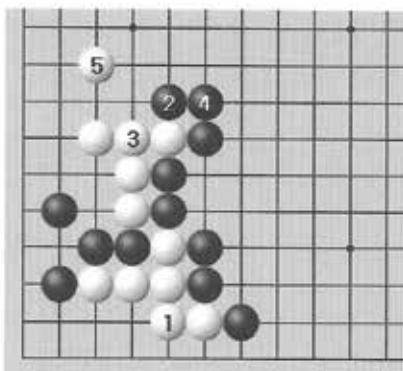


백15로 젓힐 때 흑이 16으로 젓히면 복잡한 변화가 이어지는데 흑36까지 호각의 진행입니다.

After White's hane at 15, if Black plays hane at 16, a complicated variation is expected. The sequence up to 36 is even.

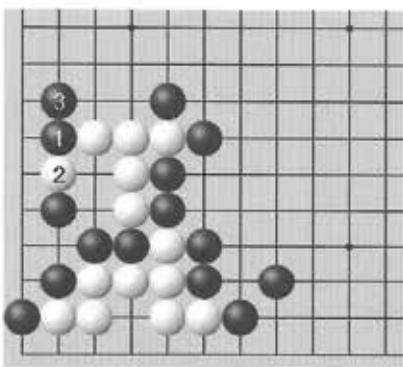


### 1도(흑 불리)

**Dia. 1: Black is behind**

백1에 흑이 2, 4로 두는 것은 백5로 흑이 불리합니다.

After White 1, If Black plays at 2 and 4, White plays at 5.

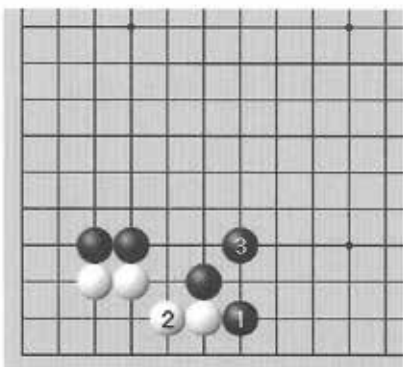


### 2도(사석작전)

**Dia. 2: Sacrifice strategy**

흑1에 백이 2로 끼우는 것은 나쁜 수로 흑이 3으로 나가 사석작전으로 가는 수가 있습니다.

After Black 1, White's wedge at 2 is bad. Black can extend at 3 and sacrifice his group.

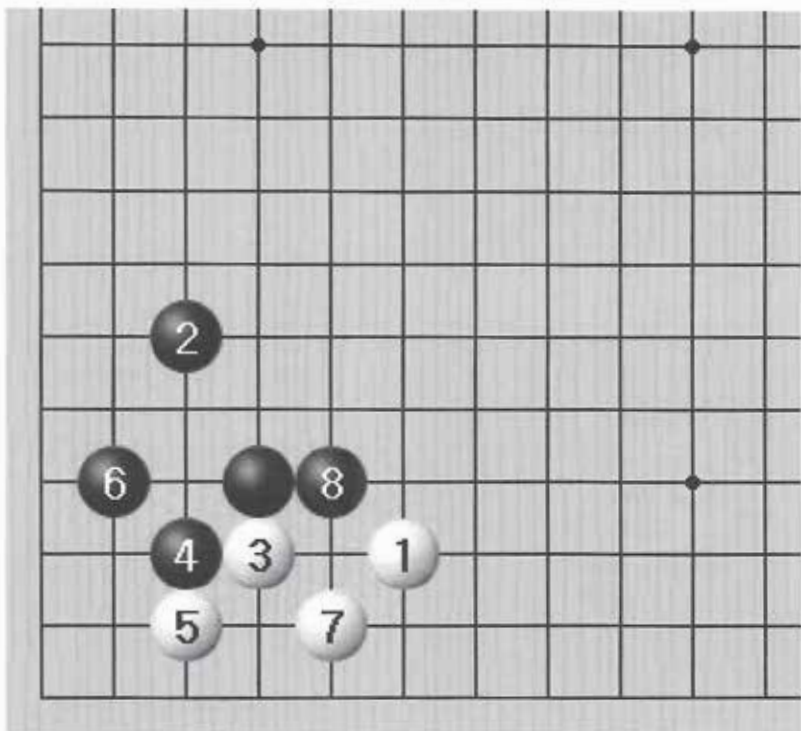


### 3도(흑 약간 유리)

**Dia. 3: Black is slightly ahead**

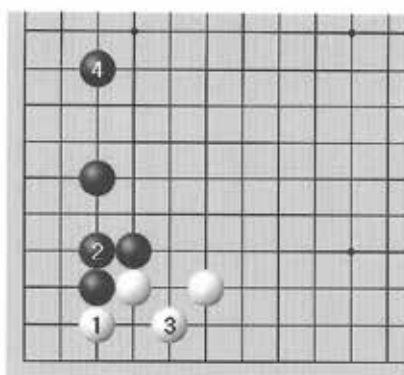
흑이 1로 찢힐 때 백이 2로 뺀는 것은 흑3으로 흑이 약간 유리합니다.

After Black's hane at 1, if White pulls back at 2, Black is slightly ahead after defending at 3.



백3, 5는 AI가 애용하는 수이며 흑6 역시 AI의 신수이고 8까지 정석입니다.

White 3 and 5 are AI's favorite moves. Black 6 is another AI move and the variation up to 8 is a new joseki.

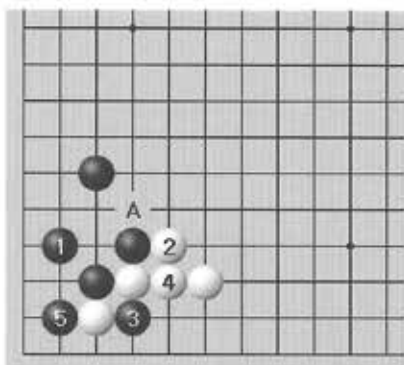


### 1도(느림)

#### Dia. 1: Slow

과거에는 백1에 흑이 2, 4로 두었으나 AI는 흑이 후수라 좋지 않다고 봅니다.

In the past, after White 1, Black used to play at 2 and 4, but AI thinks it is not good for Black, because Black ends up in gote.

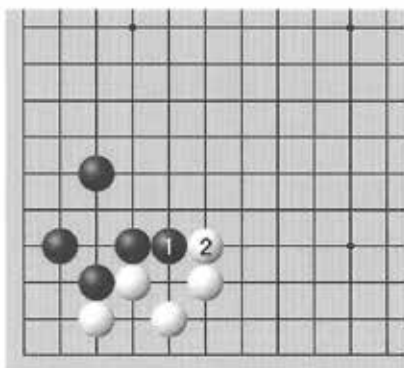


### 2도(발전성)

#### Dia. 2: Potential

백은 흑1에 발전성을 중시하여 2로 둘 수도 있습니다. 흑5 다음 백A는 선택입니다.

After Black 1, for the future development, White can play at 2. After Black 5, it is possible for White to play at A.

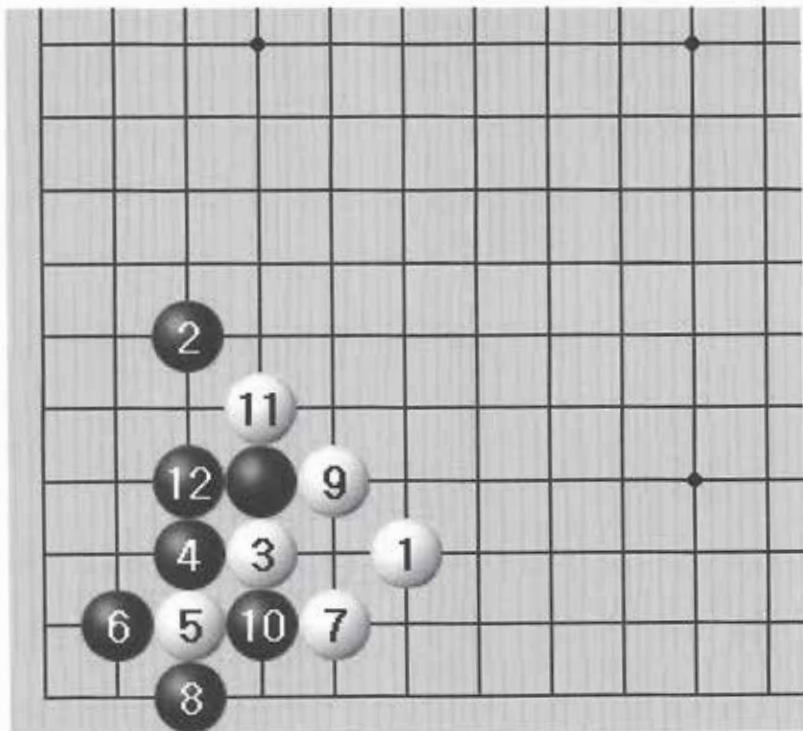


### 3도(보강)

#### Dia. 3: Defense

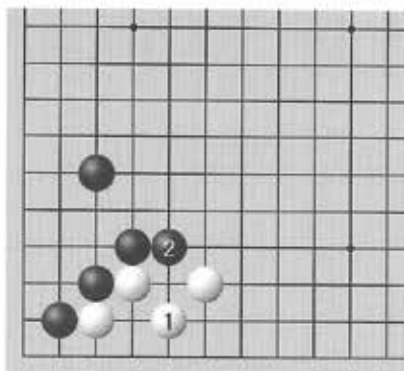
흑1 다음 백이 2로 보강하는 것도 좋은 수입니다.

After Black 1, defending at 2 is also good.



흑은 백3, 5에 6으로 막는 수도 가능합니다. 흑12까지 정석입니다.

After White 3 and 5, Black 6 is also possible. The variation up to 12 is a joseki.

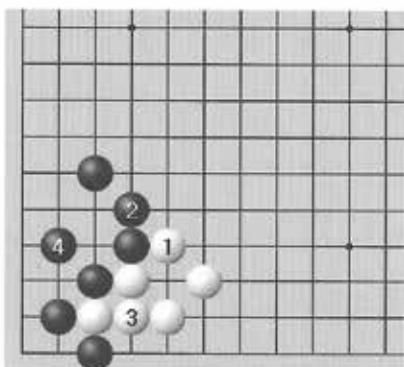


### 1도(흑의 선택)

#### Dia. 1: Black's Choice

흑은 백1에 2로 두는 수도 있습니다.

Against White 1, Black can also play at 2.

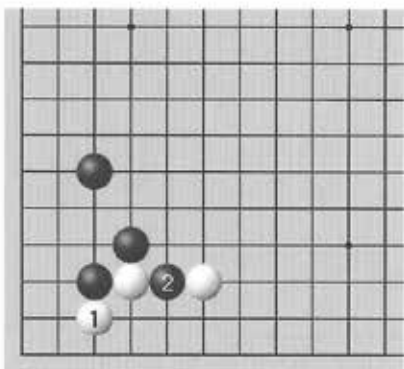


### 2도(흑의 선택)

#### Dia. 2: Black's Choice

흑은 백1에 2로 뺄 수도 있으며 백은 3으로 안정하거나 손을 뺄 수 있습니다.

After White 1, extending at 2 is also possible. White can either defend at 3 or play elsewhere.

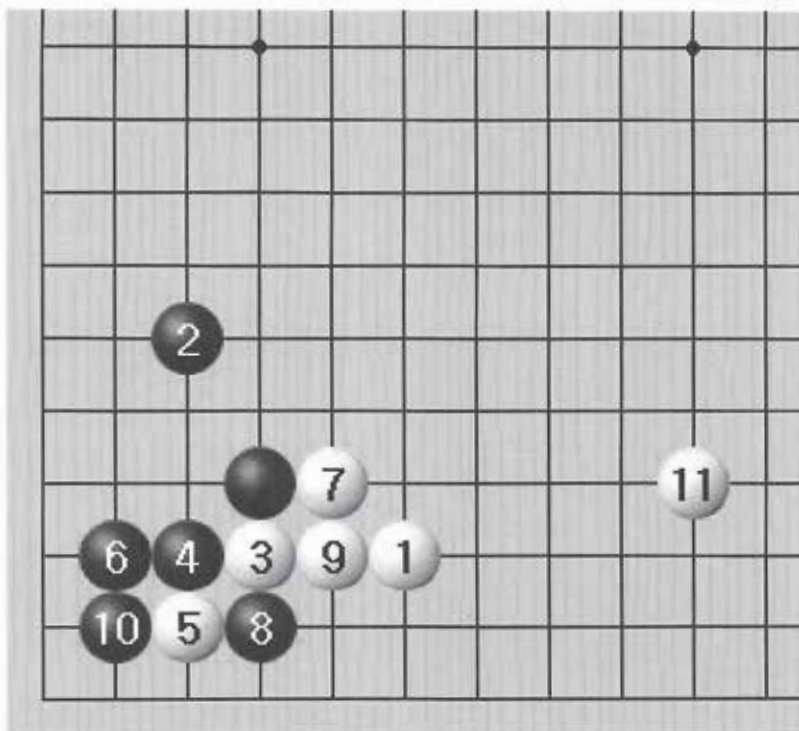


### 3도(많이 두는 수)

#### Dia. 3: The Most Common Move

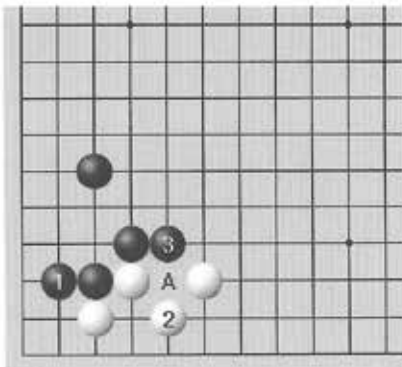
흑은 백1에 2로 많이 듭니다.

Against White 1, Black 2 is the most common answer.



혹은 백3, 5에 6으로 느는 수도 있습니다. 백11까지 호각의 진행.

After White plays at 3 and 5, Black can also extend at 6. The sequence up to 11 is even.

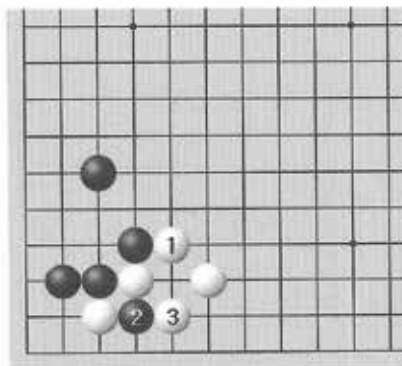


### 1도(백 불만)

Dia. 1: White is bad

흑1로 둘 때 백이 2로 두면 흑3으로 되는데 A에 활로가 생겨 흑이 유리한 결과입니다.

When Black plays at 1, if White answers at 2, Black plays at 3. Black has an extra liberty at A so this result is better for Black.

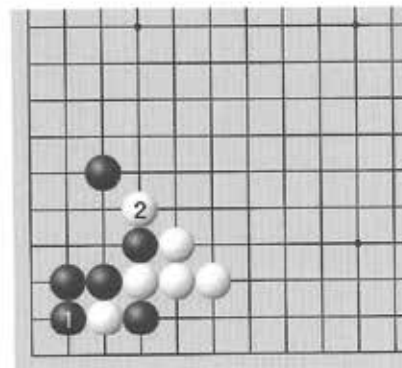


### 2도(패김)

Dia. 2: Ko Threat

백은 패감이 많다면 1, 3의 패를 만들 수 있습니다.

If White has many ko threats, White can make a ko with 1 and 3.



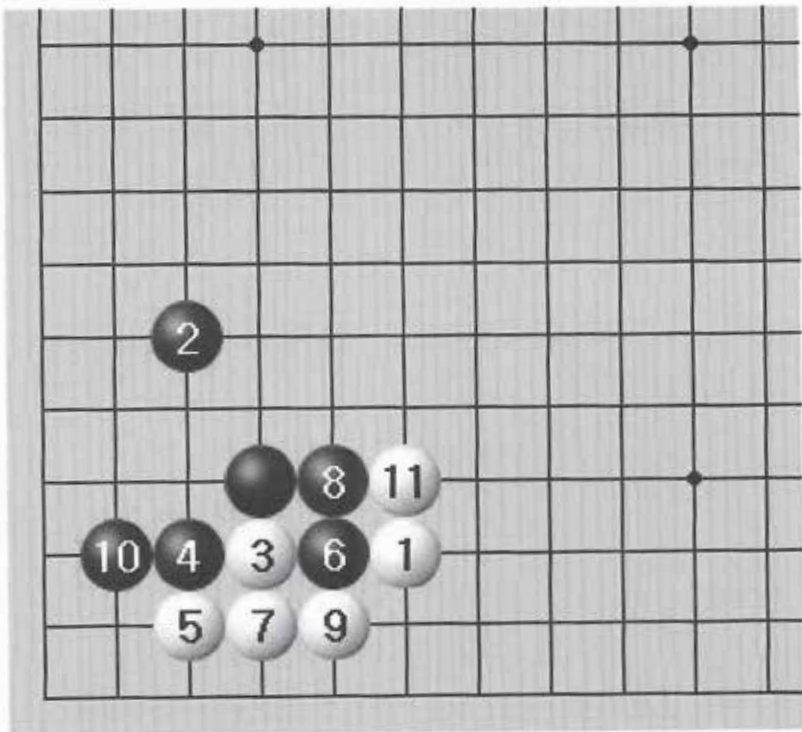
### 3도(두터움)

Dia. 3: Thickness

백은 흑1에 2로 단수를 치고 두텁게 둘 수도 있습니다.

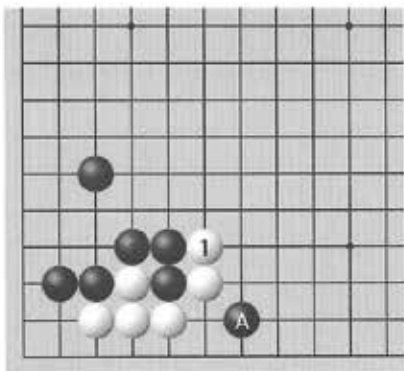
After Black 1, the thick move at 2 is possible for White.





흑은 백5에 6으로 많이 두며 백7로 연결할 때 몇 가지 선택이 있는데 8, 10이 하나입니다.

Against White 5, Black 6 is often played. After White connects at 7, Black has several options. One option is playing at 8 and 10.



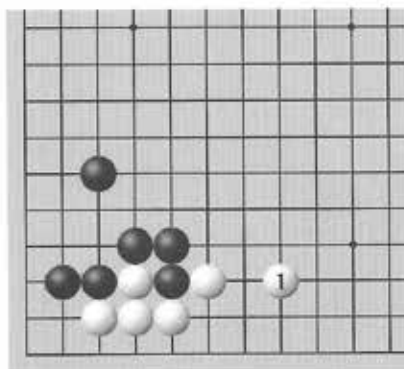
### 1도(들어다보기)

#### Dia. 1: Peep

백1에 혹은 바로 A로 들어다볼 수 있으며 변화가 복잡합니다.

<AI 신 정석과 포석 (상) 178쪽 참조>

After White 1, Black can immediately peep at A and the variation becomes very complicated.

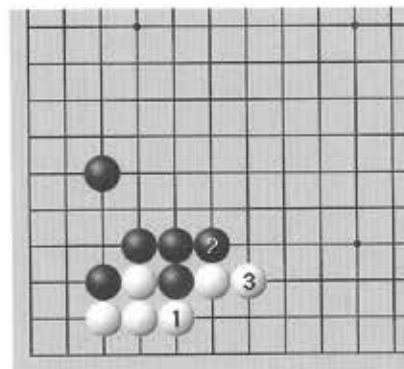


### 2도(안정)

#### Dia. 2: Safety

백은 간명하게 1로 안정하고 둘 수도 있습니다.

White can simply play at 1.



### 3도(발전성)

#### Dia. 3: Other variation

혹은 백1에 2로 민 후 선수를 잡고 둘 수도 있습니다.

After White 1, Black can push at 2 to get sente.