

Diagram 1 (Attachment)

No matter what, Black should begin with 1 to prevent White from sticking his head out. This can't be bad. White naturally responds by wedging at 2, looking to separate Black's stones. Now Black has a choice between *a* or *b*; which choice is correct?

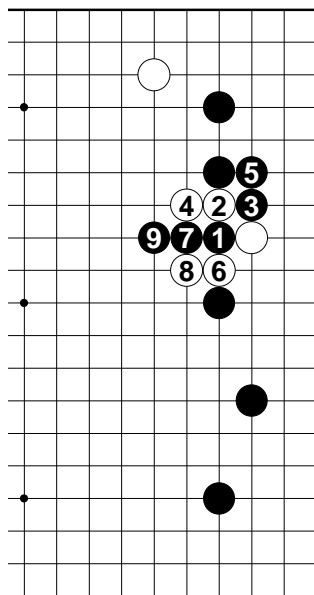


Diagram 2 (Cutting below)

Cutting below at 3 is correct. And when White extends to 4, connecting at 5 is a good move. At first glance, it seems that when White moves out with 6 and 8 that Black's position is getting split, but ...

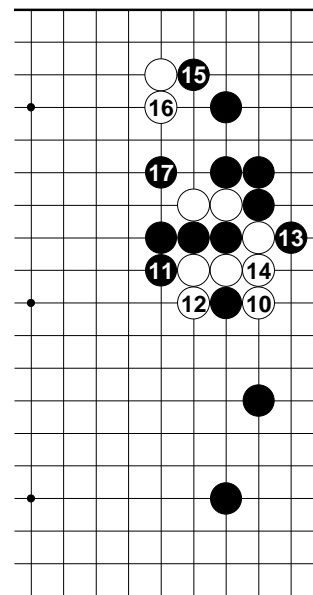


Diagram 3 (Black is secure)

Although White's *hane* at 10 makes a good shape, Black 11 and 13 are a good sequence. Black can force with the attachment at 15 to make White heavy, then capture with 17 to obtain a fully secure position.

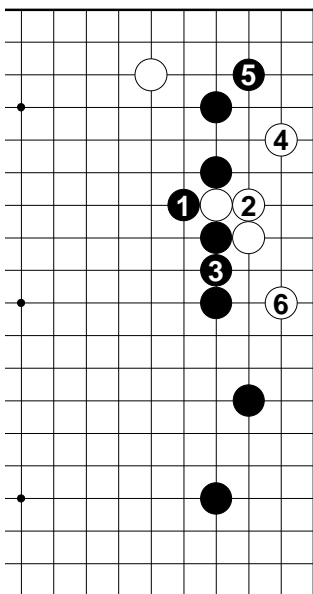


Diagram 4 (White gobbles up Black's territory)

What happens if Black *ataris* from above at 1, instead of from below? When White connects at 2 and Black connects at 3, White can run out with 4 and 6 and live easily. White has gobbled up Black's territory.

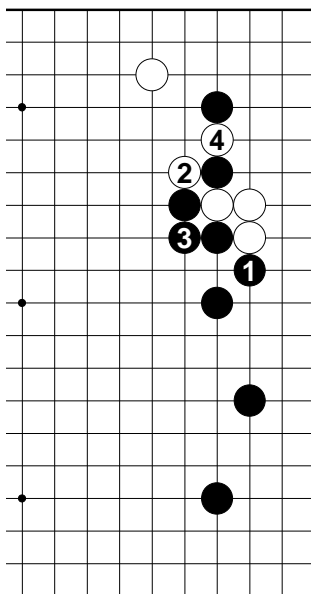


Diagram 5 (Black tries a more violent approach)

The result in the previous diagram is just too bad to tolerate. Instead of 3 in the previous Diagram, 1 in this diagram is more severe. White seemingly has no choice but to cut at 2. After Black's connection at 3, White 4 is a natural try.

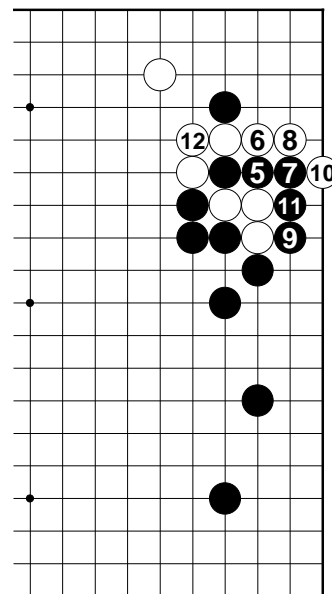


Diagram 6 (Even)

Black 5, escaping, is the only move—if Black tries to cut at 12 instead, things don't work out. Play continues with White giving *atari* at 6 through the connection at 12. The final result gives Black thickness in return for territory for White, an even exchange.

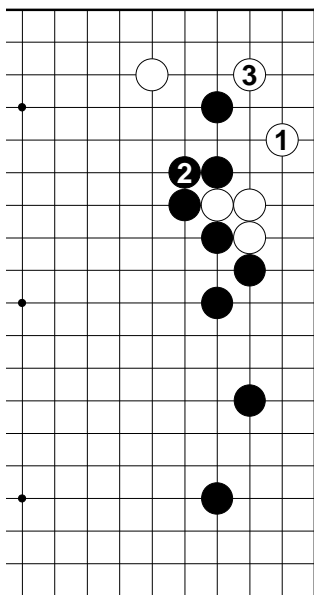


Diagram 7 (White dodges)

The previous diagram ended in an even result, but this is due to a problem in White's play. That is, White should avoid the seemingly natural cut at 2 in Diagram 5, which is too direct.

Instead, White should first run out with 1 in the current diagram. Black has to be patient and connect with 2. But then White grabs the vital 3-3 point with 3, and has skillfully dodged Black's attack.

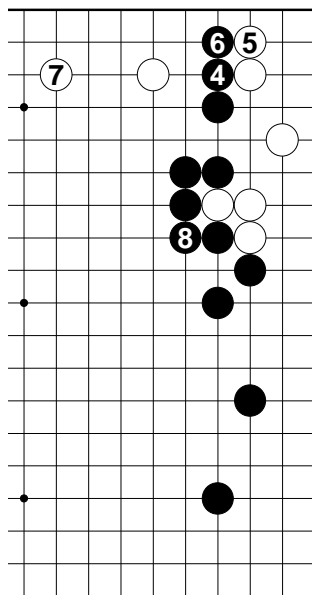


Diagram 8 (White develops quickly)

Continuing from the previous diagram, disrupting the White connection with 4 and 6 is about the best Black can do. White can jump out to 7, developing quickly. Black pretty much needs to repair the cutting point with 8, so not only does White get 7 in, but Black ends in gote. This is no good for Black.

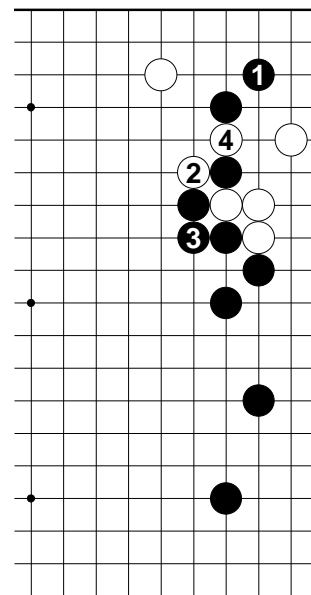


Diagram 9 (Unreasonable for Black)

In Diagram 7, we saw White getting the vital 3-3 point. What happens if Black tries to get there first with 1 in the current diagram? White answers with 2 and 4, exposing Black's play as unreasonable.

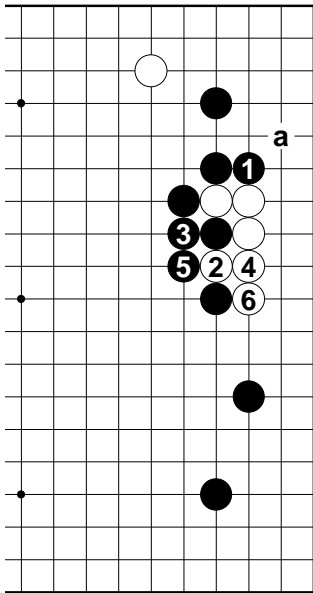


Diagram 10 (Black goes for a capture)
 Black's descent to 1, blocking the knight's move at *a*, is an attempt to capture White. However, White can secure life by playing *atari* at 2 and calmly extending to 6.

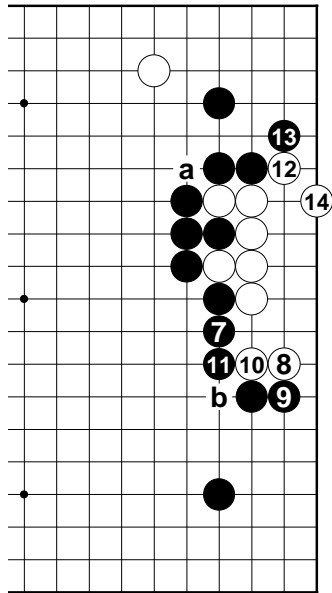


Diagram 11 (Black is left with cutting points)
 If Black extends to 7, White 8-14 give a completely living shape. What's more, there's not much to admire in Black's final position, which has cutting points at *a* and *b*.

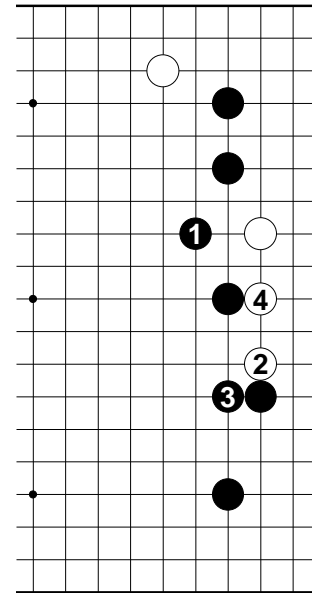


Diagram 12 (Sabaki for White)
 In the initial position, the knight's move at 1 is too loose for Black. This lets White look for complications with the attachment at 2. If Black plays 3, then White plays 4 to make *sabaki*.