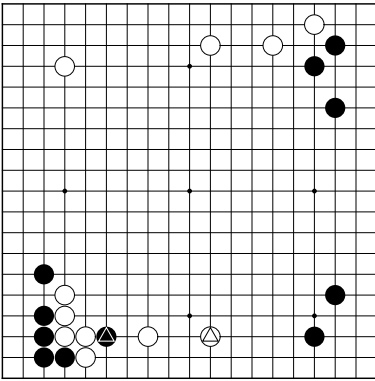


The formatting of these sample pages does not mimic that of the actual book.

Chapter 2-3: After the 3-3 Invasion (One Space Low Pincer)



In the lower left, White's position is stable because of the marked white stone, but there is aji because of the marked black stone. Let's learn about some of the variations that can occur in this position.

Diagram 1: Unreasonable for Black

Black 1 is an unreasonable move that is dealt with easily with White 2 and 4.

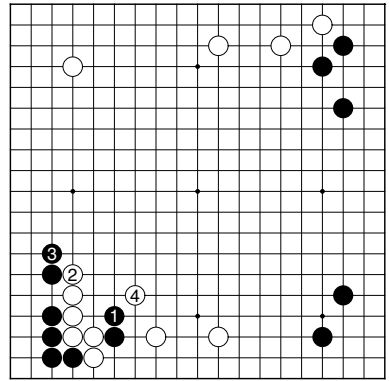


Diagram 3: Common Moves

Black 1 and 3 are common follow up moves. For full efficiency, the marked stones should already be in place.

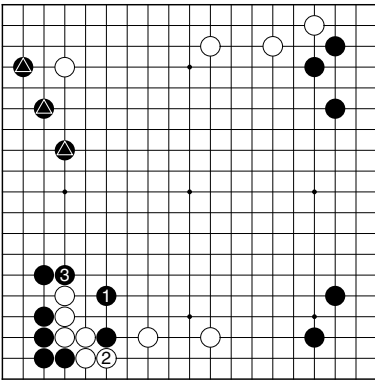
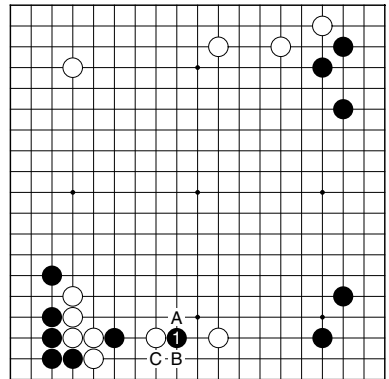


Diagram 5: Difficult Move

Black 1 is a good asking move. White's next move is difficult to find. A, B and C are the usual choices.



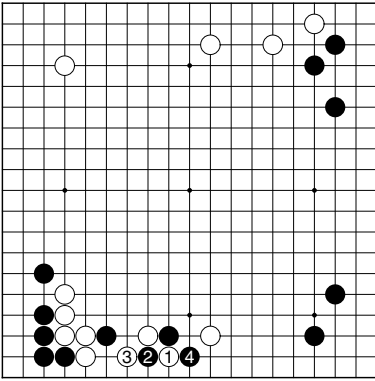


Diagram 7: Breaking Through

If White plays 1, Black can split White's group with 2 and 4.

Diagram 10: Added Stones

If the sequence to 8 is played, let's discuss what happens if White 6 and Black 7 are in place.

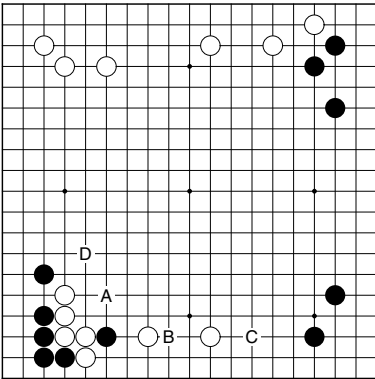
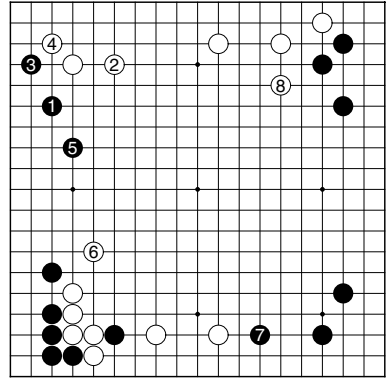
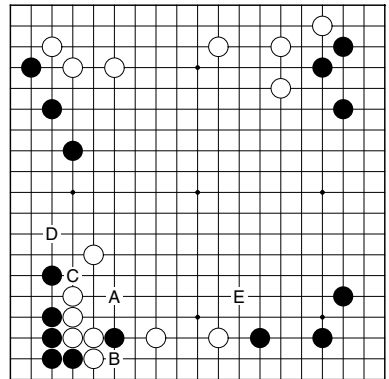


Diagram 21: Conclusion 1

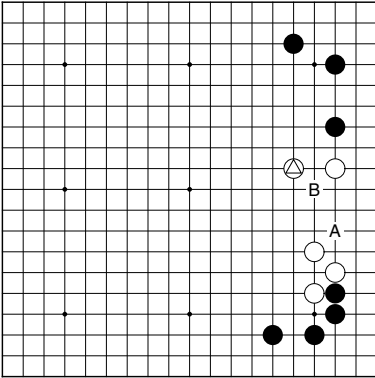
C is a big move for Black because of the follow up moves at A and B. White D is a good move that reduces the aji of A and B.

Diagram 22: Conclusion 2

In this situation, White B is a good response to Black A. If black pushes with C, White should answer with the clever move at D. E is the proper direction for Black, as opposed to A.



Chapter 6-3: After 3-4 Basic Joseki 3



White looks strong after defending with the marked stone, but there is still aji at A and B. Let's now study the variations involved.

Diagram 1: Escape

If Black invades with 1, White 2 is the proper response. If White then connects with 4 against Black's peep at 3, then Black 5 and 7 are excellent moves. White is left divided and struggling.

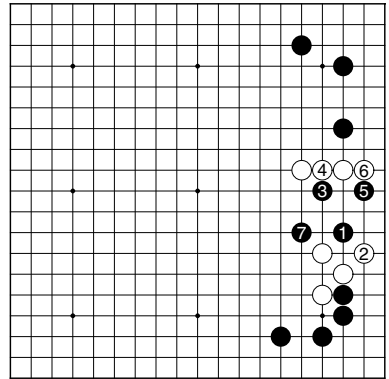


Diagram 7: Ko

With good timing and many threats, making a ko with 1, 3 and 5 is a strong sequence.

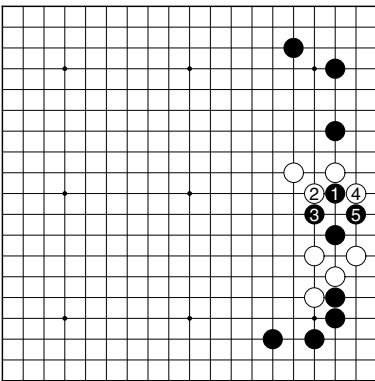
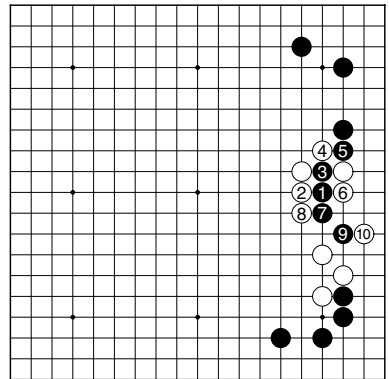


Diagram 19: Another variation

White can consider playing 2 in response to Black 1. Black 3 and 5 is an overplay. White punishes nicely up to 10.



Chapter 10: A 4-5 Joseki

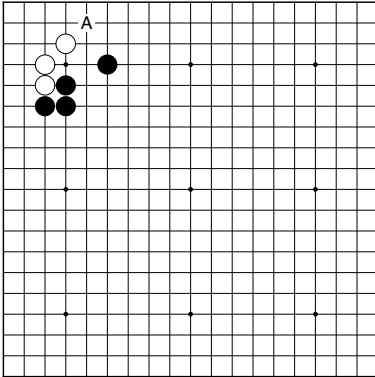


Diagram 7: Threatening Move

Black 1 is a threatening move, expecting an answer. Compared with Diagram 4, if White responds at A, the result is better for Black. It's presumably better for White to tenuki.

Black looks good after this 4-5 joseki. But since he has an extra stone in the exchange, this is an even position. From here, it is common for Black to play a forcing move at A, then tenuki after White's response. Depending on the situation, there are other variations that can be played.

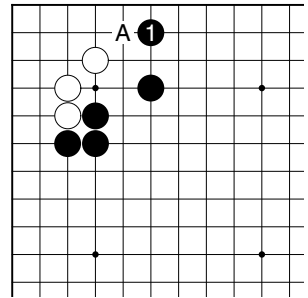


Diagram 8: Life and Death

If White plays tenuki, Black can consider A, B or C.

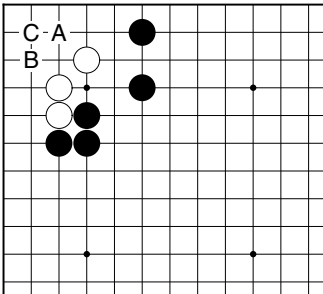


Diagram 11: Only Move

White 2 and 4 are the only moves. If Black 1 is at 3, White 2 and 4 are still the correct moves.

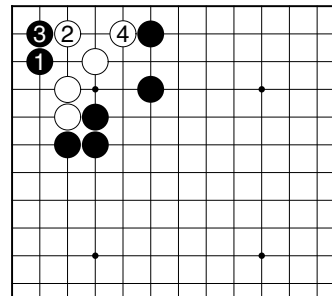


Diagram 22: Playing Inside First

Black 1 is a thoughtful move, and one that is difficult to answer. White 2 is a common tesuji. Now the exchange of Black 3 for White 4 is good for Black.

