**THE WEDGE AT WHITE 1 IS AN EXTREMELY COMPLICATED MOVE.
WHAT'S THE STRONGEST REPLY FOR BLACK?**

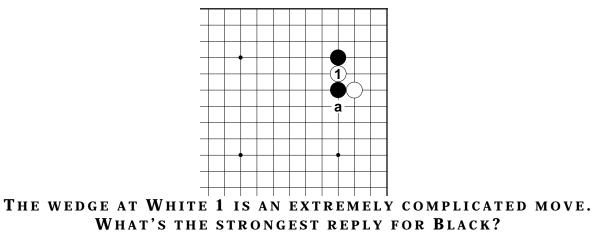**A Complicated Move**
Instead of White 1, the *hane* at *a* is *joseki*, but Black must know how to reply to 1 as well. There are ladders that must be considered.

Proper Black Attitude
Responding with the most forceful move can gain Black a big profit. But there is also a safe alternative.
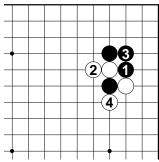
Diagram 1 (A safe approach)

If Black wants to play it safe, cutting underneath with 1 is fine. When White extends to 2, Black connects with 3. What happens next depends on whether or not the ladder works after White 4. If it works …
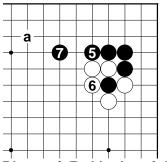
Diagram 2 (Position is settled)

When Black plays 5 and 7 the position is settled for now. However, White can "tickle" Black's position with *a* later, so it's hard to think that this is the very best that Black can do.
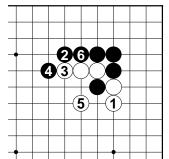
Diagram 3 (If the ladder is bad for White)

If the ladder is bad for White, then pulling back with White 1 is the only move. Black 2 and 4 are nice moves and the result after 6 is overwhelmingly good for Black.
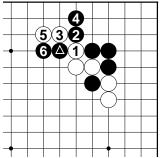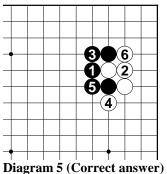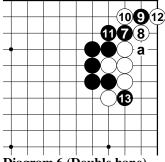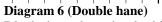
Diagram 4 (White resistance fails)

If White answers the triangled stone with 1 and 3, Black continues with the sequence up to 6 and White accomplishes nothing.
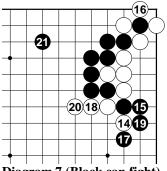
Diagram 5 (Correct answer)

If the ladder does not favor Black, the most forceful response is to give *atari* from the outside with 1 and then connect with 3.

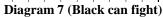White gives *atari* with 4, then grabs the key spot in the corner with 6.

Diagram 6 (Double hane)

Black then plays the double *hane* with 7 and 9, good moves that don't give an inch. When White grips a stone with 12, the cut at 13 is vital. Of course, if White skips 12 and connects at *a* instead, Black plays the descent at 12.

Diagram 7 (Black can fight)

Continuing from the previous diagram, the fighting sequence from 14 through 21 follows as a matter of course. In the final position, White's central stones are a bit thin, so Black has good prospects for the fight that will follow.
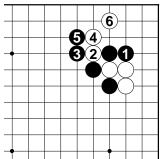
Diagram 8 (Unreasonable for Black)

Instead of the connection at 3 in Diagram 5, it is unreasonable for Black to try to block at 1 in the current diagram. When White cuts at 2, Black is stuck for a move. Giving *atari* from the outside with 3 leads to a dead end after White 6, and …
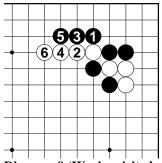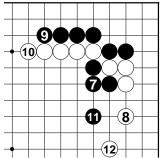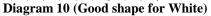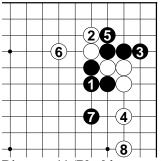
Diagram 9 (Weak-spirited play by Black)

Giving *atari* underneath with Black 1 avoids being crushed as in the previous diagram, but is a spineless way to proceed.

Diagram 10 (Good shape for White)

Black will probably connect at 7 and try to save the center. White plays the sequence starting with 8, getting good shape while attacking Black.

Diagram 11 (Black's group floats)

Finally, instead of giving *atari* with 3 in Diagram 8, Black can try 1 and 3 in the current diagram, but … Black's corner isn't fully alive, and if White follows the sequence through 8, Black's 4 central stones are floating without a base. White 8 is important …
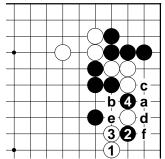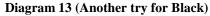
Diagram 12 (A misstep by White)

If White plays a knight's move (instead of 8 in the previous diagram), a pitfall awaits. Black hits at the waist of the knight's move with 2, then wedges in with 4, a good move that's hard to find. No matter what White tries, the three stones will be captured. For example, if White tries to go underneath with *a*, Black responds with *b* and play follows the letters through f. White loses the capturing race.

Diagram 13 (Another try for Black)

Returning to Diagram 1, Black can sometimes in special circumstances consider counterattacking with 1 in the current diagram instead of the connection at 3 in Diagram 1. White replies energetically at 2, and …
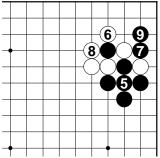
Diagram 14 (An even result)

Black must connect at 5. White grips a stone at 6. Black cuts at 7 and extends to 9. This position is fine for Black , but White has no reason to be unhappy either. At any rate, in most cases the variations from Black 1 in Diagram 5 through 21 in Diagram 7 represent Black's best continuation