

Diagram 1 (The case where Black attacks first)

For reference, let's suppose that White does not play 1 and 3 in the Basic Position. In that case, Black gets to attack first at 1, which is a good move. In that case, trying to live with the triangled stone will be extremely painful for White.

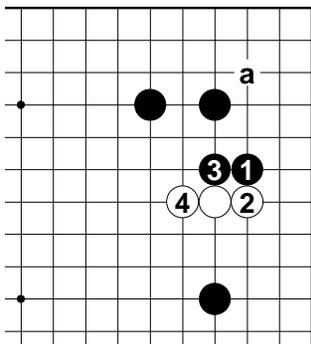


Diagram 2 (Putting wind in White's sails)

The knight's move at 1 is often seen, but the sequence of 2 through 4 puts wind in White's sails. What's more, it leaves open the possibility of a White invasion in the corner at *a*.

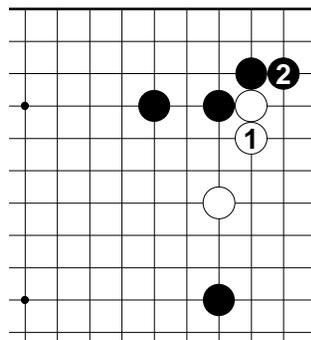


Diagram 3 (White is heavy)

Again going back to the Basic Position, White's *hane* at 3 is an important *tesuji* to make *sabaki*. If instead White pulls back at 1 in the current diagram, White is left with a heavy shape when Black descends to 2.

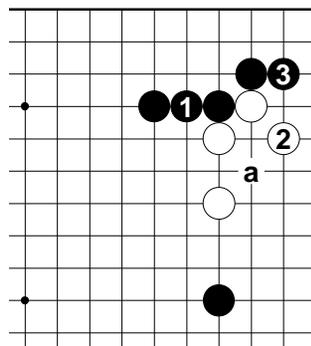


Diagram 4 (Black's correct attacking method)

White has come into Black's area to make *sabaki*, so Black needs to prevent this. Making a strong bar shape with the connection at 1 is a forceful way to play. Making the hanging connection with 2 is the correct shape move for White, and then descending at 3 to continue the attack is the right method for Black. After this, Black can look forward to attacking with the peep at *a*.

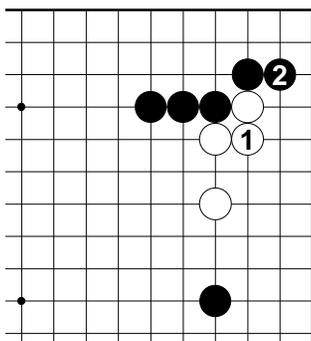


Diagram 5 (White is heavy)

In the previous diagram instead of the hanging connection at 2, if White plays the solid connection at 1 in the current diagram, then Black plays the descent at 2 anyway. White's position is a bit heavy.

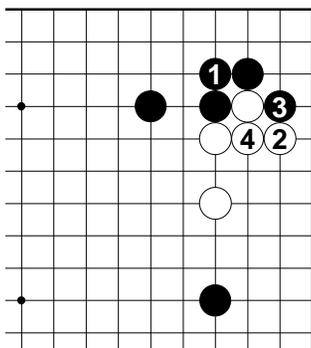


Diagram 6 (Taking sente)

Diagram 4 shows a sequence that defends with an option to attack later. Of course, there will also be cases where Black wants *sente* to play somewhere else. In those cases, solidly connecting with 1 is wise. White's best is still the hanging connection at 2, so now Black can exchange 3 for 4. Then Black can tennuki and play elsewhere. However, if Black errs ...

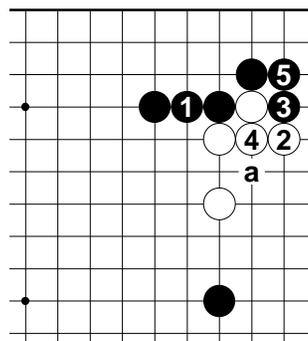


Diagram 7 (Black's position is strange)

If Black plays the connection at 1 first, then gives *atari* with 3, this doesn't help at all. Even if Black connects at 5, after White's connection at 4, the peep at *a* is gone, and Black's attacking potential evaporates as well. And if Black leaves out the connection at 5 and tries to take *sente*...

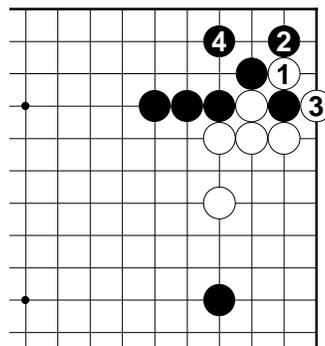


Diagram 8 (White captures in sente)

When White captures a stone with 1 and 3, Black can't avoid responding with 4. In other words, White is able to capture this stone in *sente*. To see how bad this is for Black, compare this position with the one in Diagram 6. Further...

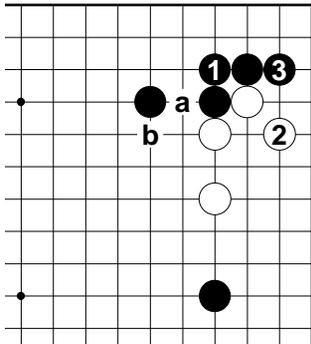


Diagram 9 (Black's stones aren't effective)

Playing the connection at 1 followed by the descent at 3 isn't effective for Black. It goes without saying that a stone at *a* would be more useful in attacking White. For example, after the connection at 1, it is much easier for White to continue to try to settle with the attachment at *b* (than it would be with a stone at *a*).