

Segoe Kensaku »Tsume-Go Lexikon«

Zehn Probleme aus jeder Kategorie

17. 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.

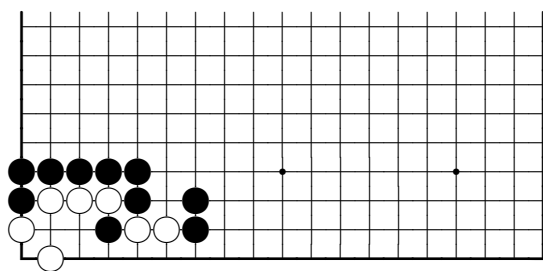
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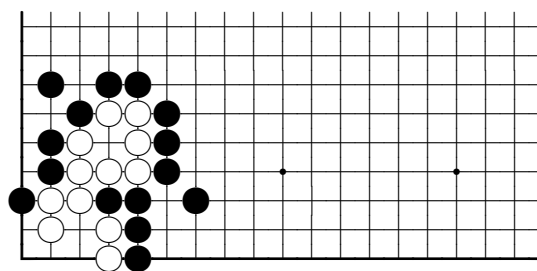
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Kategorie 1: Augen zerstören

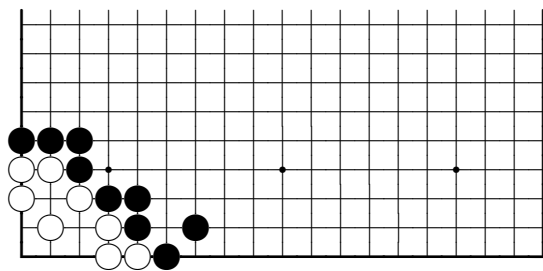
Die Probleme



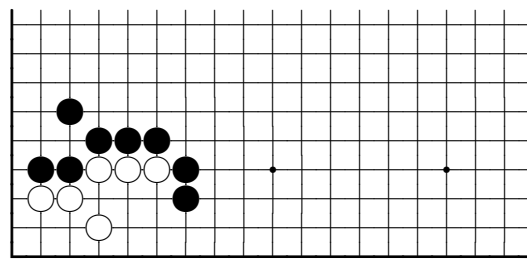
Problem 1 (C): Schwarz setzt
Key-Zug S(1)



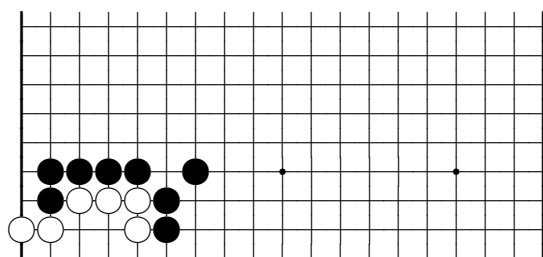
Problem 2 (C): Schwarz setzt
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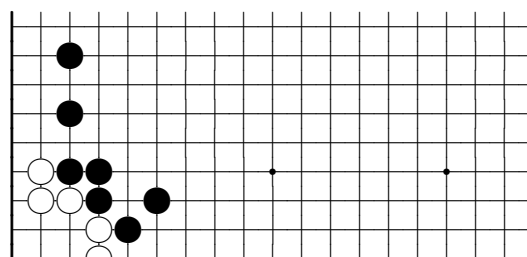
Problem 3 (C): Schwarz setzt, Ko
Key-Zug S(1)



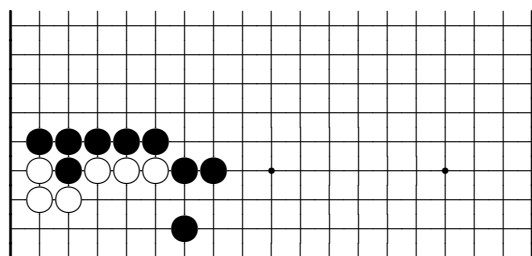
Problem 4 (C): Schwarz setzt
Key-Zug S(1)



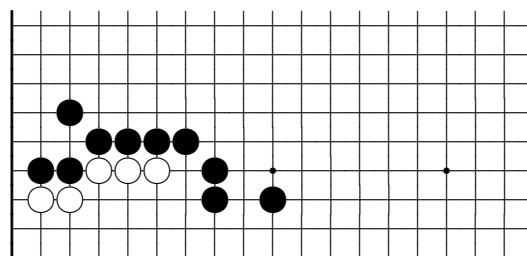
Problem 5 (C): Schwarz setzt
Key-Zug S(1)



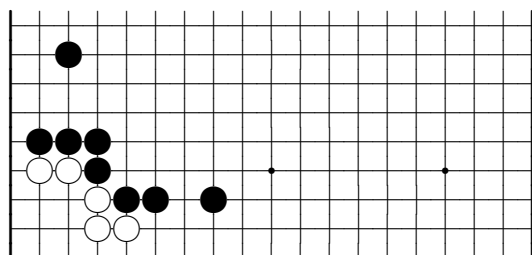
Problem 6 (C): Schwarz setzt
Key-Zug S(1)



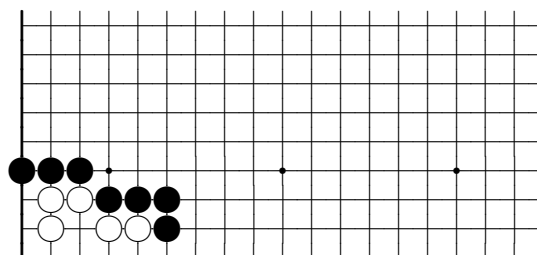
Problem 7 (C): Schwarz setzt
Key-Zug S(1)



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

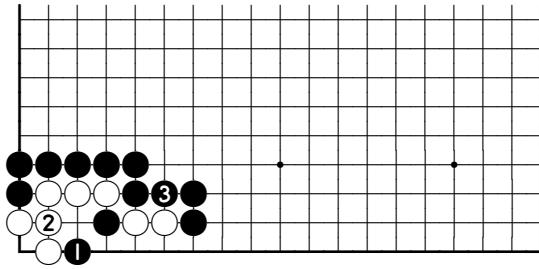


Problem 9 (B): Schwarz setzt
Key-Zug S(1)

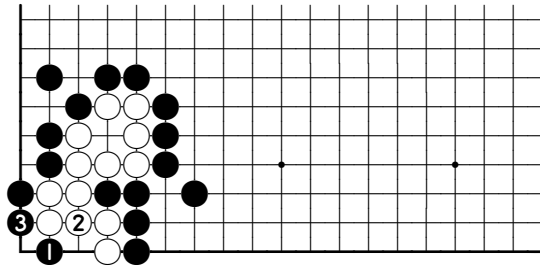


Problem 10 (C): Schwarz setzt, Ko
Key-Zug S(1): »Nutze den 2-1 Punkt«

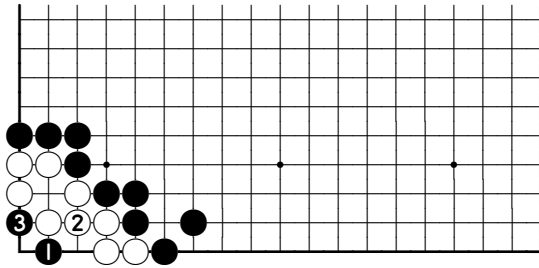
Die Lösungen



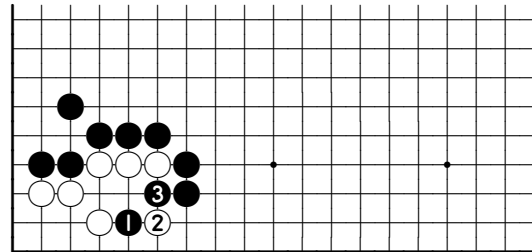
Lösung zu Problem 1



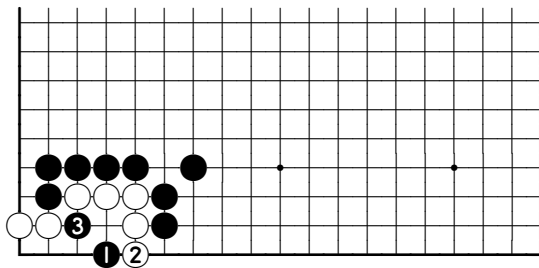
Lösung zu Problem 2



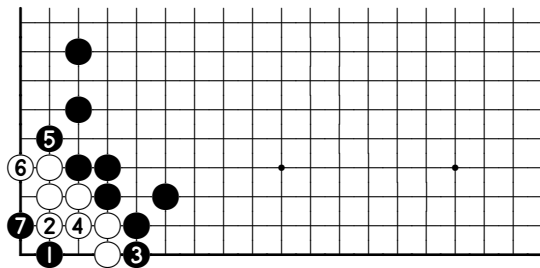
Lösung zu Problem 3



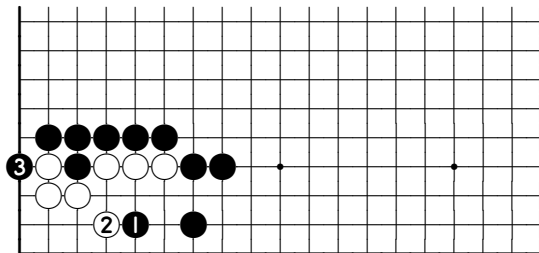
Lösung zu Problem 4



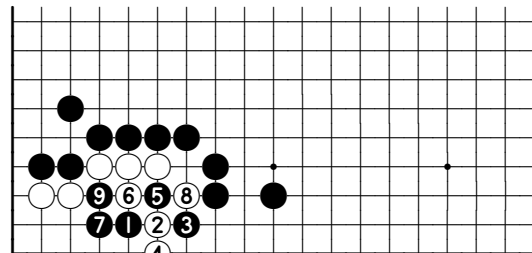
Lösung zu Problem 5



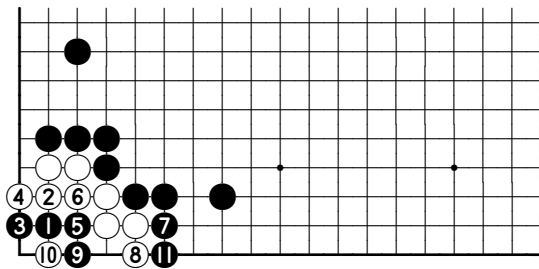
Lösung zu Problem 6



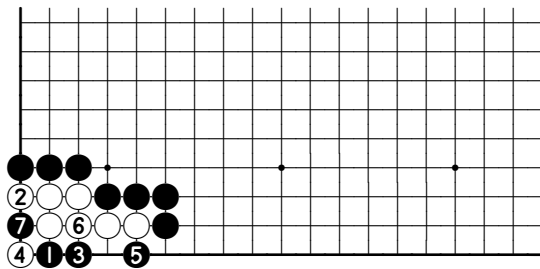
Lösung zu Problem 7



Lösung zu Problem 8

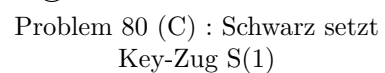
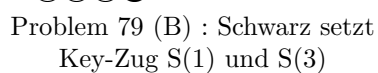
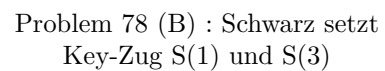
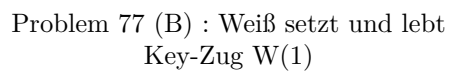
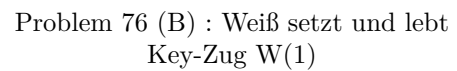
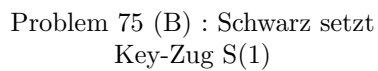
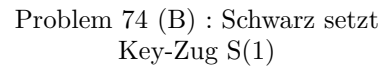
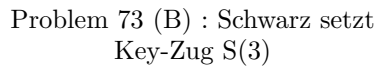
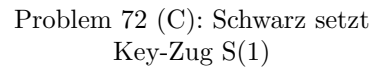
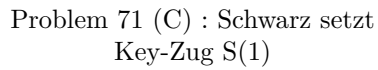


Lösung zu Problem 9

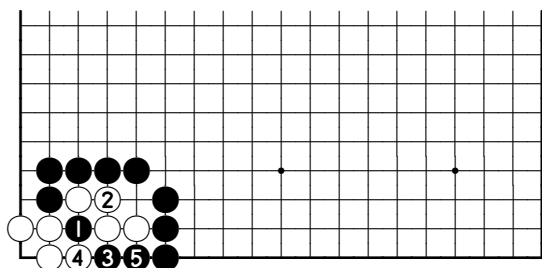


Lösung zu Problem 10

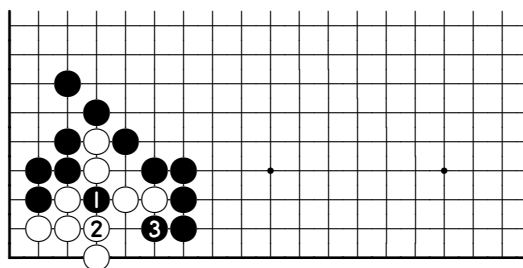
Die Probleme



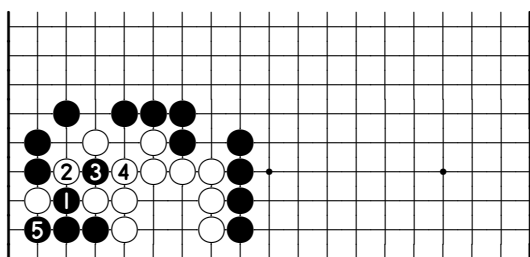
Die Lösungen



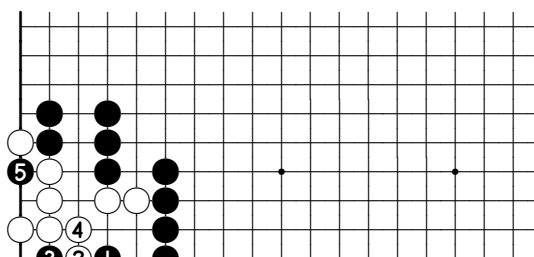
Lösung zu Problem 71



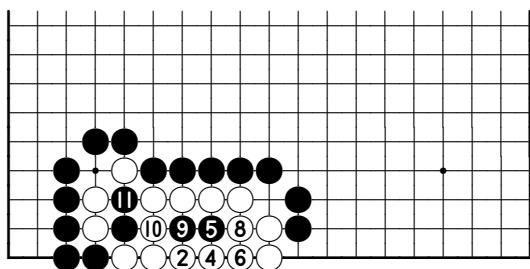
Lösung zu Problem 72



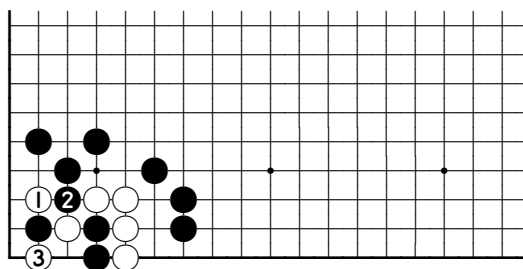
Lösung zu Problem 73



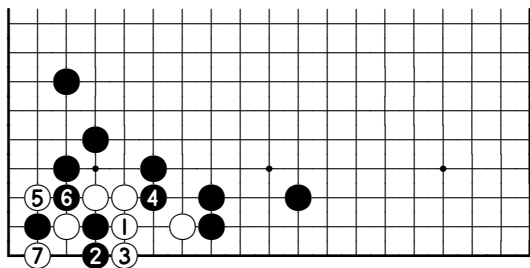
Lösung zu Problem 74



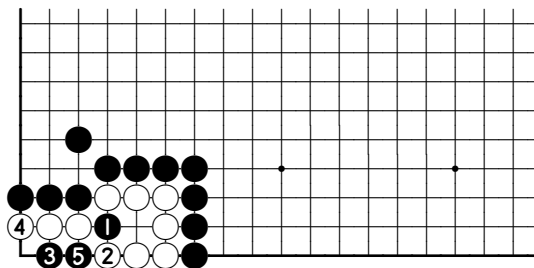
Lösung zu Problem 75



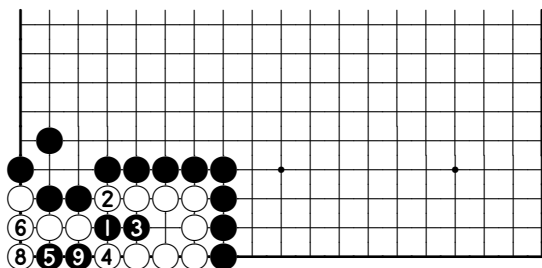
Lösung zu Problem 76



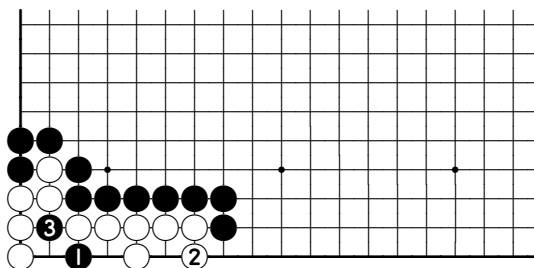
Lösung zu Problem 77



Lösung zu Problem 78

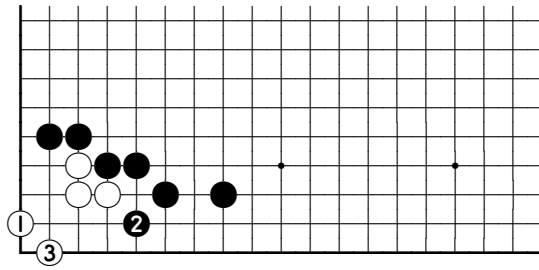


Lösung zu Problem 79

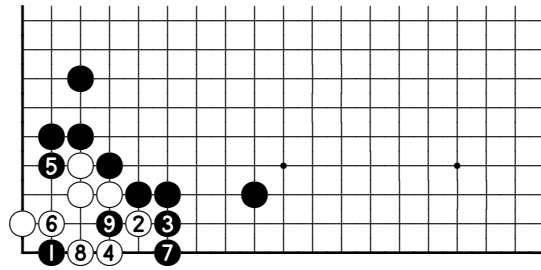


Lösung zu Problem 80

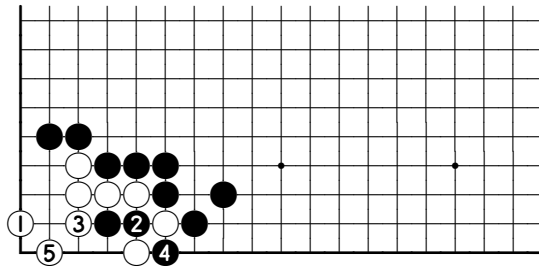
Die Lösungen



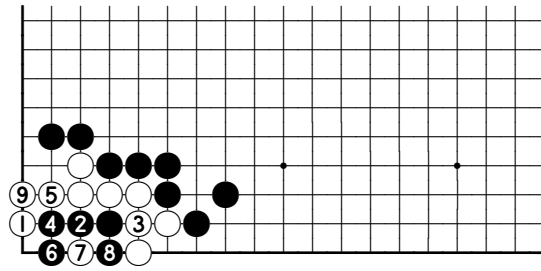
Lösung zu Problem 121



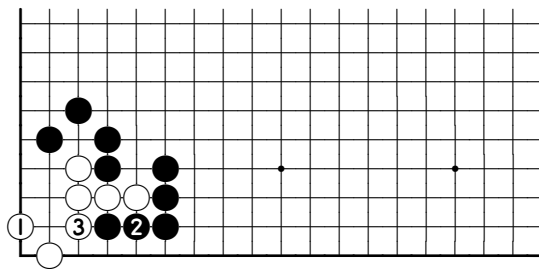
Lösung zu Problem 122



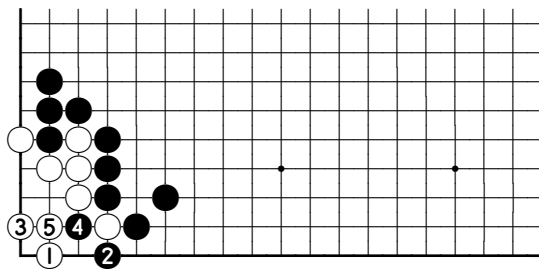
Lösung zu Problem 123



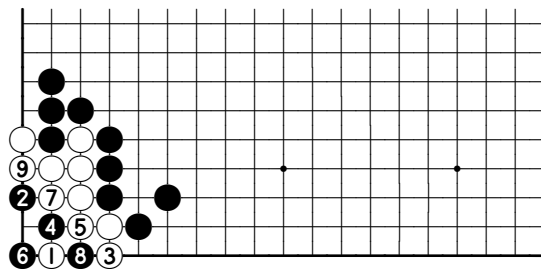
Alternative Lösung zu Problem 123



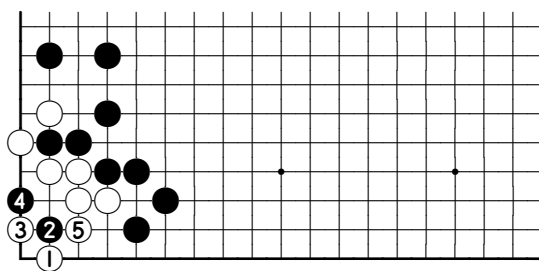
Lösung zu Problem 124



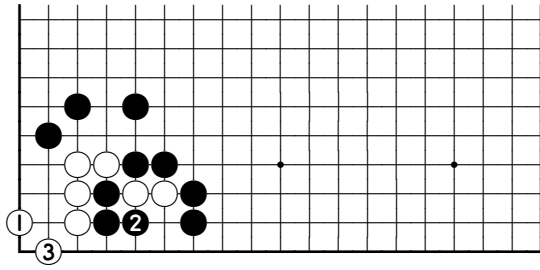
Lösung zu Problem 125



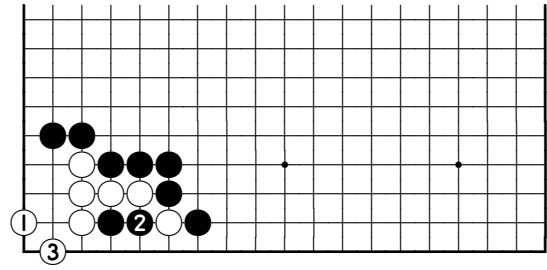
Alternative Lösung zu Problem 125



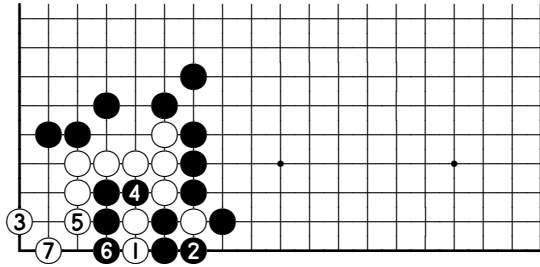
Lösung zu Problem 126



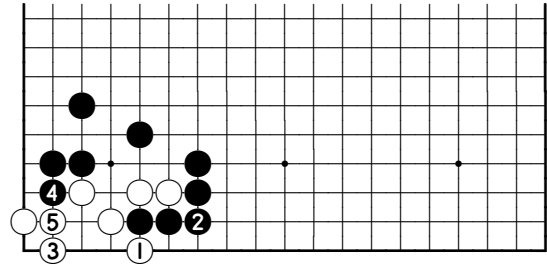
Lösung zu Problem 127



Lösung zu Problem 128

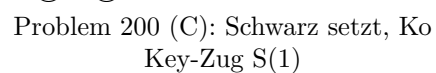
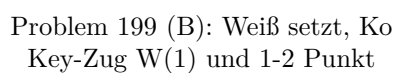
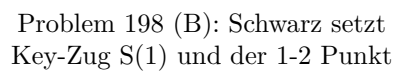
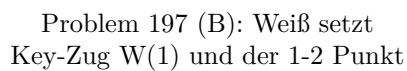
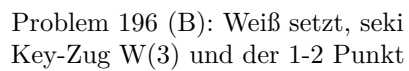
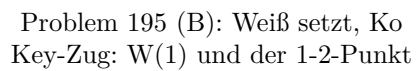
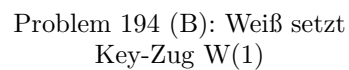
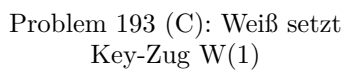
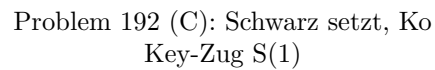
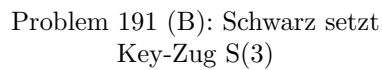


Lösung zu Problem 129

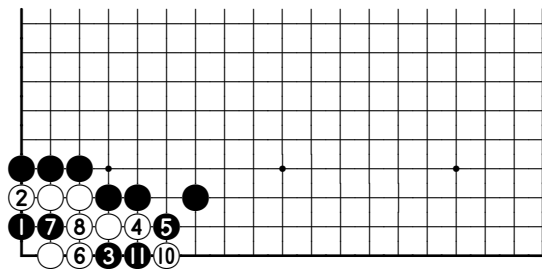


Lösung zu Problem 130

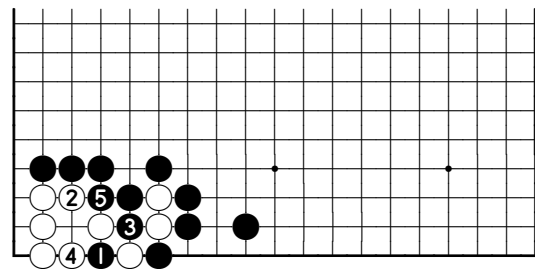
Die Probleme



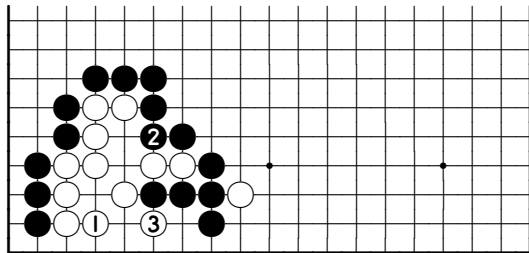
Die Lösungen



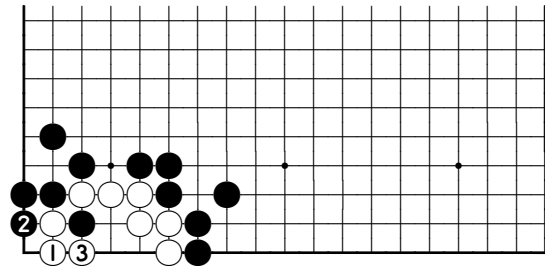
Lösung zu Problem 191: 9 auf 11



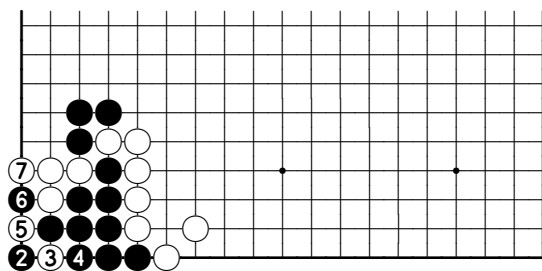
Lösung zu Problem 192



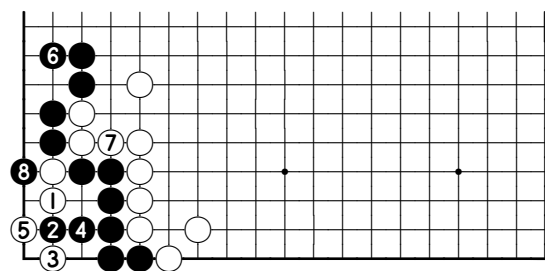
Lösung zu Problem 193



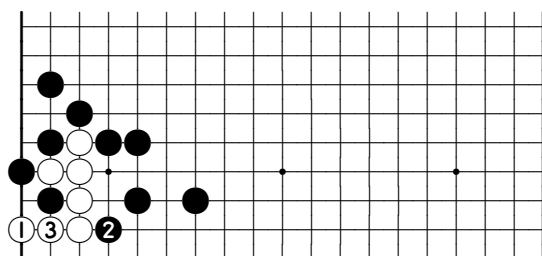
Lösung zu Problem 194



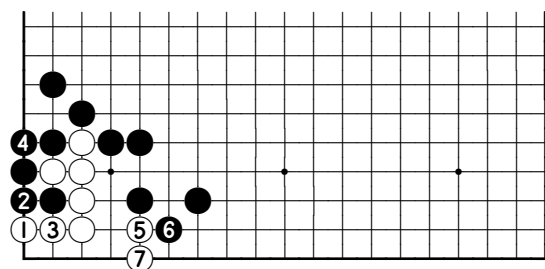
Lösung zu Problem 195: ① auf ③



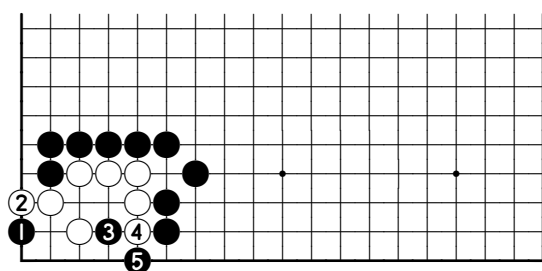
Lösung zu Problem 196



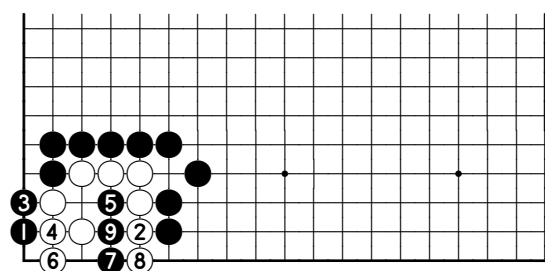
Lösung zu Problem 197



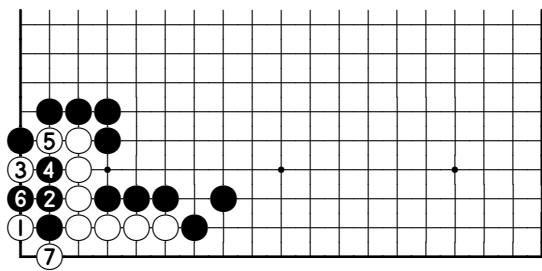
Alternative Lösung zu Problem 197



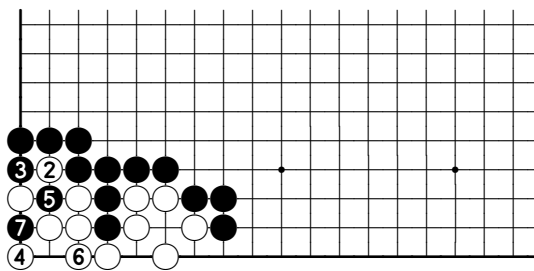
Lösung zu Problem 198



Alternative Lösung zu Problem 198

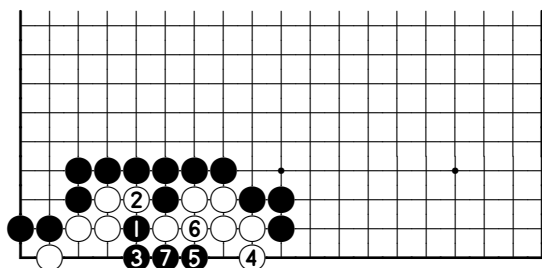


Lösung zu Problem 199

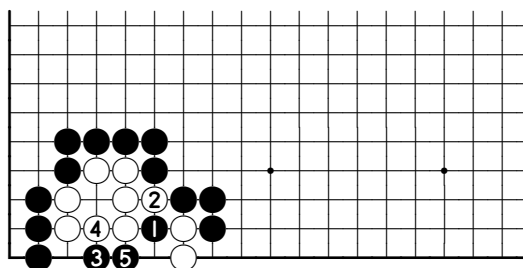


Lösung zu Problem 200: ❶ auf ❷

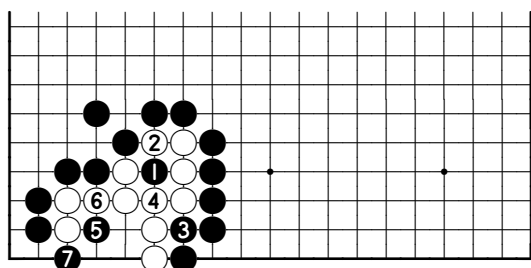
Die Lösungen



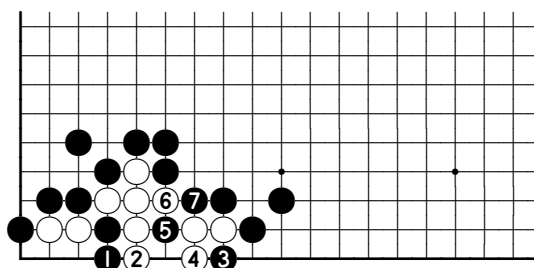
Lösung zu Problem 241



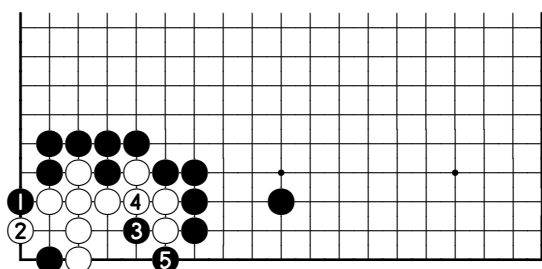
Lösung zu Problem 242



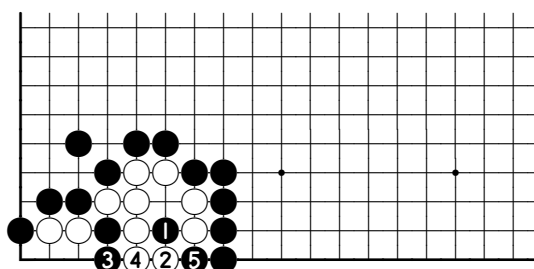
Lösung zu Problem 243



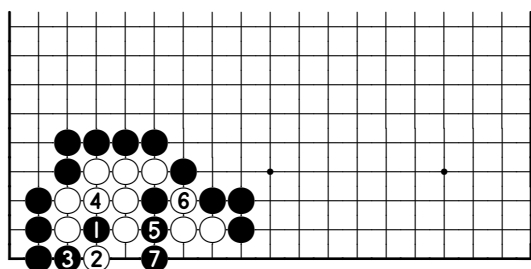
Lösung zu Problem 244



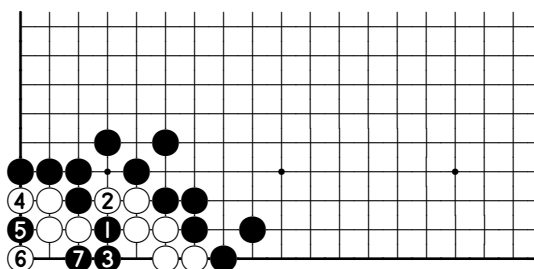
Lösung zu Problem 245



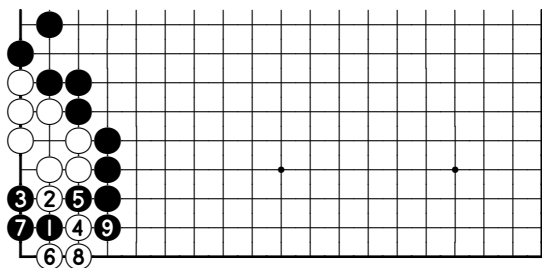
Lösung zu Problem 246



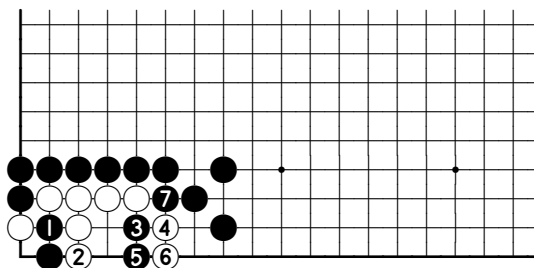
Lösung zu Problem 247



Lösung zu Problem 248



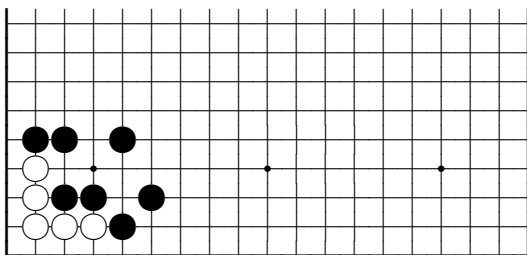
Lösung zu Problem 249



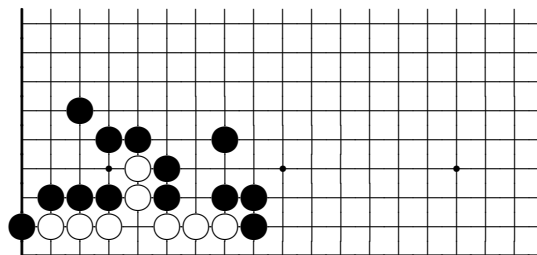
Lösung zu Problem 250

Kategorie 6: In symmetrischen Stellungen spiele in die Mitte

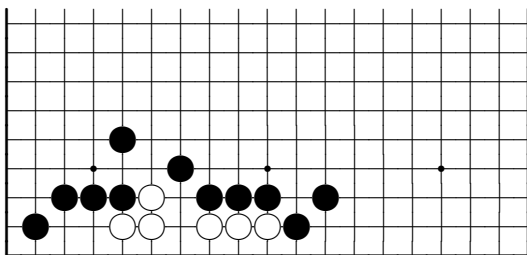
Die Probleme



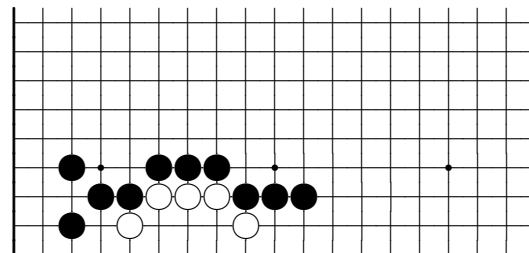
Problem 291 (C): Weiß setzt
Key-Zug W(1) 1-1 Punkt



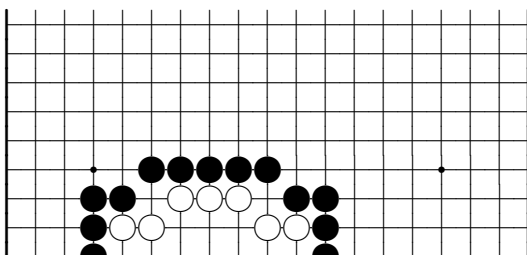
Problem 292 (C): Weiß setzt
Key-Zug W(1)



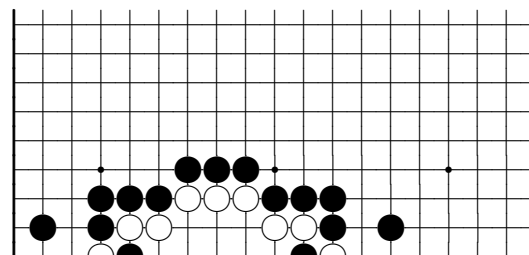
Problem 293 (B): Weiß setzt
Key-Zug W(1), mit W(9) Eigenschaft der Ecke
nutzen



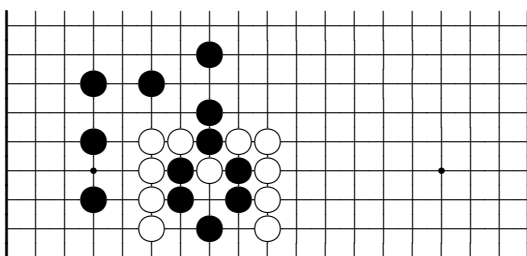
Problem 294 (C): Weiß setzt
Key-Zug W(1)



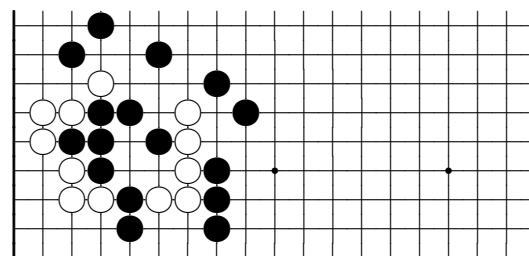
Problem 295 (B): Schwarz setzt
Key-Zug S(1)



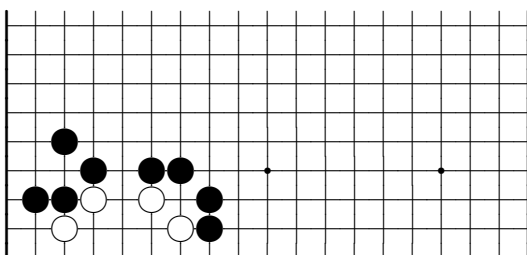
Problem 296 (C): Weiß setzt
Key-Zug W(1)



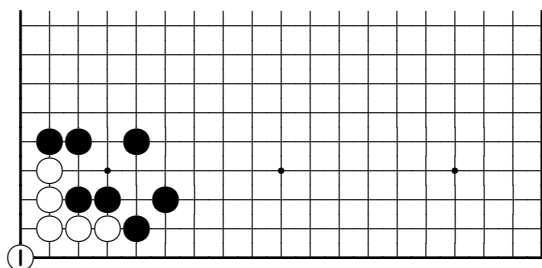
Problem 297 (C): Weiß setzt
Key-Zug W(1)



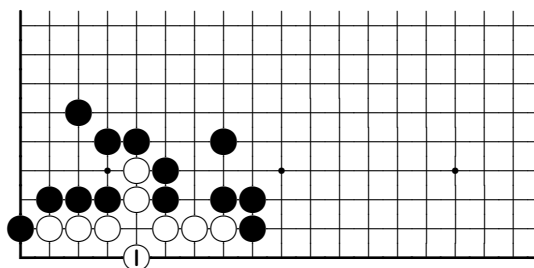
Problem 298 (B): Weiß setzt
Key-Zug W(3)



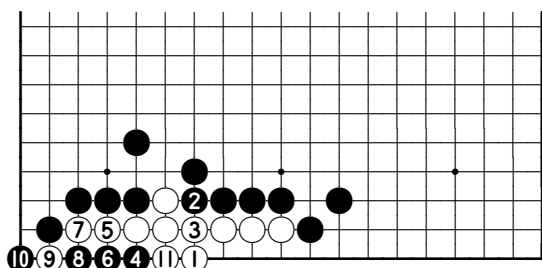
Die Lösungen



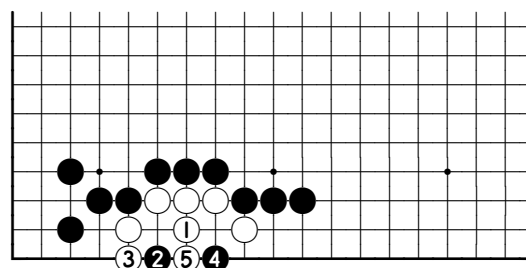
Lösung zu Problem 291



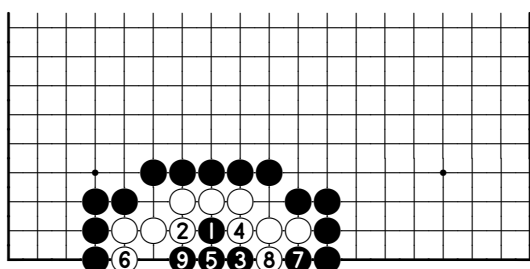
Lösung zu Problem 292



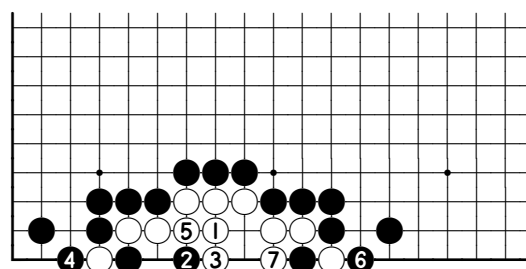
Lösung zu Problem 293



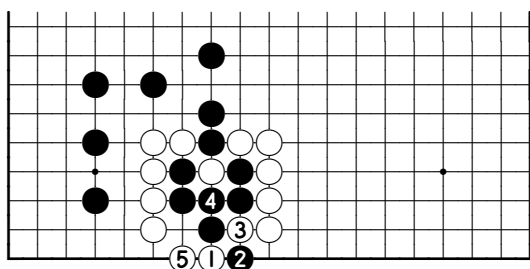
Lösung zu Problem 294



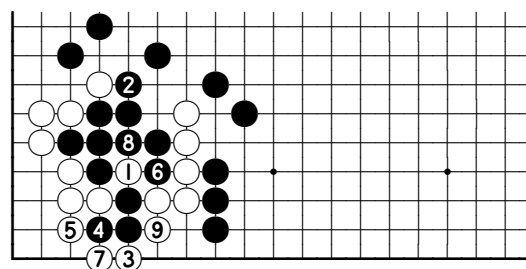
Lösung zu Problem 295



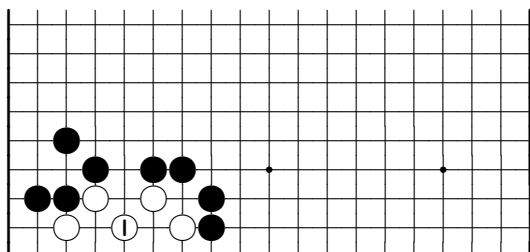
Lösung zu Problem 296



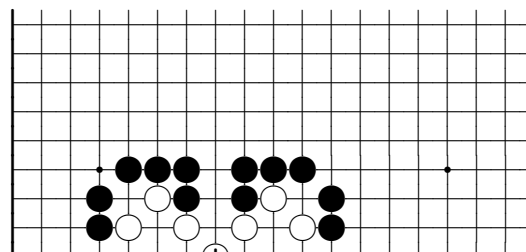
Lösung zu Problem 297



Lösung zu Problem 298

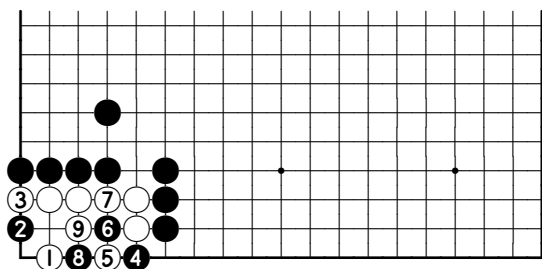


Lösung zu Problem 299

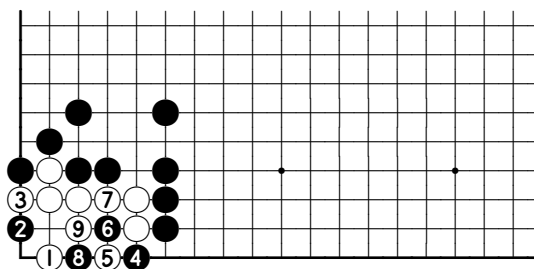


Lösung zu Problem 300

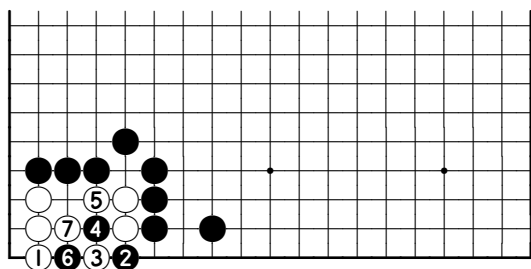
Die Lösungen



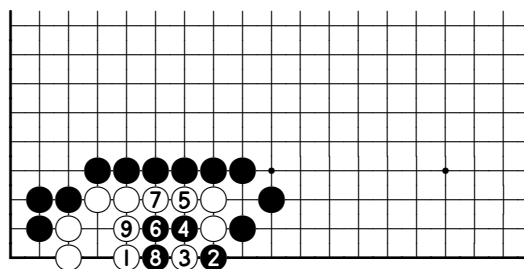
Lösung zu Problem 341



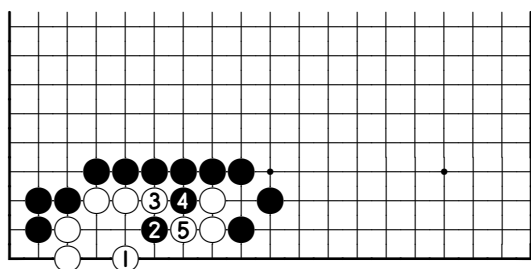
Lösung zu Problem 342



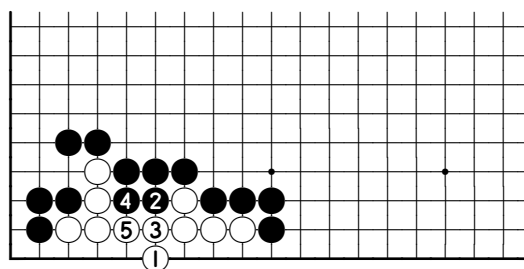
Lösung zu Problem 343



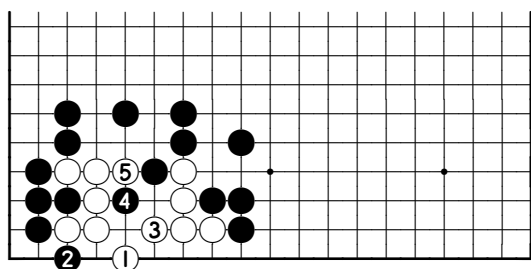
Lösung zu Problem 344



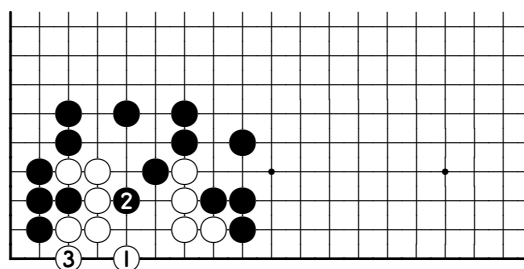
Alternative Lösung zu Prb. 344



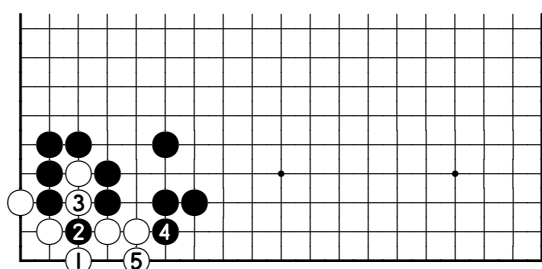
Lösung zu Problem 345



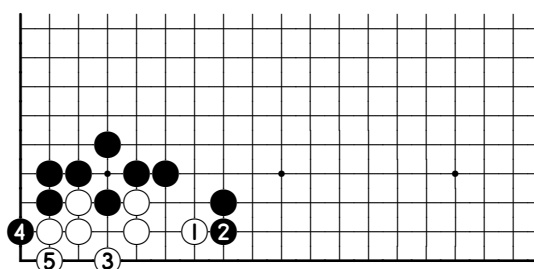
Lösung zu Problem 346



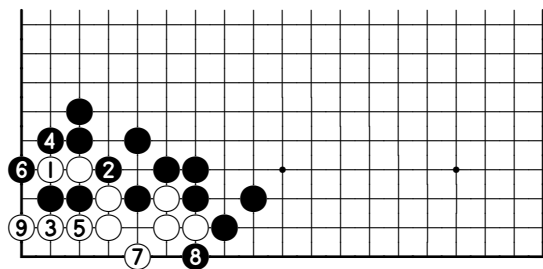
Alternative Lösung zu Prb. 346



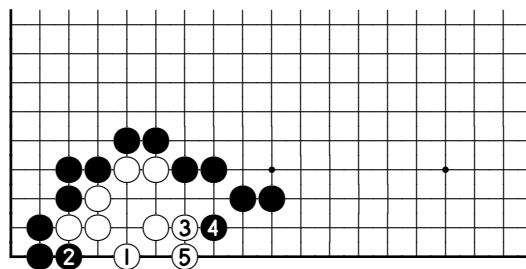
Lösung zu Problem 347



Lösung zu Problem 348



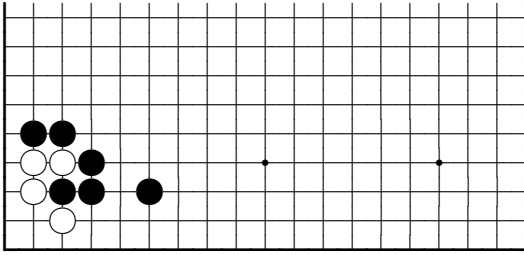
Lösung zu Problem 349



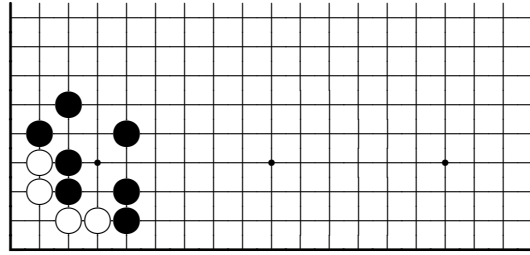
Lösung zu Problem 350

Kategorie 8: Lebende Augen

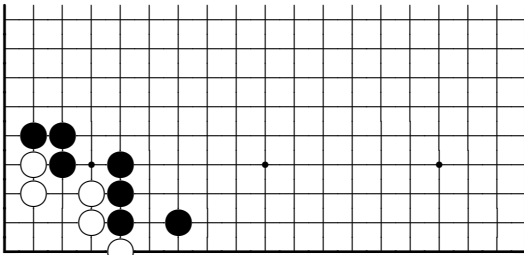
Die Probleme



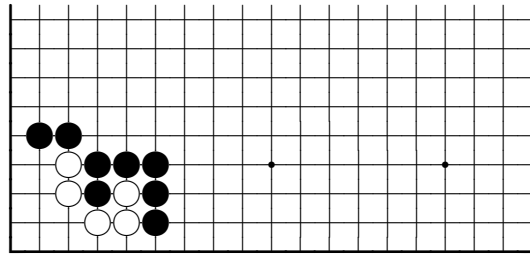
Problem 371 (C): Weiß setzt
Key-Zug: W(1)



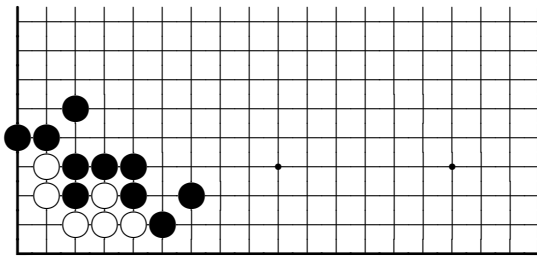
Problem 372 (C): Weiß setzt
Key-Zug: W(1)



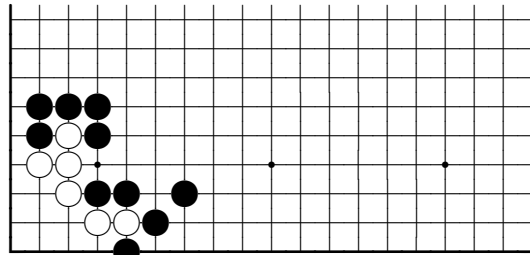
Problem 373 (B): Weiß setzt
Key-Zug: W(1)



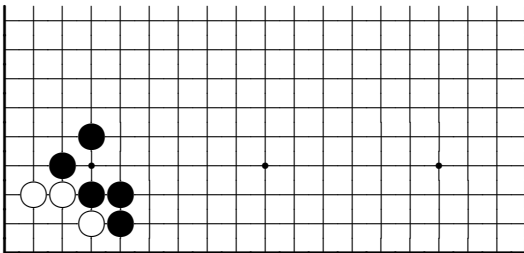
Problem 374 (C): Weiß setzt
Key-Zug: W(1)



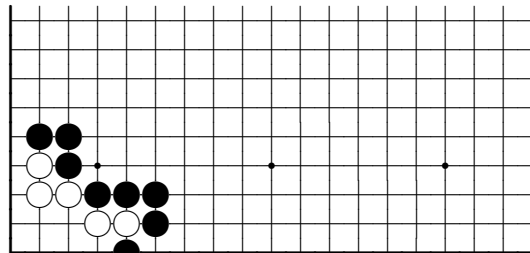
Problem 375 (C): Weiß setzt
Key-Zug: W(1)



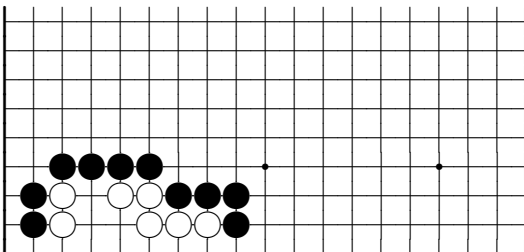
Problem 376 (B): White to play.
Key-Zug: W(1) und mit W(3) den richtigen
Stein opfern



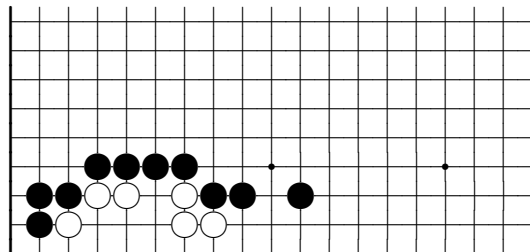
Problem 377 (C): Weiß setzt
Key-Zug: W(1)



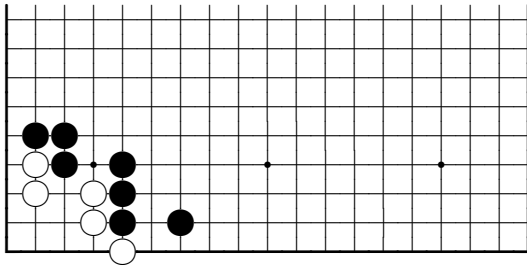
Problem 378 (B): Weiß setzt
Key-Zug: W(1)



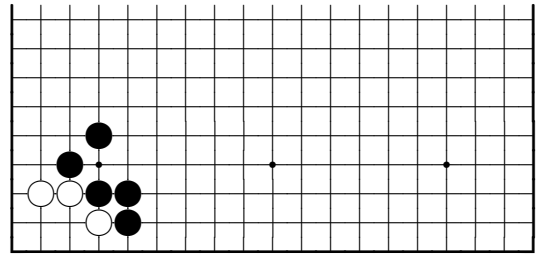
Problem 379 (C): Weiß setzt
Key-Zug: W(1)



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

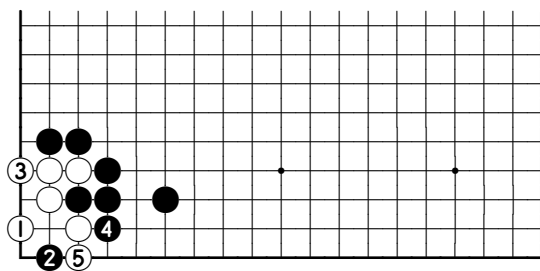


Problem 3731 (B): Weiß setzt
Key-Zug: W(1)

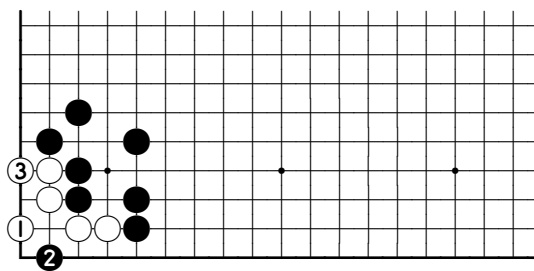


Problem 3771 (C): Weiß setzt
Key-Zug: W(1)

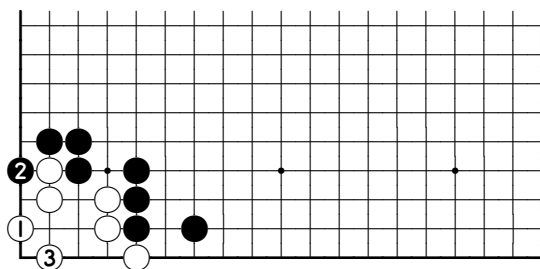
Die Lösungen



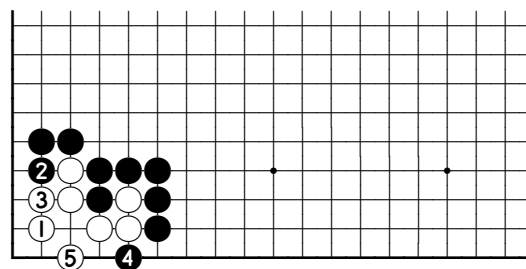
Lösung zu Problem 371



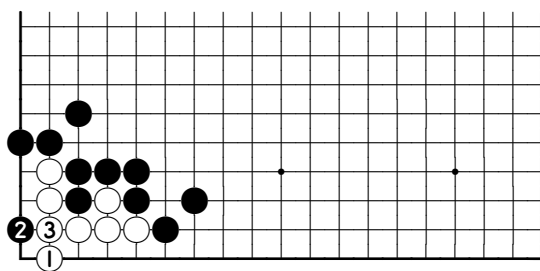
Lösung zu Problem 372



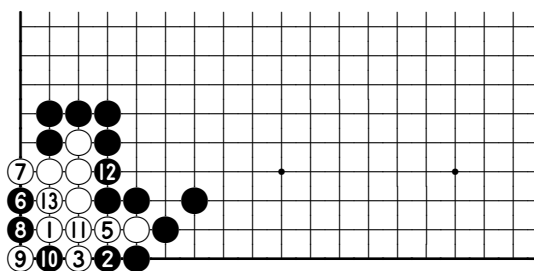
Lösung zu Problem 373



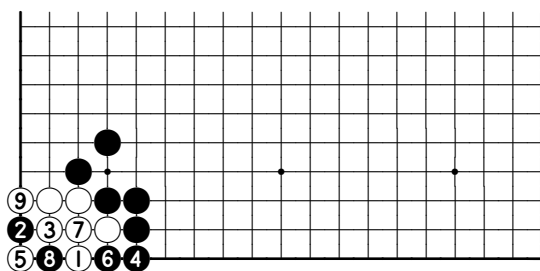
Lösung zu Problem 374



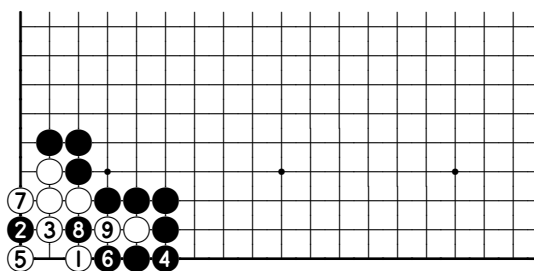
Lösung zu Problem 375



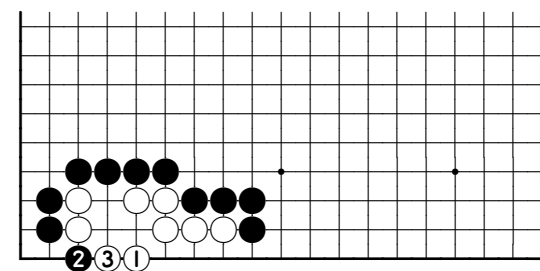
Lösung zu Problem 376



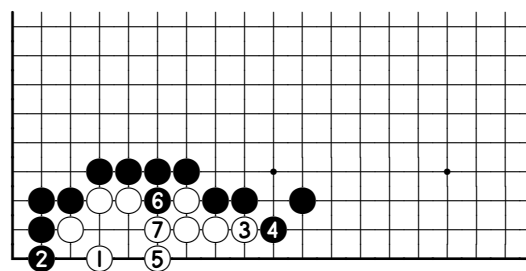
Lösung zu Problem 377



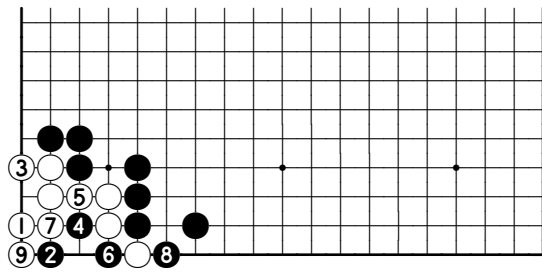
Lösung zu Problem 378



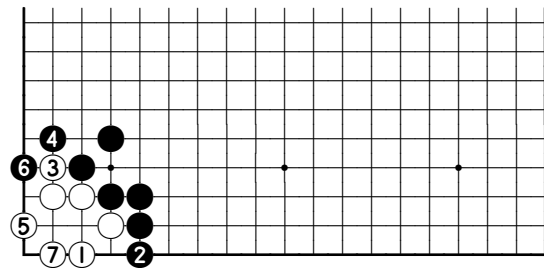
Lösung zu Problem 379



Lösung zu Problem 380



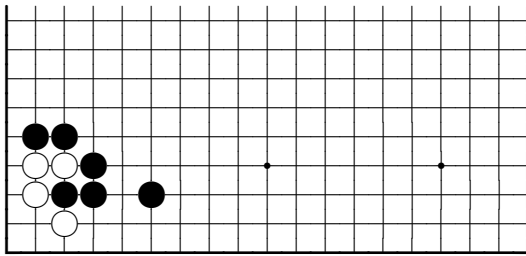
Lösung zu Problem 3731



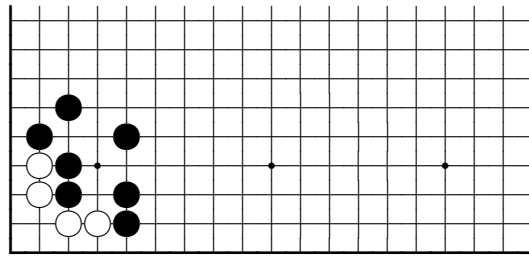
Lösung zu Problem 3771

Kategorie 9: Lebendes Gebiet

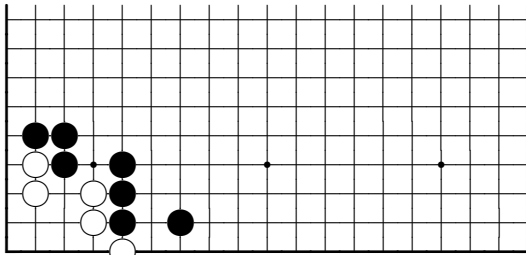
Die Probleme



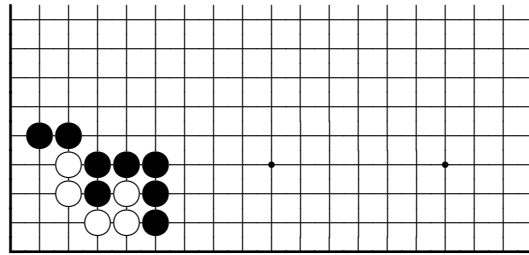
Problem 371 (C): Weiß setzt
Key-Zug: W(1)



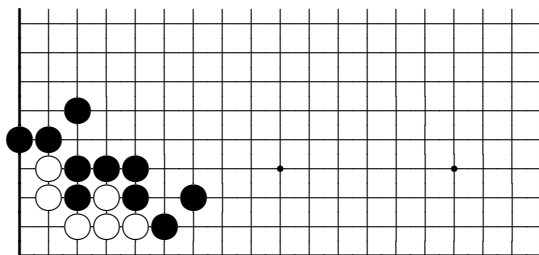
Problem 372 (C): Weiß setzt
Key-Zug: W(1)



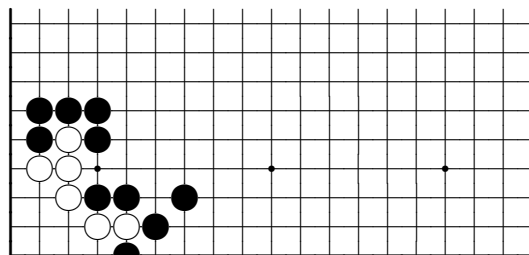
Problem 373 (B): Weiß setzt
Key-Zug: W(1)



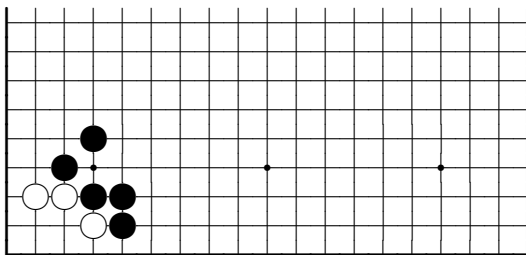
Problem 374 (C): Weiß setzt
Key-Zug: W(1)



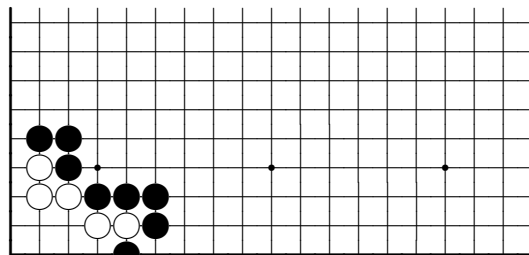
Problem 375 (C): Weiß setzt
Key-Zug: W(1)



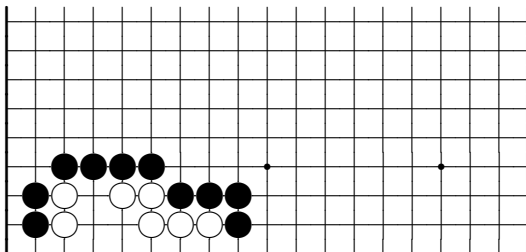
Problem 376 (B): White to play.
Key-Zug: W(1) und mit W(3) den richtigen
Stein opfern



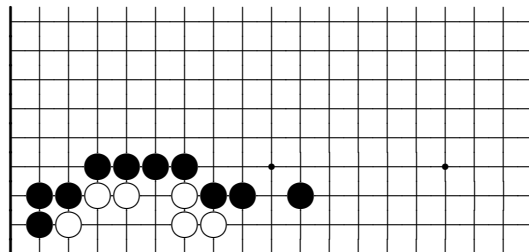
Problem 377 (C): Weiß setzt
Key-Zug: W(1)



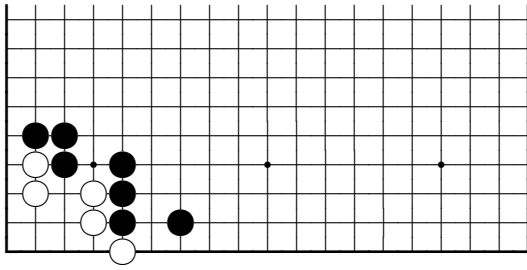
Problem 378 (B): Weiß setzt
Key-Zug: W(1)



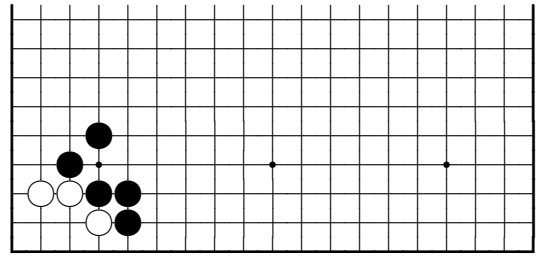
Problem 379 (C): Weiß setzt
Key-Zug: W(1)



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

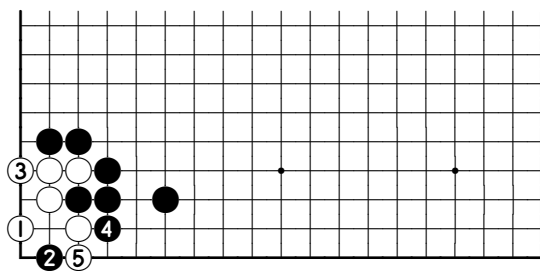


Problem 3731 (B): Weiß setzt
Key-Zug: W(1)

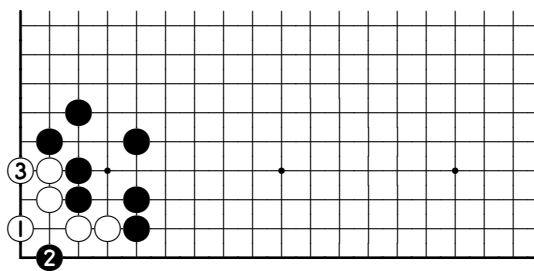


Problem 3771 (C): Weiß setzt
Key-Zug: W(1)

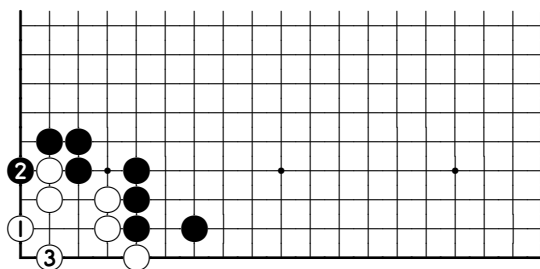
Die Lösungen



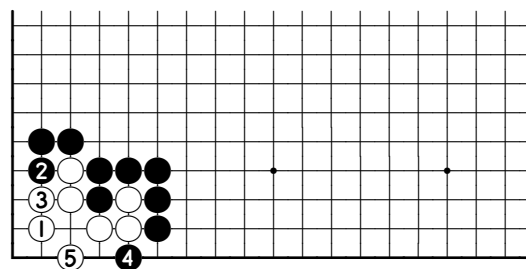
Lösung zu Problem 371



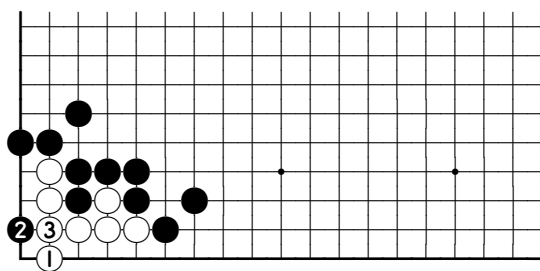
Lösung zu Problem 372



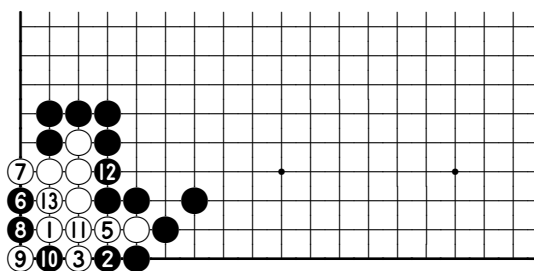
Lösung zu Problem 373



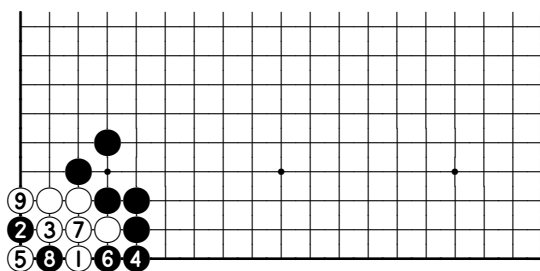
Lösung zu Problem 374



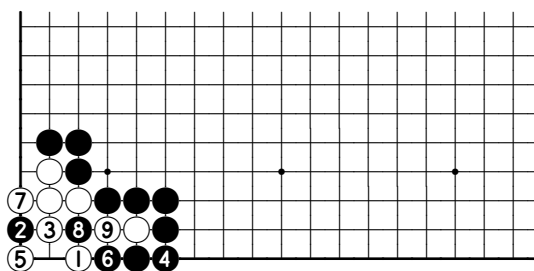
Lösung zu Problem 375



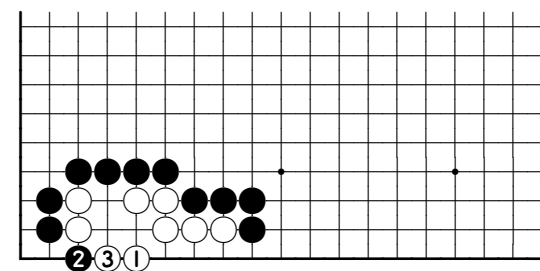
Lösung zu Problem 376



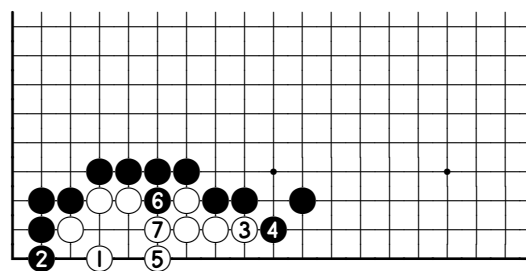
Lösung zu Problem 377



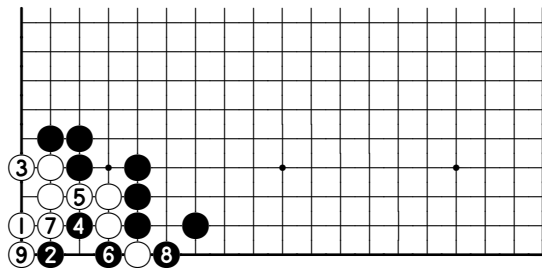
Lösung zu Problem 378



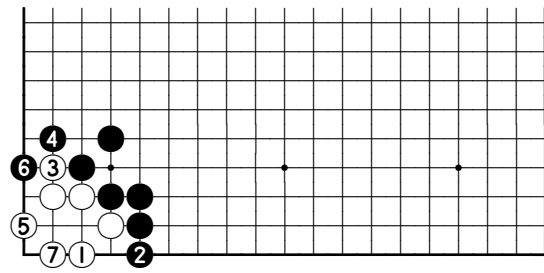
Lösung zu Problem 379



Lösung zu Problem 380



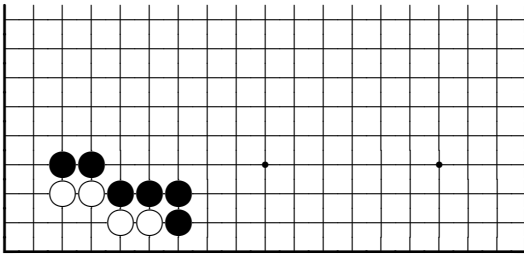
Lösung zu Problem 3731



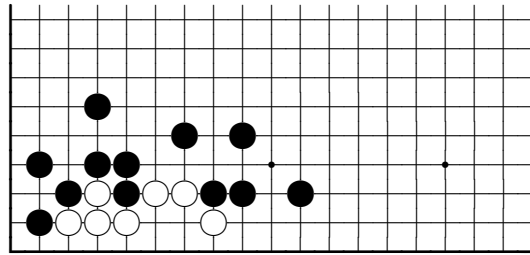
Lösung zu Problem 3771

Kategorie 10: Von außen angreifen

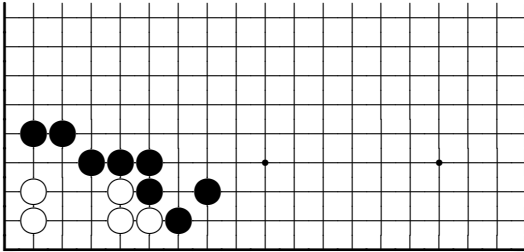
Die Probleme



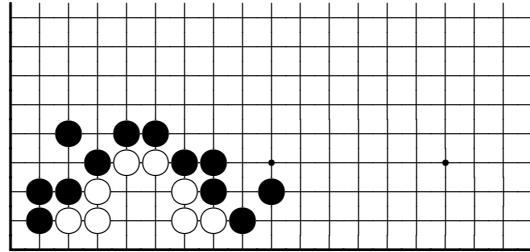
Problem 431 (B): Schwarz setzt
Key-Zug S(1) und S(3)



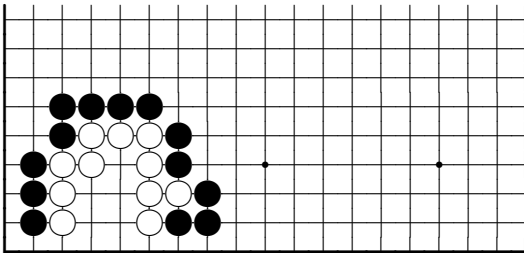
Problem 432 (B): Schwarz setzt
Key-Zug S(1)



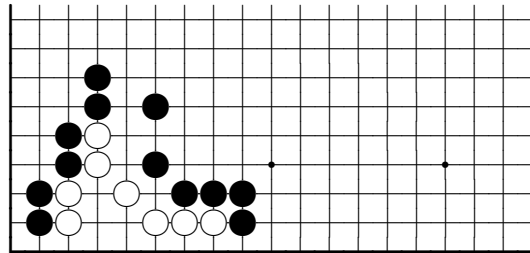
Problem 433 (A): Schwarz setzt
Key-Zug S(1)



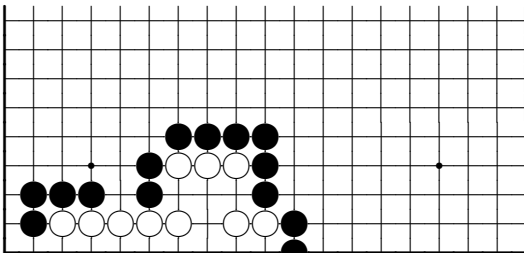
Problem 434 (B): Schwarz setzt
Key-Zug S(1)



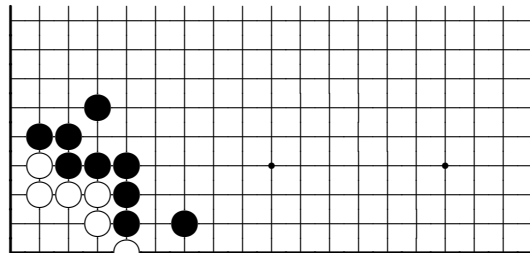
Problem 435 (A): Schwarz setzt
Key-Zug S(1) und S(3)



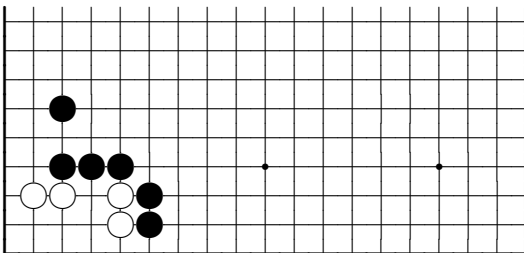
Problem 436 (A): Schwarz setzt
Key-Zug S(1) und S(3)



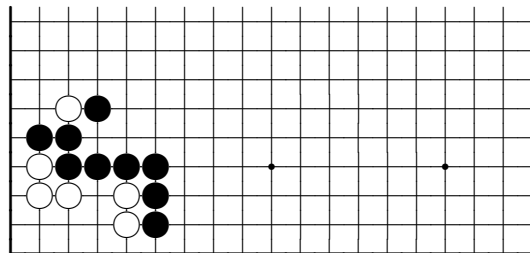
Problem 437 (A): Schwarz setzt
Key-Zug S(1) und S(3)



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

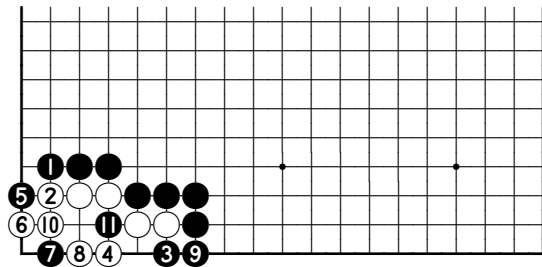


Problem 439 (C): Schwarz setzt
Key-Zug S(1)

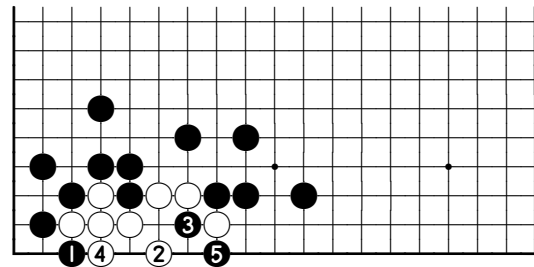


Problem 440 (C): Schwarz setzt
Key-Zug S(1) und S(3)

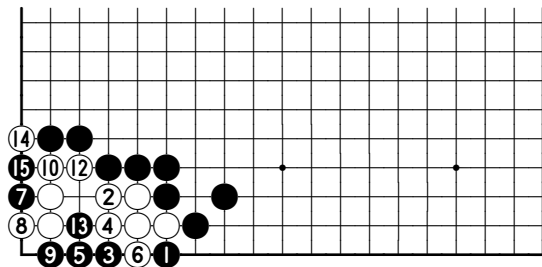
Die Lösungen



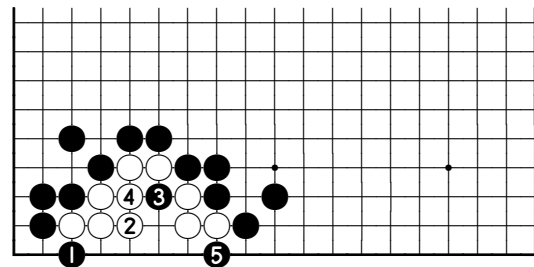
Lösung zu Problem 431



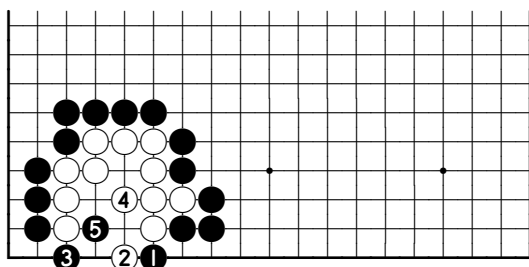
Lösung zu Problem 432



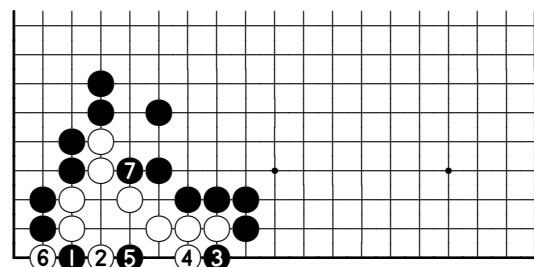
Lösung zu Problem 433



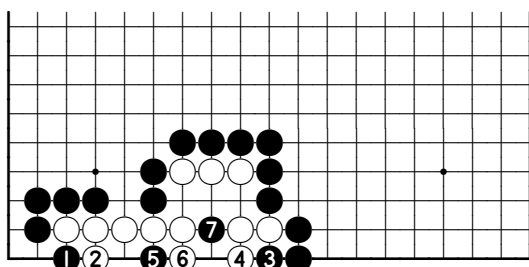
Lösung zu Problem 434



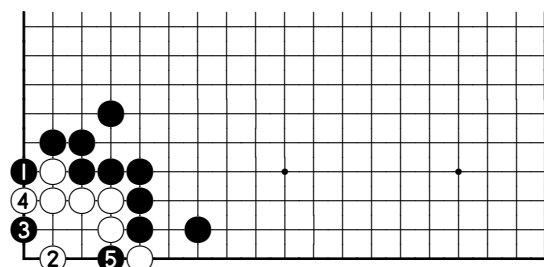
Lösung zu Problem 435



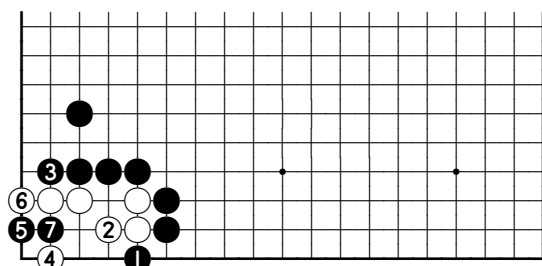
Lösung zu Problem 436



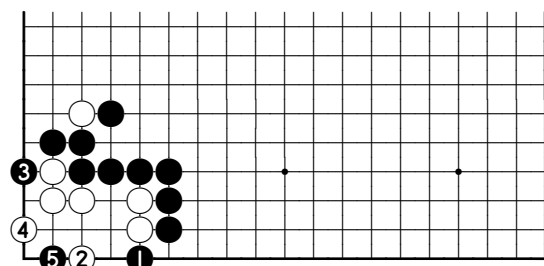
Lösung zu Problem 437



Lösung zu Problem 438



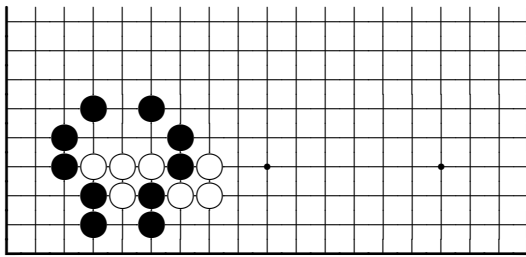
Lösung zu Problem 439



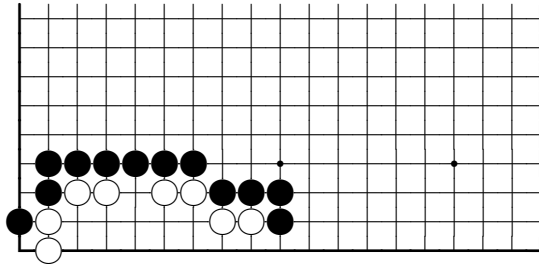
Lösung zu Problem 440

Kategorie 11: Reihenfolge der Züge

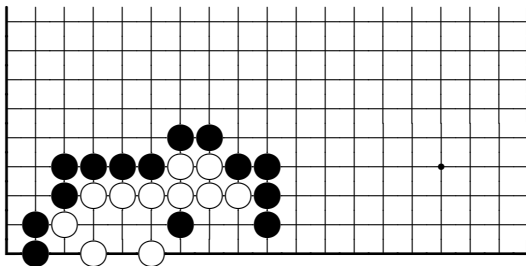
Die Probleme



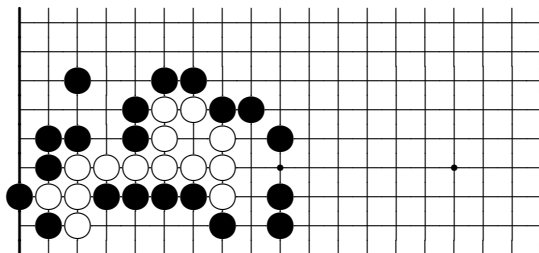
Problem 461 (C): Weiß setzt
Key-Zug W(5) und W(7)



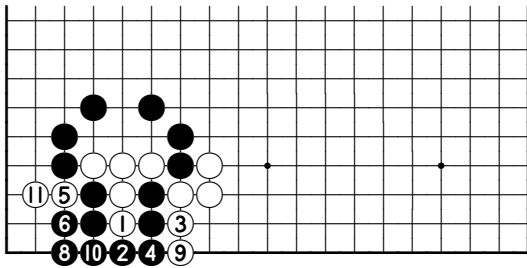
Problem 463 (B): Schwarz setzt
Key-Zug S(3), S(5) und S(7) Widerstand gegen
Berührung



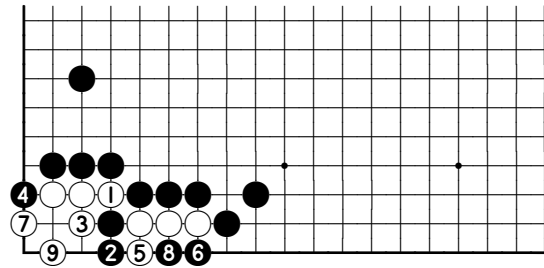
Problem 465 (B): Schwarz setzt
Key-Zug S(1) und S(3)



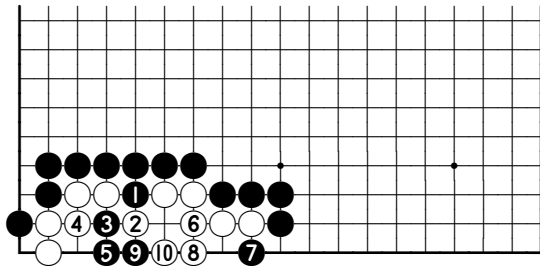
Die Lösungen



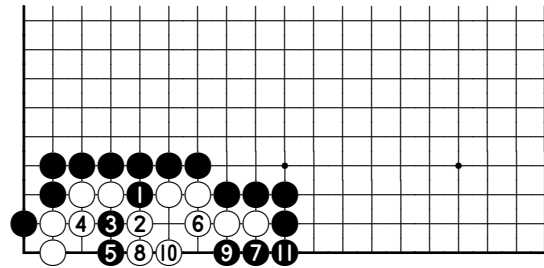
Lösung zu Problem 461



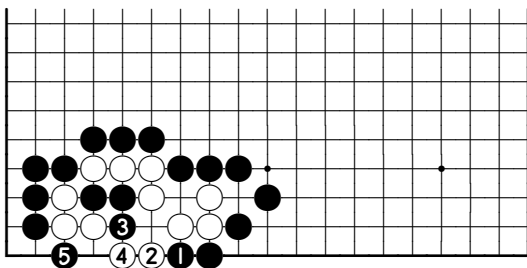
Lösung zu Problem 462



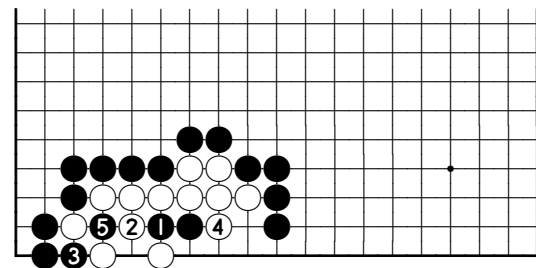
Lösung zu Problem 463



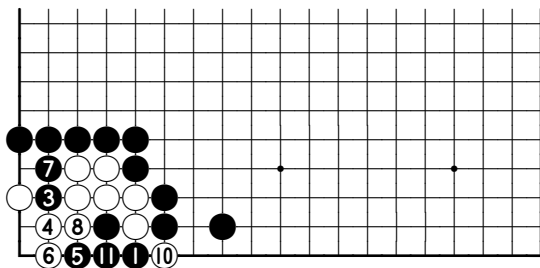
Alternative Lösung zu Problem 463



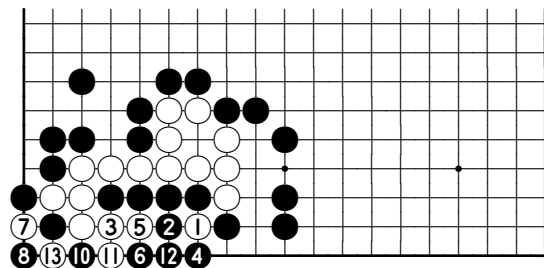
Lösung zu Problem 464



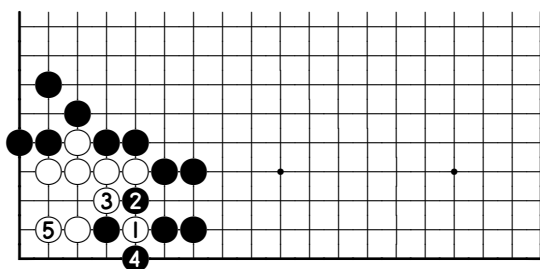
Lösung zu Problem 465



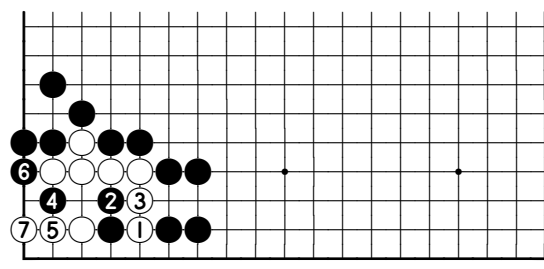
Lösung zu Problem 466



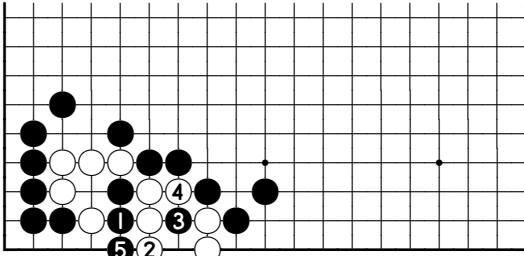
Lösung zu Problem 467



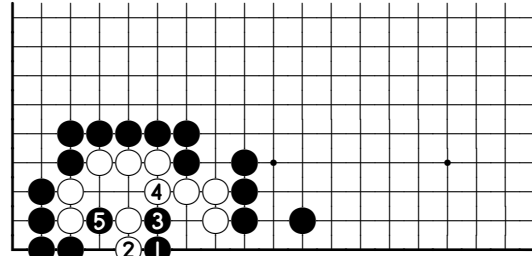
Lösung zu Problem 468



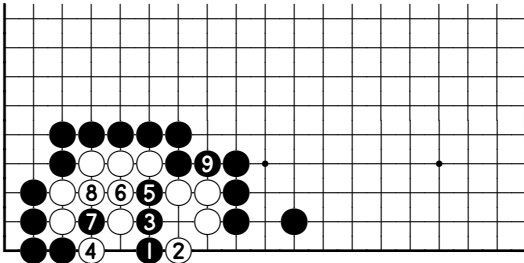
Alternative Lösung zu Problem 468



Lösung zu Problem 469



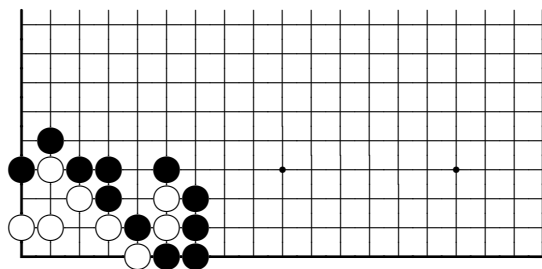
Lösung zu Problem 470



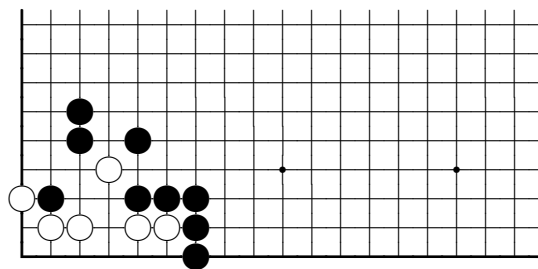
Alternative Lösung zu Problem 470

Kategorie 12: Unter die Steine

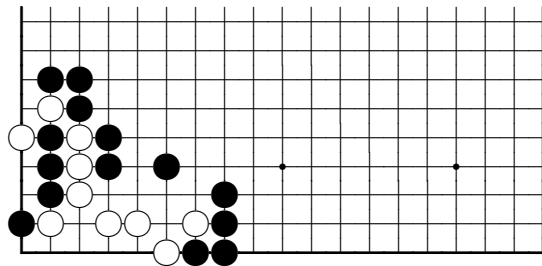
Die Probleme



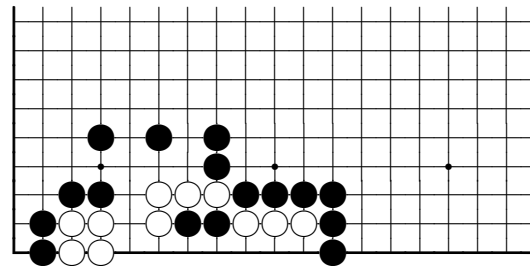
Problem 511 (B): Weiß setzt
»Unter die Steine«



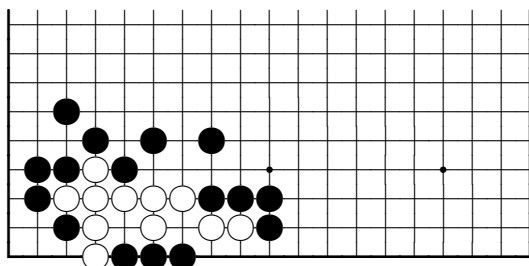
Problem 512 (B): Weiß setzt
»Unter die Steine«



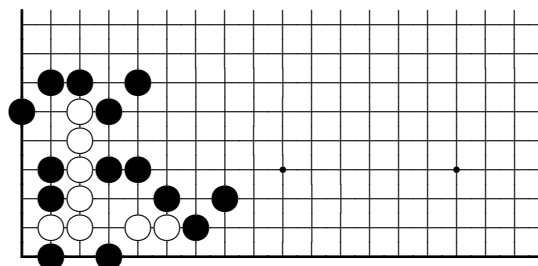
Problem 513 (A): Weiß setzt
»Unter die Steine«



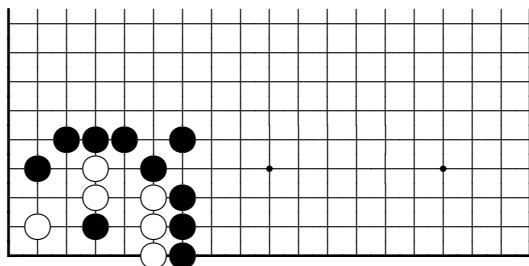
Problem 514 (A): Weiß setzt
»Unter die Steine«



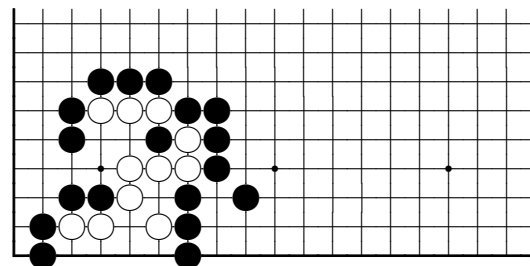
Problem 515 (A): Weiß setzt
»Unter die Steine«



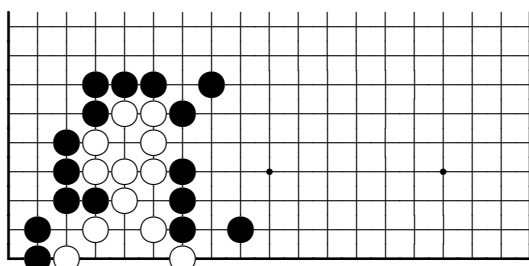
Problem 516 (A): Weiß setzt
»Unter die Steine«



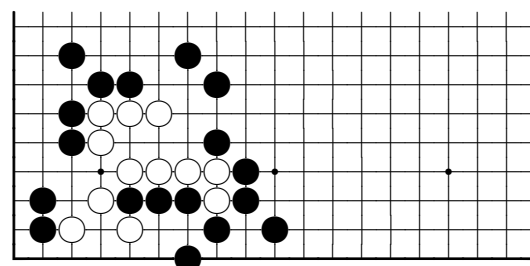
Problem 517 (A): Weiß setzt
»Unter die Steine« bzw. Ko



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

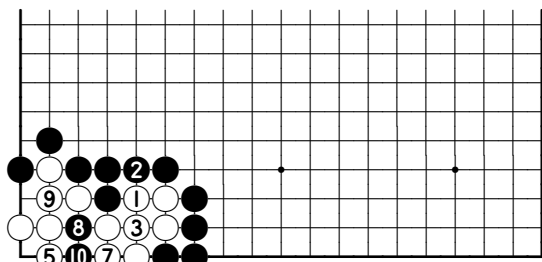


Problem 519 (B): Weiß setzt
»Unter die Steine«

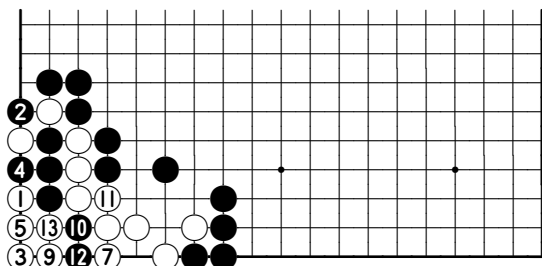


Problem 520 (B): Weiß setzt
»Unter die Steine«

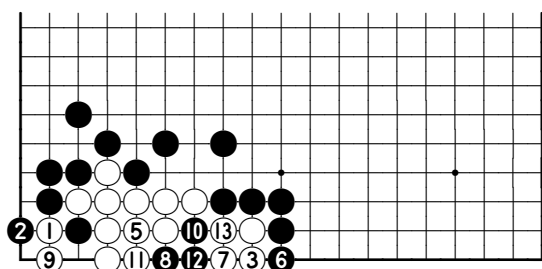
Die Lösungen



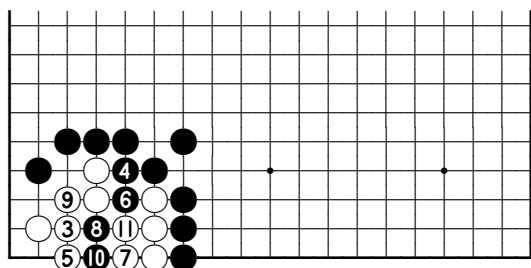
Lösung zu Problem 511
4 auf **10**, **6** auf **8**, **10** fängt die weiße Gruppe
 und mit **11** auf **3** ergibt sich »unter die Steine«



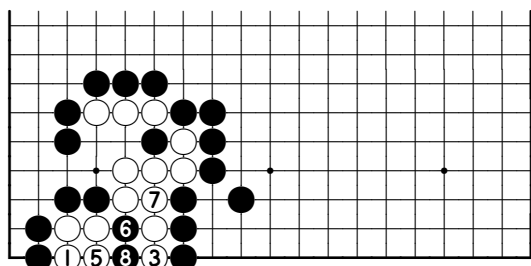
Lösung zu Problem 513
6 auf **12**, **8** auf **10**, **15** auf **13**



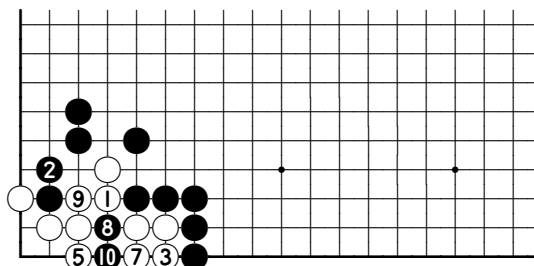
Lösung zu Problem 515
4 auf **10**, **13** rechts neben **10**



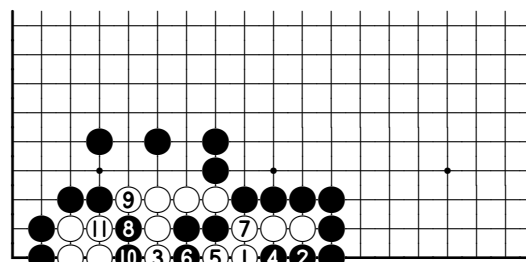
Lösung zu Problem 517
 ① auf ⑪, ② auf ⑩



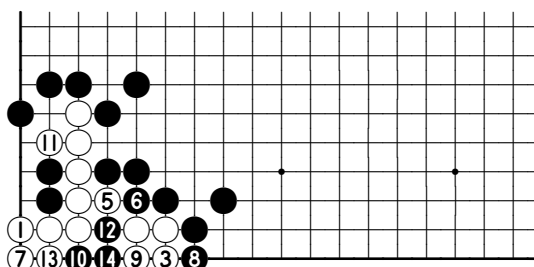
Lösung zu Problem 518
2 auf **8**, **4** auf **6**, **9** links von **6**



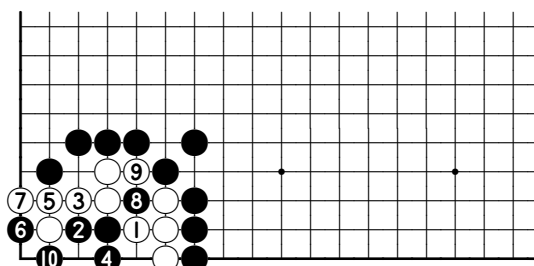
Lösung zu Problem 512
4 auf **10**, **6** auf **8**, **10** fängt die weiße Gruppe
 und mit **11** rechts neben **8** ergibt sich »unter
 die Steine«



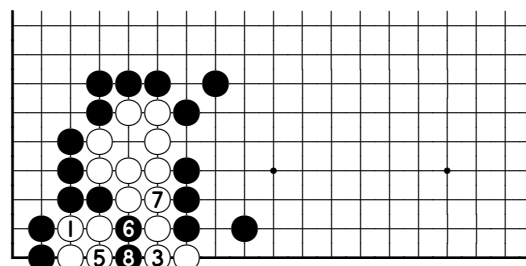
Lösung zu Problem 514



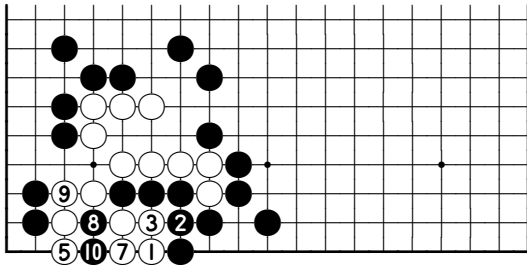
Lösung zu Problem 516
2 auf **10**, **4** auf **12**, **15** rechts neben **12**



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

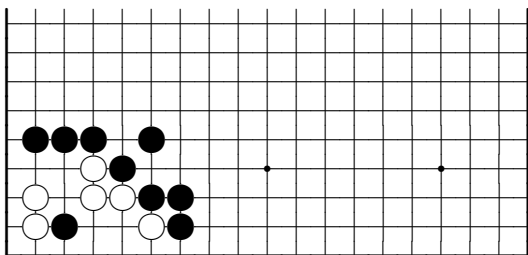


Lösung zu Problem 519
2 auf **8**, **4** auf **6**, **9** links von **6**



Lösung zu Problem 520

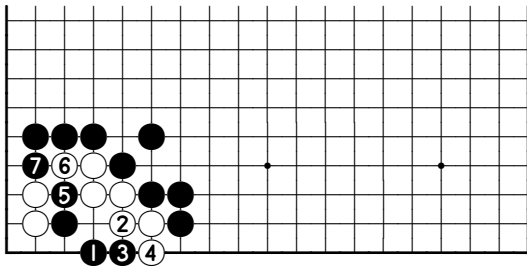
④ auf ⑩, ⑥ auf ③, ⑪ rechts von ③



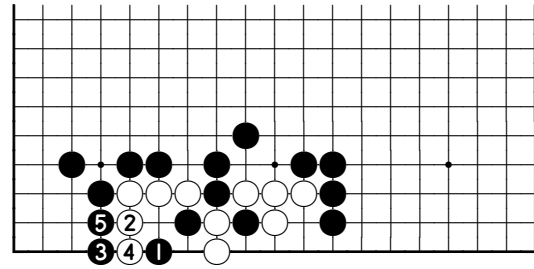
A scatter plot on a grid showing two clusters of points. The left cluster consists of 16 points arranged in a roughly circular pattern, with 8 black points and 8 white points. The right cluster consists of 2 black points located further to the right.

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

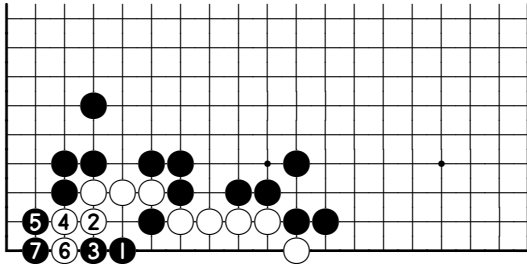
Die Lösungen



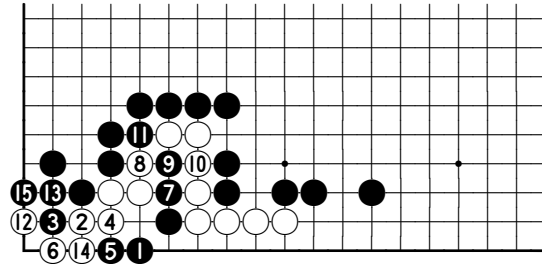
Lösung zu Problem 581



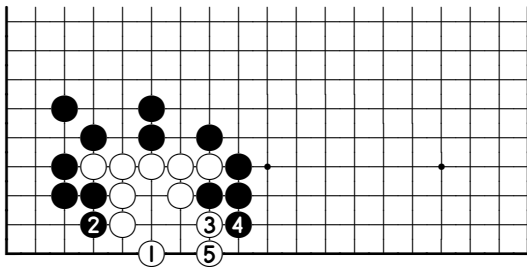
Lösung zu Problem 582



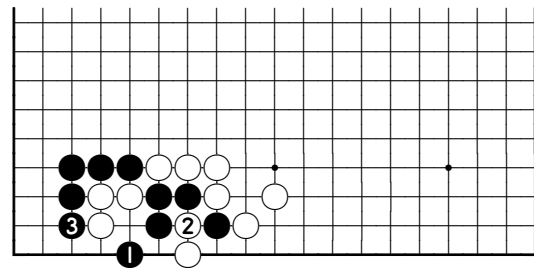
Lösung zu Problem 583



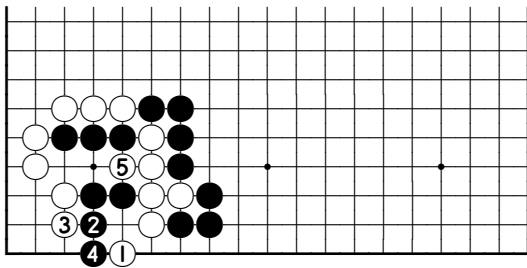
Lösung zu Problem 584



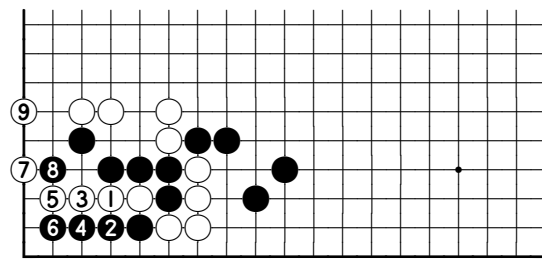
Lösung zu Problem 585



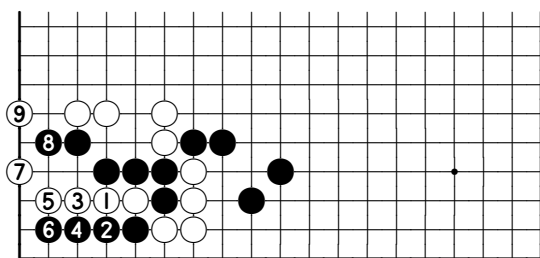
Lösung zu Problem 586



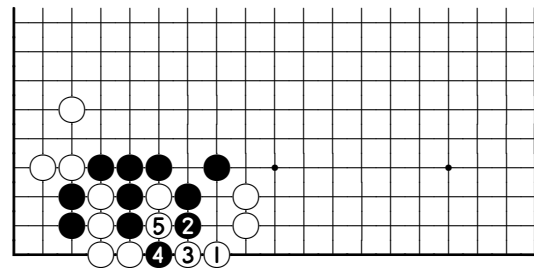
Lösung zu Problem 587



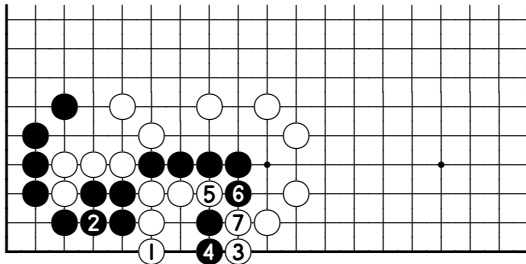
Lösung zu Problem 588



Alternative Lösung zu Prb. 588

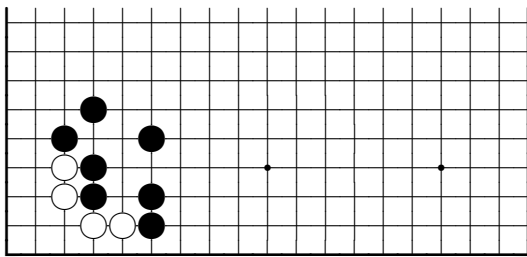


Lösung zu Problem 589

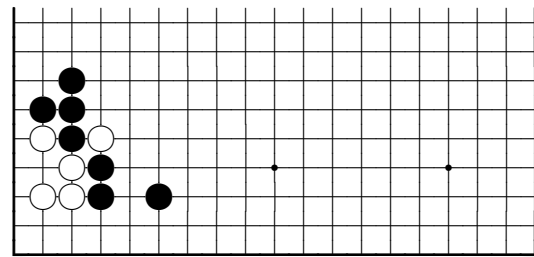


Lösung zu Problem 590

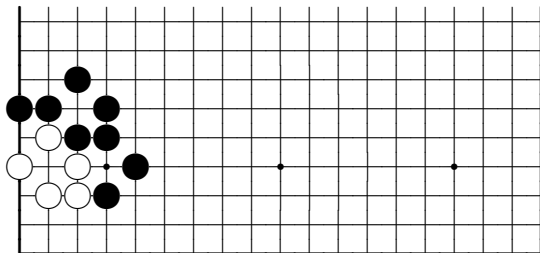
Die Probleme



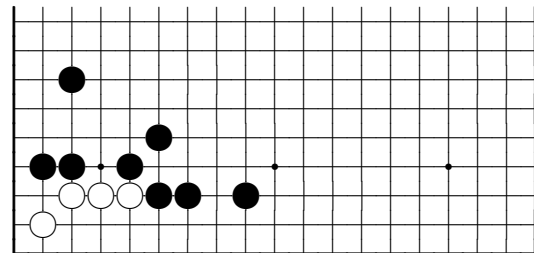
Problem 631 (A): Schwarz setzt
Zug 3: »Ein-Punkte-Sprung«



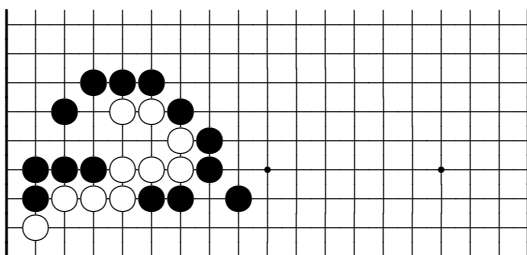
Problem 632 (A): Schwarz setzt
»Ein-Punkte-Sprung«



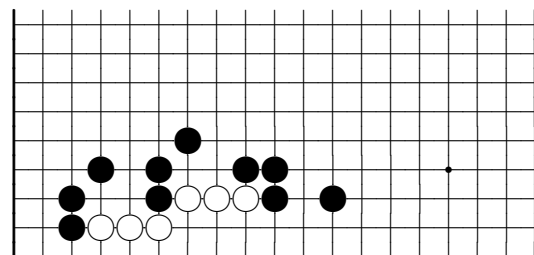
Problem 633 (A): Schwarz setzt
»Ein-Punkte-Sprung«



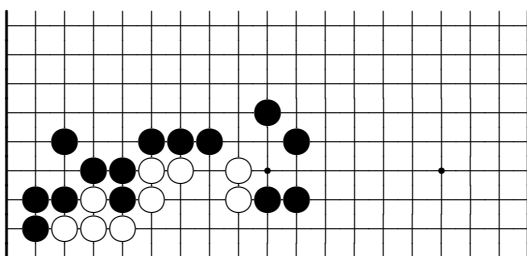
Problem 634 (A): Schwarz setzt
»Ein-Punkte-Sprung«



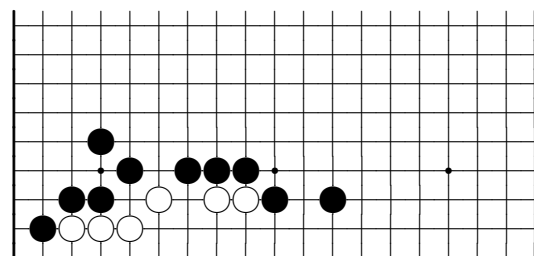
Problem 635 (A): Schwarz setzt
»Ein-Punkte-Sprung«



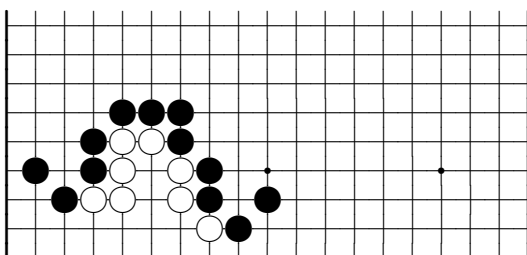
Problem 636 (A): Schwarz setzt
»Ein-Punkte-Sprung«



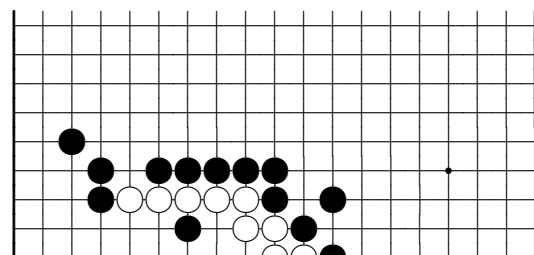
Problem 637 (A): Schwarz setzt
Zug 5: »Ein-Punkte-Sprung«



Problem 638 (A): Schwarz setzt
»Ein-Punkte-Sprung«

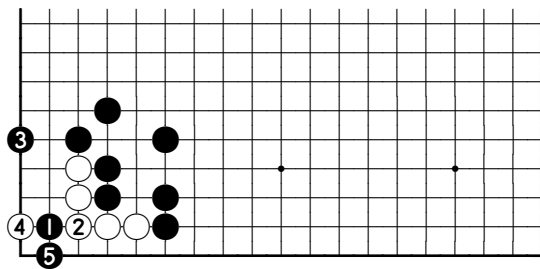


Problem 639 (A): Schwarz setzt
»Ein-Punkte-Sprung«

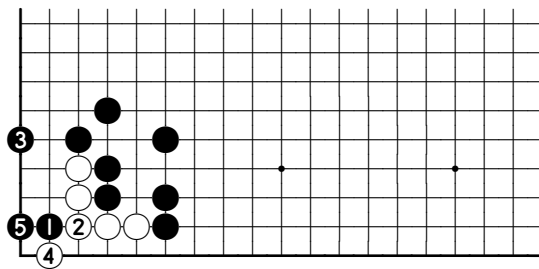


Problem 640 (A): Schwarz setzt
»Ein-Punkte-Sprung«

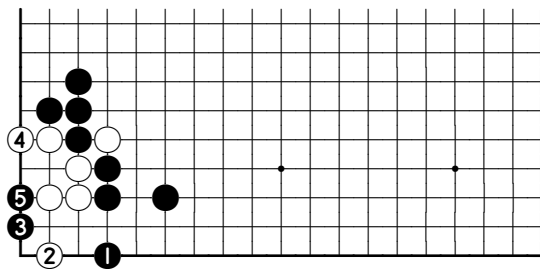
Die Lösungen



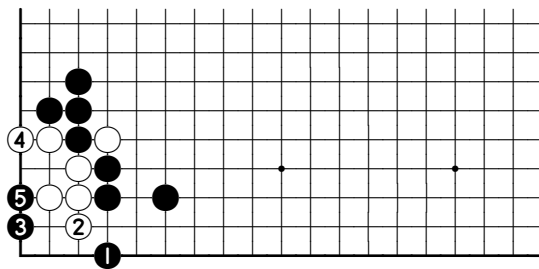
Lösung zu Problem 631



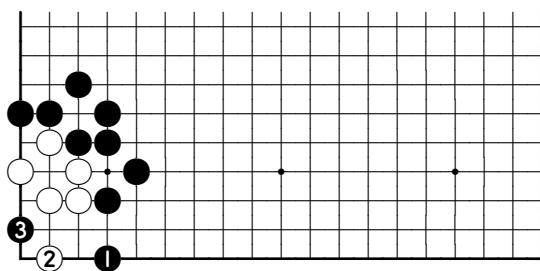
Alternative Lösung zu Problem 631



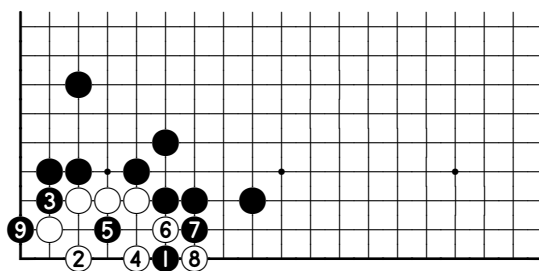
Lösung zu Problem 632



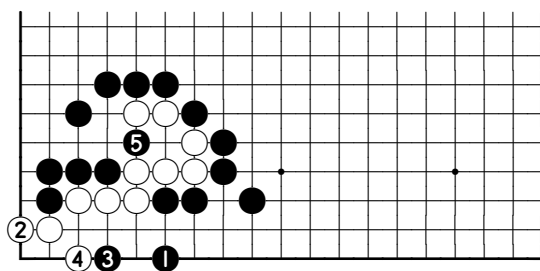
Alternative Lösung zu Problem 632



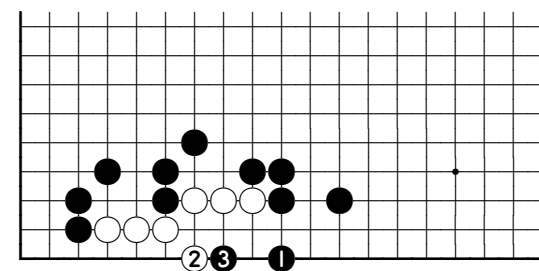
Lösung zu Problem 633



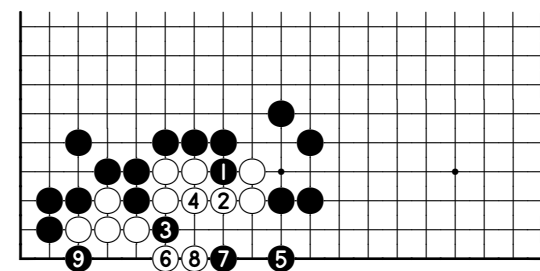
Lösung zu Problem 634



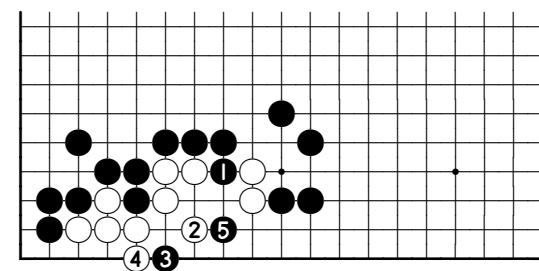
Lösung zu Problem 635



Lösung zu Problem 636



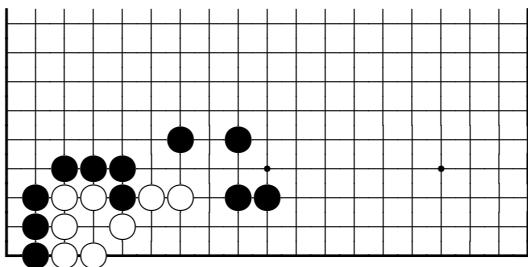
Lösung zu Problem 637



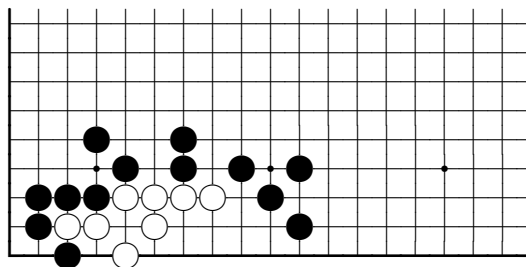
Alternative Lösung zu Problem 637

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

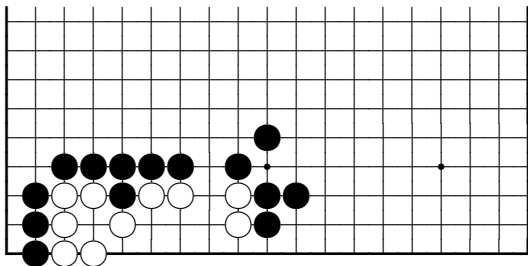
Die Probleme



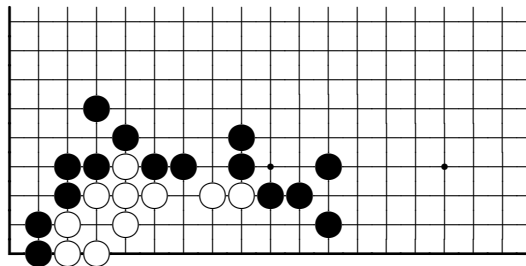
Problem 671 (B): Schwarz setzt Ko
»oki auf die erste Linie«



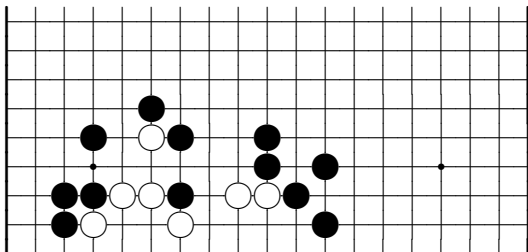
Problem 672 (B): Schwarz setzt Ko
»oki auf die erste Linie«



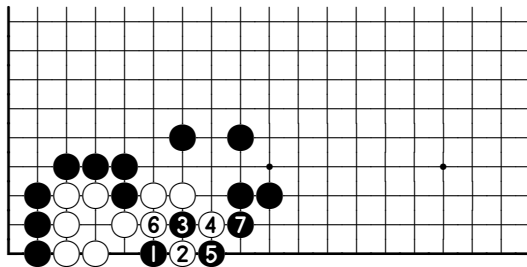
Problem 673 (A): Schwarz setzt Ko
»oki auf die erste Linie«



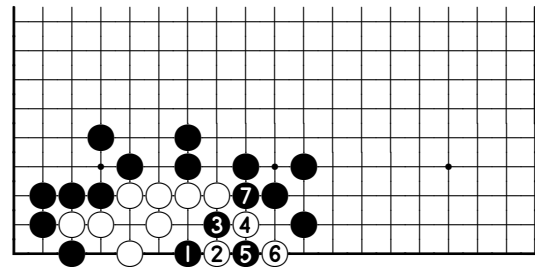
Problem 674 (A): Schwarz setzt
»oki auf die erste Linie«



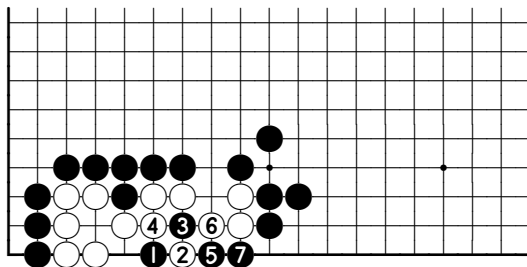
Die Lösungen



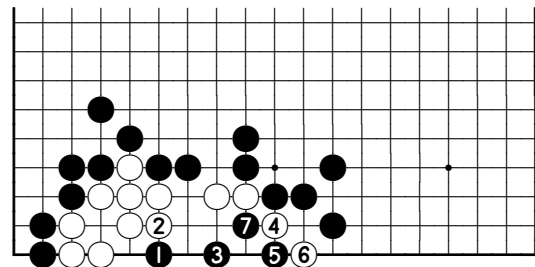
Lösung zu Problem 671



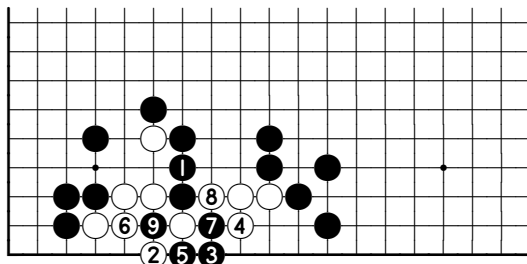
Lösung zu Problem 672



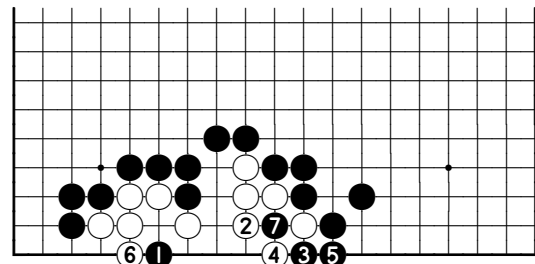
Lösung zu Problem 673



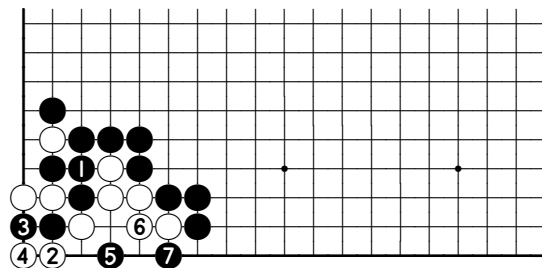
Lösung zu Problem 674



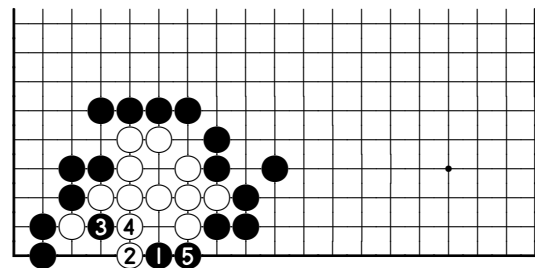
Lösung zu Problem 675



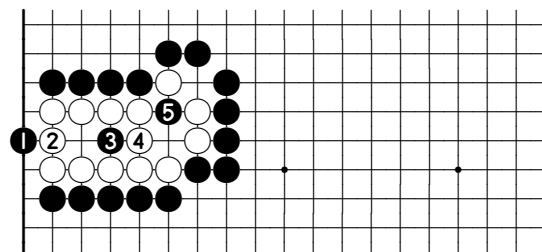
Lösung zu Problem 676



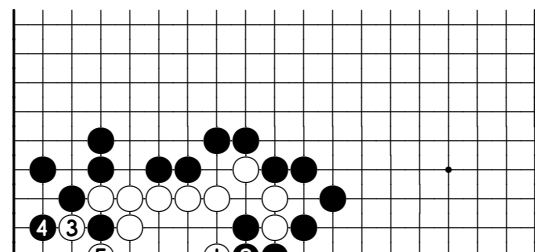
Lösung zu Problem 677



Lösung zu Problem 678

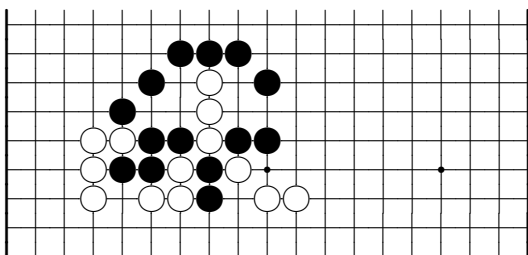


Lösung zu Problem 679



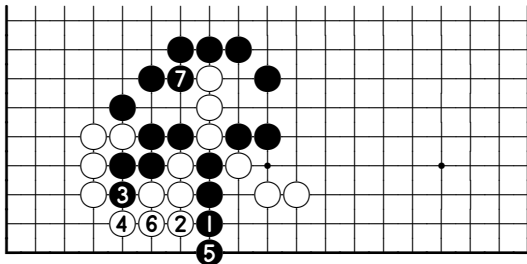
Lösung zu Problem 680

Die Probleme

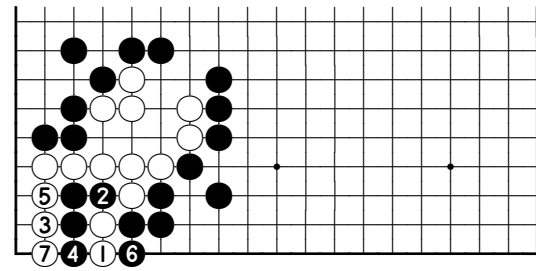


A scatter plot on a 10x10 grid. The left cluster contains 15 points: 8 white and 7 black. The right cluster contains 2 points, both black.

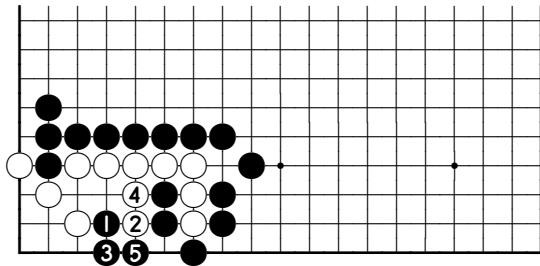
Die Lösungen



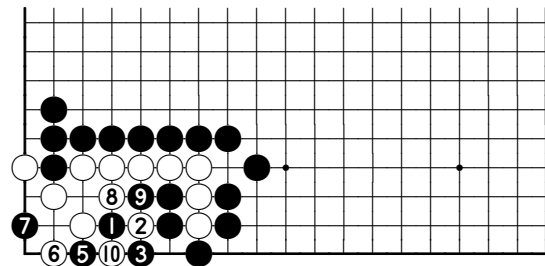
Lösung zu Problem 711



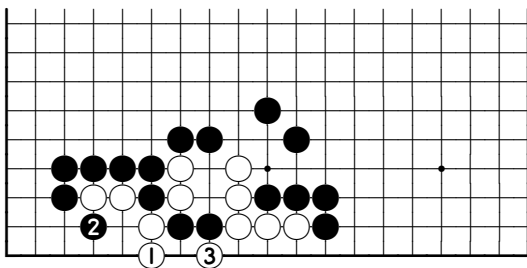
Lösung zu Problem 712



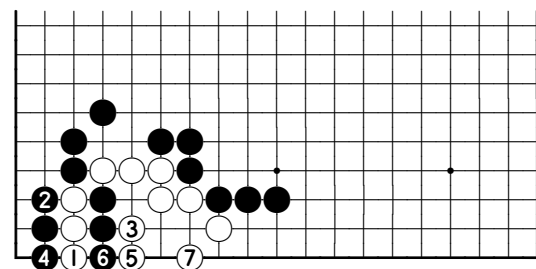
Lösung zu Problem 713



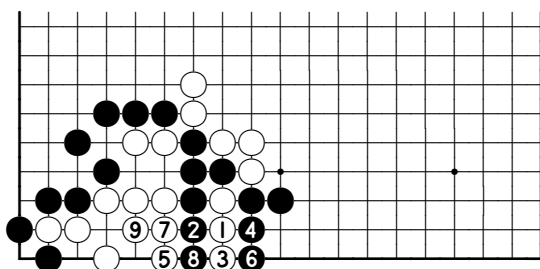
Prb. 731: Dies Spielweise von Schwarz führt zu Ko



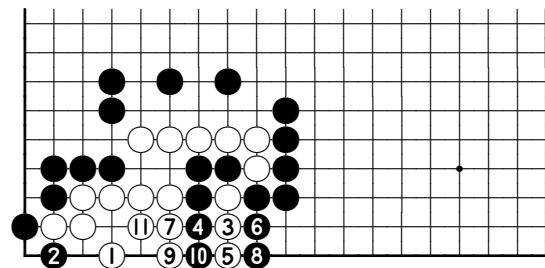
Lösung zu Problem 714



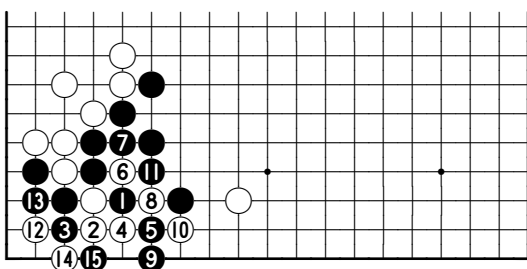
Lösung zu Problem 715



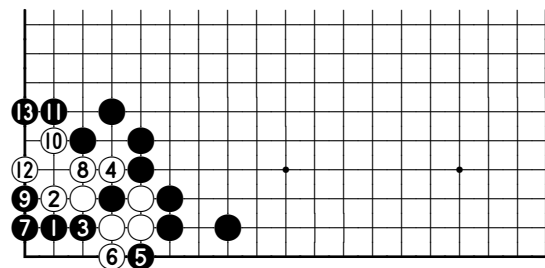
Lösung zu Problem 716



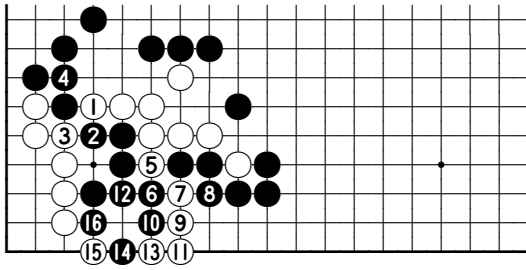
Lösung zu Problem 717



Lösung zu Problem 718



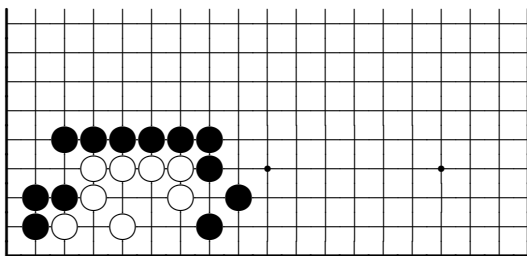
Lösung zu Problem 719

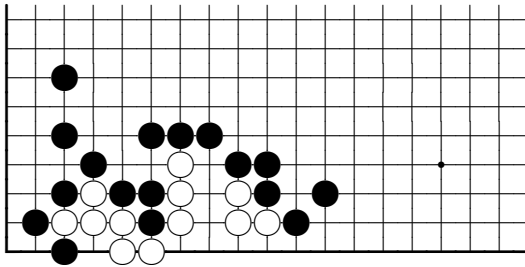


Lösung zu Problem 720

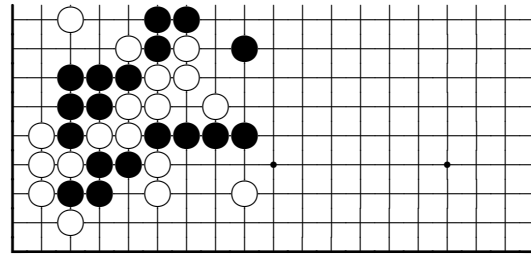
Kategorie 17: Das Gleiten auf die erste Linie

Die Probleme



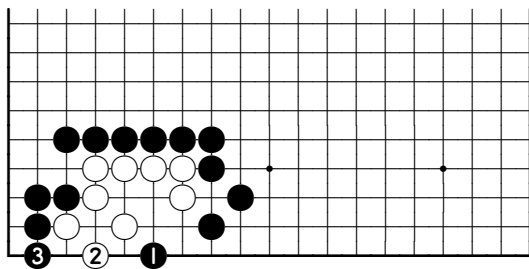


Problem 735 (A): Weiß setzt Ko
Zug 5: »Gleiten auf die erste Linie«

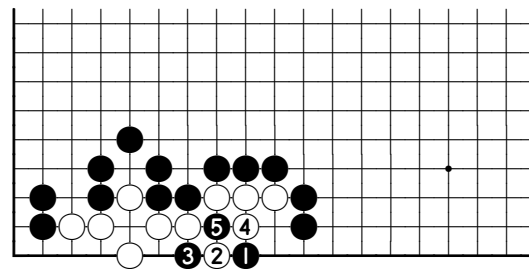


Problem 736 (A): Schwarz setzt Ko
Zug 11: »Gleiten auf die erste Linie«

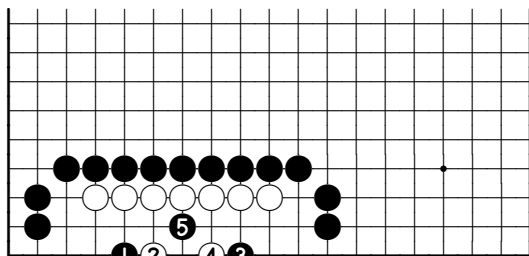
Die Lösungen



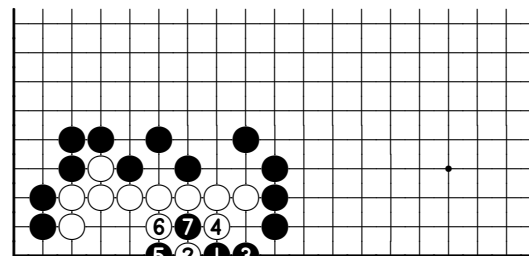
Lösung zu Problem 725



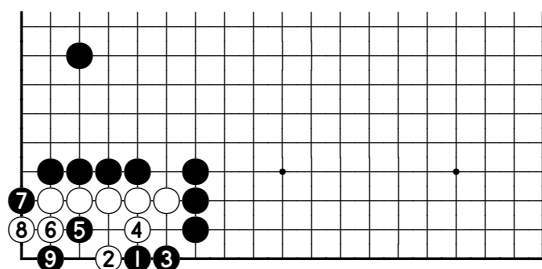
Lösung zu Problem 726



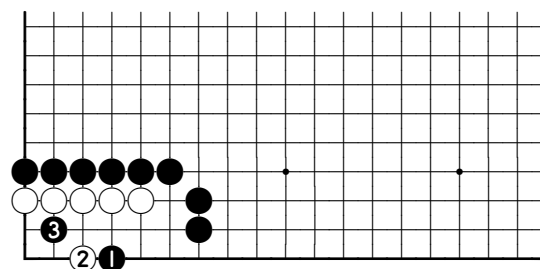
Lösung zu Problem 727



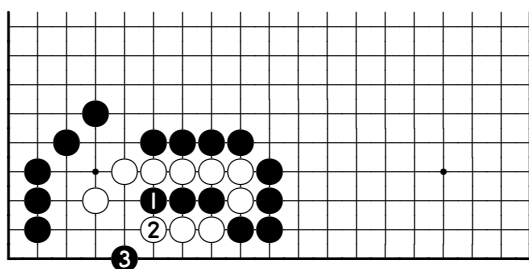
Lösung zu Problem 728



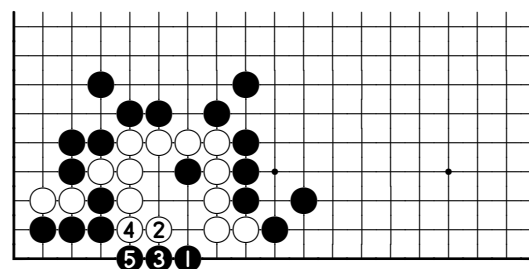
Lösung zu Problem 729



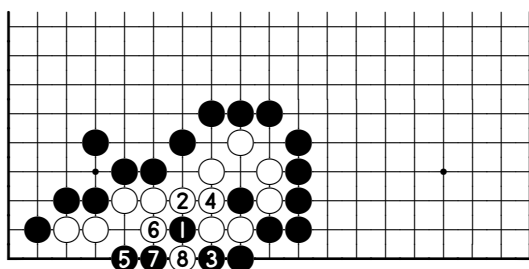
Lösung zu Problem 730



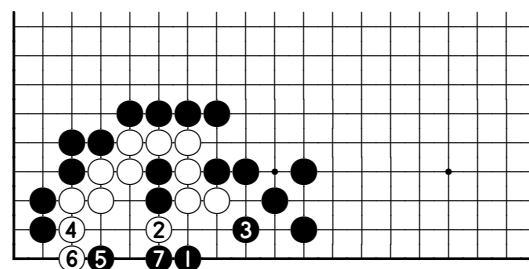
Lösung zu Problem 731



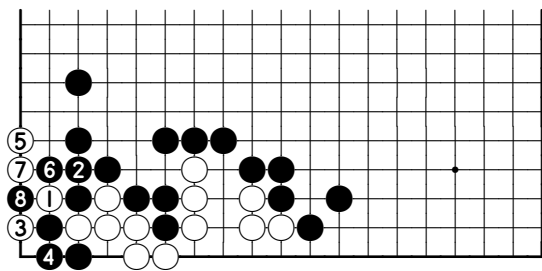
Lösung zu Problem 732



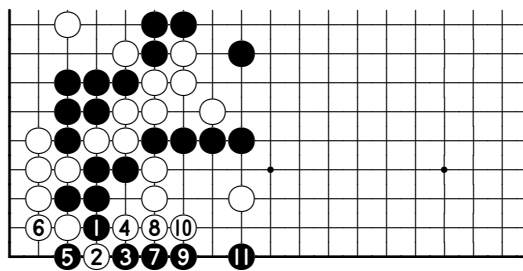
Lösung zu Problem 733



Lösung zu Problem 734

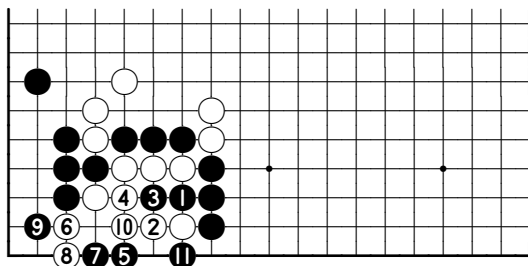


Lösung zu Problem 735

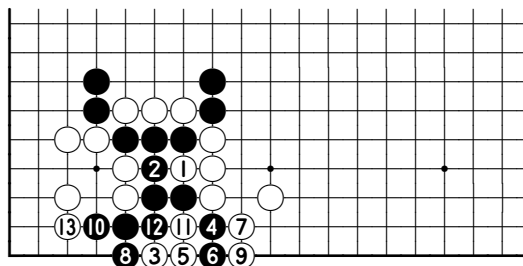


Lösung zu Problem 736

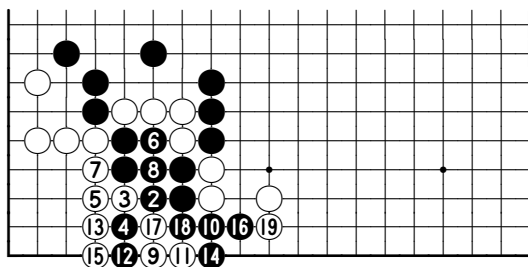
Die Lösungen



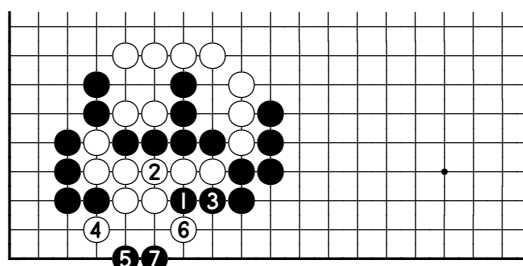
Lösung zu Problem 737



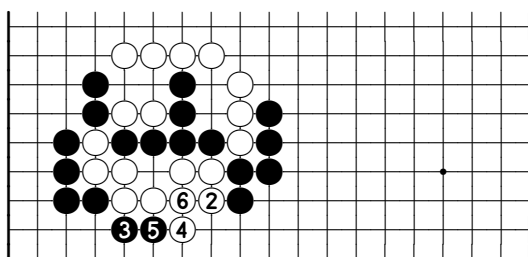
Lösung zu Problem 738



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

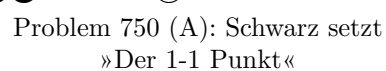
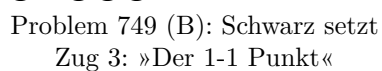
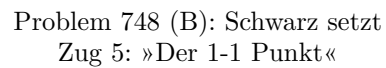
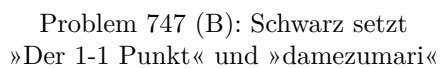
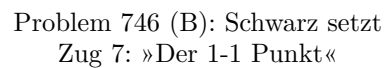
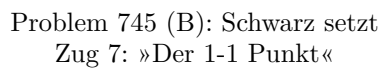
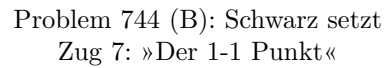
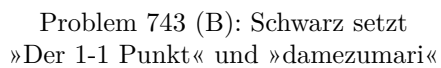
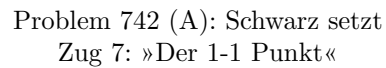
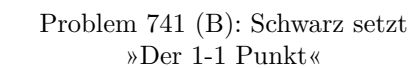


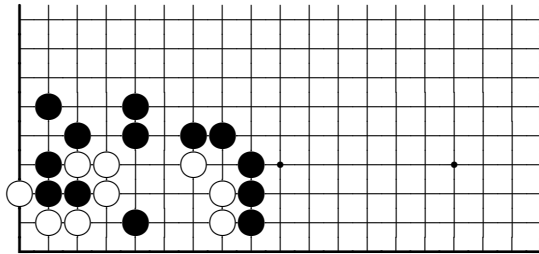
Lösung zu Problem 740



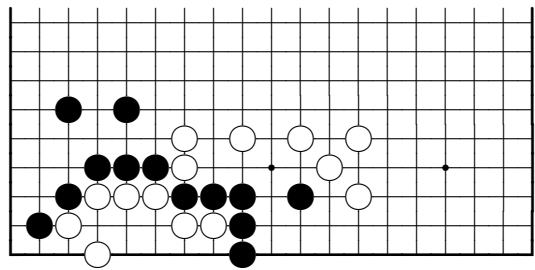
Alternative Lösung zu Problem 740 (① auf ⑥)

Die Probleme

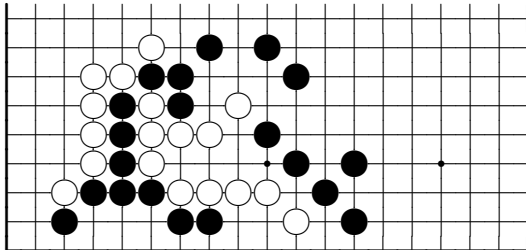




Problem 751 (A): Weiß setzt
Zug 9: »Der 1-1 Punkt«

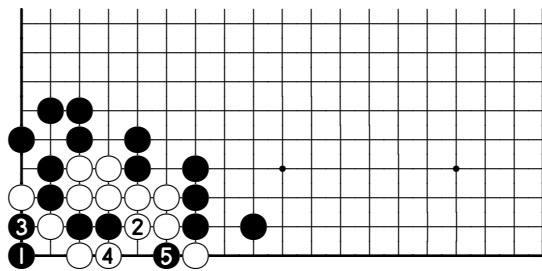


Problem 752 (A): Schwarz setzt Ko
»Der 1-1 Punkt«

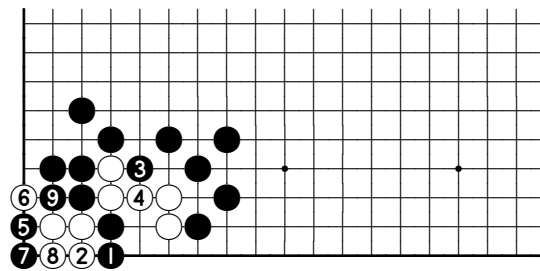


Problem 753 (A): Weiß setzt Ko
Zug 9: »Der 1-1 Punkt«

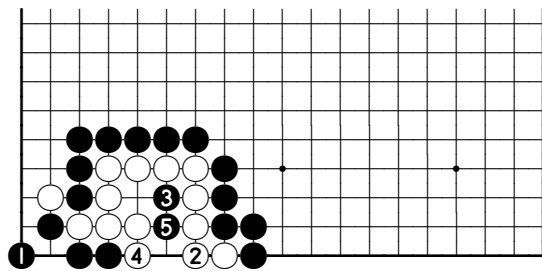
Die Lösungen



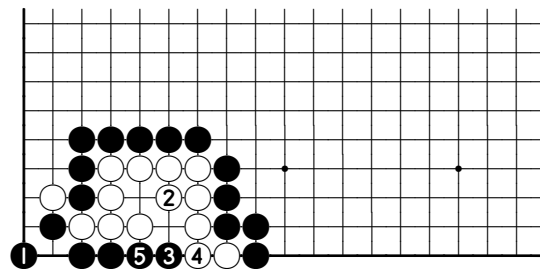
Lösung zu Problem 741



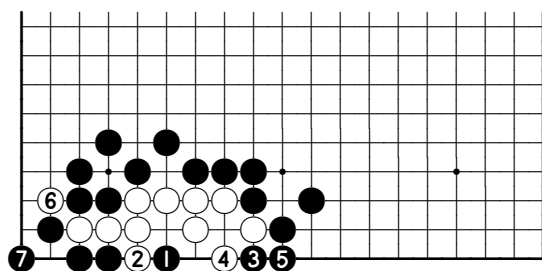
Lösung zu Problem 742



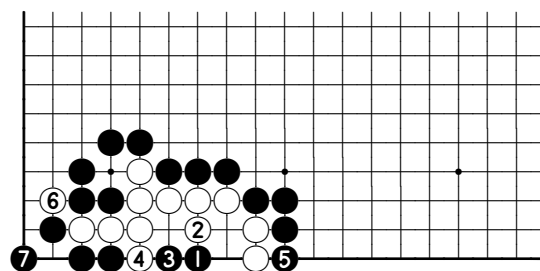
Lösung zu Problem 743



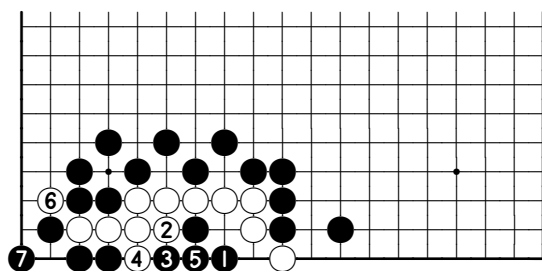
Alternative Lösung zu Problem 743



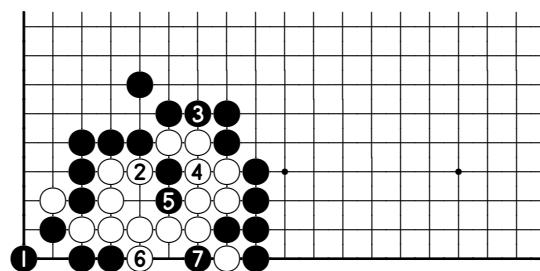
Lösung zu Problem 744



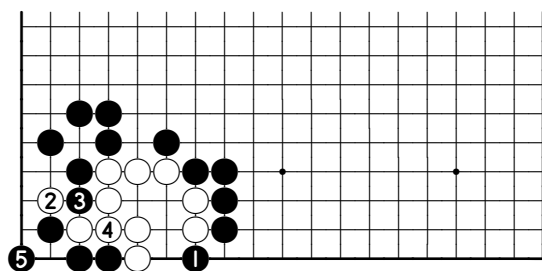
Lösung zu Problem 745



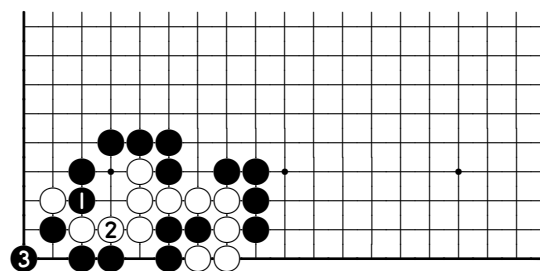
Lösung zu Problem 746



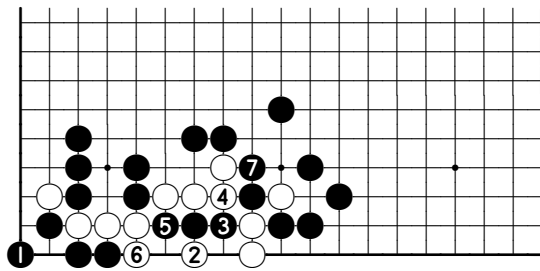
Lösung zu Problem 747



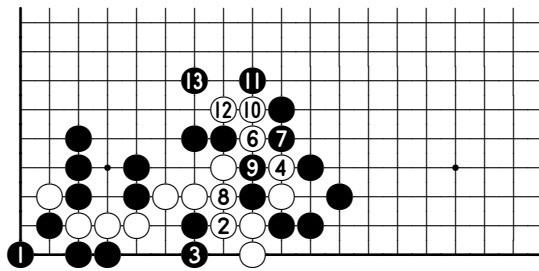
Lösung zu Problem 748



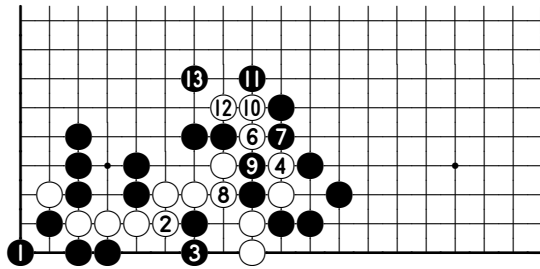
Lösung zu Problem 749



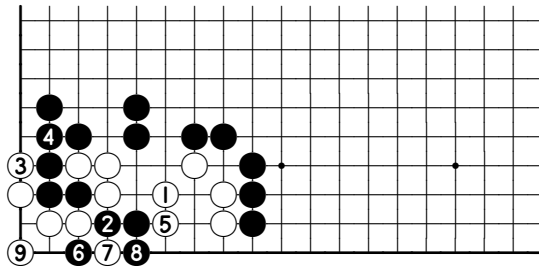
Lösung zu Problem 750



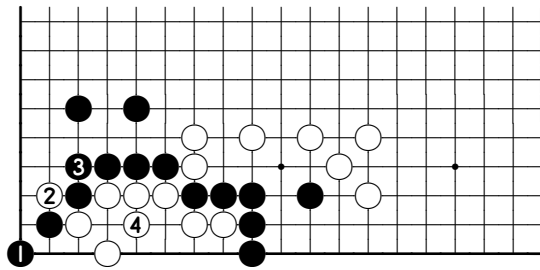
Erste alternative Lösung zu Problem 750



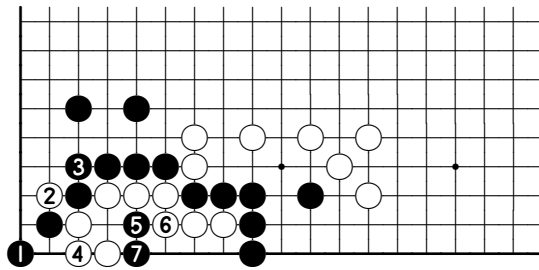
Zweite alternative Lösung zu Problem 750



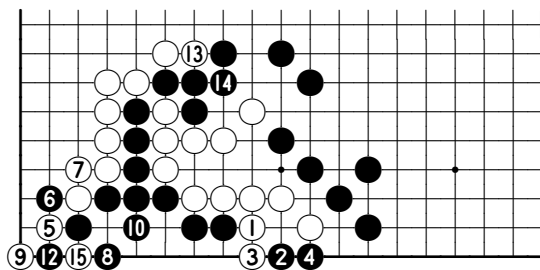
Lösung zu Problem 751



Lösung zu Problem 752

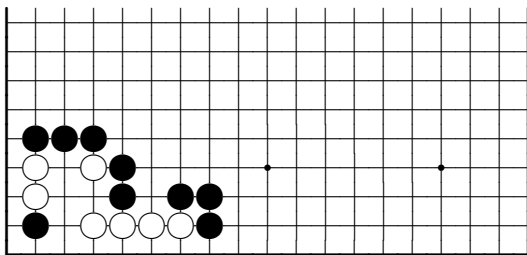


Alternative Lösung zu Problem 752

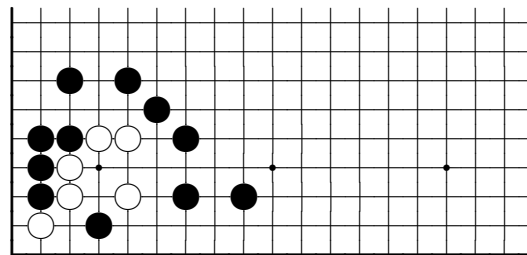


Lösung zu Problem 753

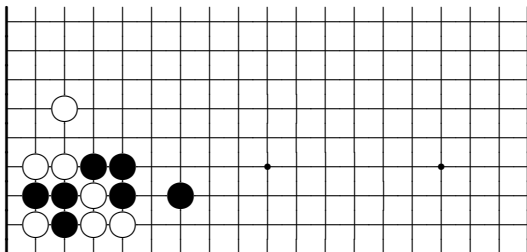
Die Probleme



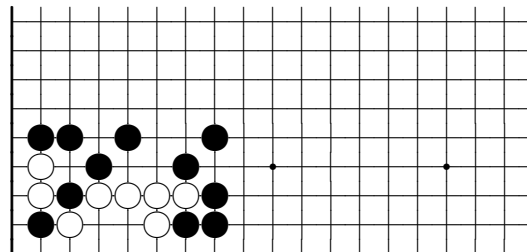
Problem 754 (B): Schwarz setzt
Zug 3: »Die Ecke nutzen«



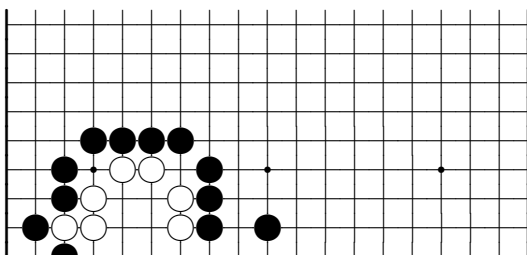
Problem 755 (C): Weiß setzt
Zug 3: »Die Ecke nutzen«



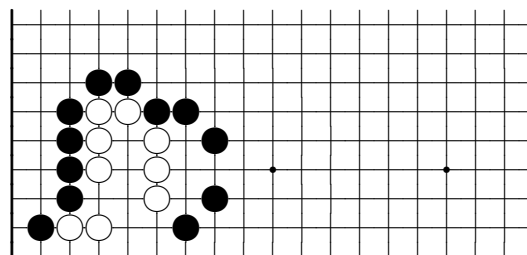
Problem 756 (C): Schwarz setzt
»Die Ecke nutzen«



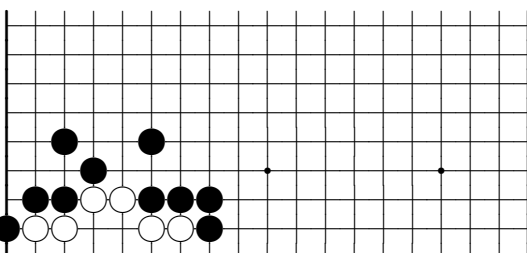
Problem 757 (C): Schwarz setzt
»Die Ecke nutzen«



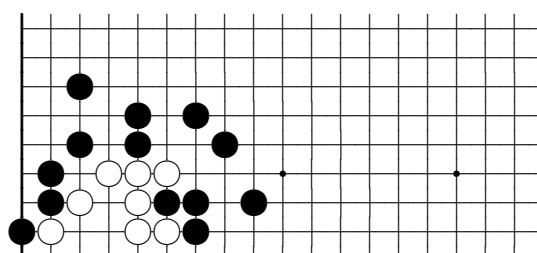
Problem 758 (B): Weiß setzt
Zug 1 und 3: »Die Ecke nutzen«



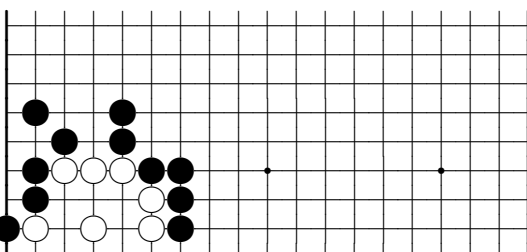
Problem 759 (B): Weiß setzt
Zug 1 und 3: »Die Ecke nutzen«



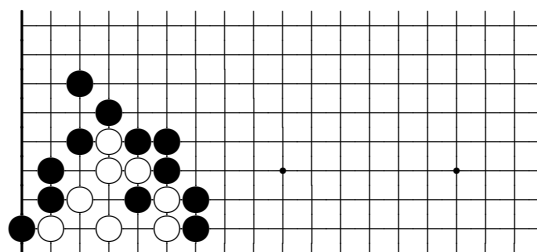
Problem 760 (B): Weiß setzt
Zug 1 und 3: »Die Ecke nutzen«



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

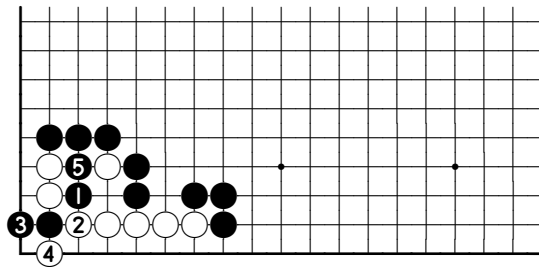


Problem 762 (C): Weiß setzt
Zug 1 und 3: »Die Ecke nutzen«

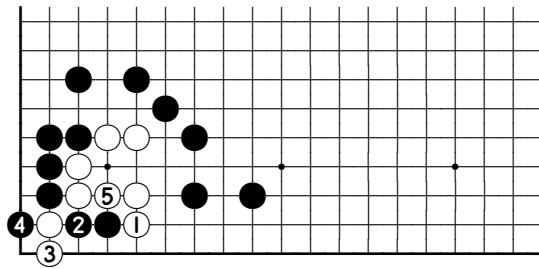


Problem 763 (B): Weiß setzt
Zug 1 und 3: »Die Ecke nutzen«

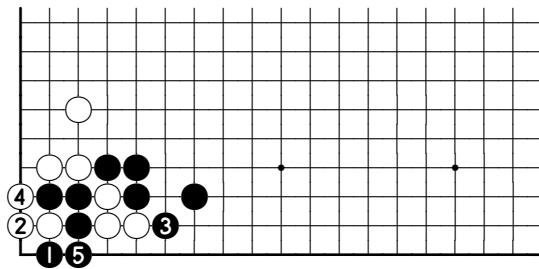
Die Lösungen



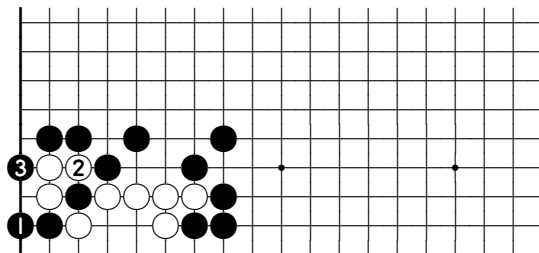
Lösung zu Problem 754



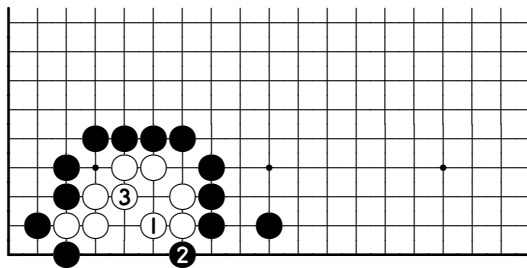
Lösung zu Problem 755



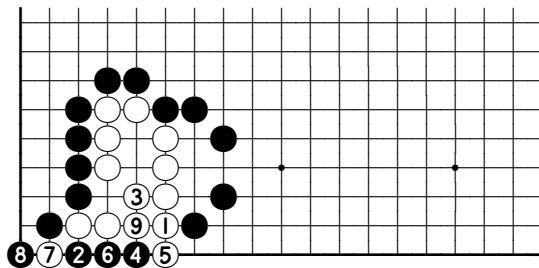
Lösung zu Problem 756



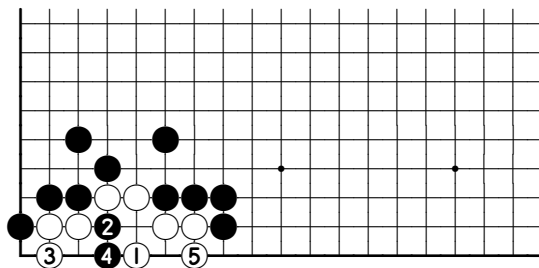
Lösung zu Problem 757



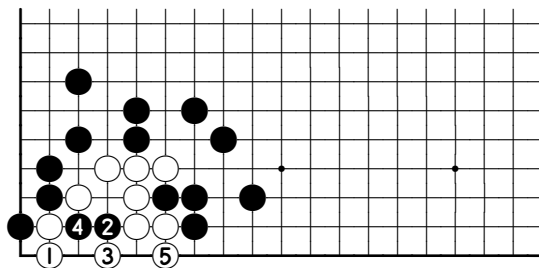
Lösung zu Problem 758



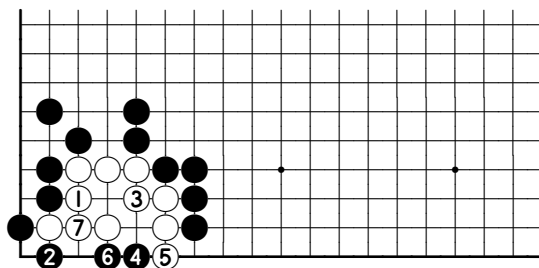
Lösung zu Problem 759



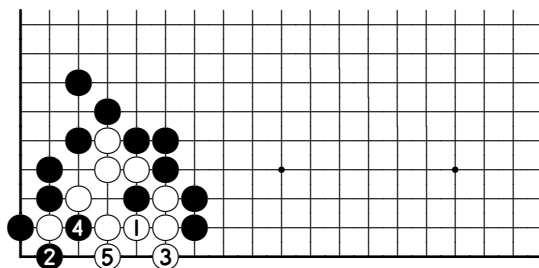
Lösung zu Problem 760



Lösung zu Problem 761

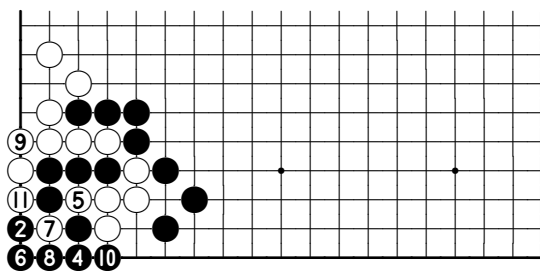


Lösung zu Problem 762

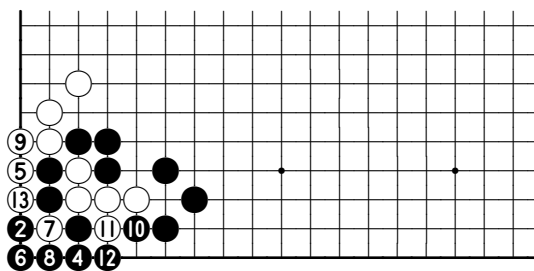


Lösung zu Problem 763

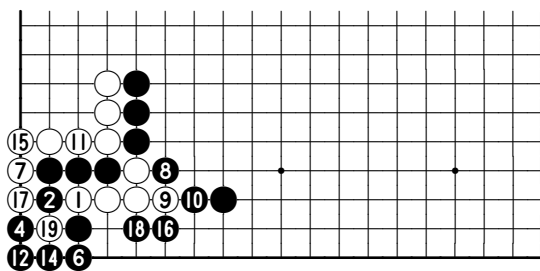
Die Lösungen



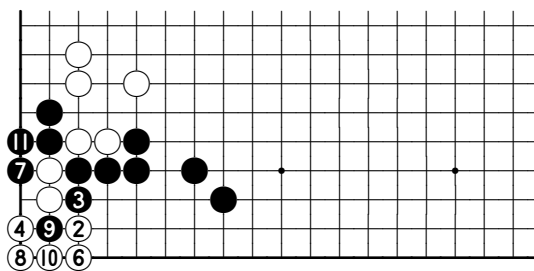
Lösung zu Problem 771



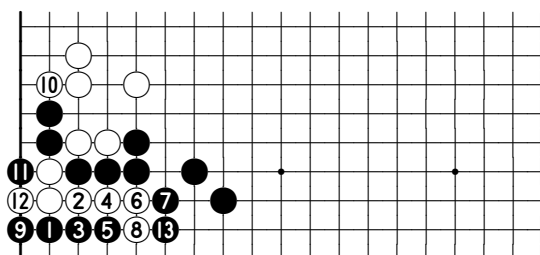
Lösung zu Problem 772



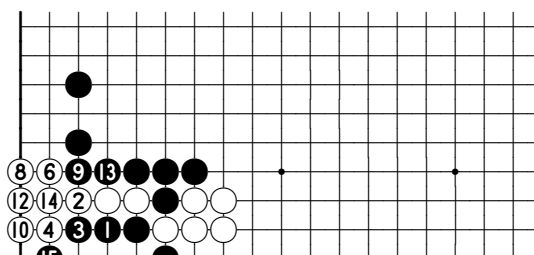
Lösung zu Problem 773



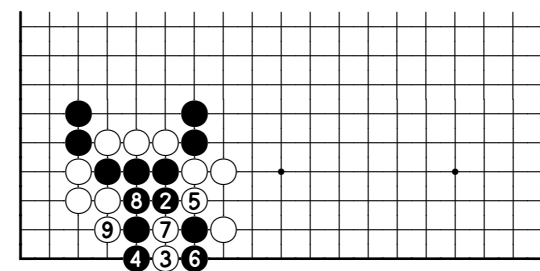
Lösung zu Problem 774



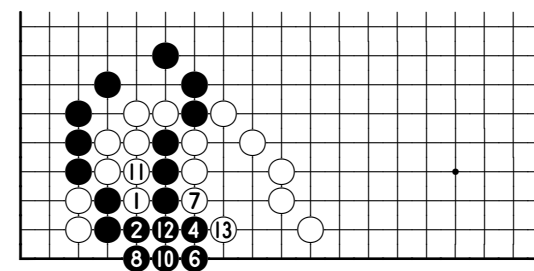
Alternative Lösung zu Problem 774



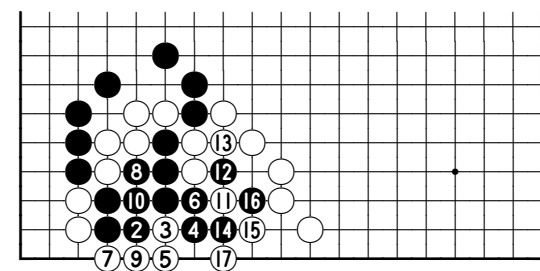
Lösung zu Problem 775



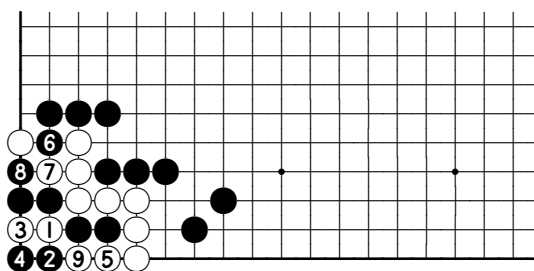
Lösung zu Problem 776



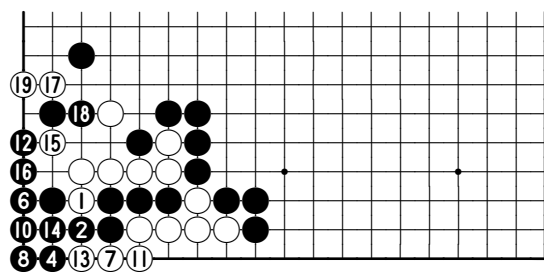
Lösung zu Problem 777



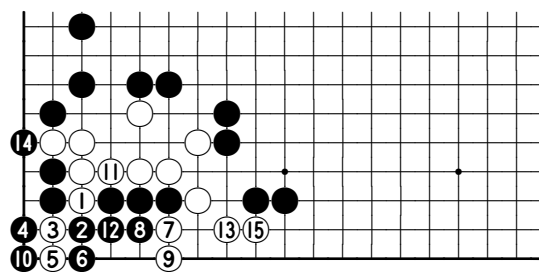
Alternative Lösung zu Problem 777



Lösung zu Problem 778



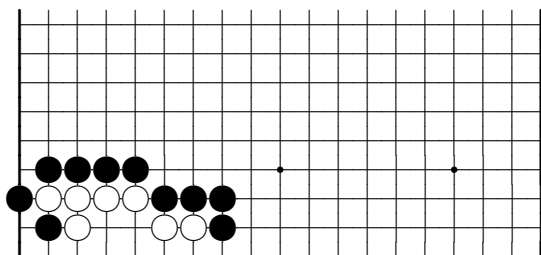
Lösung zu Problem 779



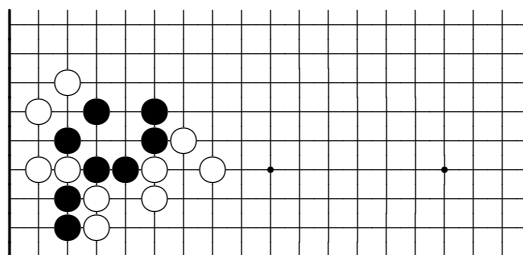
Lösung zu Problem 780

Kategorie 22: Den richtigen Stein opfern

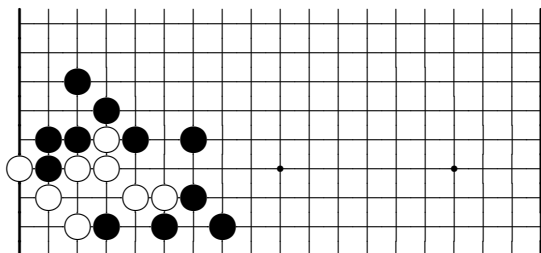
Die Probleme



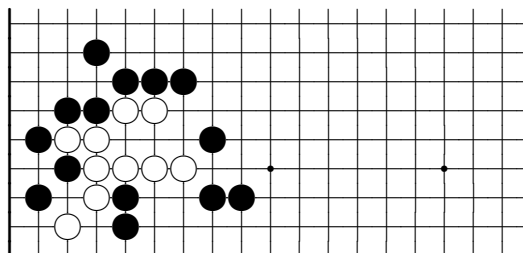
Problem 781 (C): Weiß setzt
»Die richtigen Steine opfern«



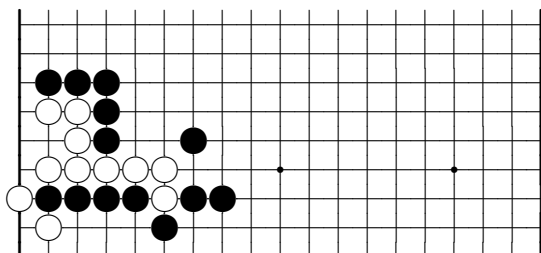
Problem 782 (C): Schwarz setzt
Zug 3: »Die richtigen Steine opfern«



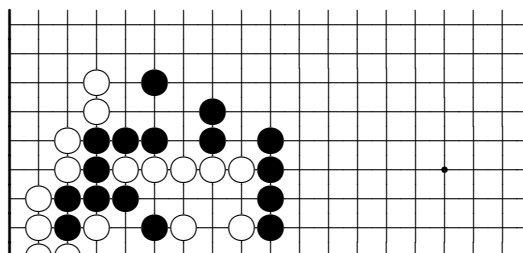
Problem 783 (C): Weiß setzt
Zug 3: »Die richtigen Steine opfern«



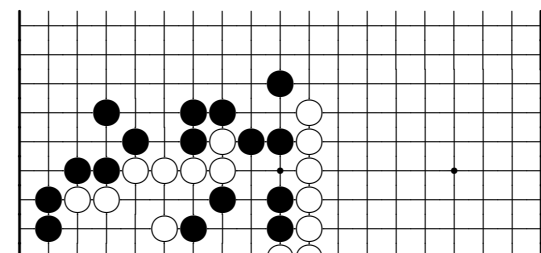
Problem 784 (C): Weiß setzt
»Die richtigen Steine opfern«



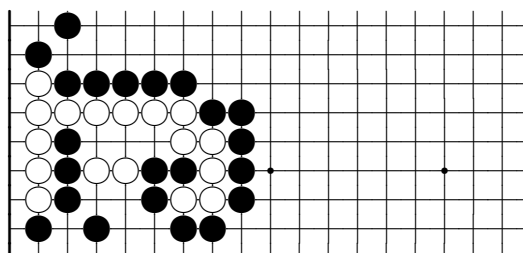
Problem 785 (C): Weiß setzt
»Die richtigen Steine opfern«



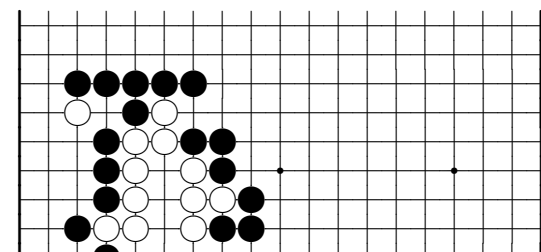
Problem 786 (B): Weiß setzt
»Die richtigen Steine opfern«



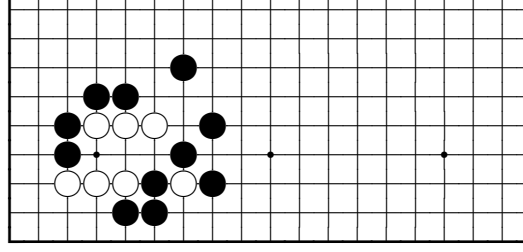
Problem 787 (B): Weiß setzt
»Die richtigen Steine opfern«



Problem 788 (B): Weiß setzt
»Die richtigen Steine opfern«

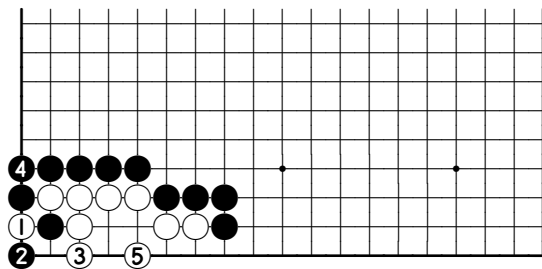


Problem 789 (A): Weiß setzt
Zug 1, 3, 5 und 7: »Die richtigen Steine opfern«

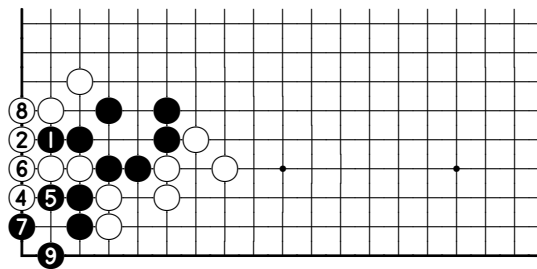


Problem 790 (A): Weiß setzt
Zug 1 und 3: »Die richtigen Steine opfern« und
mit Zug 11 den »1-2-Punkt« nutzen

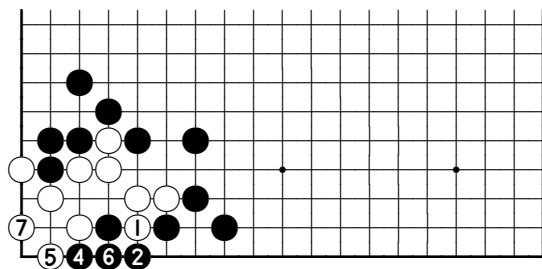
Die Lösungen



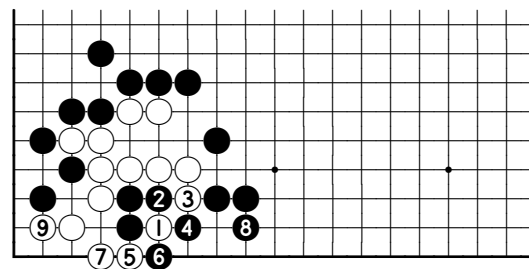
Lösung zu Problem 781



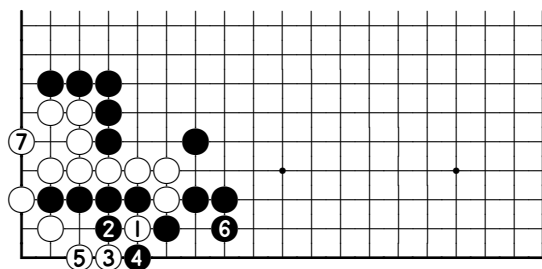
Lösung zu Problem 782



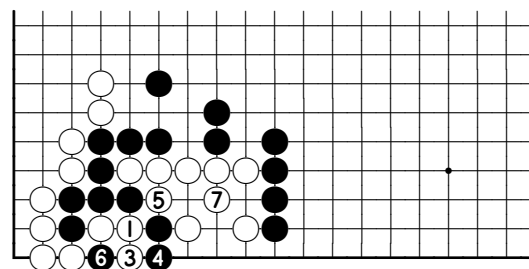
Lösung zu Problem 783



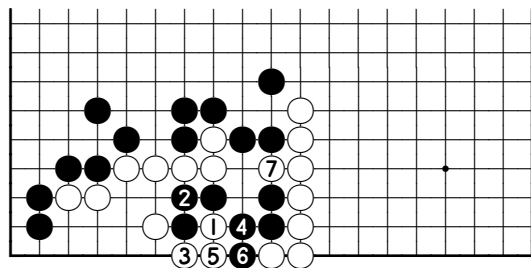
Lösung zu Problem 784



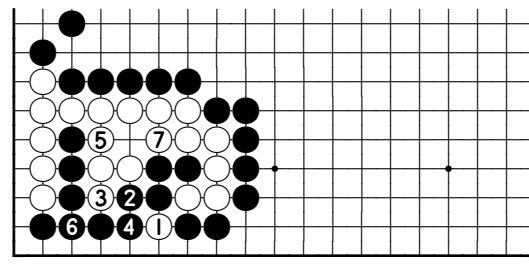
Lösung zu Problem 785



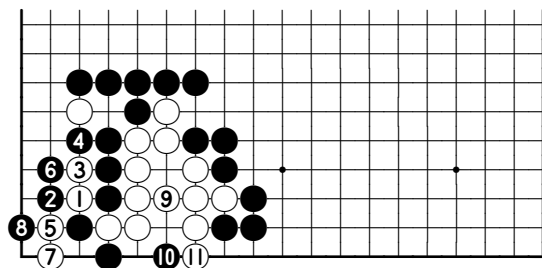
Lösung zu Problem 786



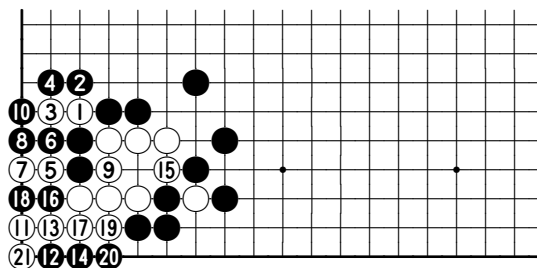
Lösung zu Problem 787



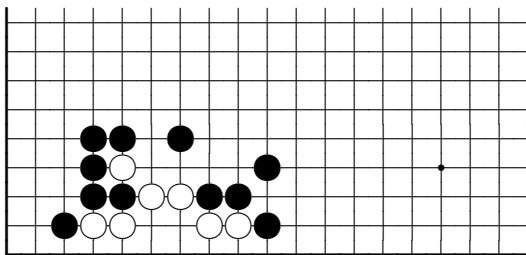
Lösung zu Problem 788



Lösung zu Problem 789



Lösung zu Problem 790



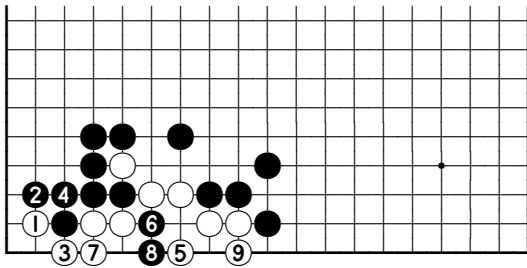
A 10x10 grid with a cluster of black and white dots on the left and three isolated black dots on the right.

A scatter plot on a 20x20 grid. The left cluster (approx. x=1-5, y=3-7) contains 18 points: 10 black and 8 white. The right cluster (approx. x=10-13, y=3-4) contains 4 black points. There are also two isolated black points at (14, 4) and (18, 4).

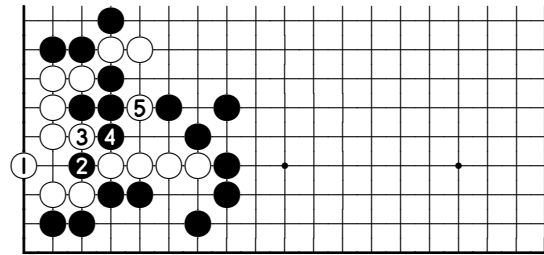
A scatter plot on a 10x10 grid. The left cluster contains 14 points: 7 black and 7 white. The right cluster contains 2 points, both black.

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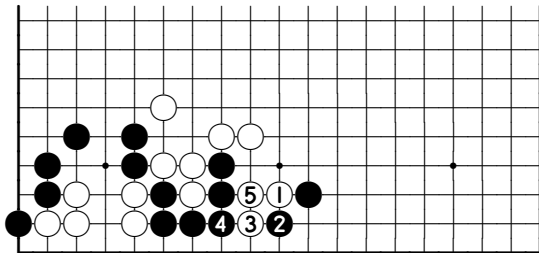
Die Lösungen



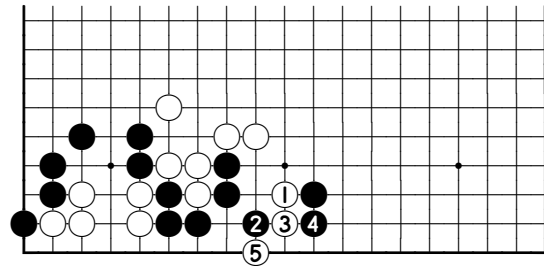
Lösung zu Problem 791



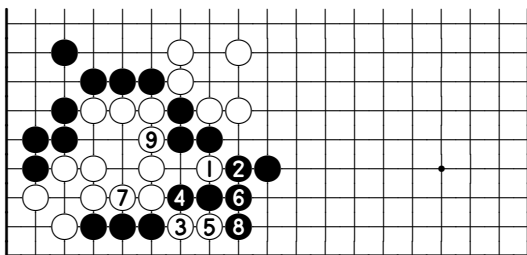
Lösung zu Problem 792



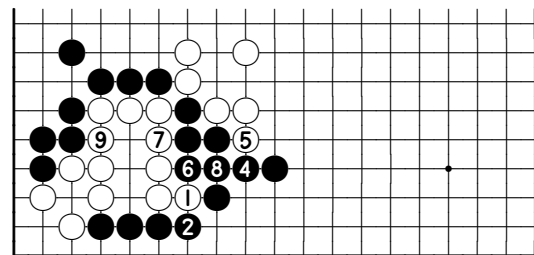
Lösung zu Problem 793



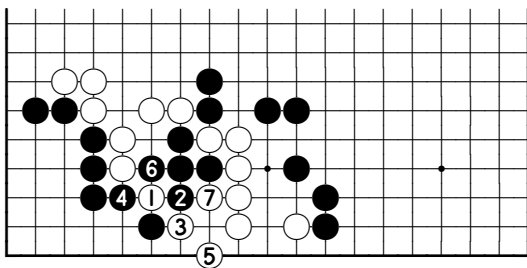
Alternative Lösung zu Prb. 793



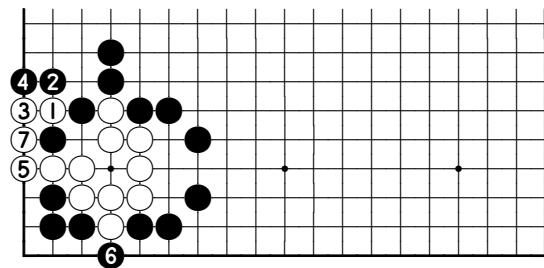
Lösung zu Problem 794



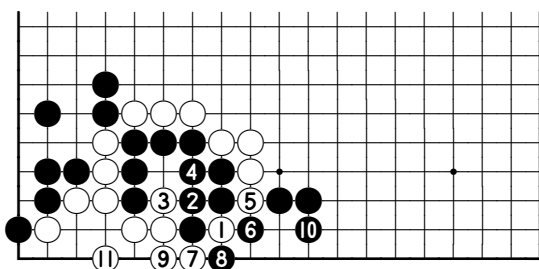
Alternative Lösung zu Prb. 794



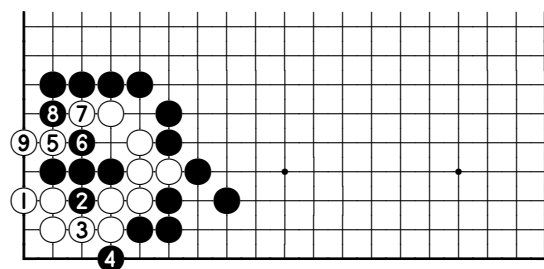
Lösung zu Problem 795



Lösung zu Problem 796

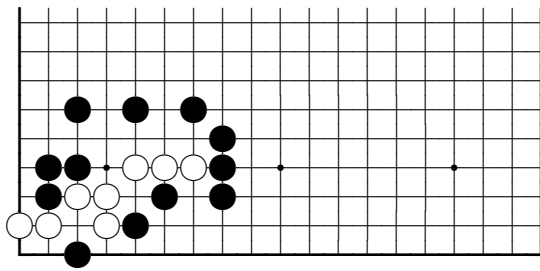


Lösung zu Problem 797

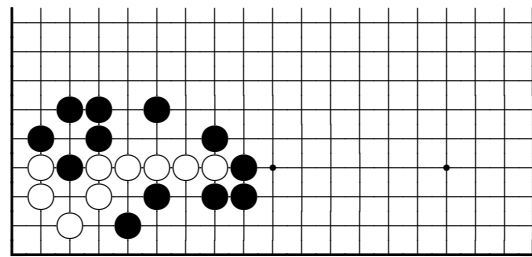


Lösung zu Problem 798

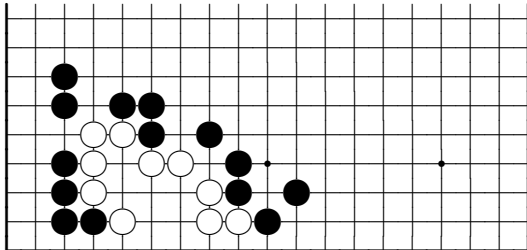
Die Probleme



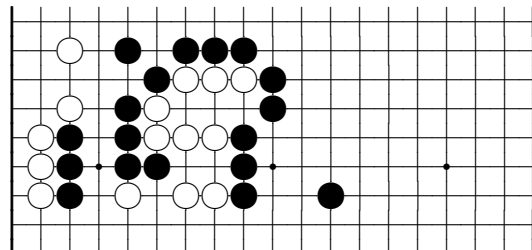
Problem 809 (C): Weiß setzt
Zug 3 »Hasami«



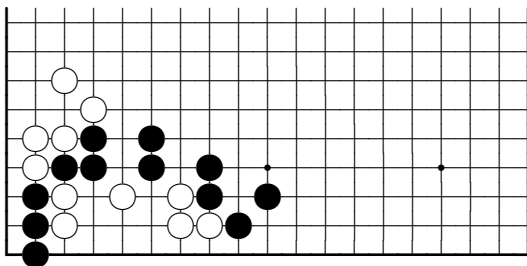
Problem 810 (B): Weiß setzt
»Hasami« Die Reihenfolge ist wichtig



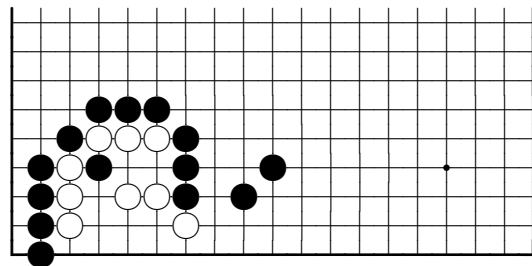
Problem 821 (C): Schwarz setzt
»Hasami« Die Reihenfolge ist wichtig



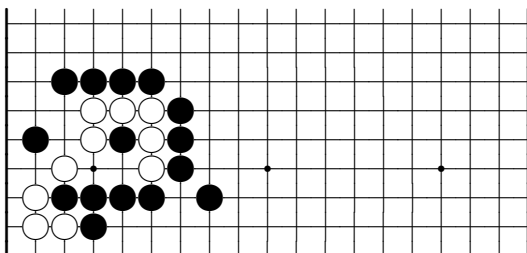
Problem 843 (B): Schwarz setzt
»Tsuke«



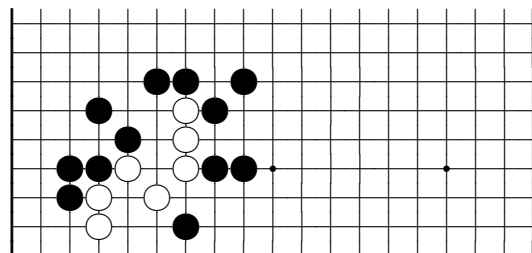
Problem 844 (B): Schwarz setzt
»Tsuke«



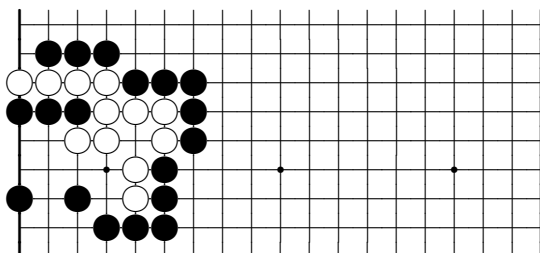
Problem 845 (B): Schwarz setzt
»Tsuke«



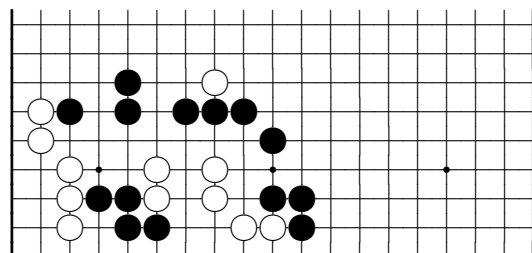
Problem 854 (B): Weiß setzt
»Tsukekoshi«



Problem 855 (B): Weiß setzt
»Tsukekoshi«

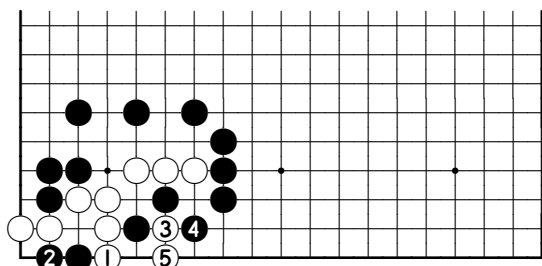


Problem 858 (A): Weiß setzt
»Warikomi«

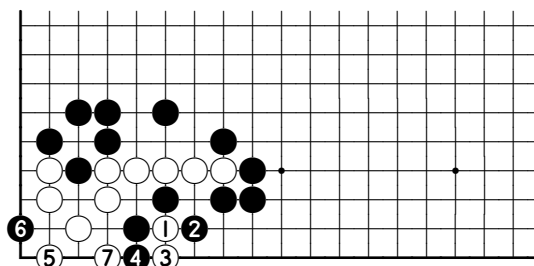


Problem 859 (B): Schwarz setzt
»Warikomi«

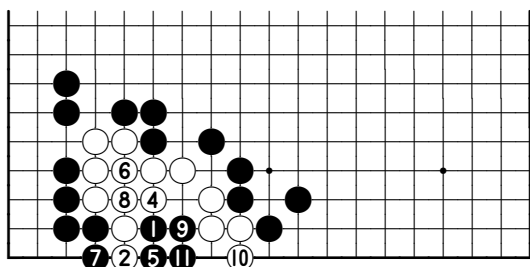
Die Lösungen



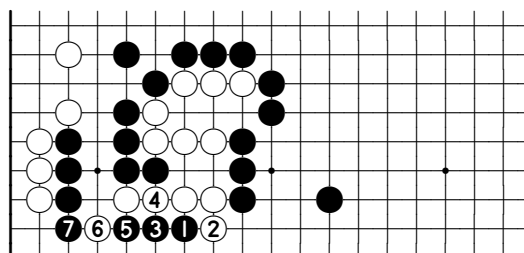
Lösung zu Problem 809



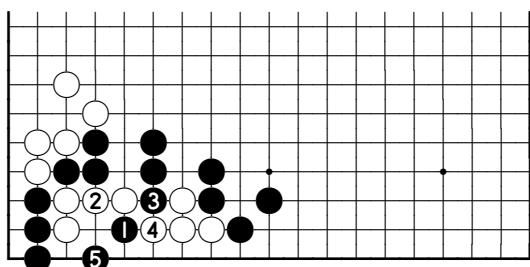
Lösung zu Problem 810



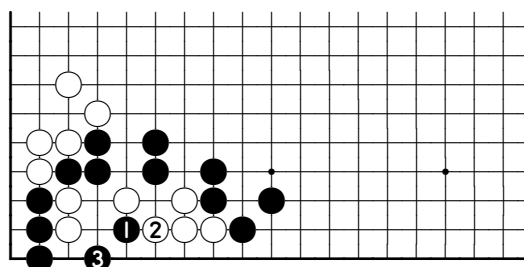
Lösung zu Problem 821



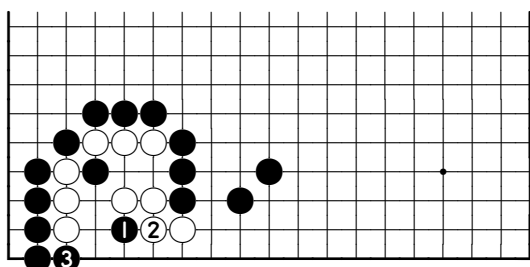
Lösung zu Problem 843



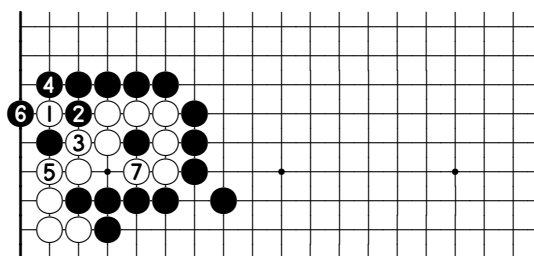
Lösung zu Problem 844



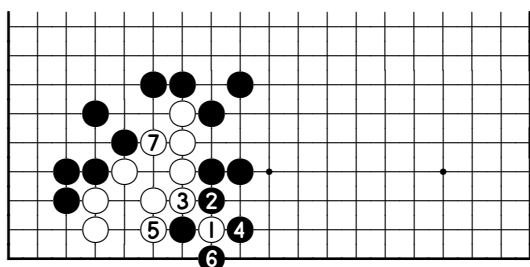
Alternative Lösung zu Problem 844



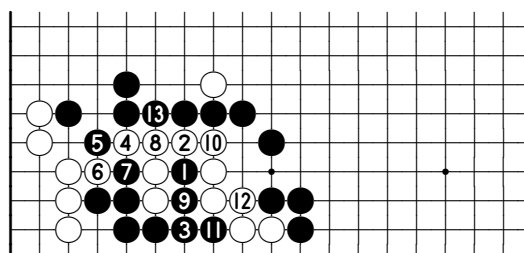
Lösung zu Problem 845



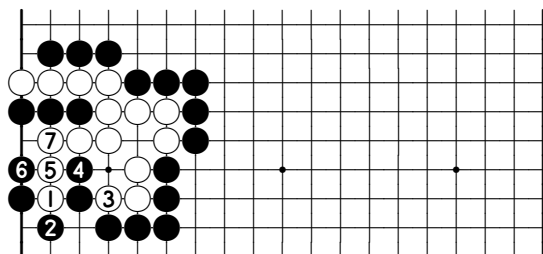
Lösung zu Problem 854



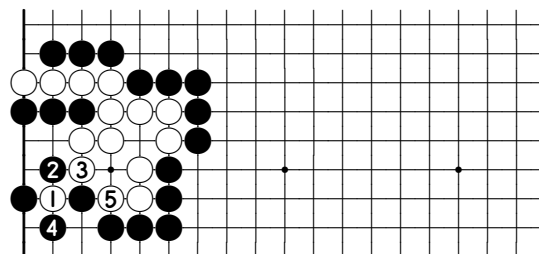
Lösung zu Problem 855



Lösung zu Problem 859



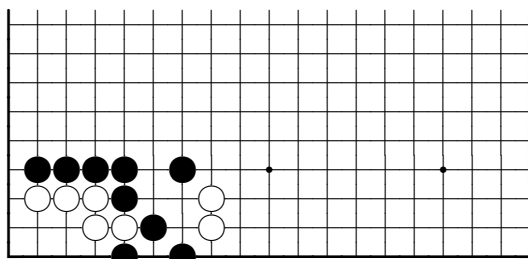
Lösung zu Problem 858



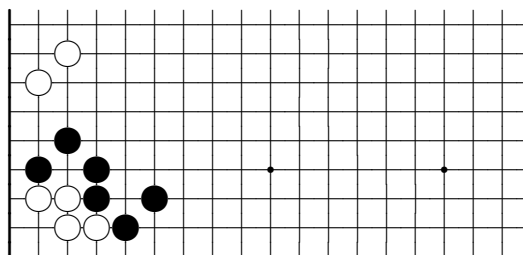
Alternative Lösung zu Problem 858

Kategorie 25: Die äußeren Steine nutzen

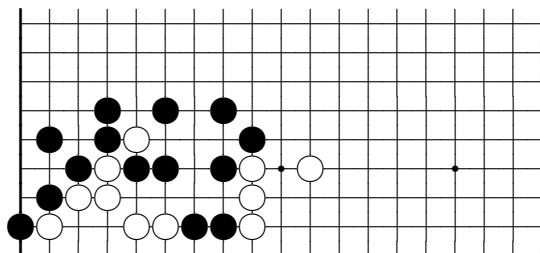
Die Probleme



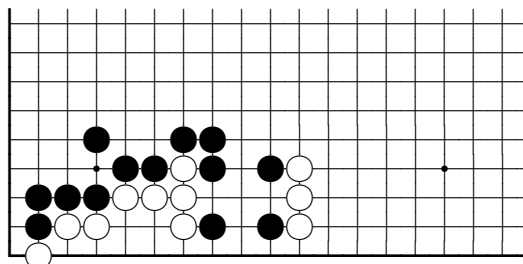
Problem 861 (C): Weiß setzt
»Von außen angreifen«



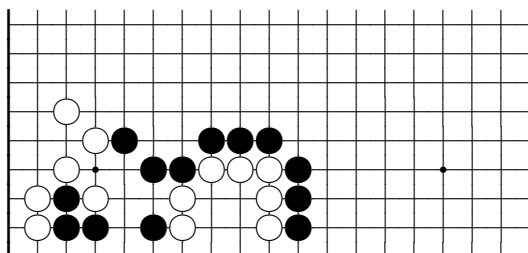
Problem 862 (C): Weiß setzt
»Von außen angreifen« und »Hasami«



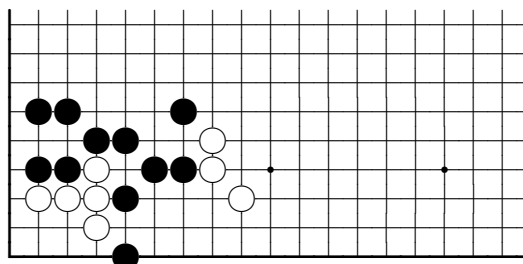
Problem 863 (B): Weiß setzt
»Von außen angreifen« und »Hasami«



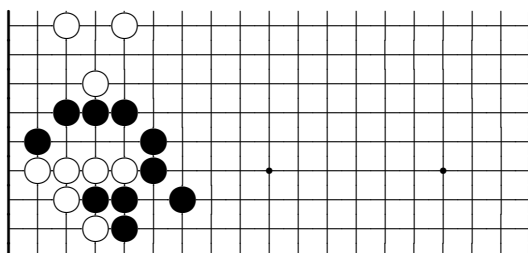
Problem 864 (C): Weiß setzt
»Von außen angreifen« und »Warikomi«



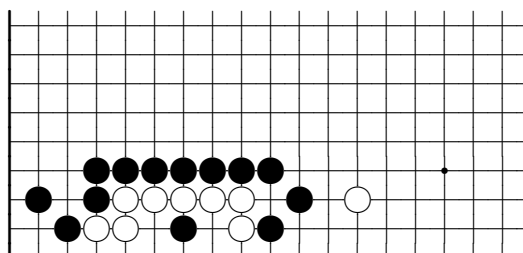
Problem 865 (B): Weiß setzt
»Von außen angreifen« und »Warikomi«



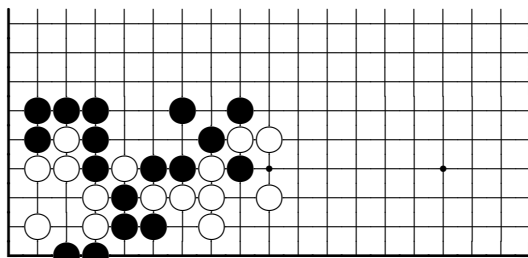
Problem 866 (B): Weiß setzt
»Von außen angreifen« und Zug 7 »Hasami«



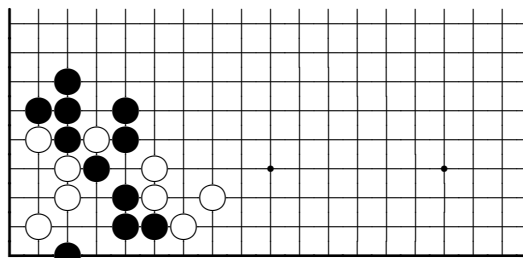
Problem 867 (A): Weiß setzt
»Von außen angreifen« und der »1-2-Punkt«



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

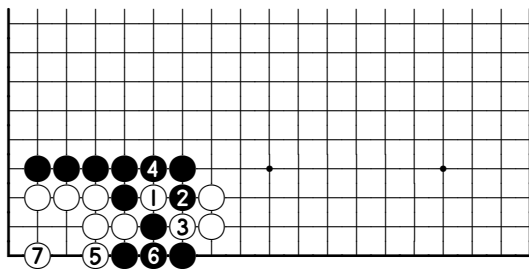


Problem 869 (B): Weiß setzt
»Von außen angreifen« und mit Zug 5
»Widerstand gegen Berührung«

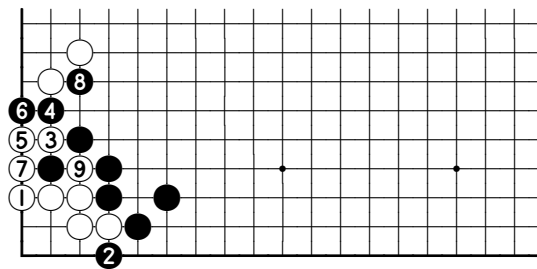


Problem 870 (B): Weiß setzt
»Von außen angreifen« und Zug 5, 7, 9, 11:
»Widerstand gegen Berührung«

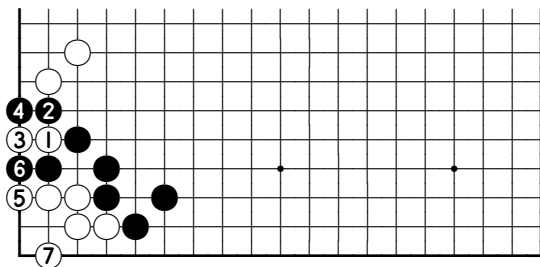
Die Lösungen



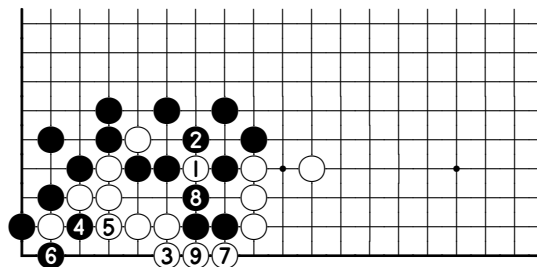
Lösung zu Problem 861



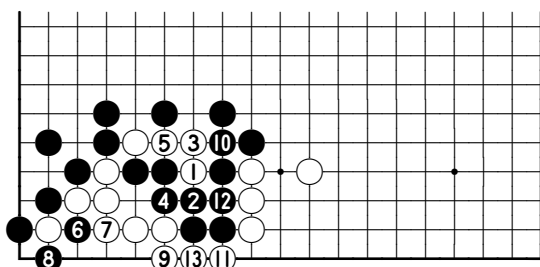
Lösung zu Problem 862



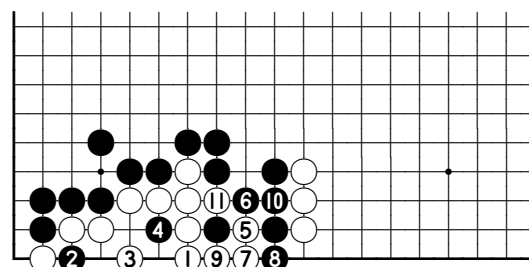
Alternative Lösung zu Problem 862



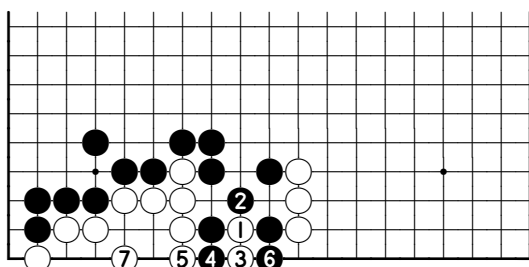
Lösung zu Problem 863



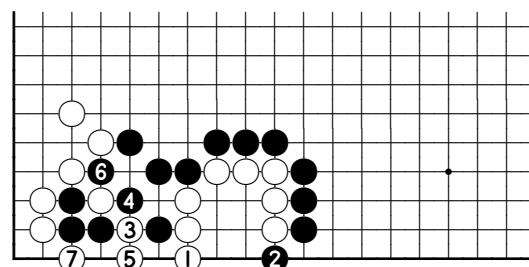
Alternative Lösung zu Problem 863



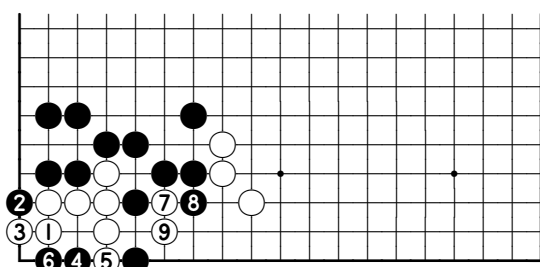
Lösung zu Problem 864



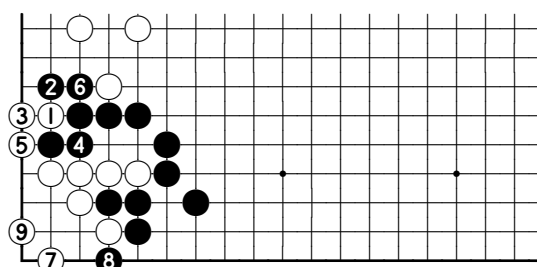
Alternative Lösung zu Problem 864



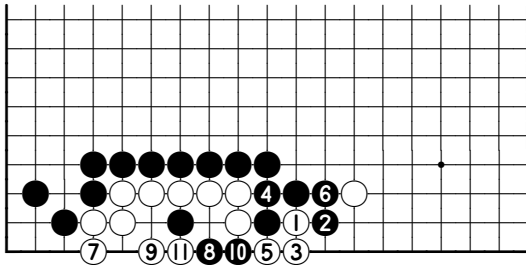
Lösung zu Problem 865



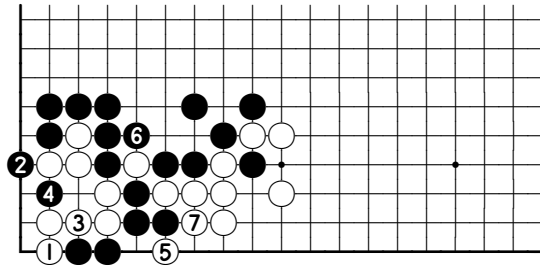
Lösung zu Problem 866



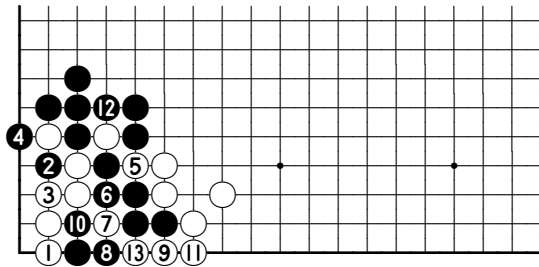
Lösung zu Problem 867



Lösung zu Problem 868

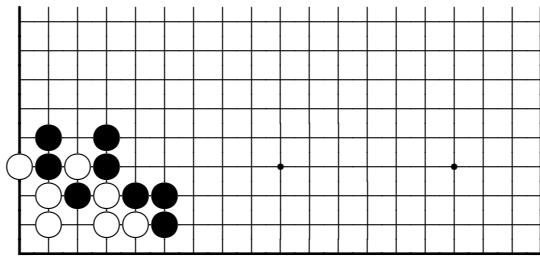


Lösung zu Problem 869

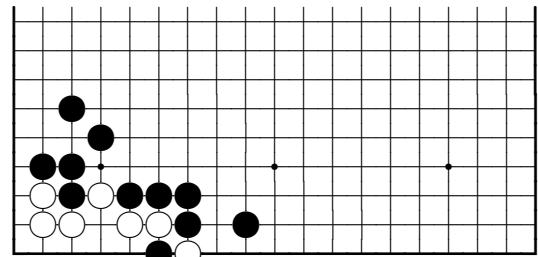


Lösung zu Problem 870

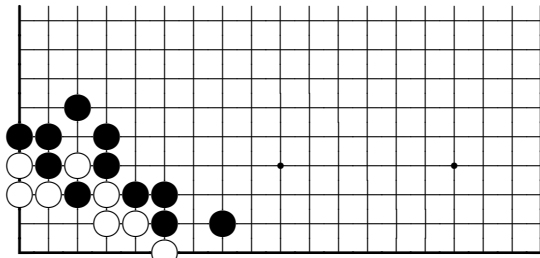
Die Probleme



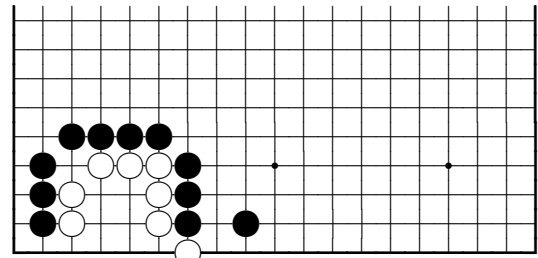
Problem 871 (C): Weiß setzt
»Umbiegen (Hane)«



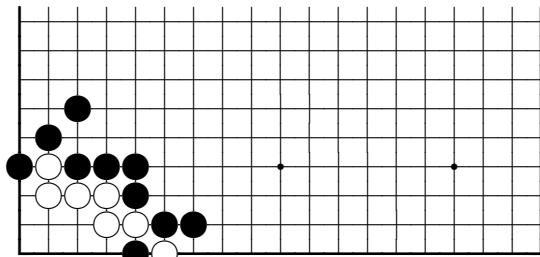
Problem 872 (C): Weiß setzt
»Umbiegen (Hane)«



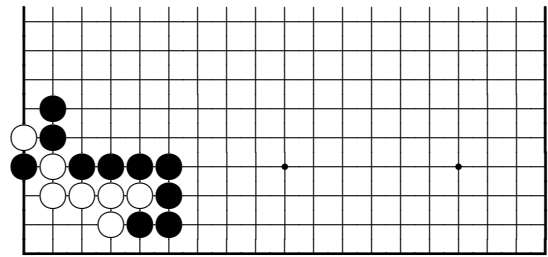
Problem 873 (C): Weiß setzt
»Umbiegen (Hane)«



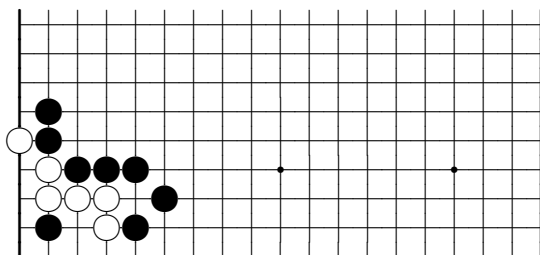
Problem 874 (C): Weiß setzt
»Umbiegen (Hane)«



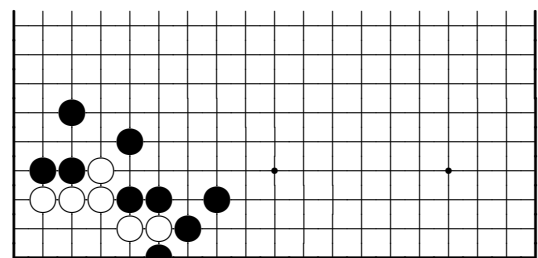
Problem 875 (C): Weiß setzt
»Umbiegen (Hane)«



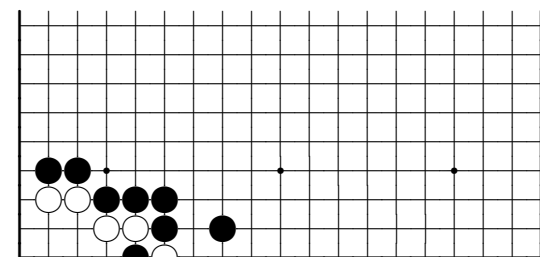
Problem 876 (C): Weiß setzt
»Umbiegen (Hane)«



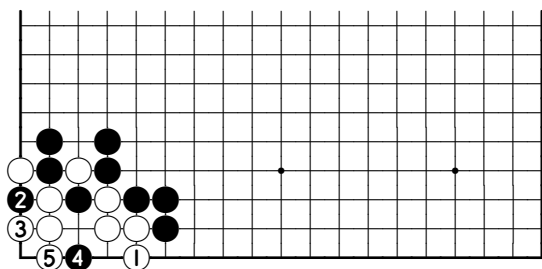
Problem 877 (B): Weiß setzt
»Umbiegen (Hane)« Zug 7 »Widerstand gegen
Berührung«



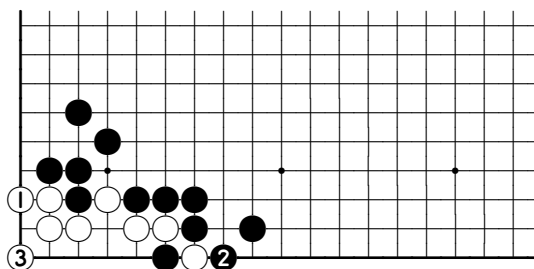
Problem 878 (B): Weiß setzt
»Umbiegen (Hane)« Zug 3 »Auge bilden«



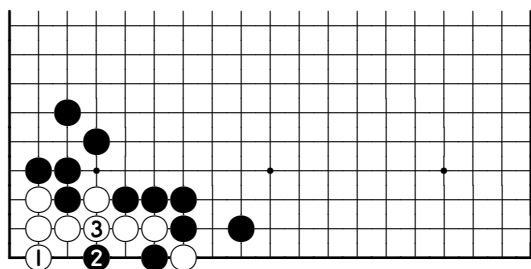
Die Lösungen



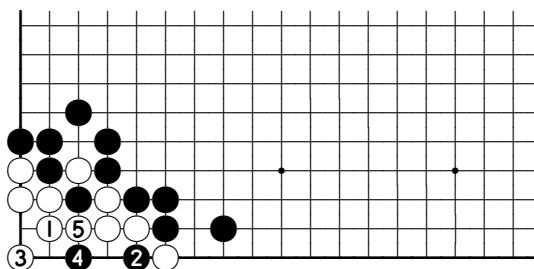
Lösung zu Problem 871



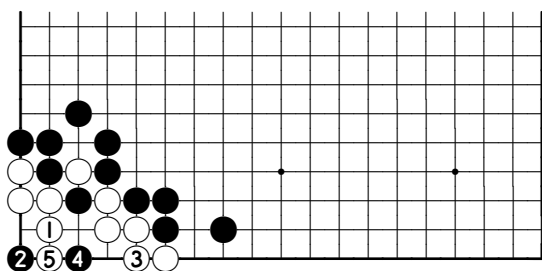
Lösung zu Problem 872



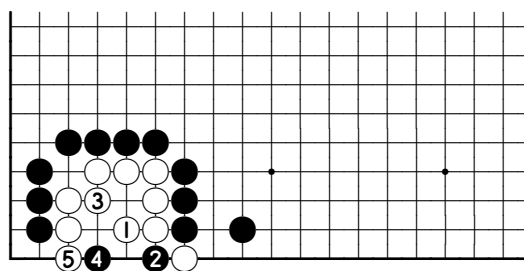
Alternative Lösung zu Prb. 872



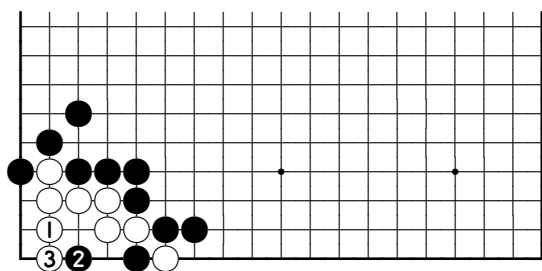
Lösung zu Problem 873



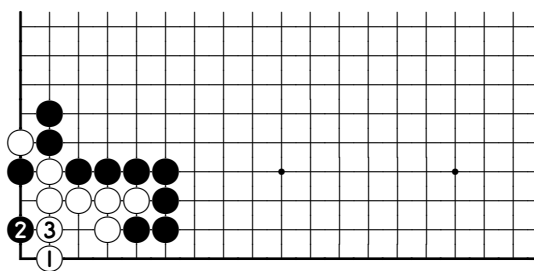
Alternative Lösung zu Prb. 873



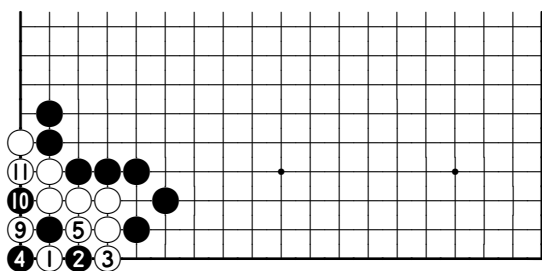
Lösung zu Problem 874



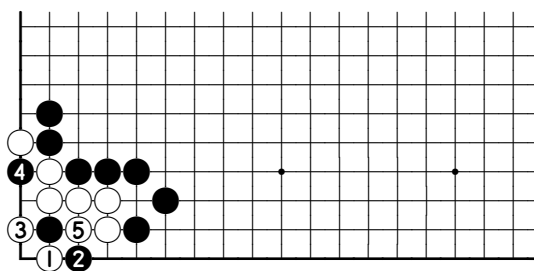
Lösung zu Problem 875



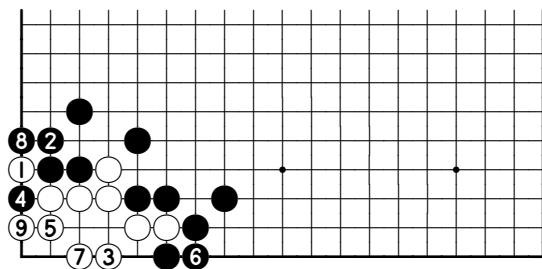
Lösung zu Problem 876



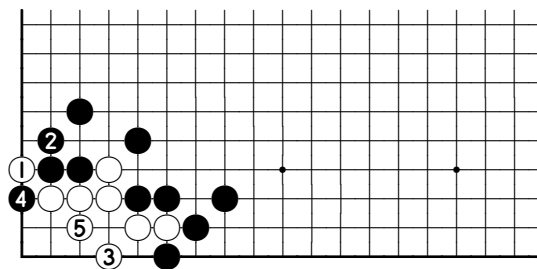
Lösung zu Problem 877



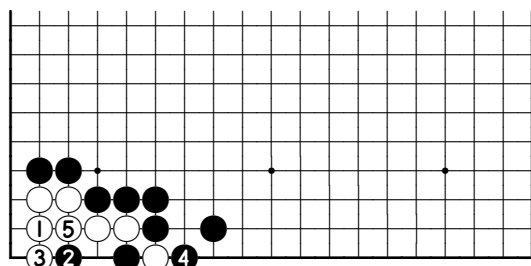
Alternative Lösung zu Prb. 877



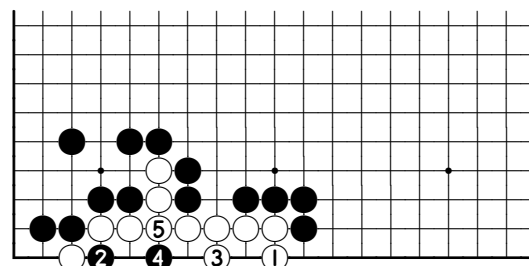
Lösung zu Problem 878



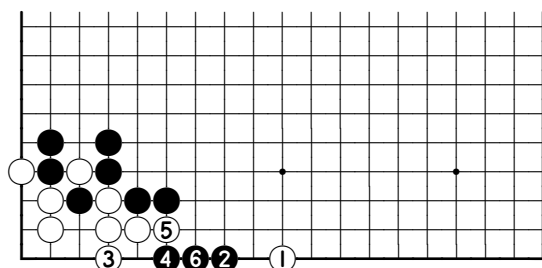
Alternative Lösung zu Prb. 878



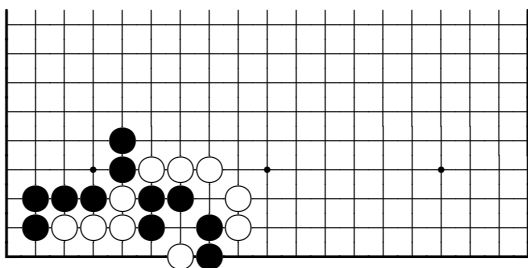
Lösung zu Problem 879



Lösung zu Problem 880



Alternative Lösung zu Prb. 880



A scatter plot showing the relationship between $\log_{10}(1 + 1/\text{mean})$ (x-axis) and $\log_{10}(1 + 1/\text{median})$ (y-axis) for 2000 genes. The plot features a grid with major lines every 0.1 units. Most data points are clustered in the lower-left region, with x-values between 0.0 and 0.4 and y-values between 0.0 and 0.4. These points are represented by black and white circles. Two isolated points are located on the right side of the plot at approximately (0.5, 0.2) and (0.6, 0.2).

A scatter plot showing the relationship between the number of children who survive to adulthood (x-axis) and the number of children per woman (y-axis). The x-axis ranges from 0 to 10, and the y-axis ranges from 0 to 10. The data points are categorized by color: black circles represent the total number of children per woman, and white circles represent the number of children who survive to adulthood. The plot shows a positive correlation between the two variables, with a cluster of points at low values and a few points at higher values.

A scatter plot showing the relationship between the number of children in the family (x-axis) and the number of children (y-axis). The x-axis ranges from 0 to 10, and the y-axis ranges from 0 to 10. The data points are as follows:

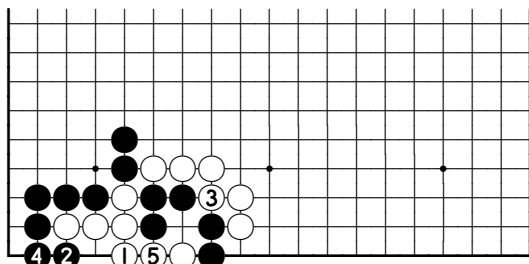
Number of children in the family (x)	Number of children (y)	Color
1	1	Black
1	2	Black
1	3	Black
1	4	White
2	1	White
2	2	White
2	3	Black
2	4	Black
2	5	Black
3	1	Black
3	2	Black
3	3	White
3	4	White
4	1	White
4	2	White
4	3	White
5	1	White
5	2	Black
5	3	Black
6	1	Black
6	2	Black
6	3	Black
6	4	Black
6	5	Black
6	6	Black
6	7	Black
6	8	Black
6	9	Black
6	10	Black
7	1	Black
7	2	Black
7	3	Black
7	4	Black
7	5	Black
7	6	Black
7	7	Black
7	8	Black
7	9	Black
7	10	Black
8	1	Black
8	2	Black
8	3	Black
8	4	Black
8	5	Black
8	6	Black
8	7	Black
8	8	Black
8	9	Black
8	10	Black
9	1	Black
9	2	Black
9	3	Black
9	4	Black
9	5	Black
9	6	Black
9	7	Black
9	8	Black
9	9	Black
9	10	Black
10	1	Black
10	2	Black
10	3	Black
10	4	Black
10	5	Black
10	6	Black
10	7	Black
10	8	Black
10	9	Black
10	10	Black

The scatter plot displays the following data points (Hours per week, Books read):

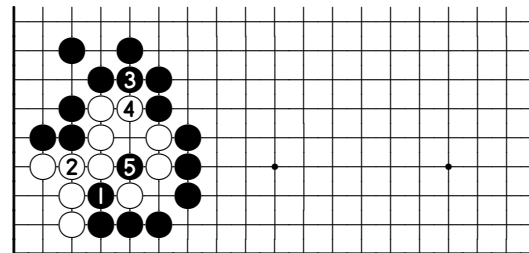
Hours per week	Books read	Group
1	1	no book club
1	2	no book club
1	3	no book club
1	4	book club
1	5	book club
1	6	book club
2	1	no book club
2	2	no book club
2	3	no book club
2	4	book club
2	5	book club
2	6	book club
3	1	no book club
3	2	no book club
3	3	no book club
3	4	book club
3	5	book club
3	6	book club
4	1	no book club
4	2	no book club
4	3	no book club
4	4	book club
4	5	book club
4	6	book club
5	1	no book club
5	2	no book club
5	3	no book club
5	4	book club
5	5	book club
5	6	book club
6	1	no book club
6	2	no book club
6	3	no book club
6	4	book club
6	5	book club
6	6	book club
7	1	no book club
7	2	no book club
7	3	no book club
7	4	book club
7	5	book club
7	6	book club
8	1	no book club
8	2	no book club
8	3	no book club
8	4	book club
8	5	book club
8	6	book club
9	1	no book club
9	2	no book club
9	3	no book club
9	4	book club
9	5	book club
9	6	book club
10	1	no book club
10	2	no book club
10	3	no book club
10	4	book club
10	5	book club
10	6	book club

Problem 890 (A): Schwarz setzt
»Der indirekte Angriff«

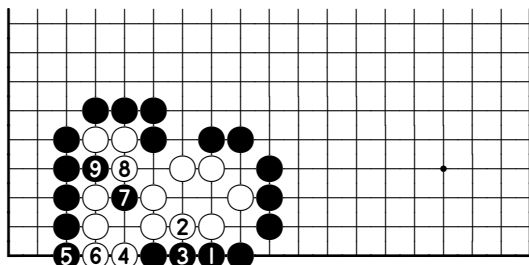
Die Lösungen



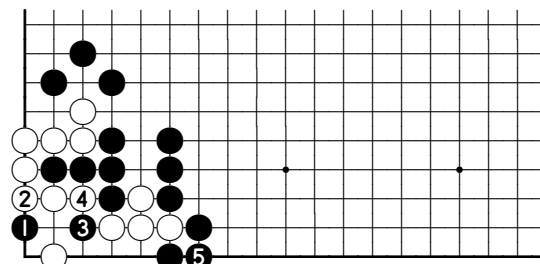
Lösung zu Problem 881



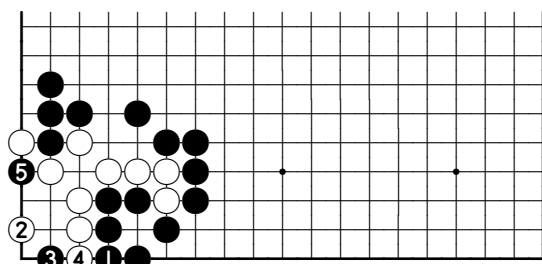
Lösung zu Problem 882



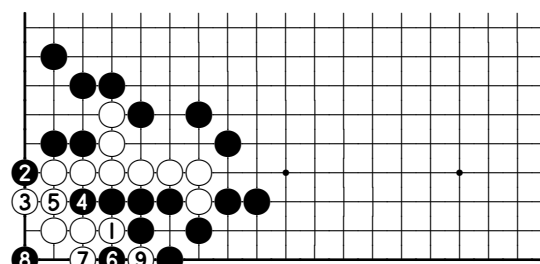
Lösung zu Problem 883



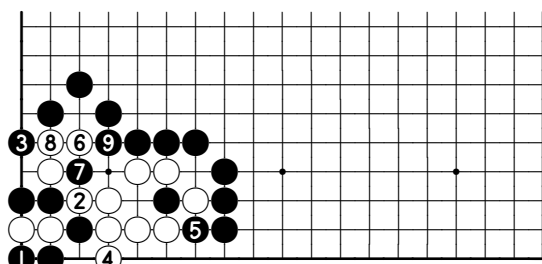
Lösung zu Problem 884



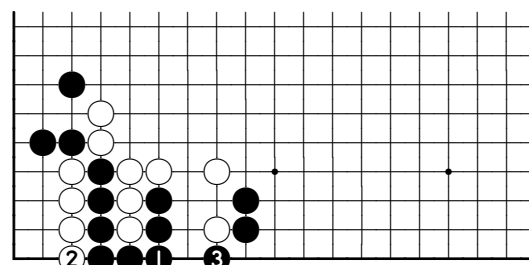
Lösung zu Problem 885



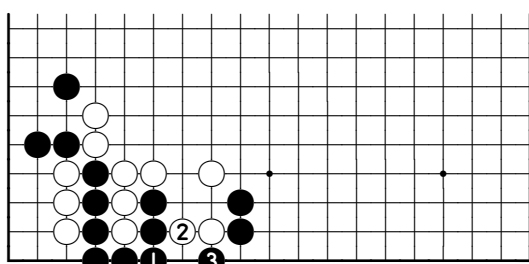
Lösung zu Problem 886



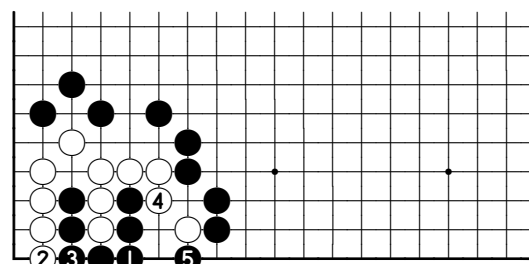
Lösung zu Problem 887



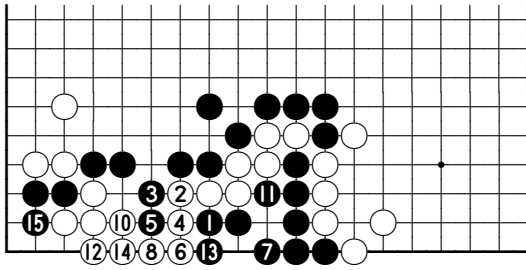
Lösung zu Problem 888



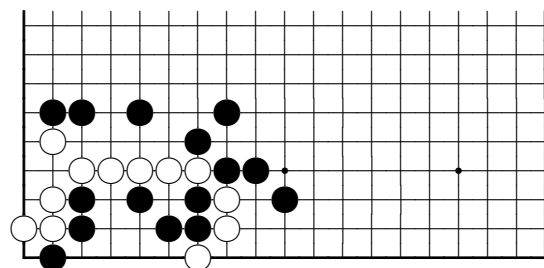
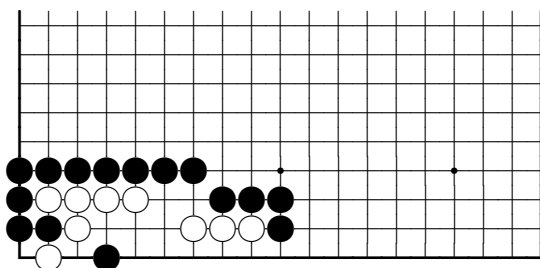
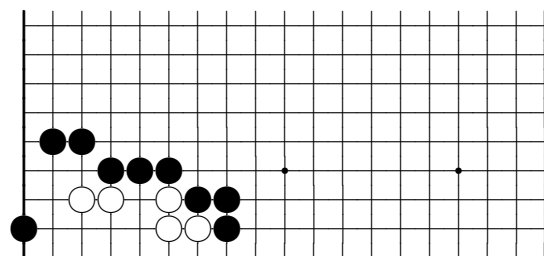
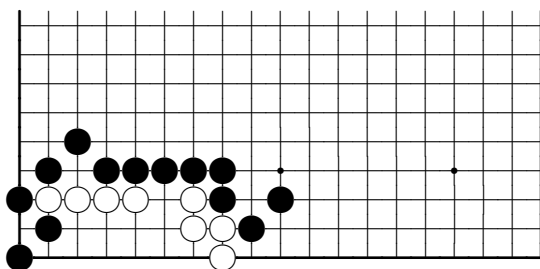
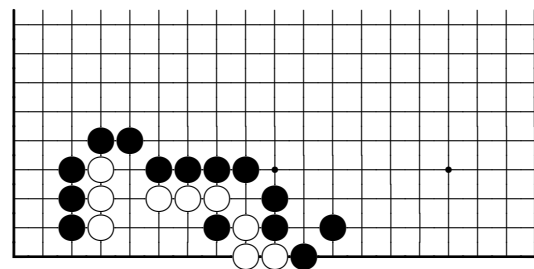
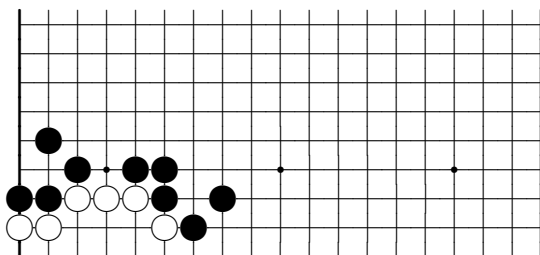
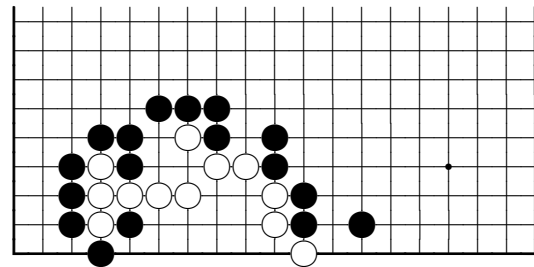
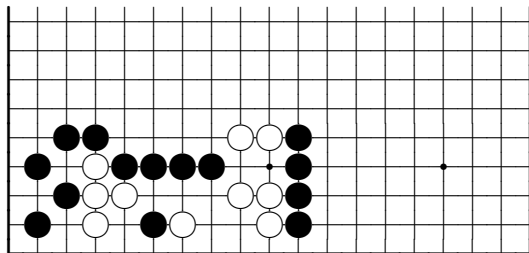
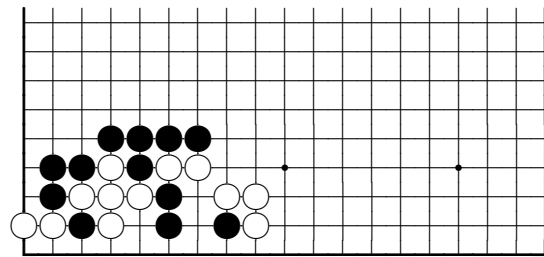
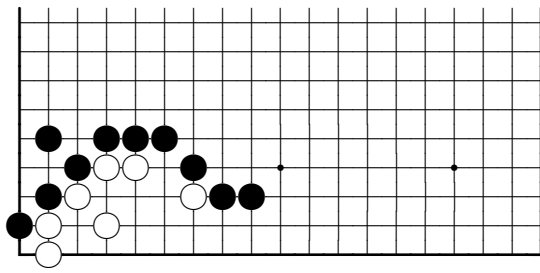
Alternative Lösung zu Prb. 888



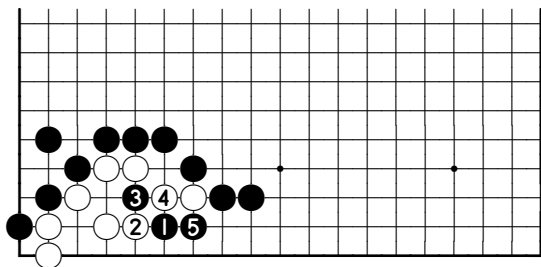
Lösung zu Problem 889



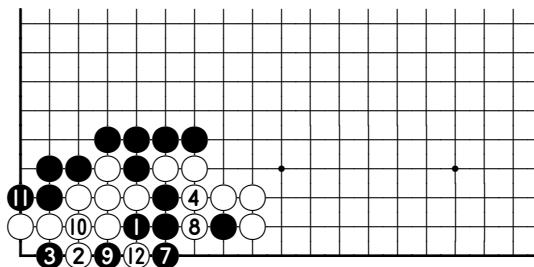
Lösung zu Problem 890



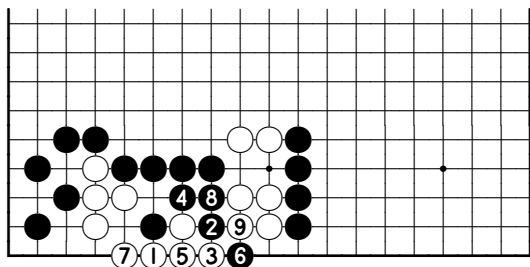
Die Lösungen



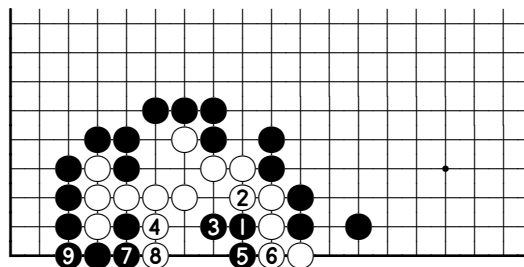
Lösung zu Problem 896



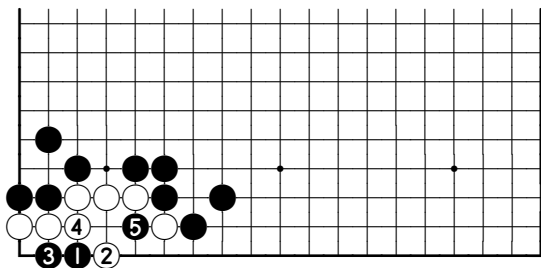
Lösung zu Problem 897



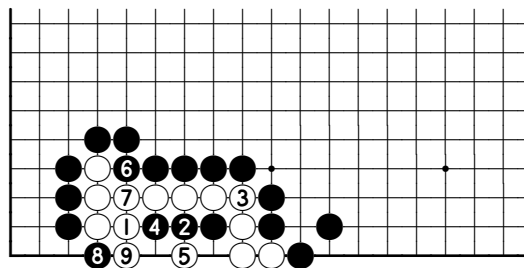
Lösung zu Problem 898



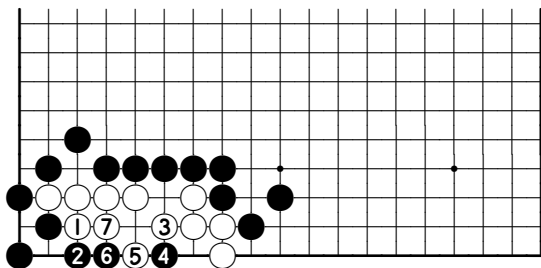
Lösung zu Problem 899



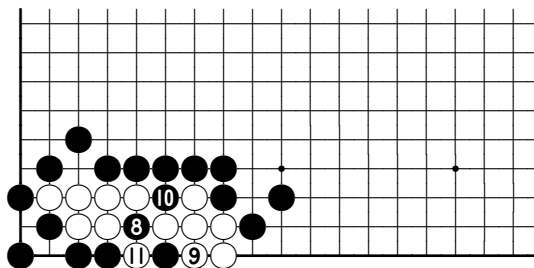
Lösung zu Problem 900



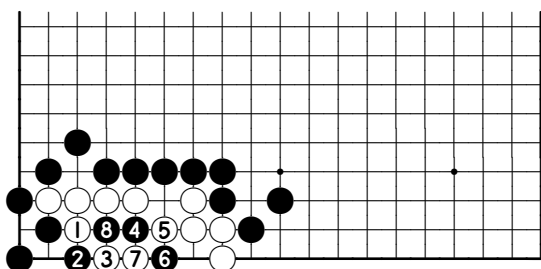
Lösung zu Problem 901



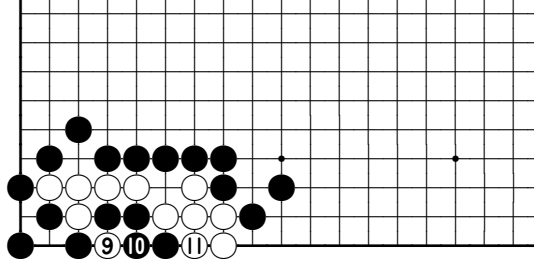
Lösung zu Problem 902 ...



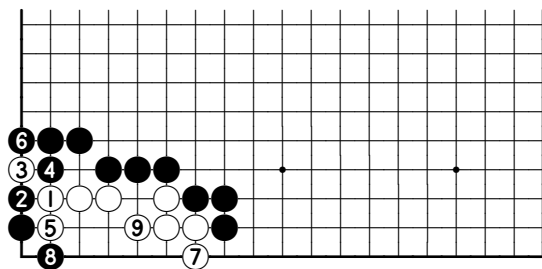
...Fortsetzung der Lösung zu Prb. 902



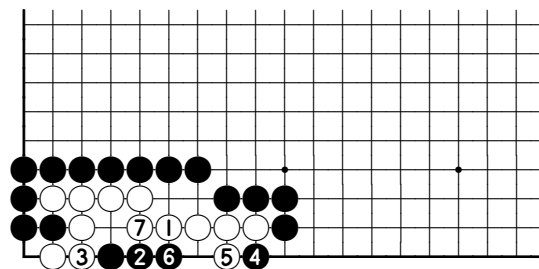
Alternative Lösung zu Prb. 902 ...



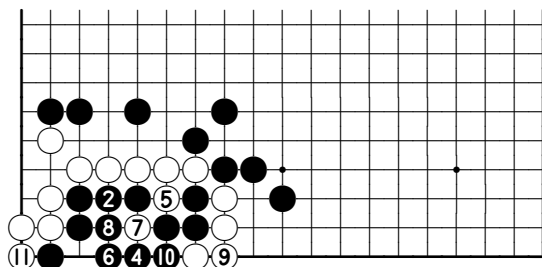
...und die Fortsetzung der alternativen Lösung zu Prb. 902



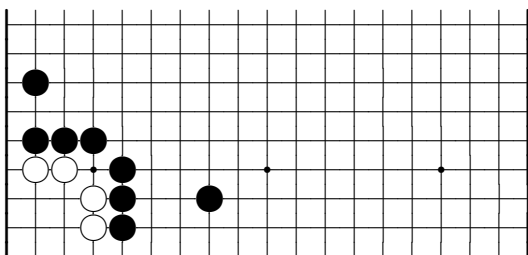
Lösung zu Problem 903



Lösung zu Problem 904

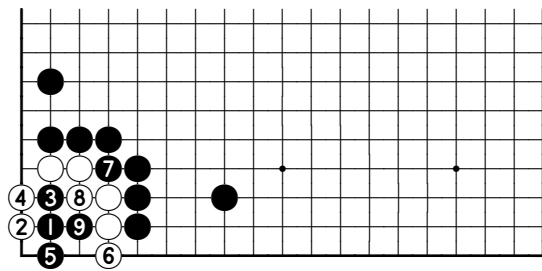


Lösung zu Problem 905
(① auf ⑧, ③ auf ⑦)

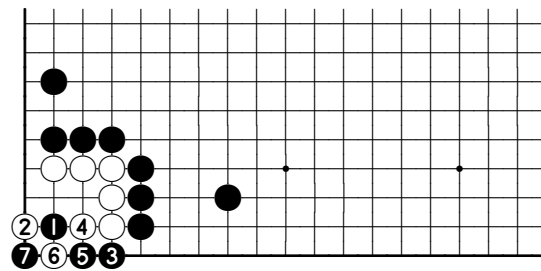


The scatter plot displays the relationship between the number of hours per week (X-axis) and the number of days per week (Y-axis). The data points are categorized by gender: males (black circles) and females (white circles). Males are clustered at low hours and low days, while females are clustered at low hours and high days. There are also two isolated points at high hours and high days.

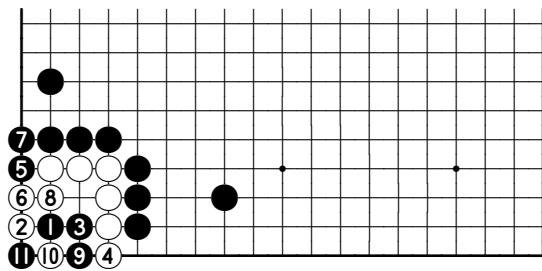
Die Lösungen



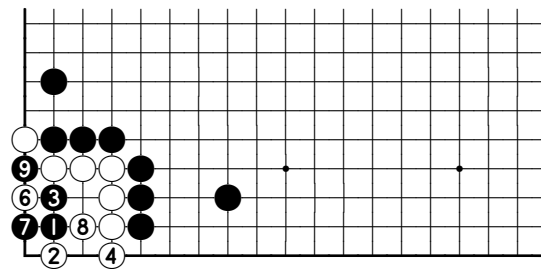
Lösung zu Problem 911



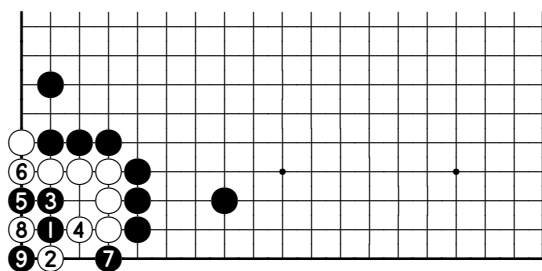
Lösung zu Problem 912



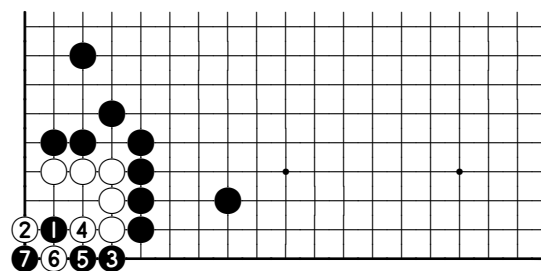
Alternative Lösung zu Prb. 912



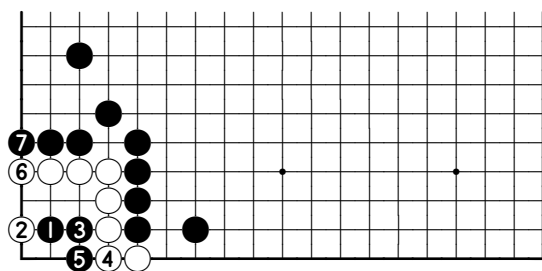
Lösung zu Problem 913



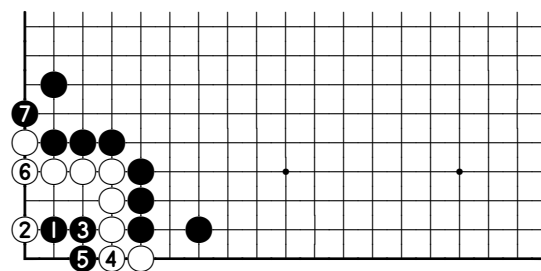
Alternative Lösung zu Prb. 913



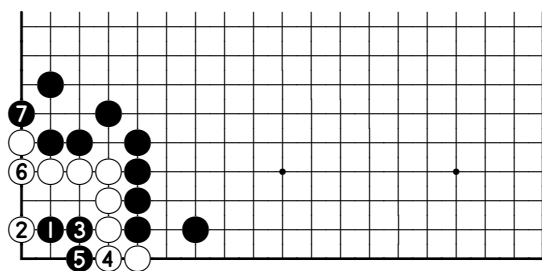
Lösung zu Problem 914



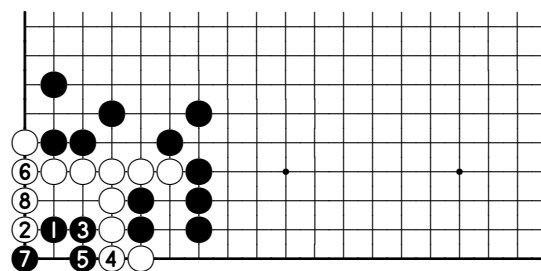
Lösung zu Problem 915



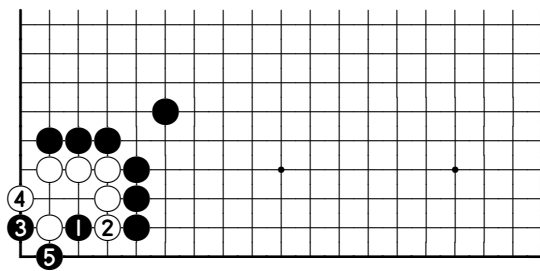
Lösung zu Problem 916



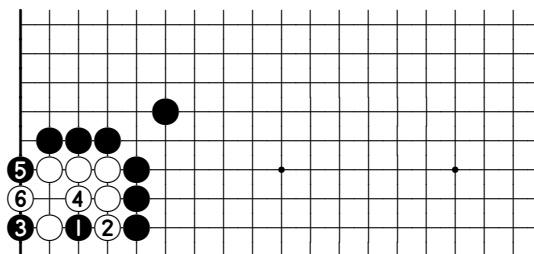
Lösung zu Problem 917



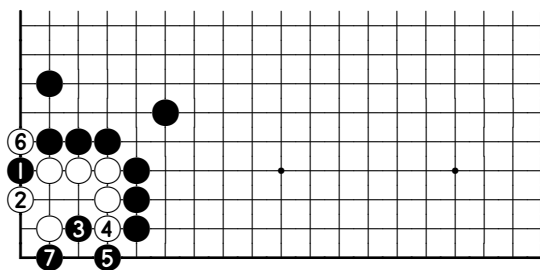
Lösung zu Problem 918



Lösung zu Problem 919



Alternative Lösung zu Prb. 919



Lösung zu Problem 920

Literatur

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