Capturing race

White just played at 1. Circle the best move among A and B.
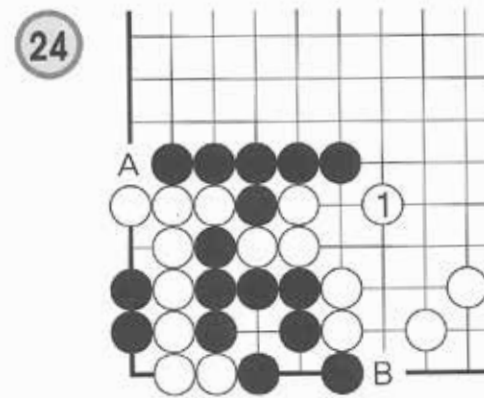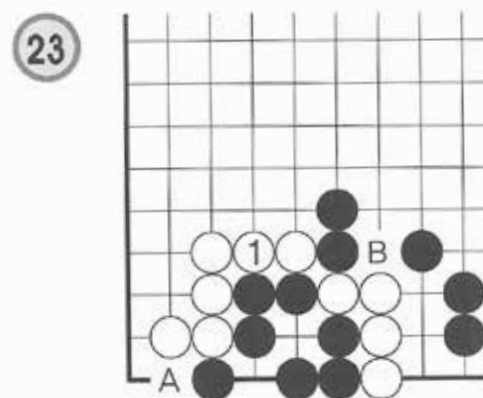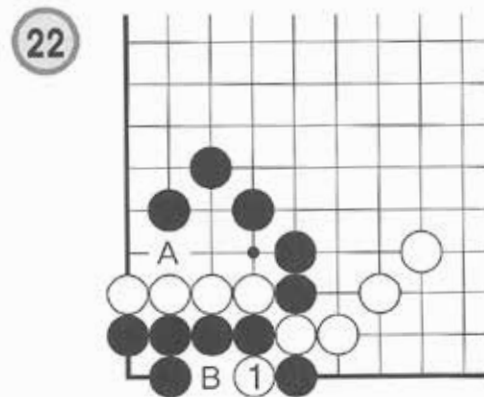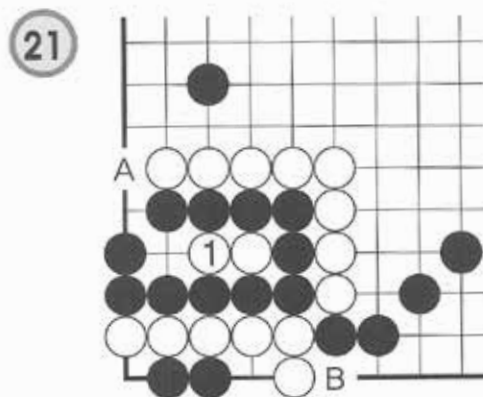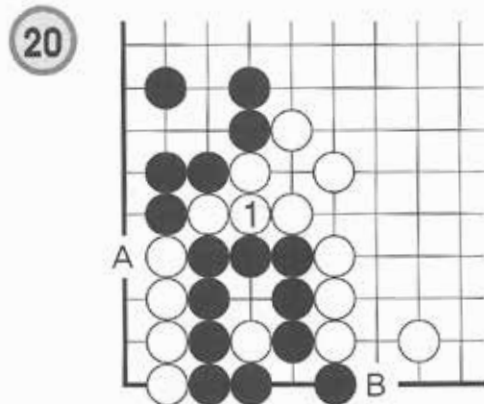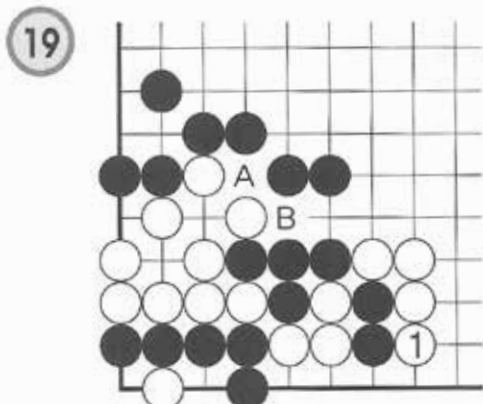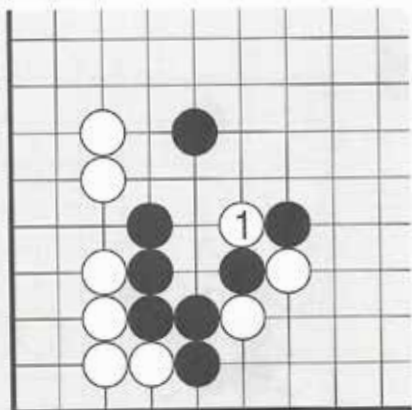
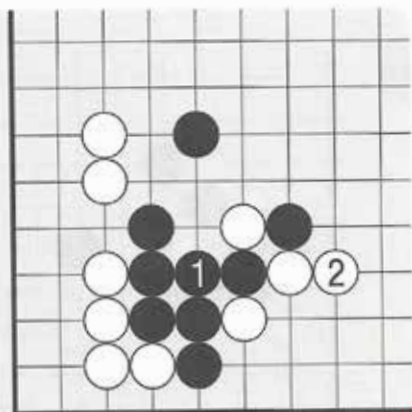### • Dia.1
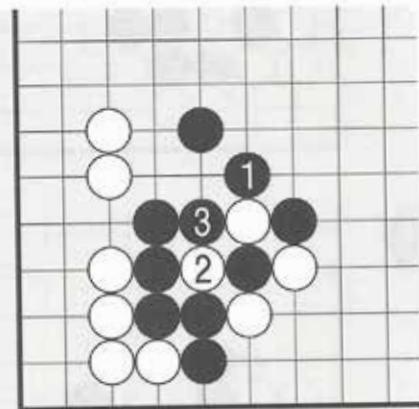
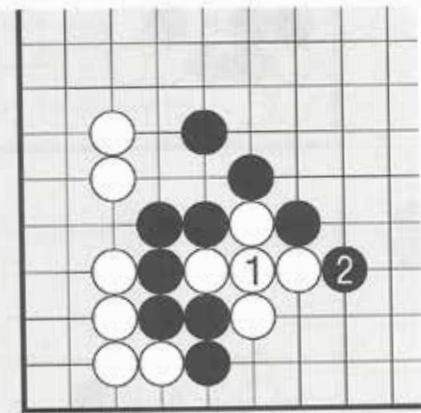Let's study how to answer with Black when White plays atari at 1.

• Dia.2

Black's connection at 1 is not good because his shape becomes heavy.

• Dia.3

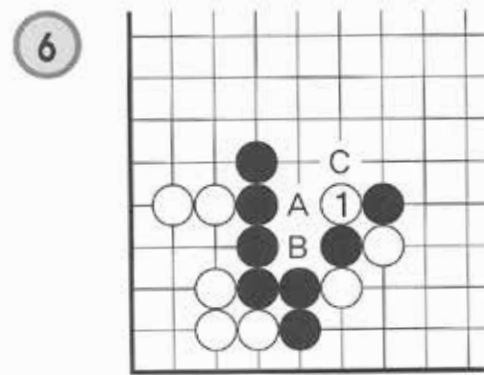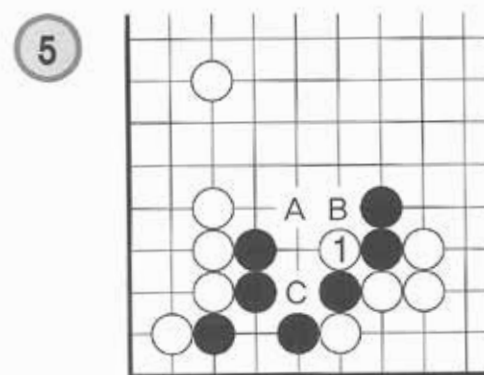In this case, Black 1 and 3 are good moves to avoid ending up with a bad shape.
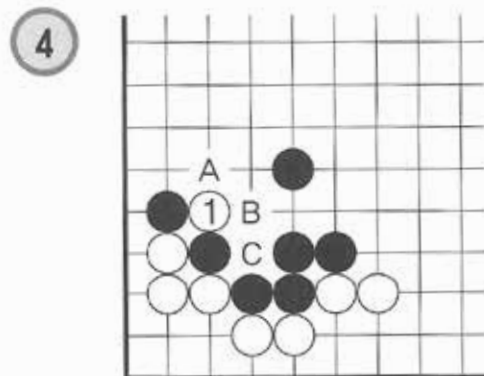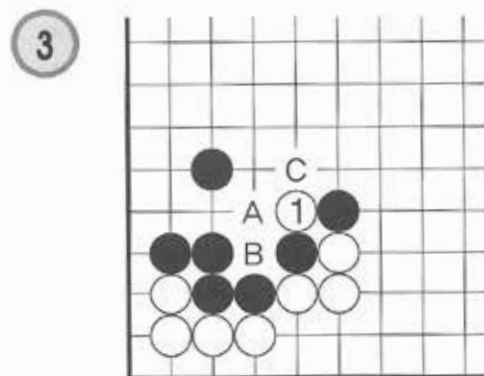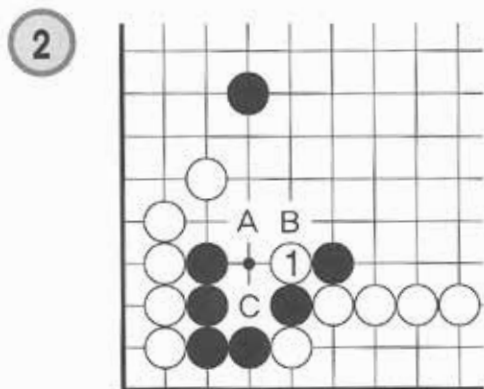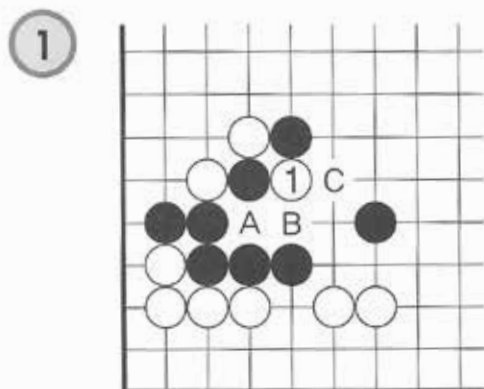
• Dia.4

Continuously, if White connects at 1, Black can attack with 2.

Avoiding bad shape

White just played at 1. Mark the good move among A, B and C.
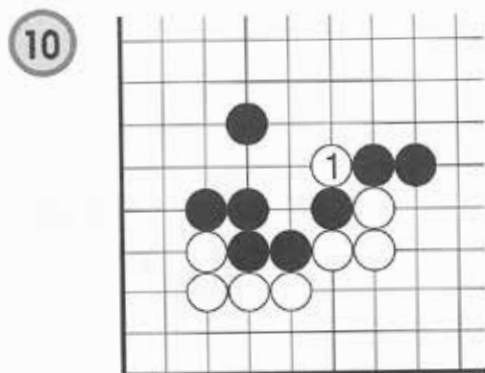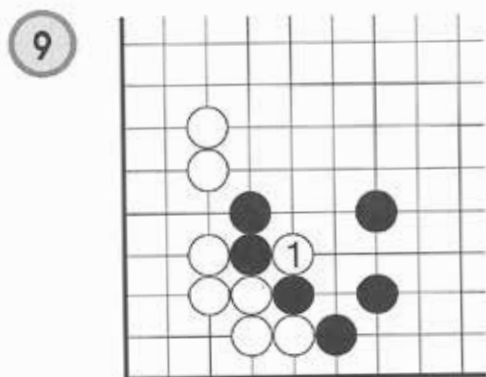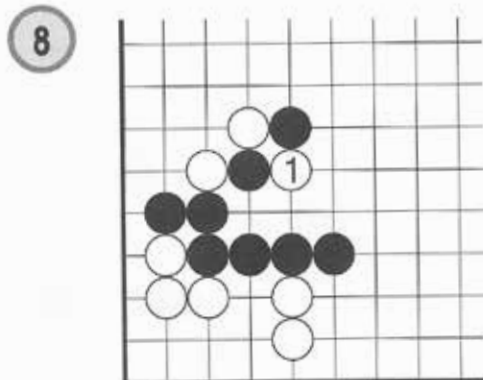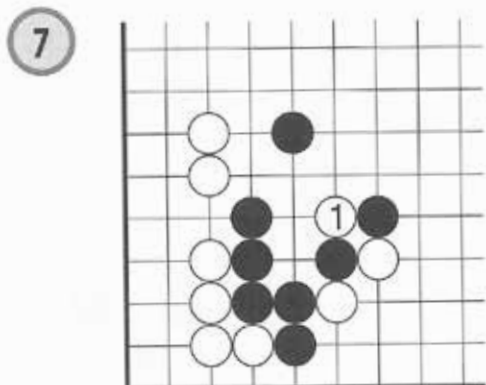
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Avoiding bad shape

White just played at 1. Where should Black play so he doesn't end up with a bad shape? (Indicate 3 moves)

Avoiding bad shape

White just played at 1. Where should Black play so he doesn't end up with a bad shape? (Indicate 3 moves)
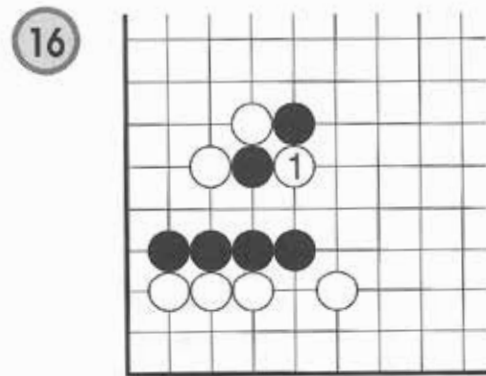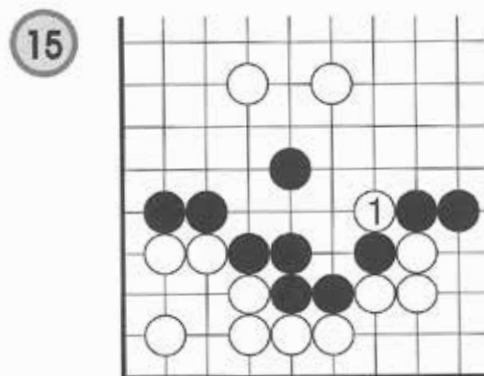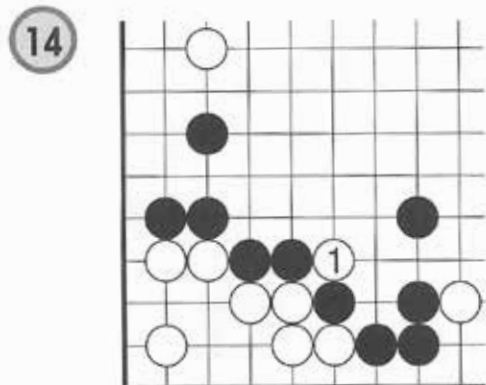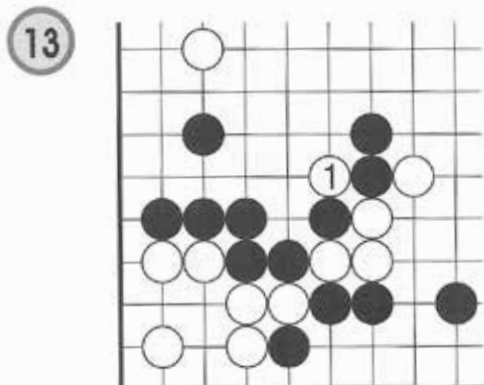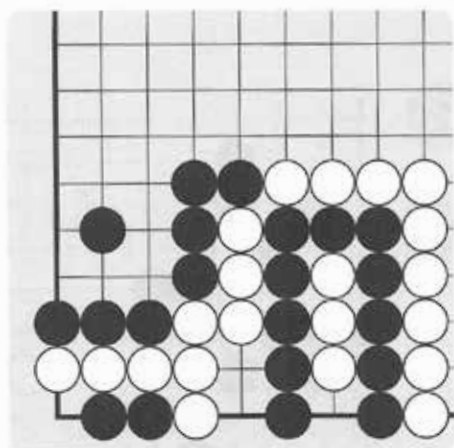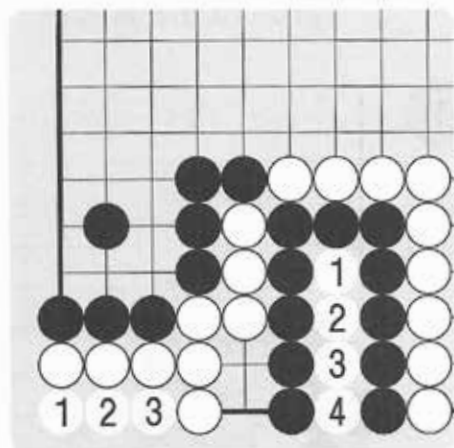

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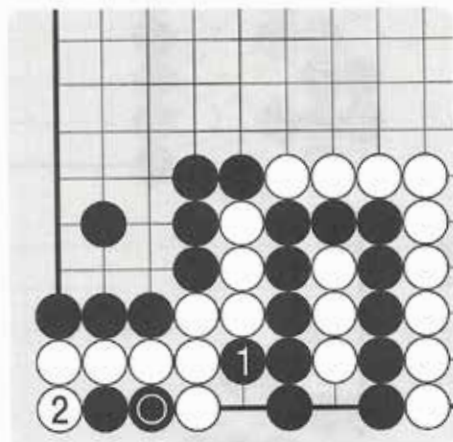
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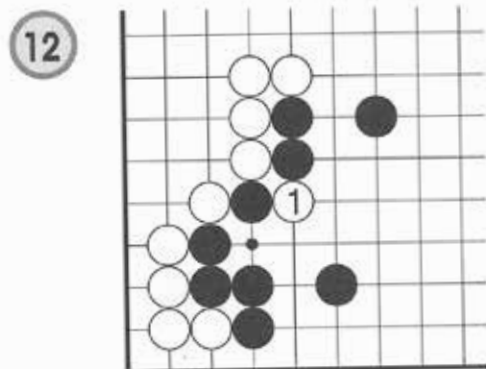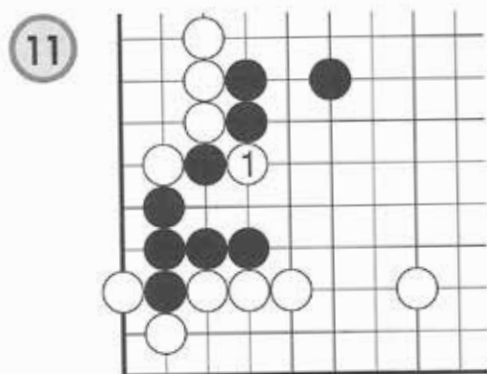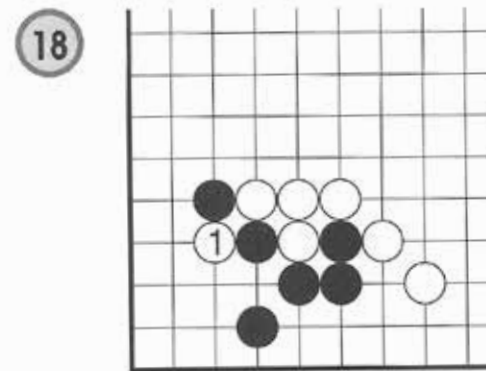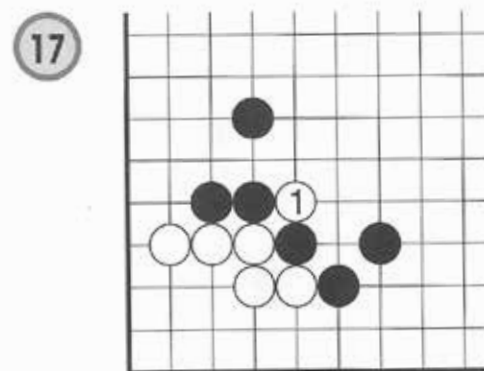
• Dia.1

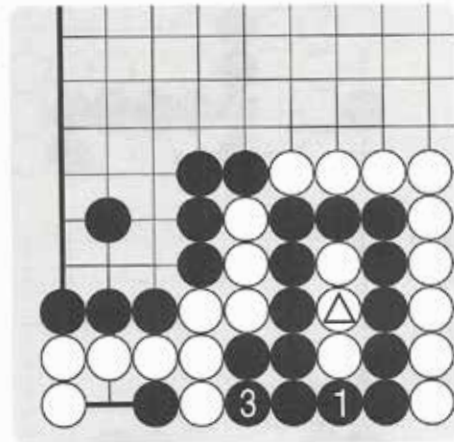Let's study this capturing race.

• Dia.2

In this situation, the important thing is that Black has a 4 space eye and White only has a 3 space eye, so it is said that Black has the big eye.

• Dia.3

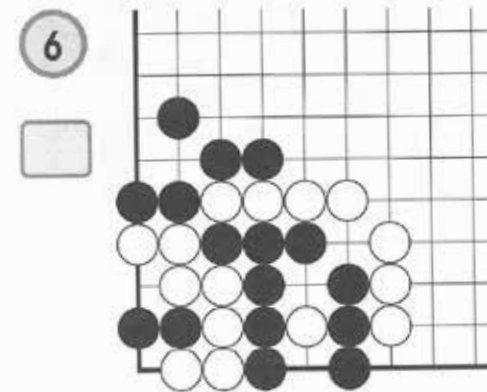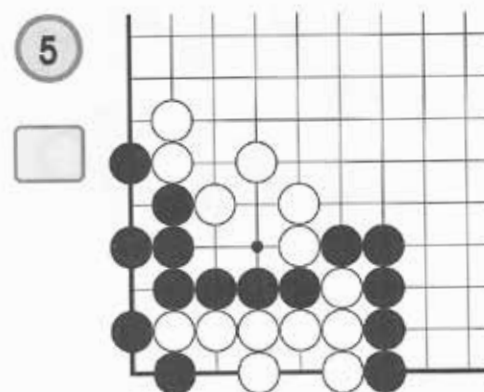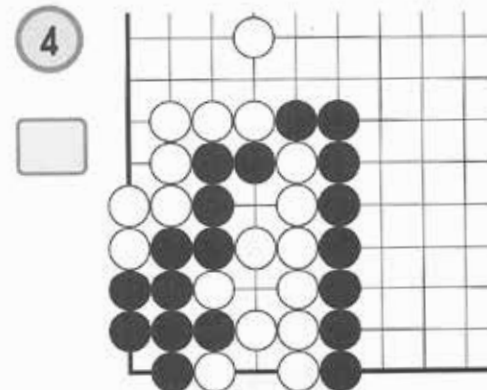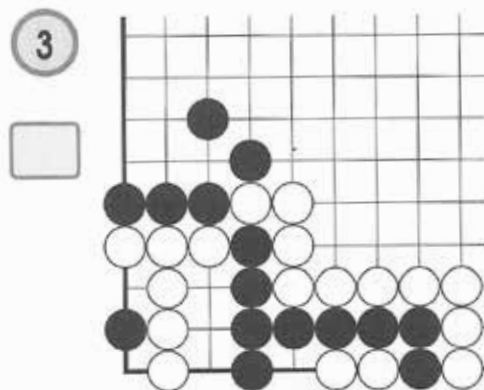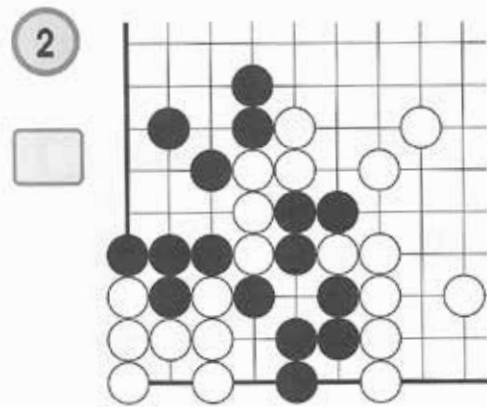Black can start to capture White with 1 and 3.

• Dia.4
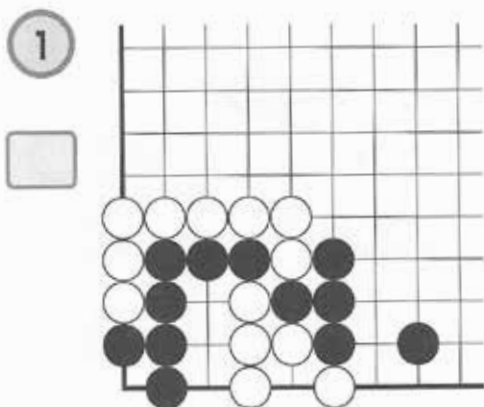

Next, Black wins the capturing race with 1 and 3. Therefore in conclusion, the big eye wins against the small eye in a capturing race.
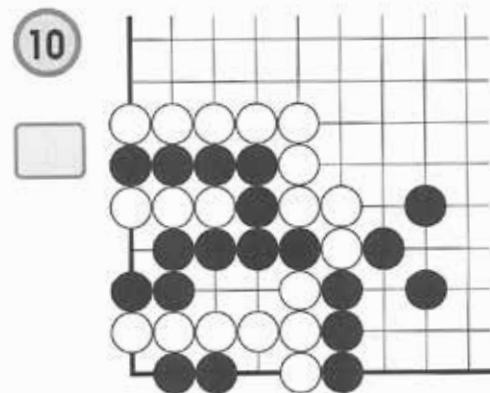
Put and O, if Black wins the capturing race, X if he losses and (△) if it is seki.

Capturing race between group with big eye and group with small eye

Put and O, if Black wins the capturing race, X if he losses and (△) if it is seki.
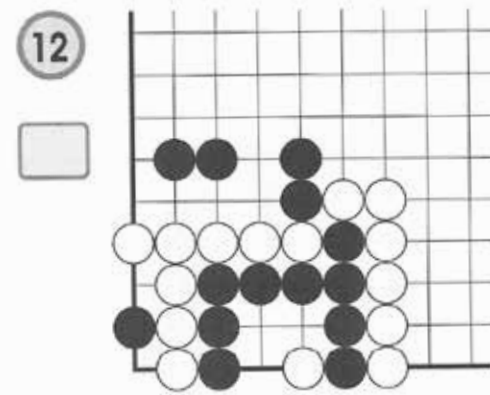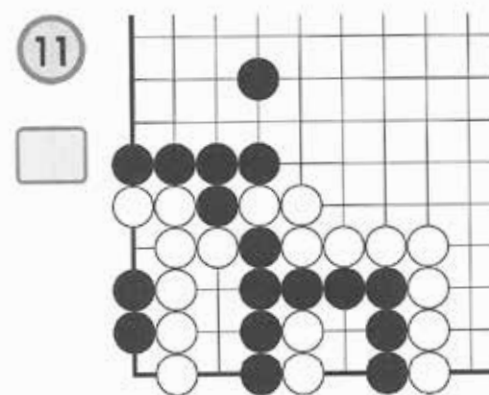
Capturing race between group with big eye and group with small eye
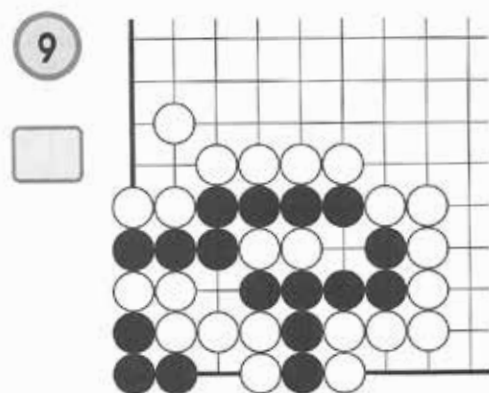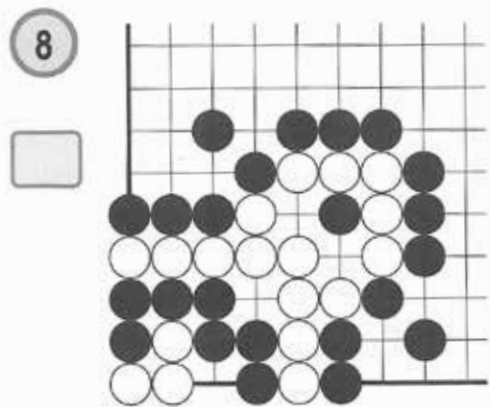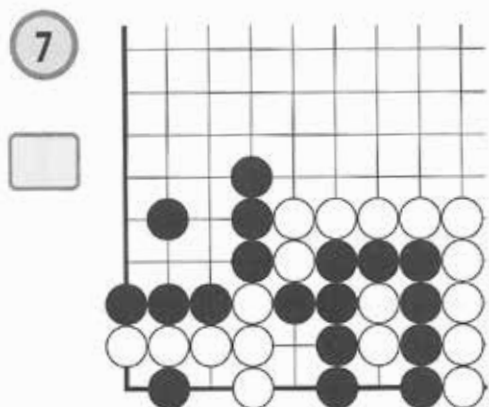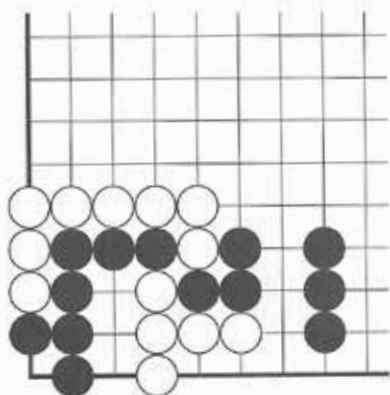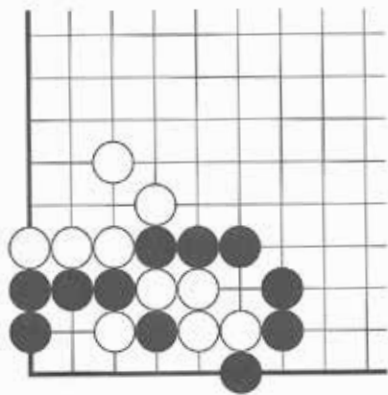
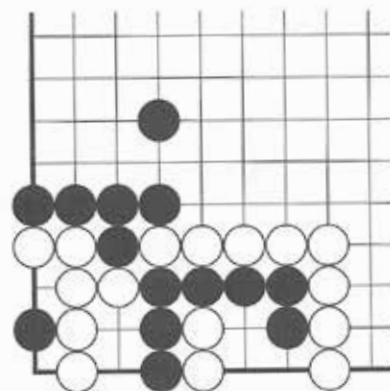Win the capturing race or make seki. (Indicate 1 move)
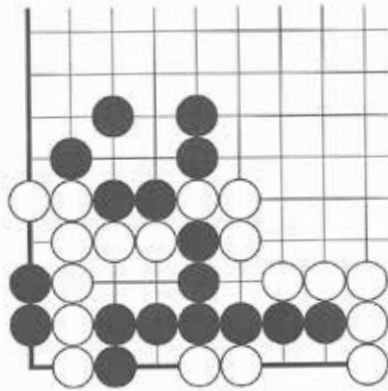
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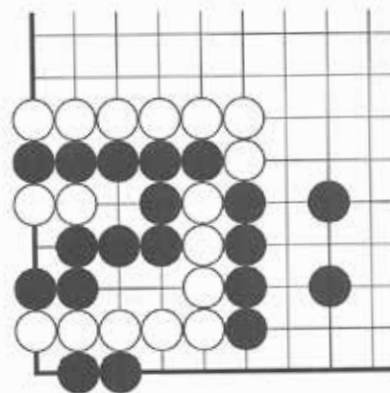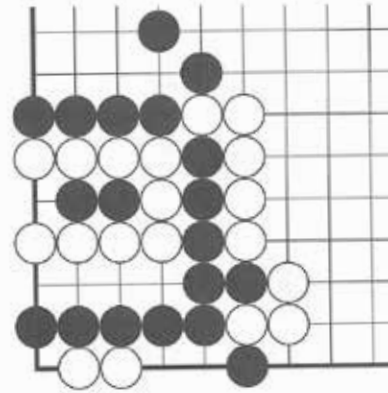# Reading skill improvement

Save the marked Black stones in each problem.