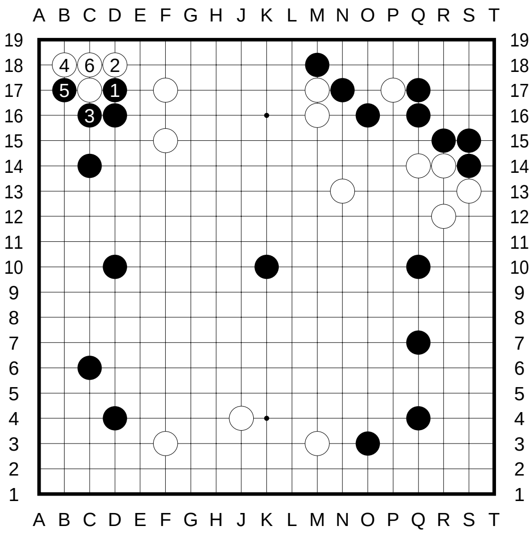
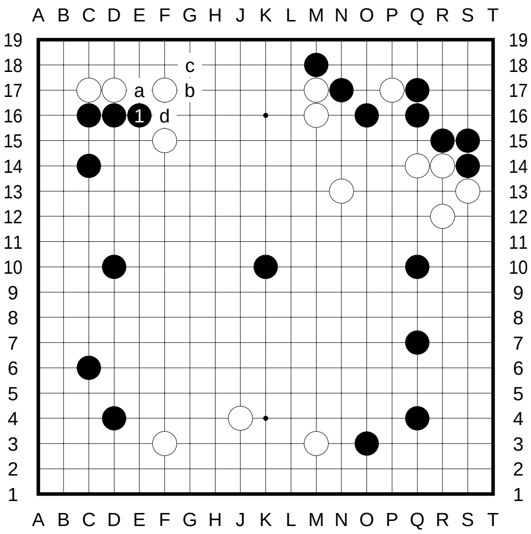


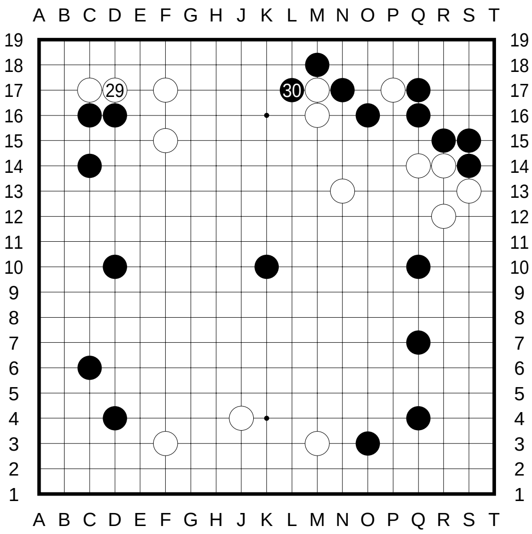
More points

White 6: Like this white has less territory compared to the game variation.



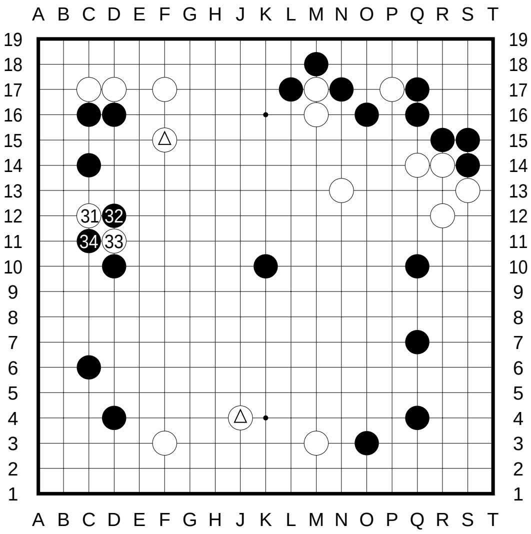
Taking keypoint

White can answer A through D, but all have advantages and disadvantages, so you give white a real hard choice here.



W 29 – B 30

Black 30: Locally l18 is better (see the game later on). But there is another point which has to be occupied first. It's in variation "Taking keypoint" (but think first about which point).



W 31 – B 34

White 31: This move relies on both marked white stones because of ladders.
Black 32: Normal and only move.
Black 34: The simpel way, more forceful would be variation "Getting thick".