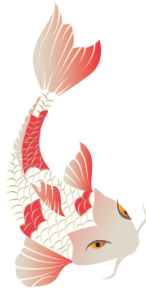







39 kyu	<b>CARP</b>
	<p><b>Eagerness and ardor</b></p> <p>Recognize isolated stone and string of stones Grasping the idea that stones do “breathe” Know how to capture</p>


36 kyu	<b>RABBIT</b>
	<p><b>Watchfulness and creativity</b></p> <p>Pay attention when there is only 1 liberty left Recognize suicide situations Acknowledge that a territory needs to be closed by frontiers Understand that game is finished when nothing can be captured</p>


33 kyu	<b>FROG</b>
	<p><b>Prosperity</b></p> <p>Add stones to make strings of stones Reduce liberties to capture Understand that capturing is never a suicide Ko rule Know how to count points in the end</p>


30 kyu	<b>CAT</b>
	<p><b>Foresight</b></p> <p>Connection and cut Evaluate taking into account liberties Capture 1 eye Closing of frontiers Avoid filling your own territories</p>

27 kyu	<b>PIG</b>
	<p><b>Vitality</b></p> <p>Relative connection Damezumari Recognize Semeai situations Ko rule Life with 2 eyes Avoid capturing prisoners that can't be saved</p>


24 kyu	<b>SNAKE</b>
	<p><b>Determination</b></p> <p>Strength of stones evaluation Geta, Shisho and Snapback Gote, Sente and Tenuki Elementary Tsumegos True and false eyes Defeat and humiliation lines</p>


21 kyu	<b>TIGER</b>
	<p><b>Ferocity</b></p> <p>Basic good and bad shapes Evaluating points Seki Theoretical Tsumegos (killing shapes) Prioritize endgame moves Corners, borders and center</p>

18 kyu	<b>TURTLE</b>
	<p><b>Solidity and longevity</b></p> <p>Thickness and lightness Walls and extensions Theoretical endgame moves Handicap play Hoshi, San-San and Komoku starting points</p>


15 kyu	<b>FOX</b>
	<p><b>Influence</b></p> <p>Squeeze Haengma Miai Practical Tesujis Throw in Classic Tsumegos Hoshi 3-3 point invasion</p>

12 kyu	<b>MONKEY</b>
	<p><b>Cunning</b></p> <p>Direction of play Punish weaknesses and overplay Kikashi and Aji-keshi Ko fights principles High and low play Shoulder hit Approach, enclosure and extensions</p>

9 kyu	<b>QILIN</b>
	<p><b>Gentleness</b></p> <p>Reduction and invasion Perspicacity in confusing fights Attachment and clamp Build and evaluate influence Practical Tsumegos Pincers Classic Josekis</p>

6 kyu	<b>PHOENIX</b>
	<p><b>Virtue</b></p> <p>Large scale strategies Aji management Deep lecture of sequences Escape from nets Proper use of Ko threats Double approaches Playing against handicap</p>

3 kyu	<b>DRAGON</b>
	<p><b>Power</b></p> <p>Vision of the whole picture Sabaki Kiai Building Ko or Shisho Probe Complex Tsumegos Macroendgame Competitive Josekis</p>

Dan	<b>WISDOM</b>
	<p>Quest for the Divine Move</p>