Dia.1
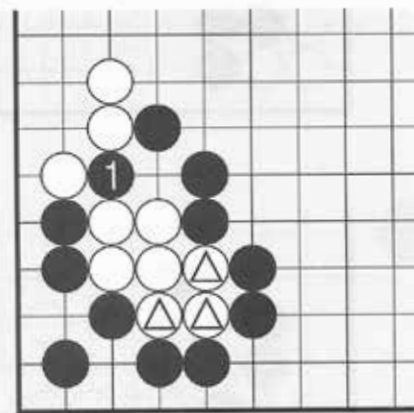
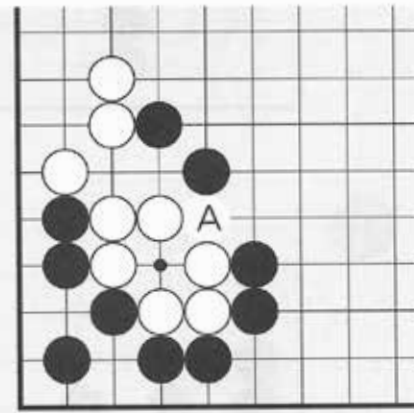Dia.1 Let's study how to capture the marked stones!

Dia.2
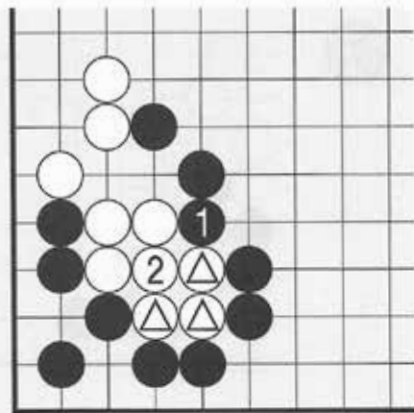
Dia. 2 Black 1 is correct here.

Dia.3

Dia.3 Then, Black captures the White group with a snap-back.
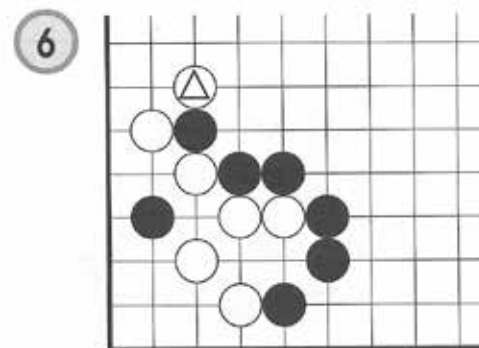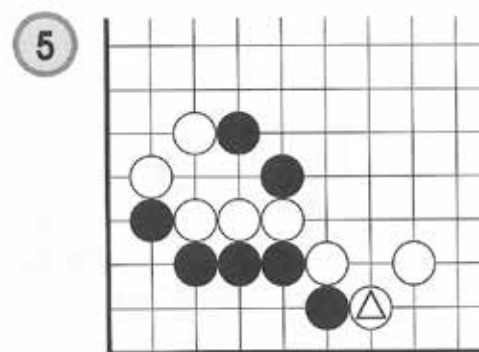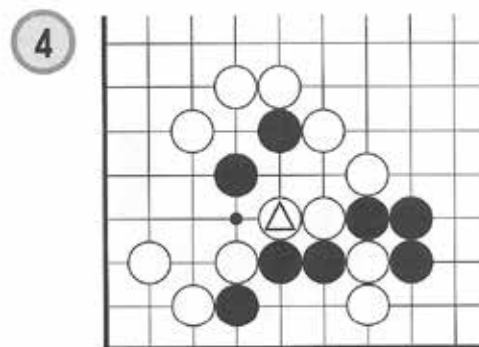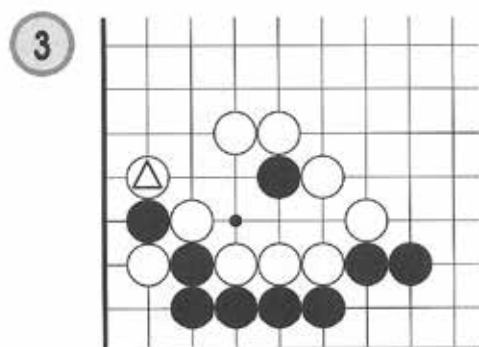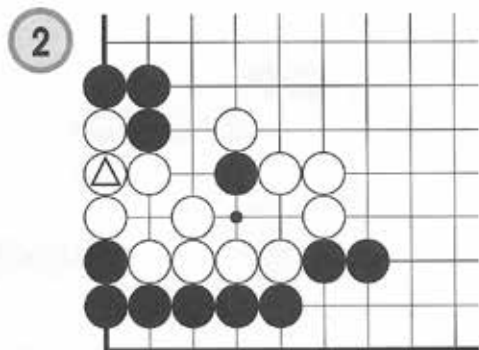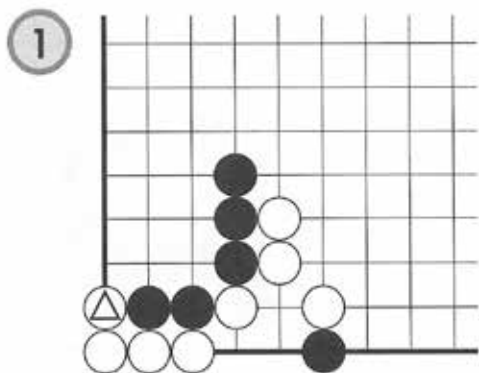
Dia.4

Dia.4 A is the important area for both players.

7. Snapback after Dansu(Atari)

The marked stone has just been played. Capture some White stone(s) with a snapback after playing dansu! (Indicate three moves.)

7. Snapback after Dansu(Atari)
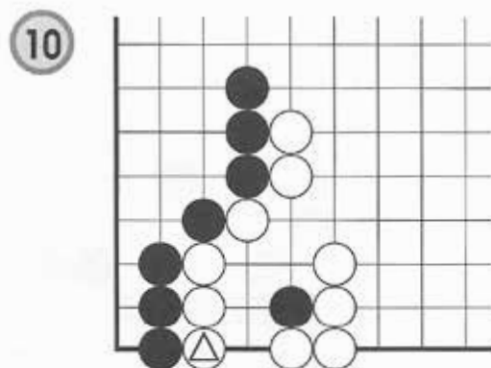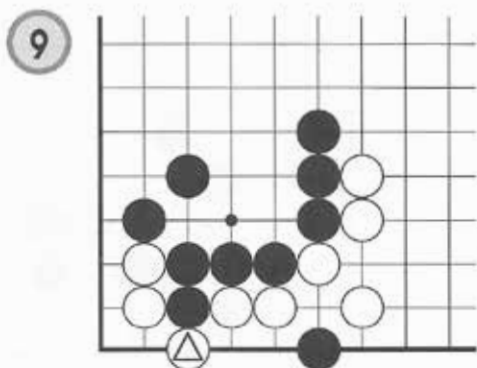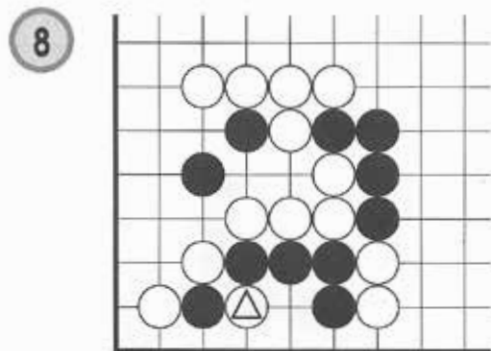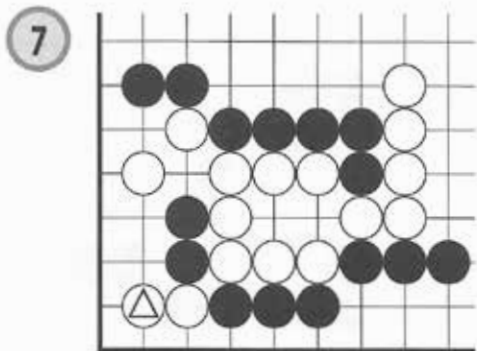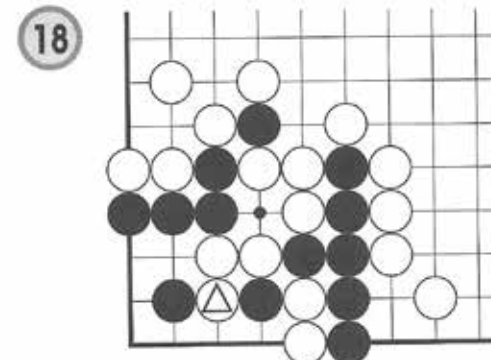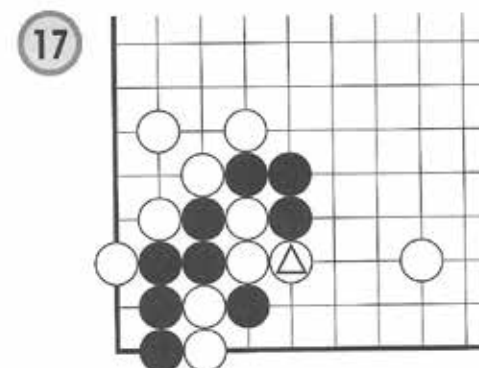
The marked stone has just been played. Capture some White stone(s) with a snapback after playing dansu! (Indicate three moves.)

(7)

(8)

(9)

(10)

(11)
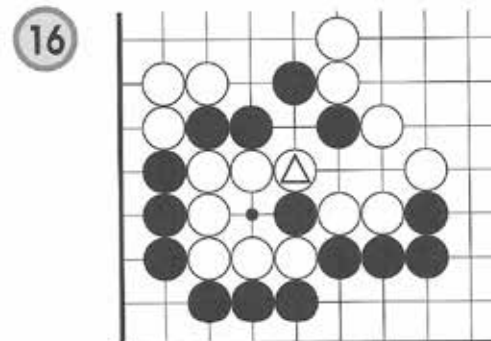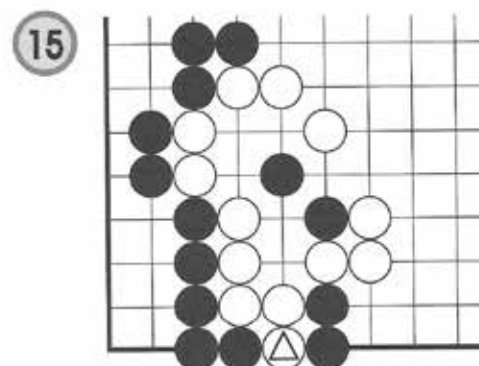
(12)
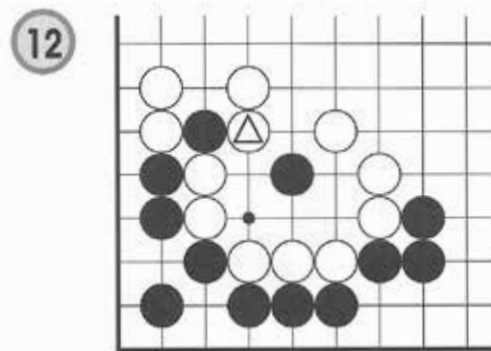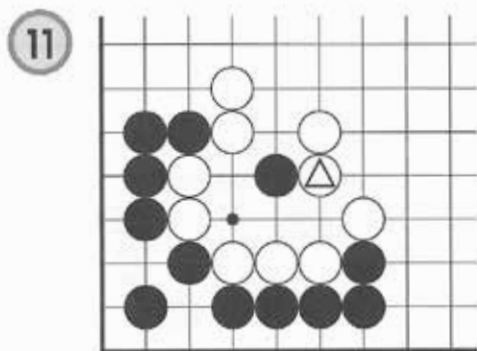
1

7. Snapback after Dansu(Atari)

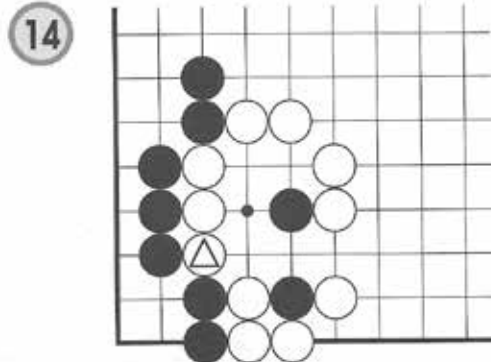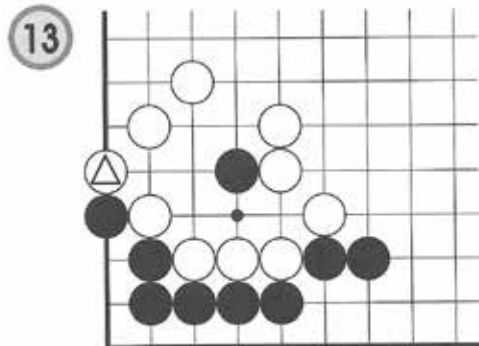The marked stone has just been played. Capture some White stone(s) with a snapback after playing dansu! (Indicate three moves.)
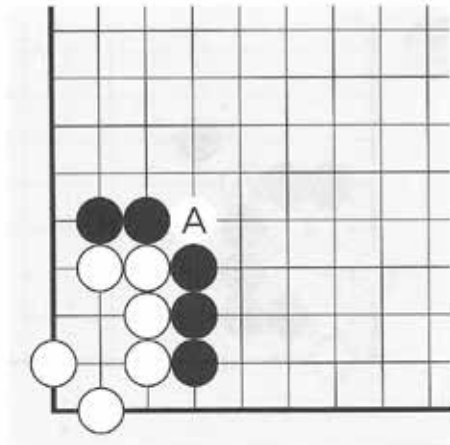
2. Connection

Connection is very important. Let's study the types of connections and where to connect!
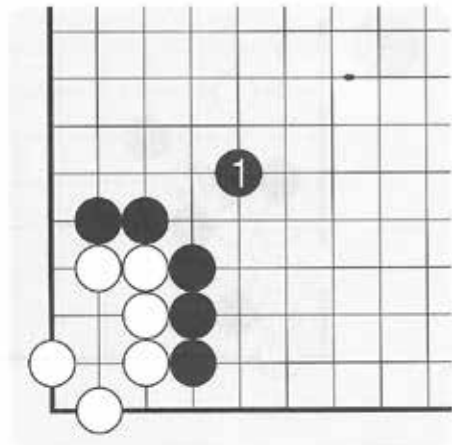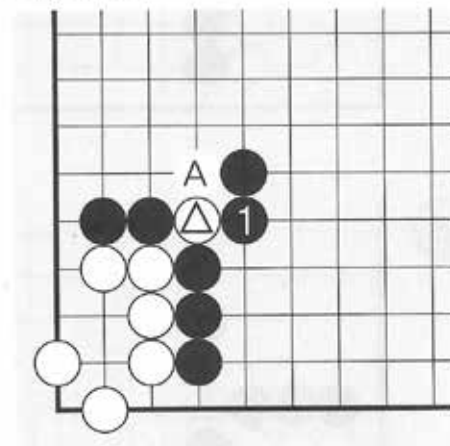
• Dia.1 •

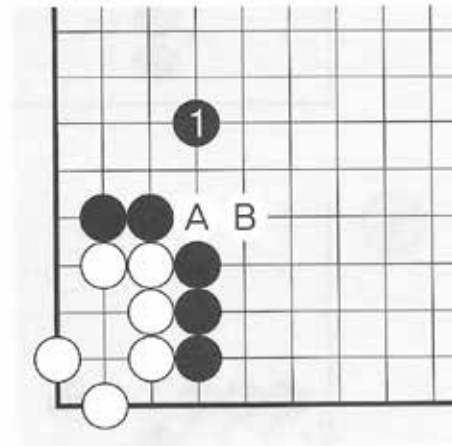Dia.1 Black has weakness at A.

• Dia.2 •

Dia.2 Study this type of Connection.

• Dia.3 •

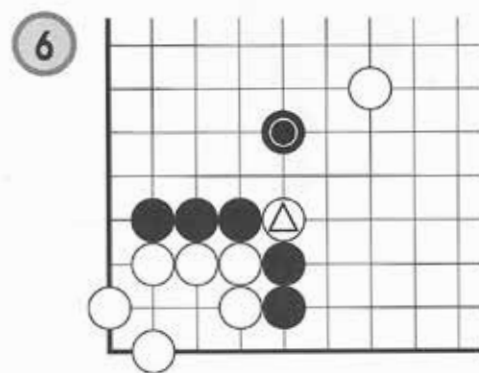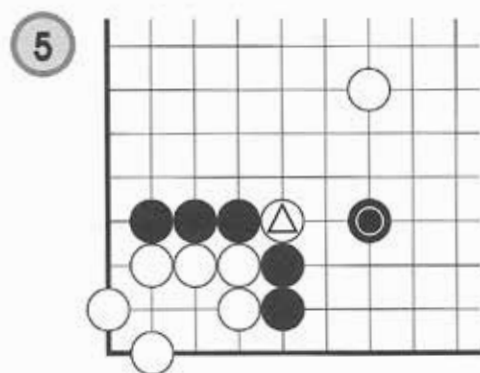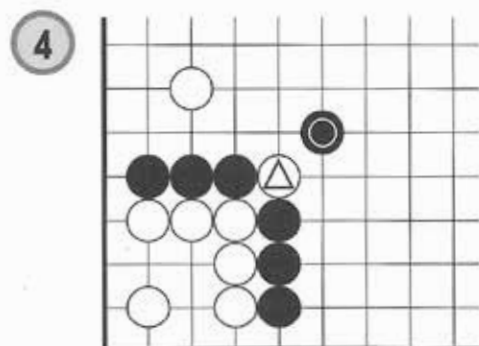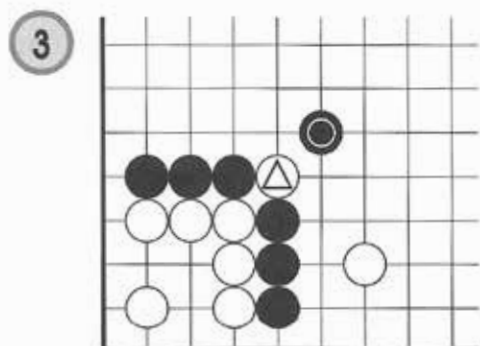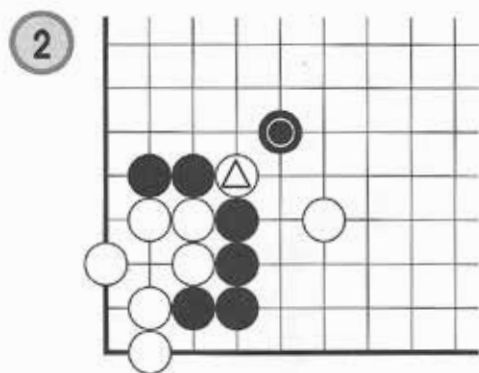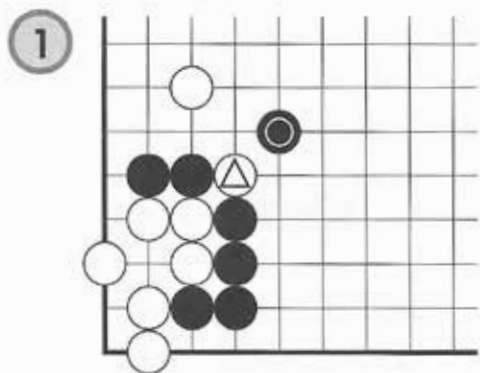Dia.3 If White cuts, Black 1 or A captures the stone with a ladder.

• Dia.4 •

Dia.4 Black 1 is also a possible connection. If White cuts with A, White captures the stone with B.

1. Types of Connections

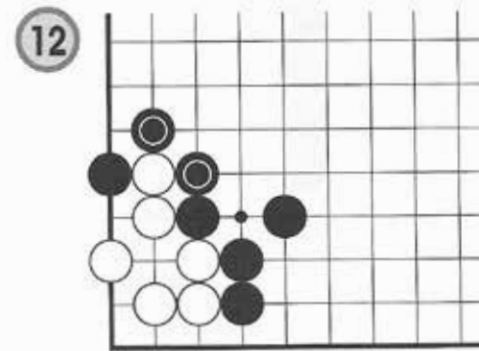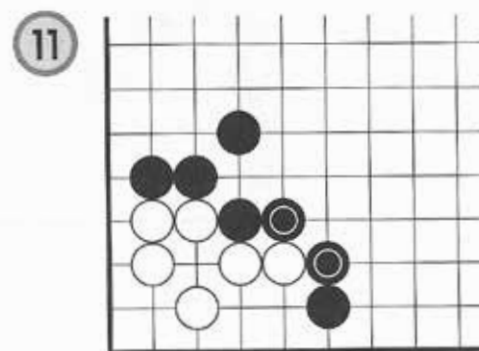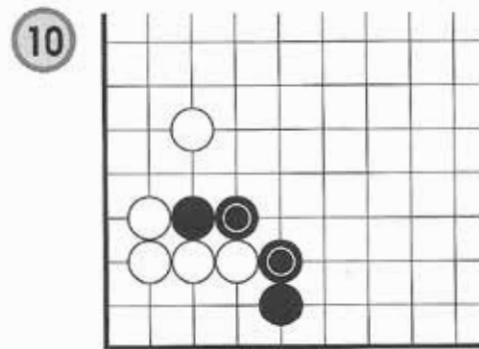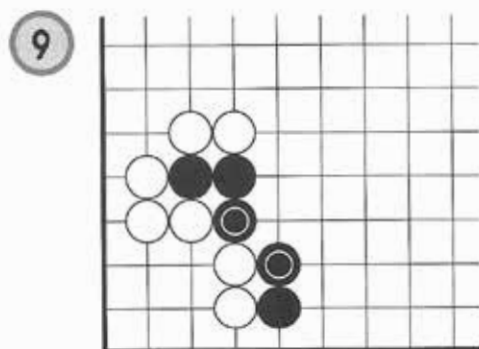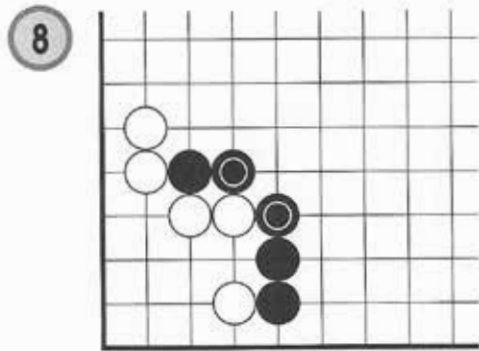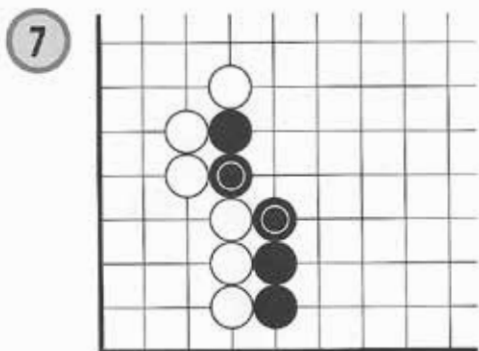White has just cut at the marked stone. Capture the stone cut by making full use of the marked Black stone! (Indicate three moves.)

①

②

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④
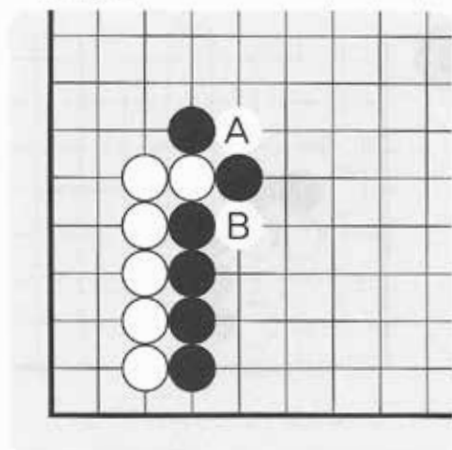
⑤

⑥

1. Types of Connections

Choose the most effective connection for Black in this situation!
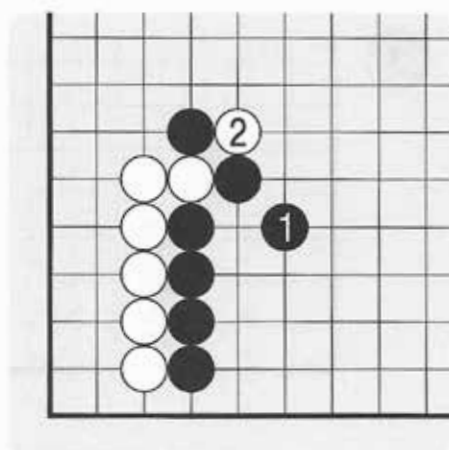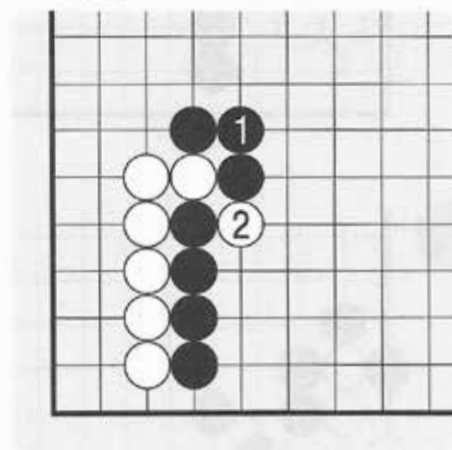
• Dia.1 •

Dia.1 Black has two weak points at A and B. Where to connect?
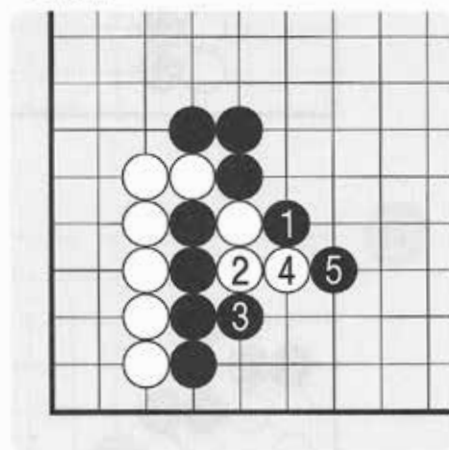
• Dia.2 •

Dia.2 Black 1 is not good. White can cut at 2.

• Dia.3 •

Dia.3 Black 1 is correct here. If White cuts at 2,

• Dia.4 •

Dia.4 Up to Black 5, Black can capture the White chain with a ladder.

2. Where to Connect?

Tick if White A is successful, or cross!