Go Game Guru: Easy Problems

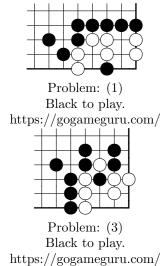
GoGameGuru

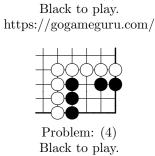
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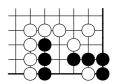
II Answers! 19

Part I Problems!

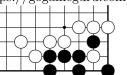




Problem: (2)



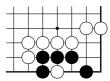
Problem: (5)
Black to play.
https://gogameguru.com/



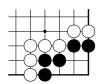
Problem: (7)
Black to play.
https://gogameguru.com/



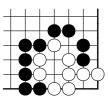
Problem: (9) Black to play. https://gogameguru.com/



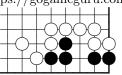
Problem: (11)
Black to play.
https://gogameguru.com/



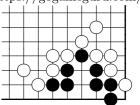
Problem: (13)
Black to play.
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Problem: (6)
Black to play.
https://gogameguru.com/



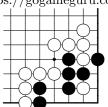
Problem: (8)
Black to play.
https://gogameguru.com/



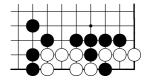
Problem: (10) Black to play. https://gogameguru.com/



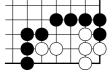
Problem: (12)
Black to play.
https://gogameguru.com/



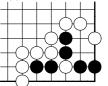
Problem: (14)
Black to play.
https://gogameguru.com/



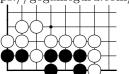
Problem: (15) Black to play. https://gogameguru.com/



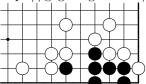
Problem: (17)
Black to play.
https://gogameguru.com/



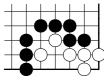
Problem: (19)
Black to play.
https://gogameguru.com/



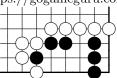
Problem: (21)
Black to play.
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Problem: (23)
Black to play.
https://gogameguru.com/



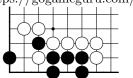
Problem: (16)
Black to play.
https://gogameguru.com/



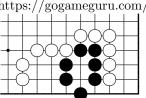
Problem: (18)
Black to play.
https://gogameguru.com/



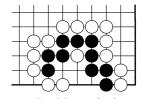
Problem: (20)
Black to play.
https://gogameguru.com/



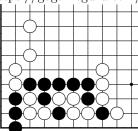
Problem: (22) Black to play. https://gogameguru.com/



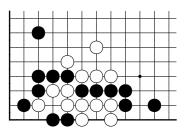
Problem: (24)
Black to play.
https://gogameguru.com/



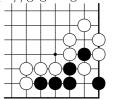
Problem: (25)
Black to play.
https://gogameguru.com/



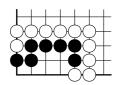
Problem: (27)
Black to play.
https://gogameguru.com/



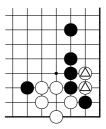
Problem: (29) Black to play. https://gogameguru.com/



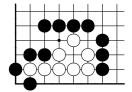
Problem: (31)
Black to play.
https://gogameguru.com/



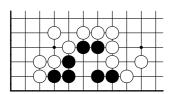
Problem: (26)
Black to play.
https://gogameguru.com/



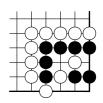
Problem: (28)
Black to play. Can you find a way to capture White's two stones?
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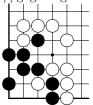
Problem: (30)
Black to play.
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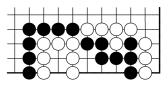
Problem: (32)
Black to play.
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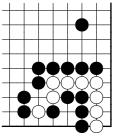
Problem: (33)
Black to play.
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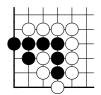
Problem: (35)
Black to play.
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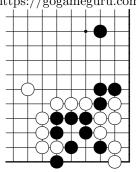
Problem: (37)
Black to play.
https://gogameguru.com/



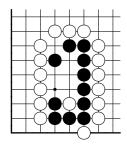
Problem: (34)
Black to play.
https://gogameguru.com/



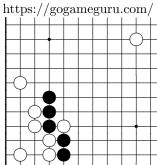
Problem: (36)
Black to play.
https://gogameguru.com/



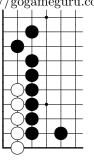
Problem: (38)
Black to play.
https://gogameguru.com/



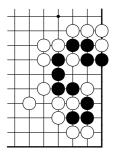
Problem: (39) Black to play.



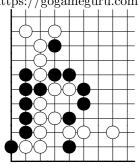
Problem: (41)
Black to play. Can you capture White's cutting stone at A?
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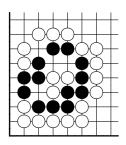
Problem: (43)
Black to play.
https://gogameguru.com/



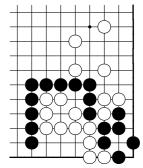
Problem: (40)
Black to play.
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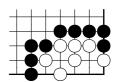
Problem: (42) Black to play. https://gogameguru.com/



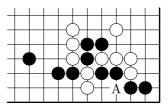
Problem: (44)
Black to play.
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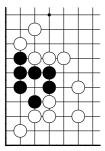
Problem: (45)
Black to play.
https://gogameguru.com/



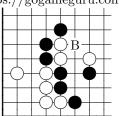
Problem: (47)
Black to play.
https://gogameguru.com/



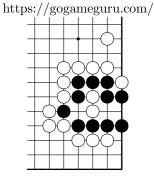
Problem: (49)
Black to play. How can Black prevent
White from capturing at A while also
winning the capturing race between B
and C?
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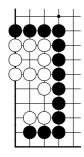
Problem: (46)
Black to play.
https://gogameguru.com/



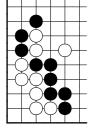
Problem: (48)
Black to play.
White A would have been better at B.
Why?



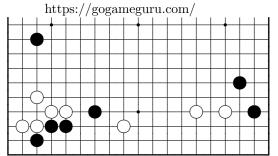
Problem: (50)
Black to play.
https://gogameguru.com/



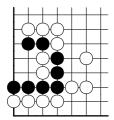
Problem: (51) Black to play.



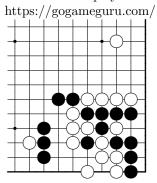
Problem: (52)
Black to play.
https://gogameguru.com/



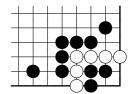
Problem: (53) Black to play.



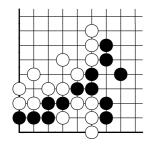
Problem: (54)
Black to play.
https://gogameguru.com/



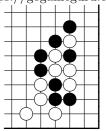
Problem: (55)
Black to play.
https://gogameguru.com/



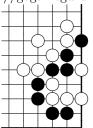
Problem: (56)
Black to play.
https://gogameguru.com/



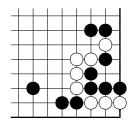
Problem: (57)
Black to play.
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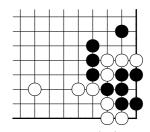
Problem: (59)
Black to play.
https://gogameguru.com/



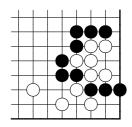
Problem: (61)
Black to play.
https://gogameguru.com/



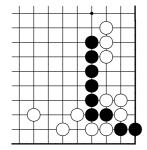
Problem: (58)
Black to play.
https://gogameguru.com/



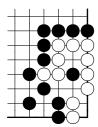
Problem: (60)
Black to play.
https://gogameguru.com/



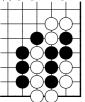
Problem: (62)
Black to play.
https://gogameguru.com/



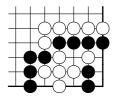
Problem: (63)
Black to play.
https://gogameguru.com/



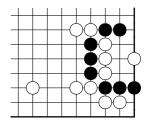
Problem: (65) Black to play. https://gogameguru.com/



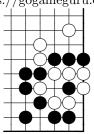
Problem: (67)
Black to play.
https://gogameguru.com/



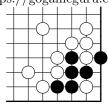
Problem: (69)
Black to play.
https://gogameguru.com/



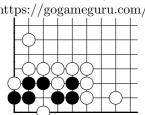
Problem: (64)
Black to play.
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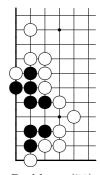
Problem: (66) Black to play. https://gogameguru.com/



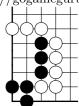
Problem: (68)
Black to play.
https://gogameguru.com/



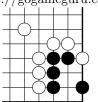
Problem: (70)
Black to play.
https://gogameguru.com/



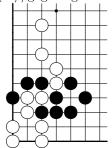
Problem: (71)
Black to play.
https://gogameguru.com/



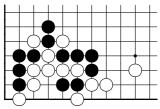
Problem: (73)
Black to play.
https://gogameguru.com/



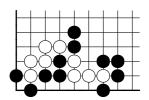
Problem: (75)
Black to play.
https://gogameguru.com/



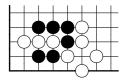
Problem: (77)
Black to play.
https://gogameguru.com/



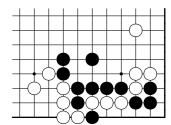
Problem: (72)
Black to play.
https://gogameguru.com/



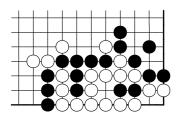
Problem: (74)
Black to play.
https://gogameguru.com/



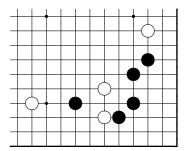
Problem: (76)
Black to play.
https://gogameguru.com/



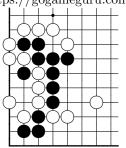
Problem: (78)
Black to play.
https://gogameguru.com/



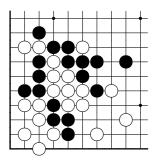
Problem: (79)
Black to play.
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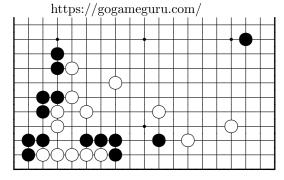
Problem: (81)
Black to play.
How can Black connect his all stones?
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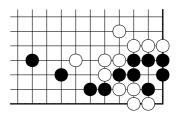
Problem: (83)
Black to play.
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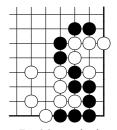
Problem: (80) Black to play.



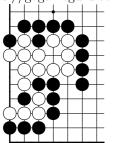
Problem: (82) Black to play. https://gogameguru.com/



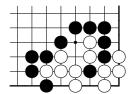
Problem: (84)
Black to play.
https://gogameguru.com/



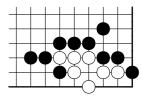
Problem: (85)
Black to play.
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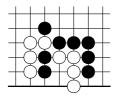
Problem: (87)
Black to play.
https://gogameguru.com/



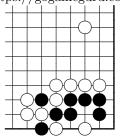
Problem: (89)
Black to play.
https://gogameguru.com/



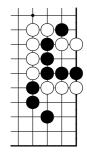
Problem: (86)
Black to play.
https://gogameguru.com/



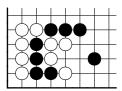
Problem: (88)
Black to play.
https://gogameguru.com/



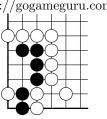
Problem: (90)
Black to play.
https://gogameguru.com/



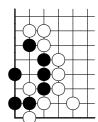
Problem: (91)
Black to play.
https://gogameguru.com/



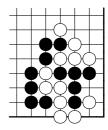
Problem: (93)
Black to play.
https://gogameguru.com/



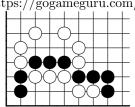
Problem: (95) Black to play. https://gogameguru.com/



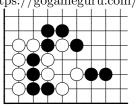
Problem: (97)
Black to play.
https://gogameguru.com/



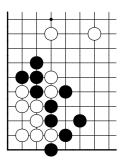
Problem: (92)
Black to play.
https://gogameguru.com/



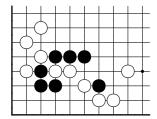
Problem: (94)
Black to play.
https://gogameguru.com/



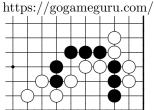
Problem: (96)



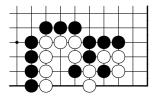
Problem: (98)
Black to play.
https://gogameguru.com/



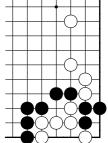
Problem: (99)
Black to play.
How can Black capture the cutting stones?



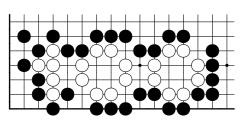
Problem: (101)
Black to play.
https://gogameguru.com/



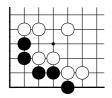
Problem: (103) Black to play. https://gogameguru.com/



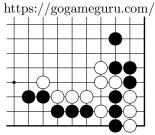
Problem: (105)
Black to play.
https://gogameguru.com/



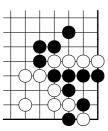
Problem: (100)
Black to play.
https://gogameguru.com/



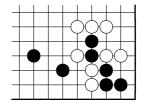
Problem: (102)
Black to play.
https://gogameguru.com/

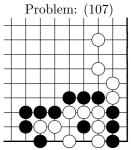


Problem: (104) Black to play. https://gogameguru.com/

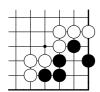


Problem: (106)

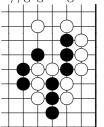




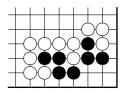
Problem: (109)



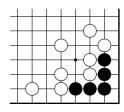
Problem: (111)
Black to play.
https://gogameguru.com/



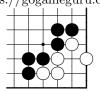
Problem: (113)
Black to play.
https://gogameguru.com/



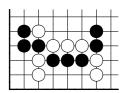
Problem: (108)



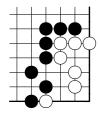
Problem: (110) Black to play. https://gogameguru.com/



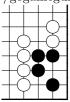
Problem: (112)
Black to play.
https://gogameguru.com/



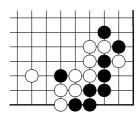
Problem: (114)



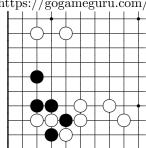
Problem: (115) Black to play. https://gogameguru.com/



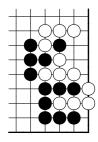
Problem: (117)
Black to play.
https://gogameguru.com/



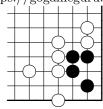
Problem: (119) Black to play. https://gogameguru.com/



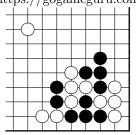
Problem: (121) Black to play. https://gogameguru.com/



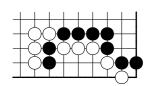
Problem: (116)
Black to play.
https://gogameguru.com/



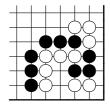
Problem: (118)
Black to play.
https://gogameguru.com/



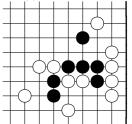
Problem: (120)
Black to play.
https://gogameguru.com/



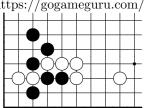
Problem: (122)
Black to play.
https://gogameguru.com/



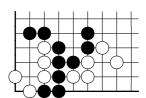
Problem: (123)
Black to play.
https://gogameguru.com/



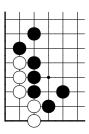
Problem: (125)
Black to play.
https://gogameguru.com/



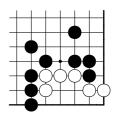
Problem: (127)
Black to play.
https://gogameguru.com/



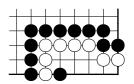
Problem: (129) Black to play. https://gogameguru.com/



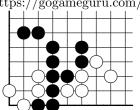
Problem: (124)
Black to play.
https://gogameguru.com/



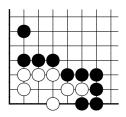
Problem: (126)
Black to play.
https://gogameguru.com/



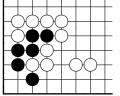
Problem: (128)
Black to play.
https://gogameguru.com/



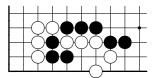
Problem: (130)
Black to play.
https://gogameguru.com/



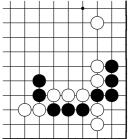
Problem: (131)
Black to play.
https://gogameguru.com/



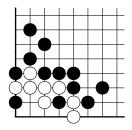
Problem: (133)
Black to play.
https://gogameguru.com/



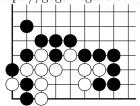
Problem: (135)
Black to play.
https://gogameguru.com/



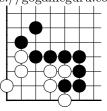
Problem: (137)
Black to play.
https://gogameguru.com/



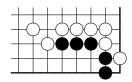
Problem: (132)
Black to play.
https://gogameguru.com/



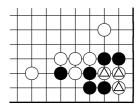
Problem: (134)
Black to play.
https://gogameguru.com/



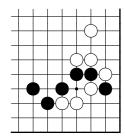
Problem: (136)
Black to play.
https://gogameguru.com/



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

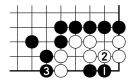


Problem: (139)
Black to play.
https://gogameguru.com/

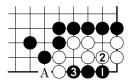


Problem: (140)
Black to play.
https://gogameguru.com/

Part II Answers!

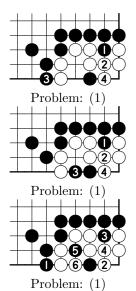


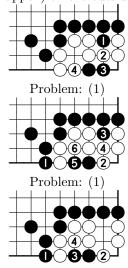
Problem: (1) Correct

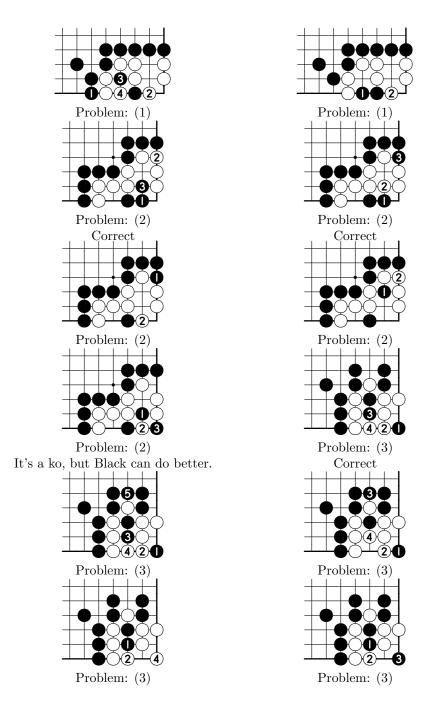


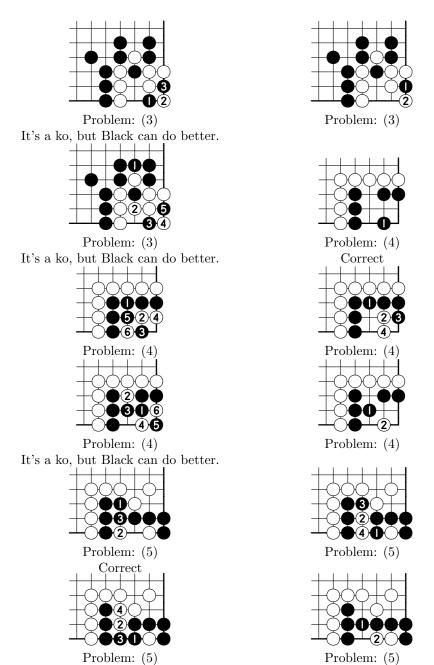
Problem: (1)

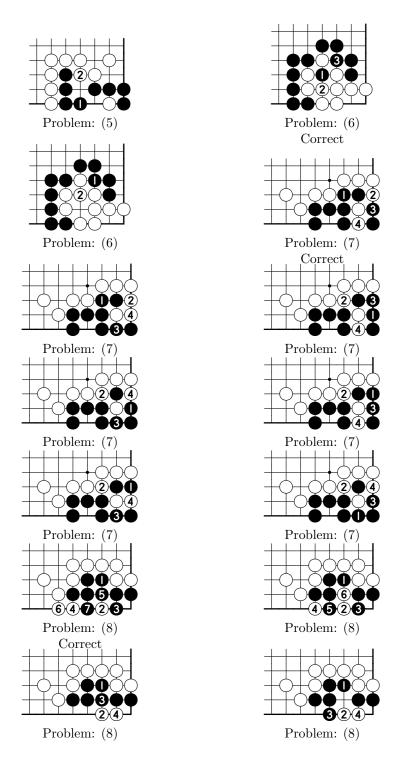
Also correct. Playing this move at A is usually better style because it leaves less bad aji (potential for bad things to happen) on the outside.

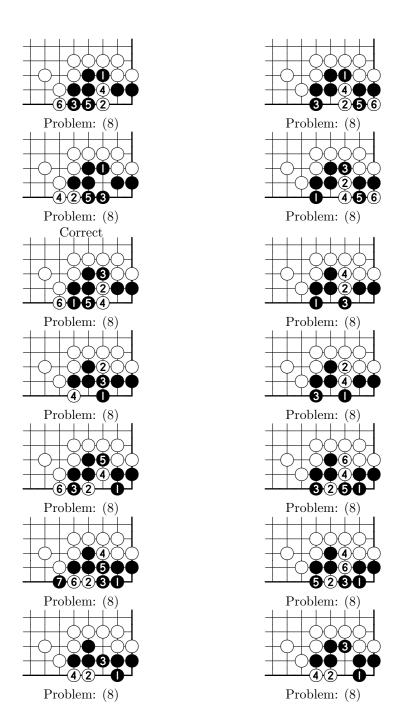


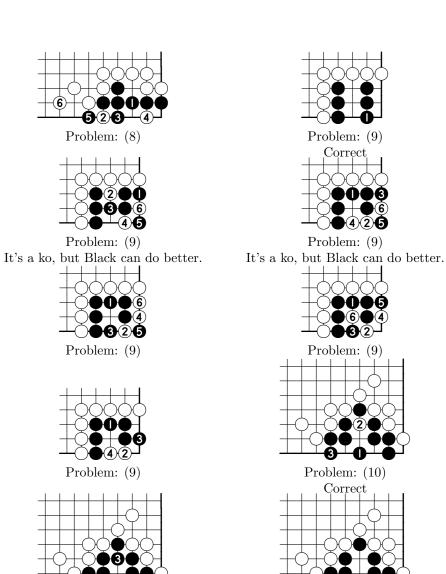








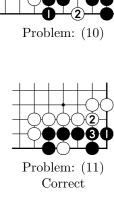




Problem: (10)

Correct

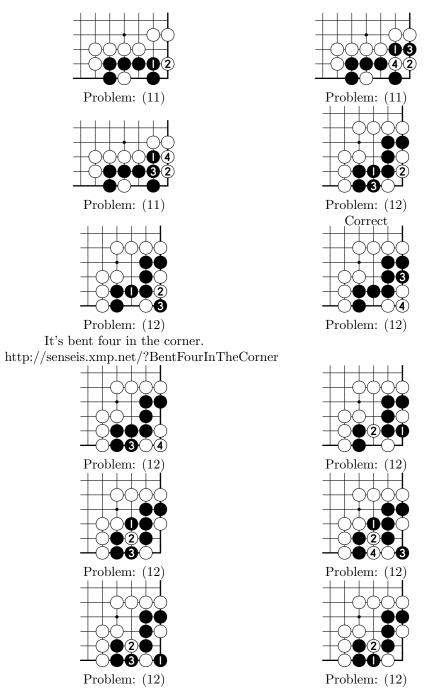
Problem: (10)

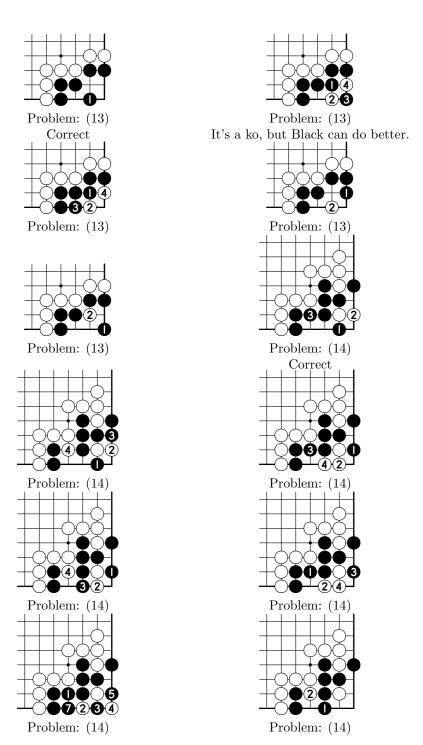


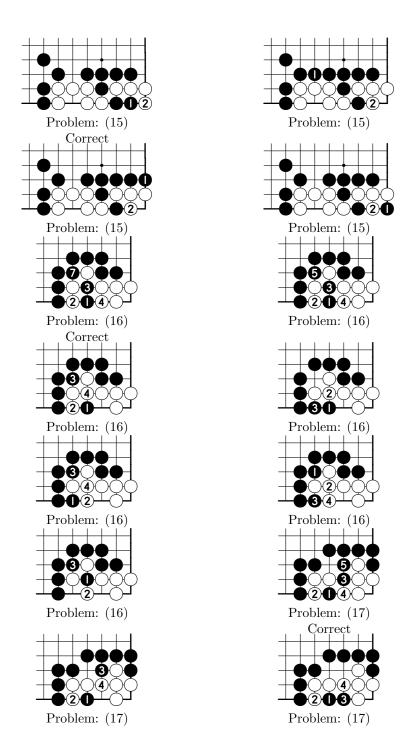
Correct

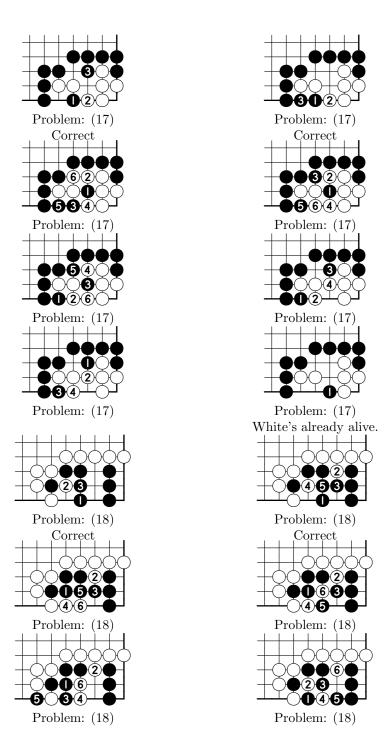
Problem: (9)

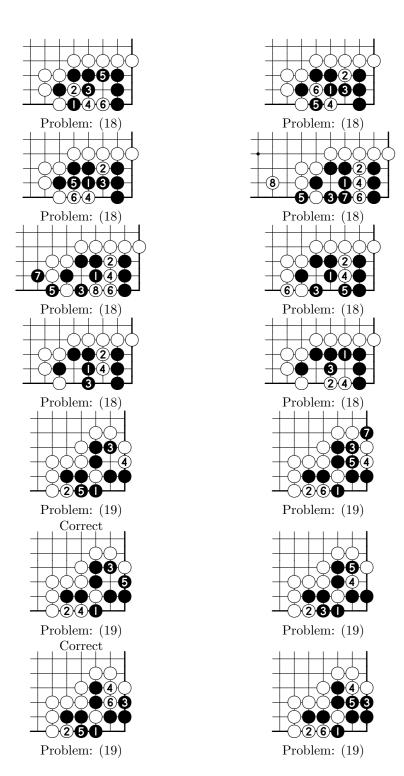
Correct

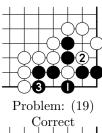


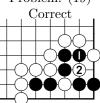


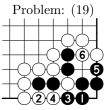


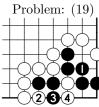


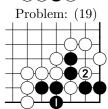








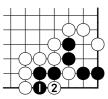




Problem: (19)



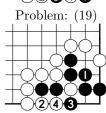
Problem: (20) Correct

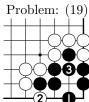


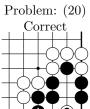
Problem: (19)



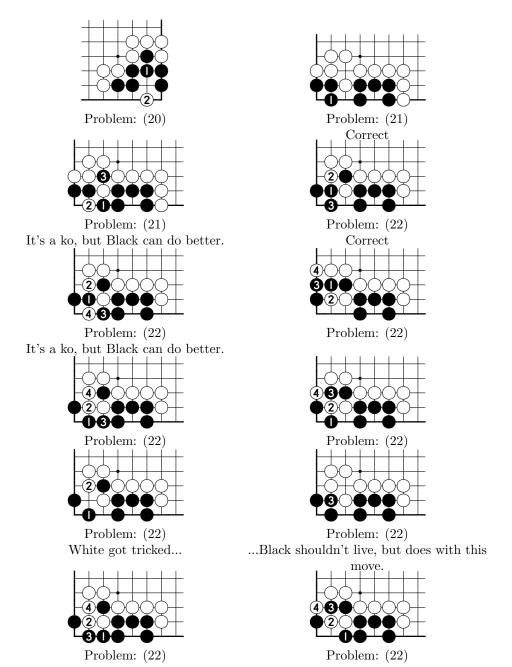
Problem: (19)

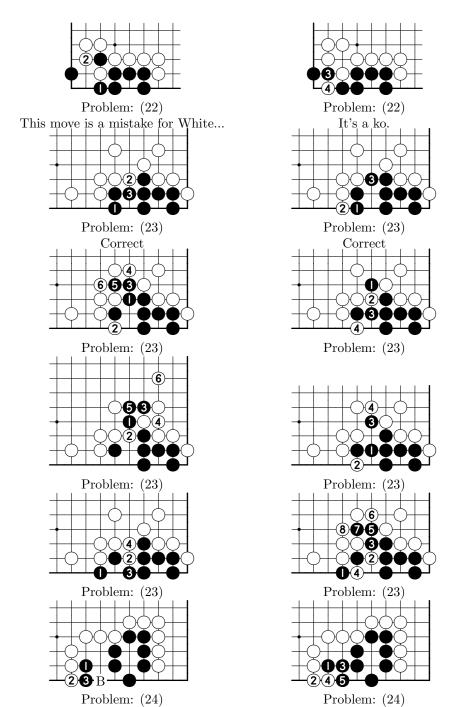




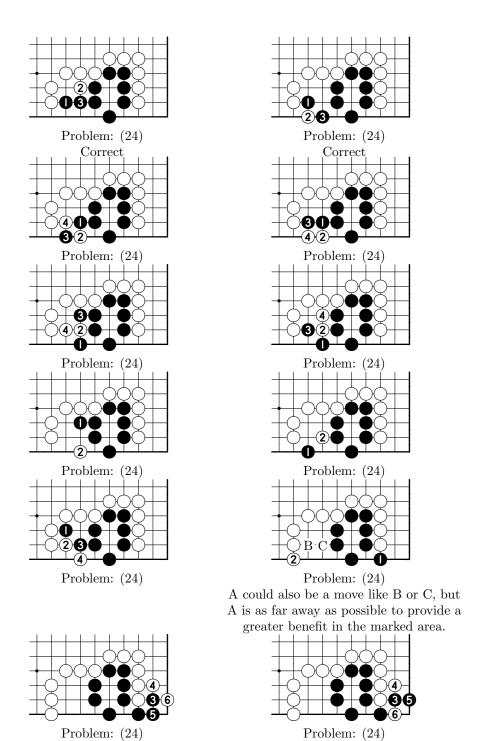


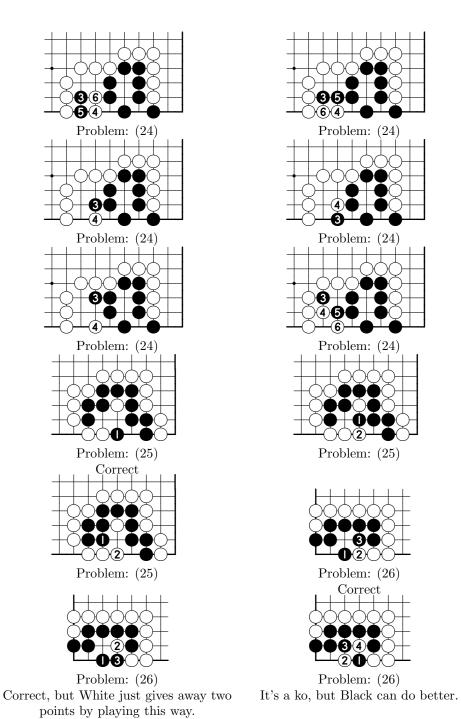
Problem: (20)

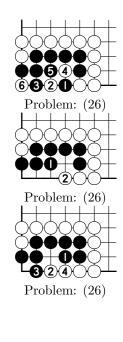


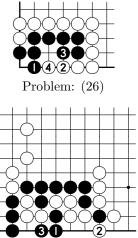


Correct, if Black ignores A, White can Correct, Black could also play A at B to play at B. live with one more point.

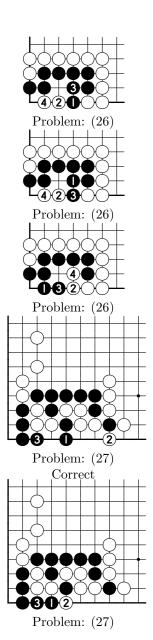


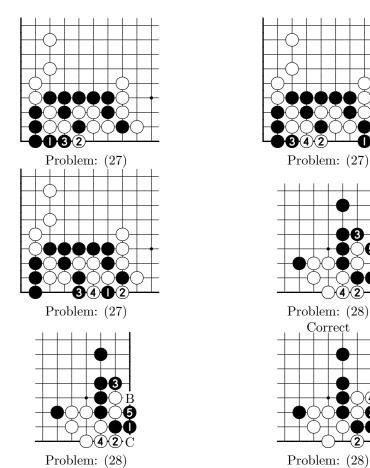




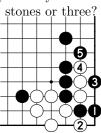




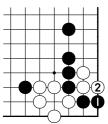




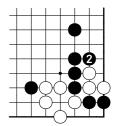
Also correct. Playing A at B is better style though because White might play C as a ko threat later. If you ignore the ko threat, would you rather lose two



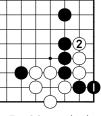
Problem: (28) Correct



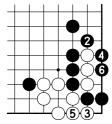
Problem: (28) White can't play here either...



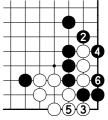
Problem: (28) Correct



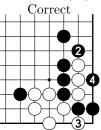
Problem: (28) White can't get more liberties, so this doesn't change anything...



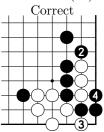
Problem: (28)



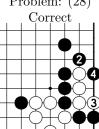
Problem: (28)



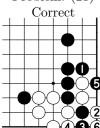
Problem: (28)



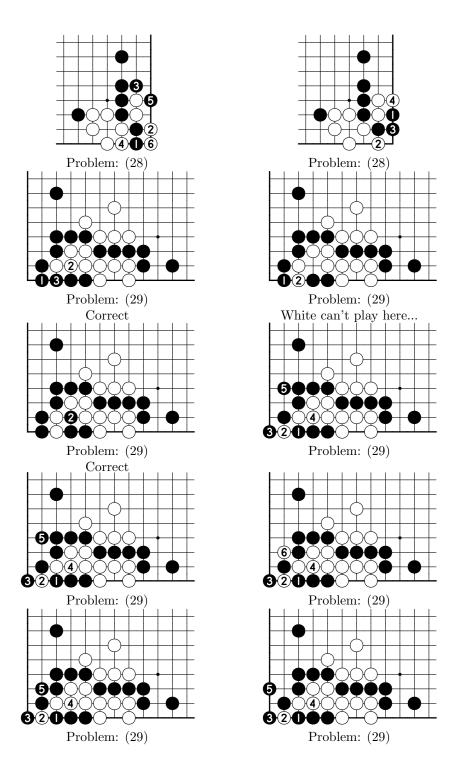
Problem: (28)

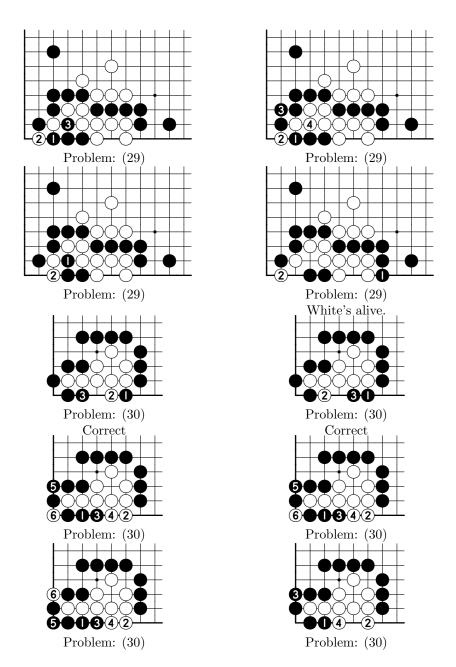


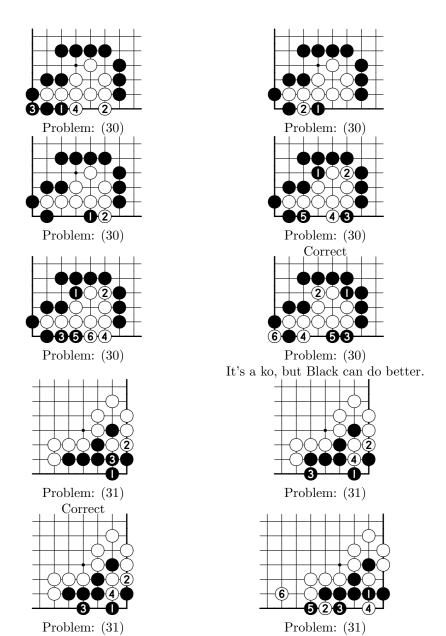
Problem: (28) Correct

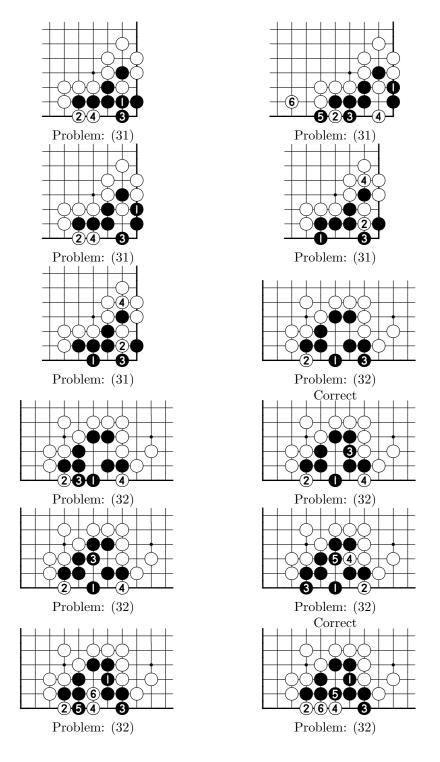


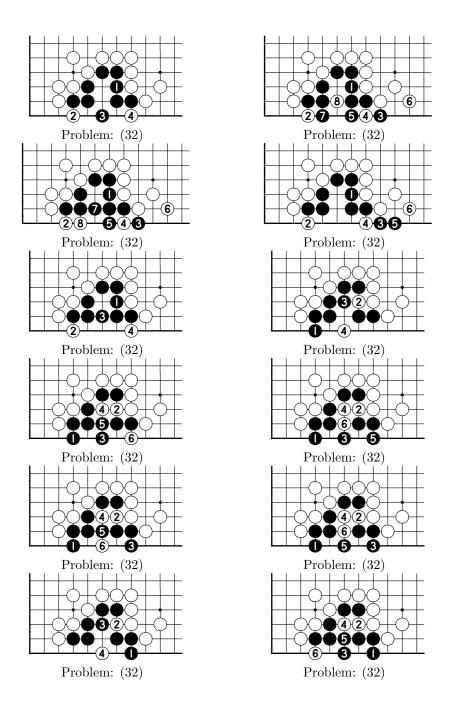
Problem: (28)

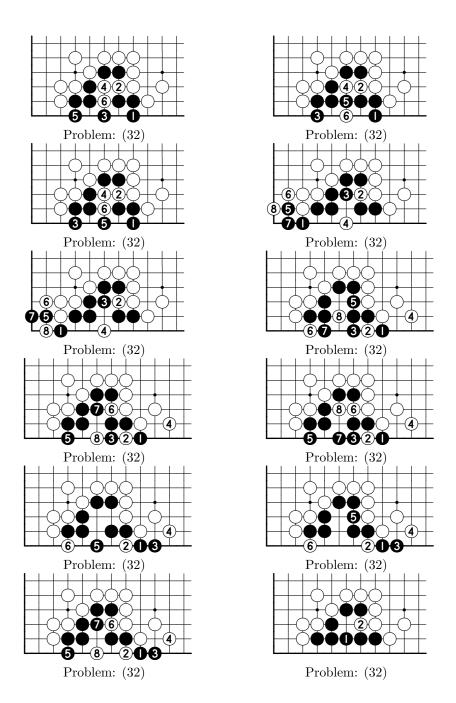


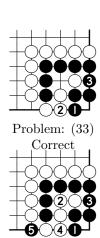








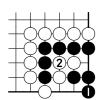




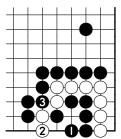
Problem: (33)



Problem: (33)



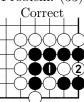
Problem: (33)



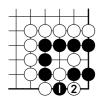
Problem: (34) Correct



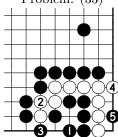
Problem: (33)



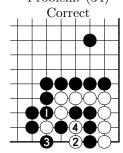
Problem: (33)



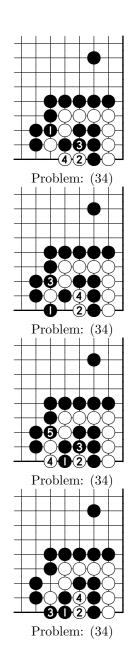
Problem: (33)

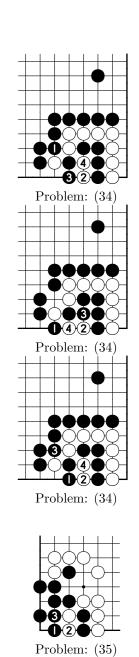


Problem: (34)

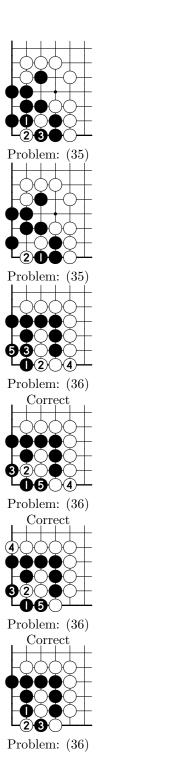


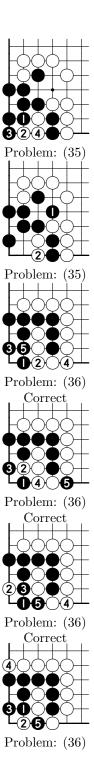
Problem: (34)

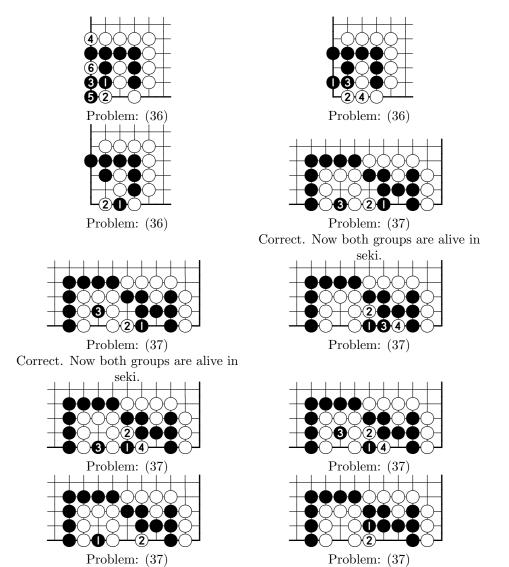


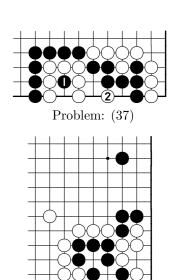


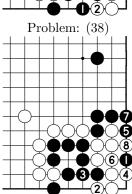
Correct



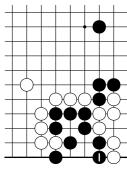


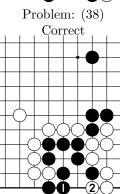


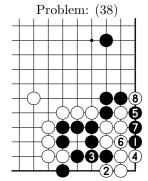




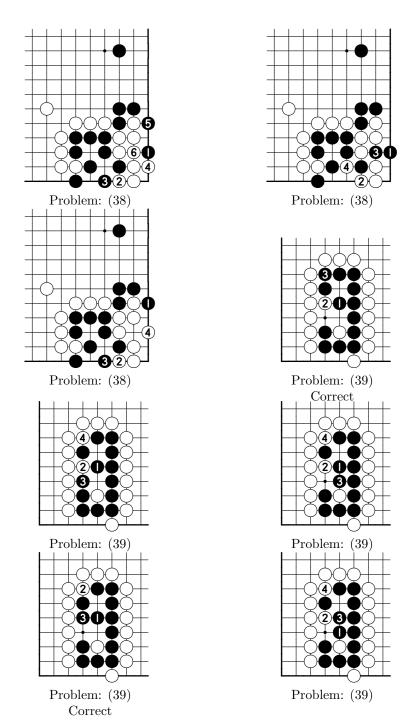
Problem: (38)

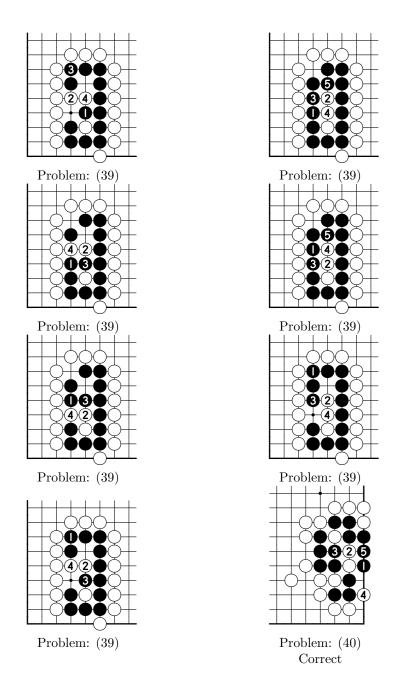


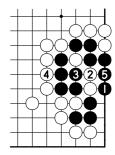




Problem: (38)







Problem: (40)

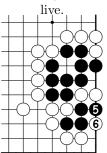
Correct

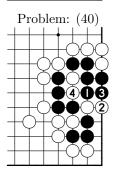
400

Correct

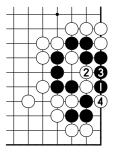
C

Problem: (40) After White 4 here, there's no way to

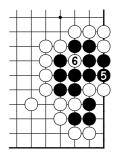




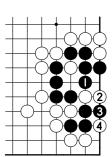
Problem: (40)



Problem: (40)

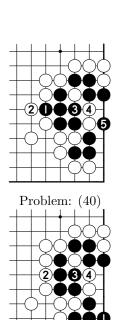


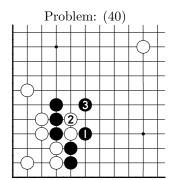
Problem: (40)

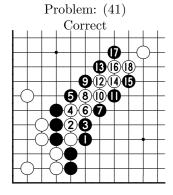


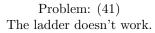
Problem: (40)

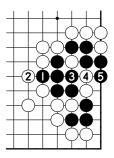
Problem: (40)

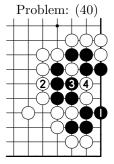


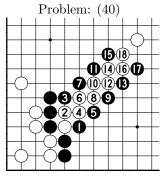


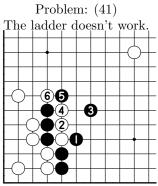


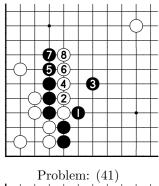


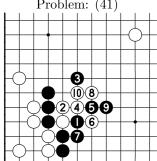


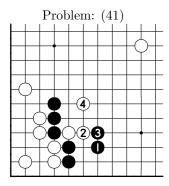




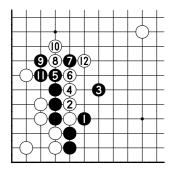


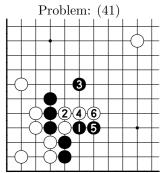


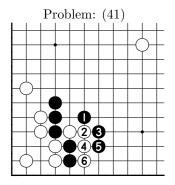




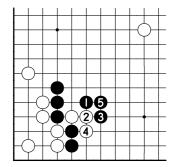
Problem: (41) White's escaping.

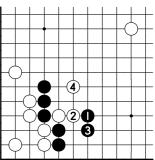






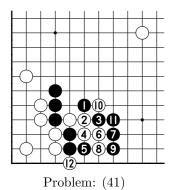
Problem: (41) Black can do better.

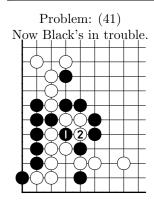




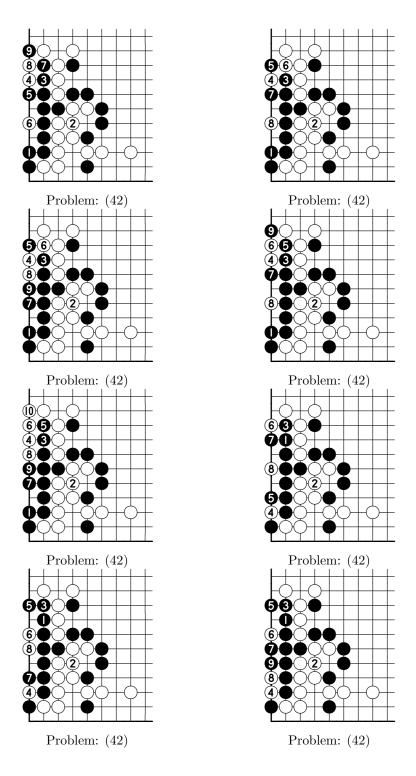
Problem: (41)

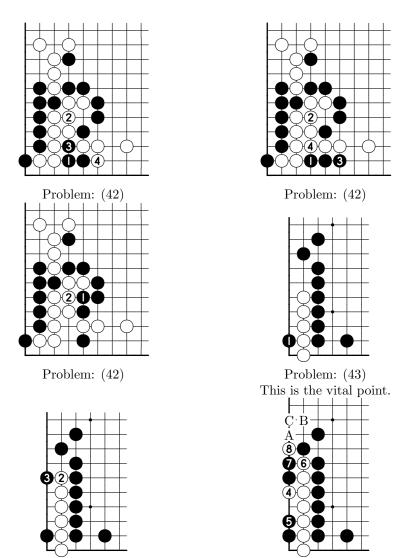






Problem: (42) Correct

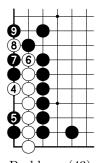




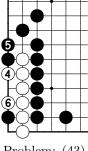
Problem: (43) Good move, this makes White's eyespace Correct. If White plays A, Black can just play B (or atari at C in some situations). White can't make two eyes.

Problem: (43)

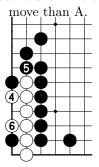
as small as possible.



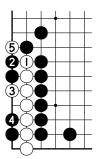
Problem: (43) Black almost had it. There's a better



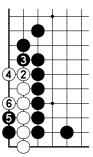
Problem: (43)



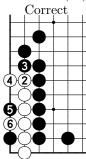
Problem: (43)



Problem: (43)



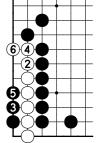
Problem: (43)



Problem: (43)

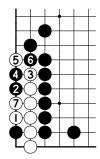


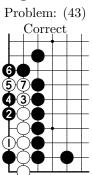
Problem: (43)



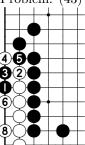
Problem: (43)

White's already alive in seki.

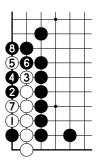




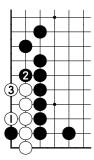
Problem: (43)



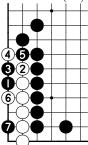
Problem: (43)



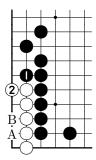
Problem: (43)



Problem: (43)

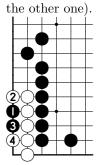


Problem: (43)

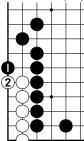


Problem: (43)

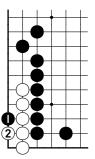
White's four in a row eyespace is alive because White A and B are miai (that means if Black takes one, White can take



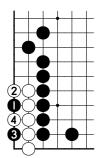
Problem: (43)



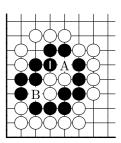
Problem: (43)



Problem: (43)

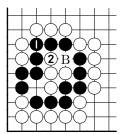


Problem: (43)



Problem: (44)

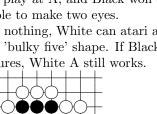
Correct. Now Black's alive in seki. If White tries to play A or B, Black can capture and make two eyes.



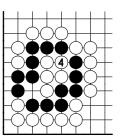
Problem: (44)

The shape of White's four stones is called a 'bulky four'. If Black captures White's four stones, White will immediately play at A, and Black won't be able to make two eyes.

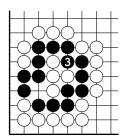
If Black does nothing, White can atari at B, making a 'bulky five' shape. If Black then captures, White A still works.



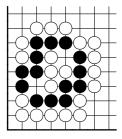
Problem: (44) Black can't make two eyes.



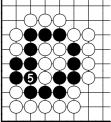
Problem: (44) Atari...



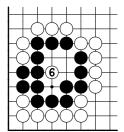
Problem: (44) Even if White passes...



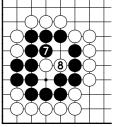
Problem: (44) Black passes. Black's already dead, but for the sake of demonstration...



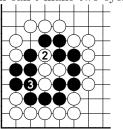
Problem: (44) Capture...



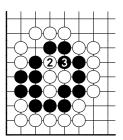
Problem: (44)
White plays on the vital point.



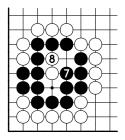
Problem: (44) Black can't make two eyes.



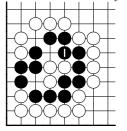
Problem: (44)



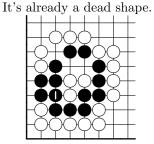
Problem: (44)



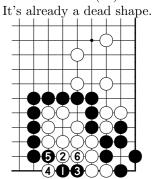
Problem: (44) Black can't make two eyes.



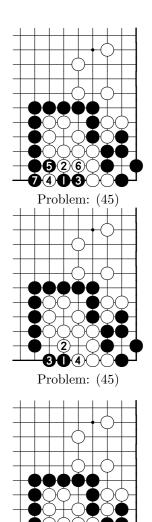
Problem: (44)



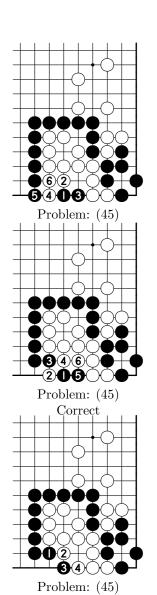
Problem: (44)

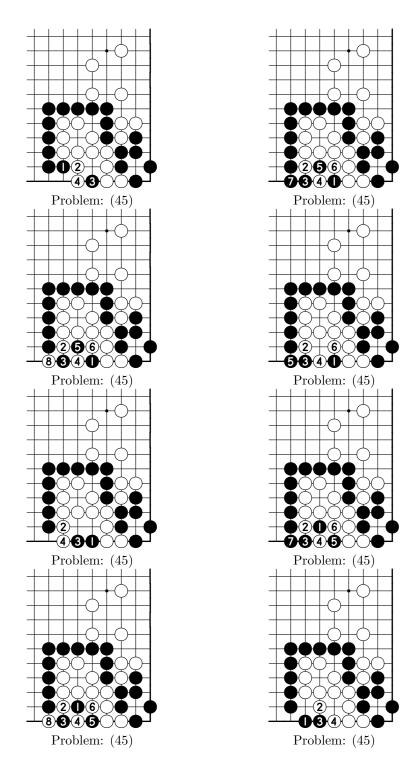


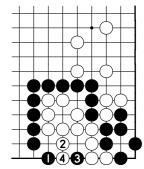
Problem: (45) Correct



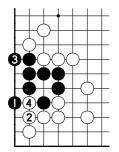
Problem: (45) Correct



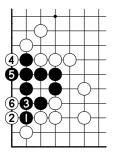




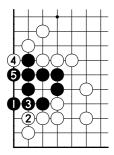
Problem: (45)



Problem: (46)



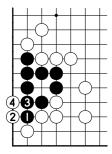
Problem: (46)



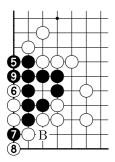
Problem: (46)
Correct

Problem: (46)
It's a ko, but Black can do better.

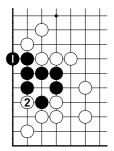
Problem: (46)



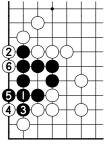
Problem: (46) Black should be captured now, but this White move is a mistake...



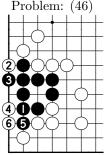
Problem: (46) A and B are miai for Black (if White defends against one, Black plays the other), so Black lives.



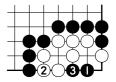
Problem: (46)



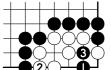
Problem: (46)



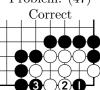
Problem: (46)



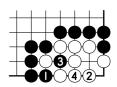
Problem: (47)



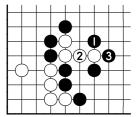
Problem: (47) Correct



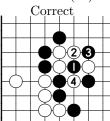
Problem: (47) Correct



Problem: (47)



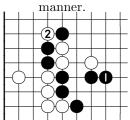
Problem: (48)



Problem: (48)

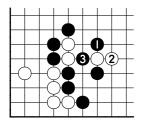
This is a mess. Black has a move that settles things in a simple and clean



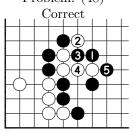


Problem: (48)

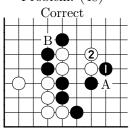
Black's missed a great opportunity. White can even cut here now.



Problem: (48)

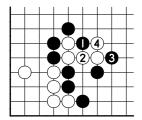


Problem: (48)

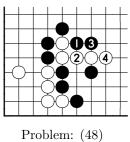


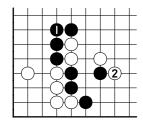
Problem: (48)

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

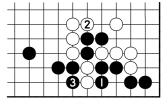


Problem: (48)

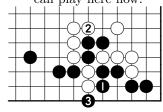




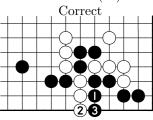
Problem: (48) Black defended the left side, but White can play here now.



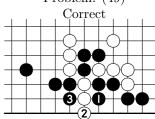
Problem: (49)



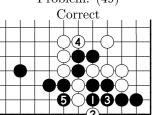
Problem: (49)



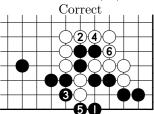
Problem: (49)



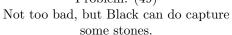
Problem: (49)

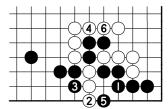


Problem: (49) Correct

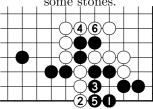


Problem: (49)

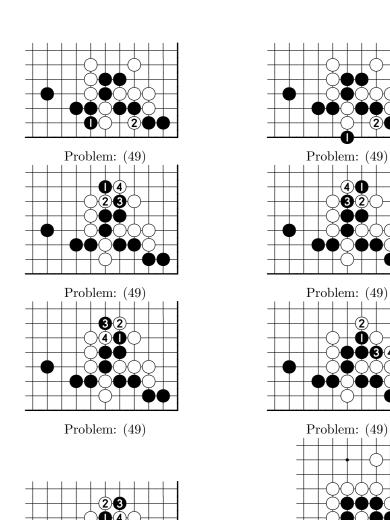




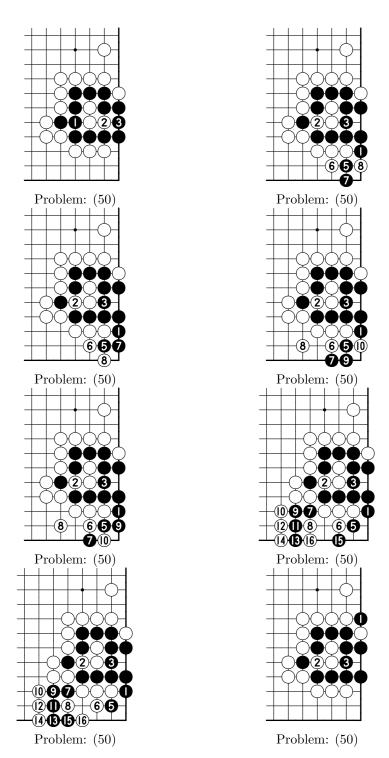
Problem: (49)

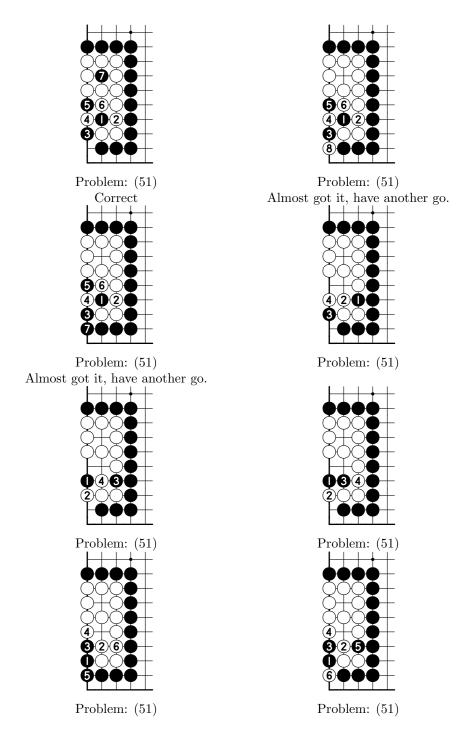


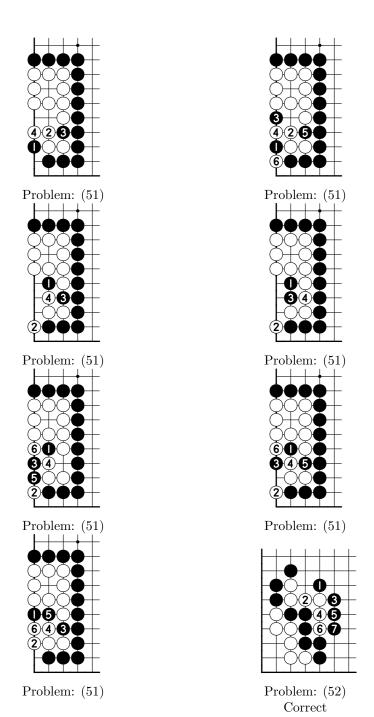
Problem: (49)

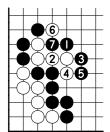


Problem: (49)

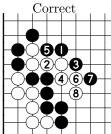






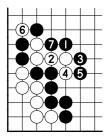


Problem: (52)

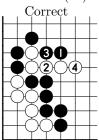


Problem: (52)

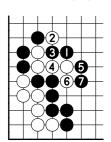
Next if Black cuts at A, White can atari at B and capture two stones. If Black plays C instead, White can keep fighting at D, or just connect at A. Black had a way to capture the cutting stones instead.



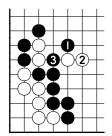
Problem: (52)



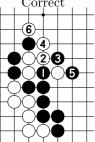
Problem: (52)



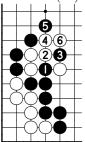
Problem: (52) Correct



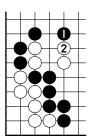
Problem: (52)
Correct



Problem: (52)

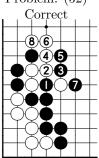


Problem: (52)

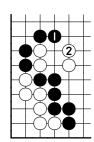


Problem: (52)

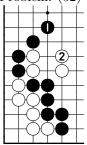
Problem: (52)



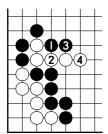
Problem: (52)



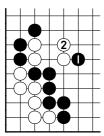
Problem: (52)



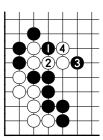
Problem: (52)



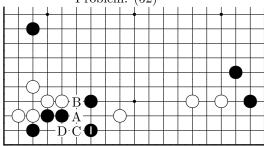
Problem: (52)



Problem: (52)



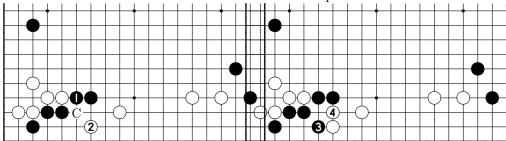
Problem: (52)



Problem: (53)

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.

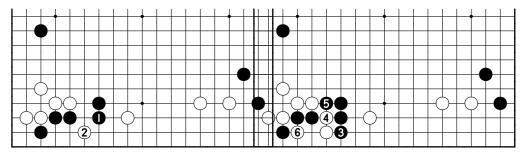


Problem: (53)

Problem: (53)

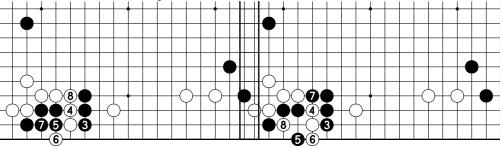
White plays on the vital point and If the game continues like this, Black Black's group becomes weak. Notice the doesn't have much room to make eyes, so relationship between A and B - the point the whole group may be in trouble later. at C can only ever become a false eye

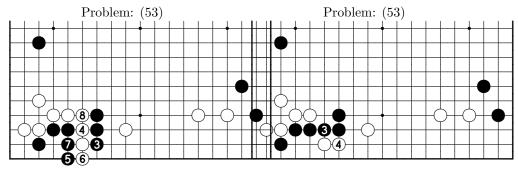
now.



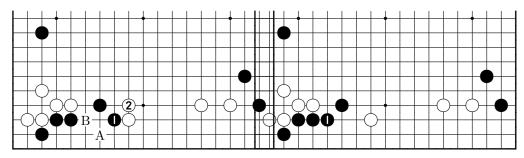
Problem: (53) Problem: (53)

Later on there's still a vital point here...





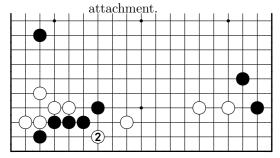
Problem: (53) Problem: (53)



Problem: (53)

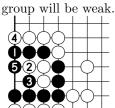
Making this exchange helps White. In addition, Black still has weaknesses at A and B, so Black hasn't developed a good shape and still has to play another move here. In some situations White might choose to play at A or B immediately after Black kicks with the diagonal

Problem: (53)
This move is uninspired.

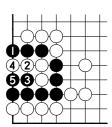


Problem: (53)

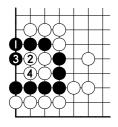
Later on White can play here and Black doesn't have much eyespace, so the



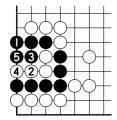
Problem: (54) Correct



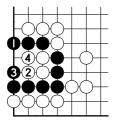
Problem: (54) Correct

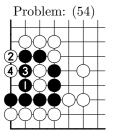


Problem: (54)

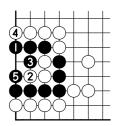


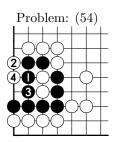
Problem: (54) Correct

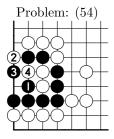




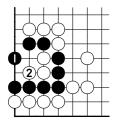
Problem: (54)



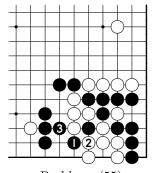




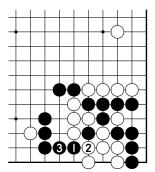
Problem: (54)



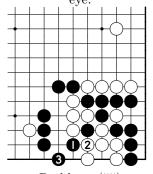
Problem: (54)



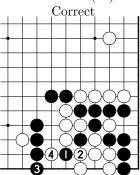
Problem: (55) Correct. White has one eye and one false



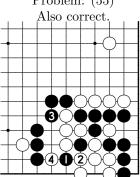
Problem: (55) Correct



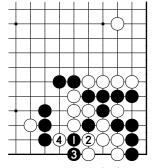
Problem: (55)



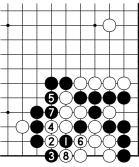
Problem: (55)



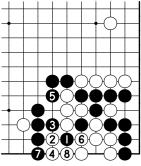
Problem: (55)



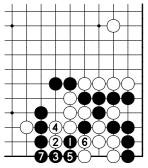
Problem: (55)



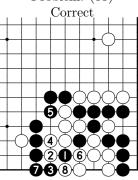
Problem: (55)



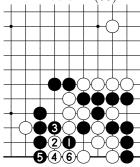
Problem: (55)



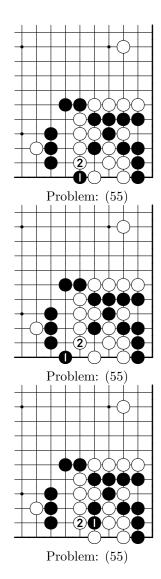
Problem: (55)

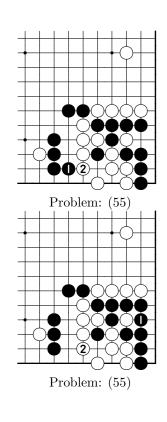


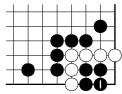
Problem: (55)



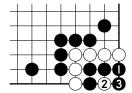
Problem: (55)





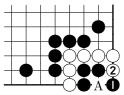


Problem: (56)
Correct. Now, even if White captures the four stones, it won't be possible to make two eyes.



Problem: (56) White's alive.

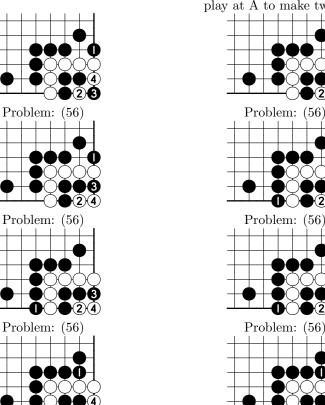
Problem: (56)

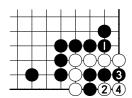


Problem: (56)

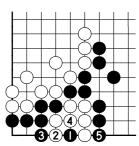
Black can't connect at A. If he could, he wouldn't have any liberties and his stones would be captured. After that, it would be Whites turn and White could play at A to make two eyes.

Problem: (56)



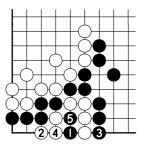


Problem: (56)



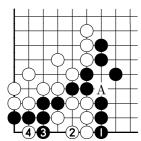
Problem: (57)

Correct. Black wins the capturing race.



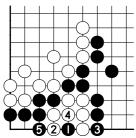
Problem: (57)

Correct. Black captures the cutting stones.



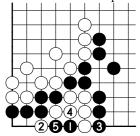
Problem: (57)

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



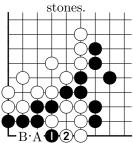
Problem: (57)

Correct. Black wins the capturing race.



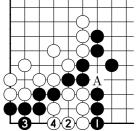
Problem: (57)

Correct. Black captures the cutting



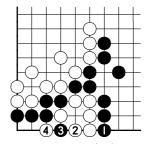
Problem: (57)

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.

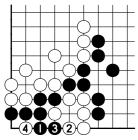


Problem: (57)

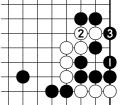
This is a seki, and Black has to worry about the weakness at A now.

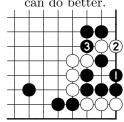


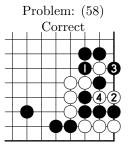
Problem: (57) Black doesn't have enough liberties to make a ko, so Black dies.

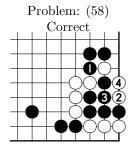


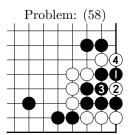
Problem: (57) Now Black has to fight a ko, but Black can do better.

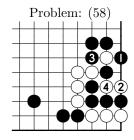






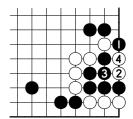


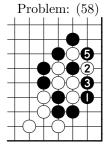


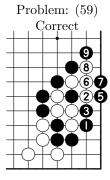


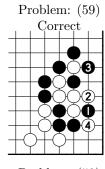
Problem: (58)

Problem: (58)

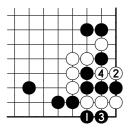


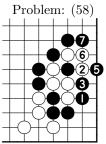




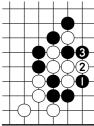


Problem: (59)

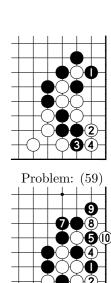


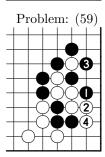


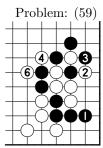
Problem: (59) Correct



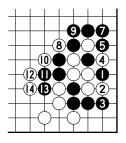
Problem: (59)



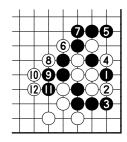


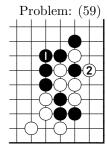


Problem: (59)

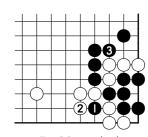


Problem: (59)

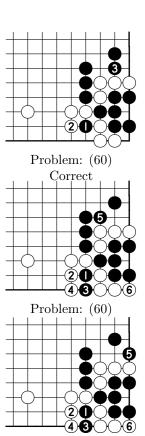


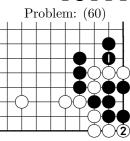


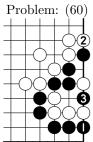
Problem: (59)



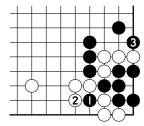
Problem: (60) Correct

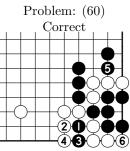


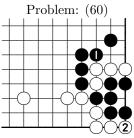


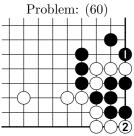


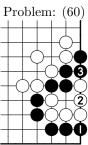
Problem: (61) Correct



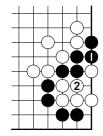




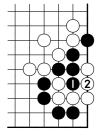




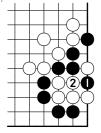
Problem: (61) Correct



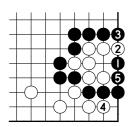
Problem: (61) It's a ko, but Black can do better.



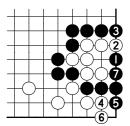
Problem: (61)



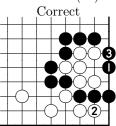
Problem: (61)



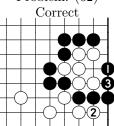
Problem: (62)



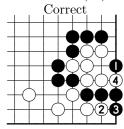
Problem: (62)



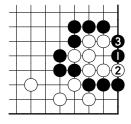
Problem: (62)

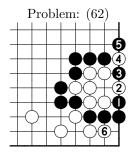


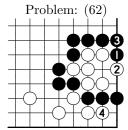
Problem: (62) Correct

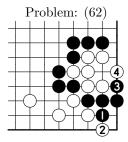


Problem: (62)

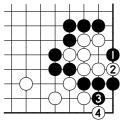




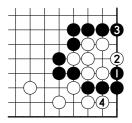


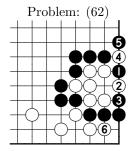


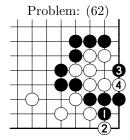
Problem: (62)

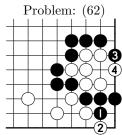


Problem: (62)

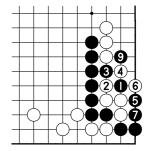


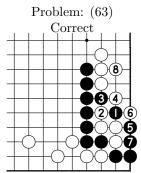


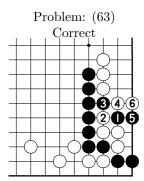


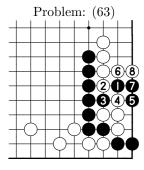


Problem: (62)

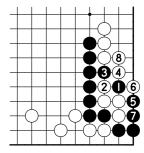


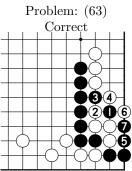


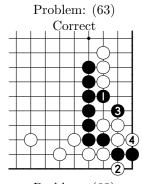


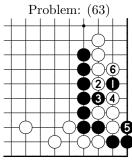


Problem: (63)

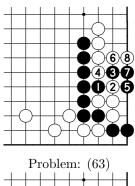


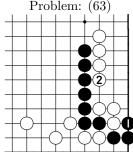


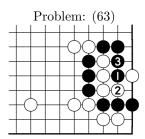


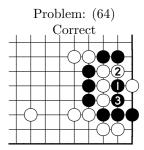


Problem: (63)

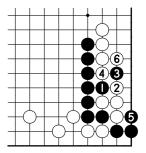


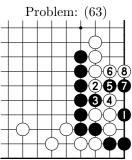


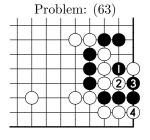


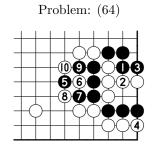


Problem: (64) Correct

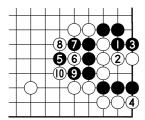


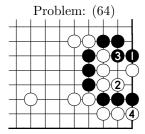


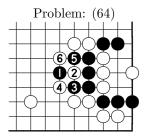




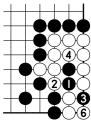
Problem: (64)



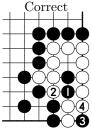




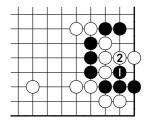
Problem: (64)



Problem: (65)



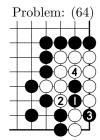
Problem: (65)



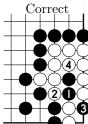
Problem: (64)

430

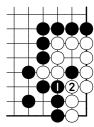
650



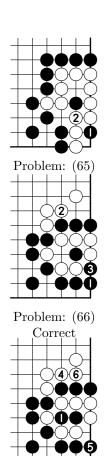
Problem: (65)



Problem: (65)

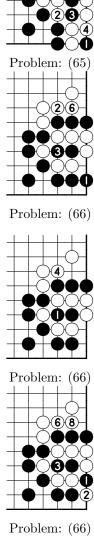


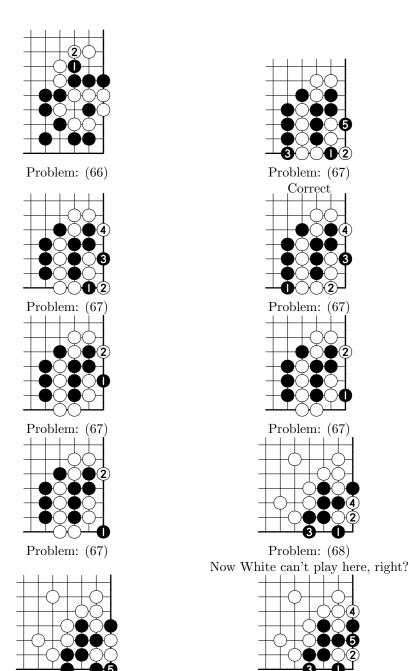
Problem: (65)



Problem: (66)

Problem: (66)



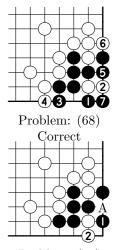


Problem: (68)

Correct

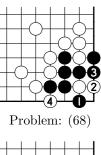
Problem: (68)

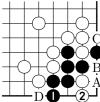
Correct



Problem: (68)

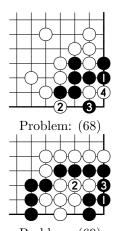
Black can't make two eyes now. A is a false eye because it's not connected to the rest of the group with a Black stone at B.





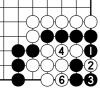
Problem: (68)

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

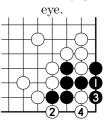


Problem: (69)

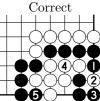
Correct. Black wins the capturing race.



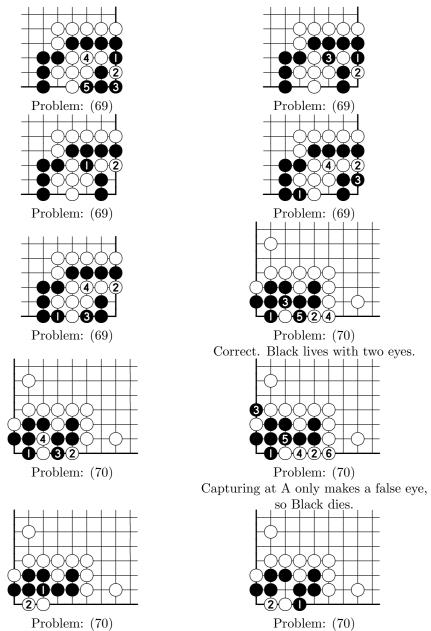
Problem: (69)



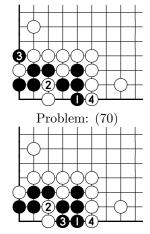
Problem: (69)



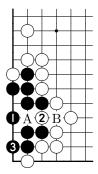
Problem: (69)



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

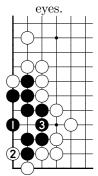


Problem: (70)

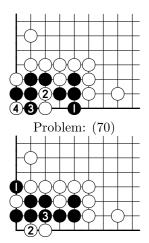


Problem: (71)

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

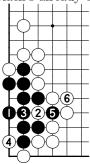


Problem: (71) Correct

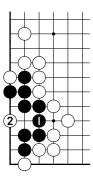


Problem: (70)

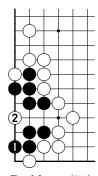
Capturing at A only makes a false eye, so Black's already died.



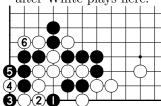
Problem: (71)



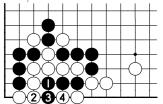
Problem: (71) Black can't make two eyes now.



Problem: (71) This is the vital point. Black will die after White plays here.



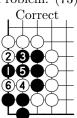
Problem: (72) It's a ko, but Black can do better.



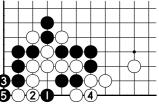
Problem: (72)



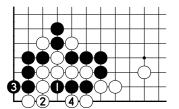
Problem: (73)



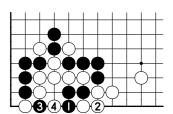
Problem: (73)



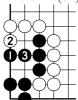
Problem: (72) Correct



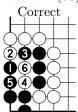
Problem: (72)



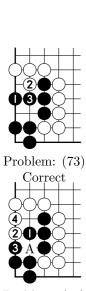
Problem: (72)



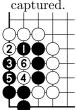
Problem: (73)



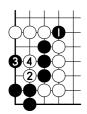
Problem: (73)



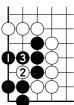
Problem: (73)
A is a false eye, so Black's group will be captured.



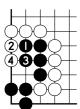
Problem: (73)



Problem: (73)

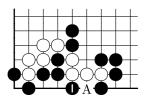


Problem: (73)

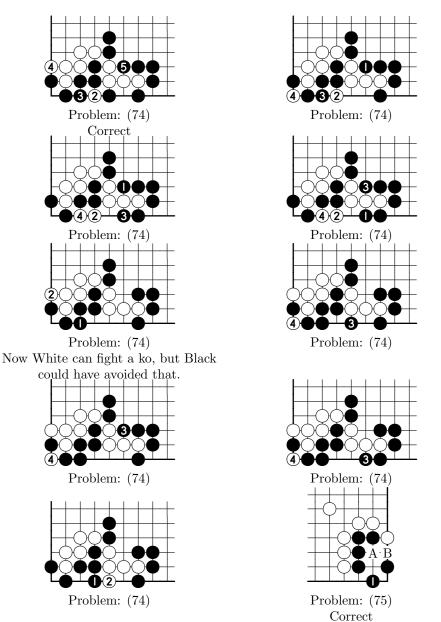


Problem: (73)

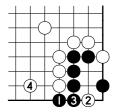
White can capture Black's stones now, so the cutting stone Black played loses its value.



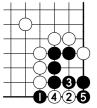
Problem: (74) Correct. White can't cut at A because she'll atari herself.



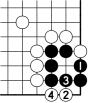
A and B are miai for Black now.



Problem: (75)



Problem: (75)

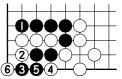


Problem: (75)

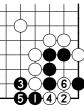


Problem: (75)

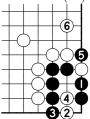




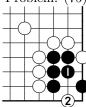
Problem: (76)



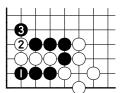
Problem: (75)



Problem: (75)



Problem: (75)

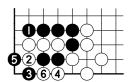


Problem: (76)

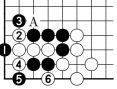
Correct. White only has two liberties and all of Black's groups have more than that. No matter what White does next,

Black çan atari.

Problem: (76)

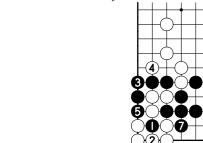


Problem: (76)

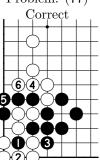


Problem: (76)

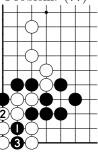
This variation is even worse for Black than the previous one because White's stones are safe and Black still has to worry about White cutting at A.



Problem: (77)

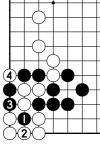


Problem: (77)



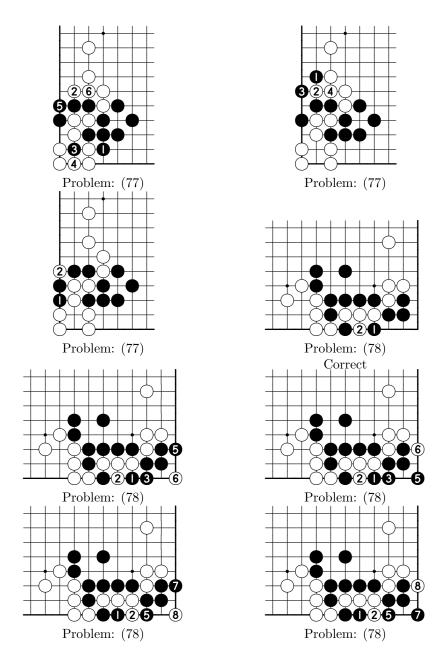
Problem: (77) Correct

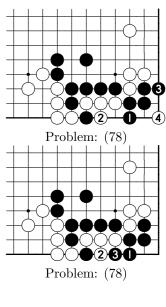




Problem: (77)

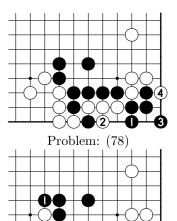
Problem: (77)



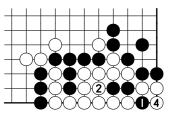


Problem: (78)
White will play here and now Black's corner stones are captured.

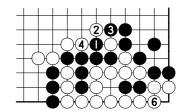
Problem: (79) Correct



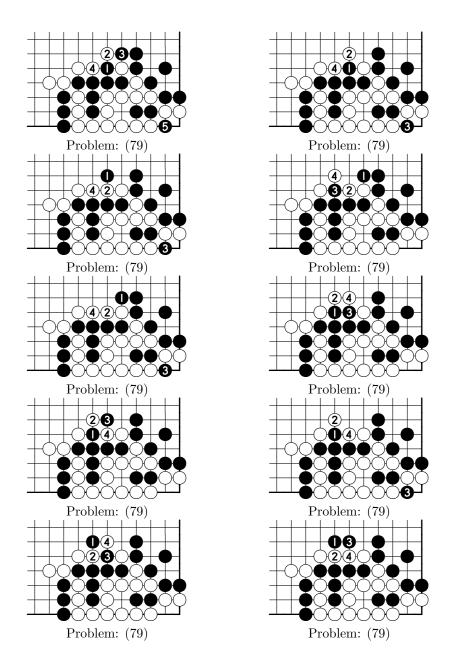
Problem: (78)
Turning like this is often a good move, but in this case,

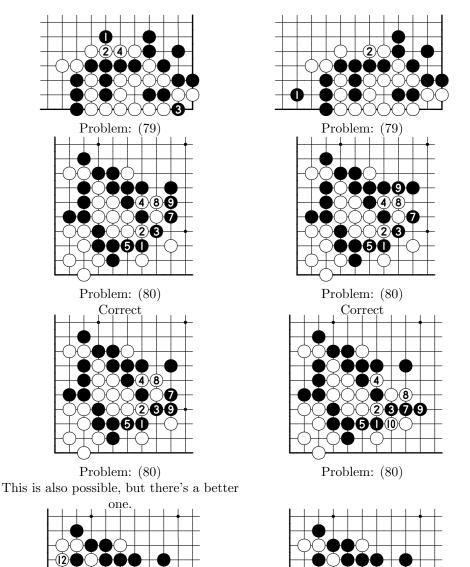


Problem: (79) Correct



Problem: (79)

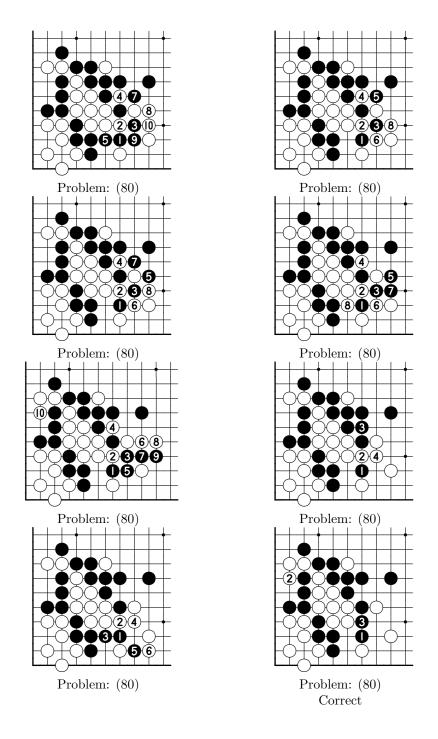


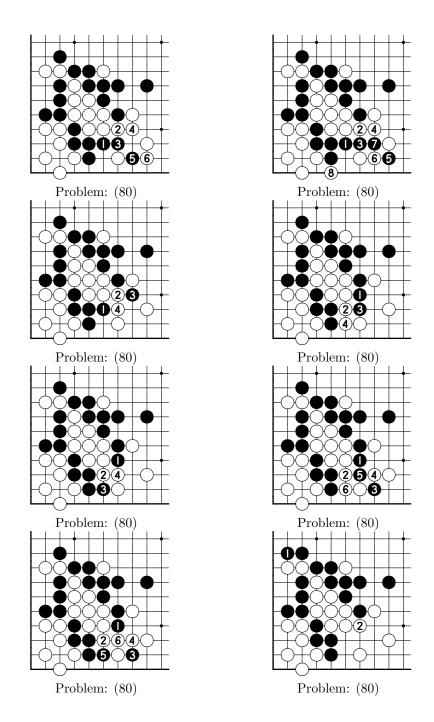


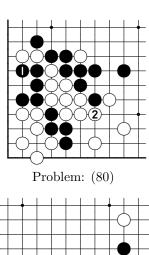
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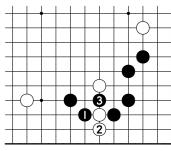
Problem: (80)

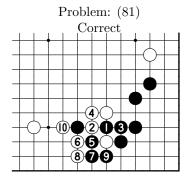
Problem: (80)

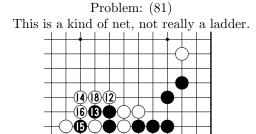


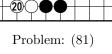


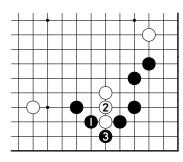


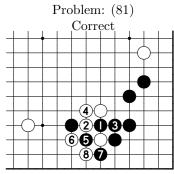


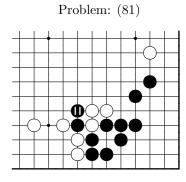


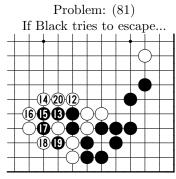


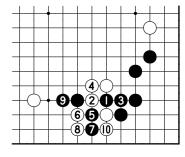




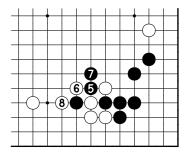








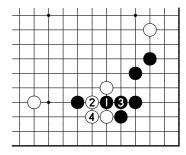
Problem: (81)



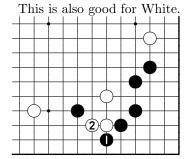
Problem: (81)

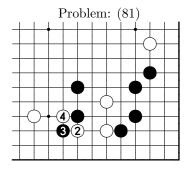
Problem: (81)

Black can attack on a large scale too.



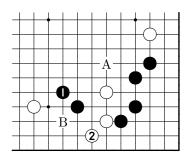
Problem: (81)

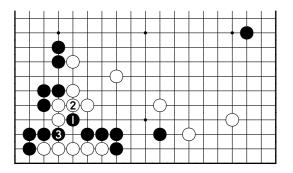


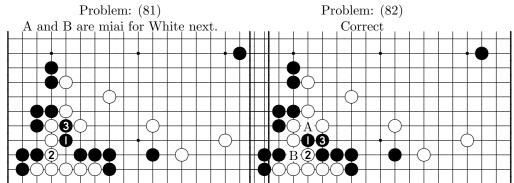


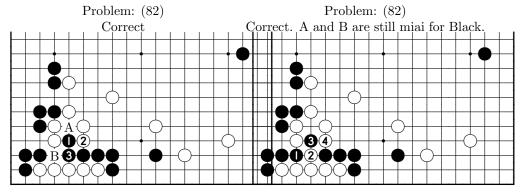
Problem: (81)

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



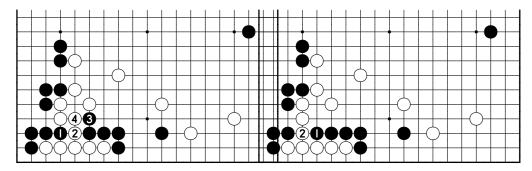


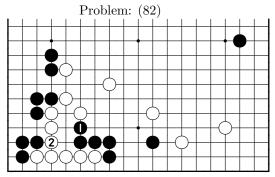


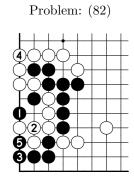


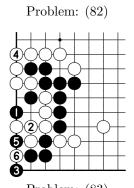
Problem: (82) Problem: (82)

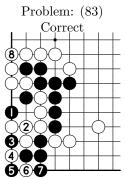
Correct. A and B are still miai for Black.

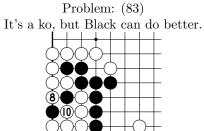




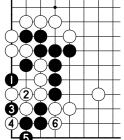






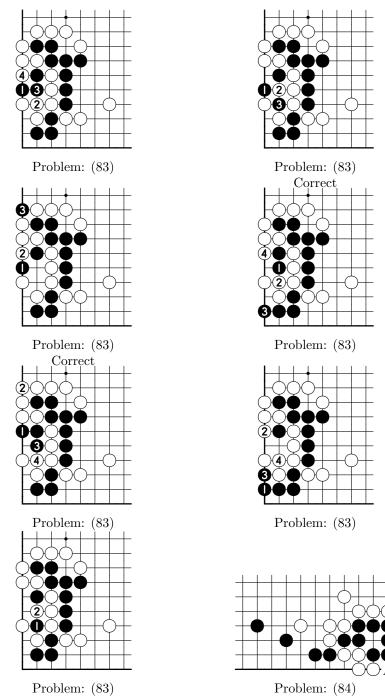


Problem: (83) White doesn't need to fight a ko.

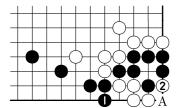


Problem: (83)

Problem: (83)

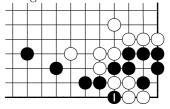


Problem: (84)
Correct. Now White doesn't have enough liberties to atari at A.

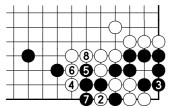


Problem: (84)

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

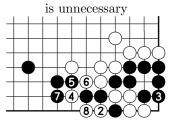


Problem: (84) This move helps White.

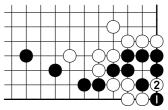


Problem: (84)

Black still has a ko, but playing like this

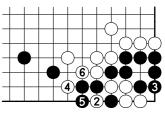


Problem: (84)



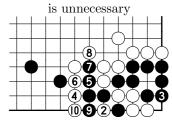
Problem: (84)

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

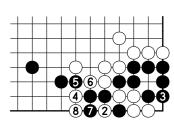


Problem: (84)

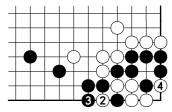
Black still has a ko, but playing like this



Problem: (84)

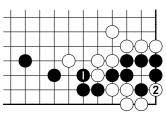


Problem: (84)



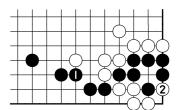
Problem: (84)

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



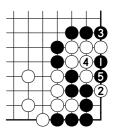
Problem: (84)

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



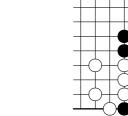
Problem: (84)

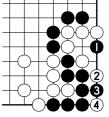
It's a ko fight, but Black can do better.



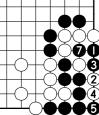
Problem: (85)

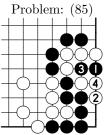
Correct





Problem: (85)

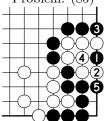




Problem: (85)

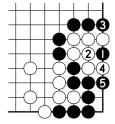
Problem: (85)

Problem: (85)

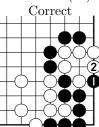


Problem: (85)

Correct

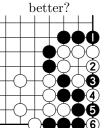


Problem: (85)

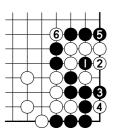


Problem: (85)

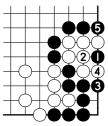
White can resist with a ko. Can you do



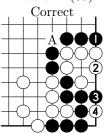
Problem: (85)



Problem: (85)

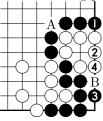


Problem: (85)



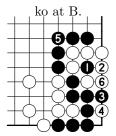
Problem: (85)

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

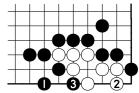


Problem: (85)

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

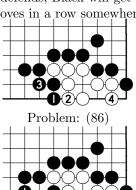


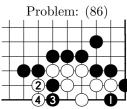
Problem: (85)

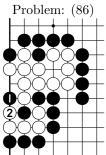


Problem: (86)

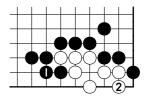
Correct. Black doesn't have to start this sort of ko immediately. It might be better to leave it as a time bomb. If White defends, Black will get to play two moves in a row somewhere else.



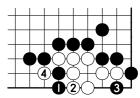


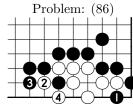


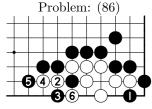
Problem: (87) Correct

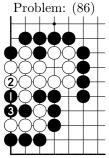


Problem: (86)

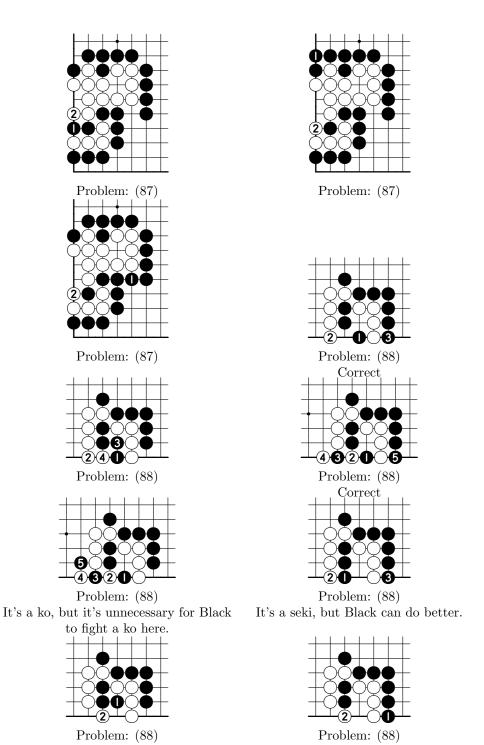


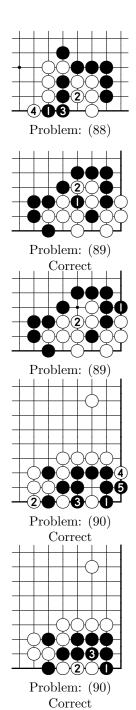


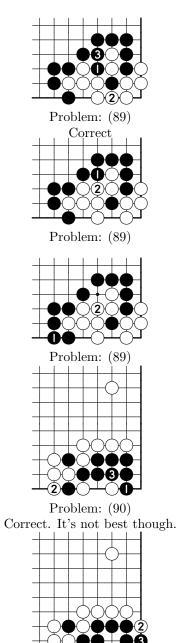


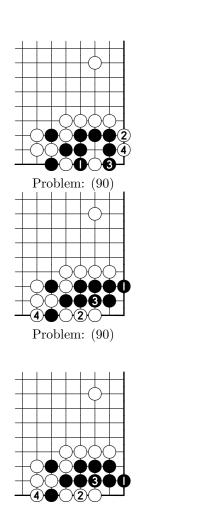


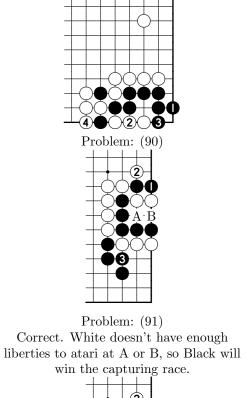
Problem: (87) Correct



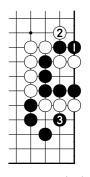






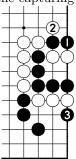


Problem: (90)

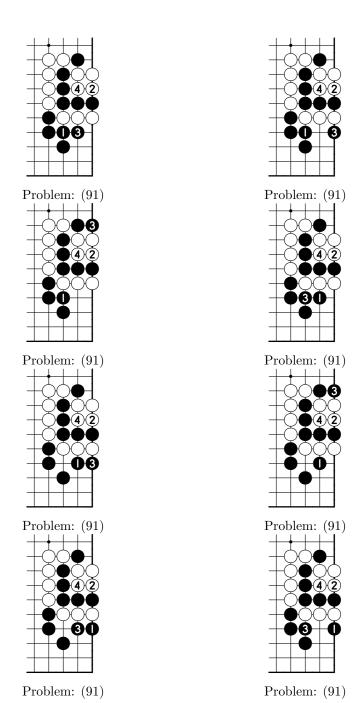


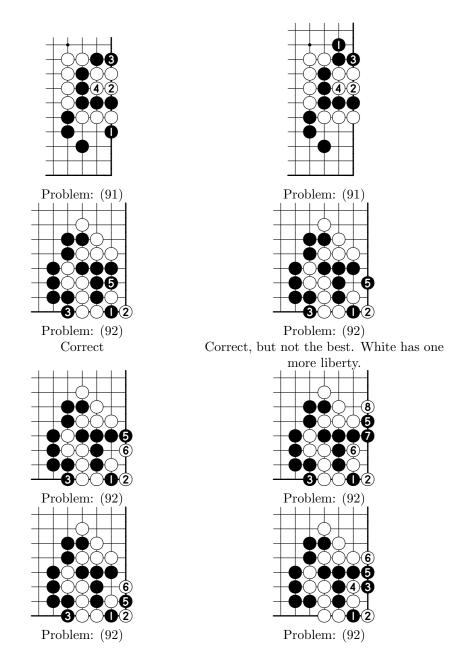
Problem: (90)

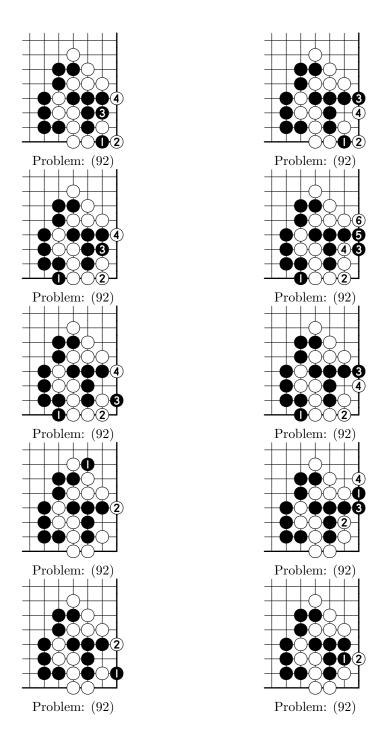
Problem: (91) Correct

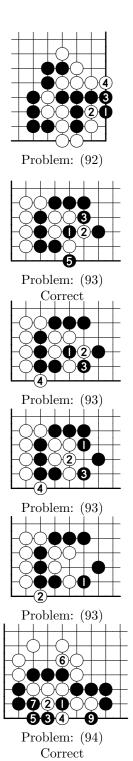


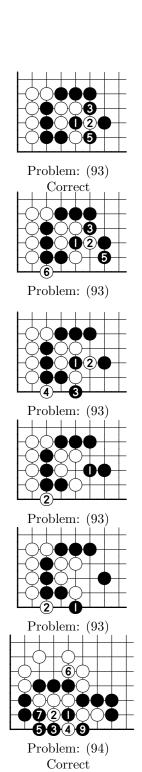
Problem: (91) Correct

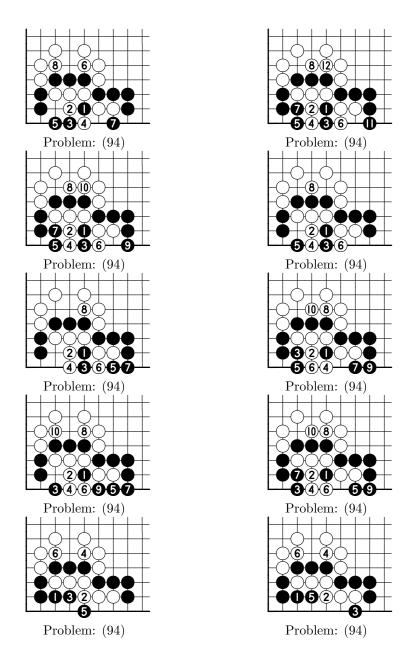


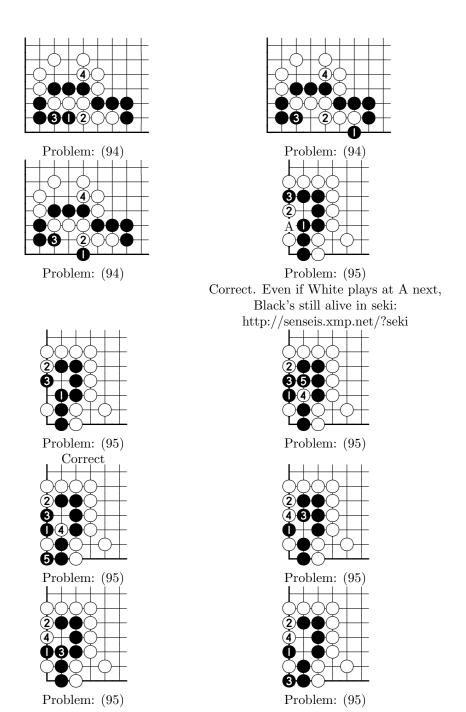


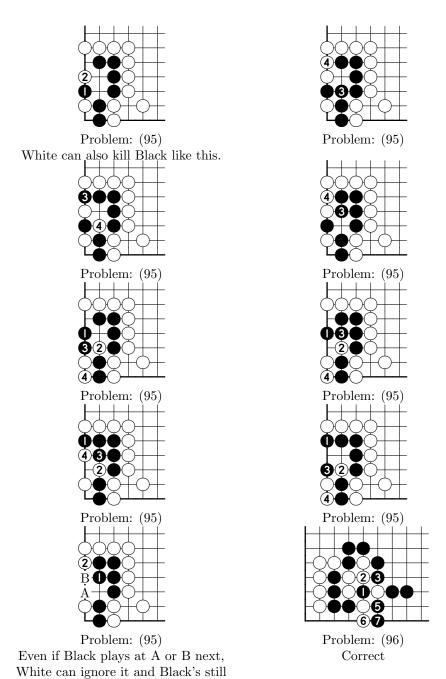




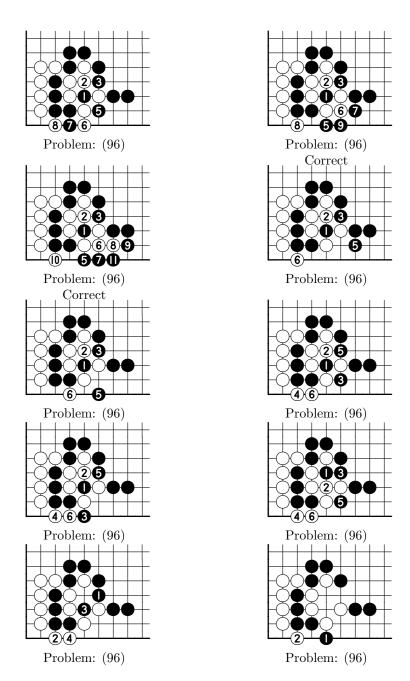


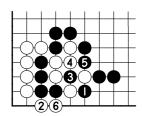




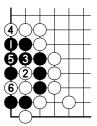


dead.

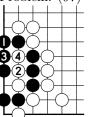




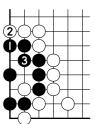
Problem: (96)



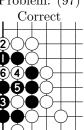
Problem: (97)



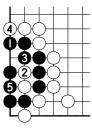
Problem: (97)



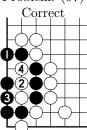
Problem: (97)



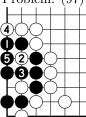
Problem: (97)



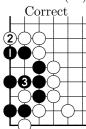
Problem: (97)



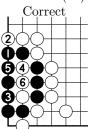
Problem: (97)



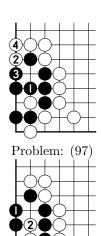
Problem: (97)

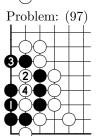


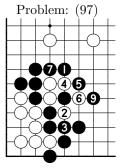
Problem: (97)



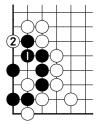
Problem: (97)

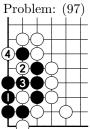


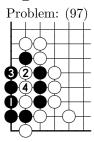


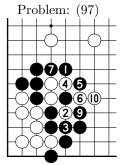


Problem: (98) Correct

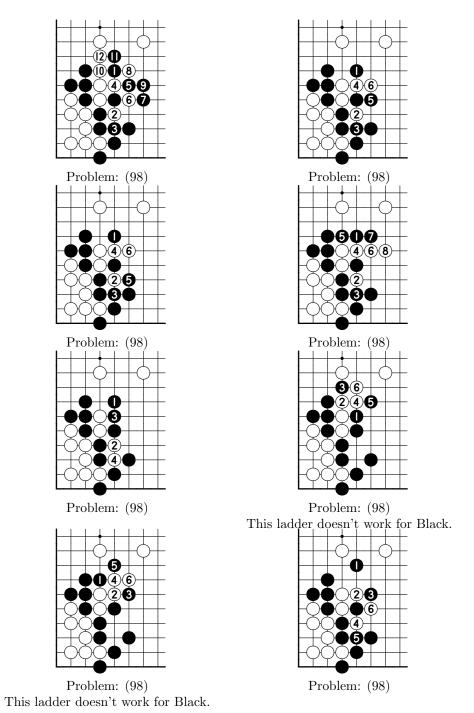


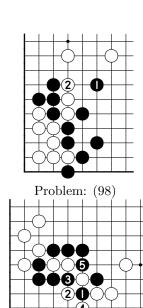




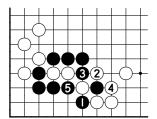


Problem: (98)

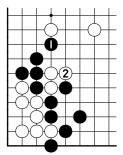




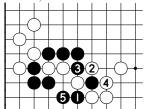
Problem: (99) Correct



Problem: (99)

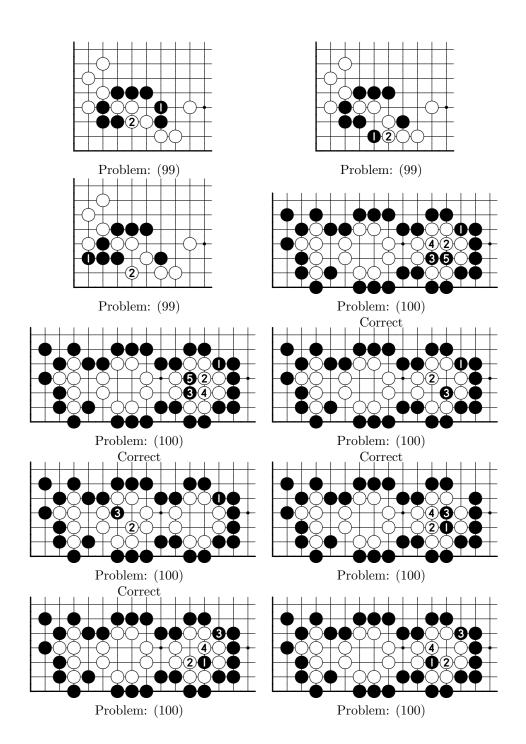


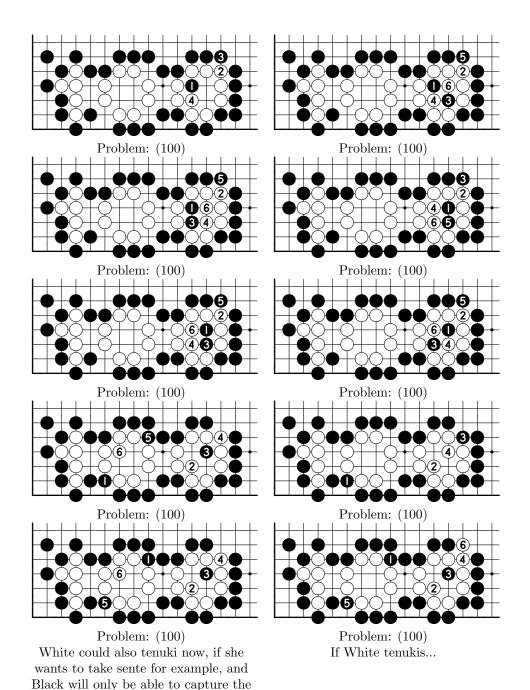
Problem: (99)
It's also possible, but not the best.
When White pushes at A, Black can't block at B, because of cut at C.



Problem: (99)
Also correct.

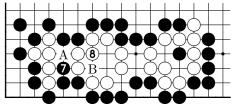
Problem: (99)





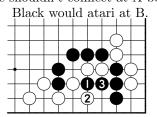
134

number 1 (through shortage of liberties). The rest of the group is already alive.

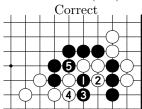


Problem: (100)

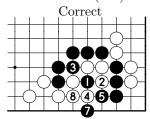
The rest of White's group is still alive. White shouldn't connect at A because



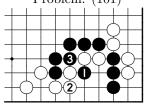
Problem: (101)



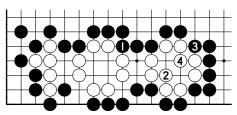
Problem: (101)



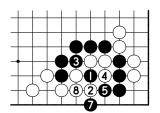
Problem: (101)



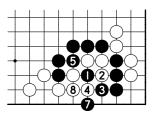
Problem: (101) Correct



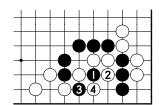
Problem: (100)



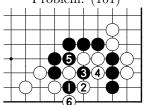
Problem: (101)



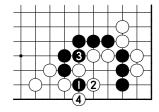
Problem: (101)

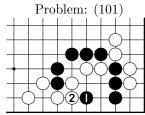


Problem: (101)

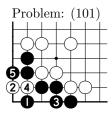


Problem: (101)



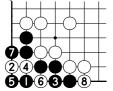


Problem: (101)

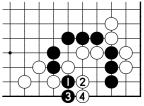


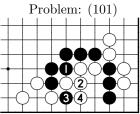
Problem: (102)

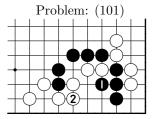
Correct. Black has enough liberties to play here in this case.

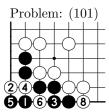


Problem: (102)

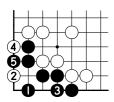




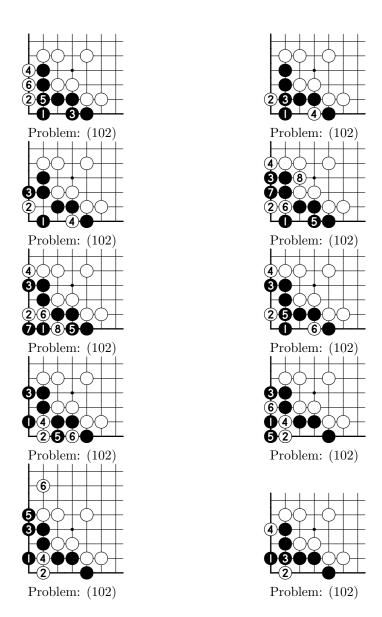


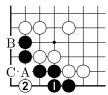


Problem: (102)

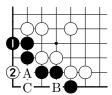


Problem: (102) Correct





Problem: (102)



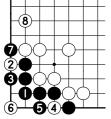
Problem: (102)

Even if Black plays at A now, it will are miai. See:

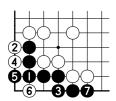
Even if Black plays at A now, it will almost never be sente, because B and C almost never be sente, because B and C

are miai. See:

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



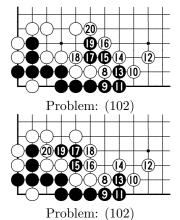
Problem: (102)



Problem: (102)

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...

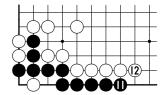
> **(D**20(6) **(1)**



QQ**®®**® Problem: (102)

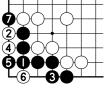
Problem: (102)

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



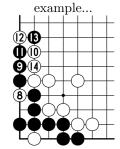
Problem: (102)

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



Problem: (102)

Black can't escape like this either. For

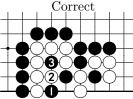


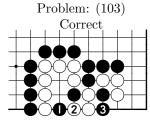
Problem: (102)

(1)

Problem: (102)

Problem: (103)

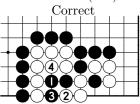




Problem: (103)

Correct

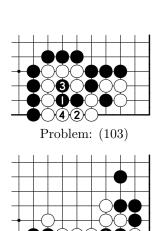
Problem: (103)



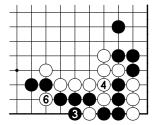
Problem: (103)

Black can make a seki (in gote) with A, but Black can do better.

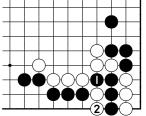
Problem: (103)



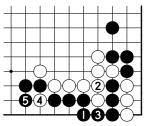
Problem: (104) Correct



Problem: (104) How can you stop this happening?

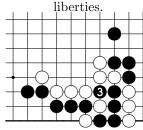


Problem: (104)

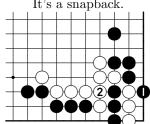


Problem: (104) Correct

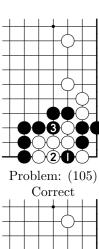
Problem: (104) This move gives Black a shortage of

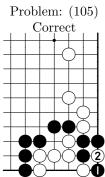


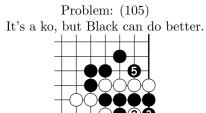
Problem: (104) It's a snapback.



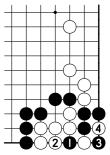
Problem: (104)



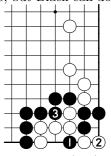




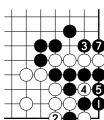
Problem: (106) Correct



 $\begin{array}{c} \text{Problem: (105)} \\ \text{It's a ko, but Black can do better.} \end{array}$

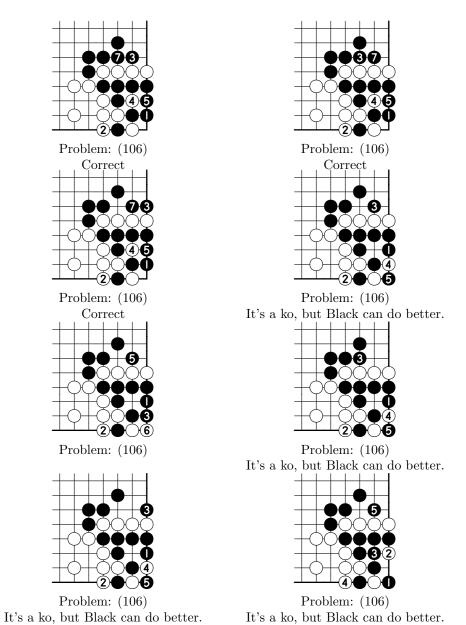


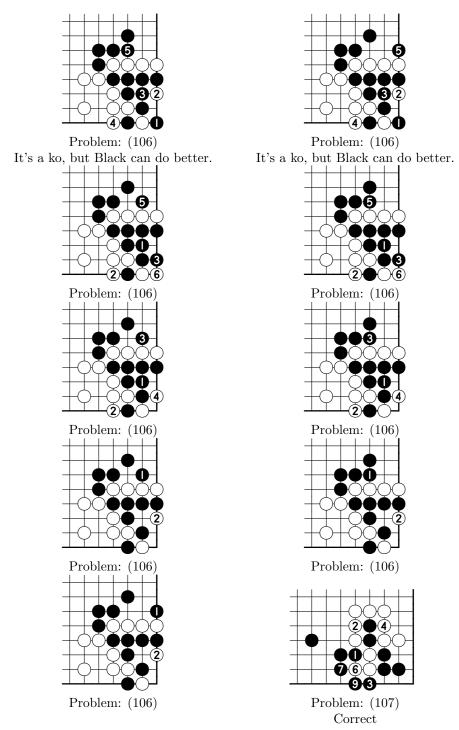
Problem: (105)
Correct

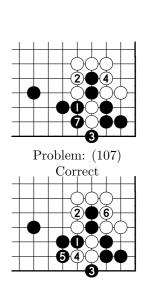


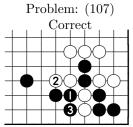
Problem: (105)

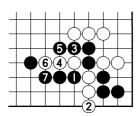
Problem: (106) Correct



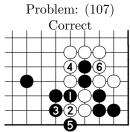




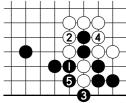




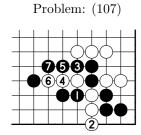
Problem: (107)

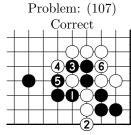


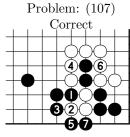
Problem: (107) Correct



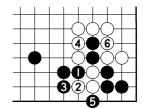
Problem: (107)
There's a better move for this.





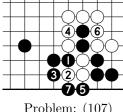


Problem: (107) There's a better move for this.



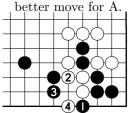
Problem: (107) Correct

Problem: (107) This is also possible, but there was a

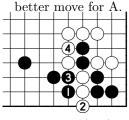


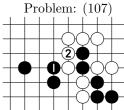
Problem: (107) There's a better move for this.

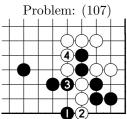
Problem: (107) This is also possible, but there was a

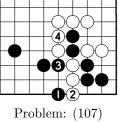


Problem: (107)

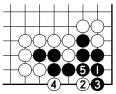




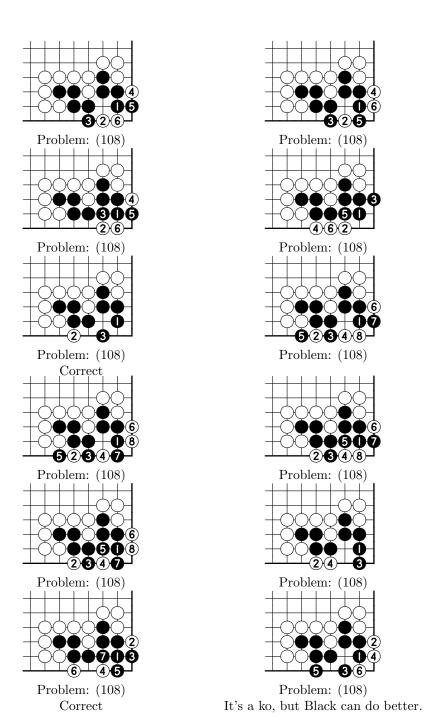


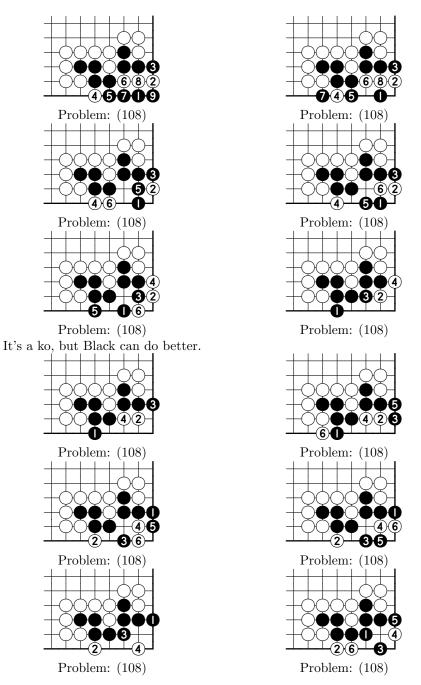


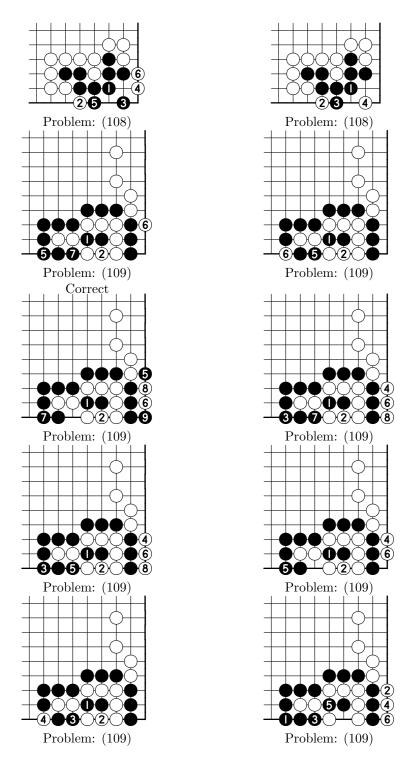
Problem: (107)

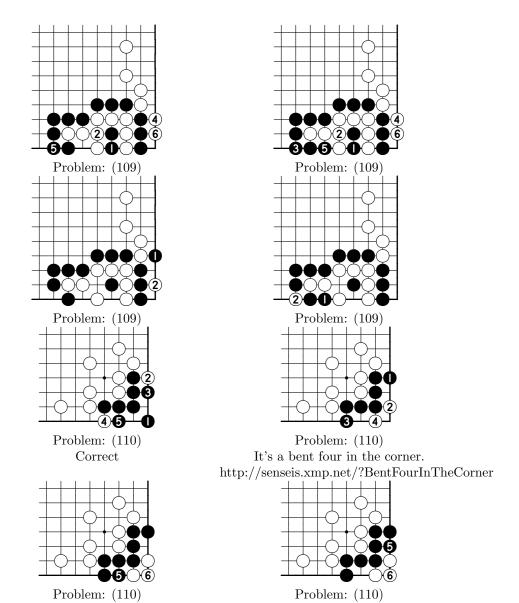


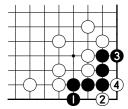
Problem: (108) ${\bf Correct}$



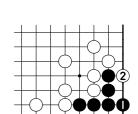






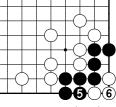


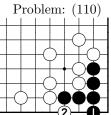
Problem: (110) It's a bent four in the corner. http://sense is.xmp.net/?BentFourInTheCorner

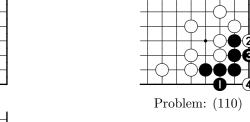


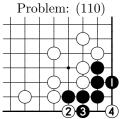
Problem: (110)

Problem: (110)

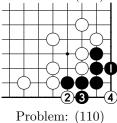




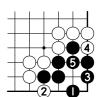


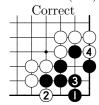






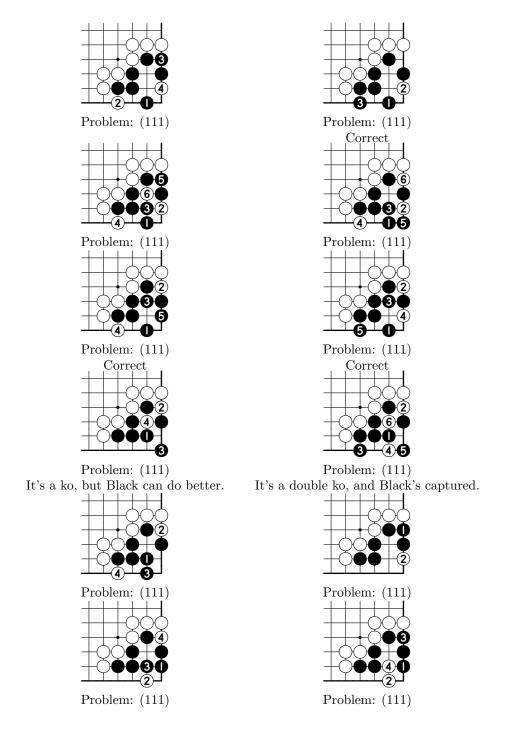


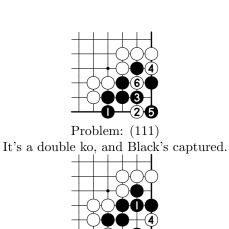




Problem: (111) Correct

Problem: (111)





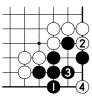
Problem: (111)



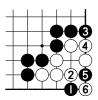
Problem: (112)
Correct. It's a ko.

Problem: (112)
Correct. It's a ko.

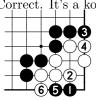
Problem: (112) Correct. It's a ko.



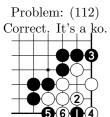
Problem: (111)



Problem: (112)
Correct. It's a ko.



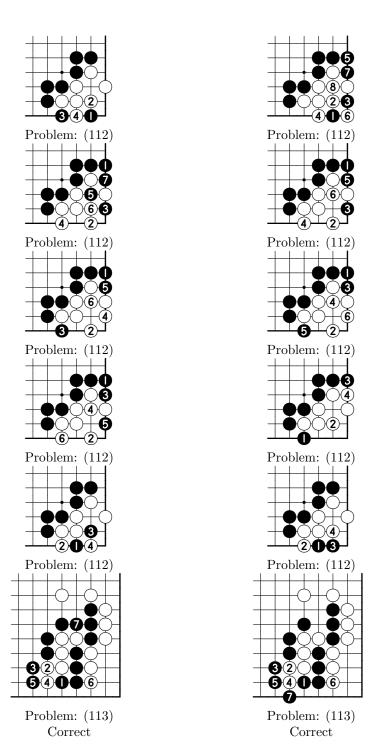
Problem: (112)

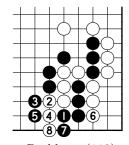


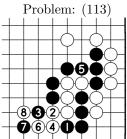
Problem: (112)

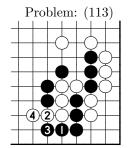


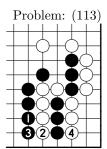
Problem: (112)



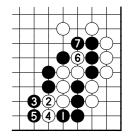


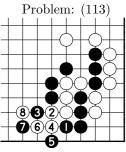


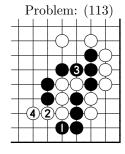


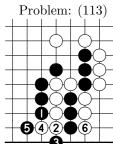


Problem: (113)

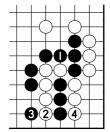


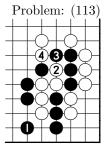


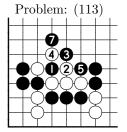




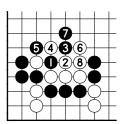
Problem: (113)



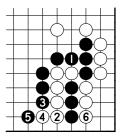


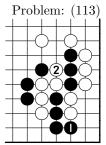


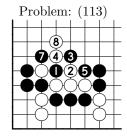
Problem: (114) Correct



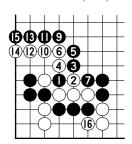
Problem: (114)



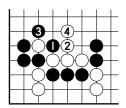




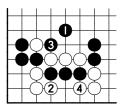
Problem: (114)



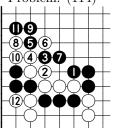
Problem: (114)



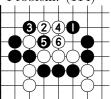
Problem: (114)



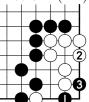
Problem: (114)



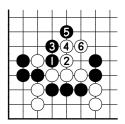
Problem: (114)



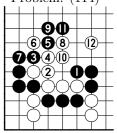
Problem: (114)



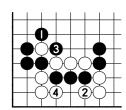
Problem: (115) Correct



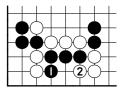
Problem: (114)



Problem: (114)

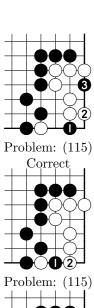


Problem: (114)

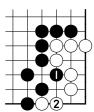


Problem: (114)

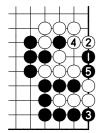
Problem: (115)



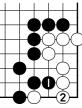
Problem: (115)



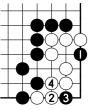
Problem: (115)



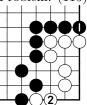
Problem: (116) Correct



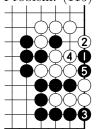
Problem: (115)



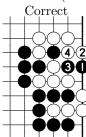
Problem: (115)



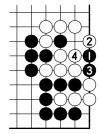
Problem: (115)



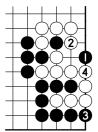
Problem: (116)



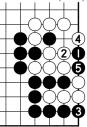
Problem: (116)



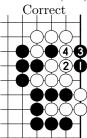
Problem: (116)



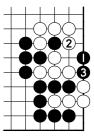
Problem: (116)



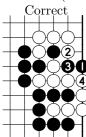
Problem: (116)



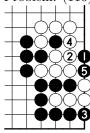
Problem: (116)



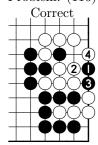
Problem: (116)



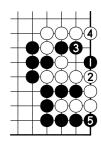
Problem: (116)



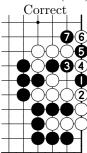
Problem: (116)



Problem: (116)

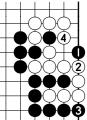


Problem: (116)

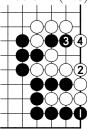


Problem: (116)

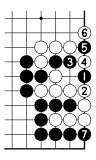
It's a ko, but Black can do better.



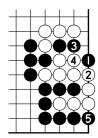
Problem: (116)



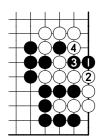
Problem: (116)



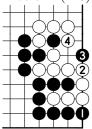
Problem: (116) Correct



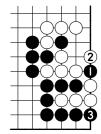
Problem: (116)

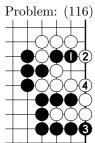


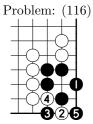
Problem: (116)



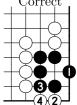
Problem: (116)



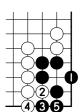




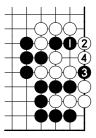
Problem: (117) Correct



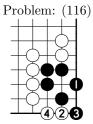
Problem: (117)



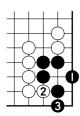
Problem: (117) Correct



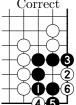
Problem: (116)



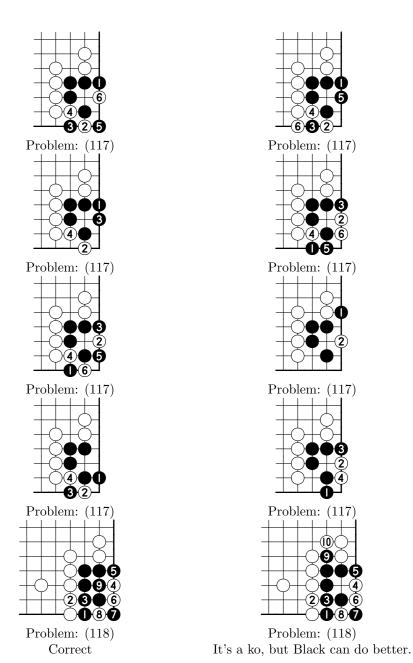
Problem: (117)

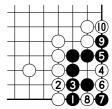


Problem: (117) Correct



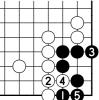
Problem: (117)



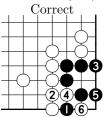


Problem: (118)

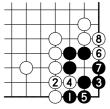
It's a ko, but Black can do better.



Problem: (118)



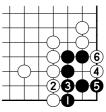
Problem: (118)



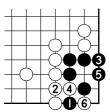
Problem: (118)



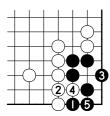
Problem: (118) Correct



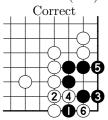
Problem: (118)



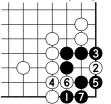
Problem: (118)



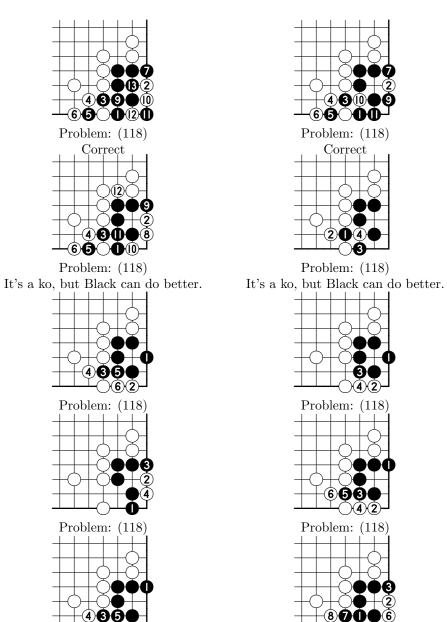
Problem: (118)



Problem: (118)



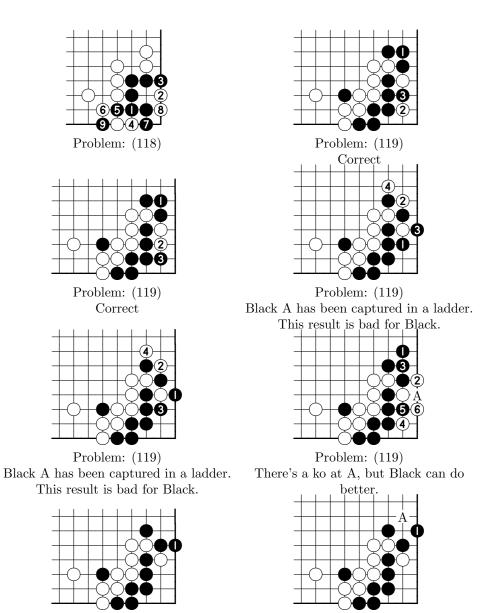
Problem: (118) Correct



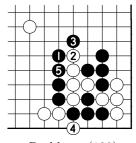
Problem: (118)

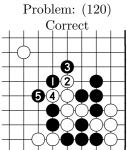
-904**6**

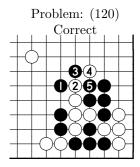
Problem: (118)

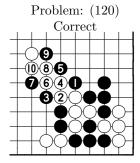


Problem: (119) Problem: (119) This is possible, but Black can do better. This is possible, but Black can do better. White's peep at A will be sente.

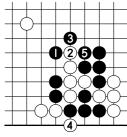


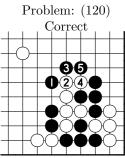


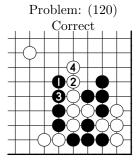


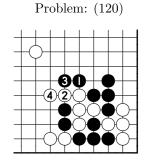


Problem: (120)

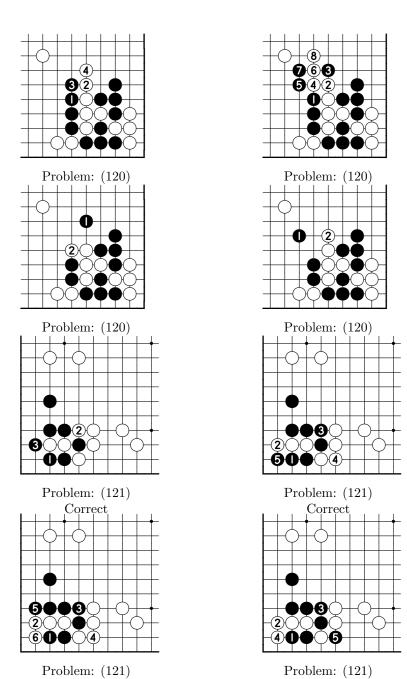




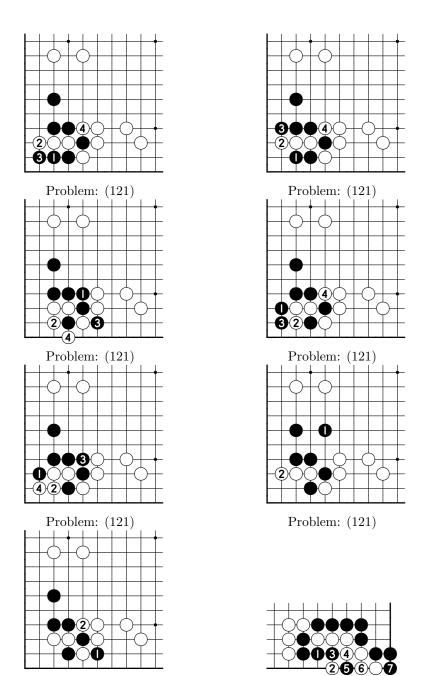




Problem: (120)

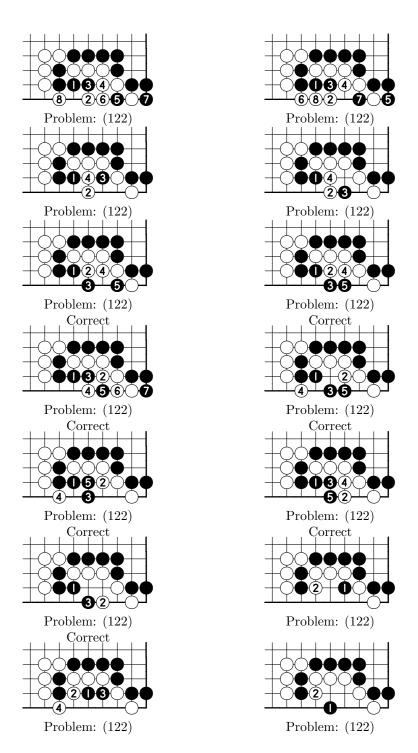


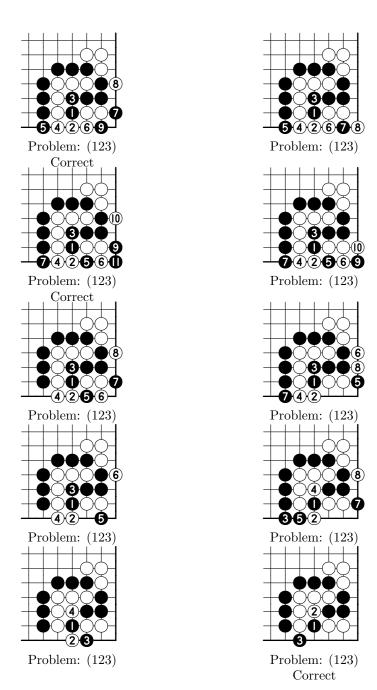
Correct

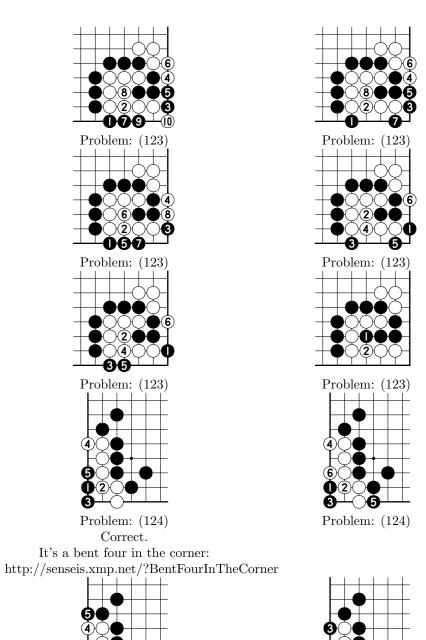


Problem: (122) Correct

Problem: (121)

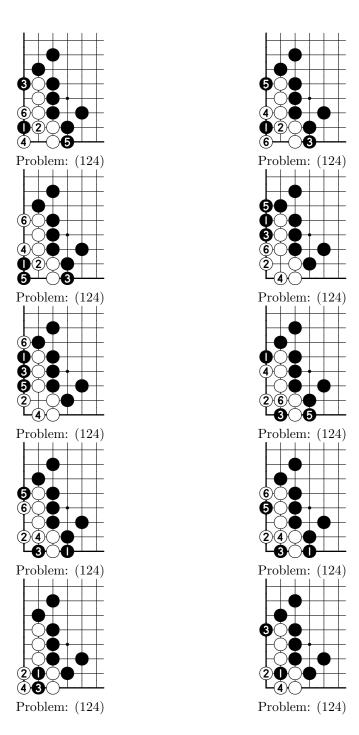


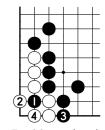




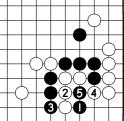
Problem: (124)

Problem: (124)

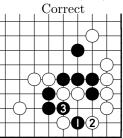




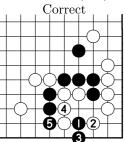
Problem: (124)



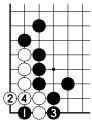
Problem: (125)



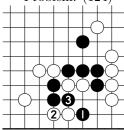
Problem: (125)



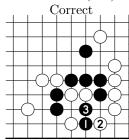
Problem: (125) Correct



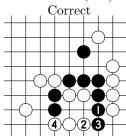
Problem: (124)



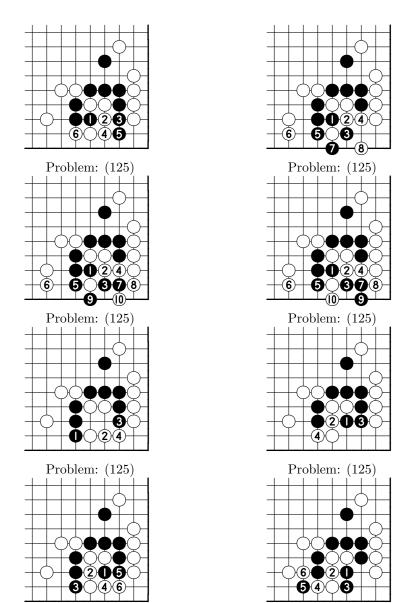
Problem: (125)



Problem: (125)

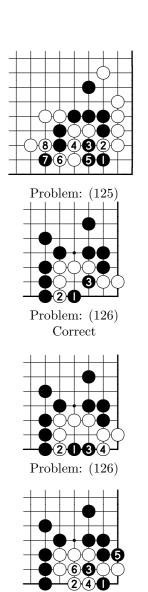


Problem: (125)



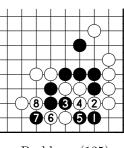
Problem: (125)

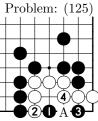
Problem: (125)



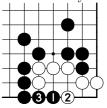
 $\begin{array}{c} {\rm Problem:~(126)} \\ {\rm It'~a~ko,~but~Black~can~do~better.} \end{array}$

Problem: (126)

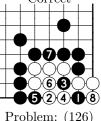


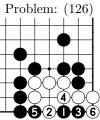


Problem: (126)
White's alive. Even if Black connects at
A next, White's already alive in seki.

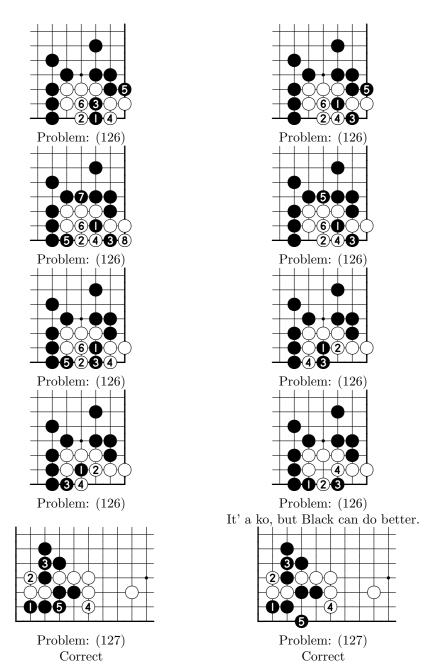


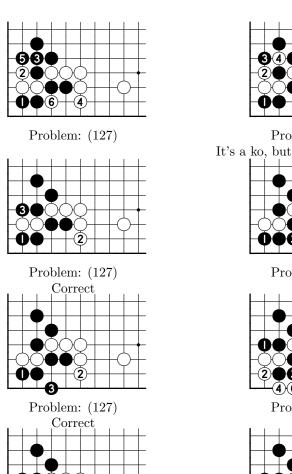
Problem: (126)
Correct





Problem: (126)



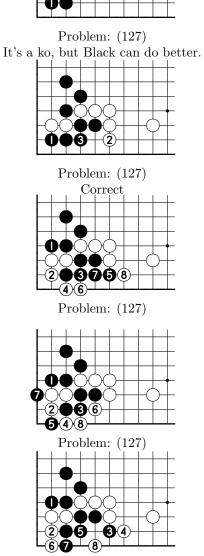


-2**0**36--6478-

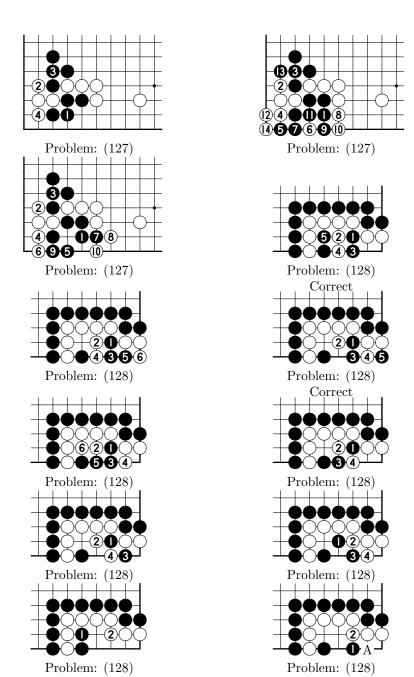
Problem: (127)

2**6 3**4 6**897 0**

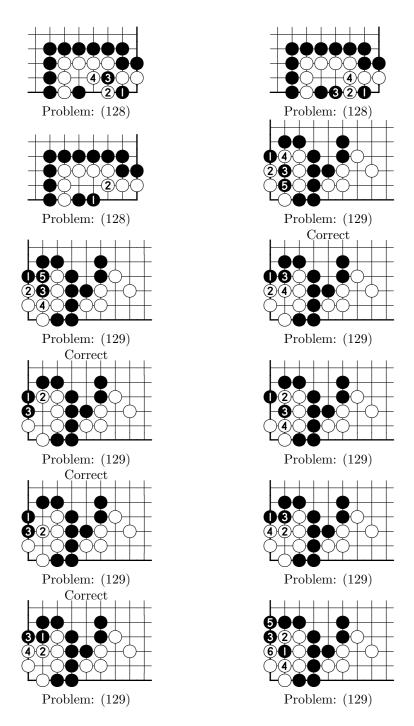
Problem: (127)

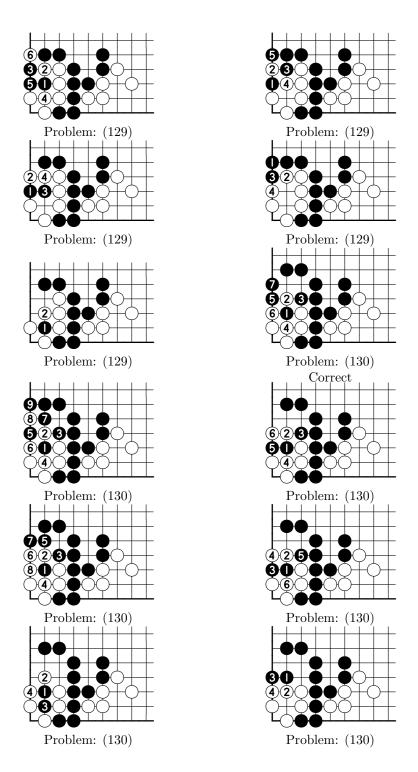


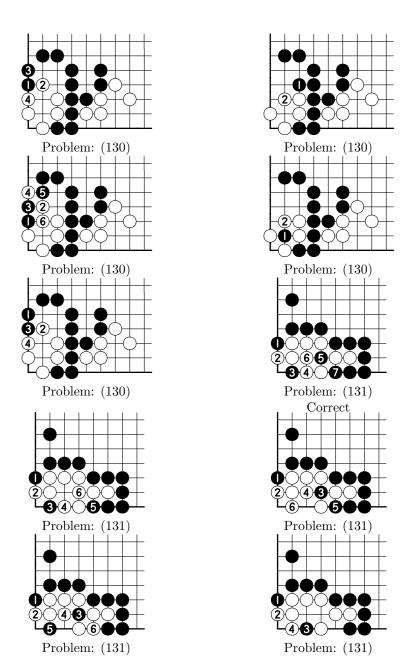
Problem: (127)

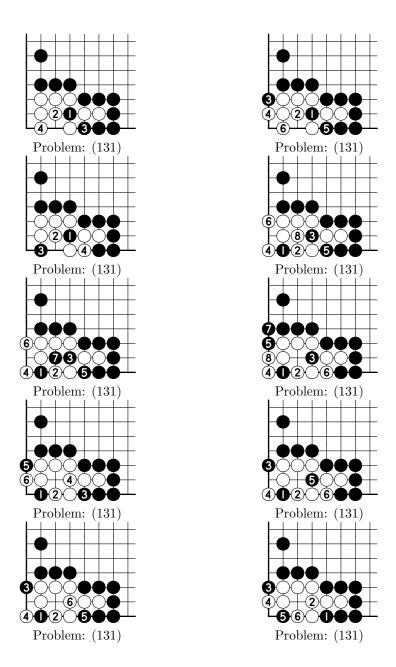


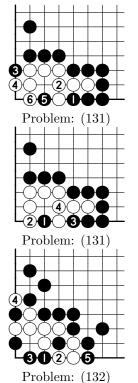
White's alive. Even if Black plays at A next, White's already alive in seki.



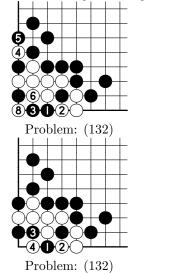






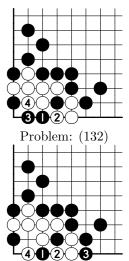


Correct. Even if White connects at A next, she'll lose the capturing race because it's 'one eye vs no eye'.

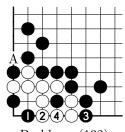


Problem: (131) **3 ŽŎŎ**-Problem: (131) 830200

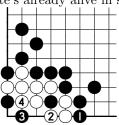
Problem: (132)



Problem: (132)

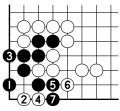


Problem: (132)
Even if Black connects at A next,
White's already alive in seki.

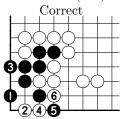


Problem: (132)

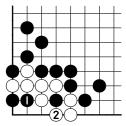
Problem: (132)



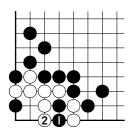
Problem: (133)



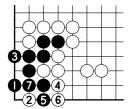
Problem: (133)



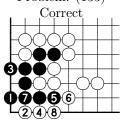
Problem: (132)



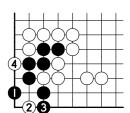
Problem: (132)



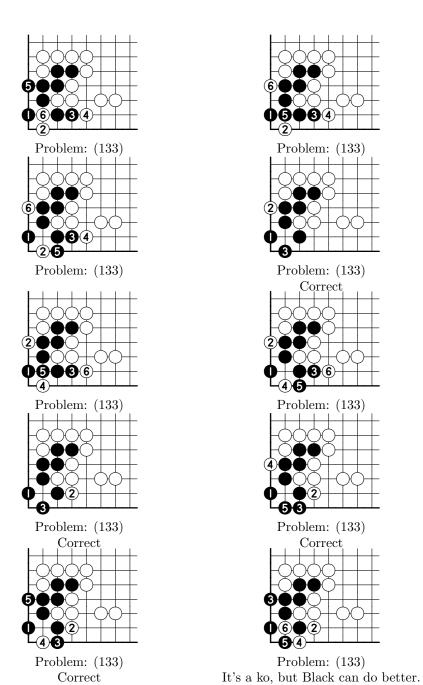
Problem: (133)

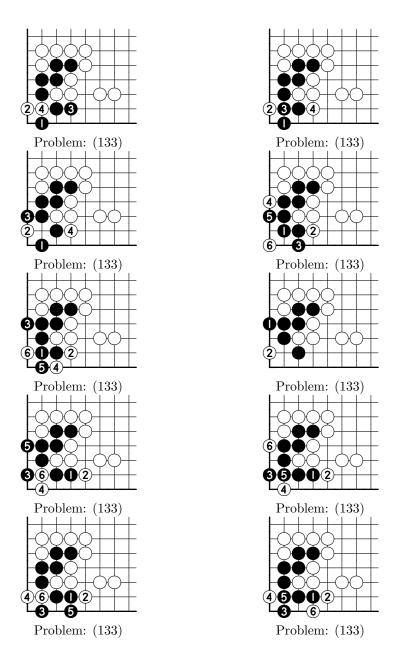


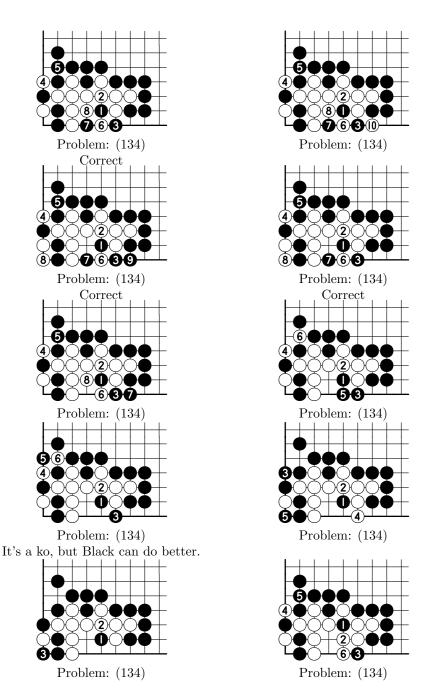
Problem: (133)

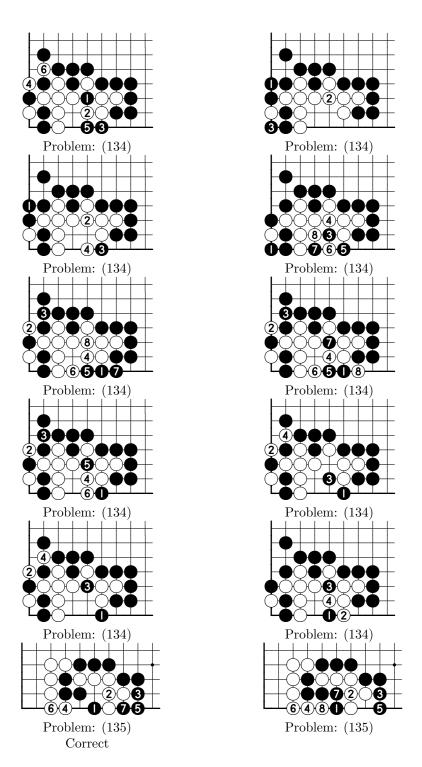


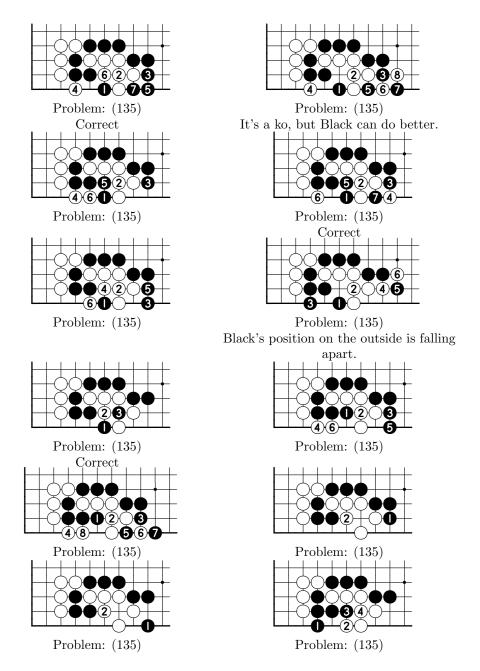
Problem: (133)

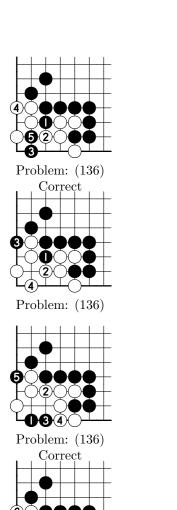






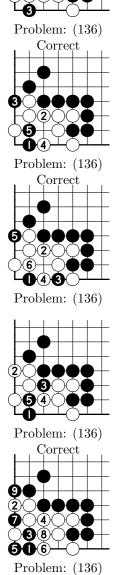


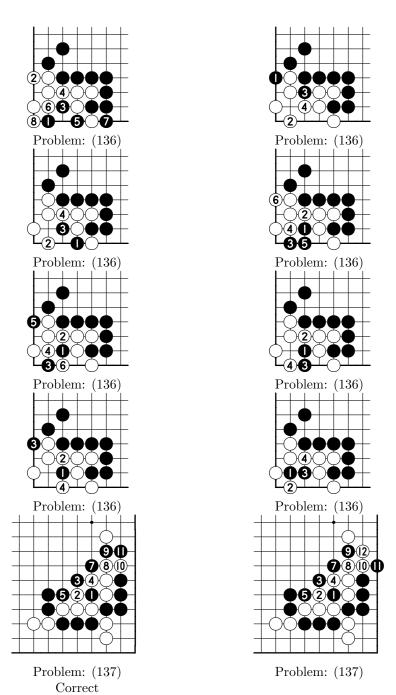


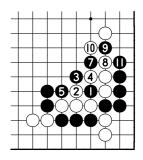


Problem: (136)

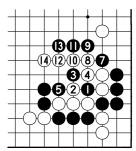
Problem: (136)



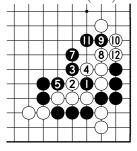




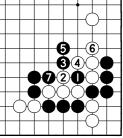
Problem: (137) Correct



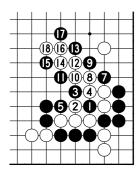
Problem: (137)



Problem: (137)

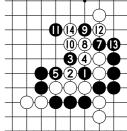


Problem: (137)

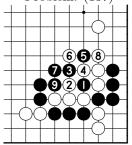


Problem: (137)
This ladder doesn't work for Black,

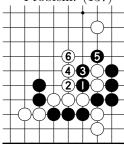
because Black A is in atari.



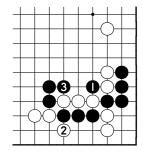
Problem: (137)

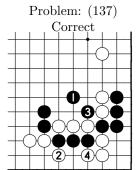


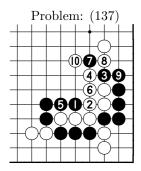
Problem: (137)

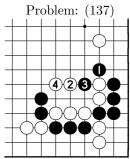


Problem: (137) Black can do better.

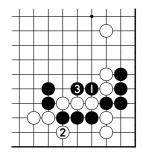


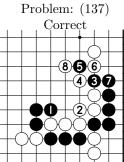


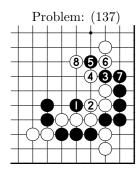




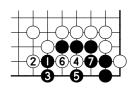
Problem: (137)



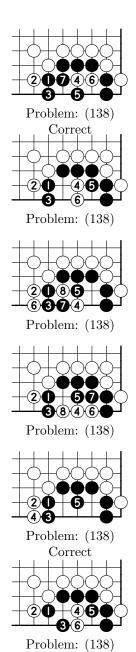


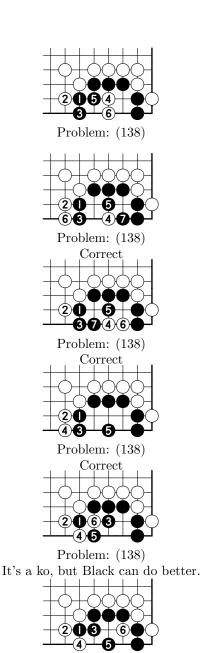


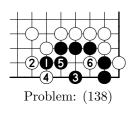
Problem: (137)

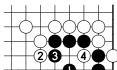


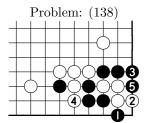
Problem: (138) Correct











Problem: (139)

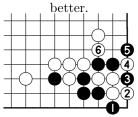
Correct

4

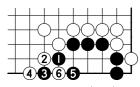
6

2

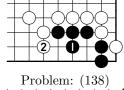
Problem: (139) This is also possible, but Black can do



Problem: (139) It's a ko, but Black can do better.



Problem: (138) It's a ko, but Black can do better.



Problem: (139)

Correct

6

6

7

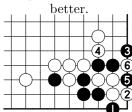
4

2

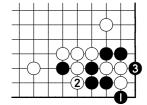
3

0

Problem: (139)
This is also possible, but Black can do better.

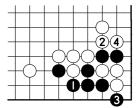


Problem: (139) It's a ko, but Black can do better.

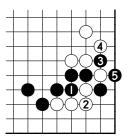


Problem: (139)
Correct

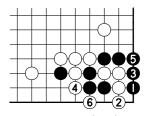
Problem: (139)



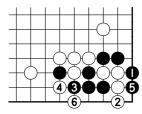
Problem: (139)

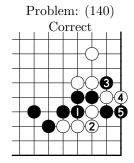


Problem: (140) Correct

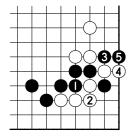


Problem: (139)

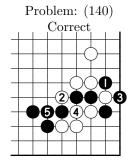


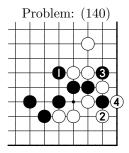


Problem: (140) Correct

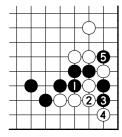


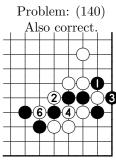
Problem: (140)
Correct
2
0
0
3

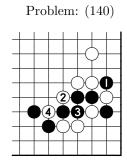


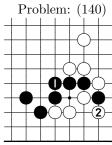


Problem: (140)

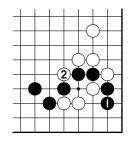




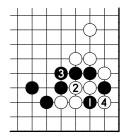




Problem: (140)







Problem: (140)