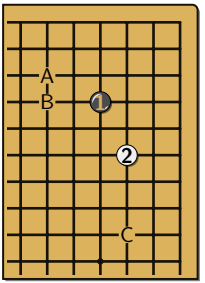
The 4-4 point: the low approach



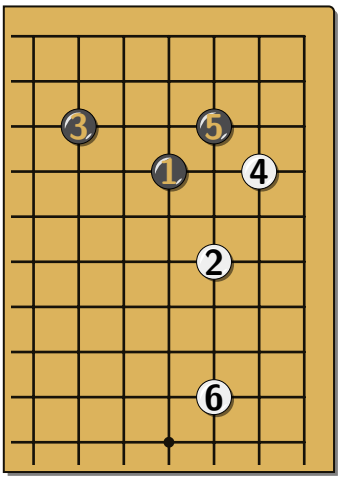


Diagram 1 (1–6)

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

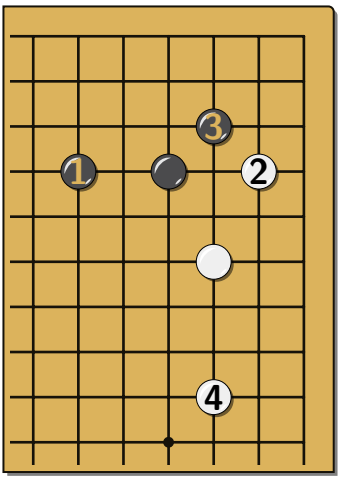


Diagram 1a (variation at 3)

1: B: the one-space jump.

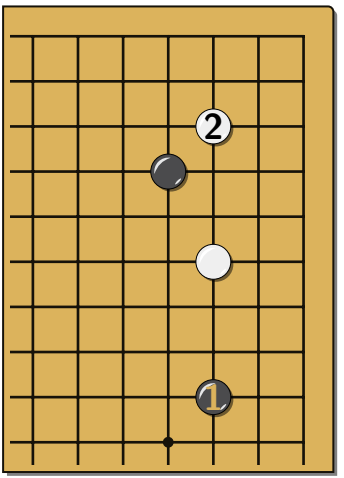


Diagram 1b (variation at 3)

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}


\pgfgodefinesgf{joseki}{joseki.sgf}
\pgfgoset{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}
```