

The 4-4 point: the low approach

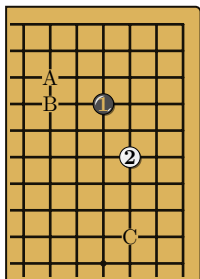
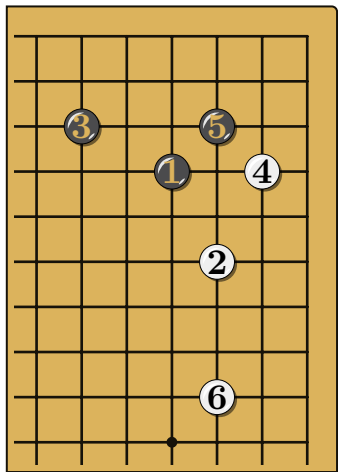


Diagram 1 (1-6)

- 2:** The low approach.
- 3:** A: the knight's move.
- 4:** White slides into the corner.
- 6:** And extends along the side.

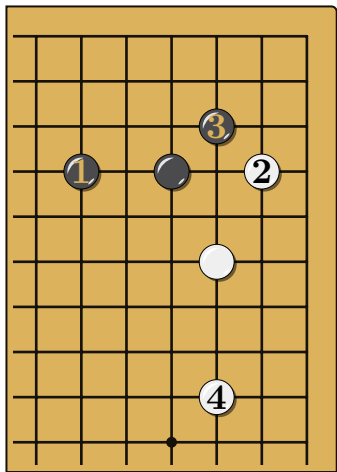


Diagram 1a (variation at 3)

- 1:** B: the one-space jump.

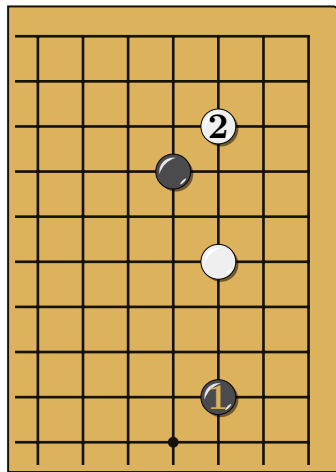


Diagram 1b (variation at 3)

- 1:** C: the low pincer.
- 2:** White invades at the 3-3 point.

```

\documentclass[border=0.5cm, varwidth=14cm]{standalone}
\usepackage[kernel = lua]{../../latex/pgf-go}


\pgfdefinesgf{joseki}{joseki.sgf}
\pgfset{profile = pgfgo}


\begin{document}
  \section*{The 4-4 point: the low approach}
  % The line is given by its moves, as in a joseki dictionary. The answers are the commented
  %      variations that leave it at move 3 or later (not the 3-3 invasion, at move 2).
  % partial = auto shows the part of the board that all the diagrams use.


  \begin{center}
    \begin{goban}[sgf size = joseki, partial = auto, scale = 0.8]
      \sgf[to = 2]{joseki}
    \end{goban}
  \end{center}


  \sgfdiagrams[variation = {Q16, R14}, variations = {commented, from = 3}, partial = auto,
    comments, layout = {columns = 3, fit}]{joseki}
\end{document}

```