

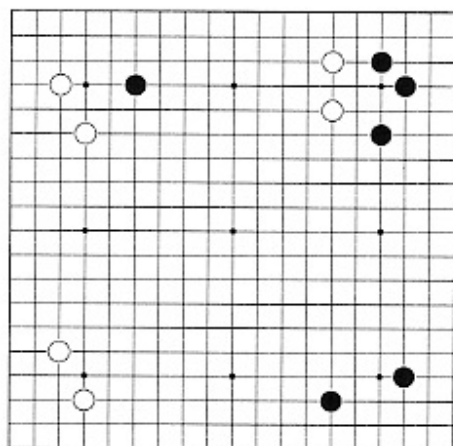


TactiGo $\frac{95}{7}$

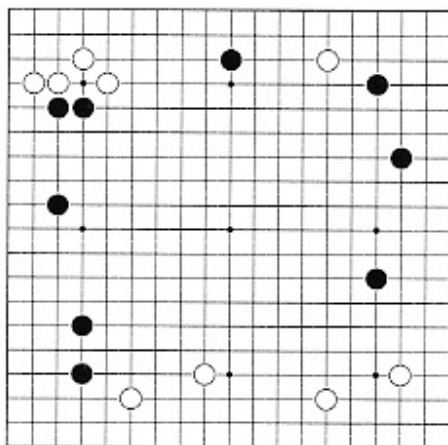
LES TECHNIQUES DU JEU DE GO

Niveau 1

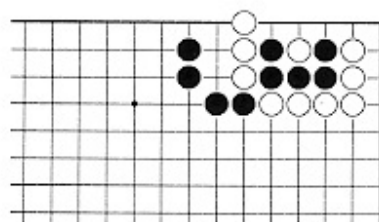
*



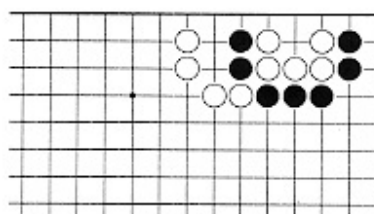
1. Noir joue



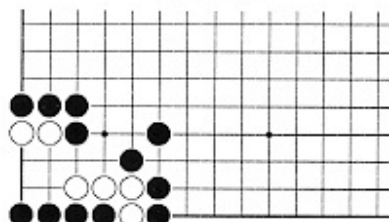
2. Noir joue



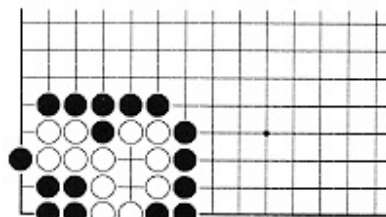
3. Noir joue



4. Noir joue



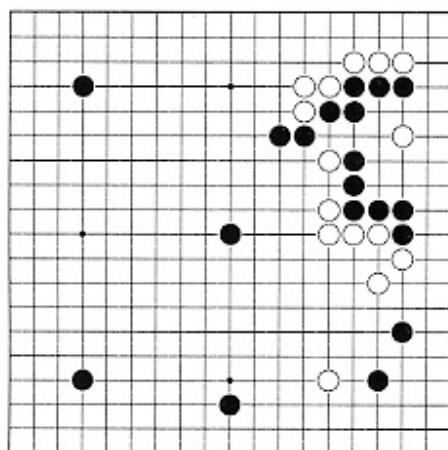
5. Noir joue



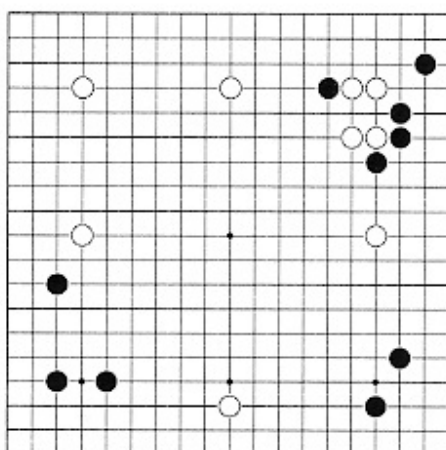
6. Noir joue

Niveau 2

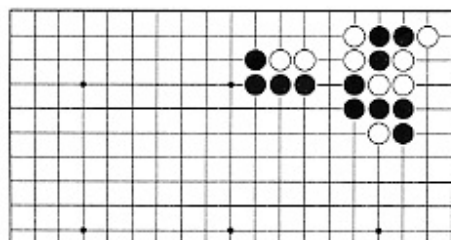
* *



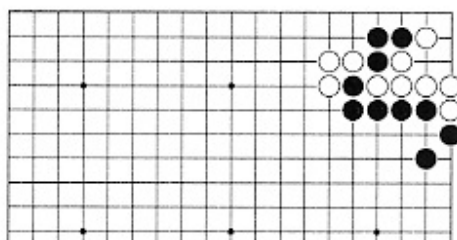
1. Noir joue



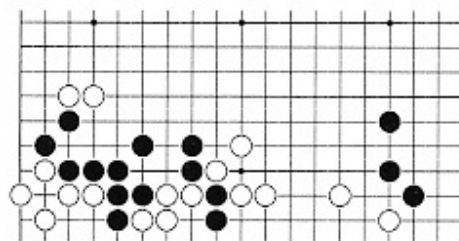
2. Blanc joue



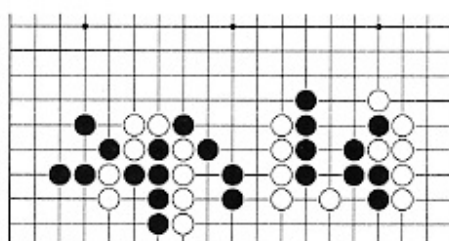
3. Noir joue



4. Noir joue



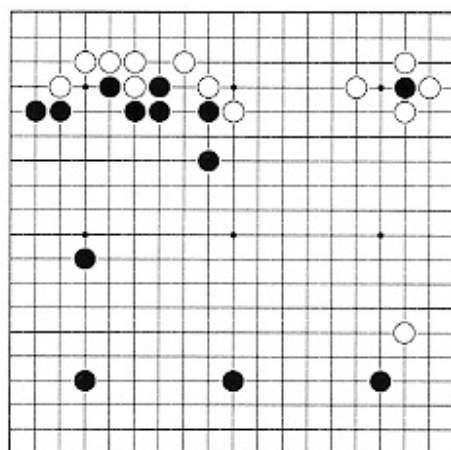
5. Noir joue



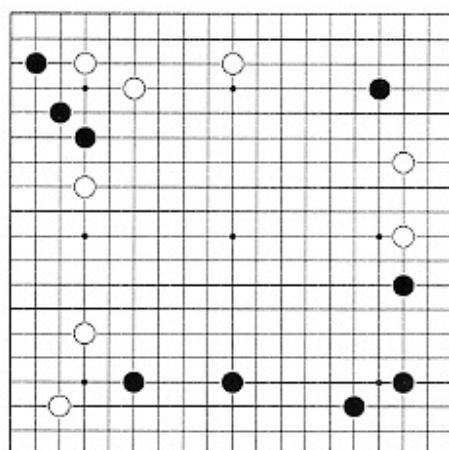
6. Noir joue

Niveau 3

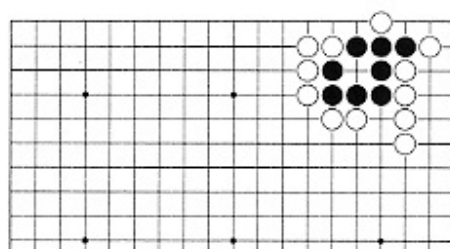
* * *



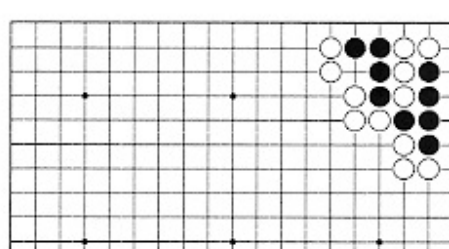
1. Noir joue



2. Blanc joue



3. Noir joue

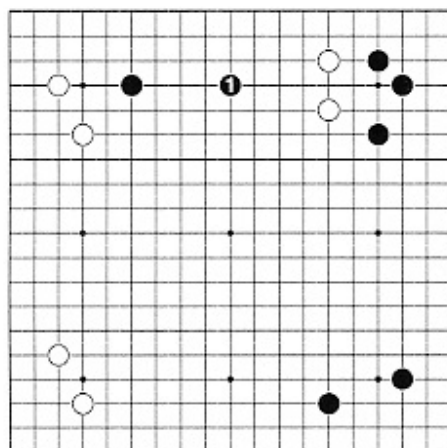


4. Noir joue

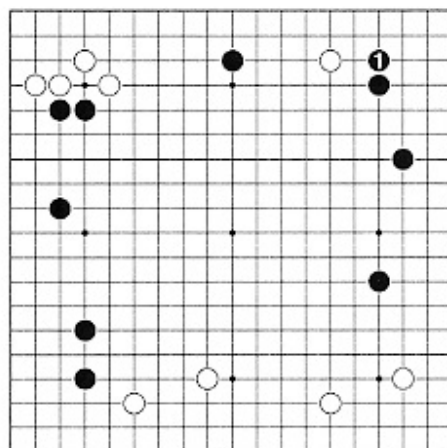


Niveau 1

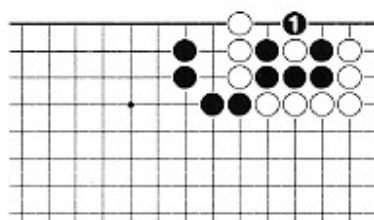
Solutions



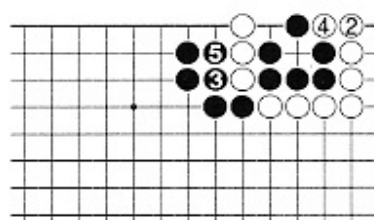
1. Bonne réponse



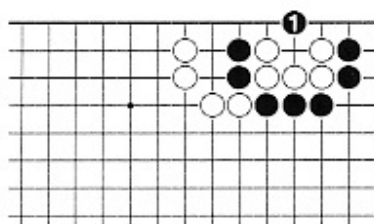
2. Bonne réponse



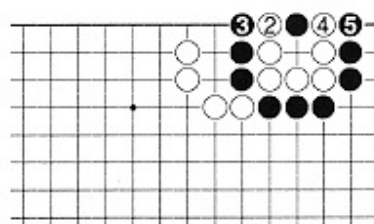
3.1 : Bonne réponse



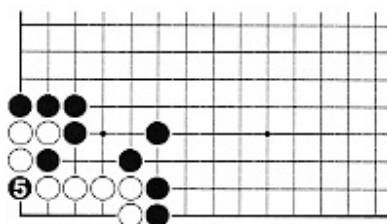
3.2 : Suite



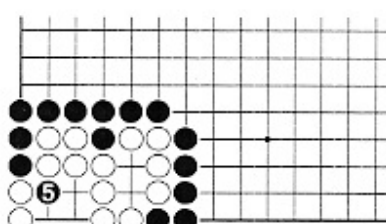
4.1 : Bonne réponse



4.2 : Suite



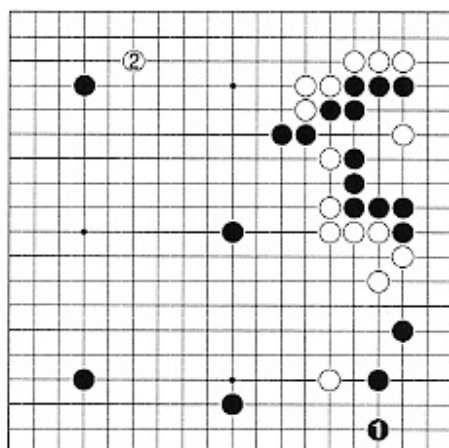
5.2 : Suite



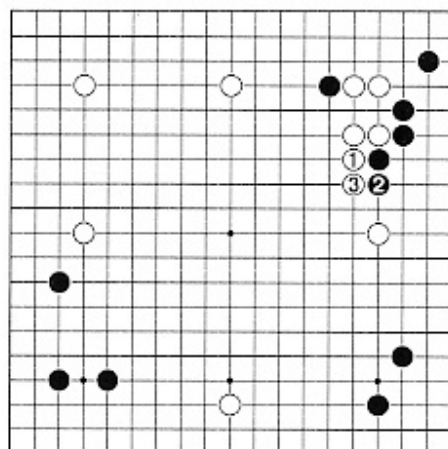
6.2 : Suite

Solutions

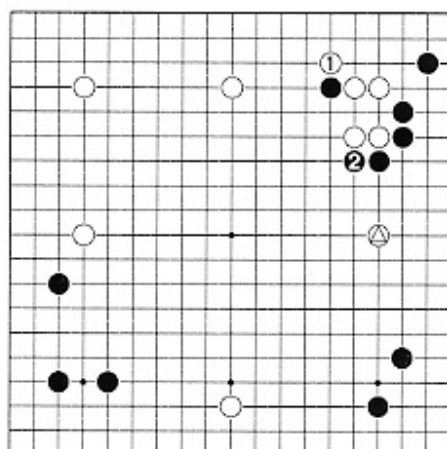
Solutions



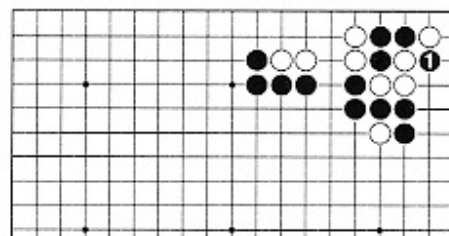
1.2 : Mauvaise réponse



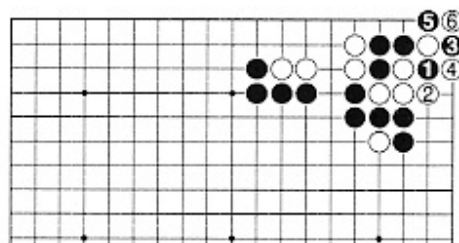
2.1 : Bonne réponse



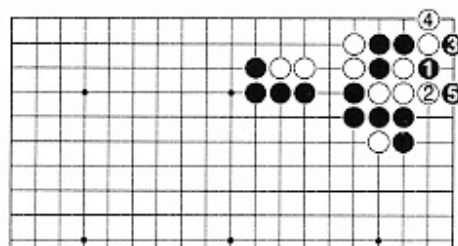
2.2 : Mauvais



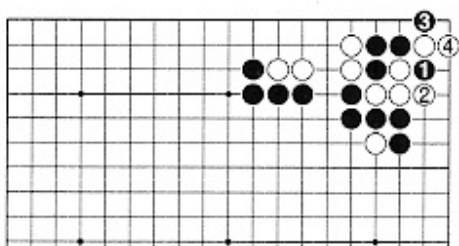
3.1 : Bonne réponse



3.2 : Suite ; ko.



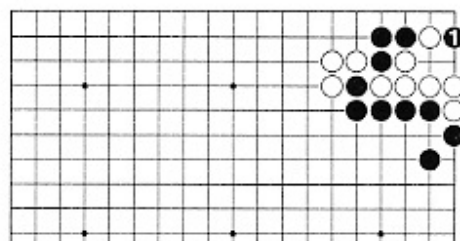
3.3 : Variante



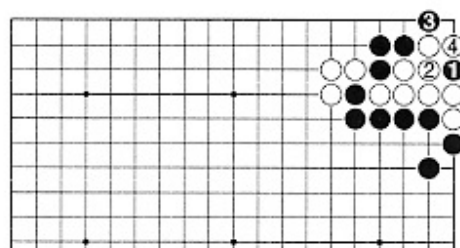
3.4 : Erreur

TactiGo 95.7

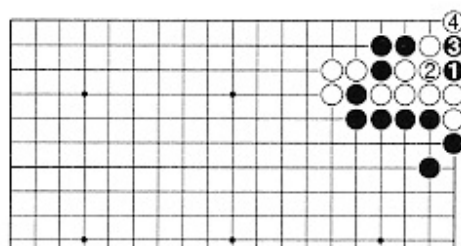
a été tiré à 45 exemplaires. Il a été réalisé par Patrice FONTAINE.



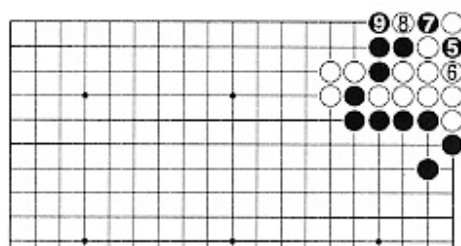
4.1 : Bonne réponse



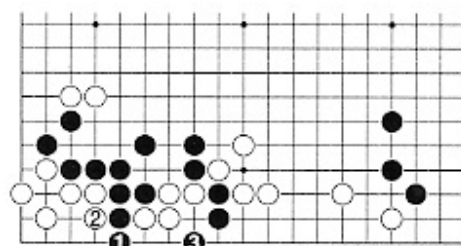
4.2 : Mauvaise réponse



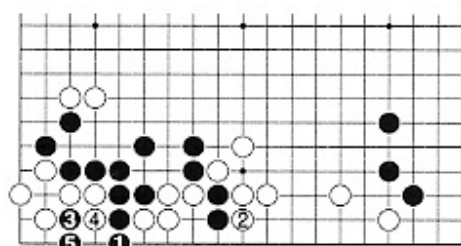
4.3 : Variante ; ko.



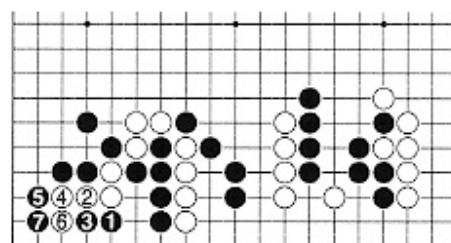
4.4 : Suite



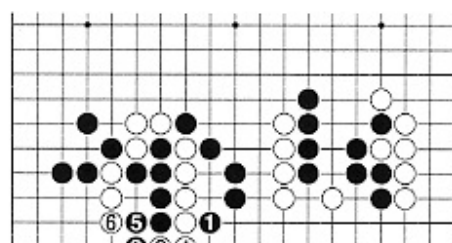
5.1 : Bonne réponse



5.2 : Variante

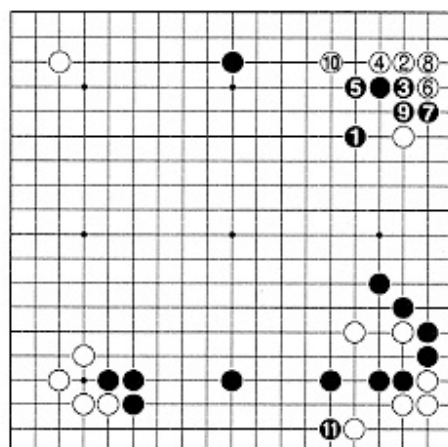


6.1 : Bonne réponse

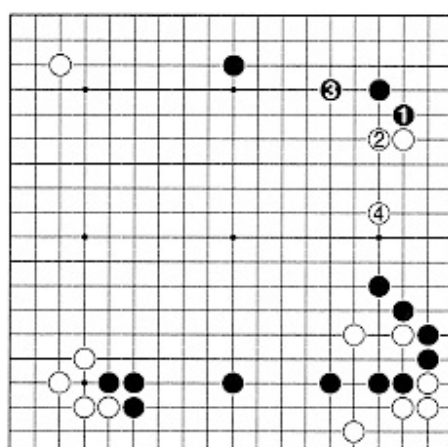


6.2 : Mauvais

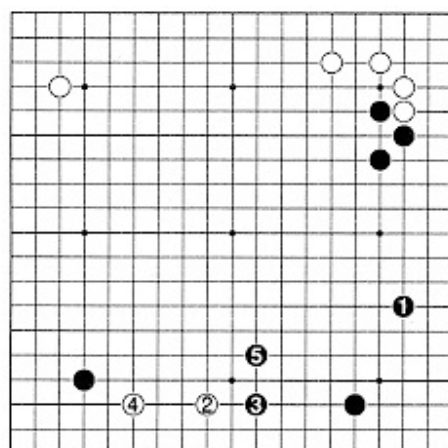
SOLUTIONS DU JEU-CONCOURS 95.6



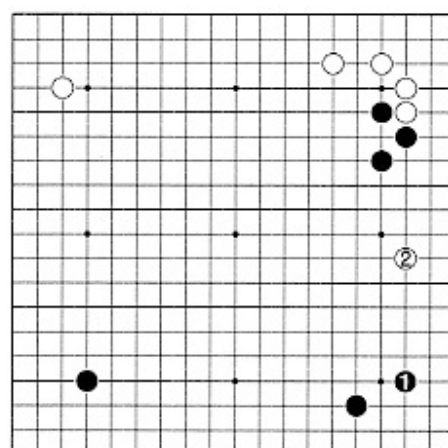
1.1 : Bonne réponse



1.2 : Mauvaise réponse

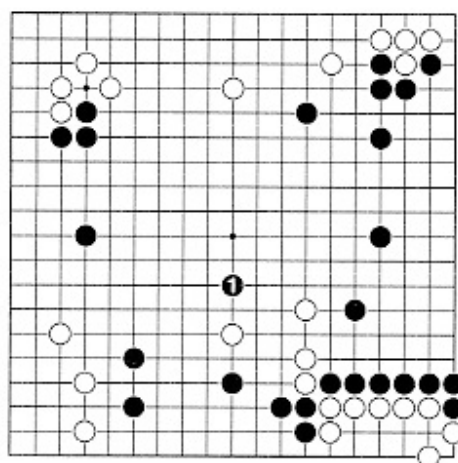


2.1 : Bonne réponse

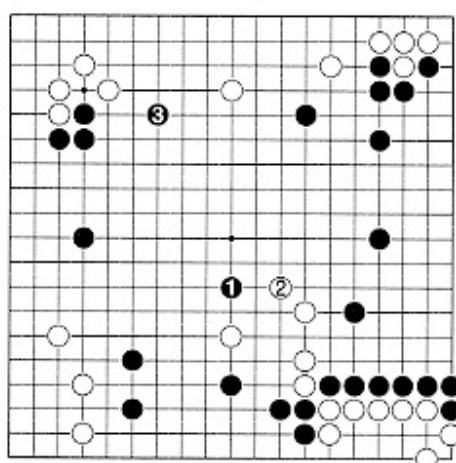


2.2 : Mauvaise réponse

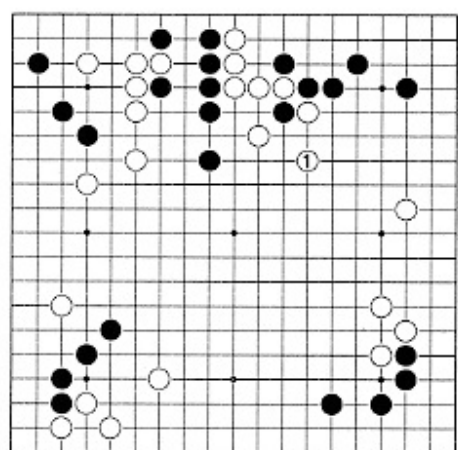
Participez au jeu-concours !



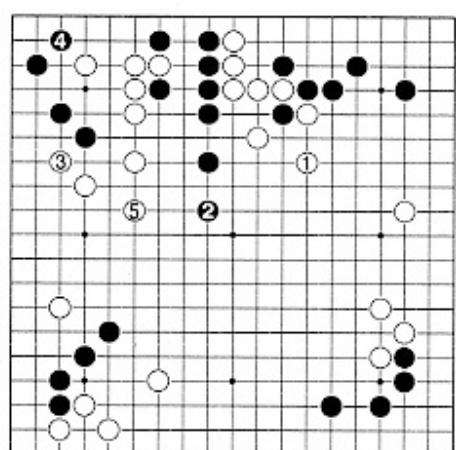
3.1 : Bonne réponse



3.2 : Suite



4.1 : Bonne réponse



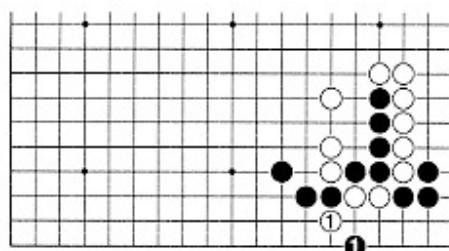
4.2 : Suite

LE NIVEAU DES PROBLEMES

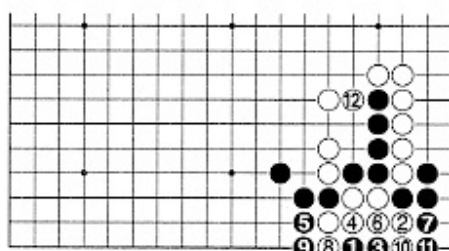
Niveau 1 : * (7ème kyu et moins fort)

Niveau 2 : * * (de 6ème à 3ème kyu)

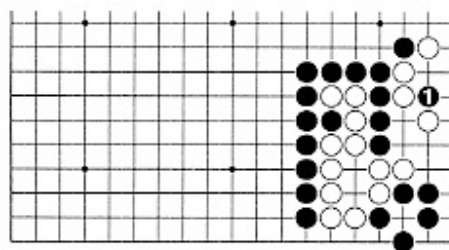
Niveau 3 : * * * (2ème kyu et plus fort)



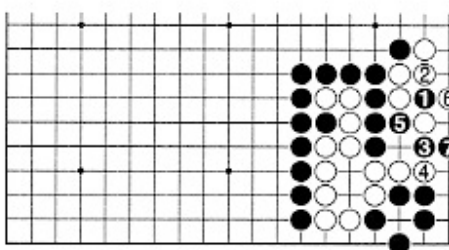
5.1 : Bonne réponse



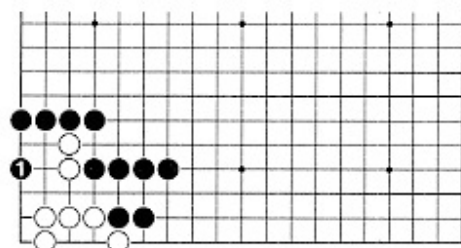
5.2 : Suite



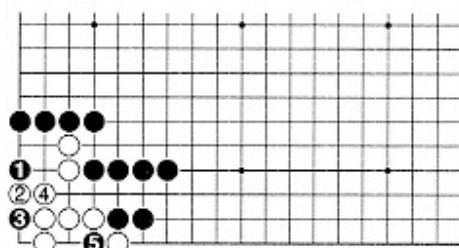
6.1 : Bonne réponse



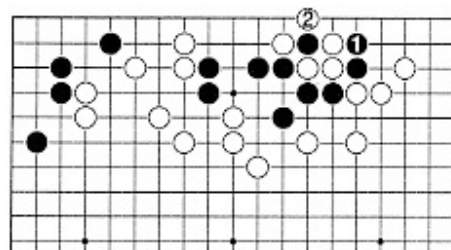
6.2 : Suite



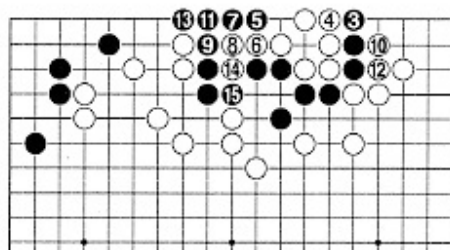
7.1 : Bonne réponse



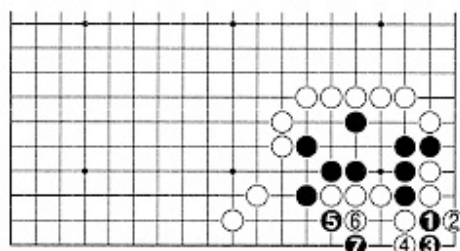
7.2 : Suite



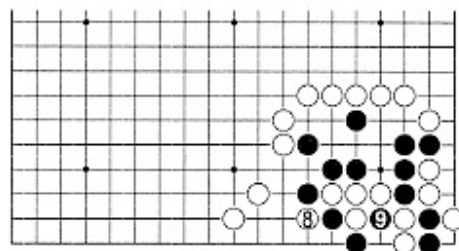
8.1 : Bonne réponse



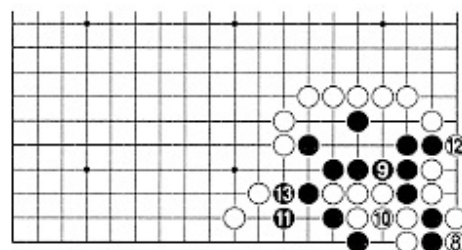
8.2 : Suite



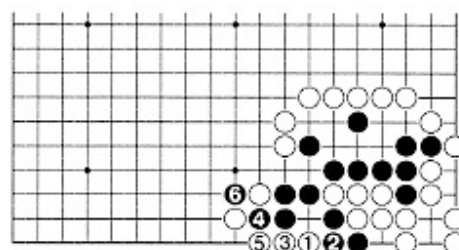
9.1 : Bonne réponse



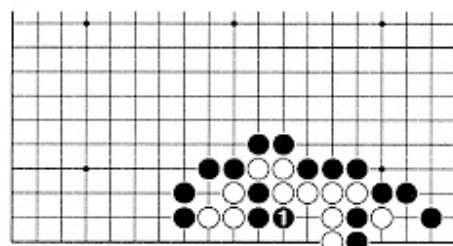
9.2 : Suite



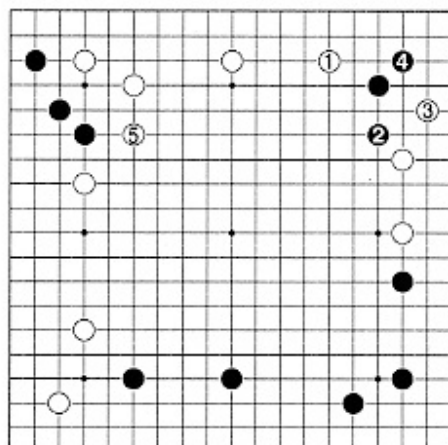
9.3 : Variante



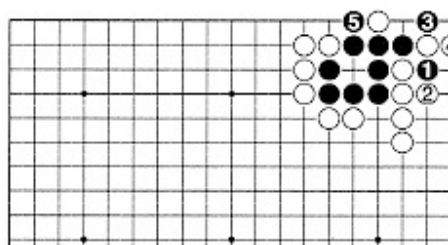
9.4 : Noir vit ou sort.



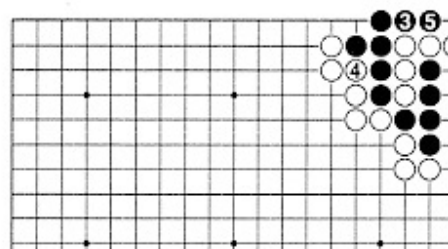
Solutions



2. Bonne réponse



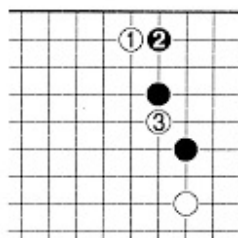
3.2 : Suite



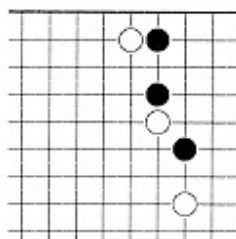
4.2 : Suite

Pièges & traquenards

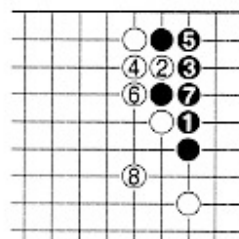
Un piège — en forme d'arme à double tranchant — vu au dernier stage « go vert »...



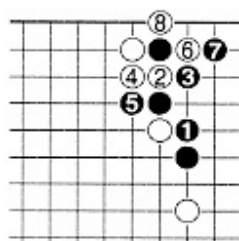
1. Origine de la position



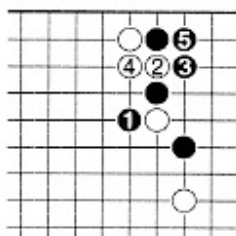
2. Position initiale



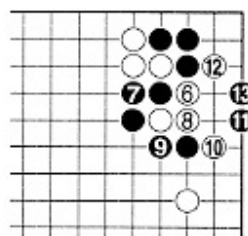
3. Noir se retrouve enfermé.



4. Mauvais résultat pour noir.



5. Bonne réponse



6. Suite

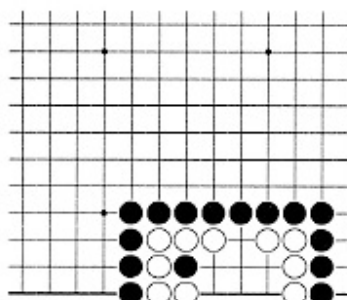
Après les deux *tesuji* 11 et 13, blanc ne peut plus rien faire. La situation devient alors catastrophique pour lui.



Le coin du bibliophile

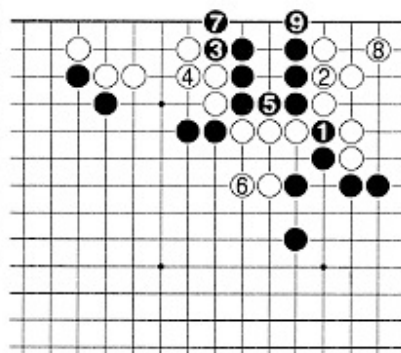
囲碁死活

est un ouvrage japonais de format très réduit (5 x 8 cm) consacré aux problèmes de vie et de mort. Il contient 147 problèmes et fut publié par les éditions Tohren en 1985. Voici le problème n°8 :



Noir joue...

Réponse du problème précédent



Bonne réponse
Noir vit

Réponse dans le prochain numéro...

LA LIGUE DES VOLCANS & LE GO LAUSANNOIS

vous invitent à Caux en Suisse dans un site exceptionnel pour une semaine



DU 26 DÉCEMBRE AU 1er JANVIER

Hao Jiang et Laurent Heiser (VI Dan) seront nos invités

Pension complète à l'hôtel « Les Sorbiers » + Frais pédagogiques : 60 FS / jour / pers.

Inscriptions et informations auprès de :

Daniel BAUMANN / CP 56 / 1323 Romainmôtier (Suisse) / T. : (19 41 24) 53 10 59

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