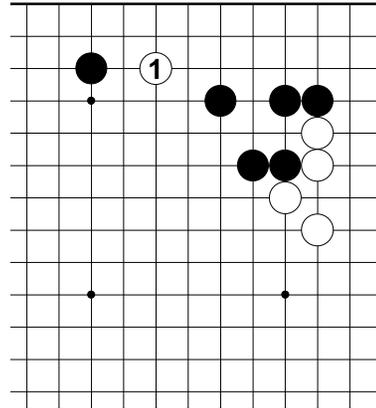


Basic Position Two .



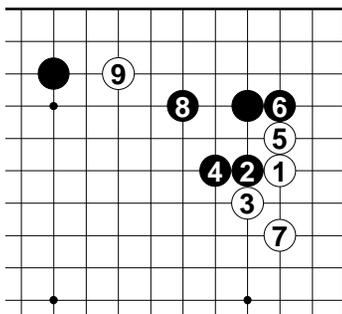
**HOW SHOULD BLACK ATTACK  
THE HIGH-HANDED INVASION OF WHITE 1?**

**Capture Them All**

Common sense should tell us that White's invasion at 1 is unreasonable, but if Black doesn't know the correct response he can easily find himself getting swindled.

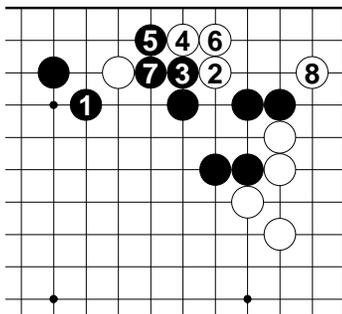
**Proper Black Attitude**

If Black attacks correctly there is no way that White can live. Black should look to swallow the invasion whole.



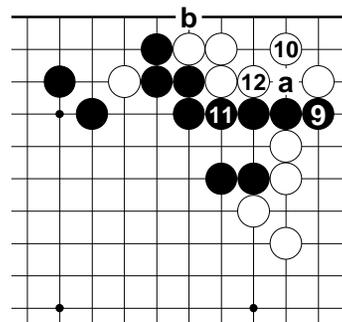
**Diagram 1 (Preceding moves)**

For reference, here are the moves leading up to the Basic Position. White approaches at 1 and Black responds with the attach-and-extend *joseki*. After White and Black each protect with 7 and 8 respectively, White suddenly invades at 9.



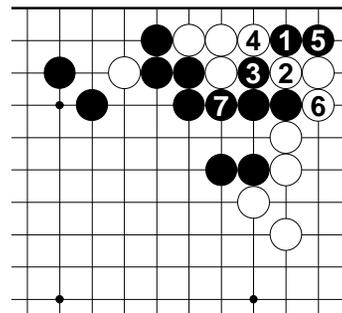
**Diagram 2 (Black 1 is an absolute must)**

Black 1 is an absolute must. One possible try for White is the peep at 2. For Black to block at 3 and 5 isn't quite right. The problem is that after connecting at 6, White can jump all the way to 8. Now this White group is very unlikely to die.



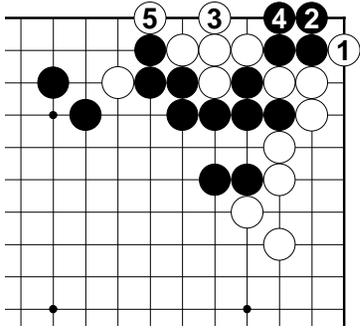
**Diagram 3 (White lives)**

Continuing from the previous diagram, if Black blocks at 9, White makes shape with 10. This is a great move. When Black connects at 11, White protects with 12. This shape is absolutely alive. Letting White live this brazenly is no good for Black. (If White doesn't play 12, Black *a* followed by the *hane* at *b* will kill the group.)



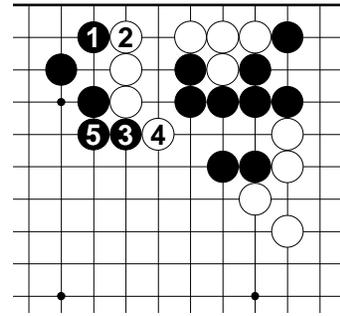
**Diagram 4 (Black can resist more vigorously, but)**

Instead of Black 9 in the previous diagram, jumping in at 1 is more powerful. Of course White responds with 2 and 4. Now Black 5 is effective. When White connects with 6, Black takes away a liberty with 7.



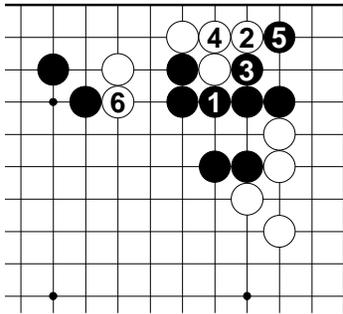
**Diagram 5 (Ko)**

Continuing from the previous diagram, White must *hane* at 1. Black in turn must bend at 2. Now White 3 is a superb move. Even if Black tries to avoid a *ko* with 4, the *hane* at 5 brings one about. Getting a *ko* in this position is a success for White.



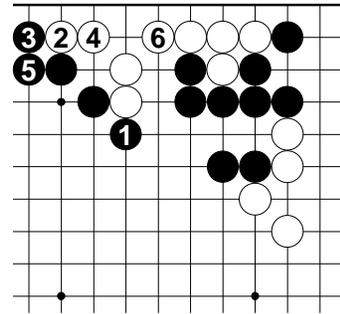
**Diagram 7 (Black forcefully captures)**

Black's *kosumi* at 1 is the right move. If White blocks at 2, Black blocks at 3 and connects at 5. The entire White group is captured. If instead of 2, White flees with 3, then Black just snips off the tail with 2.



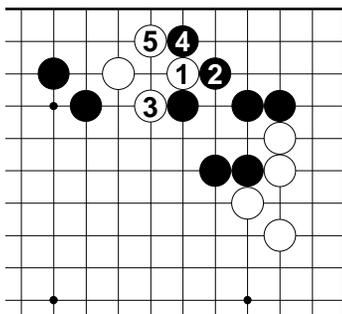
**Diagram 6 (Black's correct line of play)**

Instead of 5 in Diagram 2, Black should play 1 in this diagram, connecting with good *aji*. The sequence from White's *kosumi* at 2 through the block at Black 5 is forced. Then perhaps White can try to push out with 6. Black's response to this move is the key point.



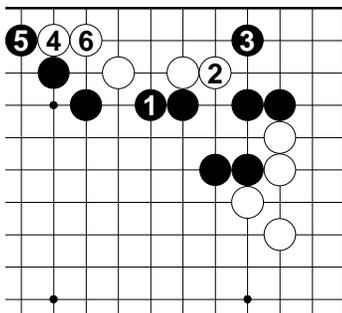
**Diagram 8 (A slip by Black)**

If Black leaves out 1 in the previous diagram, then the attachment at White 1 succeeds. White responds to 3 and 5 with 4 and 6 and lives. As you can see, Black 1 in Diagram 7 is a vital point.



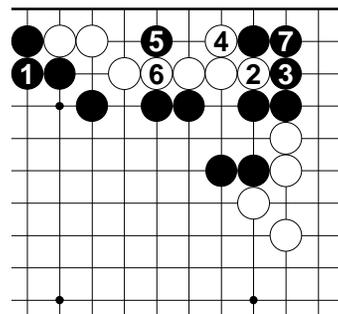
**Diagram 9 (Another White success)**

(Going back to Diagram 2) White can also attach at 1. This offers formidable resistance. If Black blocks at 2, White makes shape with 3 and sets up a *ko* with 5. White should be able to get a good result here. Therefore, instead of Black 2...



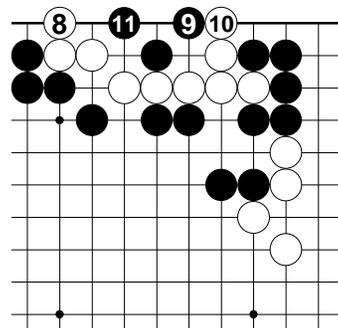
**Diagram 10 (A fierce attack)**

Extending with Black 1 is an effective attack. If White extends with 2, Black jumps with 3. After attaching and extending with 4 and 6, it looks as if White has gotten some breathing room, but...



**Diagram 11 (A crushing placement)**

After Black connects with 1, White can't quite find an easy way to live; that is, when White blocks at 4, Black's placement at 5 is crushing. If Black skips 5 and just connects at 7, White 5 lives. But continuing after 7 ...



**Diagram 12 (5 stone nakade)**

Even if White tries to make more space with 8, Black plays the *kosumi* at 9 and again at 11 creating a 5 stone *nakade*. White dies. The move order is important. If instead of 9 Black plays at 11 first, then White plays at 9 and doesn't die.