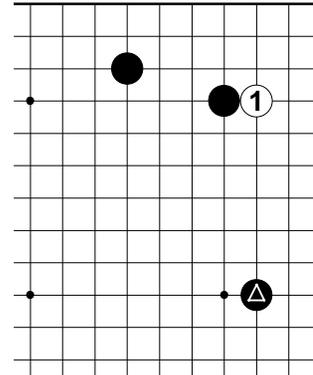


Basic Position Six



**WHITE 1 LOOKS TO MAKE SABAKI.
BLACK WOULD LIKE TO CREATE OUTSIDE INFLUENCE THAT
PUTS THE TRIANGLED STONE TO GOOD USE, BUT...**

Seal In

This is a position that frequently appears in handicap go. Black needs to block from one side or the other; in this case the best approach is to seal White in the corner.

Proper Black Attitude

This is a basic position, so the variations that develop need to be learned so thoroughly they become second nature.

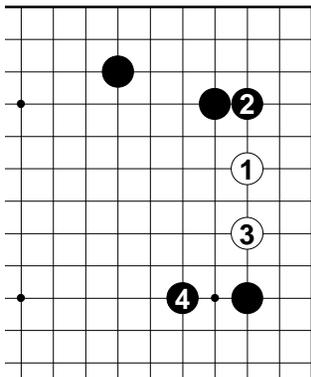


Diagram 1 (White is cramped)

In the Basic Position, White plays the attachment at 1 looking to make *sabaki*, but suppose he had played the meek *kakari* at 1 instead? When Black plays the sequence through 4, White is cramped.

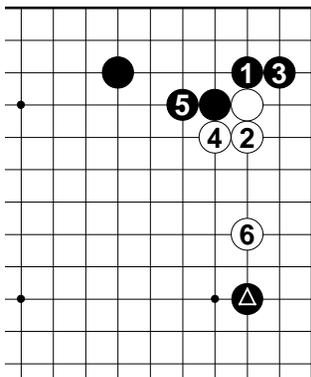


Diagram 2 (White gets his wish)

After White attaches as in the Basic Position, blocking from the inside with Black 1 grants White's wish. White pulls back with 2 and Black's descent to 3 is a severe attack, but White settles by forcing with 4 and jumping to 6. White can also be satisfied. When the triangled stone is not on the board, this is the best course for Black, but...

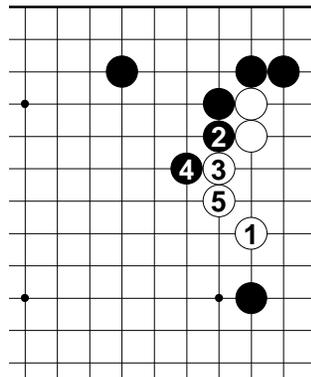


Diagram 3 (White's shape collapses)

In the previous diagram, if White does not force at 4 but jumps to 1 in the current diagram, Black can push at 2 and White's shape collapses.

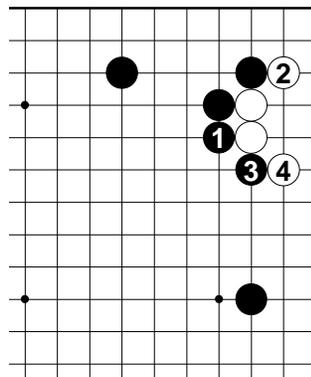


Diagram 4 (Black is stretched thin)

In Diagram 2, if Black omits the descent with 3 and pushes with 2 in the current diagram, his position gets stretched thin. Of course white *hanes* at 2. Black has nothing better than to continue with the *hane* at 3, but when White *hanes* back with 4...

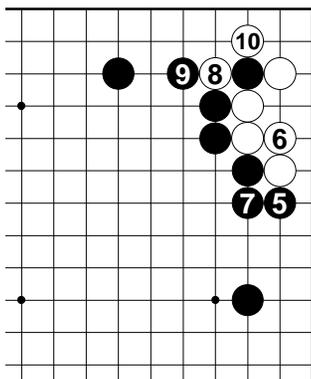


Diagram 5 (White lives comfortably)

Black barrels along with the double *hane* at 5, but White simply connects with 6 and continues through to the *ponnnuki* at 10 and lives comfortably.

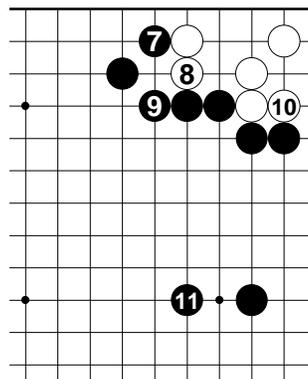


Diagram 7 (Black completes the outside)

Continuing from the previous diagram, Black can force with the diagonal attachment at 7. White needs to live with 8 and 10, and when Black jumps to 11 he completes his outside position.

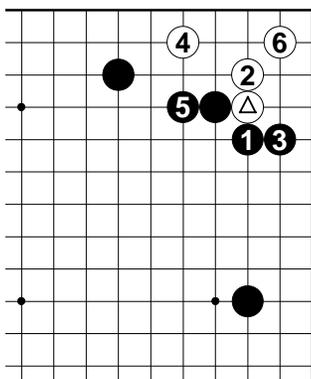


Diagram 6 (Black emphasizes the outside)

When White attaches with the triangled stone, Black should block from the outside with 1. If White pulls back with 2, then the descent with 3 is severe. White can jump to 4, but then Black firmly connects the outside with 5 and White needs to add another move with 6 in order to live.

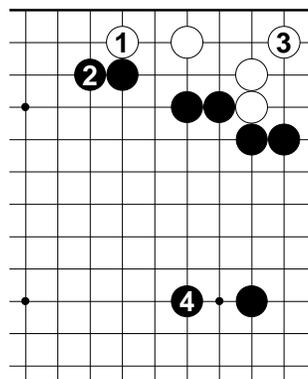


Diagram 8 (More of the same)

If White wants to prevent the diagonal attachment of 7 in the previous diagram, the attachment at 1 is forcing, allowing White to live with 3. But after Black responds with 2 and the jump at 4, Black's outside position is no less imposing than in the previous diagram.

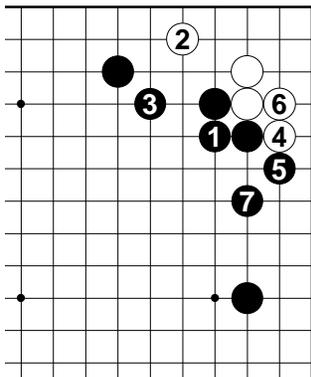


Diagram 9 (A slack move by Black)

Going back to Diagram 6, suppose Black leaves out the descent to 3 and instead firmly connects with 1 in the current diagram? This is a bit slack. When White plays the knight's move at 2, Black needs to take a defensive posture with 3 – if Black omits this move, White jumps out to 3 – and after the sequence to 7, Black's position is over concentrated.

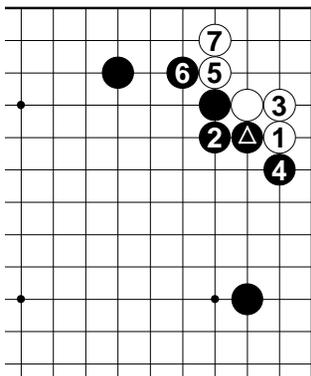


Diagram 10 (White's best continuation)

White cannot bear to be sealed in as in Diagram 7. It follows that when Black blocks with the triangled stone that White should resist with the *hane* at 1. The usual continuation is for Black to connect at 2 and White at 3. With the sequence up to 7 White establishes a home in the corner.

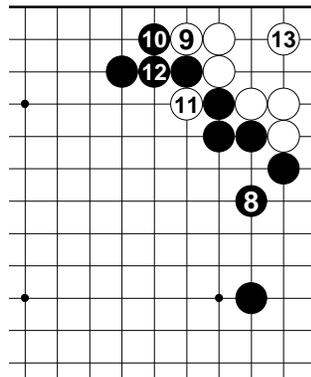


Diagram 11 (An even result)

Continuing from the previous diagram, playing solidly with 8 is a good move for Black. White plays 9 through 13 to erase any bad *aji* in the corner, settling the situation with an even result. But if White leaves out 13

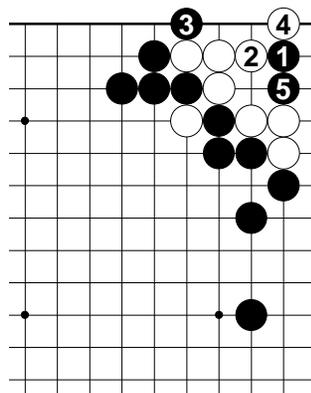


Diagram 12 (Bad aji for White)

Black can make the placement at 1 and White has bad *aji*. White defends with 2 and Black *hanes* at 3 and when White *hanes* at 4, Black bumps up against White with 5. As a result...

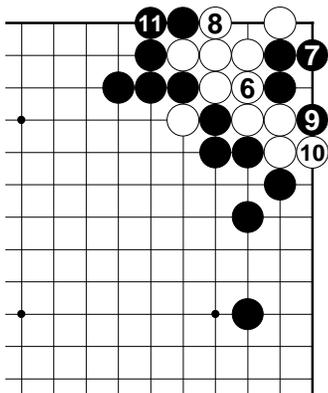


Diagram 13 (A one step yose ko)

White must connect with 6 and Black bends at 7, leading to complications. White must block with 8. After first playing the *hane* at 9, just connecting with 11 is a good move, resulting in a one step yose ko. Therefore, in Diagram 11, White can't leave out 13.

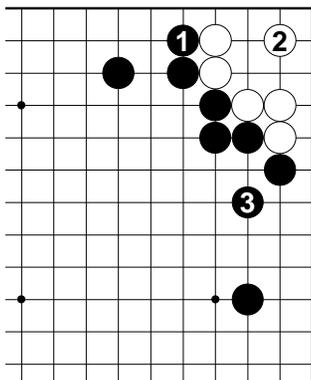


Diagram 14 (Black destroys aji)

If Black plays 1 to begin with this just destroys his own *aji*. White is happy to defend at 2 and now Black has little choice but to connect at 3. Black has lost a move.

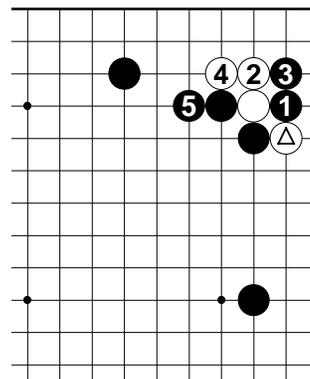


Diagram 15 (A forceful continuation for Black)

Black can respond forcefully to the *hane* at the triangled stone with 1 and 3, but there are ladder-related considerations. These are good variations to learn by heart.

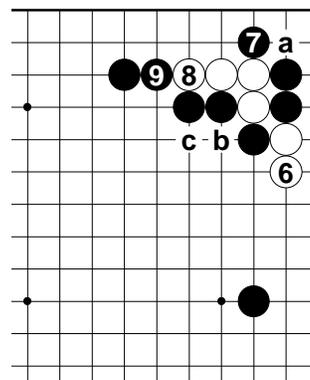


Diagram 16 (The related ladder)

Instead of 6, White can play at a and live, but this is unsatisfactory. If White plays 6 and the ladder favors Black, then the *hane* at 7 and the block at 9 are violently forceful. The ladder arises when White cuts at b then forces with the *atari* at c.

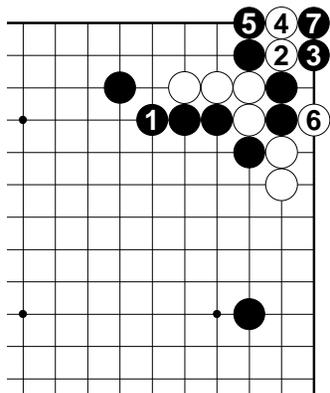


Diagram 17 (When the ladder doesn't favor Black)

If the ladder doesn't favor Black, then drawing back at 1 is about the best that's available. However, that gives White the *tesuji* that arises after the cut at 2. Black 8 throws in at white 2, then black 9 captures at white 4. After Black 9...

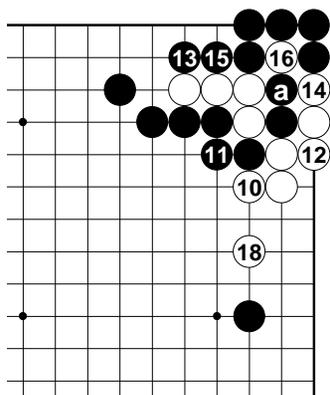


Diagram 18 (Eminently playable for White)

The sequence from the *atari* at White 10 through the jump to 18 is forced. Black 17 retakes at *a*. This position is eminently playable for White. It follows therefore, that if the ladder is not favorable, Black should not attempt 1 and 3 in Diagram 15