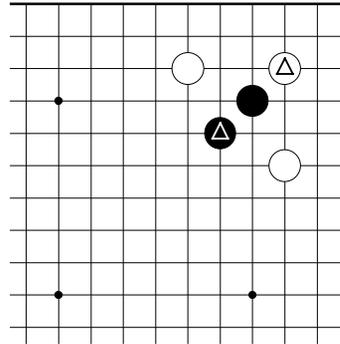


Basic Position Nineteen



HOW SHOULD BLACK HANDLE THE SITUATION IN WHICH HE IS OUTNUMBERED LOCALLY? TAKE UP A LARGE-SCALE POSITION

Take Up A Large Scale Position

Black has played the triangled stone in response to White's double approach. This is a basic position, and the shape that Black should play is a given.

Proper Black Attitude

First Black has to pick a side to cut off. Then the next move is vital. Rather than fussing about locally, Black should take up a large-scale position.

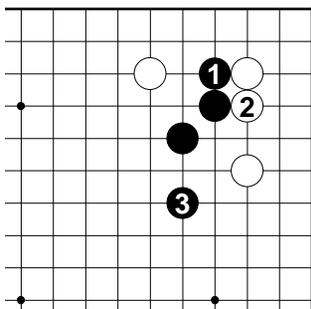


Diagram 1 (Correct answer)

First of all black cuts with 1, and White has no choice but to cross over with 2. Then, playing the one-space jump with 3 is the point of this position. Continuing...

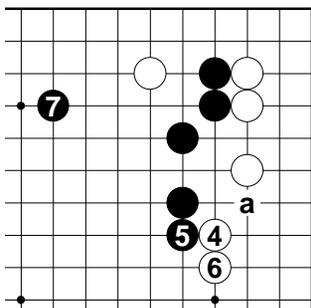


Diagram 2 (Black 7 is a good decision)

White needs to play something like the knight's move at 4 to defend against a Black attachment at *a*. Black can push once with 5. Then taking up a stance with 7 is a good decision. White 4 and 6 are a good shape for White, but given the disadvantage at which Black started (in the Basic Position), conceding this much can't be helped.

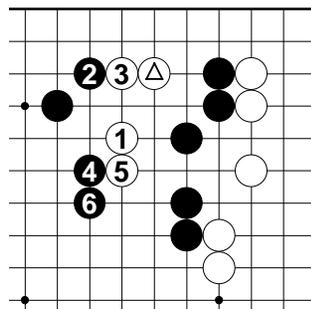


Diagram 3 (White is in dire straits)

Continuing from the previous diagram, White needs to try to rescue the triangled stone, but trying to run away with 1 is painful. Playing the diagonal move with 2 then proceeding with 4 shows good timing. When White pushes with 5, Black quietly extends to 6. Continuing for White...

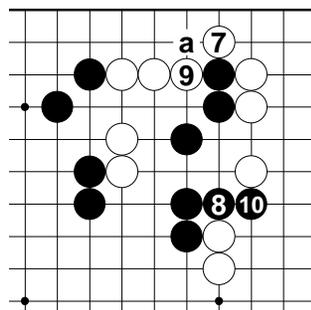


Diagram 4 (Exchange)

There is no way to try to help White's group except the *hane* at 7. However, Black can probe with 8 to see White's response. If White plays 9, Black can push through with 10. Instead of 9, if White responds with 10, then it goes without saying that Black will block at *a*. However, if Black skips 8...

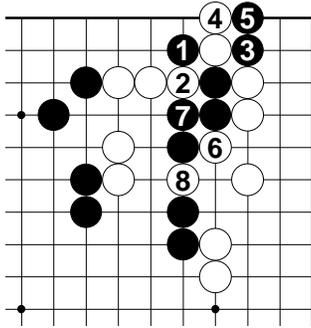


Diagram 5 (Black is captured)

Simply blocking with 1 is a bit dangerous. White cuts with 2 and extends to 4. If Black continues with 5, then after White 8 the Black group is captured.

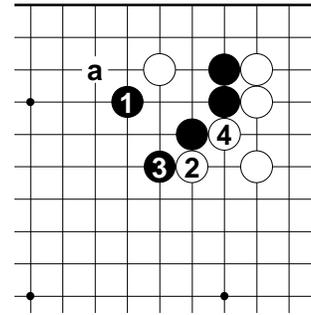


Diagram 7 (Bad for Black)

Instead of 3 in Diagram 1, many players are tempted to play 1 in the current diagram. However, this is a bad move. Letting White play 2 and 4 leaves bad *aji* for Black. Alternatively White might play *a*, which is equally bad for Black.

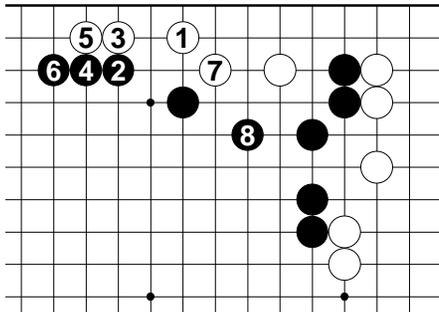


Diagram 6 (White is flat)

Since White 1 in Diagram 3 was a bit unreasonable, perhaps the best try is to run out with 1 in the current diagram. But in response, Black can play the sequence from 2 through 8, forcing White down into a low position.

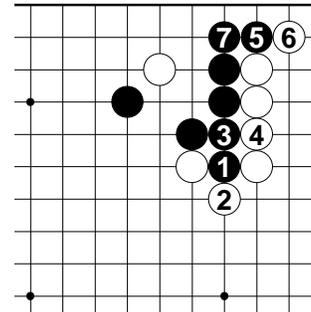


Diagram 8 (Black resists)

The result in the previous diagram is too awful for Black. It follows then, that wedging with 1, and playing the *hane* and connect with 5 and 7 is a bit better for Black. However...

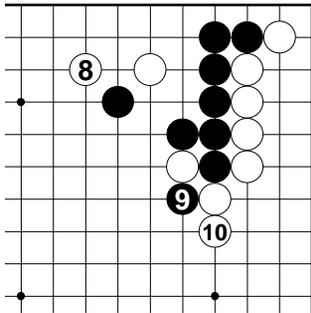


Diagram 9 (White is satisfied)

White can jump lightly with 8. If Black cuts with 9, White just extends to 10 and can be fully satisfied.

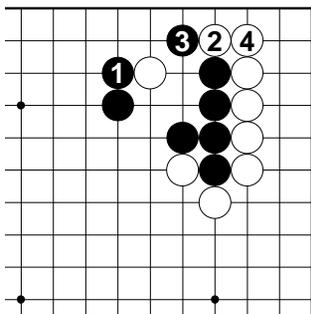


Diagram 10 (Black's shape falls apart)

Suppose Black tries to prevent 8 in the previous diagram by blocking with 1. After White *hanes* with 2 and connects with 4, Black's shape is no good. No matter what, Black 1 in Diagram 7 is a bad move.