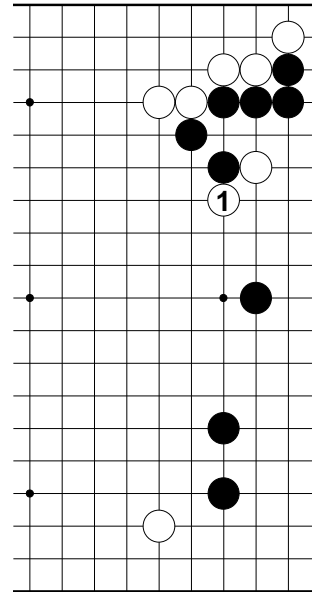


Basic Position Five



WHEN WHITE MOVES OUT WITH 1, HOW SHOULD BLACK ATTACK?

Moving Out

White can't just allow the right side to become Black territory. Therefore, White moves out with 1. What is the best way for Black to attack?

Proper Black Attitude

Working directly against White 1 won't work out well. The secret is to attack on a large scale.

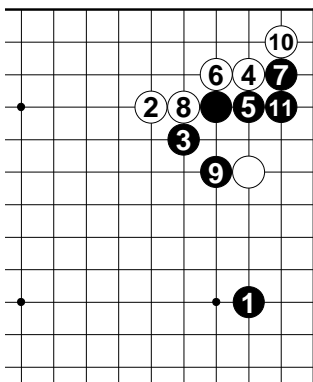


Diagram 1 (Preceding moves)

Let's look at the moves leading up to the Basic Position. Black pincers at 1 and White counter pincers at 2. You've probably seen the position after 11 in one of your own games.

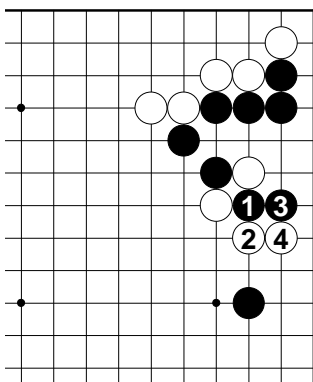


Diagram 2 (Black attacks directly)

First, let's look at a bad line for Black. Cutting at 1 is radically bad. Why? Because, White can easily sacrifice the stone with 2 and 4.

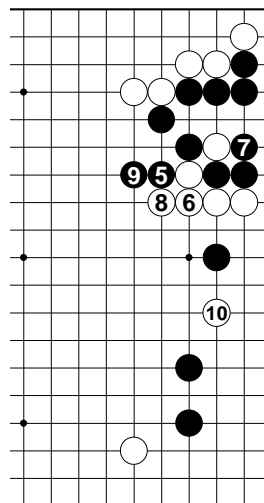


Diagram 3 (Black is cut to pieces)

About the best Black can do is to give *atari* at 5 and then grip with 7. White gains thickness with 8 then invades with 10 – a big success.

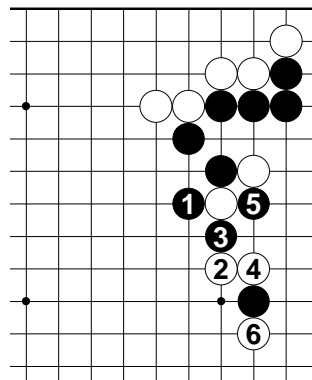


Diagram 4 (White gets sabaki)

The *hane* at 1 is the first move that springs to mind, but Black deserves no credit for this move either. White can jump lightly to 2, a nice *sabaki* maneuver. If Black tries the *atari* at 3, White plays 4 knowingly sacrificing 2 stones. Then White answers 5 with 6, completing the initial objective.

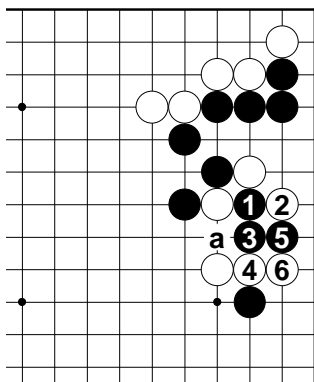


Diagram 5 (White's tesuji)

In Diagram 3, if Black gives *atari* from below instead of above, roughly the same result as Diagram 4 is reached. White counter *ataris* at 2, a nice tesuji, and gets a fine result after 6. If White skips 2 and connects at *a*, then Black plays 5 and White is in trouble.

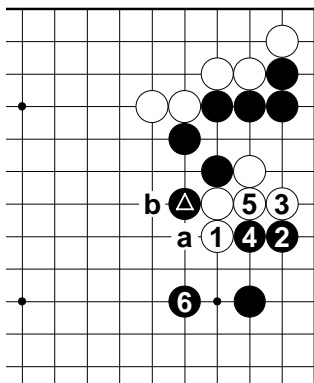


Diagram 6 (White comes under attack)

Of course, if White responds to the *hane* represented by the triangled stone with the obedient extension at 1, this just gives Black the opportunity to attack. Black peeps at 2 and continues through to the jump at 6. If White pushes out at *a*, Black *b* continues the attack in good form.

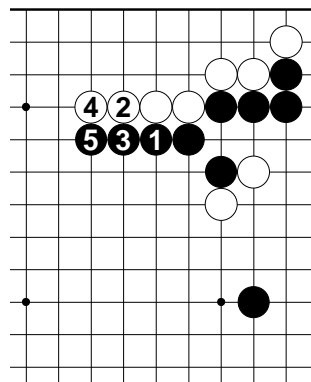


Diagram 7 (Attacking on a large scale)

Returning to the Basic Position, in this sort of position, Black should lean against the top with 1 instead of attacking directly. If White extends, Black should just keep pushing. Continuing ...

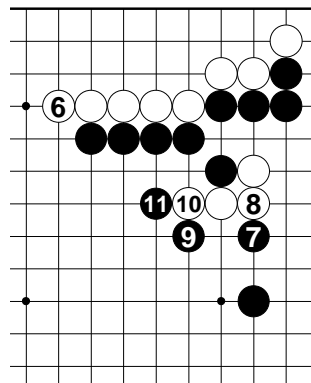


Diagram 8 (White is captured)

If White extends to 6, then Black can go all out to capture with 7 and 9. Black can meet 10 with 11 and White absolutely can't escape. It follows therefore that White can't afford to extend at 6 and must instead make shape with 7, holding off the attack for now. Black plays the *hane* at 6 and has an easy position.

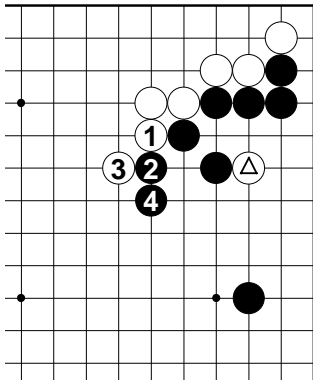


Diagram 9 (Proper play by White)

Given the result in the previous diagrams, White really can't afford to play the *hane* at 1 in the Basic Diagram. The best course is to give up on the triangled stone and bend around at 1 and 3.