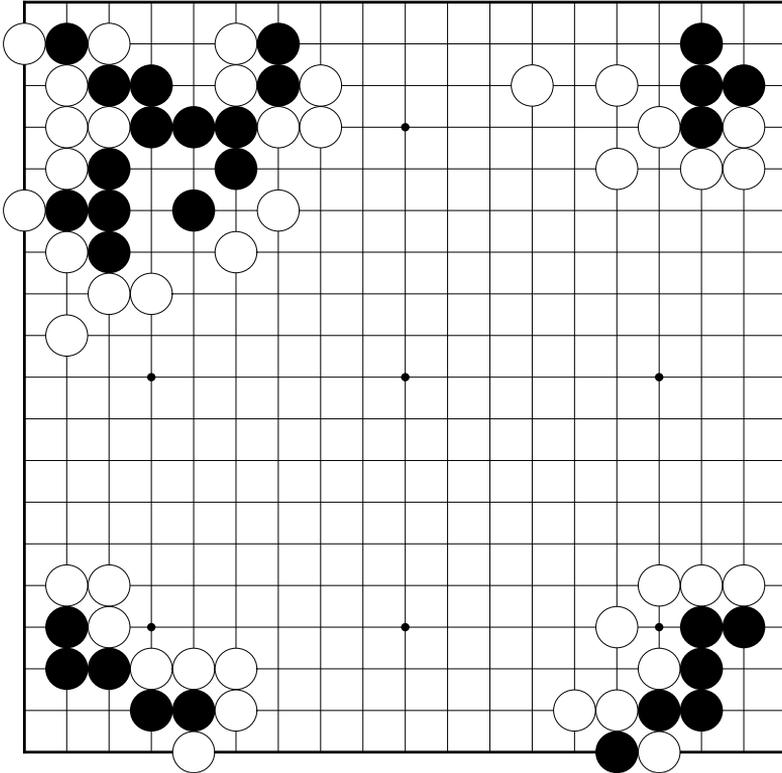


Problem 9

★☆☆☆☆

Problem 10

★☆☆☆☆



Problem 11

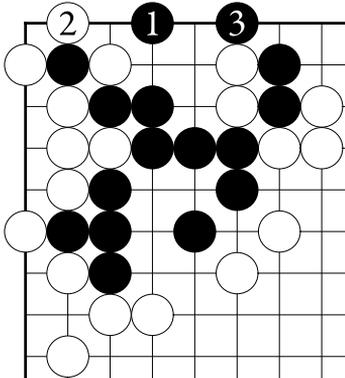
★☆☆☆☆

Problem 12

★☆☆☆☆

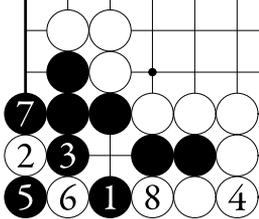
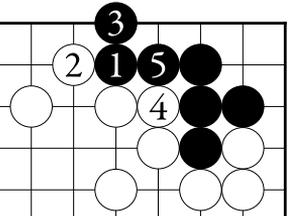
Problem 9

The first-line jump of ① forms a miai of ② and ③, ensuring the survival of the black group.



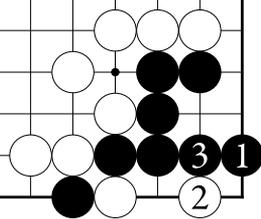
Problem 10

Black can avoid ko only by maximising her group's eye space with ①②③. After ④⑤, Black has two eyes.



Problem 11 (⑨ at ⑤)

The hanging connection of ① is often the best move for forming eye shape. White's attack with ② fails as shown.



Problem 12

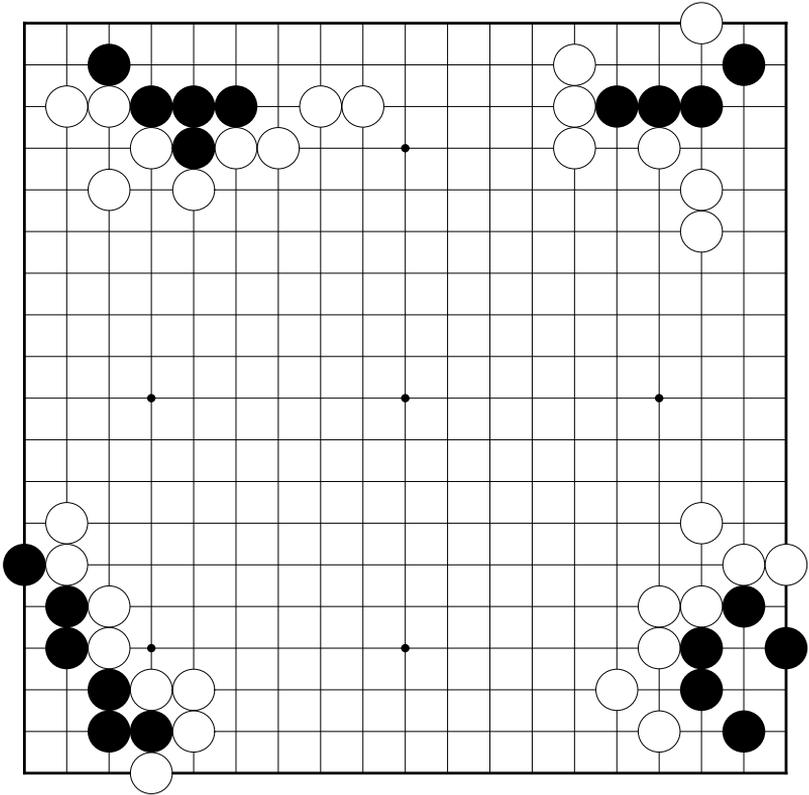
The 1-2 point of ① is vital in this shape. White's capturing attempt of ② fails to ③.

Problem 13

★★★☆☆

Problem 14

★★☆☆☆



Problem 15

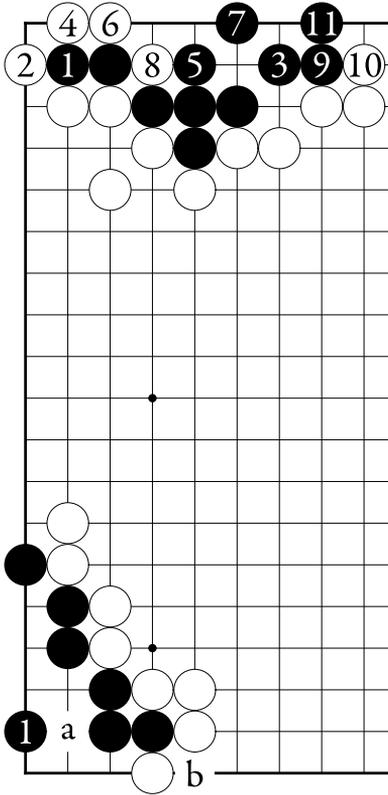
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Problem 16

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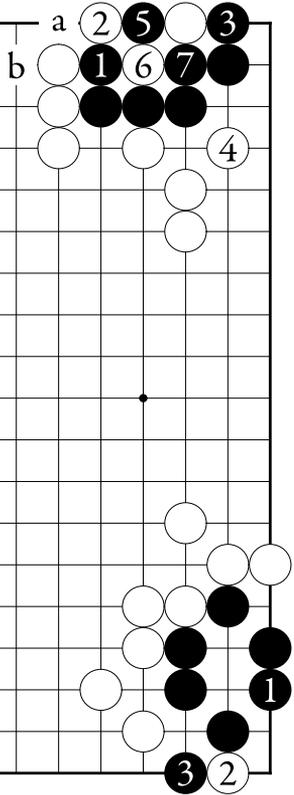
Problem 13

Black barely lives with the moves up to 11. If Black plays 3 directly instead of 1, then white 1, black 6, and white 5 start a ko fight.



Problem 14

1 and 5 can be played in either order, as can 3 and 5. After 7, if white 5, Black captures with 'a', either living or escaping with 'b'.



Problem 15

1 is Black's best defence. Black 'a' instead also lives, but then white 'b' is sente against the corner, aiming at a ko with 1.

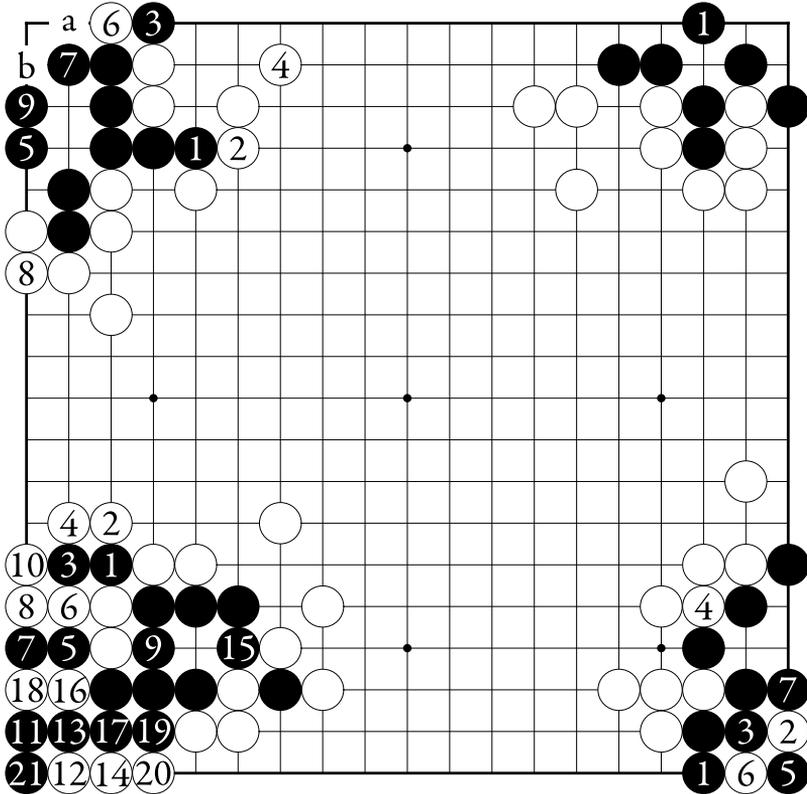
Problem 16

1 is the vital point in this shape. White's capturing attempt of 2 fails to 3.



Problem 17

①, ③, and ⑦ are the key moves in this problem. If Black started by playing ⑤, then white ⑥, black 'a', and white 'b' would capture.



Problem 19

This difficult problem can only be solved if you find the two key moves of ⑦ and ⑪. Black barely survives after 21 moves.

Problem 18

In order to live, Black needs to fill her own territory with ①, sacrificing two stones. All other living attempts fail.

Problem 20

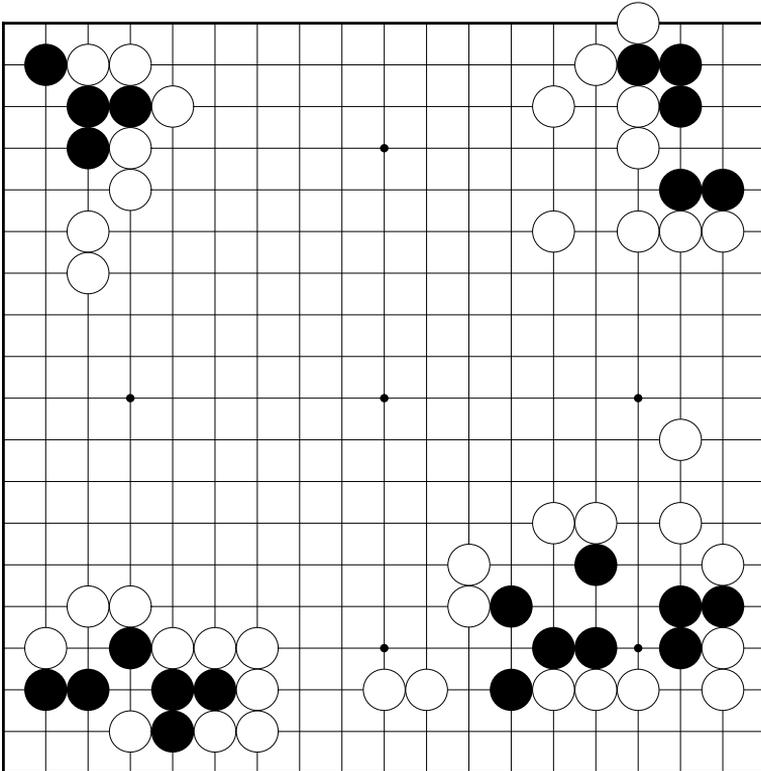
Maximising Black's eye space with ① is correct. ② is White's best attack, but Black lives with the *oshibushushi* of ⑤⑥⑦.

Problem 21

★☆☆☆☆

Problem 22

★★☆☆☆



Problem 23

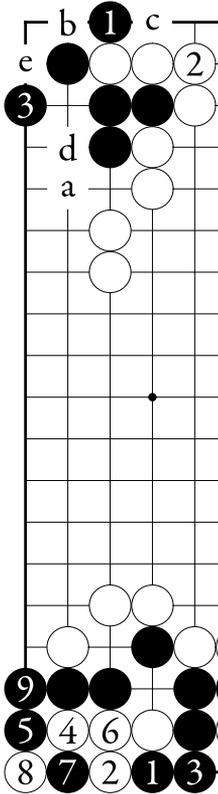
★★☆☆☆

Problem 24

★★★★☆

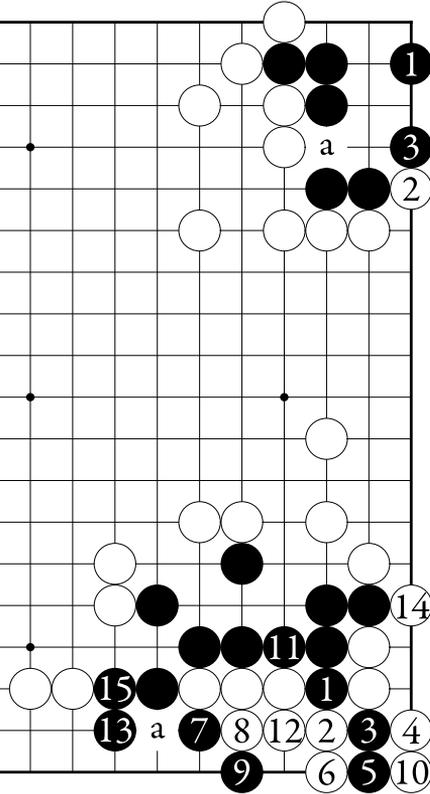
Problem 21

Black forms two eyes in the corner with ① and ③. If black 'a' instead of ③, then 'b'-③-'c'-'d'-'e' lead to a two-step ko for Black's life.



Problem 22

① lives with territory. Black 'a' instead lives, too, but lets White create a seki. See Problem 25 for reference.



Problem 23

① fulfils the two key objectives of capturing White's stone while defending Black's cutting point. Up to ⑨, Black lives without ko.

Problem 24

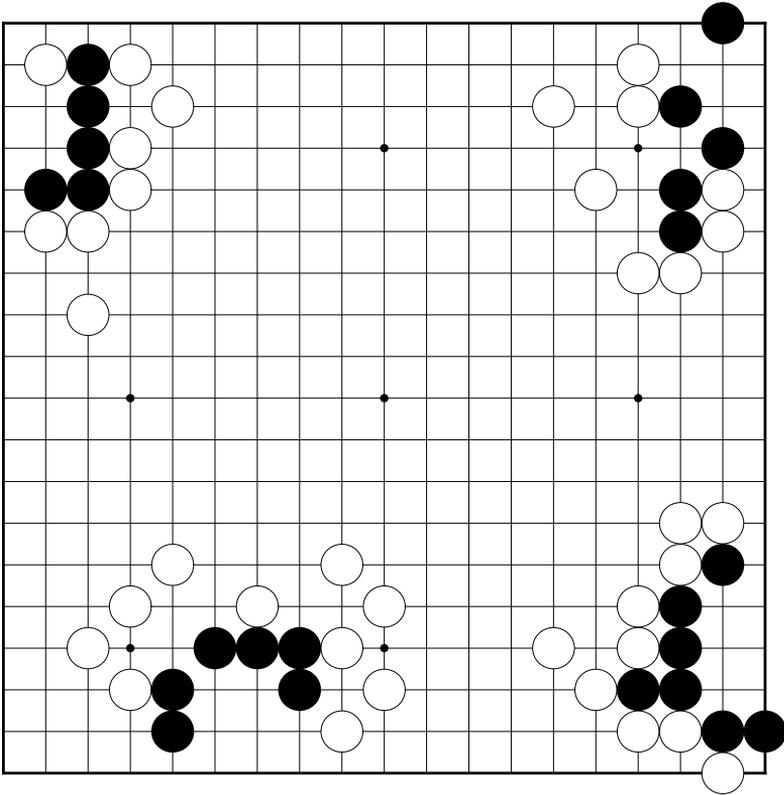
Black's forcing sequence of ①-⑫ is the key to solving this problem. White cannot respond to ⑨ with 'a' because of black ⑫.

Problem 25

★★☆☆☆

Problem 26

★☆☆☆☆



Problem 27

★★★★☆

Problem 28

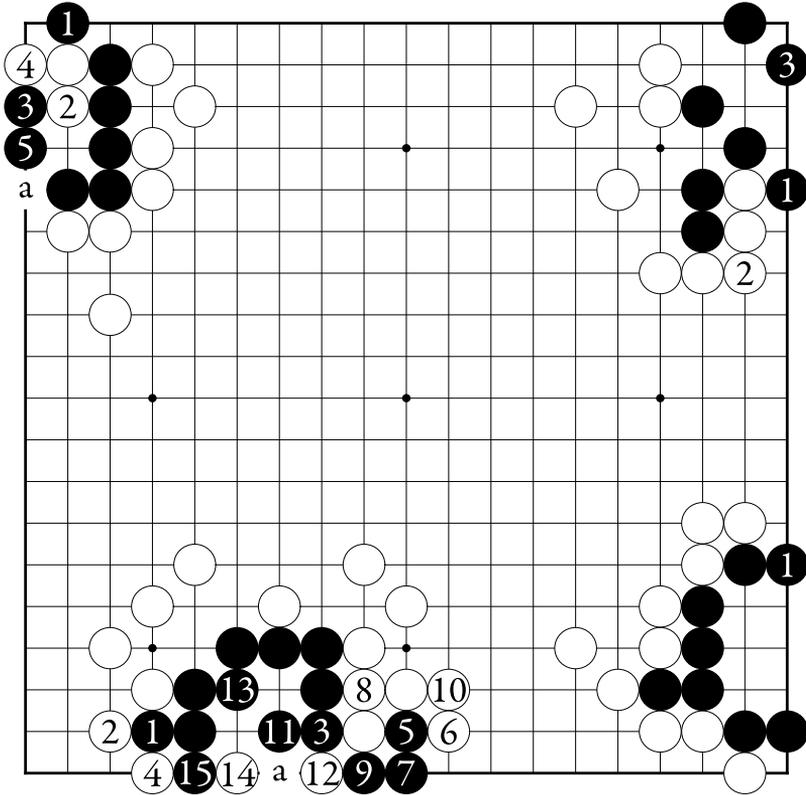
★☆☆☆☆

Problem 25

①–⑤ live. Instead of ④, if white ⑤, black ④ lives. Black ④ instead of ③ results in a thousand-year ko after white ③ and black ‘a’.

Problem 26

Black can form two eyes with the combination of ① and ③. Omitting ①② lets White set up a ko.



Problem 27

⑤ and ⑦ are the key tesuji combination to solve this difficult problem. Thanks to them, in the end, White is unable to connect at ‘a’.

Problem 28

① forms a six-point ‘comb shape’, which lives unconditionally. All other starting moves fail.