

1. THE LOW APPROACH

By far the most common opponent's move against a 4-4 stone is the low, third line approach, a knight's move away (① in Diagram 1). By opening it to further incursion, this move offers to split the corner with each player expanding along one side. Black has two main choices for responding, playing high or low. A third choice is to play elsewhere and take the chance of White's making a double approach (see section 4).

In Diagram 1, Black makes a low response (②). This has the advantage of enabling Black to create a solid position right away, and Black gets sente, which is very big in the early opening. After ⑤, White's group is very solid. If White already has a position in the lower right, White can consider playing ⑤ at A to make a larger position on the right side, but without any development by White below or if there is a black stone in the lower right corner, ⑤ at A would leave an open position without a solid base and Black would probably attack very soon (perhaps one line down toward the bottom from ⑤) to prevent White's getting too large a position on the right side.

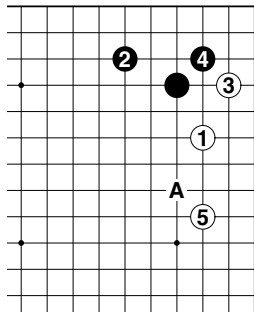


Diagram 1

4. THE DOUBLE APPROACH

Since the 4-4 stone has so much resilience, it is often feasible for Black to ignore an approach by White and make a big play elsewhere, though Black should not do this if White can make a strong position on both sides of the 4-4 stone. This gives White a chance to make a second approach to the 4-4 stone from the other side. While White's first approach will usually be low, the second may be high, though it is common for both approaches to be low. Naturally, Black cannot expect as good a result in this situation, since he got the benefit of playing elsewhere once, but there is no reason to panic.

Retreating into the corner to the 3-3 point is almost always too passive. White can easily get excellent results on both sides and reduce Black to a very small corner. An easy way is for Black to simply make a diagonal extension out into the center.

Diagram 1 shows a typical example. White has made two low approaches and Black extends out with ④. Normally White will immediately take the corner with ⑤. Black will then block at either A or B, depending on which of the white stones he can attack most usefully afterwards. This is playable for Black, but makes things very easy for White. More resistance is better.

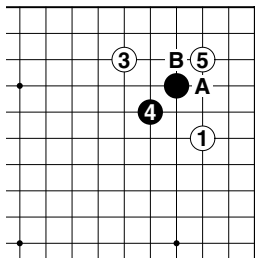
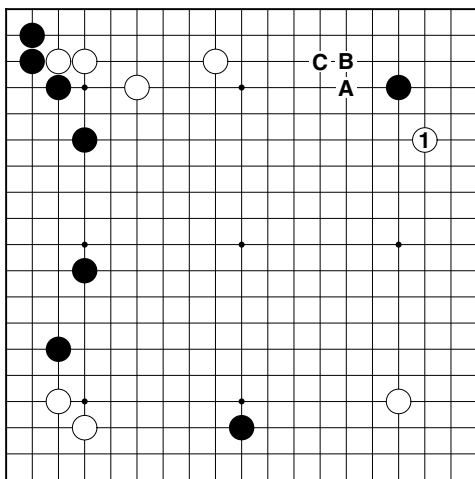


Diagram 1
(② elsewhere)

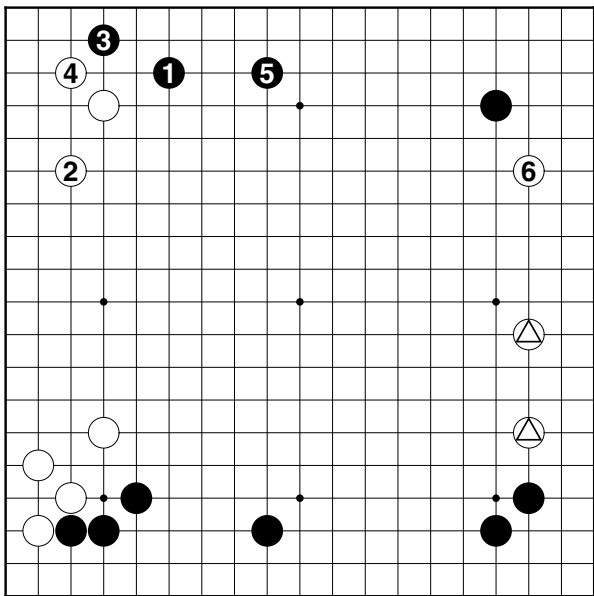
5. APPLICATIONS

The rest of this little book consists of application problems. These will test how well you have understood the analyses above and provide some experience in applying the principles creatively in actual game situations. Answers and explanations are given on the back of each page of problems.



Problem 1

Should Black respond to White's low approach of ① at A, B, or C? What issues does Black need to take into account? The possibility of C has not been discussed. What do you think?



Note how White dealt with the approach of ① so as to get sente to play the approach at ⑥. Taking into account both ⑤ and the △ stones, how will the joseki in the upper right corner play out?