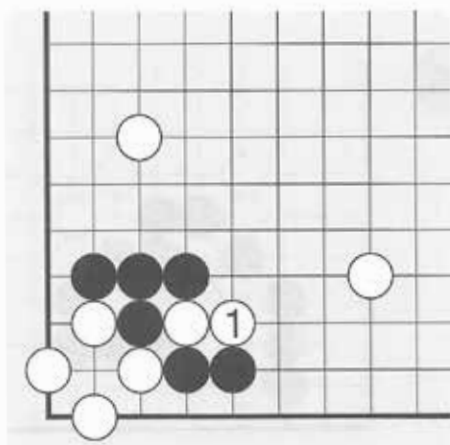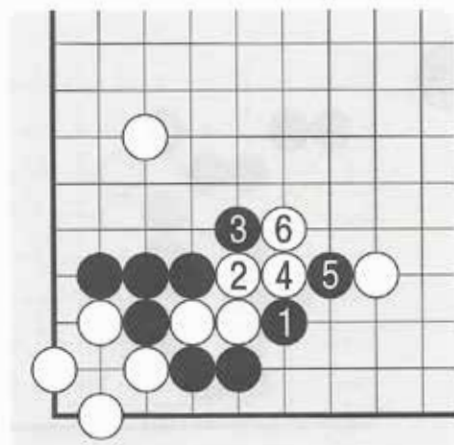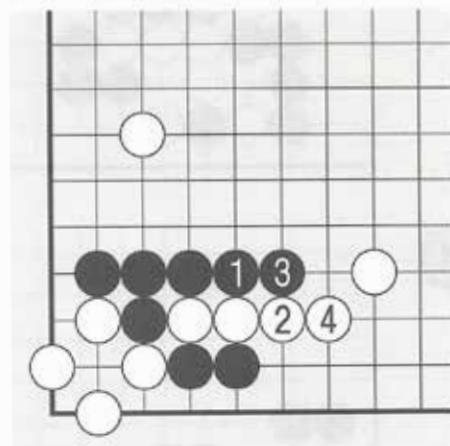• Dia.1

Let's study how Black should cope with the situation when White comes out at 1.
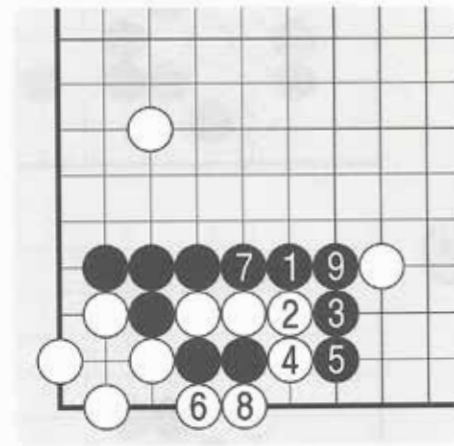
• Dia.2

The ladder doesn't work, so Black can't play at 1 and 3.

• Dia.3

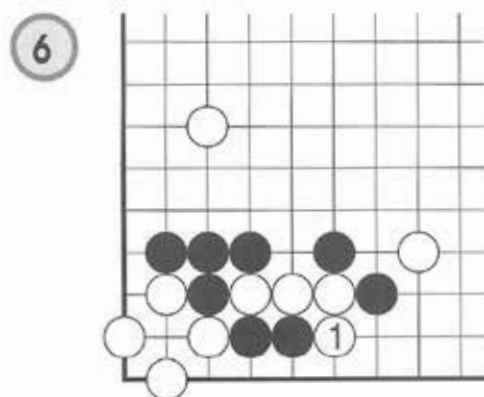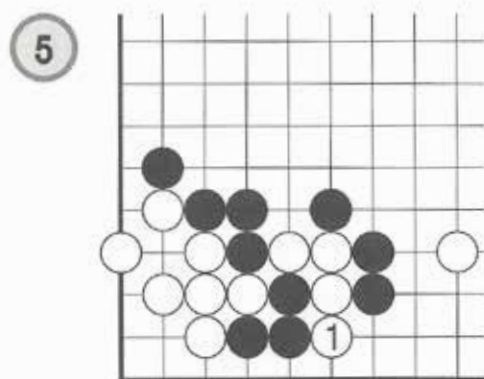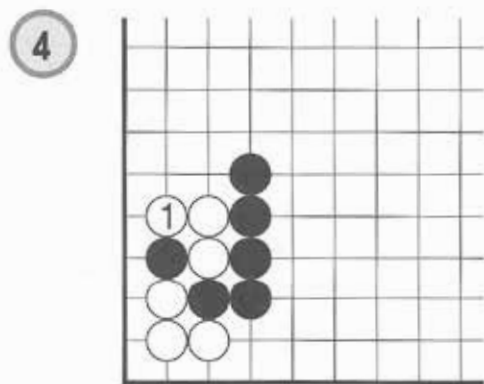However Black 1 and 3 are not good either, because White's territory becomes too big.
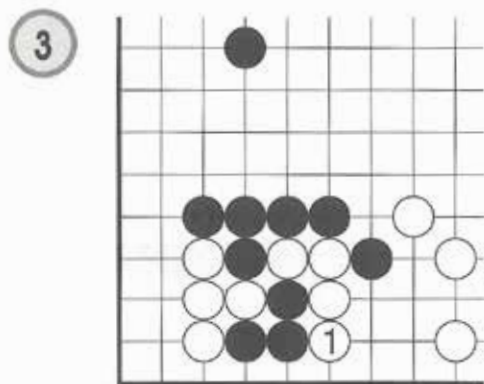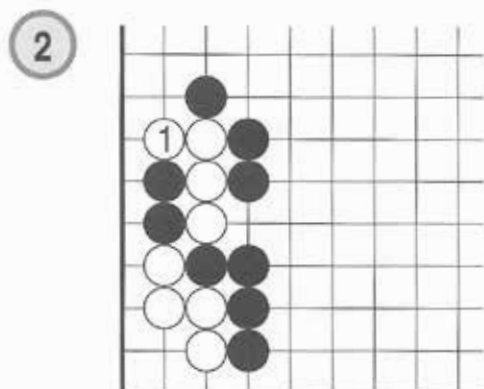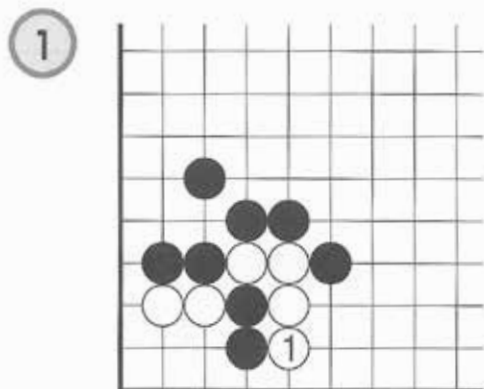
• Dia.4

In this case, Black 1 and 3 is a good way to block White. After that, Black's shape becomes thick up to 9.

Blockades

White just played at 1. Find the best way to make blockade.
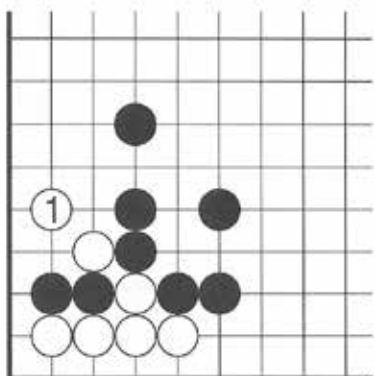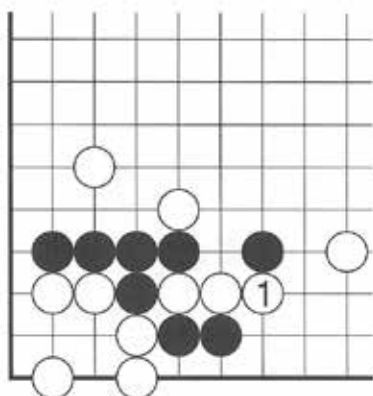(Indicate 1 move)

①

②

③

④

⑤

⑥

Blockades

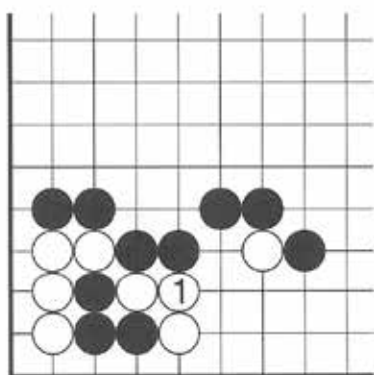White just played at 1. Find the best way to make blockade. (Indicate 3 move)

7

8

9

10
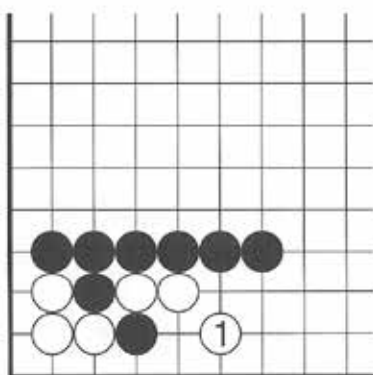
11

12

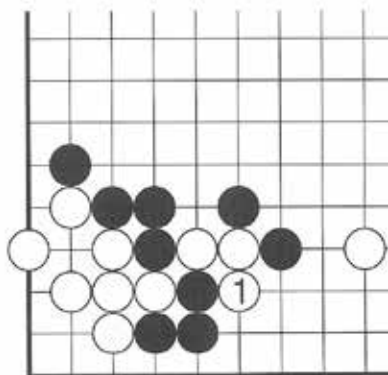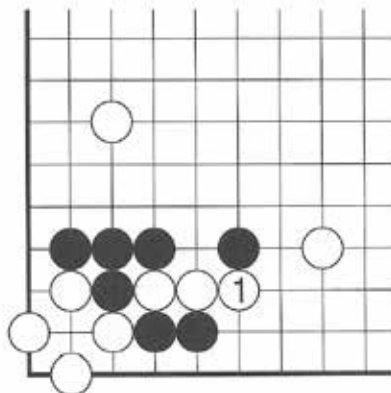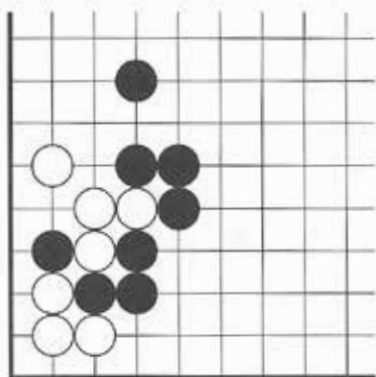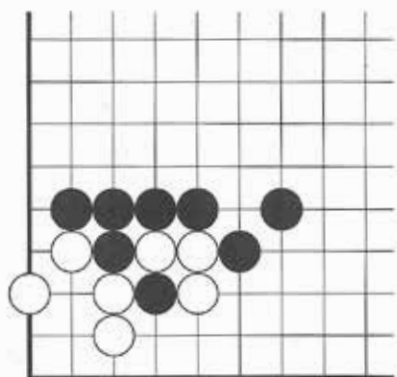# 3 Blockades

Find the best way to make blockade. (Indicate 5 moves)

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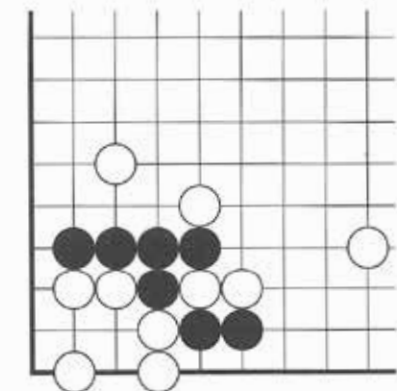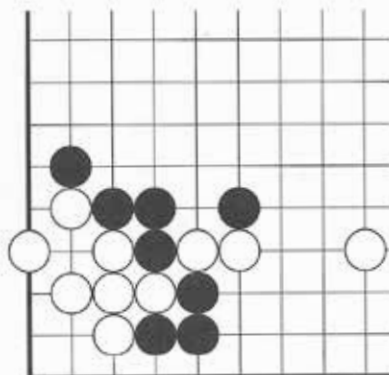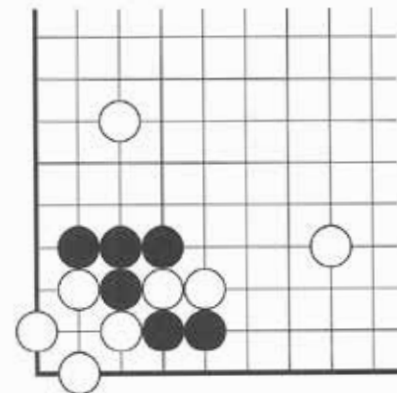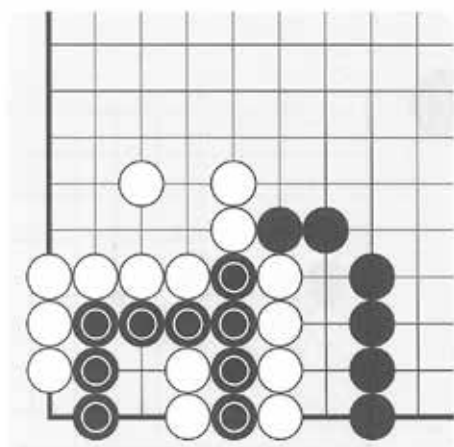
18
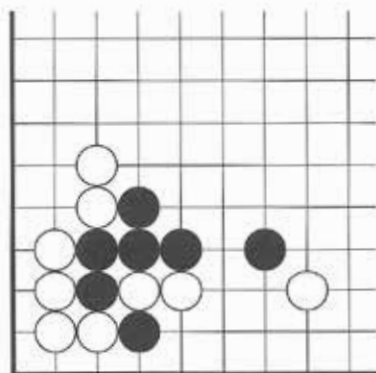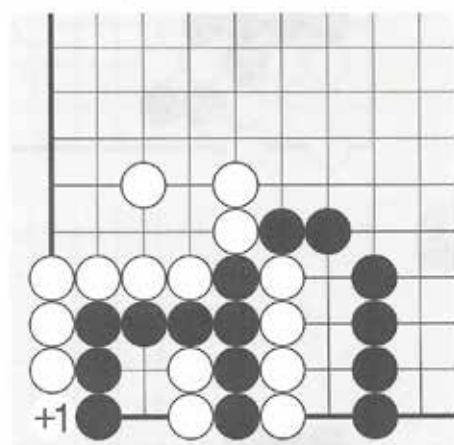
• Dia.1

Let's figure out how many liberties the marked Black stones have in the capturing race.

• Dia.2

We have studied that the four-space shape has 5 liberties. In this shape, we have to subtract two liberties because of the marked two stones.

• Dia.3

We have to add one liberty, because of the outside liberty.

• Dia.4
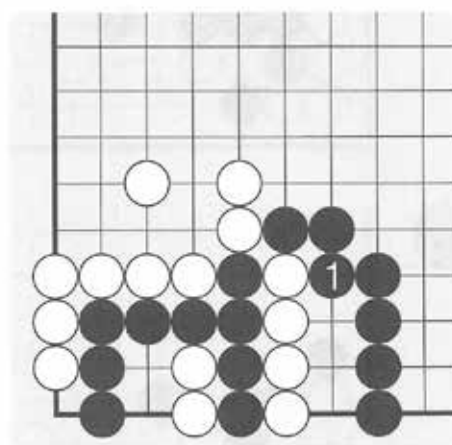
In conclusion, Black has four liberties (5−2+1). So Black wins the capturing race if he plays at 1.

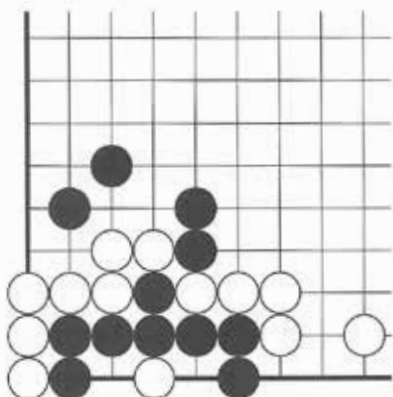Write down how many liberties that Black and White each have?
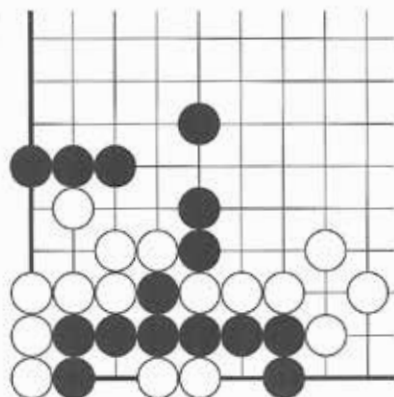
1

Black
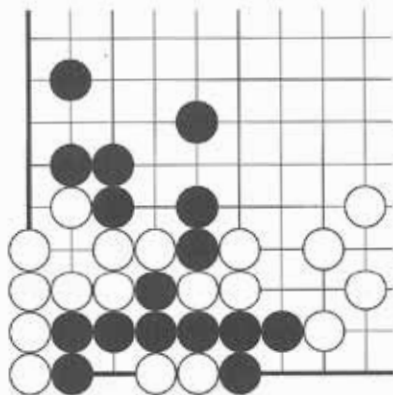☐ move
/
White
☐ move

2

Black
☐ move
/
White
☐ move

3

Black
☐ move
/
White
☐ move

4

Black
☐ move
/
White
☐ move
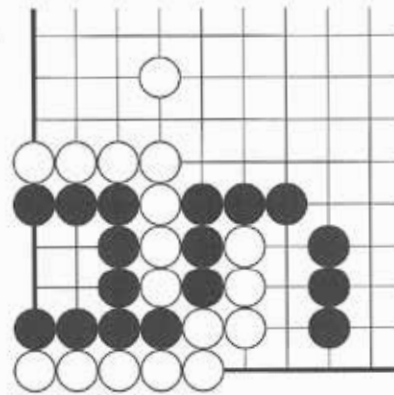
5

Black
☐ move
/
White
☐ move
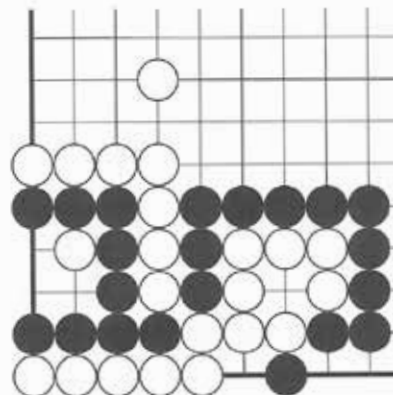
6

Black
☐ move
/
White
☐ move
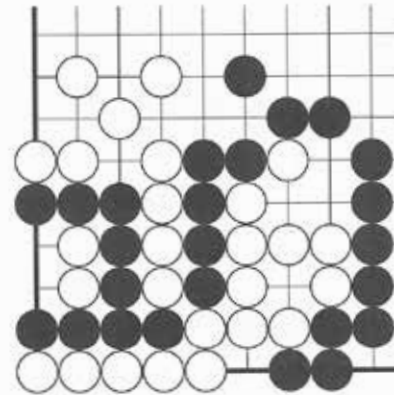
Counting liberties

Write down how many liberties that Black and White each have?

7

Black
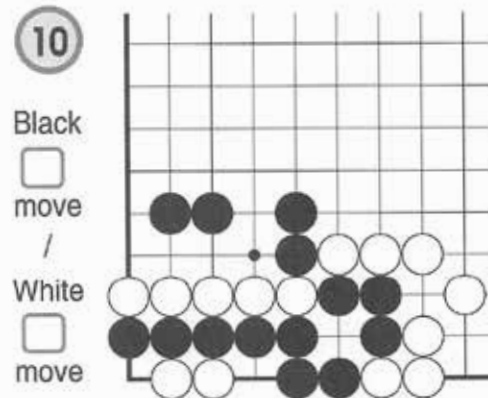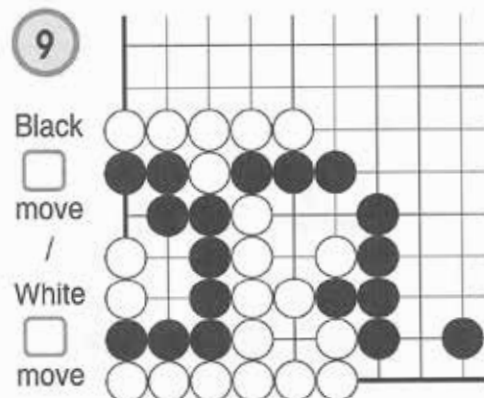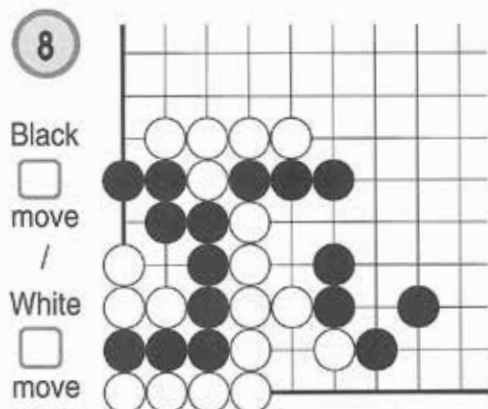☐
move
/
White
☐
move

8

Black
☐
move
/
White
☐
move

9

Black
☐
move
/
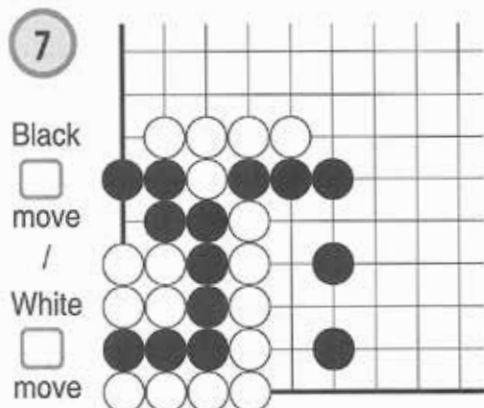White
☐
move

10

Black
☐
move
/
White
☐
move
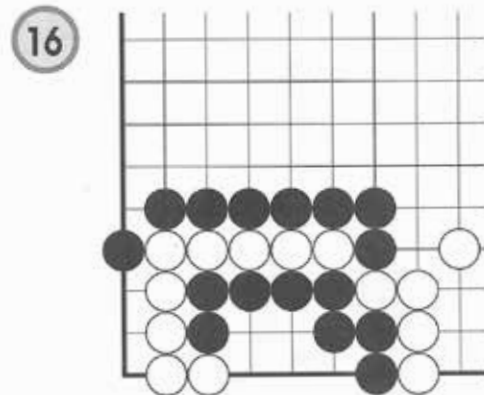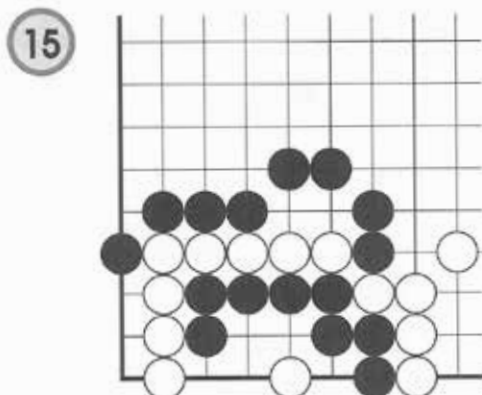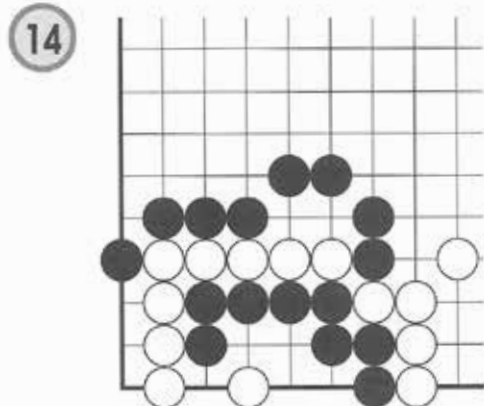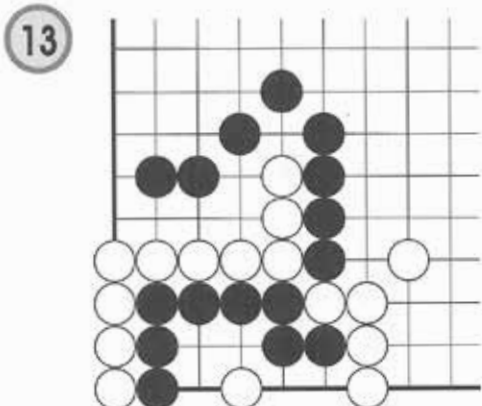
11

Black
☐
move
/
White
☐
move

12

Black
☐
move
/
White
☐
move
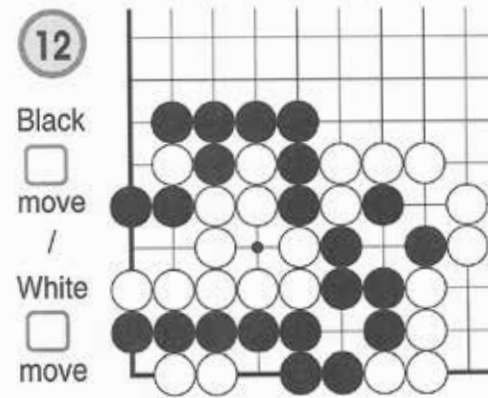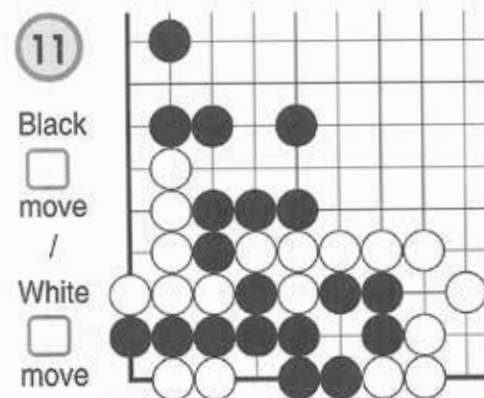
Counting liberties

Where should Black play to win the capturing race?
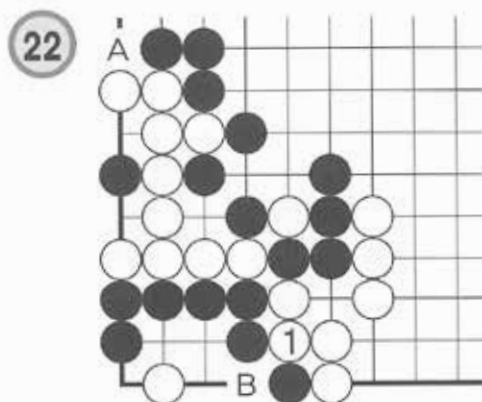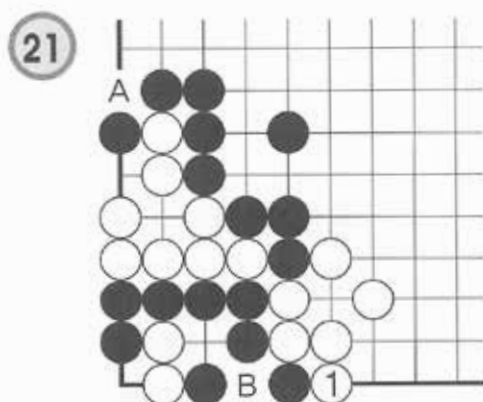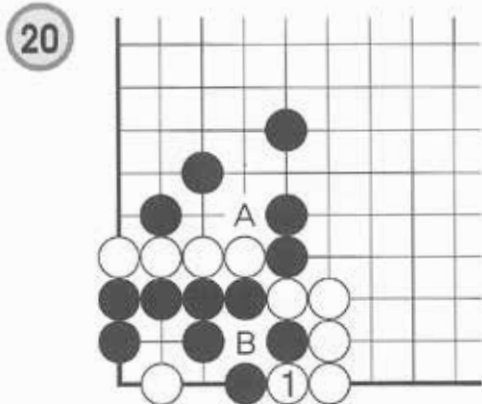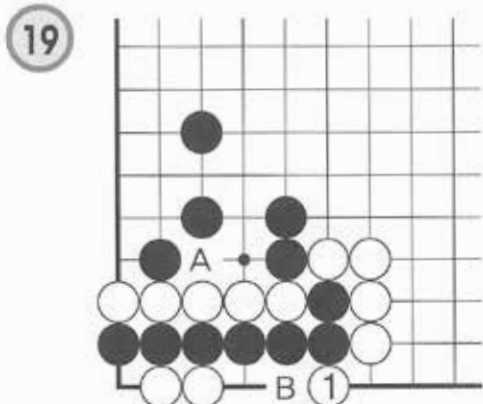(Indicate 1 move)

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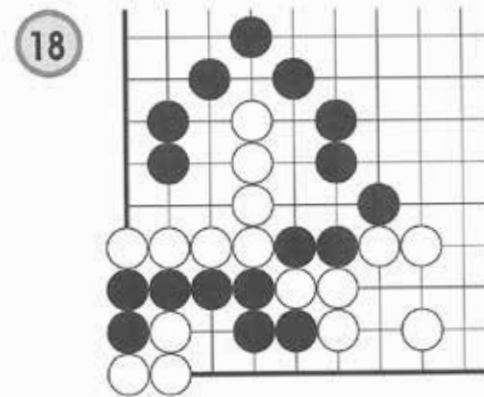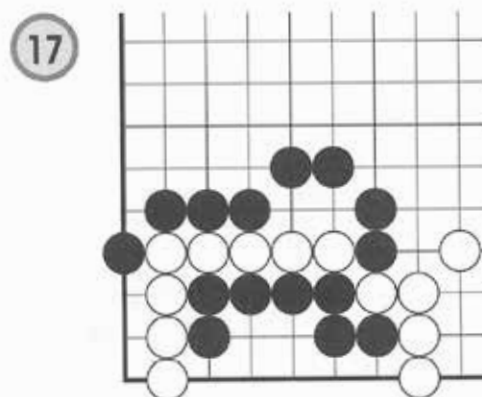
Counting liberties

White just played at 1. Mark the best move, A or B.
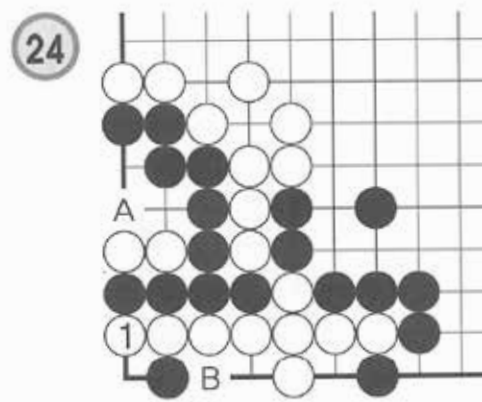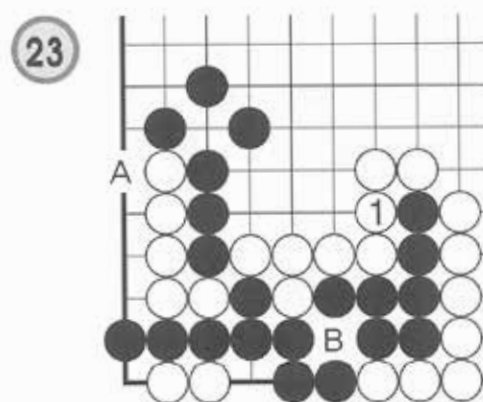
White just played at 1. Using the marked Black stone capture the White stones in each problem.