## Part 2

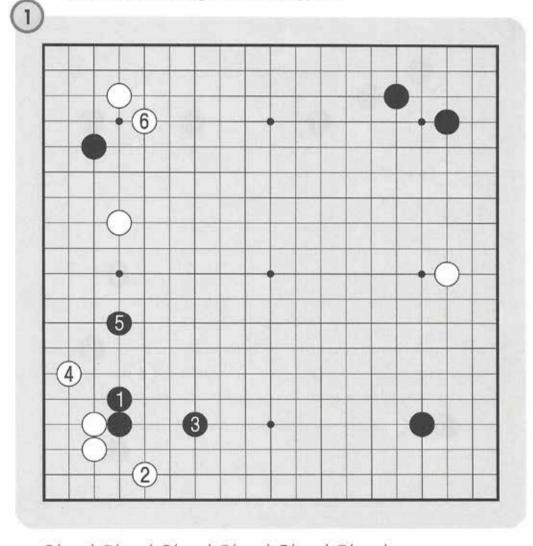
# Haengma

- 1. Basic Shape
- 2. One-space and knight's move haengma
- 3. Knight's move and large knight's move haengma
- 4. Cutting the knight's move haengma
- 5. Blocking the opponent's haengma



Write down the right number that shows the name of each shape.

- ①One-space haengma ②Two-space haengma ③Diagonal move haengma
- @Knight's move haengma @Large knight's move haengma
- 6Double hane 7Getting ahead of the opponent



**●**( )②( )**⑥**( )④( )**⑥**( )⑥( )

## Basic Shape

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2 3

) ②( ) ③( ) ④( ) ⑤( ) ⑥( )

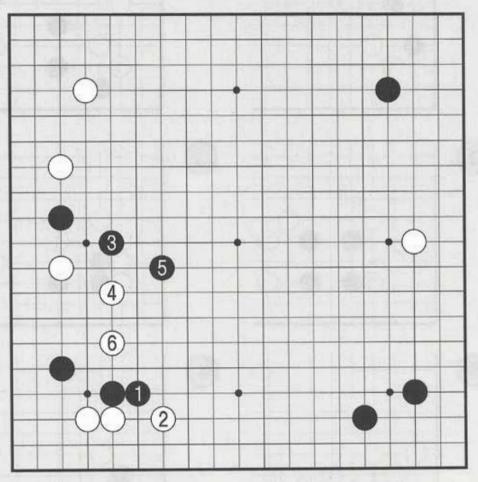


### **Basic Shape**

Write down the right number that shows the name of each shape.

- ①One-space haengma ②Two-space haengma ③Diagonal move haengma
- @Knight's move haengma @Large knight's move haengma
- @Double hane @Getting ahead of the opponent

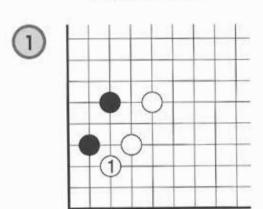


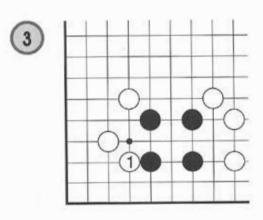


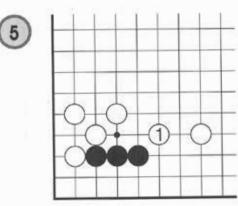
- ) ②( ) ③( ) ④( ) ⑤( ) ⑥( )

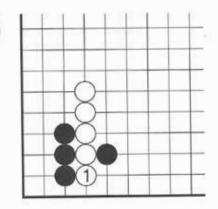
## **Basic Shape**

White just played at 1. Make a knight's move or a large knight's move haengma to the proper direction.





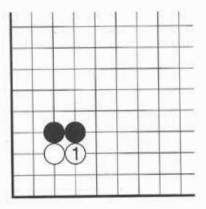


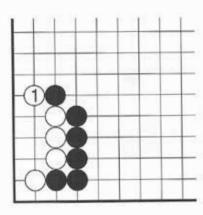


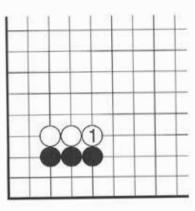
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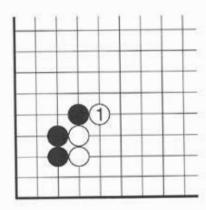
## **Basic Shape**

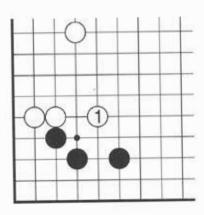
White just played at 1. Block White.

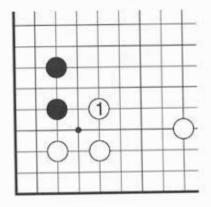






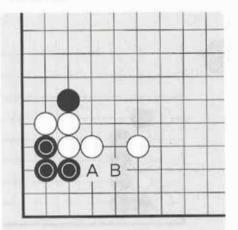






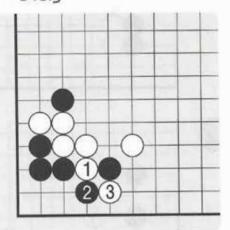
## 2 One-space and knight's move haengma

#### · Dia.1



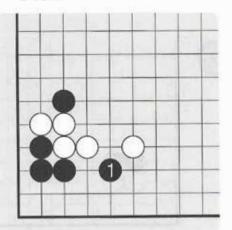
Let's think about the proper haengma from the marked Black stone. It is not good to play at A, because Black blocks at B.

#### · Dia.3



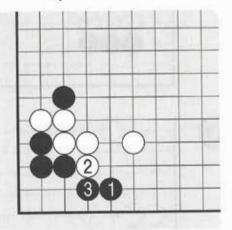
If White cuts with 1 and 3 Black is in trouble.

#### · Dia.2



Now the one-space haengma is not good either.

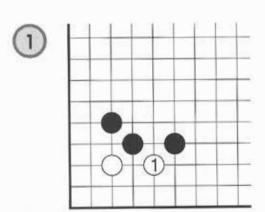
#### Dia.4

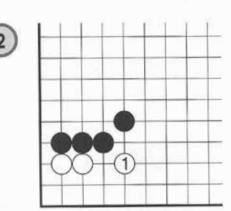


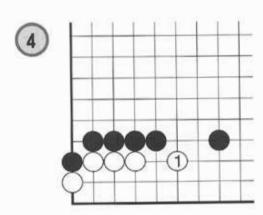
Here, the Black knight's move at 1 is a good haengma, After White 2, Black plays at 3 and there is no continuation.

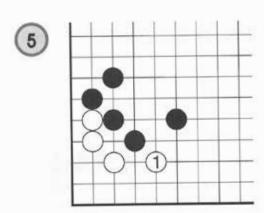
## One-space and knight's move haengma

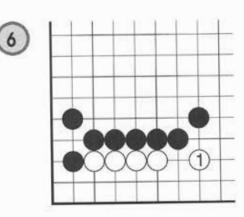
White 1 is a bad haengma. Find the weakness in White's shape and write down the proper sequence for Black. (Indicate 5 moves)









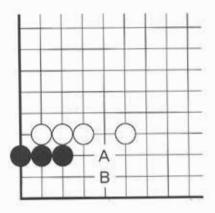


## 2

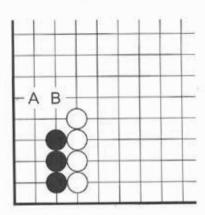
## One-space and knight's move haengma

Circle the right haengma among A or B.

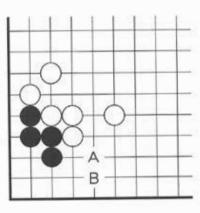
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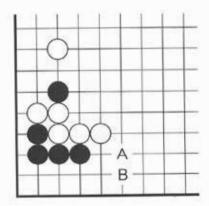
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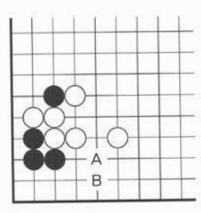
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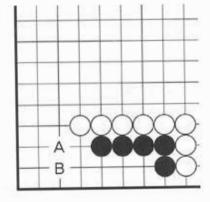
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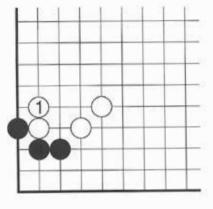


# 2

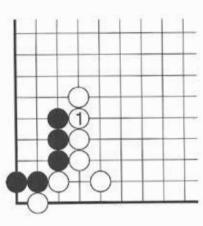
## One-space and knight's move haengma

White just played at 1. Play the proper haengma.

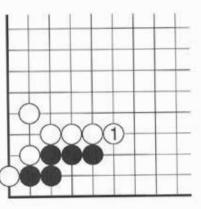
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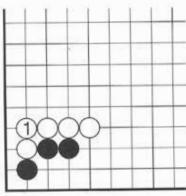
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