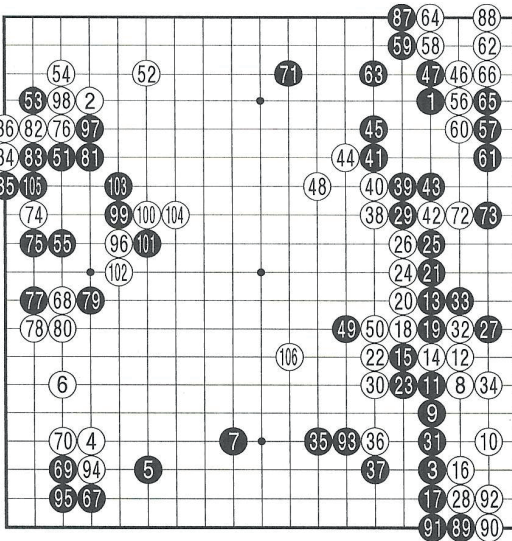


### Professional game

- Mok Jin-seok
- Lee Chang-ho

White won  
by resignation.



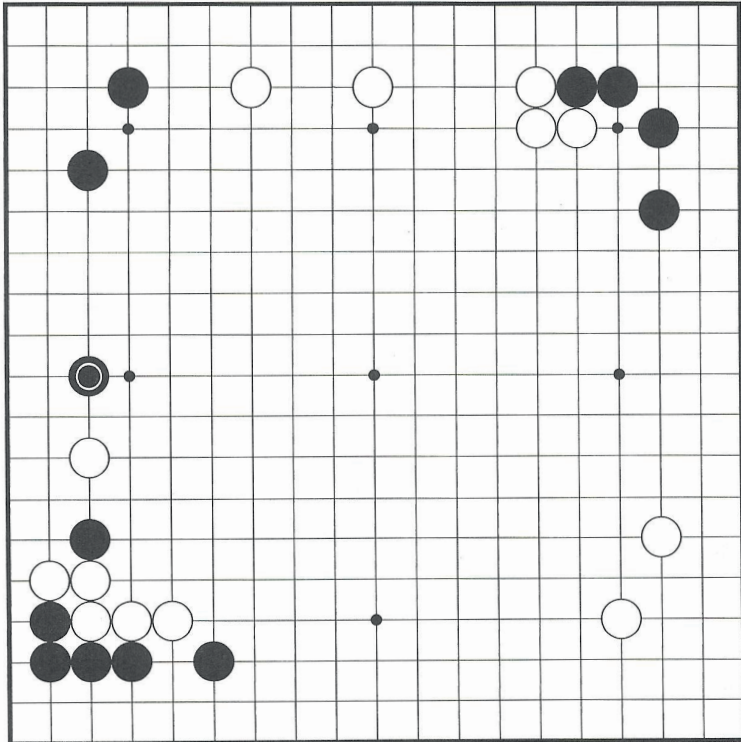
### Professional game

- Zhang Xuan
- Park Ji-eun

White won  
by resignation.

Chapter  
2-1

# After the 3-3 Invasion (One Space Low Pincer)



After this joseki, the marked stone is a good approach. Let's look at what happens if White plays elsewhere.

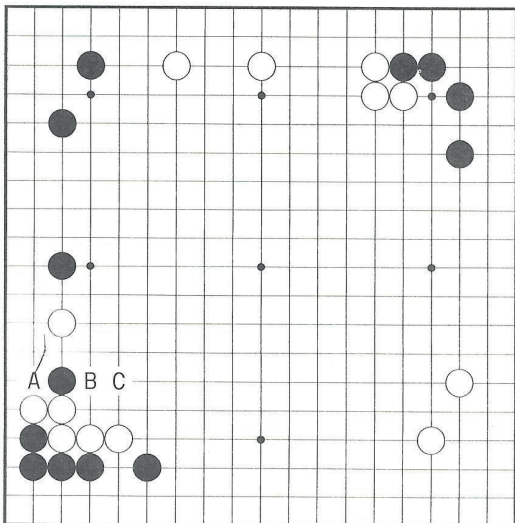


Diagram 1  
Black's Choice

In this position, Black can think about playing A, B, or C.

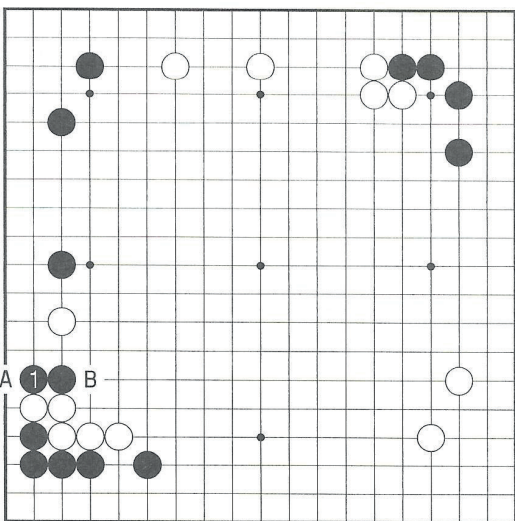
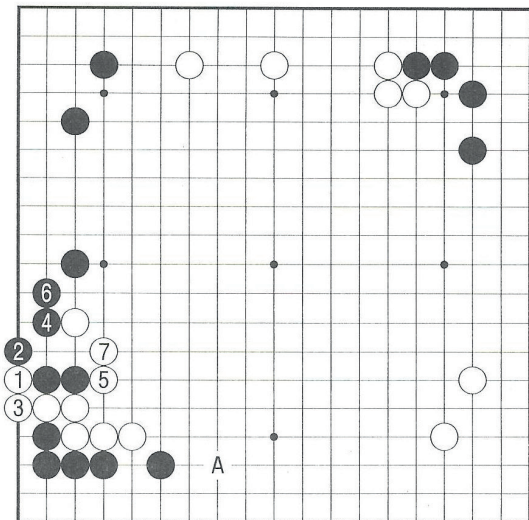


Diagram 2  
White's Choice

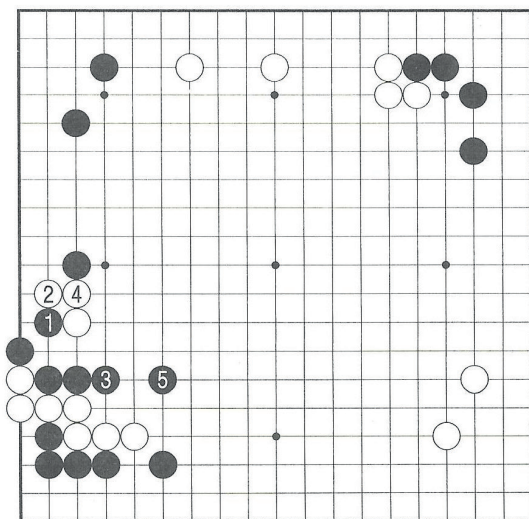
After Black 1, White can respond at A or B. Keep in mind that there is a ladder involved with B.



● Diagram 3

### Black is Unsatisfied

After White 1, Black can choose the sequence to 7. However, White gets good thickness outside, so Black is not satisfied with this result.

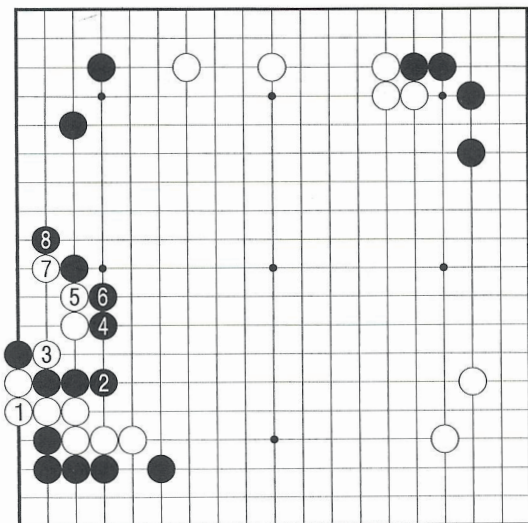


● Diagram 4

### Unreasonable for White

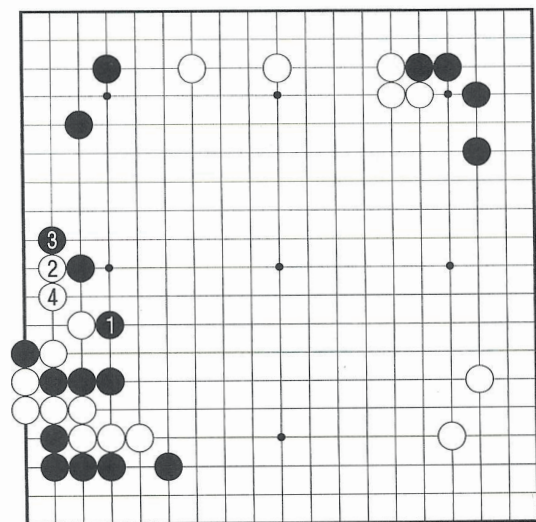
After Black 1, White 2 is greedy. After the sequence to 5, Black's position is looking very nice.





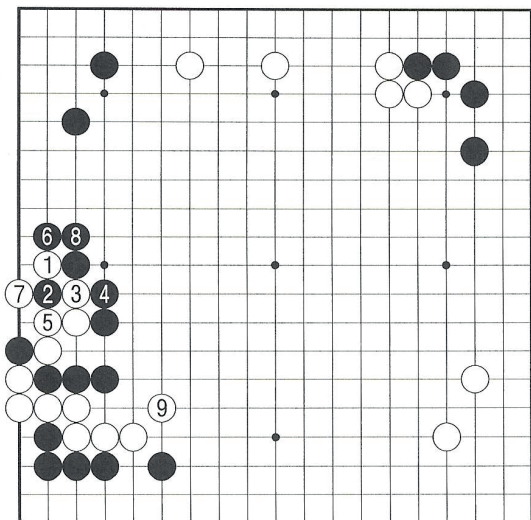
● Diagram 5  
Common Move

After White 1, Black 2 is common. The sequence to 8 seals White in, so Black is satisfied.



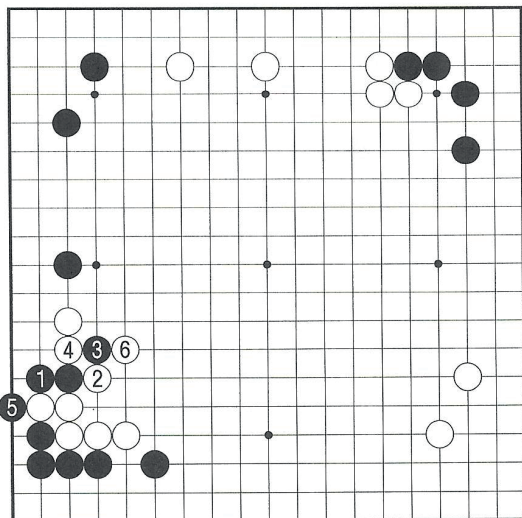
● Diagram 6  
Variation

Instead of playing 5 in the previous diagram, White can attach underneath with 2 for a better result.



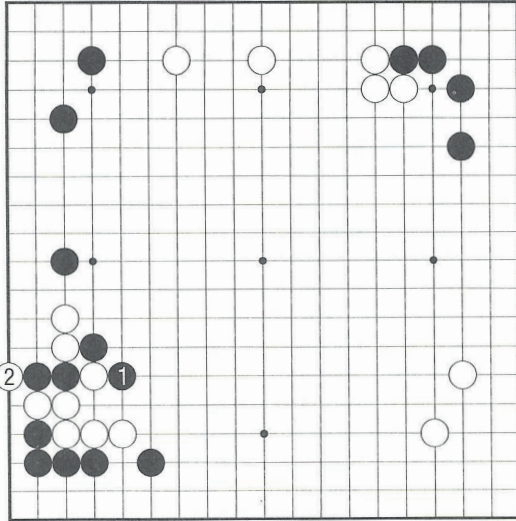
● Diagram 7  
Black's Response

After White 1, Black 2 and 4 are the proper moves. Up to 8, Black achieves his goal of making thickness outside. White has only one eye, so he runs out with 9.



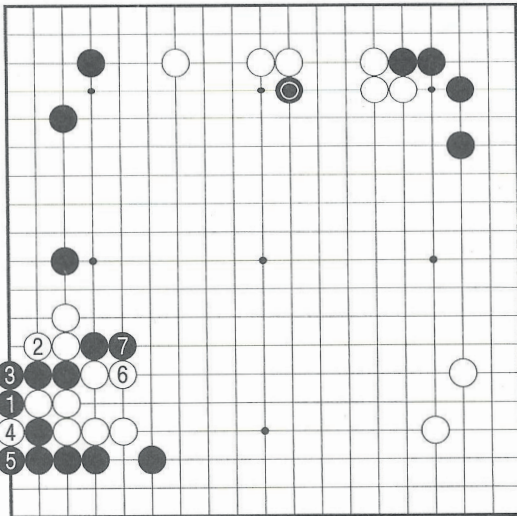
● Diagram 8  
The Ladder

After Black 1, White can play 2. White 4 and 6 catch Black in a ladder.



● Diagram 9  
**No Good for Black**

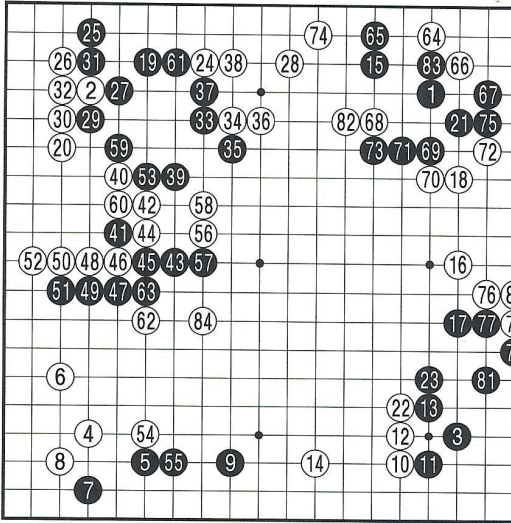
If Black avoids the ladder with 1, White 2 gains the upper hand.



● Diagram 10  
**White is Split**

If Black has a ladder breaker in place, such as the marked stone, White must play at 6. Now, with two groups to handle, this is quite painful for White.





### 실전 기보

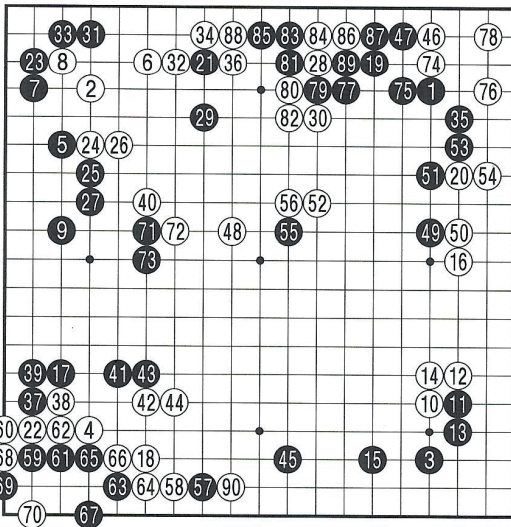
- 안조영
- 이창호

백 불계승

### Professional Game

- An Jo-yong
- Lee Changho

White won by Resignation.



### 실전기보

- 이상훈
- 이창호

백 불계승

### Professional Game

- Lee Sanghun
- Lee Changho

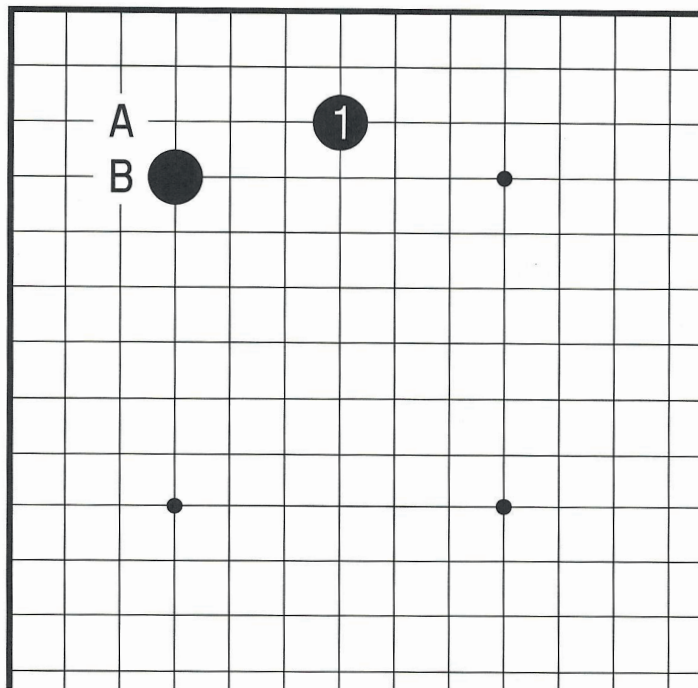
White won by Resignation.



3형  
Shape 3

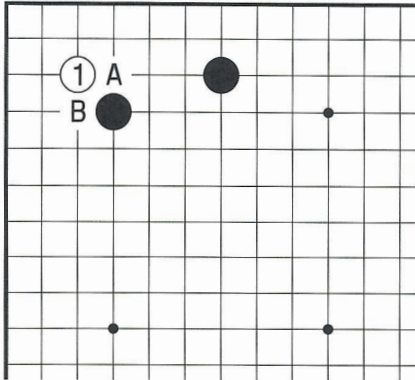
# 눈목자 벌림 이후

## After The Large Keima Extension



흑1의 눈목자 벌림은 귀보다 변의 발전성을 중요시 한 수입니다. 백은 A나 B의 침입 수단이 있습니다.

The large keima extension of Black 1 is a move that focuses on outside possibilities in addition to just the territory in the corner. White can play at A or B.

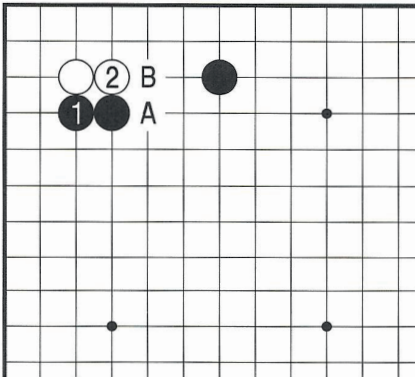


### 1도(삼삼 침입)

백은 1로 침입하여 살 수 있습니다.  
 흑은 A와 B의 응수가 있습니다.

#### Diagram 1(3-3 Invasion)

White can invade with 1 and live. Black can answer at A or B.

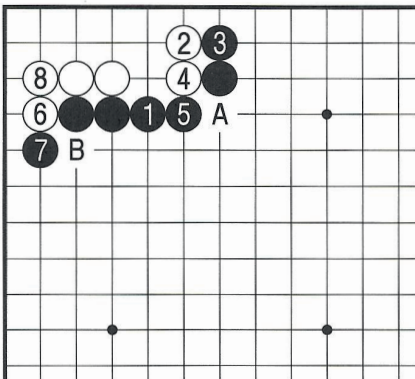


### 2도(세력)

흑1은 세력을 차지하기 위한 수입니다. 흑은 백2에 A와 B를 생각할 수 있습니다.

#### Diagram 2(Influence)

Black 1 is for influence, and Black can consider A or B after White 2.

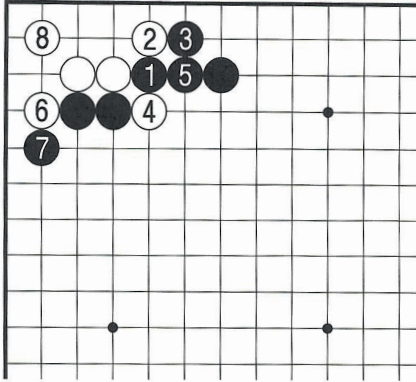


### 3도(느슨)

흑1은 보통 느슨한 수로 백이 8까지 귀에서 살고 나면 A와 B에 약점이 남습니다.

#### Diagram 3(Loose)

Black 1 is normally loose. After White lives in the corner Black's shape has weak points at A and B.

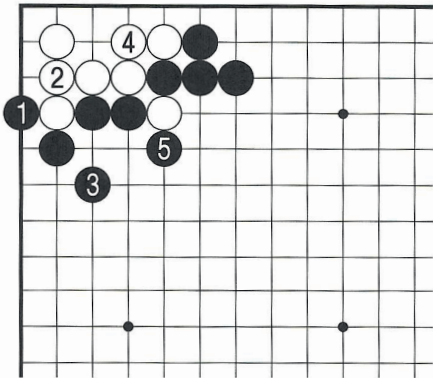


### ● 4도(보통)

흑1이 보통의 수이며 백8까지 진행됩니다.

### Diagram 4(Normal)

The sequence up to White 8 is normal.

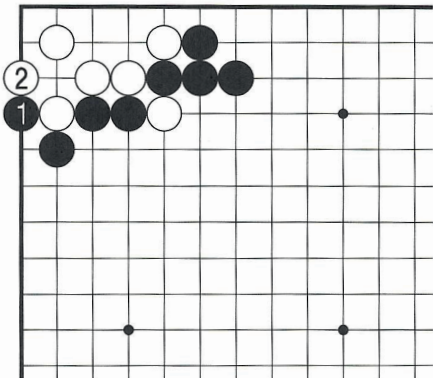


### ● 5도(정석)

백은 흑1에 선택이 있으며 2로 연결하면 흑5까지 선수로 살게 됩니다. 흑5는 정수입니다.

### Diagram 5(Joseki)

White has a choice when Black ataris at 1. White can live in sente with 2 and 4. Now the correct move for Black is 5.

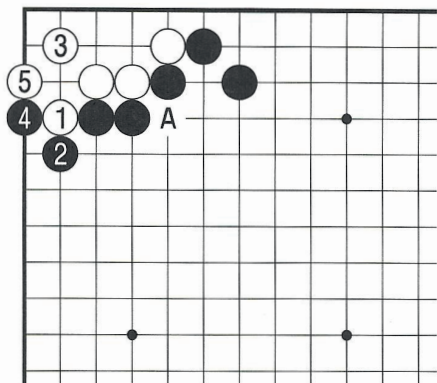


### ● 6도(패)

백은 패감이 많으면 흑1에 2로 버틸 수 있습니다.

### Diagram(Ko)

However if White has more ko threats, he can make a ko with 2.

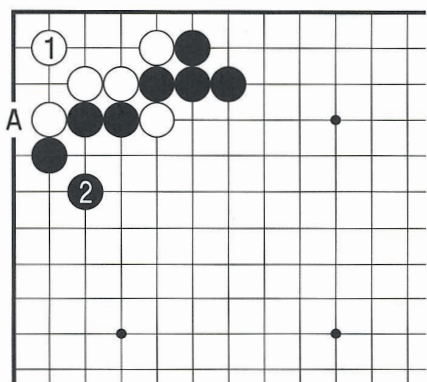


### 7도(패감)

백이 패를 할 생각이면 A의 단수는 보류하고 패감으로 쓰는 것이 좋습니다.

### Diagram 7(Ko Threat)

If White plans to make a ko, it is better to save the atari at A and use it as a ko threat.

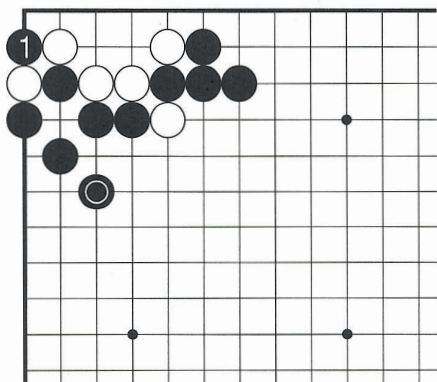


### 8도(선수)

백1에 흑이 패감 부족으로 A에 두지 못하고 2로 지킨다면 백은 손을 뺄 수가 있습니다.

### Diagram 8(Sente)

If Black can't play at A because of a lack of ko threats, he should play at 2, White can now tenuki.

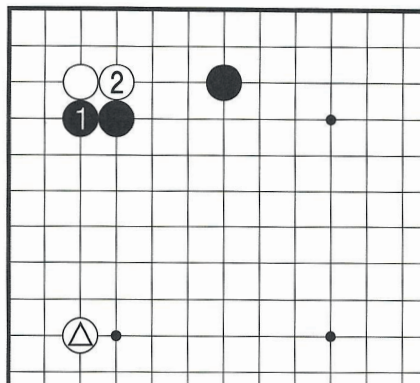


### 9도(중복)

나중에 흑이 패를 결행하여 이겨도 흑●는 중복이 됩니다.

### Diagram 9(Over Concentration)

Now even if Black wins this ko later, the marked stone is useless and makes the group over concentrated.

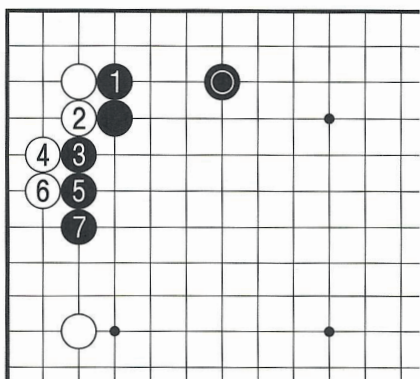


### 10도(방향착오)

백△가 있다면 흑1은 방향 착오입니다.

#### Diagram 10(Wrong Direction)

When the marked stones are in place, blocking at Black 1 is the wrong direction.

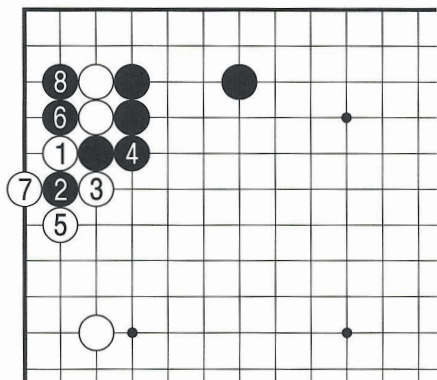


### 11도(중복)

흑은 1로 막는 것이 옳은 방향이며 백4때 흑5, 7은 흑●의 위치를 나쁘게 만듭니다.

#### Diagram 11(Too Close)

Black 1 is correct, but Black 5, 7 after White 4, 6 make the position of the marked stone too close.



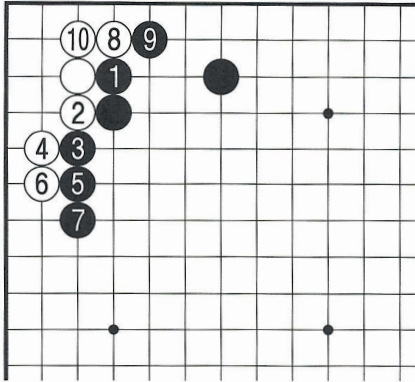
### 12도(호각)

흑은 백1에 2로 이단 짓혀 귀를 차지하는 것이 보통입니다.

#### Diagram 12(Even Result)

It is normal for Black to play the double hane at 2 and take the corner territory.



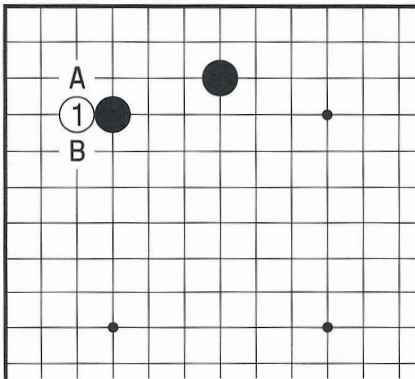


### ● 13도(선수)

좌변에 백이 없다면 흑5, 7로 늘어 둘 수도 있습니다. 5도와 비교하여 흑 모양에 약점이 남지만 선수가 됩니다.

### Diagram 13(Sente)

Without any White stones on the left side, Black can play 5, 7. Compared to Diagram 5, Black's shape is weaker but he can tenuki.

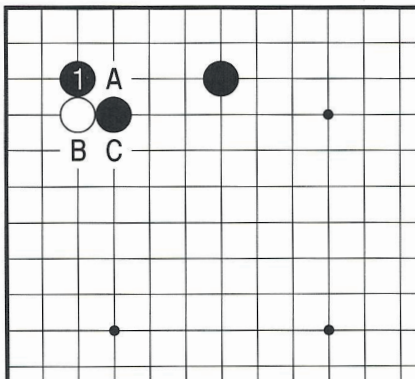


### ● 14도(붙임)

백1의 붙임은 많이 두어지며 흑은 A와 B의 응수가 있습니다.

### Diagram 14(Attachment)

The attachment of 1 is often played. Black answers with a hane at A or B.

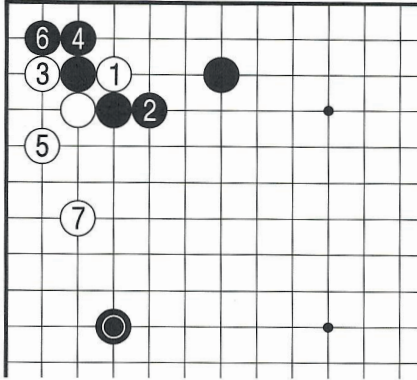


### ● 15도(실리)

흑1은 귀를 지키는 수이며 백은 A-C의 수가 있습니다.

### Diagram 15(Territory)

Black 1 is a move to secure the corner territory. White can play A through C.

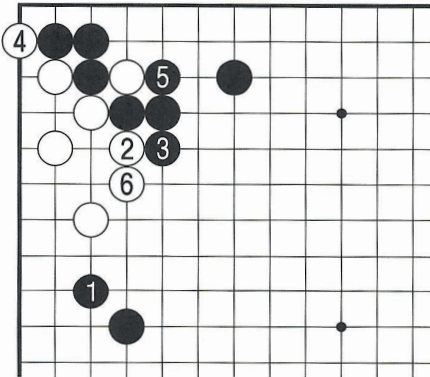


### ● 16도(탄력)

백1은 보통 흑●가 있을 경우 탄력을 갖기 위한 수입니다. 흑2로 받으면 백7까지 됩니다.

### Diagram 16(Flexibility)

White 1 is normally played to get a flexible shape in a situation like when the marked stone is in place.

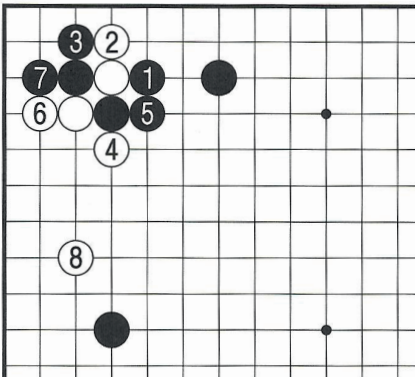


### ● 17도(좋은 모양)

백은 흑1로 공격을 당해도 2부터 6까지 깨끗하게 사는 수순이 있습니다.

### Diagram 17(Good shape)

White can live easily up to 6 if attacked by Black 1.



### ● 18도(다른 변화)

흑은 1, 3으로 두는 수도 있습니다. 백은 8까지 안정합니다.

### Diagram 18(Another answer)

Black can answer at 1 and 3. White makes a base up to 8.