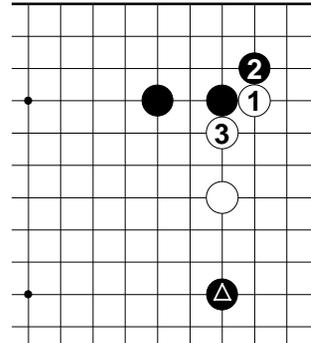


Basic Position Eight



**WHITE IS ATTEMPTING SABAKI WITH 1 AND 3.
HOW SHOULD BLACK RESPOND?**

Keep the attack going

Black has a number of ways to respond. (In order to choose the correct way), Black has to remember that White has come into his area to make *sabaki*.

Proper Black Attitude

Making use of the triangled stone, do whatever it takes to keep White from settling. Keep the option to attack going.

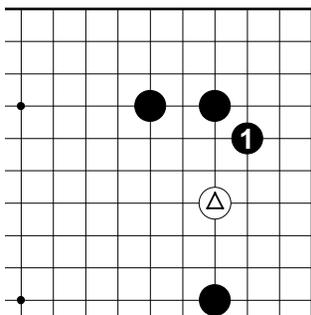


Diagram 1 (The case where Black attacks first)

For reference, let's suppose that White does not play 1 and 3 in the Basic Position. In that case, Black gets to attack first at 1, which is a good move. In that case, trying to live with the triangled stone will be extremely painful for White.

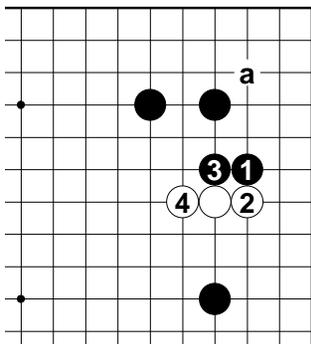


Diagram 2 (Putting wind in White's sails)

The knight's move at 1 is often seen, but the sequence of 2 through 4 puts wind in White's sails. What's more, it leaves open the possibility of a White invasion in the corner at *a*.

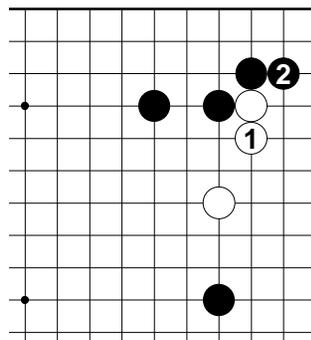


Diagram 3 (White is heavy)

Again going back to the Basic Position, White's *hane* at 3 is an important *tesuji* to make *sabaki*. If instead White pulls back at 1 in the current diagram, White is left with a heavy shape when Black descends to 2.

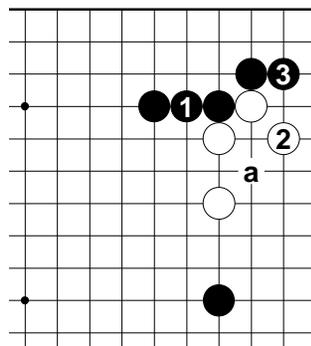


Diagram 4 (Black's correct attacking method)

White has come into Black's area to make *sabaki*, so Black needs to prevent this. Making a strong bar shape with the connection at 1 is a forceful way to play. Making the hanging connection with 2 is the correct shape move for White, and then descending at 3 to continue the attack is the right method for Black. After this, Black can look forward to attacking with the peep at *a*.

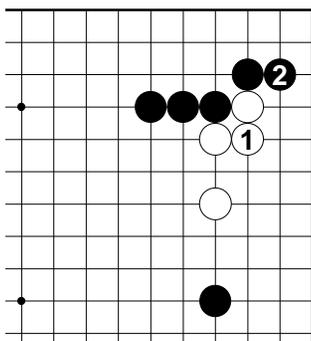


Diagram 5 (White is heavy)

In the previous diagram instead of the hanging connection at 2, if White plays the solid connection at 1 in the current diagram, then Black plays the descent at 2 anyway. White's position is a bit heavy.

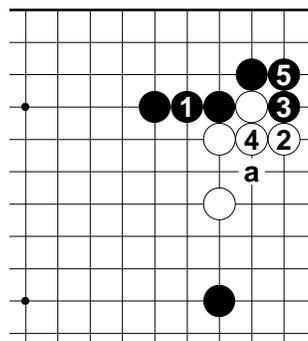


Diagram 7 (Black's position is strange)

If Black plays the connection at 1 first, then gives *atari* with 3, this doesn't help at all. Even if Black connects at 5, after White's connection at 4, the peep at *a* is gone, and Black's attacking potential evaporates as well. And if Black leaves out the connection at 5 and tries to take sente...

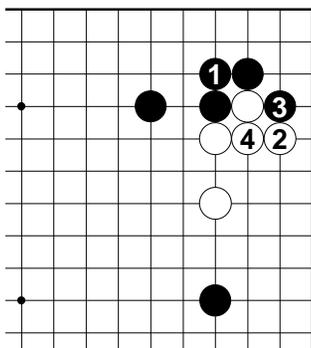


Diagram 6 (Taking sente)

Diagram 4 shows a sequence that defends with an option to attack later. Of course, there will also be cases where Black wants *sente* to play somewhere else. In those cases, solidly connecting with 1 is wise. White's best is still the hanging connection at 2, so now Black can exchange 3 for 4. Then Black can tennuki and play elsewhere. However, if Black errs ...

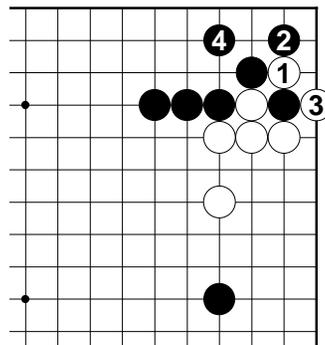


Diagram 8 (White captures in sente)

When White captures a stone with 1 and 3, Black can't avoid responding with 4. In other words, White is able to capture this stone in sente. To see how bad this is for Black, compare this position with the one in Diagram 6. Further...

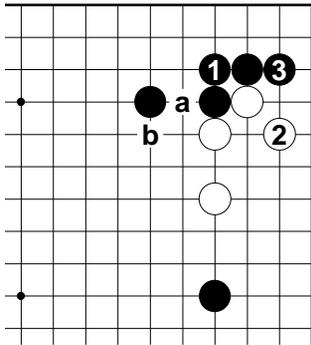


Diagram 9 (Black's stones aren't effective)

Playing the connection at 1 followed by the descent at 3 isn't effective for Black. It goes without saying that a stone at *a* would be more useful in attacking White. For example, after the connection at 1, it is much easier for White to continue to try to settle with the attachment at *b* (than it would be with a stone at *a*).