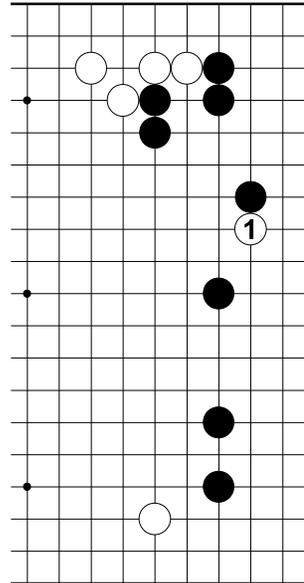


Basic Position Nine



HOW SHOULD BLACK RESPOND TO THE ROUNDHOUSE PUNCH AT WHITE 1?

Aiming to bankrupt Black

This is a position that frequently arises in handicap games of 6 stones or more. In desperation, White attaches at 1. In a handicap game, this sort of situation can frequently lead to a bankruptcy on Black's part.

Proper Black Attitude

This action is occurring deep in Black's territory, so, no matter what, Black has to be determined to cause damage to White.

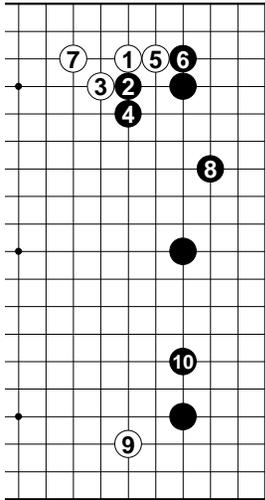


Diagram 1 (Preceding moves)

Here are the moves leading up to the Basic Position. White plays the approach at 1, and Black responds with the attach and extend *joseki*. Then when White approaches with 9, Black defends with 10.

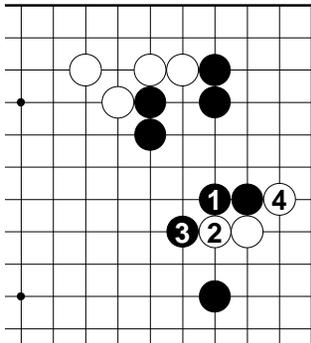


Diagram 2 (A standard defense)

First let's look at a commonsensical defense in which Black extends to 1. When White responds at 2 Black must block at 3. Then White will *hane* at 4.

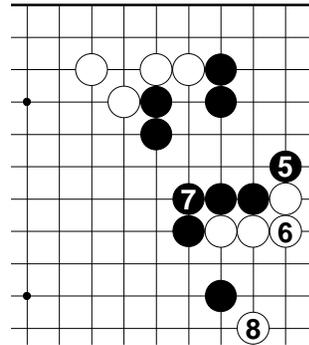


Diagram 3 (White makes sabaki)

If Black blocks with 5 and submissively connects with 7, then White can jump to 8 and make a *sabaki*. Rather than saying that Black's upper right corner has been thickened, it's more accurate to say that it's been made overconcentrated.

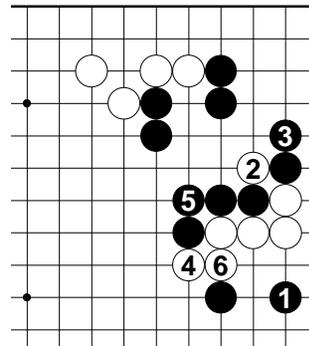


Diagram 4 (Black resists)

Rather than submit with the connection at 7 in the previous diagram, Black should at least try resisting by jumping to 1. White cuts with 2 and pushes out with the sequence through 6, but...

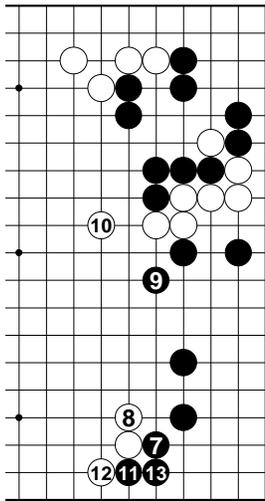


Diagram 5 (Black grabs territory)
 Black plays 7 through 13, grabbing territory and getting a fine position.

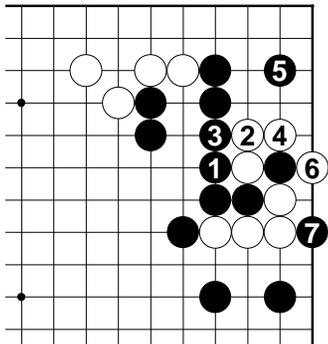


Diagram 6 (Black tries to capture)
 What happens if, instead of 3 in Diagram 4, Black forcefully tries to capture the White group with 1? Black attaches with 7 and...

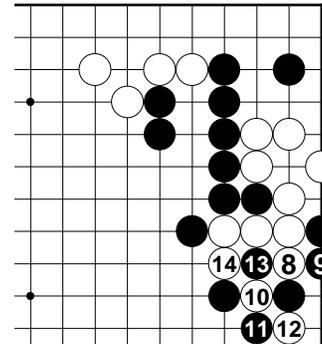


Diagram 7 (Black is crushed)
 White pushes out with 8 through 13 and Black falls apart.

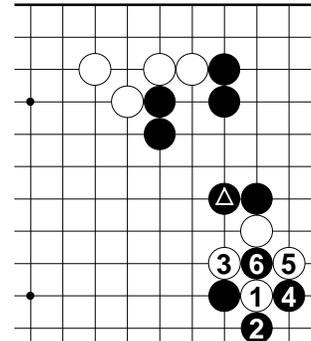


Diagram 8 (White aims for ko)
 However (going back to Diagram 2), there remains the possibility that White will aim for a *ko* with the attachment at 1. Black takes up the challenge with 4 and 6, but...

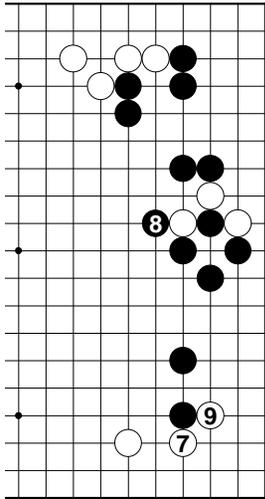


Diagram 9 (White gets a playable position)

White has a good *ko* threat at 7. If Black resolves the *ko* with 8, White destroys the corner with 9 and has an eminently playable position. Therefore...

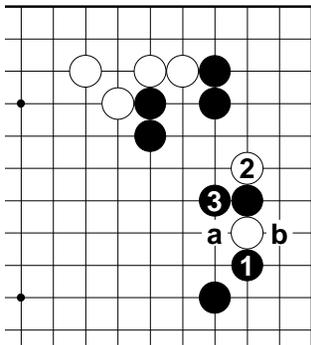


Diagram 10 (A pragmatic good move for Black)

In order to avoid the *ko* shown in Diagram 8, Black can play the diagonal attachment at 1. This is a pragmatic, good move. If White responds at *a*, Black plays *b* with a good position. Therefore, White should play the clamp at 2, aiming for complications. Extending at 3 is the clearest course for Black.

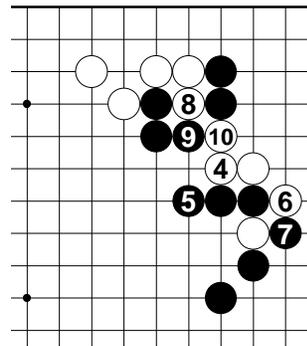


Diagram 11 (Capturing race)

White is aiming at the push and cut starting with 8. However, Black is okay after responding to 4 by simply extending to 5. The only trick is that after the cut with 8 and 10...

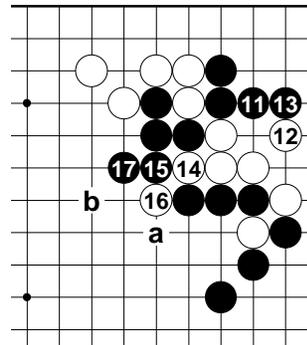


Diagram 12 (Black wins)

Black 11 is the key point in the capturing race. White has no choice but to force with 12, then push and cut with 14 and 16. Bending at Black 17 wins the capturing race. After that, even if White forces with *a* and surrounds Black with *b*, White has only 3 liberties, so Black will win the race.

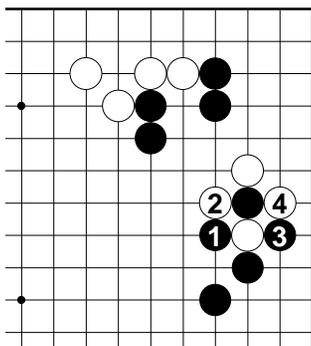


Diagram 13 (Black goes astray)

Instead of the extension at 3 in Diagram 10, gripping the stone with Black 1 gives White something to play for.

White plays *atari* at 2, then again at 4, complicating the position.