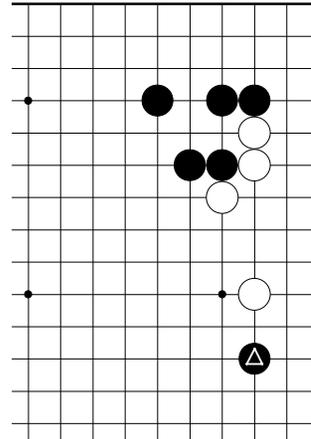


Basic Position Seven



**WITH THE TRIANGLED STONE ON THE BOARD,
THERE OUGHT TO BE AN INVASION INTO WHITE'S POSITION**

A challenge from the weaker player

Even as the supposedly weaker player, if White's position has weaknesses, Black must resolutely attack. This is a familiar position, but ...

Proper Black Attitude

The first move is pretty easy to find, but try to find the most severe possible follow-up.

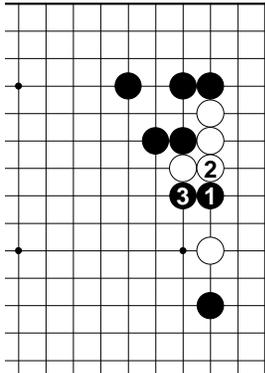


Diagram 1 (The most vigorous followup)

Black 1 is the location most people would look first. White 2 follows as a matter of course.

After that, the push at Black 3, even though it seems to be going in the wrong direction, is the most vigorous followup.

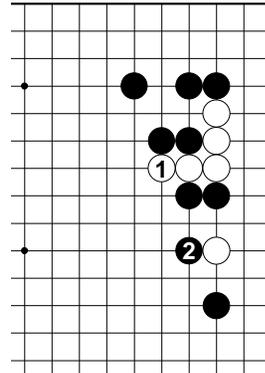


Diagram 3 (More of the same)

Instead of 4 in the previous diagram, if White just moves out with 1, Black attaches at 2, once more bringing the single White stone under control. This result is essentially the same as the previous diagram.

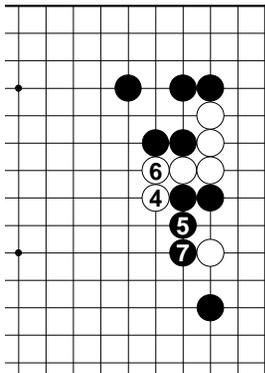


Diagram 2 (A success for Black)

Continuing from the previous diagram, if White *hanes* at 4, Black resists by bending at 5.

When White connects at 6, Black 7 brings the single White stone under control, and Black's invasion is a big success. White's large group still does not have eyes.

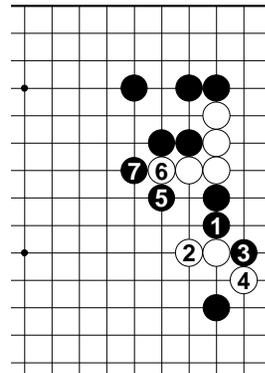


Diagram 4 (An old position)

Instead of the push at 3 in Diagram 1, bumping up against White with 1 in this diagram is also a well-known move.

In response to White 2, Black can force with the *hane* at 3, then net with 5. After Black 7 ...

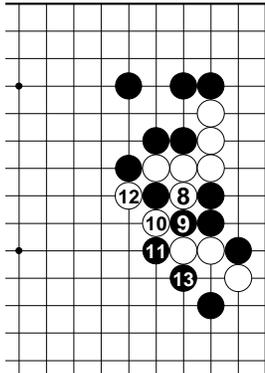


Diagram 5 (A success for Black, but)

When White pushes out at 8 and cuts at 10, Black plays the cut at 11 and continues with 13. Even though White is allowed the ponnuki at 12, capturing the 3 White stones gives Black an advantageous position. However ...

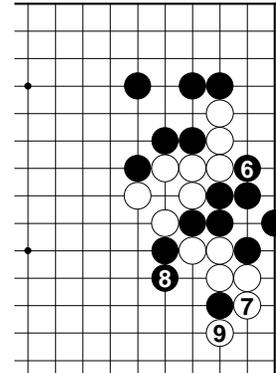


Diagram 7 (Black is half crushed)

If Black resists by pulling back to 6, White has a good move with the bend at 7. Black needs to play 8 in order to live, and when White plays 9 Black must wonder what in the world he's been doing.

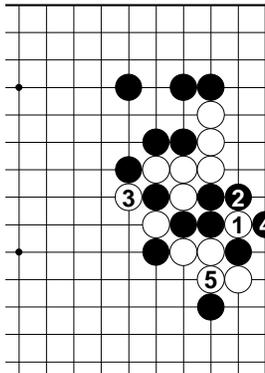


Diagram 6 (White resists)

Before capturing with 12 in the previous diagram, White can first put the question to Black with the cut at 1. Of course Black plays 2. Now White captures with 3. Black has little choice but to play 4, but when White connects at 5, Black is left with a burdensome position. Continuing...

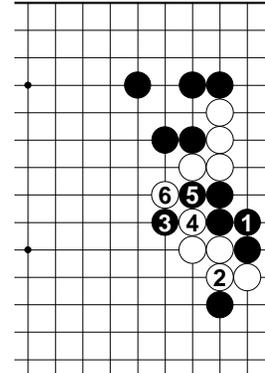


Diagram 8 (Black improvises)

However, if Black wants to avoid the disaster in the previous diagram, the connection at Black 1 succeeds. If White resists by connecting at 2, jumping at Black 3 is the correct move order.

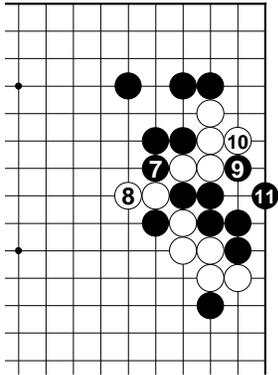


Diagram 9 (Black can capture, but)

Black cuts with 7 and creates an eye with 9 and 11, winning the race and capturing 5 stones. However, even with the capture of 5 stones it's unclear that Black's position is superior. And if we go back a few moves...

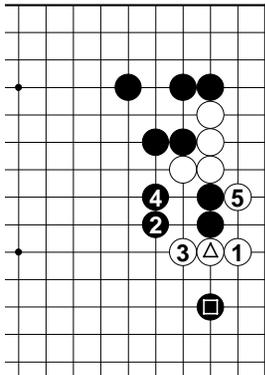


Diagram 10 (White tosses a curve)

When Black bumps up against White, White can vary with 1. If Black jumps to 2, White can force with 3 and then connect underneath with 5. In this final position, Black's marked stone is not usefully placed and Black's position is unsatisfactory.

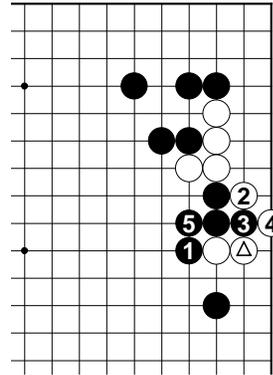


Diagram 11 (Resistance by Black)

When White descends with the triangled stone, Black's *hane* at 1 offers much stiffer resistance. After White connects underneath with 2, when Black connects with 5 Black has a quite playable position.

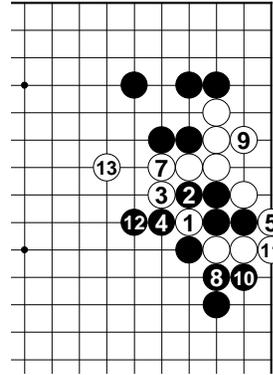


Diagram 12 (A sharp cut by White)

However, (instead of 4 in the previous diagram) White can cut inside with 1, a sharp move. After Black gives *atari* with 2 the sequence that follows is forced, and after the jump to 13 White has a fine position. The conclusion, then, is that Black's strongest line is 1 and 3 in Diagram 1