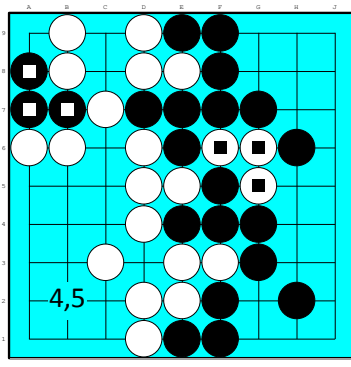
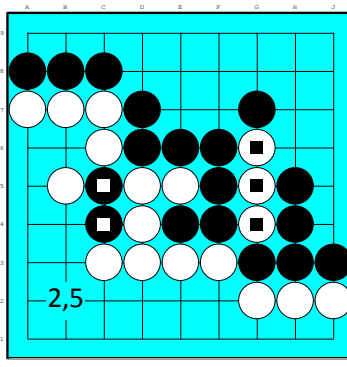


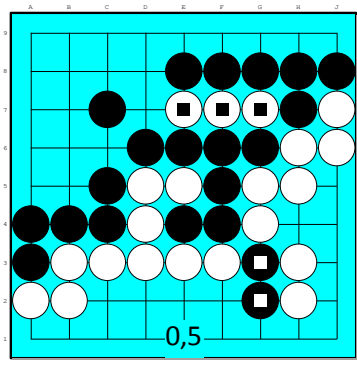
AYUDA MEMORIA DEL TALLER 26



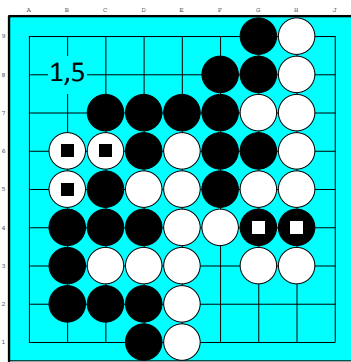
S1 – T25



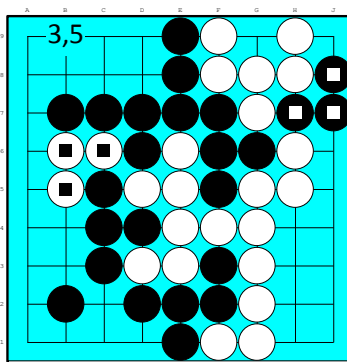
S2 – T25



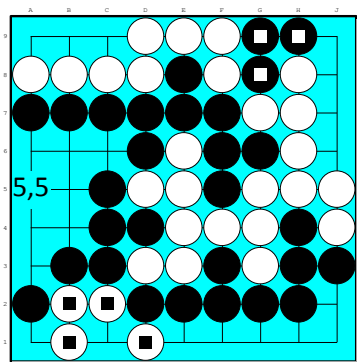
S3 – T25



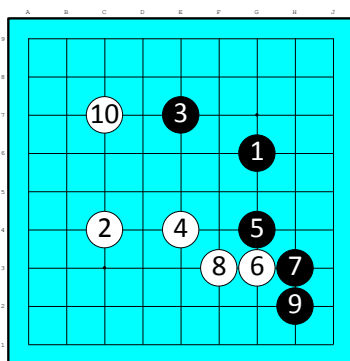
S4 – T25



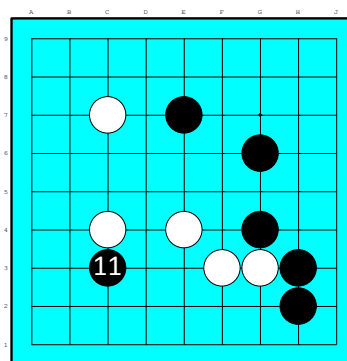
S5 – T25



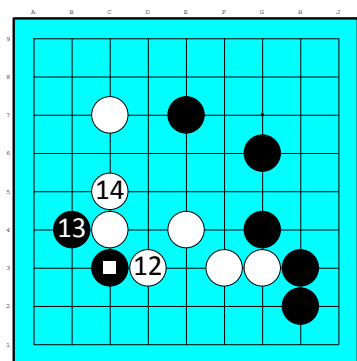
S6 – T25



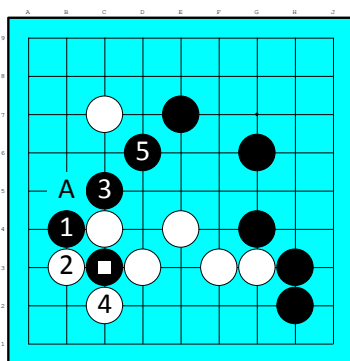
Rodeo de territorios (partida).



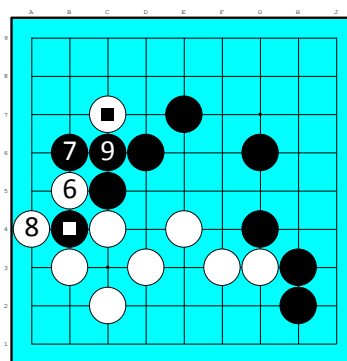
Invasión del bosquejo blanco.



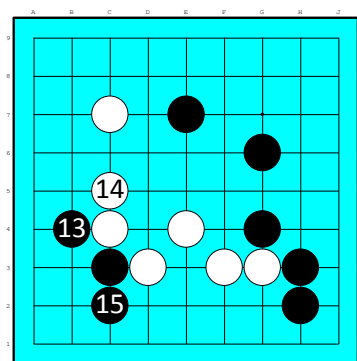
Blanco trata de rodear.



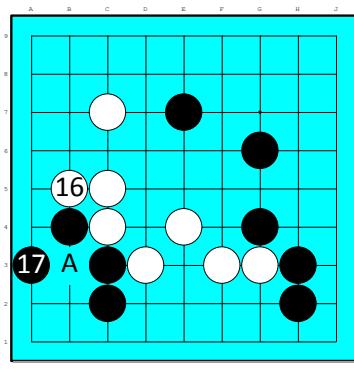
Variante (ataris sucesivos).



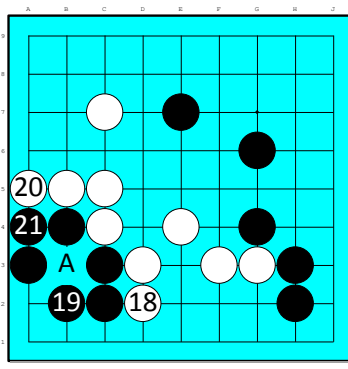
Negro irrumpe.



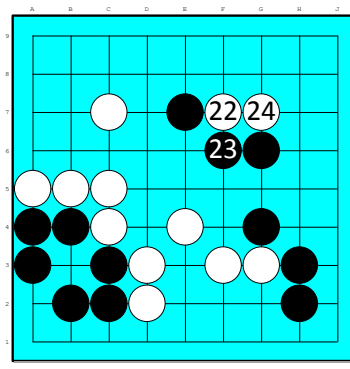
Continuación de la partida.



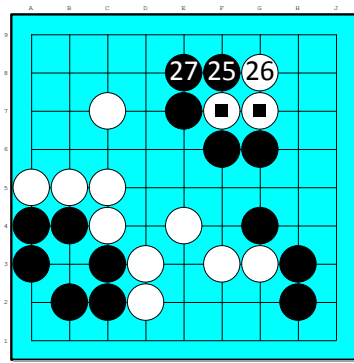
Negro trata de formar ojos.



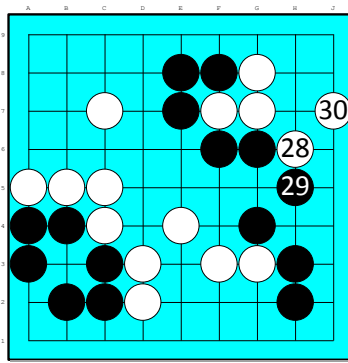
Negro forma dos ojos.



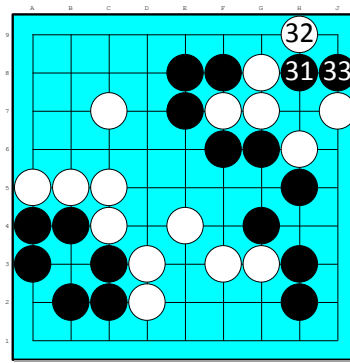
Invasión del bosquejo negro.



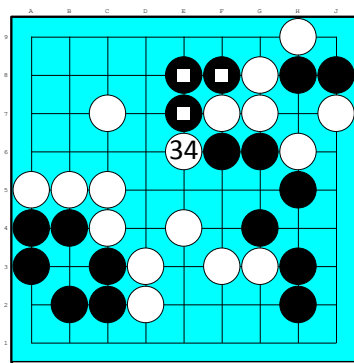
Negro ataca al grupo invasor.



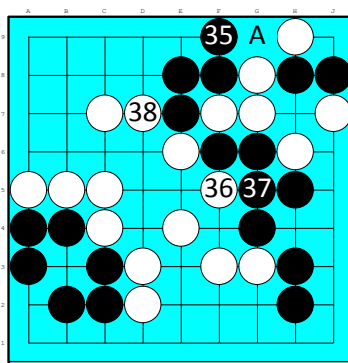
Blanco trata de formar ojos.



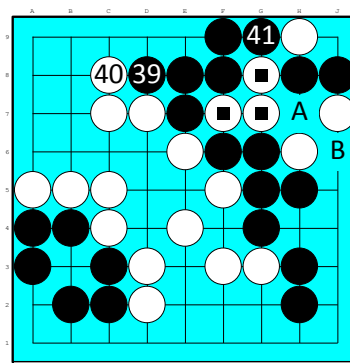
El grupo queda con un solo ojo.



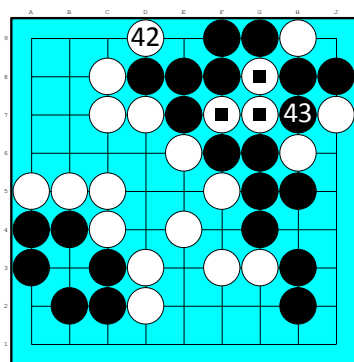
Blanco corta.



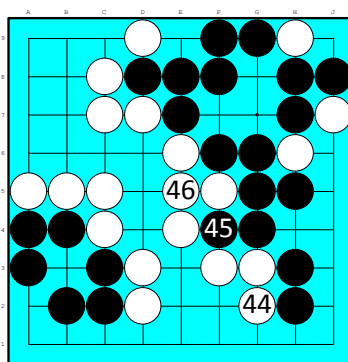
Ataque recíproco.



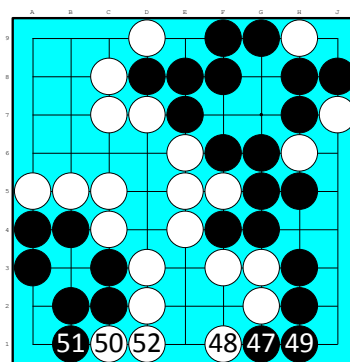
Negro llega antes a capturar.



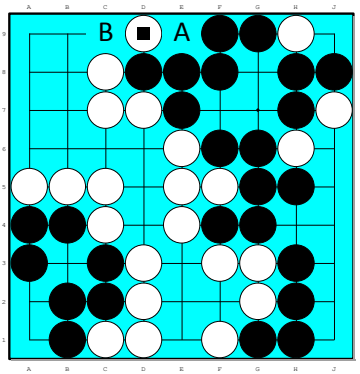
Negro captura.



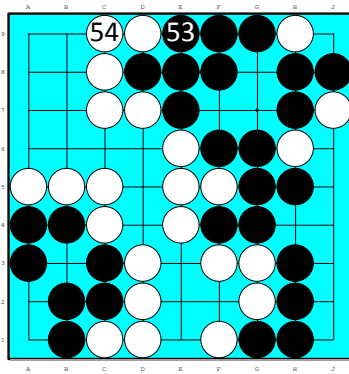
Cierre de territorios.



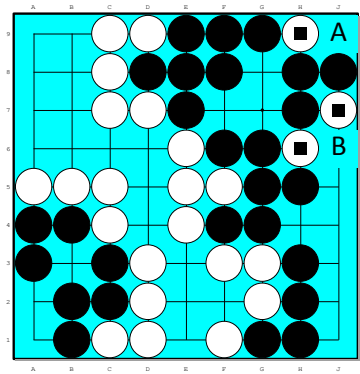
Cierre de territorios (II).



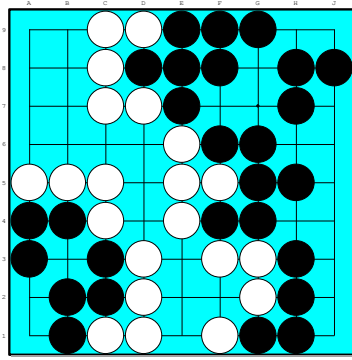
Punto neutral.



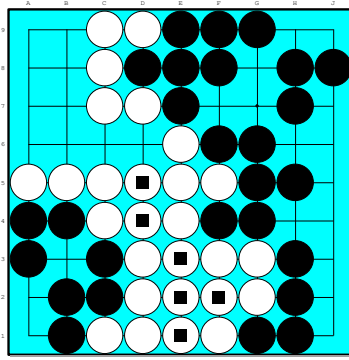
Finalización de la partida.



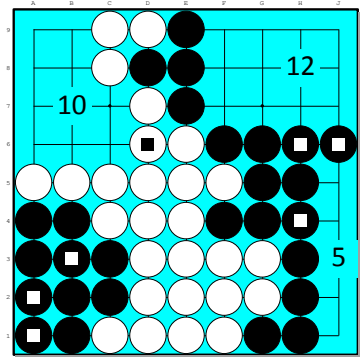
Piedras muertas.



Retiro de piedras muertas.



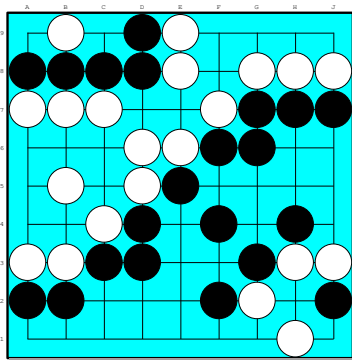
Se ubican las piedras capturadas.



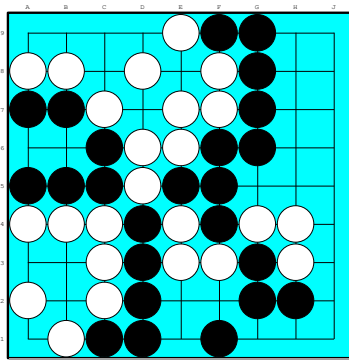
Conteo final.

**ACTIVIDAD PRÁCTICA: Juego grupal por equipos. Se usa el método de conteo japonés, con un komi de 5,5 puntos.**

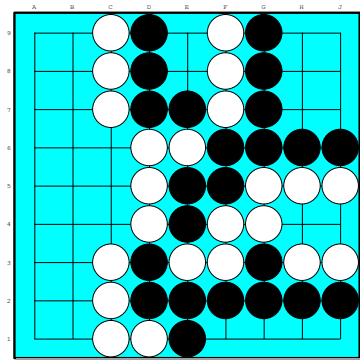
**PROBLEMAS:**



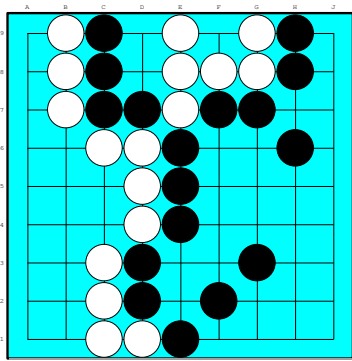
P1.



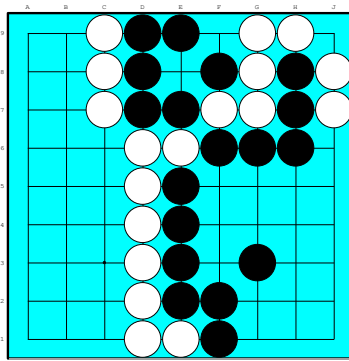
P2.



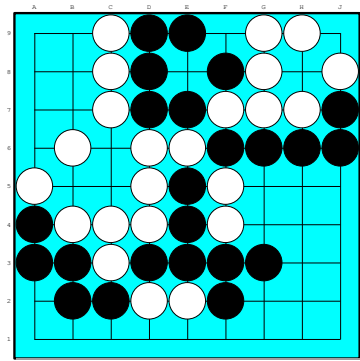
P3.



P4.

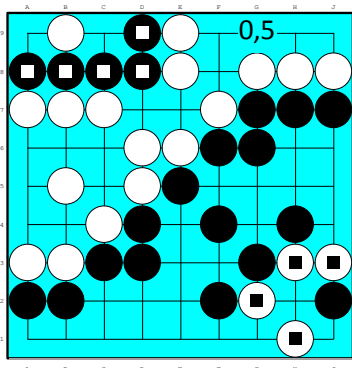


P5.

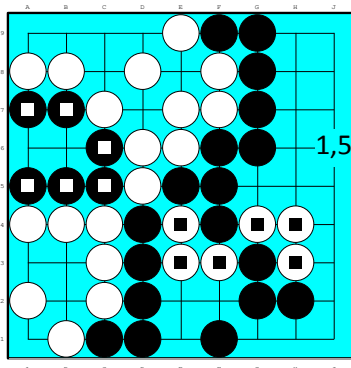


P6.

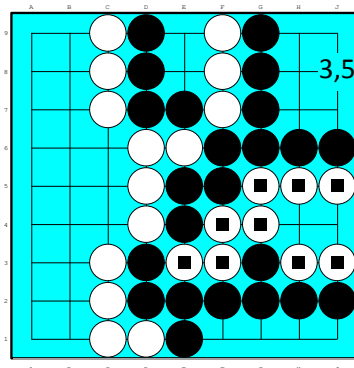
**SOLUCIONES:**



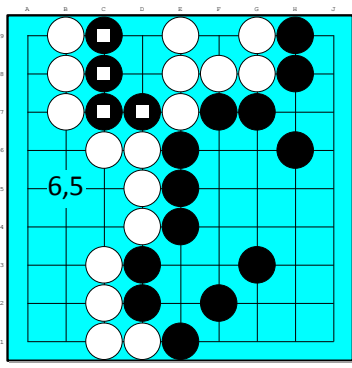
S1.



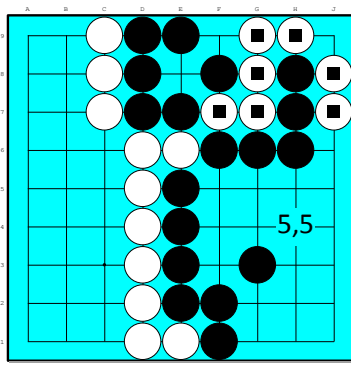
S2.



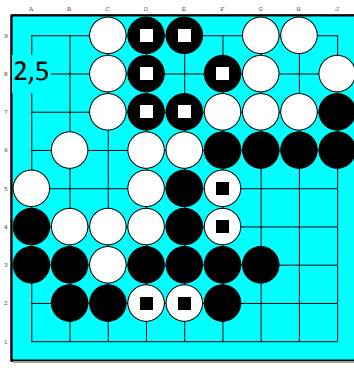
S3.



S4.

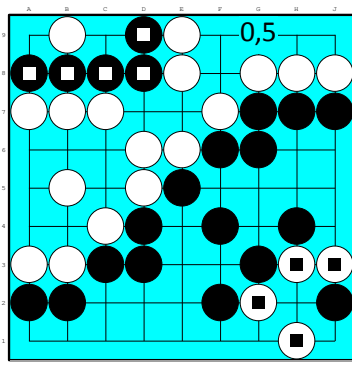


S5.

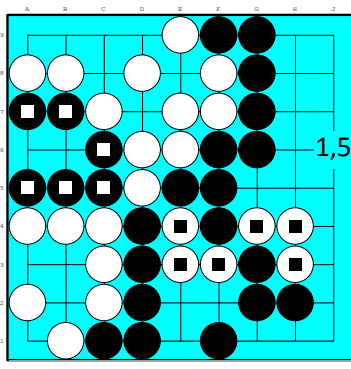


S6.

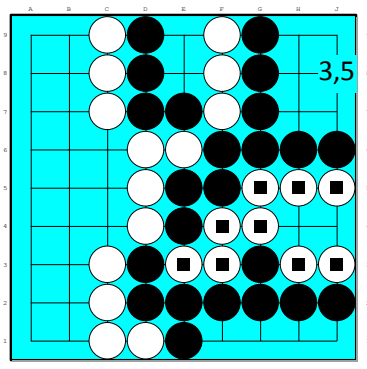
AYUDA MEMORIA DEL TALLER 27



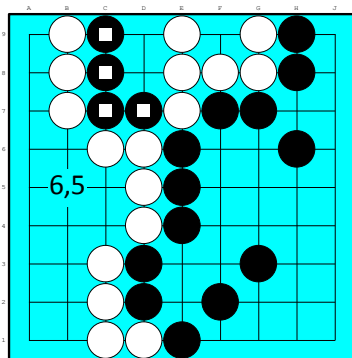
S1 – T26



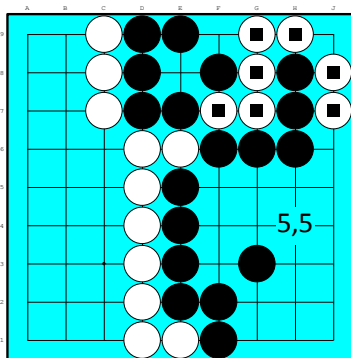
S2 – T26



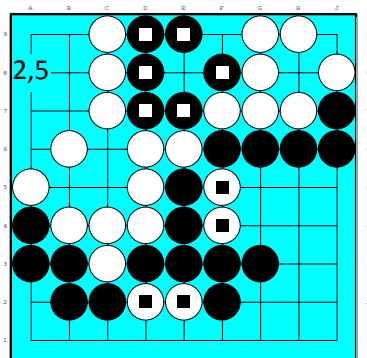
S3 – T26



S4 – T26

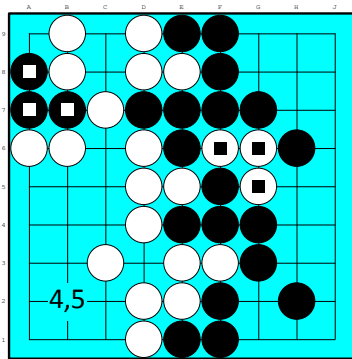


S5 – T26

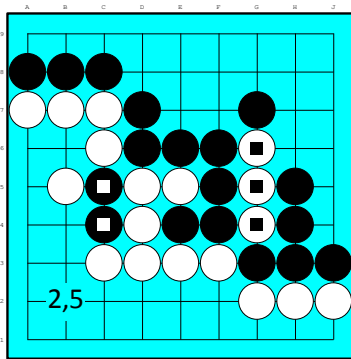


S6 – T26

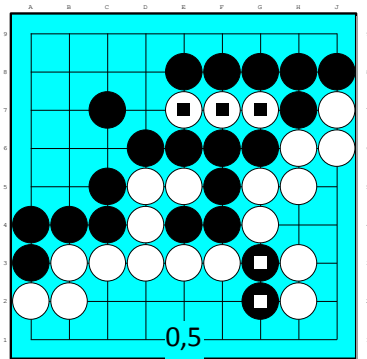
SOLUCIONES DE LOS PROBLEMAS ANTERIORES:



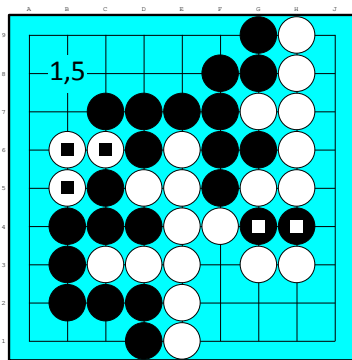
S1 – T25



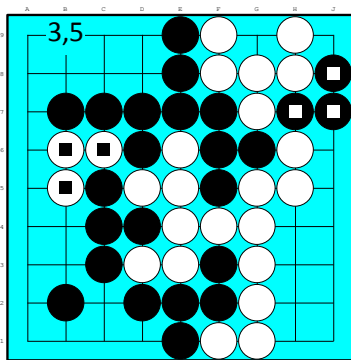
S2 – T25



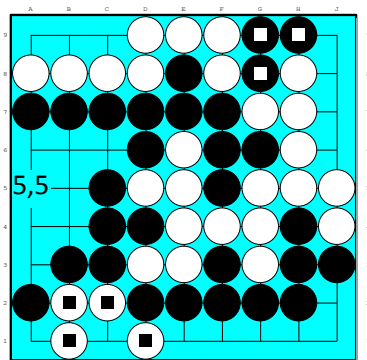
S3 – T25



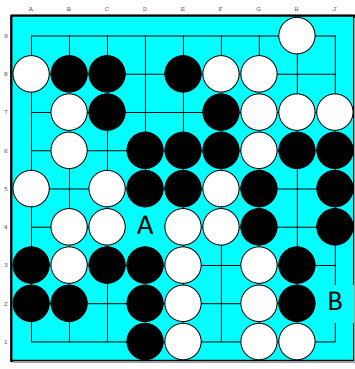
S4 – T25



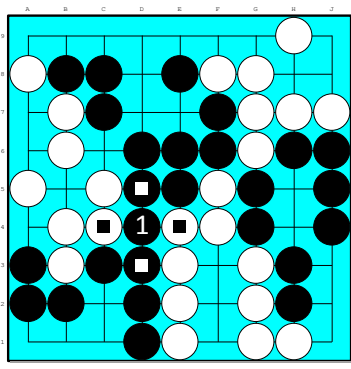
S5 – T25



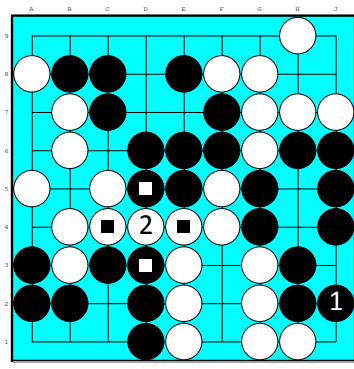
S6 – T25



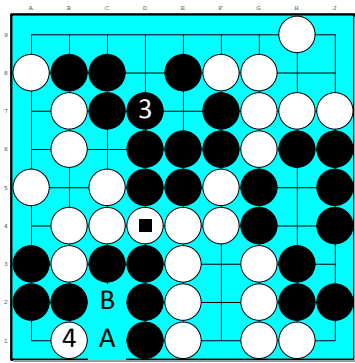
Vida y muerte (ejemplo).



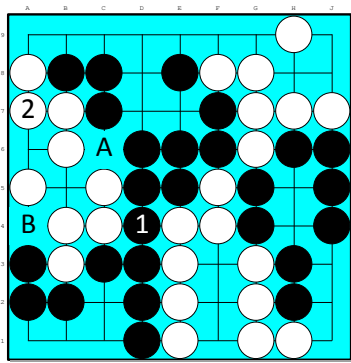
Negro conecta.



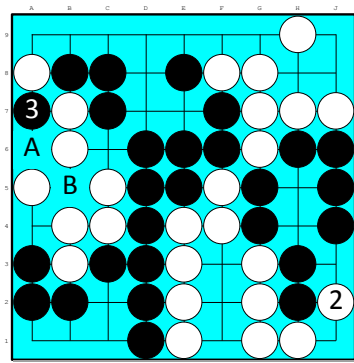
Blanco conecta (variante).



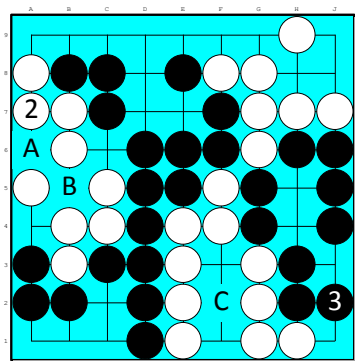
El grupo negro muere.



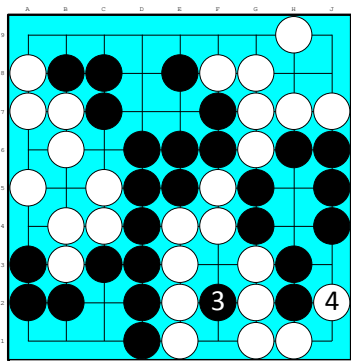
Blanco hace ojos.



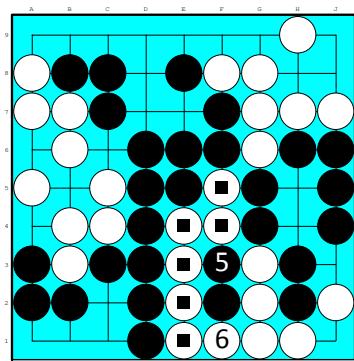
Negro mata el grupo blanco.



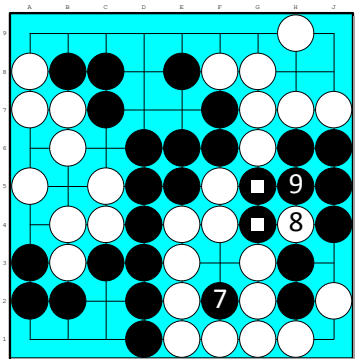
Negro hace dos ojos.



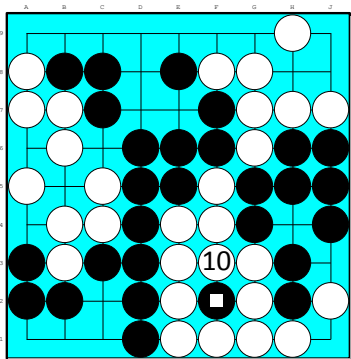
Negro ataca (variante).



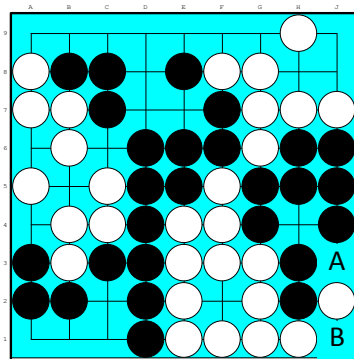
Ataque recíproco.



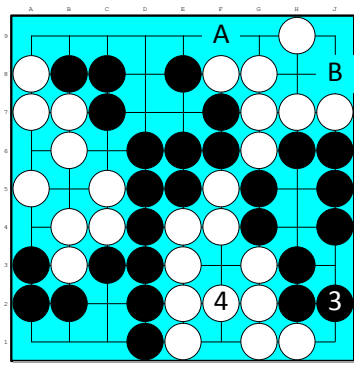
Continuación de la variante.



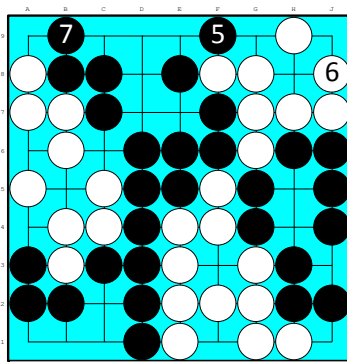
Continuación de la variante.



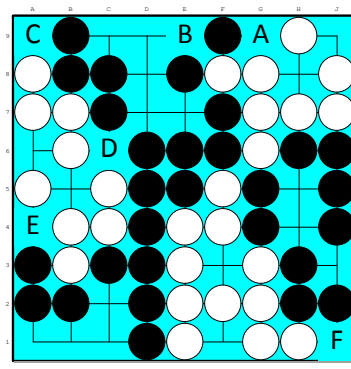
Seki.



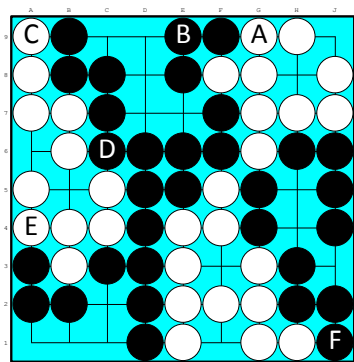
Ambos hacen ojos.



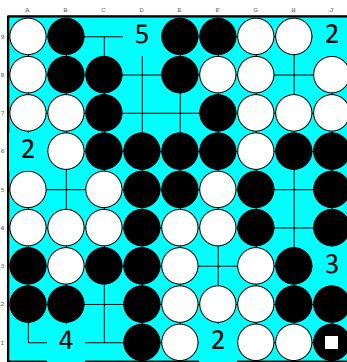
Blanco vive. Cierre final.



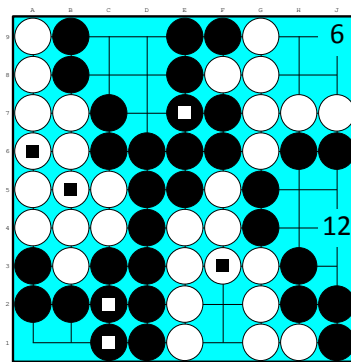
Puntos neutrales.



Tapando puntos neutrales.



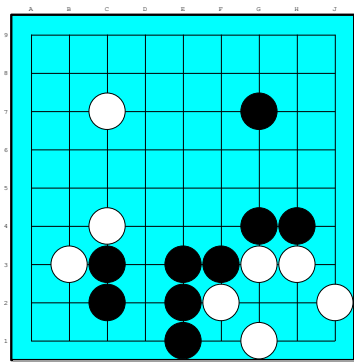
Conteo japonés.



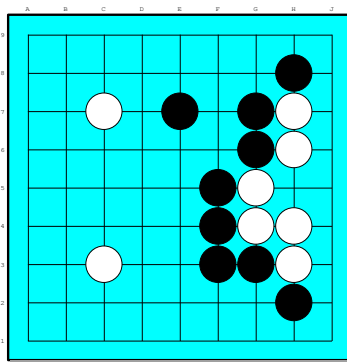
Simplificar las cuentas.

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

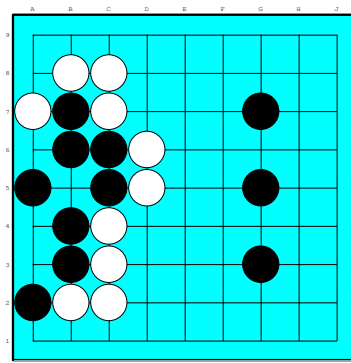
### PROBLEMAS:



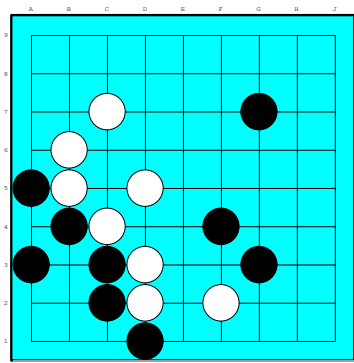
P1.



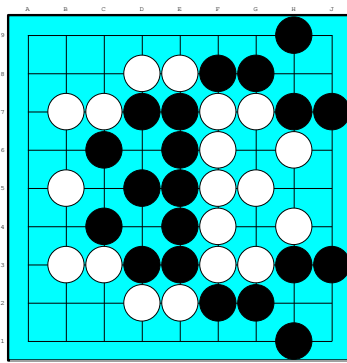
P2.



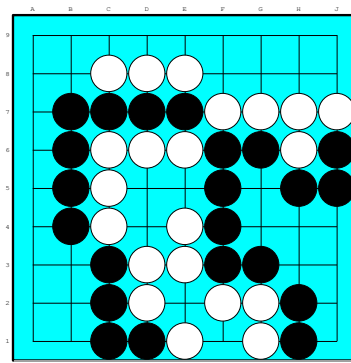
P3.



P4.

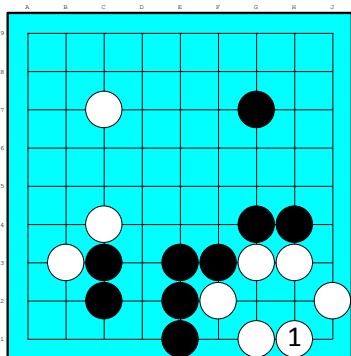


P5.

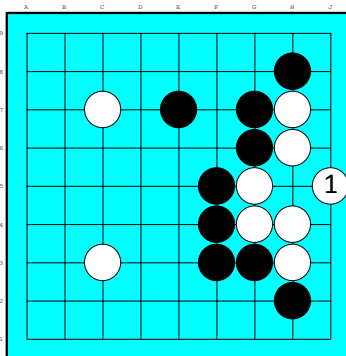


P6.

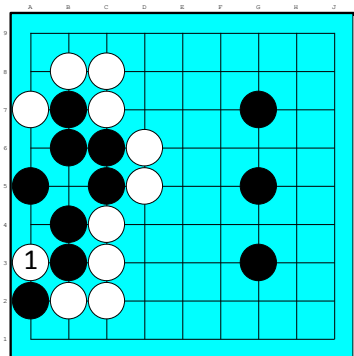
**SOLUCIONES:**



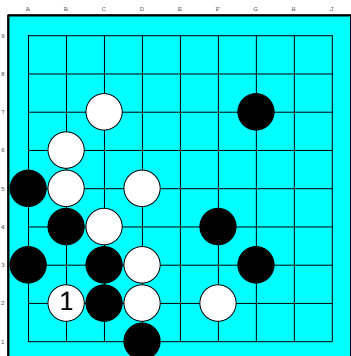
S1.



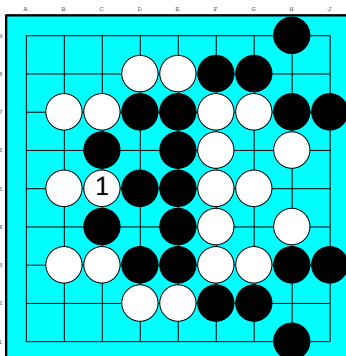
S2.



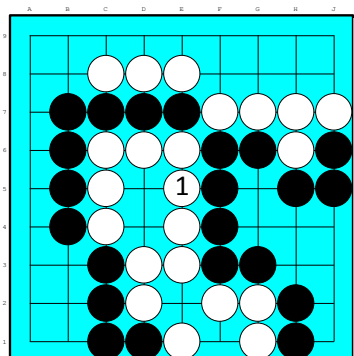
S3.



S4.



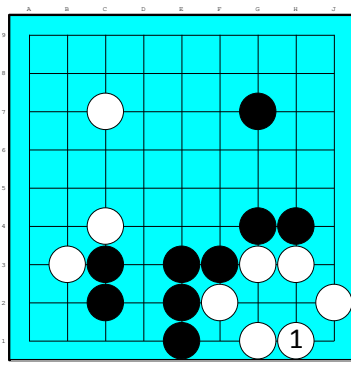
S5.



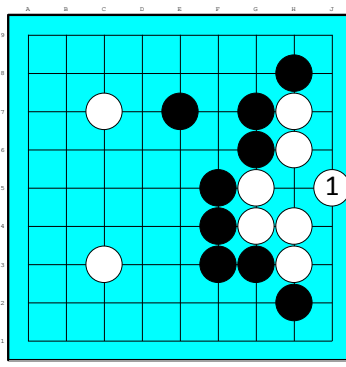
S6.



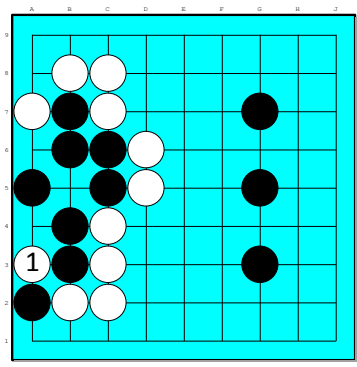
AYUDA MEMORIA DEL TALLER 28



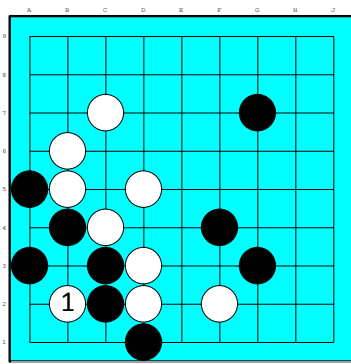
S1 – T27



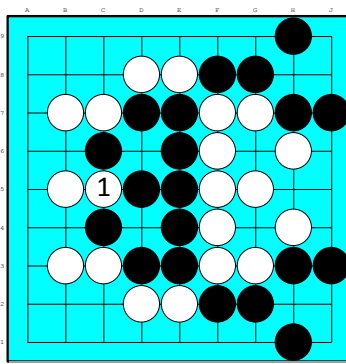
S2 – T27



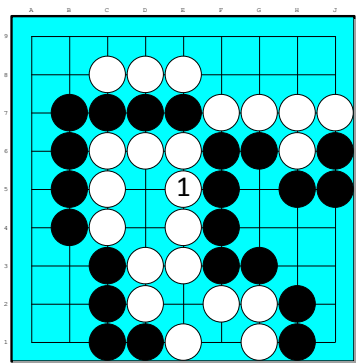
S3 – T27



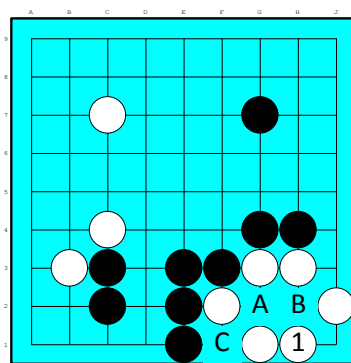
S4 – T27



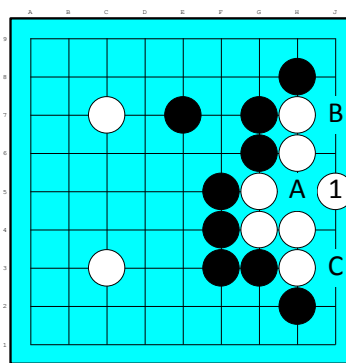
S5 – T27



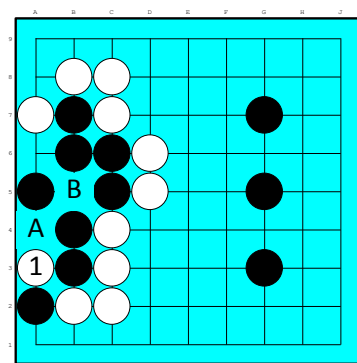
S6 – T27



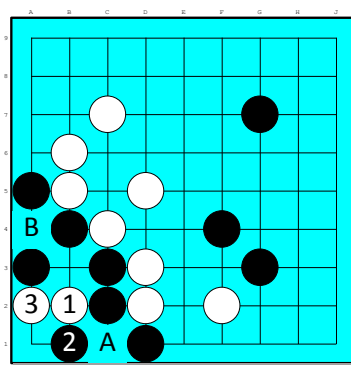
Problema 1 (revisión).



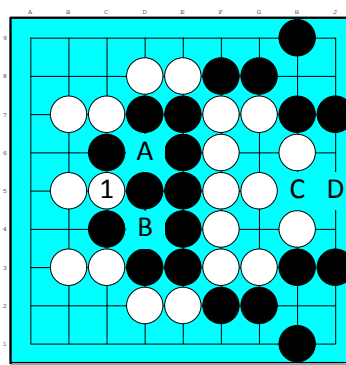
Problema 2 (revisión).



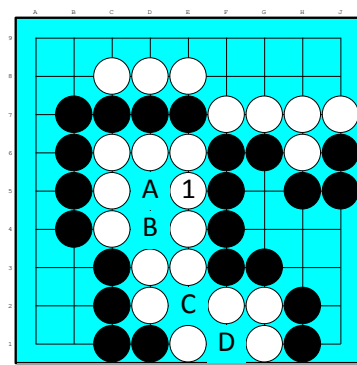
Problema 3 (revisión).



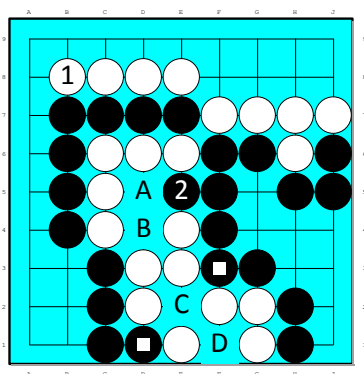
Problema 4 (revisión).



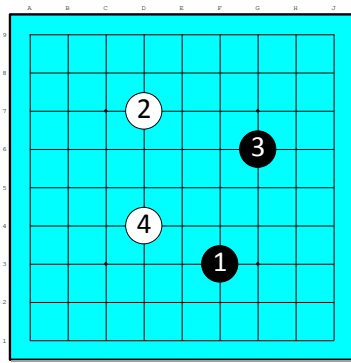
Problema 5 (revisión).



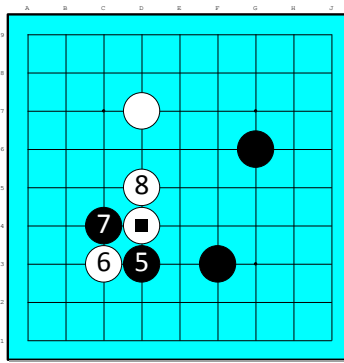
Problema 6 (revisión).



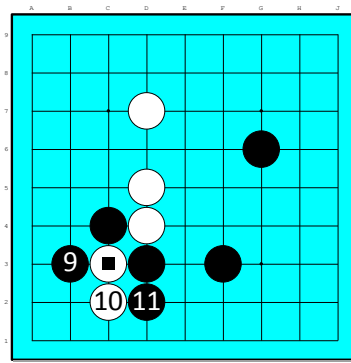
Blanco muere (ojos falsos).



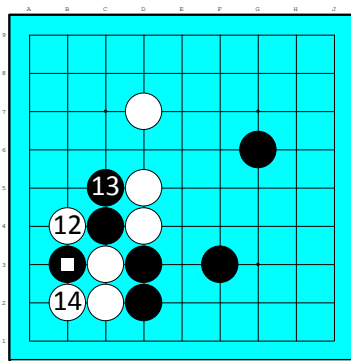
Situaciones varias (partida).



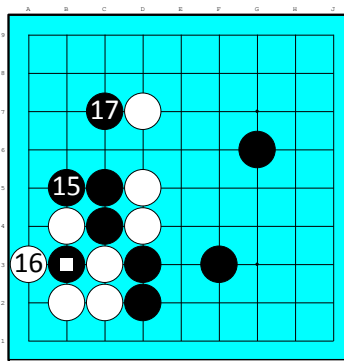
Corte cruzado.



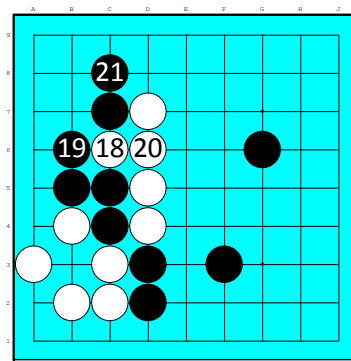
Negro persigue la piedra blanca.



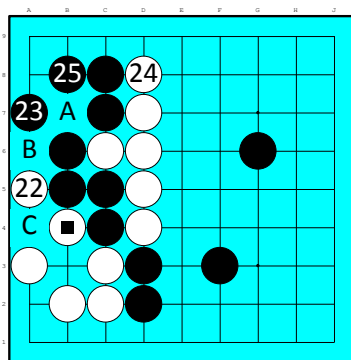
Ataris sucesivos.



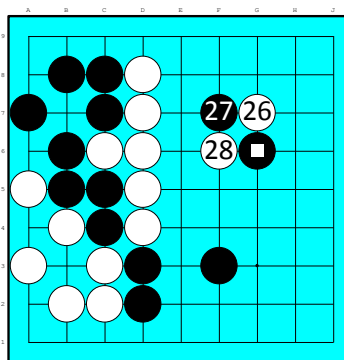
Negro va hacia el rincón.



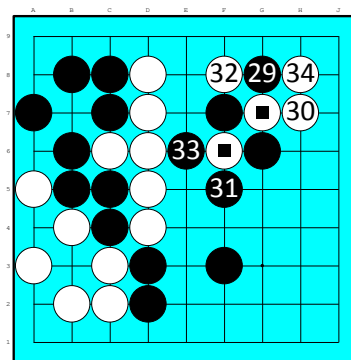
Negro rodea un espacio.



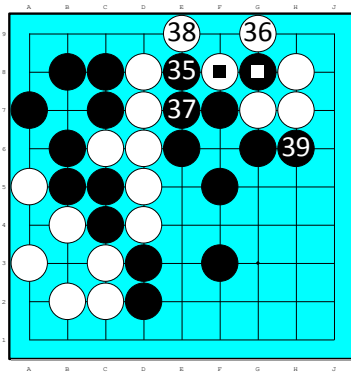
Dos ojos.



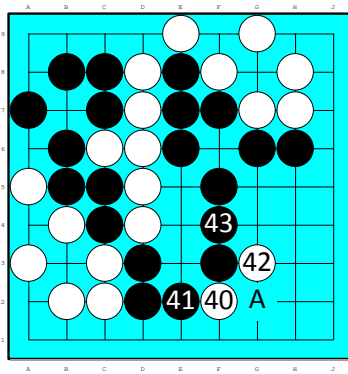
Corte cruzado.



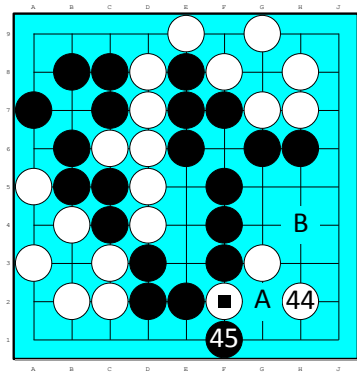
Captura y atari contra el borde.



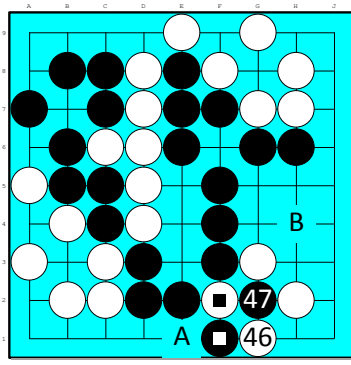
Negro trata de cerrar el espacio.



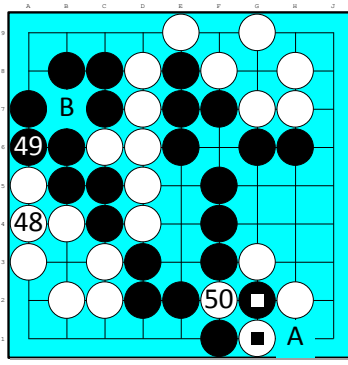
Invasión del bosque territorial.



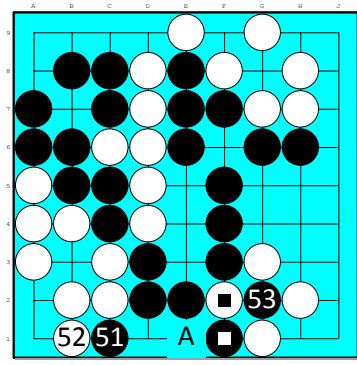
Atari.



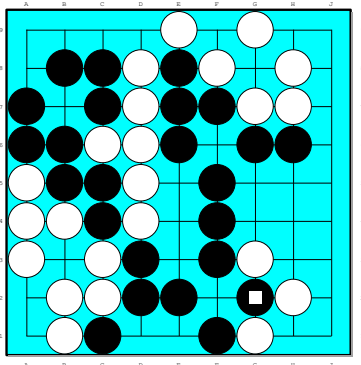
Ko.



Amenaza de ko.



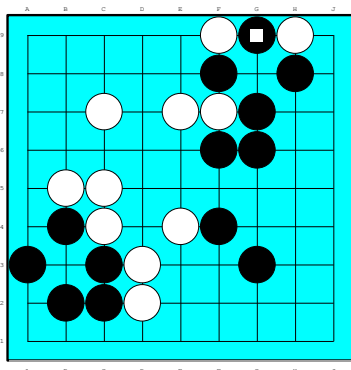
Otra amenaza de ko.



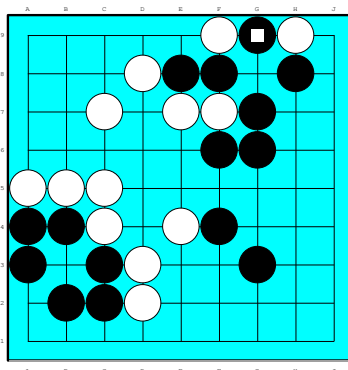
Negro retoma el ko.

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

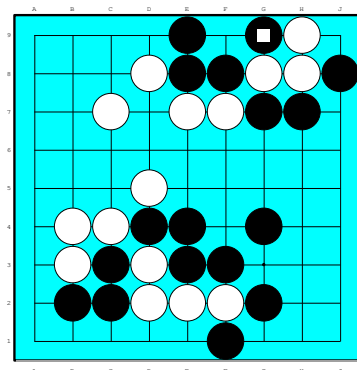
#### PROBLEMAS:



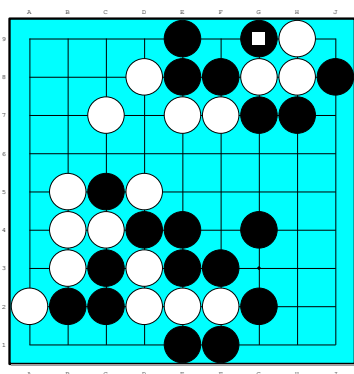
P1.



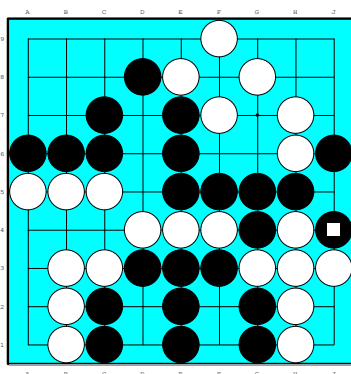
P2.



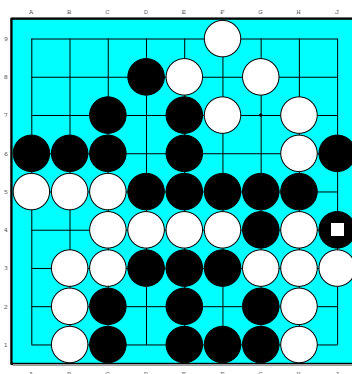
P3.



P4.

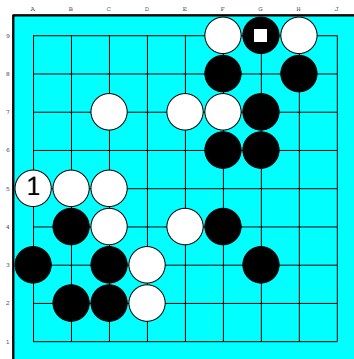


P5.

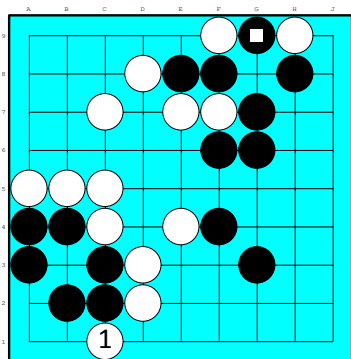


P6.

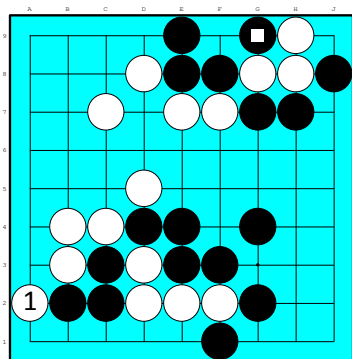
### SOLUCIONES:



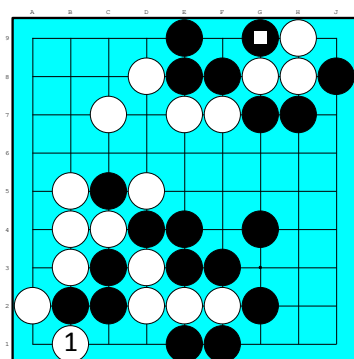
S1.



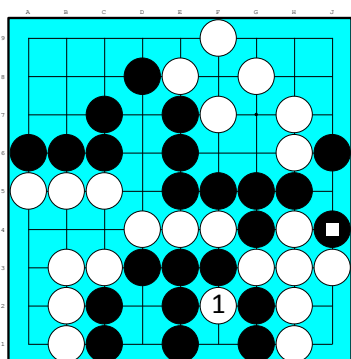
S2.



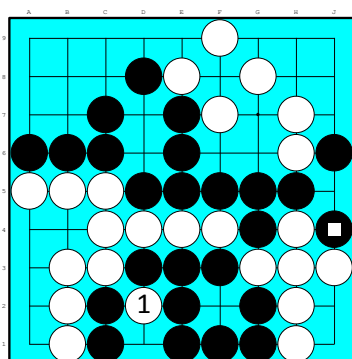
S3.



S4.

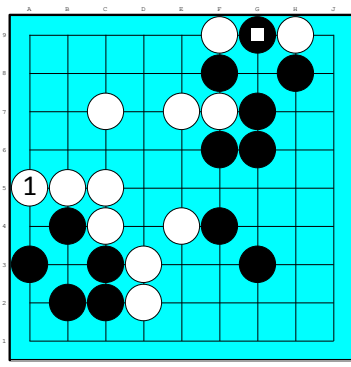


S5.

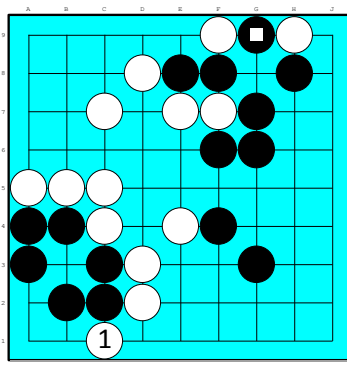


S6.

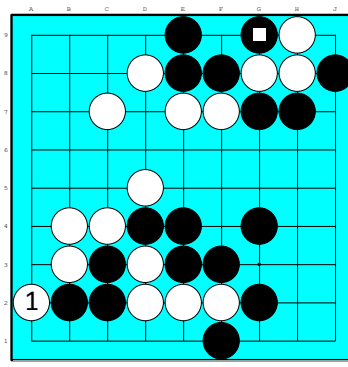
AYUDA MEMORIA DEL TALLER 29



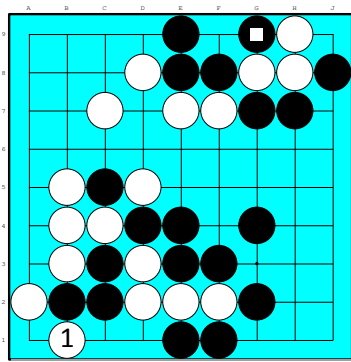
S1 – T28



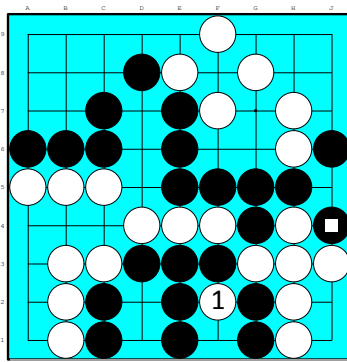
S2 – T28



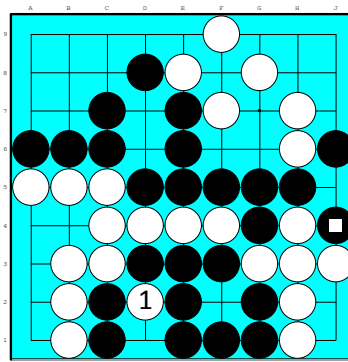
S3 – T28



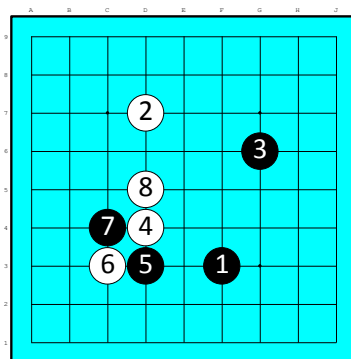
S4 – T28



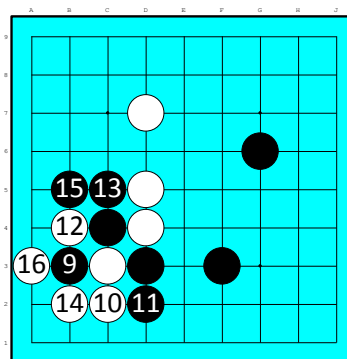
S5 – T28



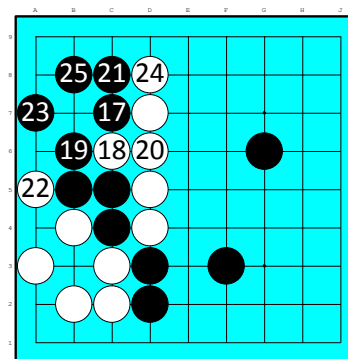
S6 – T28



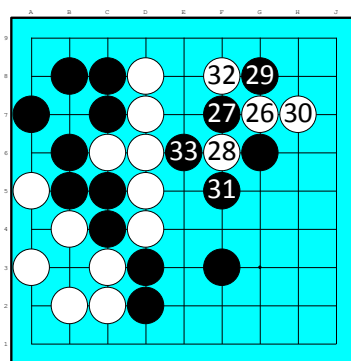
Partida de revisión (continuación).



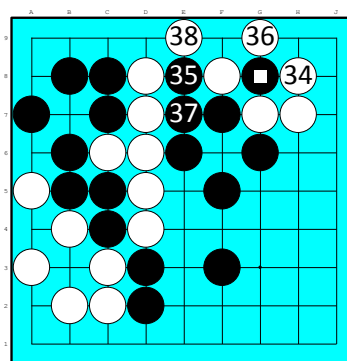
Blanco hace ojos.



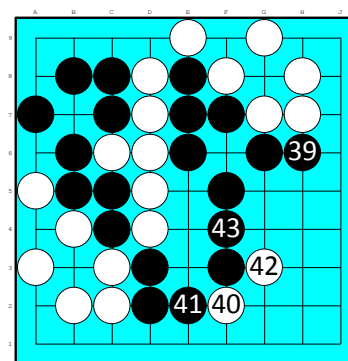
Negro hace ojos.



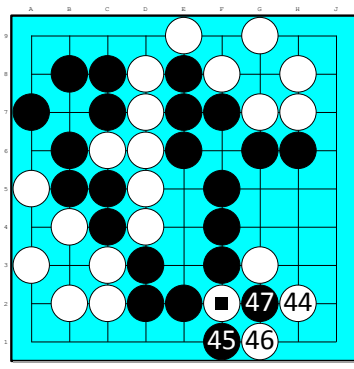
Negro captura una piedra.



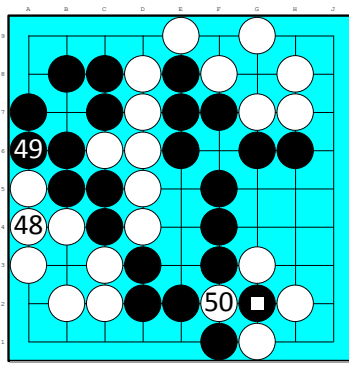
Blanco captura una piedra.



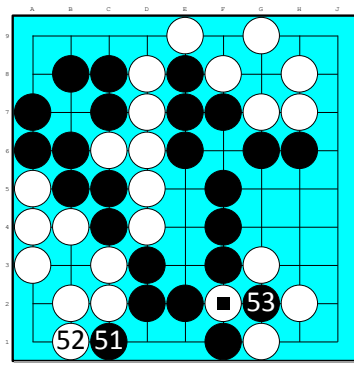
Blanco invade bosquejo territorial.



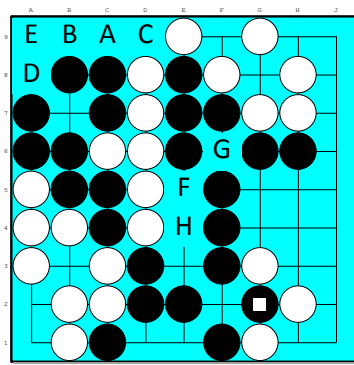
Situación de ko.



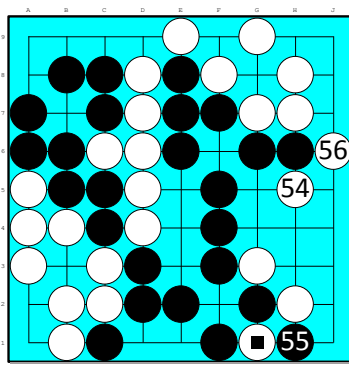
Amenaza de ko.



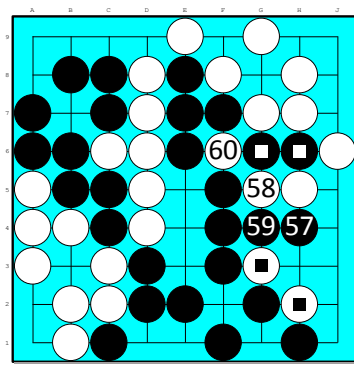
Negro hace una amenaza.



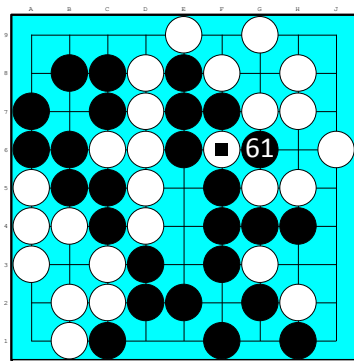
Posibles amenazas.



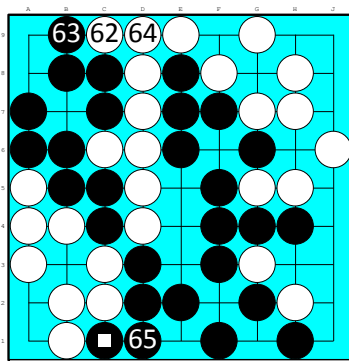
Blanco entra por el borde.



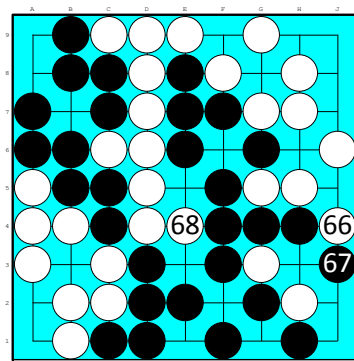
Negro cierra y Blanco captura.



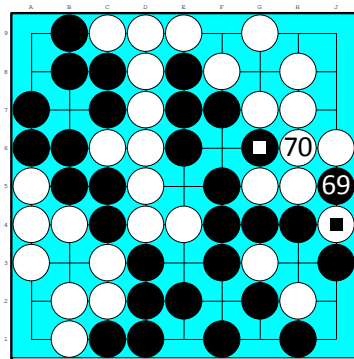
Recaptura sin ko.



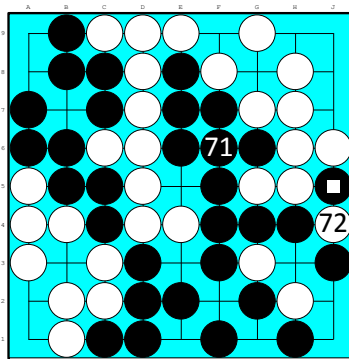
Jugadas de cierre.



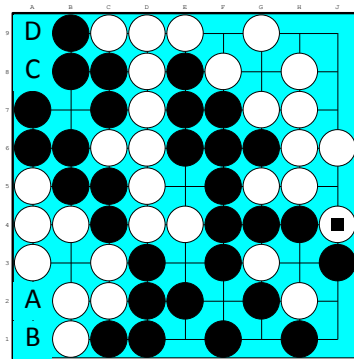
Últimos puntos en juego.



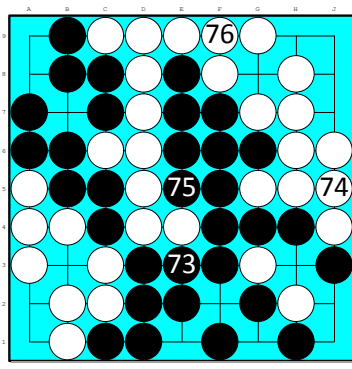
Captura de una piedra en ko.



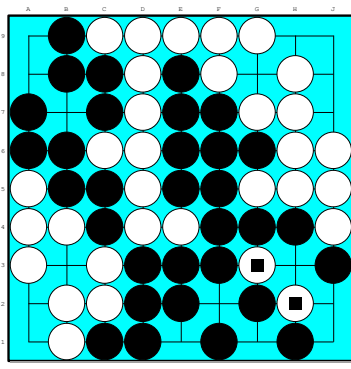
Blanco retoma el ko.



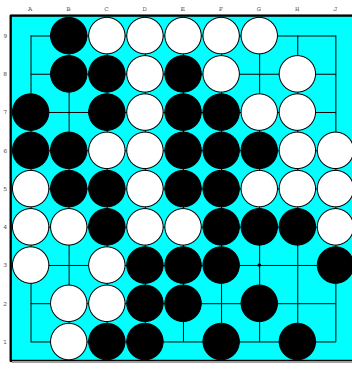
Amenazas posibles para ambos.



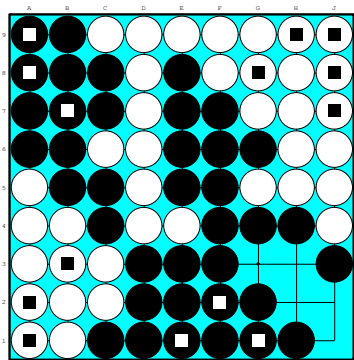
Negro cede el ko.



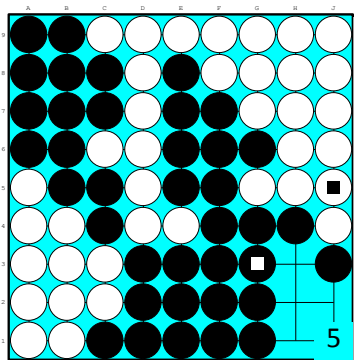
Fin de la partida.



Retiro de piedras muertas.



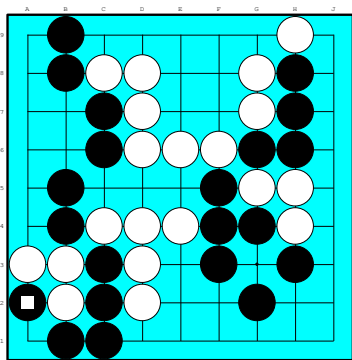
Tapar puntos con capturadas.



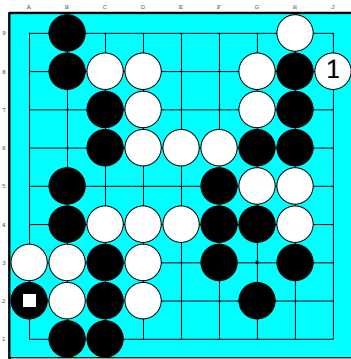
Resultado final.

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

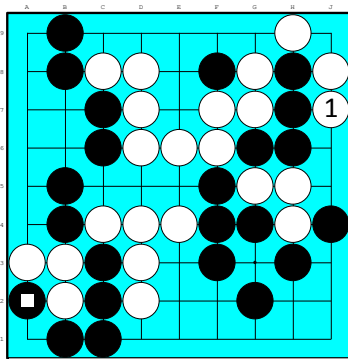
#### PROBLEMAS:



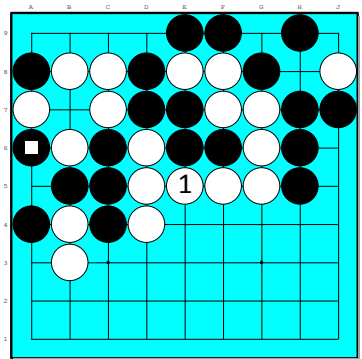
**SOLUCIONES:**



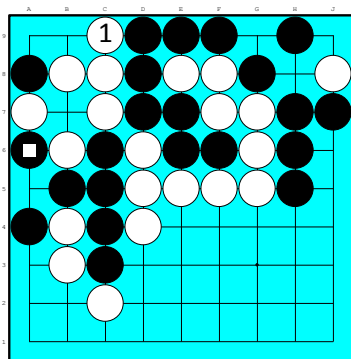
S1.



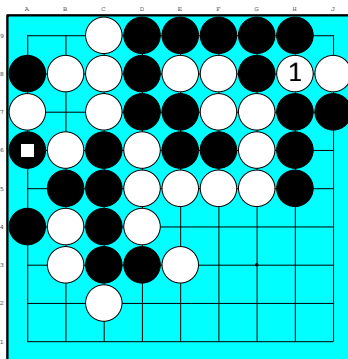
S2.



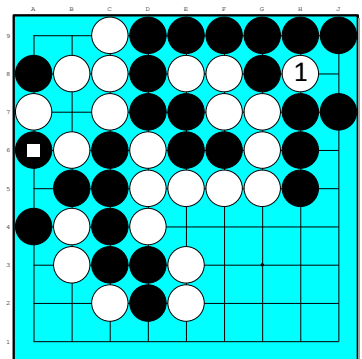
S3.



S4.



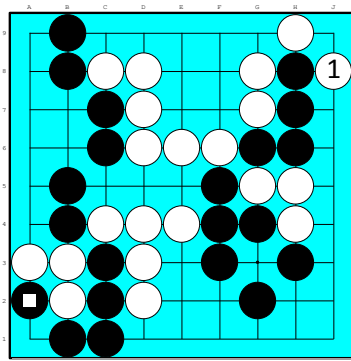
S5.



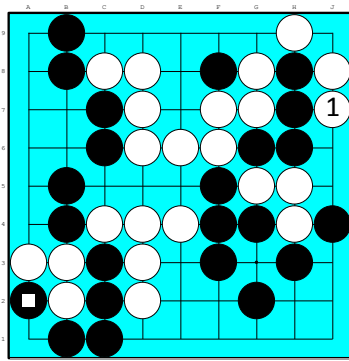
S6.



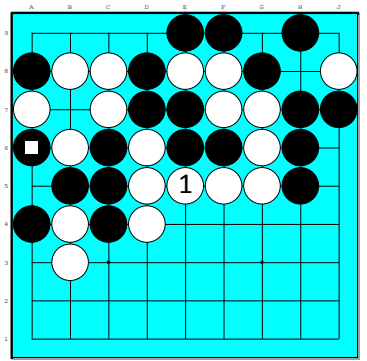
# AYUDA MEMORIA DEL TALLER 30



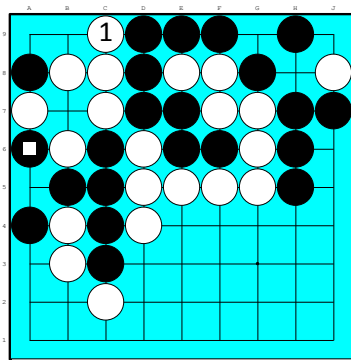
S1 – T29



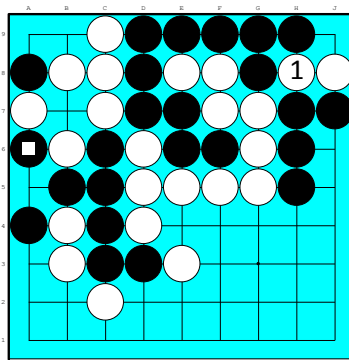
S2 – T29



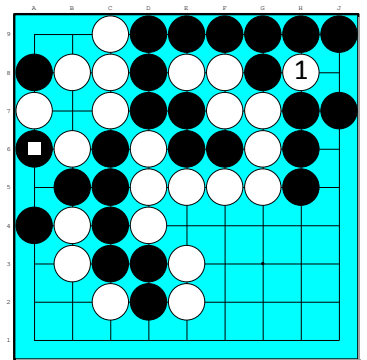
S3 – T29



S4 – T29

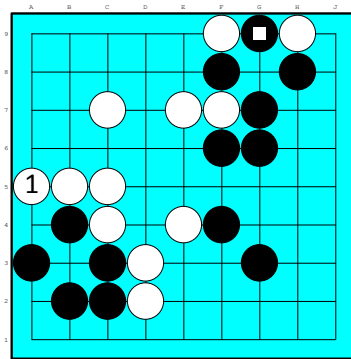


S5 – T29

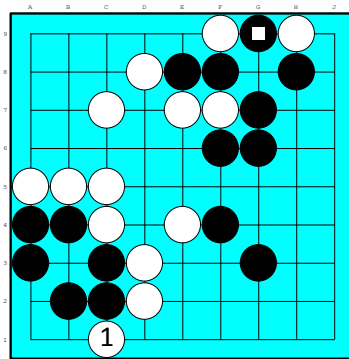


S6 – T29

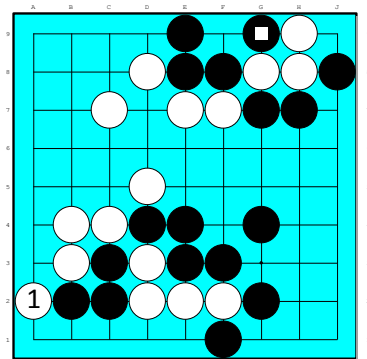
## SOLUCIONES DE LOS PROBLEMAS ANTERIORES:



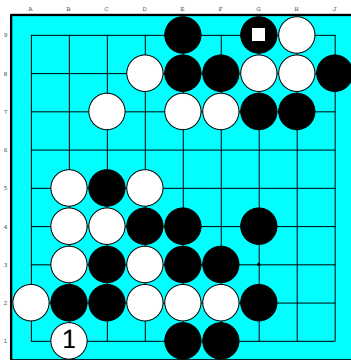
S1 – T28



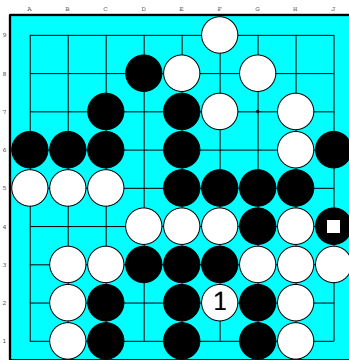
S2 – T28



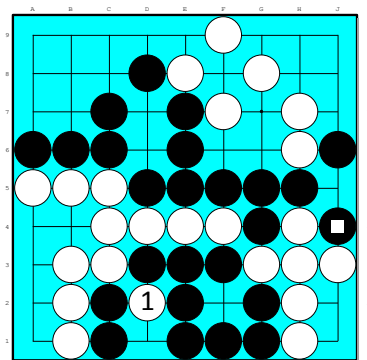
S3 – T28



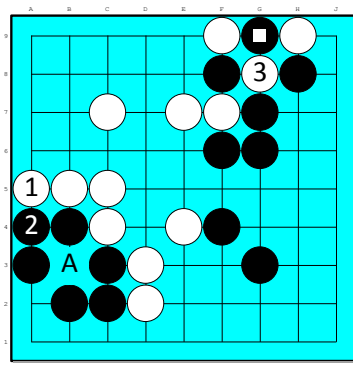
S4 – T28



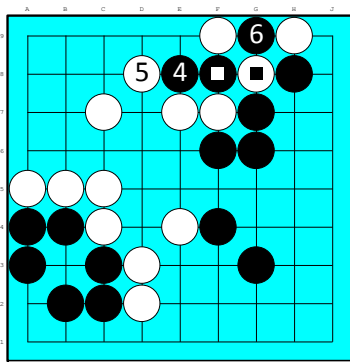
S5 – T28



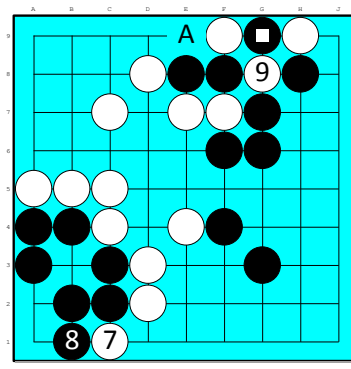
S6 – T28



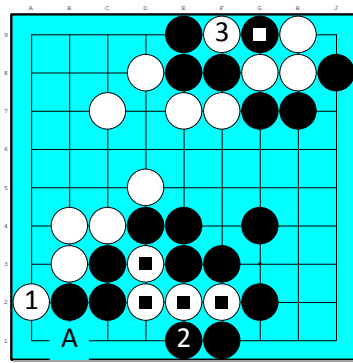
Problema 1 – T28 (revisión).



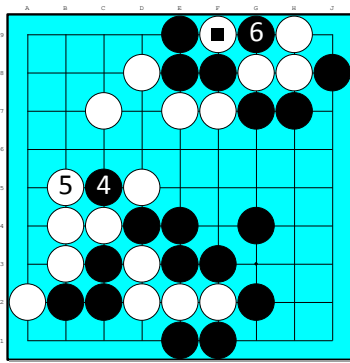
Continuación de la secuencia.



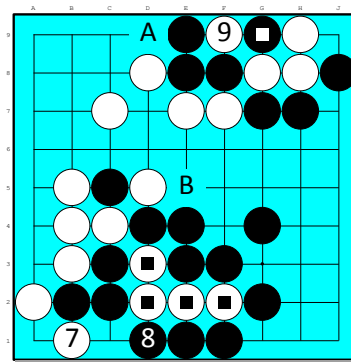
Problema 2 – T28 (revisión).



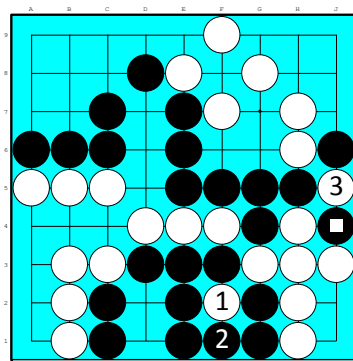
Problema 3 – T28 (revisión).



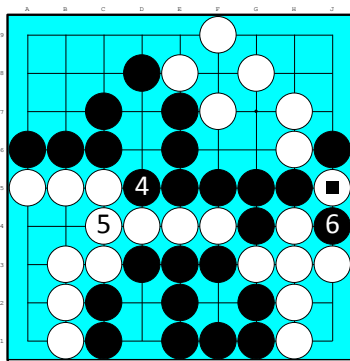
Continuación de la secuencia.



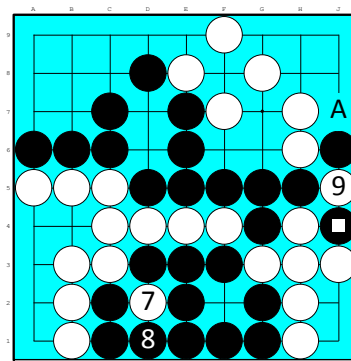
Problema 4 – T28 (revisión).



Problema 5 – T28 (revisión).

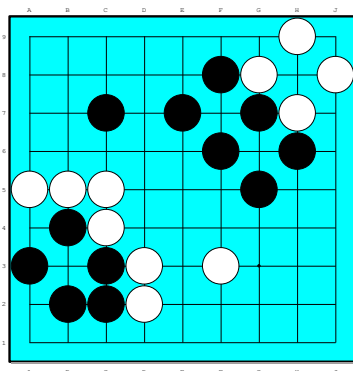


Continuación de la secuencia.

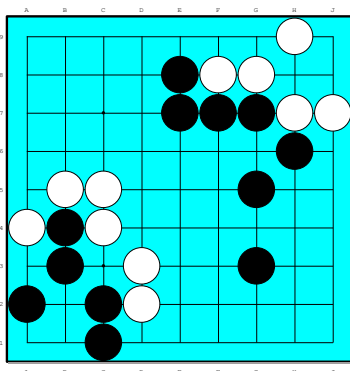


Problema 6 – T28 (revisión).

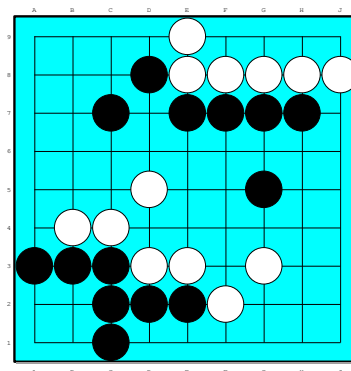
**PROBLEMAS: Resolver en clase. Corregir las hojas entregadas mientras dura esta actividad.**



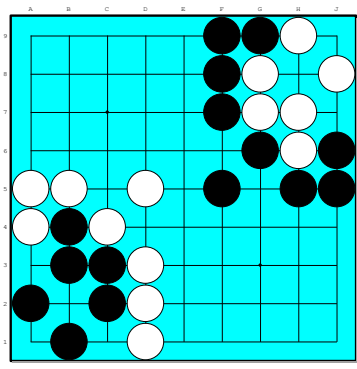
P1.



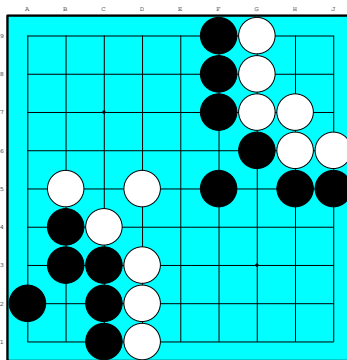
P2.



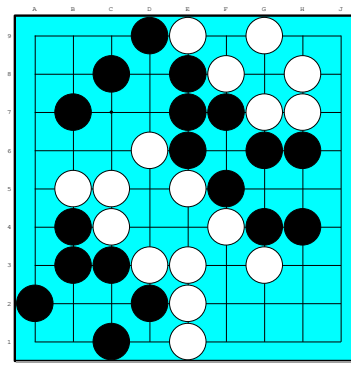
P3.



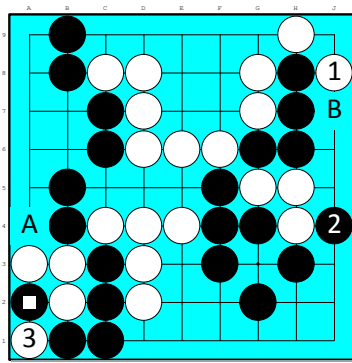
P4.



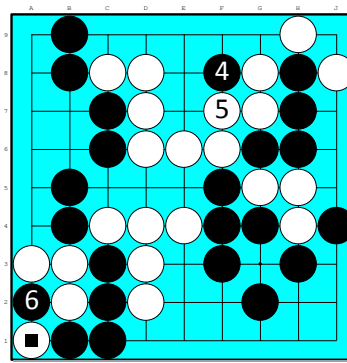
P5.



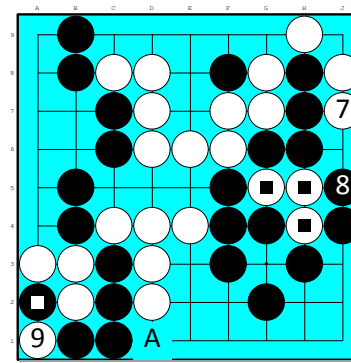
P6.



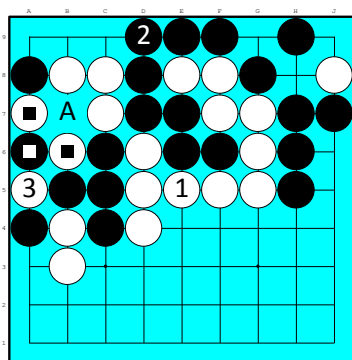
**Problema 1 – T29 (revisión).**



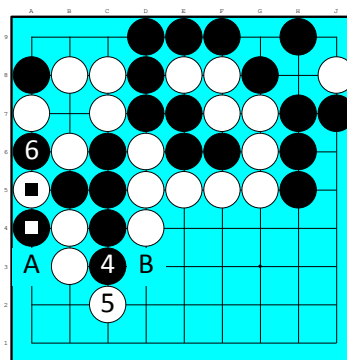
Continuación de la secuencia.



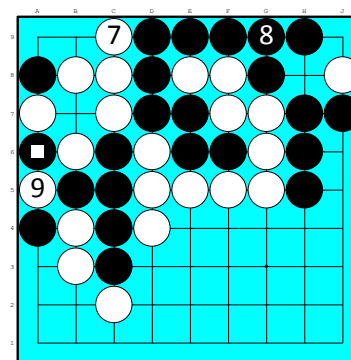
**Problema 2 – T29 (revisión).**



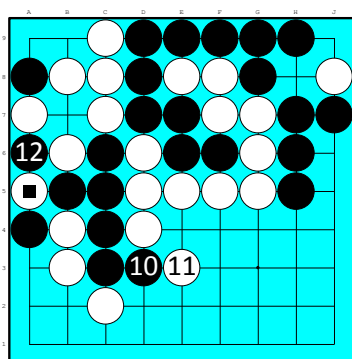
**Problema 3 – T29 (revisión).**



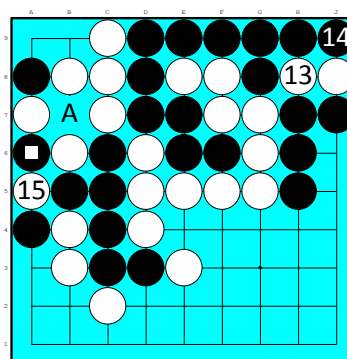
Continuación de la secuencia.



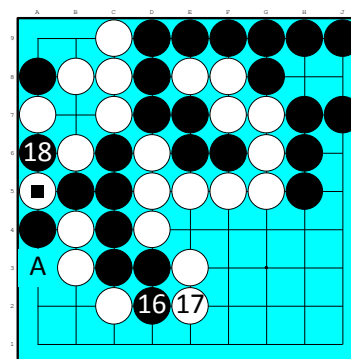
**Problema 4 – T29 (revisión).**



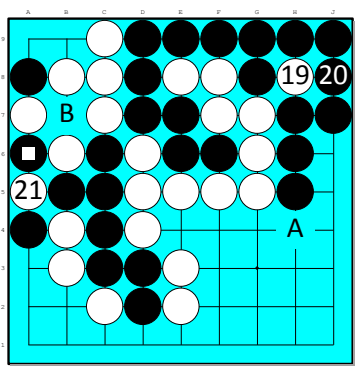
Continuación de la secuencia.



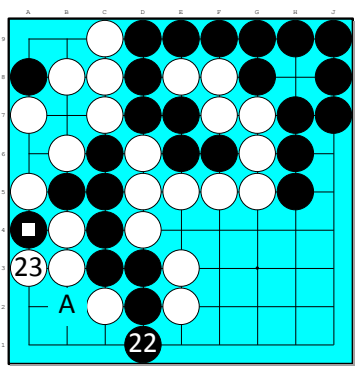
**Problema 5 – T29 (revisión).**



Continuación de la secuencia.



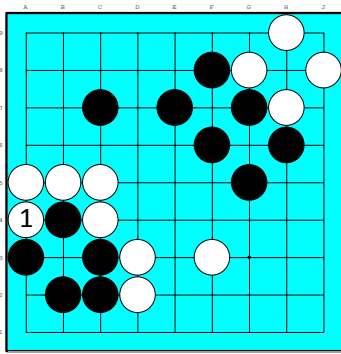
Problema 6 – T29 (revisión).



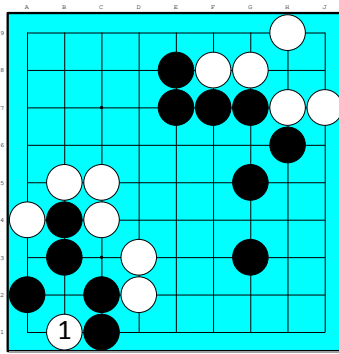
Fin de la secuencia.

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

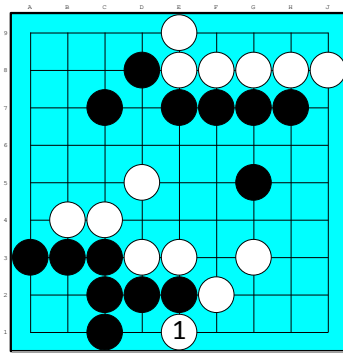
**SOLUCIONES:** Corregir las hojas mientras dura la práctica.



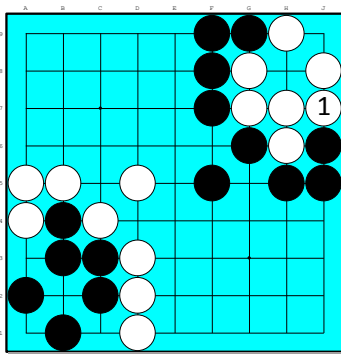
S1.



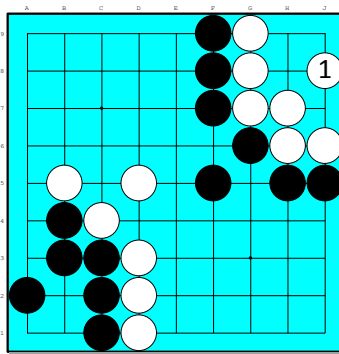
S2.



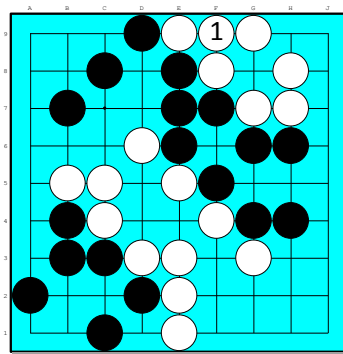
S3.



S4.

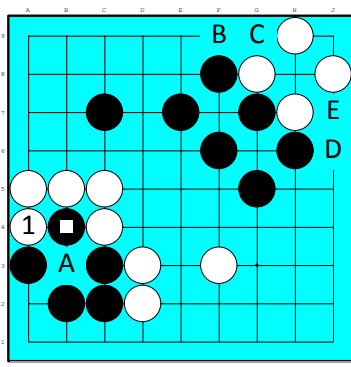


S5.

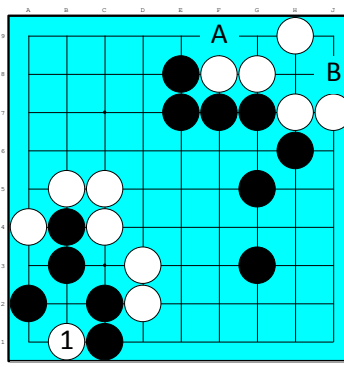


S6.

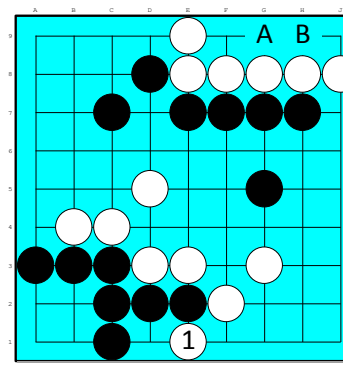
**DESARROLLO:**



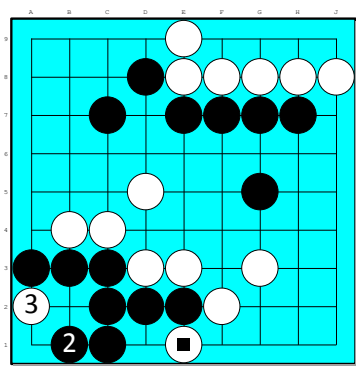
Problema 1 (revisión).



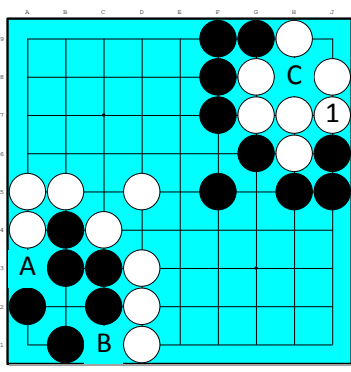
Problema 2 (revisión).



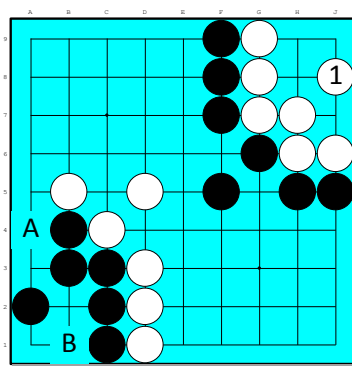
Problema 3 (revisión).



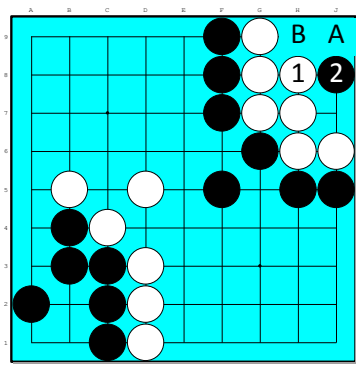
Negro muere.



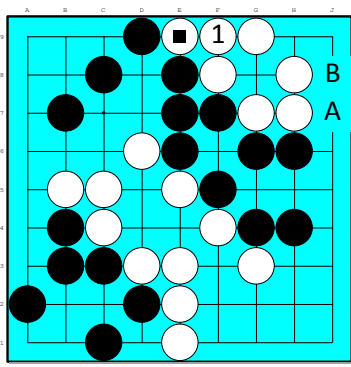
Problema 4 (revisión).



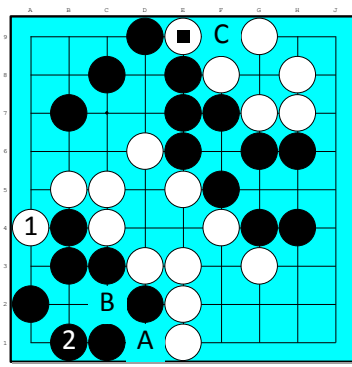
Problema 5 (revisión).



Incorrecta.



Problema 6 (revisión).



Negro vive.

**CIERRE DEL TALLER: Fin de la etapa (25-kyu). Planteo de organización de torneo interno.**