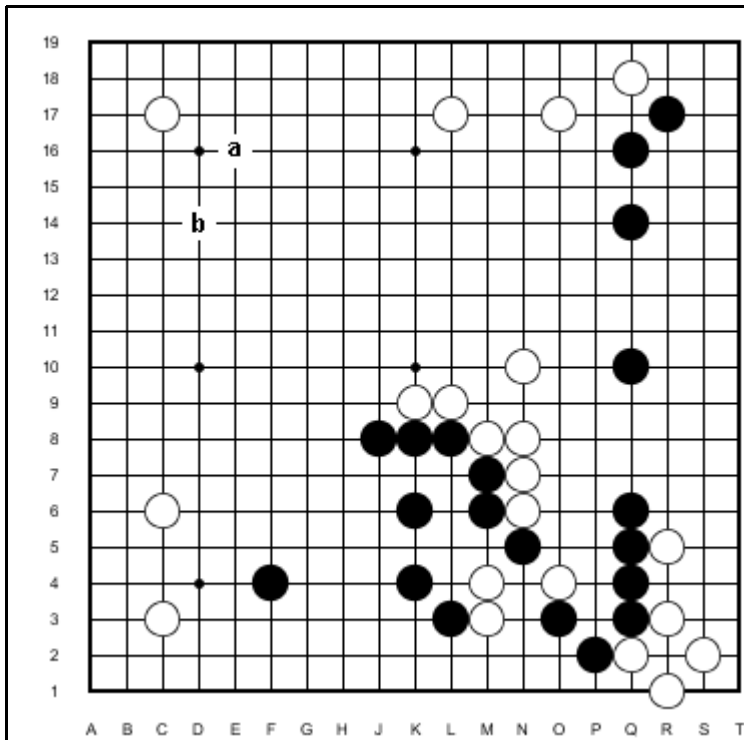


## Basic Concepts - Level 1 - 11

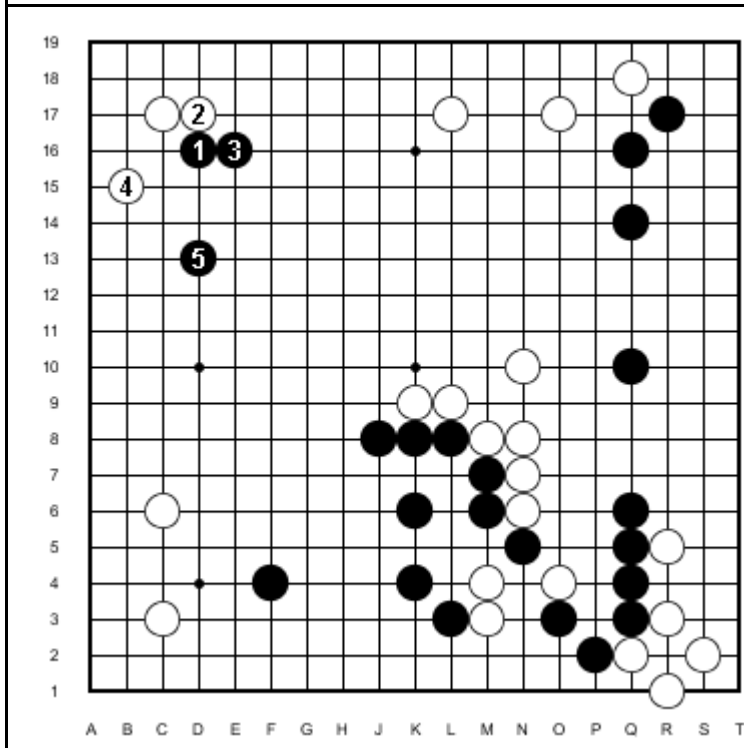
### Diminish your opponents dream of a big moyo (airport)



#### Black to play

Black doesn't have any good point to expand his own territory but white does. If black lets white play in the upper left corner, say around "a" or "b" his prospects for a large moyo look good. How can black prevent this?

Can you grasp the urgency of a play in this area as opposed to any where else on the board?



The weak point of the 3-3 enclosure is the attack at the 4-4. After white 4 note the light play of black 5. White is held down and won't get a lot of territory while black's shape is flexible and is difficult to attack.

**Proverb:** Play light in enemy territory

Note: This problem is borrowed from "In the Beginning" by Ikuro Ishigure and is available from Kiseido Publishing

[www.Kiseido.com](http://www.Kiseido.com)  
or [www.Sabaki.org](http://www.Sabaki.org)