

# Four Corners Part 1

(for beginners)

This is all about standard corner fights or invasions and their implications. These situations are vital to handicap and even games alike. Each document in this series examines four different corners.

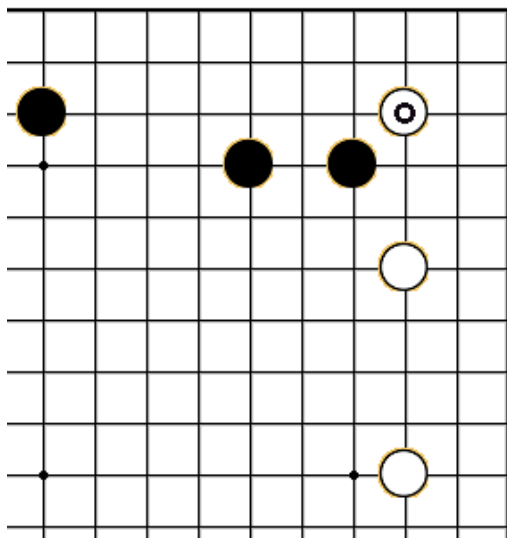


Diagram 1 (Corner 1)

White has a number of ways to attack the 4x4 in Diagram 1 but only one real move to invade - the 3x3 or san-san (the marked White stone).

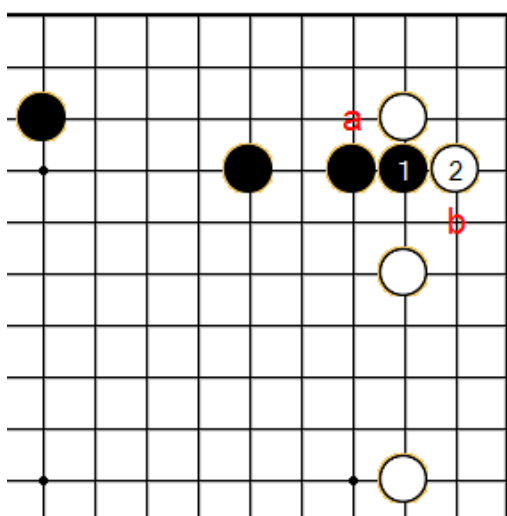


Diagram 2

Black 1 and White 2 are the only moves following the san-san invasion. Then Black has a choice 'a' or 'b'.

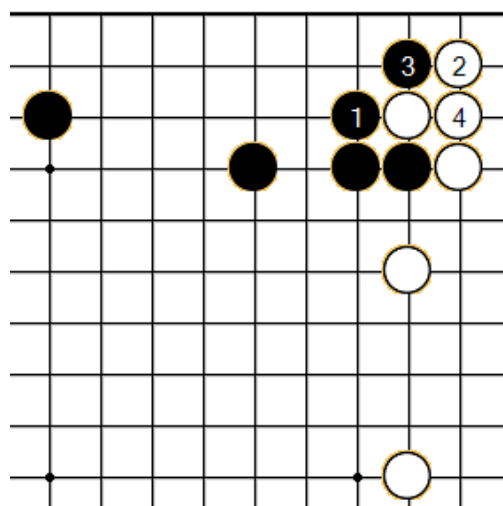


Diagram 3

Black 1 in Diagram 3 is a simple way for Black to play, it gives him sente<sup>1</sup> and his stones are reasonably stable. White has taken the corner, strengthened his group on the right and has a big yose<sup>2</sup> if he captures 3. I dislike this outcome, it gives White too much.

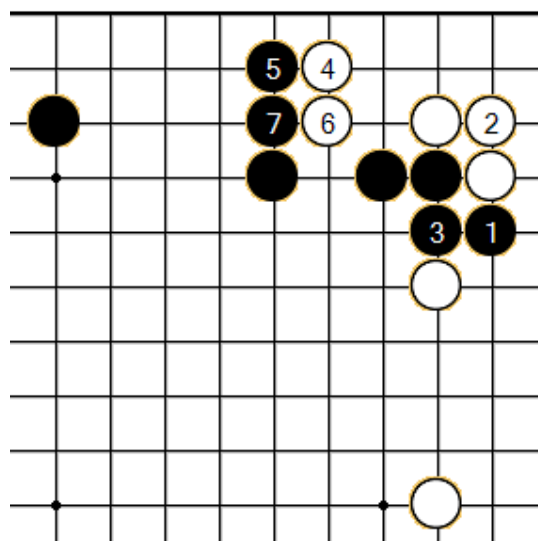


Diagram 4

My preference is to separate the white stones and let White take the corner. The sequence to 7 looks OK and White may tenuki<sup>3</sup>, but there is a problem.

<sup>1</sup> Sente is the right to select the next theatre of battle.

<sup>2</sup> Yose means end game

<sup>3</sup> Tenuki means to play elsewhere – ignore a threat and take sente

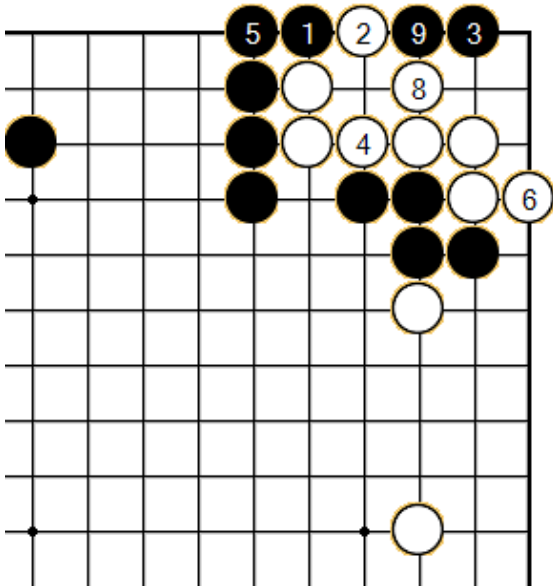


Diagram 5

Black 6 above 4 in diagram – software issue!

Black's combination of 1 and 3 leaves White with a ko for life. Consequently White normally continues with the sequence in Diagram 6.

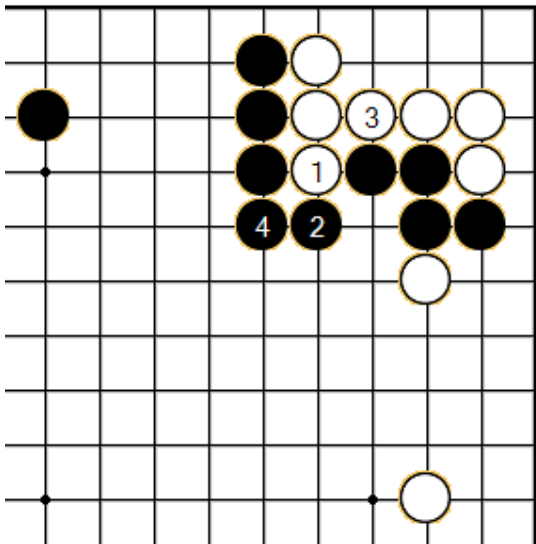


Diagram 6

White's gain in the corner is off-set by the weakening of his stones on the right.

It should be noted that Black 4 is vital, if this is left and White cuts at 4 Black will find himself in real trouble.

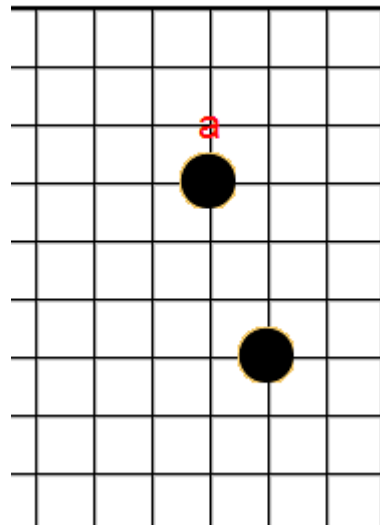


Diagram 7 (Corner 2)

A Black move at 'a' is very big, consequently White will invade the corner.

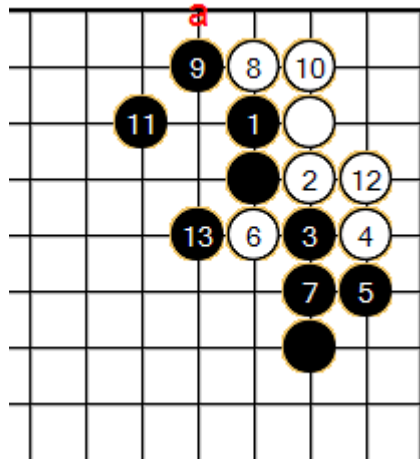


Diagram 8

Again White invades as san-san. I don't want to lead you astray, but most of the time the weakness of a hoshi or (4x4 point) is the san-san (3x3 point).

White lives with the sequence to 12 and Black captures 6. Two things to know here – first that 'a' is sente for Black and second that Black 13 captures White 6 (and is does not depend on a ladder).

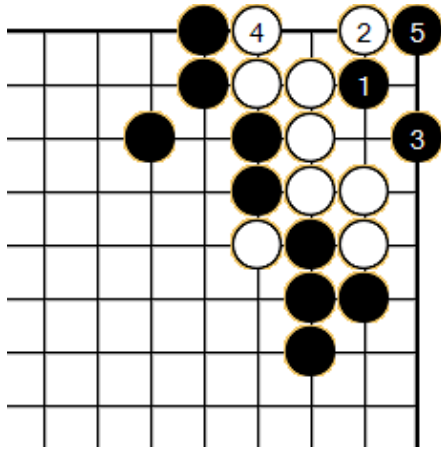


Diagram 9

Black 'a' in Diagram 8 is sente because Black can kill White's corner in ko.

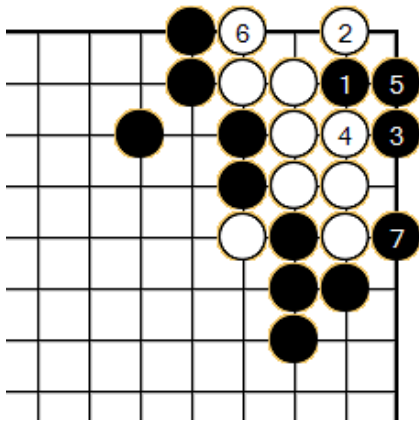


Diagram 10

It looks like White 4 prevents the ko, but after 7 White has a lack of liberties (damezumari<sup>4</sup>) and dies.

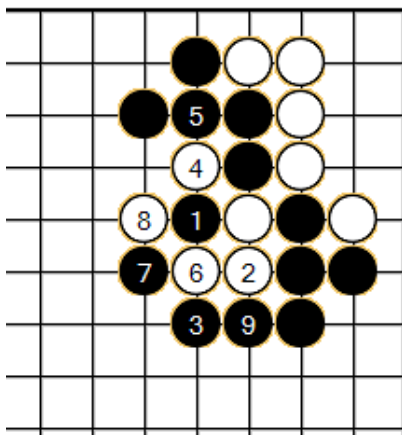


Diagram 11

<sup>4</sup> Lack of liberties.

Diagram 11 shows why the White stone cannot escape, even if he has a ladder breaker. The netting move (geta) of 3 captures White – after Black 9 he cannot connect or he loses all his stones!

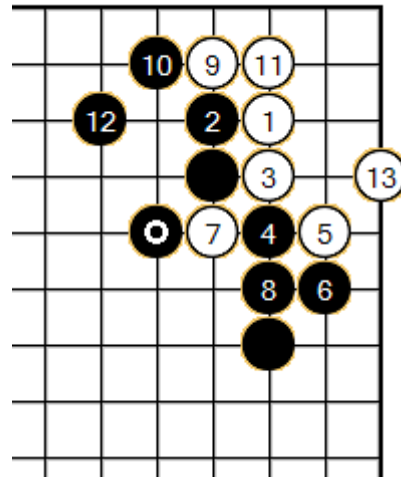


Diagram 12

It should be noted that White 13 in Diagram 12 does not eliminate the threats (aji) shown in diagrams 9 & 10 – it simply moves it...

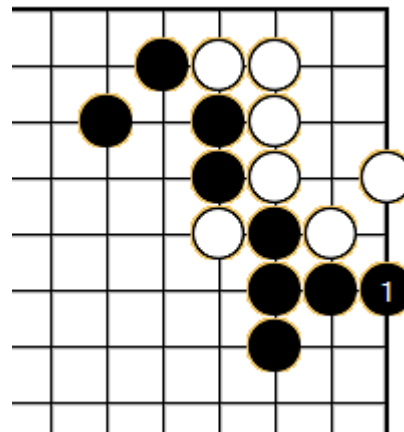


Diagram 13

Black 1 in Diagram 13 is now sente.

Black 1 in Diagram 14 kills White. The best defence White can muster is 2 but the tesuji of 3 kills.

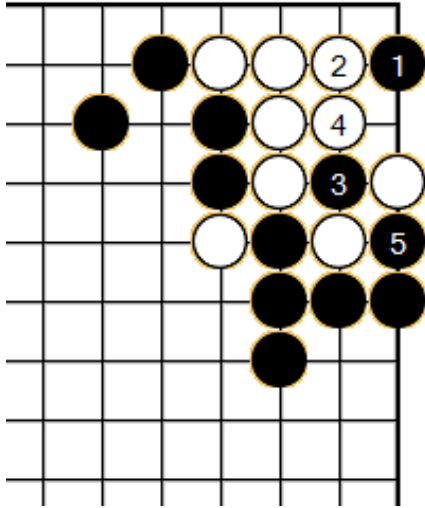


Diagram 14

If White is not careful and plays 3 expecting to live, he will have a nasty surprise – his group can only live in ko.

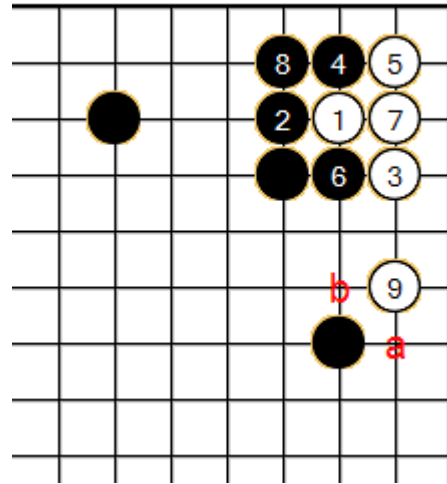


Diagram 17

The correct move for White is 3 (Diagram 17) – a bit strange looking but it avoid the ko. After White 9 there are two options ‘a’ or ‘b’

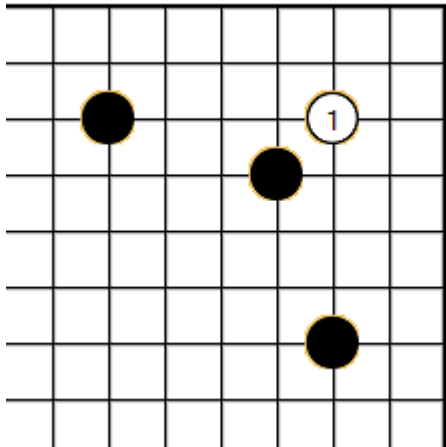


Diagram 15 (Corner 3)

Black must be careful when building territory around the 4x4 (hoshi) stone. A double knight’s move does not work.

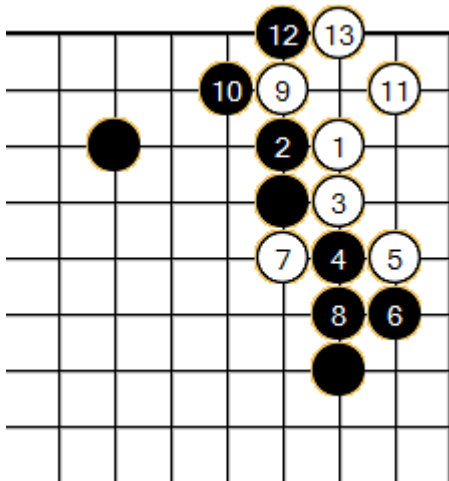


Diagram 16

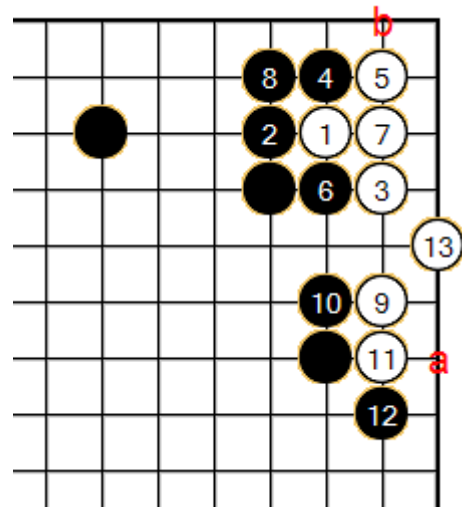


Diagram 18

White 13 is the trickiest move most players miss. After 13 White can make two eyes by playing either ‘a’ or ‘b’.

If Black blocks at 10 in Diagram 19 then White again lives with the sequence to 13.

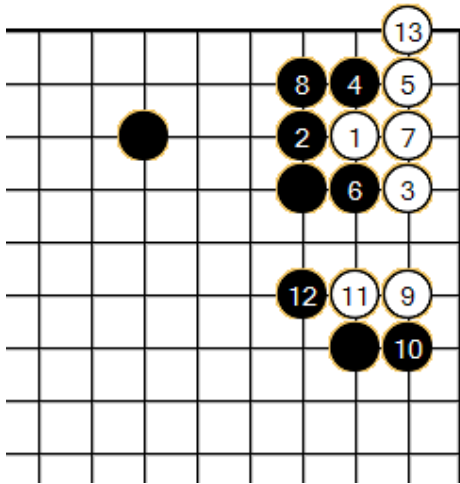


Diagram 19

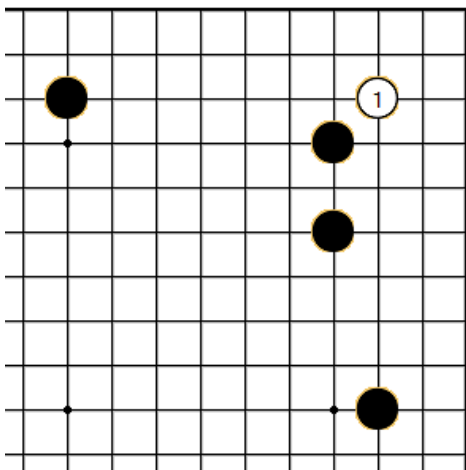


Diagram 20 (Corner 4)

White 1 in Diagram 20 may not be the first place to start reducing this framework, but is it important to know how this works.

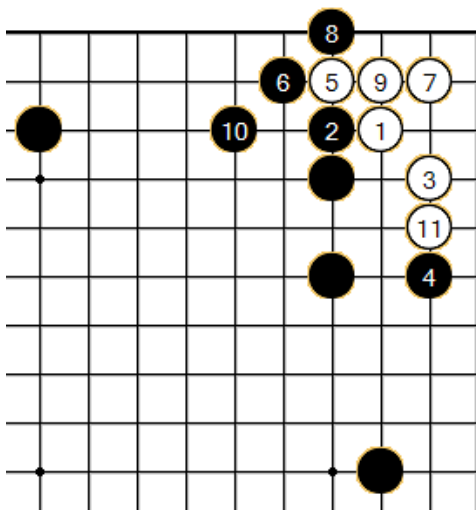


Diagram 21

After the san-san invasion in Diagram 21 White must again resort to the diagonal (kosumi) of 3.

Black 4 is the most powerful response and White lives – but only just...

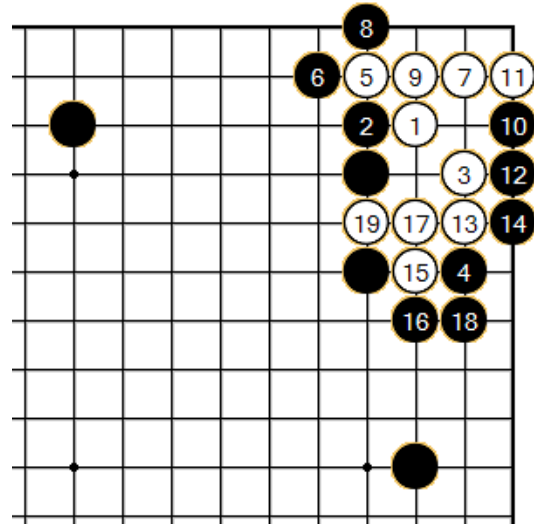
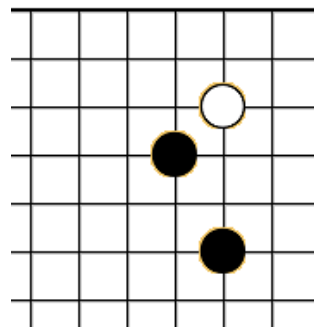


Diagram 22

It looks like Black can play at 10 (in Diagram 22) taking White's eyes, but White can escape with the sequence to 19.

Obviously White cannot ignore 10 or he will die.

Finally, a little homework...



Problem 1

What is the status of the white san-san stone in Problem 1?

## Four Corners Part 2

### Corner 1

I left you with the problem in Diagram 1 with Black to play – can White live?

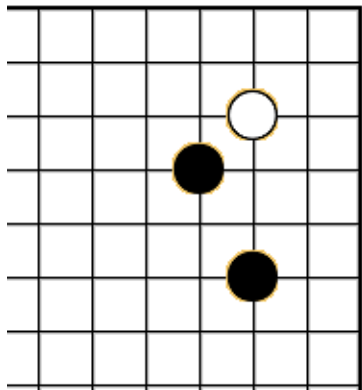


Diagram 1

The best White can do in this situation is the ko – one of the common variations is shown in diagram 2.

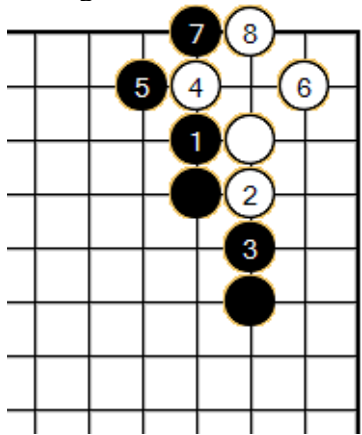


Diagram 2

Because Black can force a ko, White delays invading to the last minute and generally push around the edges, for example White 1 in Diagram 3.

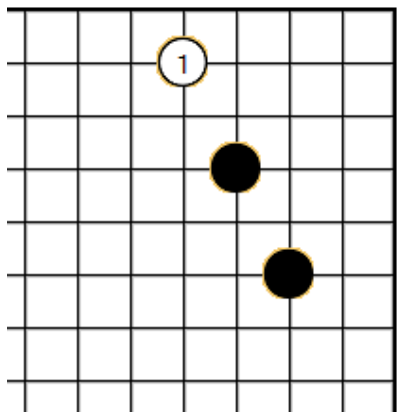


Diagram 3

This may seem an odd move, but White has two aims.

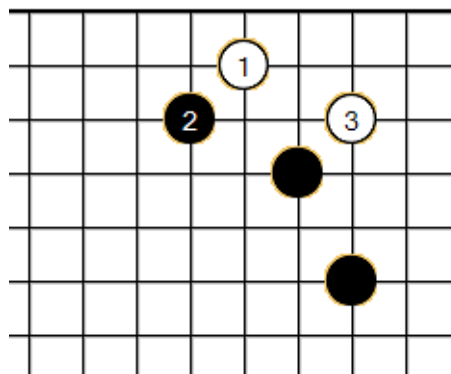


Diagram 4

If Black tries to squash 1, then White will hop into the corner and live with 3.

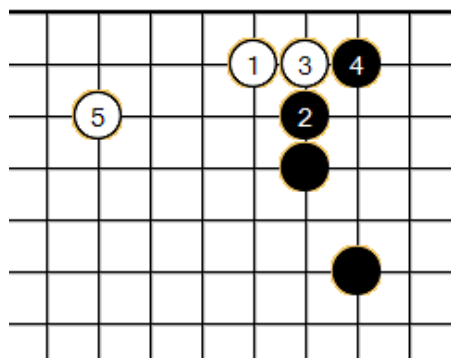


Diagram 5

If Black protects the corner with 2 (Diagram 5), White can push with 3 then extend with 5 making a base on the upper side.

If Black plays more aggressively with 2 in Diagram 6, White has the tesuji of '3' and can build a wall.

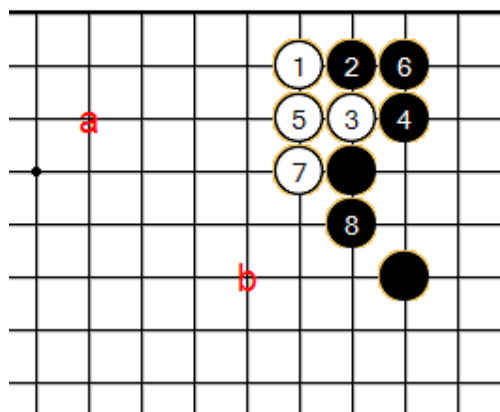


Diagram 6

Depending on the situation White may extend along the side to 'a' or may jump out with 'b' extending his wall.

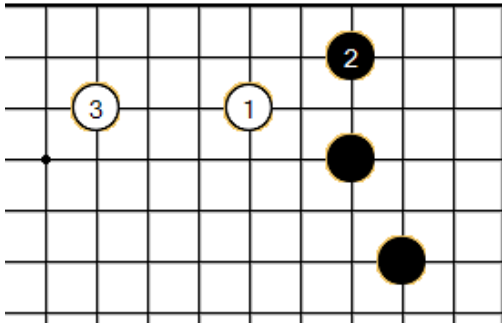


Diagram 7

These outcomes can be compared with the simple approach move of 1 in Diagram 7.

This is my preference for White because White leaves aji – he can approach from the right side, aim at the 3x3 point or can attach to Black’s outside stone. The other sequences finish the position – there is nothing else to do, and nothing to worry Black. (And you should always give your opponent something to worry about)

### Corner 2

Our next corner is found in many low to middle handicap games.

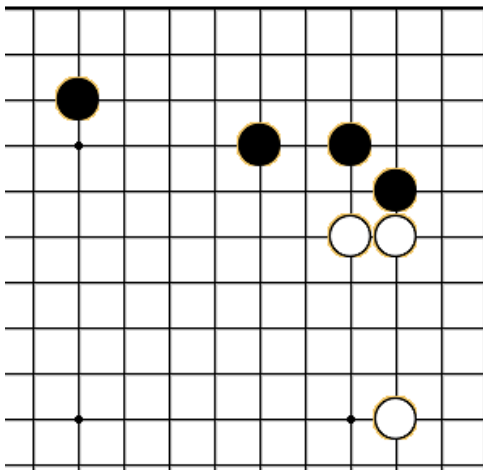


Diagram 8

At first it looks like White cannot invade the corner. But the 3x3 point in Diagram 8 is possible because Black’s stones have several weaknesses.

Assuming Black wants to keep the upper side, he has 2 replies to the 3x3 invasion of Diagram 9. He can squeeze White as he connects which salvages the corner as well as leaving two White stones in atari for later.

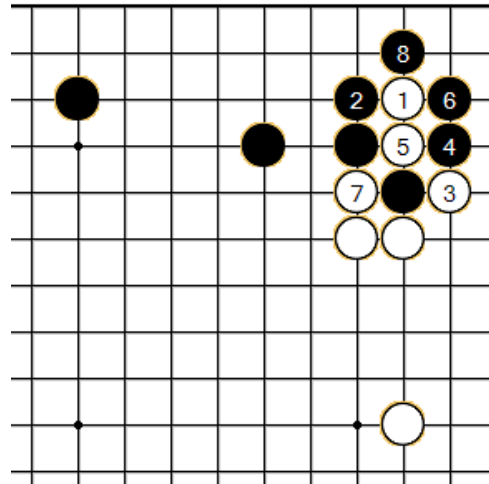


Diagram 9

Alternatively Black can connect at 4 (Diagram 10) capturing the White 3x3 stone and allowing a minor incursion into his area.

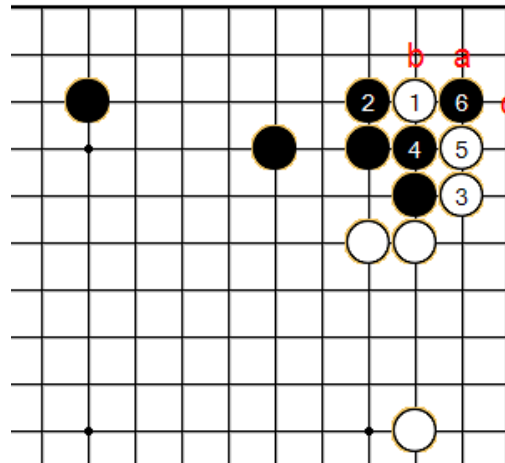


Diagram 10

It should be noted that White now has a good yose (end game) tesuji (clever move) at ‘a’. When Black takes at ‘b’ White connects at ‘c’.

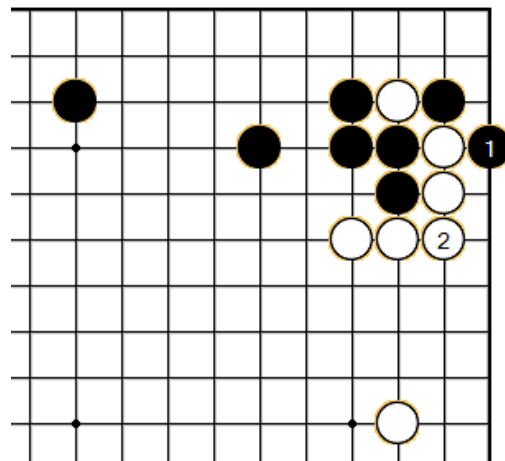


Diagram 11

At first it appears that Black's forcing move of 1 in Diagram 11 to eliminate this yose, but White still has two opportunities.

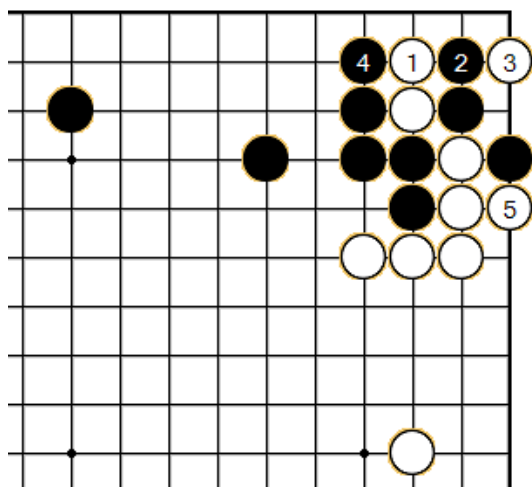


Diagram 12

His first option is to play 1 in diagram 12 – after White 5, Black lands up in damezumari (lack of liberties). So, White is able to reduce the corner despite Black 1 (in Diagram 11).

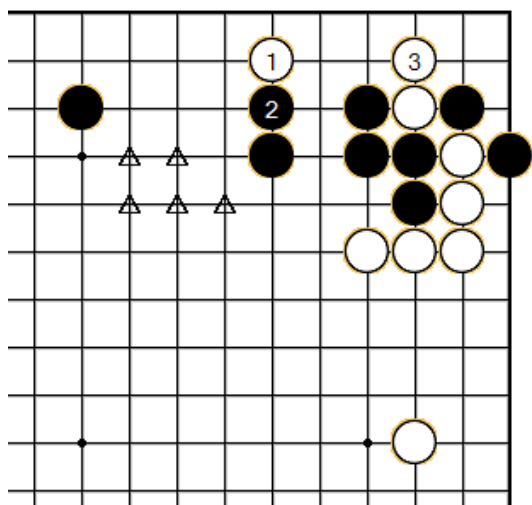


Diagram 13

The second option depends on White's control of one of the triangle marked points. The basic premise is that White can play 1 – if Black tries to enclose him say, with 2, and then White can extend at 3 and take the corner.

If White has a stone in the centre as in Diagram 14, then he can combine the threat to the corner with an invasion of the top side. White 1 and 3 are a nice combination and something Black must not allow.

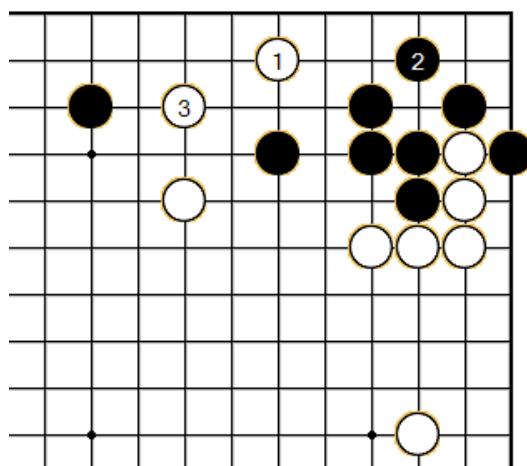


Diagram 14

It is for this reason that Black tends to play the sequence in Diagram 9, rather than the more aggressive move of 4 in Diagram 10.

### Corner 3

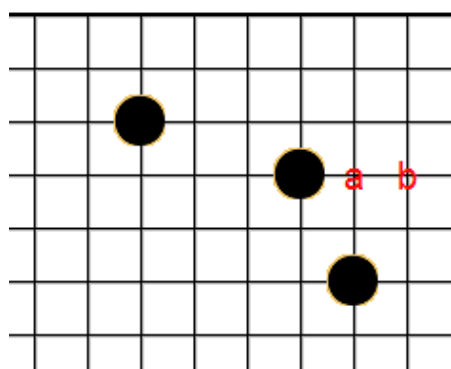


Diagram 15

Let me start by saying that Black should not make the corner enclosure in Diagram 15. White has plenty of opportunities against this corner and it is far better to play 'a' or 'b' rather than the small knight's move.

So what are White's options – first the 3 x 3 point – this is ko already explained earlier. (see Diagram 2).

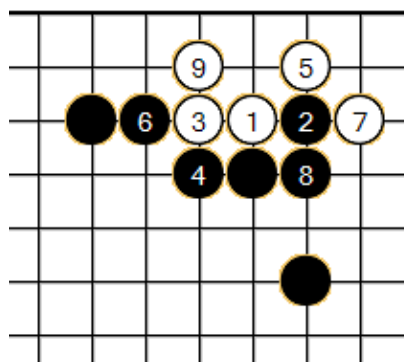


Diagram 16



White 1 in Diagram 16 is much more effective. If Black blocks in the corner White is able to extend with 3 and is clearly alive after 9.

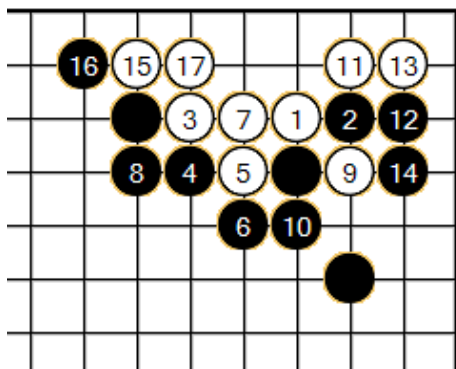


Diagram 17

Depending on the situation on the upper side White can also try 3 (Diagram 17), once again he lives but this is more complex.

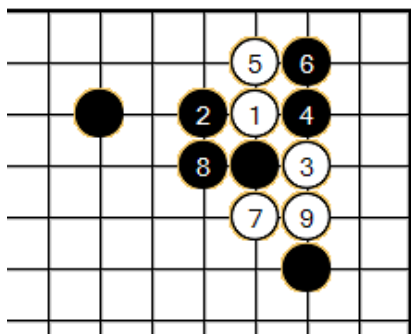


Diagram 18

Should Black decide the inside/corner is more important he can play 2 in Diagram 18, White must play at 3 – if White plays 4 the situation turns to ko. See Diagram 2 above. White escapes with 7 and 9 cutting off one Black stone while Black keeps the side and corner.

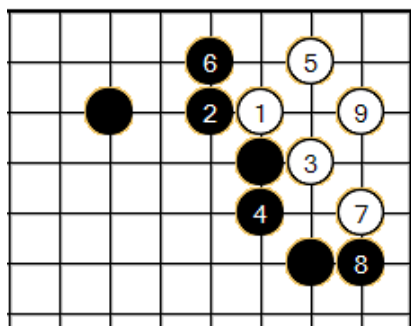


Diagram 19

If Black wants to keep the outside he can sacrifice the corner by playing the sequence to 9 in Diagram 19. White lives in the

corner and Black gets a solid outside and sente.

### Corner 4

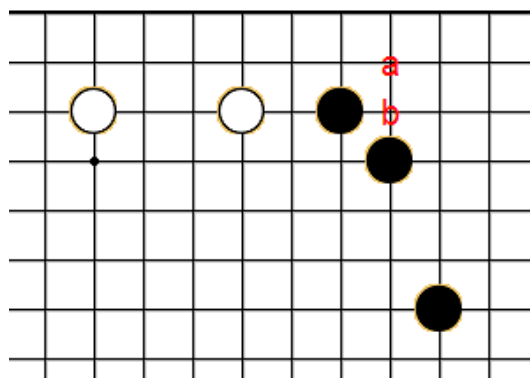


Diagram 20

Black's kosumi (diagonal move) still leaves weaknesses in the corner, he should play either 'a' or 'b'.

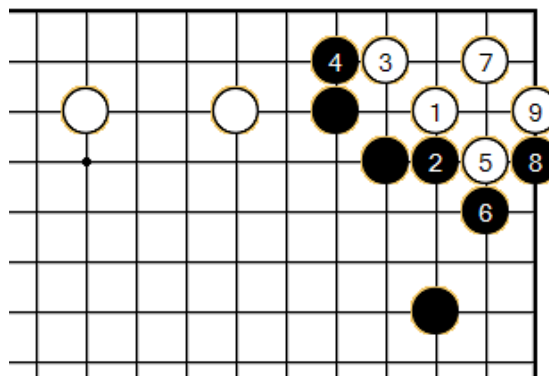


Diagram 21

White can force a ko with the sequence to 9 in Diagram 21, not a good outcome for Black.

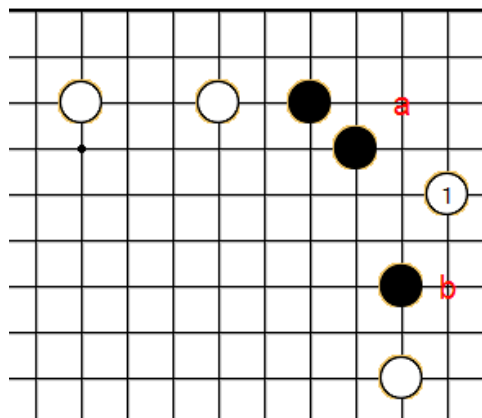


Diagram 22

In Diagram 22, White has a stone on the right side so he can aim at 1. This leaves White with two places to play - 'a' and 'b'.

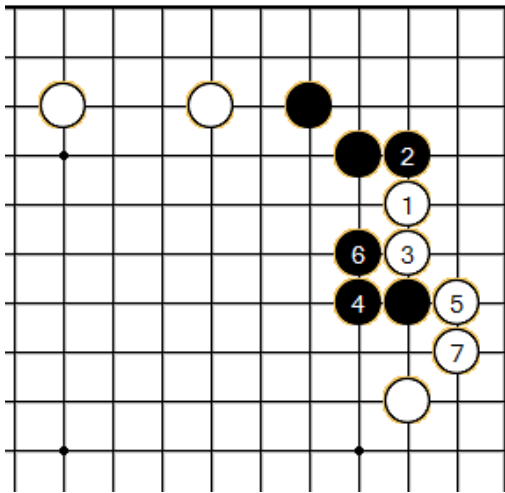


Diagram 23

The White stone on the right side also enables White to attack at 1 in Diagram 23. Black's natural reaction is to defend the corner; White can then escape with the sequence to 7

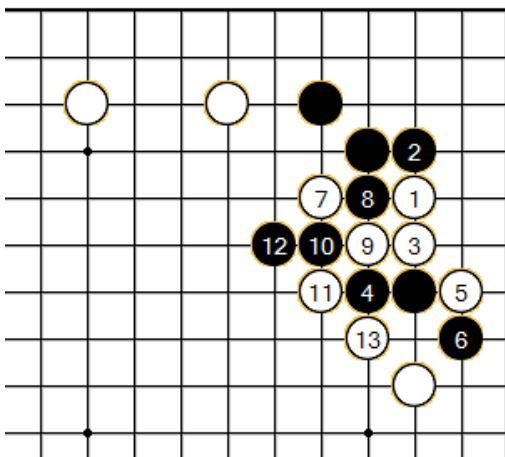


Diagram 24

Black cannot block at 6 in Diagram 24, White will either escape or capture Black stones.

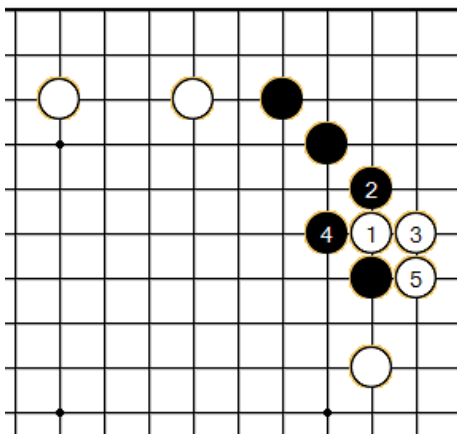


Diagram 25

Another simple way to attack this corner is White 1 in Diagram 25. Black 2 is a nice tesuji that keeps the situation simple. However, White can connect out with 5 leaving Black's corner open, if Black defends White gets sente.

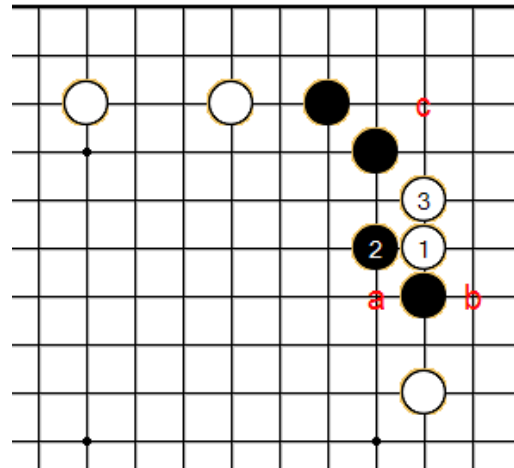


Diagram 26

Black can ignore the corner and play across the top, but White has at least 2 ways to deal with this. Either 3 in Diagram 26 which exposes three weak points, 'a', 'b' and 'c', so White will either live or connect.

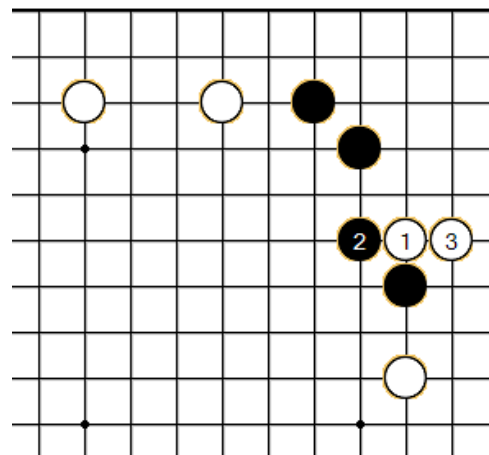


Diagram 27

Alternatively, White can simply descend with 3 in Diagram 27. This aims at the same weaknesses and sometimes confuses Black. If White plays this way Black can revert to the position to that in Diagram 25.

There are a lot more variation than shown here – this is a good shape to study for both handicap and even games.

# Four Corners Part 3

## Corner 1

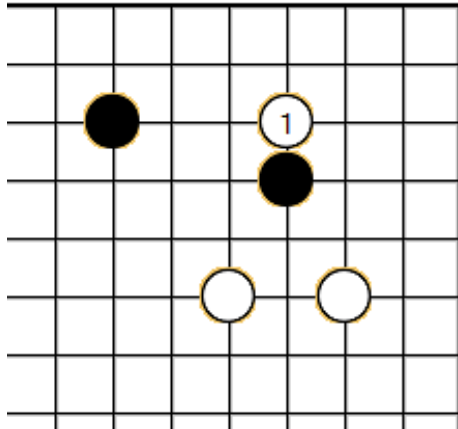


Diagram 1

White 1 is an odd looking attack on the Black stones in the corner, but it not easy for Black to deal with – there are several traps.

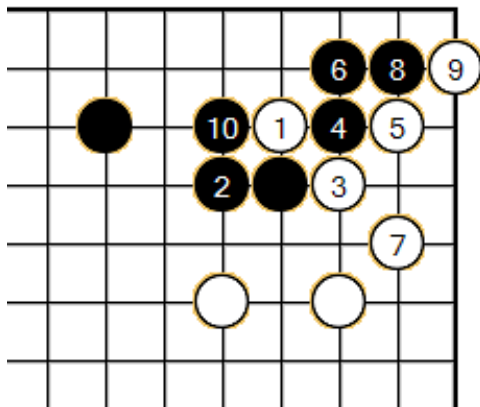


Diagram 2

The Joseki move is Black 2 (Diagram 2) this connects Black's stones and gives White the problems. Playing the 3x3 gives White a cutting point and plenty of opportunity.

Having securely connecting his stones now White has the problems. White can get a nice base in the corner in sente, while Black settles his group.

This is a reasonable outcome for both particularly when you consider that White had 3 stones against Black's 2 in the original position.

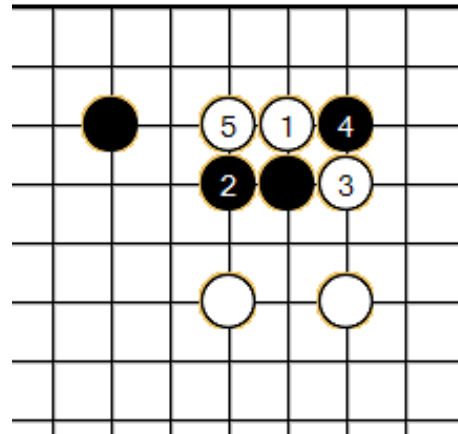


Diagram 3

White can mix it and create complications by playing 5 in Diagram 3.

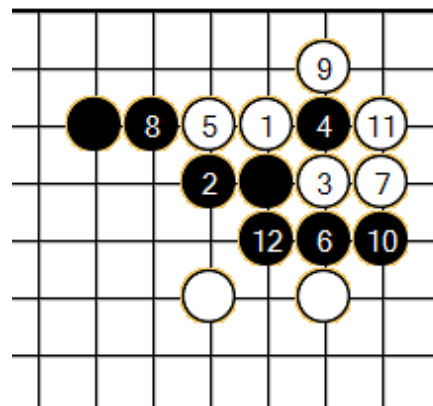


Diagram 4

Diagram 4 shows the correct sequence which leaves White with the corner, but his two stones on the outside are floating and friendless; a much worse position than Diagram 2.

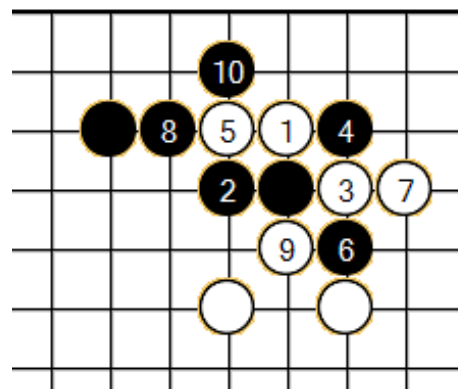


Diagram 5

If White does not like the outcome in Diagram 4 he can capture Black 6 and Black takes the two stones on the upper side.

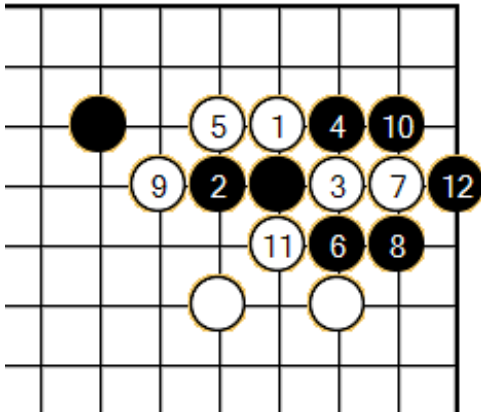


Diagram 6

If Black muddles the sequence and plays 8 first, then White will play 9 and 11. Black 12 is of little consolation because White plays at 3 taking the eye and keeping his stones connected.

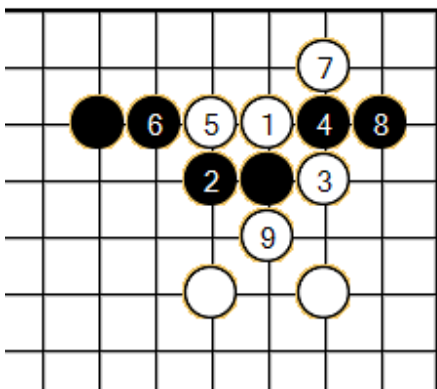


Diagram 7

Similarly, if Black fails to atari White 3 (in Diagram 7) then White will play 7 and 9. This leaves the cutting point on the outside and two stones in the corner to defend at the same time – a very bad outcome for Black.

### Corner 2

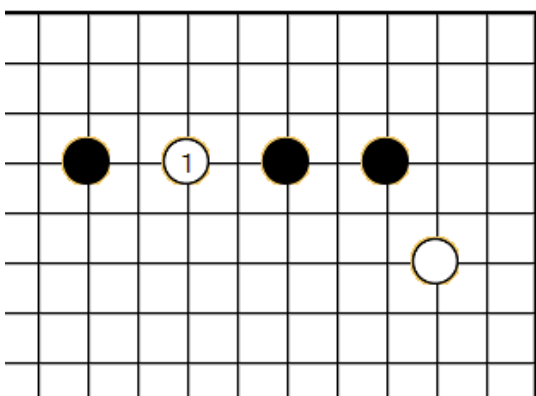


Diagram 8

White 1 is a classic handicap invasion – Black goes all weak at the knees and his territory disappears. That is not what should happen.

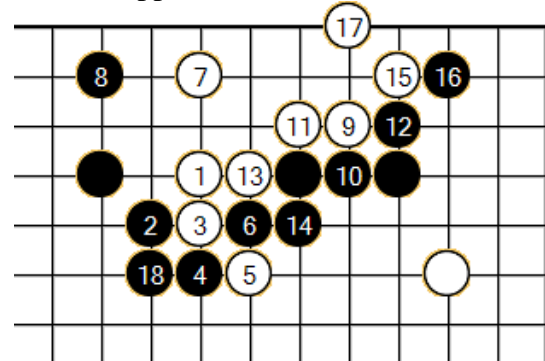


Diagram 9

Black should push White from the side with 2. White can form a life of sorts with the sequence to 17, but Black 18 secures a solid frame work around the outside worth far more than the 3 or 4 points White has on the inside.

Often when I explain this the Black players says, ‘but I lost all my territory’ – the short answer is that Black had no territory to start with, all his stones are on the 4<sup>th</sup> line, the 3x3 point is open and the gap between the two corner stones and the central side stone is too great to defend.

Don't think of the position prior to White 1 in Diagram 2 as territory – that is poor thinking.

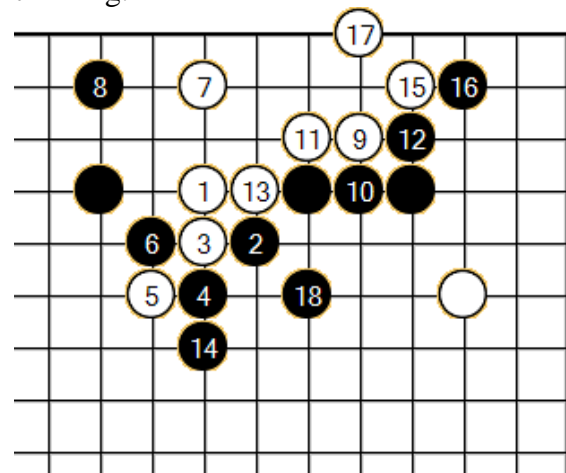


Diagram 10

Black can push from the corner and White is able to revert to a similar position as

Diagram 9, but White has the option to play the empty triangle in Diagram 11. Not nice, but perhaps better than being enclosed.

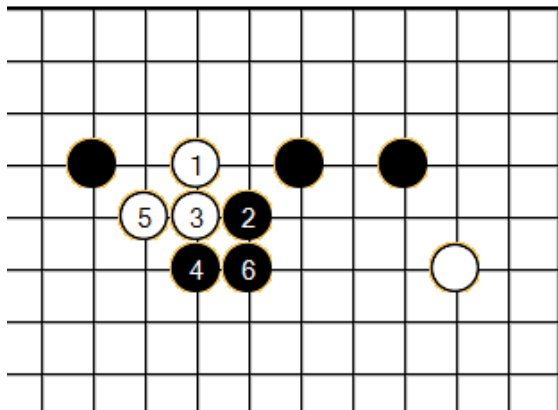


Diagram 11

One final thing to note...

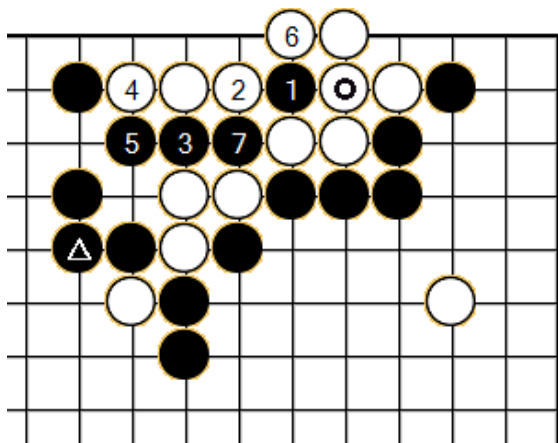


Diagram 12

If at some stage Black gets to play the marked stone in Diagram 12, then he can capture part of White's group by playing 1. This is obviously yose but there are three good ko threats too.

### Corner 3

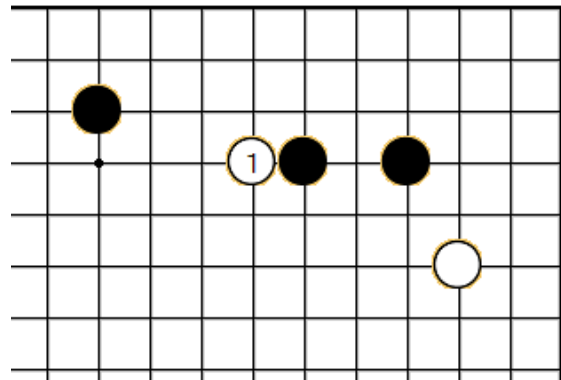


Diagram 13

The other move that causes Black a lot of trouble is 1 in Diagram 13.

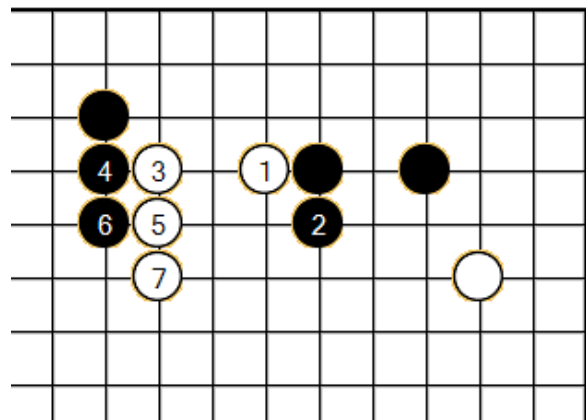


Diagram 14

The correct way to deal with this is 2 in Diagram 14. This clearly separates White 1 from the stone on the right, it also puts a lot of pressure on White 1. The normal sequence to 7 gets White out but Black has built a wall on the upper side.

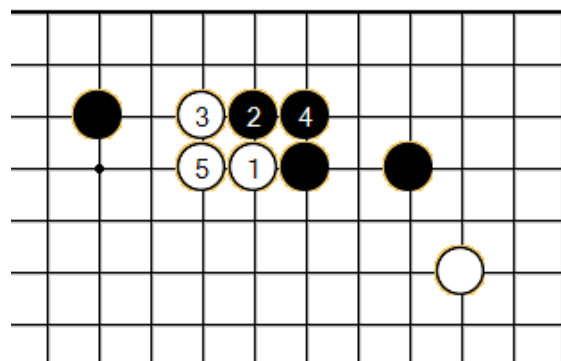


Diagram 15

Black 2 and 4 in Diagram 15 are defensive moves trying to take area in the corner, this

gives White a far better position because the Black stone on the upper side is isolated – it is not the 3 stone wall in Diagram 14.

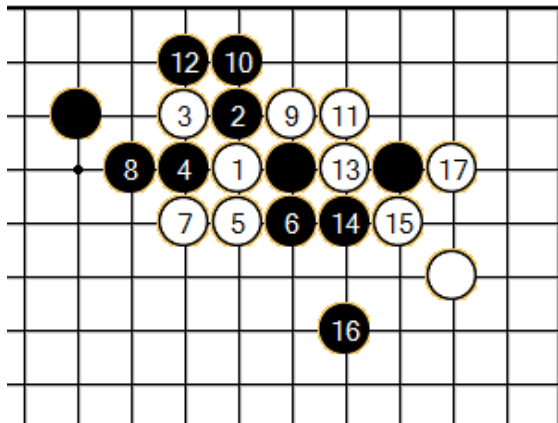


Diagram 16

Cutting at 4 in Diagram 16 is dangerous; Black can easily give White a large corner.

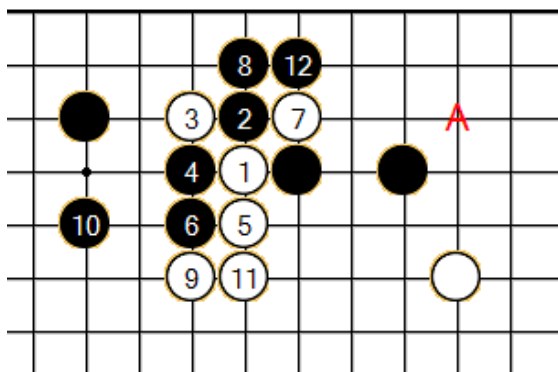


Diagram 17

Diagram 17 shows the correct sequence where Black connects underneath with 12 and White gets strong moves at 9 and 11 and has 'A' to get a nice corner position at the same time threatening to rescue 7. If White saves 7 then Black's two stones in the corner are likely to be in trouble – not good.

## Corner 4

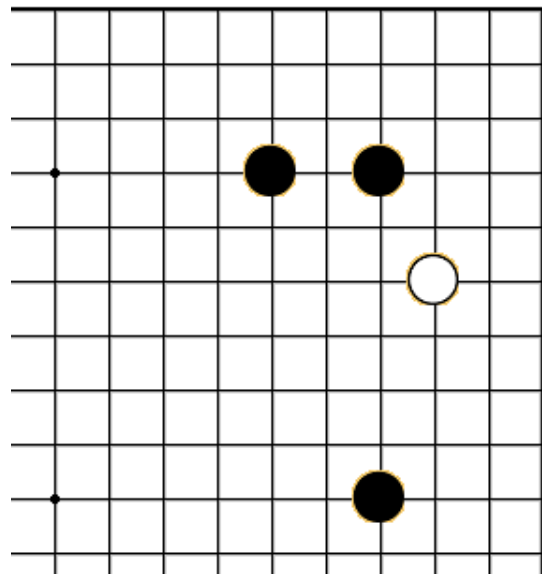


Diagram 18

White is out numbered 3 to 1 and wants to secure his stone.

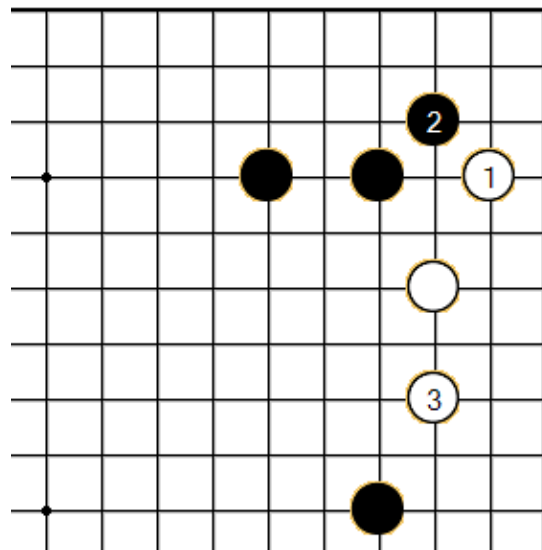


Diagram 19

White can slide to 1 and have a cramped extension to 3 as is Diagram 19, but the group is not really safe – it is a base but not two eyes.

Diagram 20 – By attaching at 1 and White can get his eyes easily in the sequence to 11. Black secures the upper side and small corner but White is safe. In addition the Black stone on the right is isolated and depending on the rest of the board may be in trouble.

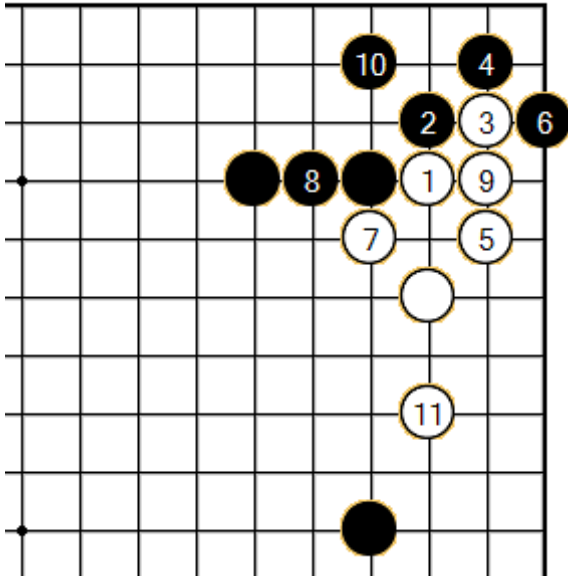


Diagram 20

The atari of 4 in Diagram 21 is wrong; when White connects with 5 Black has too many weaknesses.

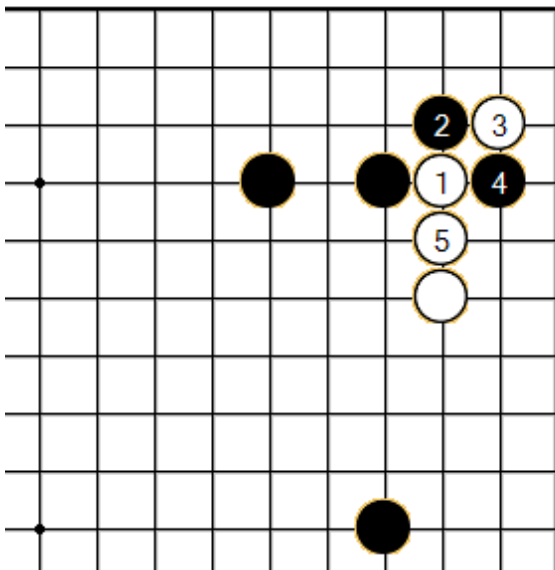


Diagram 21

It may be possible to play as in Diagram 21 is Black has a lot of strong stones in the centre, but unless it is overwhelming White is going to live.

The atari at 4 in Diagram 22 is the obvious move, but the only way to consolidate is to extend to 6. White's cut at 7 is obvious and now there is a messy fight with plenty of twists and turns.

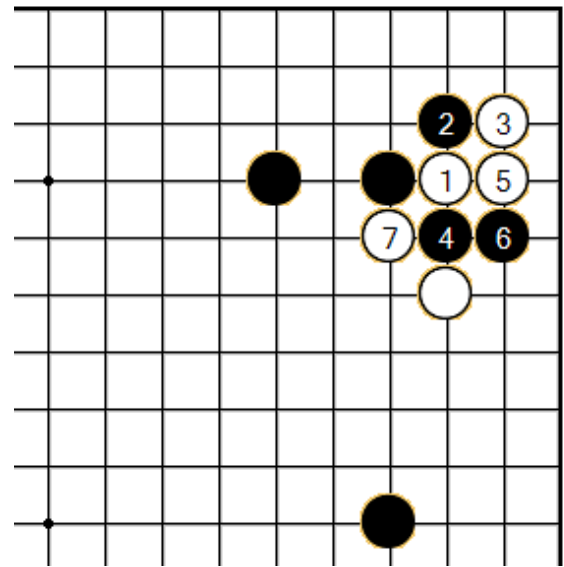


Diagram 22

Black's only option is to extend on the second line with 8, but after Black 12 White can pick 'A' or 'B'.

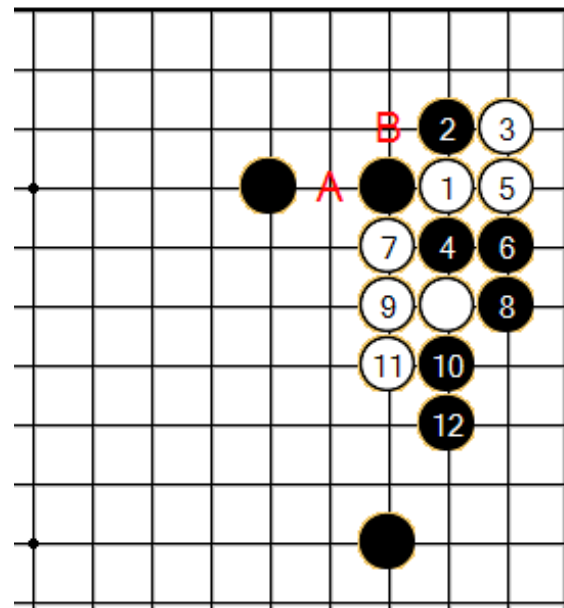


Diagram 23

If the influence is important then White will play as in Diagram 24

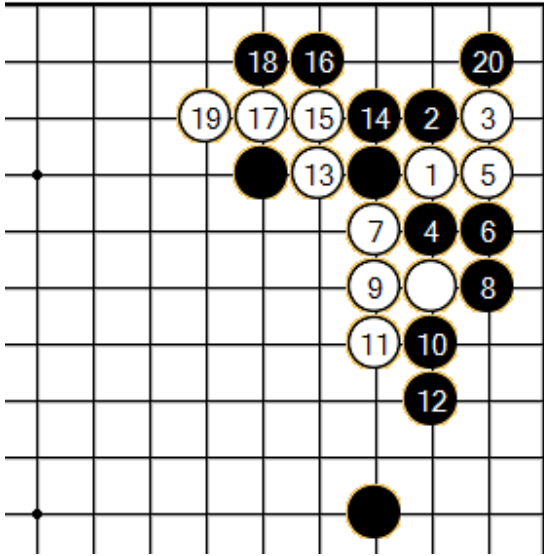


Diagram 24

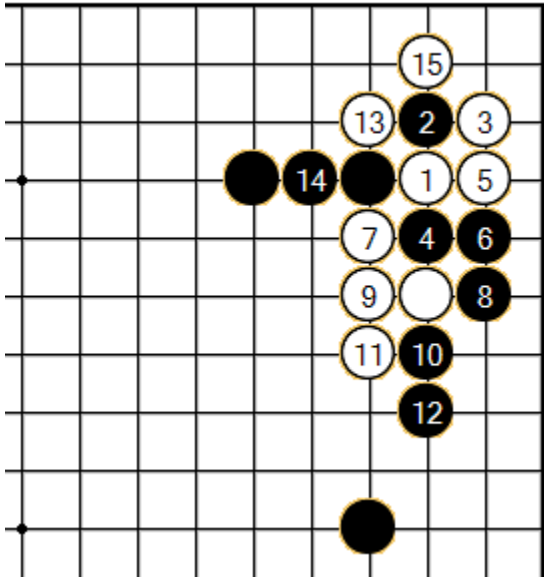


Diagram 25

If White is strong on the outside and he wants to take the corner then 13 and 15 do the job.



## Four Corners Part 4

### Corner 1

The situation in Diagram 1 will look very familiar to weaker players who take high handicaps. White invades and Black jumps along to upper side.

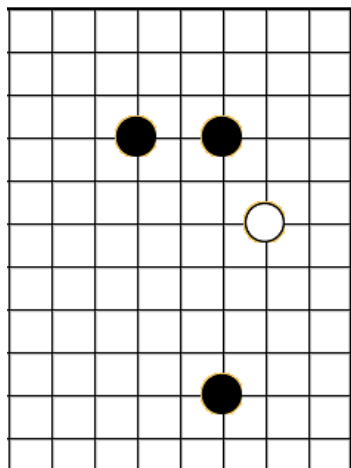


Diagram 1

In a high handicap game White leaves the stone and plays elsewhere – this is necessary because Black has a huge advantage and White cannot afford to defend every weakness. But in a low handicap or even games the story is different. In this case White does want to defend.

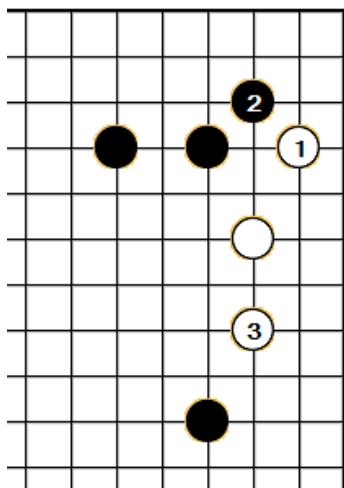


Diagram 2

Sliding into the corner with 1 and extending to 3 in Diagram 2 is always possible but is normally only played in desperate circumstances. This is because White's shape is cramped.

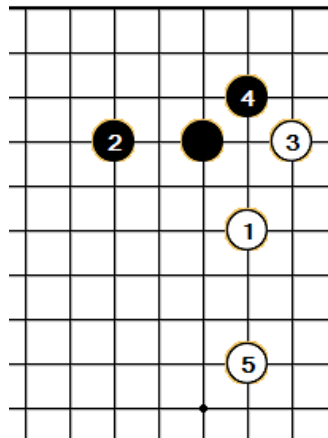


Diagram 3

The normal Joseki (Diagram 3) allows White to play the two point jump; Black normally plays a move along the top side and the game goes on.

Playing a one point jump towards an existing stone is overcrowded and invites further attack so it's not comfortable for White.

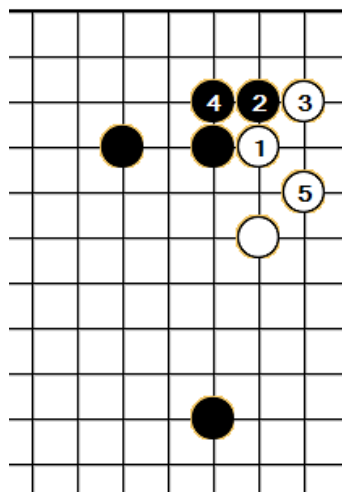


Diagram 4

White has an alternative tactic; he can play directly in contact with the 4x4 stone in the corner as in Diagram 4.

Black 2 is to be expected but Black is faced with a dilemma when White plays 3.

Defending at 4 is the simple solid way to play and gives Black sente. However, Black often feels he can be more aggressive and gives atari with 1 in Diagram 5.

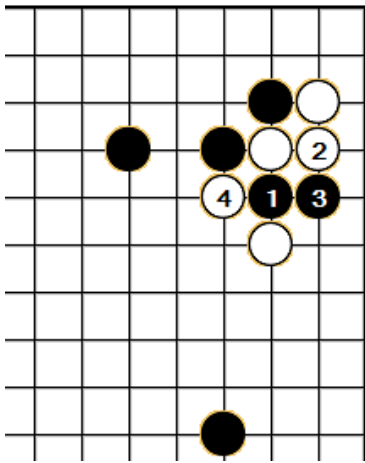


Diagram 5

Playing the atari at 1 then splitting White's stones with 3 is an aggressive tactic, but it does leave behind one or two weaknesses. White 4 exposes those weaknesses and poses Black a few questions.

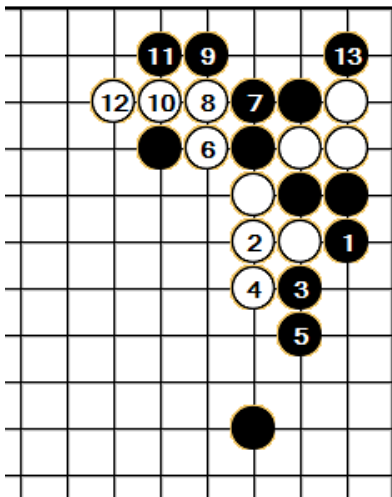


Diagram 6

One variation is for Black to play 1 in Diagram 6; White sacrifices three stones in sente to build a strong outside position. When you consider that Black had a 3 to 1 advantage at the beginning of this battle, then the outcome is good for White.

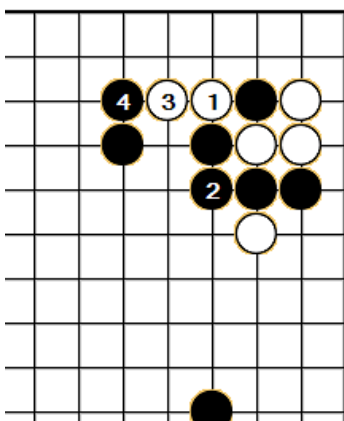


Diagram 7

White has another variation if he is interested in territory - he can play 1 in Diagram 7. Black has little choice but to defend on the outside and White can then take the corner with 3.

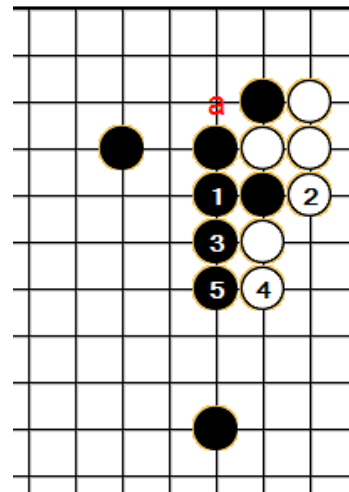


Diagram 8

Black may decide this is not to his liking and connect at 1 in Diagram 8 but by then it is too late. White secure himself on the side in sente and leaves behind the cutting point at 'a'.

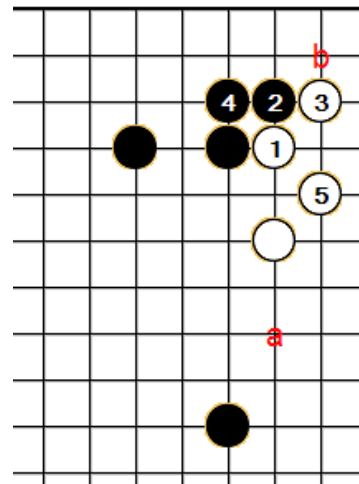


Diagram 9

Black needs to be very careful when defending against the White 1 in Diagram 9. Connecting at 4 may be simple and solid but Black contains White's group and gets sente. Later in the game Black may choose to squeeze White with 'a' or claim most of the corner with 'b'.

### Corner 2

As with the previous example, the situation in Diagram 10 will be familiar to players who take a handicap.

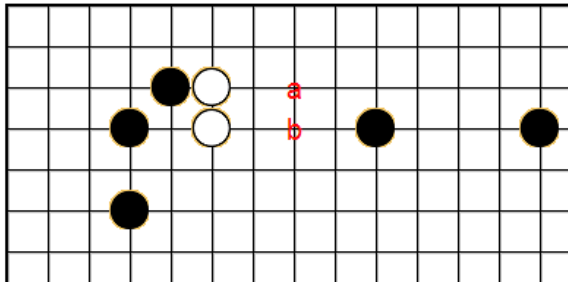


Diagram 10

White needs to prevent Black taking his eyes space through squeeze plays at 'a' or 'b', but equally he does not want to make a tight move.

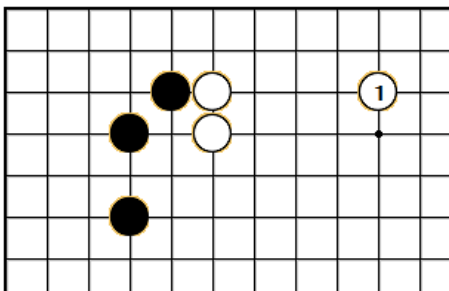


Diagram 11

The normal extension in this shape is 1 in Diagram 11; unfortunately Black has a stone in the way.

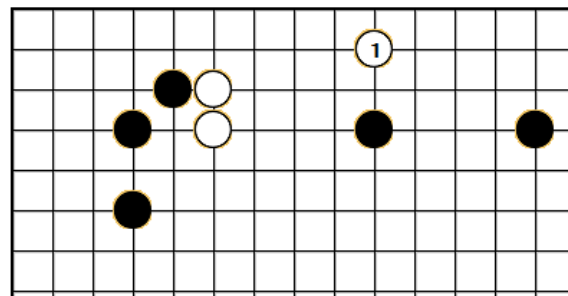


Diagram 12

White 1 in Diagram 12 is a tricky move, if Black is not careful he can get into trouble.

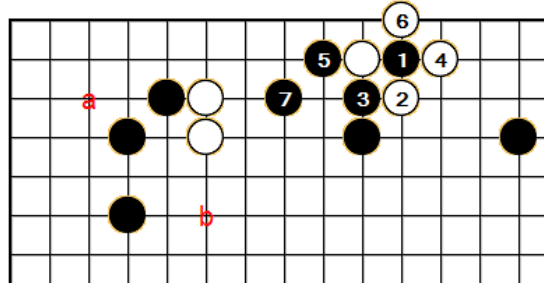


Diagram 13

One way for Black is to play 1 in Diagram 13. But at the end of the sequence White has an (almost) alive group on the upper right side and his two stones have still not been captured. White can run at 'b' and Black's the corner is still open at 'a'.

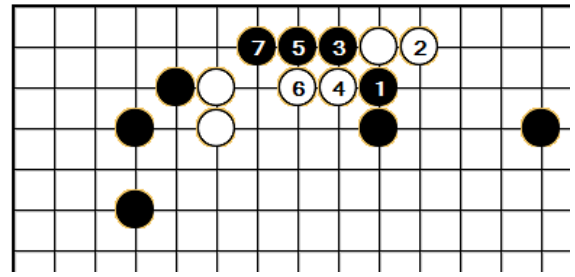


Diagram 14

If Black wants to defend to upper right side he should play 1 in Diagram 14. At first it looks like White can extend with 2, but White gets cut. Attempts to capture the cutting stone by playing 4 are fruitless if Black simply extends with 5 and 7.

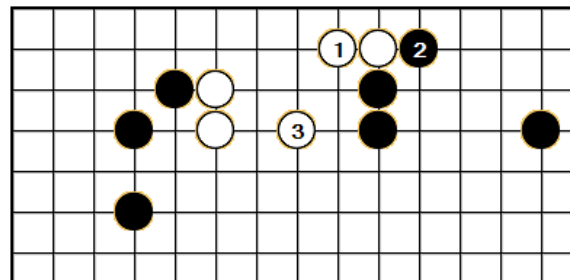


Diagram 15

White has no option, he must pull back with 1 in Diagram 15, and Black can then defend the side with 2. White then makes the best of the position by playing 3.

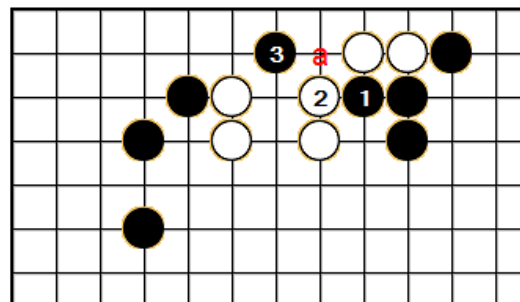


Diagram 16

It looks as though Black's ugly empty triangle in Diagram 16 exposes a serious weakness – if White plays 2 Black can play 3 and either connect to the corner or cut at 'a'. White avoids this by playing 'a' himself, so the ugly empty triangle remains just that, an ugly empty triangle.

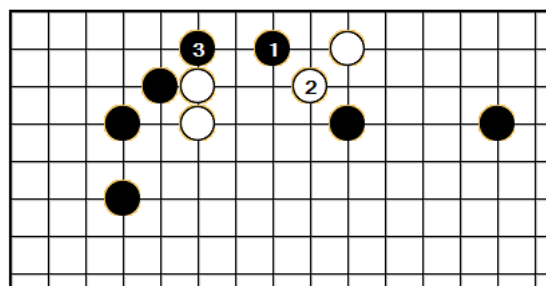


Diagram 17

White is not the only one who can play 'odd' moves. Black 1 in Diagram 17 is an interesting way to deal with White's long slide.

White must play 2 and Black can then connect along the edge with 3 taking territory and White's eye space.

Obviously there will be a fight but Black has more stones than White in the area and should be able to profit from the attack.

### Corner 3

During high handicap games and sometimes during even games a player will play a two point approach to a hoshi (4x4) stone. The problem is how to continue.

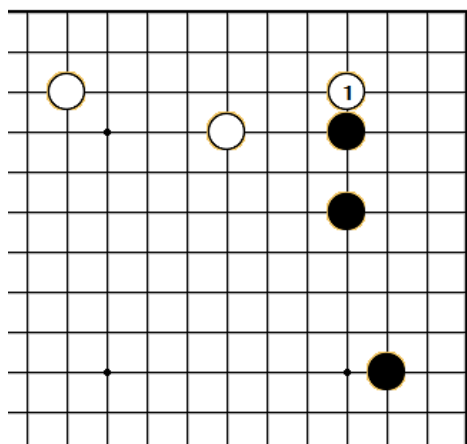


Diagram 18

White 1 in Diagram 18 is the normal continuation. Black now has a choice, the corner can be protected or the White stones split.

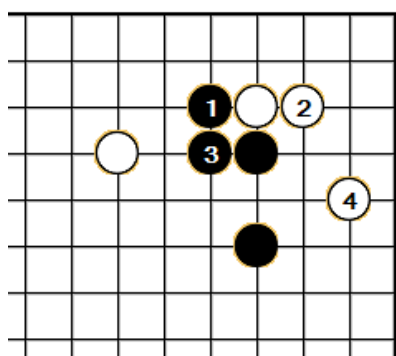


Diagram 19

In an open position, my preference is to split White with 1 in Diagram 19; the sequence to 4 is quite natural and is Black's sente.

Normally Black wants to keep the corner so he will play 1 in Diagram 20 protecting the corner. White 2 does not appear normal but it can lead to

complications so a connection at 3 is prudent – and the sequence to 5 ends the joseki.

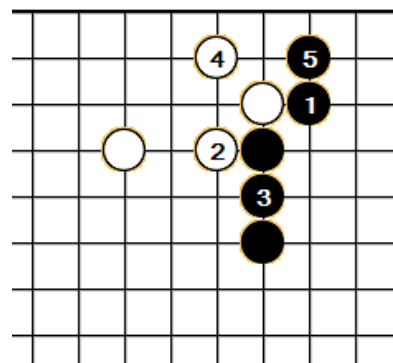


Diagram 20

First instincts suggest that Black should play the atari at 1 in Diagram 21 and then connects at 3. This exchange is wrong.

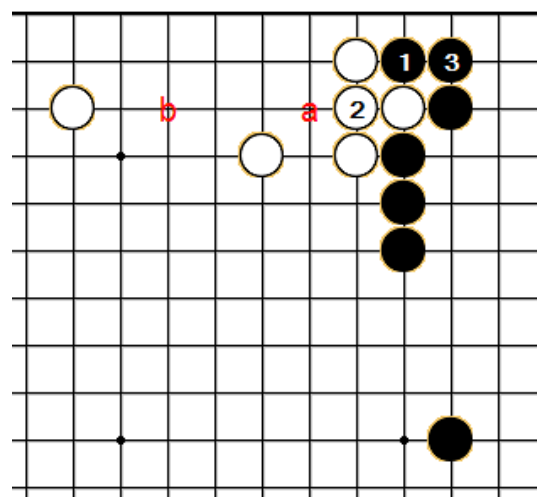


Diagram 21

The exchange of 1 and 2 in can occur at any time after Black 5 but that may not be the best exploitation of White's weakness.

In Diagram 20 Black can peep the tigers mouth. If Black plays 1 immediately he destroys those options. Black 'a' is useless, as is the aji of 'b'.

If Black plays 1 in Diagram 20 those options remain, for that matter so does the atari of 1 in Diagram 21.

Two points before we leave this position.

First, White might try cutting at 1 in Diagram 22 instead of taking the corner as shown in Diagram 19, and if Black plays properly he does not lose anything. But be honest, how many players would have found Black 2 unless they had studied this joseki intently – not many is my answer.

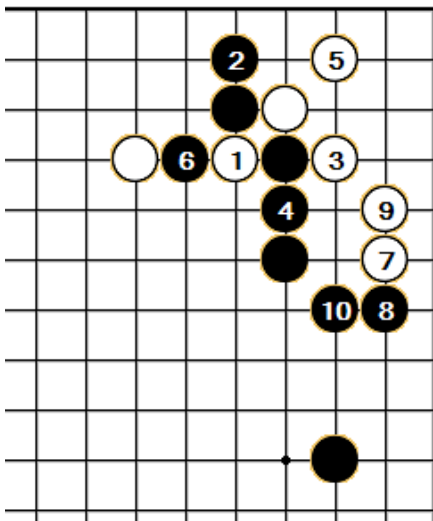


Diagram 22

Second, there is a lot more to this corner fight than I have commented here – this position is complex and worthy of further study.

### Corner 4

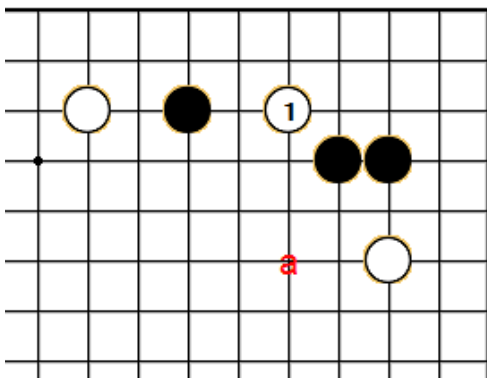


Diagram 23

Black normally thinks he has a safe and large corner once he has played the marked stone in Diagram 23, but if White approaches on the top side, then there are a number of opportunities.

White 1 is one of the options; it is a far more powerful option is there is a White stone at 'a' but White can take the corner or build influence without that assistance.

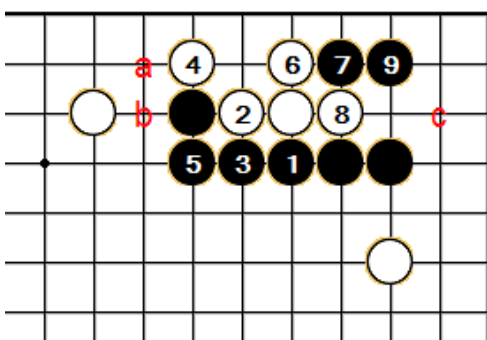


Diagram 24

Black 1 in Diagram 24 looks right – it stops White from escaping into the centre, but following Black 3 White is able to connect underneath. Black is able to secure the corner with 7 and 9. The apparent weaknesses around 'c' mean nothing because of the weakness at 'a', but if Black permits a move at 'a' or 'b' then watch out.

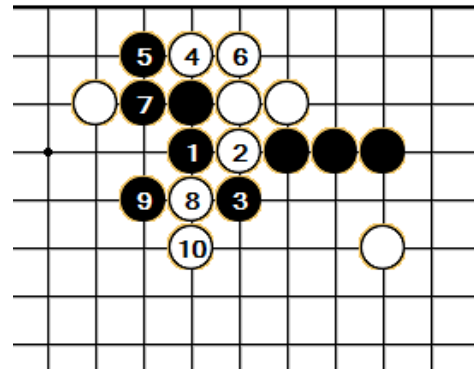


Diagram 25

The problem for White occurs if Black stands up at 1 in Diagram 25, pushing at 4 and cutting at 8 seems to do nothing but the Black position is beginning to show weaknesses.

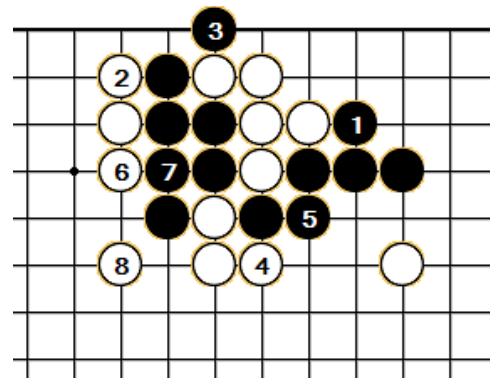


Diagram 26

If Black tries to subdue White with 1 in Diagram 26 then White will sacrifice the stones in the corner to enclose Black and take some nice influence.

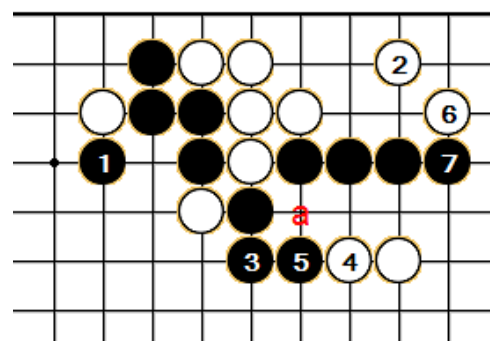


Diagram 27

Black 1 in Diagram 27 prevents the enclosure but White can then slide to 2 and can live. It should be noted that Black cannot dispute White 2 too strongly because of the atari at 'a', consequently White lives in the corner.

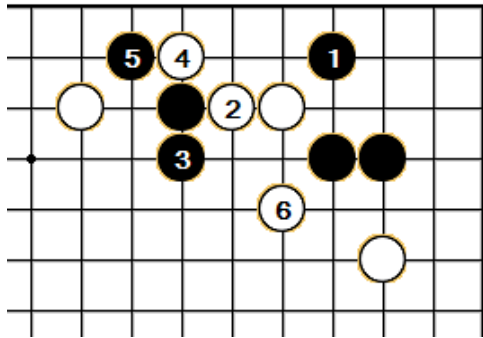


Diagram 28

Black may decide to defend the corner in the belief that White cannot get out, but White 2 and 4 followed by 6 in Diagram 28 ensures White escapes or lives.

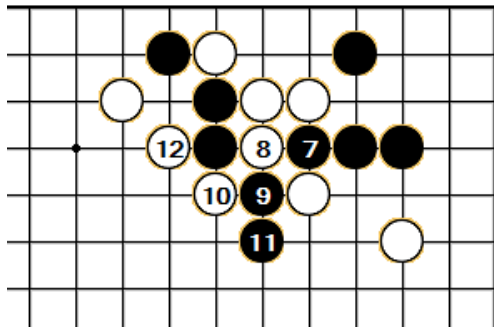


Diagram 29

The crude cut at 7 in Diagram 29 fails with a series of atari.

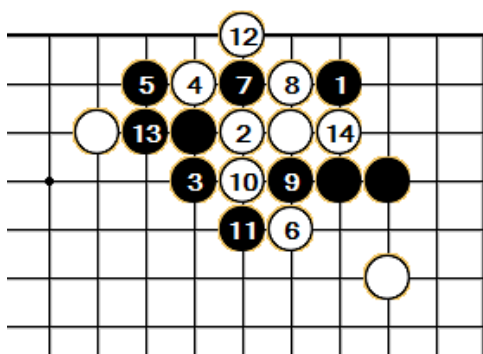


Diagram 30

If Black tries to connect underneath at 7 hoping to take advantage of a White's tenuous connections and lack of liberties then he will be disappointed. White has the time to play 8 and either live as shown in Diagram 30, or escape into the centre.

## Four Corners Part 5

The theme is reducing corner enclosures. This situation is never simple and there are many variations dictated by the surrounding position. It is almost impossible to complete a shimari and get an extension without your opponent doing something. So these are the bare essentials; they give you an idea of the kind of moves and possibilities you have when reducing territory or invading shimari based moyos.

### Corner 1

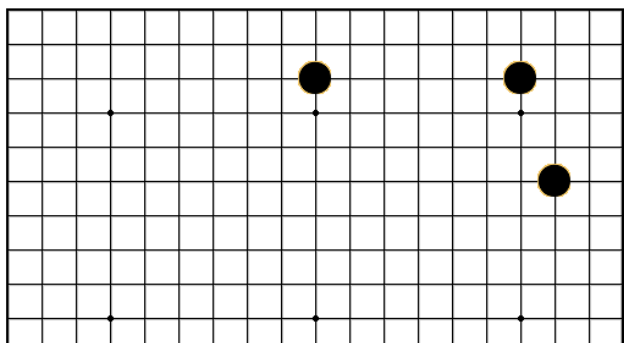


Diagram 1

The first corner (Diagram 1) is a large knight's move shimari with an extension and the aim is to reduce the moyo.

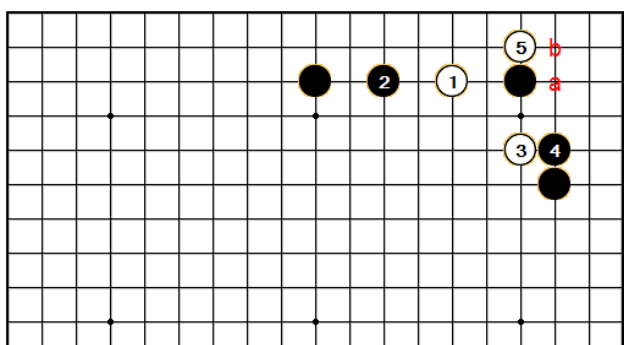


Diagram 2

The key to attacking this corner is the weakness of the large knight's move. The combination of 3 and 5 in Diagram 2 make it difficult for Black to press home a telling attack, while White is happy to make shape and escape into the centre.

After 5 Black has the choice of 'a' or 'b'.

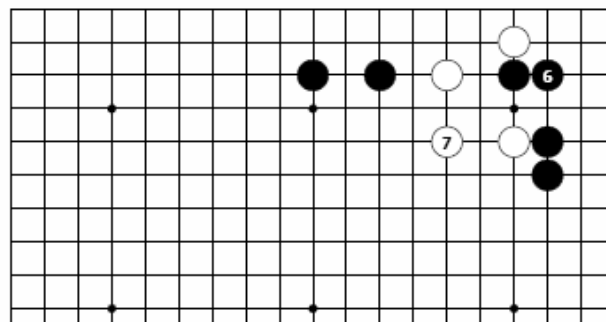


Diagram 3

If Black pulls back with 6 in Diagram 3 then White will make shape with 7. The push into the corner can be used to build an eye on the edge but that can be saved for later.

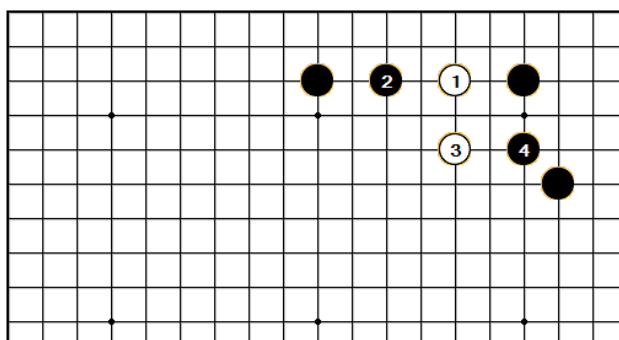


Diagram 4

This shape can be compared to the simple one point jump of 3 in Diagram 4. In this case White has almost no eye shape, not good.

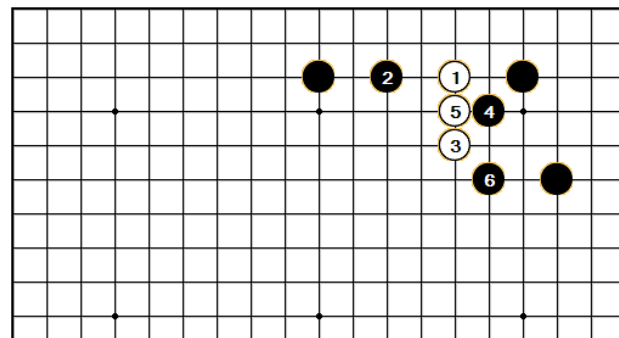


Diagram 5

What is worse is that Black can also peep with 4 in Diagram 5 and start a running fight targeting White's weak stones. Neither of these outcomes is good so the one point jump (contrary to the proverb) is bad.

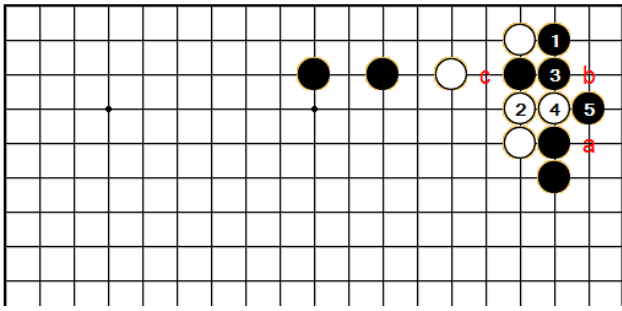


Diagram 6

Black's other option was 'b' (1 in Diagram 6). White then clamps with 2 and pushes through with 4. It should be noted that Black plays the connection at 3 rather than blocking at 4 to avoid giving White an atari at 'c' and good eye shape.

After Black 5 there is aji for White at 'a' and 'b'.

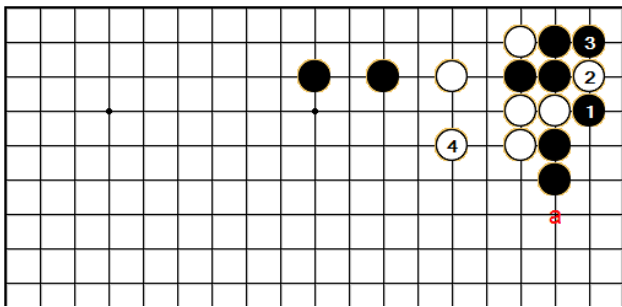


Diagram 7

White can use this weakness by cutting at 2 in Diagram 7. Black can atari at 3 and White will make shape with 4 but he has sown the seed for forcing moves at and around 'a' – depending on the situation on the right side.

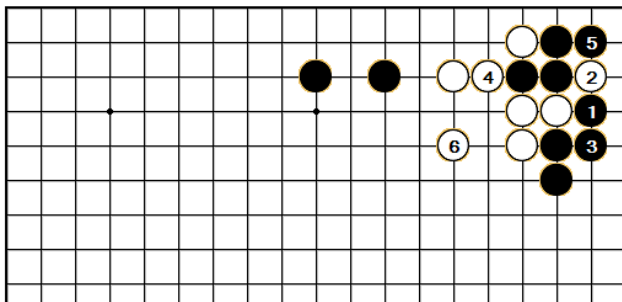


Diagram 8

If Black tries to avoid the aji by connecting at 3 in Diagram 8 White is able to play 4 and take perfect eye shape with 6. When you consider that White was outnumbered 3 to 1 at the beginning the result is quite reasonable.

## Corner 2

The small knight's enclosure is much stronger so White has to find something more direct.

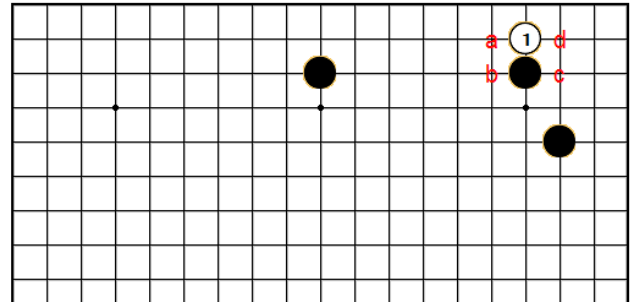


Diagram 9

White 1 is the normal starting point, Black then has four continuations 'a', 'b', 'c' and 'd' in Diagram 9 – which is chosen depends on Black's strategy and the position on the rest of the board.

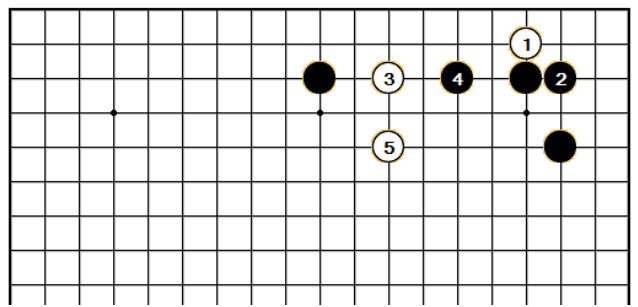


Diagram 10

Black 2 (Diagram 10) is a solid move leaving no aji for White, so White plays 3 offering the stone while reducing the upper side.

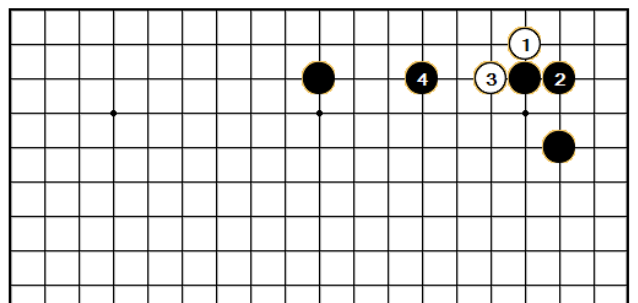


Diagram 11

If white tries to extend along the side with 3 in Diagram 11 he makes a bad mistake. Black will extend with 4 on the top side taking the eye space and then chase White into the centre.



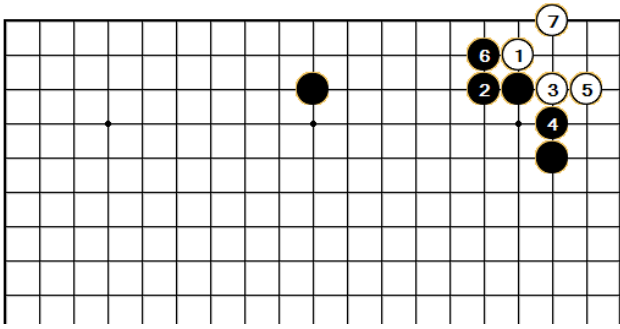


Diagram 12

Black can also elect to play 2 (Diagram 12) extending solidly on the outside. This enables White to make a live shape in gote while Black takes influence on the outside. Black also has a bonus of 4 ko threats against the corner which should not be under-valued.

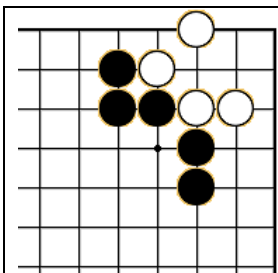


Diagram 13

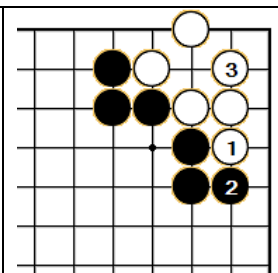


Diagram 14

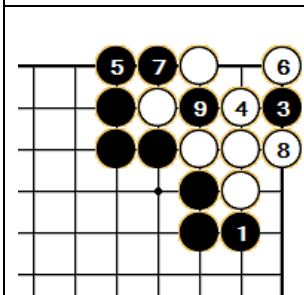


Diagram 15

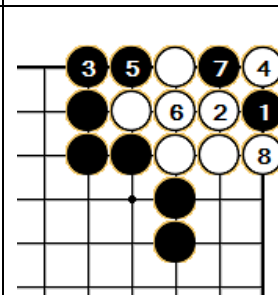


Diagram 16

A brief tactical comment. White is alive in Diagram 13 but he cannot play 1 without defending at 3 (or something similar) in Diagram 14. If he does not play 3 Black is able to force a ko as shown in Diagram 15. This tactic does not work in the original position because Black can play 8 in Diagram 16 and get two eyes. So if you live like this BE CAREFUL.

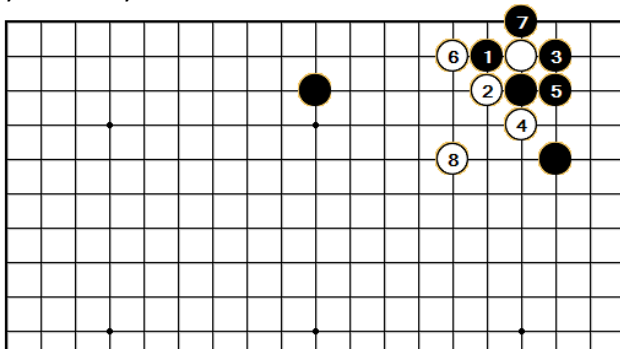


Diagram 17

If Black wants to keep the corner he can play 1 in Diagram 17. White will give up the single stone to get forcing moves at 4 and 6 before skipping lightly away with 8. Black can pick off one stone, perhaps 2 but in doing so will give White better shape. There is no effective tactical attack against White's stones so they must be dealt with strategically.

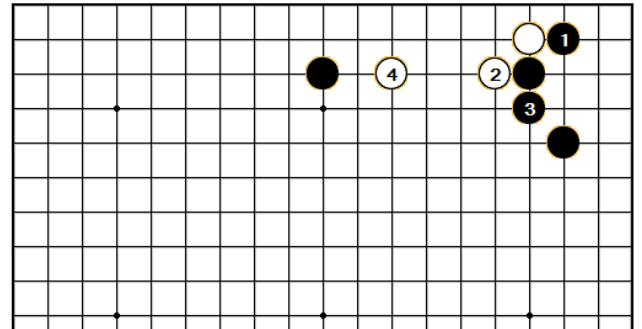


Diagram 18

Black can also defend the corner with 1 in Diagram 18 but White is able to play up with 2. Black can either play 3 allowing White to extend along the side with 4 or he can capture the single stone on the upper side and revert to the position in Diagram 17.

### Corner 3

This time Black has a double wing from his keima shimari and the problem is reduction, there is no invasion that can live.

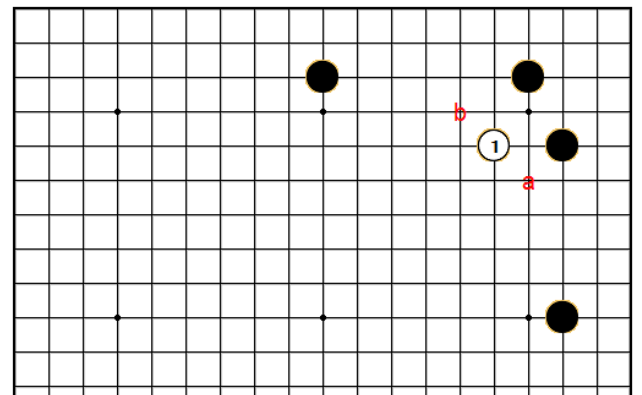


Diagram 19

The normal reduction move is 1 striking at the point of symmetry; Black then has the choice of defending at 'a' or 'b'.

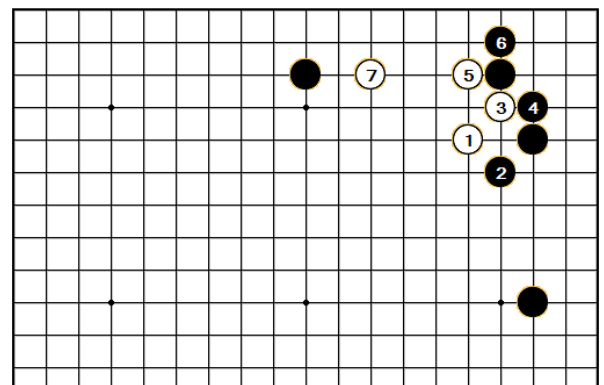


Diagram 20

If Black defends at 1 (Diagram 20) then White can play the fairly crude and vulgar sequence to 7 making eye shape and destroying most of the upper side.

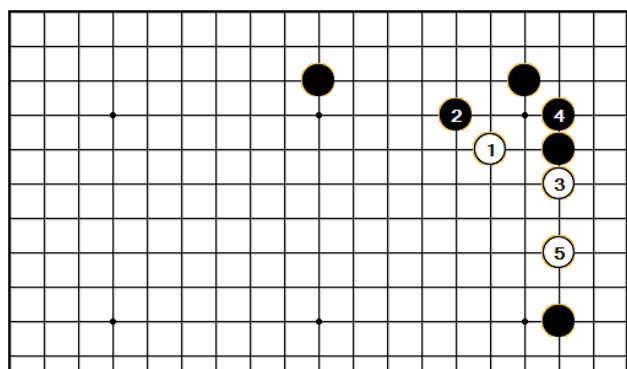


Diagram 21

Black's alternative is to defend the upper side with 2 in Diagram 21, this gives White the opportunity to play 3 leaning on the Black shimari stone. After White 5 Black has lost his area on the right and his extension stone has been isolated.

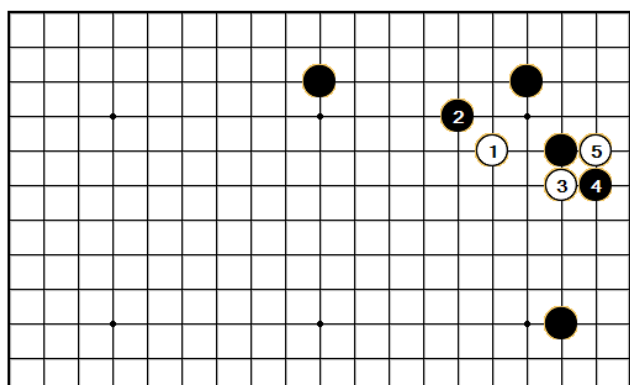


Diagram 22

Black 4 in Diagram 21 looks tame, but if Black tries to force the position with 4 White will play the cut at 5. This looks odd because Black can capture the stone almost immediately, but...

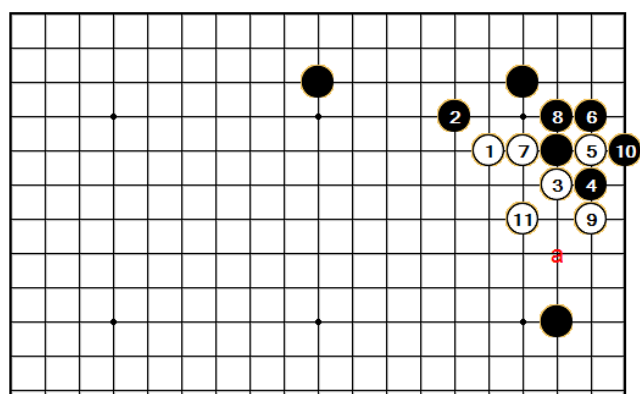


Diagram 23

The result of capturing in Diagram 23 is ok, but White is able to build a more solid position with the atari at 7 and 9. The hanging connection of 11 does connect the stones and make some eye shape but Black can peep at 'a' before running into the centre.

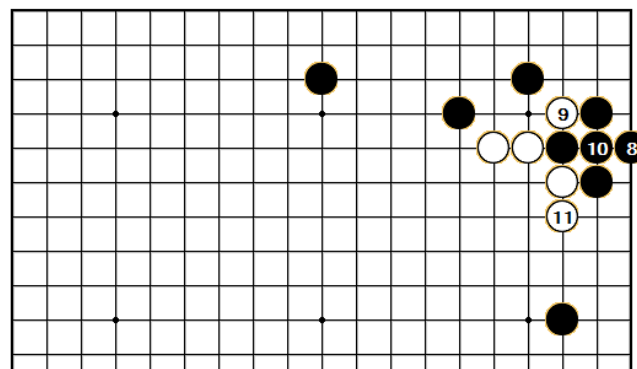


Diagram 24

It is possible for Black to take the White stone with 8 in Diagram 24. This gives White the atari at 9 and he will then extend to 11. This looks better but Black has left a lot of weaknesses and White will undoubtedly exploit them given the chance. Black may also reflect on the size of his territory on the right – one stone on the first line and three on the second line – not the traditional location for moyo stones.

### Corner 4

Our last corner (Diagram 25) is a double wing formation based around a one point jump corner enclosure (ikken shimari).

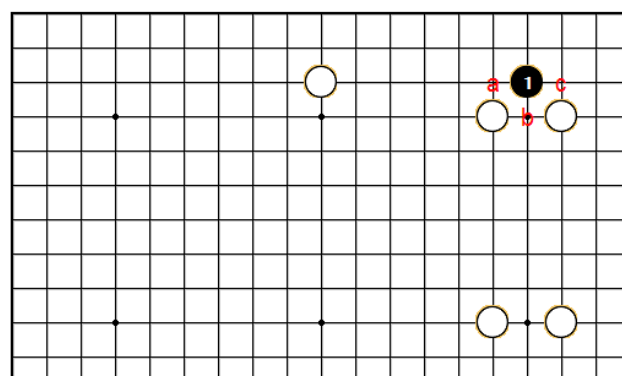


Diagram 25

The strength of the ikken shimari is influence. There is no move like 1 in Diagram 22 that forces the selection of one side or the other. But like all things, a strength also points to the weakness – in this case territorial security. Black can play 1 in Diagram 25 to attack the corner territory.

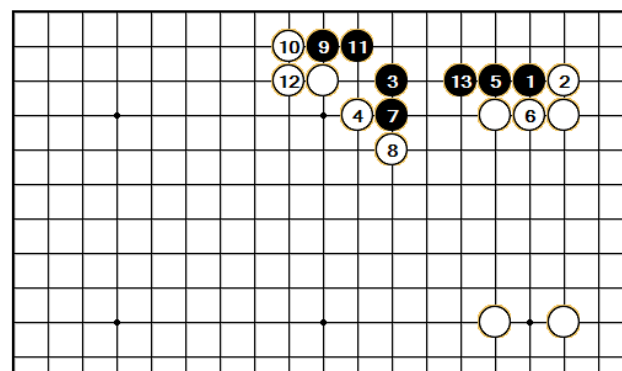


Diagram 26

White's first option is to block by playing 2 on the 3x3 point in Diagram 26. Black then hops lightly along the side and lives with the sequence to 13. White can play 4 at 5 capturing Black 1 but Black will play at 8 escaping easily.

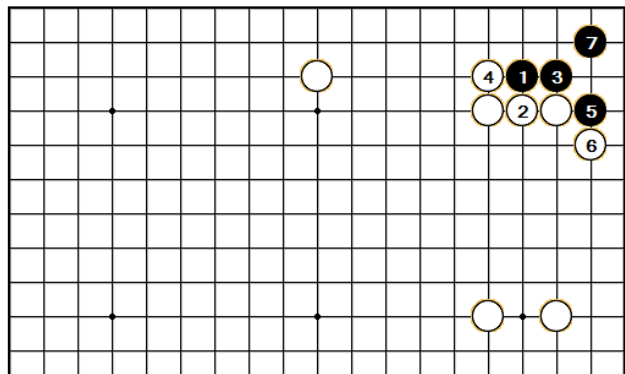


Diagram 27

White's second option is to connect at 2 in Diagram 27, but Black can force a ko with the sequence to 7. Black must be careful with this sequence and make sure he has enough ko threats or the invasion will come to nothing.

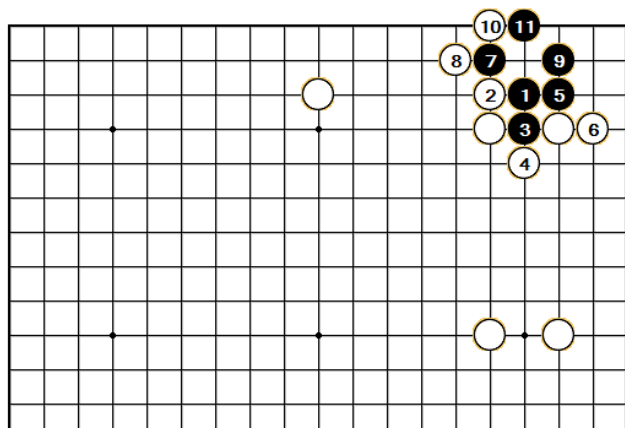


Diagram 28

White's final option is 2 in Diagram 28, this too leads to ko but one that is more dangerous for White. If Black wins the ko the external cutting points could give Black much more than just two eyes.

## Summary

The four examples above are just the tip of the iceberg, there are literally hundreds of variations.

All of the sequences here and in other books and magazines must be considered in the context of the whole board and your strategy. A 'good' result in isolation may be a disaster in the context of the whole board. Think very carefully and don't play by rote.