

Segoe Kensaku »Tsume-Go Lexikon«

Zehn Probleme aus jeder Kategorie

10. September 2024

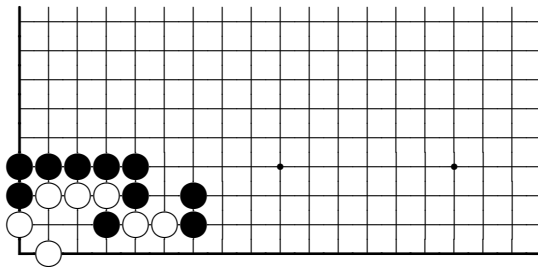
Wir stellen hier für jedes der Klassifikationen von Segoe Beispiele vor, wobei wir stets die ersten zehn des jeweiligen Abschnittes seines Buches genommen haben. Dies gibt es auch als SmartGo-Buch sowohl im GoBook-Format als auch im EPUB-Format. Zu finden ist dieses auf ugroh.github.io.

Inhaltsverzeichnis

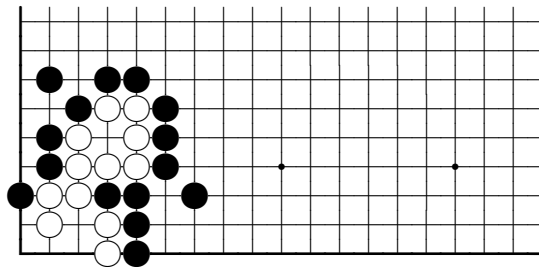
Kategorie 1: Augen zerstören	2
Kategorie 2: Einwerfen und Snapback	4
Kategorie 3: Der 2-1-Punkt	6
Kategorie 4: Des Gegners Schlüsselpunkt ist mein Schlüsselpunkt	9
Kategorie 5: Widerstand gegen Berührung	12
Kategorie 6: In symmetrischen Stellungen spielen in die Mitte	14
Kategorie 7: Von beiden Seiten angreifen	16
Kategorie 8: Lebende Augen	19
Kategorie 9: Lebendes Gebiet	23
Kategorie 10: Von außen angreifen	27
Kategorie 11: Reihenfolge der Züge	29
Kategorie 12: Unter die Steine	32
Kategorie 13: Der Schrägzug – kosumi – auf die erste Linie	35
Kategorie 14: Der Ein-Punkte-Sprung – tobi – auf die erste Linie	38
Kategorie 15: Das Setzen– oki – auf die erste Linie	38
Kategorie 16: Verlängerung – sagari – auf die erste Linie	41
Kategorie 17: Das Gleiten auf die erste Linie	44
Kategorie 18: Die solide Verbindung auf der ersten Linie	48
Kategorie 19: Der 1-1 Punkt	50
Kategorie 20: Die Eigenschaften der Ecke nutzen	54
Kategorie 21: Verlängern und die Steine opfern	56

Kategorie 1: Augen zerstören

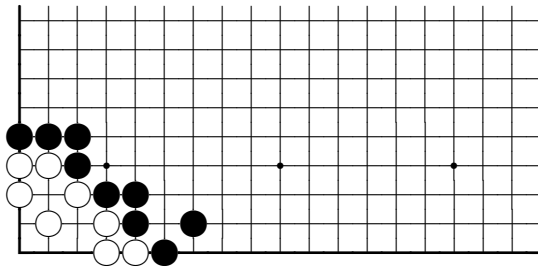
Die Probleme



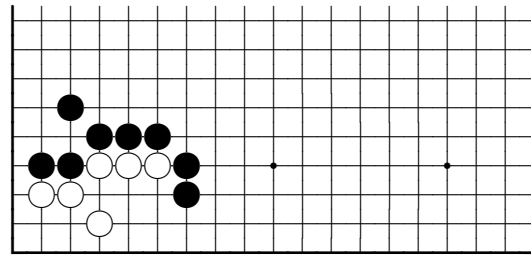
Problem 1 (C): Schwarz setzt
Key-Zug S(1)



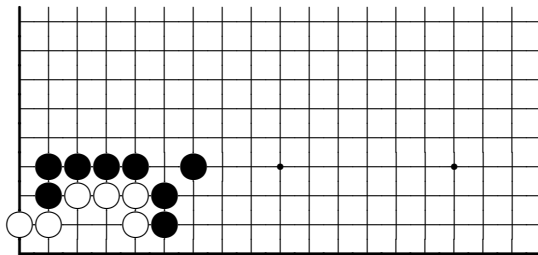
Problem 2 (C): Schwarz setzt
Key-Zug S(1)



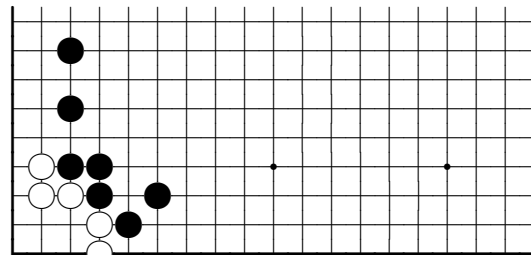
Problem 3 (C): Schwarz setzt, Ko
Key-Zug S(1)



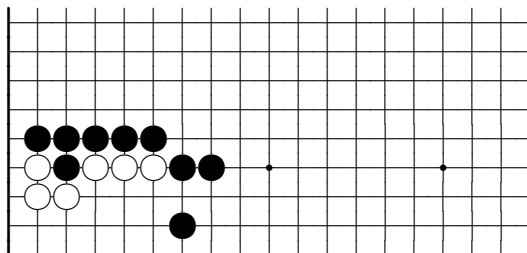
Problem 4 (C): Schwarz setzt
Key-Zug S(1)



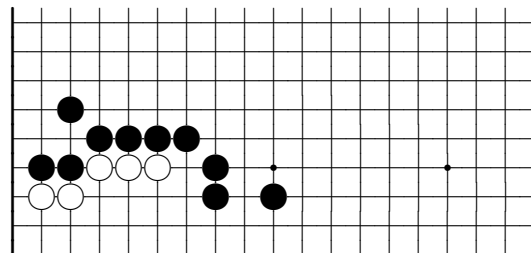
Problem 5 (C): Schwarz setzt
Key-Zug S(1)



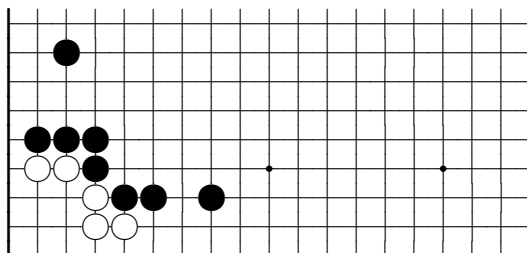
Problem 6 (C): Schwarz setzt
Key-Zug S(1)



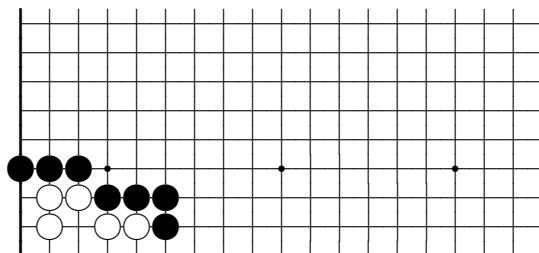
Problem 7 (C): Schwarz setzt
Key-Zug S(1)



Problem 8 (B): Schwarz setzt
Key-Zug S(1)

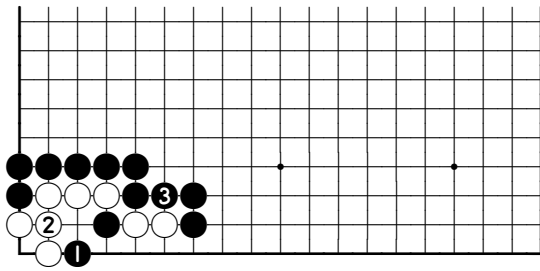


Problem 9 (B): Schwarz setzt
Key-Zug S(1)

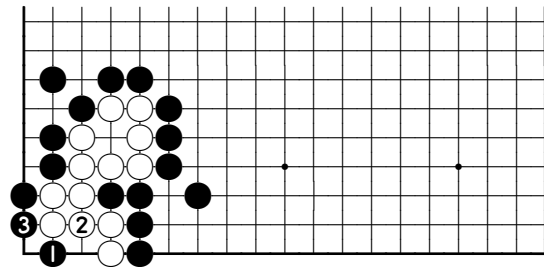


Problem 10 (C): Schwarz setzt, Ko
Key-Zug S(1): »Nutze den 2-1 Punkt«

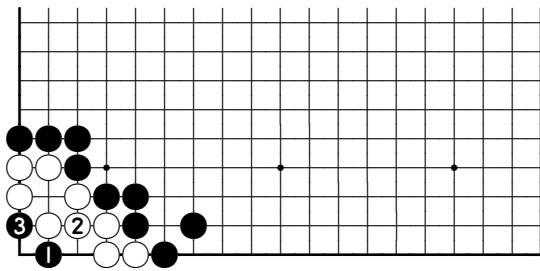
Die Lösungen



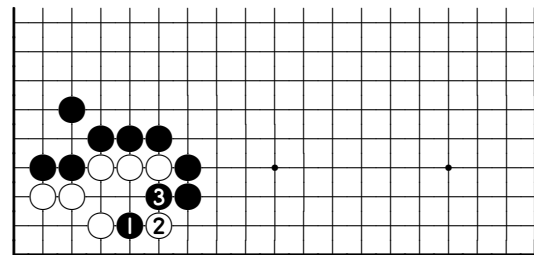
Lösung zu Problem 1



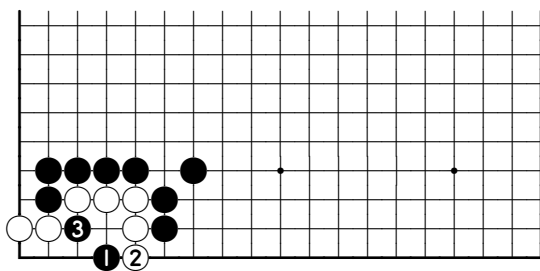
Lösung zu Problem 2



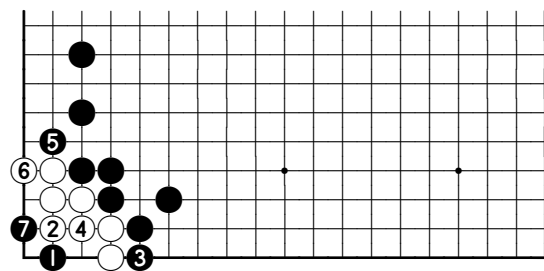
Lösung zu Problem 3



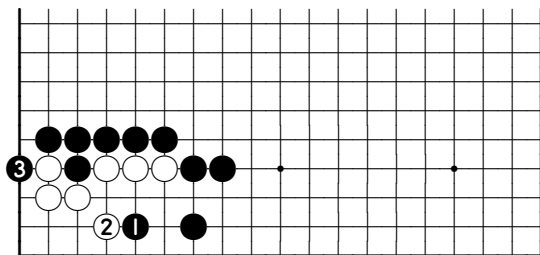
Lösung zu Problem 4



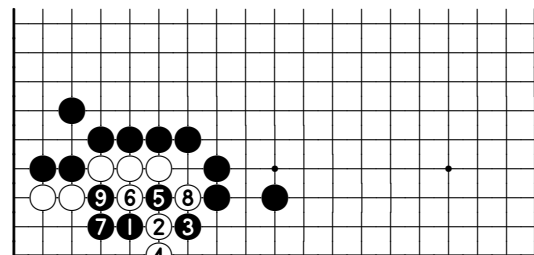
Lösung zu Problem 5



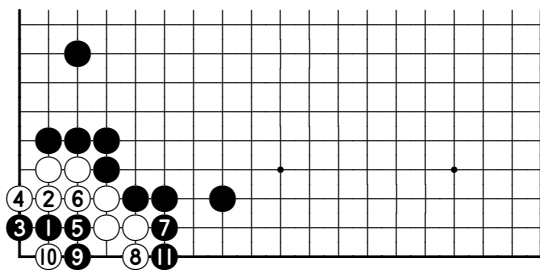
Lösung zu Problem 6



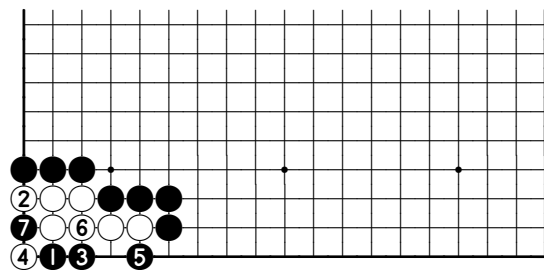
Lösung zu Problem 7



Lösung zu Problem 8

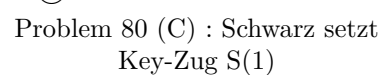
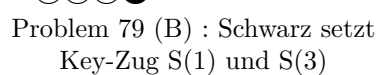
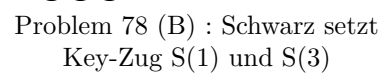
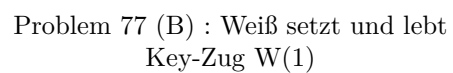
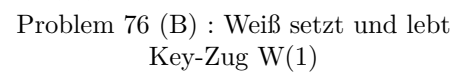
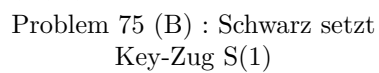
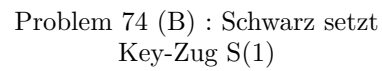
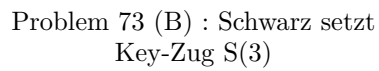
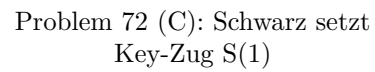
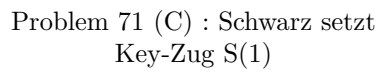


Lösung zu Problem 9

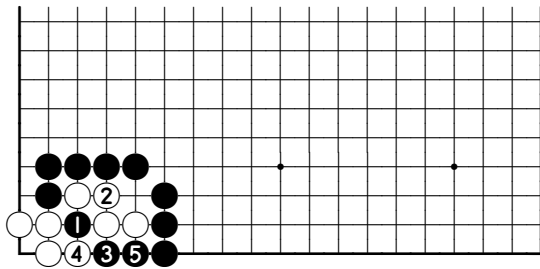


Lösung zu Problem 10

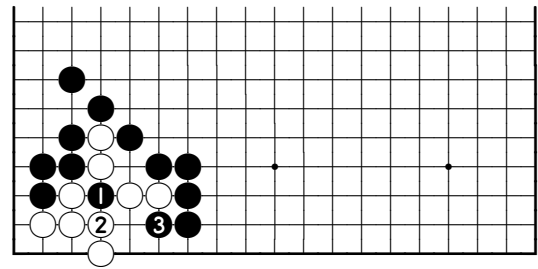
Die Probleme



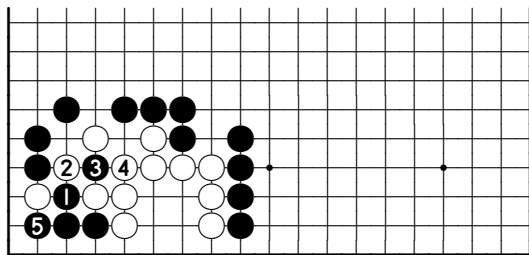
Die Lösungen



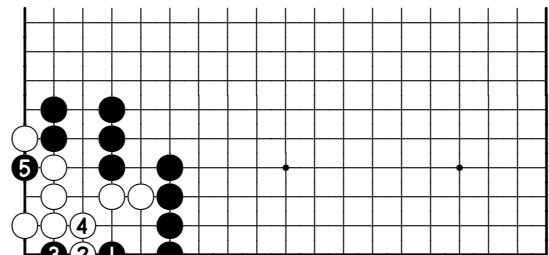
Lösung zu Problem 71



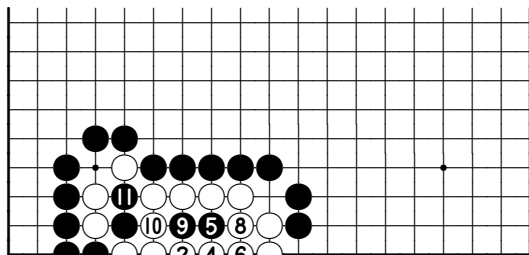
Lösung zu Problem 72



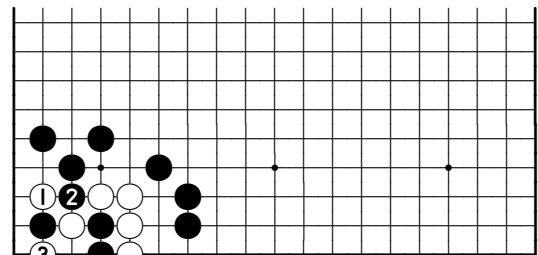
Lösung zu Problem 73



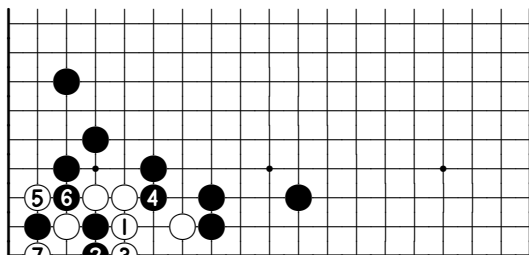
Lösung zu Problem 74



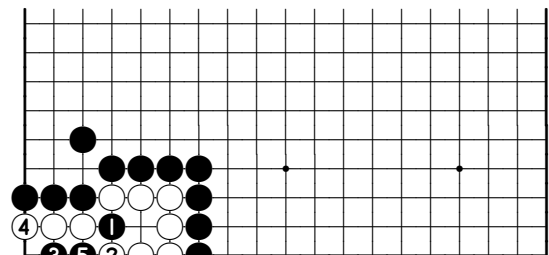
Lösung zu Problem 75



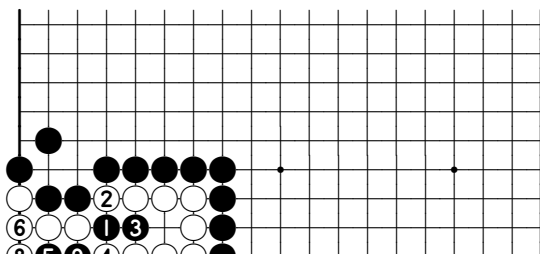
Lösung zu Problem 76



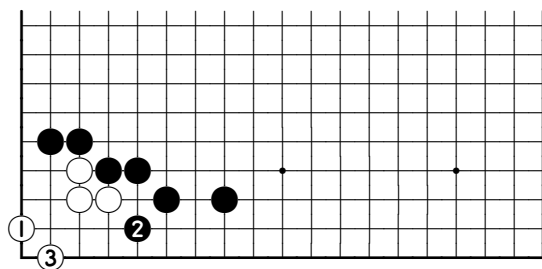
Lösung zu Problem 77



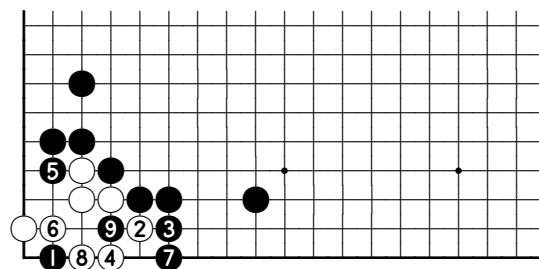
Lösung zu Problem 78



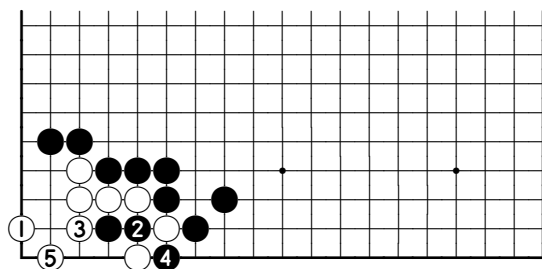
Die Lösungen



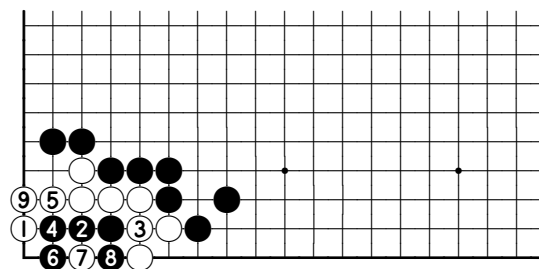
Lösung zu Problem 121



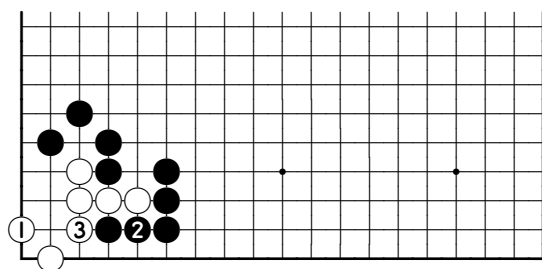
Lösung zu Problem 122



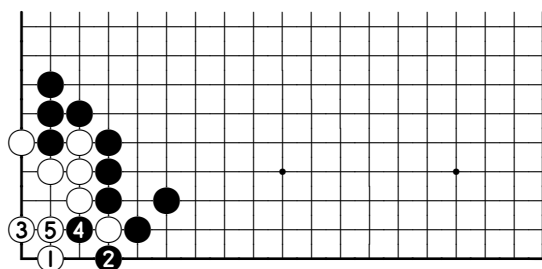
Lösung zu Problem 123



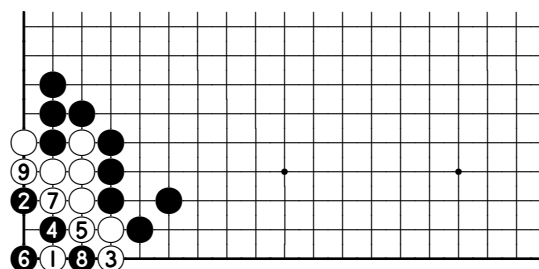
Alternative Lösung zu Problem 123



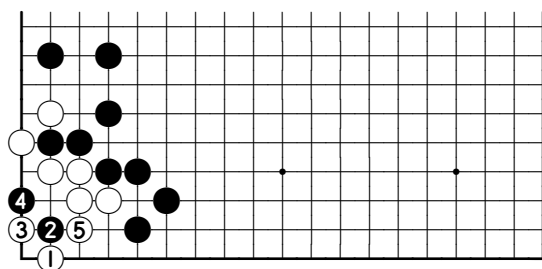
Lösung zu Problem 124



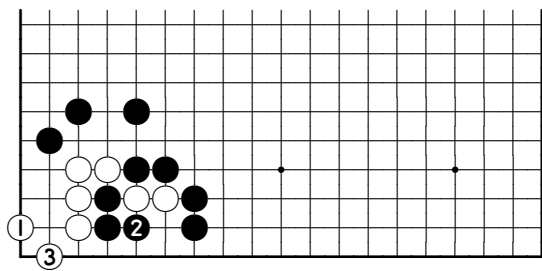
Lösung zu Problem 125



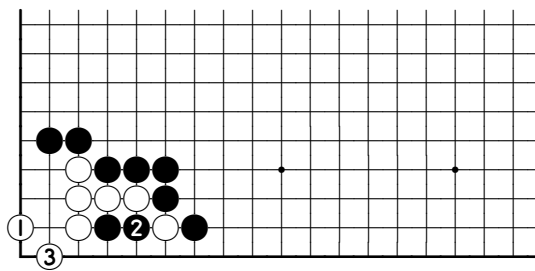
Alternative Lösung zu Problem 125



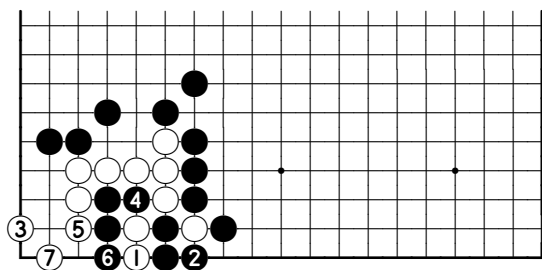
Lösung zu Problem 126



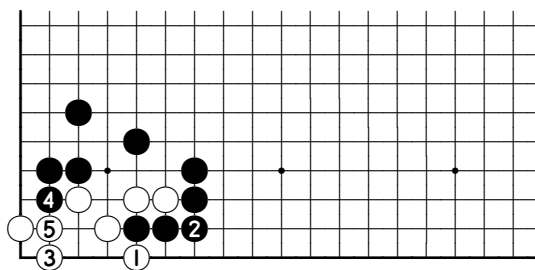
Lösung zu Problem 127



Lösung zu Problem 128



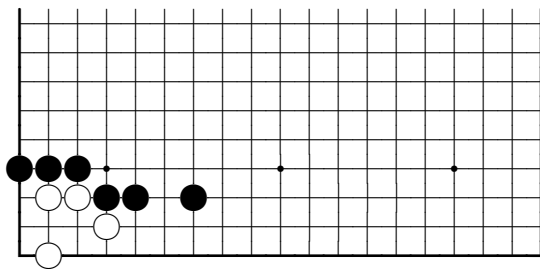
Lösung zu Problem 129



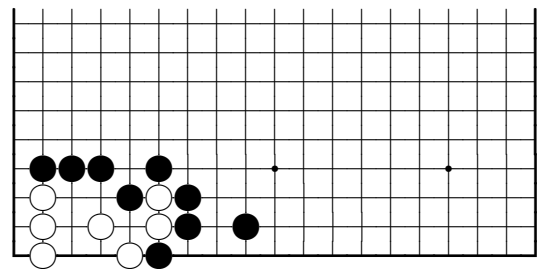
Lösung zu Problem 130

Kategorie 4: Des Gegners Schlüsselpunkt ist mein Schlüsselpunkt

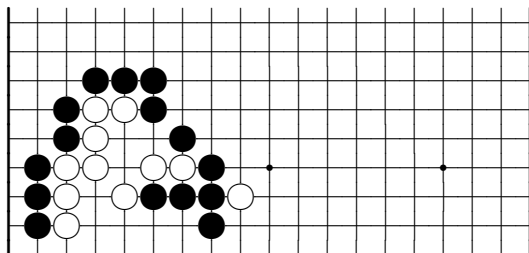
Die Probleme



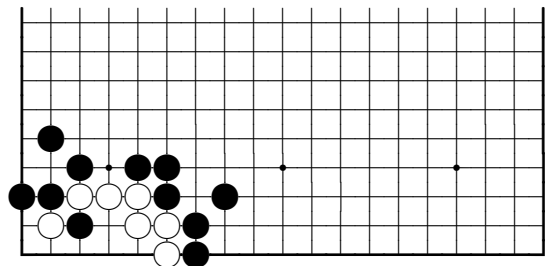
Problem 191 (B): Schwarz setzt
Key-Zug S(3)



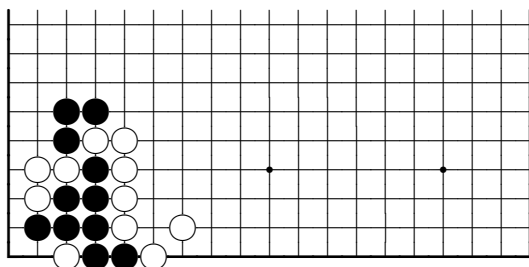
Problem 192 (C): Schwarz setzt, Ko
Key-Zug S(1)



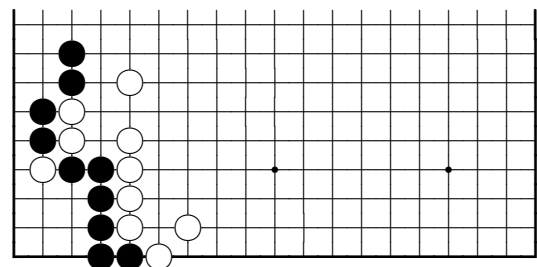
Problem 193 (C): Weiß setzt
Key-Zug W(1)



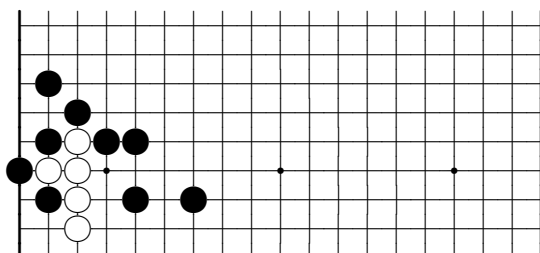
Problem 194 (B): Weiß setzt
Key-Zug W(1)



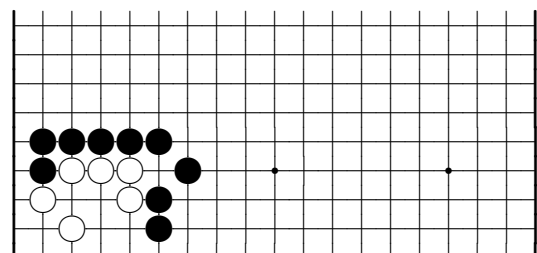
Problem 195 (B): Weiß setzt, Ko
Key-Zug: W(1) und der 1-2-Punkt



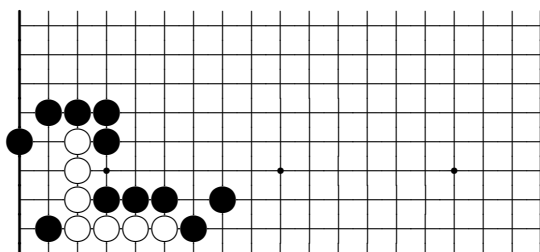
Problem 196 (B): Weiß setzt, seki
Key-Zug W(3) und der 1-2 Punkt



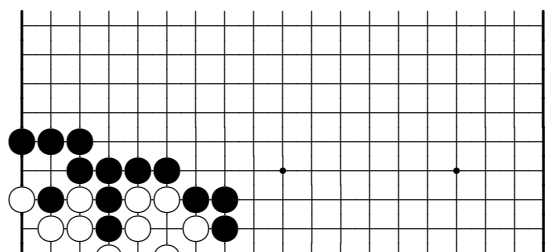
Problem 197 (B): Weiß setzt
Key-Zug W(1) und der 1-2 Punkt



Problem 198 (B): Schwarz setzt
Key-Zug S(1) und der 1-2 Punkt

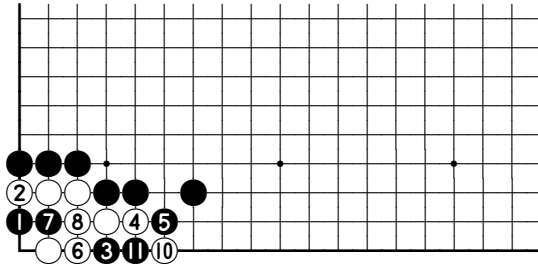


Problem 199 (B): Weiß setzt, Ko
Key-Zug W(1) und 1-2 Punkt

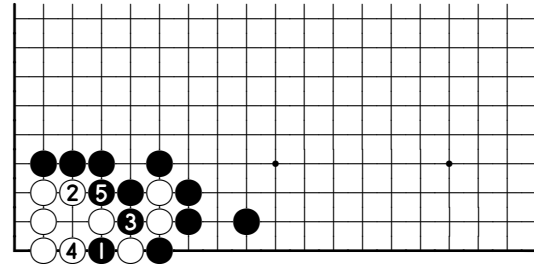


Problem 200 (C): Schwarz setzt, Ko
Key-Zug S(1)

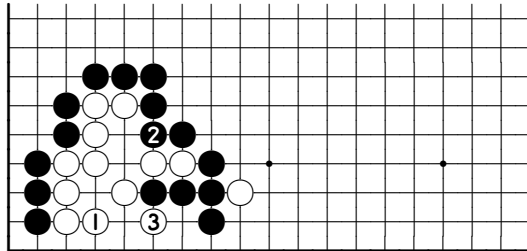
Die Lösungen



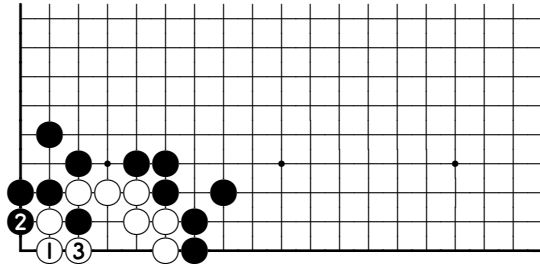
Lösung zu Problem 191: ⑨ auf ⑪



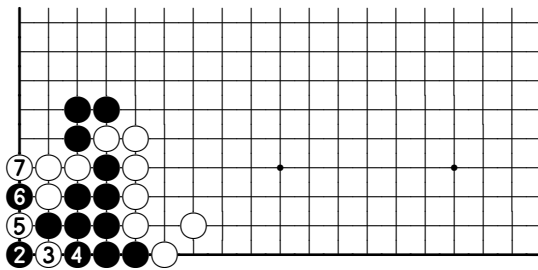
Lösung zu Problem 192



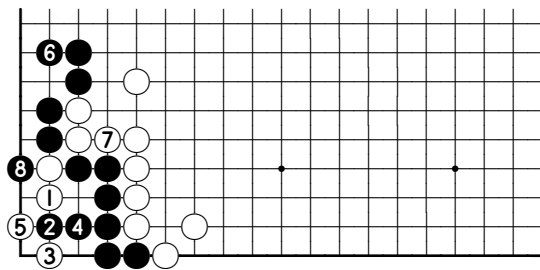
Lösung zu Problem 193



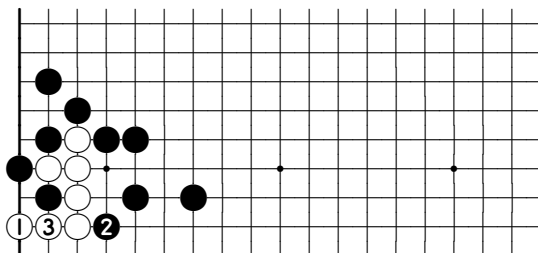
Lösung zu Problem 194



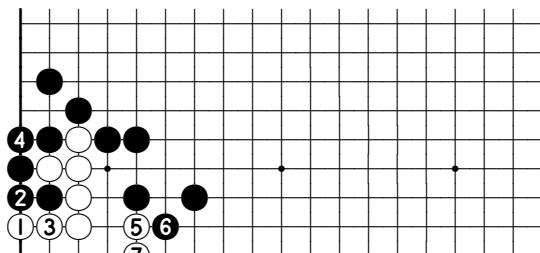
Lösung zu Problem 195: ① auf ③



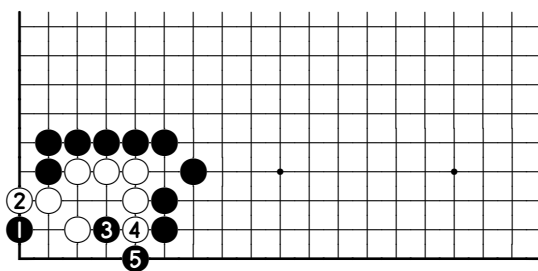
Lösung zu Problem 196



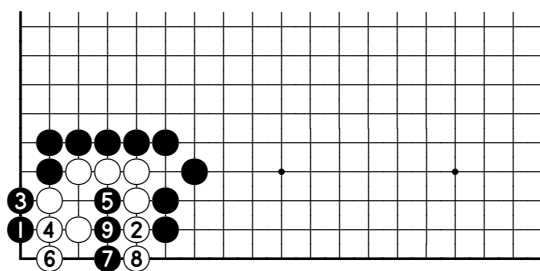
Lösung zu Problem 197



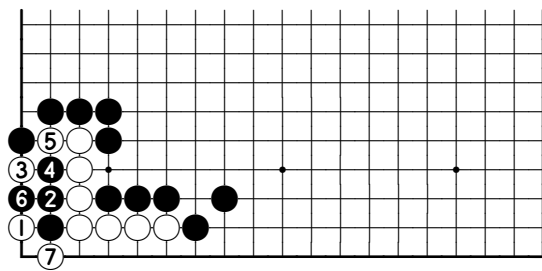
Alternative Lösung zu Problem 197



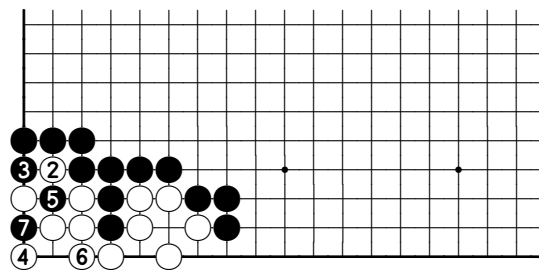
Lösung zu Problem 198



Alternative Lösung zu Problem 198



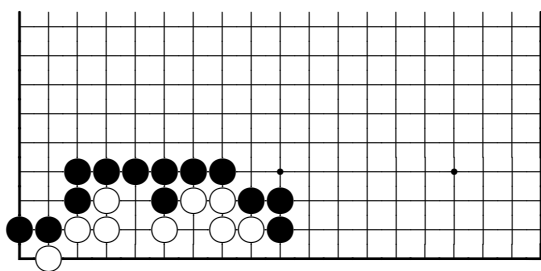
Lösung zu Problem 199



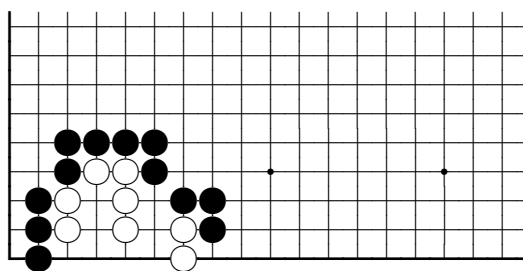
Lösung zu Problem 200: ❶ auf ❷

Kategorie 5: Widerstand gegen Berührung

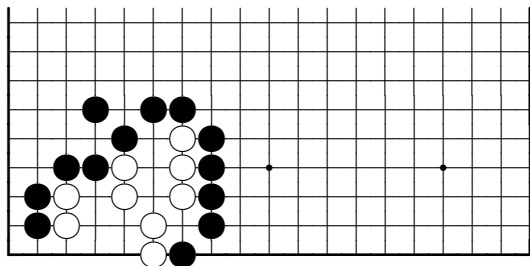
Die Probleme



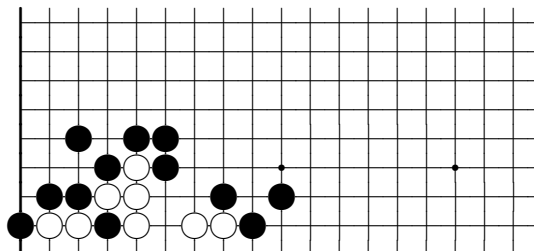
Problem 241 (C): Schwarz setzt
Key-Zug S(1) und S(3)



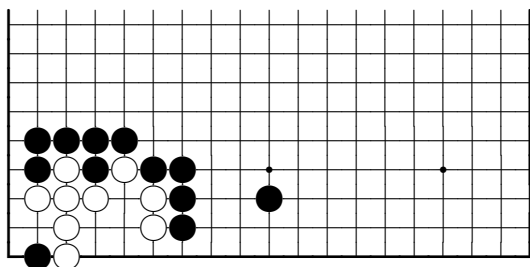
Problem 242 (B): Schwarz setzt
Key-Zug S(1) und S(3)



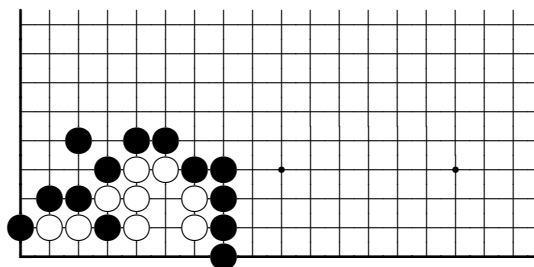
Problem 243 (C): Schwarz setzt
Key-Zug S(1) und S(3)



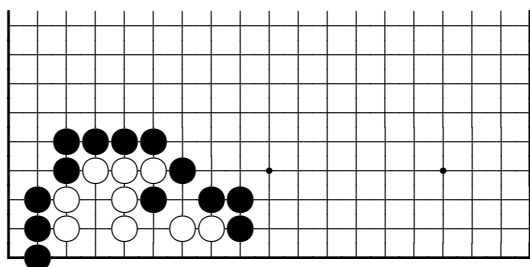
Problem 244 (B): Schwarz setzt
Key-Zug S(1) und S(3)



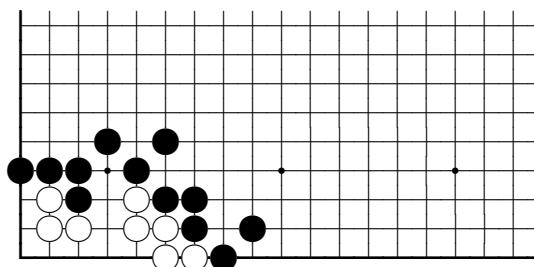
Problem 245 (B): Schwarz setzt
Key-Zug S(1)



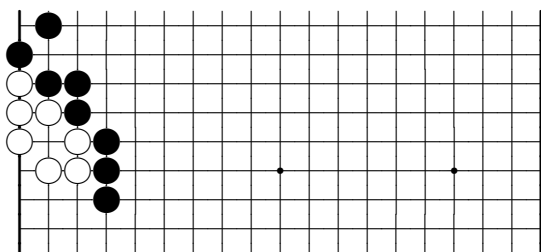
Problem 246 (B): Schwarz setzt
Key-Zug S(1) und S(3)



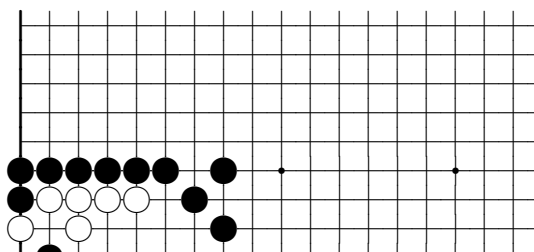
Problem 247 (C): Schwarz setzt
Key-Zug S(1), S(3) und S(5)



Problem 248 (B): Schwarz setzt
Key-Zug S(5)

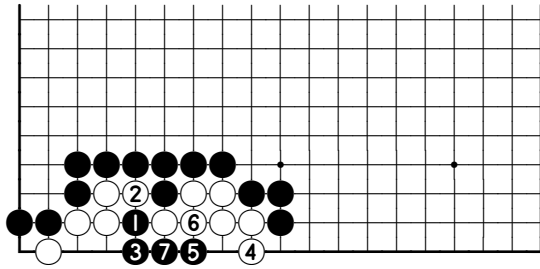


Problem 249 (B): Schwarz setzt
Key-Zug S(1) und S(3)

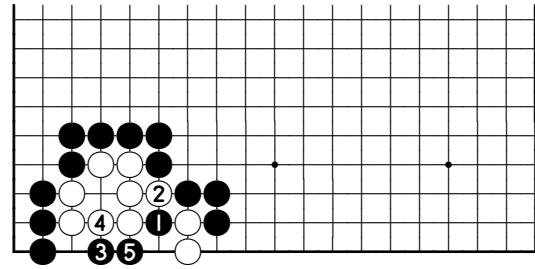


Problem 250 (B): Schwarz setzt
Key-Zug S(1), S(3) und S(5)

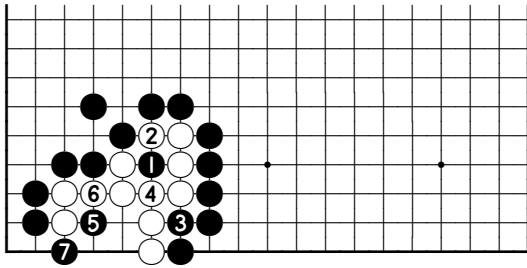
Die Lösungen



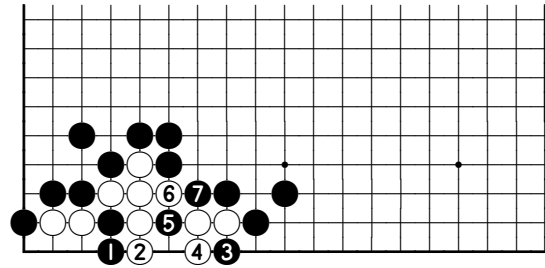
Lösung zu Problem 241



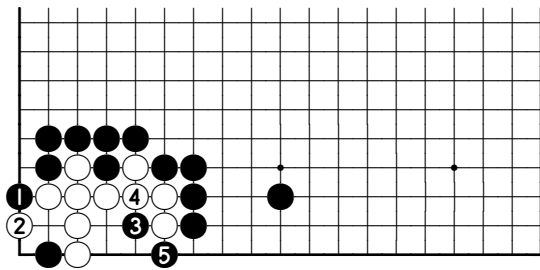
Lösung zu Problem 242



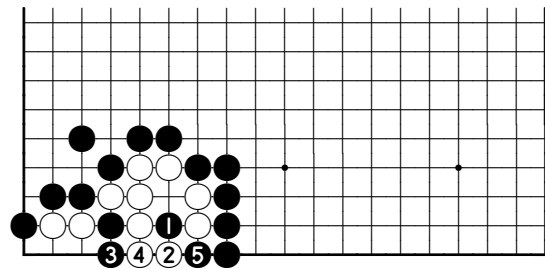
Lösung zu Problem 243



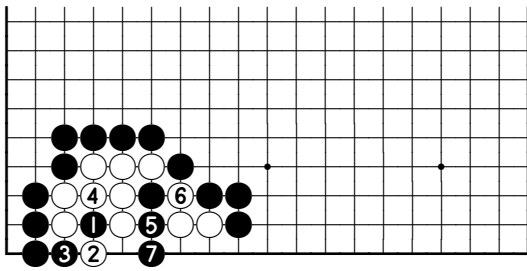
Lösung zu Problem 244



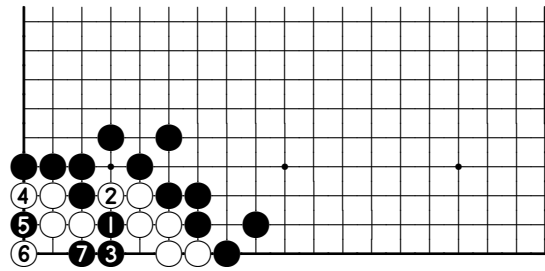
Lösung zu Problem 245



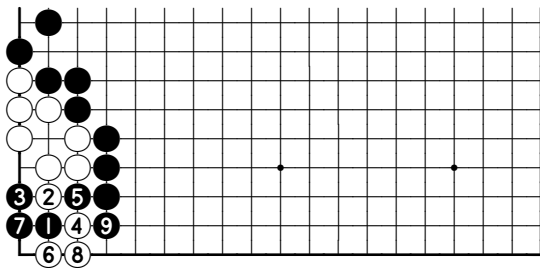
Lösung zu Problem 246



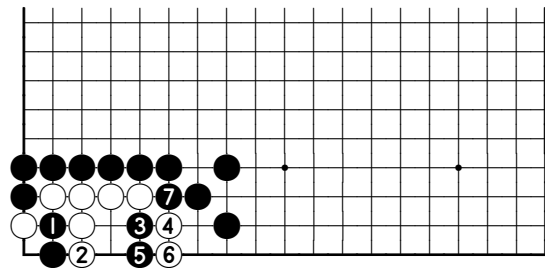
Lösung zu Problem 247



Lösung zu Problem 248

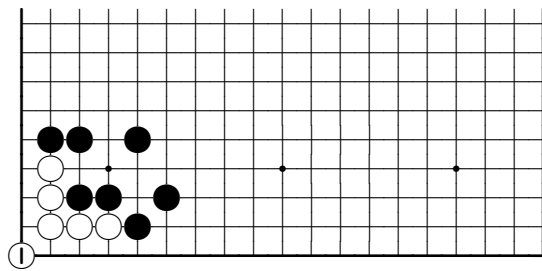


Lösung zu Problem 249

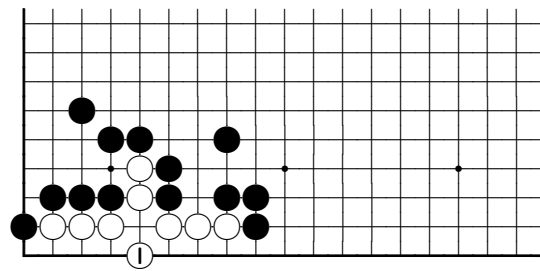


Lösung zu Problem 250

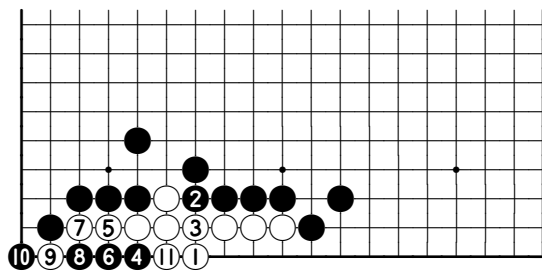
Die Lösungen



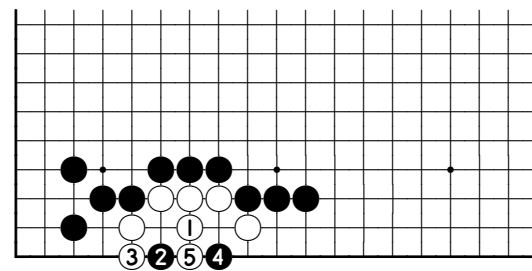
Lösung zu Problem 291



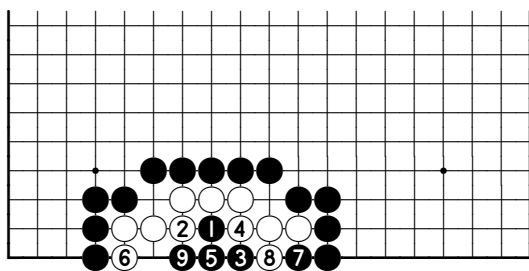
Lösung zu Problem 292



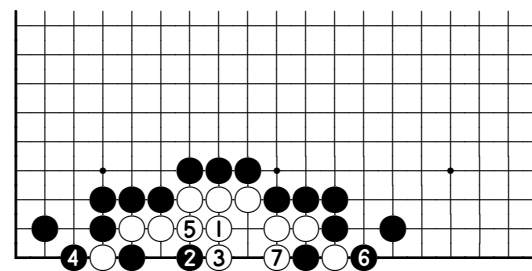
Lösung zu Problem 293



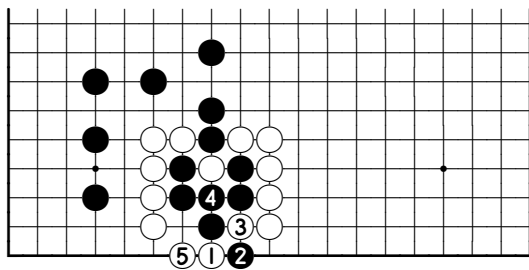
Lösung zu Problem 294



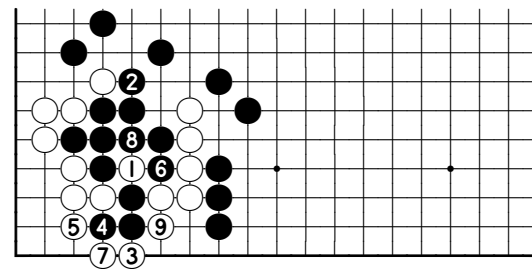
Lösung zu Problem 295



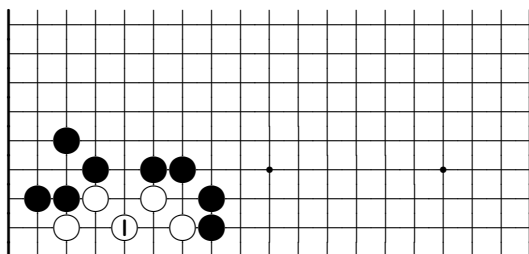
Lösung zu Problem 296



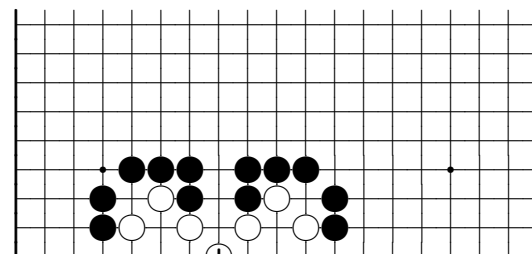
Lösung zu Problem 297



Lösung zu Problem 298



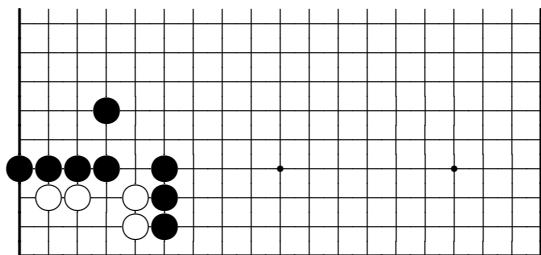
Lösung zu Problem 299



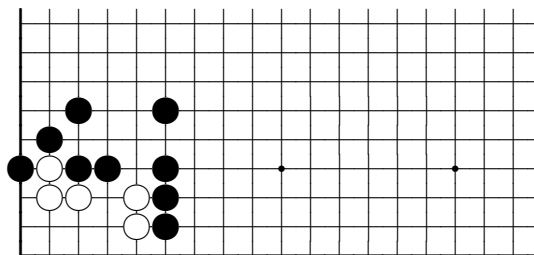
Lösung zu Problem 300

Kategorie 7: Von beiden Seiten angreifen

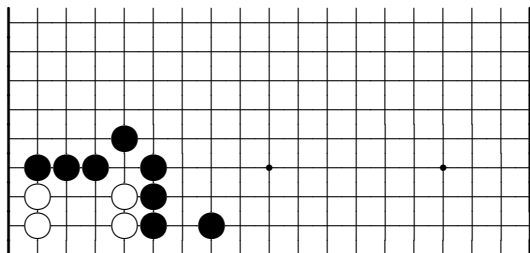
Die Probleme



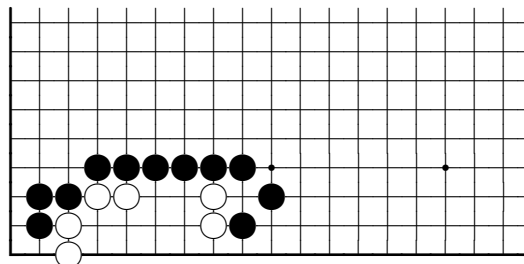
Problem 341 (B): Weiß setzt
Key-Zug W(1)



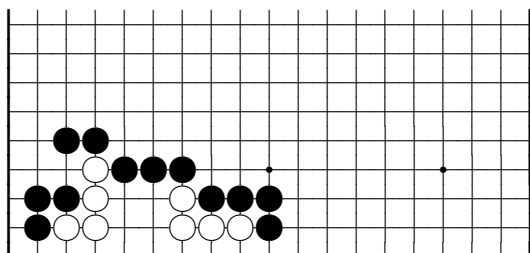
Problem 342 (B): Weiß setzt
Key-Zug W(1)



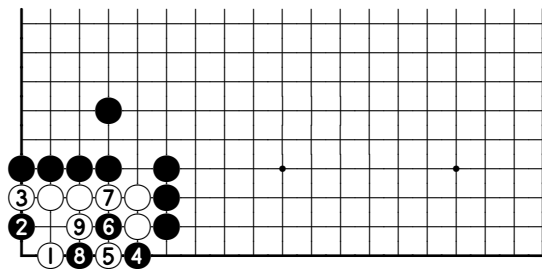
Problem 343 (B): Weiß setzt
Key-Zug W(1)



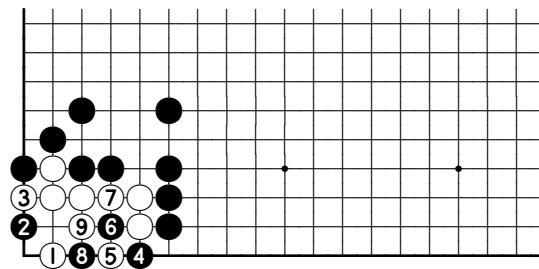
Problem 344 (B): Weiß setzt
Key-Zug W(1)



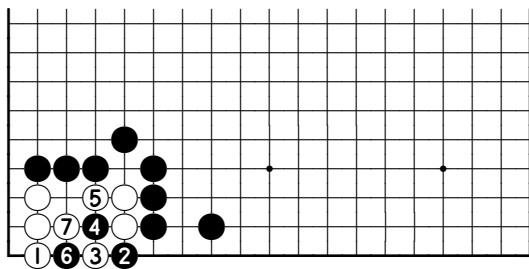
Die Lösungen



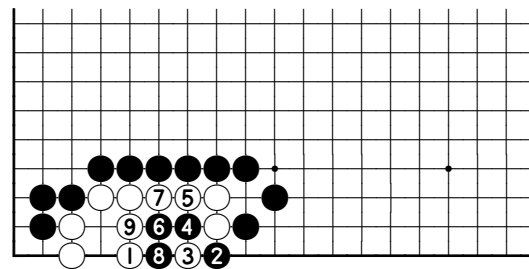
Lösung zu Problem 341



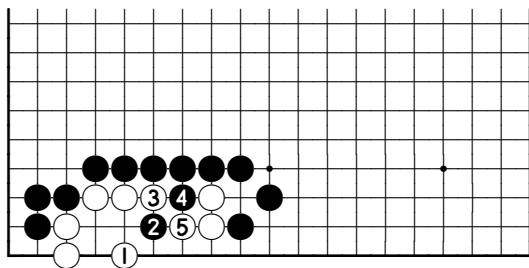
Lösung zu Problem 342



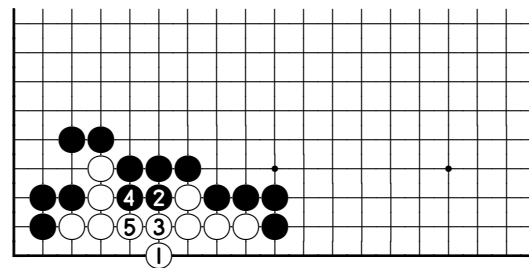
Lösung zu Problem 343



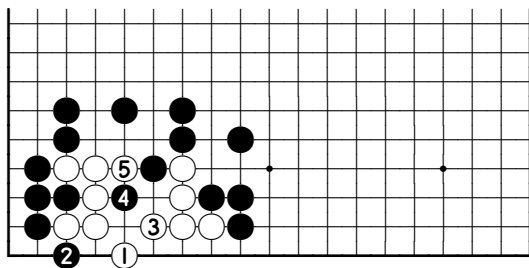
Lösung zu Problem 344



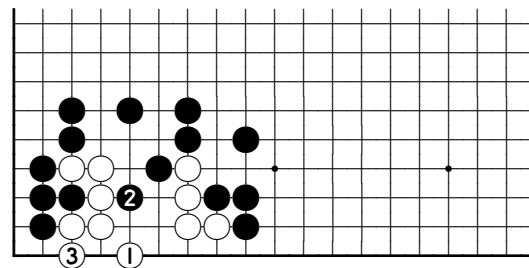
Alternative Lösung zu Prb. 344



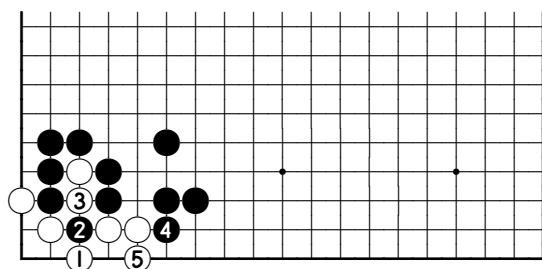
Lösung zu Problem 345



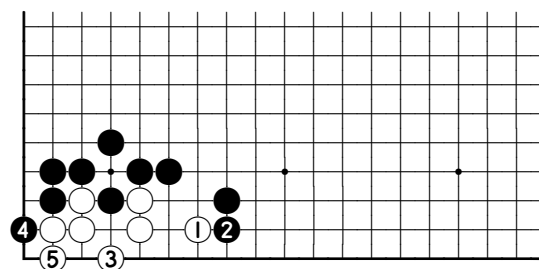
Lösung zu Problem 346



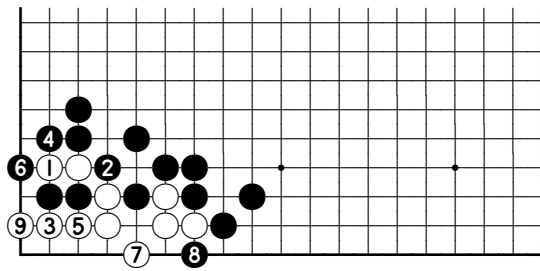
Alternative Lösung zu Prb. 346



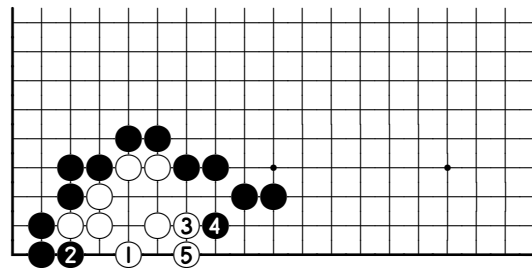
Lösung zu Problem 347



Lösung zu Problem 348



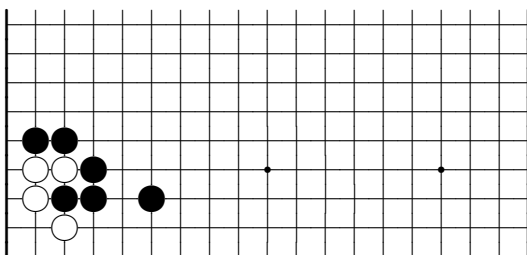
Lösung zu Problem 349



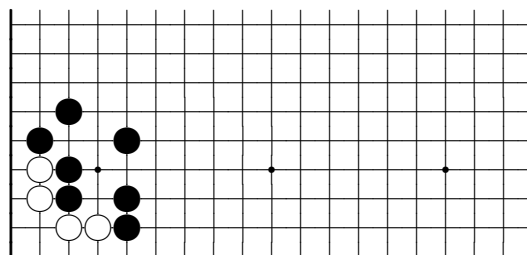
Lösung zu Problem 350

Kategorie 8: Lebende Augen

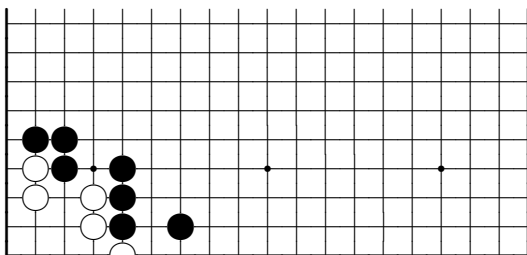
Die Probleme



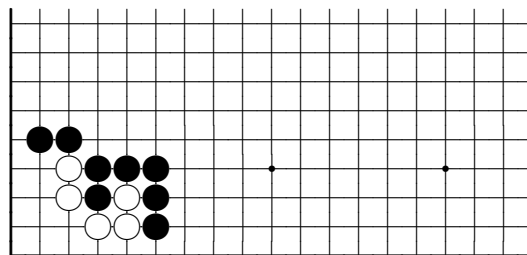
Problem 371 (C): Weiß setzt
Key-Zug: W(1)



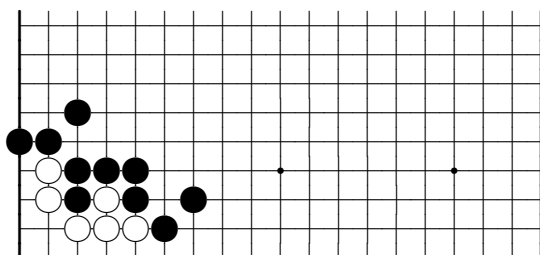
Problem 372 (C): Weiß setzt
Key-Zug: W(1)



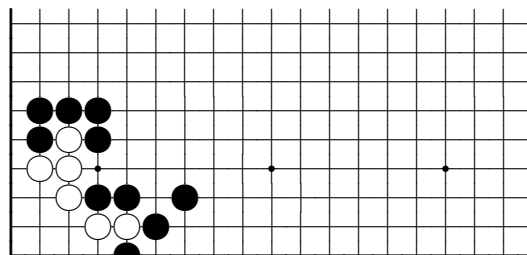
Problem 373 (B): Weiß setzt
Key-Zug: W(1)



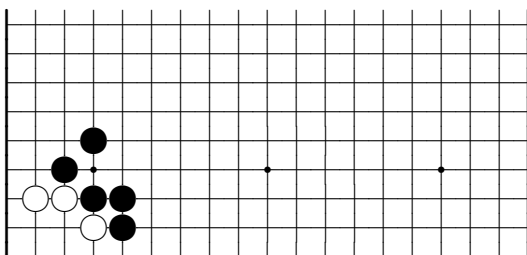
Problem 374 (C): Weiß setzt
Key-Zug: W(1)



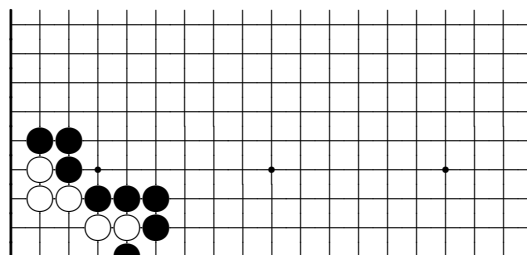
Problem 375 (C): Weiß setzt
Key-Zug: W(1)



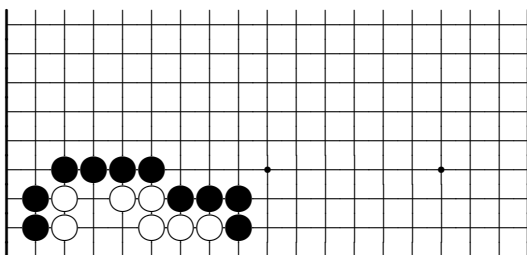
Problem 376 (B): White to play.
Key-Zug: W(1) und mit W(3) den richtigen
Stein opfern



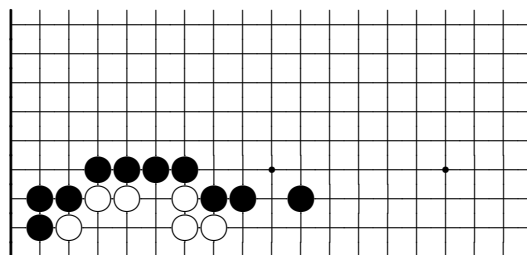
Problem 377 (C): Weiß setzt
Key-Zug: W(1)



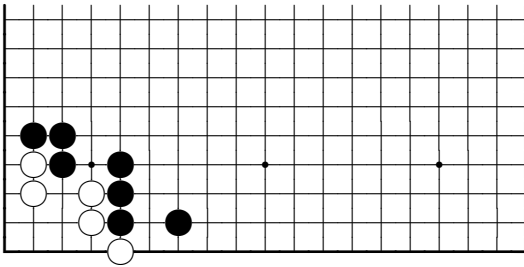
Problem 378 (B): Weiß setzt
Key-Zug: W(1)



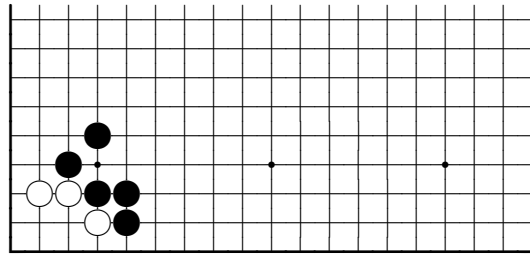
Problem 379 (C): Weiß setzt
Key-Zug: W(1)



Problem 380 (C): Weiß setzt
Key-Zug: W(1)

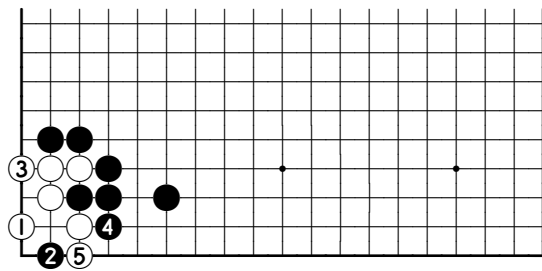


Problem 3731 (B): Weiß setzt
Key-Zug: W(1)

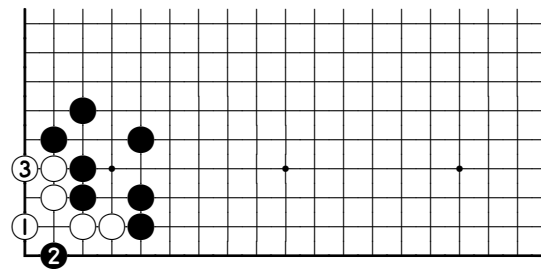


Problem 3771 (C): Weiß setzt
Key-Zug: W(1)

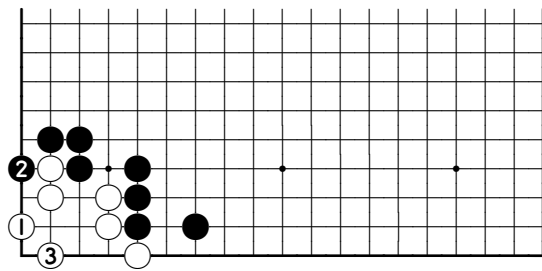
Die Lösungen



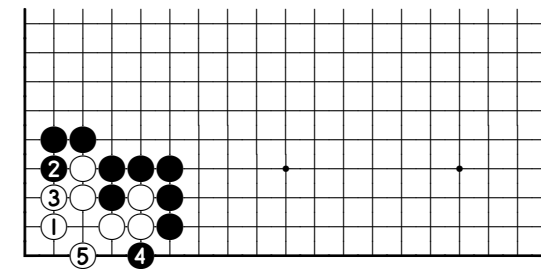
Lösung zu Problem 371



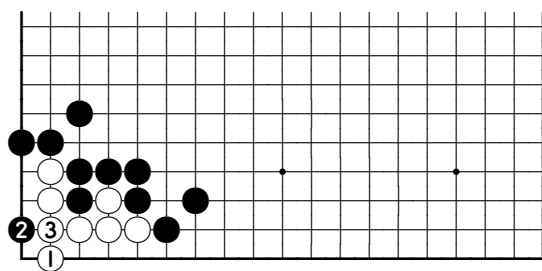
Lösung zu Problem 372



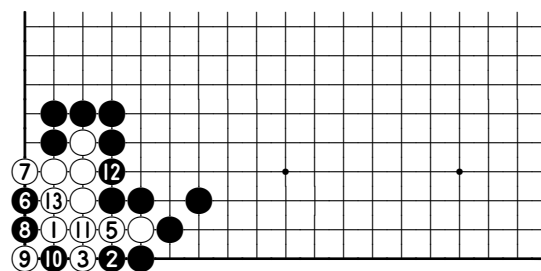
Lösung zu Problem 373



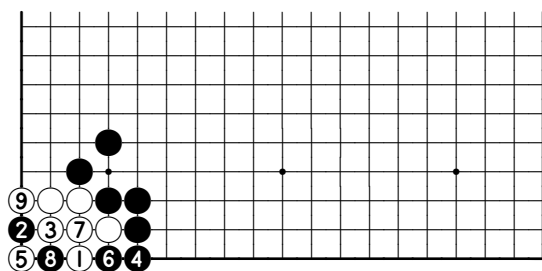
Lösung zu Problem 374



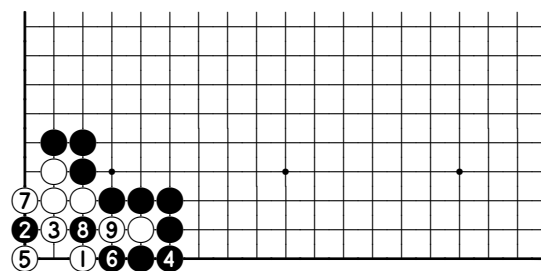
Lösung zu Problem 375



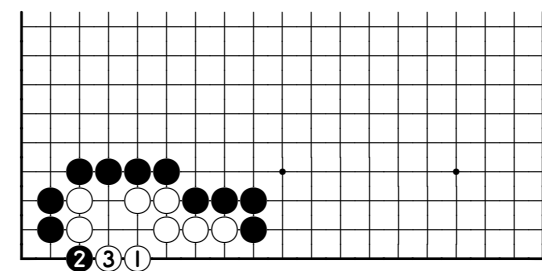
Lösung zu Problem 376



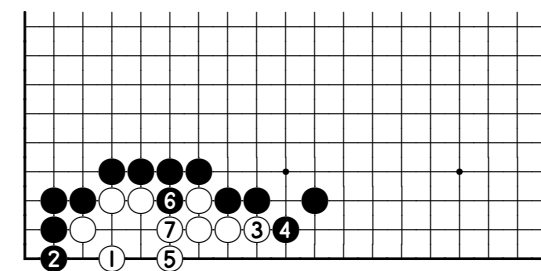
Lösung zu Problem 377



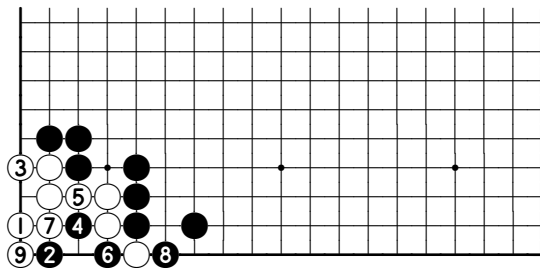
Lösung zu Problem 378



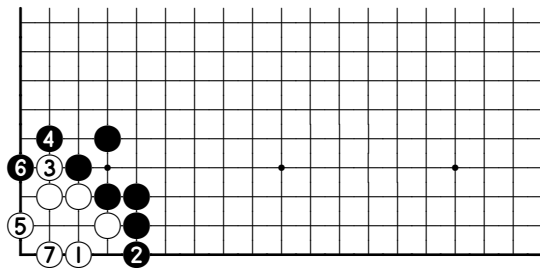
Lösung zu Problem 379



Lösung zu Problem 380



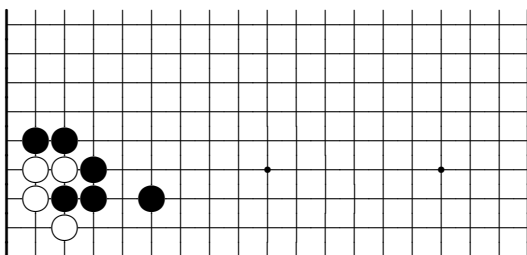
Lösung zu Problem 3731



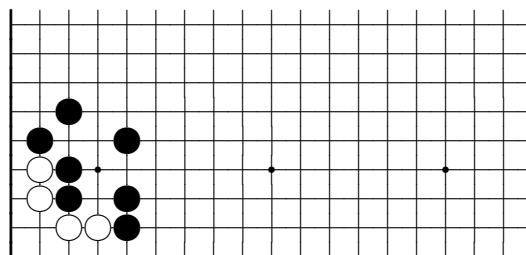
Lösung zu Problem 3771

Kategorie 9: Lebendes Gebiet

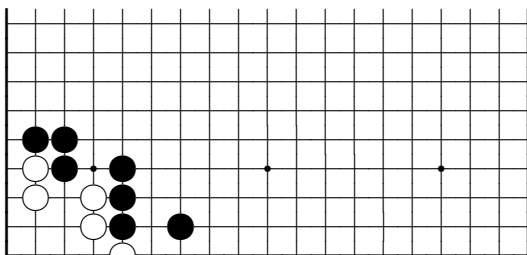
Die Probleme



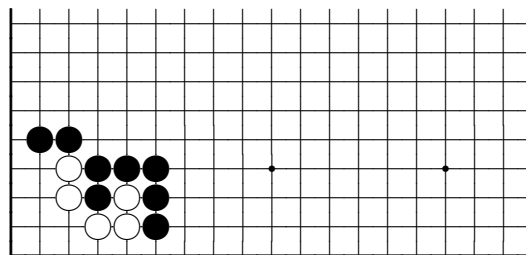
Problem 371 (C): Weiß setzt
Key-Zug: W(1)



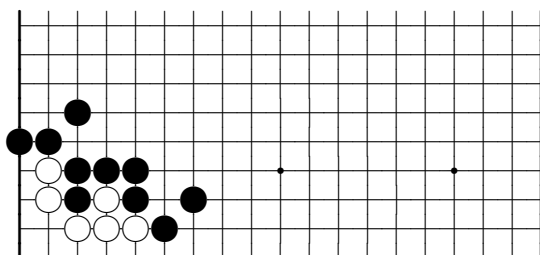
Problem 372 (C): Weiß setzt
Key-Zug: W(1)



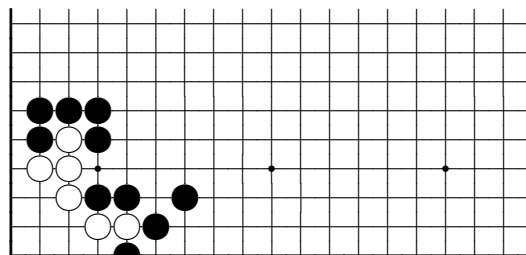
Problem 373 (B): Weiß setzt
Key-Zug: W(1)



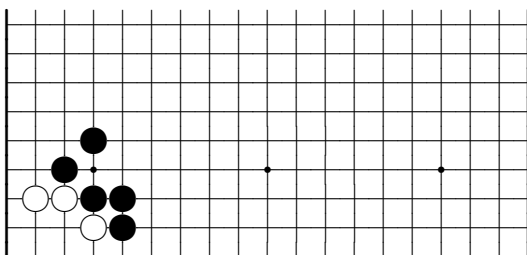
Problem 374 (C): Weiß setzt
Key-Zug: W(1)



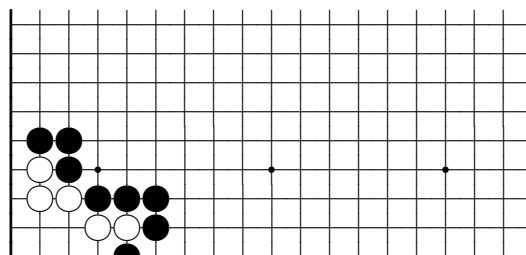
Problem 375 (C): Weiß setzt
Key-Zug: W(1)



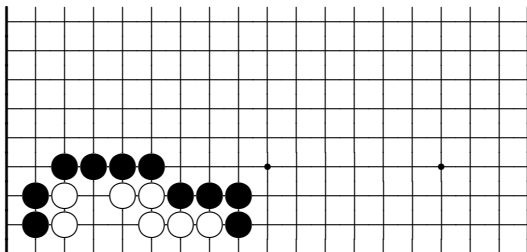
Problem 376 (B): White to play.
Key-Zug: W(1) und mit W(3) den richtigen
Stein opfern



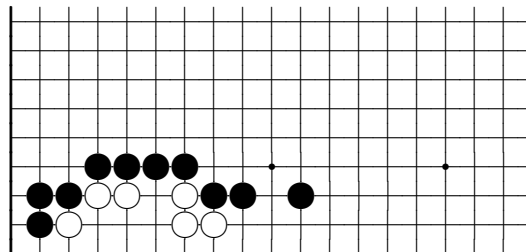
Problem 377 (C): Weiß setzt
Key-Zug: W(1)



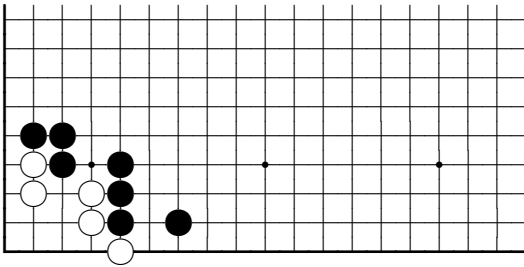
Problem 378 (B): Weiß setzt
Key-Zug: W(1)



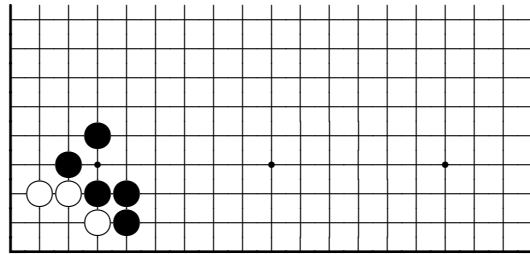
Problem 379 (C): Weiß setzt
Key-Zug: W(1)



Problem 380 (C): Weiß setzt
Key-Zug: W(1)

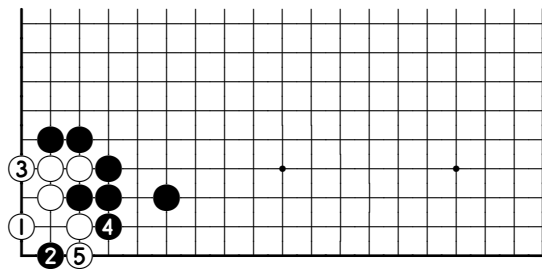


Problem 3731 (B): Weiß setzt
Key-Zug: W(1)

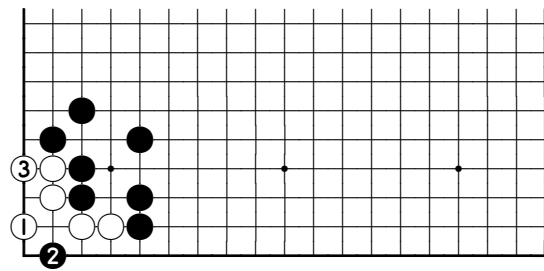


Problem 3771 (C): Weiß setzt
Key-Zug: W(1)

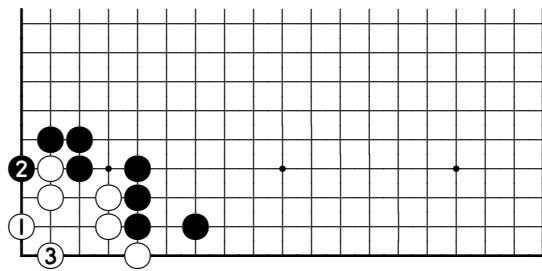
Die Lösungen



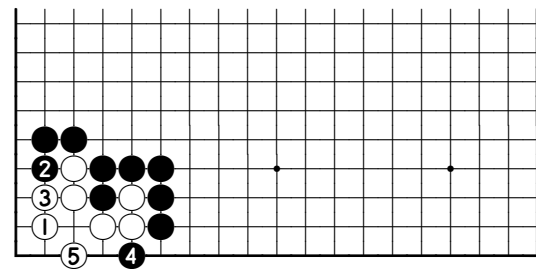
Lösung zu Problem 371



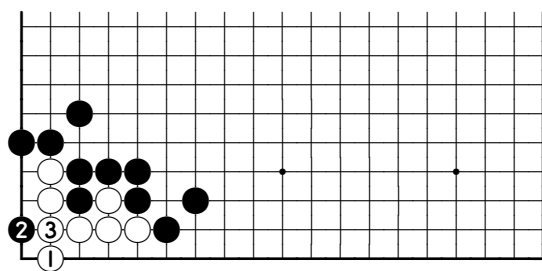
Lösung zu Problem 372



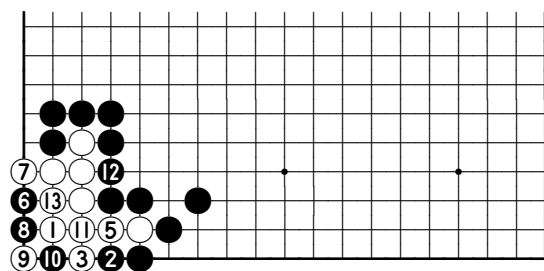
Lösung zu Problem 373



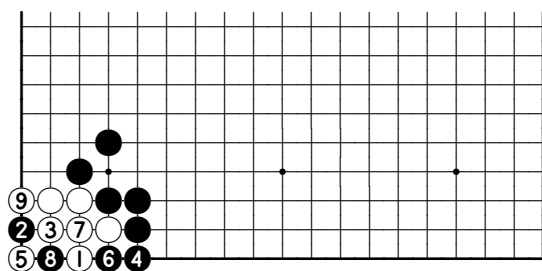
Lösung zu Problem 374



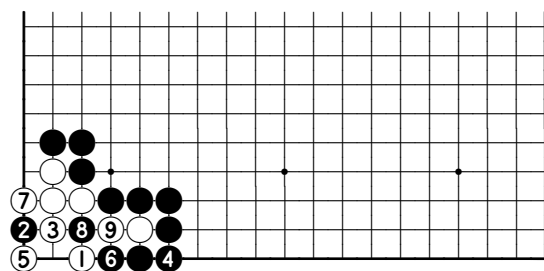
Lösung zu Problem 375



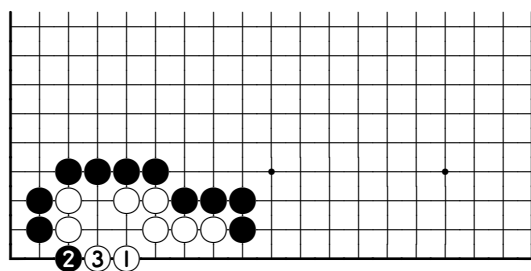
Lösung zu Problem 376



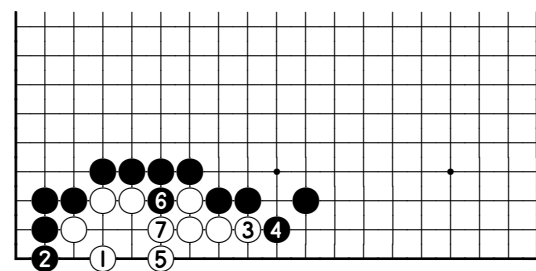
Lösung zu Problem 377



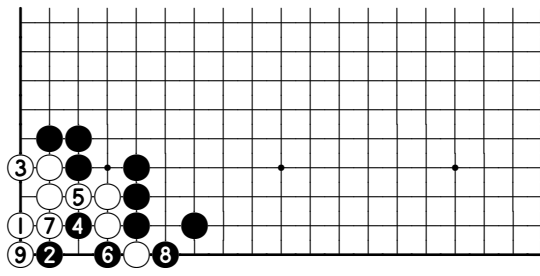
Lösung zu Problem 378



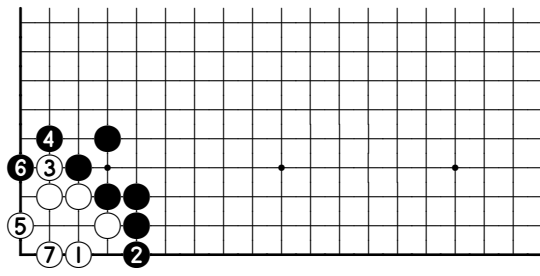
Lösung zu Problem 379



Lösung zu Problem 380

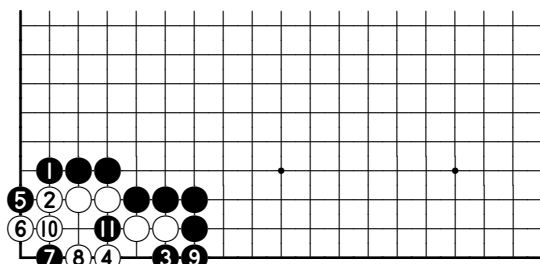


Lösung zu Problem 3731

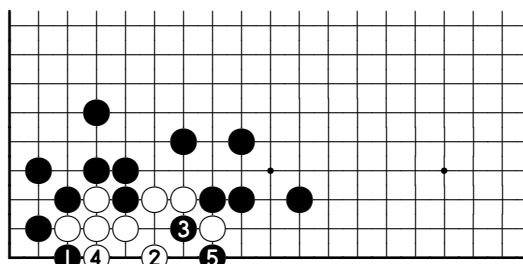


Lösung zu Problem 3771

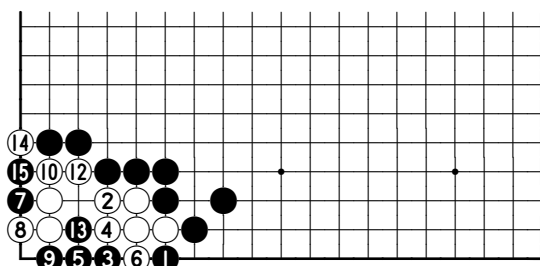
Die Lösungen



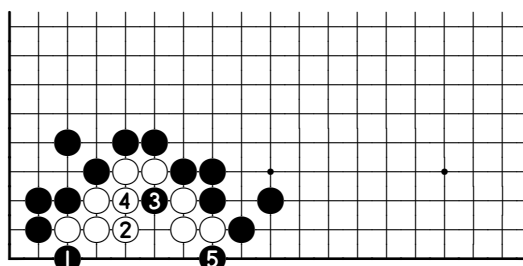
Lösung zu Problem 431



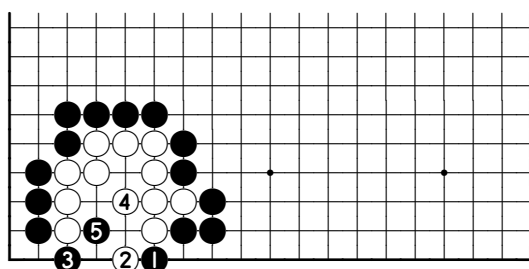
Lösung zu Problem 432



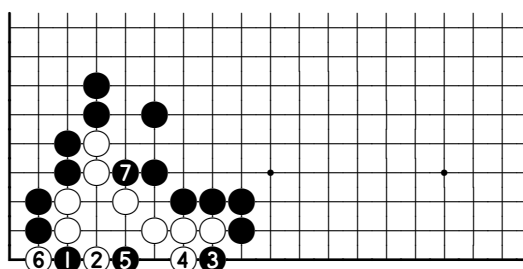
Lösung zu Problem 433



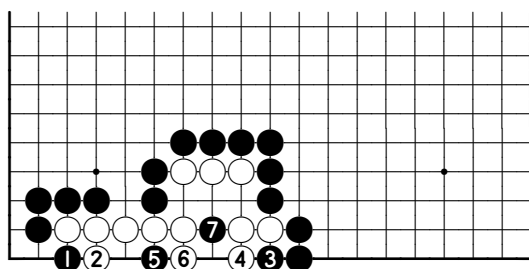
Lösung zu Problem 434



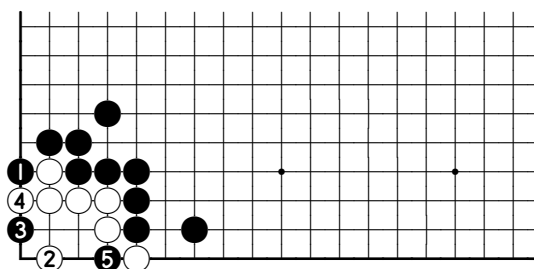
Lösung zu Problem 435



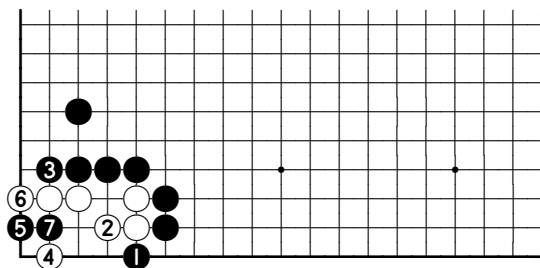
Lösung zu Problem 436



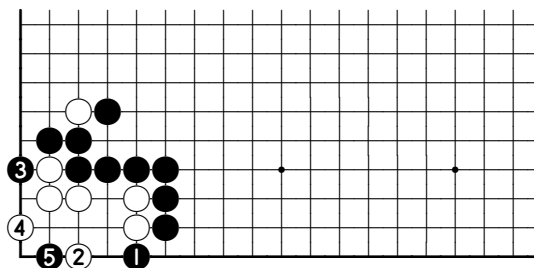
Lösung zu Problem 437



Lösung zu Problem 438



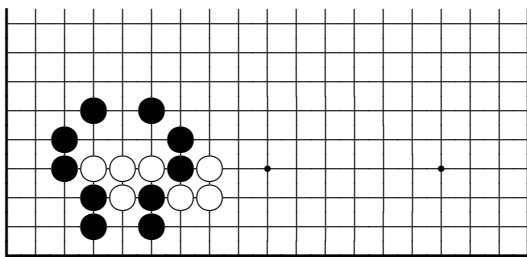
Lösung zu Problem 439



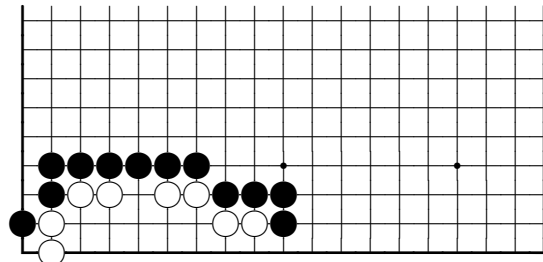
Lösung zu Problem 440

Kategorie 11: Reihenfolge der Züge

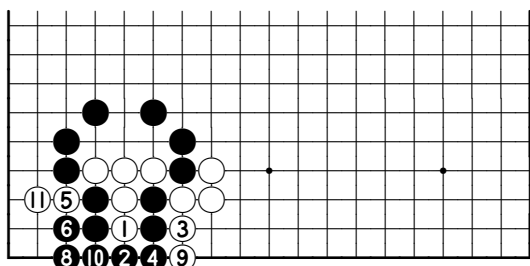
Die Probleme



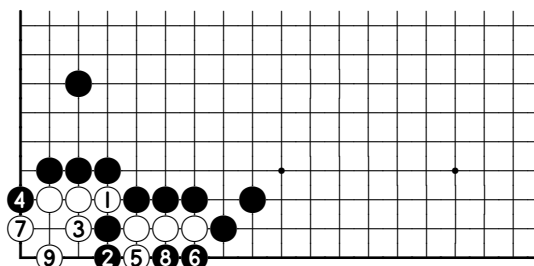
Problem 461 (C): Weiß setzt
Key-Zug W(5) und W(7)



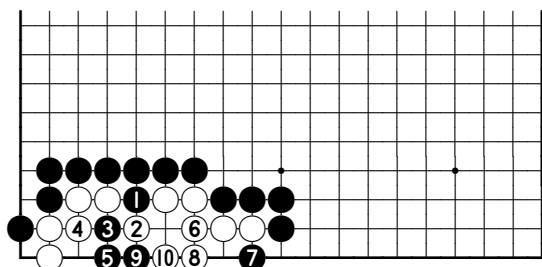
Die Lösungen



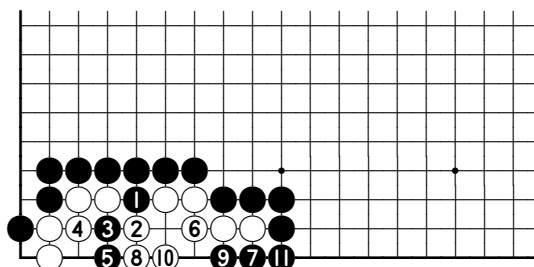
Lösung zu Problem 461



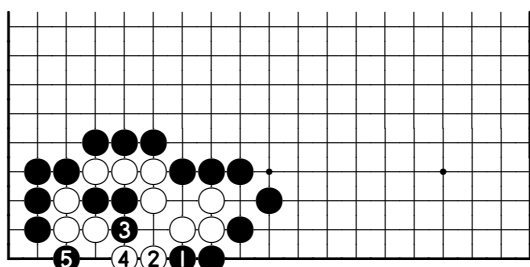
Lösung zu Problem 462



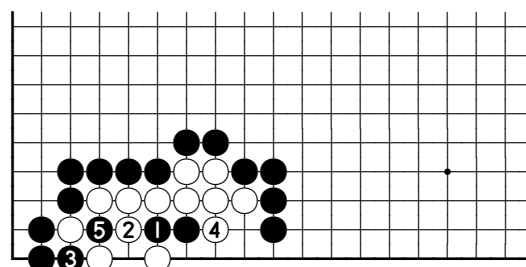
Lösung zu Problem 463



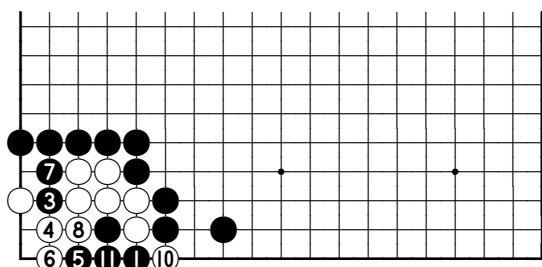
Alternative Lösung zu Problem 463



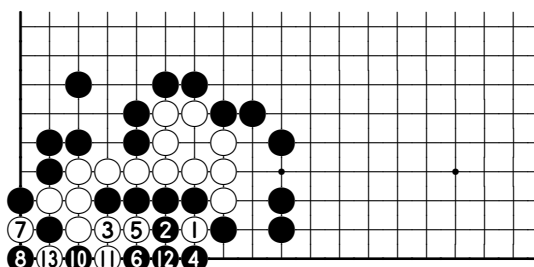
Lösung zu Problem 464



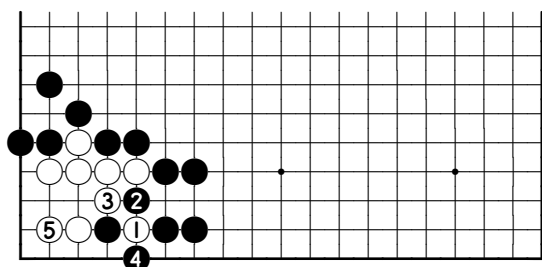
Lösung zu Problem 465



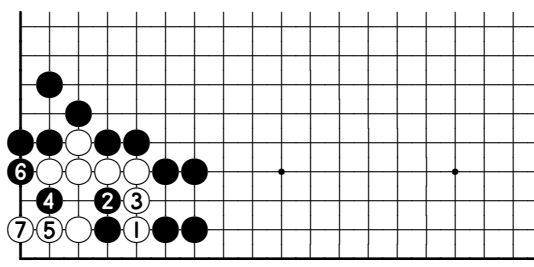
Lösung zu Problem 466



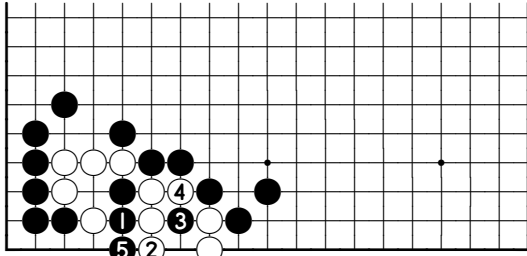
Lösung zu Problem 467



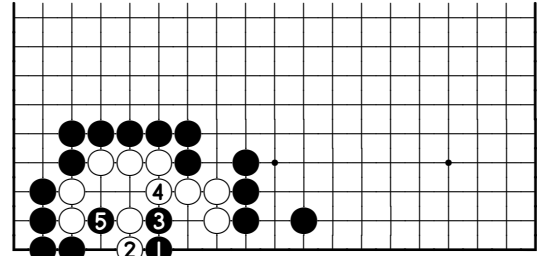
Lösung zu Problem 468



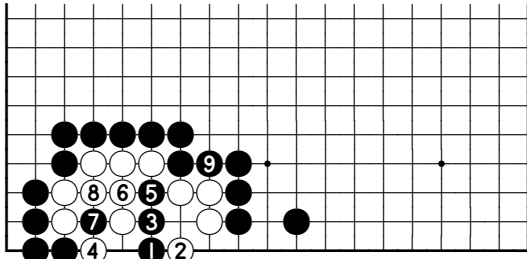
Alternative Lösung zu Problem 468



Lösung zu Problem 469



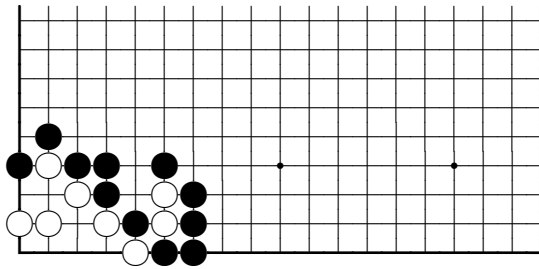
Lösung zu Problem 470



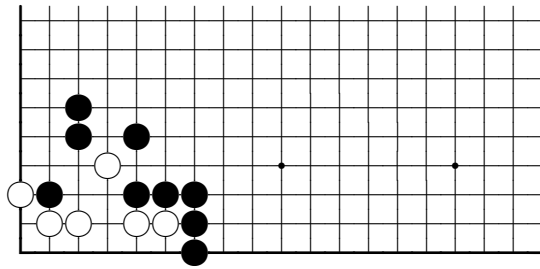
Alternative Lösung zu Problem 470

Kategorie 12: Unter die Steine

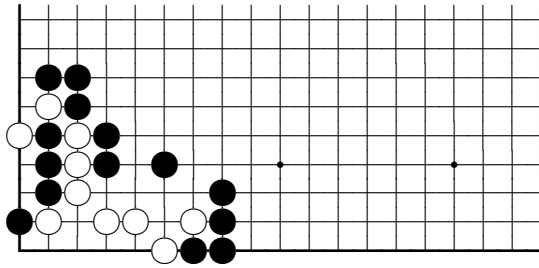
Die Probleme



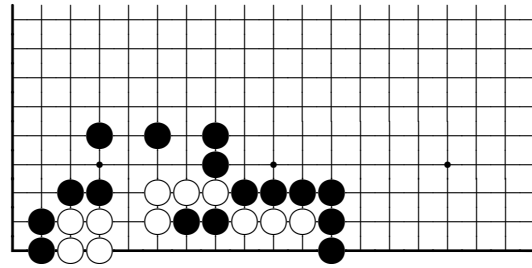
Problem 511 (B): Weiß setzt
»Unter die Steine«



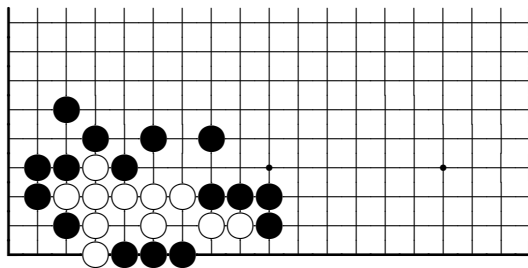
Problem 512 (B): Weiß setzt
»Unter die Steine«



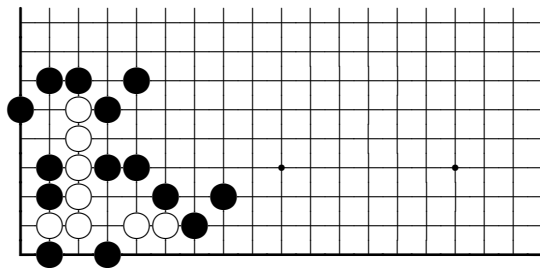
Problem 513 (A): Weiß setzt
»Unter die Steine«



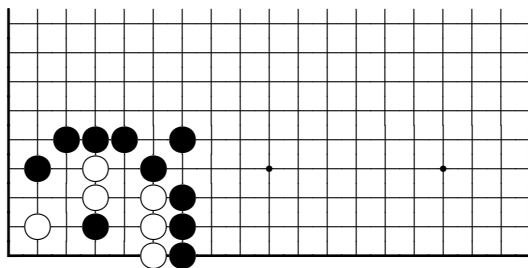
Problem 514 (A): Weiß setzt
»Unter die Steine«



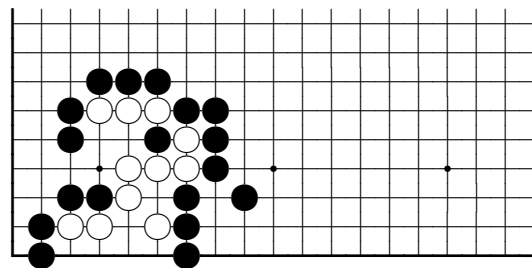
Problem 515 (A): Weiß setzt
»Unter die Steine«



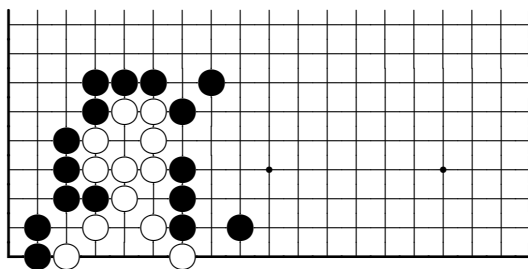
Problem 516 (A): Weiß setzt
»Unter die Steine«



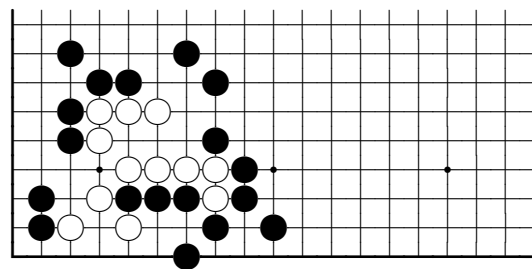
Problem 517 (A): Weiß setzt
»Unter die Steine« bzw. Ko



Problem 518 (B): Weiß setzt
»Unter die Steine«

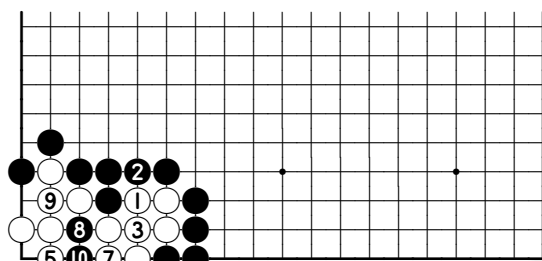


Problem 519 (B): Weiß setzt
»Unter die Steine«



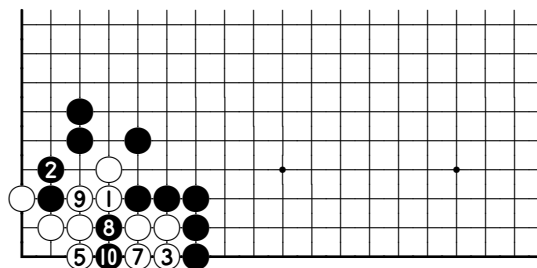
Problem 520 (B): Weiß setzt
»Unter die Steine«

Die Lösungen



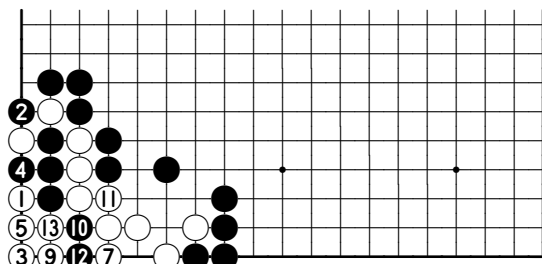
Lösung zu Problem 511

4 auf 10, 6 auf 8, 10 fängt die weiße Gruppe und mit 11 auf 3 ergibt sich »unter die Steine«



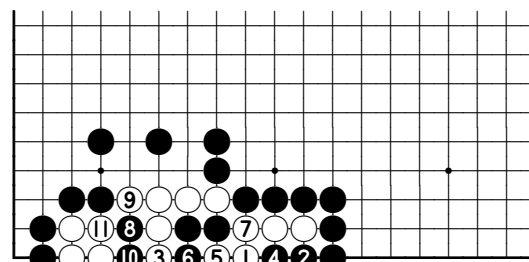
Lösung zu Problem 512

4 auf 10, 6 auf 8, 10 fängt die weiße Gruppe und mit 11 rechts neben 8 ergibt sich »unter die Steine«

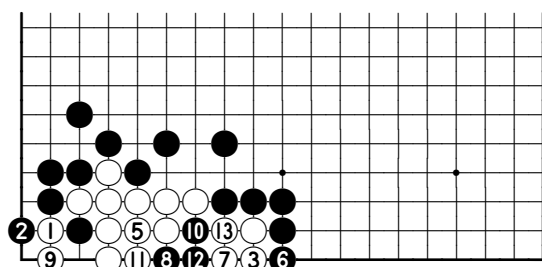


Lösung zu Problem 513

6 auf 12, 8 auf 10, 15 auf 13

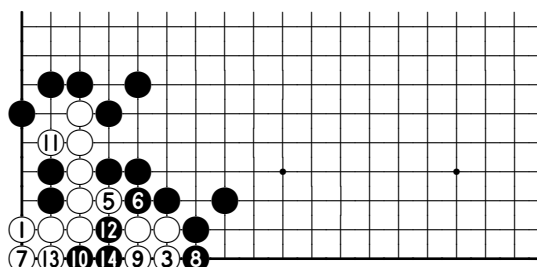


Lösung zu Problem 514



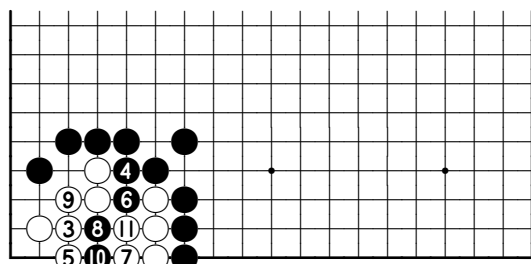
Lösung zu Problem 515

4 auf 10, 13 rechts neben 10



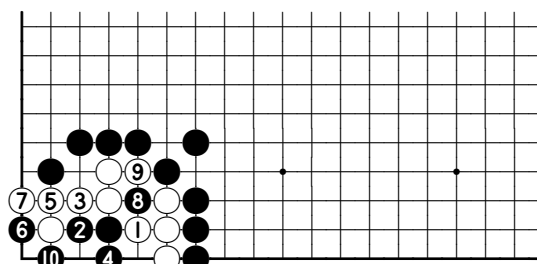
Lösung zu Problem 516

2 auf 10, 4 auf 12, 15 rechts neben 12



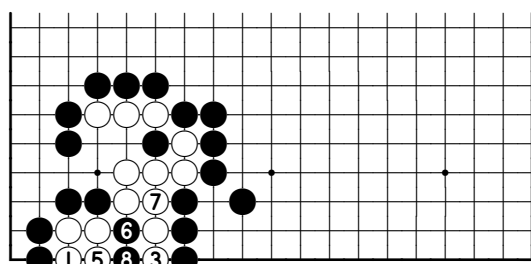
Lösung zu Problem 517

1 auf 11, 2 auf 10



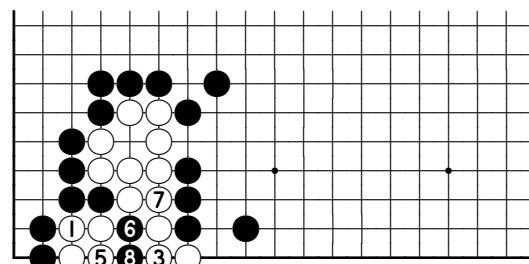
Alternative Lösung zu Prb. 517: Ko

Lösung, die man auf dem IZIS Go-Board findet



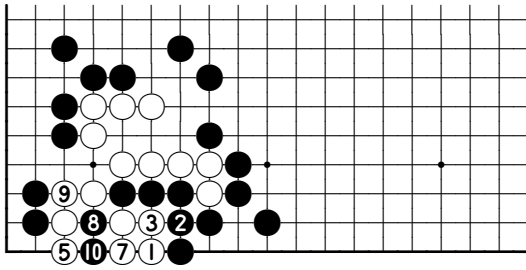
Lösung zu Problem 518

2 auf 8, 4 auf 6, 9 links von 6



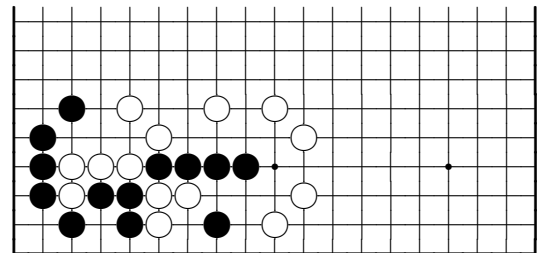
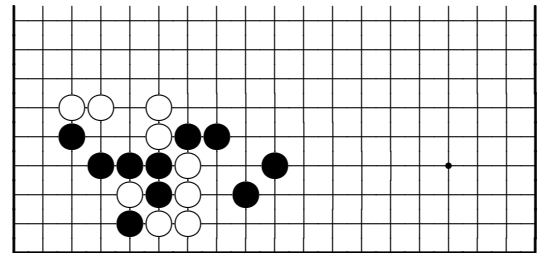
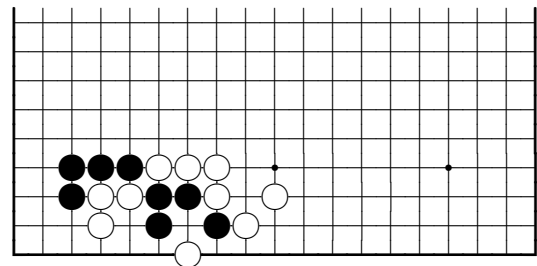
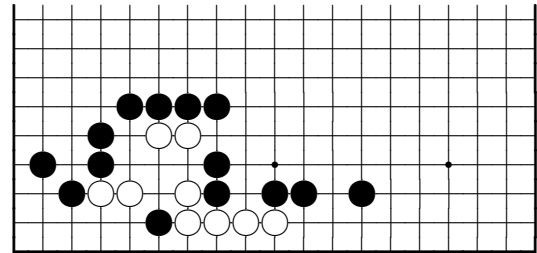
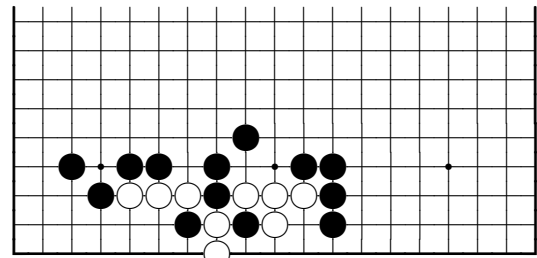
Lösung zu Problem 519

2 auf 8, 4 auf 6, 9 links von 6

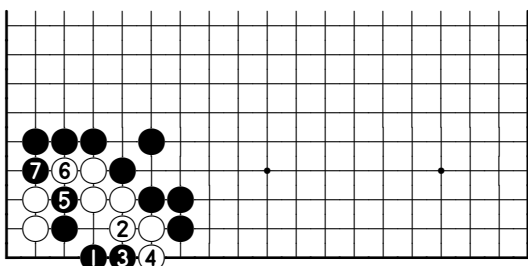


Lösung zu Problem 520

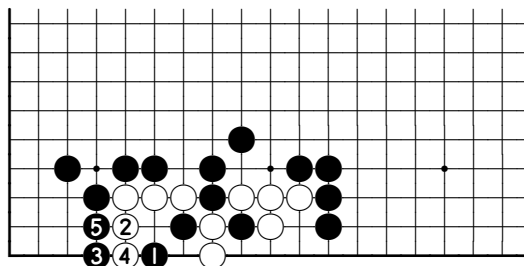
4 auf 10, 6 auf 8, 11 rechts von 8



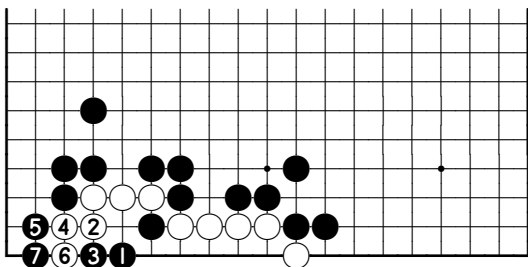
Die Lösungen



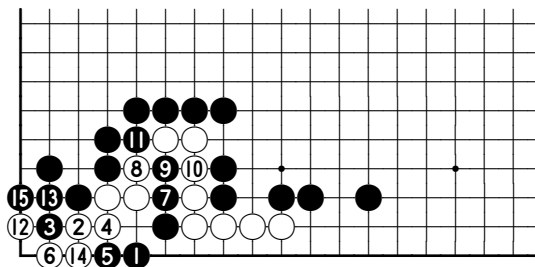
Lösung zu Problem 581



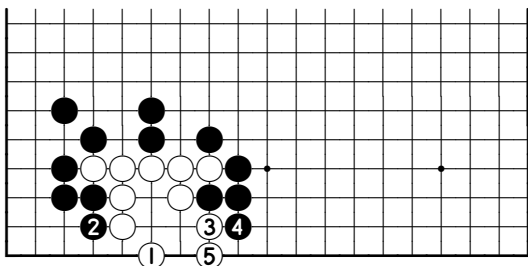
Lösung zu Problem 582



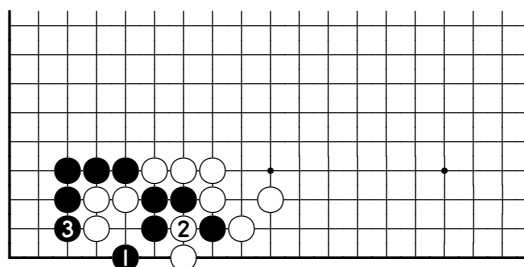
Lösung zu Problem 583



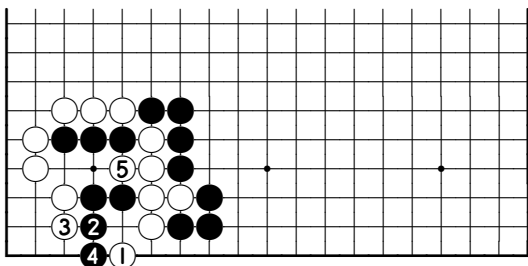
Lösung zu Problem 584



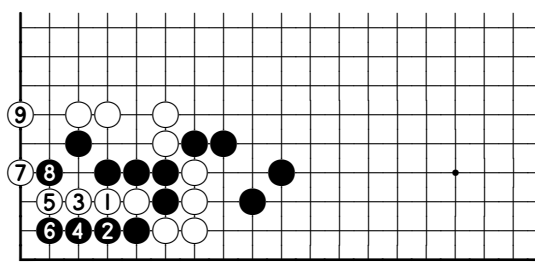
Lösung zu Problem 585



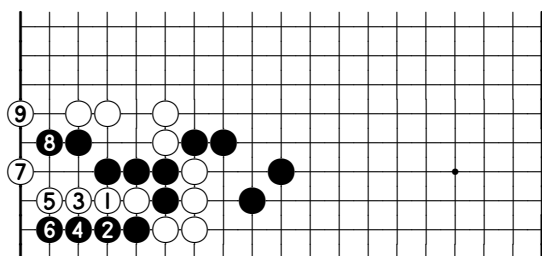
Lösung zu Problem 586



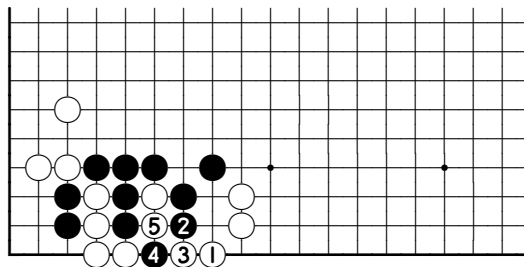
Lösung zu Problem 587



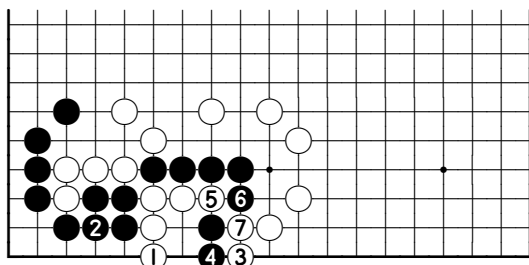
Lösung zu Problem 588



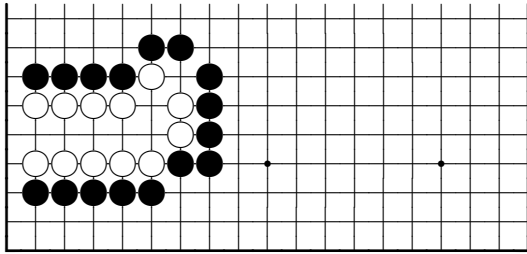
Alternative Lösung zu Prb. 588



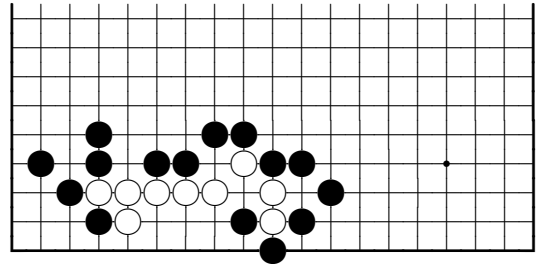
Lösung zu Problem 589



Lösung zu Problem 590

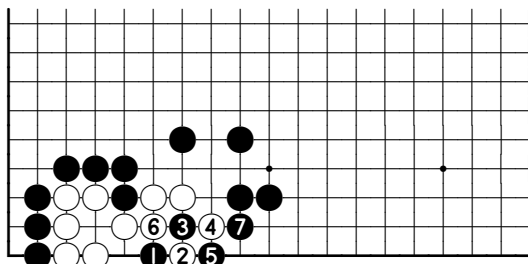


Problem 679 (B): Schwarz setzt
»oki auf die erste Linie«

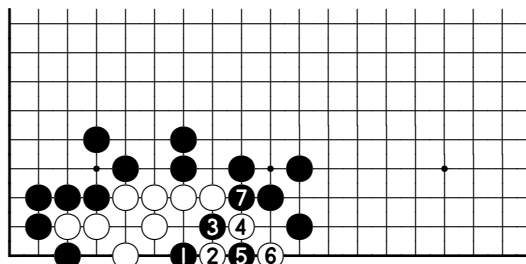


Problem 680 (A): Weiß setzt
»oki auf die erste Linie«

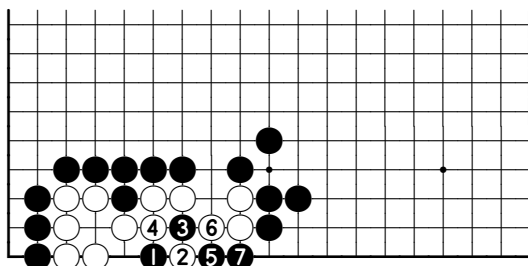
Die Lösungen



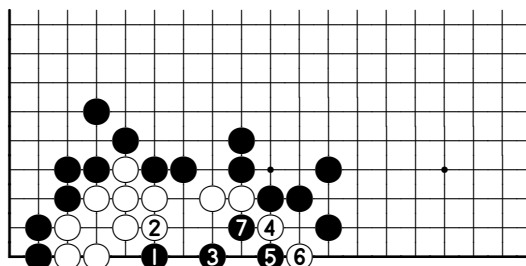
Lösung zu Problem 671



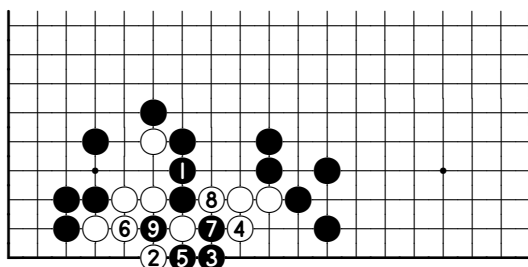
Lösung zu Problem 672



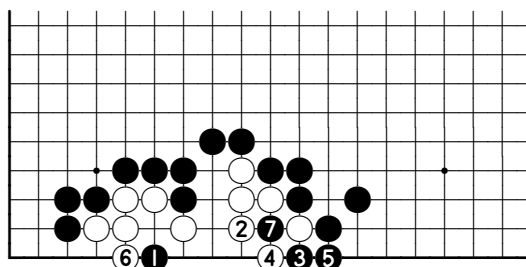
Lösung zu Problem 673



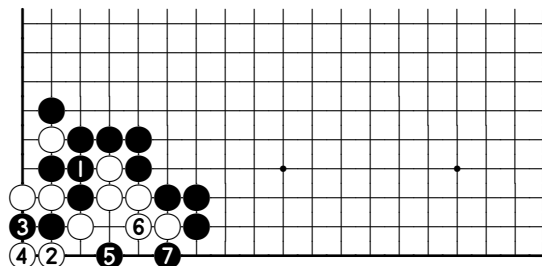
Lösung zu Problem 674



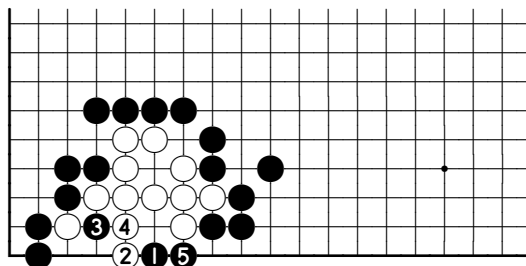
Lösung zu Problem 675



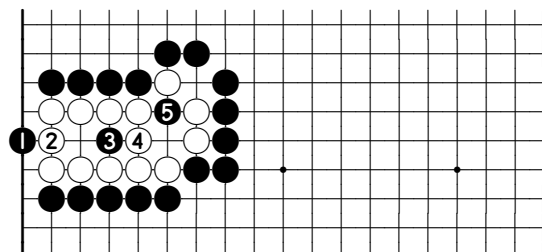
Lösung zu Problem 676



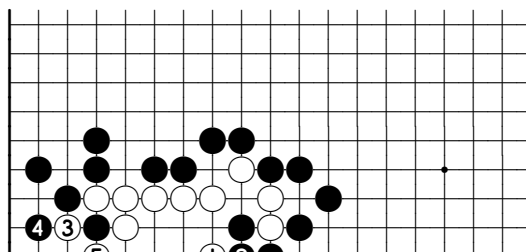
Lösung zu Problem 677



Lösung zu Problem 678

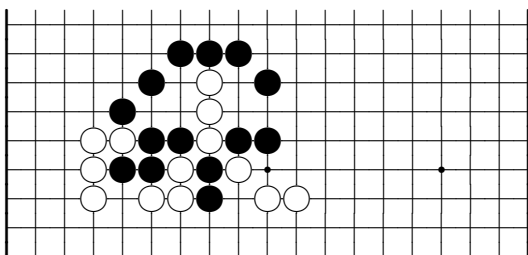


Lösung zu Problem 679



Lösung zu Problem 680

Die Probleme



A scatter plot on a grid showing the relationship between the number of children (x-axis) and the number of books read (y-axis). The x-axis ranges from 0 to 10, and the y-axis ranges from 0 to 10. Data points are represented by black and white circles. The plot shows a general positive correlation, with most points clustered between 1 and 5 children and 1 to 5 books read. There are a few outliers, including a point at (10, 5) and another at (8, 8).

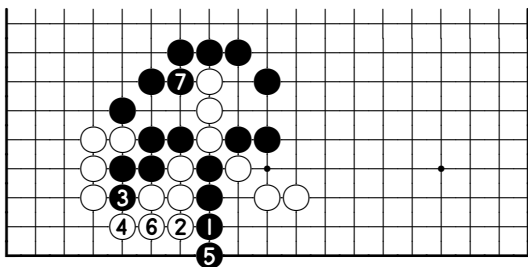
A scatter plot on a 10x10 grid. The left cluster consists of 14 points: 8 white and 6 black. The right cluster consists of 2 black points. The points are distributed as follows (row, column):

Cluster	Type	Row	Column
Left Cluster	White	1	2
	White	2	1
	White	2	2
	White	3	1
	White	3	2
	White	3	3
	White	4	1
	White	4	2
	Black	2	3
	Black	3	2
	Black	3	3
	Black	4	1
	Black	4	2
	Black	4	3
Right Cluster	Black	5	5
	Black	5	8

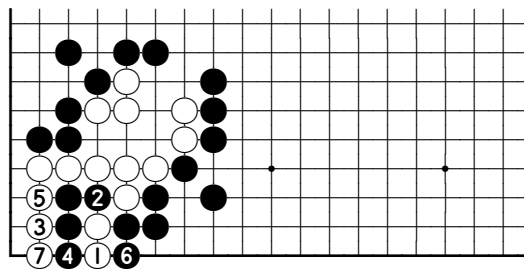
A 10x10 grid with a cluster of black and white dots in the bottom-left corner and three isolated black dots further to the right.

41

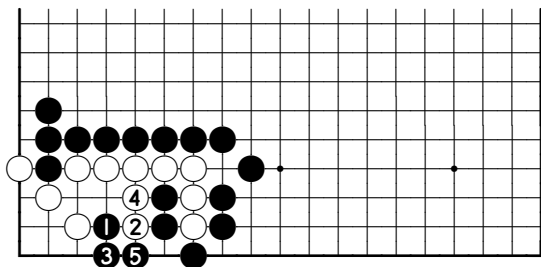
Die Lösungen



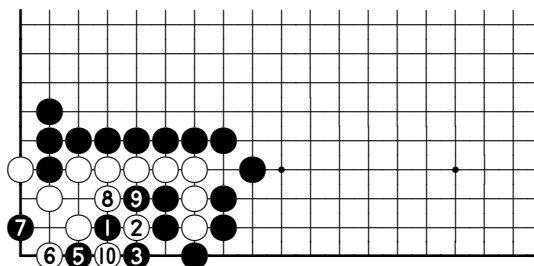
Lösung zu Problem 711



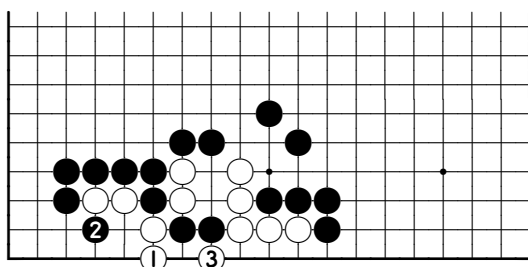
Lösung zu Problem 712



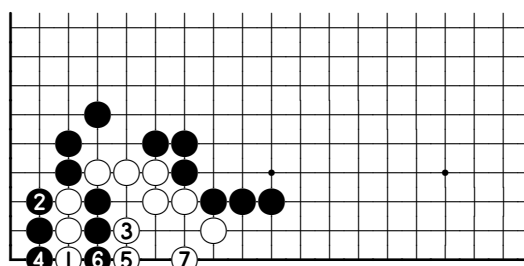
Lösung zu Problem 713



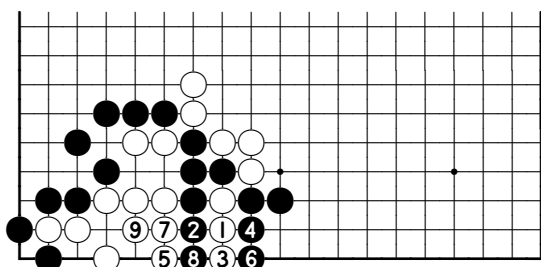
Prb. 731: Diese Spielweise von Schwarz führt zu Ko



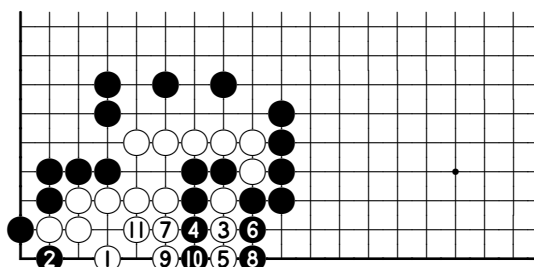
Lösung zu Problem 714



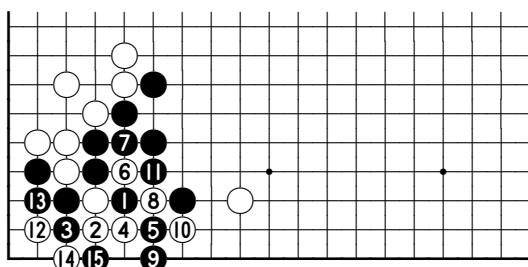
Lösung zu Problem 715



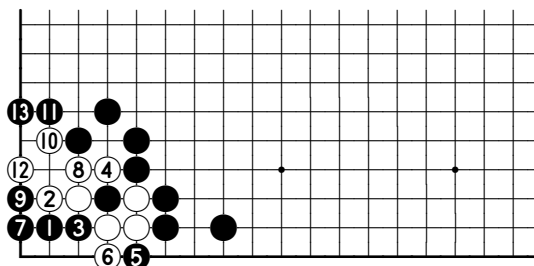
Lösung zu Problem 716



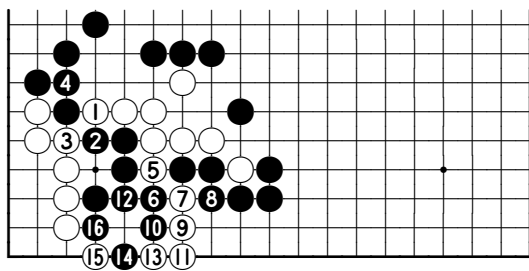
Lösung zu Problem 717



Lösung zu Problem 718



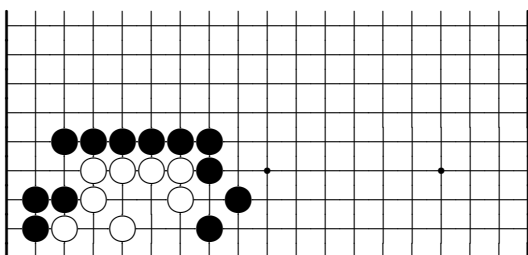
Lösung zu Problem 719

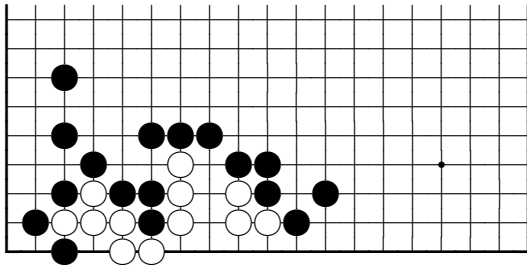


Lösung zu Problem 720

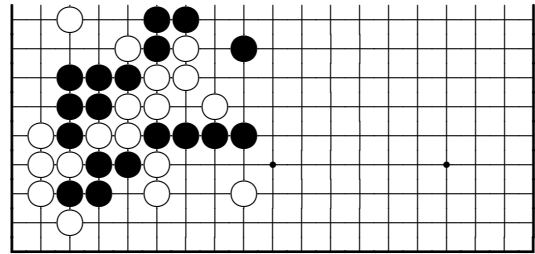
Kategorie 17: Das Gleiten auf die erste Linie

Die Probleme



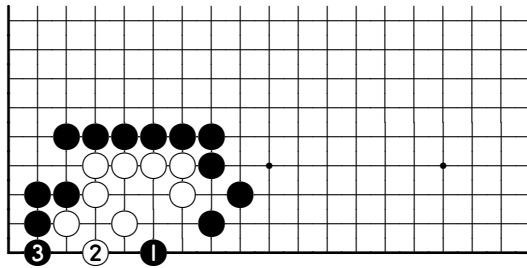


Problem 735 (A): Weiß setzt Ko
Zug 5: »Gleiten auf die erste Linie«

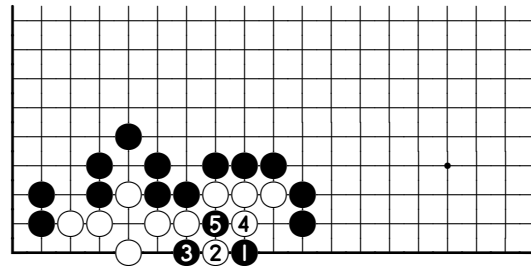


Problem 736 (A): Schwarz setzt Ko
Zug 11: »Gleiten auf die erste Linie«

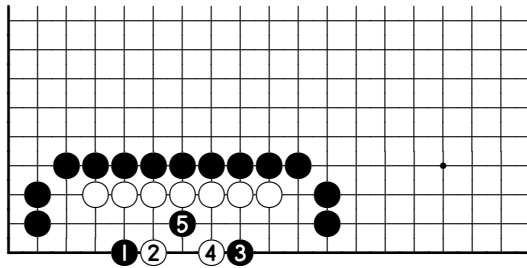
Die Lösungen



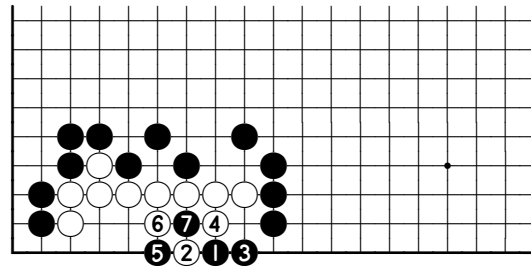
Lösung zu Problem 725



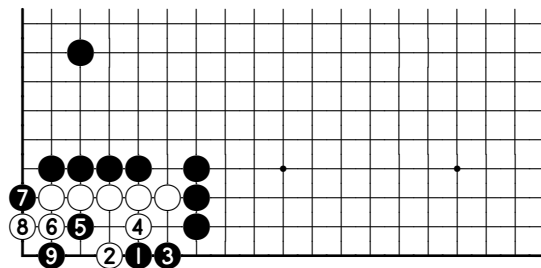
Lösung zu Problem 726



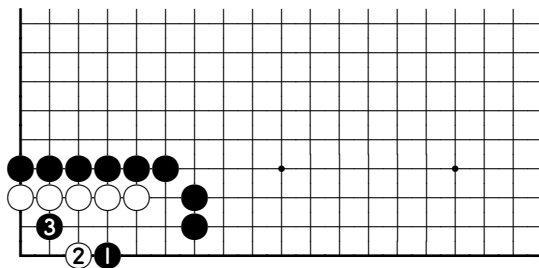
Lösung zu Problem 727



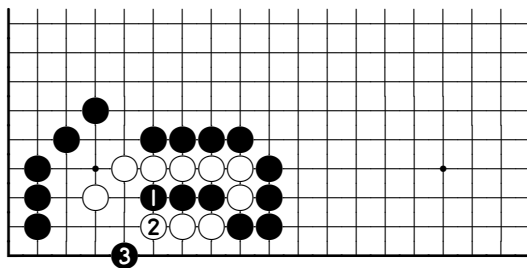
Lösung zu Problem 728



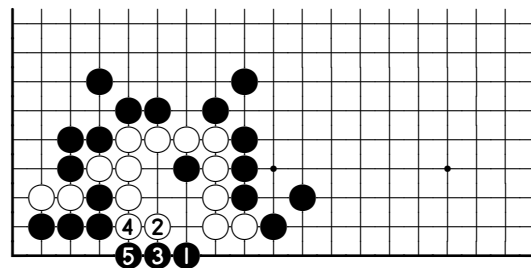
Lösung zu Problem 729



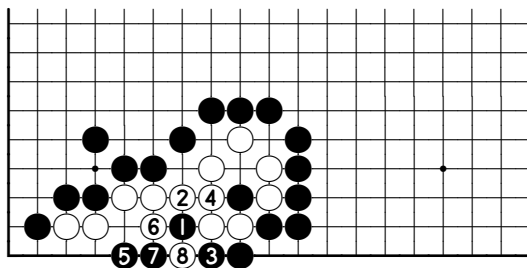
Lösung zu Problem 730



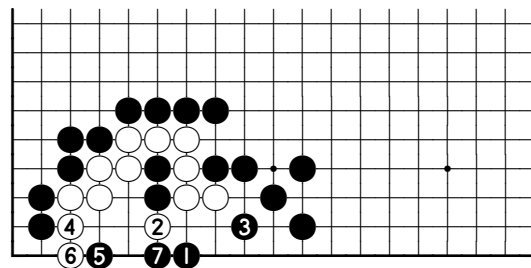
Lösung zu Problem 731



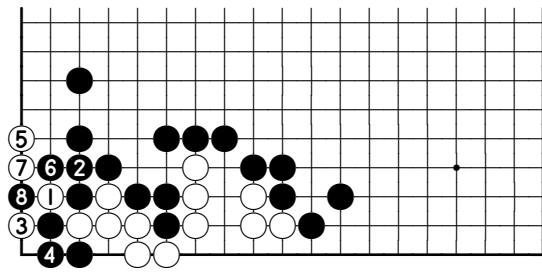
Lösung zu Problem 732



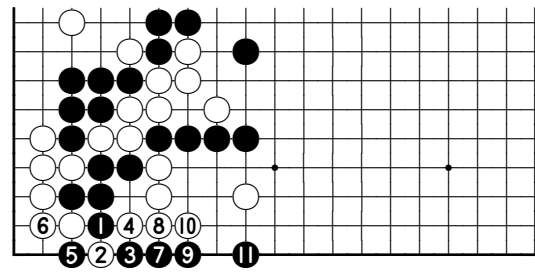
Lösung zu Problem 733



Lösung zu Problem 734



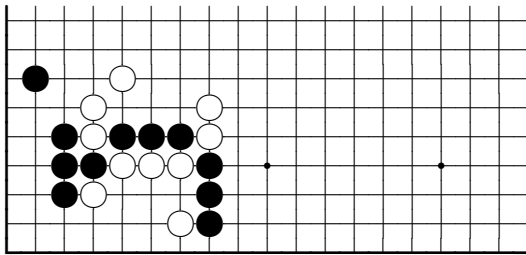
Lösung zu Problem 735



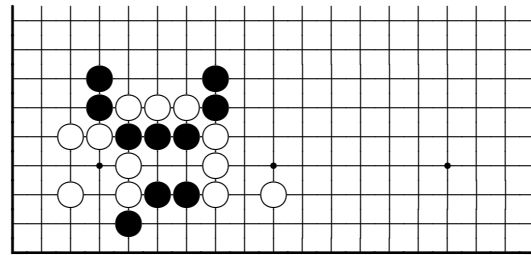
Lösung zu Problem 736

Kategorie 18: Die solide Verbindung auf der ersten Linie

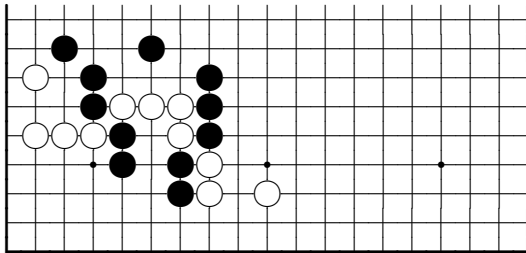
Die Probleme



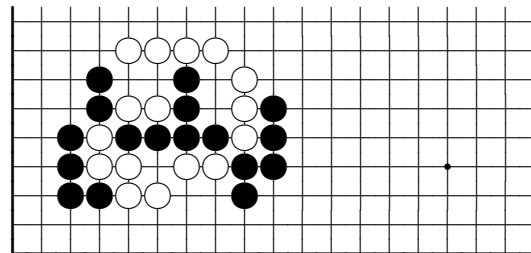
Problem 737 (A): Schwarz setzt
Zug 5 und 7: »Verbindung auf der ersten Linie«



Problem 738 (A): Weiß setzt
Zug 3 und 5: »Verbindung auf der ersten Linie«

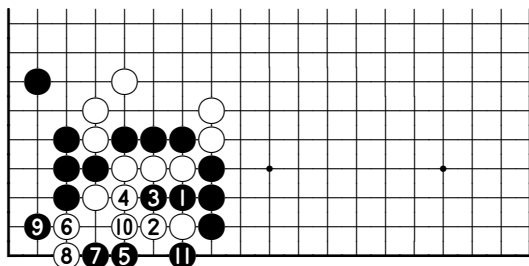


Problem 739 (A): Weiß setzt
Zug 9 und 11: »Verbindung auf der ersten Linie«

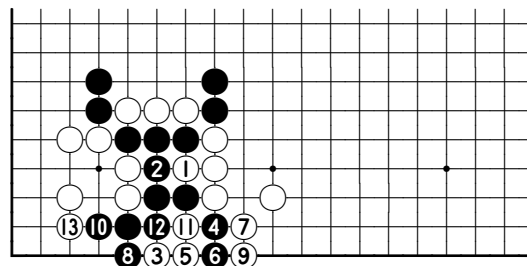


Problem 740 (A): Schwarz setzt
Zug 5 und 7: »Verbindung auf der ersten Linie«

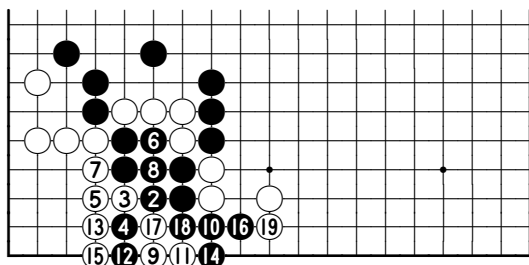
Die Lösungen



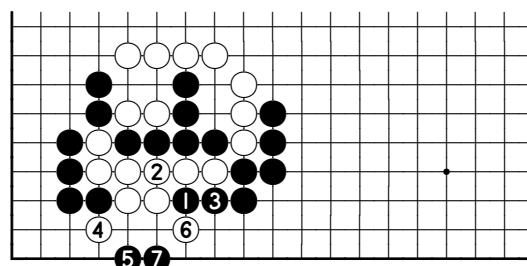
Lösung zu Problem 737



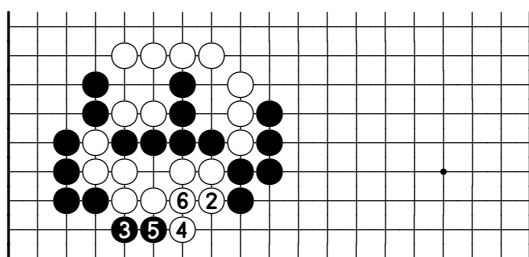
Lösung zu Problem 738



Lösung zu Problem 739 (① auf ⑧)
Alternative: ⑬ auf ⑯ – dann ⑰, ⑬



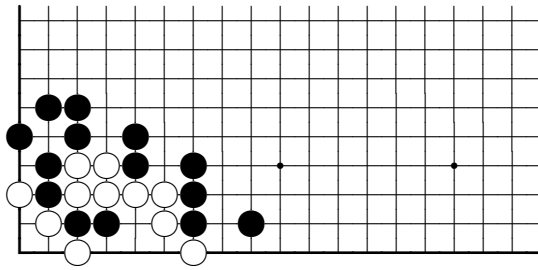
Lösung zu Problem 740



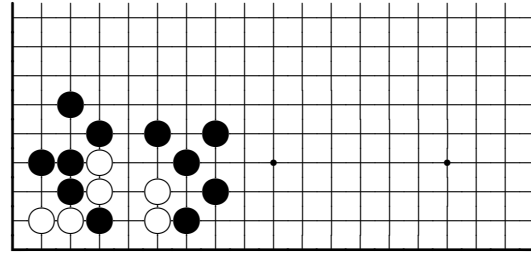
Alternative Lösung zu Problem 740 (① auf ⑥)

Kategorie 19: Der 1-1 Punkt

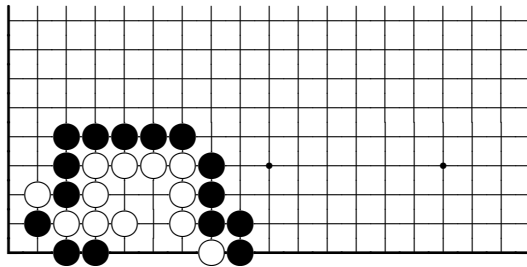
Die Probleme



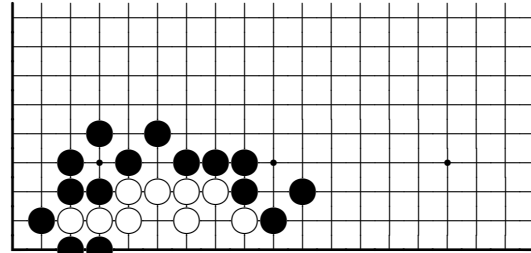
Problem 741 (B): Schwarz setzt
»Der 1-1 Punkt«



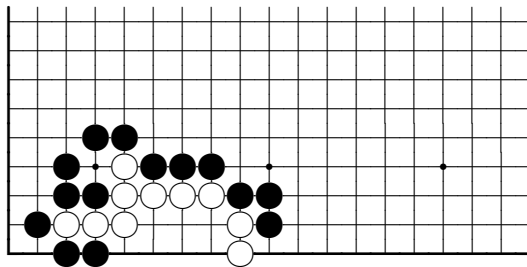
Problem 742 (A): Schwarz setzt
Zug 7: »Der 1-1 Punkt«



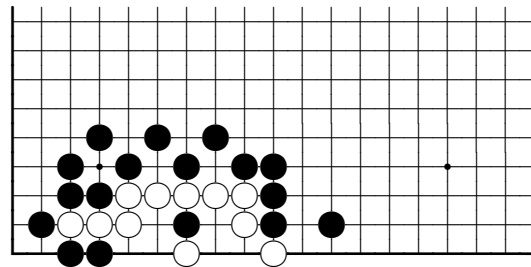
Problem 743 (B): Schwarz setzt
»Der 1-1 Punkt« und »damezumari«



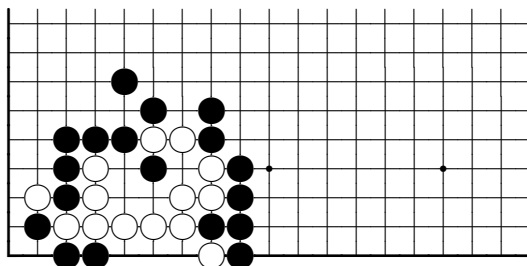
Problem 744 (B): Schwarz setzt
Zug 7: »Der 1-1 Punkt«



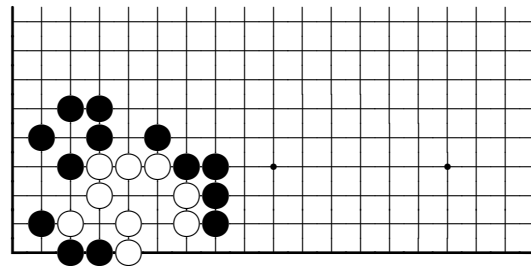
Problem 745 (B): Schwarz setzt
Zug 7: »Der 1-1 Punkt«



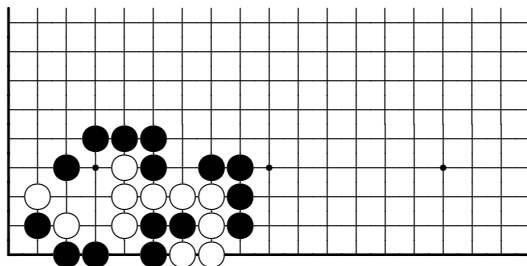
Problem 746 (B): Schwarz setzt
Zug 7: »Der 1-1 Punkt«



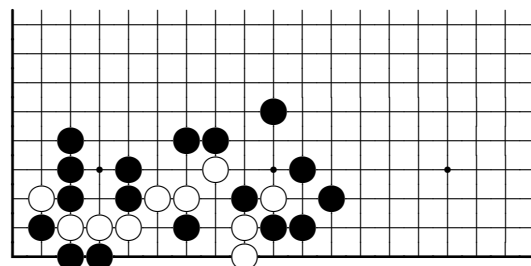
Problem 747 (B): Schwarz setzt
»Der 1-1 Punkt« und »damezumari«

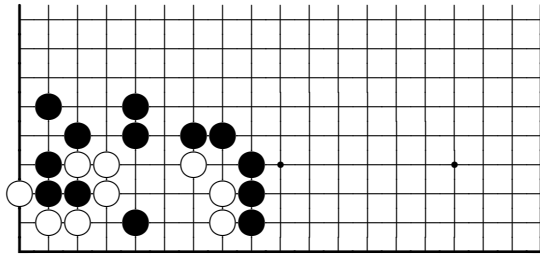


Problem 748 (B): Schwarz setzt
Zug 5: »Der 1-1 Punkt«

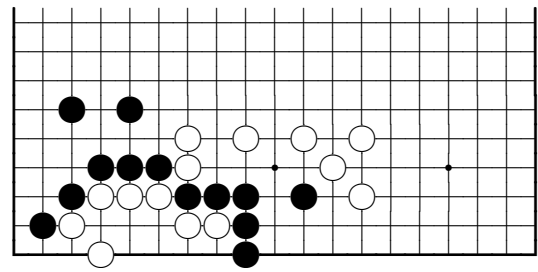


Problem 749 (B): Schwarz setzt
Zug 3: »Der 1-1 Punkt«

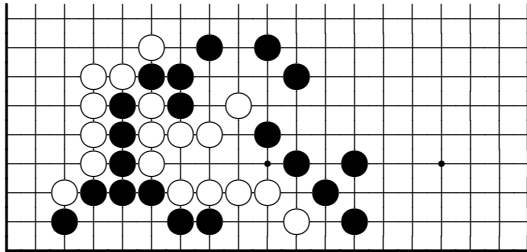




Problem 751 (A): Weiß setzt
Zug 9: »Der 1-1 Punkt«

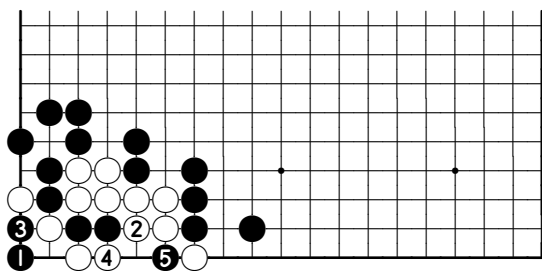


Problem 752 (A): Schwarz setzt Ko
»Der 1-1 Punkt«

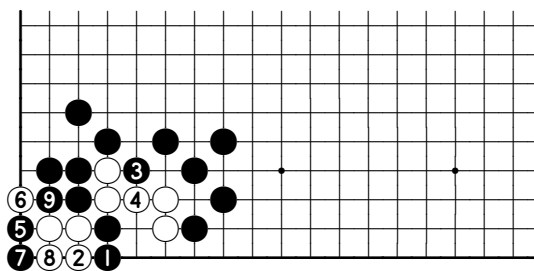


Problem 753 (A): Weiß setzt Ko
Zug 9: »Der 1-1 Punkt«

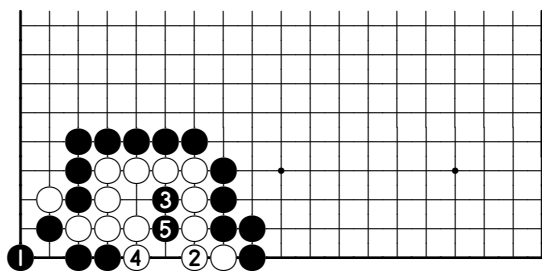
Die Lösungen



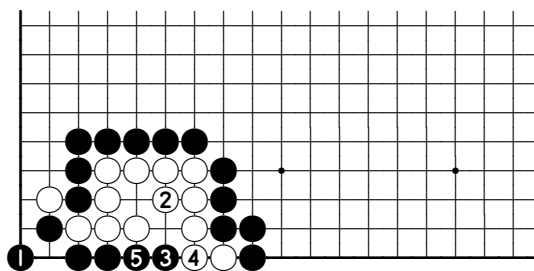
Lösung zu Problem 741



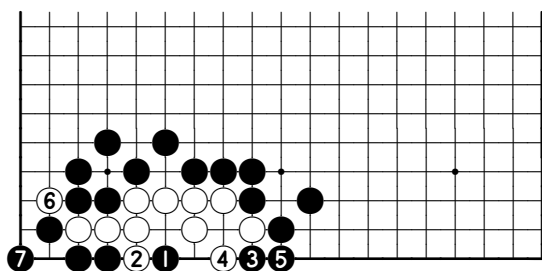
Lösung zu Problem 742



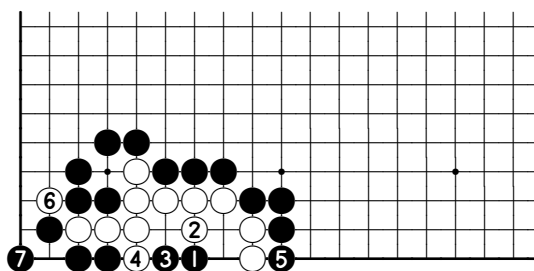
Lösung zu Problem 743



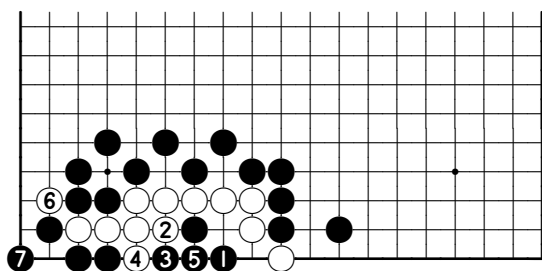
Alternative Lösung zu Problem 743



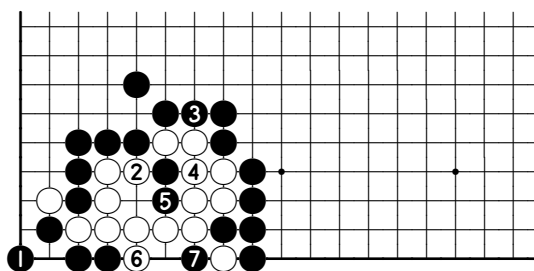
Lösung zu Problem 744



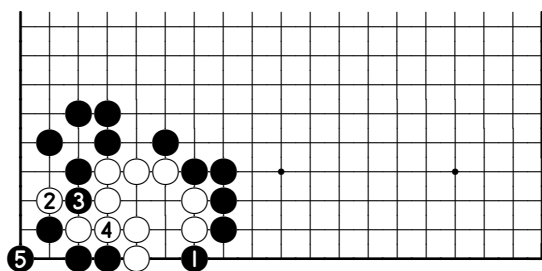
Lösung zu Problem 745



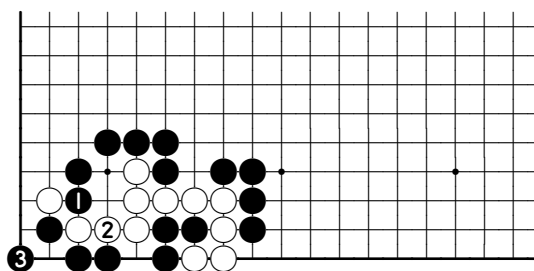
Lösung zu Problem 746



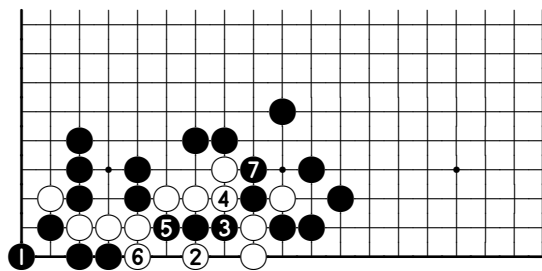
Lösung zu Problem 747



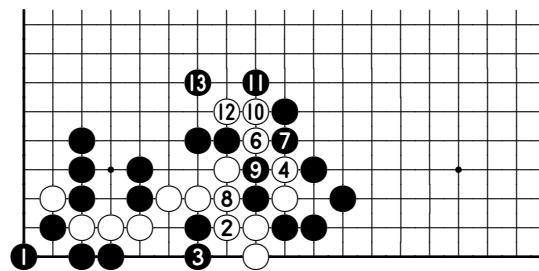
Lösung zu Problem 748



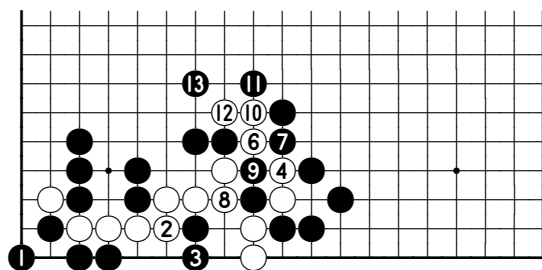
Lösung zu Problem 749



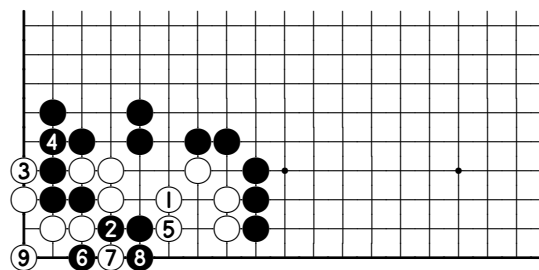
Lösung zu Problem 750



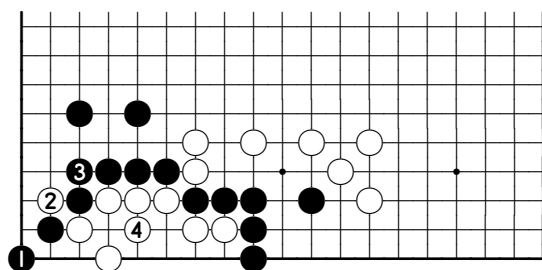
Erste alternative Lösung zu Problem 750



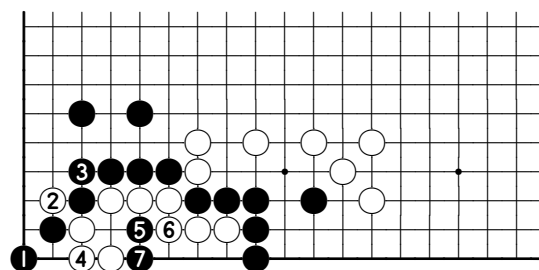
Zweite alternative Lösung zu Problem 750



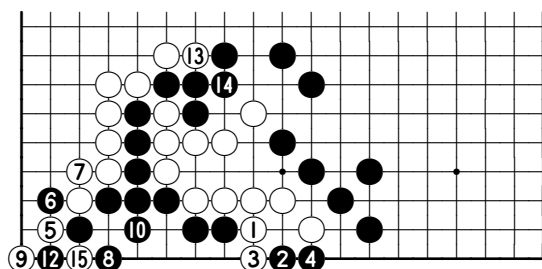
Lösung zu Problem 751



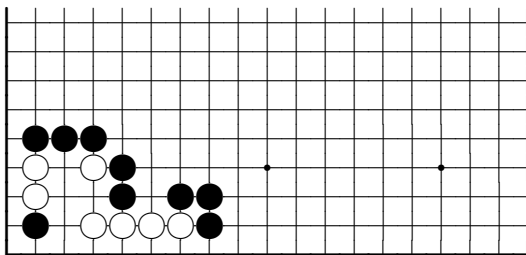
Lösung zu Problem 752



Alternative Lösung zu Problem 752



Lösung zu Problem 753



The scatter plot displays the following data points:

Hours per Week (X)	Books Read (Y)	Category
1	1	no book club
1	2	no book club
1	3	no book club
1	4	no book club
1	5	no book club
1	6	no book club
1	7	no book club
1	8	no book club
1	9	no book club
2	1	no book club
2	2	no book club
2	3	no book club
2	4	no book club
2	5	no book club
2	6	no book club
2	7	no book club
2	8	no book club
2	9	no book club
3	1	no book club
3	2	no book club
3	3	no book club
3	4	no book club
3	5	no book club
3	6	no book club
3	7	no book club
3	8	no book club
3	9	no book club
4	1	no book club
4	2	no book club
4	3	no book club
4	4	no book club
4	5	no book club
4	6	no book club
4	7	no book club
4	8	no book club
4	9	no book club
5	1	no book club
5	2	no book club
5	3	no book club
5	4	no book club
5	5	no book club
5	6	no book club
5	7	no book club
5	8	no book club
5	9	no book club
6	1	no book club
6	2	no book club
6	3	no book club
6	4	no book club
6	5	no book club
6	6	no book club
6	7	no book club
6	8	no book club
6	9	no book club
7	1	no book club
7	2	no book club
7	3	no book club
7	4	no book club
7	5	no book club
7	6	no book club
7	7	no book club
7	8	no book club
7	9	no book club
8	1	no book club
8	2	no book club
8	3	no book club
8	4	no book club
8	5	no book club
8	6	no book club
8	7	no book club
8	8	no book club
8	9	no book club
9	1	no book club
9	2	no book club
9	3	no book club
9	4	no book club
9	5	no book club
9	6	no book club
9	7	no book club
9	8	no book club
9	9	no book club
10	1	no book club
10	2	no book club
10	3	no book club
10	4	no book club
10	5	no book club
10	6	no book club
10	7	no book club
10	8	no book club
10	9	no book club
11	1	no book club
11	2	no book club
11	3	no book club
11	4	no book club
11	5	no book club
11	6	no book club
11	7	no book club
11	8	no book club
11	9	no book club
12	1	no book club
12	2	no book club
12	3	no book club
12	4	no book club
12	5	no book club
12	6	no book club
12	7	no book club
12	8	no book club
12	9	no book club
13	1	no book club
13	2	no book club
13	3	no book club
13	4	no book club
13	5	no book club
13	6	no book club
13	7	no book club
13	8	no book club
13	9	no book club
14	1	no book club
14	2	no book club
14	3	no book club
14	4	no book club
14	5	no book club
14	6	no book club
14	7	no book club
14	8	no book club
14	9	no book club
15	1	no book club
15	2	no book club
15	3	no book club
15	4	no book club
15	5	no book club
15	6	no book club
15	7	no book club
15	8	no book club
15	9	no book club
16	1	no book club
16	2	no book club
16	3	no book club
16	4	no book club
16	5	no book club
16	6	no book club
16	7	no book club
16	8	no book club
16	9	no book club
17	1	no book club
17	2	no book club
17	3	no book club
17	4	no book club
17	5	no book club
17	6	no book club
17	7	no book club
17	8	no book club
17	9	no book club
18	1	no book club
18	2	no book club
18	3	

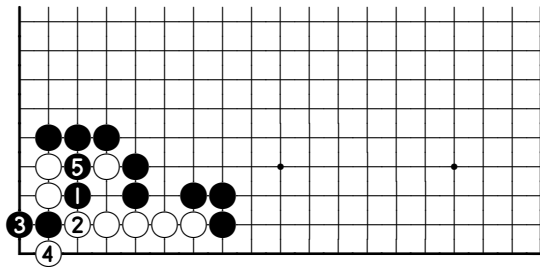
A 10x10 grid with a 3x3 cluster of black and white circles on the left, a single black circle to its right, and two black dots further right on the same row.

A scatter plot on a 10x10 grid showing the relationship between the number of hours per week spent on a hobby (x-axis) and the number of hours per week spent on a job (y-axis). The x-axis ranges from 0 to 10, and the y-axis ranges from 0 to 10. Data points are represented by black and white circles. Most points are clustered in the lower-left quadrant, indicating that many people spend less than 5 hours per week on a hobby and less than 5 hours per week on a job. There are two points at (5, 5) and (7, 5), which are outliers.

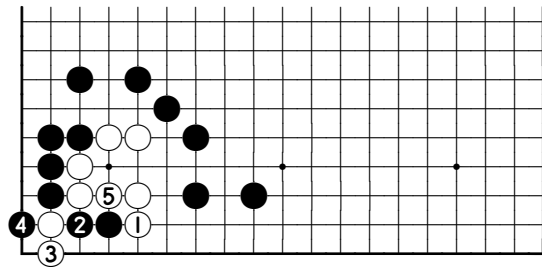
Scatter plot showing the relationship between the number of books read per week (X-axis) and the number of children (Y-axis). The X-axis ranges from 0 to 10, and the Y-axis ranges from 0 to 10. Data points are represented by black and white circles. There is a positive correlation between the number of books read and the number of children.

A scatter plot on a 10x10 grid. The left cluster contains 15 points: 8 black and 7 white. The right cluster contains 2 points, both black.

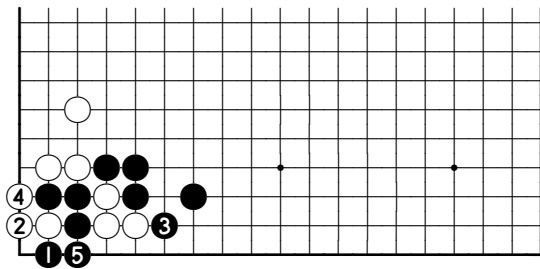
Die Lösungen



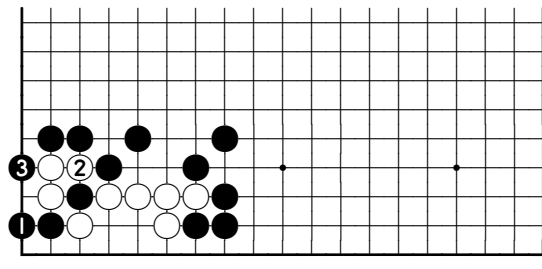
Lösung zu Problem 754



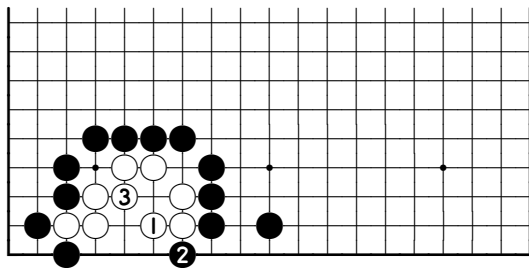
Lösung zu Problem 755



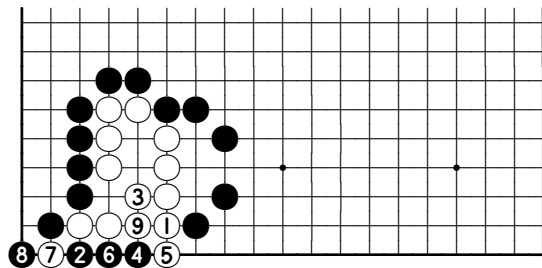
Lösung zu Problem 756



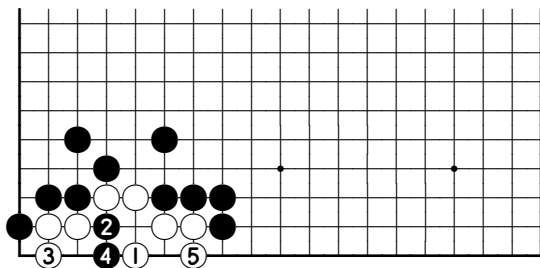
Lösung zu Problem 757



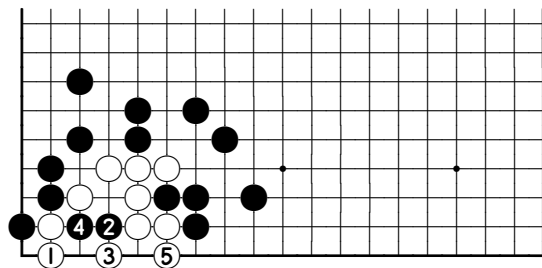
Lösung zu Problem 758



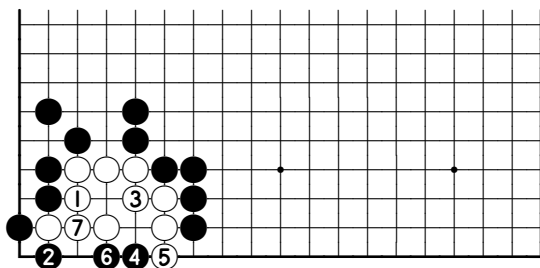
Lösung zu Problem 759



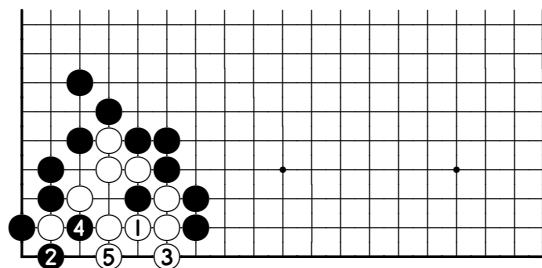
Lösung zu Problem 760



Lösung zu Problem 761



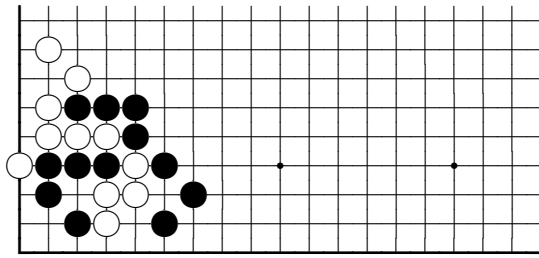
Lösung zu Problem 762



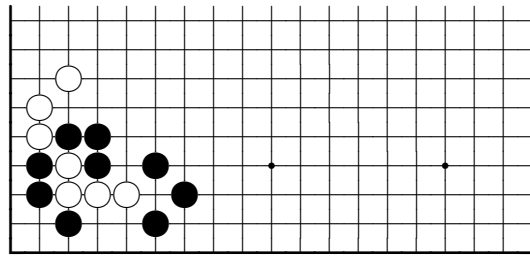
Lösung zu Problem 763

Kategorie 21: Verlängern und die Steine opfern

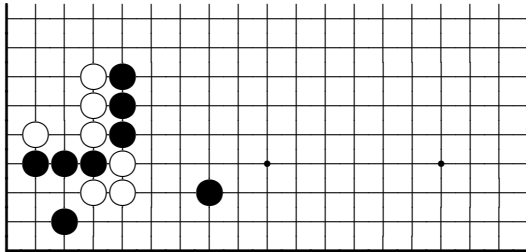
Die Probleme



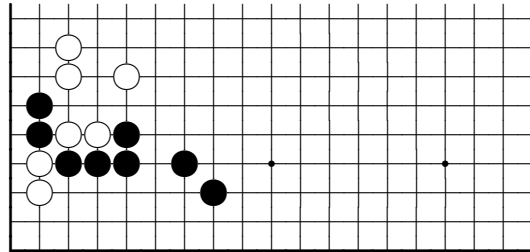
Problem 771 (B): Weiß setzt
Zug 1 und 3: »Verlängern und opfern«



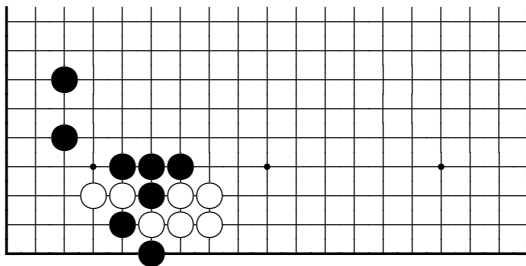
Problem 772 (B): Weiß setzt
Zug 1 und 3: »Verlängern und opfern«



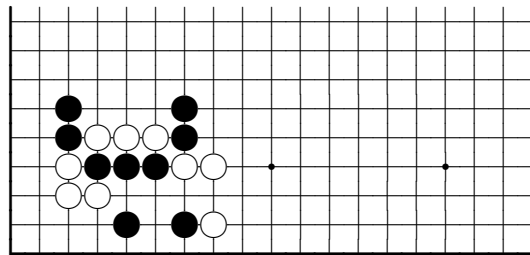
Problem 773 (A): Weiß setzt
Zug 1, 3 und 5: »Verlängern und opfern«



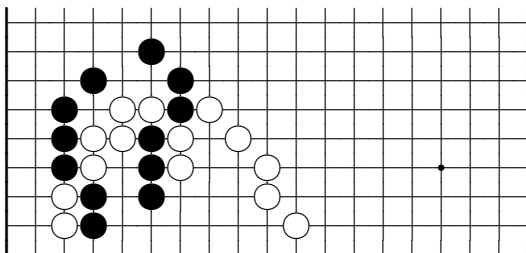
Problem 774 (B): Schwarz setzt
Zug 1, 3 und 5: »Verlängern und opfern«



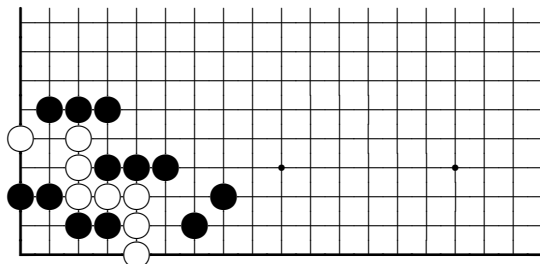
Problem 775 (A): Schwarz setzt
Zug 5 und 7: »Verlängern und opfern«



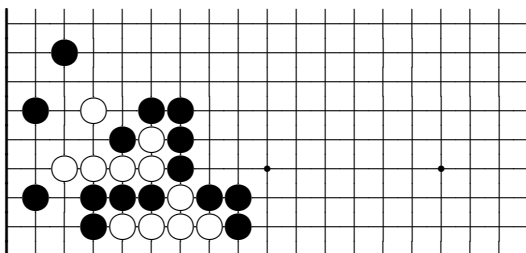
Problem 776 (B): Weiß setzt
Zug 1 und 3: »Verlängern und opfern«



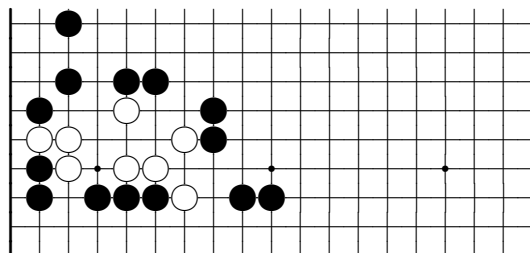
Problem 777 (A): Weiß setzt
Zug 3 und 5: »Verlängern und opfern«



Problem 778 (A): Weiß setzt
Zug 1 und 3: »Verlängern und opfern«

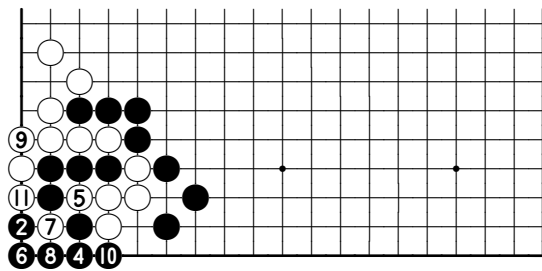


Problem 779 (A): Weiß setzt
Zug 1, 3 und 5: »Verlängern und opfern« und
die richtige Reihenfolge

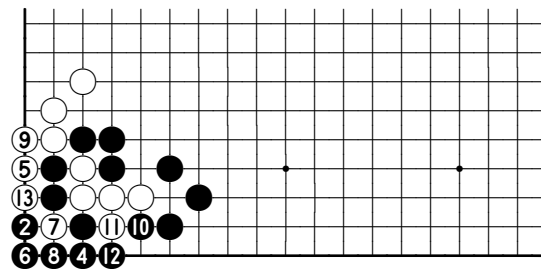


Problem 780 (A): Weiß setzt
Zug 3 und 5: »Verlängern und opfern« und die
richtige Reihenfolge

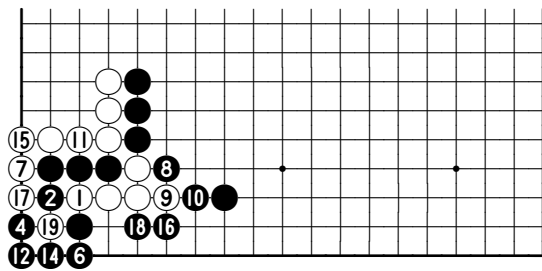
Die Lösungen



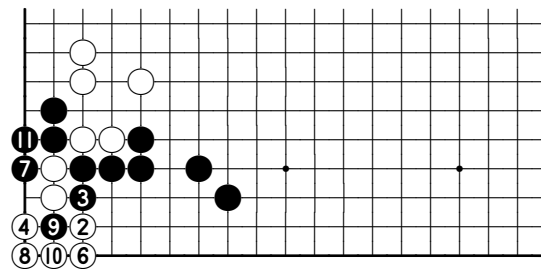
Lösung zu Problem 771



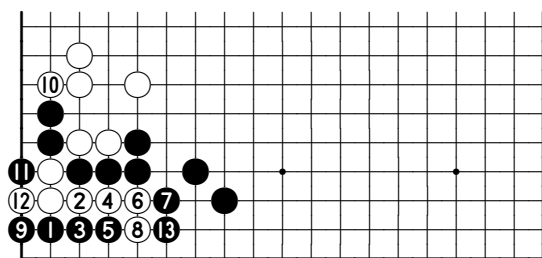
Lösung zu Problem 772



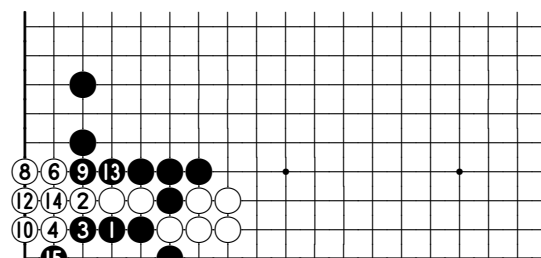
Lösung zu Problem 773



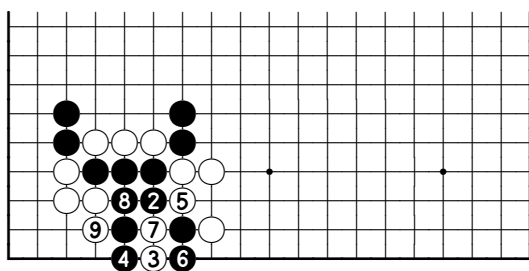
Lösung zu Problem 774



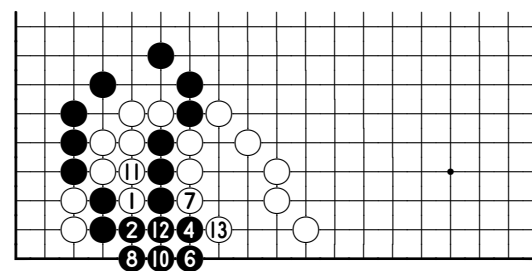
Alternative Lösung zu Problem 774



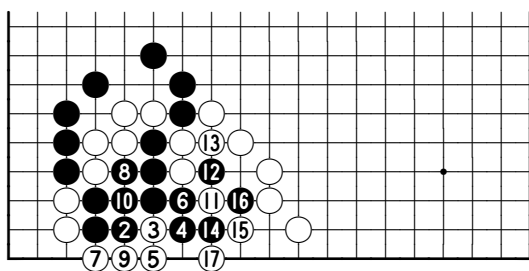
Lösung zu Problem 775



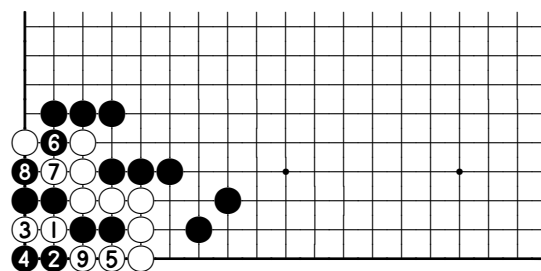
Lösung zu Problem 776



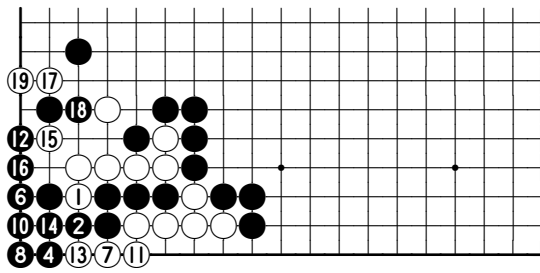
Lösung zu Problem 777



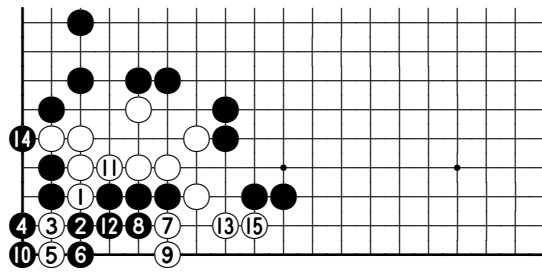
Alternative Lösung zu Problem 777



Lösung zu Problem 778



Lösung zu Problem 779



Lösung zu Problem 780

Literatur

- [1] Segoe Kensaku: *Tsume-Go Lexikon* (1971)