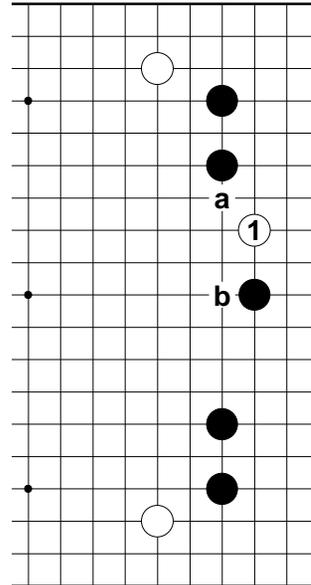


Basic Position Eighteen



WHITE 1 IS A BRAZEN INVASION. HOW SHOULD BLACK ATTACK?

Force White to live small

Under normal circumstances, a strong player would lightly erase some of Black's area with *a* or *b*, but in a handicap game the stronger player often must make moves such as the invasion at 1, which is a bit unreasonable.

Proper Black Attitude

It's not possible to actually capture White, but Black should be able to force White to live small and taking the initiative elsewhere is a clear plan.

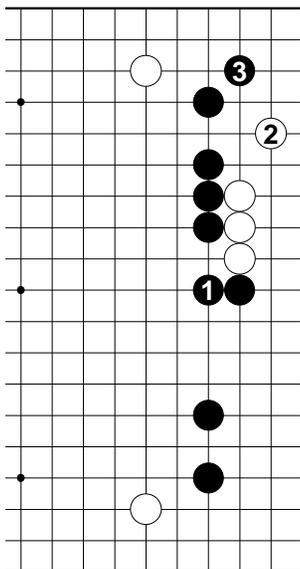


Diagram 4 (Black can resist)

If Black doesn't like the straightforward style of play shown in Diagrams 1 and 2, Black can also extend to 1. If White plays at 2, now Black cannot miss the opportunity to grab the key point with 3.

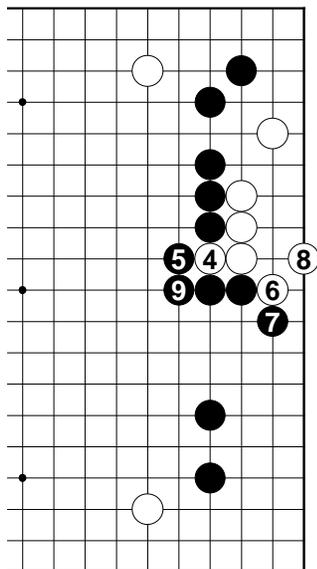


Diagram 5 (Black should not be satisfied with gote)

White must play the sequence from 4-8 in order to live, but Black must repair the hole in his shape with 9. Ending in gote is not satisfactory. Now Black can't turn to the attack with a move like 11 in Diagram 2

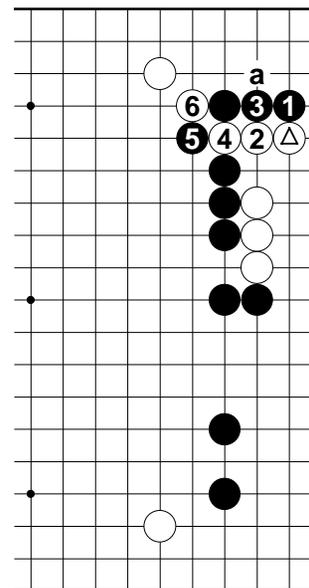


Diagram 6 (Complications)

Instead of the diagonal move at *a*, answering the triangled stone with the attachment at 1 is probably not a good idea for the weaker player in a handicap game.

After White pushes and cuts with 2 through 6, there are many chances for Black to get lost in the ensuing complications. Let's look at best play for both sides ...

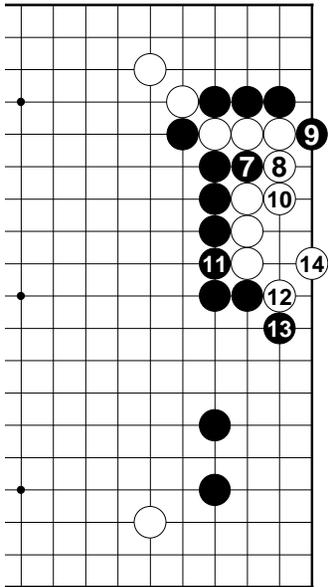


Diagram 7 (Good aji)

The sequence from 7 through the connection at 11 is good *aji* for Black. White can scratch out life with 12 and 14.

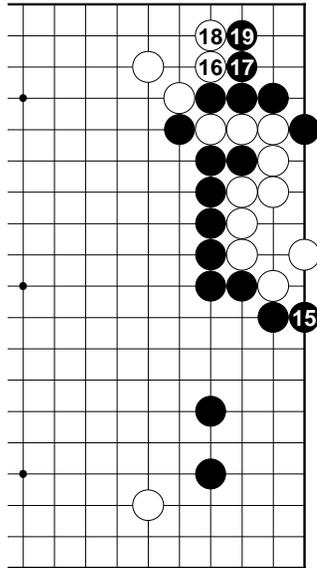


Diagram 8 (A capturing race?)

Continuing, resolving the shape with 15 is a good move for Black. After White 16, it looks like a capturing race is developing, but ...

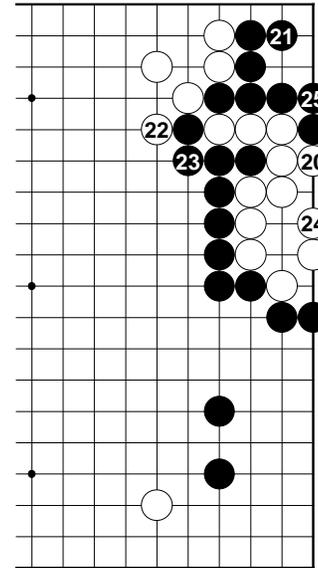


Diagram 9 (Both sides live)

Eventually in the sequence from 20 through 25 both sides live, but Black ends in gote.

What's more, it's unlikely that Black will be able to play through such complicated variations in a handicap game. So Black 1 in Diagram 6 is a dubious move.

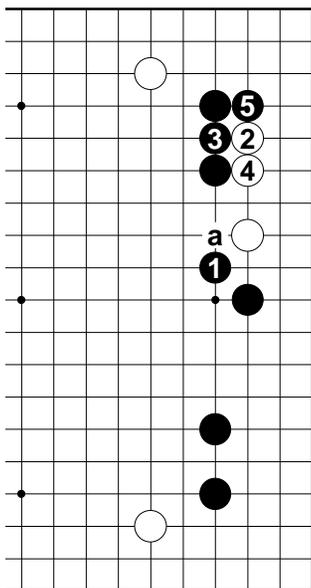


Diagram 10 (Black attacks strongly)

To go back to the original position, playing the diagonal move with 1 is a more severe attacking move than the attachment at *a*. But it's still not possible to capture White. The peep at 2 is a survival tesuji.

Assuming Black connects at 3 and continues with 5

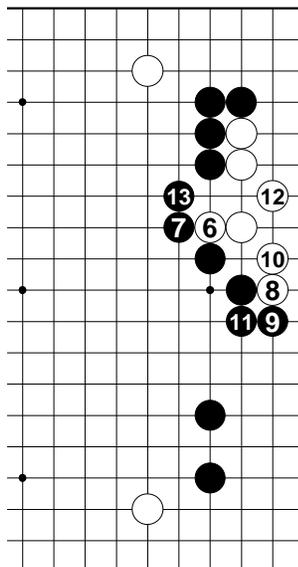


Diagram 11 (Black ends in gote)

After pushing with 6 and attaching at 8, White can live easily. Black has no choice but to block from the outside with 9, and then will need to connect with 11. White 12 ensures life and then Black needs to reinforce with 13, ending in gote.

Comparing the result in this diagram with the result in Diagram 2, this diagram is locally better for Black, but Black has an extra move in Diagram 2.

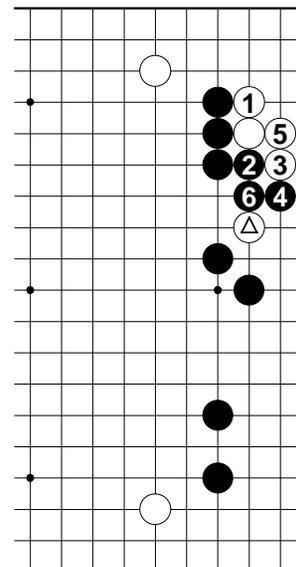


Diagram 12 (White complicates)

Instead of drawing back with 4 in Diagram 10, White can vary by crawling to 1 instead. Now blocking with 2 and 4 is very bad for Black. After connecting with 6 Black captures the triangled stone, but ...

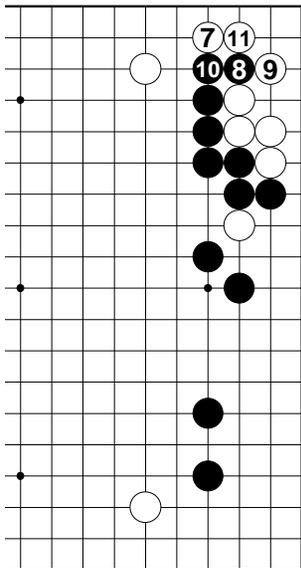


Diagram 13 (White connects)

With 7, White skillfully connects. Trying to resist with Black 8 is futile, as White eventually connects underneath with 11. In this position, Black is obviously overconcentrated, while White's stones are all working together harmoniously. There's no question who has gotten the better of this exchange.

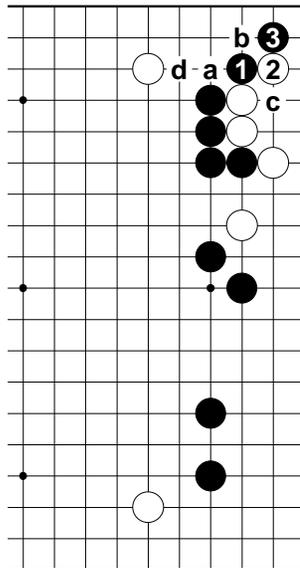


Diagram 14 (Correct play by Black)

Blocking at 4 in Diagram 12 was bad for Black. Instead, Black should play the double *hane* with 1 and 3 in the current diagram. If White cuts at *a*, Black can connect at *b*, and has no worries because now *c* and *d* are miai.

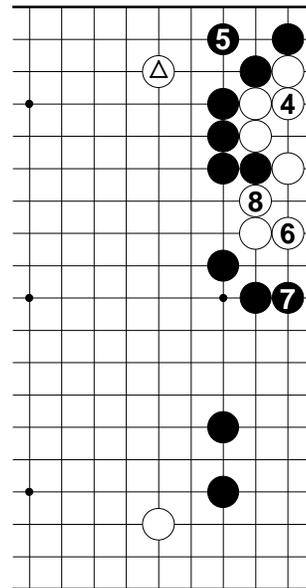


Diagram 15 (A good exchange for Black)

In the end, White has little choice but to accept the necessity to connect with 4, and now 5 makes a good shape for Black.

White has no choice but to live with 6 and 8. Now Black has a choice between turning to attack the triangled stone, or attacking with move 11 in Diagram 2.

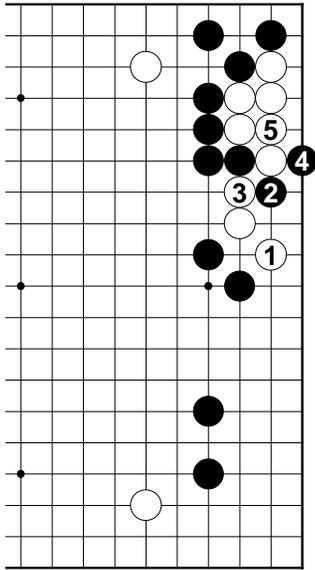


Diagram 16 (White is in danger)

Having to play 6 in the previous diagram is a little hard for White to swallow, but there is no choice. For example, if White tries the diagonal move at 1, Black can *hane* with 2 and then deliver a strong punch with 4.

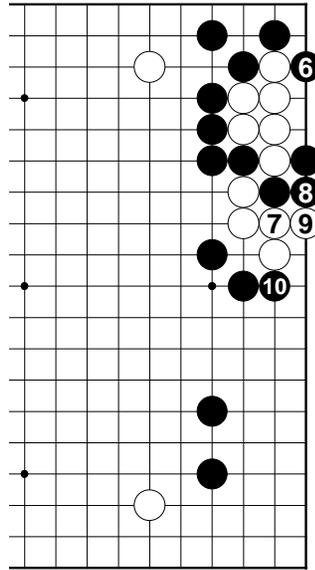


Diagram 17 (White is captured)

Black *hanes* with 6 then connects with 8. When Black blocks with 10, White is obliterated.

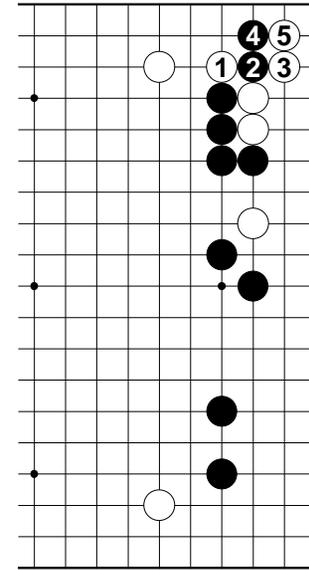


Diagram 18 (Unreasonable for White)

Suppose White wants to avoid the double *hane* in Diagram 14 and *hanes* first with 1. Black can cut with 2, and White's play is exposed as unreasonable. White has little choice but to resist with 3 and 5.

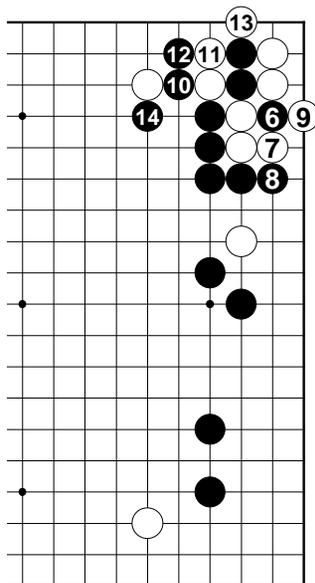


Diagram 19 (Enormous thickness for Black)

Black can force with 6 and 8, then push in with 10 and 12. After 14, Black has gotten a huge advantage.