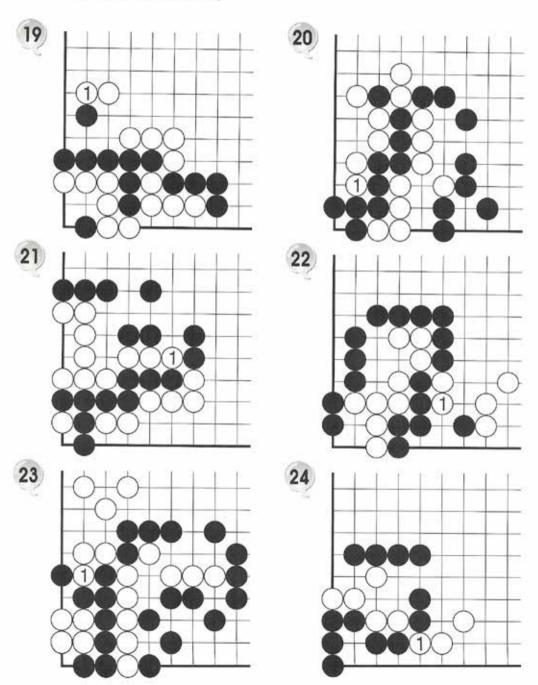
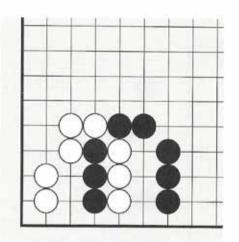
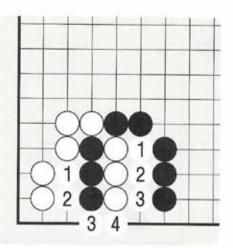
04 Capturing race 2

White just played at 1. Where should Black play to win the capturing race? (Indicate first 3-5 moves)

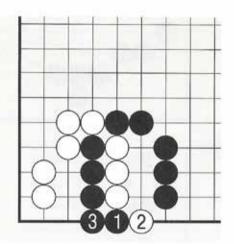




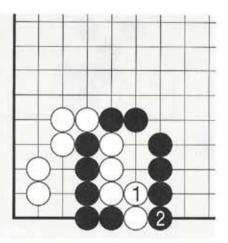
Dia.1 Let's figure out how to play as Black to win the capturing race.



Dia.2 Black has 3 liberties while White has 4, so Black needs a knack.

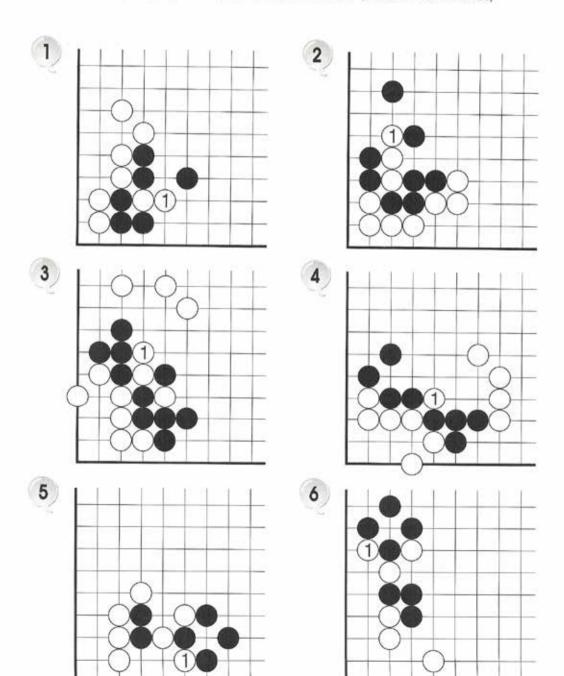


Dia.3 In this situation Black has to play hane at 1 then connect at 3.

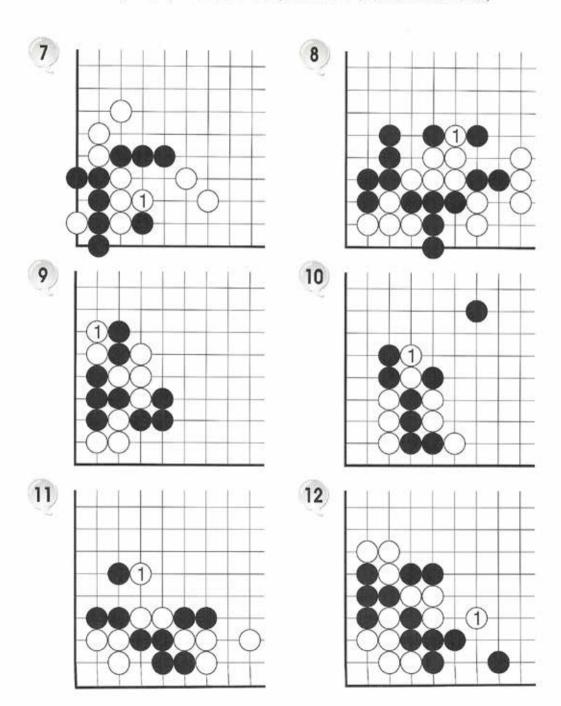


Dia.4 After White 1, Black wins the capturing race by playing at 2, Playing hane and then connecting is a good technique in a close combat.

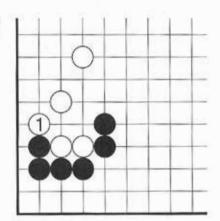
White just played at 1. How to capture White? (Indicate first 5 moves)

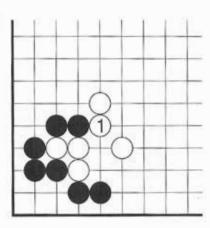


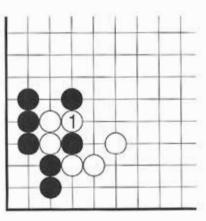
White just played at 1. How to capture White? (Indicate first 5 moves)

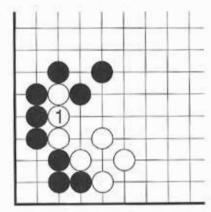


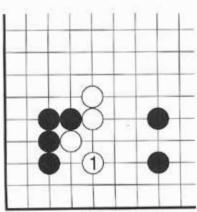
White just played at I. Make bad shape for White.

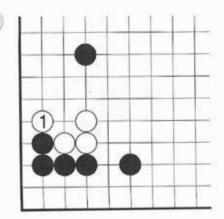




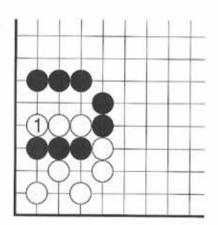


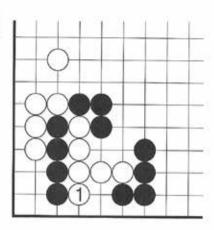


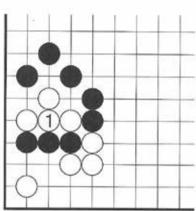


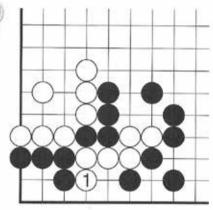


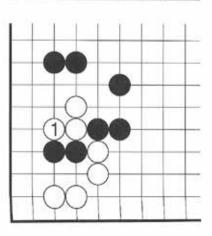
Make the close combat situation favorable by using the hane and connection technique.

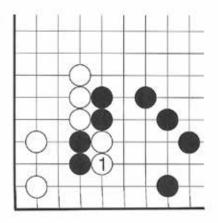








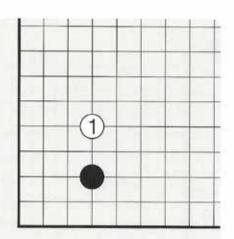




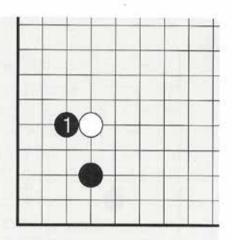
2. Haengma

- 1. Attachment
- 2. Respond with hane to an attachment
- 3. Respond with extension to a hane
- 4. Respond with connection or push-in to an extension
- 5. Respond with stretching-out(extension) to a cut
- 6. First wedge-in
- 7. Reviewing

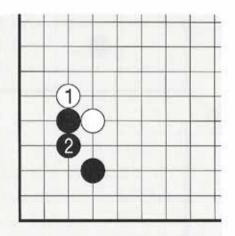




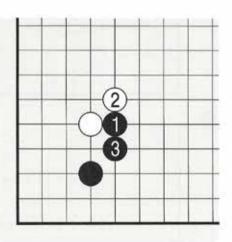
Dia.1 White starts a fight by playing at 1, What kind of answers does Black have?



Dia.2 One way for Black to play is an attachment from the corner.



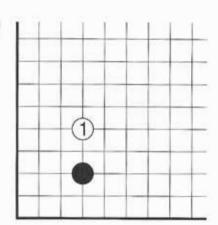
Dia.3 After White 1, Black makes territory by extending to the corner with 2.

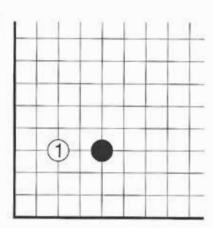


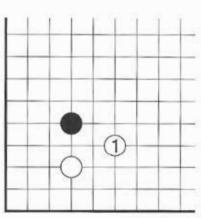
Dia.4 Another way is for Black to attach from the outside at 1. In this case Black pays more attention to the side.

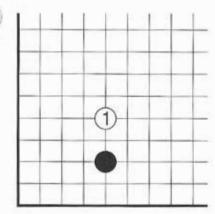
01 Attachment

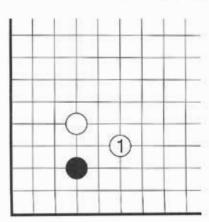
White just played at 1. Attach from the corner.

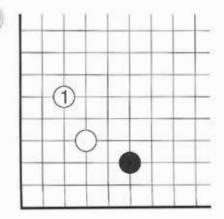












01 Attachment

White just played at 1. Attach from the outside.

