

“Important, Fundamental Matters”

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Mistake 1: The Joseki after the Joseki

This mistake relates to Tesuji 208 in Lesson 16, attached to the June 28th issue of the E-Journal.

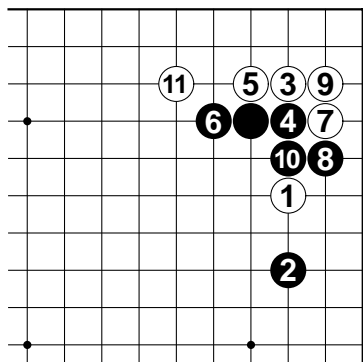


Diagram 1: This is a joseki, and the shape is settled.

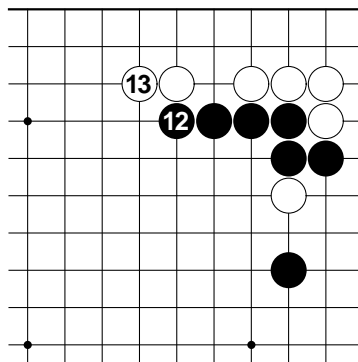


Diagram 2: ⑫ is extremely bad.

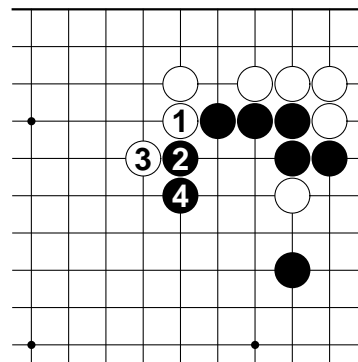


Diagram 3: After Diagram 1, ① helps Black make a moyo with ② and ④ on the right side.

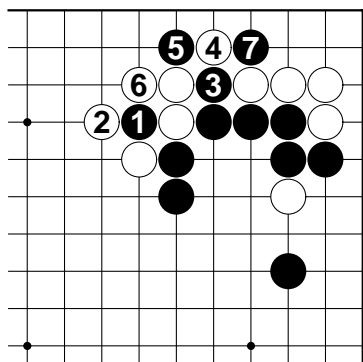


Diagram 4: After this, ① is possible. ② is a mistake, losing the corner stones.

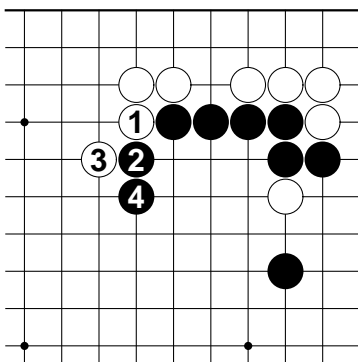


Diagram 5: After Diagram 2, White plays ① and ③ and then plays elsewhere.

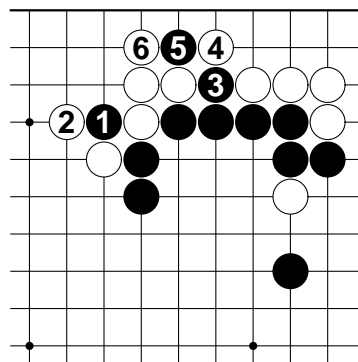


Diagram 6: Then if Black tries ①, as in Diagram 4, it doesn't work. Do you see how bad ⑫ in Diagram 2 is?

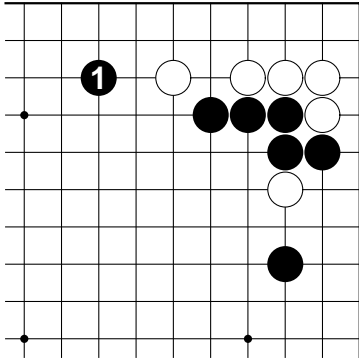


Diagram 7: After Diagram, ① is another possibility.

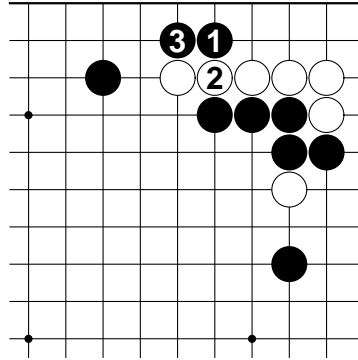


Diagram 8: Black has a follow-up aim at ① and ③.

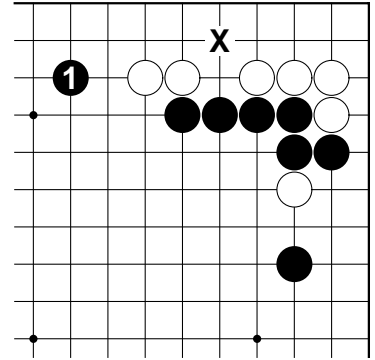


Diagram 9: But after Diagram 2, ① doesn't make Black X possible.

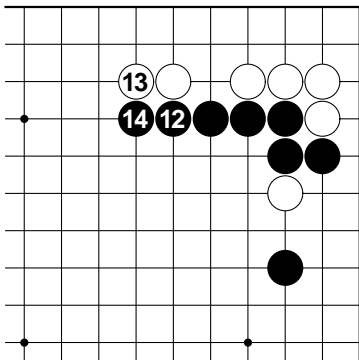


Diagram 10: If you keep pushing with ⑭, etc., then it's good, depending on the moyo on the right.

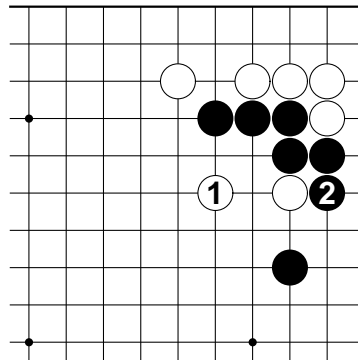


Diagram 11: If White jumps out to ①, ② is fine. The two white stones are left as a target for Black.

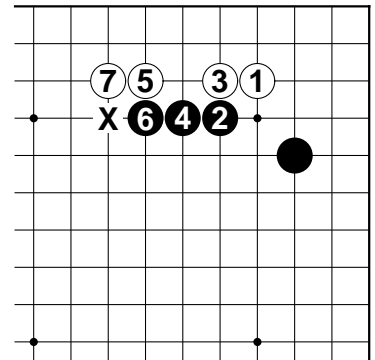


Diagram 12: Up through ⑤ is a joseki, and the shape is settled. After this, just exchanging ⑥ for ⑦ is very bad, but if you keep pushing with Black X, then ⑥ becomes a good move.

Other lessons related to this one will appear later.