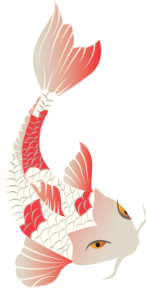







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|---|---|
| 39 kyu  | <b>CARP</b>   |
|  | <p><b>Eagerness and ardor</b></p> <p>Recognize isolated stone and string of stones<br/>Grasping the idea that stones do “breathe”<br/>Know how to capture</p> |


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


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


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


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


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| 24 kyu   | <b>SNAKE</b>   |
|  | <p><b>Determination</b></p> <p>Stones strength evaluation<br/>Geta, Shisho and Snapback<br/>Elementary Tsumegos<br/>True and false eyes<br/>Understand Seki<br/>Defeat and humiliation lines</p> |


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| 21 kyu  | <b>TIGER</b>  |
|  | <p><b>Ferocity</b></p> <p>Basic good and bad shapes<br/>Small sequences reading<br/>Sente, Gote and Tenuki<br/>Theoretical Tsumegos (killing shapes)<br/>Evaluating points<br/>Prioritize endgame moves<br/>Corners, borders and center</p> |


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


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

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

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

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

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

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