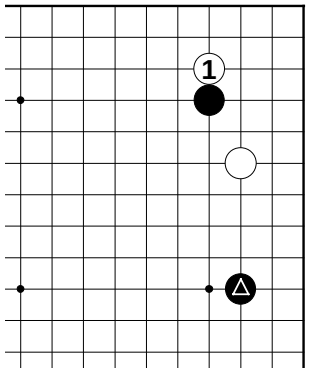
Basic Position Seventeen



WHITE 1 IS AN ATTEMPT TO CONFUSE THE WEAKER PLAYER. HOW SHOULD BLACK DEFEND?

Confusing the weaker player
Moves like White 1 are what Black hates to see. But if it's a move you don't see often, it's likely to be unreasonable.

Proper Black Attitude
The triangled stone can participate in the fight, so Black doesn't need to back down. It's necessary to choose the most forceful possible resistance

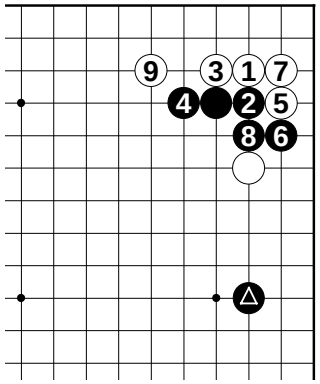


Diagram 1 (Proper play by White)

Instead of 1 in the Basic Position, playing the san-san invasion as in the current diagram is proper play for White. The sequence from Black 2 through the White jump to 9 is *joseki*.

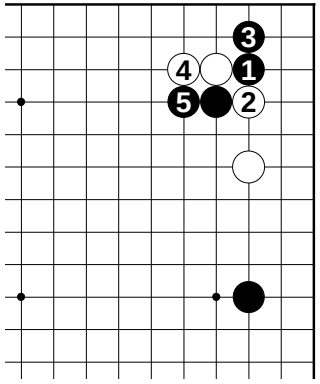


Diagram 2 (Black 1 and 3 are good moves)

To return to the problem set by the Basic Position, blocking with Black 1 is a good move. It's natural for White to start a fight with the cut at 2, but Black has an excellent response in the descent to 3.

If White pulls back to 4, then pushing with Black 5 is vital.

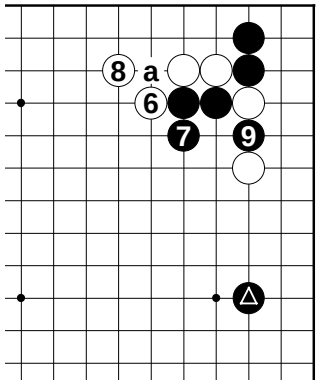


Diagram 3 (Black gets ideal shape)

White has little choice but to resist with the *hane* at 6, but Black can play at 7, which makes an empty triangle, but in this case is a good move that makes a *miai* of *a* and 9.

If White protects the top with 8, then Black grips a stone with 9, creating a perfect relationship with the triangled stone. On the other hand

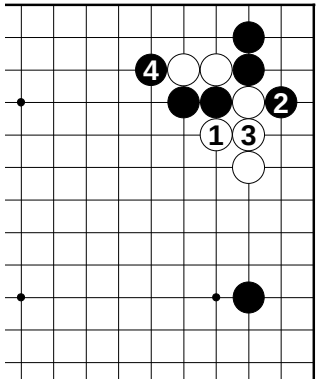


Diagram 4 (If White protects the right …)

If White makes a tiger's mouth with 1 to protect the right side, Black responds by giving *atari* with 2 then playing the *hane* at 4.

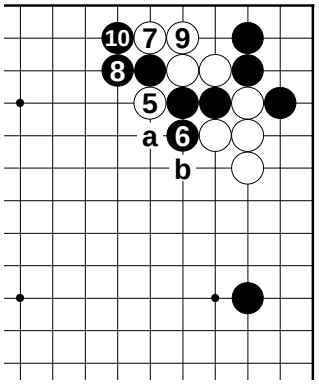


Diagram 5 (White is crushed)

Even if White tries diving under with 7, after Black blocks at 10 the White stones go down for the count. After this, even if White gives *atari* with *a,* Black just extends to b, and White gets nothing. If instead White tries giving *atari* with *b* to build up a wall, the loss in the corner is too big.

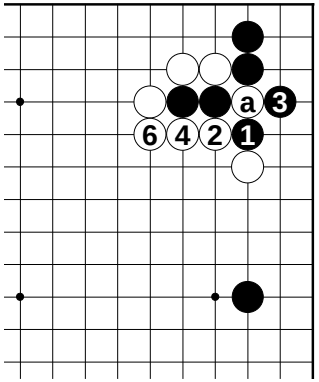


Diagram 6 (Black falls for the trap)

What Black needs to guard against in this sequence is the following: if Black misses the empty triangle of 7 in Diagram 3, and proceeds directly to gripping a stone with 1, this plays directly into White's hands.

White cuts at 2 and gives *atari* with 4. When Black connects with 5 at *a,* White connects at 6 and can be proud of the thickness this sequence has created.

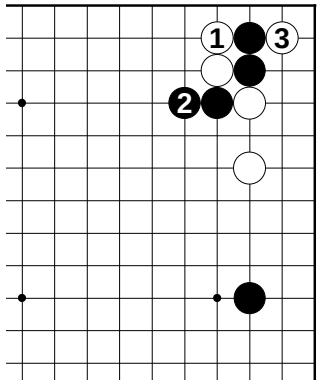


Diagram 7 (White 3 is good)

Instead of drawing back with 4 in Diagram 2, blocking with White 1 is also a forceful move. Now if Black pulls back with 2, the attachment at 3 is a nice tesuji.

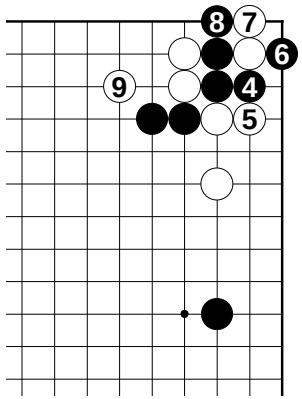


Diagram 8 (Black is captured)

Continuing from the previous diagram, trying to resist with Black 4 is unreasonable. White blocks with 5 and descends to 7, both good moves. Then when Black takes the 2 stones with 8, White jumps to 9.

Black's corner stones die. Does this variation mean White 1 in Diagram 7 is a success?

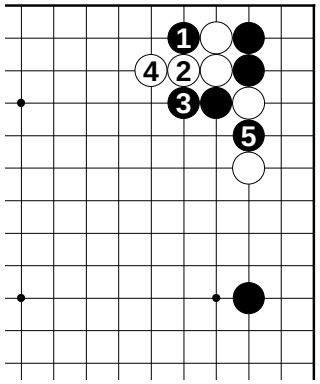


Diagram 9 (Black counterattacks)

Black can counterattack with the attachment at 1. If white comes out with 2, then Black can force with the push at 3 and grip a stone with 5. This is fine for Black.

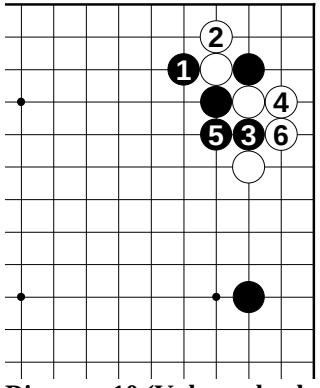


Diagram 10 (Vulgar play by Black)

Let's look at one more variation. Instead of the descent with Black 3 in Diagram 2, suppose Black gives *atari* with 1 in the current diagram. White has no choice but to extend with 2, but now for Black to continue with 3 and 5 is a big failure. Black has no good way to organize his group. Therefore, instead of 5…

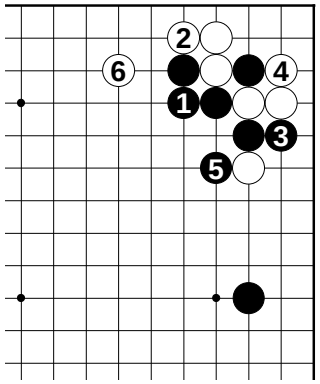


Diagram 11 (White is fine)

It is better for Black to connect as with 1. When White resists with 2, Black can play 3 and 5, gaining a hold on the right side, but only the right side. However, then White jumps out with 6 and has every reason to be satisfied. Black 1 in Diagram 10 is just not a good move.

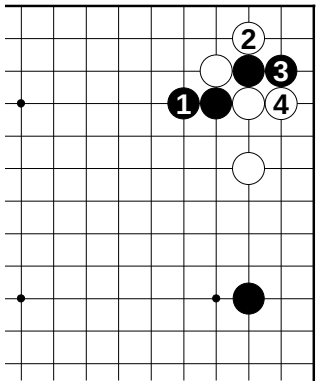


Diagram 12 (Strong move by White)

What if Black draws back with 1? At first, this seems like it would be a peaceful move, but White can put up powerful resistance by first giving *atari* with 2, then blocking with 4. Black is split in two. Continuing after White 4 …

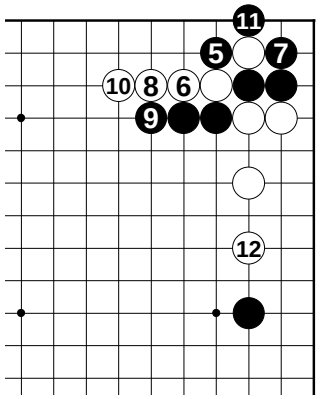


Diagram 13 (Black's group floats)

Black has no choice but to scratch out life in the corner by cutting at 5 and continuing with 7.

Simply pulling back with 8 is a good move for White. Black pushes with 9 then must capture a single stone with 11. White can then play 12 and Black's central group is floating. This is an unpleasant result for Black.

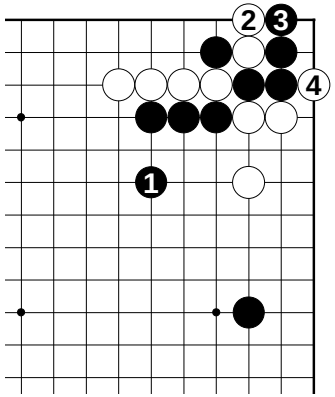


Diagram 14 (Black dies)

So what happens if Black leaves out the capture at move 11 in the previous diagram, and instead moves out with 1? White descends to 2, then plays the *hane* at 4, and the Black corner dies.

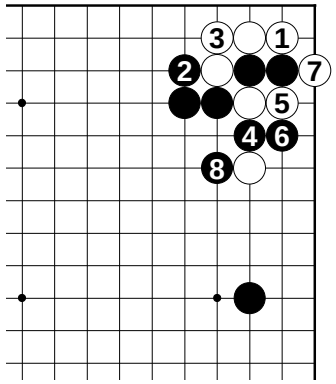


Diagram 15 (The wrong approach for White)

Instead of 4 in Diagram 12, if White blocks at 1 in the current diagram, the situation becomes completely reversed. Black plays the *atari* at 2 and the sequence through 8, getting excellent outside influence.

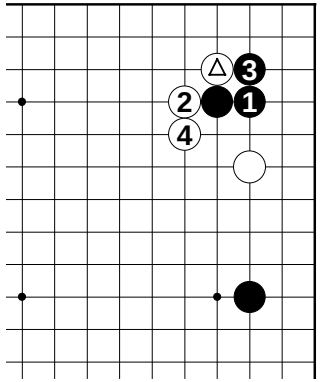


Diagram 16 (White counterattack)

In response to White's attachment at the triangled stone, Black 1 is an attempt to play peacefully. That is, if White now crawls at 3, we return to the sequence in Diagram 1. However, White's *hane* at 2 is very forceful. If Black blocks with 3, then the extension to 4 is a good move. Continuing…

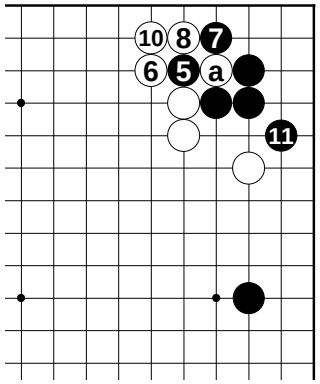


Diagram 17 (Black's position is flat)

About the best Black can do is to capture a stone with 5 and 7, but then White 6 and 8 are strong moves.

After Black connects at a and White connects at 10, Black has no choice but to live with 11. In this diagram, Black's position is flat, low and unsatisfactory.

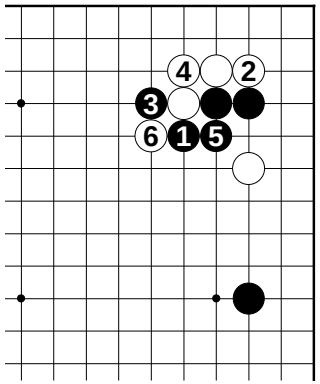


Diagram 18 (Black's shape collapses)

If Black responds to the *hane* at the triangled stone with 1, then White takes charge of the san-san point with 2 and then Black's position falls apart. Black has no choice but to connect at 5, but after White cuts at 6, it's clear that Black's position is not good.