TactiGo

Numéro 3 MARS 1992

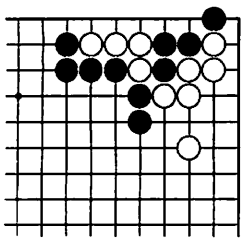
FEUILLE MENSUELLE SUR LES TECHNIQUES DU JEU DE GO

Premier niveau

SEMEAI

COURSE DE VITESSE

Noir joue...



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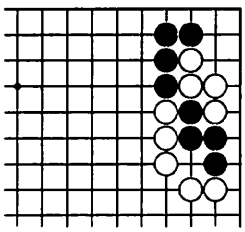

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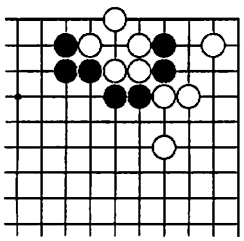

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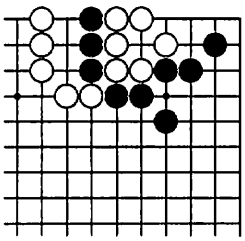

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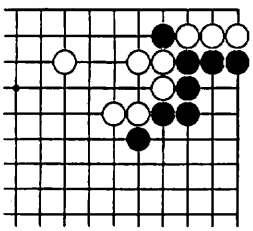

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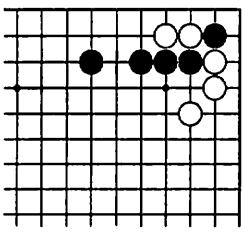

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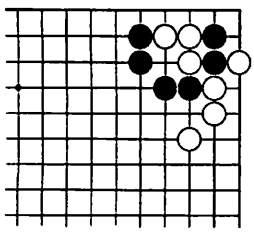

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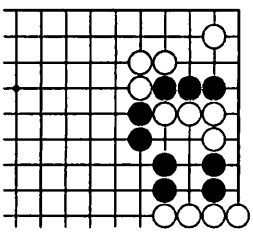

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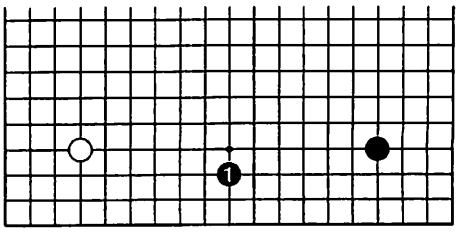
FUSEKI

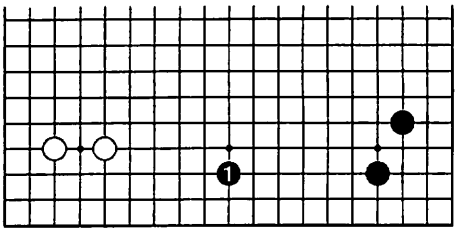
EXTENSIONS

L'extension noire 1 a plus ou moins d'intérêt suivant les positions de noir et de blanc dans les coins.

Classer les diagrammes A, B, C et D en fonction de l'importance de l'extension en 1.



A



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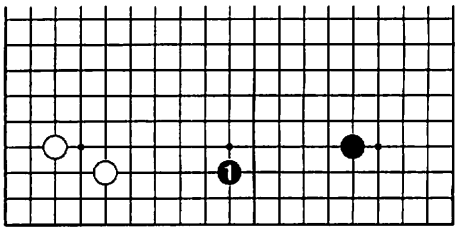
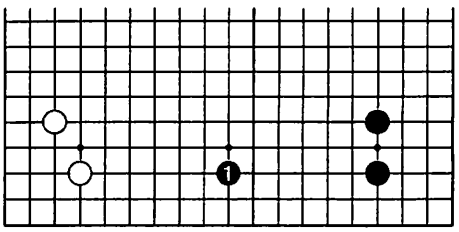


C



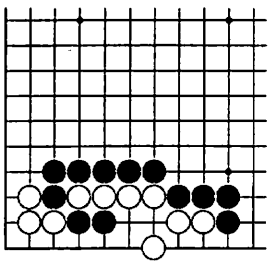
D

Deuxième niveau

TESUJI & TSUME GO

ENTRAINEMENT AU SNAP-BACK

Noir joue...



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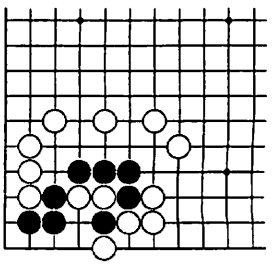

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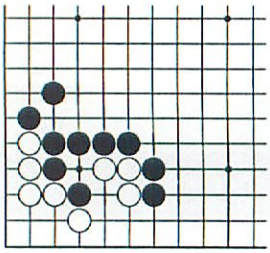

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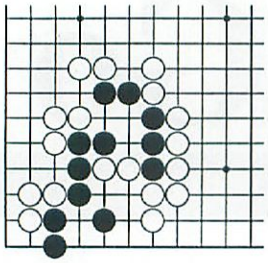

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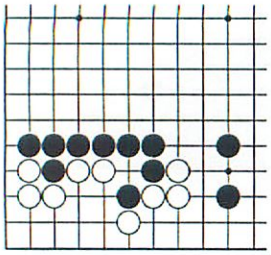

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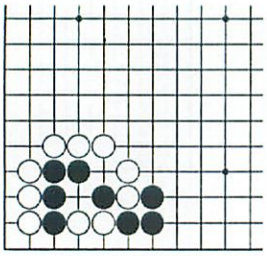

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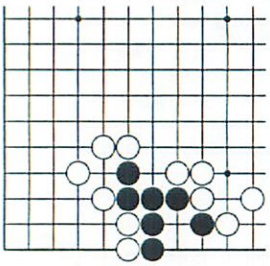

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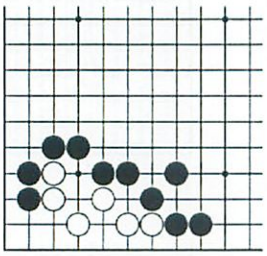

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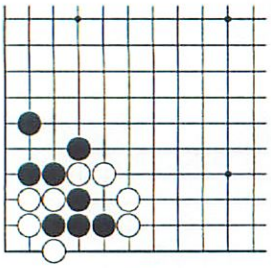
PROBLÈMES DE KO

Noir joue…



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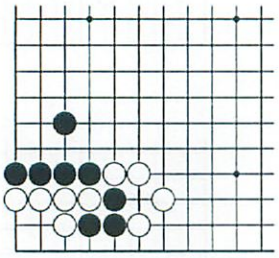

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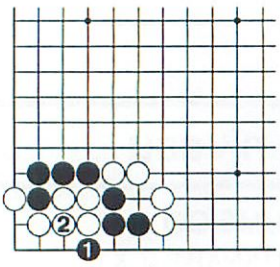

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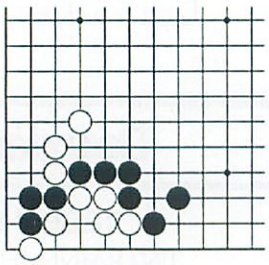

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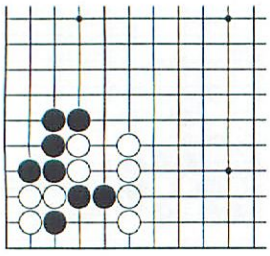

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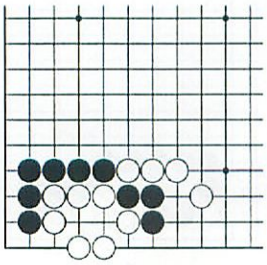

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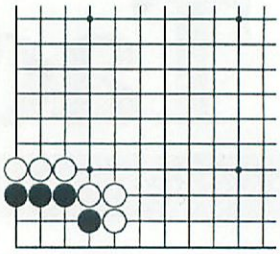

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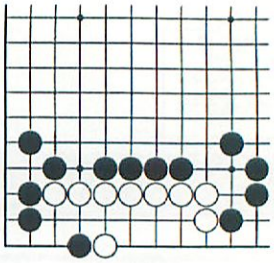

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YOSE

Tous les coups de yose ci-dessous (noir 1 dans chaque diagramme) sont gote. Combien valent-ils de points exactement ? Remplissez le carré magique ci-dessous.

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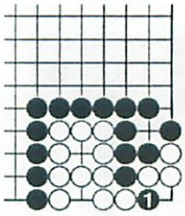

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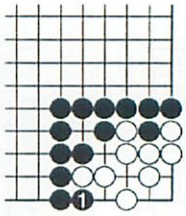

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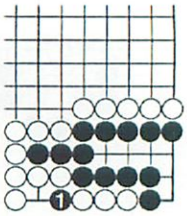

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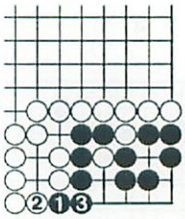

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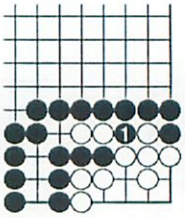

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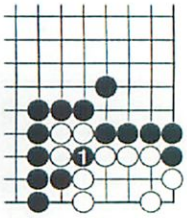

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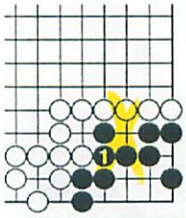

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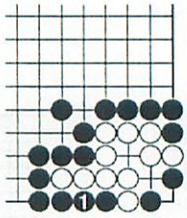

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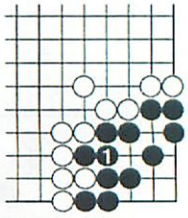

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Ce numéro de

TactiGo

a été réalisé par
Dominique NADDEF (choix des problèmes),
Patrice FONTAINE (réalisation, expédition).