

Falling in Love with Baduk

Play a game in a week

바둑에 빠지다

1주일 만에 바둑 두기

책을 펴내며...

아주 오래전부터 책을 쓰고 싶다고 생각했는데, 이렇게 꿈이 현실로 이루어져서 무척 기쁩니다.

2009년, 처음으로 초심자들에게 바둑을 가르치면서 바둑을 잘 두는 것과 잘 가르치는 것은 다른 일이란 것을 깨달았습니다. 저희에게는 당연한 것들이 초심자들에게 당연하지 않다는 것을 이해하기까지 많은 시간이 걸렸죠. 프로의 눈이 아닌 초심자의 눈으로 본 바둑은 새로운 세계였습니다. 강의를 하다 보니 초심자들이 바둑을 어렵지 않게, 재미나게 배울 수 있는 책을 찾게 되었고, 새로운 형식의 책을 쓰고 싶어서 저희 둘이 책을 쓰게 되었습니다.

“좋은 책은 독자의 입장에서 생각한다.”고 합니다. 저희에게 지난 2년은, 17년 전 처음 바둑을 배웠을 때로 돌아가 초심자의 목소리에 귀를 기울였던 시간이었습니다. 독자에게 단 한걸음이라도 더 다가가고 싶었던 저희의 마음이 부디 여러분에게 전해지기를 바랍니다.

이 책은 일반 성인을 대상으로 한 바둑 입문서입니다. 주제별로 내용을 묶어 1주일만 공부하면 누구나 바둑 환관을 둘 수 있는 것을 목표로 했습니다. 수준별로 문제를 출제하여 스스로 자신의 실력을 점검해 볼 수 있도록 구성하였으며, 바둑의 재미를 더해 주기 위해 바둑상식과 이야기도 넣었습니다. 공부를 한다가 보다는 즐겁게 논다는 마음으로 책을 읽어주셨으면 합니다.

바둑은 세상에서 가장 오랜 역사를 가진 놀이입니다. 몇 천 년의 시간 동안 변함 없이 사랑을 받을 수 있었던 이유는 바둑이 지닌 소통의 힘이 아닐까 생각합니

다. 바둑을 다른 말로 ‘수담(手談)’이라고도 하는데, 손으로 이야기를 나눈다는 뜻이지요. 국적이 달라도, 언어가 통하지 않아도, 바둑을 둘 줄 안다면 서로 마음이 통할 수 있습니다. 바둑판 앞에서 국적이나 피부색은 아무 문제도 되지 않죠. 서양인과 동양인이 모두 함께 어우러져 바둑을 두고 있는 광경을 상상해보면 가슴이 뻥뻥합니다.

바둑은 남녀노소 누구나 즐길 수 있는 놀이입니다. 할아버지와 손자, 장인과 사위, 아버지와 딸, 어머니와 아들, 남편과 아내, 또는 연인이나 친구와 바둑을 두면서 서로를 이해할 수 있는 시간을 갖는다는 것. 이것이 바로 바둑이 가진 가장 큰 장점이 아닐까요?

아이들이 성장하면서 점점 부모와 함께 할 수 있는 시간이 줄어든다고 합니다. 함께하는 시간이 줄어들면 소통에 문제가 생겨 여러 가지 갈등도 있을 수 있겠죠. 만약 부모와 자식이 모두 바둑을 둘 줄 안다면 이럴 때 바둑이 소통의 매개체가 될 수 있을 거라 생각합니다. 저와 제 아버지가 바둑을 통해 서로를 이해할 수 있었듯이 여러분의 가정에도 바둑이 소통의 도구가 되어주기를 희망합니다.

책이 완성되기까지 정말 많은 분들이 도와 주셨습니다. 이 책이 세상에 나올 수 있도록 도와주신 모든 분들께 감사드립니다. (재)한국기원과 바둑 보급에 애쓰는 동료기사들께도 이 자리를 빌려 고마운 마음을 전합니다. 끝으로 지금 이 글을 읽고 계신 당신께 진심으로 감사의 마음을 드립니다.

2011년 9월 이다혜 · 백지희

We are extremely happy to have finally realized our long-standing dream of publishing a Baduk book.

While teaching beginners in 2009, we realized for the first time the difference between playing and teaching Baduk. It took us a long time to understand that things that were perfectly clear to us were not so clear for the beginners. The world of Baduk seen through a beginner's perspective was totally different from the one we were used to. We started looking for a textbook that was simple enough but interesting for beginners, which eventually made us decide on writing our own.

It is said that “a good book is one written from the reader's perspective.” During the last two years, we travelled back in time to 17 years ago when we first started learning Baduk, and listened to the voices of our beginner-selves. We hope our efforts to come as close as possible to our readers will be apparent when reading this book.

This book is mainly for adult readers starting to learn Baduk. Our goal was to make anyone, who studies this book, able to play a game at the end of one week. There are quizzes at the end of each themed chapter, so that the readers can check their own improvement. Interesting stories and tips about the game are also included, so that readers can enjoy, as well as study Baduk.

Baduk is one of the oldest games in the world. Its nickname, ‘soodam(手談),’ means ‘communication with hands.’ We think this power of communication, leading to mutual understanding, is one of the main reasons

that made it possible for Baduk to survive and be loved for such a long time. People with difference skin colors and different languages can understand one another when seated across the Baduk board. It thrills us to imagine a view of Easterners and Westerners playing the game together.

Baduk is a game that can be enjoyed by everyone. Grandfather and grandson, father and daughter, husband and wife, friends and even lovers can play this game and understand each other. Don't you agree that is the biggest merit of Baduk?

The time that parents and their children can spend together becomes shorter as the children grow. Less time means less understanding, and more conflict. If parents and their children can play together, Baduk can become a good medium for communication. Baduk served as a means of communication between us and our fathers; we hope it can serve as well in your own families.

It would not have been possible for us to finish and publish this book without help from countless others. We'd like to express our thanks to everyone who helped. We would also like to thank the Korean Baduk Association, the publisher, and the fellow professional players who are doing their utmost to promote Baduk in various fields. Finally, we extend our thanks and appreciation to our readers, with all our heart.

September, 2011 Dahye Lee and Jihee Baek

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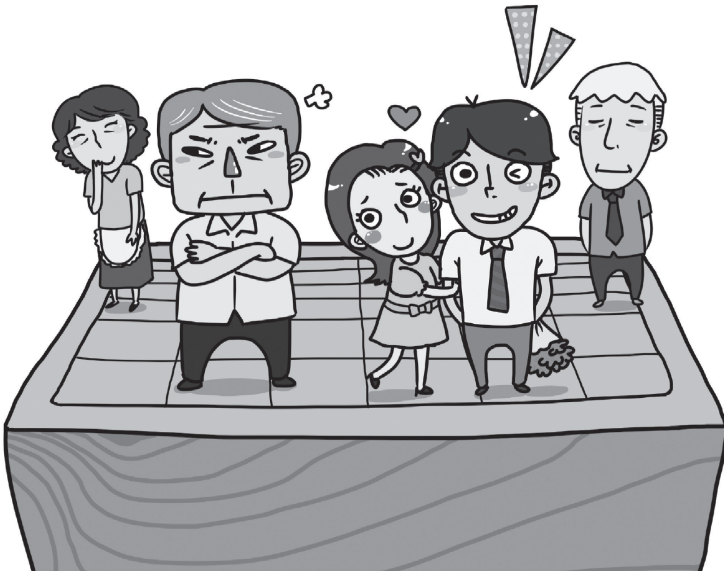
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Day 1 첫째 날

The Rules 규칙배우기

1. Basic Rules _ 규칙
2. Liberty _ 할로
3. Capturing _ 돌 따내기
4. Life of Stones _ 돌 살리기
5. Illegal Point _ 착수금지
6. Mutual Dansoo _ 서로 단수
7. Ko _ 패
8. Fun Facts _ 쉬어가는 페이지



바둑을 두기 전에 반드시 알아야 할 규칙들과 기술을 배워보겠습니다.
페이지를 넘기면 바둑의 세계가 펼쳐집니다. 가슴 뛰는 승부의 세계로 당신을 초대합니다.

Let's start with the basic Baduk rules and techniques you must know before playing.

You're going to enter the world of Baduk by turning this page.

Welcome to the exciting world of Baduk!



day 1-1

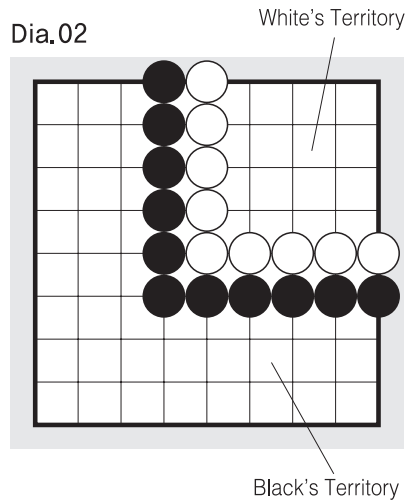
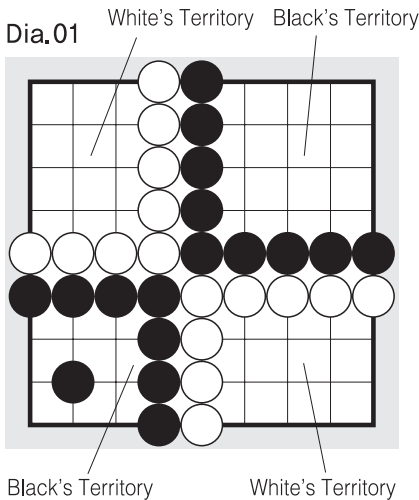
Basic Rules_규칙

어떻게 하면 이길까?

바둑을 이기려면 상대방보다 더 많은 영토를 차지하면 됩니다. 영토는 땅, 혹은 집이라고 생각하면 되는데 집이란 돌로 둘러싸인 곳을 말합니다.

Who is the winner in Baduk?

In Baduk, you win when you have more territory than your opponent. Territory means an area completely surrounded by stones of the same color.



01. 흑돌로 둘러싸인 곳은 흑의 집, 백돌로 둘러싸인 곳은 백의 집.

02. 그림과 같이 백집보다 흑집이 더 많으면 흑의 승리.

01. The area surrounded by black stones is Black's territory, and vice versa.

02. Black wins when Black has more territory than White as shown.

● 바둑 두기 전에 반드시 알아야 할 규칙 7가지

1. 선과 선이 만나는 곳에 두자!

체스는 빈칸에 두지만 바둑은 오목과 같이 선과 선이 만나는 교차점에 둔다.

2. 흑이 먼저 시작!

서로 실력이 비슷할 때는 반드시 흑이 먼저 시작한다.

3. 한 번에 한 수씩!

한 번에 반드시 한 수씩만 둔다.

4. 한 번 두면 끝!

바둑판 위에 한 번 놓은 돌은 임금님이라도 무를 수 없다.

5. 잡은 돌은 바둑판 위에서 들어내자!

활로를 다 막아서 잡은 돌은 반드시 바둑판 위에서 들어낸다.

6. 착수금지 구역을 조심하자!

활로가 한 개도 없는 곳은 절대 둘 수 없는 곳임을 기억하자.

7. 동형반복 금지!

‘괘’의 경우, 같은 모양이 반복되면 승부가 나지 않기 때문에 특별한 규칙이 있다.

● 7 Rules You Must Know Before Playing Baduk

1. Put stones on the intersection where two lines meet!

- In Chess, pieces are placed in the square, but, in Baduk, stones are placed on the intersection, just as in Five-in-a-row.

2. Black plays first!

- With evenly matched players, Black always plays first.

3. One stone per move!

- You can place only one stone on the board per move.

4. No takebacks!

- Even a king cannot takeback a move once played.

5. Take the captured stones off the board!

- When you capture your opponent's stones by filling in all the liberties, you should take them off the board.

6. Watch out for illegal points!

- You cannot play a stone on an intersection with no liberty.

7. No Repetition!

- There is a special rule for avoiding repetition of the same shape (ko), which prevents the game from moving forward.

● 당신이 꼭 알아야 할 바둑 예절 7가지

1. 상수에게 백을 양보하기

아주 오래전부터 기력이 높은 사람이 백으로 두어 왔습니다. 상대가 자신보다 상수라면 아무리 백으로 두고 싶어도 백을 양보해주세요.

2. 대국 전후에 인사하기

바둑은 예의를 중시하는 게임입니다. 대국 전후에 상대방에게 가볍게 목례를 한다면 당신은 예의바른 사람으로 기억될 거예요.

3. 돌을 살짝 내려놓기

바둑돌은 검지와 중지 끝으로 잡고 바둑판 위에 살짝 내려놓는 것이 좋습니다. 세게 내려놓으면 상대방이 불편할 수도 있으니까요.

4. 바둑알통에 손 넣어두지 않기

바둑돌을 집을 때를 제외하고 바둑알통에 손을 넣는 것은 좋지 않아요. 특히 달그락달그락 소리를 내며 바둑알을 만지는 것은 상대방에게 실례되는 행동입니다.

5. 절대 무르지 않기

한 번 둔수는 절대 무를 수 없어요. 그러므로 신중하게 생각한 뒤에 뒤야겠죠?

6. 깔끔하게 기권하기

누가 봐도 내가 이길 수 없는 상황이라면 기권하는 것이 예의입니다. 더 이상 해볼 곳이 없는데도 끝까지 두면 당신의 이미지가 나빠질 수 있어요.

7. 상대방이 둔 수 칭찬하기

대국이 끝난 후에 '이 장면에서 이 수가 아주 좋았던 것 같아요.' 와 같이 상대방이 둔 수에 대해 칭찬을 해보세요. 상대방은 기쁨의 미소를 감추지 못하며 반대로 당신이 둔 수에 대해 칭찬할거예요.

7 Rules You Must Know Before Playing Baduk

1. Yield White to the stronger player.
 - It is a tradition of long standing to yield White to the stronger player. If your opponent is stronger than you, it is good manners to yield White, no matter how much you may want it.
2. Bow in the beginning and at the end of a game.
 - Baduk is a game of politeness, in which both players exchange bows before and after a game.
3. Place the stones gently on the board.
 - A well-mannered player holds the stone with his second and third fingers, and places it gently on the board. Placing the stone too strongly may annoy or even anger your opponent.
4. Don't handle the stones unless you are making a move.
 - You should not touch your stones except when you're making a move. It is even worse to make noise by fiddling with your stones.
5. No takebacks!
 - You cannot retract your move once it is played. Think carefully, and then move!
6. Resign when there is no hope.
 - When your defeat is obvious and there is no chance to make up the difference, it is good manners to resign. Prolonging a game without hope is meaningless.
7. Compliment your opponent.
 - After the game is over, compliment your opponent on his good moves. Exchanging compliments will heighten your enjoyment of the game.

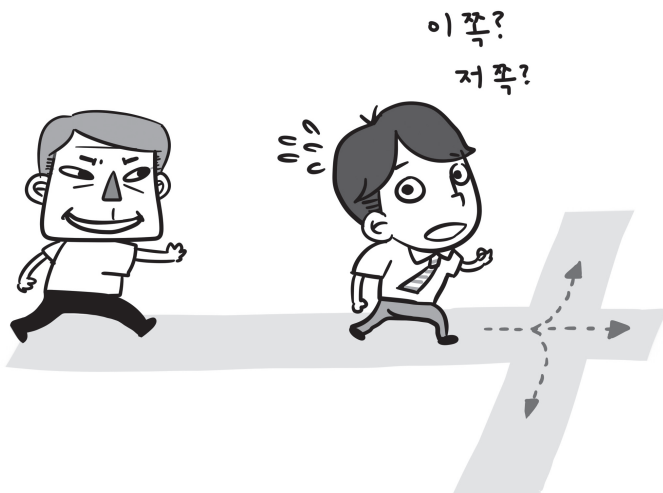




day 1-2 Liberty_활로

바둑에서 활로란 돌이 살아갈 수 있는 길을 말합니다. 활로가 모두 막히면 잡힙니다. 때문에 내 돌의 활로는 많으면 많을수록 좋습니다. 반대로 상대방 돌의 활로는 적으면 적을수록 좋겠죠?

In Baduk, a way through which your stones can escape is called a 'liberty.' Your stone(s) will die when all your liberties are blocked. Therefore, the more liberties, the better! Of course, it follows without saying that less liberties your opponent has, the better for you.

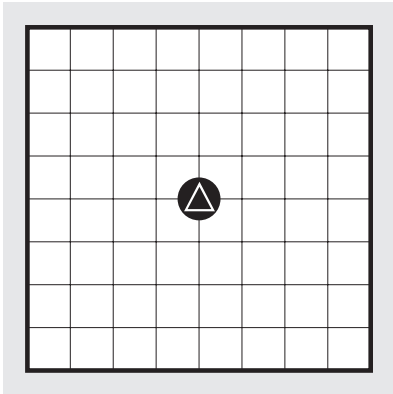


I 바둑 _ Baduk I

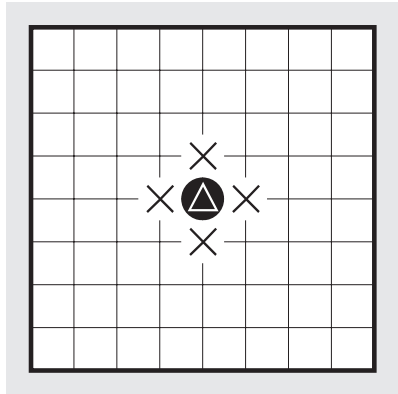
바둑은 세상에서 가장 오래되고 가장 어려우며 동시에 가장 재미있는 놀이입니다. 4000년의 긴 역사를 가진 바둑은 '신들이 실수로 지상에 떨어뜨린 놀이'라는 말이 있을 정도로 난해하지만, '신선 놀음'이라는 별칭이 있을 정도로 재미있는 놀이입니다.

With a history of over 4000 years, Baduk is the oldest, and perhaps the most interesting game in existence, if only you can master it. Of course it is very difficult to master, as can be seen by one of its nicknames, 'a game of gods that fell to earth by mistake.' Another of its nicknames, 'the hermits' game,' tells you how interesting Baduk can be, for it succeeded in seducing even hermits to play.

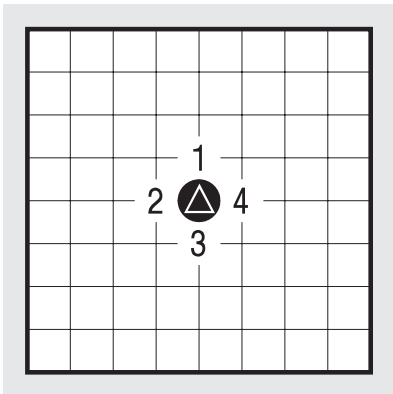
Dia.01



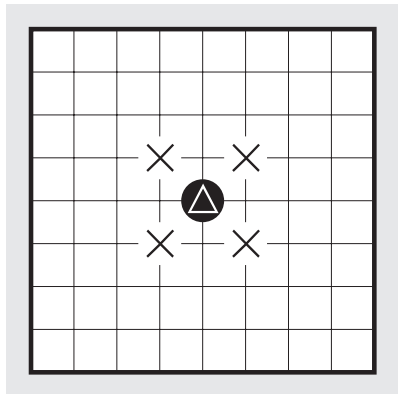
Dia.02



Dia.03



Dia.04



01. 모든 돌에는 활로가 있습니다.
02. 돌과 맞닿아 있는 곳이 바로 활로입니다.
03. 흑 한 점의 활로는 이렇게 4곳이죠.
04. 대각선은 활로가 아닙니다.

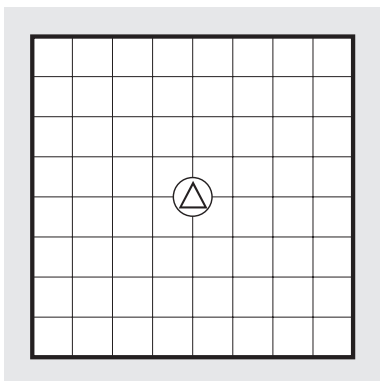
01. Every stone has liberties.
02. All the empty points touching the stone are liberties.
03. The Black stone has 4 liberties as shown.
04. The diagonal points are not liberties.

TEST 백돌의 활로를 모두 표시해 주세요.

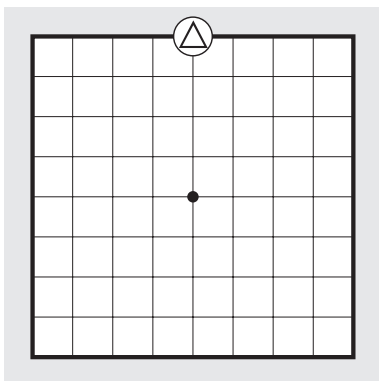


Mark all the liberties the white stone(s) has.

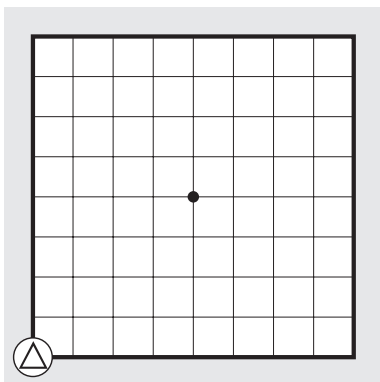
Test 01 ★



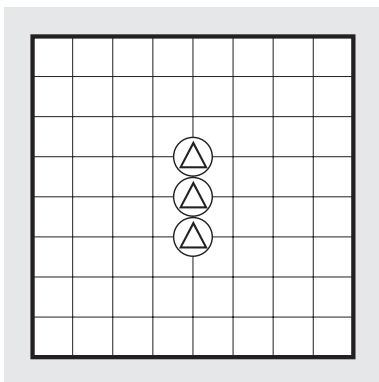
Test 02 ★



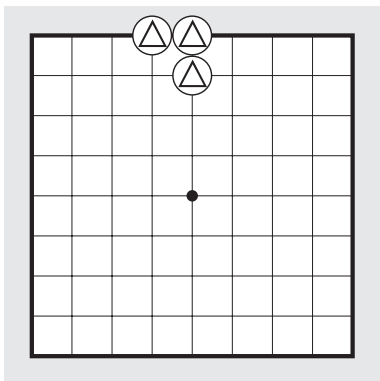
Test 03 ★★



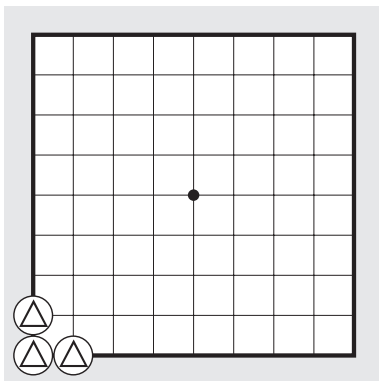
Test 04 ★★



Test 05 ★★



Test 06 ★★



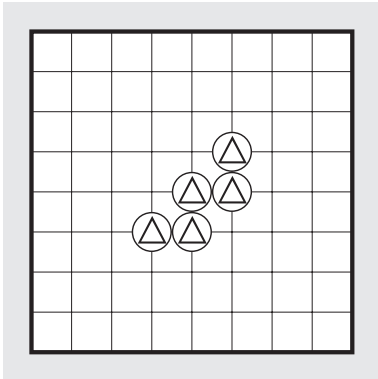
TEST



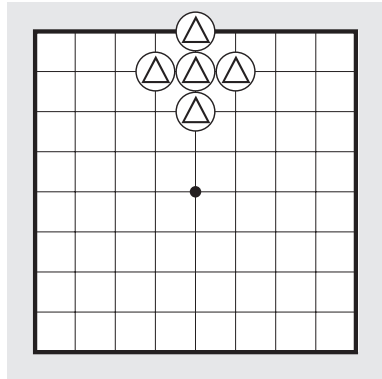
백돌의 활로를 모두 표시해 주세요.

Mark all the liberties the white stone(s) has.

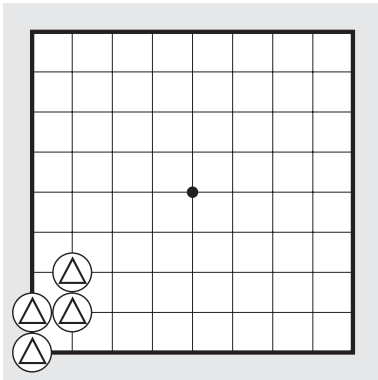
Test 07 ★★★



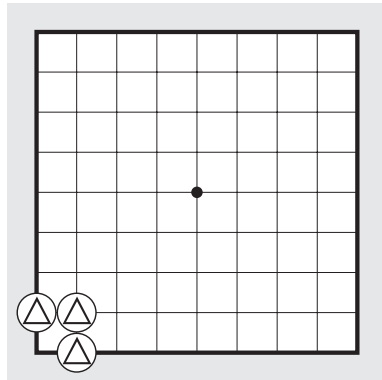
Test 08 ★★★



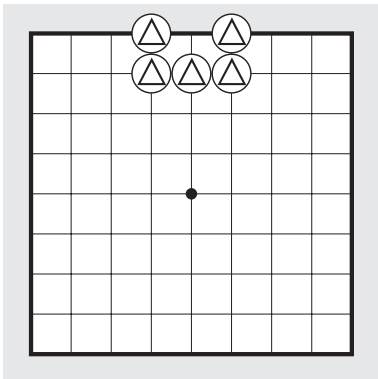
Test 09 ★★★



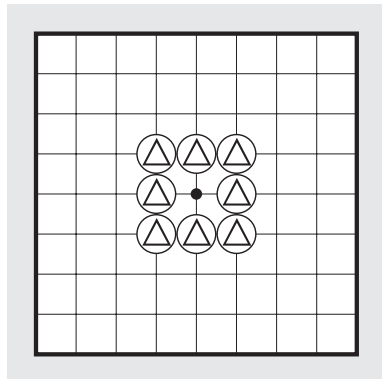
Test 10 ★★★★★



Test 11 ★★★★★



Test 12 ★★★★★





day 1-3 Capturing_돌 따내기

활로가 모두 막힌 돌을 바둑판에서 들어내는 행위를 말합니다. 따낸 돌은 본인 이 보관한 후, 집계산 할 때 상대방 집을 메워서 상대방 집을 줄이는 데 씁니다. 많이 따내면 따낼수록 상대방 집을 많이 줄일 수 있겠죠?

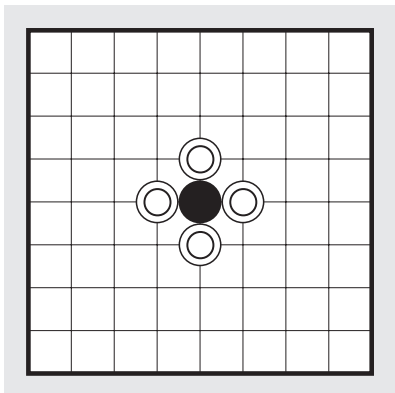
Taking off your opponent's stone(s) with no liberty from the board is called 'Capturing.' You keep the stones taken off the board until the game ends, and use them to fill in your opponent's territory. Therefore, taking more stones means you are reducing more of your opponent's territory.

I 인사 _ Salutation I

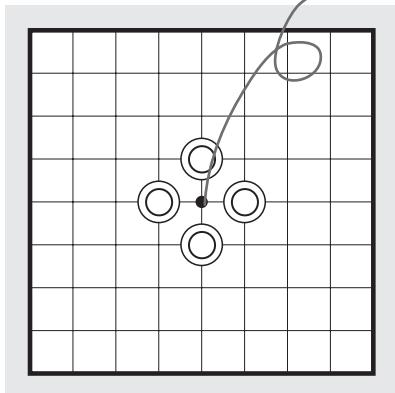
바둑은 예를 중시하는 놀이이기 때문에 대국 전후에 상대방에게 가볍게 목례함으로써 예를 표합니다. 프로기사들도 아무리 친한 사이라 하더라도 대국전후에 꼭 목례를 한답니다.

Etiquette is important in Baduk. At the beginning and end of a game, the players should acknowledge each other by a gentle nod of the head. Even very close friends who normally dispense with greetings must do so at a game.

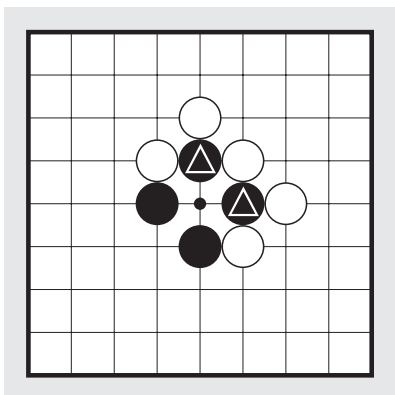
Dia.01



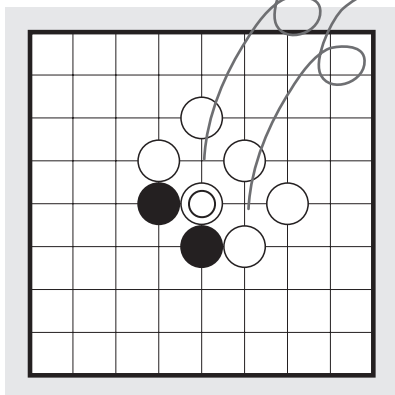
Dia.02



Dia.03



Dia.04



01. 백이 흑의 활로를 모두 막은 모습입니다.

02. 활로를 다 막아서 잡은 돌은 바둑판에서 들어내야 합니다. 이것을 따낸다고 합니다.

03. 흑 2점의 활로가 1개 남아있는 모습입니다.

04. 백 ◎에 두면 흑 2점을 동시에 잡을 수 있습니다.

01. White has blocked all of Black's liberties.

02. When you have blocked all of your opponent's liberties, you must take the stone off the board. That is called 'Capturing.'

03. The two black stones have only one liberty left.

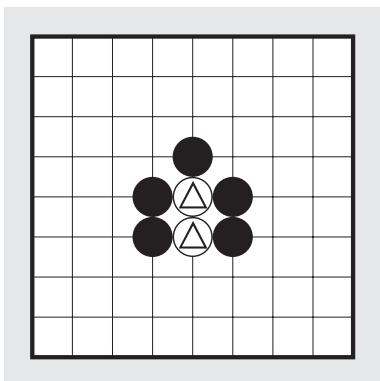
04. White can capture the two black stones by playing ◎.

TEST 세모 처진 백돌을 따내 주세요.

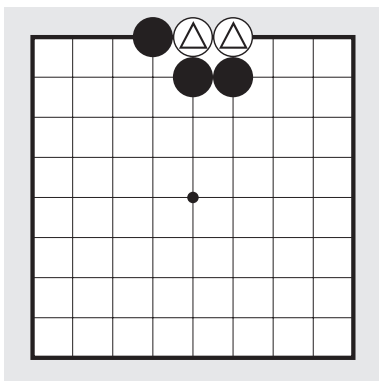


Capture the marked white stones.

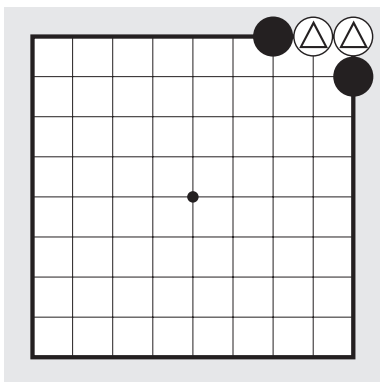
Test 01 ★



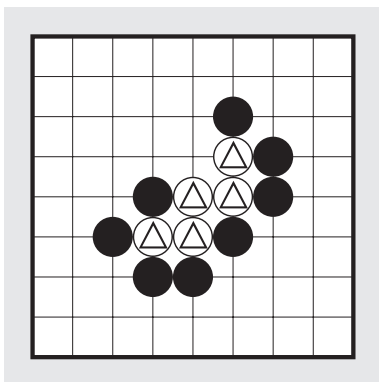
Test 02 ★



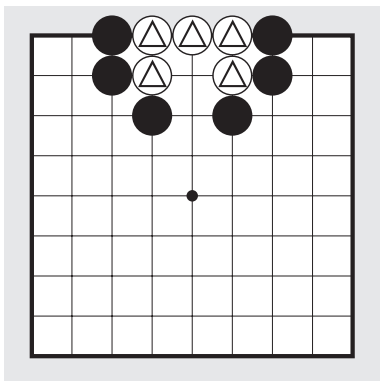
Test 03 ★



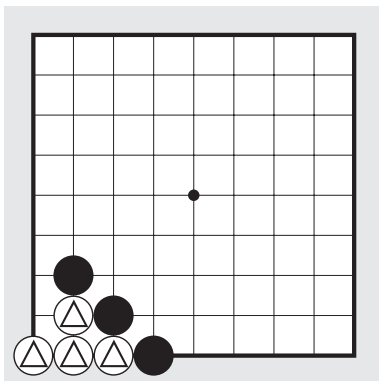
Test 04 ★★



Test 05 ★★



Test 06 ★★

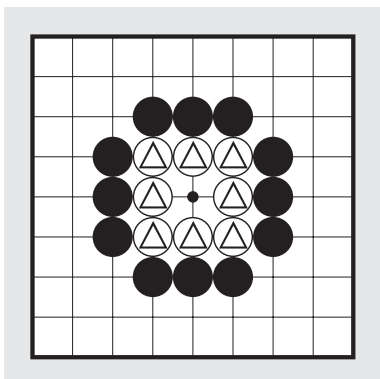


TEST 세모 쳐진 백들을 따내 주세요.

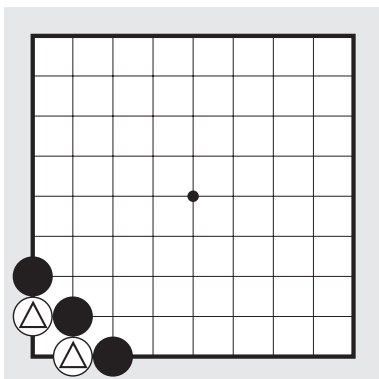


Capture the marked white stones.

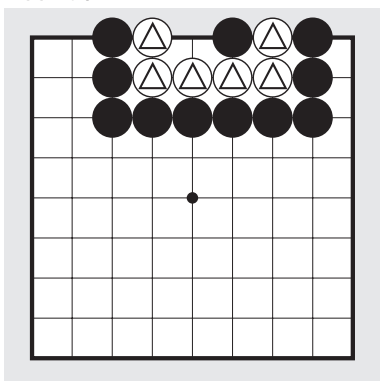
Test 07 ★★★



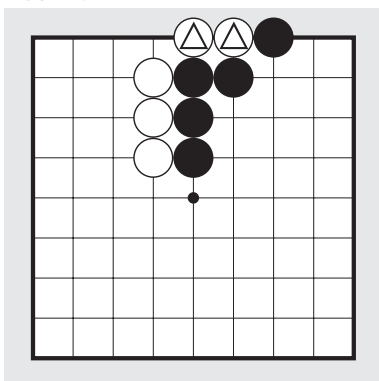
Test 08 ★★★



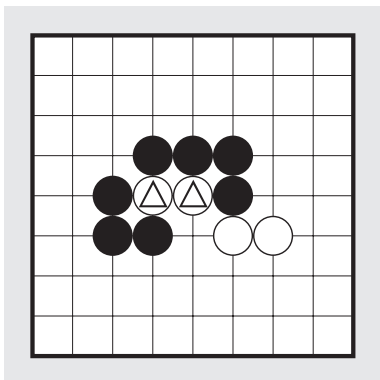
Test 09 ★★★



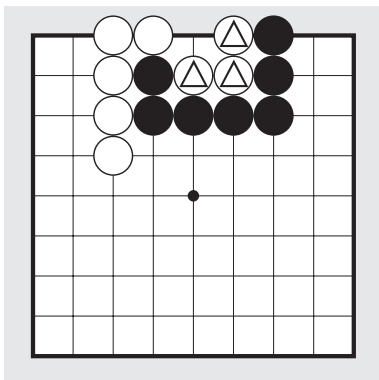
Test 10 ★★★★★



Test 11 ★★★★★



Test 12 ★★★★★



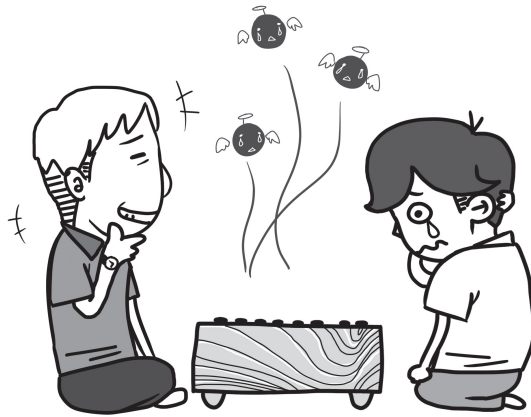


day 1-4 Life of Stones_돌 살리기

단수란 활로가 하나 남아 있는 상태를 말합니다.

상대방에게 활로를 다 막히면 잡히므로 단수는 잡히기 일보직전의 상태인 것이죠. 그렇기 때문에 단수를 당했을 때 당장 살려나오지 않으면 상대방에게 잡힙니다.

‘Dansoo’ is a situation where your stone(s) has only one liberty left. That means your opponent can capture your stone(s) with only one more move. You need to save your stone(s)!

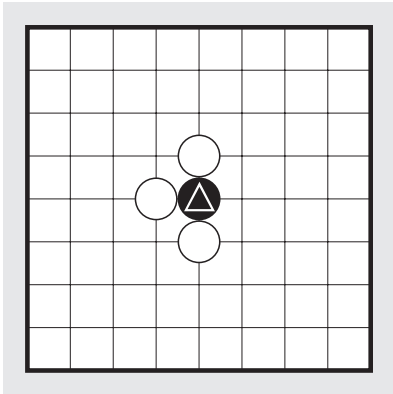


Ⅰ 단수를 치다/단수로 몰다/단수를 당하다 _ Dansoo Ⅰ

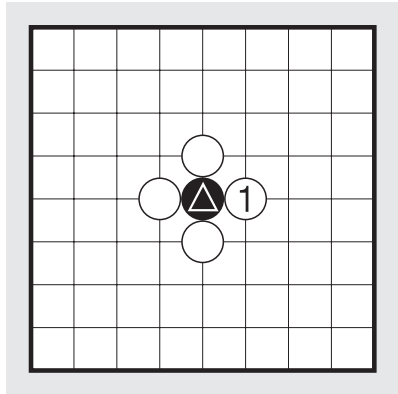
내가 잡으려고 하는 입장이면 ‘단수를 치다’, ‘단수로 몰다’ 라고 표현하며 내가 잡힐 입장이면 ‘단수를 당하다’ 라고 표현합니다.

When you are attacking your opponent, it can be expressed as ‘making dansoo/putting him in dansoo,’ and if you are under your opponent’s attack, you’re ‘in dansoo.’

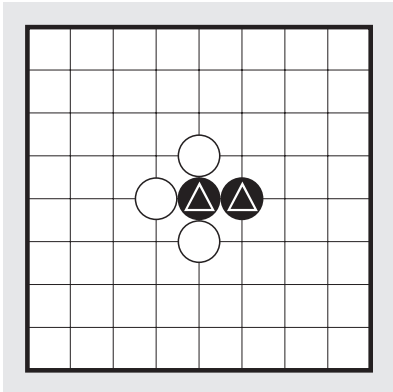
Dia.01



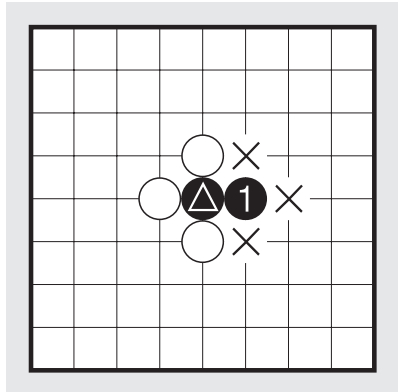
Dia.02



Dia.03



Dia.04



01. 흑돌의 활로가 하나 남아 있습니다. 이런 모양을 바로 '단수' 라고 하죠.
02. 이때 흑이 살리지 않으면 백1로 잡혀 버립니다.
03. 흑은 바로 도망을 가야겠죠.
04. 활로가 다시 3개로 늘어났네요.

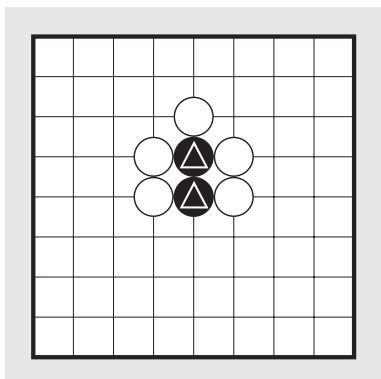
01. There is only one liberty left for the black stone. This is called 'Dansoo.'
02. If Black doesn't do anything, White will capture the stone with 1.
03. Therefore, Black should run.
04. Now Black has three liberties.

TEST 세모 처진 흑돌을 살려 주세요.

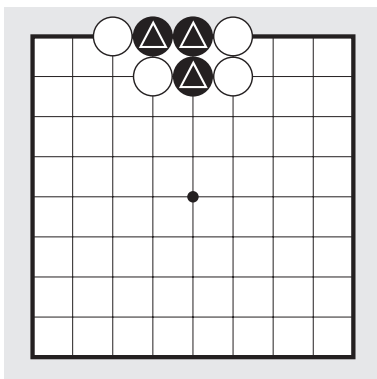


Save the marked black stones.

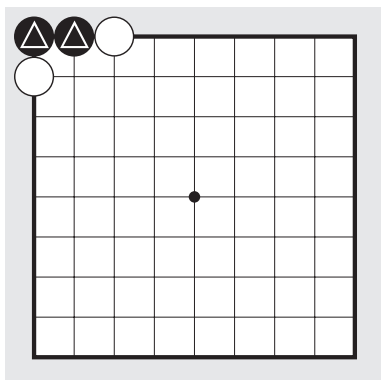
Test 01 ★



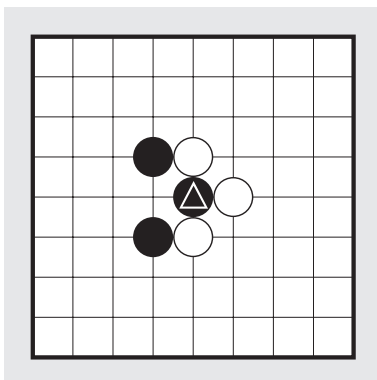
Test 02 ★



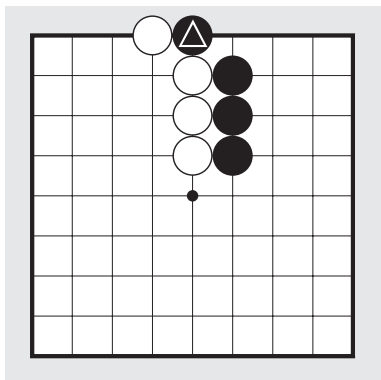
Test 03 ★



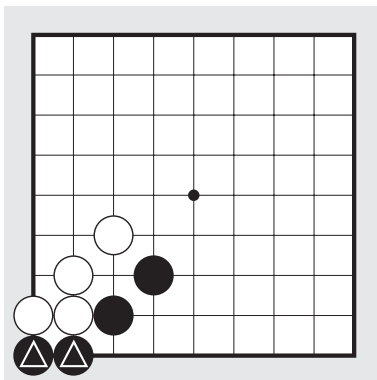
Test 04 ★★



Test 05 ★★



Test 06 ★★



Save the marked **black** stones.

A 10x10 grid with the following pieces:

- Black circles: (3, 1), (3, 4), (4, 3), (4, 5), (5, 2), (5, 4), (5, 5), (5, 6), (6, 3), (6, 5), (6, 6), (6, 7), (7, 4), (7, 5), (7, 6), (7, 7), (7, 8), (8, 3), (8, 4), (8, 5), (8, 6), (8, 7), (8, 8), (8, 9), (9, 3), (9, 4), (9, 5), (9, 6), (9, 7), (9, 8), (9, 9), (9, 10), (10, 3), (10, 4), (10, 5), (10, 6), (10, 7), (10, 8), (10, 9), (10, 10).
- White circles: (2, 3), (2, 4), (2, 5), (2, 6), (2, 7), (2, 8), (2, 9), (2, 10), (3, 2), (3, 3), (3, 5), (3, 6), (3, 7), (3, 8), (3, 9), (3, 10), (4, 2), (4, 3), (4, 4), (4, 5), (4, 6), (4, 7), (4, 8), (4, 9), (4, 10), (5, 3), (5, 4), (5, 5), (5, 6), (5, 7), (5, 8), (5, 9), (5, 10), (6, 2), (6, 3), (6, 4), (6, 5), (6, 6), (6, 7), (6, 8), (6, 9), (6, 10), (7, 2), (7, 3), (7, 4), (7, 5), (7, 6), (7, 7), (7, 8), (7, 9), (7, 10), (8, 2), (8, 3), (8, 4), (8, 5), (8, 6), (8, 7), (8, 8), (8, 9), (8, 10), (9, 2), (9, 3), (9, 4), (9, 5), (9, 6), (9, 7), (9, 8), (9, 9), (9, 10), (10, 2), (10, 3), (10, 4), (10, 5), (10, 6), (10, 7), (10, 8), (10, 9), (10, 10).
- White triangles: (5, 5), (5, 6), (6, 5), (6, 6).



day 1-5 Illegal Point_착수금지

바둑에서 착수는 '두다' 라는 뜻입니다. 즉 착수금지란 두는 것을 금지한다는 뜻이죠. 기본적으로 바둑판 어디에 두어도 상관없으나, 특정한 곳은 둘 수 없다는 규칙이 있습니다.

특정한 곳이란 활로가 하나도 없는 곳을 말합니다. 이러한 곳을 착수금지 구역이라고 하는데, 착수금지 구역에 두게 되면 반칙패가 되니 주의하세요.

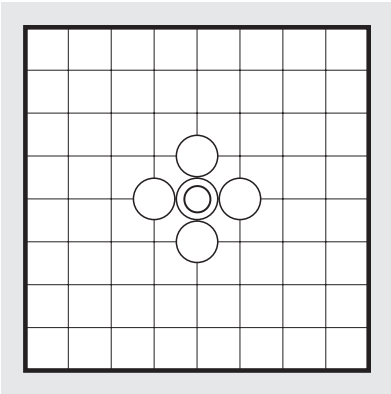
A point that you are prohibited from playing on is called an 'Illegal Point.' Basically, all empty points on the board can be played, except for where there are no liberties. If you play on the illegal point, you will lose the game.

Ⅰ 무르기 _ Takebacks Ⅰ

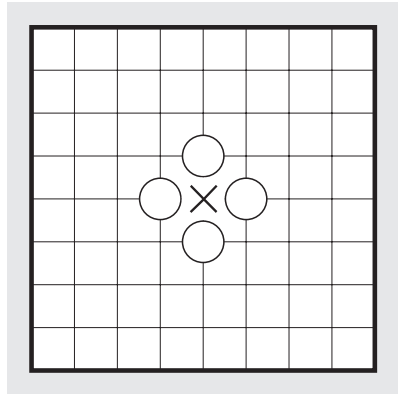
한 번 둔수는 절대 되돌릴 수 없습니다. 인생과 마찬가지로 절대 시간을 되돌릴 수 없는 것이죠. 바둑은 이런 식으로 인생과 여러 면이 흡사해 '인생의 축소판' 이라는 말이 있습니다.

Once you make a move in Baduk, you cannot take it back. In Baduk, as in life, time cannot reverse itself. This is one of the reasons why Baduk is called 'life in miniature.'

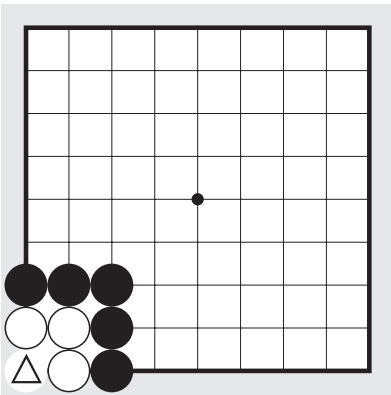
Dia.01



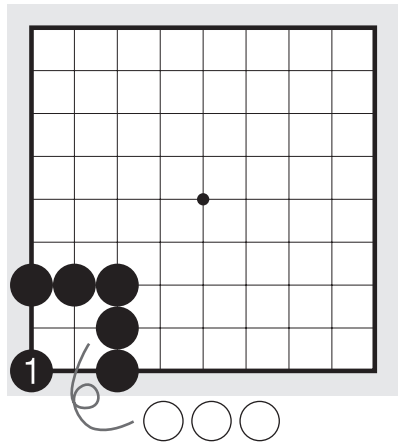
Dia.02



Dia.03



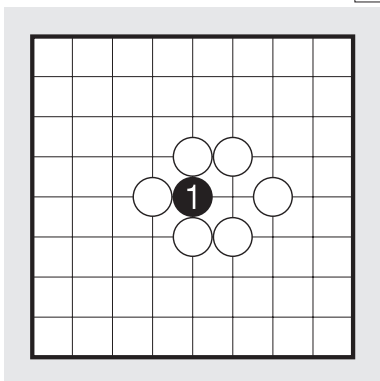
Dia.04



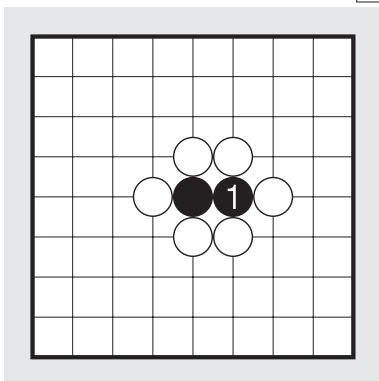
01. 백의 입장에서 ⊙의 곳은 착수금지의 곳이 아닙니다.
 02. 그러나 흑은 착수할 수 없습니다. 착수와 동시에 활로가 하나도 없게 되어 잡힙니다.
 03. 그럼 흑은 △의 자리에 둘 수 없을까요?
 04. 둘 수 있습니다. 흑은 백돌을 따내면서 다시 활로가 생기기 때문이죠. 즉, 착수금지 구역이라도 따낼 수 있으면 둘 수 있습니다.
-
01. For White, the marked place is not an illegal point.
 02. However, Black cannot play there because he will have no liberties as soon as he places his stone.
 03. What if Black plays △?
 04. Black can play 1, because he can create new liberties by removing the white stones. When you can remove your opponent's stone(s), the point without liberty is no longer illegal.

TEST 흑1이 착수금지 구역에 있으면 X, 아니면 O로 표시해주세요.
 Mark X if Black is located on an illegal point, O if not.

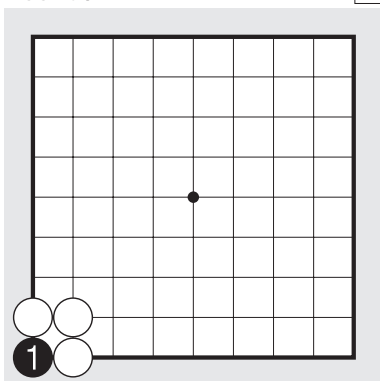
Test 01 ★



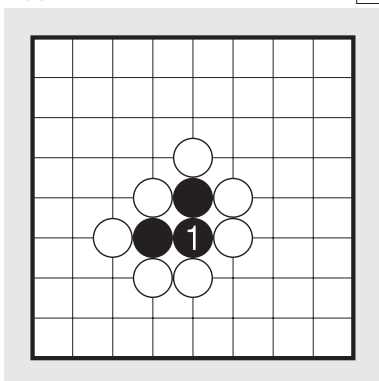
Test 02 ★



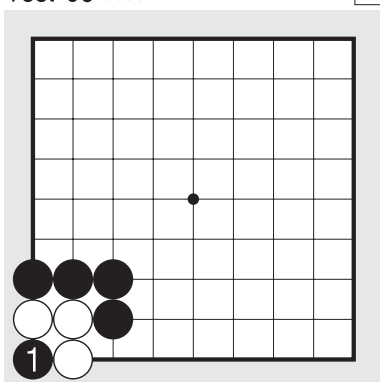
Test 03 ★



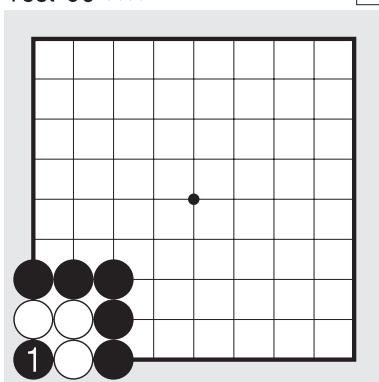
Test 04 ★★



Test 05 ★★



Test 06 ★★

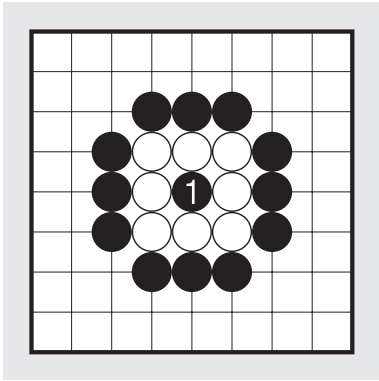


TEST

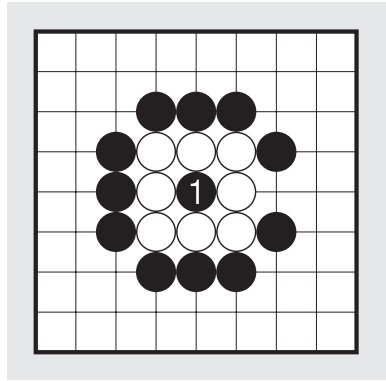


흑1이 착수금지 구역에 있으면 X, 아니면 O로 표시해주세요.
Mark X if Black is located on an illegal point, O if not.

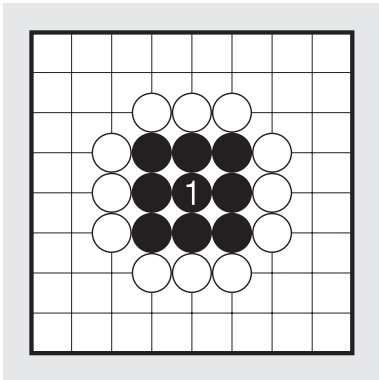
Test 07 ★★★



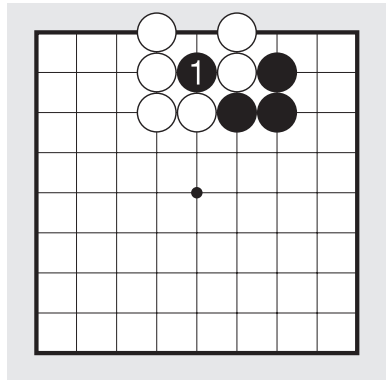
Test 08 ★★★



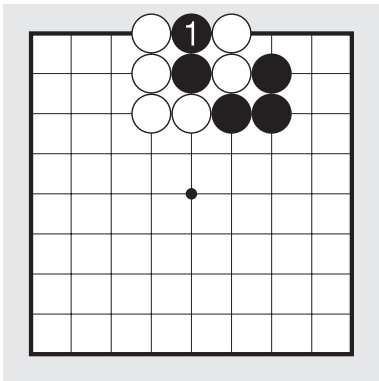
Test 09 ★★★



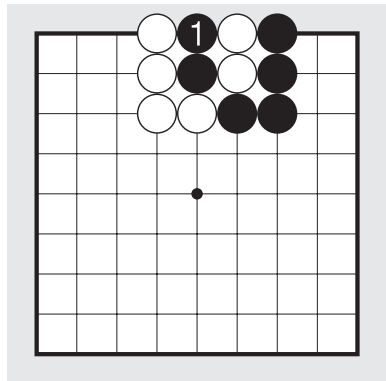
Test 10 ★★★★★



Test 11 ★★★★★



Test 12 ★★★★★





day 1-6

Mutual Dansoo_서로 단수

서로단수는 흑과 백이 동시에 단수가 되어 있는 모양입니다. 흑도 단수에 몰려 있고 백도 단수에 몰려 있는 모양이죠.

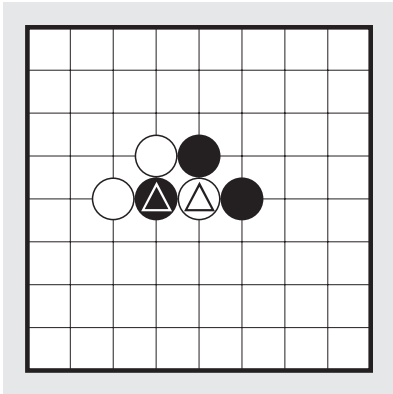
‘Mutual Dansoo’ means a situation where both Black and White are in dansoo simultaneously. Black has one liberty, and so does White.

! 묘수 _ Excellent Move !

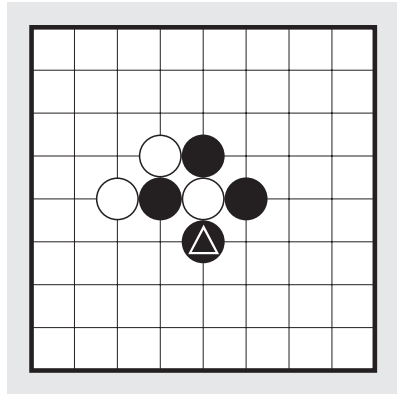
생각해 내기 어려운 좋은 수를 뜻하는 말입니다. 묘수를 찾아냈을 때의 쾌감과 희열은 경험해 보지 않은 사람은 모를 정도로 짜릿하죠.

An ‘excellent move’ is when you find a brilliant move that is very difficult to think of. An excellent move gives you a thrill that can only be understood by the one who has played it.

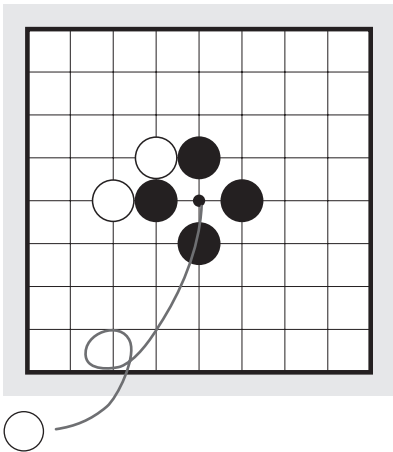
Dia.01



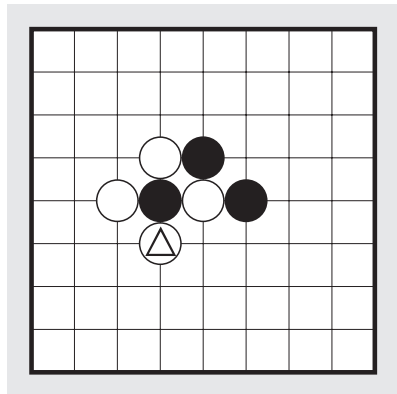
Dia.02



Dia.03



Dia.04



01. 흑돌과 백돌이 서로 단수에 몰려 있는 모양입니다.
02. 흑이 먼저 둔다면 백돌을 잡을 수 있습니다.
03. 보기만 해도 시원한 모양이죠.
04. 반대로 백이 먼저 둔다면 흑돌을 잡을 수 있겠죠.

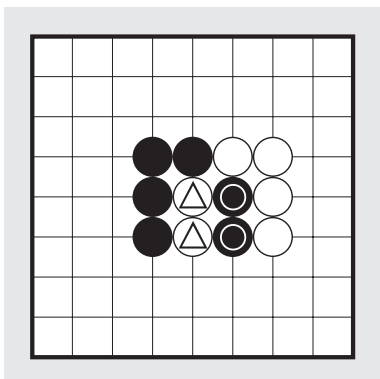
01. The marked black stone and white stone are both in dansoo.
02. If Black plays first, he can capture the white stone.
03. Doesn't it feel good?
04. On the contrary, if White plays first, she can capture the black stone.

TEST 서로 단수 모양입니다. 백돌을 따내 주세요.

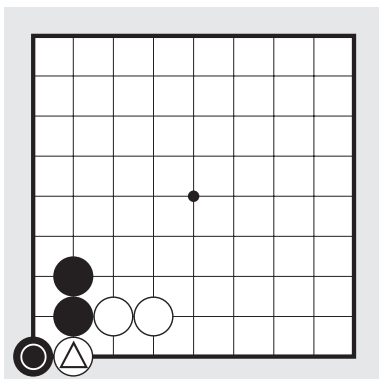


Black and White are in mutual dansoo. Capture the white stone(s).

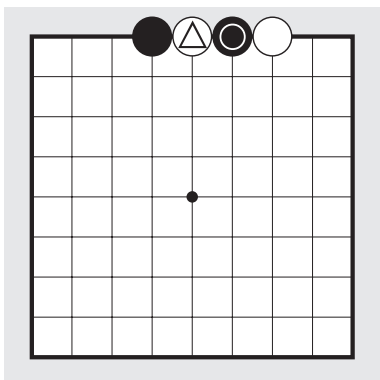
Test 01 ★



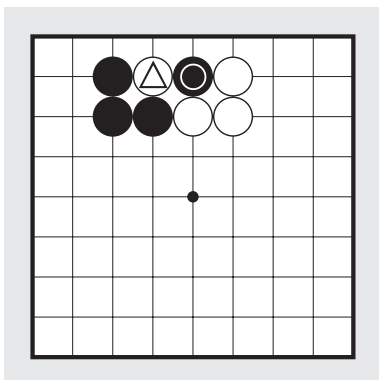
Test 02 ★



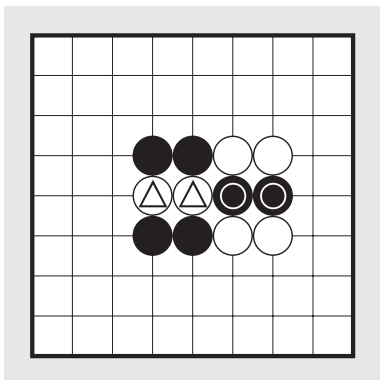
Test 03 ★



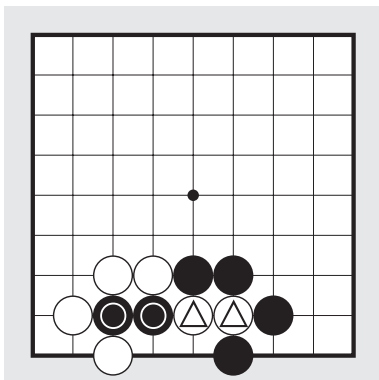
Test 04 ★★



Test 05 ★★



Test 06 ★★



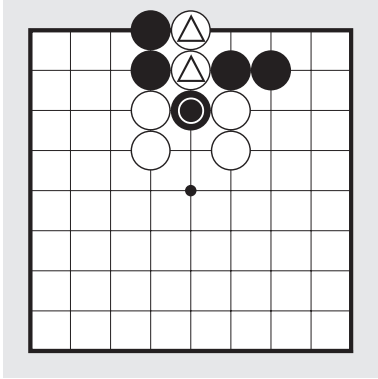
TEST



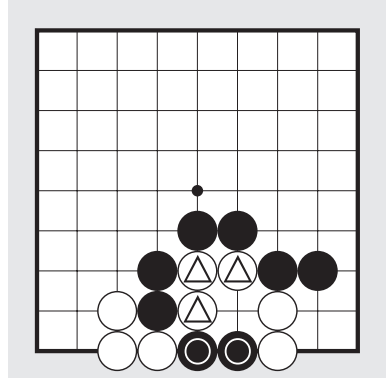
서로 단수 모양입니다. 백돌을 따내 주세요.

Black and White are in mutual dansoo. Capture the white stone(s).

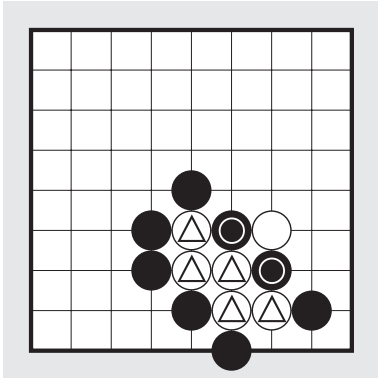
Test 07 ★★★



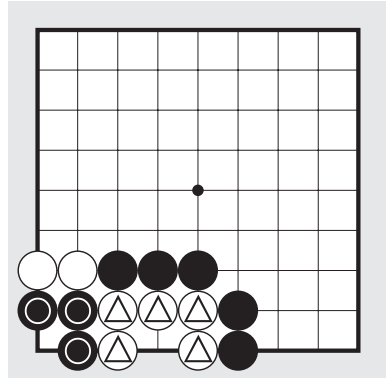
Test 08 ★★★



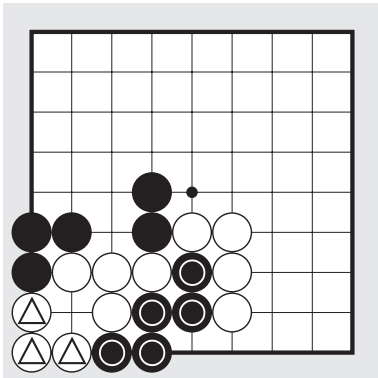
Test 09 ★★



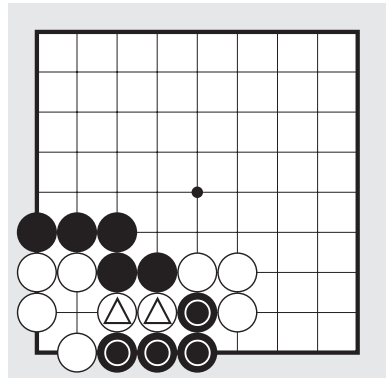
Test 10 ★★★★★



Test 11 ★★★★★



Test 12 ★★★★★



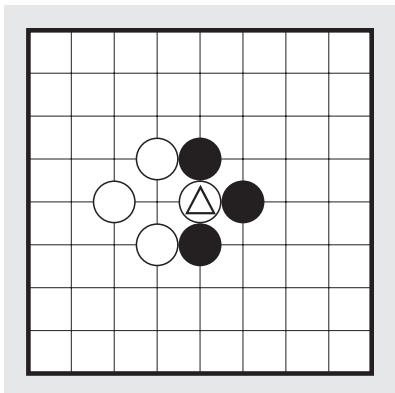


day 1-7 Ko_패

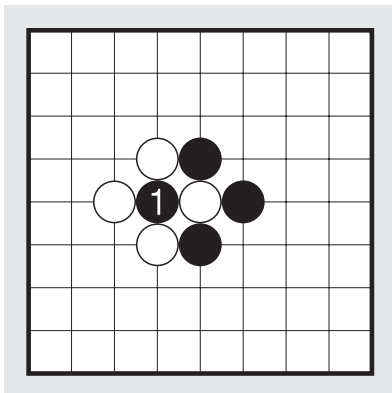
패는 바둑에만 있는 아주 독특하고 재미있는 규칙입니다. 서로 단수되어 있는 모양에서 발생하는데, 같은 형태가 반복되는 것을 막기 위하여 ‘패’라는 규칙을 만들었습니다. 한쪽이 패를 따내면 다른 한쪽은 곧바로 패를 따내지 못하고 반드시 다른 곳에 두어야 합니다. 만약 두 대국자가 모두 다른 곳에 두면 다시 패를 따낼 수 있습니다. 만약 상대방이 먼저 패를 따냈는데 내가 바로 패를 따내면 반칙패가 되니 주의해 주세요.

‘Ko’ is a unique position of stones. In ko, both Black and White are in mutual dansoo, which repeats indefinitely. There is a special rule to avoid the endless repetition. When you take your opponent’s stone in ko, she must first play elsewhere before returning to take your stone. If you both play elsewhere, then you can capture your opponent’s stone again. Don’t forget this rule, because if you forget to play elsewhere first, you will lose the game.

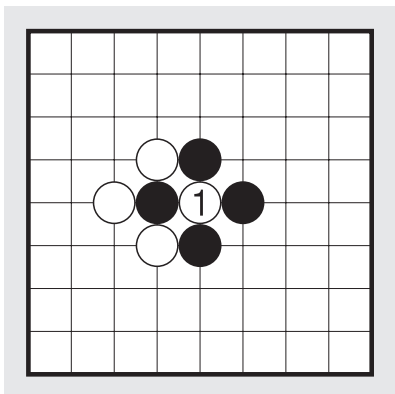
Dia.01



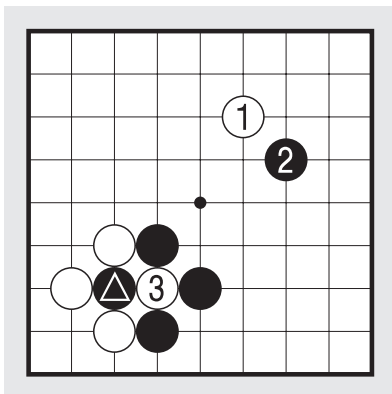
Dia.02



Dia.03



Dia.04



01. △표시 된 백돌이 단수가 된 모양입니다.
02. 흑1로 따낼 수 있습니다.
03. 이때 다시 백1로 따내는 것은 반칙입니다.
04. 백은 반드시 다른 곳에 한 번 둔 이후에 패를 따내야 합니다.

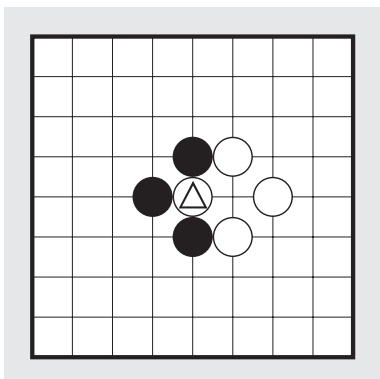
01. The marked white stone is in dansoo.
02. Black can capture it with 1.
03. White cannot capture Black back right away.
04. White must play somewhere else before coming back for playing 3.

TEST 패를 따내 주세요.

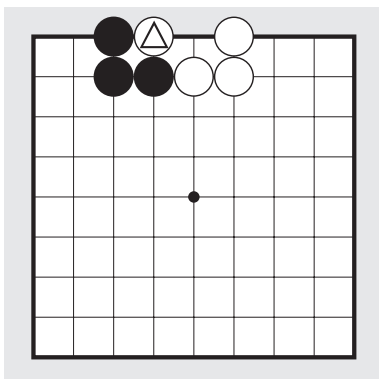


Capture the marked stone entangled in a ko.

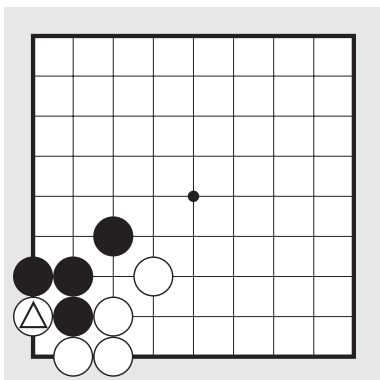
Test 01 ★



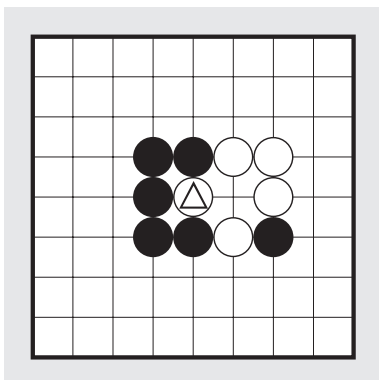
Test 02 ★



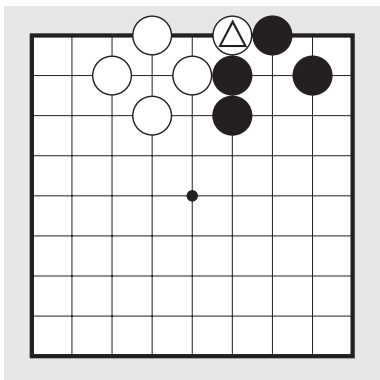
Test 03 ★



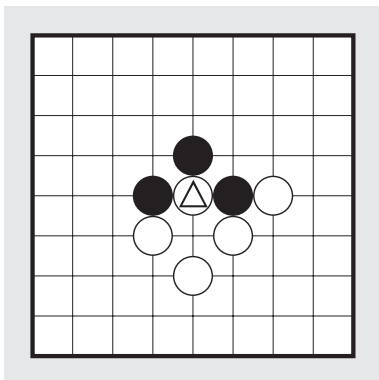
Test 04 ★★



Test 05 ★★



Test 06 ★★



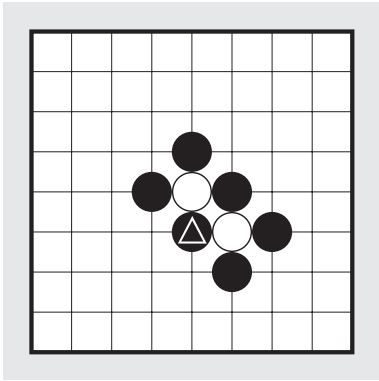
TEST



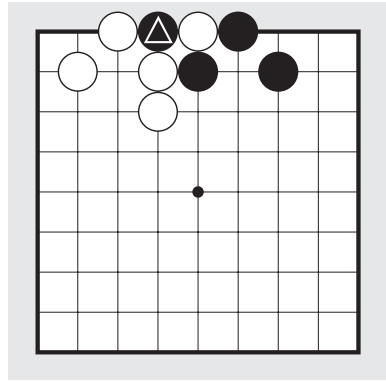
패가 맞으면 ○, 아니면 ×로 표시해 주세요.

Mark O when it is a ko, X if not.

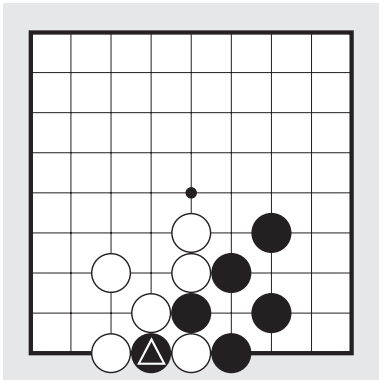
Test 07 ★★★



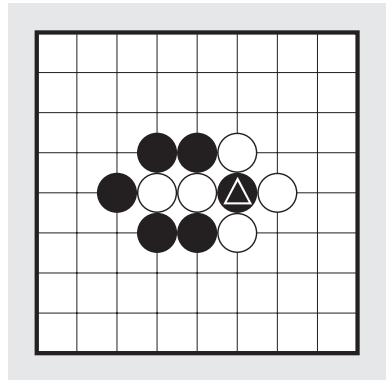
Test 08 ★★★



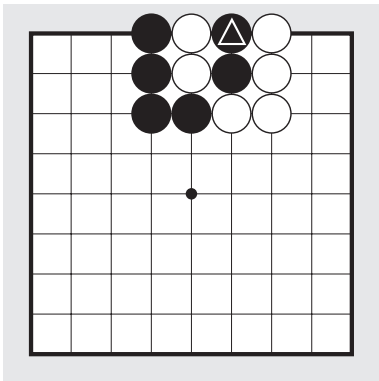
Test 09 ★★★



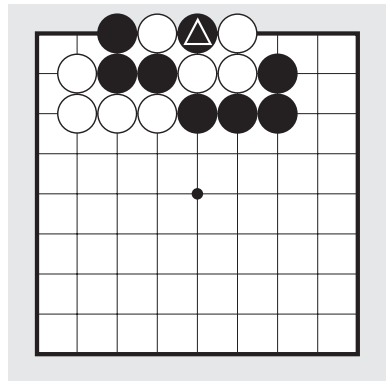
Test 10 ★★★★★

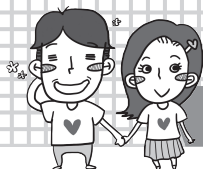


Test 11 ★★★★★



Test 12 ★★★★★





바둑의 역사

바둑은 세계에서 가장 오래된 오락으로 4000여년의 유구한 역사를 자랑합니다. 바둑은 중국에서 시작되어 삼국시대¹⁾에 우리나라로 전래되었고 백제²⁾가 다시 일본에 전하였습니다.

삼국시대에 바둑은 주로 귀족들이 즐겼는데 다른 오락에 비해 깊이가 있고 사고력이 필요하여 고상한 오락으로 평가 받았습니다. 고려시대³⁾에는 여성도 바둑을 두었다는 것을 기록을 통해 알 수 있습니다. 조선시대⁴⁾에는 주로 사대부들이 즐겨 두었는데, 『난중일기(亂中日記)』⁵⁾를 통해 이순신 장군⁶⁾도 바둑을 즐겨 두었다는 것을 알 수 있습니다.

중국에서는 우리에게도 친숙한 제갈량⁷⁾, 조조⁷⁾ 등이 바둑을 즐겼는데 그 중 관우⁷⁾가 팔에 독화살을 맞아 화타⁷⁾가 수술을 집도할 때 고통을 잊기 위해 바둑을 둔 것은 유명한 이야기입니다. 양귀비⁸⁾와의 로맨스로 유명한 당 현종⁹⁾도 바둑을 아주 좋아하였다고 하죠. 일본에서도 주로 귀족들이 즐겨 두었는데, 헤이안시대(794~1185)¹⁰⁾ 일본 고전문학의 최고봉 『겐지이야기(源氏物語)』¹¹⁾의 작가로 유명한 여류작가 무라사키시키후(紫式部)¹²⁾ 또한 바둑을 둘 줄 알았다고 합니다.

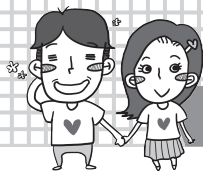
1. 삼국시대 - (BC57~AD935) 한국의 고구려·백제·신라의 세 나라가 서로 세력을 다투었던 시대
2. 백제 - 삼국시대 세 나라 중 하나로 일본과의 교역이 활발했던 나라
3. 고려시대 - (AD918~1392) 신라말기에 분열돼 있던 나라를 통일한 한국 왕조
4. 조선시대 - (AD1392~1910) 고려시대 다음의 한국 왕조
5. 난중일기 - 조선시대 명장 이순신이 임진왜란 중에 쓴 7년간의 진중일기
6. 이순신장군 - 임진왜란(1592) 때 일본군을 물리치는 데 큰 공을 세운 명장
7. 제갈량, 조조, 관우, 화타 - 중국 삼국시대의 인물들
8. 양귀비 - 당나라(중국의 왕조) 현종의 비로 중국 4대 미인 중 한 명
9. 당 현종 - 중국 당나라(AD618년~907)의 6대 황제
10. 헤이안시대 - (AD794~1185) 일본의 시대 구분 중 하나
11. 겐지이야기 - 헤이안시대를 대표하는 장편소설
12. 무라사키시키후 - 『겐지이야기』를 지은 헤이안시대의 여류작가



The History of Baduk

Baduk is a game with a long history of more than 4000 years. It originated in China, was introduced to the Korean Peninsula during the Three Kingdoms Era¹⁾, and then traveled to Japan. Baduk was popularized among aristocrats in the early days, and was considered a sophisticated game demanding deeper and higher thoughts. Both men and women enjoyed the game over the centuries, and Baduk became the game of choice for the Korean literati during the Joseon Dynasty²⁾. Admiral Soon-sin Yi³⁾ wrote in <Nanjoong Ilgi>⁴⁾ of his love for the game. In China, the legendary Zhuge Liang⁵⁾ and Cao Cao⁵⁾ were among those who loved the game. It is even said that Guan Yu⁵⁾ played Baduk to distract himself from the pain of arm surgery without anesthesia. Emperor Xuanzong⁶⁾, famed for his love of the beautiful Yang Guifei⁷⁾, was an aficionado as well. Baduk was also beloved by Japanese aristocrats. Murasaki Shikibu⁸⁾, the author of <Genji Monogatari>⁹⁾, known as the first novel in human history, is known to have played Baduk.

-
1. Three Kingdoms Era (57 BC~935 AD): A period when there were three kingdoms of Goguryeo, Baekje, and Silla in the Korean peninsula.
 2. Joseon (Chosun) Dynasty (1392~1910 AD)
 3. Famous admiral of the Joseon Dynasty who repulsed the Japanese Navy during the Japanese Invasion of Korea in 1592.
 4. Famed wartime journal of Soon-sin Yi.
 5. Zhuge Liang, Cao Cao, and Guan Yu: Famous figures of the Chinese Three Kingdoms Period.
 6. The 6th Emperor of the Chinese Tang Dynasty (618~907 AD).
 7. Wife of Xuanzong, one of the Four Beauties of Ancient China.
 8. Female writer of the Heian Period (794~1185 AD) in Japan.
 9. The representative Heian novel.



day 1-8 Fun Facts_쉬어가는 페이지

바둑과 두뇌발달

2010년 8월, 바둑이 두뇌발달에 좋은 영향을 준다는 서울대병원 권준수 교수팀의 연구결과가 발표되었습니다. MRI영상의 하나인 확산텐서영상(Diffusion Tensor Imaging:DTI)을 통해 바둑 전문가들이 일반인들보다 집중력과 문제해결 능력 등을 관장하는 전두엽과 다른 뇌의 영역들이 긴밀하게 연결돼 있는 것을 발견했습니다.

특히 바둑 전문가들은 기억력을 담당하는 측두엽 신경연결이 발달했는데 일반인들은 기억을 하나씩 저장하는데 비해 바둑 전문가들은 패턴 자체를 기억의 저장고인 측두엽에 담아 놓았다가 필요할 때 효율적으로 꺼내 활용한다고 합니다. 또한 시공간적인 정보처리도 신속하게 처리하는 능력을 가지고 있다고 합니다.

Baduk and the Brain

In August 2010, the research team of Seoul National University Hospital reported that Baduk is beneficial for brain development. Using Diffusion Tensor Imaging (DTI), a type of MRI, the research team discovered several crucial differences between the brains of Baduk experts, and those of non-players. For instance, there is a much closer connection between the frontal lobe (overseeing concentration and problem-solving abilities) and other areas of the brain in Baduk experts. Another difference is that Baduk experts have much better-developed neural connections in the temporal lobe, which governs long term memory. While non-players store memories one at a time, Baduk experts store whole patterns within the temporal lobe and are able to recall and use them efficiently when needed. Baduk experts also have the ability to process temporal and spatial information more proficiently.



● 세계 바둑계 현황

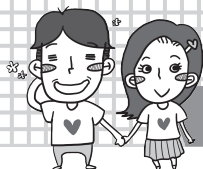
International Go Federation 즉 국제바둑연맹에 소속된 나라는 2011년 현재 71개국에 이릅니다. 현재 바둑은 한중일 삼국을 비롯해 대만, 태국, 베트남, 말레이시아 등의 동남아시아, 미국, 독일, 프랑스, 영국 등 서양, 그리고 남아프리카 모로코 등의 나라에서도 즐기는 오락이 되었습니다.

2010년 제16회 광저우아시안게임에서 바둑이 정식종목으로 채택되었습니다. 한국선수단은 혼성 페어전, 여자단체전, 남자단체전에서 모두 금메달을 획득하는 쾌거를 이루었습니다. 양궁, 골프 등에 이어 전 종목 석권을 했는데요, 2014년 인천아시안게임에서도 바둑을 볼 수 있기를 기대해 봅니다.

● Baduk Worldwide

There are 71 member nations in the International Go (Baduk) Federation. Baduk is no longer a game played just in the three Asian countries of Korea, Japan, and China. Other nations located around the world, such as Chinese Taipei, Thailand, Vietnam, Malaysia, USA, Germany, France, Great Britain, South Africa, Morocco, etc. have all joined in.

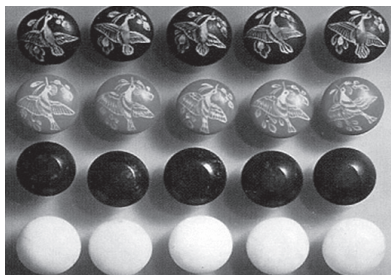
In the 2010 Asian Games in Guangzhou, the Korean national team won all three medals in Baduk, for Men's Team, Women's Team, and Mixed Doubles. Baduk lovers all over Asia hope to see Baduk again in the 2014 Asian Games in Incheon.



바둑판과 바둑알 _ Stones and Boards



▲ 봉황고성배에서 사용된 대형바둑판
Super-sized board used in the Bonghwangkosung Cup



▲ 홍감아발루기자(紅紺牙撥鑊碁子)
Hongamabalu Baduk stones
(carved ivory painted red and blue).



▲ 1999년 티베트 라싸 동쪽 메드로공카현 송체감포 왕의 출생지에서 출토된 17줄의 티베트 돌바둑판
Tibetan stone-board with 17x17 grid excavated in the east of Lhasa, the birth-place of the Tibetan king Srong-btsan sgam-po (581-649 AD).



▲ 은평탈합자(銀平脫合子)
Stone Container
(lacquered wood inlaid with silver)



▲ 목화자단기국(木畫紫檀碁局)
Mokhwajadan Baduk Board
(sandalwood inlaid with precious materials)

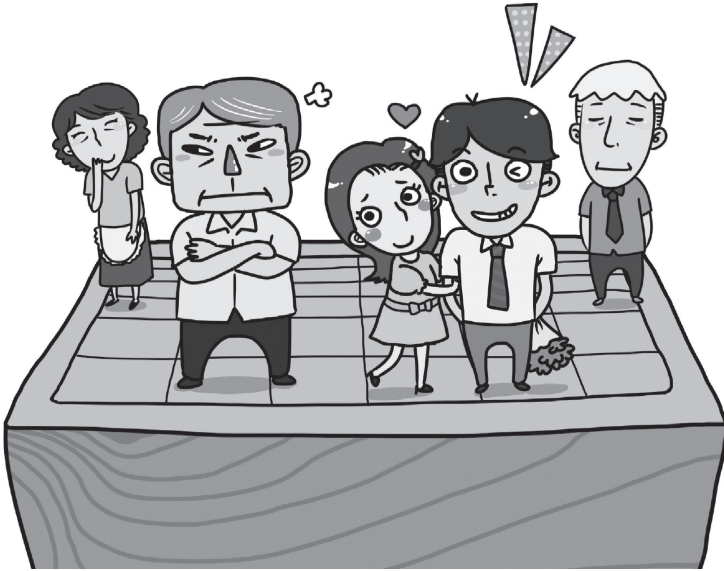


▲ 소가죽으로 만든 17줄의 티베트 바둑판
Tibetan Baduk board with 17x17 grid drawn on cowhide.

Day 2 둘째 날

Closing a Game 마무리 짓기

1. Life and Death 1 _ 사활1(두 눈 만들기)
2. Life and Death 2 _ 사활2(3궁)
3. Dead Stones _ 사석 구분하기
4. Defending Territory _ 경계선 막기
5. Neutral Point _ 공배
6. Counting/Resigning _ 계가/불계
7. Fun Facts _ 쉬어가는 페이지



한 판의 바둑을 끝내기 위해서 필수적으로 알아야 할 것들을 배워보겠습니다.
이번 주를 마치고 나면 당신도 스스로의 힘으로 바둑 한 판을 둘 수 있을 것입니다.

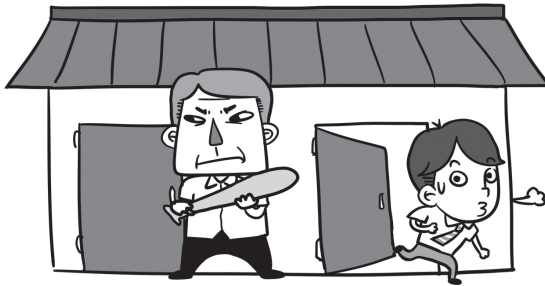
Now you will learn the things you should know in order to finish a game.
After this week's lesson, you will be able to play on your own without any help.



day 2-1 Life and Death 1_사활1(두 눈 만들기)

바둑에서 사활은 돌의 삶과 죽음을 뜻합니다. 돌이 살고 죽는 것은 승부와 직결되기 때문에 매우 중요하죠. 바둑규칙 중 상대방에게 포위당해도 착수금지 구역이 두 곳 이상이면 산다는 규칙이 있습니다. 즉 각각 독립된 집을 두 곳 만들면 살 수 있는 것이죠.

In Baduk, 'Life and Death' means that of the stone(s). The life and death of stone(s) is important since it is directly related to the result of a game. In Baduk, there is a rule that says 'when your group of stones has two illegal points, it is viable even if surrounded by the opponent.' This rule can be restated as follows: 'a group of stones is alive when it has two separate eyes.' Let's learn about the 'eye.'

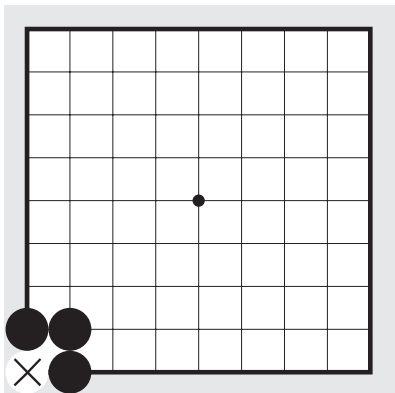


I 눈 _ Eye I

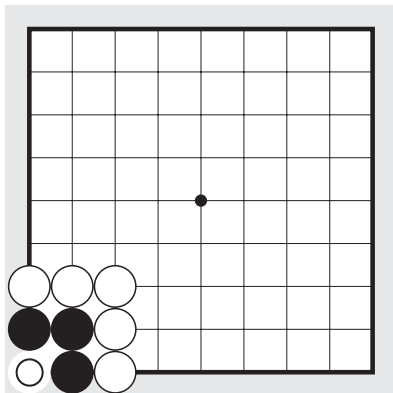
바둑에서 집을 가리키는 용어가 여러 가지 있습니다. '눈'은 사활과 직결되는 집을 말하며 '안형(眼形)'은 '눈'이 될 수 있는 형태를 가리킵니다. 그 외에 '가(家)', '호(戶)', '궁(宮)' 등이 있습니다.

There are many terms in Baduk meaning territory. The expression 'Eye' is used for territory directly related to the life and death of stones. An 'Eye Shape' is a shape that can be easily changed into an eye. 'Ga(家),' 'Ho(戶),' 'Gung(宮)' are also terms meaning territory.

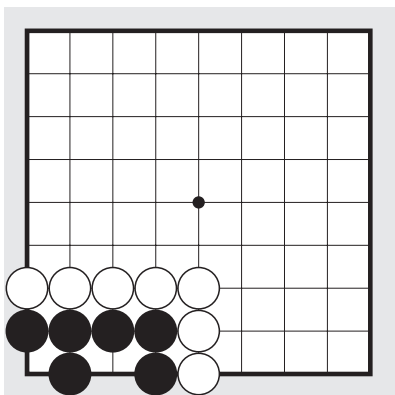
Dia.01



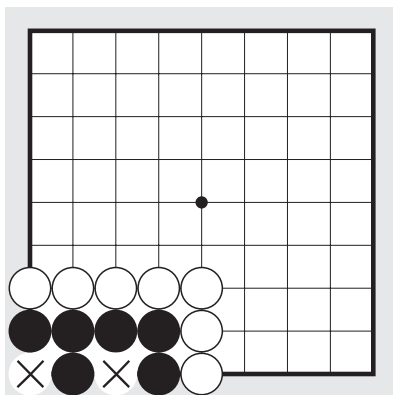
Dia.02



Dia.03



Dia.04



01. X의 곳은 착수금지 구역이므로 둘 수 없습니다.
02. 흑돌이 단수가 되면 O의 곳은 착수금지 구역이 아닙니다.
03. 이것이 바로 살아 있는 모양입니다.
04. 착수금지 구역이 2곳이면 백이 흑돌을 따낼 수 없기 때문에 살아 있는 것이죠.

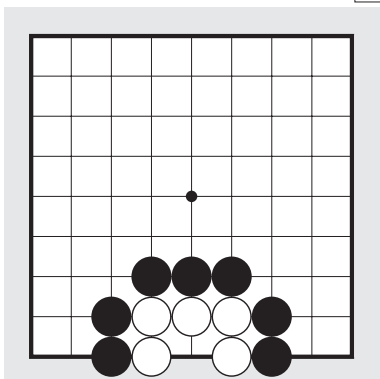
01. The marked point is illegal for White.
02. However, if Black is surrounded by White like this, the marked point is no longer illegal.
03. This is a viable shape.
04. When there are two illegal points as shown here, White cannot capture the black stones. Therefore, the black stones are viable.

TEST 백이 살아 있으면 O, 죽어 있으면 X로 표시해 주세요.

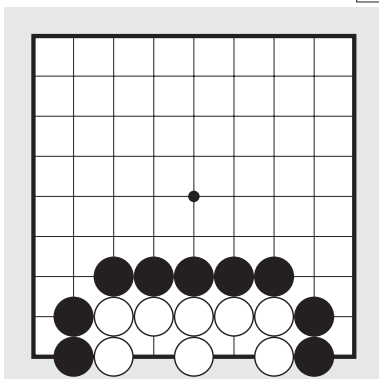


Mark O if White is alive, X if dead.

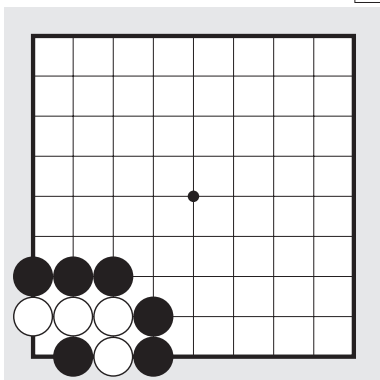
Test 01 ★



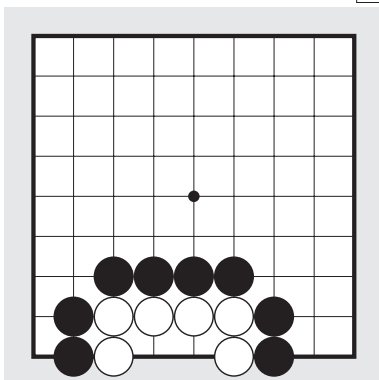
Test 02 ★



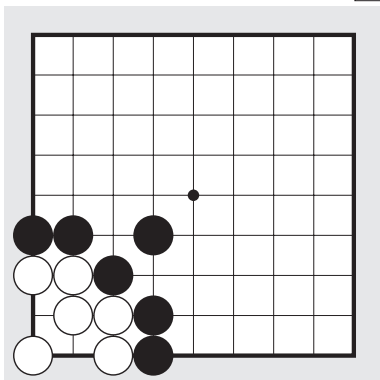
Test 03 ★★



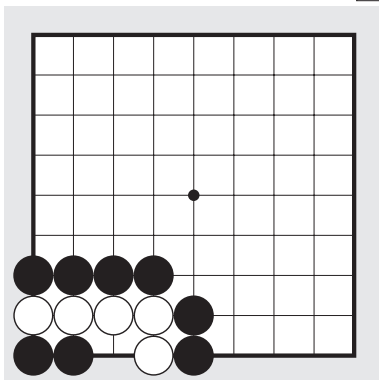
Test 04 ★★



Test 05 ★★★



Test 06 ★★★

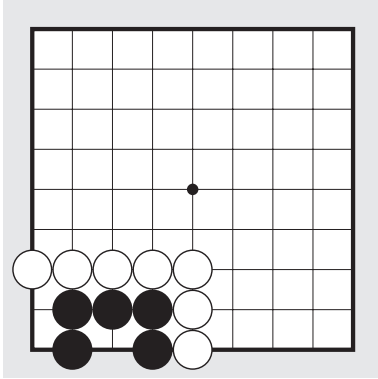


TEST

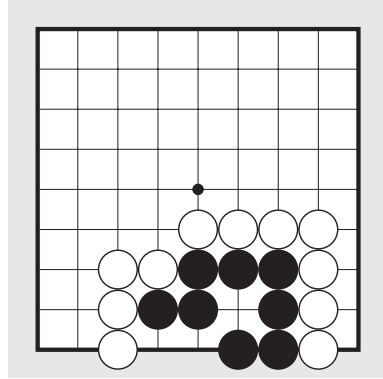
두 눈을 만들어서 살려보세요.

Make two eyes to save the black stones.

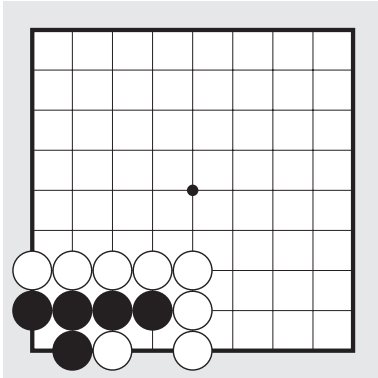
Test 07 ★



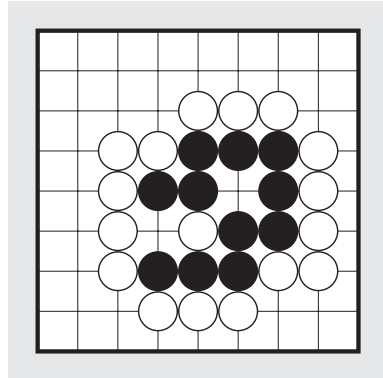
Test 08 ★



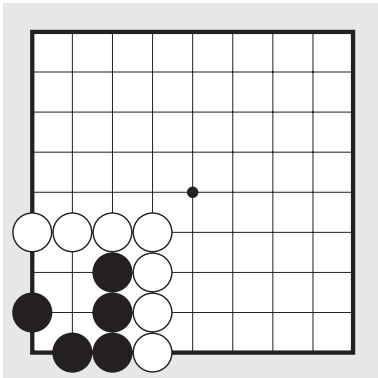
Test 09 ★★



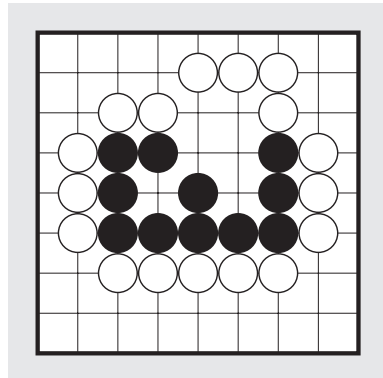
Test 10 ★★



Test 11 ★★★



Test 12 ★★★★★





day 2-2 Life and Death 2_사활2(3궁)

3궁은 집이 3곳 있는 모양을 말합니다. 3궁은 포위당했을 때 살아 있지 못한 모양입니다. 때문에 포위당했을 때에는 반드시 떨어진 집을 두 곳 만들어서 살려야 합니다. 만약 다른 곳을 두면 상대방한테 잡혀버리니 조심하세요.

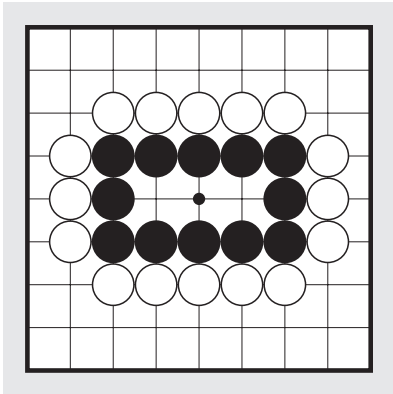
If your stones surrounded by your opponent have only three empty points connected to each other, they are about to die. If you don't add a reinforcing move, your opponent will kill them. Therefore, you have to make two separate eyes to save your group.



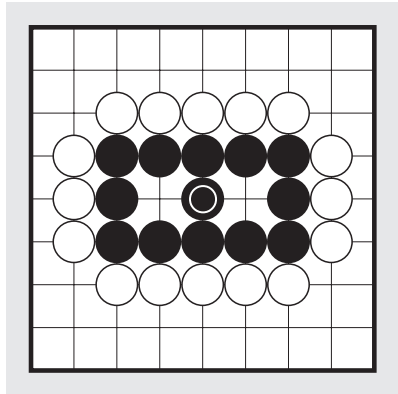
3궁의 급소는 가운데입니다. 즉 돌의 가운데를 찾으면 간단하겠죠?
마찬가지로 잡을 때도 돌의 가운데에 두면 쉽게 잡을 수 있습니다.

The vital point in the three-point-shape is in the middle. The point in the middle is useful for both killing your opponent's group, and for saving your own group.

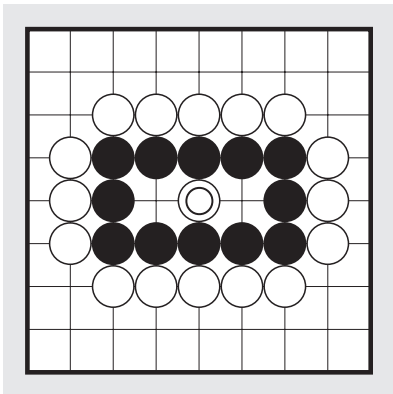
Dia.01



Dia.02



Dia.03



01. 포위당해 있는 흑은 3궁입니다.
02. 독립된 두 집을 만들어서 살려주어야 합니다.
03. 흑이 다른 곳에 두면 백에게 ◎곳을 당해 잡힙니다.

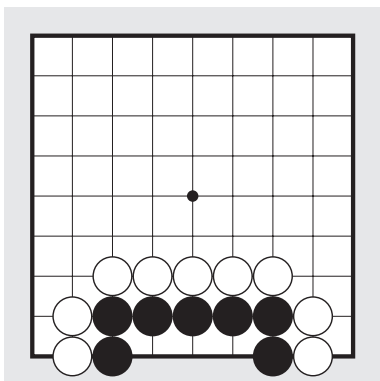
01. The black group surrounded by White has three points in it.
02. Black can save this group by playing in the middle.
03. If Black ignores it, White will kill his group by playing at the same point.

TEST 두 눈을 만들어서 살려보세요.

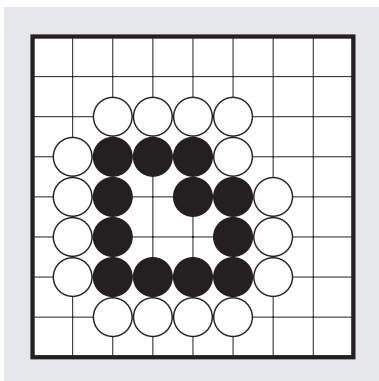


Make two eyes to save the black stones.

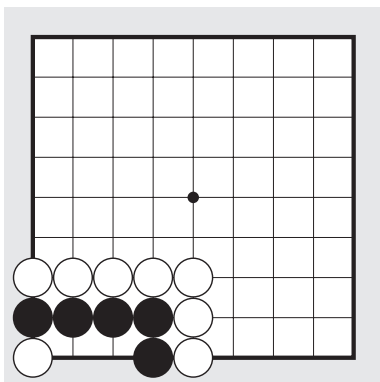
Test 01 ★



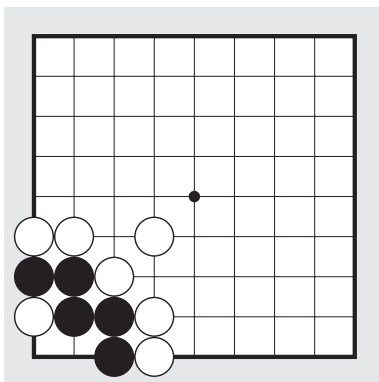
Test 02 ★



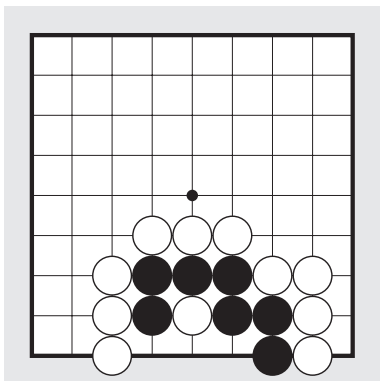
Test 03 ★★



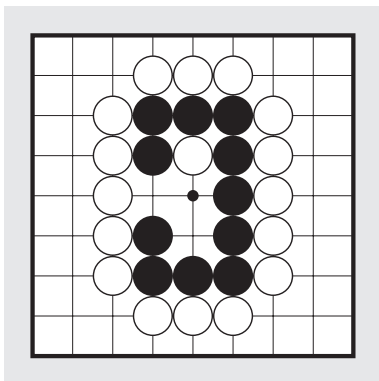
Test 04 ★★



Test 05 ★★★



Test 06 ★★★



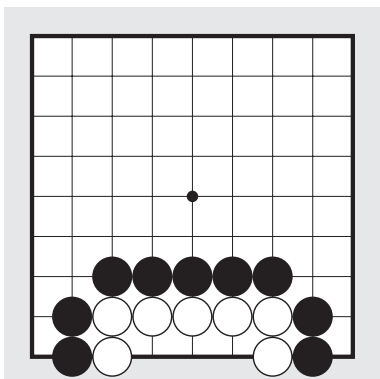
TEST

백돌을 잡아주세요.

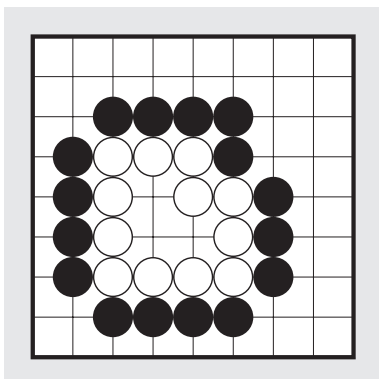


Capture the white stones.

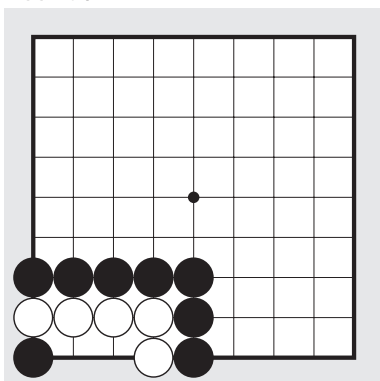
Test 07 ★



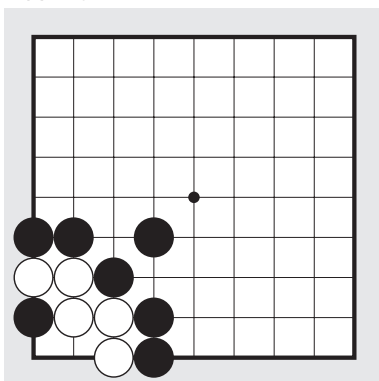
Test 08 ★



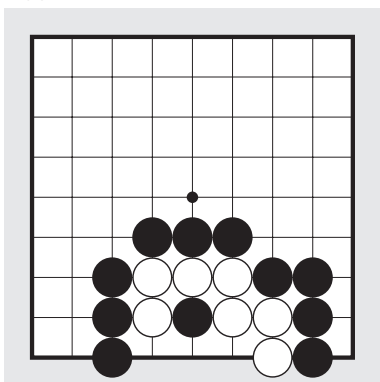
Test 09 ★★



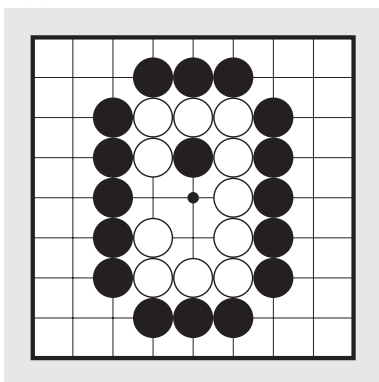
Test 10 ★★



Test 11 ★★★



Test 12 ★★★





day 2-3 Dead Stones_사석 구분하기

사석 「死石」_ Dead Stones

한자 그대로 죽은 돌을 뜻합니다. 대국 중 따낸 돌과 따내진 않았지만 잡혀 있어서 대국이 끝난 후에 바둑판에서 들어내는 돌을 합쳐서 사석이라고 하죠. 사석은 일종의 포로라고 할 수 있는데요, 대국이 끝난 후에 상대방 집을 메워서 줄이는데 쓰입니다. 사석이 많으면 많을수록 상대방 집을 많이 줄일 수 있겠죠?

‘Dead Stones’ include both the stones captured and taken off the board and the ones killed but remaining on the board until the end of a game. These stones must be removed when the game is over. These captured stones are used for filling in your opponent’s territory when the counting begins. The more stones you capture, the less territory your opponent has.

집 세기 _ Counting

집을 세는 방법을 알면 내 영토의 크기뿐만 아니라 상대방 영토의 크기를 알 수 있습니다. 집은 영토와 같은 말인데요, 광활한(?) 영토의 크기를 어떻게 알 수 있을까요?

집을 세는 법은 의외로 단순합니다. 가로선과 세로선이 교차된 곳을 한 집으로 세면 되는 거죠. 이것만 이해하면 이제 필요한 건 간단한 산수실력뿐.

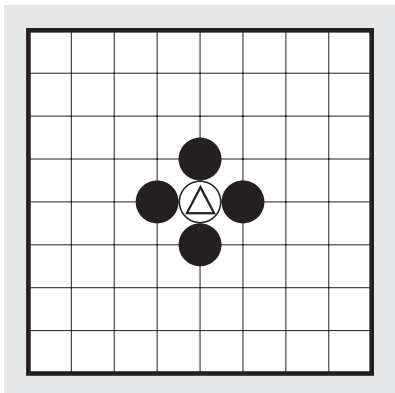
If you know how to count territory, you can measure the size of your territory as well as your opponent’s. Counting is very simple. You just count the empty points where two lines meet, surrounded by one-colored stones. After this, the rest is a basic algebra.



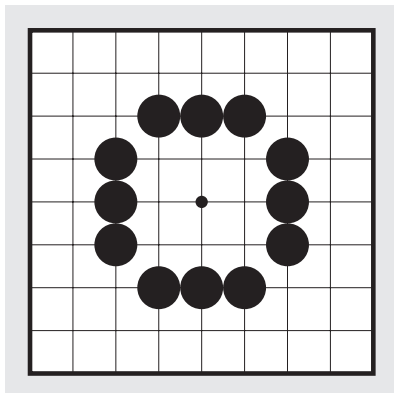
집을 네모나게 만들면 세기가 쉬워집니다. 네모 모양으로 집을 정리한 다음 구구단을 이용해서 집을 세면 당신도 집 세기의 달인이 될 수 있습니다. 예) 2×5 , 5×4

When you count territories, it makes the counting easier if you re-arrange stones on the border to shape the territories into rectangles. Then you count the points on the two sides of the rectangle and multiply the numbers. For example, if they are 6 and 7, $6 \times 7 = 42$ points!

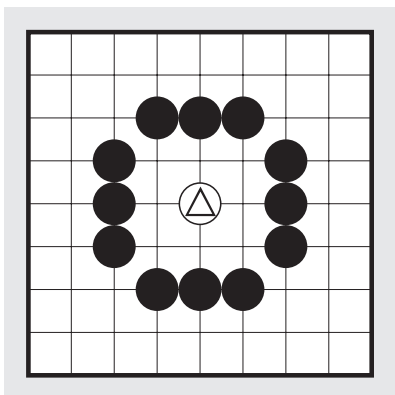
Dia.01



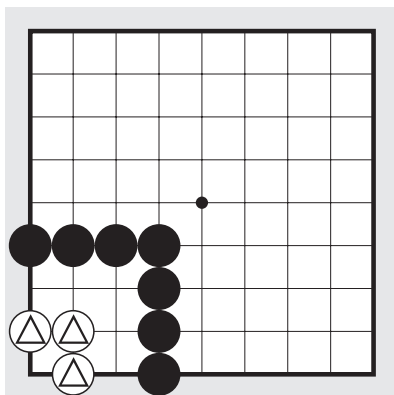
Dia.02



Dia.03



Dia.04



01. 세모 처진 백 한 점을 잡았습니다. 이 백돌은 '사석'이죠.
02. 완벽하게 둘러싼 흑집이 있습니다.
03. 세모 처진 백돌이 갇혀 있습니다. 이 돌 역시 '사석'입니다.
04. 포위당했을 때 눈이 하나밖에 없으면 역시 '사석'입니다.

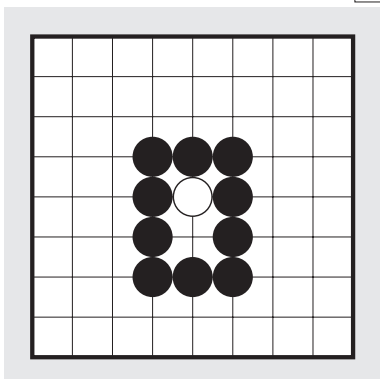
01. Black captured the marked white stone. This white stone is a dead stone.
02. The territory is perfectly surrounded by Black.
03. The marked white stone is a captive inside Black's territory. This one is also a dead stone.
04. The three marked white stones have only one eye, so they are also dead stones.

TEST 백이 살아 있으면 ○, 죽어 있으면 ×로 표시해 주세요.

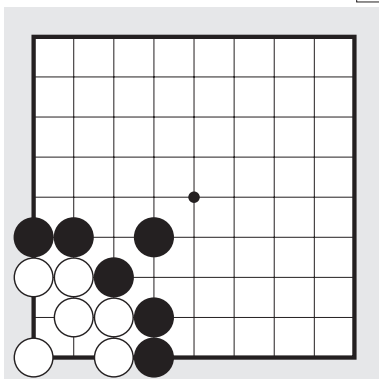


Mark O if White is alive, X if dead.

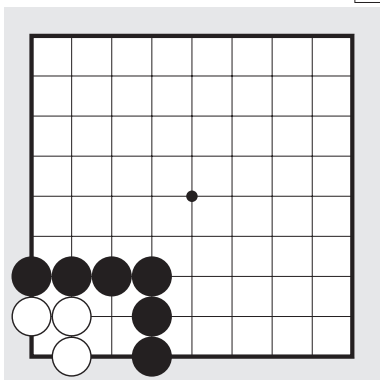
Test 01 ★



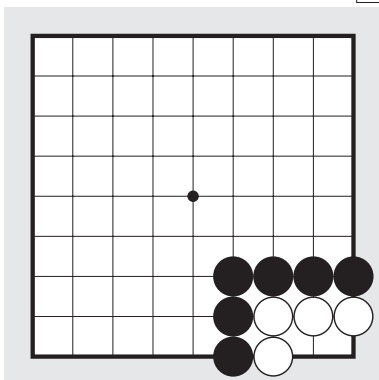
Test 02 ★



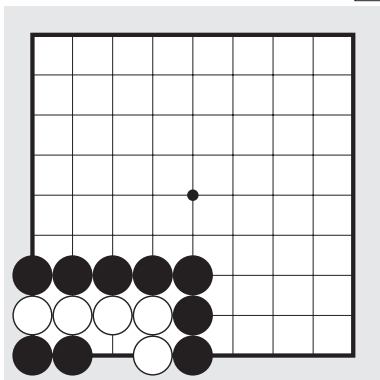
Test 03 ★★



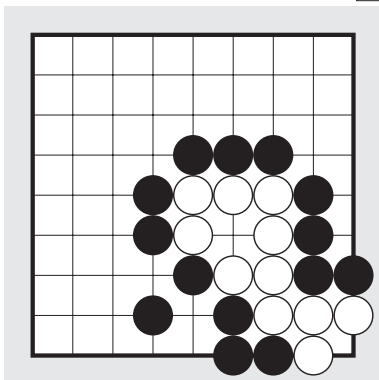
Test 04 ★★



Test 05 ★★★



Test 06 ★★★



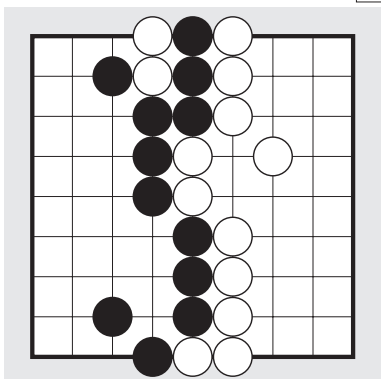
TEST



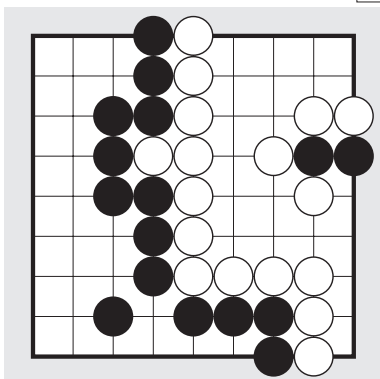
사석을 모두 찾아서 ×로 표시해 주세요.

Mark all the dead stones with X.

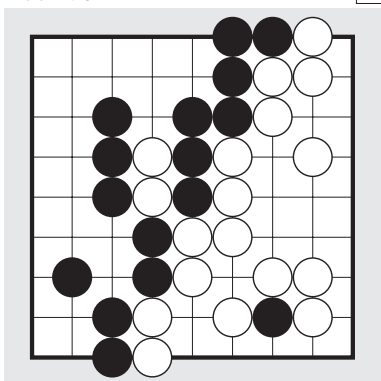
Test 07 ★



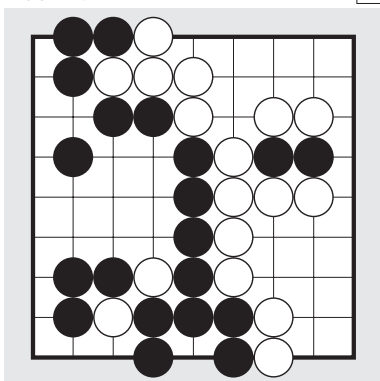
Test 08 ★



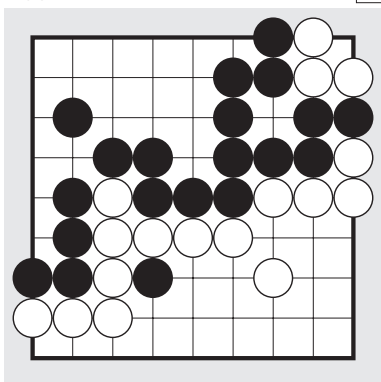
Test 09 ★★



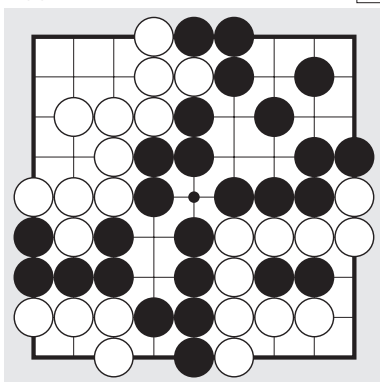
Test 10 ★★



Test 11 ★★★



Test 12 ★★★





day 2-4 Defending Territory_경계선 막기

집의 조건 중 가장 중요한 것은 흑백 간의 경계선입니다.

흑백 간에 경계선이 마무리 되어야 완벽한 집의 형태를 갖추게 되는 것입니다. 상대방이 조금이라도 쳐들어 올 수 있는 공간이 있다면, 그 집은 아직 방어할 곳이 남아 있는 것이죠. 상대방이 쳐들어올 수 있는 곳은 막고, 내가 쳐들어 갈 곳이 있으면 놓치지 말고 침범해 보세요.

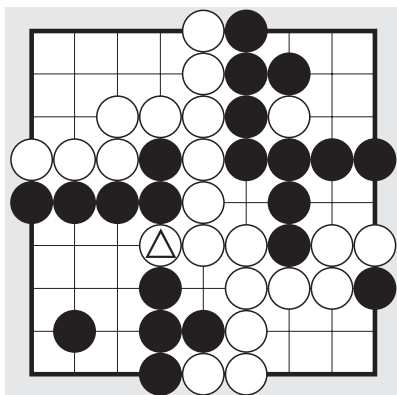
A border is essential for establishing a territory. You need to make clear border lines to have a well-defended territory. Your territory is still vulnerable if there is the tiniest hole where your opponent can break through. Block all the leaking places, and break through all of your opponent's holes.



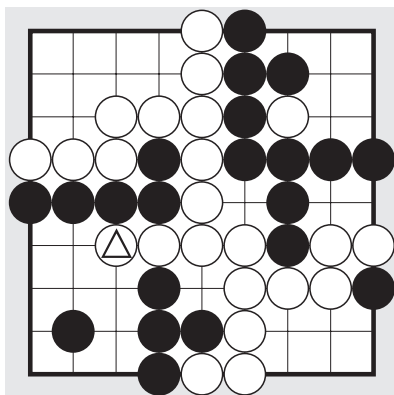
나의 군사들이 전쟁 중에 국경선에서 보초를 서고 있다고 생각해 보세요. 경계가 허술한 곳, 약한 곳을 상대방 군사들이 찌르고 들어옵니다. 방어를 하지 않으면 경계선이 무너지고 내 영토가 줄어들니까 최선을 다해 방어를 해야겠죠? 국경선을 사수해 주세요!

Imagine that you're watching the frontline during a war. If there are weakly defended spots, the enemy will target them in order to break through. If you don't defend them, the frontline will collapse and you will lose territory in the blink of an eye. Therefore, it is important to leave no point undefended.

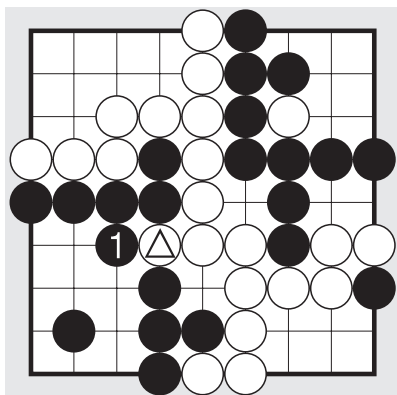
Dia.01



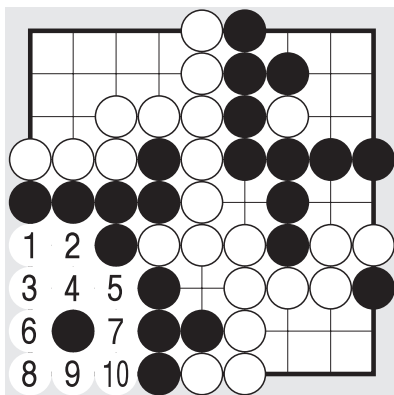
Dia.02



Dia.03



Dia.04



01. 백이 흑의 영토를 침범하려고 합니다.
02. 흑이 방어하지 않으면 백이 계속해서 쳐들어오겠죠?
03. 흑은 1로 막아서 경계선을 마무리 짓고 흑집을 지켜야 합니다.
04. 10집의 흑집이 완성되었습니다.

01. White tries to break into Black's territory with the marked stone.
02. If Black doesn't block, White will continue the invasion.
03. Therefore, Black has to defend his territory by playing 1 and fixing the border.
04. Black now has ten points in that corner.

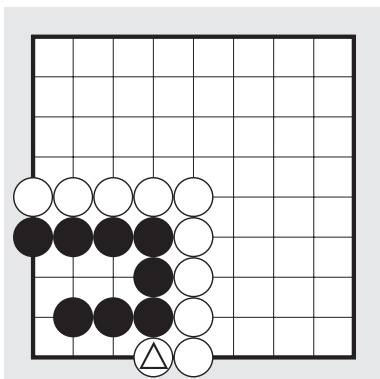
TEST



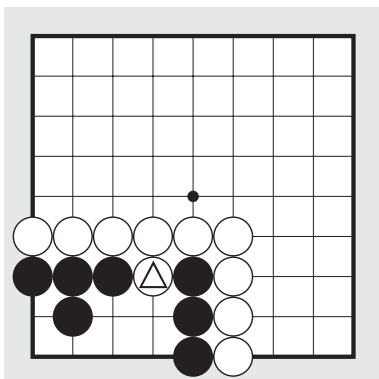
경계선을 막아서 흑집을 완성해 주세요.

Fix Black's border line.

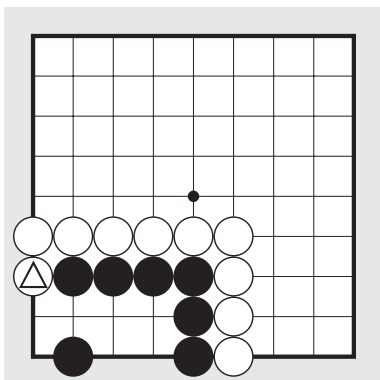
Test 01 ★



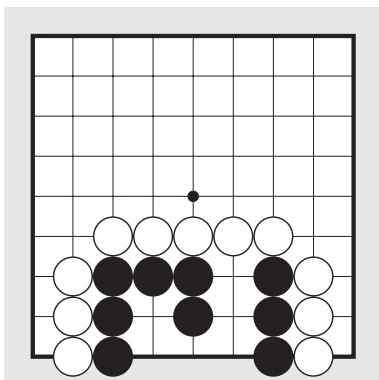
Test 02 ★



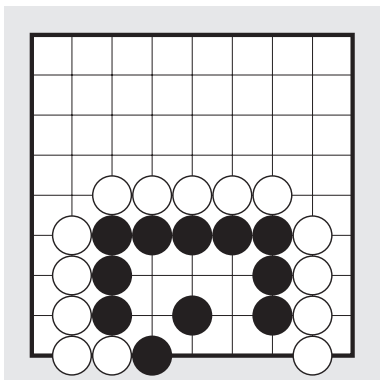
Test 03 ★



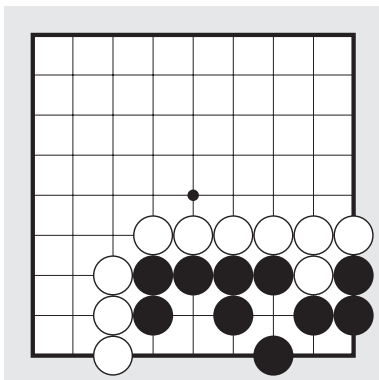
Test 04 ★★



Test 05 ★★



Test 06 ★★



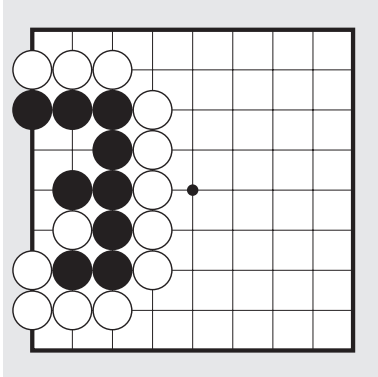
TEST

경계선을 막아서 흑집을 완성해 주세요.

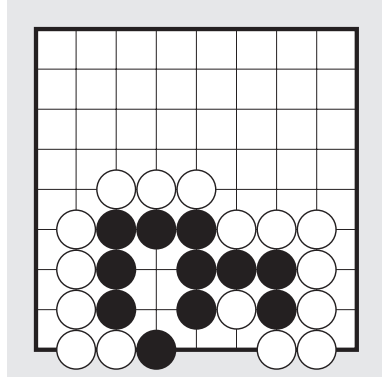


Fix Black's border line.

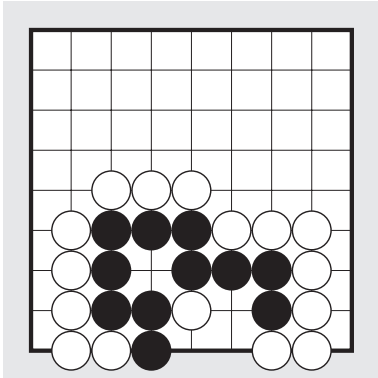
Test 07 ★★★



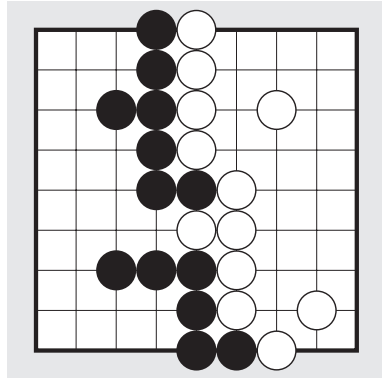
Test 08 ★★★



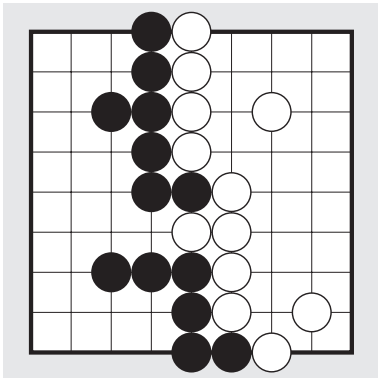
Test 09 ★★★



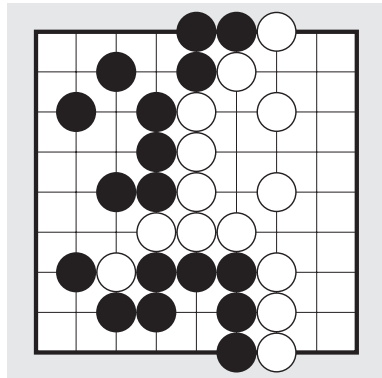
Test 10 ★★★★★



Test 11 ★★★★★



Test 12 ★★★★★





day 2-5 Neutral Point_공배

흑과 백 누가 두어도 집이 되지 않는 곳을 말합니다. 즉 '0' 집짜리의 곳이죠! 공배는 경계선이 마무리 되어서 집이 날 곳이 한 곳도 없을 때 흑과 백이 번갈아서 두면 됩니다. '공배를 메우다' 라고 표현하는데요, 반드시 공배를 다 메운 뒤에 계가를 해야 합니다. 한 판의 바둑은 공배를 다 메우면 비로소 끝나게 되는 것이죠.

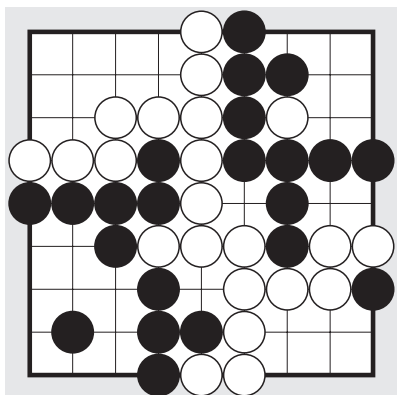
'Neutral Points' are places where neither Black nor White can make territory by playing there. So, there's no point in playing on it! The neutral points remain un-played until a game is over and are filled in by the players in turn. Filling in all the neutral points is a necessary step you have to take before counting. That is, a game is over when all the neutral points are filled in.

I 공배(空排) _ Neutral Point I

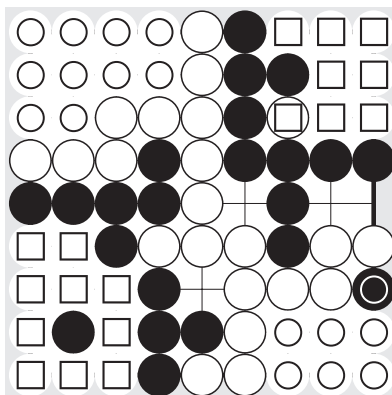
공배를 메우다 보면 단수가 되는 경우가 있기 때문에 공배를 다 메울 때까지 긴장의 끈을 놓으면 안 됩니다. 실제로 2002년 2월 21일 제26기 일본 기성전 도전7번기 제5국, 류시훈 9단과 왕리청 9단의 대국에서 공배를 메우다가 류시훈 9단이 단수를 못 봐서 역전패한 적이 있었습니다. 다 이긴 바둑을 공배 메우다 지면 억울해서 잠도 못자겠죠? 끝까지 최선을 다하는 것이 바둑의 미학이랍니다.

As mentioned above, sometimes even professional players make mistakes while filling in neutral points. On February 21st, 2002, during the fifth round of the Japanese Kisei-sen, Sihoon Ryu 9 dan lost against Richung Wang 9 dan because he didn't notice his group of stones being put in dansoo. Be careful until the game is truly finished.

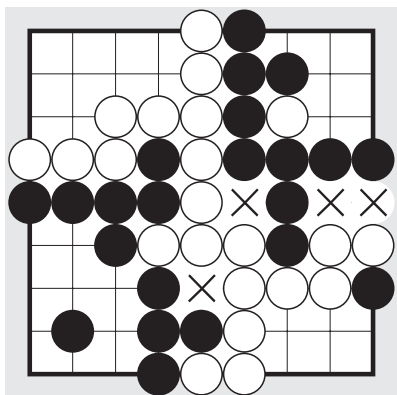
Dia.01



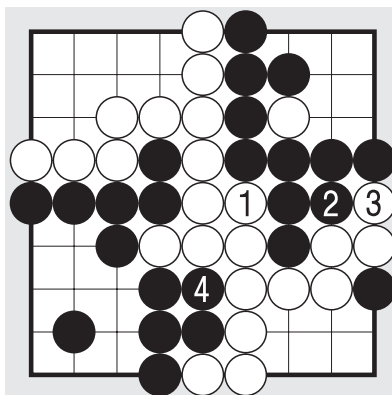
Dia.02



Dia_03



Dia_04



01. 흑백 모두 더 이상 집이 생길 곳이 없네요.
02. 네모 처진 곳은 흑집, 동그라미 처진 곳은 백집입니다. 서로 사색도 한 개씩 있네요.
03. X처진 곳이 바로 공배입니다. 두어도 집이 생기지 않죠.
04. 공배 역시 흑백이 서로 번갈아 가면서 메웁니다.

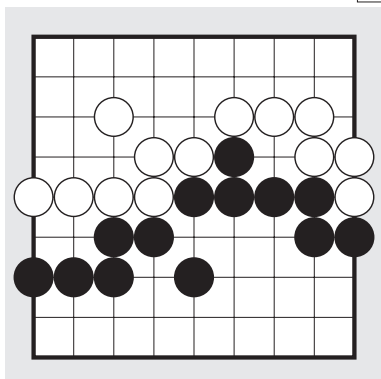
01. There are no more places where Black or White can make territory.
02. The 'marked points are Black's territory, and O-marked ones are White's. Both have one sacrificed stone each.
03. The X-marked points are neutral points.
04. The neutral points should be filled in turn.

TEST 공배인 곳을 모두 찾아 ×로 표시해 주세요.

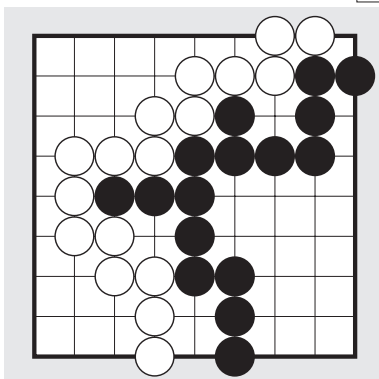


Mark X on all the neutral points.

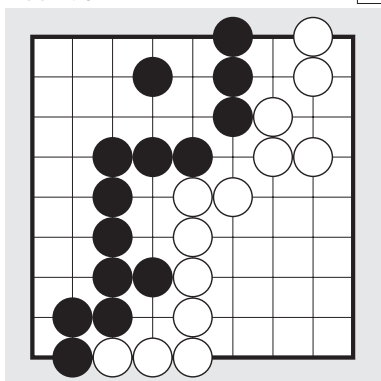
Test 07 ★★★



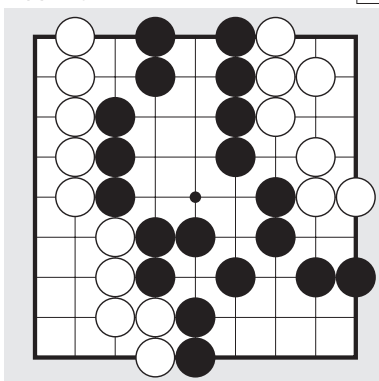
Test 08 ★★★



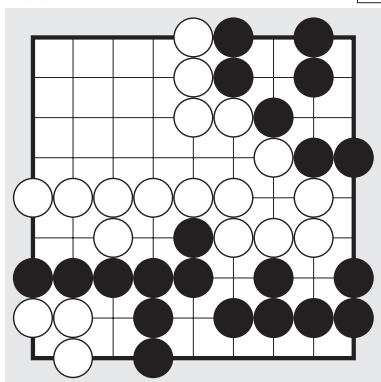
Test 09 ★★★



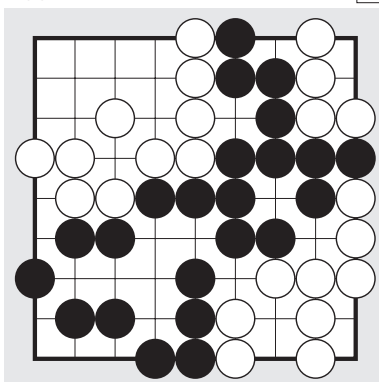
Test 10 ★★★



Test 11 ★★★★★



Test 12 ★★★★★





day 2-6

Counting/Resigning_계가/불계

계가 「計家」 _ Counting

바둑을 다 둔 뒤에, 즉 공배까지 다 메운 후에 어느 쪽의 집이 많은지를 알기 위해 흑백의 집 수를 계산하는 것을 말합니다.

계가하는 법을 알아야 누가 이겼는지 알 수 있겠죠?

‘Counting’ is when you decide which player’s territory is bigger. You do it by counting the points surrounded by one-colored stones.

불계 「不計」 _ Resigning

승패가 뚜렷하여 계가를 하지 않고 바둑을 끝내는 것을 말합니다. 더 이상 두어도 이길 수 없다고 판단되었을 때 기권하는 것이죠. ‘돌을 거두다’ 라고도 표현합니다.

기권할 때는 말로 졌다고 표현하거나 본인의 사석통에 있는 상대방 돌을 바둑판 위에 올려놓으면 됩니다.

이처럼 계가를 하지 않고 이기면 불계승, 지면 불계패라고 합니다.

프로기사들은 보통 5집 이상 차이가 나면 돌을 거둔답니다. 왜냐하면 더 두어도 이길 가능성이 없고 확실히 진 바둑을 계속해서 두는 것은 예의가 아니라고 생각하기 때문이죠.

You can ‘resign’ in the middle of a game without counting when the defeat cannot be avoided in any case. You are giving up instead of spending meaningless time playing out the rest of the game. When you resign, you can express your intention in words, or by putting two of your stones or your opponent’s sacrificed stones on the board.

In professional games, a player usually resigns when more than a 5-point difference is anticipated. Professional players think that it is impolite to prolong a game without any hope of winning.

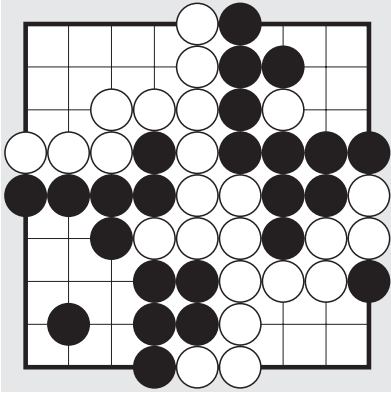


계가할 때는 서로 상대방 집을 정리해 주는 것이 관례입니다.

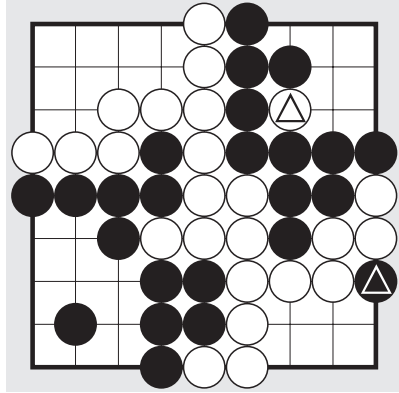
내가 흑이라면 백의 집을 정리해주고, 내가 백이라면 흑의 집을 정리해주는 것이죠

When counting, the players count the opponent’s territory. If you’re Black, you rearrange and count White’s territory and vice versa.

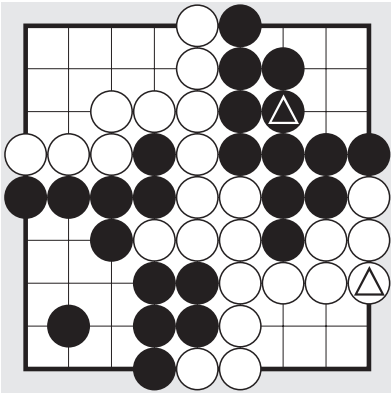
Dia.01



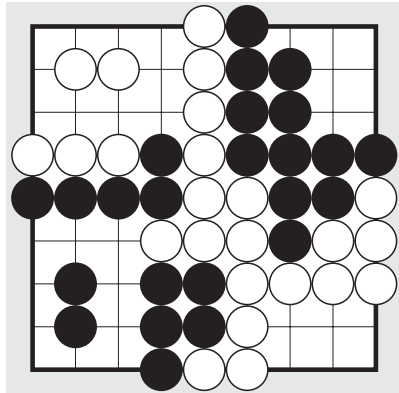
Dia.02



Dia.03



Dia.04



01. 공배까지 모두 메운 모양입니다.
02. 먼저 사석을 들어냅니다.
03. 사석을 상대방 집에 메웁니다.
04. 집을 세기 쉽게 만듭니다. 흑집은 17집, 백집은 16집이므로 흑이 1집을 이겼네요.

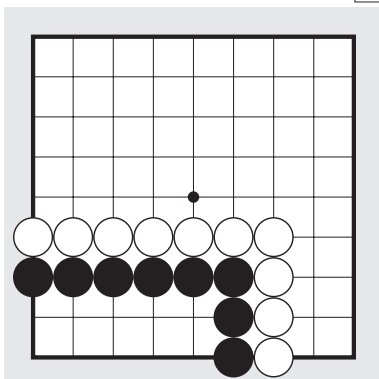
01. The game is over. Even the neutral points are all filled in.
02. First, you take off the sacrificed stones.
03. And then, place the sacrificed stones in your opponent's territory.
04. Rearrange the borders to make counting easier. Black has 17 points while White has 16, so Black wins by 1 point.

TEST 흑집이 몇 집인지 세어주세요.

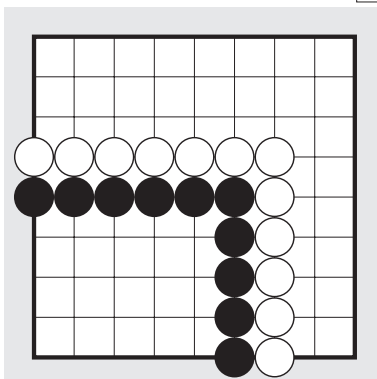


Count how many points Black has.

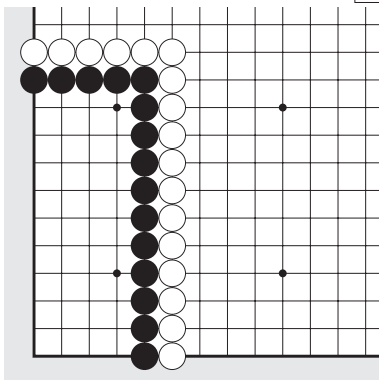
Test 01 ★



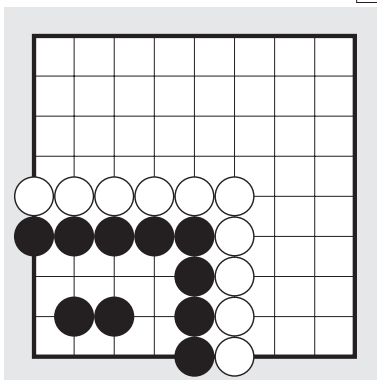
Test 02 ★



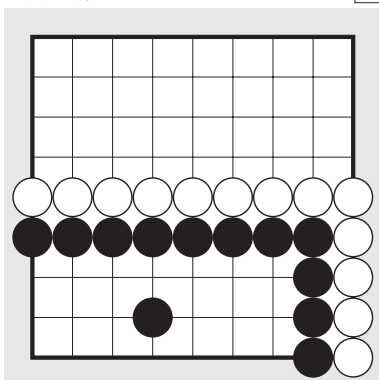
Test 03 ★



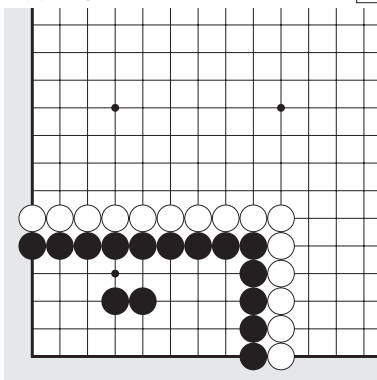
Test 04 ★★



Test 05 ★★



Test 06 ★★



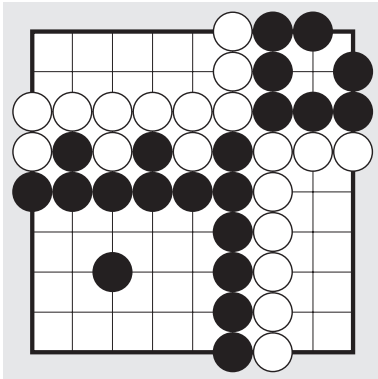
TEST 흑집과 백집이 몇 집인지 세어주세요.



Count how many points Black and White have each.

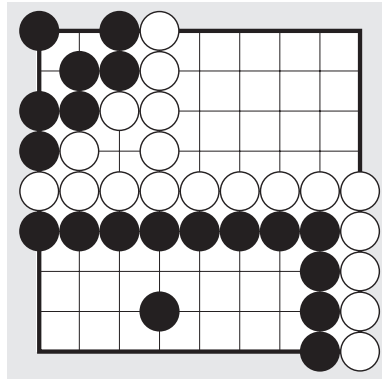
Test 07 ★★★

B ☐ W ☐



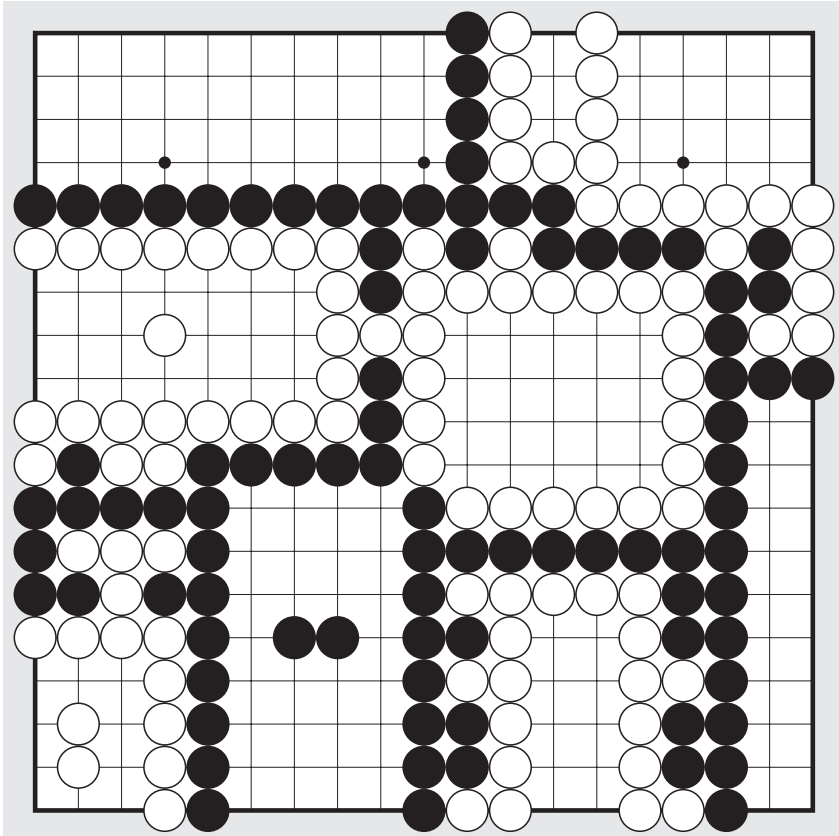
Test 08 ★★★

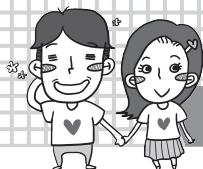
B ☐ W ☐



Test 09 ★★★★★

B ☐ W ☐





day 2-7 Fun Facts_쉬어가는 페이지

덤 _ Compensation

흑이 먼저 두기 때문에 당연히 흑을 잡은 사람이 유리하겠죠? 그래서 '덤'이란 것이 생겨났습니다. 덤은 흑이 백에게 6.5집을 주게 됩니다. 덤은 4.5집으로 시작해서 현재 한국에서는 6.5집입니다. 덤에 반집이 있는 것은 무승부를 방지하기 위해서입니다.

덤은 계가를 끝낸 후에 6.5를 빼면 됩니다. 예를 들어 흑이 7집 더 많다면 누가 이긴 걸까요? $\langle 7-6.5=0.5 \rangle$ 즉 흑이 반집을 이겼습니다.

만약 흑이 6집 더 많다면 $\langle 6-6.5=-0.5 \rangle$ 이므로 백이 반집을 이긴 거겠죠?

Since Black plays first in Baduk, it is naturally more profitable for Black than White. To 'compensate' for White's loss, White therefore gains some additional points at the end of a game. The compensation was 4.5 points when the compensation system first began, and is now 6.5 points in Korea. The 0.5 point is for avoiding a tie.

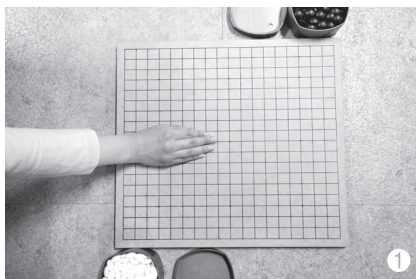
The compensation system works like this: when counting, if Black has 7 more points than White on the board, $7.0-6.5=0.5$, so Black wins by 0.5 point. If Blacks has 6 more, then White wins by 0.5.

흑백 정하기 _ Choosing Black or White

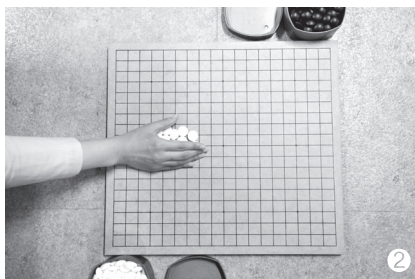
실력이 비슷할 경우에는 흑백을 정하기 위해서 '돌 가리기'를 합니다.

돌 가리기는 쉽게 말해서 '홀짝 맞추기'라고 할 수 있습니다.

When the players' levels are about the same, i.e. in an even game, you must decide who takes which color. The way of choosing the color is very similar to the childhood game of 'guessing odd or even.'



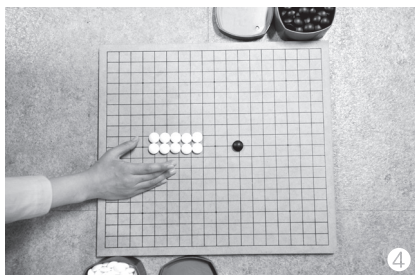
먼저 연장자나 지위가 높은 사람이 백을 잡습니다.
First, the player who is older in age grabs a handful of white stones and puts that hand on the board.



백을 잡은 사람이 백돌을 한웅큼 잡아서 바둑판 위에 올려놓습니다. 이때 백돌이 몇 개인지 보여주면 안 됩니다.
He should be careful not to show the number of stones when he puts his hand on the board.



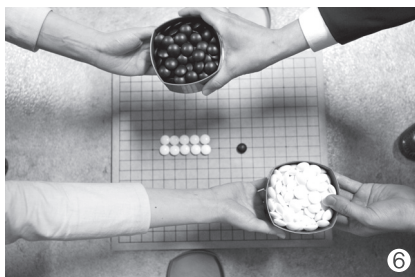
흑을 잡은 사람이 돌을 한 개 아니면 두 개를 집어서 바둑판 위에 올려놓습니다.
Then the younger player puts one or two black stones on the board.



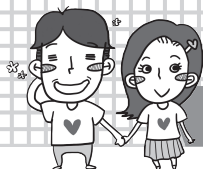
백을 잡은 사람이 흑돌 개수를 확인한 뒤, 백돌이 홀인지 짝인지 확인합니다.
The elder checks whether the number of stones in his hand is odd or even.



흑이 만약 홀짝을 맞혔다면 흑백 교환 없이 대국을 시작합니다.
If the younger guessed right, for example, if he put one stone on the board when the number of white stone is odd, he takes Black.

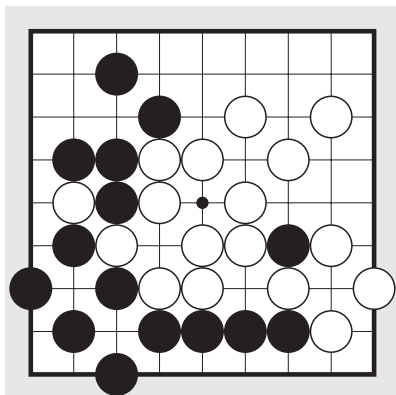


흑이 만약 홀짝을 맞히지 못했다면 흑백을 교환한 뒤 대국을 시작합니다.
If not, i.e. he puts one stone on the board and the number is even, then they change the colors.

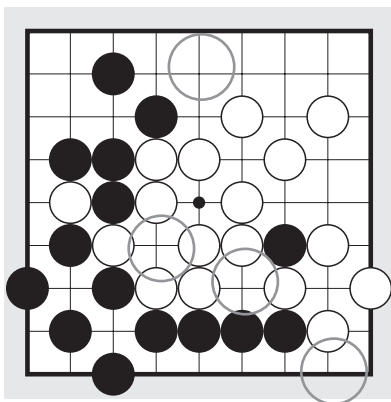


마무리 짓기 _ Closing

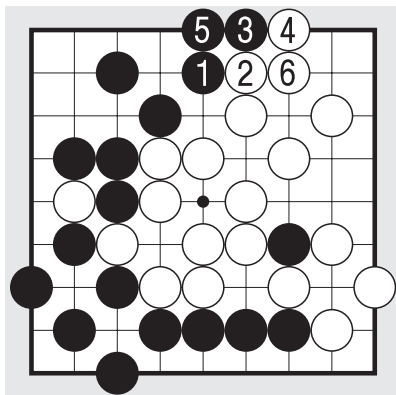
Dia.01



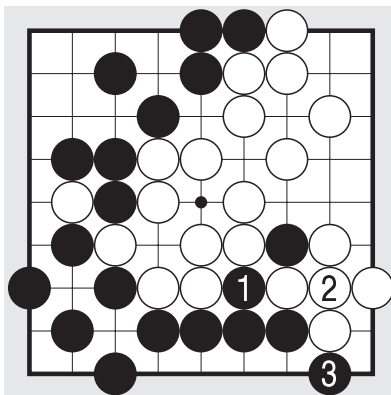
Dia.02



Dia.03



Dia.04





01. 바둑이 거의 끝나가고 있습니다.
 02. 표시되어 있는 곳을 마무리 지어야 합니다.
 03. 흑1의 곳에 두면 내 집을 늘리면서 상대방 집을 줄일 수 있습니다. 백6까지 일단락되었네요.
 04. 흑1로 단수 친 뒤 3으로 마무리 하였습니다.
-
01. The game is almost finished.
 02. The marked area should be dealt with before finishing the game.
 03. Black 1 can secure some more points as well as reduce White's territory. White must answer until 6.
 04. Black 1 (dansoo) followed by 3 is another good move in the closing phase.





05. 이제 남은 끝내기에는 단 한 곳. A의 곳에 패가 남아 있네요.
 06. 백1로 이어서 지켰습니다.
 07. ×쳐진 곳들이 바로 공배입니다.
 08. 공배를 하나씩 사이좋게 메워 드디어 한 판의 바둑이 끝났습니다. 남은 건 누가 집이 많은지 확인해 보는 것 뿐.
-
05. There is only one more endgame move, that is, a ko at A.
 06. White connects at 1.
 07. The points marked with X are neutral points.
 08. Both players fill the neutral points in turn, and finish the game. All that remains is checking which player has more territory.

Day 3 셋째 날

Connect and Cut 연결과 끊음

1. Connect and Cut 1 _ 연결과 끊음1
2. Connect and Cut 2 _ 연결과 끊음2
3. Tiger's Mouth _ 호구
4. Double Tiger's Mouth _ 양호구
5. Bamboo Joint _ 쌍립
6. Connect and Cut 3 _ 연결과 끊음3
7. Ladder _ 축
8. Fun Facts _ 쉬어가는 페이지



가장 기초적인 연결 방법부터 호구, 쌍립 등 다양한 연결법에 대해 알아보겠습니다.
끝으로 누구나 좋아하는 기술 '축'도 배워보겠습니다.

You're going to learn connecting techniques,
starting from the basics to the 'Tiger's Mouth' and the 'Bamboo Joint.'
You'll also learn a very exciting skill called the 'Ladder.'



day 3-1

Connect and Cut 1_연결과 끊음1

가장 기초적인 연결법 배우기

바둑에서 연결과 끊음은 아주 중요한 문제입니다.

전쟁과 마찬가지로 우리 편끼리는 연결을 도모하고, 상대방은 끊어 연결을 방해하는 것이 좋습니다. 우리 편끼리 연결이 되면 우리 편은 강해지고, 상대방 연결을 끊으면 상대방이 약해지는 것이죠!

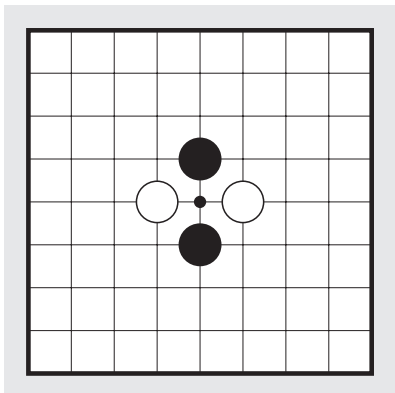
In Baduk, connections and cuts are what matter. As in a war, you should join your allies and divide your enemies. The stronger the connection, the stronger the stones!

ㅣ 들여다보다 _ Peep ㅣ

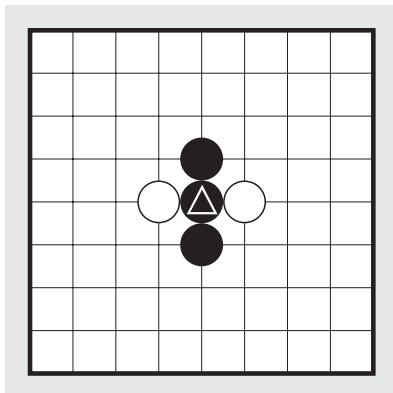
바둑에서 ‘들여다보다’라는 말은 ‘끊을 곳을 엿보다’라는 뜻입니다. ‘들여다보는데 잊지 않는 바보 없다’라는 격언이 있는데요, 상대방이 끊고자 들여다보는 수에는 잇는 것이 대부분 좋다는 뜻입니다.

‘Peep’ in Baduk is a move aiming at a cut. The proverb ‘only a fool doesn’t connect against a peep’ means that it is usual to defend when the opponent is aiming to cut.

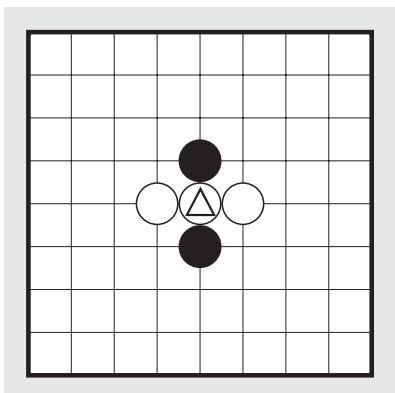
Dia.01



Dia.02



Dia.03

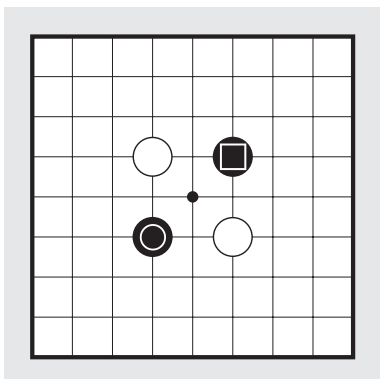


01. 흑돌과 백돌이 모두 아직 확실하게 연결되지 않은 모습입니다.
02. 흑이 세모 처진 곳에 두면 연결을 하면서 동시에 백돌 간의 연결을 끊었습니다. 이것이 바로 일석이조겠죠?
03. 마찬가지로 백이 먼저 세모 처진 곳에 두면 연결하면서 흑돌 간의 연결을 끊을 수 있습니다.

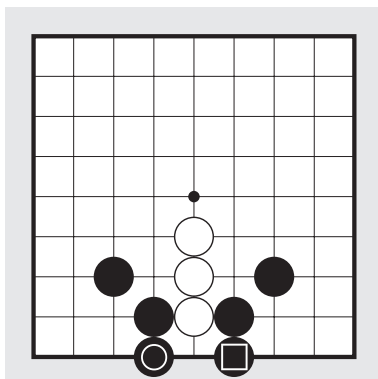
01. Neither the black stones nor the white stones are connected yet.
02. If Black plays at the marked point, the three stones are perfectly connected while the two white stones are perfectly separated. This is a very good situation for Black.
03. On the contrary, if White plays at the marked point, she can benefit from the same thing.

TEST 동그라미 처진 흑돌과 네모 처진 흑돌을 연결해 주세요.
Connect the marked black stones.

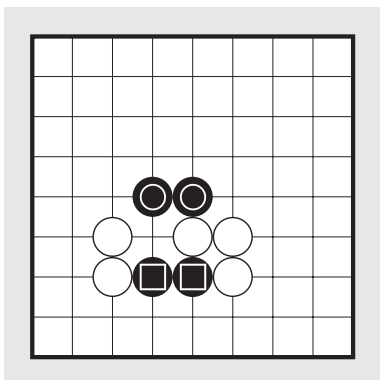
Test 01 ★



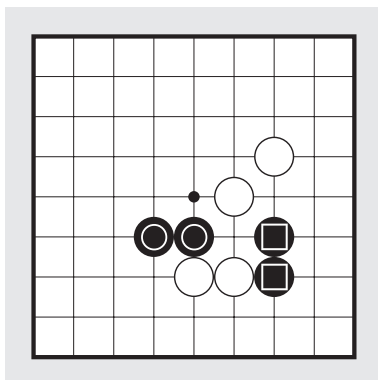
Test 02 ★★



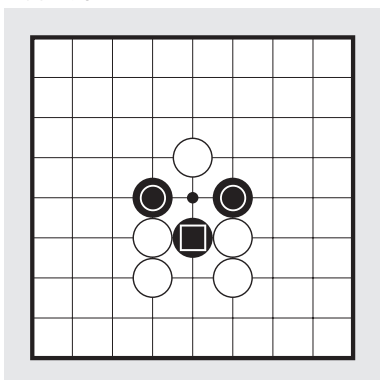
Test 03 ★★



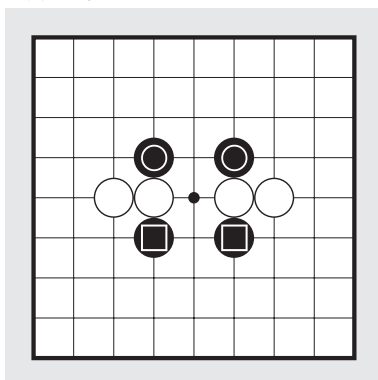
Test 04 ★★



Test 05 ★★★



Test 06 ★★★

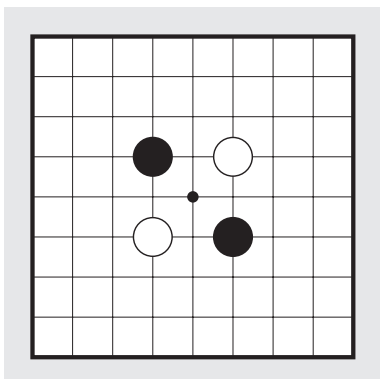


TEST 백돌 간의 연결을 끊어주세요.

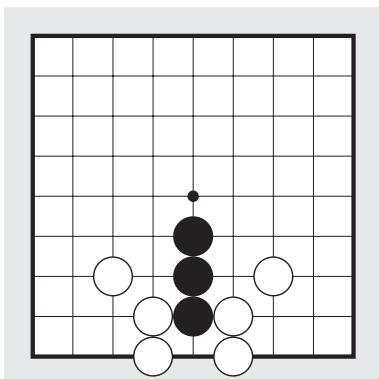


Cut the possible connection between the white stones.

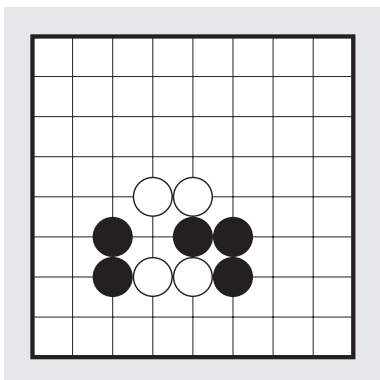
Test 07 ★



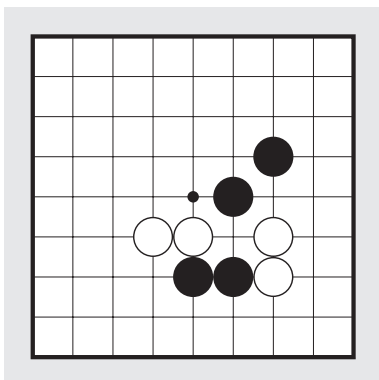
Test 08 ★★



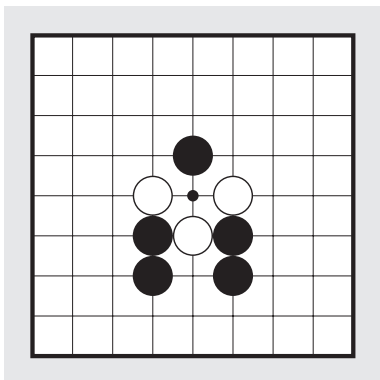
Test 09 ★★



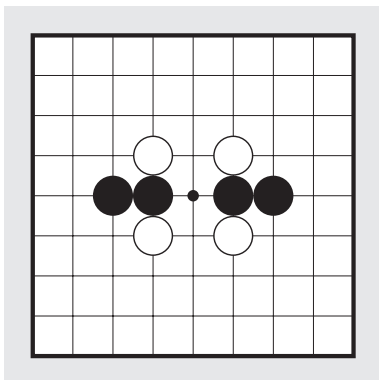
Test 10 ★★



Test 11 ★★★



Test 12 ★★★★★





day 3-2

Connect and Cut 2_연결과 끊음2

꼭 이어서 연결하는 법 배우기

이번에는 꼭 이어서 연결하는 법을 알아보겠습니다.

돌을 꼭 이어서 연결하면 마치 매듭을 지은 것과 같이 아주 견고하고 튼튼해지죠.

Let's go on to the 'Solid Connection,' which is permanently connected and can never be cut.



○ 바둑격언 한마디 _ Baduk Proverb

‘들여다 보는데 안 있는 바보 없다.’

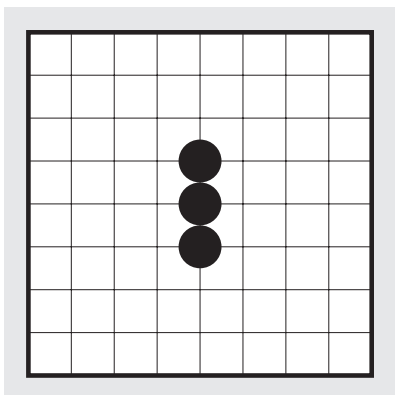
‘Only a fool doesn't connect against a peep.’



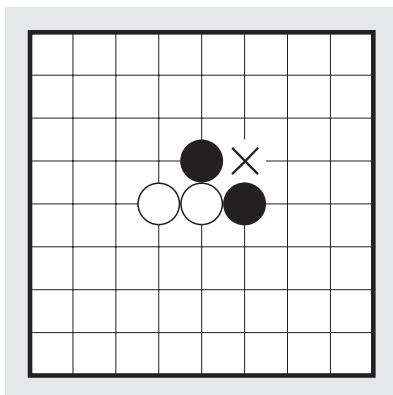
돌과 돌이 끊어지는 곳은 어디일까 생각해보면 어디를 지켜야 할지 알게 될 거예요.

You can easily find out where to defend by checking the points where the linkage of stones is imperfect.

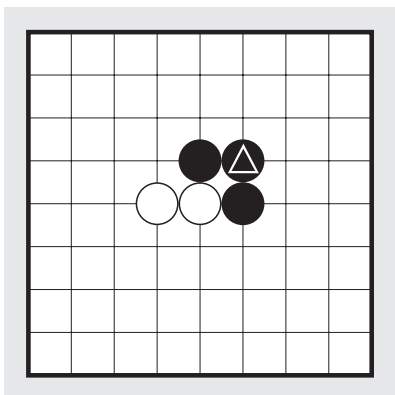
Dia.01



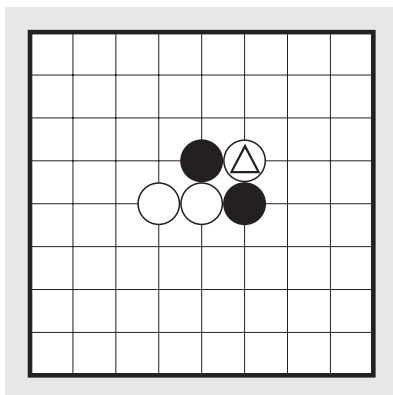
Dia.02



Dia.03



Dia.04



01. 흑돌이 튼튼하게 연결되어 있는 모양입니다.
02. 흑돌에 끊기는 약점이 남아 있는 모습입니다.
03. 이런 모양에서 흑이 짝 이으면 100% 연결이 되죠.
04. 반대로 백이 같은 곳에 두면 흑의 연결이 끊어집니다.

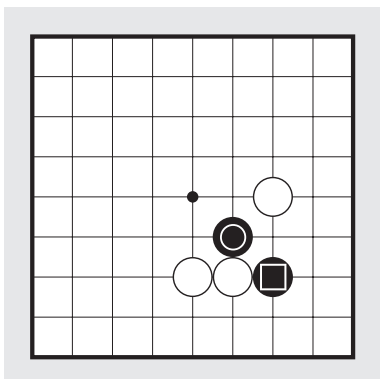
01. The three black stones are all solidly connected.
02. There is a cutting point in Black's shape at X.
03. Black can connect the two stones solidly by playing at the marked point.
04. On the contrary, if White plays there, the two black stones are cut.

TEST 동그라미 처진 흑돌과 네모 처진 흑돌을 연결해 주세요.

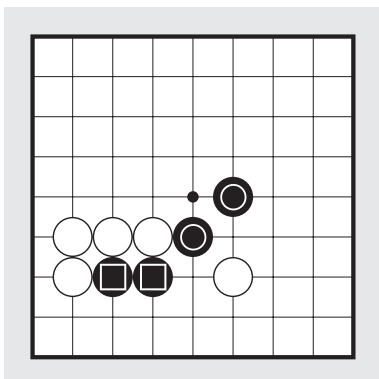


Connect the marked black stones.

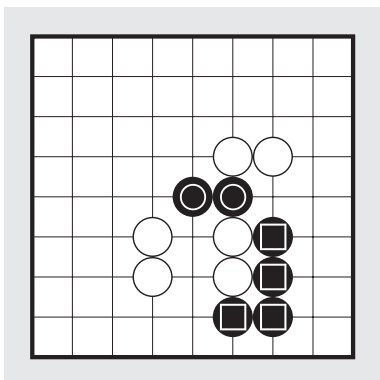
Test 01 ★



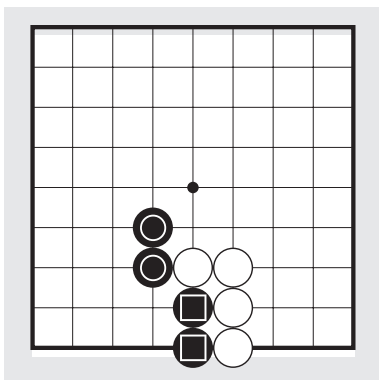
Test 02 ★★



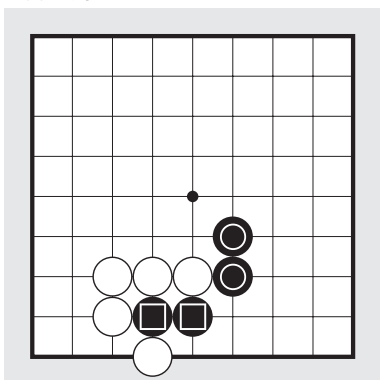
Test 03 ★★



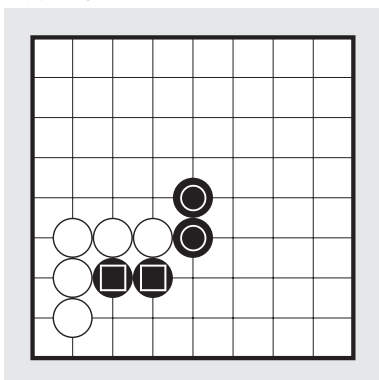
Test 04 ★★★



Test 05 ★★★



Test 06 ★★★★★



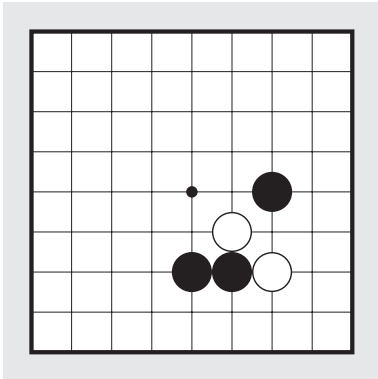
TEST

백돌 간의 연결을 끊어보세요.

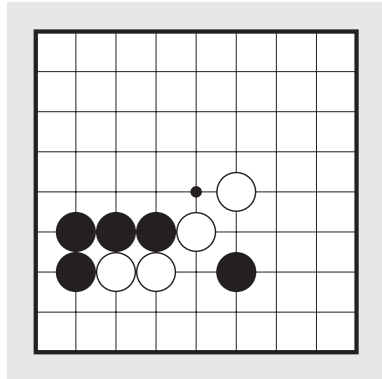


Cut the possible connection between the white stones.

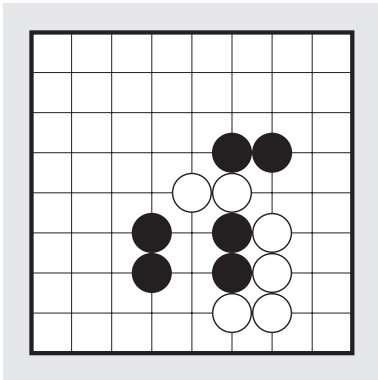
Test 07 ★



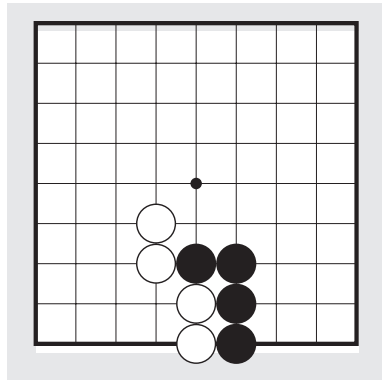
Test 08 ★★



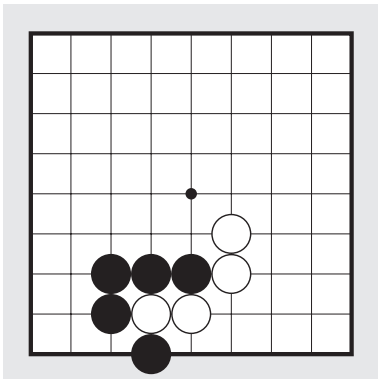
Test 09 ★★



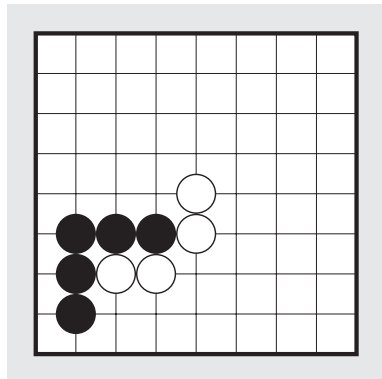
Test 10 ★★★



Test 11 ★★★



Test 12 ★★★★





day 3-3 Tiger's Mouth_호구

호구는 모양이 호랑이가 입을 벌린 모습과 닮아서 '호구'란 이름이 붙었습니다. 호구는 대표적인 좋은 모양으로 상대방에게 끊길 위험이 없습니다. 그래서 호구로 연결하면 좋을 때가 아주 많답니다.

A 'Tiger's Mouth' is shaped like an open mouth of a tiger. A tiger's mouth is a good shape which has little worry of being cut. Often, a tiger's mouth connection is better than a solid connection.

● ○ 바둑격언 한마디 _ Baduk Proverb

'호구 자리는 급소' / 'The point that makes a tiger's mouth is vital.'

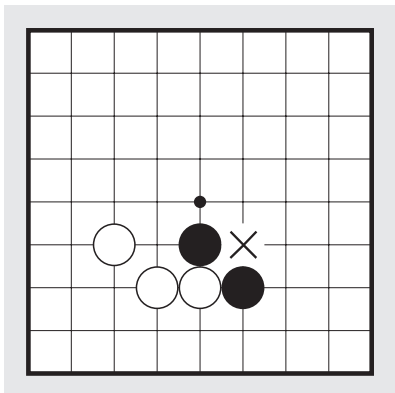
호구는 좋은 모양이기 때문에 본인은 최대한 많이 호구모양을 만들고, 상대방에게는 호구모양을 주지 않는 것이 좋습니다.

Because a tiger's mouth is a good shape, it's better to make more tiger's mouths for oneself, and prevent the opponent from doing the same.

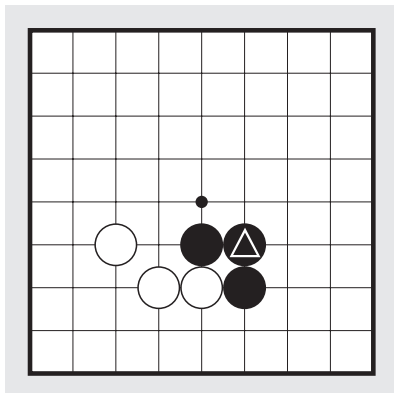
마치 호랑이 입속에 들어온 기분



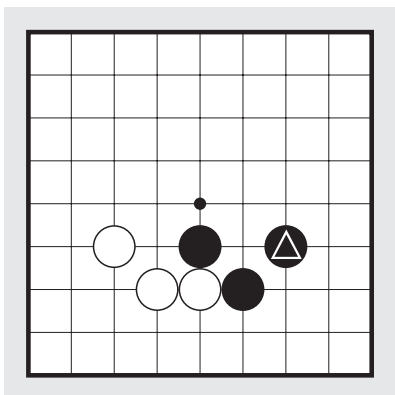
Dia.01



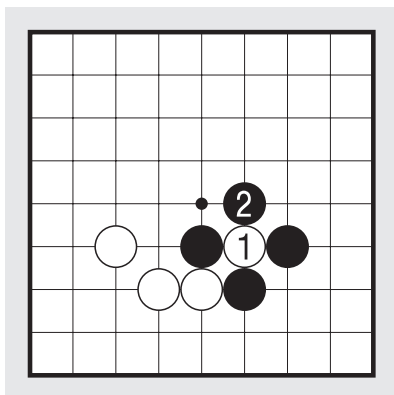
Dia.02



Dia.03



Dia.04



01. 흑이 연결을 하려고 합니다.
02. 짝 잇는 것은 가장 기본적인 연결법입니다.
03. 흑은 이렇게 호구로 연결할 수도 있어요!
04. 백이 무리하게 끊으려고 하면 바로 잡혀버립니다.

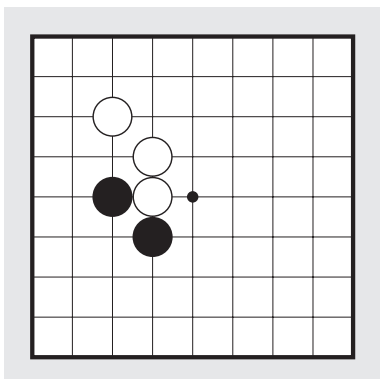
01. Black has a cutting point at X.
02. To connect solidly is a basic connecting skill.
03. Black can also connect with △ by making a tiger's mouth.
04. If White forcibly tries to cut, she would be captured right away.

TEST 호구모양으로 연결해 주세요.

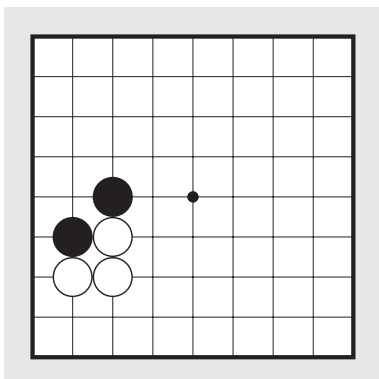


Connect the black stones with a tiger's mouth.

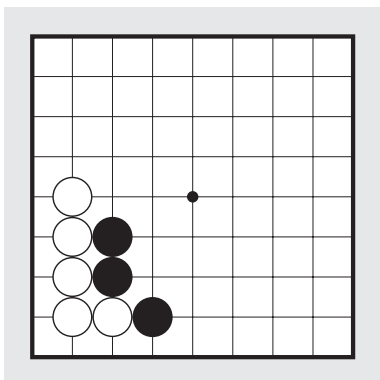
Test 01 ★



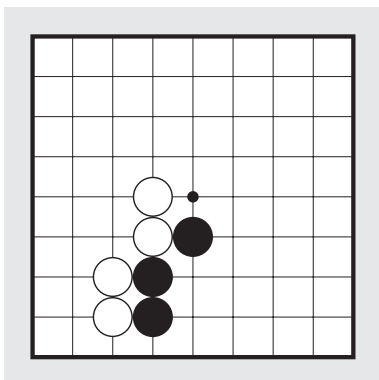
Test 02 ★



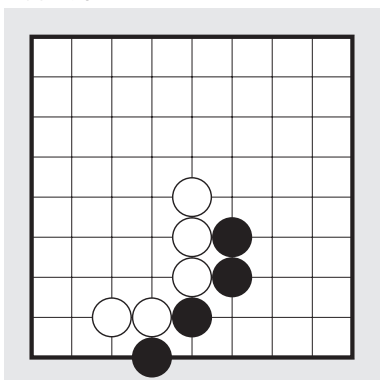
Test 03 ★★



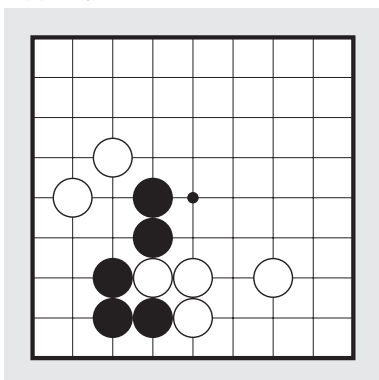
Test 04 ★★



Test 05 ★★★



Test 06 ★★★



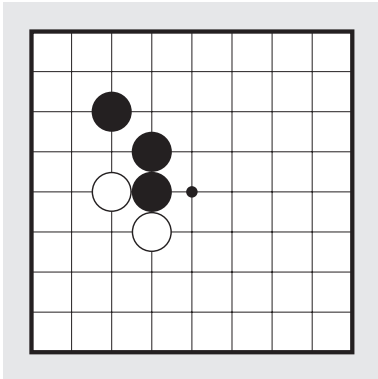
TEST

백돌 간의 연결을 끊어보세요.

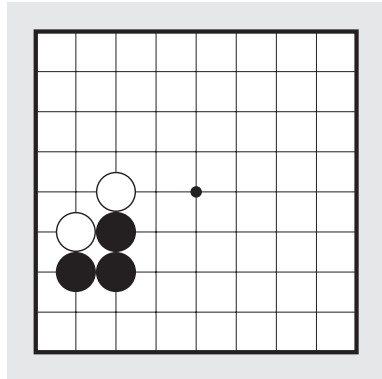


Cut the possible connection of White.

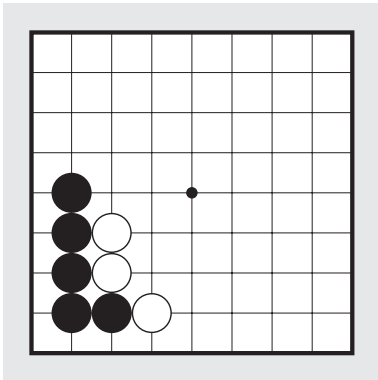
Test 07 ★



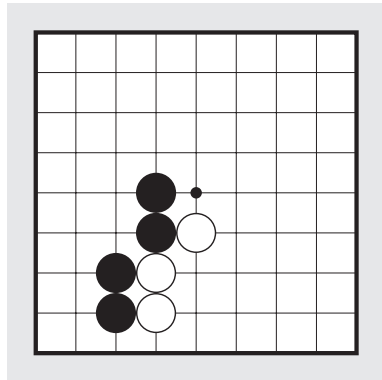
Test 08 ★



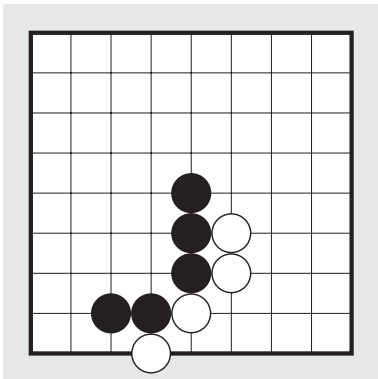
Test 09 ★★



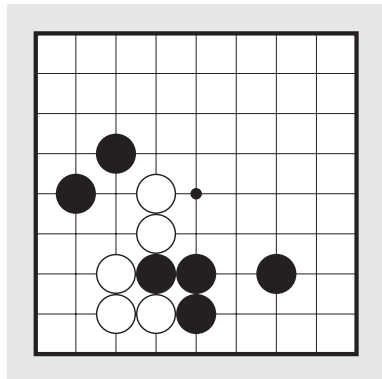
Test 10 ★★



Test 11 ★★★



Test 12 ★★★





day 3-4

Double Tiger's Mouth_양호구

호구가 양쪽으로 되어 있는 모양, 또는 동시에 양쪽으로 호구모양을 만드는 수를 말합니다. 하나의 호구도 좋은 모양인데 호구가 두 개라면? 모양이 두 배로 좋겠죠? 양호구는 특히 연결할 때 아주 유용하게 쓰입니다.

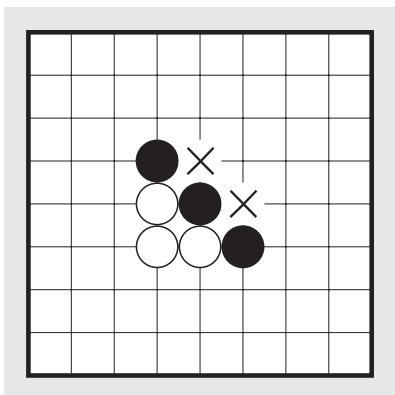
‘Double Tiger’s Mouth’ is a shape in which two tiger’s mouths are made with a move. It is twice as good to have two good things at the same time, isn’t it? This double tiger’s mouth can be used for connecting two cutting points simultaneously.

I 호구(虎口) _ Tiger’s Mouth I

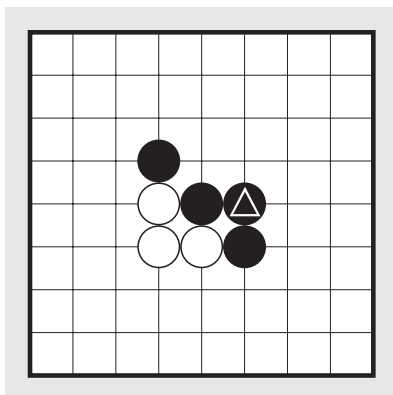
원래 호구는 범의 아가리라는 뜻으로 ‘매우 위태한 경우나 지경’을 이르는 말입니다.

If you go in a tiger’s mouth, you will be immediately in dansoo. Your opponent can capture you right away, as if you’re in a real tiger’s mouth!

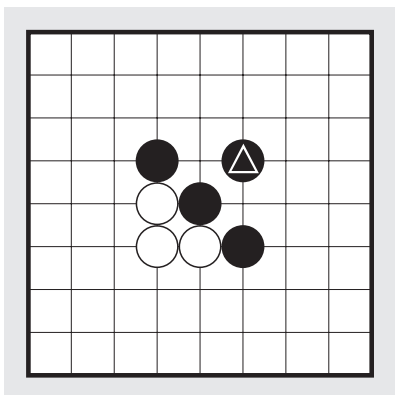
Dia.01



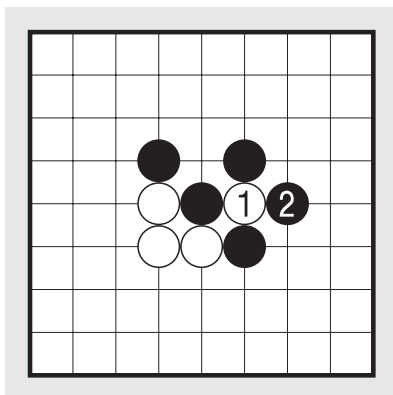
Dia.02



Dia.03



Dia.04



01. 흑은 양쪽에 약점이 있습니다.
02. 짝 이어서 지킬 수도 있습니다.
03. 이런 모양에서 양호구로 연결하면 동시에 양쪽 약점을 지킬 수 있죠.
04. 백1은 호랑이 입에 제 발로 걸어 들어간 격이라고 할까요? 흑은 웃으면서 따내면 됩니다.

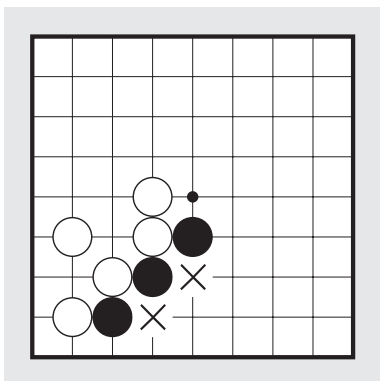
01. Black has two cutting points at X's.
02. Black can connect one of them by connecting solidly with △.
03. Also, he can connect both cutting points by a double tiger's mouth as shown.
04. Of course, this makes it impossible for White to make a successful cut with 1. Only a fool goes into a tiger's mouth by himself.

TEST X의 약점을 양호구로 동시에 지켜주세요.

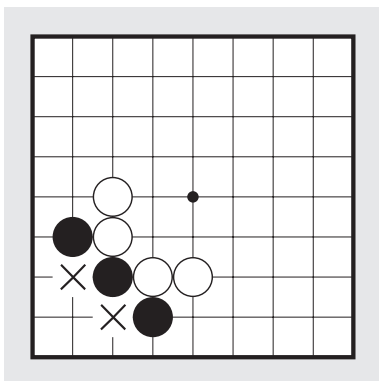


Connect the two cutting points marked with X by making a double tiger's mouth.

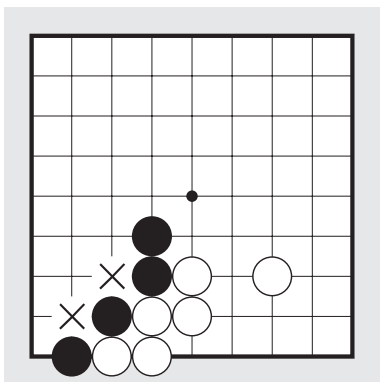
Test 01 ★



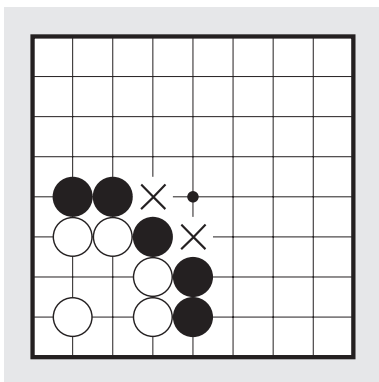
Test 02 ★



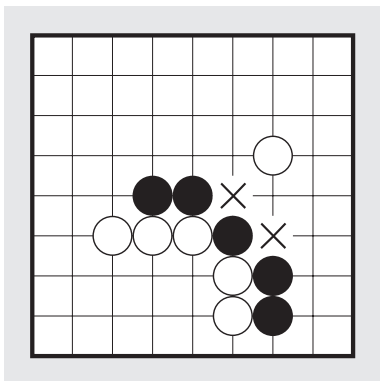
Test 03 ★



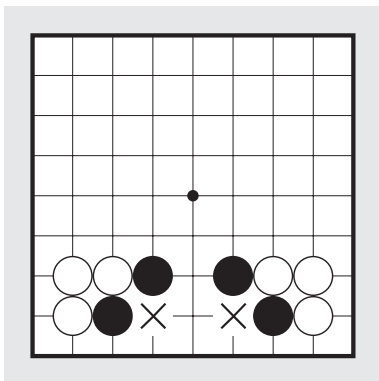
Test 04 ★★



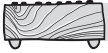
Test 05 ★★



Test 06 ★★



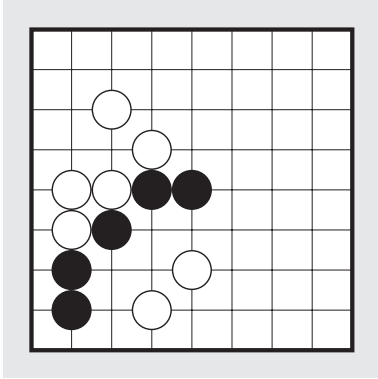
TEST



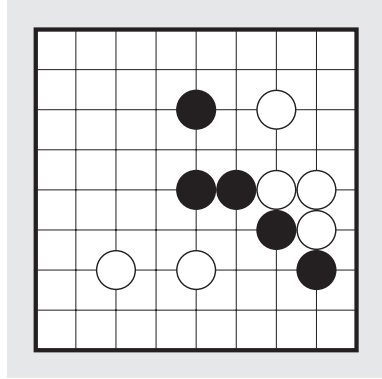
약점을 양호구로 동시에 지켜주세요.

Connect the cutting points using a double tiger's mouth.

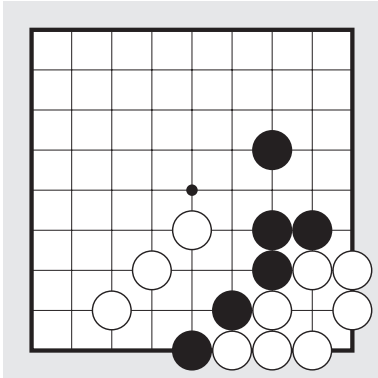
Test 07 ★★★



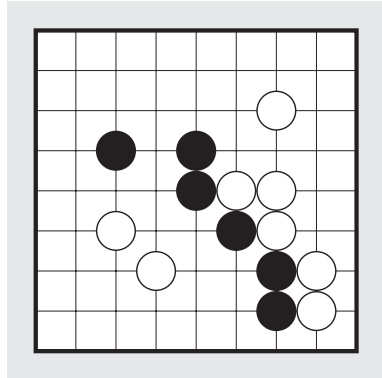
Test 08 ★★★



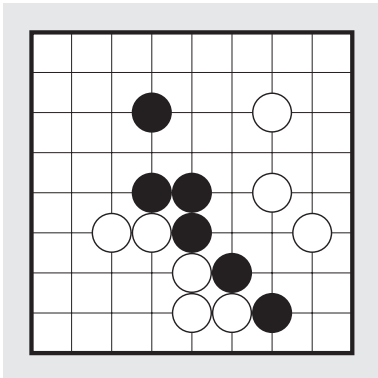
Test 09 ★★★



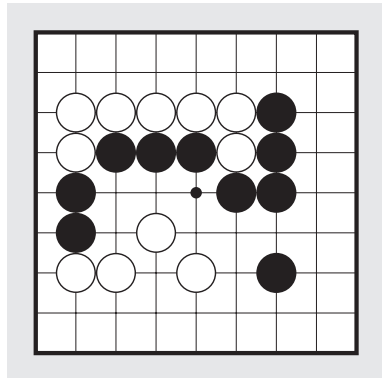
Test 10 ★★★



Test 11 ★★★



Test 12 ★★★★★





day 3-5

Bamboo Joint_쌍립

쌍립은 한 줄을 사이에 두고 돌 두 개가 일자로 이어져 있는 형태를 말합니다. 상대방이 두 번 두지 않는 이상 절대 끊어지지 않기 때문에 주로 연결할 때 많이 사용됩니다.

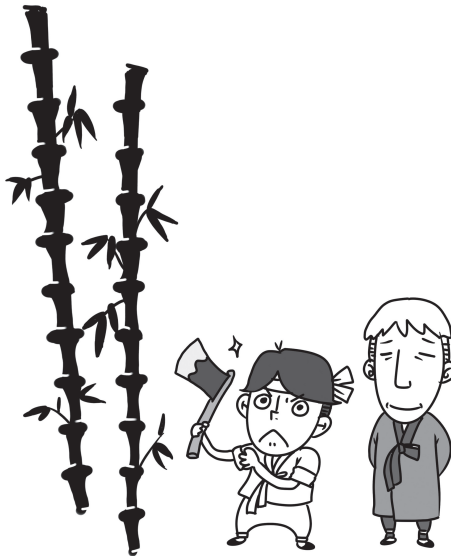
A 'Bamboo Joint' is a shape in which two groups of two stones are facing each other with a gap of one line between them. This shape is extremely strong and cannot be cut unless your opponent plays two moves successively in the same area.

● ○ 바둑격언 한마디 _ Baduk Proverb

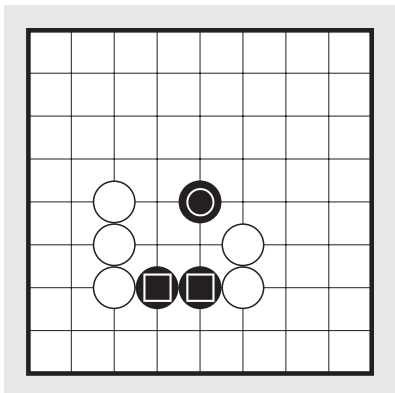
‘쌍립은 들여다보지 마라’ / ‘Don't peep at a bamboo joint.’

쌍립은 절대 끊어지지 않기 때문에 끊으려 하지 말라는 뜻입니다.

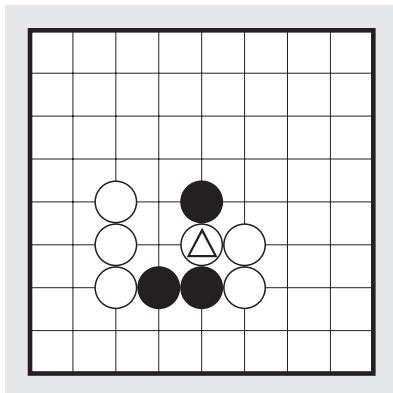
Because a bamboo joint shape cannot be cut, it is not sensible to even try cutting it.



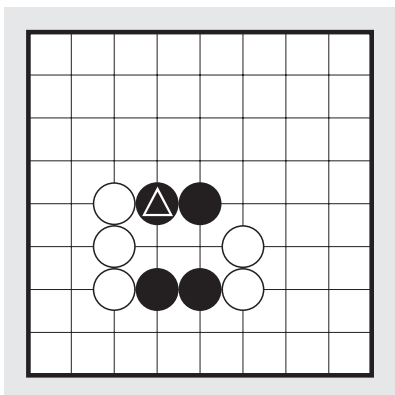
Dia.01



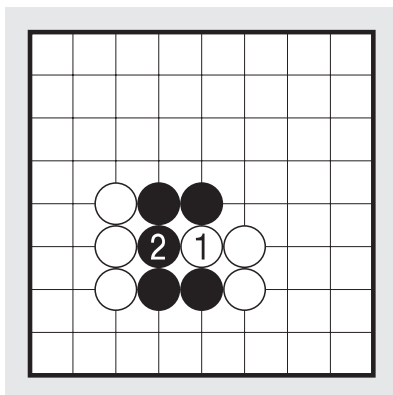
Dia.02



Dia.03



Dia.04



01. 흑돌 간에 연결을 시켜주지 않으면?
02. 그림과 같이 연결이 끊어지게 됩니다.
03. 이런 모양에서 흑은 쌍립으로 연결하는 것이 최선입니다.
04. 백이 끊으려고 해도 절대 끊어지지 않죠.

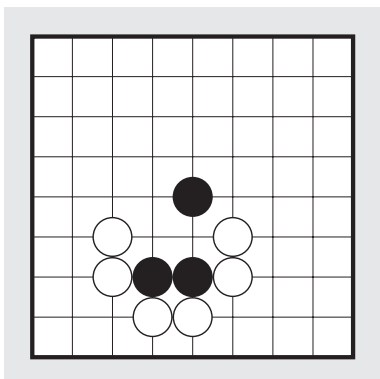
01. The black stones need to be connected.
02. If not, they will be cut by White △.
03. In this situation, making a bamboo joint is the best way to connect them.
04. The shape can't be cut even if White tries with 1 as shown.

TEST 흑돌을 쌍립으로 연결해 주세요.

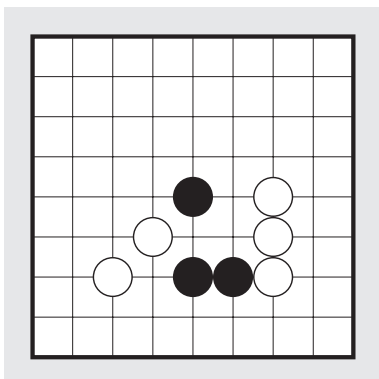


Connect the black stones by making a bamboo joint.

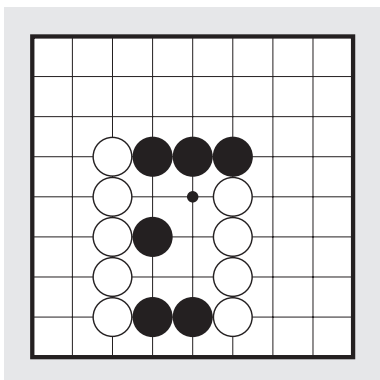
Test 01 ★



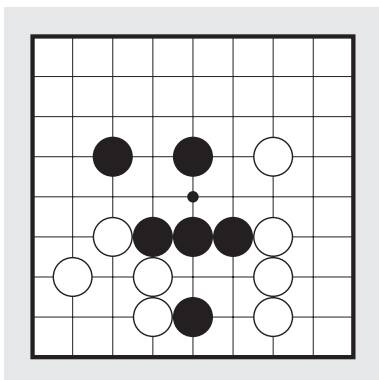
Test 02 ★★



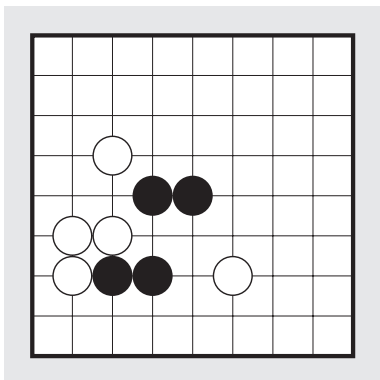
Test 03 ★★



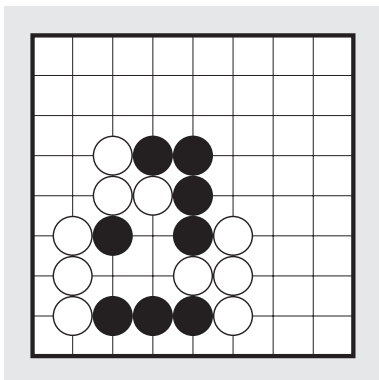
Test 04 ★★



Test 05 ★★★



Test 06 ★★★



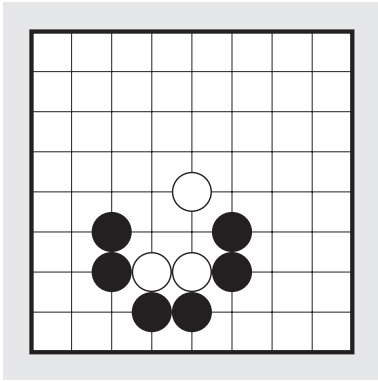
TEST



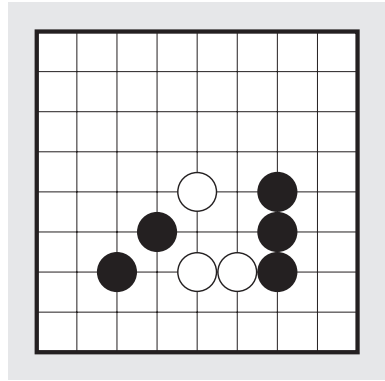
백돌 간의 연결을 끊어주세요.

Cut White's possible connections.

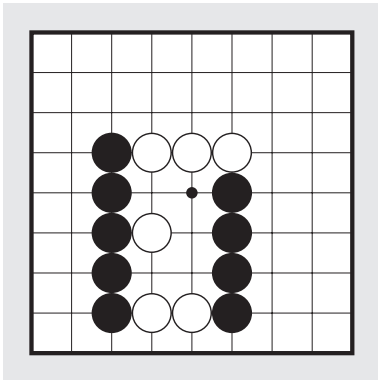
Test 07 ★



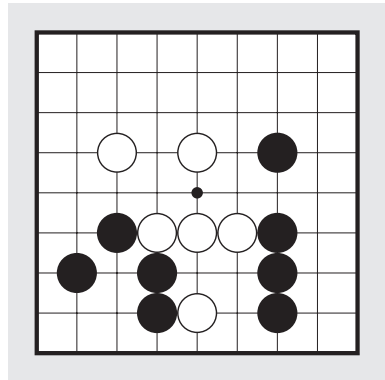
Test 08 ★★



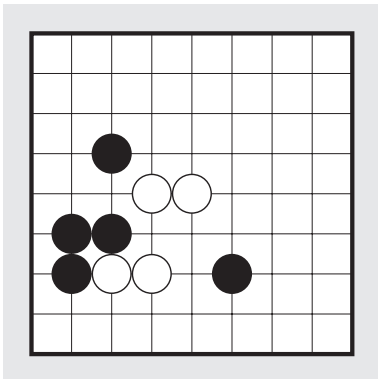
Test 09 ★★



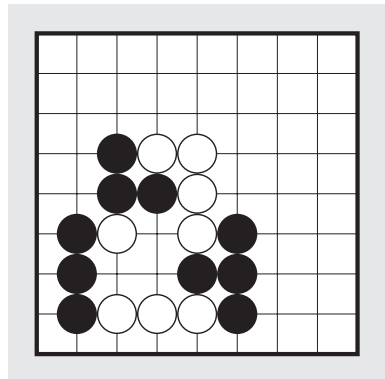
Test 10 ★★



Test 11 ★★★



Test 12 ★★★





day 3-6

Connect and Cut 3_연결과 끊음3

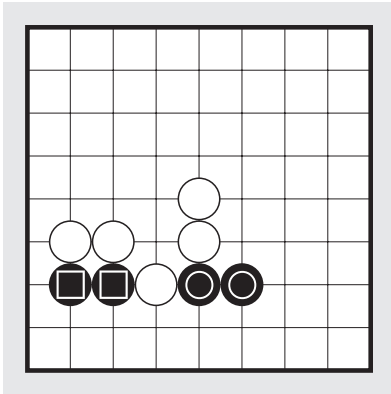
관통 당하기 전에 연결하는 법 배우기

연결이 끊어지는 것 중 가장 가슴 아픈 모양은 내 돌과 내 돌이 관통 당하는 모양입니다. 한 번 관통 당하면, 무슨 수를 써도 다시 연결할 길이 없습니다. 같은 편임에도 영영 만날 수가 없게 되는 거죠.

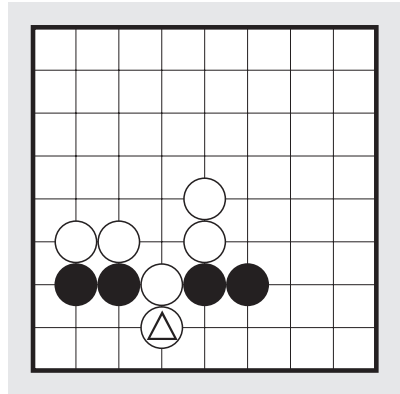
마치 영토 한가운데서 대지진이 일어나 나라가 반으로 갈라진 것 같은 느낌이랄까요? 그러므로 상대방한테 관통 당하기 전에 반드시, 꼭, 우리 편끼리 연결시켜 주어야 합니다.

Among all the cuts, it is most painful to be cut by ‘Penetration’. Once penetrated, there is no way to remedy the connection. The sides divided can never meet again. Therefore, it is very important to connect your allies when there is a danger of being penetrated.

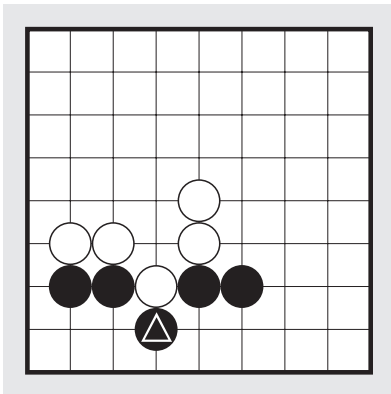
Dia.01



Dia.02



Dia.03



01. 백이 흑돌의 연결을 끊으려 하고 있습니다.

02. 백이 먼저 두는 순간, 흑돌은 이산가족이 되어버리죠.

03. 흑은 세모 처진 곳에 두어서 연결해야 합니다.

01. White tries to cut the connection of Black's marked stones.

02. If White plays one more move here, the two groups of Black will be penetrated.

03. Therefore Black must play \triangle not to be penetrated.

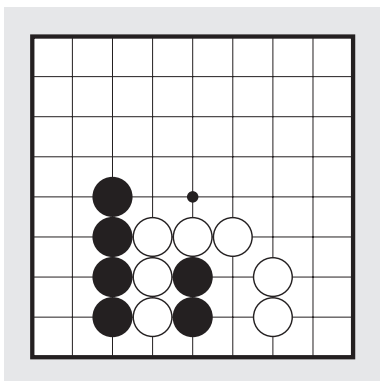
TEST



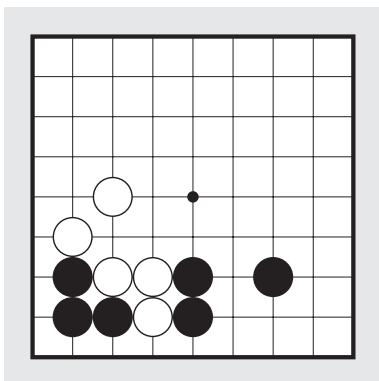
관통 당할 위험에 처한 흑돌을 찾아서 연결해 주세요.

Find the stones in danger of being penetrated and connect them properly.

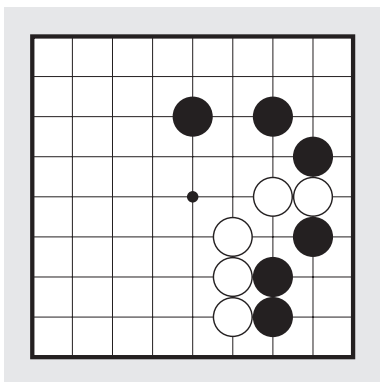
Test 01 ★



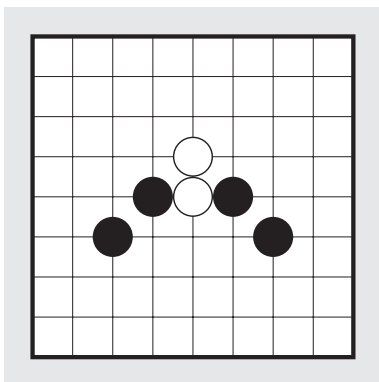
Test 02 ★



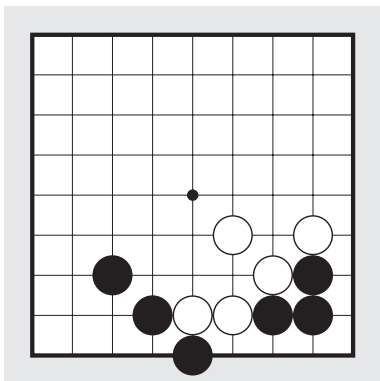
Test 03 ★



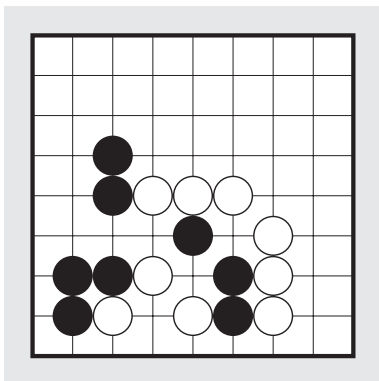
Test 04 ★★



Test 05 ★★★



Test 06 ★★★★★



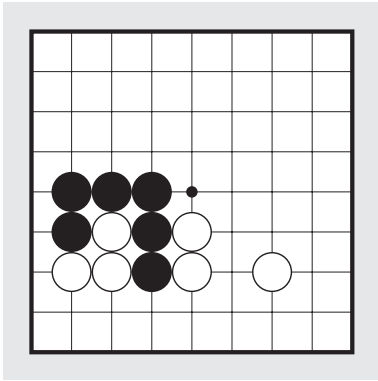
TEST



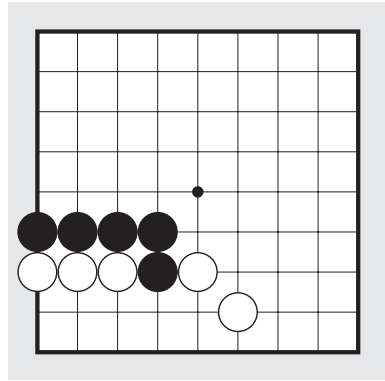
백돌 간의 연결을 끊어주세요.

Cut White's possible connections by penetrating.

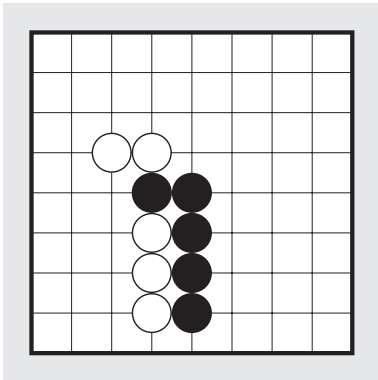
Test 07 ★



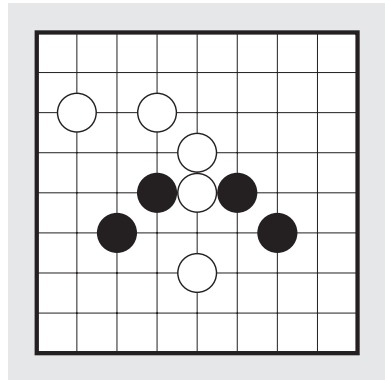
Test 08 ★



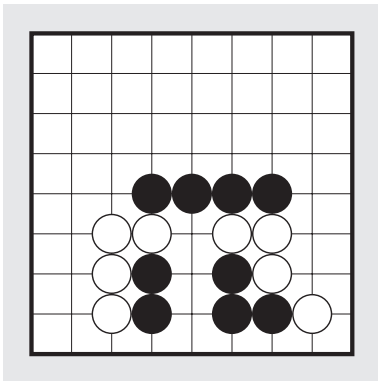
Test 09 ★



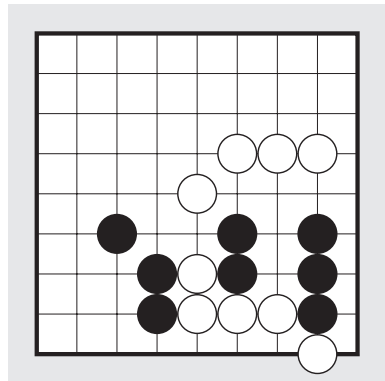
Test 10 ★★



Test 11 ★★★



Test 12 ★★★★





day 3-7 Ladder_축

축은 활로가 두 개인 돌을 계속 단수치면서 지그재그로 몰아 돌을 잡는 기술입니다. '축 모르고 바둑 두지 마라' 라는 말이 있을 정도로 기본적인 수법으로, 축으로 몰아가는 모습이 사다리 또는 계단과 닮았다고 합니다.

The 'Ladder' is a technique that kills a group of your opponent's stones by driving it with successive dansoo. It is such a famous skill that there is a proverb, 'don't play Baduk unless you know the ladder'. It is named so since the resulting shape resembles a ladder or a staircase.



마치 축구공을 드리블 하듯 오른쪽 한 번, 왼쪽 한 번 이렇게 번갈아 단수치다 보면 상대방 돌은 어느새 잡혀 있을 것입니다.

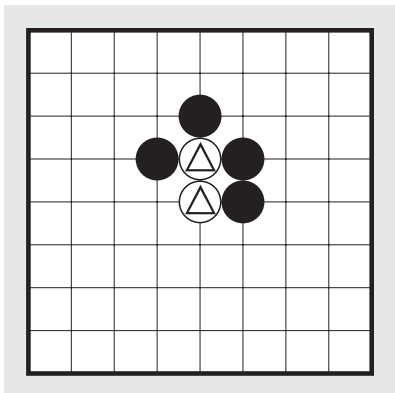
In a ladder, just like when you dribble a soccer ball, you make dansoo from opposite directions, alternating from left and right.



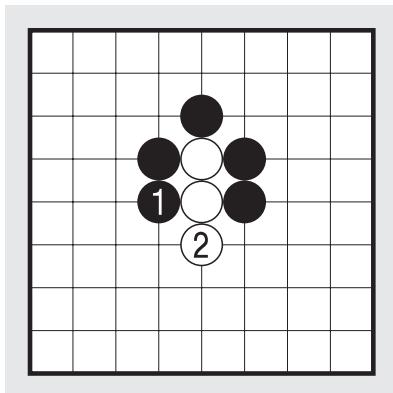
바둑격언 한마디 _ Baduk Proverb

'축 모르고 바둑 두지 마라' / 'Don't play Baduk unless you know the ladder.'
'축을 알면 18급' / 'Knowing the ladder makes you an 18-kyu player.'

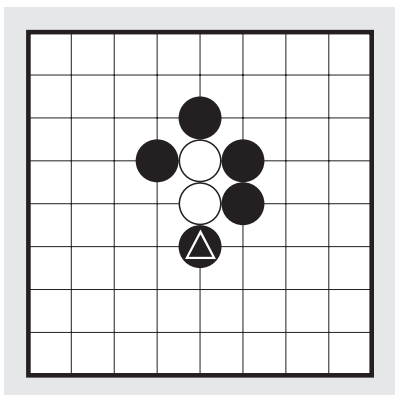
Dia.01



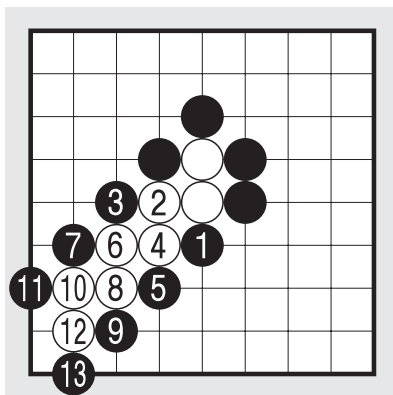
Dia.02



Dia.03



Dia.04



01. 세모 처진 백돌을 잡고 싶습니다. 올바른 축 방향은 어디일까요?
02. 흑1로 단수치면 백돌의 활로가 3개라 잡을 수 없습니다.
03. 올바른 방향입니다. 백돌을 축으로 몰 수 있죠.
04. 백이 도망가면 흑은 지그재그로 단수를 쳐서 축으로 잡을 수 있습니다.

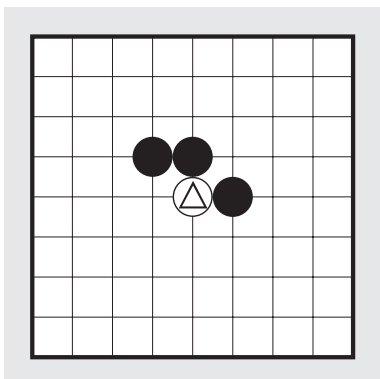
01. Black wants to kill the two marked white stones. How should he make dansoo?
02. If Black makes dansoo with 1, White will have three liberties by going out with 2.
03. Therefore, △ is the right way to make dansoo.
04. If White tries to escape as shown, more of her stones will be captured.

TEST

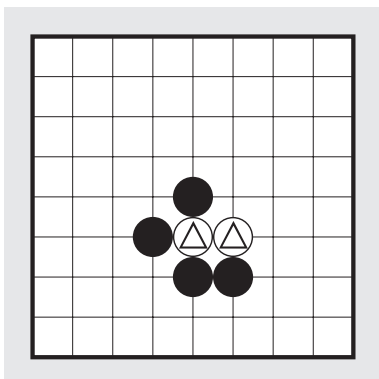
숫자로 1~5까지 표시해서 세모 처진 백돌을 축으로 잡아주세요.

Show the sequence of killing the marked white stone(s) with a ladder by writing down move numbers from 1 to 5.

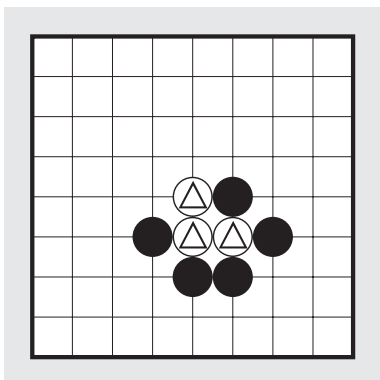
Test 01 ★



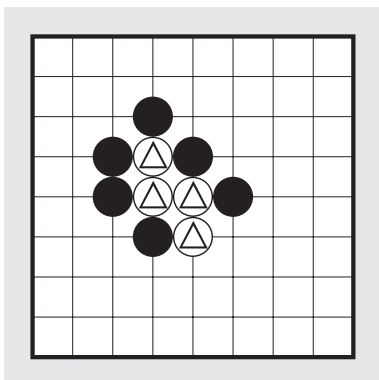
Test 02 ★



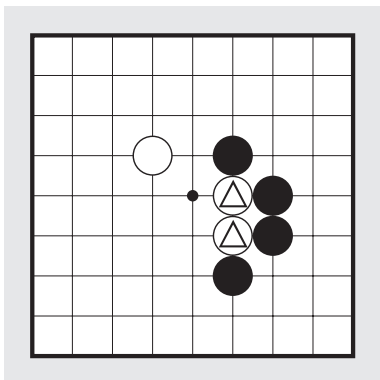
Test 03 ★★



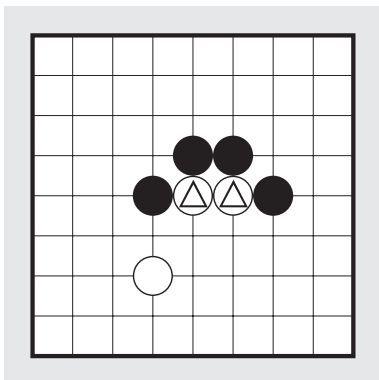
Test 04 ★★



Test 05 ★★★



Test 06 ★★★



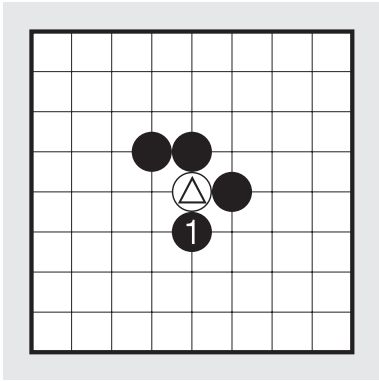
TEST



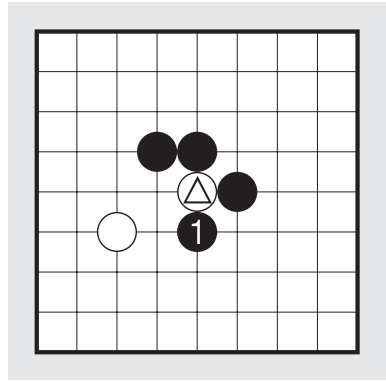
흑1로 두어 축으로 잡히면 O, 잡히지 않으면 X로 표시해주세요.

Mark O if Black can kill the marked white stone(s) with a ladder, X if not.

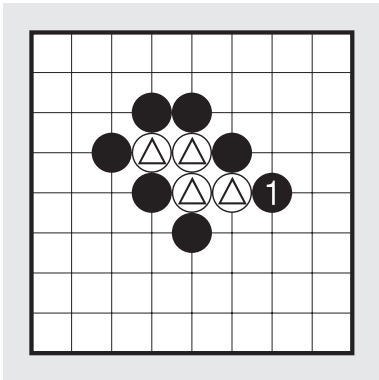
Test 07 ★



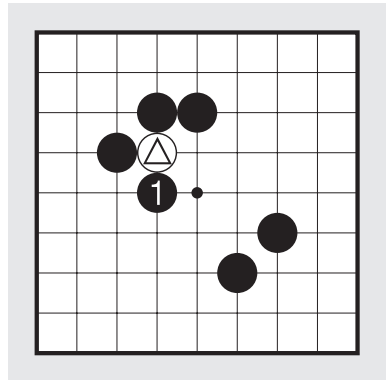
Test 08 ★



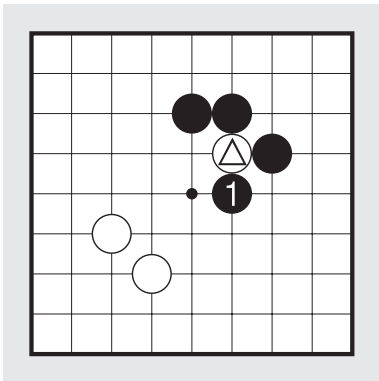
Test 09 ★



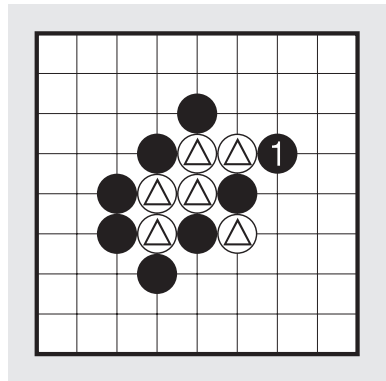
Test 10 ★★

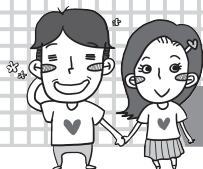


Test 11 ★★★



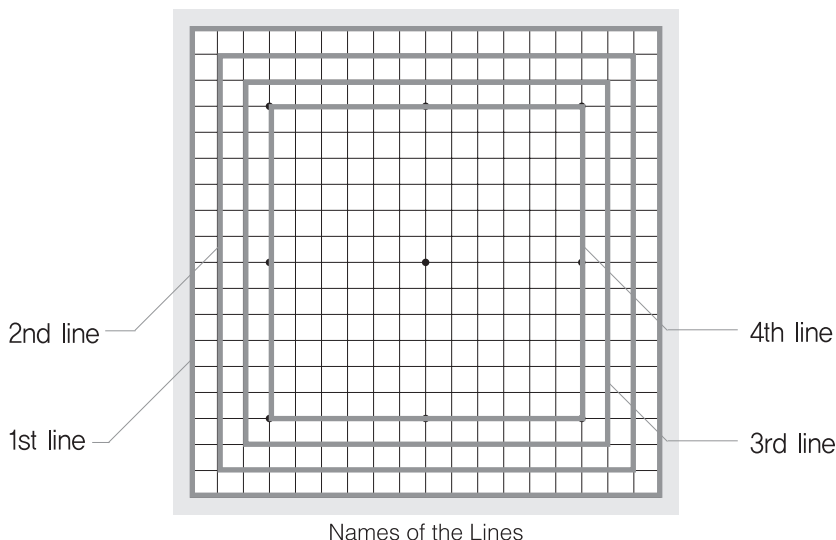
Test 12 ★★★





day 3-8

Fun Facts_쉬어가는 페이지



1~4선의 명칭 _ Names of 1st~4th Lines

1~4선은 각 선마다 고유의 명칭이 있습니다.

1선은 돌이 잡히기 쉽기 때문에 사망선.

2선은 집을 만들어도 망하는 패망선.

3선은 집을 만드는 데 쉽기 때문에 실리선.

4선은 중앙의 세력을 넓히기 쉽기 때문에 세력선이라고 합니다.

초반에는 3선과 4선에 두는 것이 좋습니다.

There are unique names for the 1st~4th lines on the board.

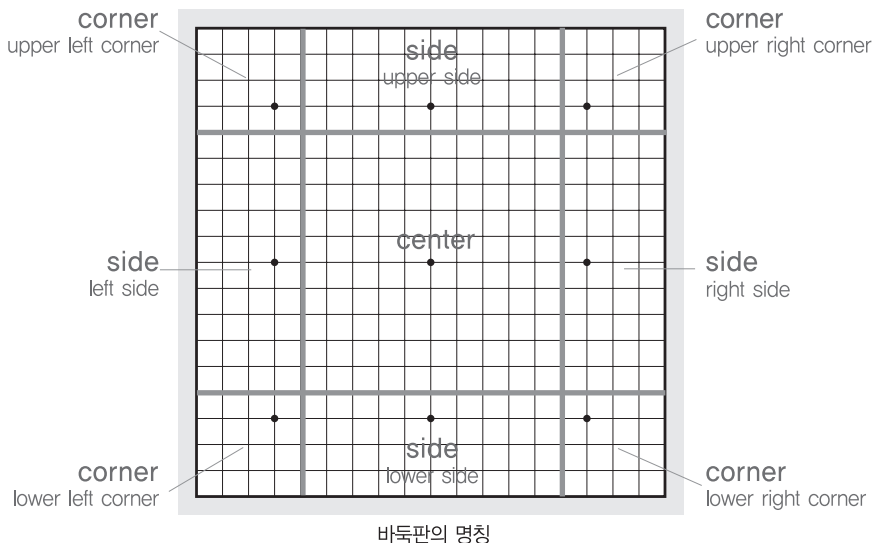
The 1st line is called the 'Death Line' because the stones on it are easily killed.

The 2nd line is called the 'Defeat Line' because one cannot make territory of an appropriate size on it.

The 3rd line is called the 'Territory Line' because it is easy to make good territory on it.

The 4th line is called the 'Influence Line' because it is easy to form an influence toward the center when you have stones on it.

Therefore, in the beginning of a game, it is better to play more on the 3rd and 4th lines.



바둑판의 명칭 _ Areas of the Board

바둑판은 크게 세 구역으로 나뉩니다.

바로 귀, 변, 중앙인데요.

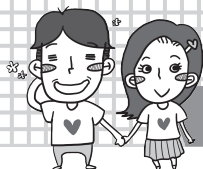
귀와 변은 각각 4곳이고 중앙은 1곳입니다.

오른쪽 위에 있는 귀는 우상귀(右上귀)이고,

아래에 있는 변은 하변(下邊)입니다.

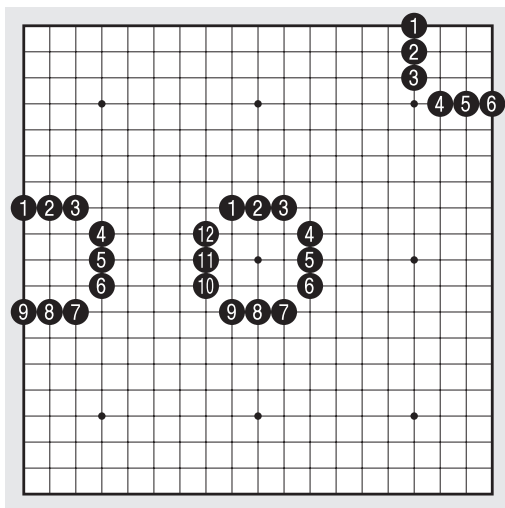
Areas of the board can be divided into three categories, namely the corner, side and center.

There are 4 corners and 4 sides, and 1 center. They are called by their location and category, such as the upper right corner, lower side, etc.



day 3-8

Fun Facts_쉬어가는 페이지



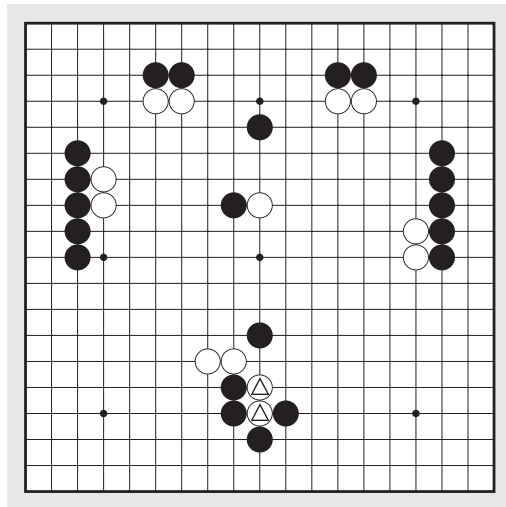
돌의 효율성 _ Efficiency of Stones

귀, 변, 중앙은 똑같은 집을 짓는데 필요한 돌의 개수가 다릅니다.

그림을 보면 똑같은 9집을 짓는데 귀는 6수, 변은 9수, 중앙은 12수가 사용된 것을 알 수 있습니다. 그러므로 집짓기에 가장 효율적인 곳은 '귀'겠죠? 그래서 귀부터 두는 것이랍니다.

보통 흑의 첫 수는 우상귀에 둡니다.

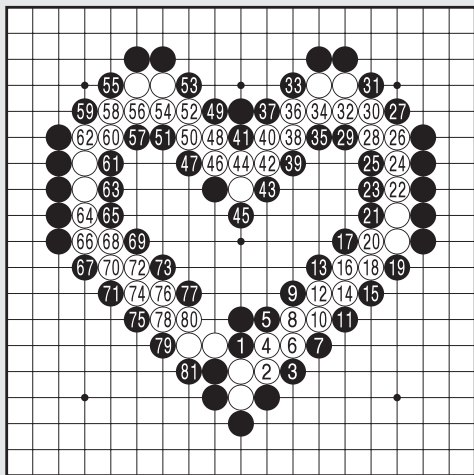
The numbers of stones needed for building a territory differ depending on the location where it is built. As you can see in the diagram, it takes 6, 9, and 12 stones respectively to make the same 9-point territory, in a corner, on a side, and in the center. Therefore, a corner is the most efficient place to make territory. That's why players play in the corners first. Black plays the first move mostly in the upper right corner.



하트 판촉 _ Heart Ladder

세모 처진 백 두점을 '축'으로 잡아주세요. 한수 한수 백돌을 축으로 몰아가면 최후에는 멋진 하트가 당신을 기다립니다.

Black will capture the two white stones with a ladder. A beautiful heart shape is waiting at the end.



Day 4 넷째 날

Making Dansoo 단수치는 방법

1. Dansoo toward the 1st Line _ 1선 쪽으로 단수
2. Dansoo toward Allies _ 우리 편 쪽으로 단수
3. Dansoo with Cut _ 끊으면서 단수
4. Continuous Dansoo _ 연단수
5. Double Dansoo _ 양단수
6. Net _ 장문
7. Fun Facts _ 쉬어가는 페이지



이번에는 여러 가지 단수에 대해 알아보겠습니다.

5가지 단수를 습득하면 상대방 돌을 더 쉽게 잡을 수 있습니다.

끝으로 지금까지 배운 기술보다 한 단계 높은 기술인 '장문'을 배워보겠습니다.

Let's talk about various dansoos in this chapter. You can capture opponent's stones more easily with the five dansoo-skills you will learn. You'll also learn 'net', one-step-higher skill of capturing, at the end of this chapter.



day 4-1

Dansoo toward the 1st Line _ 1선 쪽으로 단수

바둑에서 1선은 절벽과 같습니다. 상대방 돌이 1선 쪽으로 가도록 단수치면 상대방 돌은 도망갈 곳이 없습니다. 즉 상대방 돌을 벼랑 끝으로 모는 것이죠. 돌을 공격할 때는 1선 쪽으로 몰아가면 쉽게 잡을 수 있습니다.

In Baduk, the 1st line is like a cliff. If you drive your opponent with dansoo, he will have nowhere to escape. In other words, you are pushing him off the edge of a cliff.

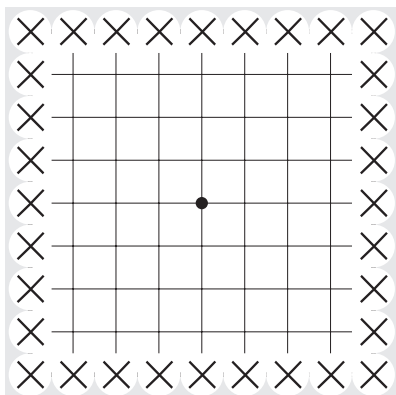


1선(一線) _ The 1st Line

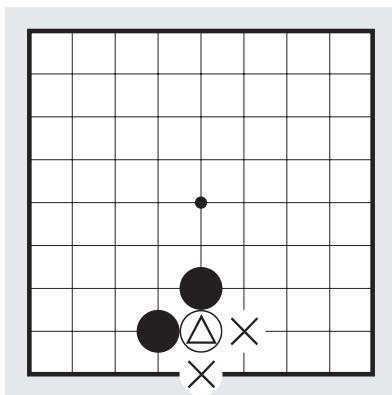
바둑판의 맨 바깥 선을 말합니다. 1선에 두면 잡히기 쉬울 뿐만 아니라 초반에 집짓기도 어렵기 때문에 1선에 두지 않는 것이 좋을 때가 많습니다.

The lines on a Baduk board are counted from the edge. So, the 1st line is the one closest to the edge. The stones on the 1st lines are easily killed and are no use for making territory. Therefore you'd better avoid playing on it, especially during the opening.

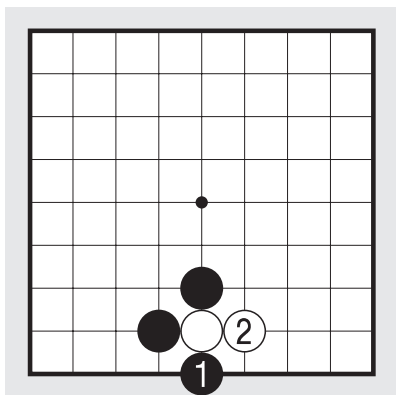
Dia.01



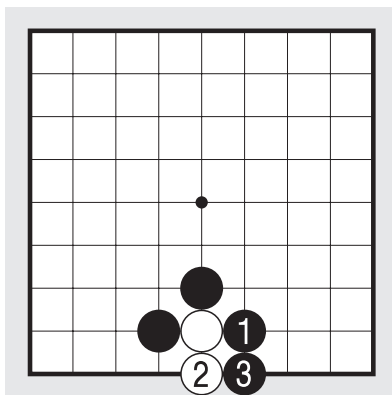
Dia.02



Dia.03



Dia.04



01. X 처진 곳이 '죽음의 선'인 1선입니다.
02. 흑은 두 곳의 X 중 어느 쪽으로 단수치는 것이 좋을까요?
03. 흑이 1선 쪽에서 단수치면 백은 도망가 버립니다.
04. 흑은 백을 버랑, 즉 1선 쪽으로 단수쳐야 합니다.

01. The line marked X is the 1st line, the line of death.
02. Black wants to capture the marked white stone. Which X's is correct?
03. If Black plays dansoo from underneath, White can easily escape.
04. Therefore, the answer is to make dansoo with which Black can drive White toward the line of death.

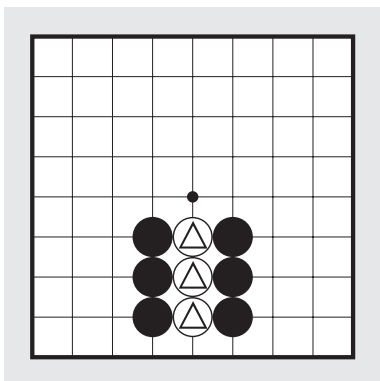
TEST



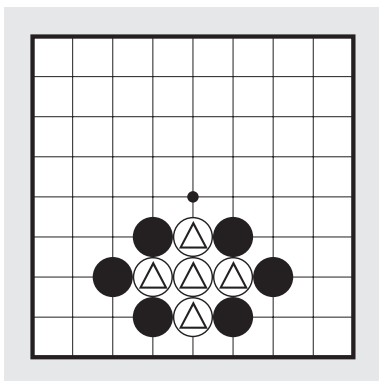
세모 처진 백돌이 1선 쪽으로 가도록 단수쳐서 잡아주세요.

Make dansoo so that you can drive the marked white stones toward the 1st line.

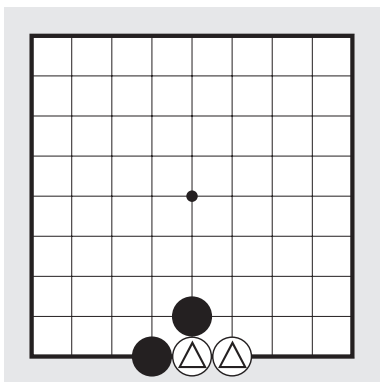
Test 01 ★



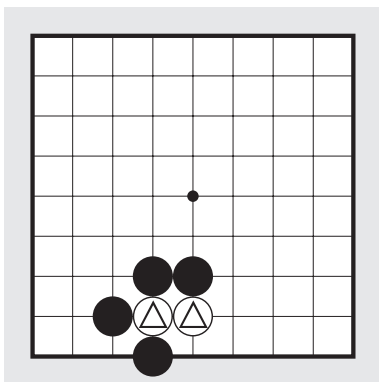
Test 02 ★



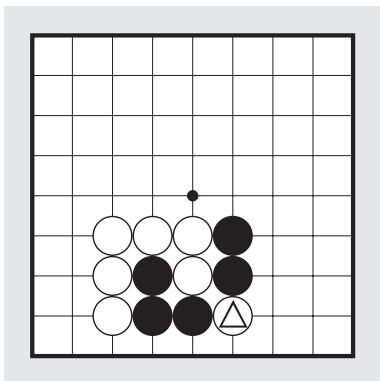
Test 03 ★



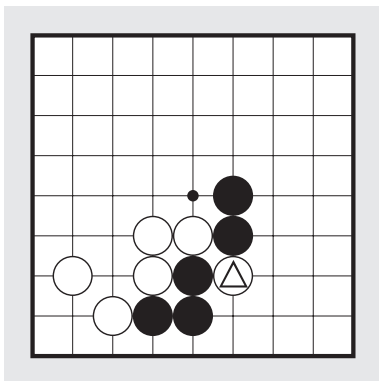
Test 04 ★



Test 05 ★★



Test 06 ★★



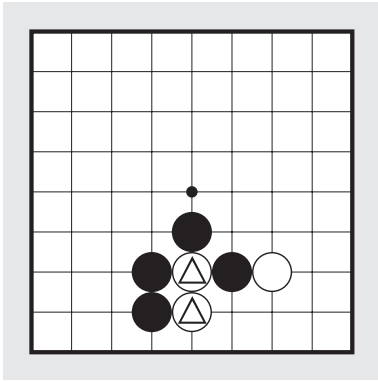
TEST



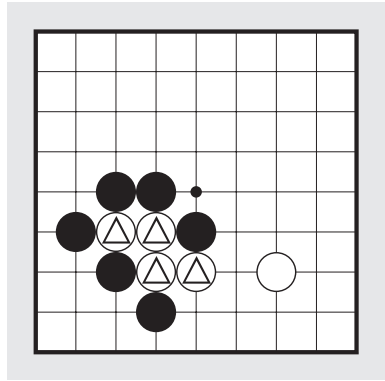
세모 처진 백돌이 1선 쪽으로 가도록 단수쳐서 잡아주세요.

Make dansoo so that you can drive the marked white stones toward the 1st line.

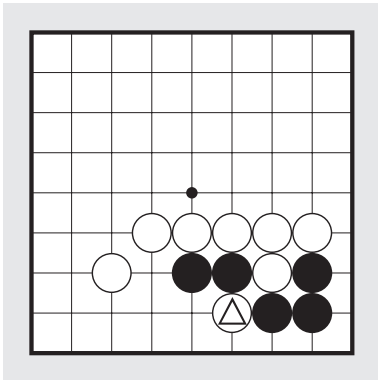
Test 07 ★★



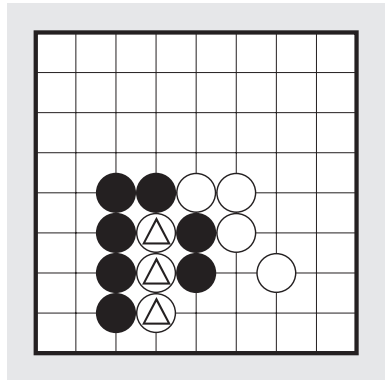
Test 08 ★★



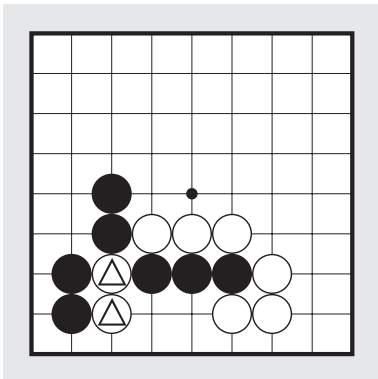
Test 09 ★★★



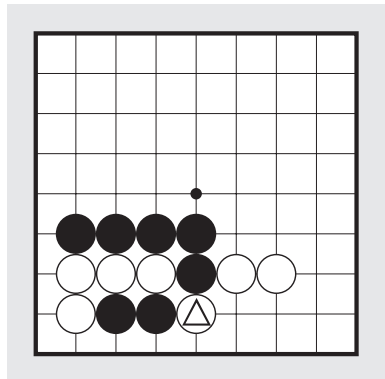
Test 10 ★★★



Test 11 ★★★



Test 12 ★★★





day 4-2

Dansoo toward Allies _ 우리 편 쪽으로 단수

바둑은 우리 편 돌을 최대한 활용하는 것이 중요합니다.
우리 편이 있는 쪽으로 단수를 치면 상대방 돌을 쉽게 잡을 수 있습니다.

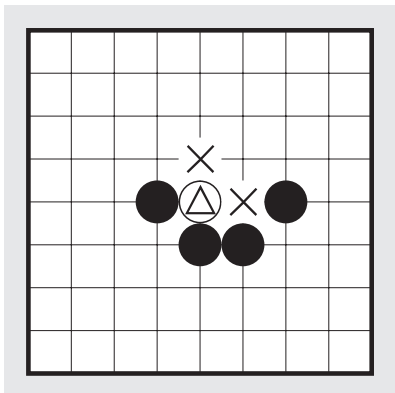
It is very important in Baduk to use your allies efficiently. You can easily capture your opponent's stones by making dansoos toward your allies.

Ⅰ 형세판단(形勢判斷) _ Situational Judgment Ⅰ

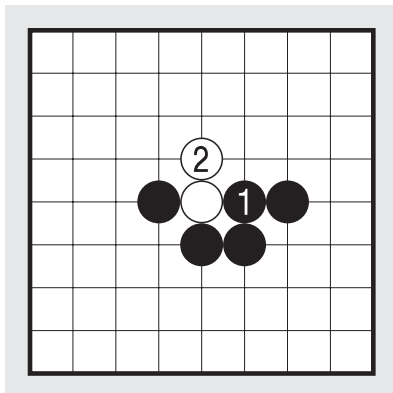
기권을 할 때 기준이 되는 것은 바로 '형세판단'입니다. 형세를 판단한 후에 기권을 할지 말지 정하는 것이죠. 형세판단을 자주 하면 때에 따라 다양한 전술을 펼칠 수 있기 때문에 좋은 점이 많습니다.

You decide whether to resign or not based on your 'Situational Judgment,' an assessment of the situation that you are in at that particular time in the game. You can also use situational judgment to decide on strategies.

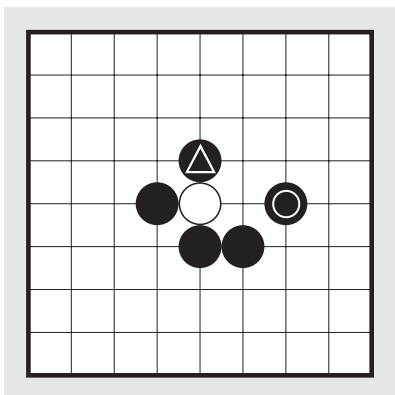
Dia.01



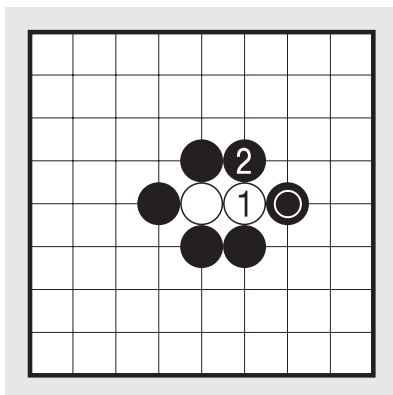
Dia.02



Dia.03



Dia.04



01. 단수칠 수 있는 곳이 두 곳 있습니다.

02. 백이 도망가 버렸습니다.

03. 흑은 동그라미 쳐진 우리 편 돌이 있는 쪽으로 단수쳐야 합니다.

04. 우리 편이 딱 기다리고 있죠. 우리 편과 힘을 합치면 상대방 돌을 쉽게 잡을 수 있어요.

01. There are two places where Black can make dansoo.

02. Black 1 lets White escape with 2.

03. Black should make dansoo toward his ally, the stone marked with O.

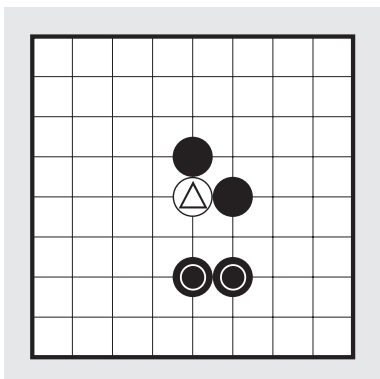
04. Owing to this marked stone, White cannot escape.

TEST

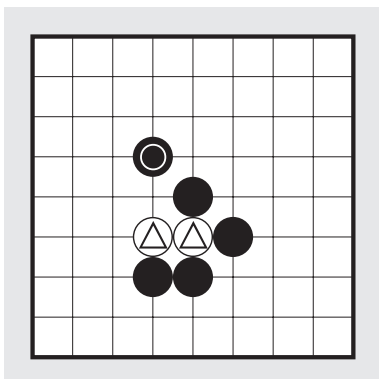
우리 편이 있는 쪽으로 백돌을 단수쳐서 잡아주세요.

Capture the marked white stone(s) by making dansoos toward allies.

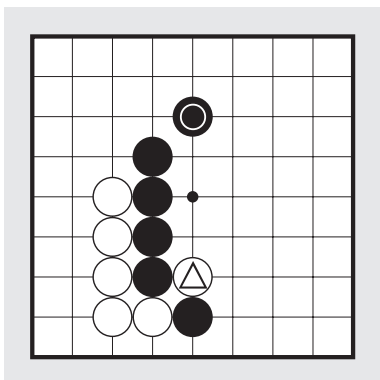
Test 01 ★



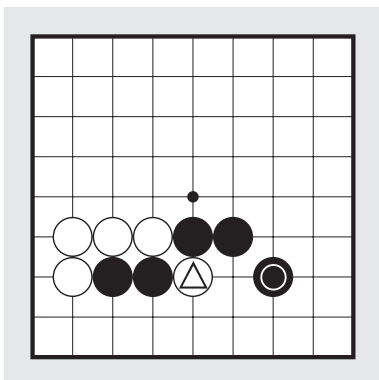
Test 02 ★



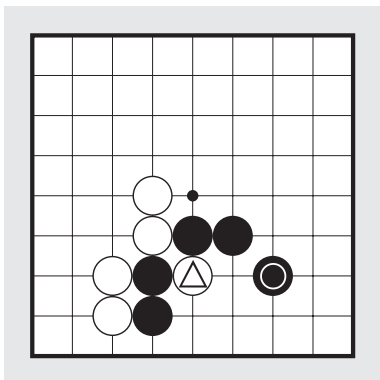
Test 03 ★★



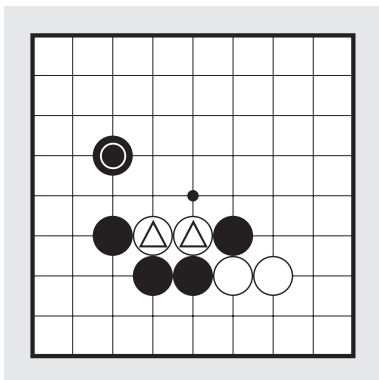
Test 04 ★★



Test 05 ★★



Test 06 ★★★



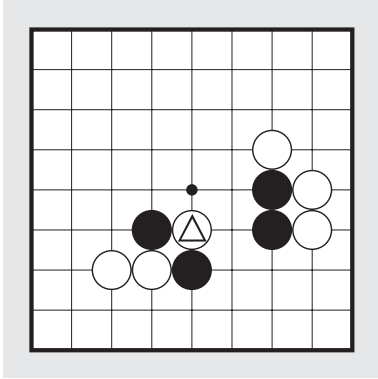
TEST



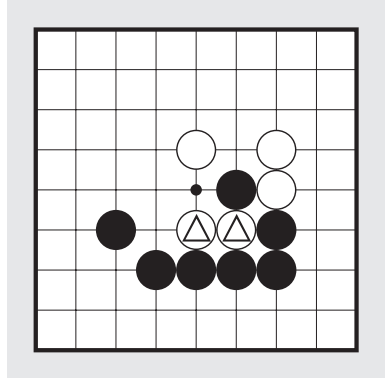
우리 편이 있는 쪽으로 백돌을 단수쳐서 잡아주세요.

Capture the marked white stone(s) by making dansoos toward allies.

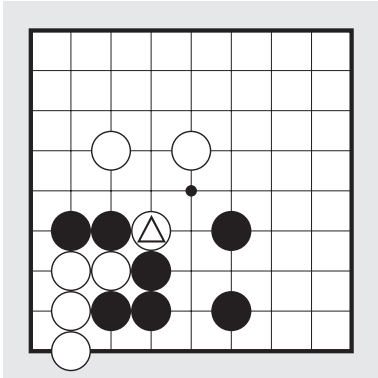
Test 07 ★★★



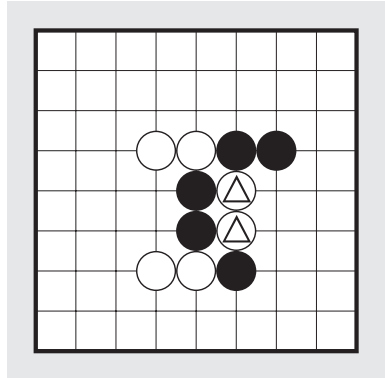
Test 08 ★★★



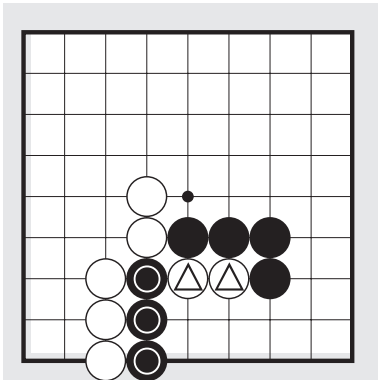
Test 09 ★★★



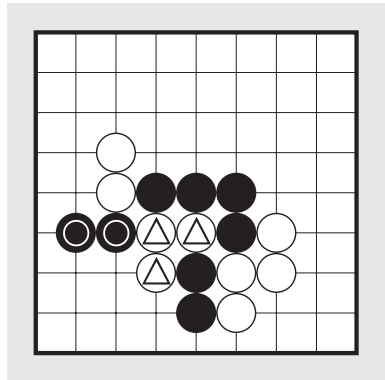
Test 10 ★★★★★



Test 11 ★★★★★



Test 12 ★★★★★





day 4-3

Dansoo with Cut_끊으면서 단수

이미 상대방 연결을 끊는 방법을 알고 있으면 끊으면서 단수치는 것을 쉽게 배울 수 있죠. 상대방 돌을 끊으며 단수를 치는 것은 상대방 돌을 잡을 때 자주 쓰이는 수법이니 꼭 익혀두기 바랍니다.

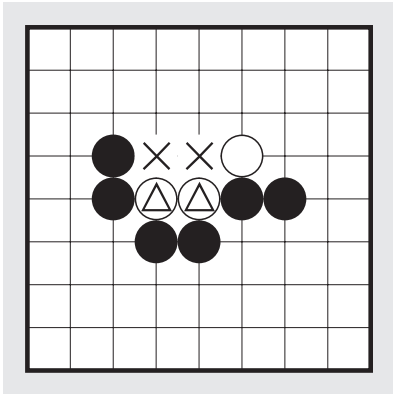
You learned how to cut your opponent's connections. Now you will see how to make dansoo at the same time as cutting. This skill is very useful for capturing stones.

I 수읽기 _ Reading I

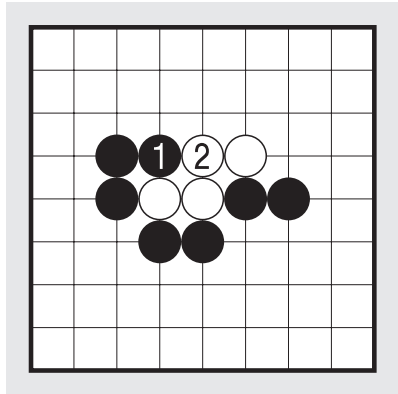
상대방이 둔 수의 의미를 파악하고 일어날 변화를 머릿속으로 추리하여 최선의 수를 선택하는 과정을 말합니다. 수읽기를 할 수 있는 수가 늘어날수록 고수가 될 수 있습니다. 프로들은 50수 앞도 내다볼 수 있다고들 합니다.

'Reading' is a process in which you guess the meaning of your opponent's move and come up with possible variations in your head. How many moves you can guess (read) ahead is a barometer for your playing level. It is said that professional players can read more than 50 moves ahead.

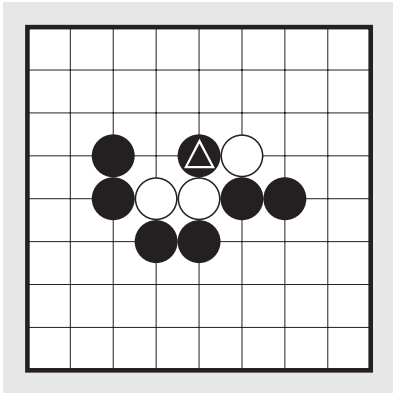
Dia.01



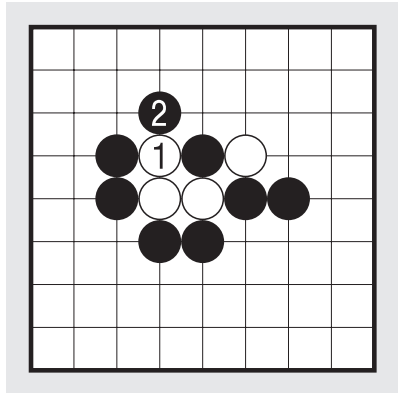
Dia.02



Dia.03



Dia.04



01. 흑에게 두 가지 선택권이 있습니다.
02. 단순히 단수치는 것은 백이 연결하며 살아가 버립니다.
03. 흑은 백돌의 연결을 끊으며 단수치는 것이 좋습니다.
04. 백이 도망가려고 해도 부처님 손바닥 안이죠.

01. Black has two places to make dansoo.
02. To make dansoo with 1 lets White connect with 2 to save her stones.
03. Black should cut with △ and make dansoo simultaneously.
04. It is useless for White to try to escape with 1.

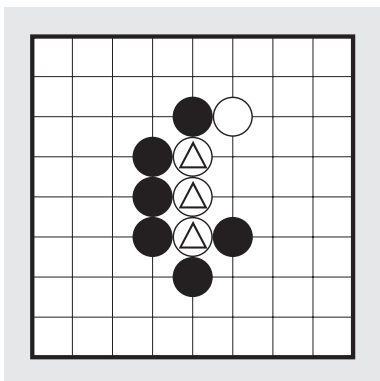
TEST



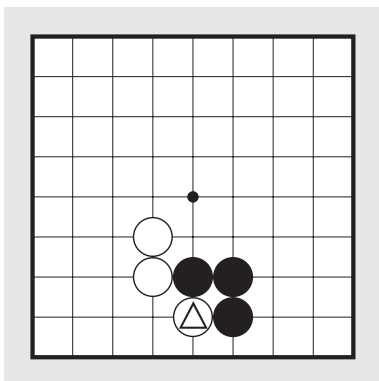
백돌 간의 연결을 끊으면서 잡아주세요.

Capture the marked white stones by making dansoo and cutting at the same time.

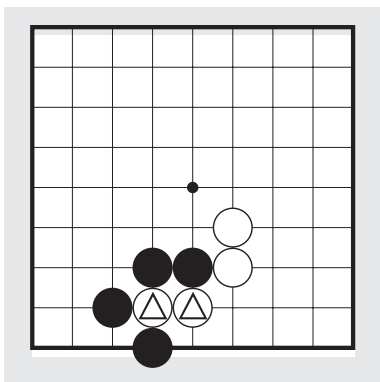
Test 01 ★



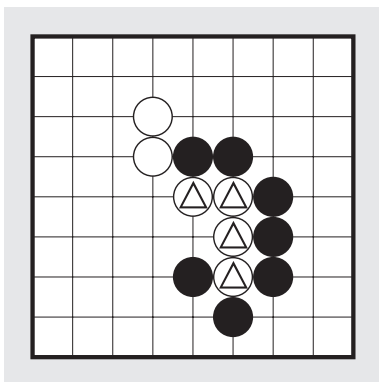
Test 02 ★



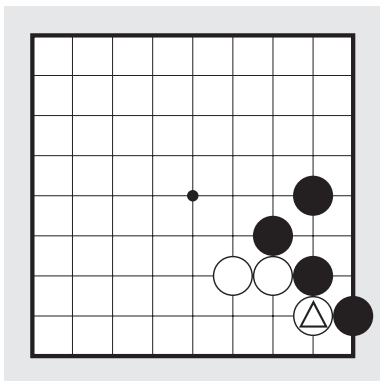
Test 03 ★



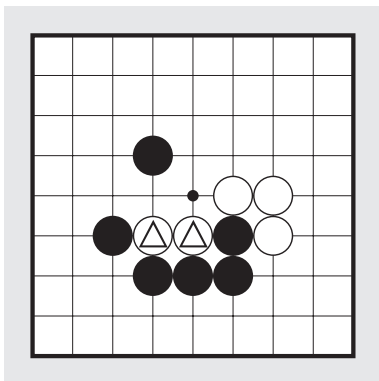
Test 04 ★★



Test 05 ★★



Test 06 ★★



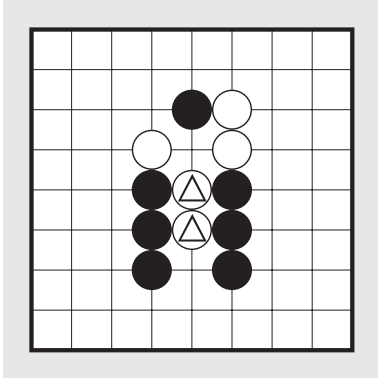
TEST

백돌 간의 연결을 끊으면서 잡아주세요.

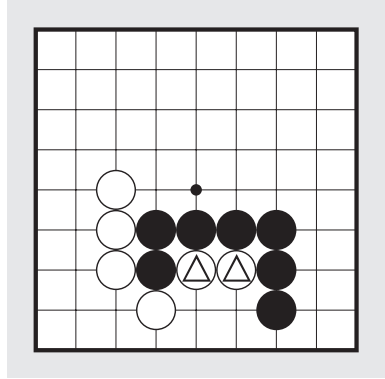


Capture the marked white stones by making dansoo and cutting at the same time.

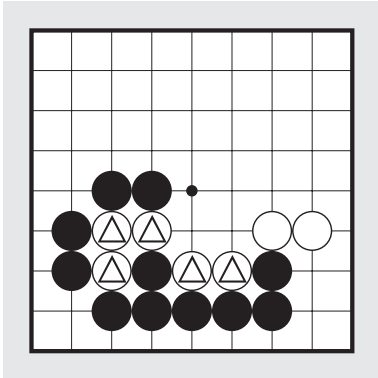
Test 07 ★★★



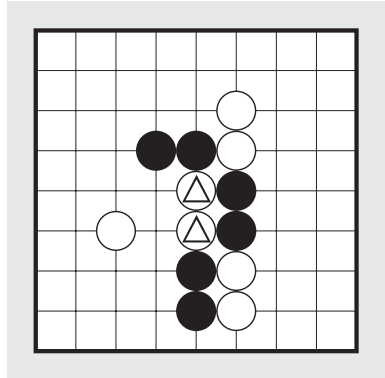
Test 08 ★★★



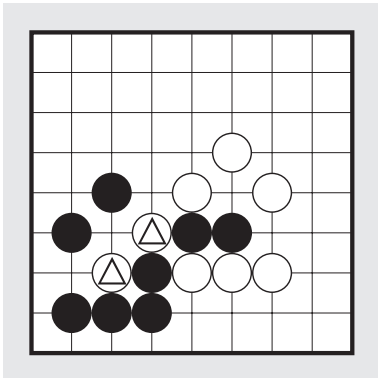
Test 09 ★★★



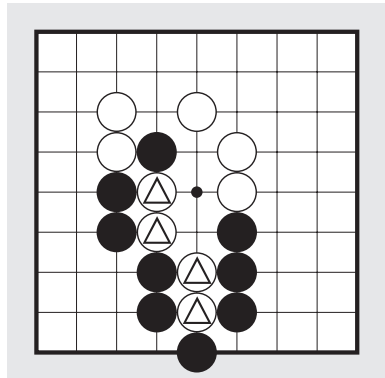
Test 10 ★★★



Test 11 ★★★★★



Test 12 ★★★★★





day 4-4

Continuous Dansoo_연단수

연단수란 단수일 때 살리려고 해도 다시 단수가 되는 모양, 또는 그런 수법을 말합니다.

다른 말로 촉촉수, 또는 몰아떨구기라고도 합니다.

연단수를 이해하게 되면 상대방의 돌을 좀 더 쉽게 잡을 수 있습니다. 반대로 연단수를 당했을 때는 냉정하게 버릴 줄 알아야 합니다. 쓸데없는 미련은 큰 손해를 볼 경우가 많죠.

내가 한 번, 상대방이 한 번, 그 다음 내가 두는 것까지 내다볼 수 있는 것, 이것을 '수읽기' 라고 합니다. 수를 읽어내는 능력이 늘어갈수록 실력도 늘겠죠?

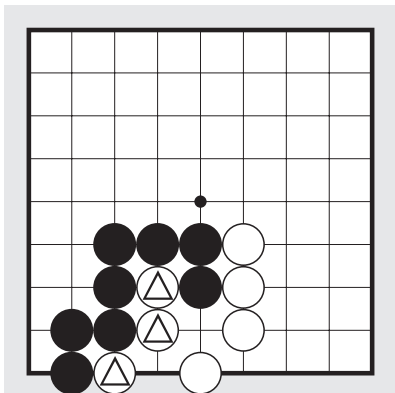
‘Continuous Dansoo’ is a situation where if you put your opponent’s stones in dansoo, her connecting move will automatically place her own stones in dansoo. It is important to use this situation for your benefit. However, it’s much more important to recognize when you have fallen into this situation. It is wise to give up the stones in continuous dansoo because you can never save them. To look ahead and know what will happen with the following moves is called ‘Reading’ in Baduk. If you improve your reading, you will improve your game.

I 초반(初盤) _ Opening I

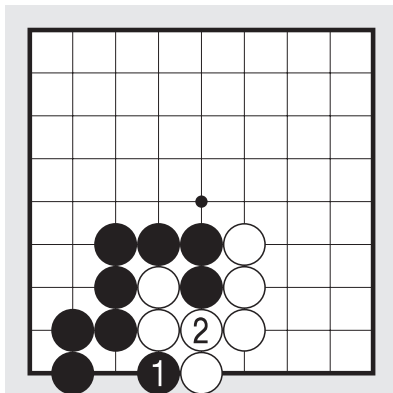
바둑을 시작하여 서로 포석을 하는 단계를 말합니다. 보통 50수 정도까지를 초반이라고 합니다.

Opening is a phase of a game where players are arranging stones useful for future fights and territories. In general, up to about 50 moves in a game is considered the opening.

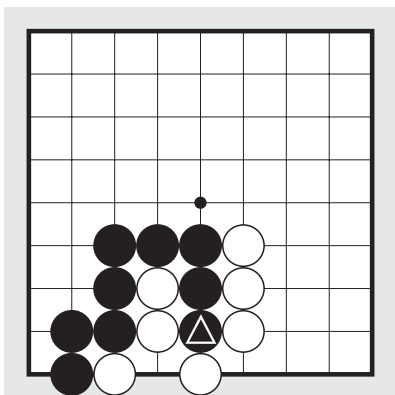
Dia.01



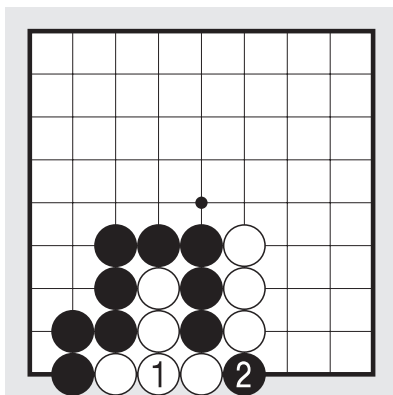
Dia.02



Dia.03



Dia.04



01. 세모 쳐진 백돌들을 전부 잡고 싶습니다.
02. 흑1은 백 두 점이 살아갑니다. 한쪽을 놓쳐버렸네요.
03. 따내는 것에 연연하지 말고 수읽기를 해야 합니다. 흑 세모는 미래를 내다본 수입니다.
04. 백이 전부 다 살리려고 하면 연단수에 걸려 더 많이 잡힙니다.

01. Black can capture all three marked white stones.
02. If Black captures one stone with 1, the other two will be saved with 2.
03. It is important not to focus on capturing one stone, but to read the moves coming next. Black △ is the smart move in this situation.
04. If White tries to save the three stones with 1, she will lose four stones instead.

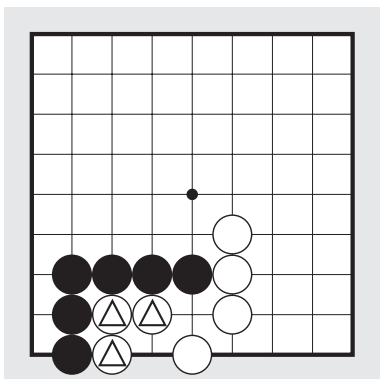
TEST

세모 처진 백돌을 연단수로 잡아주세요.

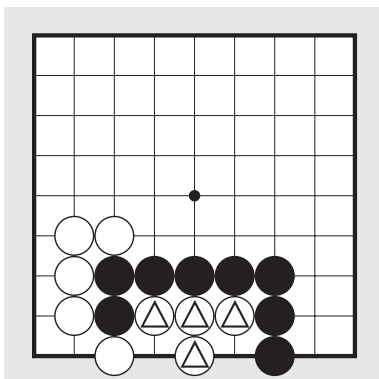


Capture the marked white stones using continuous dansoo.

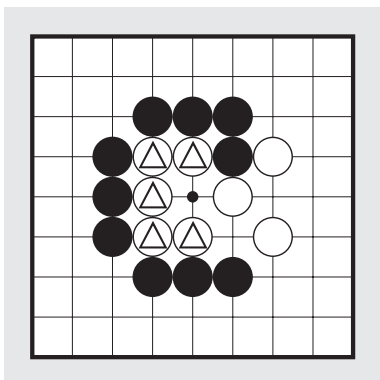
Test 01 ★



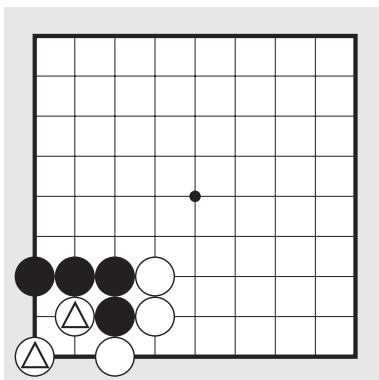
Test 02 ★



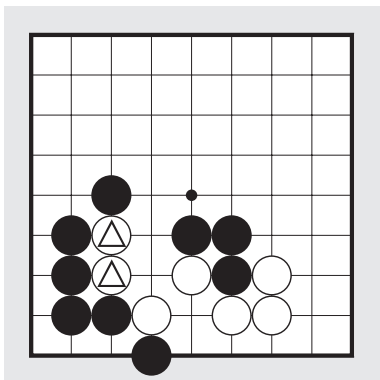
Test 03 ★



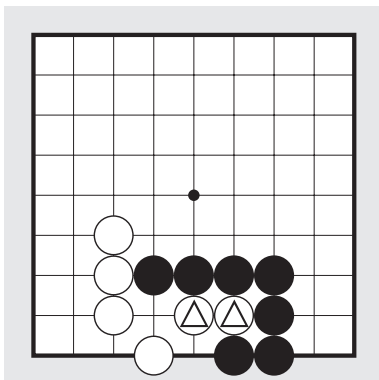
Test 04 ★



Test 05 ★★



Test 06 ★★



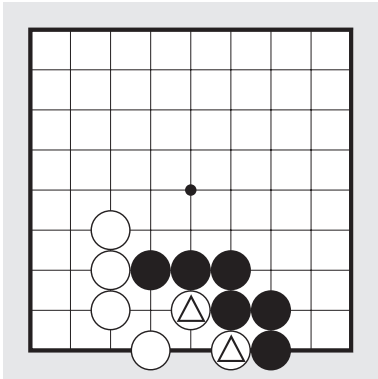
TEST



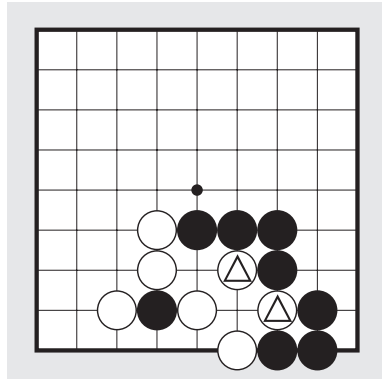
세모 처진 백돌을 연단수로 잡아주세요.

Capture the marked white stones using continuous dansoo.

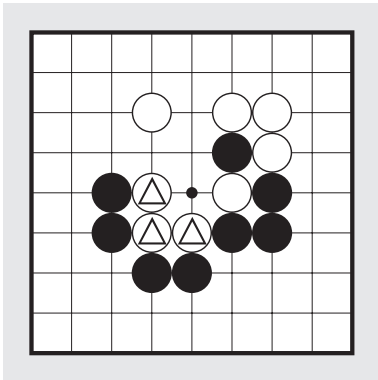
Test 07 ★★



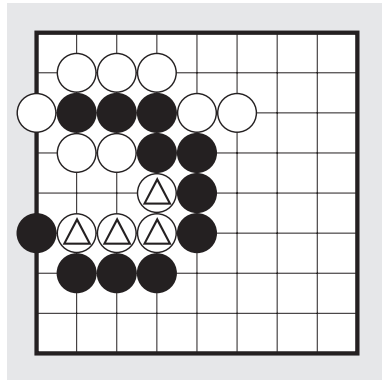
Test 08 ★★★



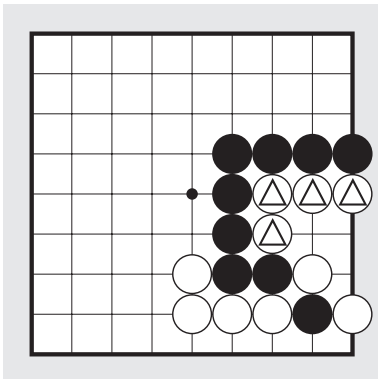
Test 09 ★★★



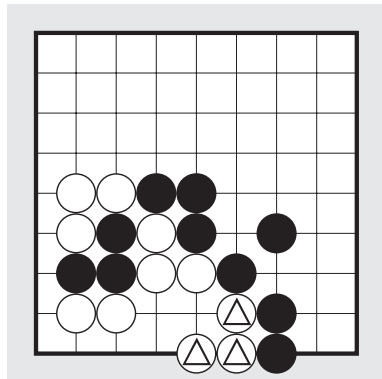
Test 10 ★★★★★



Test 11 ★★★★★



Test 12 ★★★★★





day 4-5 Double Dansoo_양단수

양단수는 양쪽이 동시에 단수가 되는 모양, 또는 그런 수법을 말합니다.

상대방 모양을 잘 살펴보면 양단수 되는 모양이 숨어 있을 수 있습니다. 그 약점을 놓치지 말고 양단수를 치면 둘 중 하나는 반드시 잡을 수 있습니다. 반대로 한쪽은 반드시 잡히게 되니 그 전에 양단수 되는 곳을 연결해서 지켜주세요.

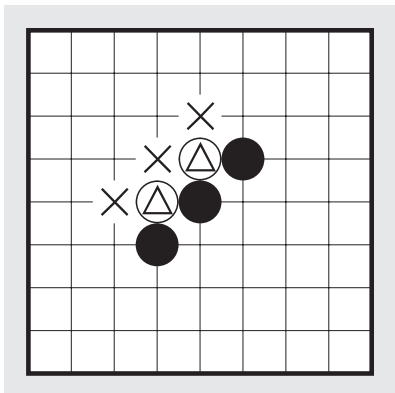
‘Double Dansoo’ is a skill to make two dansoos at the same time. If you check the shape of your opponent’s stones, you might find a place to make two dansoos simultaneously. Since your opponent can save only one of the groups in dansoo, you can capture the other. On the contrary, you should also be careful not to leave a place where your opponent can play double dansoo.

I 빈삼각 _ Empty Triangle I

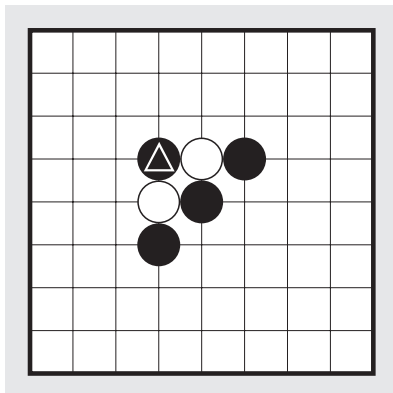
‘빈삼각은 두지 말라’ 라는 바둑격언이 있습니다. 빈삼각은 대표적인 우형으로 효율이 떨어지는 모양이기 때문에 가급적 두지 말라는 뜻입니다.

There is a Baduk proverb, ‘don’t make an empty triangle.’ An empty triangle is the most notorious dumb shape in Baduk, so that it is wise avoid them altogether.

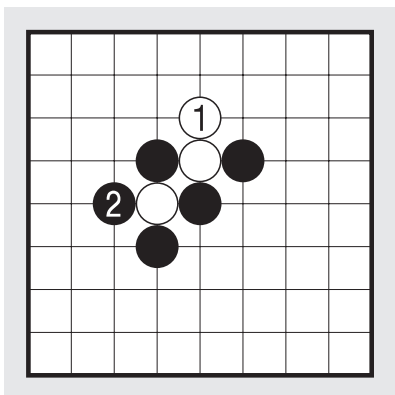
Dia.01



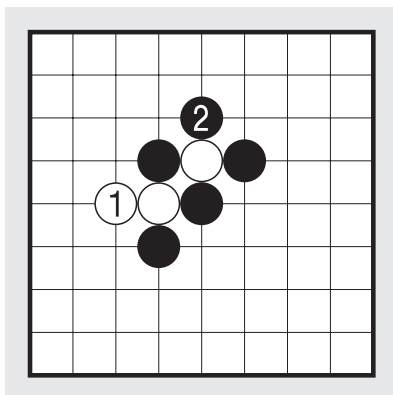
Dia.02



Dia.03



Dia.04



01. 흑에게 백돌을 단수칠 수 있는 여러 길이 있지만 올바른 길은 단 하나입니다.

02. 바로 이곳이 양단수입니다.

03. 백이 한쪽을 살리면 흑은 다른 한쪽을 잡을 수 있죠.

04. 백은 어쩔 수 없이 어느 한쪽을 포기해야 합니다.

01. There are many places where Black can make a dansoo, but one is better than the others.

02. Black can make two dansoos at the same time by cutting at △.

03. If White saves one, Black can capture the other.

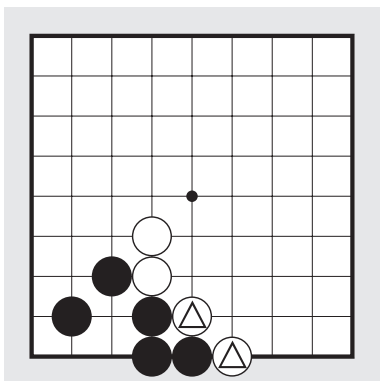
04. White cannot help but to give up one of the two.

TEST 세모 처진 백돌이 양단수 되는 곳을 찾아주세요.

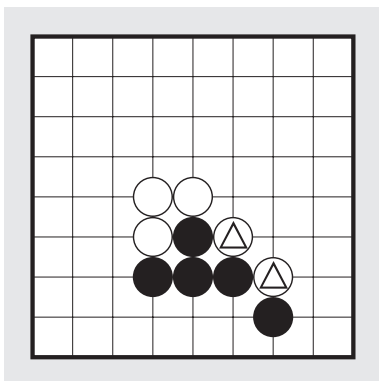


Mark the place where Black can make a double dansoo with the marked white stones.

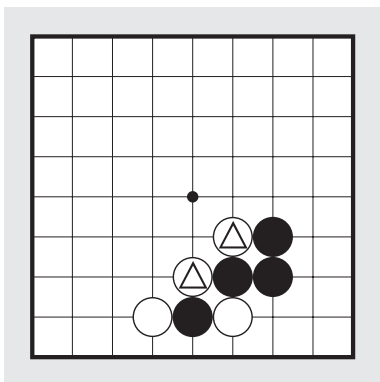
Test 01 ★



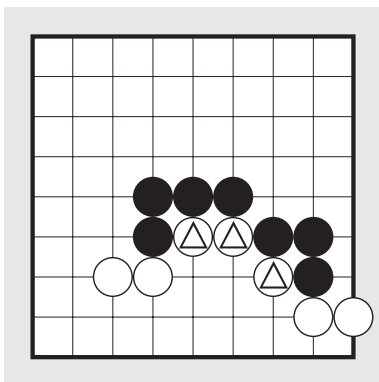
Test 02 ★



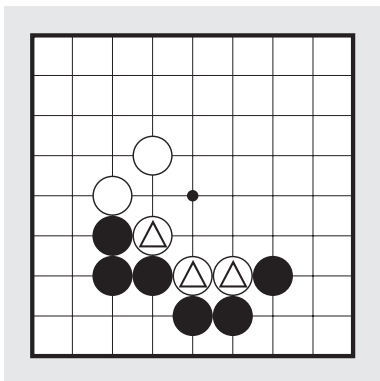
Test 03 ★



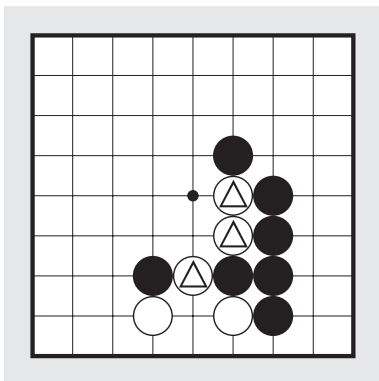
Test 04 ★★



Test 05 ★★



Test 06 ★★



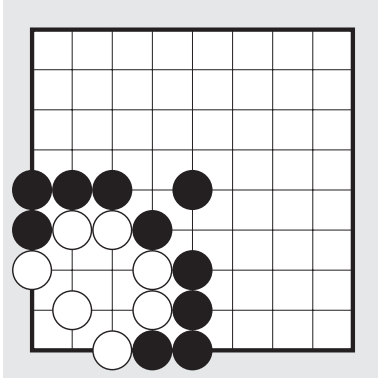
TEST



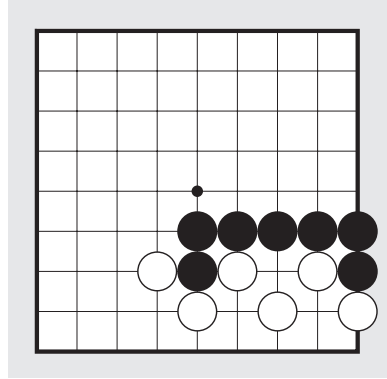
백돌이 양단수 되는 곳을 찾아주세요.

Mark the place where Black can make a double dansoo.

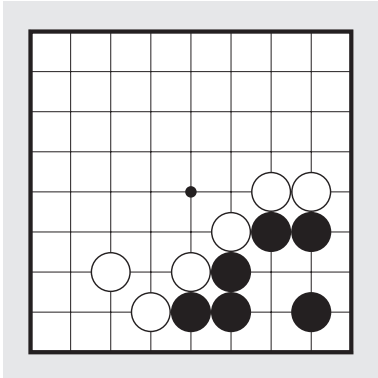
Test 07 ★★★



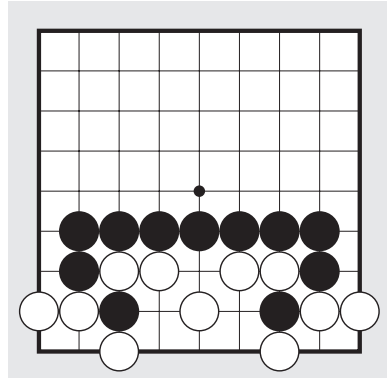
Test 08 ★★★



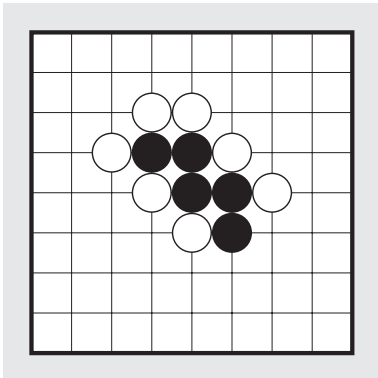
Test 09 ★★★



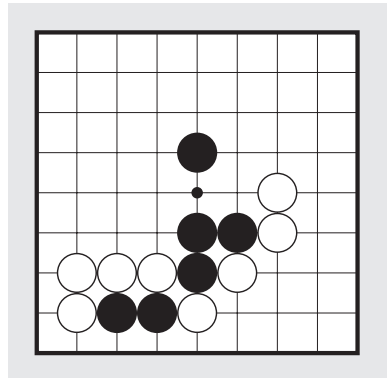
Test 10 ★★★★★



Test 11 ★★★★★



Test 12 ★★★★★





day 4-6 Net_장문

장문은 상대편 돌을 한 수로 달아나지 못하게 포위해서 잡는 방법입니다. 단수가 한 수 앞을 내다본다면 장문은 세 수 앞을 내다보는 것입니다. 돌을 잡을 때 단수를 치는 것이 아니기 때문에 일종의 새로운 개념이라고 할 수 있습니다. 장문은 그동안 배운 기술보다 한 단계 높은 기술이므로 더 깊은 수읽기가 필요합니다.

장문은 내 세력을 이용해서 상대편 돌이 달아나는 길을 봉쇄하는 것입니다. 미리 와 있는 내 돌들과 합동해서 상대방 돌을 도망가지 못하도록 포위하는 것이죠.

The 'Net' is a skill for capturing your opponent by making him unable to move. You need to read at least three moves ahead to use this skill. It is a pretty high-level technique because there is no dansoo involved with this skill. Using your allies is also important in making a net. Your allies will block your opponent's way out.

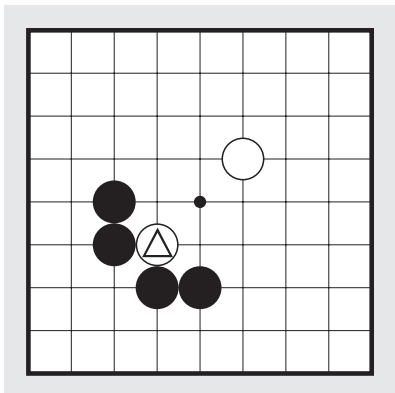
● ○ 바둑격언 한마디 _ Baduk Proverb

'축, 장문 안 되면 나가라' / Give up your stones caught in a ladder or a net. 돌을 살릴 때는 먼저 축이나 장문으로 잡히지 않는지를 확인해 본 다음에 살리라는 뜻입니다.

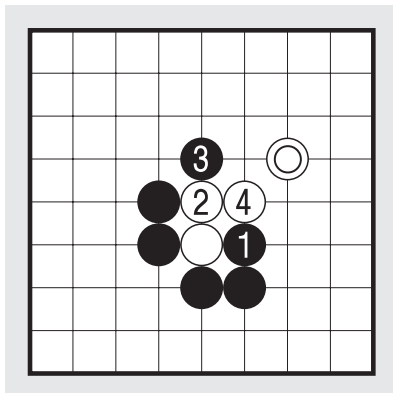
Any stones caught in a ladder or a net are nearly impossible to save, so it is better to give them up.



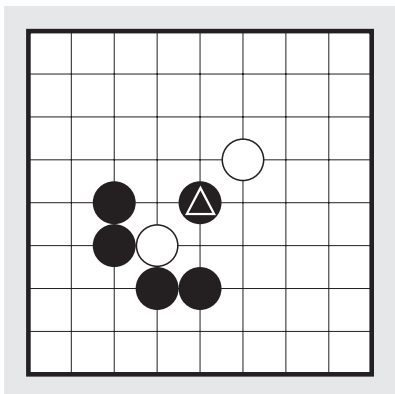
Dia.01



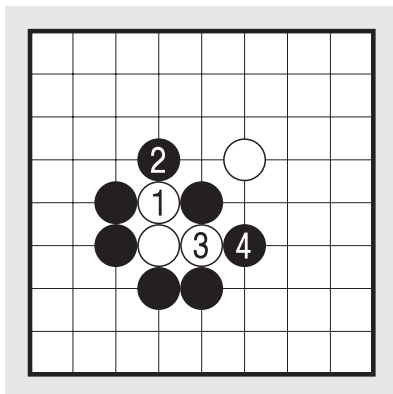
Dia.02



Dia.03



Dia.04



01 세모 처진 백돌을 잡고 싶은데요.

02 축으로 몰면 ◎처진 백돌과 연결됩니다.

03 이럴 때 장문 신공을 펼치면...

04 백이 도망가려고 발버둥 쳐도 몇 발짝 못 가 결국 잡히죠.

01. Black wants to capture the marked white stone.

02. If Black tries to capture it with a ladder, White will become linked with the marked stone.

03. In this case, using a net is the best choice.

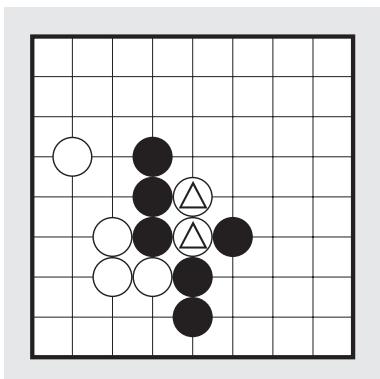
04. All the efforts by White to escape are useless.

TEST 세모 처진 백돌을 장문으로 잡아주세요.

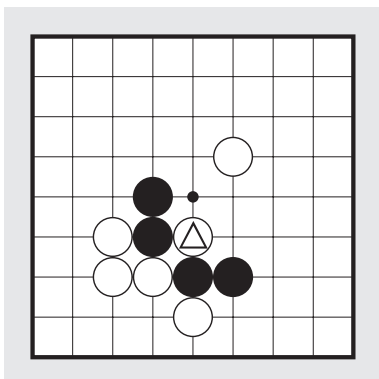


Capture the marked white stone(s) with a net.

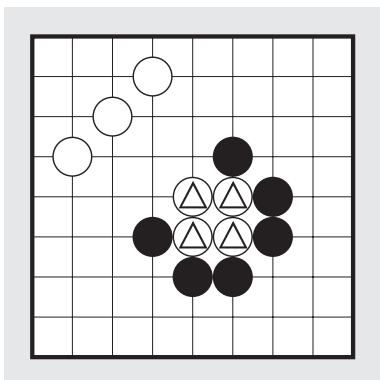
Test 01 ★



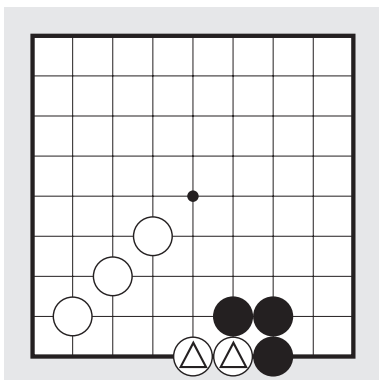
Test 02 ★



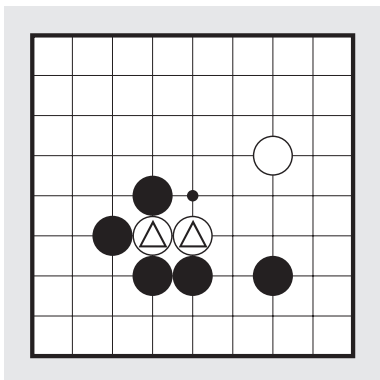
Test 03 ★



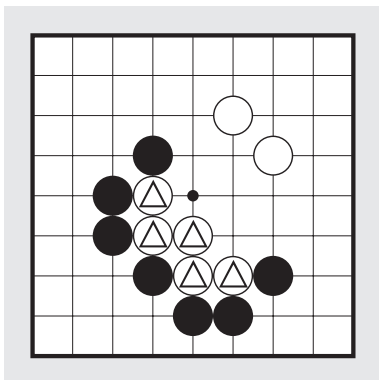
Test 04 ★



Test 05 ★★



Test 06 ★★



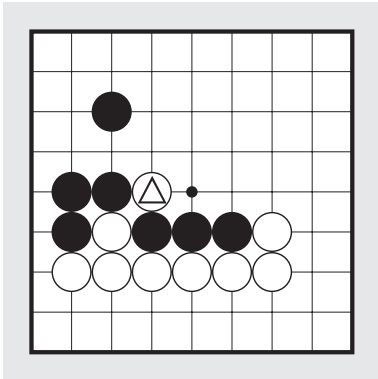
TEST



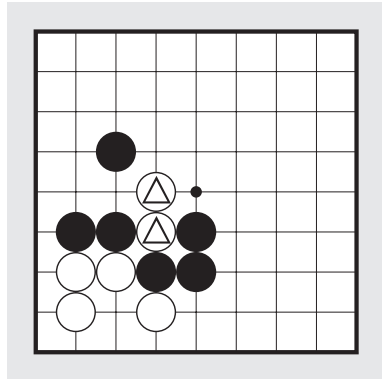
세모 처진 백돌을 장문으로 잡아주세요.

Capture the marked white stone(s) with a net.

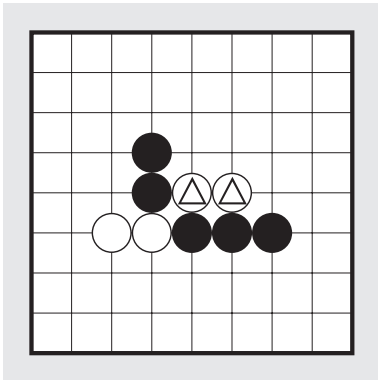
Test 07 ★★



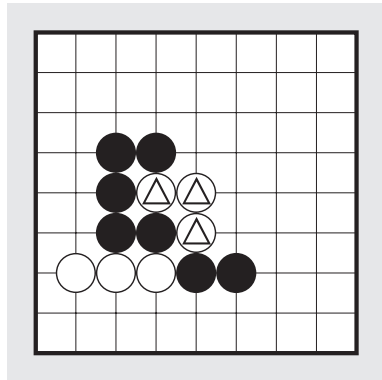
Test 08 ★★



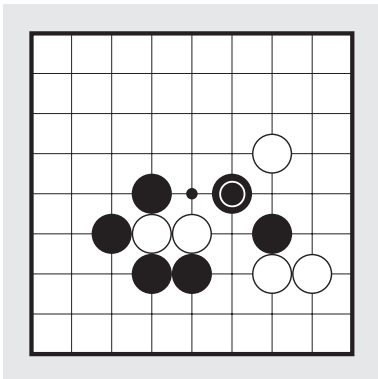
Test 09 ★★★



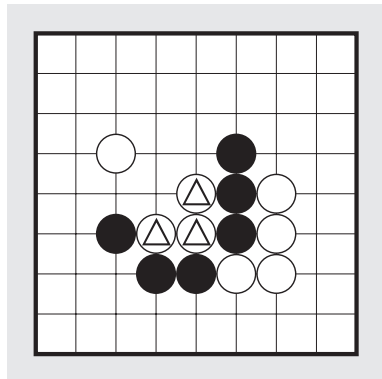
Test 10 ★★★

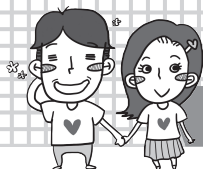


Test 11 ★★★



Test 12 ★★★

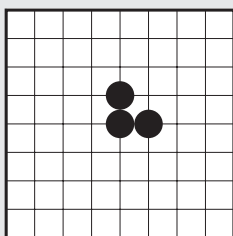




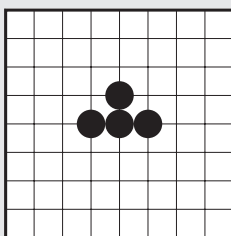
우형 「愚形」 _ Dumb Shape

우형이란 돌이 뭉쳐 있어서 효율성이 떨어지는 형태를 말합니다. 아래의 모양들이 대표적인 ‘우형’입니다. 잘 기억해 실전에서 우형을 두지 않도록 주의해 주세요.

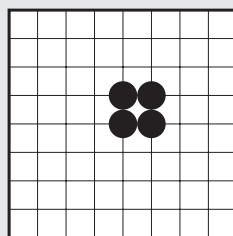
‘Dumb Shape’ is an undesirable formation where the stones are clumped together inefficiently. The following are the most famous examples of dumb shapes. Please keep these shapes in mind in order not to make one yourself.



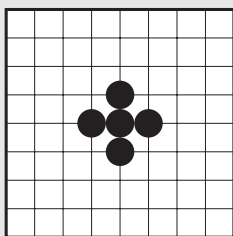
빈삼각 모양(empty triangle)



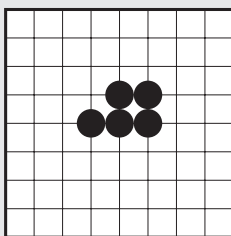
모자 모양(hat)



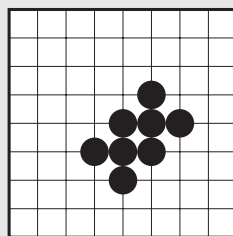
상자 모양(box)



열십자 모양(cross)



자동차 모양(car)



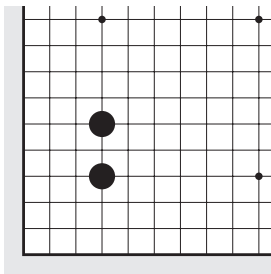
포도송이 모양(dumpling)



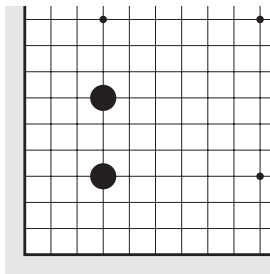
행마 「行馬」 _ Haengma

행마란 돌의 움직임을 말합니다. 아래의 6가지 행마가 가장 많이 쓰이는 행마입니다.

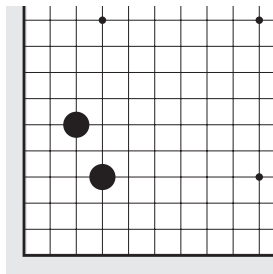
‘Haengma’ means the movement of stones in relation to the stones already played. The following movements are the most frequently played haengmas.



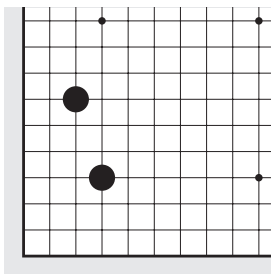
한칸(one-point jump)



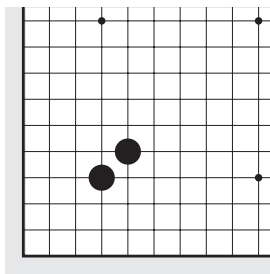
두칸(two-point jump)



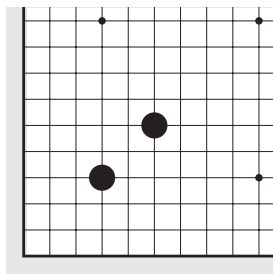
날일자(日)(knight's move)



눈목자(目)(large knight's move)



입구자(口)(diagonal)

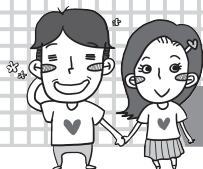


밭전자(田)(large diagonal)

Ⅰ 행마 _ Haengma Ⅰ

6가지 행마 중에서 가장 많이 쓰이는 행마는 ‘날일자’입니다. 그 다음으로 ‘한 칸’의 사용빈도수가 높죠. 상황에 따라서 적절한 행마를 구사하는 능력이 뛰어날수록 고수입니다.

The ‘night’s Move’ is the most frequently used haengma out of the six haengmas introduced above. The second is the ‘one-point jump.’ Strong players know which haengma to use in which situation.

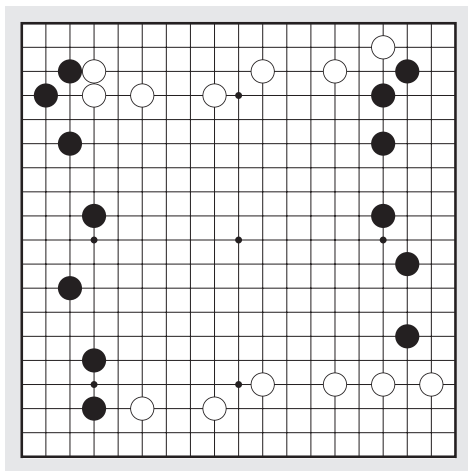


day 4-7 Fun Facts_쉬어가는 페이지

포석 「布石」_Opening

초반에 진영을 구축하기 위해서 돌을 벌여 배치하는 것이 포석입니다. 주로 3선과 4선에 두며 6가지 행마가 다양하게 사용됩니다.

The 'Opening' is a phase in which both players arrange the stones in order to make frameworks for their future territories or to build influence. During the opening, stones are usually arranged on the 3rd and 4th lines, and the 6 haengmas you've seen before are used accordingly.



| 포석과 정석 _ Opening and Joseki |

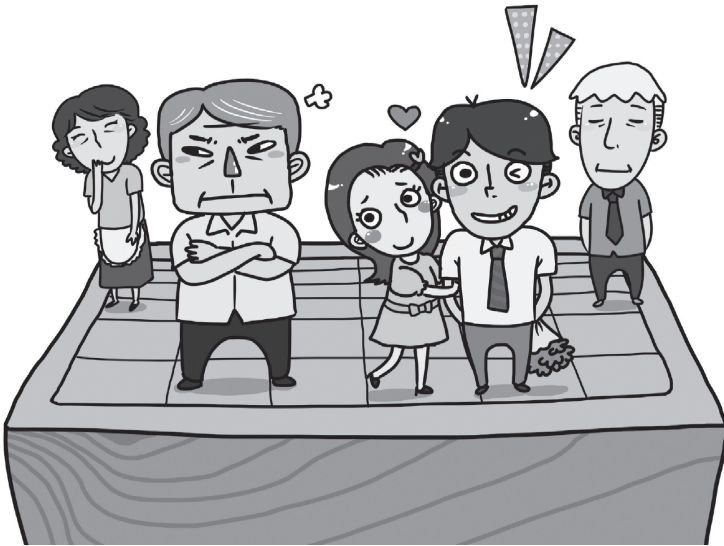
포석은 정석에 의해 구성됩니다. '정석'이란 귀 방면에서 흑백이 서로 최선으로 인정하여 진행된 일정한 형태를 말합니다. 오랜 경험과 연구에 의해 만들어진 것이므로 정석은 흑과 백이 서로 불만이 없습니다. 어느 한 쪽에 불만이 있다면 그것은 곧 정석이 아닌 것이죠!

An opening is composed of 'Josekis.' A joseki is a standardized sequence consisting of appropriate moves by both Black and White. Developed through long experience and study, the joseki should be equally beneficial to both sides. If there are any complaints from one side as a result of the sequence, it cannot be a joseki.

Day 5 다섯째 날

Capturing Techniques 돌을 잡는 기술

1. Eye vs. False Eye 1 _ 집과 옥집1
2. Eye vs. False Eye 2 _ 집과 옥집2
3. Snapback _ 환격
4. Throw-in _ 먹여쳐서 촉촉수
5. Making a False Eye _ 먹여쳐서 옥집 만들기
6. Fun Facts _ 쉬어가는 페이지



옥집은 입문 단계에서 가장 어려운 개념으로, '옥집'을 이해하면 하나의 산을 넘는 것과 같습니다.

높긴 하지만 결코 못 오를 산은 아니니 겁내지 마세요.

다음으로 보면 볼수록 매력적인 기술 '환격'과 '먹여치기'에 대해 배워보겠습니다.

The False Eye is the most challenging concept for a beginner to learn. Of course it is not impossible to understand, but it is quite difficult to fully understand it and to make no mistakes. You will also learn the attractive skills of 'snapback' and 'throw-in' on day 5.



day 5-1

Eye vs. False Eye 1_집과 옥집

옥집은 집처럼 보이긴 하지만 알고 보면 가짜 집인 곳을 말합니다.

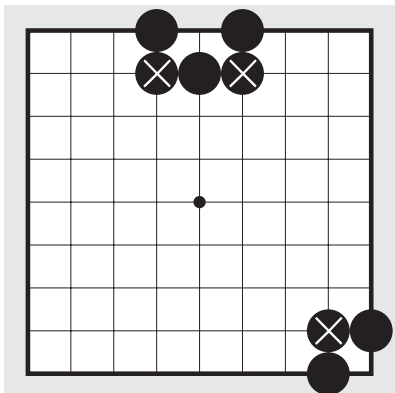
집 모양을 하고 있지만 공배가 다 메워지면 단수가 돼서 이어야 하기 때문에 집이 아니죠. 확실한 집을 만들려면 필요한 연결점이 있는데 그 연결점을 상대방에게 내주게 되면 옥집이 됩니다.

실전에서 옥집을 구분하는 것이 어렵다고 생각될 수도 있지만, 돌이 단수가 되는지 안 되는지를 생각해 보면 쉽게 옥집을 알아볼 수 있을 겁니다.

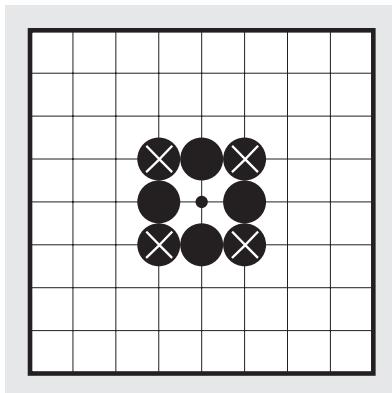
A false eye looks very similar to an eye, but is actually not an eye at all. When all but the last liberty are blocked, the point that looks like an eye must be filled in. To make a real eye, it is important to occupy all the vital points involved. Or else, it is just a false eye. The easy way to discern whether an empty point surrounded by one-colored stones is an eye or not, is to read if it can be in dansoo or not.



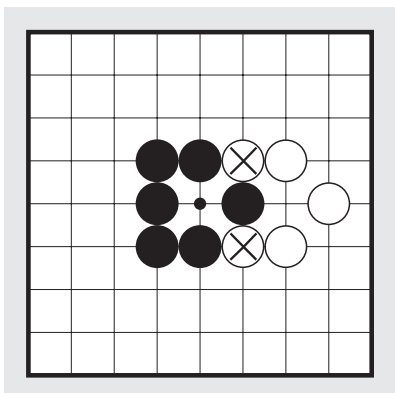
Dia.01



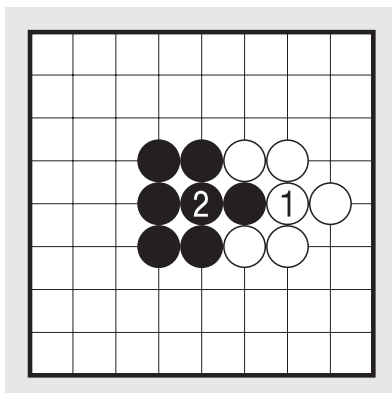
Dia.02



Dia.03



Dia.04



01 × 처진 곳이 흑집의 연결점입니다.

02 중앙 흑집의 연결점은 4곳입니다.

03 연결점의 절반 이상을 빼앗기면 옥집이 됩니다.

04 집처럼 보이기 쉽지만 단수를 당하면 이어야 되기 때문에 집이 아니죠.

01. Let's see if the marked point is an eye belonging to Black or not.

The X-marked points are the vital points.

02. There are 4 vital points for the eye-shape in the center.

03. If the eye-shape loses half or more vital points, it will become a false eye.

04. If White plays 1, Black will be in dansoo. Therefore, the point was not an eye, i.e. it was a false eye.

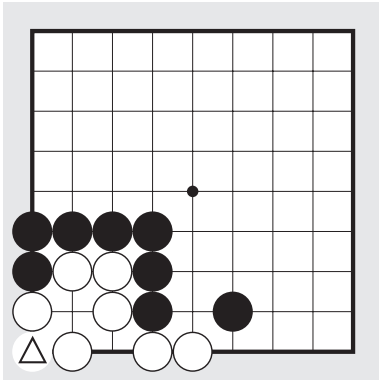
TEST



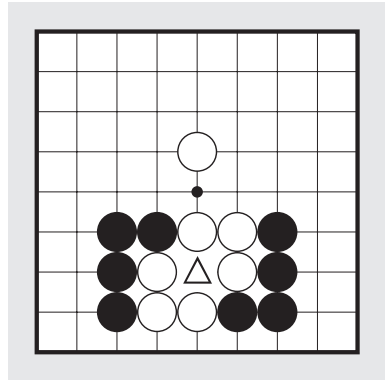
세모 쳐진 곳이 옥집이면 ×, 아니면 ○로 표시해 주세요 .

Mark X if the marked point is a false eye, and O if it is an eye.

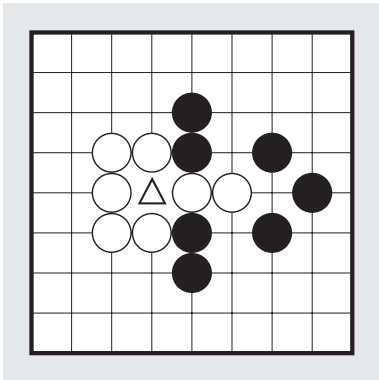
Test 07 ★★★



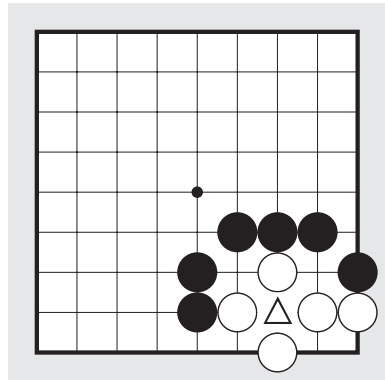
Test 08 ★★★



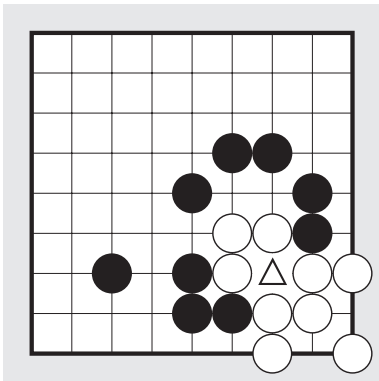
Test 09 ★★★



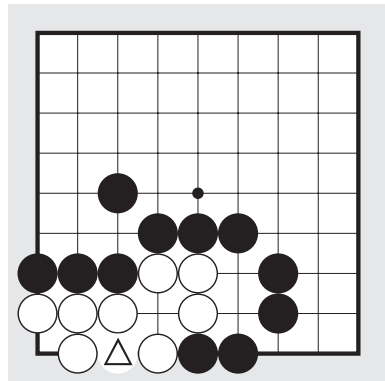
Test 10 ★★★



Test 11 ★★★



Test 12 ★★★



**옥집과 관련된 삶의 조건 _ Necessary Condition for Life**

포위당했을 때 최소한의 ‘삶의 조건’은 바로 두 눈입니다.

두 눈이라는 것은 착수금지 구역이 두 곳 있는 것을 말하죠. 즉 완전한 집이 최소한 두 곳은 있어야 합니다. 만약 한 곳은 완전한 집이고 한 곳은 옥집이라면 이 돌이 살아있다고 할 수 있을까요?

정답은 ‘살아있지 못함’입니다. 한 집만 완전하고, 한 집은 옥집이라면 이 돌은 잡힌 것이죠.

옥집은 집이 아니라는 것을 꼭 기억해 주세요.

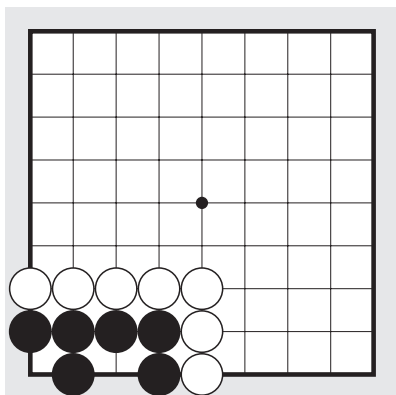
When your stones are enclosed by your opponent, the most important condition for them to fulfill in order to stay alive is to have two separate eyes. Ultimately, to have two separate eyes means to have two illegal points. If one of them is a false eye, the stones cannot live. Be sure to keep in mind that a ‘false eye is not an eye.’

I 옥집 _ False Eye I

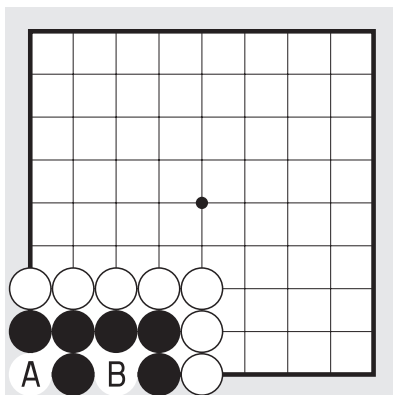
이 책에서 가장 어려운 개념을 꼽자면 ‘옥집’이 아닐까 싶습니다. 옥집은 돌을 직접적으로 잡는 기술이 아니고, 눈에 바로 보이지 않는 개념이기 때문입니다. 한 번에 이해하기 힘들지만 많은 대국을 하다보면 저절로 터득되는 것이 옥집이니 여유를 가져보세요.

The ‘False Eye’ is perhaps the most difficult concept that you will learn in this book. It is not directly related to cutting or capturing stones, so it is an intangible concept that is hard to grasp. Don’t lose confidence even if you don’t understand it at once.

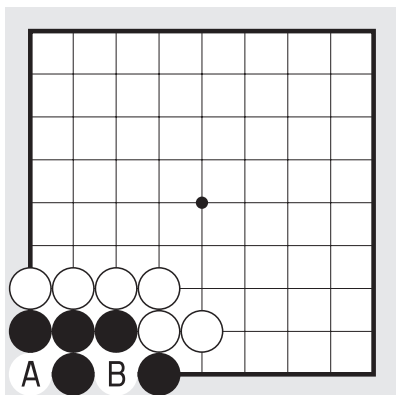
Dia.01



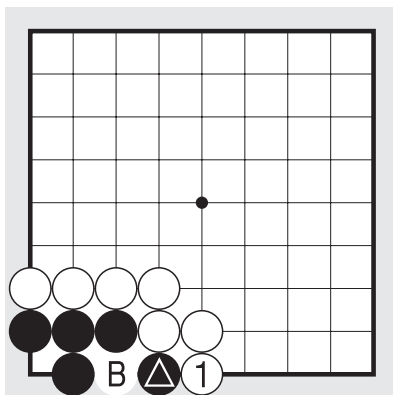
Dia.02



Dia.03



Dia.04



01. 흑이 두 눈을 내고 살아 있는 모습입니다.
02. A와 B 모두 확실한 흑의 집이죠.
03. A와 B는 모두 집일까요?
04. 세모 처진 돌이 단수를 당하면 이어야 되기 때문에 'B'의 곳은 옥집입니다.

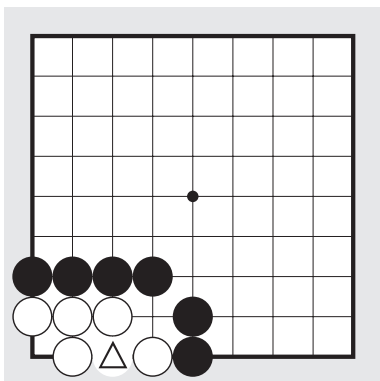
01. The stones surrounded by White have two separate eyes, so they are alive.
02. Both A and B are definitely eyes.
03. What about A and B in this situation?
04. The point at B should be filled in when White plays 1. Therefore it is not an eye.

TEST 세모 처진 곳을 옥집으로 만들어 주세요.

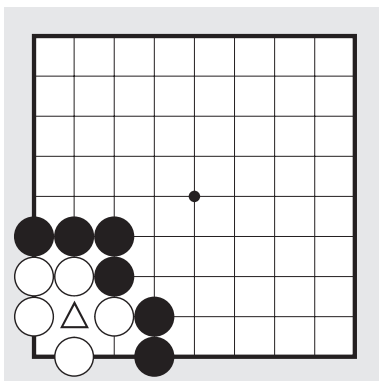


Make the marked point a false eye.

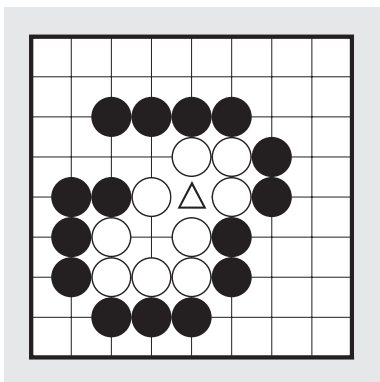
Test 01 ★



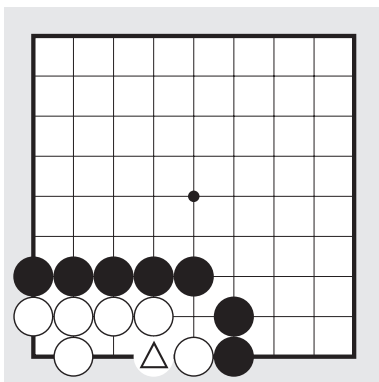
Test 02 ★



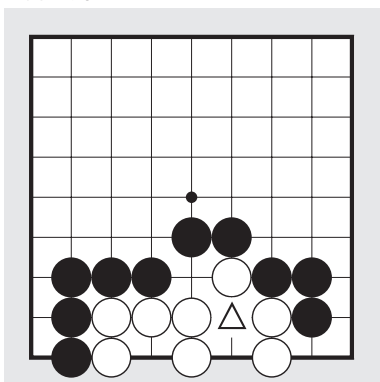
Test 03 ★



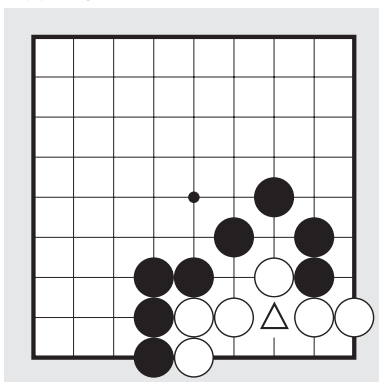
Test 04 ★★



Test 05 ★★



Test 06 ★★★

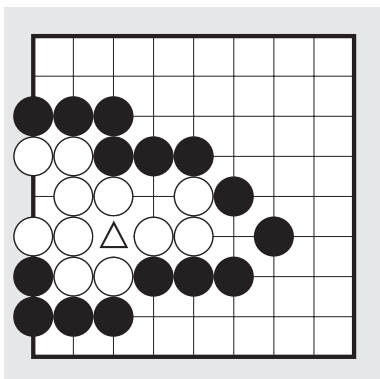


TEST 세모 쳐진 곳을 옥집으로 만들어 주세요.

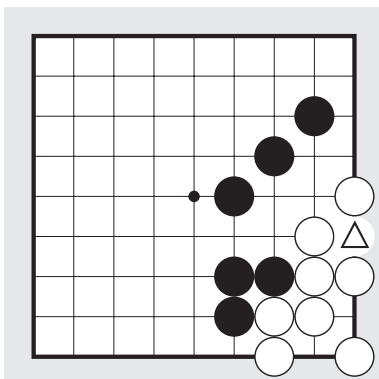


Make the marked point a false eye.

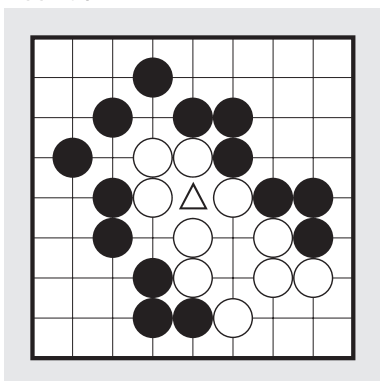
Test 07 ★★★



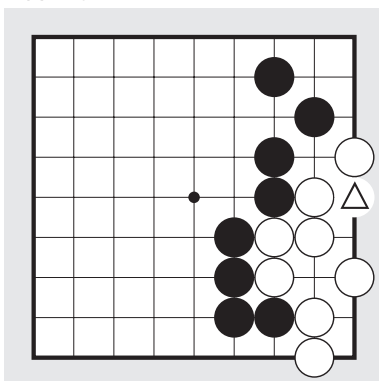
Test 08 ★★★



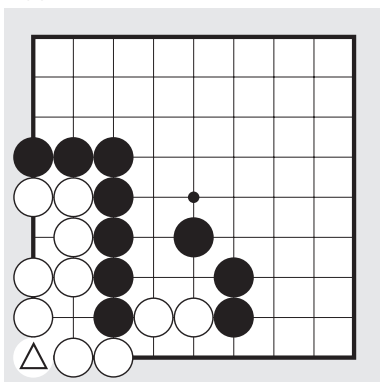
Test 09 ★★★



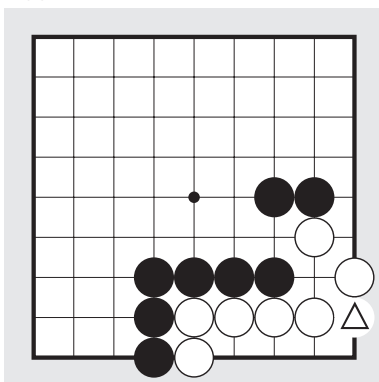
Test 10 ★★★



Test 11 ★★★★★



Test 12 ★★★★★





day 5-3 Snapback_환격

환격은 자기 돌을 일부러 상대의 호구 속에 집어넣어 잡힌 다음, 다시 상대방의 돌을 잡는 기술입니다.

포인트는 내 돌 하나를 아까워하지 말고 먼저 일부러 잡혀주는 것이죠. 이 한 점은 미끼와 같은 역할을 합니다.

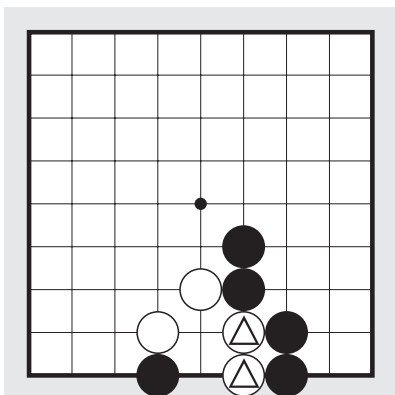
‘Snapback’ is a technique for capturing your opponent’s stones by intentionally sacrificing your own stone first. The sacrificed stone is similar to bait for catching fish.



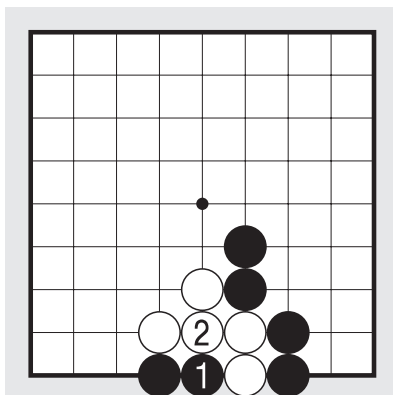
환격은 일종의 ‘투자’ 라고 할 수 있습니다. 내 돌 하나를 희생해야 하지만 상대방 돌을 더 많이 잡을 수 있으니 성공적인 투자가 되겠네요.

‘Snapback’ is sort of ‘investment.’ It can be successful when you capture the opponent’s stones more by sacrificing your own stone.

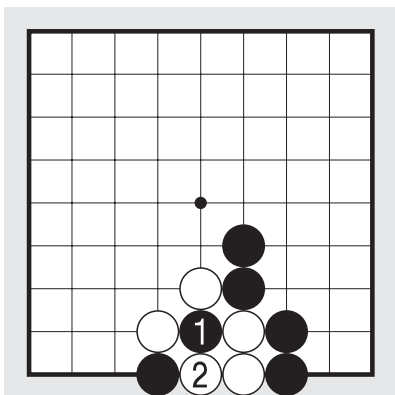
Dia.01



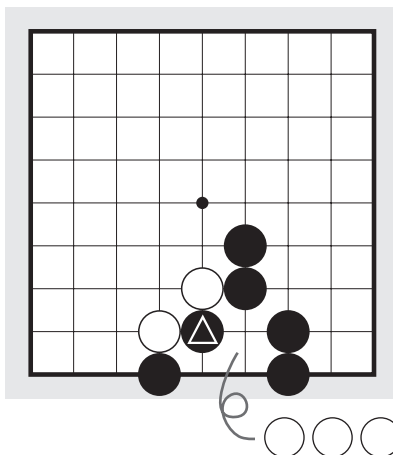
Dia.02



Dia.03



Dia.04



01. 세모 쳐진 백 두 점을 잡고 싶습니다.
02. 흑1은 다 잡은 고기를 놓치는 것과 마찬가지죠.
03. 내 돌을 먼저 하나 버린 다음에...
04. 상대방 돌을 더 많이 잡는 것, 이것이 바로 환격.

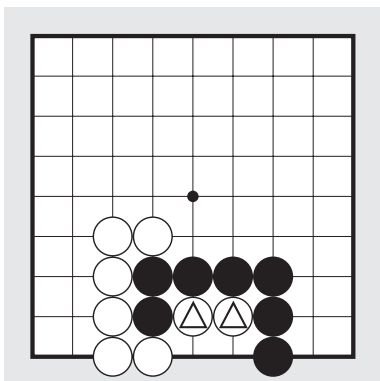
01. Black wants to capture the two marked white stones.
02. Black 1 lets the fish in hand go.
03. First, Black should sacrifice his stone with 1.
04. White captures one stone, but Black captures more.
This is snapback.

TEST 세모 처진 백돌을 환격으로 잡아주세요.

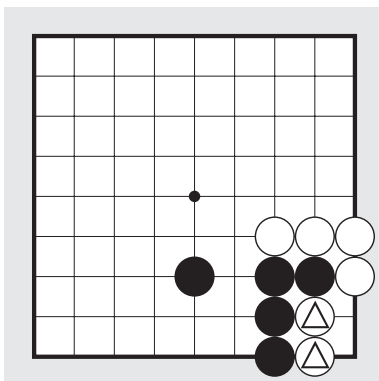


Capture the marked white stones with a snapback.

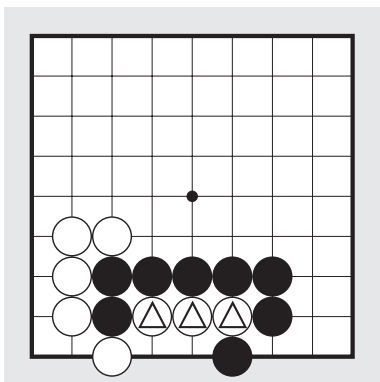
Test 01 ★



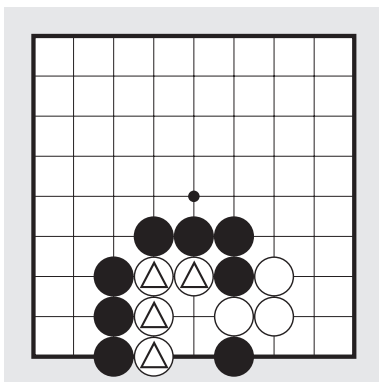
Test 02 ★



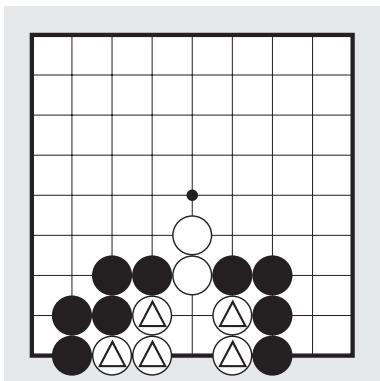
Test 03 ★



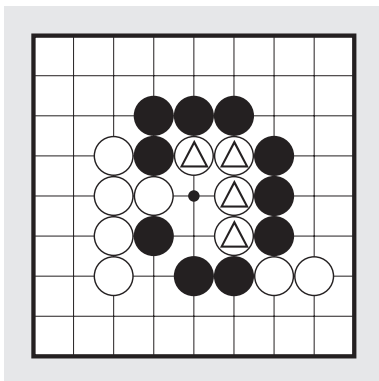
Test 04 ★★



Test 05 ★★



Test 06 ★★



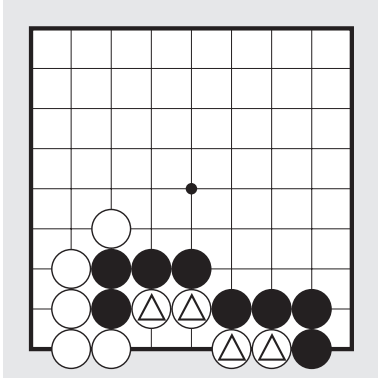
TEST



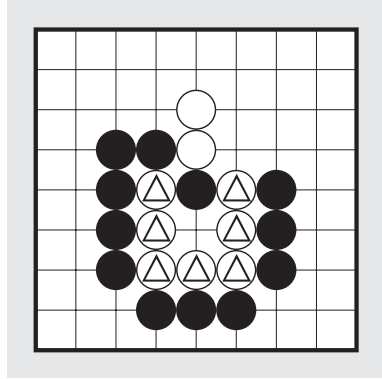
세모 처진 백돌을 환격으로 잡아주세요.

Capture the marked white stones with a snapback.

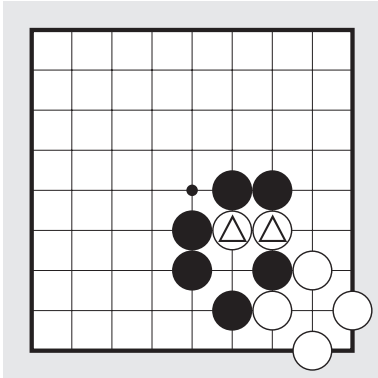
Test 07 ★★★



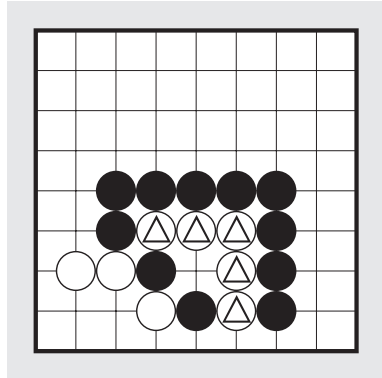
Test 08 ★★★



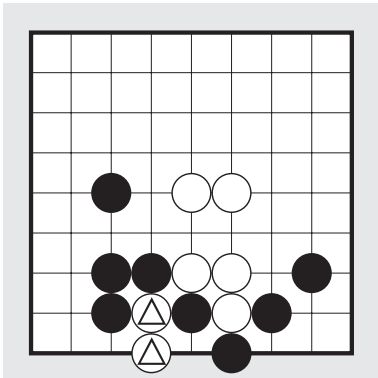
Test 09 ★★★



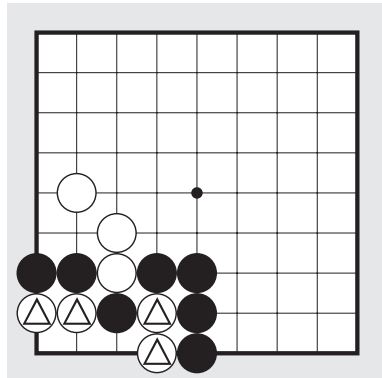
Test 10 ★★★★★



Test 11 ★★★★★



Test 12 ★★★★★





day 5-4

Throw-in_먹여쳐서 촉촉수

먹여치기 _ Throw-in

먹여치기란 자기 돌을 상대방 호구 속에 집어넣어 상대가 따내게 하는 것을 말합니다. 상대방 돌을 잡거나 활로를 줄이는 방법으로 많이 사용되는 아주 재미난 수법입니다.

상대방 돌을 자충으로 만들 때, 옥집을 만들 때, 안 좋은 모양을 만들 때 등 다양한 용도로 쓰입니다.

돌 하나를 희생해서 더 많은 것을 얻을 수 있는 것이죠.

A 'Throw-in' is, like a snapback, a skill using a sacrifice stone. It is often employed to lessen your opponent's liberties, to force him into self-dansoo, to make his eye shape false, to distort his shape, etc. You can gain much more by sacrificing a single stone.

촉촉수

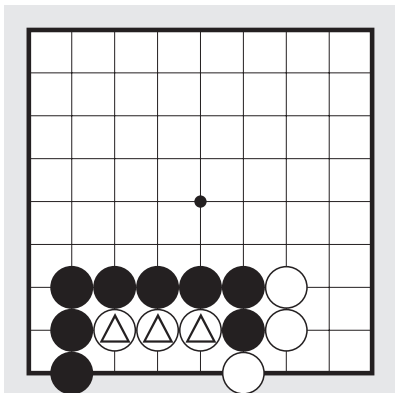
돌 잡는 방법 중 하나로 '연단수' 혹은 '몰아떨구기' 라고도 합니다.

먹여쳐서 촉촉수 _ Throw-in and Continuous Dansoo

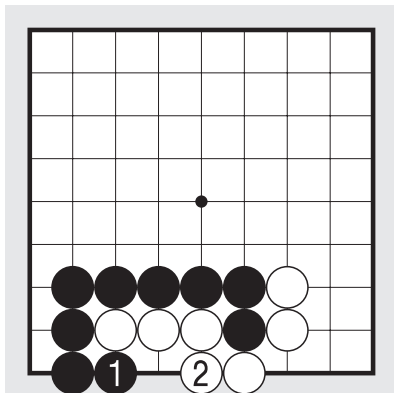
먹여치기와 촉촉수를 동시에 사용해서 돌을 잡을 수 있습니다. 내 돌을 먼저 하나 먹여쳐서 잡혀준 다음 단수를 치면 연단수가 성립하여 잡을 수 있는 것이죠. '두 가지 기술을 사용해서 돌을 잡는 법'을 이해하는 것 자체로 여러분의 기력은 이미 급상승.

You can combine the two skills learned above. After the sacrifice of one stone, it becomes possible to make several dansoos consecutively. You've already reached a level where you can combine two different skills!

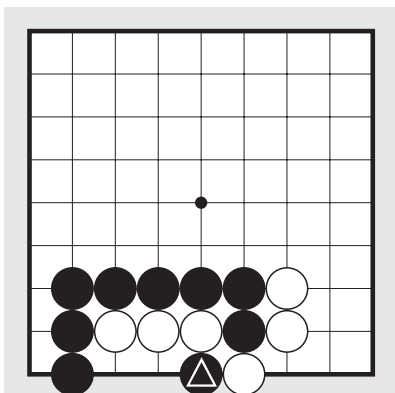
Dia.01



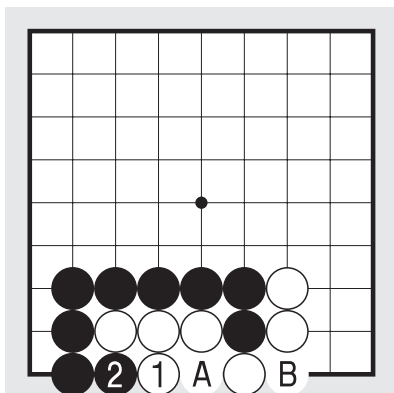
Dia.02



Dia.03



Dia.04



01. 세모 처진 백돌을 잡는 법이 숨어 있습니다.

02. 흑1은 생각이 짧은 수.

03. 이럴 때는 먼저 내 돌 하나를 버린 다음에...

04. 다시 단수를 쳐서 잡는 기술, 즉 '먹여쳐서 촉촉수'를 사용해 주세요. 백이 A로 이르면 흑은 B로 따낼 수 있습니다.

01. It is possible to capture the three marked white stones.

02. Black one is too obvious.

03. Remember, you should sacrifice first.

04. If White captures the sacrificed stone, now you can make dansoo with 2. Throw-in and then dansoo. If White connects at A, Black will capture the whole group with B.

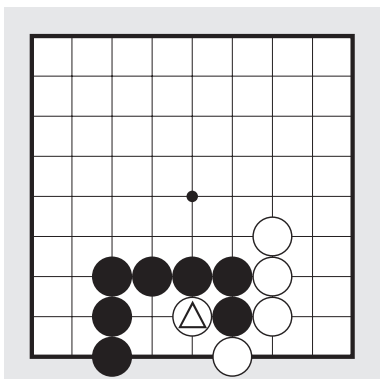
TEST

1~3까지 표시해서 백돌을 잡아주세요.

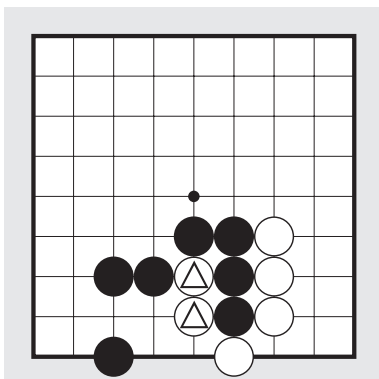


Mark the sequence from 1 to 3 for capturing the marked white stone(s).

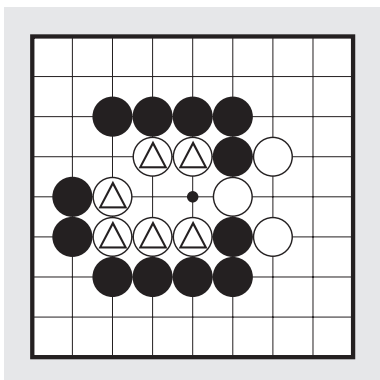
Test 01 ★



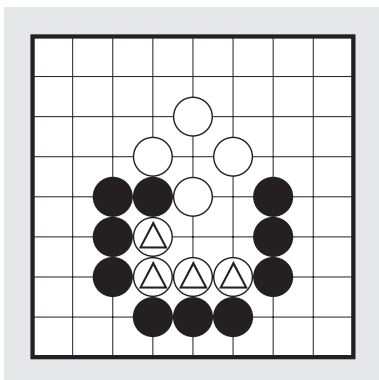
Test 02 ★★



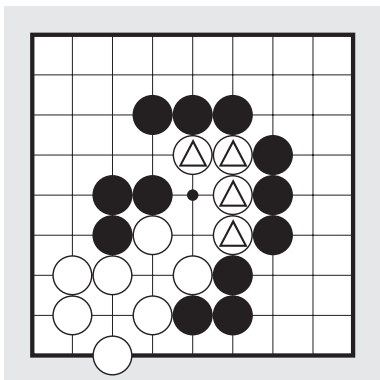
Test 03 ★★



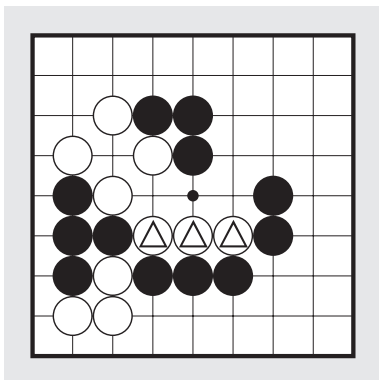
Test 04 ★★



Test 05 ★★



Test 06 ★★



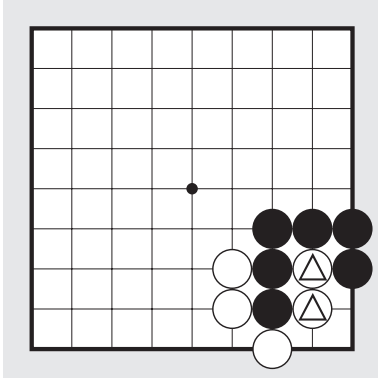
TEST



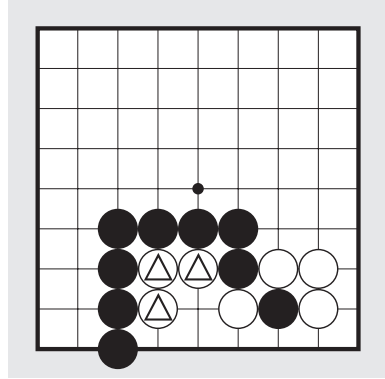
1~3까지 표시해서 백돌을 잡아주세요.

Mark the sequence from 1 to 3 for capturing the marked white stone(s).

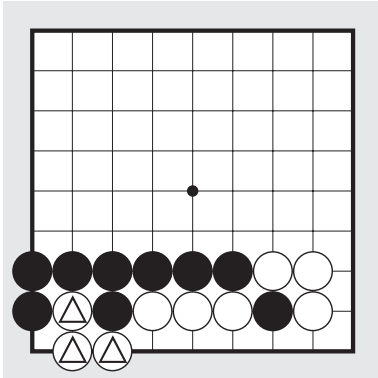
Test 07 ★★★



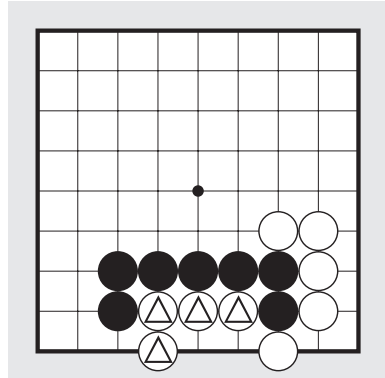
Test 08 ★★★



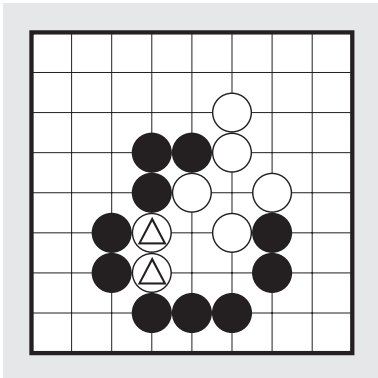
Test 09 ★★★



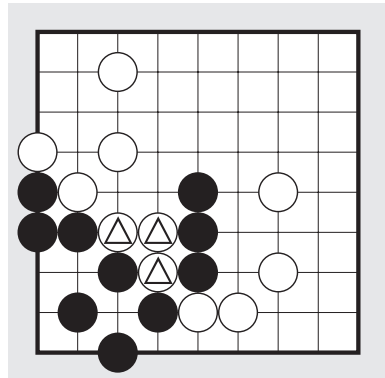
Test 10 ★★★



Test 11 ★★★



Test 12 ★★★★★





day 5-5

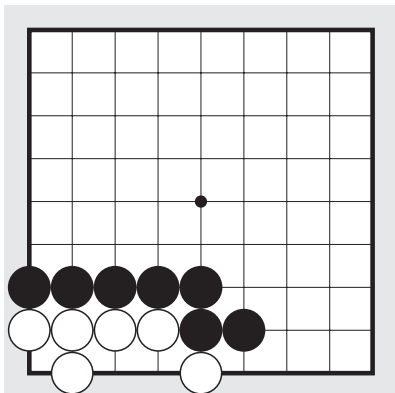
Making a False Eye_ 먹여쳐서 옥집 만들기

옥집을 만드는 대표적인 수법 중 하나가 바로 '먹여쳐서 옥집 만들기'입니다. 상대방의 불완전한 집에 먹여치기를 사용하면 옥집이 되는 것이죠. 먹여쳐서 옥집 만들기는 사활과 깊은 관계가 있습니다. 특히 상대방 돌을 잡을 때 자주 나옵니다. 이럴 때 주저없이 먹여치기를 사용해서 상대방 돌을 잡아보세요.

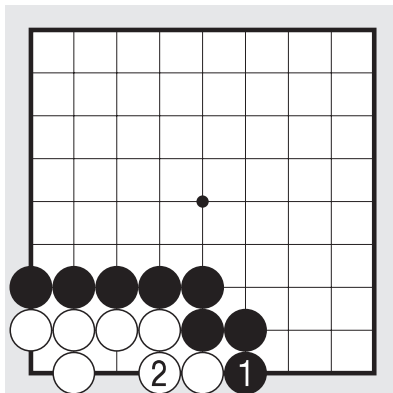
Throw-in and Making a False Eye

A throw-in is the most commonly used skill for making your opponent's eye shape false. In many cases, the would-be eye shape turns false by a sacrificed stone. You can use this skill to kill your opponent's group of stones.

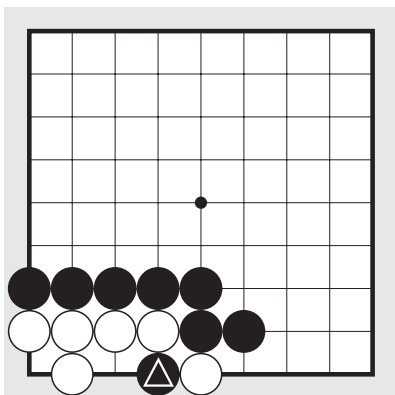
Dia.01



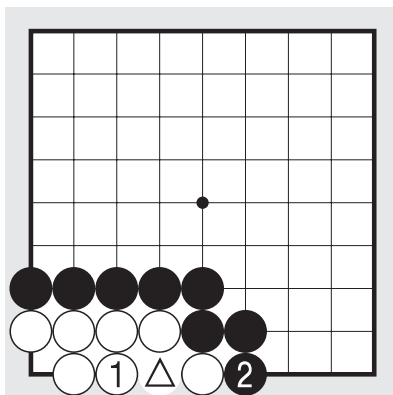
Dia.02



Dia.03



Dia.04



01. 백집을 옥집으로 만들고 싶습니다.
02. 그냥 단수를 치는 것은 아무 효과가 없죠.
03. 먹여치기를 사용하면...
04. 세모의 곳을 옥집으로 만들 수 있습니다.

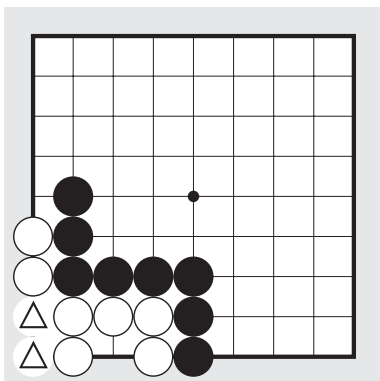
01. There is a group of white stones in the corner which seems to have two eyes.
02. If Black simply makes dansoo with 1, White can stay perfectly alive with 2.
03. Let's throw in a stone.
04. Although you have sacrificed a stone, now the whole group has only one real eye and a false one.

TEST 먹여쳐서 옥집으로 만들어 주세요.

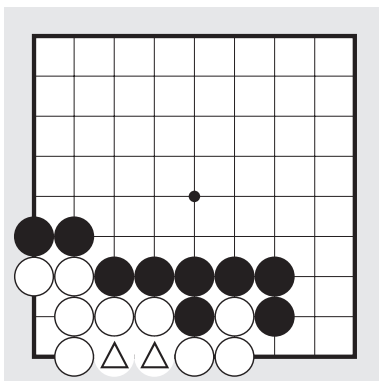


Make a false eye in the white shape using a throw-in.

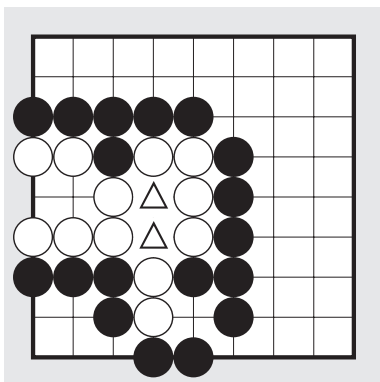
Test 01 ★



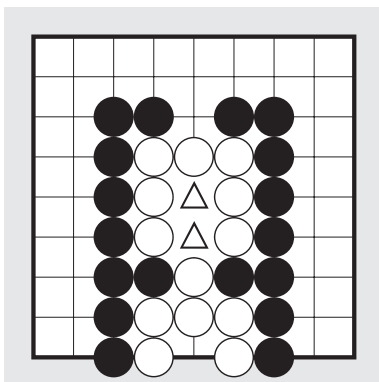
Test 02 ★



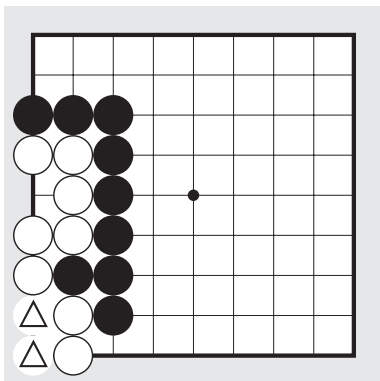
Test 03 ★



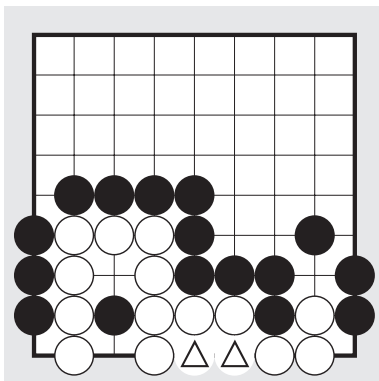
Test 04 ★



Test 05 ★★



Test 06 ★★



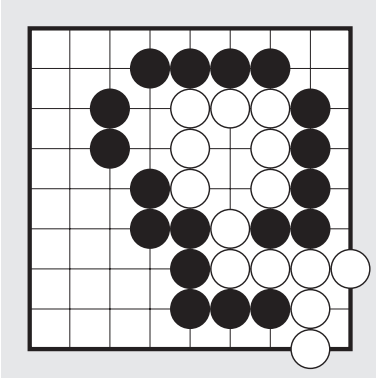
TEST



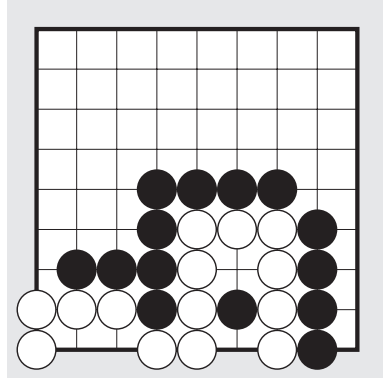
먹여쳐서 옥집으로 만들어 주세요.

Make a false eye in the white shape using a throw-in.

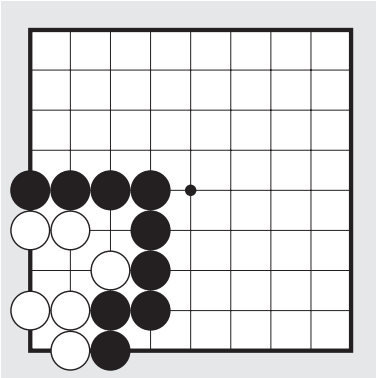
Test 07 ★★★



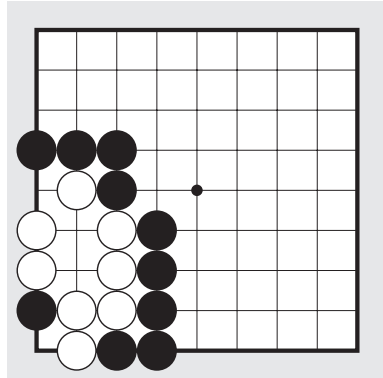
Test 08 ★★★



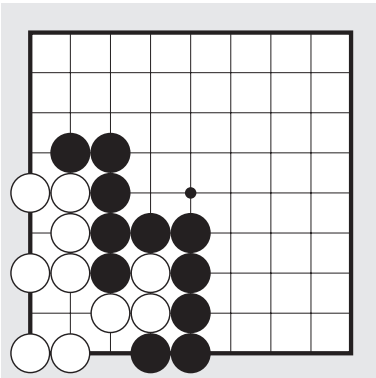
Test 09 ★★★★★



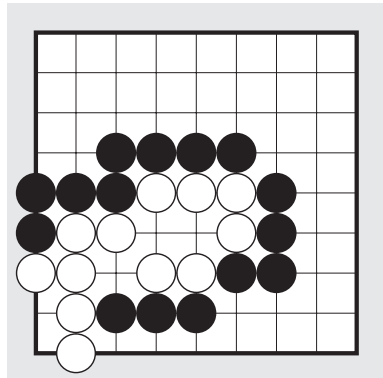
Test 10 ★★★★★

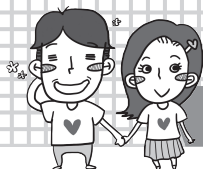


Test 11 ★★★★★



Test 12 ★★★★★





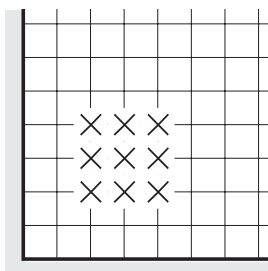
day 5-6 Fun Facts_쉬어가는 페이지

귀에 대하여 _ About Corners

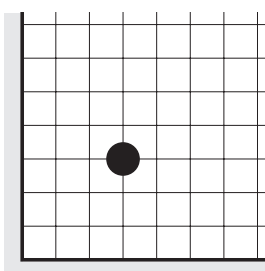
화점을 중심으로 모여 있는 9개의 X에는 고유의 이름이 있습니다.

이 명칭을 알아두면 책을 볼 때나 해설을 들을 때 편리합니다.

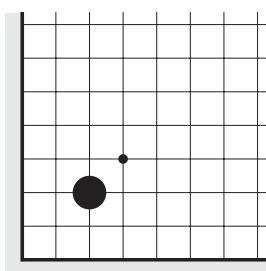
There are typical names for the 9 points gathered in a corner with the star-point as the center. Memorizing these names will make it easier for you to understand commentaries in books, internet, or TV.



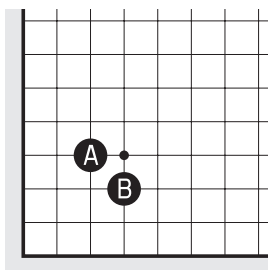
귀(Corner)



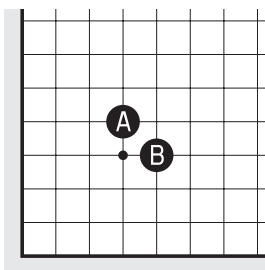
화점(star-point)



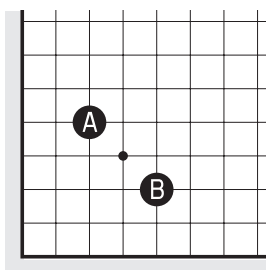
3·3(3-3 point)



소목(3-4 points)



고목(4-5 points)



외목(3-5 points)

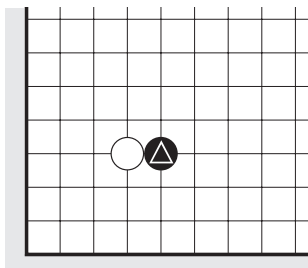


● 적당한 거리 두기 _Appropriate Distance

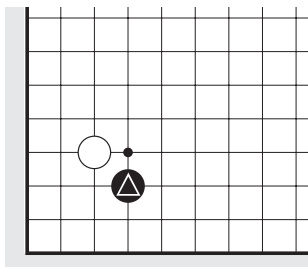
첫 수부터 약 50수까지를 포석 단계, 초반이라고 부릅니다. 이때에는 서로 자신의 영토를 넓히며 전투를 벌일 준비를 합니다.

만약 자신의 진영도 제대로 갖추지 않고 싸움을 걸어간다면 어떨까요? 좋은 결과가 나오지 않겠죠. 초반에는 돌과 돌이 직접 부딪히기보다는 아래와 같이 한 칸 정도의 여유를 두는 것이 좋습니다.

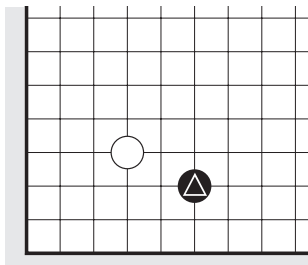
The sequence up to about the first 50 moves is called the 'opening.' In the opening, both players are trying to build frameworks for future territory and possible fights. You cannot get a good result if you start a fight without proper preparation. Therefore, while you're building your position, it is better not to come too close to your opponent and start fighting. The proper distance between opposing stones in the opening is at least one point.



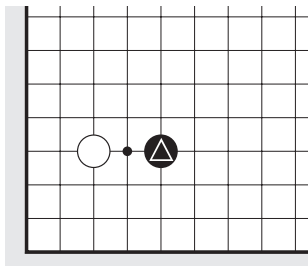
Dia. 01 ×



Dia. 02 ×



Dia. 03 ○

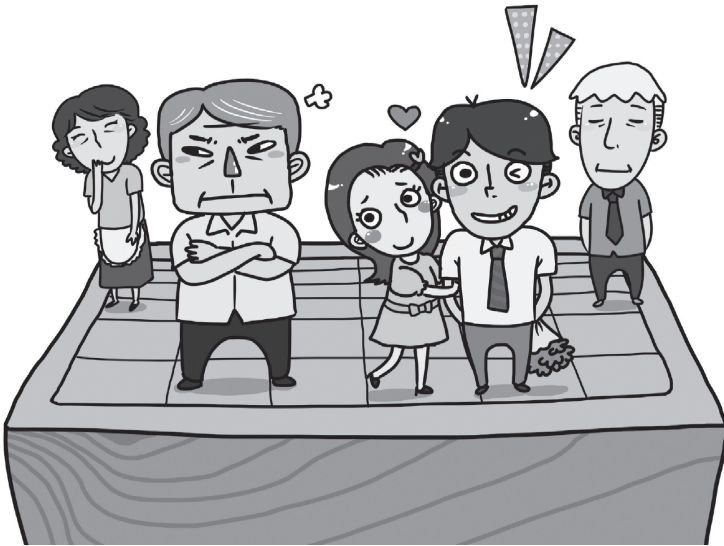


Dia. 04 ○

Day 6 여섯째 날

Capturing Race 수상전

1. Counting Liberties 1 _ 수 세기1
2. Counting Liberties 2 _ 수 세기2
3. Choking from the Outside _ 바깥쪽부터 메우기
4. Choking from the Attached _ 붙어있는 돌부터 메우기
5. Liberty Making _ 수를 늘려서 수상전 이기기
6. Fun Facts _ 쉬어가는 페이지



바둑을 두다 보면 필연적으로 돌과 돌이 싸우게 됩니다.
이러한 돌들의 전투를 수상전이라고 하죠.
마지막으로 수상전 승리의 비법을 전수해 드리겠습니다.

During a game, the natural course is for the stones to get involved in a fight. A kind of fight in which the two opposing groups involved have to kill the other in order to live, is called a 'Capturing Race.' As a last lesson, let's study the skills useful for a capturing race.

**수상전 _ Capturing Race**

상대에게 포위되어 달아날 곳이 없고 안에서 삶을 구할 수도 없을 때 흑과 백이 누구의 수가 더 많은지 겨루는 것을 말합니다. '수'는 곧 돌의 활로를 뜻합니다. 흑과 백이 서로의 사활을 걸고 치열하게 싸우는 것이기 때문에 수싸움이라고도 합니다.

수상전이 벌어지면 반드시 어느 한쪽이 잡히거나 박이 됩니다. 그렇기 때문에 승패가 결정되는 경우가 많죠.

A capturing race occurs when both sides are surrounded by the other and have no way to make two separate eyes to ensure life; the fight is decided by the number of liberties. A capturing race must end with either the death of one group or a dual life for both. A big capturing race often decides the final outcome of the game.

기본적인 수 세기 _ Basic Liberties Counting

수상전에서는 나와 상대편 돌의 활로 개수를 파악하는 것이 중요합니다. 왜냐하면 수상전에서는 수, 즉 활로가 많은 쪽이 승리하기 때문이죠.

나와 상대편 돌의 활로를 세어보면 누가 수상전에서 이길지 알 수 있습니다.

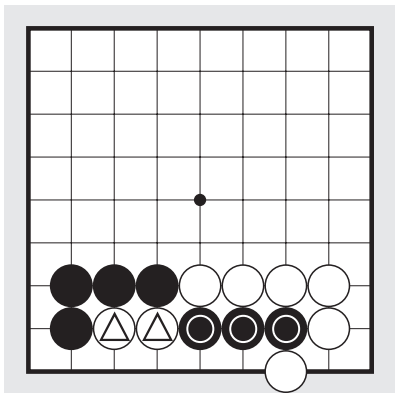
The most important step in a capturing race is to know the exact number of liberties in both groups. In a capturing race, the one with more liberties wins. Therefore, if you can correctly count the number of liberties, you can guess who's going to win the race.

I 빅 _ Dual Life I

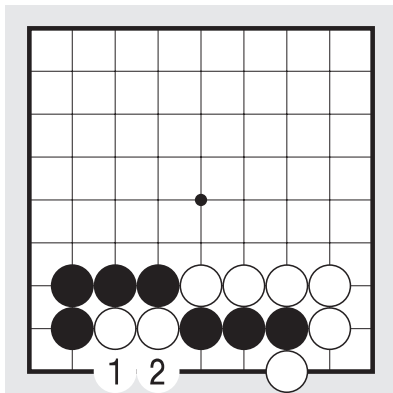
수싸움을 하는 두 돌이 서로 완전한 삶을 갖추지 못했으나, 어느 쪽도 잡을 수 없는 상태를 말합니다.

A 'Dual Life' is when there are two opposing groups and neither is able to secure two separate eyes for life, and neither can kill the other.

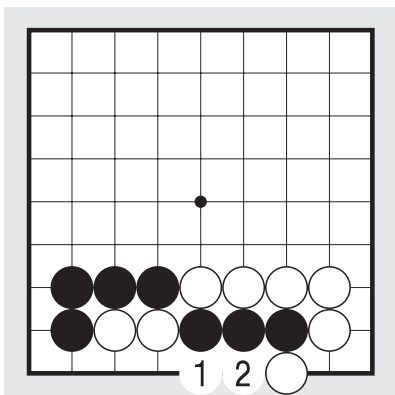
Dia.01



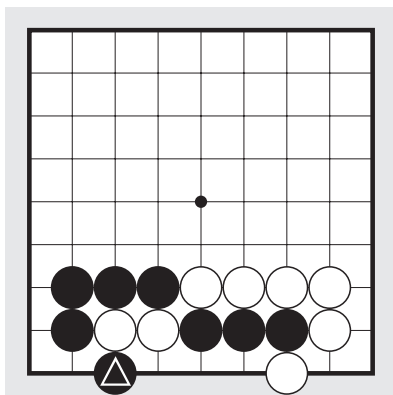
Dia.02



Dia.03



Dia.04



01. 동그라미 쳐진 흑과 세모 쳐진 백이 수상전을 벌이고 있습니다.
02. 백의 수는 2수네요.
03. 흑의 수 역시 2수입니다. 그렇다면...
04. 흑이 먼저 두면 백을 잡을 수 있겠죠. 수가 같을 때는 먼저 두는 쪽이 잡을 수 있습니다.

01. The stones marked with △ and ○ are in a capturing race.
02. White has two liberties.
03. Black also has two.
04. When both have the same number of liberties, the one who plays first, Black in this case, wins.

TEST

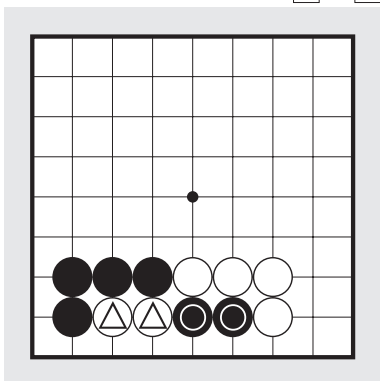


등그라미 쳐진 흑과 세모 쳐진 백의 수가 각각 몇 수인지 세어주세요.

Count how many liberties the marked black and white groups have each.

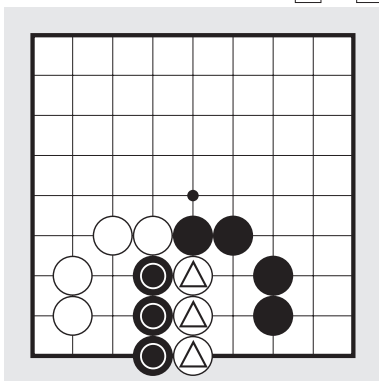
Test 01 ★

B ☐ W ☐



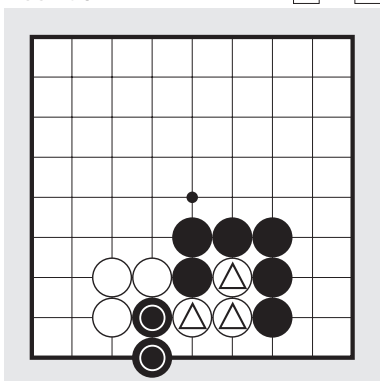
Test 02 ★

B ☐ W ☐



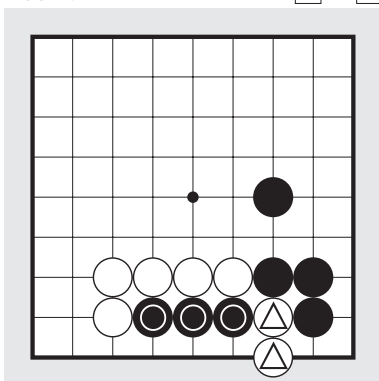
Test 03 ★

B ☐ W ☐



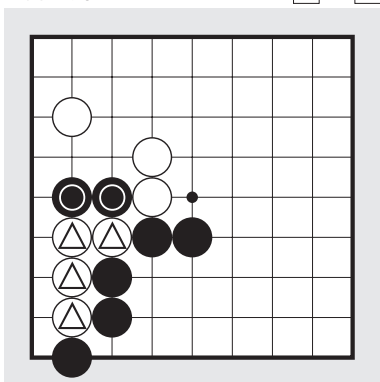
Test 04 ★

B ☐ W ☐



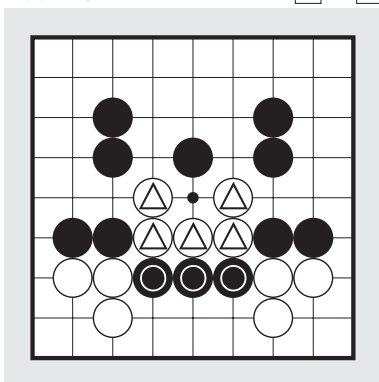
Test 05 ★

B ☐ W ☐



Test 06 ★

B ☐ W ☐





day 6-2

Counting Liberties 2_수 세기2

곧바로 수를 줄일 수 없는 경우의 수 세기

이제 간단한 수상전 모양에서 수를 셀 수 있는 능력을 갖추었습니다. 조금 더 복잡한 모양에서 수를 세는 법을 알아보겠습니다.

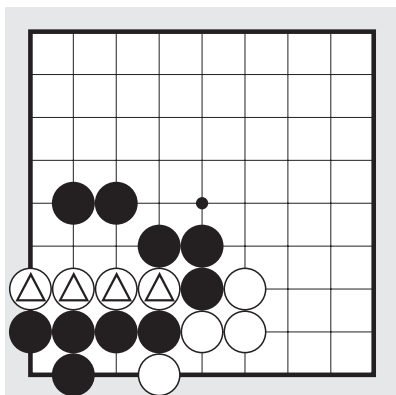
겉으로 보이는 것보다 실제로 한 수 더 많은 모양들이 있는데요, 곧바로 수를 줄이려고 하면 오히려 내 돌이 잡혀버립니다. 함정이 숨어 있다고나 할까요?

상대방이 함정을 파놓고 기다리고 있는데 보기 좋게 걸려들면 약오르죠. 함정을 피하기 위해서는 느리지만 참고 돌아가는 법을 익혀야 합니다.

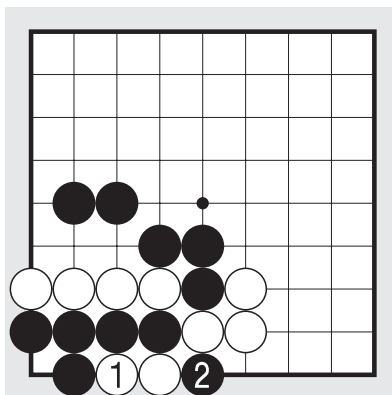
Counting When the Liberties cannot be Filled in Immediately

You are already able to count the number of liberties in a basic situation. Let's go on to a higher level. There are shapes that have one or more liberties than they actually look. If you try to fill those liberties right away, you will be captured. The shapes are like a trap, so you should learn how to avoid them.

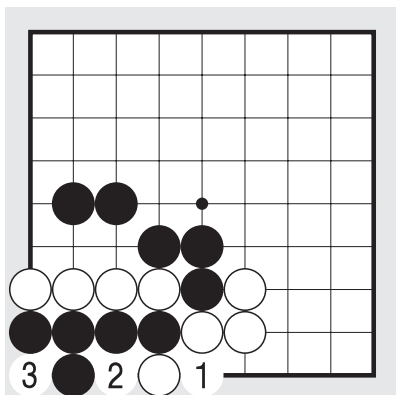
Dia.01



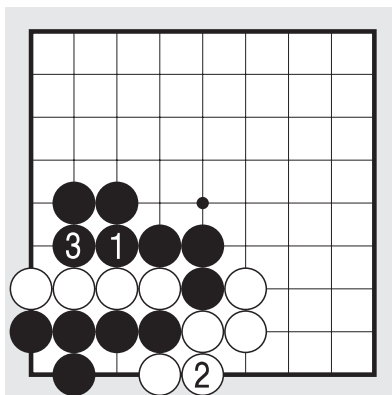
Dia.02



Dia.03



Dia.04



01. 세모 처진 백이 3수라는 것은 알기 쉽습니다. 그렇다면 흑은 몇 수일까요?

02. 얼핏 2수처럼 보이지만, 백1로 두면 함정에 걸려 잡혀버립니다.

03. 백은 1로 다음 수를 줄여야 하기 때문에 흑은 3수입니다.

04. 흑과 백, 모두 3수이므로 먼저 두는 쪽이 수상전에서 승리하겠죠?

01. Simple counting tells you that the marked white stones have three liberties. Then, how many does the black group in the corner have?

02. At first glance, it seems to have two, but White cannot play 1 immediately.

03. To play there, White must connect at 1, so the black group has three liberties in fact.

04. So, both have three liberties and the one who plays first will win this race.

TEST

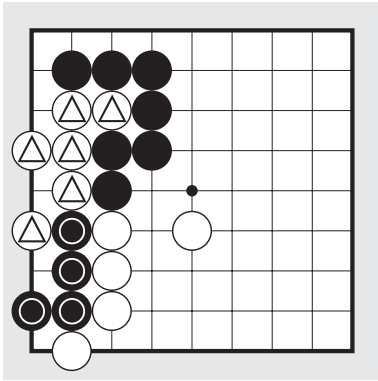


동그라미 쳐진 흑과 세모 쳐진 백의 수가 각각 몇 수인지 세어주세요.

Count how many liberties the marked black and white stones have each.

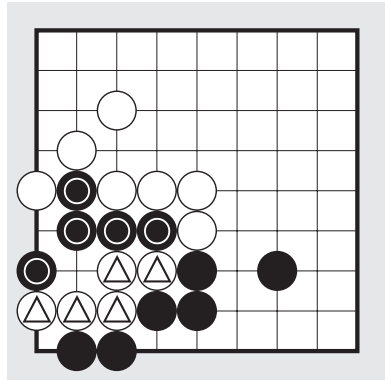
Test 07

B W



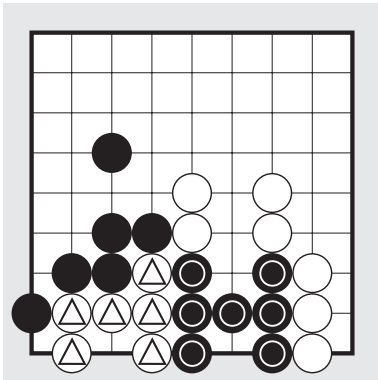
Test 08

B W



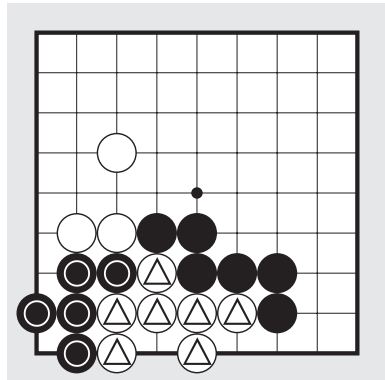
Test 09

B W



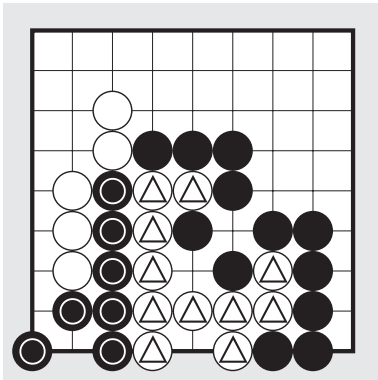
Test 10

B W



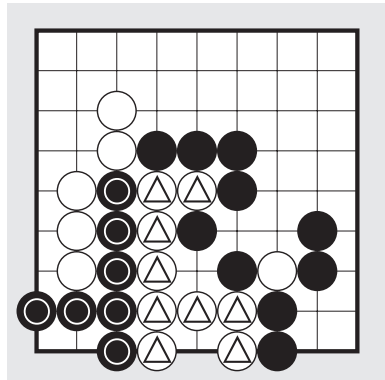
Test 11

B W



Test 12

B W





day 6-3

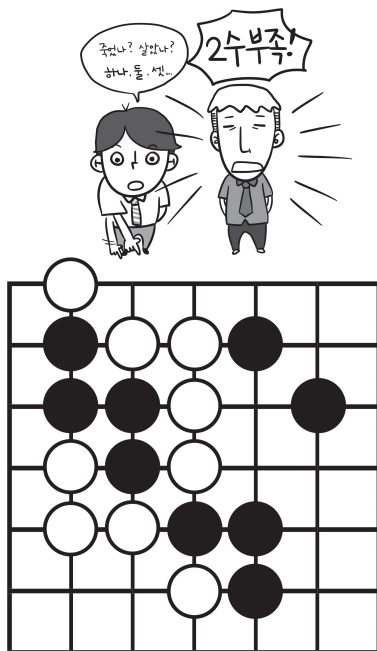
Choking from the Outside_ 바깥쪽부터 메우기

바깥쪽부터 수를 줄이자! _ Choking from the Outside

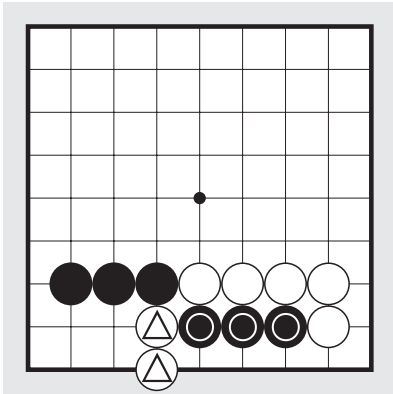
수상전의 가장 중요한 것 요령 하나가 바로 ‘바깥쪽부터 수 줄이기’입니다. 상대방의 수를 줄일 때 안쪽, 서로 대치한 쪽이 아니라 바깥쪽에서 수를 줄여야 한다는 것이죠. 안쪽에서 상대방 수를 줄이려고 하면 오히려 내 돌의 수가 줄어들립니다.

같은 편을 공격한 것과 같다고 할까요? 항상 수상전에서는 바깥쪽부터 수를 줄여야 한다는 것, 꼭 기억해 주세요.

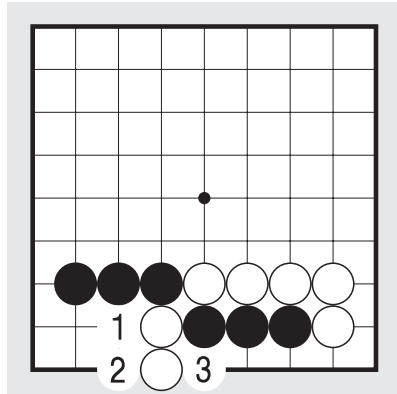
When you're in a capturing race, you must fill in your opponent's liberties located outside of the racing field. In other words, you should not fill the liberties shared by both players. If you do, you will lessen your own liberties at the same time. Remember, you should choke your opponent from the outside.



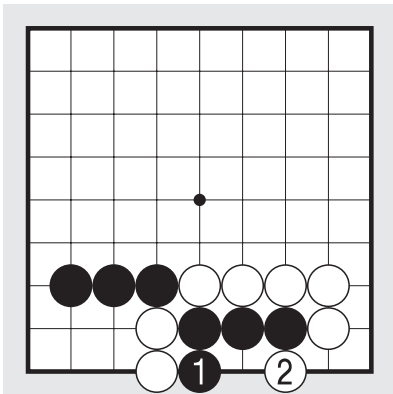
Dia.01



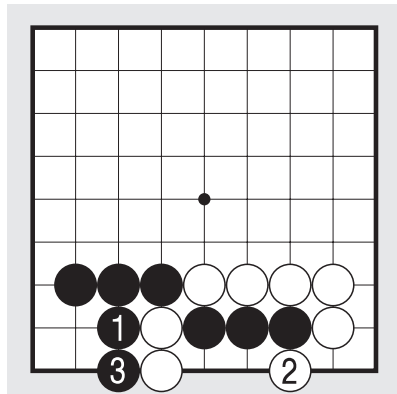
Dia.02



Dia.03




Dia.04

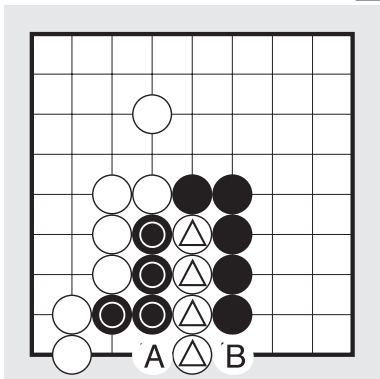


01. 흑과 백이 수상전을 벌이고 있습니다. 누구의 수가 많을까요?
02. 백의 수는 3수입니다. 흑의 수도 3수. 흑이 먼저 두면 백돌을 잡을 수 있습니다.
03. 흑이 안쪽에서 두는 것은 스스로 수를 줄이는 꼴이 되어 잡혀버립니다.
04. 바깥쪽에서 수를 줄이는 것이 요령. 흑3까지 알기 쉽게 백돌 두 점을 잡았습니다.

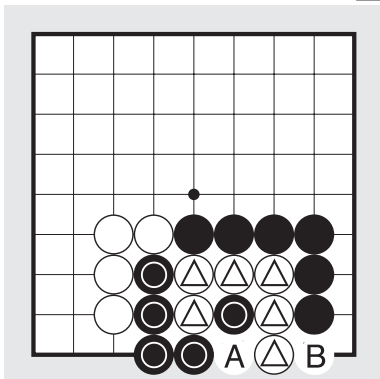
01. The marked black and white stones are in a capturing race. Which has more liberties?
02. White has three liberties, and so does Black. Therefore, if Black plays first, he can win this race.
03. However, if he fills the inside liberty first, he is, in fact, reducing his own liberties.
04. This is why you should fill the outside liberties first. By playing 1 first, Black captures the two white stones as shown.

TEST  흑은 '가'와 '나' 중에서 어느 곳을 선택하면 백들을 잡을 수 있을까요?
Should Black play A or B to capture the marked white stones?

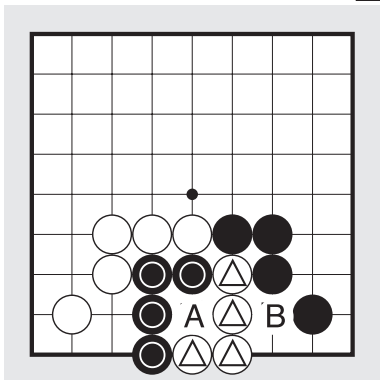
Test 01 ★



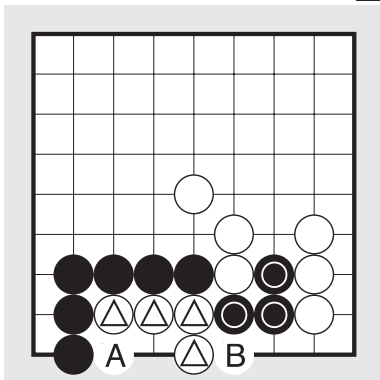
Test 02 ★



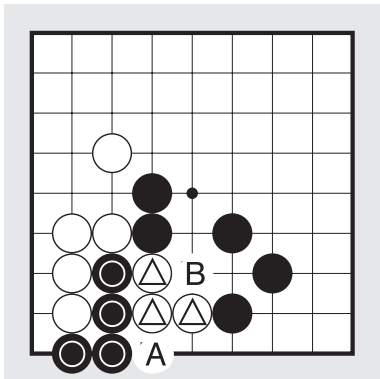
Test 03 ★



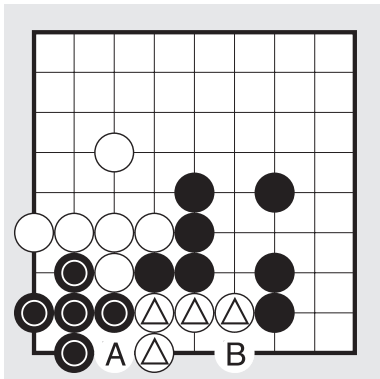
Test 04 ★



Test 05 ★★



Test 06 ★★





day 6-4

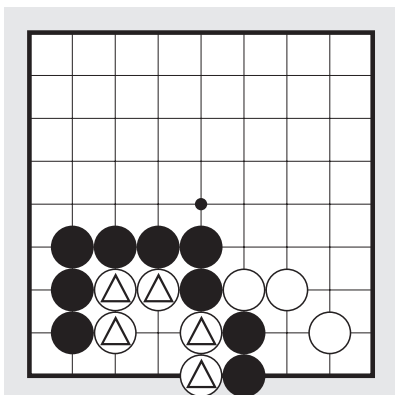
Choking from the Attached_ 붙어있는 돌부터 매우기

내 돌과 붙어있는 돌을 찾자! _ Choking from the Attached

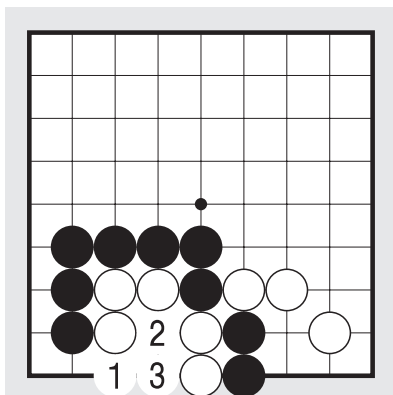
돌이 많으면 어떤 돌이 나와 싸우고 있는 돌인지 찾기가 쉽지 않습니다. 이럴 때 날카롭게 내 돌과 수상전을 벌이고 있는 돌을 찾아서 그 돌의 수를 줄여야 합니다. 내 돌과 바로 붙어있는 돌을 찾아주세요.

When your group is entangled in a capturing race, it is important to find the opposing group of stones directly attached to your group in trouble. To know the enemy against whom you're fighting is the first step of a winning battle.

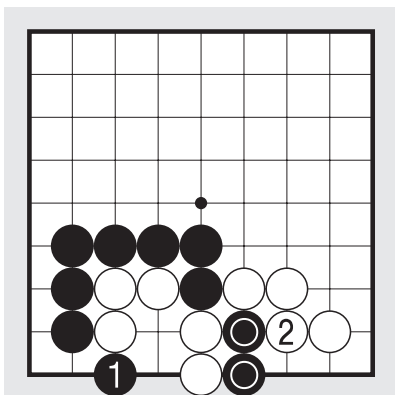
Dia.01



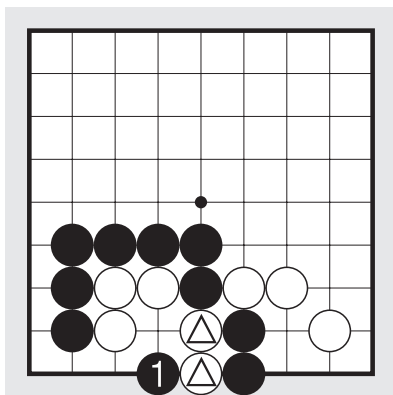
Dia.02



Dia.03



Dia.04



01. 세모 처진 백을 전부 잡고 싶습니다.
02. 수를 줄일 수 있는 곳이 3곳이나 있네요.
03. 엉뚱한 곳부터 수를 줄이면 내 돌이 잡혀버립니다.
04. 내 돌과 붙어 있는 돌의 수를 줄여야겠죠.

01. Black wants to capture all the marked white stones.
02. There are three places Black can play to lessen White's liberties.
03. However, if Black puts the three white stones in dansoo as shown, he cannot save his own two marked stones.
04. Therefore, Black should put the other two stones in dansoo first.

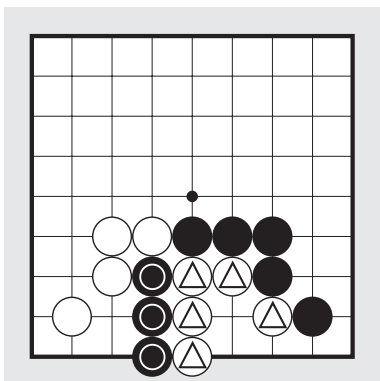
TEST



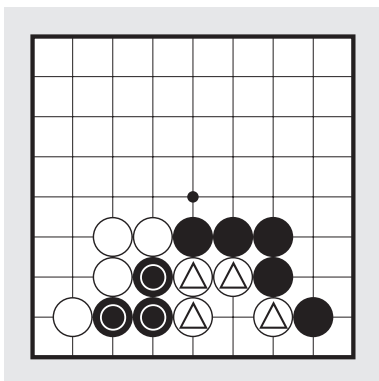
흑돌과 붙어 있는 백돌을 찾아서 수를 줄여 주세요.

Find the white stones attached to the marked black stones, and lessen their liberties.

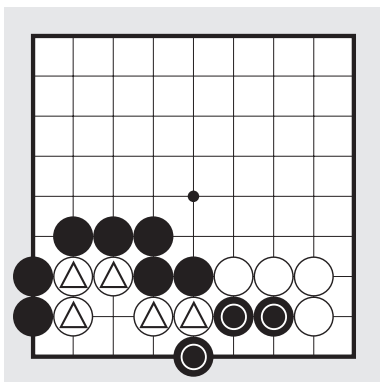
Test 01 ★



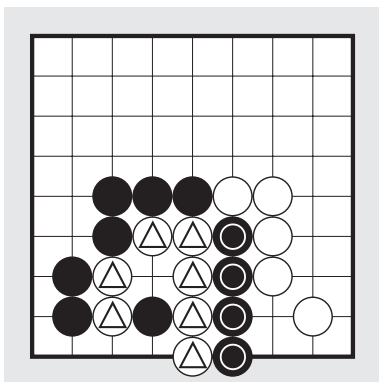
Test 02 ★



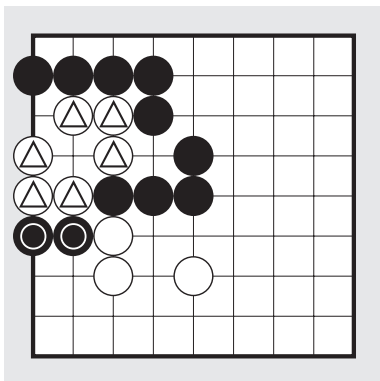
Test 03 ★



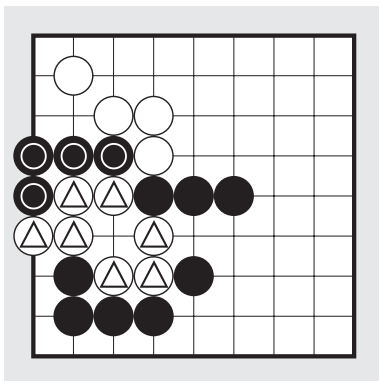
Test 04 ★★



Test 05 ★★



Test 06 ★★



Find the white stones attached to the marked black stones, and lessen their liberties.

Find the white stones attached to the marked black stones, and lessen their liberties.

A 10x10 grid with black and white circles and triangles. The grid is defined by a thick black border. The contents are as follows:

Row \ Column	1	2	3	4	5	6	7	8	9	10
1	Black Circle	Black Circle	Black Circle	White Circle	White Circle	White Circle				
2	White Triangle	White Triangle	White Triangle	Black Circle	Black Circle				White Circle	
3		White Triangle		White Triangle	Black Circle	Black Circle	Black Circle			
4	Black Circle	Black Circle	White Triangle		White Triangle	Black Circle	Black Circle			
5		Black Circle	Black Circle	White Triangle		Black Circle	Black Circle			
6			Black Circle	Black Circle	Black Circle					



day 6-5

Liberty Making_ 수를 늘려서 수상전 이기기

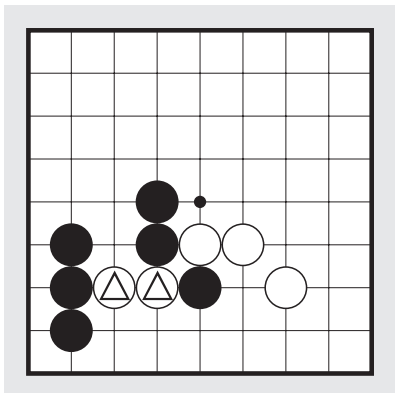
내 돌의 수를 늘리자

수상전을 하다보면 내 돌의 수가 부족할 때가 있습니다. 이럴 때는 먼저 수를 늘려주어야 합니다. 공격하기 전에 먼저 방어막을 치는 것 같은 느낌이랄까요? 무조건 공격만을 외칠 것이 아니라 수비하는 법도 알아야 고수가 될 수 있습니다.

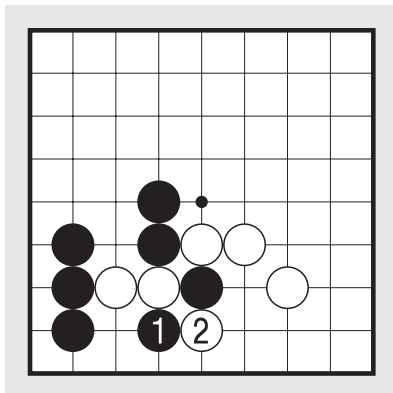
Let's learn how to increase the number of liberties of my own stones. When you're in a capturing race, you cannot always have more liberties than your opponent. In such a case, you should increase the number of your own liberties before reducing your opponent's liberties. It's like a necessary reinforcement before starting an assault. As you are now playing at a higher level, it is becoming more important to know how to defend as well as attack.



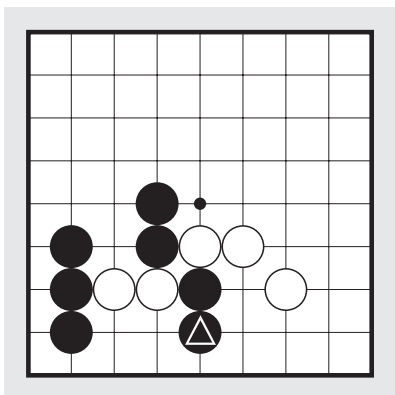
Dia.01



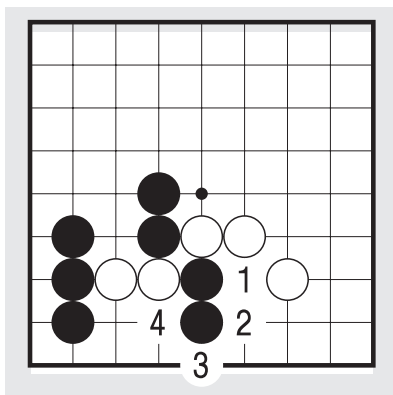
Dia.02



Dia.03



Dia.04



01. 세모 처진 백돌을 잡는 방법을 생각해 볼까요?

02. 수를 줄이고 싶다고 너무 공격적으로 나가면 오히려 내 돌이 잡힙니다.

03. 먼저 마음을 느긋하게 먹고 세모로 내 돌의 수를 늘리는 것이 좋습니다.

04. 내 돌의 수를 늘리면 자연스럽게 수상전에서 이길 수 있습니다.

01. Let's think about the way to capture the two marked white stones.

02. To lessen a liberty without preparation brings about the death of my own stone.

03. First, you should increase the number of your own liberties by descending with \triangle .

04. Now Black has four liberties while White has only 3.

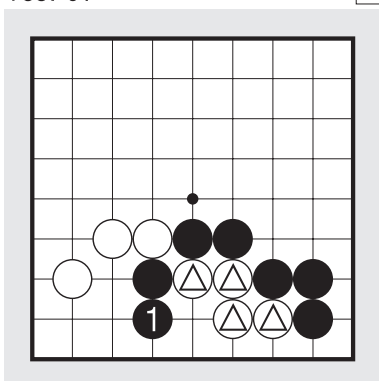
TEST

흑이 맞게 두었다면 ○, 잘못 두었다면 ×로 표시해 주세요.

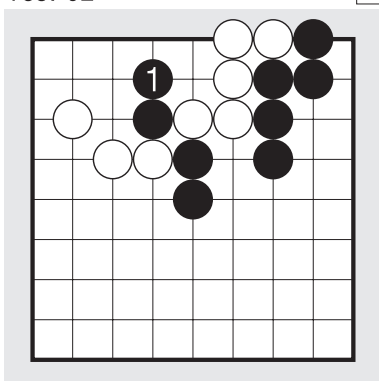


Mark O when Black plays correctly, X if not.

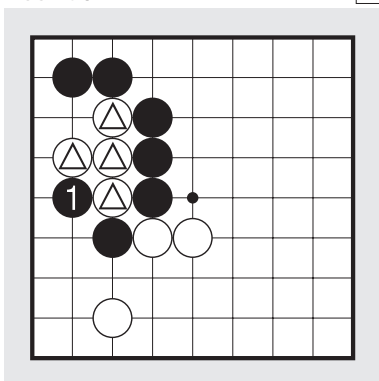
Test 01 ★



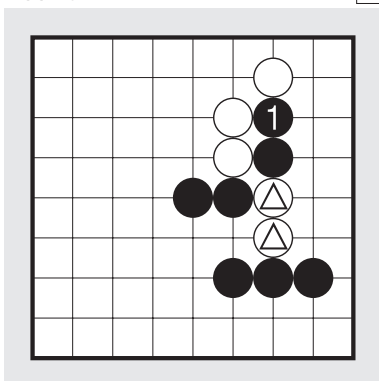
Test 02 ★



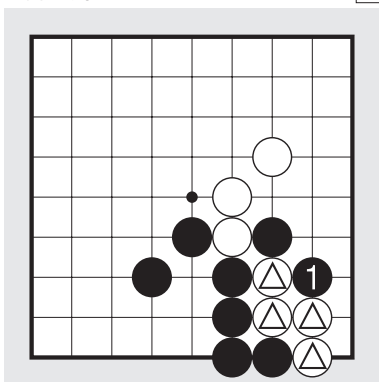
Test 03 ★★



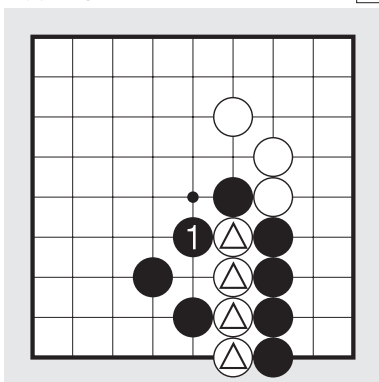
Test 04 ★★



Test 05 ★★



Test 06 ★★



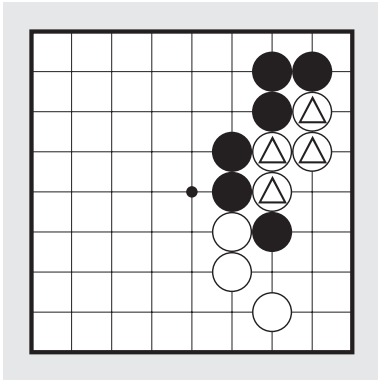
TEST



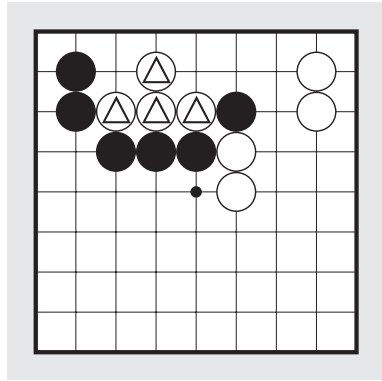
세모 처진 백돌을 잡아주세요.

Capture the marked white stones.

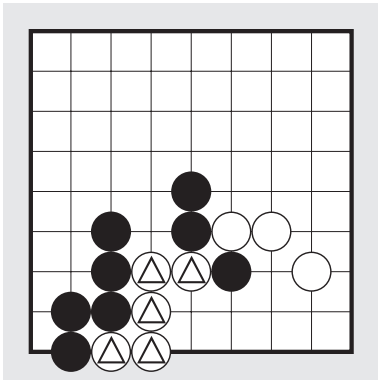
Test 07 ★★



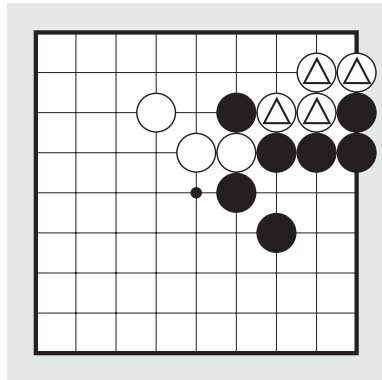
Test 08 ★★



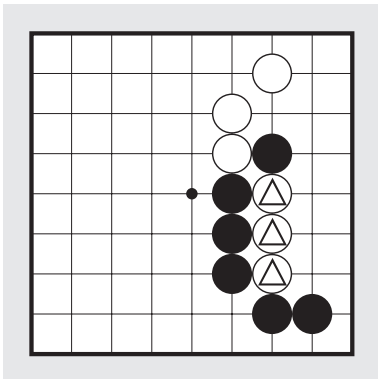
Test 09 ★★



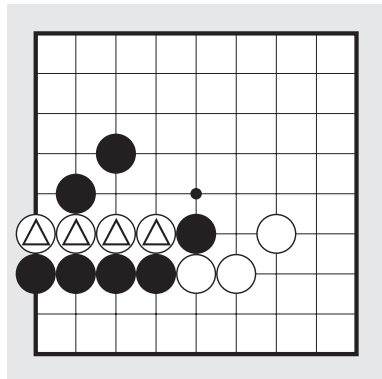
Test 10 ★★

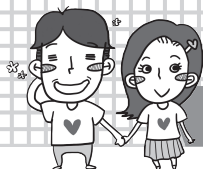


Test 11 ★★★



Test 12 ★★★★★





day 6-6

Fun Facts_쉬어가는 페이지

기력 체계

바둑에 입문하면 18급부터 시작하게 됩니다. 급은 낮을수록 좋으니 1급이 가장 높은 급이겠죠? 다음으로 아미는 1단부터 7단까지 있고, 프로는 초단(初段)부터 구단(九段)까지 있습니다.

Rating System

The rating in Baduk starts from 18 kyu and continues in descending order. 18 kyu is the weakest while 1 kyu is the strongest in the kyu level. The amateur dan level starts above 1 kyu, and goes in ascending order. 1 dan is the weakest while 7 dan is the strongest. Above that, there is the professional dan level in ascending order from 1 dan to 9 dan.



● 맞바둑과 접바둑

일반적으로 비슷한 실력의 사람과 두는 바둑을 '맞바둑' 혹은 '호선바둑'이라고 합니다.

이때는 둘 가리기를 해서 흑백을 정하고 흑이 백에게 덤을 줍니다.

기력이 한 급 차이가 날 때는 낮은 급수를 가진 사람이 흑으로 두고, 백에게 덤을 주지 않아도 됩니다. 이것을 '정선'이라고 합니다.

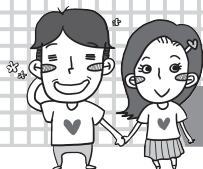
접바둑이란 차이나는 실력만큼 먼저 돌을 배치하고 두는 바둑을 말합니다. 예를 들어 18급과 15급이 대국 할 때는 3급 차이가 나므로 18급이 미리 돌 3개를 배치하고 시작하게 됩니다. 돌을 배치하는 방법은 정해져 있으며, 접바둑의 경우는 백이 먼저 시작합니다. 접바둑은 대국자 간의 실력차이가 있을 때 두는 방법으로, 급수의 차이만큼 먼저 돌을 배치하고 시작합니다.

18급과 15급이 둘 때 3급 차이가 나므로 18급이 미리 돌 3개를 배치하고 바둑을 시작하게 됩니다. 돌을 배치하는 방법은 정해져 있으며, 접바둑의 경우는 백이 먼저 시작합니다.

● Even Game vs. Handicap Game

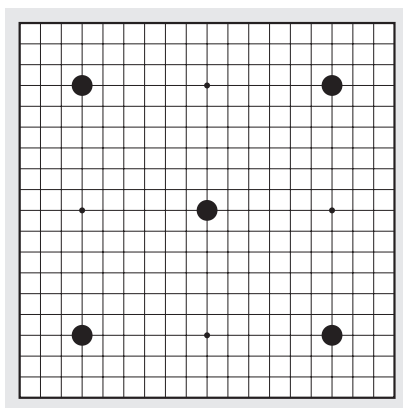
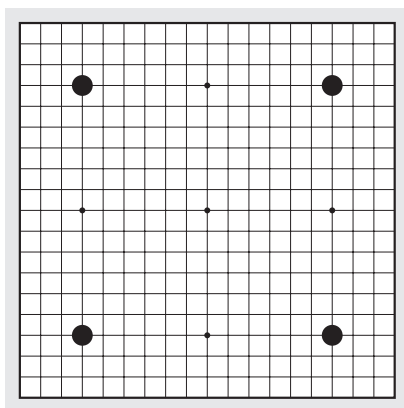
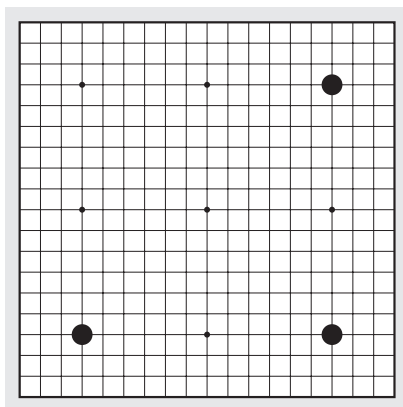
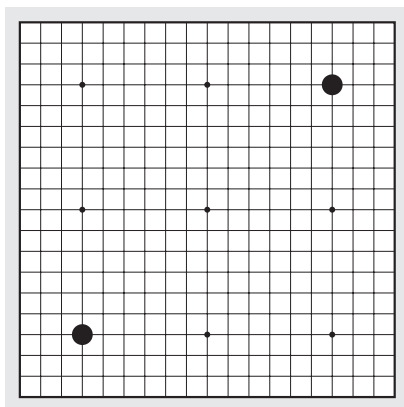
Players of the same level play an even game. In such cases, the players have to choose the color of stones as explained in Day 2.

In a handicap game, played when there is a gap in the players's levels, the weaker places the same number of stones as the difference in levels on the star-points, before starting a game. For example, when an 18 kyu player goes against a 15 kyu player, there is 3-kyu difference, so that the former places 3 stones in advance. After the number of handicap stones is determined and placed on the board, White plays first. If there is only a one-level difference between the players, the weaker player takes Black, plays first, and gives no compensation.



day 6-6

Fun Facts_쉬어가는 페이지

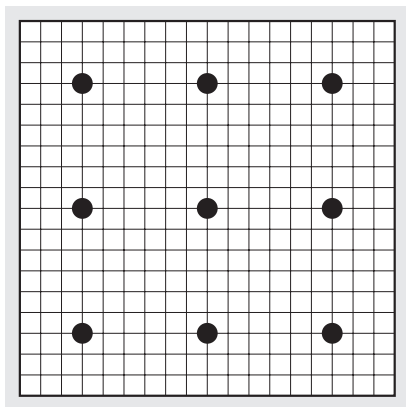
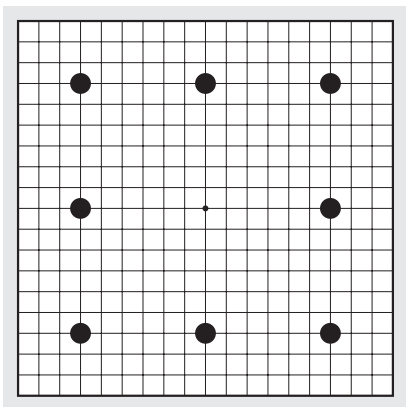
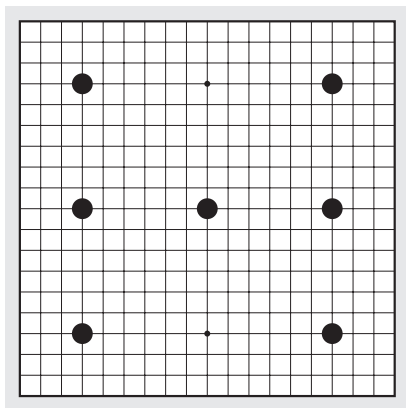
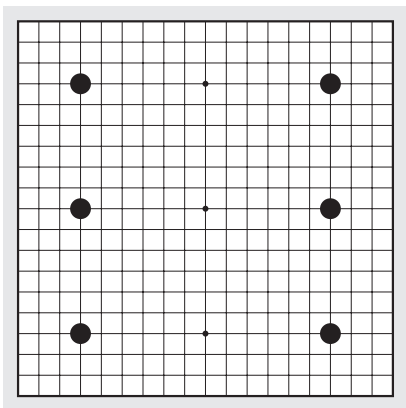


2점 바둑부터 9점 바둑까지(How to put handicap stones)

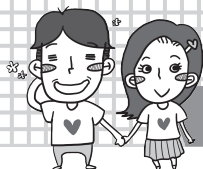
I 입단(入段) _ Becoming a Professional Player I

전문기사(專門棋士), 즉 프로기사가 되는 것을 말합니다. 입단을 하기 위해서는 입단대회를 통과해야 하는데, 1년에 12명이 프로기사가 될 수 있습니다.

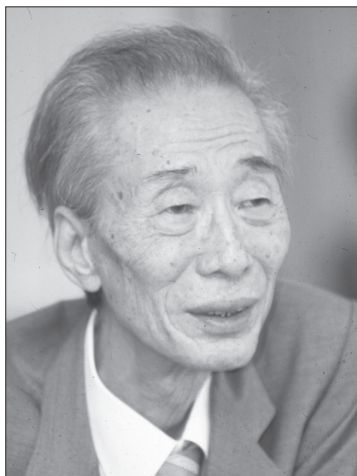
To become a professional player in Korea, you have to pass a qualification exam. Only 12 players are selected each year.



2점 바둑부터 9점 바둑까지(How to put handicap stones)



한국 현대바둑의 개척자 조남철 9단



출생 - 1923년 11월 30일 (전라북도 부안)

사망 - 2006년 7월 2일

수상 - 2006년 금관문화훈장

경력 - 국수전 9연패

특이사항 - 한국 현대바둑의 개척자

별명 - 걸어다니는 바둑법전

한국 현대바둑사의 문을 연 조남철 9단은 바둑인이라면 누구나 존경하는 프로그사입니다.

1945년에 한국 최초의 바둑 조직인 한성기원을 설립하였고, 한국전쟁 이후 1955년에 한국기원을 설립하였습니다. 한국 현대바둑의 대들보가 될 후학을 양성하였으며, 일본어 일색이던 바둑용어를 우리말로 바꾸는 업적을 남기기

도 하였습니다.

조남철 9단은 바둑 명가(名家)의 수장으로, 최규병 9단과 이성재 9단이 큰 형의 외손자이며, 일본에서 활동 중인 조치훈 9단은 조카입니다.

조남철 9단의 좌우명은 '기도보국(棋道報國)'입니다. 즉 바둑의 도로써 국가에 보답한다는 것이죠. 이런 뜻을 이어받아 조치훈 9단은 '목숨을 걸고 둔다'는 자세로 대국에 임하여 일본 바둑계를 재패했습니다.

바둑명가의 사람들은 '바둑이 곧 인생'인 것이죠.



● Namchul Cho 9 dan

The Pioneer of Modern Korean Baduk

Born - November, 30, 1923 (Buan, Jeollabukdo)

Died - July, 2, 2006

Awards - 2006 Geumgwan Order of Merit (Golden Crown Award for Cultural Achievement)

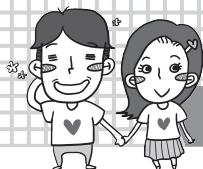
Records - Winner of 9 consecutive Kuksoo Tournaments

Notes - The Pioneer of Modern Korean Baduk

Nickname - Walking Baduk Dictionary

Namchul Cho was a 9 dan professional player admired as the pioneer of modern Korean Baduk. He founded the Hansung Kiwon, which is the predecessor of Hankuk Kiwon, taught many famous players who became pillars of Korean Baduk, and changed Japanese Baduk terms into Korean.

He was also the head of a renowned Baduk family. Chihoon Cho 9 dan who conquered the Japanese Baduk scene is his nephew, and the Korean professional players Gyubyung Choi and Sungjae Lee are his grand-nephews. Namchul Cho's motto was "Kidobokuk", meaning "to repay the favor of the country with Baduk." His nephew Chihoon Cho, whose motto was "play as if your life depends on it", followed in his uncle's footsteps and dominated the Japanese Baduk scene. For the members of this Baduk family, Baduk is life itself.



day 6-6

Fun Facts_쉬어가는 페이지

영원한 바둑황제 조훈현 9단



출생 - 1953년 3월 10일 (전라남도 목포)

수상 - 1989년 은관문화훈장

경력 - 전관왕 3회 달성, 통산 최다대국과
최다승 기록 보유

특이사항 - 세계 최연소 입단(9세 7개월),

한국 최초의 9단, 이창호 9단의 스승

별명 - 바둑황제, 전신(戰神)

9살이라는 어린 나이에 입단, 세상을 놀라게 한 조훈현 9단은 자타가 공인하는 바둑황제입니다. 중국이나 일본에 비해 상대적으로 뒤떨어져 있던 한국바둑이 비약적으로 발전하게 된 것은 1989년, 조훈현 9단이 응씨배에서 우승하면서부터입니다.

혈혈단신으로 출전했던 응씨배에서 우승함으로써 김포공항에서 한국기원까지 카페레이드를 하는 등 국민적인 관심을 받았죠. 한국 최초의 9단으로 전관왕을 3회나 달성하는 등 오랜 기간 절대지존의 자리를 지킨 조훈현 9단은 바둑계의 살아있는 전설입니다. 이런 조훈현 9단의 단 하나뿐인 제자가 바로 그 유명한 이창호 9단입니다.



Hoonhyun Cho 9 dan

Eternal Emperor

Born - March, 10, 1953 (Mokpo, Jeollanamdo)

Awards - 1989 Eungwan Order of Merit

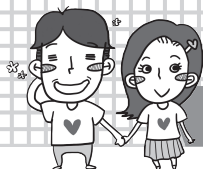
(Silver Crown Award for Cultural Achievement)

Records - 3-time Grand Slam of all Korean tournaments; Record holder for most games played and most games won

Notes - The first 9 dan professional player in Korea, Mentor of Changho Lee 9 dan

Nicknames - Emperor of Baduk; God of War

Hoonhyun Cho, the amazing prodigy who became a professional at the age of 9, is the Emperor of Baduk known all over the world. His winning of the Ing Cup in 1989 heralded the rise of Korean Baduk, which had been relatively weaker than that of China and Japan. The sole Korean player to enter the Ing Tournament, Cho's triumphant return as the winner focused nationwide interest on the young professional. The holder of many remarkable records, Cho held his place on top for an amazingly long time, and is a legend in his own time. His only disciple is the world-famous Changho Lee 9 dan.



day 6-6

Fun Facts_쉬어가는 페이지

한국바둑의 국보 이창호 9단



출생 - 1975년 7월 29일 (전라북도 전주)

수상 - 1996년 은관문화훈장

경력 - 국내 16개 기전 사이클링히트 달성
(1994), 세계대회 그랜드슬램 달성
(2003)

특이사항 - 세계최연소 타이틀 획득(14세), 세
계최연소 세계챔피언(17세)

별명 - 돌부처, 신산(神算)

통산 140회 우승이라는 대기록을 가지고 있는
이창호 9단은 명실상부한 한국바둑계의 국보입
니다. 조훈현 9단의 내제자로 17세의 어린 나
이에 세계대회에서 우승하며 바둑붐을 일으켰
죠. 지금 20대의 기사들은 모두 이창호 9단을

바라보고 바둑을 배웠다고 해도 과언이 아닙니다.

특유의 무표정과 돌다리도 두드리고 건널 정도의 신중함 때문에 '돌부처'라는 별명과, 타
의 추종을 불허하는 계산력을 갖고 있기 때문에 '신산'이란 별명을 얻었습니다.

변함없이 노력하는 모습과 온화한 성품 덕분에 바둑팬에게 가장 많은 사랑을 받는 기사입
니다.



Changho Lee 9 dan

National Treasure of Korea

Born - July, 29, 1975 (Jeonju, Jeollabukdo)

Awards - 1996 Eungwan Order of Merit

(Silver Crown Award for Cultural Achievement)

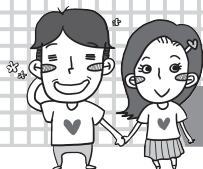
Records - 1994 Cycling Hits of 16 Korean Tournaments; 2003 Grand Slam of World Tournaments

Notes - Youngest ever title winner (age 14);

Youngest ever World Champion (age 17)

Nicknames - Stone Buddha; God of Calculation

Changho Lee 9 dan, who holds the astonishing record of a total of 140 titles, is considered a national treasure for Korea as well as Baduk worldwide. The only disciple of Hoonhyun Cho 9 dan, Lee won a world title at the tender age of 17 and started a Baduk boom in Korea. It is no exaggeration to say that all the professionals now in their twenties have learned from watching him. His characteristic poker face and cautious playing style coined his nickname, the Stone Buddha. His other nickname, the God of Calculation, comes from his incredible calculating talent. Lee's constant endeavor to improve and his gentle nature make him beloved of Baduk fans everywhere.



day 6-6

Fun Facts_쉬어가는 페이지

비금도 천재소년 이세돌 9단



출생 - 1983년 3월 2일 (전라남도 신안)

수상 - 2010년 바둑대상 최우수기사상

경력 - 아시안게임 남자단체전 금메달

특이사항 - 이상훈 8단과 형제기사

별명 - 썬돌

전라남도 신안의 작은 섬, 비금도에서 5남매 중 막내로 태어난 이세돌 9단은 타고난 승부사입니다. 애기가인 아버지에게 5남매 모두 바둑을 배웠고, 그 중 둘째인 이상훈 8단과 막내인 이세돌 9단이 프로기사가 되었습니다.

중국의 유명기사인 구리 9단이 “내가 천재라면 이세돌 9단은 대천재다.”라고 말했을 정도로 바둑에 뛰어난 재능을 가지고 있습니다. 프로

기사들도 혀를 내두를 정도로 뛰어난 수읽기와 전투력 덕분에 프로기사 사이에서는 ‘대마왕’으로 불리기도 합니다.

2011년 현재 세계에서 가장 바둑을 잘 두는 사람을 논할 때 먼저 떠오르는 당대 최고의 고수입니다.



Sedol Lee 9 dan

Prodigy of Bigeum Island

Born - March, 2, 1983 (Shinan, Jeollanamdo)

Awards - 2010 Baduk Awards (Best Player)

Records - 2010 Asian Games in Guangzhou, Gold Medal in Men' s
Team

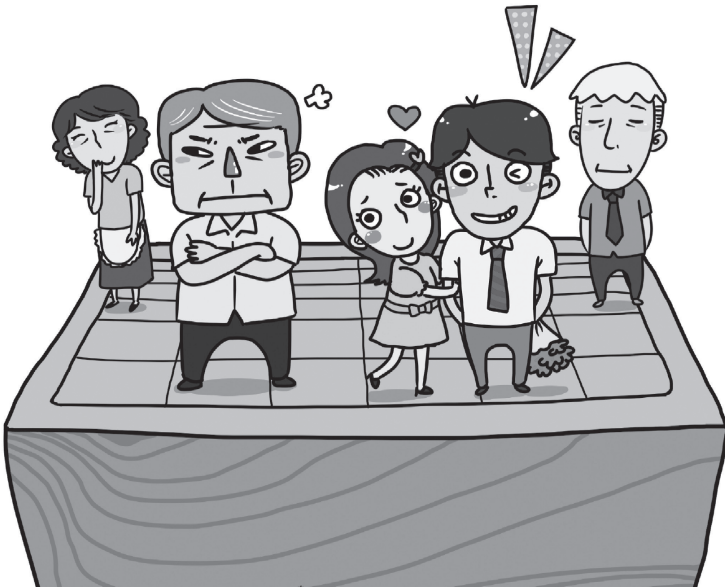
Notes - Brother of Sanghoon Lee 8 dan

Nickname - Ssendol ('Strong Stone')

Sedol Lee was born on the tiny island of Bigeum, as the youngest of 5 children to a Baduk-loving father. All five children learned Baduk from an early age, and the second and fifth sons, Sanghoon and Sedol, became professional players. Sedol Lee is so talented that the renowned Chinese professional, Guri 9 dan, once said that 'if I'm a genius, Sedol Lee 9 dan is a great genius'. His reading abilities and tenaciousness in a fight is legendary even among other professionals. If you ask who the best Baduk player is as of 2011, Sedol Lee is the obvious choice.

Bonus Chapter 부록

1. Sample Test and Answers _ 모의고사 및 정답
2. Answers for Day 1~Day 6 _ 본문 정답



모의 고사를 통해 자신의 실력을 확인해 보세요. 행운을 빕니다.

Check your improvement through sample test. Good luck!

모든 문제는 흑이 둘 차례입니다. 최선의 수를 두어보세요.

You are playing Black in every problem. Find the best move for Black.

A 10x10 grid with a central dot at (5,5). Black circles are at (2,2), (2,3), (2,4), (2,5), (2,6), (2,7), (3,2), (3,3), (3,4), (3,5), (3,6), (3,7), (4,2), (4,3), (4,4), (4,5), (4,6), (4,7), (5,2), (5,3), (5,4), (5,5), (5,6), (5,7), (6,2), (6,3), (6,4), (6,5), (6,6), (6,7), (7,2), (7,3), (7,4), (7,5), (7,6), (7,7), (8,2), (8,3), (8,4), (8,5), (8,6), (8,7), (9,2), (9,3), (9,4), (9,5), (9,6), (9,7), (10,2), (10,3), (10,4), (10,5), (10,6), (10,7). White circles are at (1,2), (1,3), (1,4), (1,5), (1,6), (1,7), (2,8), (2,9), (2,10), (3,8), (3,9), (3,10), (4,8), (4,9), (4,10), (5,8), (5,9), (5,10), (6,8), (6,9), (6,10), (7,8), (7,9), (7,10), (8,8), (8,9), (8,10), (9,8), (9,9), (9,10), (10,8), (10,9), (10,10).

A 10x10 grid with 18 black dots and 12 white dots arranged in a pattern. The dots are located at the following coordinates (row, column) starting from (0,0) at the top-left:

Dot Type	Row	Column
Black	3	4
Black	3	5
Black	4	3
Black	4	4
Black	4	5
Black	4	6
Black	4	7
Black	5	3
Black	5	4
Black	5	5
Black	5	6
Black	5	7
Black	5	8
Black	6	3
Black	6	4
Black	6	5
Black	6	6
Black	6	7
Black	6	8
Black	6	9
Black	7	3
Black	7	4
Black	7	5
Black	7	6
Black	7	7
Black	7	8
Black	7	9
Black	8	3
Black	8	4
Black	8	5
Black	8	6
Black	8	7
Black	8	8
Black	8	9
Black	8	10
Black	9	3
Black	9	4
Black	9	5
Black	9	6
Black	9	7
Black	9	8
Black	9	9
Black	9	10
White	3	3
White	3	6
White	4	3
White	4	6
White	4	9
White	5	3
White	5	4
White	5	9
White	6	3
White	6	4
White	6	9
White	6	10
White	7	3
White	7	4
White	7	9
White	7	10
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White	8	10
White	9	3
White	9	4
White	9	9
White	9	10

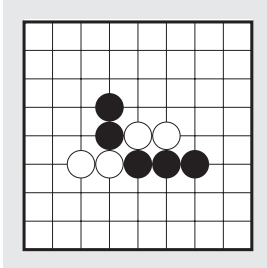
Sample Test



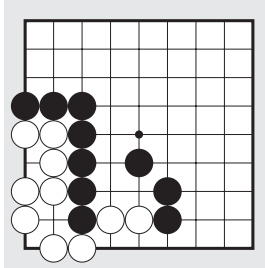
모든 문제는 흑이 둘 차례입니다. 최선의 수를 두어보세요.

You are playing Black in every problem. Find the best move for Black.

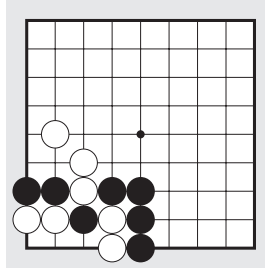
Test 13



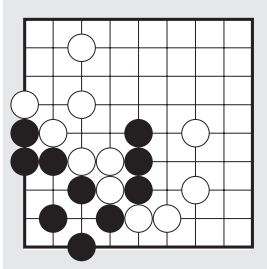
Test 14



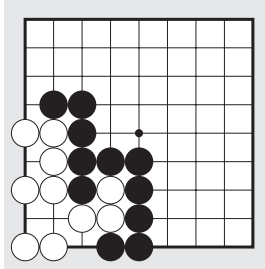
Test 15



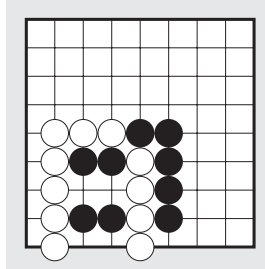
Test 16



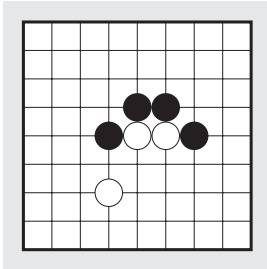
Test 17



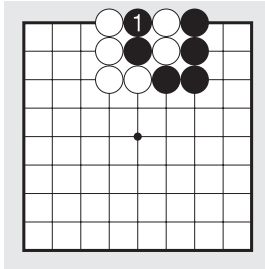
Test 18



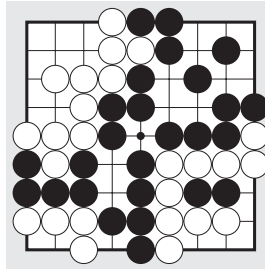
Test 19



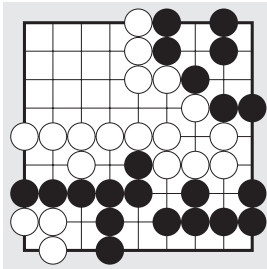
Test 20



Test 21



Test 22



문제 19 - 1~5까지 표시해서 축으로 잡아주세요.

문제 20 - 흑1이 착수금지 구역에 있으면 ×표, 아니면 ○로 표시해 주세요.

문제 21 - 사석을 모두 찾아 ×로 표시해 주세요.

문제 22 - 공배인 곳을 모두 찾아 ×로 표시해 주세요.

Problem 19 - Mark the sequence 1~5 to capture by ladder.

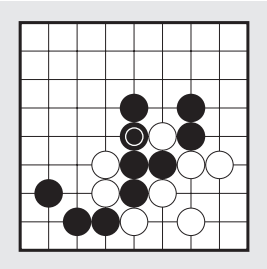
Problem 20 - Mark X if Black 1 is on an illegal point, O if not.

Problem 21 - Find all the dead stones and mark them with X.

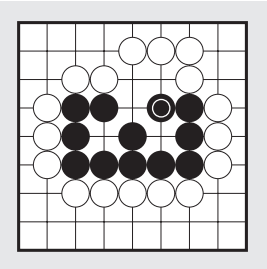
Problem 22 - Find all the neutral points and mark them with X.



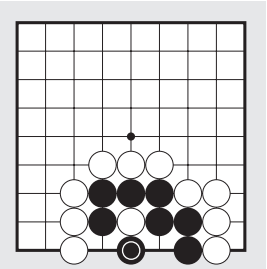
Answer 01



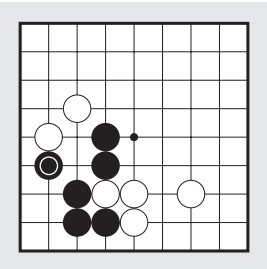
Answer 02



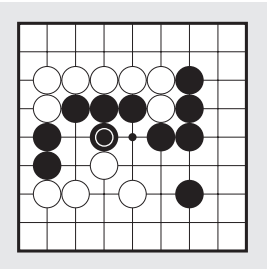
Answer 03



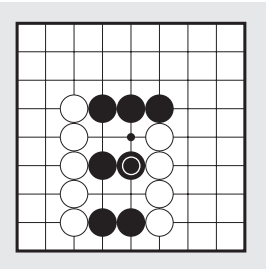
Answer 04



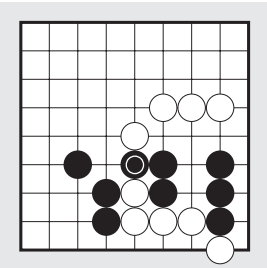
Answer 05



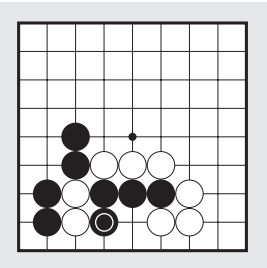
Answer 06



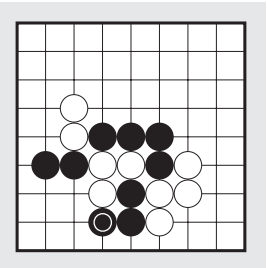
Answer 07



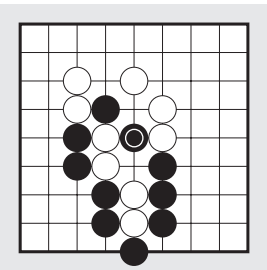
Answer 08



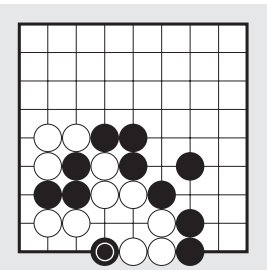
Answer 09



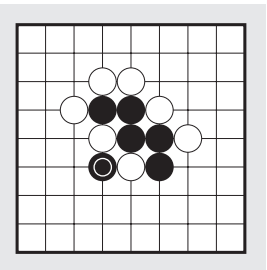
Answer 10



Answer 11



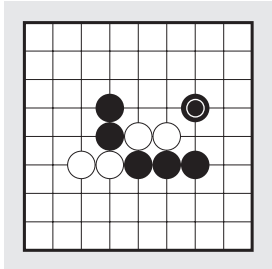
Answer 12



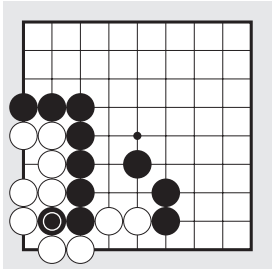
Sample Test



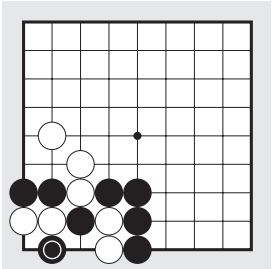
Answer 13



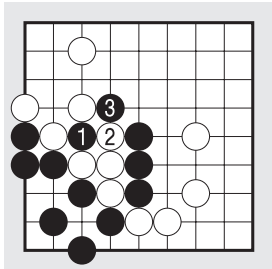
Answer 14



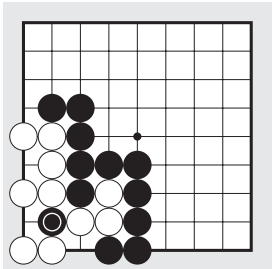
Answer 15



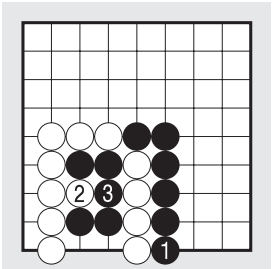
Answer 16



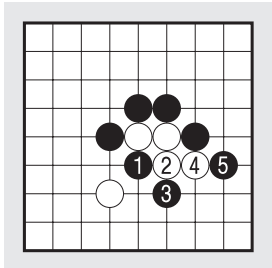
Answer 17



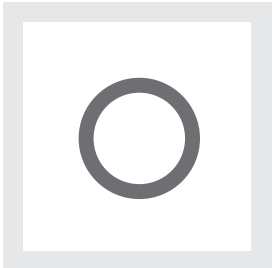
Answer 18



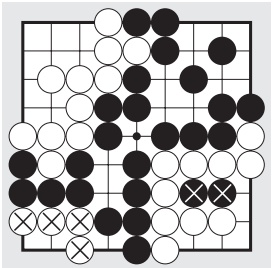
Answer 19



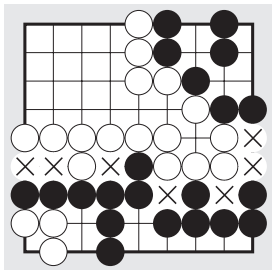
Answer 20



Answer 21



Answer 22



The result of the sample test What is your level?

모의고사 점수평가 “당신의 바둑실력은?”

총 22문제



당신은 혹시 바둑 천재?!

You have a great talent in Baduk!

22~19

이제야 바둑을 만난 것이 아쉽네요!
이 기세로 다음권도 마스터해보세요.

It's a pity that you haven't met Baduk earlier.
Master the next volume with this vigor.



당신은 이미 바둑인!

You're excellent!

18~15

처음 바둑을 배울 때의 당신과 지금 당신의 모습을 비교해 보세요.
놀랄 만큼 발전한 당신에게 박수를 보냅니다.

Compare present you with the one beginning to learn Baduk.
Big applause to your astonishing improvement!



조금만 더 힘내요!

You're good enough.

14~11

당신은 절대 잘 못하지 않아요. 반 이상이나 맞혔는걸요?
자신을 믿으세요. 자신이 믿는 만큼 해낼 수 있어요.

You're not bad. You gave right answers to more than a half.
Be confident in yourself. You can do as much as you believe.



포기하지 마세요!

Try harder.

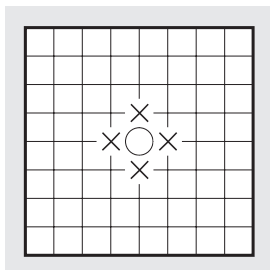
Less than 10

아직 바둑이 낯설게 느껴지나요?
하지만 포기하지 말아 주세요. 포기하면 그걸로 끝이니깐요.
당신은 해낼 수 있어요.

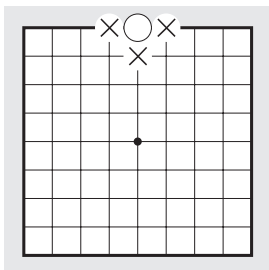
Do you still feel unfamiliar with Baduk?
But, don't give up. It's an end when you give up.
If you try harder, you can do it.



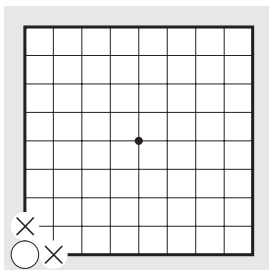
Answer 01



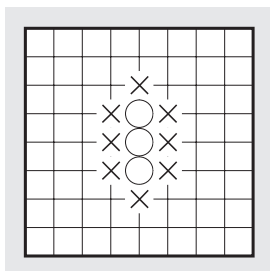
Answer 02



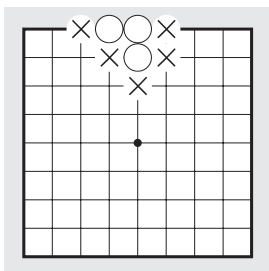
Answer 03



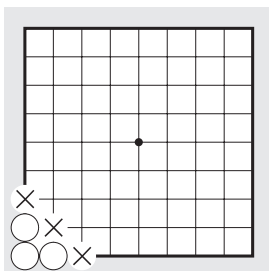
Answer 04



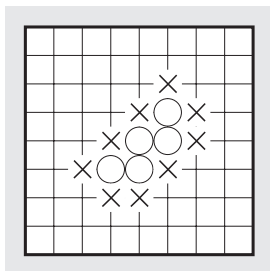
Answer 05



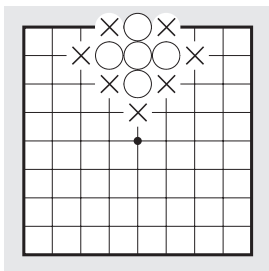
Answer 06



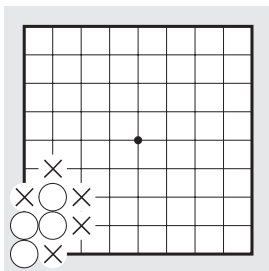
Answer 07



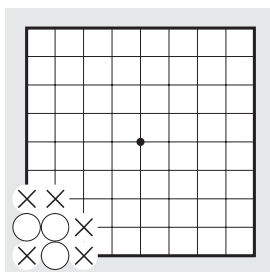
Answer 08



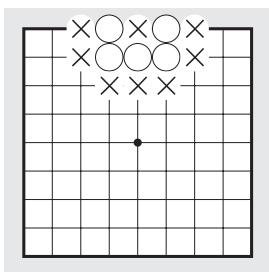
Answer 09



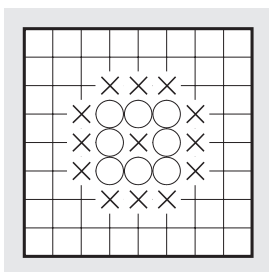
Answer 10



Answer 11

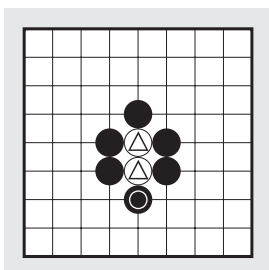


Answer 12

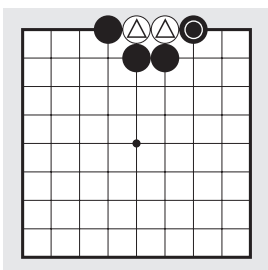




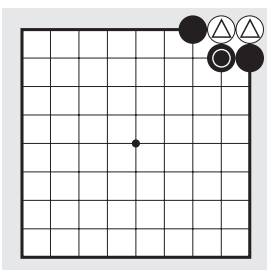
Answer 01



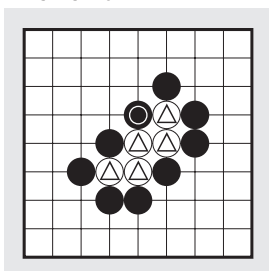
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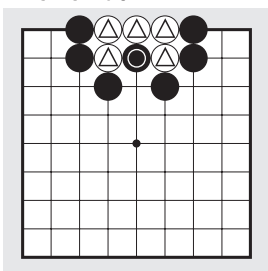
Answer 03



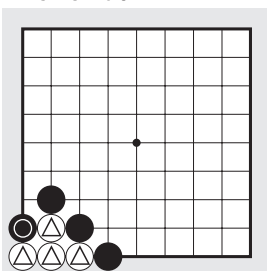
Answer 04



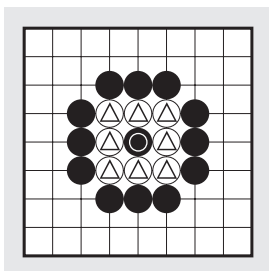
Answer 05



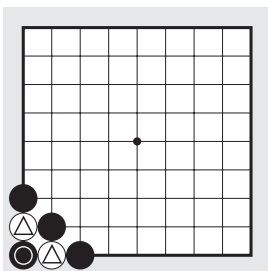
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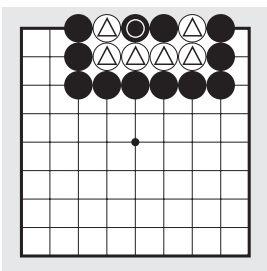
Answer 07



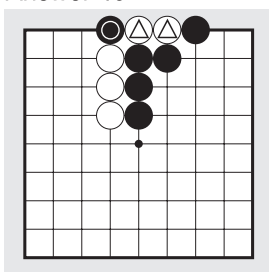
Answer 08



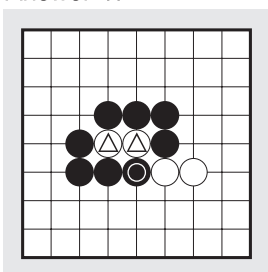
Answer 09



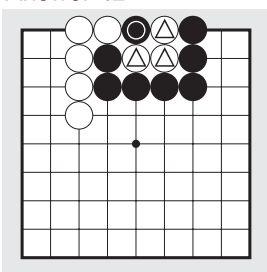
Answer 10



Answer 11

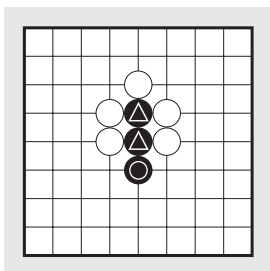


Answer 12

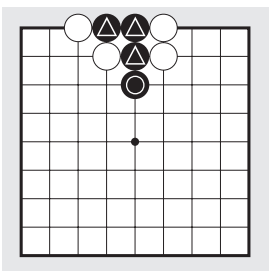




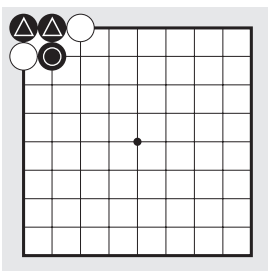
Answer 01



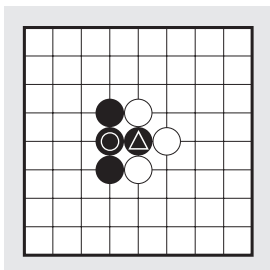
Answer 02



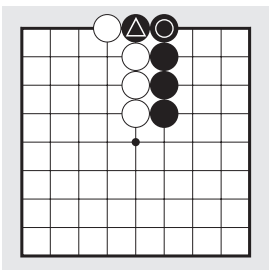
Answer 03



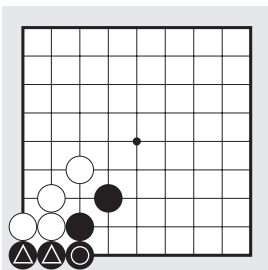
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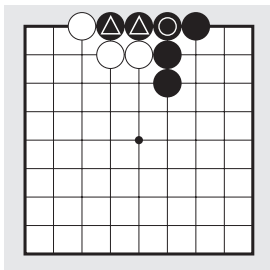
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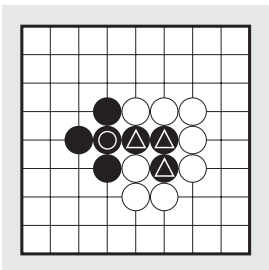
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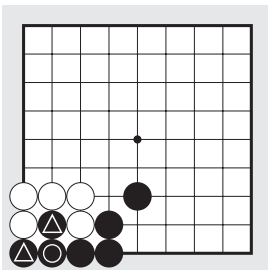
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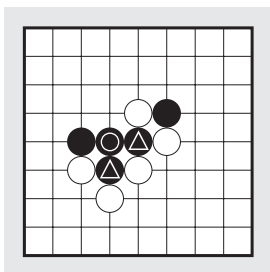
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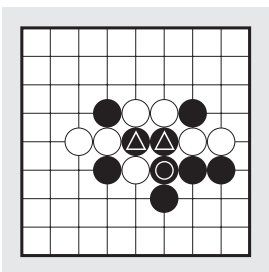
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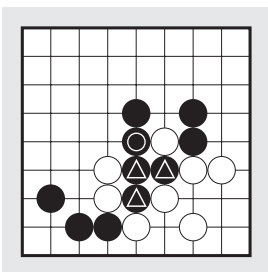
Answer 10



Answer 11

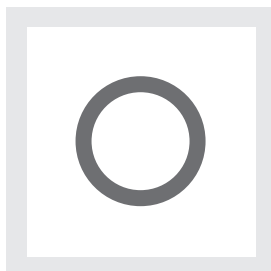


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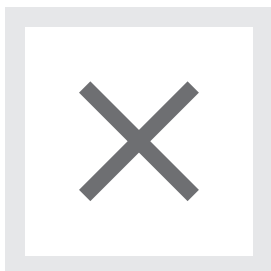




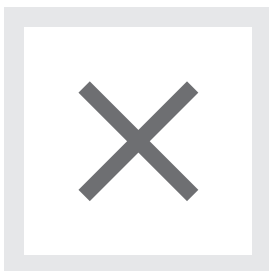
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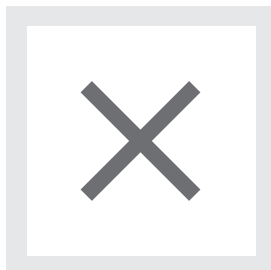
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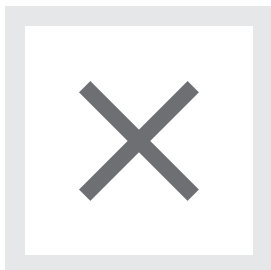
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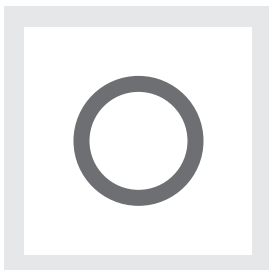
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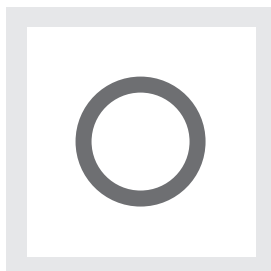
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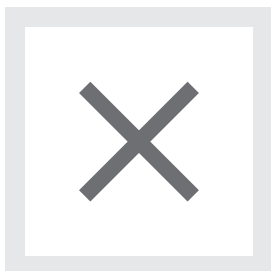
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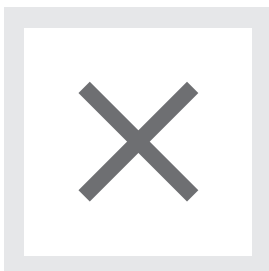
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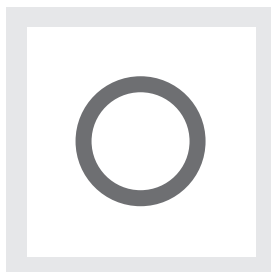
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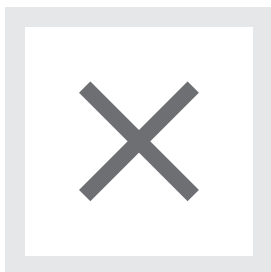
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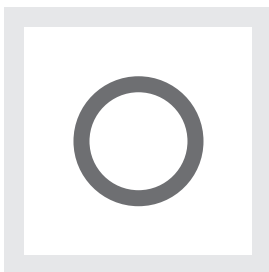
Answer 10



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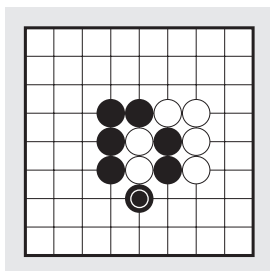


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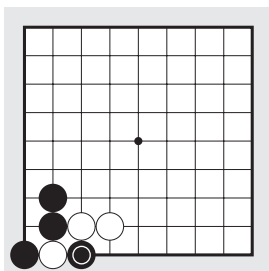




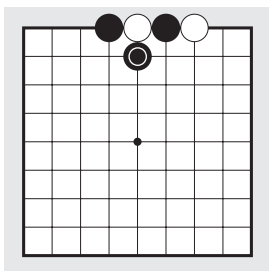
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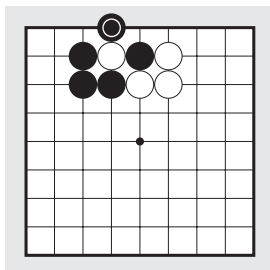
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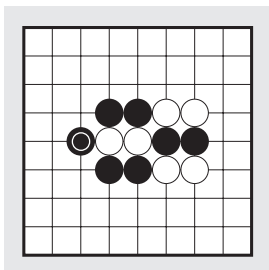
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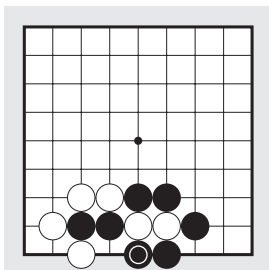
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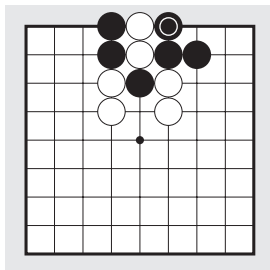
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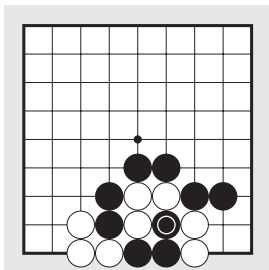
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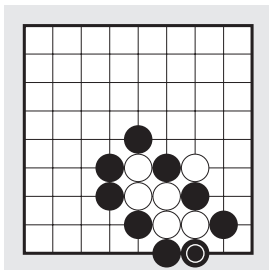
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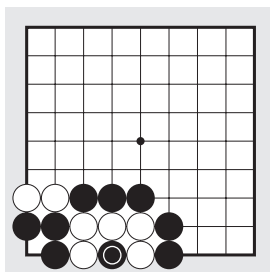
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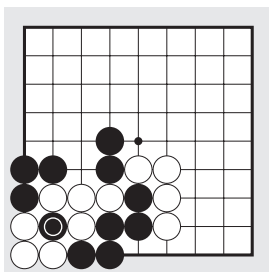
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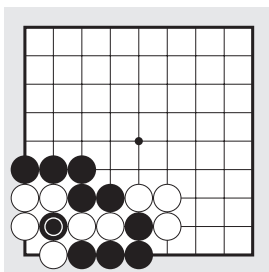
Answer 10



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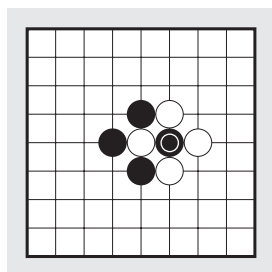


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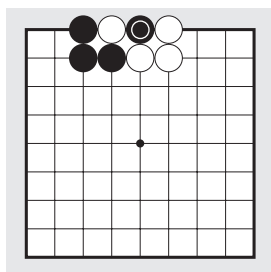




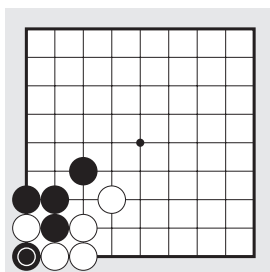
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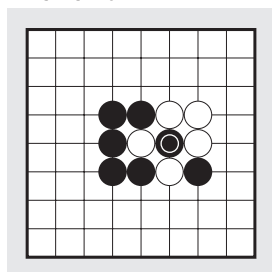
Answer 02



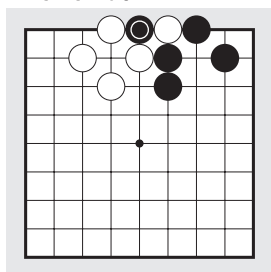
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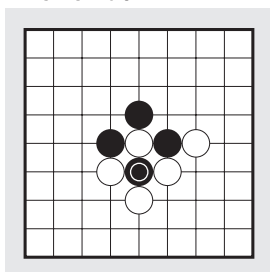
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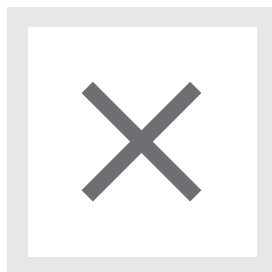
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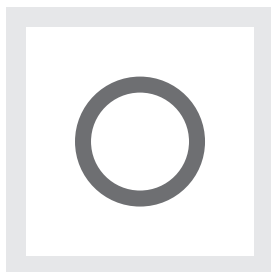
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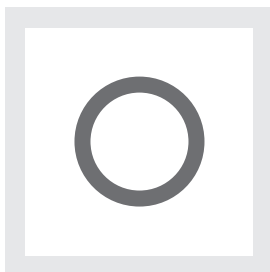
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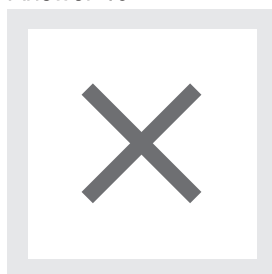
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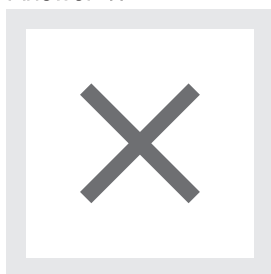
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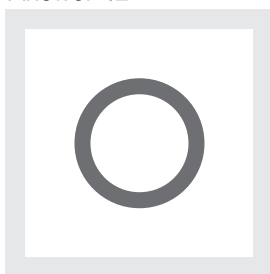
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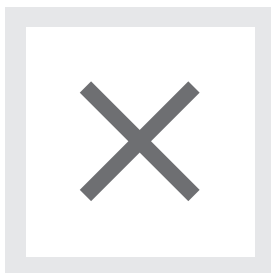


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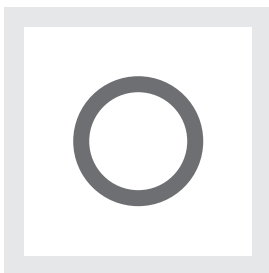




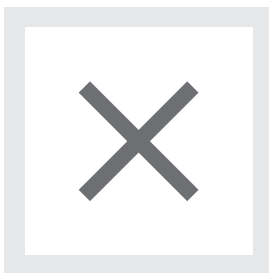
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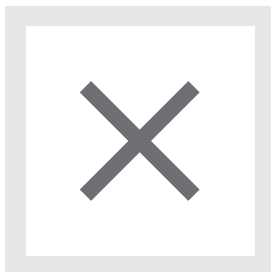
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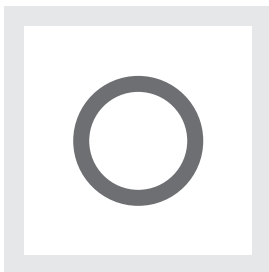
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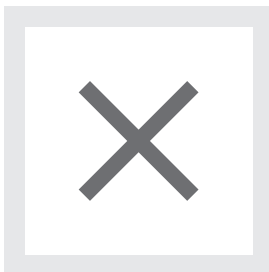
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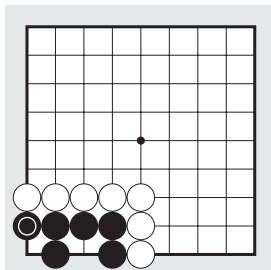
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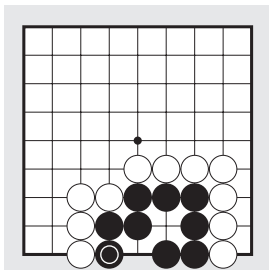
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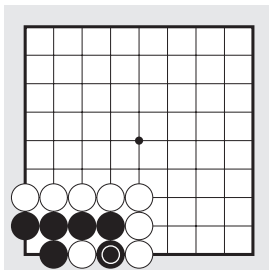
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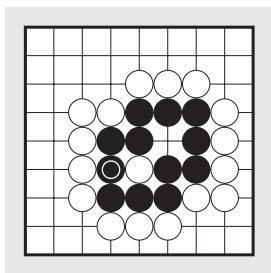
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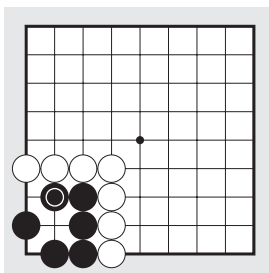
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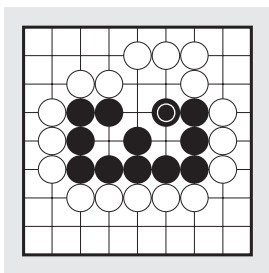
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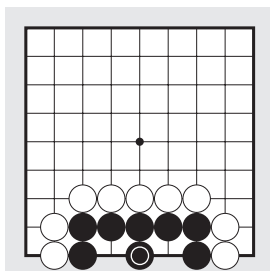


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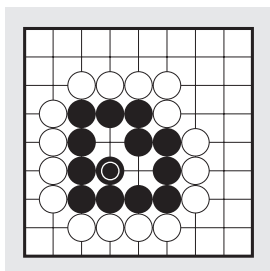




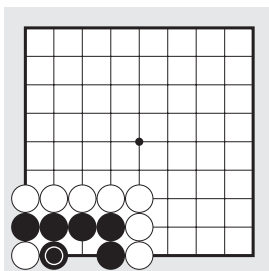
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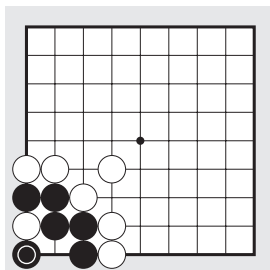
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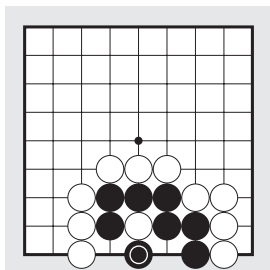
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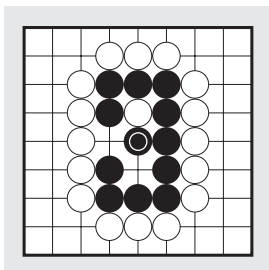
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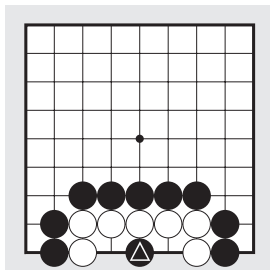
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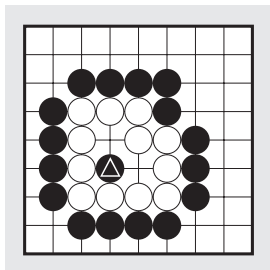
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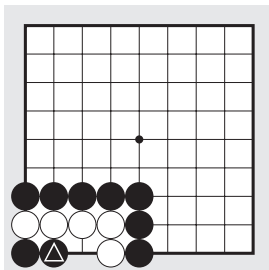
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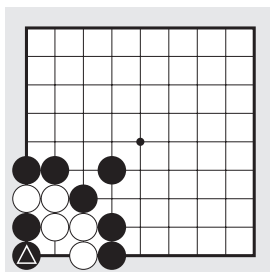
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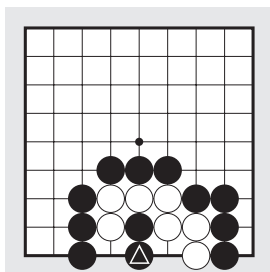
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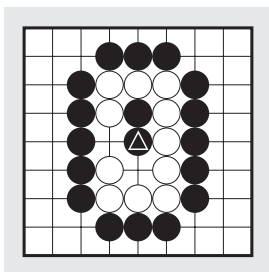
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Answer 11

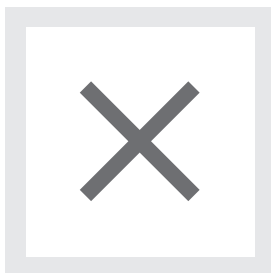


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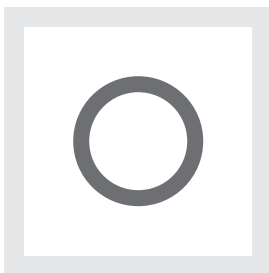




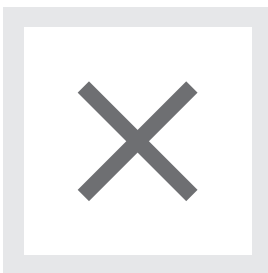
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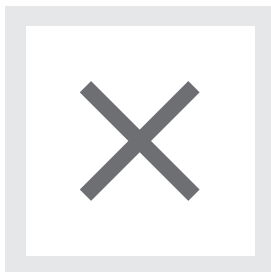
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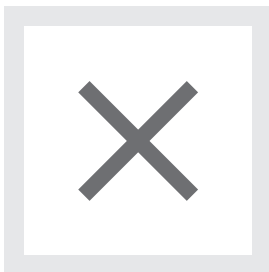
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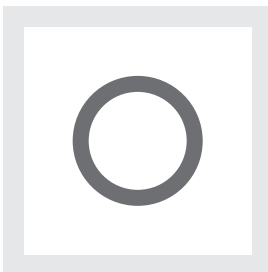
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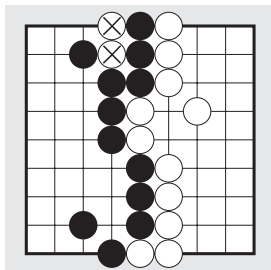
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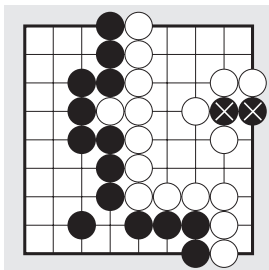
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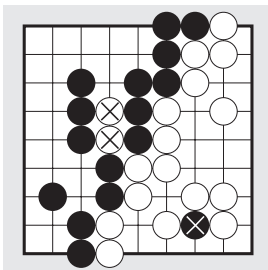
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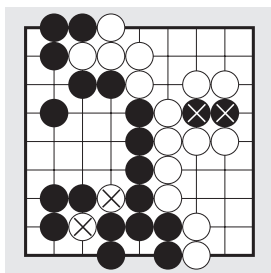
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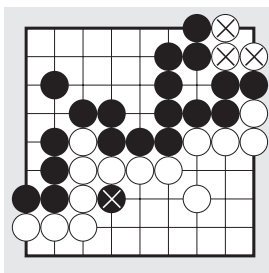
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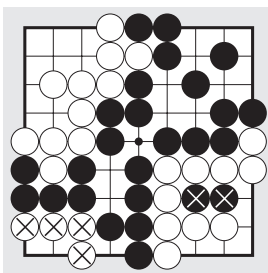
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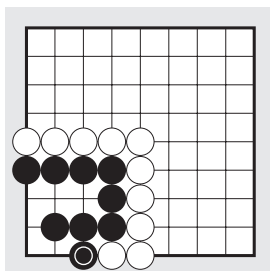


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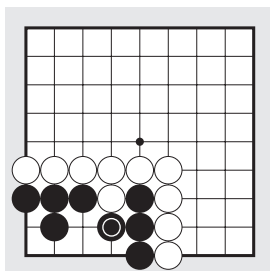




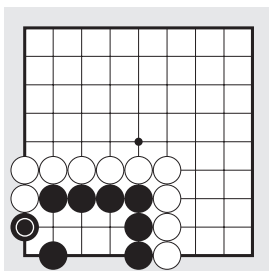
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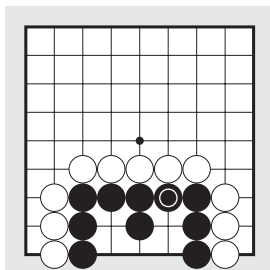
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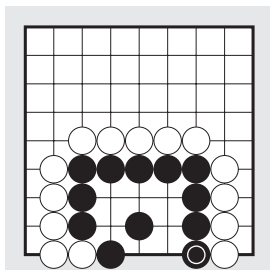
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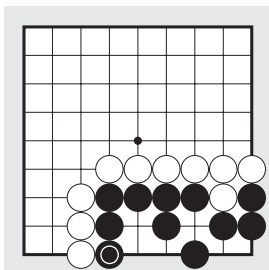
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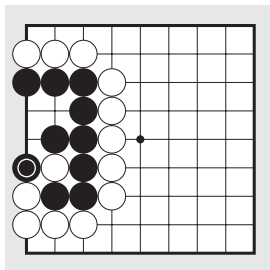
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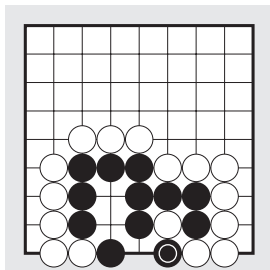
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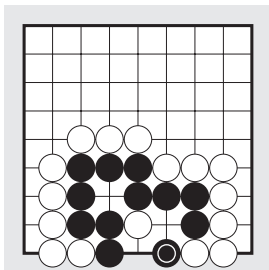
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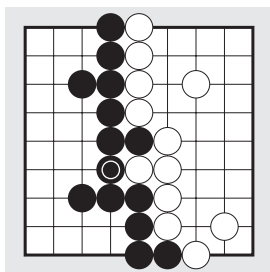
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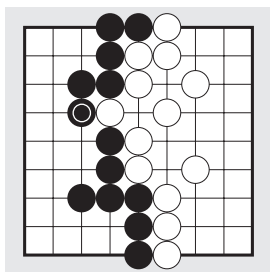
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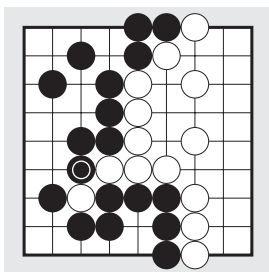
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Answer 11



Answer 12

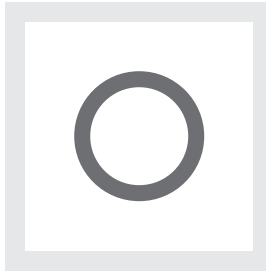




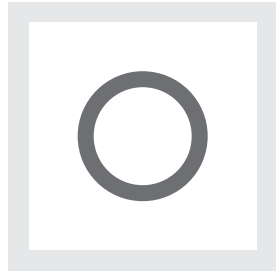
Answer 01



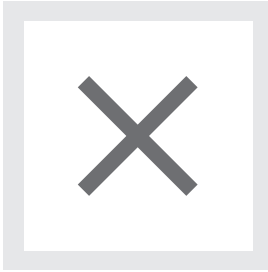
Answer 02



Answer 03



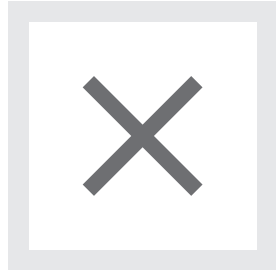
Answer 04



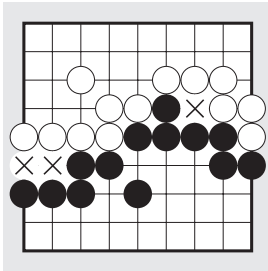
Answer 05



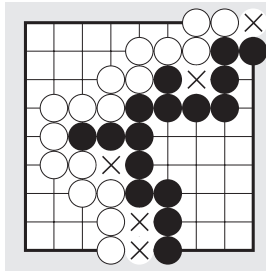
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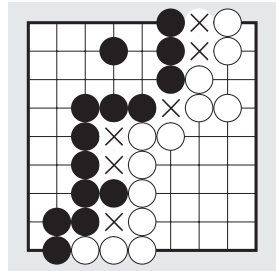
Answer 07



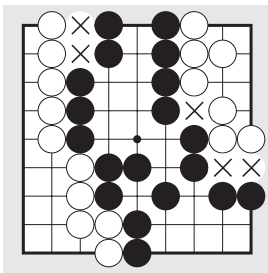
Answer 08



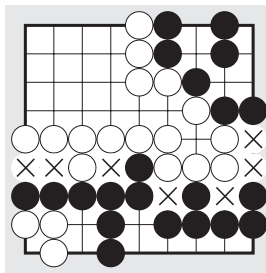
Answer 09



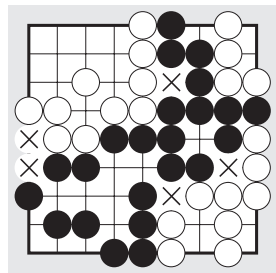
Answer 10



Answer 11



Answer 12



ANSWER**Day 2-6**

Answer 01

10집
10points

Answer 02

20points

Answer 03

40points

Answer 04

10points

Answer 05

20points

Answer 06

30points

Answer 07

B 21points
W 20points

Answer 08

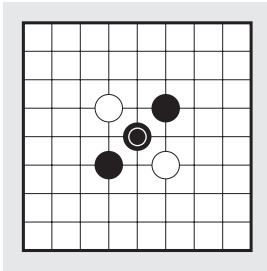
B 22points
W 21points

Answer 09

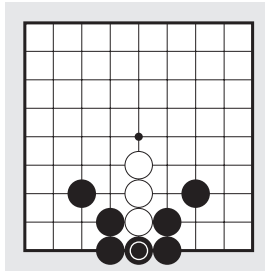
B 90points
W 83points



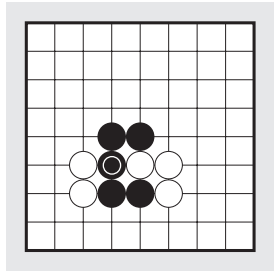
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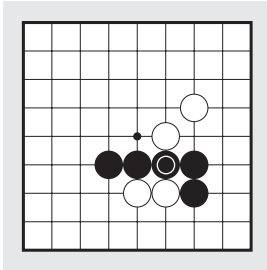
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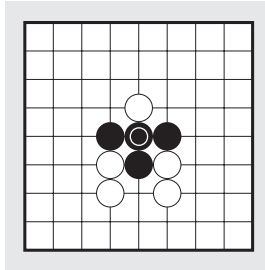
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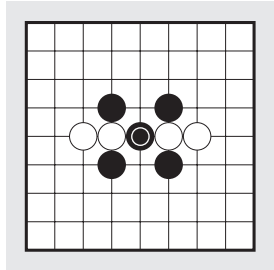
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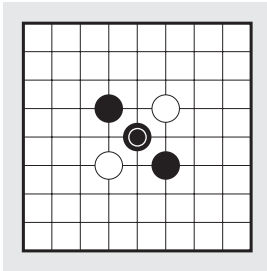
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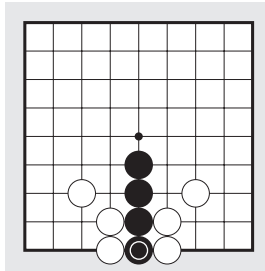
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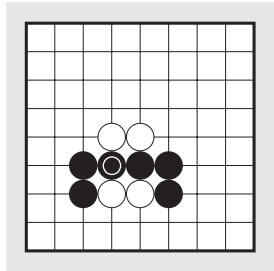
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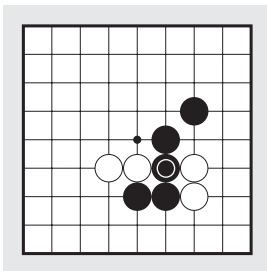
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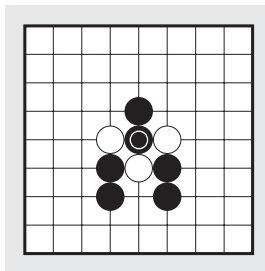
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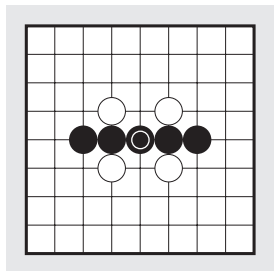
Answer 10



Answer 11

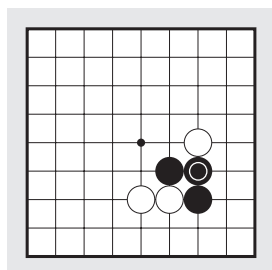


Answer 12

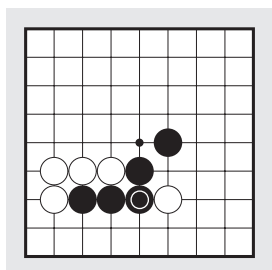




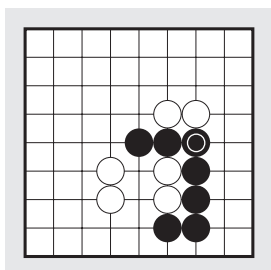
Answer 01



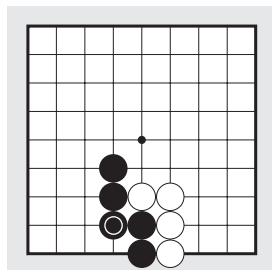
Answer 02



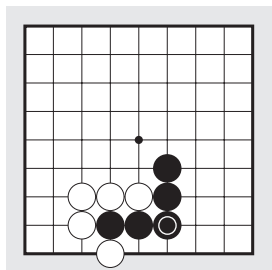
Answer 03



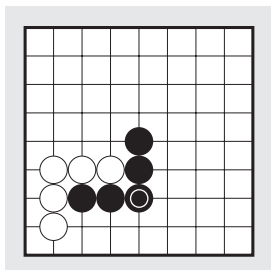
Answer 04



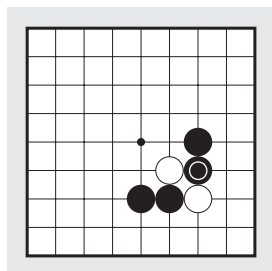
Answer 05



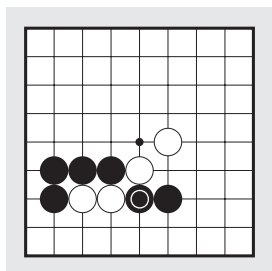
Answer 06



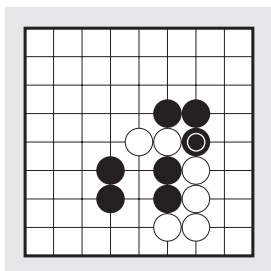
Answer 07



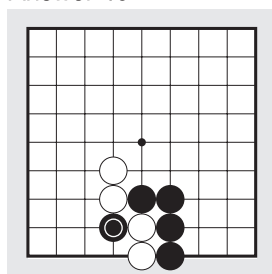
Answer 08



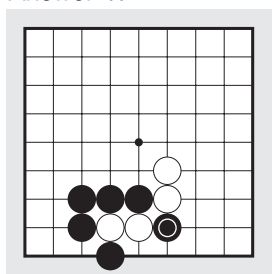
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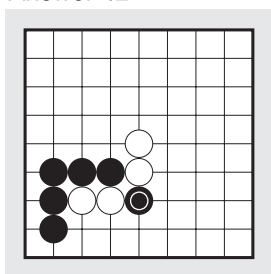
Answer 10



Answer 11

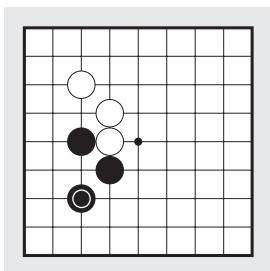


Answer 12

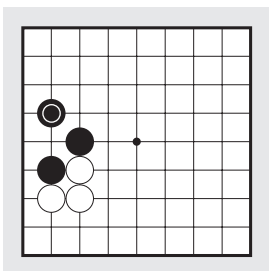




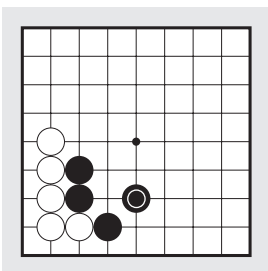
Answer 01



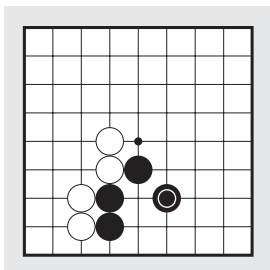
Answer 02



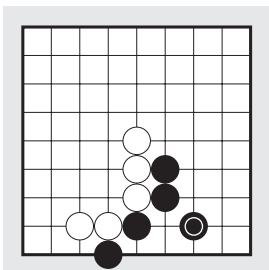
Answer 03



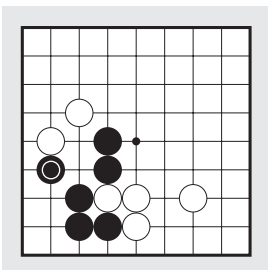
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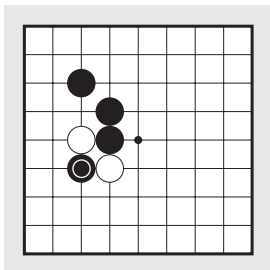
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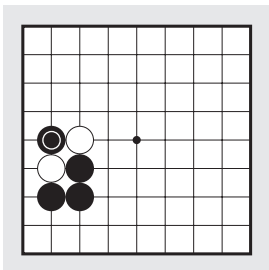
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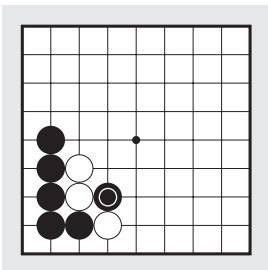
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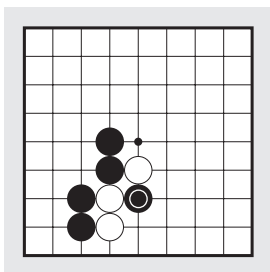
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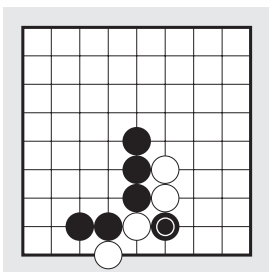
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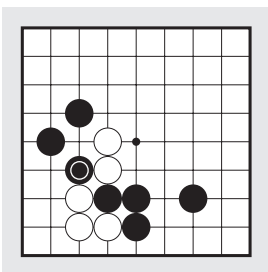
Answer 10



Answer 11

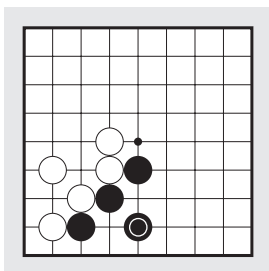


Answer 12

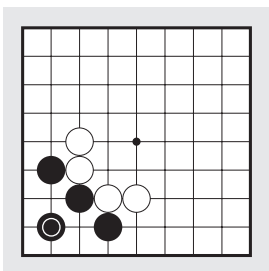




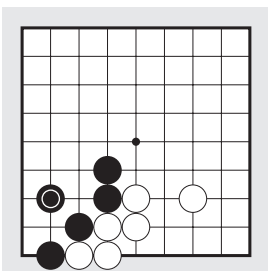
Answer 01



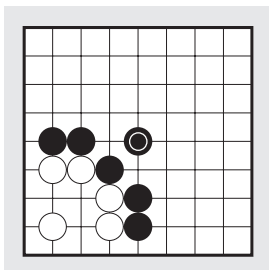
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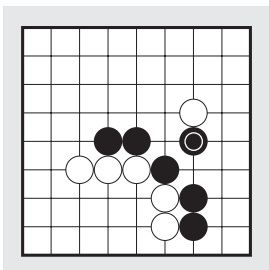
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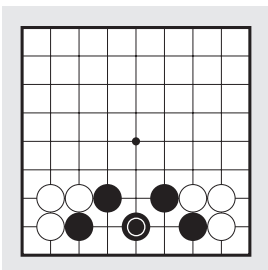
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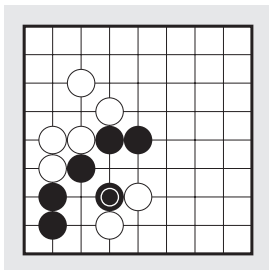
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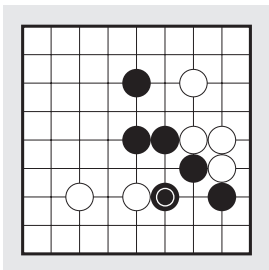
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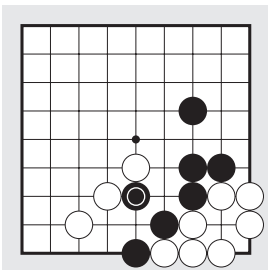
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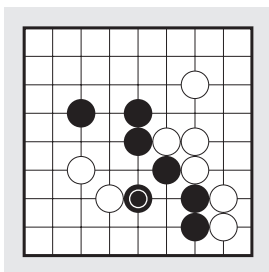
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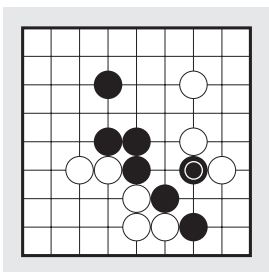
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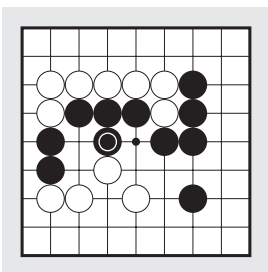
Answer 10



Answer 11

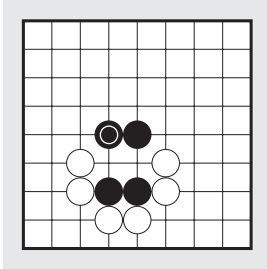


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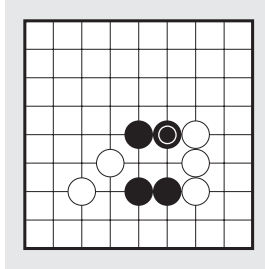




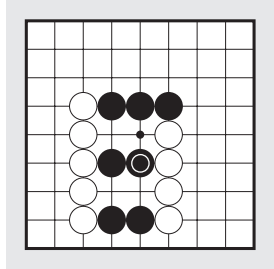
Answer 01



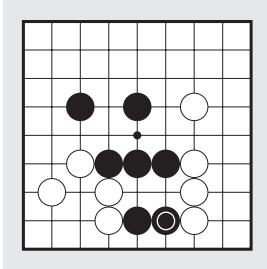
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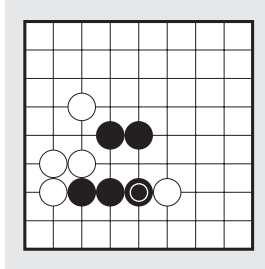
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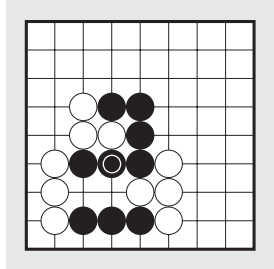
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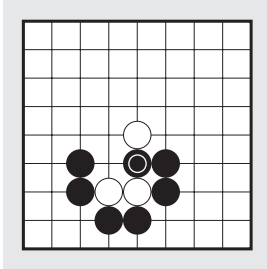
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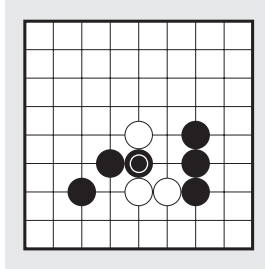
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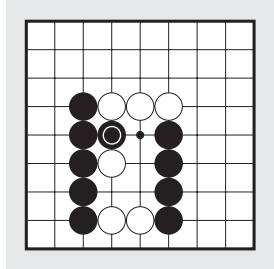
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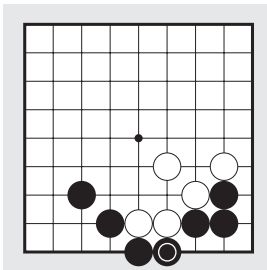
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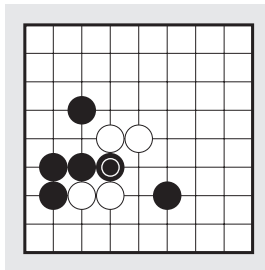
Answer 09



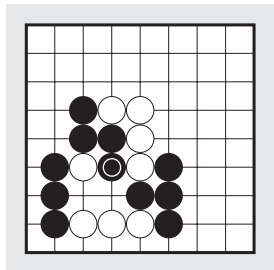
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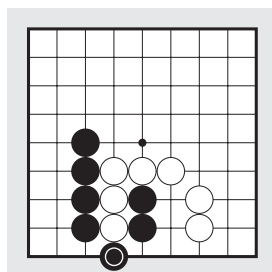
Answer 11



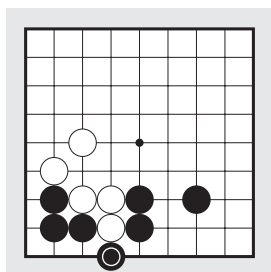
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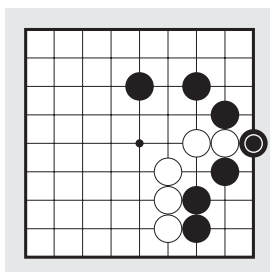
Answer 01



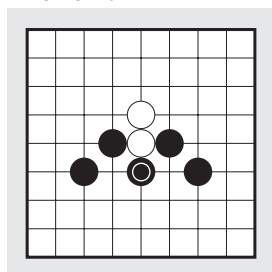
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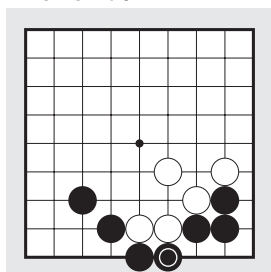
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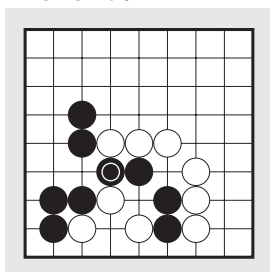
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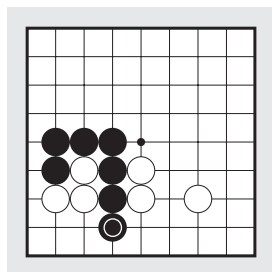
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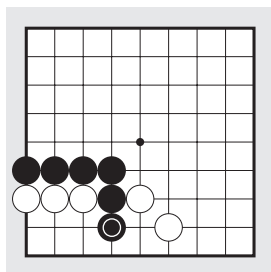
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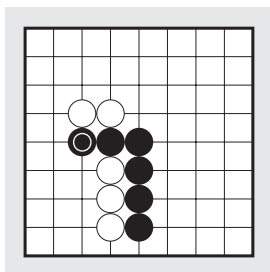
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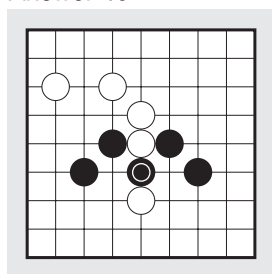
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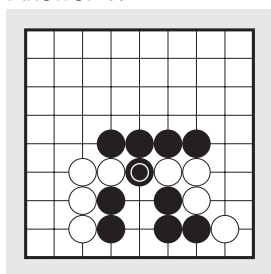
Answer 09



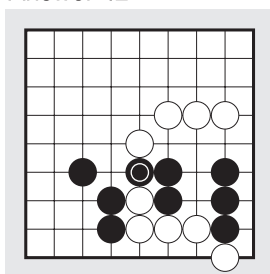
Answer 10



Answer 11

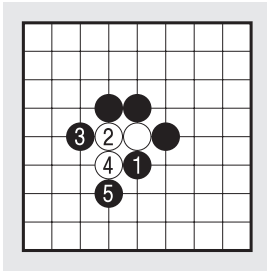


Answer 12

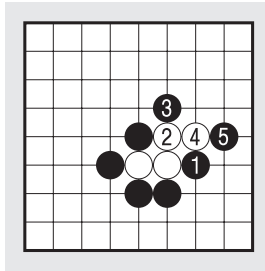




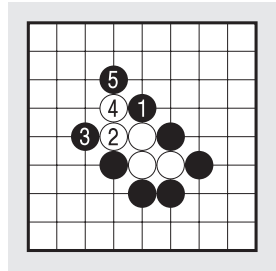
Answer 01



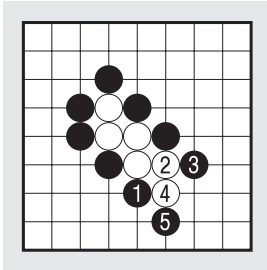
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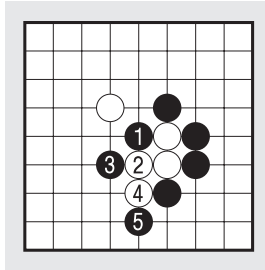
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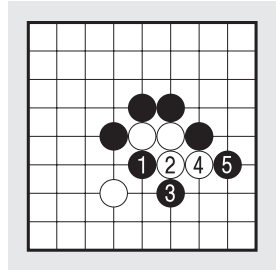
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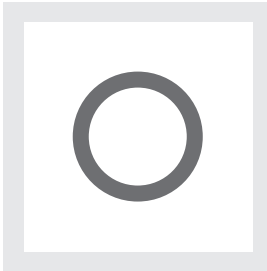
Answer 05



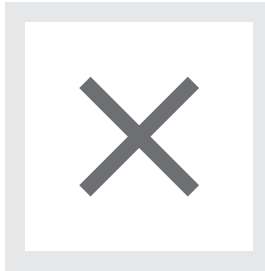
Answer 06



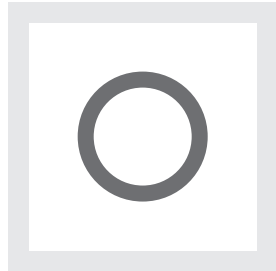
Answer 07



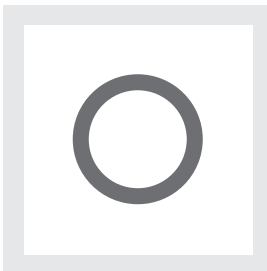
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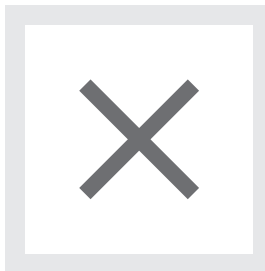
Answer 09



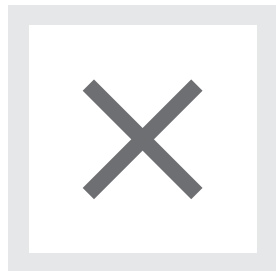
Answer 10



Answer 11

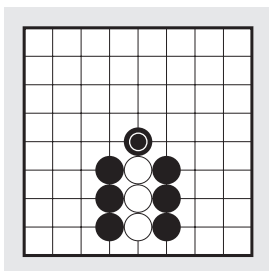


Answer 12

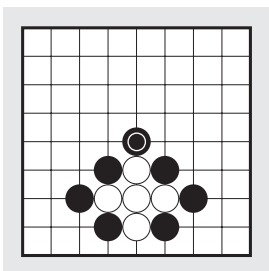




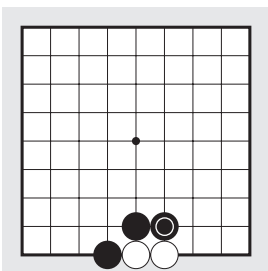
Answer 01



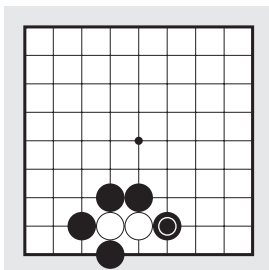
Answer 02



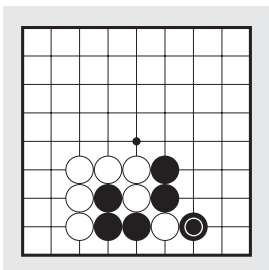
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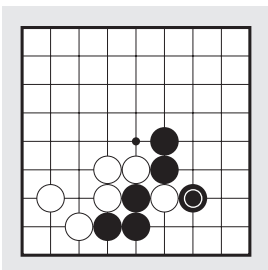
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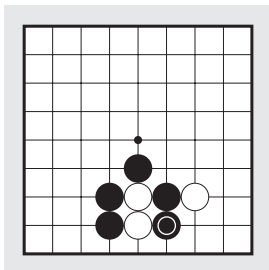
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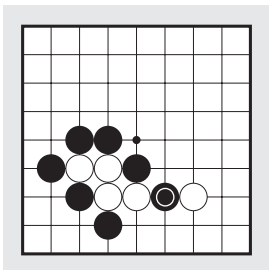
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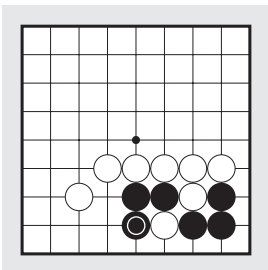
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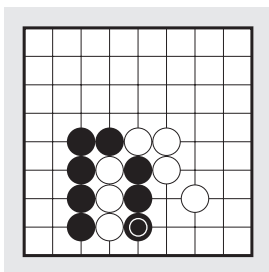
Answer 08



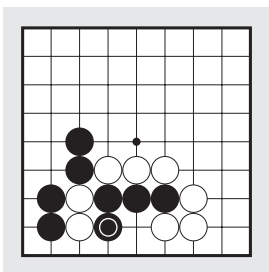
Answer 09



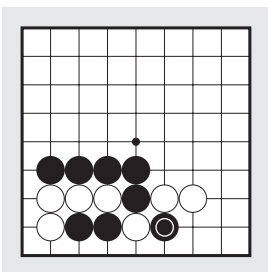
Answer 10



Answer 11

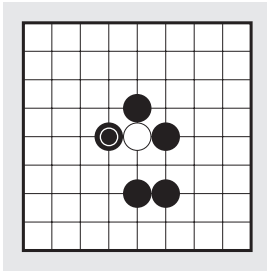


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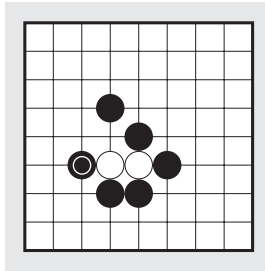




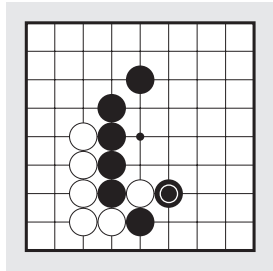
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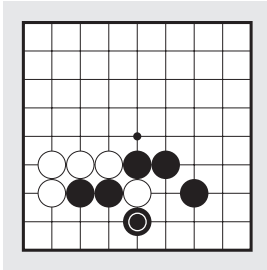
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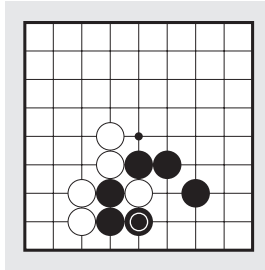
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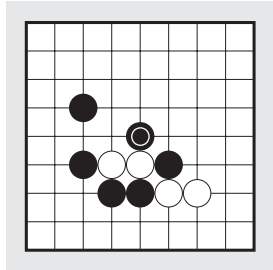
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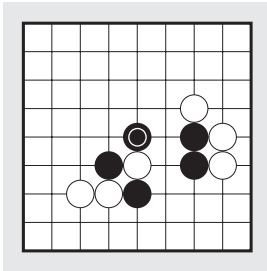
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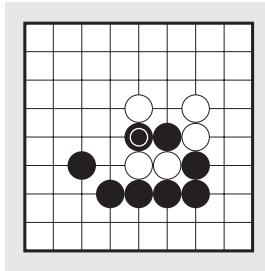
Answer 06



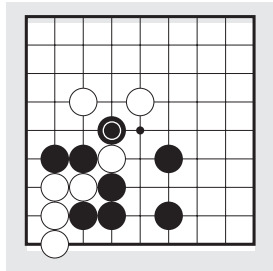
Answer 07



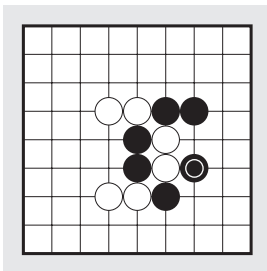
Answer 08



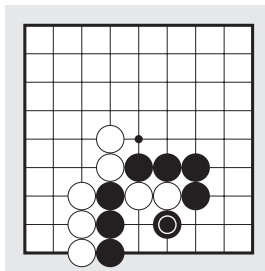
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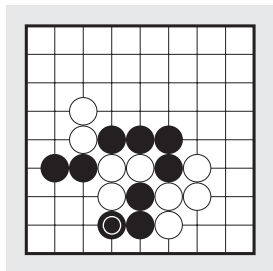
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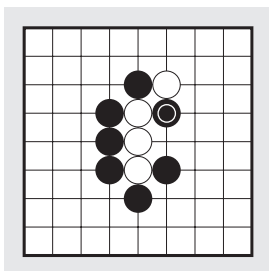
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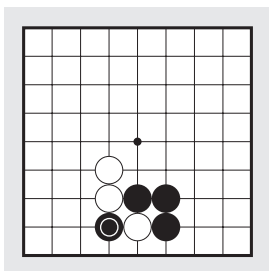
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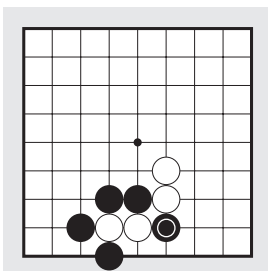
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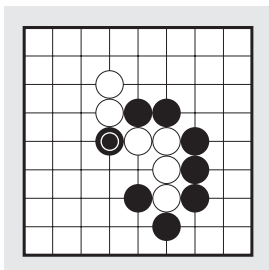
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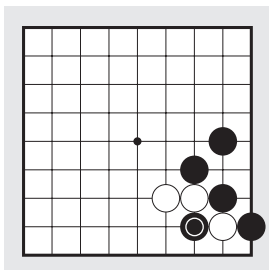
Answer 03



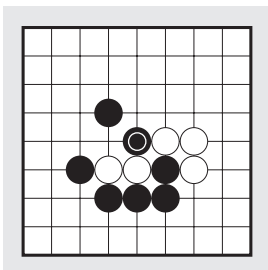
Answer 04



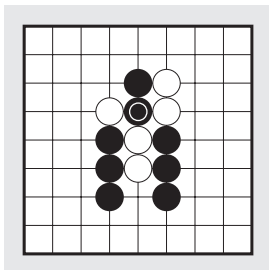
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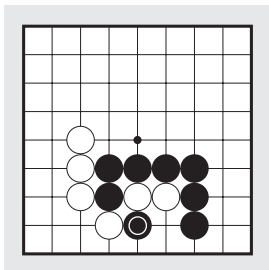
Answer 06



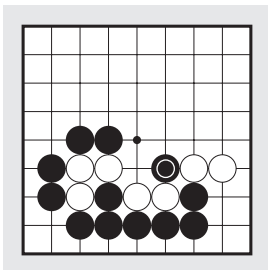
Answer 07



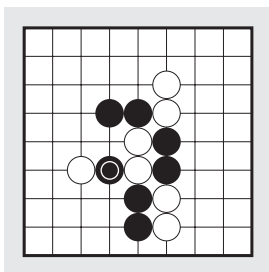
Answer 08



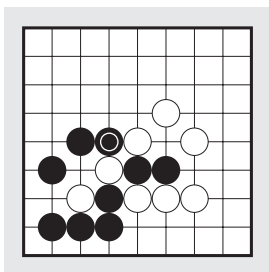
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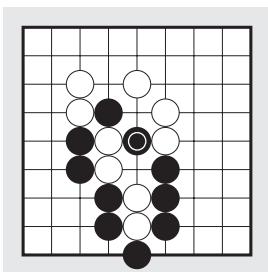
Answer 10



Answer 11

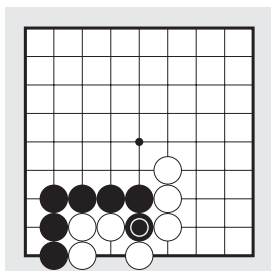


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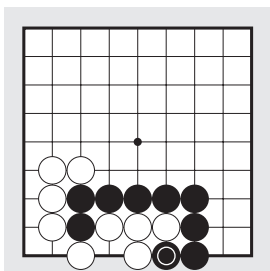




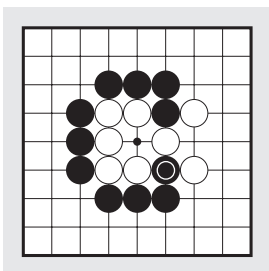
Answer 01



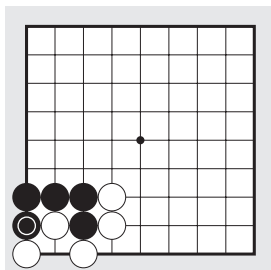
Answer 02



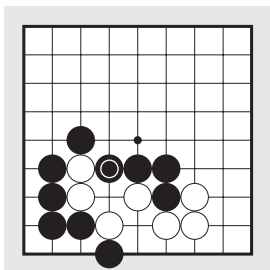
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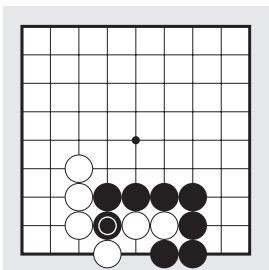
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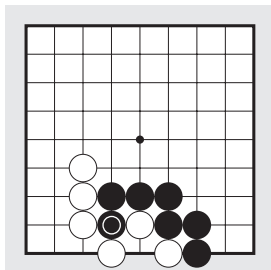
Answer 05



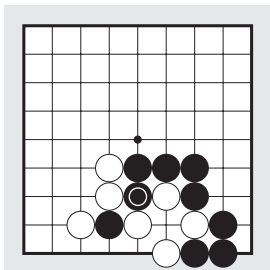
Answer 06



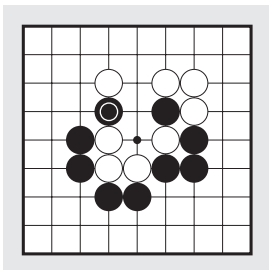
Answer 07



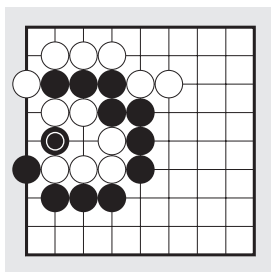
Answer 08



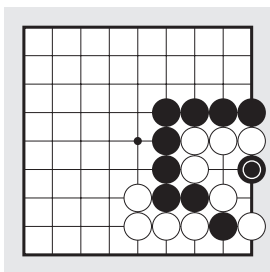
Answer 09



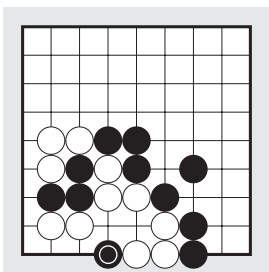
Answer 10



Answer 11

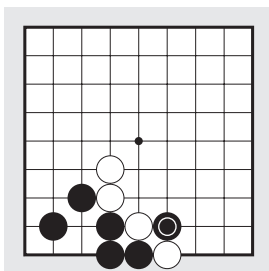


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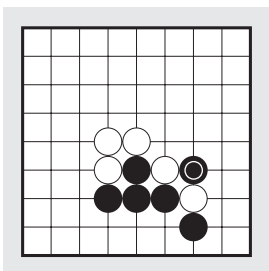




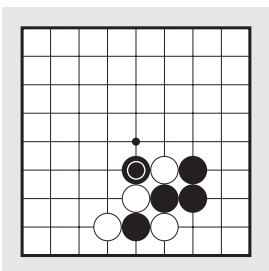
Answer 01



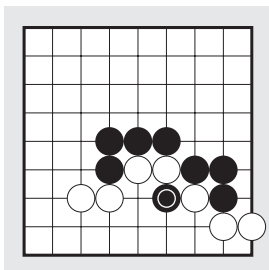
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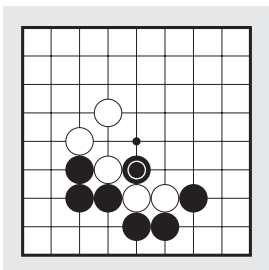
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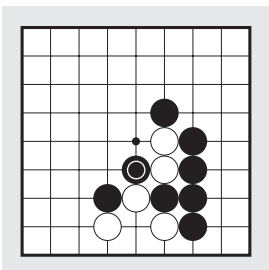
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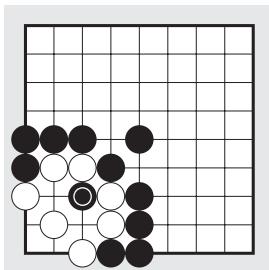
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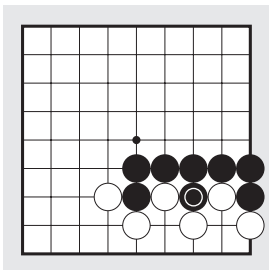
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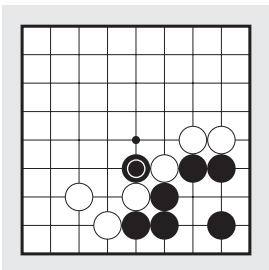
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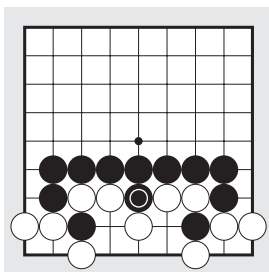
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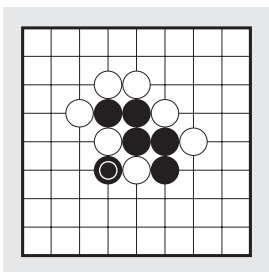
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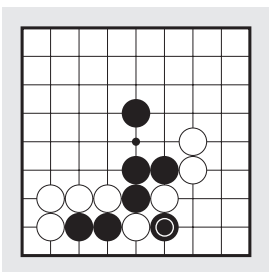
Answer 10



Answer 11

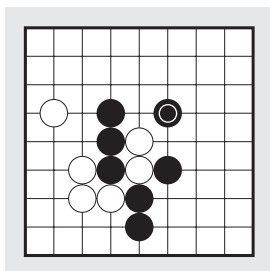


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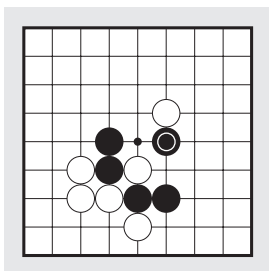




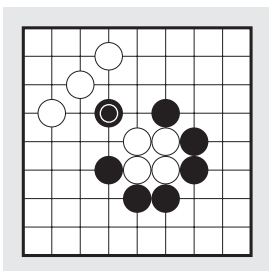
Answer 01



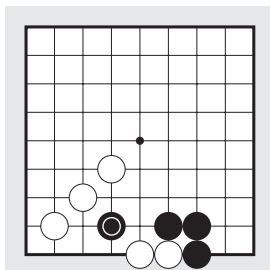
Answer 02



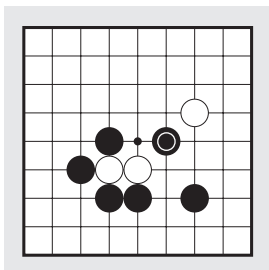
Answer 03



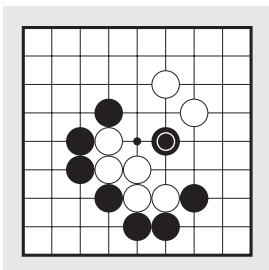
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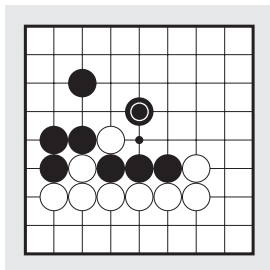
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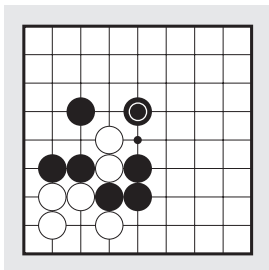
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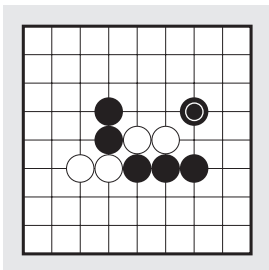
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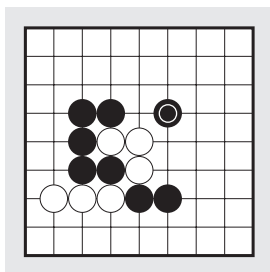
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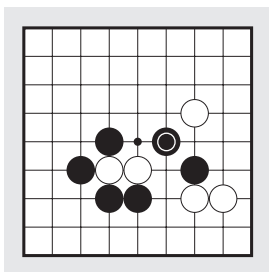
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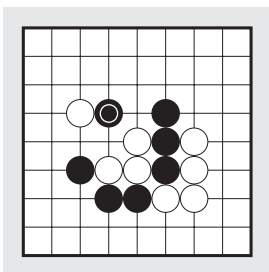
Answer 10



Answer 11

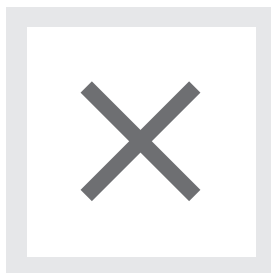


Answer 12

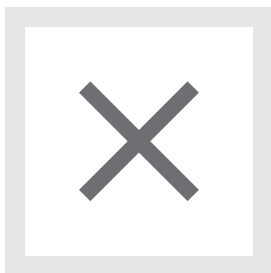




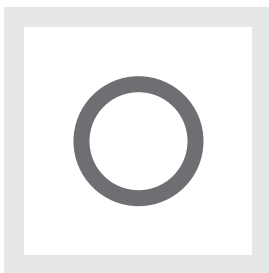
Answer 01



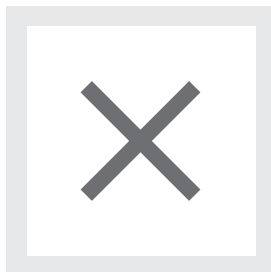
Answer 02



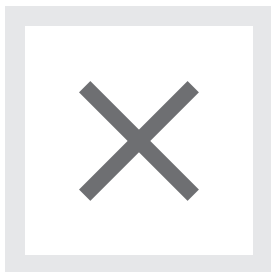
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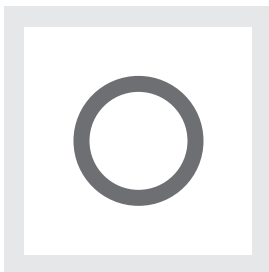
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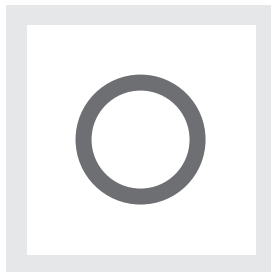
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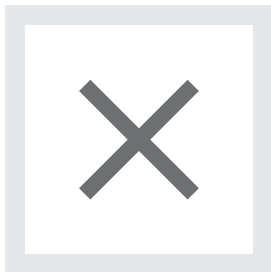
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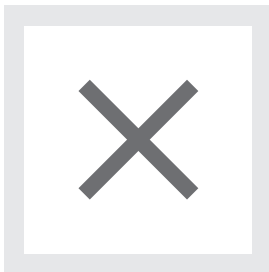
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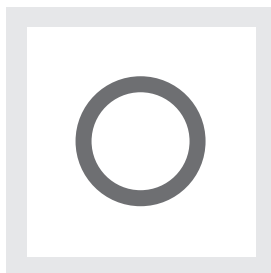
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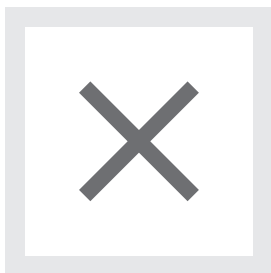
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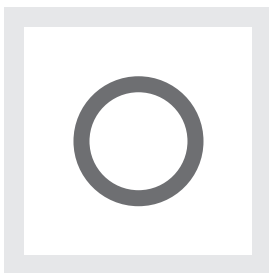
Answer 10



Answer 11

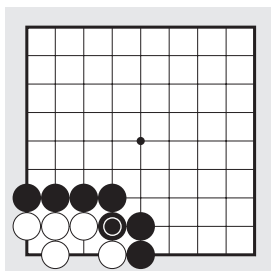


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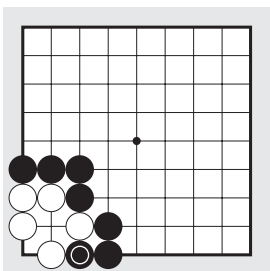




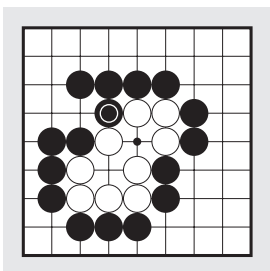
Answer 01



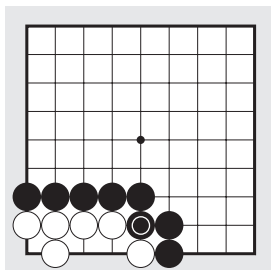
Answer 02



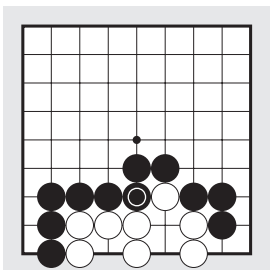
Answer 03



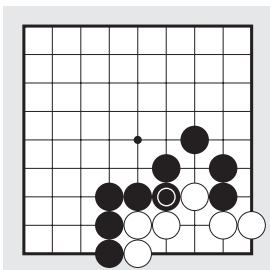
Answer 04



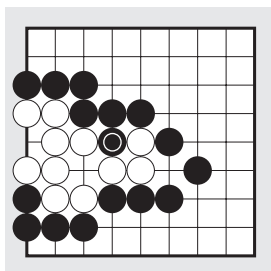
Answer 05



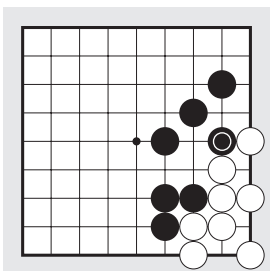
Answer 06



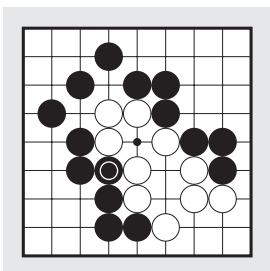
Answer 07



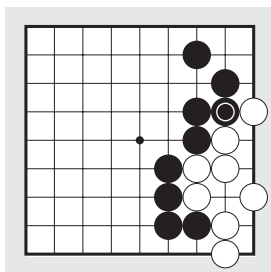
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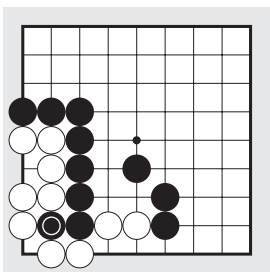
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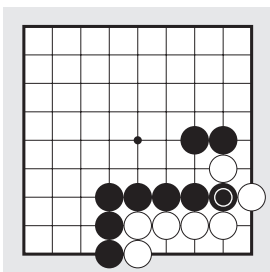
Answer 10



Answer 11

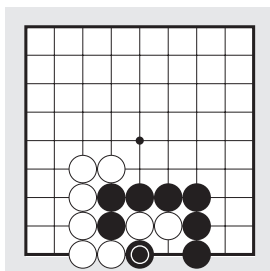


Answer 12

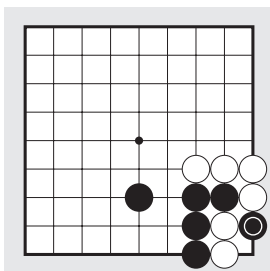




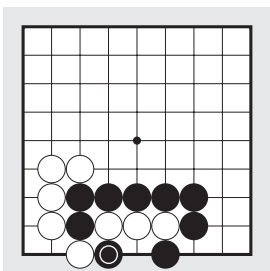
Answer 01



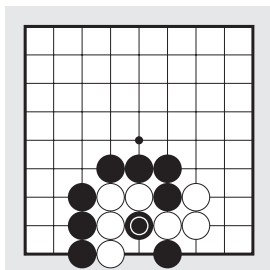
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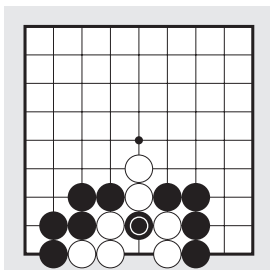
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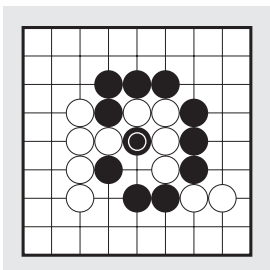
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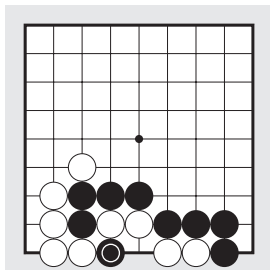
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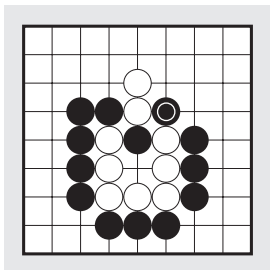
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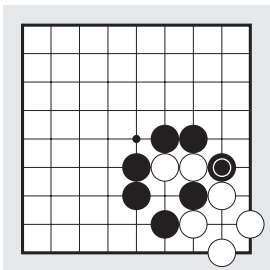
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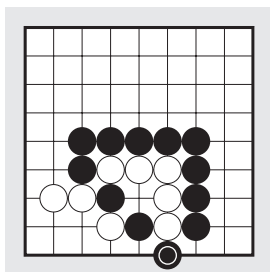
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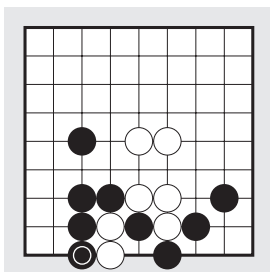
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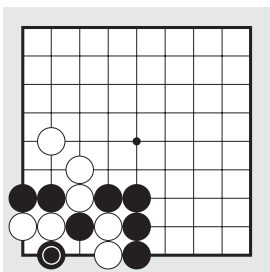
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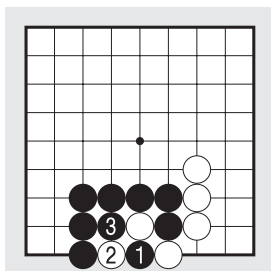


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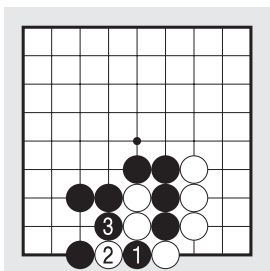




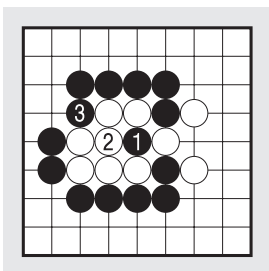
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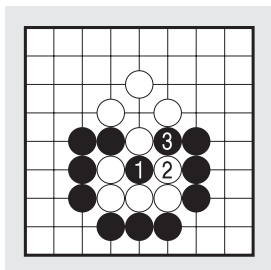
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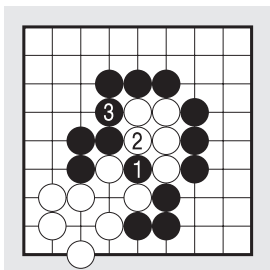
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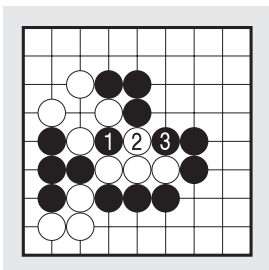
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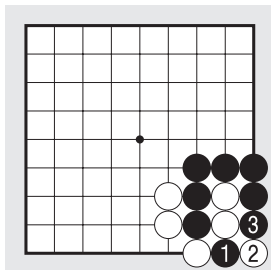
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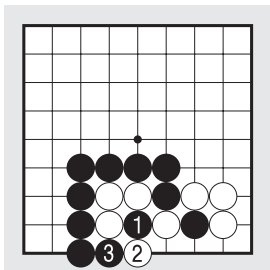
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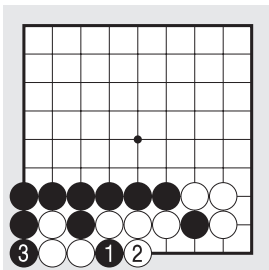
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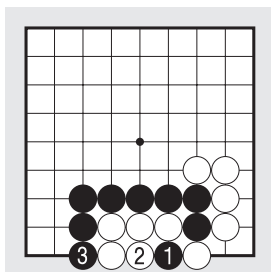
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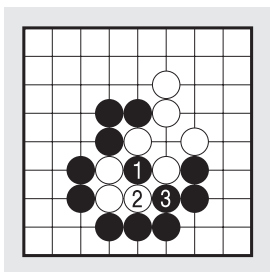
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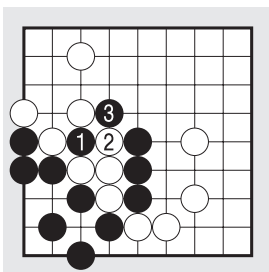
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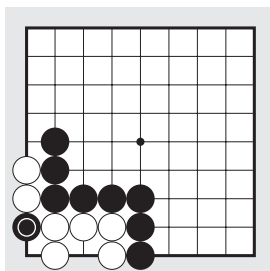


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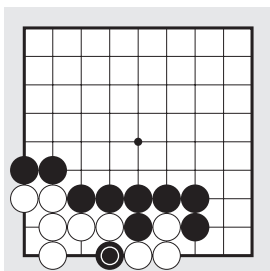




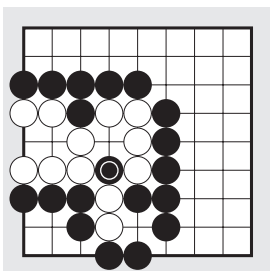
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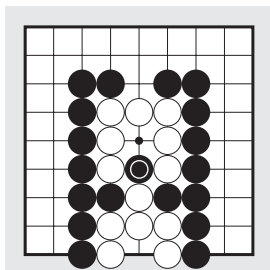
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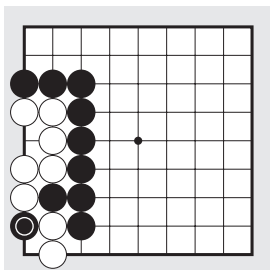
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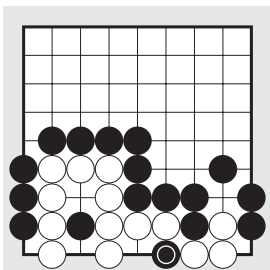
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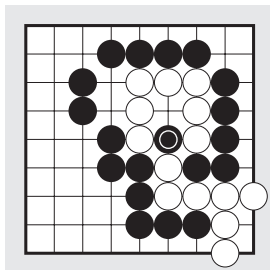
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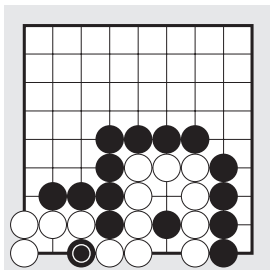
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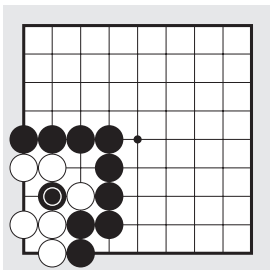
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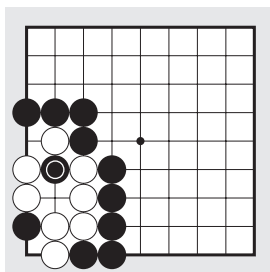
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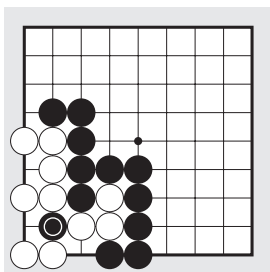
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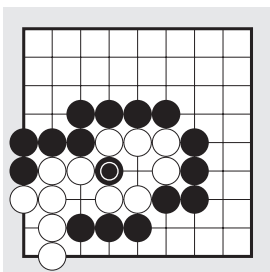
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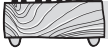


Answer 11



Answer 12





Answer 01

B 2 moves
W 2 moves

Answer 02

B 3 moves
W 3 moves

Answer 03

B 2 moves
W 2 moves

Answer 04

B 3 moves
W 2 moves

Answer 05

B 3 moves
W 3 moves

Answer 06

B 3 moves
W 5 moves

Answer 07

B 3 moves
W 3 moves

Answer 08

B 2 moves
W 3 moves

Answer 09

B 3 moves
W 2 moves

Answer 10

B 3 moves
W 2 moves

Answer 01

B 3 moves
W 3 moves

Answer 01

B 4 moves
W 4 moves



Answer 01

B 3 moves
W 3 moves

Answer 02

B 3 moves
W 3 moves

Answer 03

B 3 moves
W 3 moves

Answer 04

B 3 moves
W 3 moves

Answer 05

B 3 moves
W 3 moves

Answer 06

B 3 moves
W 3 moves

Answer 07

B 3 moves
W 3 moves

Answer 08

B 3 moves
W 3 moves

Answer 09

B 3 moves
W 3 moves

Answer 10

B 3 moves
W 3 moves

Answer 11

B 3 moves
W 3 moves

Answer 12

B 3 moves
W 3 moves



Answer 01



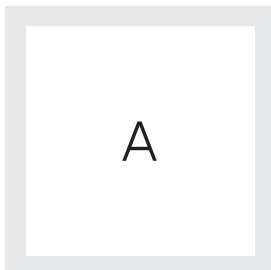
Answer 02



Answer 03



Answer 04



Answer 05



Answer 06



Answer 07



Answer 08



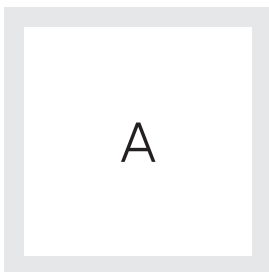
Answer 09



Answer 10



Answer 11

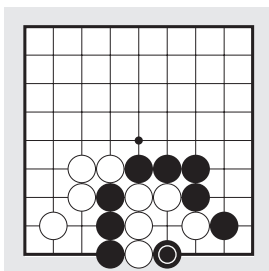


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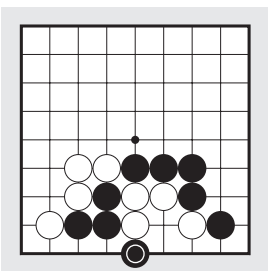




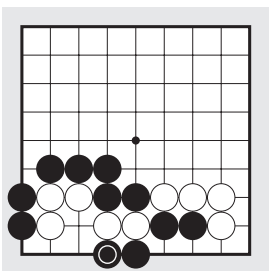
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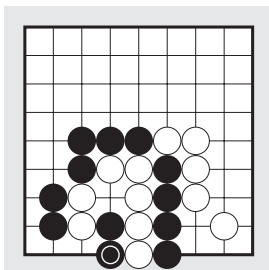
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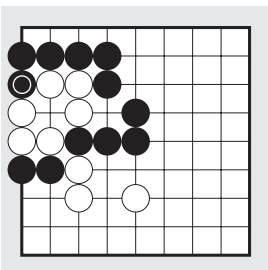
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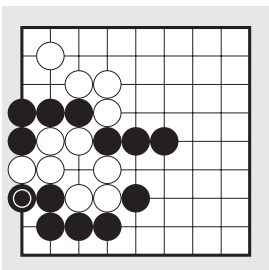
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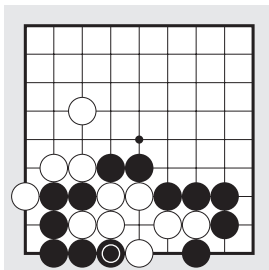
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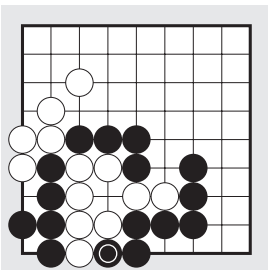
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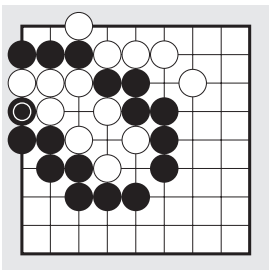
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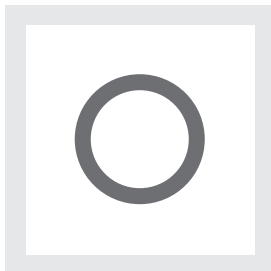
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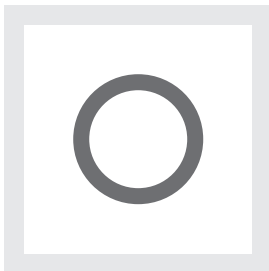
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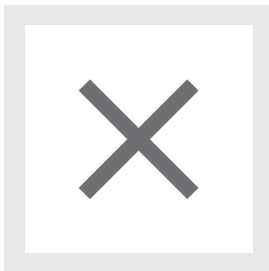
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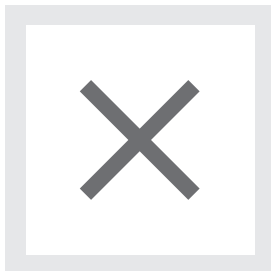
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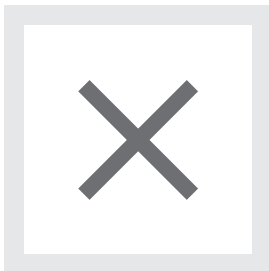
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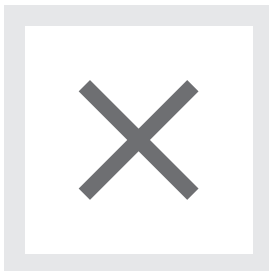
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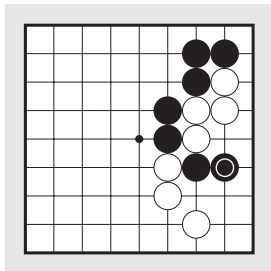
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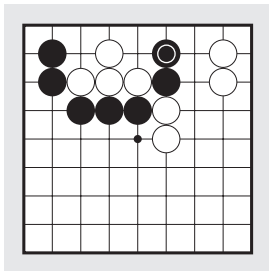
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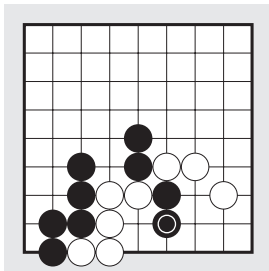
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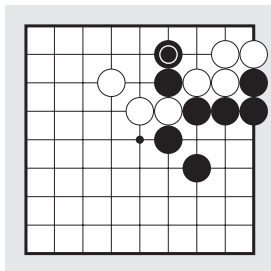
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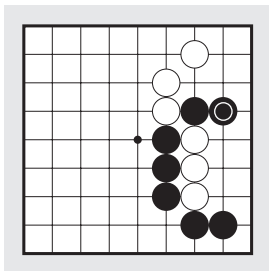
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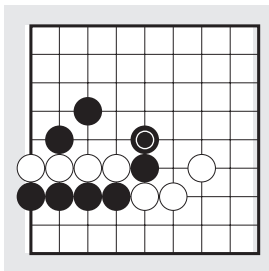
Answer 10



Answer 11



Answer 12



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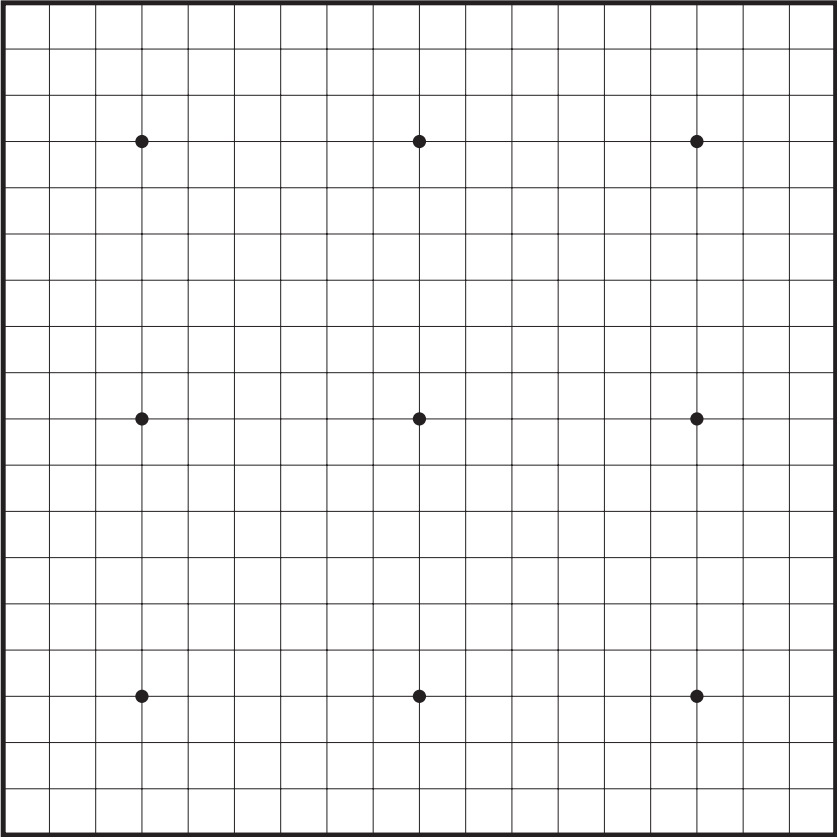
백 :

흑 :

치 수 :

결 과 :

날 짜 :



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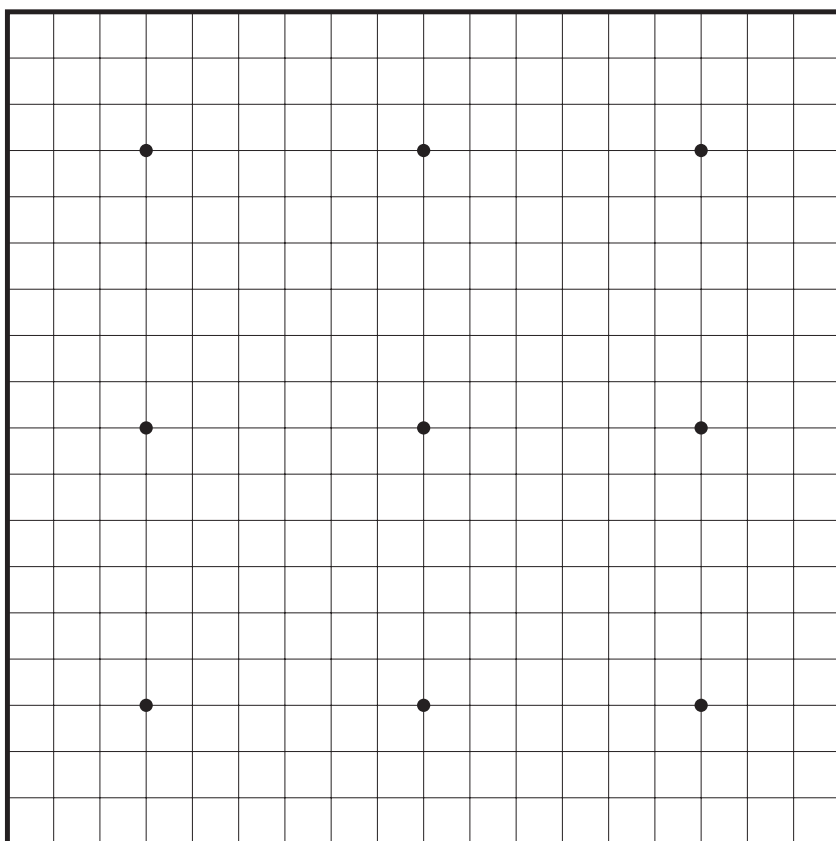
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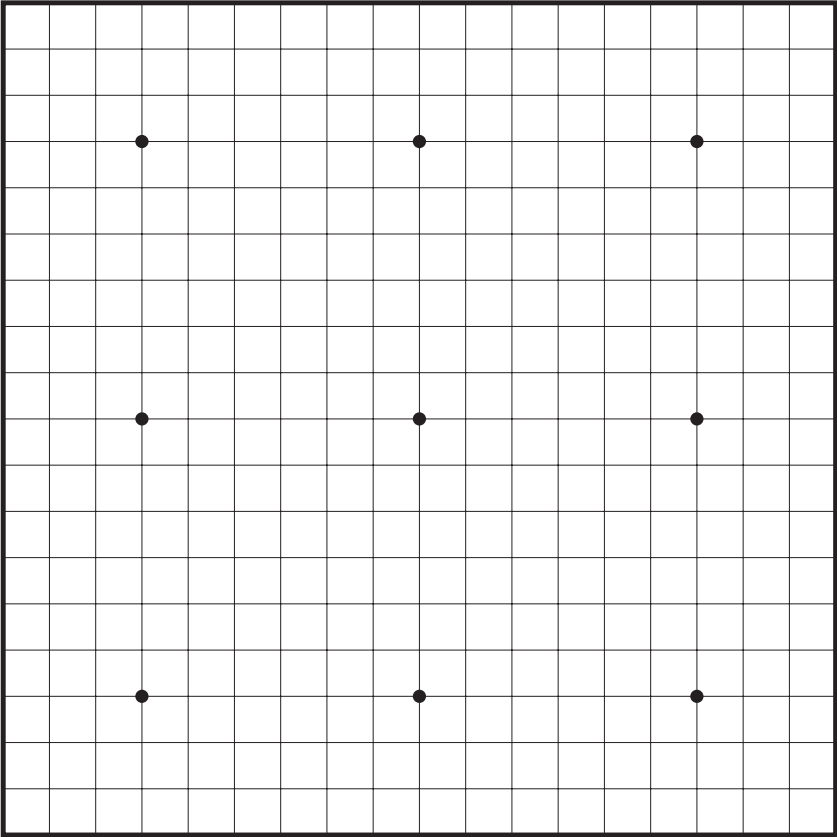
백 :

흑 :

치 수 :

결 과 :

날 짜 :



색인 _



Day 1 첫째 날

Liberty_ 활로
Capturing_ 따내기
Illegal point_ 착수금지
Ko_ 패
Baduk_ 바둑
Takebacks_ 무르기
Excellent Move_ 묘수



Day 2 둘째 날

Life and Death_ 사활
Eye_ 눈
Eye Shape_ 안형
Territory_ 집, 가, 호
Eye_ 궁
Dead Stones_ 사석
Neutral Points_ 공배
Counting_ 계가
Resigning_ 불계
Situational Judgment_ 형세판단
Compensation_ 덤
Choosing Black or White_ 돌 가리기



Day 3 셋째 날

Tiger's Mouth_ 호구
Double Tiger's Mouth_ 양호구
Bamboo Joint_ 쌍립
Ladder_ 축
Peep_ 들여다보다
Corner_ 귀
Side_ 변
Center_ 중앙
Whole-board Ladder_ 판축



Day 4 넷째 날

1st Line_ 1선
Opening_ 초반
Continuous Dansoo_ 연단수
Dansoo Toward the 1st Line_
몰아떨어지기
Reading_ 수읽기
Double Dansoo_ 양단수
Net_ 장문
Dumb Shape_ 우형
Empty Triangle_ 빈삼각
Haengma_ 행마
Opening_ 포석
Joseki_ 정석



Day 5 다섯째 날

False Eye_ 옥집
Snapback_ 환격
Throw-in_ 먹여치기
Go Strength_ 기력
Star-point_ 화점
3.3_ 3-3
3-4 point_ 소목
4-5 point_ 고목
3-5 point_ 외목



Day 6 여섯째 날

Capturing Race_ 수상전
Dual Life _ 빅
Even game_ 맞바둑
Handicap Game_ 접바둑
Becoming Professional Player_
입단
Even Game_ 호선
One-stone Handicap Game_
정선

Falling in Love with Baduk
Play a game in a week

바둑에 빠지다

1주일 만에 바둑 한 판 두기

초 판 | 2011년 10월 1일

발 행 인 | 허동수

발 행 | (재)한국기원

저 자 | 이다혜 · 백지희

번 역 | 남치형

검 수 | 나고은

표지디자인 · 구성 | 정성오(수담기획)

편 집 | (주)이예송

일러스트 | 이명옥

인 쇄 | 삼화인쇄(주)

후 원 | 문화체육관광부 · 국민체육진흥공단