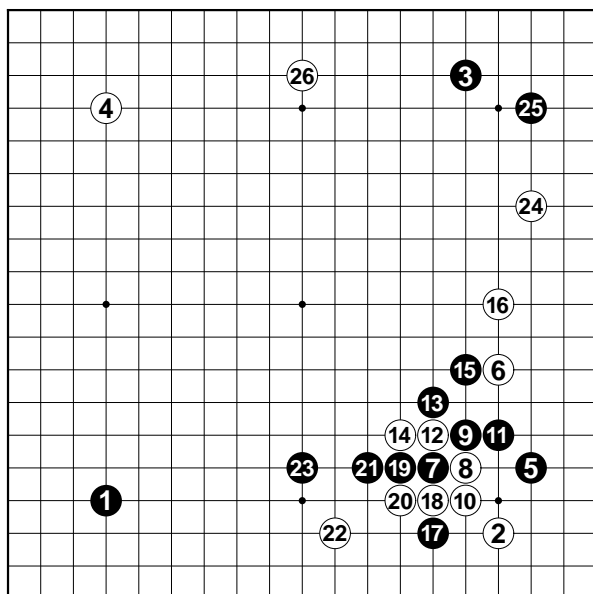


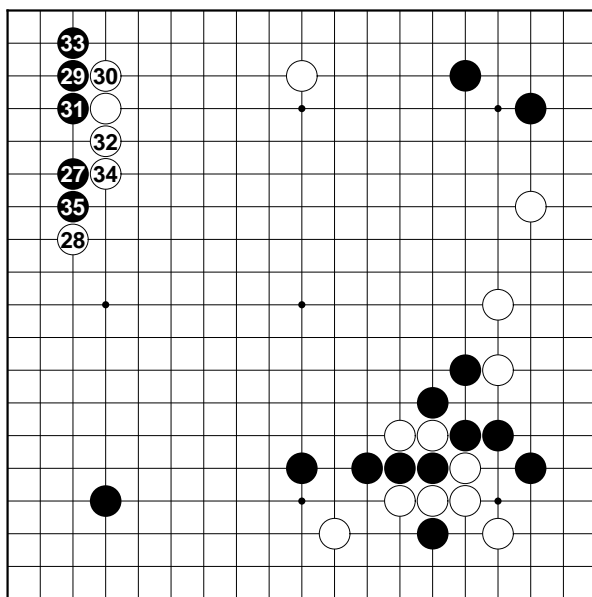
## Game 8: Correcting Joseki Mistakes



The initial joseki in this game, in the lower right corner, was played correctly by both players.

Game Record 1 (1 – 26)

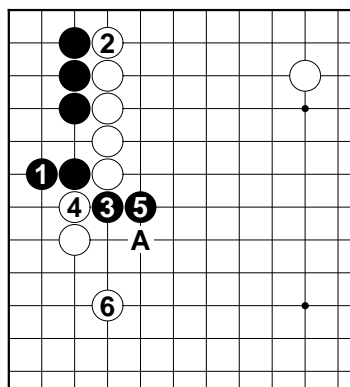
However, in the second joseki, in the upper left, 35 is wrong. See Variation 1.



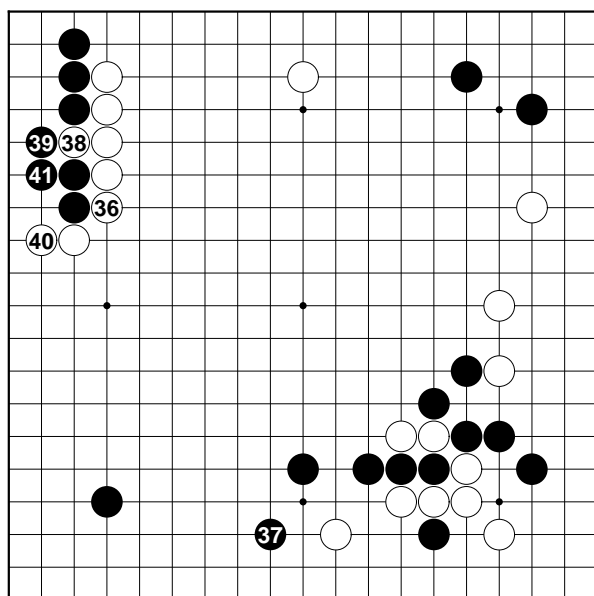
Game Record 2 (27 – 35)

① is the joseki move.

② can jump out to A for center influence. This ② protects White's territory for more points. White does not have to worry about an attack with ③ and ⑤. After ⑥ White is safe on both sides. Black's attack is not severe.



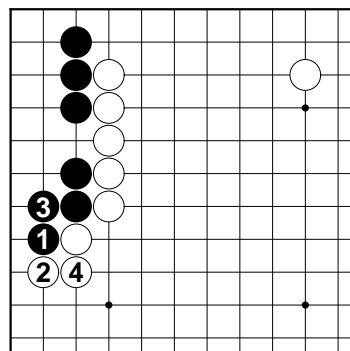
Variation 1



Game Record 3 (36 – 41)

Even if Black plays ③⑦ as a hane at ①, he doesn't get a good result. White becomes very strong outside.

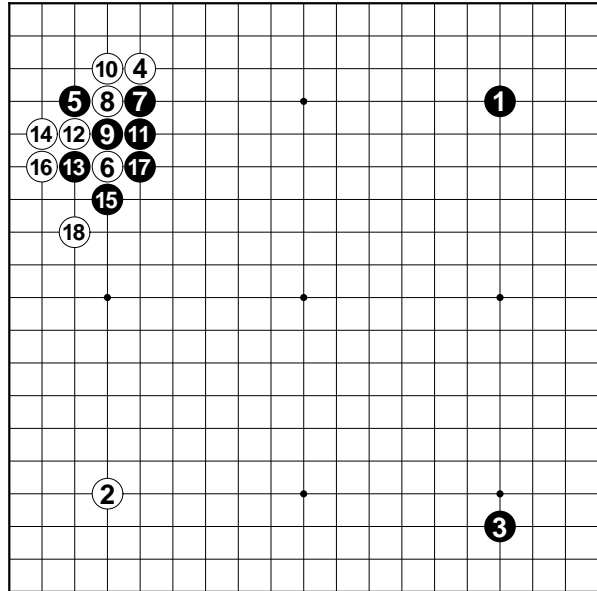
This is the way the game went. ④⑩ is sente for White and very painful for Black. White gets a very strong shape. See Variation 2.



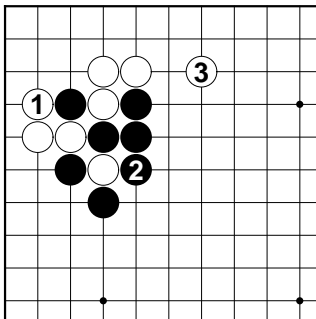
Variation 2

## Game 14: Correcting Joseki Mistakes

Up through 15 everything is fine, but 16 is very strange and White forms a weak shape with 18.



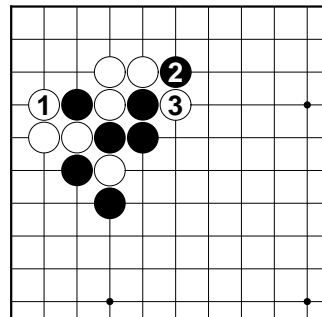
Game Record 1 (1 – 18)



Variation 1

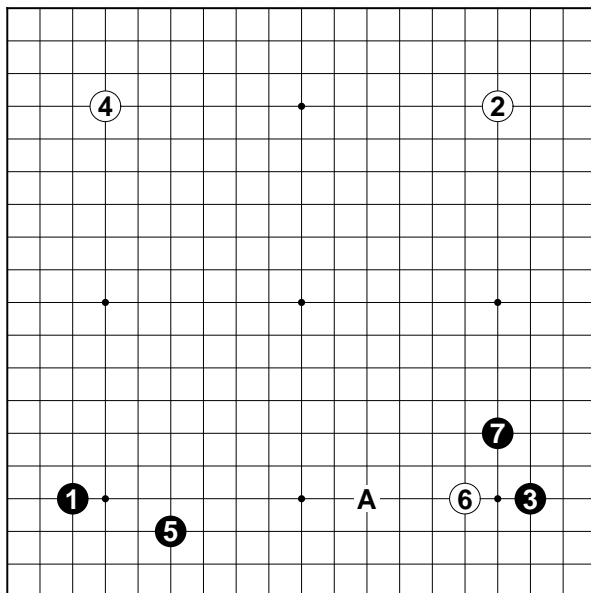
Playing 16 at 1 leads to this joseki.

After 1 in Variation 1, this 2 is an overplay. Now 3 leaves Black in trouble.



Variation 2

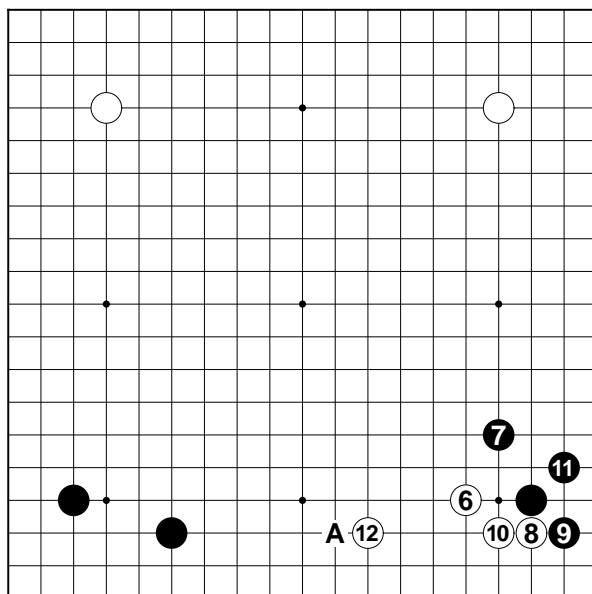
## Game 18: Choosing the Right Joseki



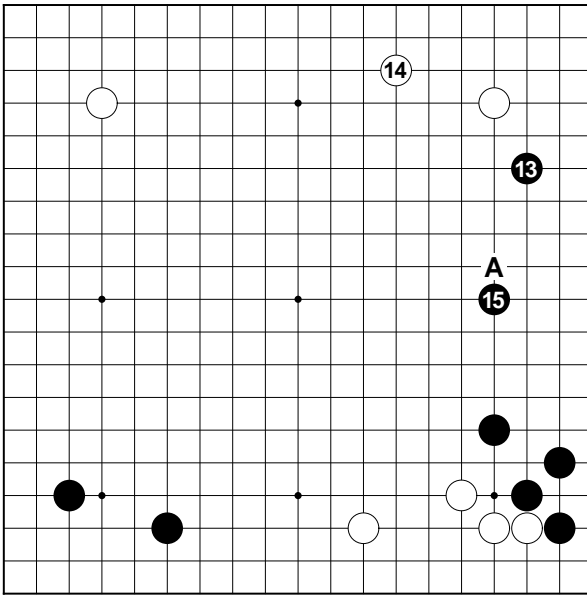
Game Record 1 (1 – 7)

⑦ should be at A. This situation is similar to that in Game 1, where Black should have attacked with a pincer from the right side (see page 1). Here, since Black has two stones at the left on the bottom, it would be more efficient for Black to attack from that direction at A.

The sequence from ⑥ to ⑫ is a joseki. White could also play ⑫ at A.



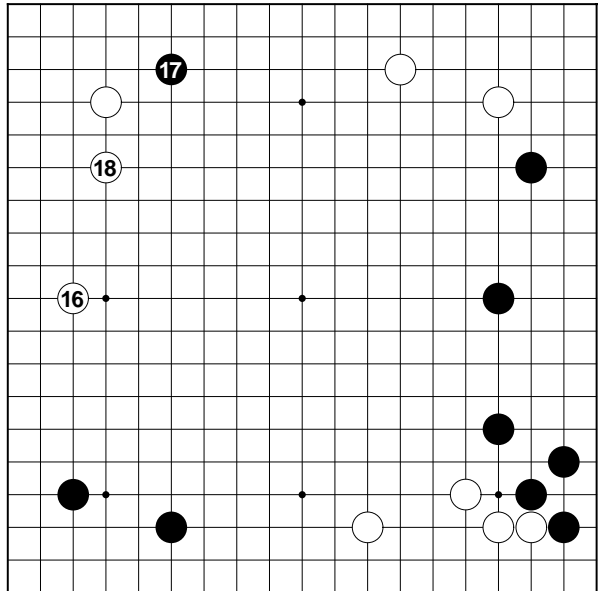
Game Record 2 (6 – 12)



Game Record 3 (13 – 15)

⑬ to ⑮ is also a joseki, but it is not a good choice for Black. Black's upper right position is weaker than that in the lower right, and the weaker position should be protected. So Black should play ⑮ at A.

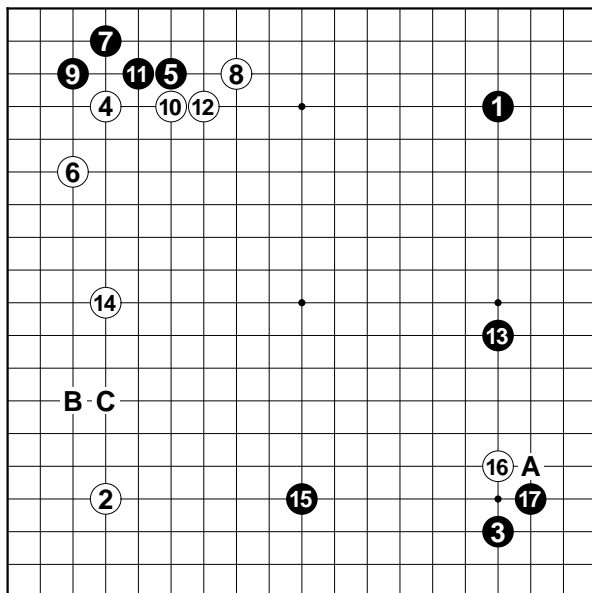
The game continued this way. White's play at ⑱ is a bad choice.



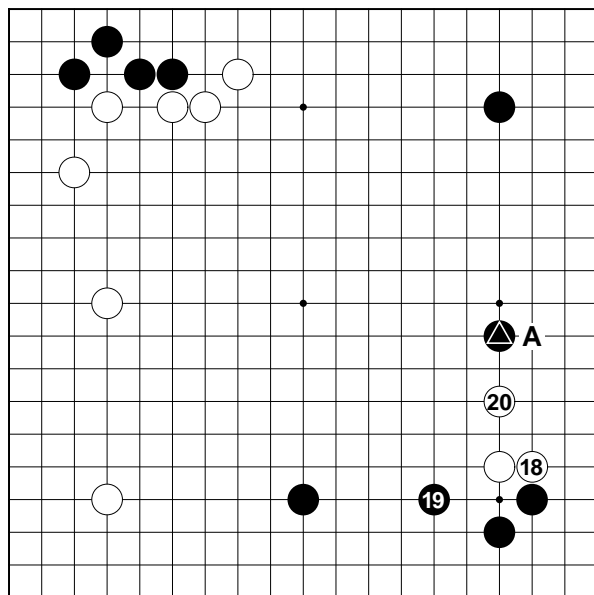
Game Record 4 (16 – 18)

## Game 27: Choosing the Right Joseki

The choice of joseki in the upper left here is okay for both players. However, it is not a good idea for Black to play the Chinese opening with 13 now, because 8, 10, and 12 prevent the black moyo being big and powerful. Black should just make a solid shape at A with 13. 14 is also wrong; it is too close to White's thickness. If White is to play on this side, at B or C would be good choices. The issue of choosing a joseki arises when Black attacks White's eye space with 17.

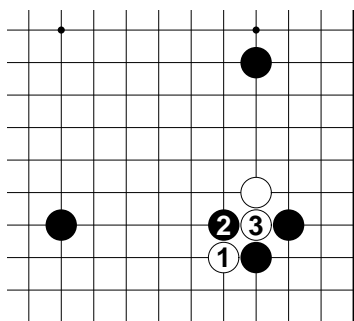


Game Record 1 (1 – 17)



Game Record 2 (18 – 20)

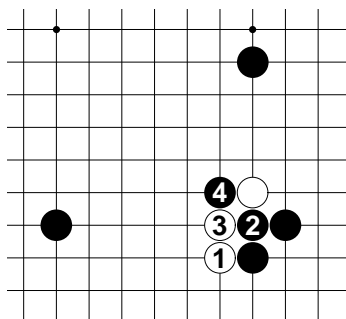
In the game White plays 18, but this creates a heavy group. Black gets a very big corner with 19, and, because of  $\triangle$ , White can only extend to 20 instead of to A, which would be a normal shape. This is very bad for White. The black stones are working together well, while White has a heavy group with no eyes. White should not play 18.



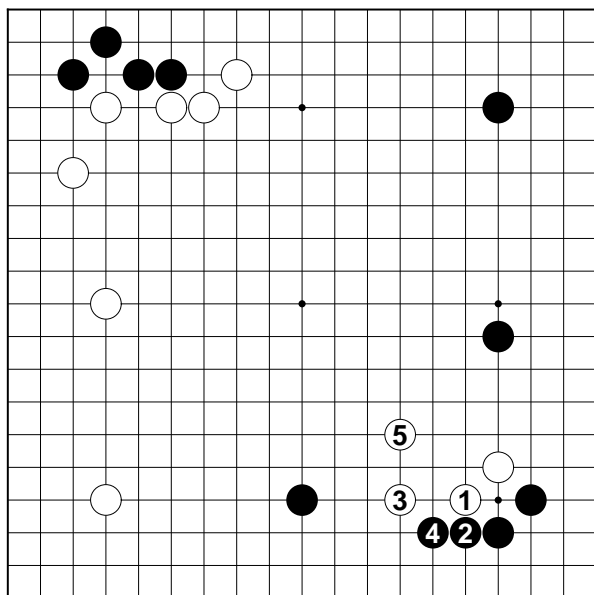
Variation 1

This ① for ⑱ may look fancy, but it is an overplay. Of course, if Black plays this ②, White will be very happy. After ③ Black is in trouble.

So Black's response to ① in Variation 1 will be this ②. Now it is White who is in big trouble. With black stones on both sides, the fighting will be very difficult for White.



Variation 2



Variation 3

This ① makes a good choice for White, leading to a sort of joseki.