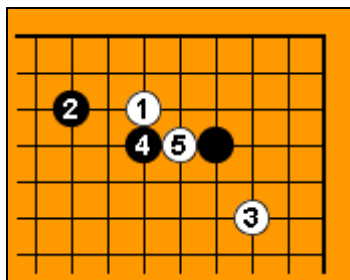
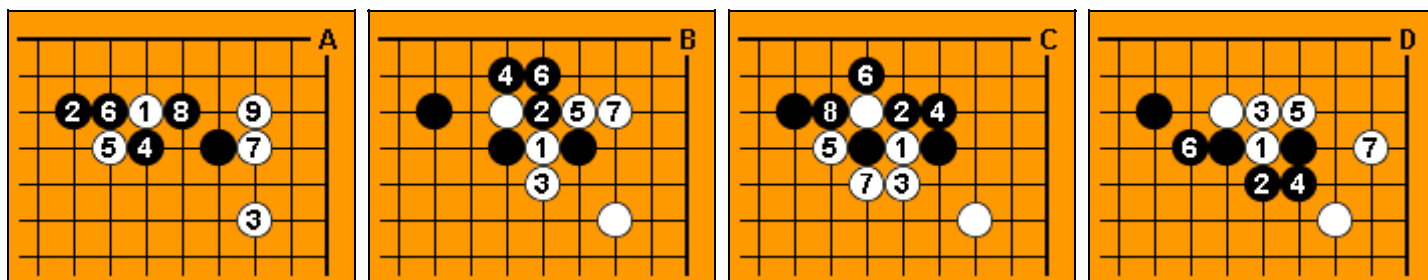


Korean trick move #5



This move was invented in Korea about 10 years ago. Cho Hunhyun, 9-dan played it a lot. I used it in my games too, recent example: <http://kgs.kiseido.com/games/2006/5/5/backpast.sgf>
 Important note: The ladder must be favorable for White

You can see the standard joseki on Diagram A. The result is equal.



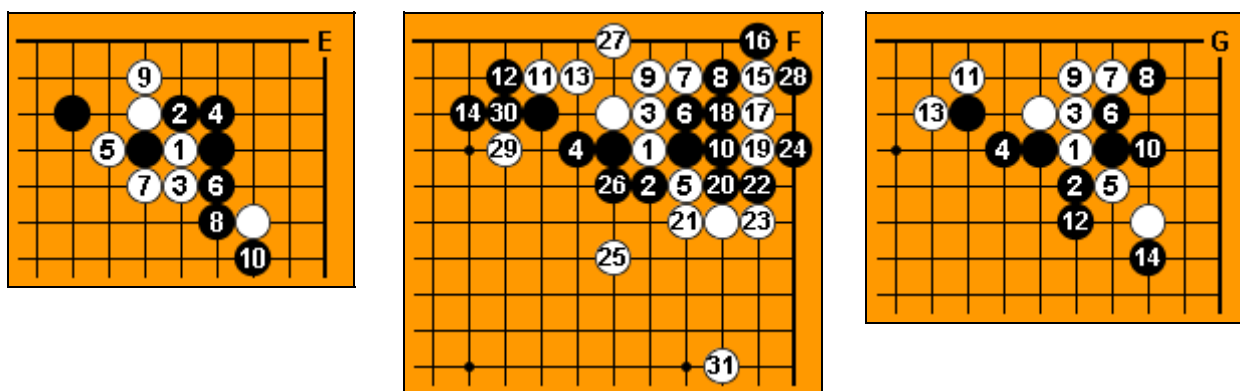
What is the goal of White 5 on main diagram?

Wrong answer #1 (Diagram B). White's corner is large and the result is clearly favorable for him.

Wrong answer #2 (Diagram C). Black can connect the stones, but the territory is low. White is favorable again.

Wrong answer #3 (Diagram D). White is happy to connect the stones, taking the corner.

Black has few ways to punish the trick:



Correct plan #1 (Diagram E). This is the simplest way to punish the trick (White cannot avoid this result). Black's territory is large and he has nothing to complain

Correct plan #2 (Diagram F). This variation is really complicated. There are lots of others possibilities, for example, Diagram G

The result on Diagram E seems to be the best one for both sides. If you like to play for influence and know how to use it – you can try this idea in your games.

Enjoy!