

<b>1. Fighting technique</b>	<b>6</b>
1. Connection and cut	7
2. Practical connection	12
3. Capturing race 1	17
4. Capturing race 2	22
5. Close combat	27
<b>2. Haengma</b>	<b>32</b>
1. Attachment	33
2. Respond with hane to an attachment	37
3. Respond with extension to a hane	42
4. Respond with connection or push-in to an extension	46
5. Respond with stretching-out (extension) to a cut	50
6. First wedge-in	53
7. Reviewing	56
<b>3. Life and death</b>	<b>60</b>
1. Making one eye or preventing one eye	61
2. In the corner 4 is dead 6 is alive	66
3. On the side 6 is dead 8 is alive	70
4. Making two eyes	74
5. Taking advantage of a shortage of liberty and the continuous-dansu.	78
6. In a symmetrical shape the key point is the middle	82
7. Prevent the eye with throw-in or placement.	86

8. Life and death with pae.	90
9. Eye-space problems	94
10. Playing from the outside	98
<b>4. Opening</b>	<b>102</b>
1. Corner defense	103
2. Double wing formation	109
3. Complete the shape	115
4. Make the territory wider	121
<b>5. Jeongseok</b>	<b>128</b>
1. Star-point jeongseok	129
2. 3-4 point jeongseok	134
3. 3-3 point jeongseok	139
<b>6. Value of the moves and endgame</b>	<b>144</b>
1. Value of a move	145
2. End game's trick	150
3. Sente and gote end game	155
<b>Level Testing</b>	<b>161</b>
Section 1	162
Section 2	167
Section 3	171