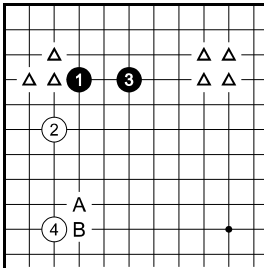
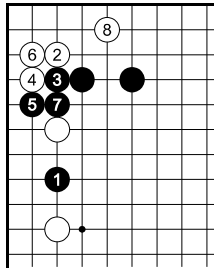


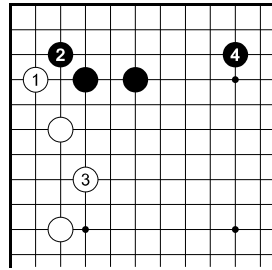
3 Joseki 1



Dia. 1: joseki



Dia. 2: Black's follow-up joseki



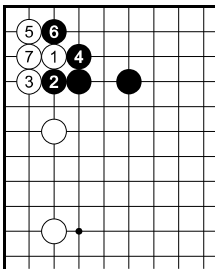
Dia. 3: White's follow-up joseki I

Dia. 1: This is a basic joseki. Instead of move 4, White can play at A or B. Black can play elsewhere. Alternatively, he can close the corner or extend on the upper side at one of the marked intersections.

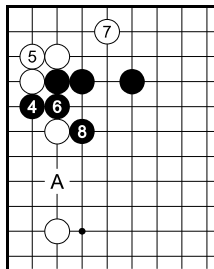
Dia. 2: If Black wants to establish influence on the left side, he can choose this follow-up joseki. White lives in the corner.

Dia. 3 - 6: White can play elsewhere or choose from one of these follow-up josekis.

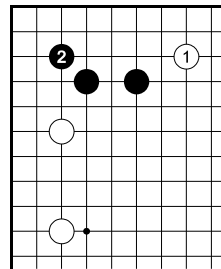
Dia. 3: White stabilises the left side, while Black consolidates the upper side.



Dia. 4: White's follow-up joseki II



Dia. 5: White's follow-up joseki III



Dia. 6: White's follow-up joseki IV

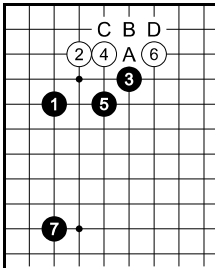
Dia. 4 + 5: Black chooses the upper or left side.

Dia. 4: White takes the corner. If the black group does not have an extension on the upper side yet, it needs an extension now.

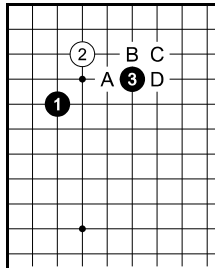
Dia. 5: Black 8 or A is necessary to provide sufficient options for eyespace.

Dia. 6: In reply to White 1, Black can move to the center. However, if he decides to seek territory and life in the corner, Black 2 is the best move. Afterwards, the black group is safe.

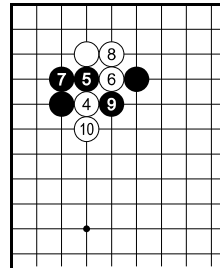
14 Joseki 10



Dia. 1: joseki



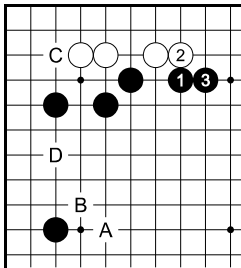
Dia. 2: pressing or pincer



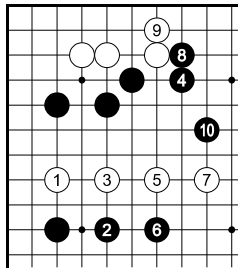
Dia. 3: complexity

Dia. 1: White 4 is the simplest move to avoid the complexity arising in *Dia. 3*. The connection 5, the jump 6 gaining access to the upper side and the extension 7 are easy to understand. Black A to D cannot cut.

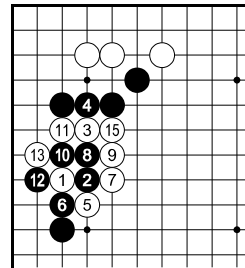
Dia. 2: The compromise Black 3 is neither as clean a pressing move as Black A nor as clean a pincer as Black B, C or D. Black invites White to cut and start a possibly complex fight, but White can reject the invitation by choosing the simplicity of *Dia. 1*.



Dia. 4: follow-ups



Dia. 5: White's failure



Dia. 6: Black's mistake

Dia. 4: Black can enlarge his moyo on a small scale at A or on a large scale with the sequence shown. If instead White plays first, he can reduce at B or play C in the corner to threaten a deep invasion at D.

Dia. 5: White's immediate invasion does not serve a good purpose. Although he takes away 8 points of black territory on the left side, Black does not have the slightest problem to get more than enough compensation by attacking the two white groups.

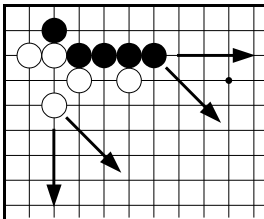
Dia. 6: The contact play Black 2 is an overplay, which overlooks the weakness in Black's own shape at 4. Instead of attacking the white group, the upper black group is separated and attacked. Instead of move 8, Black 12 - 8 - 13 is a compromise, but White is happy to get thick shape in sente. Black prefers *Dia. 5*.

28 What Is a Direction?

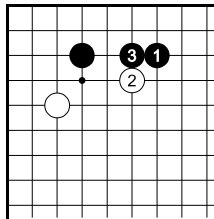
A *direction*, or *development direction*, is the direction in which the current move, a stone, part of a group or a group, develops or can move. Even the simplest moves, such as a first move in a corner, extension or pincer, have directions. Unless a direction is forced when moving from a crosscut, or running out with a weak group without sufficient and attractive local eyespace, it often is possible to play in, move towards or protect, the preferred direction. A player wants to develop so that there are further directions with free developmental potential.

Seek and maintain important directions.

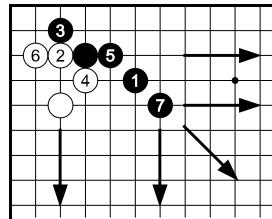
A player uses his groups' directions to protect life, construct territories or moyos, prevent the opponent's territory where the player's own group is running, or prevent or reduce the opponent's adjacent moyo or influence.



Dia. 1: directions



Dia. 2: maintained directions

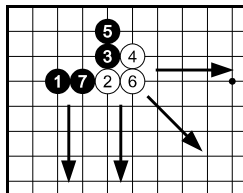


Dia. 3: center influence

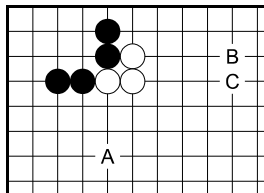
Dia. 1: The black joseki group can develop towards the right side or the center. The white group has the left side and the center as its directions.

Dia. 2: Black 1 seeks the aforementioned directions of the black group. Black 3 connects so that the black group maintains them and protects territory.

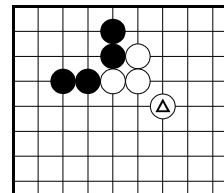
Dia. 3: If Black prefers developing the center and postpones developing the upper side, he must depart from the joseki shape and move directly to the center.



Dia. 4: directions



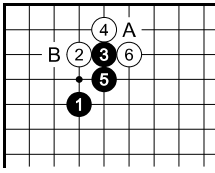
Dia. 5: White's extension



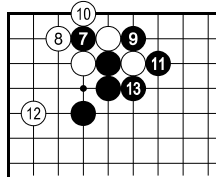
Dia. 6: mistake

Dia. 5 + 6: White can extend to A, B or C. He must, however, not play at triangle, which is too slow and overconcentrated. It does not seek a new direction.

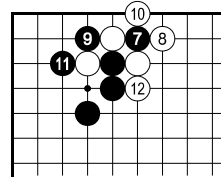
36 Joseki 24



Dia. 1: joseki start



Dia. 2: continuation I

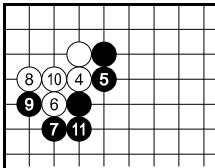


Dia. 3: continuation II

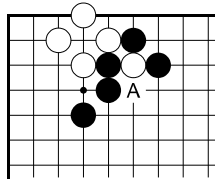
Dia. 1: White offers either the stone 2 or 6 as a sacrifice. Instead of move 6, White A followed by Black B is possible, but the white group becomes low.

Dia. 2 + 3: With the sacrifice 7, Black chooses the outside or corner. White captures the cutting stone, while Black captures a white stone. Locally, White 12 is a very good move, but White's play elsewhere is a possible alternative.

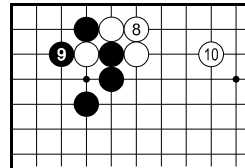
Dia. 2: Wherever White 12 is played, the immediate Black 13 is mandatory. Otherwise, the threat of White 13 gives Black a great headache.



Dia. 4: White's mistake I



Dia. 5: ladder

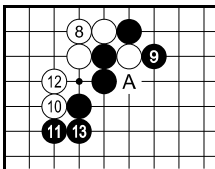


Dia. 6: White's mistake II

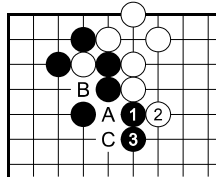
Dia. 4: White 4 is wrong because the white group is enclosed in the corner.

Dia. 5: Black 7 in *Dia. 2* requires a favourable ladder at A.

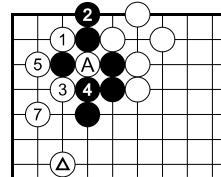
Dia. 6 + 7: White 8 is too simple: the move does not create good eye shape.



Dia. 7: White's mistake III



Dia. 8: Black's follow-up



Dia. 9: White's follow-up
6 at A.

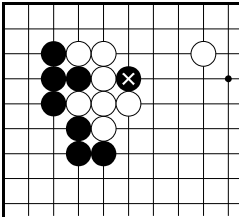
Dia. 7: As a consequence of the mistake 8, the impressive black wall surrounds the white group. Black does not even need to play at A.

Dia. 8: If he can develop it well, Black improves his strong shape in the center.

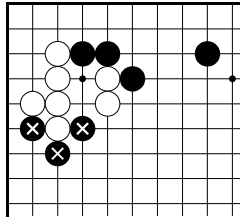
Dia. 9: If Black has not extended on the left side and White has played the marked stone instead of White A to C in *Dia. 8*, the black group is attacked well.

79 What to Sacrifice and Why

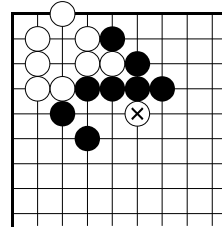
A sacrifice is made to: get helping stones (a light remainder, proto-group or helping stones in front of a wall are offered as a temporary sacrifice); construct or defend another group; create equal options to develop either group; make an exchange.



Dia. 1: light remainder



Dia. 2: proto-group

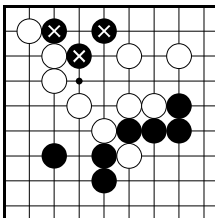


Dia. 3: helping stone in front of a wall

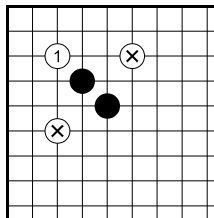
Dia. 1: The joseki is finished, and the marked black stone remains as a *light remainder*: a stone which Black treats lightly and offers as a sacrifice until the endgame.

Dia. 2: The three marked light remainders are a *proto-group*. Although Black could develop it, usually he offers it as a sacrifice for a long time. The group hinders White's actions on the left side and eases Black's endgame.

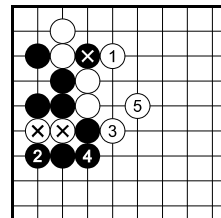
Dia. 3: White has established the marked *helping stone in front of the wall* of black stones. Normally, White simply discards the stone. It can sometimes serve as a ladder breaker, help attacking the black group or ease White's endgame.



Dia. 4: constructing another group



Dia. 5: creating equal options



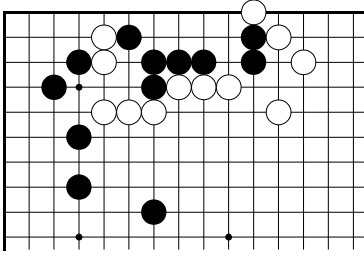
Dia. 6: exchange

Dia. 4: Black has sacrificed the marked stones to develop the thickness of his group on the outside.

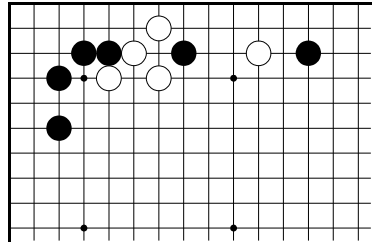
Dia. 5: White 1 creates equal options by offering either marked stone as a sacrifice.

Dia. 6: By sacrificing the marked strings, the players have enabled an exchange.

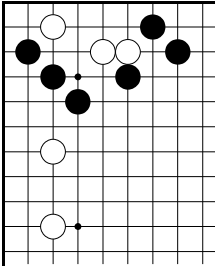
82 Problems IV



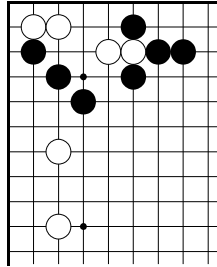
Problem 1: verify the status



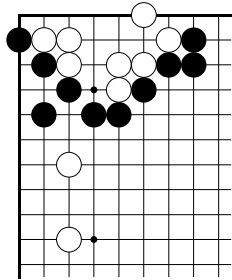
Problem 2: Black to create a ko



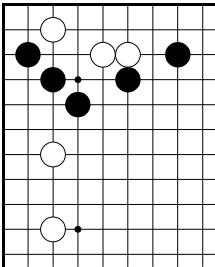
Problem 3: White to move



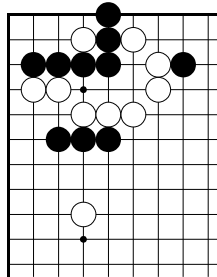
Problem 4: White to move



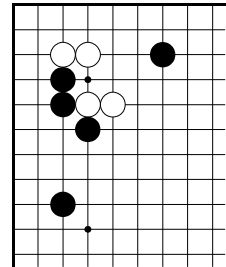
Problem 5: verify the status



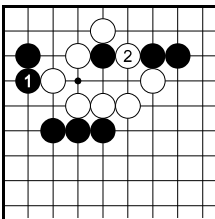
Problem 6: Black to move



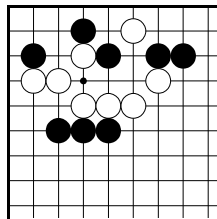
Problem 7: Why can White attack?



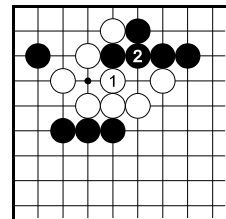
Problem 8: complete the joseki



Problem 9: Why is this exchange bad for Black?



Problem 10: Black to move



Problem 11: Why does White make this exchange?

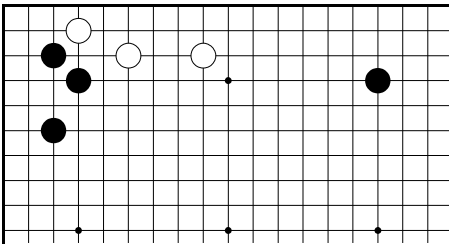
100 What Are the Purposes of Construction?

Each important group must have at least one important purpose fitting the global environment well.

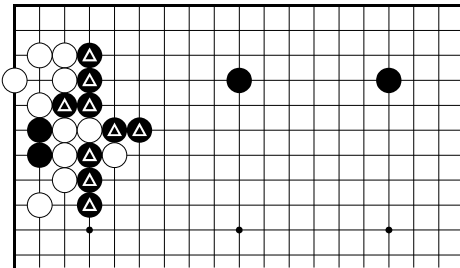
Choose some such purpose of construction, destruction or fighting. These purposes are available for construction:

- An adjacent side is (almost) empty.
- The player's valuable region is constructed.
- A weak friendly group is defended.

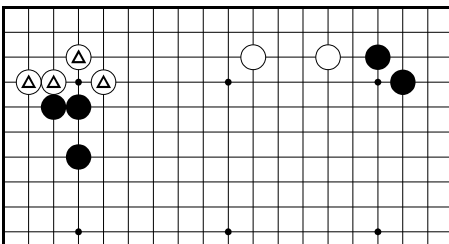
Thicker shapes prefer wider empty space. A valuable region can be a moyo or sphere of influence; it can be constructed together with earlier friendly stones.



Dia. 1: Either player may create this joseki because his group is adjacent to an empty, or almost empty, side of the board, where there is valuable space for further development.

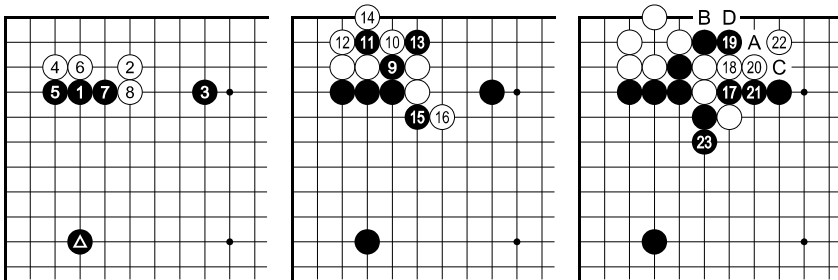


Dia. 2: Black may choose this joseki because his marked important group contributes to constructing his adjacent valuable region on the upper side. White's destructive purpose denies, in sente, black territory where the white group is situated.



Dia. 3: White may create the joseki in the upper left corner because his marked important group provides remote defense for his weak group on the upper side, and both groups construct a valuable region.

101 Joseki 60

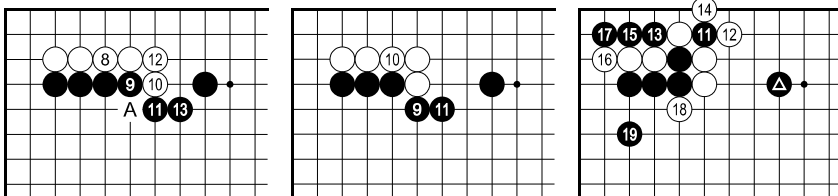


Dia. 1: joseki

Dia. 2: continuation

Dia. 3: continuation

Dia. 1 - 3: Black 5 requires the marked extension. Without it, the weaknesses in the created black wall prevent it from developing its full potential. Instead of move 12, the mistake White 13 would be punished by Black 12, after which the white group does not have as nice eye shape as in *Dia. 6*. Instead of 22, White A - 22 - B - C - D would help Black to build a flawless wall on the upper side.



Dia. 4: White's mistake I

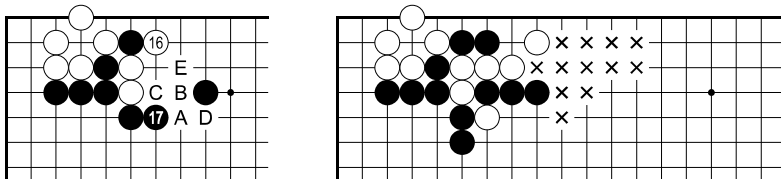
Dia. 5: Black's mistake I

Dia. 6: Black's mistake II

Dia. 4: The bad move 8 lets A be the only and small weakness in the black wall.

Dia. 5: Black fails to create the possibilities shown in *Dia. 8*.

Dia. 6: Usually, it is good for White to get good eye shape and sente to attack the marked black stone. Therefore, Black 11 in *Dia. 2* is the correct timing.



Dia. 7: White's mistake II

Dia. 8: possibilities

Dia. 7: This is slightly unfavourable for White, who cannot cut with White A to C or White B - A - D - E.

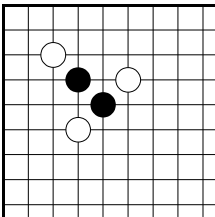
Dia. 8: Black 19 in *Dia. 3* enables Black to start a forcing sequence on any of the marked intersections. He postpones his choice until he knows the best.

106 What Is a Strategic Choice?

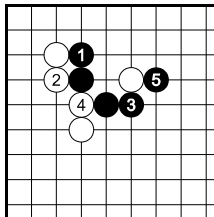
A **strategic choice** is a major decision between significantly different strategic developments.

A player *makes* a strategic choice when choosing a major strategic development, playing a suitable move and discarding alternative major strategic developments. The chosen strategic development should be advantageous or fair.

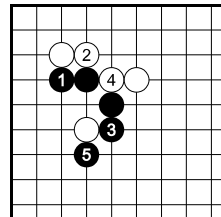
A player *offers* a strategic choice when playing a move after which the opponent can make a strategic choice. The player can offer a strategic choice to the opponent if, regardless of the opponent's choice, the player gets an advantageous or fair result.



Dia. 1: initial position

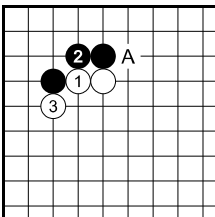


Dia. 2: strategic choice I

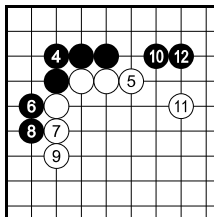


Dia. 3: strategic choice II

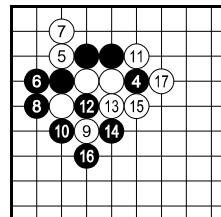
Dia. 1 - 3: Black *makes* a strategic choice. In *Dia. 2*, Black chooses to establish a group on the upper side and let White access the left side. In *Dia. 3*, Black constructs a group on the left side and lets White develop to the upper side.



Dia. 4: White offers a strategic choice



Dia. 5: Black chooses the corner and upper side

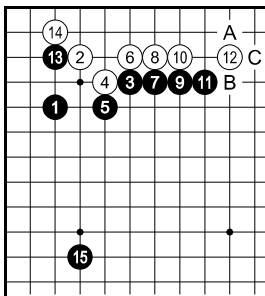


Dia. 6: Black chooses the left side

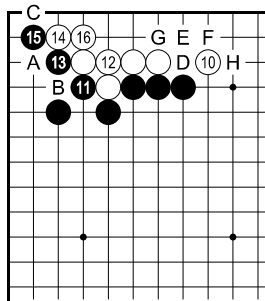
Dia. 4 - 6: By playing moves 1 and 3, White *offers* a strategic choice. At move 4, Black makes this strategic choice. In *Dia. 5*, he chooses the corner and access to the upper side, while White controls the center and left side. In the exchange made in *Dia. 6*, Black chooses the left side, while White takes the upper side.

Dia. 4: If White wants to choose directions and prefers the upper side, he must play move 1 at A. Then Black cannot make a simple strategic choice.

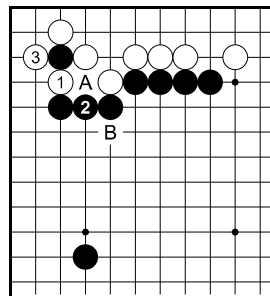
135 Joseki 72



Dia. 1: joseki



Dia. 2: White's mistake I

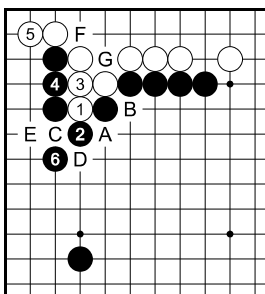


Dia. 3: premature

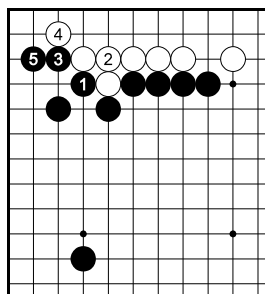
Dia. 1: White 4 avoids the taisha joseki tree. White can play 12 at A if he dislikes the privilege exchange Black B for White C. Since the major topic of the joseki is the large scale of the black moyo compared to the size of the white territory, White must not strengthen the black wall unnecessarily. Instead, White aims at invading or reducing from the center.

Dia. 2: The attempt of White 10 to avoid further strengthening of the black wall is a mistake. White 16 is submissive, but the alternative White A to H is worse.

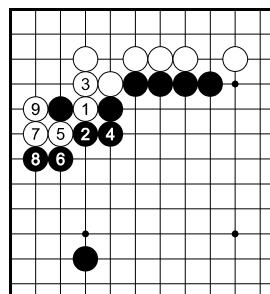
Dia. 3: Black keeps A in reserve as a ko threat because White must not play the sequence prematurely, strengthen Black's wall and eliminate the aji of White B.



Dia. 4: White's mistake II



Dia. 5: old follow-up I

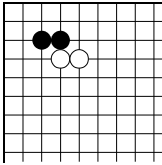


Dia. 6: old follow-up II

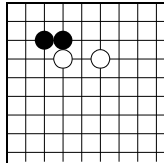
Dia. 4: The forcing move 13 in *Dia. 1* lets this sequence be unattractive for White. Instead of move 5, White A to G followed by 5 is a disaster for White.

Dia. 5 + 6: The old joseki did not have the forcing exchange Black 13 for White 14 in *Dia. 1* yet. The old follow-ups amounted to a huge shift in territory. Nevertheless, White did not play as in *Dia. 6* prematurely; he must first reduce the black moyo from the outside. In modern times, the shapes in *Dia. 3 + 5* should be compared; the shift in territory is still quite big. Therefore, Black intends to play the atari 1 in *Dia. 5* during the late middle game.

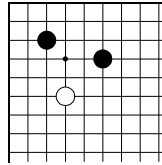
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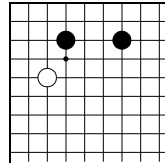
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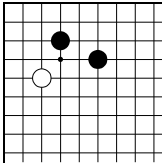
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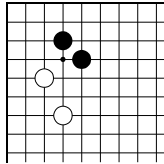
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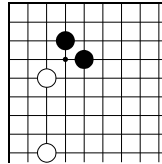
[3-4 point] 19



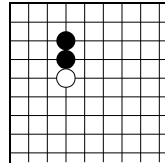
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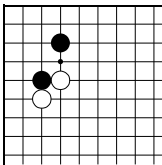
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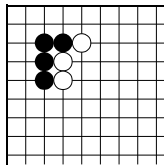
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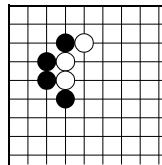
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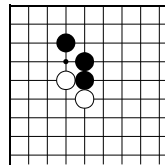
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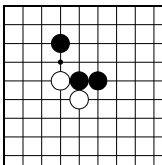
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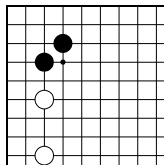
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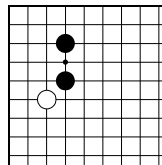
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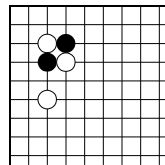
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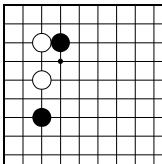
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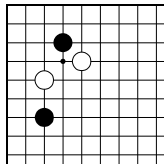
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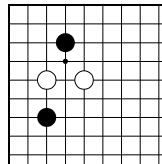
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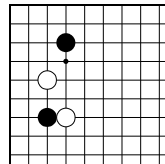
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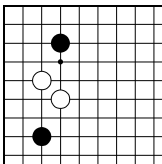
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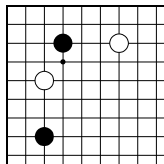
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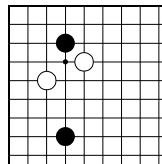
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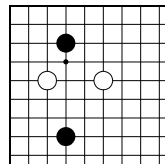
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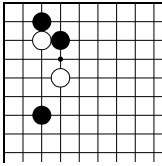
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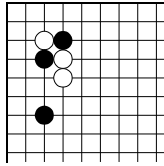
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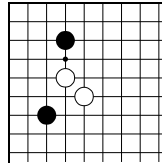
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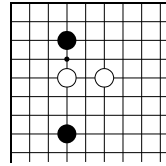
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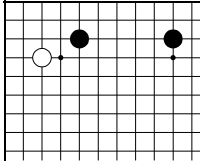
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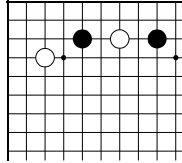
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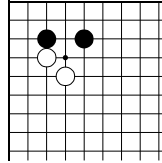
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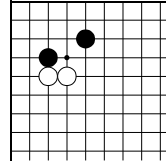
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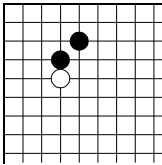
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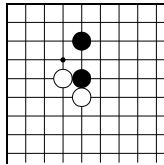
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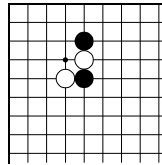
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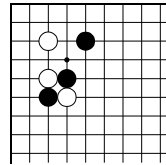
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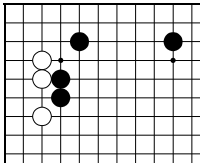
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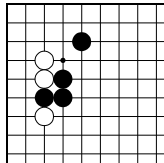
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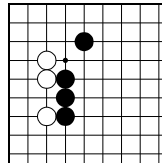
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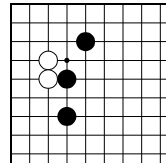
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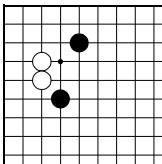
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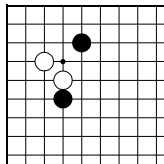
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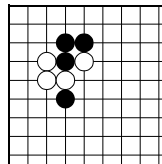
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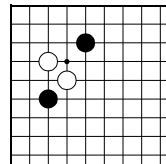
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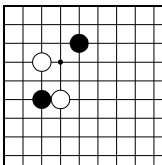
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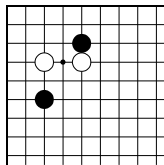
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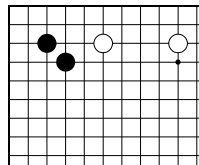
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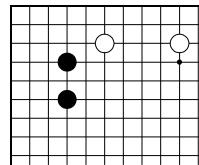
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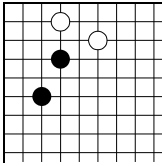
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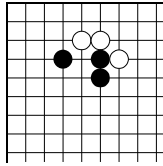
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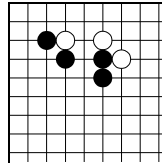
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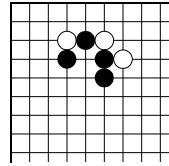
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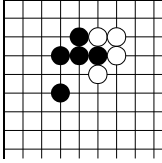
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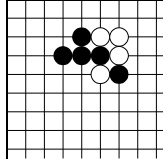
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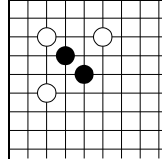
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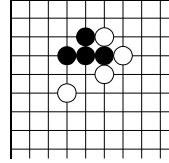
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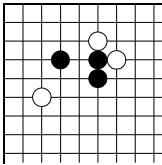
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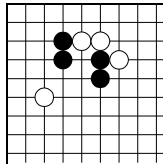
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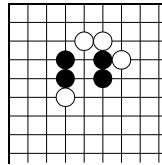
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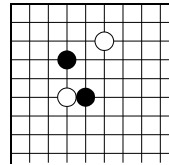
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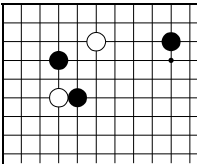
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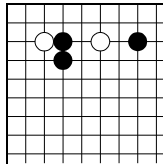
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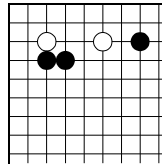
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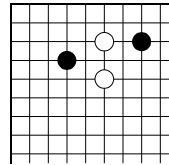
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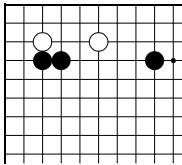
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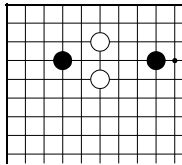
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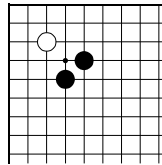
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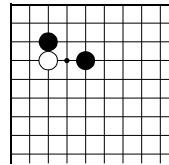
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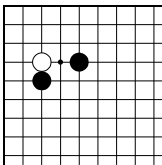
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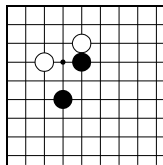
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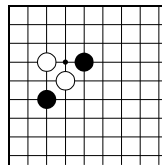
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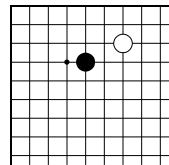
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