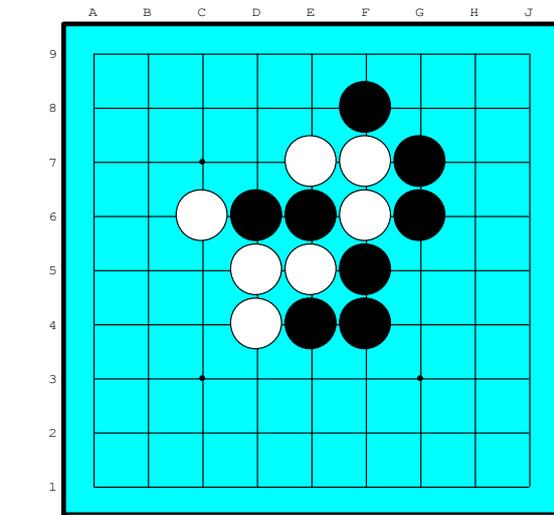


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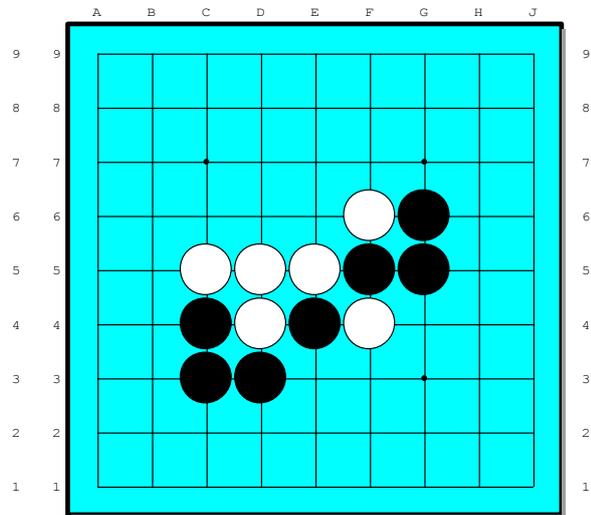
### PROBLEMAS

En los diagramas siguientes, señalar las piedras que están en atari.

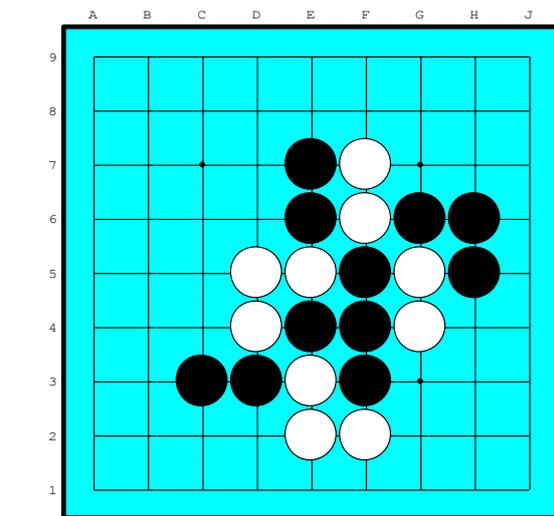
Marcar la jugada de Blanco, que captura piedras negras o que saca del atari a piedras propias.



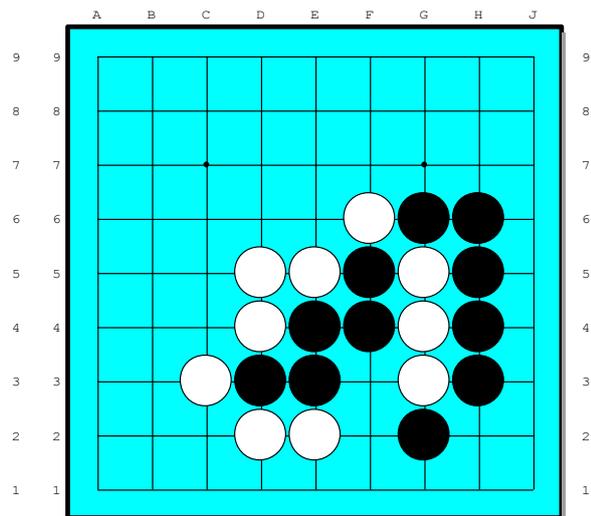
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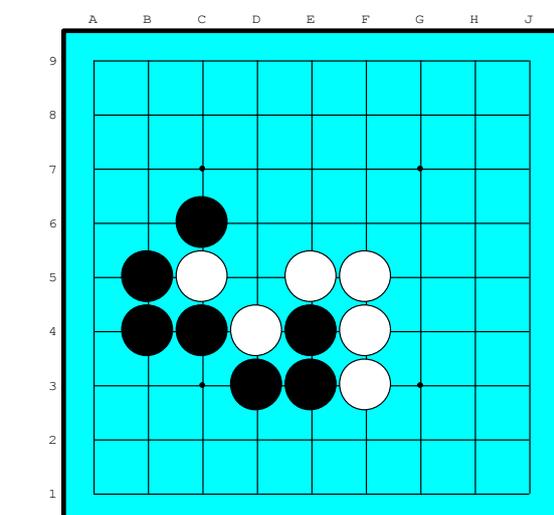
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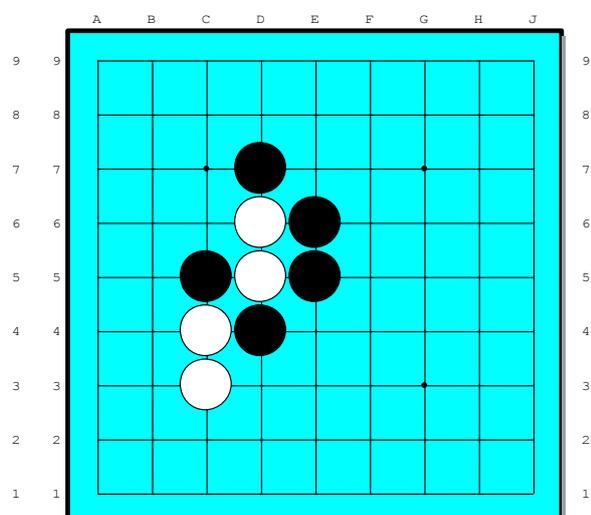
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4



5

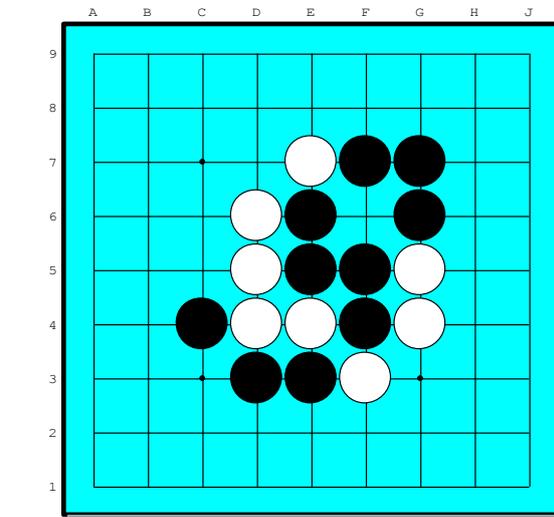


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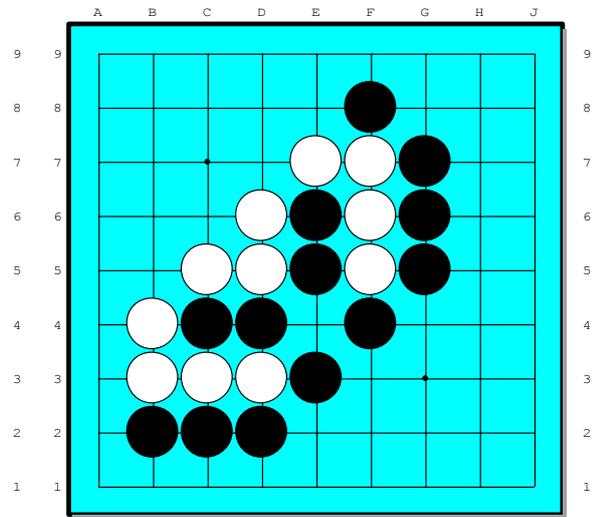
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### PROBLEMAS

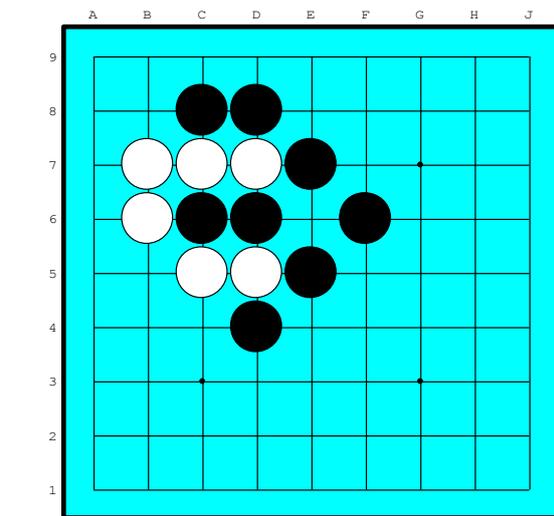
En los diagramas siguientes, marcar la jugada de Blanco que produce una captura.  
Decir si luego quedará o no alguna piedra blanca en atari, que Negro pueda capturar después.



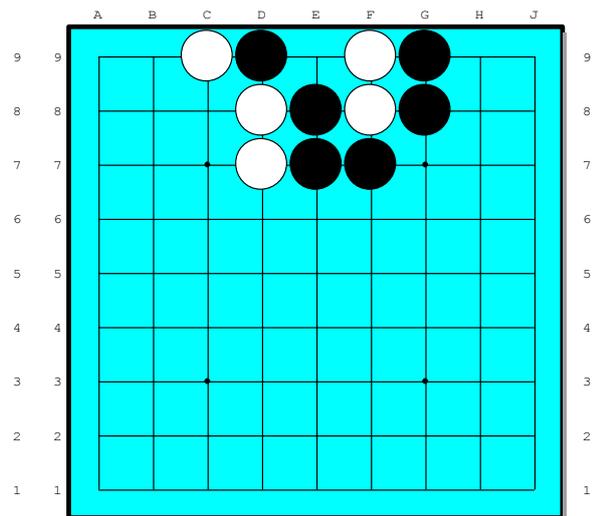
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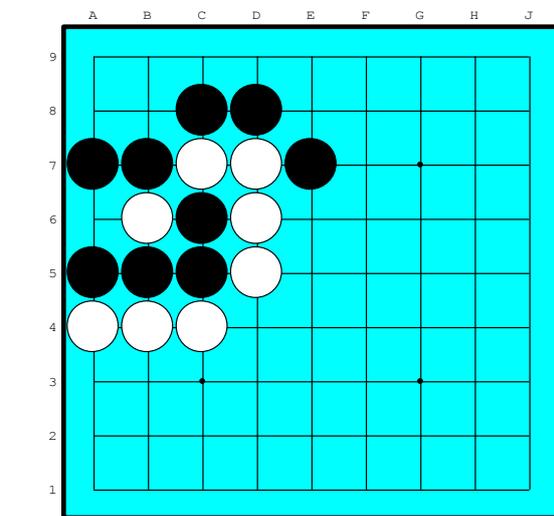
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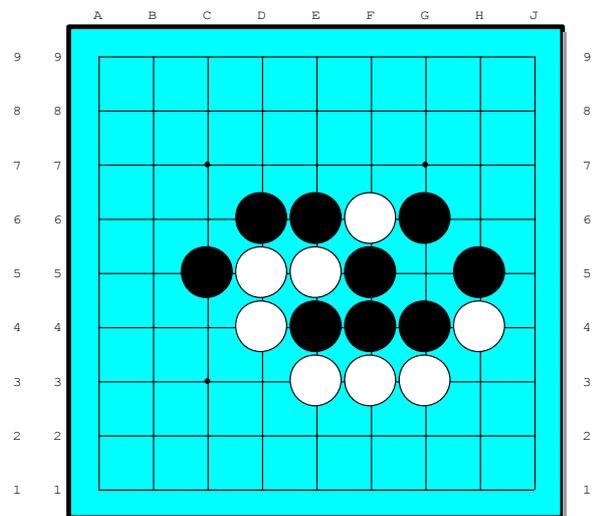
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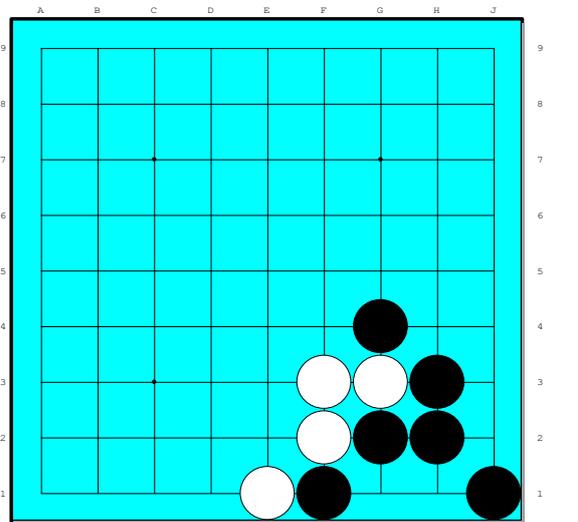
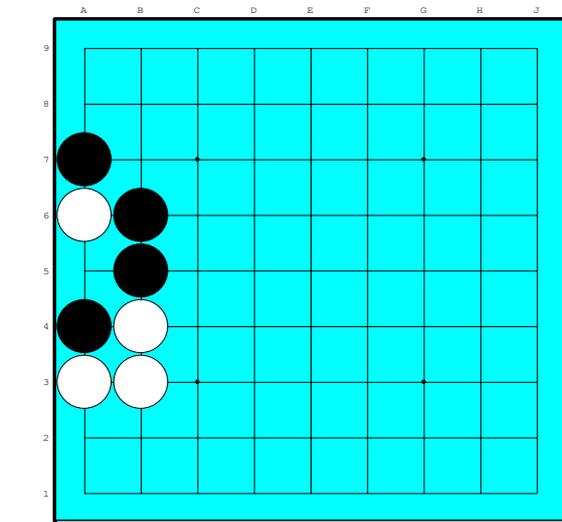
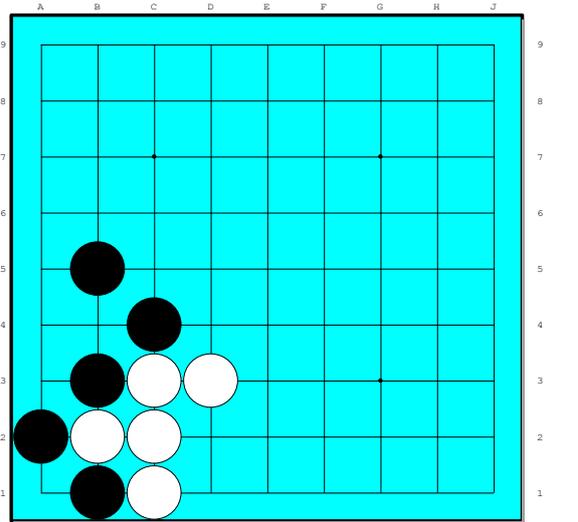
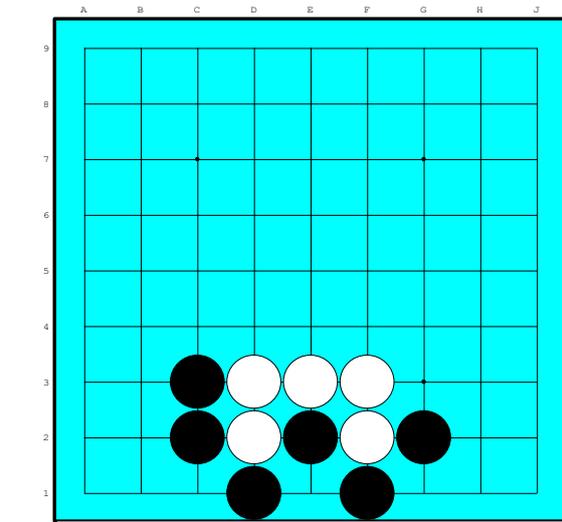
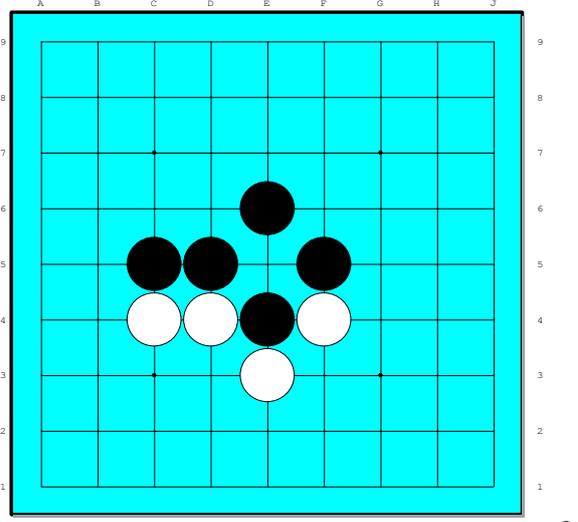
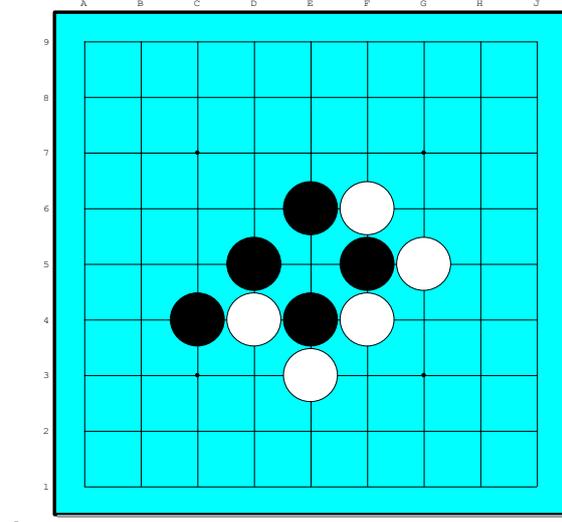


6

NOMBRE:  
CURSO:

### PROBLEMAS

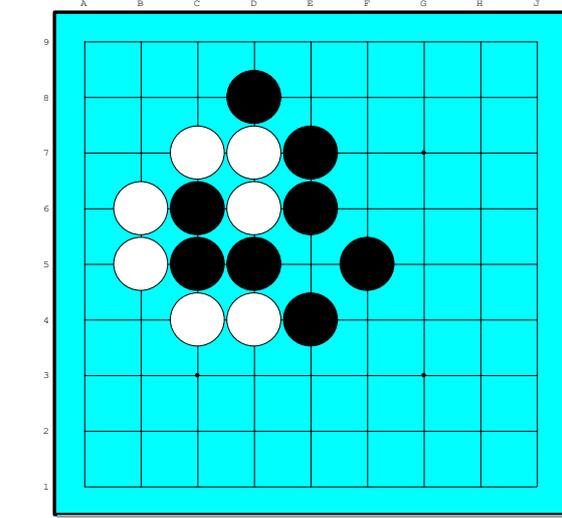
En los diagramas siguientes, marcar la jugada de Blanco que produce una captura.  
Decir si se trata de una situación de ko o no.



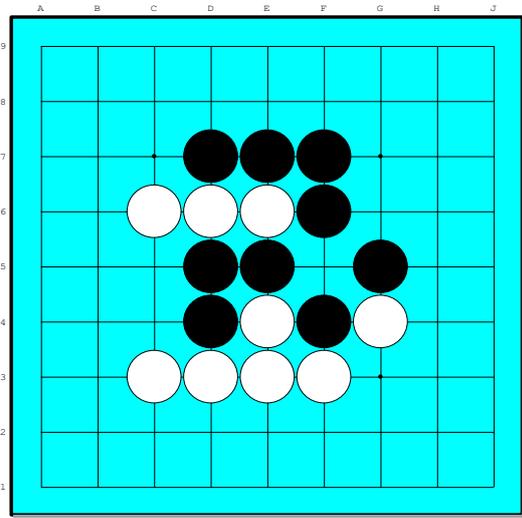
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**PROBLEMAS**

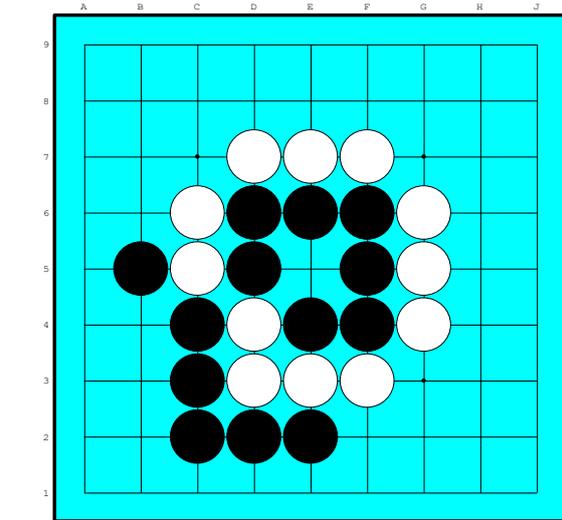
En los diagramas siguientes, marcar la jugada de Blanco que captura piedras del adversario, o que evita que sean capturadas piedras suyas.



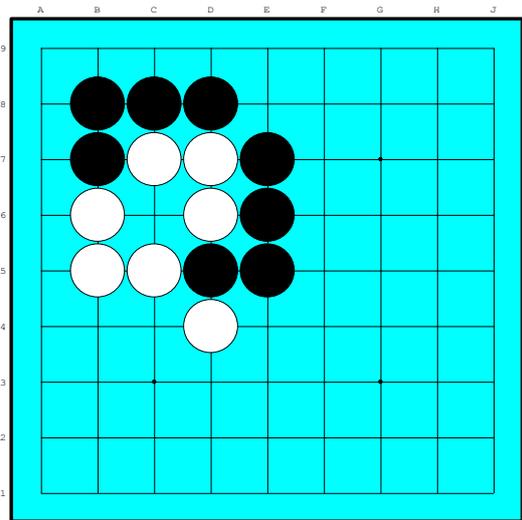
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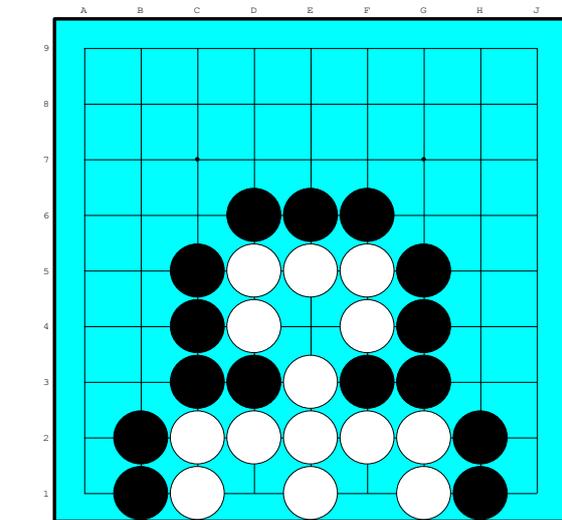
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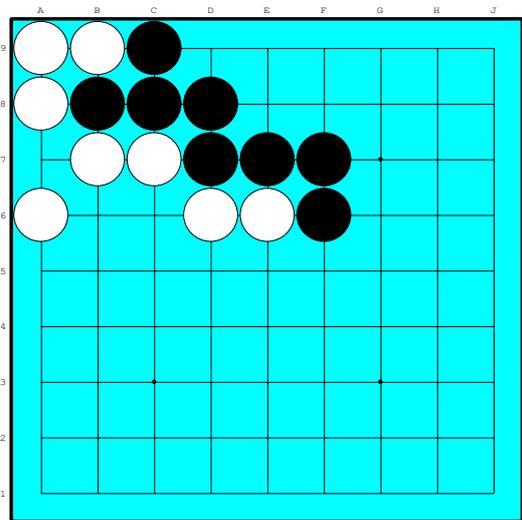
**3**



**4**



**5**

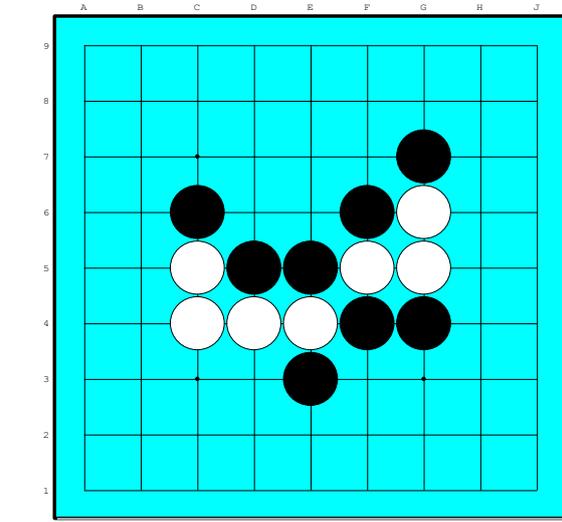


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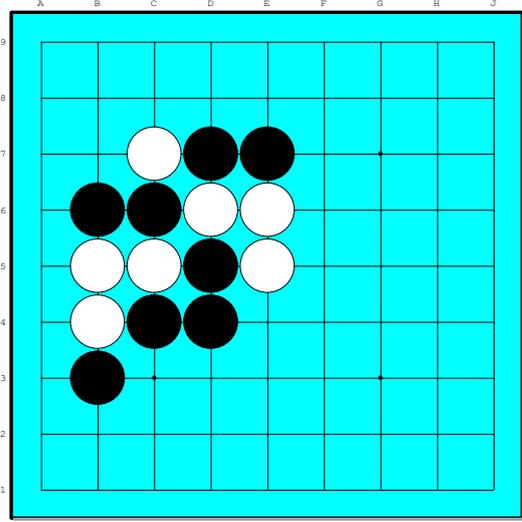
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### PROBLEMAS

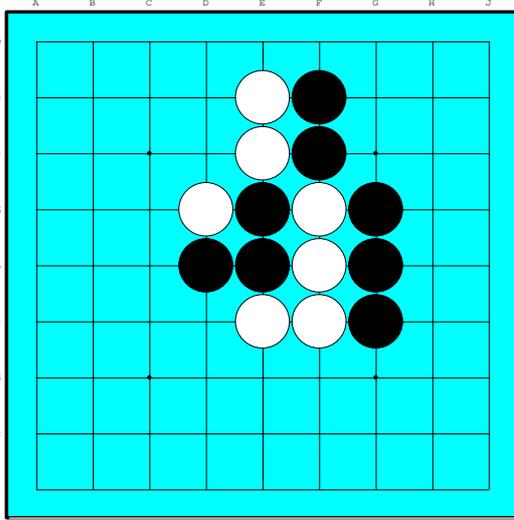
En los diagramas siguientes, marcar la jugada de Blanco que aplica alguna técnica de ataque o de defensa, para capturar piedras del adversario o para evitar la captura de piedras propias.



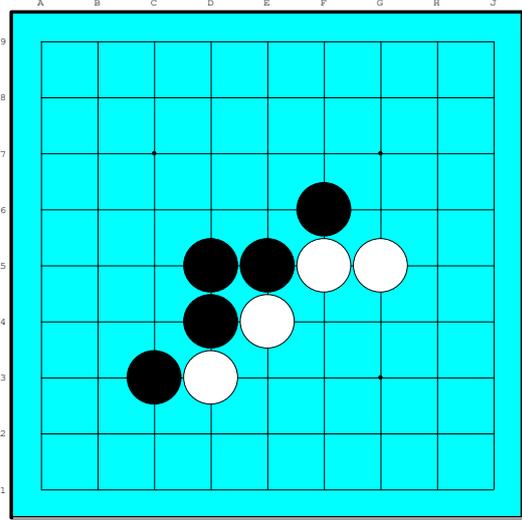
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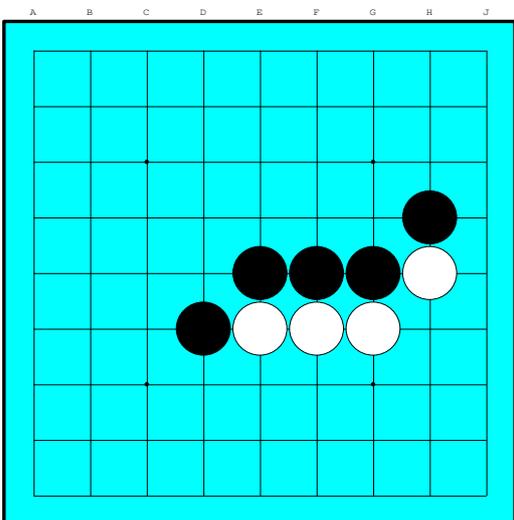
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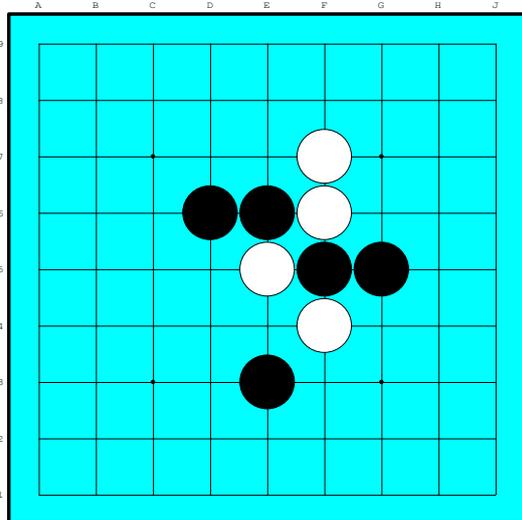
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