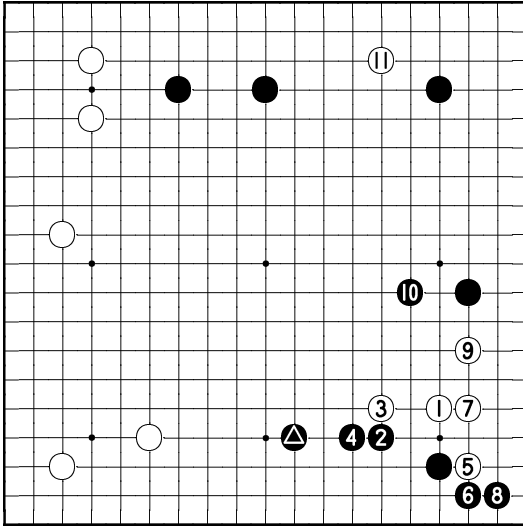


The Chinese Opening / Errata

Page 44, Diagram 8: (moved the marked black stone from K4 to L4)



Page 51, Diagram 27: (two missing moves (6, 7), affecting the numbering in the diagram and the text, too)

Dia. 27 (example F)

Shimamura Toshihiro 9-dan (Black) vs. Rin Kaiho 9-dan

In this game, after Black answered the high approach with the low jump of 2, White deferred his decision on how to deal with the lower right corner for a few moves.

Wrong: White's attachment at 7 and Black's outside hane at 8 then led to an unexpected fight. With the sequence from 13 to 19 White succeeded in creating a flexible shape while leaving behind the aji of the cut at 'a'.

Right: White's attachment at 9 and Black's outside hane at 10 then led to an unexpected fight. With the sequence from 15 to 21 White succeeded in creating a flexible shape while leaving behind the aji of the cut at 'a'.

Professional players have not yet reached a final verdict concerning this position, so I shall have to leave each of you to your own devices.

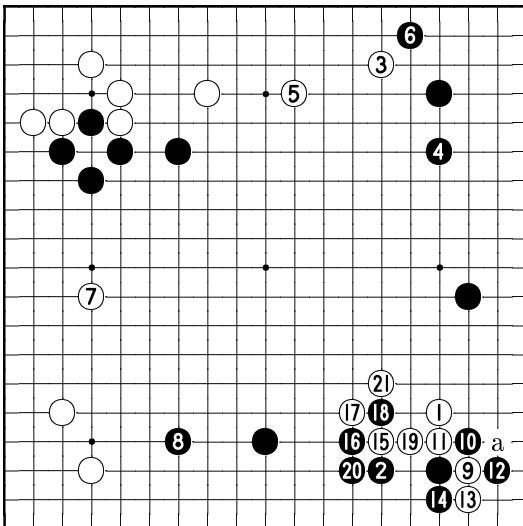


Diagram 27

Page 51, Basic Pattern: (Wrong Number)

Wrong: Basic Pattern 3

Right: Basic Pattern 2

Page 57, Diagram 15: *(Moved one white stone from C11 to C12)*

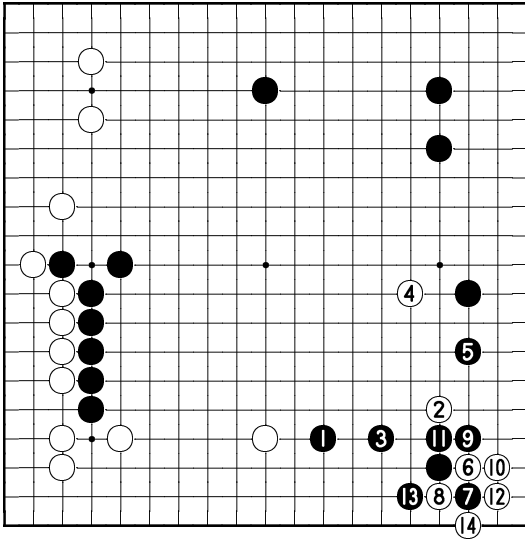


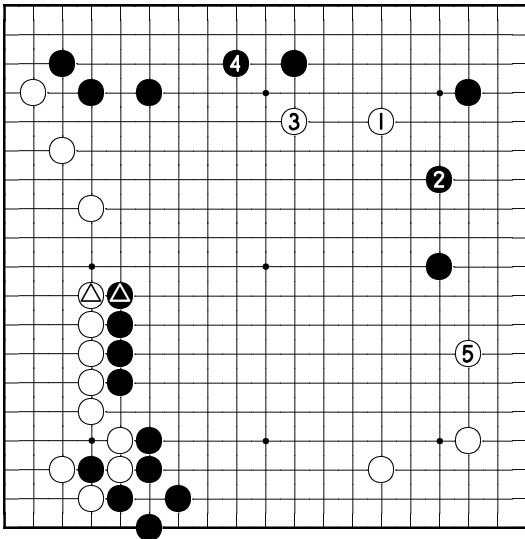
Diagram 15

Page 66, Diagram 7: *(Different names)*

Wrong(?): Ishida Yoshio 9-dan (Black) vs. Sakata Eio 9-dan

Right(?): Ishida Yoshio 9-dan (Black) vs. Rin Kaiho (according to badukomovies.com)

Page 68, Diagram 10: *(The two marked stones are missing)*



Page 71, Diagram 8: (*mislplaced black stone at K16, moved to K17*)

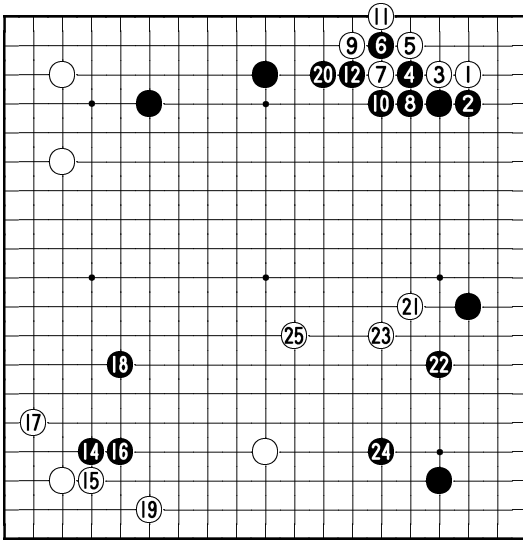


Diagram 8 (13 at 6)

Page 107, Diagram 6: (*Different Name*)

Wrong?: Dia. 6: Shiraishi Hiroshi 9-dan (Black) vs. Kobayashi Koichi 8-dan

Right?: Dia. 6: Shiraishi Yutaka 9-dan (Black) vs. Kobayashi Koichi 8-dan

Page 108, Diagram 7: (*Turned*)

The gamefile at https://badukmovies.com/pro_games/9100-hashimoto-shoji-takagawa-kaku is turned.
