

Train Your Feeling

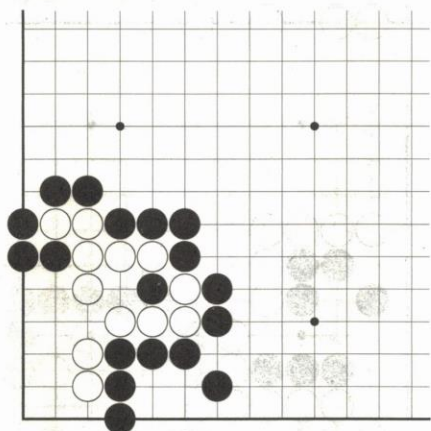
163

For 5 dan and beyond

Black moves first

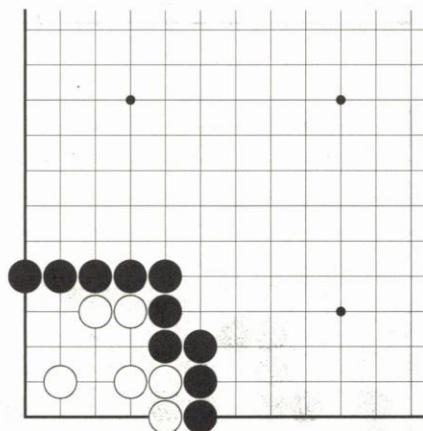
5段以上 黑先

①



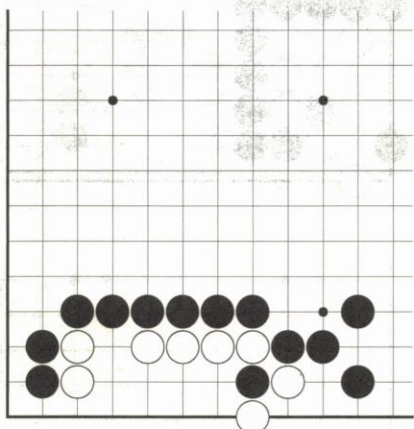
1. This problem has very interesting forks that one must thought of. Hint: 1st move need some creativity

②



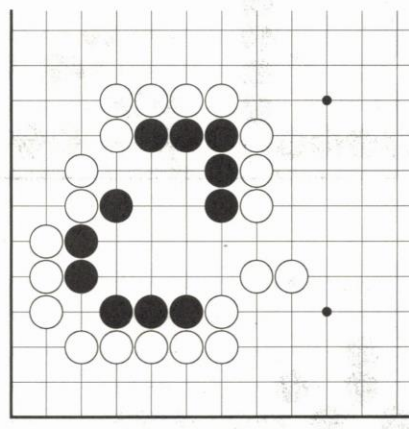
2. The white's conner has very limited liberties, use it to your advantage

③

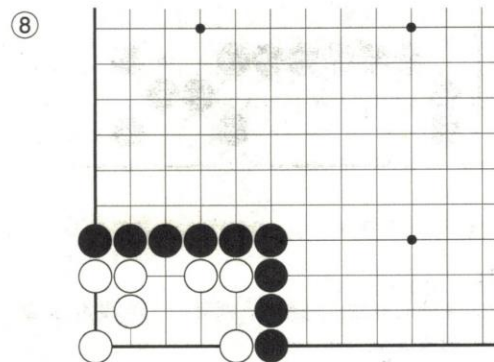
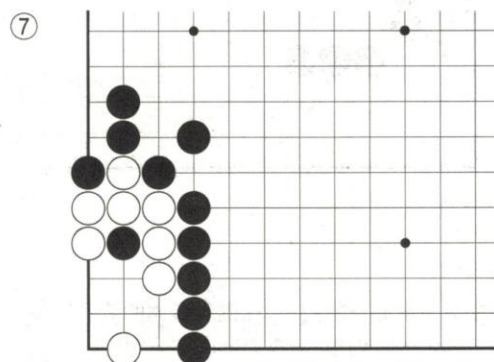
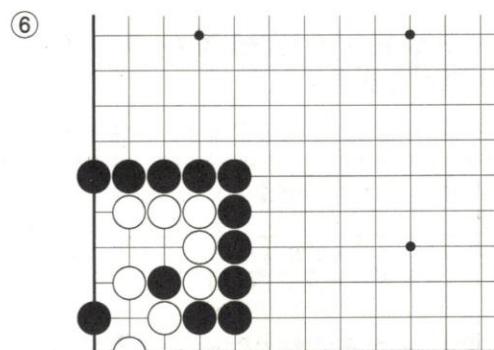
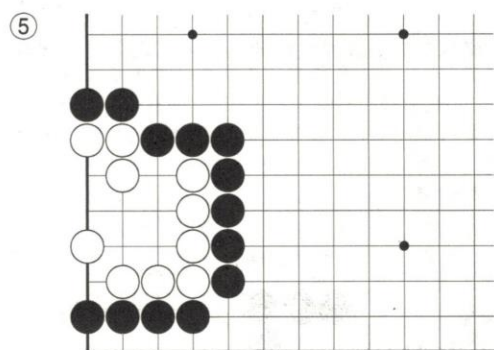
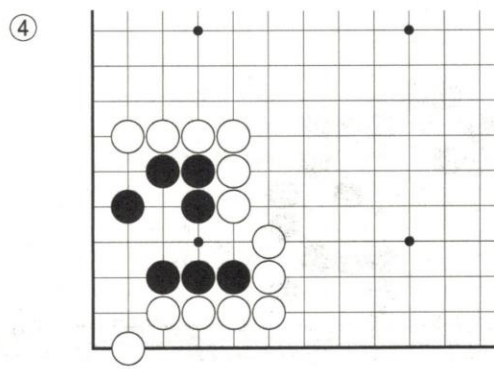
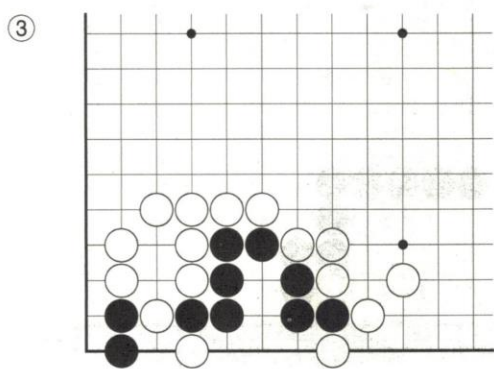
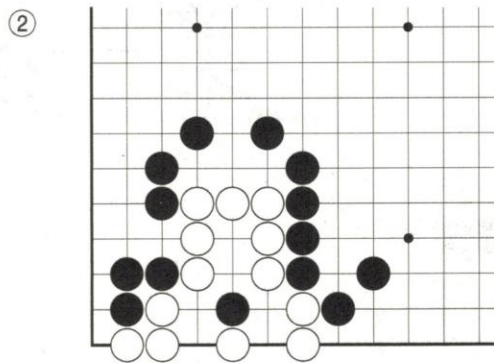
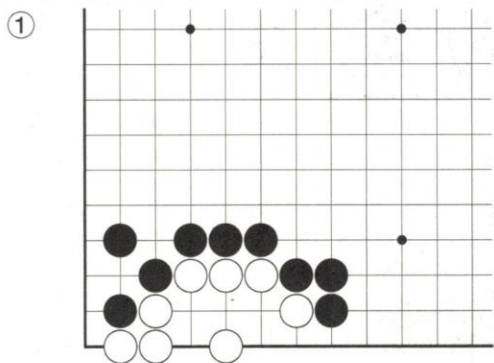


3. Seems to be tough but becomes clear once the right first move is made

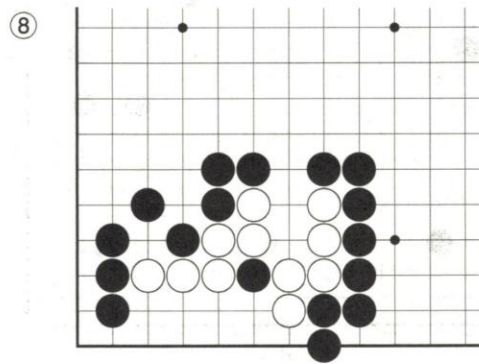
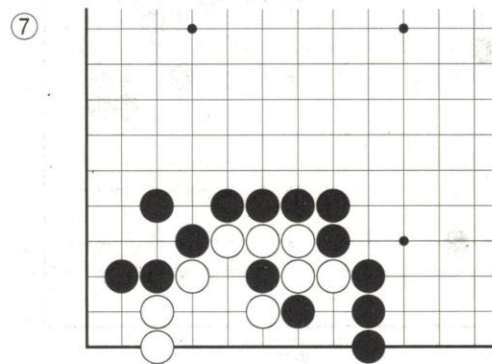
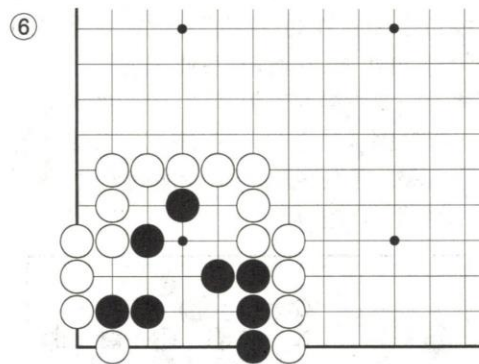
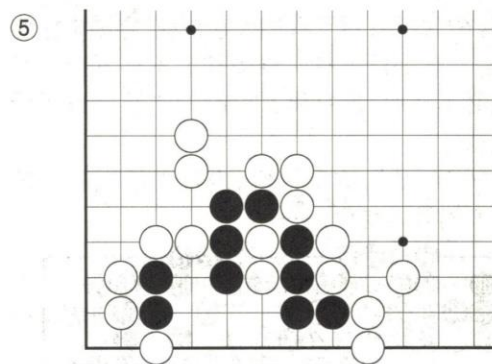
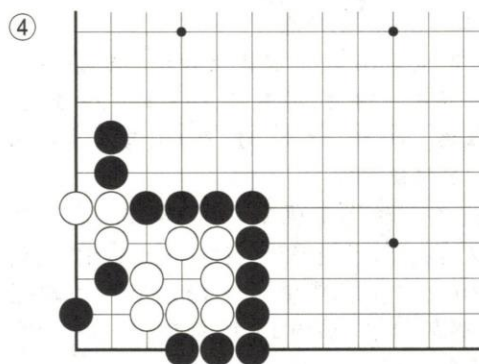
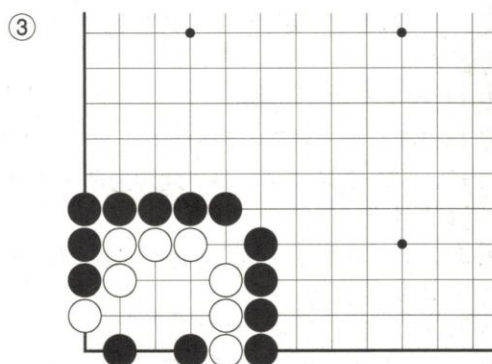
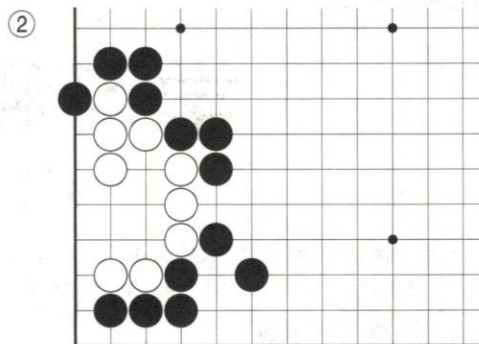
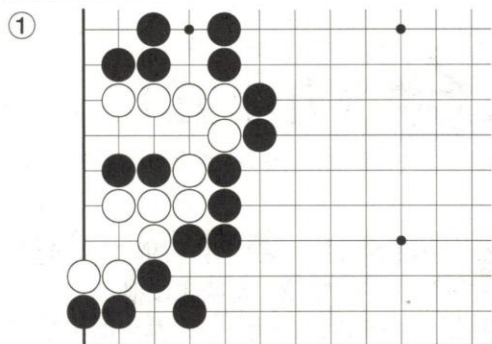
④



4. Many points to consider in the open space, which can train you ability to calculate moves

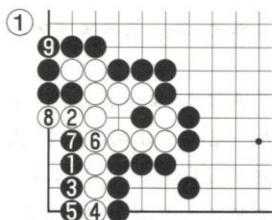


3-4 段 黑先 3 - 4 dan | black moves first

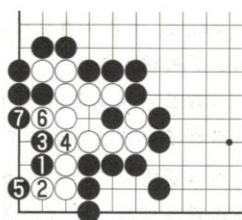


第一感教室 163 答案

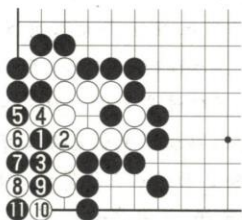
5段以上 黑先



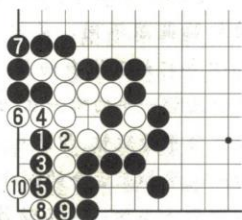
The answer: black 1 is amazing if white tries to block at 2 than the black shall win the capturing race



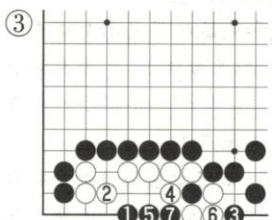
Variation: if white 2 move in corner than the black can connect back



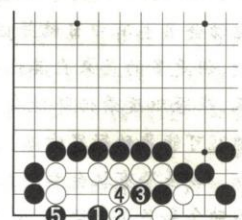
Mistake: White could make a ko



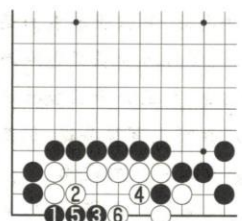
Mistake: if black changes its responds its also a ko



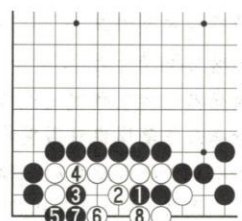
Answer: nearly all moves are inevitable



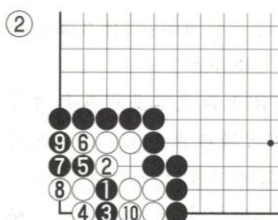
Variation: White is still dead



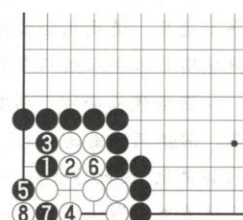
Mistake: cost yourself a liberty



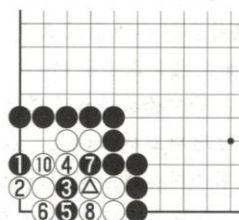
Mistake



11=1 Answer: the 5th move is important

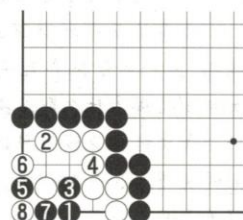


Mistake: the white can make a ko

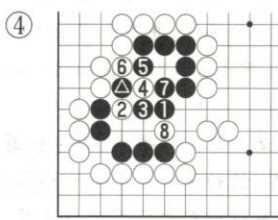


9=3 11=5 12=△

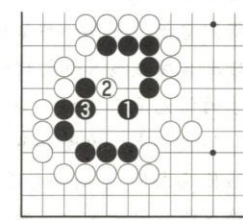
Mistake: don't exchange 1 and 2 first, a classic eat back trick by 12



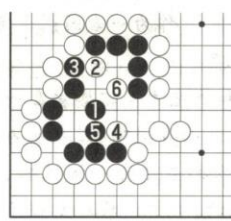
Mistake: 1 isn't tight enough and despite a clever 3 5, white can still make a ko



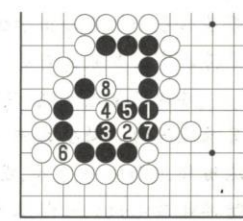
9=△ Answer: white 2 4 is clever but black can make a ko



White 2 also fails for black has very large space



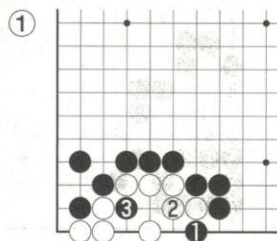
Mistake: black 1 is followed by brilliant white moves that can take black space and kills the black



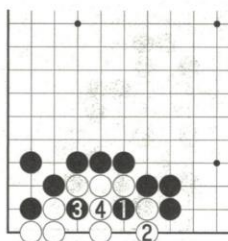
Mistake: white utilize blacks short of liberties and kills black

1-2 段 黑先

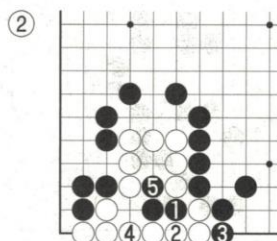
Answer 1-2 dan black first



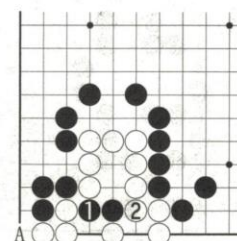
Answer: black one can easily limit the living space for white



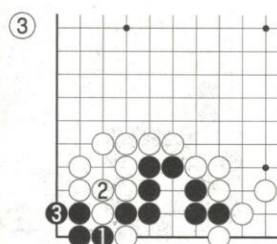
Mistake



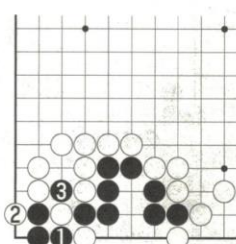
Black 1 chooses the right direction and kills the white



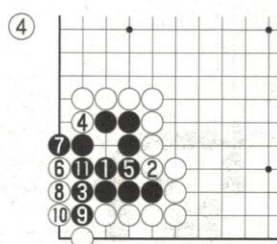
Black cannot move at A because of the corner's spatiality



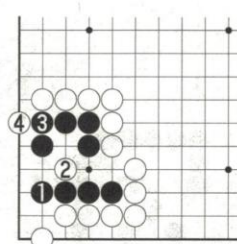
Answer: Finds a space in the corner



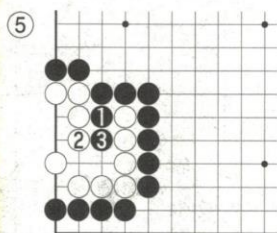
Variation



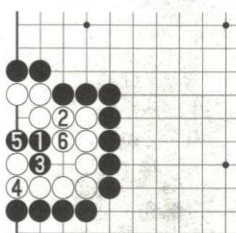
Answer: after one the black will take either 2 or 3 but white can only block one



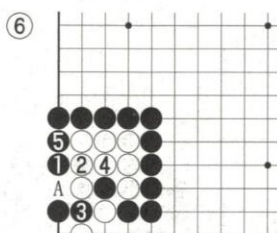
Mistake



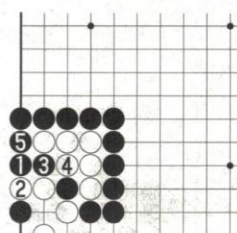
Answer
The white doesn't have enough space for living



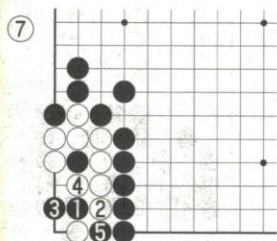
Mistake: black 1 complicated the problem and gives white space



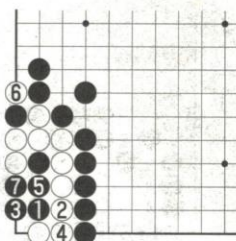
Answer



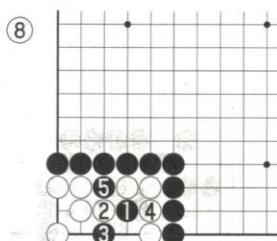
Variation



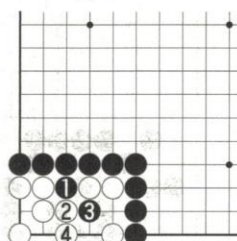
Answer: if black 3 was placed at 5 here the white can make a ko



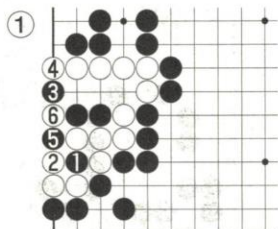
Variation: if white moves at 4 than black 5 make white only have 1 space in a space of bulky 5



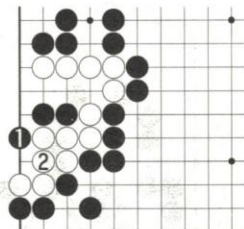
Answer: delicate eat back trap



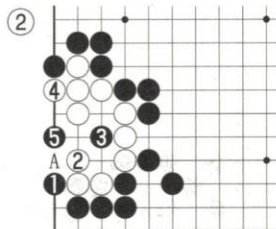
Mistake



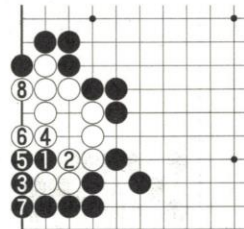
answer: 1 is important after 3 black will take either positions 4 or 5



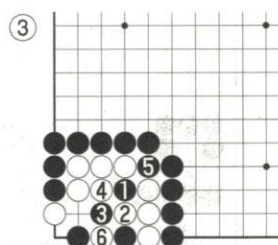
Mistake: 1 is casual



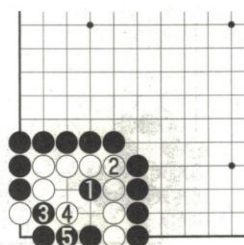
Answer



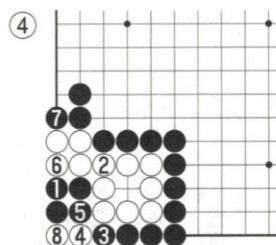
Mistake



Answer

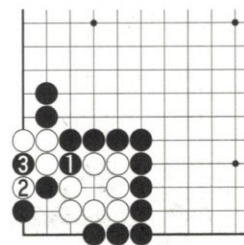


Variation: white is limited by its liberties

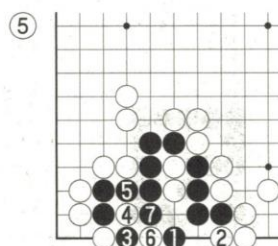


9=5

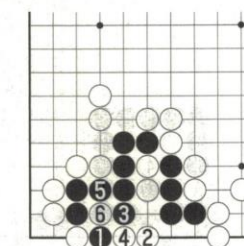
Answer: Black successfully avoided the ko and place an eat back trap



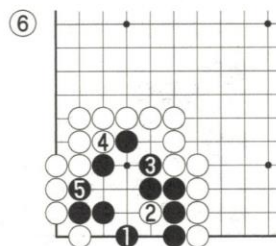
Mistake: White ko



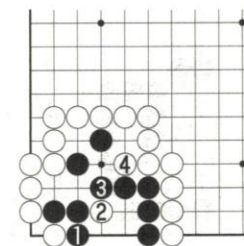
answer: black first make one space than expect to get at least another one



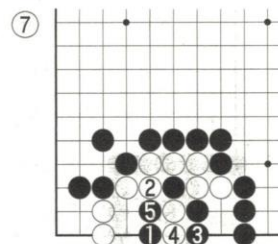
Mistake: White 2 utilized the surrounding whites



Answer

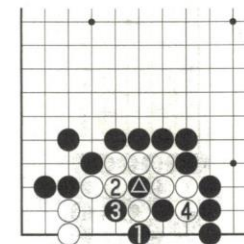


Mistake: The black's shape is not good to make 2 spaces



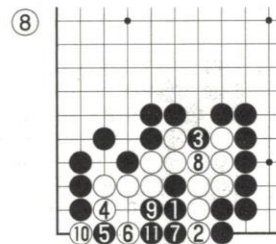
(正解)

Answer: black 1 is creative and makes the white to fill its own space



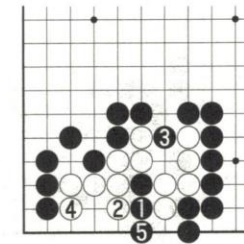
5=△

Mistake



(正解)

Black 1 is a great way of testing white's responds



(变化)

Variation: If white moves at 2 than after black 3 the white can only fix either 5 or 4