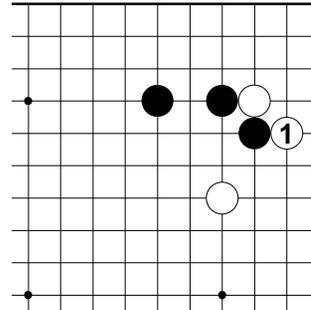


### Basic Position Fourteen



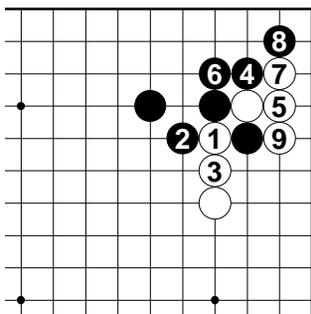
**WHAT STANCE SHOULD BLACK ADOPT  
IN REACTION TO THE UNORTHODOX ATTACK AT WHITE 1?**

#### **A Desperate Stab**

White 1 is a desperate stab. There are a number of ways to play – the best choice probably depends on your style.

#### **Proper Black Attitude**

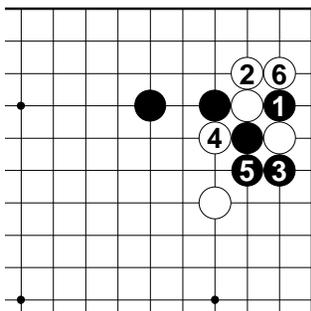
In general, it's best to play straightforwardly without straining. However, it's sometimes hard to play straightforwardly...



**Diagram 1 (Normal play by White)**

First let's look at how White really should play.

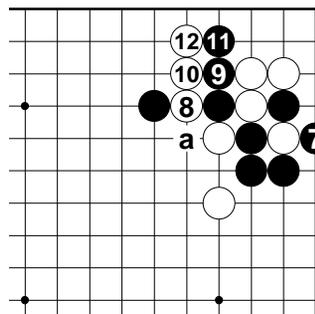
Instead of 1 in the Basic Position, it's normal to cut with 1 in the present diagram and try to make a *sabaki*. After this, there are a number of ways to play, but the simplest is for Black to play the *atari* at 2 followed by 4 and 6. When White grips the stone with 9, the situation is settled for now.



**Diagram 2 (Vigorous resistance)**

Coming back to the current problem, cutting with Black 1 puts up strong resistance.

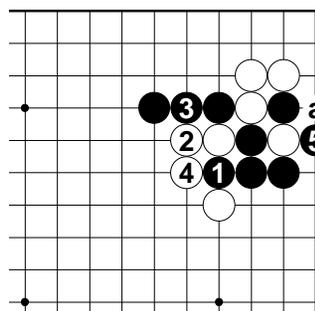
Black responds to 2 by gripping a stone with 3, but after White 4 and 6, Black has to worry about the fight becoming complicated. That is, to continue...



**Diagram 3 (Black falls into a trap)**

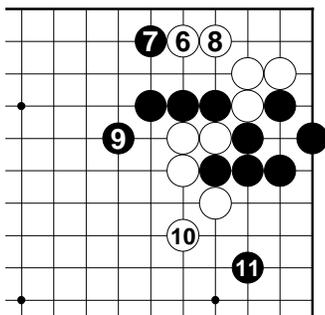
Capturing a stone with 7 is exactly what White wants. The sequence from White through 12 follows, which is a huge failure for Black. Instead of extending with 9 Black should at least play at *a* and squeeze, which lessens the damage.

But at any rate, after Black 7 it is clear that Black has been outwitted. Instead of 7...



**Diagram 4 (Black 1 is good)**

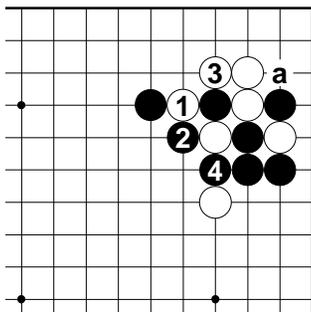
Giving *atari* with Black 1 is the correct move. If White captures at *a* instead of defending at 2, then Black captures at 2 and it's clear who has the advantage. Therefore, White has to resist with 2 and 4, but when Black captures with 5, White has no good response.



**Diagram 5 (Black gets a big advantage)**

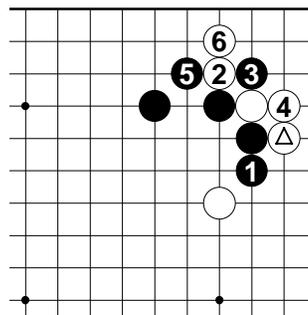
White can save the corner with 6 and 8, but the diagonal move at 9 is good, combining attack and defense. White makes the hanging connection at 10 and Black defends with 11, with a fine position.

White's corner is not yet completely alive and the center group is thin. White will have a hard time surviving.



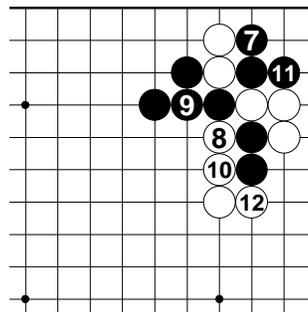
**Diagram 6 (Black is better)**

Therefore, instead of blocking at *a*, White has no choice but to give *atari* with 1. Cutting at Black 2 is the strongest response and White must capture at 3. Black splits with 4. This, too, is a great result for Black. However, Black must not play at 3 instead of 2.



**Diagram 7 (Straightforward play by Black)**

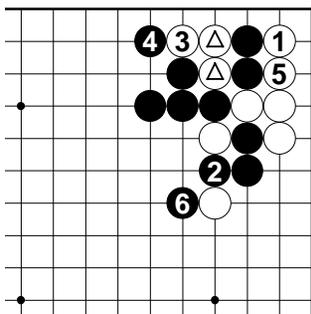
Extending to Black 1 is a straightforward response to White's *hane* at the triangled stone – let's see how that works out. White's *hane* at 2 is a *tesuji* looking to see what Black's response will be. Black 3 and 5 seem like a natural response, but White descends with 6. After this...



**Diagram 8 (Even)**

Black must block with 7.

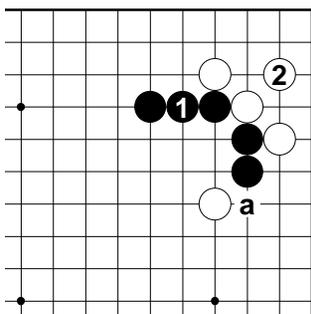
If White wants to play for outside influence, cutting at 8 and capturing 2 stones with 10 is the way. Black can force at 11, and the position is settled for now after White grips the 2 stones with 12. Compared to the variations after Diagram 4, White is in somewhat better shape. What's more...



**Diagram 9 (White goes for territory)**

If White wants to play for territory, then instead of 10 in the previous diagram, the sequence from 1 through 5 in the current diagram is possible. However, Black can take up a thick position with 6 and doesn't stand badly.

But it would be wrong for Black to answer White 1 at 3, capturing the two triangled stones but allowing White to force with 5 then play 2.

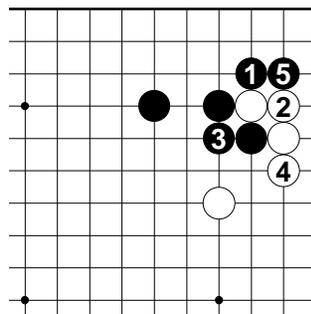


**Diagram 10 (Black gets outside influence)**

Instead of 3 in Diagram 7, it's probably better to connect at 1 in the current diagram.

White has no choice but to play the hanging connection at 2, after which Black can either take *sente* and play elsewhere, or play thickly at *a*.

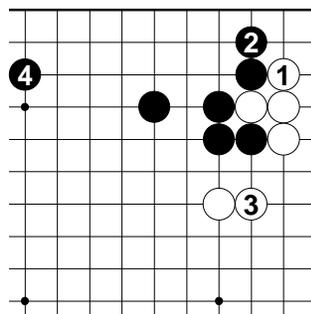
Either way, Black gets outside influence.



**Diagram 11 (A firm response)**

Black's firmest defense consists of giving *atari* with 1 and then connecting at 3. If White pulls back with 4, then blocking with 5 gives Black a nice, safe position.

It follows, therefore, that White should try something else instead of 4...



**Diagram 12 (Black gets an excellent position)**

White can also try forcing at 1 and then playing at 3. But then Black gets a great position by extending to 4.