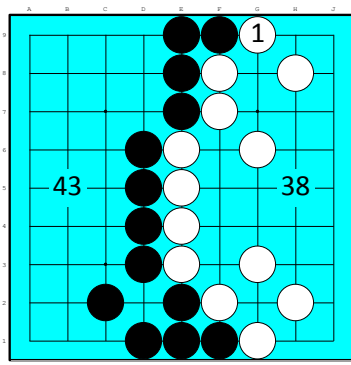
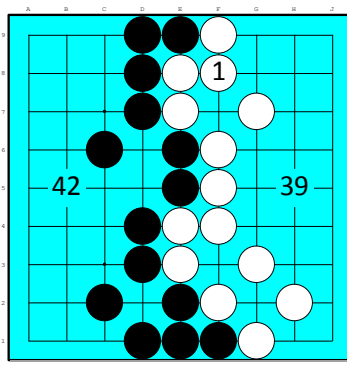


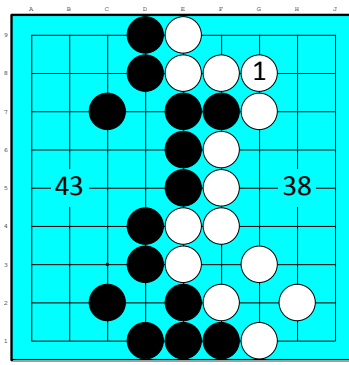
AYUDA MEMORIA DEL TALLER 16



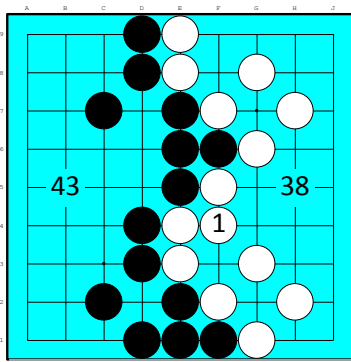
S1 – T15



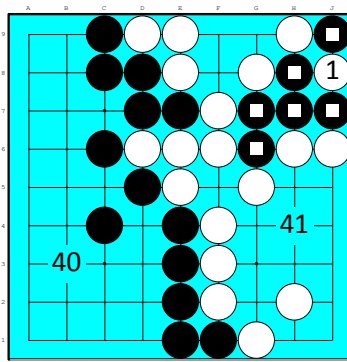
S2 – T15



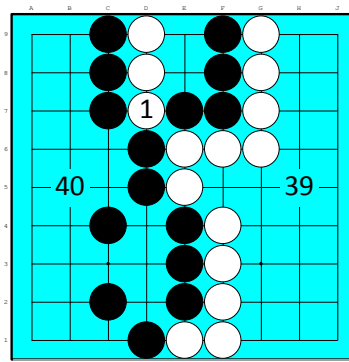
S3 – T15



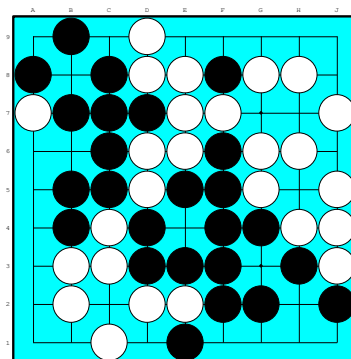
S4 – T15



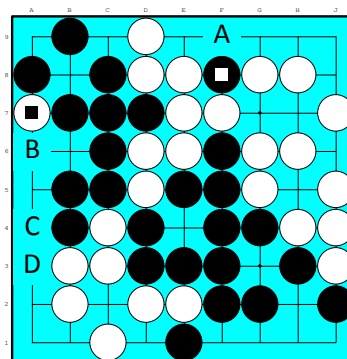
S5 – T15



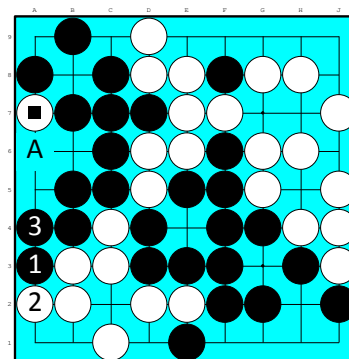
S6 – T15



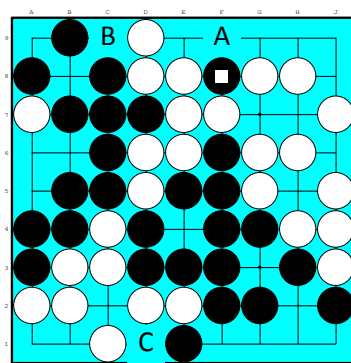
Cierre de territorios (ejemplo).



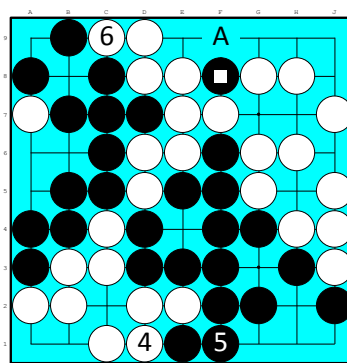
Juega Negro.



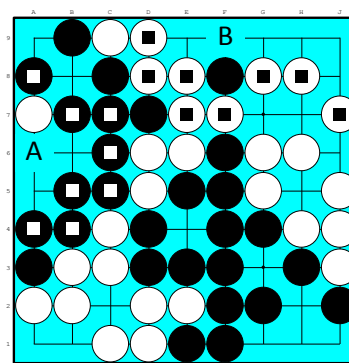
Cierre de espacios.



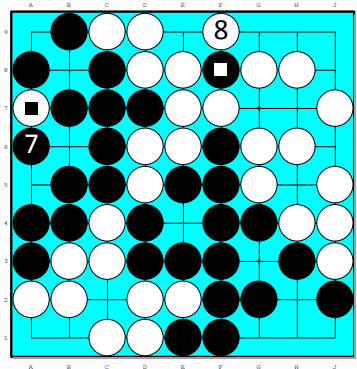
Juega Blanco.



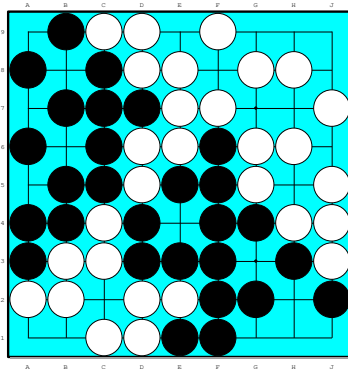
Ocupación de puntos vacíos.



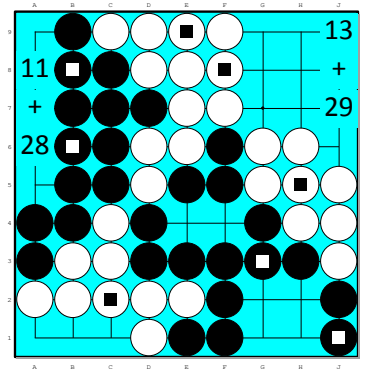
Definición de territorios.



Despeje de los territorios.



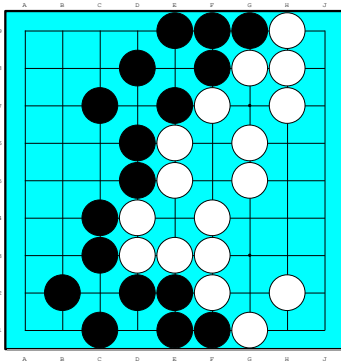
Ambos pasan el turno.



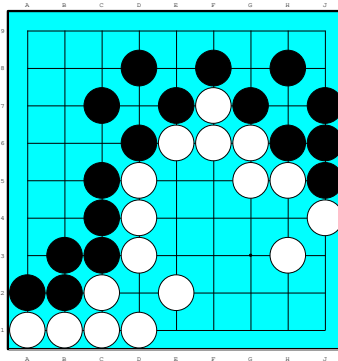
Conteo de puntos.

ACTIVIDAD PRÁCTICA: Preparación para el torneo interno. Se juegan dos rondas. Aplicar el nigiri.
Blanco recibe un komi de 5,5 puntos.

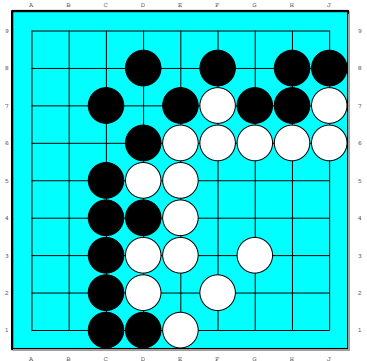
PROBLEMAS:



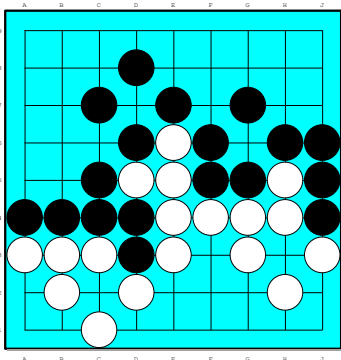
P1.



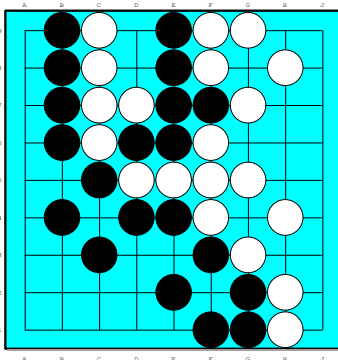
P2.



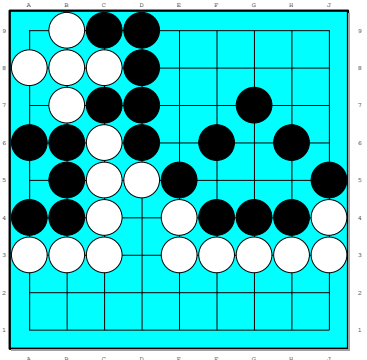
P3.



P4.

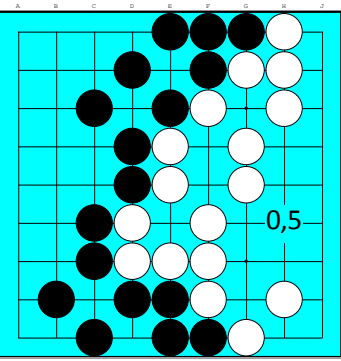


P5.

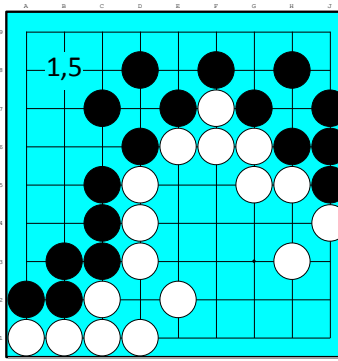


P6.

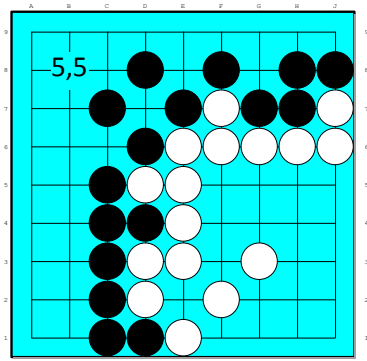
SOLUCIONES:



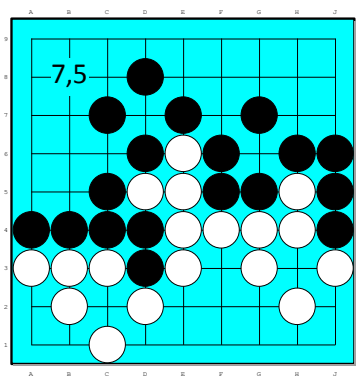
S1.



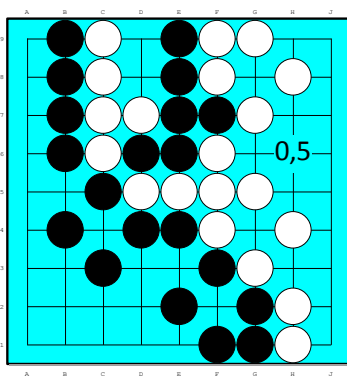
S2.



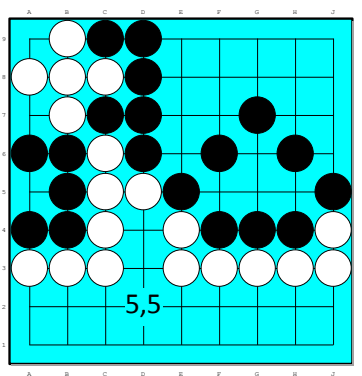
S3.



S4.

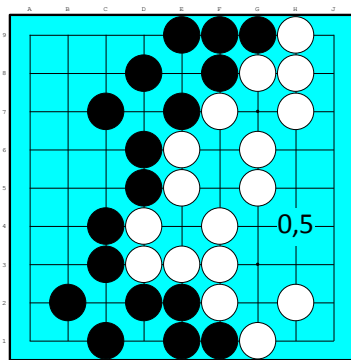


S5.

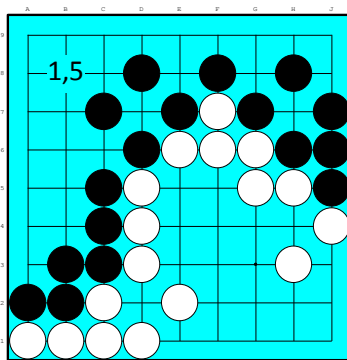


S6.

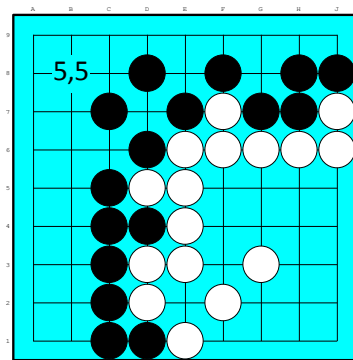
AYUDA MEMORIA DEL TALLER 17



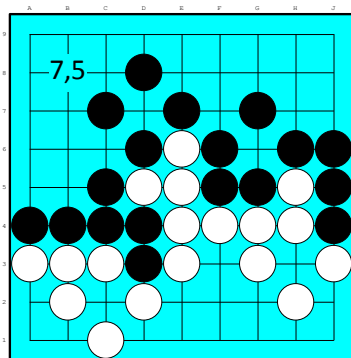
S1 – T16



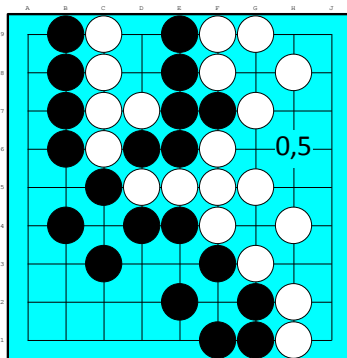
S2 – T16



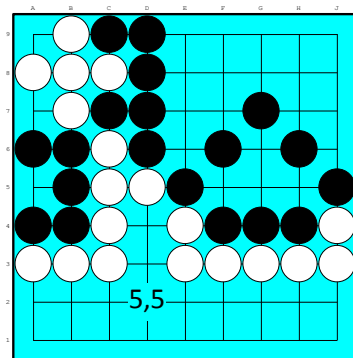
S3 – T16



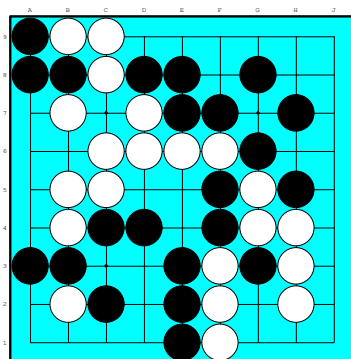
S4 – T16



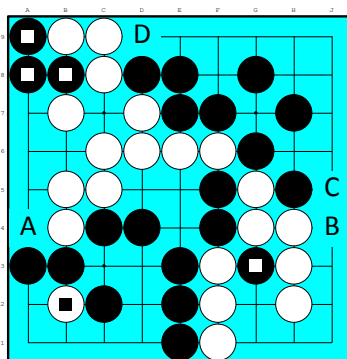
S5 – T16



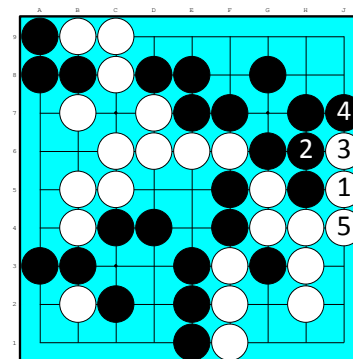
S6 – T16



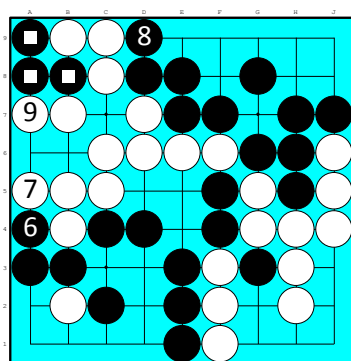
Cierre de territorios (ejemplo).



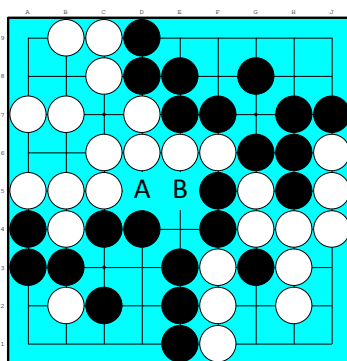
Juega Blanco.



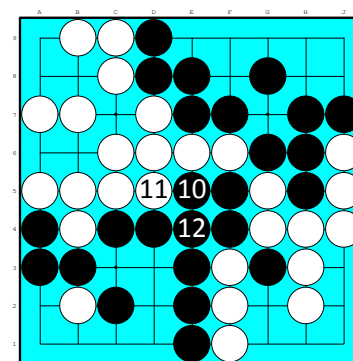
Cierre de espacios.



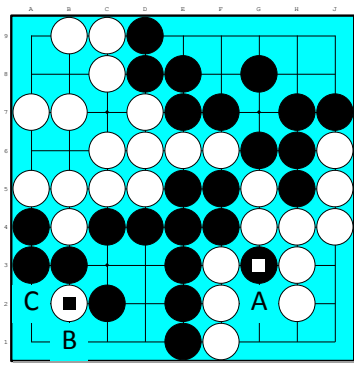
Cierre de espacios.



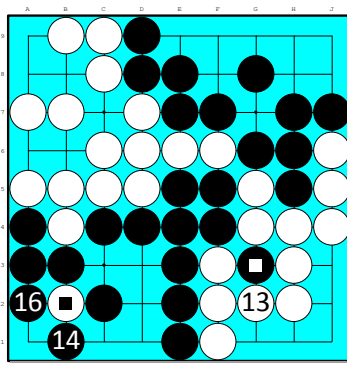
Puntos vacíos a ocupar.



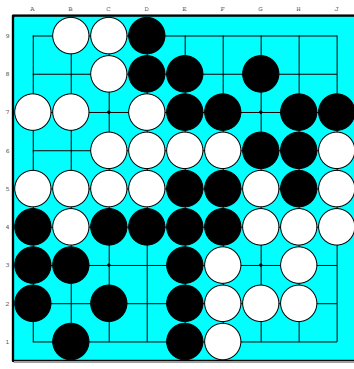
Ocupación de puntos vacíos.



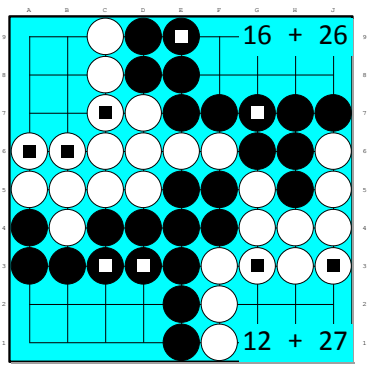
Definición de territorios.



Despeje de los territorios.



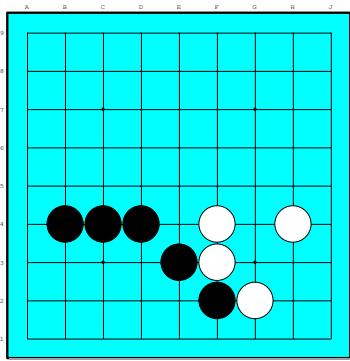
Ambos pasan el turno.



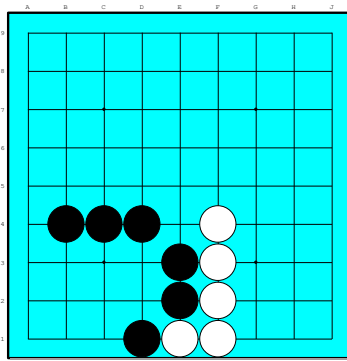
Conteo de puntos.

ACTIVIDAD PRÁCTICA: Juego grupal. Se juega entre dos equipos; realiza una jugada cada integrante. Blanco recibe un komi de 5,5 puntos. Luego reproducir la partida.

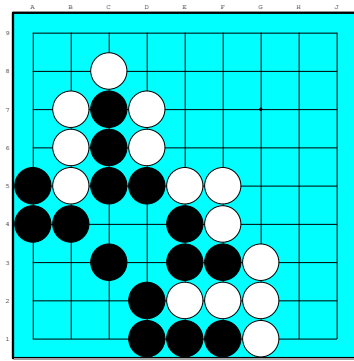
PROBLEMAS:



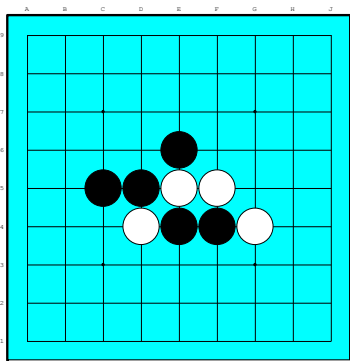
P1.



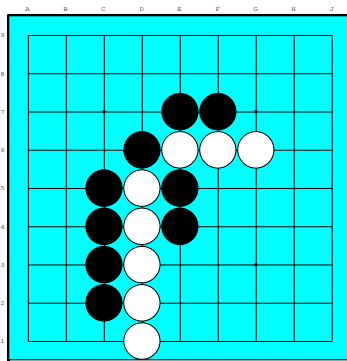
P2.



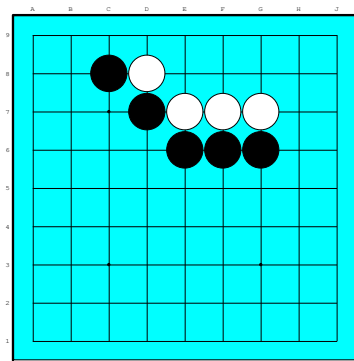
P3.



P4.

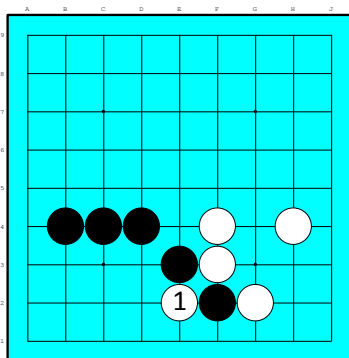


P5.

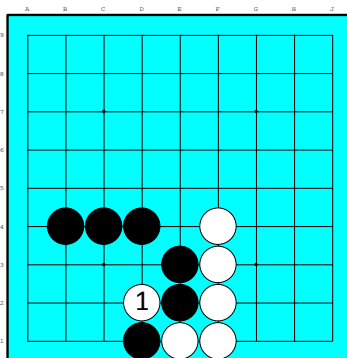


P6.

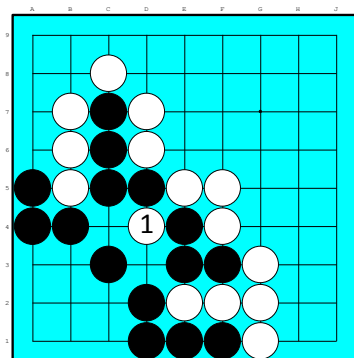
SOLUCIONES:



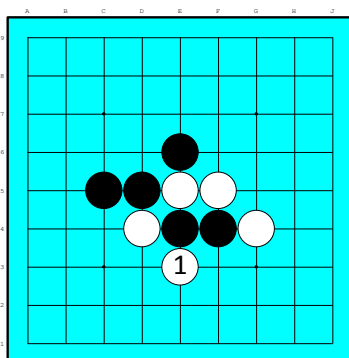
S1.



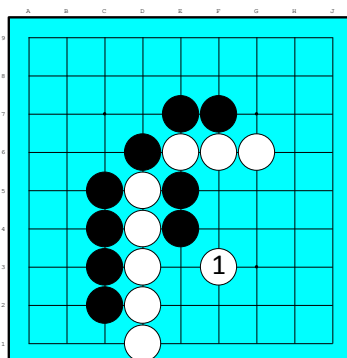
S2.



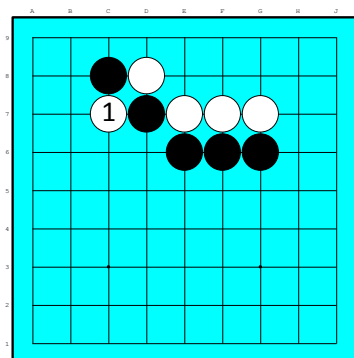
S3.



S4.

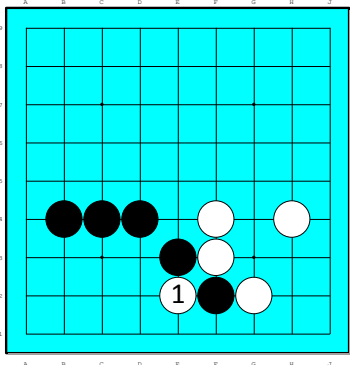


S5.

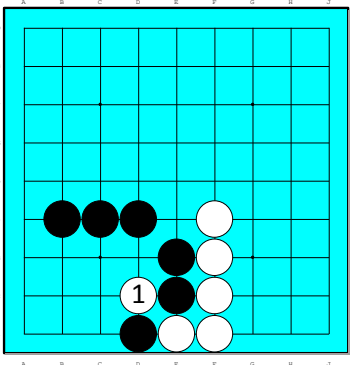


S6.

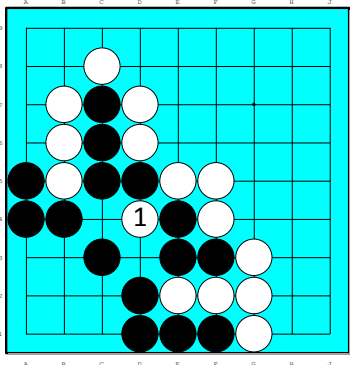
AYUDA MEMORIA DEL TALLER 18



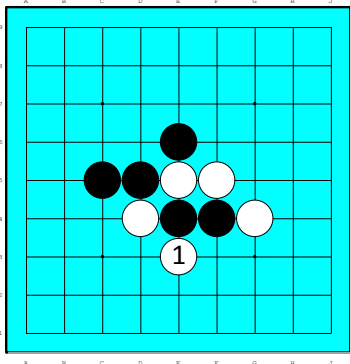
S1 – T17



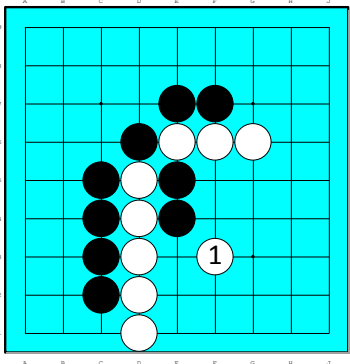
S2 – T17



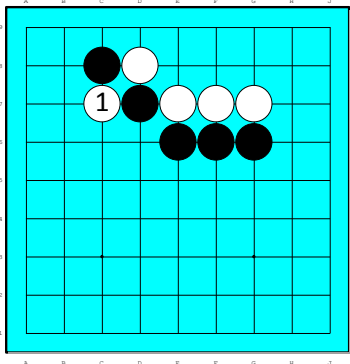
S3 – T17



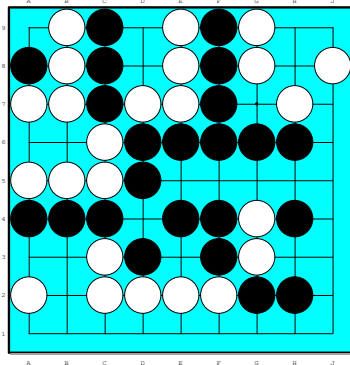
S4 – T17



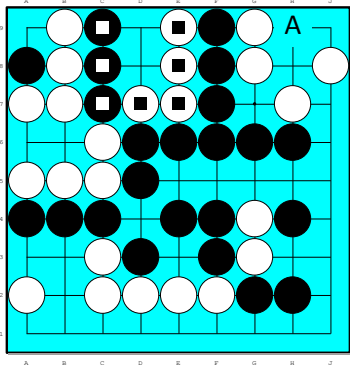
S5 – T17



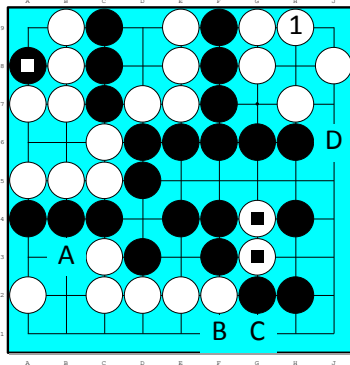
S6 – T17



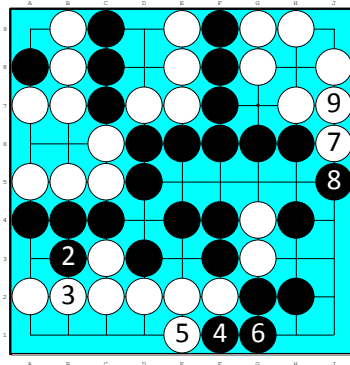
Cierre de territorios (ejemplo).



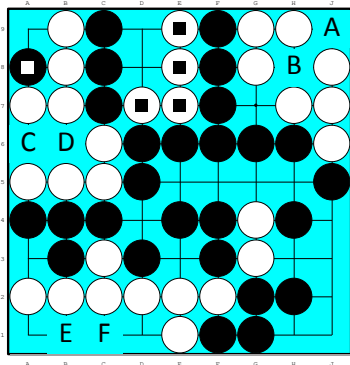
Juego Blanco.



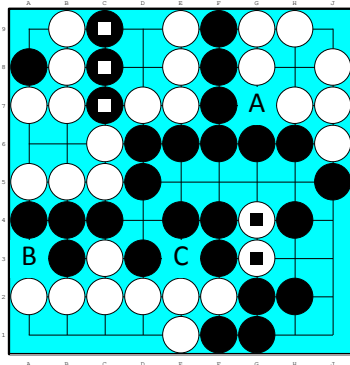
Hace dos ojos.



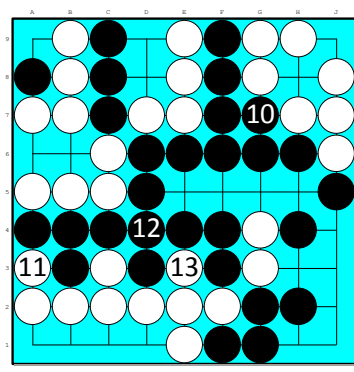
Cierre de espacios.



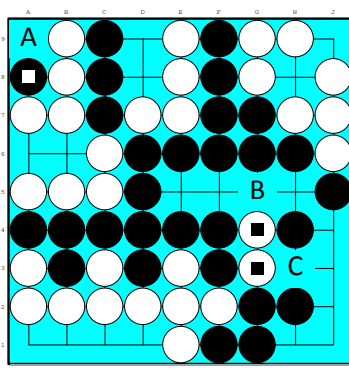
Grupos blancos vivos.



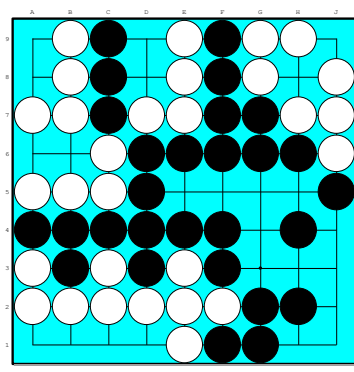
Juego Negro.



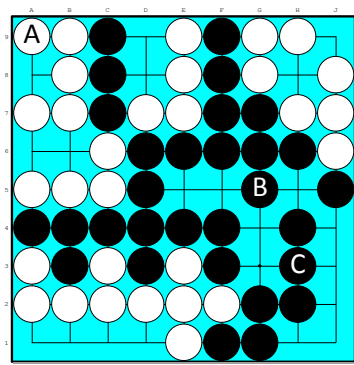
Ocupación de puntos vacíos.



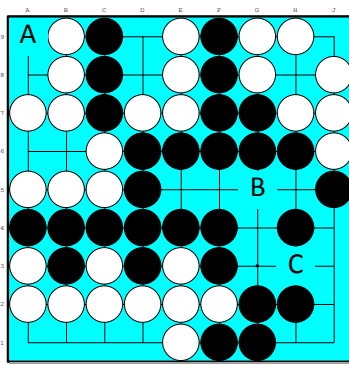
Piedras muertas.



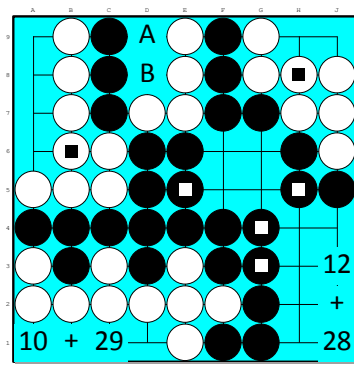
Retiro de piedras muertas.



Comparación (caso de captura).



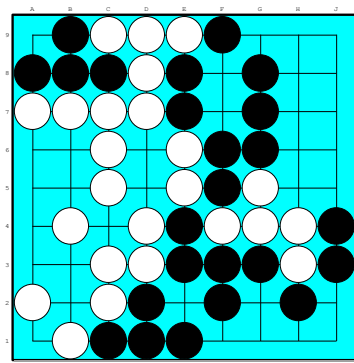
Comparación (la partida).



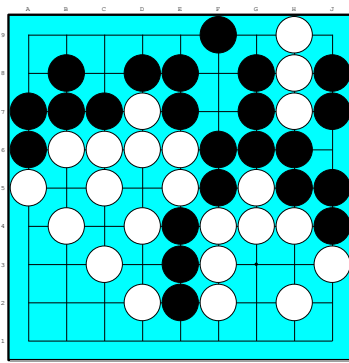
Conteo de puntos.

ACTIVIDAD PRÁCTICA: Juego contra el profesor. El grupo juega con negras; realiza una jugada cada integrante. No hay komi.

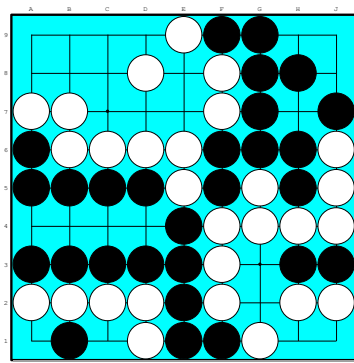
PROBLEMAS:



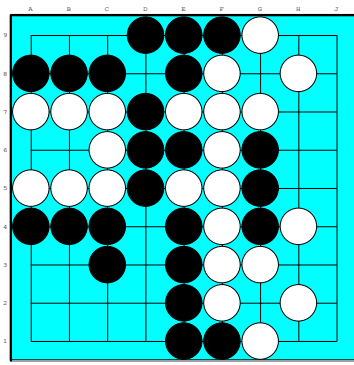
P1.



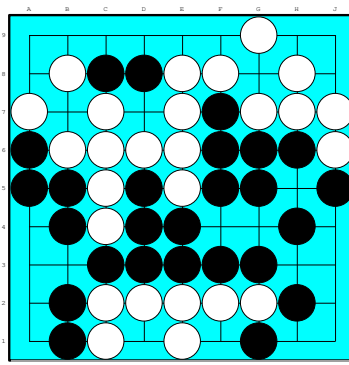
P2.



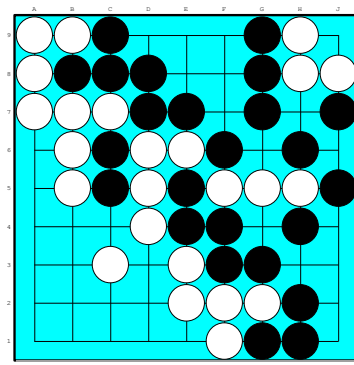
P3.



P4.

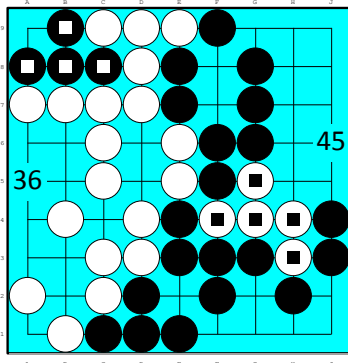


P5.

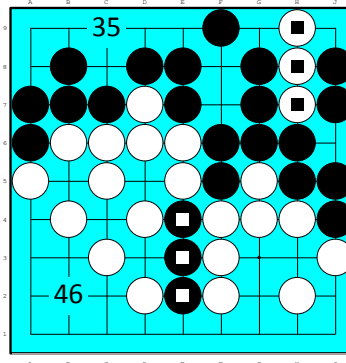


P6.

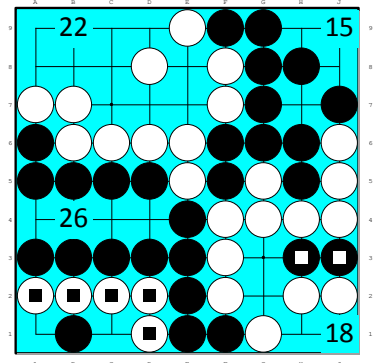
SOLUCIONES:



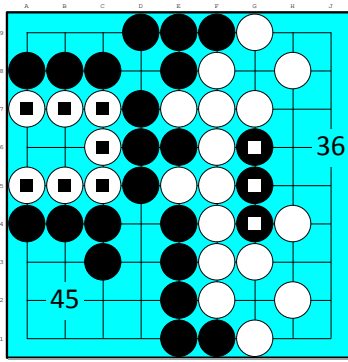
S1.



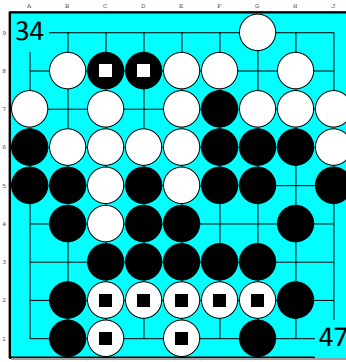
S2.



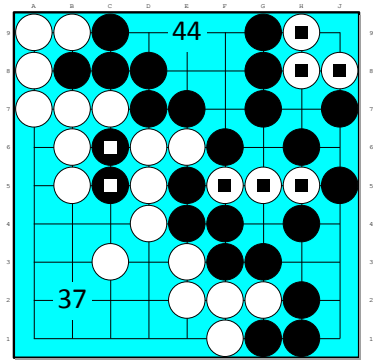
S3.



S4.

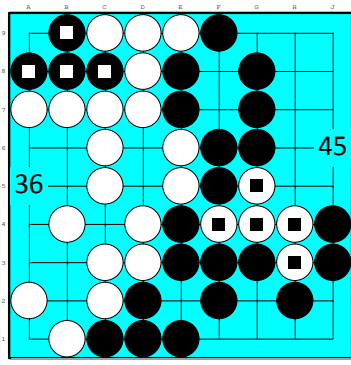


S5.

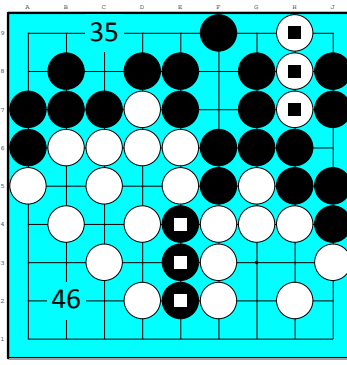


S6.

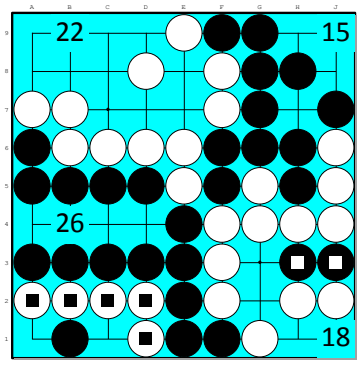
AYUDA MEMORIA DEL TALLER 19



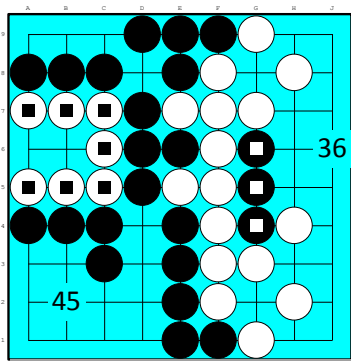
S1 – T18



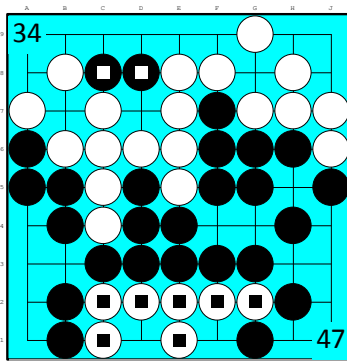
S2 – T18



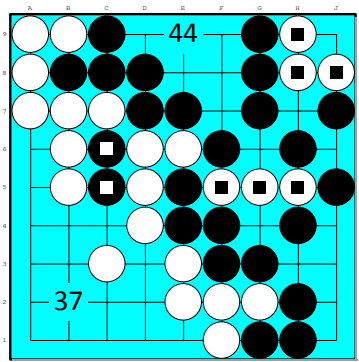
S3 – T18



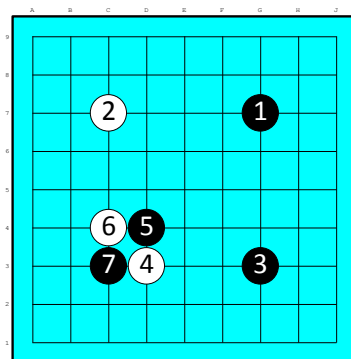
S4 – T18



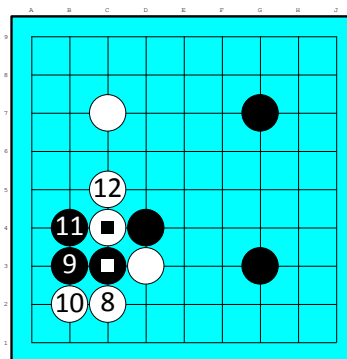
S5 – T18



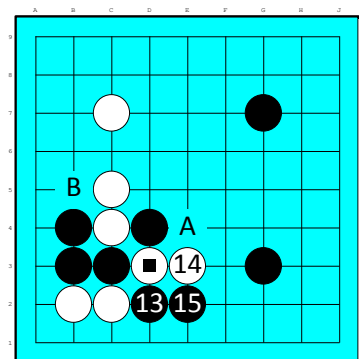
S6 – T18



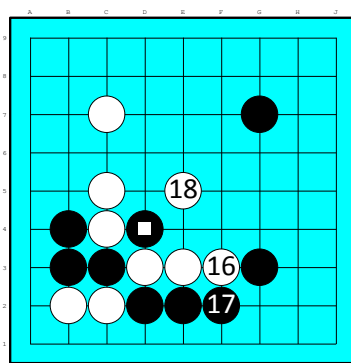
Repaso de temas (partida).



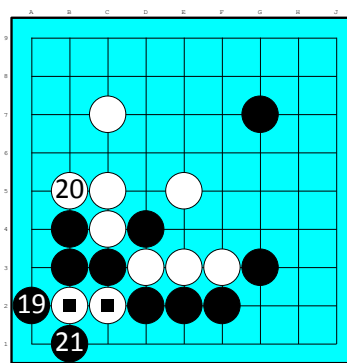
Primera escaramuza.



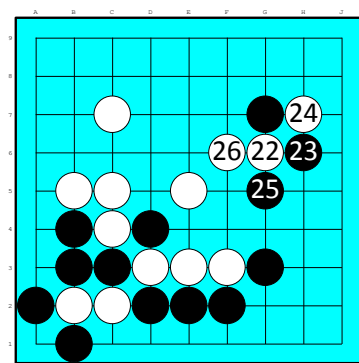
Negro amenaza una escalera.



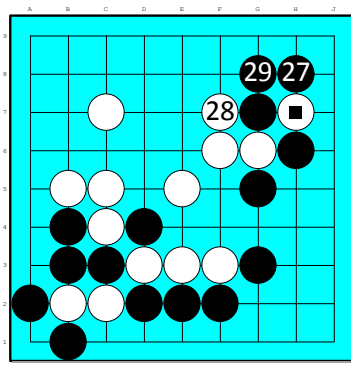
Blanco captura con una red.



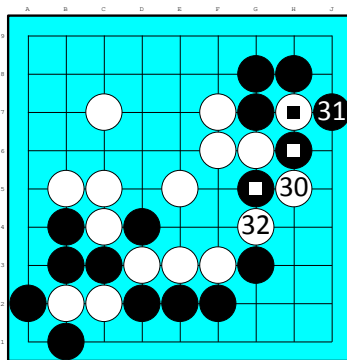
Negro gana el semeai.



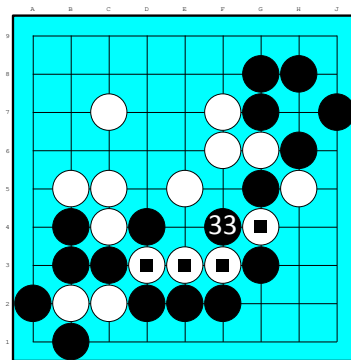
Corte cruzado.



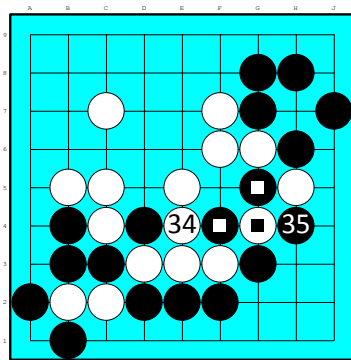
Atari contra el borde.



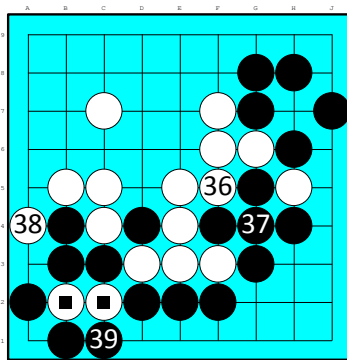
Ataris sucesivos.



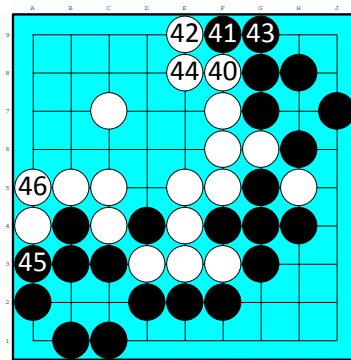
Atari doble.



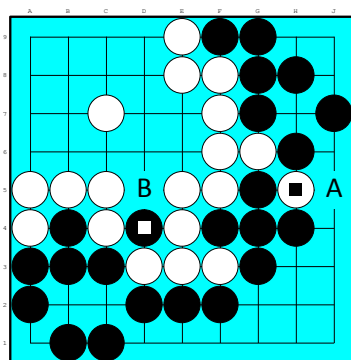
Blanco salva las tres piedras.



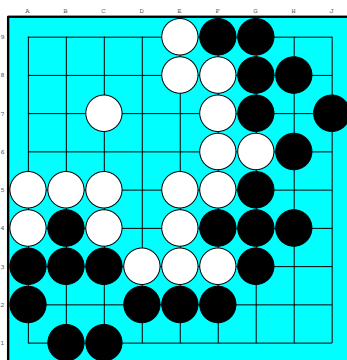
Continuación de la partida.



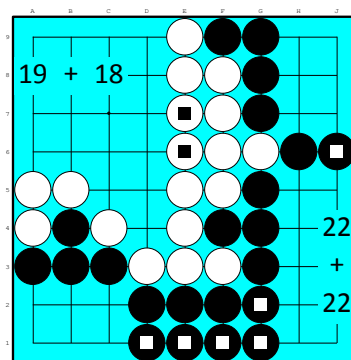
Cierre de los territorios.



Fin de la partida.



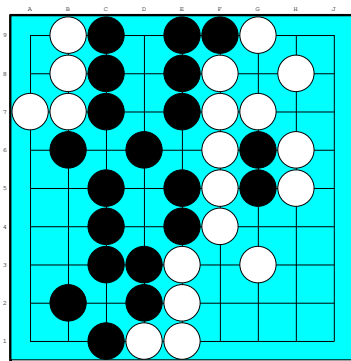
Retiro de piedras muertas.



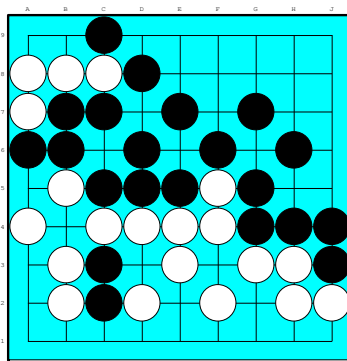
Conteo de puntos.

ACTIVIDAD PRÁCTICA: Juego de go. Blanco recibe un komi de 5,5 puntos. Aplicar el nigiri. Retirar las piedras muertas de común acuerdo.

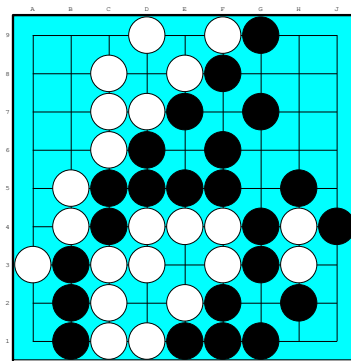
PROBLEMAS:



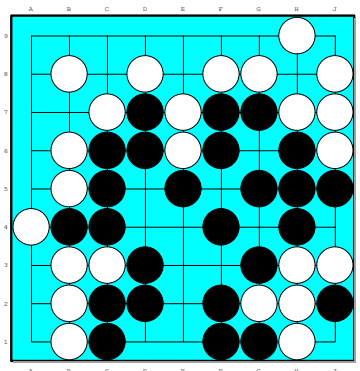
P1.



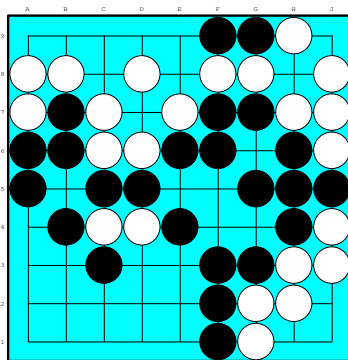
P2.



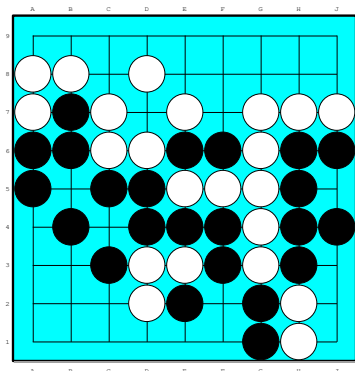
P3.



P4.

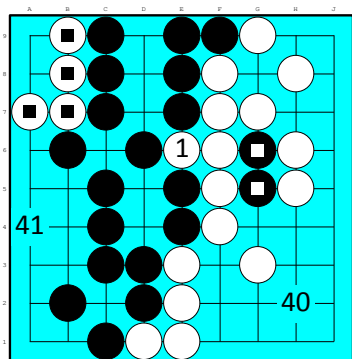


P5.

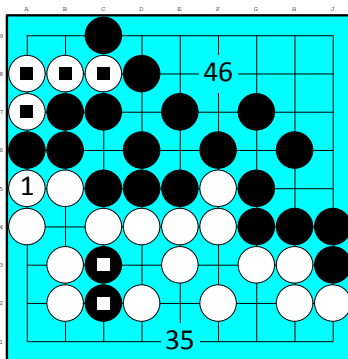


P6.

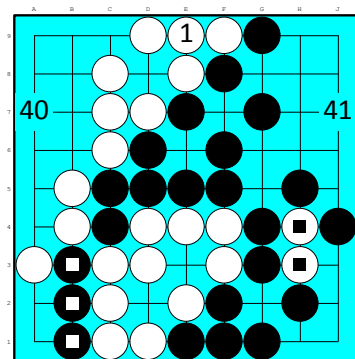
SOLUCIONES:



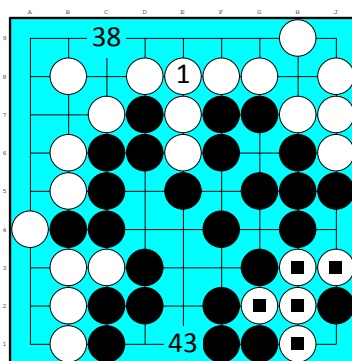
S1.



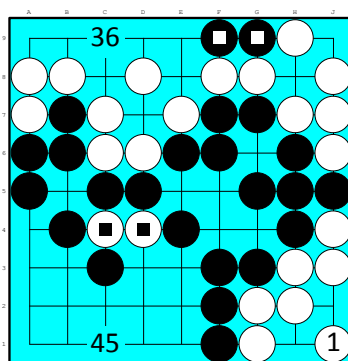
S2.



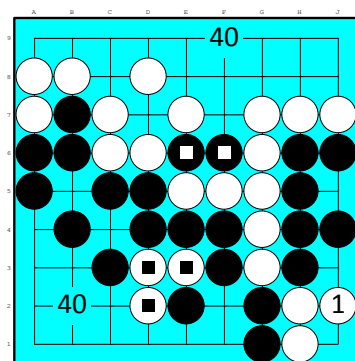
S3.



S4.

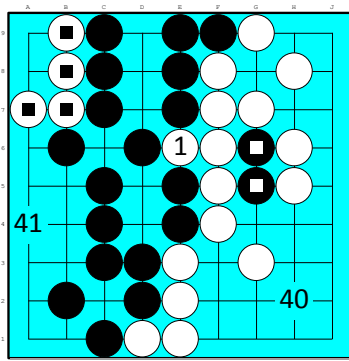


S5.

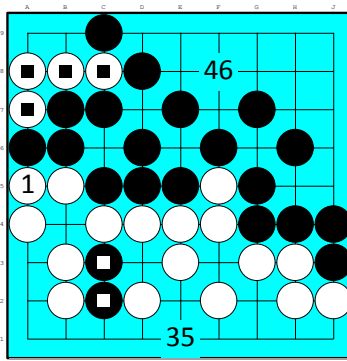


S6.

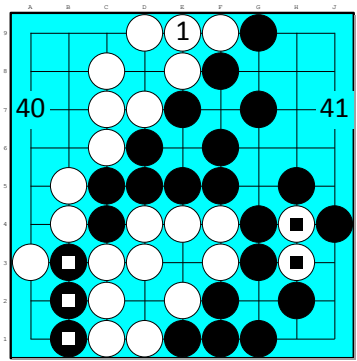
AYUDA MEMORIA DEL TALLER 20



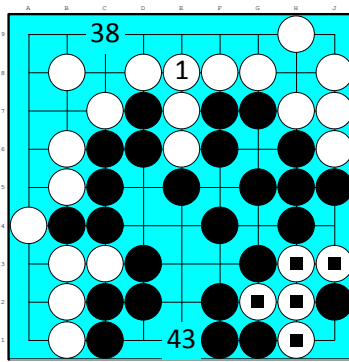
S1 – T19



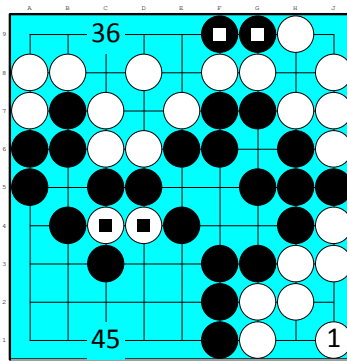
S2 – T19



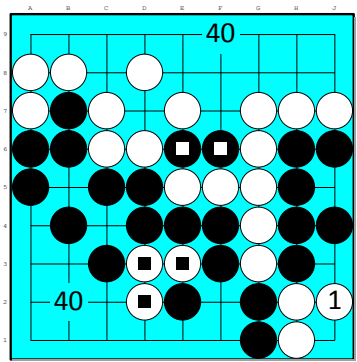
S3 – T19



S4 – T19

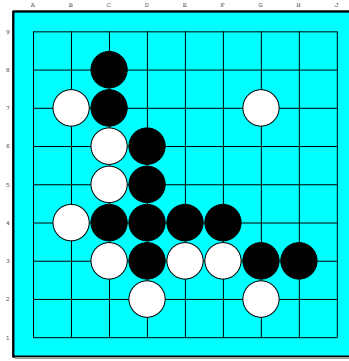


S5 – T19

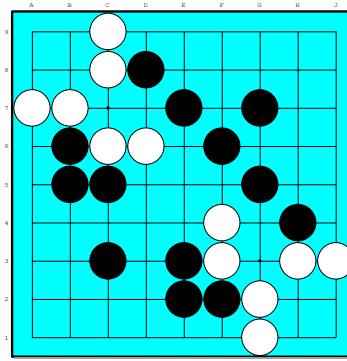


S6 – T19

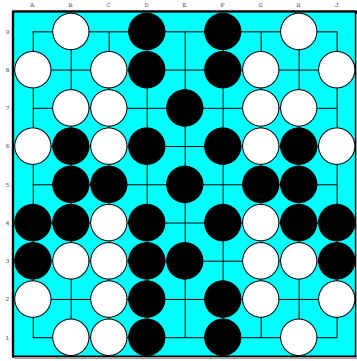
PROBLEMAS: Resolver en clase.



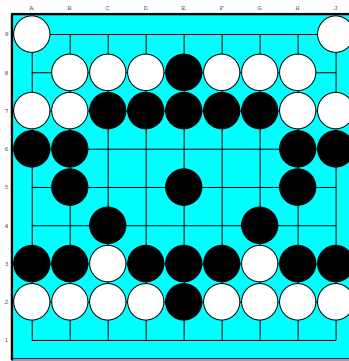
P1.



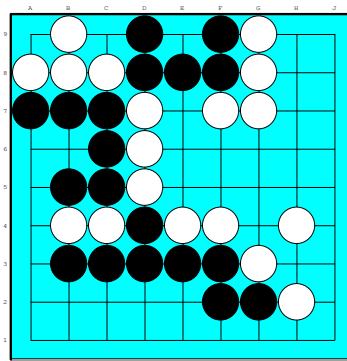
P2.



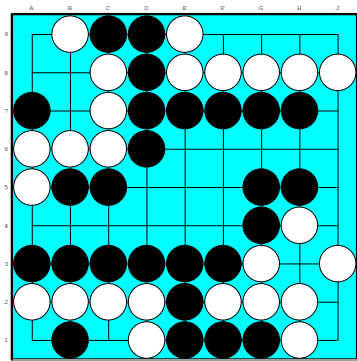
P3.



P4.



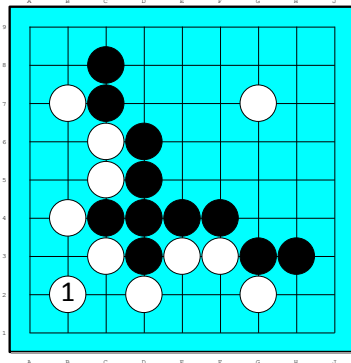
P5.



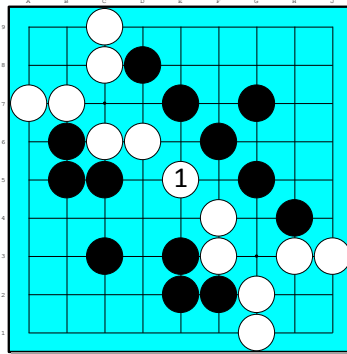
P6.

ACTIVIDAD PRÁCTICA: Juego de go. Blanco recibe un komi de 5,5 puntos. Aplicar el nigiri. Retirar las piedras muertas de común acuerdo.

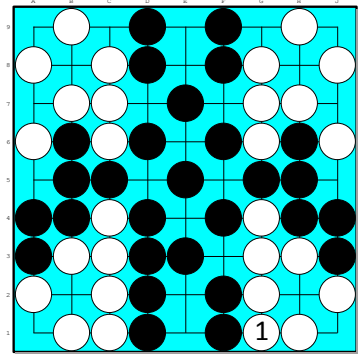
SOLUCIONES: Corregir las hojas mientras dura la práctica.



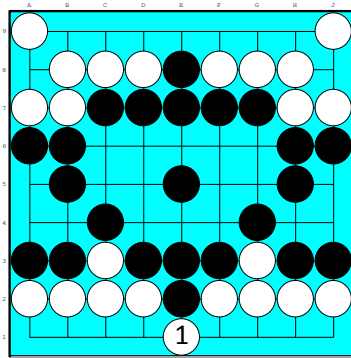
S1.



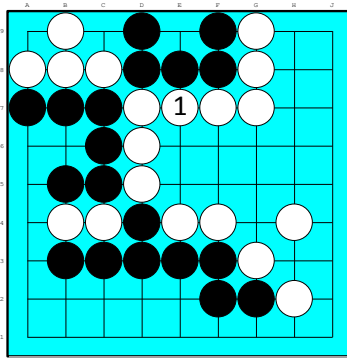
S2.



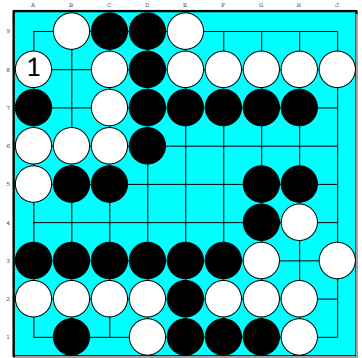
S3.



S4.

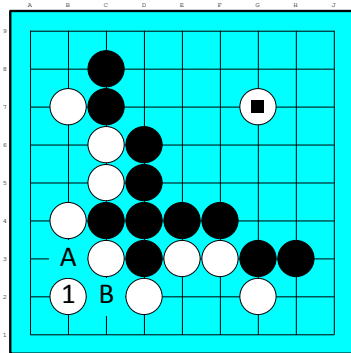


S5.

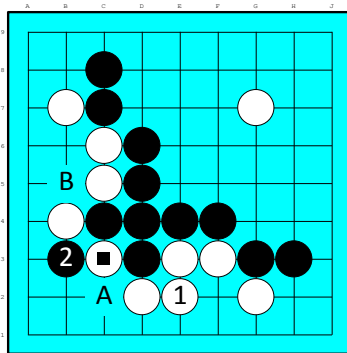


S6.

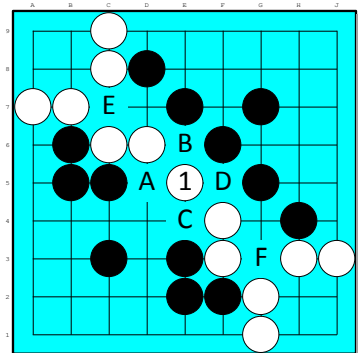
DESARROLLO:



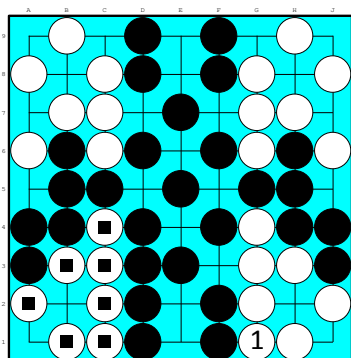
P1 (conexión abierta).



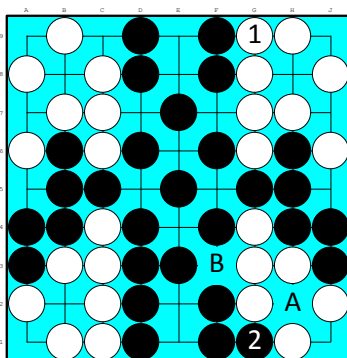
Incorrecta (ataris sucesivos).



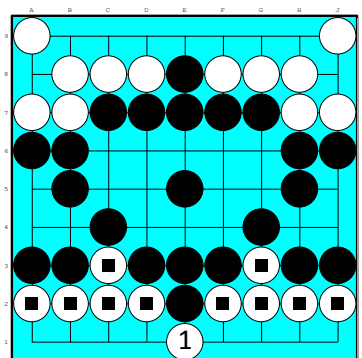
P2 (conexión diagonal).



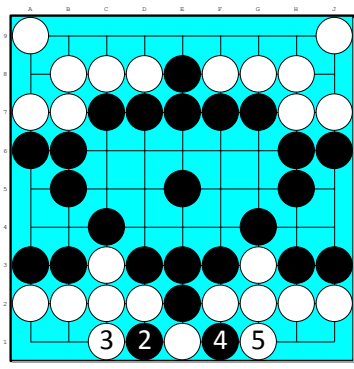
P3 (dos ojos).



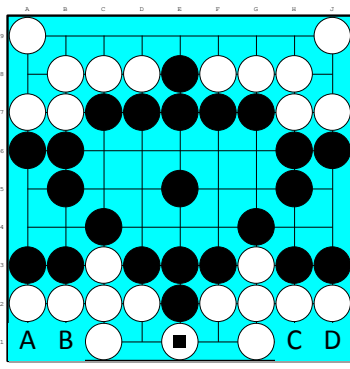
Incorrecta (ojo falso).



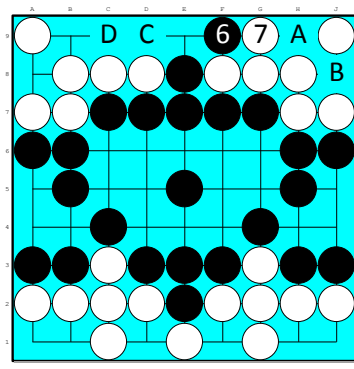
P4 (conexión por el borde).



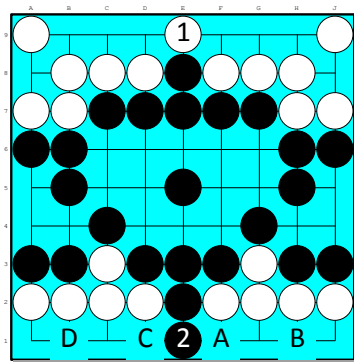
Conexión (ilustración).



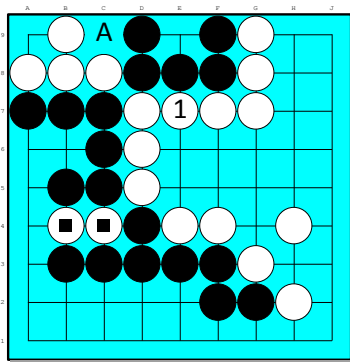
Dos ojos.



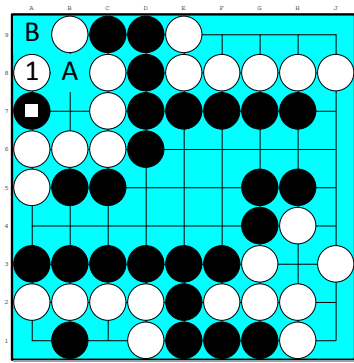
Grupos seguros.



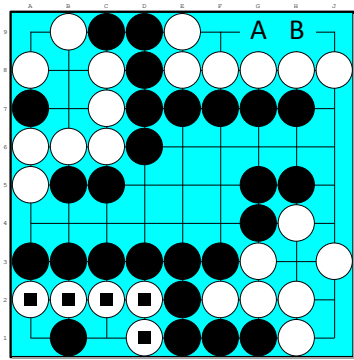
Incorrecta (piedras muertas).



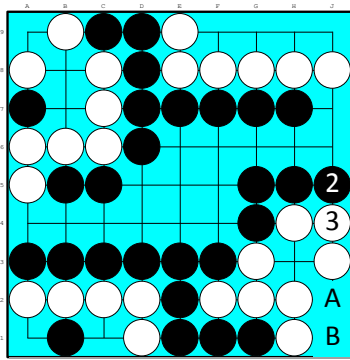
P5 (seki).



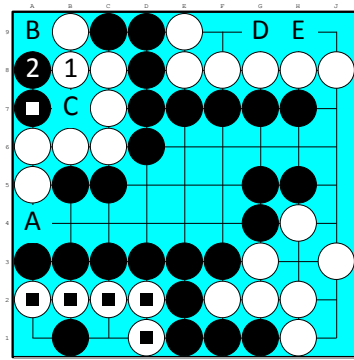
P6 (conexión abierta y ojos).



Situación de los otros grupos.



Dos ojos.



Incorrecta (un solo ojo).

CIERRE DEL TALLER: Fin de la etapa (30-kyu).