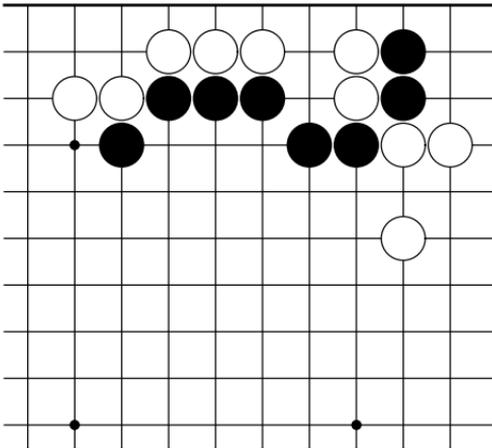


Problem 11
Black to Play

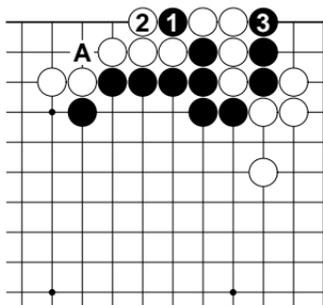
Now you need to use your knowledge.

This tesuji is beyond the beginner level.



Problem 12
Black to Play

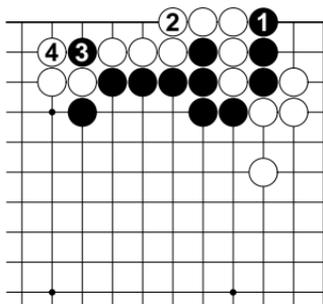
Play the right move order to lead to a connect and capture and a warm feeling inside. You need to read seven moves.



11. Success: Throw-in

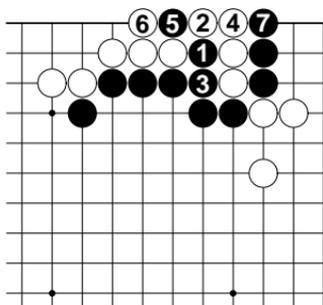
The throw-in at ① is an important tesuji. If White plays ②, Black gives atari at ③.

White can't save the four stones because Black has a cut waiting at A.



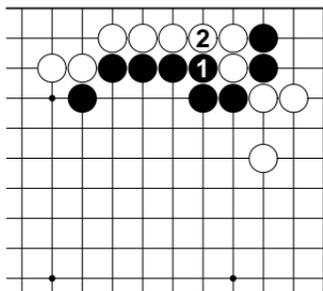
11. Failure

Unlike Problem 9, in this case just giving atari doesn't lead to anything.



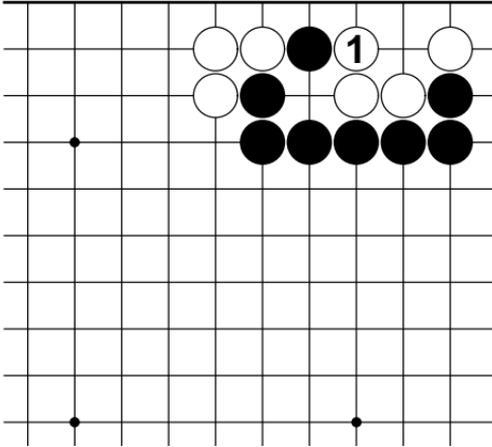
12. Success: Wedge

A wedge can be a technique for taking away the opponent's liberties and in this case it works especially well. After ⑦, White can't connect without being captured. This comes up often in actual play—be on the lookout!



12. Failure

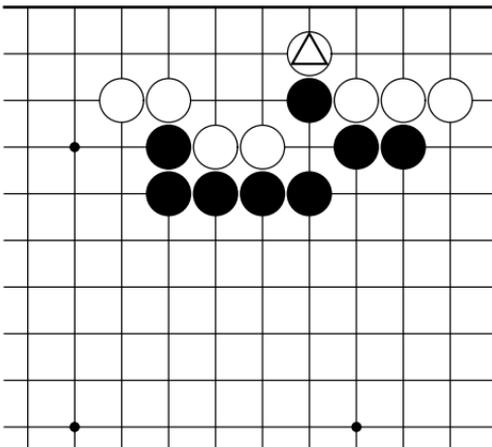
This ① doesn't even qualify as a vulgar tesuji.



Problem 31
Black to Play

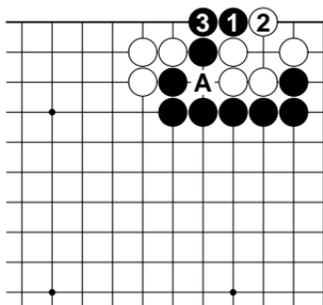
Now let's look at tesuji that will prevent your opponent from linking up.

Look at ① and find a response that says "No, sir ... I won't let you past."



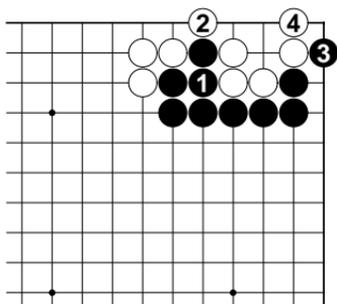
Problem 32
Black to Play

White's hane with \triangle appears to link up, but Black has a wonderful tesuji that leaves White's position scattered.



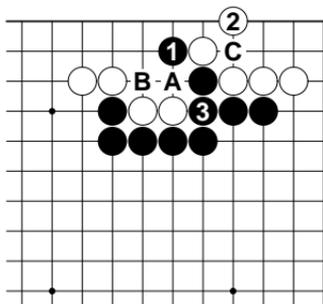
31. Success: Hane

This tesuji also appears frequently in life and death problem books. After Black plays the hane and connection with ① and ③, White is short of liberties and so cannot cut at A.



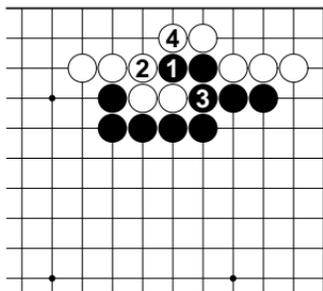
31. Failure

Playing ① and allowing ② is being far too nice.



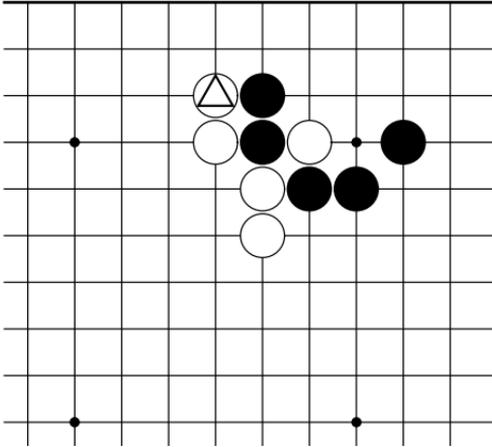
32. Success: Double Hane

The double hane at ① is an explosive tesuji that gives White no choice but to give way at ②. If, instead of ②, White tries A, Black connects at ③, threatening both B and C. White would be crushed. White also cannot play ② at ③—Black B would set up a snapback.



32. Failure

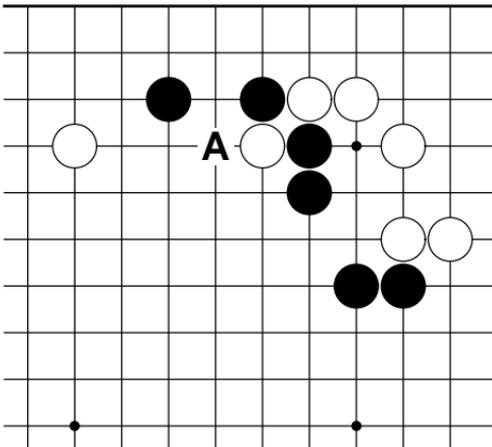
If Black plays ①, then after the sequence through ④, White has no problems.



Problem 31
Black to Play

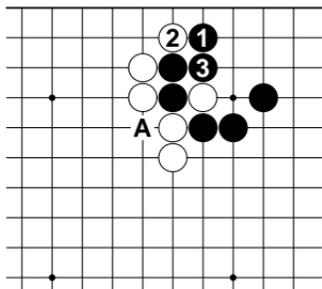
This is a position from a joseki where Black attaches on the outside of White's one space high approach and then pulls back.

White has just blocked with . How should Black make shape?



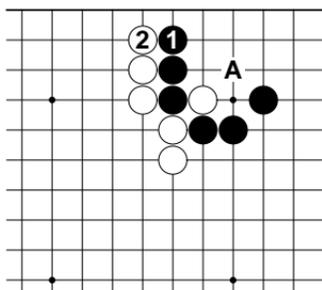
Problem 32
Black to Play

How should Black handle these stones in cases where the ladder starting with A doesn't work, or when White could play a severe ladder breaker?



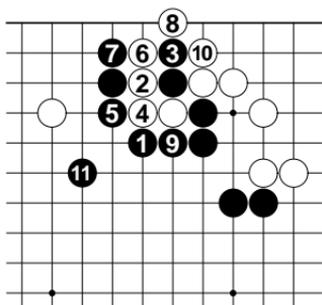
31: Success: Diagonal Move

The diagonal move at ❶ is the right shape. This induces the atari at ❷, and ❸ solidifies the corner without leaving any potential problems behind. If the ladder comes to favor Black, then it's possible to aim for the cut at A.



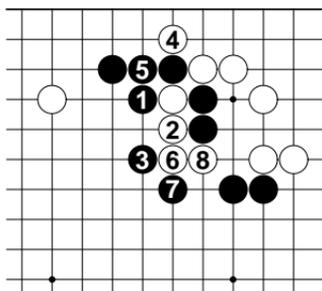
31: Failure

❶ takes sente, but later White A sets up a massively damaging squeeze, so Black doesn't really gain by playing this way.



32: Success: Cover and Squeeze

Covering White's cutting stone with ❶ is a solid way to protect Black's position. After ❷, Black adopts the policy of doubling a stone and sacrificing, starting with ❸. Black constricts White through ❹, then ❺, then ❻ completes the seal-in and prepares for fighting in the center.



32. Failure

❶ and ❸ also cover the cutting stone, but leave behind bad potential and incur an immediate loss as well.