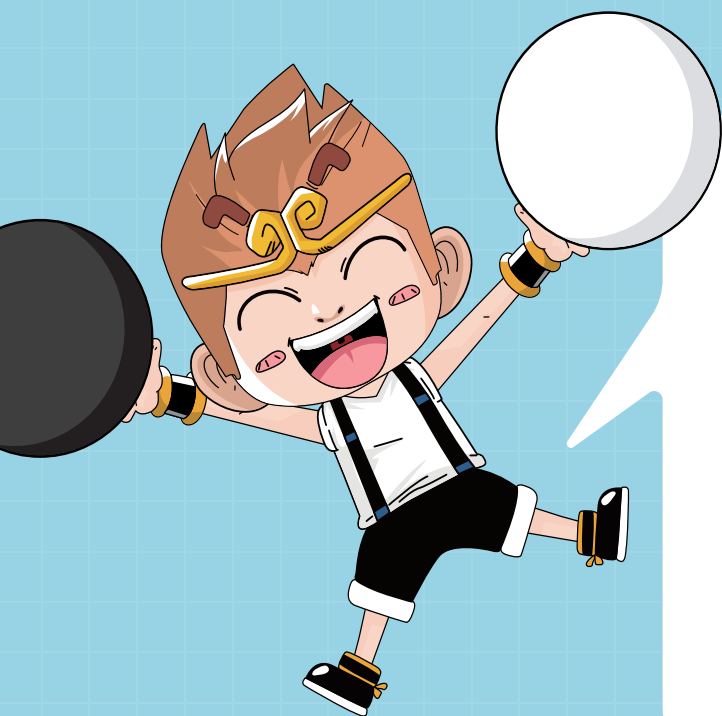


# 4

## 재미있는 바둑 문제

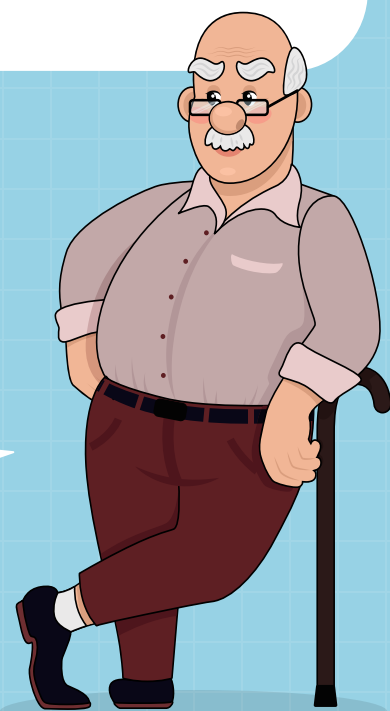


### 축

계단 모양을 만들며 연속으로 상대방의 활로를 줄여가는 공격 기술을 '축'이라고 합니다.

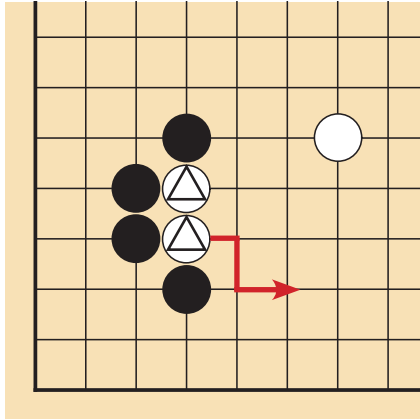
### 축머리

축으로 몰아가는 공격을 방해하는 상대방 돌을 '축머리'라고 합니다.

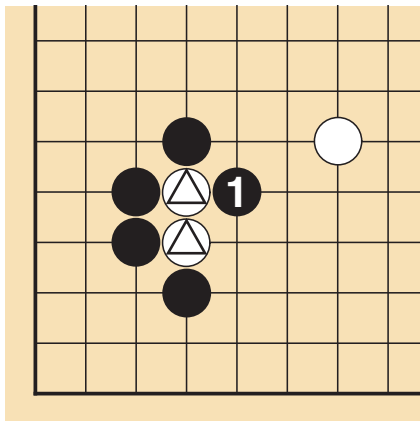


# 4 재미있는 바둑 문제 - ① 축 · ② 축머리

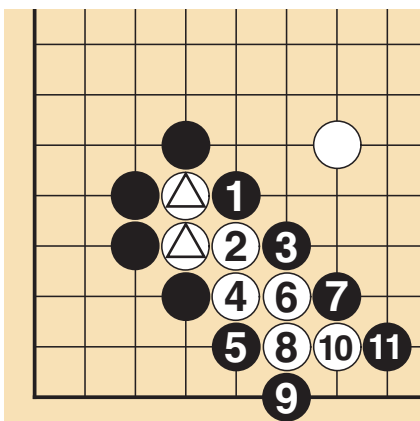
## 축



01 축으로 몰아가고 싶은 방향으로 계단 모양을 그려보아요.

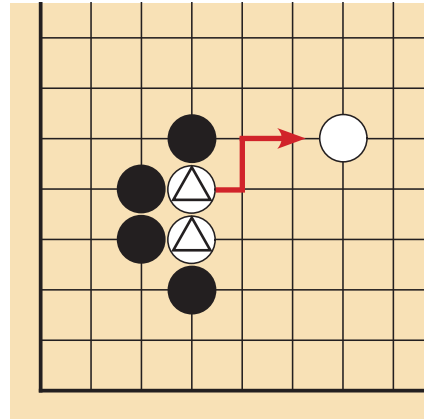


02 축머리가 없는 곳으로 축을 몰아가는 것이 좋습니다.

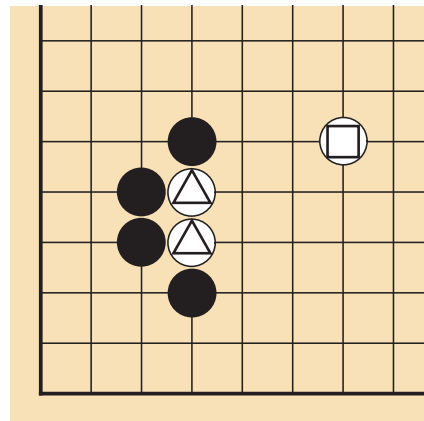


03 연속으로 상대방 활로를 줄여가며 돌을 잡을 수 있습니다.

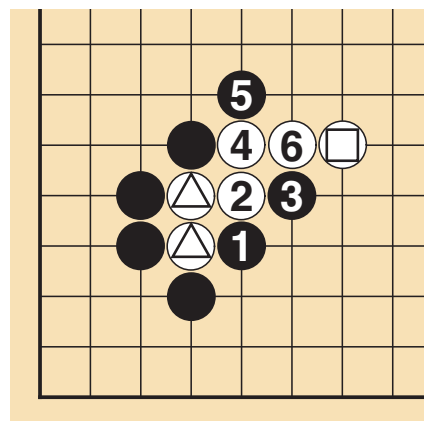
## 축머리



01 축으로 몰아가고 싶은 방향으로 계단 모양을 그려보아요.



02 축머리가 있는 곳으로 축을 몰아가는 것은 좋지 않습니다.

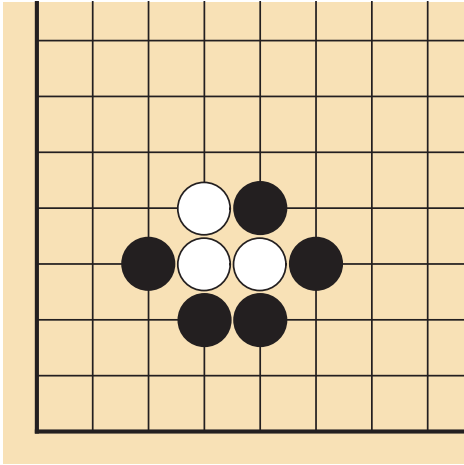


03 연속으로 상대방 활로를 줄여가더라도 돌을 잡을 수 없습니다.

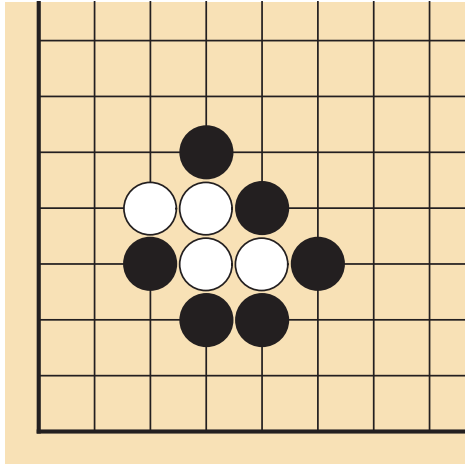
# 4 재미있는 바둑 문제 - ① 축 · ② 축머리

? 축으로 몰아서 잡아보아요.

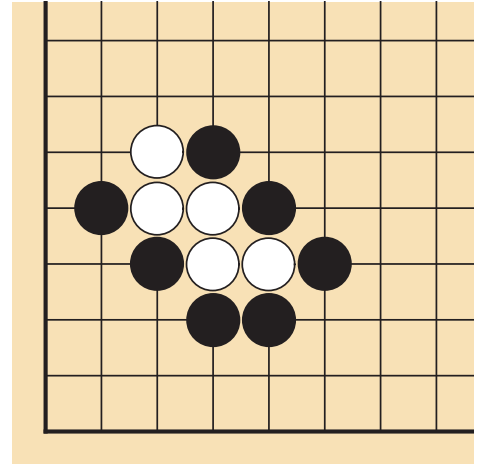
01



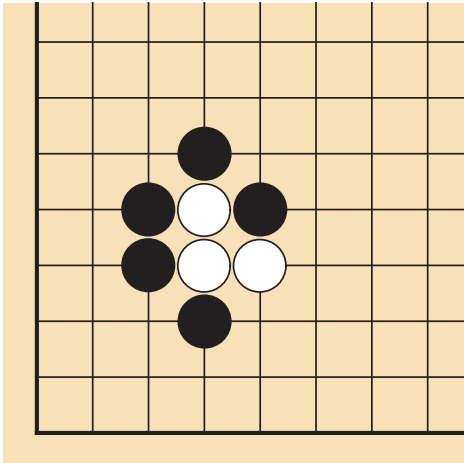
02



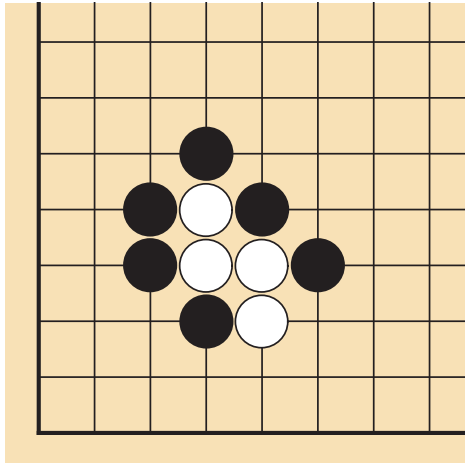
03



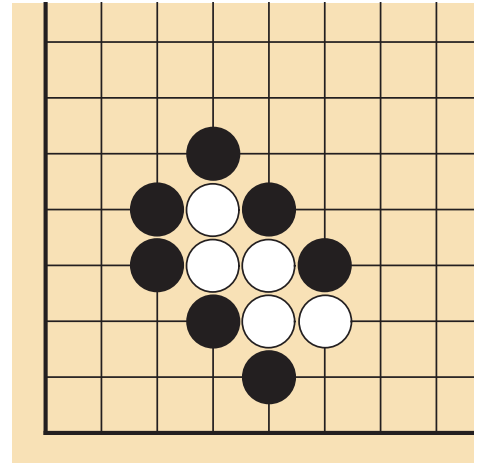
04



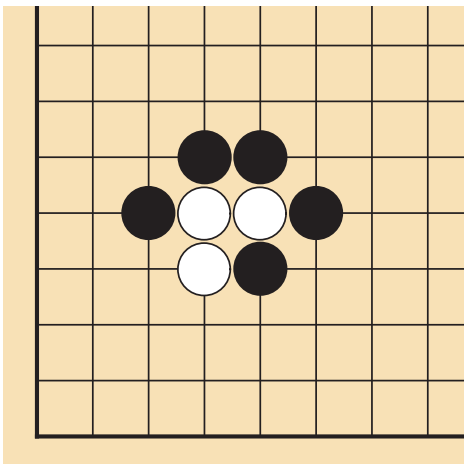
05



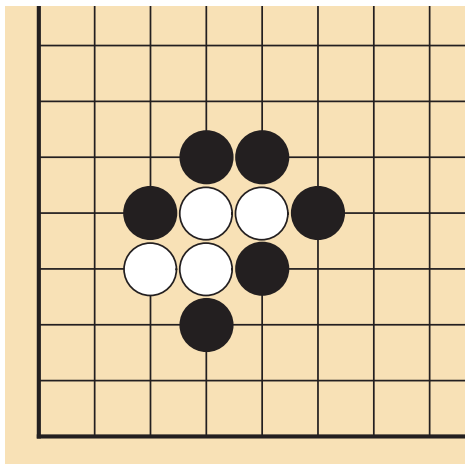
06



07



08



09

