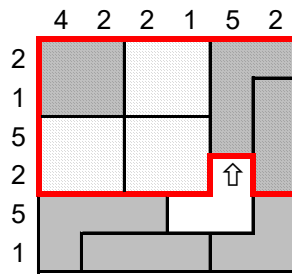
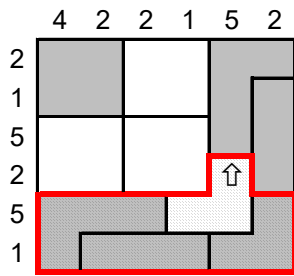


Tips and Tricks: the peninsula and the gulf

A very useful technique for departures is to take advantage of what we will call peninsulas or gulfs often present in the diagram

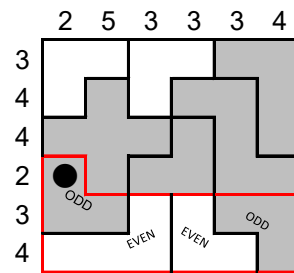
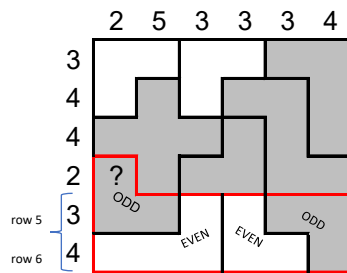
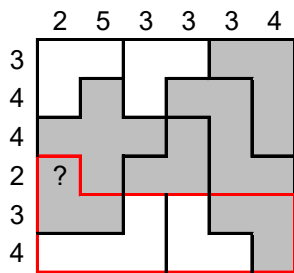


In the first image, the arrow indicates the protrusion with respect to the underlying rectangle (formed by lines fifth and sixth). This is a peninsula

In the second image, the arrow indicates the indentation with respect to the rectangle above (formed by lines first second third and fourth). This is a

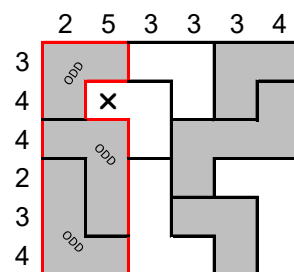
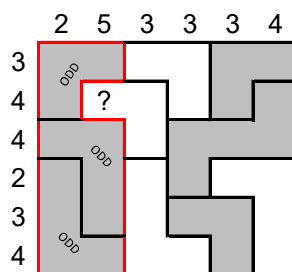
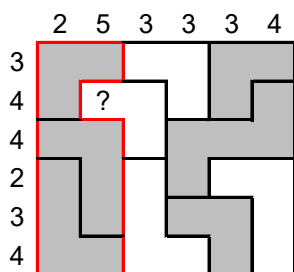
Peninsula and gulf are the same object defined from two different points of view. The player can indifferently use one method or the other obtaining the same result.

Peninsula: example



Let's consider the highlighted area and ask ourselves what to insert in place of the question mark. The area is made up of 2 even areas and 2 odd areas so as $\text{even} + \text{even} + \text{odd} + \text{odd} = \text{even}$ therefore an even number of dots will be needed to satisfy the highlighted area. Since lines fifth and sixth can provide a total of $3 + 4 = 7$ dots it means that instead of the question mark it will take a dot so with the contribution of the latter the highlighted area will obtain the required number of dots

Gulf: example



Let's consider the highlighted area and ask ourselves what to insert in place of the question mark. The area is made up of 3 odd areas so as $\text{odd} + \text{odd} + \text{odd} = \text{odd}$ it will take an odd number of dots to match the highlighted area. Since columns first and second can provide $2 + 5 = 7$ dots in all, it means that instead of the question mark, nothing will be needed because the two columns precisely satisfy the highlighted area