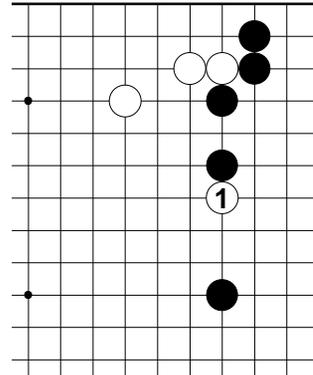


Basic Position Twenty



**WHITE 1 AIMS TO CREATE CONFUSION.
HOW SHOULD BLACK RESPOND?**

Creating Confusion

White's attachment at 1 feels a bit unreasonable, but in a handicap game White needs to take such risks.

Proper Black Attitude

It's unreasonable to expect to capture this stone. Instead, Black should look to skillfully attack White.

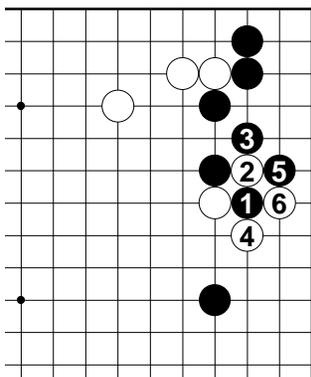


Diagram 1 (Granting White's wish)

White is hoping that Black will *hane* at 1. Then the crosscut at 2 is a good move, and White can fight by giving *atari* at 4 and 6.

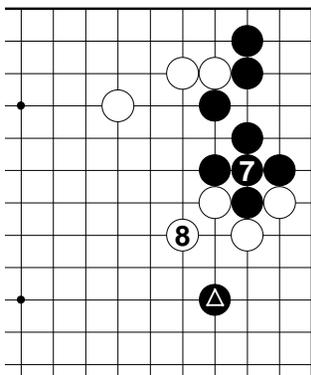


Diagram 2 (White makes sabaki)

Like it or not, Black pretty much has to fill at 7. Then White can make a tiger's mouth at 8, and White's invasion has succeeded. Black's triangled stone is in an awkward position.

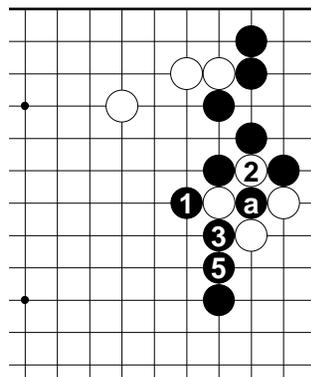


Diagram 3 (Black resists, but...)

In order to avoid the result after connecting at 7 in the previous diagram, Black might try 1 in the current diagram instead, which seems to offer more resistance.

After White captures at 2, Black fights back furiously giving *atari* at 3. White 4 connects at *a*, then Black makes the solid connection at 5, but...

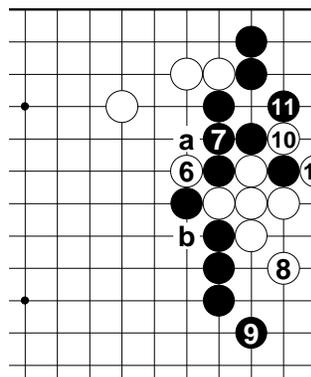


Diagram 4 (Stylish shape for White)

The cut at 6 and the diagonal move at 8 are good moves for White. When Black halts White's advance with 9, White lives by snipping off a stone with 10. After this, White threatens a rather severe block at *a* as well as the cut at *b*, so White is living in good style.

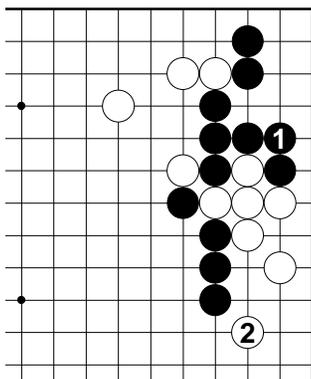


Diagram 5 (A success for White)

However, if Black connects with 1, trying to exert more pressure on White than in the previous diagram, White pokes out with 2, and there is no way for Black to continue the attack.

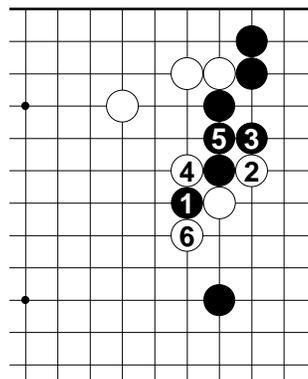


Diagram 7 (Hane from above)

Playing the *hane* from above with Black 1 at first sight appears to be a severe move, but White can *hane* in reply at 2, a good move. When Black blocks with 3, White can give *atari* with 4 and 6, getting a shape from which it will be easy to make *sabaki*.

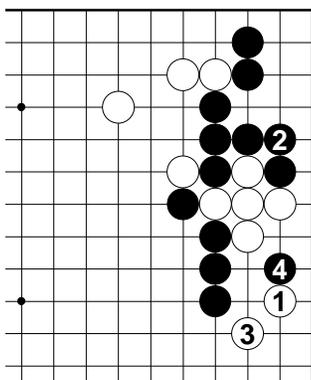


Diagram 6 (White hallucinates)

Instead of the diagonal play at 8 in Diagram 4, it would be dangerous for White to reach one step further with 1 in the current diagram.

Black can connect at 2, then strike at the waist of the knight's move with 4, and White collapses.

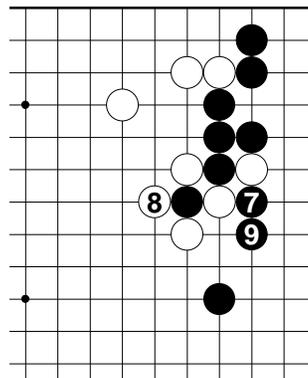


Diagram 8 (A ponnuki is worth 30 points)

Continuing from the previous diagram, if Black cuts below with 7, White captures with 8, making a ponnuki. Black can cross underneath with 9, but White is satisfied to have made a ponnuki in sente.

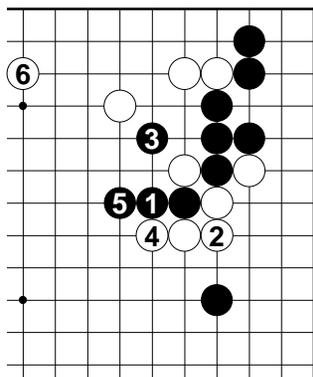


Diagram 9 (White makes sabaki)

To avoid giving up the ponnuki, Black can extend to 1. Then White will connect at 2. If Black reins in the White stone with 3, then White can push with 4, then reinforce his position on the top with 6, settling on both sides. This is a good result for White.

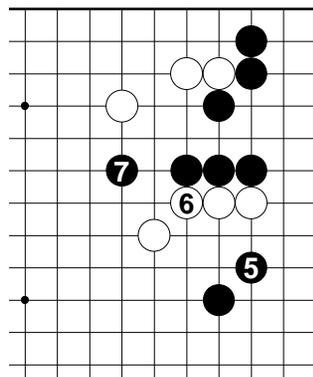


Diagram 11 (Black is in good shape)

Black can attack with the diagonal play at 5, a good move. White needs to connect with 6, and then Black can jump out with 7, with a double attack on the top and the right side.

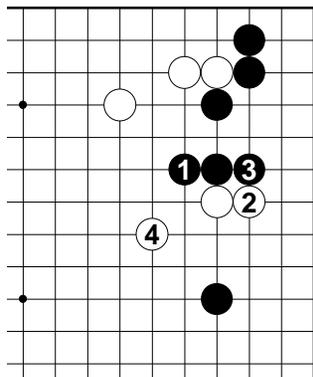


Diagram 10 (Correct attack by Black)

Calmly extending with Black 1 is the right way to attack. White can descend to 2 and jump out with the knight's move at 4. Continuing...

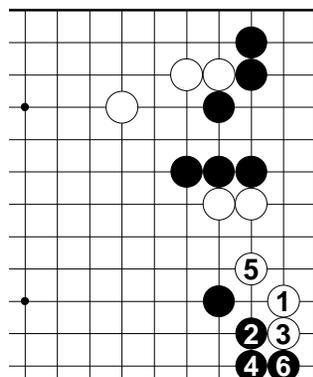


Diagram 12 (A similar result)

White can play a different move instead of 4 in Diagram 10. By sliding to 1, White avoids the attack in the previous diagram. However, Black can play the diagonal at 2 and defend at 4, with a fine position. Black can answer 5 with the block at 6, and should be perfectly satisfied with this result.