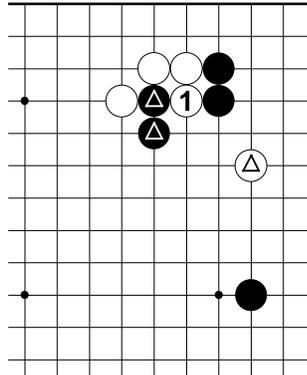


Basic Position Twelve



**WHITE HAS PUSHED OUT WITH 1.
NOW WHAT SHOULD BLACK DO?**

Exchange

Pushing out with White 1 really isn't very good. However, if Black replies incorrectly, White can reap a huge dividend.

Proper Black Attitude

Black should consider the two triangled Black stones as light, and look to exchange them for the triangled White stone. This is the simplest way to proceed.

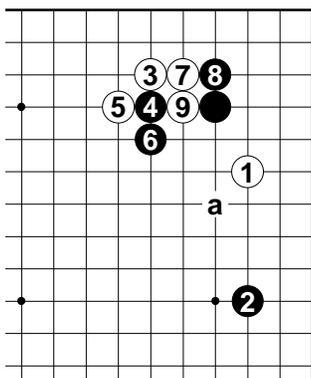


Diagram 1 (Preceding moves)

This position arises when White approaches with 1 and Black pincers with 2. White plays the double approach at 3, Black attaches and extends with 4 and 6, then blocks with 8. Instead of White 9, it's usual to start fighting with the diagonal move at *a*.

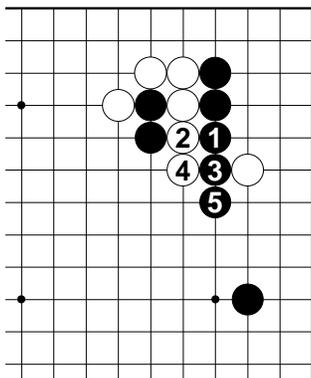


Diagram 2 (Calm play for Black)

Black's best move is to pull back with 1. If White keeps coming out with 2 and 4, Black can quietly respond with 3 and 5, with an excellent position. Comparing Black's territory with White's outside thickness, Black is clearly better. However, instead of Black 1...

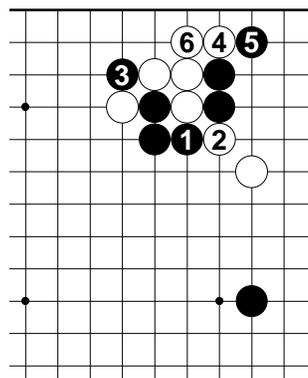


Diagram 3 (Unnecessary resistance by Black)

Blocking with 1 is unnecessary resistance by Black. White's cut at 2 leads to a burdensome fight for Black. If Black cuts with 3, White plays the *hane* and connect with 4 and 6, and then...

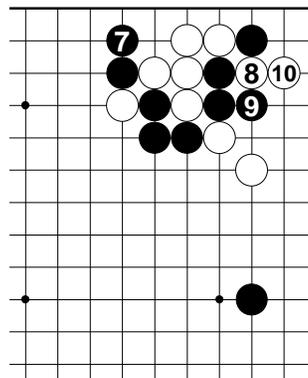


Diagram 4 (Black collapses)

If Black's descent at 7 worked, it would be a great move, but when White cuts at 8, Black is crushed. Therefore, instead of Black 7...

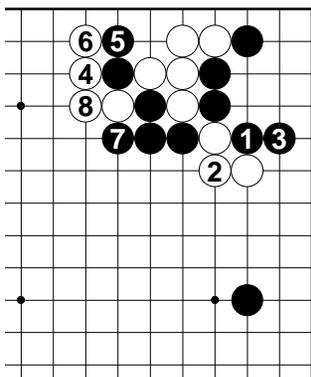


Diagram 5 (A different approach for Black)

Black has no choice but to give *atari* with 1 and protect the corner with 3. However, capturing the stone with 4 is great for White. Black forces with 5 and 7, but...

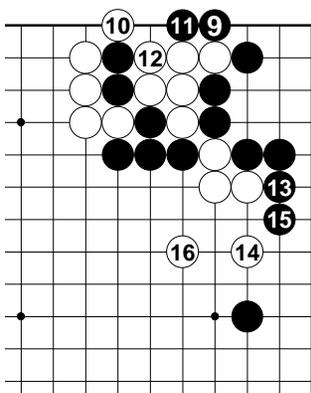


Diagram 6 (Painful for Black)

Black gets to play 13 and 15, but White gets to jump to 16, reinforcing his group. In this sequence, White has gotten clearly stronger on the top, while Black's 4 stones in the center lack stability. Black has clearly gotten the worst of the bargain. There is one more thing Black can try instead of 13...

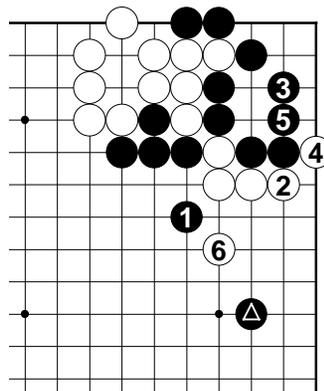


Diagram 7 (Advantage for White)

Black can try to set up a net with 1, but now the block at White 2 is sente.

Black can't leave out 3, so White gets a chance to poke out with 6. Black's triangled stone is in an awkward position.

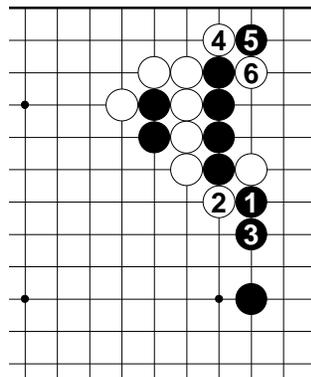


Diagram 8 (Black rushes to capture)

For reference, in Diagram 2 when Black played 5, rushing to capture the single White stone with 1 was not an option.

After White cuts with 2, 4 and 6 are a nice tesuji.

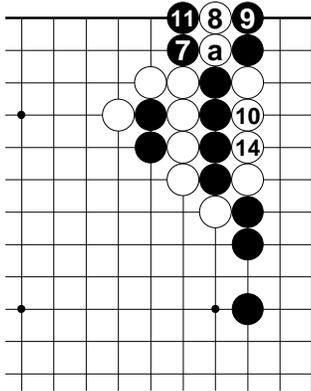


Diagram 9 (Black is squeezed)

If black cuts with 7, White's descent to 8 starts the sequence through 14, and Black is neatly squeezed. (note: 12 throws in at *a*, 13 captures and 15 connects at *a*)

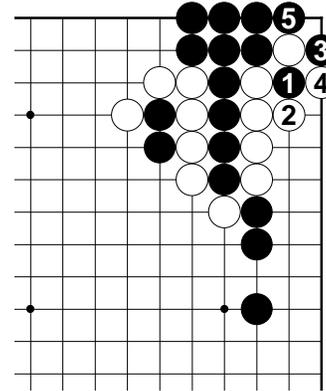


Diagram 11 (Ko)

Black's cut at 1 is a clever move. White grips a single stone with 2, and Black crawls along with 3 and 5, getting a ko. But at any rate, *ko* is not a good result for Black in this position.

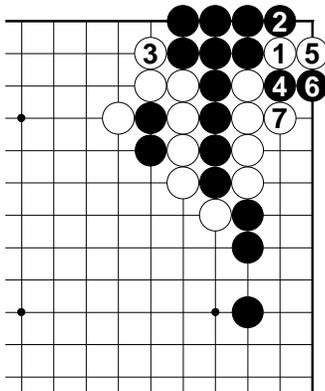


Diagram 10 (Black is captured)

White's block at 1 starts a capturing race. Black 2 is an uninspired move, and after White blocks at 3, Black loses the race. When Black cuts at 4, White's descent to 5 works. Therefore, instead of Black 2...

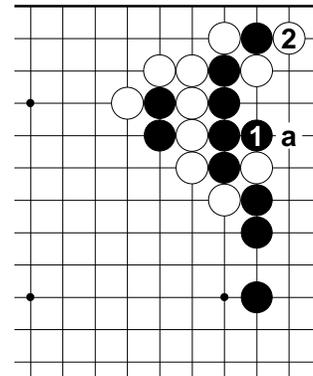


Diagram 12 (A big loss for Black)

To avoid the preceding, Black can replace 7 in Diagram 9 with the circumspect 1 in the present diagram. However, allowing White to play 2 is a big loss for Black. What's more, later in the game White can squeeze Black with a sequence starting with *a*. This is more than Black can stand.