

Segoe Kensaku »Tsume-Go Lexikon«

Zehn Probleme aus jeder Kategorie

16. Oktober 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.

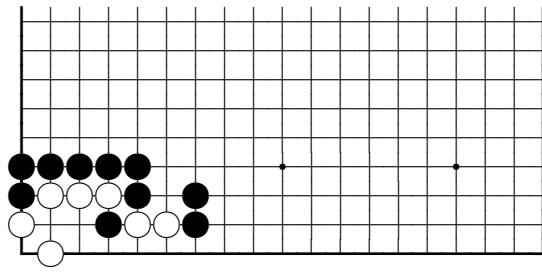
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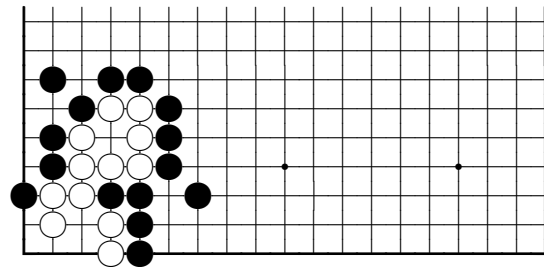
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Kategorie 1: Augen zerstören

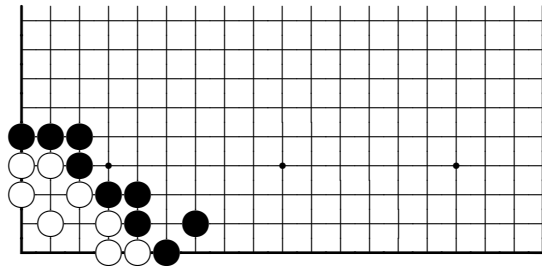
Die Probleme



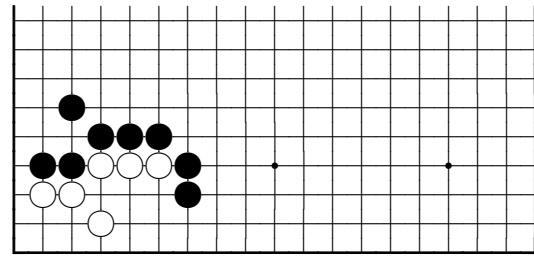
Problem 1 (C): Schwarz setzt
Key-Zug S(1)



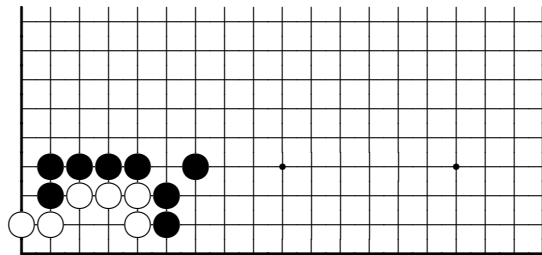
Problem 2 (C): Schwarz setzt
Key-Zug S(1)



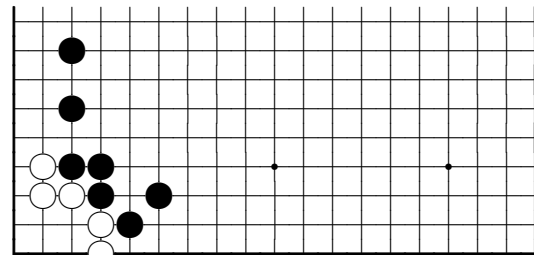
Problem 3 (C): Schwarz setzt, Ko
Key-Zug S(1)



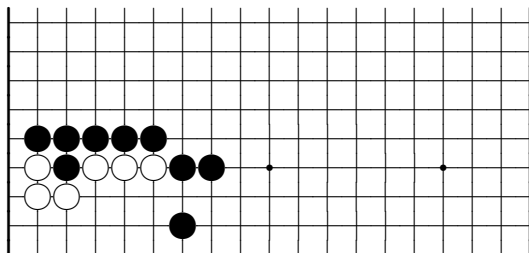
Problem 4 (C): Schwarz setzt
Key-Zug S(1)



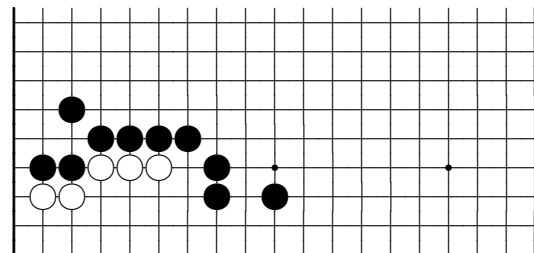
Problem 5 (C): Schwarz setzt
Key-Zug S(1)



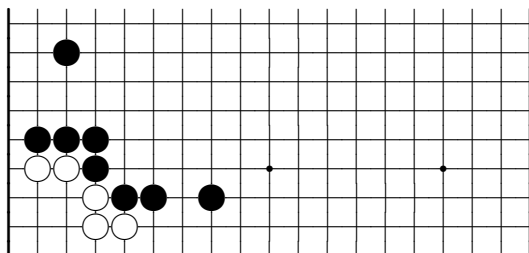
Problem 6 (C): Schwarz setzt
Key-Zug S(1)



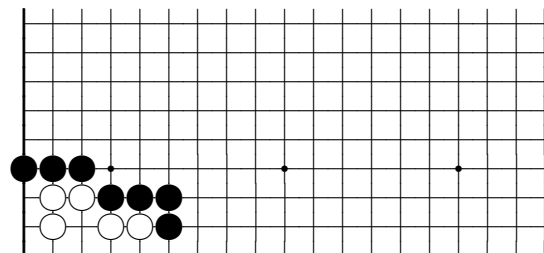
Problem 7 (C): Schwarz setzt
Key-Zug S(1)



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

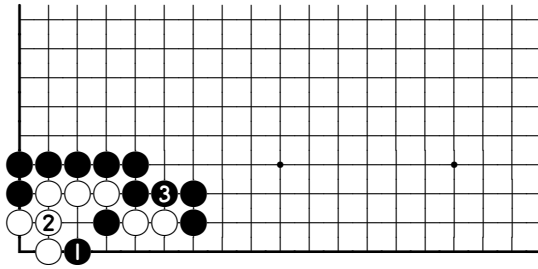


Problem 9 (B): Schwarz setzt
Key-Zug S(1)

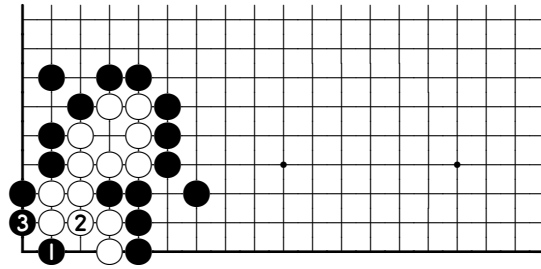


Problem 10 (C): Schwarz setzt, Ko
Key-Zug S(1): »Nutze den 2-1 Punkt«

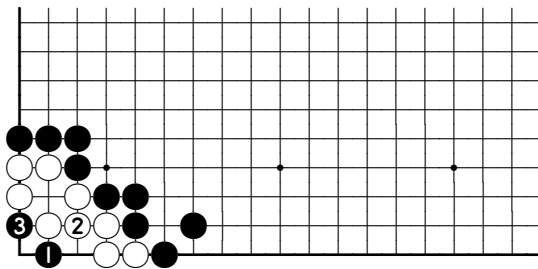
Die Lösungen



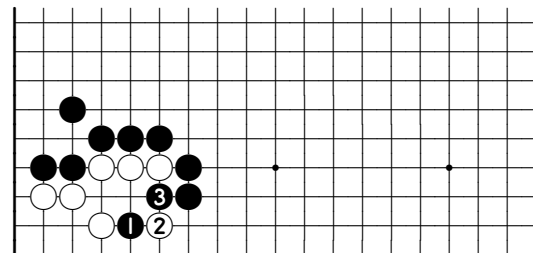
Lösung zu Problem 1



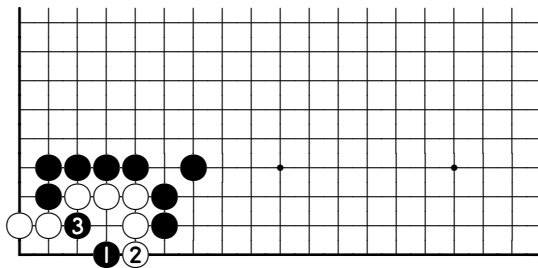
Lösung zu Problem 2



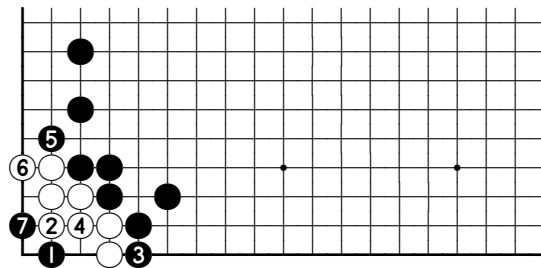
Lösung zu Problem 3



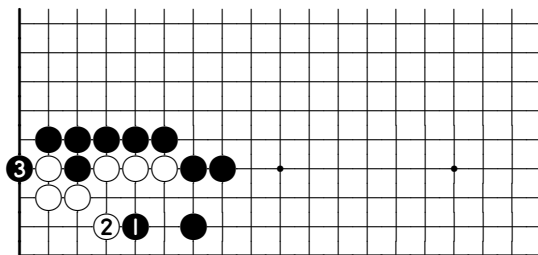
Lösung zu Problem 4



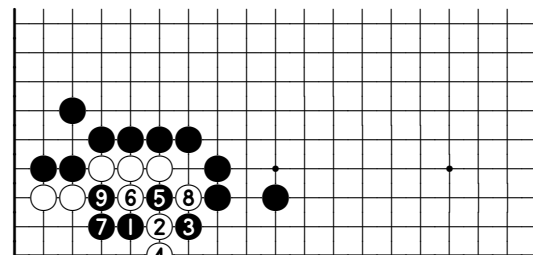
Lösung zu Problem 5



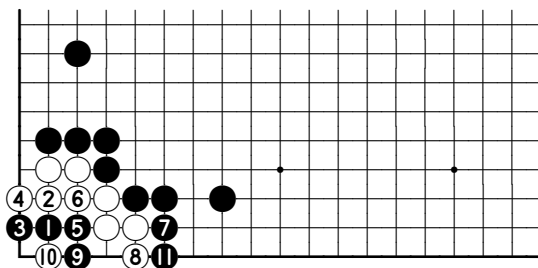
Lösung zu Problem 6



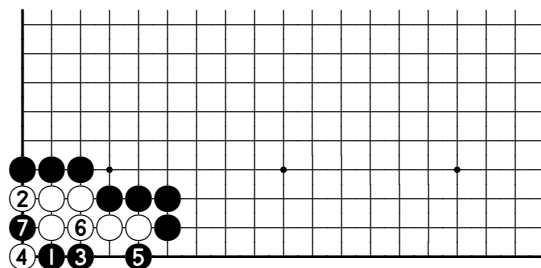
Lösung zu Problem 7



Lösung zu Problem 8

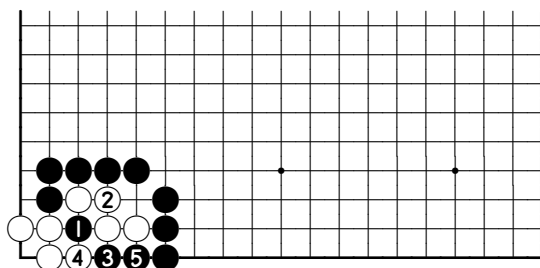


Lösung zu Problem 9

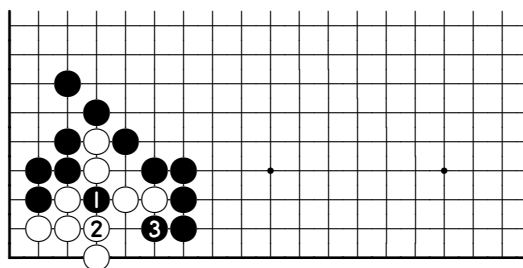


Lösung zu Problem 10

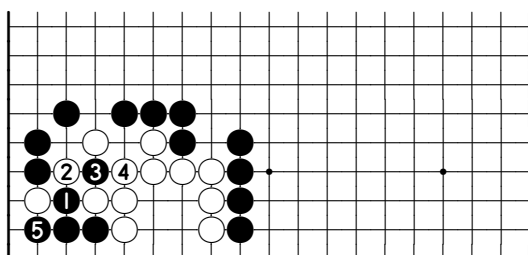
Die Lösungen



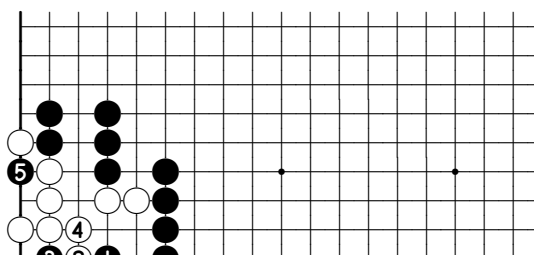
Lösung zu Problem 71



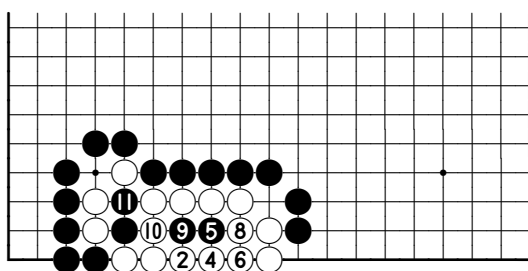
Lösung zu Problem 72



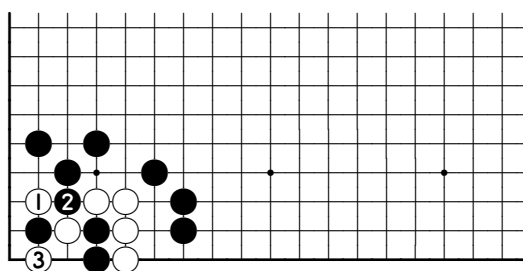
Lösung zu Problem 73



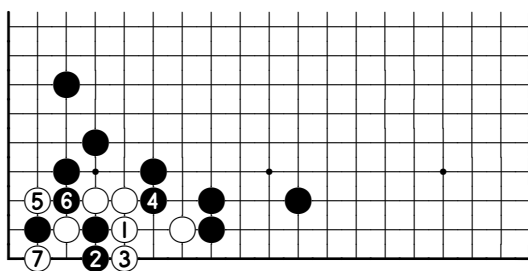
Lösung zu Problem 74



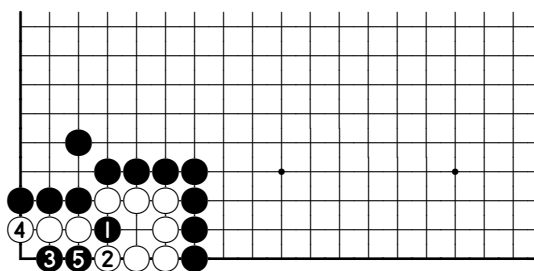
Lösung zu Problem 75



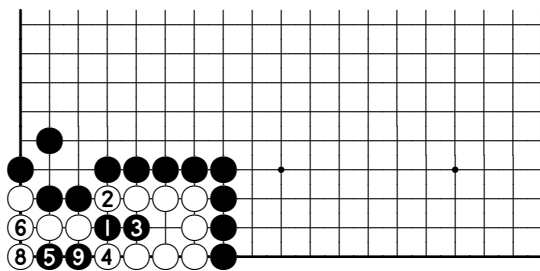
Lösung zu Problem 76



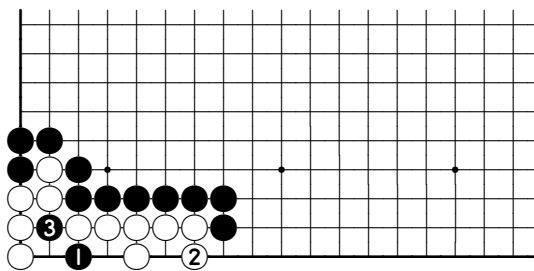
Lösung zu Problem 77



Lösung zu Problem 78

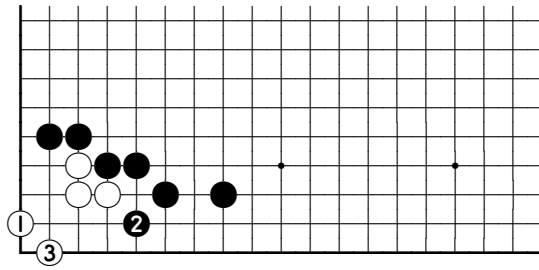


Lösung zu Problem 79

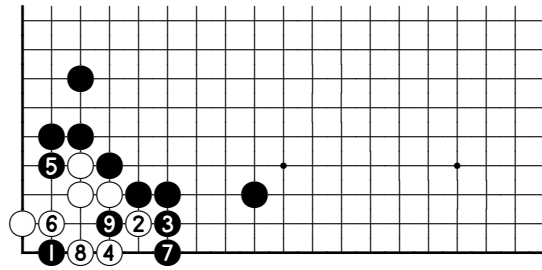


Lösung zu Problem 80

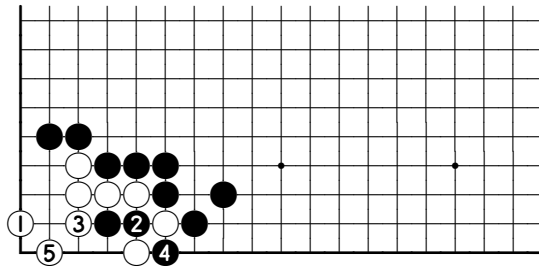
Die Lösungen



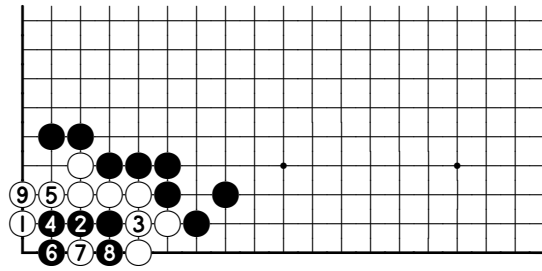
Lösung zu Problem 121



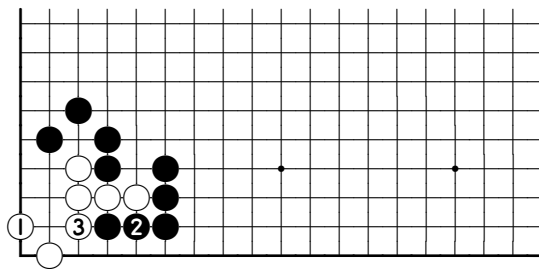
Lösung zu Problem 122



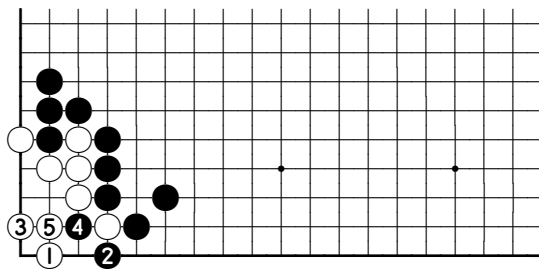
Lösung zu Problem 123



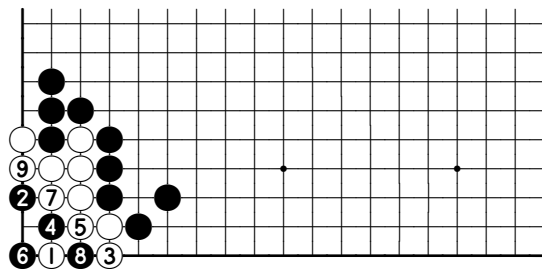
Alternative Lösung zu Problem 123



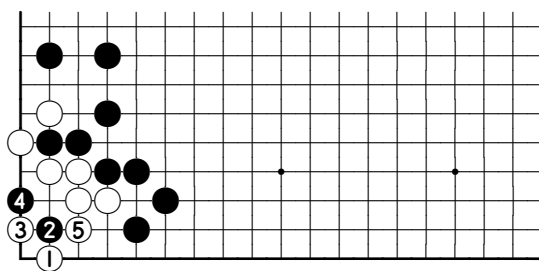
Lösung zu Problem 124



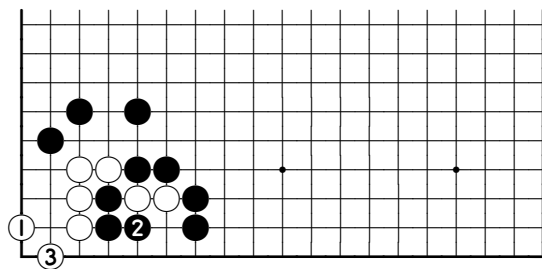
Lösung zu Problem 125



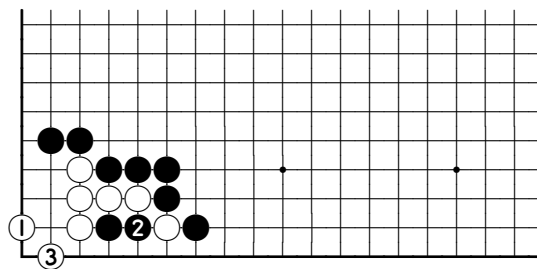
Alternative Lösung zu Problem 125



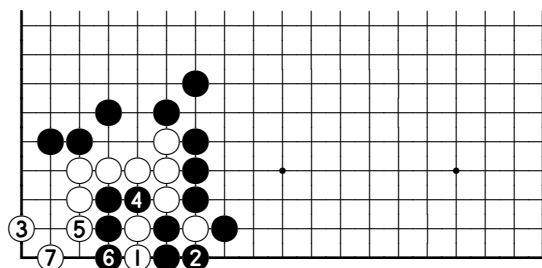
Lösung zu Problem 126



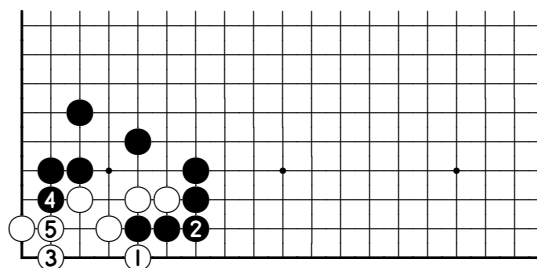
Lösung zu Problem 127



Lösung zu Problem 128

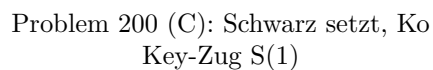
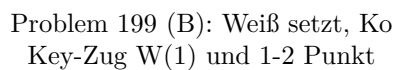
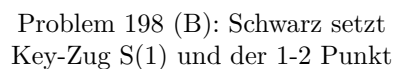
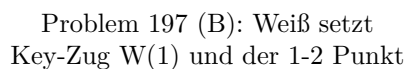
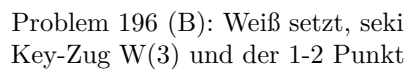
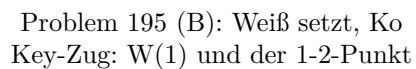
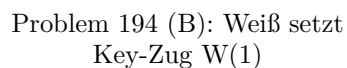
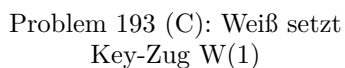
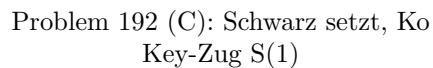
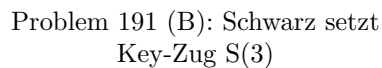


Lösung zu Problem 129

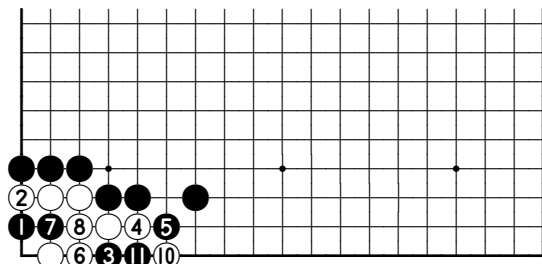


Lösung zu Problem 130

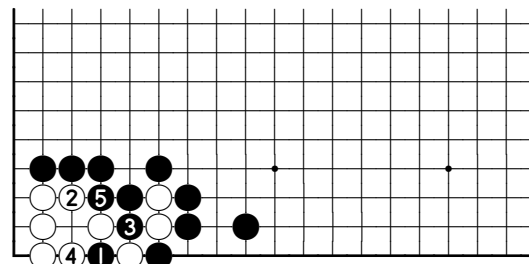
Die Probleme



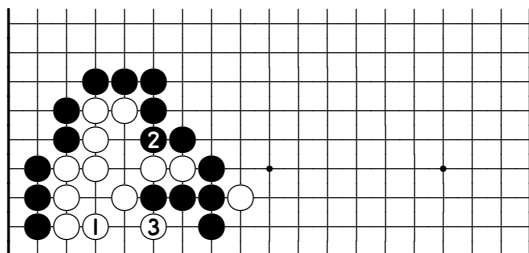
Die Lösungen

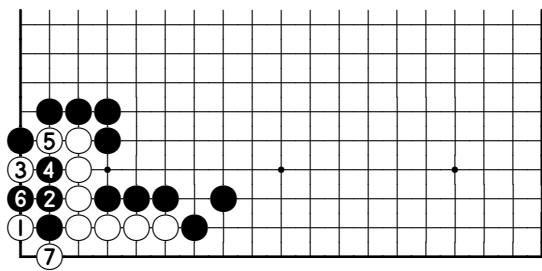


Lösung zu Problem 191: ⑨ auf ⑪

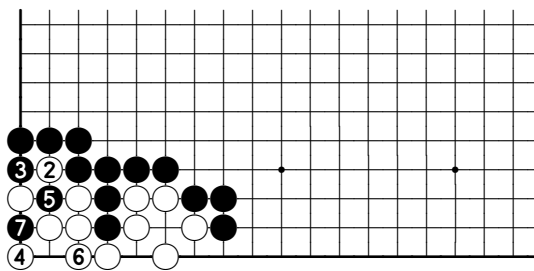


Lösung zu Problem 192



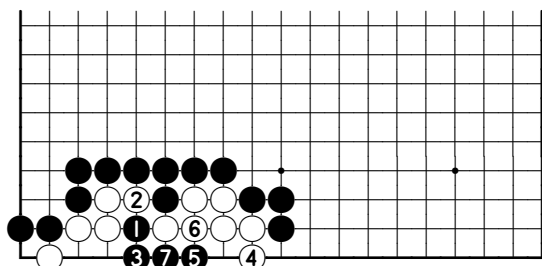


Lösung zu Problem 199

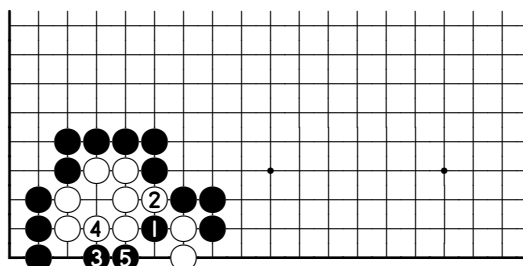


Lösung zu Problem 200: ❶ auf ❷

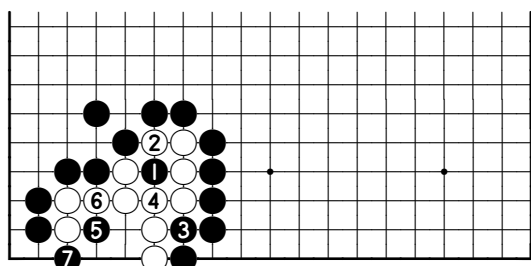
Die Lösungen



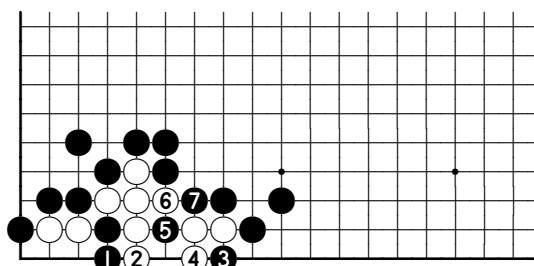
Lösung zu Problem 241



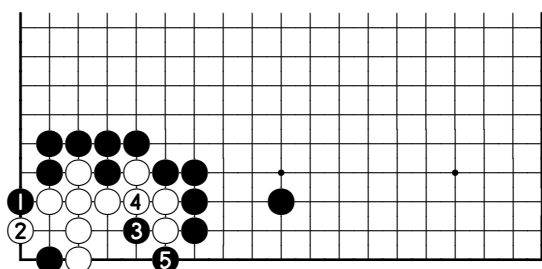
Lösung zu Problem 242



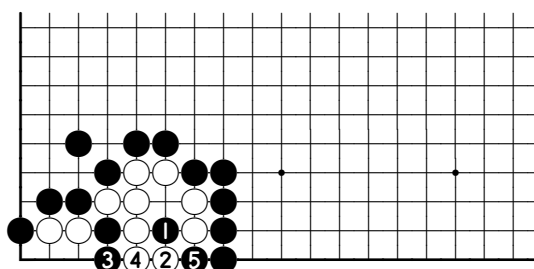
Lösung zu Problem 243



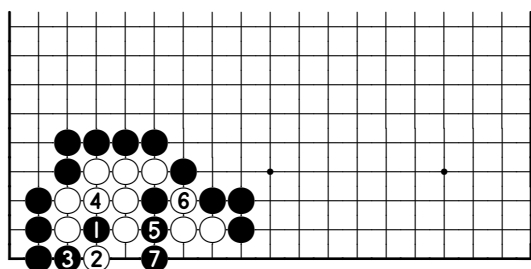
Lösung zu Problem 244



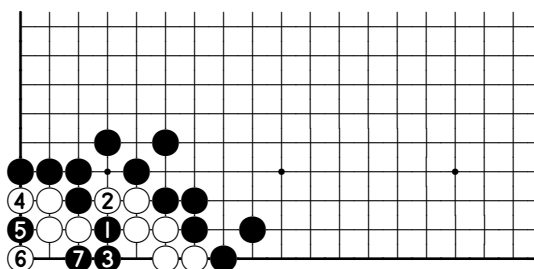
Lösung zu Problem 245



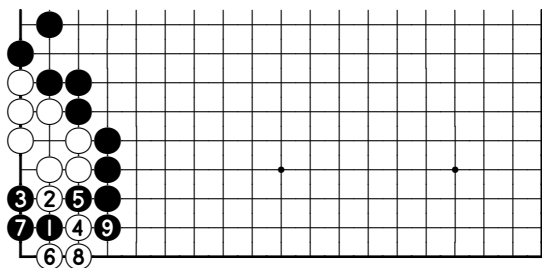
Lösung zu Problem 246



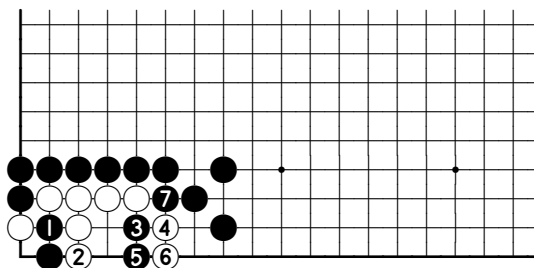
Lösung zu Problem 247



Lösung zu Problem 248



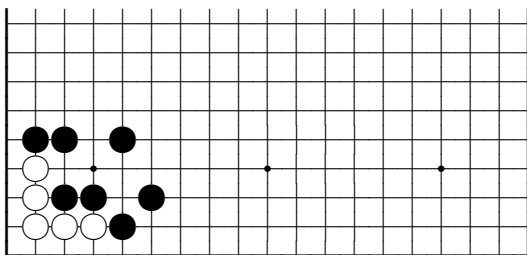
Lösung zu Problem 249



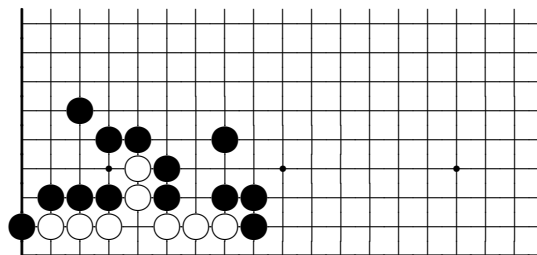
Lösung zu Problem 250

Kategorie 6: In symmetrischen Stellungen spiele in die Mitte

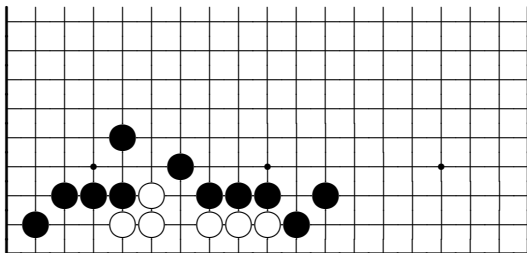
Die Probleme



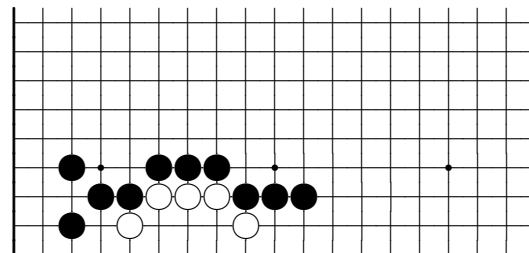
Problem 291 (C): Weiß setzt
Key-Zug W(1) 1-1 Punkt



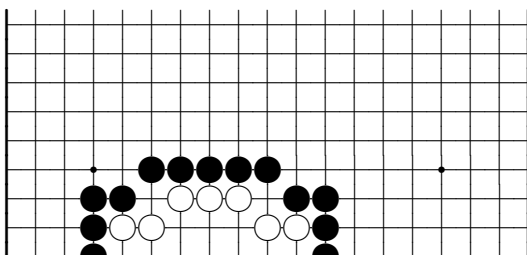
Problem 292 (C): Weiß setzt
Key-Zug W(1)



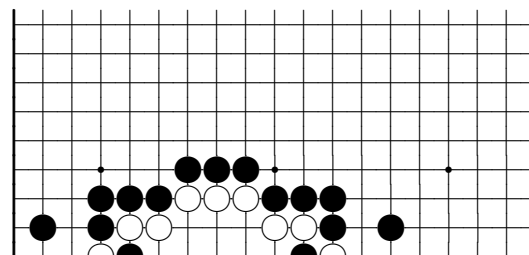
Problem 293 (B): Weiß setzt
Key-Zug W(1), mit W(9) Eigenschaft der Ecke
nutzen



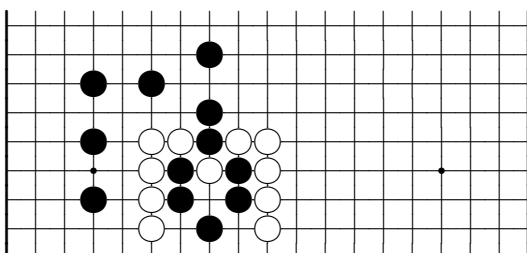
Problem 294 (C): Weiß setzt
Key-Zug W(1)



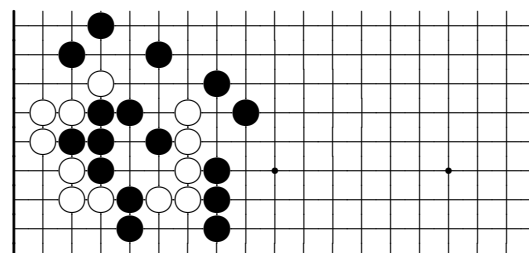
Problem 295 (B): Schwarz setzt
Key-Zug S(1)



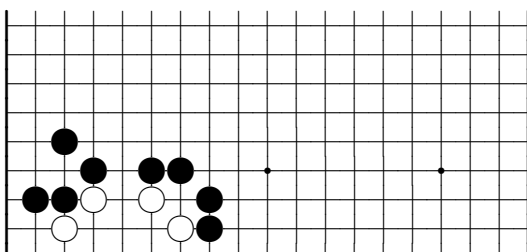
Problem 296 (C): Weiß setzt
Key-Zug W(1)



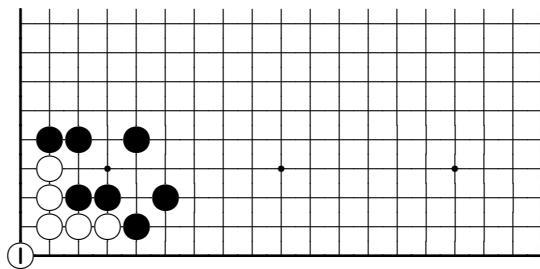
Problem 297 (C): Weiß setzt
Key-Zug W(1)



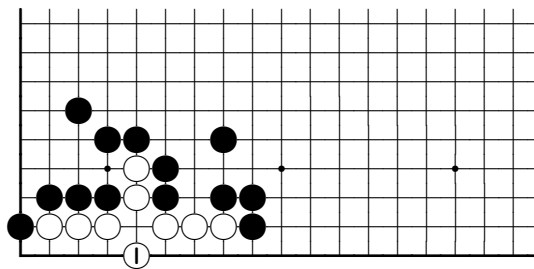
Problem 298 (B): Weiß setzt
Key-Zug W(3)



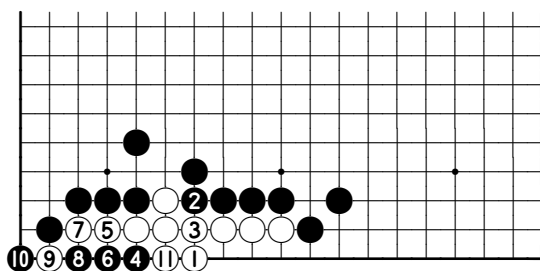
Die Lösungen



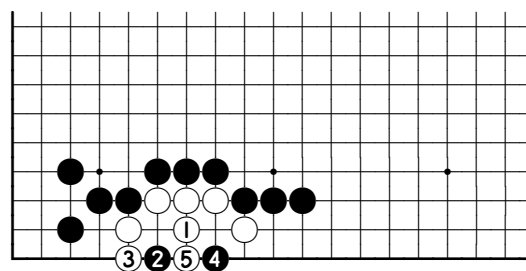
Lösung zu Problem 291



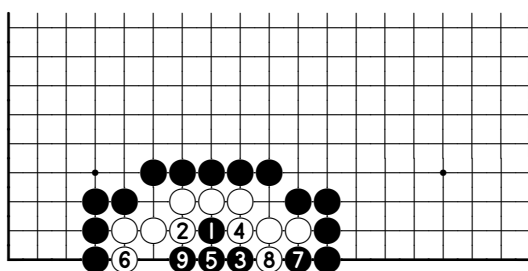
Lösung zu Problem 292



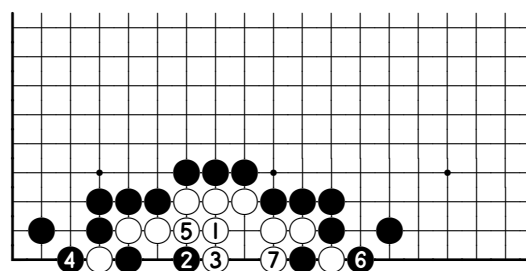
Lösung zu Problem 293



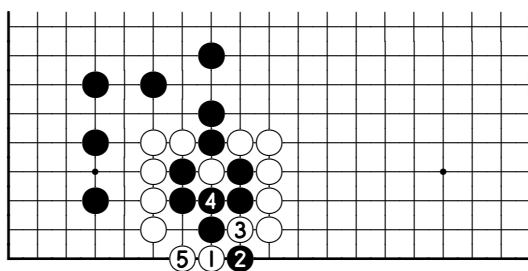
Lösung zu Problem 294



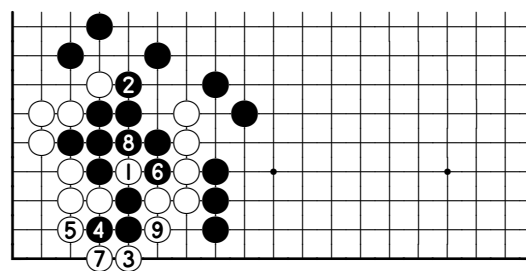
Lösung zu Problem 295



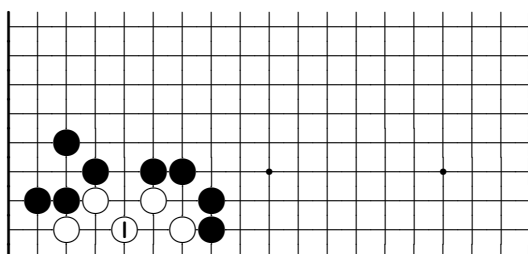
Lösung zu Problem 296



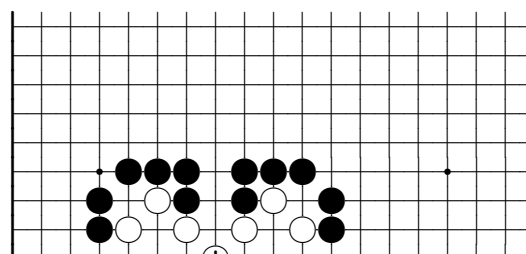
Lösung zu Problem 297



Lösung zu Problem 298

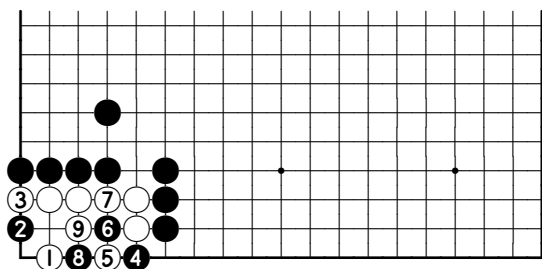


Lösung zu Problem 299

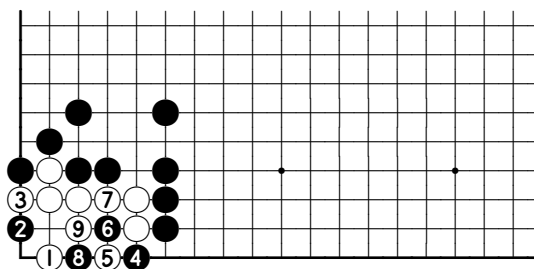


Lösung zu Problem 300

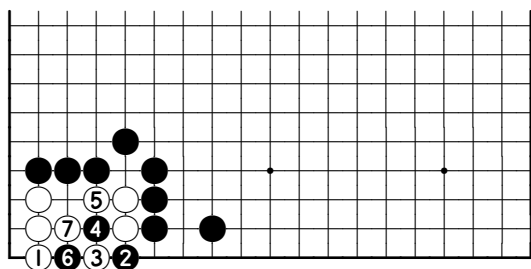
Die Lösungen



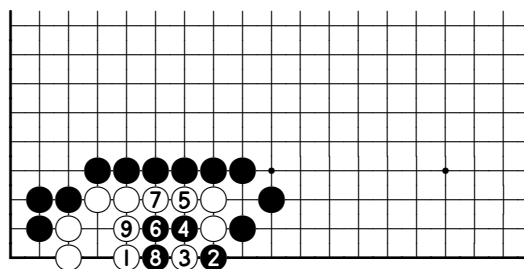
Lösung zu Problem 341



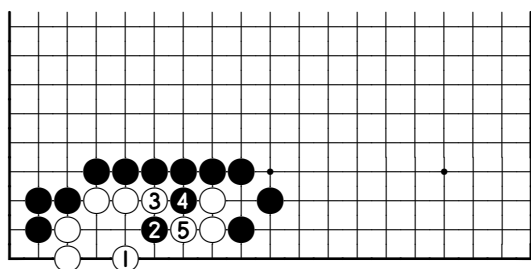
Lösung zu Problem 342



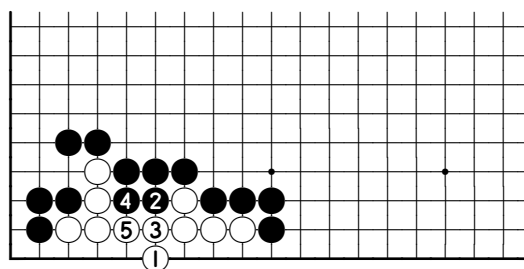
Lösung zu Problem 343



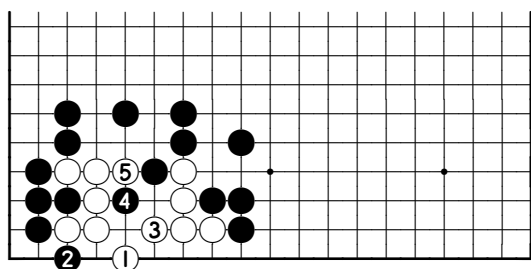
Lösung zu Problem 344



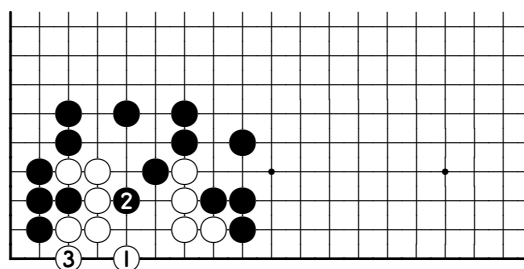
Alternative Lösung zu Prb. 344



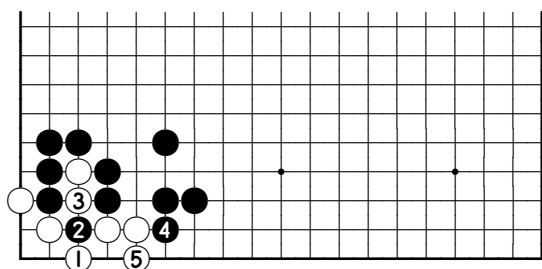
Lösung zu Problem 345



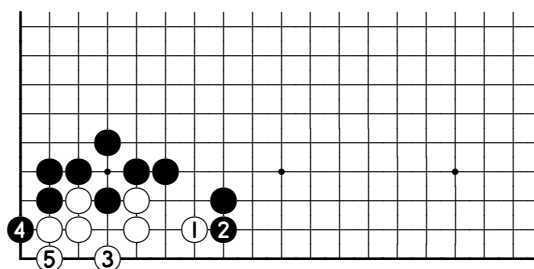
Lösung zu Problem 346



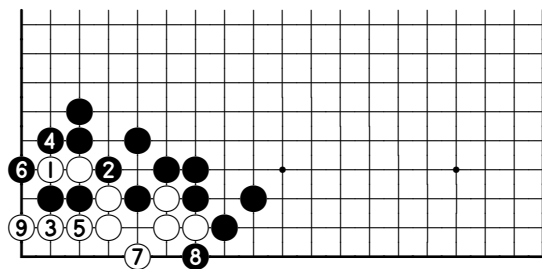
Alternative Lösung zu Prb. 346



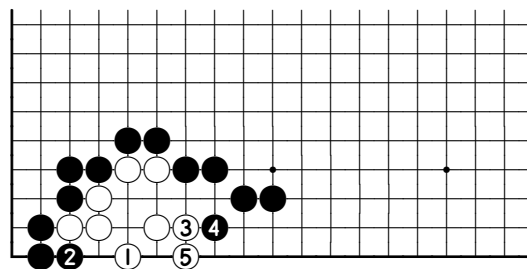
Lösung zu Problem 347



Lösung zu Problem 348



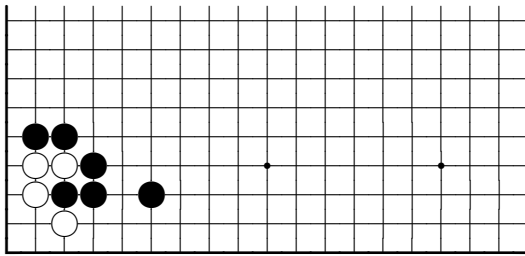
Lösung zu Problem 349



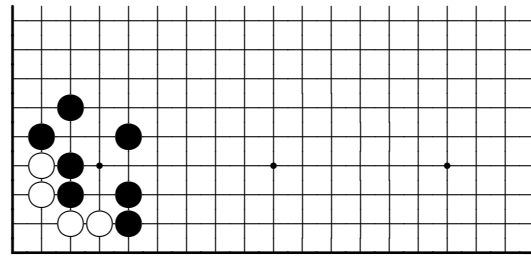
Lösung zu Problem 350

Kategorie 8: Lebende Augen

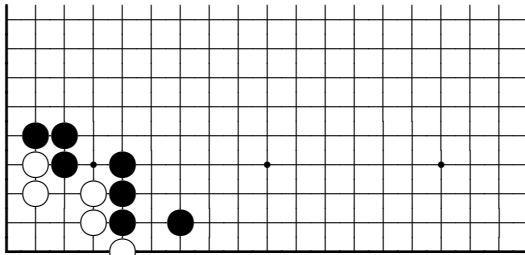
Die Probleme



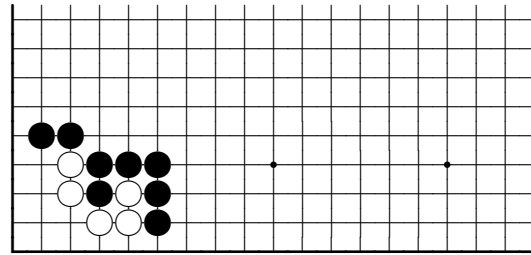
Problem 371 (C): Weiß setzt
Key-Zug: W(1)



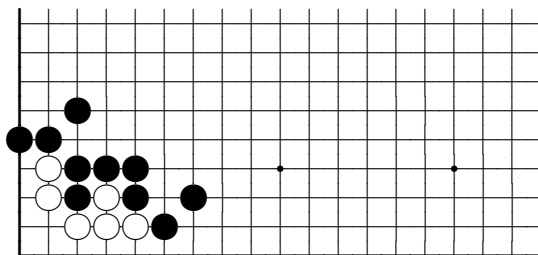
Problem 372 (C): Weiß setzt
Key-Zug: W(1)



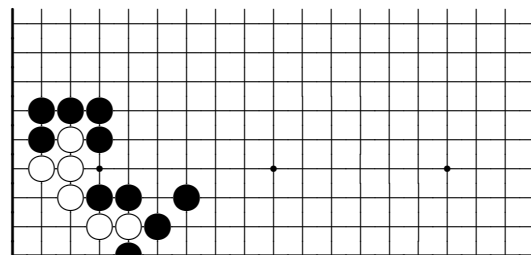
Problem 373 (B): Weiß setzt
Key-Zug: W(1)



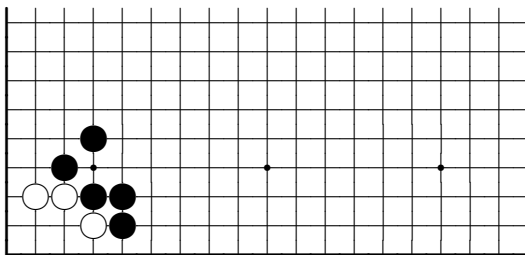
Problem 374 (C): Weiß setzt
Key-Zug: W(1)



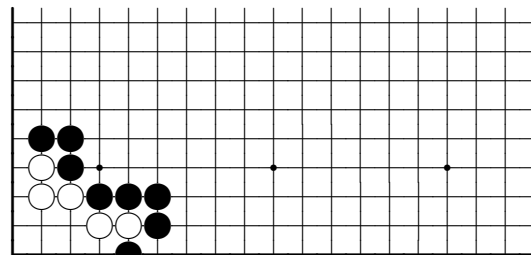
Problem 375 (C): Weiß setzt
Key-Zug: W(1)



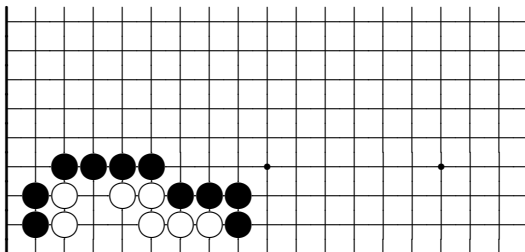
Problem 376 (B): White to play.
Key-Zug: W(1) und mit W(3) den richtigen
Stein opfern



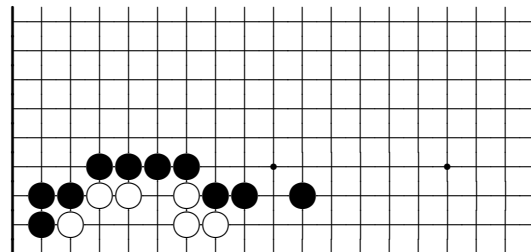
Problem 377 (C): Weiß setzt
Key-Zug: W(1)



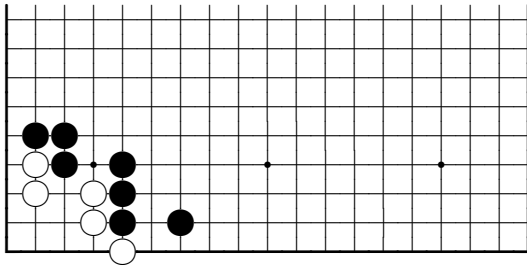
Problem 378 (B): Weiß setzt
Key-Zug: W(1)



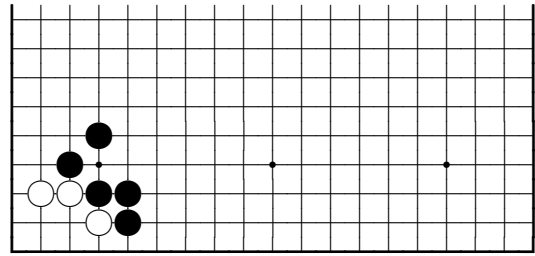
Problem 379 (C): Weiß setzt
Key-Zug: W(1)



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

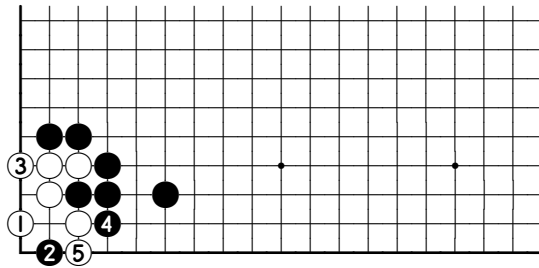


Problem 3731 (B): Weiß setzt
Key-Zug: W(1)

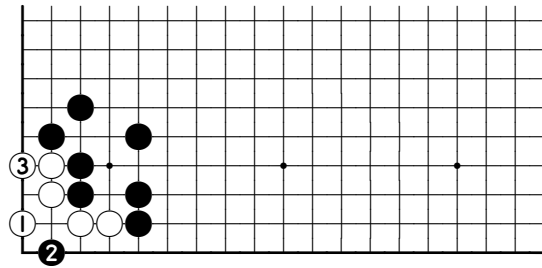


Problem 3771 (C): Weiß setzt
Key-Zug: W(1)

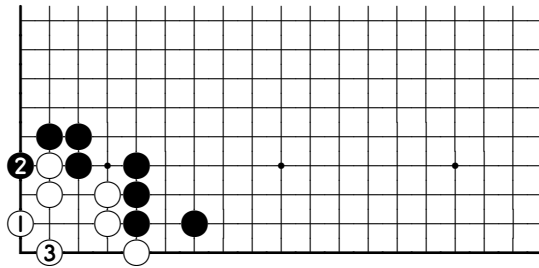
Die Lösungen



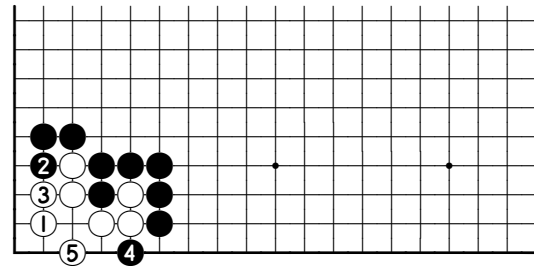
Lösung zu Problem 371



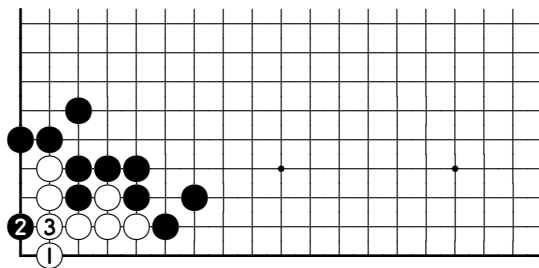
Lösung zu Problem 372



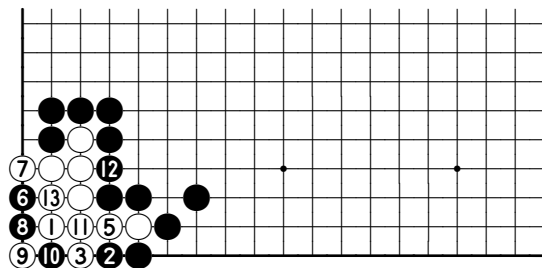
Lösung zu Problem 373



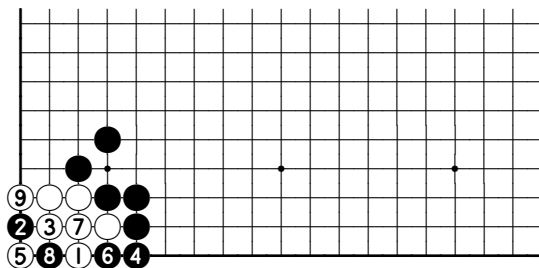
Lösung zu Problem 374



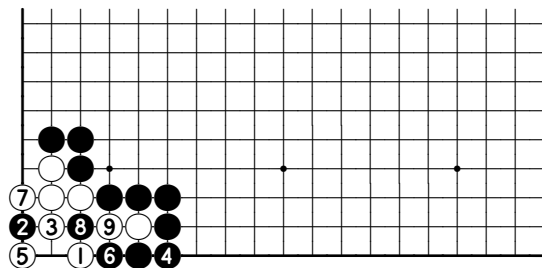
Lösung zu Problem 375



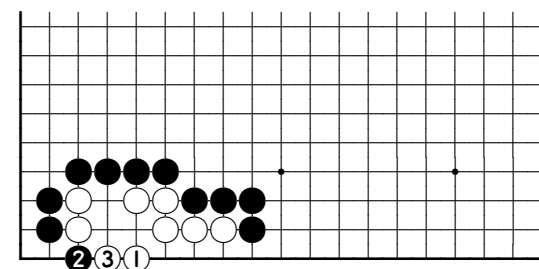
Lösung zu Problem 376



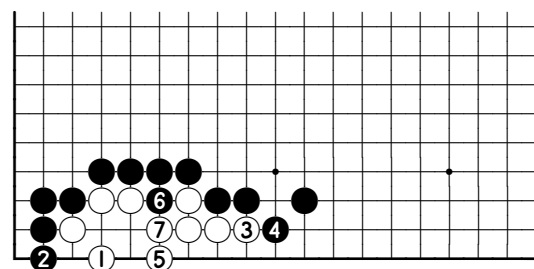
Lösung zu Problem 377



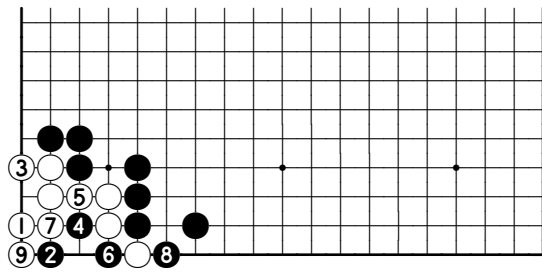
Lösung zu Problem 378



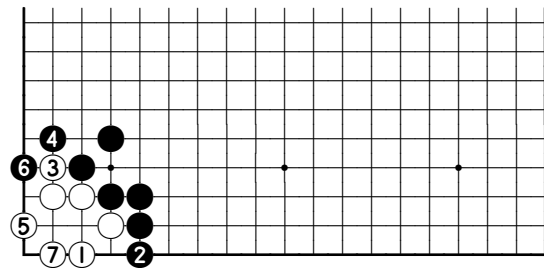
Lösung zu Problem 379



Lösung zu Problem 380



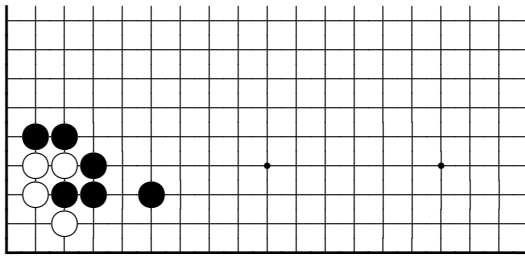
Lösung zu Problem 3731



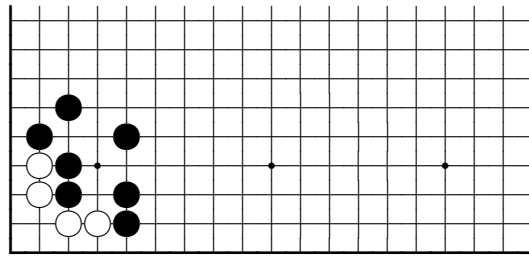
Lösung zu Problem 3771

Kategorie 9: Lebendes Gebiet

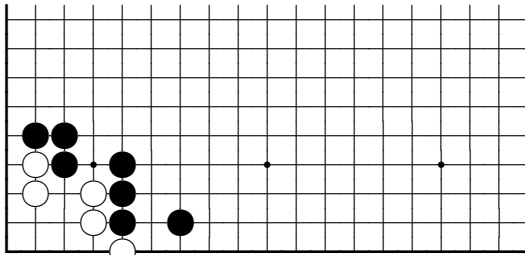
Die Probleme



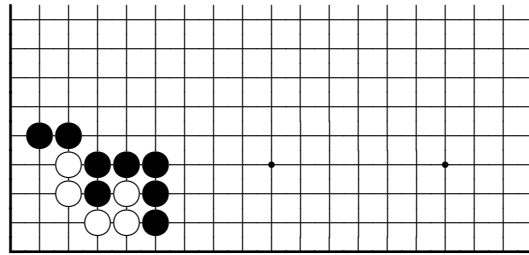
Problem 371 (C): Weiß setzt
Key-Zug: W(1)



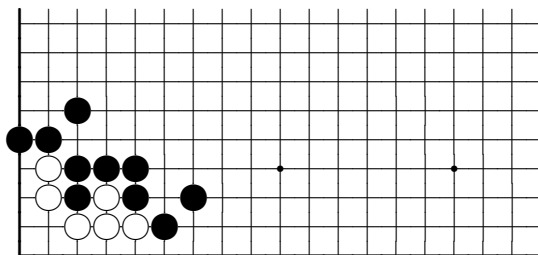
Problem 372 (C): Weiß setzt
Key-Zug: W(1)



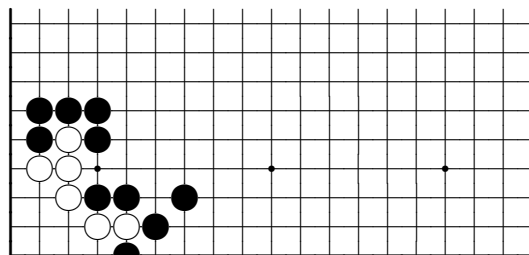
Problem 373 (B): Weiß setzt
Key-Zug: W(1)



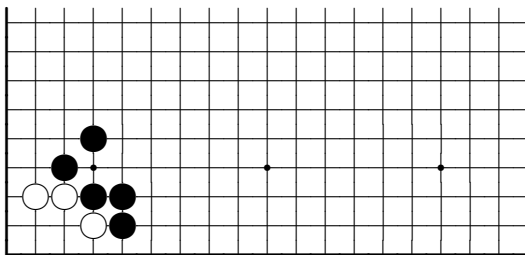
Problem 374 (C): Weiß setzt
Key-Zug: W(1)



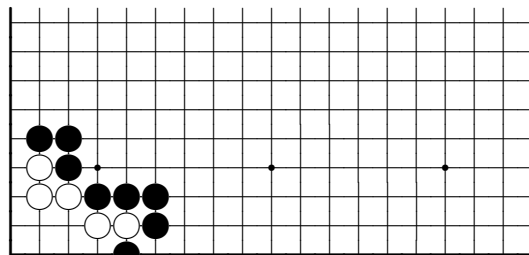
Problem 375 (C): Weiß setzt
Key-Zug: W(1)



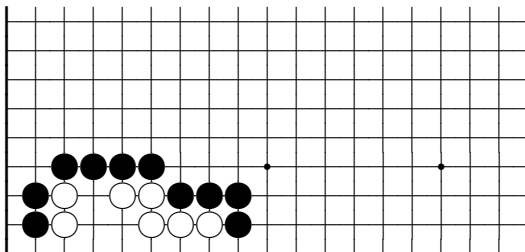
Problem 376 (B): White to play.
Key-Zug: W(1) und mit W(3) den richtigen
Stein opfern



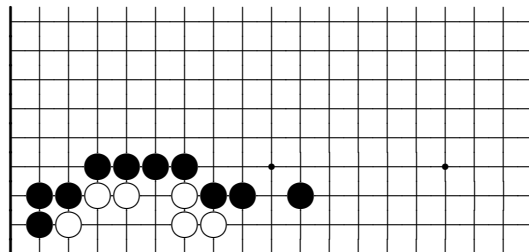
Problem 377 (C): Weiß setzt
Key-Zug: W(1)



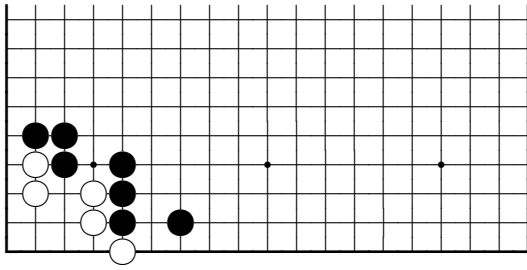
Problem 378 (B): Weiß setzt
Key-Zug: W(1)



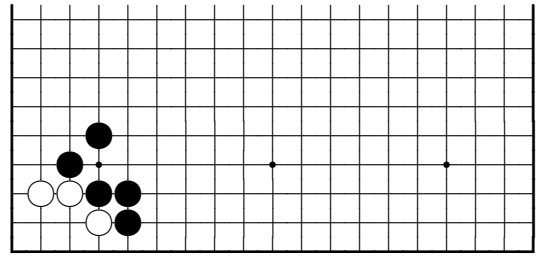
Problem 379 (C): Weiß setzt
Key-Zug: W(1)



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

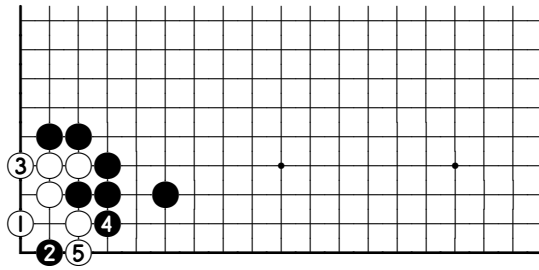


Problem 3731 (B): Weiß setzt
Key-Zug: W(1)

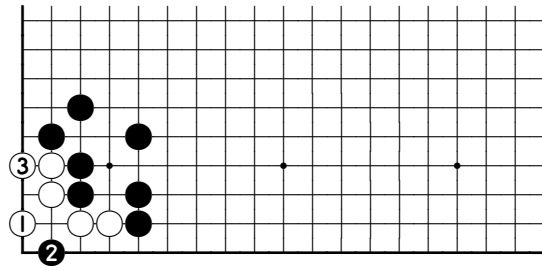


Problem 3771 (C): Weiß setzt
Key-Zug: W(1)

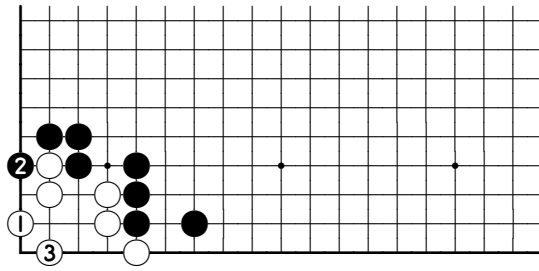
Die Lösungen



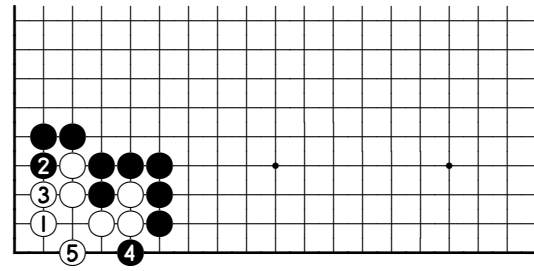
Lösung zu Problem 371



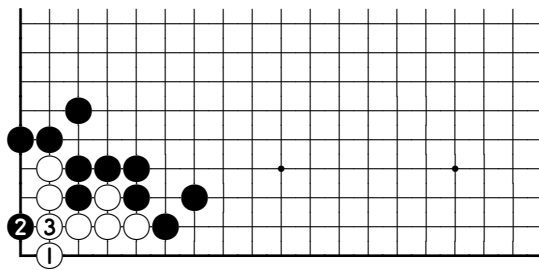
Lösung zu Problem 372



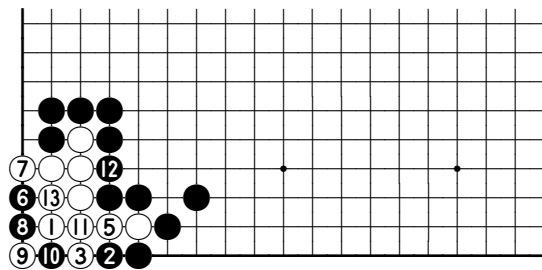
Lösung zu Problem 373



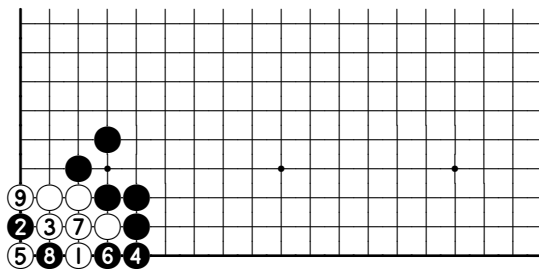
Lösung zu Problem 374



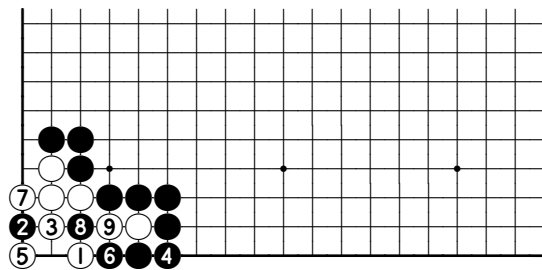
Lösung zu Problem 375



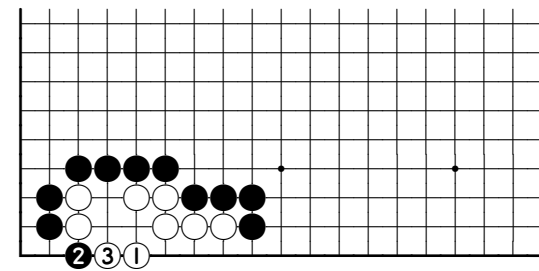
Lösung zu Problem 376



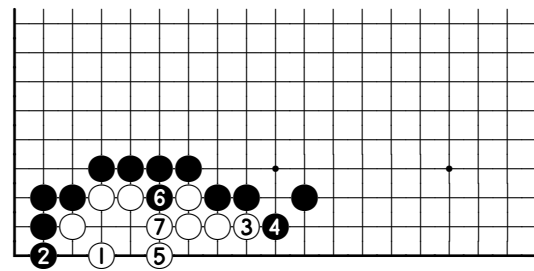
Lösung zu Problem 377



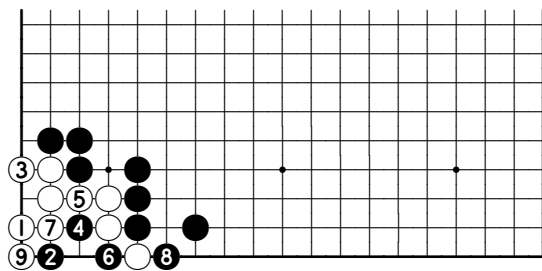
Lösung zu Problem 378



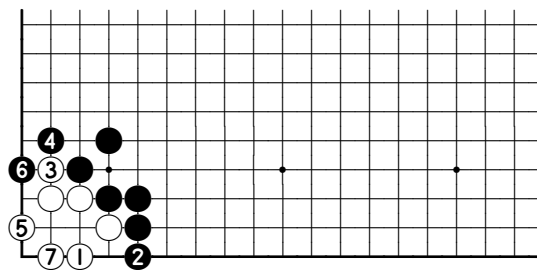
Lösung zu Problem 379



Lösung zu Problem 380



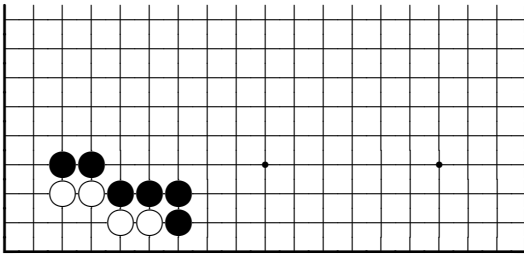
Lösung zu Problem 3731



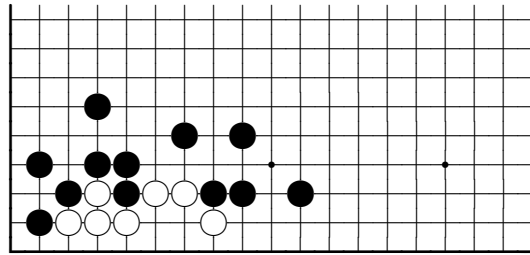
Lösung zu Problem 3771

Kategorie 10: Von außen angreifen

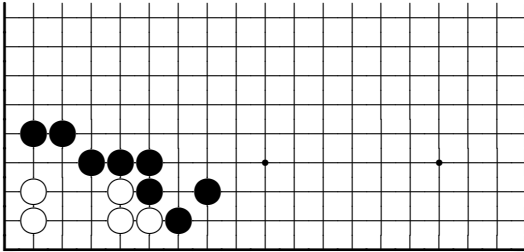
Die Probleme



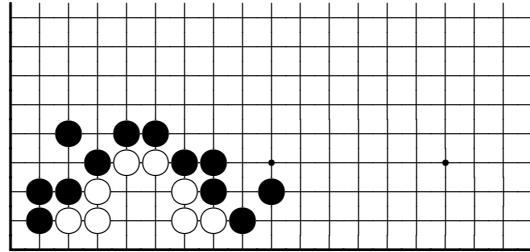
Problem 431 (B): Schwarz setzt
Key-Zug S(1) und S(3)



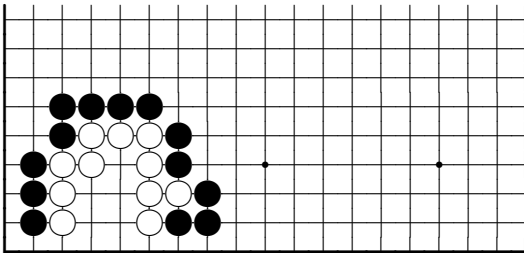
Problem 432 (B): Schwarz setzt
Key-Zug S(1)



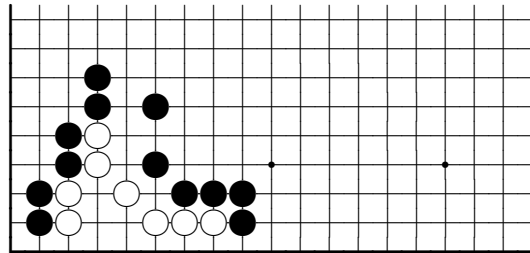
Problem 433 (A): Schwarz setzt
Key-Zug S(1)



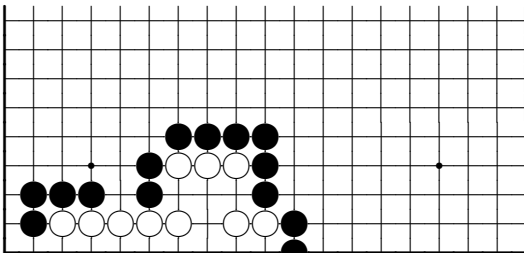
Problem 434 (B): Schwarz setzt
Key-Zug S(1)



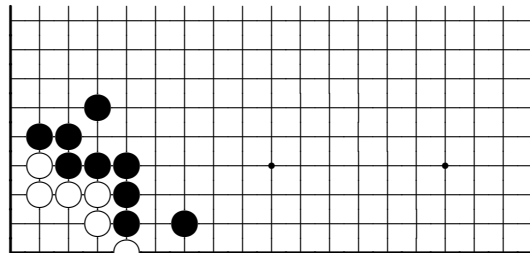
Problem 435 (A): Schwarz setzt
Key-Zug S(1) und S(3)



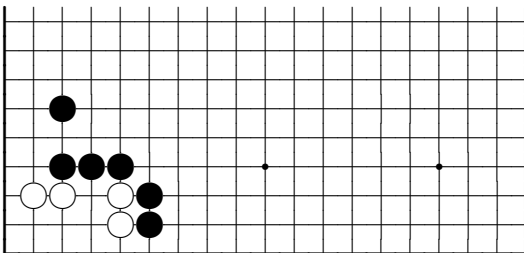
Problem 436 (A): Schwarz setzt
Key-Zug S(1) und S(3)



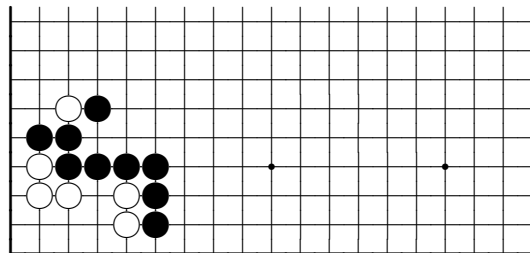
Problem 437 (A): Schwarz setzt
Key-Zug S(1) und S(3)



Problem 438 (C): Schwarz setzt
Key-Zug S(1)

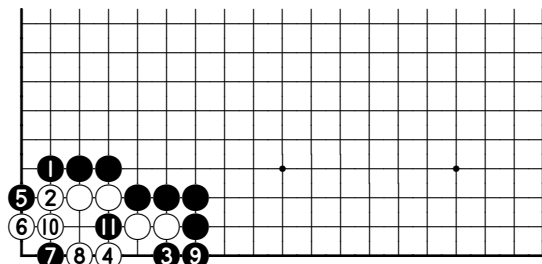


Problem 439 (C): Schwarz setzt
Key-Zug S(1)

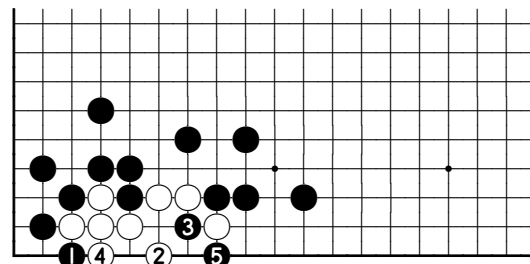


Problem 440 (C): Schwarz setzt
Key-Zug S(1) und S(3)

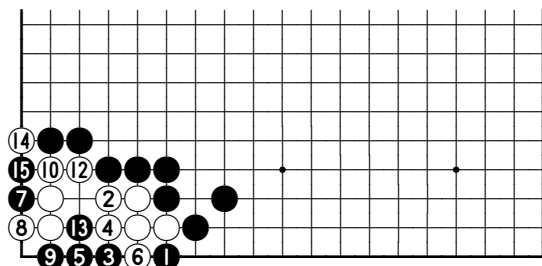
Die Lösungen



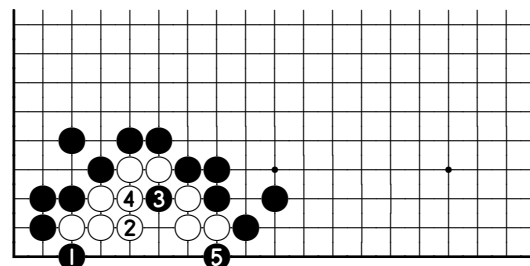
Lösung zu Problem 431



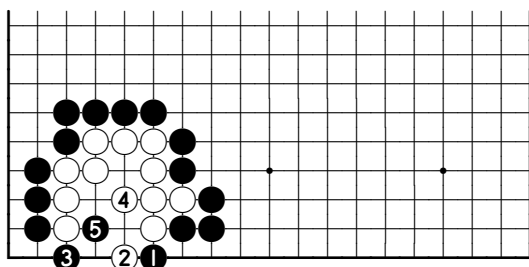
Lösung zu Problem 432



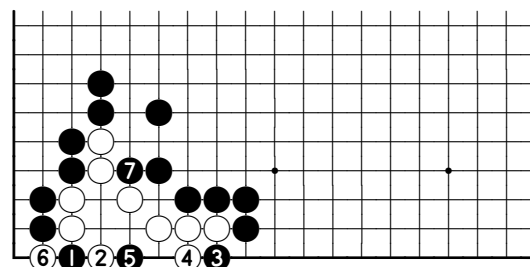
Lösung zu Problem 433



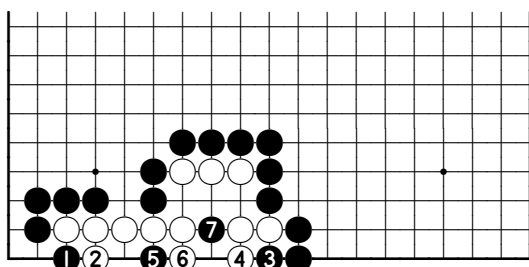
Lösung zu Problem 434



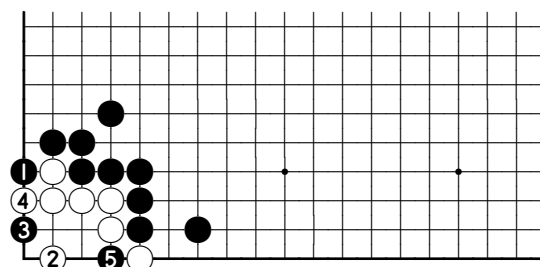
Lösung zu Problem 435



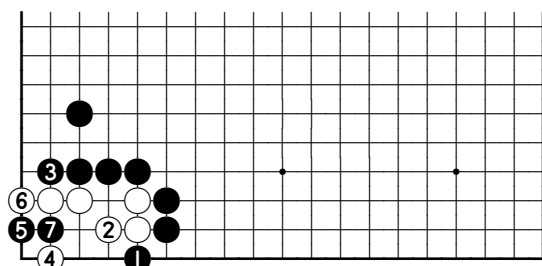
Lösung zu Problem 436



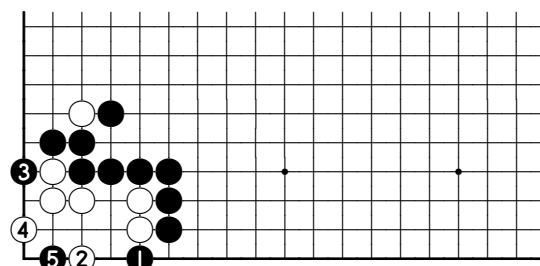
Lösung zu Problem 437



Lösung zu Problem 438



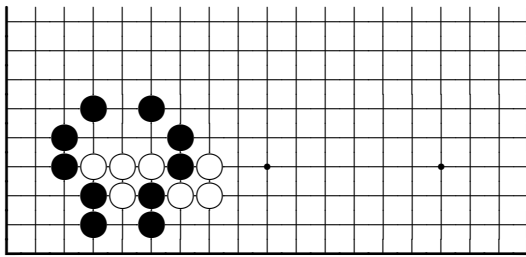
Lösung zu Problem 439



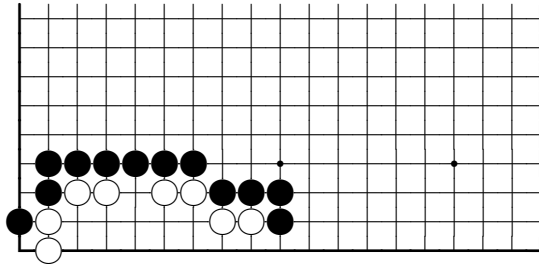
Lösung zu Problem 440

Kategorie 11: Reihenfolge der Züge

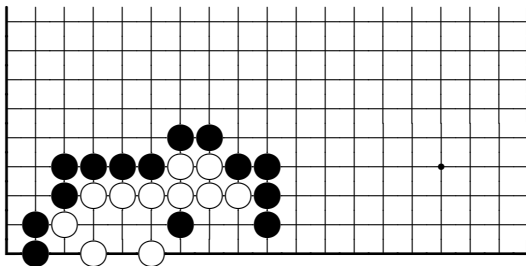
Die Probleme



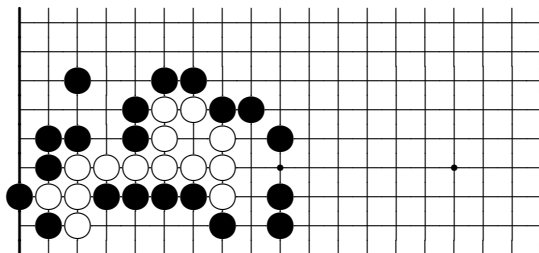
Problem 461 (C): Weiß setzt
Key-Zug W(5) und W(7)



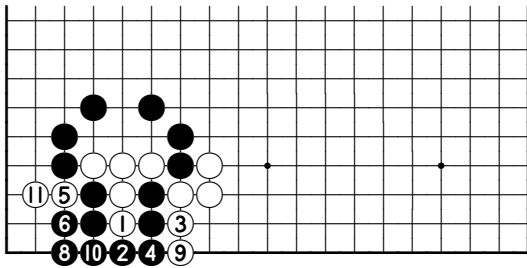
Problem 463 (B): Schwarz setzt
Key-Zug S(3), S(5) und S(7) Widerstand gegen
Berührung



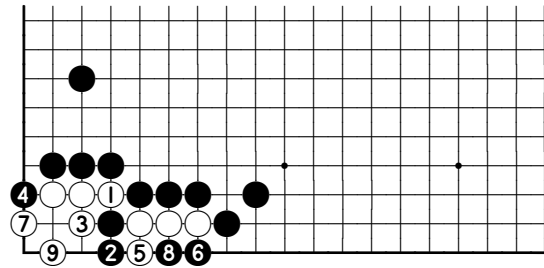
Problem 465 (B): Schwarz setzt
Key-Zug S(1) und S(3)



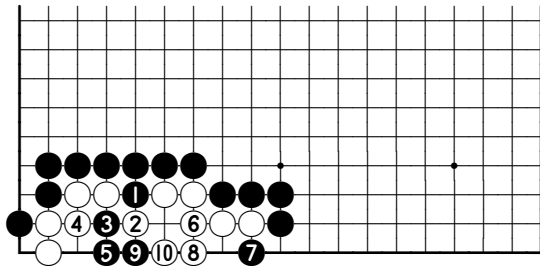
Die Lösungen



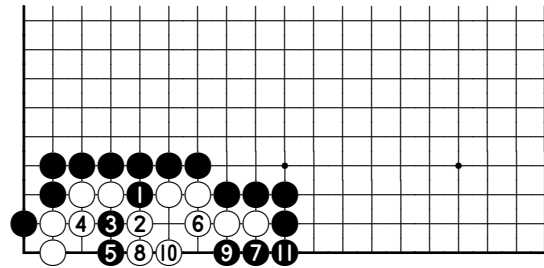
Lösung zu Problem 461



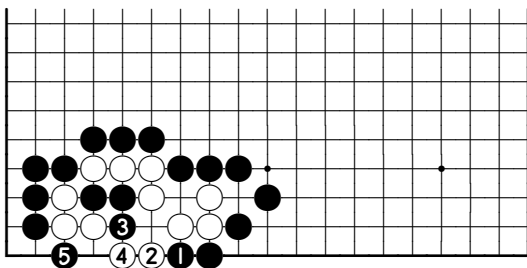
Lösung zu Problem 462



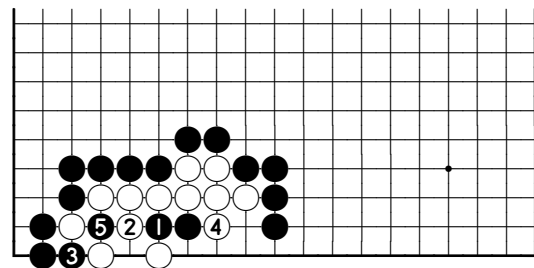
Lösung zu Problem 463



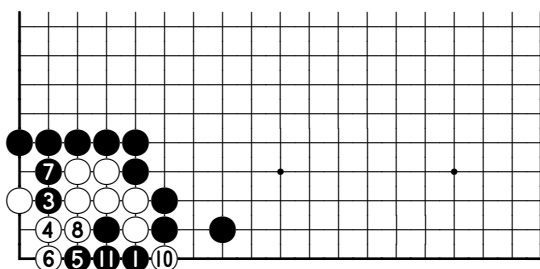
Alternative Lösung zu Problem 463



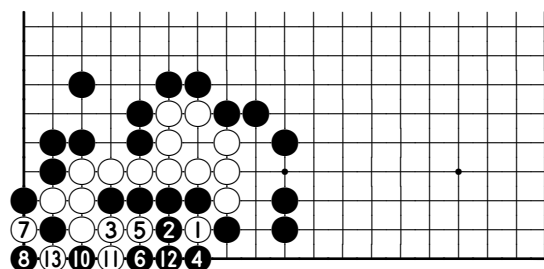
Lösung zu Problem 464



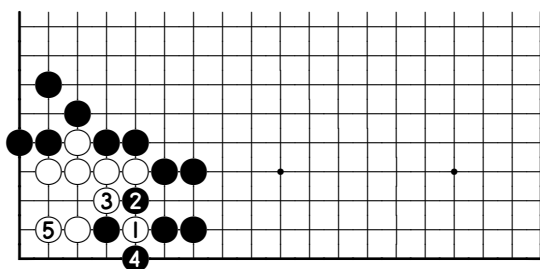
Lösung zu Problem 465



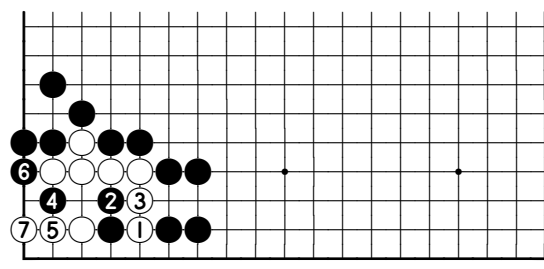
Lösung zu Problem 466



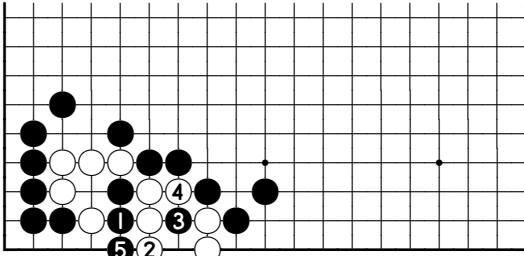
Lösung zu Problem 467



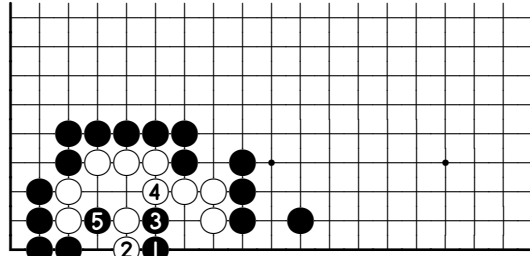
Lösung zu Problem 468



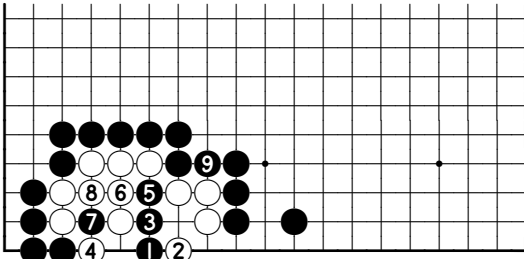
Alternative Lösung zu Problem 468



Lösung zu Problem 469

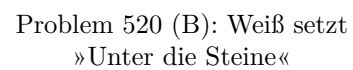
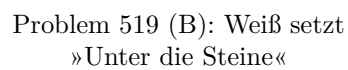
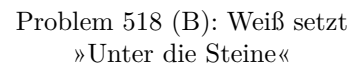
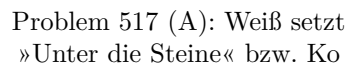
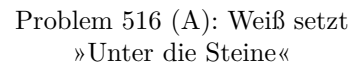
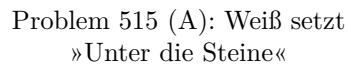
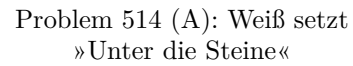
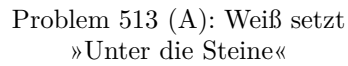
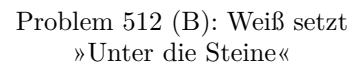
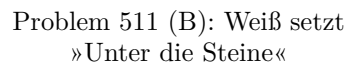


Lösung zu Problem 470

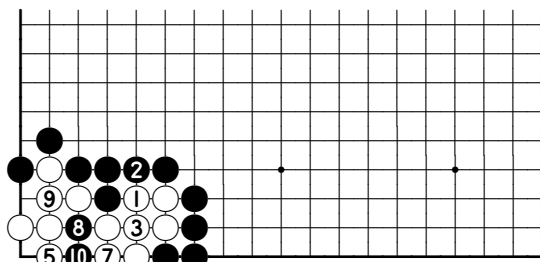


Alternative Lösung zu Problem 470

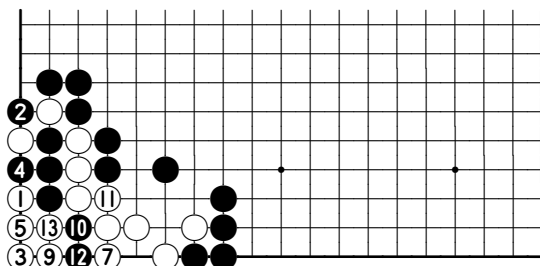
Die Probleme



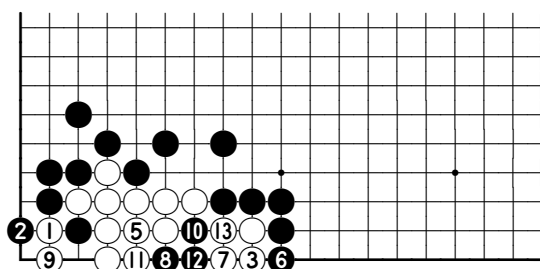
Die Lösungen



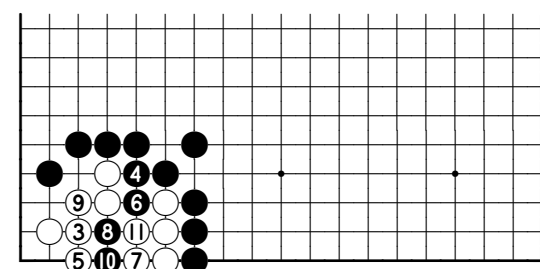
Lösung zu Problem 511
4 auf **10**, **6** auf **8**, **10** fängt die weiße Gruppe und mit **11** auf **3** ergibt sich »unter die Steine«



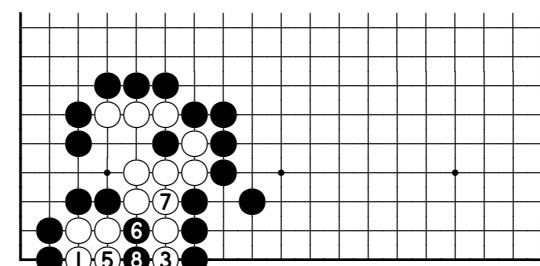
Lösung zu Problem 513
6 auf **12**, **8** auf **10**, **15** auf **13**



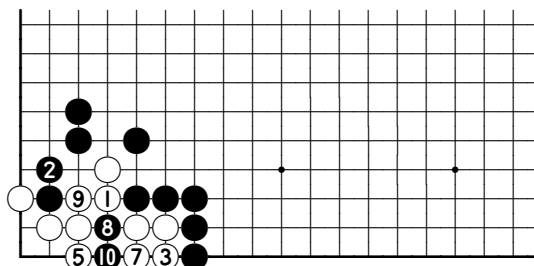
Lösung zu Problem 515
4 auf **10**, **13** rechts neben **10**



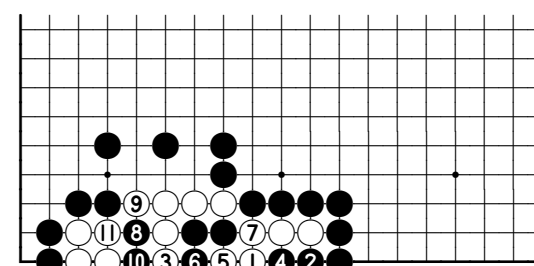
Lösung zu Problem 517
1 auf **11**, **2** auf **10**



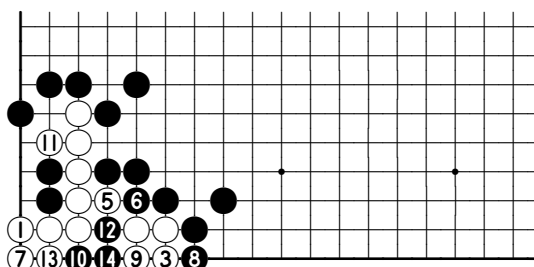
Lösung zu Problem 518
2 auf **8**, **4** auf **6**, **9** links von **6**



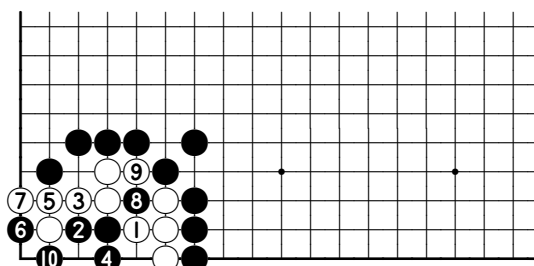
Lösung zu Problem 512
4 auf **10**, **6** auf **8**, **10** fängt die weiße Gruppe und mit **11** rechts neben **8** ergibt sich »unter die Steine«



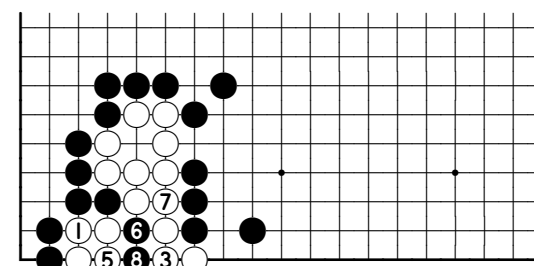
Lösung zu Problem 514



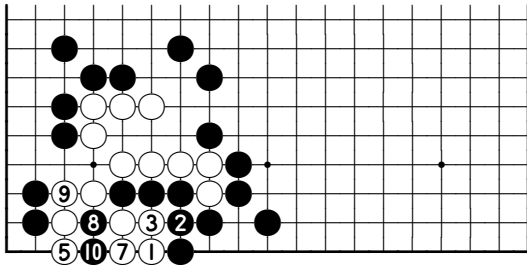
Lösung zu Problem 516
2 auf **10**, **4** auf **12**, **5** rechts neben **12**



Alternative Lösung zu Prb. 517: Ko
 Lösung, die man auf dem IZIS Go-Board findet

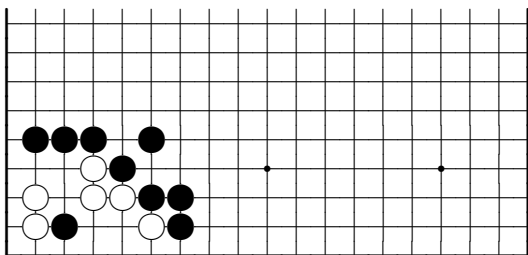


Lösung zu Problem 519
2 auf **8**, **4** auf **6**, **9** links von **6**



Lösung zu Problem 520

④ auf ⑩, ⑥ auf ③, ⑪ rechts von ③

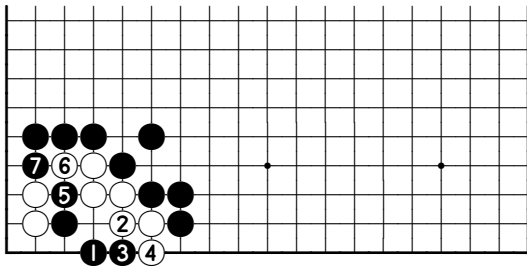
[illegible]

A 10x10 grid with columns numbered 1 to 10 and rows numbered 1 to 10. The dots are located at the following coordinates (column, row):

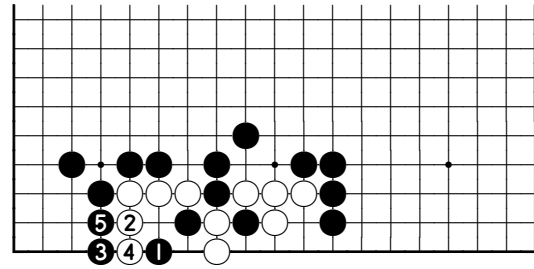
- Black dots: (1, 4), (1, 5), (1, 6), (2, 4), (2, 5), (2, 6), (2, 7), (3, 4), (3, 5), (3, 6), (3, 7), (3, 8), (4, 4), (4, 5), (4, 6), (4, 7), (4, 8), (5, 4), (5, 5), (5, 6), (5, 7), (5, 8), (6, 4), (6, 5), (6, 6), (6, 7), (6, 8), (7, 4), (7, 5), (7, 6), (7, 7), (7, 8), (8, 4), (8, 5), (8, 6), (8, 7), (8, 8), (9, 4), (9, 5), (9, 6), (9, 7), (9, 8), (10, 4), (10, 5), (10, 6), (10, 7), (10, 8).
- White dots: (1, 3), (1, 7), (2, 3), (2, 7), (3, 3), (3, 7), (4, 3), (4, 7), (5, 3), (5, 7), (6, 3), (6, 7), (7, 3), (7, 7), (8, 3), (8, 7), (9, 3), (9, 7), (10, 3), (10, 7).

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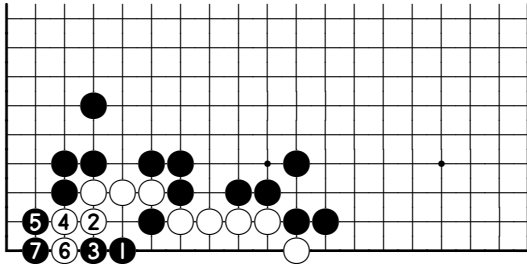
Die Lösungen



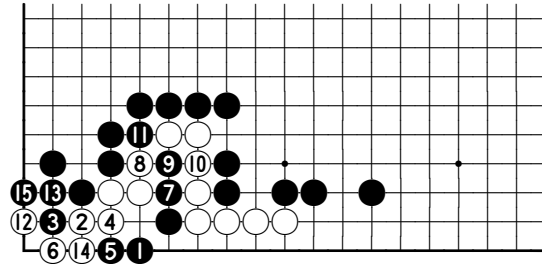
Lösung zu Problem 581



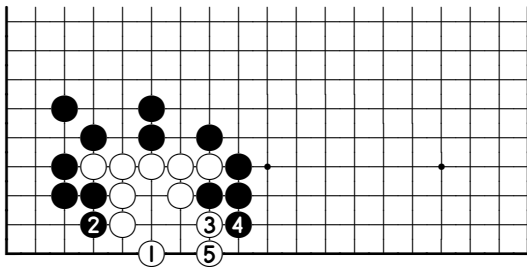
Lösung zu Problem 582



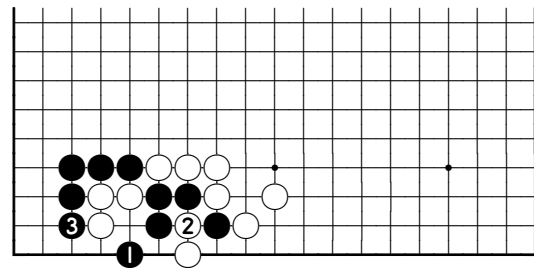
Lösung zu Problem 583



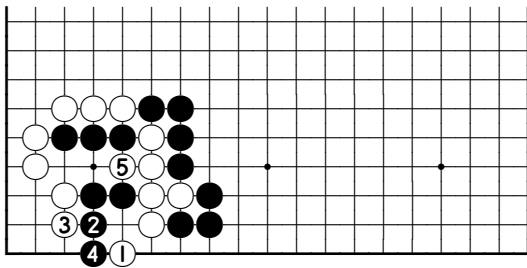
Lösung zu Problem 584



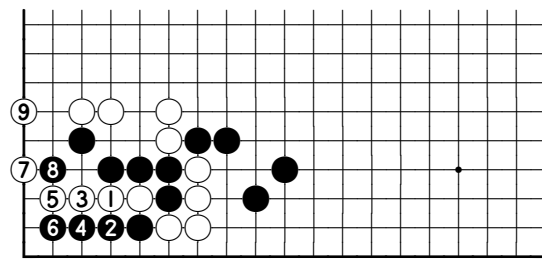
Lösung zu Problem 585



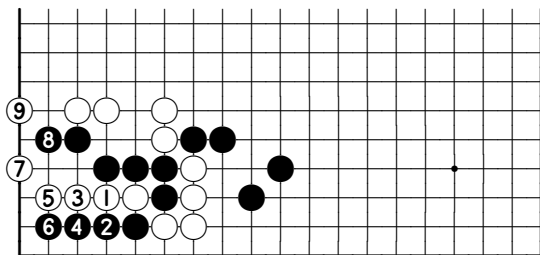
Lösung zu Problem 586



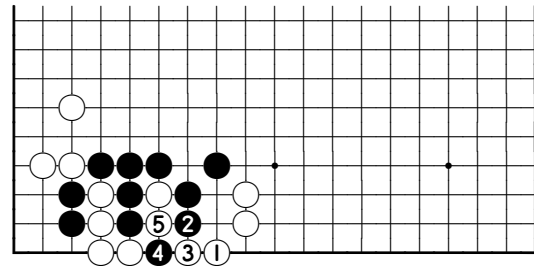
Lösung zu Problem 587



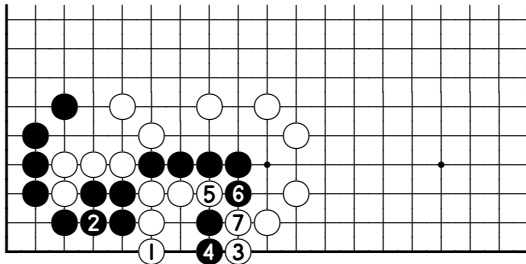
Lösung zu Problem 588



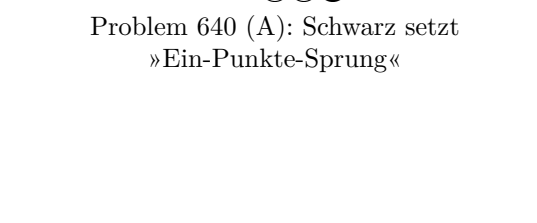
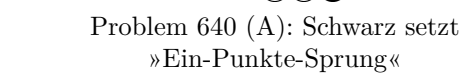
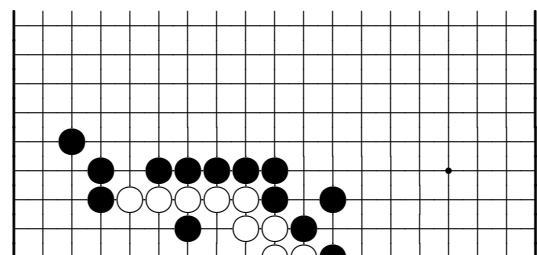
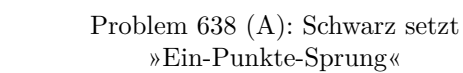
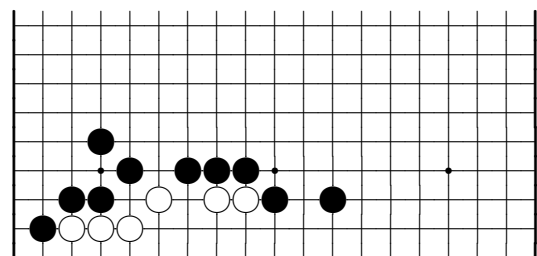
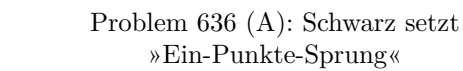
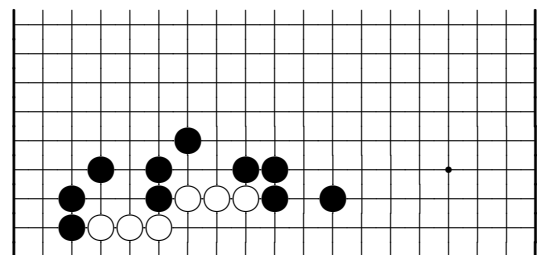
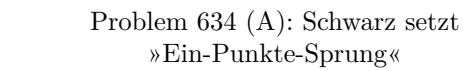
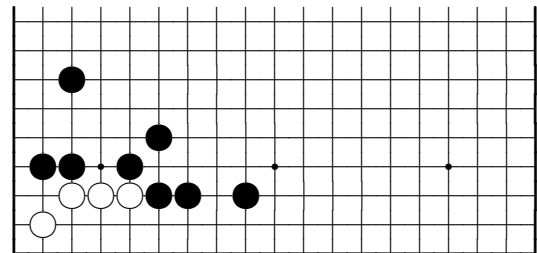
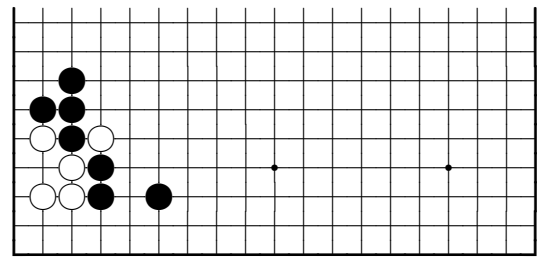
Alternative Lösung zu Prb. 588



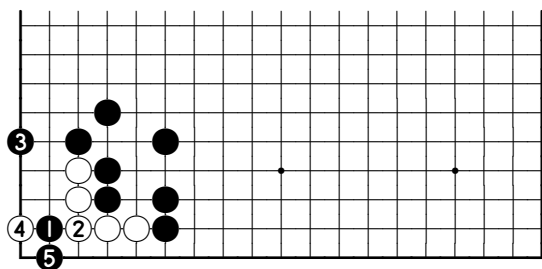
Lösung zu Problem 589



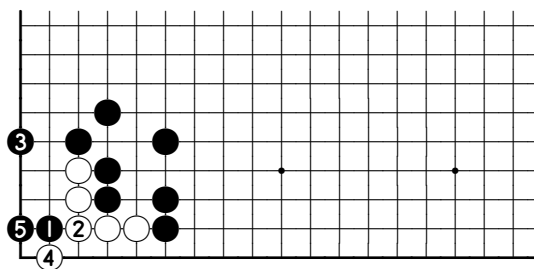
Lösung zu Problem 590



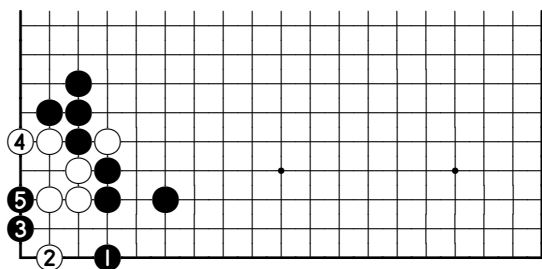
Die Lösungen



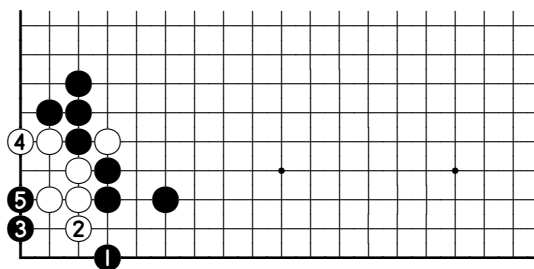
Lösung zu Problem 631



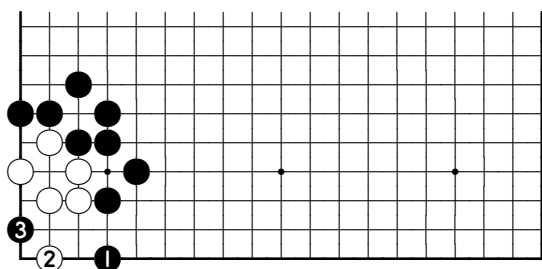
Alternative Lösung zu Problem 631



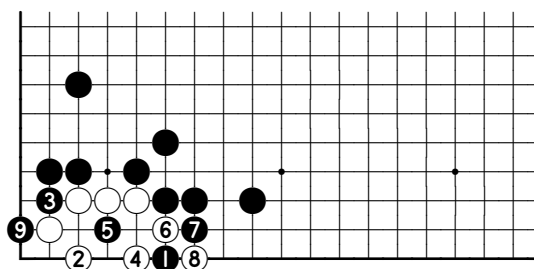
Lösung zu Problem 632



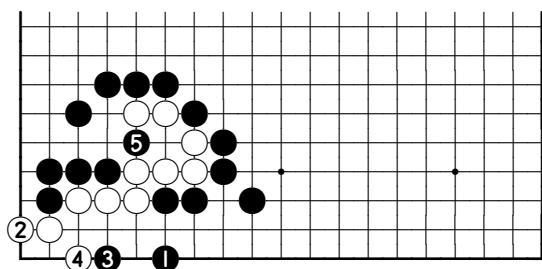
Alternative Lösung zu Problem 632



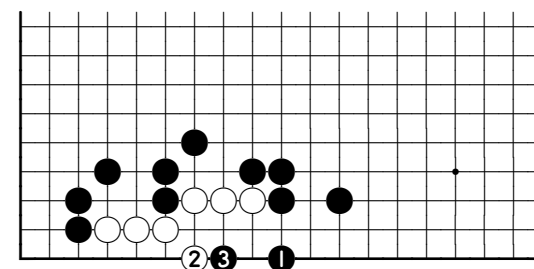
Lösung zu Problem 633



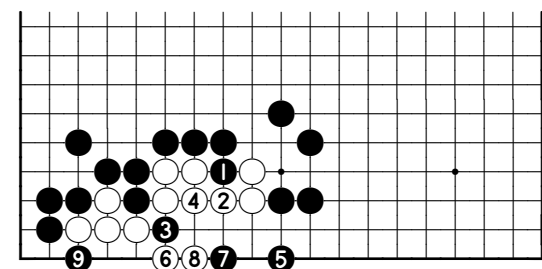
Lösung zu Problem 634



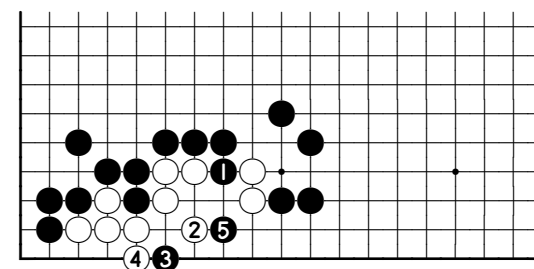
Lösung zu Problem 635



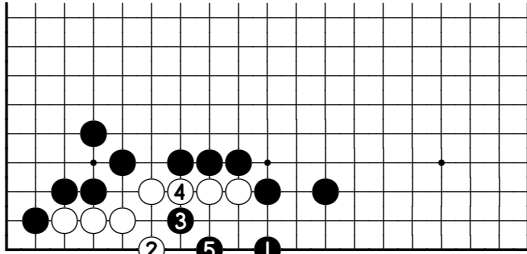
Lösung zu Problem 636



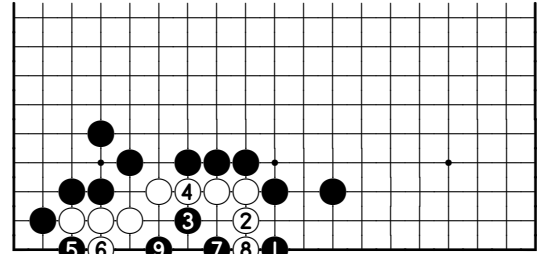
Lösung zu Problem 637



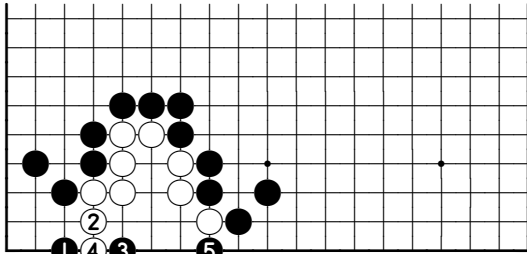
Alternative Lösung zu Problem 637



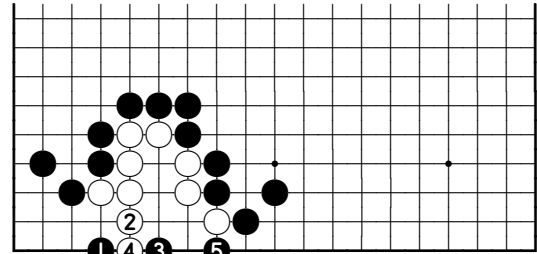
Lösung zu Problem 638



Alternative Lösung zu Problem 638

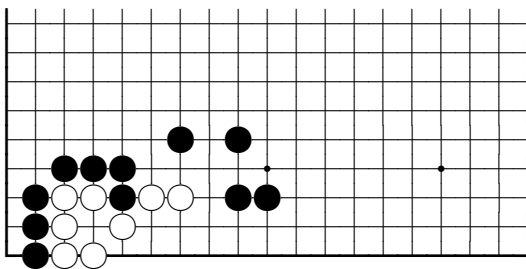


Lösung zu Problem 639

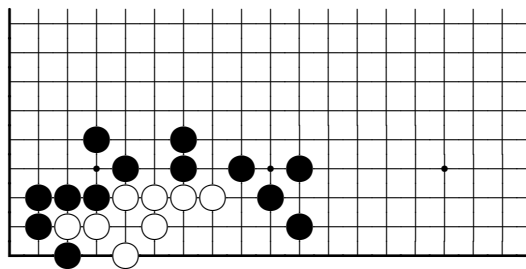


Kategorie 15: Das Setzen– oki – auf die erste Linie

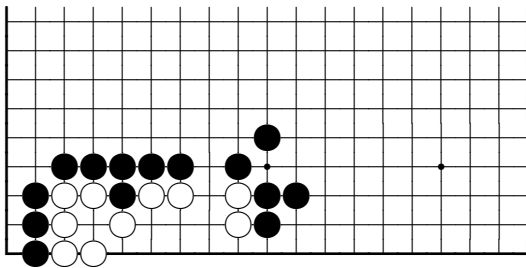
Die Probleme



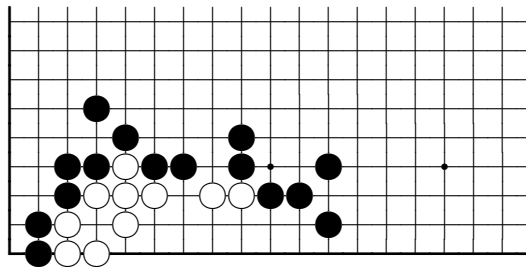
Problem 671 (B): Schwarz setzt Ko
»oki auf die erste Linie«



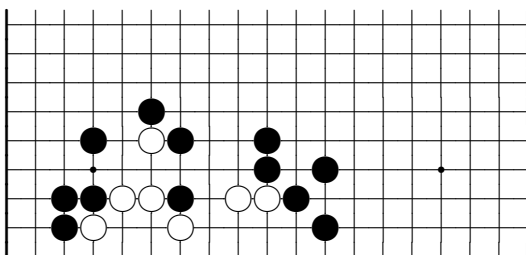
Problem 672 (B): Schwarz setzt Ko
»oki auf die erste Linie«



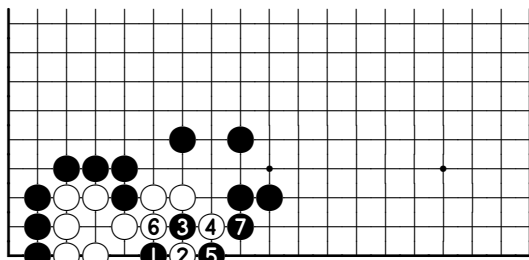
Problem 673 (A): Schwarz setzt Ko
»oki auf die erste Linie«



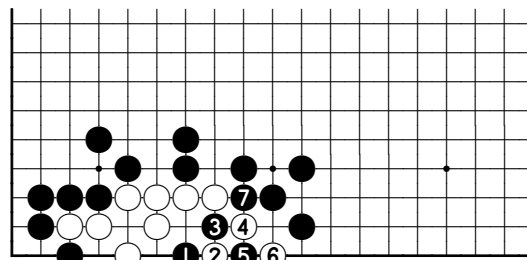
Problem 674 (A): Schwarz setzt
»oki auf die erste Linie«



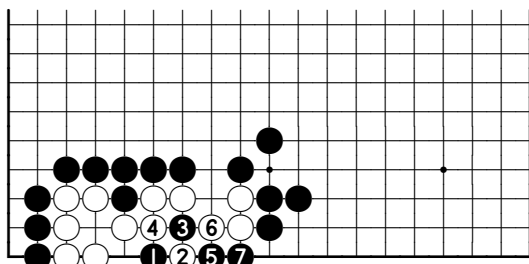
Die Lösungen



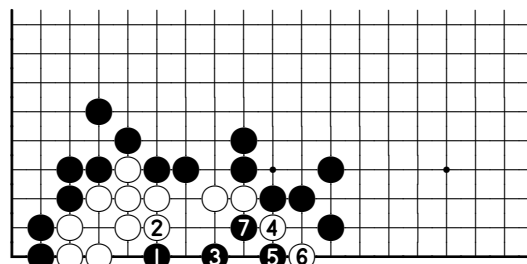
Lösung zu Problem 671



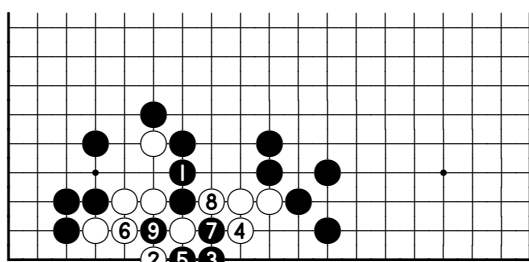
Lösung zu Problem 672



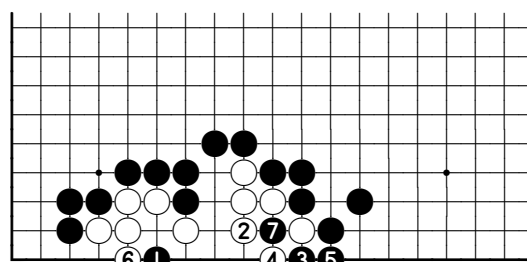
Lösung zu Problem 673



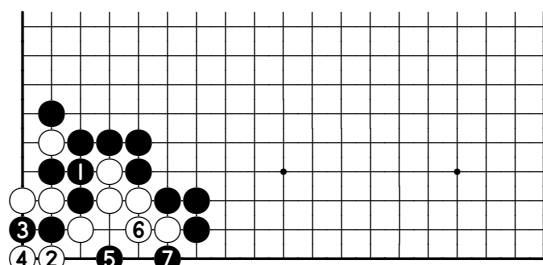
Lösung zu Problem 674



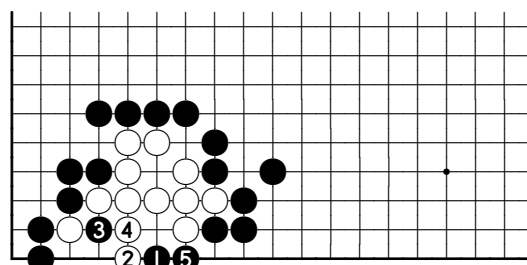
Lösung zu Problem 675



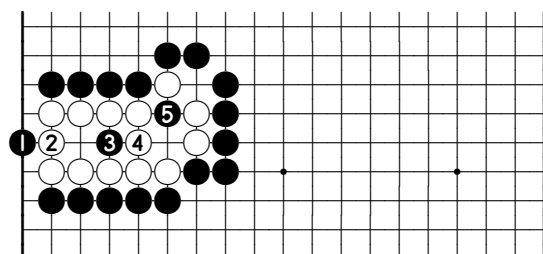
Lösung zu Problem 676



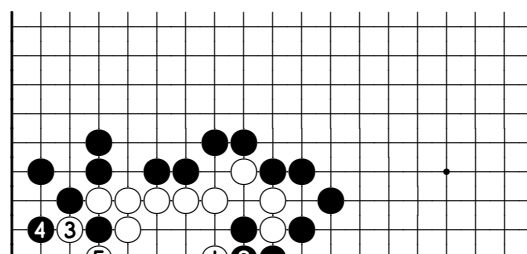
Lösung zu Problem 677



Lösung zu Problem 678



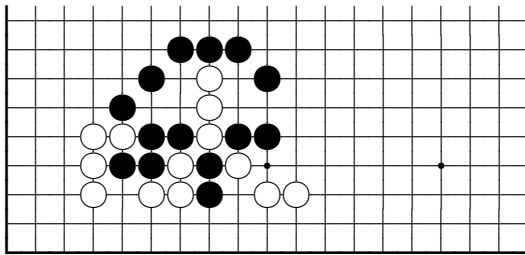
Lösung zu Problem 679



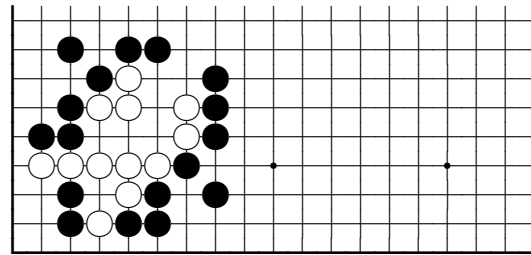
Lösung zu Problem 680

Kategorie 16: Verlängerung – sagari – auf die erste Linie

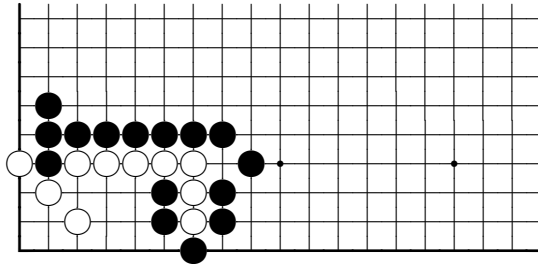
Die Probleme



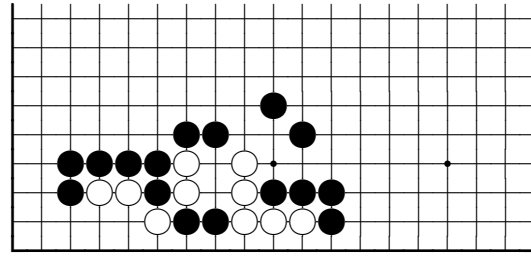
Problem 711 (C): Schwarz setzt
Zug 5: »Sagari auf die erste Linie«



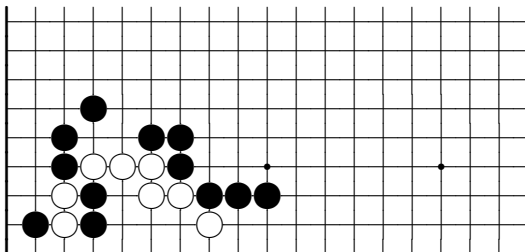
Problem 712 (B): Weiß setzt
»Sagari auf die erste Linie«



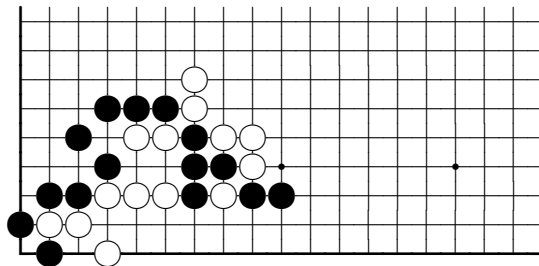
Problem 713 (B): Schwarz setzt
Zug 3: »Sagari auf die erste Linie«



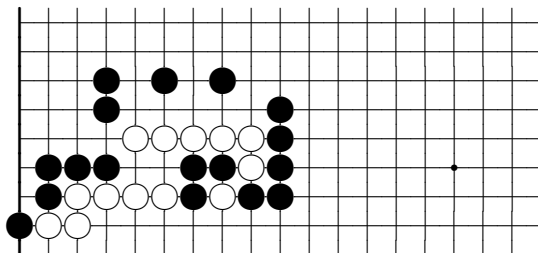
Problem 714 (A): Weiß setzt
»Sagari auf die erste Linie«



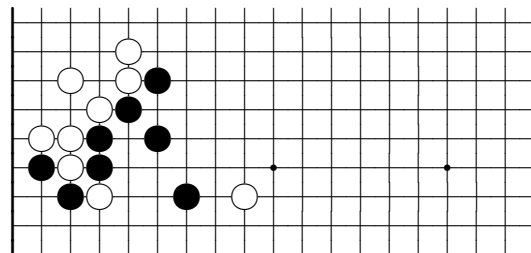
Problem 715 (A): Weiß setzt
»Sagari auf die erste Linie«



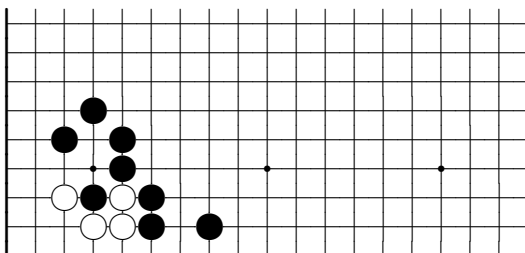
Problem 716 (A): Weiß setzt
Zug 3: »Sagari auf die erste Linie«



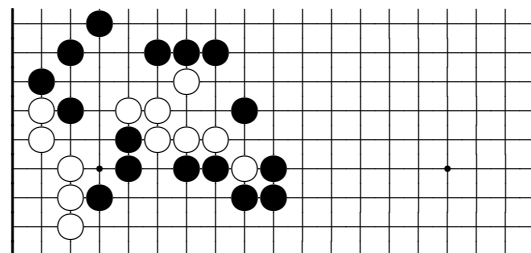
Problem 717 (A): Weiß setzt
Zug 5: »Sagari auf die erste Linie«



Problem 718 (A): Schwarz setzt Ko
Zug 9: »Sagari auf die erste Linie«

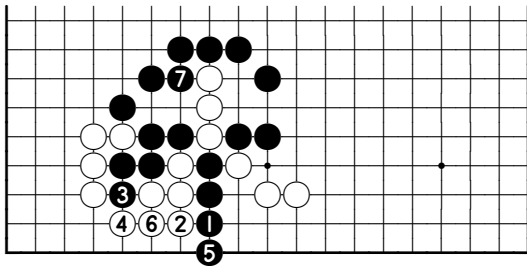


Problem 719 (A): Schwarz setzt
Zug 7: »Sagari auf die erste Linie«

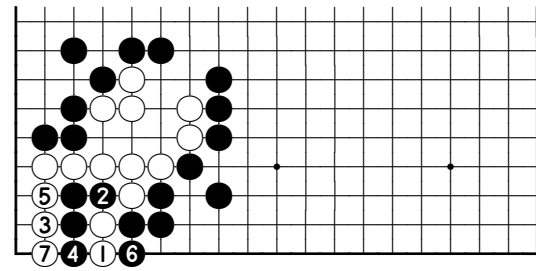


Problem 720 (A): White to play. Ko
Zug 11: »Sagari auf die erste Linie«

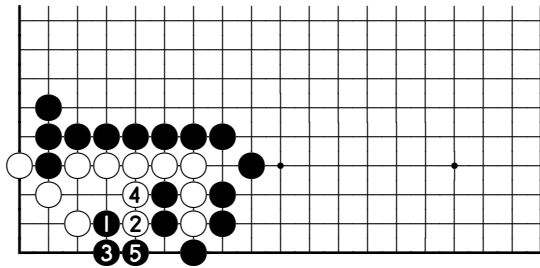
Die Lösungen



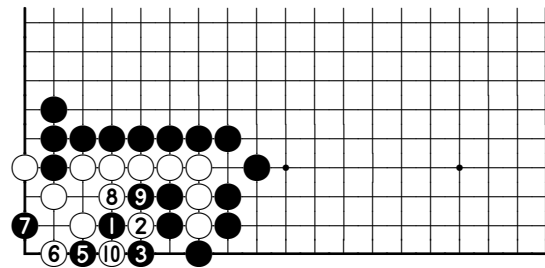
Lösung zu Problem 711



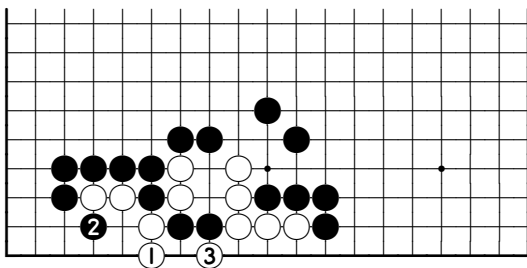
Lösung zu Problem 712



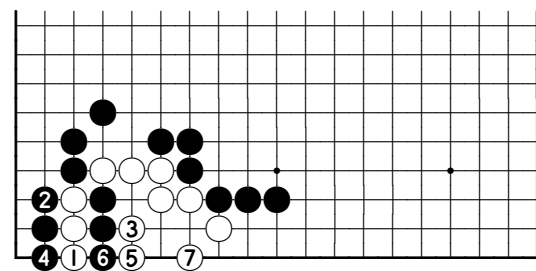
Lösung zu Problem 713



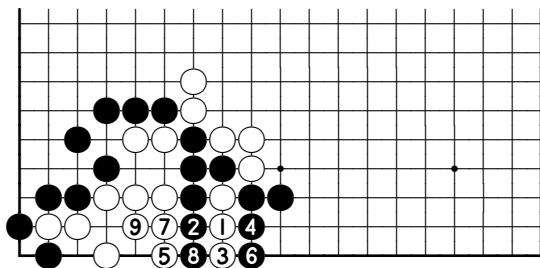
Prb. 731: Dies Spielweise von Schwarz führt zu Ko



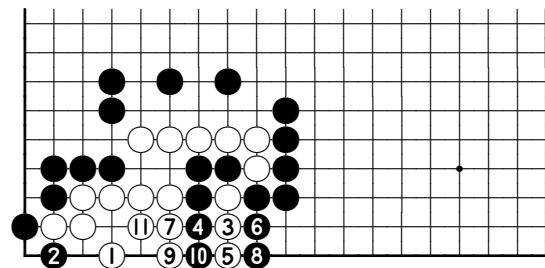
Lösung zu Problem 714



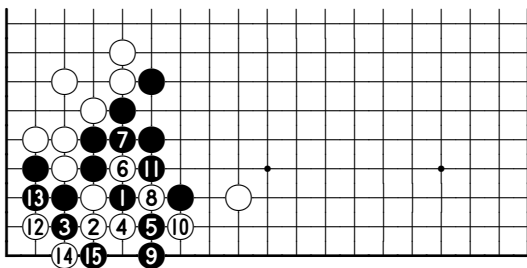
Lösung zu Problem 715



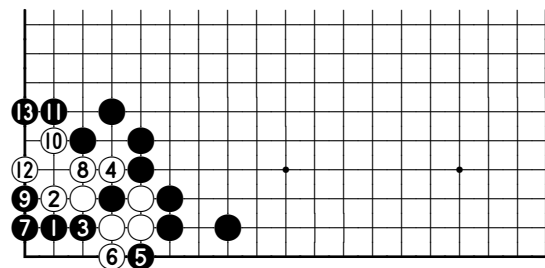
Lösung zu Problem 716



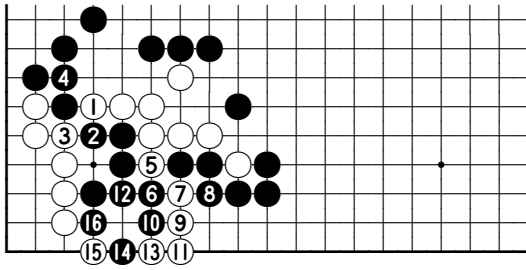
Lösung zu Problem 717



Lösung zu Problem 718



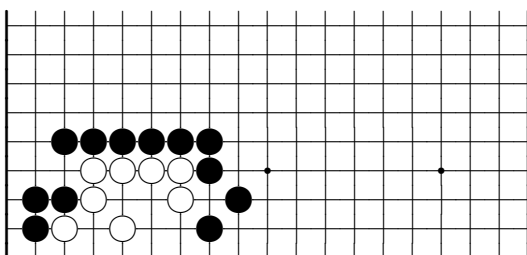
Lösung zu Problem 719

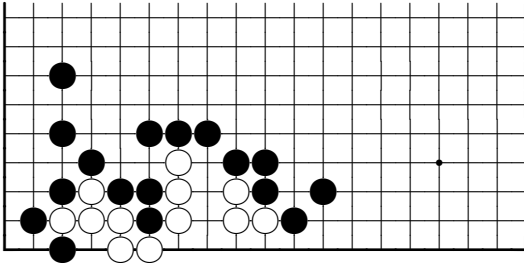


Lösung zu Problem 720

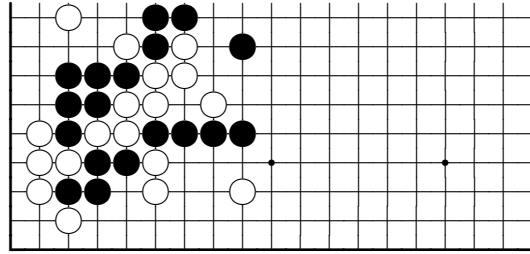
Kategorie 17: Das Gleiten auf die erste Linie

Die Probleme



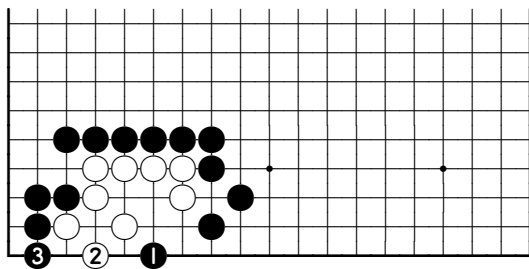


Problem 735 (A): Weiß setzt Ko
Zug 5: »Gleiten auf die erste Linie«

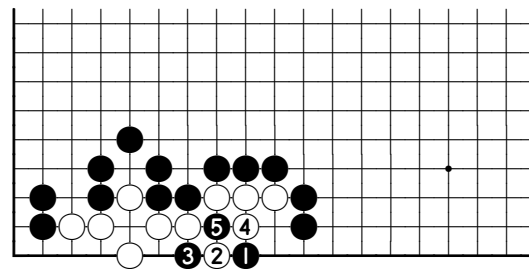


Problem 736 (A): Schwarz setzt Ko
Zug 11: »Gleiten auf die erste Linie«

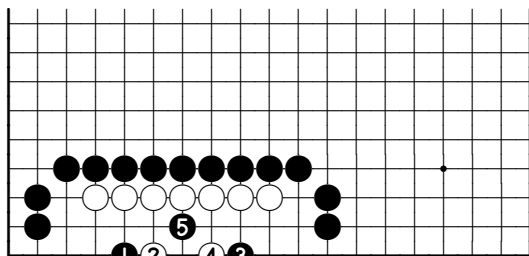
Die Lösungen



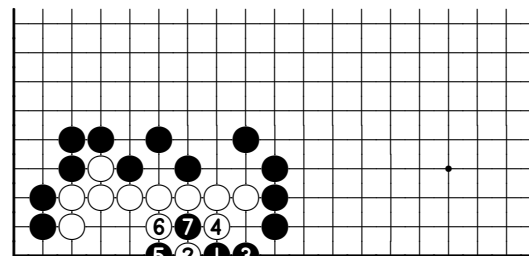
Lösung zu Problem 725



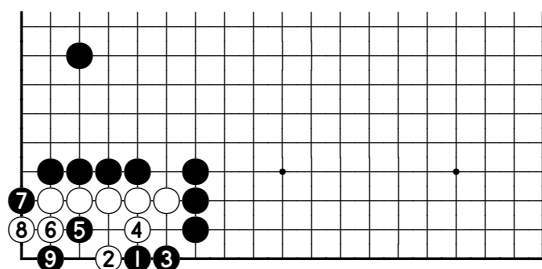
Lösung zu Problem 726



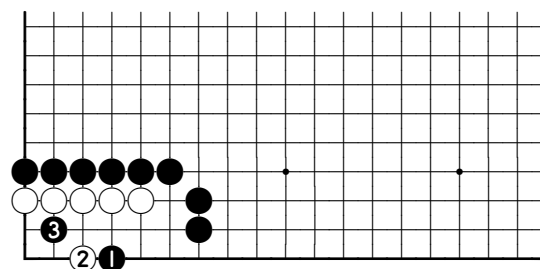
Lösung zu Problem 727



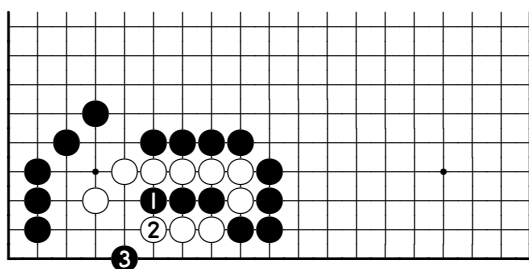
Lösung zu Problem 728



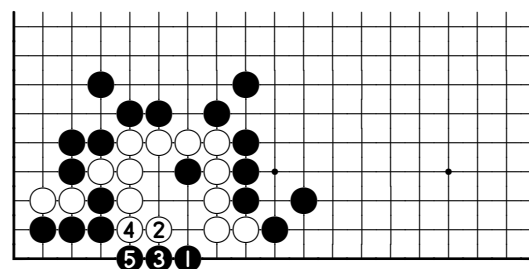
Lösung zu Problem 729



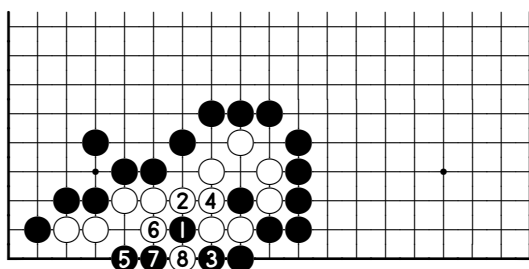
Lösung zu Problem 730



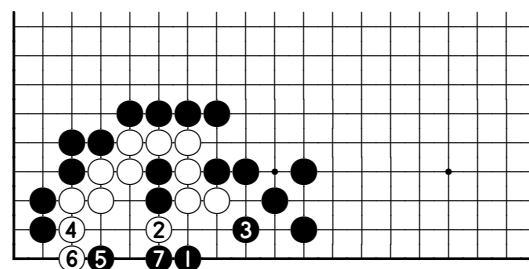
Lösung zu Problem 731



Lösung zu Problem 732



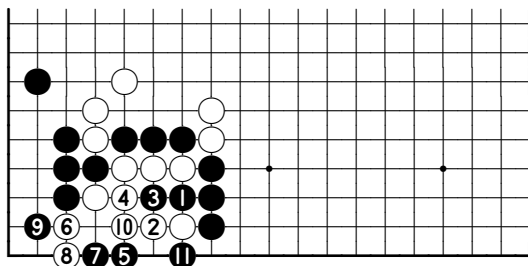
Lösung zu Problem 733



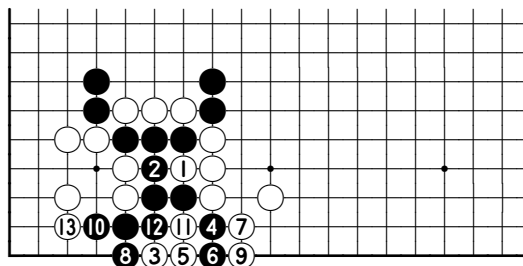
Lösung zu Problem 734



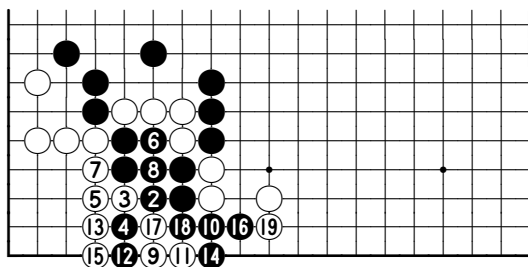
Die Lösungen



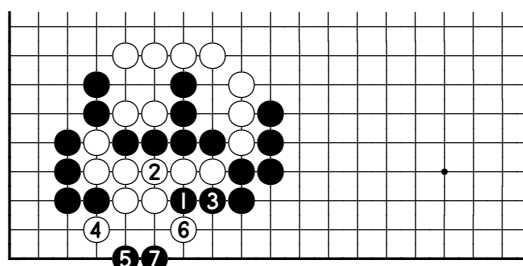
Lösung zu Problem 737



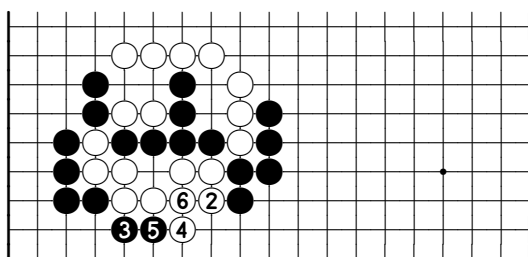
Lösung zu Problem 738



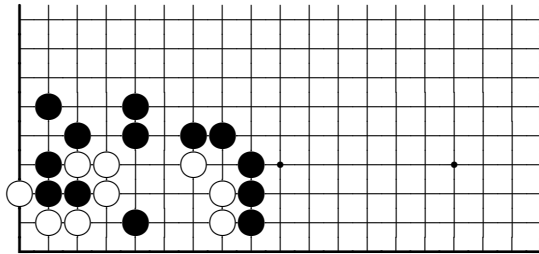
Lösung zu Problem 739 (① auf ⑧)
Alternative: ⑬ auf ⑯ – dann ⑰, ⑬



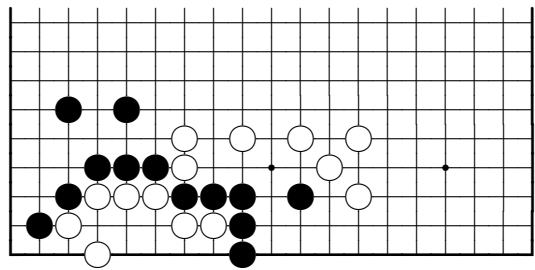
Lösung zu Problem 740



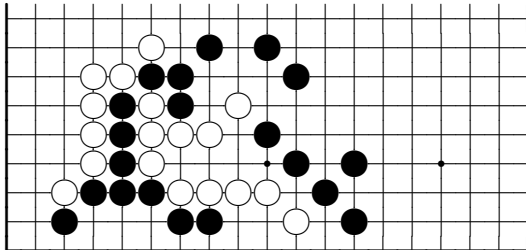
Alternative Lösung zu Problem 740 (① auf ⑥)



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

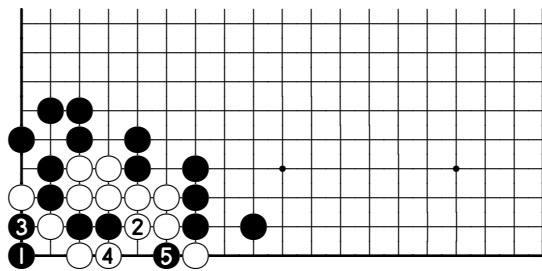


Problem 752 (A): Schwarz setzt Ko
»Der 1-1 Punkt«

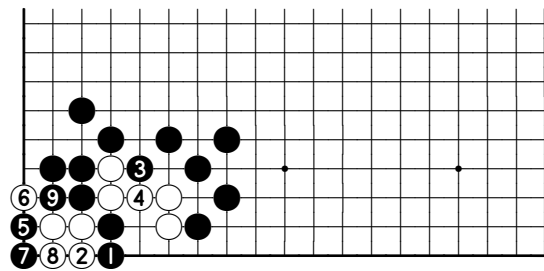


Problem 753 (A): Weiß setzt Ko
Zug 9: »Der 1-1 Punkt«

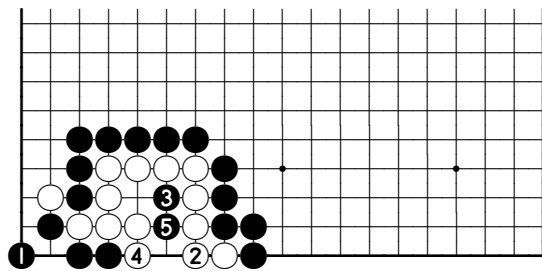
Die Lösungen



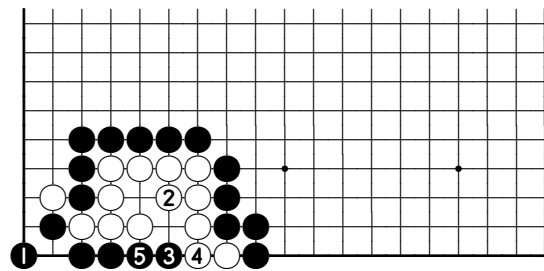
Lösung zu Problem 741



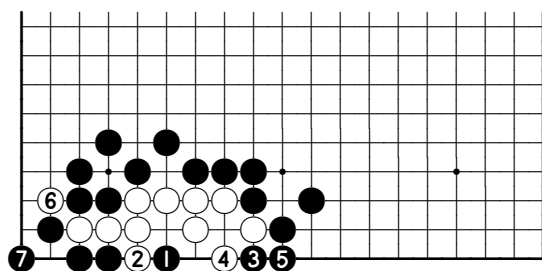
Lösung zu Problem 742



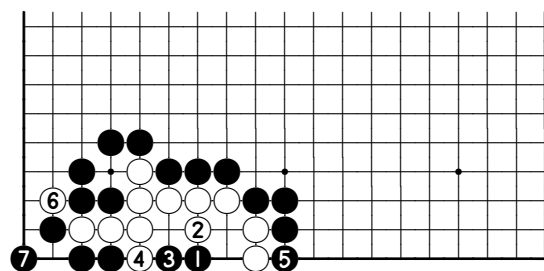
Lösung zu Problem 743



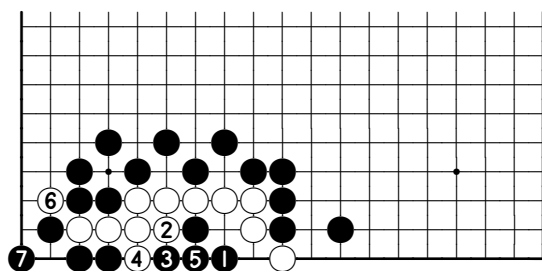
Alternative Lösung zu Problem 743



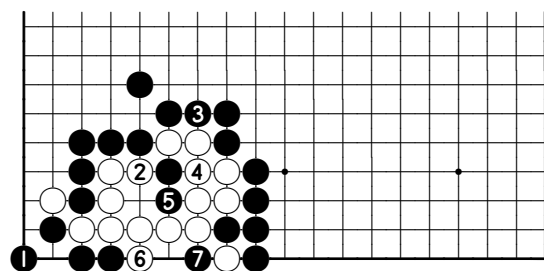
Lösung zu Problem 744



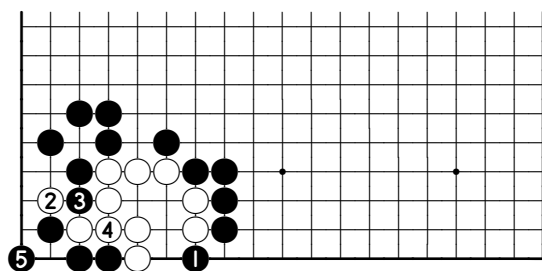
Lösung zu Problem 745



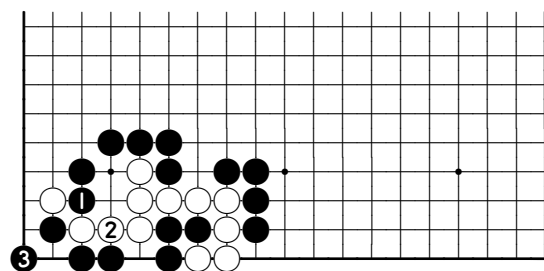
Lösung zu Problem 746



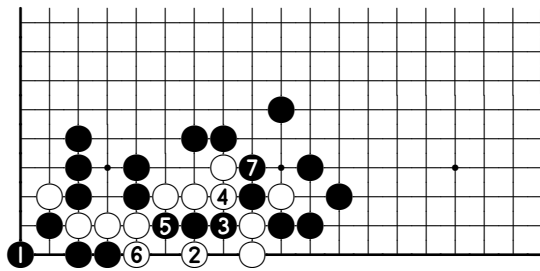
Lösung zu Problem 747



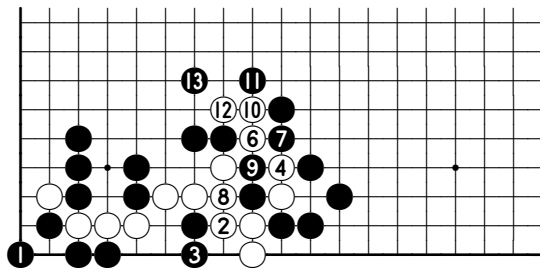
Lösung zu Problem 748



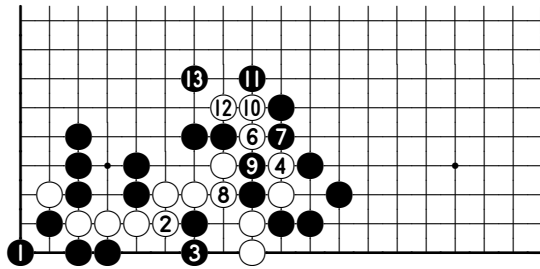
Lösung zu Problem 749



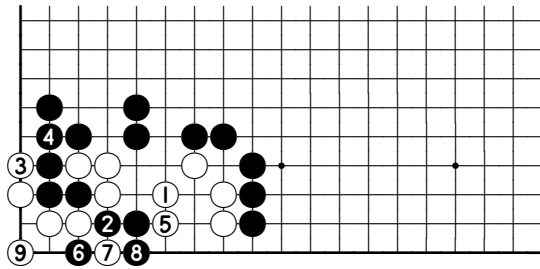
Lösung zu Problem 750



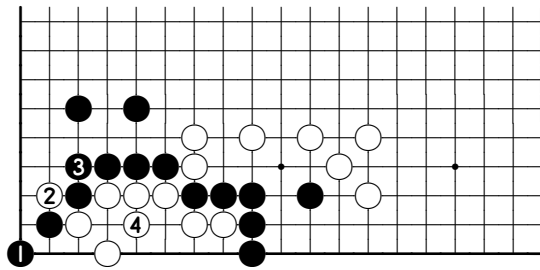
Erste alternative Lösung zu Problem 750



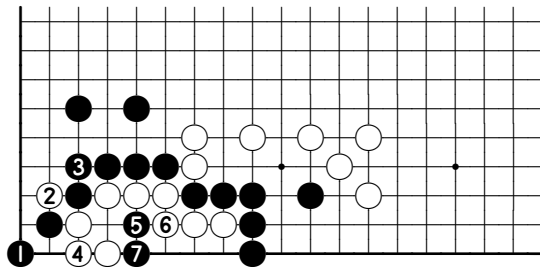
Zweite alternative Lösung zu Problem 750



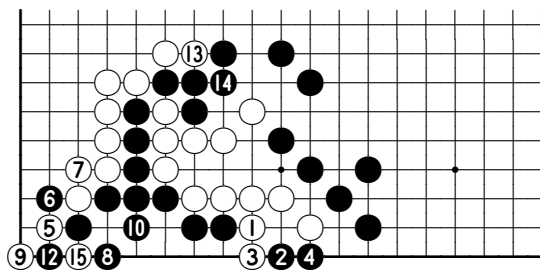
Lösung zu Problem 751



Lösung zu Problem 752

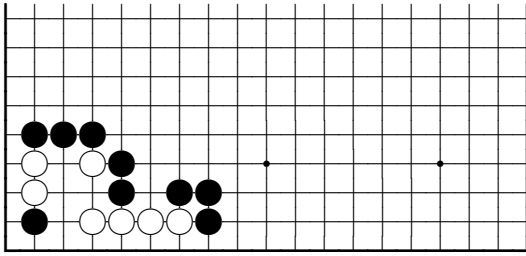


Alternative Lösung zu Problem 752

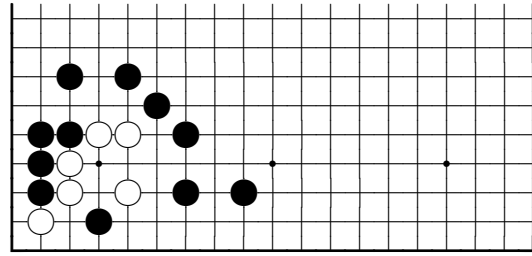


Lösung zu Problem 753

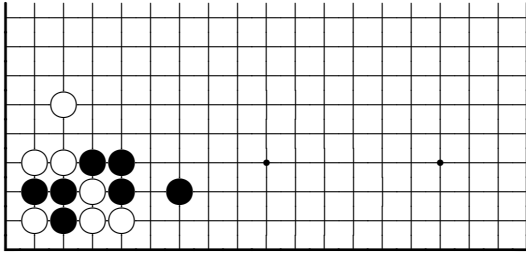
Die Probleme



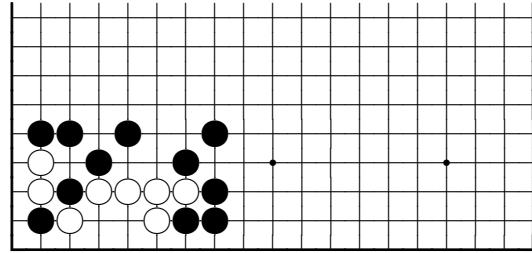
Problem 754 (B): Schwarz setzt
Zug 3: »Die Ecke nutzen«



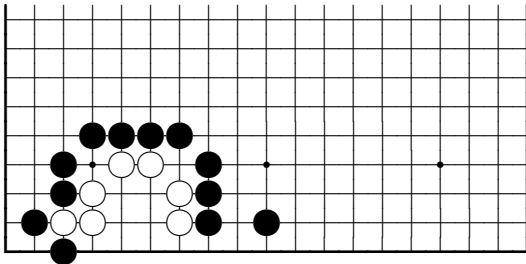
Problem 755 (C): Weiß setzt
Zug 3: »Die Ecke nutzen«



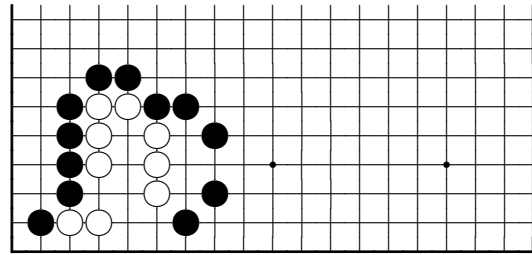
Problem 756 (C): Schwarz setzt
»Die Ecke nutzen«



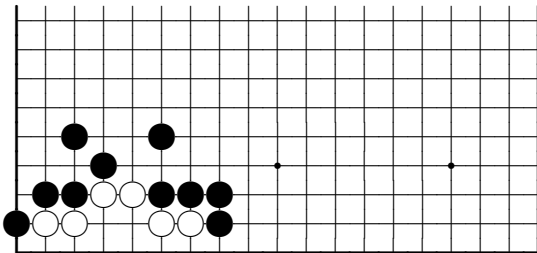
Problem 757 (C): Schwarz setzt
»Die Ecke nutzen«



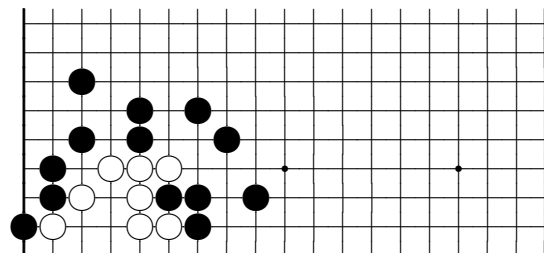
Problem 758 (B): Weiß setzt
Zug 1 und 3: »Die Ecke nutzen«



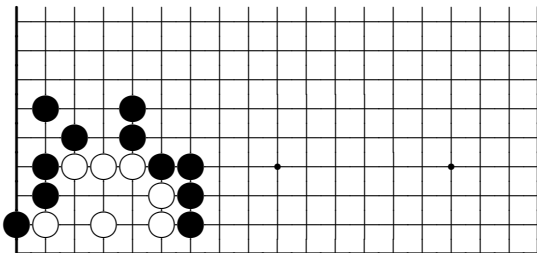
Problem 759 (B): Weiß setzt
Zug 1 und 3: »Die Ecke nutzen«



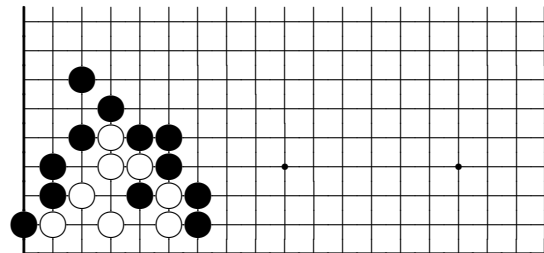
Problem 760 (B): Weiß setzt
Zug 1 und 3: »Die Ecke nutzen«



Problem 761 (B): Weiß setzt
»Die Ecke nutzen«

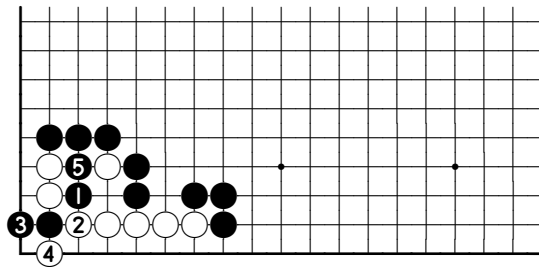


Problem 762 (C): Weiß setzt
Zug 1 und 3: »Die Ecke nutzen«

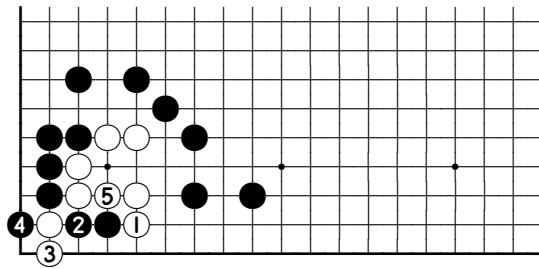


Problem 763 (B): Weiß setzt
Zug 1 und 3: »Die Ecke nutzen«

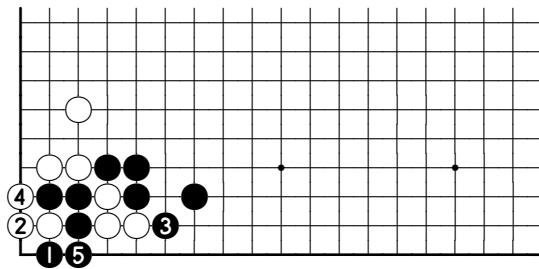
Die Lösungen



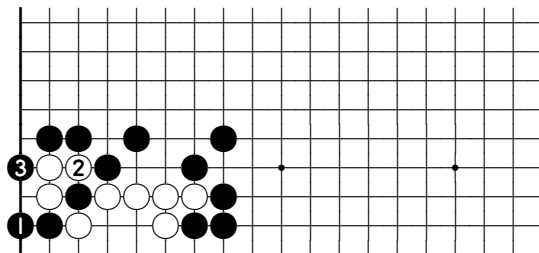
Lösung zu Problem 754



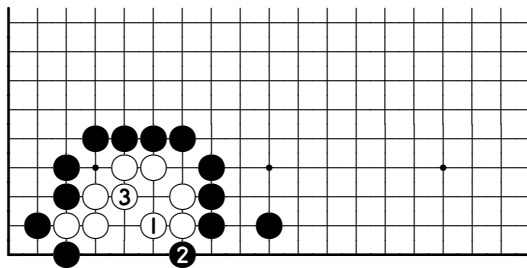
Lösung zu Problem 755



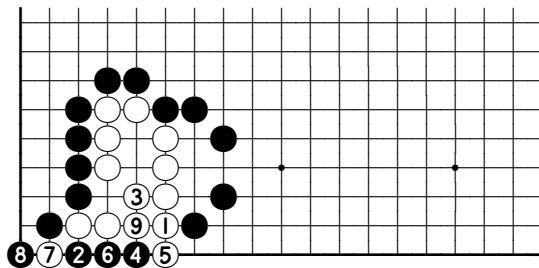
Lösung zu Problem 756



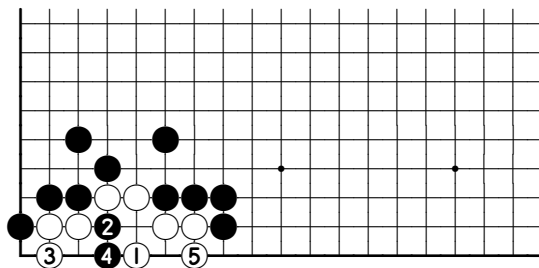
Lösung zu Problem 757



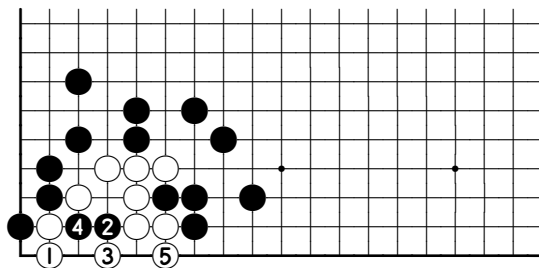
Lösung zu Problem 758



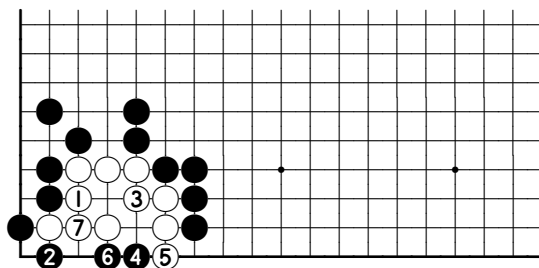
Lösung zu Problem 759



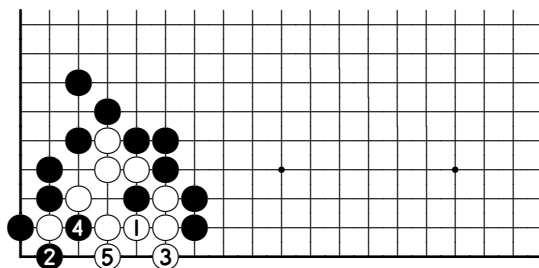
Lösung zu Problem 760



Lösung zu Problem 761

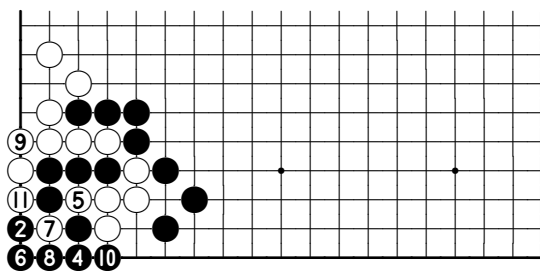


Lösung zu Problem 762

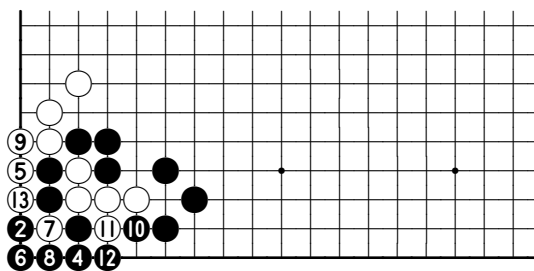


Lösung zu Problem 763

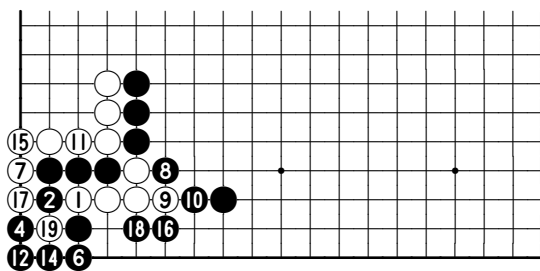
Die Lösungen



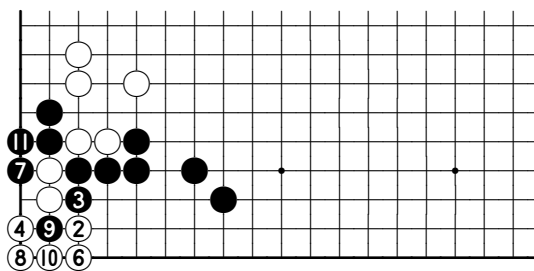
Lösung zu Problem 771



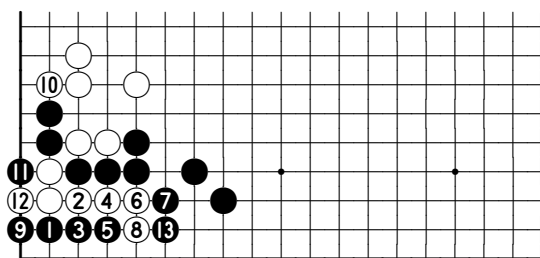
Lösung zu Problem 772



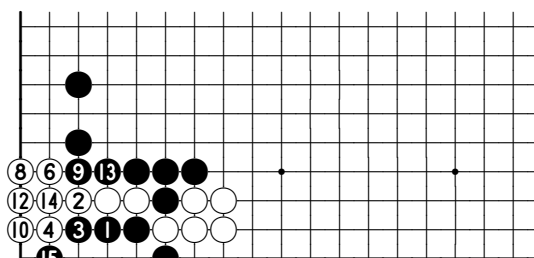
Lösung zu Problem 773



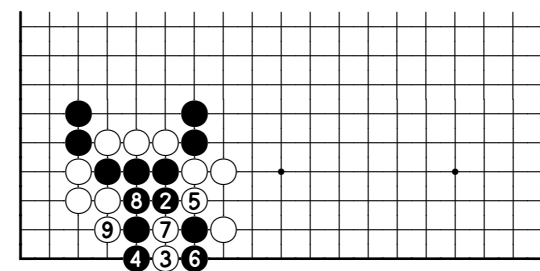
Lösung zu Problem 774



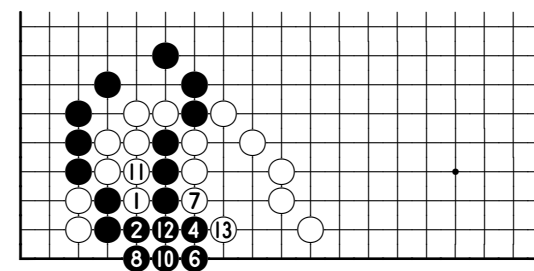
Alternative Lösung zu Problem 774



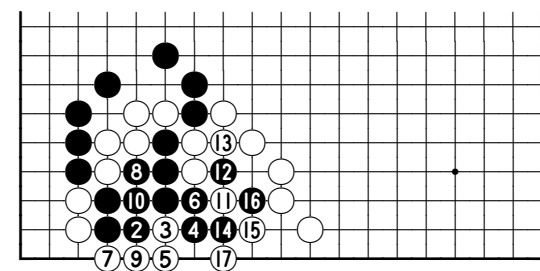
Lösung zu Problem 775



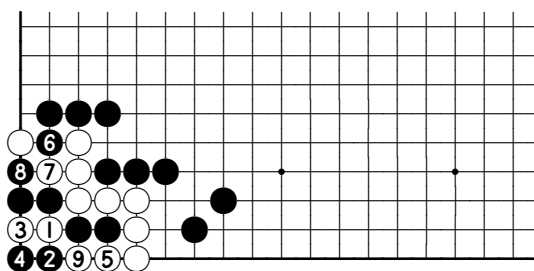
Lösung zu Problem 776



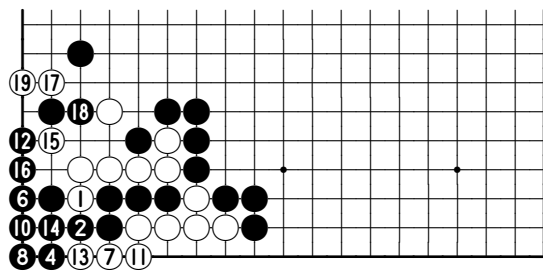
Lösung zu Problem 777



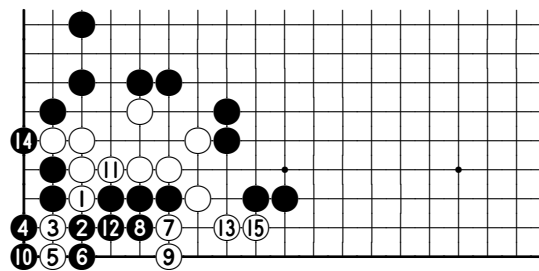
Alternative Lösung zu Problem 777



Lösung zu Problem 778

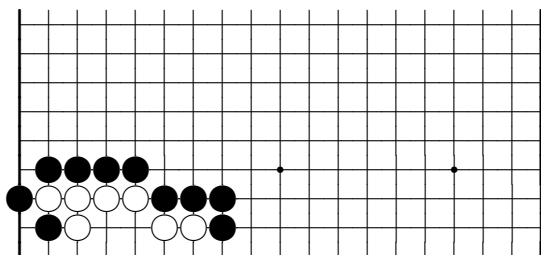


Lösung zu Problem 779



Lösung zu Problem 780

Die Probleme



A scatter plot on a grid showing two clusters of points. The left cluster contains 14 points (7 black, 7 white) and the right cluster contains 2 points (both black).

A scatter plot on a grid. The grid has 10 columns and 10 rows. The origin (0,0) is at the bottom-left corner. The x-axis is labeled from 0 to 10, and the y-axis is labeled from 0 to 10. The data points are as follows:

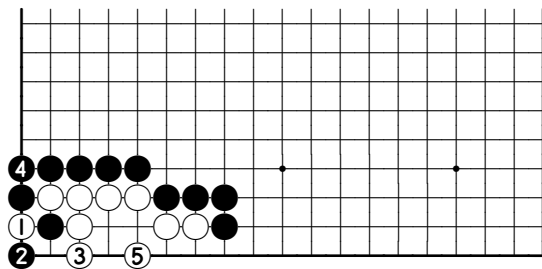
Color	X	Y
Black	1	2
Black	1	4
Black	1	5
Black	2	1
Black	2	3
Black	2	4
Black	2	5
Black	2	6
Black	3	2
Black	3	3
Black	3	4
Black	3	5
Black	3	6
Black	4	2
Black	4	3
Black	4	4
Black	4	5
Black	4	6
Black	5	2
Black	5	3
Black	5	4
Black	5	5
Black	5	6
Black	6	2
Black	6	3
Black	6	4
Black	6	5
Black	6	6
Black	7	2
Black	7	3
Black	7	4
Black	7	5
Black	7	6
Black	8	2
Black	8	3
Black	8	4
Black	8	5
Black	8	6
Black	9	2
Black	9	3
Black	9	4
Black	9	5
Black	9	6
Black	10	2
Black	10	3
Black	10	4
Black	10	5
Black	10	6
White	1	3
White	1	4
White	1	5
White	1	6
White	2	1
White	2	2
White	2	3
White	2	4
White	2	5
White	2	6
White	3	1
White	3	2
White	3	3
White	3	4
White	3	5
White	3	6
White	4	1
White	4	2
White	4	3
White	4	4
White	4	5
White	4	6
White	5	1
White	5	2
White	5	3
White	5	4
White	5	5
White	5	6
White	6	1
White	6	2
White	6	3
White	6	4
White	6	5
White	6	6
White	7	1
White	7	2
White	7	3
White	7	4
White	7	5
White	7	6
White	8	1
White	8	2
White	8	3
White	8	4
White	8	5
White	8	6
White	9	1
White	9	2
White	9	3
White	9	4
White	9	5
White	9	6
White	10	1
White	10	2
White	10	3
White	10	4
White	10	5
White	10	6

A 10x10 grid with columns numbered 1 to 10 from left to right and rows numbered 1 to 10 from bottom to top. Black dots are located at (1,1), (1,2), (1,3), (1,4), (1,5), (1,6), (1,7), (1,8), (1,9), (1,10), (2,1), (2,2), (2,3), (2,4), (2,5), (2,6), (2,7), (2,8), (2,9), (2,10), (3,1), (3,2), (3,3), (3,4), (3,5), (3,6), (3,7), (3,8), (3,9), (3,10), (4,1), (4,2), (4,3), (4,4), (4,5), (4,6), (4,7), (4,8), (4,9), (4,10), (5,1), (5,2), (5,3), (5,4), (5,5), (5,6), (5,7), (5,8), (5,9), (5,10), (6,1), (6,2), (6,3), (6,4), (6,5), (6,6), (6,7), (6,8), (6,9), (6,10), (7,1), (7,2), (7,3), (7,4), (7,5), (7,6), (7,7), (7,8), (7,9), (7,10), (8,1), (8,2), (8,3), (8,4), (8,5), (8,6), (8,7), (8,8), (8,9), (8,10), (9,1), (9,2), (9,3), (9,4), (9,5), (9,6), (9,7), (9,8), (9,9), (9,10), (10,1), (10,2), (10,3), (10,4), (10,5), (10,6), (10,7), (10,8), (10,9), (10,10). A single white dot is located at (10,1).

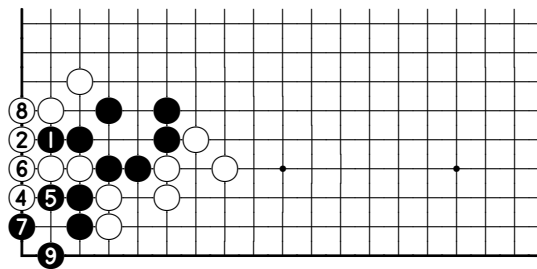
A 10x10 grid with a cluster of black and white dots on the left and three isolated black dots on the right.

62

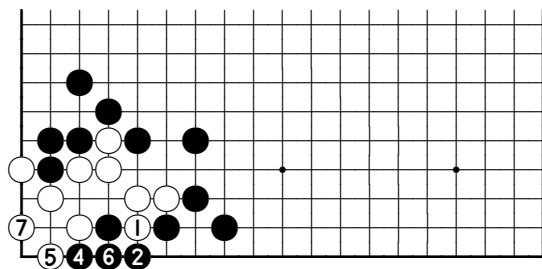
Die Lösungen



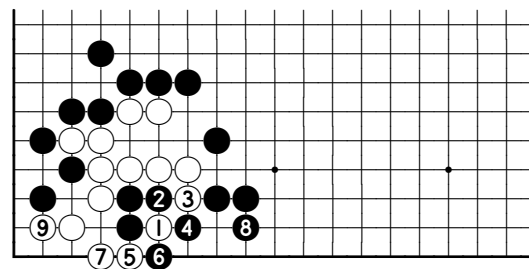
Lösung zu Problem 781



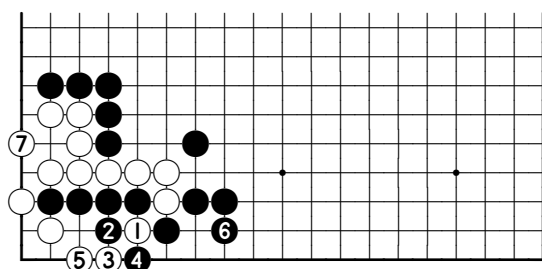
Lösung zu Problem 782



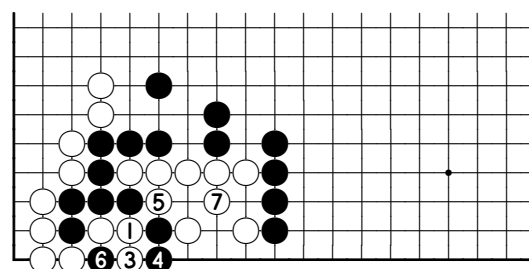
Lösung zu Problem 783



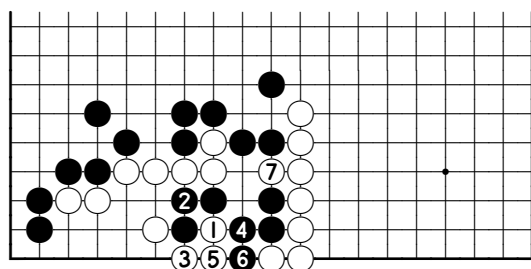
Lösung zu Problem 784



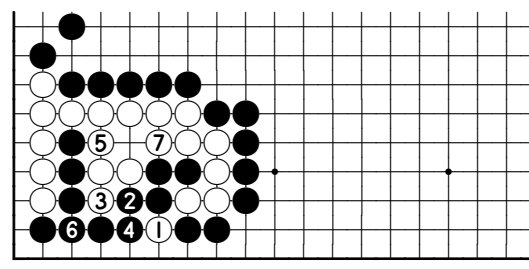
Lösung zu Problem 785



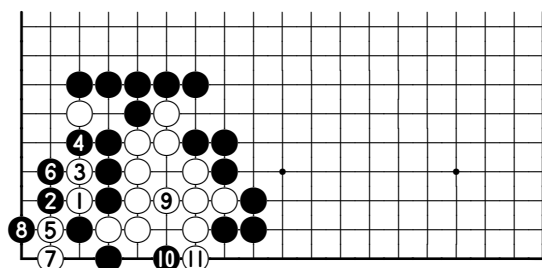
Lösung zu Problem 786



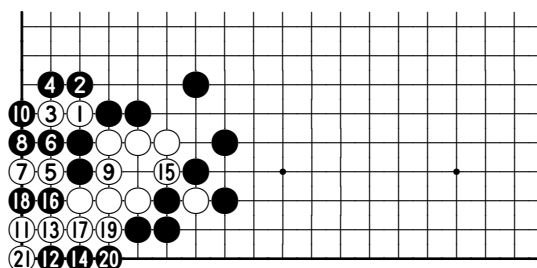
Lösung zu Problem 787



Lösung zu Problem 788

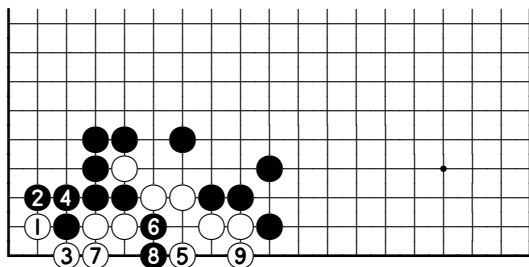


Lösung zu Problem 789

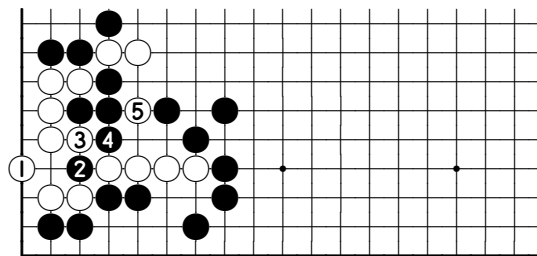


Lösung zu Problem 790

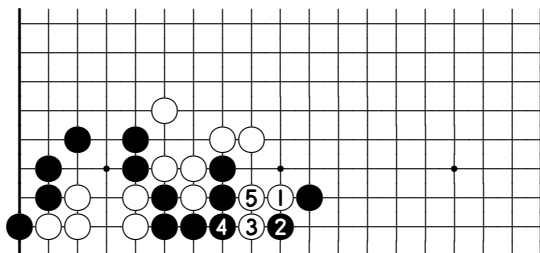
Die Lösungen



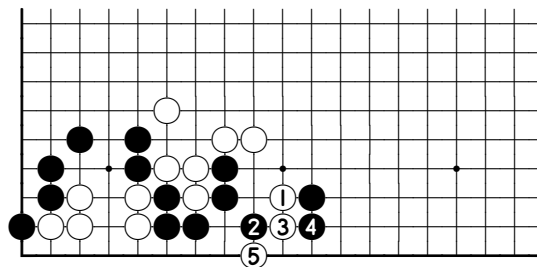
Lösung zu Problem 791



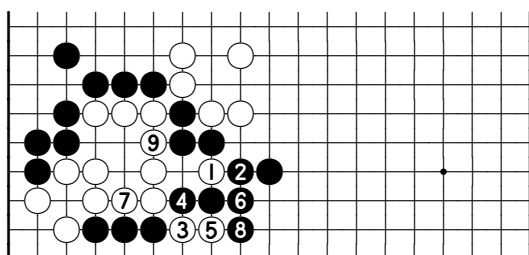
Lösung zu Problem 792



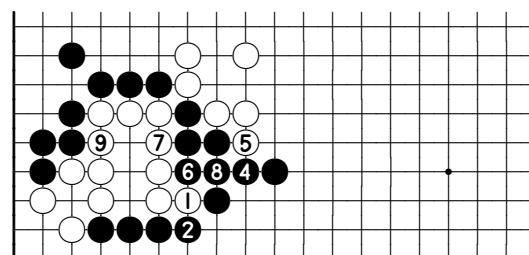
Lösung zu Problem 793



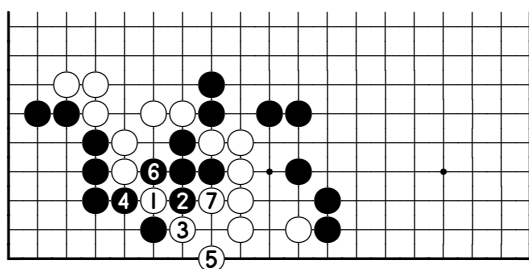
Alternative Lösung zu Prb. 793



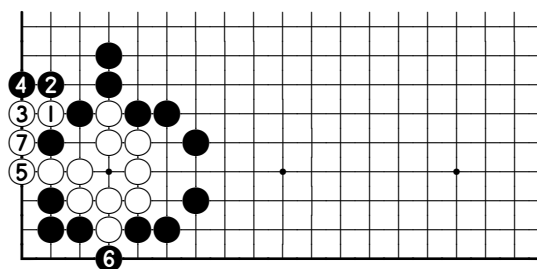
Lösung zu Problem 794



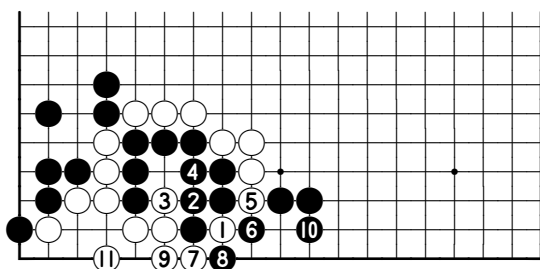
Alternative Lösung zu Prb. 794



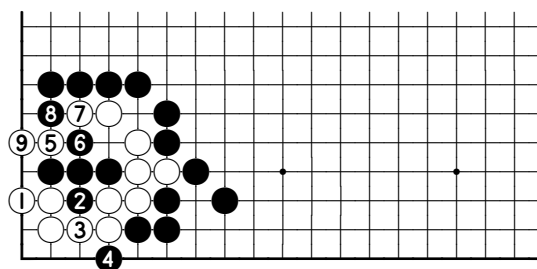
Lösung zu Problem 795



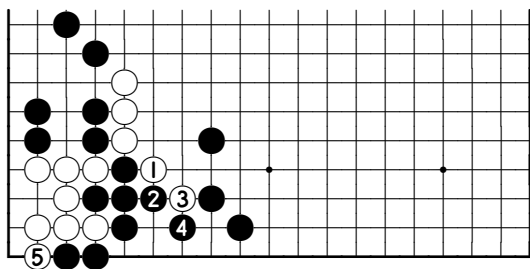
Lösung zu Problem 796



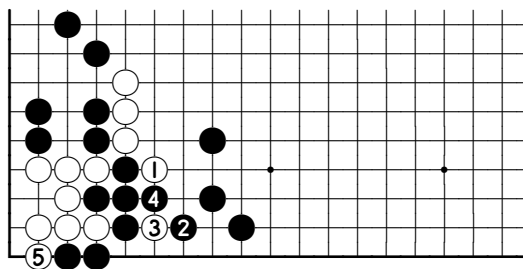
Lösung zu Problem 797



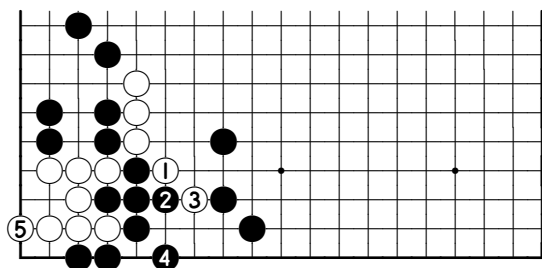
Lösung zu Problem 798



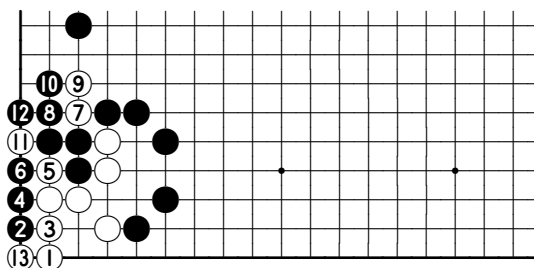
Lösung zu Problem 799



Alternative Lösung zu Prb. 799

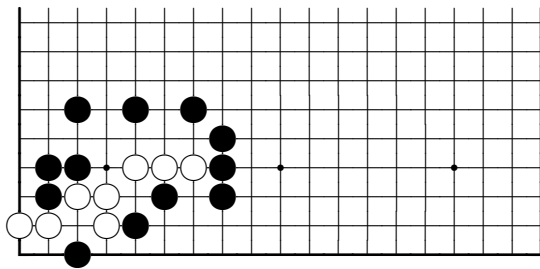


Alternative Lösung zu Prb. 799

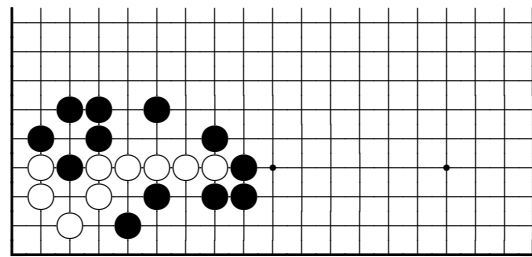


Lösung zu Problem 800

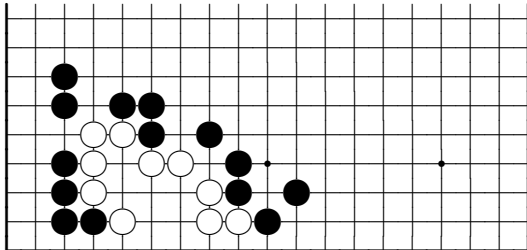
Die Probleme



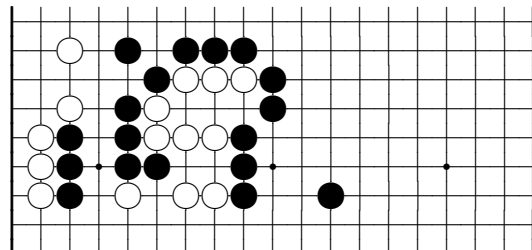
Problem 809 (C): Weiß setzt
Zug 3 »Hasami«



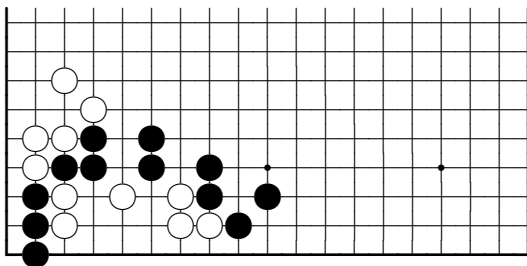
Problem 810 (B): Weiß setzt
»Hasami« Die Reihenfolge ist wichtig



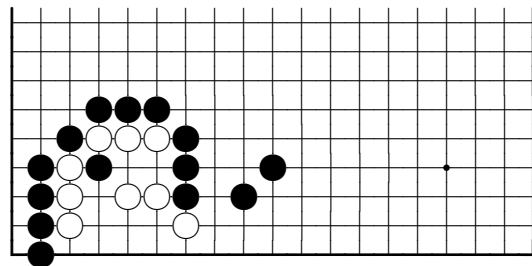
Problem 821 (C): Schwarz setzt
»Hasami« Die Reihenfolge ist wichtig



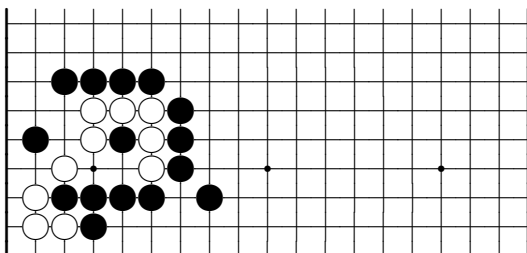
Problem 843 (B): Schwarz setzt
»Tsuke«



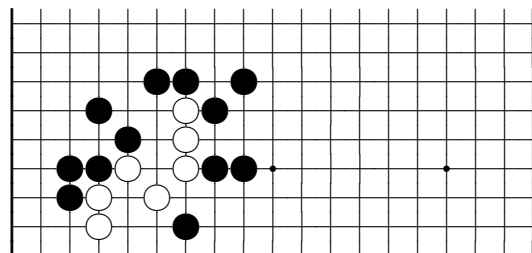
Problem 844 (B): Schwarz setzt
»Tsuke«



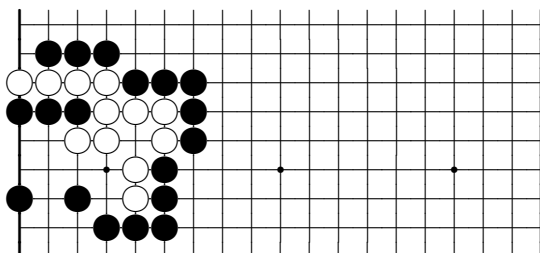
Problem 845 (B): Schwarz setzt
»Tsuke«



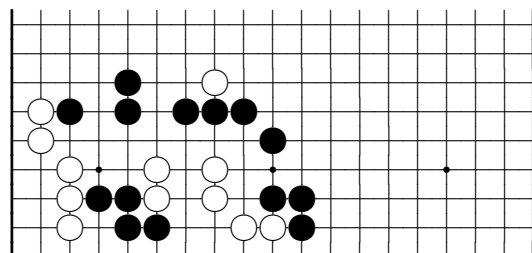
Problem 854 (B): Weiß setzt
»Tsukekoshi«



Problem 855 (B): Weiß setzt
»Tsukekoshi«

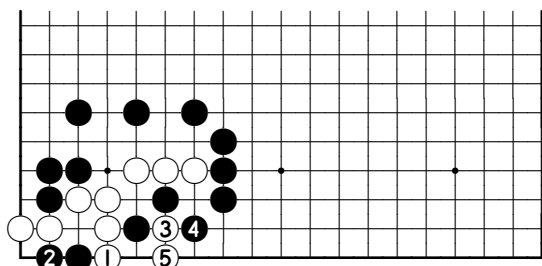


Problem 858 (A): Weiß setzt
»Warikomi«

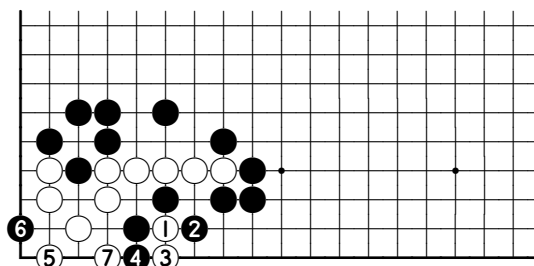


Problem 859 (B): Schwarz setzt
»Warikomi«

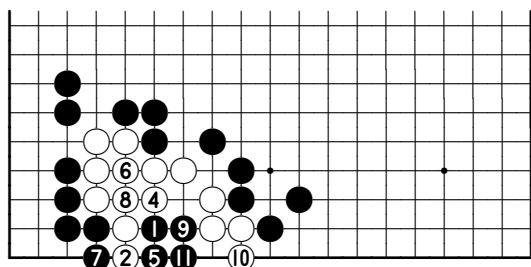
Die Lösungen



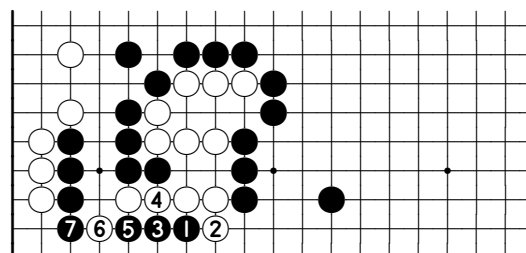
Lösung zu Problem 809



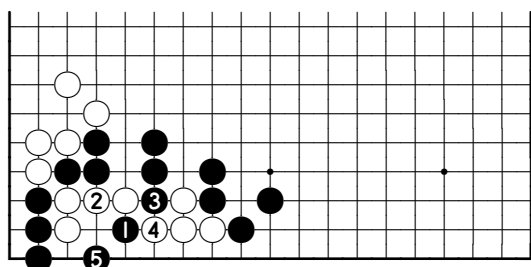
Lösung zu Problem 810



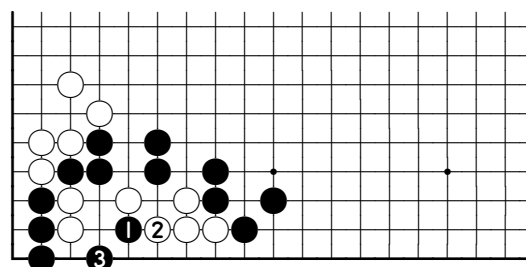
Lösung zu Problem 821



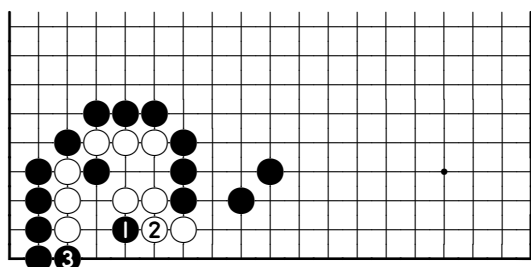
Lösung zu Problem 843



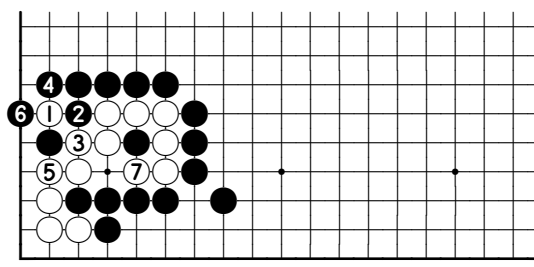
Lösung zu Problem 844



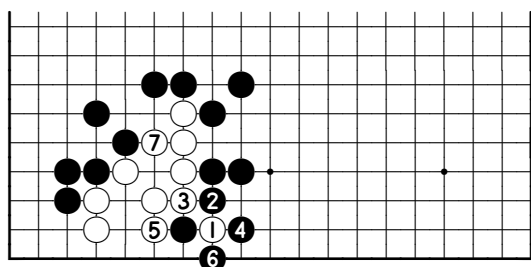
Alternative Lösung zu Problem 844



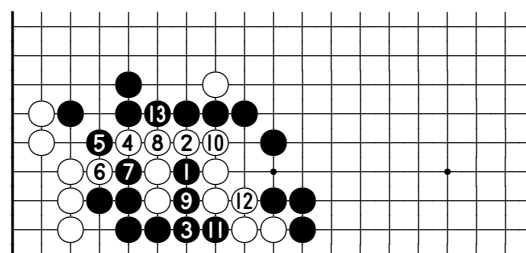
Lösung zu Problem 845



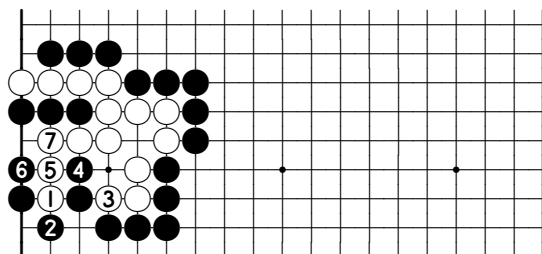
Lösung zu Problem 854



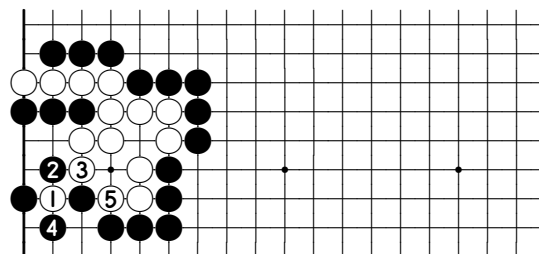
Lösung zu Problem 855



Lösung zu Problem 859



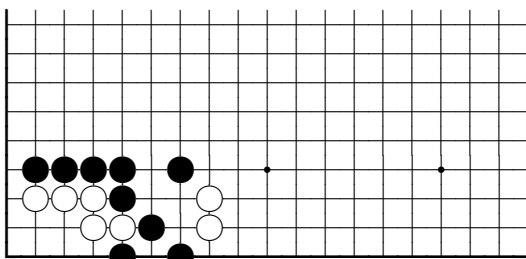
Lösung zu Problem 858



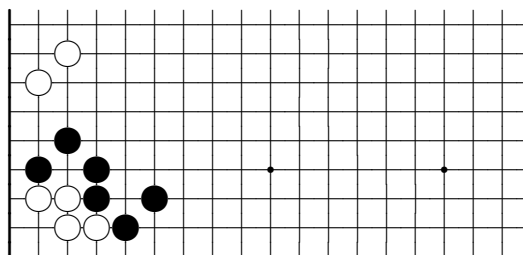
Alternative Lösung zu Problem 858

Kategorie 25: Die äußeren Steine nutzen

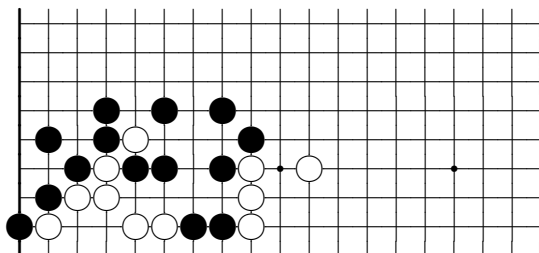
Die Probleme



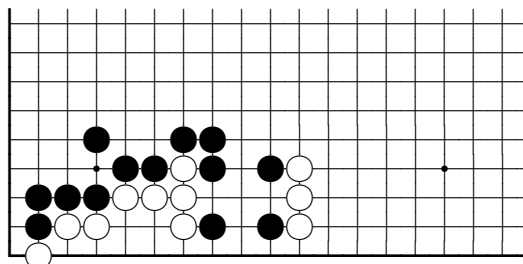
Problem 861 (C): Weiß setzt
»Von außen angreifen«



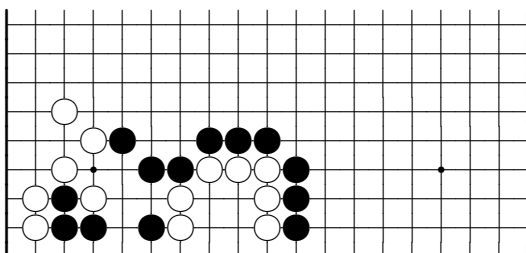
Problem 862 (C): Weiß setzt
»Von außen angreifen« und »Hasami«



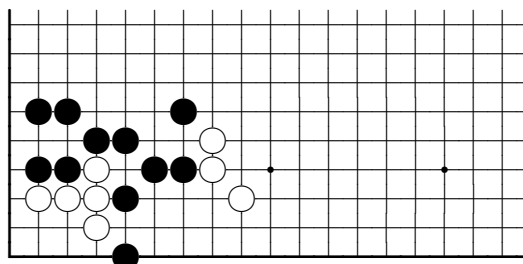
Problem 863 (B): Weiß setzt
»Von außen angreifen« und »Hasami«



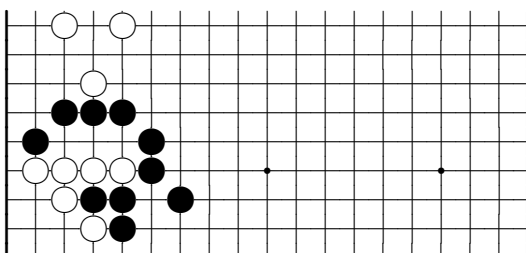
Problem 864 (C): Weiß setzt
»Von außen angreifen« und »Warikomi«



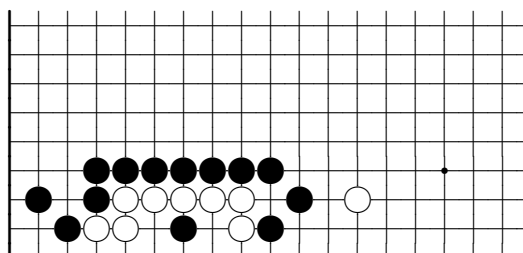
Problem 865 (B): Weiß setzt
»Von außen angreifen« und »Warikomi«



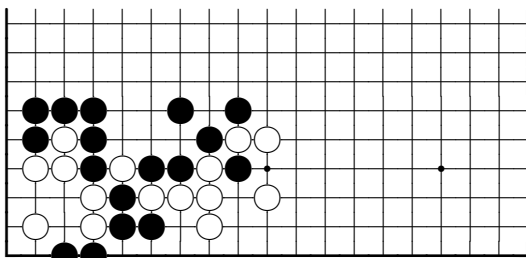
Problem 866 (B): Weiß setzt
»Von außen angreifen« und Zug 7 »Hasami«



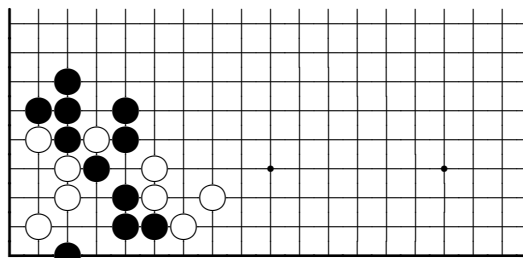
Problem 867 (A): Weiß setzt
»Von außen angreifen« und der »1-2-Punkt«



Problem 868 (B): Weiß setzt
»Von außen angreifen« und »Hasami«

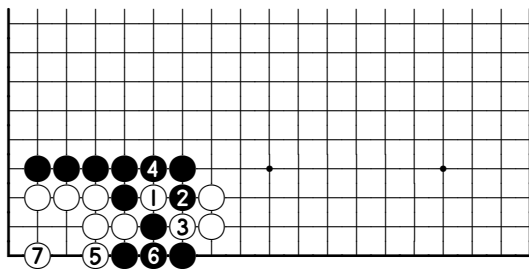


Problem 869 (B): Weiß setzt
»Von außen angreifen« und mit Zug 5
»Widerstand gegen Berührung«

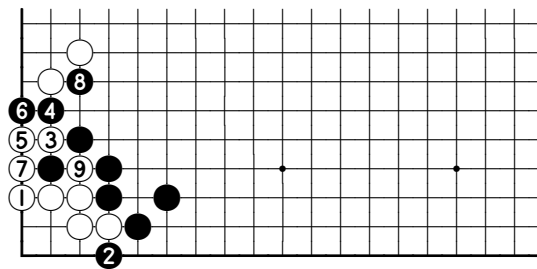


Problem 870 (B): Weiß setzt
»Von außen angreifen« und Zug 5, 7, 9, 11:
»Widerstand gegen Berührung«

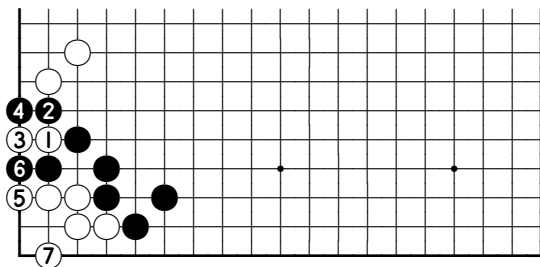
Die Lösungen



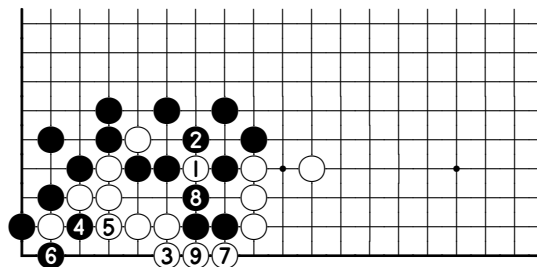
Lösung zu Problem 861



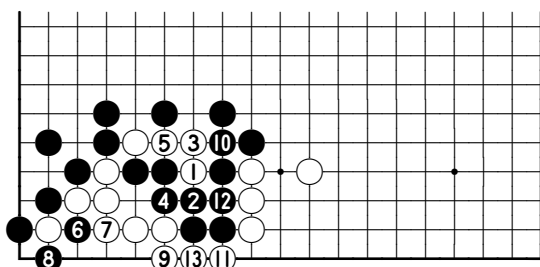
Lösung zu Problem 862



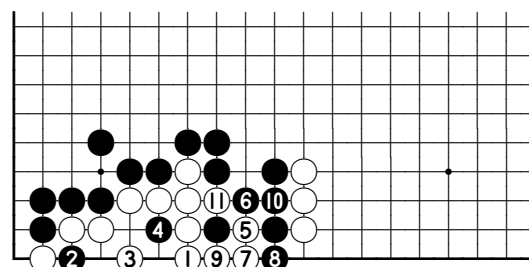
Alternative Lösung zu Problem 862



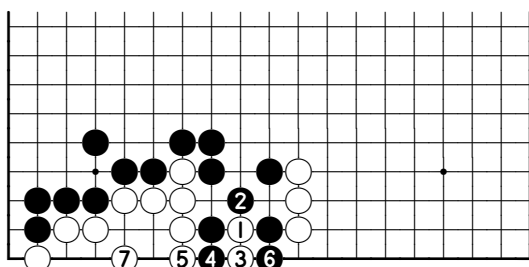
Lösung zu Problem 863



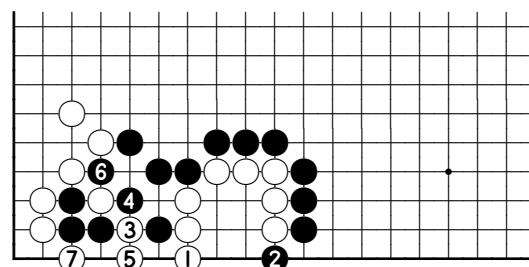
Alternative Lösung zu Problem 863



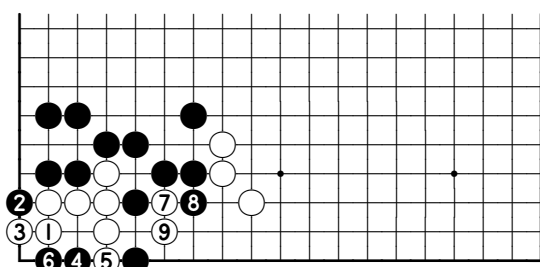
Lösung zu Problem 864



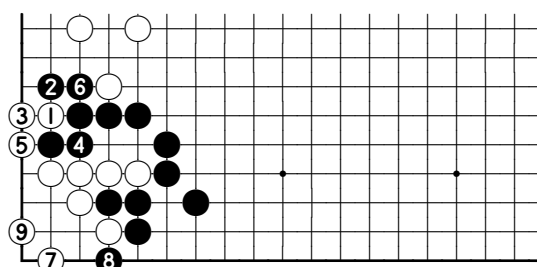
Alternative Lösung zu Problem 864



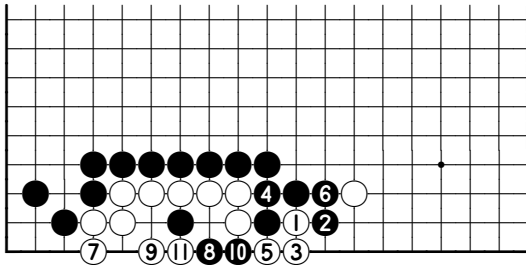
Lösung zu Problem 865



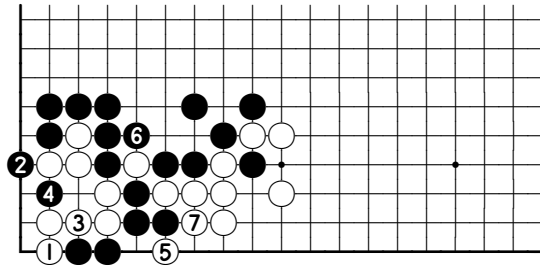
Lösung zu Problem 866



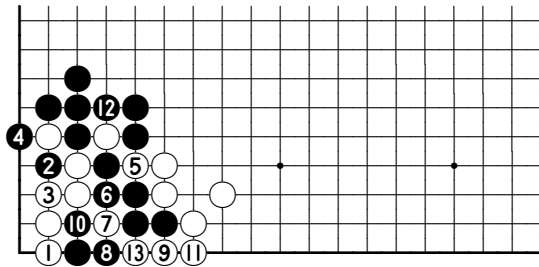
Lösung zu Problem 867



Lösung zu Problem 868

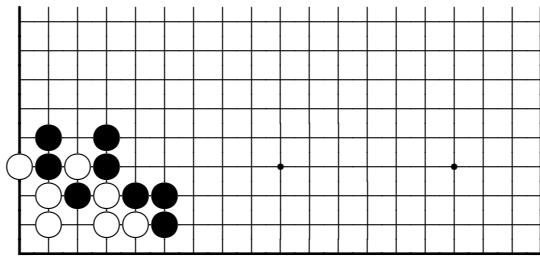


Lösung zu Problem 869

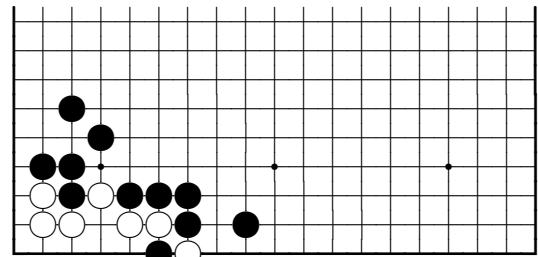


Lösung zu Problem 870

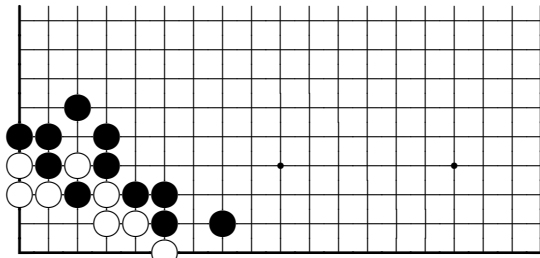
Die Probleme



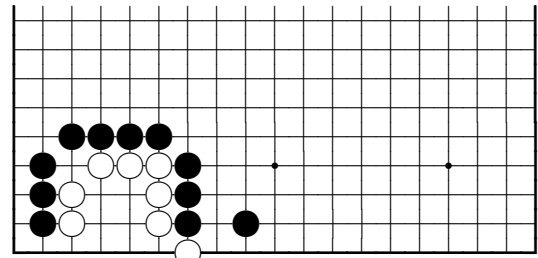
Problem 871 (C): Weiß setzt
»Umbiegen (Hane)«



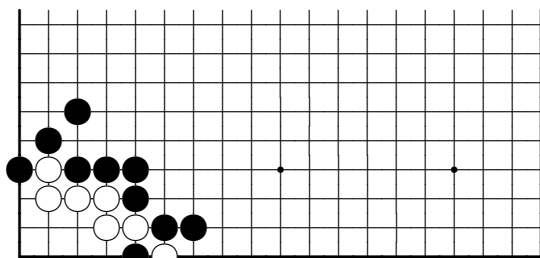
Problem 872 (C): Weiß setzt
»Umbiegen (Hane)«



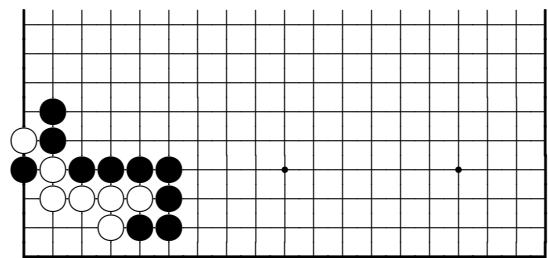
Problem 873 (C): Weiß setzt
»Umbiegen (Hane)«



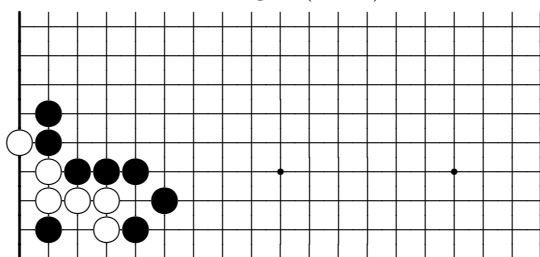
Problem 874 (C): Weiß setzt
»Umbiegen (Hane)«



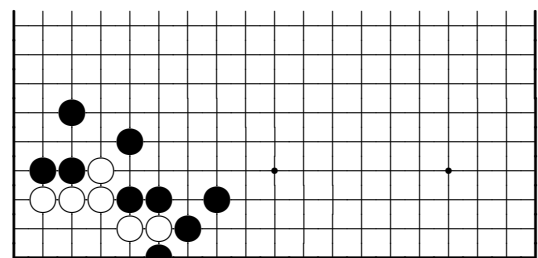
Problem 875 (C): Weiß setzt
»Umbiegen (Hane)«



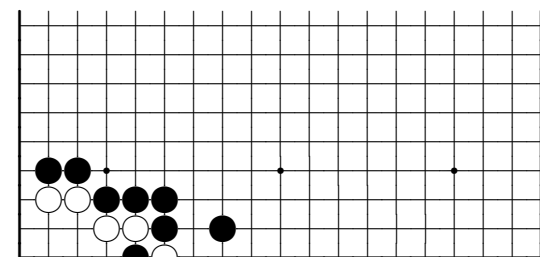
Problem 876 (C): Weiß setzt
»Umbiegen (Hane)«



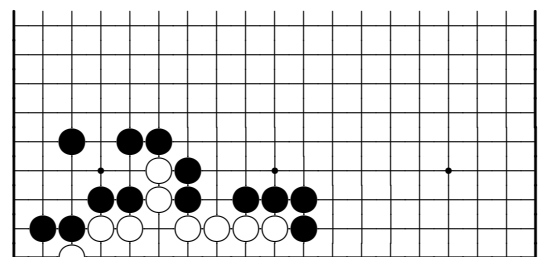
Problem 877 (B): Weiß setzt
»Umbiegen (Hane)« Zug 7 »Widerstand gegen
Berührung«



Problem 878 (B): Weiß setzt
»Umbiegen (Hane)« Zug 3 »Auge bilden«

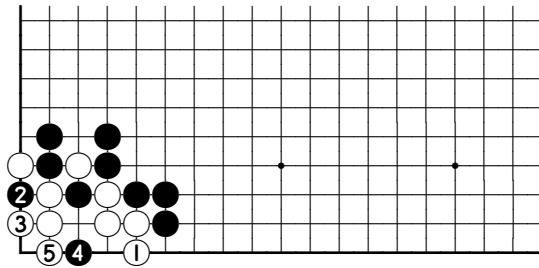


Problem 879 (C): Weiß setzt
»Umbiegen (Hane)«

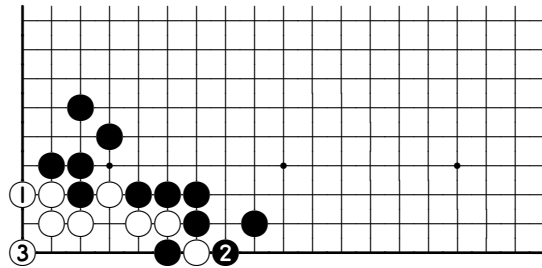


Problem 880 (C): Weiß setzt
»Umbiegen (Hane)«

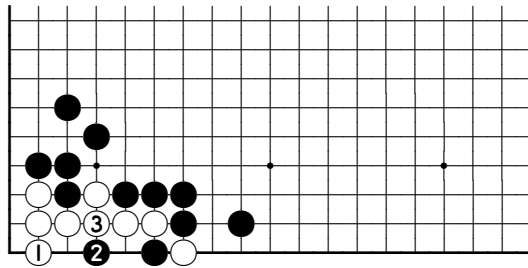
Die Lösungen



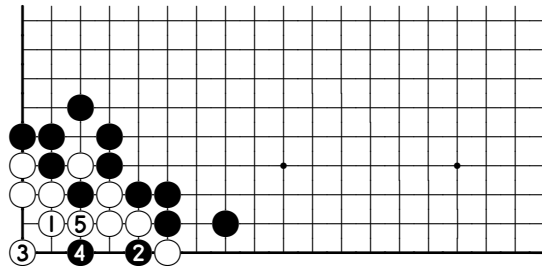
Lösung zu Problem 871



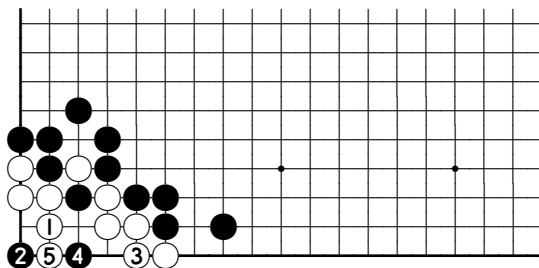
Lösung zu Problem 872



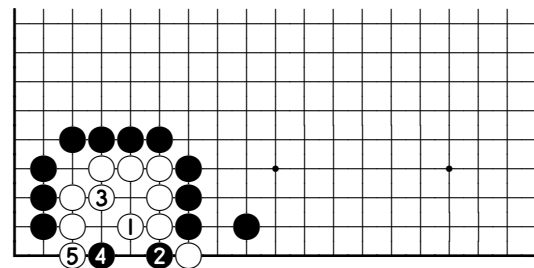
Alternative Lösung zu Prb. 872



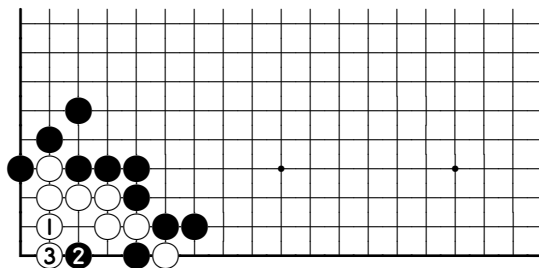
Lösung zu Problem 873



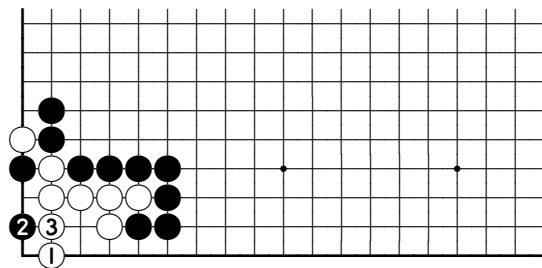
Alternative Lösung zu Prb. 873



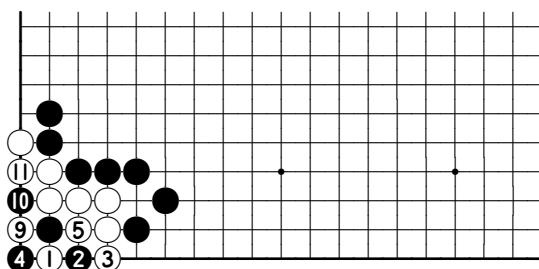
Lösung zu Problem 874



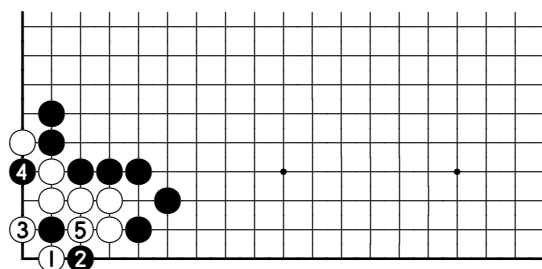
Lösung zu Problem 875



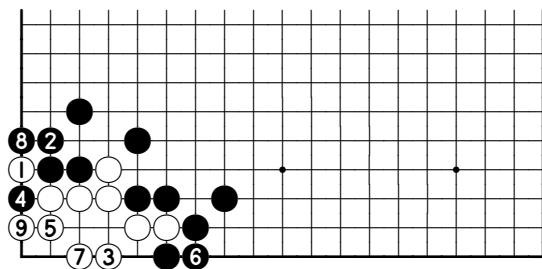
Lösung zu Problem 876



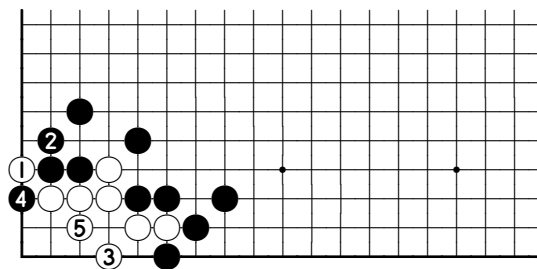
Lösung zu Problem 877



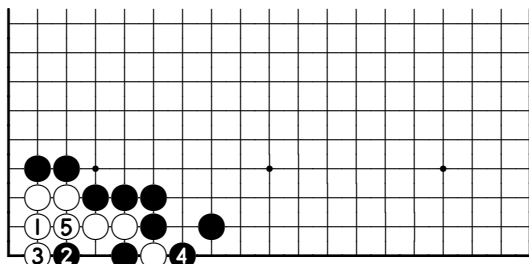
Alternative Lösung zu Prb. 877



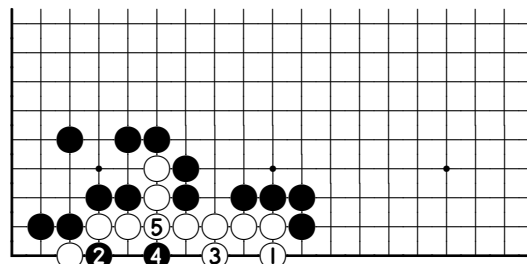
Lösung zu Problem 878



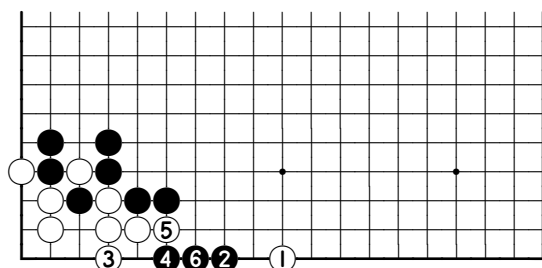
Alternative Lösung zu Prb. 878



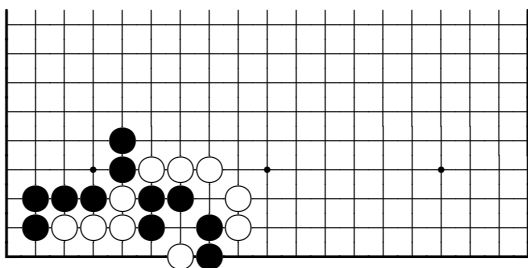
Lösung zu Problem 879



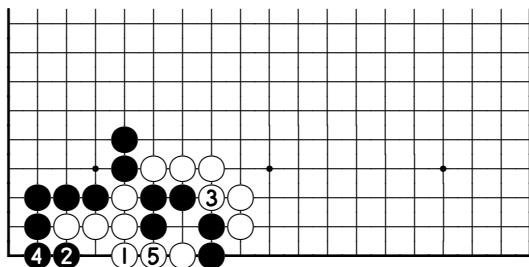
Lösung zu Problem 880



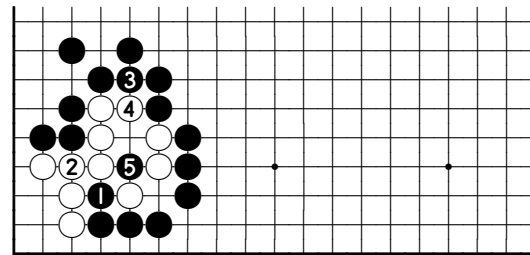
Alternative Lösung zu Prb. 880



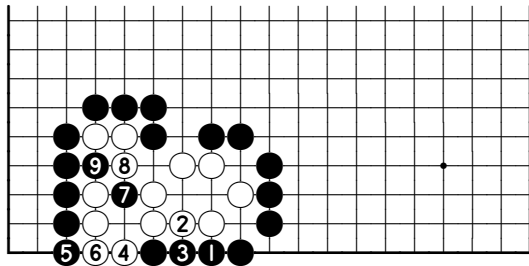
Die Lösungen



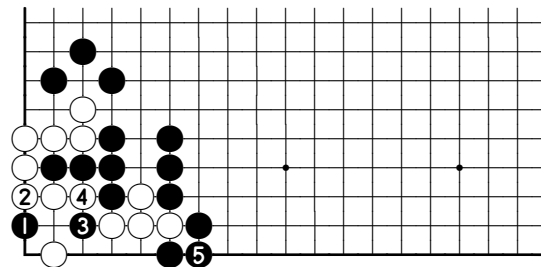
Lösung zu Problem 881



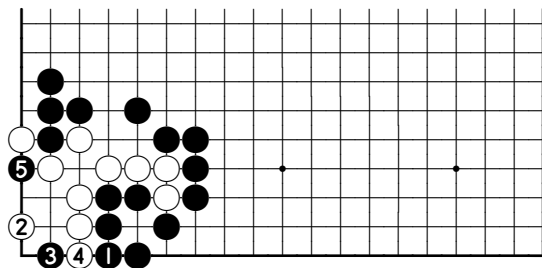
Lösung zu Problem 882



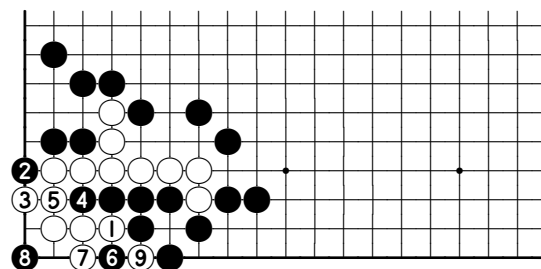
Lösung zu Problem 883



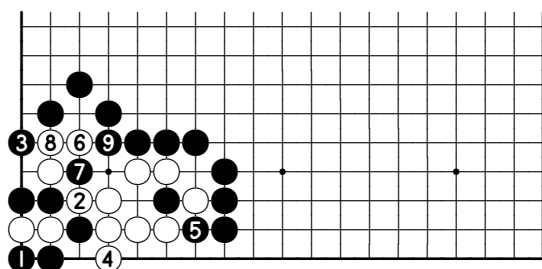
Lösung zu Problem 884



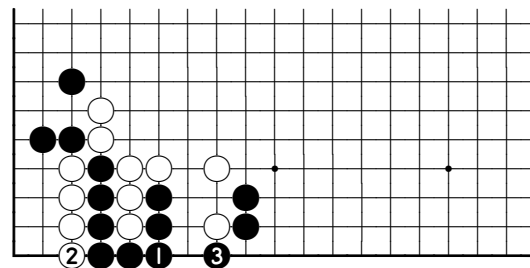
Lösung zu Problem 885



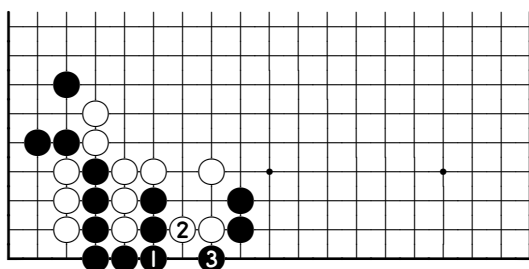
Lösung zu Problem 886



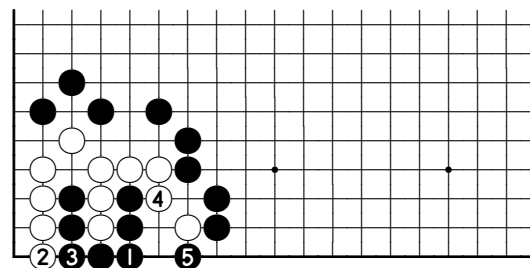
Lösung zu Problem 887



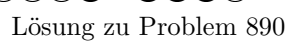
Lösung zu Problem 888

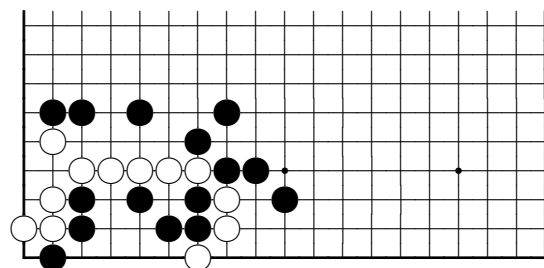
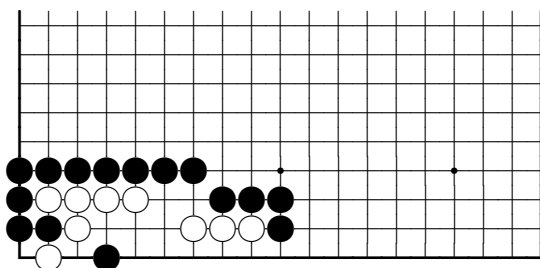
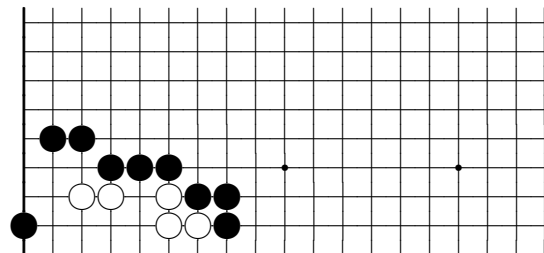
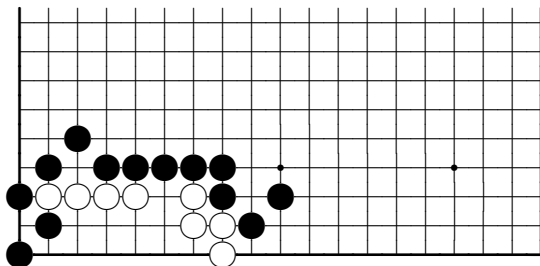
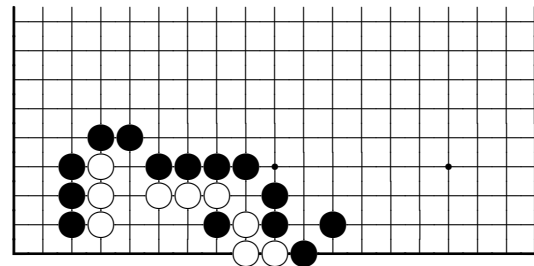
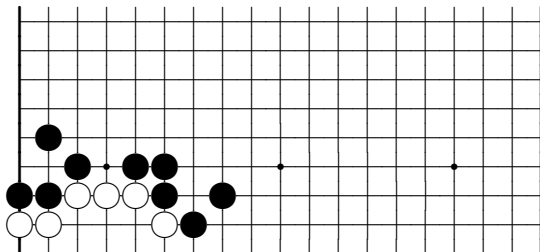
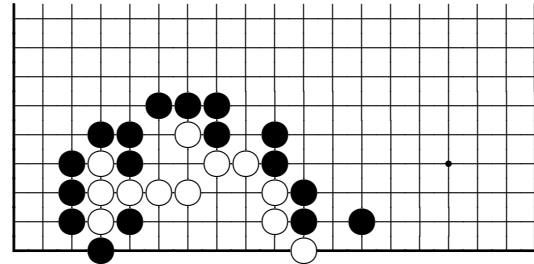
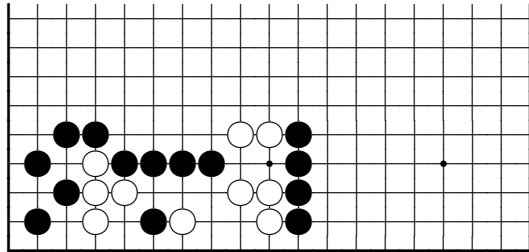
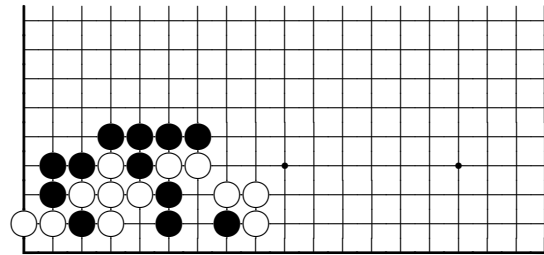
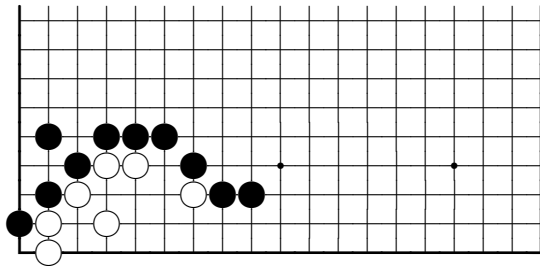


Alternative Lösung zu Prb. 888

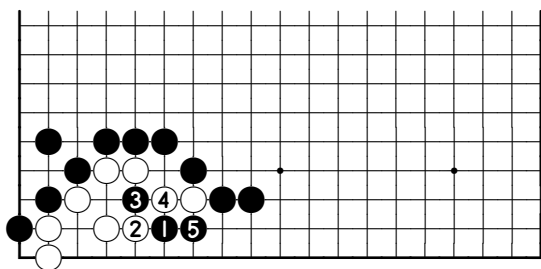


Lösung zu Problem 889

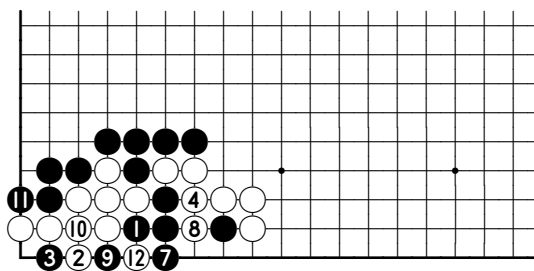




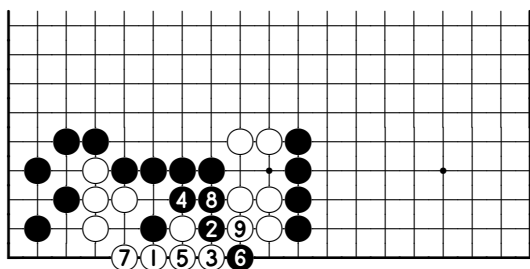
Die Lösungen



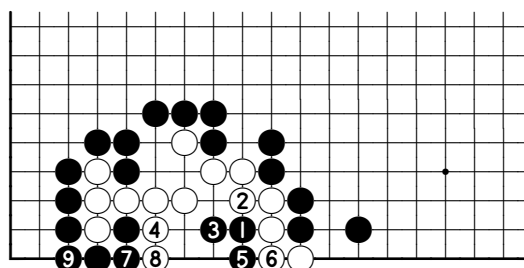
Lösung zu Problem 896



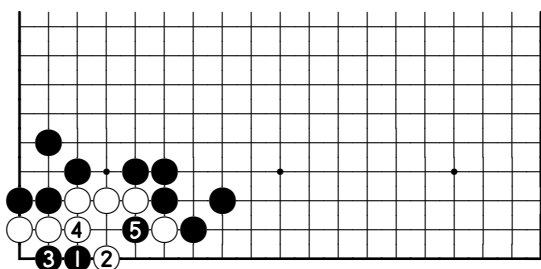
Lösung zu Problem 897



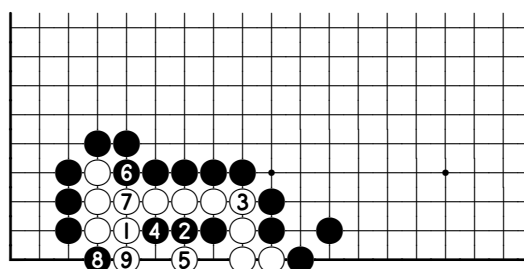
Lösung zu Problem 898



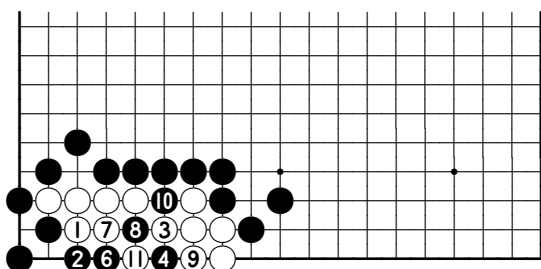
Lösung zu Problem 899



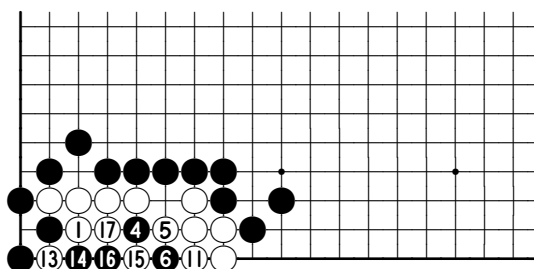
Lösung zu Problem 900



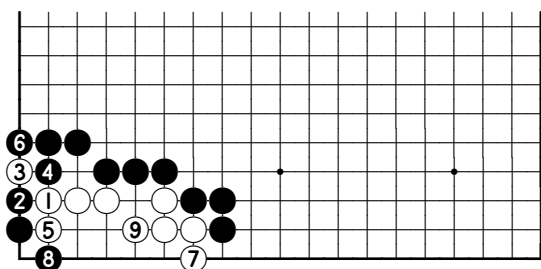
Lösung zu Problem 901



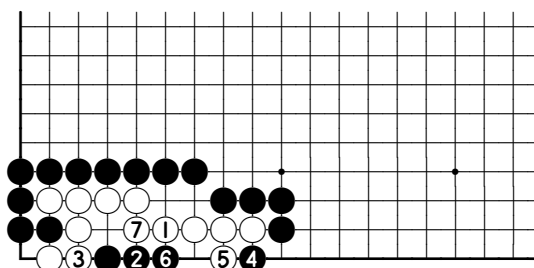
Lösung zu Problem 902



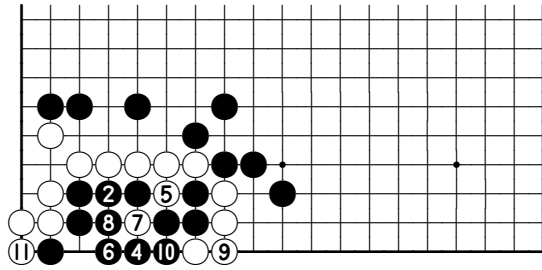
Alternative Lösung zu Prb. 921



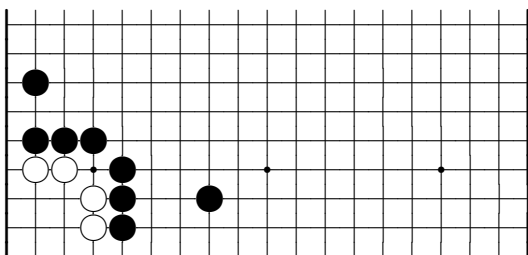
Lösung zu Problem 903



Lösung zu Problem 904



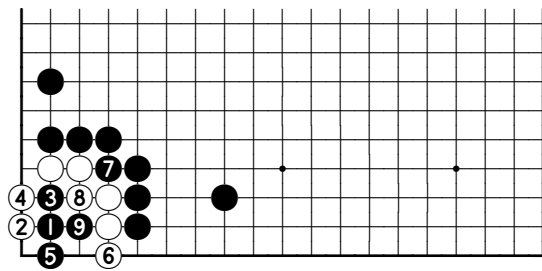
Lösung zu Problem 905



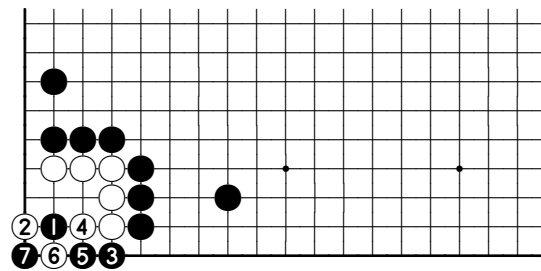
The scatter plot displays the following data points:

Number of People (X)	Number of Cars (Y)	Category
1	9	1 car (black)
1	7	2 cars (white)
1	6	1 car (black)
2	8	1 car (black)
2	7	1 car (black)
2	6	2 cars (white)
2	5	2 cars (white)
2	4	2 cars (white)
2	3	2 cars (white)
2	2	2 cars (white)
2	1	3 cars (grey)
3	7	1 car (black)
3	6	1 car (black)
3	5	1 car (black)
3	4	1 car (black)
3	3	1 car (black)
3	2	1 car (black)
4	1	1 car (black)
4	3	3 cars (grey)
5	3	3 cars (grey)

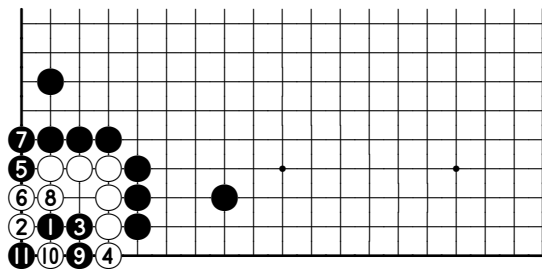
Die Lösungen



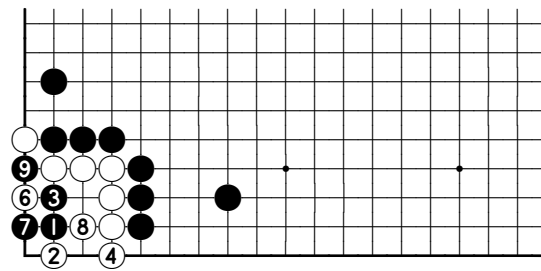
Lösung zu Problem 911



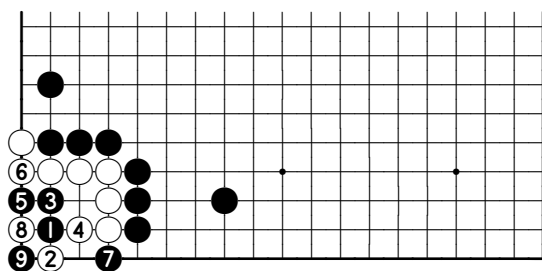
Lösung zu Problem 912



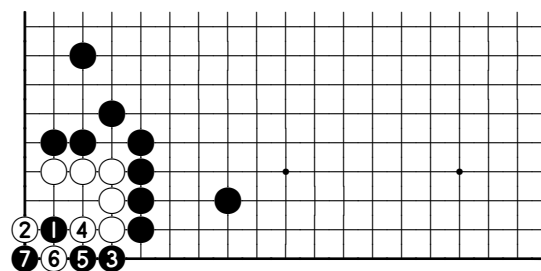
Alternative Lösung zu Prb. 912



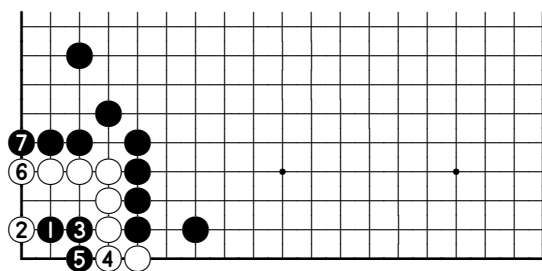
Lösung zu Problem 913



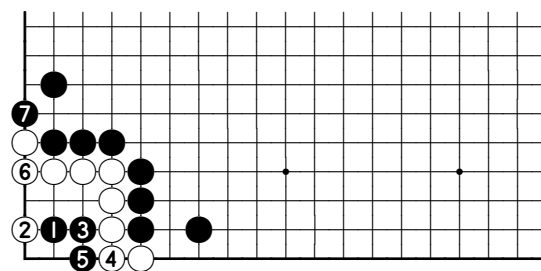
Alternative Lösung zu Prb. 913



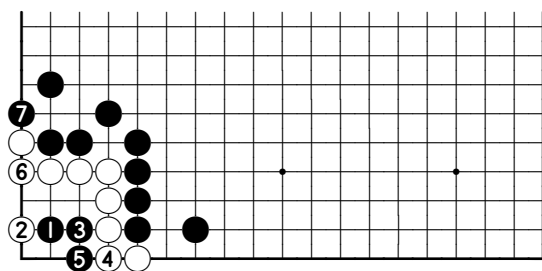
Lösung zu Problem 914



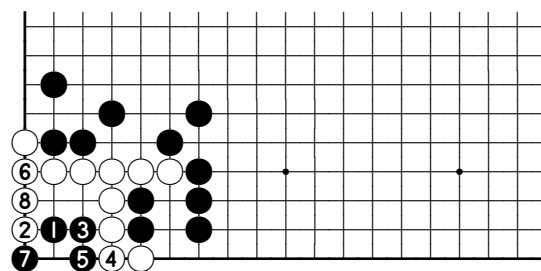
Lösung zu Problem 915



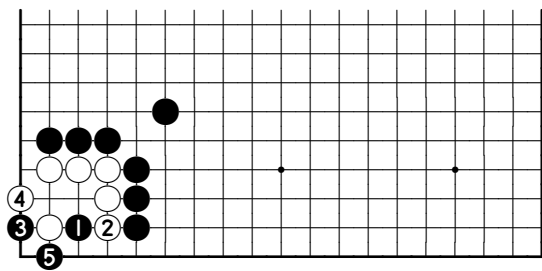
Lösung zu Problem 916



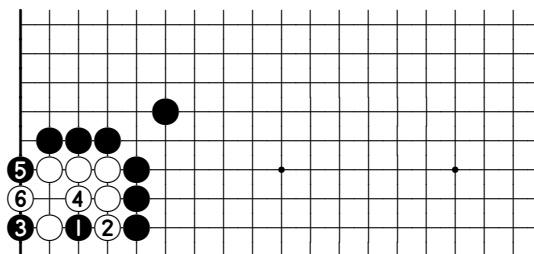
Lösung zu Problem 917



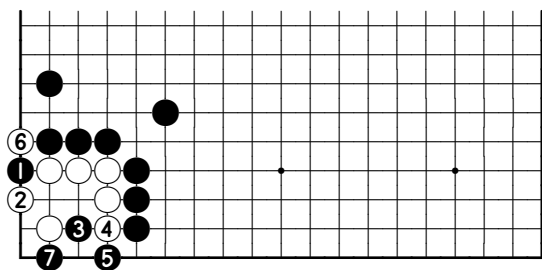
Lösung zu Problem 918



Lösung zu Problem 919



Alternative Lösung zu Prb. 919



Lösung zu Problem 920

Literatur

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