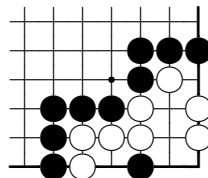
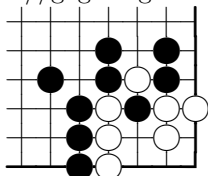


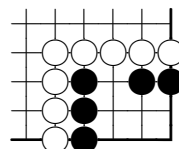
Problem: (1)
Black to play.
<https://gogameguru.com/>



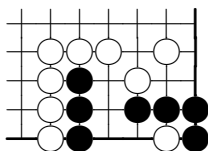
Problem: (2)
Black to play.
<https://gogameguru.com/>



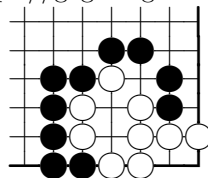
Problem: (3)
Black to play.
<https://gogameguru.com/>



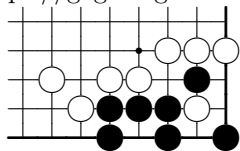
Problem: (4)
Black to play.
<https://gogameguru.com/>



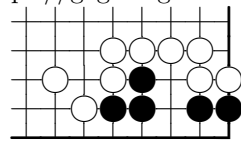
Problem: (5)
Black to play.
<https://gogameguru.com/>



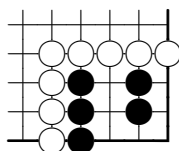
Problem: (6)
Black to play.
<https://gogameguru.com/>



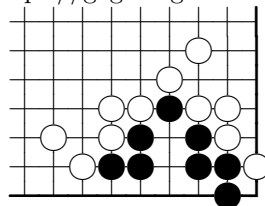
Problem: (7)
Black to play.
<https://gogameguru.com/>



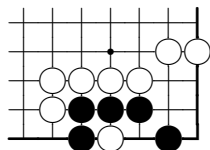
Problem: (8)
Black to play.
<https://gogameguru.com/>



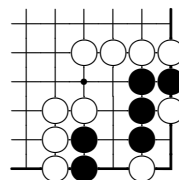
Problem: (9)
Black to play.
<https://gogameguru.com/>



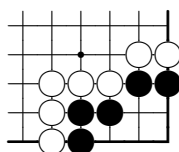
Problem: (10)
Black to play.
<https://gogameguru.com/>



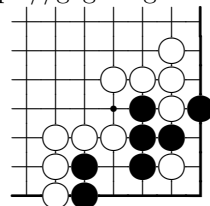
Problem: (11)
Black to play.
<https://gogameguru.com/>



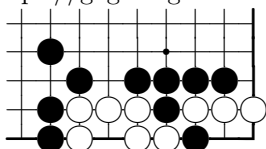
Problem: (12)
Black to play.
<https://gogameguru.com/>



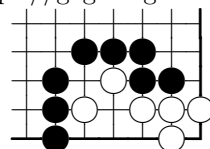
Problem: (13)
Black to play.
<https://gogameguru.com/>



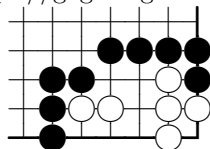
Problem: (14)
Black to play.
<https://gogameguru.com/>



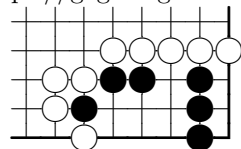
Problem: (15)
Black to play.
<https://gogameguru.com/>



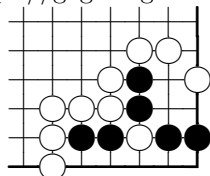
Problem: (16)
Black to play.
<https://gogameguru.com/>



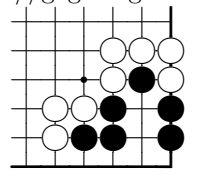
Problem: (17)
Black to play.
<https://gogameguru.com/>



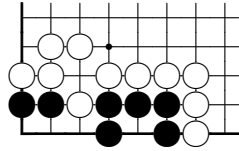
Problem: (18)
Black to play.
<https://gogameguru.com/>



Problem: (19)
Black to play.
<https://gogameguru.com/>

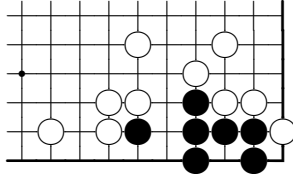


Problem: (20)
Black to play.
<https://gogameguru.com/>



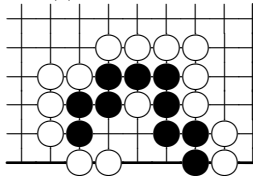
Problem: (21)
Black to play.

<https://gogameguru.com/>



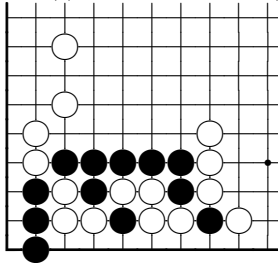
Problem: (23)
Black to play.

<https://gogameguru.com/>



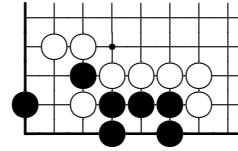
Problem: (25)
Black to play.

<https://gogameguru.com/>



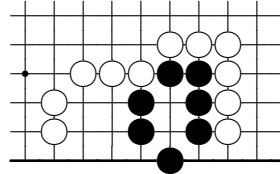
Problem: (27)
Black to play.

<https://gogameguru.com/>



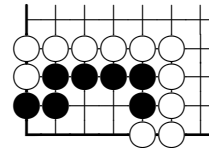
Problem: (22)
Black to play.

<https://gogameguru.com/>



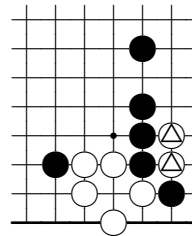
Problem: (24)
Black to play.

<https://gogameguru.com/>



Problem: (26)
Black to play.

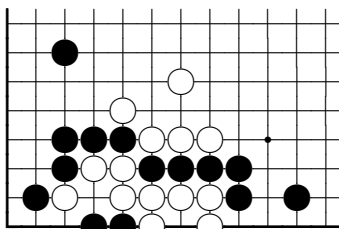
<https://gogameguru.com/>



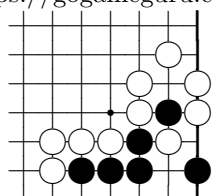
Problem: (28)

Black to play. Can you find a way to capture White's two stones?

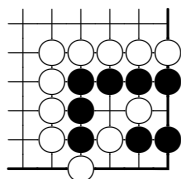
<https://gogameguru.com/>



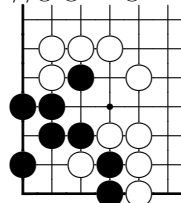
Problem: (29)
Black to play.
<https://gogameguru.com/>



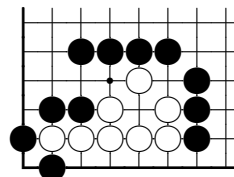
Problem: (31)
Black to play.
<https://gogameguru.com/>



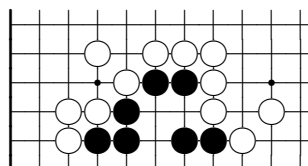
Problem: (33)
Black to play.
<https://gogameguru.com/>



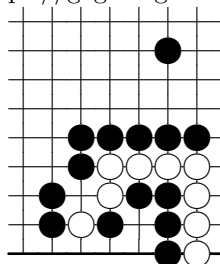
Problem: (35)
Black to play.
<https://gogameguru.com/>



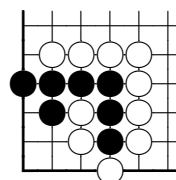
Problem: (30)
Black to play.
<https://gogameguru.com/>



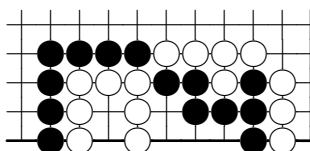
Problem: (32)
Black to play.
<https://gogameguru.com/>



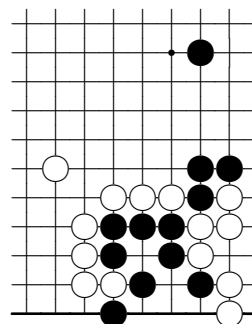
Problem: (34)
Black to play.
<https://gogameguru.com/>



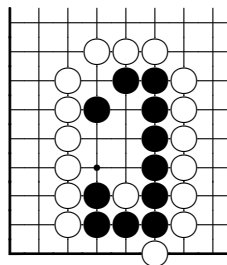
Problem: (36)
Black to play.
<https://gogameguru.com/>



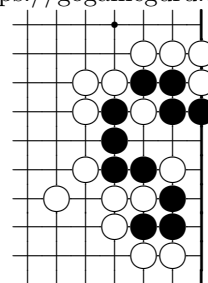
Problem: (37)
Black to play.
<https://gogameguru.com/>



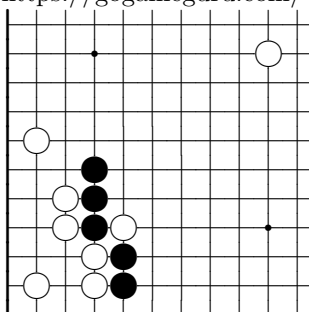
Problem: (38)
Black to play.
<https://gogameguru.com/>



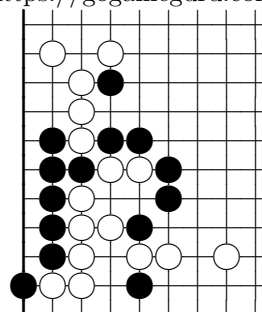
Problem: (39)
Black to play.
<https://gogameguru.com/>



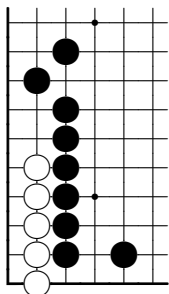
Problem: (40)
Black to play.
<https://gogameguru.com/>



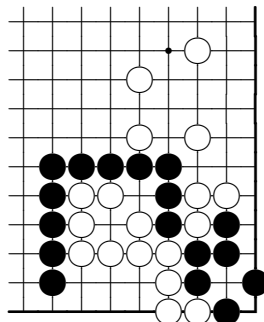
Problem: (41)
Black to play. Can you capture White's
cutting stone at A?
<https://gogameguru.com/>



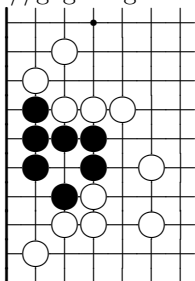
Problem: (42)
Black to play.
<https://gogameguru.com/>



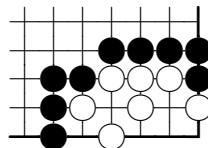
Problem: (43)
Black to play.
<https://gogameguru.com/>



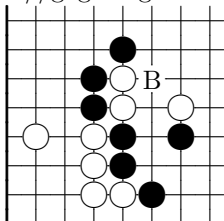
Problem: (44)
Black to play.
<https://gogameguru.com/>



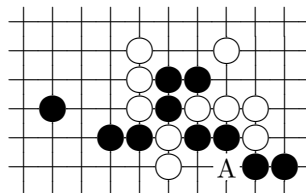
Problem: (45)
Black to play.
<https://gogameguru.com/>



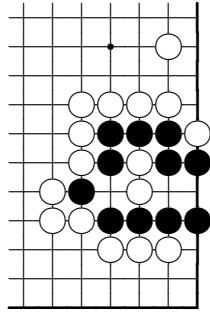
Problem: (46)
Black to play.
<https://gogameguru.com/>



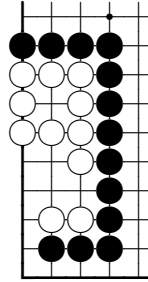
Problem: (47)
Black to play.
White A would have been better at B.
Why?
<https://gogameguru.com/>



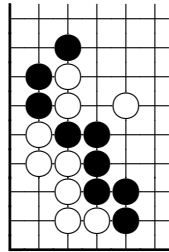
Problem: (48)
Black to play. How can Black prevent
White from capturing at A while also
winning the capturing race between B
and C?
<https://gogameguru.com/>



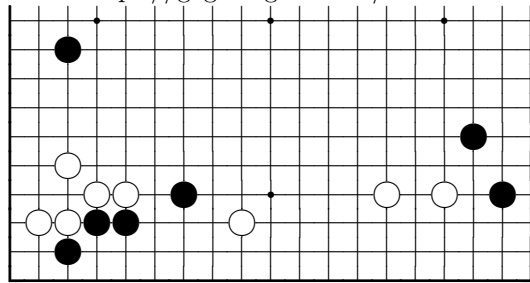
Problem: (49)
Black to play.
<https://gogameguru.com/>



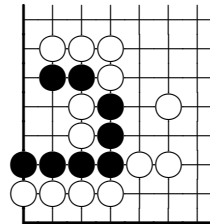
Problem: (50)
Black to play.
<https://gogameguru.com/>



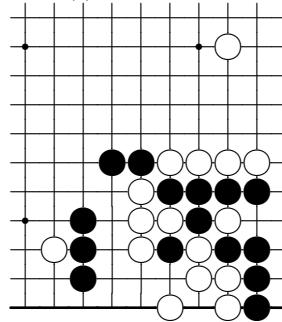
Problem: (51)
Black to play.
<https://gogameguru.com/>



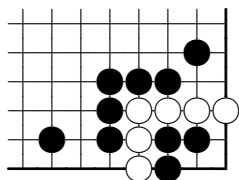
Problem: (52)
Black to play.
<https://gogameguru.com/>



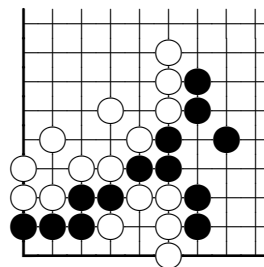
Problem: (53)
Black to play.
<https://gogameguru.com/>



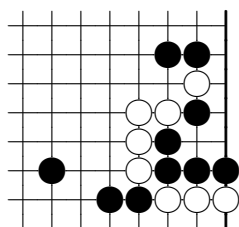
Problem: (54)
Black to play.
<https://gogameguru.com/>



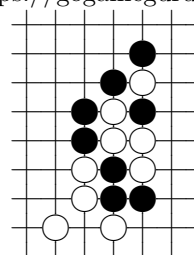
Problem: (55)
Black to play.
<https://gogameguru.com/>



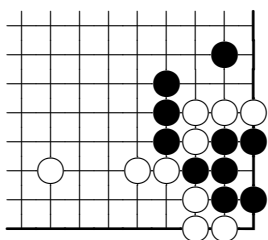
Problem: (56)
Black to play.
<https://gogameguru.com/>



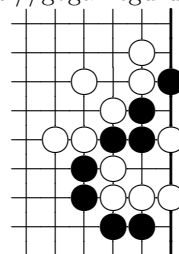
Problem: (57)
Black to play.
<https://gogameguru.com/>



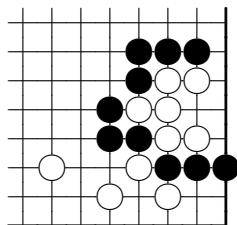
Problem: (58)
Black to play.
<https://gogameguru.com/>



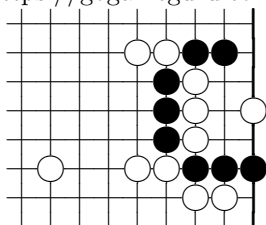
Problem: (59)
Black to play.
<https://gogameguru.com/>



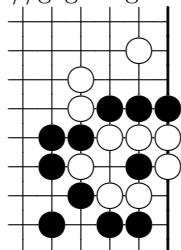
Problem: (60)
Black to play.
<https://gogameguru.com/>



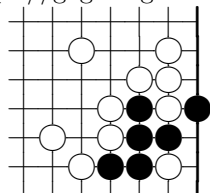
Problem: (61)
Black to play.
<https://gogameguru.com/>



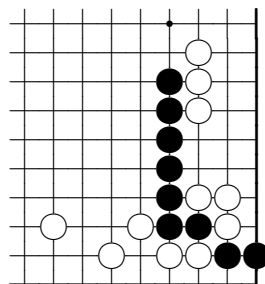
Problem: (63)
Black to play.
<https://gogameguru.com/>



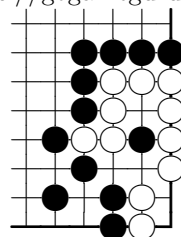
Problem: (65)
Black to play.
<https://gogameguru.com/>



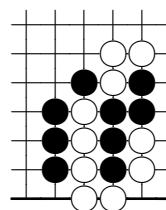
Problem: (67)
Black to play.
<https://gogameguru.com/>



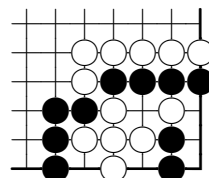
Problem: (62)
Black to play.
<https://gogameguru.com/>



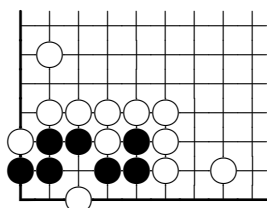
Problem: (64)
Black to play.
<https://gogameguru.com/>



Problem: (66)
Black to play.
<https://gogameguru.com/>

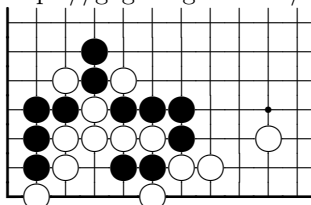


Problem: (68)
Black to play.
<https://gogameguru.com/>



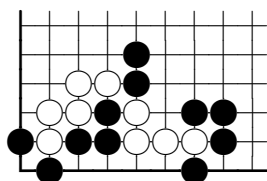
Problem: (69)
Black to play.

<https://gogameguru.com/>



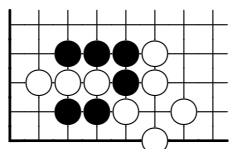
Problem: (71)
Black to play.

<https://gogameguru.com/>



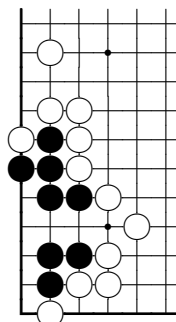
Problem: (73)
Black to play.

<https://gogameguru.com/>



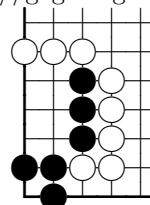
Problem: (75)
Black to play.

<https://gogameguru.com/>



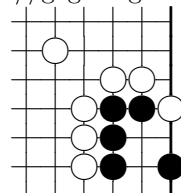
Problem: (70)
Black to play.

<https://gogameguru.com/>



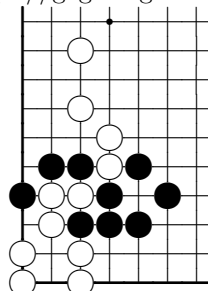
Problem: (72)
Black to play.

<https://gogameguru.com/>



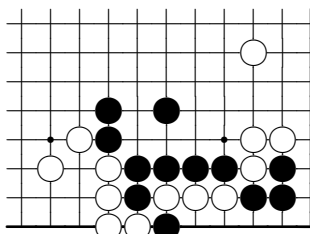
Problem: (74)
Black to play.

<https://gogameguru.com/>



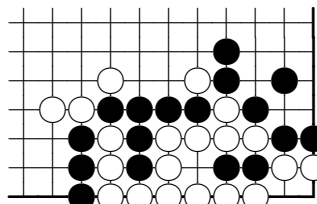
Problem: (76)
Black to play.

<https://gogameguru.com/>



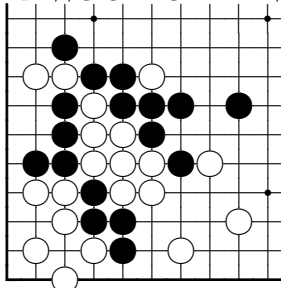
Problem: (77)
Black to play.

<https://gogameguru.com/>



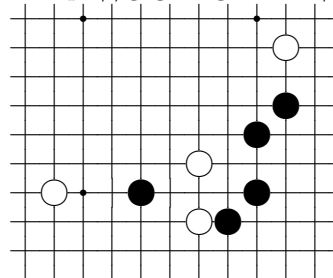
Problem: (78)
Black to play.

<https://gogameguru.com/>



Problem: (79)
Black to play.

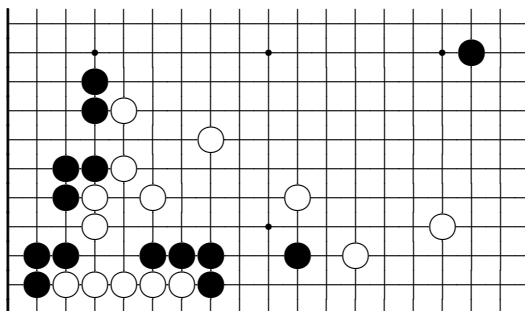
<https://gogameguru.com/>



Problem: (80)
Black to play.

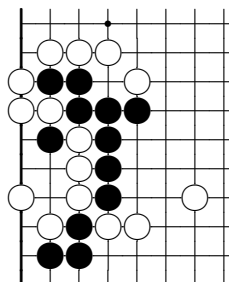
How can Black connect his all stones?

<https://gogameguru.com/>



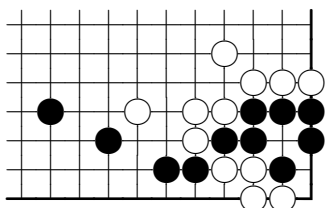
Problem: (81)
Black to play.

<https://gogameguru.com/>

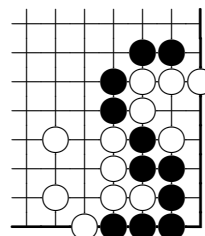


Problem: (82)
Black to play.

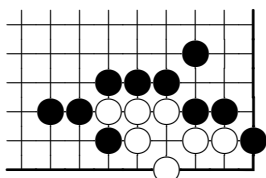
<https://gogameguru.com/>



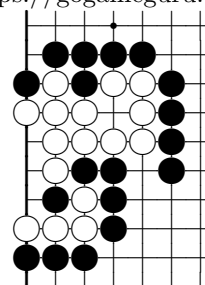
Problem: (83)
Black to play.
<https://gogameguru.com/>



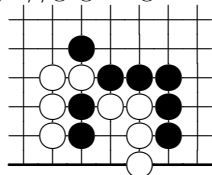
Problem: (84)
Black to play.
<https://gogameguru.com/>



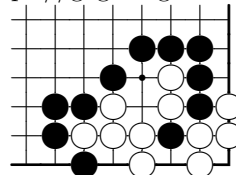
Problem: (85)
Black to play.
<https://gogameguru.com/>



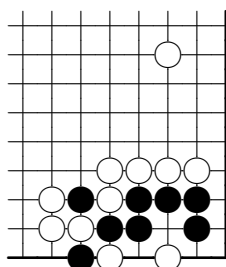
Problem: (86)
Black to play.
<https://gogameguru.com/>



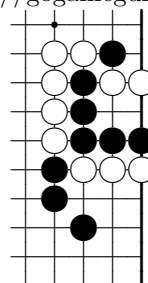
Problem: (87)
Black to play.
<https://gogameguru.com/>



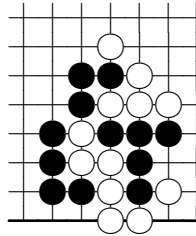
Problem: (88)
Black to play.
<https://gogameguru.com/>



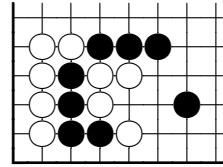
Problem: (89)
Black to play.
<https://gogameguru.com/>



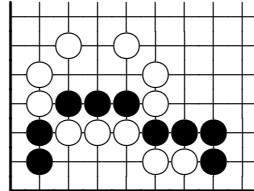
Problem: (90)
Black to play.
<https://gogameguru.com/>



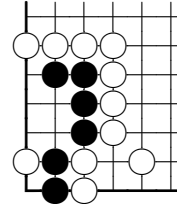
Problem: (91)
Black to play.
<https://gogameguru.com/>



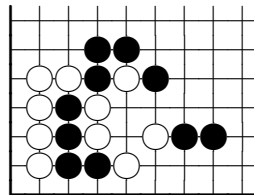
Problem: (92)
Black to play.
<https://gogameguru.com/>



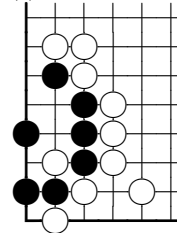
Problem: (93)
Black to play.
<https://gogameguru.com/>



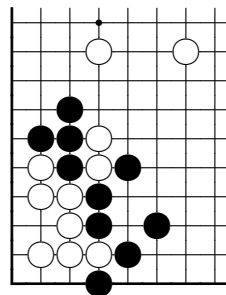
Problem: (94)
Black to play.
<https://gogameguru.com/>



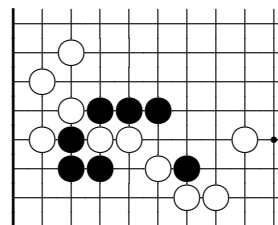
Problem: (95)



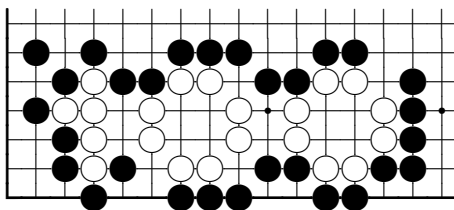
Problem: (96)
Black to play.
<https://gogameguru.com/>



Problem: (97)
Black to play.
<https://gogameguru.com/>



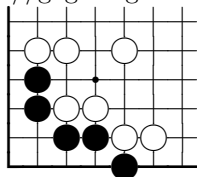
Problem: (98)
Black to play.
How can Black capture the cutting stones?
<https://gogameguru.com/>



Problem: (99)

Black to play.

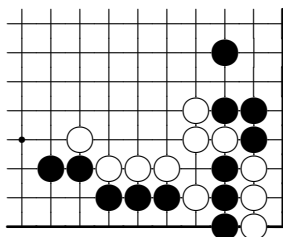
<https://gogameguru.com/>



Problem: (101)

Black to play.

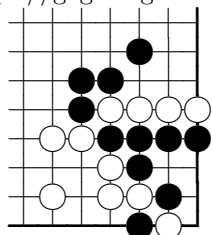
<https://gogameguru.com/>



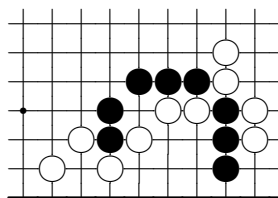
Problem: (103)

Black to play.

<https://gogameguru.com/>



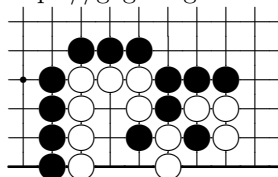
Problem: (105)



Problem: (100)

Black to play.

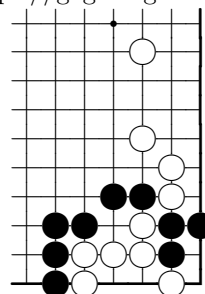
<https://gogameguru.com/>



Problem: (102)

Black to play.

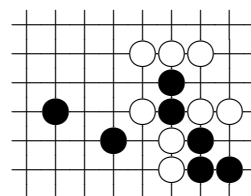
<https://gogameguru.com/>



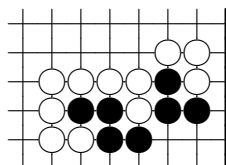
Problem: (104)

Black to play.

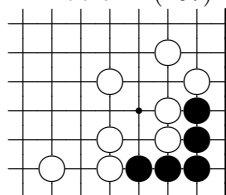
<https://gogameguru.com/>



Problem: (106)



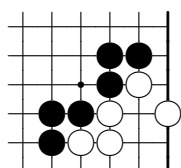
Problem: (107)



Problem: (109)

Black to play.

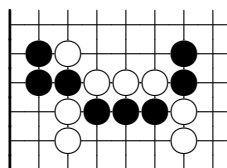
<https://gogameguru.com/>



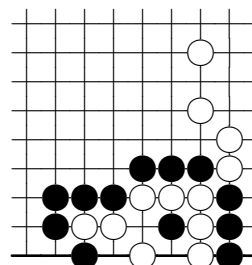
Problem: (111)

Black to play.

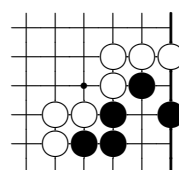
<https://gogameguru.com/>



Problem: (113)



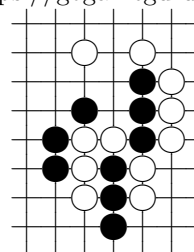
Problem: (108)



Problem: (110)

Black to play.

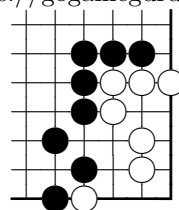
<https://gogameguru.com/>



Problem: (112)

Black to play.

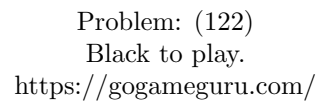
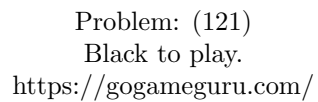
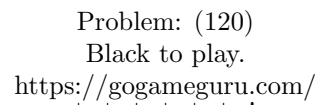
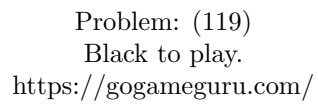
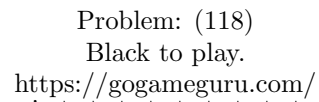
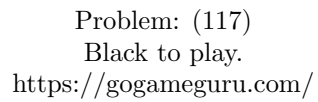
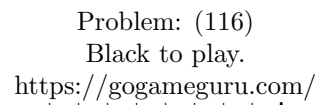
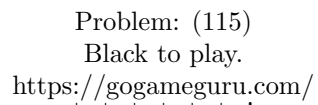
<https://gogameguru.com/>

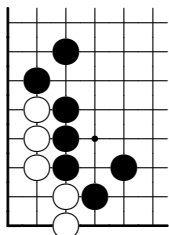


Problem: (114)

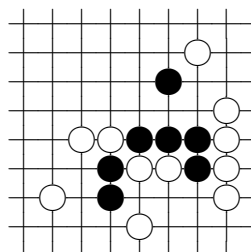
Black to play.

<https://gogameguru.com/>

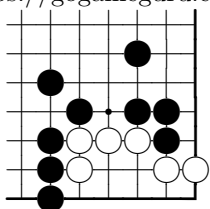




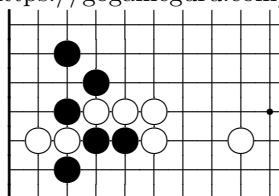
Problem: (123)
Black to play.
<https://gogameguru.com/>



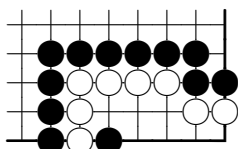
Problem: (124)
Black to play.
<https://gogameguru.com/>



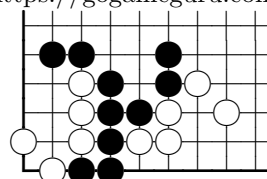
Problem: (125)
Black to play.
<https://gogameguru.com/>



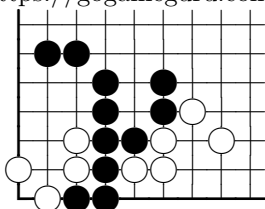
Problem: (126)
Black to play.
<https://gogameguru.com/>



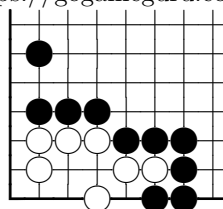
Problem: (127)
Black to play.
<https://gogameguru.com/>



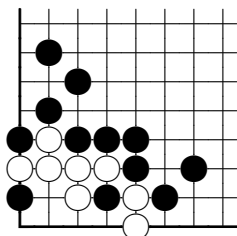
Problem: (128)
Black to play.
<https://gogameguru.com/>



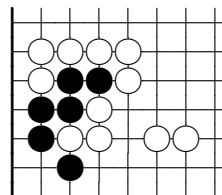
Problem: (129)
Black to play.
<https://gogameguru.com/>



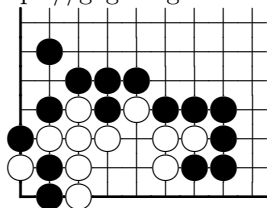
Problem: (130)
Black to play.
<https://gogameguru.com/>



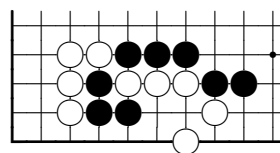
Problem: (131)
Black to play.
<https://gogameguru.com/>



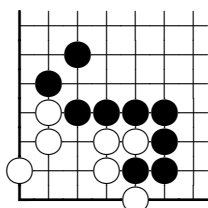
Problem: (132)
Black to play.
<https://gogameguru.com/>



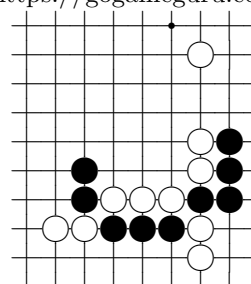
Problem: (133)
Black to play.
<https://gogameguru.com/>



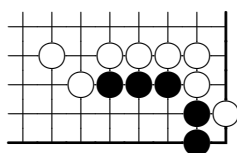
Problem: (134)
Black to play.
<https://gogameguru.com/>



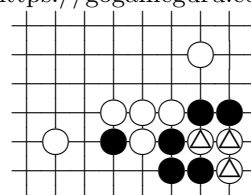
Problem: (135)
Black to play.
<https://gogameguru.com/>



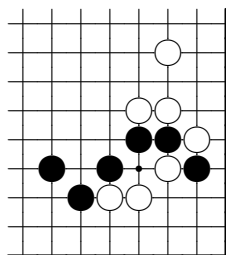
Problem: (136)
Black to play.
<https://gogameguru.com/>



Problem: (137)
Black to play.
<https://gogameguru.com/>



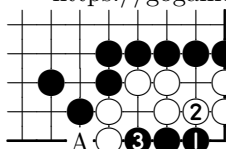
Problem: (138)
Black to play.
<https://gogameguru.com/>



Problem: (139)

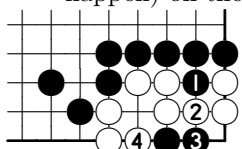
Black to play.

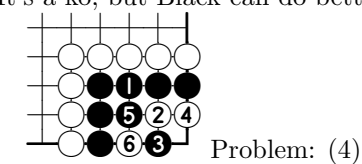
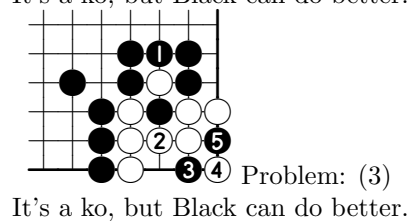
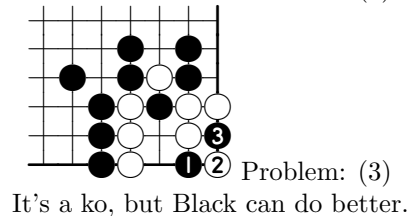
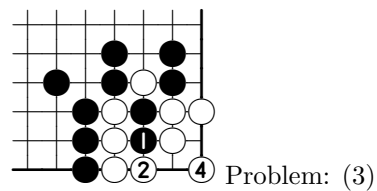
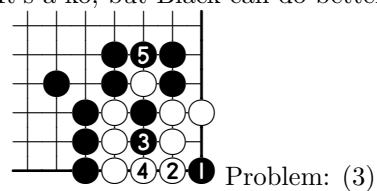
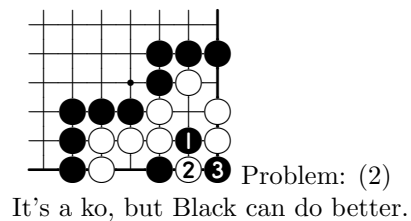
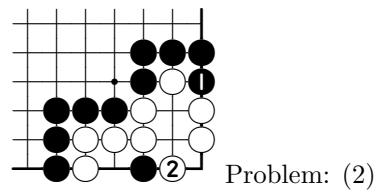
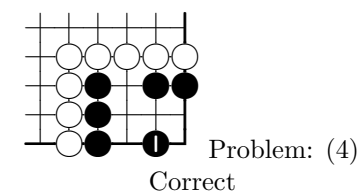
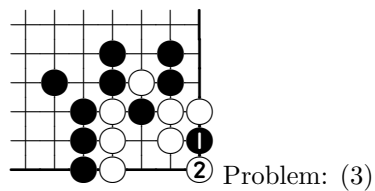
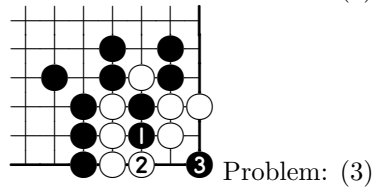
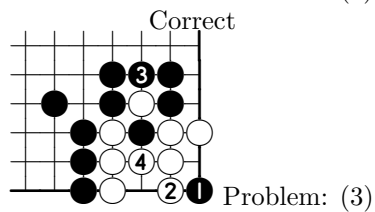
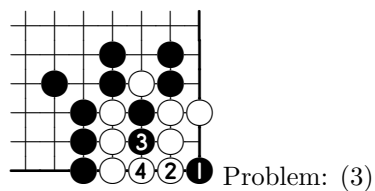
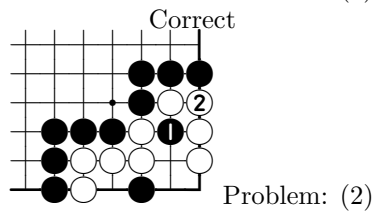
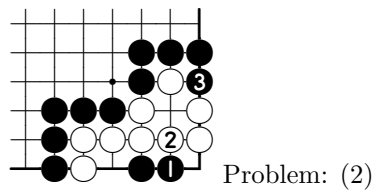
<https://gogameguru.com/>

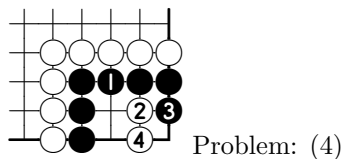


A Problem: (1)

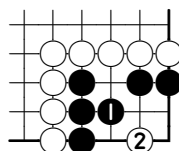
Also correct. Playing this move at A is usually better style because it leaves less bad aji (potential for bad things to happen) on the outside.



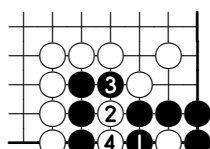




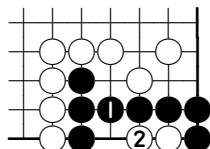
Problem: (4)



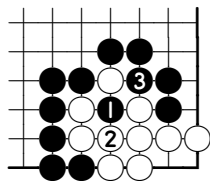
Problem: (4)



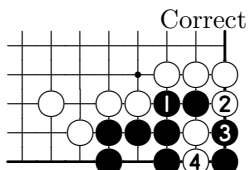
Problem: (5)



Problem: (5)

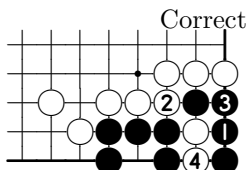


Problem: (6)



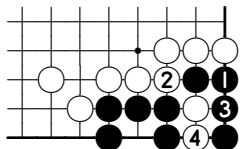
Correct

Problem: (7)

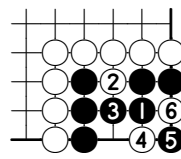


Correct

Problem: (7)

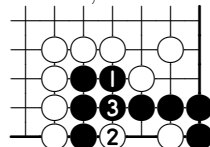


Problem: (7)

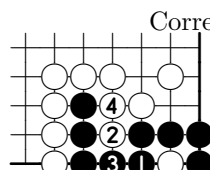


Problem: (4)

It's a ko, but Black can do better.

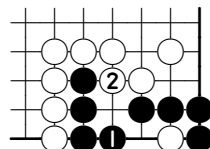


Problem: (5)

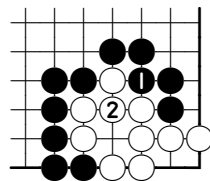


Correct

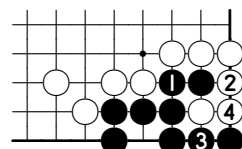
Problem: (5)



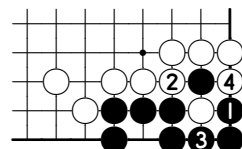
Problem: (5)



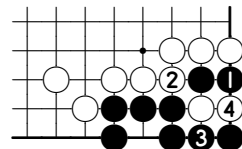
Problem: (6)



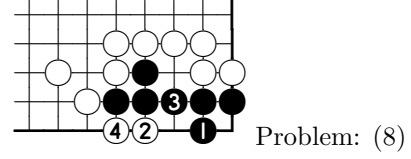
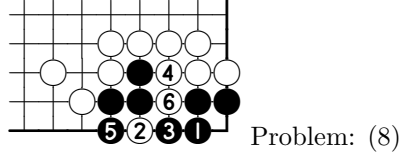
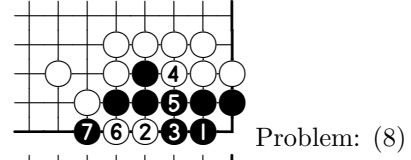
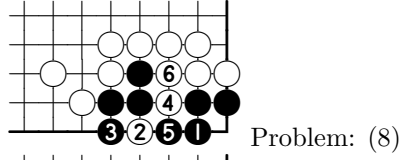
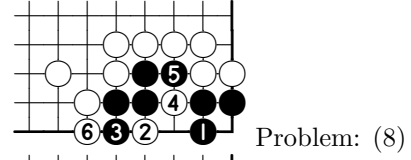
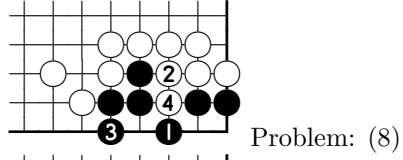
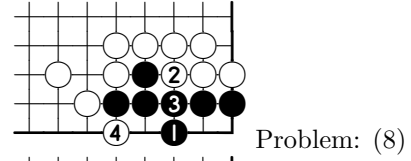
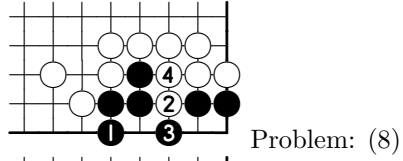
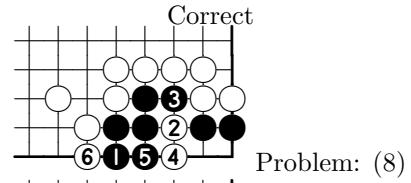
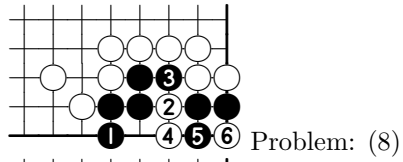
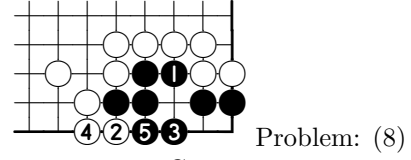
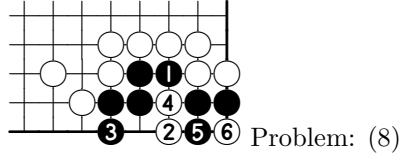
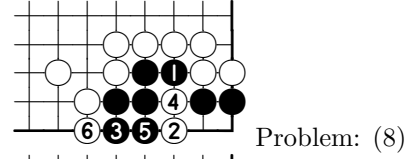
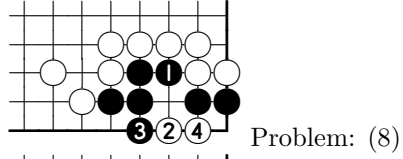
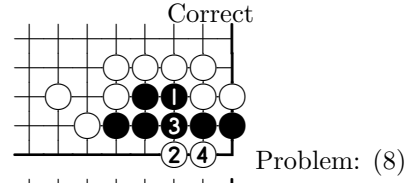
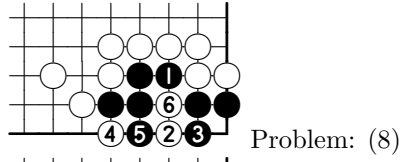
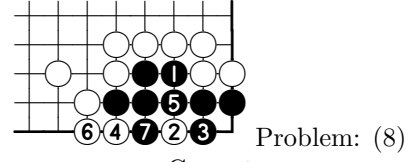
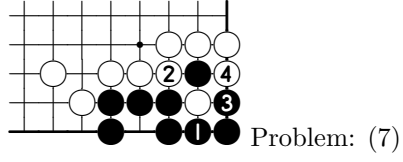
Problem: (7)

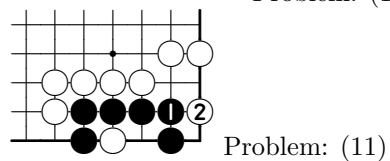
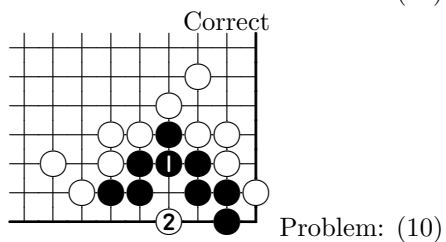
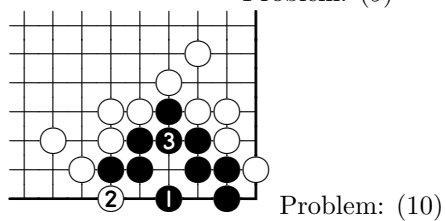
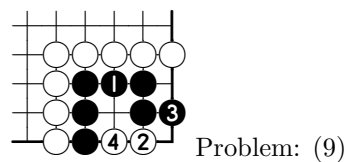
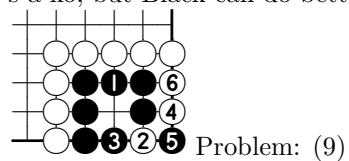
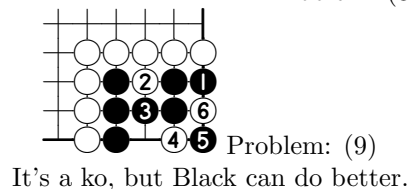
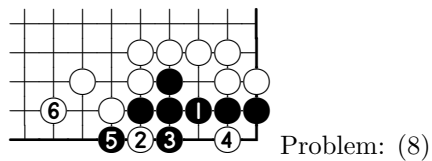
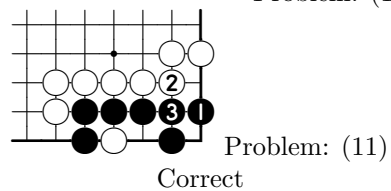
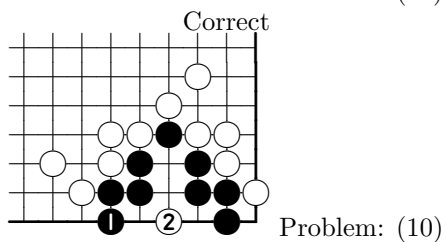
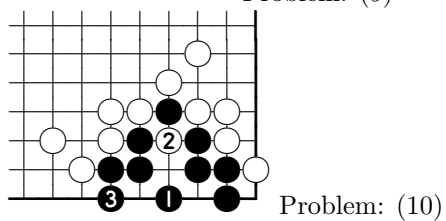
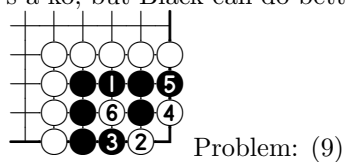
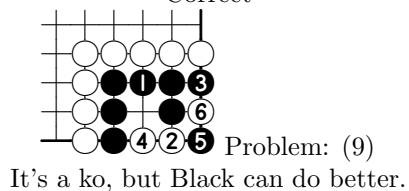
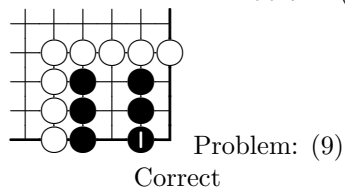
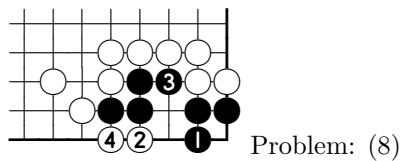


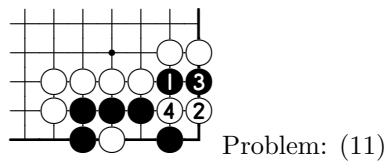
Problem: (7)



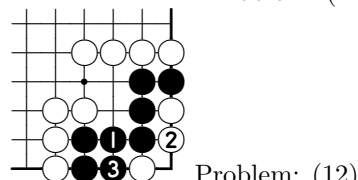
Problem: (7)





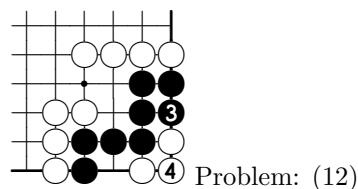


Problem: (11)

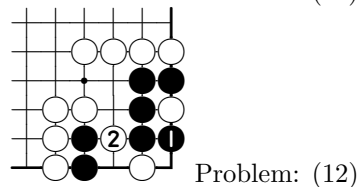


Problem: (12)

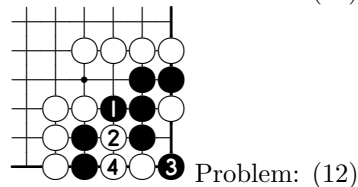
Correct



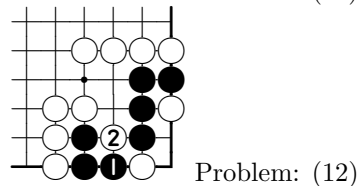
Problem: (12)



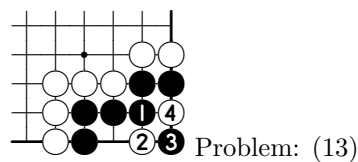
Problem: (12)



Problem: (12)

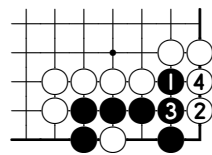


Problem: (12)

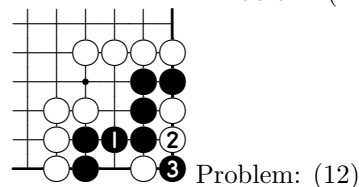


Problem: (13)

It's a ko, but Black can do better.



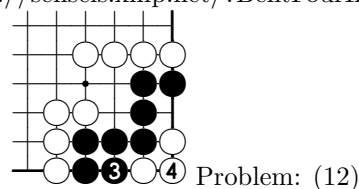
Problem: (11)



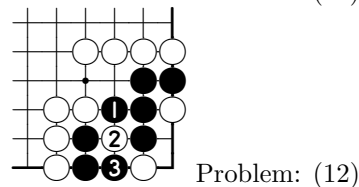
Problem: (12)

It's bent four in the corner.

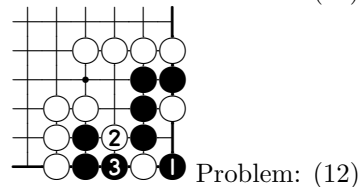
<http://senseis.xmp.net/?BentFourInTheCorner>



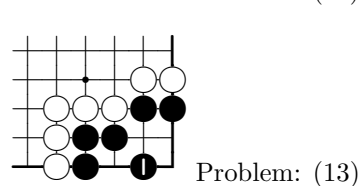
Problem: (12)



Problem: (12)

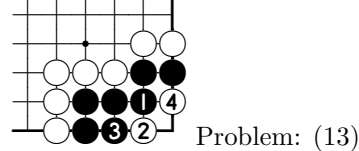


Problem: (12)

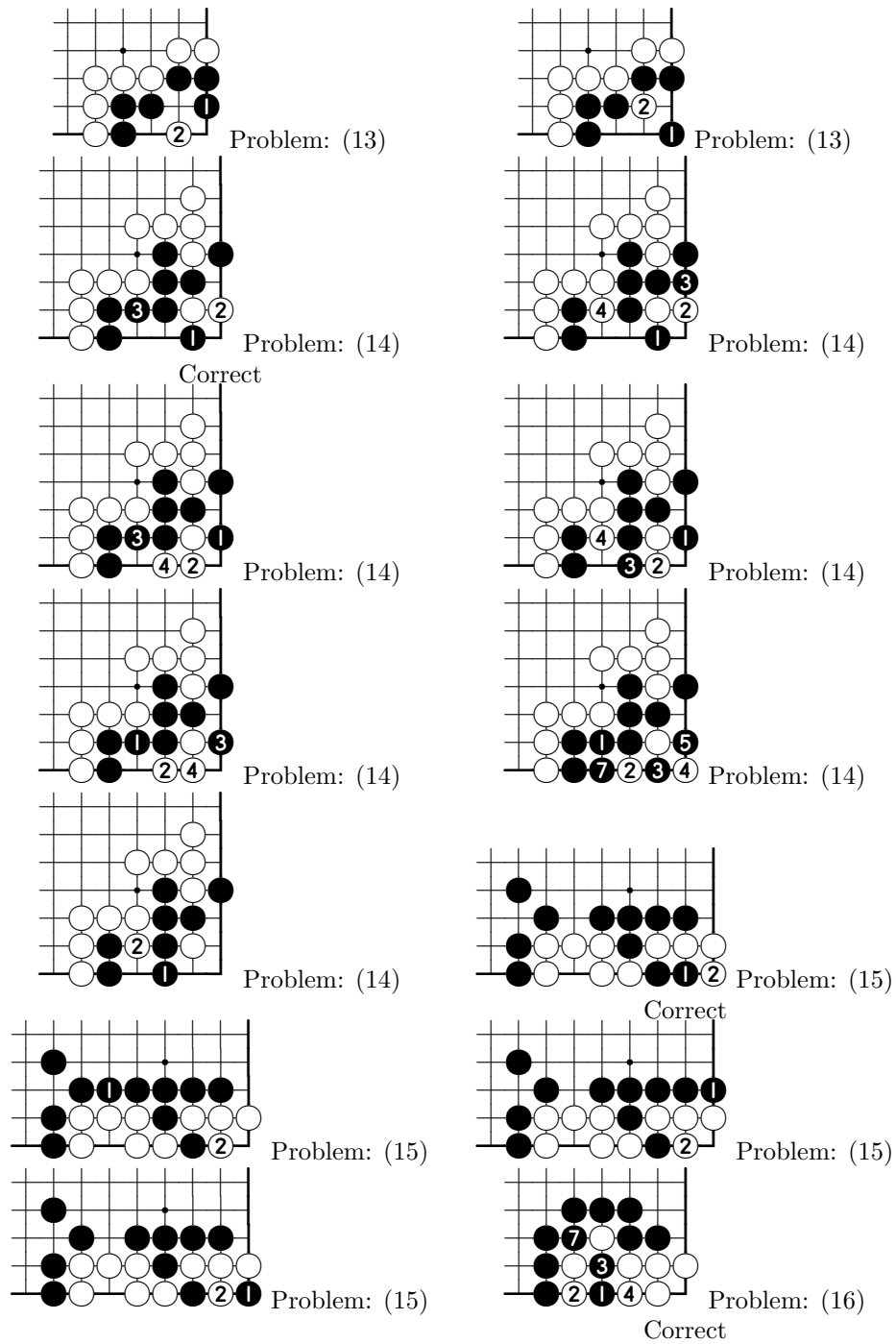


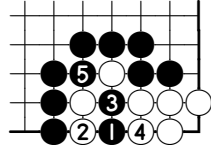
Problem: (13)

Correct

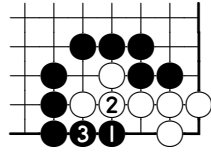


Problem: (13)

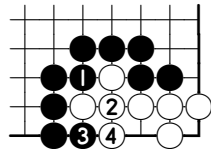




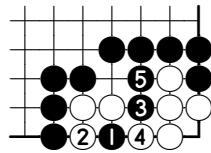
Problem: (16)



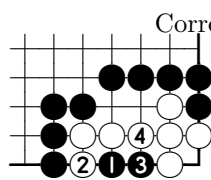
Problem: (16)



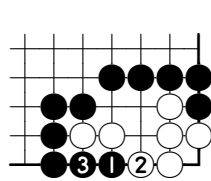
Problem: (16)



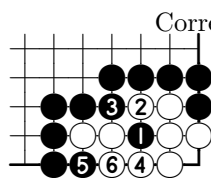
Problem: (17)



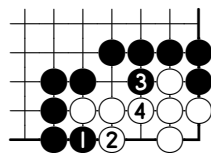
Problem: (17)



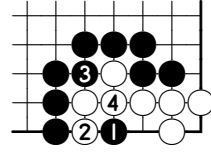
Problem: (17)



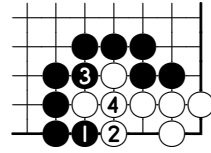
Problem: (17)



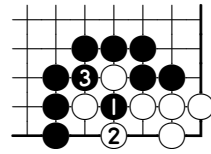
Problem: (17)



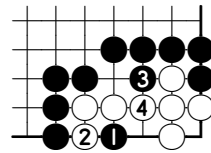
Problem: (16)



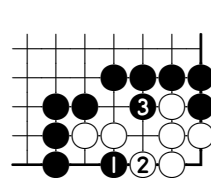
Problem: (16)



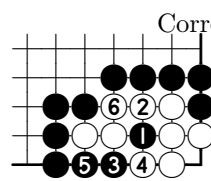
Problem: (16)



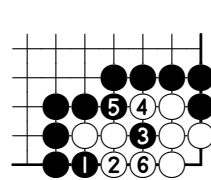
Problem: (17)



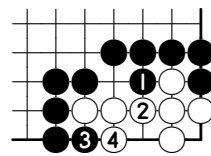
Problem: (17)



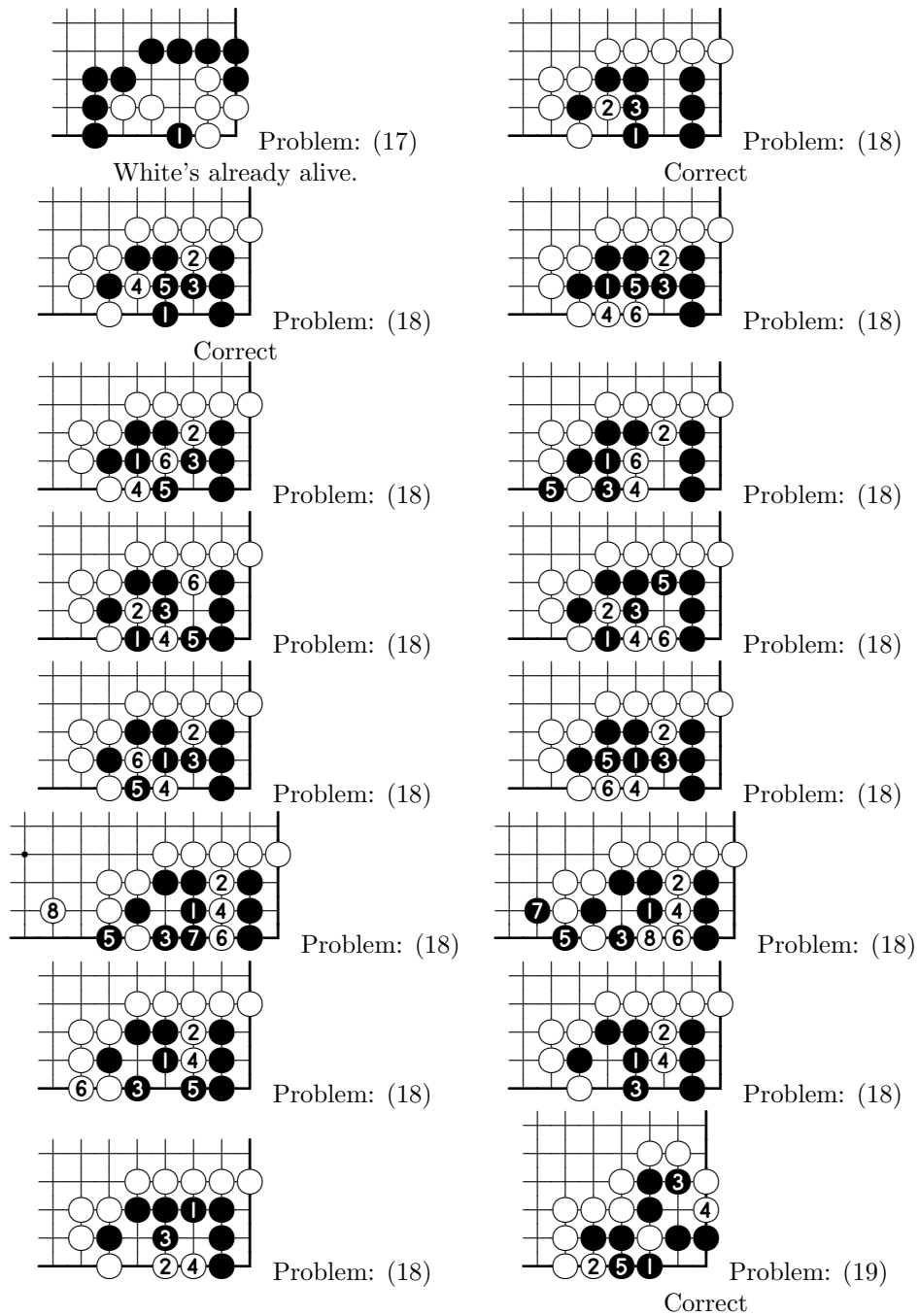
Problem: (17)

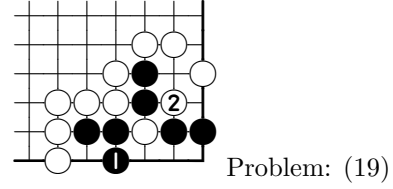
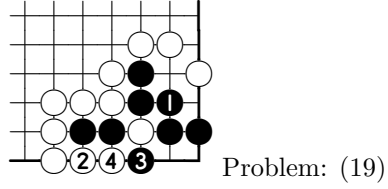
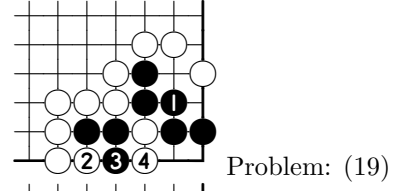
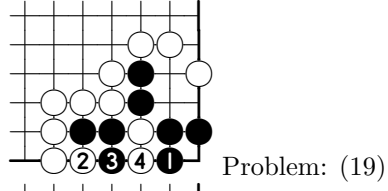
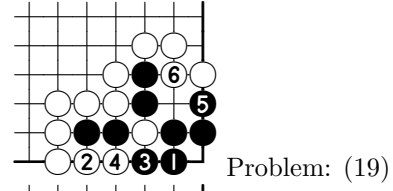
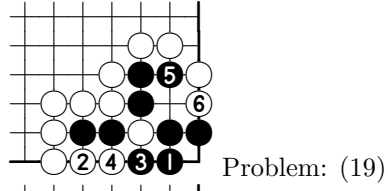
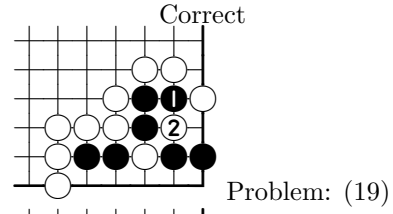
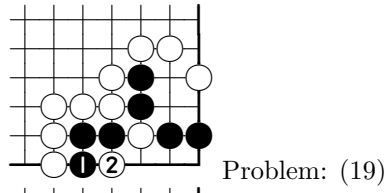
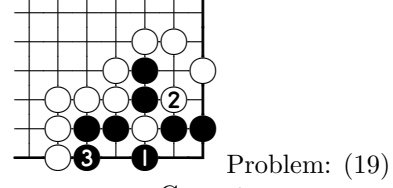
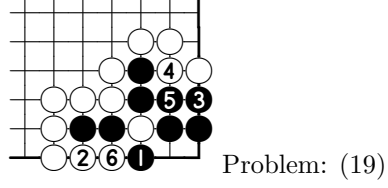
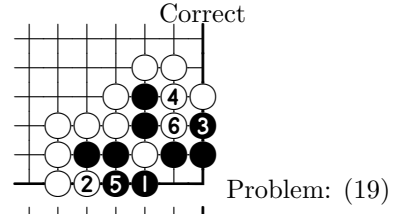
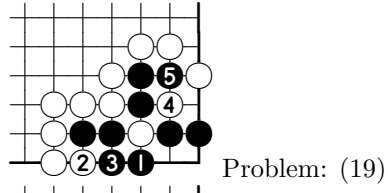
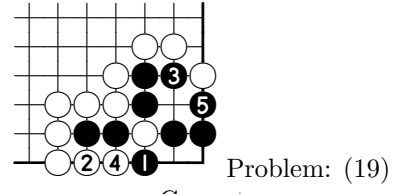
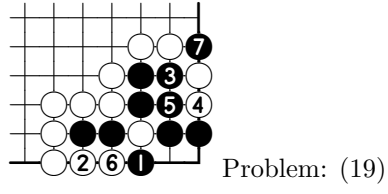


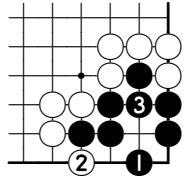
Problem: (17)



Problem: (17)

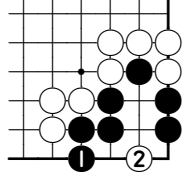




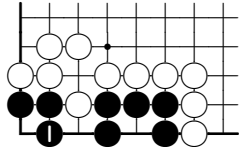


Problem: (20)

Correct

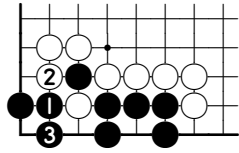


Problem: (20)



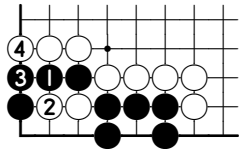
Problem: (21)

Correct

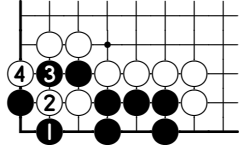


Problem: (22)

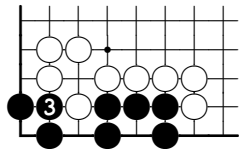
Correct



Problem: (22)

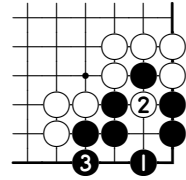


Problem: (22)



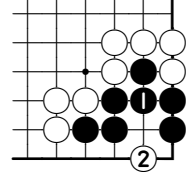
Problem: (22)

...Black shouldn't live, but does with this move.

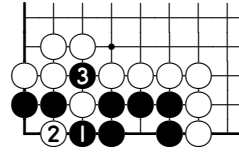


Problem: (20)

Correct

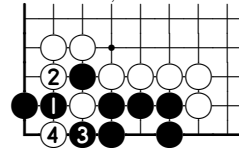


Problem: (20)



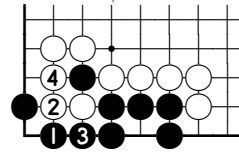
Problem: (21)

It's a ko, but Black can do better.

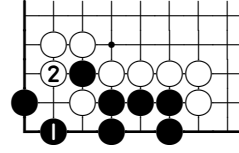


Problem: (22)

It's a ko, but Black can do better.

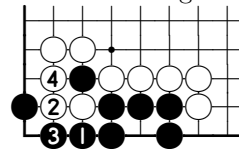


Problem: (22)

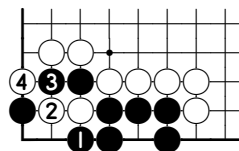


Problem: (22)

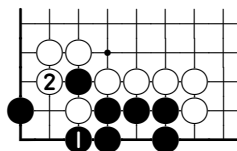
White got tricked...



Problem: (22)

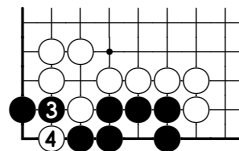


Problem: (22)

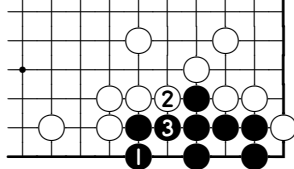


Problem: (22)

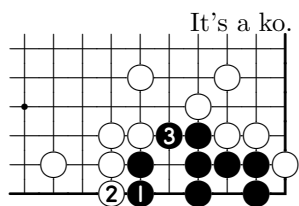
This move is a mistake for White...



Problem: (22)



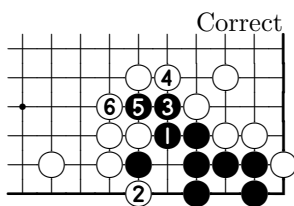
Problem: (23)



It's a ko.

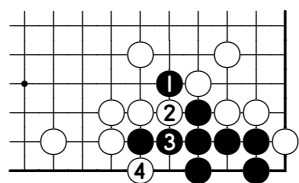
Problem: (23)

Correct

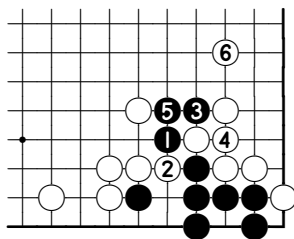


Correct

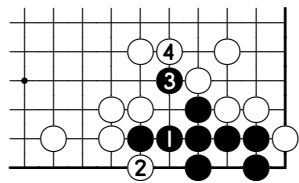
Problem: (23)



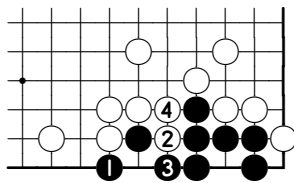
Problem: (23)



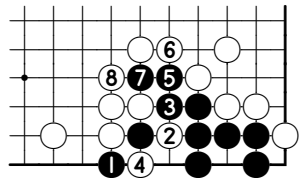
Problem: (23)



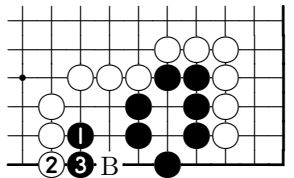
Problem: (23)



Problem: (23)

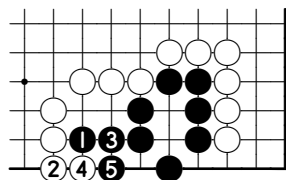


Problem: (23)



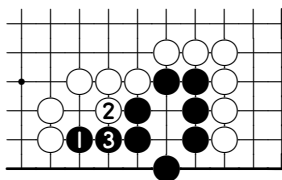
Problem: (24)

Correct, if Black ignores A, White can play at B.



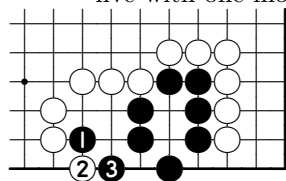
Problem: (24)

Correct, Black could also play A at B to live with one more point.

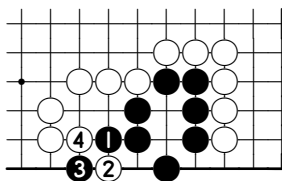


Problem: (24)

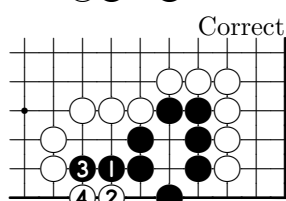
Correct



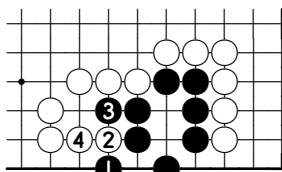
Problem: (24)



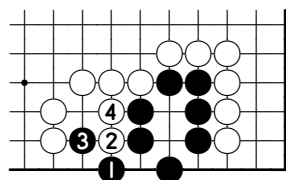
Problem: (24)



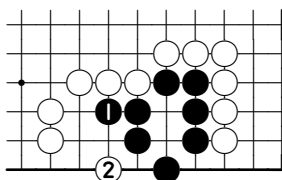
Problem: (24)



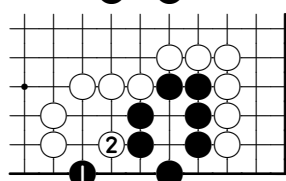
Problem: (24)



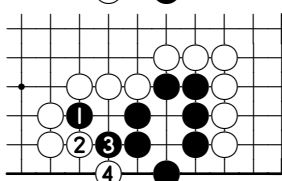
Problem: (24)



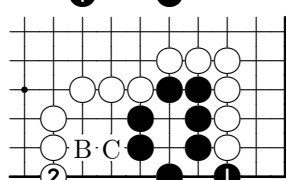
Problem: (24)



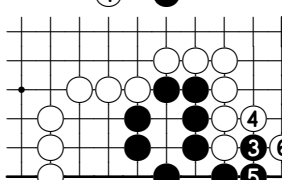
Problem: (24)



Problem: (24)

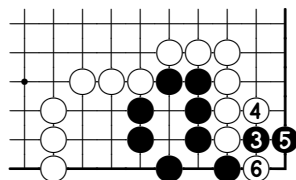


Problem: (24)

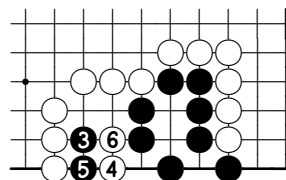


Problem: (24)

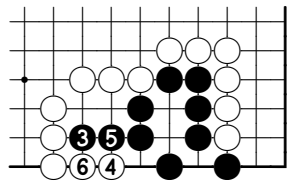
A could also be a move like B or C, but A is as far away as possible to provide a greater benefit in the marked area.



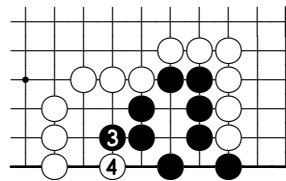
Problem: (24)



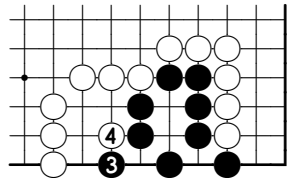
Problem: (24)



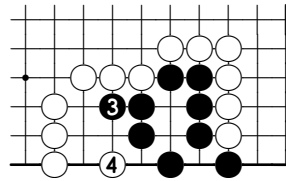
Problem: (24)



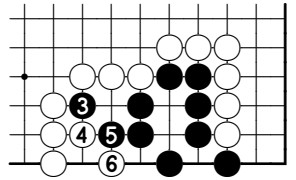
Problem: (24)



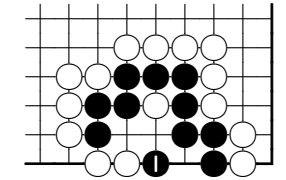
Problem: (24)



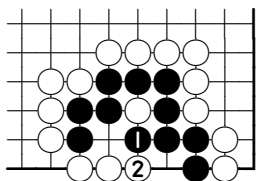
Problem: (24)



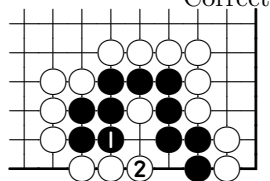
Problem: (24)



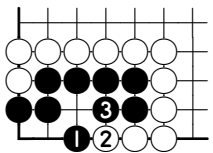
Problem: (25)



Problem: (25)

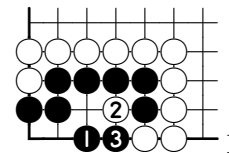


Problem: (25)



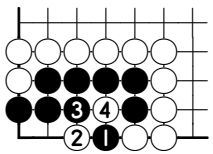
Problem: (26)

Correct



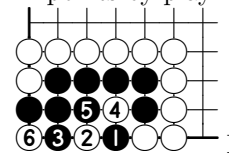
Problem: (26)

Correct, but White just gives away two points by playing this way.

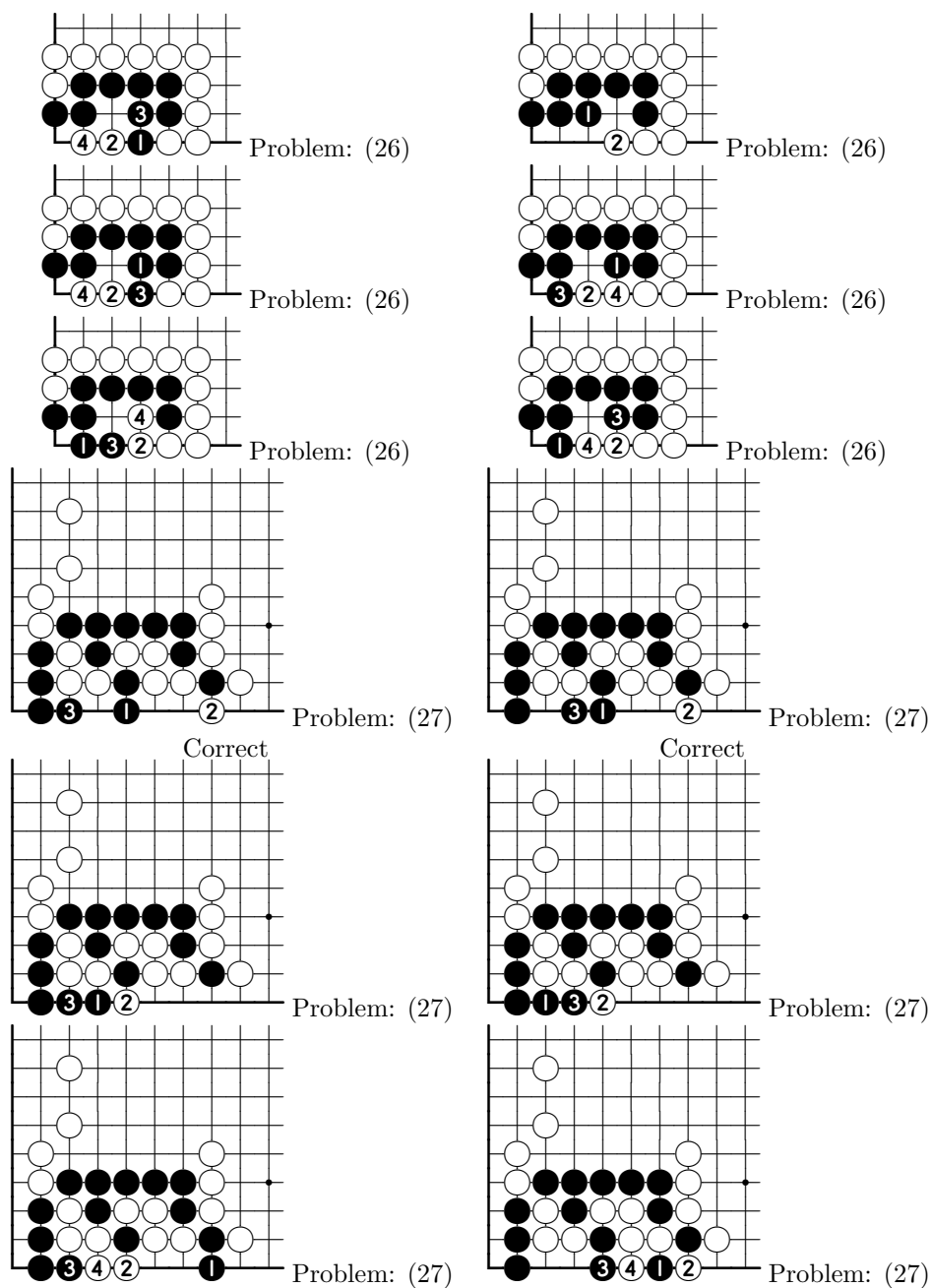


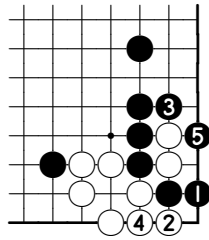
Problem: (26)

It's a ko, but Black can do better.



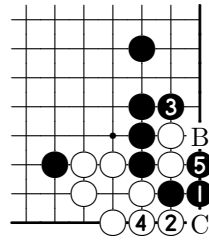
Problem: (26)





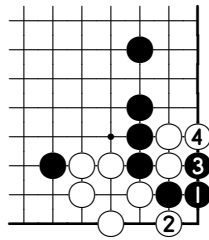
Problem: (28)

Correct

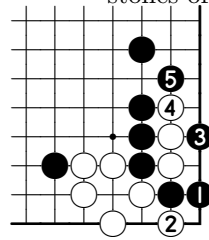


Problem: (28)

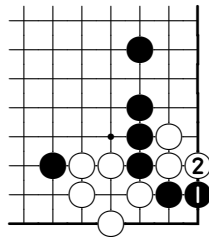
Also correct. Playing A at B is better style though because White might play C as a ko threat later. If you ignore the ko threat, would you rather lose two stones or three?



Problem: (28)

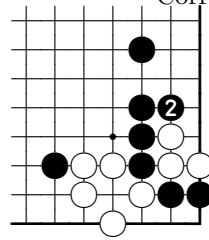


Problem: (28)

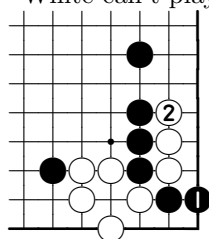


Problem: (28)

White can't play here either...

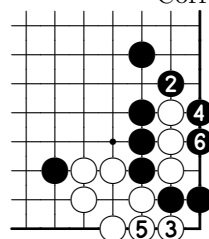


Problem: (28)

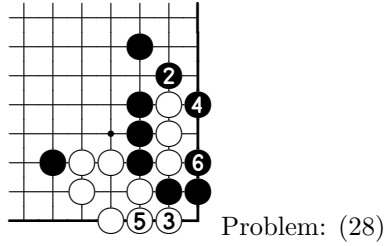


Problem: (28)

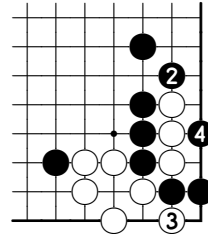
White can't get more liberties, so this doesn't change anything...



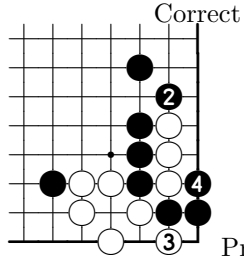
Problem: (28)



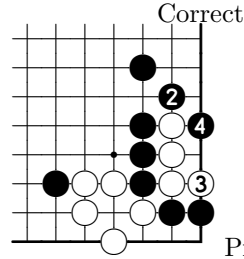
Problem: (28)



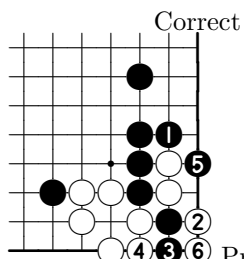
Problem: (28)



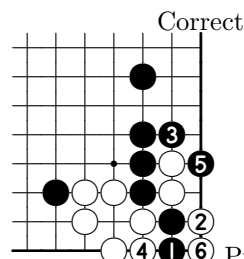
Problem: (28)



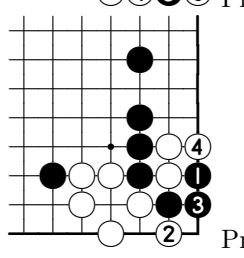
Problem: (28)



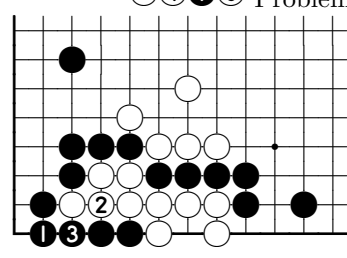
Problem: (28)



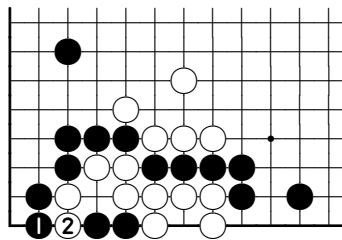
Problem: (28)



Problem: (28)



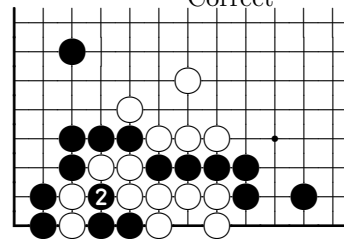
Problem:



Problem:

(29)

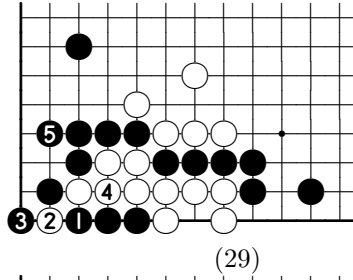
White can't play here...



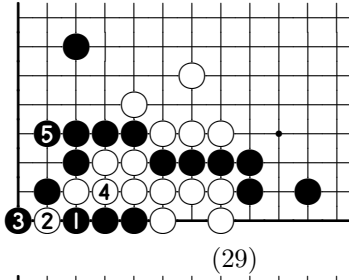
Problem:

(29)

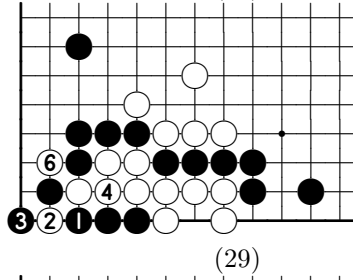
Correct



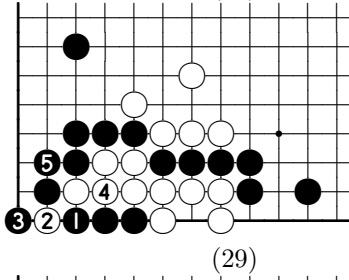
Problem:



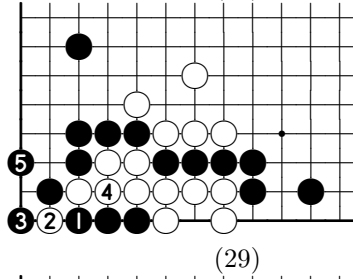
Problem:



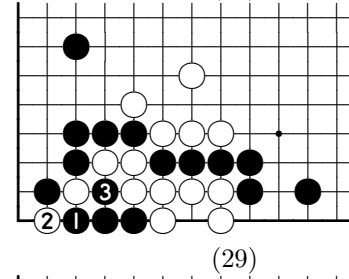
Problem:



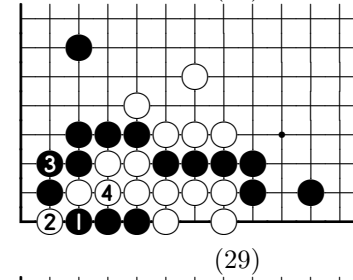
Problem:



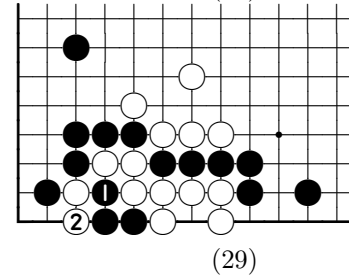
Problem:



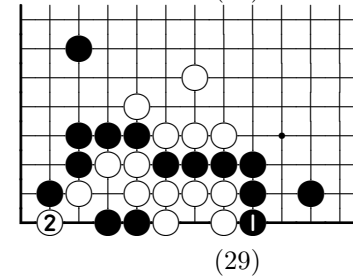
Problem:



Problem:

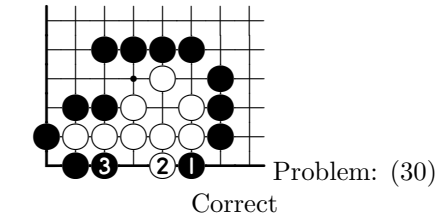


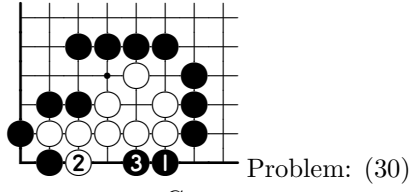
Problem:



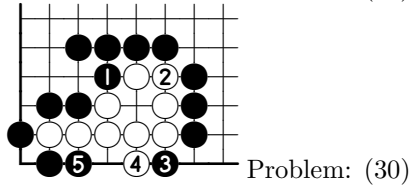
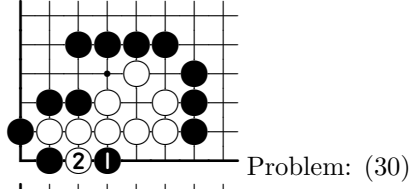
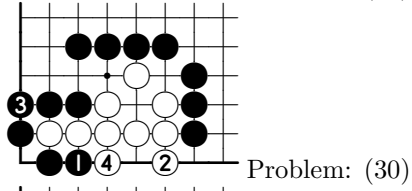
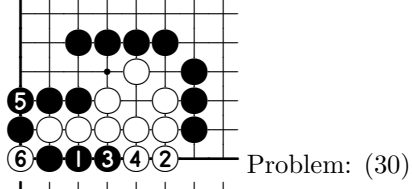
Problem:

White's alive.

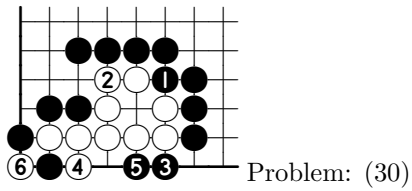




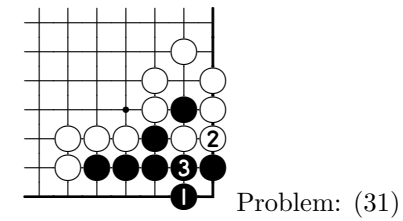
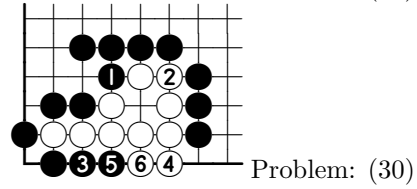
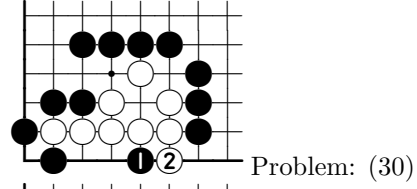
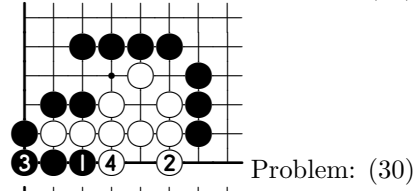
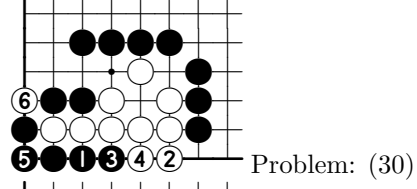
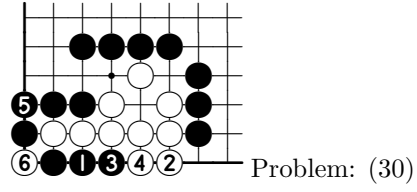
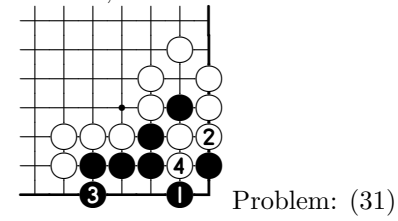
Correct



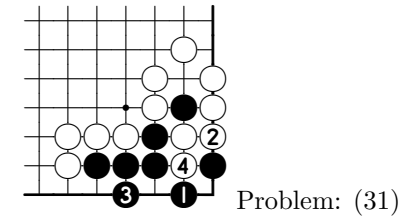
Correct

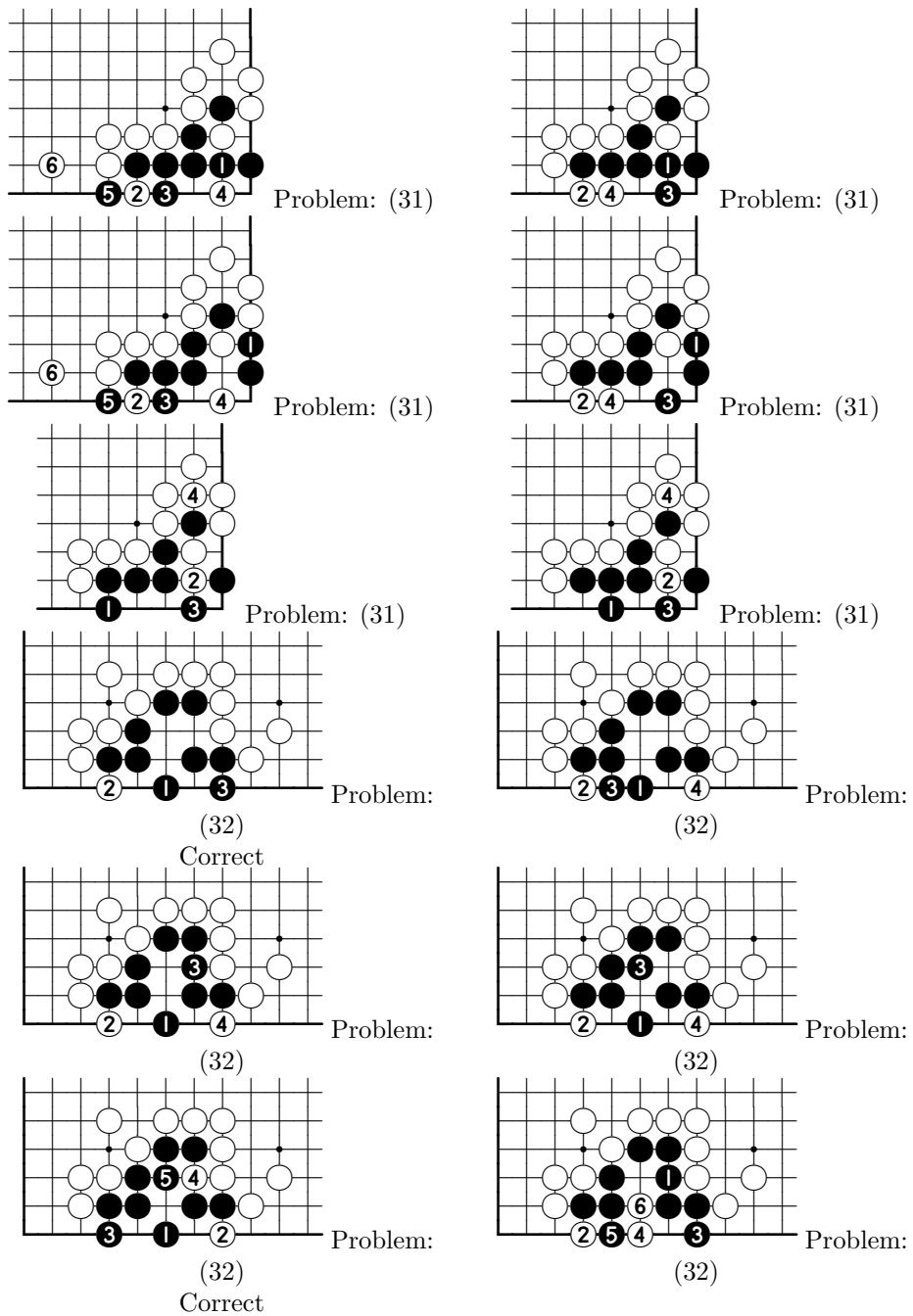


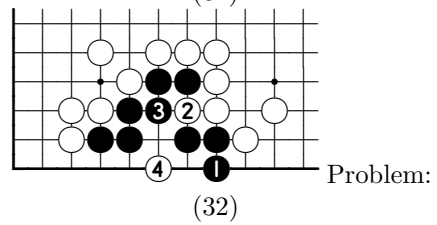
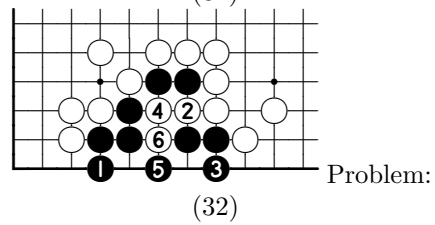
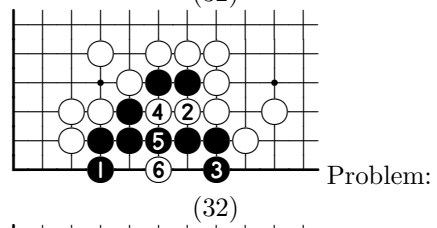
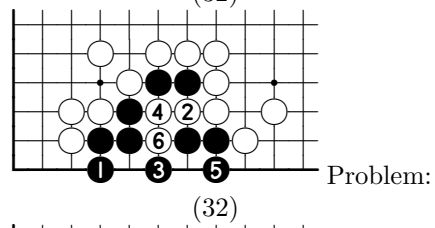
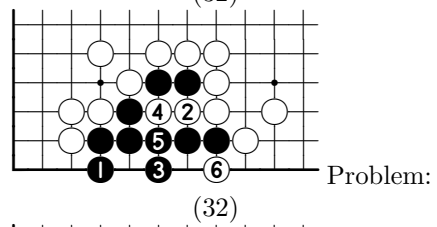
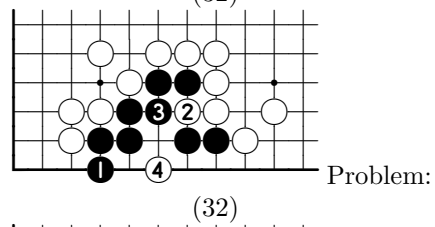
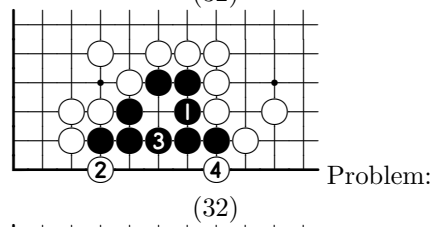
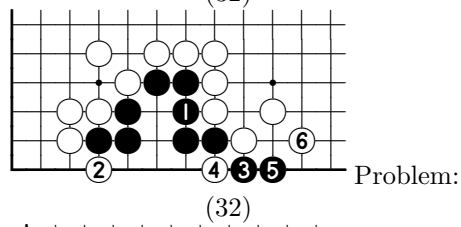
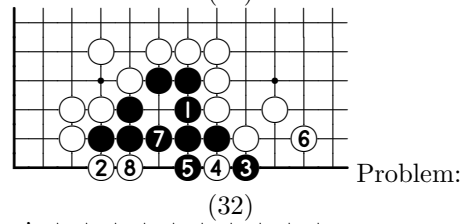
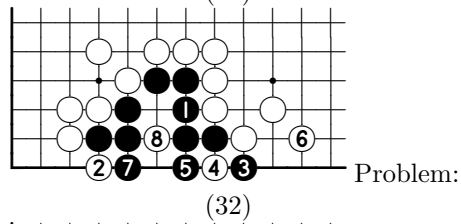
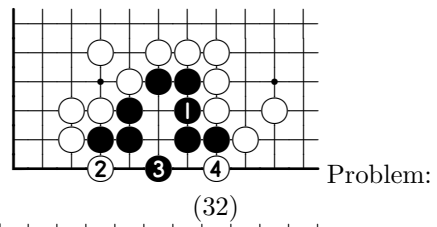
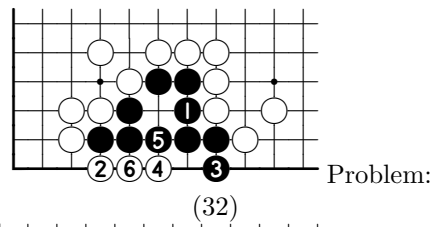
It's a ko, but Black can do better.

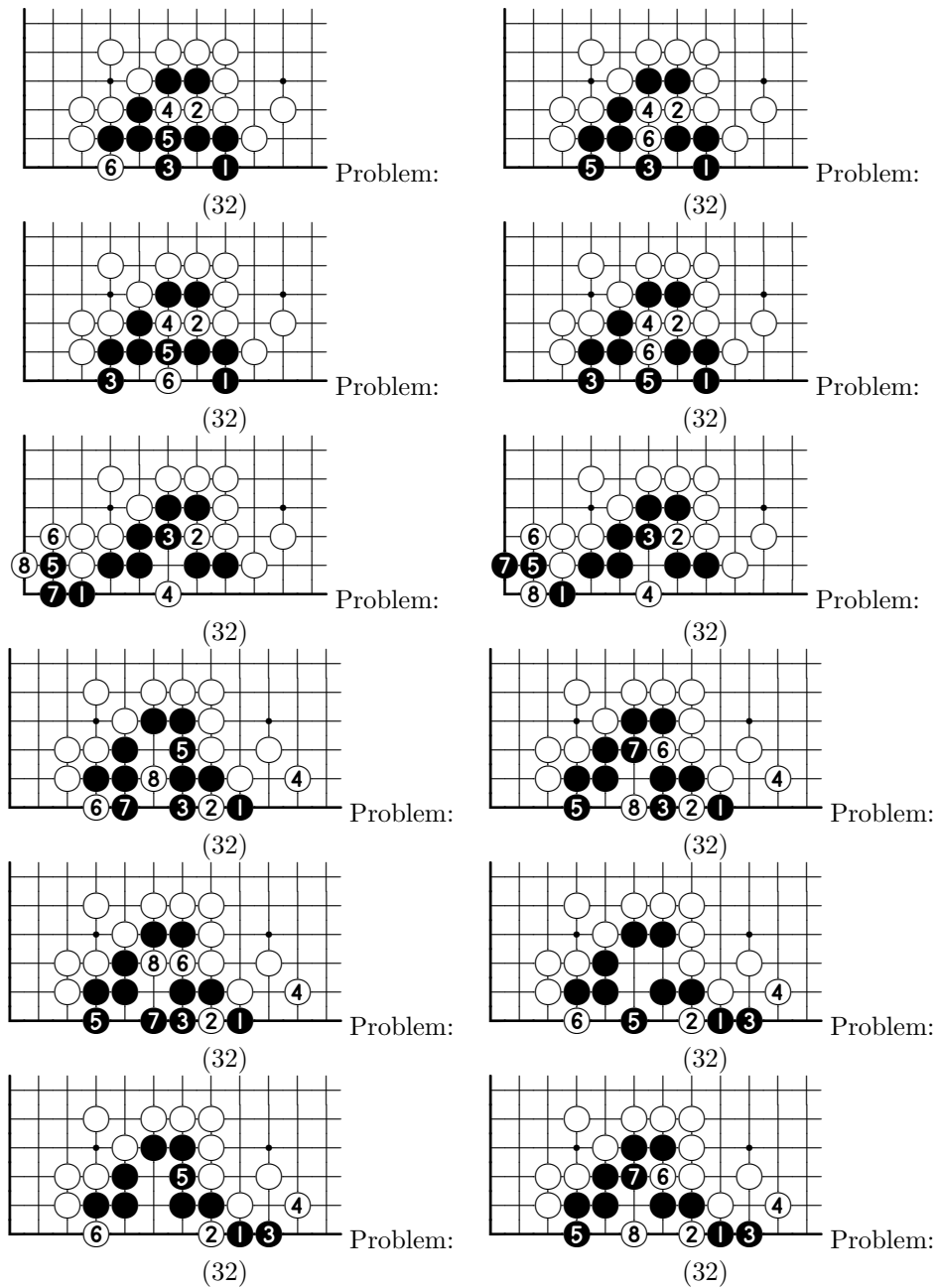


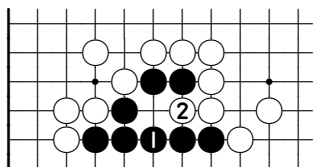
Correct





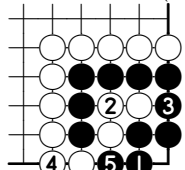






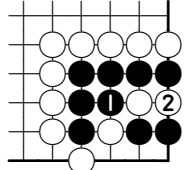
Problem:

(32)

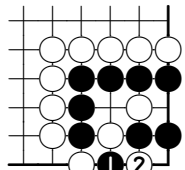


Problem: (33)

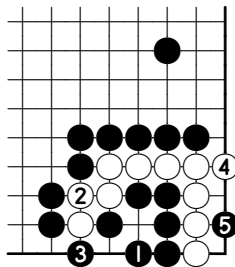
Correct



Problem: (33)

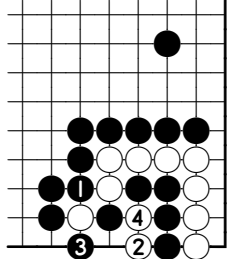


Problem: (33)

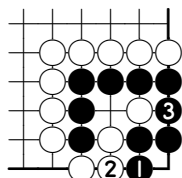


Problem: (34)

Correct

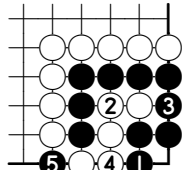


Problem: (34)



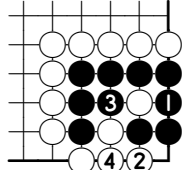
Problem: (33)

Correct

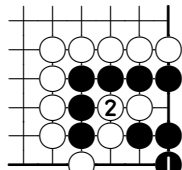


Problem: (33)

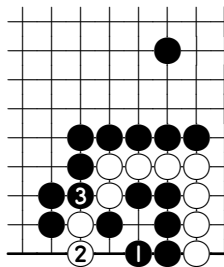
Correct



Problem: (33)

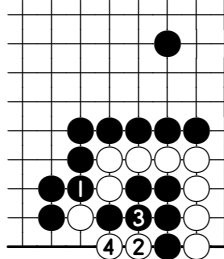


Problem: (33)

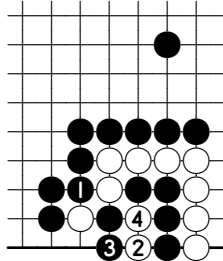


Problem: (34)

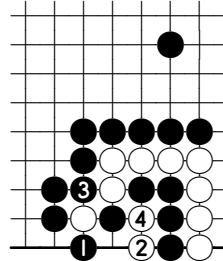
Correct



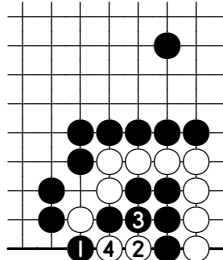
Problem: (34)



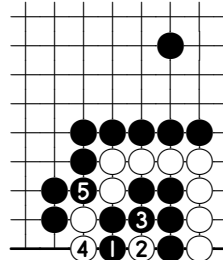
Problem: (34)



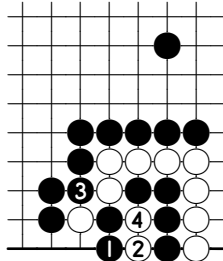
Problem: (34)



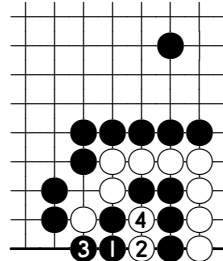
Problem: (34)



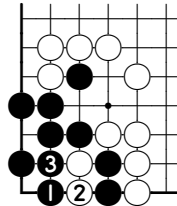
Problem: (34)



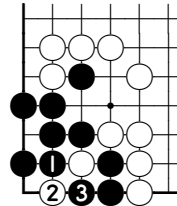
Problem: (34)



Problem: (34)

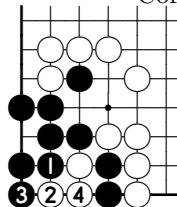


Problem: (35)

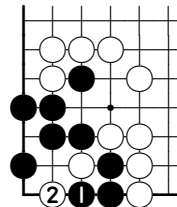


Problem: (35)

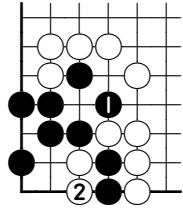
Correct



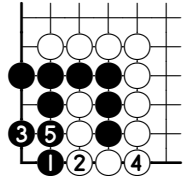
Problem: (35)



Problem: (35)

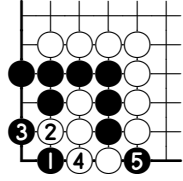


Problem: (35)



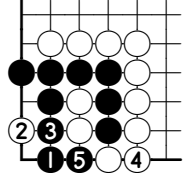
Problem: (36)

Correct



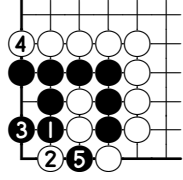
Problem: (36)

Correct

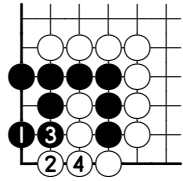


Problem: (36)

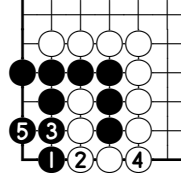
Correct



Problem: (36)

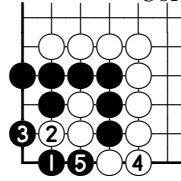


Problem: (36)



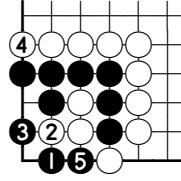
Problem: (36)

Correct



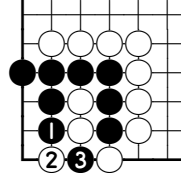
Problem: (36)

Correct

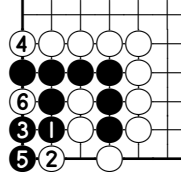


Problem: (36)

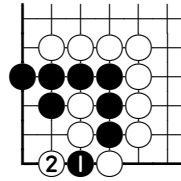
Correct



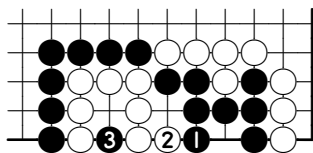
Problem: (36)



Problem: (36)

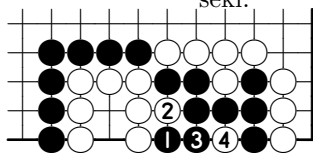


Problem: (36)



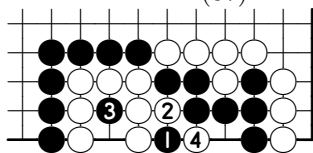
(37)

Correct. Now both groups are alive in seki.



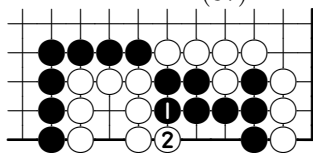
(37)

Problem:



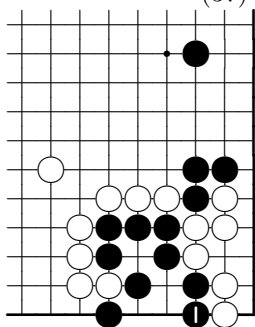
(37)

Problem:



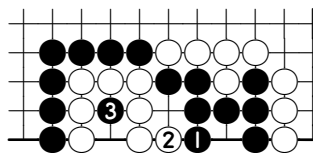
(37)

Problem:



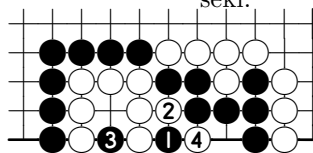
Correct

Problem: (38)



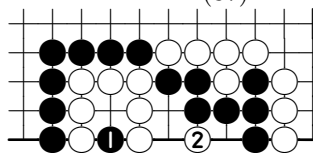
(37)

Correct. Now both groups are alive in seki.



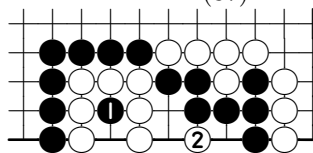
(37)

Problem:



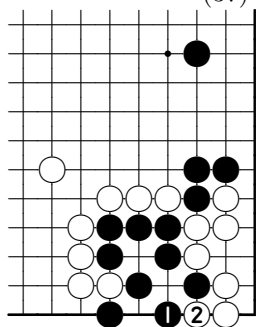
(37)

Problem:

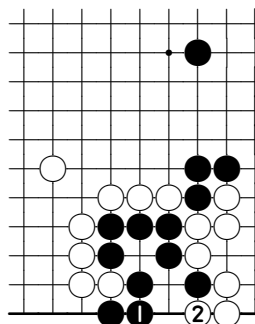


(37)

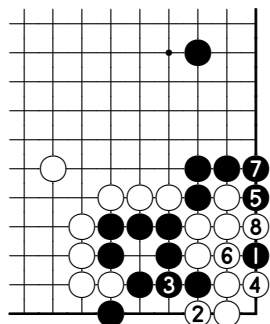
Problem:



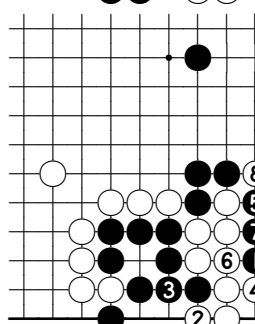
Problem: (38)



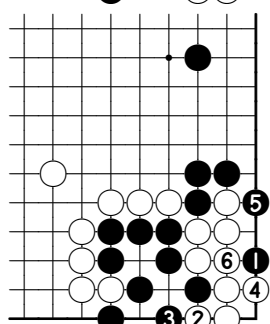
Problem: (38)



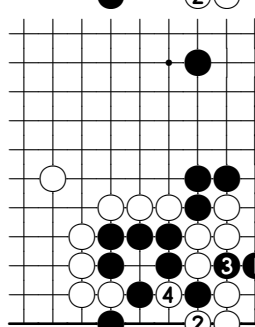
Problem: (38)



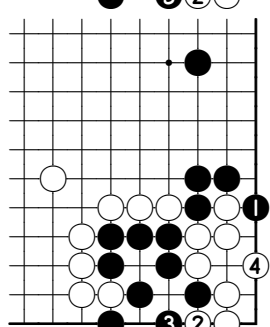
Problem: (38)



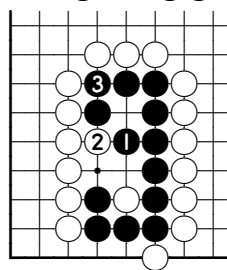
Problem: (38)



Problem: (38)

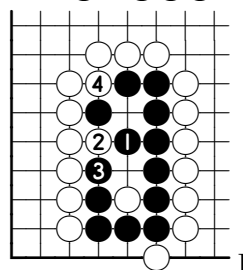


Problem: (38)

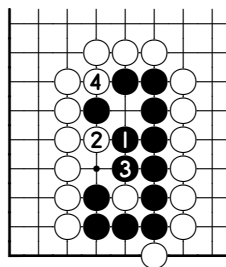


Problem: (39)

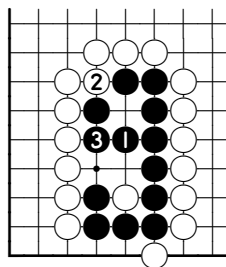
Correct



Problem: (39)

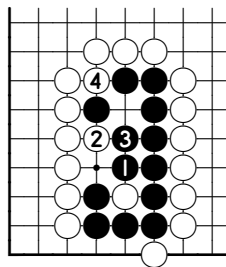


Problem: (39)

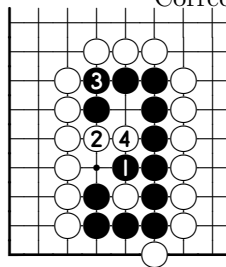


Problem: (39)

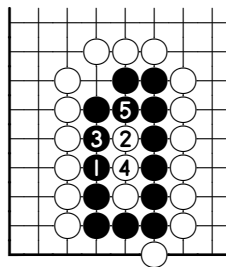
Correct



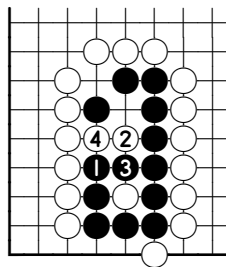
Problem: (39)



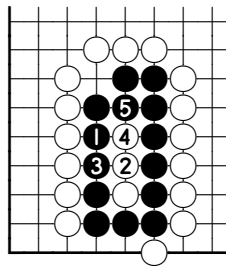
Problem: (39)



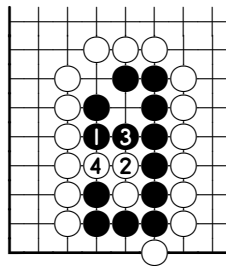
Problem: (39)



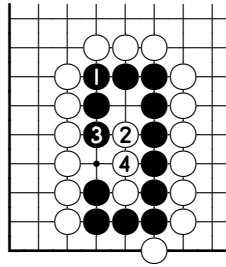
Problem: (39)



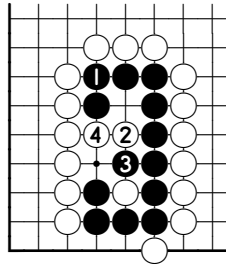
Problem: (39)



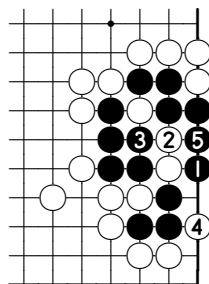
Problem: (39)



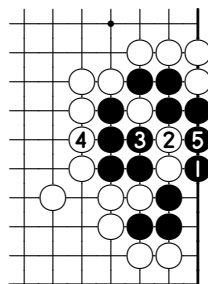
Problem: (39)



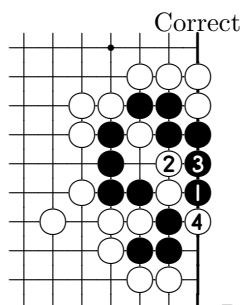
Problem: (39)



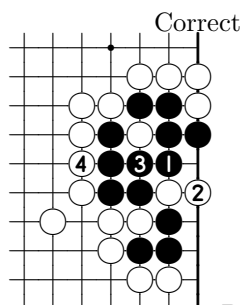
Problem: (40)



Problem: (40)

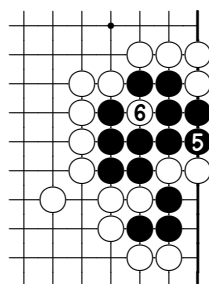


Problem: (40)

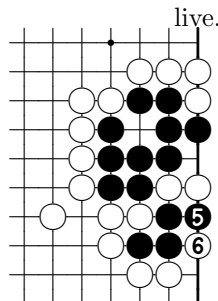


Problem: (40)

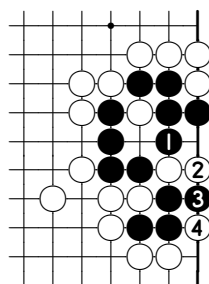
After White 4 here, there's no way to live.



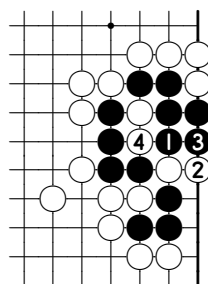
Problem: (40)



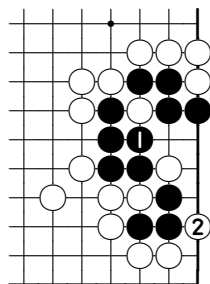
Problem: (40)



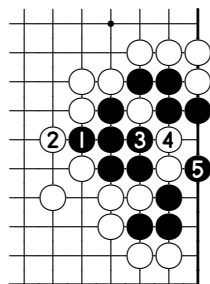
Problem: (40)



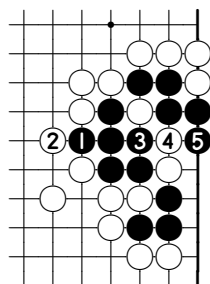
Problem: (40)



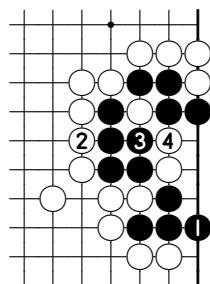
Problem: (40)



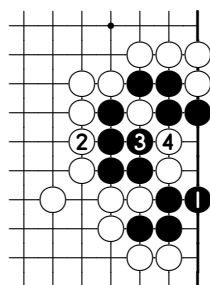
Problem: (40)



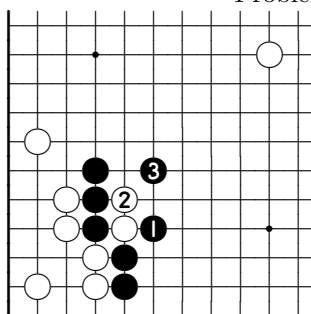
Problem: (40)



Problem: (40)



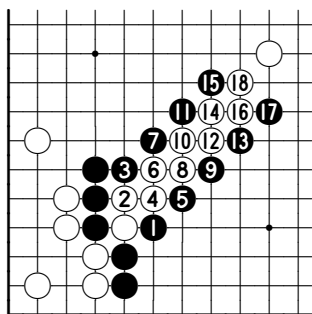
Problem: (40)



Problem:

(41)

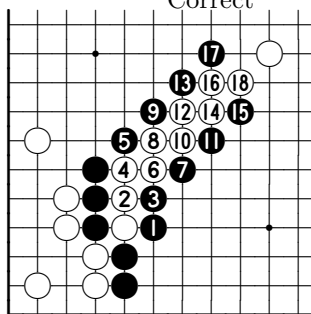
Correct



Problem:

(41)

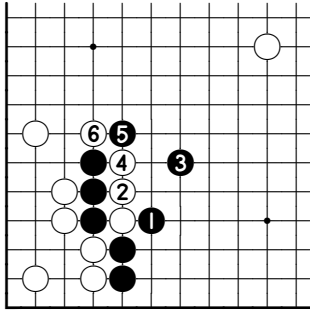
The ladder doesn't work.



Problem:

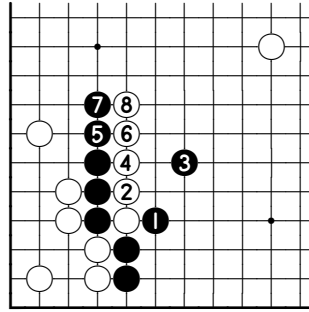
(41)

The ladder doesn't work.



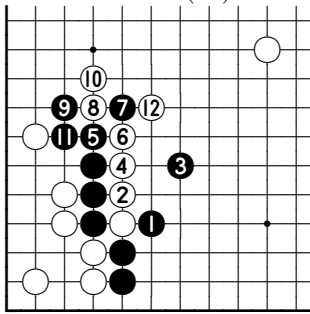
Problem:

(41)



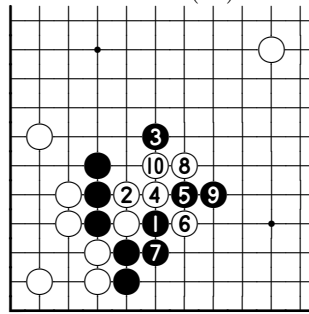
Problem:

(41)



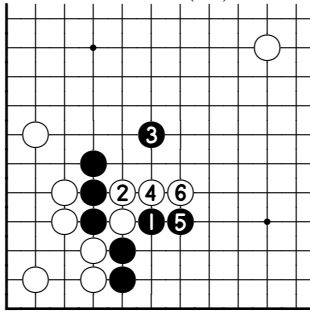
Problem:

(41)



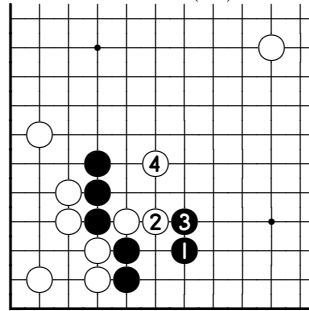
Problem:

(41)



Problem:

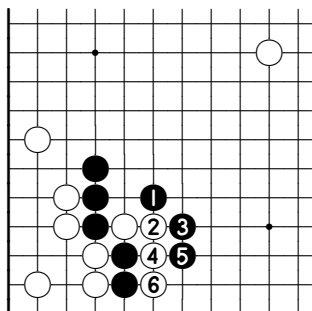
(41)



Problem:

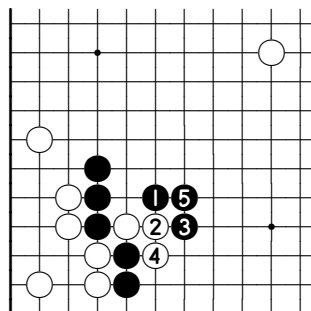
(41)

White's escaping.



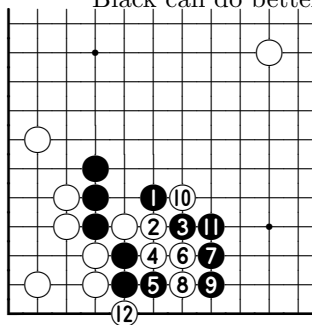
(41)

(11)
Black can do better.

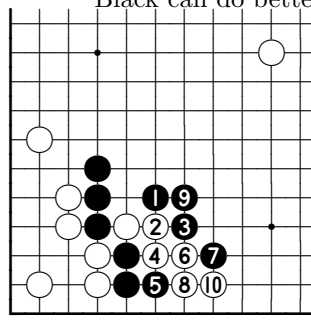


(41)

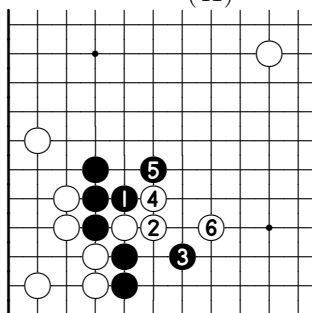
(11)
Black can do better.



(41)

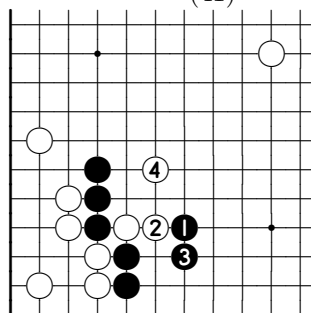


(41)

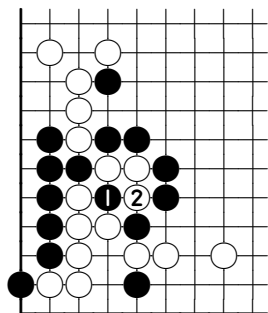


(41)

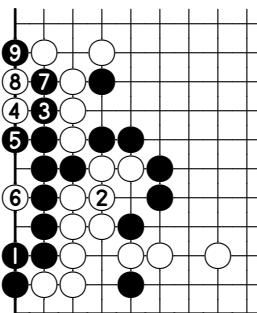
Now Black's in trouble.



(41)

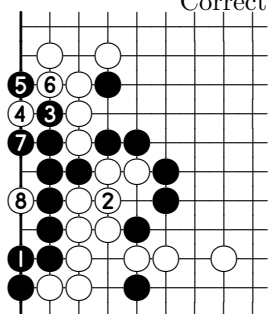


Problem: (42)

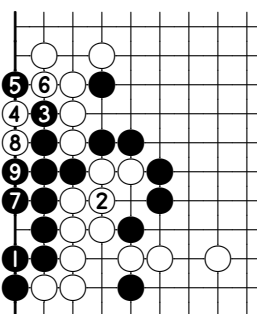


Problem: (42)

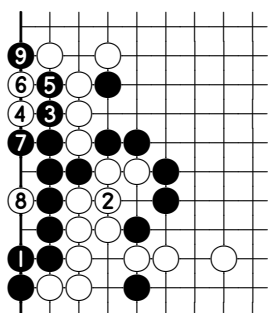
Correct



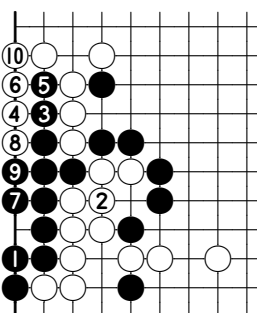
Problem: (42)



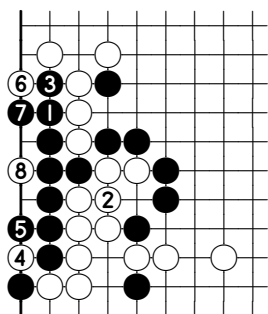
Problem: (42)



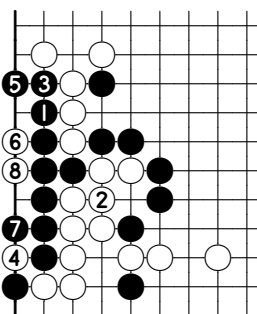
Problem: (42)



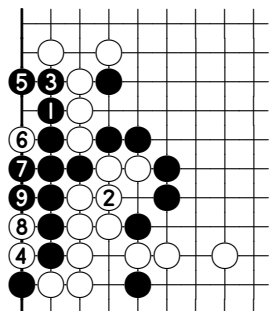
Problem: (42)



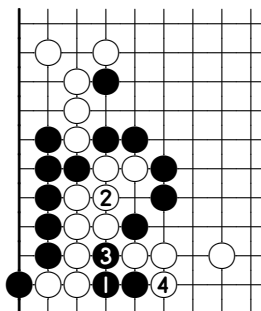
Problem: (42)



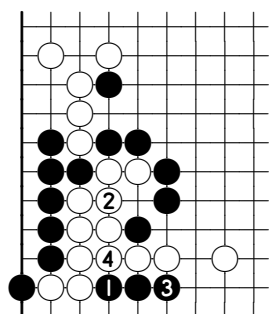
Problem: (42)



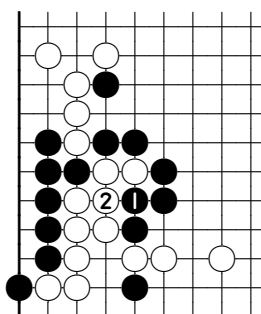
Problem: (42)



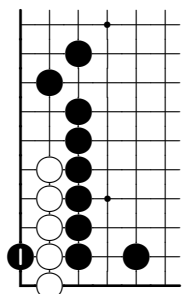
Problem: (42)



Problem: (42)

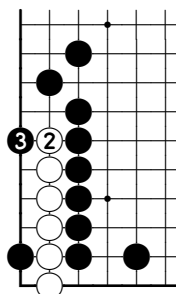


Problem: (42)



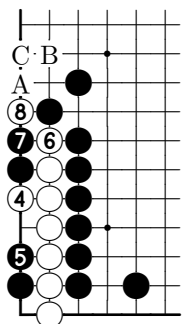
Problem: (43)

This is the vital point.



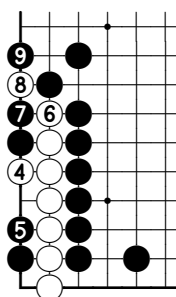
Problem: (43)

Good move, this makes White's eyespace as small as possible.



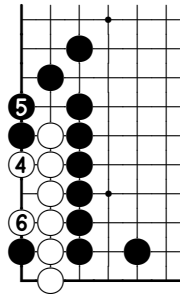
Problem: (43)

Correct. If White plays A, Black can just play B (or atari at C in some situations). White can't make two eyes.

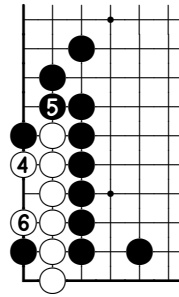


Problem: (43)

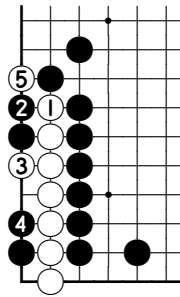
Black almost had it. There's a better move than A.



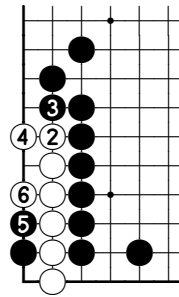
Problem: (43)



Problem: (43)

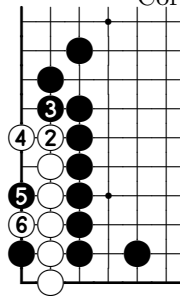


Problem: (43)

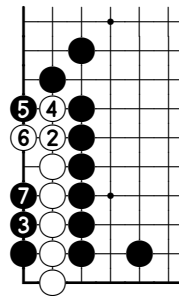


Problem: (43)

Correct

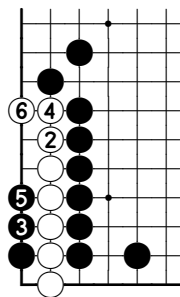


Problem: (43)

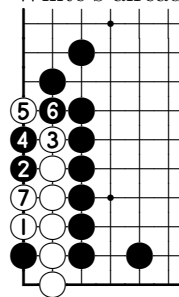


Problem: (43)

White's already alive in seki.

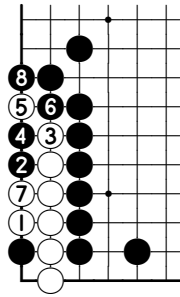


Problem: (43)

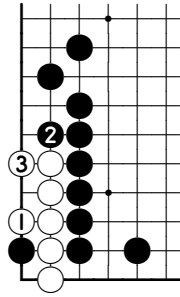


Problem: (43)

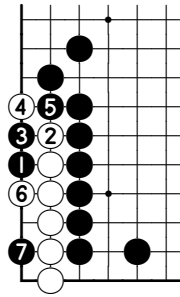
Correct



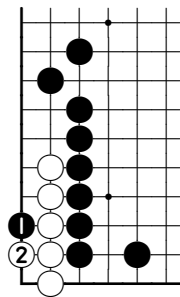
Problem: (43)



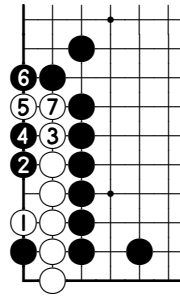
Problem: (43)



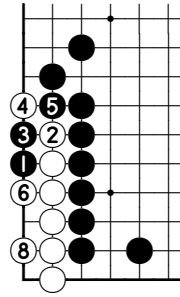
Problem: (43)



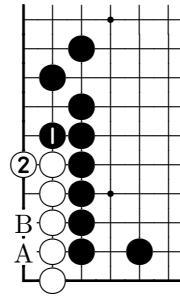
Problem: (43)



Problem: (43)

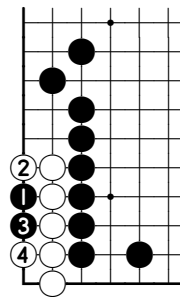


Problem: (43)

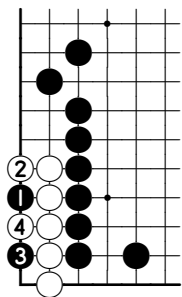


Problem: (43)

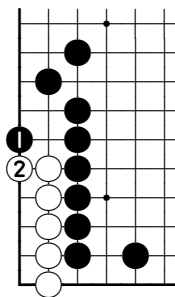
White's four in a row eyespace is alive because White A and B are miai (that means if Black takes one, White can take the other one).



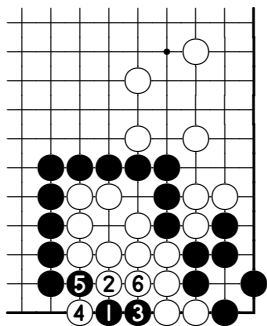
Problem: (43)



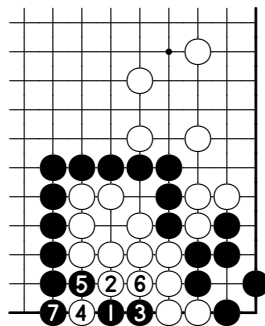
Problem: (43)



Problem: (43)

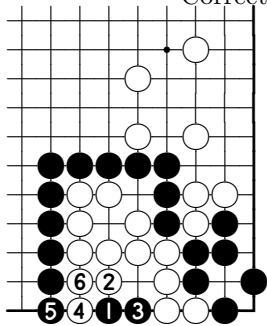


Problem: (44)

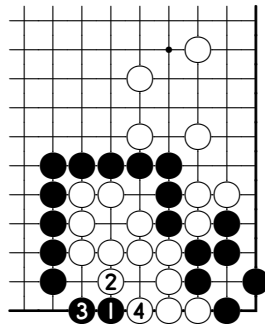


Problem: (44)

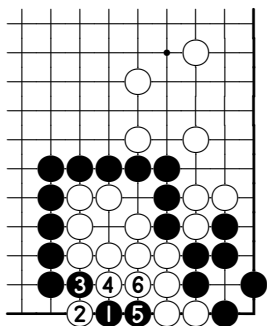
Correct



Problem: (44)

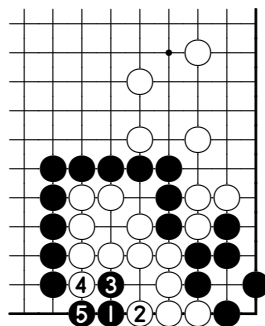


Problem: (44)



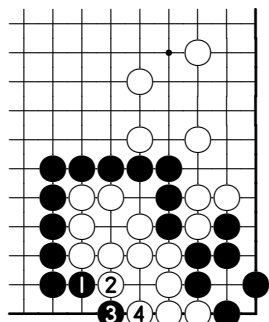
Problem: (44)

Correct

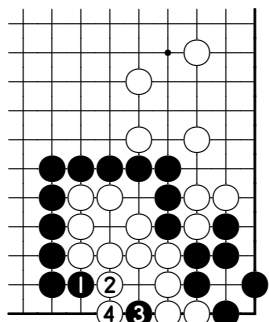


Problem: (44)

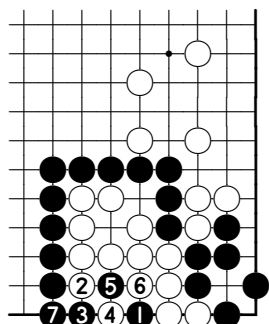
Correct



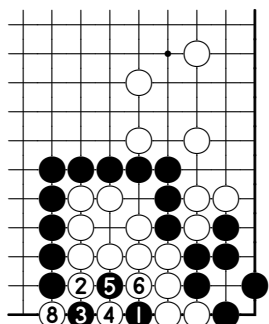
Problem: (44)



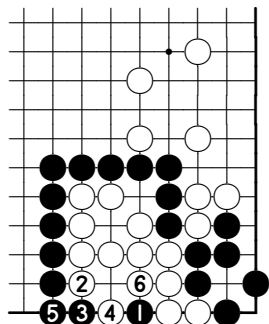
Problem: (44)



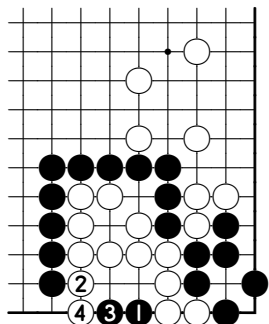
Problem: (44)



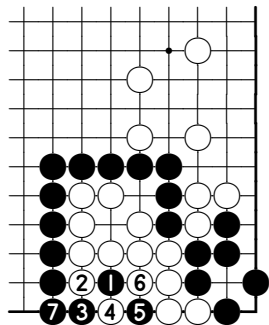
Problem: (44)



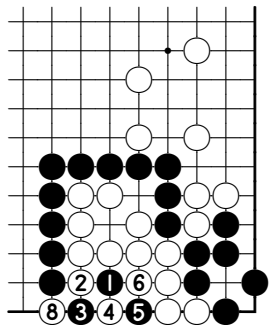
Problem: (44)



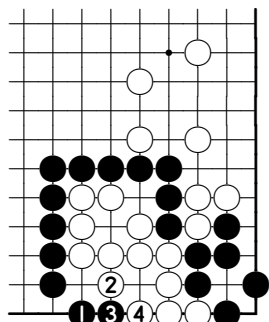
Problem: (44)



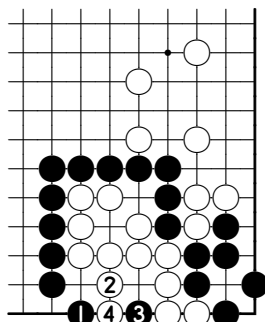
Problem: (44)



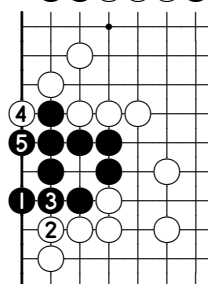
Problem: (44)



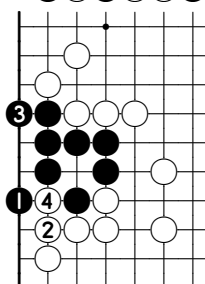
Problem: (44)



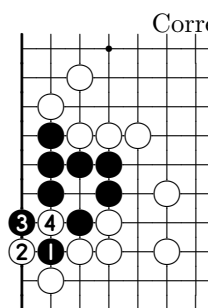
Problem: (44)



Problem: (45)

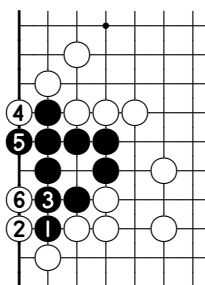


Problem: (45)

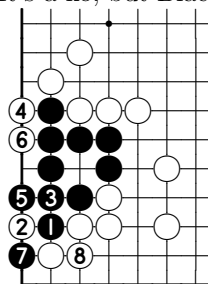


Problem: (45)

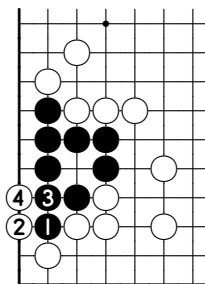
It's a ko, but Black can do better.



Problem: (45)

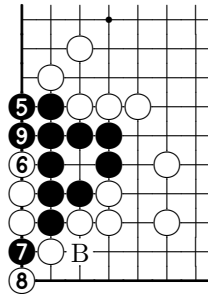


Problem: (45)



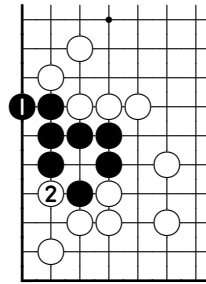
Problem: (45)

Black should be captured now, but this
White move is a mistake...

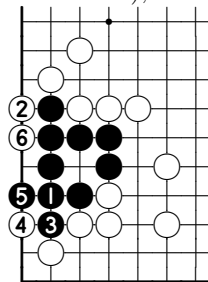


Problem: (45)

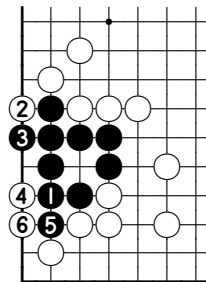
A and B are miai for Black (if White defends against one, Black plays the other), so Black lives.



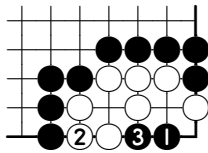
Problem: (45)



Problem: (45)

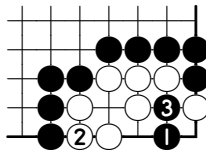


Problem: (45)



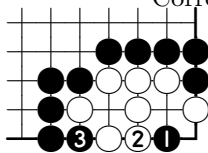
Problem: (46)

Correct



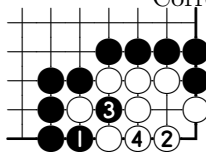
Problem: (46)

Correct

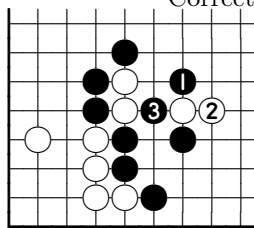


Problem: (46)

Correct

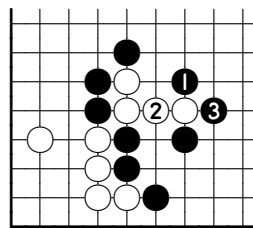


Problem: (46)



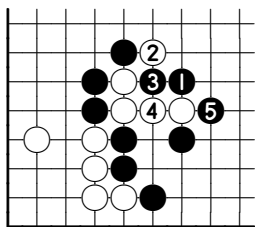
Problem: (47)

Correct



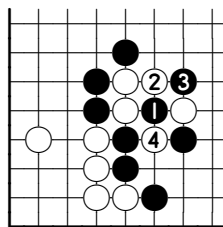
Problem: (47)

Correct



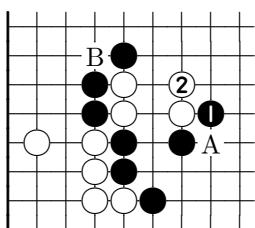
Problem: (47)

Correct



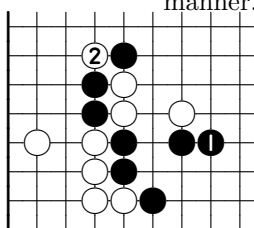
Problem: (47)

This is a mess. Black has a move that settles things in a simple and clean manner.



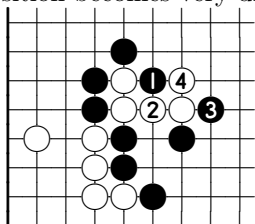
Problem: (47)

Next White can cut at A or B, so the position becomes very difficult for Black.

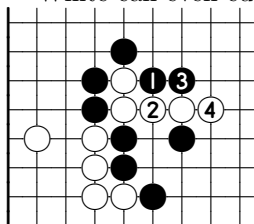


Problem: (47)

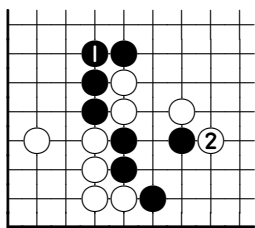
Black's missed a great opportunity. White can even cut here now.



Problem: (47)

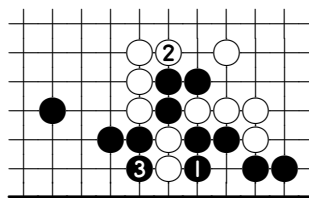


Problem: (47)

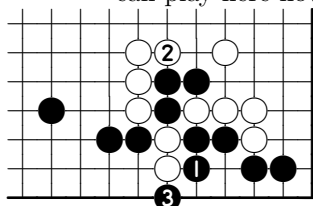


Problem: (47)

Black defended the left side, but White can play here now.



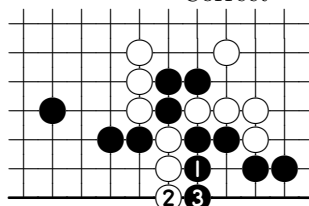
Problem:



(48)

Correct

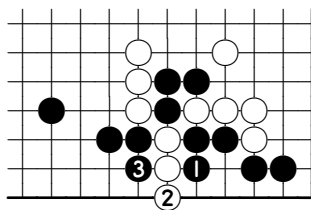
Problem:



(48)

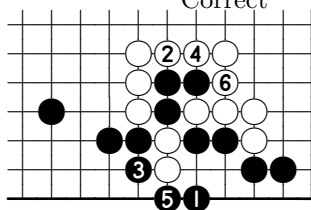
Correct

Problem:



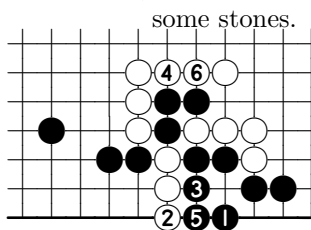
(48)

Correct

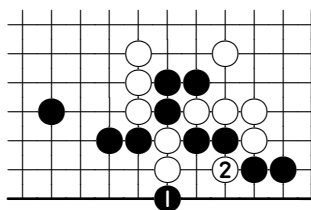


(48)

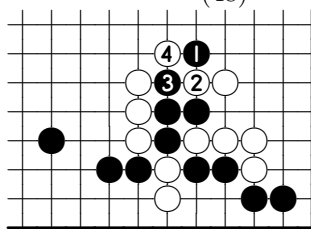
Not too bad, but Black can do capture some stones.



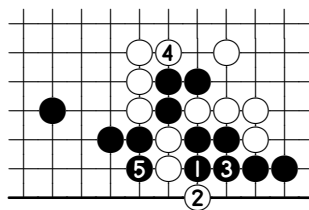
(48)



(48)

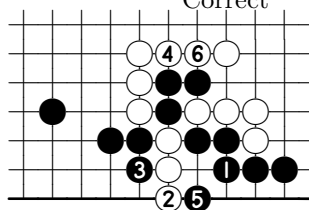


(48)

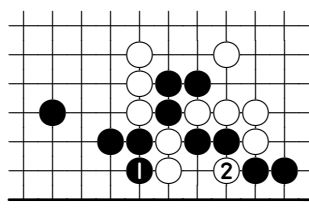


(48)

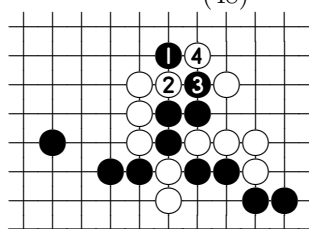
Correct



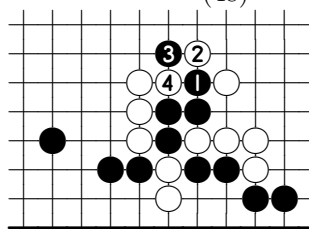
(48)



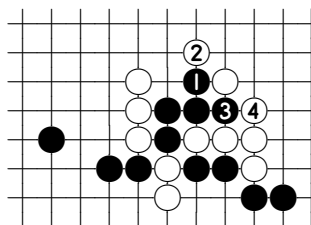
(48)



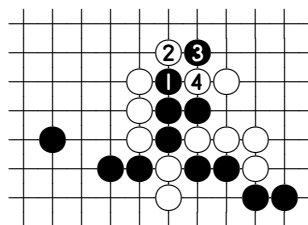
(48)



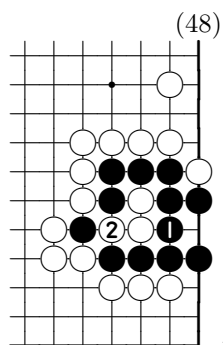
(48)



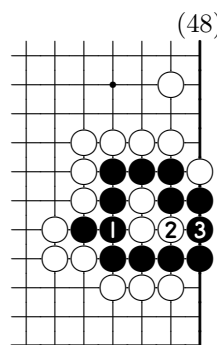
Problem:



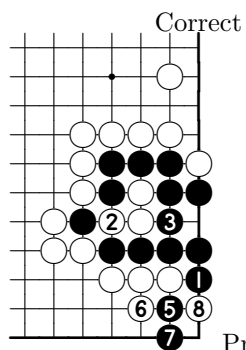
Problem:



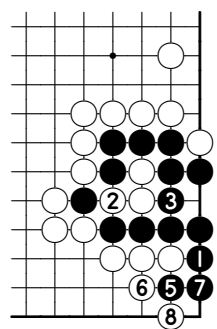
Problem: (49)



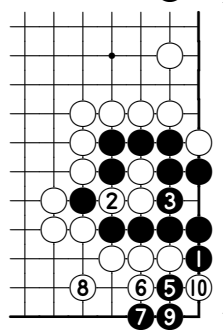
Problem: (49)



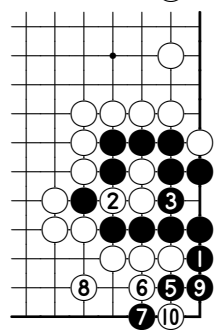
Problem: (49)



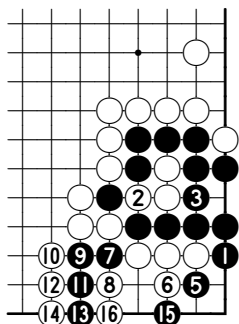
Problem: (49)



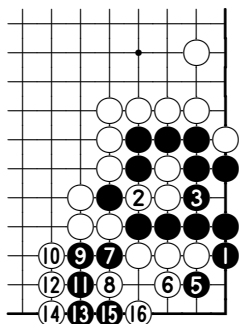
Problem: (49)



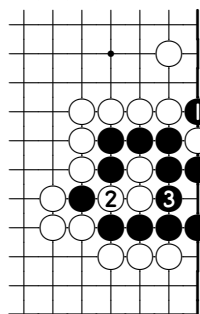
Problem: (49)



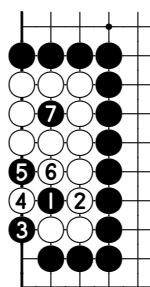
Problem: (49)



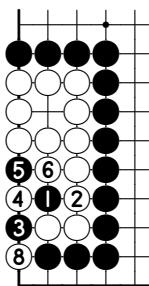
Problem: (49)



Problem: (49)

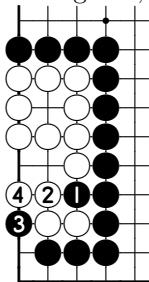


Problem: (50)

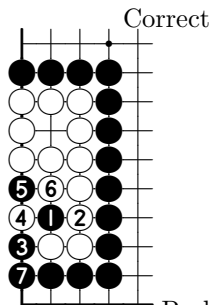


Problem: (50)

Almost got it, have another go.

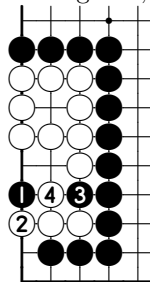


Problem: (50)

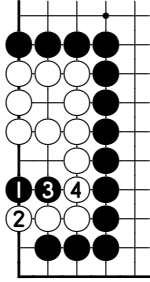


Problem: (50)

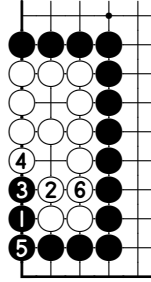
Almost got it, have another go.



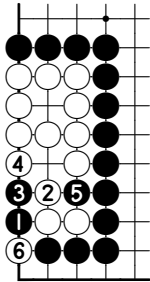
Problem: (50)



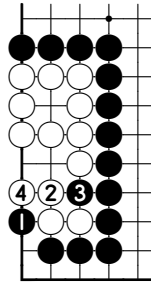
Problem: (50)



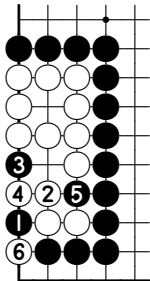
Problem: (50)



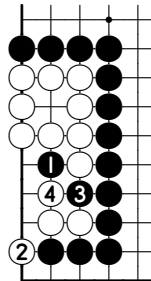
Problem: (50)



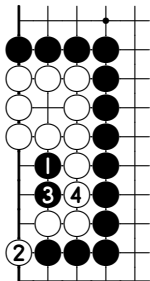
Problem: (50)



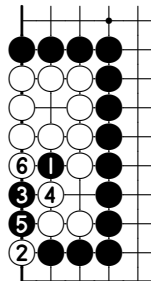
Problem: (50)



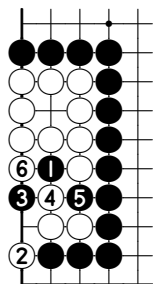
Problem: (50)



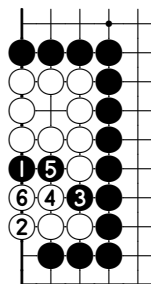
Problem: (50)



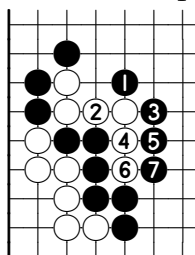
Problem: (50)



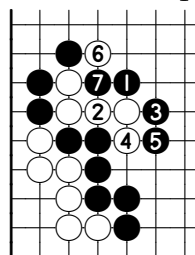
Problem: (50)



Problem: (50)



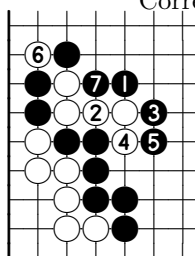
Problem: (51)



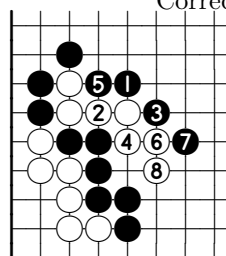
Problem: (51)

Correct

Correct

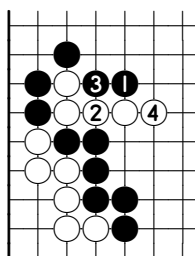


Problem: (51)

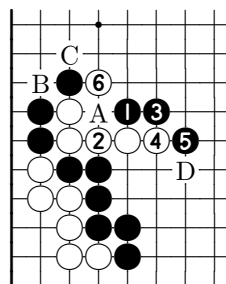


Problem: (51)

Correct

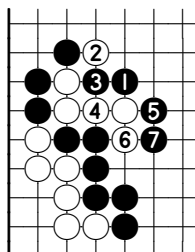


Problem: (51)



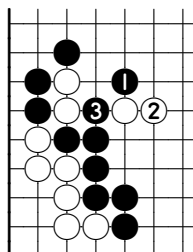
Problem: (51)

Next if Black cuts at A, White can atari at B and capture two stones. If Black plays C instead, White can keep fighting at D, or just connect at A. Black had a way to capture the cutting stones instead.



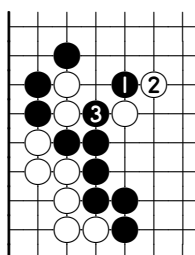
Problem: (51)

Correct



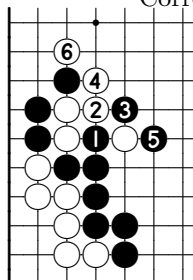
Problem: (51)

Correct

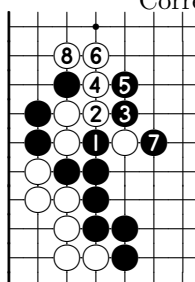


Problem: (51)

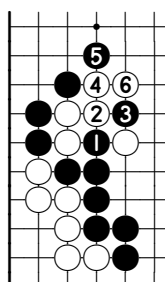
Correct



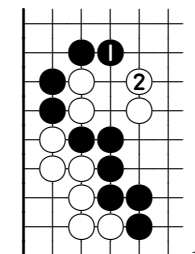
Problem: (51)



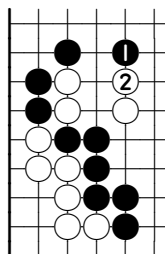
Problem: (51)



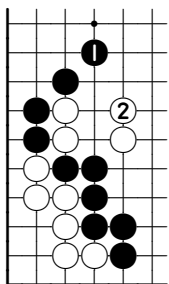
Problem: (51)



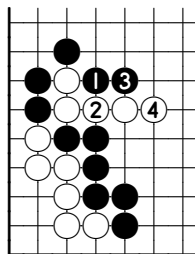
Problem: (51)



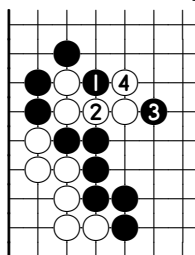
Problem: (51)



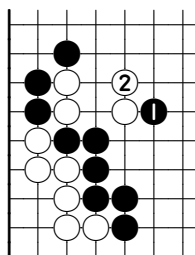
Problem: (51)



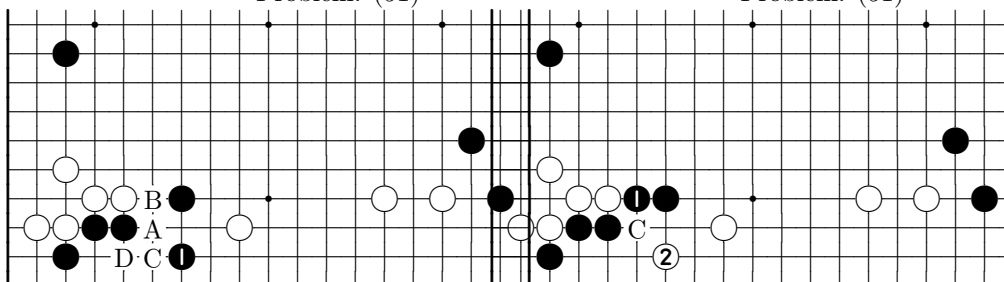
Problem: (51)



Problem: (51)



Problem: (51)

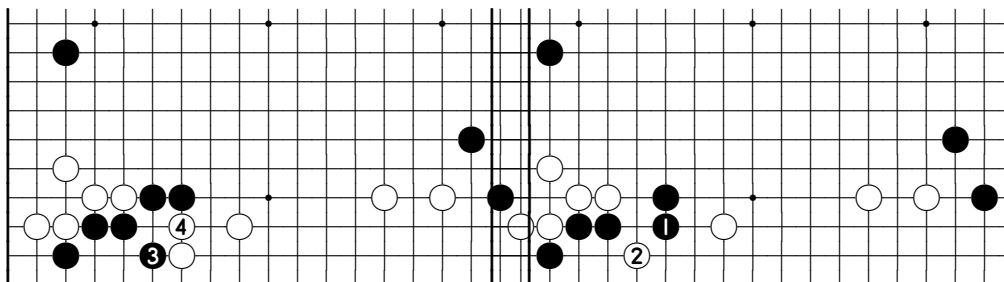


Problem: (52)

Problem: (52)

Correct. This is the best shape, because it gives Black the best potential for making eyes later. A and B are miai for Black now. If White tries to play A-C, Black D captures White's stones.

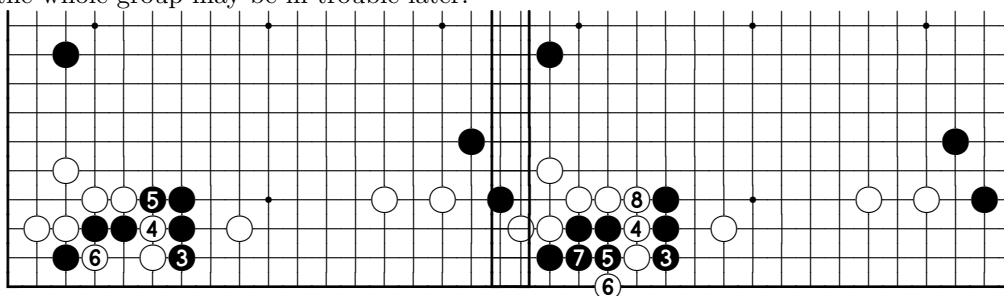
White plays on the vital point and Black's group becomes weak. Notice the relationship between A and B - the point at C can only ever become a false eye now.



Problem: (52)

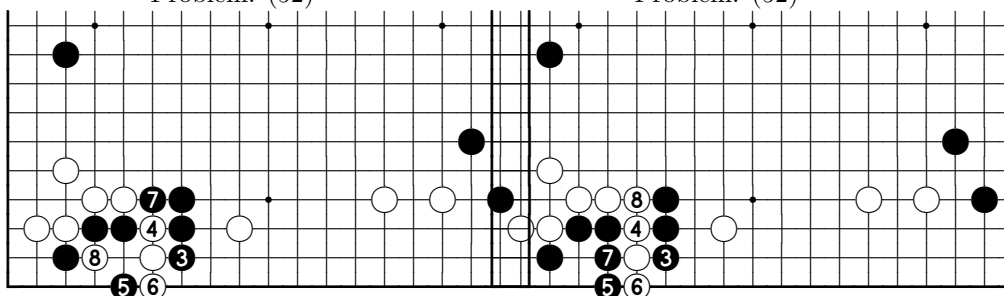
Problem: (52)

If the game continues like this, Black doesn't have much room to make eyes, so the whole group may be in trouble later. Later on there's still a vital point here...



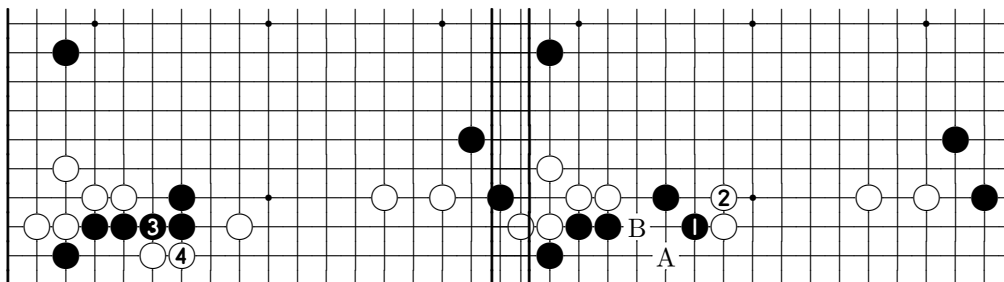
Problem: (52)

Problem: (52)



Problem: (52)

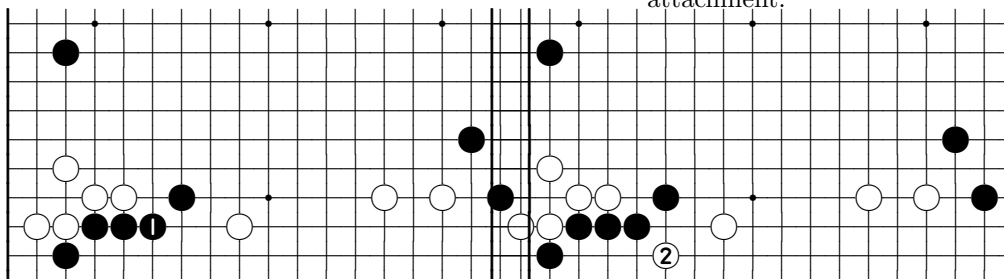
Problem: (52)



Problem: (52)

Problem: (52)

Making this exchange helps White. In addition, Black still has weaknesses at A and B, so Black hasn't developed a good shape and still has to play another move here. In some situations White might choose to play at A or B immediately after Black kicks with the diagonal attachment.

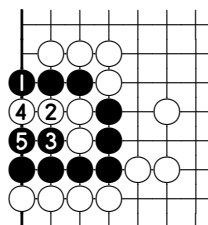


Problem: (52)

This move is uninspired.

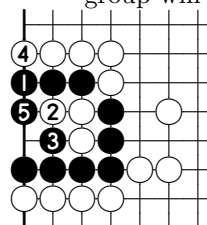
Problem: (52)

Later on White can play here and Black doesn't have much eyespace, so the group will be weak.



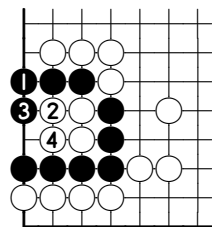
Problem: (53)

Correct

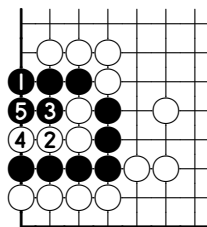


Problem: (53)

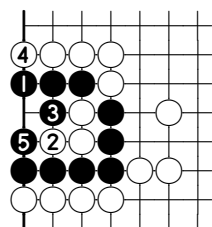
Correct



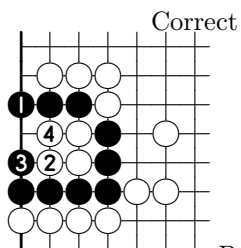
Problem: (53)



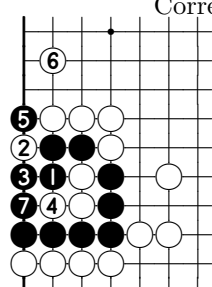
Problem: (53)



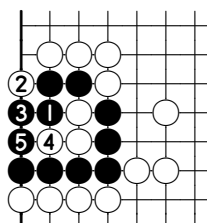
Problem: (53)



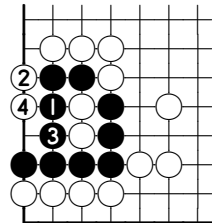
Problem: (53)



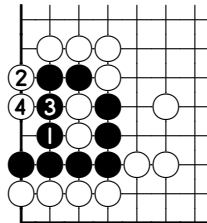
Problem: (53)



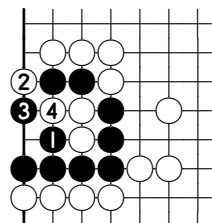
Problem: (53)



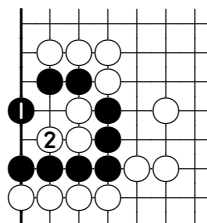
Problem: (53)



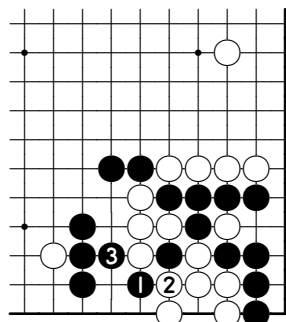
Problem: (53)



Problem: (53)

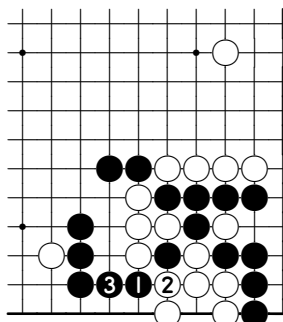


Problem: (53)



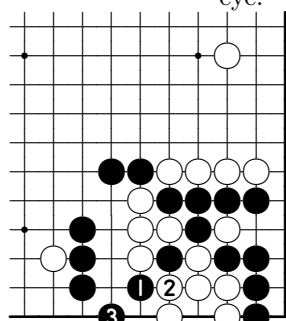
Problem: (54)

Correct. White has one eye and one false eye.



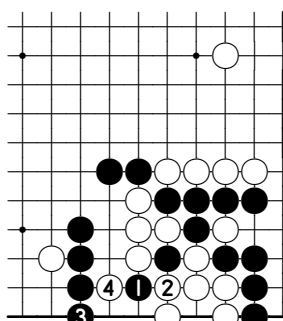
Problem: (54)

Correct

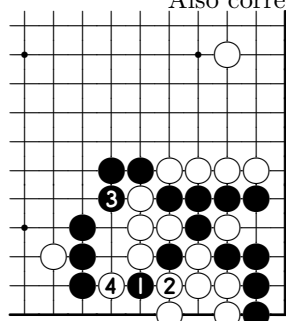


Problem: (54)

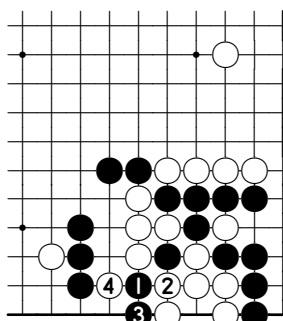
Also correct.



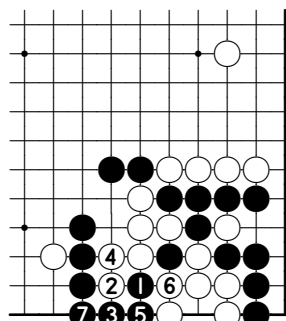
Problem: (54)



Problem: (54)

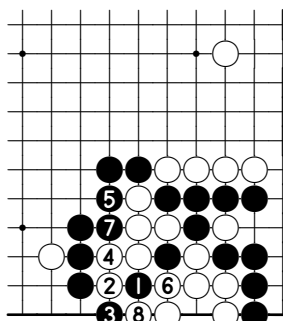


Problem: (54)

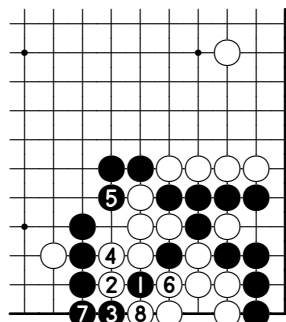


Problem: (54)

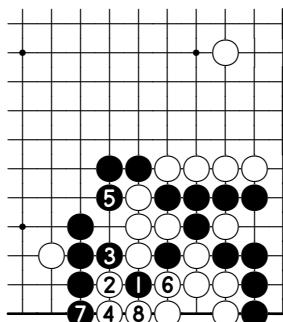
Correct



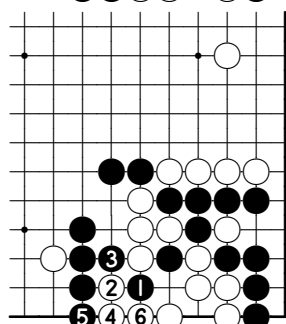
Problem: (54)



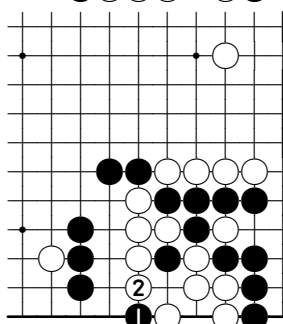
Problem: (54)



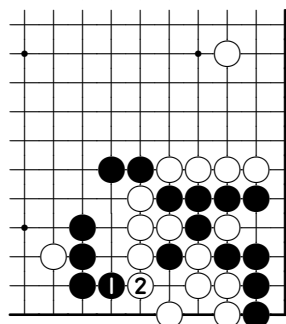
Problem: (54)



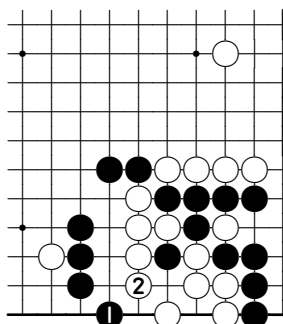
Problem: (54)



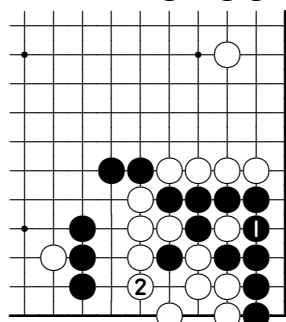
Problem: (54)



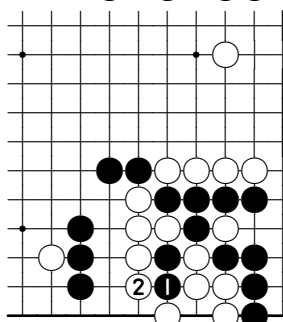
Problem: (54)



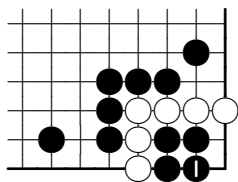
Problem: (54)



Problem: (54)

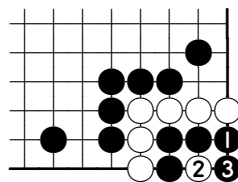


Problem: (54)



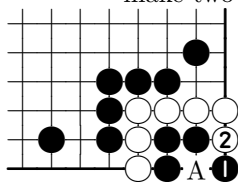
Problem: (55)

Correct. Now, even if White captures the four stones, it won't be possible to make two eyes.



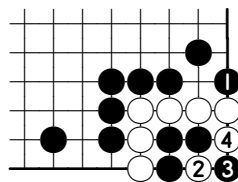
Problem: (55)

White's alive.

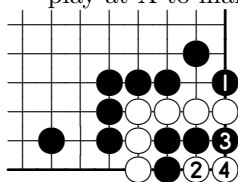


Problem: (55)

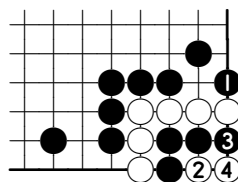
Black can't connect at A. If he could, he wouldn't have any liberties and his stones would be captured. After that, it would be White's turn and White could play at A to make two eyes.



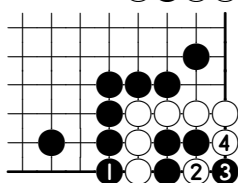
Problem: (55)



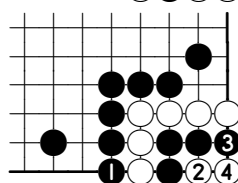
Problem: (55)



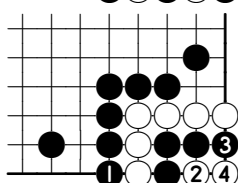
Problem: (55)



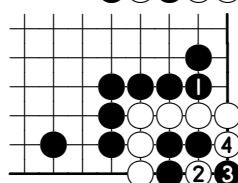
Problem: (55)



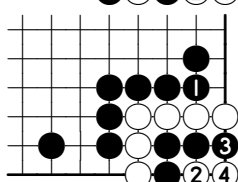
Problem: (55)



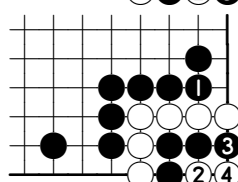
Problem: (55)



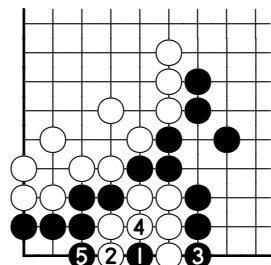
Problem: (55)



Problem: (55)

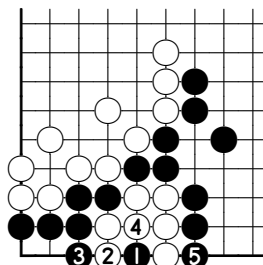


Problem: (55)



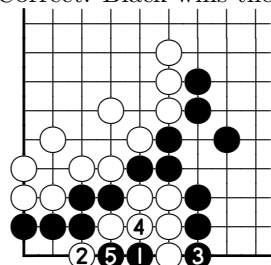
Problem: (56)

Correct. Black wins the capturing race.



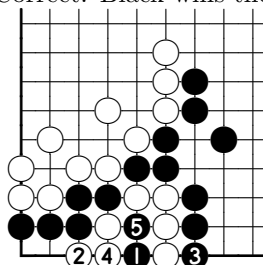
Problem: (56)

Correct. Black wins the capturing race.



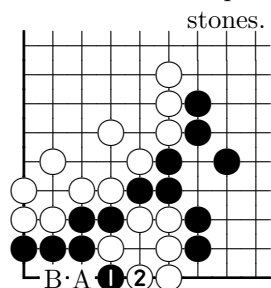
Problem: (56)

Correct. Black captures the cutting



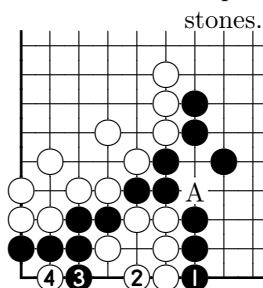
Problem: (56)

Correct. Black captures the cutting



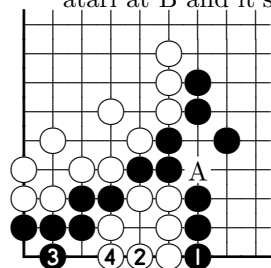
Problem: (56)

Now Black has to fight a ko here. If Black just connects at A, White will atari at B and it's still a ko.



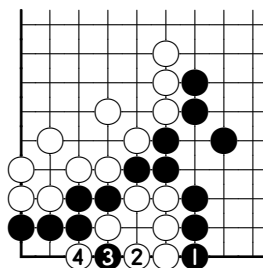
Problem: (56)

This is a seki, and Black has to worry about the weakness at A now.



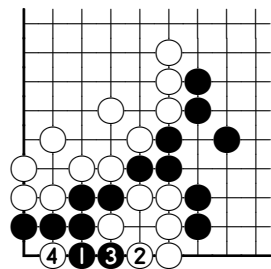
Problem: (56)

This is a seki, and Black has to worry about the weakness at A now.



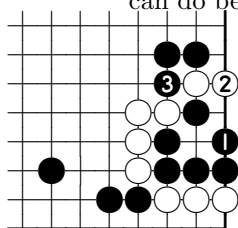
Problem: (56)

Black doesn't have enough liberties to make a ko, so Black dies.



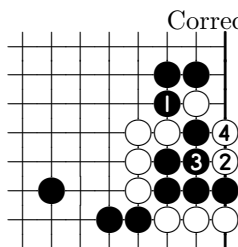
Problem: (56)

Now Black has to fight a ko, but Black can do better.



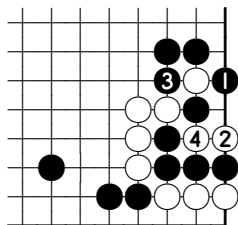
Problem: (57)

can do better.

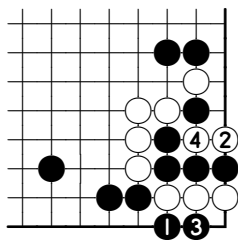


Problem: (57)

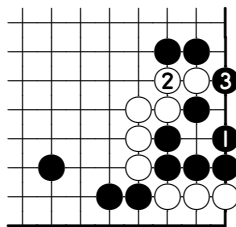
Correct



Problem: (57)

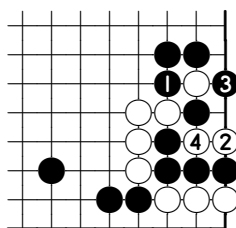


Problem: (57)

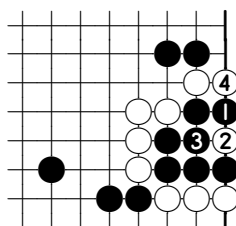


Problem: (57)

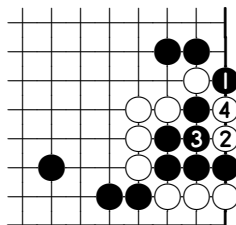
Correct



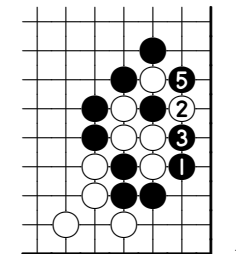
Problem: (57)



Problem: (57)

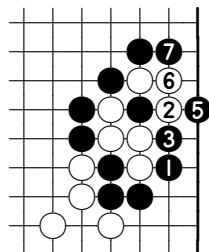


Problem: (57)

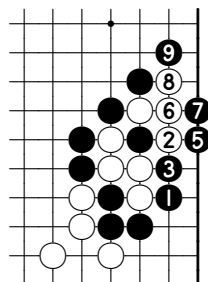


Problem: (58)

Correct

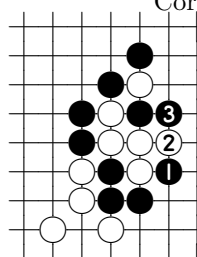


Problem: (58)



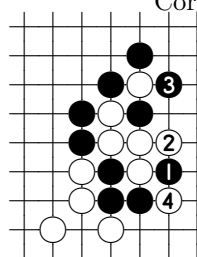
Problem: (58)

Correct



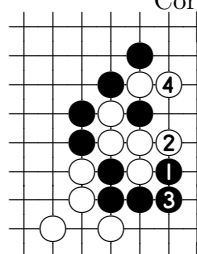
Problem: (58)

Correct

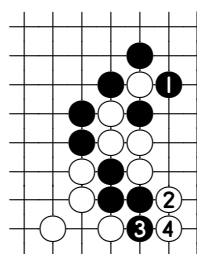


Problem: (58)

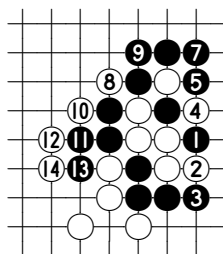
Correct



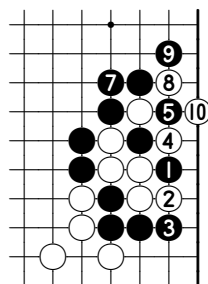
Problem: (58)



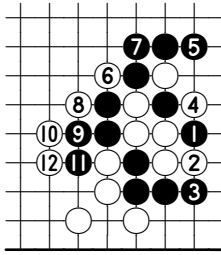
Problem: (58)



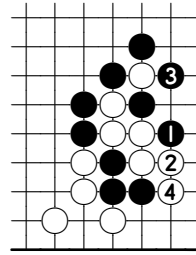
Problem: (58)



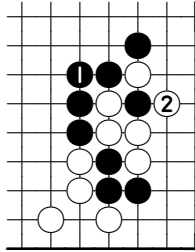
Problem: (58)



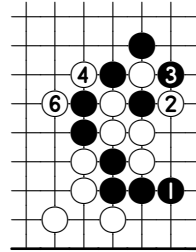
Problem: (58)



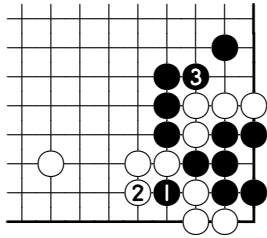
Problem: (58)



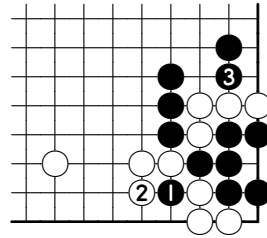
Problem: (58)



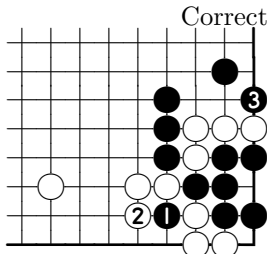
Problem: (58)



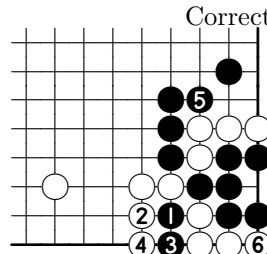
Problem: (59)



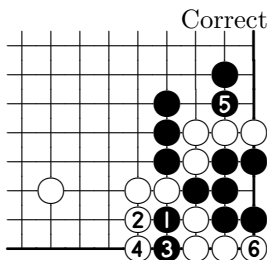
Problem: (59)



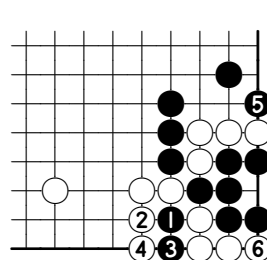
Problem: (59)



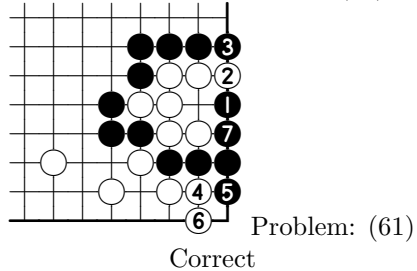
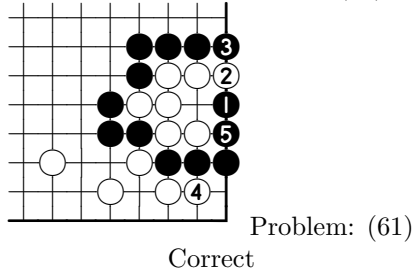
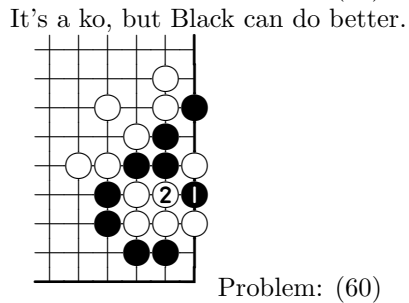
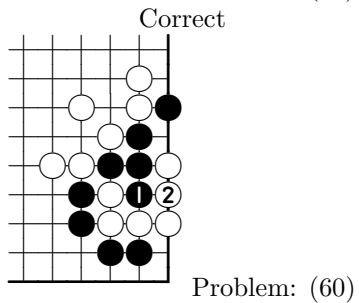
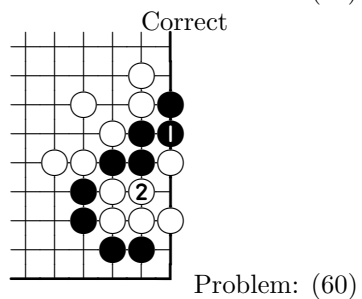
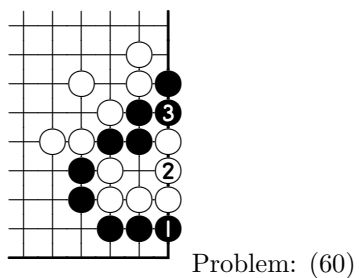
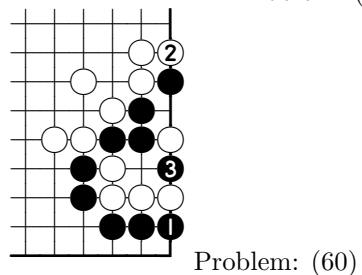
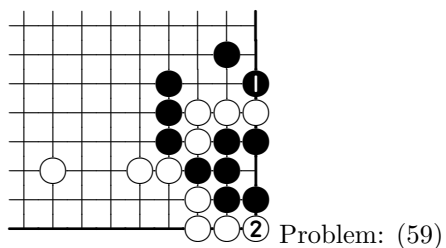
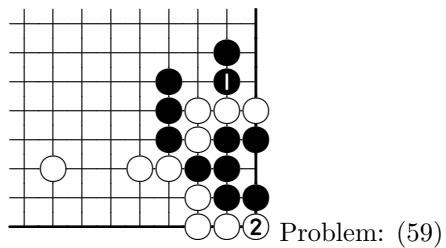
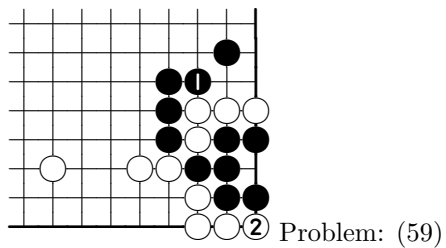
Problem: (59)

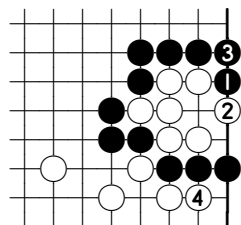
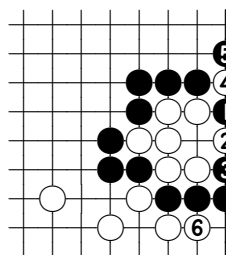
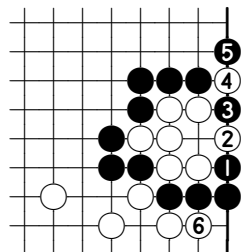
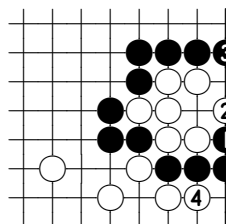
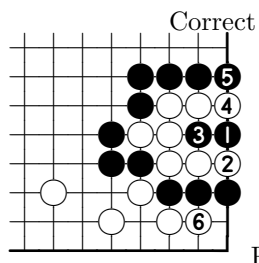
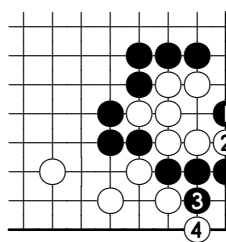
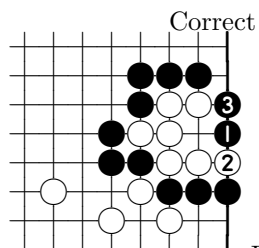
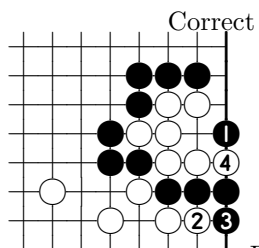
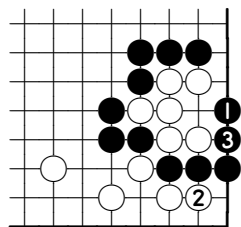
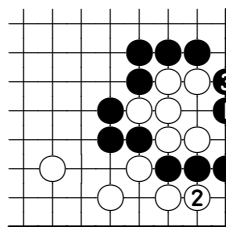


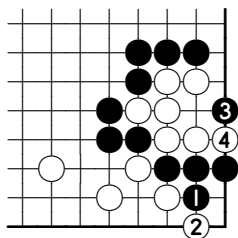
Problem: (59)



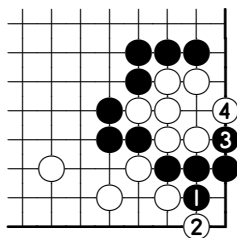
Problem: (59)



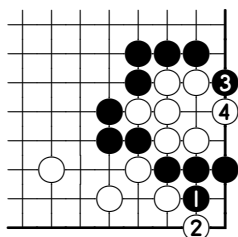




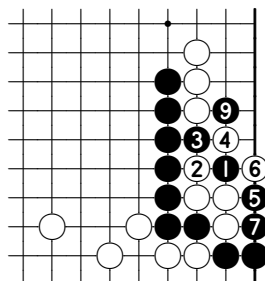
Problem: (61)



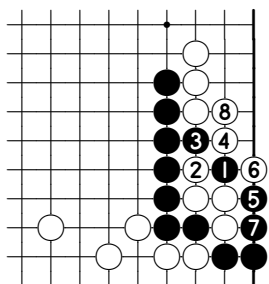
Problem: (61)



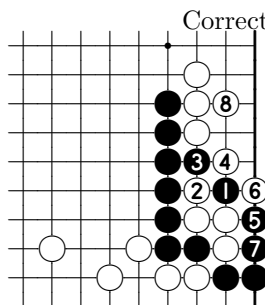
Problem: (61)



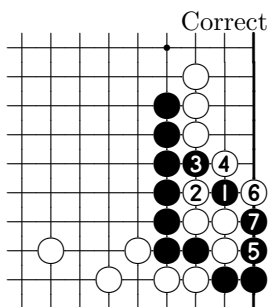
Problem: (62)



Problem: (62)

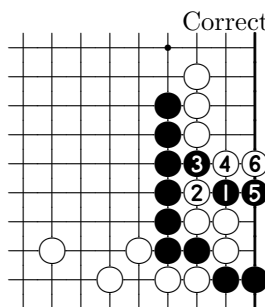


Problem: (62)



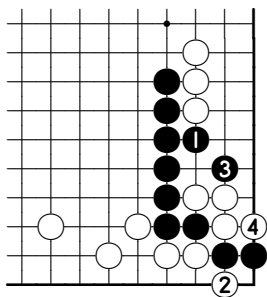
Problem: (62)

Correct

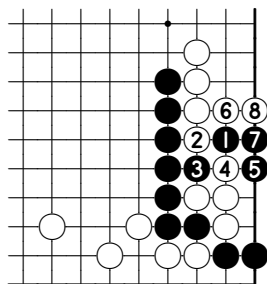


Problem: (62)

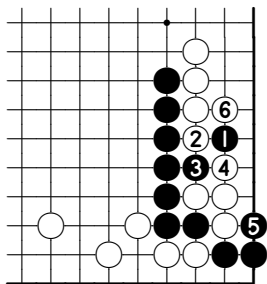
Correct



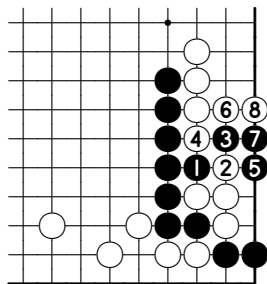
Problem: (62)



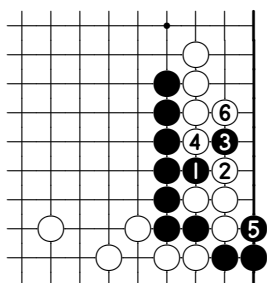
Problem: (62)



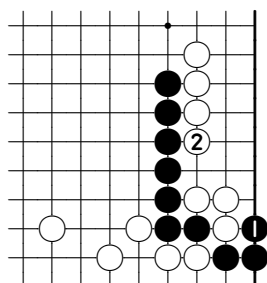
Problem: (62)



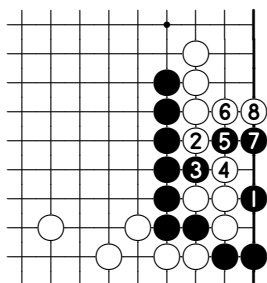
Problem: (62)



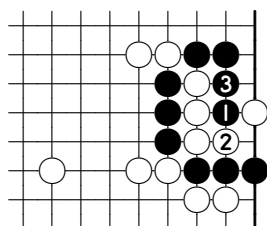
Problem: (62)



Problem: (62)

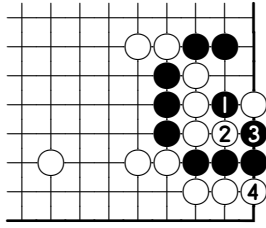


Problem: (62)

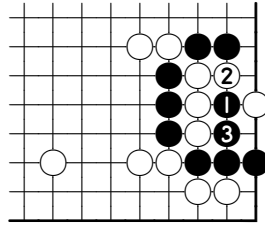


Problem: (63)

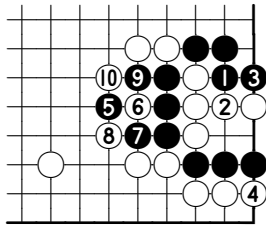
Correct



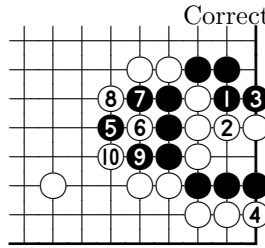
Problem: (63)



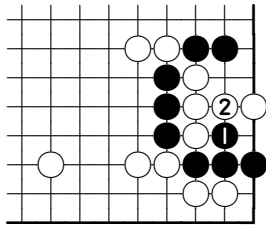
Problem: (63)



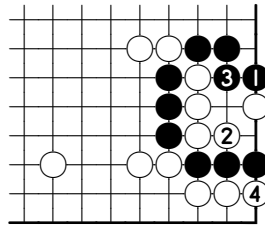
Problem: (63)



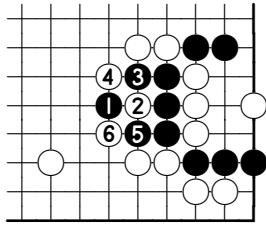
Problem: (63)



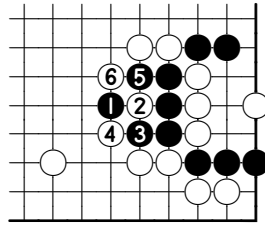
Problem: (63)



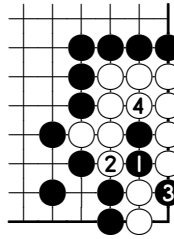
Problem: (63)



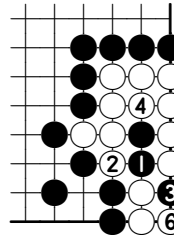
Problem: (63)



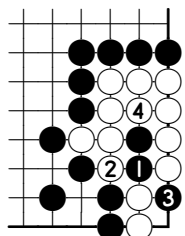
Problem: (63)



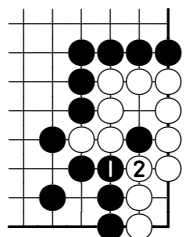
Problem: (64)
Correct



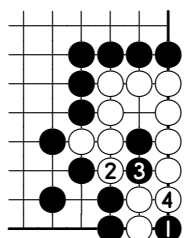
Problem: (64)
Correct



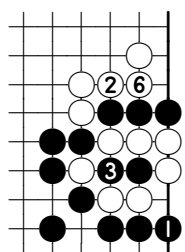
Problem: (64)



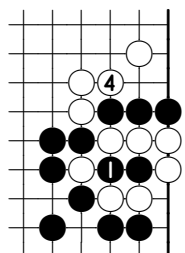
Problem: (64)



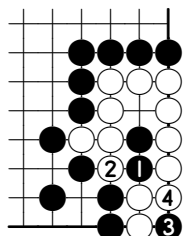
Problem: (64)



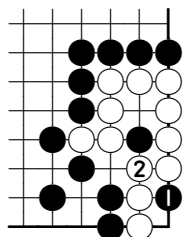
Problem: (65)



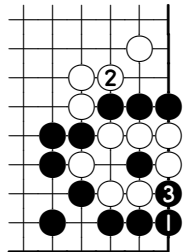
Problem: (65)



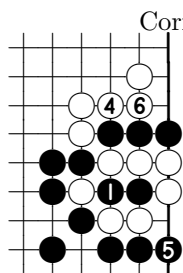
Problem: (64)



Problem: (64)

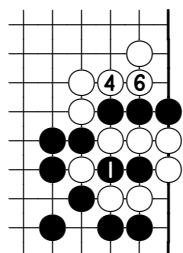


Problem: (65)

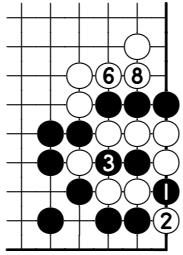


Correct

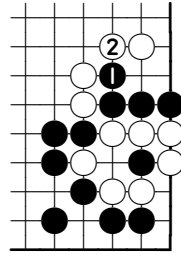
Problem: (65)



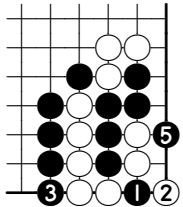
Problem: (65)



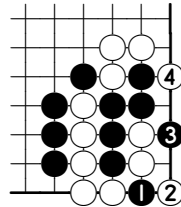
Problem: (65)



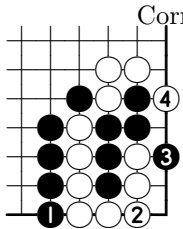
Problem: (65)



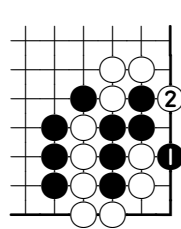
Problem: (66)



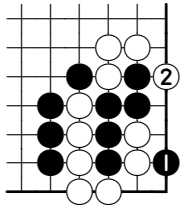
Problem: (66)



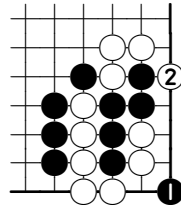
Problem: (66)



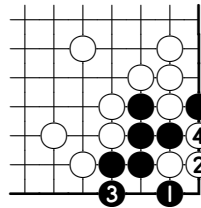
Problem: (66)



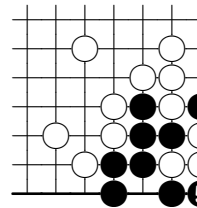
Problem: (66)



Problem: (66)

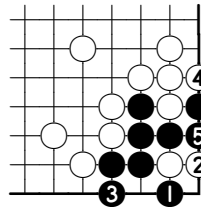


Problem: (67)

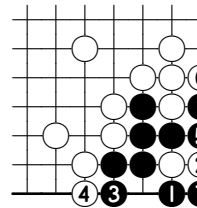


Problem: (67)

Now White can't play here, right?



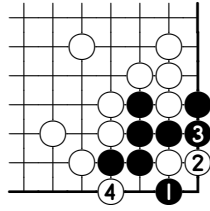
Problem: (67)



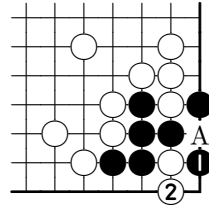
Problem: (67)

Correct

Correct

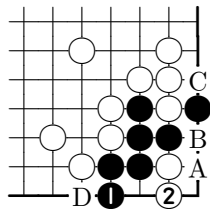


Problem: (67)



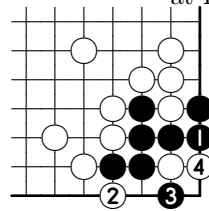
Problem: (67)

Black can't make two eyes now. A is a false eye because it's not connected to the rest of the group with a Black stone at B.

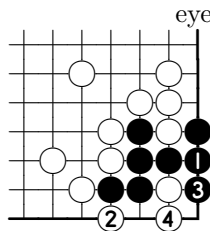


Problem: (67)

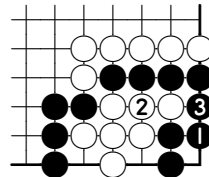
Black can't make two eyes now. Later if White wants to take these stones off the board for some reason, White can exchange A for B, then fill the outside liberties with C and D. Capturing White's stones will only give Black one



Problem: (67)

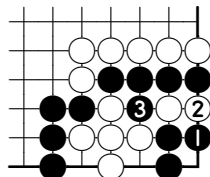


Problem: (67)

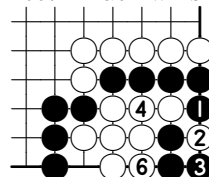


Problem: (68)

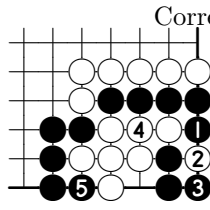
Correct. Black wins the capturing race.



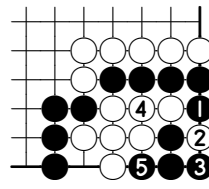
Problem: (68)



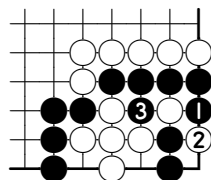
Problem: (68)



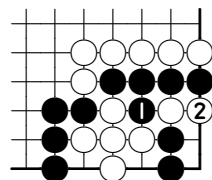
Problem: (68)



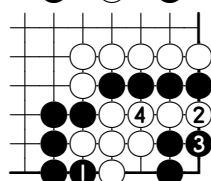
Problem: (68)



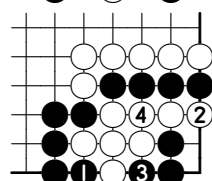
Problem: (68)



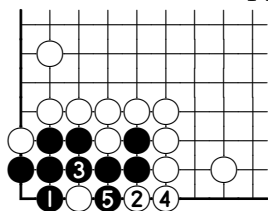
Problem: (68)



Problem: (68)

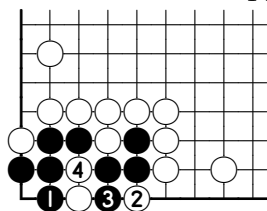


Problem: (68)

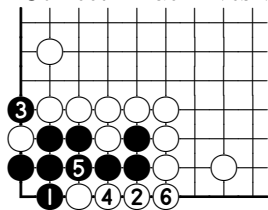


Problem: (69)

Correct. Black lives with two eyes.

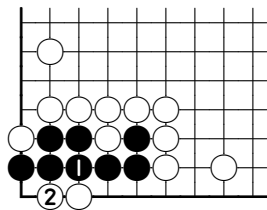


Problem: (69)



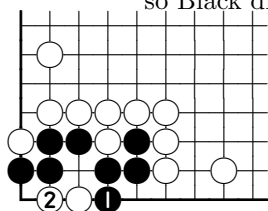
Problem: (69)

Capturing at A only makes a false eye, so Black dies.



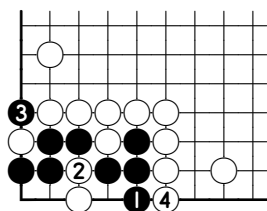
Problem: (69)

Black only has one eye, so Black's dead.

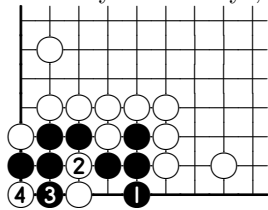


Problem: (69)

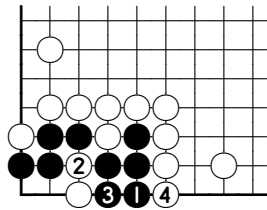
Black only has one eye, so Black's dead.



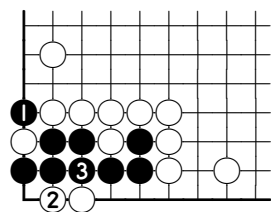
Problem: (69)



Problem: (69)

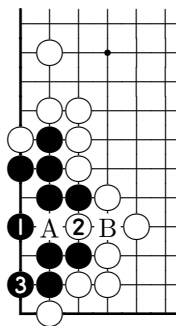


Problem: (69)



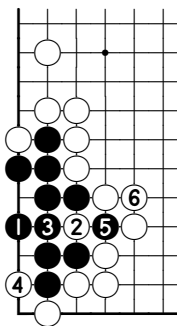
Problem: (69)

Capturing at A only makes a false eye, so Black's already died.

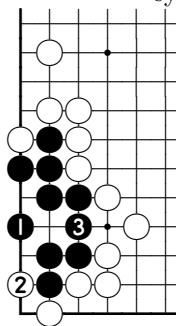


Problem: (70)

Correct. If White plays at A Black can capture at B. If White plays at B, Black connects at A, so Black's alive with two eyes.

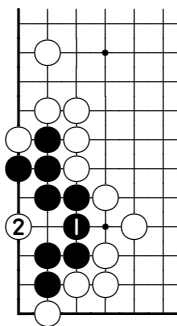


Problem: (70)



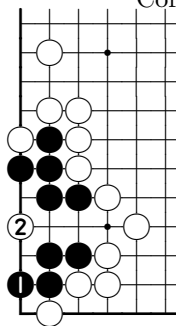
Problem: (70)

Correct



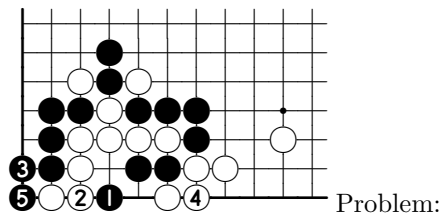
Problem: (70)

Black can't make two eyes now.

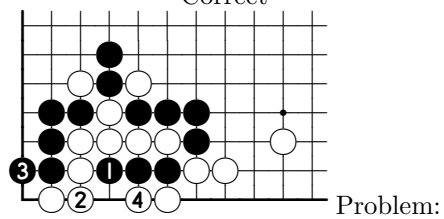


Problem: (70)

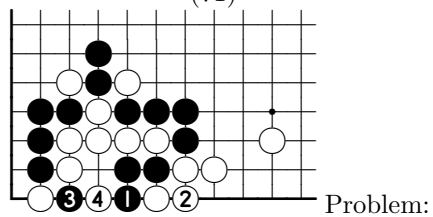
This is the vital point. Black will die after White plays here.



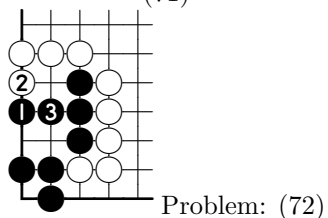
Correct



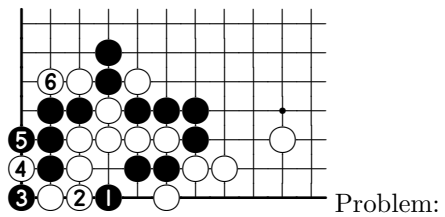
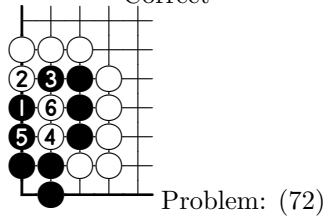
(71)



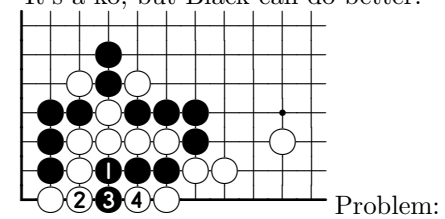
(71)



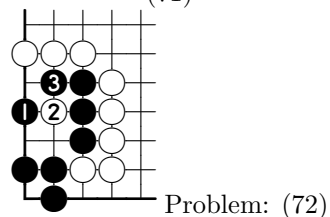
Correct



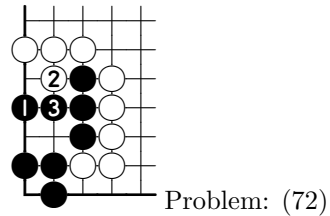
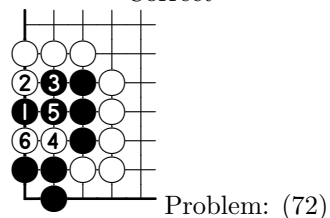
It's a ko, but Black can do better.



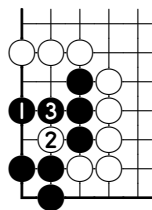
(71)



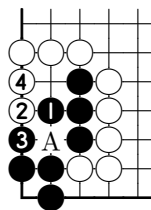
Correct



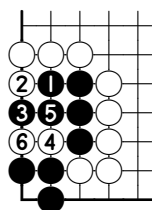
Correct



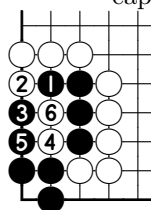
Problem: (72)
Correct



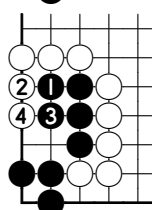
Problem: (72)
A is a false eye, so Black's group will be captured.



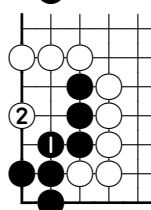
Problem: (72)



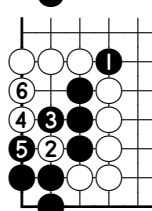
Problem: (72)



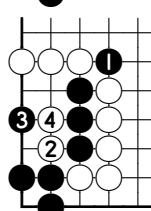
Problem: (72)



Problem: (72)

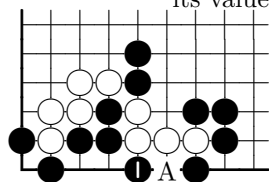


Problem: (72)

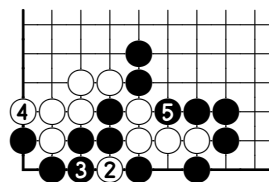


Problem: (72)

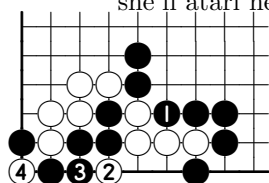
White can capture Black's stones now, so the cutting stone Black played loses its value.



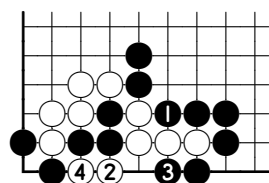
Problem: (73)
Correct. White can't cut at A because she'll atari herself.



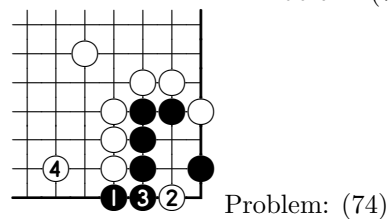
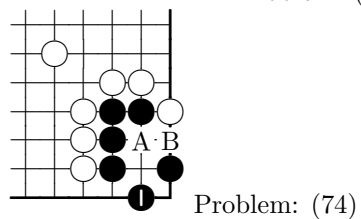
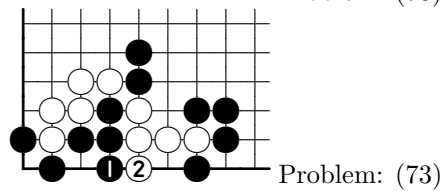
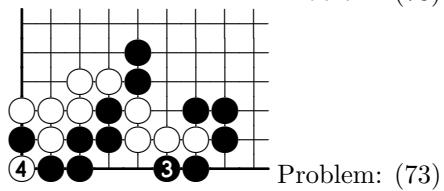
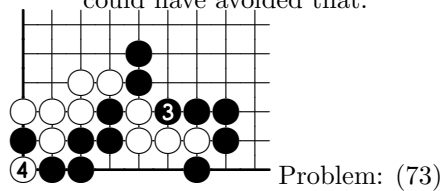
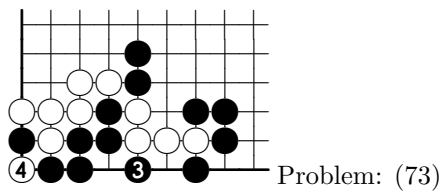
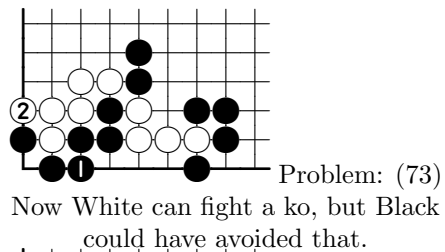
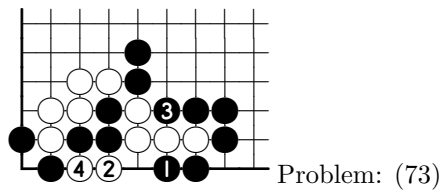
Problem: (73)
Correct



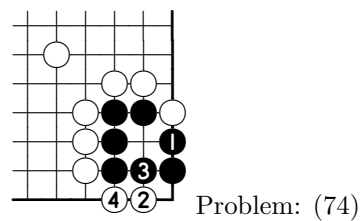
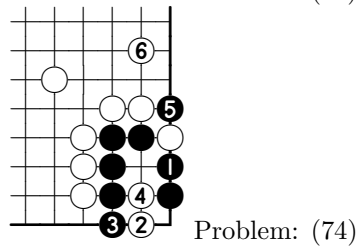
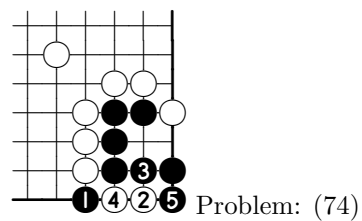
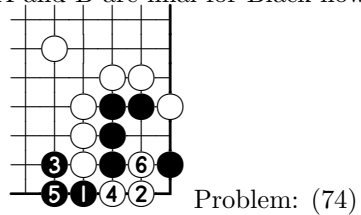
Problem: (73)

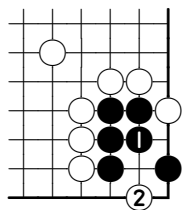


Problem: (73)

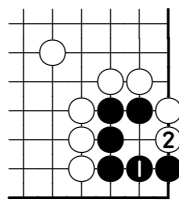


Correct
A and B are miai for Black now.

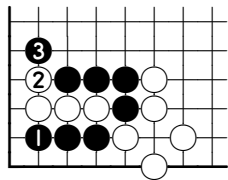




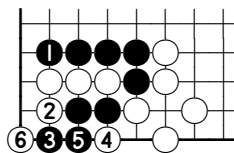
Problem: (74)



Problem: (74)

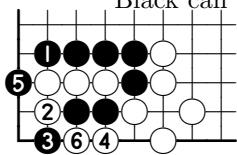


Problem: (75)

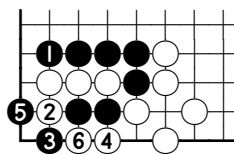


Problem: (75)

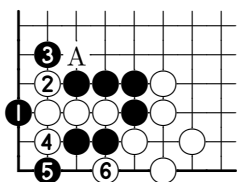
Correct. White only has two liberties and all of Black's groups have more than that. No matter what White does next, Black can atari.



Problem: (75)

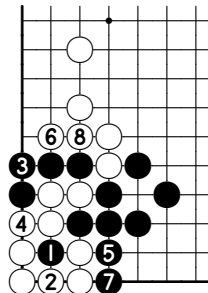


Problem: (75)



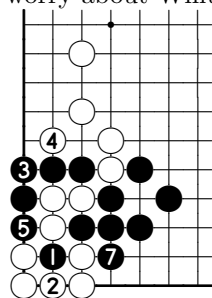
Problem: (75)

This variation is even worse for Black than the previous one because White's stones are safe and Black still has to worry about White cutting at A.



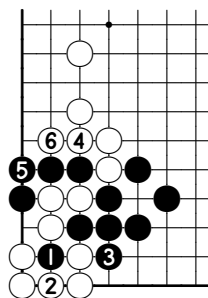
Problem: (76)

Correct

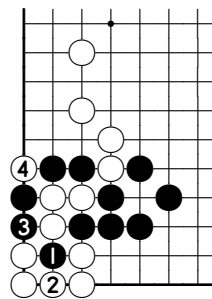


Problem: (76)

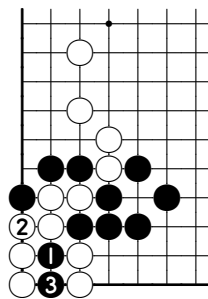
Correct



Problem: (76)

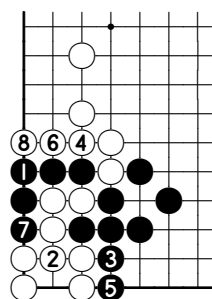


Problem: (76)

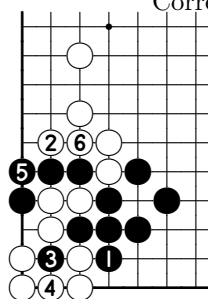


Problem: (76)

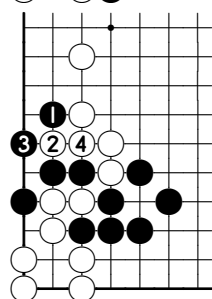
Correct



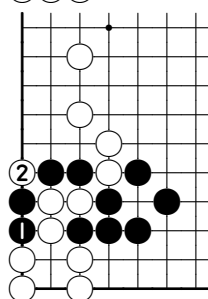
Problem: (76)



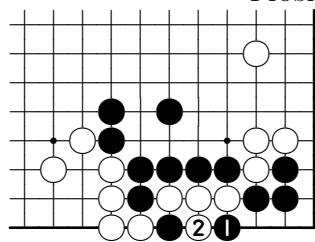
Problem: (76)



Problem: (76)



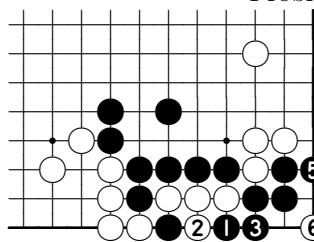
Problem: (76)



Problem:

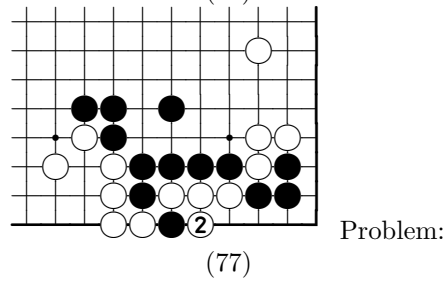
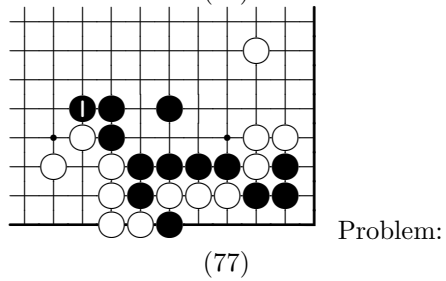
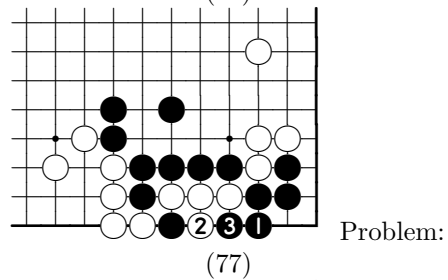
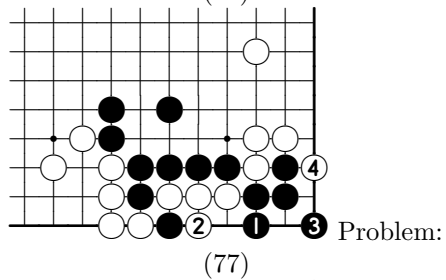
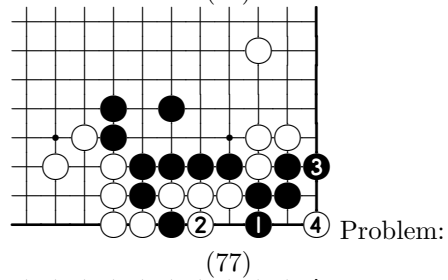
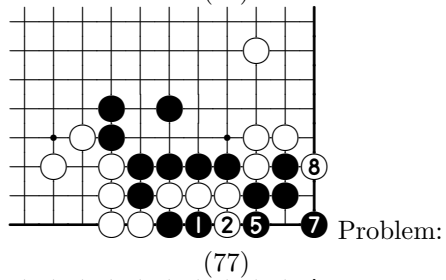
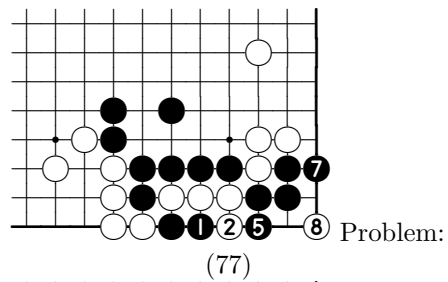
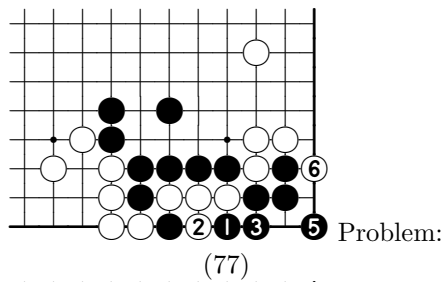
(77)

Correct



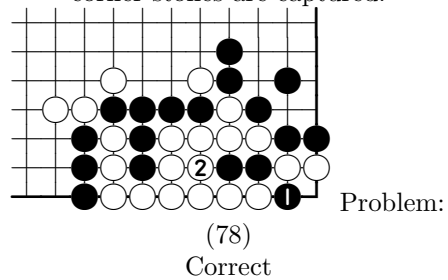
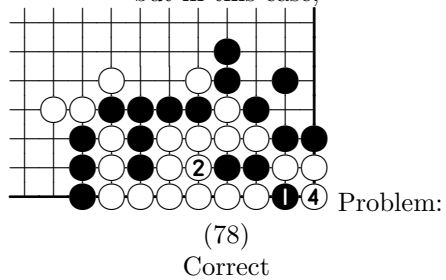
(77)

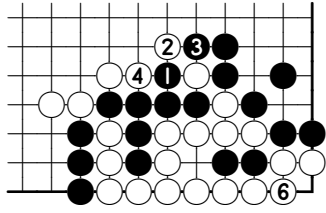
Problem:



Turning like this is often a good move, but in this case,

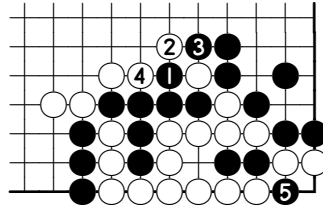
White will play here and now Black's corner stones are captured.





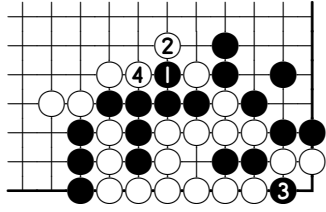
(78)

Problem:



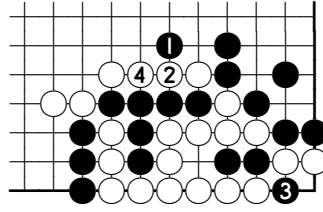
(78)

Problem:



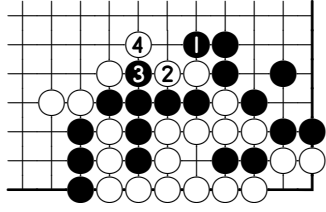
(78)

Problem:



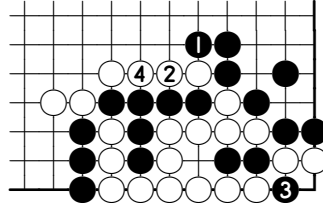
(78)

Problem:



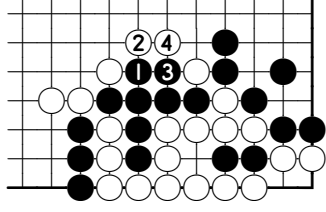
(78)

Problem:



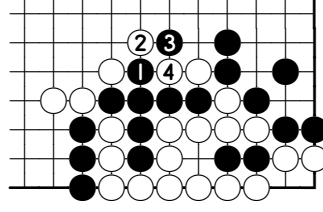
(78)

Problem:



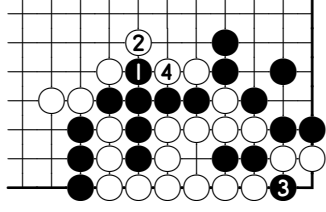
(78)

Problem:



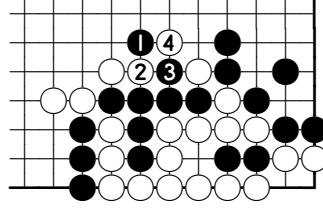
(78)

Problem:



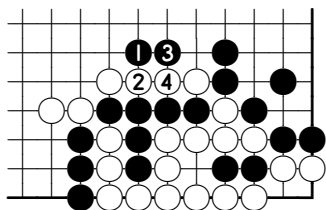
(78)

Problem:



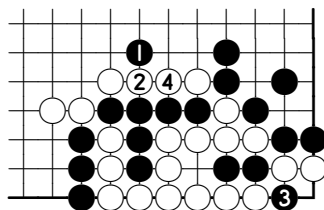
(78)

Problem:



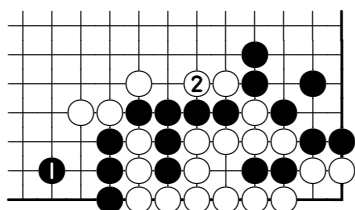
(78)

Problem:



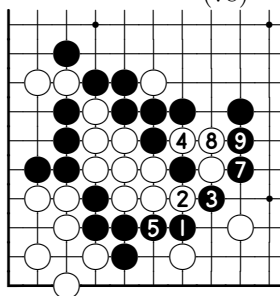
(78)

Problem:



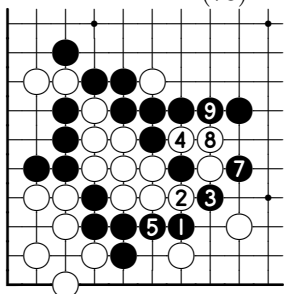
(78)

Problem:



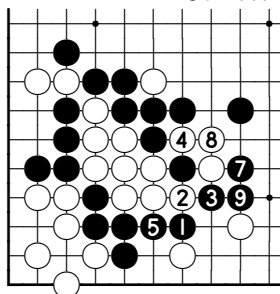
Problem: (79)

Correct



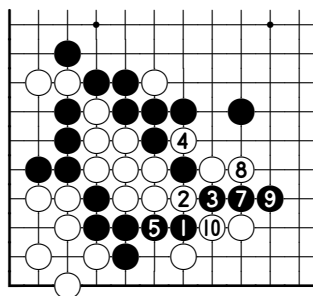
Problem: (79)

Correct



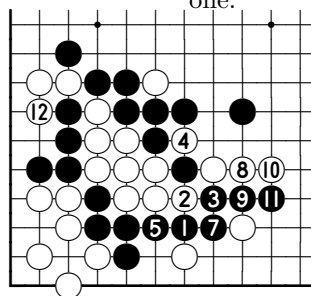
Problem: (79)

This is also possible, but there's a better one.



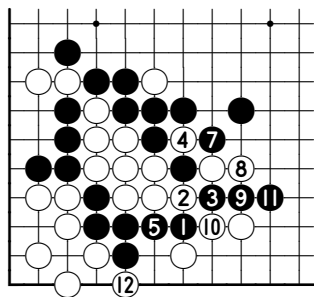
(79)

Problem:

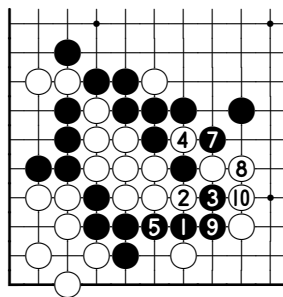


(79)

Problem:

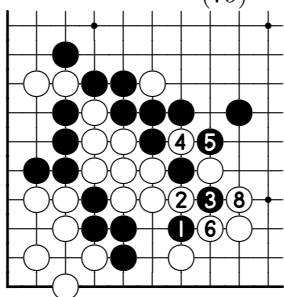


Problem:

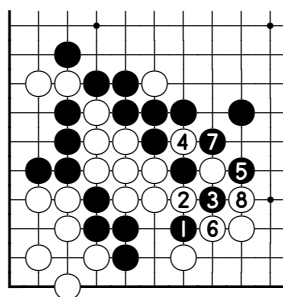


Problem: (79)

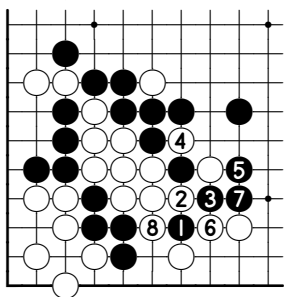
(79)



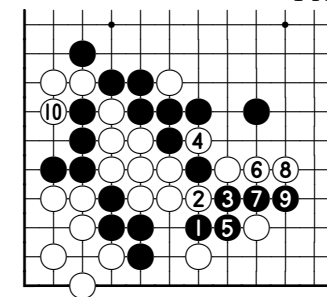
Problem: (79)



Problem: (79)

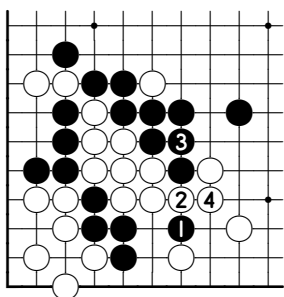


Problem: (79)

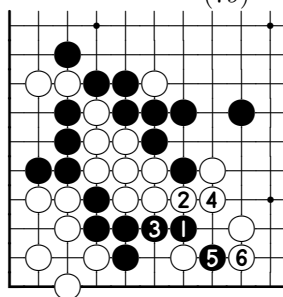


Problem:

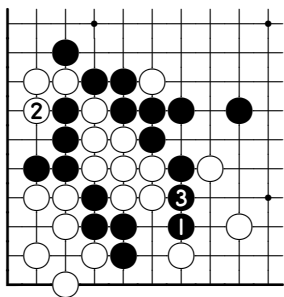
(79)



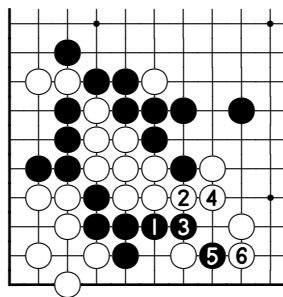
Problem: (79)



Problem: (79)

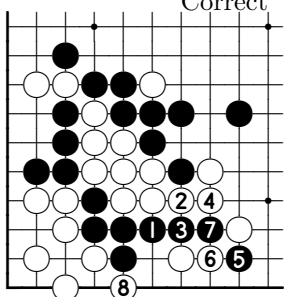


Problem: (79)

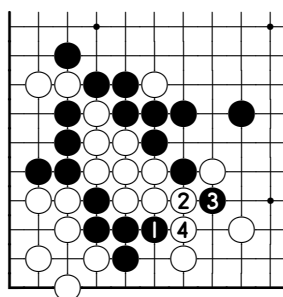


Problem: (79)

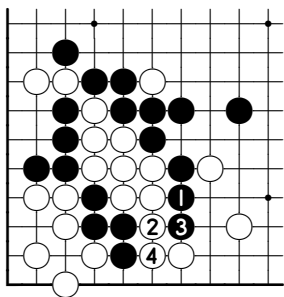
Correct



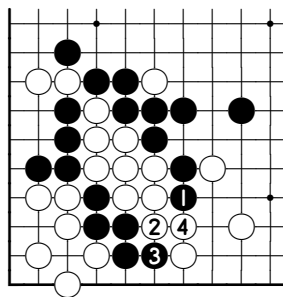
Problem: (79)



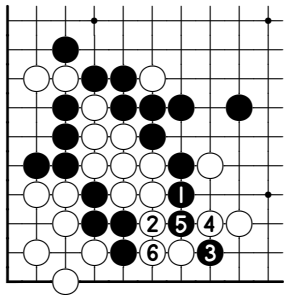
Problem: (79)



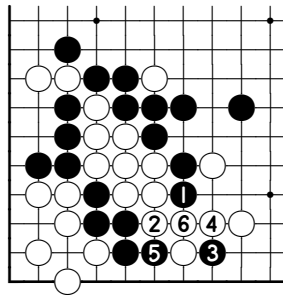
Problem: (79)



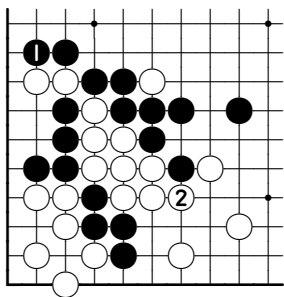
Problem: (79)



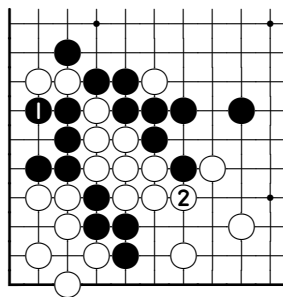
Problem: (79)



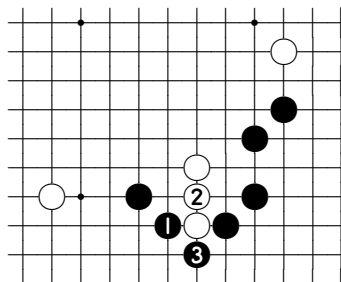
Problem: (79)



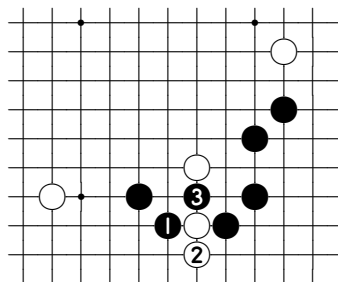
Problem: (79)



Problem: (79)



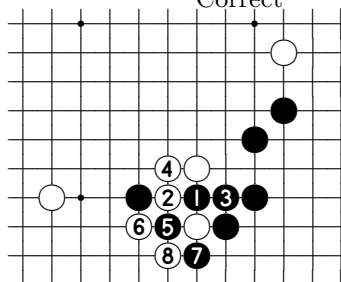
Problem:



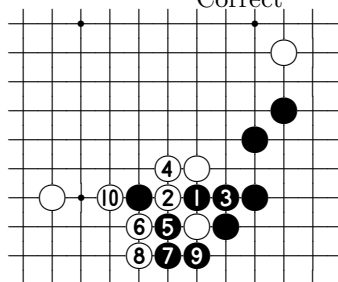
Problem:

(80)

Correct



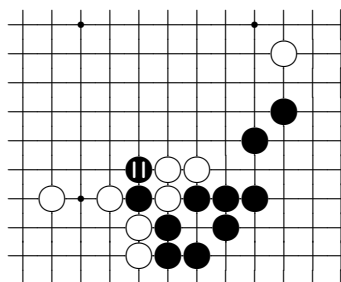
Problem:



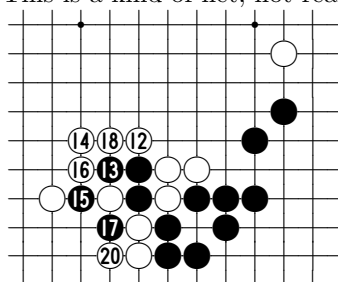
Problem:

(80)

(80)



Problem:



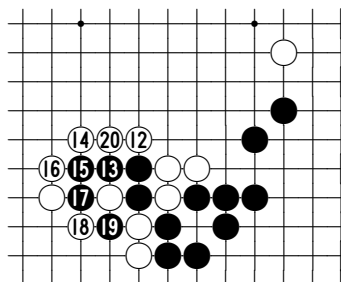
Problem:

(80)

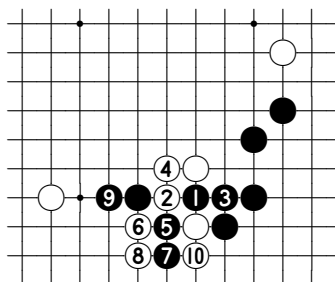
(80)

If Black tries to escape...

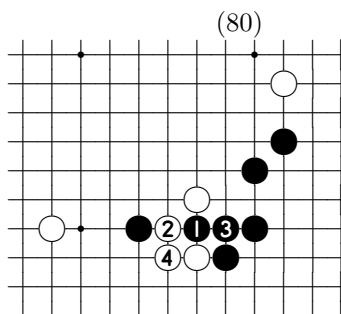
This is a kind of net, not really a ladder.



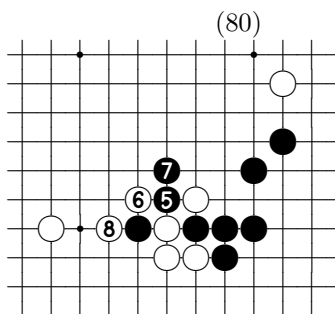
Problem:



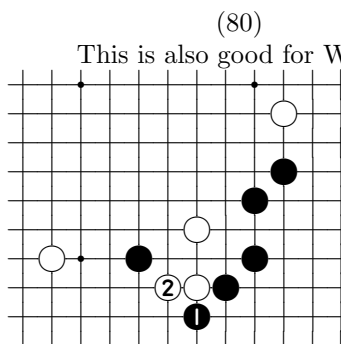
Problem:



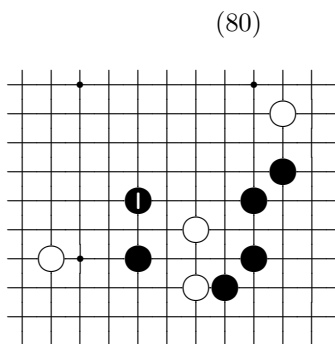
Problem:



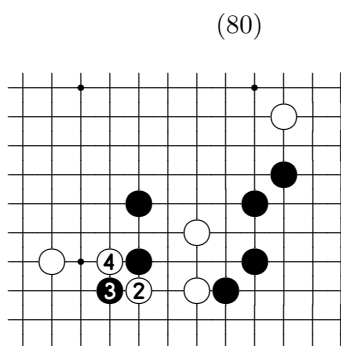
Problem:



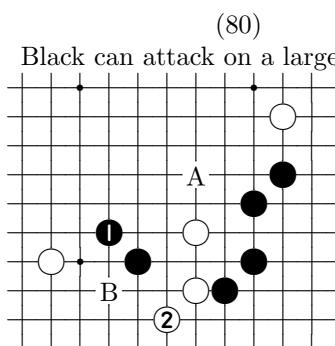
Problem:



Problem:



Problem:



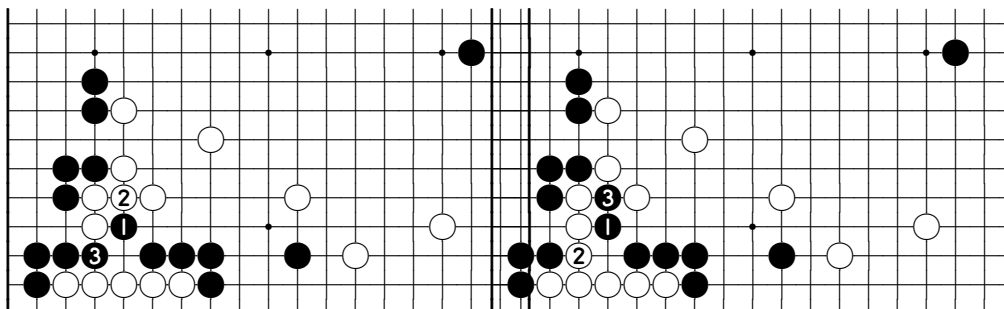
Problem:

(80)

White can manage the situation lightly like this. Other moves are possible too.

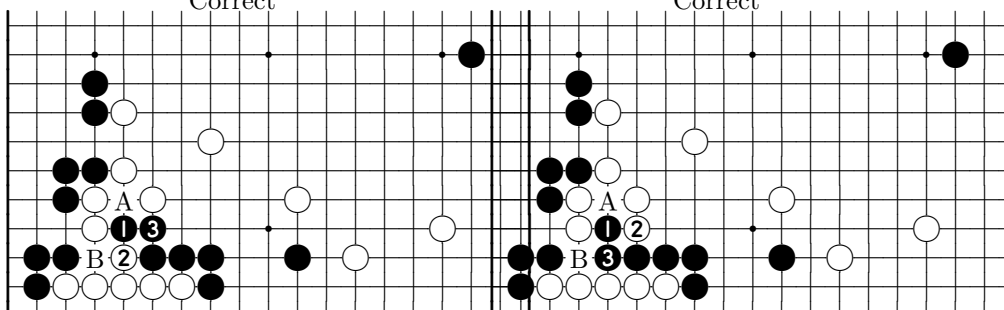
(80)

A and B are miai for White next.



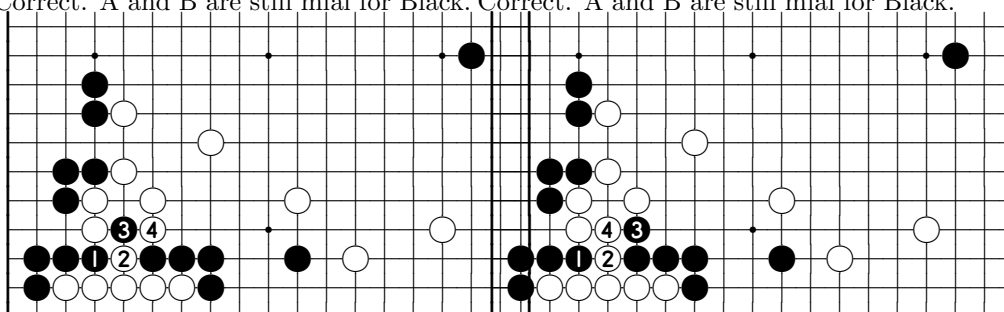
Problem: (81)
Correct

Problem: (81)
Correct



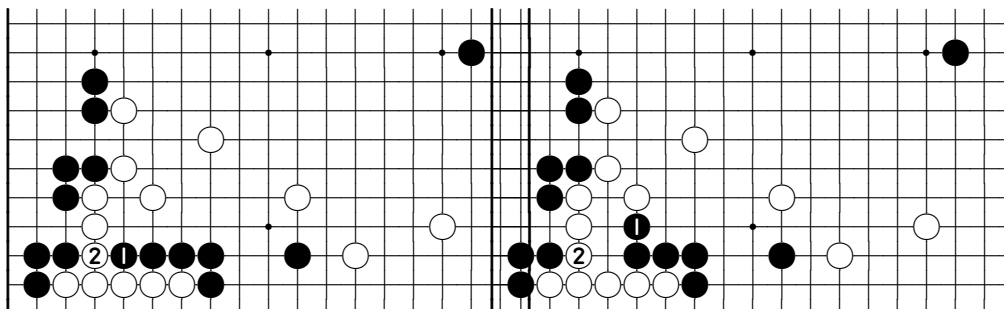
Problem: (81)
Correct. A and B are still miai for Black.

Problem: (81)
Correct. A and B are still miai for Black.

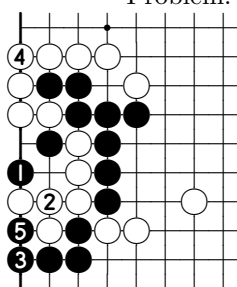


Problem: (81)

Problem: (81)

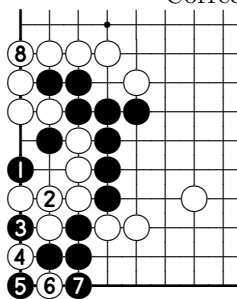


Problem: (81)



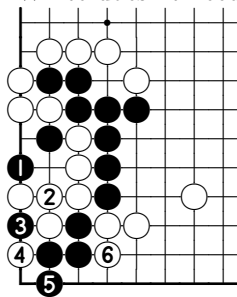
Problem: (82)

Correct



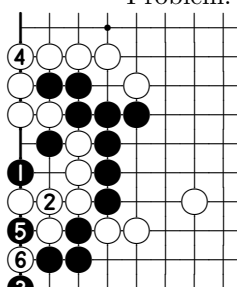
Problem: (82)

White doesn't need to fight a ko.



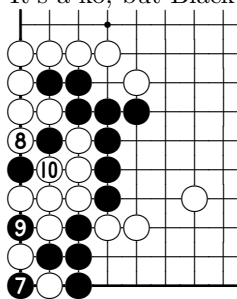
Problem: (82)

Problem: (81)

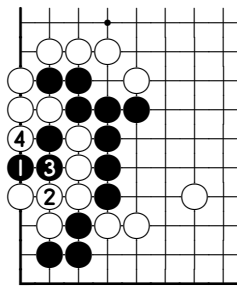


Problem: (82)

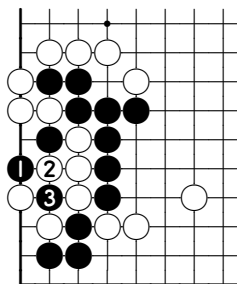
It's a ko, but Black can do better.



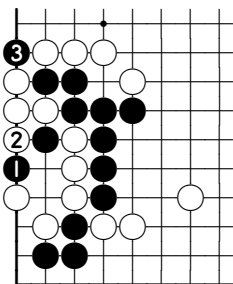
Problem: (82)



Problem: (82)



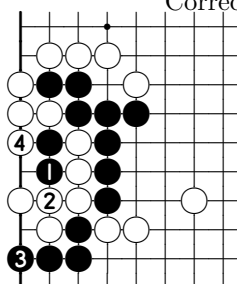
Problem: (82)



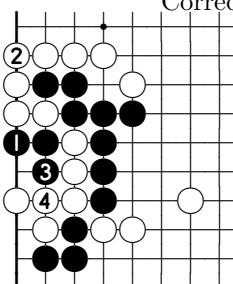
Problem: (82)

Correct

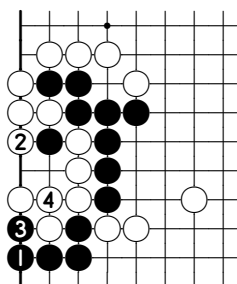
Correct



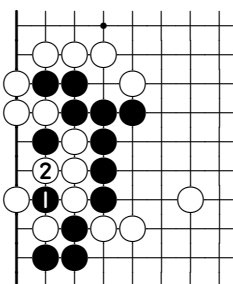
Problem: (82)



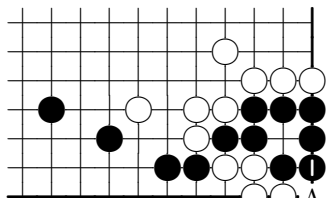
Problem: (82)



Problem: (82)

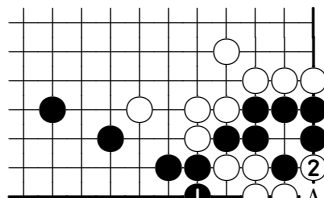


Problem: (82)



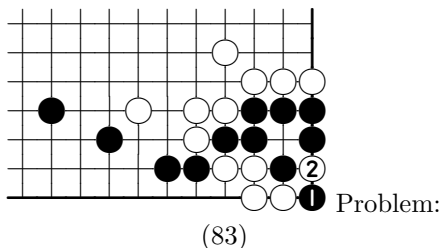
(83)

Correct. Now White doesn't have enough liberties to atari at A.

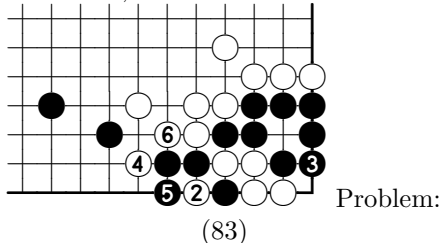


(83)

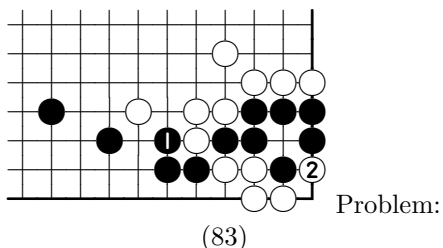
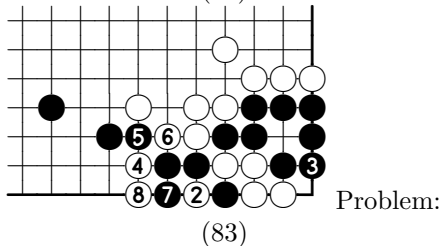
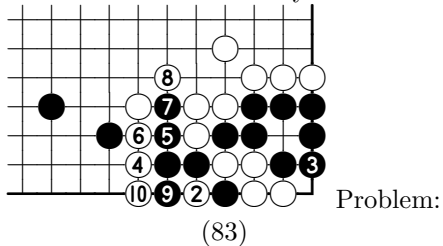
Black can capture at A, but this will be a ko fight. Black can do better.



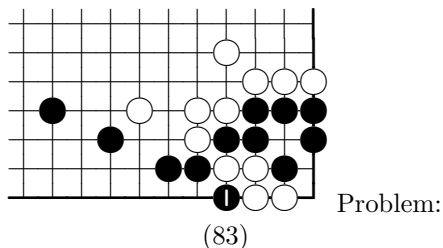
It's a ko, but Black can do better.



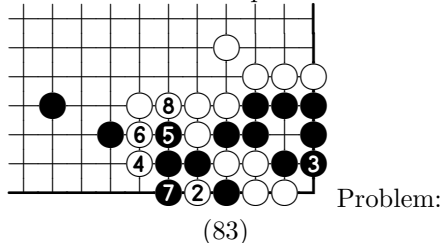
Black still has a ko, but playing like this is unnecessary



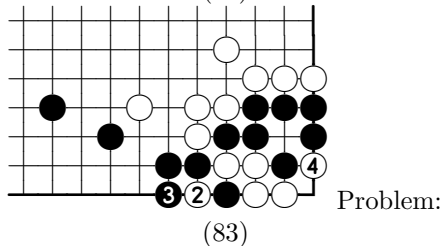
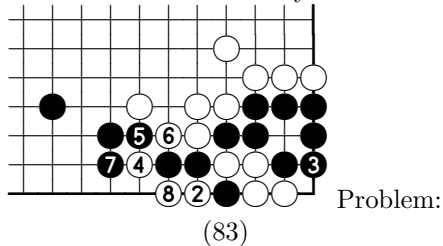
It's a ko fight, but Black can do better.



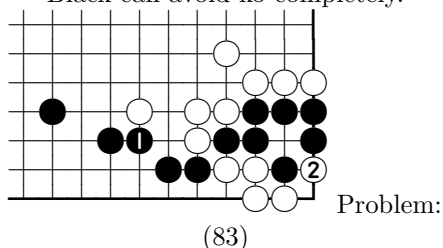
This move helps White.



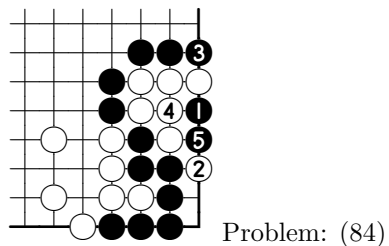
Black still has a ko, but playing like this is unnecessary



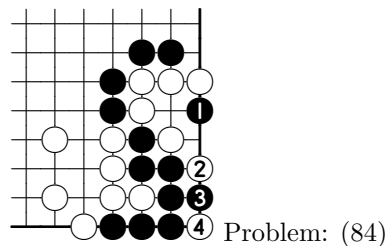
If Black wants a ko, he'll get one, but Black can avoid ko completely.



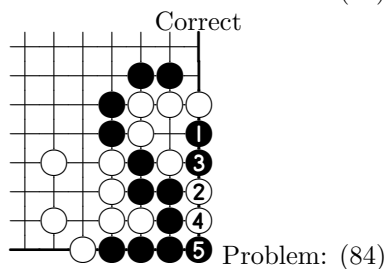
It's a ko fight, but Black can do better.



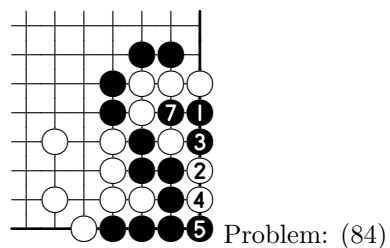
Problem: (84)



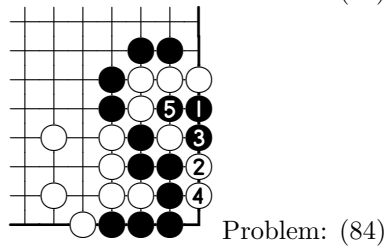
Problem: (84)



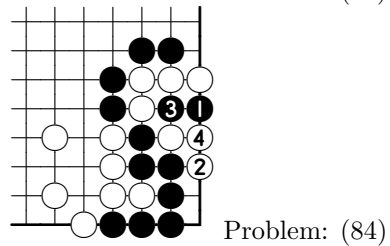
Problem: (84)



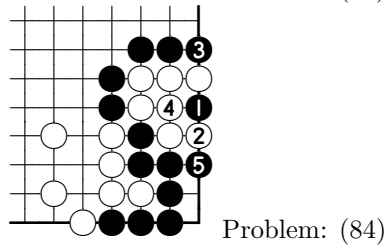
Problem: (84)



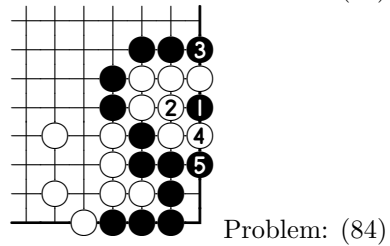
Problem: (84)



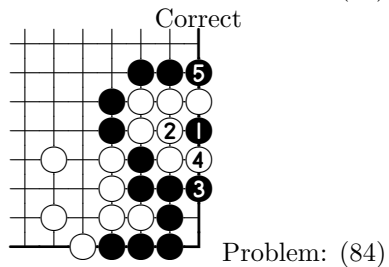
Problem: (84)



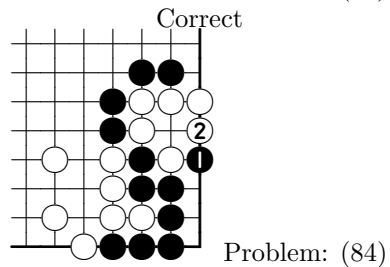
Problem: (84)



Problem: (84)

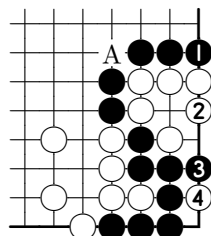


Problem: (84)



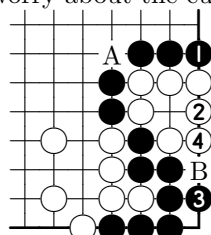
Problem: (84)

White can resist with a ko. Can you do better?



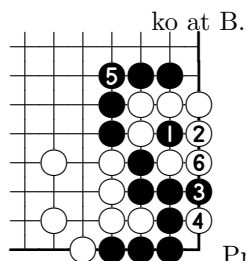
Problem: (84)

This is a seki, but now Black has to worry about the cutting point at A.

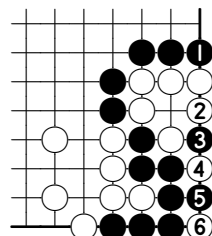


Problem: (84)

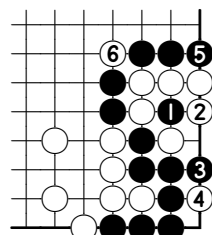
This is a seki, but now Black has to worry about the cutting point at A. White could also have chosen to fight a



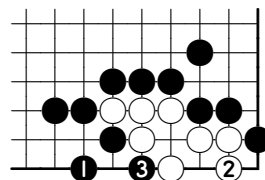
Problem: (84)



Problem: (84)

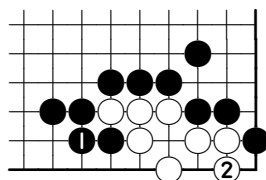


Problem: (84)

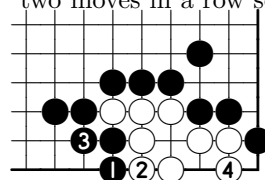


Problem: (85)

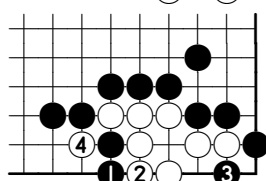
Correct. Black doesn't have to start this sort of ko immediately. It might be better to leave it as a time bomb. If White defends, Black will get to play two moves in a row somewhere else.



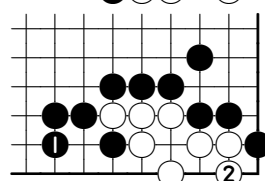
Problem: (85)



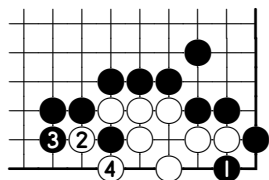
Problem: (85)



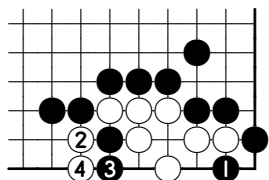
Problem: (85)



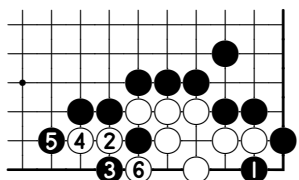
Problem: (85)



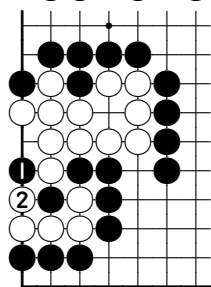
Problem: (85)



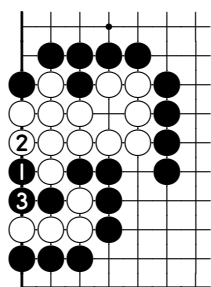
Problem: (85)



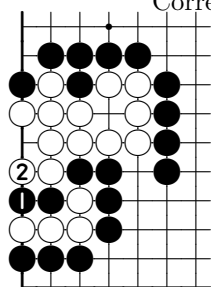
Problem: (85)



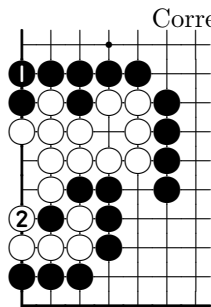
Problem: (86)



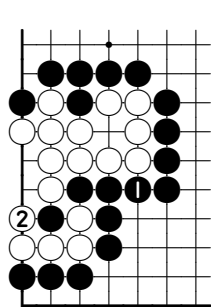
Problem: (86)



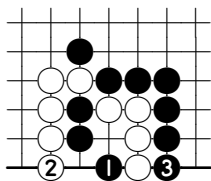
Problem: (86)



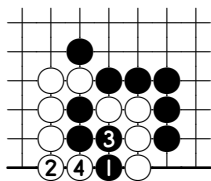
Problem: (86)



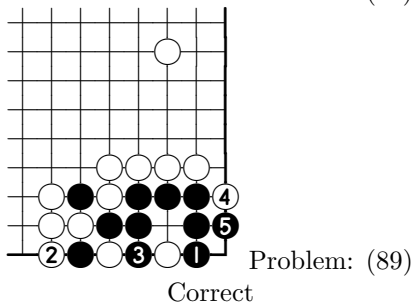
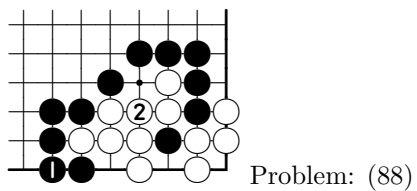
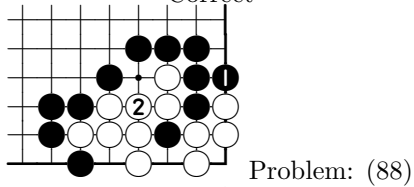
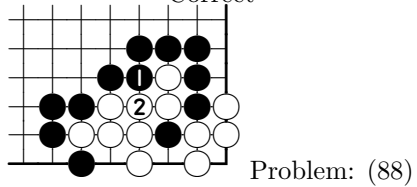
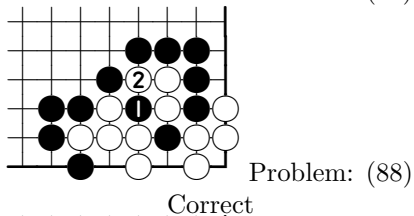
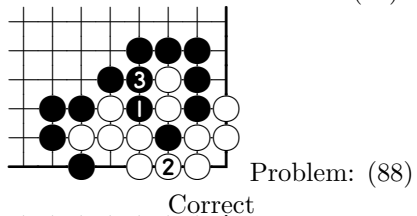
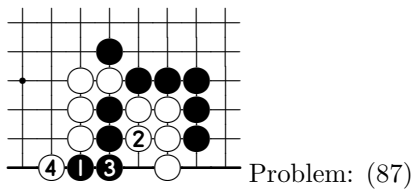
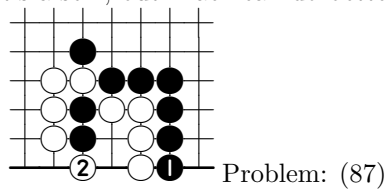
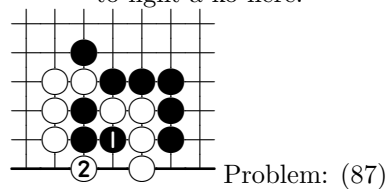
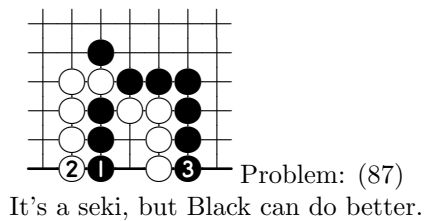
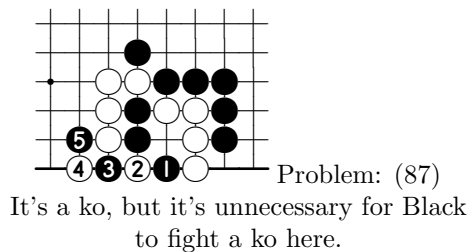
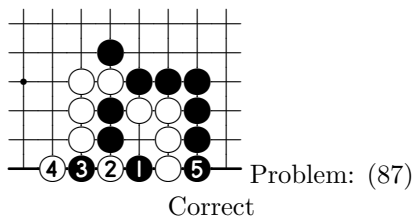
Problem: (86)

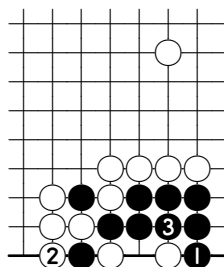


Problem: (87)



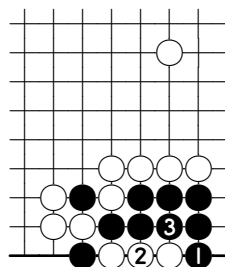
Problem: (87)





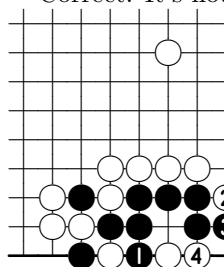
Problem: (89)

Correct. It's not best though.

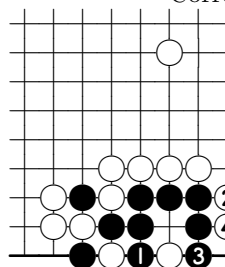


Problem: (89)

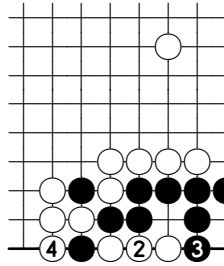
Correct



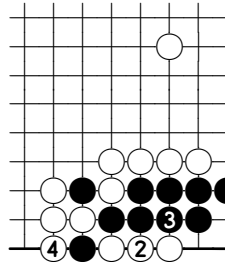
Problem: (89)



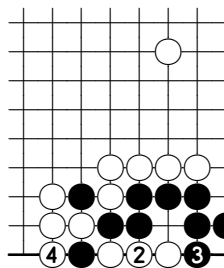
Problem: (89)



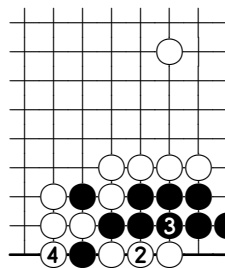
Problem: (89)



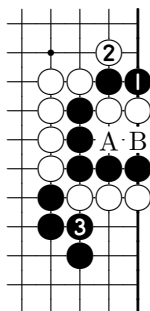
Problem: (89)



Problem: (89)

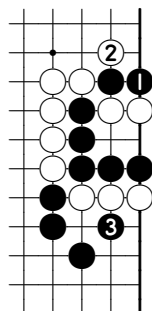


Problem: (89)



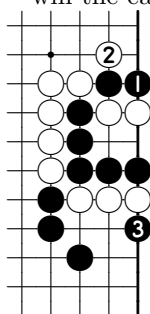
Problem: (90)

Correct. White doesn't have enough liberties to atari at A or B, so Black will win the capturing race.



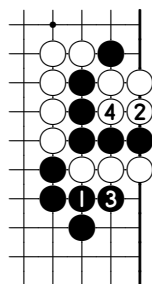
Problem: (90)

Correct

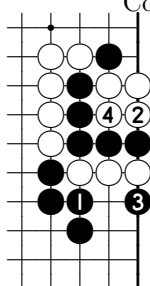


Problem: (90)

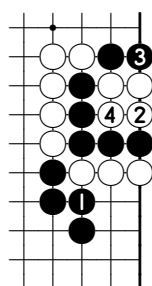
Correct



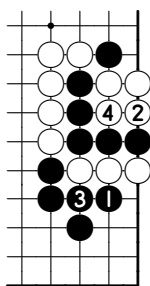
Problem: (90)



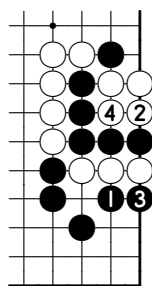
Problem: (90)



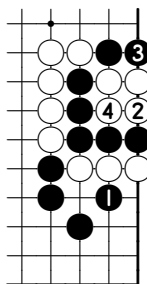
Problem: (90)



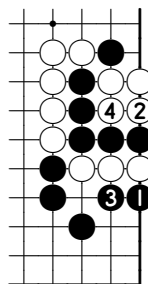
Problem: (90)



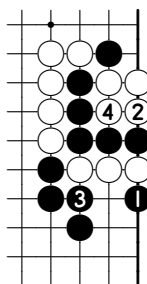
Problem: (90)



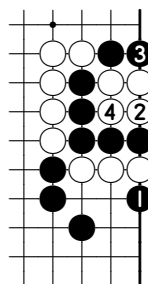
Problem: (90)



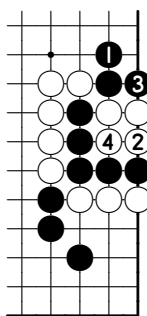
Problem: (90)



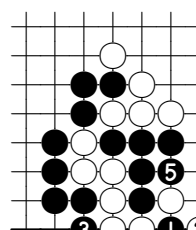
Problem: (90)



Problem: (90)

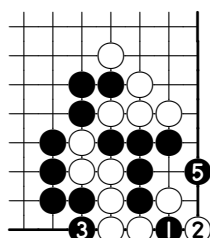


Problem: (90)

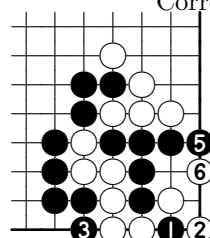


Problem: (91)

Correct

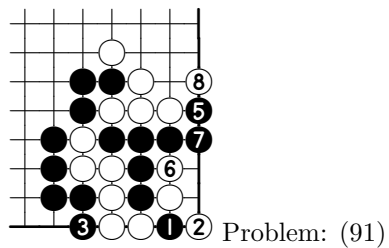


Problem: (91)

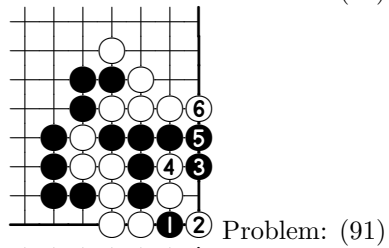


Problem: (91)

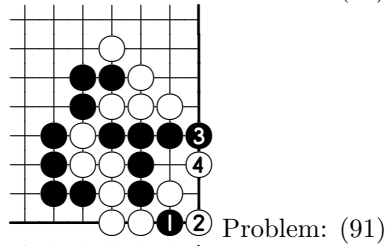
Correct, but not the best. White has one more liberty.



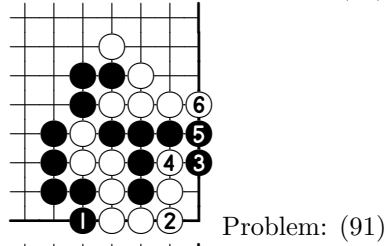
Problem: (91)



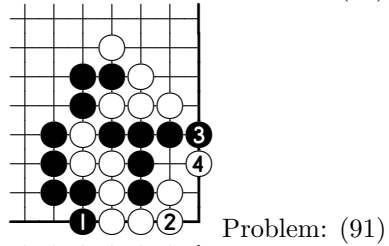
Problem: (91)



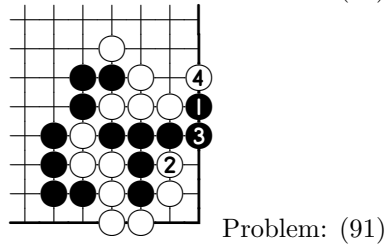
Problem: (91)



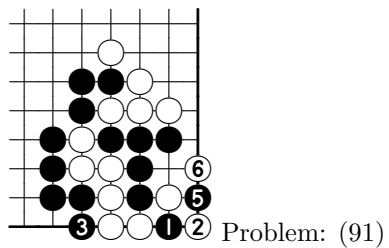
Problem: (91)



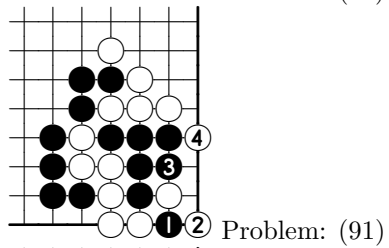
Problem: (91)



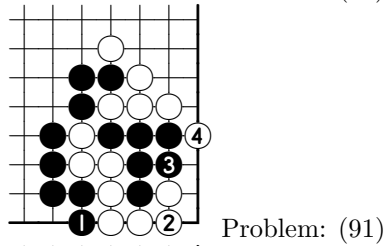
Problem: (91)



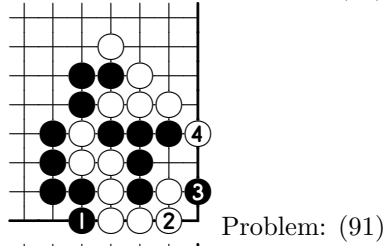
Problem: (91)



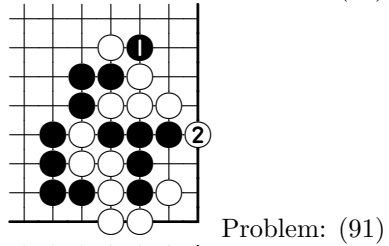
Problem: (91)



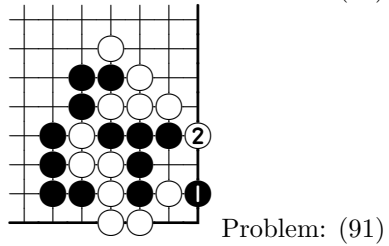
Problem: (91)



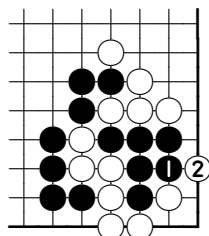
Problem: (91)



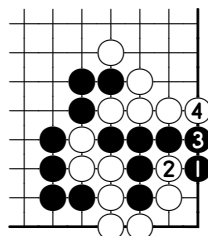
Problem: (91)



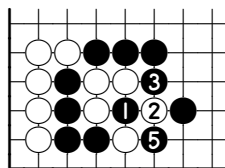
Problem: (91)



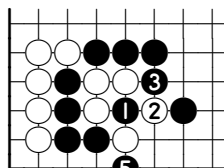
Problem: (91)



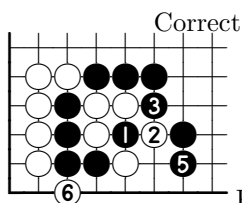
Problem: (91)



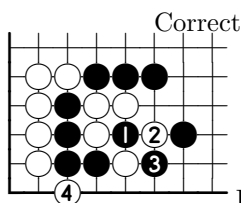
Problem: (92)



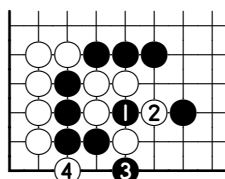
Problem: (92)



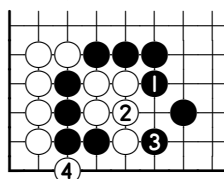
Correct



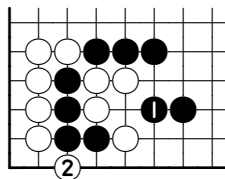
Correct



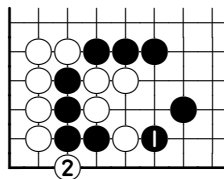
Problem: (92)



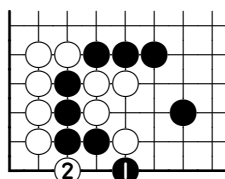
Problem: (92)



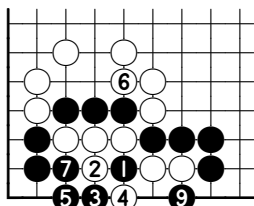
Problem: (92)



Problem: (92)

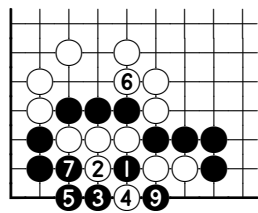


Problem: (92)

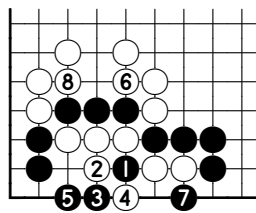


Problem: (93)

Correct

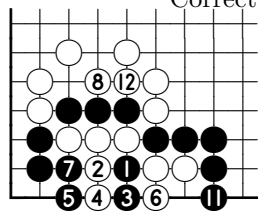


Problem: (93)

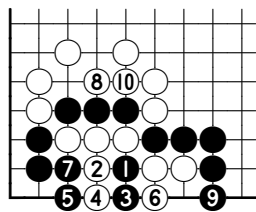


Problem: (93)

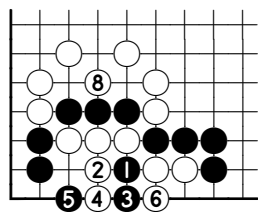
Correct



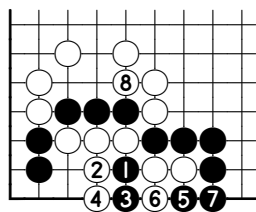
Problem: (93)



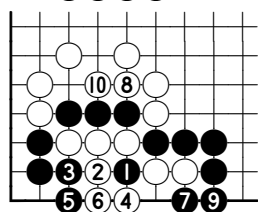
Problem: (93)



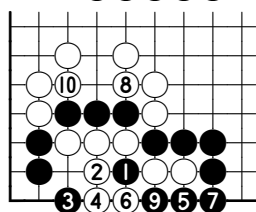
Problem: (93)



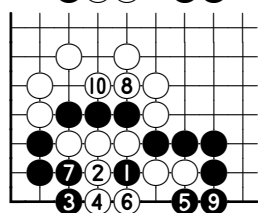
Problem: (93)



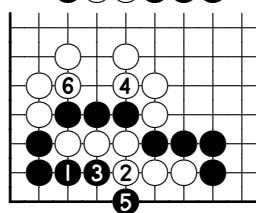
Problem: (93)



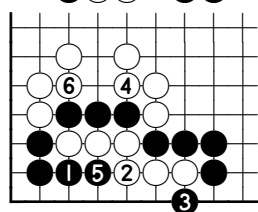
Problem: (93)



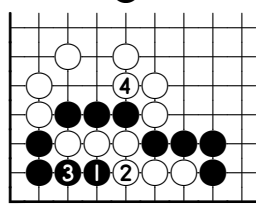
Problem: (93)



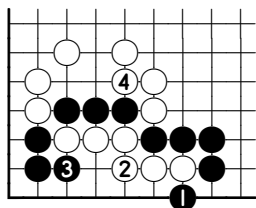
Problem: (93)



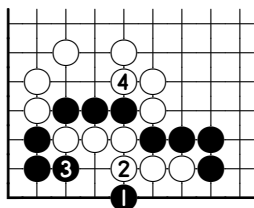
Problem: (93)



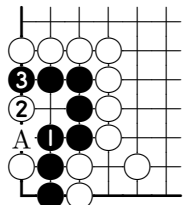
Problem: (93)



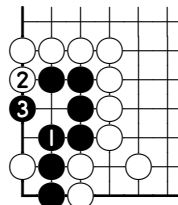
Problem: (93)



Problem: (93)



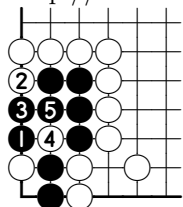
Problem: (94)



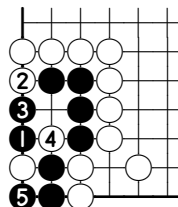
Problem: (94)

Correct. Even if White plays at A next,
Black's still alive in seki:

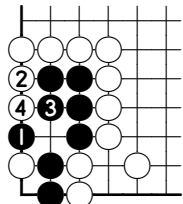
<http://senseis.xmp.net/?seki>



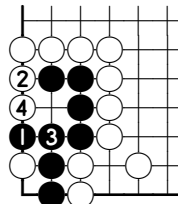
Problem: (94)



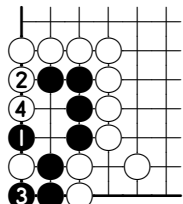
Problem: (94)



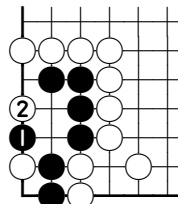
Problem: (94)



Problem: (94)

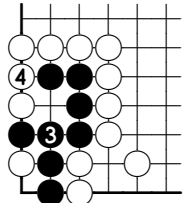


Problem: (94)

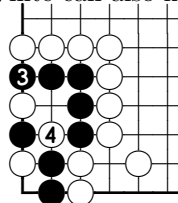


Problem: (94)

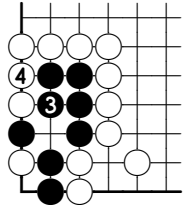
White can also kill Black like this.



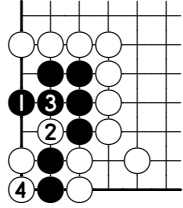
Problem: (94)



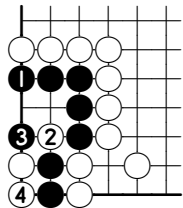
Problem: (94)



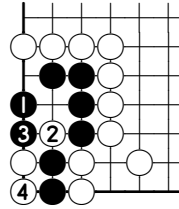
Problem: (94)



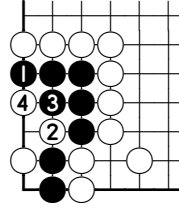
Problem: (94)



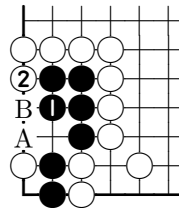
Problem: (94)



Problem: (94)

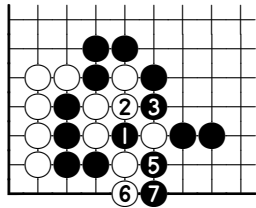


Problem: (94)



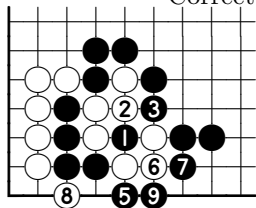
Problem: (94)

Even if Black plays at A or B next,
White can ignore it and Black's still
dead.



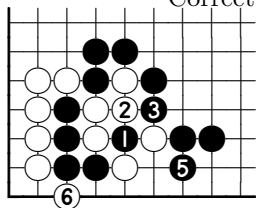
Problem: (95)

Correct

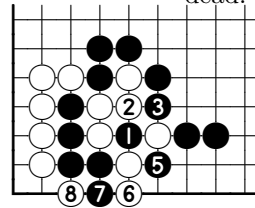


Problem: (95)

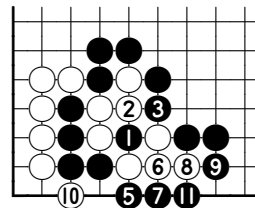
Correct



Problem: (95)

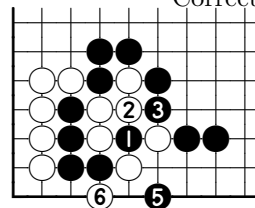


Problem: (95)

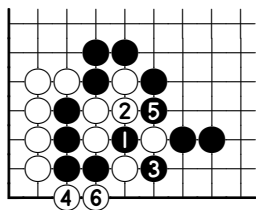


Problem: (95)

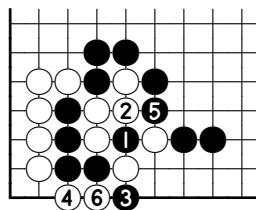
Correct



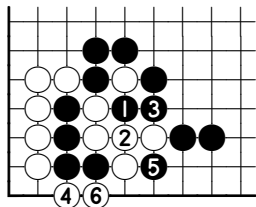
Problem: (95)



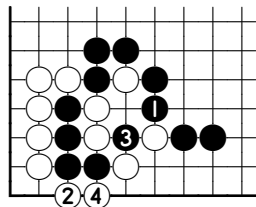
Problem: (95)



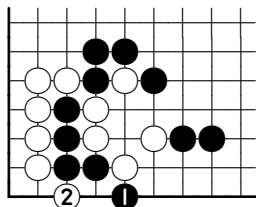
Problem: (95)



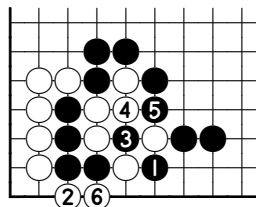
Problem: (95)



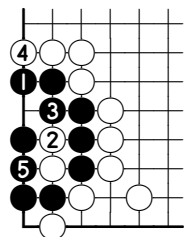
Problem: (95)



Problem: (95)

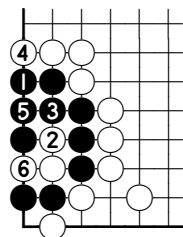


Problem: (95)

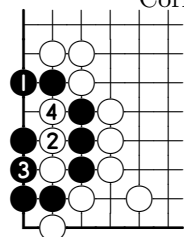


Problem: (96)

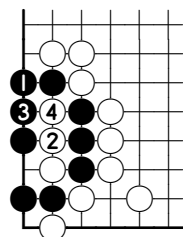
Correct



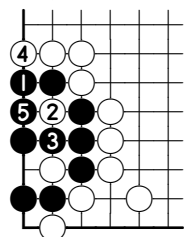
Problem: (96)



Problem: (96)

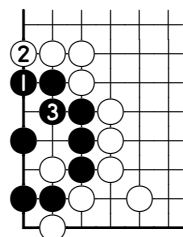


Problem: (96)



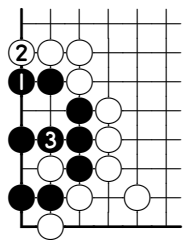
Problem: (96)

Correct

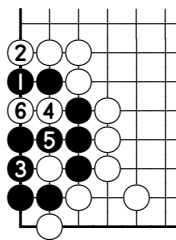


Problem: (96)

Correct

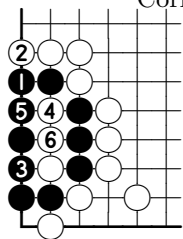


Problem: (96)

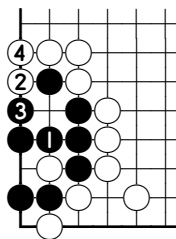


Problem: (96)

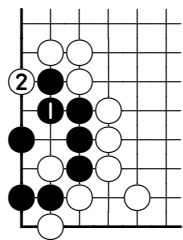
Correct



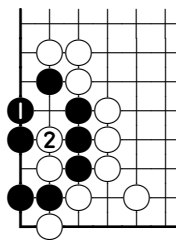
Problem: (96)



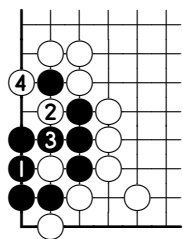
Problem: (96)



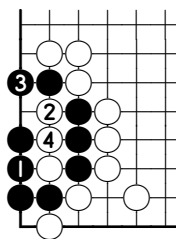
Problem: (96)



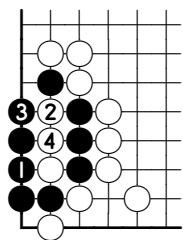
Problem: (96)



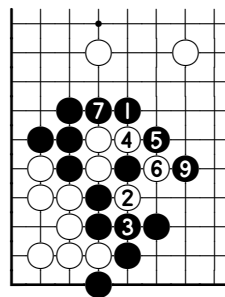
Problem: (96)



Problem: (96)

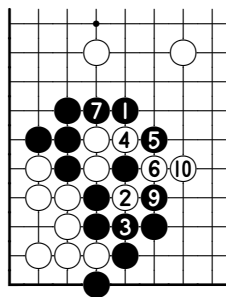


Problem: (96)

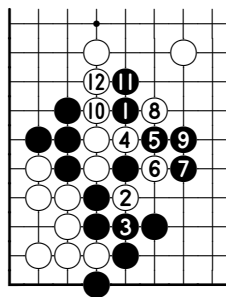


Problem: (97)

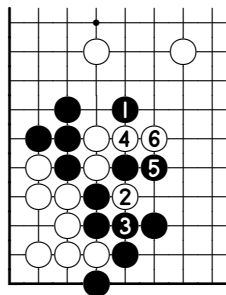
Correct



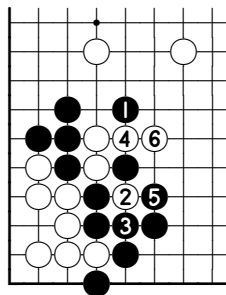
Problem: (97)



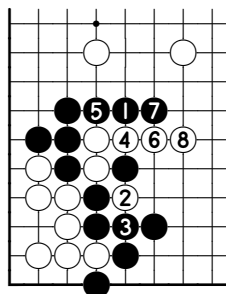
Problem: (97)



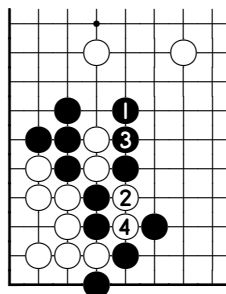
Problem: (97)



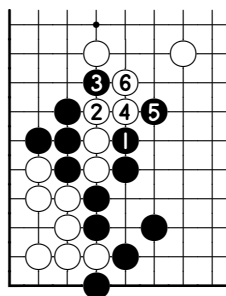
Problem: (97)



Problem: (97)

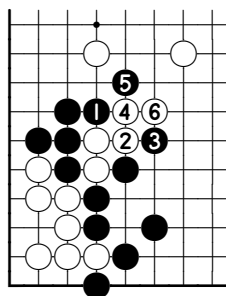


Problem: (97)



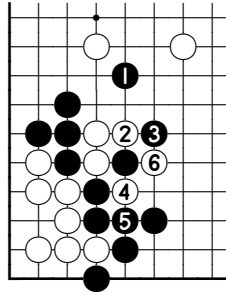
Problem: (97)

This ladder doesn't work for Black.

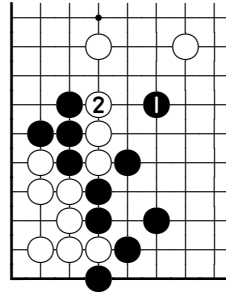


Problem: (97)

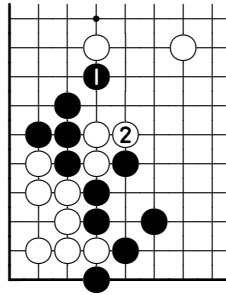
This ladder doesn't work for Black.



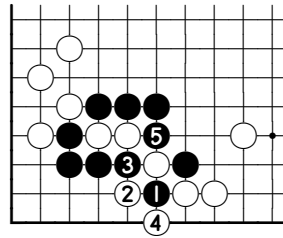
Problem: (97)



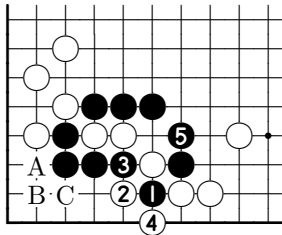
Problem: (97)



Problem: (97)

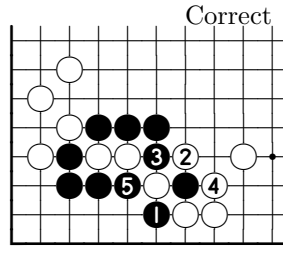


Problem: (98)



Problem: (98)

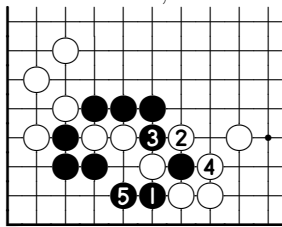
It's also possible, but not the best.
When White pushes at A, Black can't
block at B, because of cut at C.



Problem: (98)

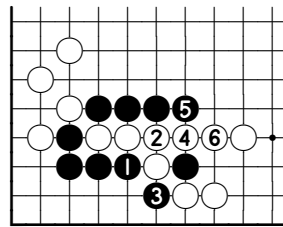
Correct

Correct

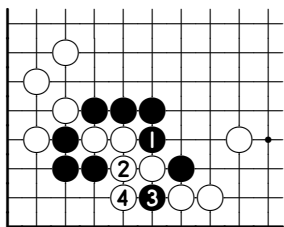


Problem: (98)

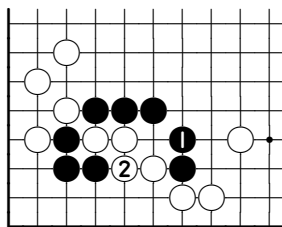
Also correct.



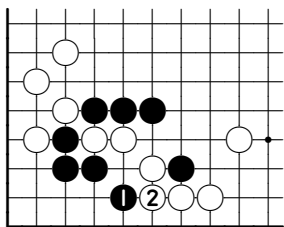
Problem: (98)



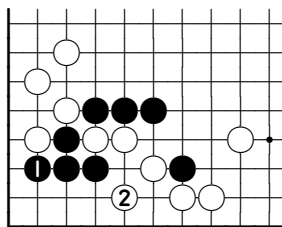
Problem: (98)



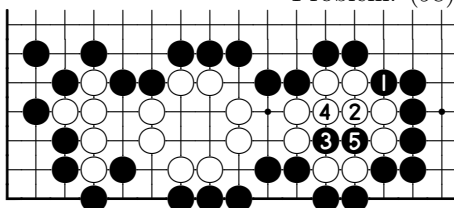
Problem: (98)



Problem: (98)

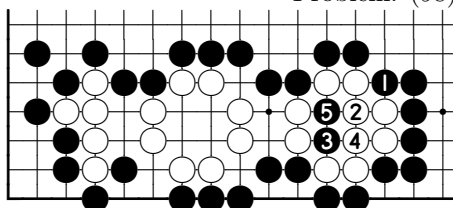


Problem: (98)



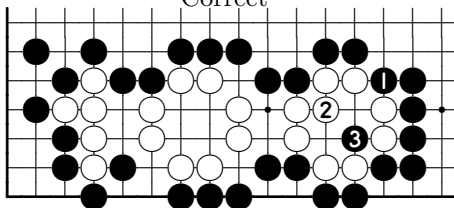
Problem: (99)

Correct



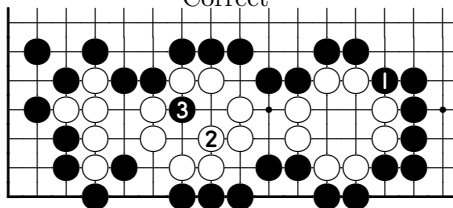
Problem: (99)

Correct



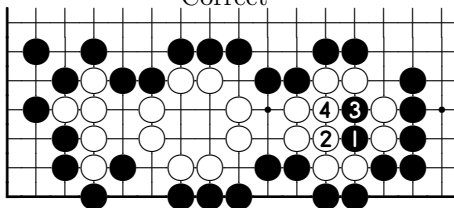
Problem: (99)

Correct

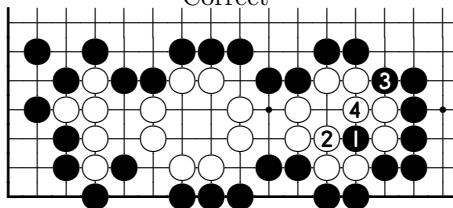


Problem: (99)

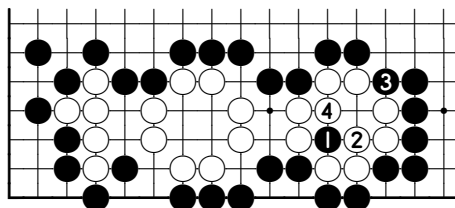
Correct



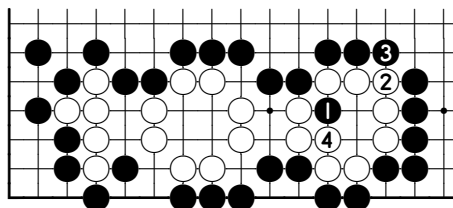
Problem: (99)



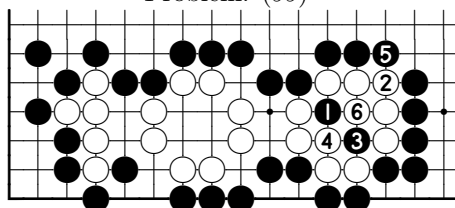
Problem: (99)



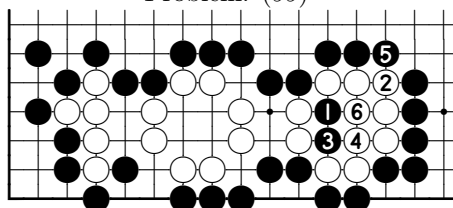
Problem: (99)



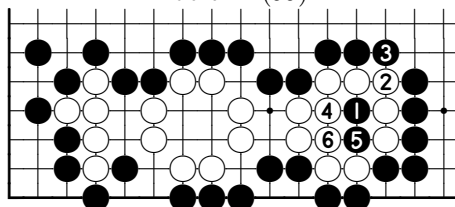
Problem: (99)



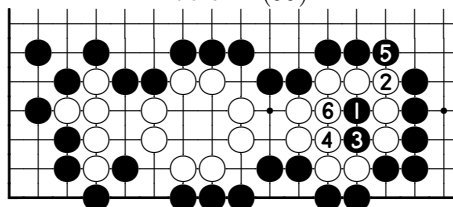
Problem: (99)



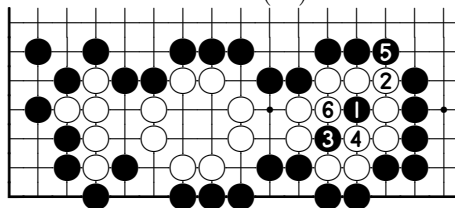
Problem: (99)



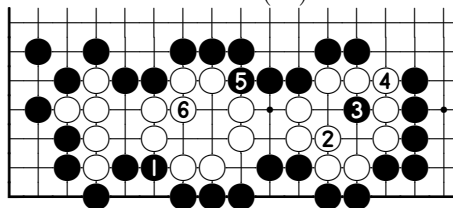
Problem: (99)



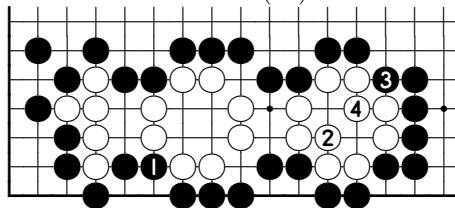
Problem: (99)



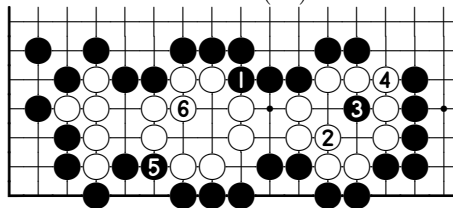
Problem: (99)



Problem: (99)

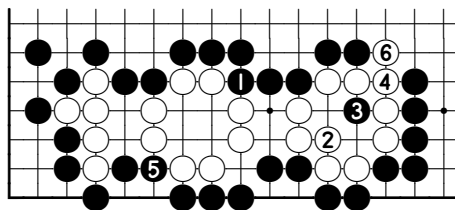


Problem: (99)

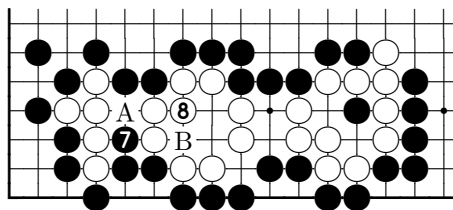


Problem: (99)

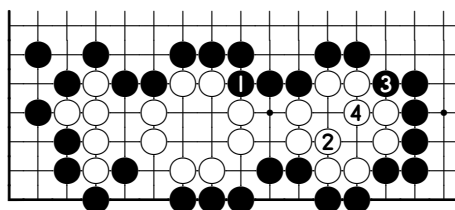
White could also tenuki now, if she wants to take sente for example, and Black will only be able to capture the number 1 (through shortage of liberties). The rest of the group is already alive.



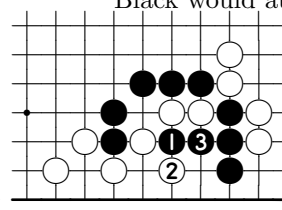
Problem: (99)
If White tenukis...



Problem: (99)
The rest of White's group is still alive.
White shouldn't connect at A because
Black would atari at B.

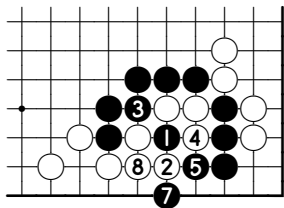


Problem: (99)

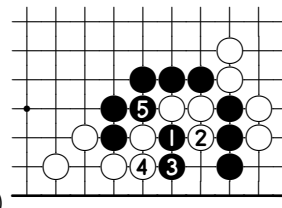


Problem: (100)

Correct

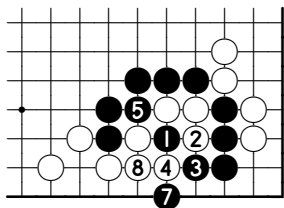


Problem: (100)

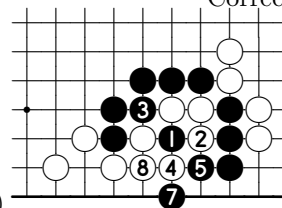


Problem: (100)

Correct

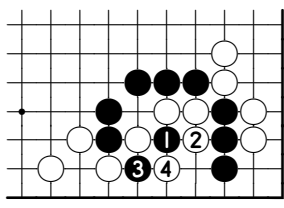


Problem: (100)

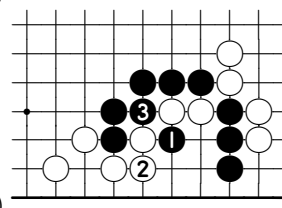


Problem: (100)

Correct

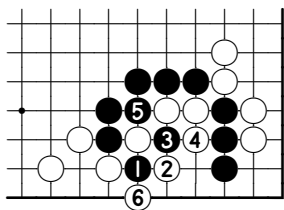


Problem: (100)

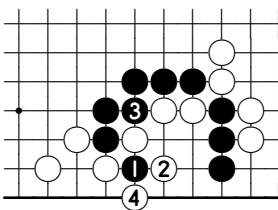


Problem: (100)

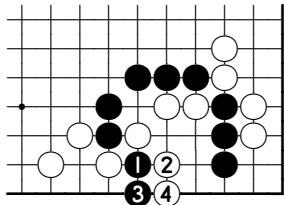
Correct



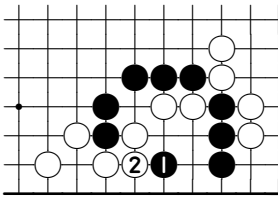
Problem: (100)



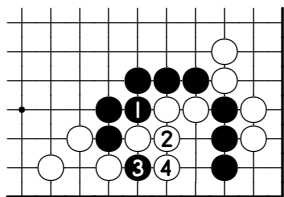
Problem: (100)



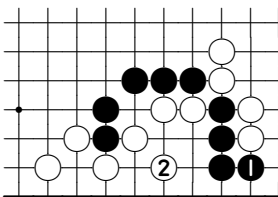
Problem: (100)



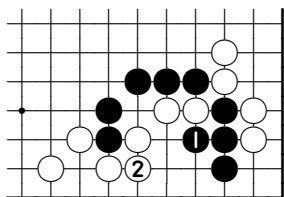
Problem: (100)



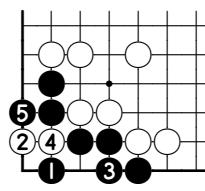
Problem: (100)



Problem: (100)

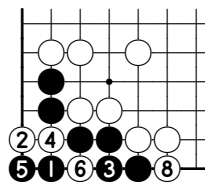


Problem: (100)

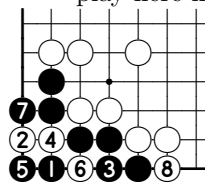


Problem: (101)

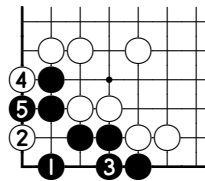
Correct. Black has enough liberties to play here in this case.



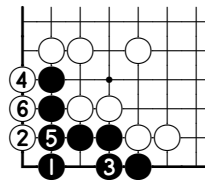
Problem: (101)



Problem: (101)

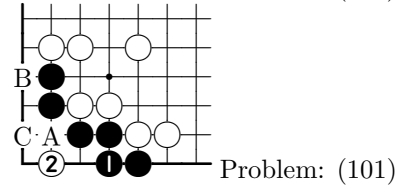
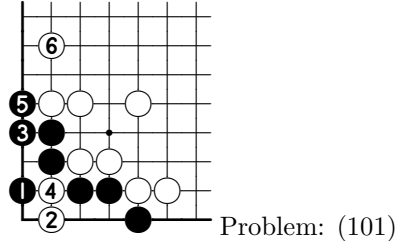
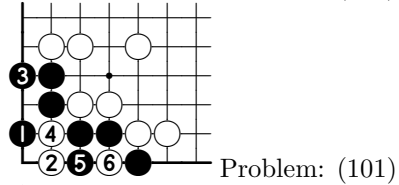
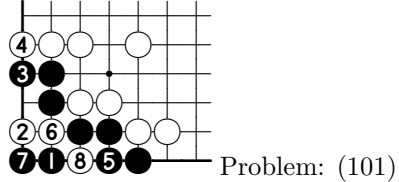
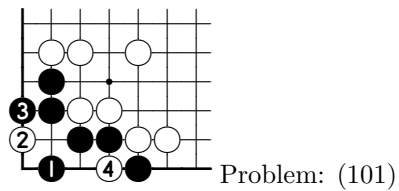
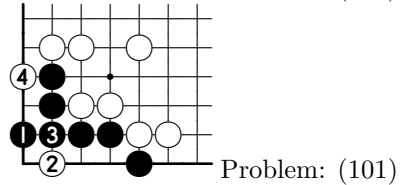
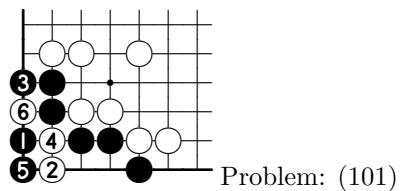
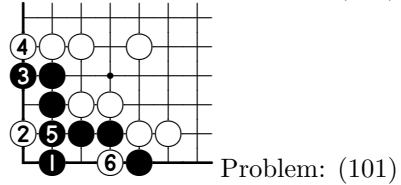
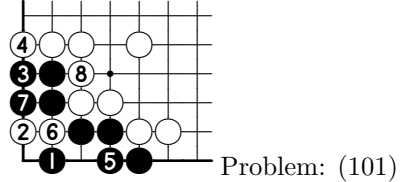
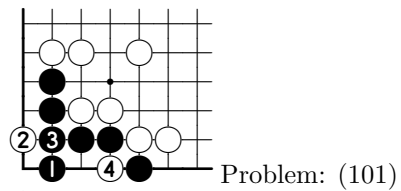


Problem: (101)

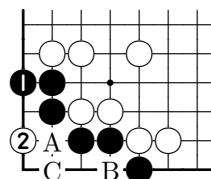


Problem: (101)

Correct



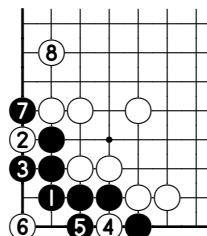
Even if Black plays at A now, it will almost never be sente, because B and C are miai. See:
<http://senseis.xmp.net/?BentFourInTheCorner>



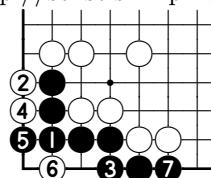
Problem: (101)

Even if Black plays at A now, it will almost never be sente, because B and C are miai. See:

<http://senseis.xmp.net/?BentFourInTheCorner>

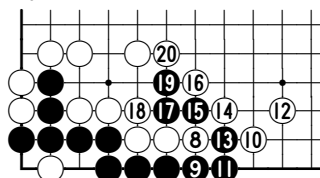


Problem: (101)



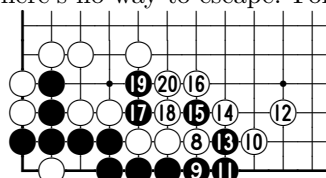
Problem: (101)

Some players worry that Black can escape like this. However, unless there's a stone nearby on the bottom side, there's no way to escape. For example...



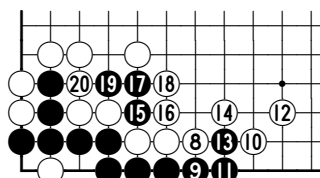
Problem:

(101)



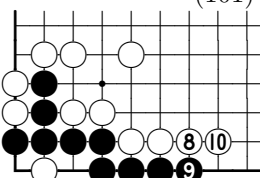
Problem:

(101)



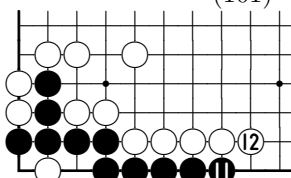
Problem:

(101)



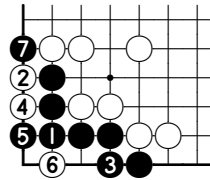
Problem: (101)

If there's nothing for Black to connect to, White can also just keep extending.



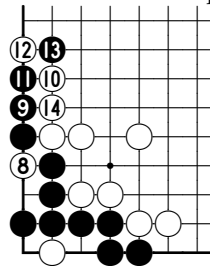
Problem: (101)

White will make as many of these exchanges as Black likes.

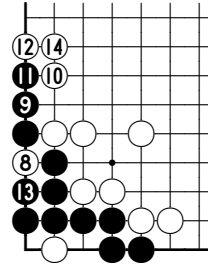


Problem: (101)

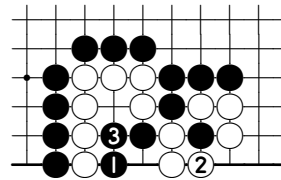
Black can't escape like this either. For example...



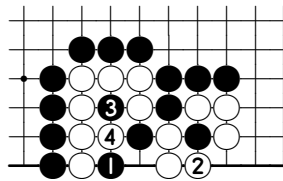
Problem: (101)



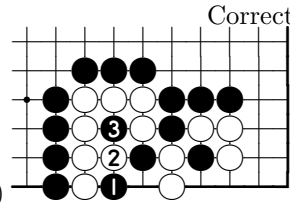
Problem: (101)



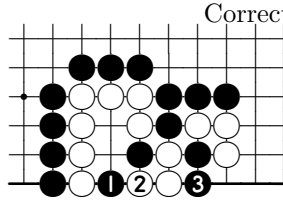
Problem: (102)



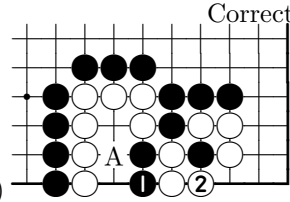
Problem: (102)



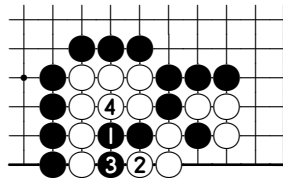
Problem: (102)



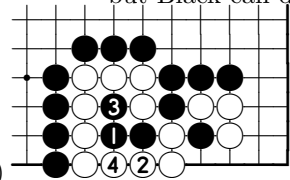
Problem: (102)



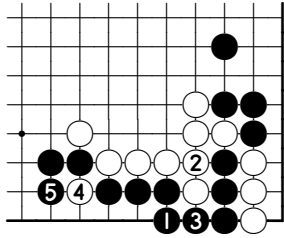
Problem: (102)



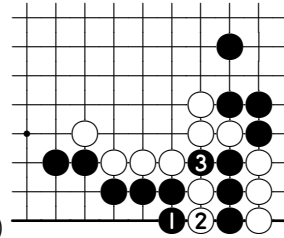
Problem: (102)



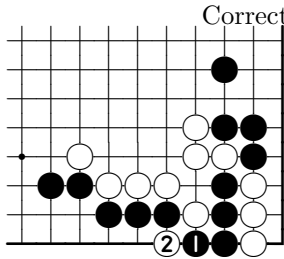
Problem: (102)



Problem: (103)

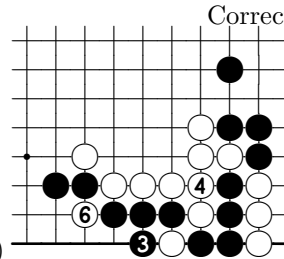


Problem: (103)



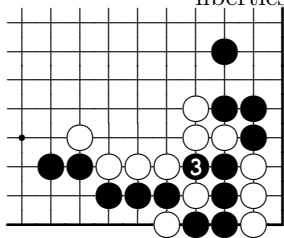
Problem: (103)

This move gives Black a shortage of liberties.



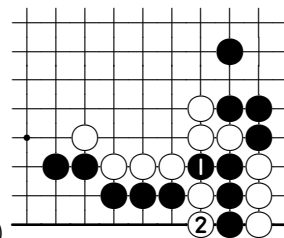
Problem: (103)

How can you stop this happening?

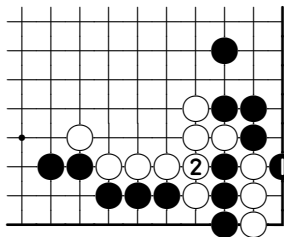


Problem: (103)

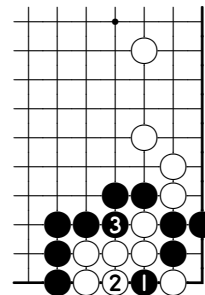
It's a snapback.



Problem: (103)

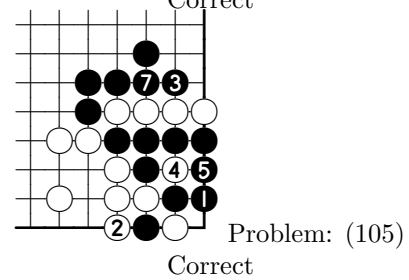
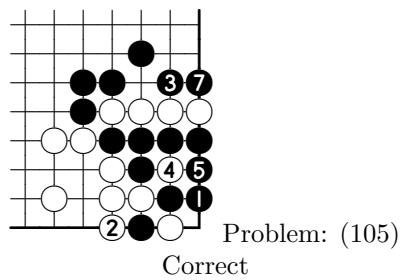


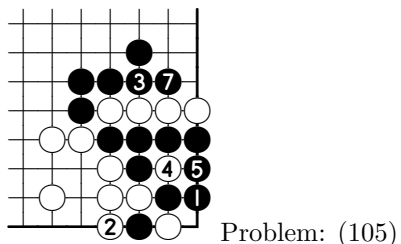
Problem: (103)



Problem: (104)

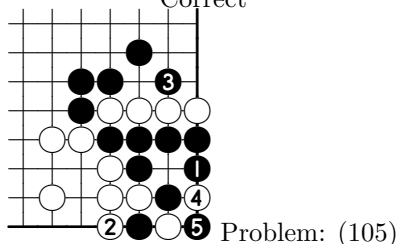
Correct





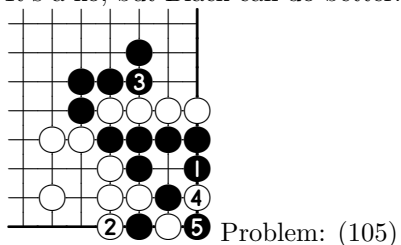
Problem: (105)

Correct



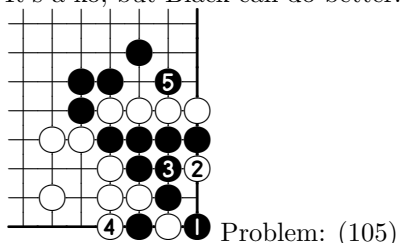
Problem: (105)

It's a ko, but Black can do better.



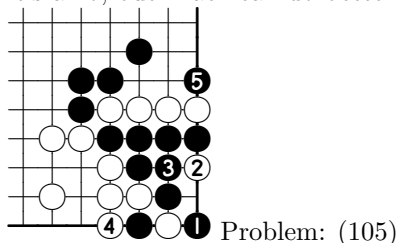
Problem: (105)

It's a ko, but Black can do better.



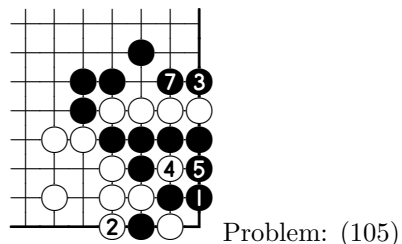
Problem: (105)

It's a ko, but Black can do better.



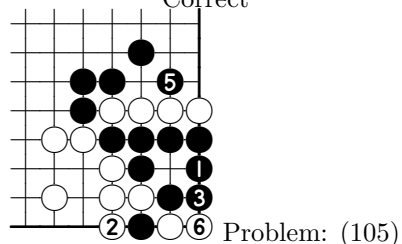
Problem: (105)

It's a ko, but Black can do better.

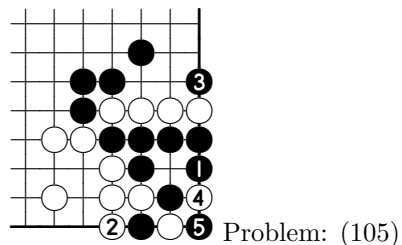


Problem: (105)

Correct

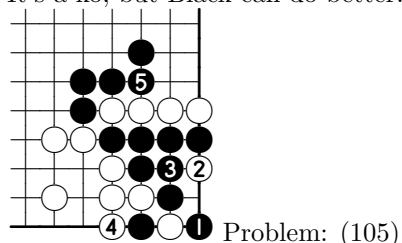


Problem: (105)



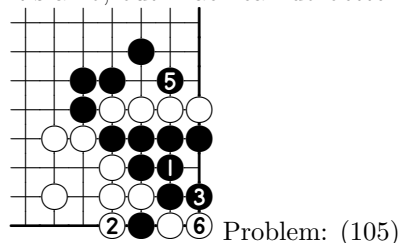
Problem: (105)

It's a ko, but Black can do better.

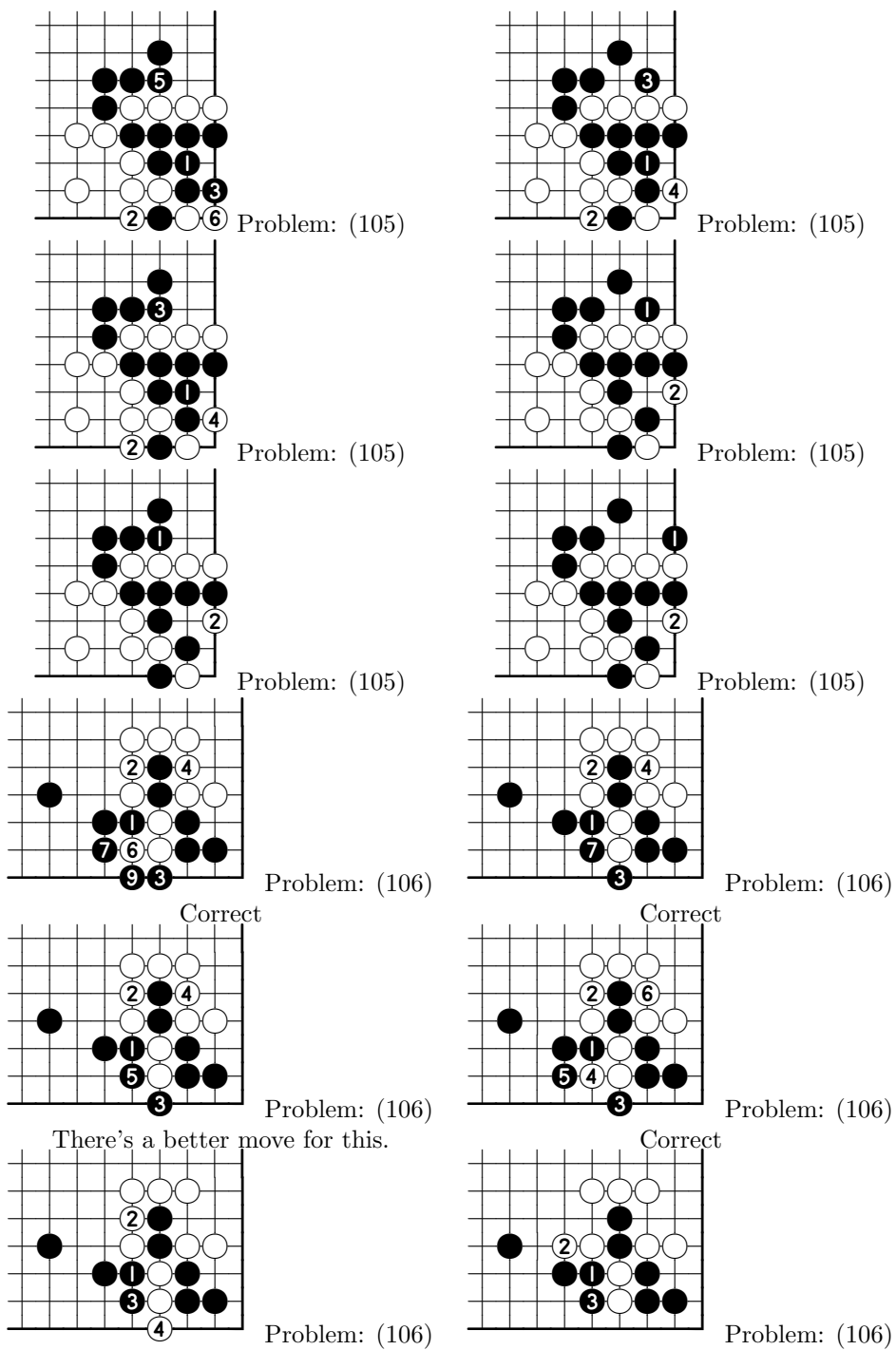


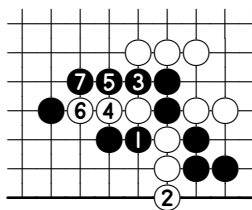
Problem: (105)

It's a ko, but Black can do better.

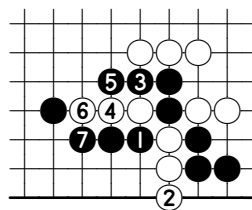


Problem: (105)

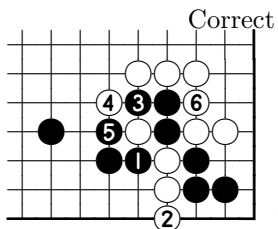




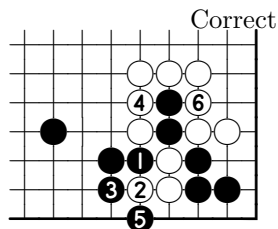
Problem: (106)



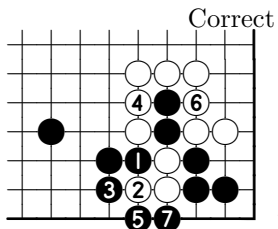
Problem: (106)



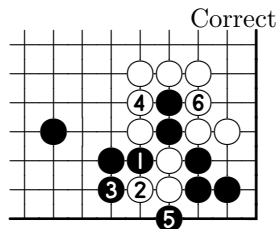
Problem: (106)



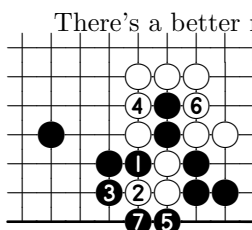
Problem: (106)



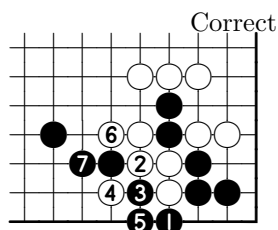
Problem: (106)



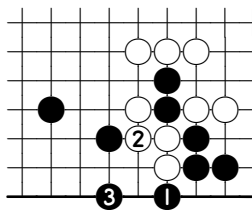
Problem: (106)



Problem: (106)

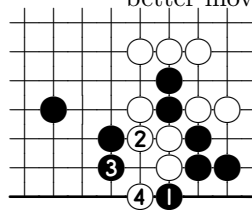


Problem: (106)



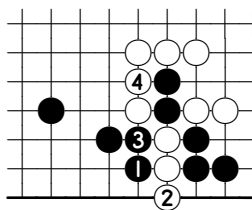
Problem: (106)

This is also possible, but there was a better move for A.

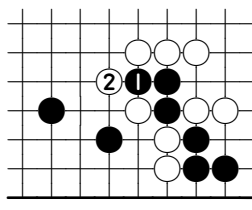


Problem: (106)

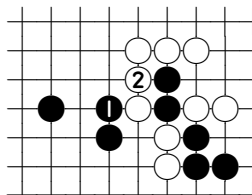
This is also possible, but there was a better move for A.



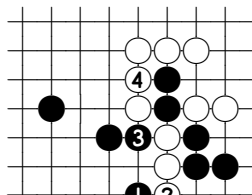
Problem: (106)



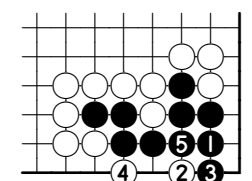
Problem: (106)



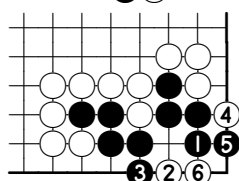
Problem: (106)



Problem: (106)

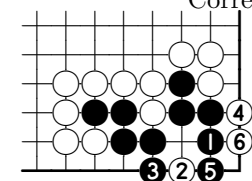


Problem: (107)

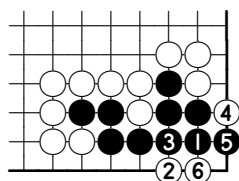


Problem: (107)

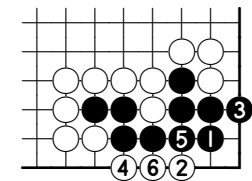
Correct



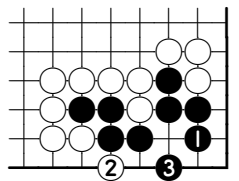
Problem: (107)



Problem: (107)

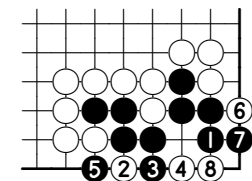


Problem: (107)

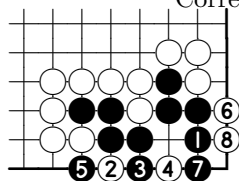


Problem: (107)

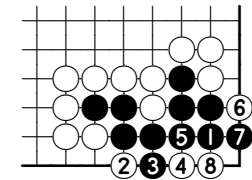
Correct



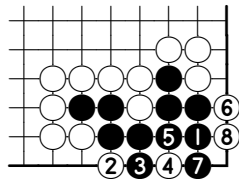
Problem: (107)



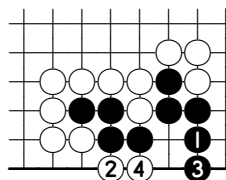
Problem: (107)



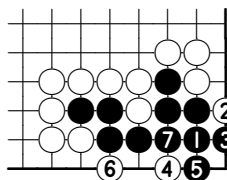
Problem: (107)



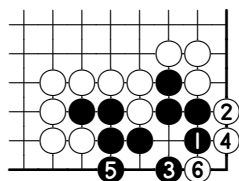
Problem: (107)



Problem: (107)



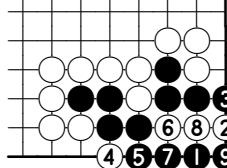
Problem: (107)



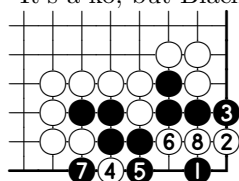
Problem: (107)

It's a ko, but Black can do better.

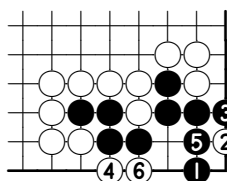
Correct



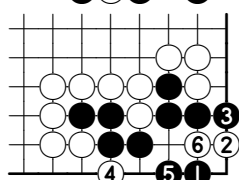
Problem: (107)



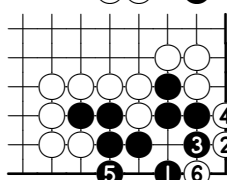
Problem: (107)



Problem: (107)

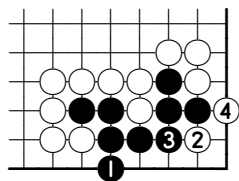


Problem: (107)

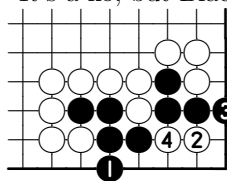


Problem: (107)

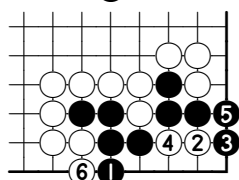
It's a ko, but Black can do better.



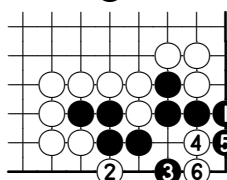
Problem: (107)



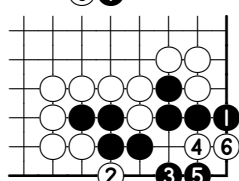
Problem: (107)



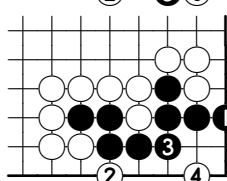
Problem: (107)



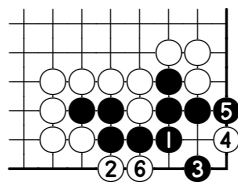
Problem: (107)



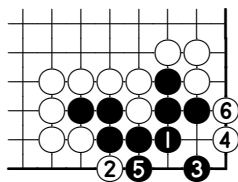
Problem: (107)



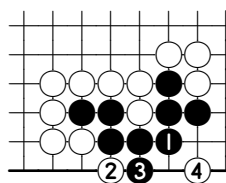
Problem: (107)



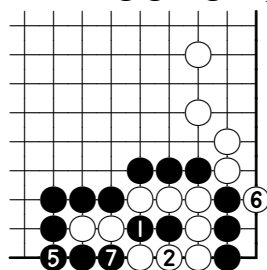
Problem: (107)



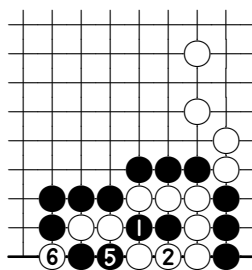
Problem: (107)



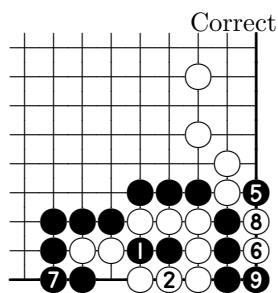
Problem: (107)



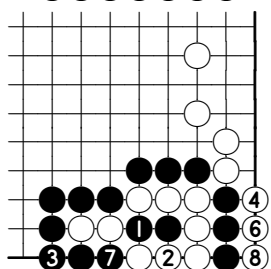
Problem: (108)



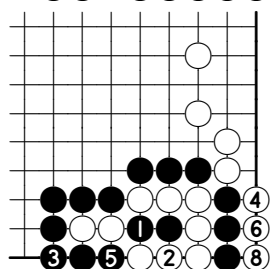
Problem: (108)



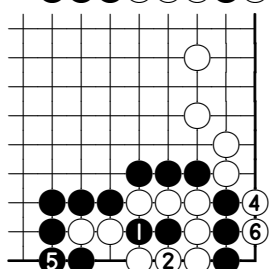
Problem: (108)



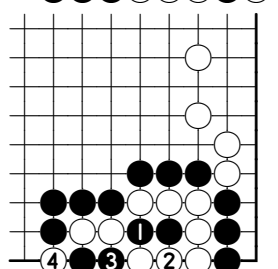
Problem: (108)



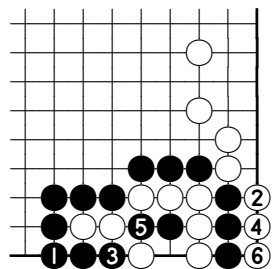
Problem: (108)



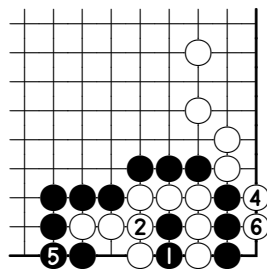
Problem: (108)



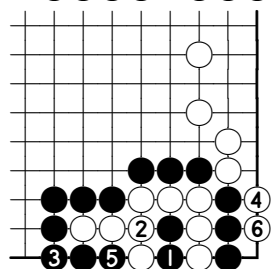
Problem: (108)



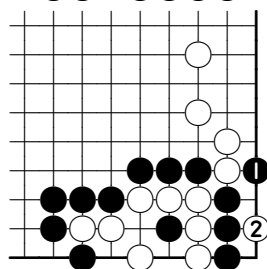
Problem: (108)



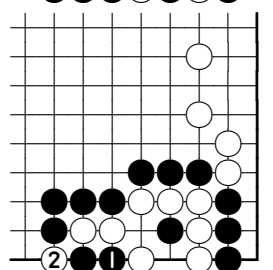
Problem: (108)



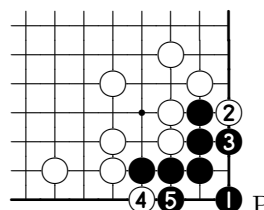
Problem: (108)



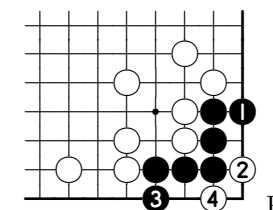
Problem: (108)



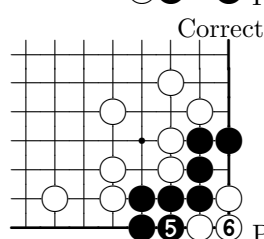
Problem: (108)



Problem: (109)



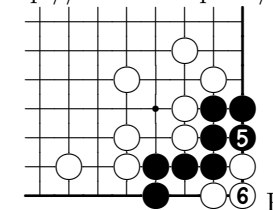
Problem: (109)



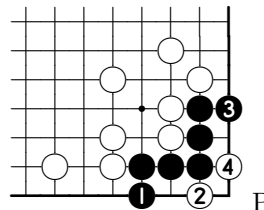
Problem: (109)

It's a bent four in the corner.

<http://senseis.xmp.net/?BentFourInTheCorner>



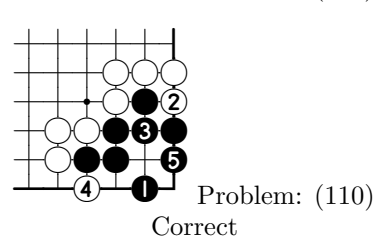
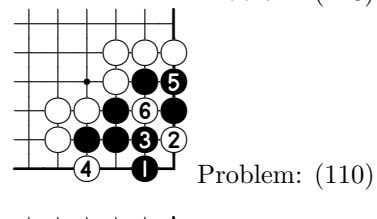
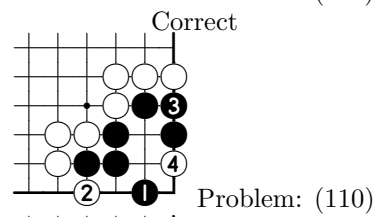
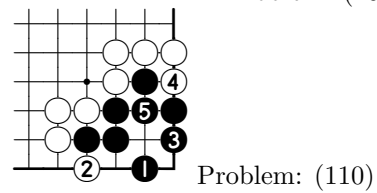
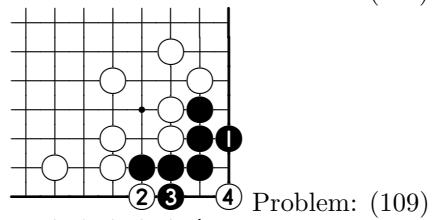
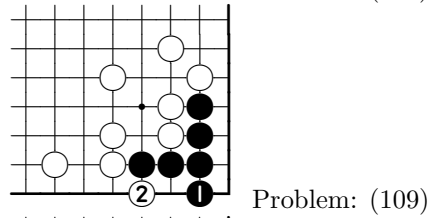
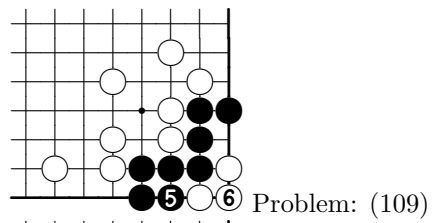
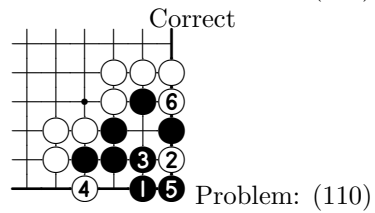
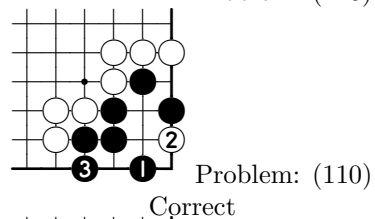
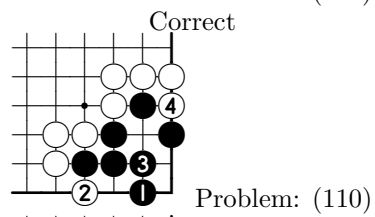
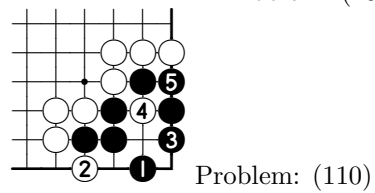
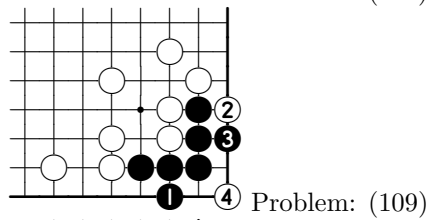
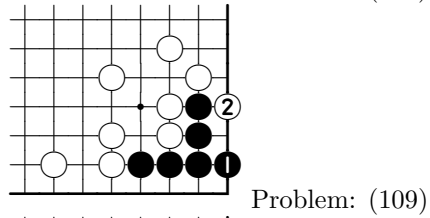
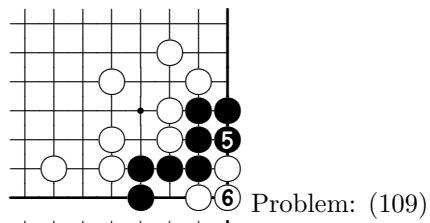
Problem: (109)

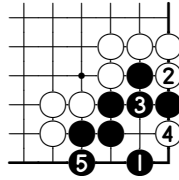


Problem: (109)

It's a bent four in the corner.

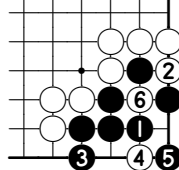
<http://senseis.xmp.net/?BentFourInTheCorner>





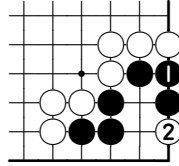
Problem: (110)

Correct

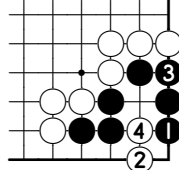


Problem: (110)

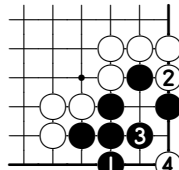
It's a double ko, and Black's captured.



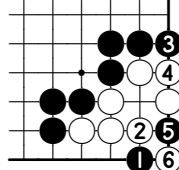
Problem: (110)



Problem: (110)

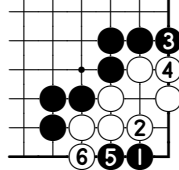


Problem: (110)

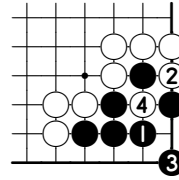


Problem: (111)

Correct. It's a ko.

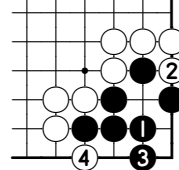


Problem: (111)

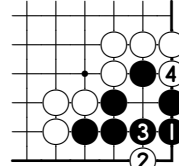


Problem: (110)

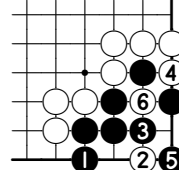
It's a ko, but Black can do better.



Problem: (110)

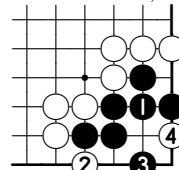


Problem: (110)

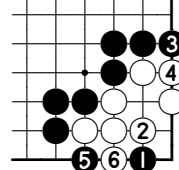


Problem: (110)

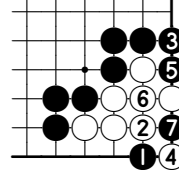
It's a double ko, and Black's captured.



Problem: (110)

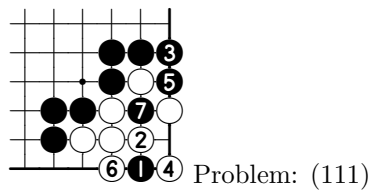


Problem: (111)

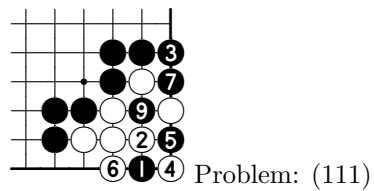
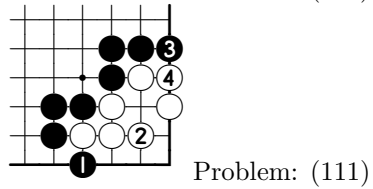
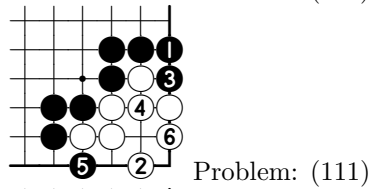
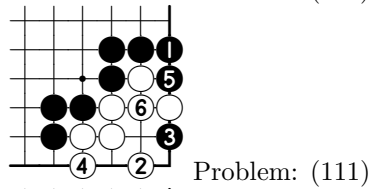
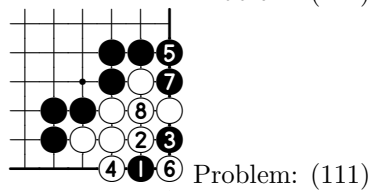
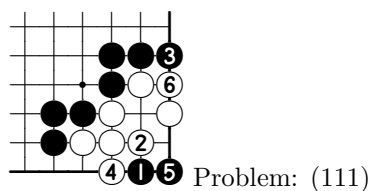
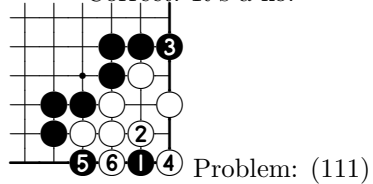


Problem: (111)

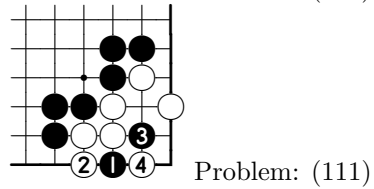
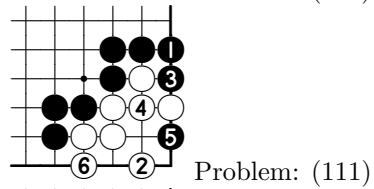
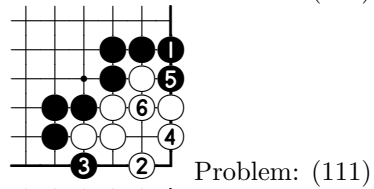
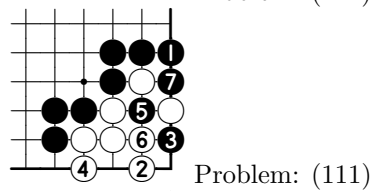
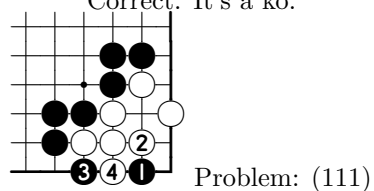
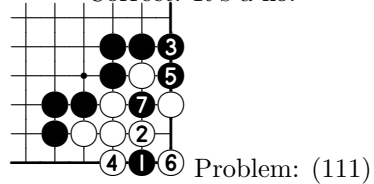
Correct. It's a ko.

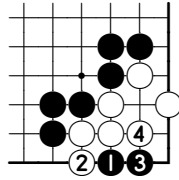


Correct. It's a ko.

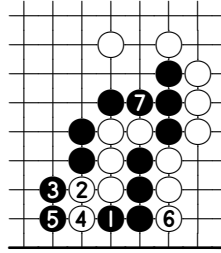


Correct. It's a ko.

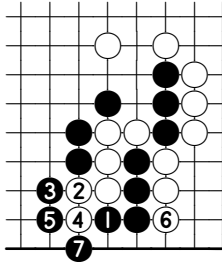




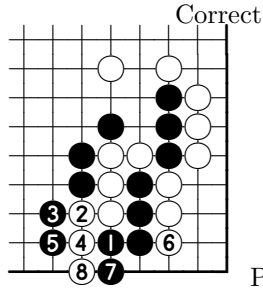
Problem: (111)



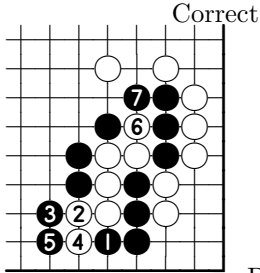
Problem: (112)



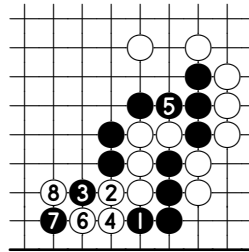
Problem: (112)



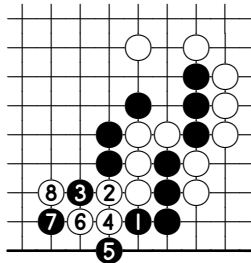
Problem: (112)



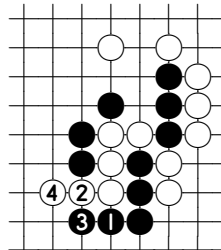
Problem: (112)



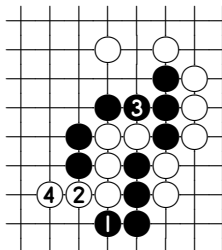
Problem: (112)



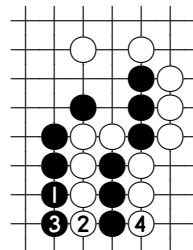
Problem: (112)



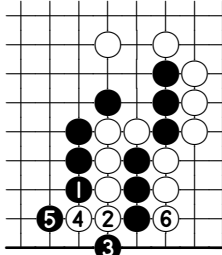
Problem: (112)



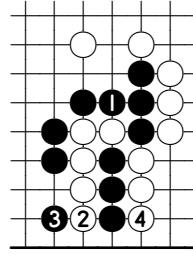
Problem: (112)



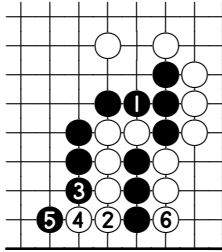
Problem: (112)



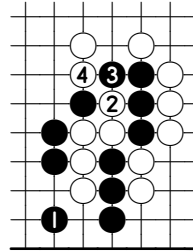
Problem: (112)



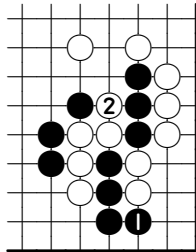
Problem: (112)



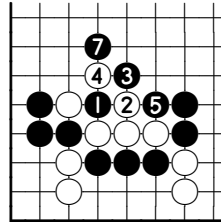
Problem: (112)



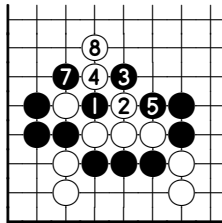
Problem: (112)



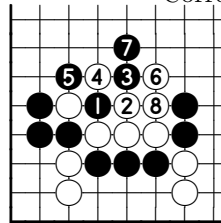
Problem: (112)



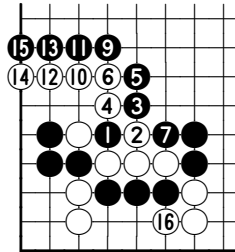
Problem: (113)



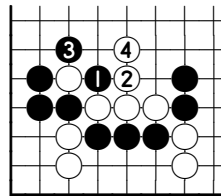
Problem: (113)



Problem: (113)

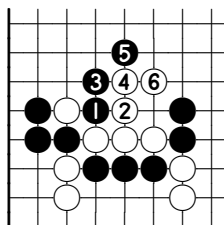


Problem: (113)

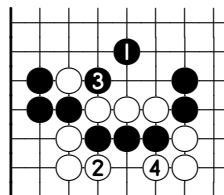


Problem: (113)

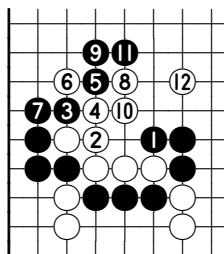
Correct



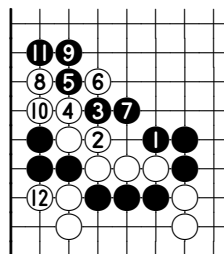
Problem: (113)



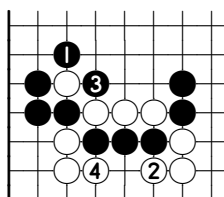
Problem: (113)



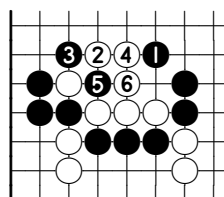
Problem: (113)



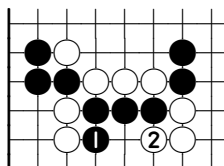
Problem: (113)



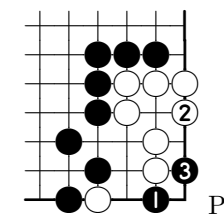
Problem: (113)



Problem: (113)

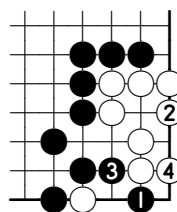


Problem: (113)

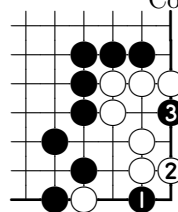


Problem: (114)

Correct

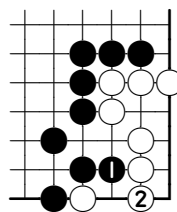


Problem: (114)

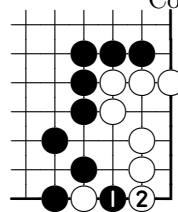


Problem: (114)

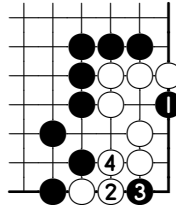
Correct



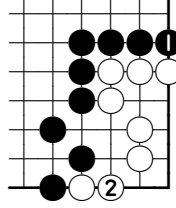
Problem: (114)



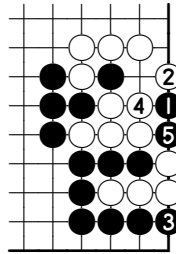
Problem: (114)



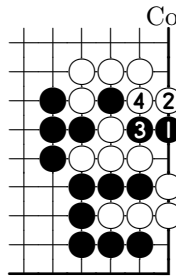
Problem: (114)



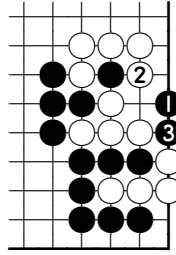
Problem: (114)



Problem: (115)

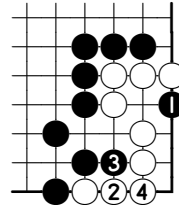


Problem: (115)

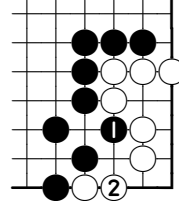


Problem: (115)

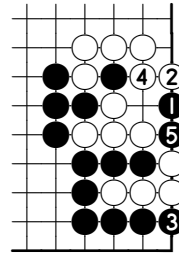
Correct



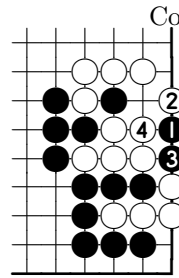
Problem: (114)



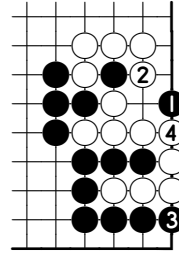
Problem: (114)



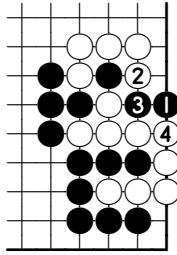
Problem: (115)



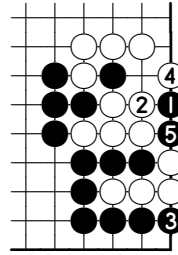
Problem: (115)



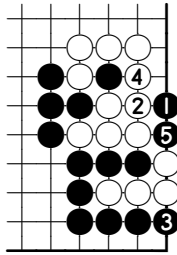
Problem: (115)



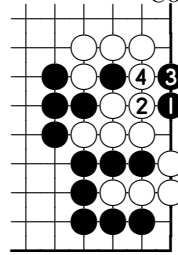
Problem: (115)



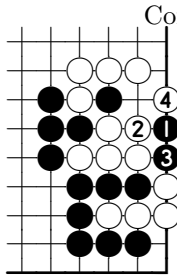
Problem: (115)



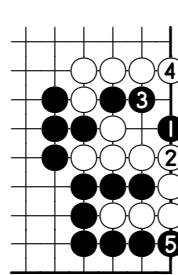
Problem: (115)



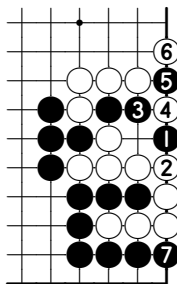
Problem: (115)



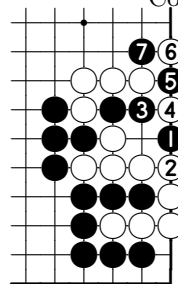
Problem: (115)



Problem: (115)



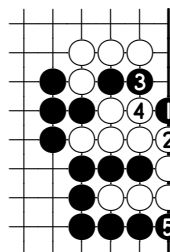
Problem: (115)



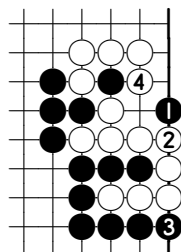
Problem: (115)

Correct

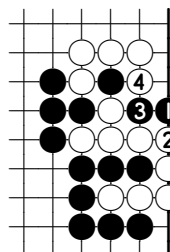
It's a ko, but Black can do better.



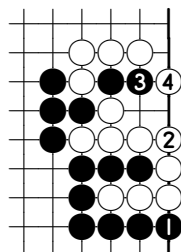
Problem: (115)



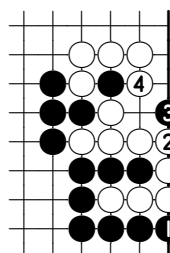
Problem: (115)



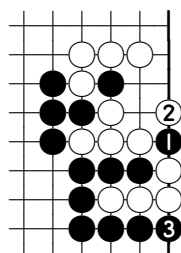
Problem: (115)



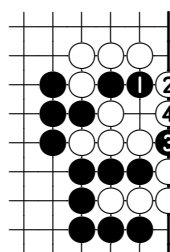
Problem: (115)



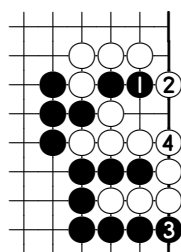
Problem: (115)



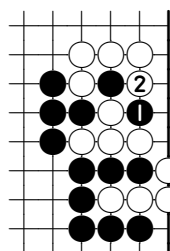
Problem: (115)



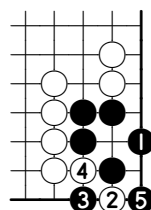
Problem: (115)



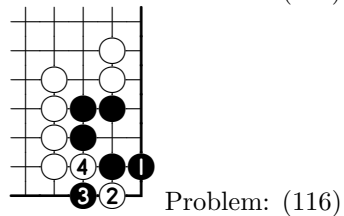
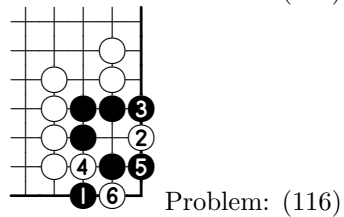
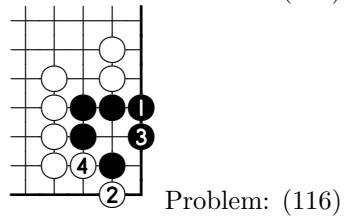
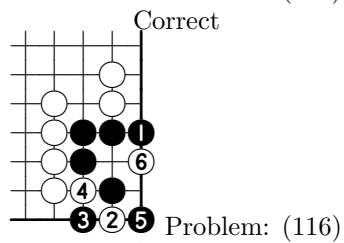
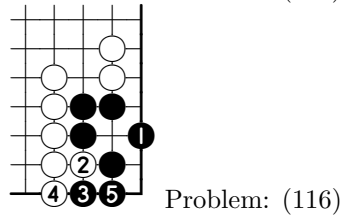
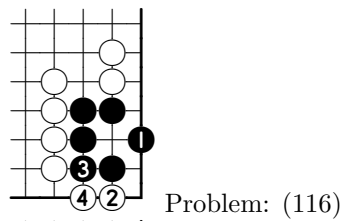
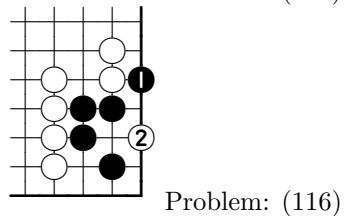
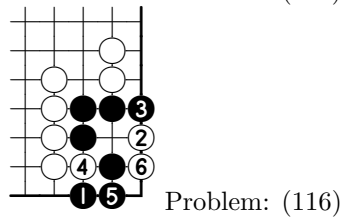
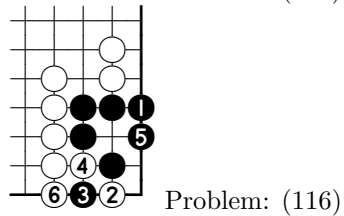
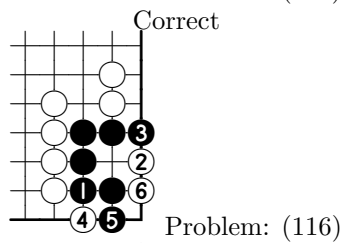
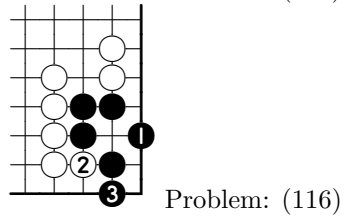
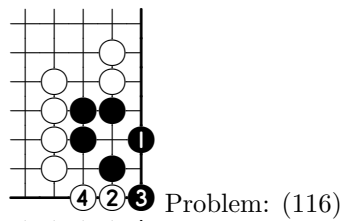
Problem: (115)

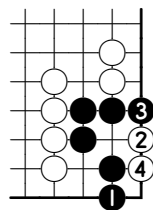


Problem: (115)

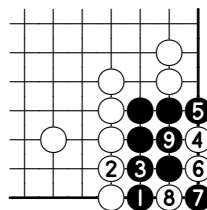


Problem: (116)
Correct



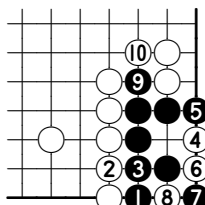


Problem: (116)



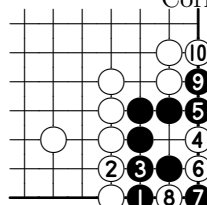
Problem: (117)

Correct



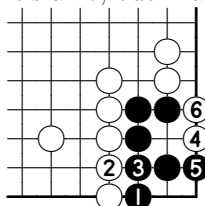
Problem: (117)

It's a ko, but Black can do better.

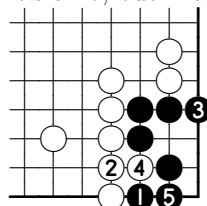


Problem: (117)

It's a ko, but Black can do better.

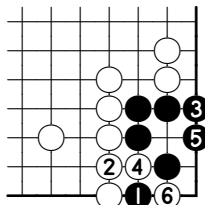


Problem: (117)

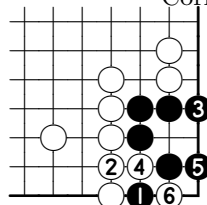


Problem: (117)

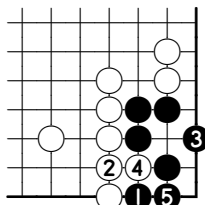
Correct



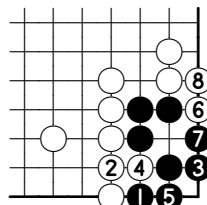
Problem: (117)



Problem: (117)

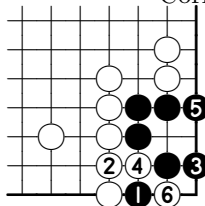


Problem: (117)

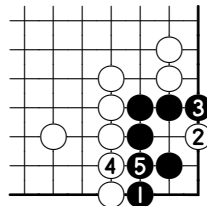


Problem: (117)

Correct

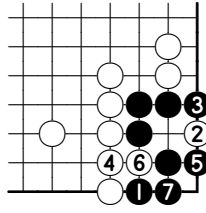


Problem: (117)



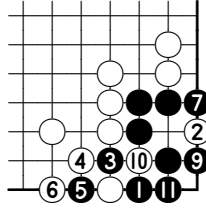
Problem: (117)

Correct



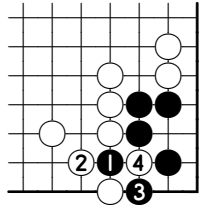
Problem: (117)

Correct



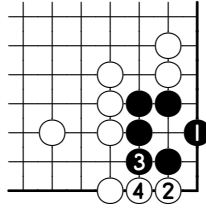
Problem: (117)

Correct

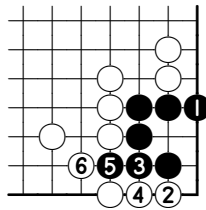


Problem: (117)

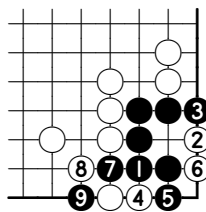
It's a ko, but Black can do better.



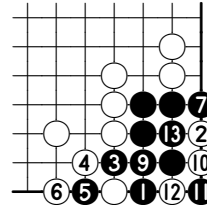
Problem: (117)



Problem: (117)

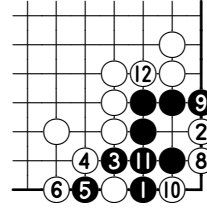


Problem: (117)



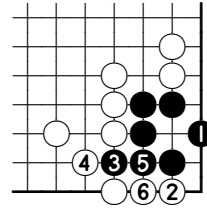
Problem: (117)

Correct

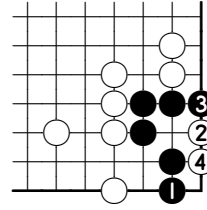


Problem: (117)

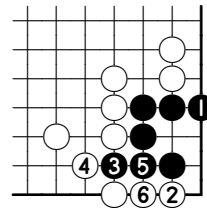
It's a ko, but Black can do better.



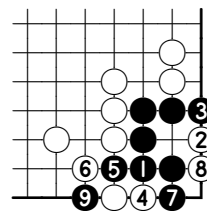
Problem: (117)



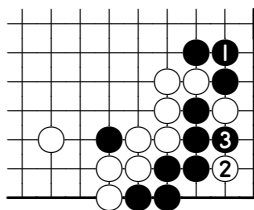
Problem: (117)



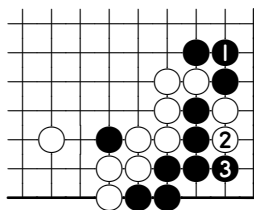
Problem: (117)



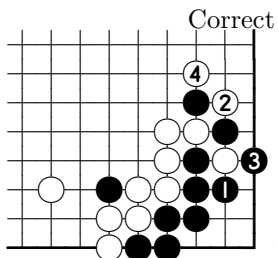
Problem: (117)



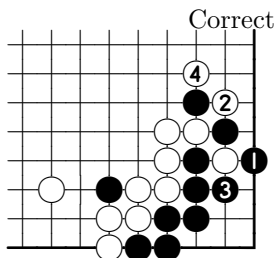
Problem: (118)



Problem: (118)



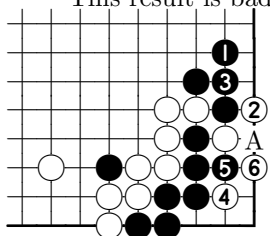
Problem: (118)



Problem: (118)

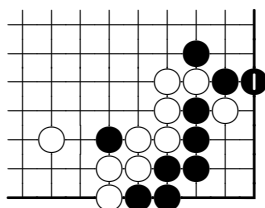
Black A has been captured in a ladder.
This result is bad for Black.

Black A has been captured in a ladder.
This result is bad for Black.



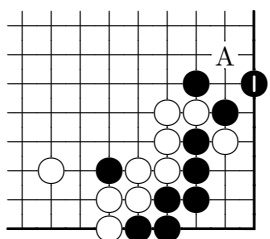
Problem: (118)

There's a ko at A, but Black can do better.



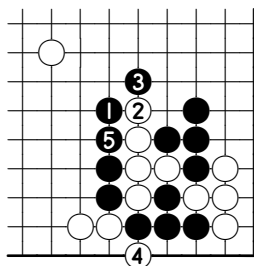
Problem: (118)

This is possible, but Black can do better.



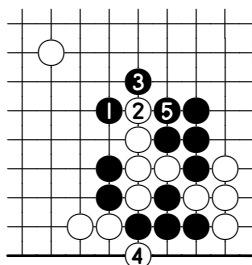
Problem: (118)

This is possible, but Black can do better.
White's peep at A will be sente.

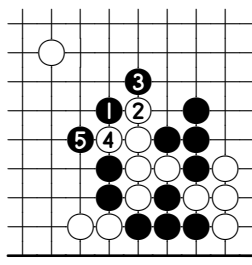


Problem: (119)

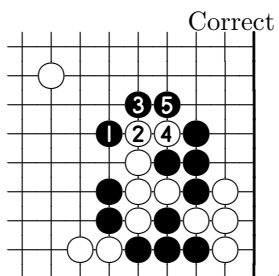
Correct



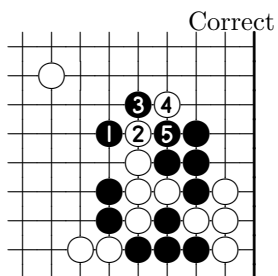
Problem: (119)



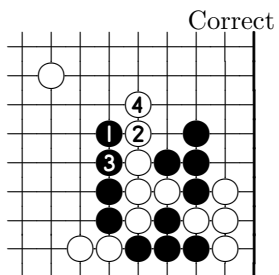
Problem: (119)



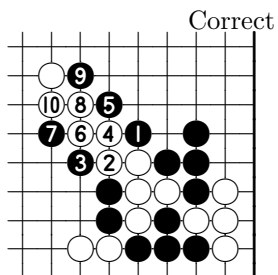
Problem: (119)



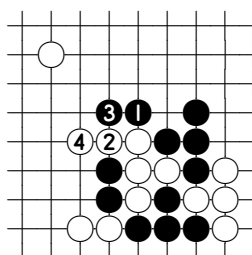
Problem: (119)



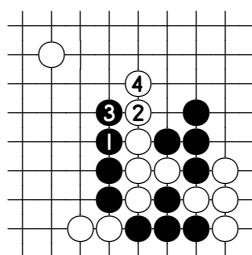
Problem: (119)



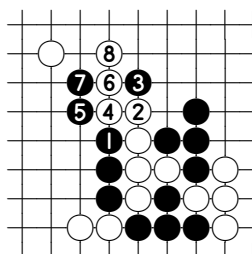
Problem: (119)



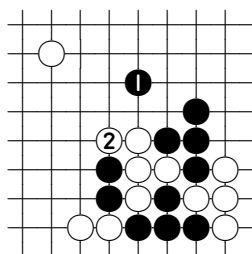
Problem: (119)



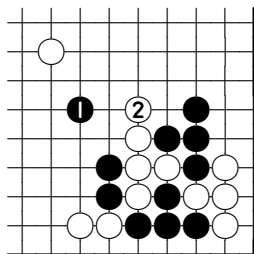
Problem: (119)



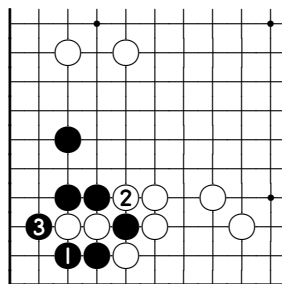
Problem: (119)



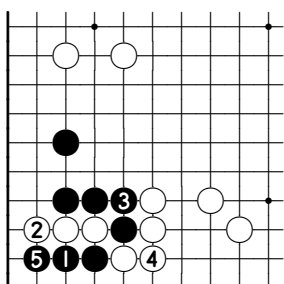
Problem: (119)



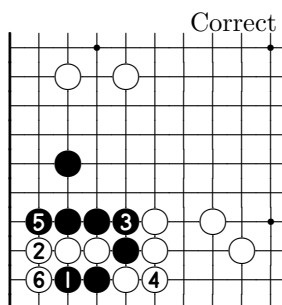
Problem: (119)



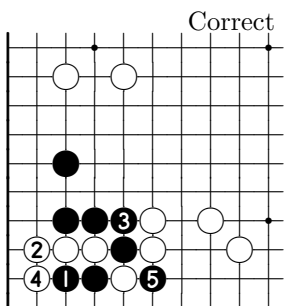
Problem: (120)



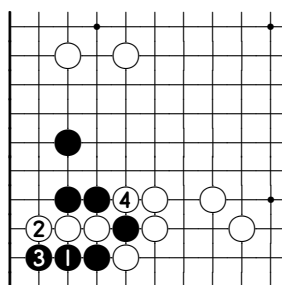
Problem: (120)



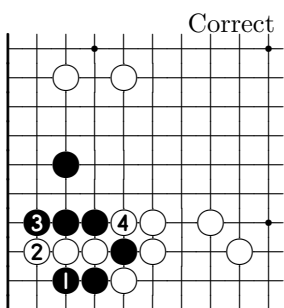
Problem: (120)



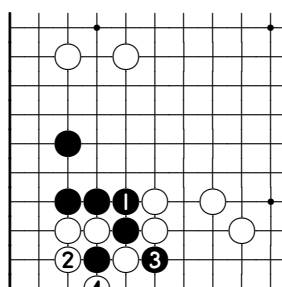
Problem: (120)



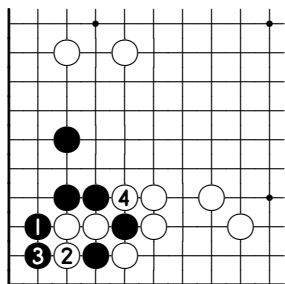
Problem: (120)



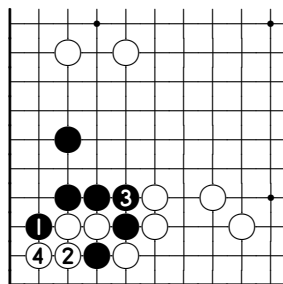
Problem: (120)



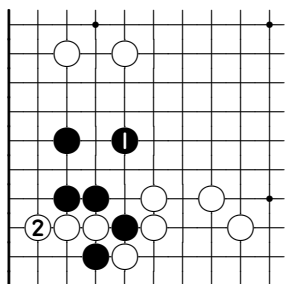
Problem: (120)



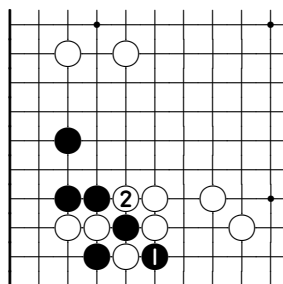
Problem: (120)



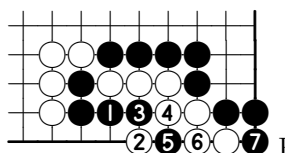
Problem: (120)



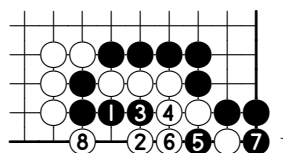
Problem: (120)



Problem: (120)

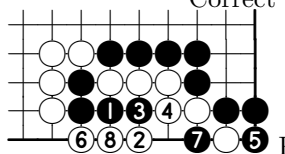


Problem: (121)

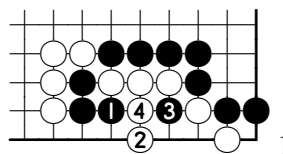


Problem: (121)

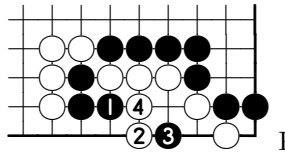
Correct



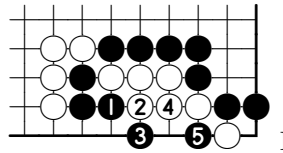
Problem: (121)



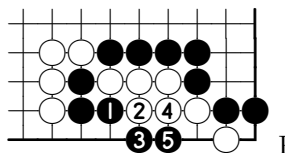
Problem: (121)



Problem: (121)

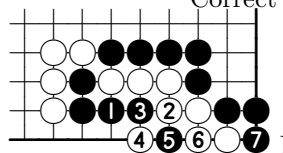


Problem: (121)



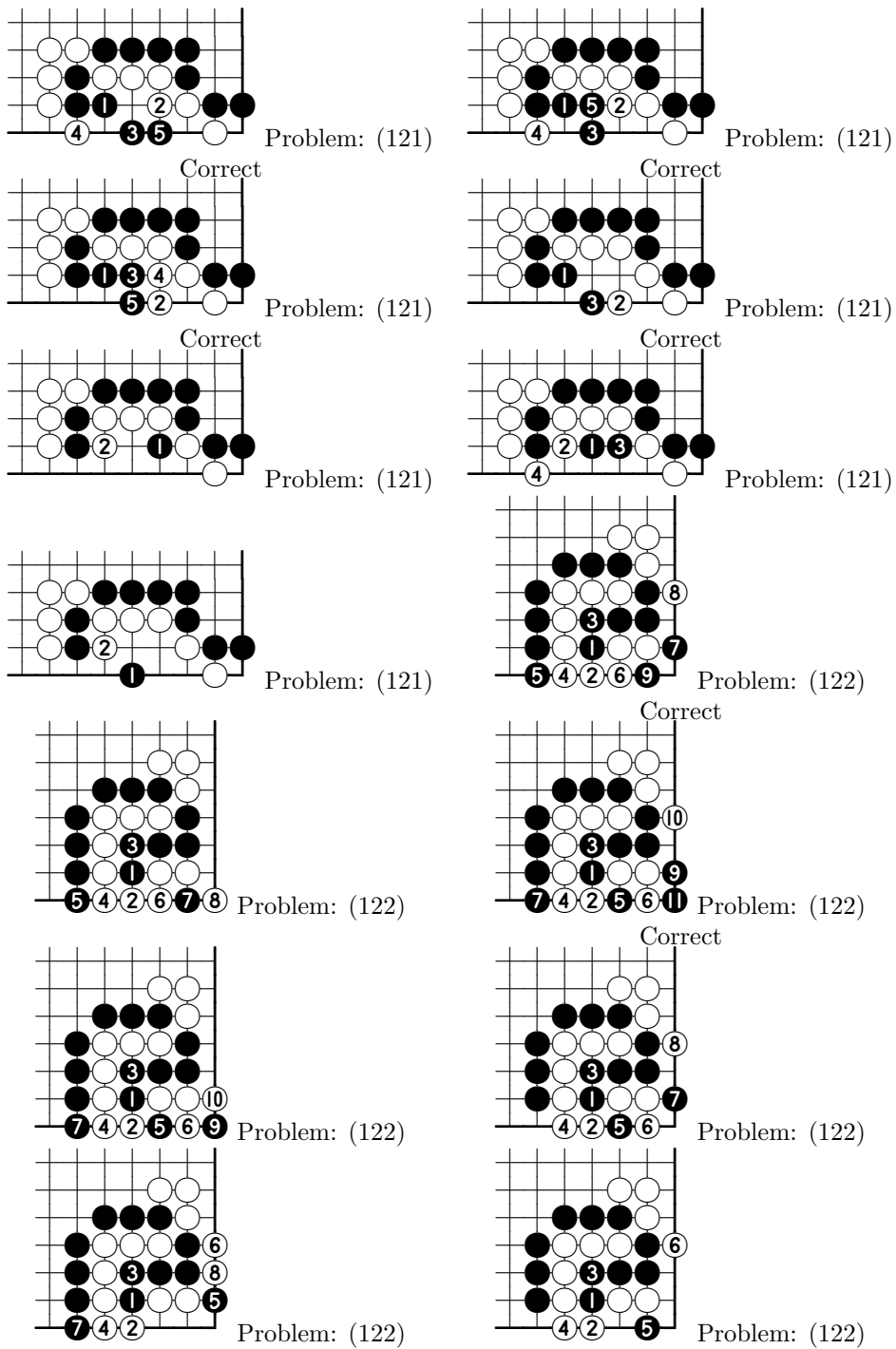
Problem: (121)

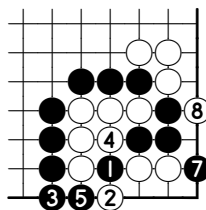
Correct



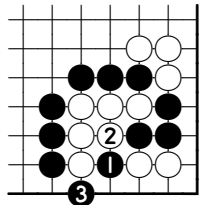
Problem: (121)

Correct

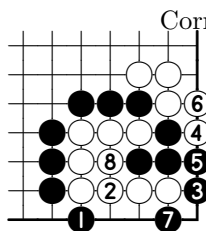




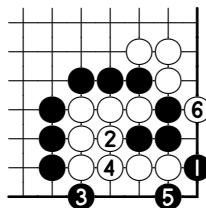
Problem: (122)



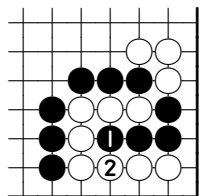
Problem: (122)



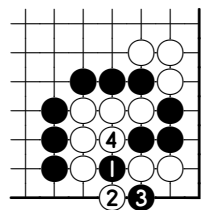
Problem: (122)



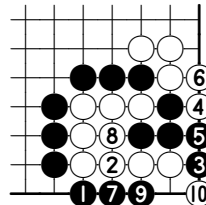
Problem: (122)



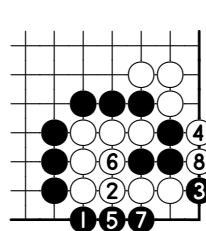
Problem: (122)



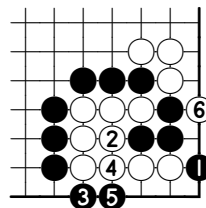
Problem: (122)



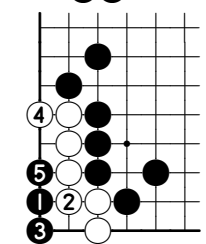
Problem: (122)



Problem: (122)



Problem: (122)

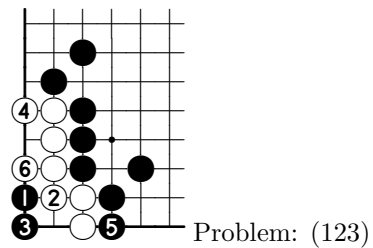


Problem: (123)

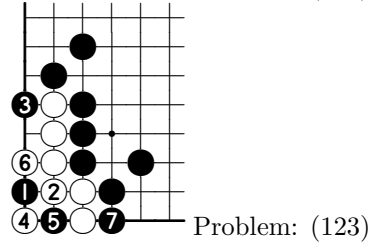
Correct.

It's a bent four in the corner:

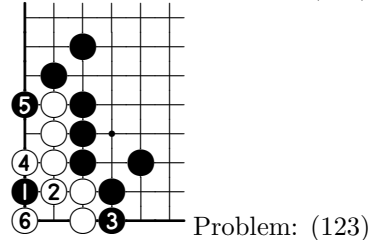
<http://senseis.xmp.net/?BentFourInTheCorner>



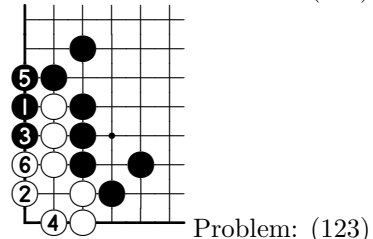
Problem: (123)



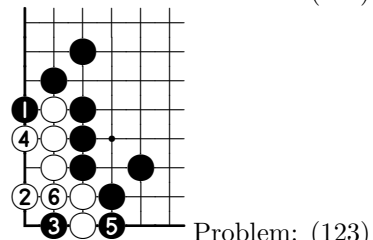
Problem: (123)



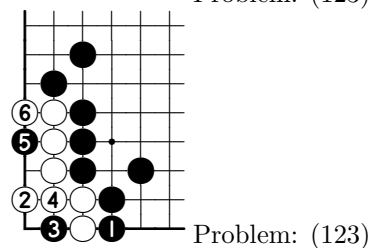
Problem: (123)



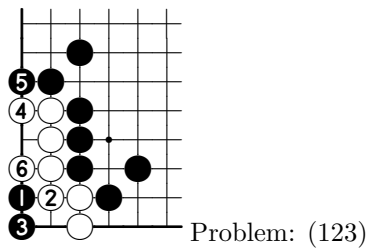
Problem: (123)



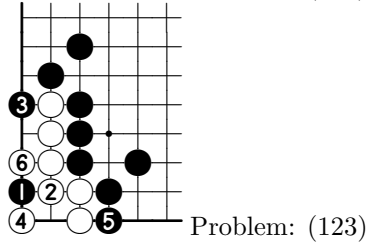
Problem: (123)



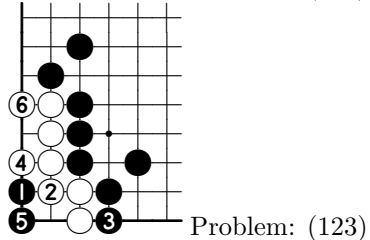
Problem: (123)



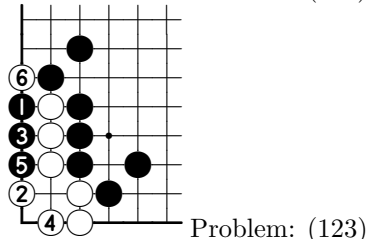
Problem: (123)



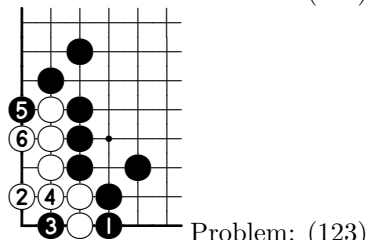
Problem: (123)



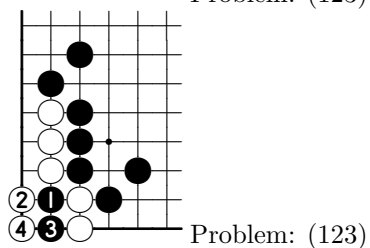
Problem: (123)



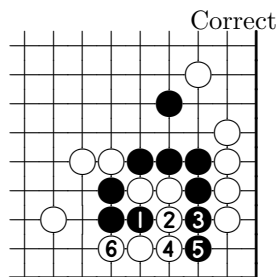
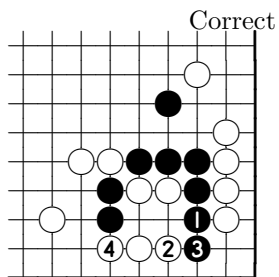
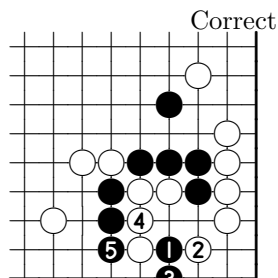
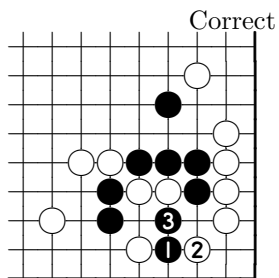
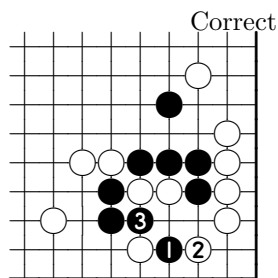
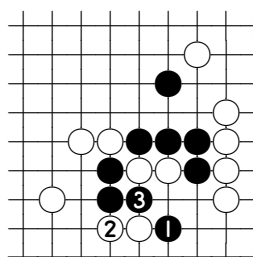
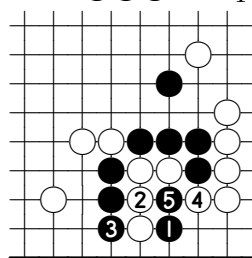
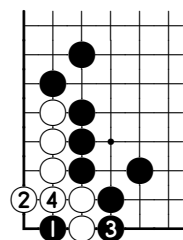
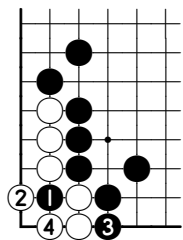
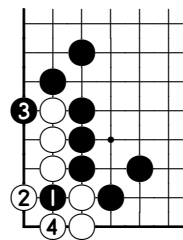
Problem: (123)

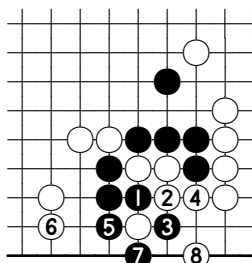


Problem: (123)

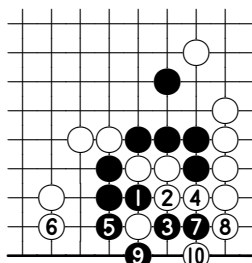


Problem: (123)

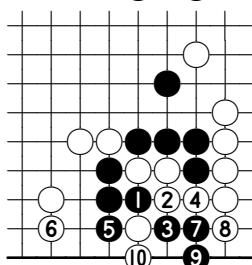




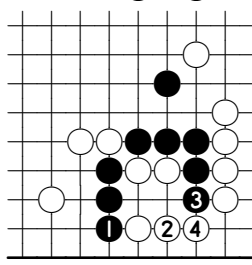
Problem: (124)



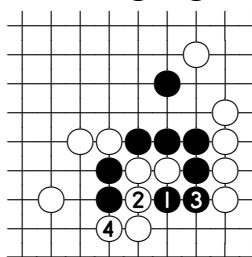
Problem: (124)



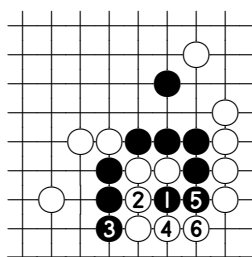
Problem: (124)



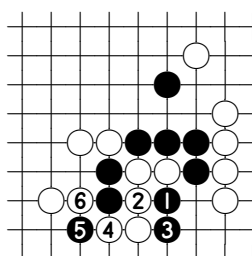
Problem: (124)



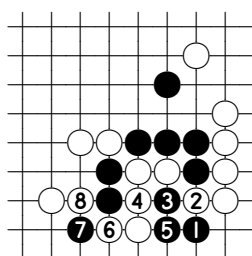
Problem: (124)



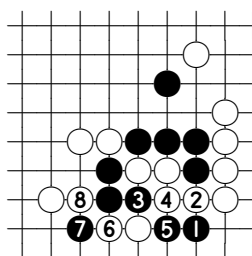
Problem: (124)



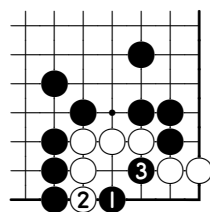
Problem: (124)



Problem: (124)

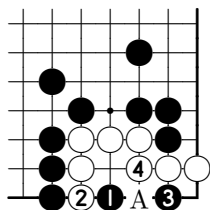


Problem: (124)



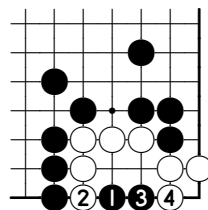
Problem: (125)

Correct

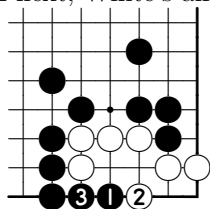


Problem: (125)

White's alive. Even if Black connects at A next, White's already alive in seki.

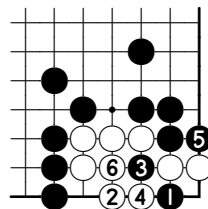


Problem: (125)

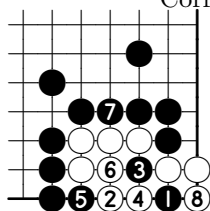


Problem: (125)

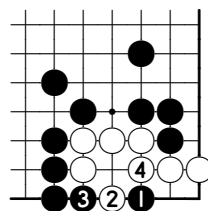
Correct



Problem: (125)

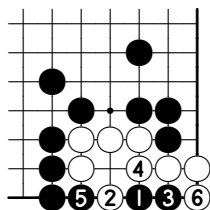


Problem: (125)

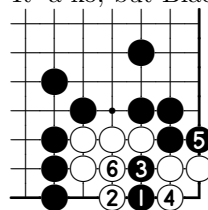


Problem: (125)

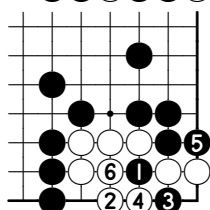
It's a ko, but Black can do better.



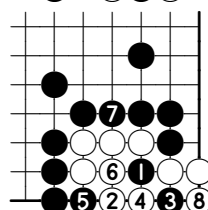
Problem: (125)



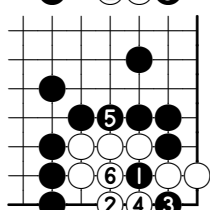
Problem: (125)



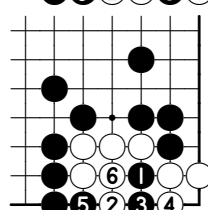
Problem: (125)



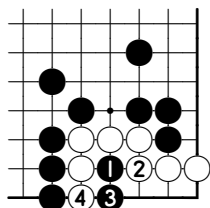
Problem: (125)



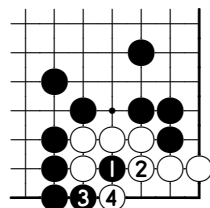
Problem: (125)



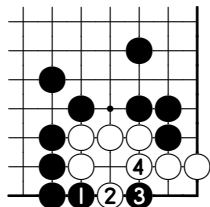
Problem: (125)



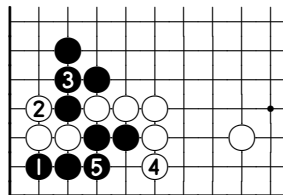
Problem: (125)



Problem: (125)



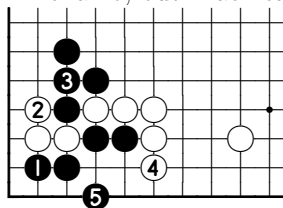
Problem: (125)



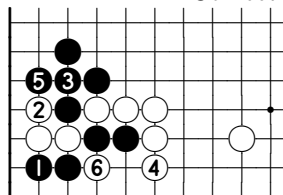
Problem: (126)

It's a ko, but Black can do better.

Correct

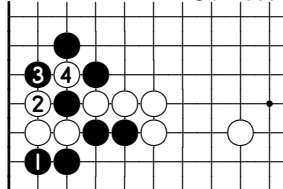


Problem: (126)

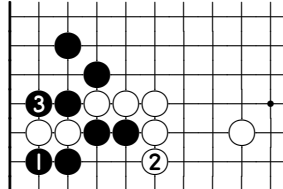


Problem: (126)

Correct



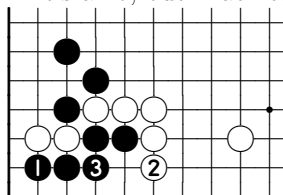
Problem: (126)



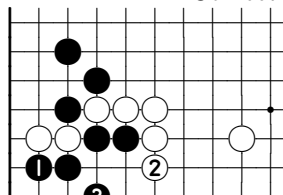
Problem: (126)

It's a ko, but Black can do better.

Correct

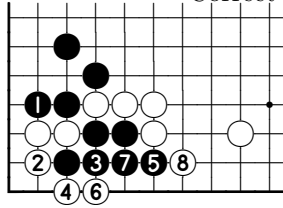


Problem: (126)

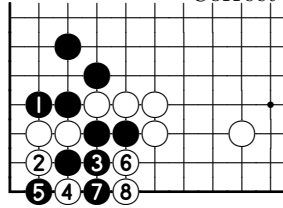


Problem: (126)

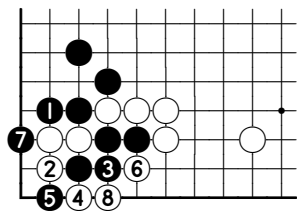
Correct



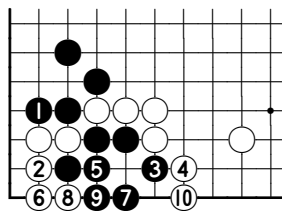
Problem: (126)



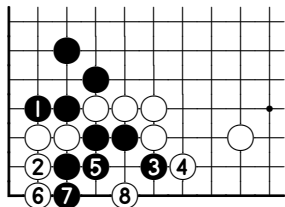
Problem: (126)



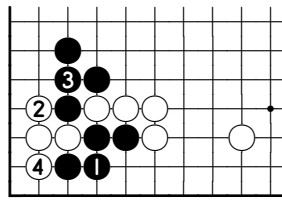
Problem: (126)



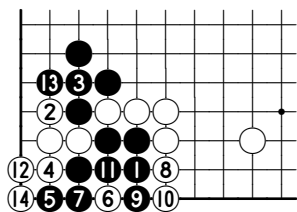
Problem: (126)



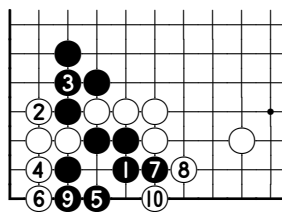
Problem: (126)



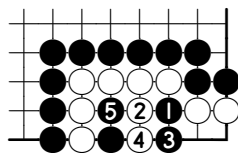
Problem: (126)



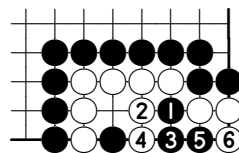
Problem: (126)



Problem: (126)

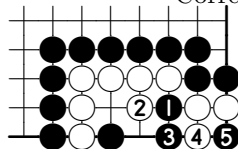


Problem: (127)

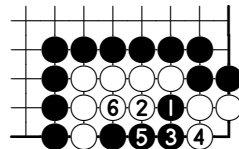


Problem: (127)

Correct

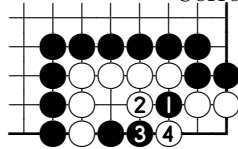


Problem: (127)

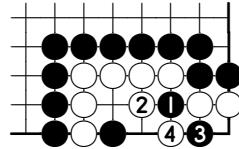


Problem: (127)

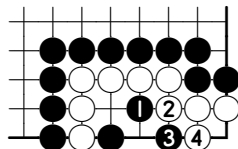
Correct



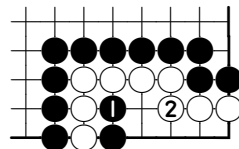
Problem: (127)



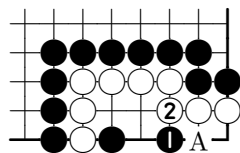
Problem: (127)



Problem: (127)

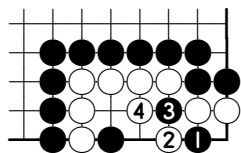


Problem: (127)

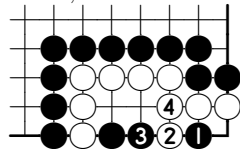


Problem: (127)

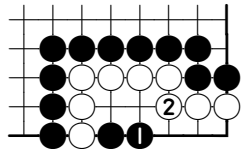
White's alive. Even if Black plays at A next, White's already alive in seki.



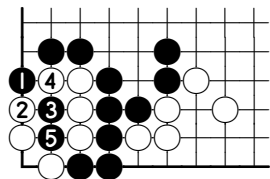
Problem: (127)



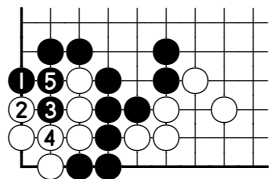
Problem: (127)



Problem: (127)



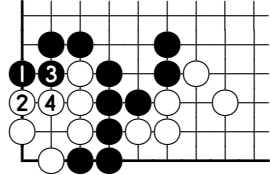
Problem: (128)



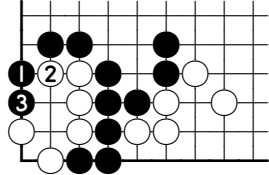
Problem: (128)

Correct

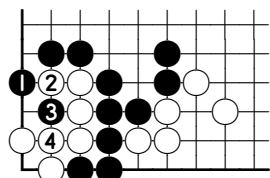
Correct



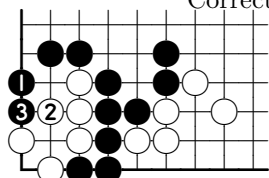
Problem: (128)



Problem: (128)

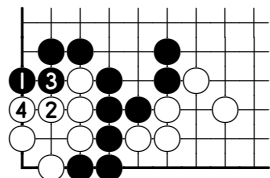


Problem: (128)

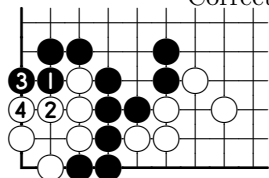


Problem: (128)

Correct

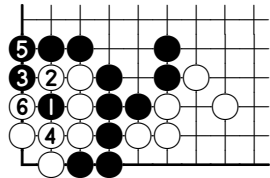


Problem: (128)

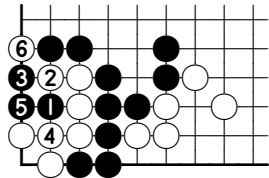


Problem: (128)

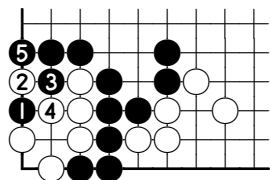
Correct



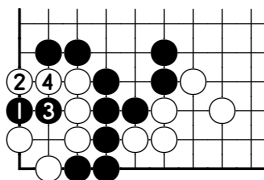
Problem: (128)



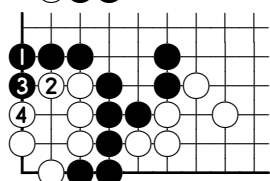
Problem: (128)



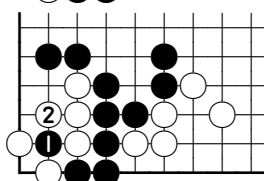
Problem: (128)



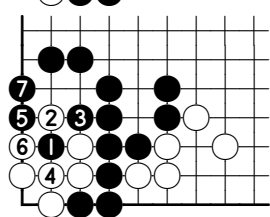
Problem: (128)



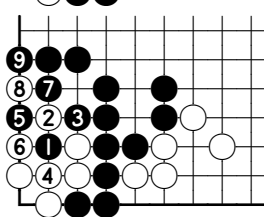
Problem: (128)



Problem: (128)

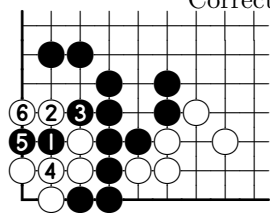


Problem: (129)

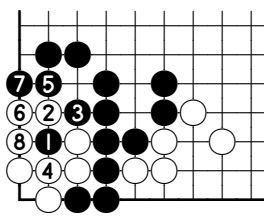


Problem: (129)

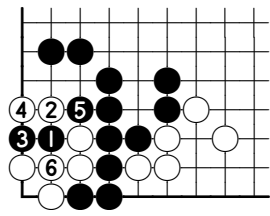
Correct



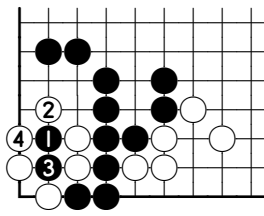
Problem: (129)



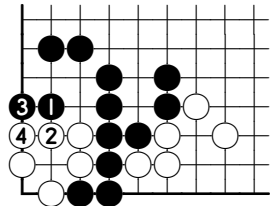
Problem: (129)



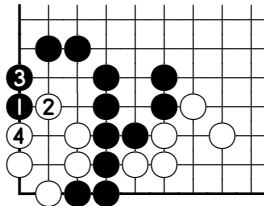
Problem: (129)



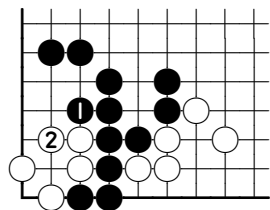
Problem: (129)



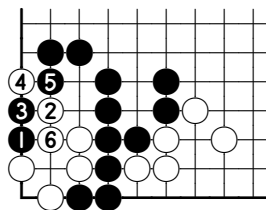
Problem: (129)



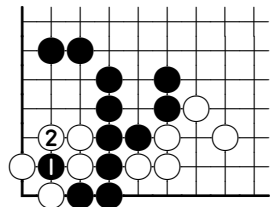
Problem: (129)



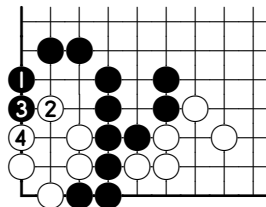
Problem: (129)



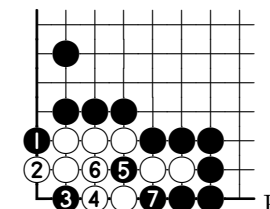
Problem: (129)



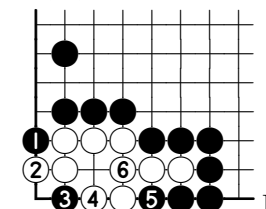
Problem: (129)



Problem: (129)

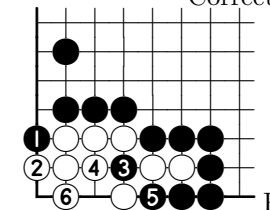


Problem: (130)

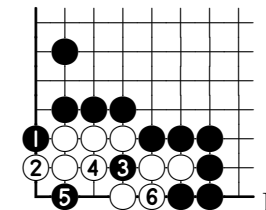


Problem: (130)

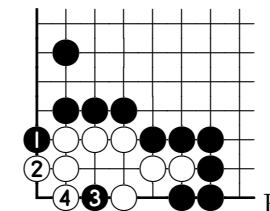
Correct



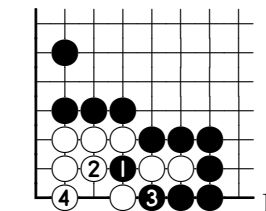
Problem: (130)



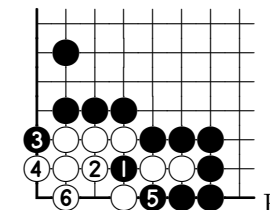
Problem: (130)



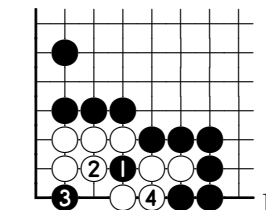
Problem: (130)



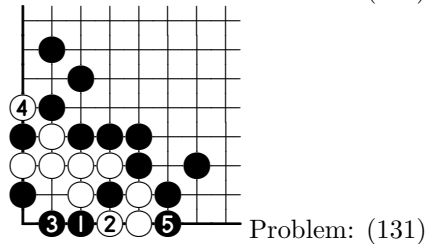
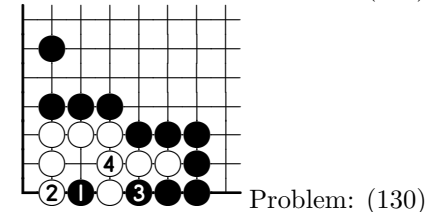
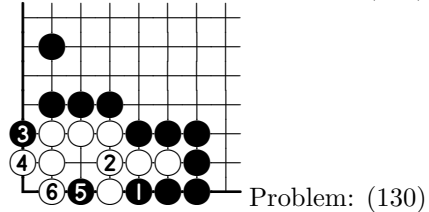
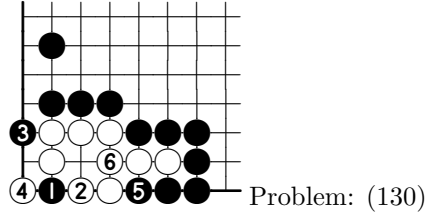
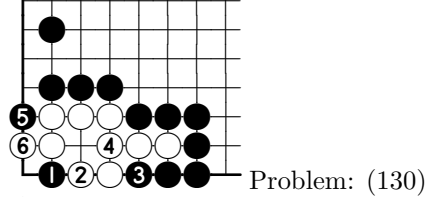
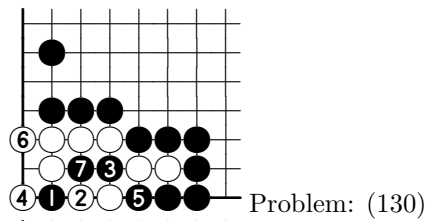
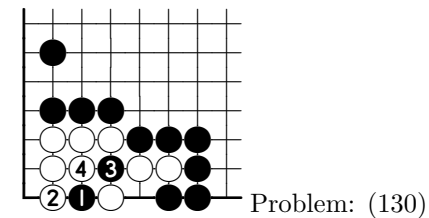
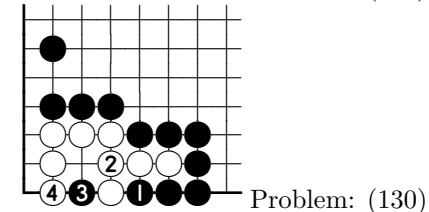
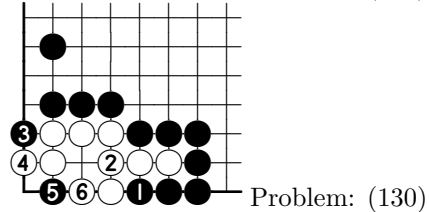
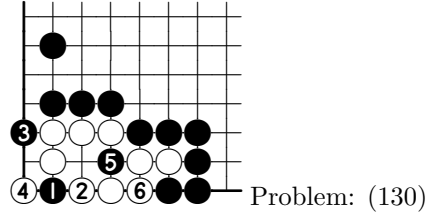
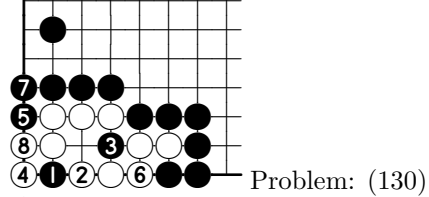
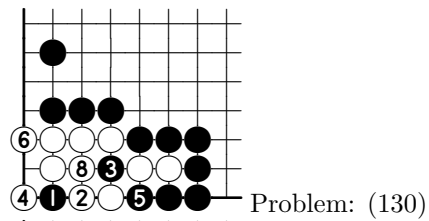
Problem: (130)



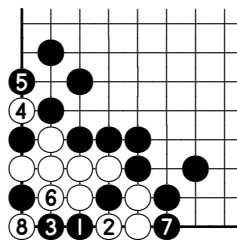
Problem: (130)



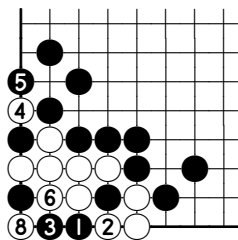
Problem: (130)



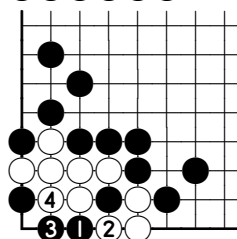
Correct. Even if White connects at A next, she'll lose the capturing race because it's 'one eye vs no eye'.



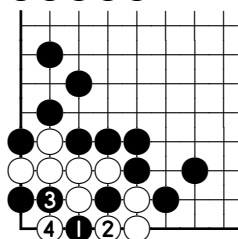
Problem: (131)



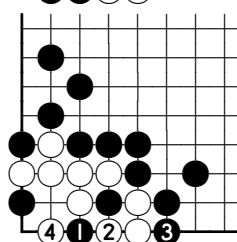
Problem: (131)



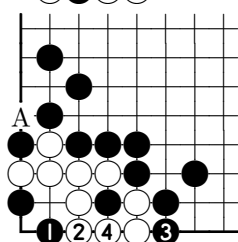
Problem: (131)



Problem: (131)

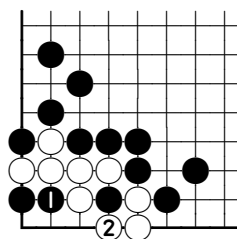


Problem: (131)

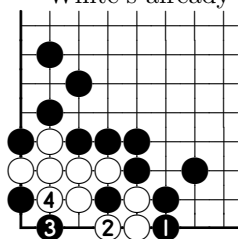


Problem: (131)

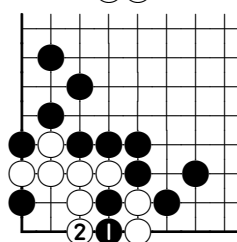
Even if Black connects at A next,
White's already alive in seki.



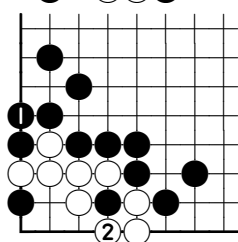
Problem: (131)



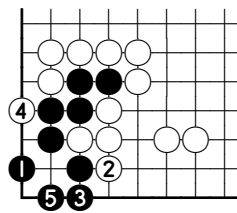
Problem: (131)



Problem: (131)

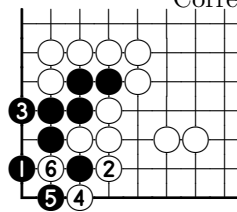


Problem: (131)



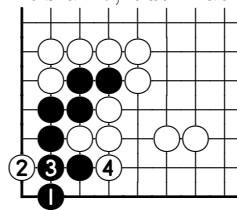
Problem: (132)

Correct

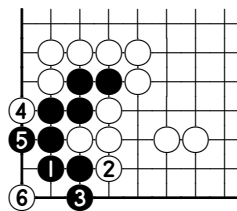


Problem: (132)

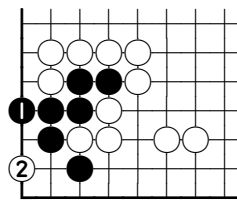
It's a ko, but Black can do better.



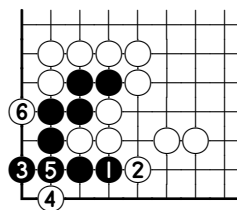
Problem: (132)



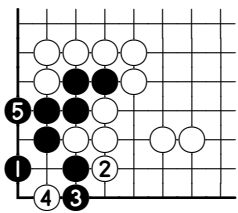
Problem: (132)



Problem: (132)

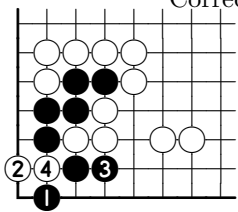


Problem: (132)

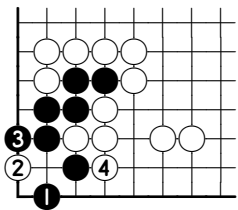


Problem: (132)

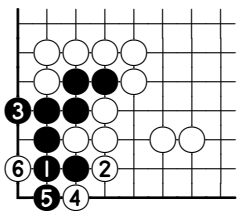
Correct



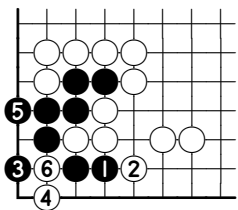
Problem: (132)



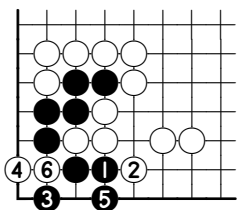
Problem: (132)



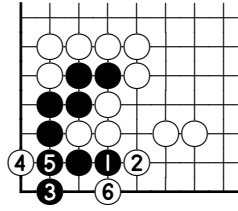
Problem: (132)



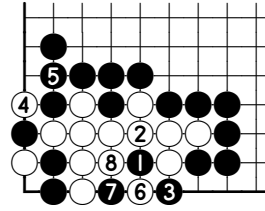
Problem: (132)



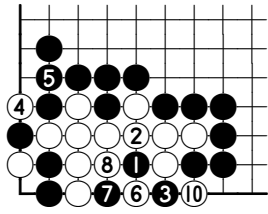
Problem: (132)



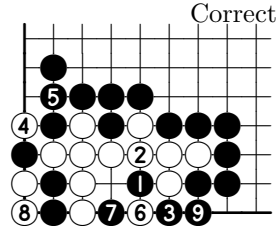
Problem: (132)



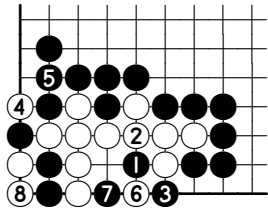
Problem: (133)



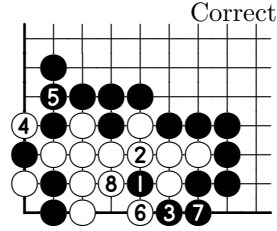
Problem: (133)



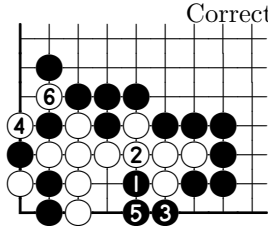
Problem: (133)



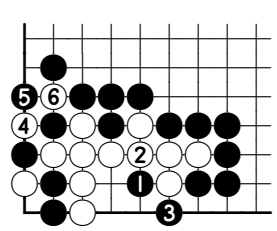
Problem: (133)



Problem: (133)

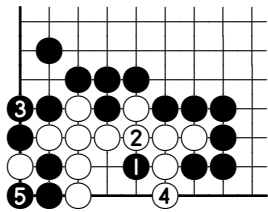


Problem: (133)

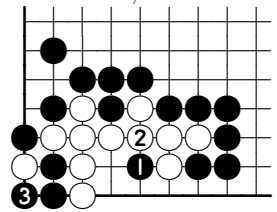


Problem: (133)

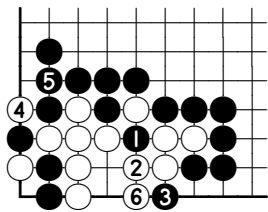
It's a ko, but Black can do better.



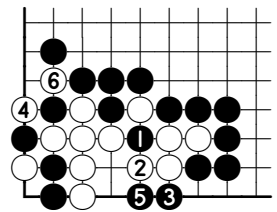
Problem: (133)



Problem: (133)

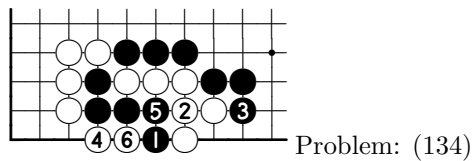
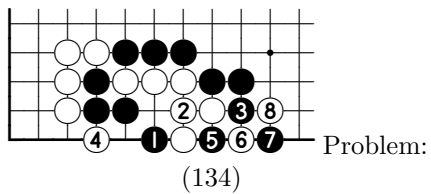


Problem: (133)

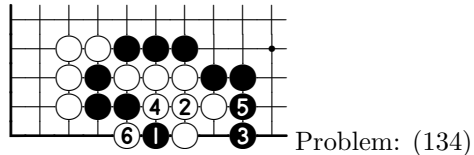
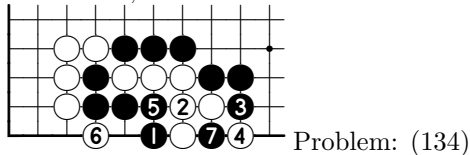


Problem: (133)

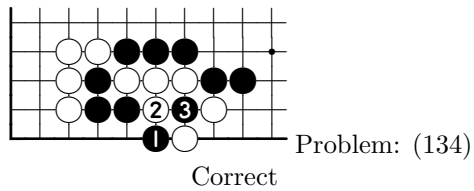
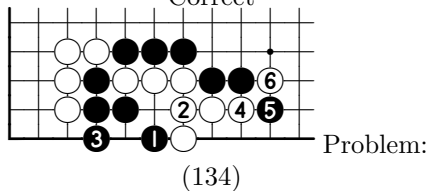




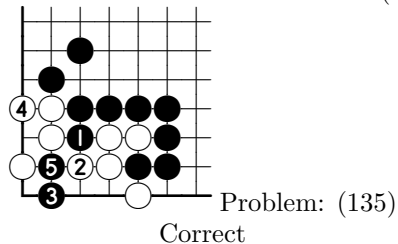
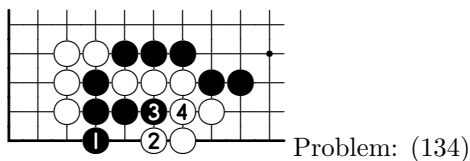
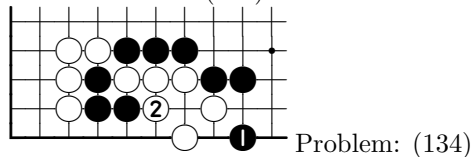
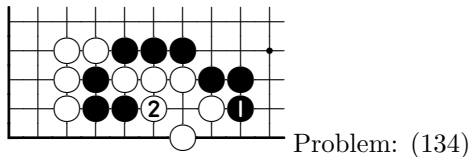
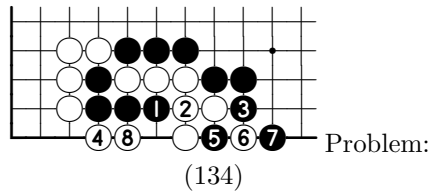
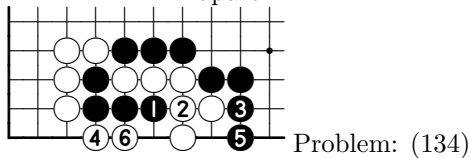
It's a ko, but Black can do better.

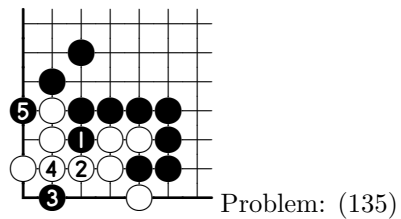


Correct

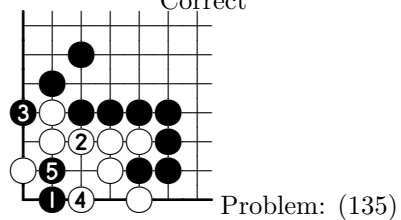
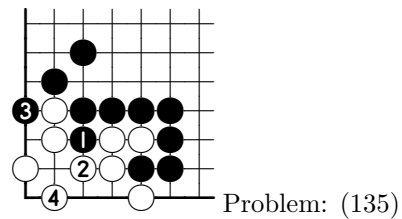


Black's position on the outside is falling apart.

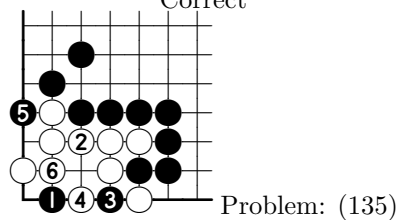
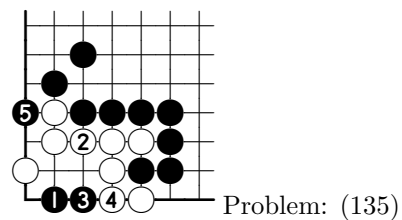




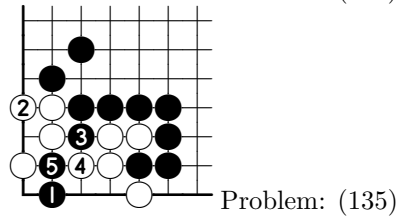
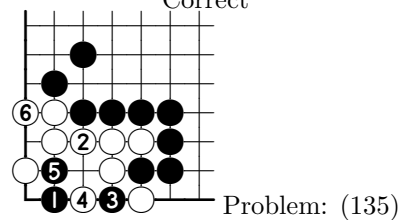
Correct



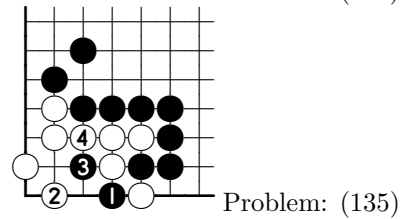
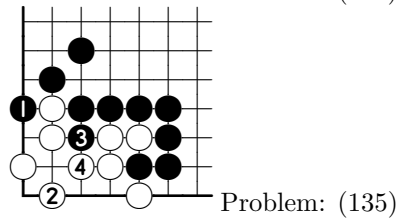
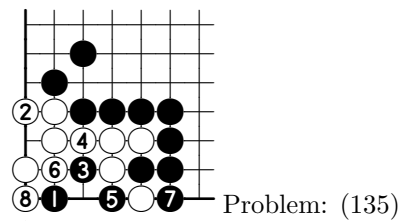
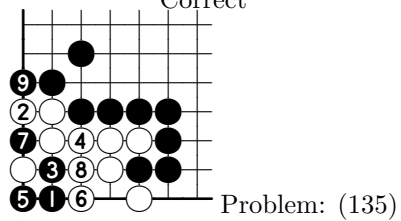
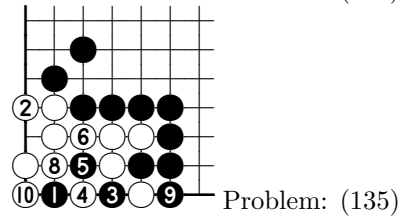
Correct

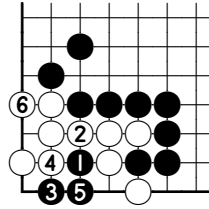


Correct

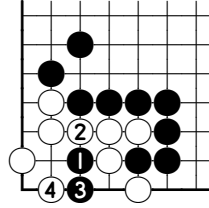


Correct

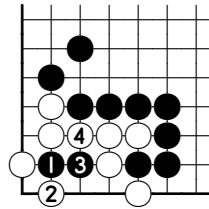




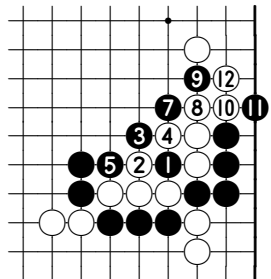
Problem: (135)



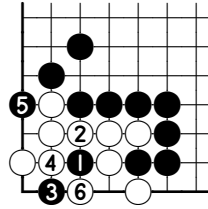
Problem: (135)



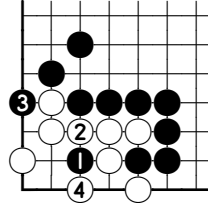
Problem: (135)



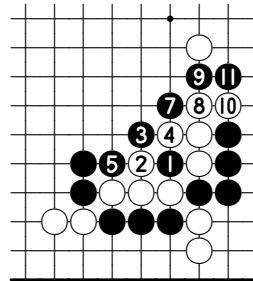
Problem: (136)



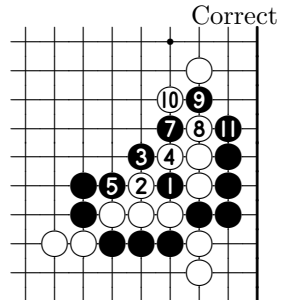
Problem: (135)



Problem: (135)



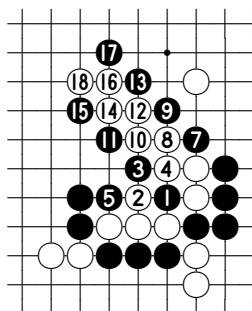
Problem: (136)



Problem: (136)

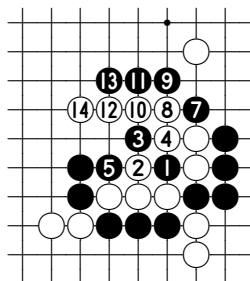
Correct

Correct

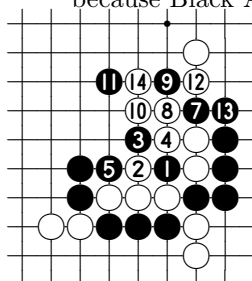


Problem: (136)

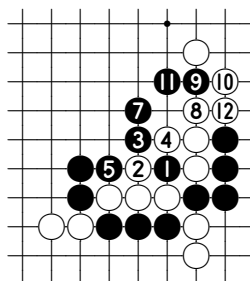
This ladder doesn't work for Black, because Black A is in atari.



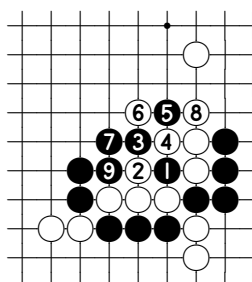
Problem: (136)



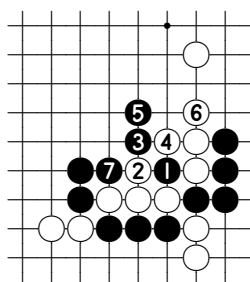
Problem: (136)



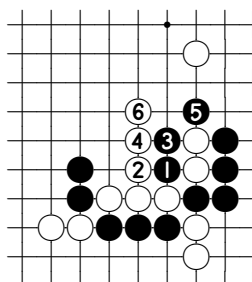
Problem: (136)



Problem: (136)

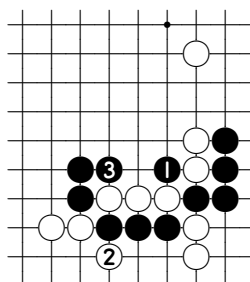


Problem: (136)



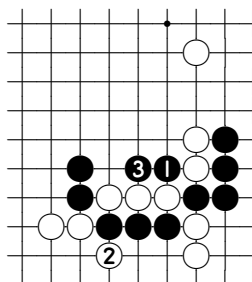
Problem: (136)

Black can do better.

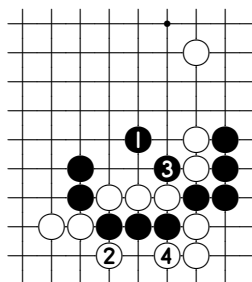


Problem: (136)

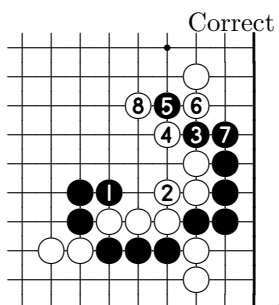
Correct



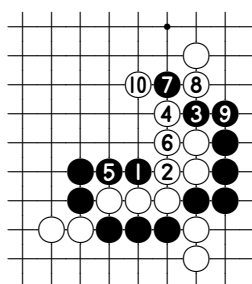
Problem: (136)



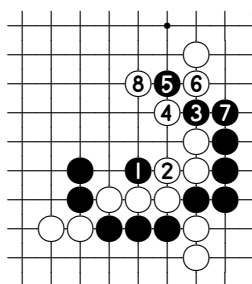
Problem: (136)



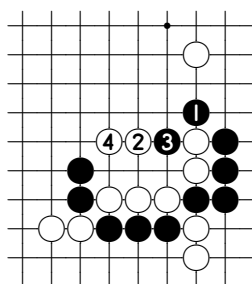
Problem: (136)



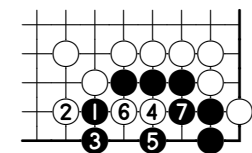
Problem: (136)



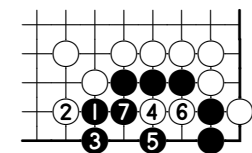
Problem: (136)



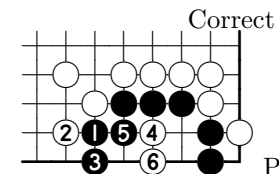
Problem: (136)



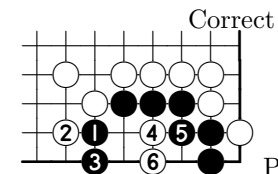
Problem: (137)



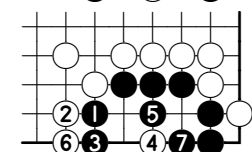
Problem: (137)



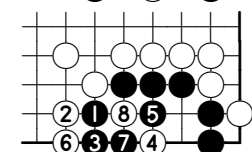
Problem: (137)



Problem: (137)

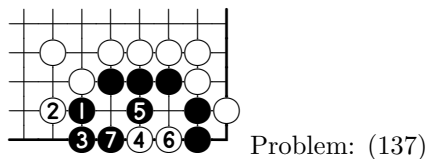


Problem: (137)

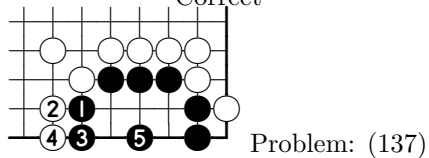


Problem: (137)

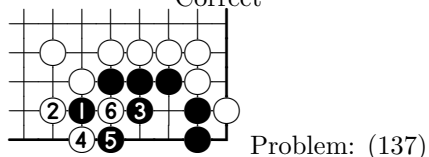
Correct



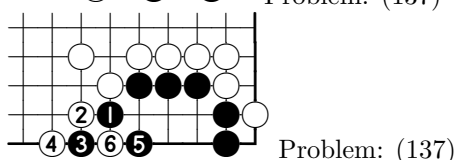
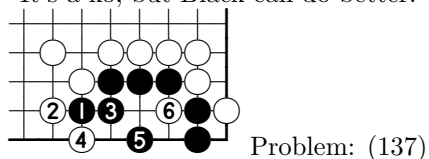
Correct



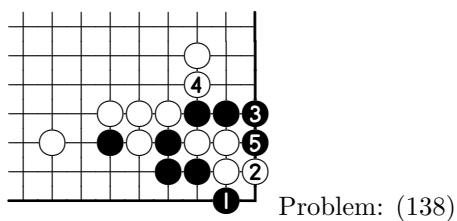
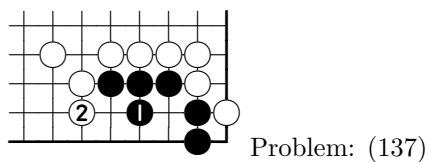
Correct



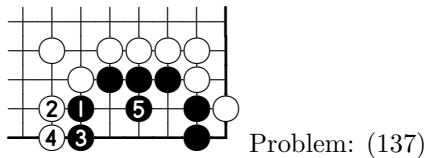
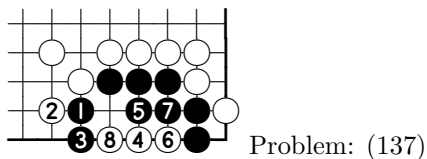
It's a ko, but Black can do better.



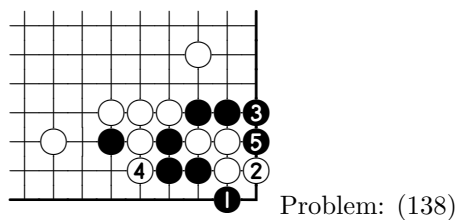
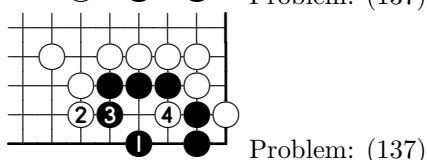
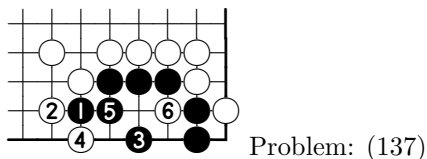
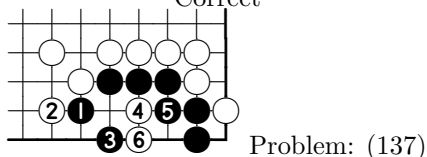
It's a ko, but Black can do better.



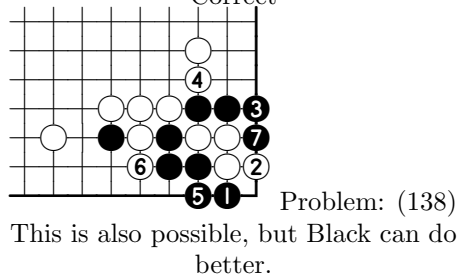
Correct



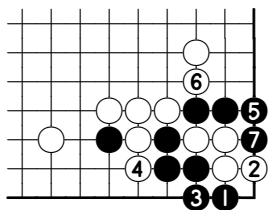
Correct



Correct

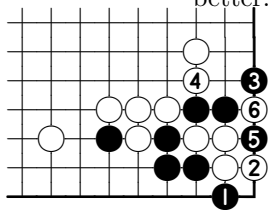


This is also possible, but Black can do better.



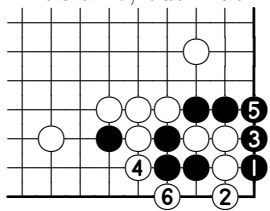
Problem: (138)

This is also possible, but Black can do better.

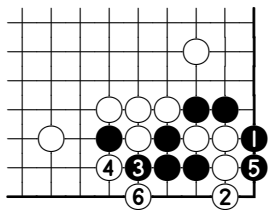


Problem: (138)

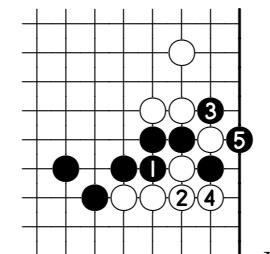
It's a ko, but Black can do better.



Problem: (138)

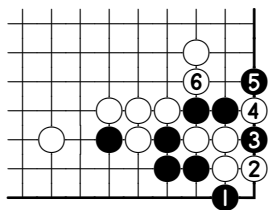


Problem: (138)



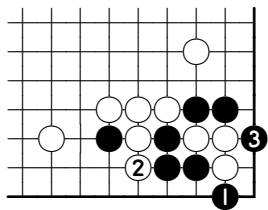
Problem: (139)

Correct



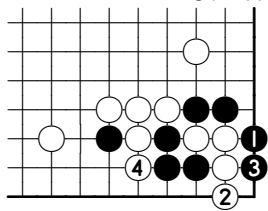
Problem: (138)

It's a ko, but Black can do better.

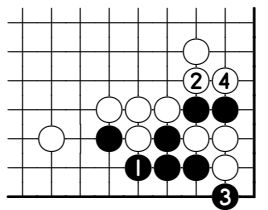


Problem: (138)

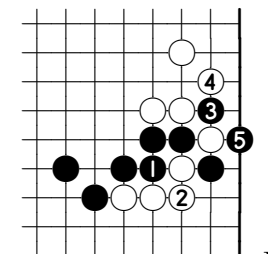
Correct



Problem: (138)

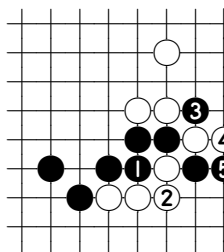


Problem: (138)

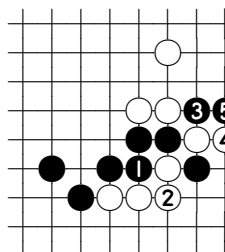


Problem: (139)

Correct

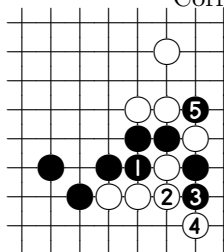


Problem: (139)



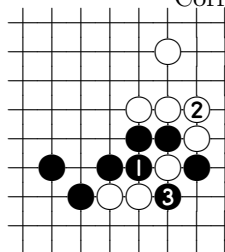
Problem: (139)

Correct



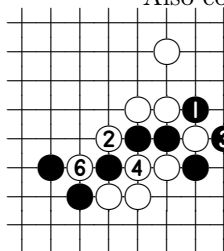
Problem: (139)

Correct



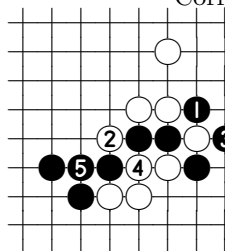
Problem: (139)

Also correct.

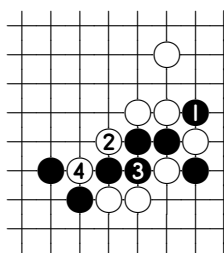


Problem: (139)

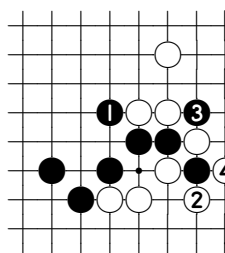
Correct



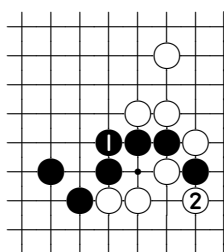
Problem: (139)



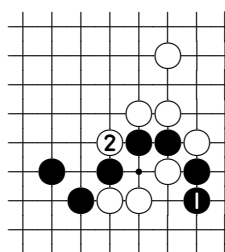
Problem: (139)



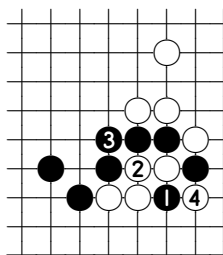
Problem: (139)



Problem: (139)



Problem: (139)



Problem: (139)