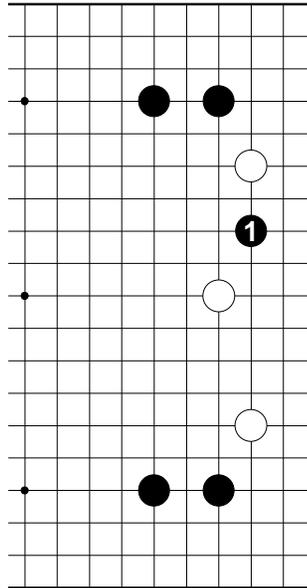


Basic Position Sixteen



**BLACK'S INVASION AT 1 SHOULD SUCCEED,
BUT WHAT ARE THE FOLLOWUPS TO SETTLE THE POSITION?**

Don't be too respectful

Just because it's a handicap game, Black can't afford to be too respectful and hold back from every fight. From time to time, you should work up the spirit to invade White's area as with 1.

Proper Black Attitude

Unless you know the proper follow up to the invasion at 1, you may cause more harm than good.

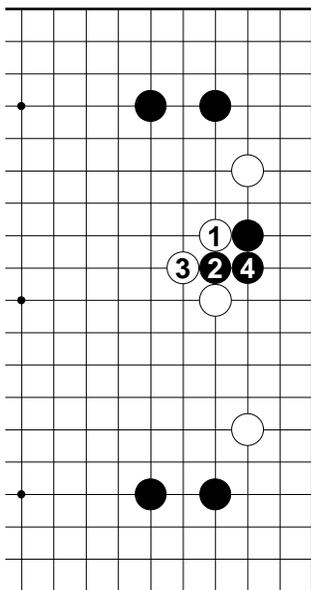


Diagram 1 (Black 2 is a good move)

The most common way for White to respond is with the attachment at 1. If you can play the wedge at 2 in response, you deserve full points.

White has no choice but to give *atari* from the top with 3, and when Black connects with 4 White is left with 2 big cutting points. If Black had just extended to 4 instead of wedging at 2, White would just connect at 2 and have no cutting points to worry about.

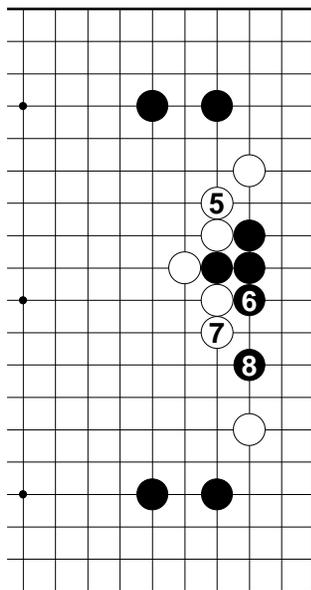


Diagram 2 (Black lives)

Continuing from the previous diagram, pulling back with White 5 is forced. Black plays 6 then jumps to 8, living without difficulty. Black should be greatly satisfied with slicing this large chunk out of White's area. However, while making this profit, Black has also allowed White to create plenty of thickness. Therefore, if the whole board position lets White exploit this thickness, Black should think twice before invading.

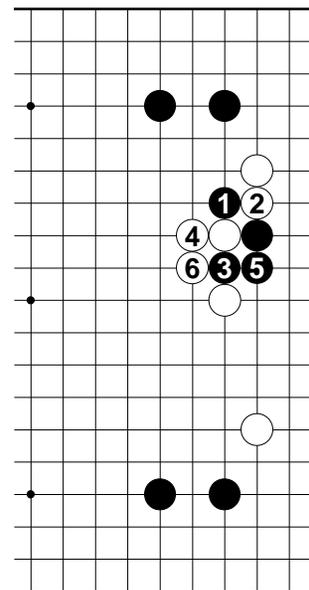


Diagram 3 (A classic non-tesuji)

Instead of the Black wedge at 2 in Diagram 1, playing first at 1 and then 3 in the current diagram is absolutely clumsy, a "vulgar" sequence. After White blocks at 6, Black runs short of liberties.

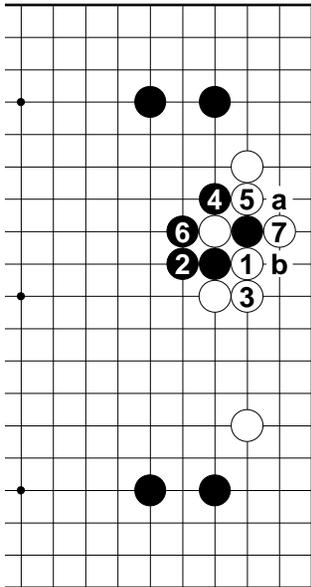


Diagram 4 (Black gets sente)

Instead of blocking at 3 in Diagram 1, White can cut below with 1 and 3. However, in the sequence through 7, Black skillfully builds thickness in sente. If White leaves out 7, Black gets a *ko* with *a* and *b*.

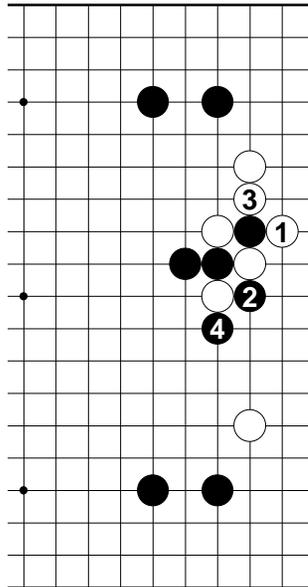


Diagram 5 (Ladder)

If White grips a stone with 1, Black catches a stone in a ladder with 2 and 4. This result is out of the question for White.

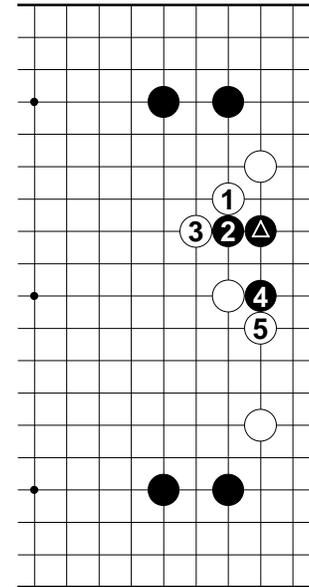


Diagram 6 (Overbearing play by White)

In response to the invasion represented by the triangled stone, White 1 is the most aggressive response. However, Black has nothing to fear. Black can move out with 2 and then attach with 4. This is a settling maneuver worth learning. If White blocks with 5 ...

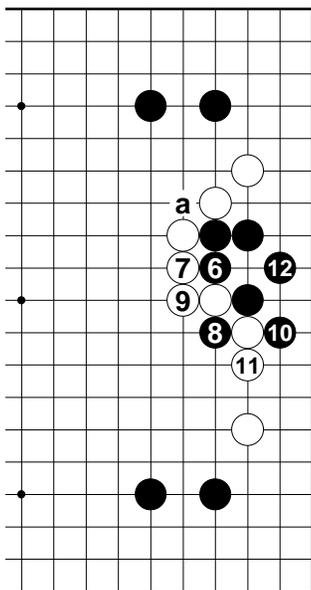


Diagram 7 (Black lives)

Black doesn't need to be subtle here. 6 followed by the cut at 8 are good moves. Then, after giving *atari* with 10 and making shape with 12, Black is completely alive. It goes without saying that, as was the case in Diagram 2, living this way is only profitable if the whole board position is such that White can't make much use of the outer thickness being created.

In the current position, Black can aim for a later cut at *a*, or for moving out with the stone 8.

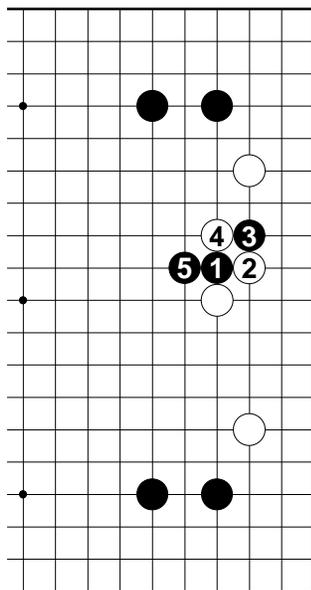


Diagram 8 (A sharp attachment)

Instead of the invasion at 1 in the Basic Position, Black can also attach at 1. If White defends from below with 2 then Black *hanes* with 3 and extends to 5. This position is exactly the result as Diagram 4. What's important is summoning the fighting spirit necessary to get inside White's area. However, if Black plays differently instead of 5...

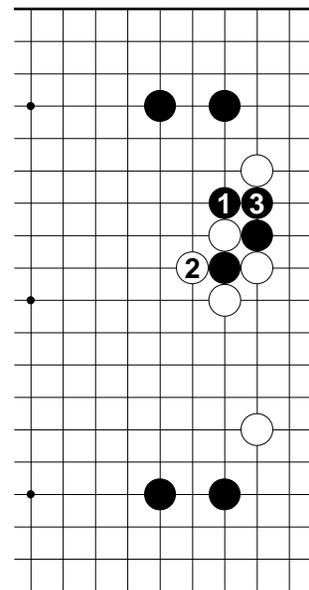


Diagram 9 (Ponnuki)

Playing Black 1 and 3, allowing White the ponnuki with 2, isn't good.

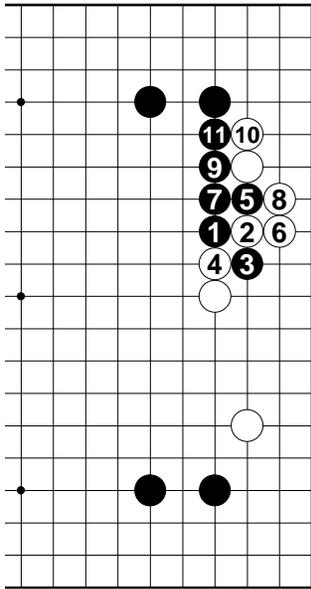


Diagram 10 (Too shallow)

Invading high with Black 1 isn't energetic enough. After White defends with 2, Black's intrusion into White's area is too shallow