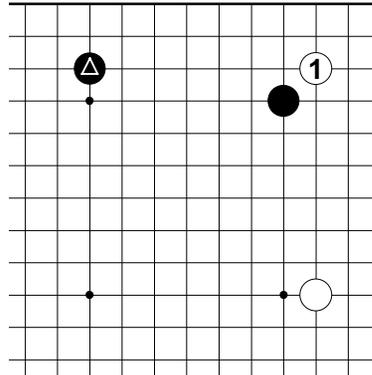


### Basic Position Four



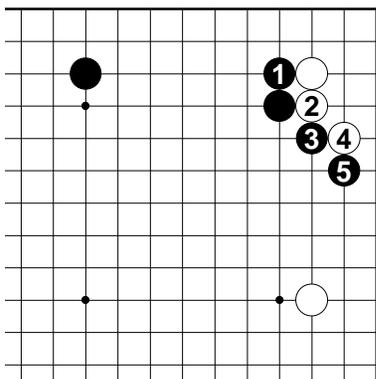
**FROM WHICH DIRECTION SHOULD BLACK BLOCK,  
AND WHAT IS THE PROPER FOLLOW-UP?**

**Which direction?**

This position is important for developing a basic understanding of go. The key point is learning how to proceed to develop a *moyo*.

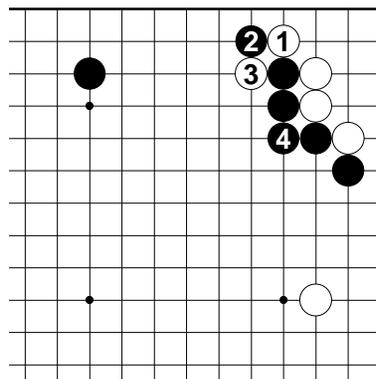
**Proper Black Attitude**

Black needs to consider which direction to block in order to make sure the triangled stone is not wasted.



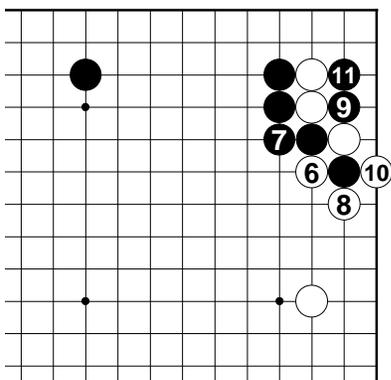
**Diagram 1 (Correct move)**

Blocking with 1 is the correct direction. And then Black should follow with the double *hane* at 3 and 5, which is a good, severe sequence. What follows is *joseki*.



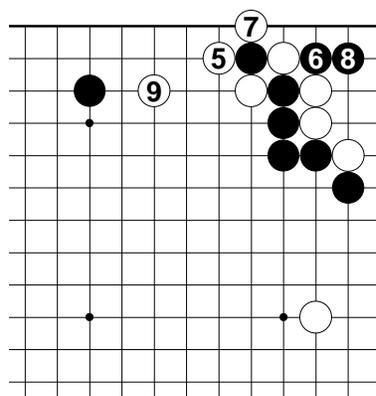
**Diagram 3 (A try for White)**

In the previous diagram, instead of cutting with 6, White can try the *hane* at 1 and the cut at 3. Black's best response is to calmly connect at 4.



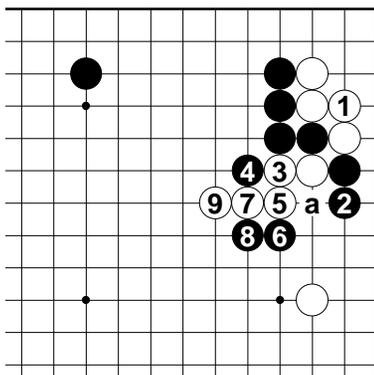
**Diagram 2 (Joseki)**

Gripping a single stone with 6 and 8 is the most reasonable response for White, but then Black can cut off the two White stones with 9 and 11. This should be considered a nice profit for Black.



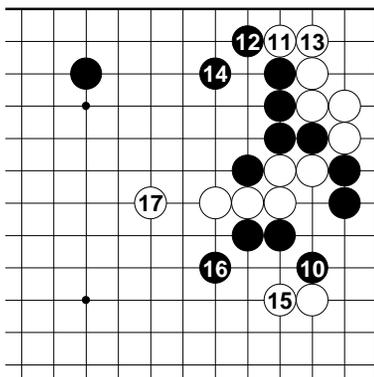
**Diagram 4 (Black is playable)**

White has no choice but to grip the stone with 5. Black can grab the corner with 6 and 8, and has *sente* after White settles with 9. This is eminently playable for Black.



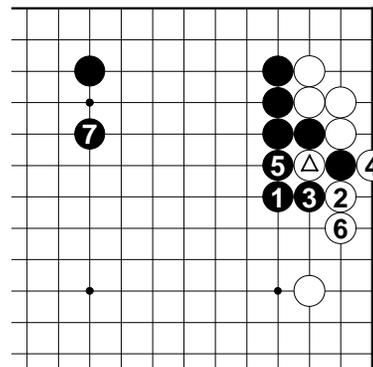
**Diagram 5 (Reading the ladder)**

What Black really needs to be careful about in Diagram 1 is a ladder. That is, White can connect at 1 if the ladder is favorable. Black can't grip with *a*, but needs to improvise with something like 2. Then Black needs to worry about a splitting attack such as 3. Black can resist with 4 and 6, but when White pokes his head out with 9 ...



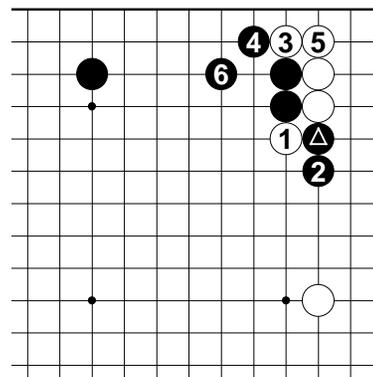
**Diagram 6 (Split)**

The sequence from 10 through 16 is necessary, but when White jumps to 17 the position is uncomfortable for Black. Therefore, instead of 2 in Diagram 5...



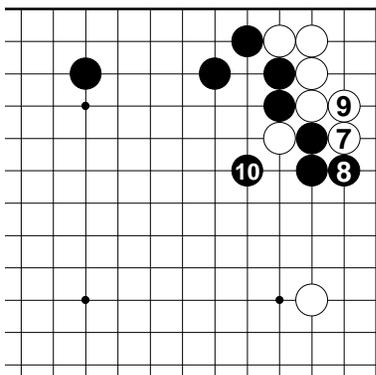
**Diagram 7 (Black is thick)**

Instead of going all out to capture the triangled White stone, Black 1 is a good move. If White grips at 2 then Black can force with both 3 and 5 before completing his position with 7. Black has great thickness.



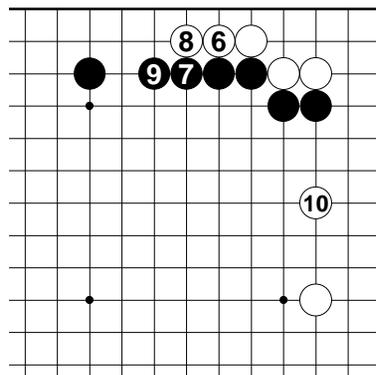
**Diagram 8 (An overplay for White)**

Suppose White cuts with 1? Drawing back with 2 is a calm move for Black. After White 3, Black blocks and guards the cutting point with 4 and 6, and the unreasonableness of White's play is exposed.



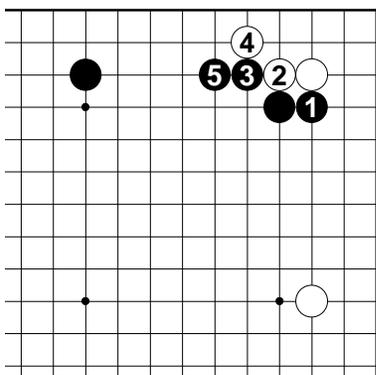
**Diagram 9 (White is in trouble)**

White needs to play 7 and 9 to prevent the corner from dying. When Black controls the single White stone with 10, it is clear that White is worse.



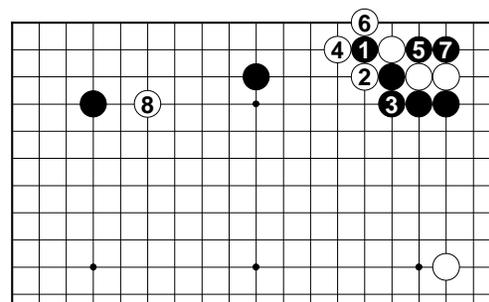
**Diagram 11 (Black's wall accomplishes nothing)**

White crawls with 6, and again with 8. When White gets in the 2 line extension with 10, one has to wonder what in the world Black is doing. The two White stones neatly erase all of the Black thickness on the right side.



**Diagram 10 (How not to play for Black)**

Back in the original position, blocking in the other direction with Black 1 is not good. When White *hanes* with 4, even if Black extends with 5...



**Diagram 12 (Split)**

Instead of the extension at 5 in Diagram 10, if Black tries the double *hane*, then White takes a stone with 2 and 4. When Black finishes the exchange with 7, White moves to the upper left corner with 8 and Black's stone on the top gets isolated