

Diagram 5
White on Top

Diagram 5: White jumps out to 2, protecting the stone that Black has moved towards.

When White moves out to 2, it seems that Black's upper right corner is about to be surrounded. Since the path to the center point is blocked, Black's corner stone has only one direction left in which to develop. So Black defends with 3.

Again, the secret is to check which stones are weak after each move.

After White caps with 4, Black's stones on the right end up in a tight spot after all.

When Black gets surrounded, White gets stronger. Even though this should be Black's strong area in a *sanrensei*, Black has ended up getting attacked by White. Something must be wrong.

We can see from this example that the diagonal move lacks speed in getting out into the center.

Diagram 6: Instead of the diagonal move in Diagram 4, the one space jump at 1 develops faster. It's important not to be surrounded.

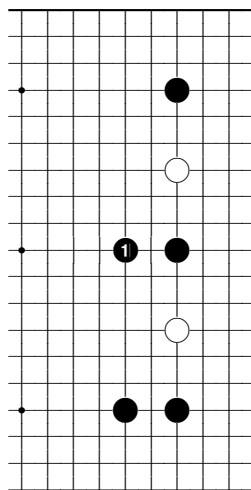


Diagram 6

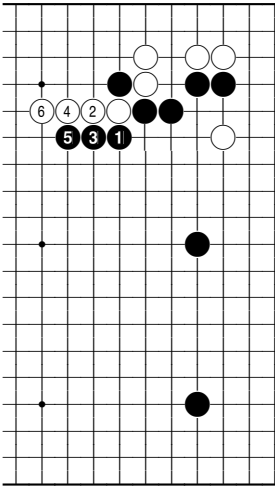


Diagram 15
Bad for Black

Diagrams 15 & 16: Giving atari with Black 1 is terrible. White gains a huge fifth line territory along the top.

If Black wants to avoid a fight here, it's better to start out with 8 in Diagram 16 rather than the knight's move in Diagram 13 (at A).

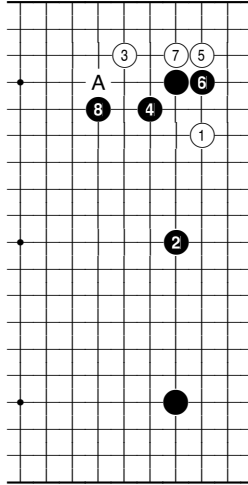


Diagram 16

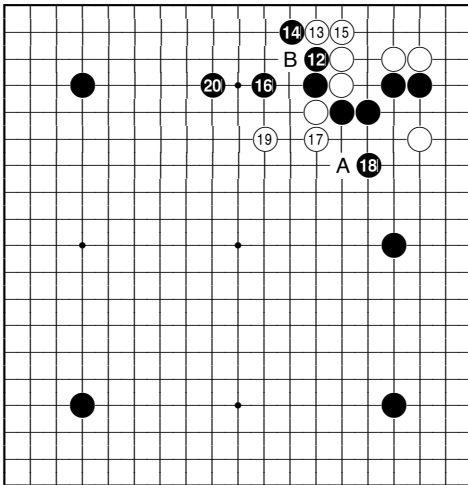


Diagram 17 A Fight

Diagram 17: Continuing from Diagram 13, if Black blocks with 12, White plays the hane and connection with 13 and 15 to reinforce his weak points.

Black 16 is a defensive move that takes into account the fight in the center.

After White extends to 17, how should Black defend? Some players have trouble deciding between 18 and A, but 18 is the correct shape. Black A would leave open the possibility of a later push and

cut by White. Also, since it would be separated by lines in both directions from the stone on the right, it's harder for Black to link up.

Black 20 is a good move. It extends along the side to avoid being surrounded by White while also defending against the cut at B.

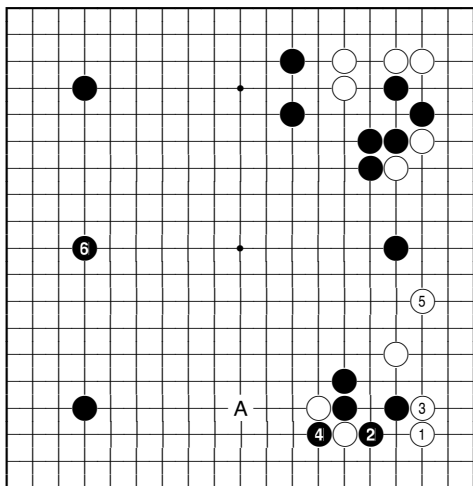


Diagram 5

Diagram 5: Instead of White 5 in Figure 4 (at ②), if White jumps in at the 3-3 point with 1, Black should block at 2. When White links up with 3, Black has no pincer at A, so Black can't play to seal White in. Cutting with 4 is the proper move.

Diagram 6: Instead of Black 4 in Diagram 5, bending around with Black 1 is not good.

When White connects and activates his stones on the lower side, Black is stuck for a response. If Black plays 5 to prevent White from linking up with the corner, White hanes with 6. Even if Black pushes with 7 and 9, White is not sealed in so this is a failure for Black. White has been able to set up a nice position on the lower side.

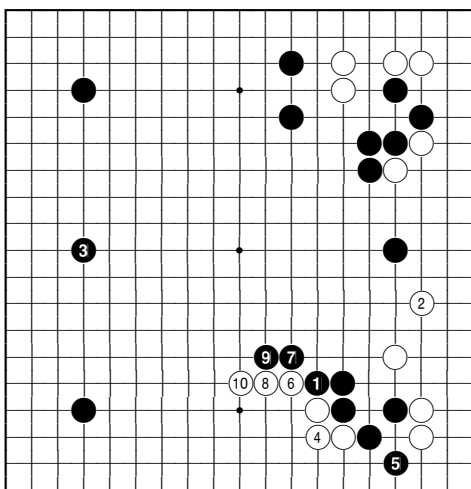


Diagram 6

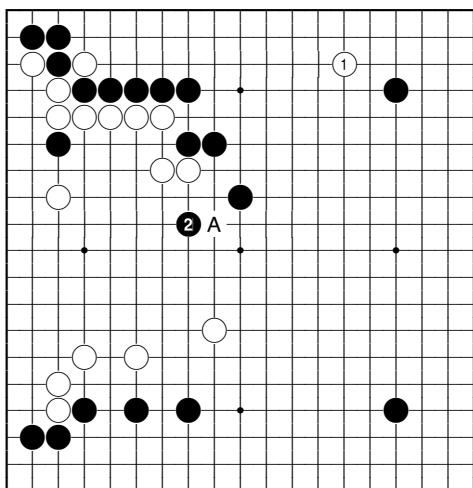


Diagram 13

Diagram 13: Instead of White 21 in Diagram 10 (at A), suppose White approaches the upper right with 1? It's important that Black not follow White and respond in the corner, but instead proceed with the knight's move at 2. The upper right and the center are *miai*. If your opponent takes one you must take the other.

If you let your opponent get both of the *miai* points, you'll fall behind.

Diagram 14: Instead of White 13 in Diagram 8 (at A), suppose White plays the knight's move at 1, looking to expand along the upper side? Black jumps to 2. If you're worried about jumping this far, A is also possible. If your opponent expands along the upper side, then you need to play on the lower side—think of upper side and lower side as being *miai*. As long as you get this basic idea, you won't go far wrong.

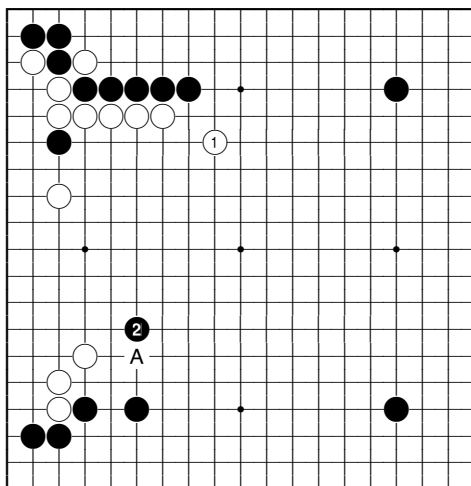


Diagram 14
Miai