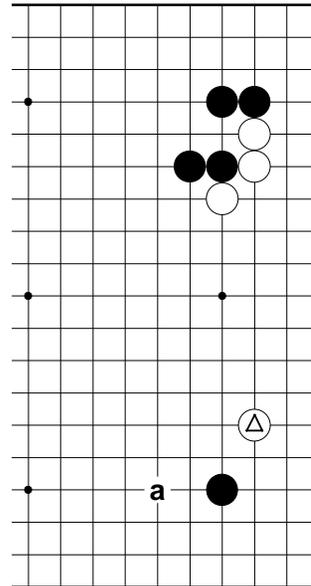


### Basic Position Twenty-five



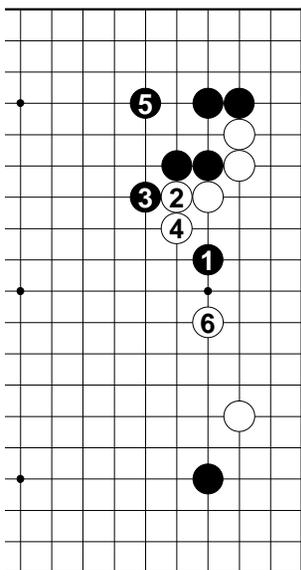
**IN RESPONSE TO WHITE'S KAKARI,  
BLACK SHOULD BE LOOKING TO ATTACK  
FIRST ON THE RIGHT SIDE, BUT...**

#### **Attacking first**

Defending quietly at *a* is also a good move, but occasionally it's good to throw a scare into White.

#### **Proper Black Attitude**

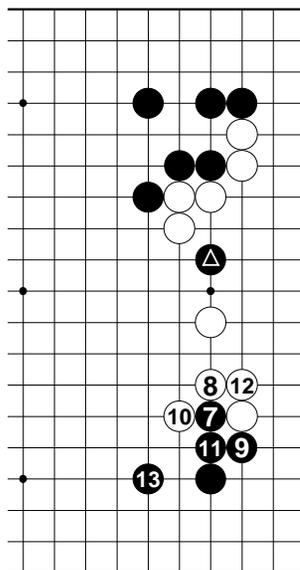
If you're going to attack, the three White stones at the top are the correct target. There is one spot that is the crucial point.



**Diagram 1 (The crucial point)**

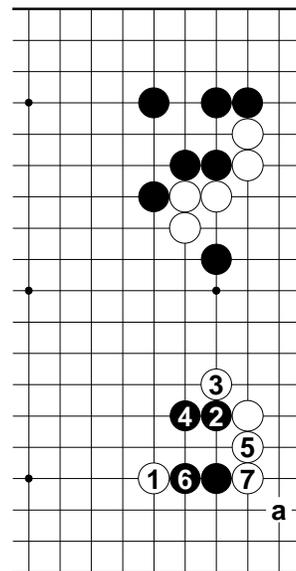
Black 1 is the crucial point for the attack. If Black wants to attack, there is no other place to play.

White has no choice but to push at 2 and bend at 4. Then Black can defend at 5. If White now defends the right side with 6, already Black can be satisfied. However, White's group is still a bit unsettled, so Black can continue ...



**Diagram 2 (Black plays on both sides)**

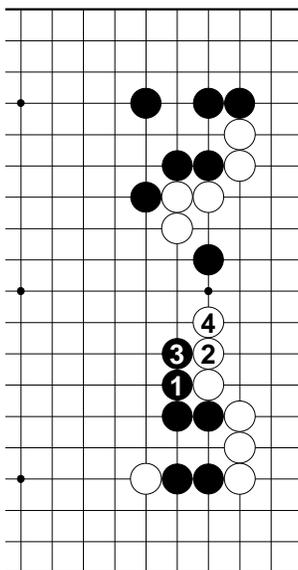
Instead of trying to move the triangled stone and fight, it shows better sense for Black to attach with 7. When White hanes at 8, Black blocks with 9. White pretty much has to fill at 12. After extending to 13, Black can feel good about having taken both the top and the bottom corners. What's more, Black can look for the opportunity to move the triangled stone later.



**Diagram 3 (White rushes ahead)**

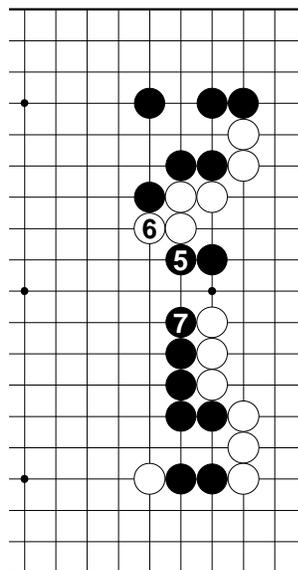
Suppose that White, instead of defending with 6 in Diagram 1, rushes ahead with 1 in the current diagram. What should happen now?

Black can quietly play 2 through 6 following the double approach *joseki*. About the best White can do is 7 (the knight's move at *a* is also available).



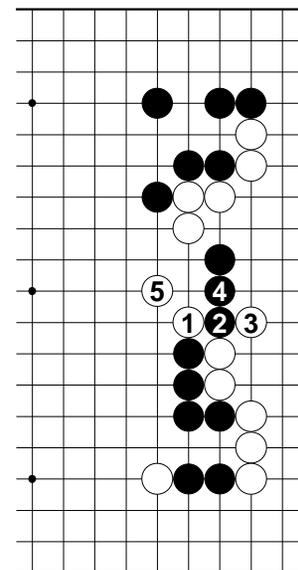
**Diagram 4 (A hard move to find)**

Continuing, the pushes at Black 1 and 3 are good moves that are a bit hard to find.



**Diagram 5 (A good result for Black)**

After Black forces with 5, and then plays 7, it goes without saying that Black is doing much better.

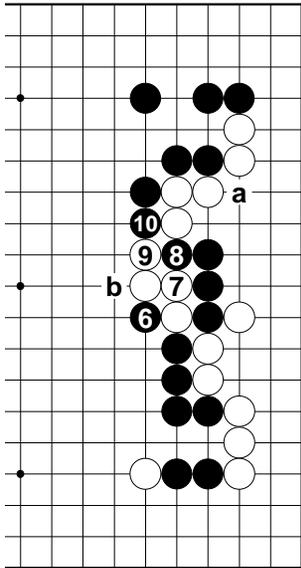


**Diagram 6 (White resists)**

The result in the previous diagram is too good for Black. Let's look at some possible ways for White to put up resistance.

First, instead of 4 in Diagram 4, White can try the *hane* at 1 in the current diagram. However, Black can cut at 2 without any fear.

White can give *atari* with 3 and then attempt to seal Black in with 5. Continuing...



**Diagram 7 (White collapses)**

Giving *atari* with 6 and moving out with 8 are natural moves. If White blocks with 9, cutting with 10 spells the end. Black *a*, capturing three stones, and *b*, snagging 4 stones in a ladder, are *miai* so White collapses.

It therefore follows that instead of 7, White needs to play at 10, but then Black captures at 7, a big success.