

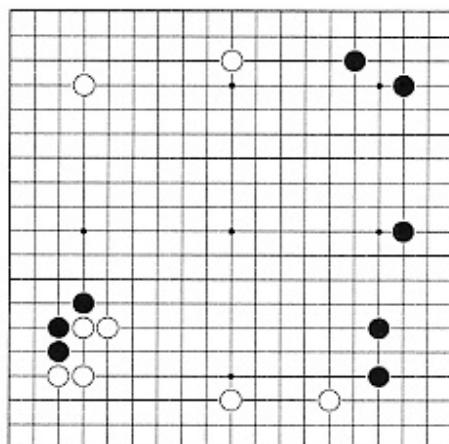


TactiGo ⁹⁵/₅

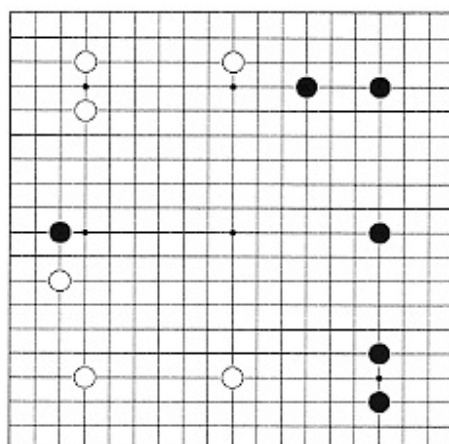
LES TECHNIQUES DU JEU DE GO

Niveau 1

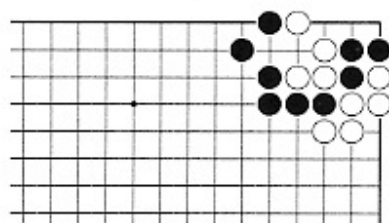
★



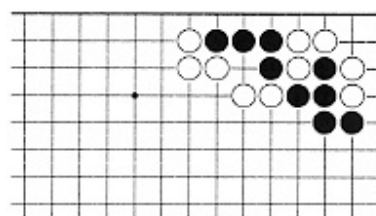
1. Noir joue...



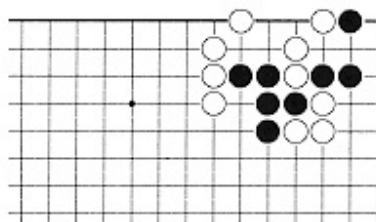
2. Noir joue...



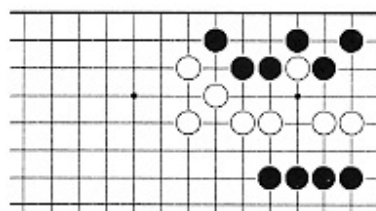
3. Noir joue



4. Noir joue

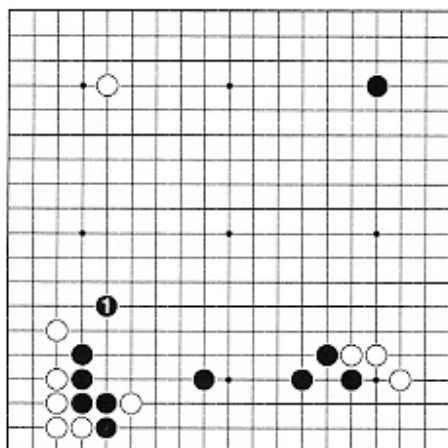


5. Noir joue

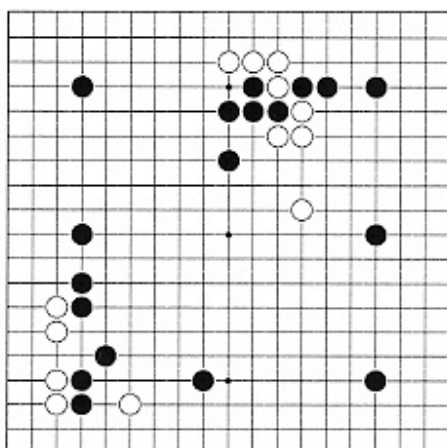


6. Noir joue

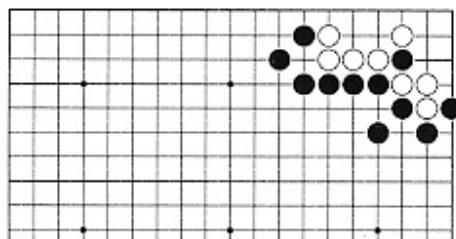
* *



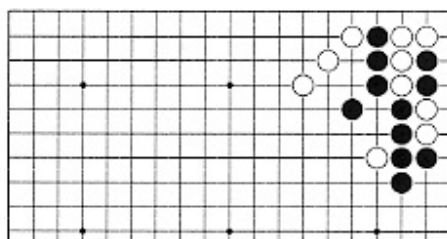
1. Blanc joue...



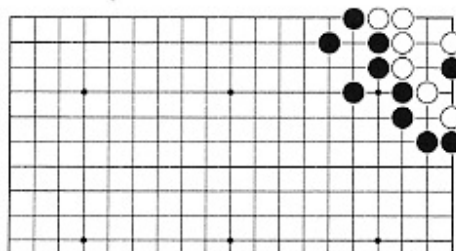
2. Noir joue...



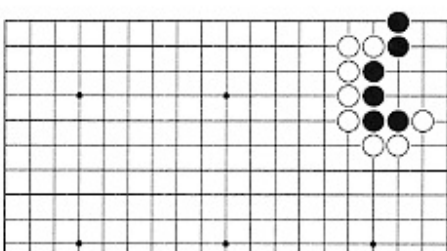
3. Noir joue...



4. Blanc joue...

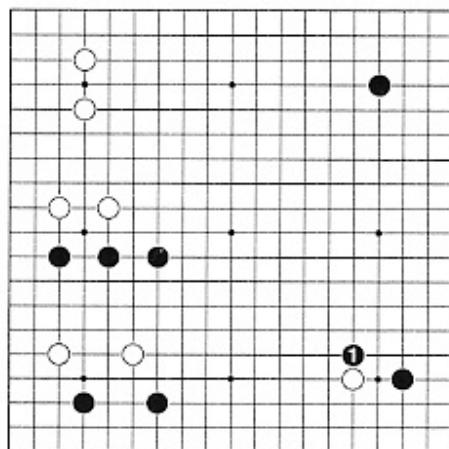


5. Noir joue...

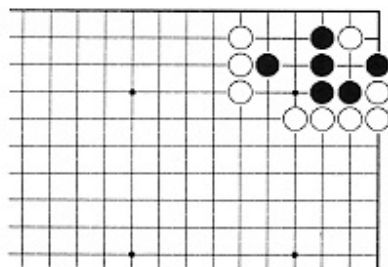
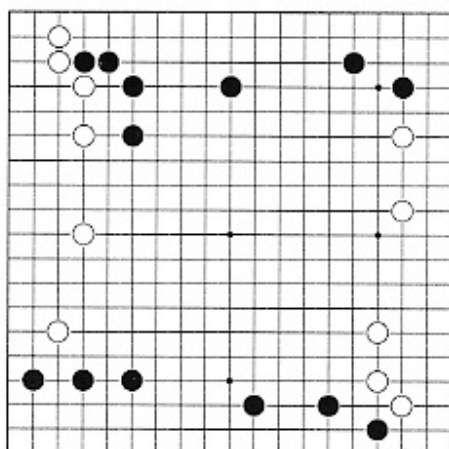


6. Noir joue...

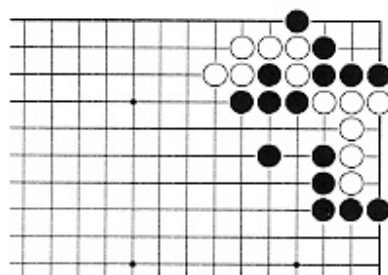
* * *



2. Blanc joue...



3. Noir joue...

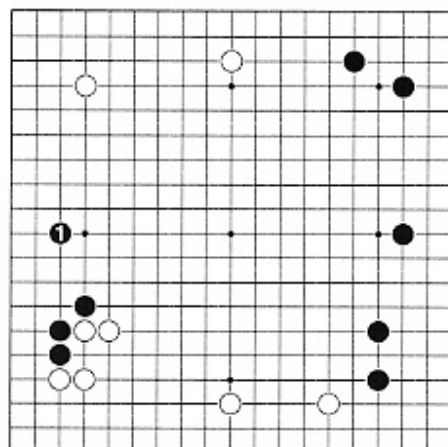


4. Noir joue...

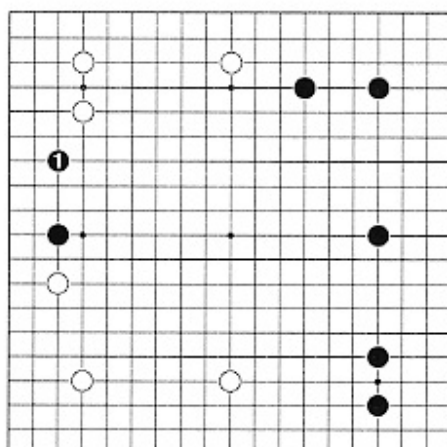


Niveau 1

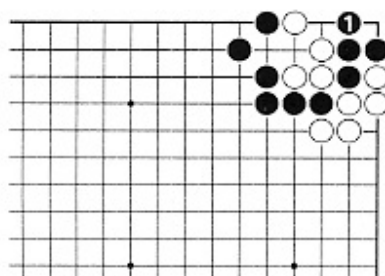
Solutions



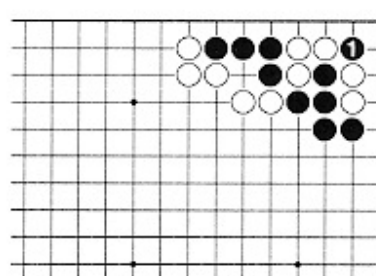
1. Bonne réponse



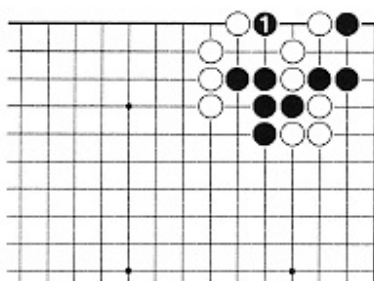
2. Bonne réponse



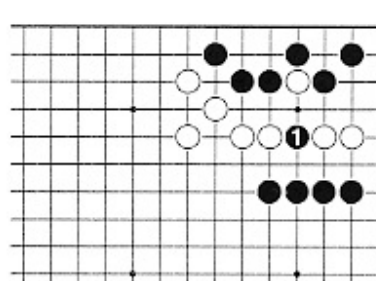
3. Bonne réponse



4. Bonne réponse



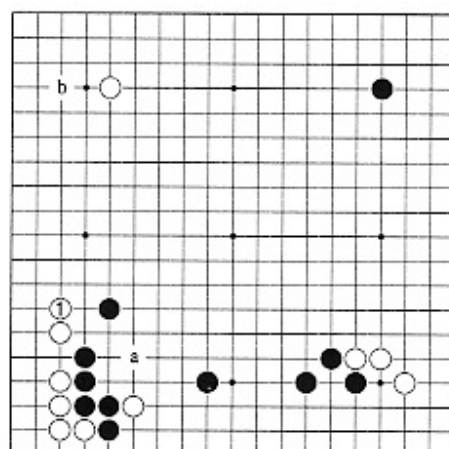
5. Bonne réponse



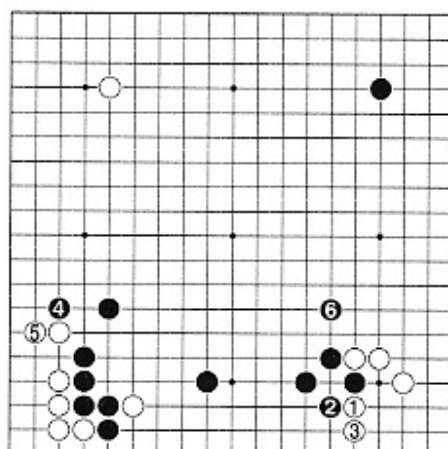
6. Bonne réponse

Niveau 2

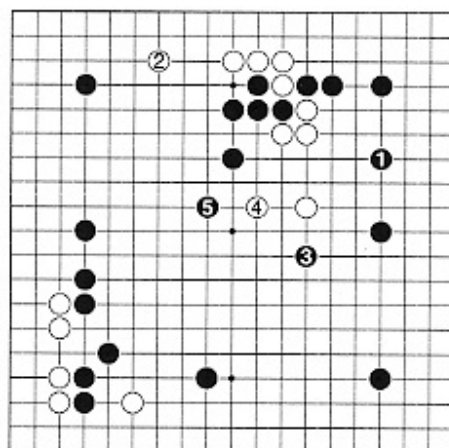
Solutions



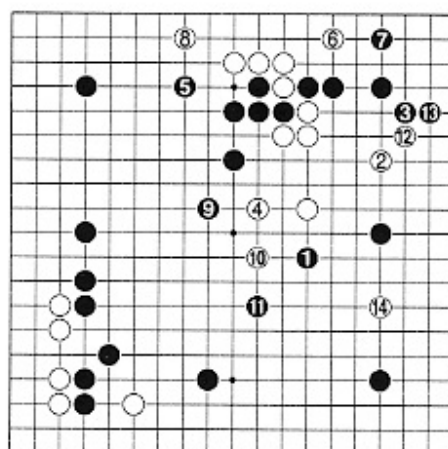
1.1 : Bonne réponse
Ensuite a et b sont *miai*.



1.2 : Douteux !



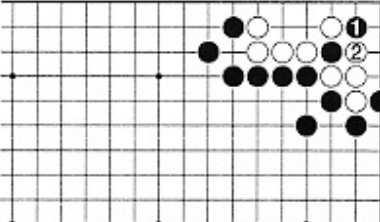
2.1 : Bonne réponse



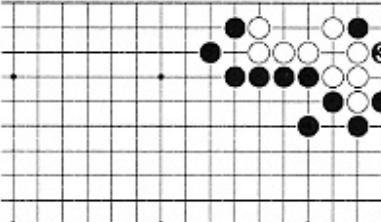
2.2 : Mauvaise réponse

TactiGo 95.5

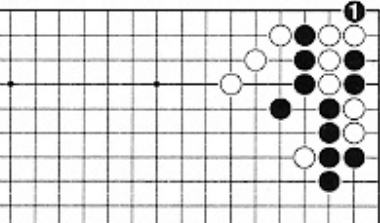
a été tiré à 45 exemplaires. Il a été réalisé par Patrice FONTAINE.



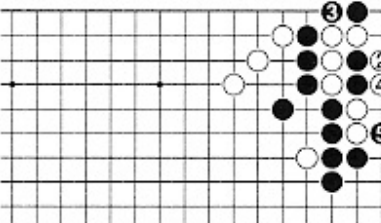
3.1 : Bonne réponse



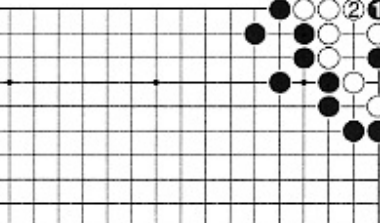
3.2 : Suite



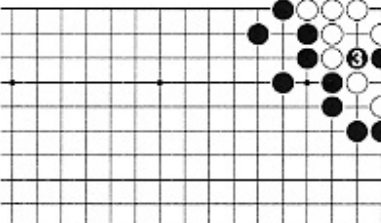
4.1 : Bonne réponse



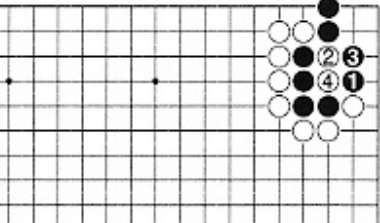
4.2 : Suite



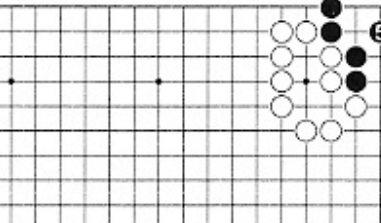
5.1 : Bonne réponse



5.2 : Suite

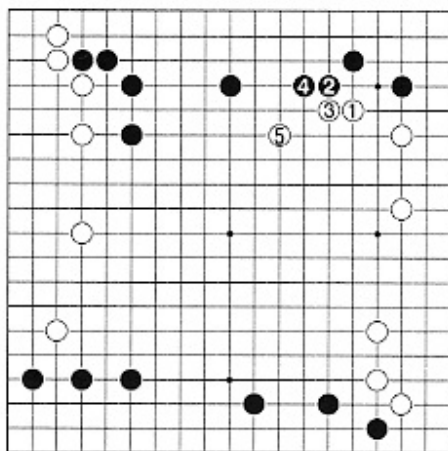


6.1 : Bonne réponse

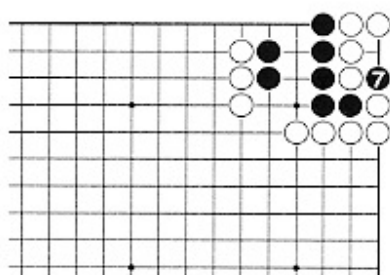


6.2 : Suite

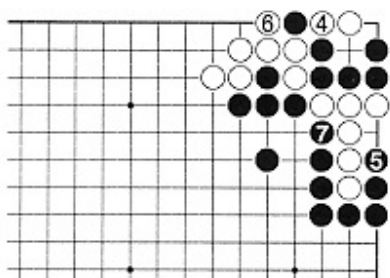
Solutions



2 : Bonne réponse



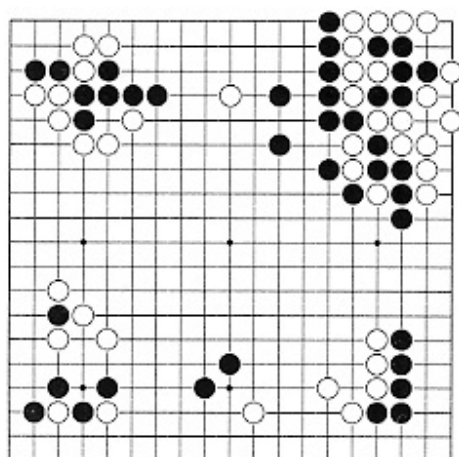
3.2 : Suite



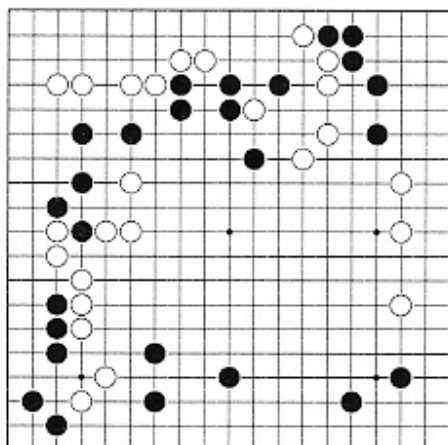
4.2 : Suite

JEU-CONCOURS 95.5

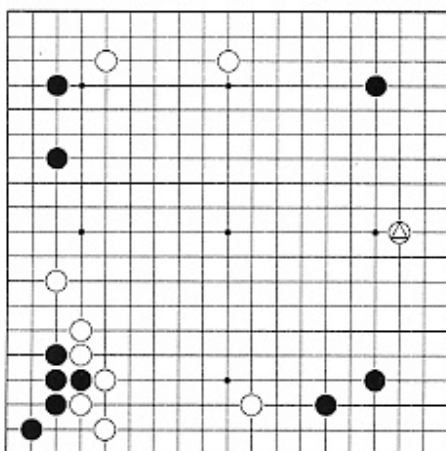
* * *



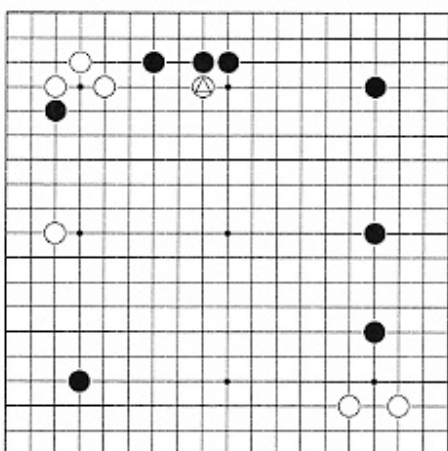
1. Noir joue...



2. Blanc joue...

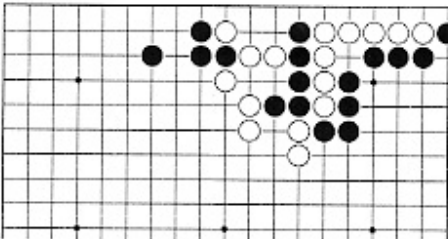


3. Noir joue...

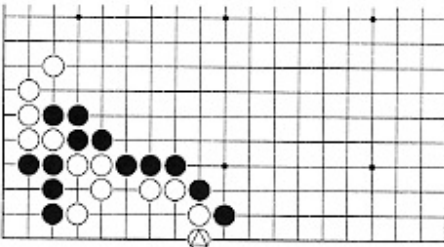


4. Blanc joue...

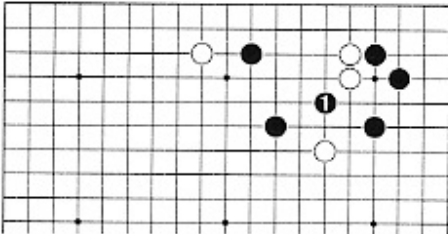
JEU-CONCOURS 95.5



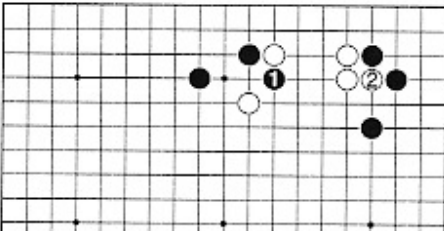
5. Noir joue...



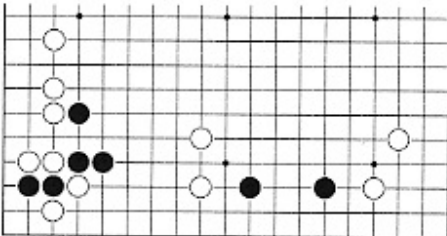
6. Noir joue...



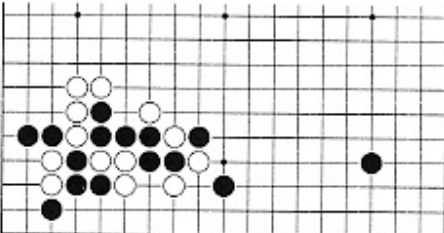
7. Blanc joue...



8. Noir joue...



9. Noir joue...



10. Blanc joue...

Pour participer au jeu-concours, envoyer ce bulletin avant le 15 du mois à :
TactiGo – Le Charbonnier – 87380 Château Chervix.

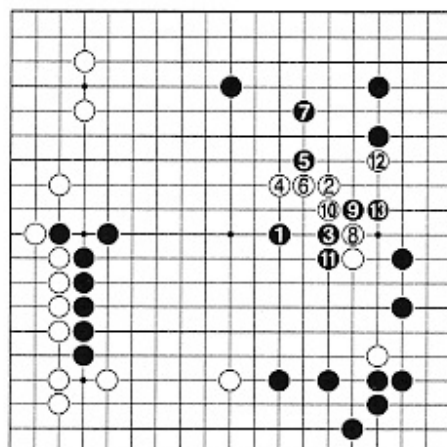
Nom :

Prénom :

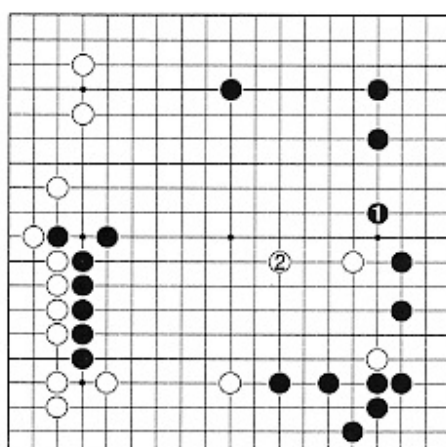
Adresse :

Niveau :

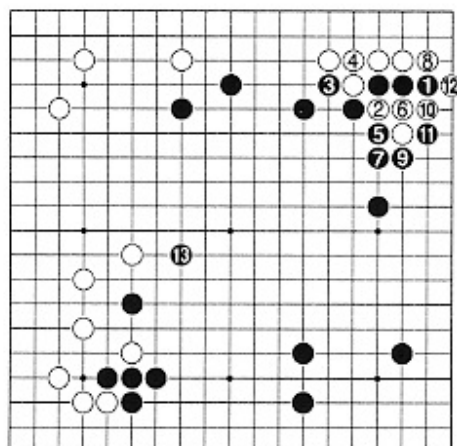
SOLUTIONS DU JEU-CONCOURS 95.4



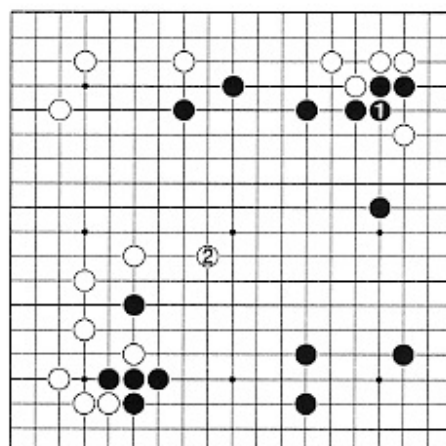
1.1 : Bonne réponse



1.2 : Mauvaise réponse

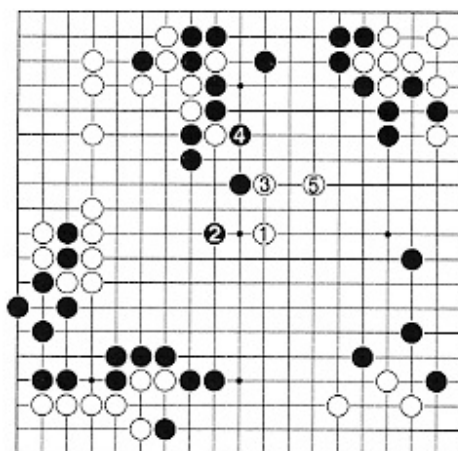


2.1 : Bonne réponse

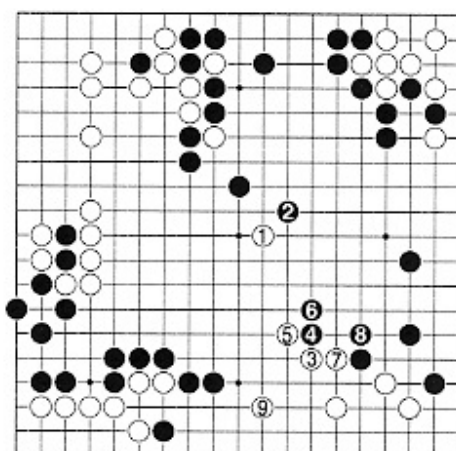


2.2 : Mauvaise réponse

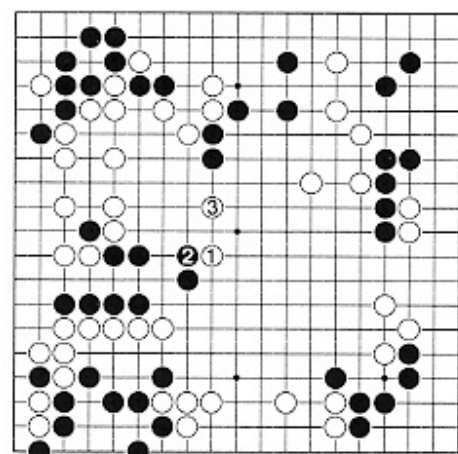
Participez au jeu-concours !



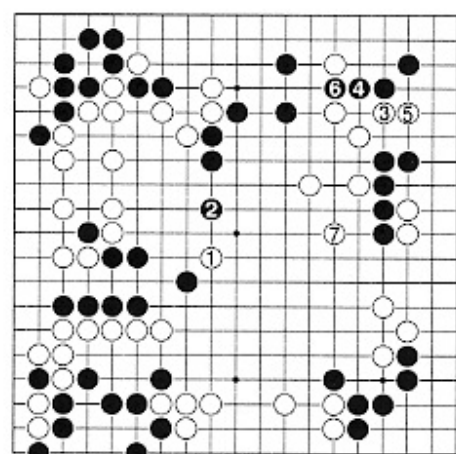
3.1 : Bonne réponse



3.2 : Variante



4.1 : Bonne réponse



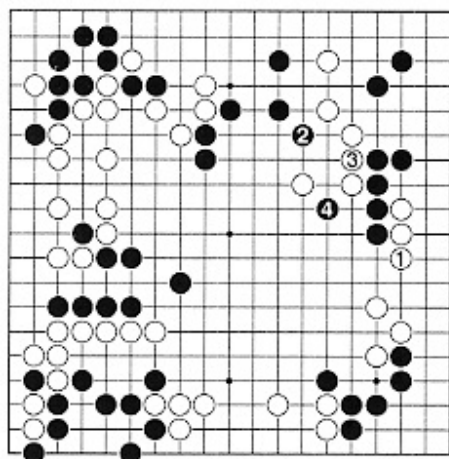
4.2 : Variante

LE NIVEAU DES PROBLEMES

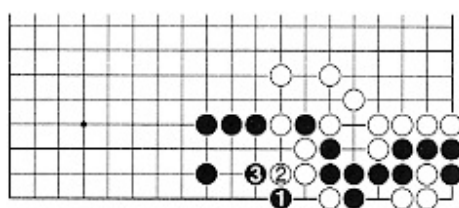
Niveau 1 : * (7ème kyu et moins fort)

Niveau 2 : * * (de 6ème à 3ème kyu)

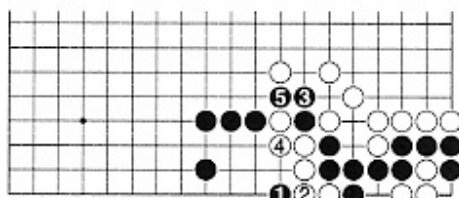
Niveau 3 : * * * (2ème kyu et plus fort)



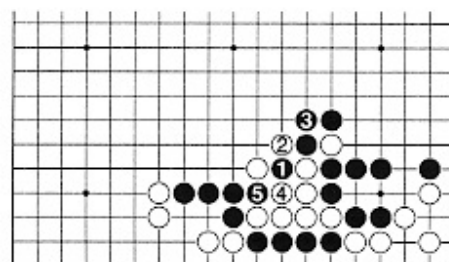
4.3 : Mauvaise réponse



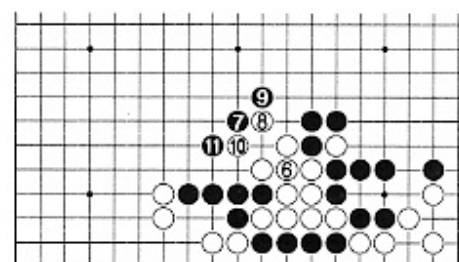
5.1 : Bonne réponse



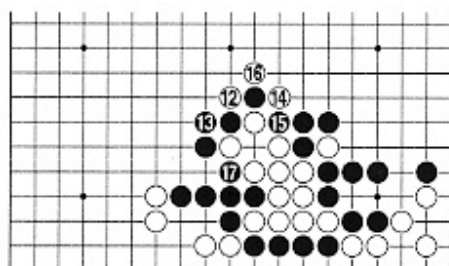
5.2 : Variante



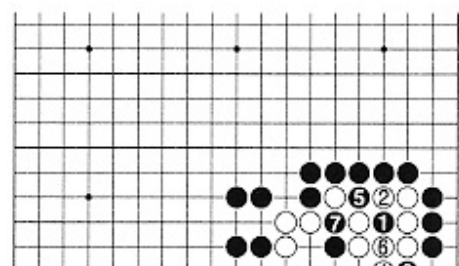
6.1 : Bonne réponse



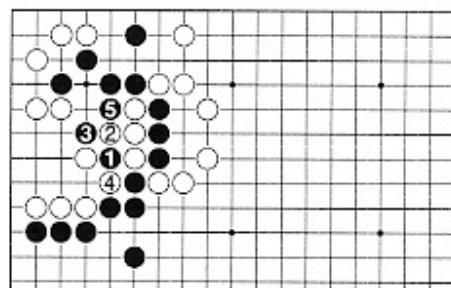
6.2 : Suite



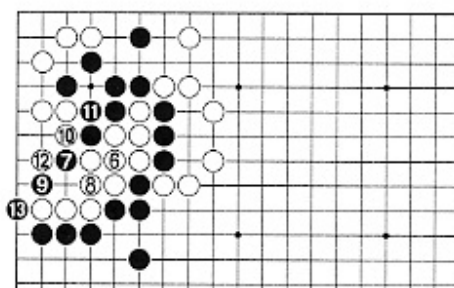
6.3 : Suite



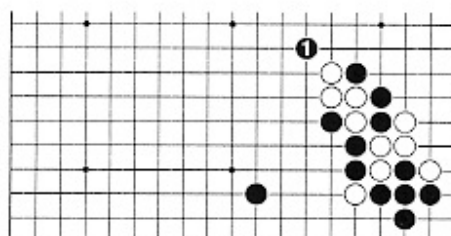
7. Bonne réponse



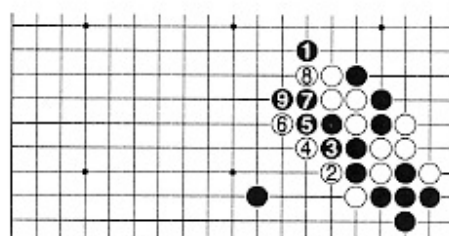
8.1 : Bonne réponse



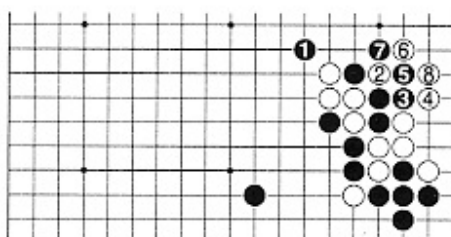
8.2 : Suite



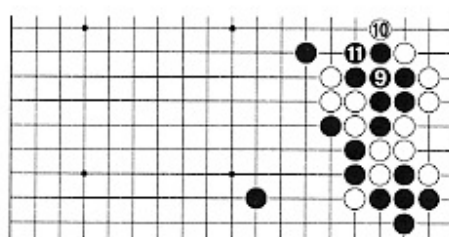
9.1 : Bonne réponse



9.2 : Variante



9.3 : Variante



9.4 : Suite

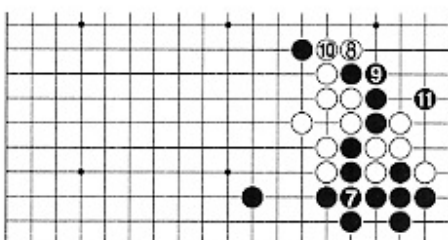
PALMARÈS DU JEU-CONCOURS 95.4

1er : François JACQUIN (3 k) — 4/10

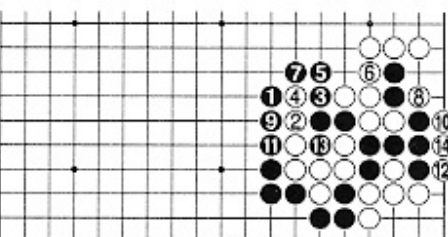
2ème : Régino GOROSPÉ (6 k) — 3/10

3èmes ex æquo : Nathalie LANDAIS (15 k) & René BAROIN (12 k) — 2/10

5ème : Bruno LAMBERET (7 k) — 1/10



9.6 · Suite



10.2 : Variante

La Ligue du Centre de Go organise au prieuré de
Chaumont-le-Bourg près d'Ambert

GO VERT

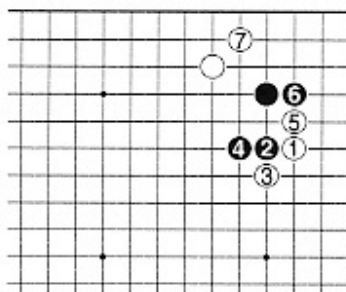
Animé par Pierre Audouard — 4e Dan

T A R I F S E N P E N S I O N C O M P L È T E
 La semaine : 1 500 FF (inscription avant le 1er juin)
 1 650 FF (après le 1er juin) / La journée : 250 FF

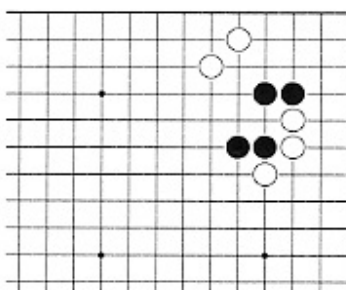
Renseignements et inscriptions auprès de
Gilles RAYNAL : 73 39 20 89

Pièges & traquenards

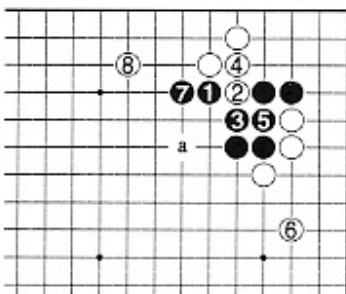
Un piège parfois utilisé dans les parties à handicaps après une double approche basse, ou prise en tenaille ...



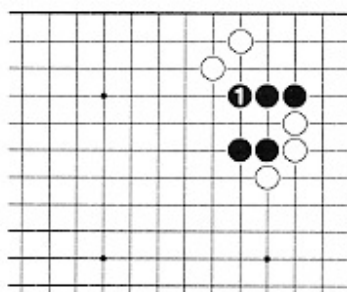
1. Origine de la position



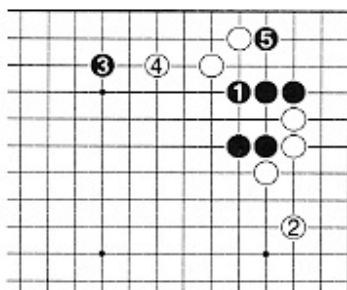
2. Position initiale



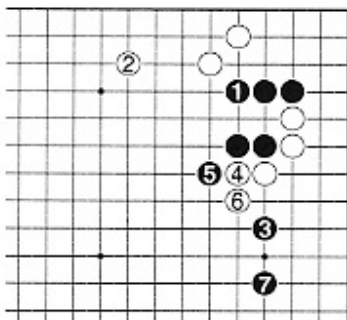
3. Le piège :
Noir est lourd ; en outre, il a un
faiblesse en "a".



4. Pour éviter le piège



5. Suite



6. Variante

