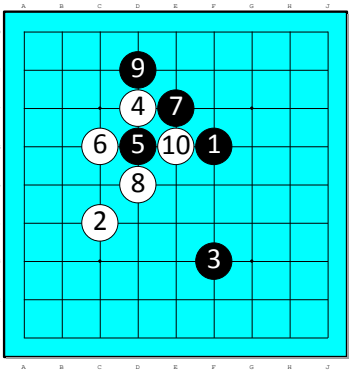
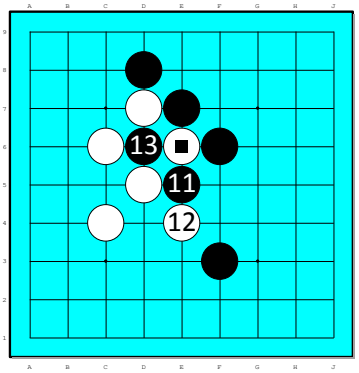
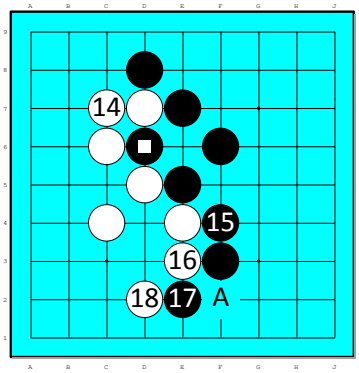
AYUDA MEMORIA DEL TALLER 11



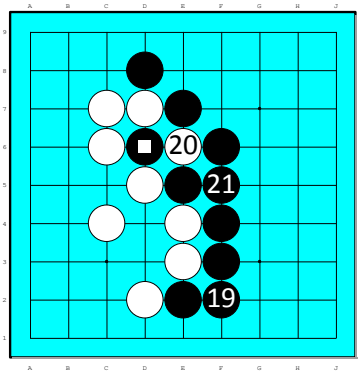
Repaso de técnicas (partida).



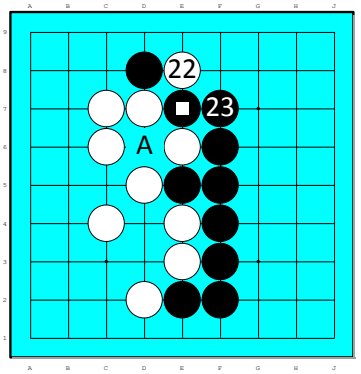
Negro captura (ko).



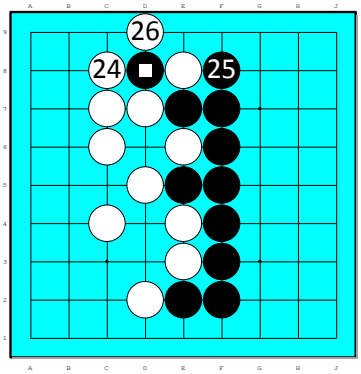
Blanco defiende.



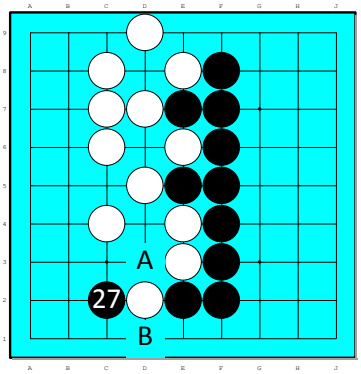
Blanco retoma el ko.



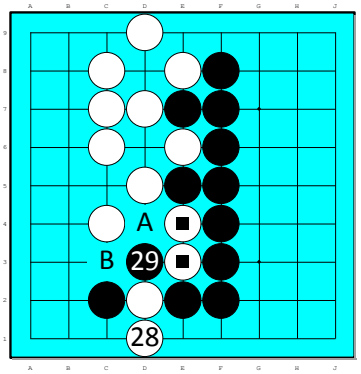
Negro conecta.



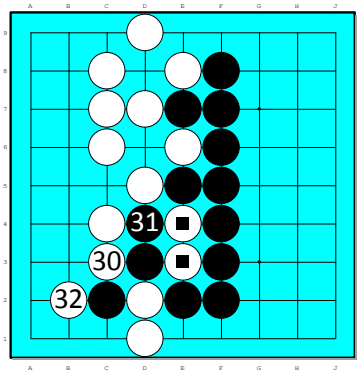
Atari contra el borde.



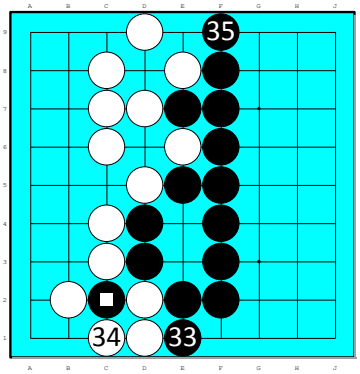
Conexión por el borde.



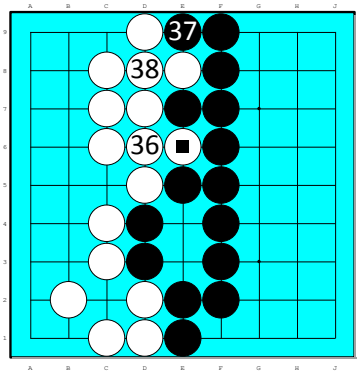
Blanco intercepta.



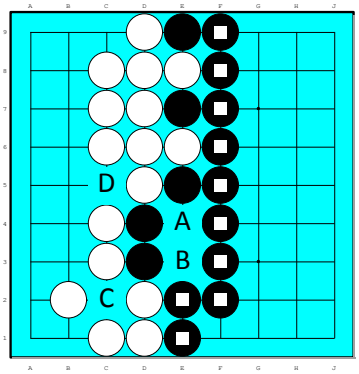
Negro captura dos piedras.



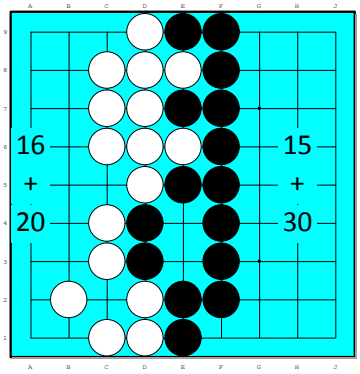
Espacio del borde derecho.



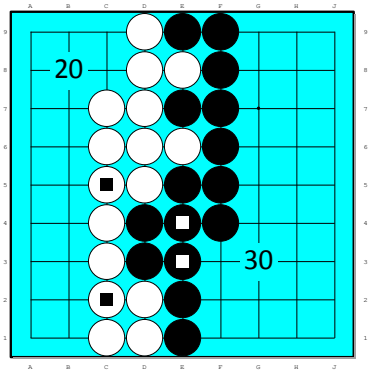
Últimas jugadas.



Cadenas y ojos.



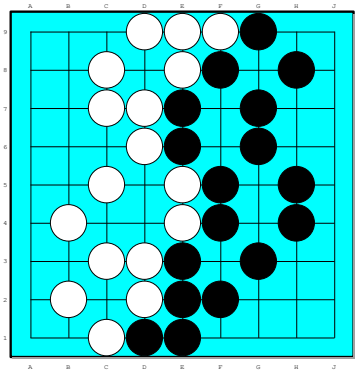
Negro gana por 9 puntos.



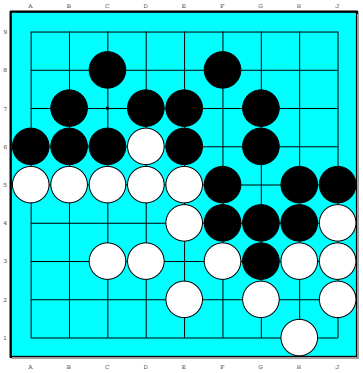
Conteo de los espacios.

PRÁCTICA DE GO: Gana el que, luego de dos pases consecutivos, queda con más puntos, sumando piedras sobre el tablero más puntos vacíos rodeados (aplicar el nigiri).

PROBLEMAS:



P1.



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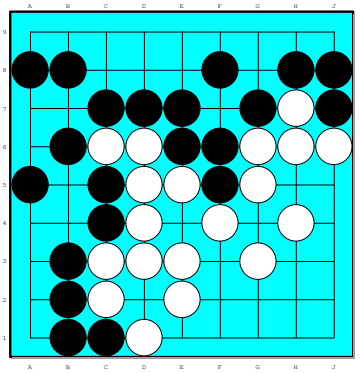

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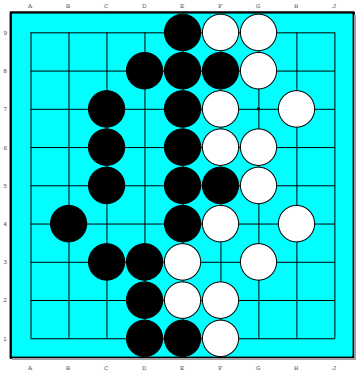

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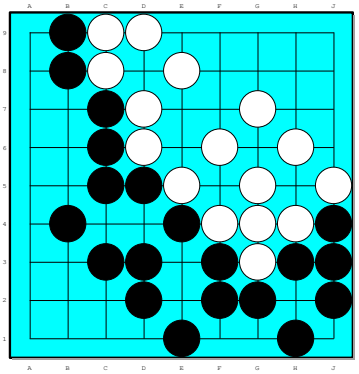

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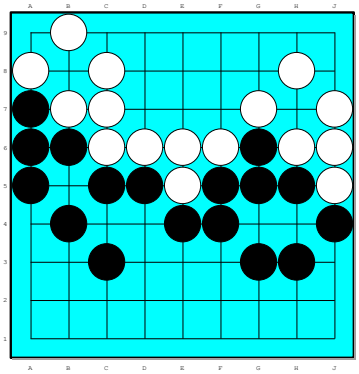
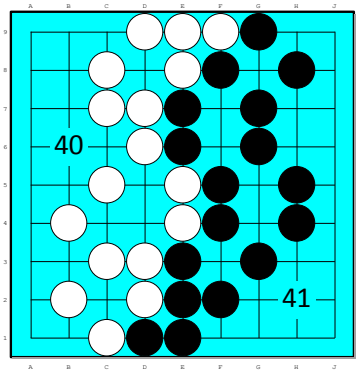


P6.

SOLUCIONES:



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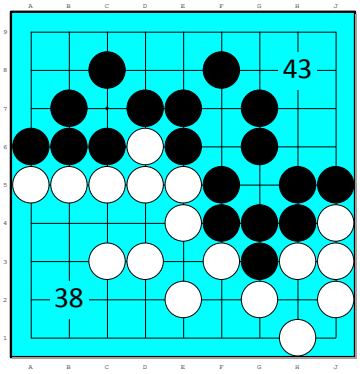

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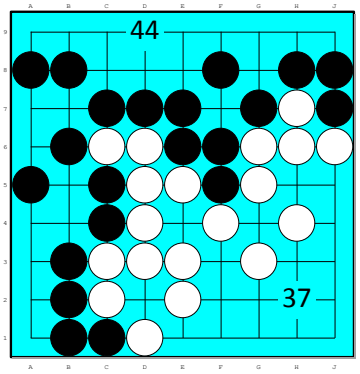

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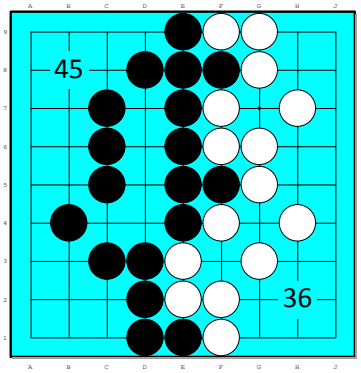

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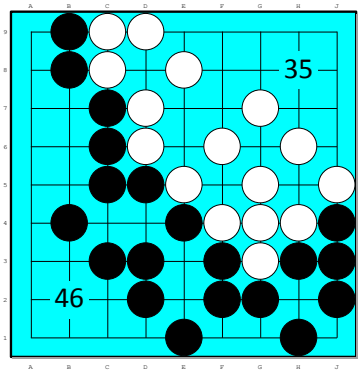

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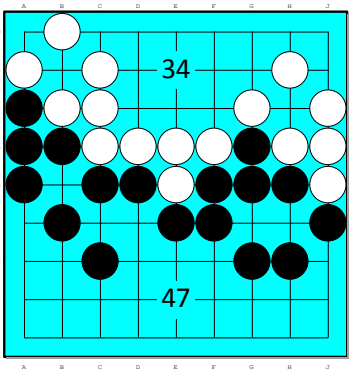
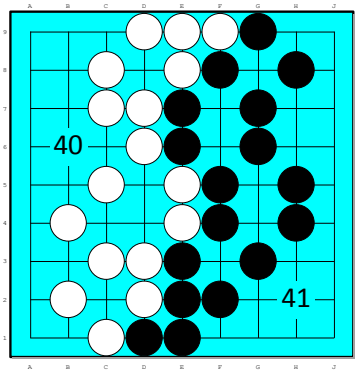
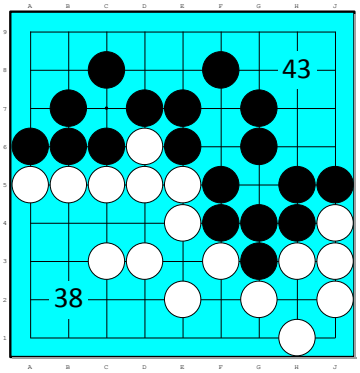


S6.

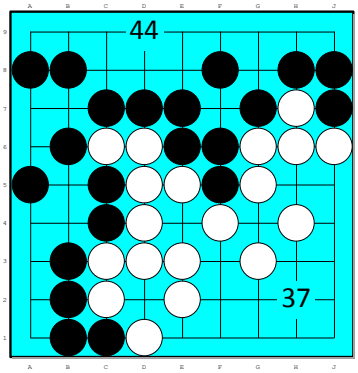
AYUDA MEMORIA DEL TALLER 12



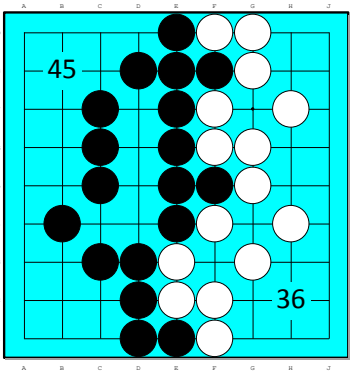
S1 – T11



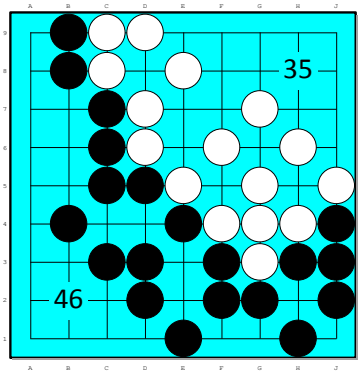
S2 – T11



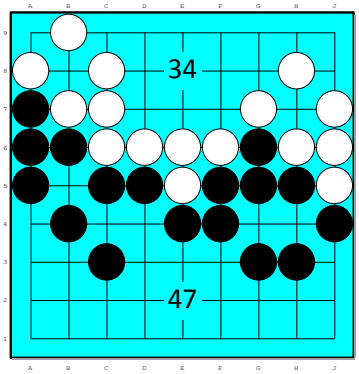
S3 – T11



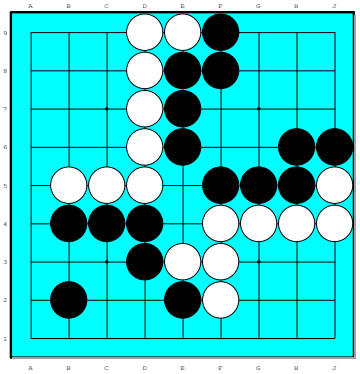
S4 – T11



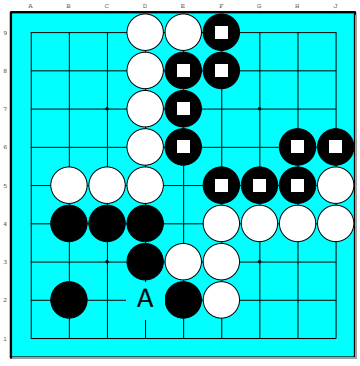
S5 – T11



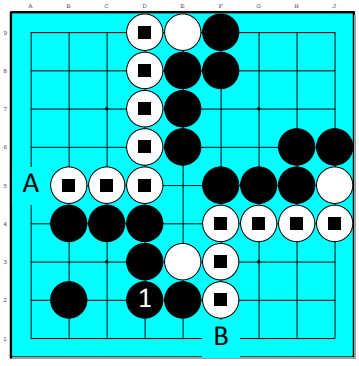
S6 – T11



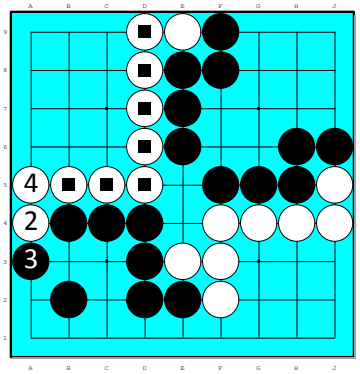
Cierre de territorios (ejemplo).



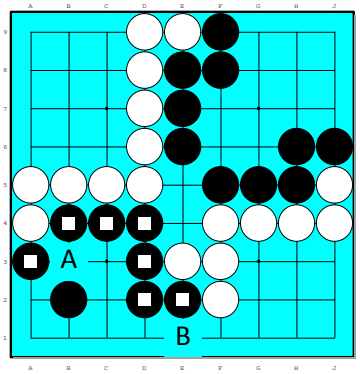
Espacios de Negro.



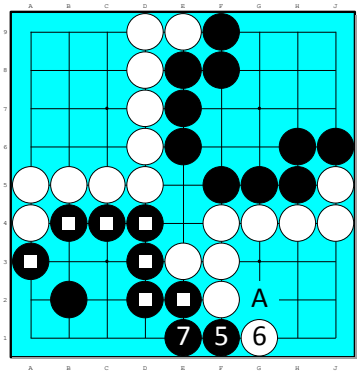
Jugada defensiva.



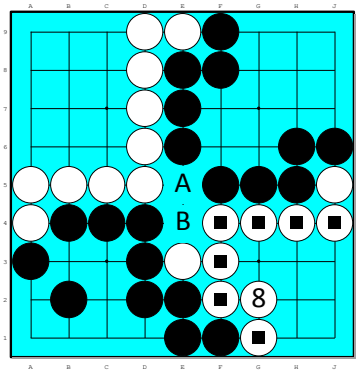
Cierre del rincón.



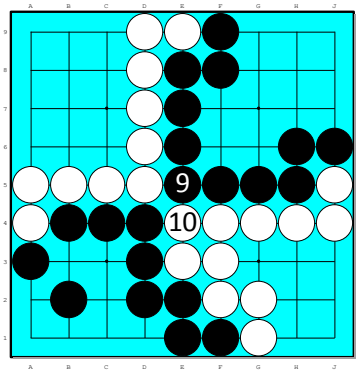
Rincón inferior izquierdo.



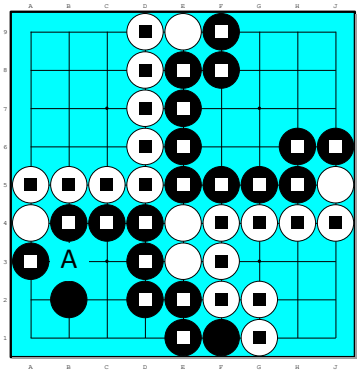
Cierre del territorio.



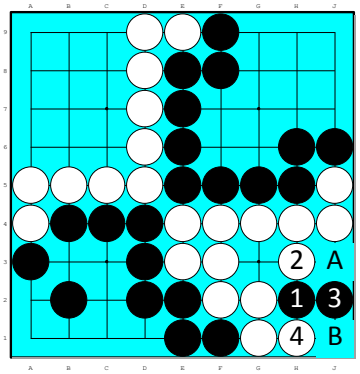
Jugada defensiva.



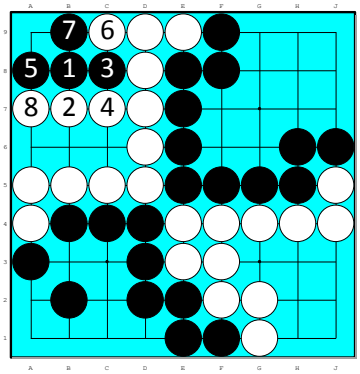
Ocupar puntos.



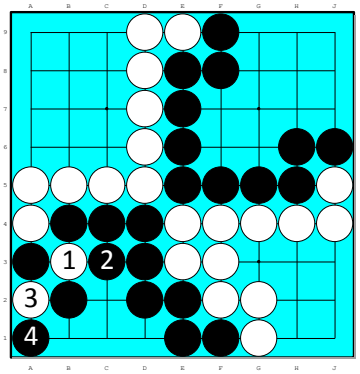
Límites de territorios.



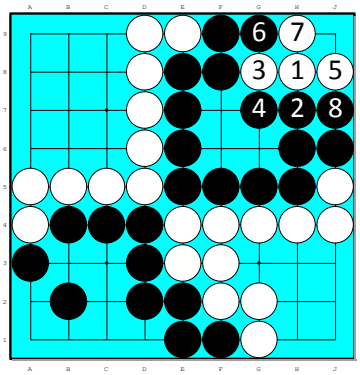
Intento de invasión (I).



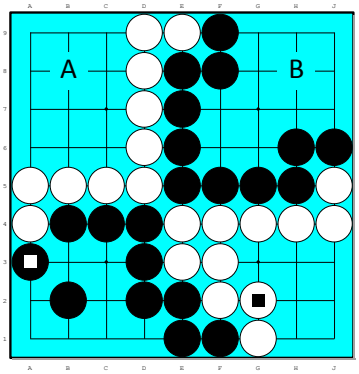
Intento de invasión (II).



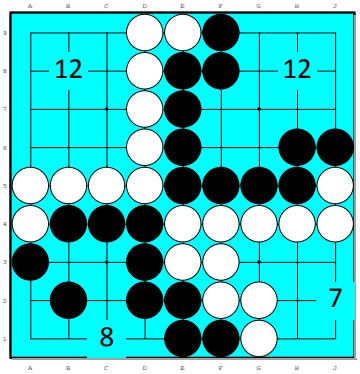
Intento de invasión (III).



Intento de invasión (IV).



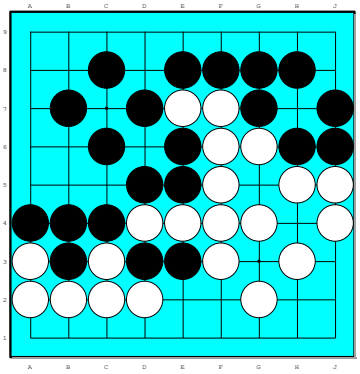
Territorios seguros.



Conteo de puntos.

PRÁCTICA DE GO: Gana el que, luego de dos pases consecutivos, tiene más puntos, sumando las piedras que tiene sobre el tablero más los puntos vacíos rodeados por esas piedras. Blanco recibe un komi de 5,5 puntos. Aplicar el nigiri.

PROBLEMAS:



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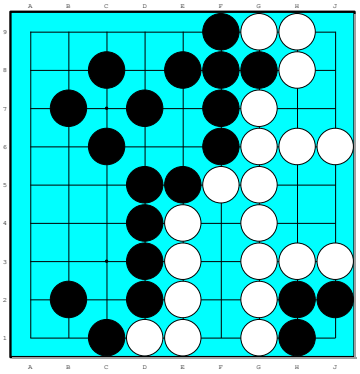
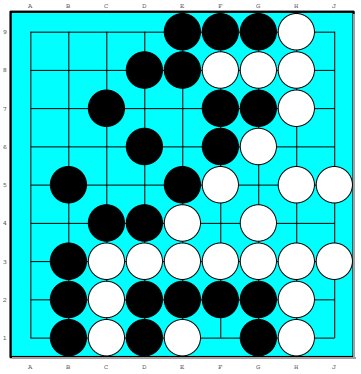


P2.



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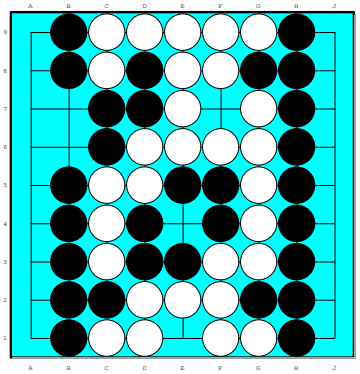

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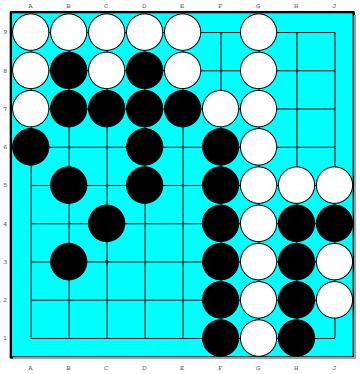

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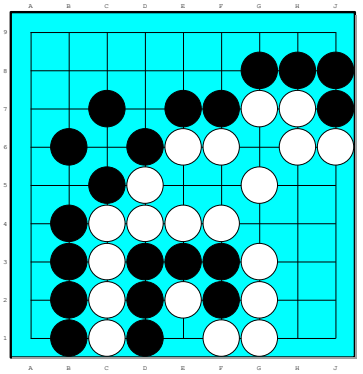
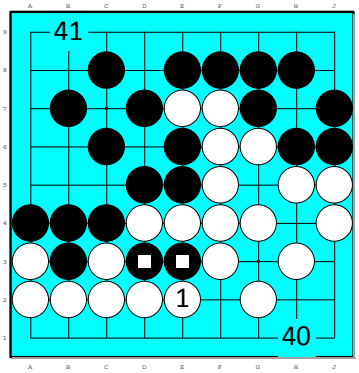
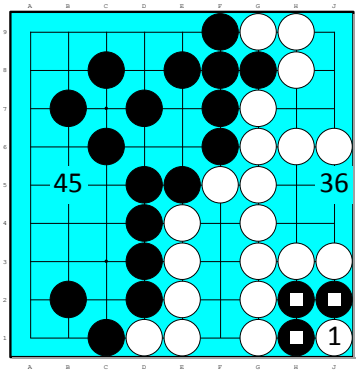


P6.

SOLUCIONES:



S1.



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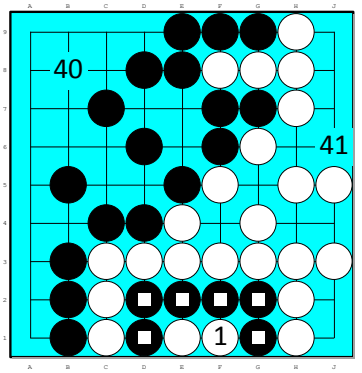

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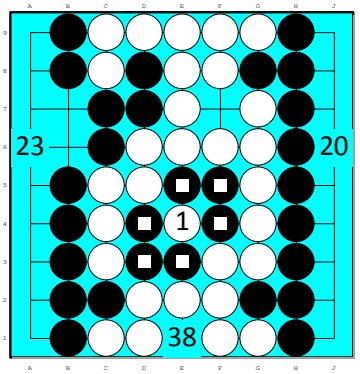

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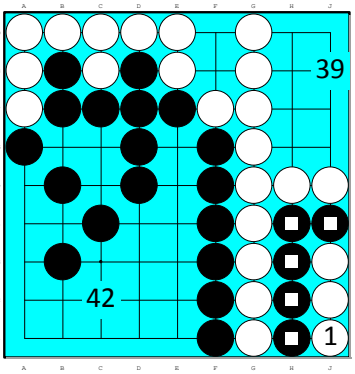
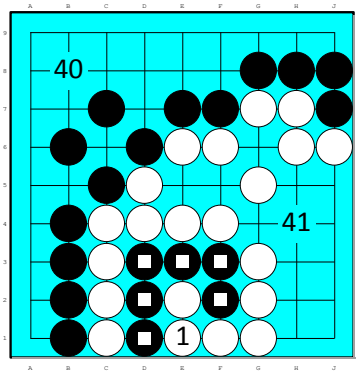
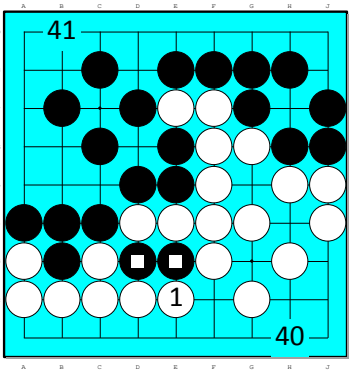


S5.

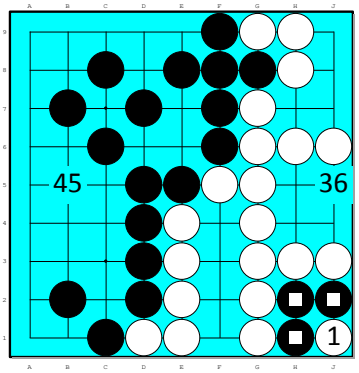


S6.

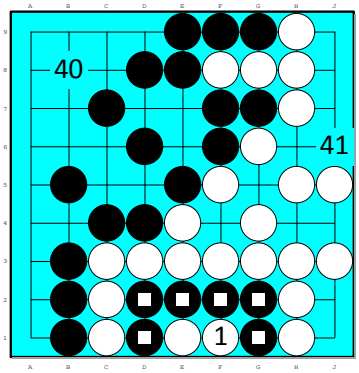
AYUDA MEMORIA DEL TALLER 13



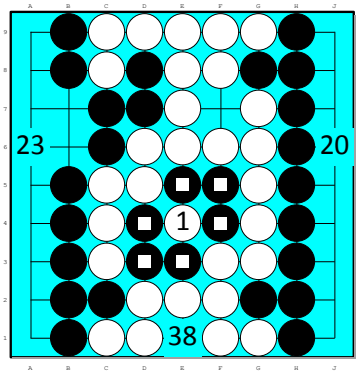
S1 – T12



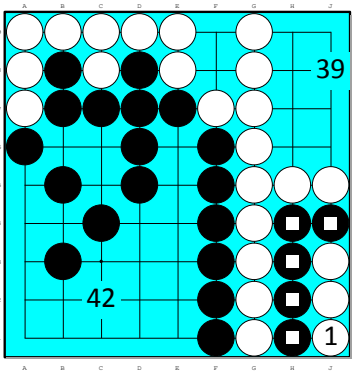
S2 – T12



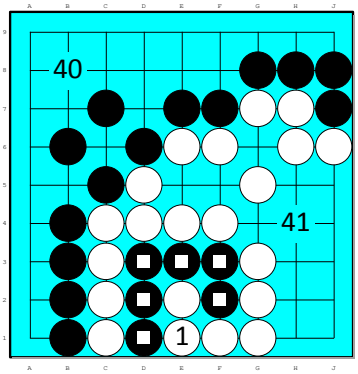
S3 – T12



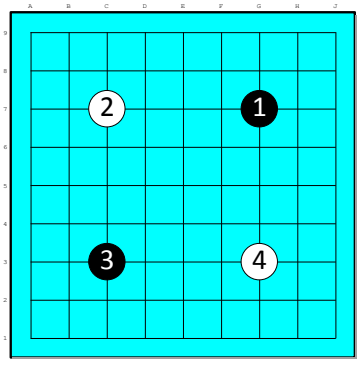
S4 – T12



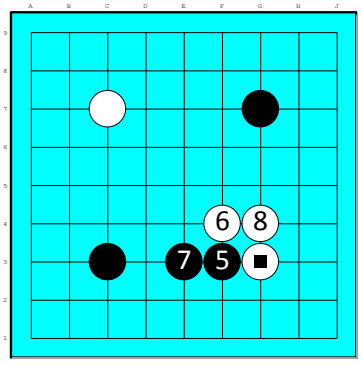
S5 – T12



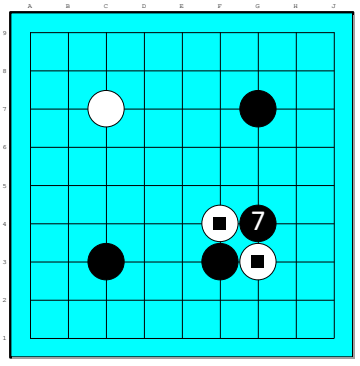
S6 – T12



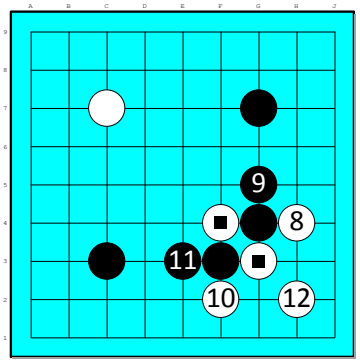
Nuevas técnicas (partida).



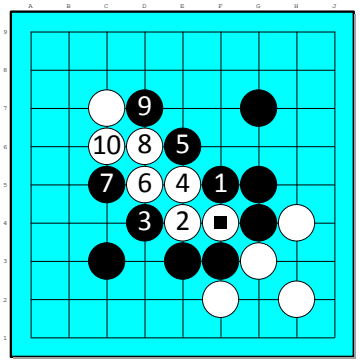
Ambos refuerzan.



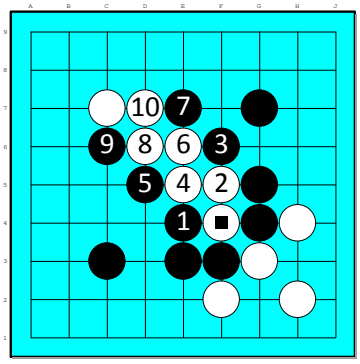
Corte cruzado.



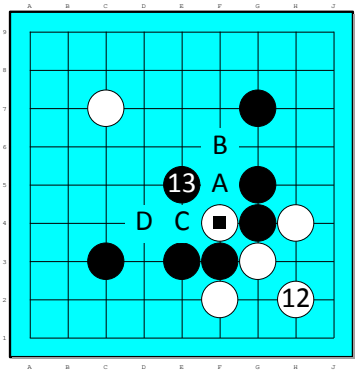
Técnica de captura.



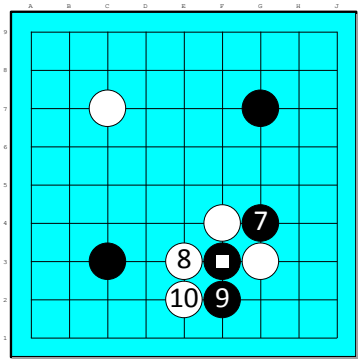
Escalera no funciona.



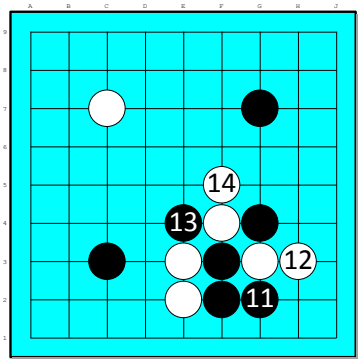
Escalera no funciona.



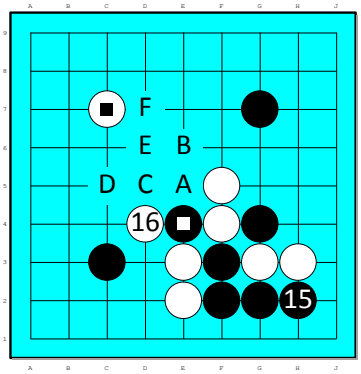
Red (geta).



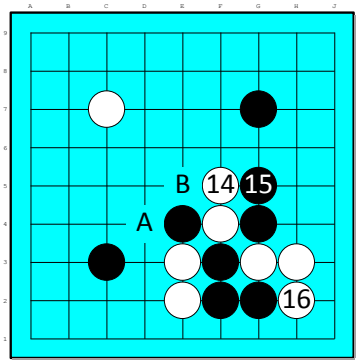
Otro ejemplo.



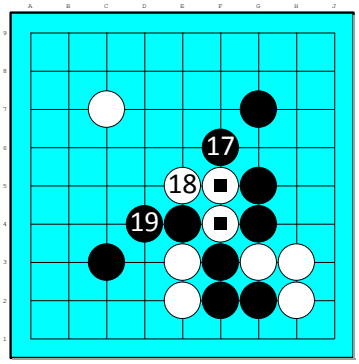
Continuación.



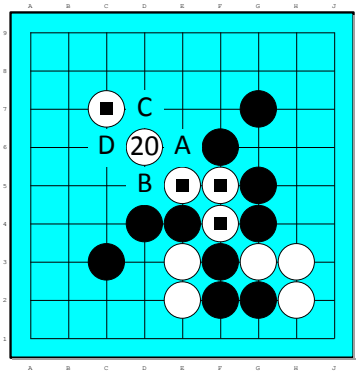
Escalera sí funciona.



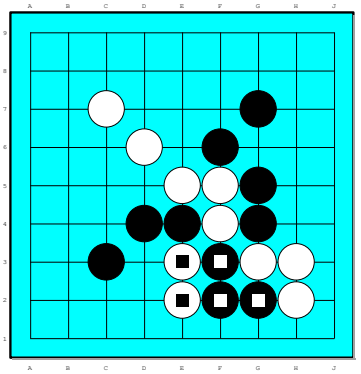
Otro caso.



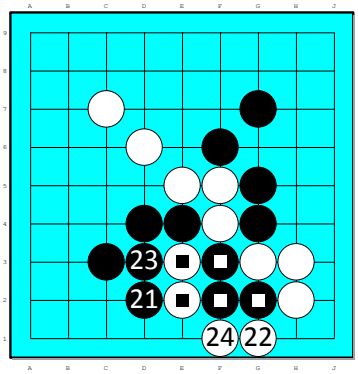
Técnica de conexión.



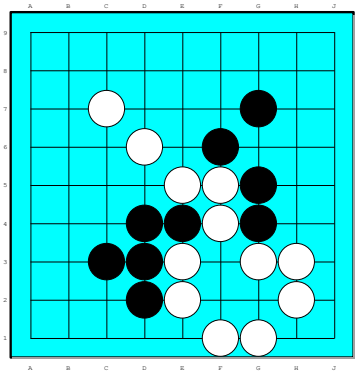
Conexión diagonal.



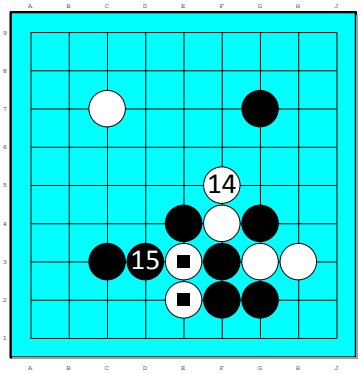
Ataque recíproco.



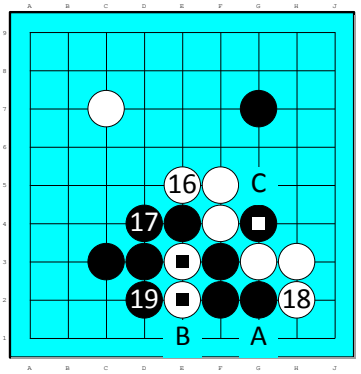
Carrera para capturar.



Resultado del semeai.



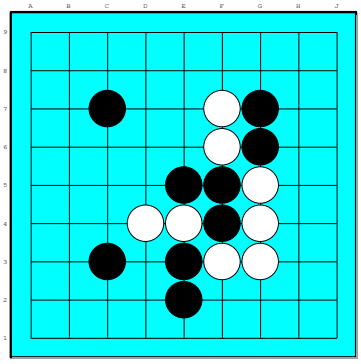
Otro caso.



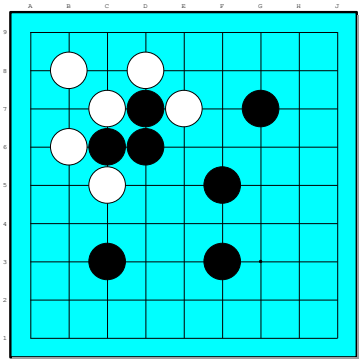
Negro gana el semeai.

PRÁCTICA DE GO: Se suman las piedras sobre el tablero más los puntos vacíos rodeados. Blanco recibe un komi de 5,5 puntos. Aplicar el nigiri.

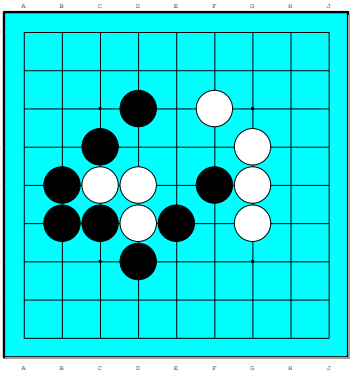
PROBLEMAS:



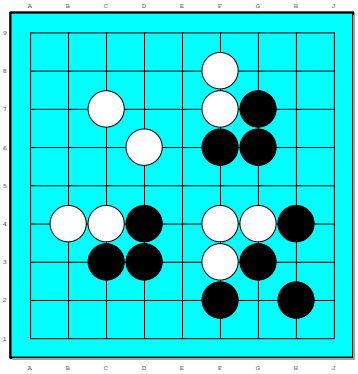
P1.



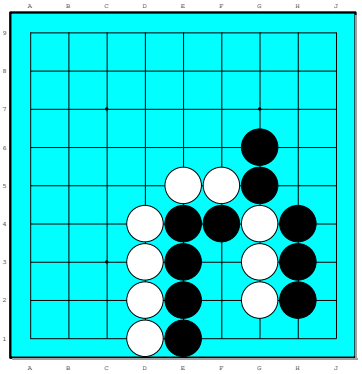
P2.



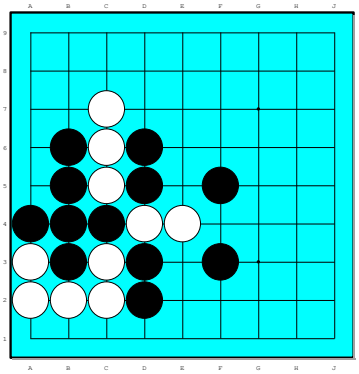
P3.



P4.

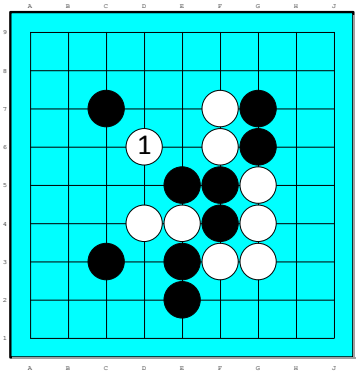


P5.

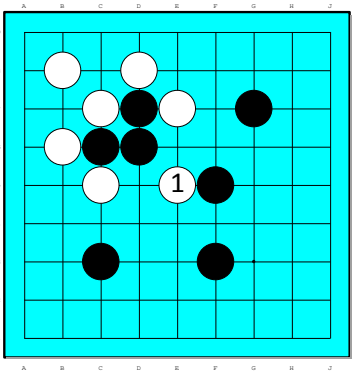


P6.

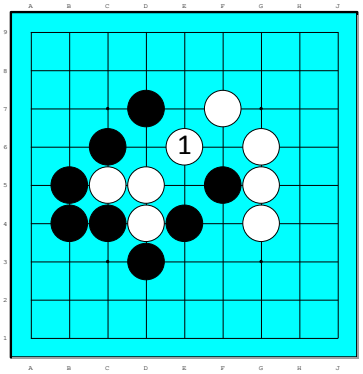
SOLUCIONES:



S1.



S2.



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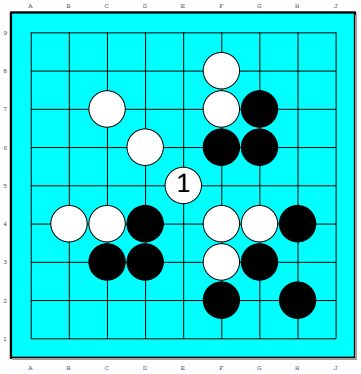
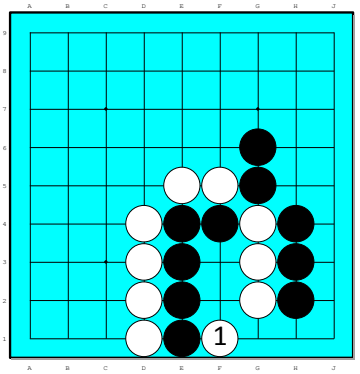
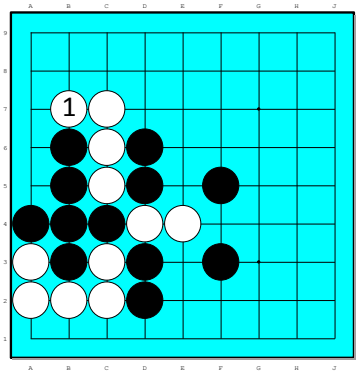


S4.

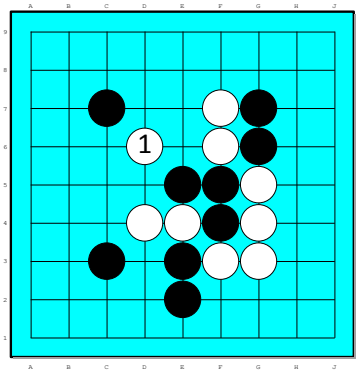


S5.

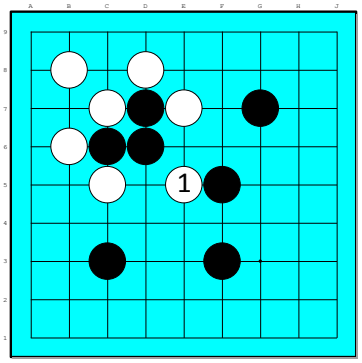


S6.

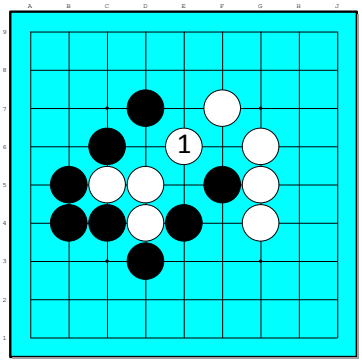
AYUDA MEMORIA DEL TALLER 14



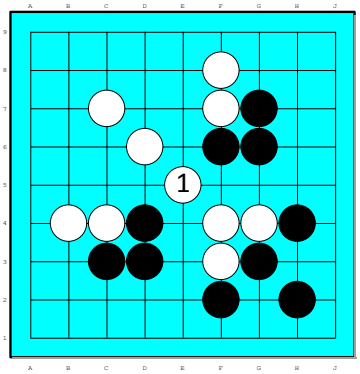
S1 – T13



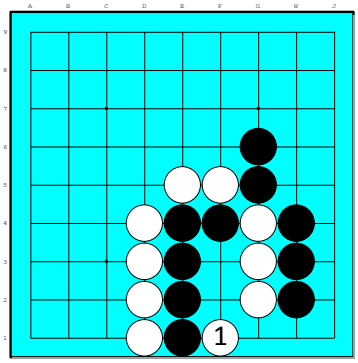
S2 – T13



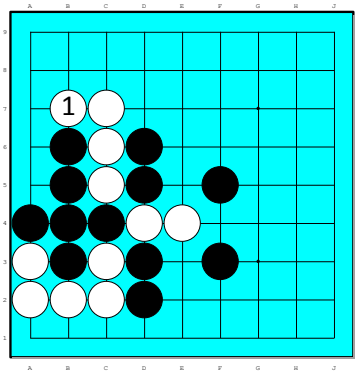
S3 – T13



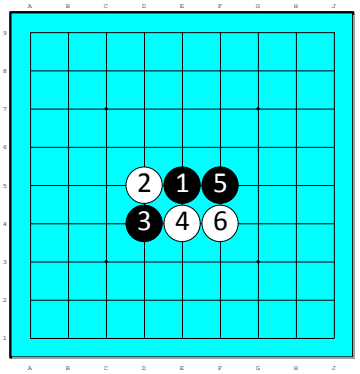
S4 – T13



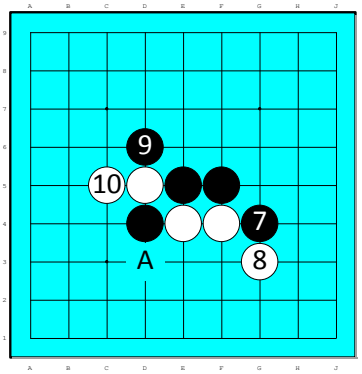
S5 – T13



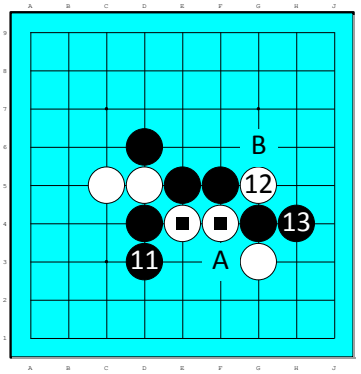
S6 – T13



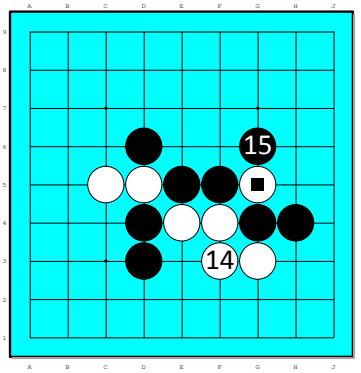
Nuevas situaciones (partida).



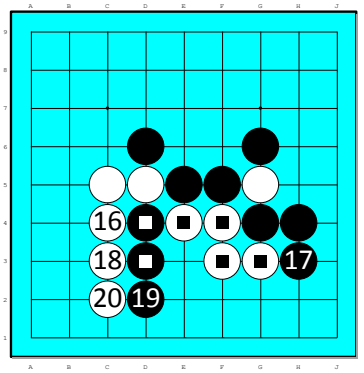
Blanco amenaza escalera.



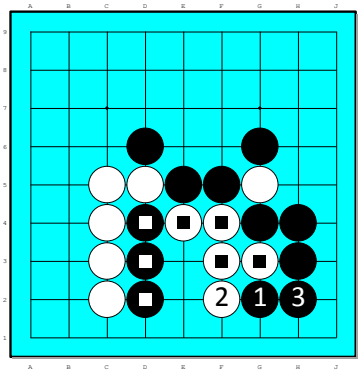
Negro amenaza dos piedras.



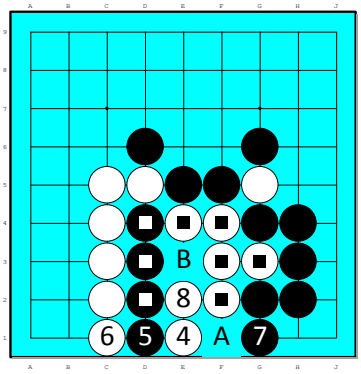
Blanco conecta.



Ataque recíproco.



Primera variante.



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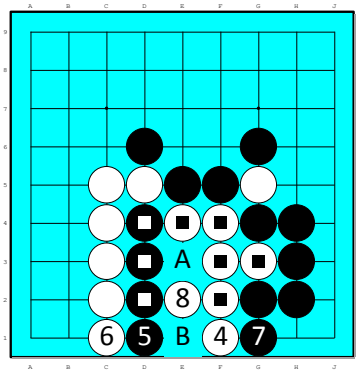
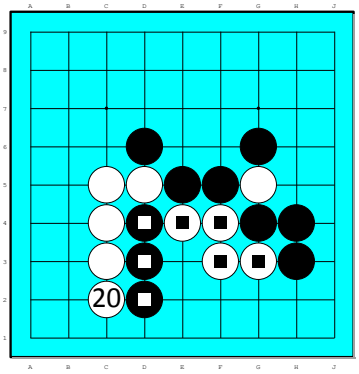
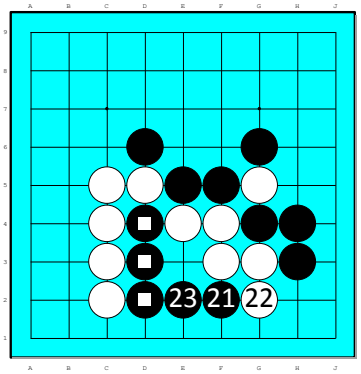


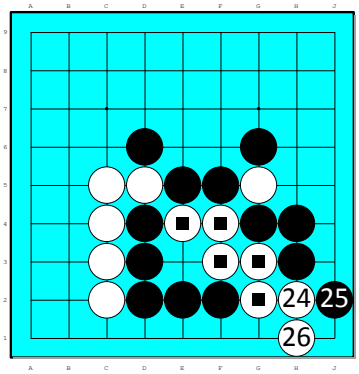
Seki.



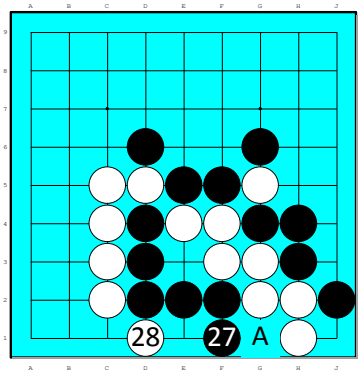
Continuación de partida.



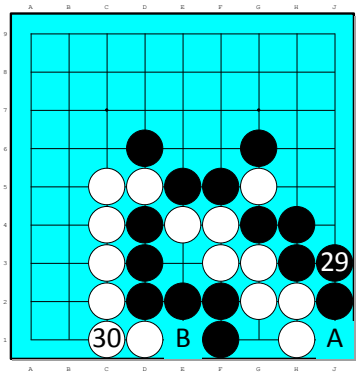
Negro agranda su grupo.



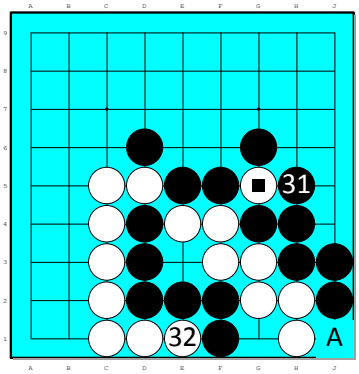
Blanco agranda su grupo.



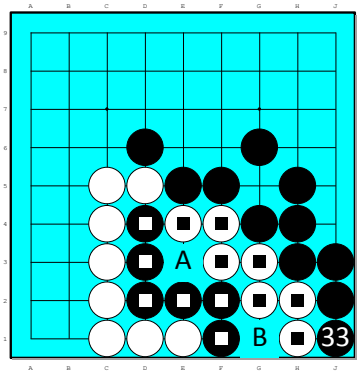
Blanco evita el ojo.



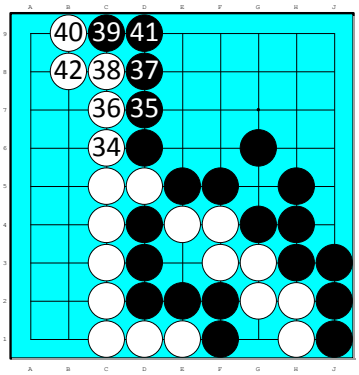
Conexiones necesarias.



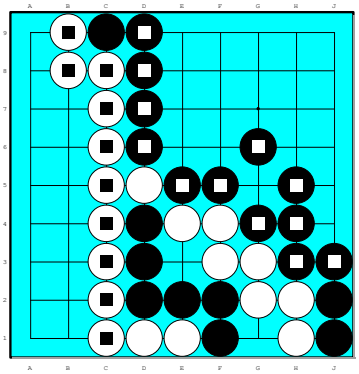
Tapando libertades.



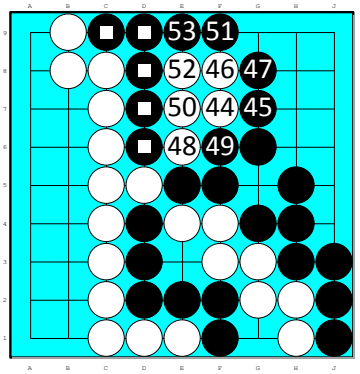
Se llega a un seki.



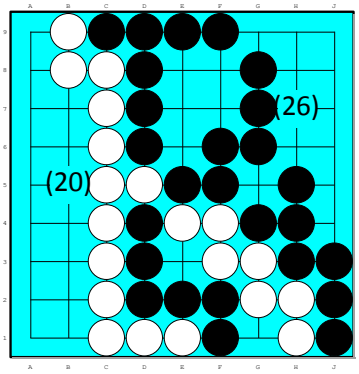
Continuación de partida.



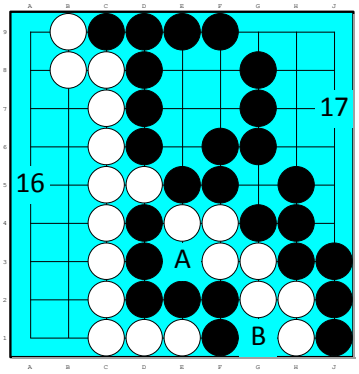
Límites de espacios.



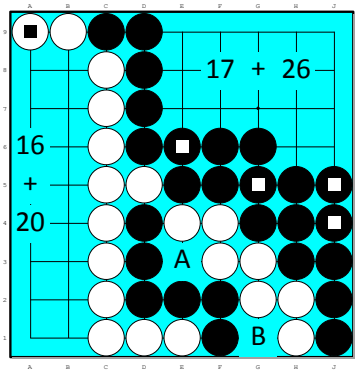
Blanco invade.



Piedras sobre el tablero.



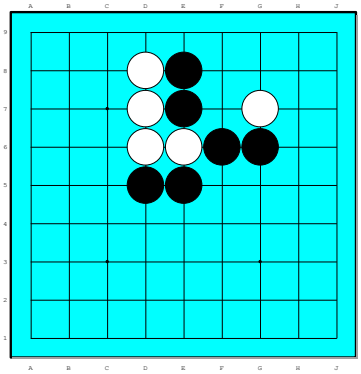
Puntos vacíos.



Cuenta final.

PRÁCTICA DE GO: Se suman las piedras sobre el tablero más los puntos vacíos rodeados.
Blanco recibe un komi de 5,5 puntos. Aplicar el nigiri.

PROBLEMAS:



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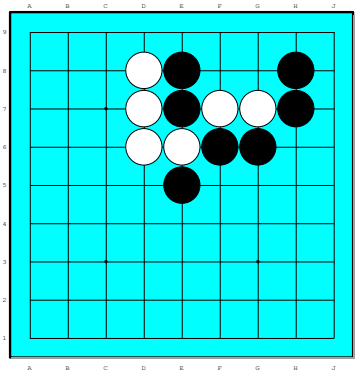

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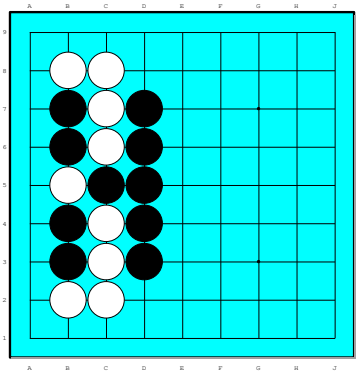

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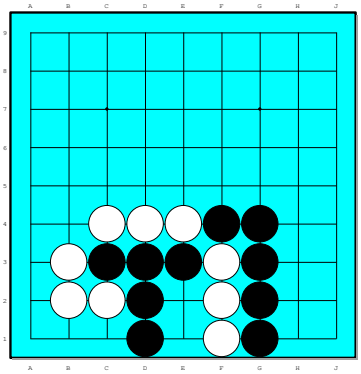

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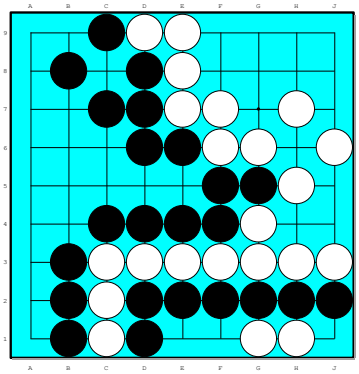

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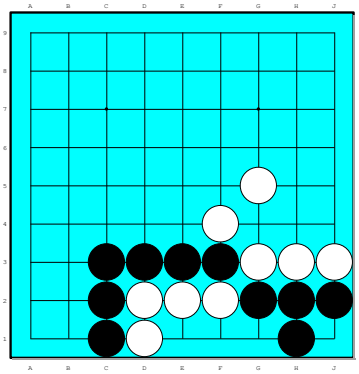
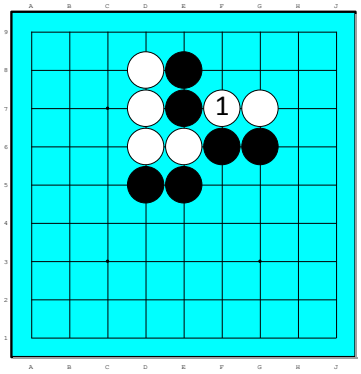


P6.

SOLUCIONES:



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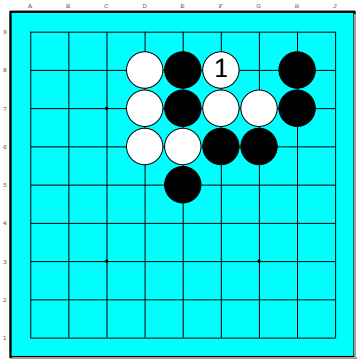

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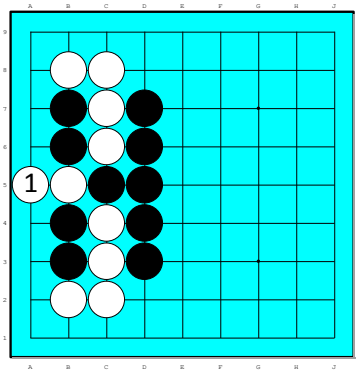

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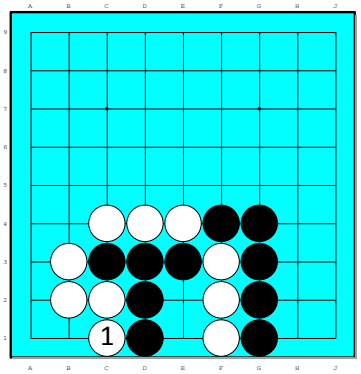

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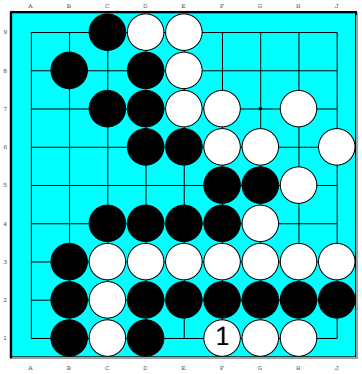

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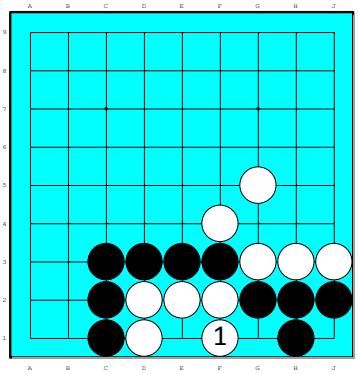
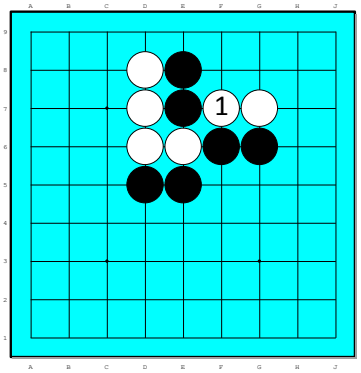
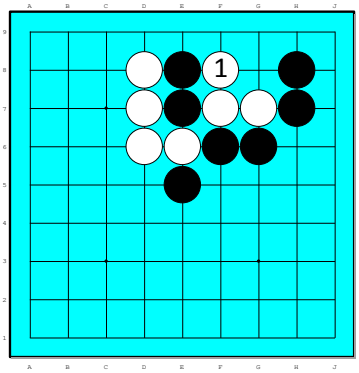


S6.

AYUDA MEMORIA DEL TALLER 15



S1 – T14



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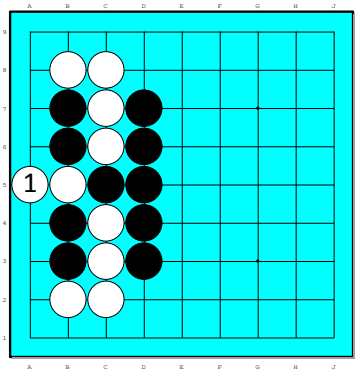

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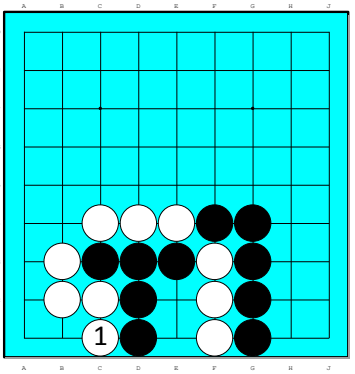

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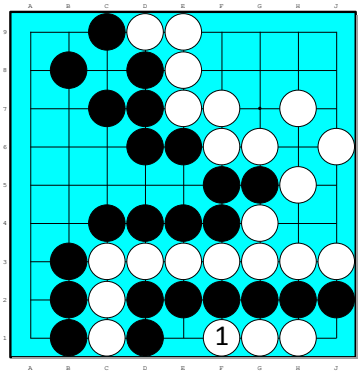

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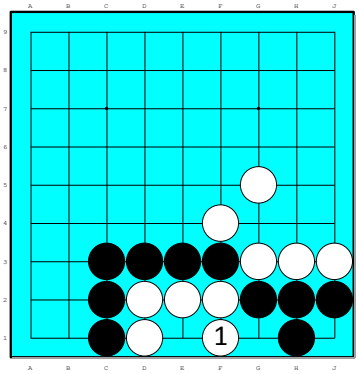
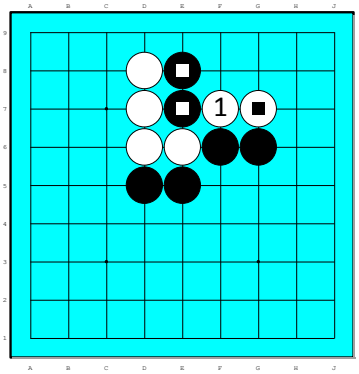
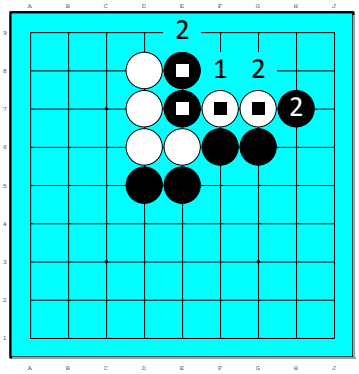


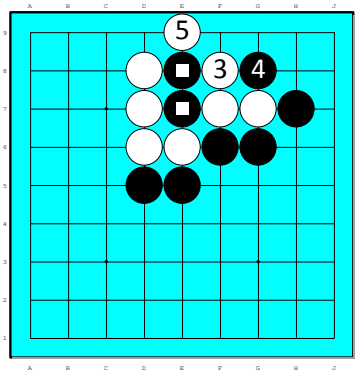
S6 – T14



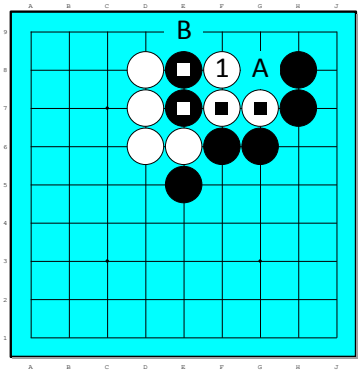
Problema 1 (revisión).



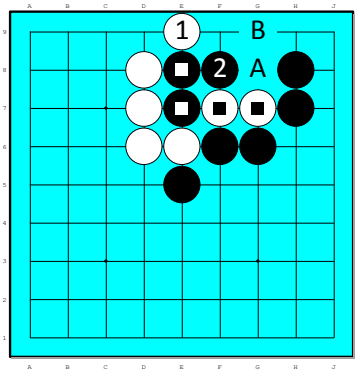
Carrera para capturar.



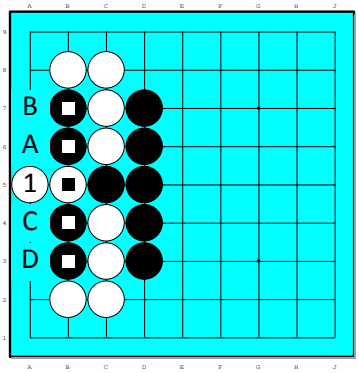
Secuencia completa.



Problema 2 (revisión).



Incorrecta.



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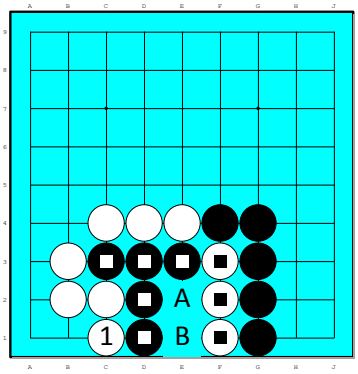

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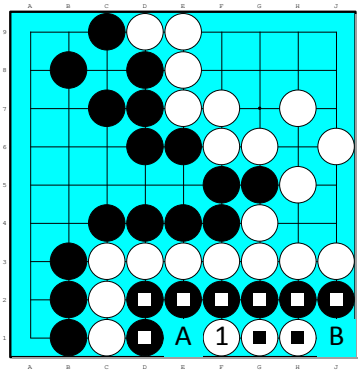

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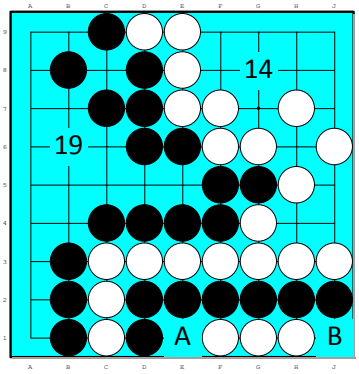
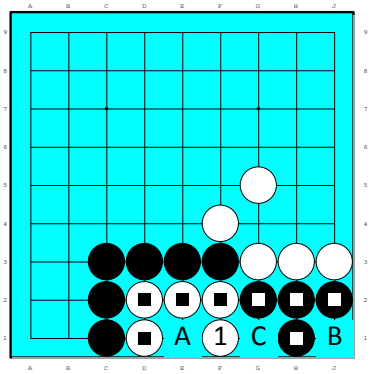
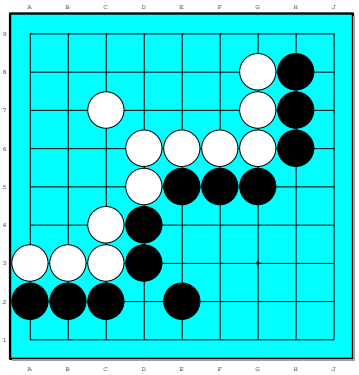


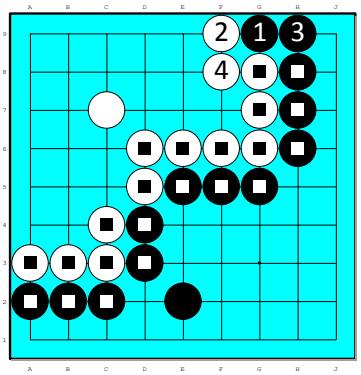
Conteo de territorios.



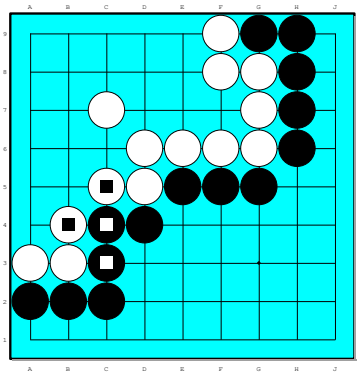
Problema 6 (revisión).



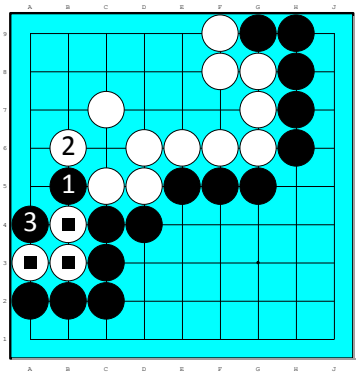
Ejemplo 1 (posición).



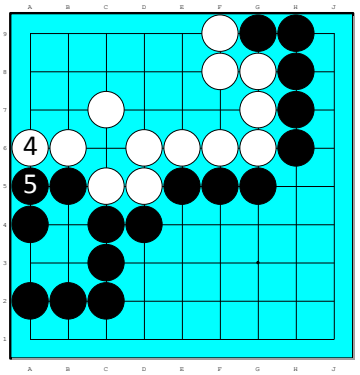
Cierre de territorios.



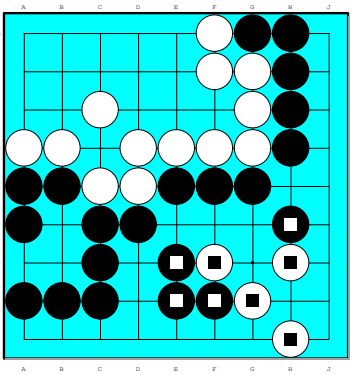
Ejemplo 2 (posición).



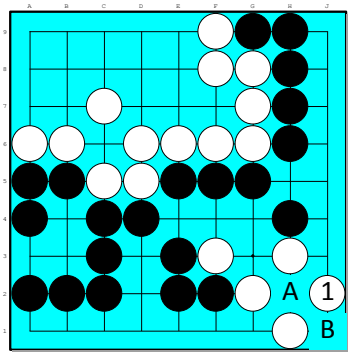
Negro captura.



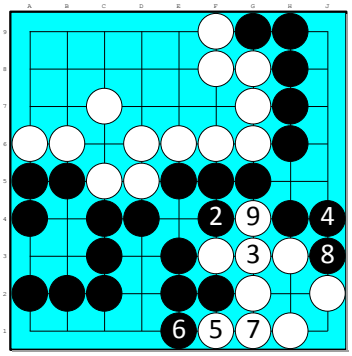
Cierre de territorios.



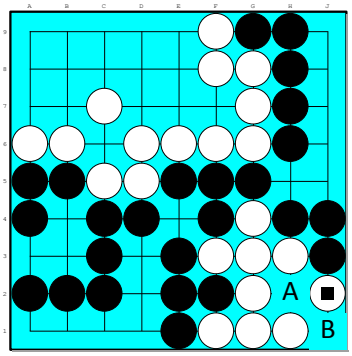
Ejemplo 3 (posición).



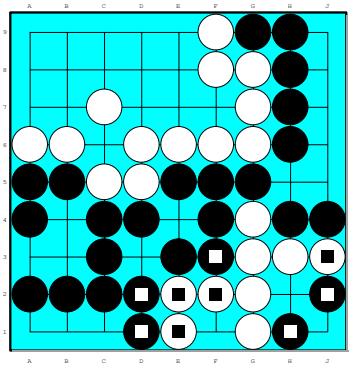
Blanco hace ojos.



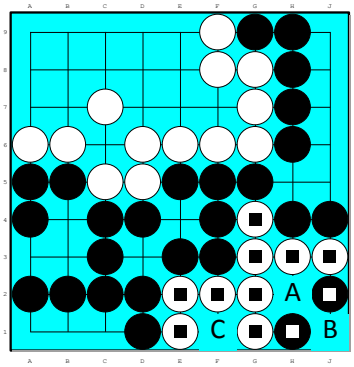
Secuencia completa.



Dos ojos.



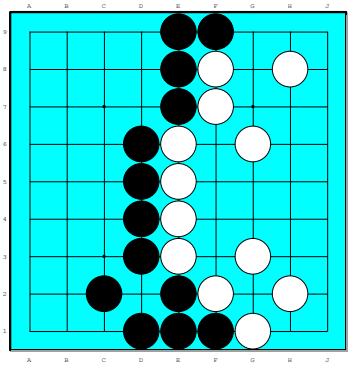
Ejemplo 4 (posición).



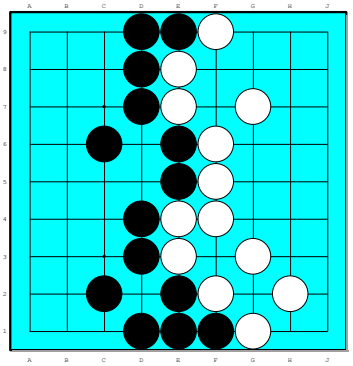
Seki.

PRÁCTICA DE GO: Se suman las piedras sobre el tablero más los puntos vacíos rodeados.
Blanco recibe un komi de 5,5 puntos. Aplicar el nigiri.

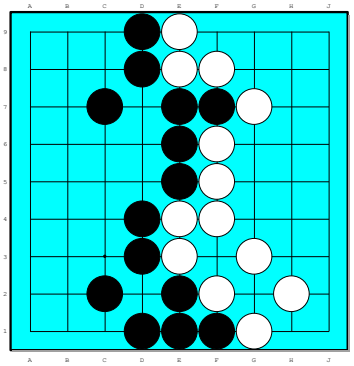
PROBLEMAS:



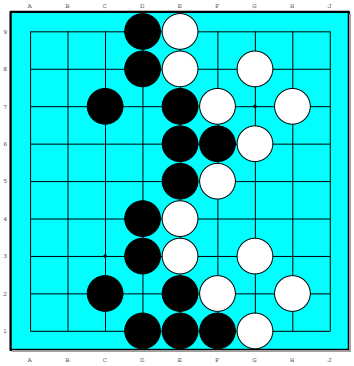
P1.



P2.



P3.



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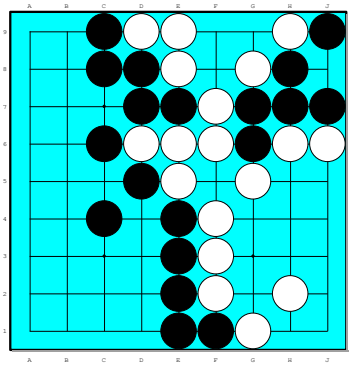
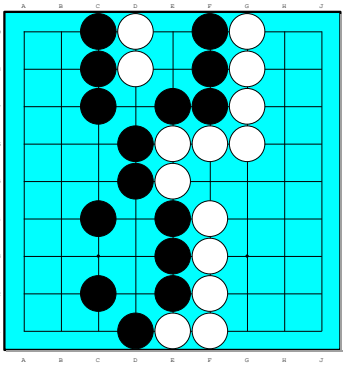
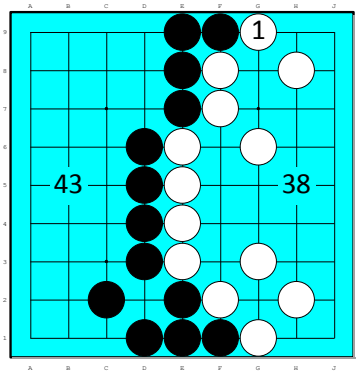


P5.



P6.

SOLUCIONES:



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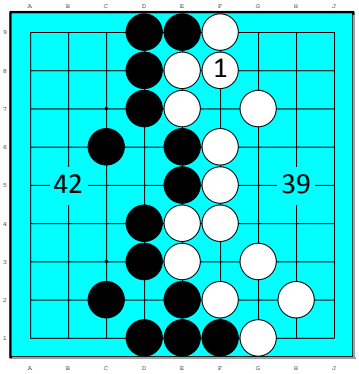
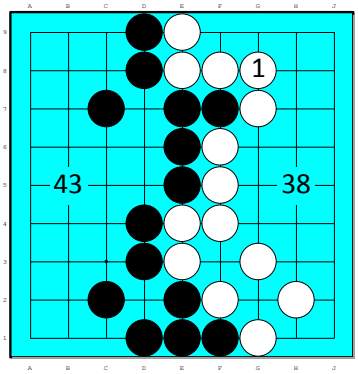


S2.



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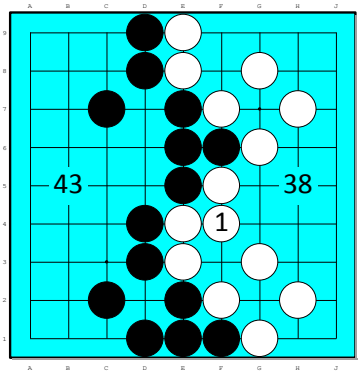

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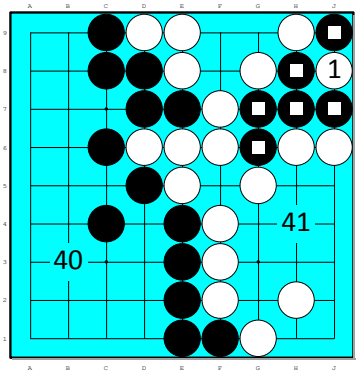
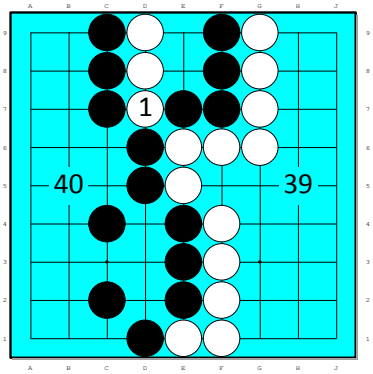


S5.



S6.