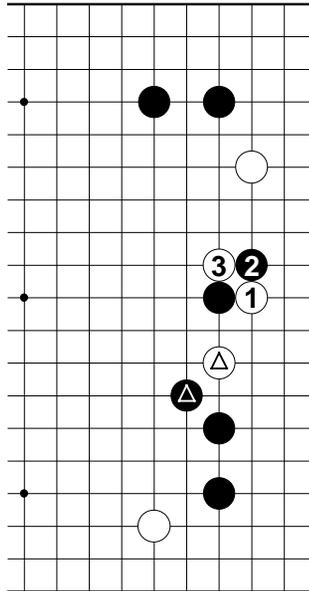


### Basic Position Ten



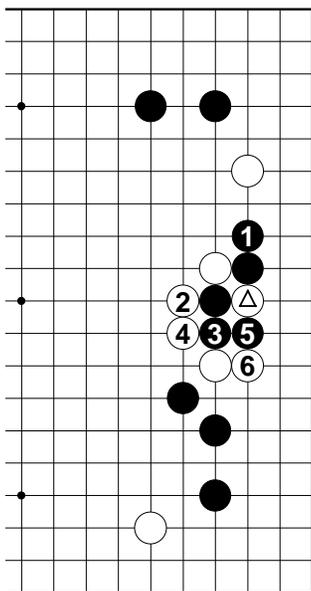
**THE ATTACH AND CUT WITH WHITE 1 AND 3  
ARE AN ATTEMPT TO DISTRACT BLACK WITH COMPLICATIONS.  
HOW SHOULD BLACK RESPOND?**

#### **Looking for simplicity**

When White invades with the triangled stone, and Black plays the marked diagonal stone, White has attached and cut with 1 and 3. Black should look for a simple response.

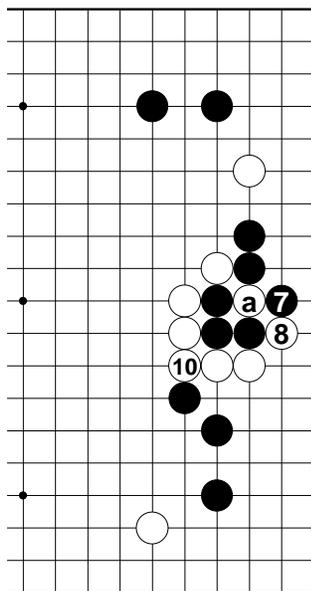
#### **Proper Black Attitude**

There are many ways to respond, but Black should look to avoid complication.



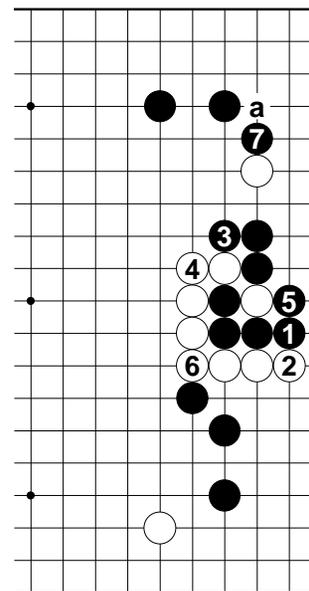
**Diagram 1 (Black falls into the trap)**

Extending with 1 grants White's wishes. White gives *atari* with 2 and 4, skillfully sacrificing a single stone. After White gives *atari* again with 6...



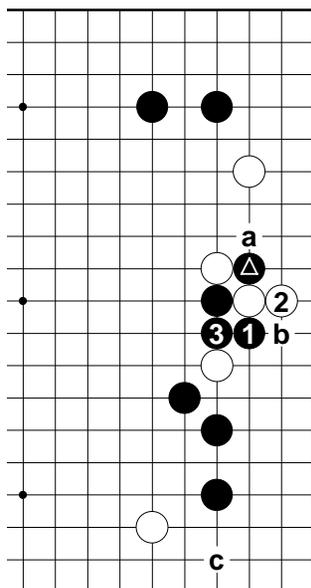
**Diagram 2 (Black is thin)**

If Black captures with 7, White gives *atari* with 8, then connects with 10. Black's lower group has become extremely thin. What's more, the upper group has an ugly dumping shape.



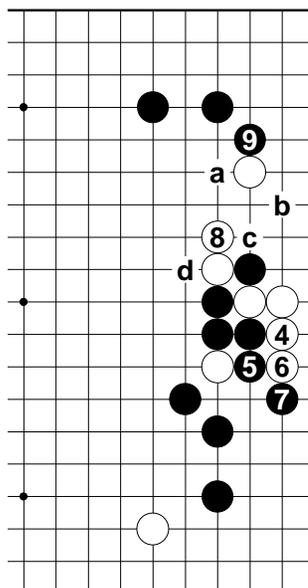
**Diagram 3 (White is thick)**

Extending to 1 is probably a bit better for Black than the previous diagram, but the sequence 2 through 6 still gives White a good thick position. Black 7 is an attempt to prevent a White move at *a*, but the Black stones on the bottom are so thin that Black probably can't really afford to play this.



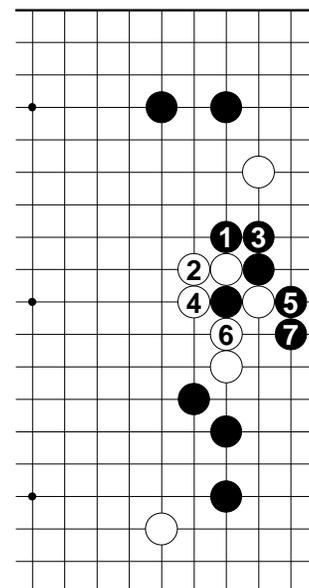
**Diagram 4 (Correct response 1)**

Giving *atari* with 1 then connecting with 3 is a good, calm response. Black is willing to give up the triangled stone. If White grips the stone with *a*; Black can block at *b* then jump to *c*, surrounding a nice piece of territory in good form. Therefore, of course ...



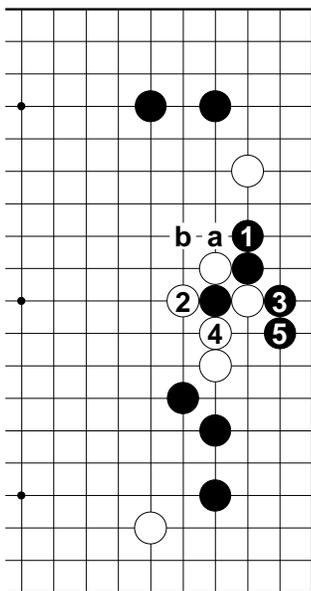
**Diagram 5 (A simple line for Black)**

White will crawl with 4 and 6. Black responds patiently with 5 and 7. When White responds with 8, the diagonal contact at 9 is perfectly timed. Even if White extends to *a*, this group still has extremely bad *aji* because Black has a placement at *b*. This line is one simple continuation for Black. If White had played at *c* instead of 8, Black has a nice move at *d*.



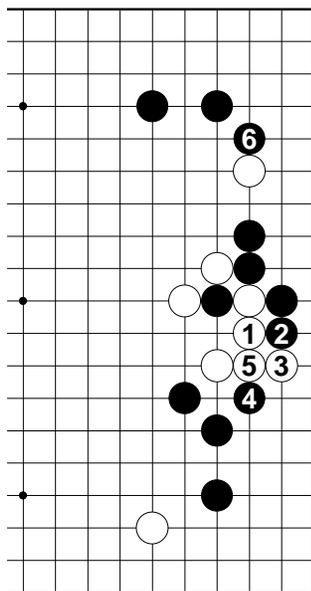
**Diagram 6 (Correct response 2)**

Giving *atari* with 1 and connecting with 3 is another good, simple response. When White grips the stone with 4, Black's plan is to give up the stone with 5 and 7.



**Diagram 7 (Ponnuki)**

Trying the same sacrifice strategy but skipping 1 and 2 in the previous diagram isn't good. In this diagram (where White has a ponnuki), if Black now pushes with *a*, White will resist with the *hane* at *b*.



**Diagram 8 (Playable for Black)**

If White skips 4 in the previous diagram and extends to 1, Black can play forcing moves at 2 and 4 to get a playable shape (thereby gaining time to play 6)