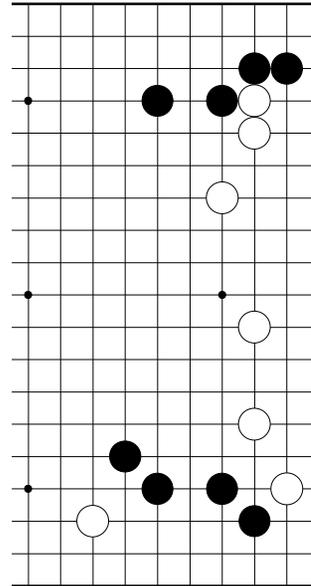


### Basic Position Twenty-two



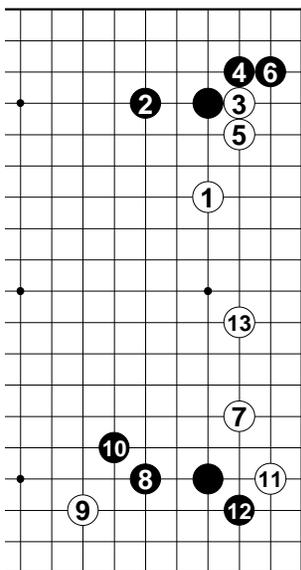
**BLACK WANTS TO TAKE AWAY SOME OF WHITE'S AREA ON THE RIGHT SIDE. CAN YOU FIND A PLACE TO PLAY?**

#### **How to take away**

White's position on the right looks close to becoming territory, but Black has a move to make against it. You may feel at a loss to find it, although ...

#### **Proper Black Attitude**

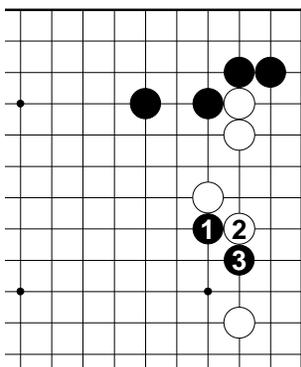
Invading too deeply would be a mistake here. On the other hand, playing too shallow a move is also wrong. Find the move that's just right.



**Diagram 1 (Preceding moves)**

The Basic Position often arises in handicap go, so it's useful to show the moves that bring it about.

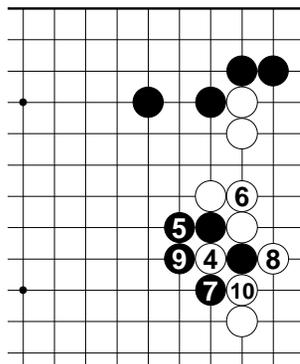
The sequence from White's *kakari* at 1 through 13 contains no bad moves on either side, and plausible thinking on both sides.



**Diagram 2 (Attachment)**

The ideal move is the attachment at 1. White's best reply is probably the *hane*

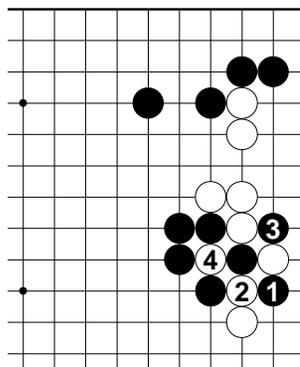
at 2, after which Black's double *hane* at 3 is severe.



**Diagram 3 (Black succeeds)**

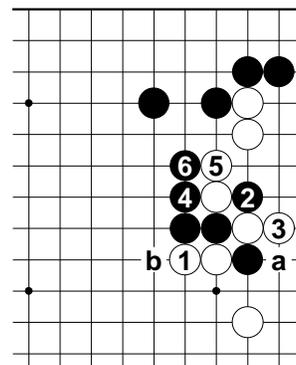
Black responds to White's cut at 4 by extending to 5. Instead of 5, giving *atari* with 7 and allowing White a *ponnuki* with 5 would be very bad.

If White connects with 6, Black grips a stone in a ladder with 7. White can't leave out 8 and 10, so Black has skillfully gained thickness in *sente*.



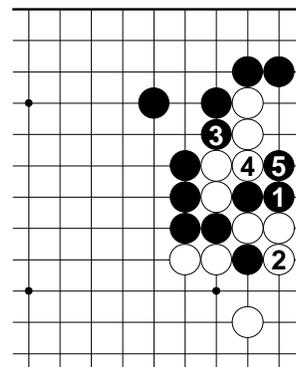
**Diagram 4 (Ko)**

White can't leave out the *atari* at 10 in the previous diagram. If White doesn't play 10, Black *hanes* at 1 in the current diagram, followed by the cut at 3, getting a ko. This *ko* is a potential disaster for White.



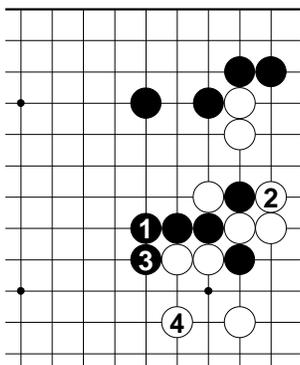
**Diagram 5 (White 1 is best)**

The result in Diagram 3 is too much of a failure for White. Therefore it seems better to push with White 1 in this diagram. Black's best reply is to force with the cut at 2, then push along with 4 and 6. White can't leave out *a*, gripping the single stone, so Black will be able to play something like the *hane* at *b*, getting a good result. This diagram shows best play for both sides.



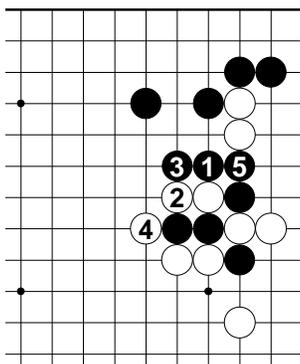
**Diagram 6 (White is captured)**

Leaving out *a* in the previous diagram leads to disaster for White. After Black blocks with 1 and gives *atari* with 3, White comes to a pitiable end.



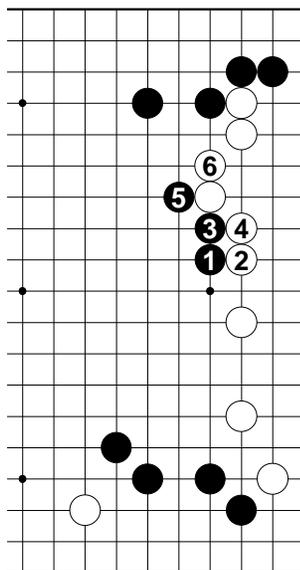
**Diagram 7 (Almost as good)**

Instead of giving *atari* with 4 in Diagram 5, Black can make shape by extending to 1 in the current diagram. After White grips a stone with 2, Black 3 and White 4 follow naturally. However, compared to Diagram 5, Black has made less of an impact.



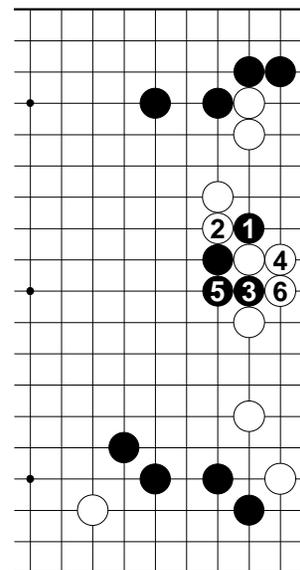
**Diagram 8 (Turtle shell)**

It is absolutely no good to play 1 then 3 and allow White to take off the 2 stones. This is the so-called “snipping off the tail of the turtle shell.” White’s thickness is superior.



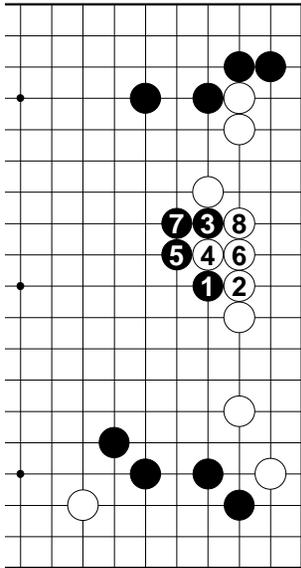
**Diagram 9 (Too shallow)**

Instead of the attachment at 1 in Diagram 2, the invasion at 1 in the current diagram is too shallow. White just defends quietly with 2 and 4. About all Black can do is *hane* at 5, but one has to wonder what Black is trying to accomplish.



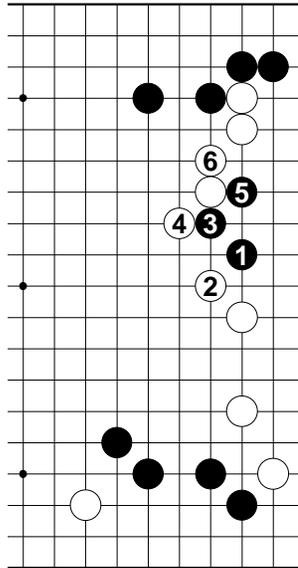
**Diagram 10 (Vulgar play)**

Playing the *hane* at Black 1 followed by 3 and 5 is no better than the previous diagram. After White crosses under at 6, Black’s 3 stones, rather than helping, have become a burden.



**Diagram 11 (Shoulder hit)**

What about the shoulder hit at 1? In this case too White connects underneath easily with 2 through 8. This result is clearly not as good for Black as Diagram 5.



**Diagram 12 (Deep invasion)**

On the other hand, the invasion at Black 1 is too deep. Of course, White attacks with the diagonal play at 2 and after 3, even if Black can live White will get so much thickness that the result will be unsatisfactory.