

Segoe Kensaku »Tsume-Go Lexikon«

Zehn Probleme aus jeder Kategorie

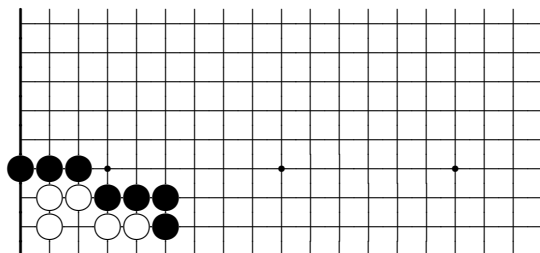
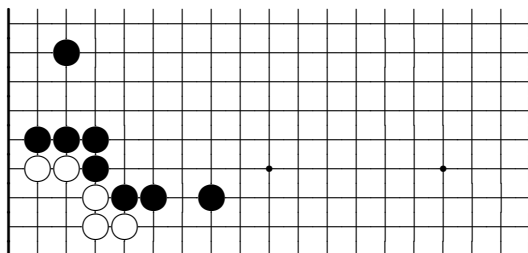
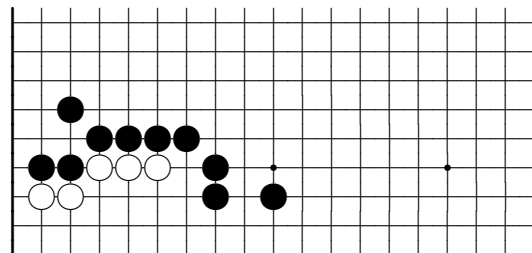
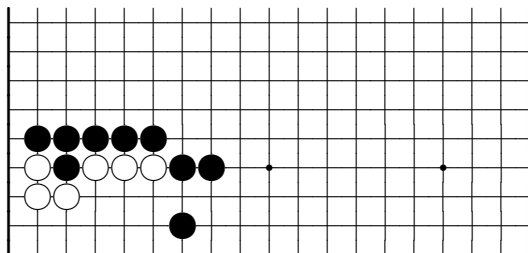
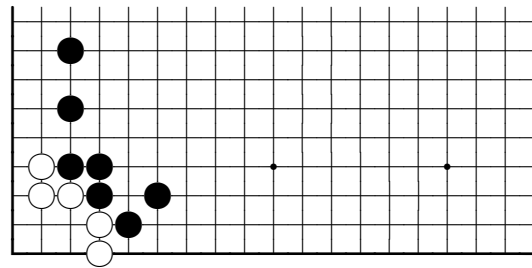
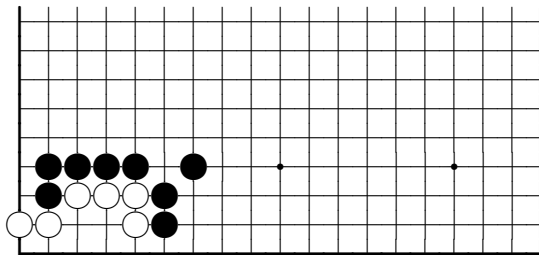
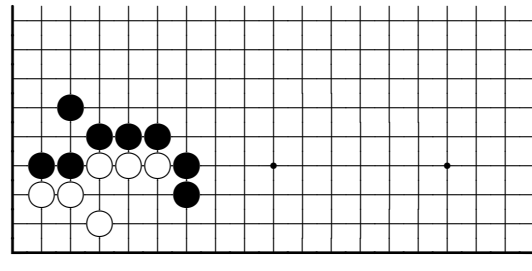
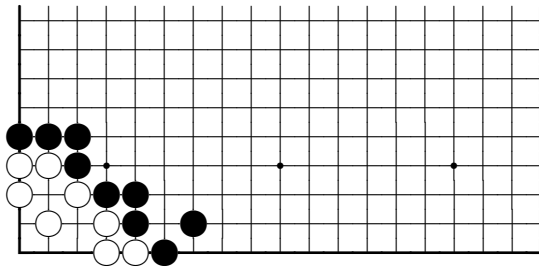
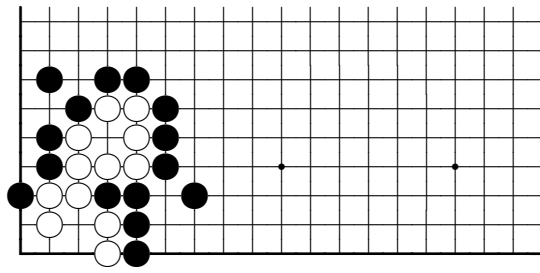
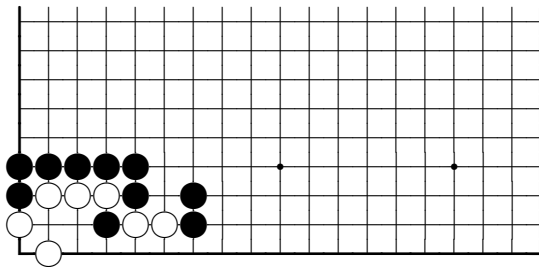
22. Juli 2024

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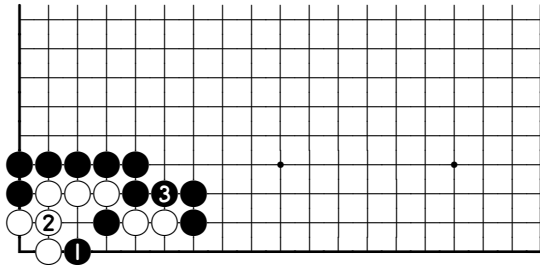
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Wir stellen hier für jedes der Klassifikationen von Segoe Beispiele vor, wobei wir stets die ersten zehn des jeweiligen Abschnittes seines Buches genommen haben. Dies gibt es auch als SmartGo-Buch sowohl im GoBook-Format als auch im EPUB-Format. Zu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

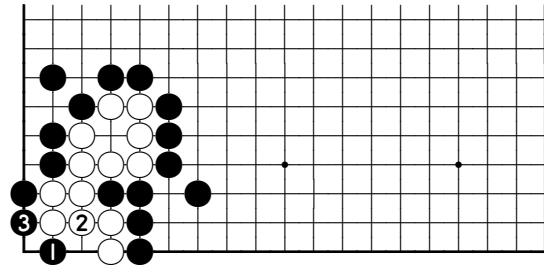
Die Probleme



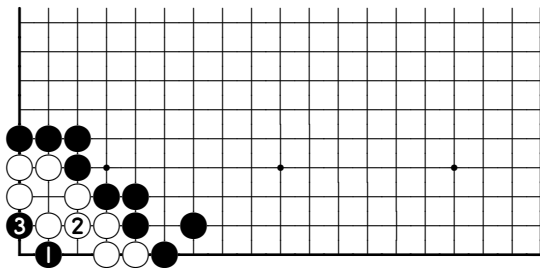
Die Lösungen



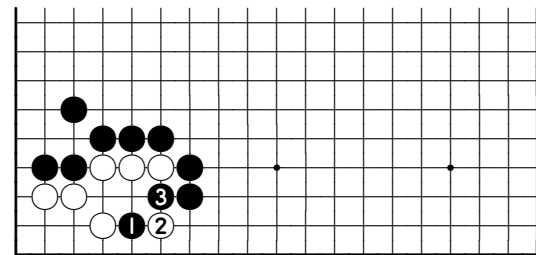
Lösung zu Problem 1



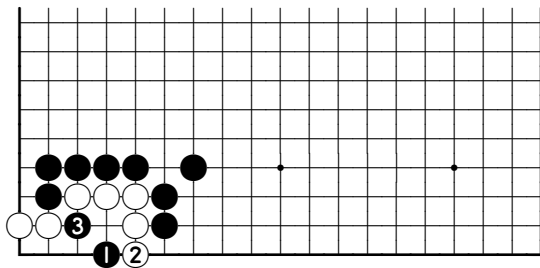
Lösung zu Problem 2



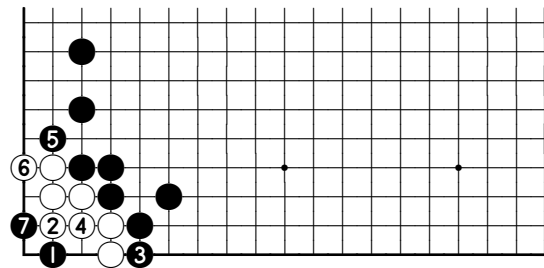
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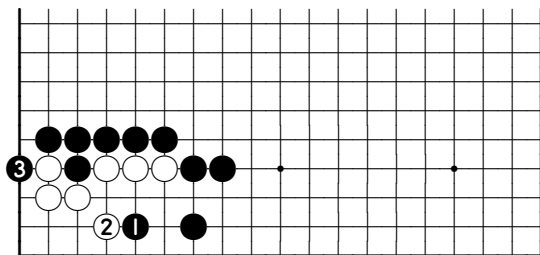
Lösung zu Problem 4



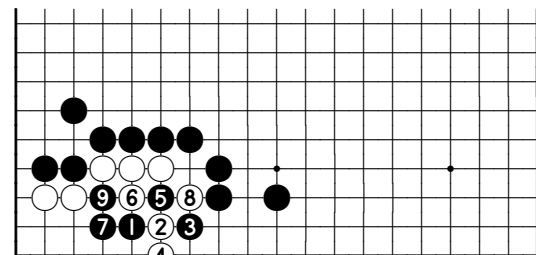
Lösung zu Problem 5



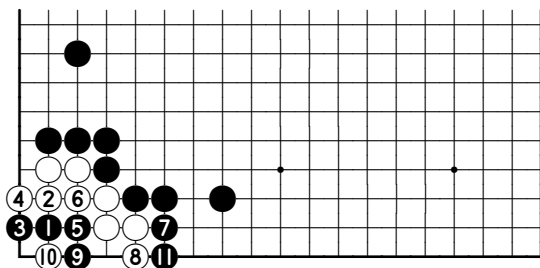
Lösung zu Problem 6



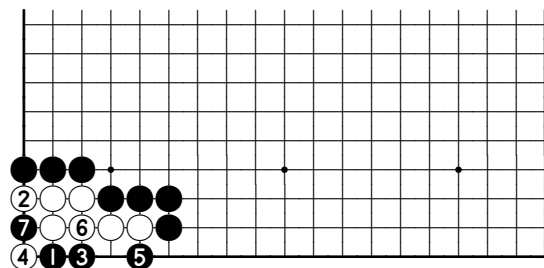
Lösung zu Problem 7



Lösung zu Problem 8

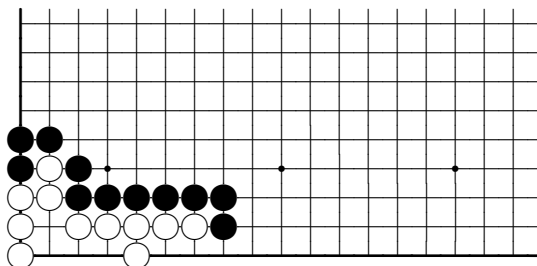
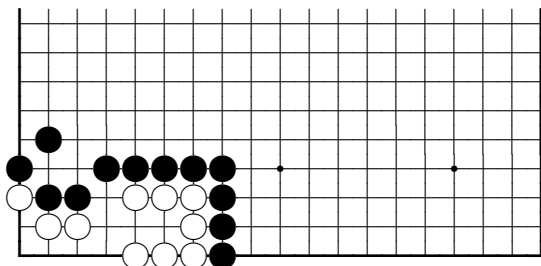
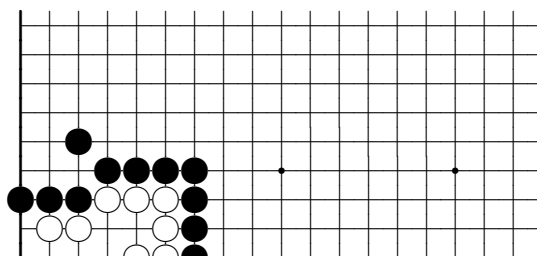
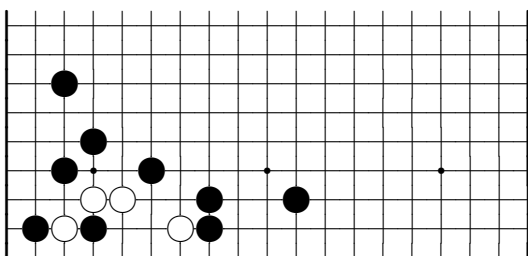
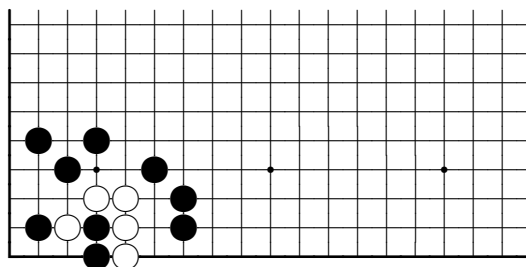
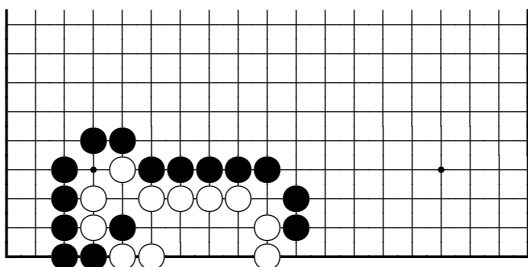
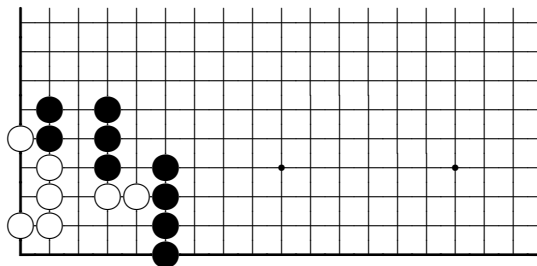
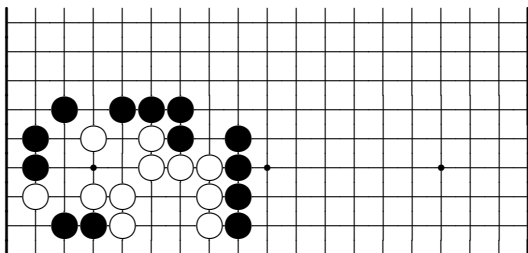
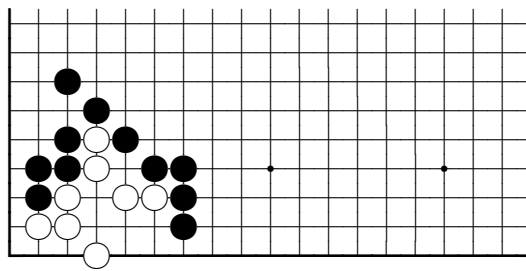


Lösung zu Problem 9

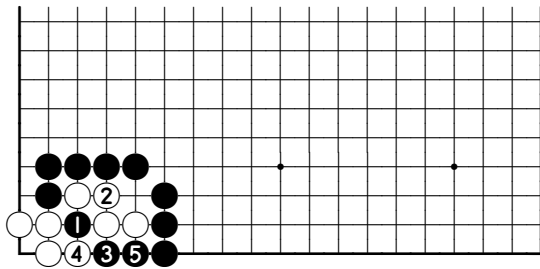


Lösung zu Problem 10

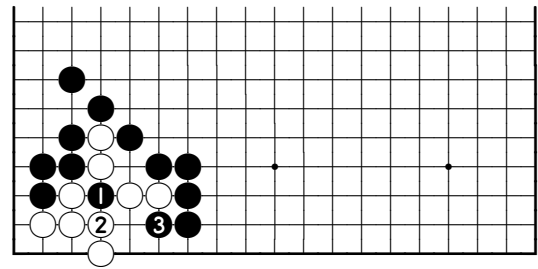
Die Probleme



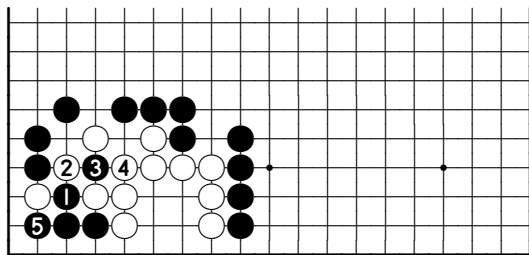
Die Lösungen



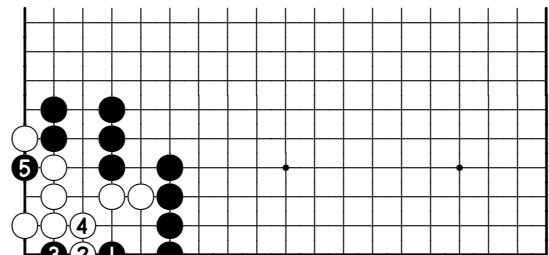
Lösung zu Problem 71



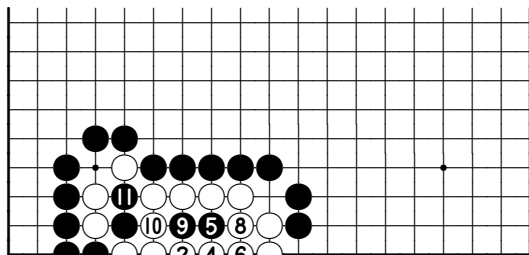
Lösung zu Problem 72



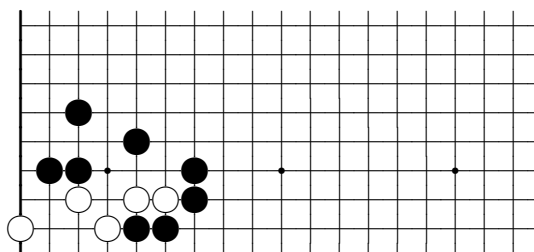
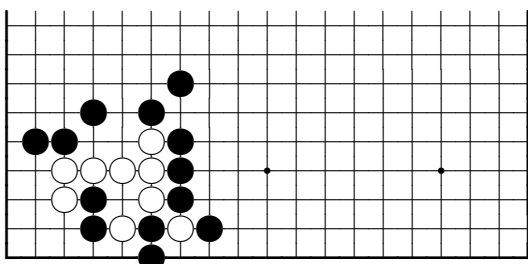
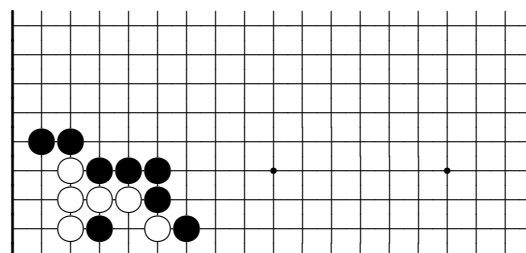
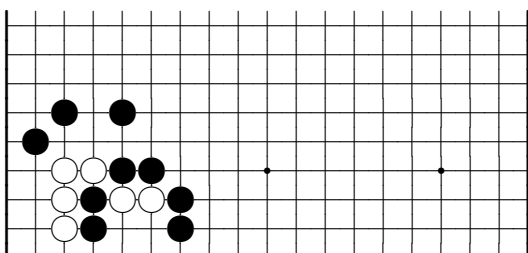
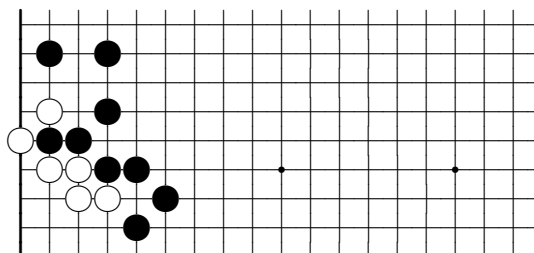
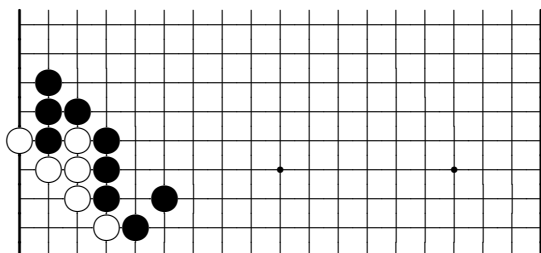
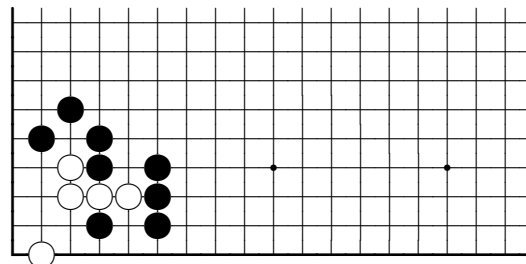
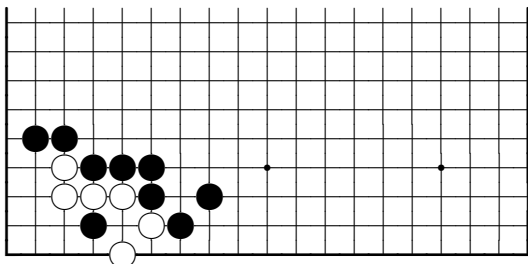
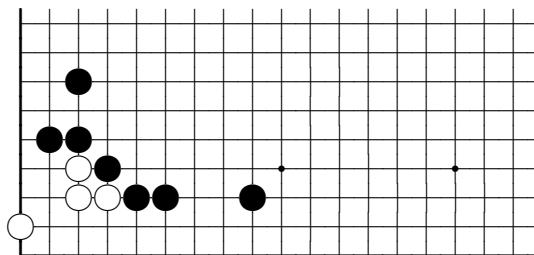
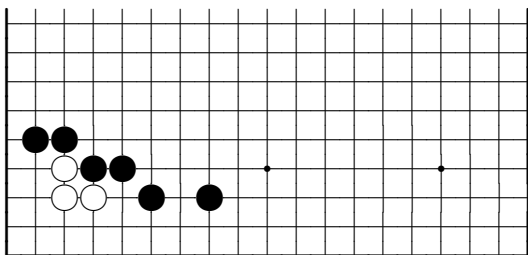
Lösung zu Problem 73



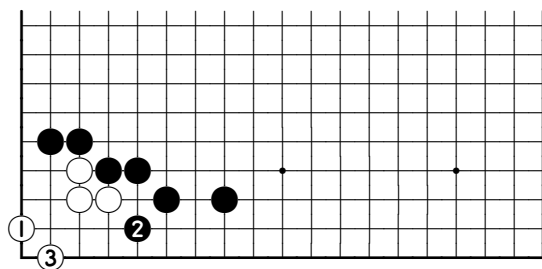
Lösung zu Problem 74



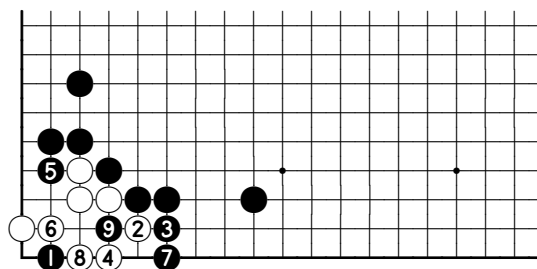
Die Probleme



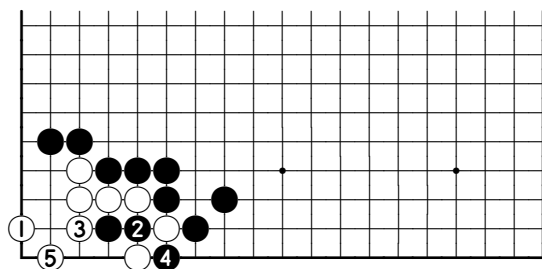
Die Lösungen



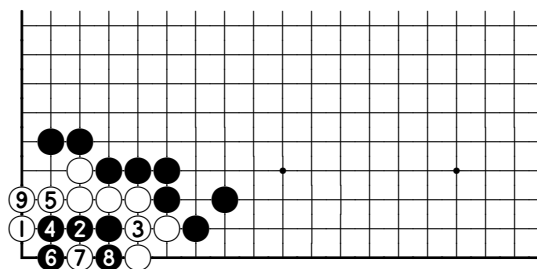
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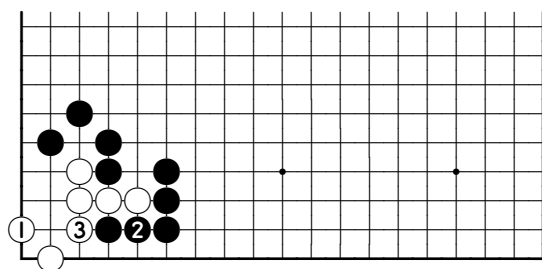
Lösung zu Problem 122



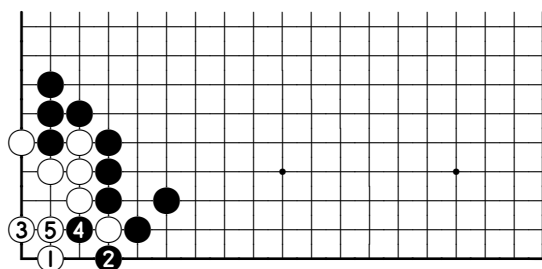
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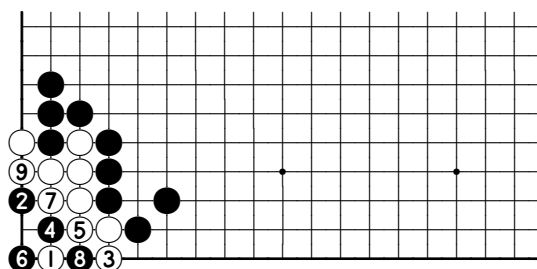
Alternative Lösung zu Problem 123



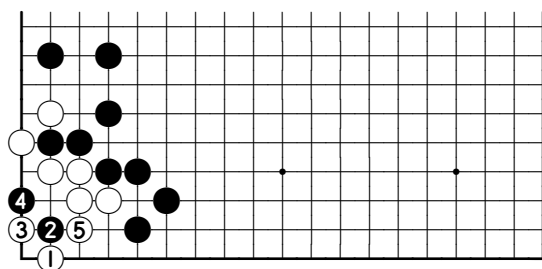
Lösung zu Problem 124



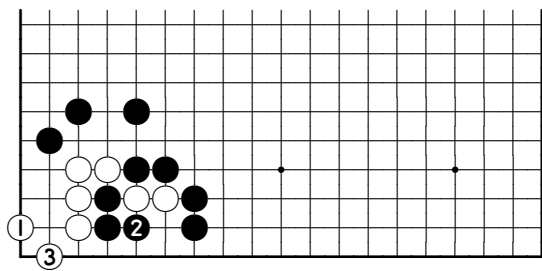
Lösung zu Problem 125



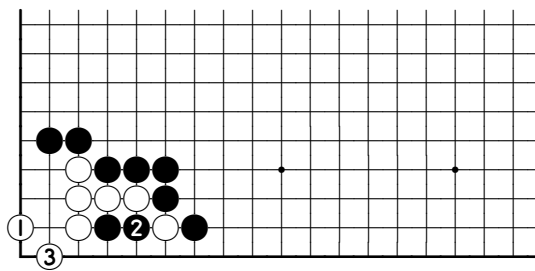
Alternative Lösung zu Problem 125



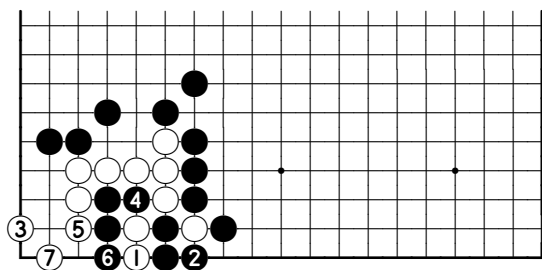
Lösung zu Problem 126



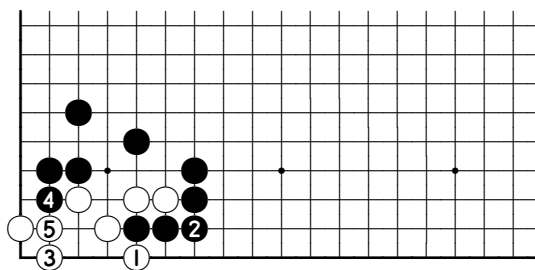
Lösung zu Problem 127



Lösung zu Problem 128



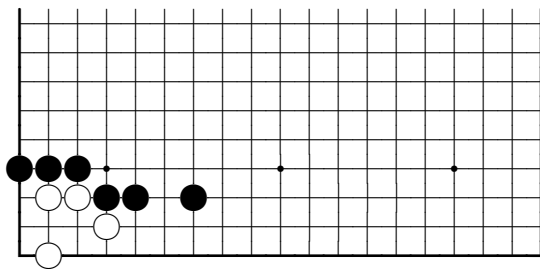
Lösung zu Problem 129



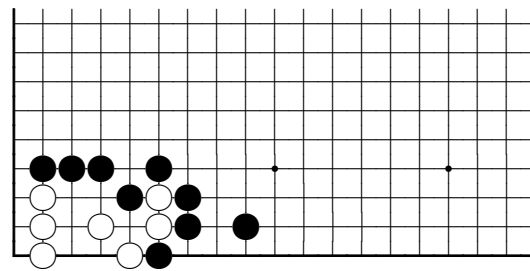
Lösung zu Problem 130

Kategorie 4: Des Gegners Schlüsselpunkt ist mein Schlüsselpunkt

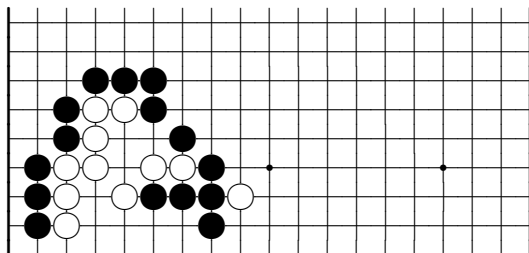
Die Probleme



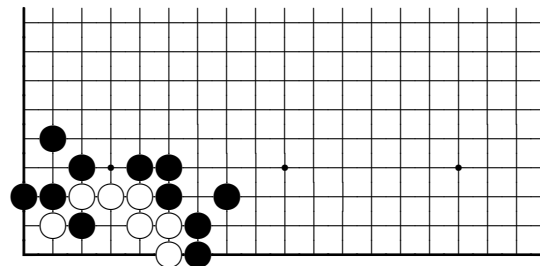
Problem 191 (B): Schwarz setzt
Key-Zug S(3)



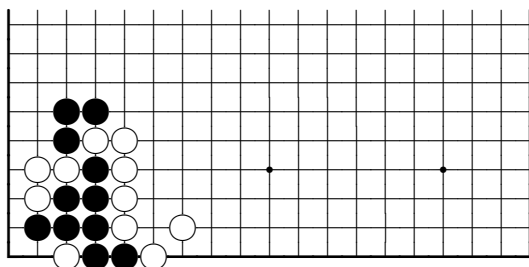
Problem 192 (C): Schwarz setzt, Ko
Key-Zug S(1)



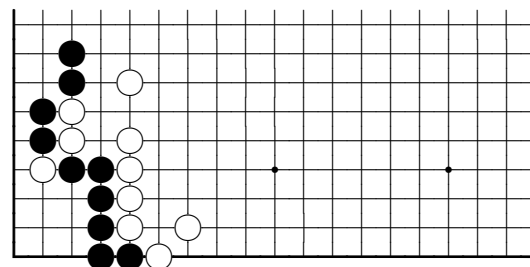
Problem 193 (C): Weiß setzt
Key-Zug W(1)



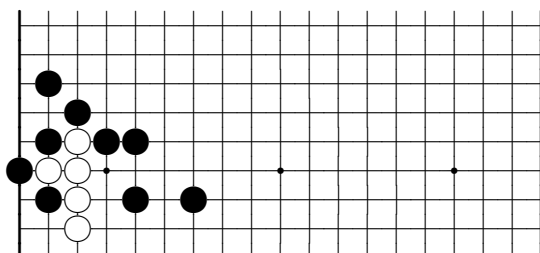
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Key-Zug W(1)



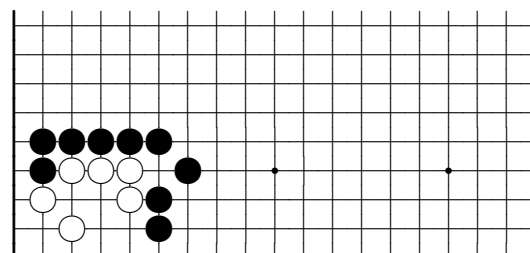
Problem 195 (B): Weiß setzt, Ko
Key-Zug: W(1) und der 1-2-Punkt



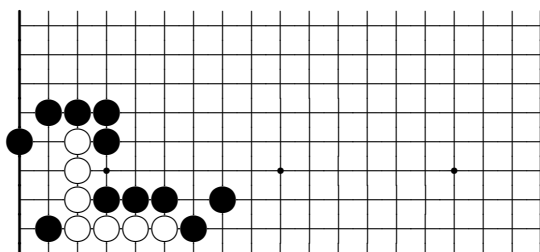
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Key-Zug W(3) und der 1-2 Punkt



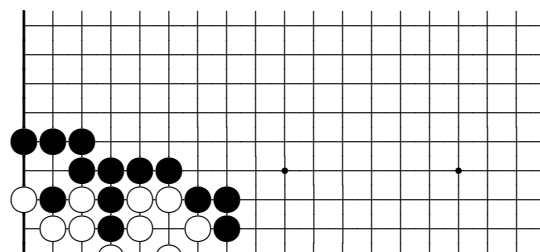
Problem 197 (B): Weiß setzt
Key-Zug W(1) und der 1-2 Punkt



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

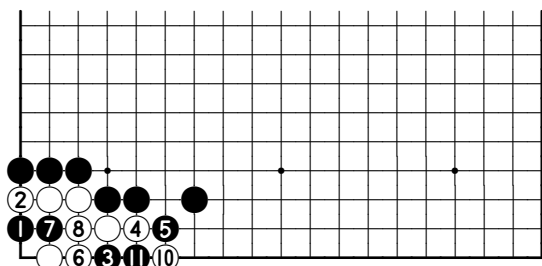


Problem 199 (B): Weiß setzt, Ko
Key-Zug W(1) und 1-2 Punkt

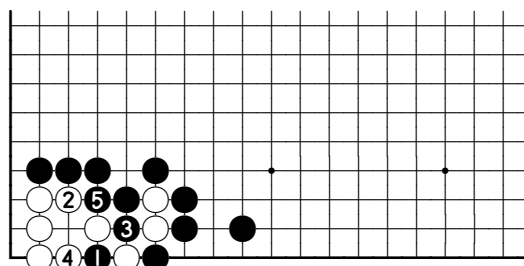


Problem 200 (C): Schwarz setzt, Ko
Key-Zug S(1)

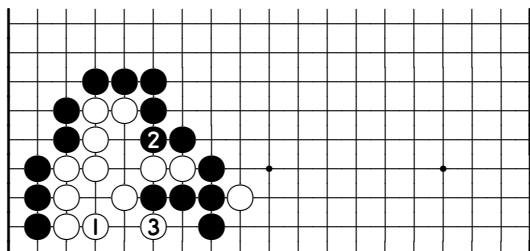
Die Lösungen



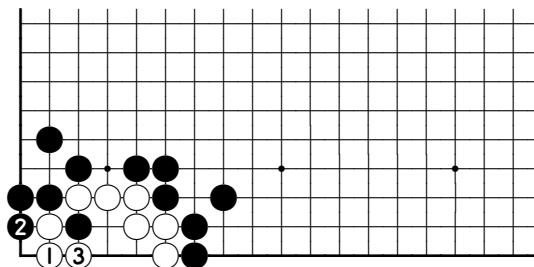
Lösung zu Problem 191: 9 auf 11



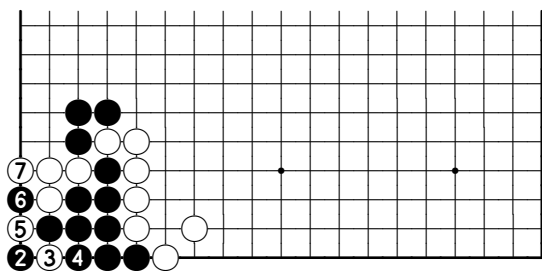
Lösung zu Problem 192



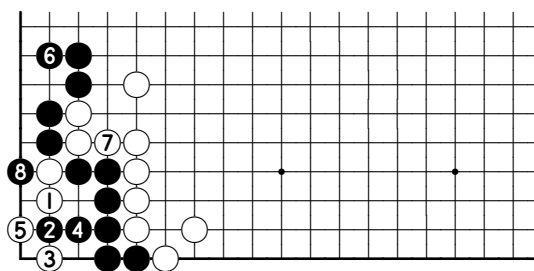
Lösung zu Problem 193



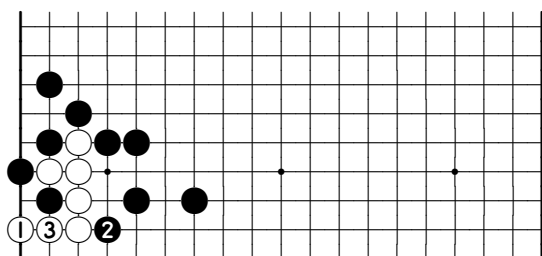
Lösung zu Problem 194



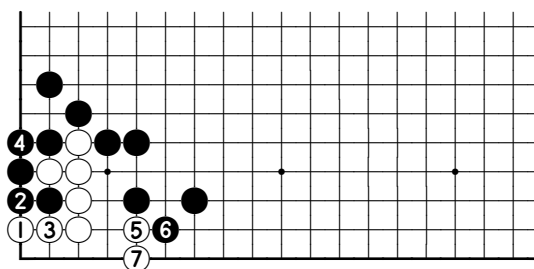
Lösung zu Problem 195: 1 auf 3



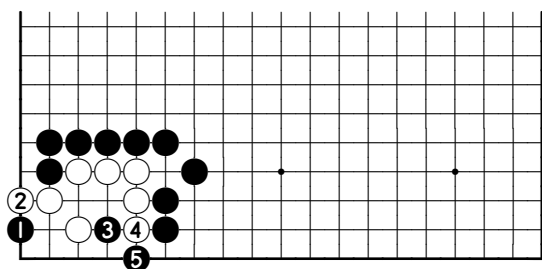
Lösung zu Problem 196



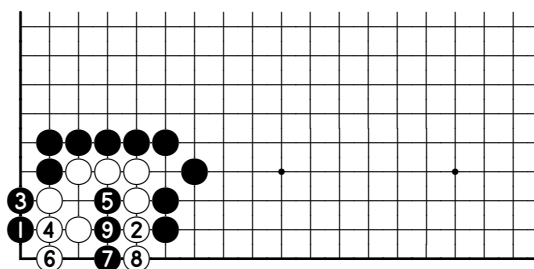
Lösung zu Problem 197



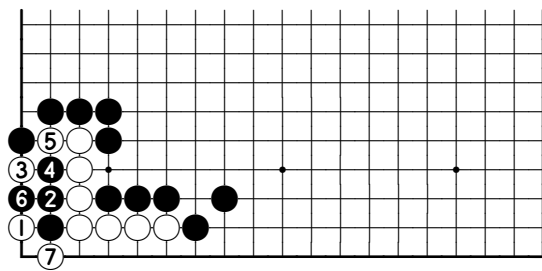
Alternative Lösung zu Problem 197



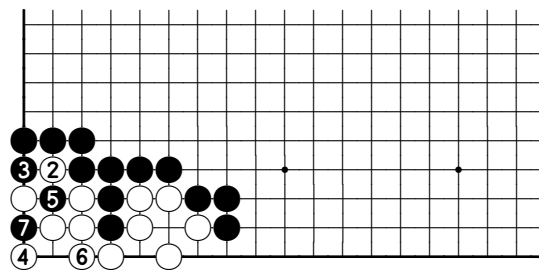
Lösung zu Problem 198



Alternative Lösung zu Problem 198

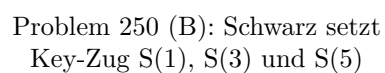
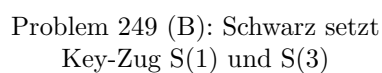
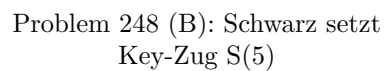
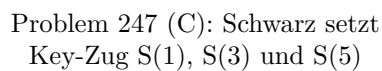
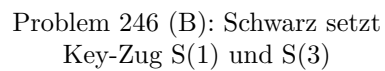
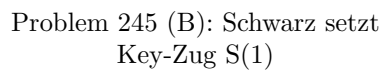
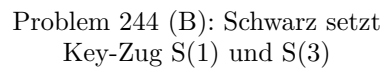
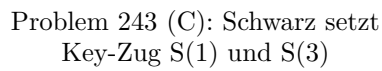
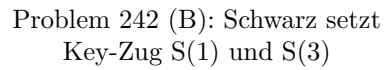
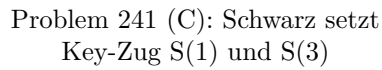


Lösung zu Problem 199

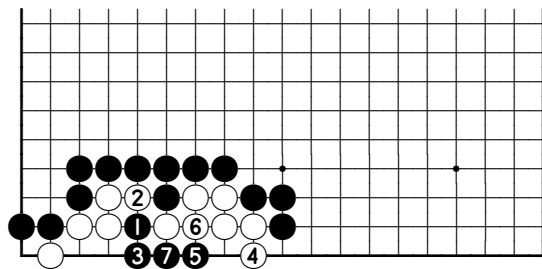


Lösung zu Problem 200: ❶ auf ❷

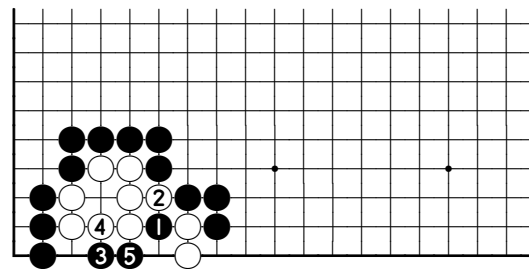
Die Probleme



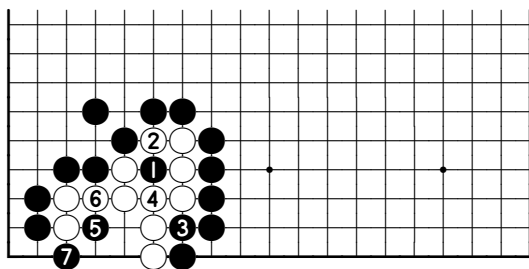
Die Lösungen



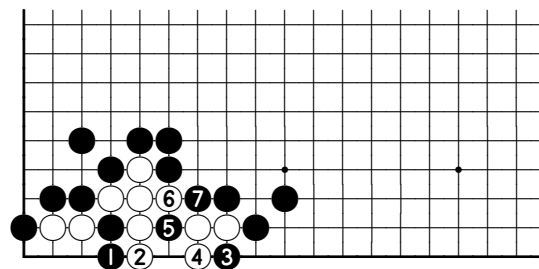
Lösung zu Problem 241



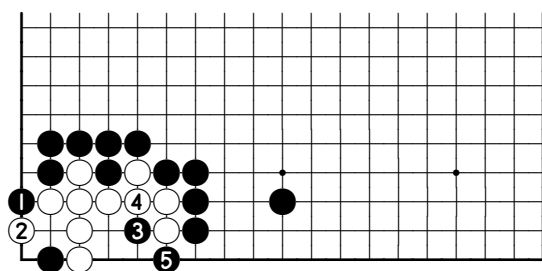
Lösung zu Problem 242



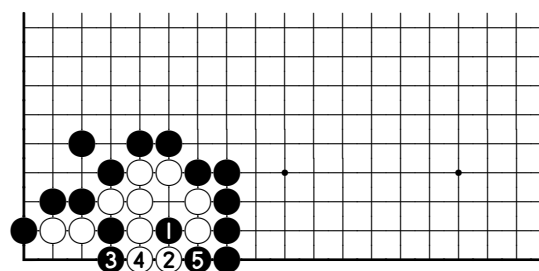
Lösung zu Problem 243



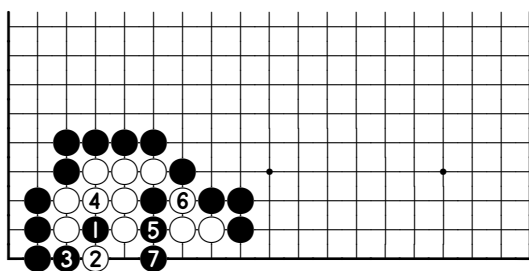
Lösung zu Problem 244



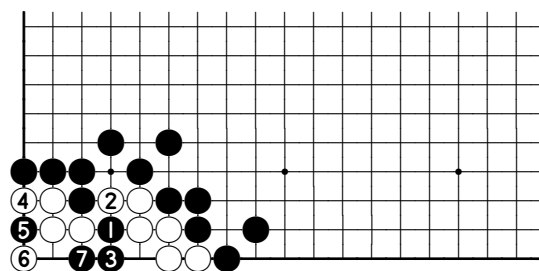
Lösung zu Problem 245



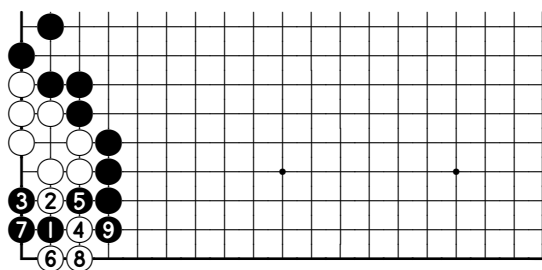
Lösung zu Problem 246



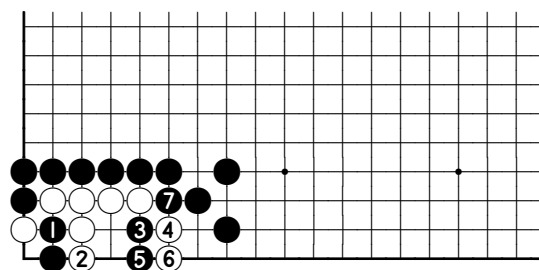
Lösung zu Problem 247



Lösung zu Problem 248

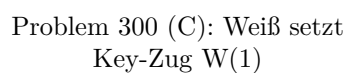
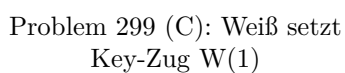
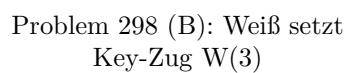
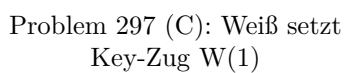
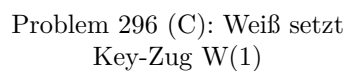
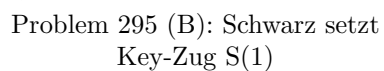
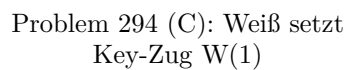
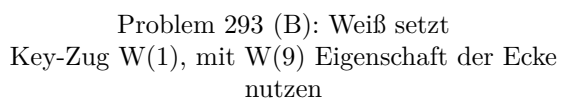
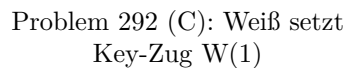
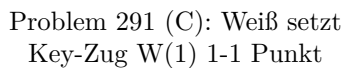


Lösung zu Problem 249

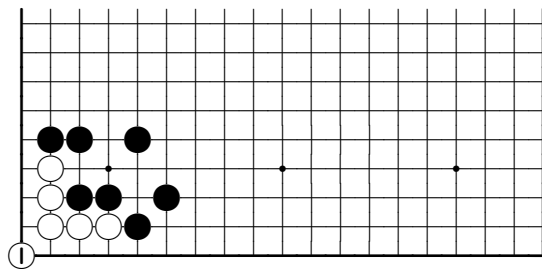


Lösung zu Problem 250

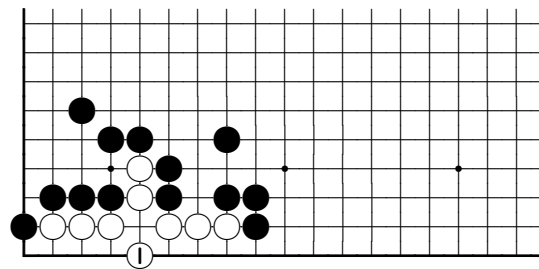
Die Probleme



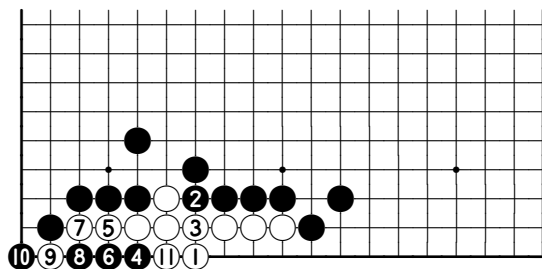
Die Lösungen



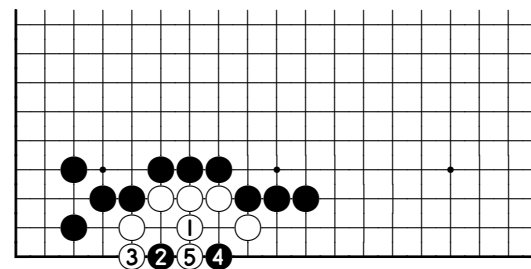
Lösung zu Problem 291



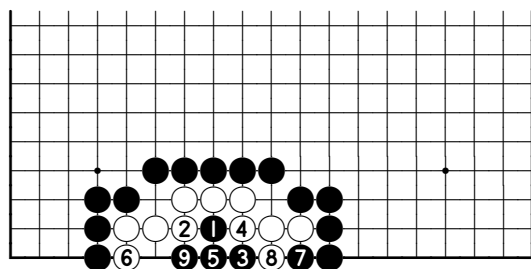
Lösung zu Problem 292



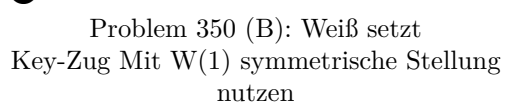
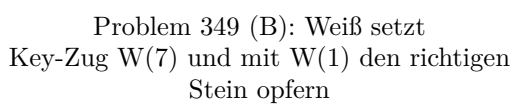
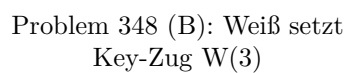
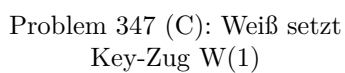
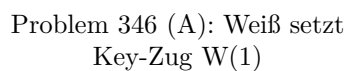
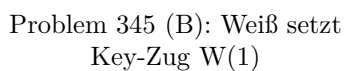
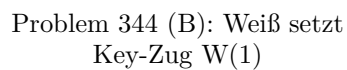
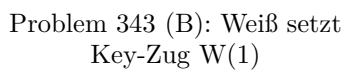
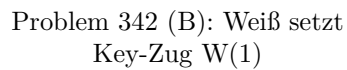
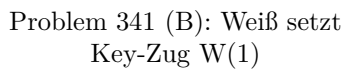
Lösung zu Problem 293



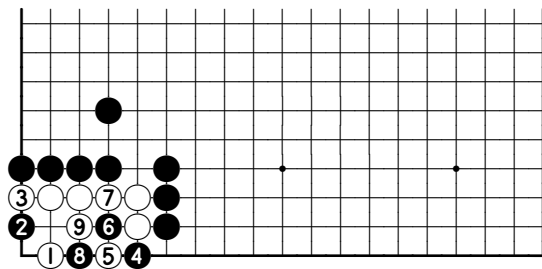
Lösung zu Problem 294



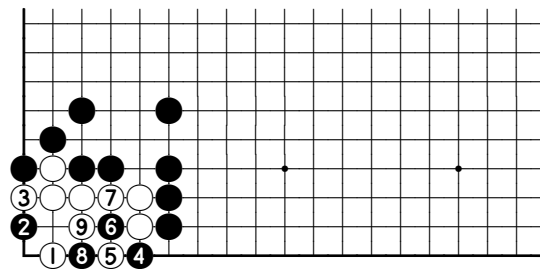
Die Probleme



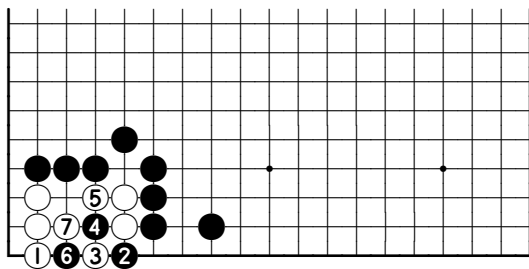
Die Lösungen



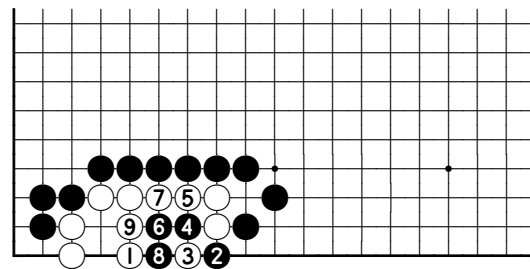
Lösung zu Problem 341



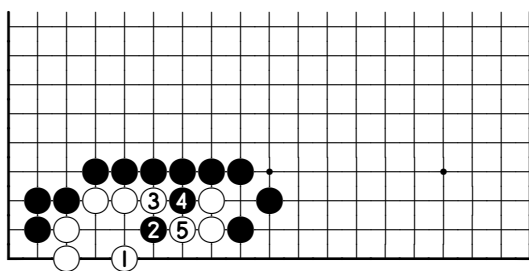
Lösung zu Problem 342



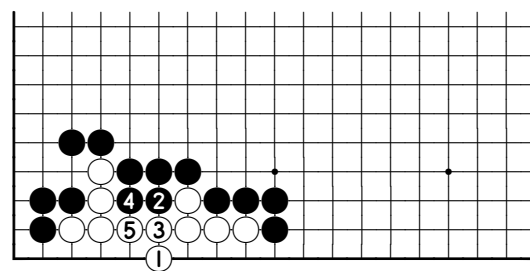
Lösung zu Problem 343



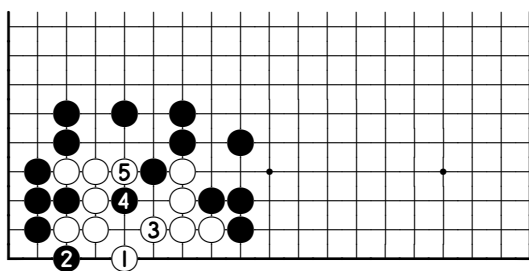
Lösung zu Problem 344



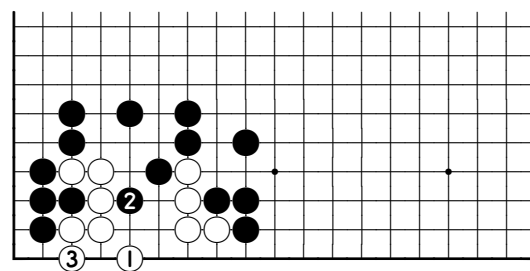
Alternative Lösung zu Prb. 344



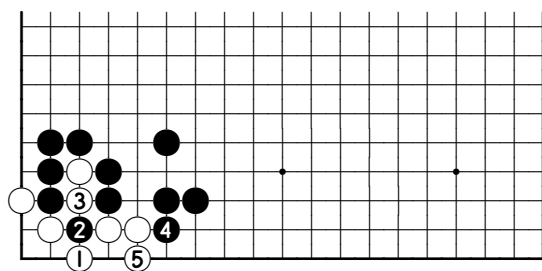
Lösung zu Problem 345



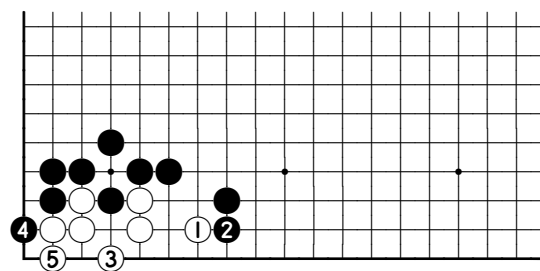
Lösung zu Problem 346



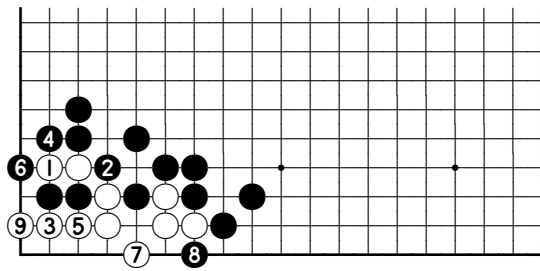
Alternative Lösung zu Prb. 346



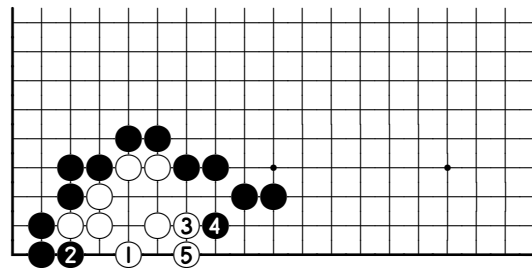
Lösung zu Problem 347



Lösung zu Problem 348



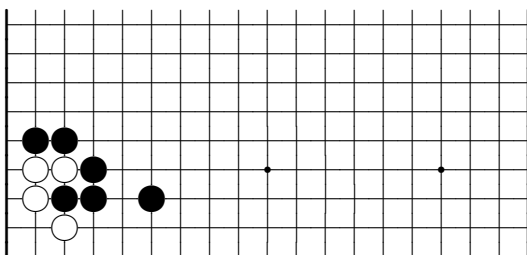
Lösung zu Problem 349



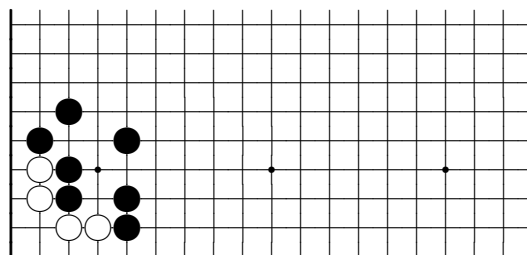
Lösung zu Problem 350

Kategorie 8: Lebende Augen

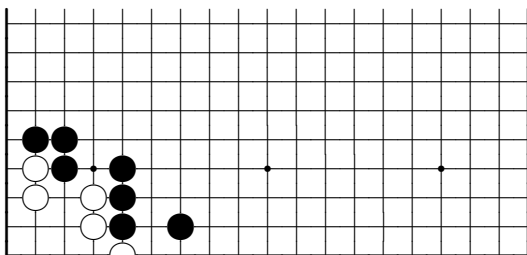
Die Probleme



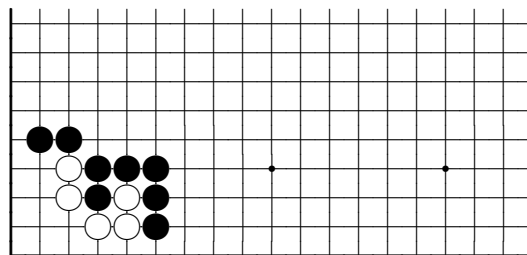
Problem 371 (C): Weiß setzt
Key-Zug: W(1)



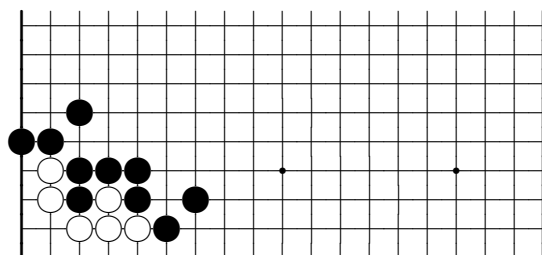
Problem 372 (C): Weiß setzt
Key-Zug: W(1)



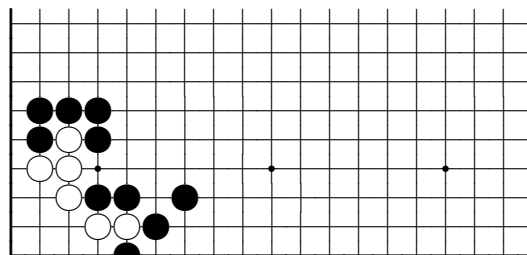
Problem 373 (B): Weiß setzt
Key-Zug: W(1)



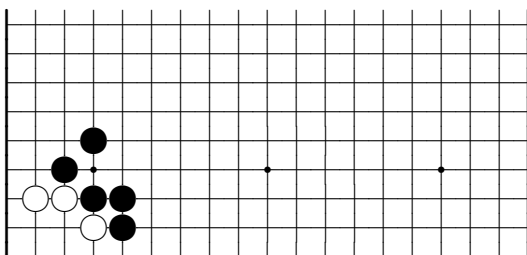
Problem 374 (C): Weiß setzt
Key-Zug: W(1)



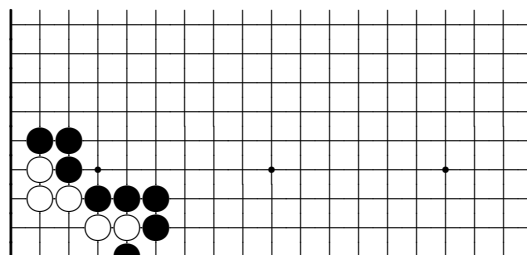
Problem 375 (C): Weiß setzt
Key-Zug: W(1)



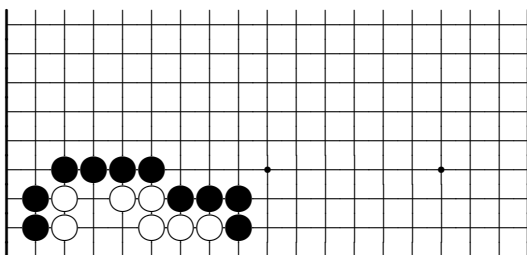
Problem 376 (B): White to play.
Key-Zug: W(1) und mit W(3) den richtigen
Stein opfern

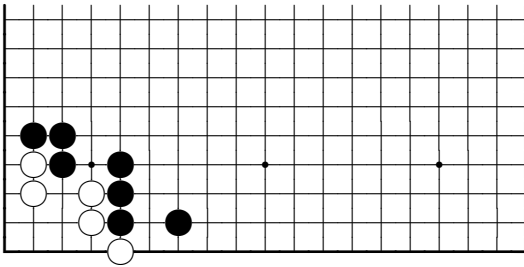


Problem 377 (C): Weiß setzt
Key-Zug: W(1)

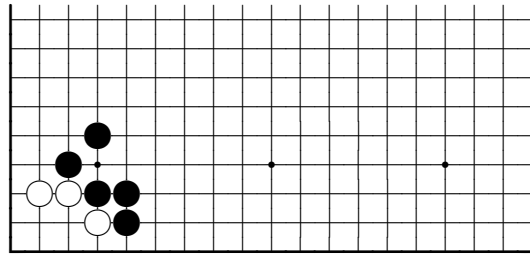


Problem 378 (B): Weiß setzt
Key-Zug: W(1)



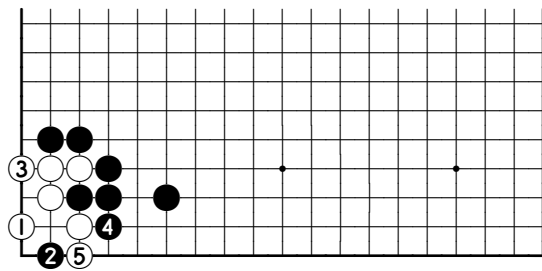


Problem 3731 (B): Weiß setzt
Key-Zug: W(1)

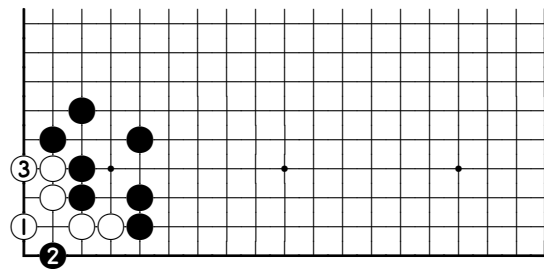


Problem 3771 (C): Weiß setzt
Key-Zug: W(1)

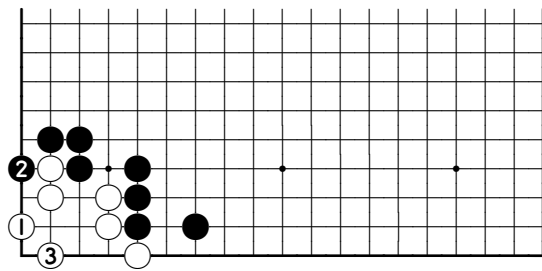
Die Lösungen



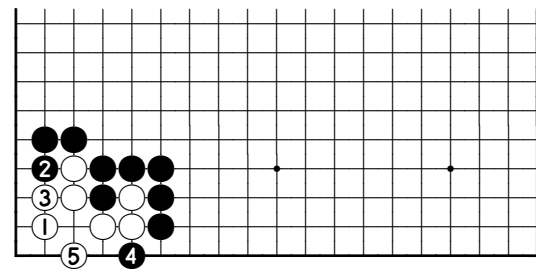
Lösung zu Problem 371



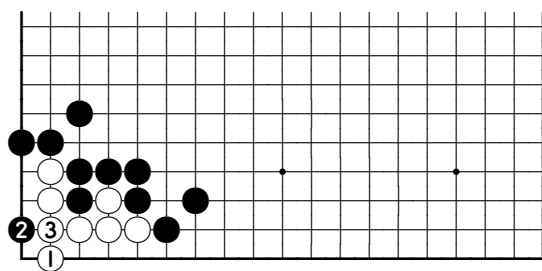
Lösung zu Problem 372



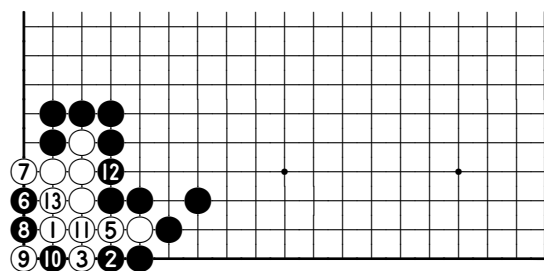
Lösung zu Problem 373



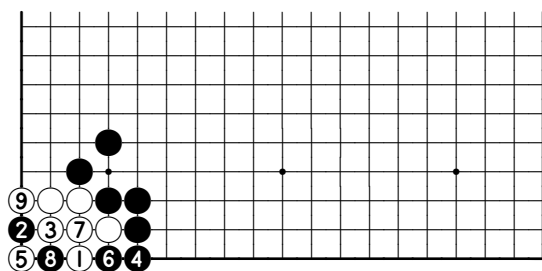
Lösung zu Problem 374



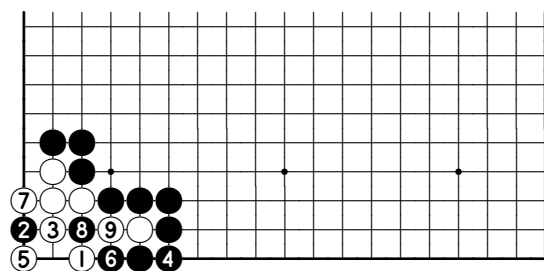
Lösung zu Problem 375



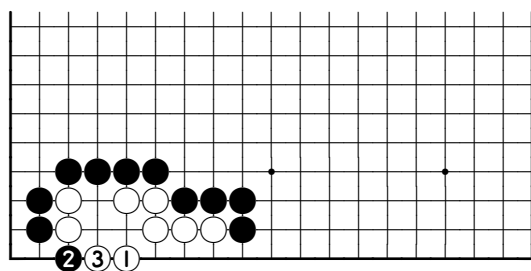
Lösung zu Problem 376



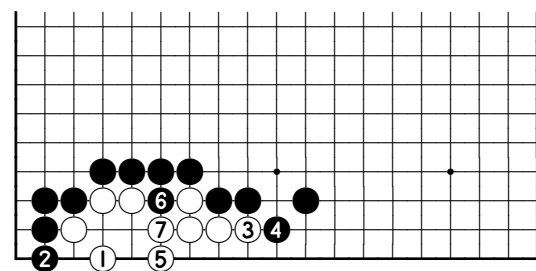
Lösung zu Problem 377



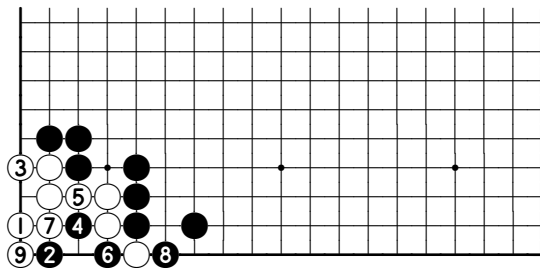
Lösung zu Problem 378



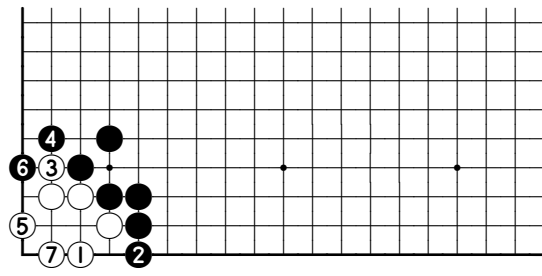
Lösung zu Problem 379



Lösung zu Problem 380



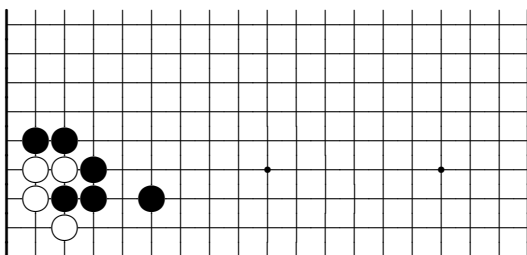
Lösung zu Problem 3731



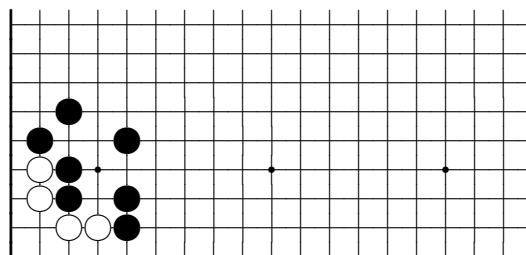
Lösung zu Problem 3771

Kategorie 9: Lebendes Gebiet

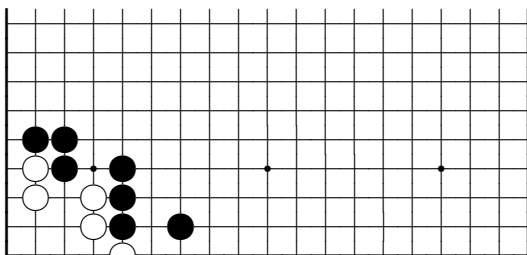
Die Probleme



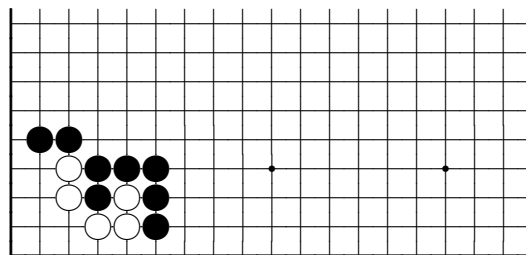
Problem 371 (C): Weiß setzt
Key-Zug: W(1)



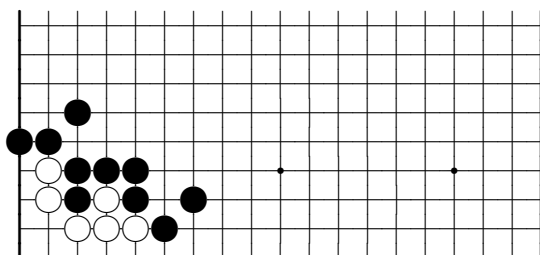
Problem 372 (C): Weiß setzt
Key-Zug: W(1)



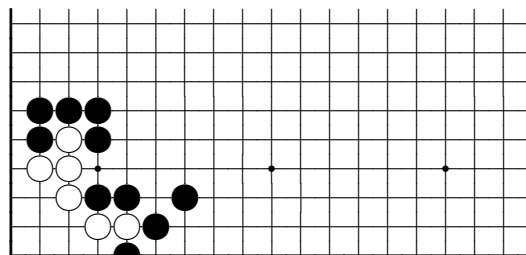
Problem 373 (B): Weiß setzt
Key-Zug: W(1)



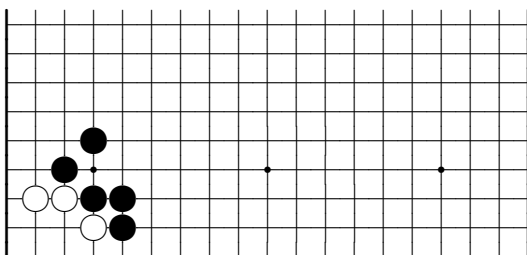
Problem 374 (C): Weiß setzt
Key-Zug: W(1)



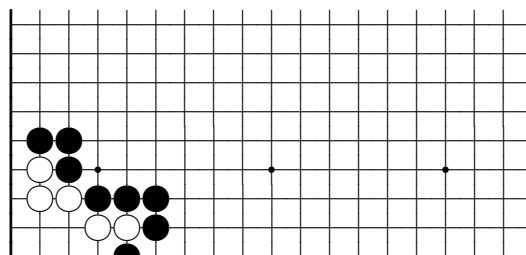
Problem 375 (C): Weiß setzt
Key-Zug: W(1)



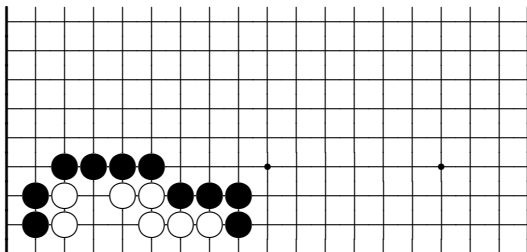
Problem 376 (B): White to play.
Key-Zug: W(1) und mit W(3) den richtigen
Stein opfern



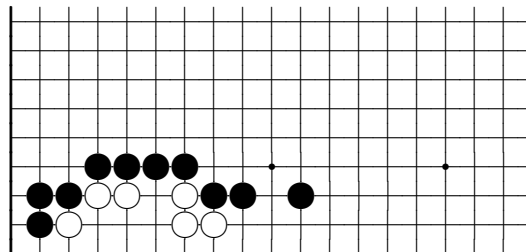
Problem 377 (C): Weiß setzt
Key-Zug: W(1)



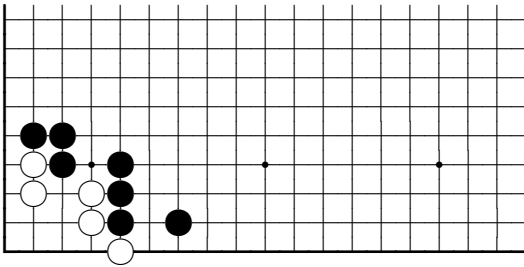
Problem 378 (B): Weiß setzt
Key-Zug: W(1)



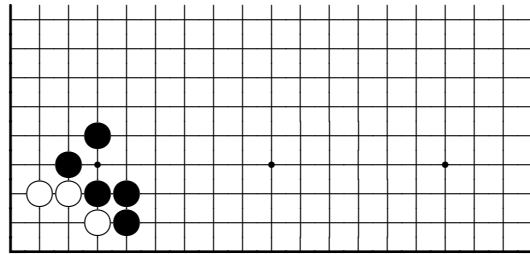
Problem 379 (C): Weiß setzt
Key-Zug: W(1)



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

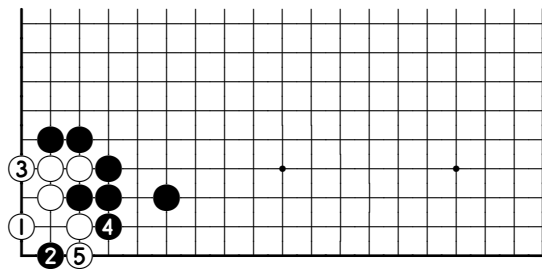


Problem 3731 (B): Weiß setzt
Key-Zug: W(1)

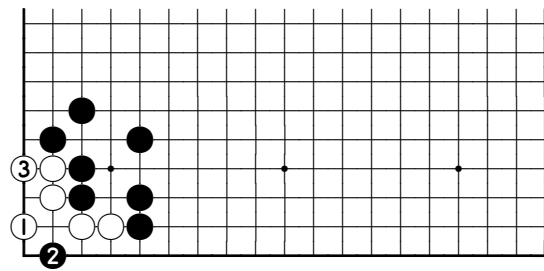


Problem 3771 (C): Weiß setzt
Key-Zug: W(1)

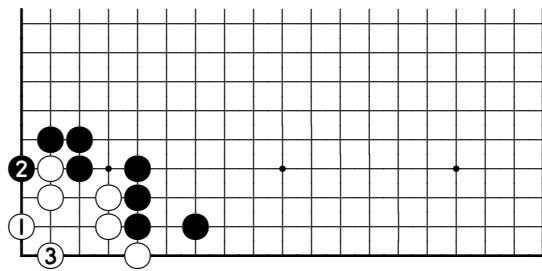
Die Lösungen



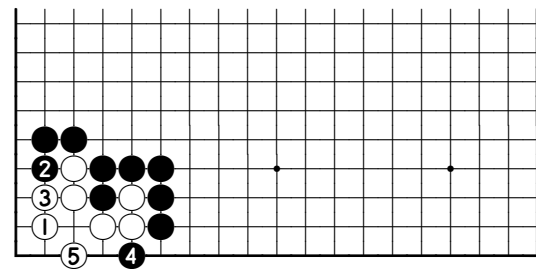
Lösung zu Problem 371



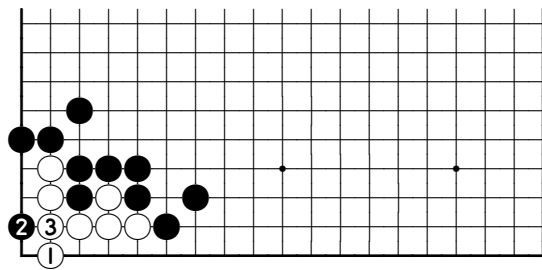
Lösung zu Problem 372



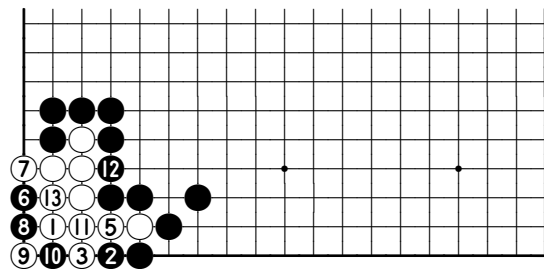
Lösung zu Problem 373



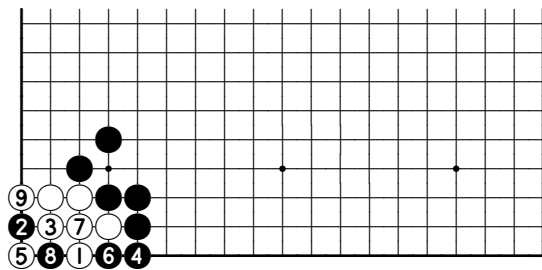
Lösung zu Problem 374



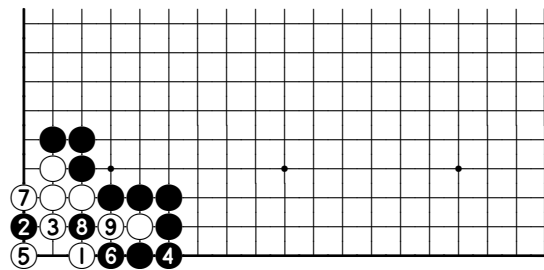
Lösung zu Problem 375



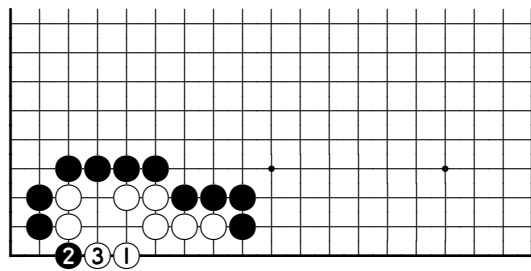
Lösung zu Problem 376



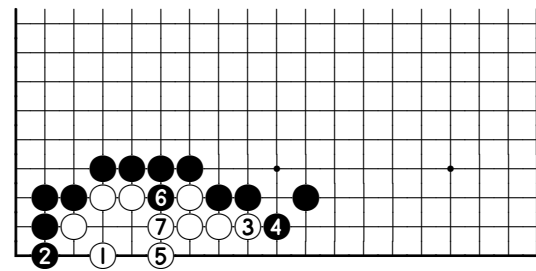
Lösung zu Problem 377



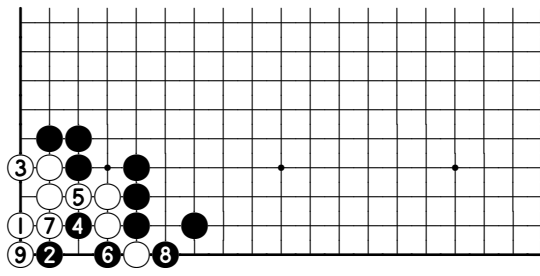
Lösung zu Problem 378



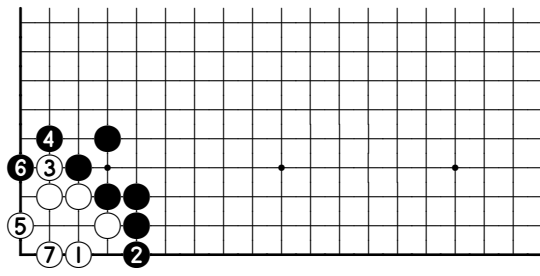
Lösung zu Problem 379



Lösung zu Problem 380

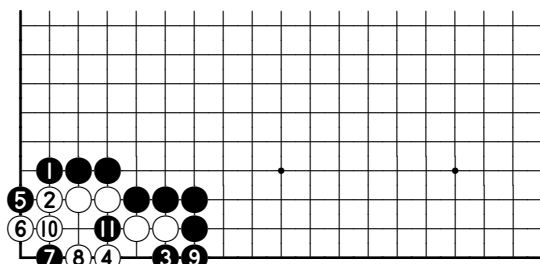


Lösung zu Problem 3731

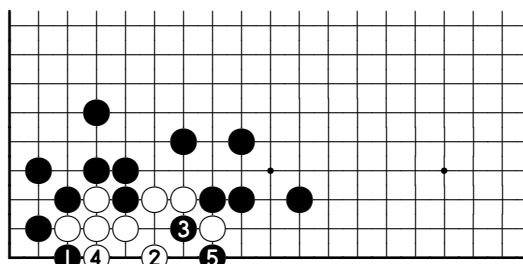


Lösung zu Problem 3771

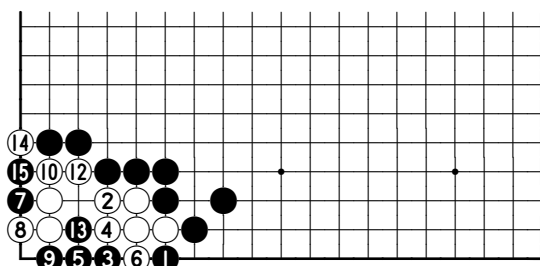
Die Lösungen



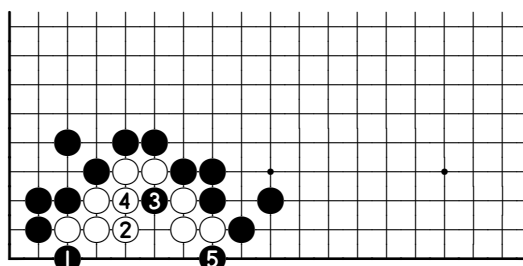
Lösung zu Problem 431



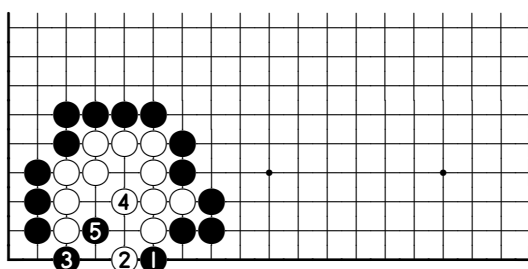
Lösung zu Problem 432



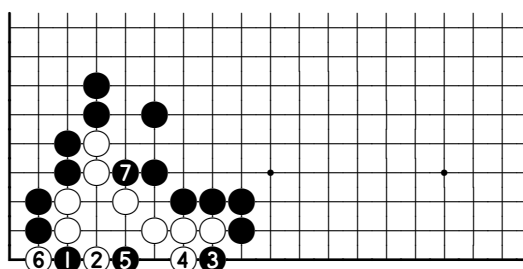
Lösung zu Problem 433



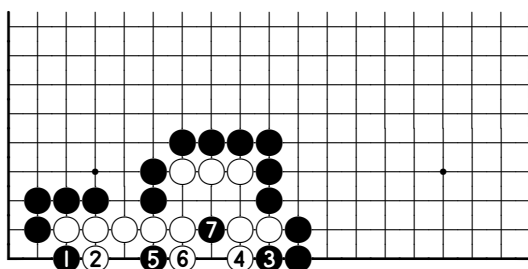
Lösung zu Problem 434



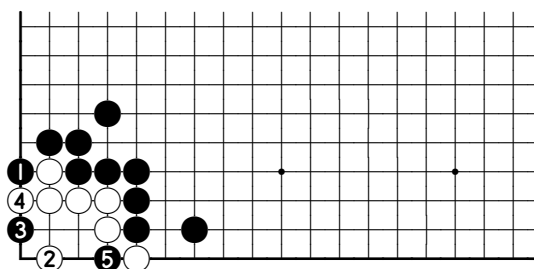
Lösung zu Problem 435



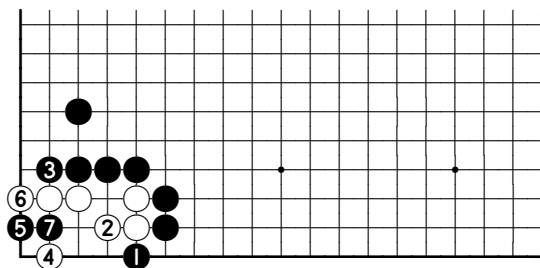
Lösung zu Problem 436



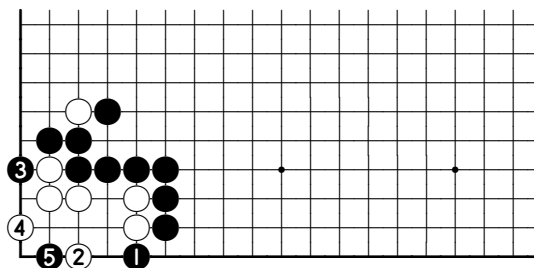
Lösung zu Problem 437



Lösung zu Problem 438



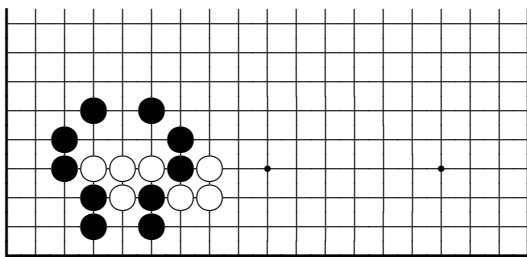
Lösung zu Problem 439



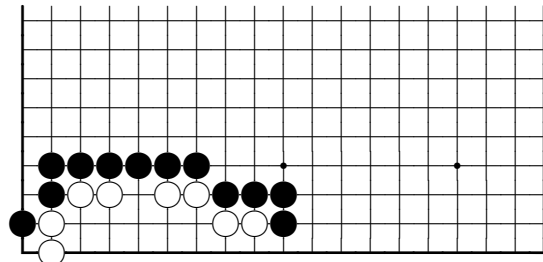
Lösung zu Problem 440

Kategorie 11: Reihenfolge der Züge

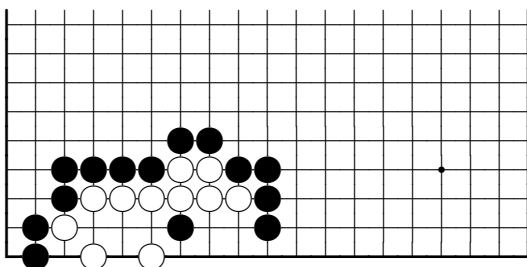
Die Probleme



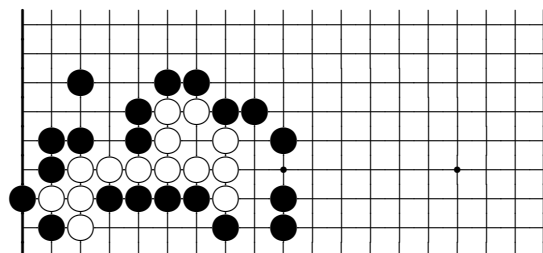
Problem 461 (C): Weiß setzt
Key-Zug W(5) und W(7)



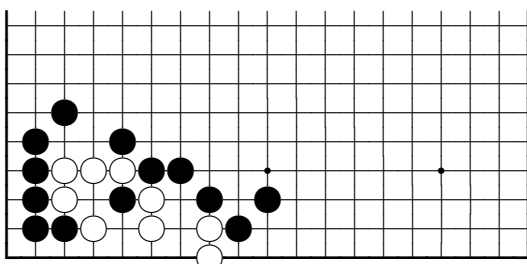
Problem 463 (B): Schwarz setzt
Key-Zug S(3), S(5) und S(7) Widerstand gegen
Berührung



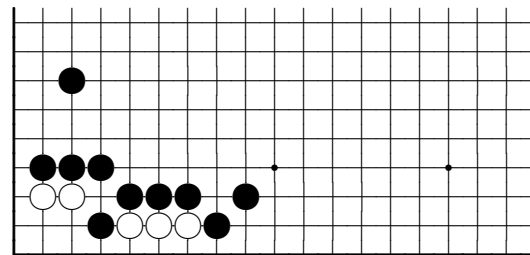
Problem 465 (B): Schwarz setzt
Key-Zug S(1) und S(3)



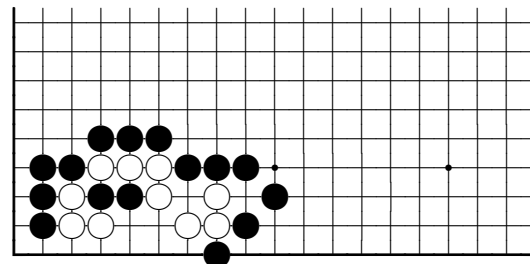
Problem 467 (A): Weiß setzt, Ko
Key-Zug W(1), W(3), W(5) und mit W(1) den
richtigen Stein opfern



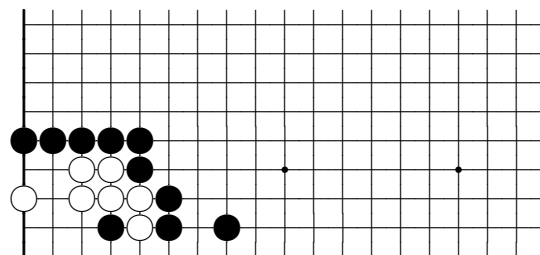
Problem 469 (B): Schwarz setzt
Key-Zug S(1) und S(3)



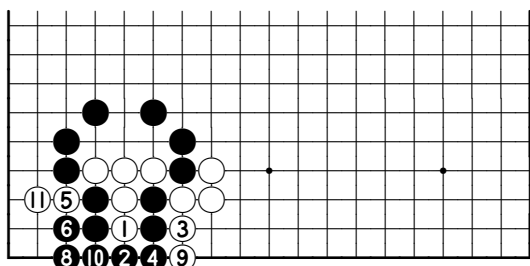
Problem 462 (A): Weiß setzt
Key-Zug W(5) und W(7) und mit W(5) den
richtigen Stein opfern



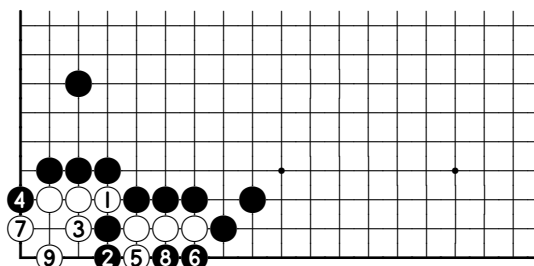
Problem 464 (B): Schwarz setzt
Key-Zug S(1) und S(3)



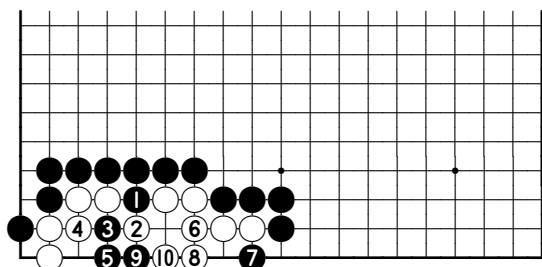
Die Lösungen



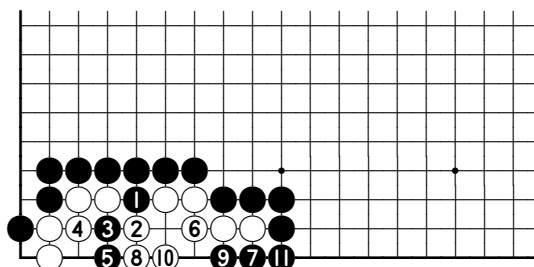
Lösung zu Problem 461



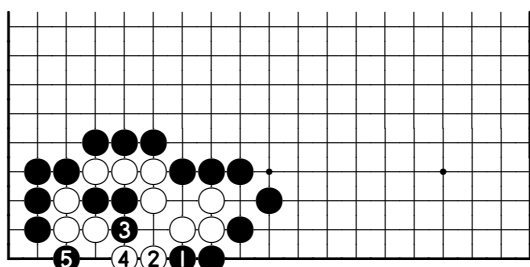
Lösung zu Problem 462



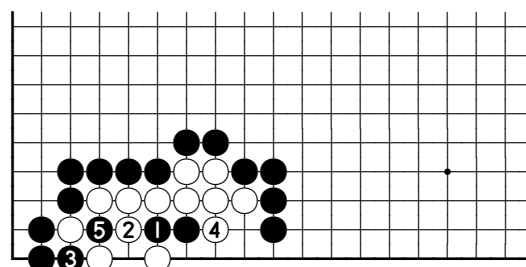
Lösung zu Problem 463



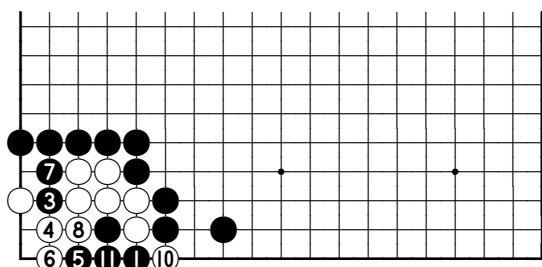
Alternative Lösung zu Problem 463



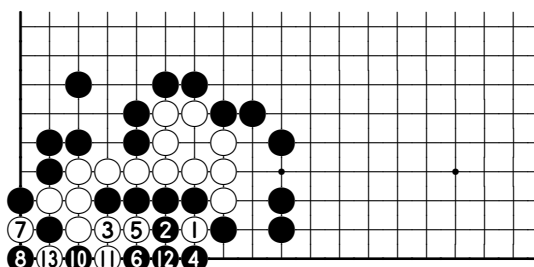
Lösung zu Problem 464



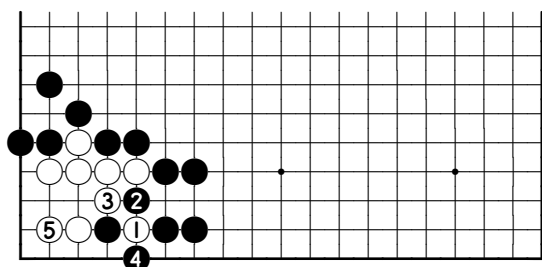
Lösung zu Problem 465



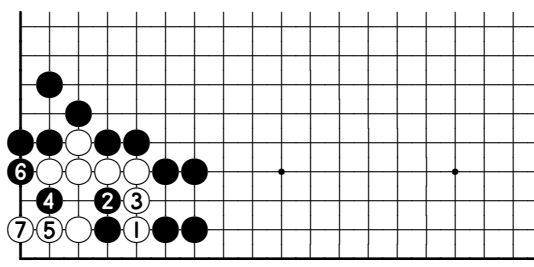
Lösung zu Problem 466



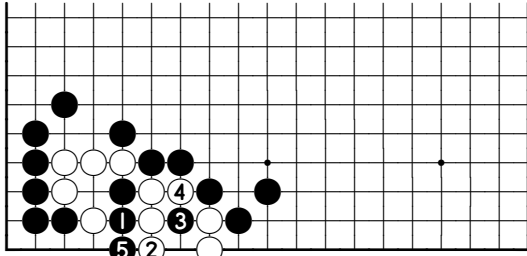
Lösung zu Problem 467



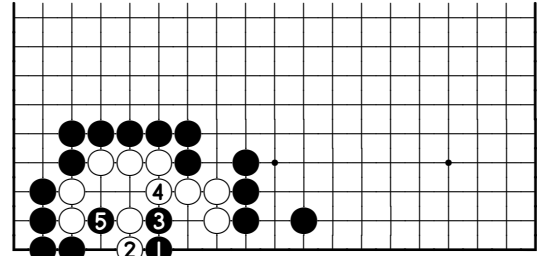
Lösung zu Problem 468



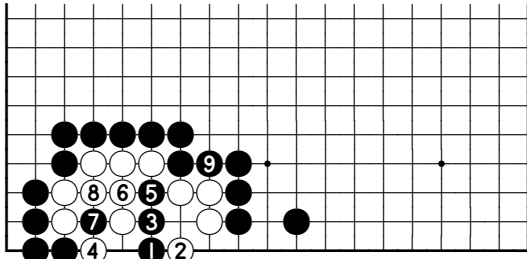
Alternative Lösung zu Problem 468



Lösung zu Problem 469



Lösung zu Problem 470



Alternative Lösung zu Problem 470

Literatur

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