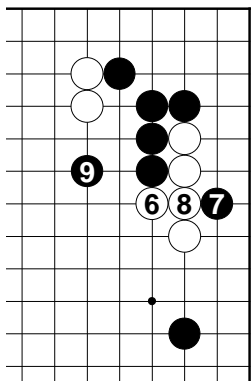


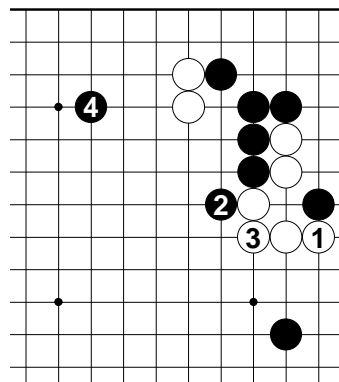
**Diagram 1 (A quiet response)**

Blocking with 1 is a commonsensical response for Black. When White pulls back with 2, the diagonal attachment at 3 and the attachment at 5 are the right timing. Continuing ...



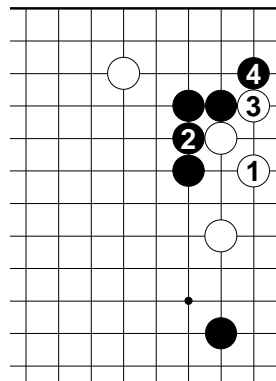
**Diagram 2 (Looking to attack)**

For White, expanding with 6 is the only move. If White allows Black to extend to 6, White's shape will collapse. But Black can force with the peep at 7, then jump out to 9, eyeing attacks on both the two stones on top and the White group on the right side.



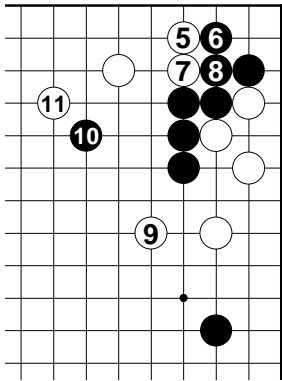
**Diagram 3 (White is suffering)**

Instead of 8 in the previous diagram, it is impossible for White to try to resist with 1. Black can *hane* at 2 and Black has to defend with 3. When Black attacks the top with 4, White's position is painful.



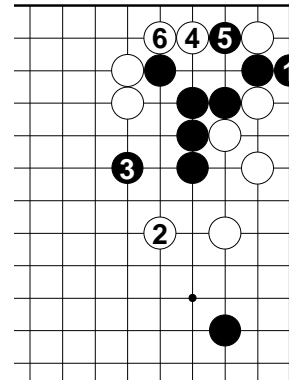
**Diagram 4 (White varies)**

White won't necessarily defend quietly as in Diagram 1. White can vary with the diagonal move at 1 of the present diagram. Black's connection at 2 and White's *hane* at 3 follow as a matter of course, but now for Black to block at 4 falls right into White's plans.



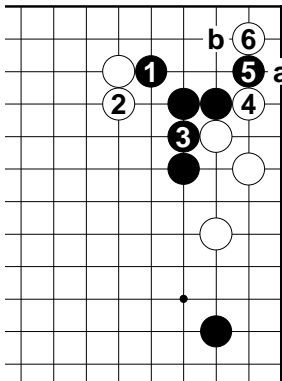
**Diagram 5 (Nice shape for White)**

The sequence from the peep at 5 through the jump at 9 puts wind in White's sails. White responds to Black 10 with 11, making good shape while attacking.



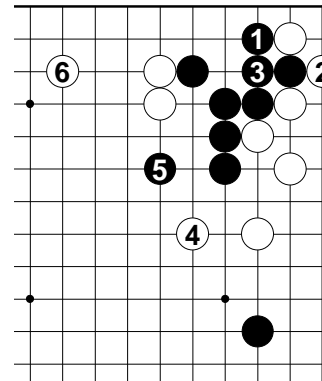
**Diagram 7 (No eyes)**

If Black tries to descend to 1, White can jump to 2 and watch for Black's response. If Black jumps to 3, White plays 4, then pulls back to 6. Black cannot make eyes.



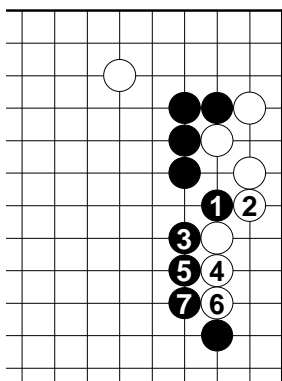
**Diagram 6 (Painful for Black)**

Suppose Black tries to force with the diagonal attachment at 1 before connecting and blocking. After White 6, Black's position is still painful. Black has a choice between descending with *a* or defending with *b*...



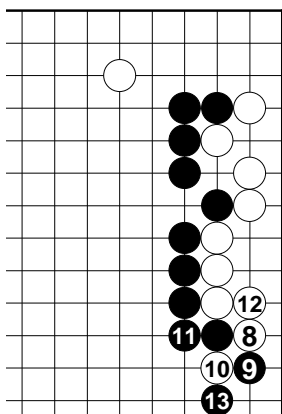
**Diagram 8 (Painful shape)**

If Black defends with 1, White gives *atari* with 2, then jumps to 4. When Black jumps to 5, White protects the top with 6 and has an easy game.



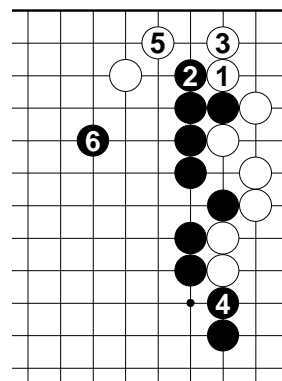
**Diagram 9 (A resolute move)**

Black should not play the block of 4 in Diagram 4. The right course of action is to resolutely build outside influence with the sequence from 1 through 5. This is a good, large-scale way to play. Black answers White 6 with the block at 7 and...



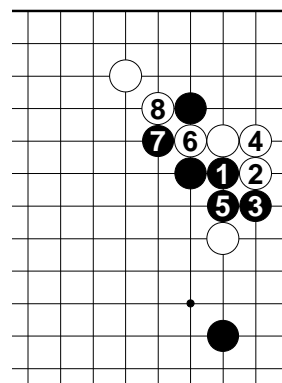
**Diagram 10 (Black's outer influence is superior)**

When White *hanes* at 8, of course, Black resists with the double *hane* at 9. The outside influence Black gets after gripping the single stone with 13 is huge. White has gathered a little territory, but this is not a problem at all for Black.



**Diagram 11 (Black is good)**

If White dislikes the outer influence Black gets in the previous diagram, he can try 1 in the present diagram instead of 6 in Diagram 9. But after first forcing with 2, Black can play a very good move at 4. This allows White to connect with 5, but Black 6 shows good judgement. Black's outer influence in this diagram is just as good as in Diagram 10.



**Diagram 12 (A failure for Black)**

Immediately trying to cut the White stone off with Black 1 is a bit unreasonable. White plays the *hane* and connect with 2 and 4, then pushes and cuts with 6 and 8. Both sides have cut off a single opponent stone, but White's corner territory is big.