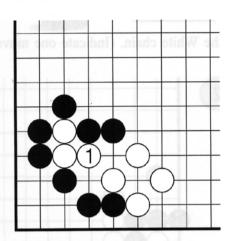


Chokchoksu is a capturing method by using shortage of liberties. Let's study some more tactics through some problems.

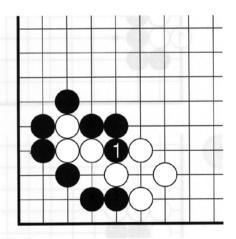


Dia.1



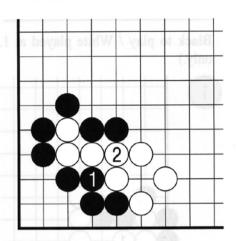
Dia.1 White has just escaped from dansu with 1. How should Black capture the White chain?

Dia.3



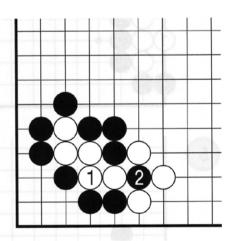
Dia.3 Black 1 here is the correct answer.

Dia.2



Dia.2 Black's dansu at 1 is wrong. White saves the chain with 2.

Dia.4

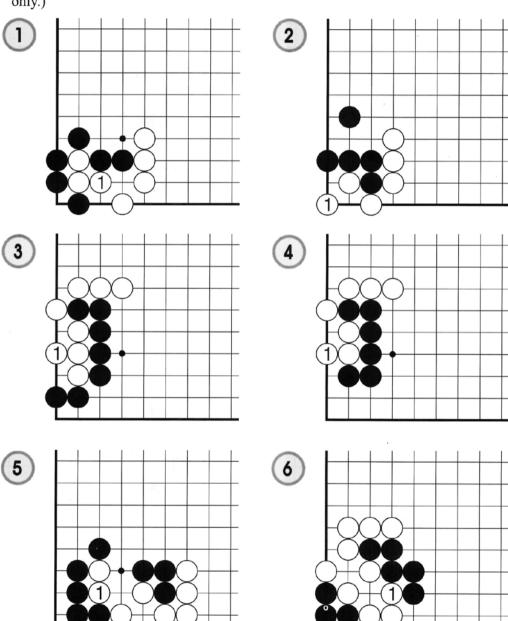


Dia.4 If White connects at 1, Black captures the whole chain with 2.





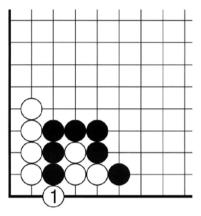
Black to play / White played at 1. Capture the White chain. (Indicate one move only.)

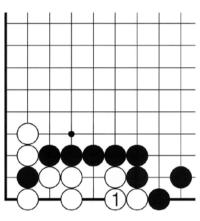


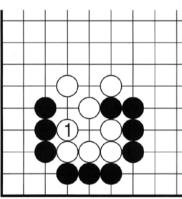


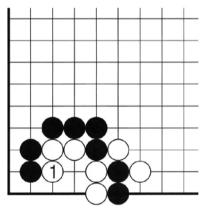


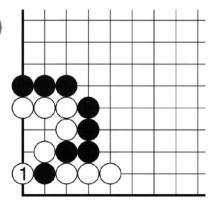
Black to play / White played at 1. Capture the White chain. (Indicate one move only.)

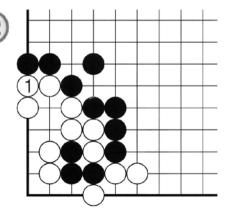












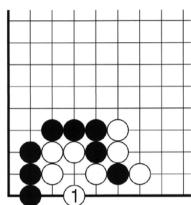


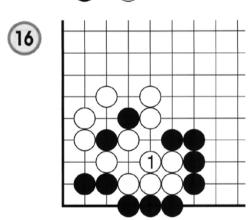


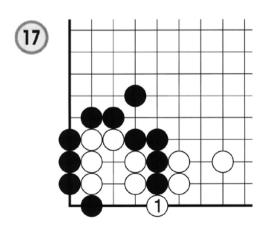
Black to play / White played at 1. Capture the White chain. (Indicate one move only.)

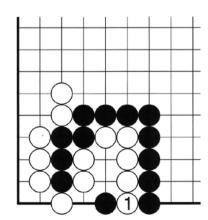
18

only.)





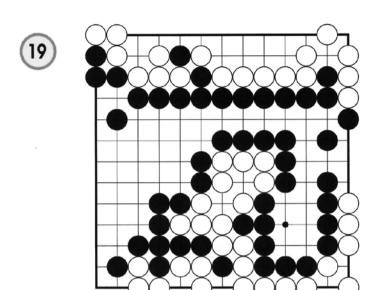


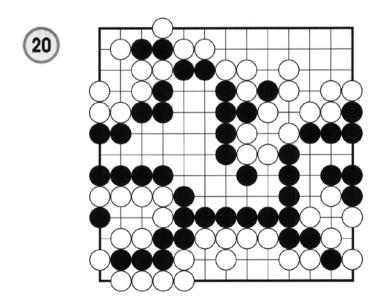






Black to play / Capture the White chain with a chokchoksu. (Indicate four places.)







3. Ladder and Net

Ladder and net are important capturing methods. It is important to decide whether to capture with a ladder or a net. Let's study about it.

3-1 Ladder

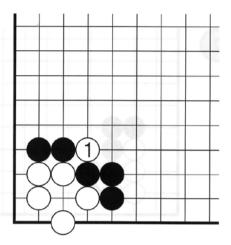
3-2 Not

3-3 Ladder or Net?



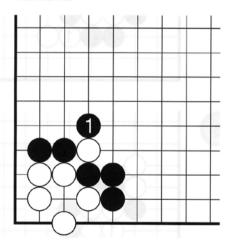
3-1. Ladder

Dia.1



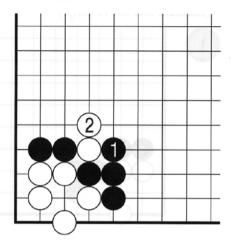
Dia.1 White has cut at 1. How should Black capture this stone?

Dia.3



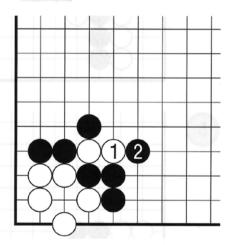
Dia.3 Black 1 here is the correct move.

Dia.2



Dia.2 Black 1 is wrong. After White 2 there is no hope for Black to capture this chain.

Dia.4



Dia.4 If White tries to escape with 1, Black plays at 2. This is a ladder.

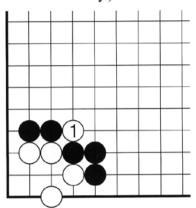


3-1. Ladder

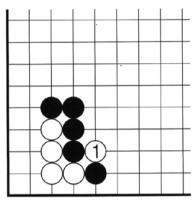


Black to play / White played at 1. Capture the White stone(s) with a ladder. (Indicate one move only.)

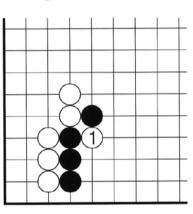
1



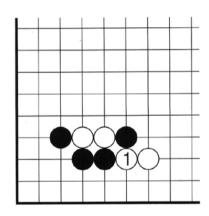
(2



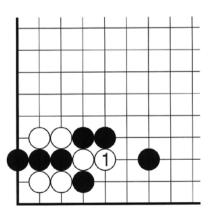
3

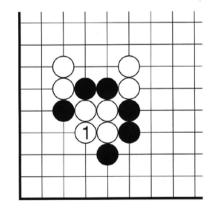


4



5





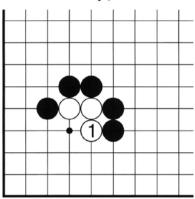


3-1. Ladder

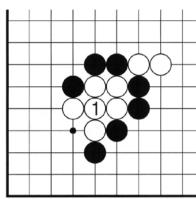


Black to play / White played at 1. Capture the White stone(s) with a ladder. (Indicate one move only.)

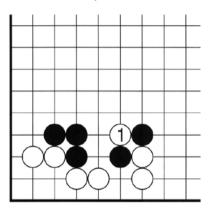
7



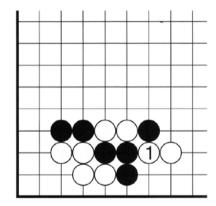
8



9



10



(11)

