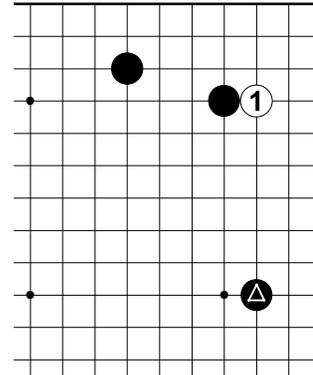


### Basic Position Six



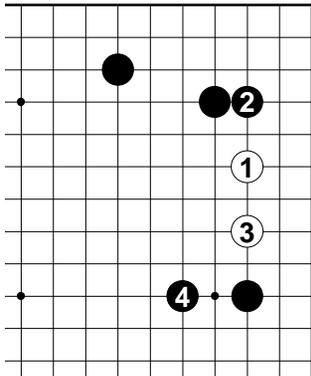
**WHITE 1 LOOKS TO MAKE SABAKI.  
BLACK WOULD LIKE TO CREATE OUTSIDE INFLUENCE THAT  
PUTS THE TRIANGLED STONE TO GOOD USE, BUT...**

#### **Seal In**

This is a position that frequently appears in handicap go. Black needs to block from one side or the other; in this case the best approach is to seal White in the corner.

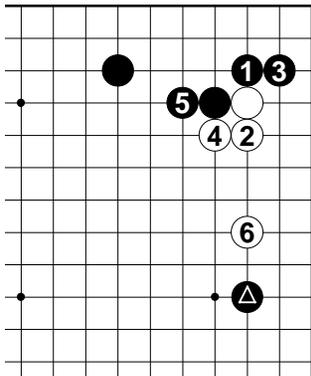
#### **Proper Black Attitude**

This is a basic position, so the variations that develop need to be learned so thoroughly they become second nature.



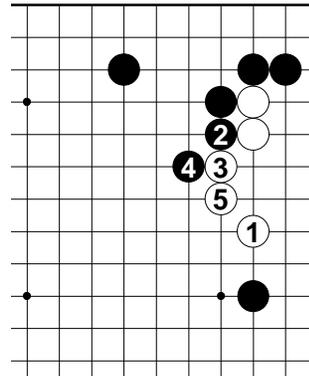
**Diagram 1 (White is cramped)**

In the Basic Position, White plays the attachment at 1 looking to make *sabaki*, but suppose he had played the meek *kakari* at 1 instead? When Black plays the sequence through 4, White is cramped.



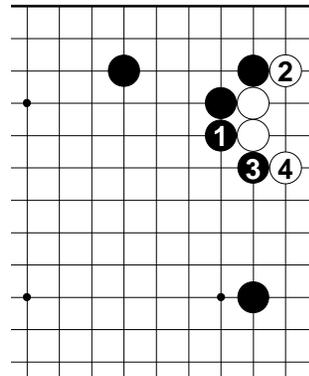
**Diagram 2 (White gets his wish)**

After White attaches as in the Basic Position, blocking from the inside with Black 1 grants White's wish. White pulls back with 2 and Black's descent to 3 is a severe attack, but White settles by forcing with 4 and jumping to 6. White can also be satisfied. When the triangled stone is not on the board, this is the best course for Black, but...



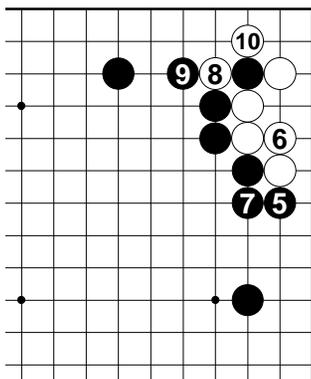
**Diagram 3 (White's shape collapses)**

In the previous diagram, if White does not force at 4 but jumps to 1 in the current diagram, Black can push at 2 and White's shape collapses.



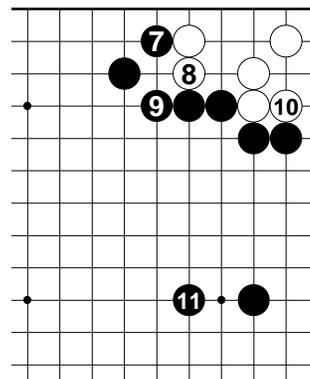
**Diagram 4 (Black is stretched thin)**

In Diagram 2, if Black omits the descent with 3 and pushes with 2 in the current diagram, his position gets stretched thin. Of course white *hanes* at 2. Black has nothing better than to continue with the *hane* at 3, but when White *hanes* back with 4...



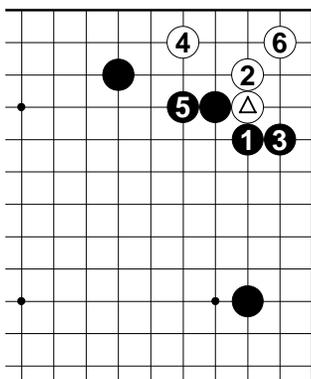
**Diagram 5 (White lives comfortably)**

Black barrels along with the double *hane* at 5, but White simply connects with 6 and continues through to the *ponnnuki* at 10 and lives comfortably.



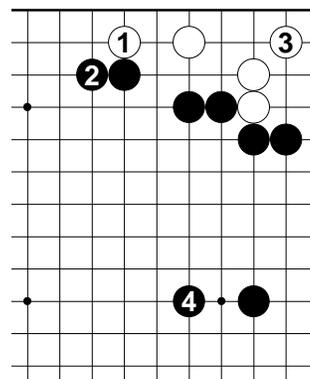
**Diagram 7 (Black completes the outside)**

Continuing from the previous diagram, Black can force with the diagonal attachment at 7. White needs to live with 8 and 10, and when Black jumps to 11 he completes his outside position.



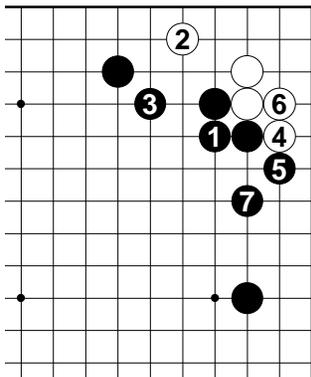
**Diagram 6 (Black emphasizes the outside)**

When White attaches with the triangled stone, Black should block from the outside with 1. If White pulls back with 2, then the descent with 3 is severe. White can jump to 4, but then Black firmly connects the outside with 5 and White needs to add another move with 6 in order to live.



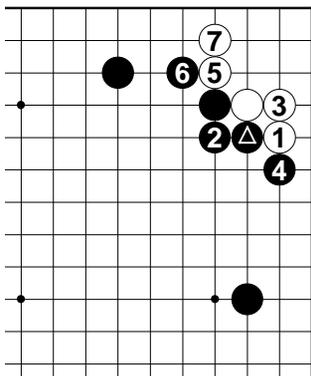
**Diagram 8 (More of the same)**

If White wants to prevent the diagonal attachment of 7 in the previous diagram, the attachment at 1 is forcing, allowing White to live with 3. But after Black responds with 2 and the jump at 4, Black's outside position is no less imposing than in the previous diagram.



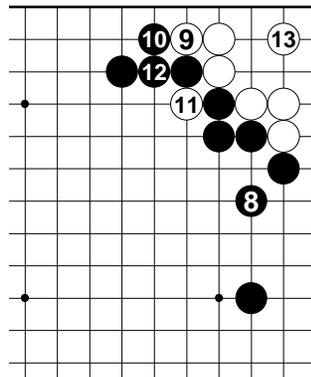
**Diagram 9 (A slack move by Black)**

Going back to Diagram 6, suppose Black leaves out the descent to 3 and instead firmly connects with 1 in the current diagram? This is a bit slack. When White plays the knight's move at 2, Black needs to take a defensive posture with 3 – if Black omits this move, White jumps out to 3 – and after the sequence to 7, Black's position is over concentrated.



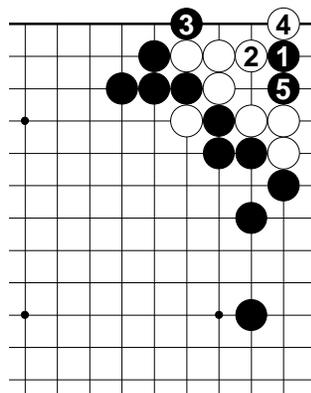
**Diagram 10 (White's best continuation)**

White cannot bear to be sealed in as in Diagram 7. It follows that when Black blocks with the triangled stone that White should resist with the *hane* at 1. The usual continuation is for Black to connect at 2 and White at 3. With the sequence up to 7 White establishes a home in the corner.



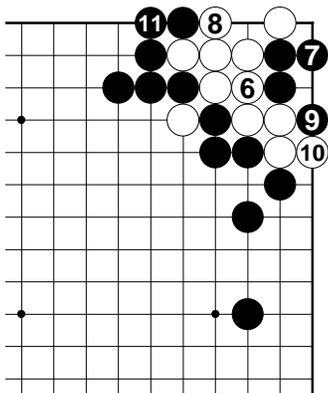
**Diagram 11 (An even result)**

Continuing from the previous diagram, playing solidly with 8 is a good move for Black. White plays 9 through 13 to erase any bad *aji* in the corner, settling the situation with an even result. But if White leaves out 13



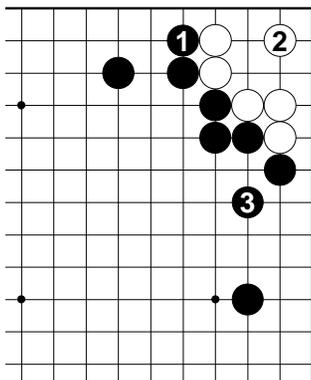
**Diagram 12 (Bad aji for White)**

Black can make the placement at 1 and White has bad *aji*. White defends with 2 and Black *hanes* at 3 and when White *hanes* at 4, Black bumps up against White with 5. As a result...



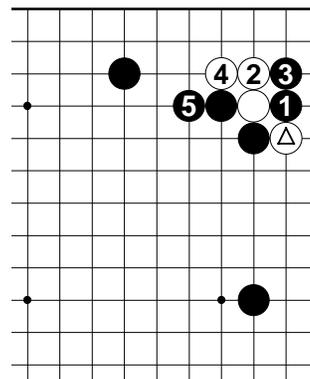
**Diagram 13 (A one step yose ko)**

White must connect with 6 and Black bends at 7, leading to complications. White must block with 8. After first playing the *hane* at 9, just connecting with 11 is a good move, resulting in a one step yose ko. Therefore, in Diagram 11, White can't leave out 13.



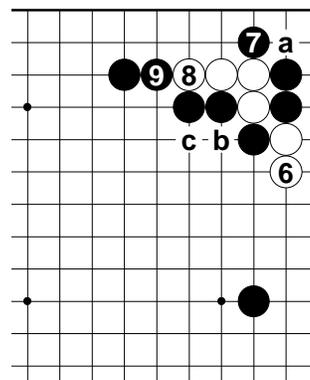
**Diagram 14 (Black destroys aji)**

If Black plays 1 to begin with this just destroys his own *aji*. White is happy to defend at 2 and now Black has little choice but to connect at 3. Black has lost a move.



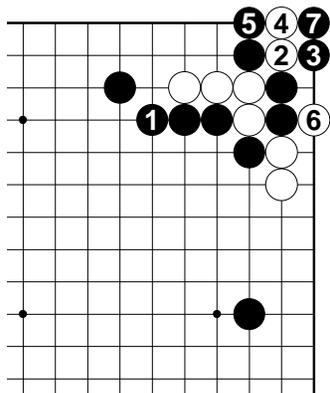
**Diagram 15 (A forceful continuation for Black)**

Black can respond forcefully to the *hane* at the triangled stone with 1 and 3, but there are ladder-related considerations. These are good variations to learn by heart.



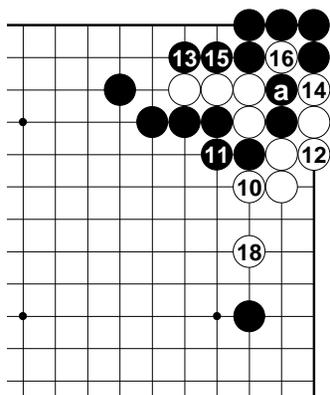
**Diagram 16 (The related ladder)**

Instead of 6, White can play at a and live, but this is unsatisfactory. If White plays 6 and the ladder favors Black, then the *hane* at 7 and the block at 9 are violently forceful. The ladder arises when White cuts at b then forces with the *atari* at c.



**Diagram 17 (When the ladder doesn't favor Black)**

If the ladder doesn't favor Black, then drawing back at 1 is about the best that's available. However, that gives White the *tesuji* that arises after the cut at 2. Black 8 throws in at white 2, then black 9 captures at white 4. After Black 9...



**Diagram 18 (Eminently playable for White)**

The sequence from the *atari* at White 10 through the jump to 18 is forced. Black 17 retakes at *a*. This position is eminently playable for White. It follows therefore, that if the ladder is not favorable, Black should not attempt 1 and 3 in Diagram 15