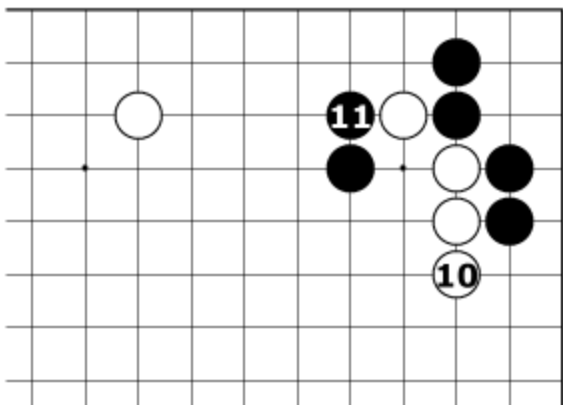
13 Black plays elsewhere. White continues with 'a' or 'b'.



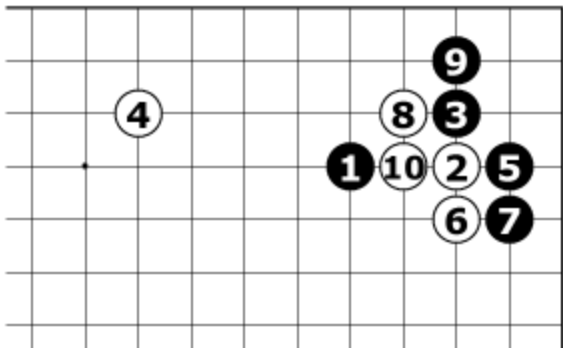
6 White 6 is a mistake in order.



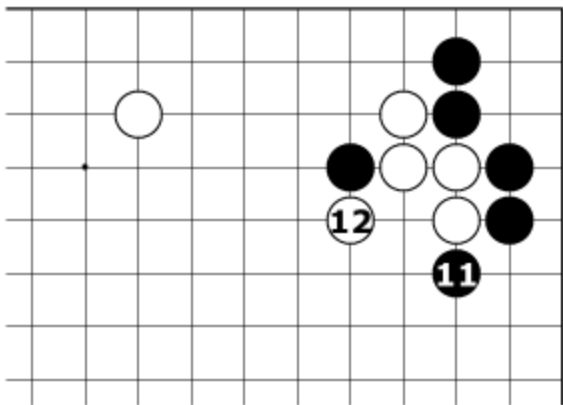
9 White continues with 'a'. White 'b' is a mistake.



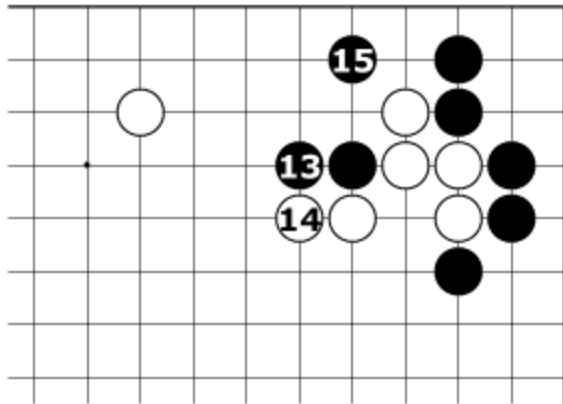
11 In Comparison with the result with 5-1-1-2-2-1, one can see, that after the mistake White 6, there is now no aji of connecting White 8 to 4.



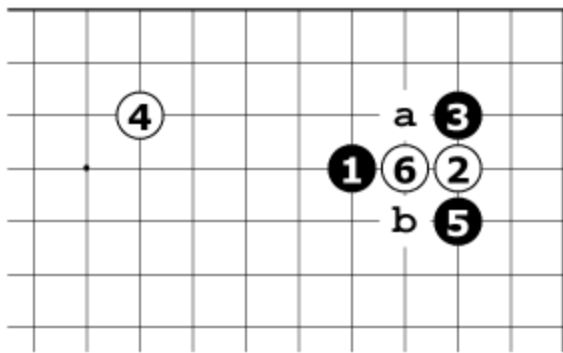
10 White 10 is a mistake.



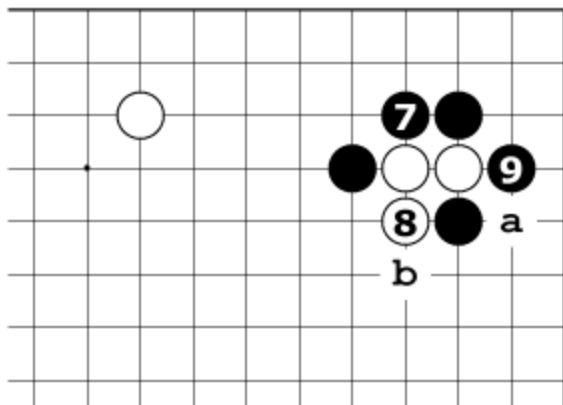
12 White is getting short of liberties.



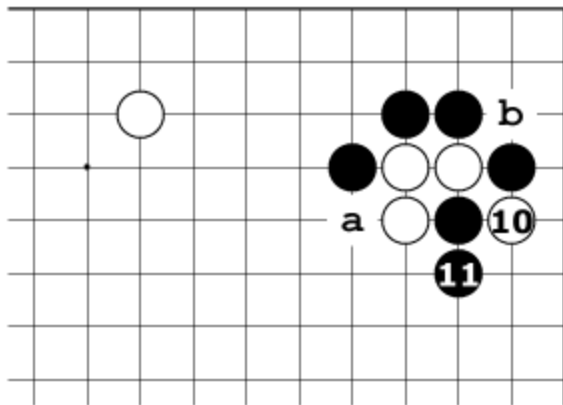
15 And the Black stones can connect with 15.



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

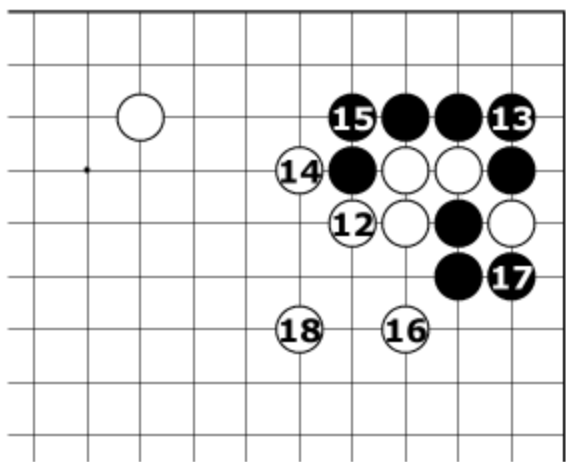


9 Joseki continues with 'a *'. White 'b' is from a professional game, but not recommended.

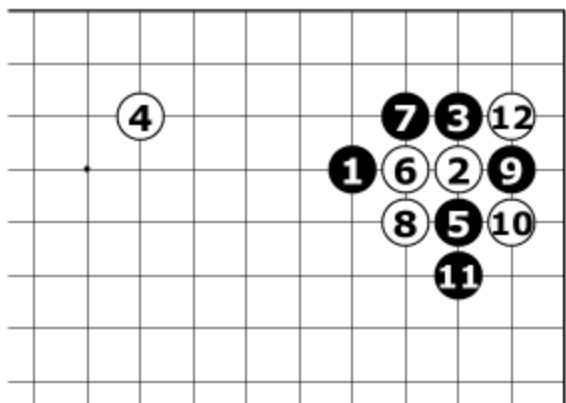


11 White continues with 'a *' for influence, or 'b' to live peacefully in the corner at

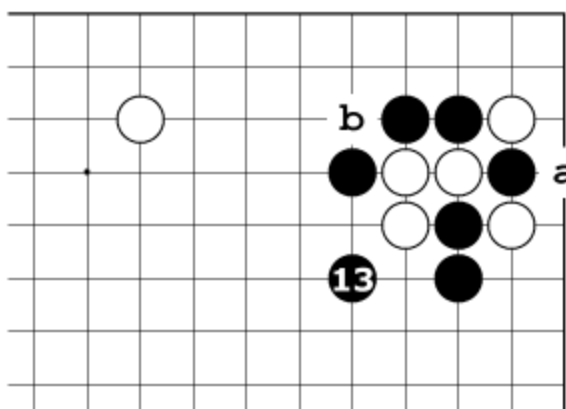
a loss of influence.



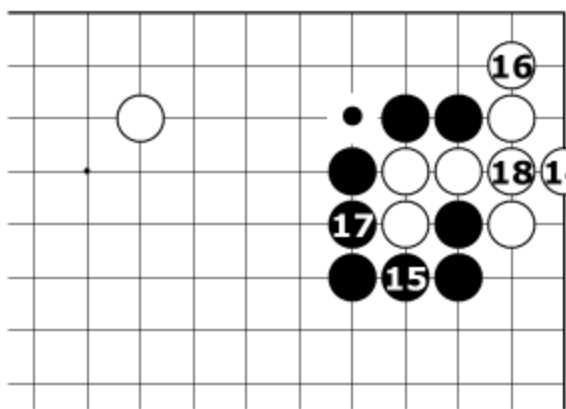
18 * GOOD VARIATION *



12 White 12 gives a peaceful result.

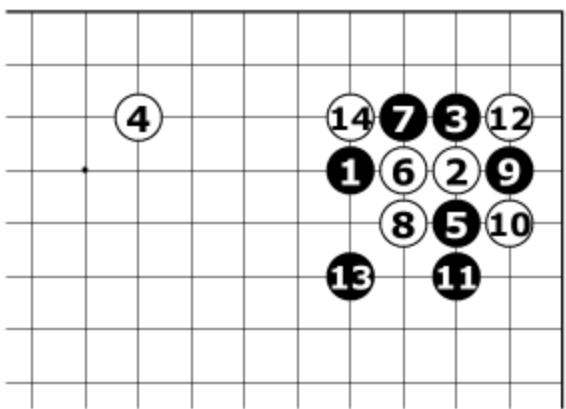


13 White continues with 'a'. White 'b' is unreasonable.

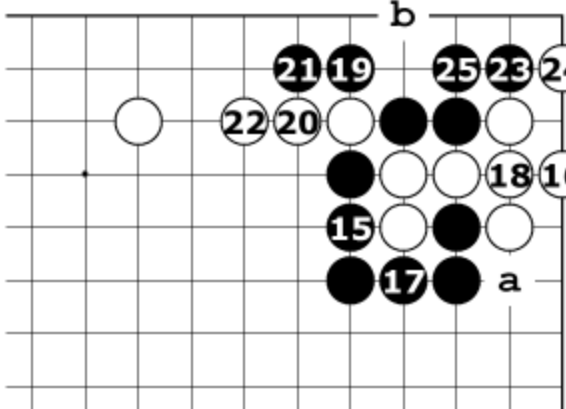


18 Next, Black plays elsewhere. The marked cutting point is small early

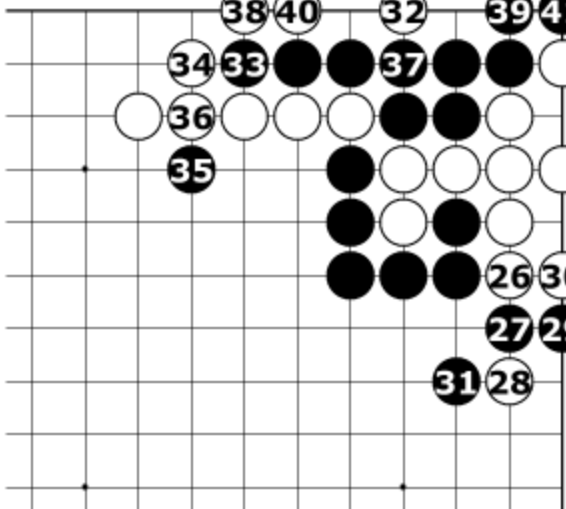
in fuseki.



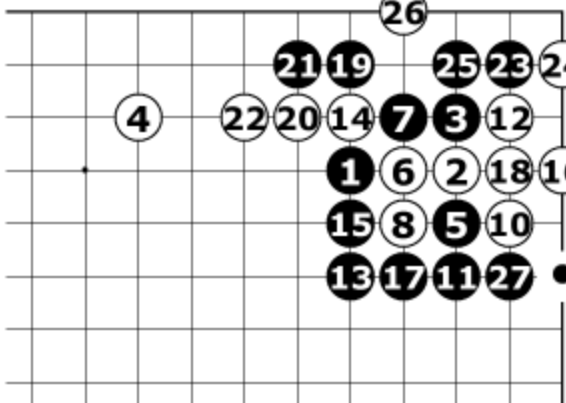
14 White cannot cut at 14.



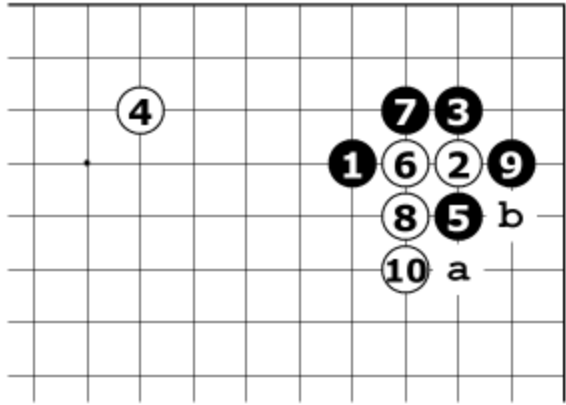
25 White 'a' results in a ko, but the stakes are too high. White 'b' and Black wins the fight outright.



41 Black has first shot at the ko. White loses.



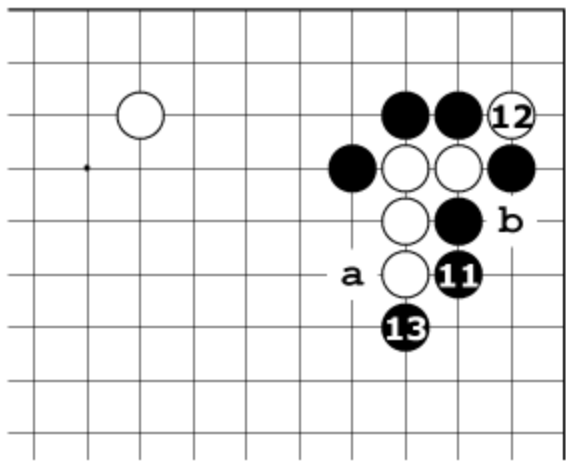
27 White can provoke a ko by playing at the marked spot, but a White loss is inevitable.



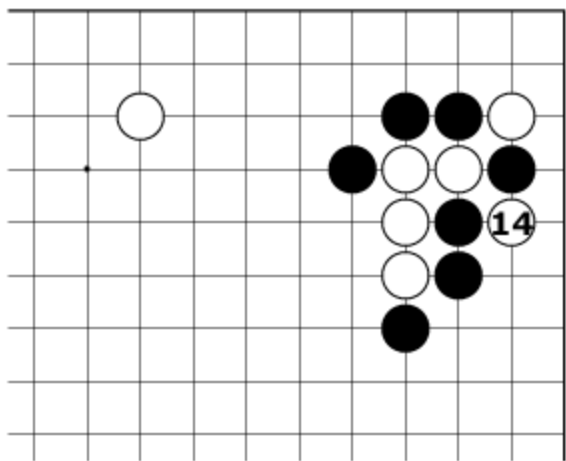
10 White 10 was played by Sakata Eio against Rin Kaiho in the 2nd game of the 1965 Meijin Title match.

Black gets a favorable result.

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

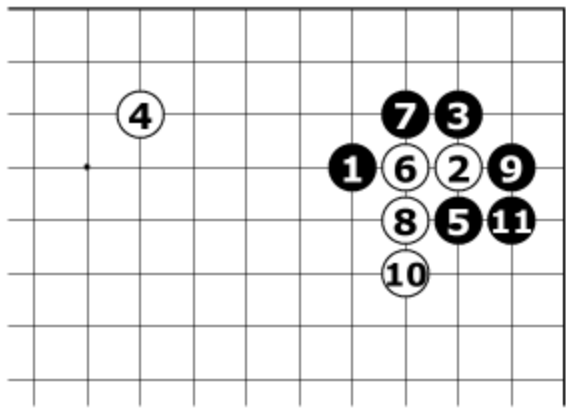


13 White continues with 'a'. White 'b' is not recommended.

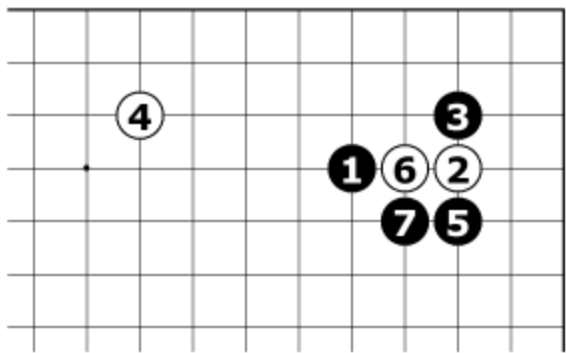


14 White 14 is not recommended. The corner

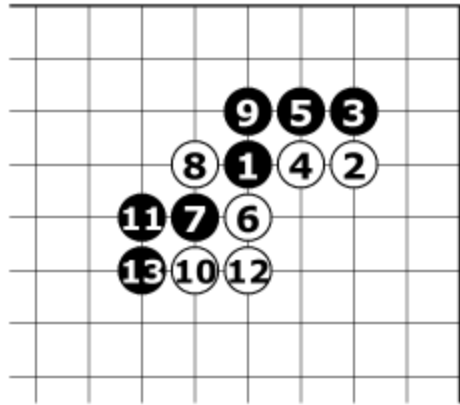
ends in a seki. Black has a favorable position on the right, while the top equals out at best for White.



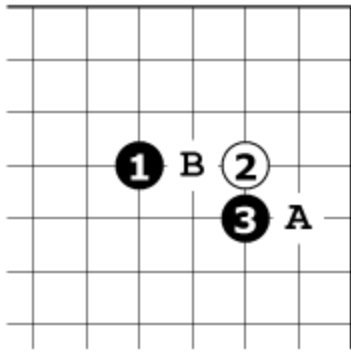
11 Black must have the ladder to play this way. Even so, White gets a ladder block move in the lower left corner.



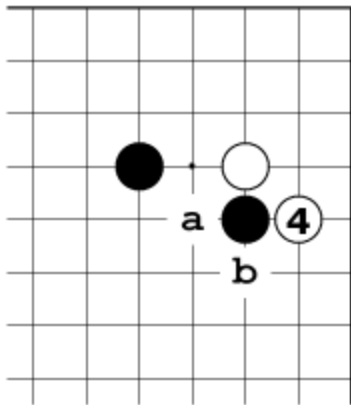
7 Black 7 is not recommended. Black builds thickness in gote, gives away a large corner in the process, while White's pincer stone retains its purpose.



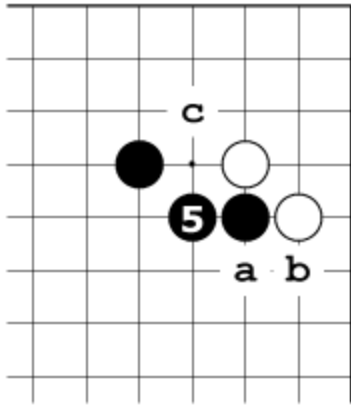
13 White failed to establish eye-shape, Black got more points.



3 Black 3 aims to build influence, but this could alter. A favorable ladder for Black is desirable, but not necessary. 'A' is correct, 'B' is a mistake.



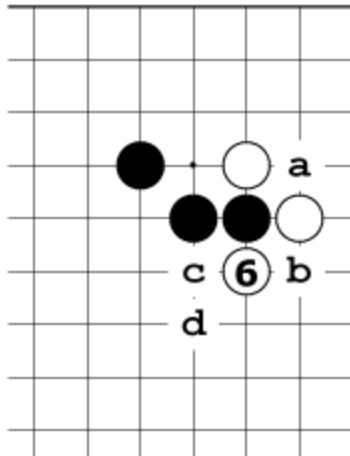
4 Black continues with 'a *', possibly 'b *'.



5 White continues with 'a *' (joseki).

After White 'b *', White is low.

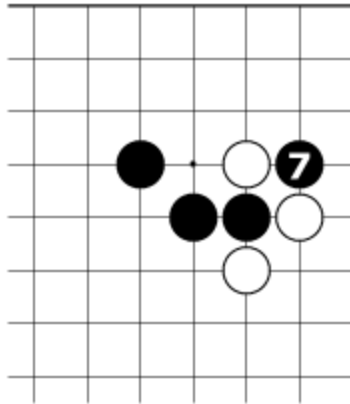
White 'c' is not joseki.



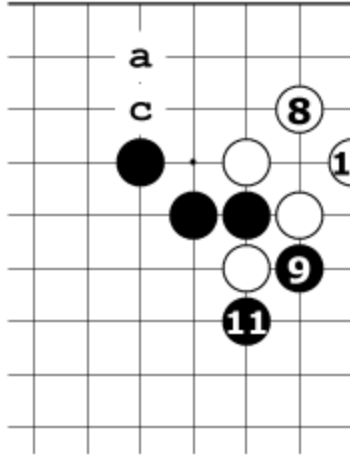
6 Black continues with 'a *', 'b', 'c *' or 'd'. Black must have the ladder to play 'a'.

outcomes:

- a1 - Black outside (Black must have the ladder)
- b2 - Black inside
- c3 - Fighting
- d4 - Black avoids basic patterns, and may trick White



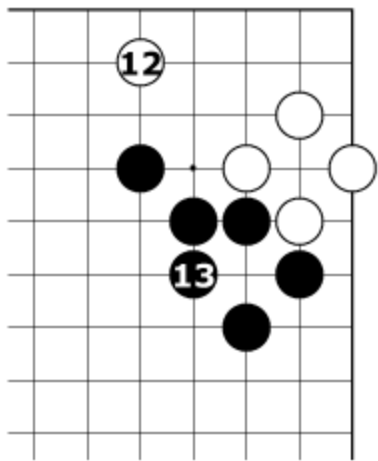
7 Black plays 7 to take the outside. Black must have the ladder to catch White 6 to play this way.



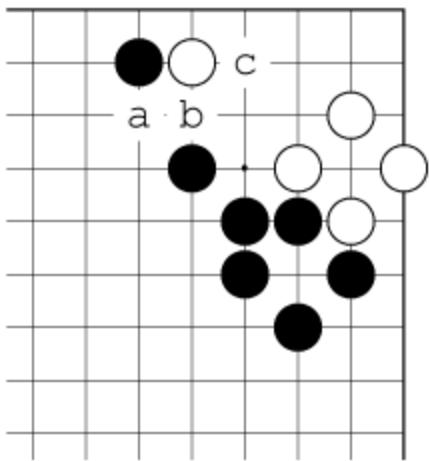
11 * GOOD VARIATION *

Black must have the ladder.

White continues at 'a' with joseki. To play elsewhere ('b') invites a loss. If White does it once, he might well do it twice more, get a ko and have good position on the whole board. White 'c' is a mistake.



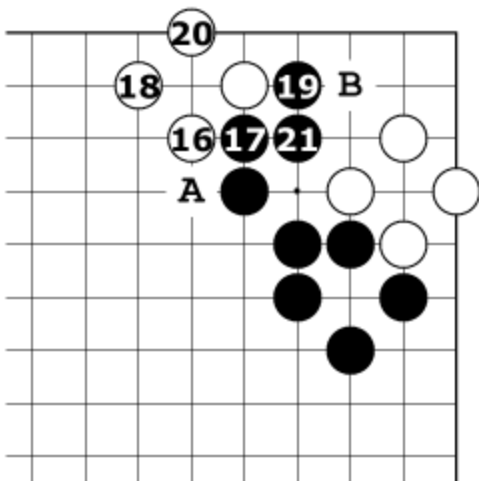
14 White plays elsewhere.



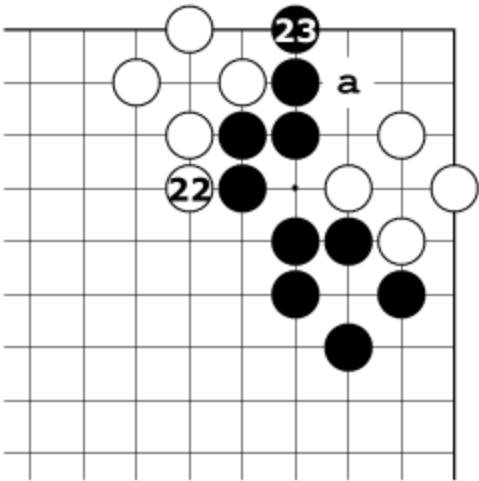
15 This is Black's continuation to try to seal White in, but White trades the corner for the side with 'a'.

White 'b' is vulgar.

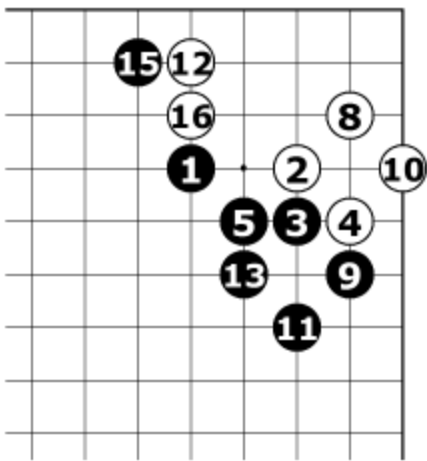
White 'c' preserves the corner if the side is not worth the corner sacrifice.



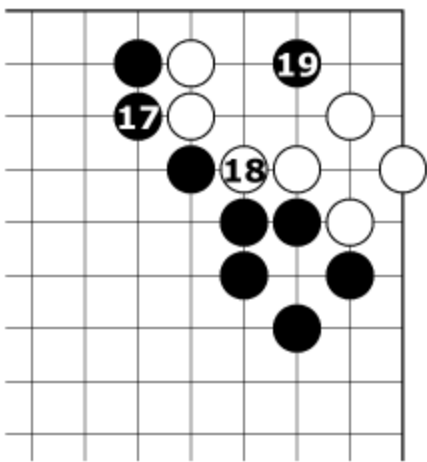
21 'A' is correct, although White sacrifices the corner to take sente. After White 'B' the corner lives, but outside group is severely attacked.



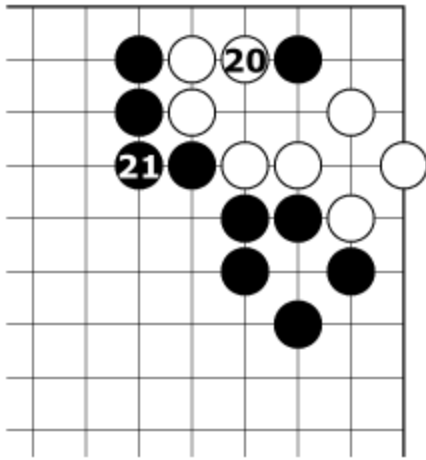
23 If Black omits 23, White 'a' brings the corner back to life. The result is equal.



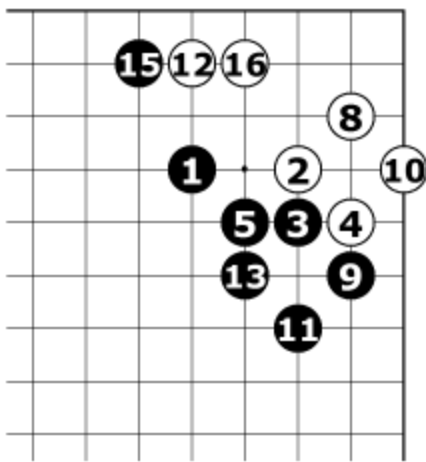
16 White 15 is a vulgar move.



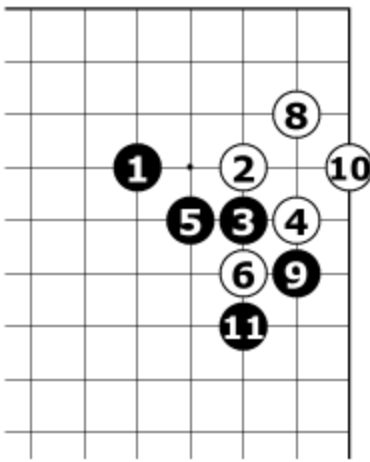
19 Black 19 is effectively timed.



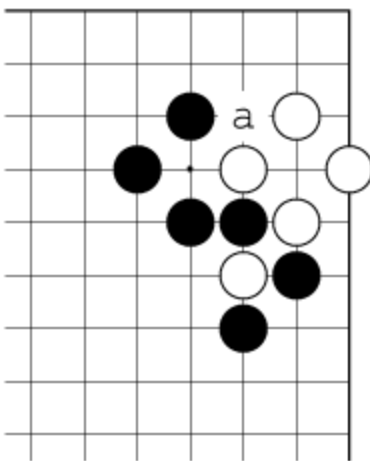
21 Black gets good outside influence while retaining some ominous corner potential.



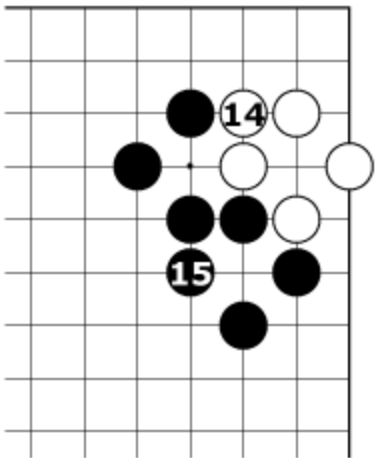
16 White keeps the corner, giving Black the top.



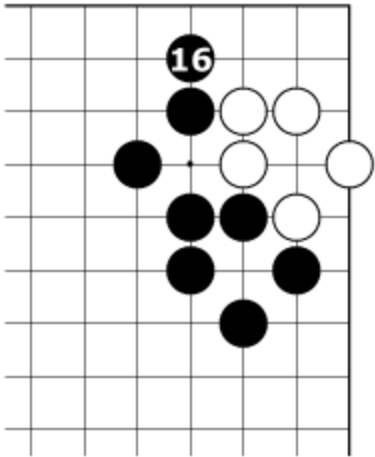
12 White playing elsewhere is a mistake.



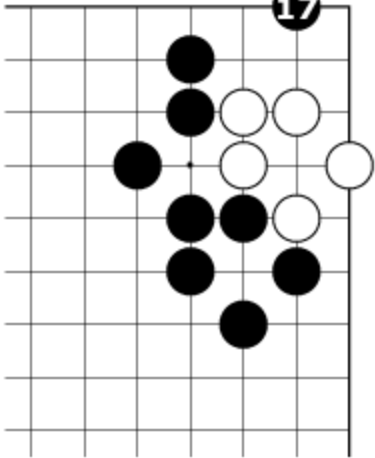
13 White plays 'a' to save the corner, or elsewhere ('b') and loses the corner.



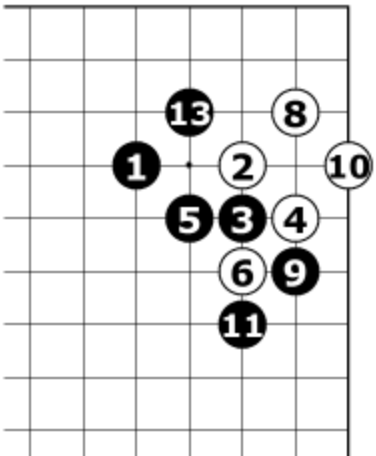
15 White play elsewhere the second time.



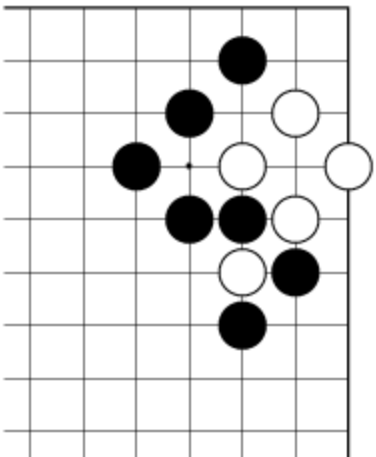
16 The move is sente, but White plays elsewhere the third time.



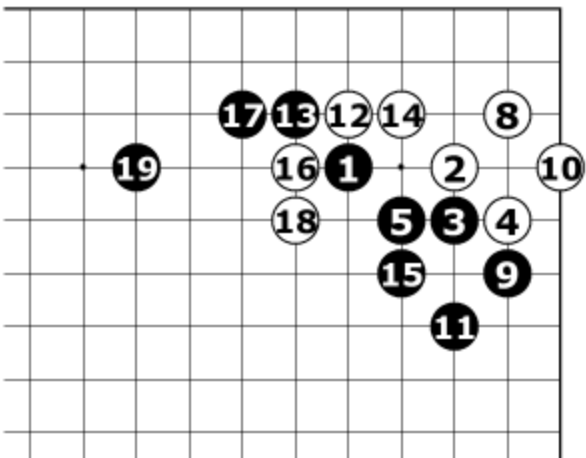
17 After giving White three moves elsewhere, Black can nothing else but a ko.



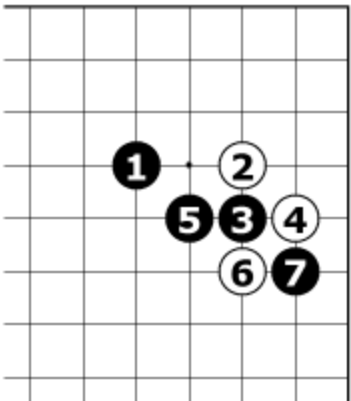
14 White plays elsewhere.



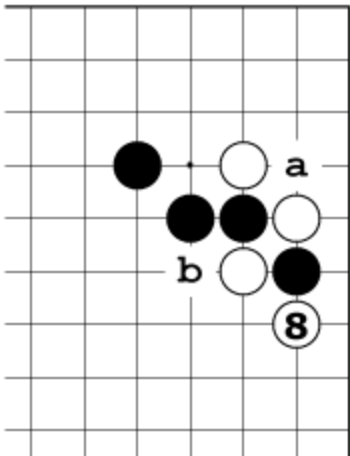
15 Black can capture the corner, but has taken many stones to do so.



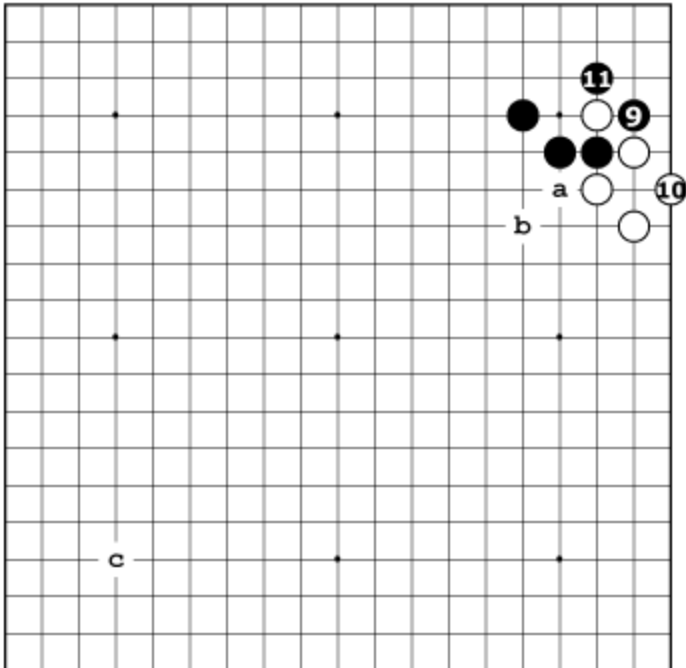
19 The White center stones are heavy.



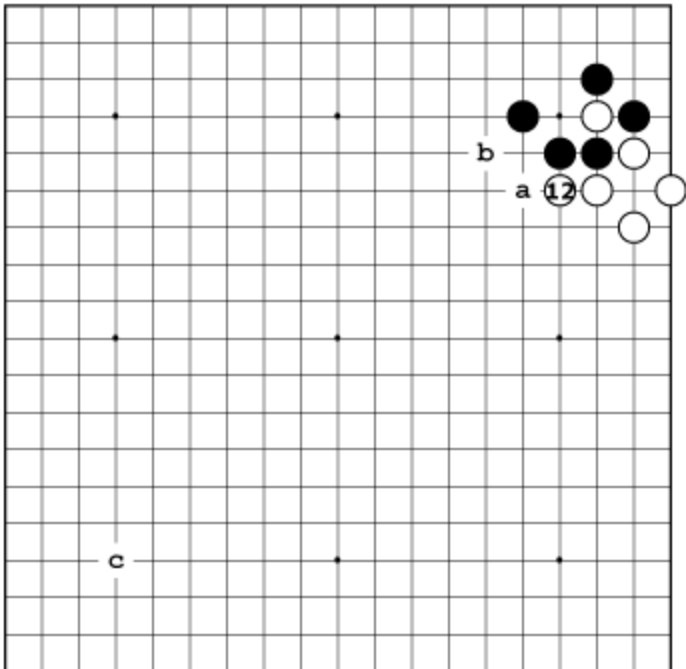
7 Black plays 7 to take the inside.



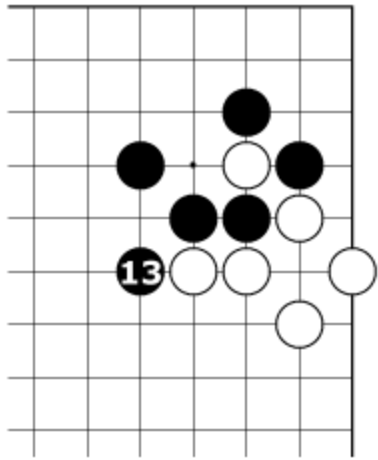
8 Black continues with 'a' or 'b'.



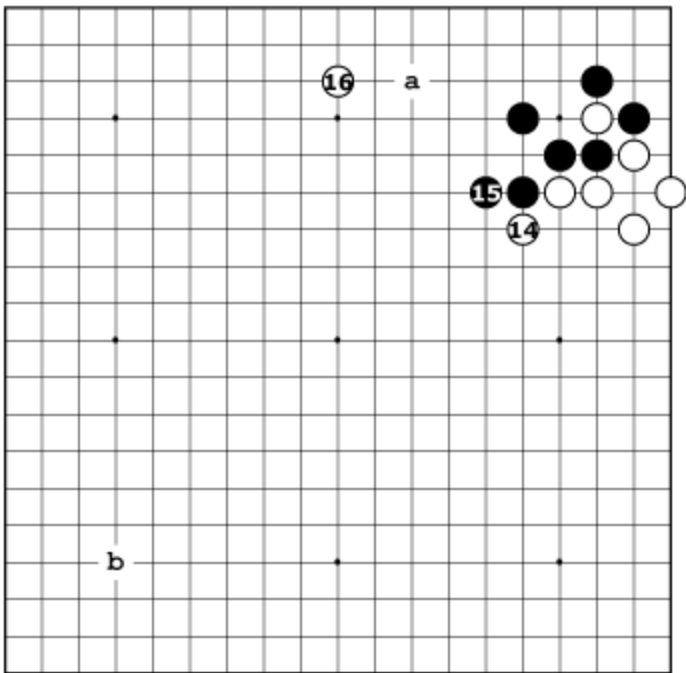
11 White continues with 'a'. White 'b' is not recommended. White should not forget 'a' and play elsewhere on 'c'.



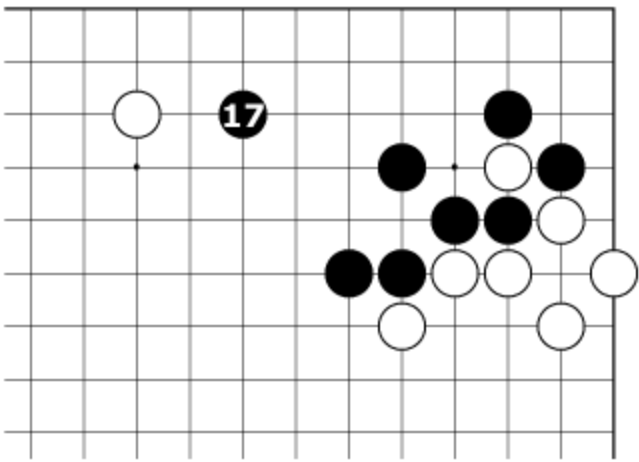
12 Black continues with 'a', 'b' or elsewhere.



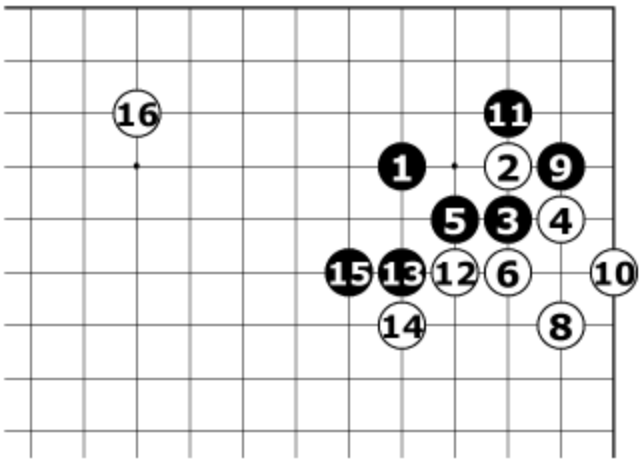
13 Continuation.



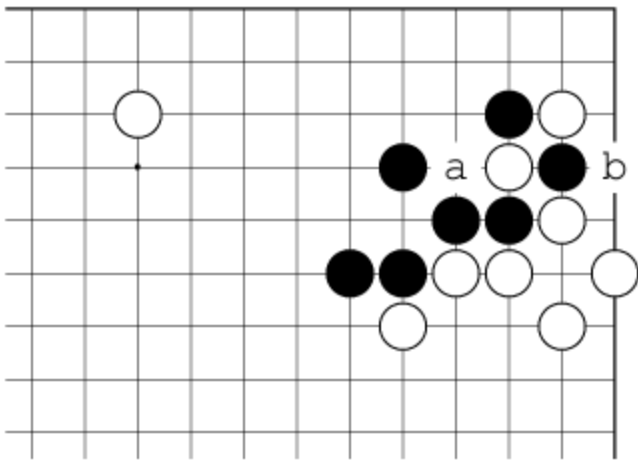
16 Black continues with 'a'. Playing elsewhere ('b') is a mistake.



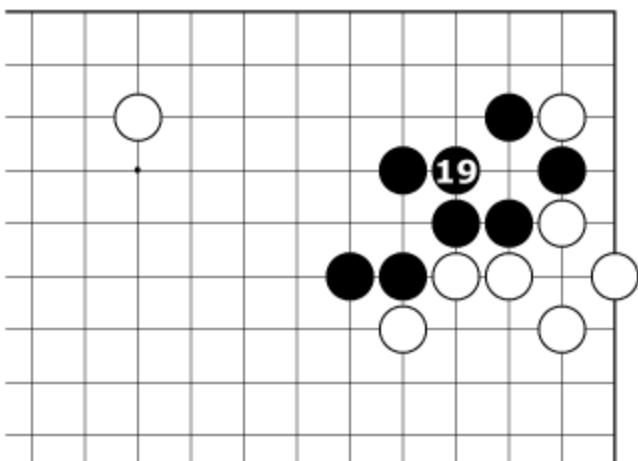
17 Black 17 is a big point.



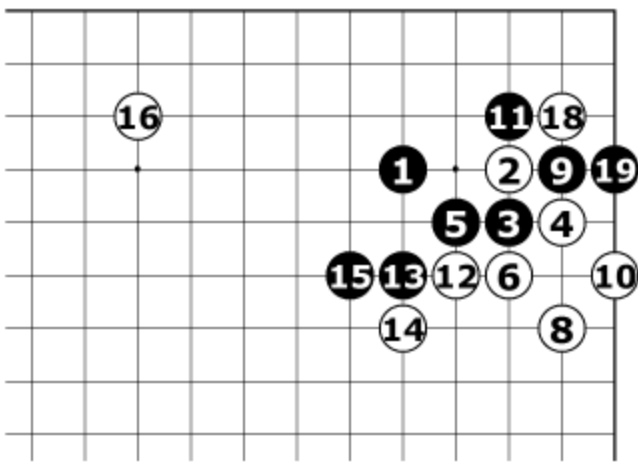
17 Black should not play elsewhere.



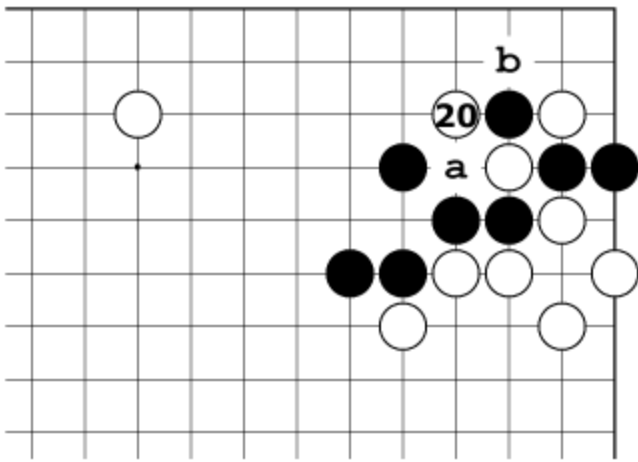
18 Black continues with 'a'. Black 'b' is unreasonable.



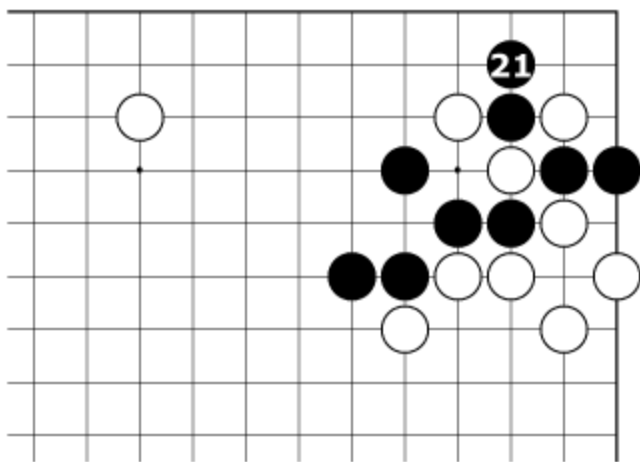
19 Black 18 is submissive, but necessary.



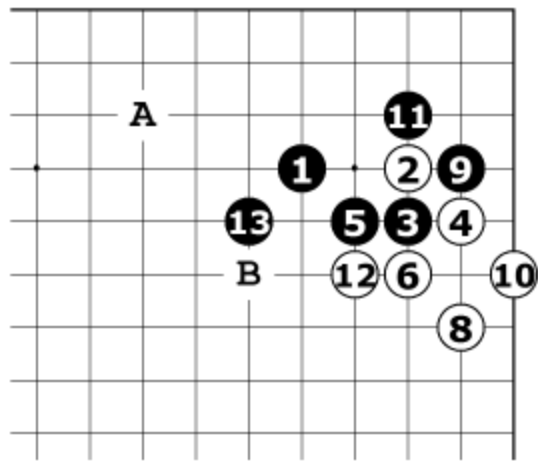
19 Black 18 is a mistake, thanks to a White tesuji.



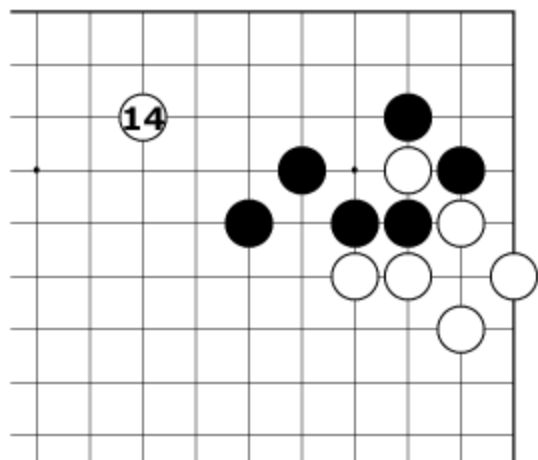
20 Black continues with 'a'. Black 'b' compounds the mistake.



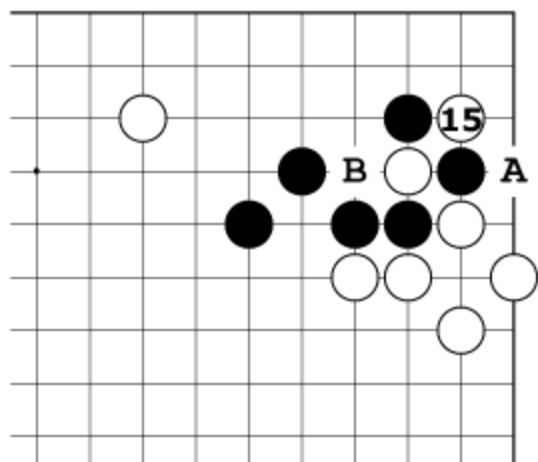
21 Black 20 compounds the mistake.



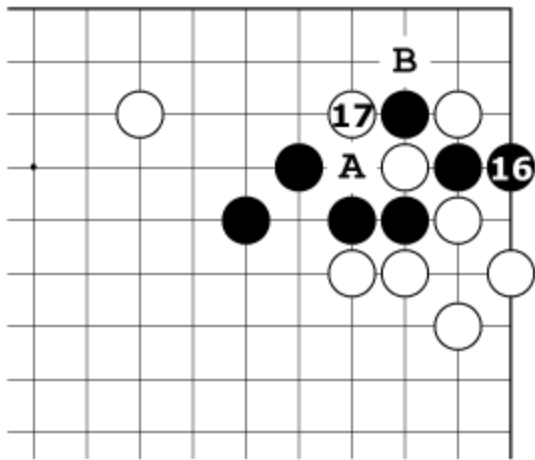
13 White can attack on 'A'. 'B' is wrong.



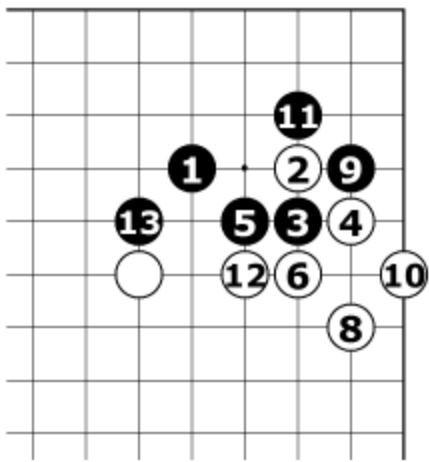
14 Black should not tenuki.



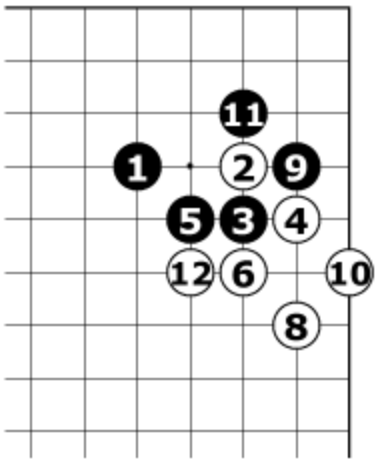
15 'A' is correct, 'B' is a mistake.



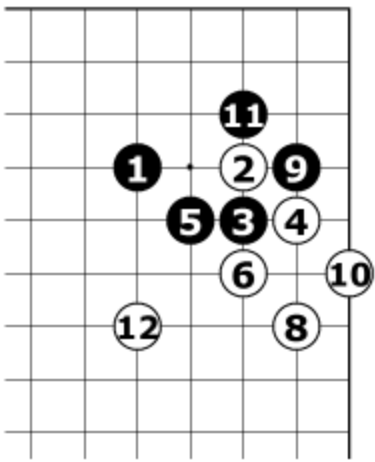
17 'A' is bad, 'B' is worse.



14 White 14 is a mistake which only makes Black stronger.

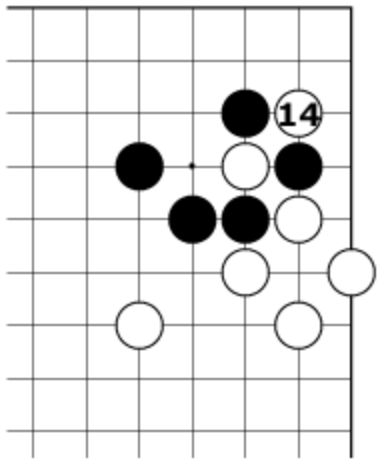


13 Black plays elsewhere.

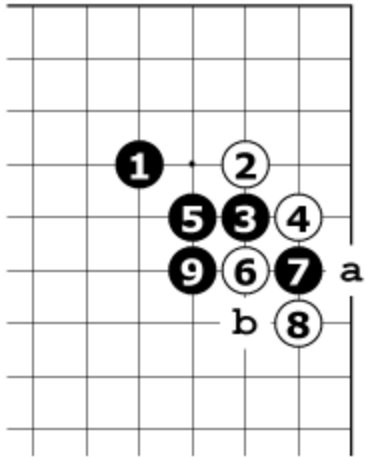


12 White 12 lacks force, as the

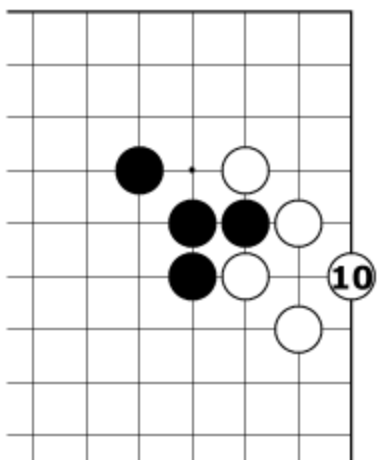
continuation demonstrates.



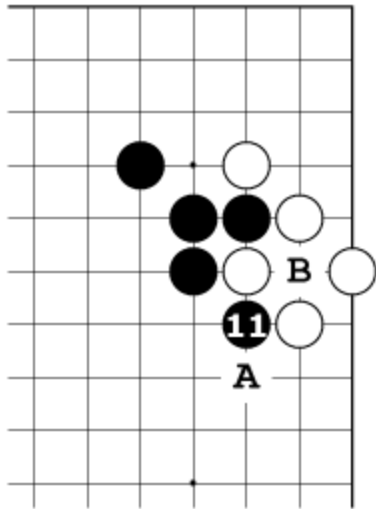
14 White 13 no longer works because of the extra liberty to the right of Black 5 (where White 12 should be).



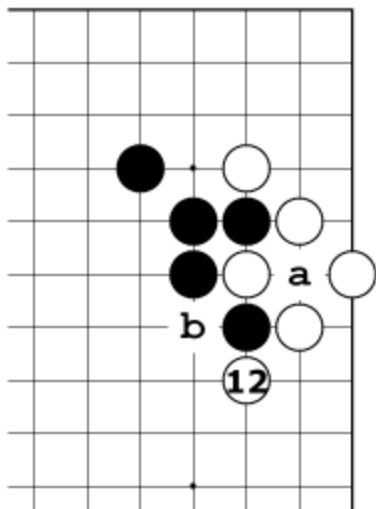
9 White continues with 'a'. White 'b' is a mistake.



10 White 10 is the only move.

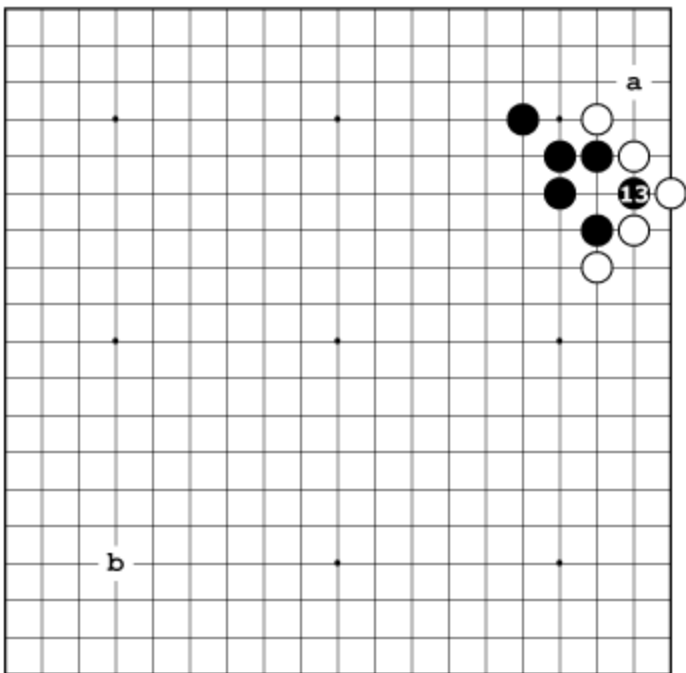


11 After White 'A' a complicated fight arises. White 'B' is simple, but weak.



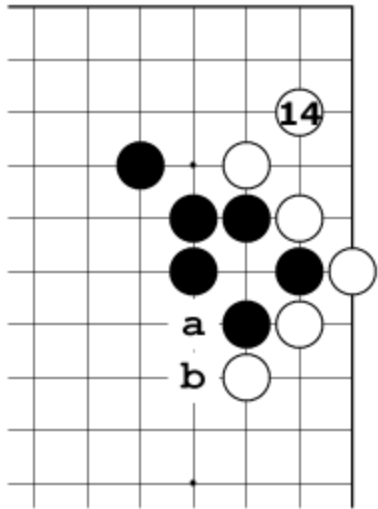
12 White must not play 12 at 'a', letting Black extend to 12.

Black continues with 'a' or 'b'.

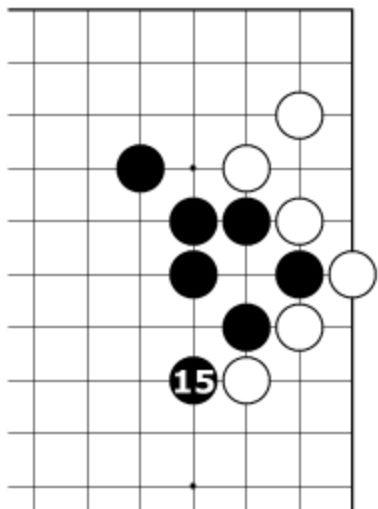


13 White continues locally with 'a'.

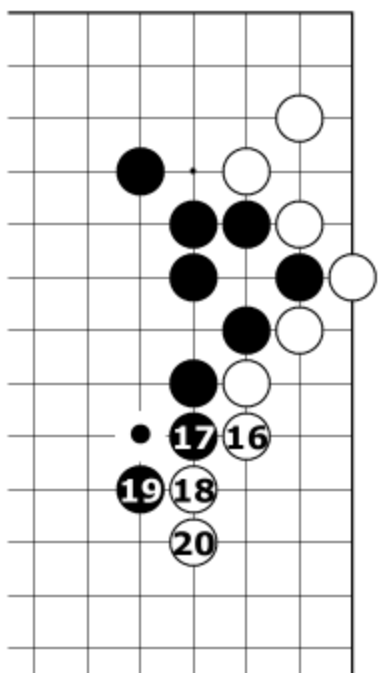
White 'b' is from a professional game, where White played elsewhere.



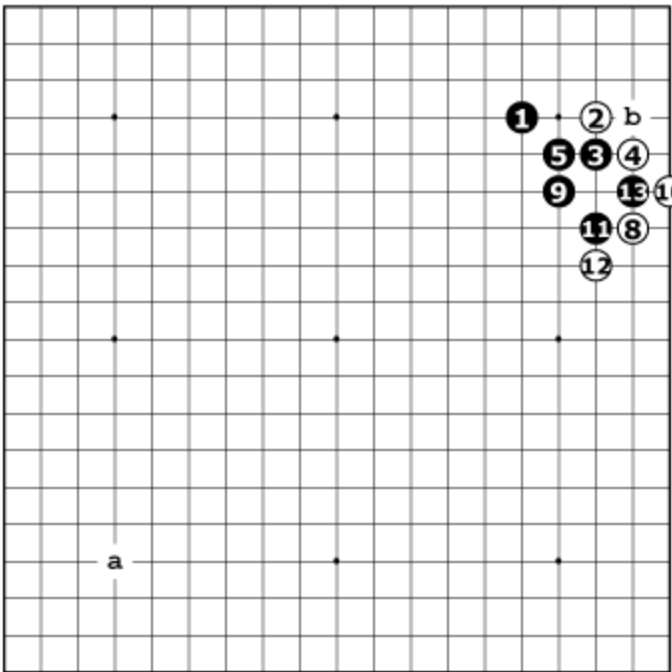
14 Black continues with 'a'. Black 'b' is vulgar.



15 Black 15 lets White improve his shape.

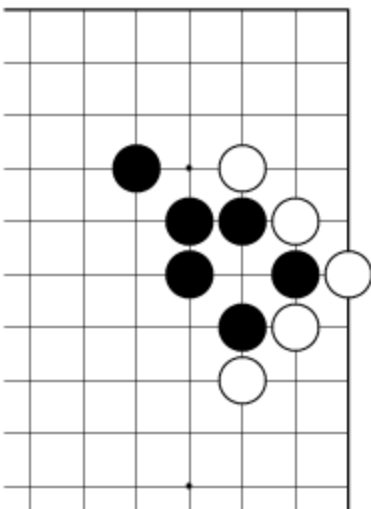


20 White does not shrink from the ko, and aims to cut at the marked location.

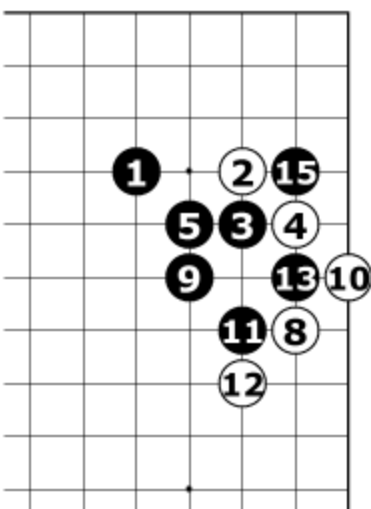


14 Variation 'a' is from the final preliminary round of the 1957 Honinbo Title: White - Sugiuchi; Black - Etsuo.

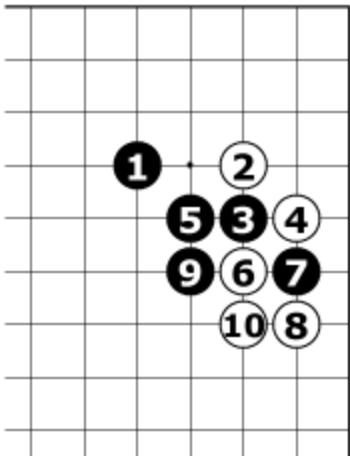
In variation 'b', Black challenges the ko.



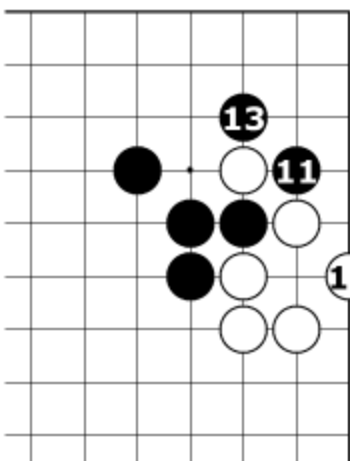
15 Black responds to White's move by playing elsewhere.



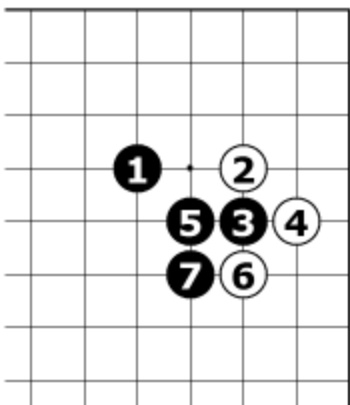
15 Black challenges White, but lacks ko threats.



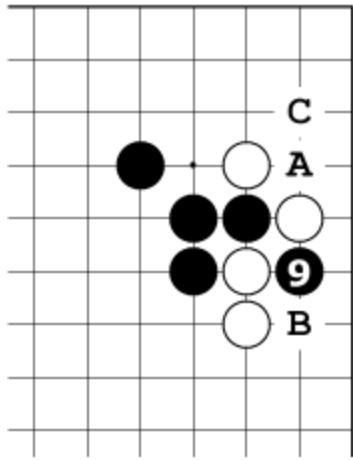
10 White 10 is a mistake.



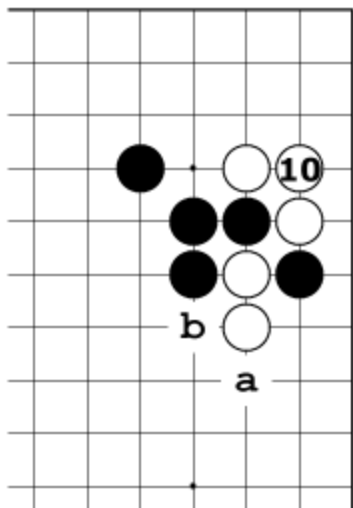
13 Now White is tricked, because after Black takes the corner, White wants to play A as in the joseki, but the point is already occupied by the opponent.



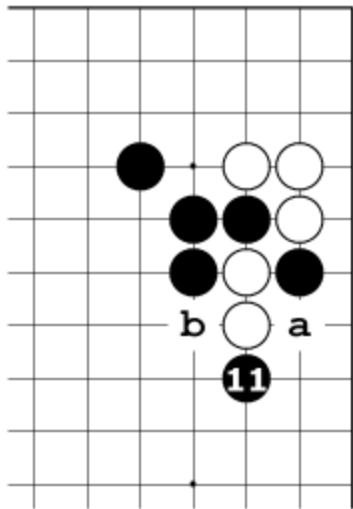
7 Black 7 is for strong fighters. 'A' is correct, 'B' is a mistake.



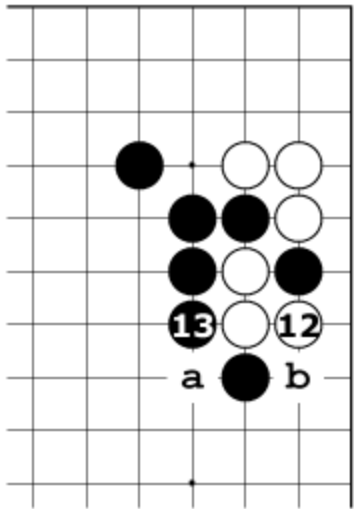
9 'A *' is correct, 'B' and 'C' are mistakes.



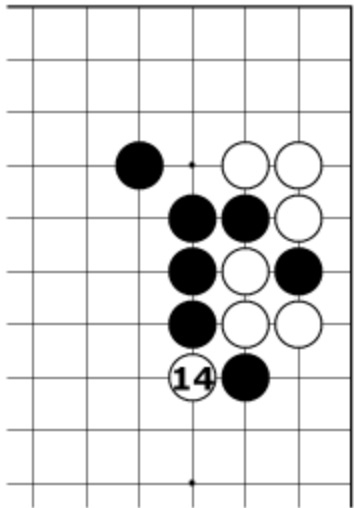
10 Black continues with 'a *'. Black 'b' builds thickness, but gives up too much territory.



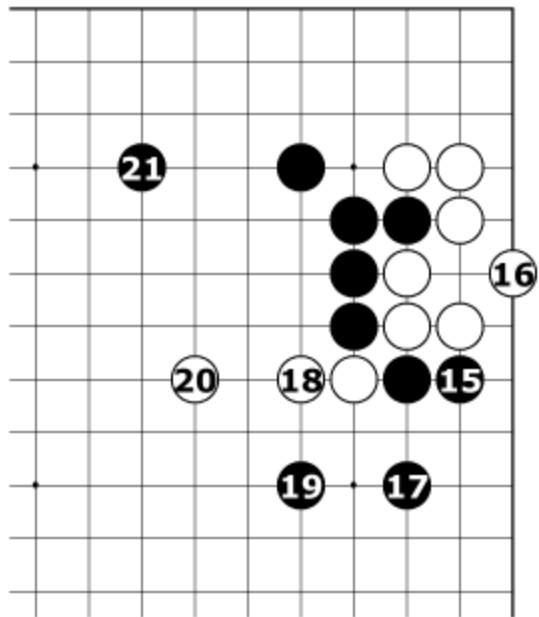
11 White continues with 'a *' or 'b'. White 'a' can give a settled shape or start a fight at White's choice. White 'b' produces a fight.



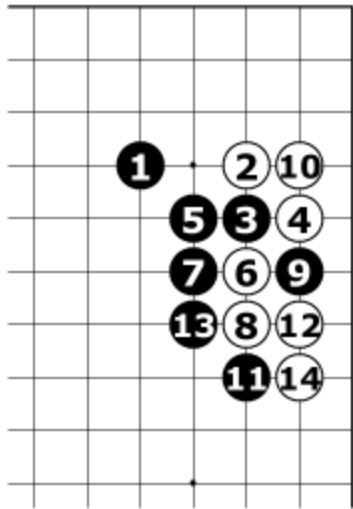
13 White 'a *' starts a fight. Alternately, to avoid a fight, White may play 'b', which settles the shape without loss to White.



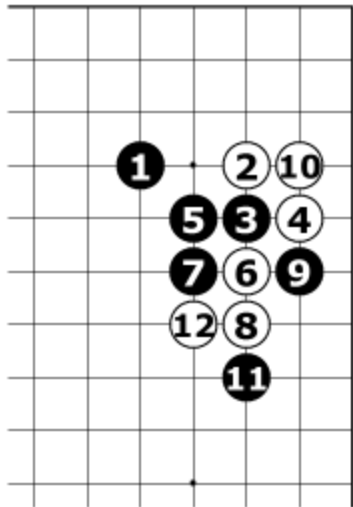
14 White 14 is a fighting move.



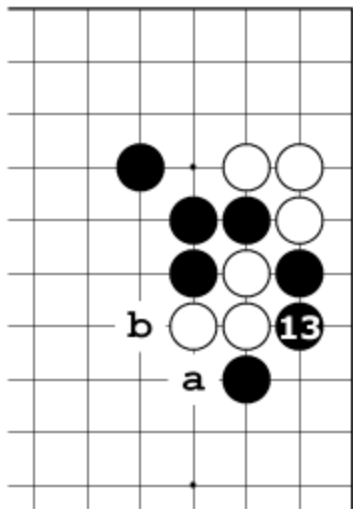
21 * GOOD VARIATION *



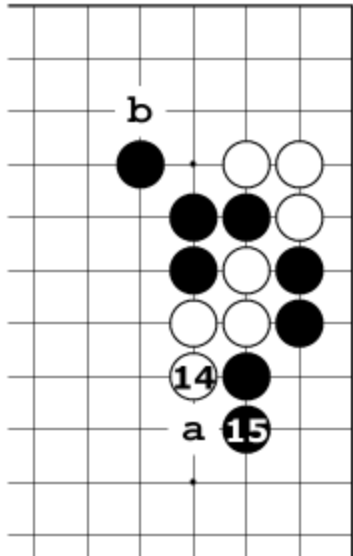
14 White plays it safe.



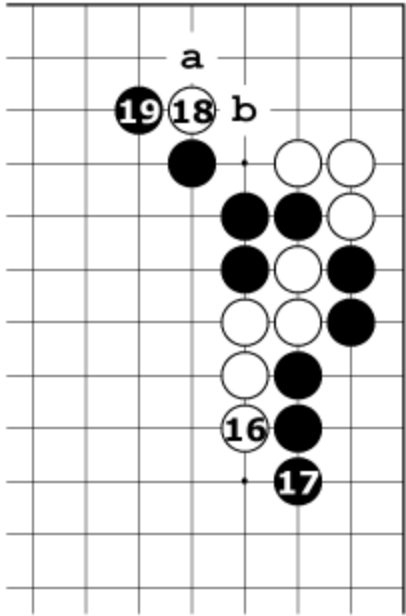
12 White 12 starts a fight.



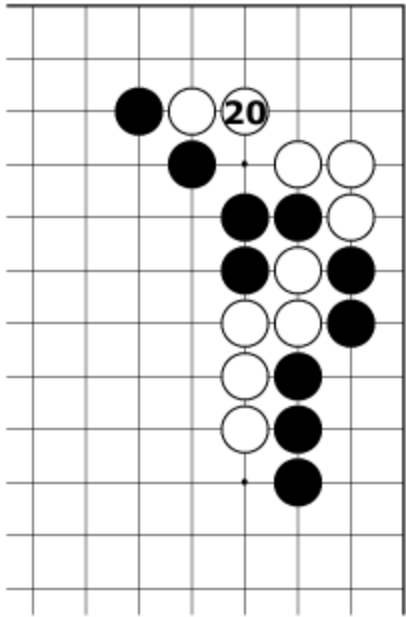
13 White continues with 'a', possibly 'b'.



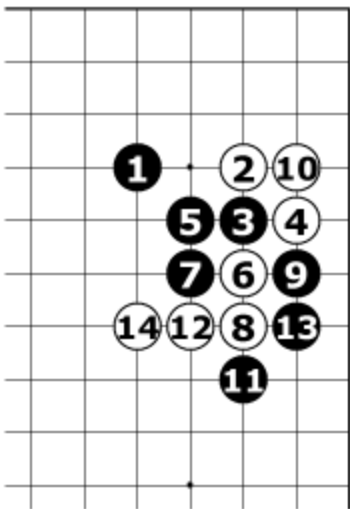
15 White continues with 'a' or 'b'.



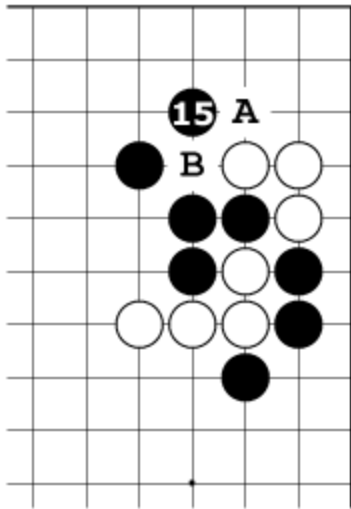
19 White continues with 'a'. White 'b' is not recommended.



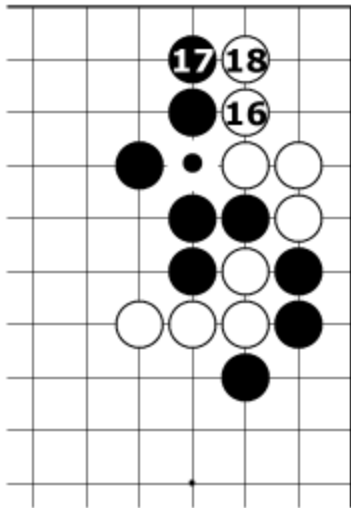
20 White 20 is not recommended.



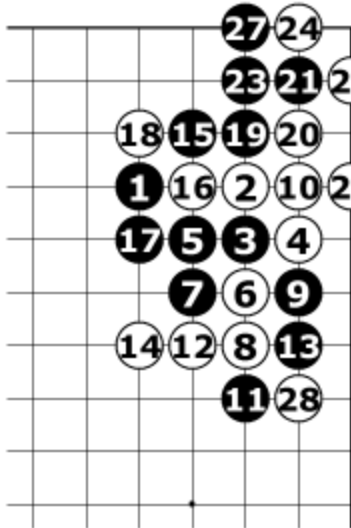
14 White 12 is not recommended.



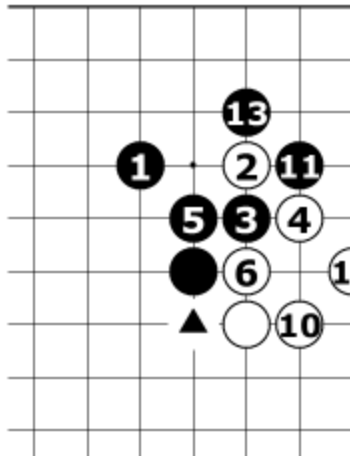
15 'A' settles the corner, 'B' creates a ko, leading to furikawari with superior Black influence and a White corner..



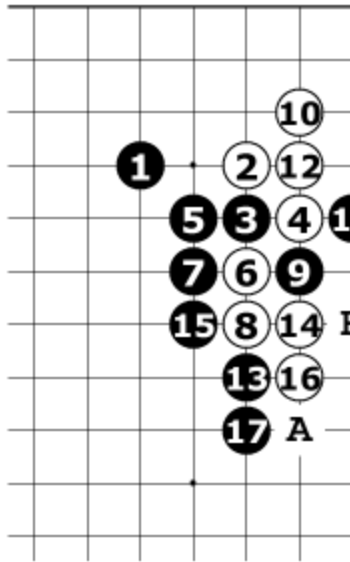
18 White is alive because of the liberty at the marked point, which makes a Black play there sente for the White group in the corner.



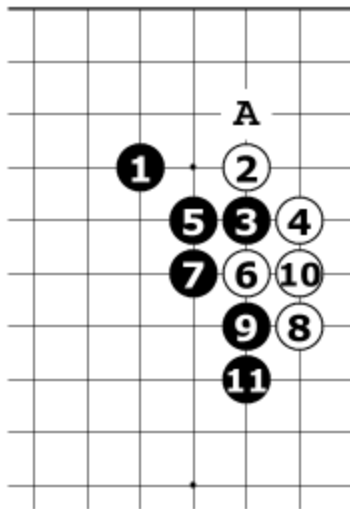
28 creates ko threats



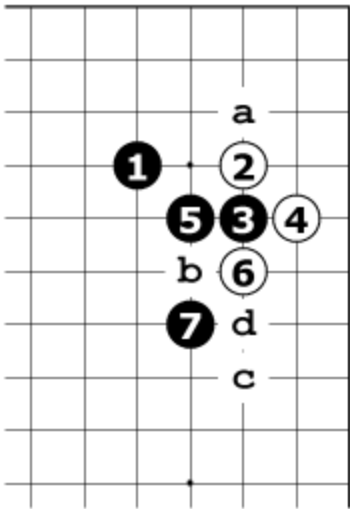
13 White is tricked, because after Black takes the corner, White wants to play onto A, as he does in the joseki. White 8 would even be much better on the marked position.



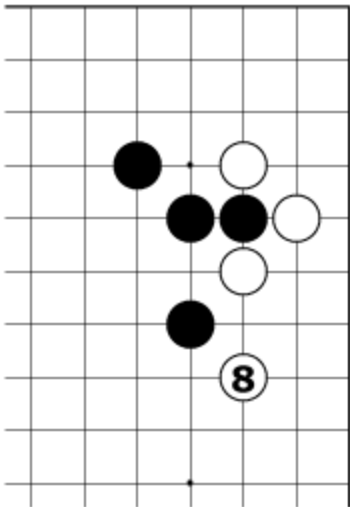
17 Later, Black A threatens a ko at A.



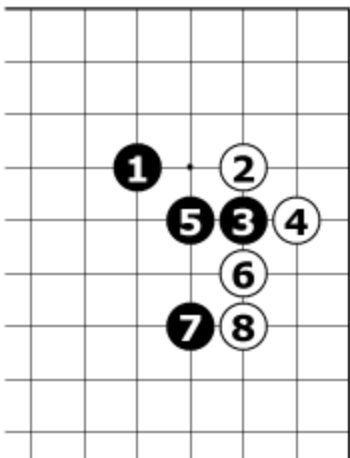
11 Black has a continuation at A later.



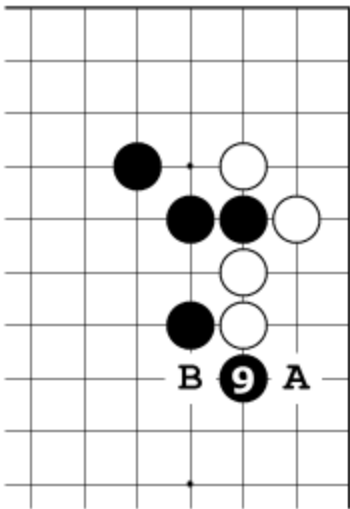
7 White continues with 'a' or 'b'. White 'c' and 'd' are mistakes.



8 White 8 is a mistake.

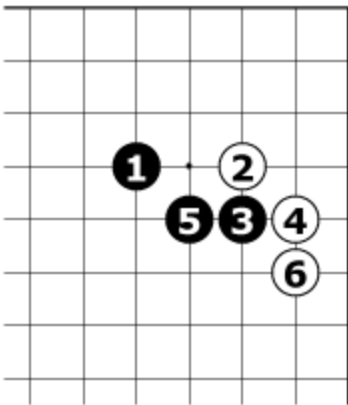


8 White 8 is a mistake.

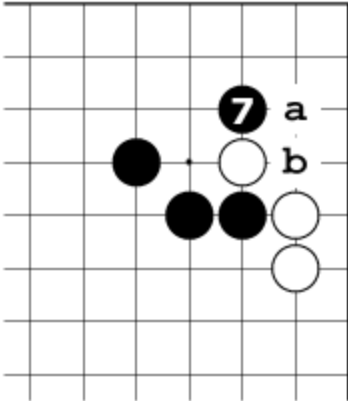


9 White continues on 'A', 'B'

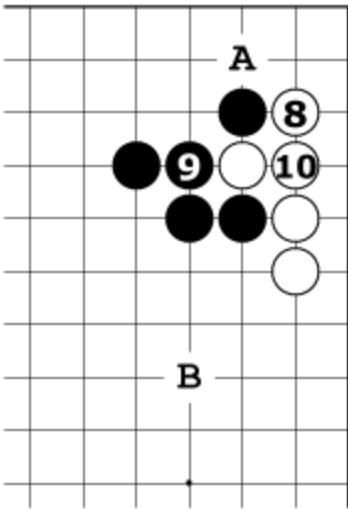
is an overplay.



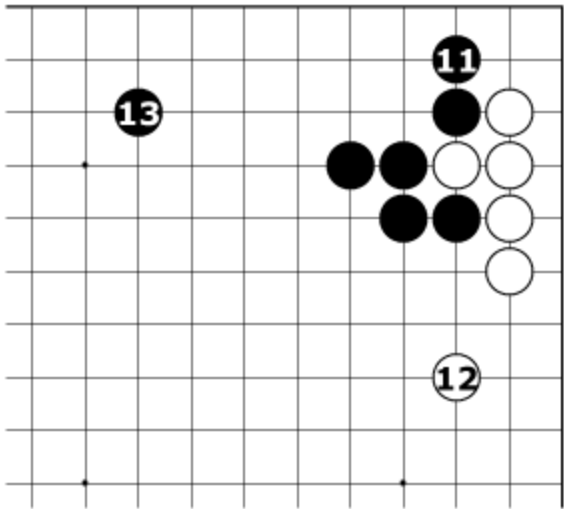
6 White plays 6 to avoid the result in which his outside stone is captured, but in the local context this move is disadvantageous.



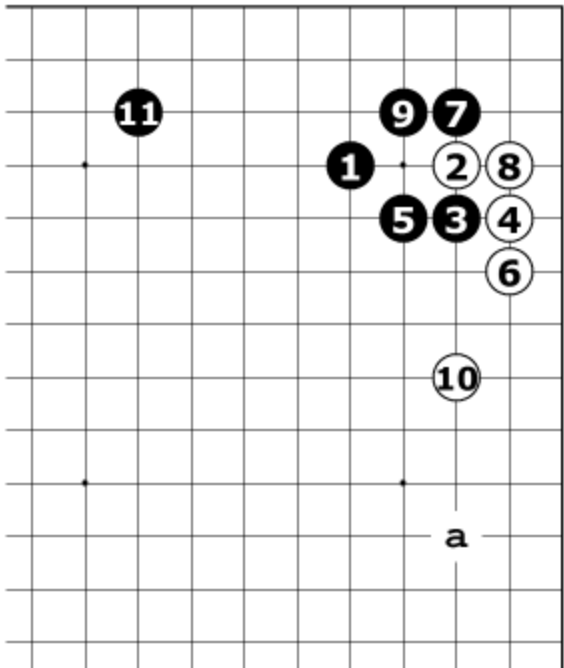
7 White continues with 'a *'. White 'b' is not joseki.



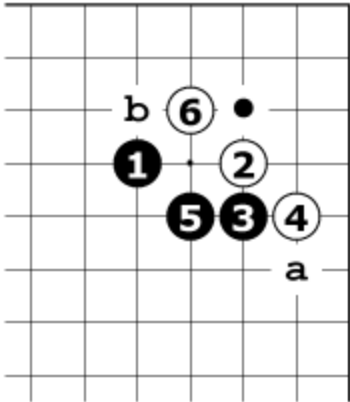
10 'A *' is joseki, 'B' emphasizes the center.



13 * GOOD VARIATION *

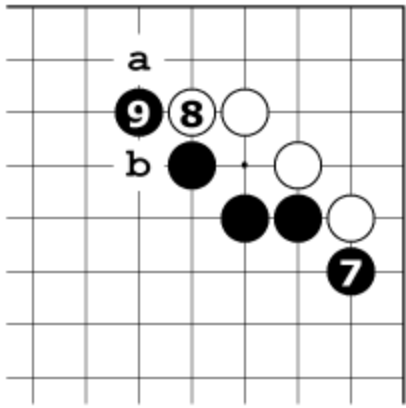


11 White does not have as good an eye shape as joseki, and needs to add a play at 'a' to get a satisfactory position.

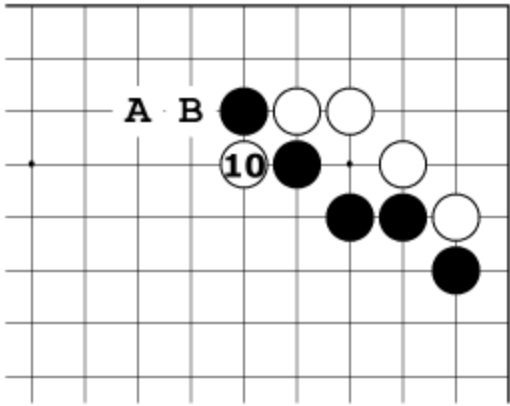


6 White attempts to forestall the Black contact play at the marked location.

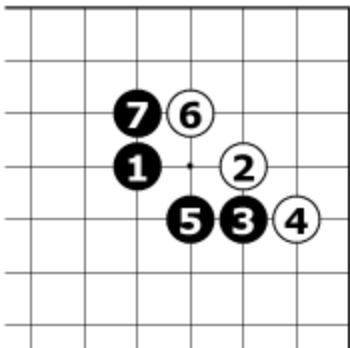
Black continues at 'a'. Black 'b' is not as good.



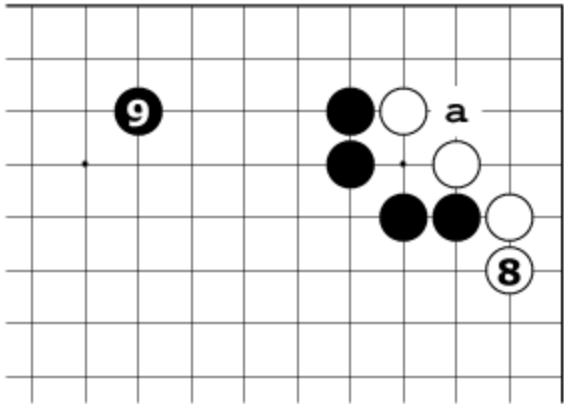
9 White continues with 'a'. White 'b' is unreasonable.



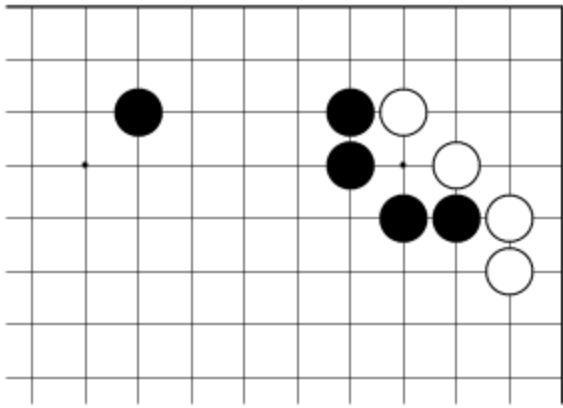
10 White 10 is unreasonable. White starts a losing fight. Both 'A' and 'B' are good for Black.



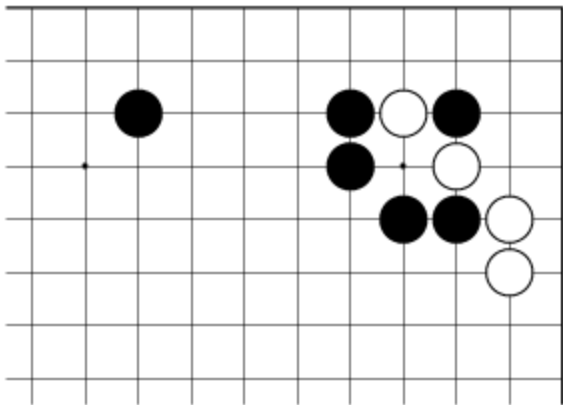
7 Black 7 is not recommended.



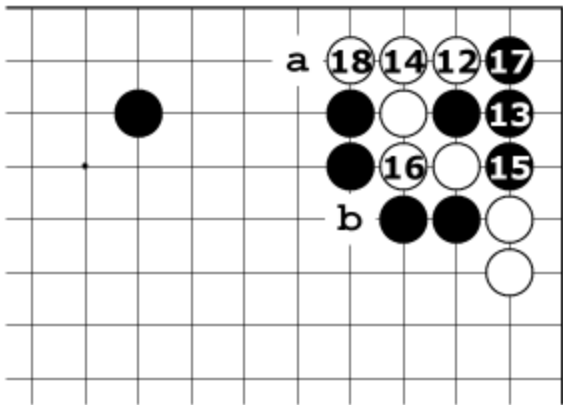
9 Black cannot attach at 'a' successfully when White plays elsewhere.



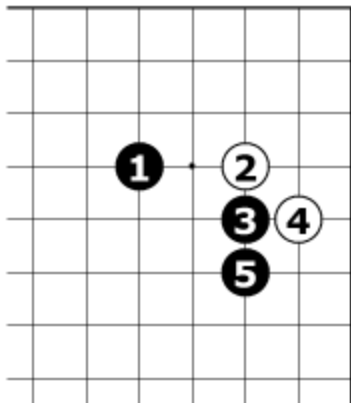
10 White plays elsewhere.



11 Black cannot play 11 successfully, though White must play correctly.



18 Black cannot block at 'a' because of the cutting point at 'b'.



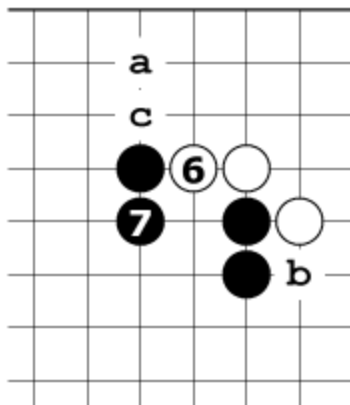
5 The wisdom of Black 5 is controversial.

Yoshio Ishida commented that the Black 5 is "slightly

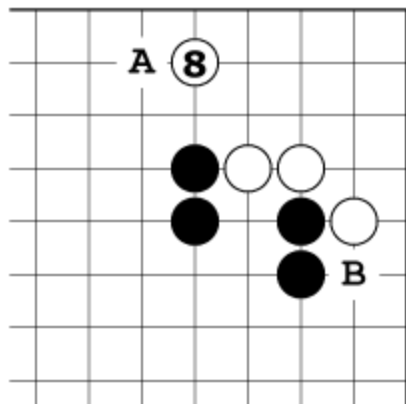
vulgar in style".

This variation is seldom played by professionals.

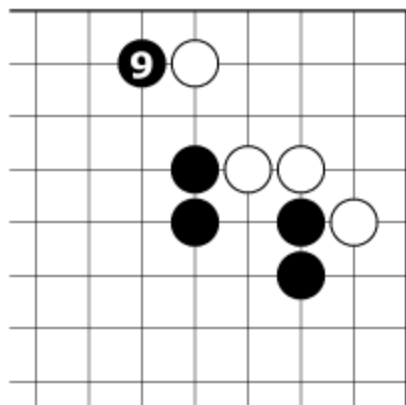
Supporting stones may make this play smart for Black.



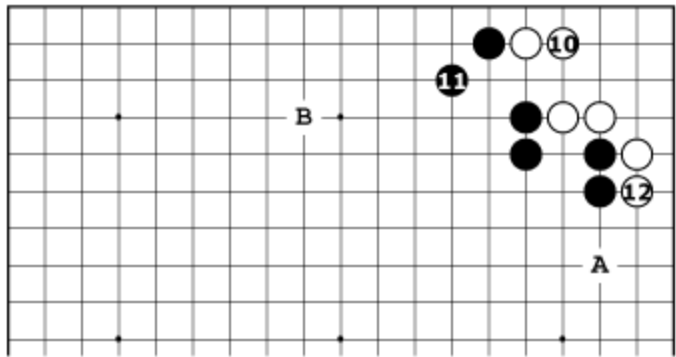
7 White 'a *' is old Japanese style. White 'b *' is modern Korean style. 'c' is inferior.



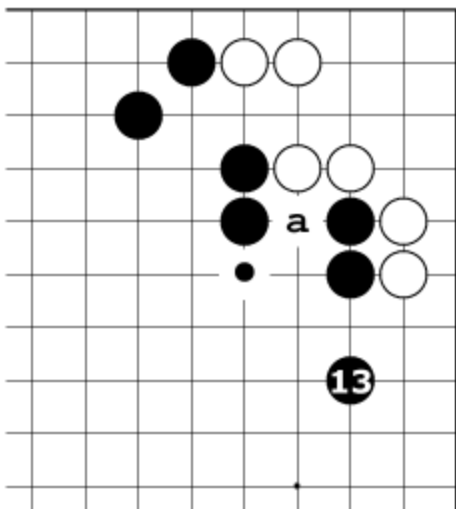
8 Black 'A *' is joseki and emphasizes the top, Black 'B' the right, but is inferior.



9 Black values the top.



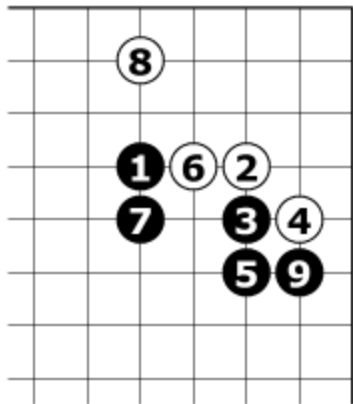
12 'A *' is joseki, 'B' is questionable.



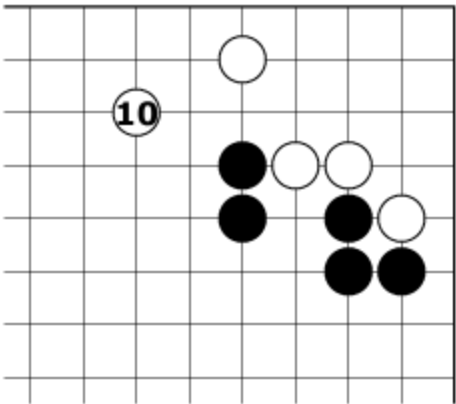
13 * GOOD VARIATION *

White has solid corner territory.

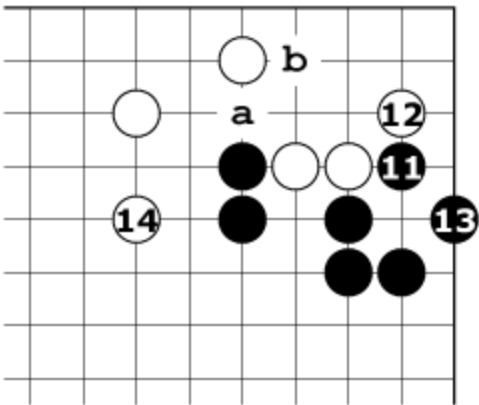
Black still faces the aji of White's push at 'a' and the cut at the marked point, so the result is not generally considered equal.



9 Black prefers the right.

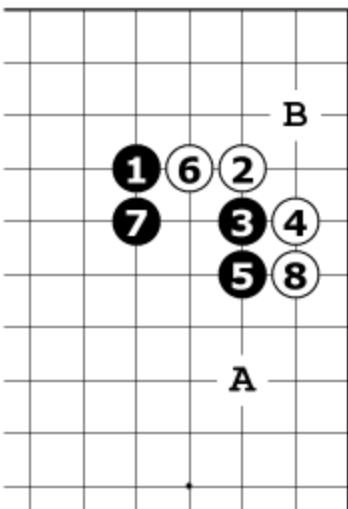


10 White moves out.

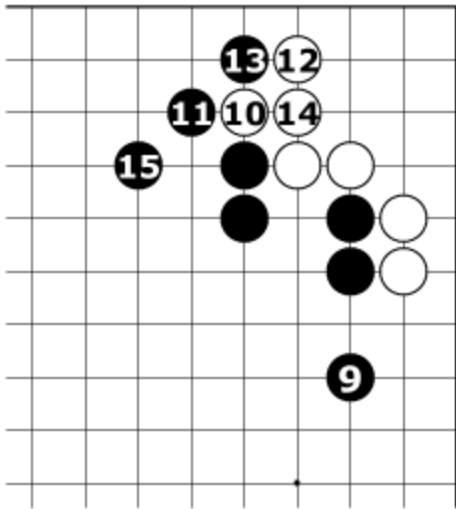


14 White 14 gives White good position at top.

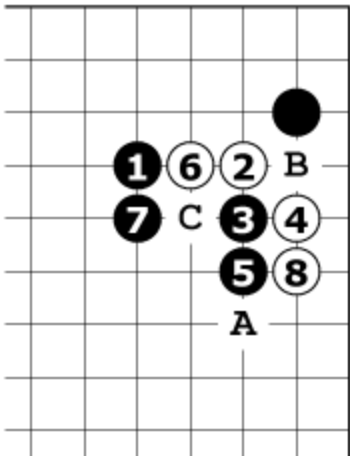
White need not worry about connection. 'a' and 'b' are miai: Black 'a', White 'b'; Black 'b', White 'a'.



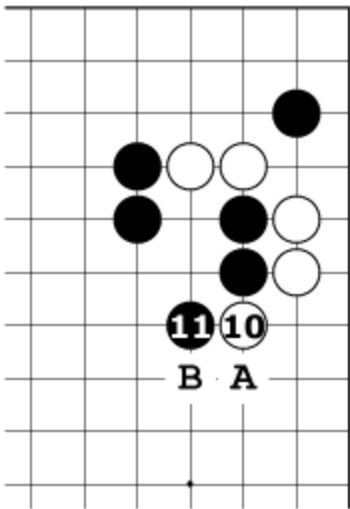
8 'A *' is joseki. 'B' is a trick play.



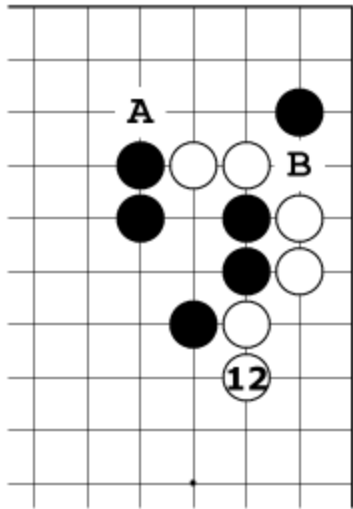
15 * GOOD VARIATION *



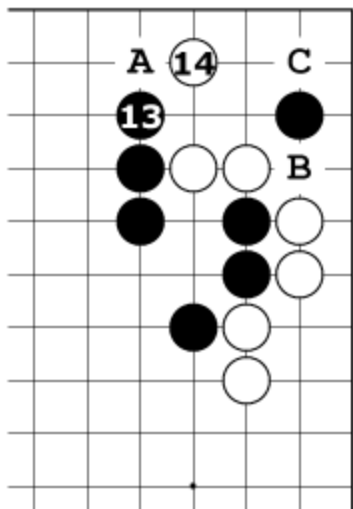
9 Black 9 invites many White mistakes, but answered correct it's just an empty threat. 'A' gives White a better position. 'B' or 'C' fails to do so.



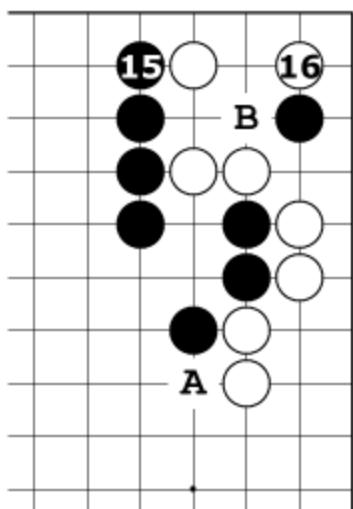
11 'A' is correct, 'B' is a mistake.



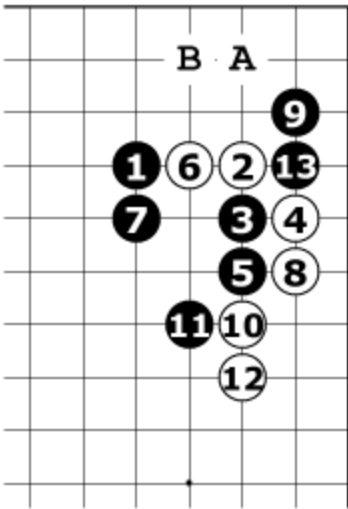
12 Black plays 'A'. 'B' does nothing.



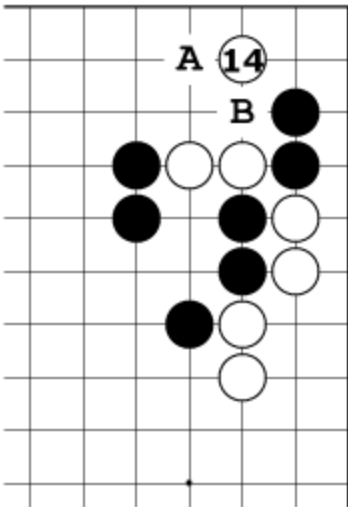
14 Black plays 'A'. 'B' and 'C' do nothing.



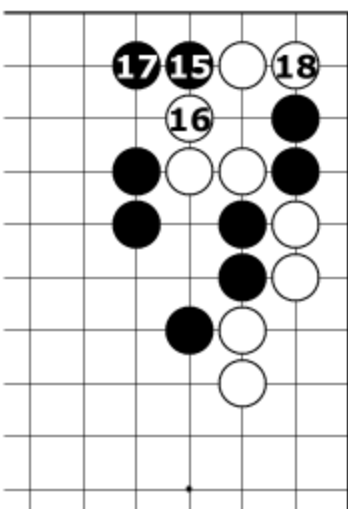
16 'A' possible outside continuation, inside with 'B' Black can do nothing.



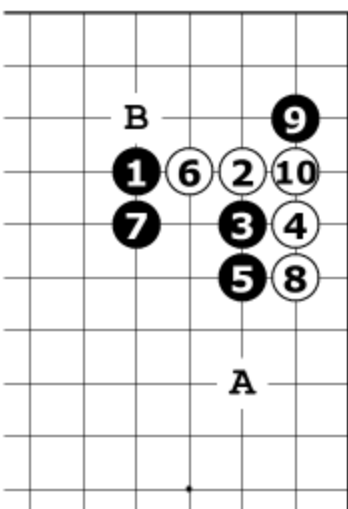
13 'A' is ok, 'B' fails.



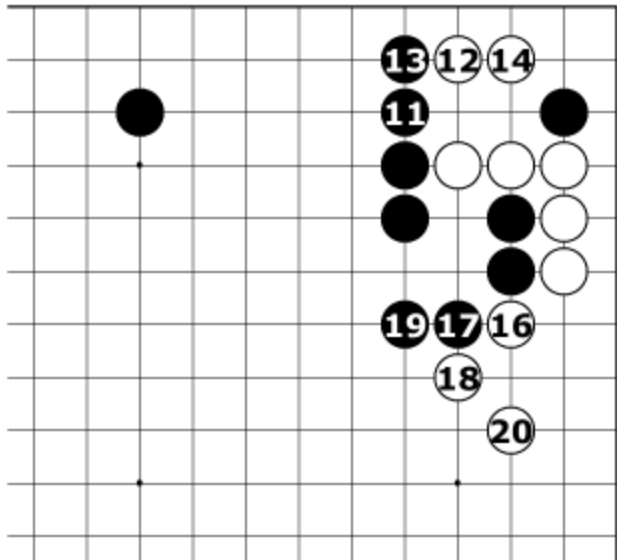
14 Neither 'A' nor 'B' work.



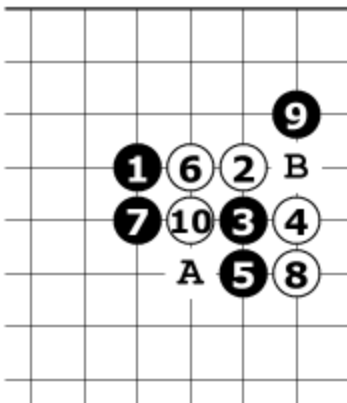
18 White has a better position.



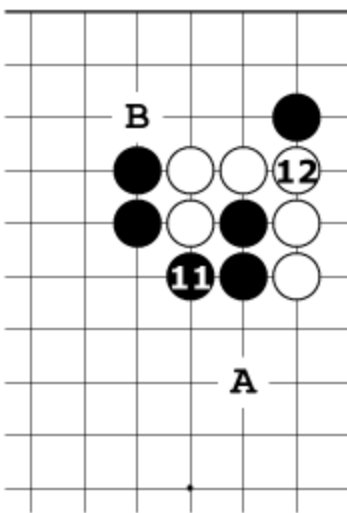
10 'A' is correct, 'B' a mistake.



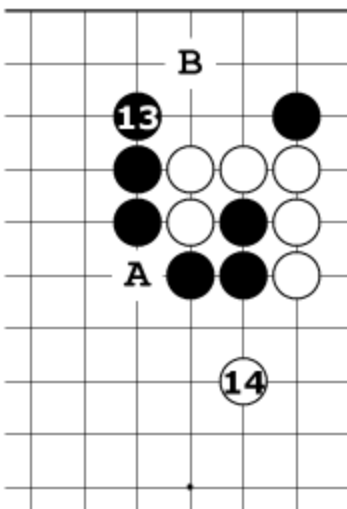
20 White comes out making Black 15 overconcentrated.



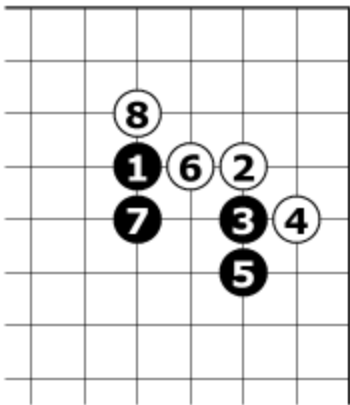
10 Black continues on 'A', 'B' is a mistake.



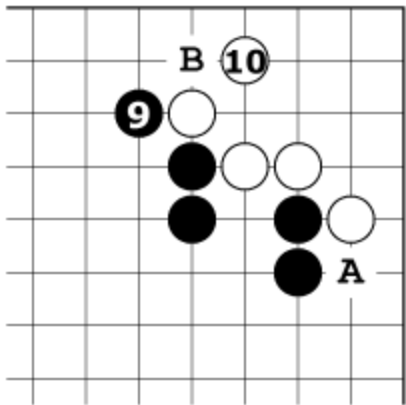
12 'A' is correct, 'B' is questionable.



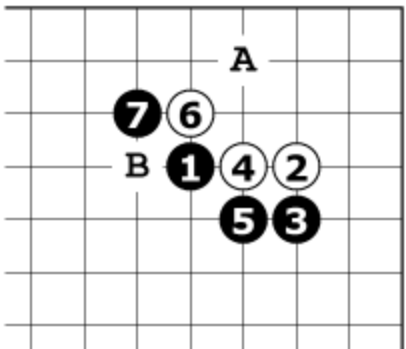
14 A and B are miai.



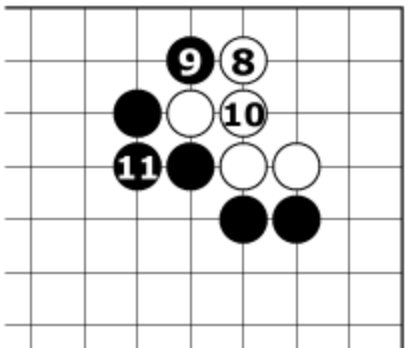
8 White 8 is premature.



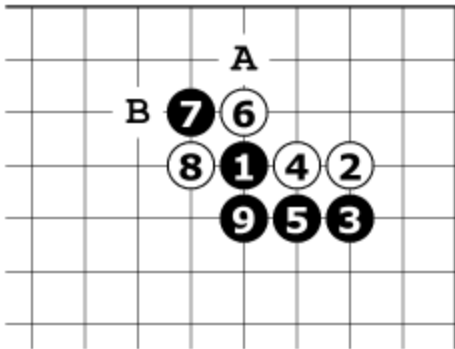
10 'A' influences the right side.
'B' reverts to a balanced position.



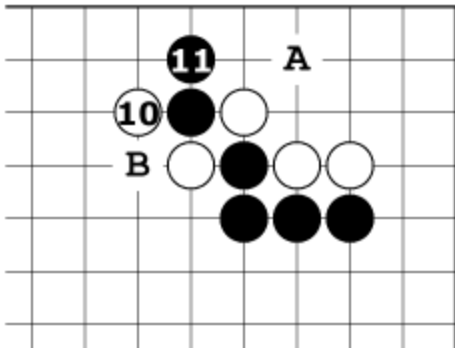
7 'A' or 'B'.



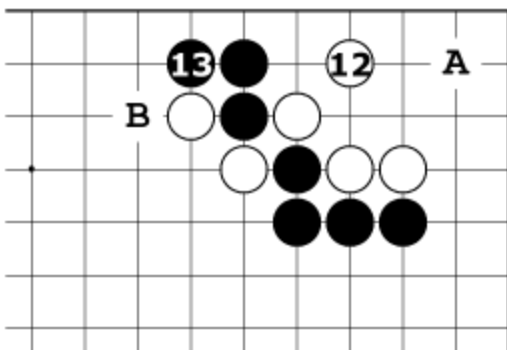
11 Black's influence is superior.



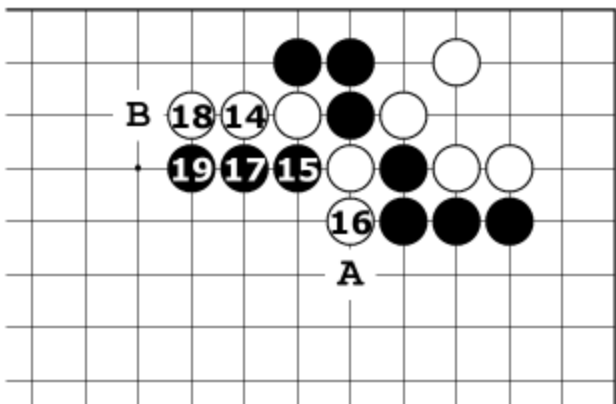
9 'A' or 'B'.



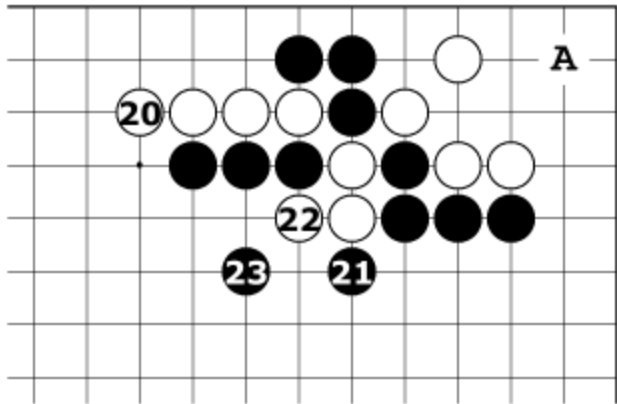
11 'A' is correct, 'B' is a mistake.



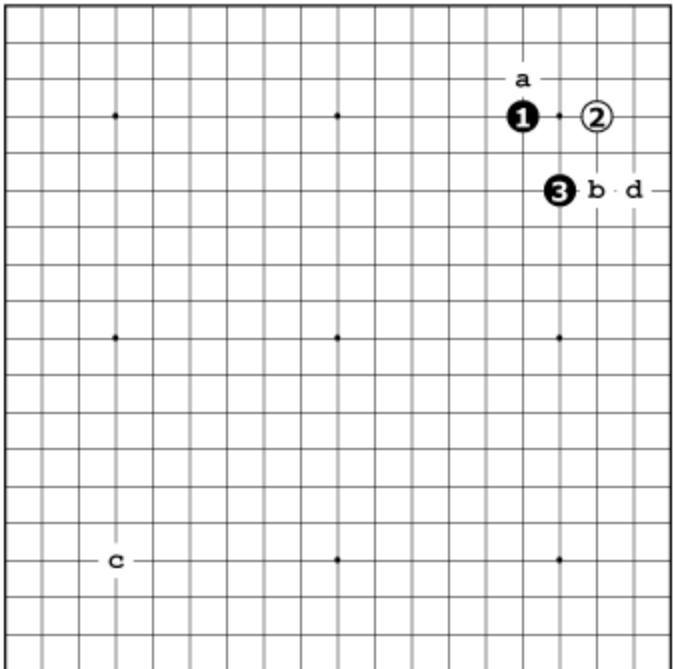
13 'A' is correct, 'B' is wrong.



19 White loses stones on 'A' or 'B'.



23 White still has to live on 'A',
or Black enters on 'A'.

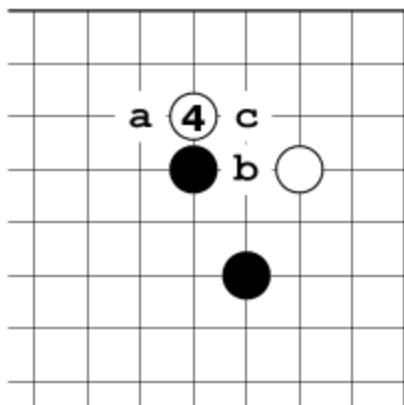


3 Black 3 can be regarded as
the most appropriate
continuation from the 5-4
stone. At least, it is the
most complicated.

White continues with 'a *'
or 'b *' or plays elsewhere
('c *'). White 'd' is not
recommended.

Most of the complications
come after 'a', but White
can simplify.

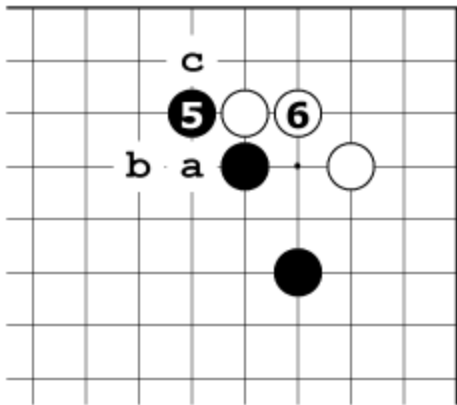
White should have the
ladder for 'b'.



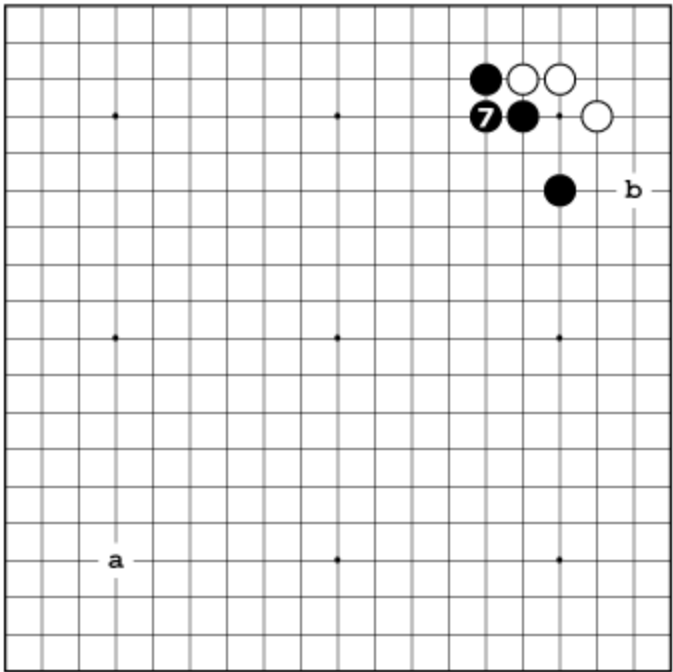
④ Black continues with 'a' to 'c'.

Black 'a *' and 'b *' aim to build influence along the top and are easy.

Black 'c *' starts a difficult fight. Black must have the ladder off Black 3 to play this way.

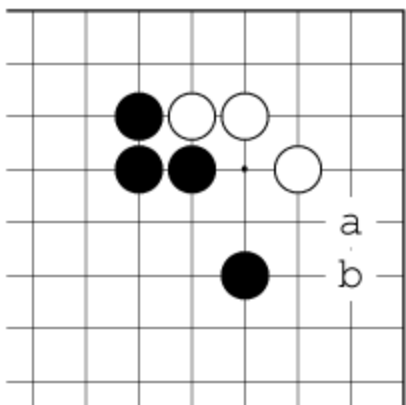


⑥ Black continues with 'a *', 'b *' or 'c *'.



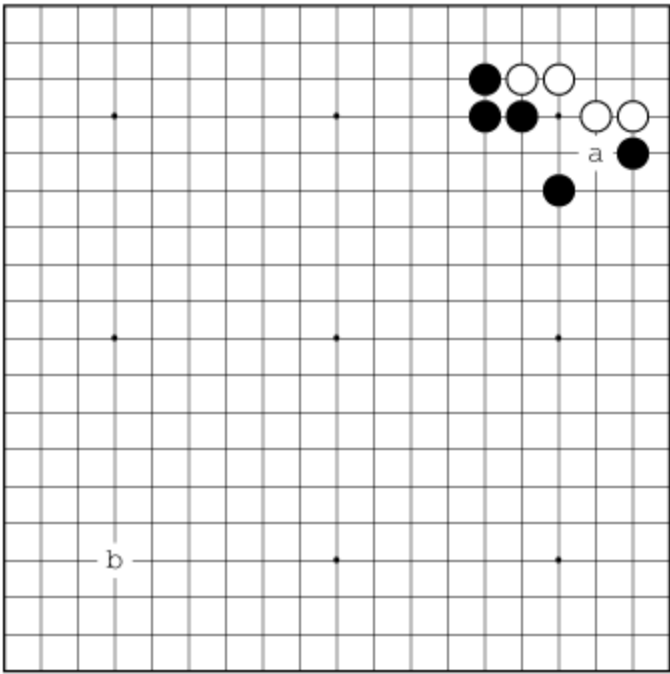
⑦ * GOOD VARIATION *

White often plays elsewhere (a). White continues locally with 'b'.



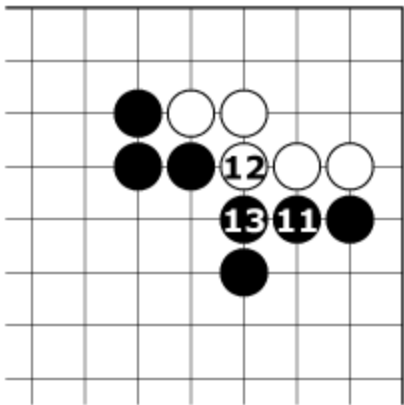
⑧ White plays elsewhere.

Black continues locally with 'a' or 'b'. 'a' threatens to kill, 'b' to make a ko.

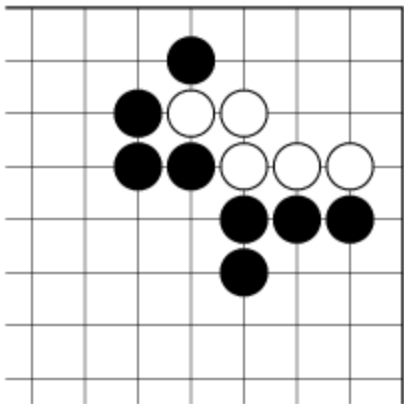


⑩ Black may continue locally with 'a' for thickness, though this is not played early in the game.

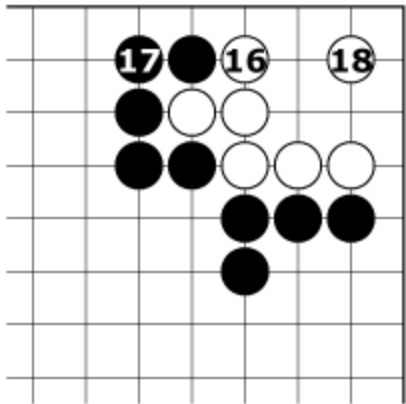
'b' shows White's continuation locally (after Black tenuki).



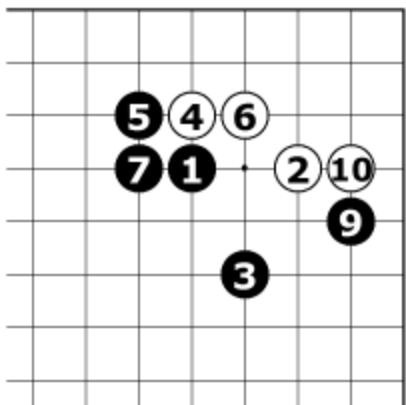
⑭ White plays elsewhere.



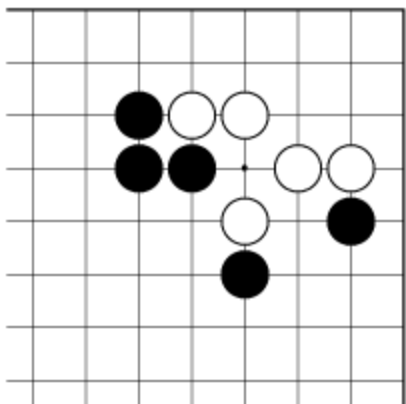
⑮ Black 13 is sente.



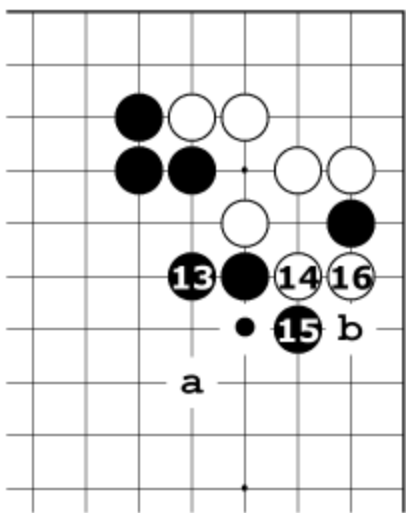
⑮ White 16 is necessary to live.



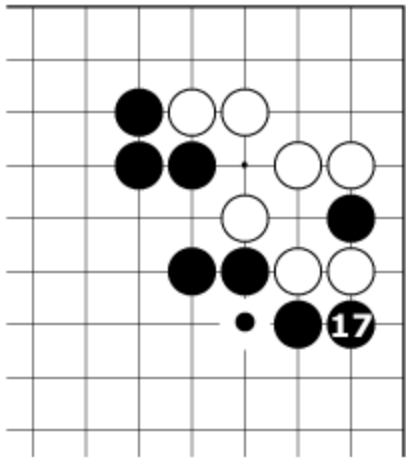
⑪ Black plays elsewhere.



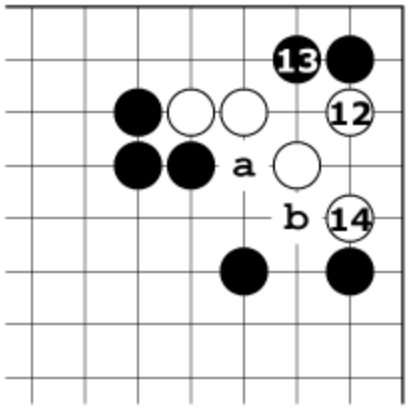
⑫ White 10 is normally vulgar style.



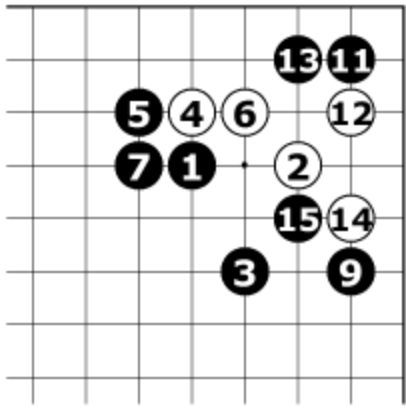
⑯ Black continues with 'a' or, if the cut at the marked spot is no problem, 'b'.



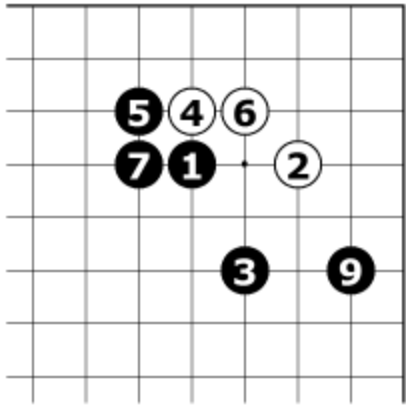
17 To play this way, Black must not be worried about a cut at the marked location.



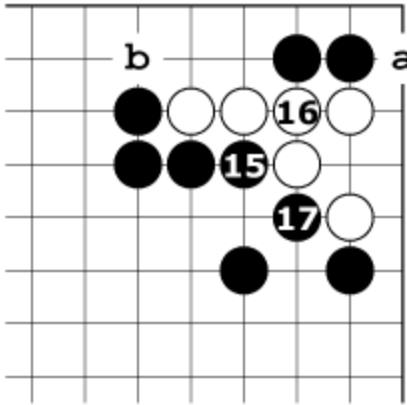
14 Black continues with 'a'. Black 'b' is from professional play, but is not recommended.



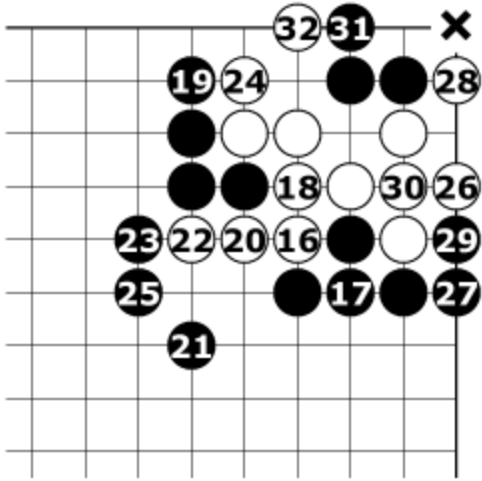
15 Black 13 was played by Hashimoto Shoji against Rin Kaiho in the 1965 Meijin league. This sequence is a mistake.



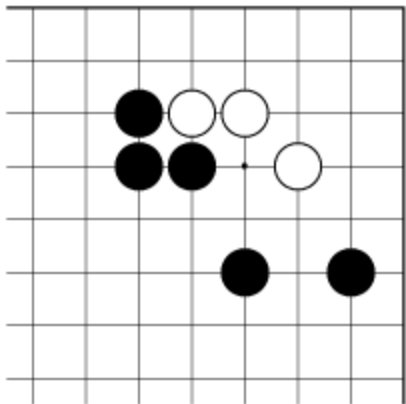
9 Anything White would reply would be submissive, so naturally White plays elsewhere.



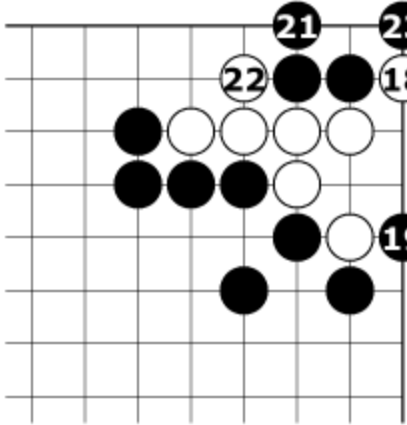
17 White continues with 'a'. White 'b' is not recommended.



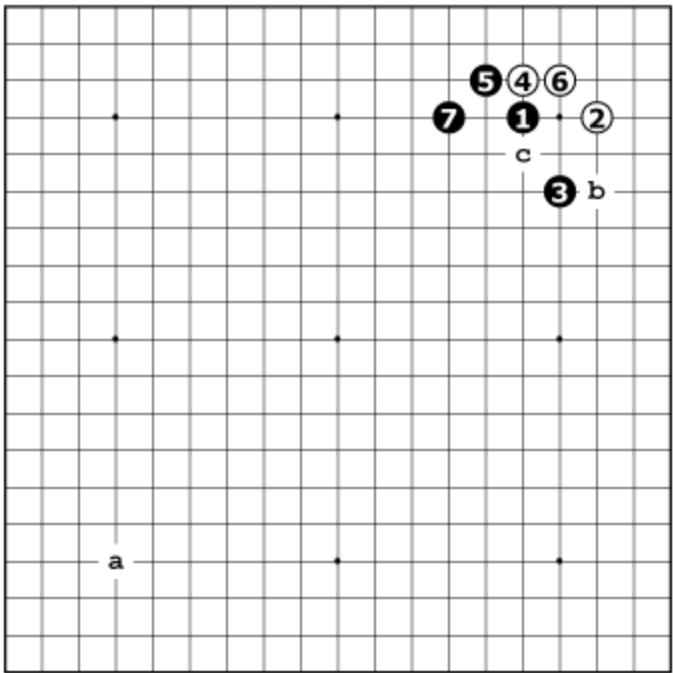
32 Black can get a ko on the 1-1 point.



10 White plays elsewhere.

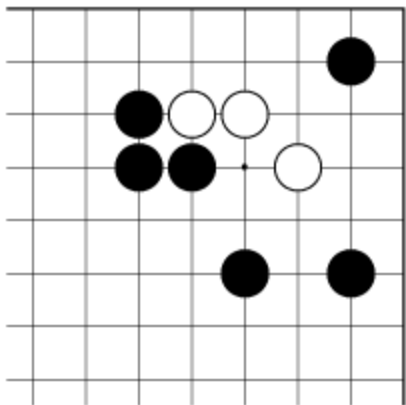


23 Ko

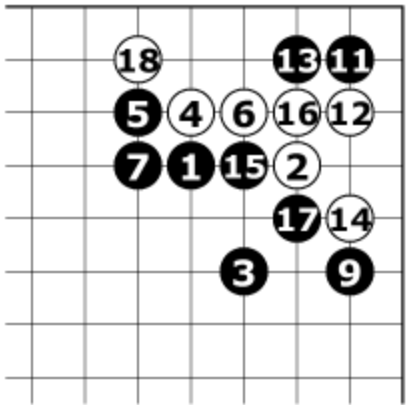


7 * GOOD VARIATION *

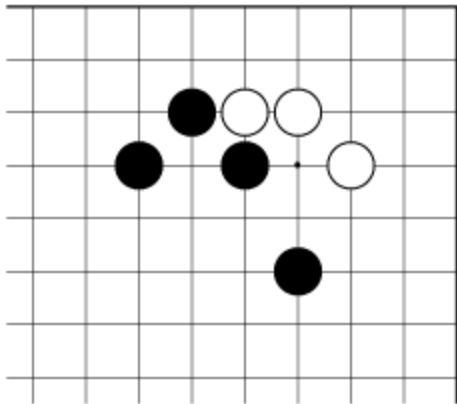
White continues by playing elsewhere (a). Local continuations at 'b' and 'c' are shown.



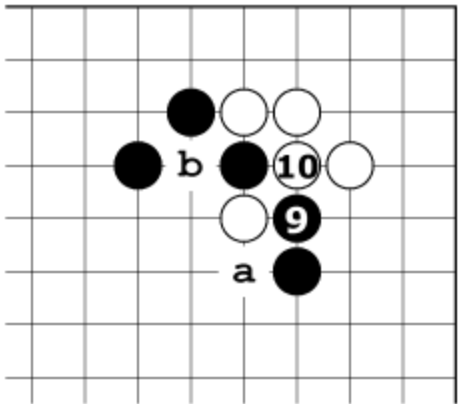
11 Black 9 is the obvious torment.



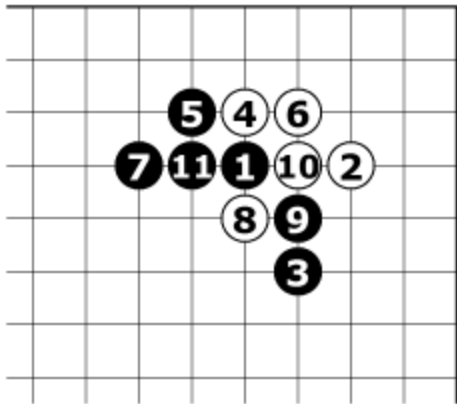
18 White 16 is not recommended.



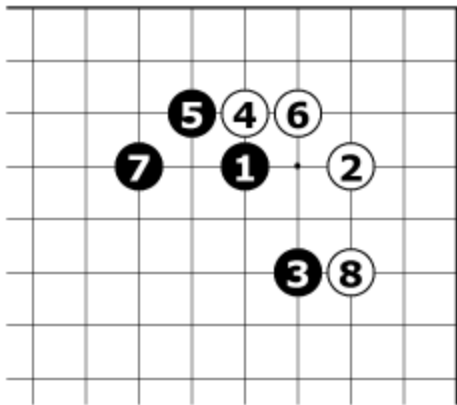
⑧ White plays elsewhere.



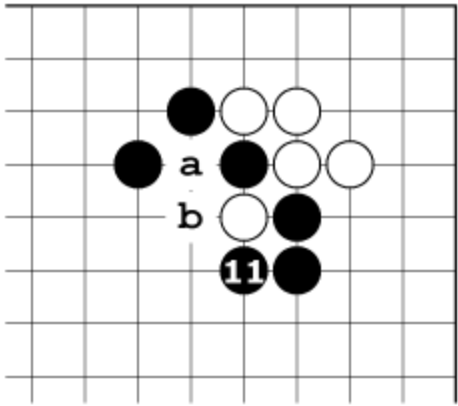
⑩ Black continues with 'a'. Black 'b' is a mistake.



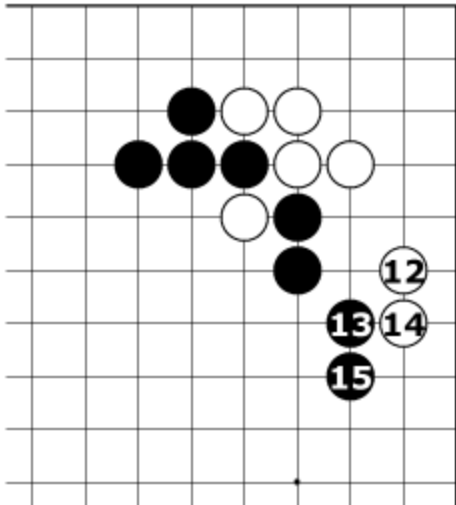
⑪ Black 11 is what White was hoping for.



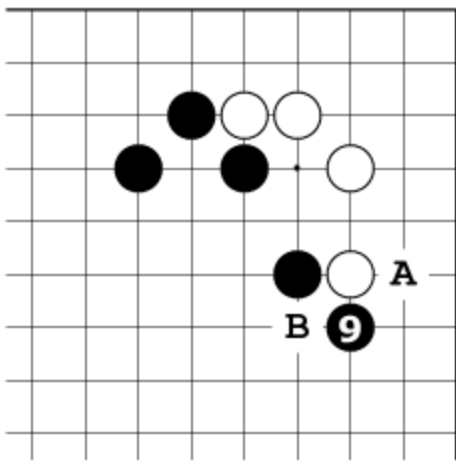
⑧ White 8 is not recommended. Black gets good shape for small White profit.



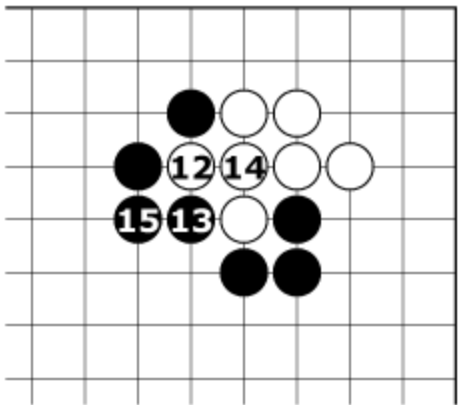
⑪ White 'a' and 'b' are both bad.



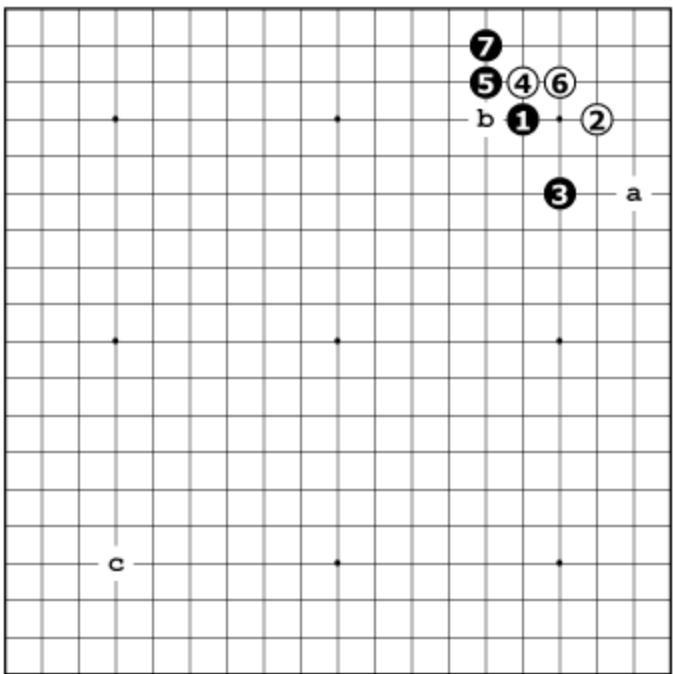
⑮ White gets an efficient result.



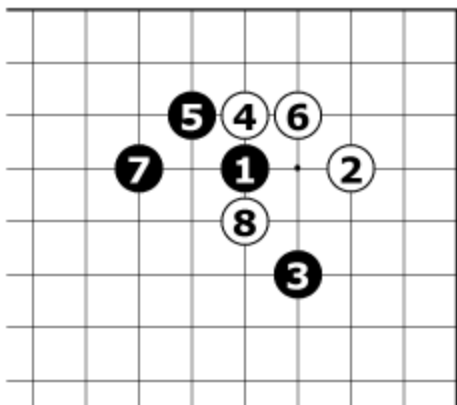
⑨ 'A' or 'B'.



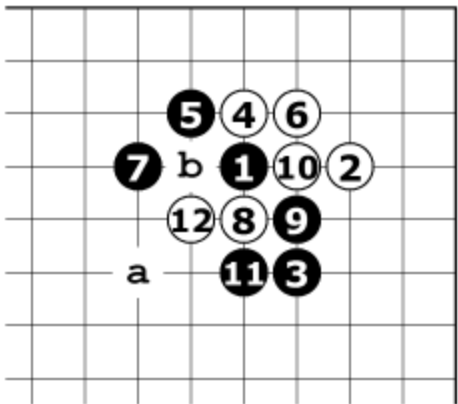
⑮ White has achieved nothing.



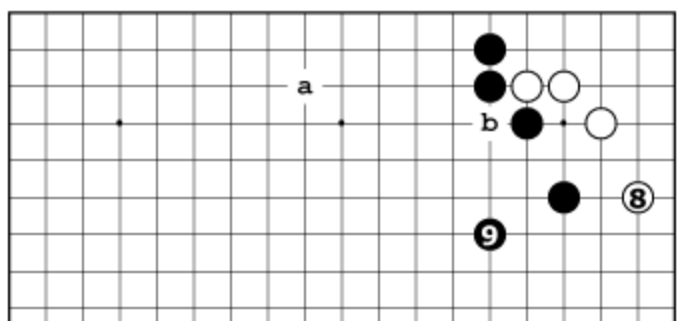
⑦ White continues with 'a' * or 'b'. Playing elsewhere ('c') is a mistake.



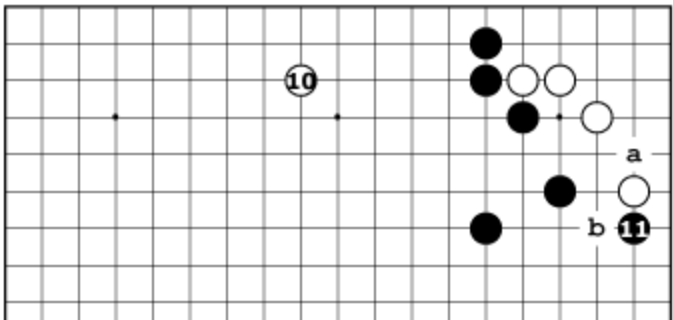
⑧ White 8 is a mistake.



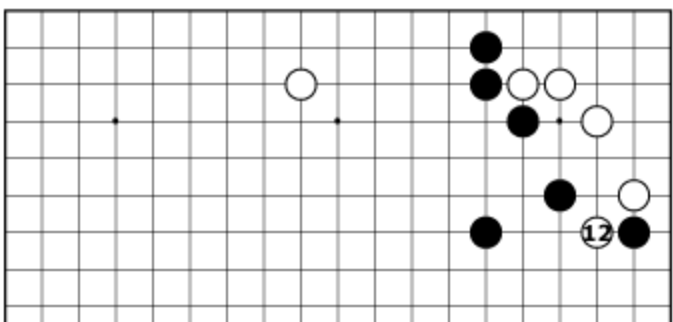
⑫ Black continues with 'a' to seal White in, or 'b' to create a target of White stones running to the center.



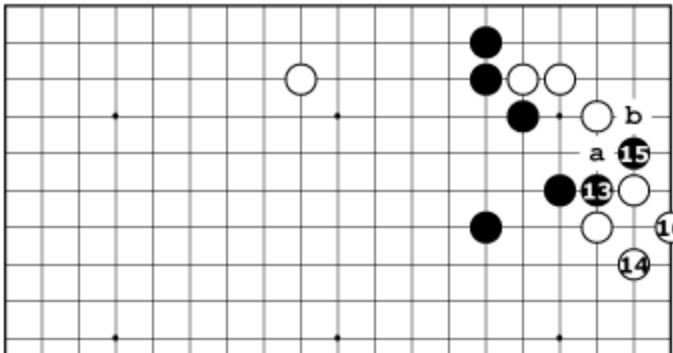
9 White continues with a checking extension, such as 'a'. Because of Black 9, a White cut at 'b' only strengthens Black.



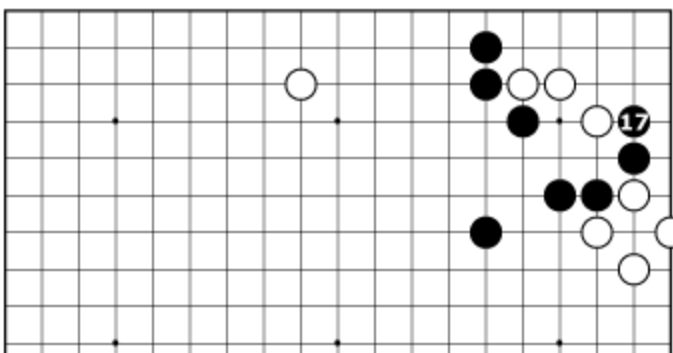
11 White continues with 'a'. White 'b' is a mistake.



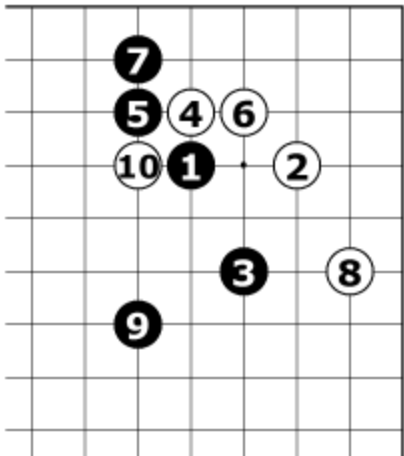
12 White 12 is an overplay.



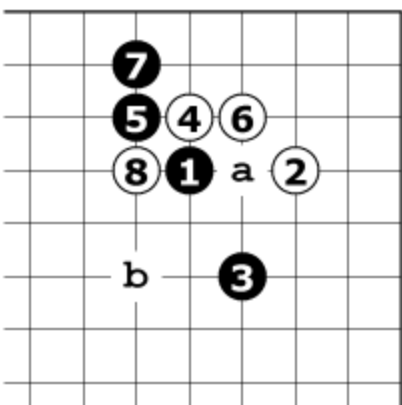
16 Black continues with 'a'. Black 'b' is tough, and trouble.



17 Black 17 is not recommended.



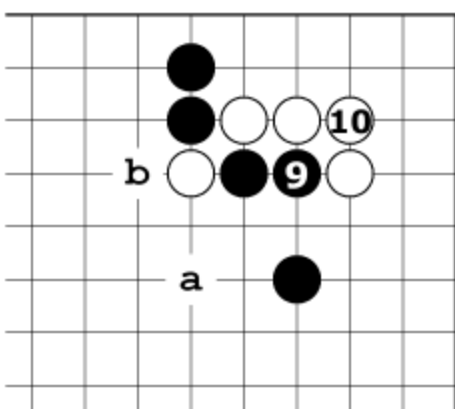
10 White 10 is a mistake.



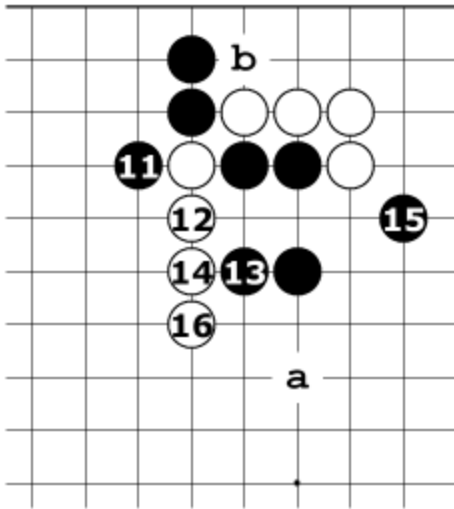
8 Black continues with 'a' or 'b'.

Black 'a' results in split groups and fighting.

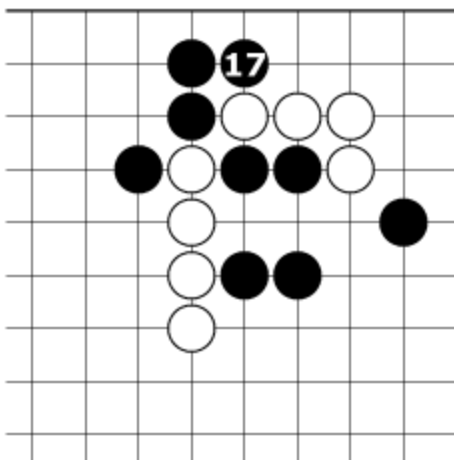
Black 'b' gives up the corner for the right side.



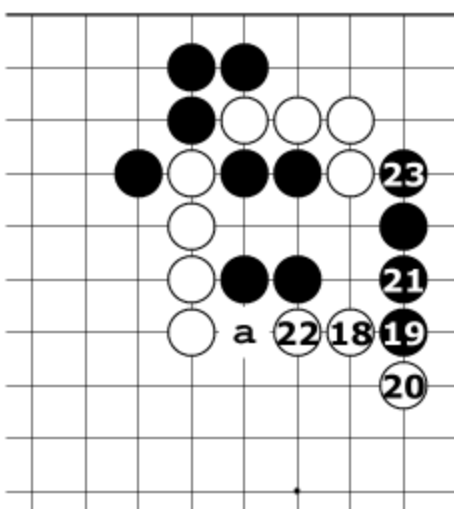
10 Black continues with 'a' or 'b'. Both result in split groups and continued fighting.



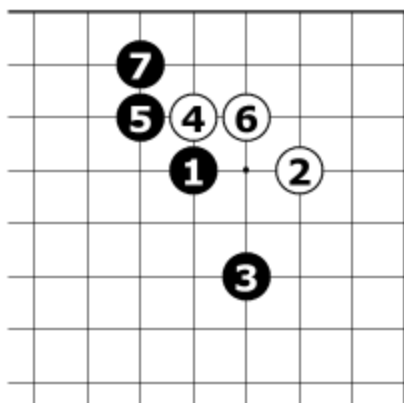
16 Black continues with 'a'. Black 'b', capturing the corner, is a mistake.



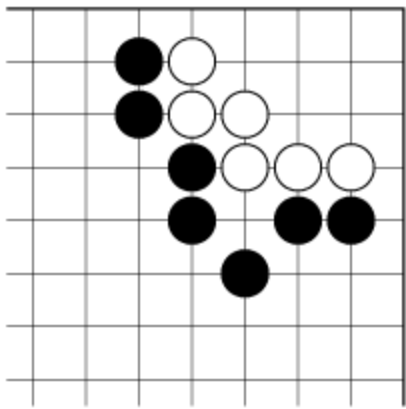
17 Black 17, capturing the corner, is a mistake.



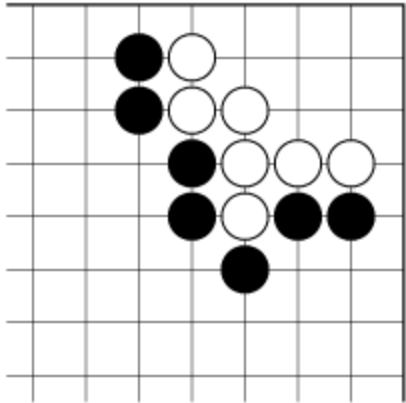
23 White 'a' is sente, so White builds a wall of steel.



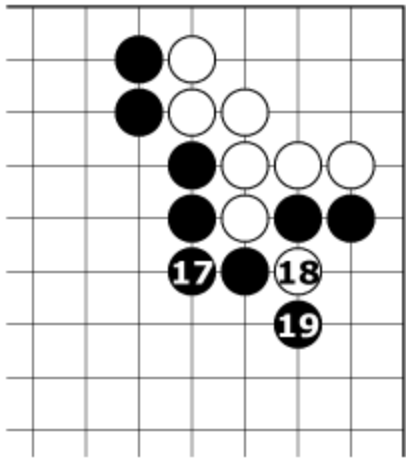
⑧ White plays elsewhere, a mistake.



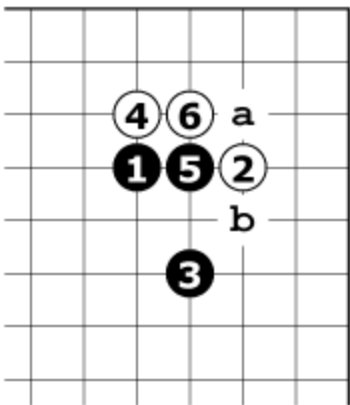
⑮ Black plays elsewhere.



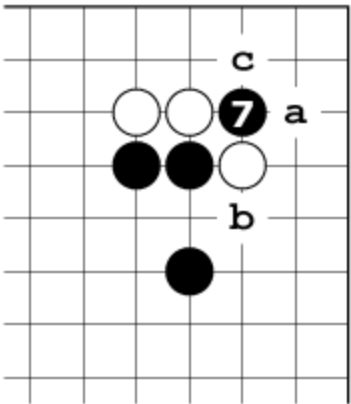
⑮ If White plays 14....



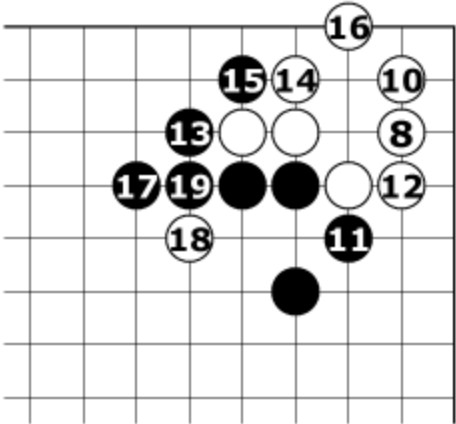
⑮ Black gives up the two stones.



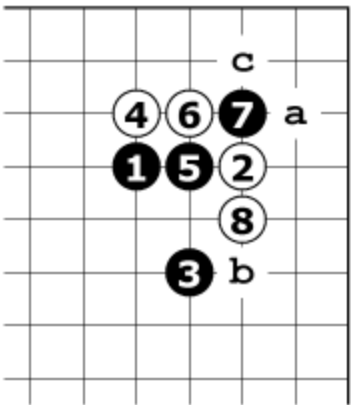
⑥ Black continues with 'a' * or 'b' *.



⑦ White 'a' * is joseki. White 'b' is a trick play. White 'c' is a mistake.



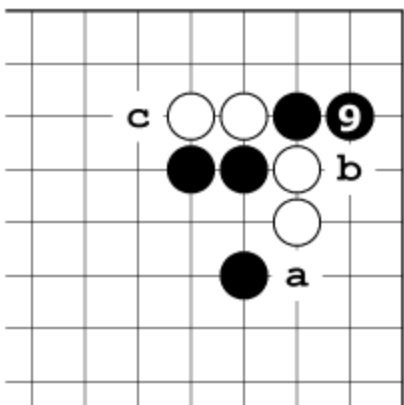
⑮ * GOOD VARIATION *



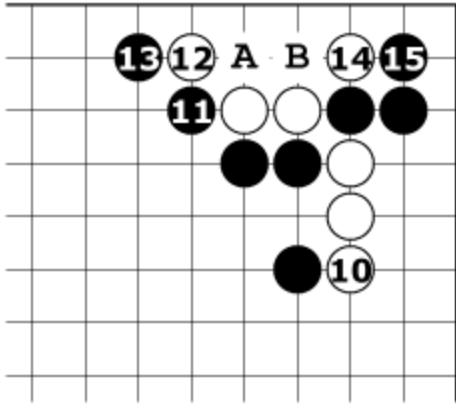
⑧ White 8 is a trick play.

Black continues with 'a'. Played correctly, Black gets a "flower-viewing" ko.

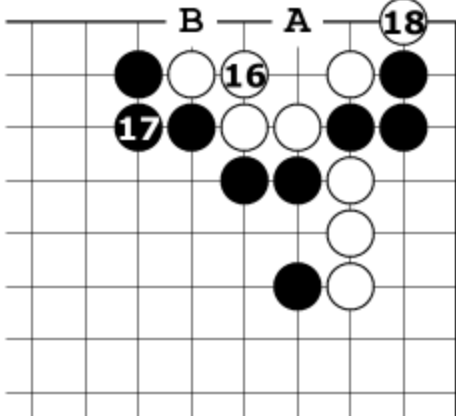
Black is tricked if he plays at 'b' or 'c'.



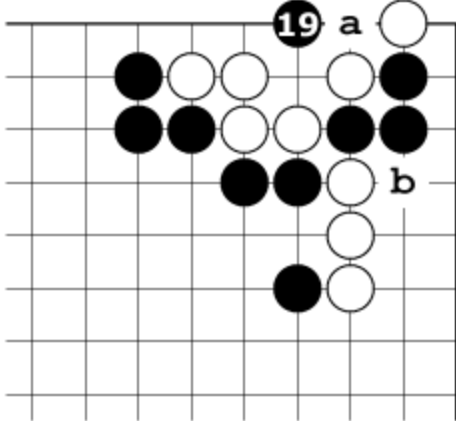
⑨ White may try 'a' or 'b'. Neither work if Black plays correctly. 'c' is very bad.



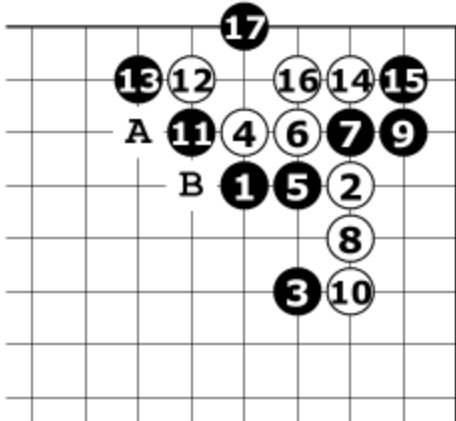
⑮ Neither 'A' nor 'B' help.



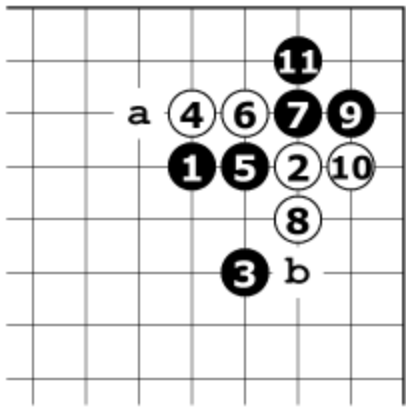
⑮ 'A' makes a direct ko and is correct, 'B' only makes a two step ko.



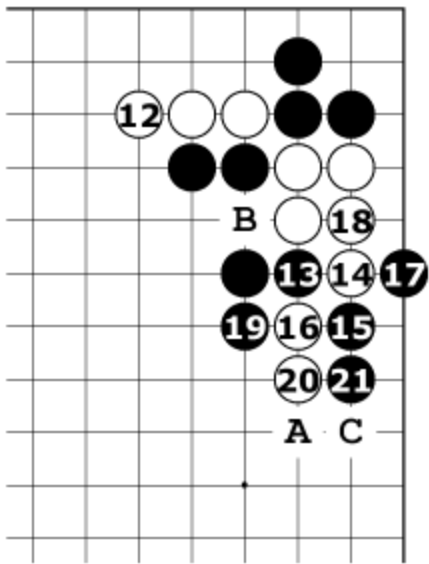
⑮ White may try 'a' or 'b'. Both result in ko.



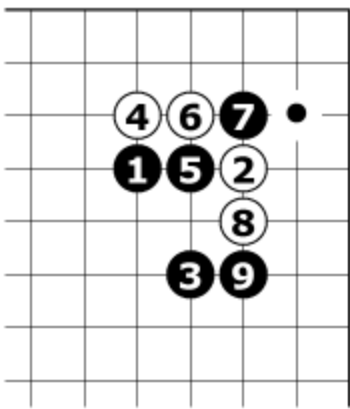
17 Neither 'A' or 'B' help.



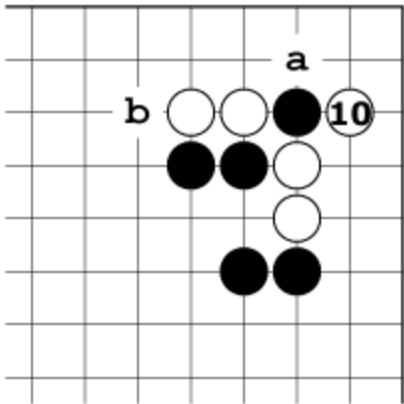
11 'a' and 'b' are miai. Black's reply (at 'b') to White 'a' is less obvious (than White 'b', Black 'a').



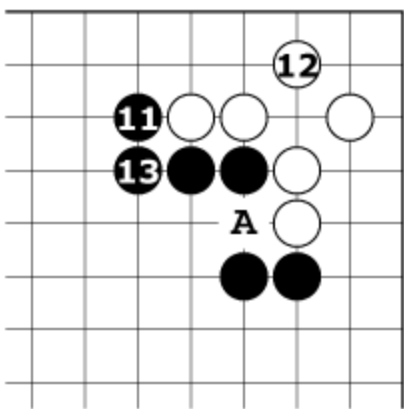
21 'A', 'B' or 'C' don't work.



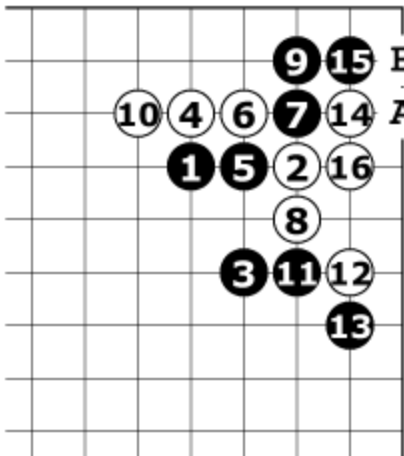
9 Black 9 is a mistake. Black should have played at the red dot.



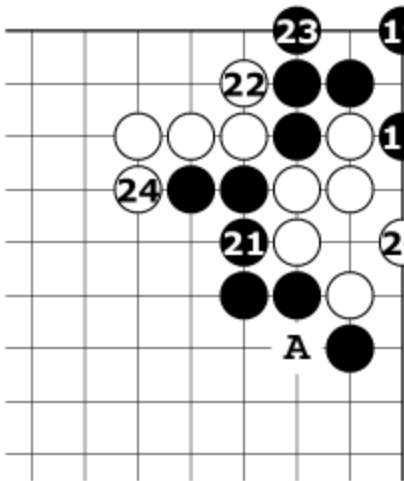
10 Black 'a' is better than 'b'.



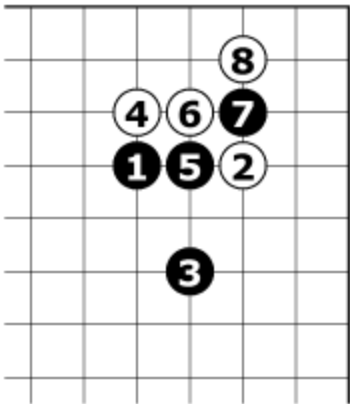
13 White aji to cut at A.



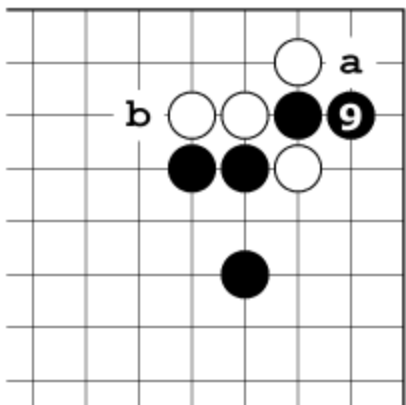
16 'A' is correct, 'B' is a mistake.



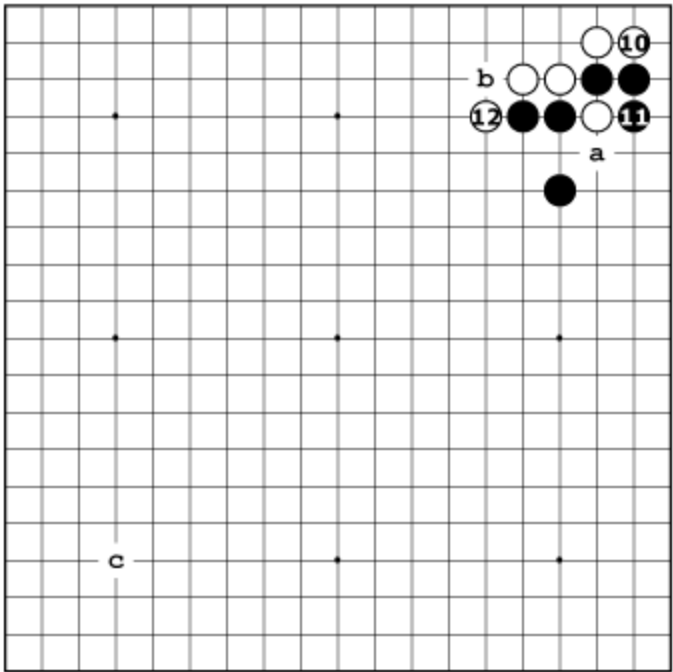
24 White aji to cut at A.

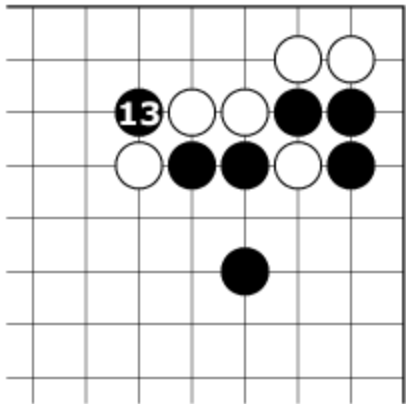


8 White 8 is a mistake in style.

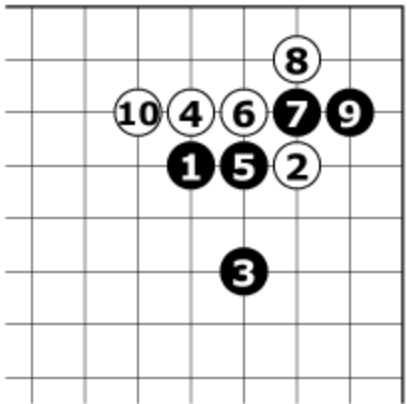


9 White continues with 'a' or 'b'. White 'b' somewhat salvages the situation.

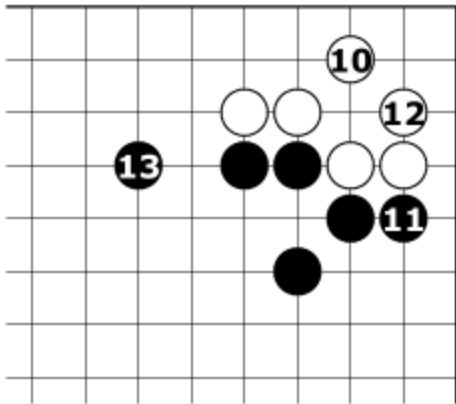




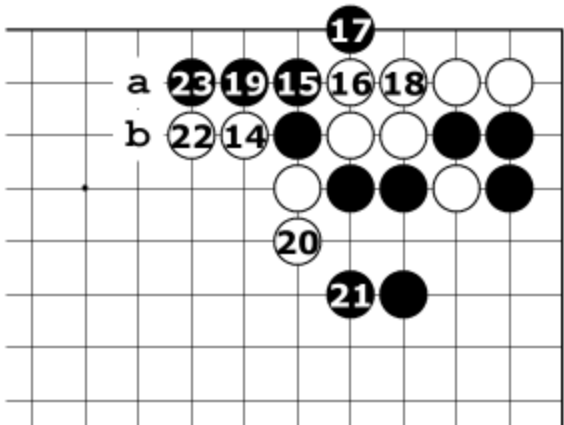
13 Black must have the ladder to play this way.



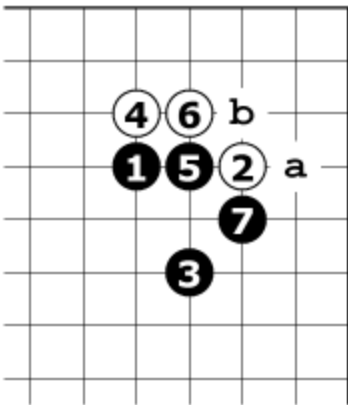
10 White cuts his losses.



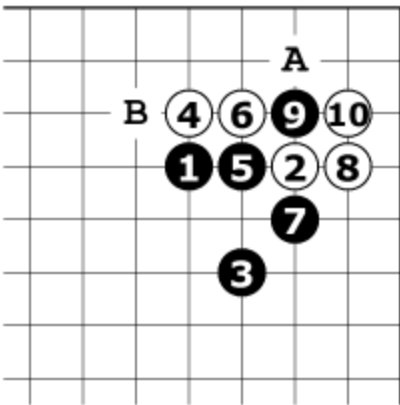
13 * GOOD VARIATION *



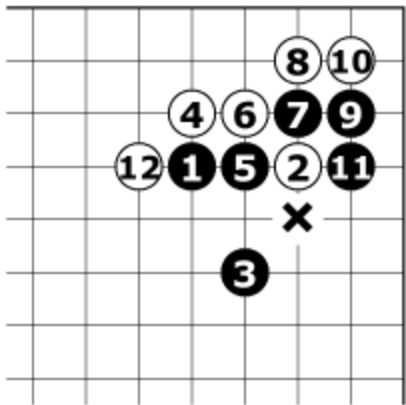
23 Neither White 'a' nor 'b' work.



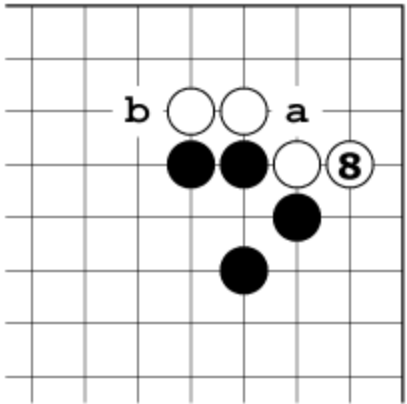
7 White continues with 'a' * or 'b' *.



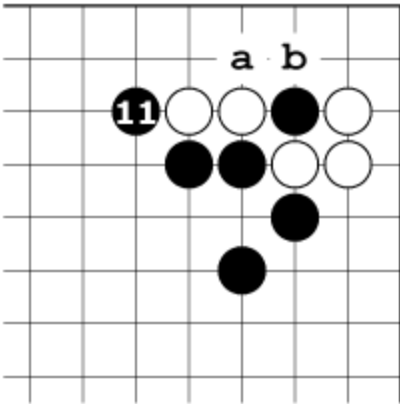
10 'A' is correct. 'B' is not recommended.



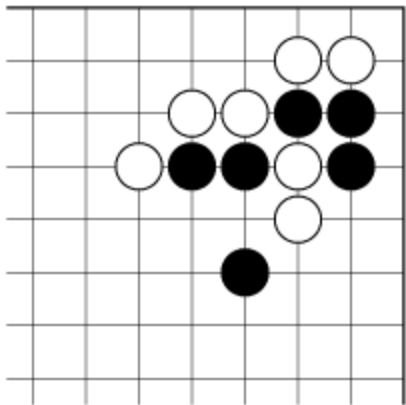
13 Black plays elsewhere. This variation illustrates that White cannot pull out White 2 by playing at the marked spot.



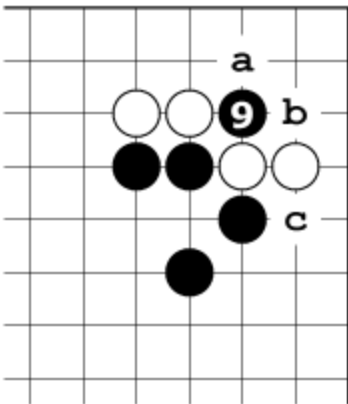
8 Black continues with 'a' *. Black 'b' is a mistake.



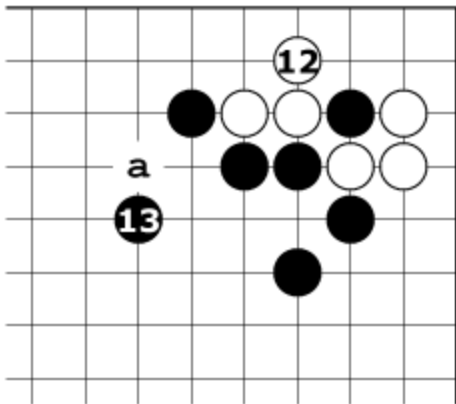
11 White continues with 'a' or 'b'.



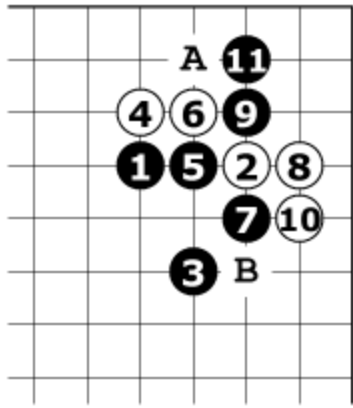
14 White 13 does not work.



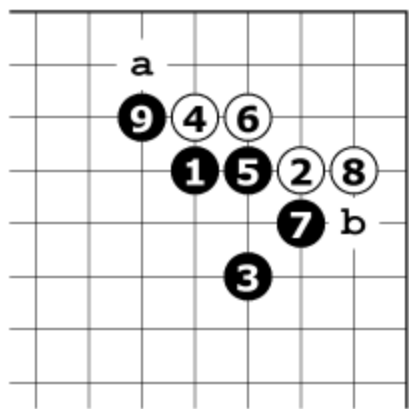
9 White continues with 'a' * or 'b'. 'c' is questionable.



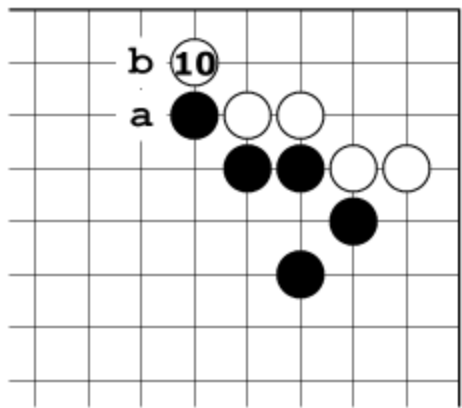
13 Black 13 can also be at 'a', depending whether Black wants to emphasise the center or the top.



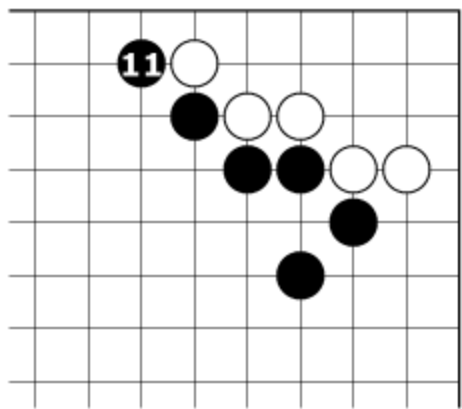
11 'A' -> White is enclosed in the corner, 'B' -> White to right, Black get the top side.



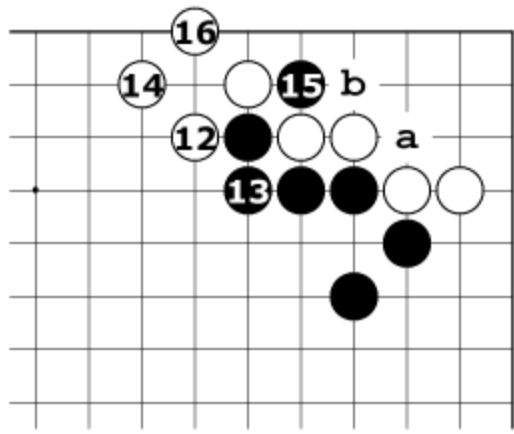
9 Black 9 is a mistake.
White continues with 'a', possibly 'b'.



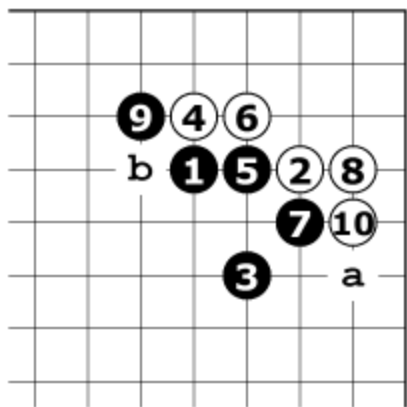
10 Black continues with 'a'. Black 'b' compounds the mistake.



11 Black 11 is a mistake.

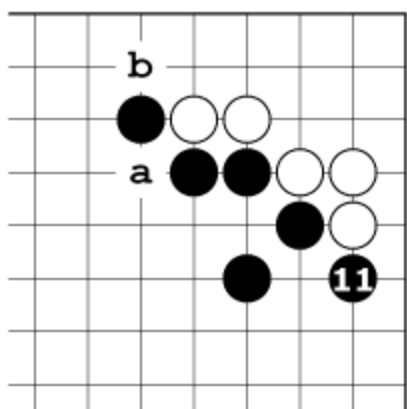


16 Black 'a' and Black yields White 2 and 8 in gote. Black 'b' is a complete loss.

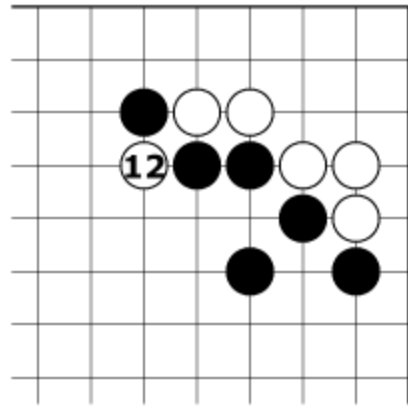


10 Black continues with 'a' to emphasize the top, 'b' to secure the right side.

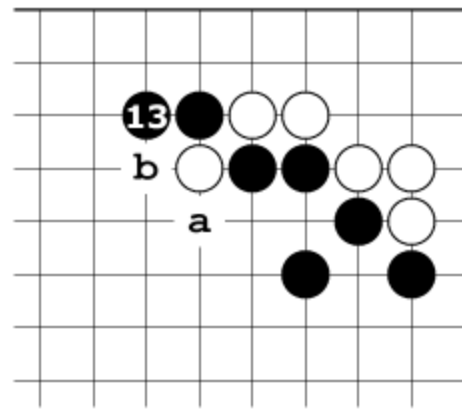
Black 'a' and White cuts at 'b'.



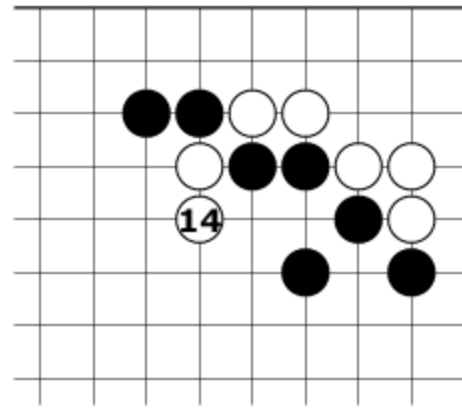
11 White continues with 'a'. White 'b' is not recommended.



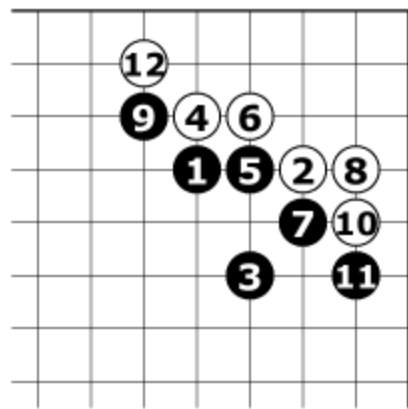
12 White's cut provokes a fight.



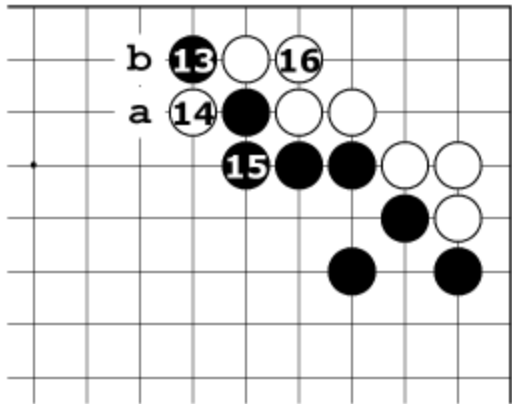
13 White continues with 'a', possibly 'b'.



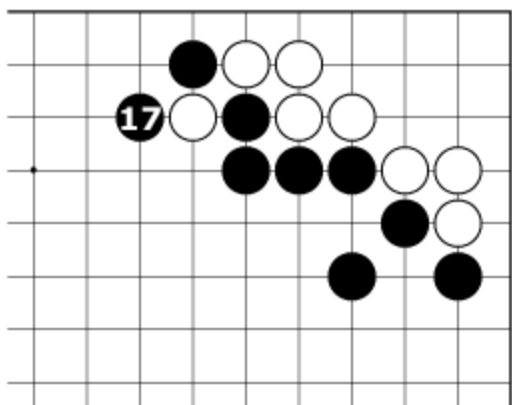
14 If White chooses to activate the stone for a fight.



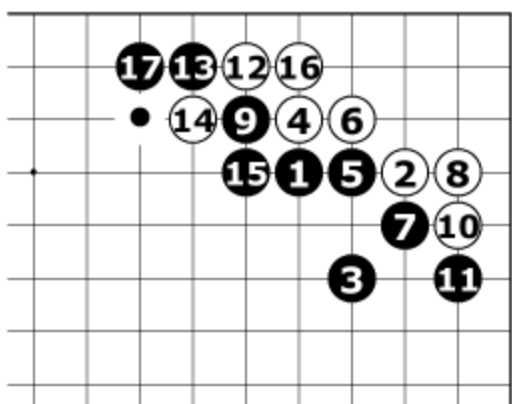
12 White 12 is not recommended, especially if Black has a favorable ladder to the top left.



16 Black plays 'a' to catch 14 in a ladder, or 'b' if the ladder is unfavorable.

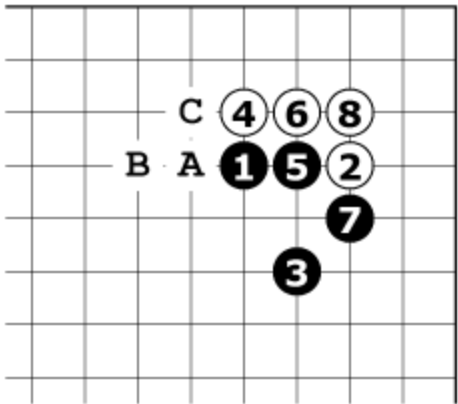


17 Assuming Black has the ladder.

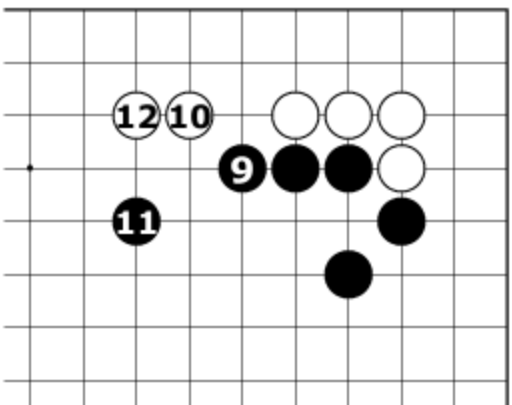


17 If Black cannot capture White 14 in a ladder.

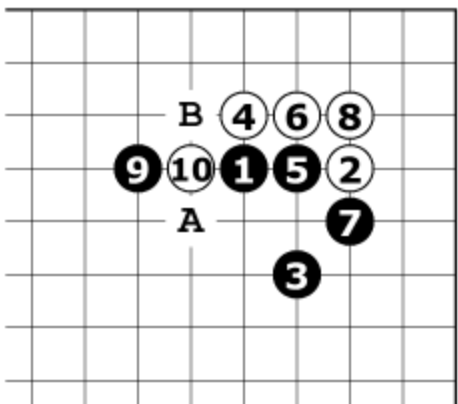
The continuation depends upon local support. Without support, White cannot afford toward the direction of the marked stone. Typically White would not put White 14 into play until later.



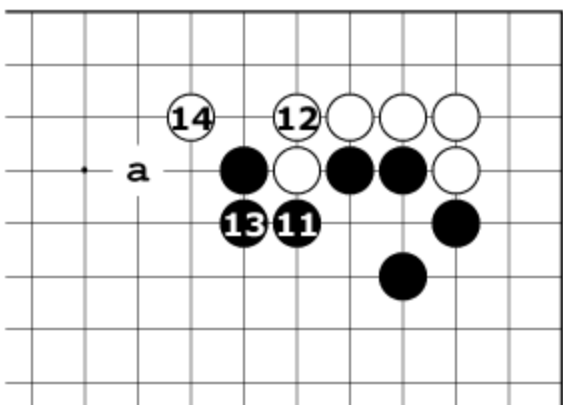
8 'A *' and 'B *' are joseki. If Black continues with 'A', which can give the same result, though in a different order, as one of the avalanche joseki. See 2-4-3-2-2-1. 'C' is tough-minded.



12 * GOOD VARIATION *

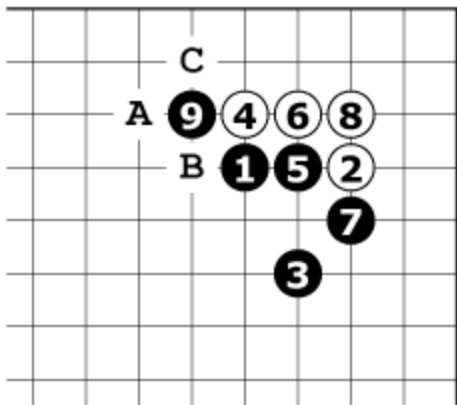


10 'A *' is joseki, 'B' is disadvantageous.



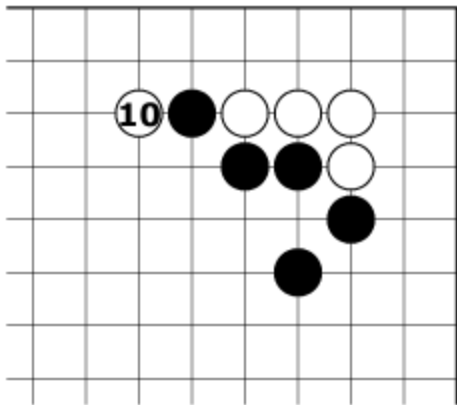
14 * GOOD VARIATION *

Locally, 'a' is the next play for either player.

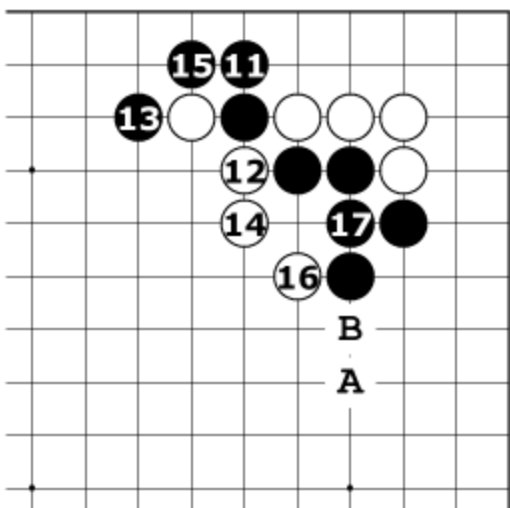


9 Black 9 is tough-minded, but the outcomes do not necessarily favor Black. One result is giving White influence while struggling for life underneath - a change from Black's original strategy. White must reply carefully.

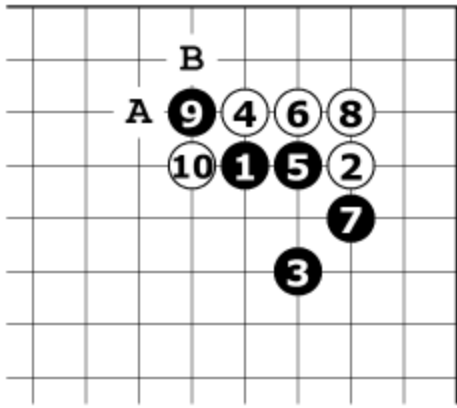
White continues with 'A' or 'B'. White 'C' is submissive.



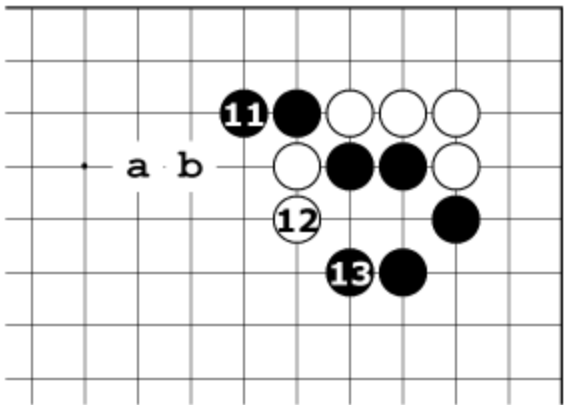
10 White 10 is a mistake.



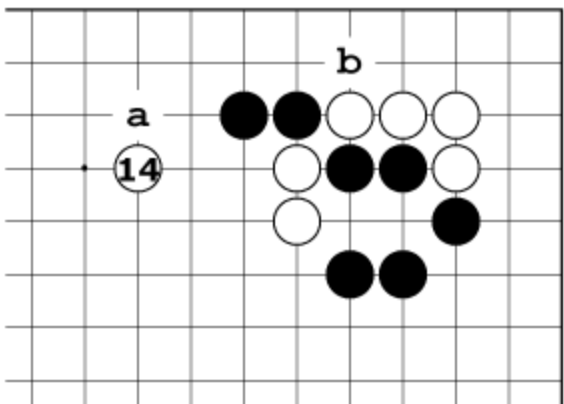
17 'A' is correct, 'B' is nonsense.



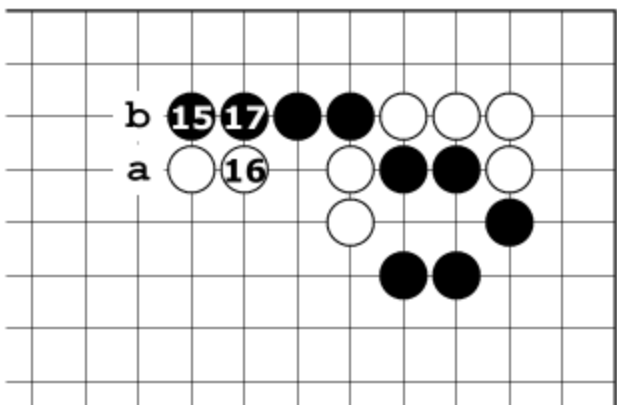
10 At best, Black ends up giving White thickness while Black crawls along the third line to make life of a group started by Black 9. 'A' is correct, 'B' is a mistake.



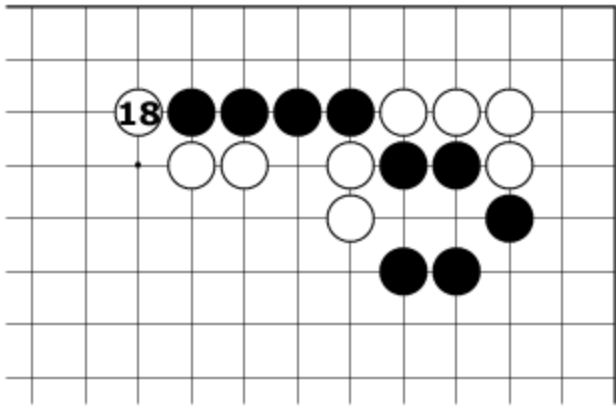
13 White continues with 'a'. White 'b' is a mistake.



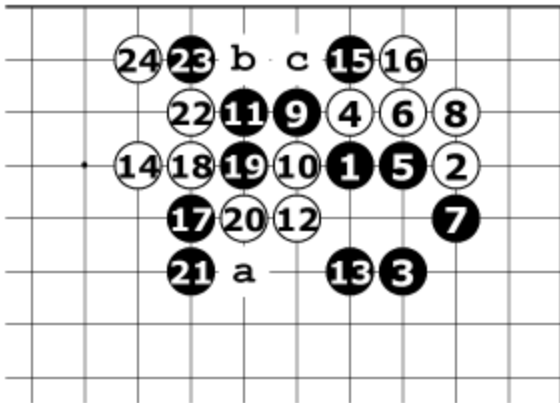
14 Black may try 'a' or 'b'.



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

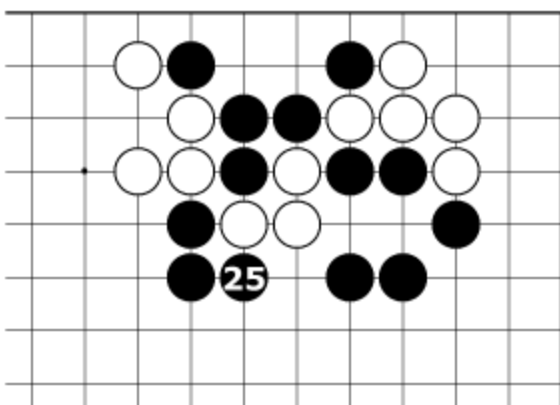


18 White 18 is a mistake.

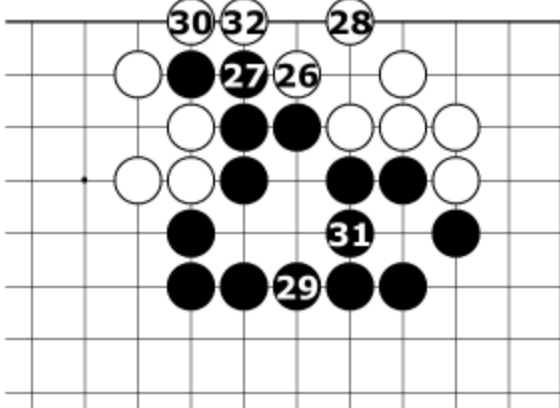


24 Black 'a', the only viable play, lets White connect his two groups.

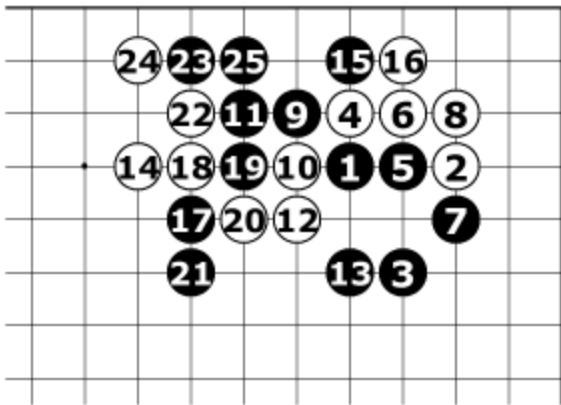
White 'b' and 'c' are the same mistake, and White wins the capturing race.



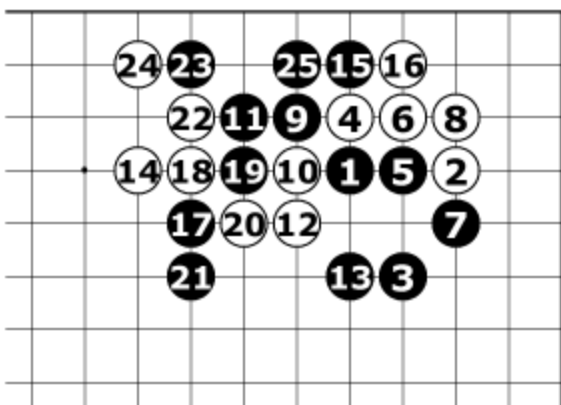
25 Black 25 lets White connect his two groups.



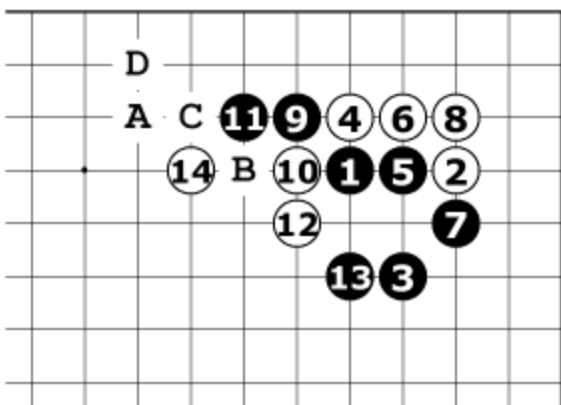
32 This quality of this result for either side depends upon surrounding stones. Certainly if Black wanted thickness, the original strategy, there was a better way to go about it.



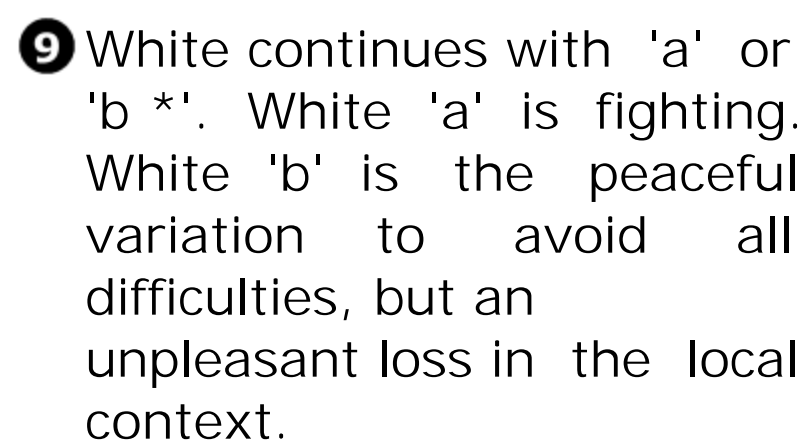
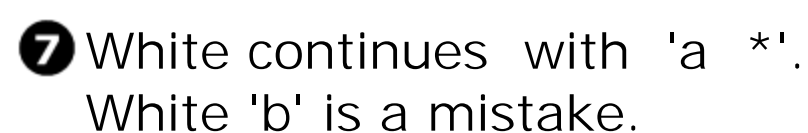
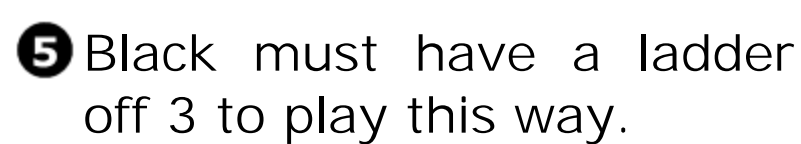
25 Also see variation 3 for a different take on the same mistake.



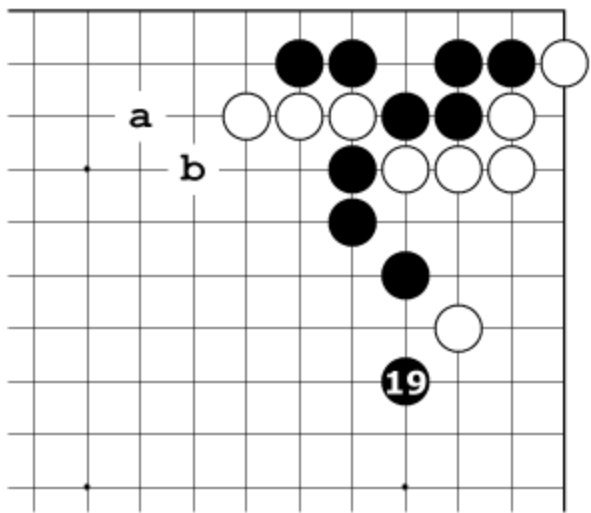
25 Also see variation 2 for a different take on the same mistake.



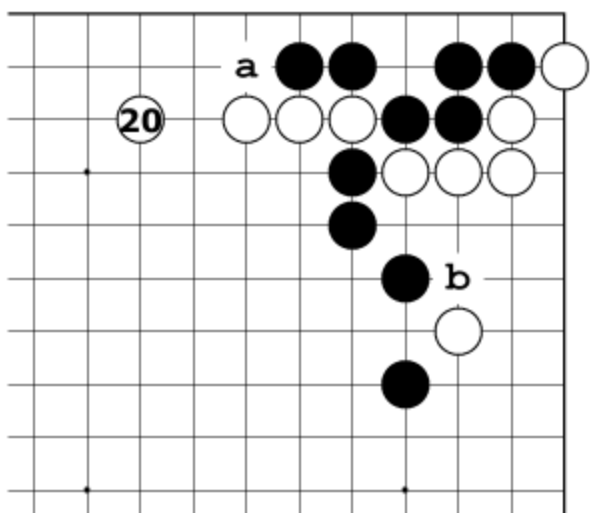
14 White 14 is a mistake. 'A' or 'B' are correct. 'C' and 'D' are mistakes.



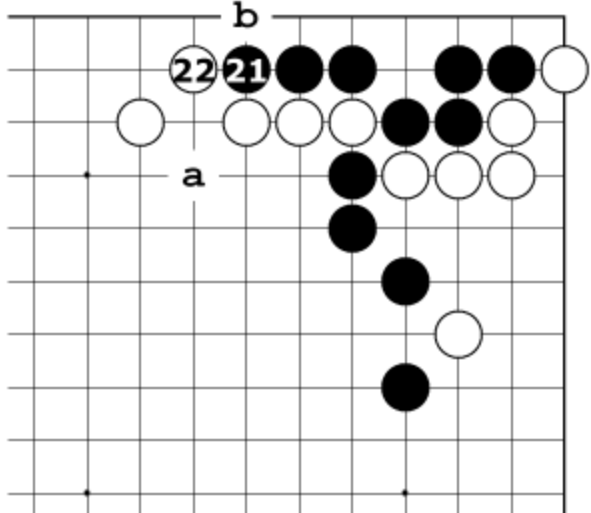
⑩ Black continues with 'a'.
Black 'b' is not recommended.



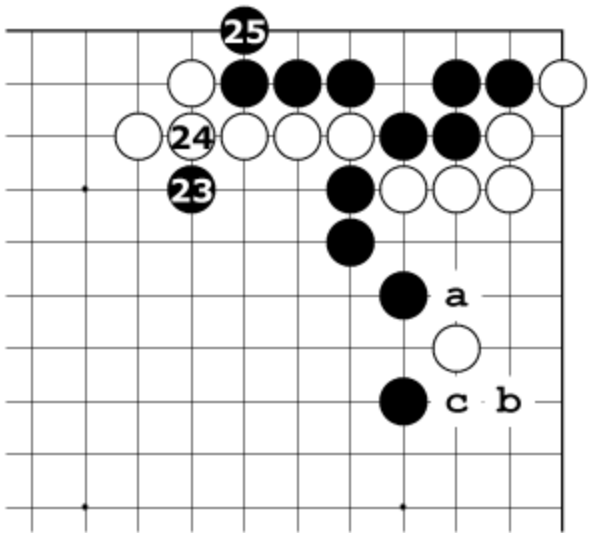
19 White continues with 'a'. White 'b' is an overplay.



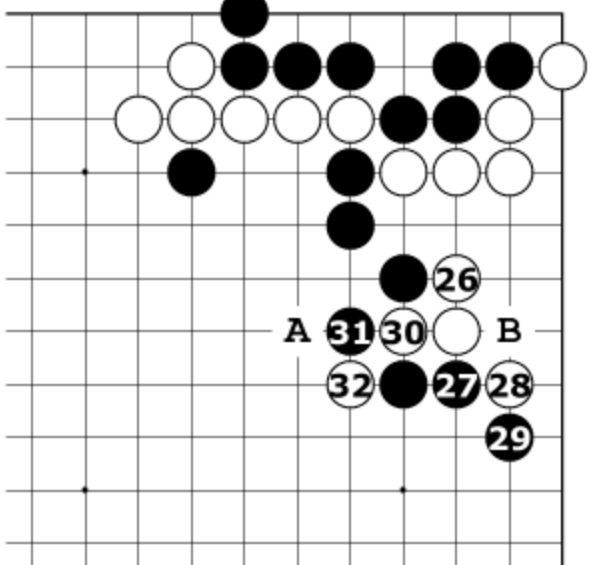
20 Black continues with 'a'. Black 'b' is a mistake.



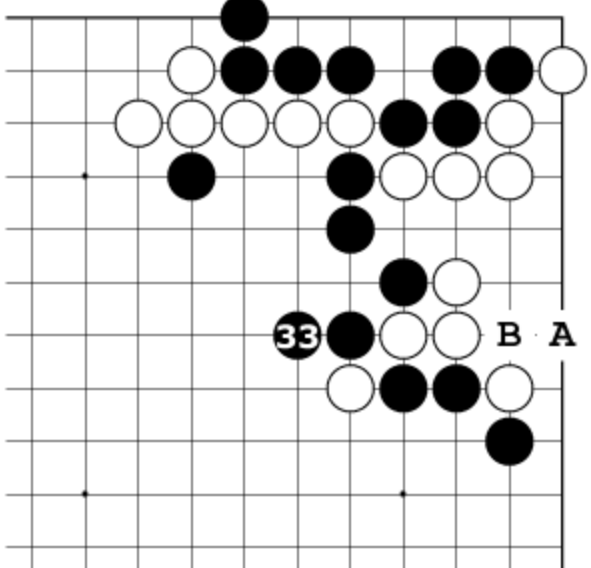
22 Black continues with 'a'. Black 'b' misses a good moment to peep at 'a' without reason.



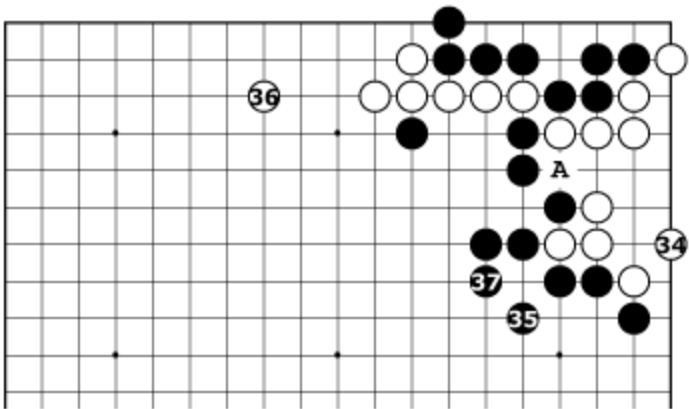
25 White continues with 'a' or 'b'. White 'c' is vulgar.



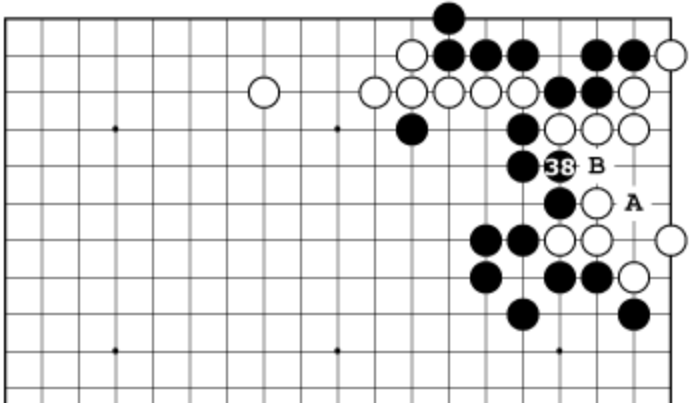
32 The ladder must be favorable for Black because of White 32. 'A' is correct. Trying to kill on 'B' doesn't work.



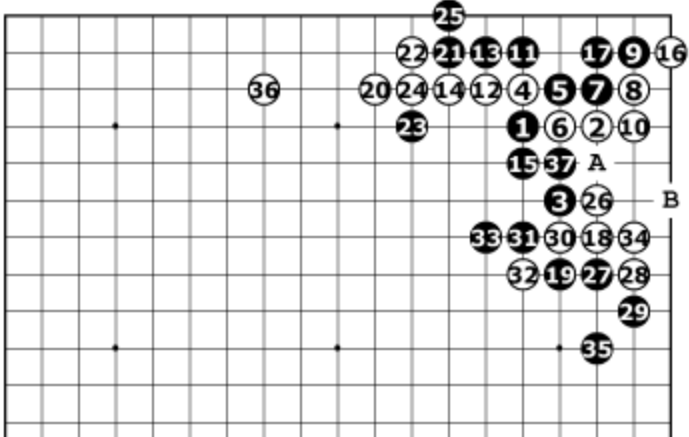
33 'A' -> White lives, 'B' -> White dies.



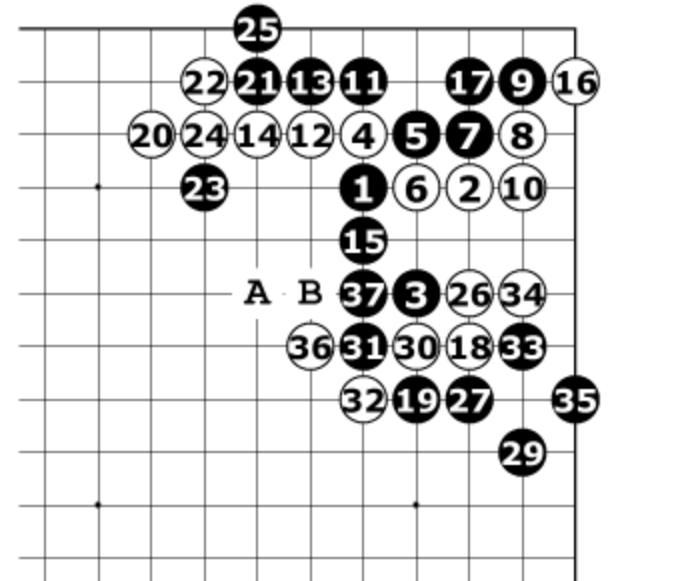
37 Later, Black 'A' is sente.



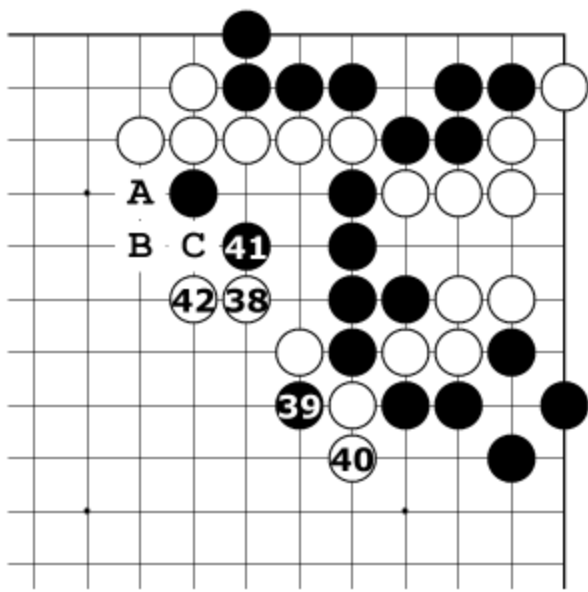
38 White lives on 'A' and dies on 'B'. If White tenuki, Black kills on 'B'.



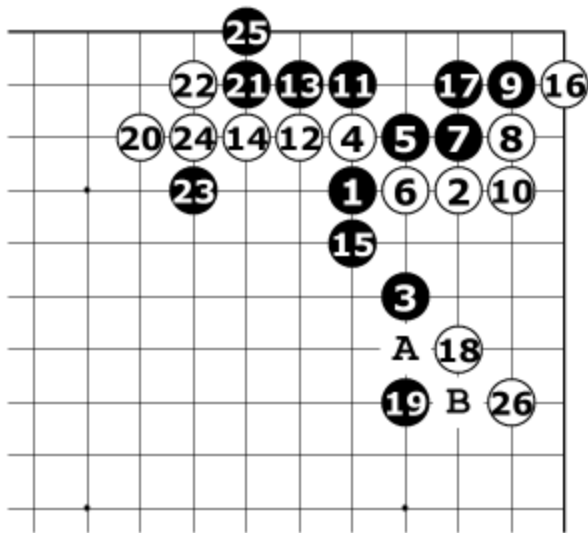
37 'A' or 'B' are no help.



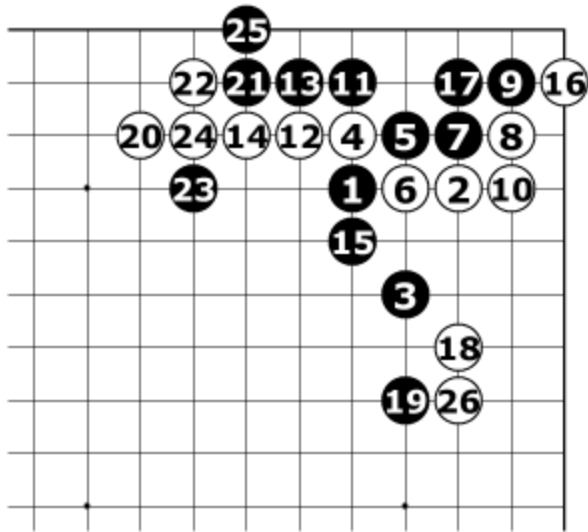
37 'A' or 'B'.



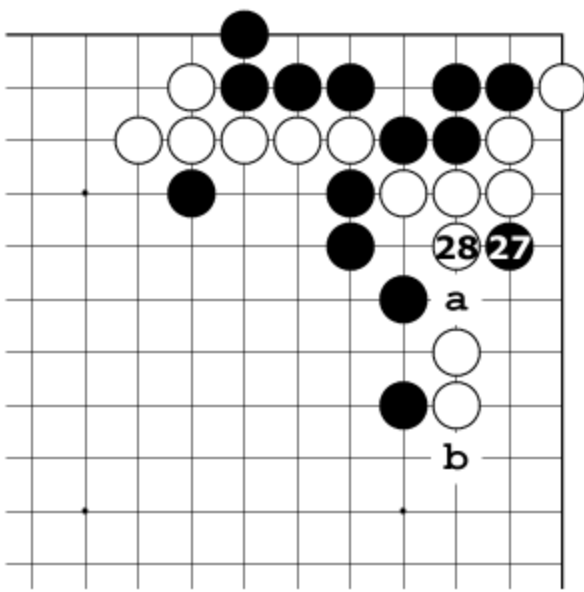
42 'A', 'B', 'C' don't escape.



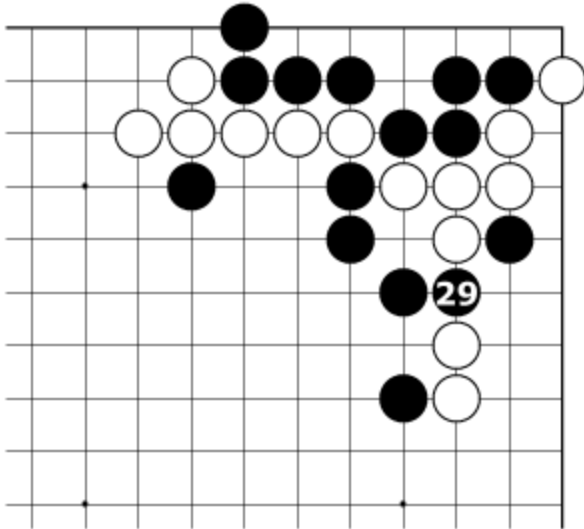
26 Black continues with 'A' or 'B'. Black 'A' emphasizes the top. Black 'B' emphasizes the right.



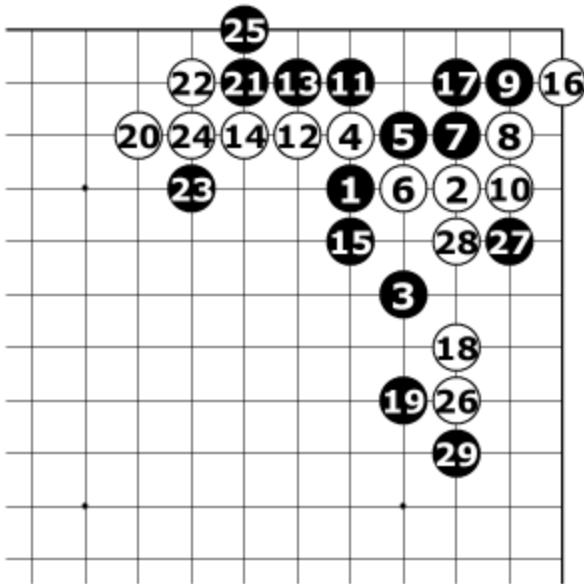
26 White 26 is a vulgar move.



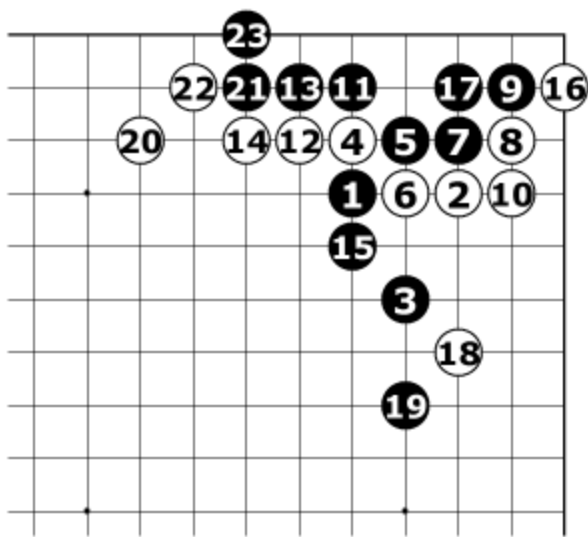
28 Black continues with 'a' to emphasize the right side, or 'b' to emphasize the top.



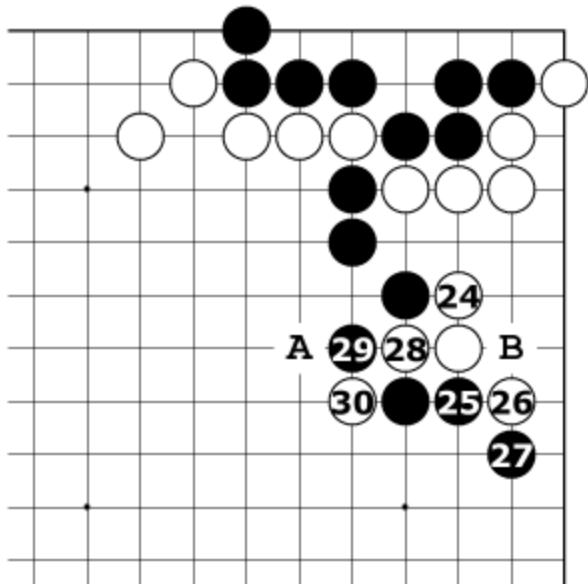
29 Black plays 29 to emphasize the right side.



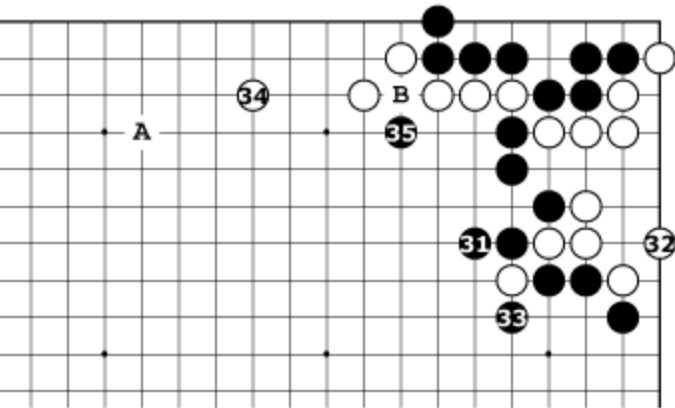
29 Black plays 29 to emphasize the top.



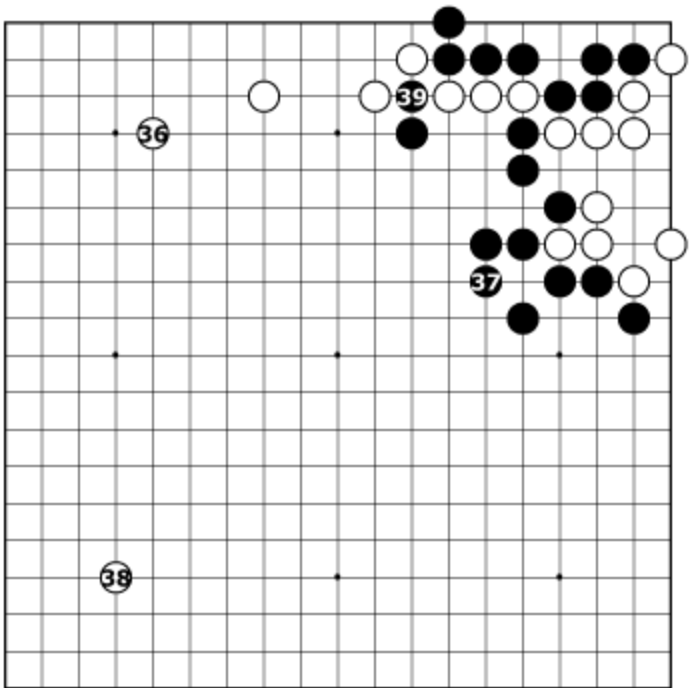
23 Black 23 is not too early.



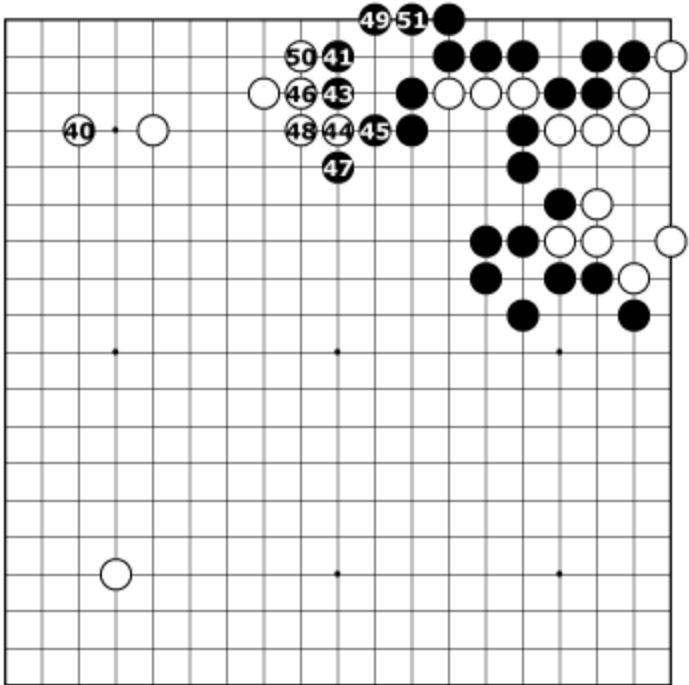
30 'A' is usual, Trying to kill with White on 'B' fails.



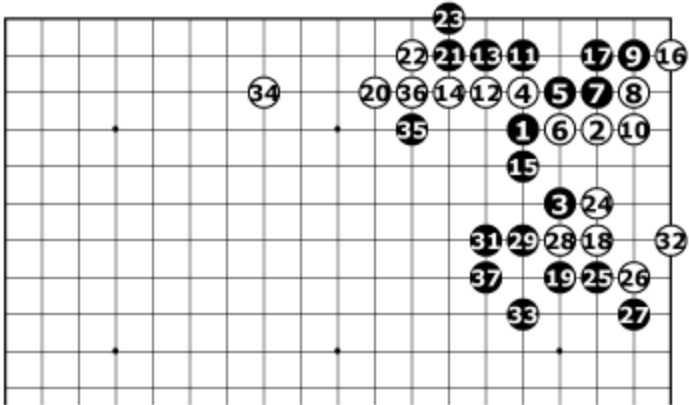
35 As this peep is played later compared to the more advantageous variation, White may more likely play tenuki e.g. on 'A'. Playing 'B' is just saving points without influencing the status of the Black center group.



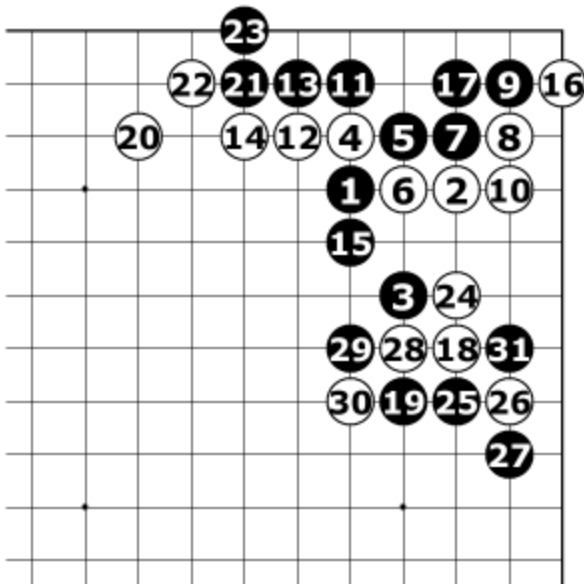
39 Later



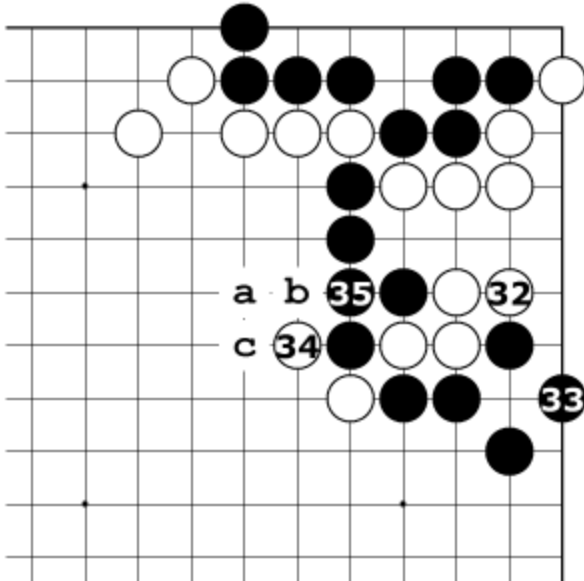
51 Both sides gained the same amount of territory, but White has an elsewhere move and sente to counter the influence Black developed.



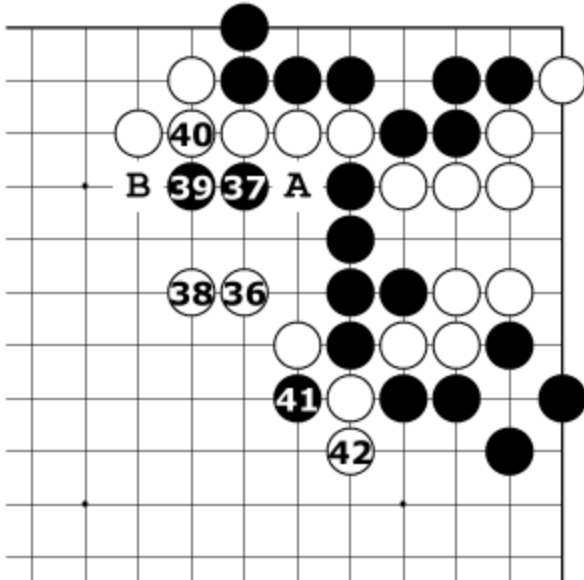
37 Same result as joseki.



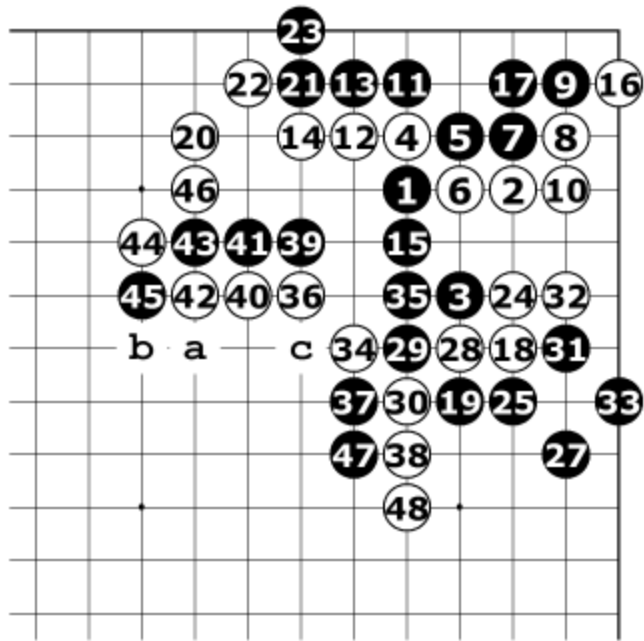
31 Black 31 is a trick play.



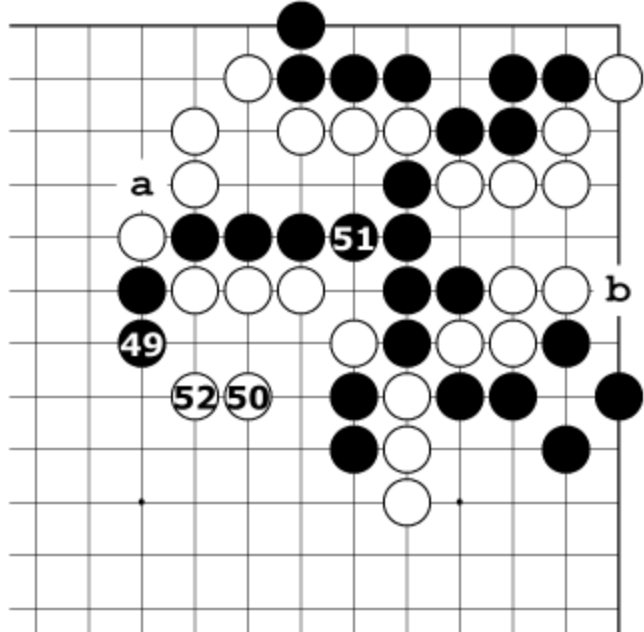
35 White continues with 'a'. White 'b' and 'c' are mistakes.



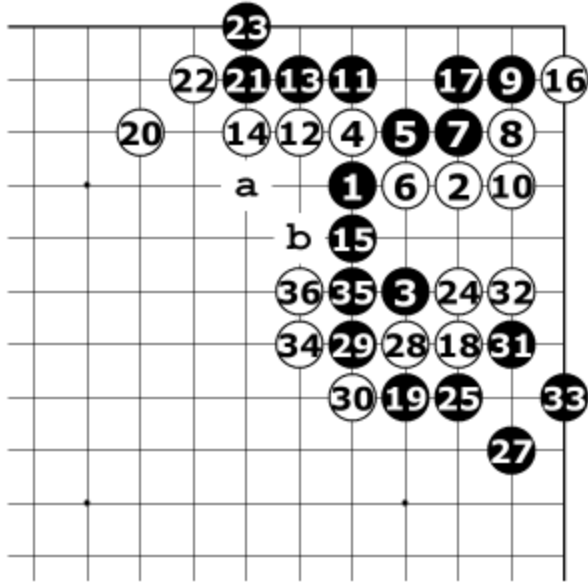
42 A and B are miai now.



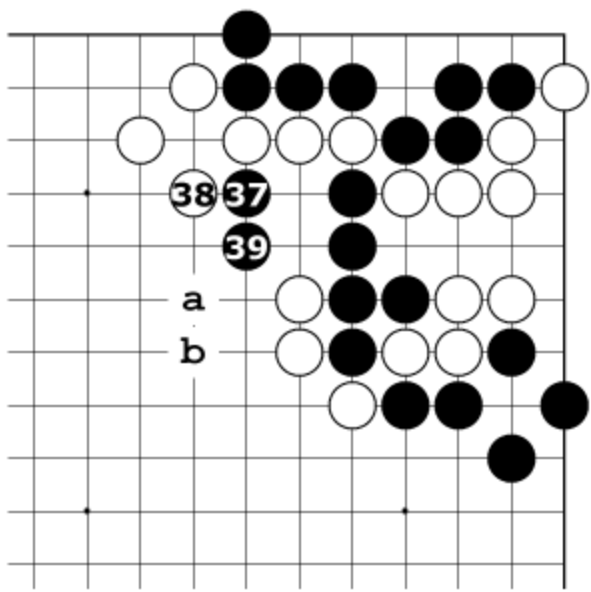
48 Black may try 'a', 'b' or 'c'. Neither work.



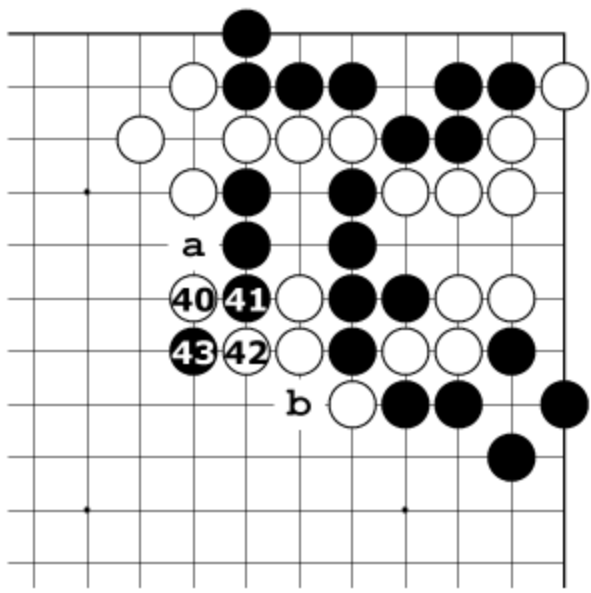
52 Black may try 'a' or 'b'. White wins by a move either way.



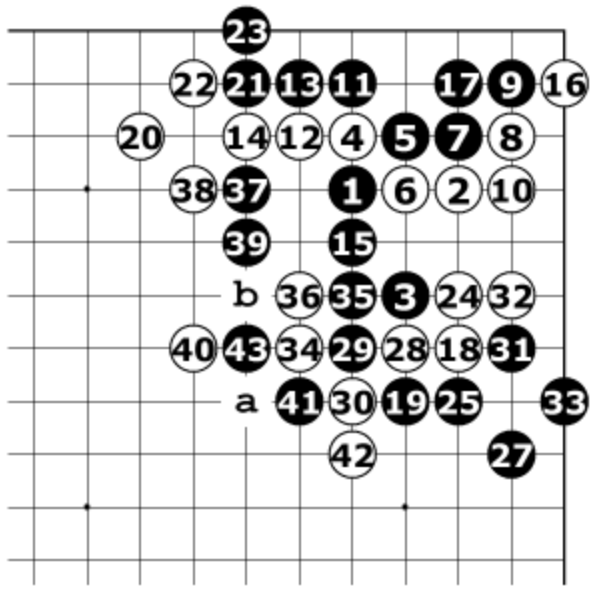
36 White 36 is a mistake. Black escapes with 'a'. Black 'b' is a mistake.



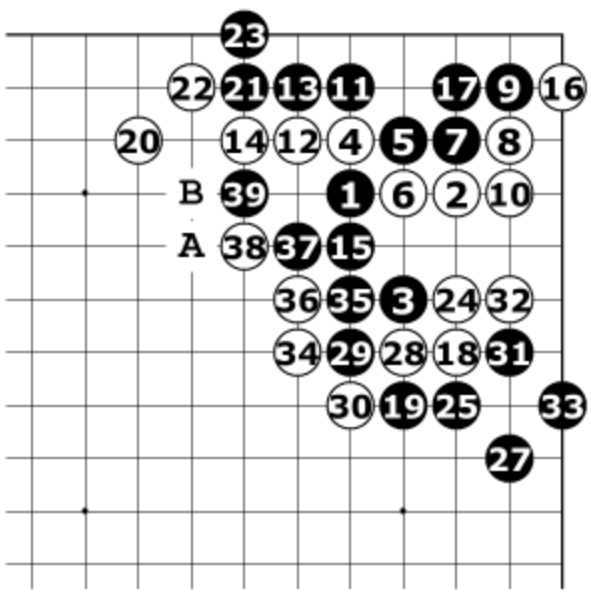
39 White may try 'a' or 'b'. Neither work.



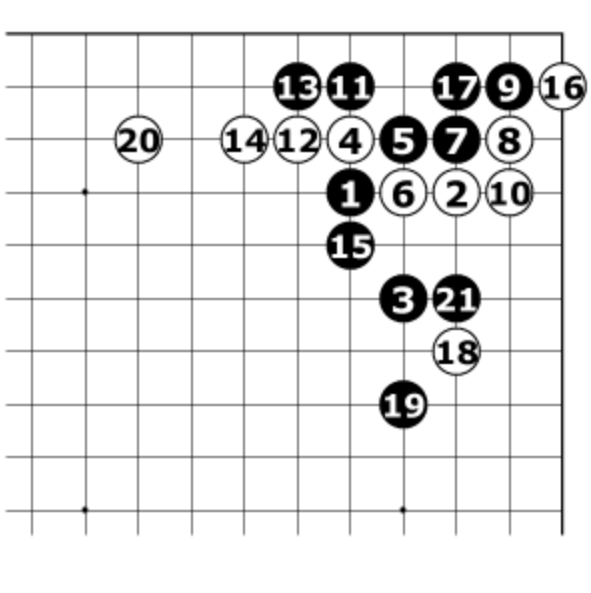
43 'a' and 'b' are miai. Black is out, and the White group at the bottom right dies.



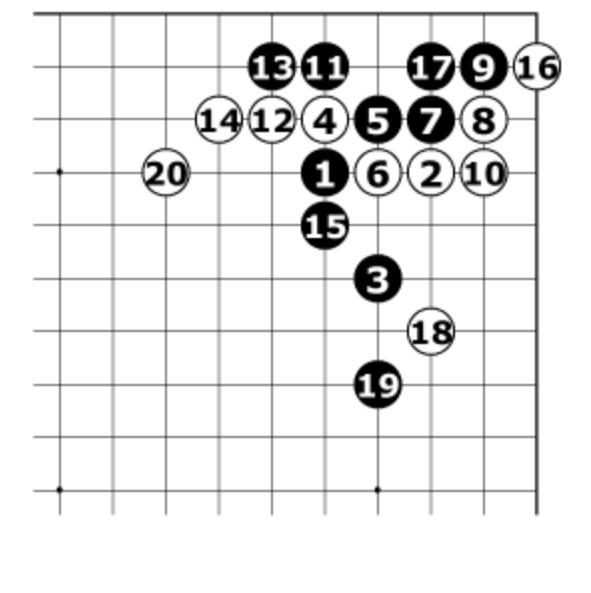
43 White may try 'a' or 'b'. Neither work.



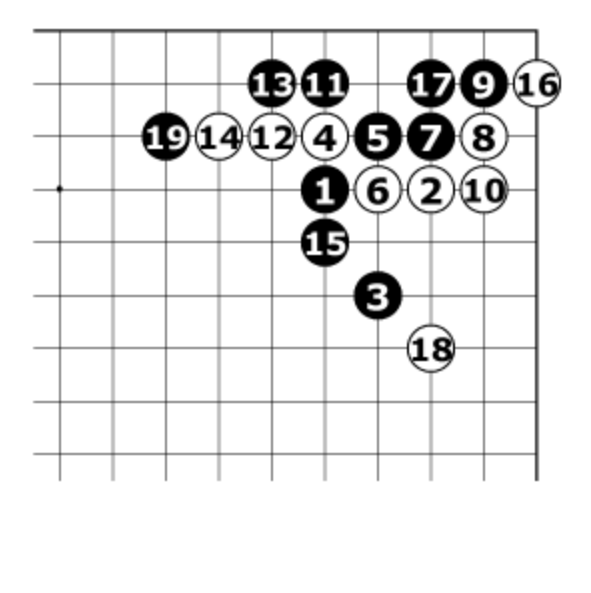
39 'A' is correct, 'B' is a mistake.



21 Black 21 is a mistake

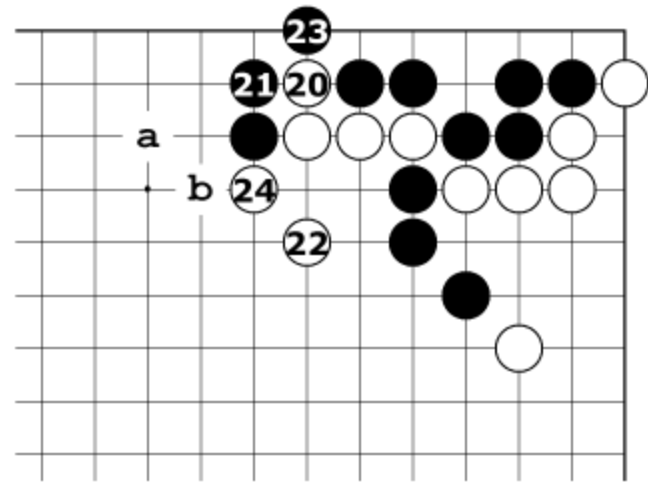


20 White 20 is an overplay.

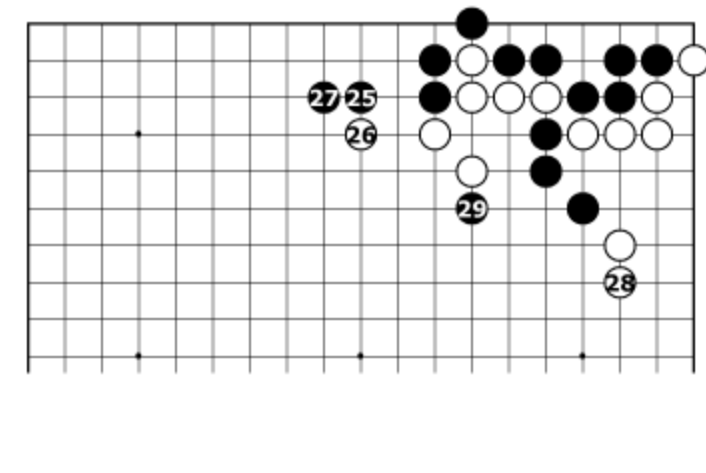


19 White 19 is not

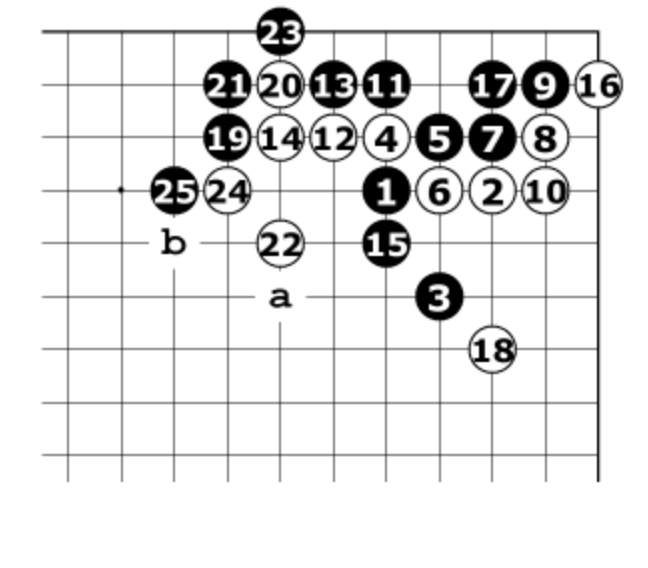
recommended.



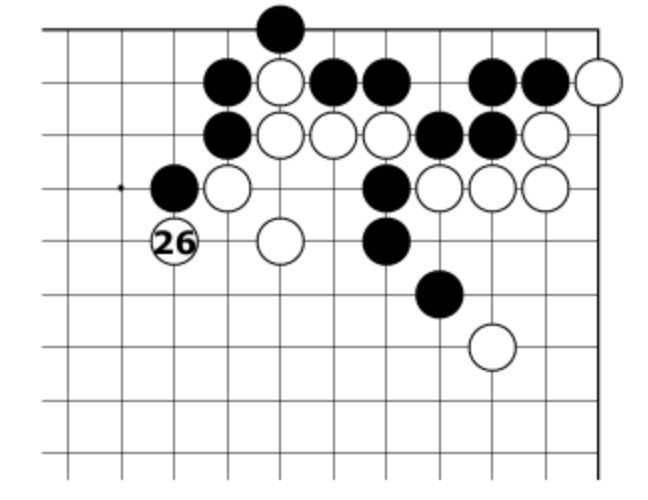
24 Black continues with 'a'. Black 'b' is not recommended.



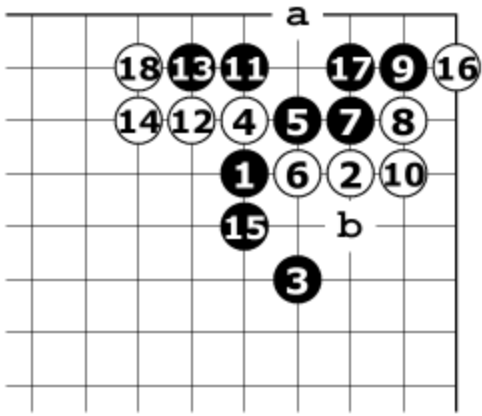
29 If Black tries 29....



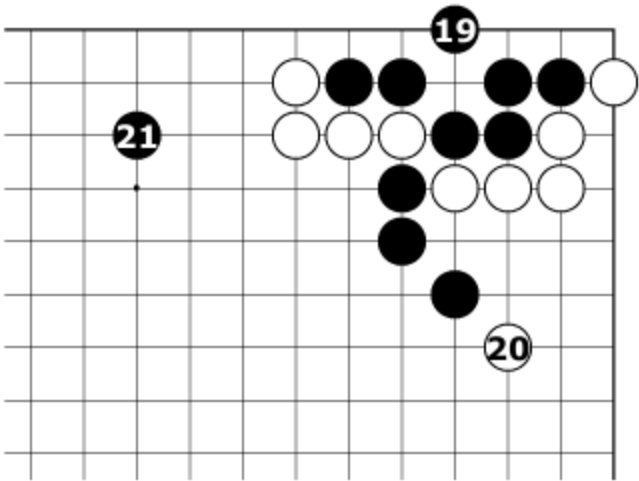
25 Black 25 is not recommended. White continues with 'a'. White 'b' is a careless mistake.



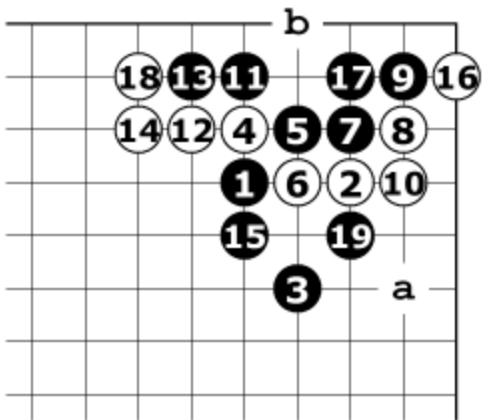
26 White 26 is a mistake.



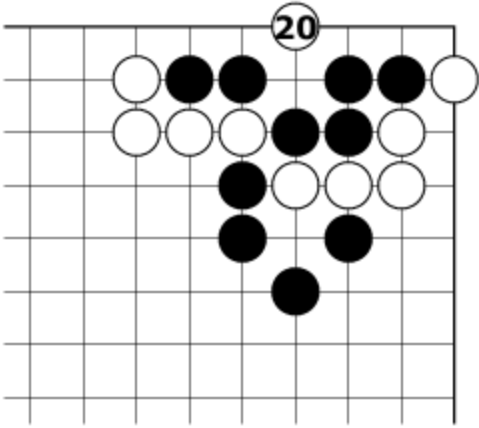
18 White 18 is a mistake. Black continues with 'a'. Black 'b' is a trick play that can be foiled.



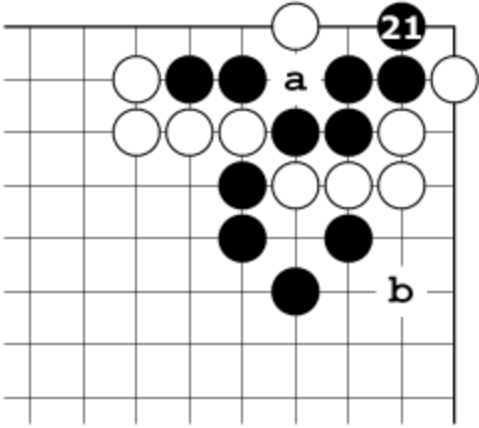
21 Black 21 deprives the White stones of a base. This move is the reason White 18 is a mistake.



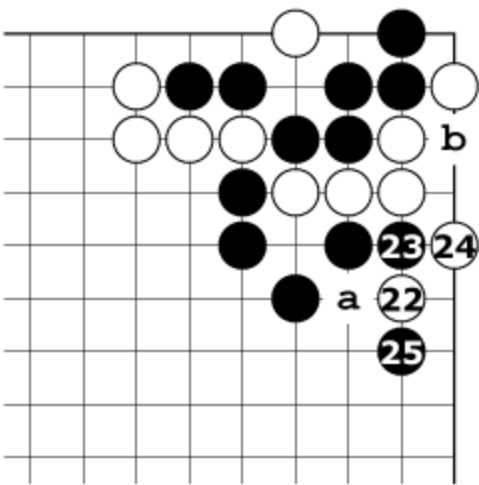
19 Black 19 is a trick play. White continues with 'a'. White 'b' is a mistake.



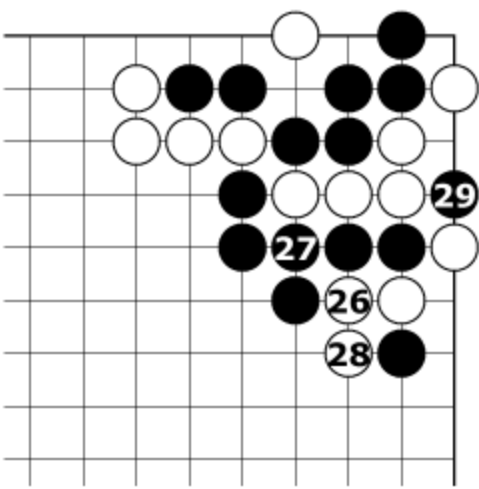
20 White 20 is a mistake.



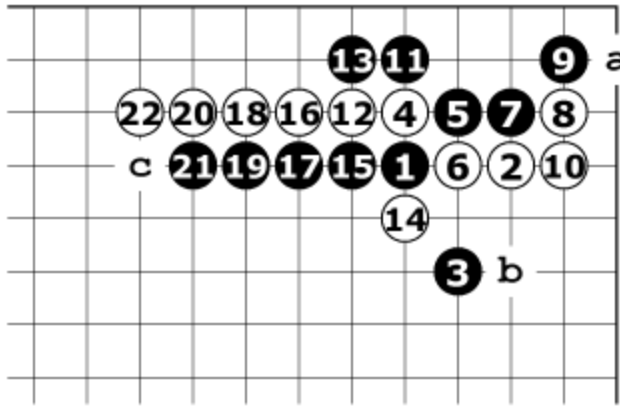
21 White may try 'a' or 'b'. Neither work.



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

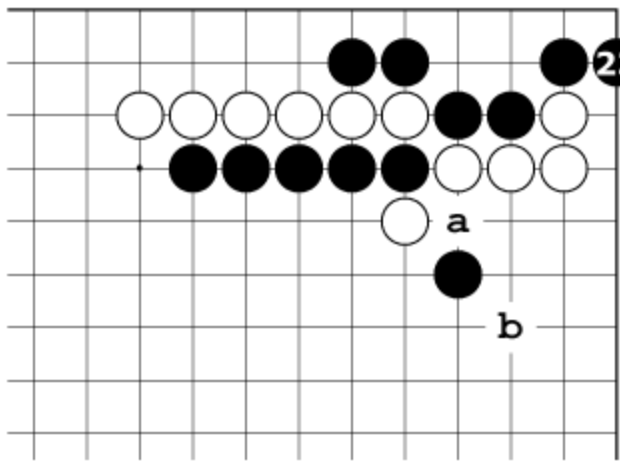


29 Black 29 drives the last nail in White's coffin.

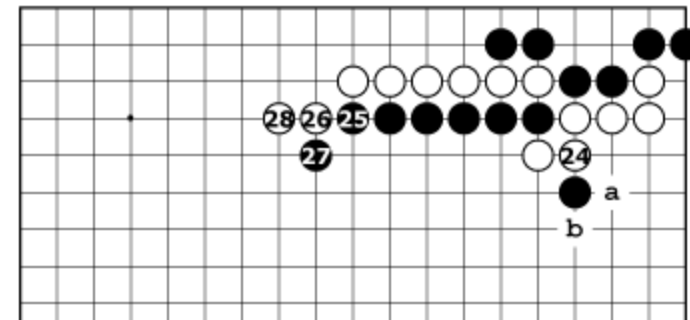


22 Black continues with 'a' to live in the corner, or 'b' for thickness, while possibly sacrificing the corner.

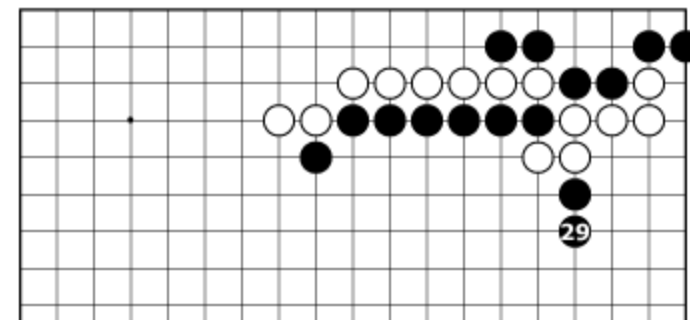
Black 'c' is a mistake.



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

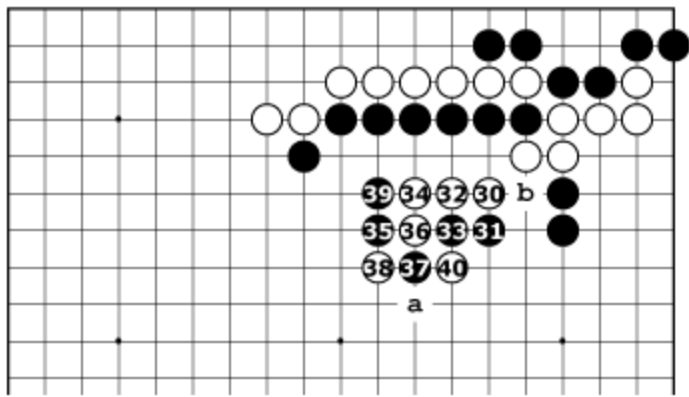


28 Black continues with 'a'. Black 'b' is an overplay.

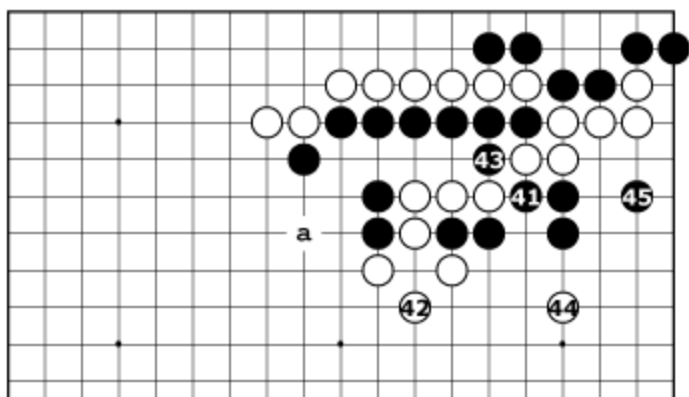


29 Black 29 is an all-out play, but unreasonable. Black must have the ladder to play this way. White gets

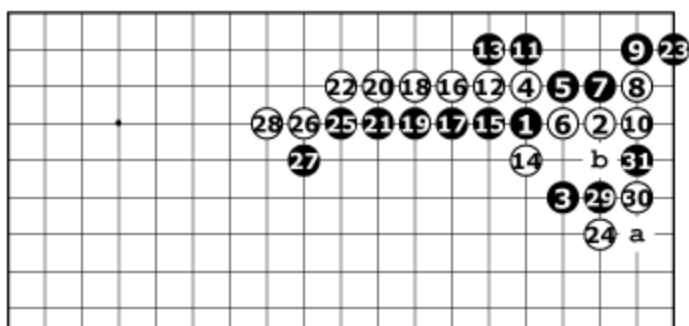
and favorable result, and Black ends in gote.



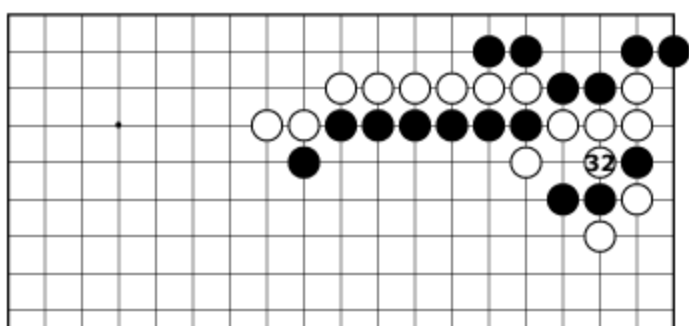
40 Black continues with 'a' or 'b'.



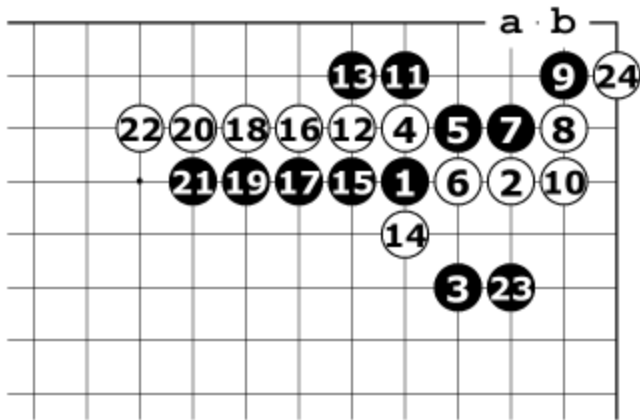
45 'a' is the vital point of this shape: White's next move, if White plays in the center.



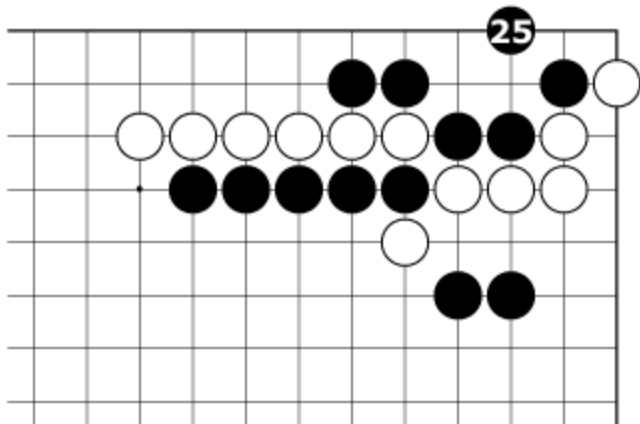
31 White continues with 'a'. White 'b' is a mistake.



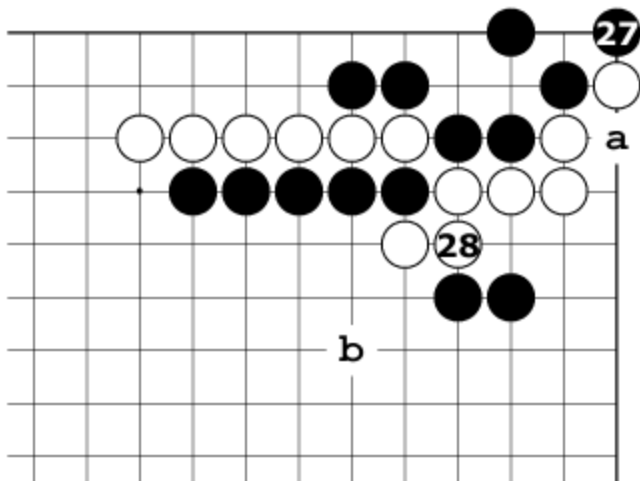
32 White 32 is a mistake.



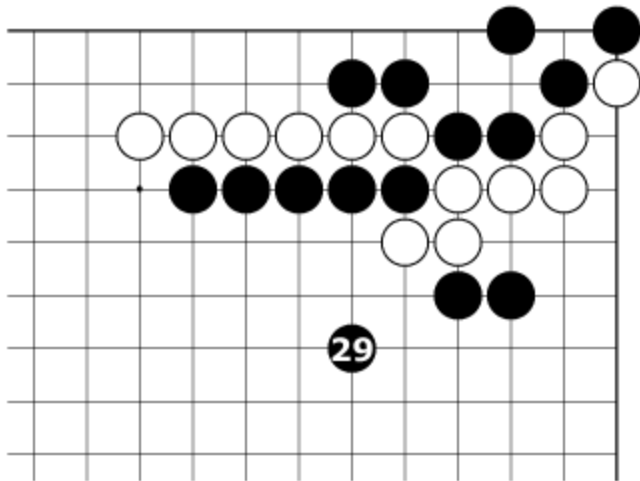
24 Black continues with 'a', and faces a ko. Black 'b' is a mistake.



25 Black faces a ko.

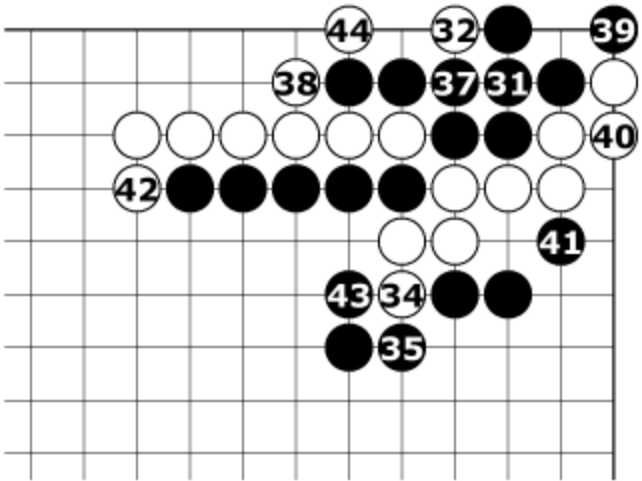


28 Black continues with 'a' or 'b'. Black 'a' is the easy way out. Black 'b' is tough-minded.

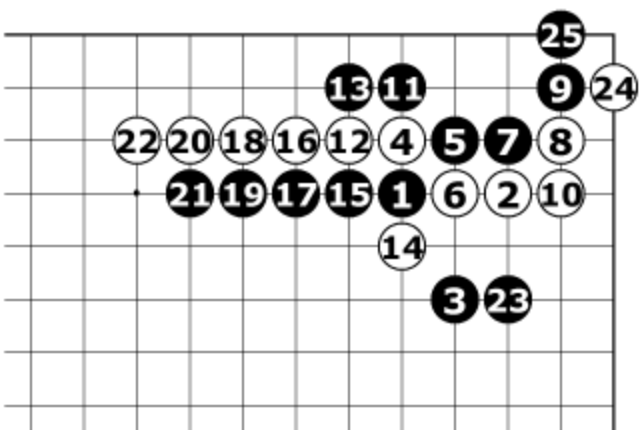


29 Black 29 to fight the corner ko. Without other ko

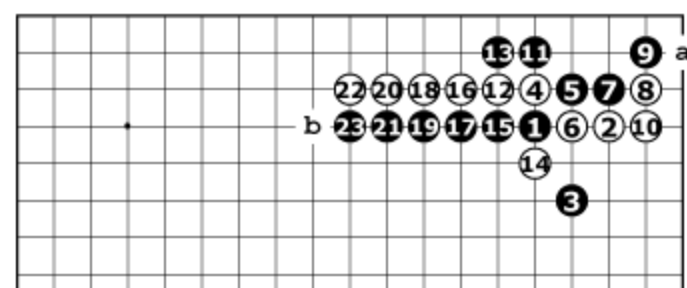
threats, Black loses, but gets thickness, giving what is considered an equal result.



44 White captures, Black builds thickness. The result is considered equal.

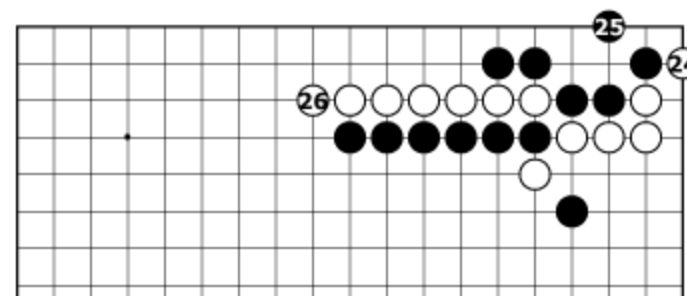


25 Black 25 is a mistake; the Black corner stones will die.

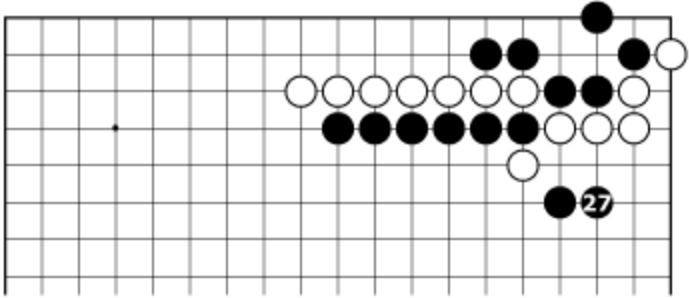


23 Black 23 is a rash mistake.

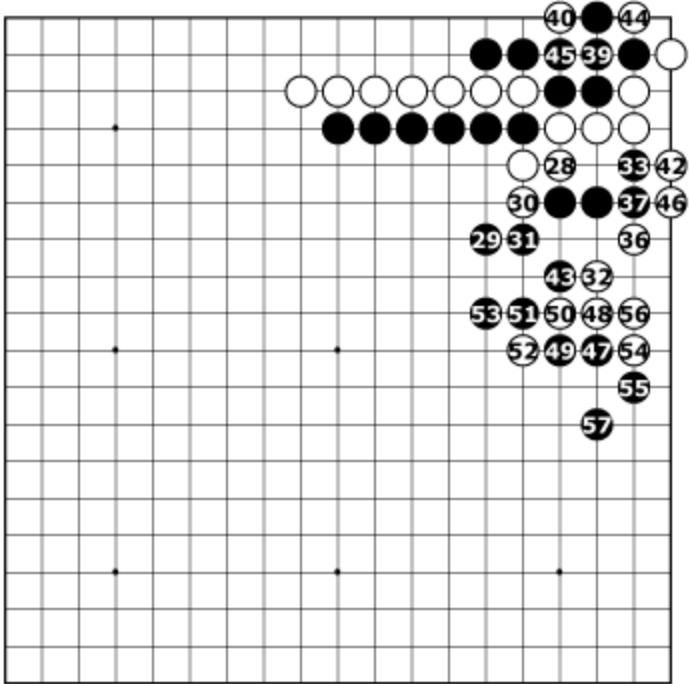
White continues with 'a'. White 'b' is a mistake.



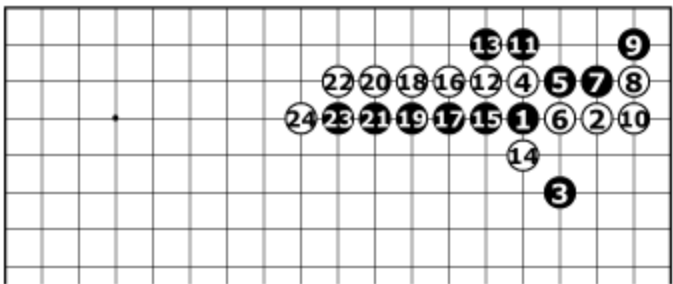
26 Now Black faces a ko in the corner.



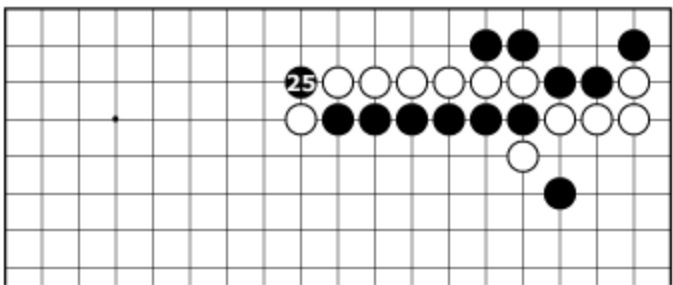
27 The following is from game 3 of the 1952 Honinbo Title between Hashimoto Utao (White) and Takagawa (Black).



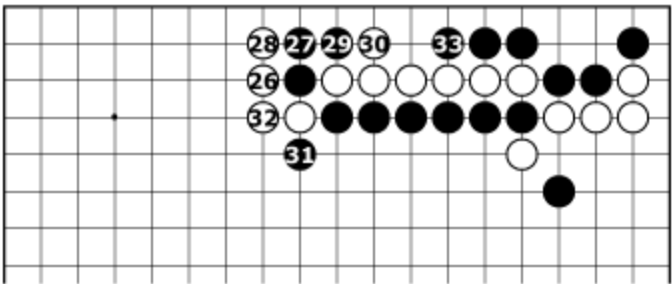
57 The remains unresolved, and the White group at right cannot live without winning the ko.



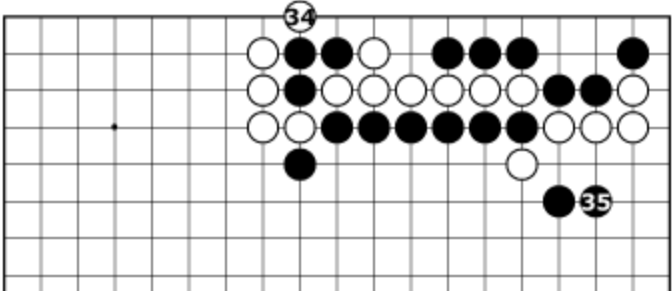
24 White 24 is a mistake.



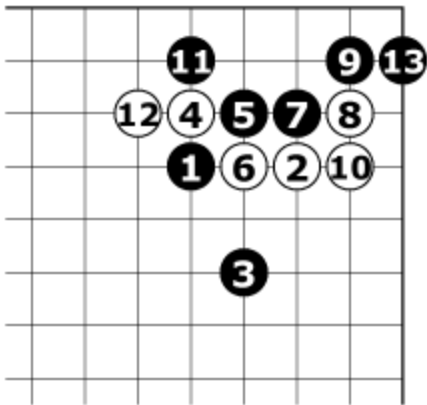
25 Black 25 starts a sacrifice.



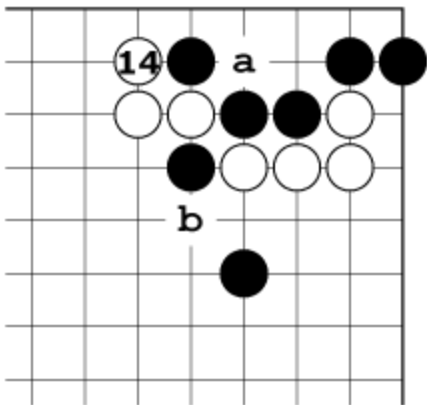
33 Now Black lives in the corner.



35 Black 35 captures the White stones.



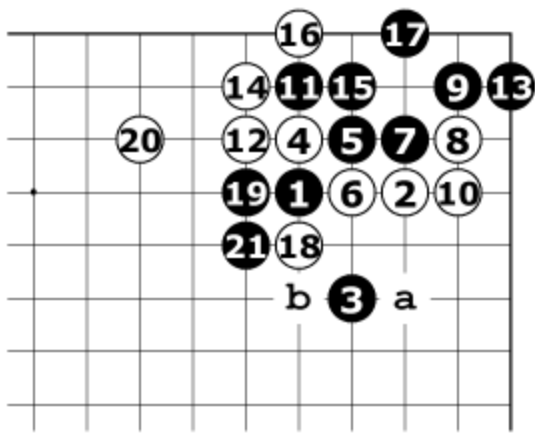
13 Black 13 is a special strategy, and something of a trick play.



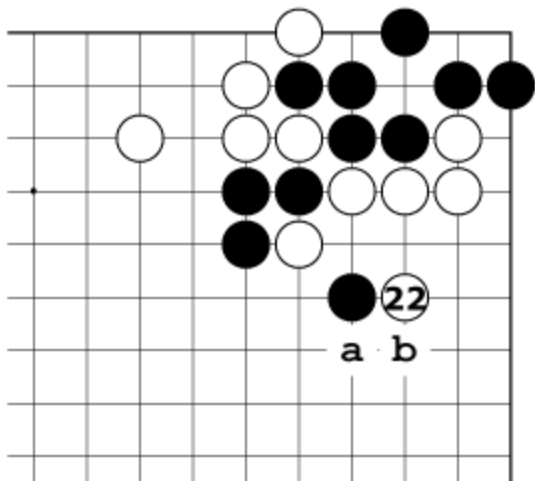
that takes care of the White stones

If Black 'a', White 'b'.

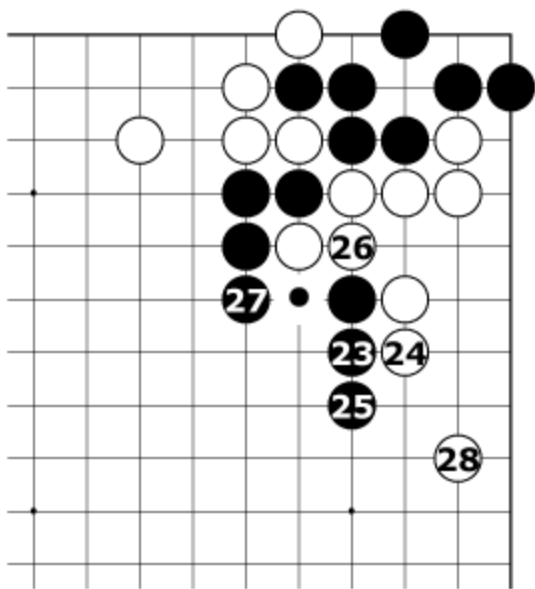
White is established on both sides, while Black's center stones are floating.



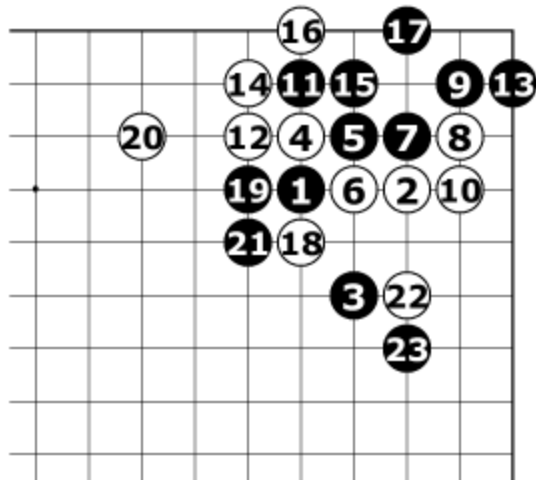
21 White continues with 'a'. White 'b', a sacrifice play, comes from a professional game.



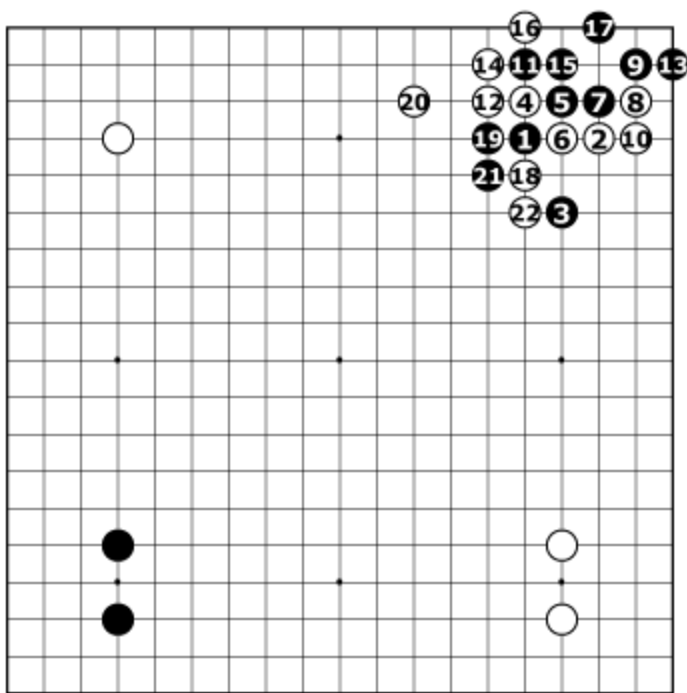
22 Black continues with 'a'. Black 'b' is a mistake.



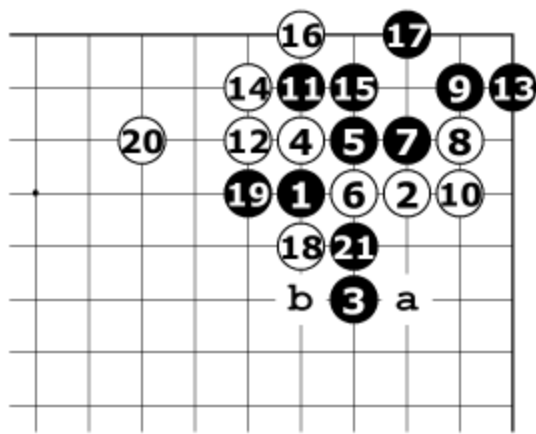
28 Black still has the marked point to worry about.



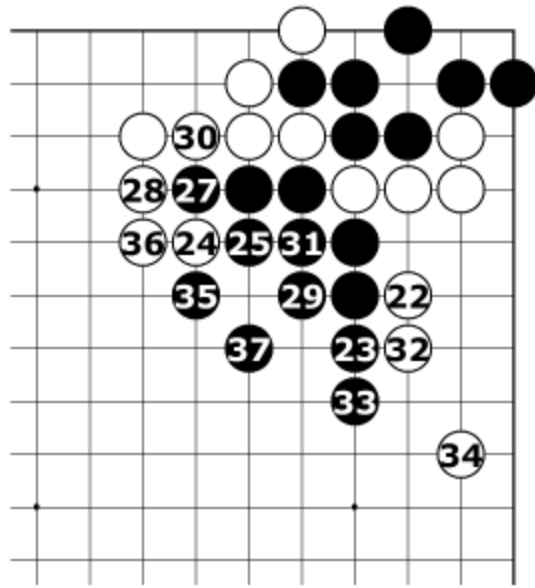
23 Black 23 is a mistake.



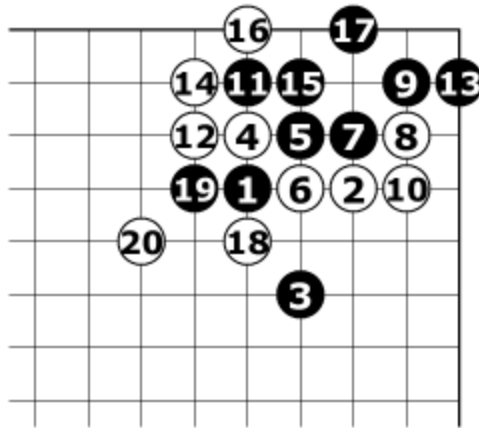
22 White 22 was played by Magari against Nakamura Yutaro in the 1958 4th Top Position Title League.



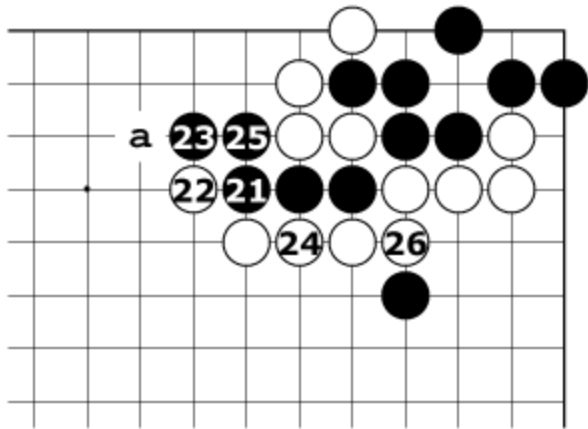
21 White continues with 'a' to save the White stones at lower right, or 'b' to sacrifice those stones to build thickness.



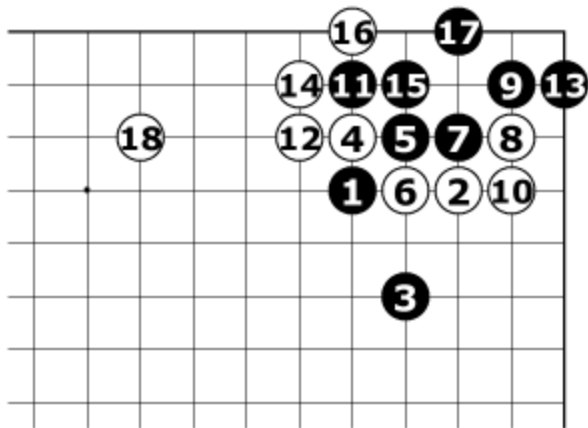
37 After getting such thickness at top, White does not mind Black's ponnuki shape.



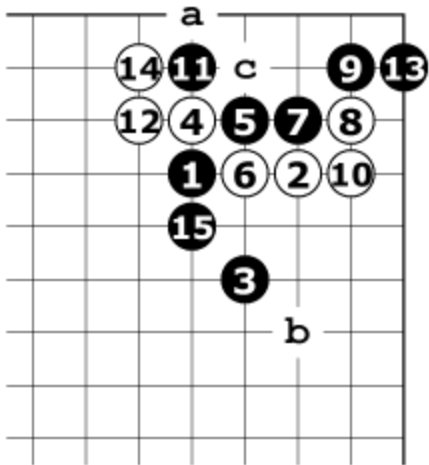
20 White plays 20 to build thickness (while sacrificing the stones at top).



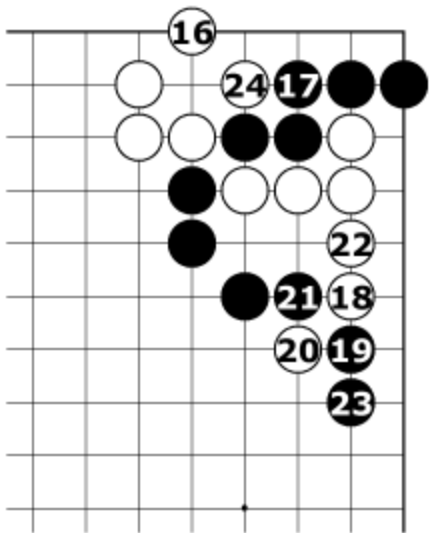
26 'a' is the vital point for either player.



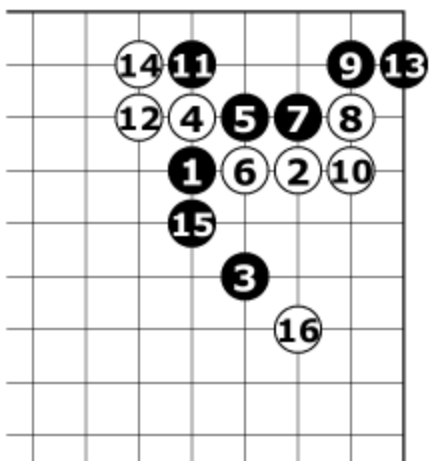
18 White 18 is a mistake.



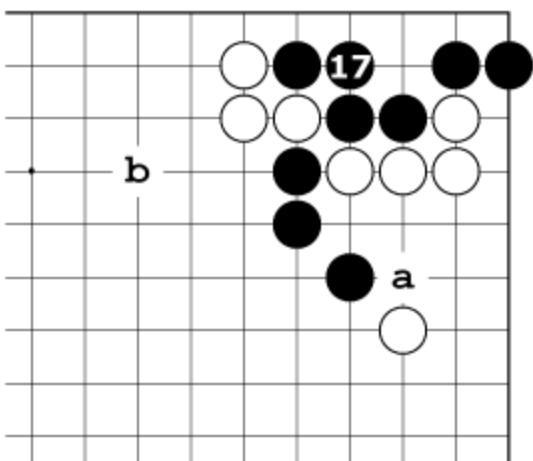
15 White continues with 'a'. White 'b' and 'c' are mistakes.



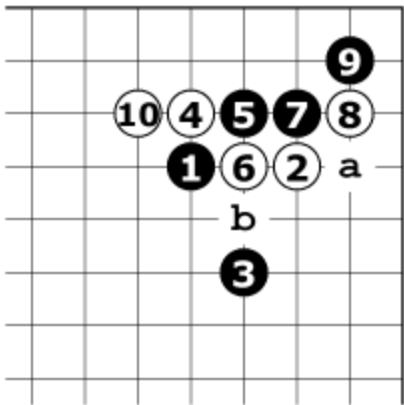
24 White wins by one move.



16 White 16 is a mistake.

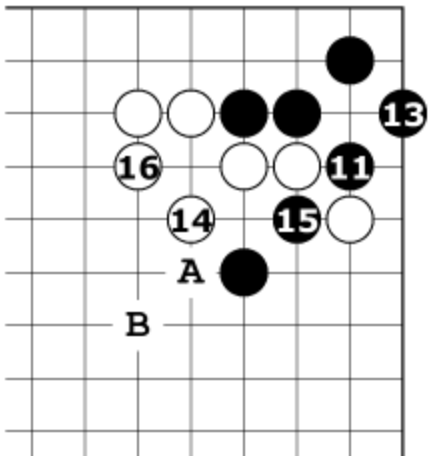


17 'a' and 'b' are miai.



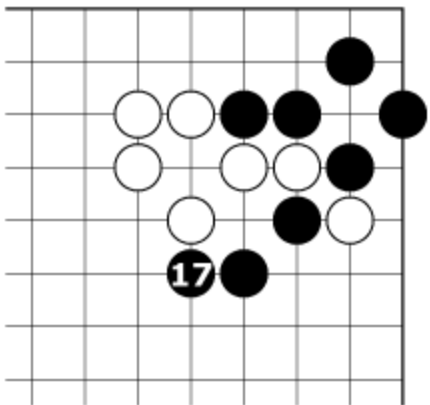
10 White 10 is a peaceful reply, and a loss locally.

Black continues with 'a *'. Black 'b' is greedy.

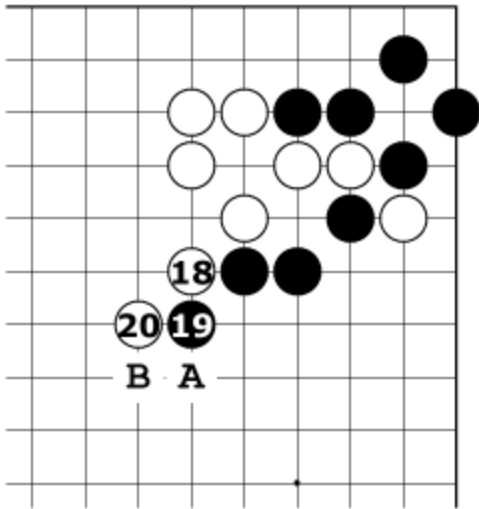


16 * GOOD VARIATION *

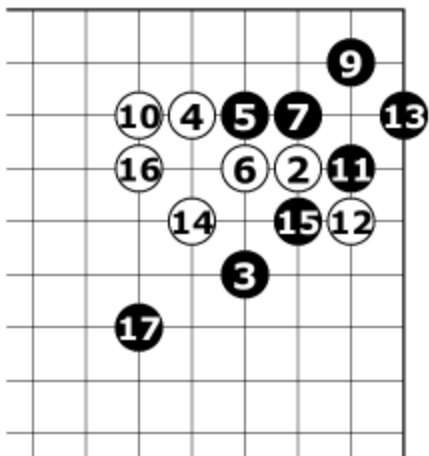
Black has a territorial advantage. White kept things simple. The aji of White 12 disables Black to press hard into the middle. Black continues with 'A'. 'B' is questionable..



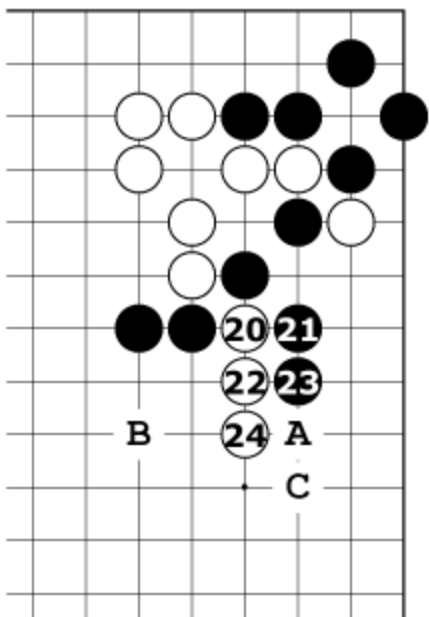
17 Later.



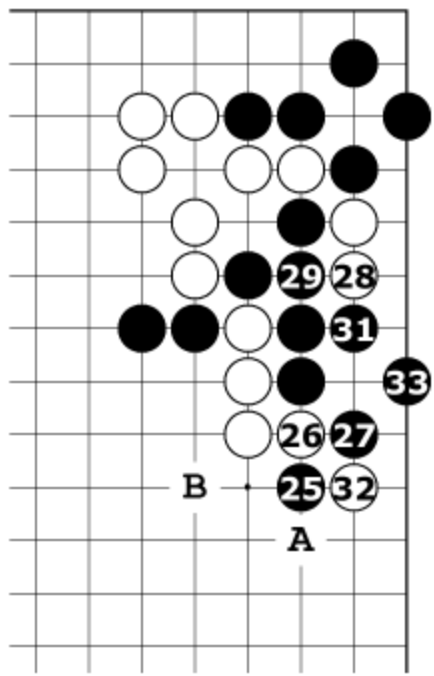
20 'A' is correct, 'B' is a mistake.



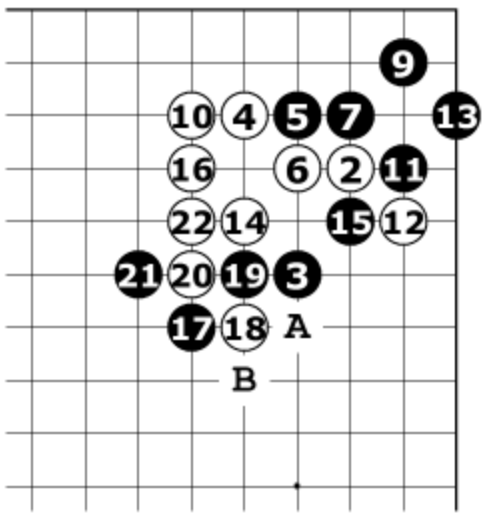
17 Mistake. 'A' and 'B' punish.



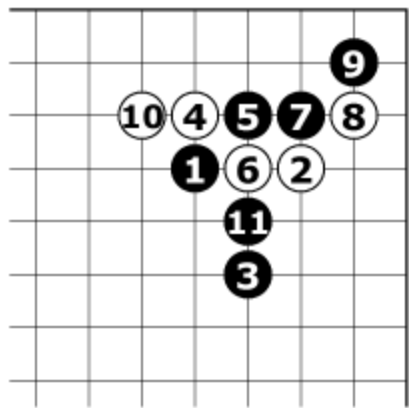
24 Pushing from behind on 'A' weakens the center stones. Strengthening the center on 'B' allows White to settle on the right side. Jumping on 'A' can be foiled too.



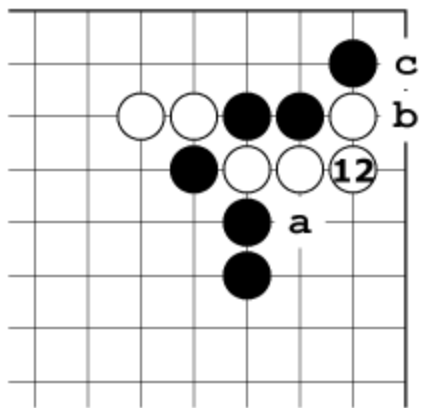
33 'A' with the ladder. Without perhaps 'B'.



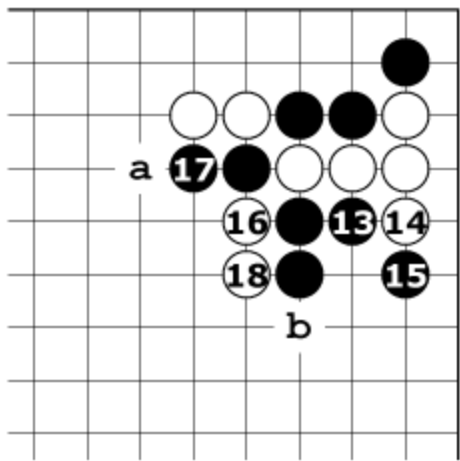
22 'A' gives a disadvantageous position, 'B' a disaster for Black.



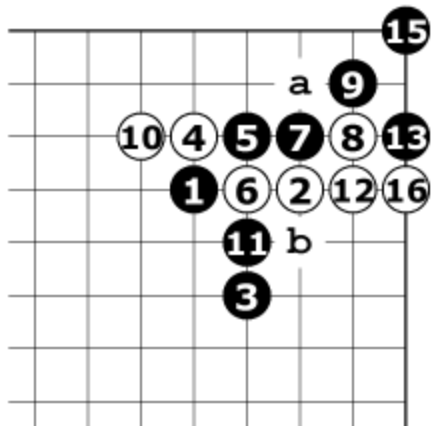
11 Black 11 is a greedy attempt to capture all the White stones at right.



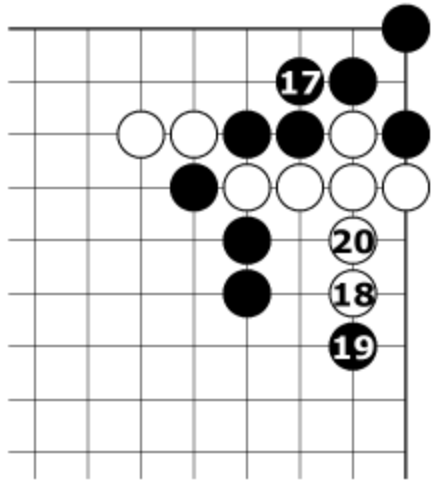
12 Black 'a' is better than 'b' or 'c'.



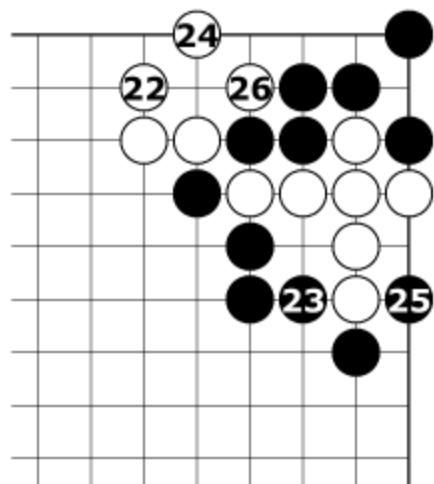
18 'a' and 'b' are miai.



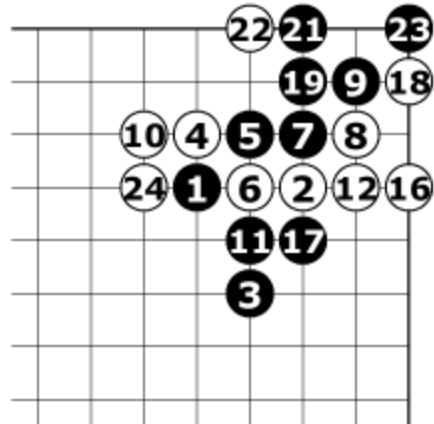
16 Black may try 'a' or 'b'. Neither work.



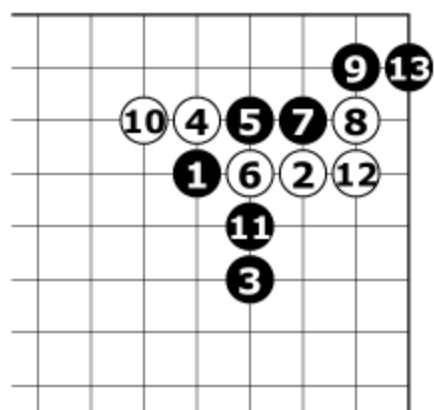
20 White 20 is the tesuji to give White enough liberties to win the ensuing ko.



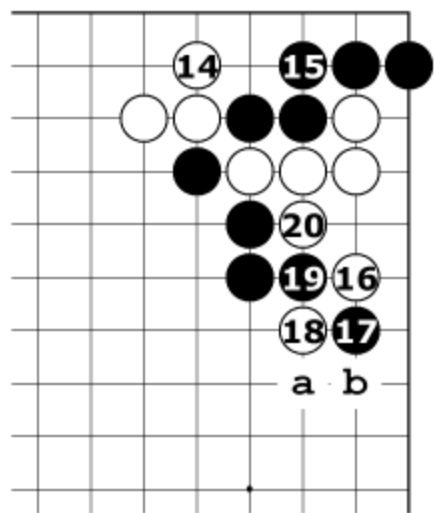
26 It is White's turn to take ko. Black cannot win this fight with only local ko threats.



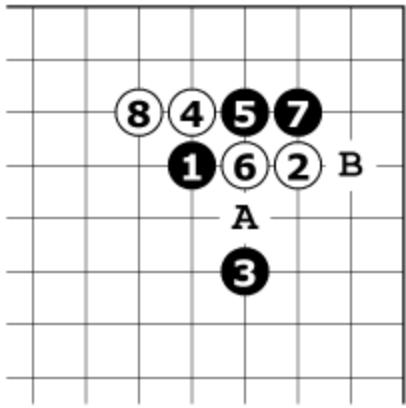
24 White's big ko threat.



13 Black 13 aims to capture without ko.

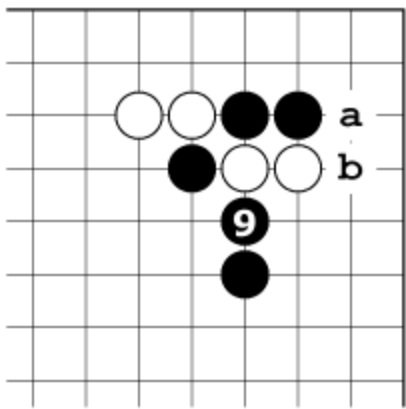


20 Black 'a' and 'b' are both hopeless.

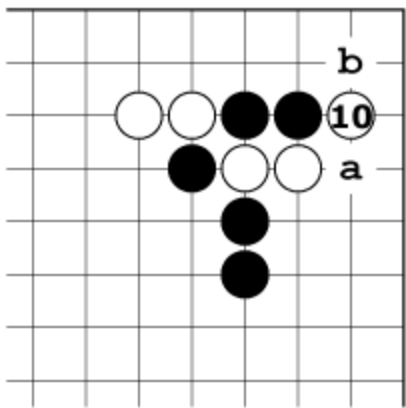


⑧ White 8 is a mistake.

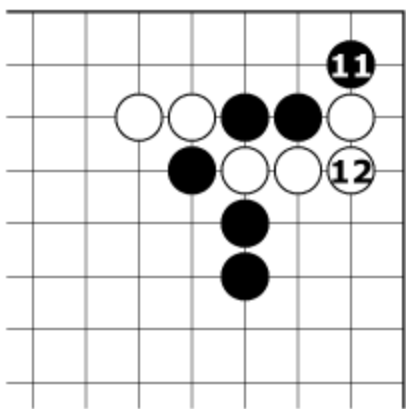
Black continues with 'A'.
Black 'B' is a mistake.



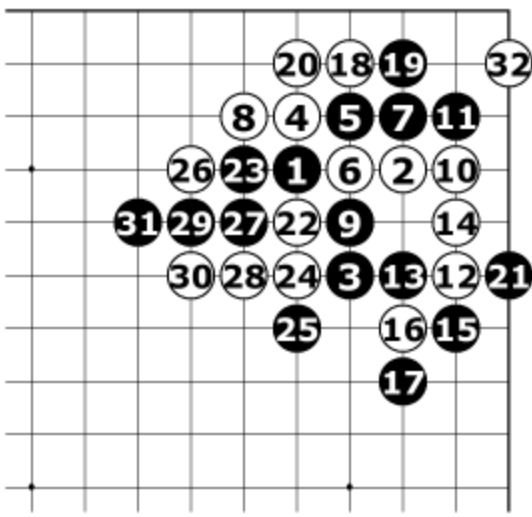
⑨ White may try 'a' or 'b'.
White 'b' depends upon a ladder to work.



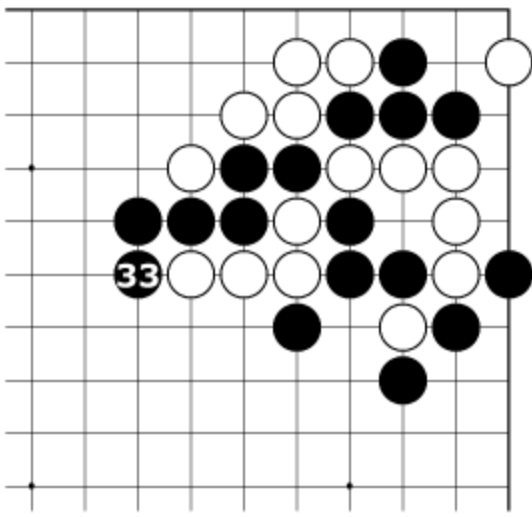
⑩ Black continues with 'a' or 'b'.



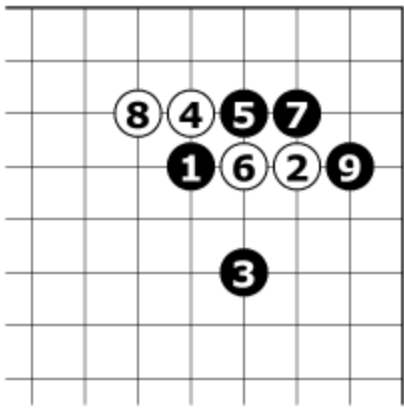
⑫ See 5-1-3-1-3-1-1-1 for continuation.



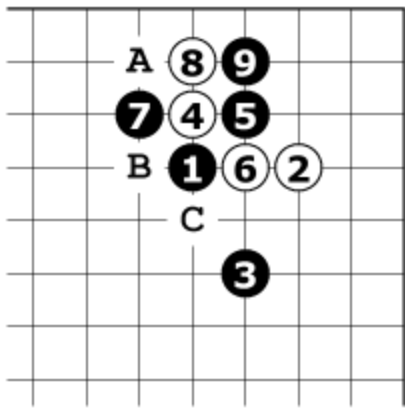
⑩ White takes the corner but...



⑩ ... White's center stones are likely forfeit.

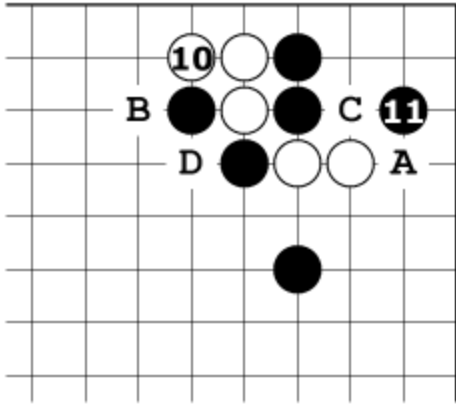


⑨ Black 9 is too mild.

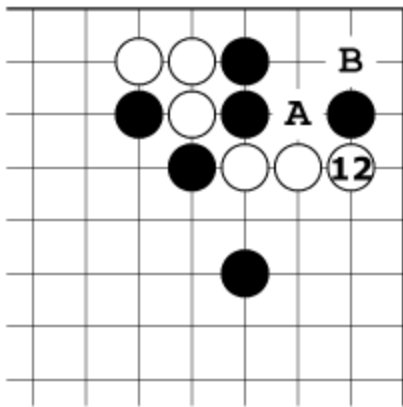


⑨ Black 7 and 9 comprise a famous trick play.

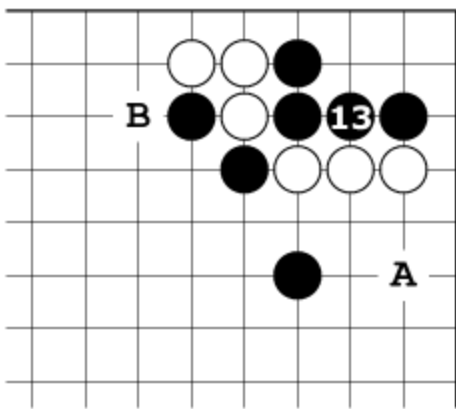
'A' is correct, 'B' and 'C' are mistakes.



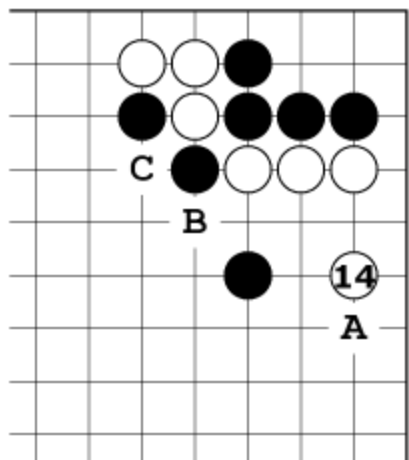
⑩ White punishes with 'A' or 'B'.
'C' only gives an equal result.
'd' is a mistake.



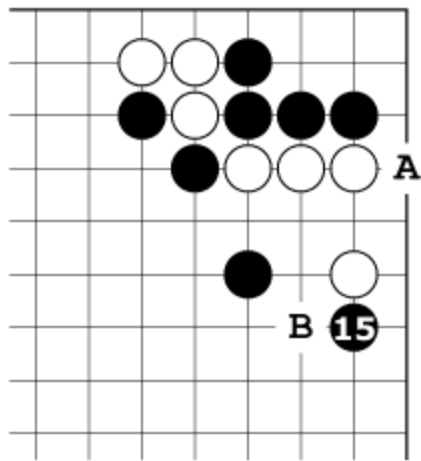
⑩ 'A' gives Black an inferior result.
'B' loses the corner,



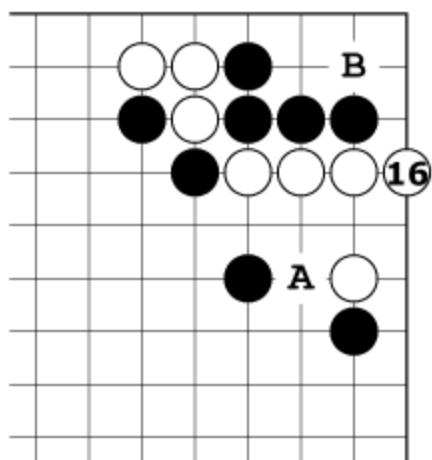
⑩ 'A' or 'B' are the same variation.



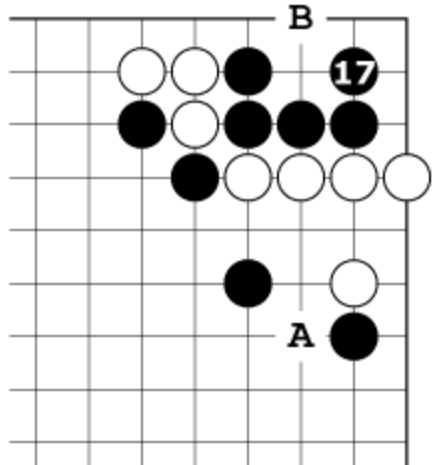
14 Neither 'A', 'B' or 'C' give Black a satisfying result.



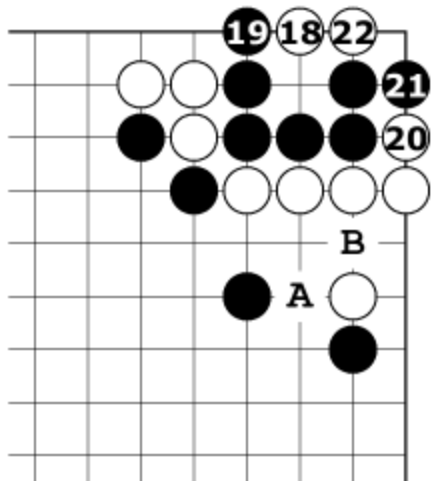
15 'A' is correct, 'B' is inferior.



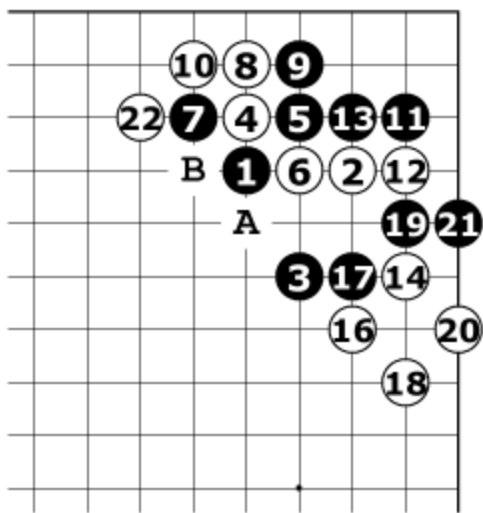
16 Black takes the right side on 'A' or a small corner on 'B'.



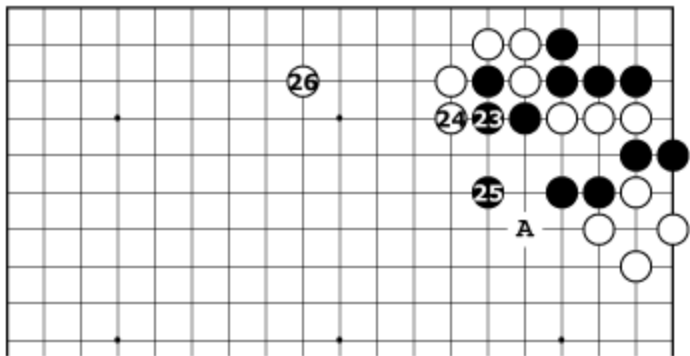
17 'A' is correct, 'B' -> White dies on the right.



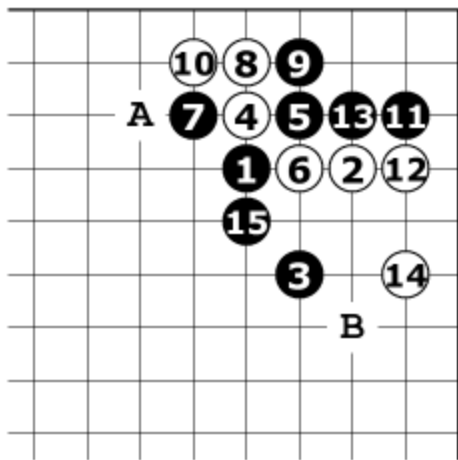
22 Black kills on 'A' or 'B'.



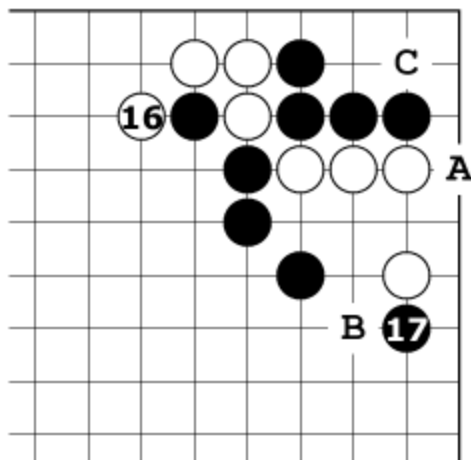
22 'A' is correct, 'B' is inferior.



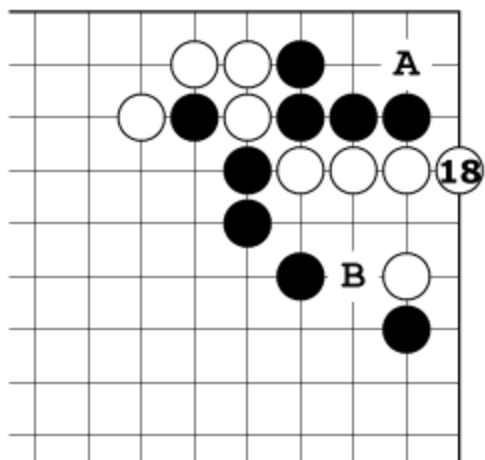
26 White still has the forcing move at 'a'.



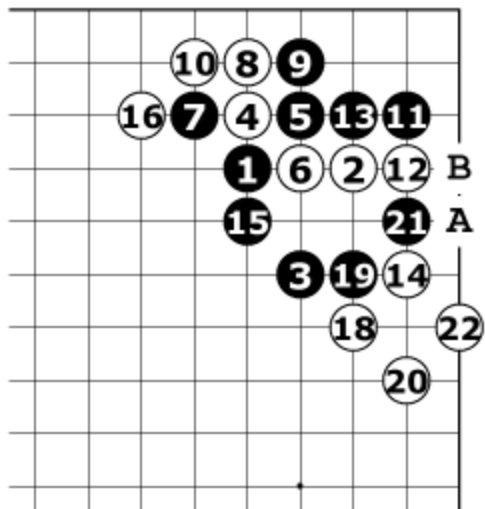
15 'A' is correct. 'B', giving the top stones, is a mistake.



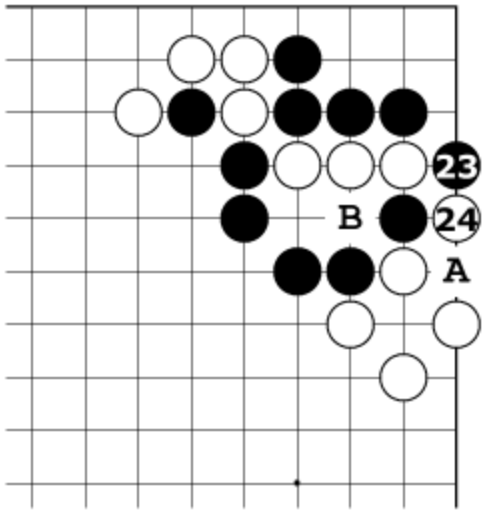
17 'A' is correct 'B' and 'C' are mistakes.
'B' gives three stones to make a position on the right side.
'C' gives a seki and strong Black influence..



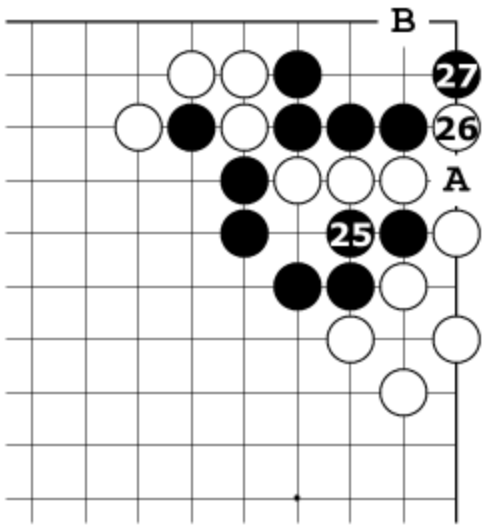
18 'A' keeps the corner, but the center stays weak.
'B' gives the corner for the right side.



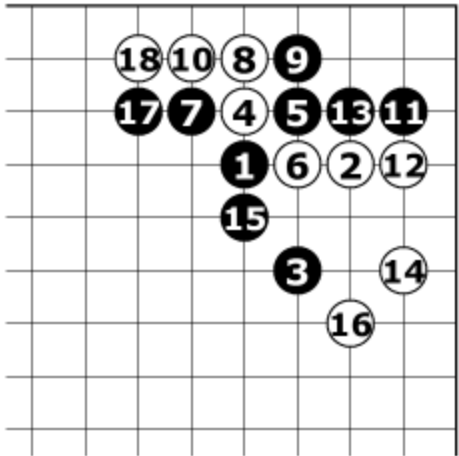
22 'A' is correct. 'B' risks a ko.



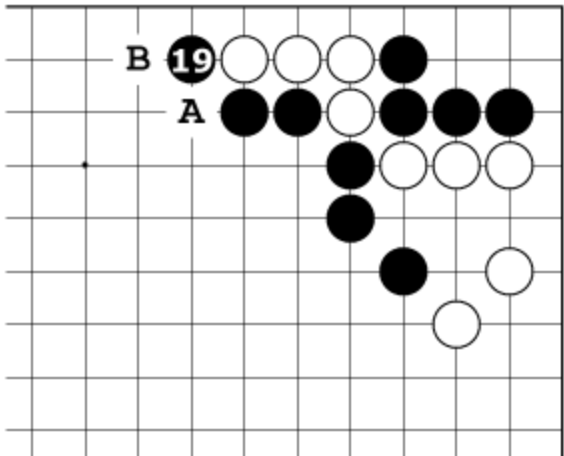
24 'A' is correct, 'B' is a mistake.



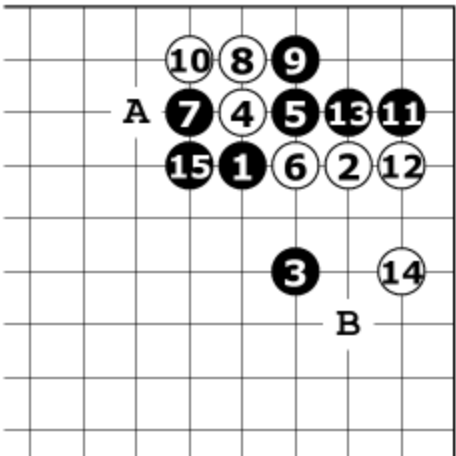
27 'A' is satisfied to hunt the center stone, 'B' tries to take the corner with a ko.



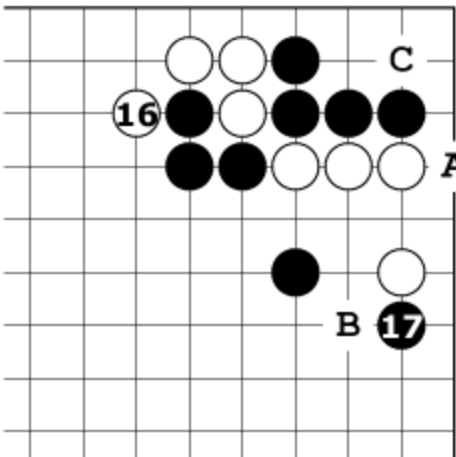
18 White cannot escape.



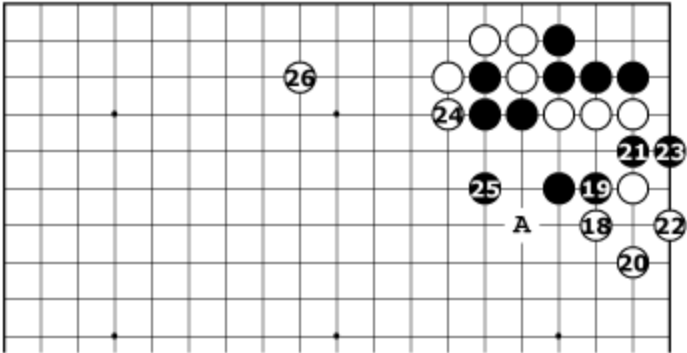
19 'A' or 'B' don't work.



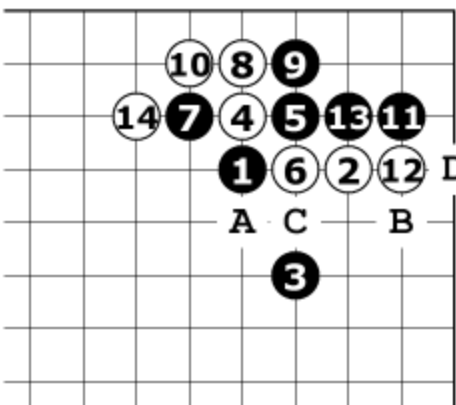
15 White gives stones on the right side with 'A' or the top side with 'B'.



17 'A' is correct, 'B' is inferior. 'C' -> seki.

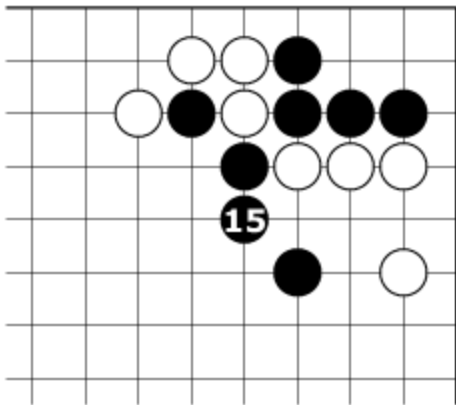


26 White still has the forcing move at A.

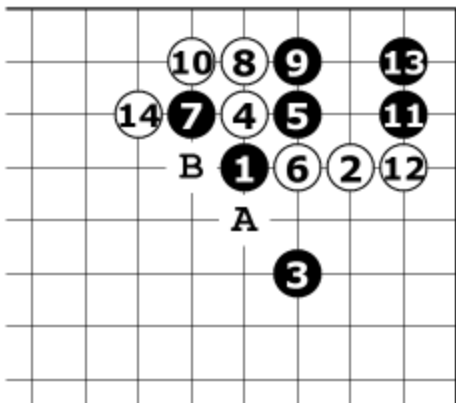


14 'A' is correct, Black cannot

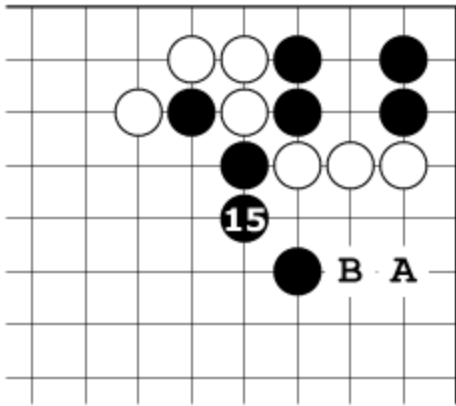
capture on 'B', 'C' or 'D'.



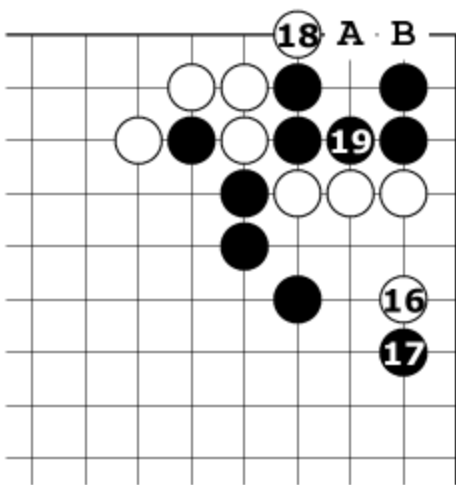
16 Same variation as White 14 before White 16.



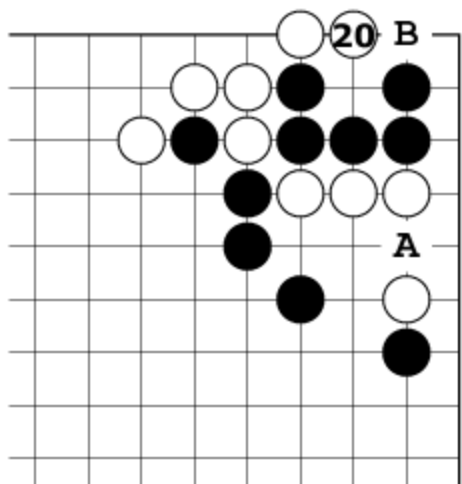
14 'A' or 'B' don't help.



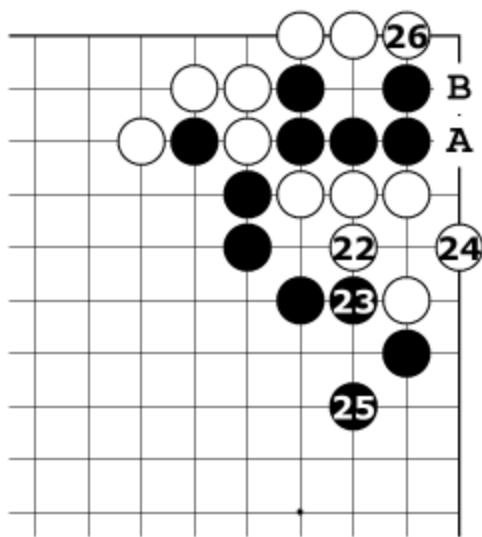
15 'A' or 'B' take the corner,



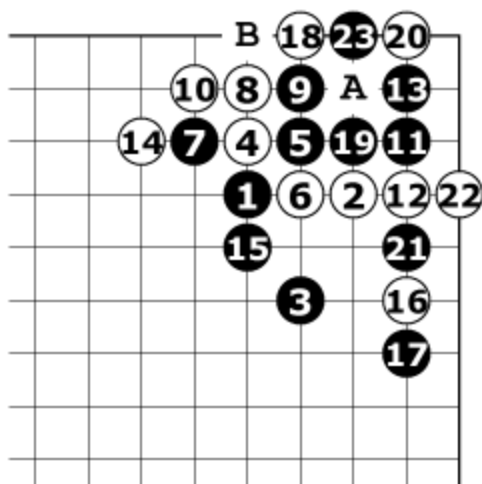
19 'A' kills the corner. 'B' is recommended by Ishida Yoshio, but a mistake.



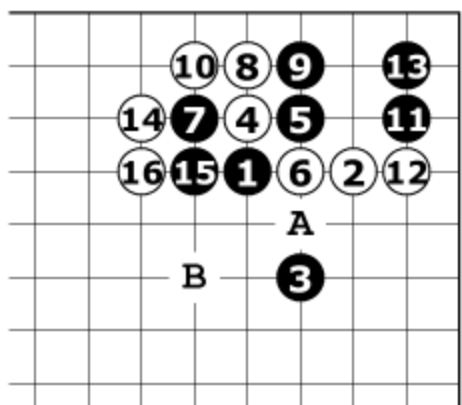
20 'A' or 'B' don't help.



26 'A' or 'B' don't help.

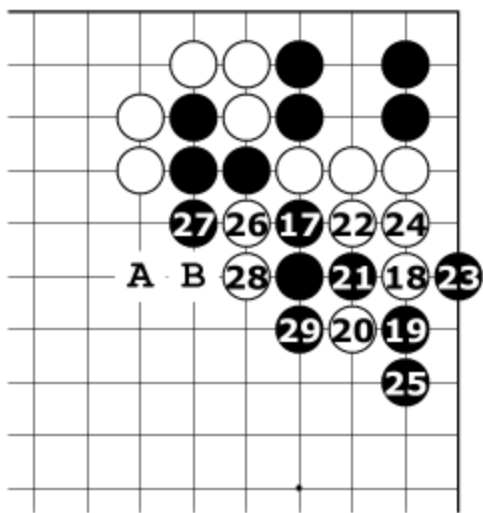


23 'A' gives a ko, an inferior result.
'B' is recommended by Ishida Yoshio and a mistake, black lives.

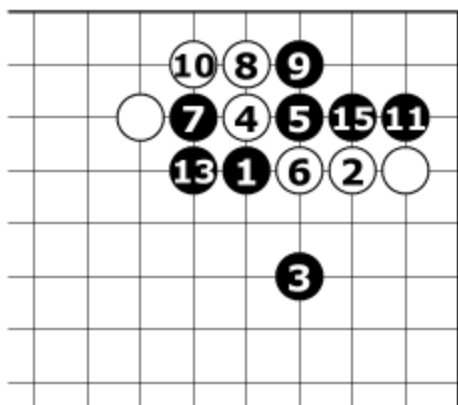


16 After 'A' or 'B', White takes

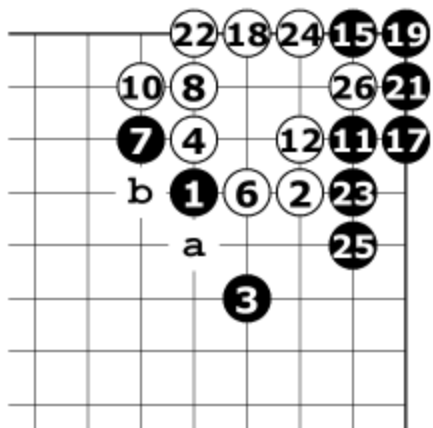
the corner.



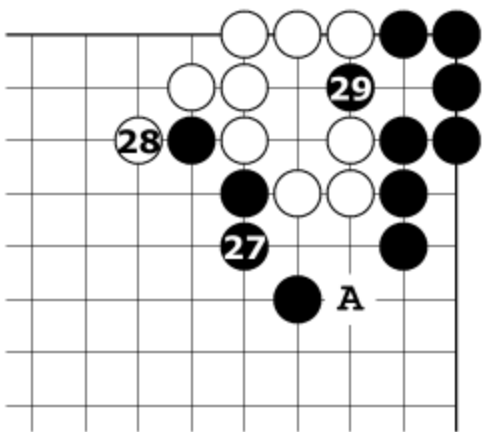
29 'A' captures some stone with a net, 'B' captures the left stones with a ladder.



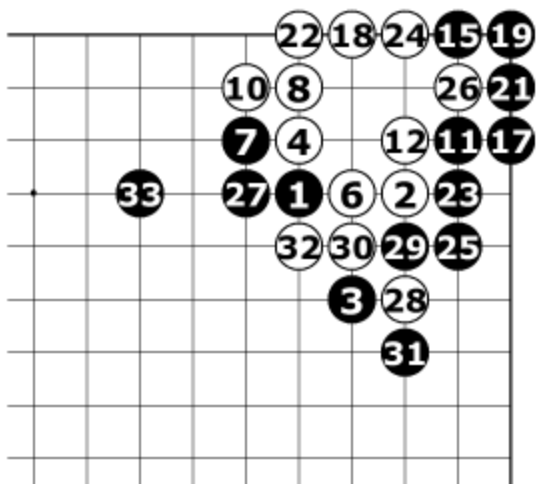
15 Same variation as White 14 before White 12.



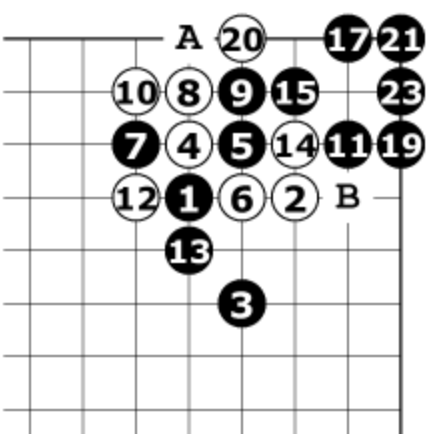
26 Black continues with 'a' or 'b'. Black 'a' emphasizes the right at the expense of the top. Black 'b' gives Black positions at top and right. 'a' is safe, 'b' -> fight.



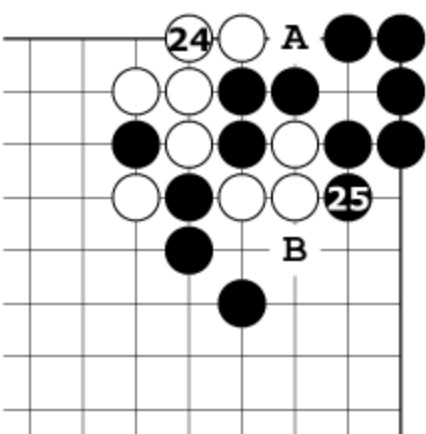
29 Prevents a White cut on A.



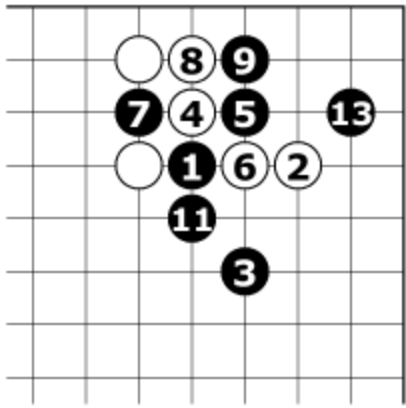
33 Black is split, but White is still under attack.



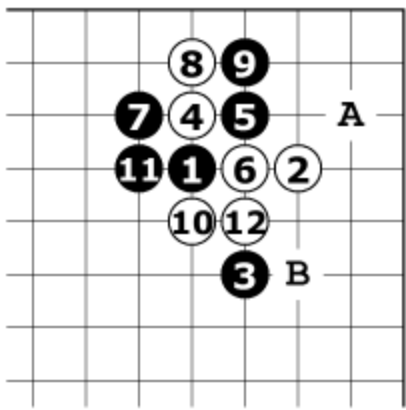
23 'A' or 'B' don't help.



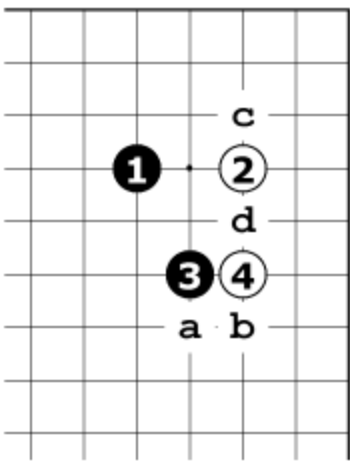
25 'A' or 'B' don't help.



13 Same variation as White 12 before White 10.

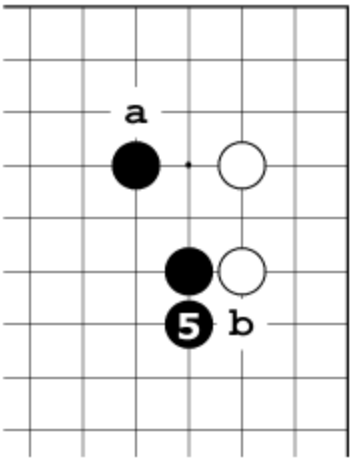


12 'A' takes the corner, 'B' is possible to develop the right side. In both cases White has only a small territory.

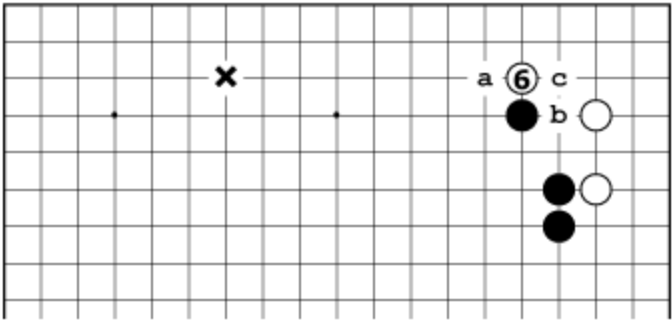


4 White must have ladder to play this way.

Black continues with 'a *', 'b *' or 'c *'.
If White doesn't have the ladder, 'b *' forces him into an inferior variation. Black 'd' gains a big wall, but gives a big corner and is inferior.

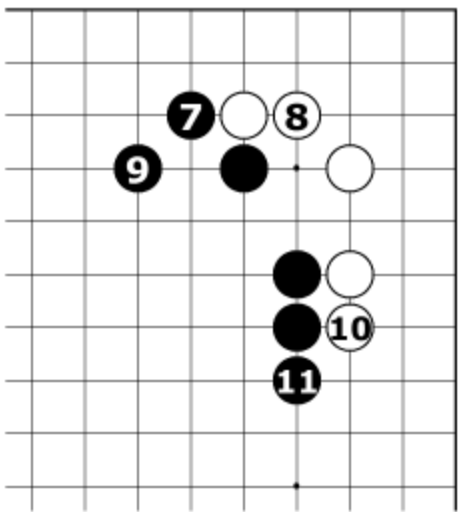


5 White continues with 'a *'. White 'b' is willing to give up the corner for influence over the lower right.

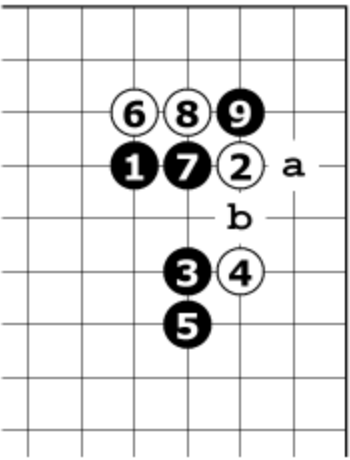


6 Black continues with 'a *' or 'b *' for an exchange of White territory for Black influence.

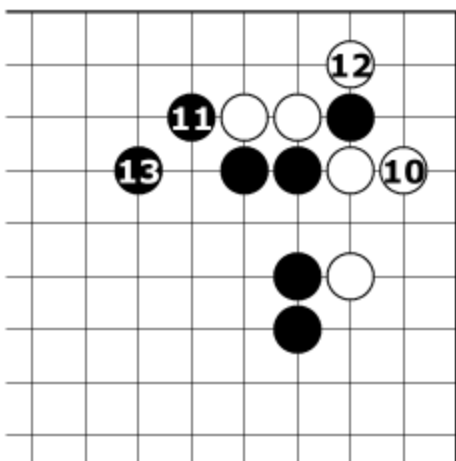
Black 'c' gives Black the corner. The exchange is even if White can use his sente to get an important point, such as nearby the marked point.



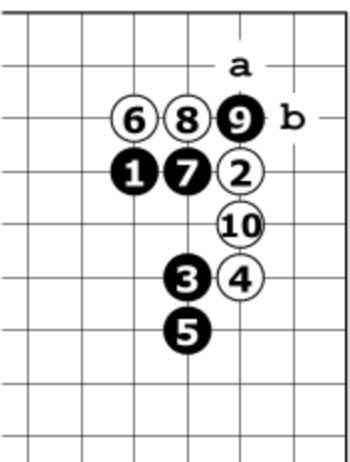
11 * GOOD VARIATION *



9 White continues with 'a *' for a peaceful resolution, or 'b' to start a fight.

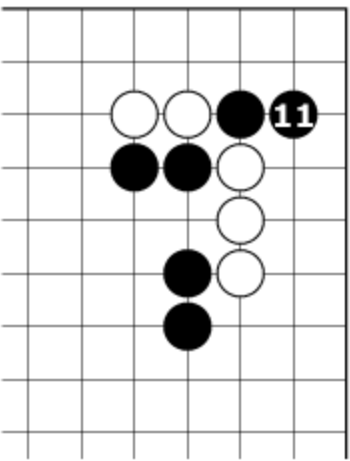


13 * GOOD VARIATION *

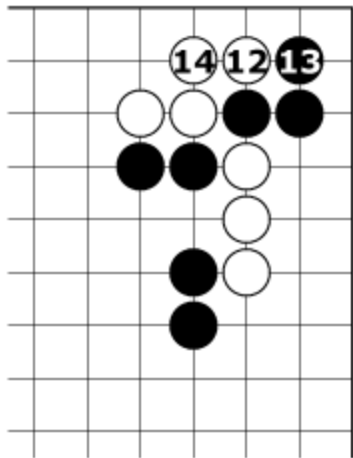


10 White 10 is a good way to start a fight.

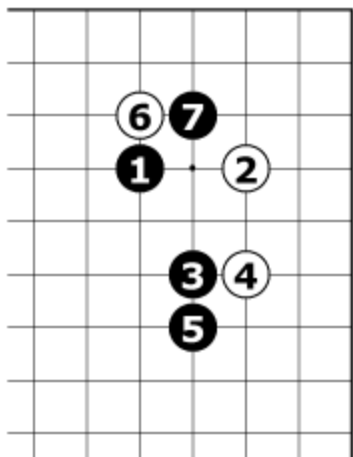
Black continues with 'a'. Black 'b' is a mistake.



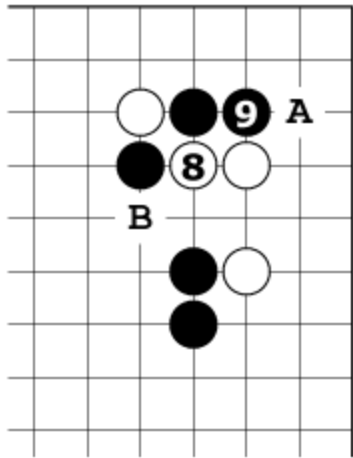
11 Black 11 is a mistake.



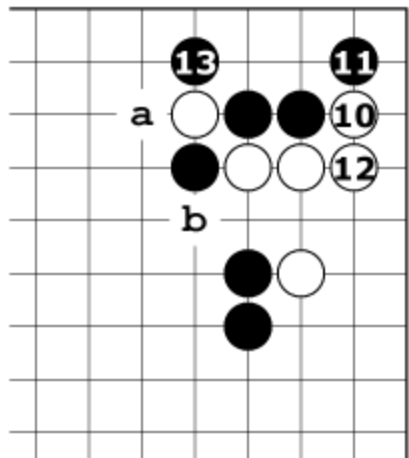
14 The three Black stones cannot live.



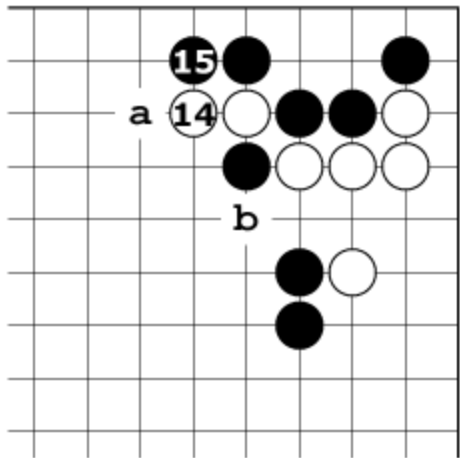
7 Black 'c' was an innovation by Yoo Chang-hyuk in the 27th Wangwi.



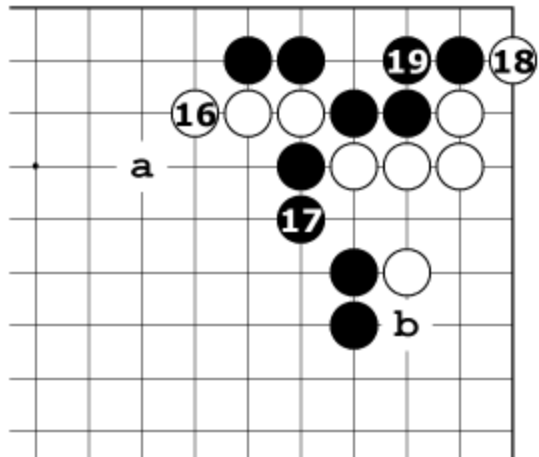
9 White plays 'A', 'B' is a mistake.



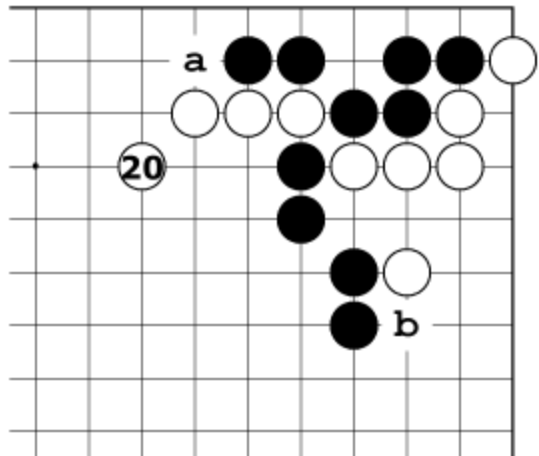
13 White 'a' is the only continuation. White gets a terrible result with 'b'.



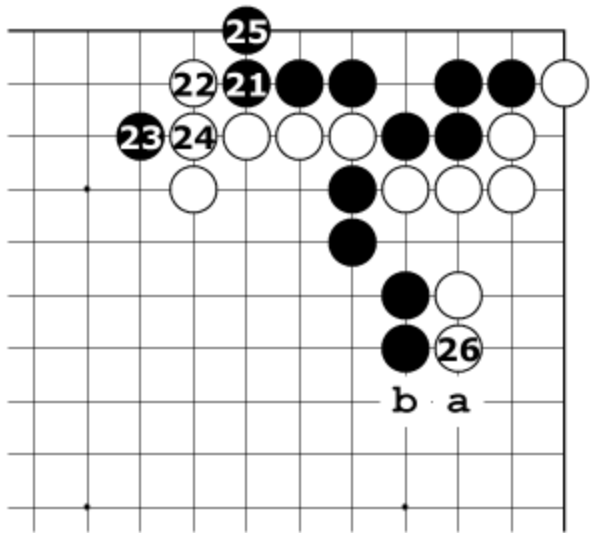
15 White 'a' is the only continuation. White 'b' is unreasonable.



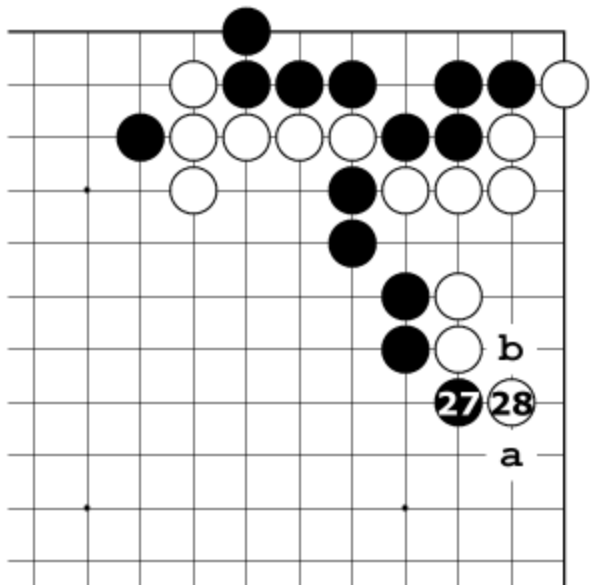
19 White 'a' is correct; 'b' leads to an uphill battle for White.



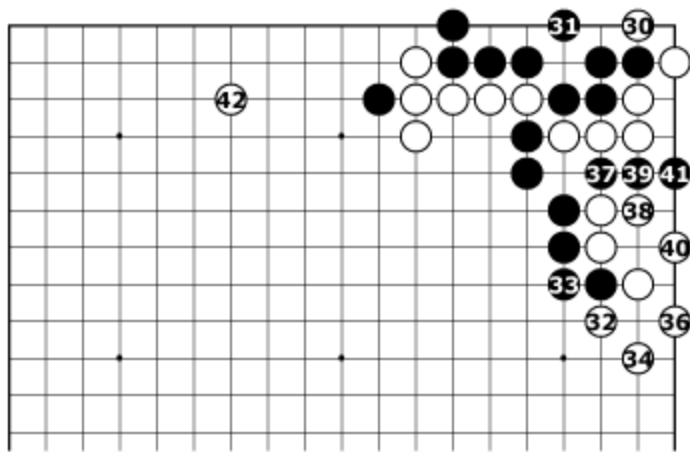
20 Black 'a' is the correct continuation; 'b' is unreasonable and leads to an approach-move ko.



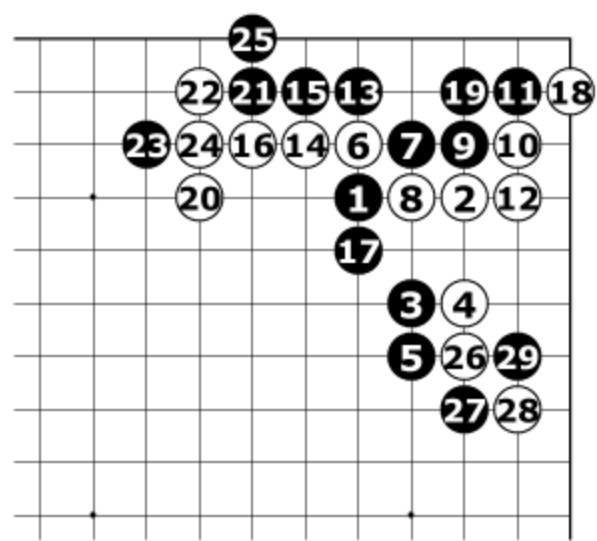
26 Black continues with 'a'. Black 'b' is slack and gives White an advantage.



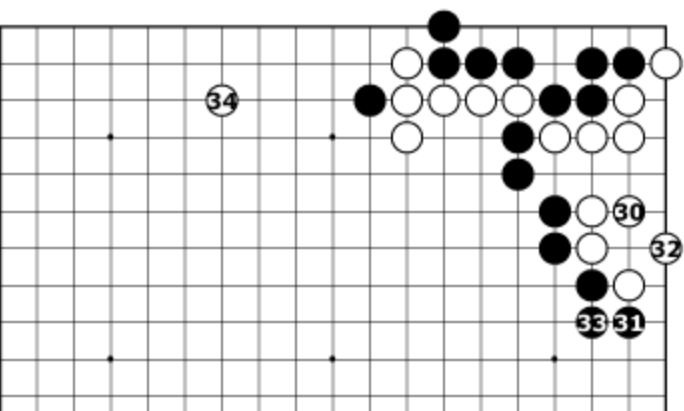
28 The Black nidan-bane at 'a' is correct. Sealing White in with a move at 'b' is premature.



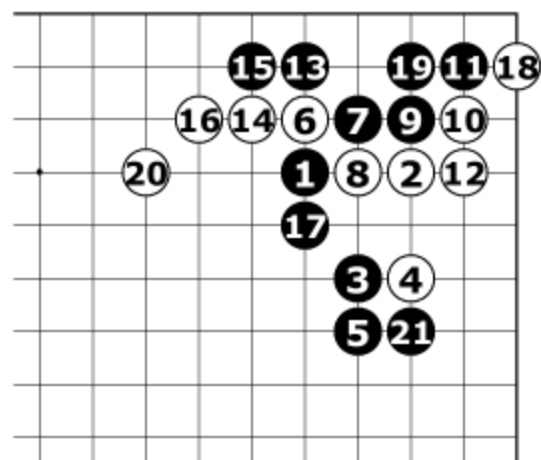
42 Now White still gets his way, but Black captures the corner.



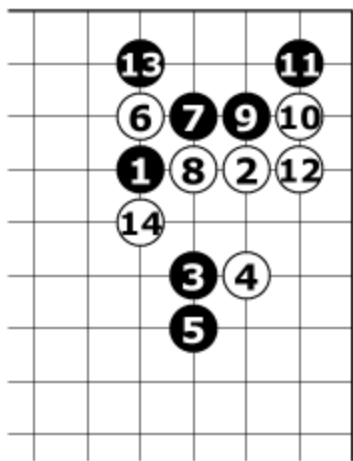
29 Black 29 is a mistake.



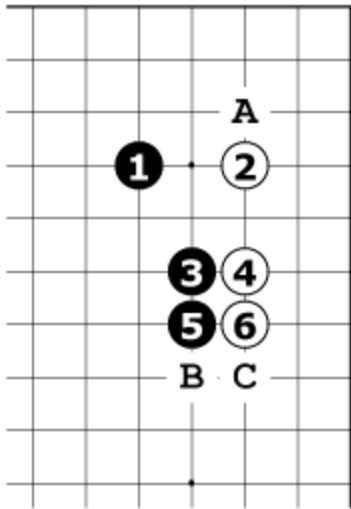
34 White grabs the point that is important to him.



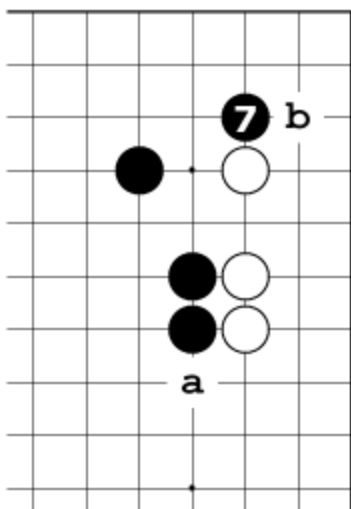
21 Black 21 is a mistake.



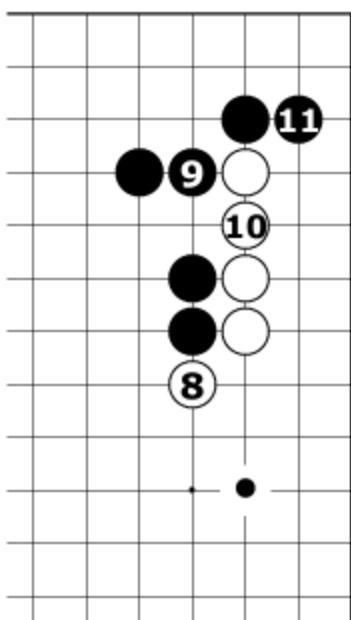
14 White 14 is a mistake.



6 In absense of other stones, White 6 gives Black a slightly favorable result. There may be reasons for White to play this way. Black can take the corner with 'A', press down from above with 'B' or provoke a cut with 'C'.

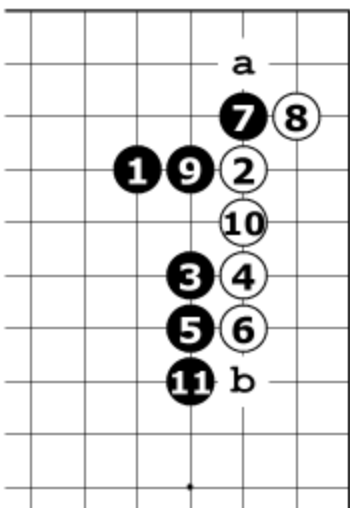


7 White continues with 'a' or 'b'.

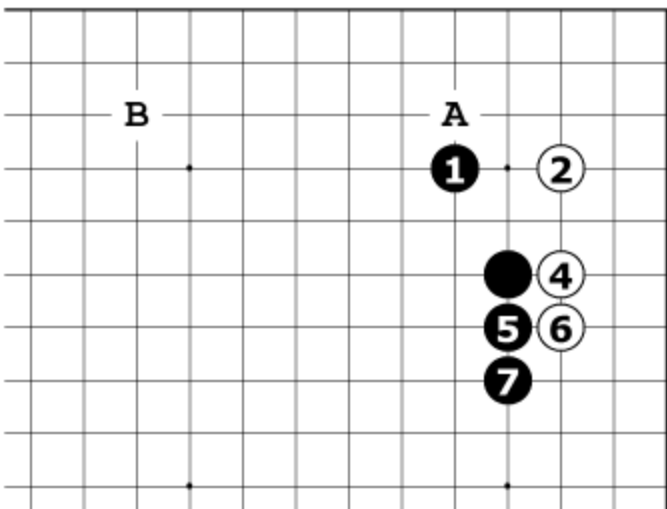


11 Locally, the result slightly favors Black.

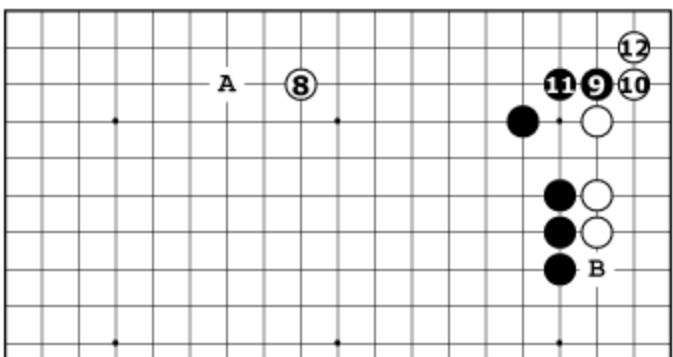
Next, White extends down the right side, at least as far as the mark.



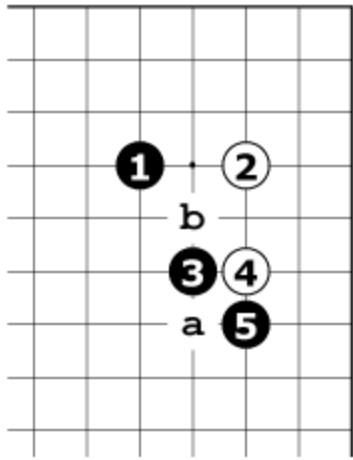
11 White continues with 'a' or 'b'.



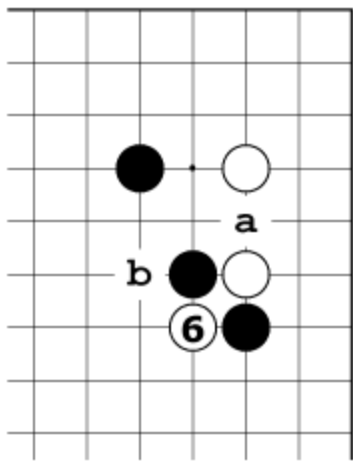
7 'A' is correct. The attempt to eliminate Black's thickness on the outside like on 'B' fails, except if White has strong positions in the upper left and lower right corner (in which case Black 3 is already questionable).



12 If Black is in the upper left, he will first attack the White stone with 'A'. Else he will immediately switch to 'B'.



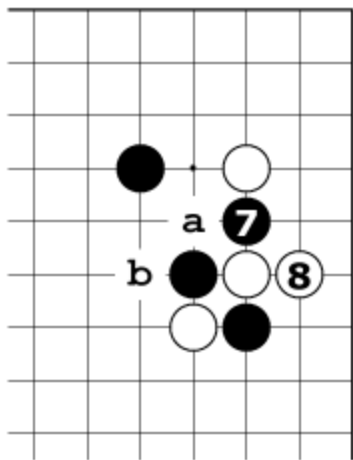
5 White cuts at 'a *'. White 'b' is a gross mistake.



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

Black 'a' gives White the corner while Black takes thickness while persuing a White center group.

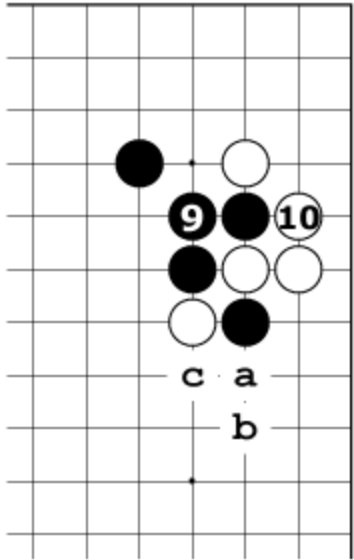
Black 'b' is a powerful fighting method and trick play, and works whether the ladder is favorable or not.



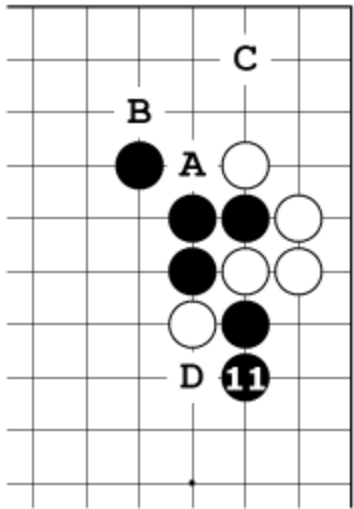
8 Black plays 'a *', as the ladder should be unfavorable

If White made the mistake to play White 4 without the

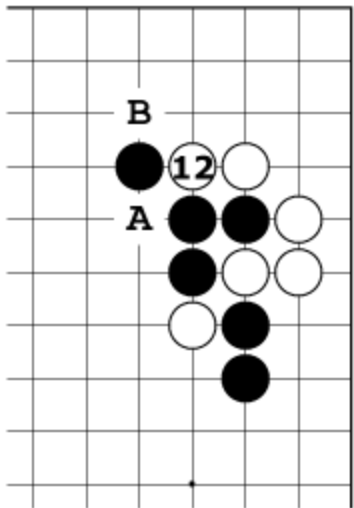
ladder, Black punishes on 'b'.



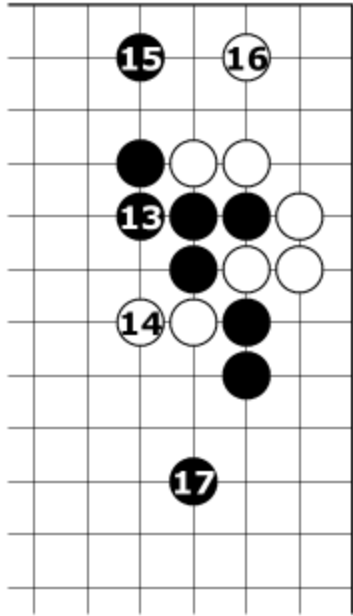
10 Black continues with 'a *'. 'a' can be regarded as trick play inviting a mistake. Black 'b' has also been played professionally. Black 'c' is sometimes seen in amateur games.



11 'A *' is correct and simple, 'B' is the old joseki, but inferior and gives chances for many trick play attempts. 'C' leaves the cutting stone in the center heavy. 'D' is being tricked.

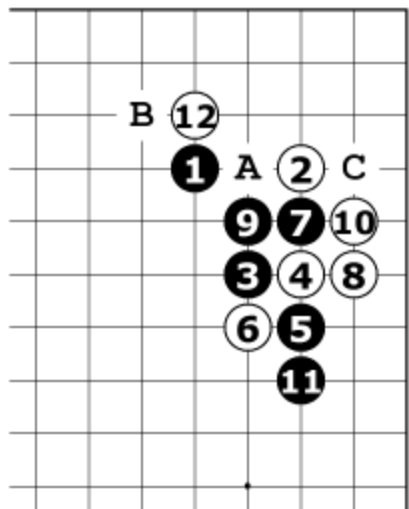


12 'A' is correct, 'B' is inferior endgame.

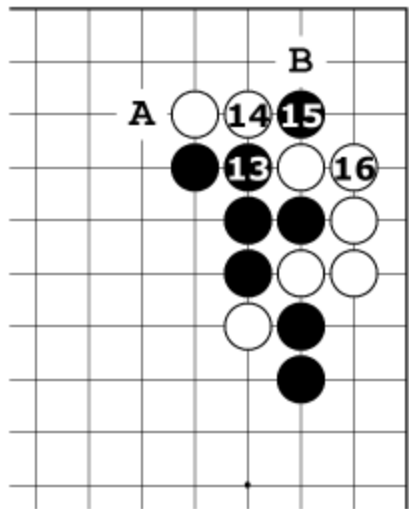


17 * GOOD VARIATION *

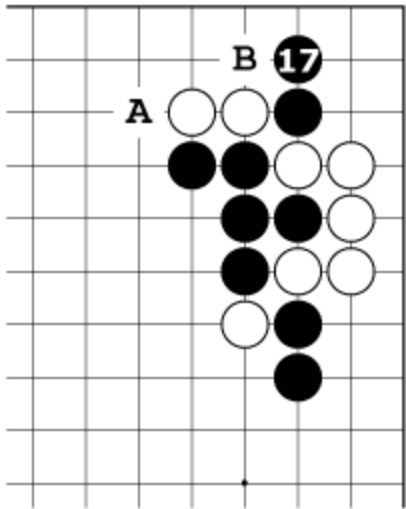
Black has as little influence over the top as possible, so now the White cutting stones have the best chances.



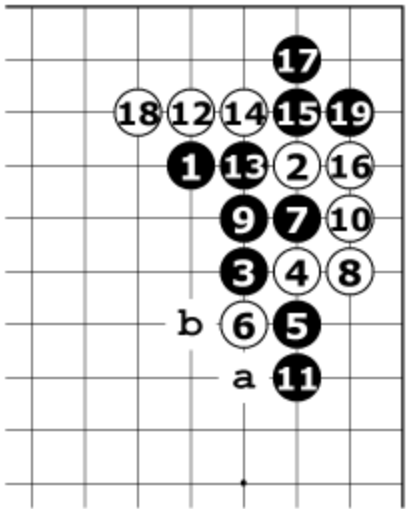
12 'A' and 'B' are joseki. 'A' has many mistake continuations. 'C' is a trick play.



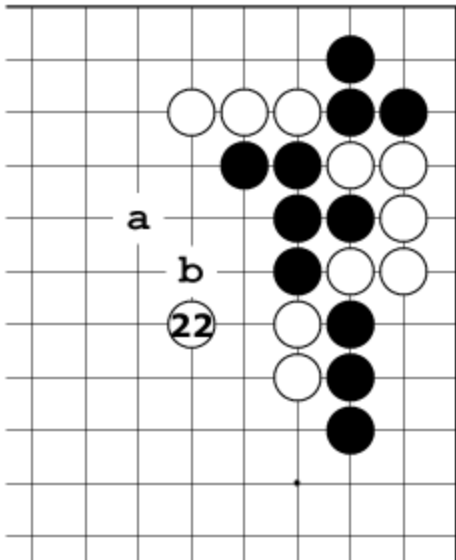
16 'A' is joseki, 'B' takes more influence for more territory.



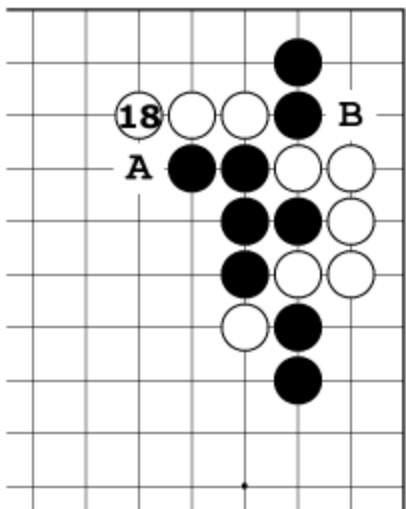
17 'A' is correct, 'B' is a mistake.



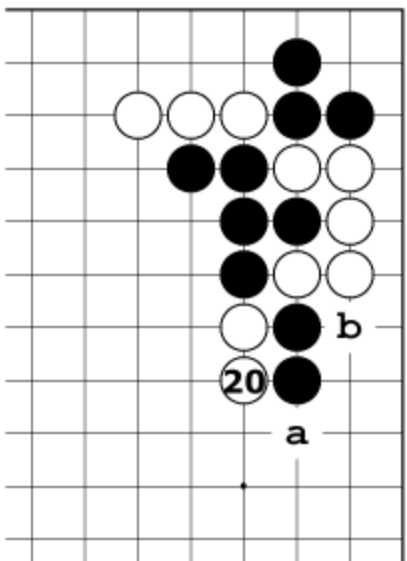
19 White continues with 'a'. White 'b' is a mistake.



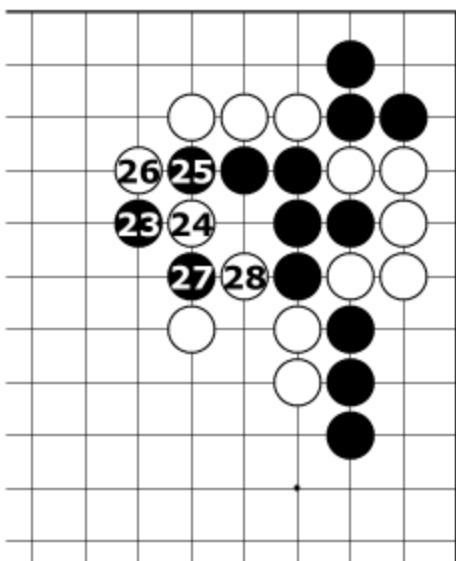
22 Black cannot escape. Neither Black 'a' nor 'b' work.



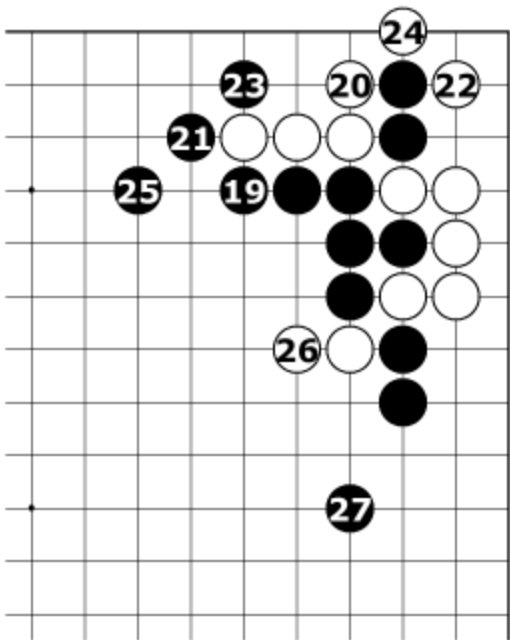
18 'A' is correct and reverts to a joseki-like position. 'B' leads to various ways of White's superiority.



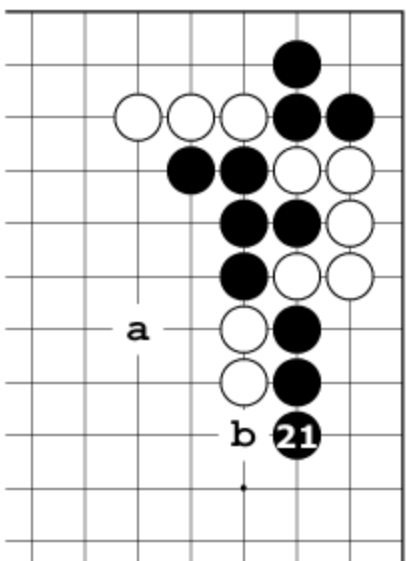
20 Black continues with 'a' or 'b'.



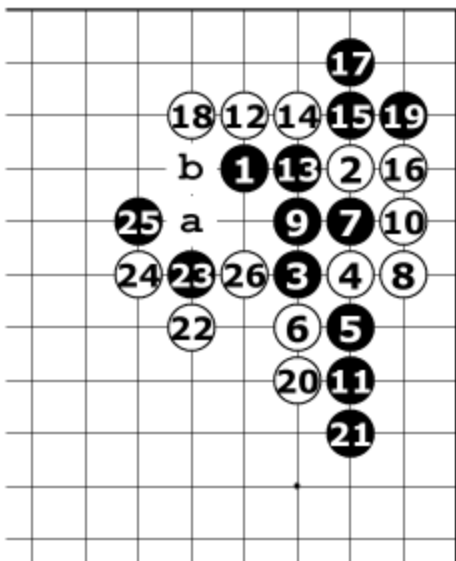
28 White captures in a snap-back.



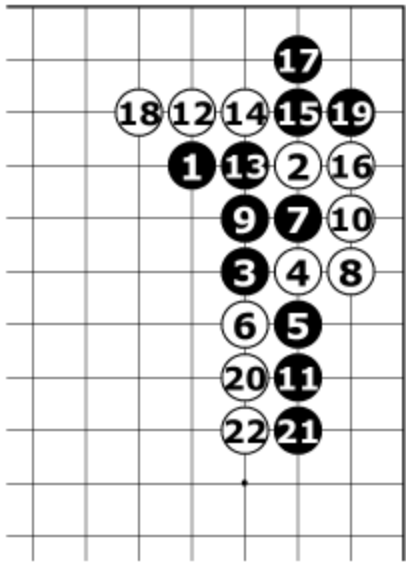
27 Black has now more influence to the top side than necessary.



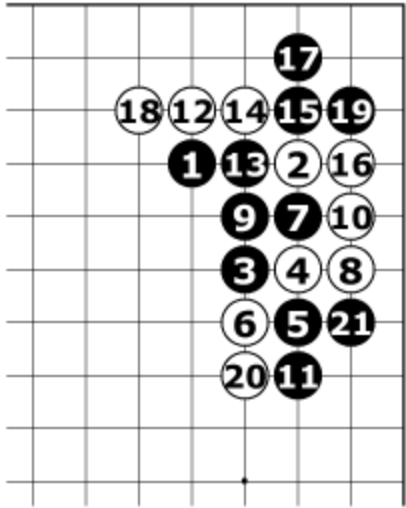
21 White continues with 'a'. White 'b' is a mistake.



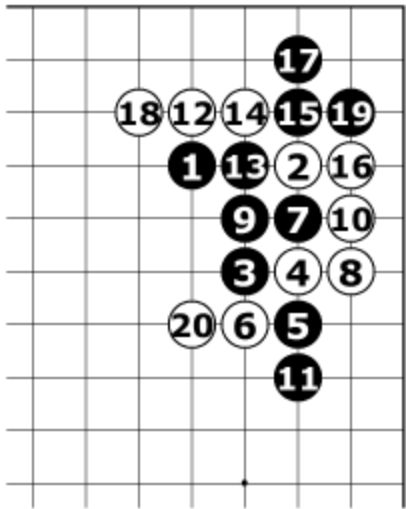
26 Neither 'a' nor 'b' work for Black.



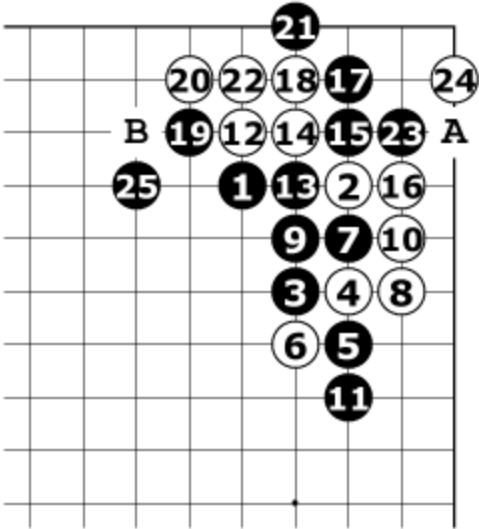
22 White 22 is a mistake. Black escapes.



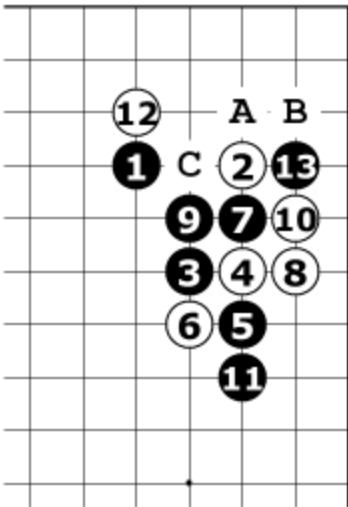
21 Black 21 saves the five Black stones, in the process giving White a great wall in the center while Black takes 20 points in gote.



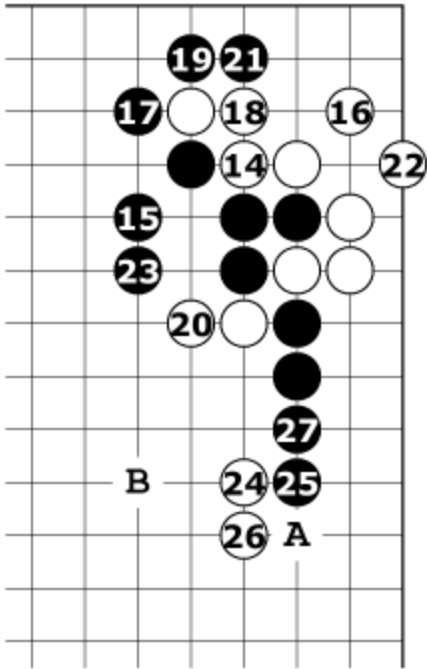
20 White 20 is a mistake.



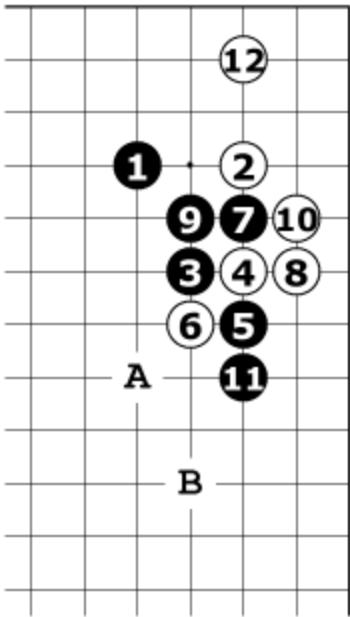
25 White loses the top side after 'A' or the right side after 'B'.



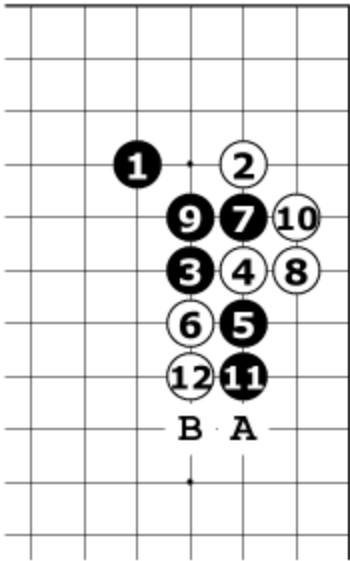
13 'A' is correct. 'B' or 'C' are being tricked.



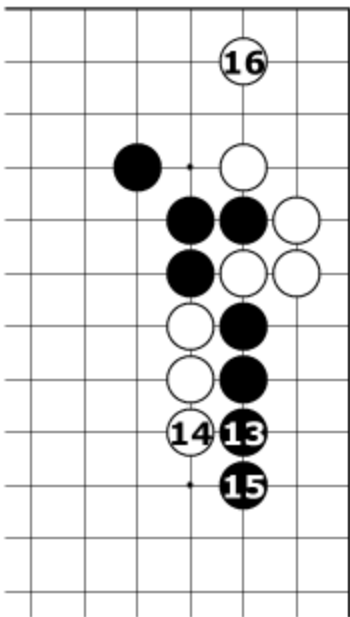
27 White cannot damage the Black group on the right with 'A' nor 'B'.



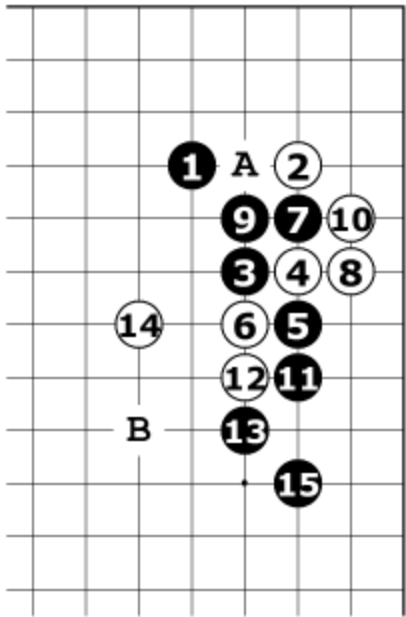
12 Black makes thickness on 'A' or 'B'.



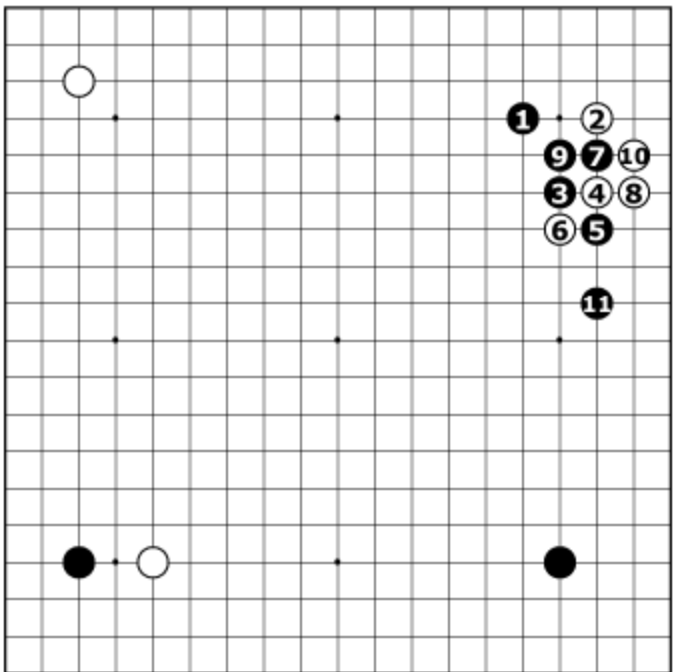
12 Black punishes on 'A' or 'B'. 'A' is light, 'B' solidifies the position in the top right corner.



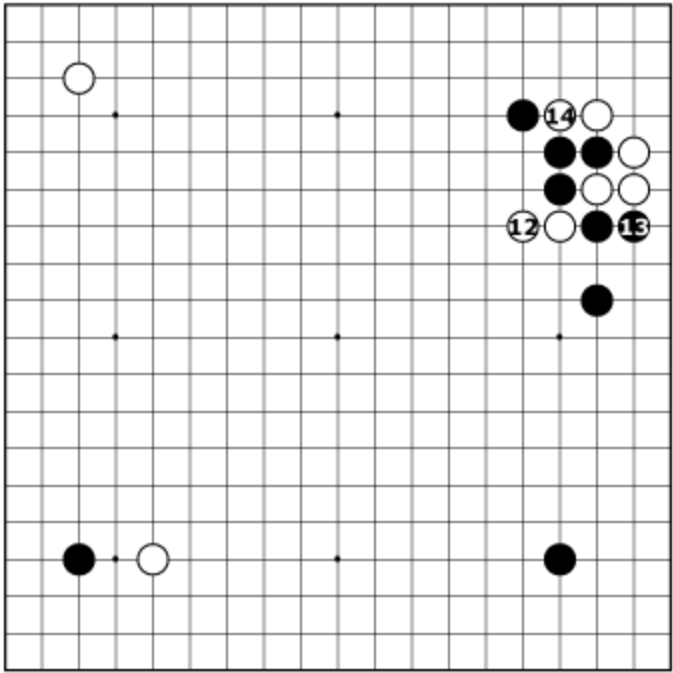
16 The White center stones are heavy.



15 White gets a hunted group after 'A' or a dead corner after 'B'.

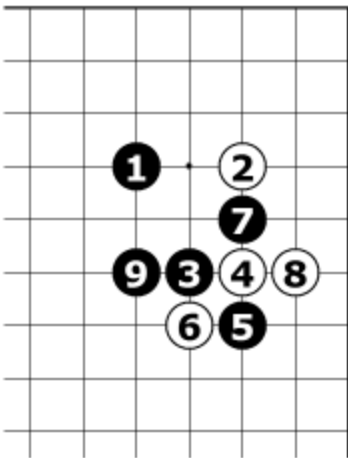


11 Black 11 is a pattern first played professionally by Otake Hideo against Ishida Yoshio in the 1974 Meijin league.

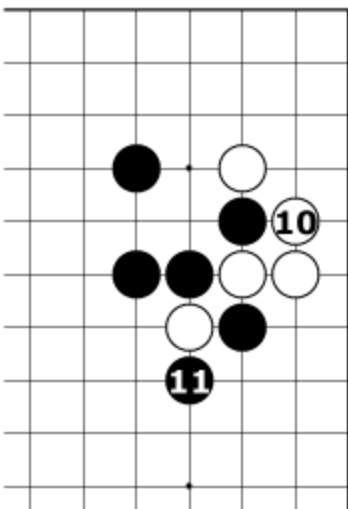


14 White 14 is an application of variation 4-3-1-1-1-1-2 (a 5-3

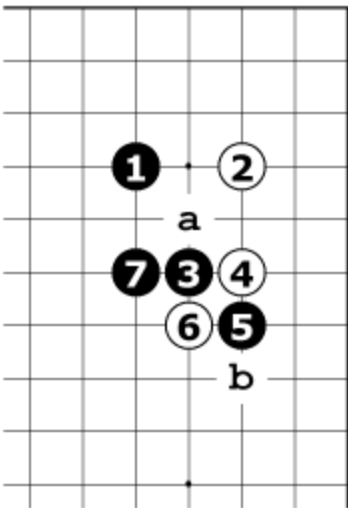
joseki).



9 Black must have the ladder to play this way.

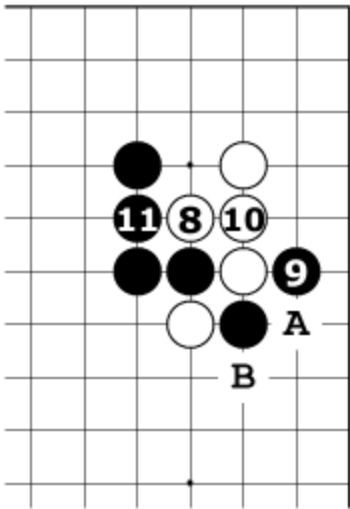


11 This variation is inferior for White, so White will avoid it and not play White 4 without the ladder.

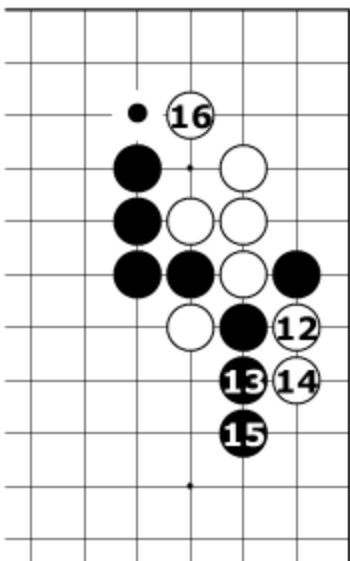


7 Black starts a fight. This can be considered a trick play, though an equal result is possible.

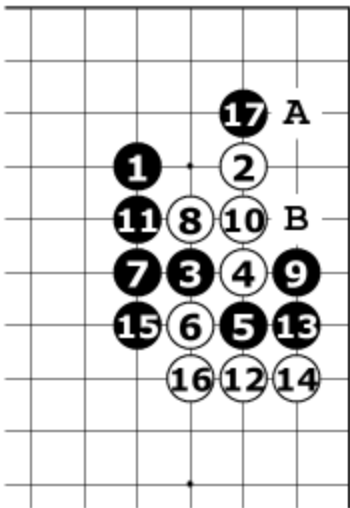
White continues with 'a' or 'b'.
White needs the ladder for 'b'.



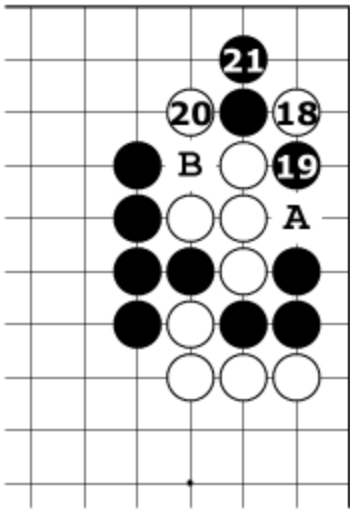
11 'A' is correct, 'B' is a mistake.



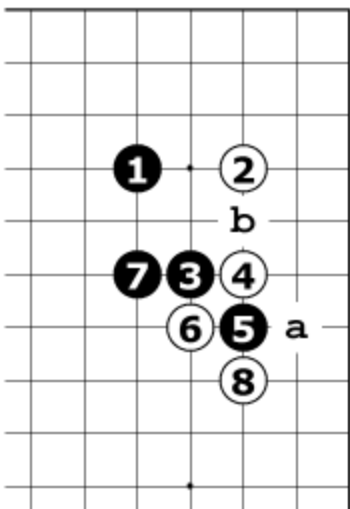
16 The red dot point is large for either player, depending on the importance of the top.



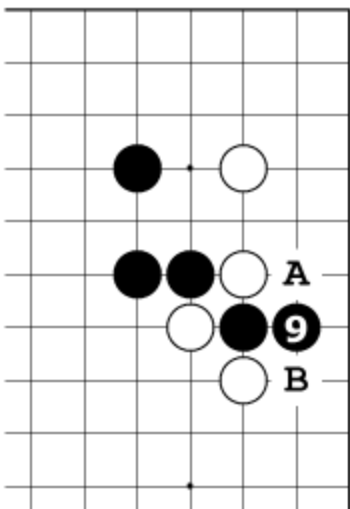
17 'A' is correct, 'B' is a mistake.



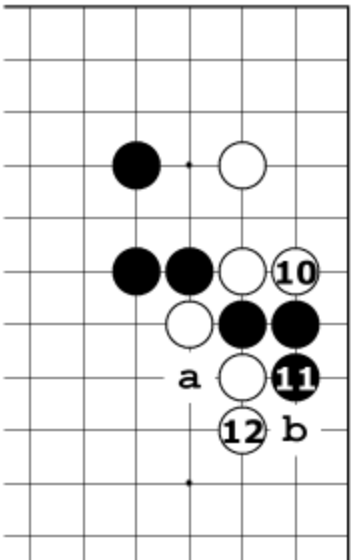
21 'A' is correct, 'B' is a mistake.



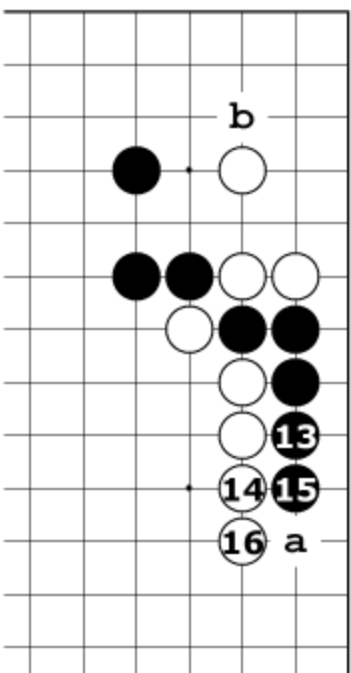
8 Black continues with 'a' or 'b'. Black 'a' is complicated, 'b' simple.



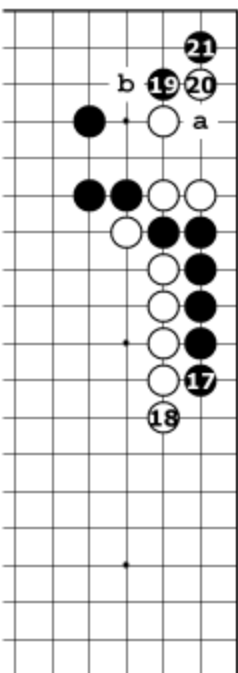
9 White continues with 'A'. White 'B' is getting tricked.



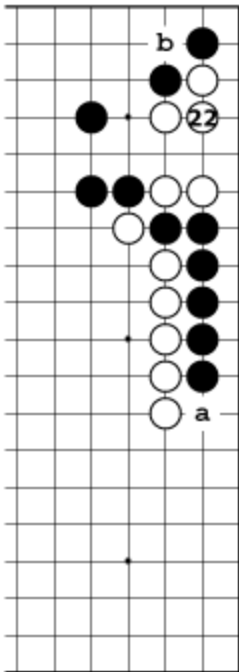
12 Black continues with 'a' if the ladder is favorable, 'b' if not.



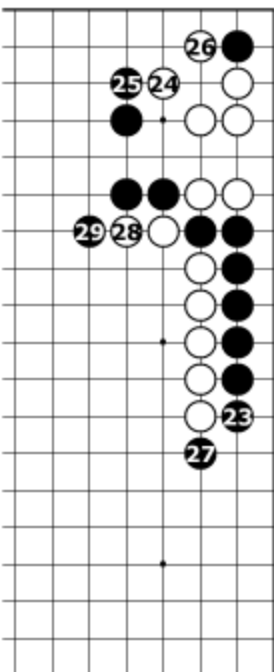
16 Black must continue at 'a'. Black loses with White 'b'.



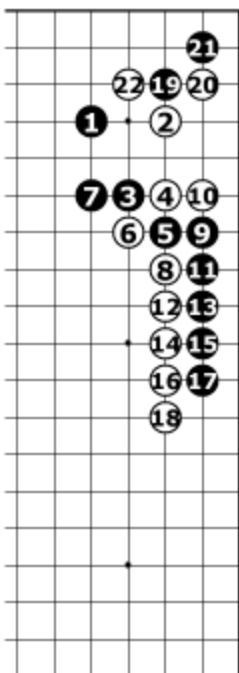
21 White continues with 'a'. White 'b' is a mistake.



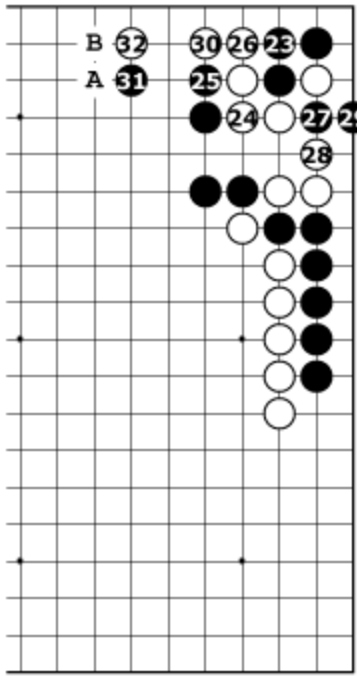
22 Black must continue with 'a'. Black cannot afford to play 'b': he will be one move short.



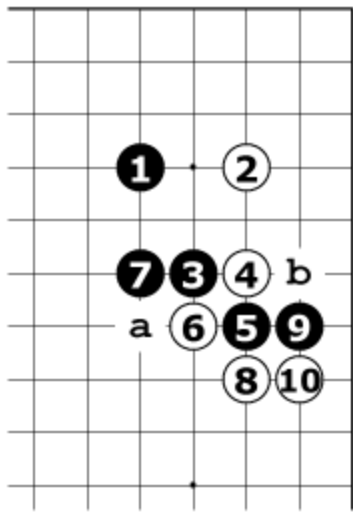
29 This is an equal result.



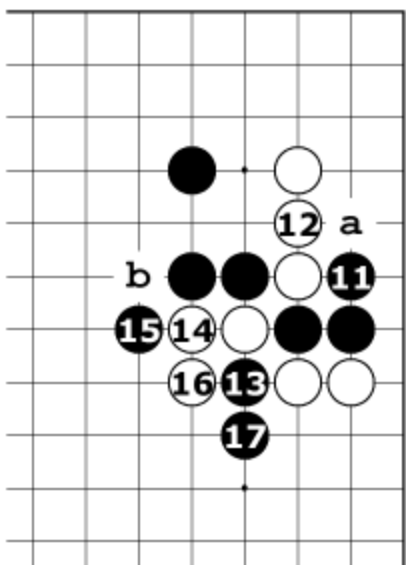
22 White 22 is a mistake.



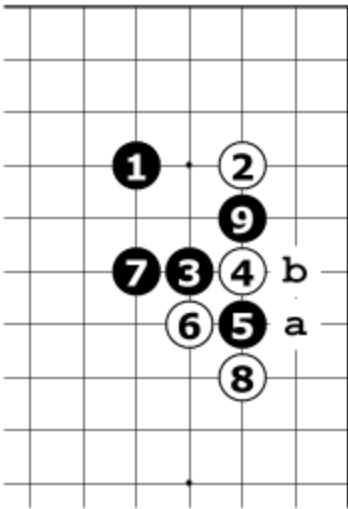
32 'A' is correct, 'B' is a mistake.



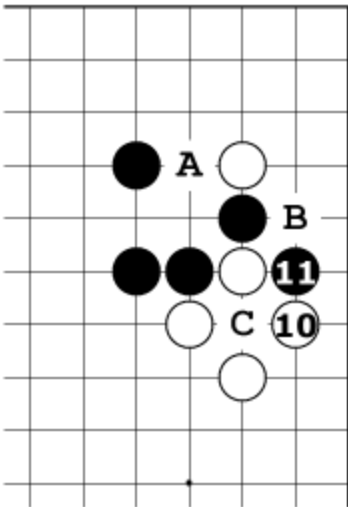
10 Black continues with 'a' or 'b'.



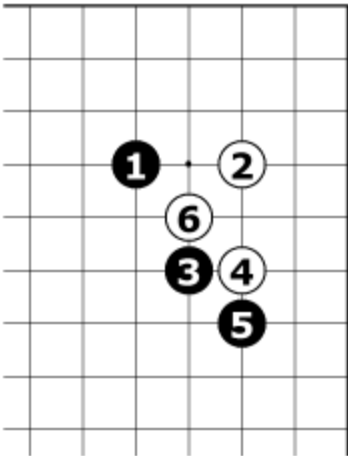
17 White may try 'a' or 'b', neither favorable.



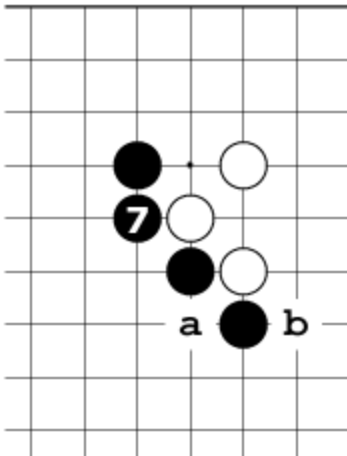
9 White 'a' is better than 'b'.



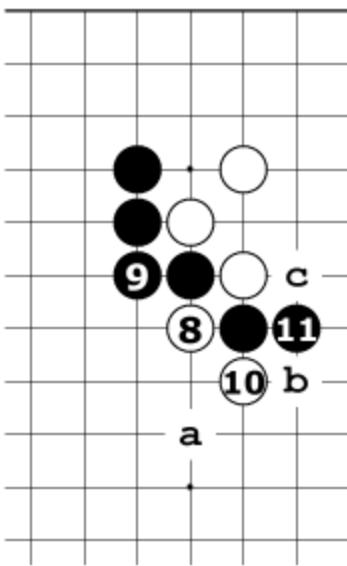
11 White continues with 'A'. White 'A' is tough, but White gets the corner through ko fights with 'A'. 'B' starts a ko, bad, as in fuseki, there are no ko threats. 'C' is getting tricked.



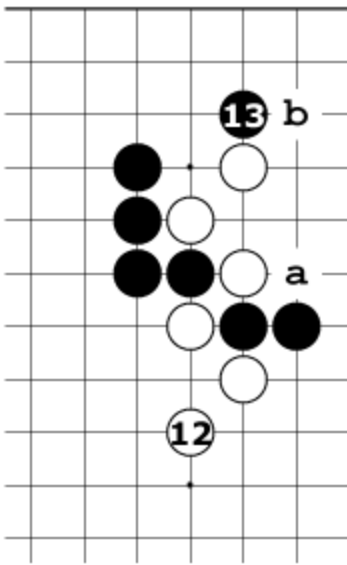
6 White 6 is the epitome of vulgarity.



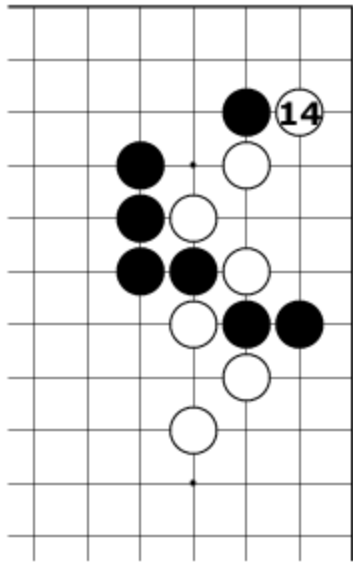
7 White 'a' and 'b' are possible continuations. Either way, Black still gets a favorable outcome.



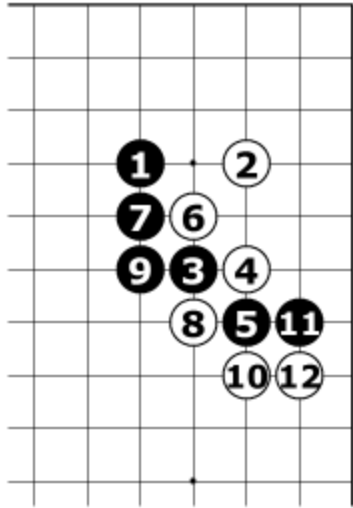
11 White continues with 'a', or with a favorable outside ladder, 'b'. White 'c' is a mistake.



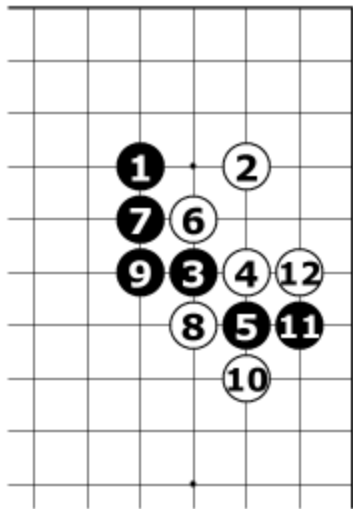
13 White continues with 'a'. White 'b' is ridiculous.



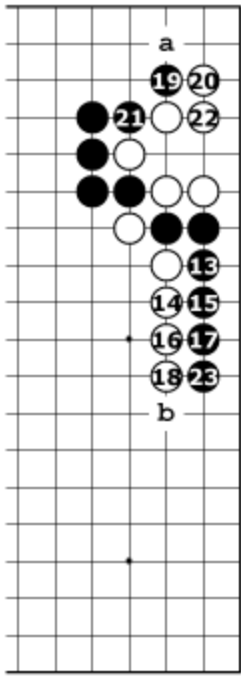
14 White 14 may look tough, but it is suicidal.



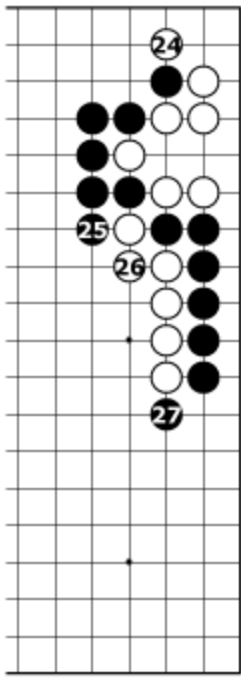
12 White must have the ladder to play this way.



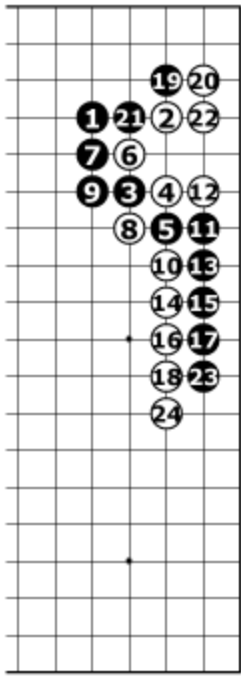
12 White would only play 12 if the ladder on the outside were unfavorable. This variation greatly favors Black.



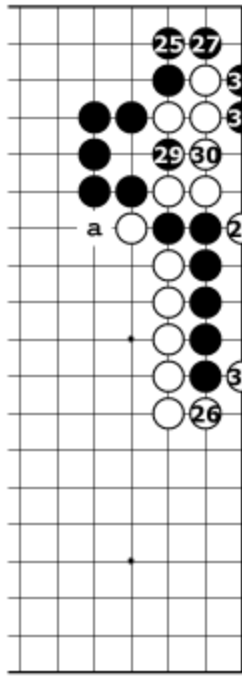
23 White continues with 'a'. White 'b' compounds the mistake.



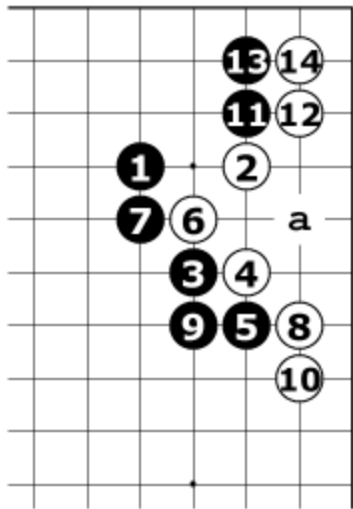
27 White's right side group is in trouble.



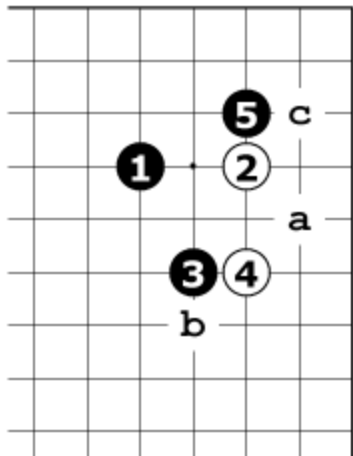
24 White 24 begins a ko fight that White loses.



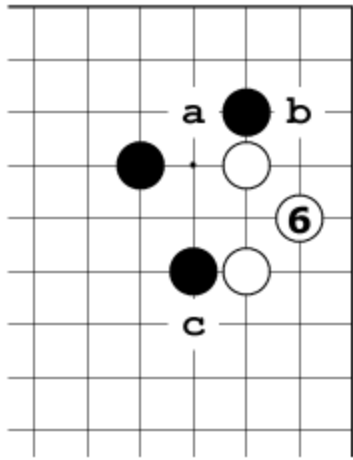
33 A ko fight, but Black wins, as he has the ko threat at 'a'.



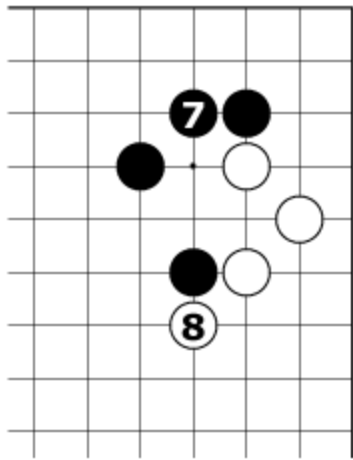
14 White must play 14 because of the threat of Black 'a'.



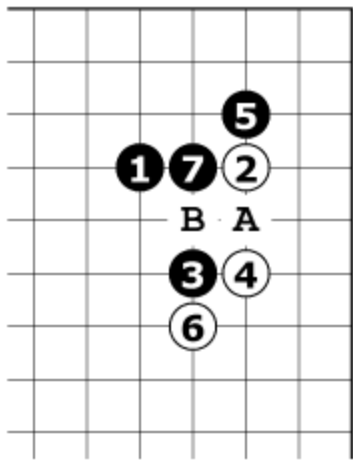
5 White continues with 'a' * or 'b'; 'c' is not recommended.



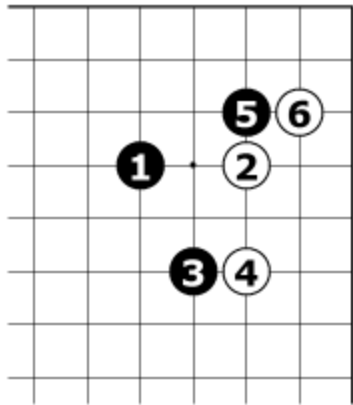
⑥ Black continues with 'a *', possibly 'b' if corner territory is important. Black gives the corner for influence on 'c'.



⑧ * GOOD VARIATION *

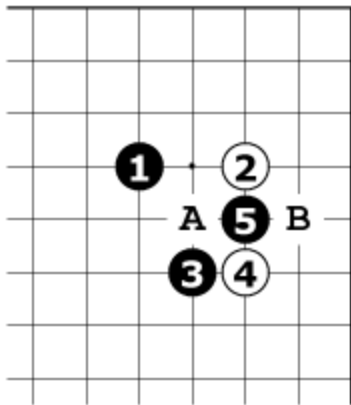


⑦ 'A' is correct. 'B' is a mistake.

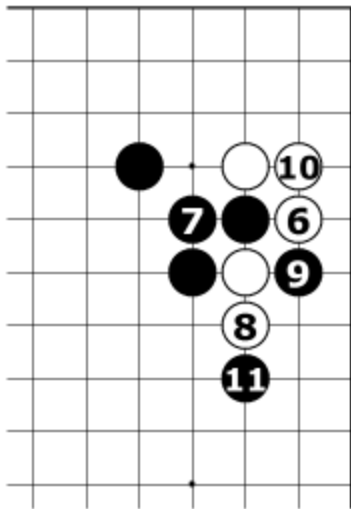


⑥ White 6 is not

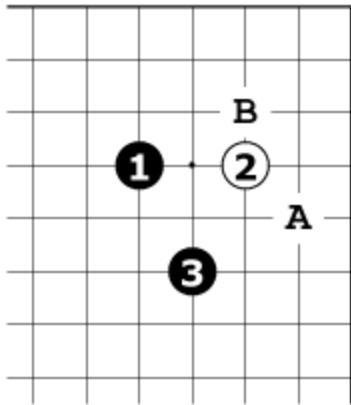
recommended.



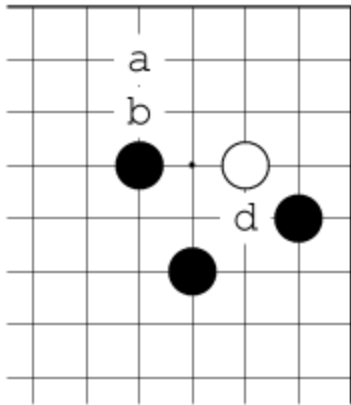
⑤ 'A' is correct. 'B' reverts to a joseki and fails to punish Black.



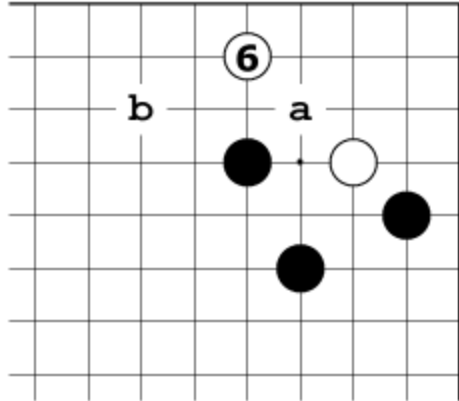
⑪ Same variation as 54-a-b-a-a- c-A



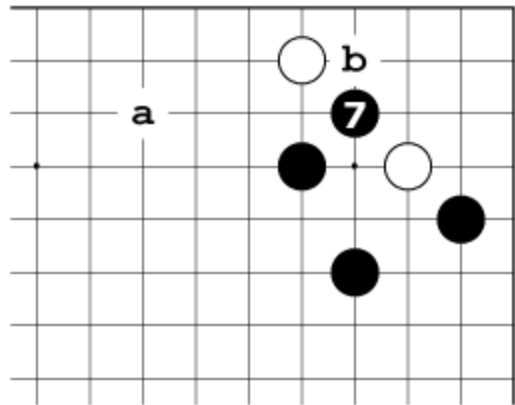
④ White plays elsewhere. 'A' emphasizes the right, 'B' the top side side.



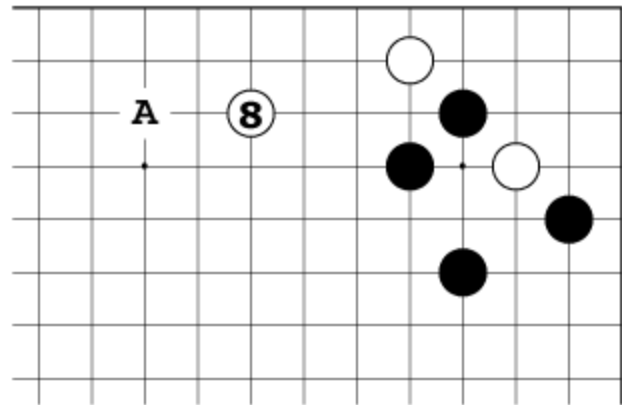
⑤ White continues with 'a *'. White 'b' is a mistake. Playing elsewhere ('c') is unfavorable. Living on 'd' is also possible, but gives less points.



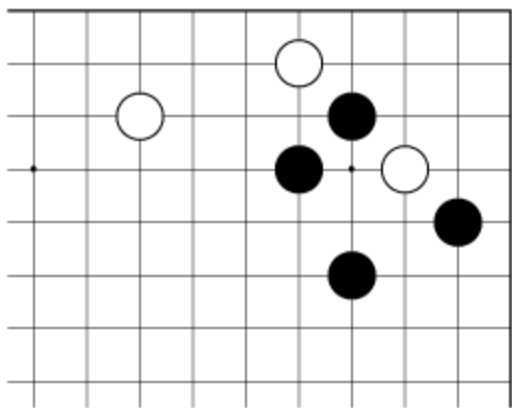
⑥ Joseki continues with Black 'a *'. Black 'b' is not recommended.



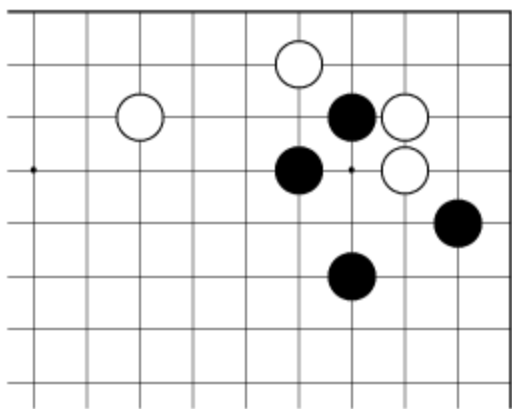
⑦ White continues with 'a *'. White 'b' is big, but White loses aji of a play on the right (threatening to extract White 2).



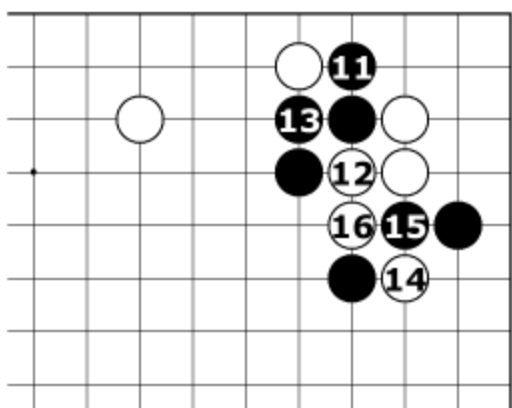
⑧ * GOOD VARIATION *
Later Black plays 'A' or tenuki.



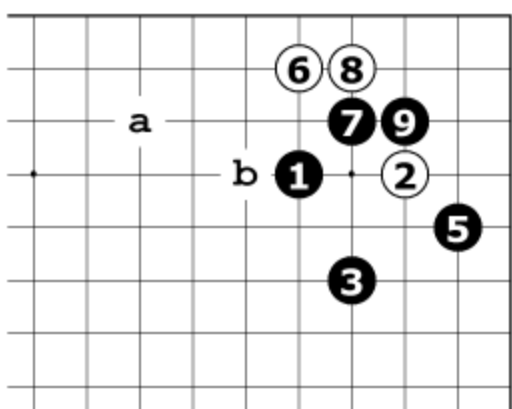
9 Black plays elsewhere.



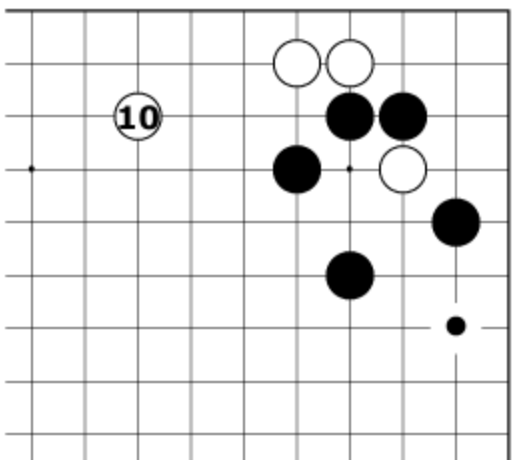
10 This demonstrates the aji of White 2.



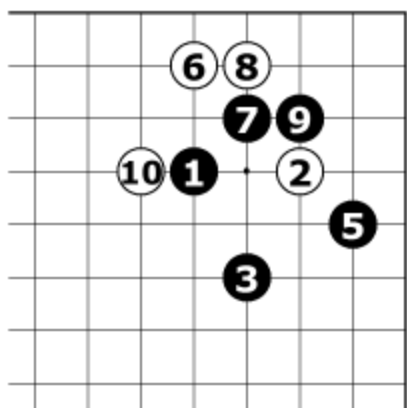
16 And White can live or get to the center.



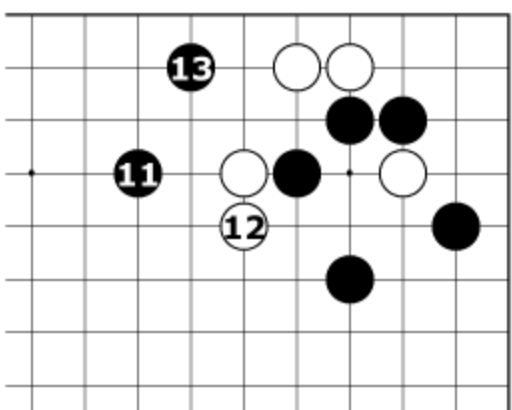
9 White continues with 'a' or 'b'.



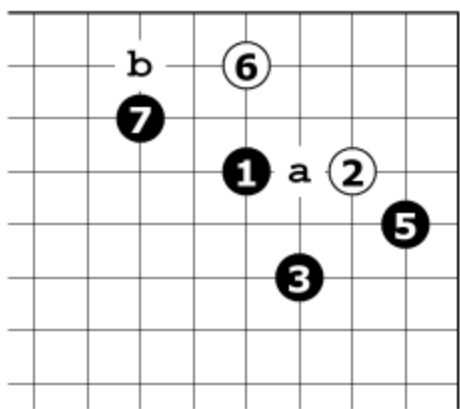
10 White has lost the aji of a forcing move at the mark.



10 White 9 was played by Takagawa against Segawa in the 1952 Honinbo lead.



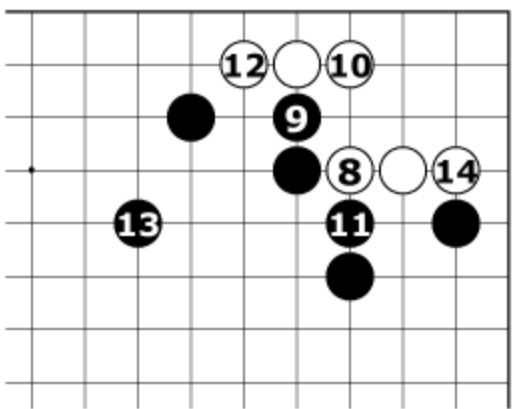
13 Black 12 is a nicely timed forcing move.



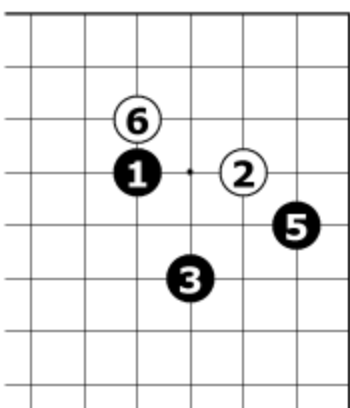
7 Black 6 is not recommended.

White continues with 'a'.

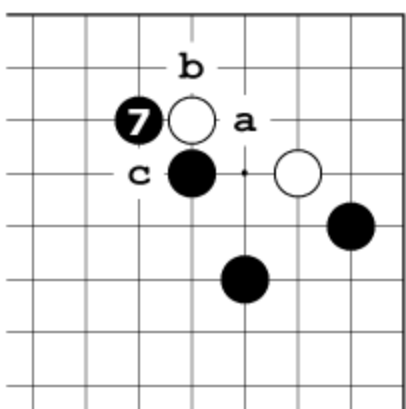
White 'b' is also playable, but give Black better thickness.



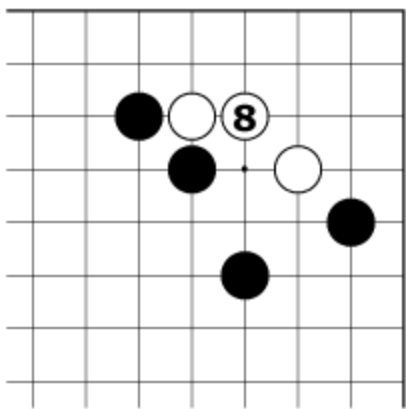
14 Black's thickness is not impressive, and White is nicely settled considering the move elsewhere.



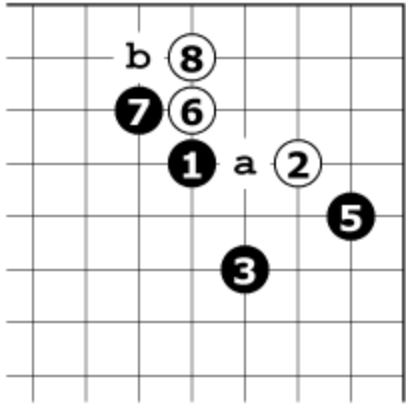
6 White 5 is a mistake.



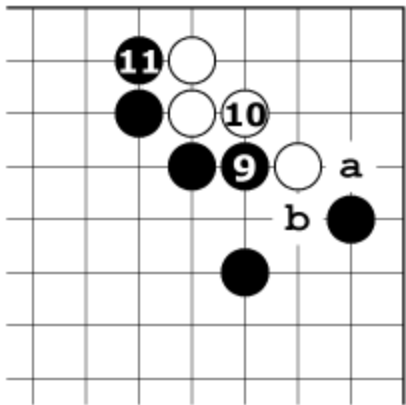
7 White continues with 'a' to 'c'. White 'c' is somewhat a trick play.



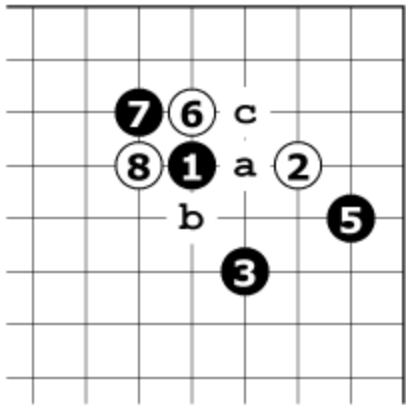
⑧ White ends up living in the corner in gote.



⑧ Black 'a' and 'b' are possible continuations.

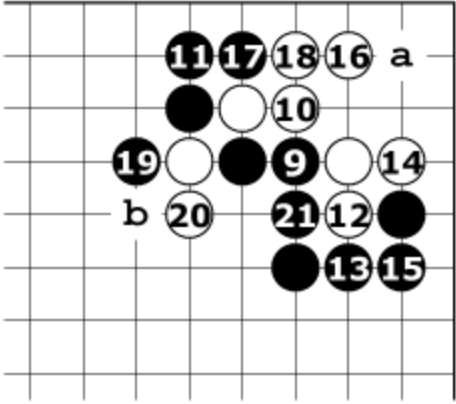


⑪ White 'a' and 'b' are possible continuations.

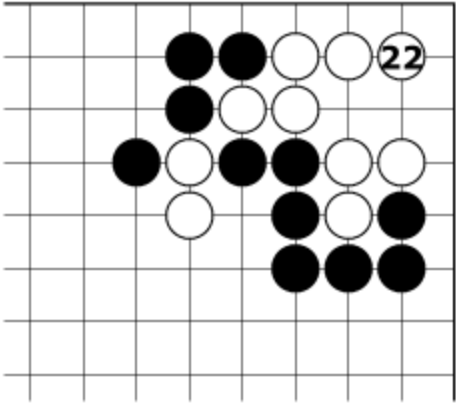


⑧ White attempts to pull a trick with 7.

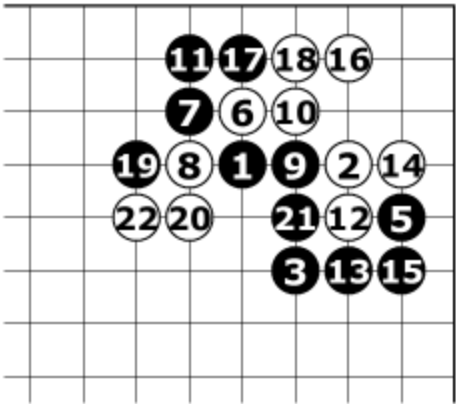
Black continues with 'a'. Black 'b' is tolerable if Black has the ladder, but not recommended. Black 'c' is a mistake.



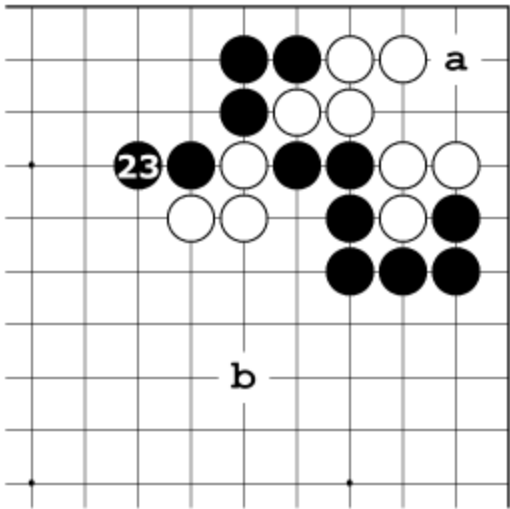
②① White must play 'a' to save the corner. Anywhere else is a mistake, including 'b'.



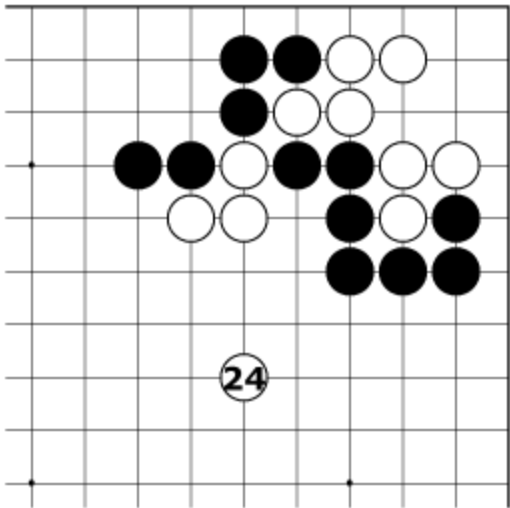
②② White must play 21 to save the corner.



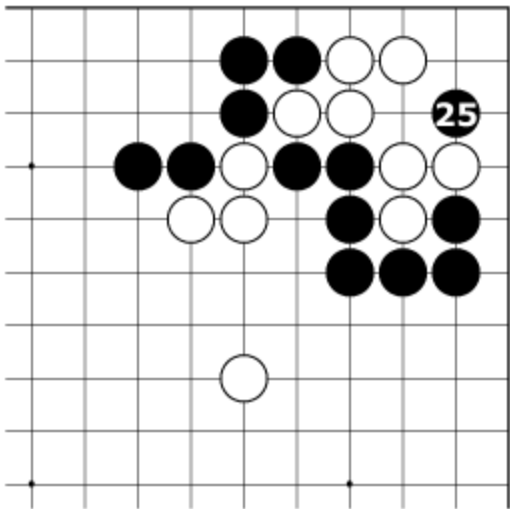
②② White 21 is a mistake.



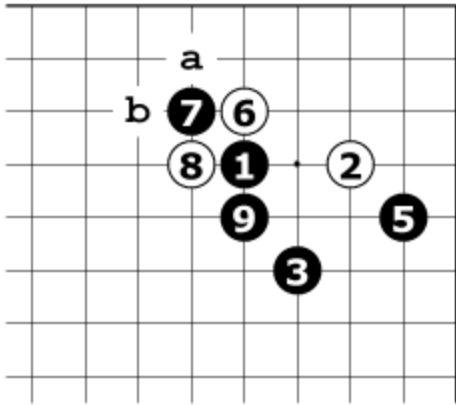
②③ White must play 'a'. White 'b' or anywhere else spells death for the White corner stones.



②④ White 23 is a fatal mistake.

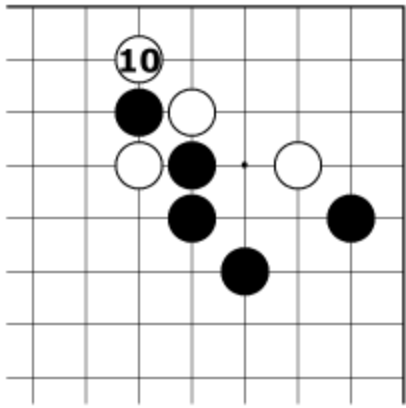


②⑤ Black 24 kills White's corner stones.

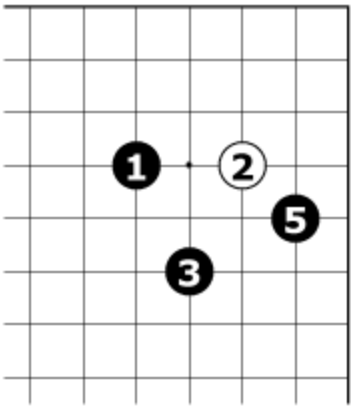


⑨ Black 8 is only possible if Black has the ladder to the lower left, but Black 8 is still not recommended: why give an opportunity for a ladder block if not necessary?

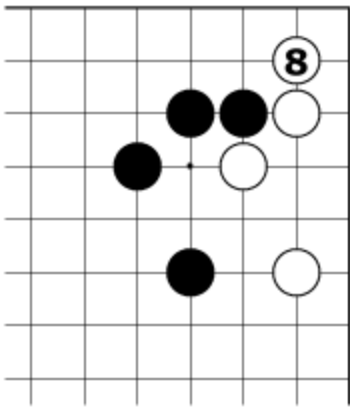
White must play 'a' if the ladder is unfavorable. If White has ladder, White continues with 'b'.



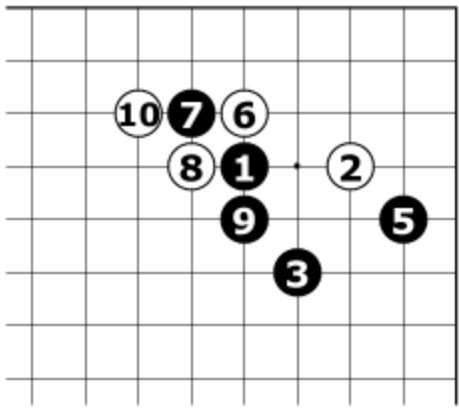
⑩ White plays 9 when the ladder to the lower left favors Black.



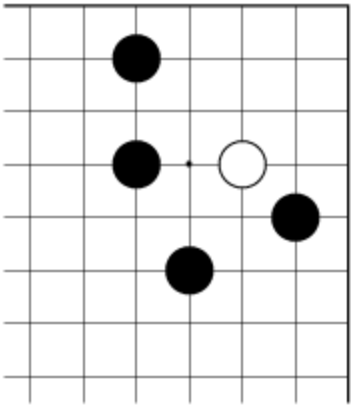
⑥ White plays elsewhere a second time, not good at all.



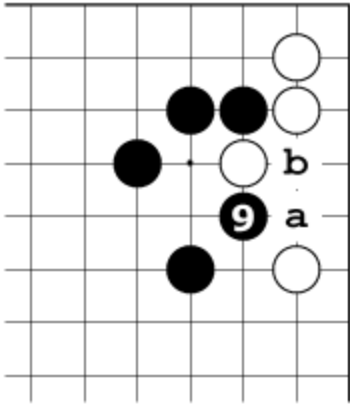
⑧ White 8 gives White a needlessly low position.



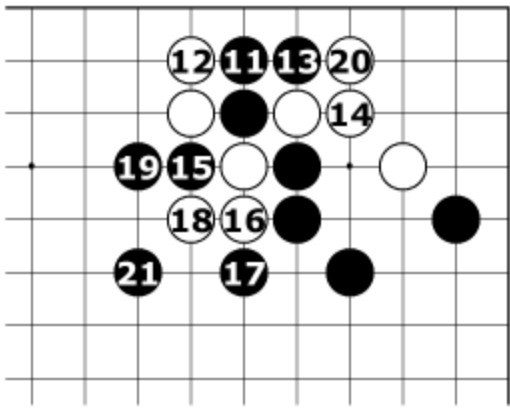
⑩ White plays 9 if the ladder is favorable, in which case Black has made a mistake.



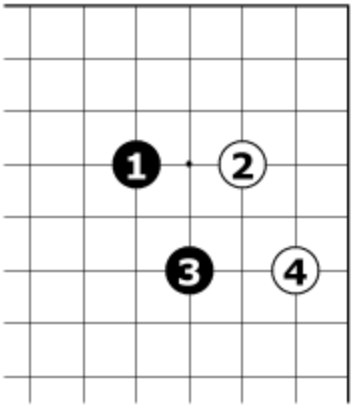
⑦ White may have played three good points elsewhere, but being captured like this is unfavorable.



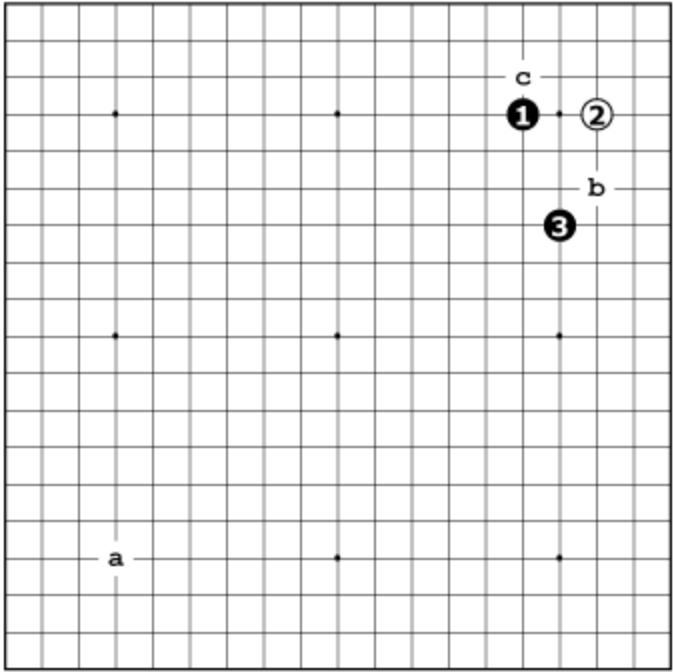
⑨ White 'a' is bad enough. White 'b' is worse.



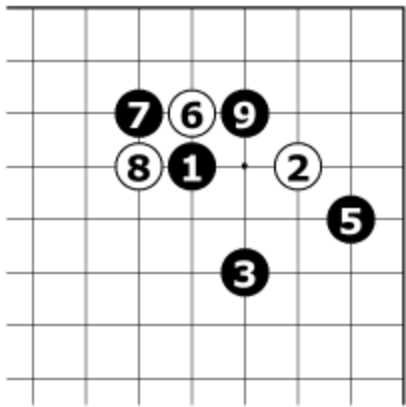
②① Black must squeeze, but the result is unsatisfactory for Black.



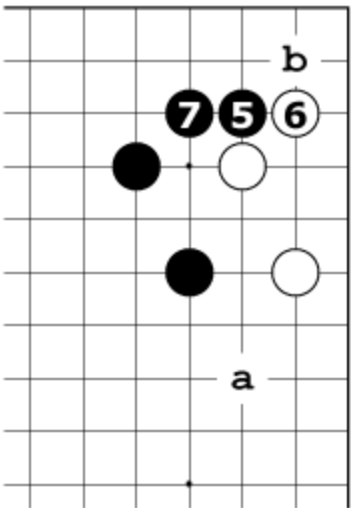
④ White 4 is a half-hearted move; White is too low.



③ Black presses on a large scale with 3, like a samurai brandishing a sword. Black aims at an immediate lead, so White must be cautious.

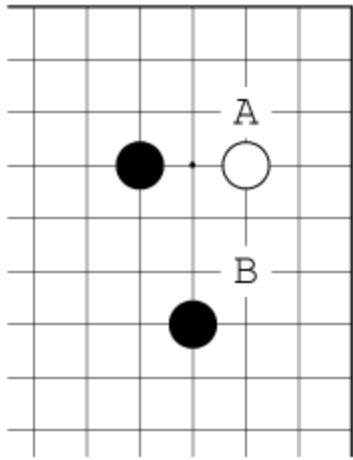


⑨ Black 8 is a mistake.

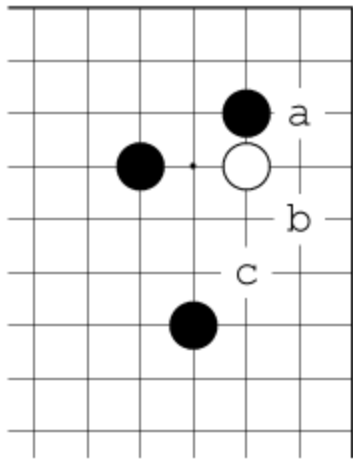


⑦ White continues with 'a'.

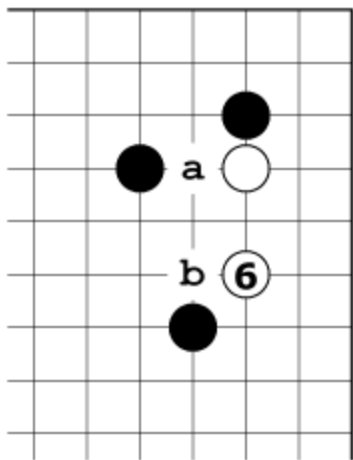
White best response is to play elsewhere ('a'), but may locally continue with 'b *'. White 'c' results in a fight



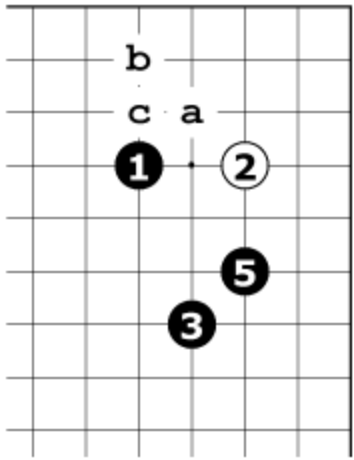
④ White's best response is to play elsewhere. Black follows up with 'A' to emphasize the top or 'B' to emphasize the right side.



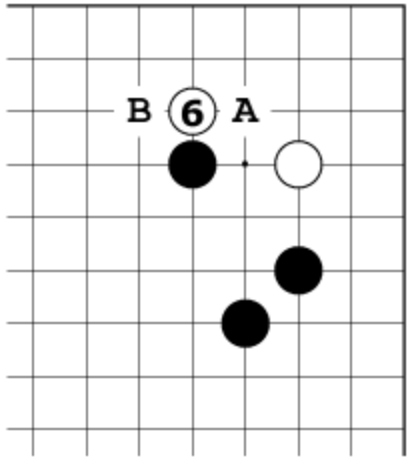
⑤ White continues with 'a' to 'c'. White is confined to the corner with 'a', and escapes to the side with 'b' or 'c'. White 'b' leaves some thinness for White.



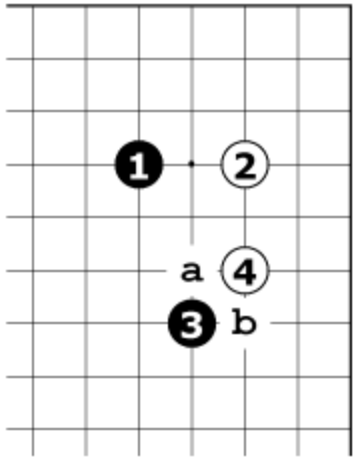
⑥ Black continues with 'a' or 'b'.



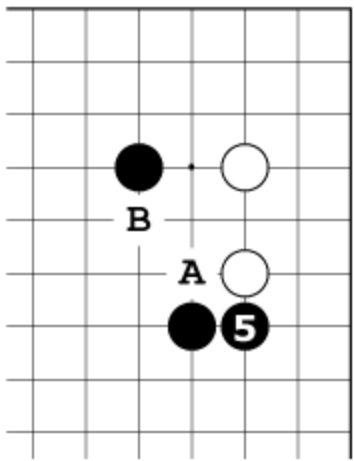
⑤ White continues with 'a' to live in the corner, or 'b' or 'c' to sacrifice the corner for a position at top.



⑥ 'A' or 'B'.

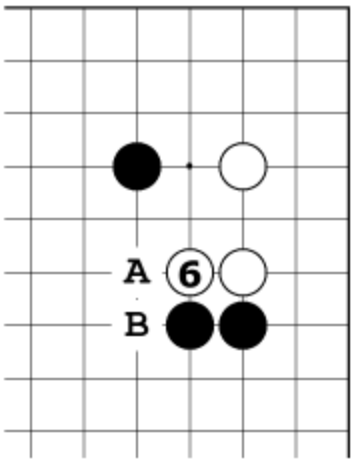


④ Black continues with 'a' or 'b *'.

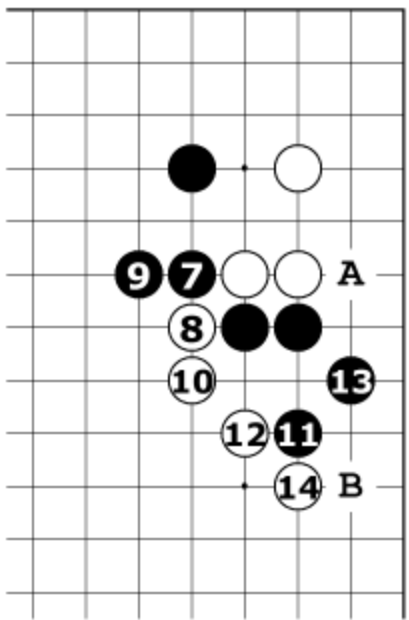


⑤ 'A *' is correct, 'B' is

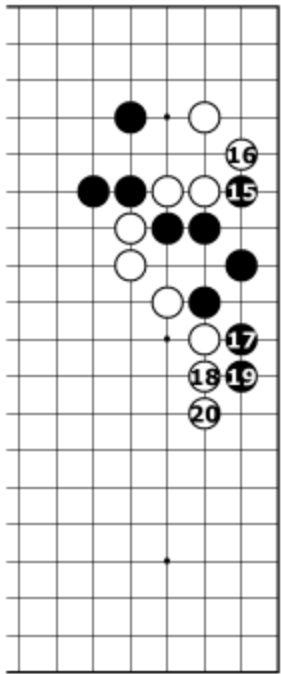
possible.



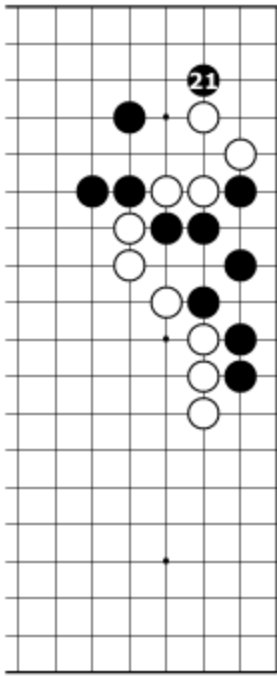
⑥ 'A *' is correct. 'B' is a trick play.



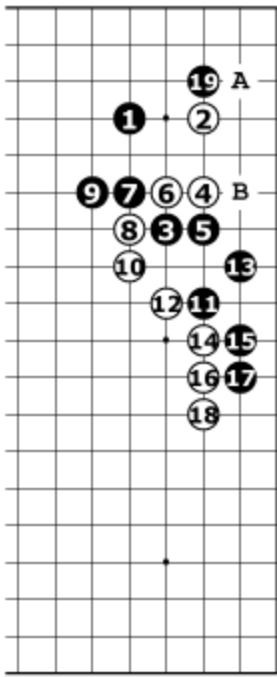
⑭ 'A *' or 'B'.



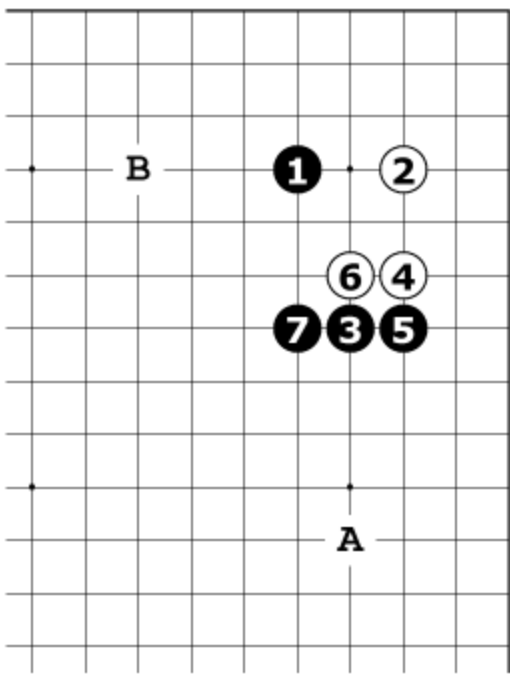
⑳ * GOOD VARIATION *



21 Black cannot kill.

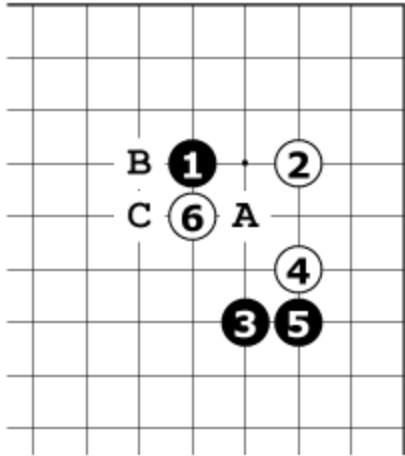


19 'A' is correct, 'B' is questionable.

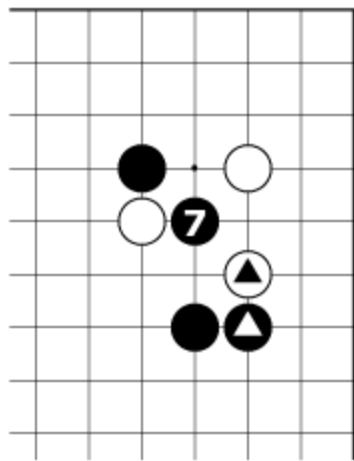


7 White is alive in the corner and mustn't continue to enlarge it, because that will only give Black a big wall. But Black is two moves behind: a connection of his

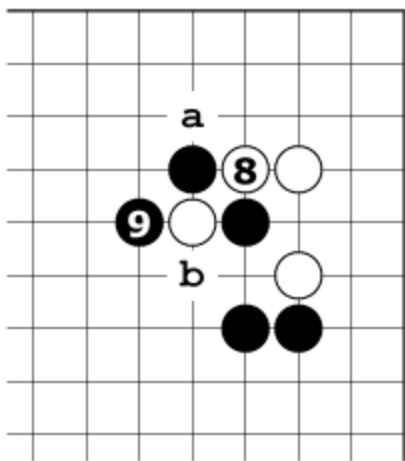
stones and an extension. White uses this on 'A' or 'B'.



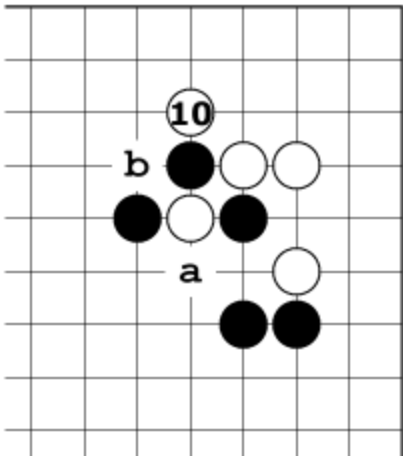
6 'A' is correct, 'B' emphasizes the top side, and should be played only Black has already an extension on either the top or right side. 'C' is a mistake.



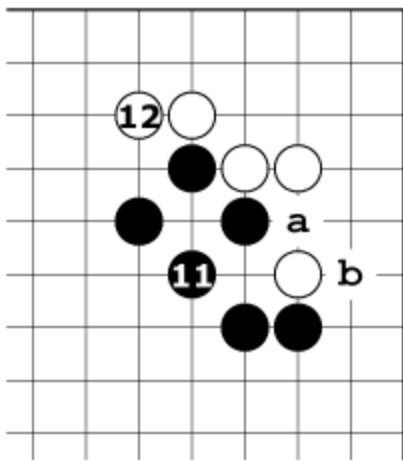
7 In any coming result, the exchange of the triangled stones is bad for White.



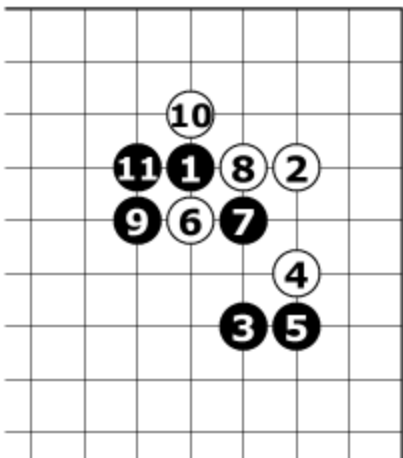
9 White continues with 'a'. White 'b' is a mistake.



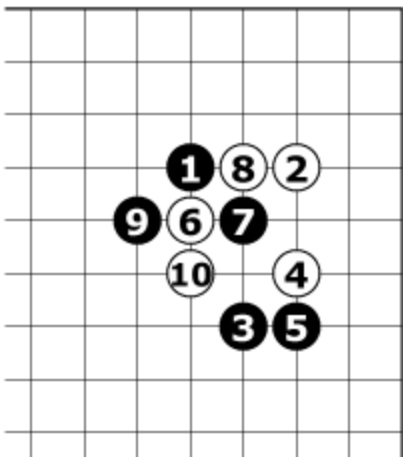
10 Black continues with 'a'. Black 'b' is a mistake.



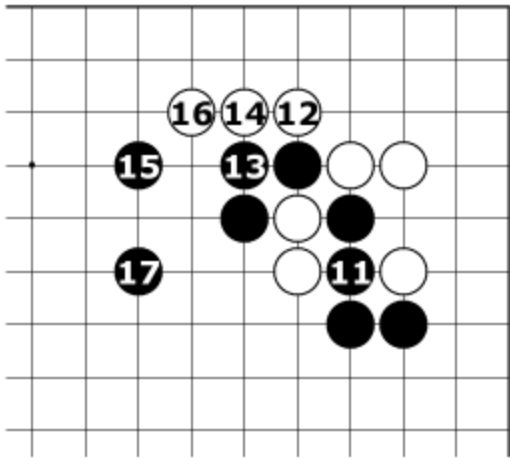
12 Black 'a' and White 'b' are large points that remain.



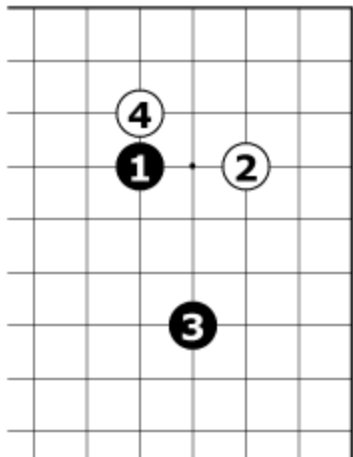
11 Black 11 is a mistake.



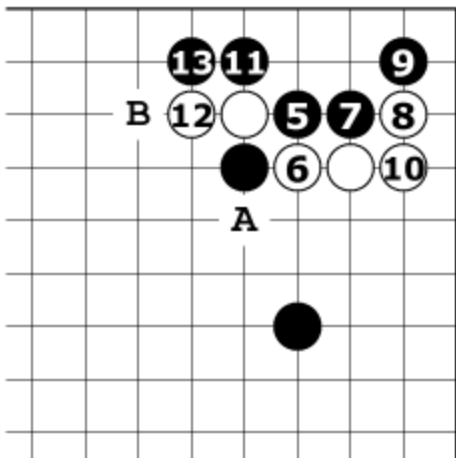
10 White 10 is a mistake.



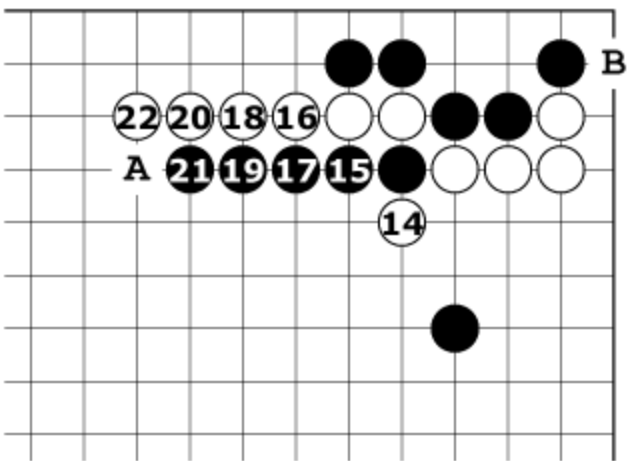
17 Black's thickness is superior to White's territory. The two White stones are forfeit.



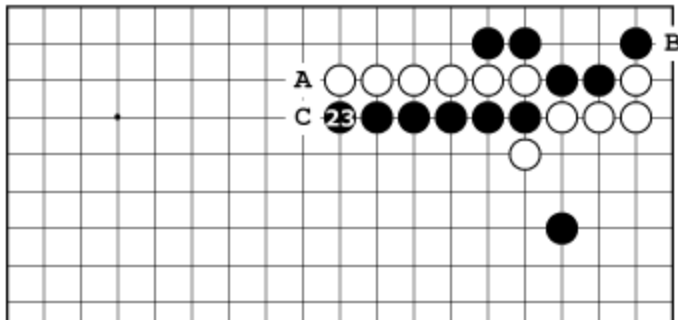
4 White 4 is risky.



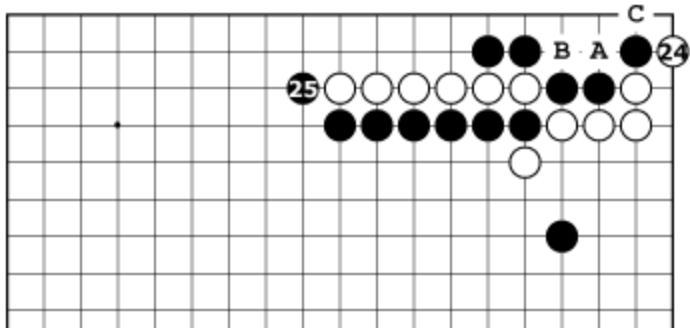
13 White 'A' is ok, White 'B' is disadvantageous.



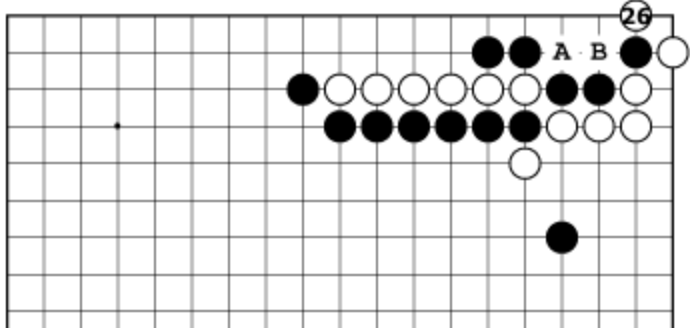
22 Black continues with 'A'. Black 'B' is possible.



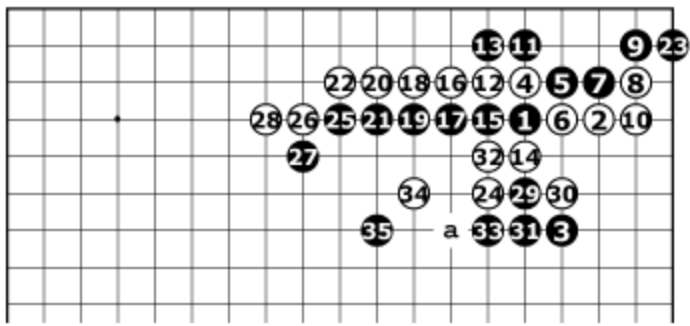
23 White continues with 'A'. White 'B' is a mistake. 'C' is questionable.



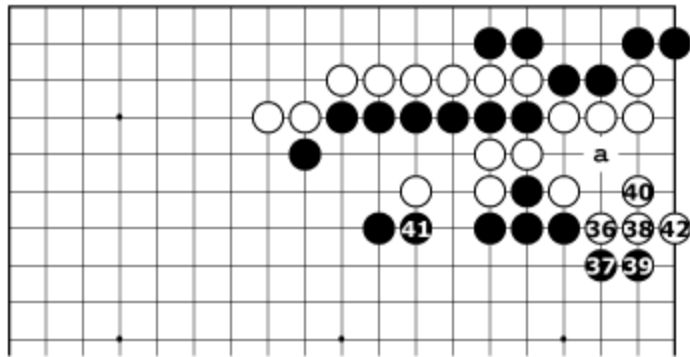
25 'A', 'B' or 'C' don't help.



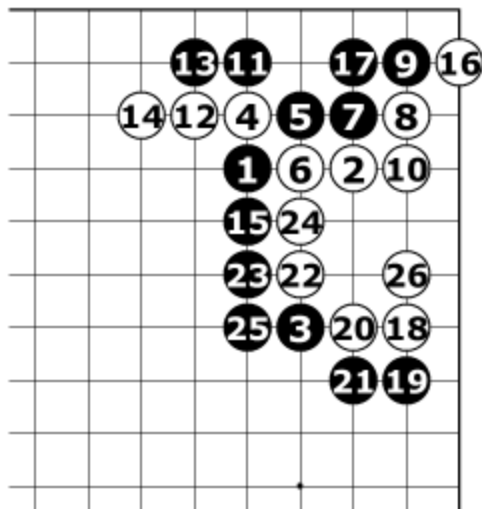
26 'A' is correct, 'B' is wrong.



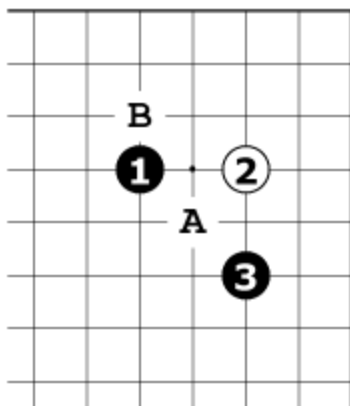
35 Keeping 'a' in reserve is a tesuji.



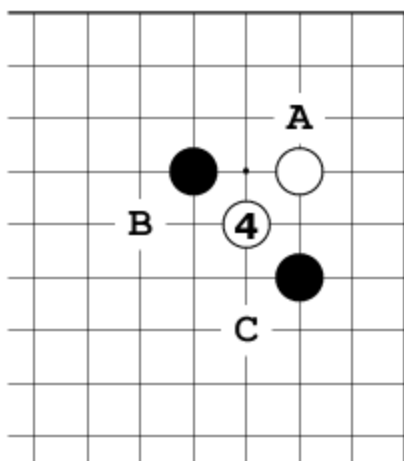
42 White must play 42 or Black 'a' kills him.



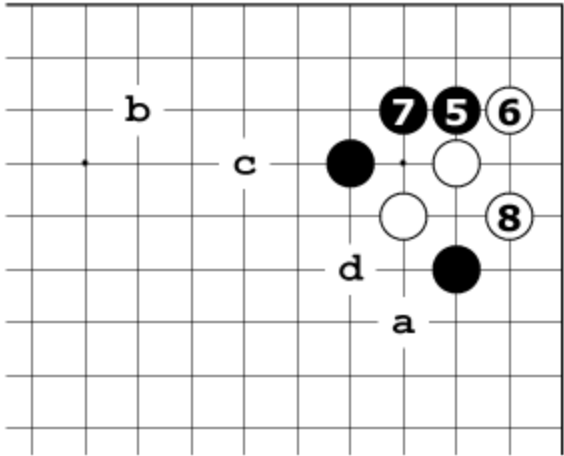
26 Having to make life in gote is painful. White's three stones at top will suffer.



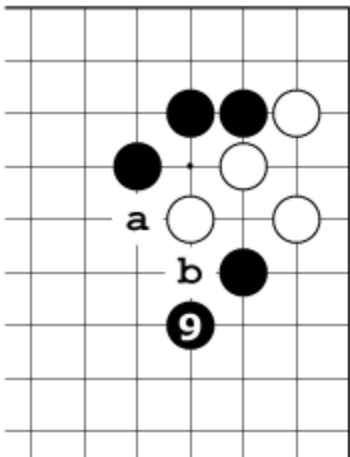
3 Black 3 is a special approach when Black is strong in the surrounding area, or a trick play. 'A' is correct, 'B' is getting tricked.



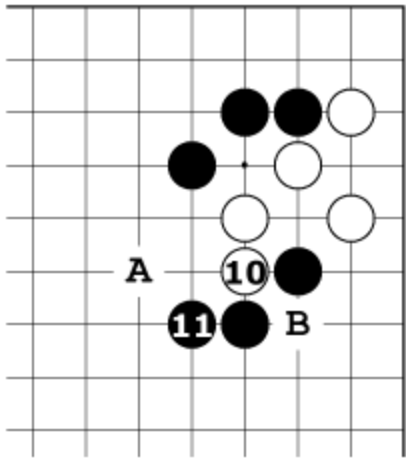
④ 'A' is correct, 'B' and 'C' are mistakes.



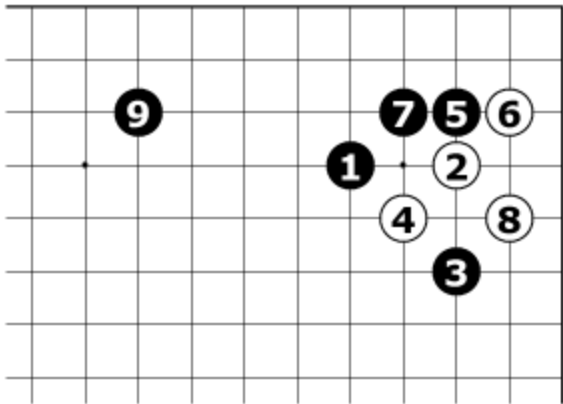
⑧ Black continues with 'a' or 'b'. Black 'c' is not recommended. Black 'd' is a simple trick move.



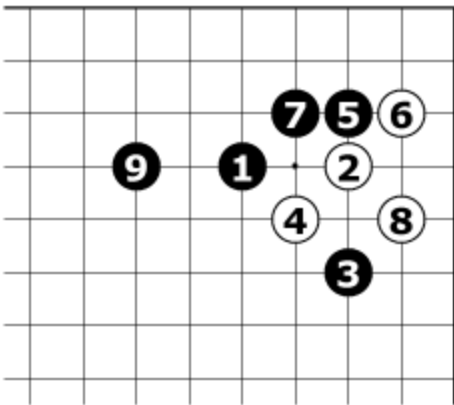
⑨ White continues with 'a' or 'b'.



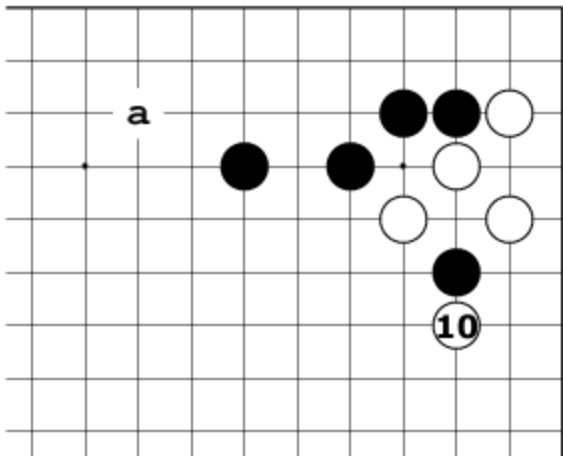
⑪ 'A' is correct, 'B' fails to capture on the top side.



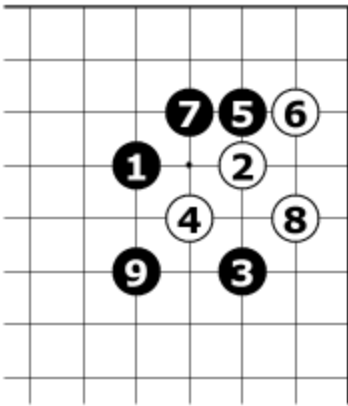
⑨ Black 9 renders the pincer meaningless, but the local result is equal.



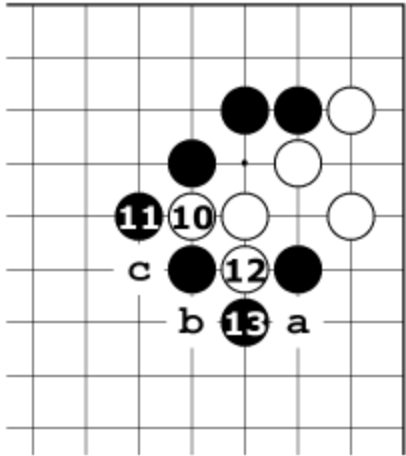
⑨ Black 9 is not recommended, as White easily settles his group.



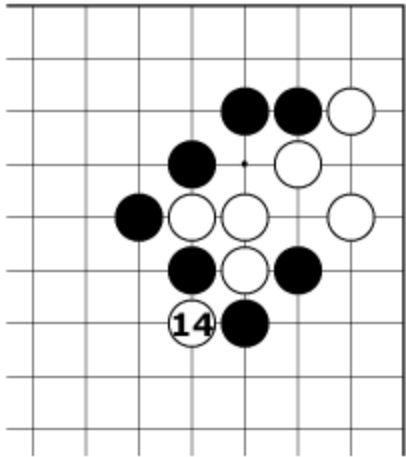
⑩ White 10 is a tesuji that settles his group. White can now aim to play at 'a', so Black must extend to cover that. White can be satisfied to end in sente.



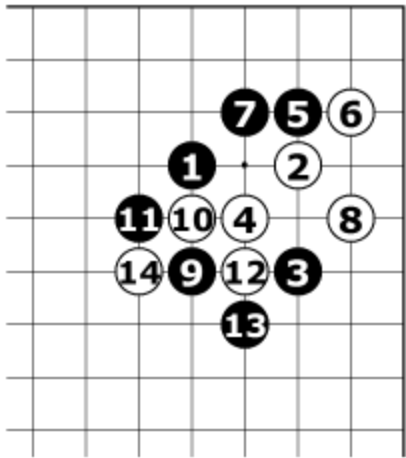
⑨ Black 9 is the simplest of trick plays.



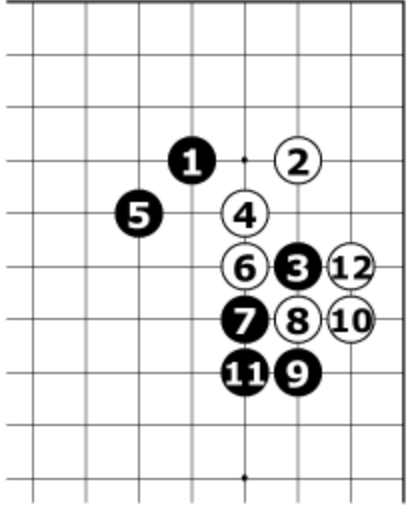
⑬ White continues with 'a'. White 'b' and 'c' are mistakes.



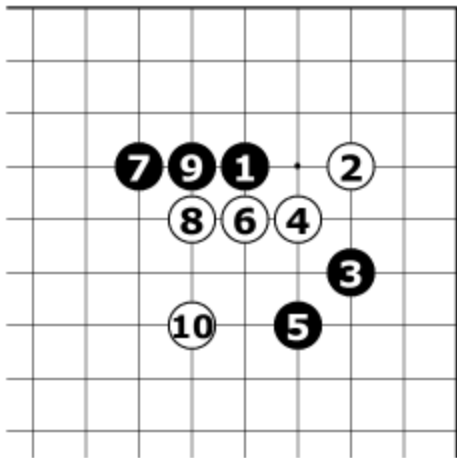
⑭ White 14 is a mistake.



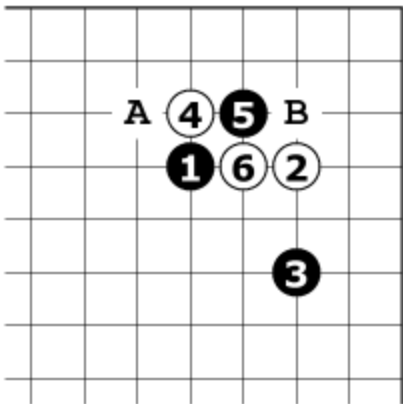
⑭ White 14 is a mistake.



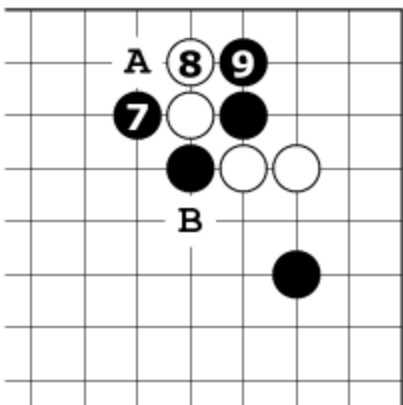
12 Black's thin center position doesn't equal White's territory.



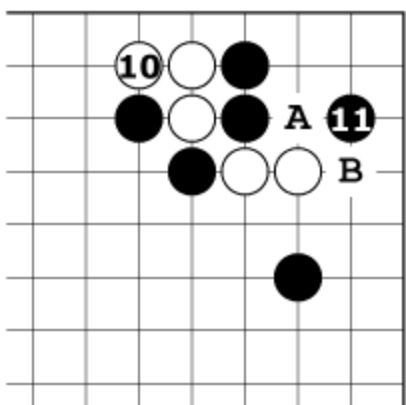
10 Black can defend only one side, White can pincer on the other.



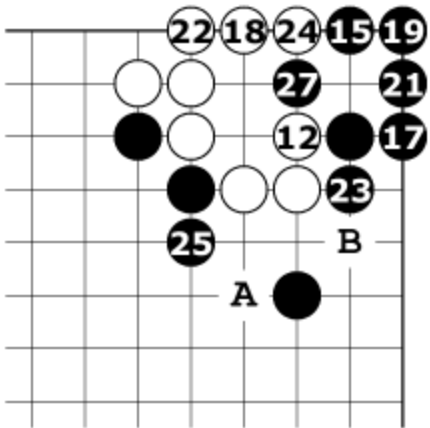
6 'A' is correct, 'B' loses a semeai.



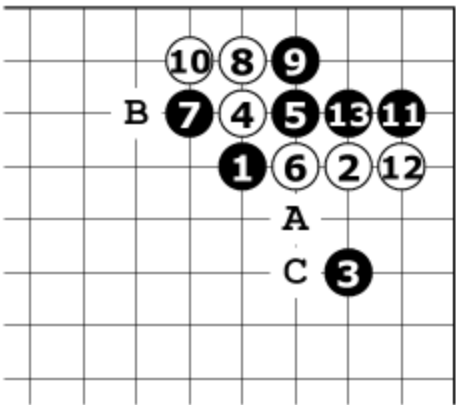
9 'A' is correct, 'B' is not recommended.



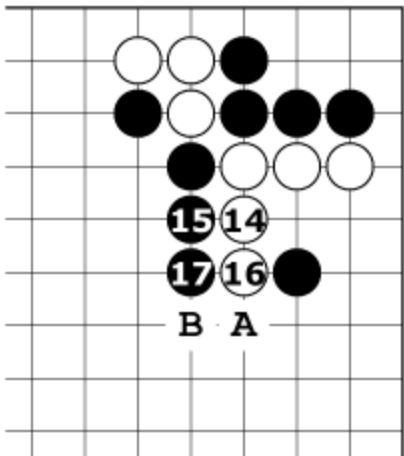
11 White 'A' or 'B' don't help.



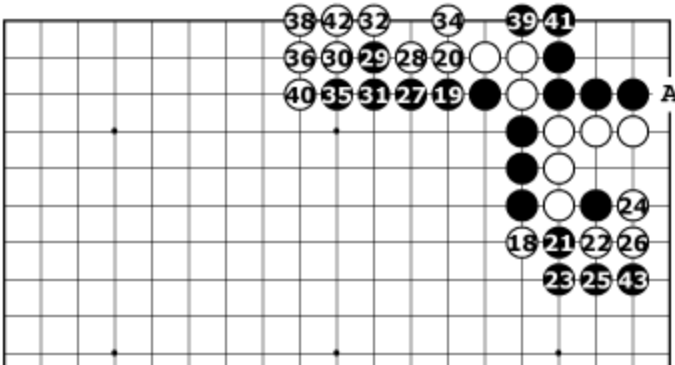
27 Black must recapture to make White moves onto A or B useless.



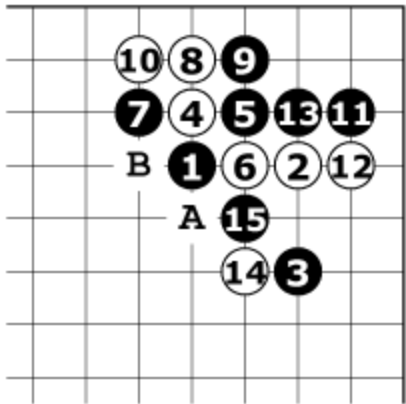
13 'A', 'B' or 'C' don't help.



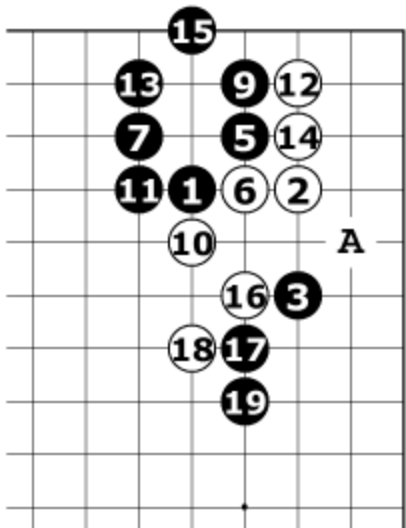
17 'A' or 'B' don't help.



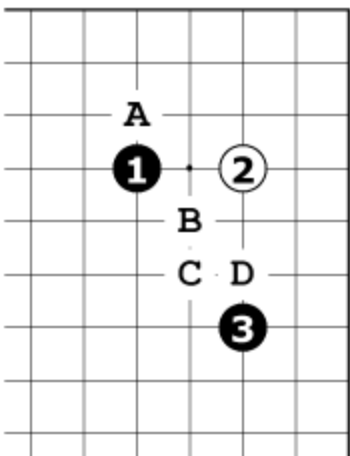
43 Later, Black can secure his corner on A attacking the life of the White group.



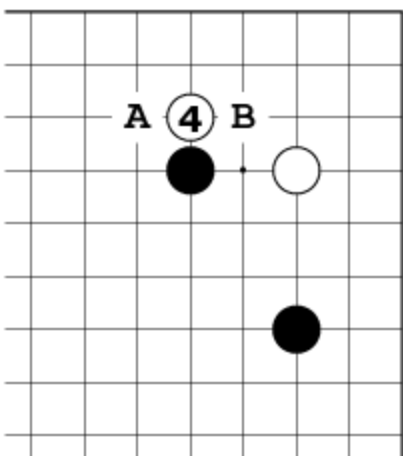
15 'A' is less bad than 'B'.



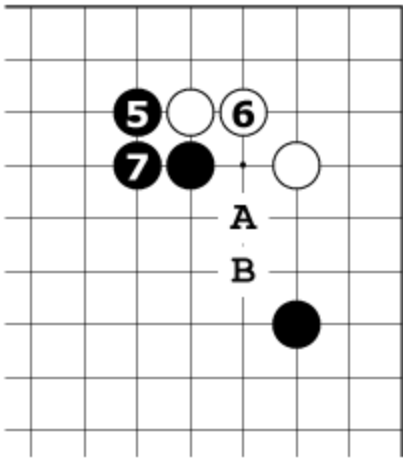
19 Later, Black A is sente, so White does not yet live.



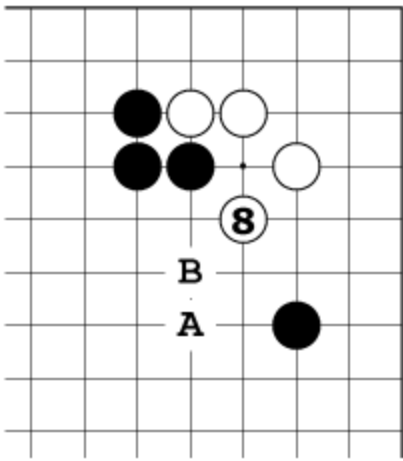
3 White continues with 'A *', 'B', 'C' or 'D'.



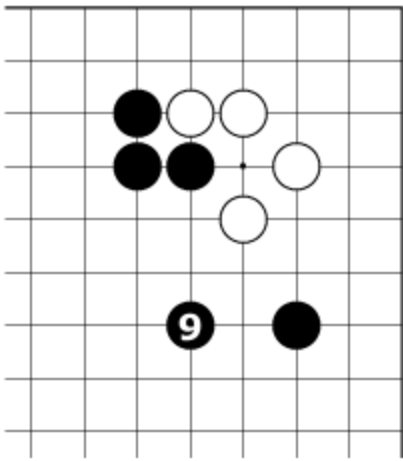
4 'A *' is simple, 'B' complicated.



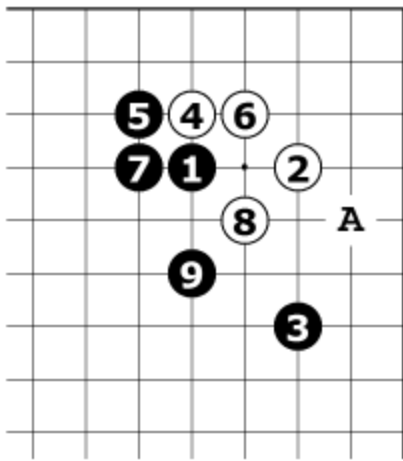
7 'A *' is ok, 'B' is bad.



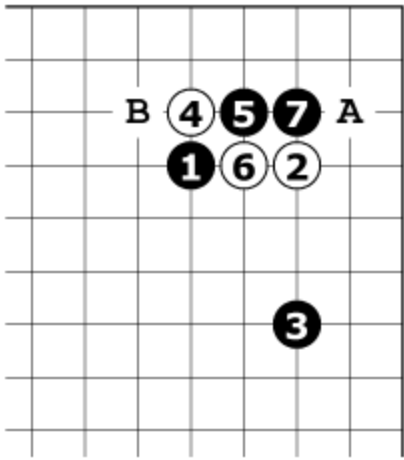
8 'A *' or 'B'.



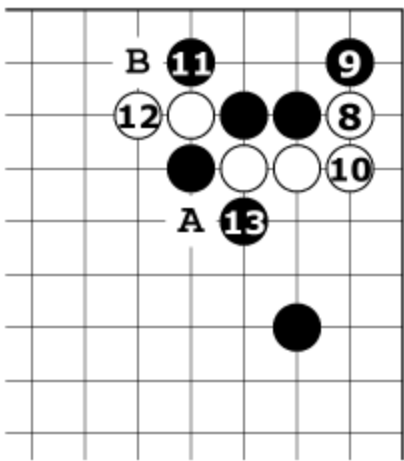
9 * GOOD VARIATION *



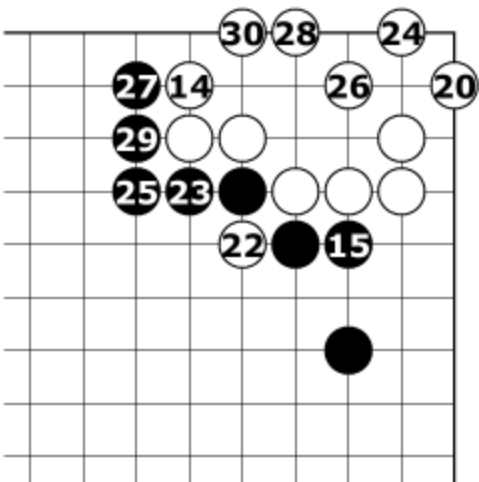
9 Later, Black has A.



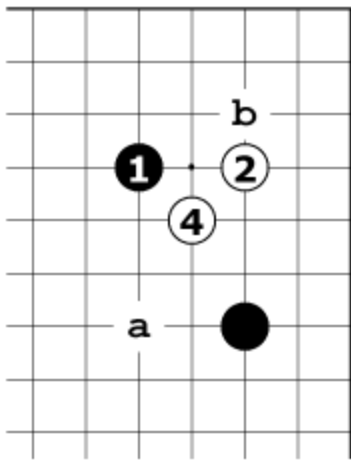
7 'A' wants the right, 'B' the top side.



13 'A' is possible, 'B' is questionable.

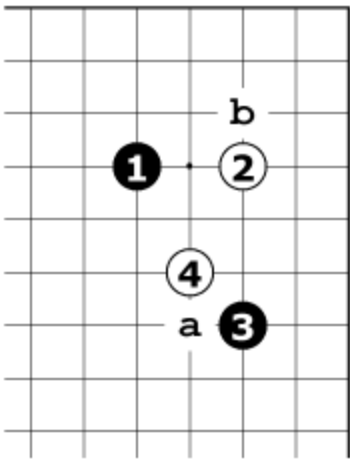


30 White took 13 points in the corner, they don't equal White's influence.

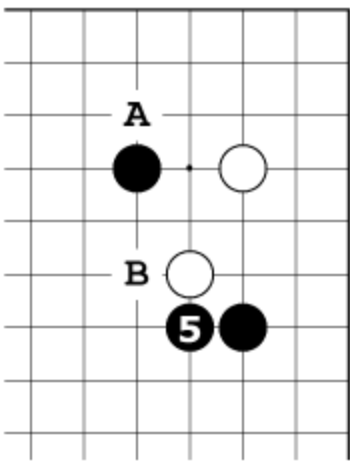


4 Black continues with 'a' or

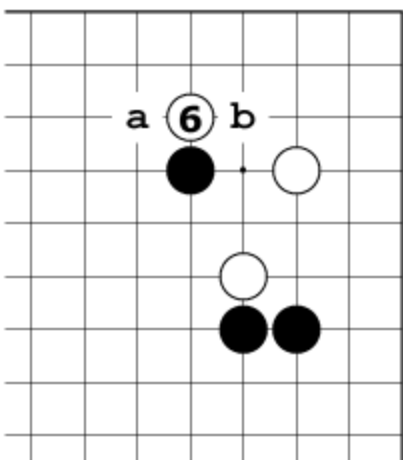
'b'. Black 'a' leaves options for later play. After Black 'b' Black 3 is in a badposition. Both moves end with Black sente.



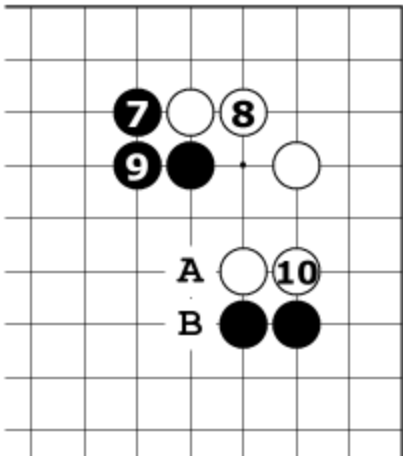
4 Black may try 'a' or 'b'. Black 'b' abandons Black 3.



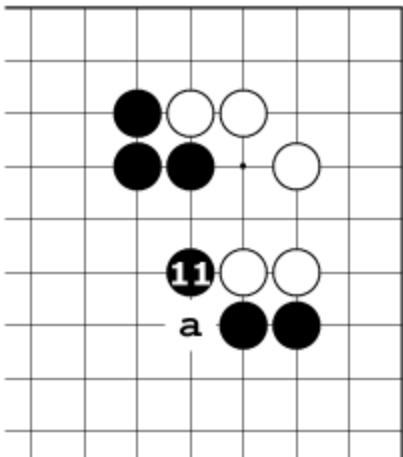
5 'A' is correct, 'B' is a mistake.



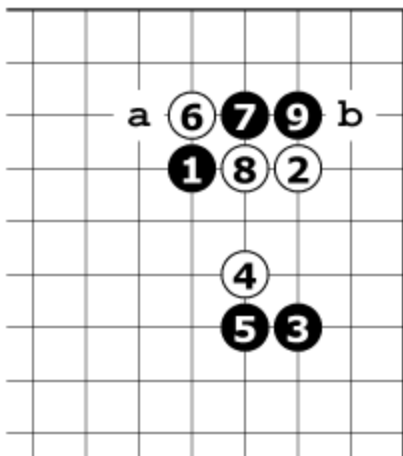
6 Black continues with 'a'. Black 'b' is a mistake.



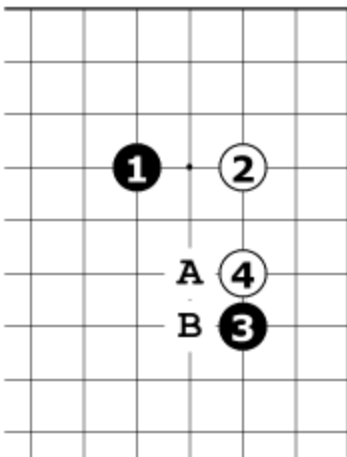
10 'A' or 'B'.



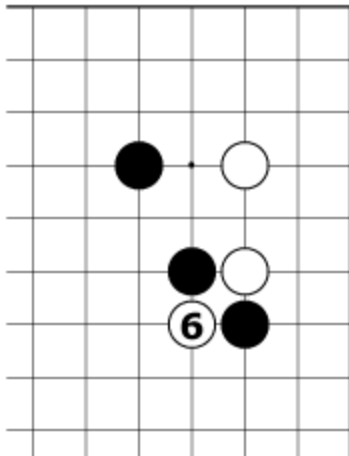
11 There is later the cutting point at 'a'.



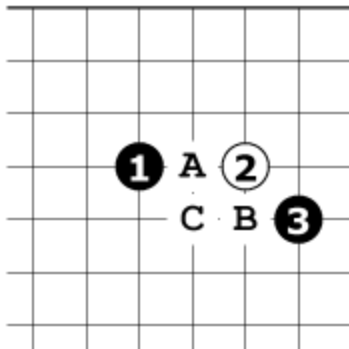
9 White may continue with 'a' or 'b'.



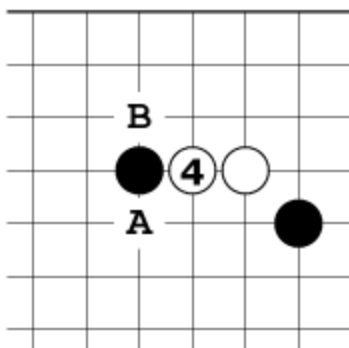
4 'A' or 'B'.



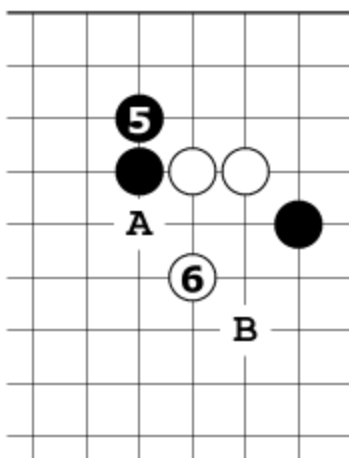
6 See the variation where 5 is played before 3 for this joseki.



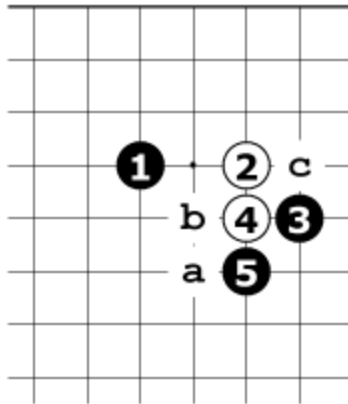
3 White 'A' is correct and disadvantageous for Black. White 'B' leads to a low position. White 'C' is being tricked the most.



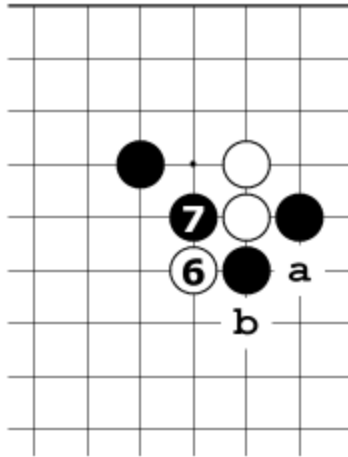
4 'A' or 'B'.



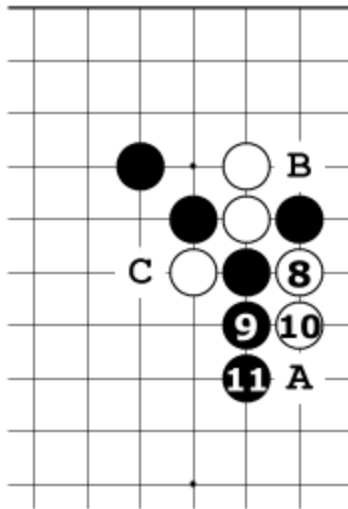
6 'A' is correct, 'B' makes it worse for Black.



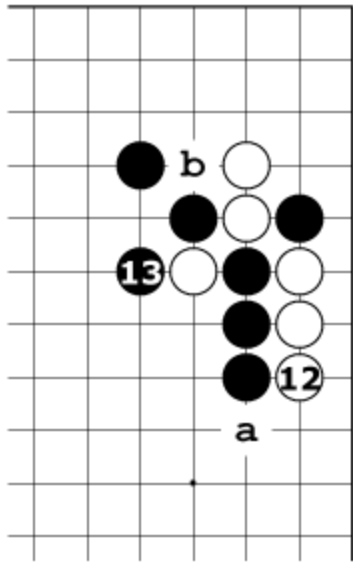
5 White continues with 'a' or 'b'. 'c' is inferior.



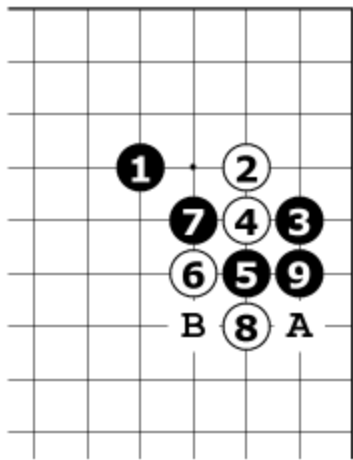
7 White 'a' yields an equal result. White 'b' results in a big ko, the outcome uncertain.



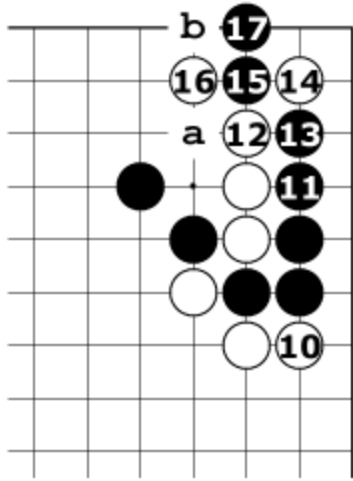
11 'A' is correct, 'B' is too anxious. 'C' gives Black profit.



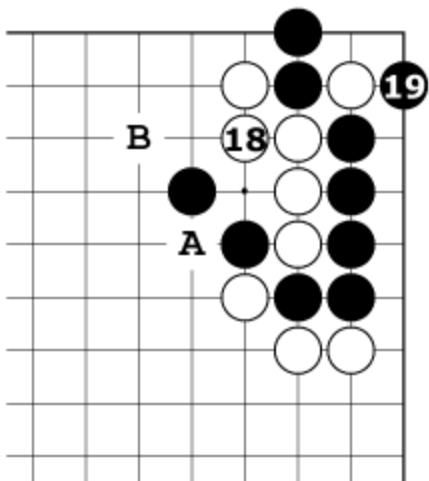
13 White continues with 'a' or 'b'.



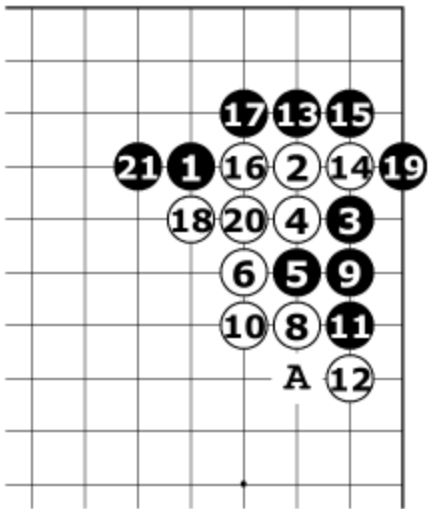
9 'A' is correct, 'B' is a mistake.



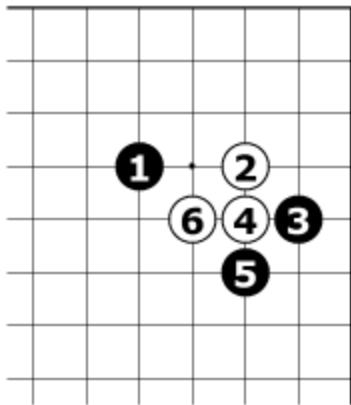
17 White continues at 'a'. White 'b' is a mistake, as White ends in a big loss.



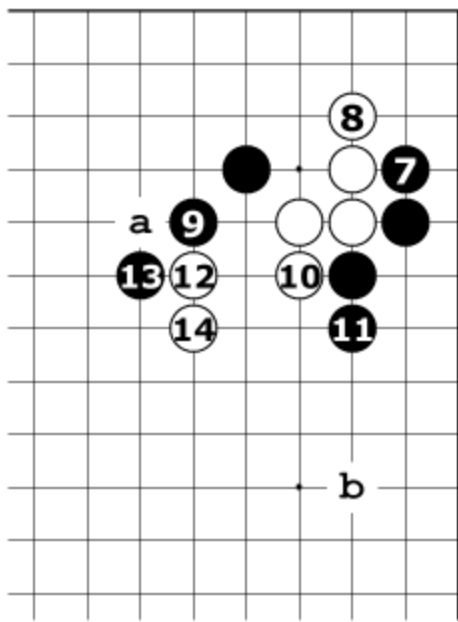
19 'A' makes a ko, 'B' takes thickness and sente for territory.



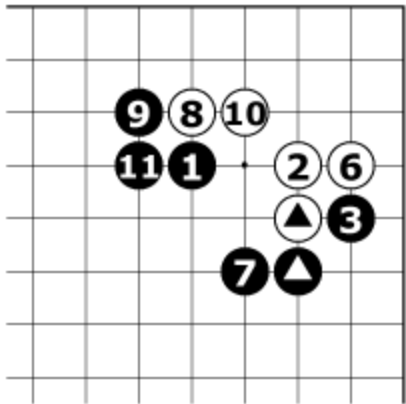
21 Aji for Black on A.



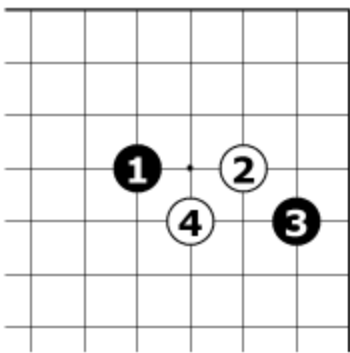
6 This normally bad shape is a calm play here.



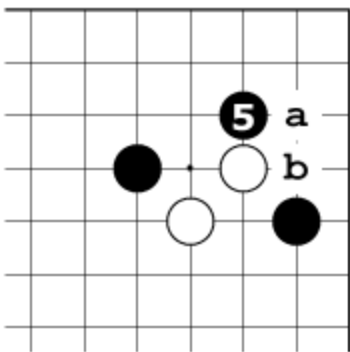
14 Black continues with 'a'. Black 'b' invites a cut at 'a' and a subsequent loss.



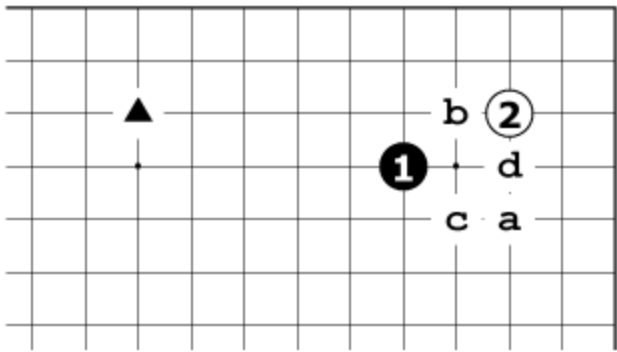
11 Without the marked stones the situation would be joseki, their exchange is bad for White.



4 White 4 is a mistake.



5 White 'a' and 'b' both give bad results for White.



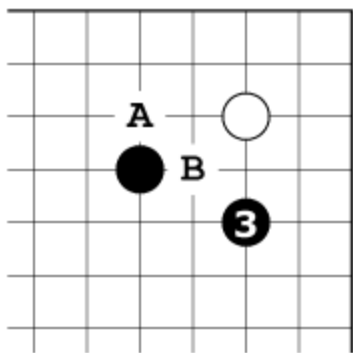
2 White plays the 3-3 when Black has a stone at top such as marked.

Black continues with 'a *' to 'c'. Black 'd' is possible, but not

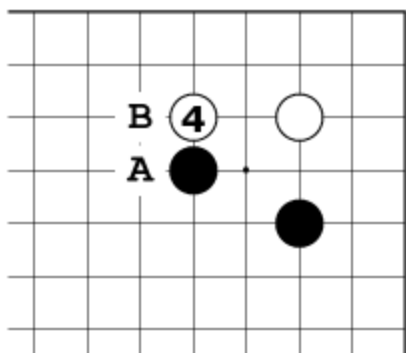
recommended.

Outcomes:

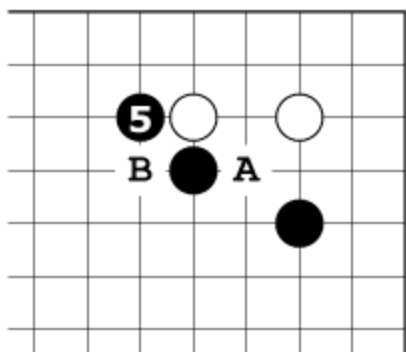
- 'a' - White corner, Black thickness.
- 'b' - White on the right, Black top.
- 'c' - White corner, Black sente.
- 'd' - Black choice; ladder is important.



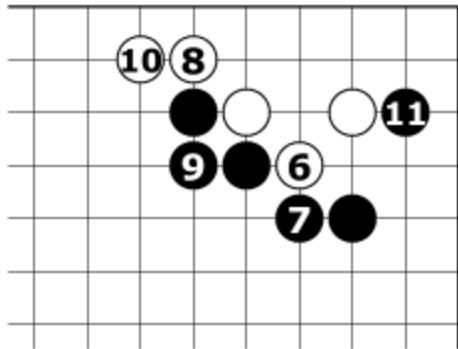
3 White lives in the corner. Black gets thickness. 'A' or 'B'.



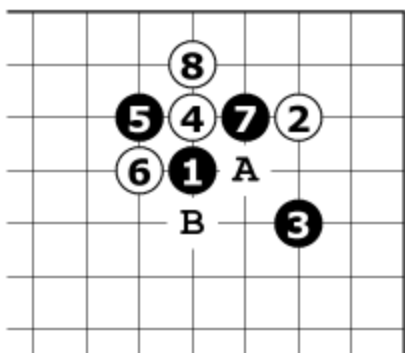
4 'A' or 'B' are ok.



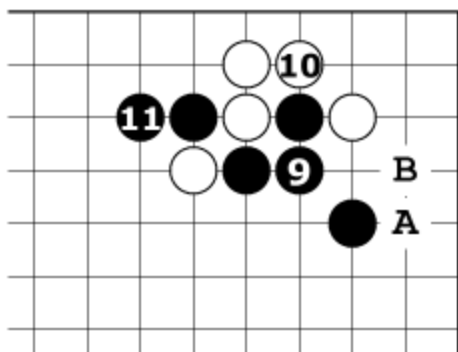
5 'A' is ok, 'B' is questionable.



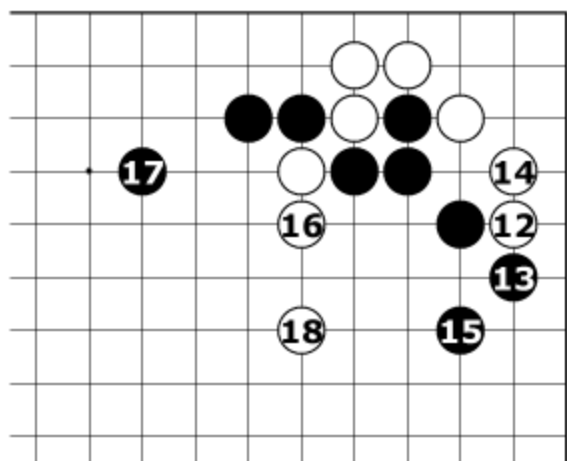
11 Later



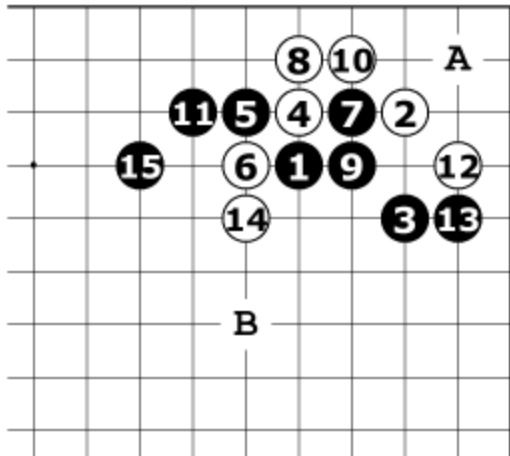
8 'A' starts a fight and gives White a small corner. 'B' needs the ladder.



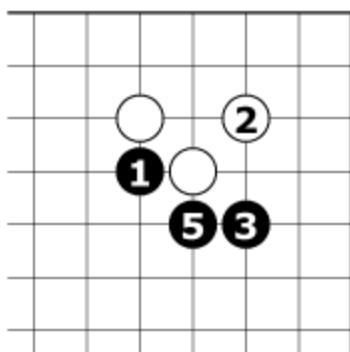
11 'A' is correct, 'B' is wrong.



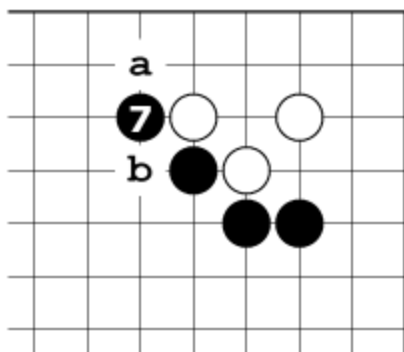
18 The White corner is small.



15 Now, 'A' is necessary. After 'B' the White corner dies.



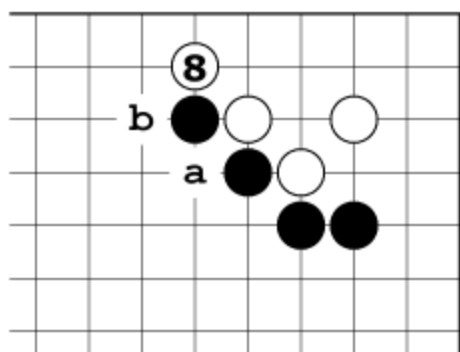
6 White 4 and 6 may also be played in different order.



7 * GOOD VARIATION *

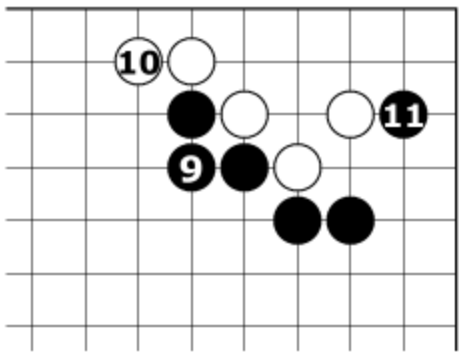
White continues with 'a'. White 'b' is vulgar.

Also, check the continuations at 5-1-3-2-2-2.

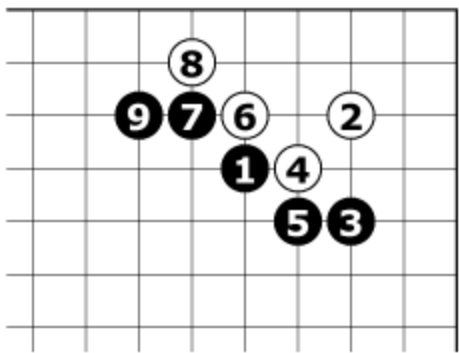


8 Black continues with 'a'.

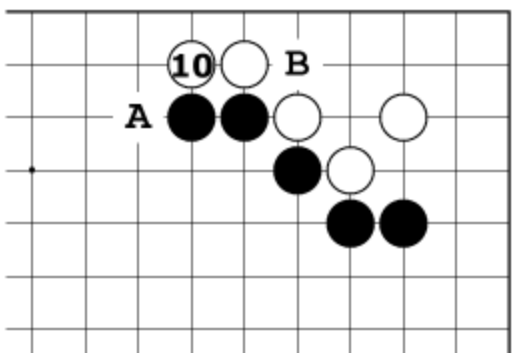
Black 'b' is not recommended.



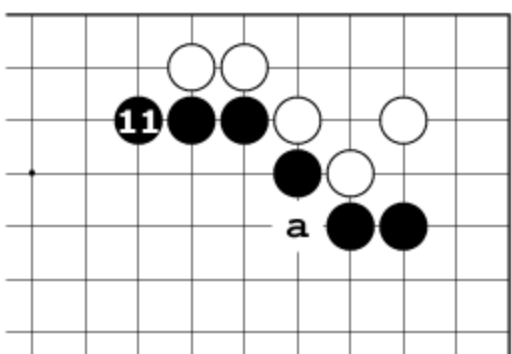
11 Black 11 is post-joseki.



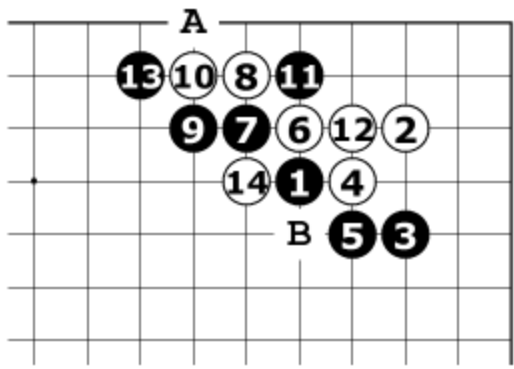
9 Black 9 is not recommended.



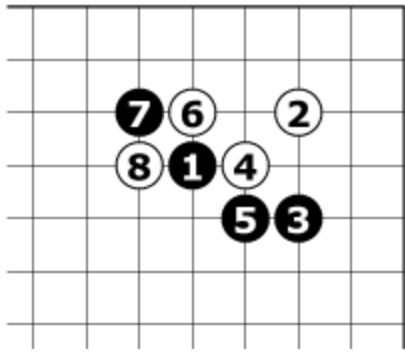
10 'A' is correct, 'B' is a mistake.



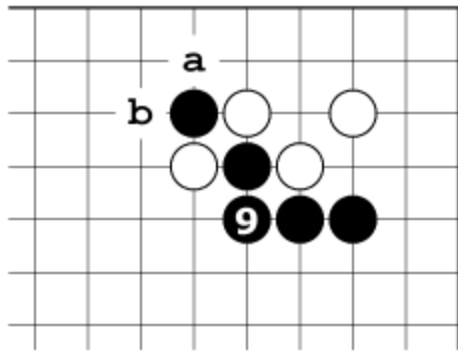
11 White has sente, and Black is left with the cutting point at 'a'.



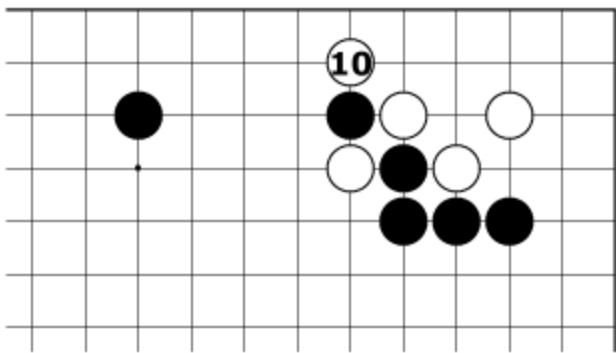
14 'A' or 'B'.



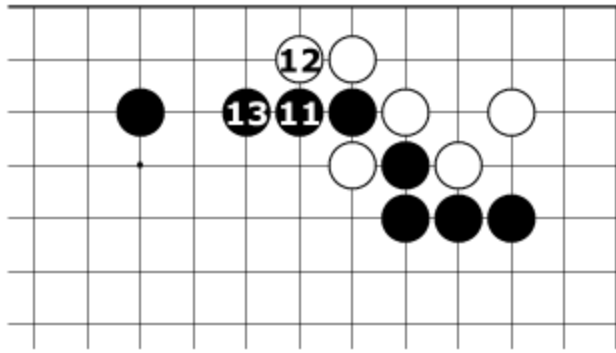
8 White 8 is insensible. This move helps Black fix his shape.



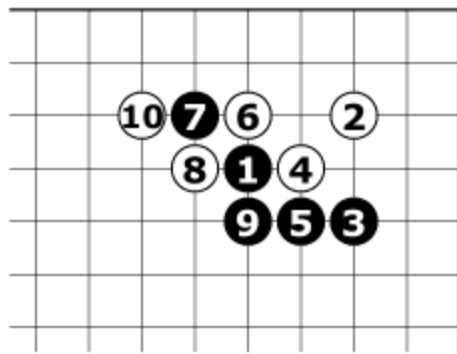
9 White continues with 'a'. White 'b' may be played if there is no Black extension (as shown).



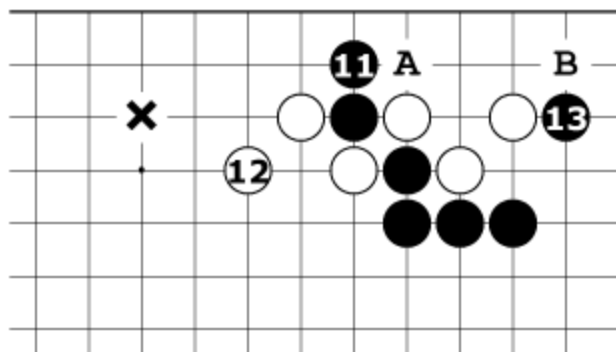
10 White plays 10 is Black has an extension at top as shown.



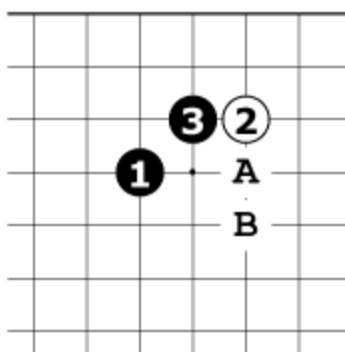
13 Black has superior thickness. White 8 is no threat; better to have reserved the cutting point at Black 9 (see variation 5-2-1-1-2).



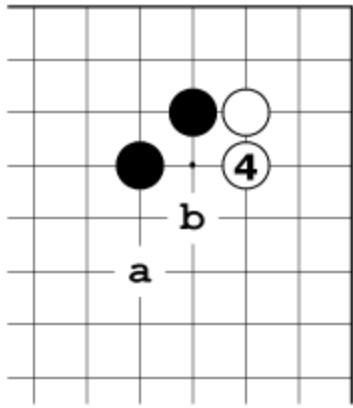
10 White may try 10 if there is no Black stone at top.



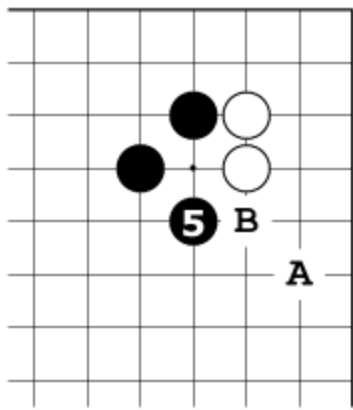
13 'A' is correct, 'B' is a mistake.



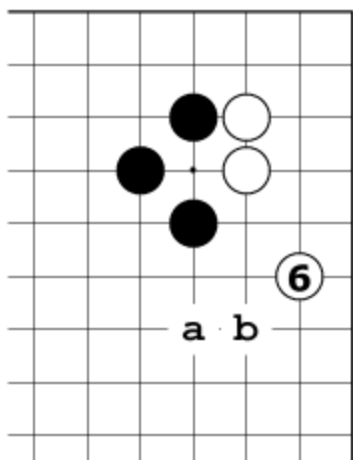
3 Black must have a stone at top to play this way. White 'A' or 'B' are possible.



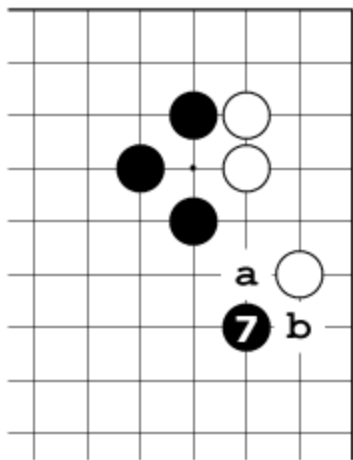
④ Black continues with 'a' or 'b'.



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



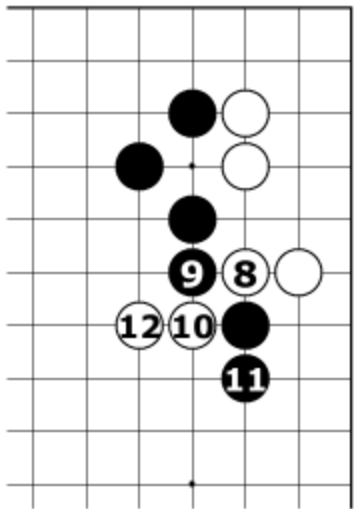
⑥ Black continues with 'a'. Black 'b' is an overplay.



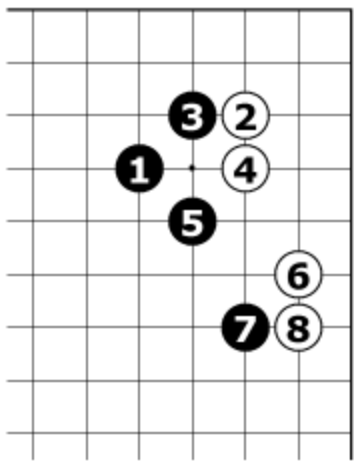
⑦ Black 7 is an overplay. A fight ensues.

White continues with 'a'.

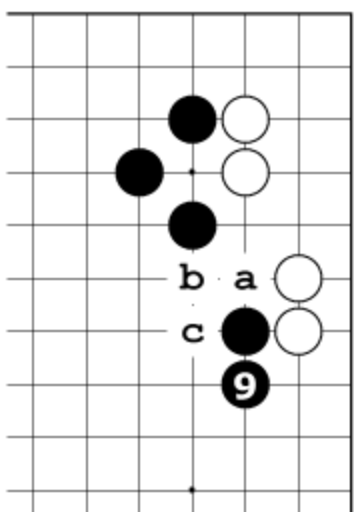
White 'b' is timid.



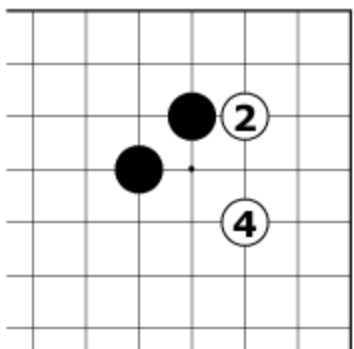
⑫ Unless Black has support, the fight favors White.



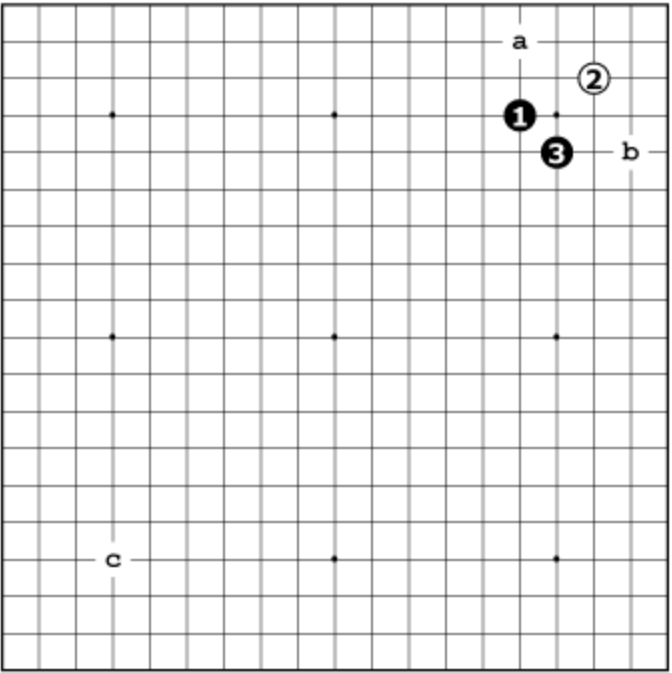
⑧ White 8 is faint-hearted.



⑨ White 'a', Black 'b', the White cut of 'c' is not longer much of a threat.



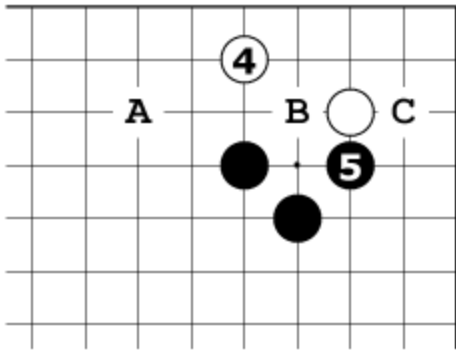
④ Same variation as Black 1 and 3 played in reverse.



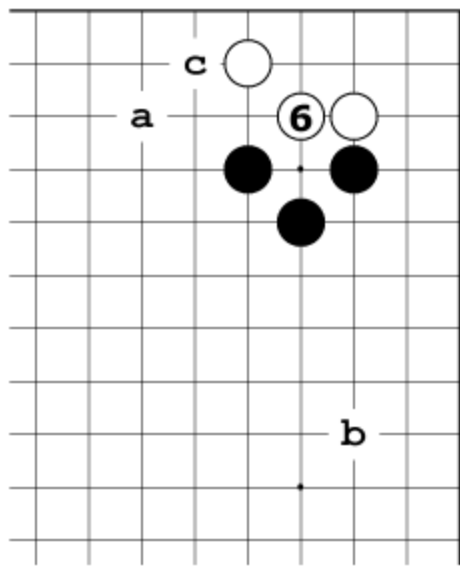
③ Black 3 seems vague, as it does not much affect White 2, but is a steady move to create thickness. Further, White does not have an easy continuation.

Black plays this way to get sente.

Locally, White continues with 'a' or 'b'. White can consider these two points miai, and play elsewhere ('c').



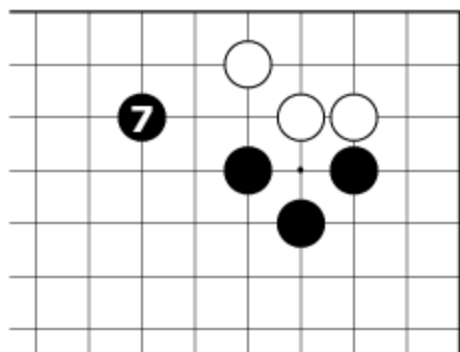
⑤ 'A' goes outside. 'B' and 'C' are enclosed in the corner.



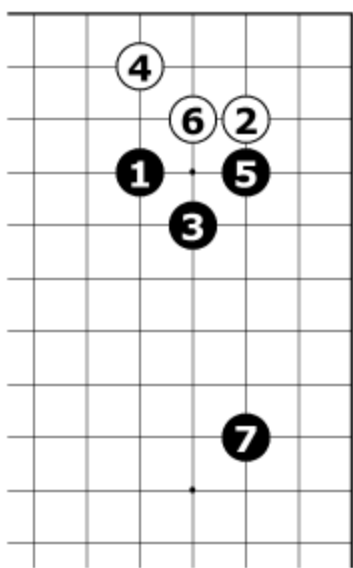
⑥ The joseki ends.

Black continues at 'a' locally, or extends down the right side.

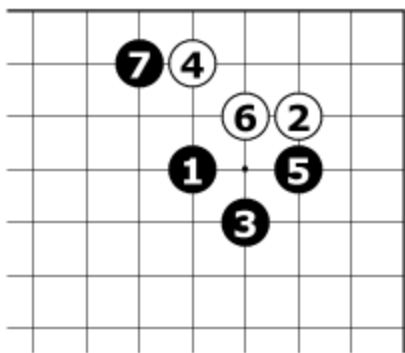
Black 'c' is an overplay.



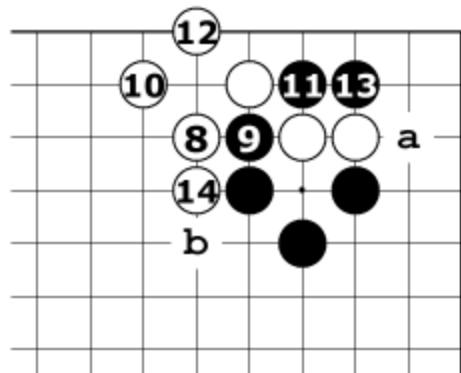
⑦ Black 7 is a logical continuation at top.



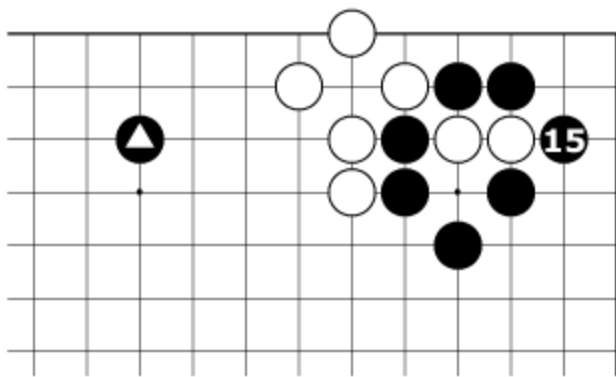
⑦ A possible Black extension on the right.



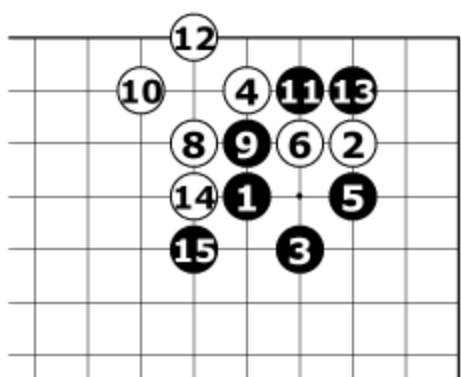
⑦ Black 7 is a mistake.



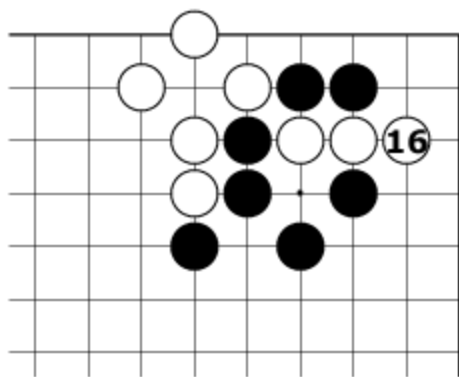
⑭ Black continues with 'a'. Black 'b' is a mistake.



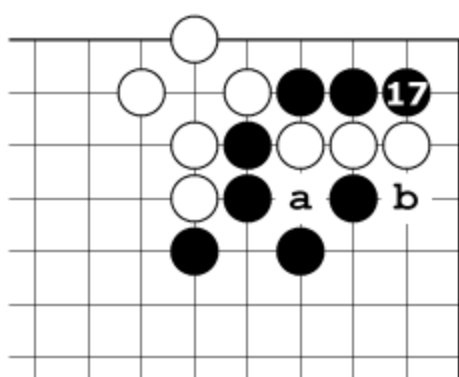
⑮ With the marked previous stone the joseki was a mistake in direction.



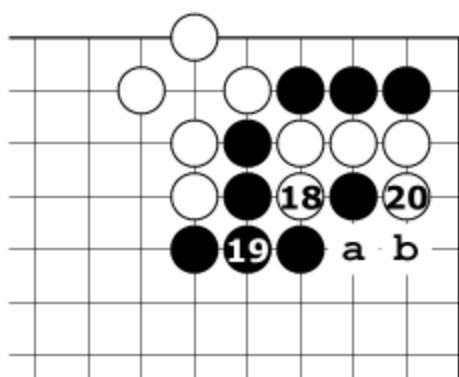
⑮ Black 15 is a mistake because the aji of the two White stones can result in a huge ko or outright loss.



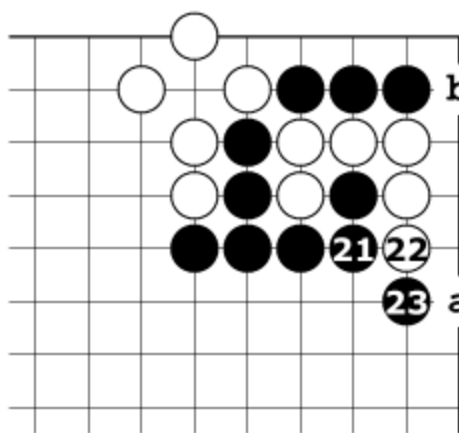
⑮ White 16 leads to a favorable ko for White at worst.



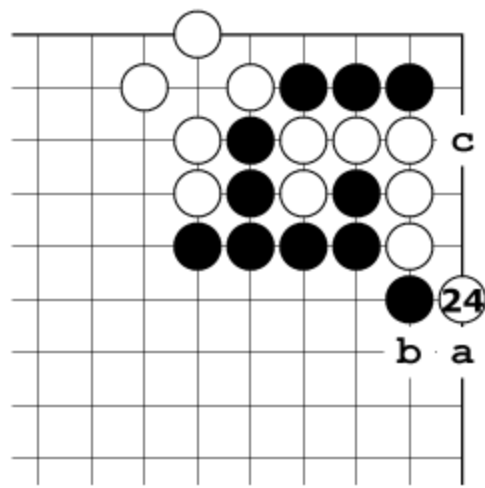
⑮ White continues with 'a' or 'b'.



⑮ Black continues with 'a' or 'b'.



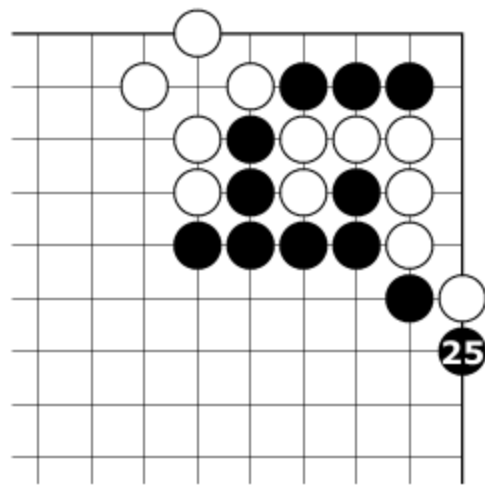
⑮ White continues with 'a'. White 'b' is a mistake.



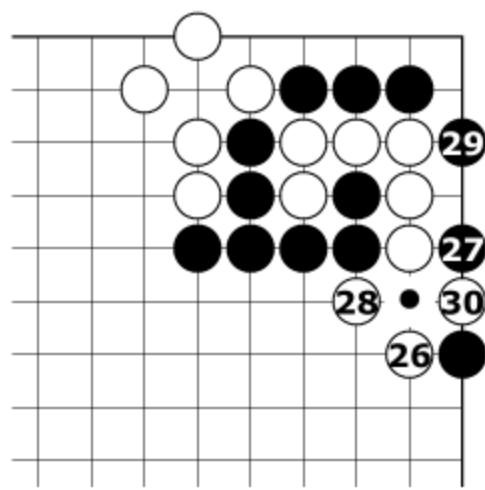
24 Black 'a' gives a ko favorable to White.

Black 'b' leads to an outright loss for Black in the corner, but preserves influence.

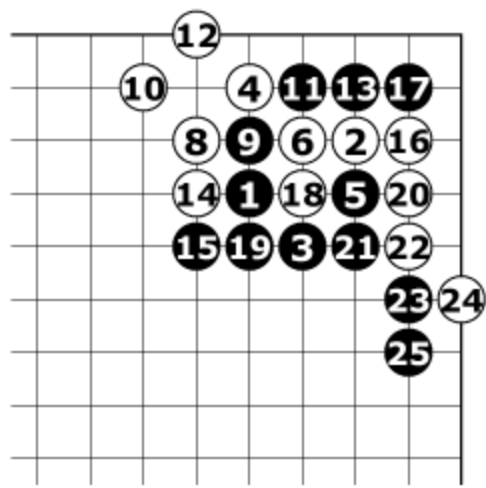
Black 'c' is an outright mistake.



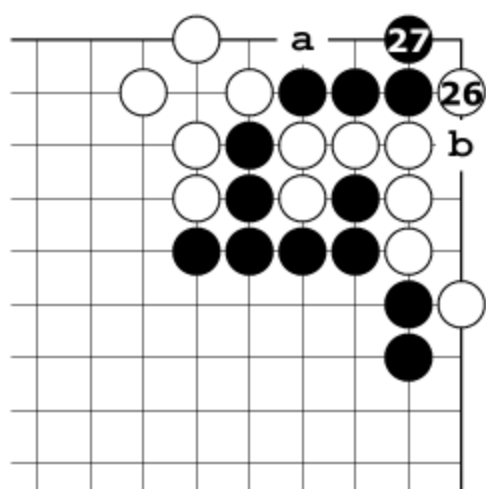
25 Black 25 gives a ko favorable to White.



30 White wins, as connecting at the marked spot gives White the corner and destroys Black's thickness.

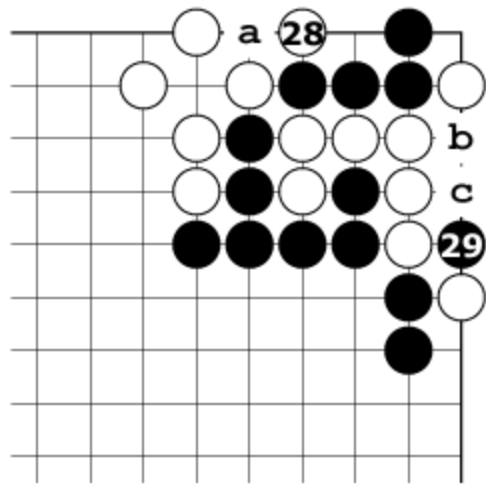


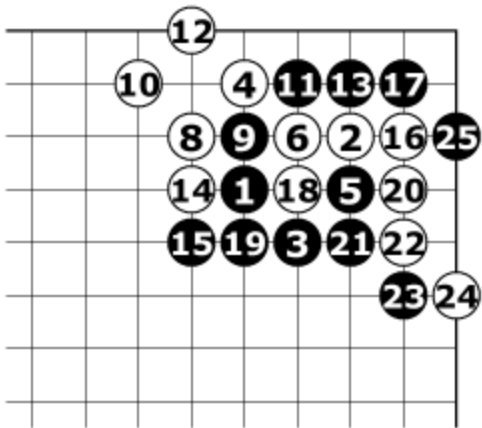
25 Black 25 gives away the three stones, but preserves influence.



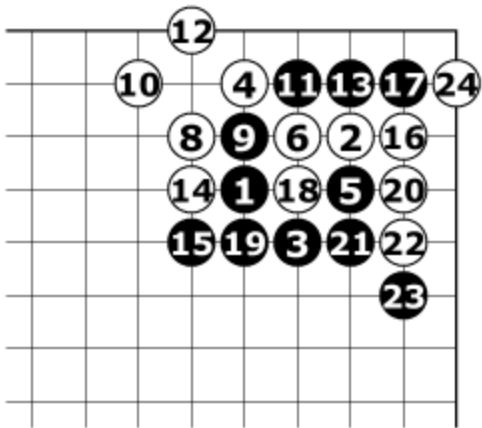
27 Black 27 gives Black the most liberties possible.

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

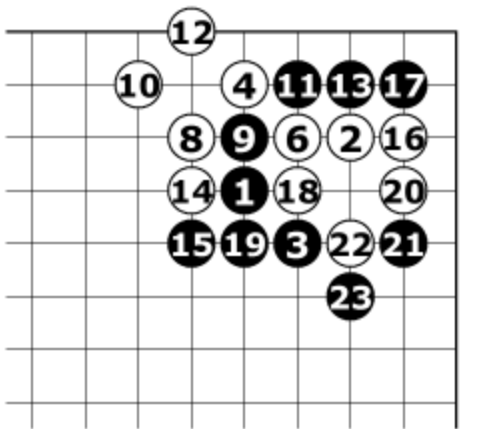




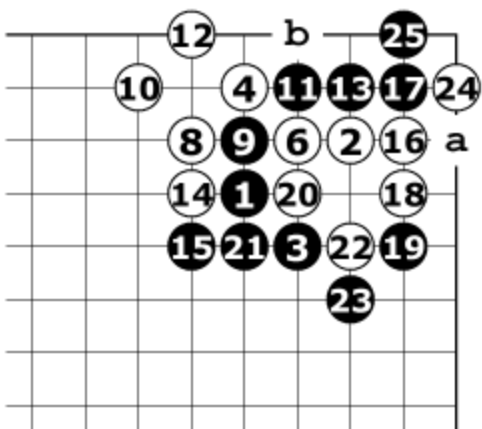
25 Black 25 is a mistake.



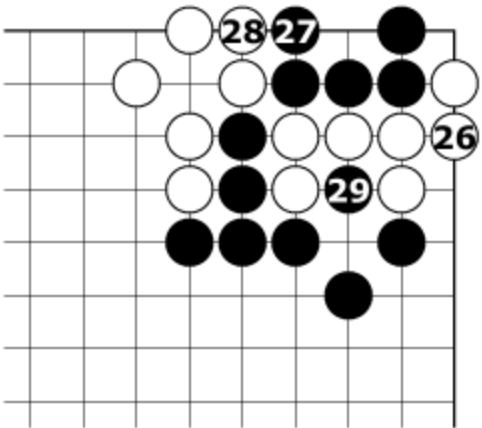
24 White 24 is a mistake.



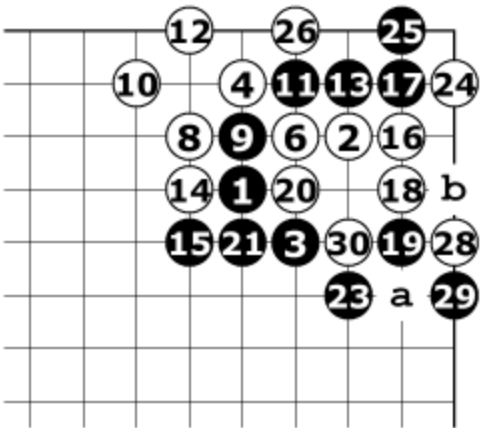
23 See for 5-2-3-1-1-3-2-2 continuation.



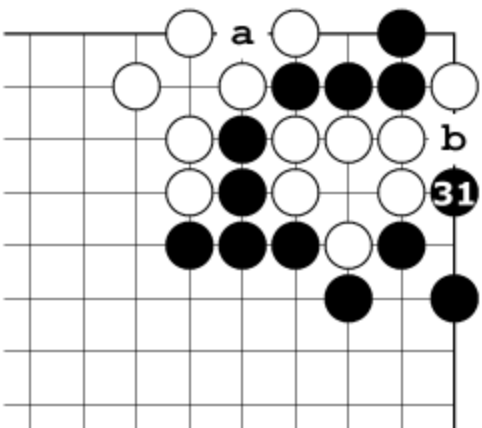
25 Black 25 gives Black the most possible liberties.
White may try 'a' or 'b'.



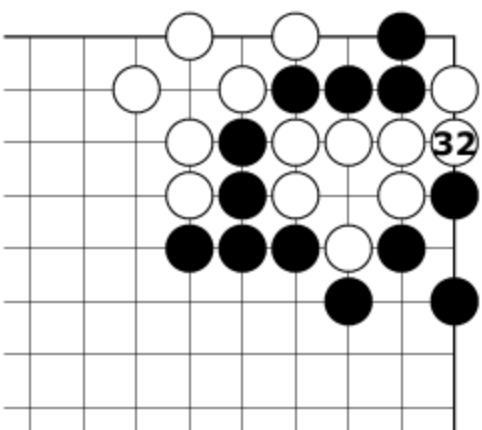
29 White must find the first ko.



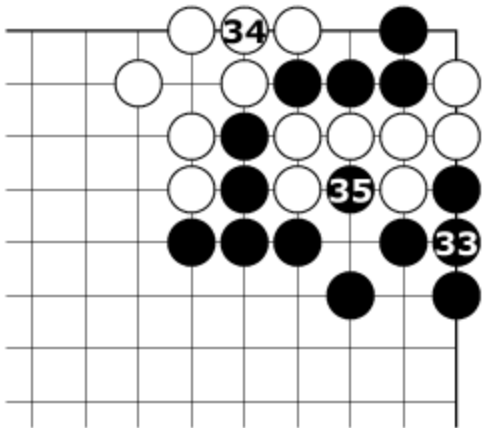
30 Black continues with 'a' or 'b'.



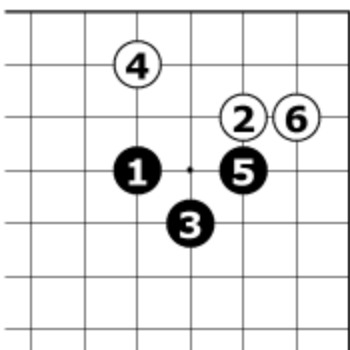
31 White continues with 'a'.
White 'b' is a mistake.



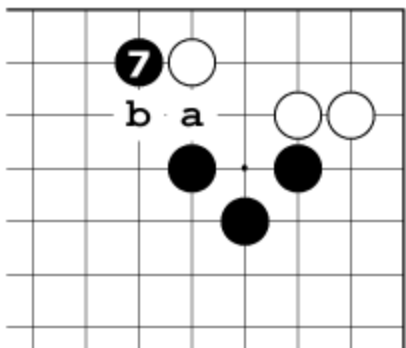
32 White 32 is a mistake.



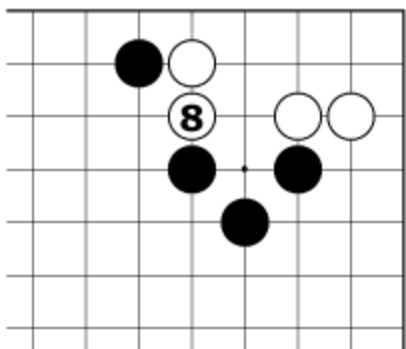
35 White must find a ko threat.



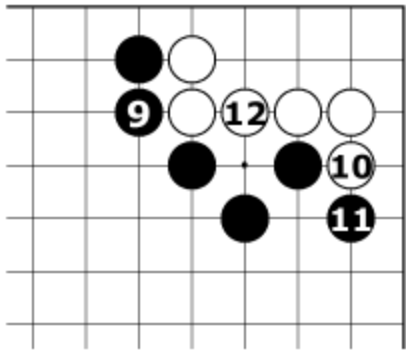
6 White 6 overemphasizes the corner.



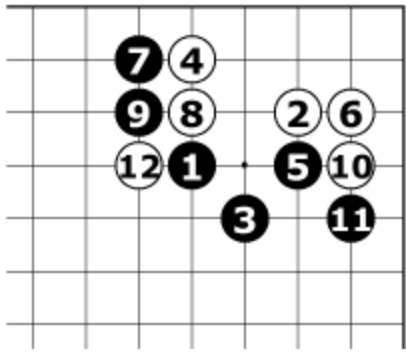
7 Black 7 is a severe move.
White must continue with 'a'. White 'b' is a mistake.



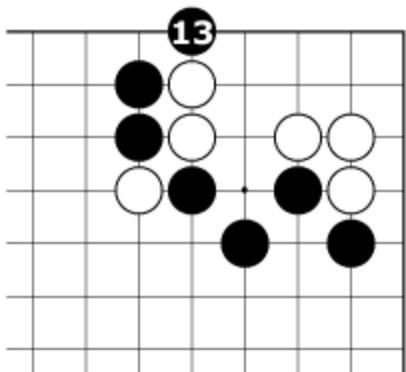
8 White has no choice but to seek life in the corner this way.



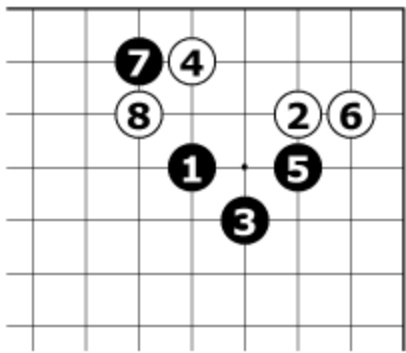
12 White 12 is necessary.



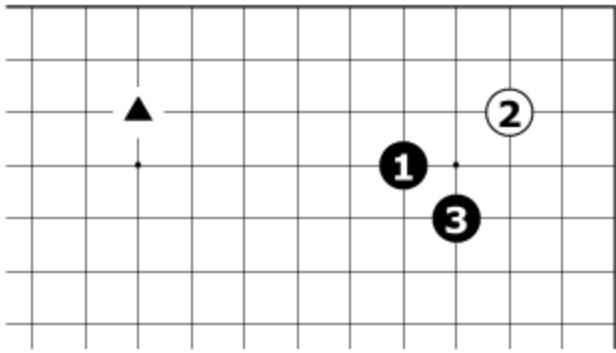
12 White 12 is a mistake. Black gets a ko fight for White's group in the corner.



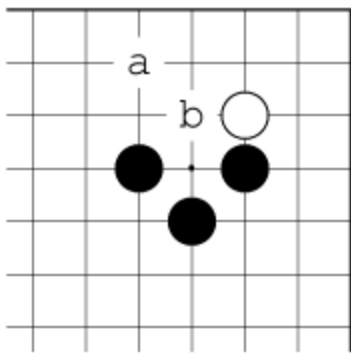
13 A ko fight ensues.



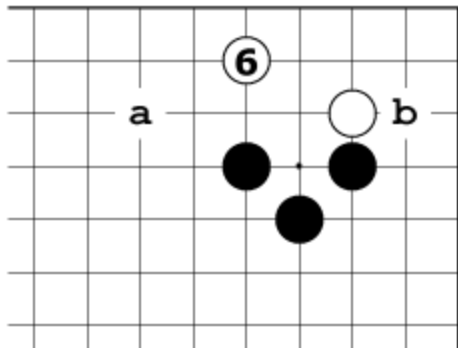
8 White 8 is a mistake.



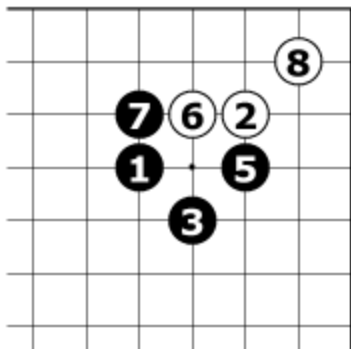
4 White plays elsewhere. This is not recommended if Black has an extension at top as marked.



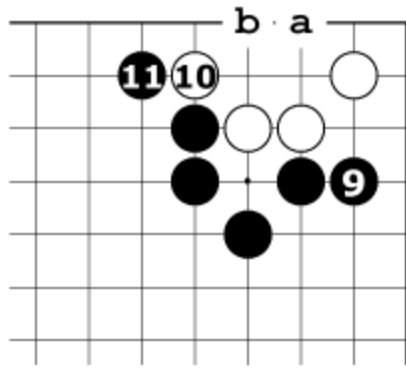
5 White continues with 'a' or 'b'.



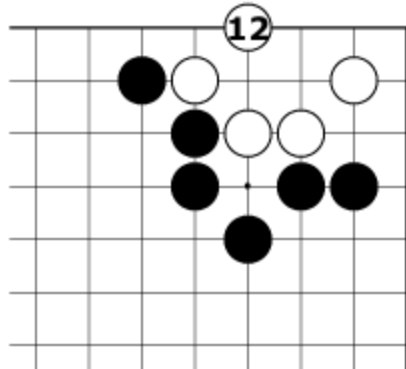
6 'a' and 'b' are miai.



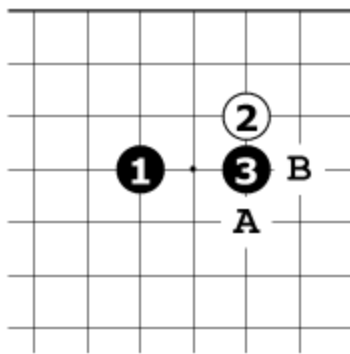
8 White 7 is a tesuji to live in the corner.



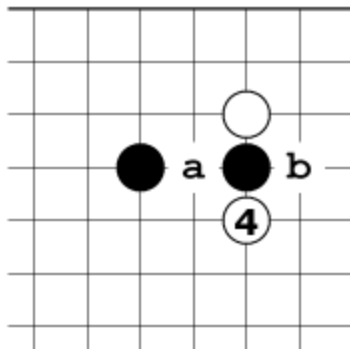
11 White continues with 'a'. White 'b' leaves White open to a ko threat.



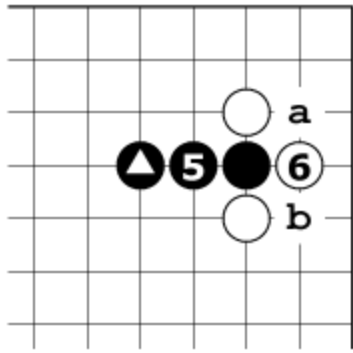
12 Black can force a ko if White plays 11 here.



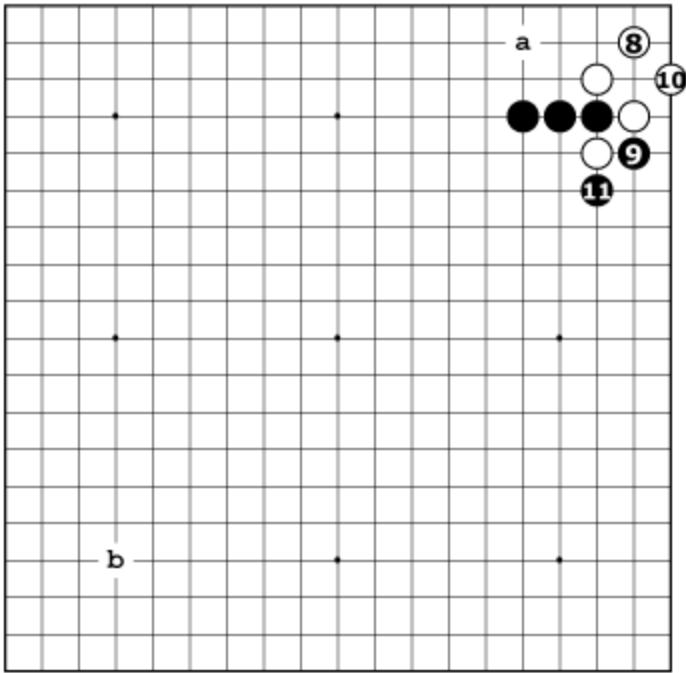
3 Black 3 is possible, but is not recommended. 'A' is correct, 'B' leads to a low position.



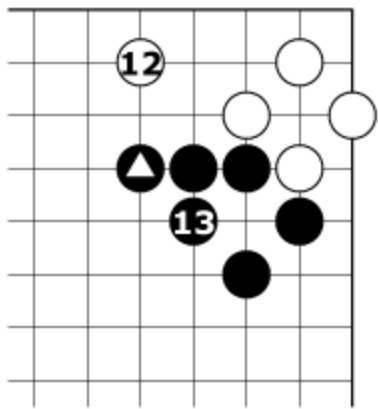
4 Black 4 is better than a hane below Black 3 ('b'). Black continues with 'a'. Black 'b' is unthinkable.



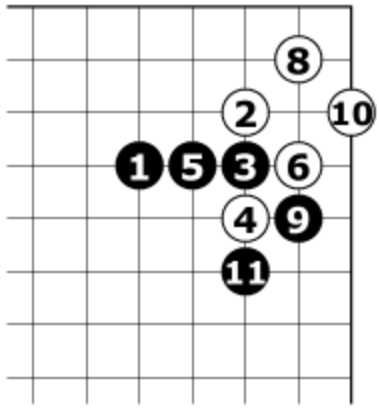
⑥ The triangled stone now is overconcentrated. Black plays 'a' when the ladder to capture White 4 is favorable. If that ladder is unfavorable, Black plays 'b'.



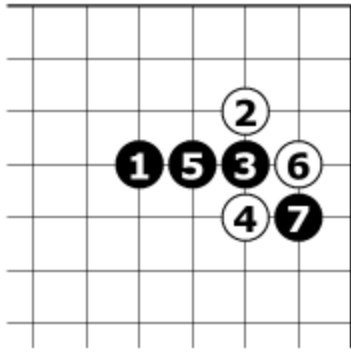
⑪ White continues with 'a'. White cannot afford to play elsewhere ('b').



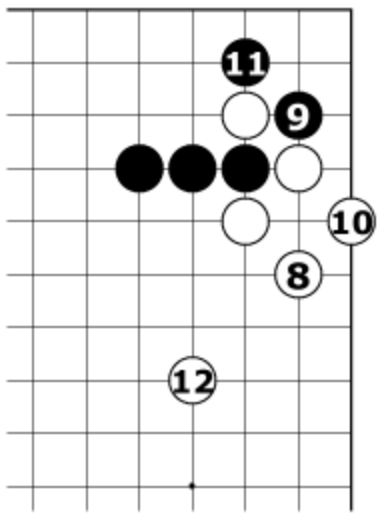
⑬ The marked stone is now meaningless.



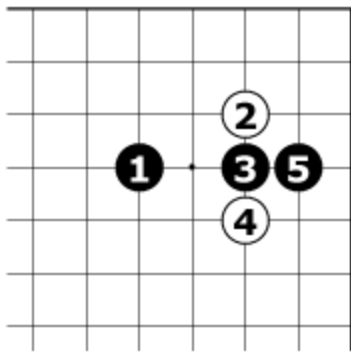
⑫ White plays elsewhere, a mistake.



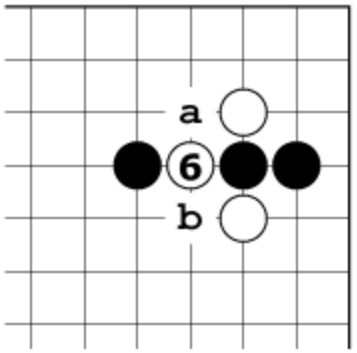
⑦ Black plays this way when White 4 cannot be caught in a ladder.



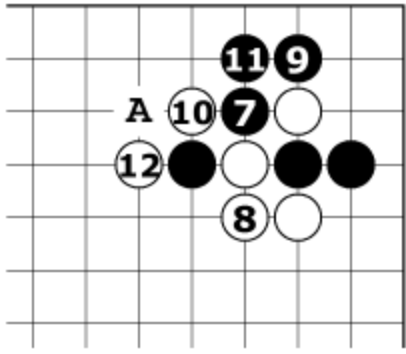
⑫ White gets a nice position on the right.



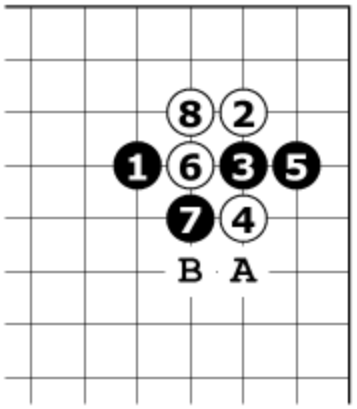
⑤ Black 5 is unreasonable.



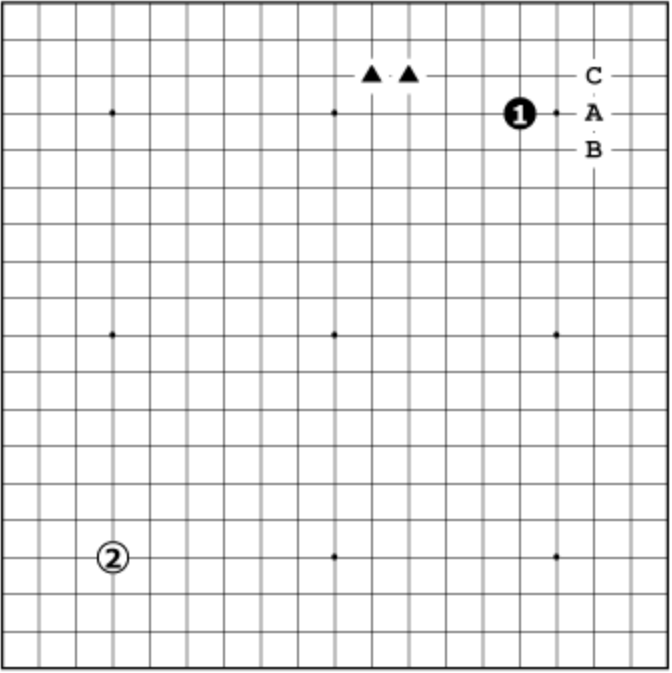
⑥ 'a' and 'b' are miai. White gains advantage either way.



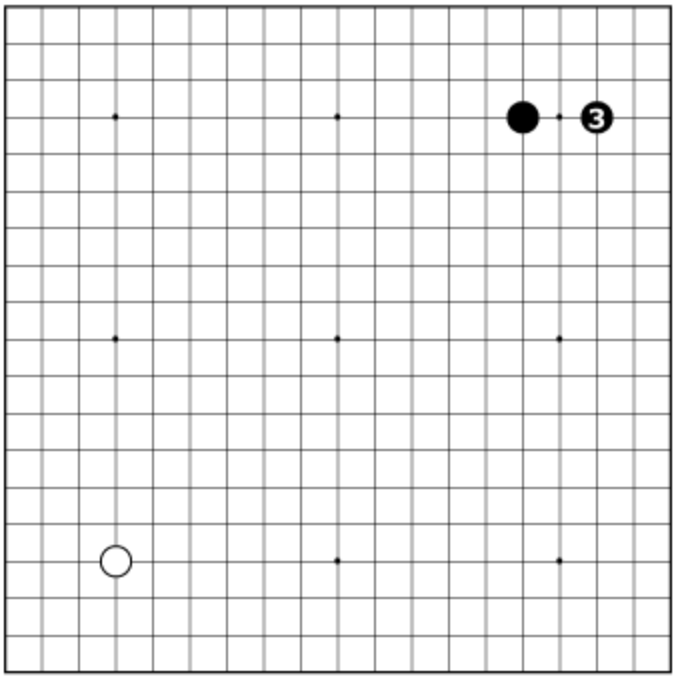
⑫ Continuation for Black on A.



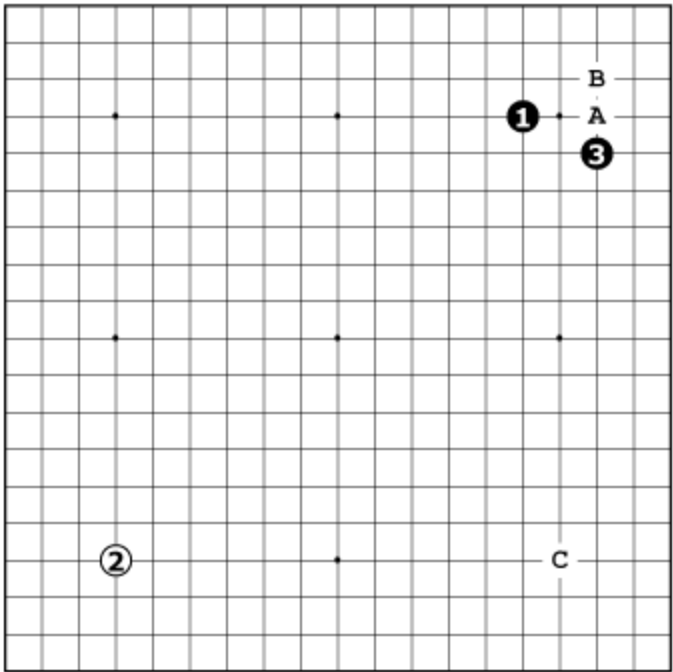
⑧ 'A' or 'B'.



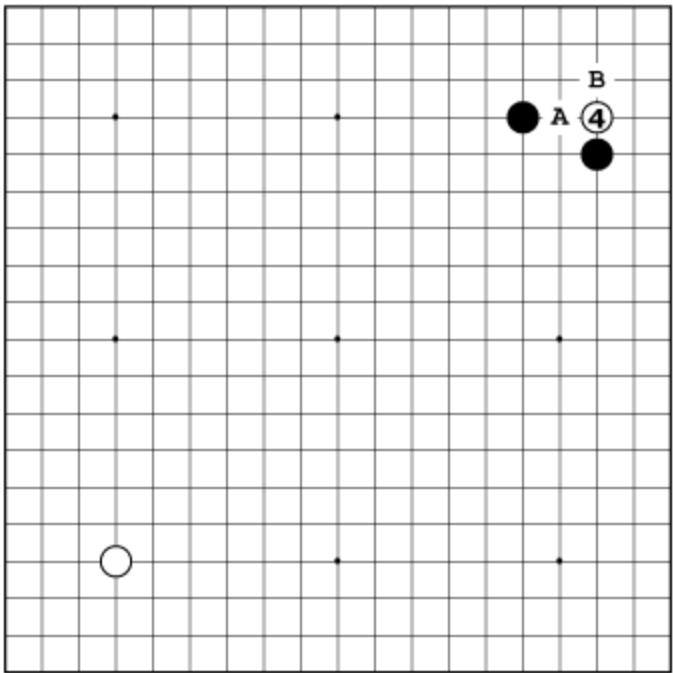
② 'A' or 'B'. 'C' is bad, unless Black already has a stone on one of the triangled spots.



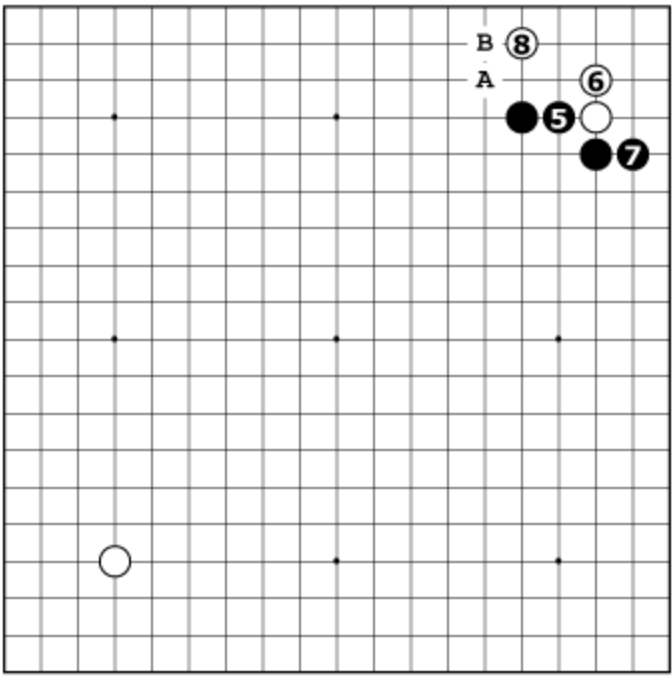
3 This variation is covered as 34-e-B.



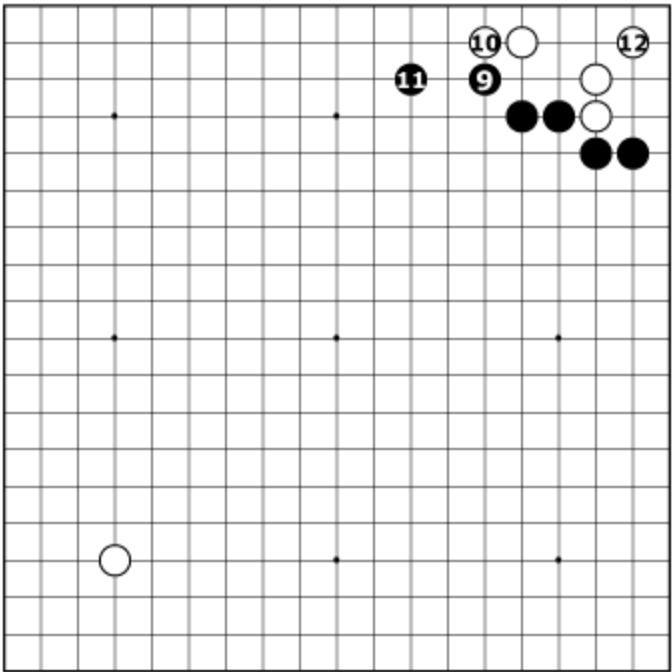
3 'A' is the correct invasion. 'B' is inferior. After another tenuki 'C' Black can secure his corner completely.



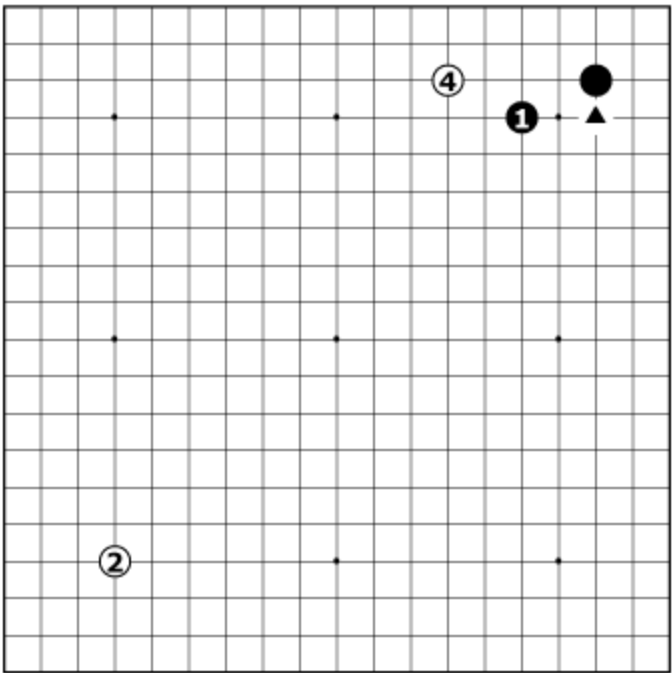
4 'A' takes the outside, 'B' the corner.



8 'A' is correct, 'B' is a mistake: White sacrifices two stones and reduces in sente.



12 White lives in gote.



4 Black has no move to secure an efficient amount of territory. If he'd like to make a light moyo with a wide

extension, White 3 on the triangled position would be much better shape.