

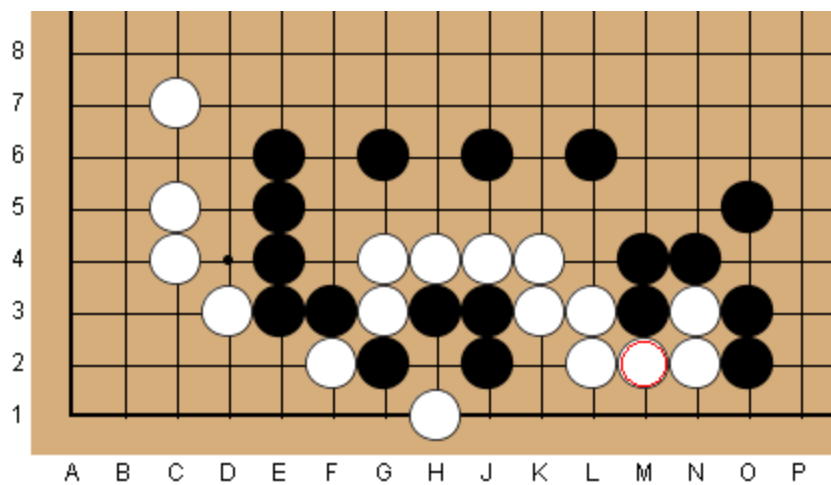
## **AGA Problem Competition 09-01-D**

### **Rules:**

- 1. Only dan players who are Australian residents may enter. John Hardy and David Mitchell may not enter.**
- 2. Show answers as follows: Move 1: D4; Move 2: A3 and so on for the required number of moves. Include your name and address and go rank.**
- 3. Email answers to [contests@go.org.au](mailto:contests@go.org.au) by 31/8/09. Answers will be acknowledged. Only the first entry received from any person will count.**
- 4. The person with the most correct (per predetermined solutions) answers wins the prize. If more than one person ties for top score, the winner will be chosen by drawing lots. Partly correct answers may be awarded halfpoints to break ties, at the sole discretion of the marker. Winners will be notified by email after the closing date.**
- 5. A person may not win a prize in two consecutive competitions.**
- 6. Answers and the winner's name will be published on the AGA website and in the Australian Go Journal.**
- 7. The organiser's decision shall be final in the event of any disputes relating to this competition, and no correspondence will be entered into.**
- 8. The prize is a book to the value of \$26.40 from J.W. & S. Hardy.**

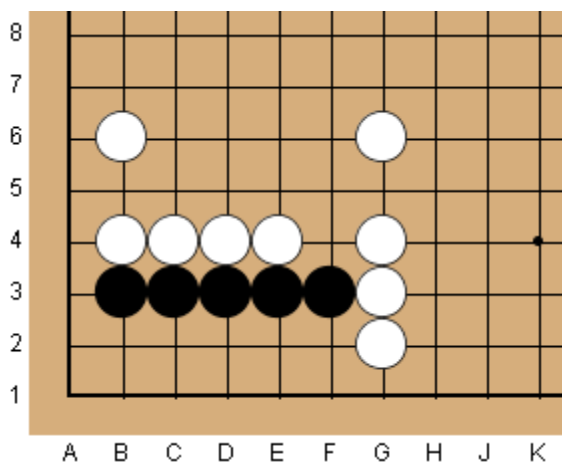
### Problem 09-01-D1

Black to play and kill white (3 moves).



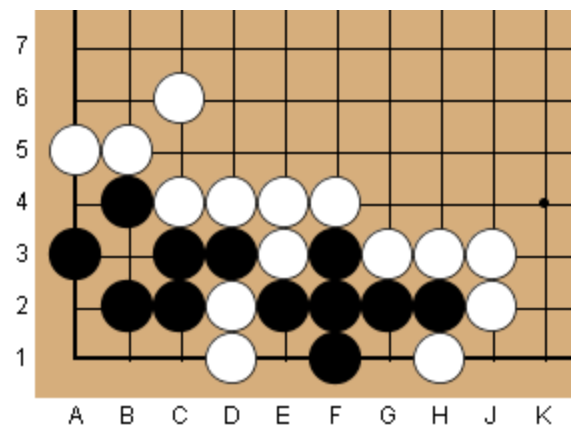
### Problem 09-01-D2

White to kill (9 moves).



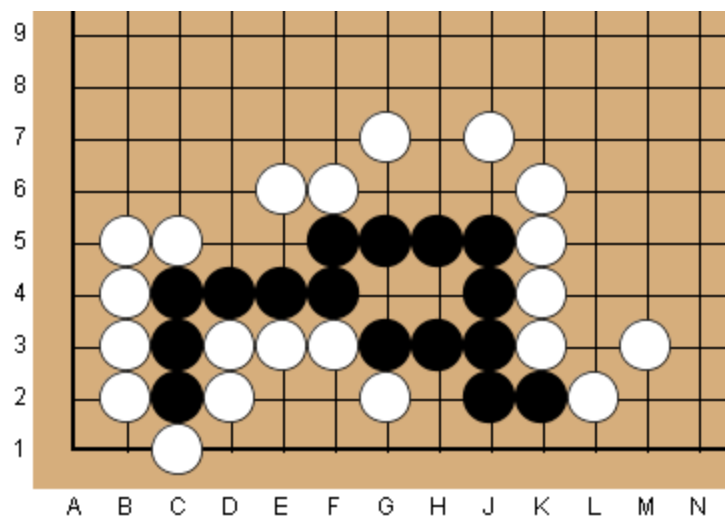
### Problem 09-01-D3

White to play – what is the best result? (5 moves)



### Problem 09-01-D4

Black to live – ko is OK! (11 moves)



### Problem 09-01-D5

What is Black's best move (select A, B or C).

