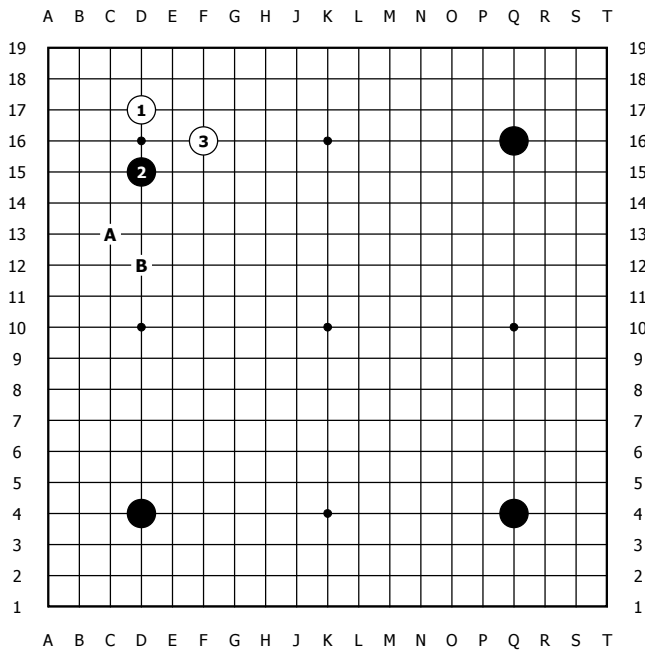


ymura 3d(W) vs vorpal 1k(B)

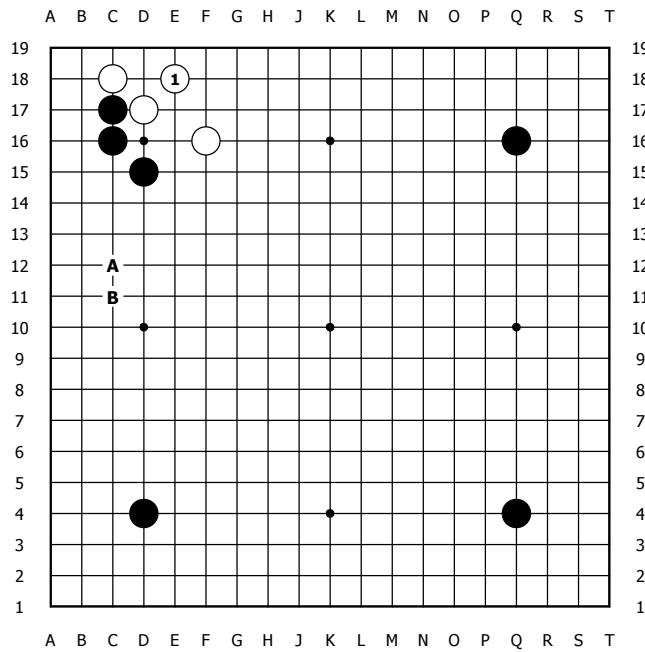
2012-08-04 The KGS Go Server at <http://www.gokgs.com/> B+1.50

Figure 1 (1 - 3)



Move 3: in the handicap games, it's better for w to play A or B. it's more aggressive. in actual game, w keima, b will be easy to handle.

Figure 3 (7 - 7, Follow 2)



Move 7: kosumi is honte. next b will A or B.

Figure 2 (4 - 6)

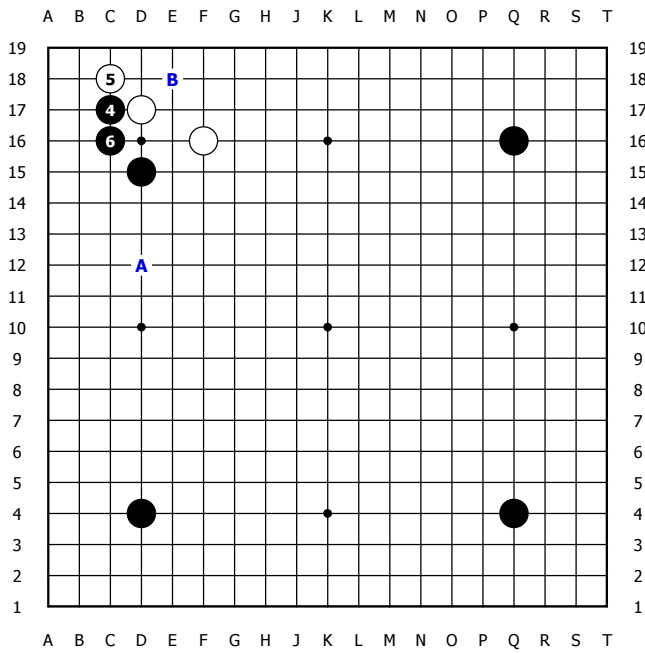
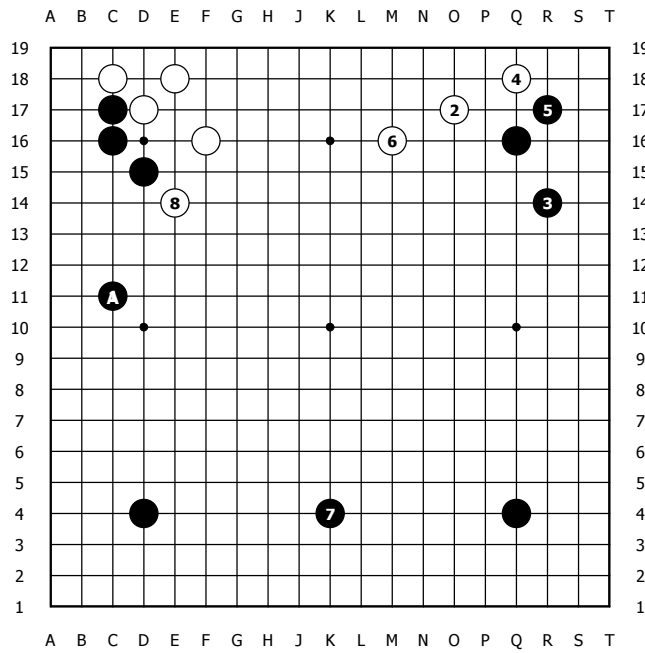


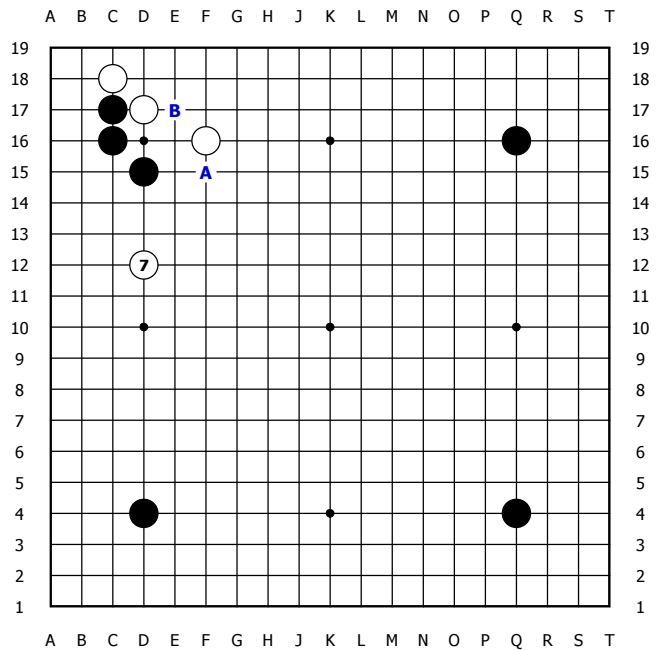
Figure 4 (8 - 15, Follow 3)



Move 8: for instance, if b extends here,

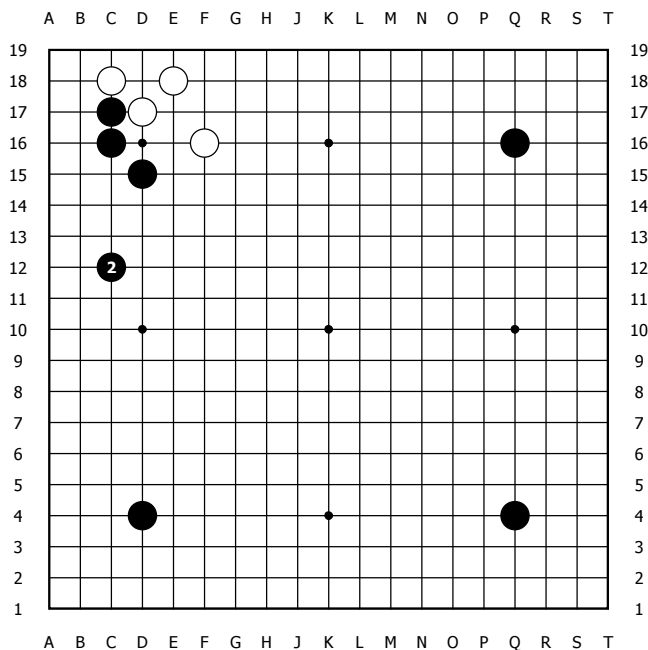
Move 15: it's a common result.
because of the position A, w has this good point to enlarge moyo.

Figure 6 (7 - 7, Follow 2)



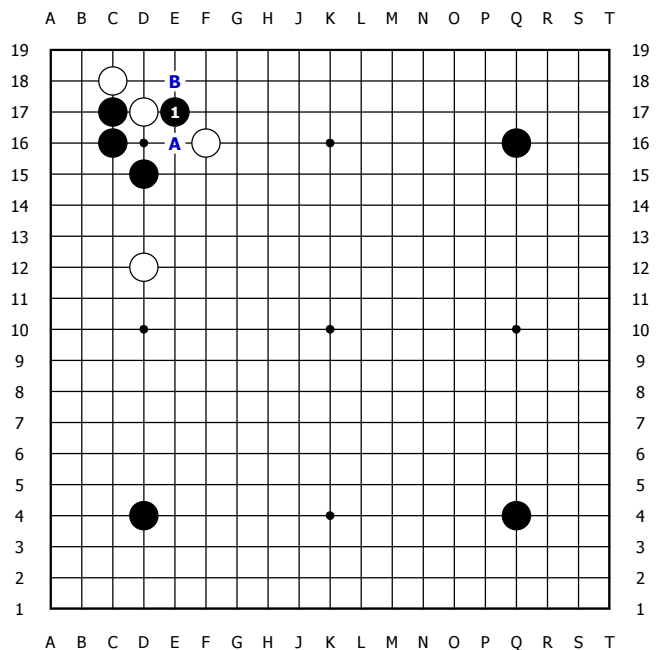
Move 7: wow! a very strong move. but actually it's an overplay.

Figure 5 (8 - 8, Follow 3)



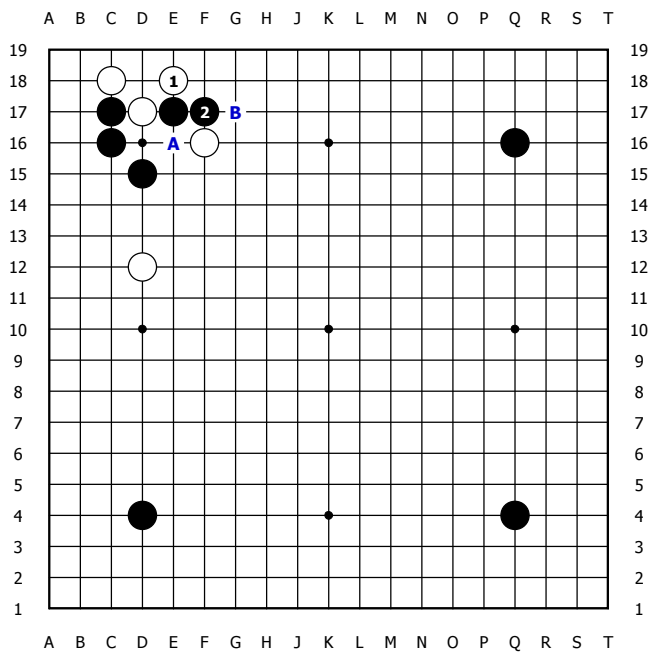
Move 8: so recently, the ogeima is more popular among professional players.

Figure 7 (8 - 8, Follow 6)



Move 8: it's a good way to counter-attack.

Figure 8 (9 - 10, Follow 7)



Move 9: if w blocks,

Move 11: then if w hane,

Move 19: the only move.

Move 22: w's shape is bad.

Move 28: b can escape, and w's corner is not an unconditional life. b may point A in the future.

Figure 9 (11 - 28, Follow 8)

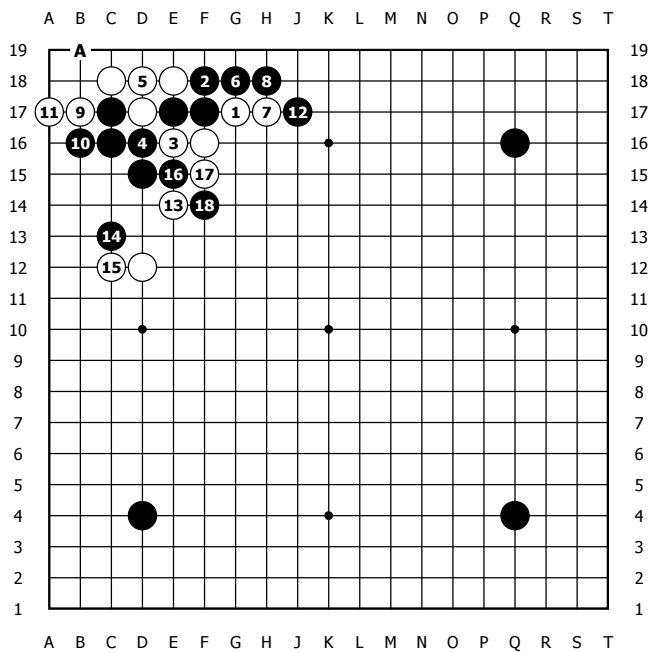
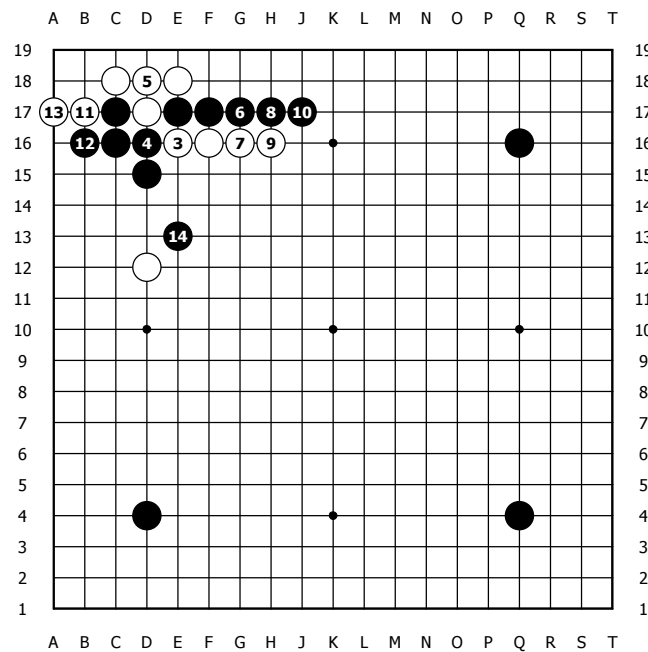


Figure 10 (11 - 22, Follow 8)

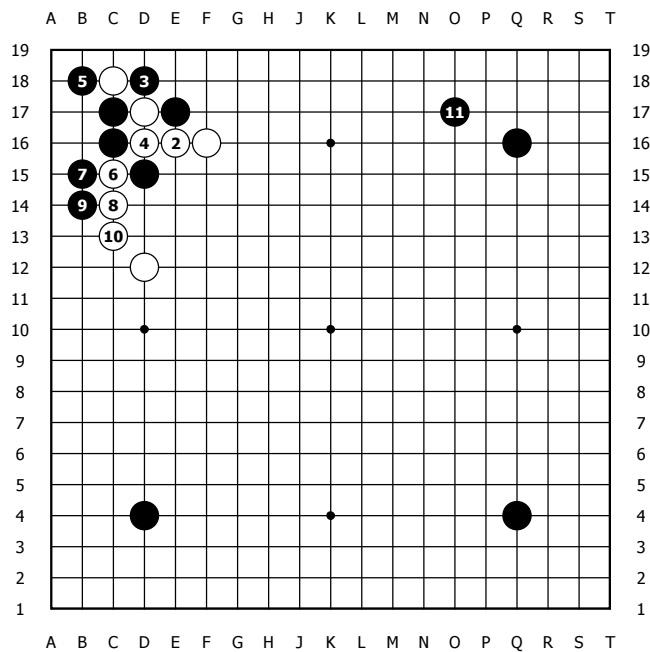


Move 11: if w pushes,

Move 19: w has no other choice but to live in the corner.

Move 22: of course it's bad for w.

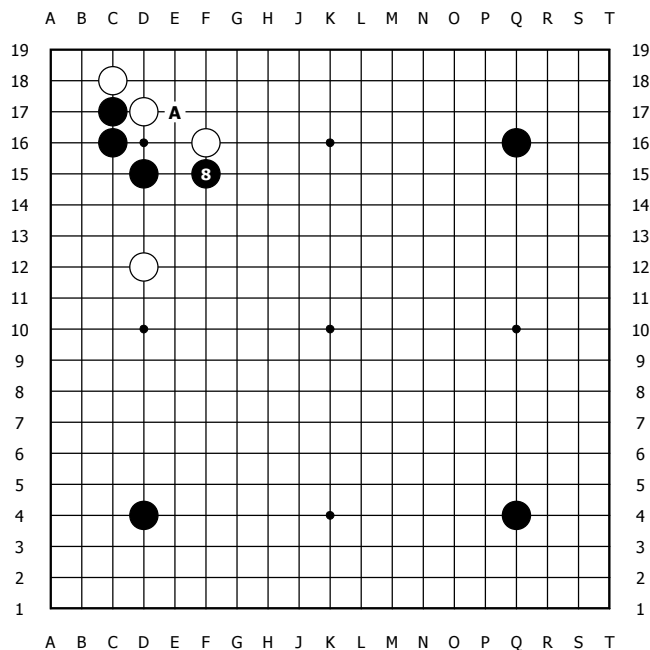
Figure 11 (9 - 18, Follow 7)



Move 9: if w pushes,

Move 18: b is satisfied.

Figure 12 (8 - 8, Follow 6)



Move 8: attaching is playable. but A is the strongest.

Figure 13 (9 - 12)

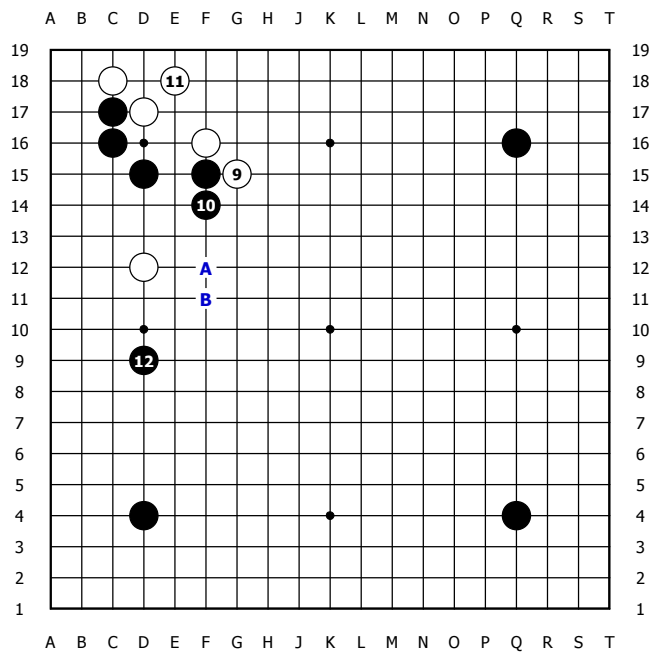
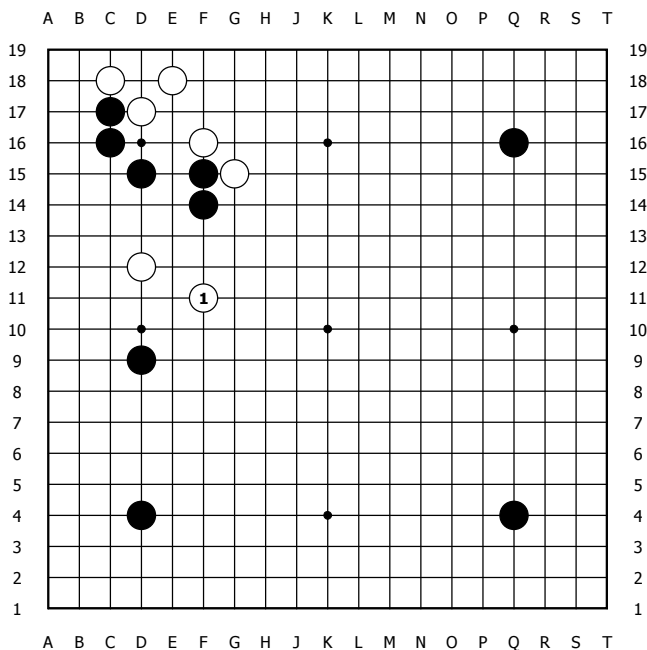
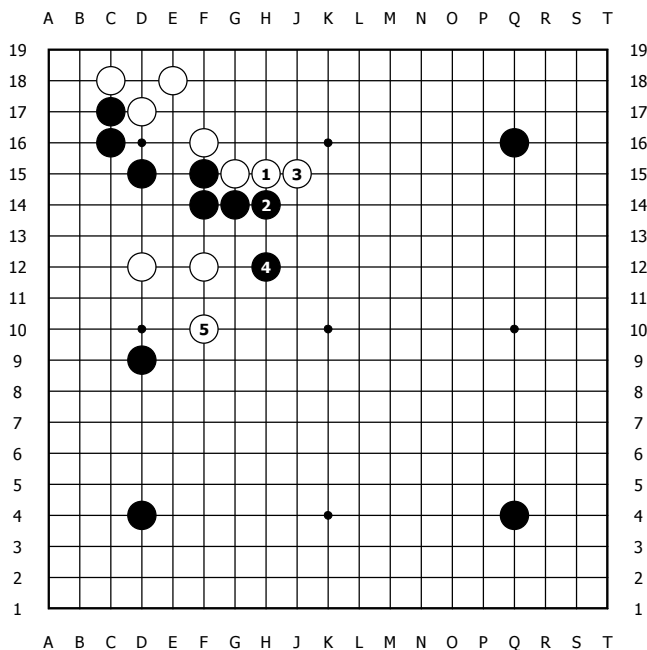


Figure 14 (13 - 13, Follow 13)



Move 13: keima is also considerable.

Figure 16 (15 - 19, Follow 15)



Move 15: honte.

Move 19: normal result.

Figure 15 (13 - 14, Follow 13)

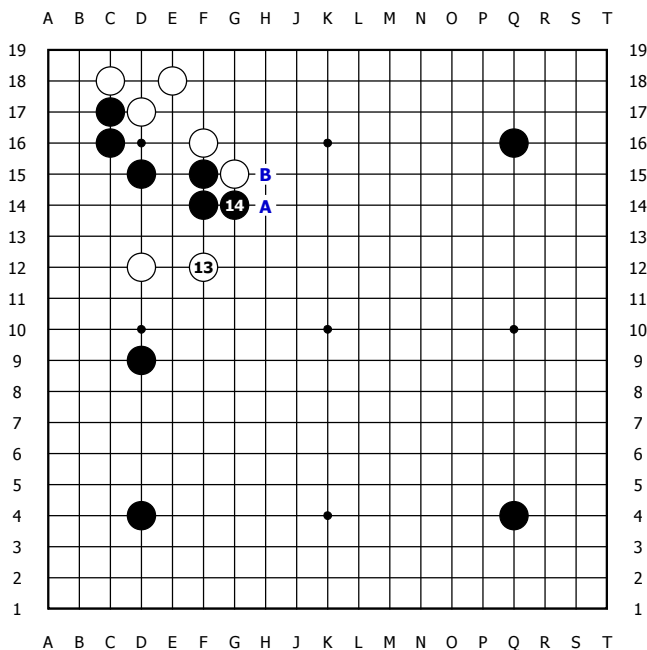
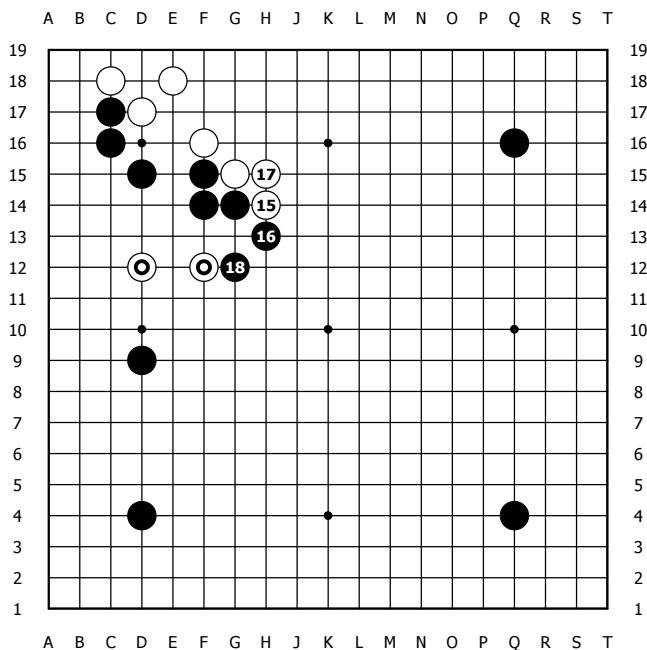


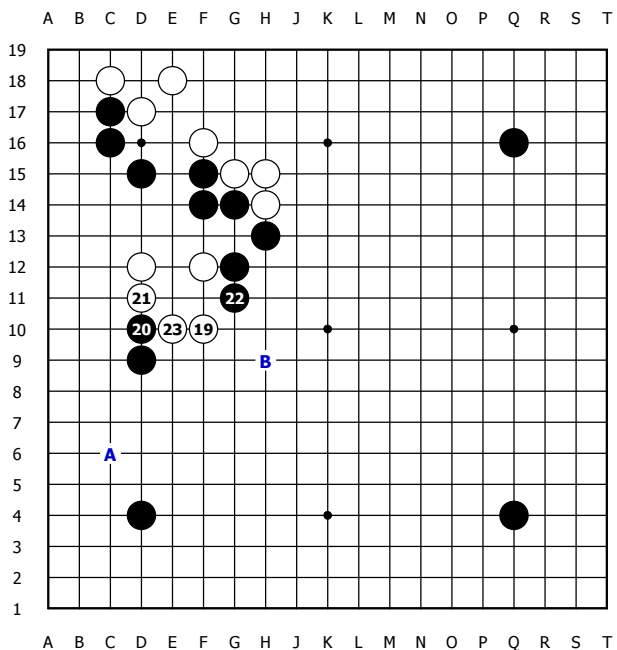
Figure 17 (15 - 18, Follow 15)



Move 15: vulgar move.

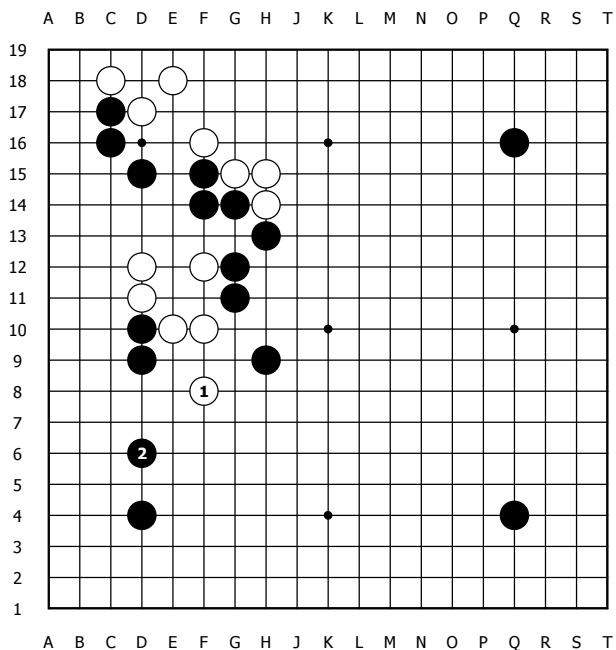
Move 18: because of the vulgar move, the two stones got hurt.

Figure 18 (19 - 23)



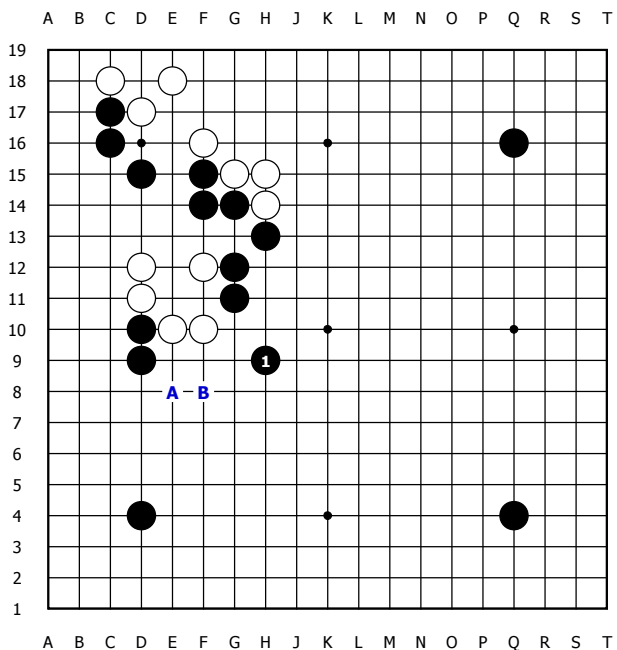
Move 20: vital point, good move!

Figure 20 (25 - 26, Follow 19)



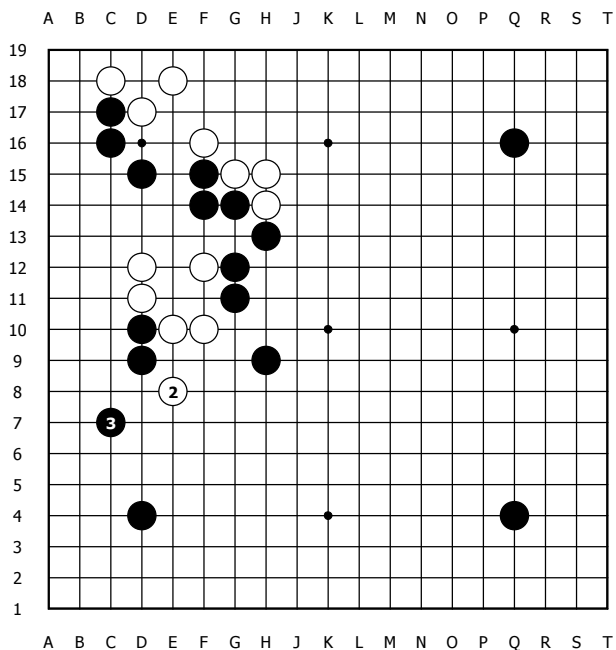
Move 26: then shimari after w's jump.

Figure 19 (24 - 24, Follow 18)



Move 24: keima. it's the sequence.

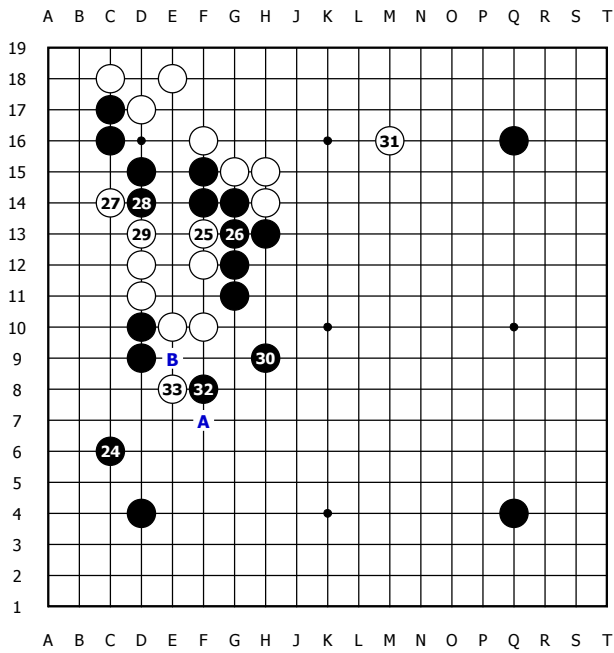
Figure 21 (25 - 26, Follow 19)



Move 25: if w jumps here,

Move 26: b just keima.

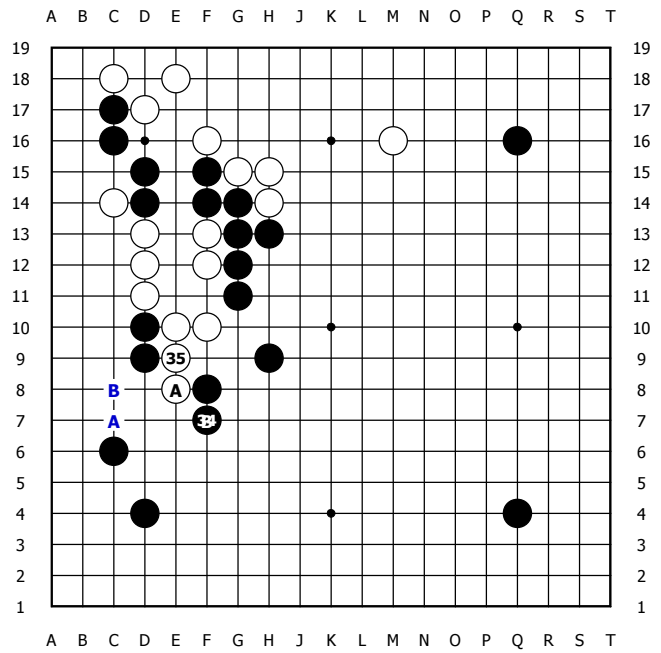
Figure 22 (24 - 33, Follow 18)



Move 30: on the upper-left, b played better.

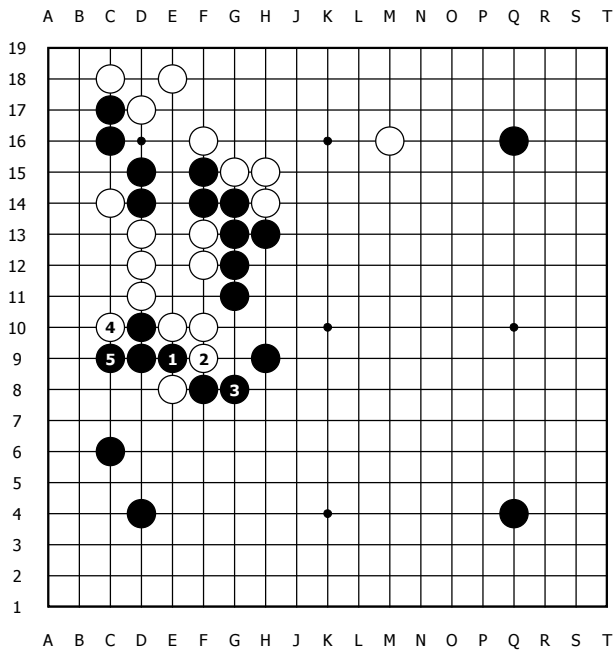
Move 32: w is painful. can't tenuki.

Figure 24 (34 - 35, Follow 22)



Move 35: bad move. w should not connect. the exchange AB is already good for w.

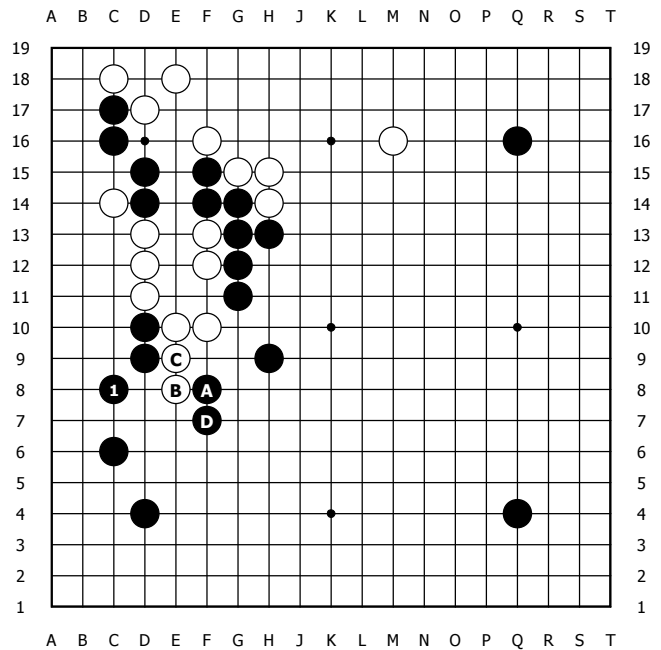
Figure 23 (34 - 38, Follow 22)



Move 34: b can push.

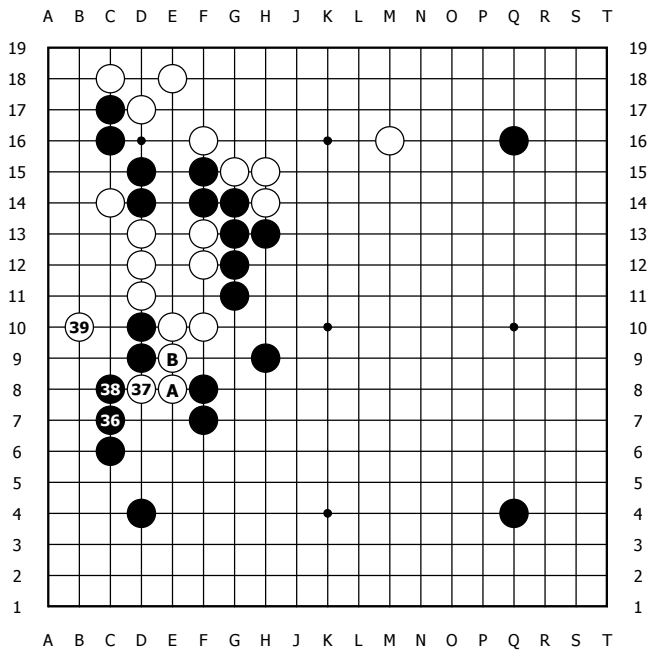
Move 38: w still has to make a life in gote.

Figure 25 (36 - 36, Follow 24)



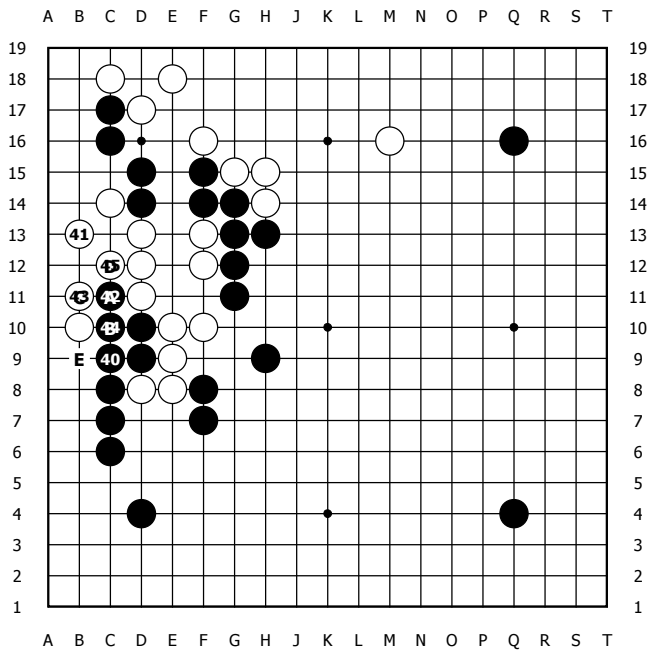
Move 36: now b should kosumi. you see, the exchange BC vs AD, of course it's very good for b. the stones BC are useless.

Figure 26 (36 - 39, Follow 24)



Move 39: in actual game, w makes use of AB and gets this point.

Figure 27 (40 - 45)



Move 41: but w still has to live in gote.

Move 42: vulgar. should reserve and tenuki.

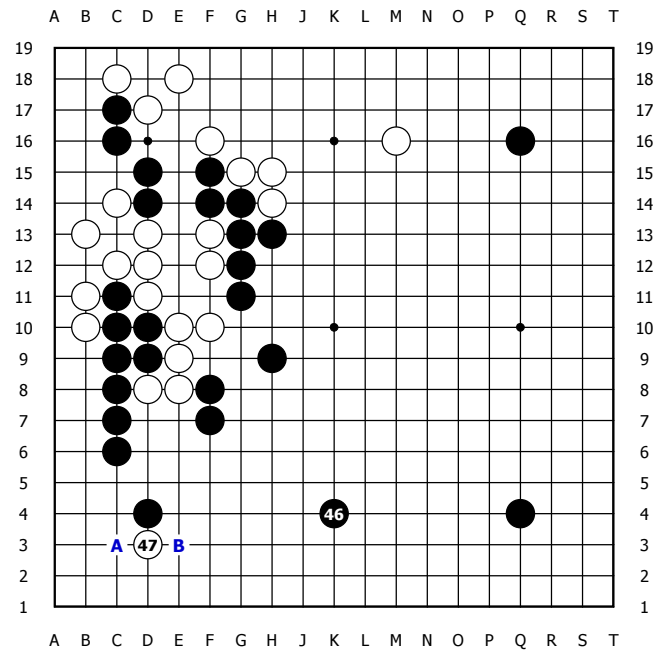
Move 45: bad exchanges, AB vs CD.

i. b's shape is bad.

ii. b lost the aji on the left, also lost ko threats.

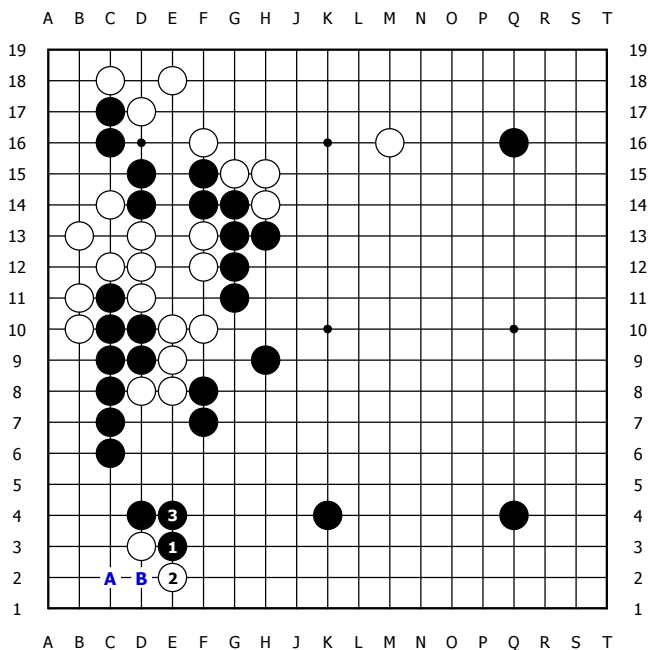
iii. lost territory. should play E directly in the endgame.

Figure 28 (46 - 47)



Move 46: b has a clear advantage.

Figure 29 (48 - 50, Follow 28)

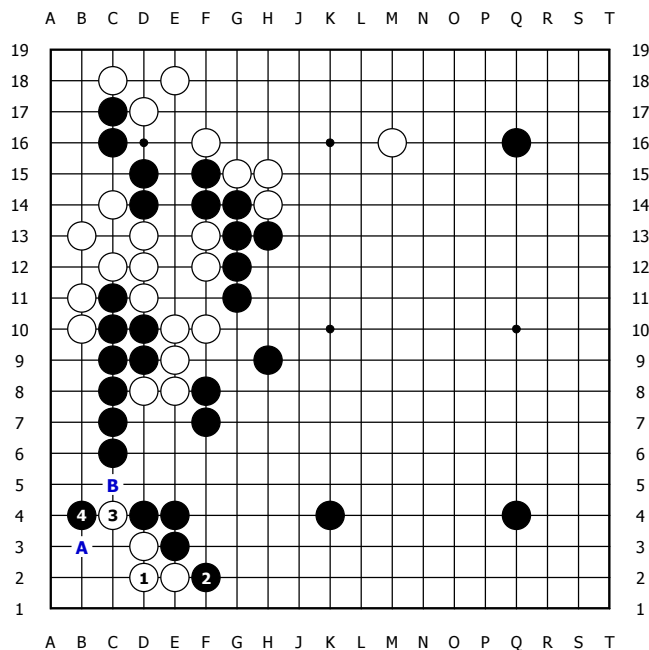


Move 48: i would like to hane here.

Move 49: if w hane,

Move 50: b just connects.

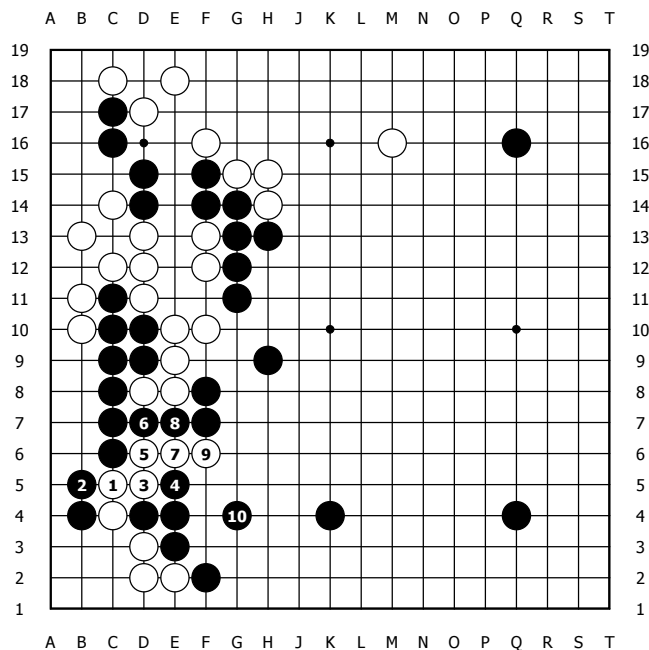
Figure 30 (51 - 54, Follow 29)



Move 52: w is not comfortable.

Move 54: in this situation, b can clamp.

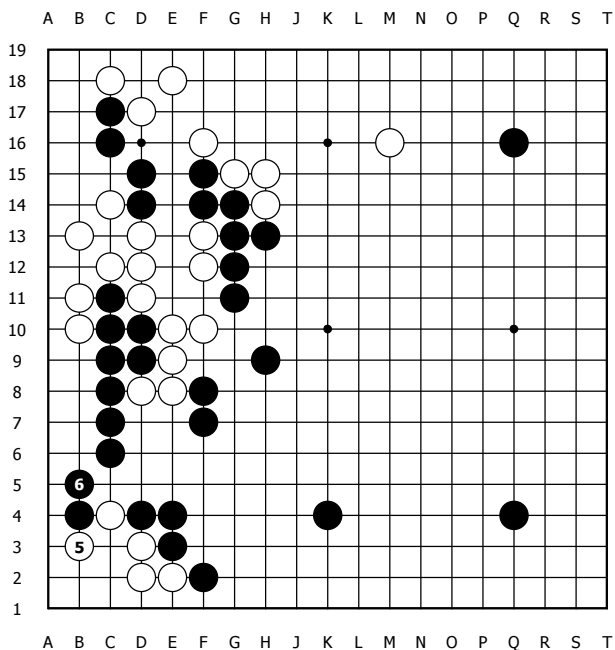
Figure 31 (55 - 64, Follow 30)



Move 55: if w bumps,

Move 64: w is painful.

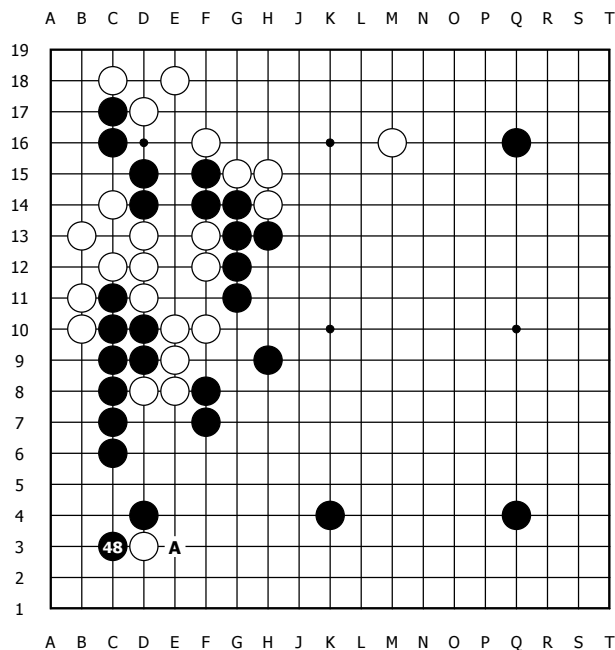
Figure 32 (55 - 56, Follow 30)



Move 55: if w blocks,

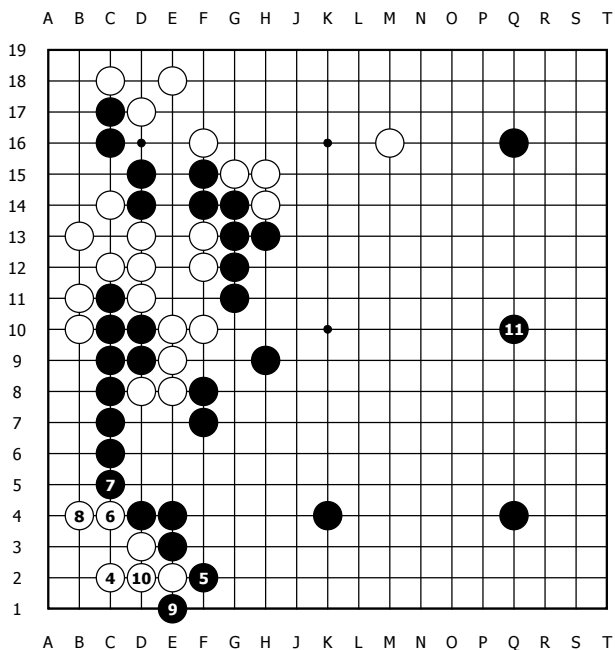
Move 56: locally w can't live.

Figure 34 (48 - 48, Follow 28)



Move 48: A would be better.

Figure 33 (51 - 58, Follow 29)



Move 51: so maybe w should kosumi.

Move 58: w is far behind.

Figure 35 (49 - 51)

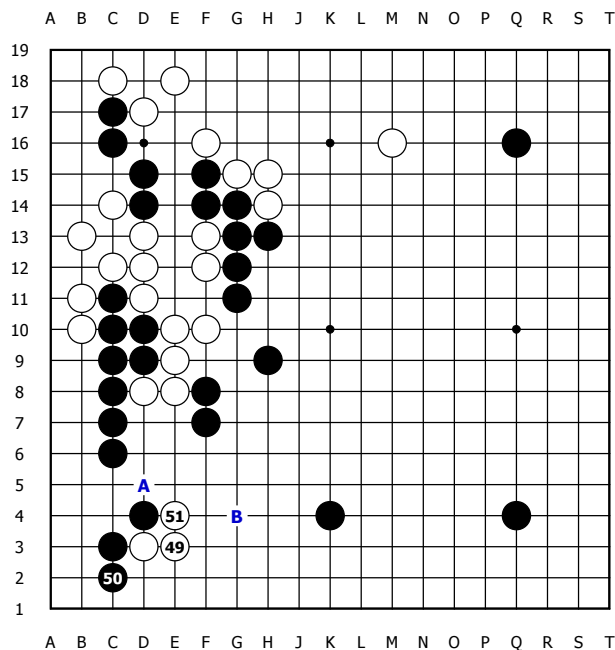
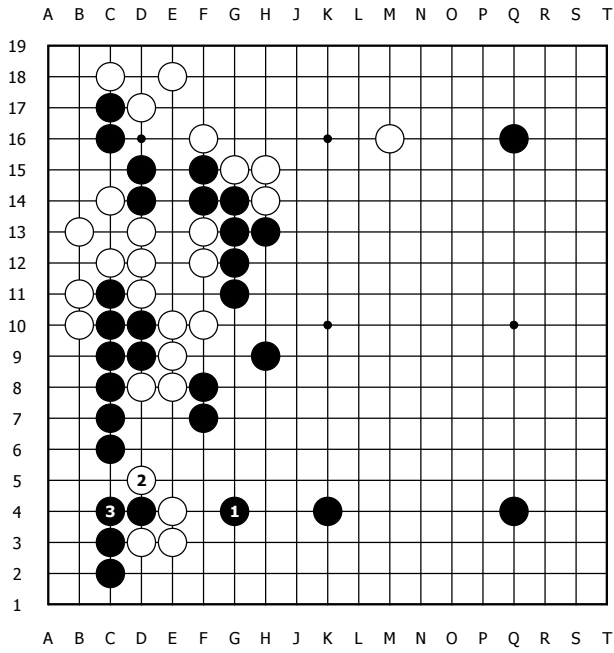


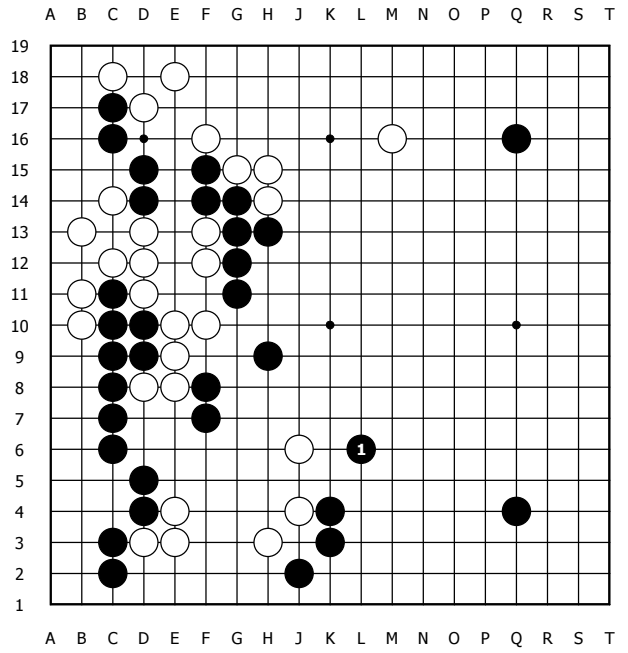
Figure 36 (52 - 54, Follow 35)



Move 52: b can pincer.

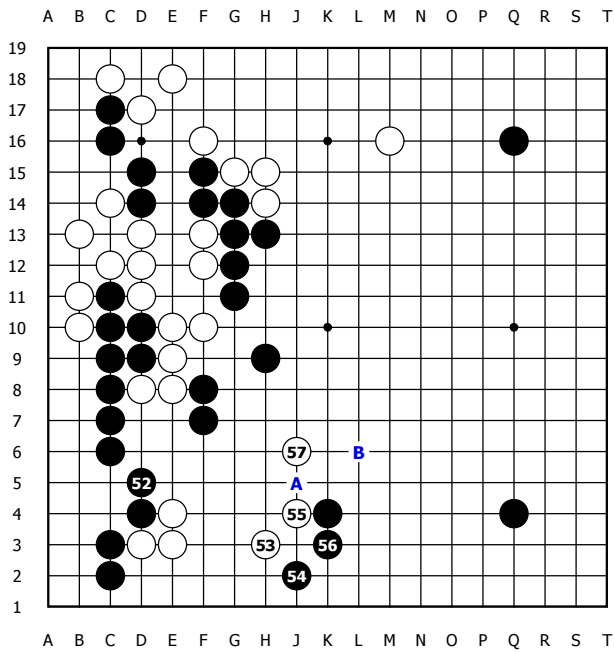
Move 54: w will be hard to connect.

Figure 38 (58 - 58, Follow 37)



Move 58: keima would be better.

Figure 37 (52 - 57, Follow 35)



Move 52: underplay.

Move 54: even b plays like this, b is still leading.

Figure 39 (58 - 58, Follow 37)

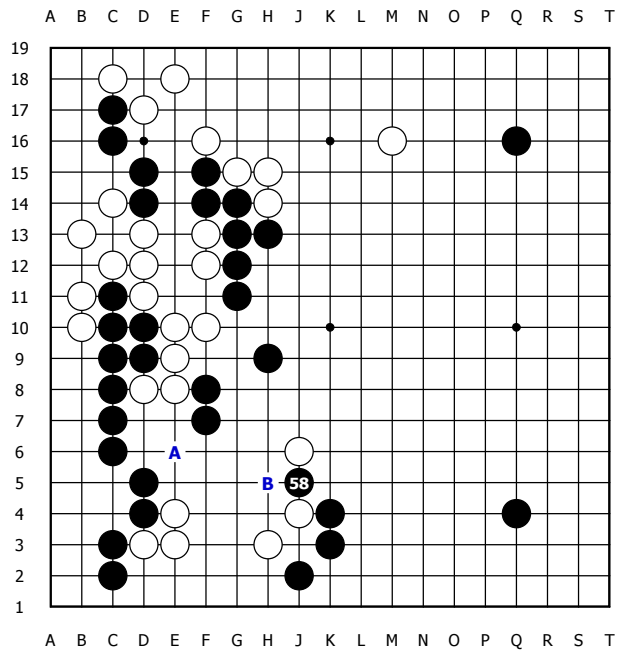
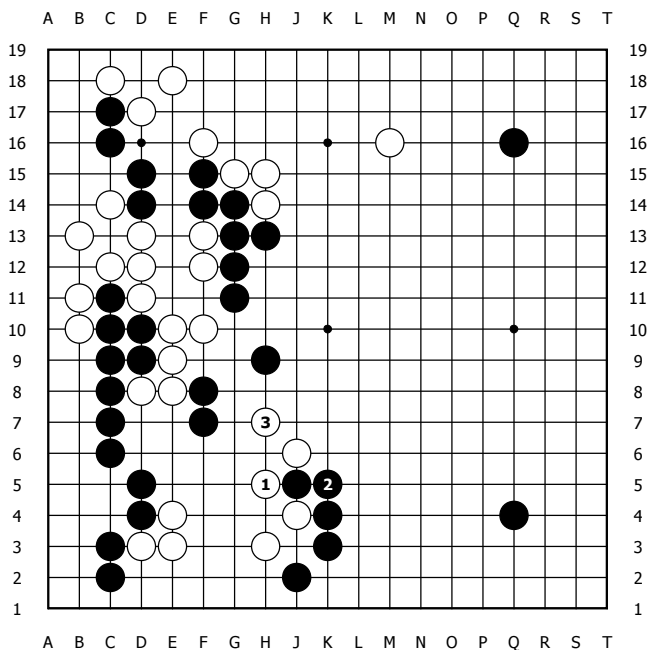


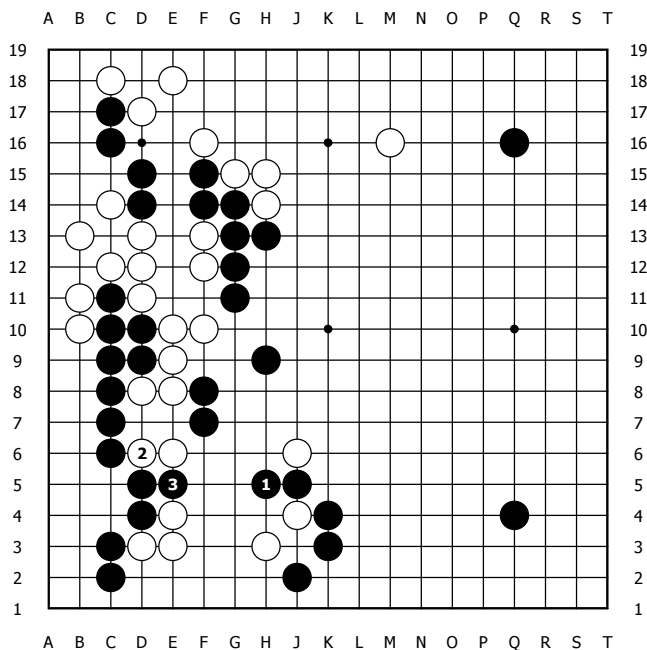
Figure 40 (59 - 61, Follow 39)



Move 59: the only move.

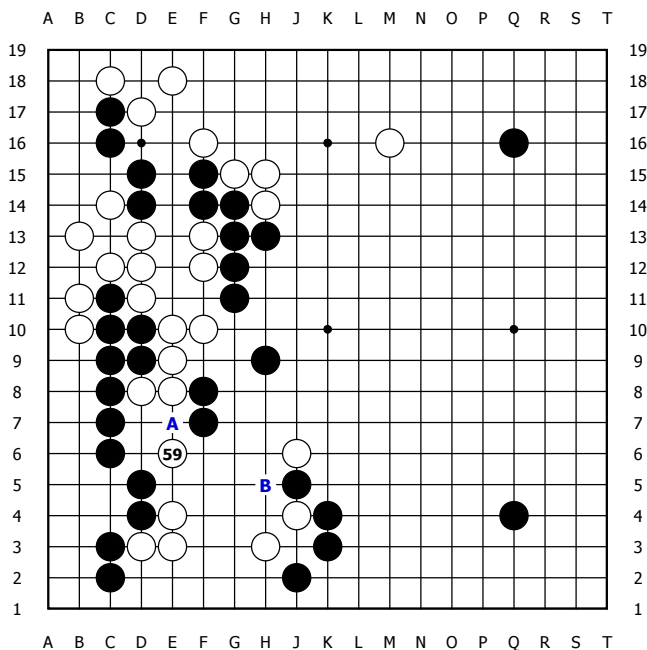
Move 61: normal result.

Figure 42 (60 - 62, Follow 41)



Move 60: what if b pushes? w will collapse.

Figure 41 (59 - 59, Follow 39)



Move 59: i can't understand.

Figure 43 (60 - 63, Follow 41)

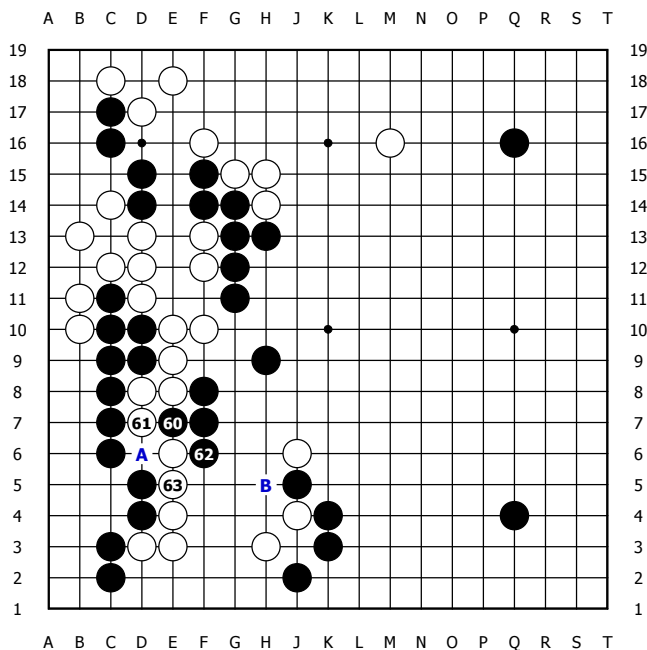
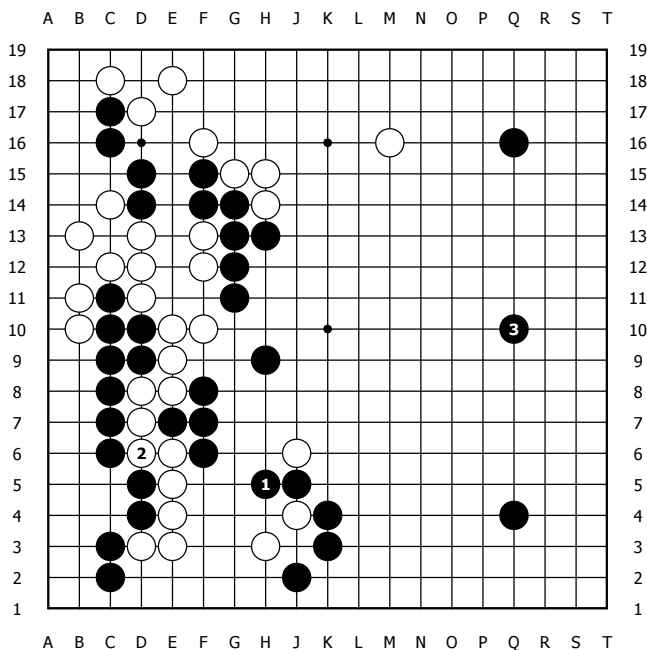


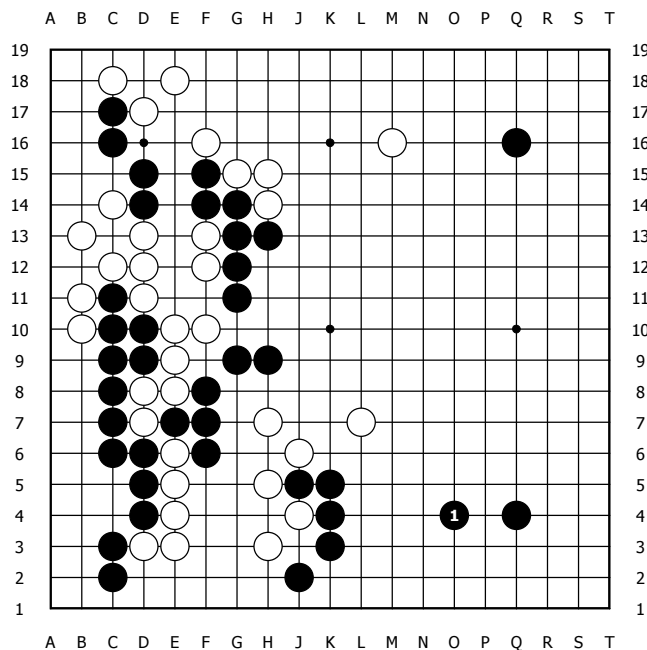
Figure 44 (64 - 66, Follow 43)



Move 64: pushing would be good enough.

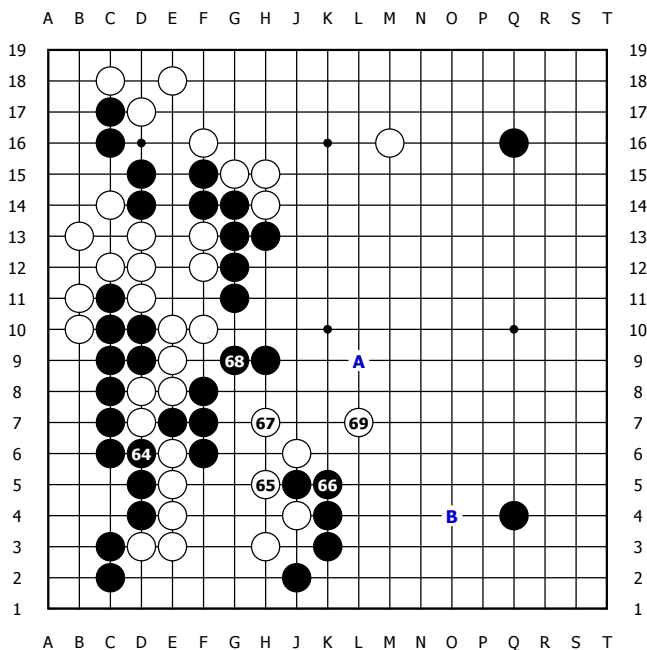
Move 66: very good for b.

Figure 46 (70 - 70, Follow 45)



Move 70: should shimari here.

Figure 45 (64 - 69, Follow 43)



Move 67: bad for b. b lost some chances.

Figure 47 (70 - 71, Follow 45)

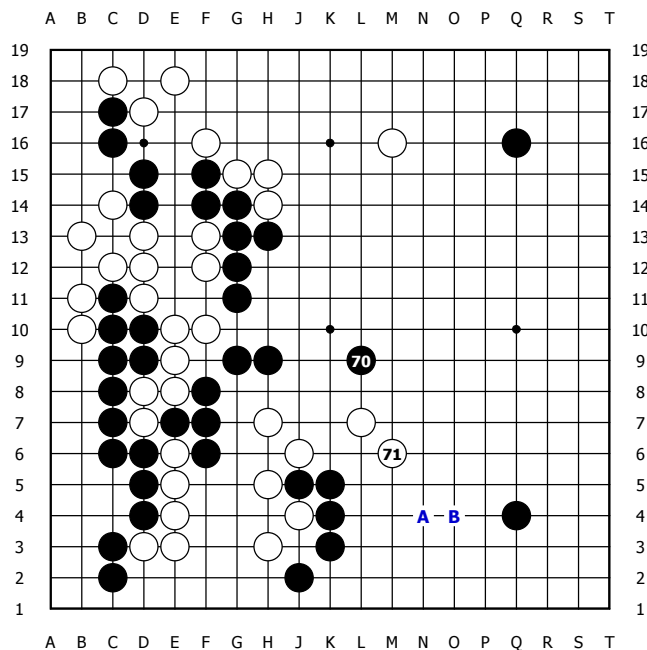


Figure 48 (72 - 74, Follow 47)

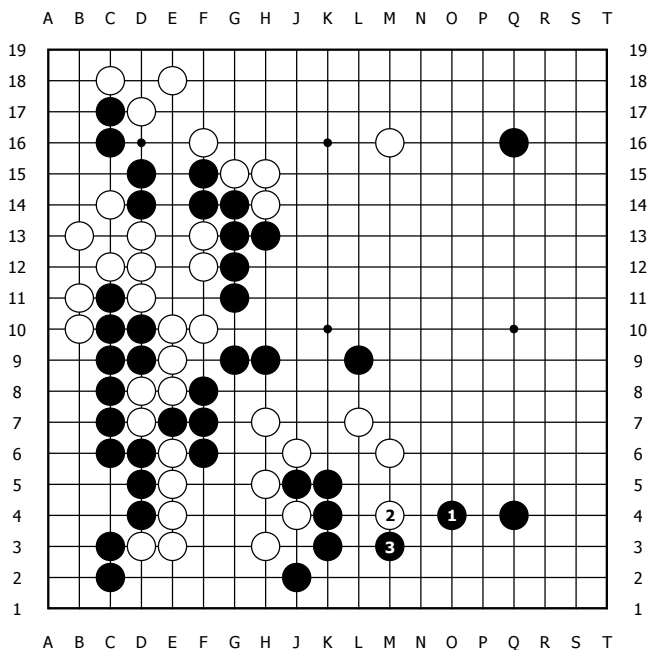
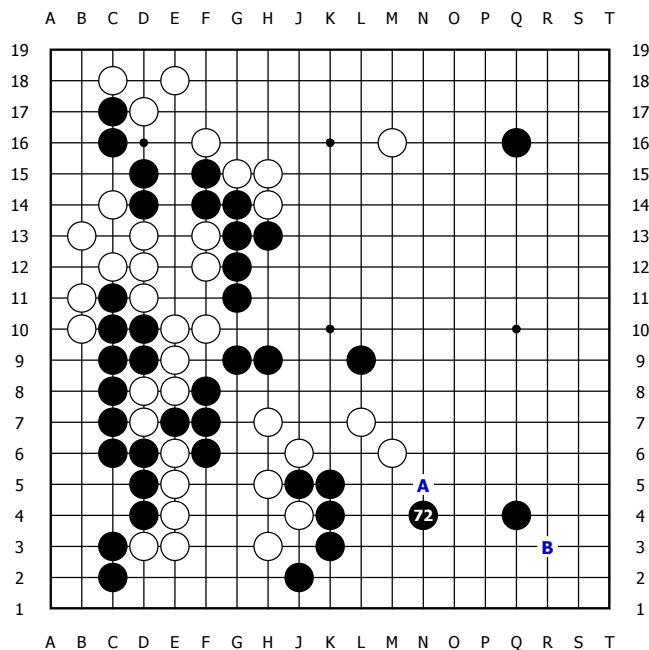
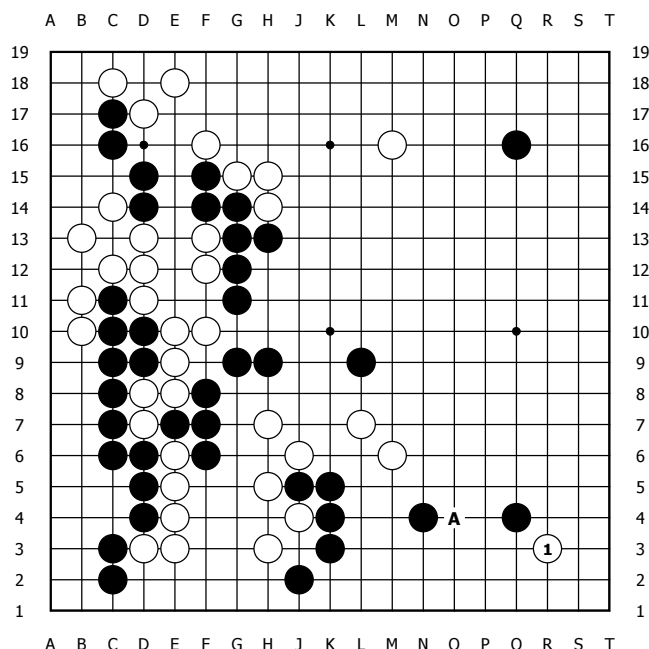


Figure 49 (72 - 72, Follow 47)



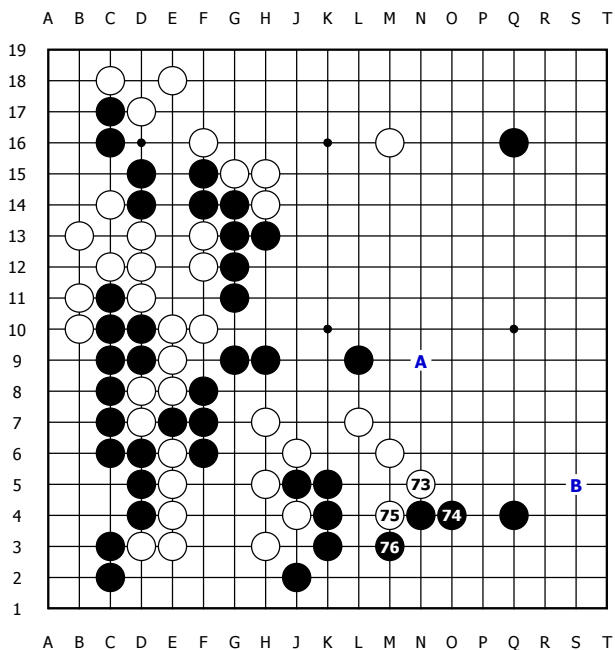
Move 72: still should jump.
 Move 73: w can't go deeper.
 Move 74: b is safe and secure.

Figure 50 (73 - 73, Follow 49)



Move 73: obviously it's w's good point, shining on the board.
 relative to the result b jumps A, w is very comfortable.

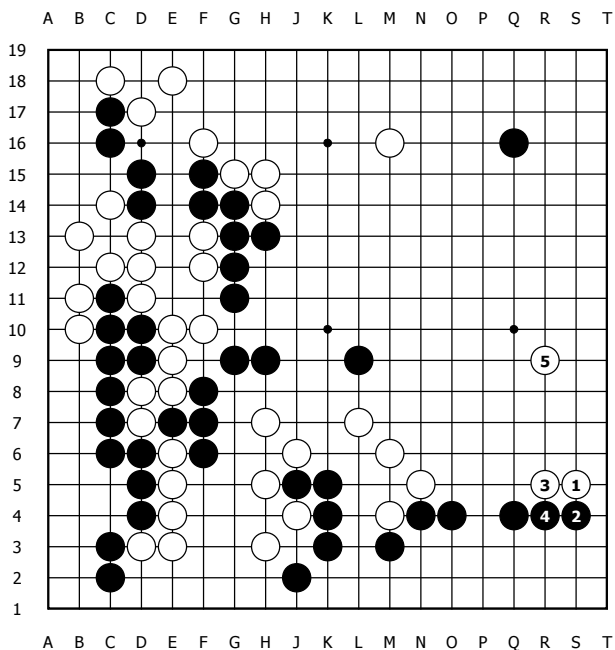
Figure 51 (73 - 76, Follow 49)



Move 73: play here??

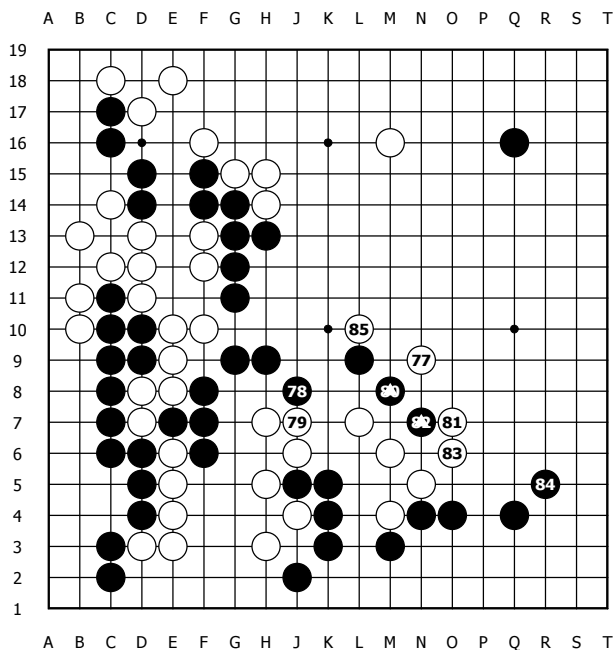
Move 74: thank you very much said b!
to play in this way w is suiciding.

Figure 52 (77 - 81, Follow 51)



Move 77: should focus on territory!

Figure 53 (77 - 85, Follow 51)



Move 77: too slow!

Move 80: b could reserve this move.

Move 85: good move. the two moves becomes bad moves.

Figure 54 (86 - 95)

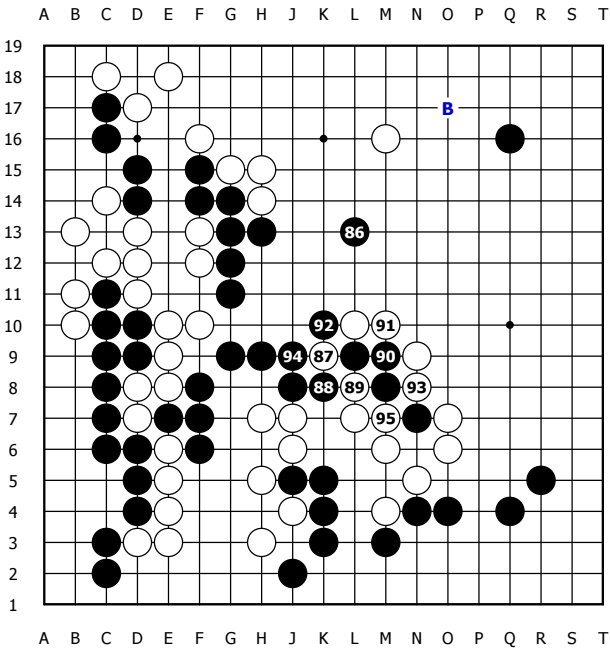


Figure 56 (96 - 96, Follow 54)

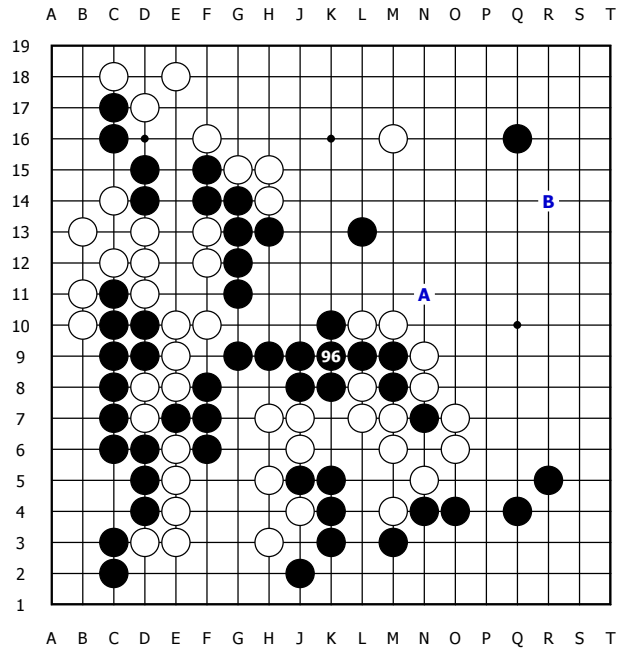
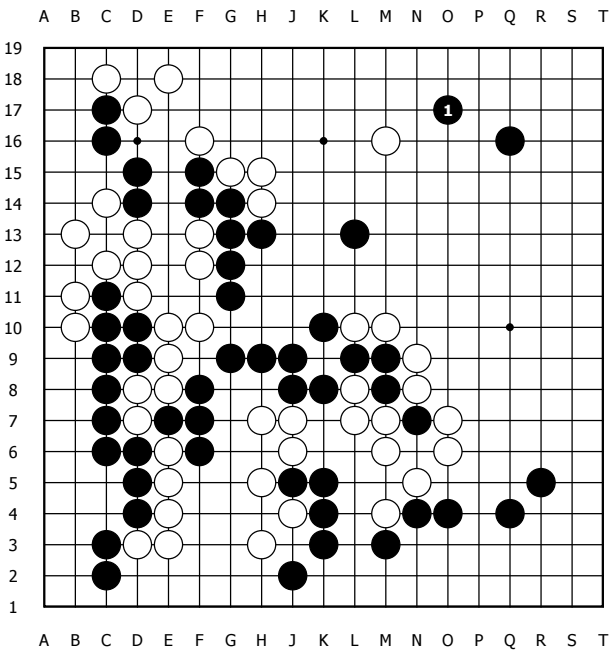
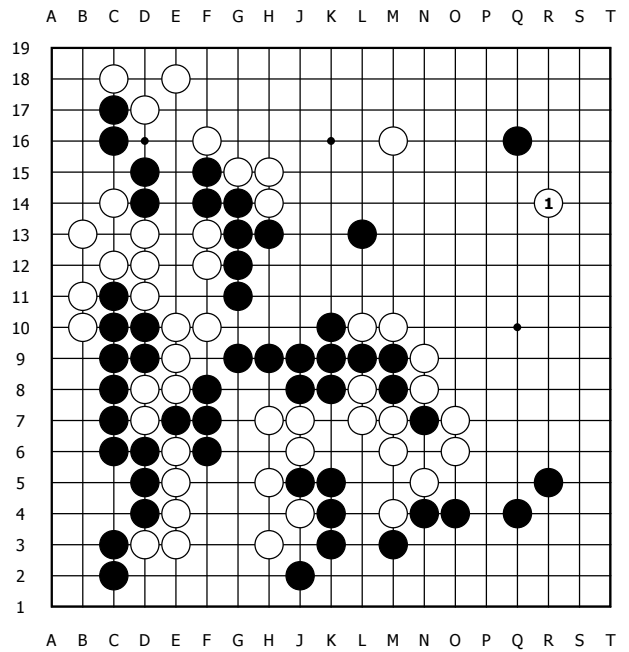


Figure 55 (96 - 96, Follow 54)



Move 96: should tenuki. three stones is not big.

Figure 57 (97 - 97, Follow 56)



Move 97: should tenuki. the corner is too big.

Figure 58 (97 - 97, Follow 56)

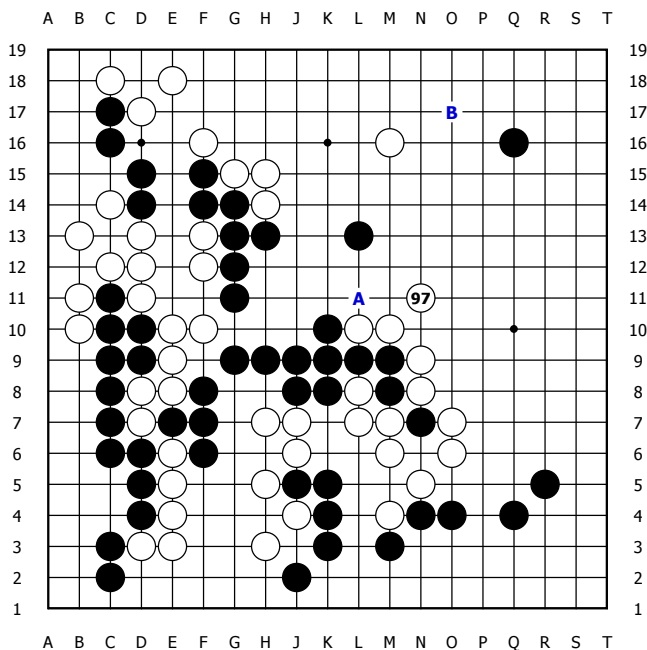
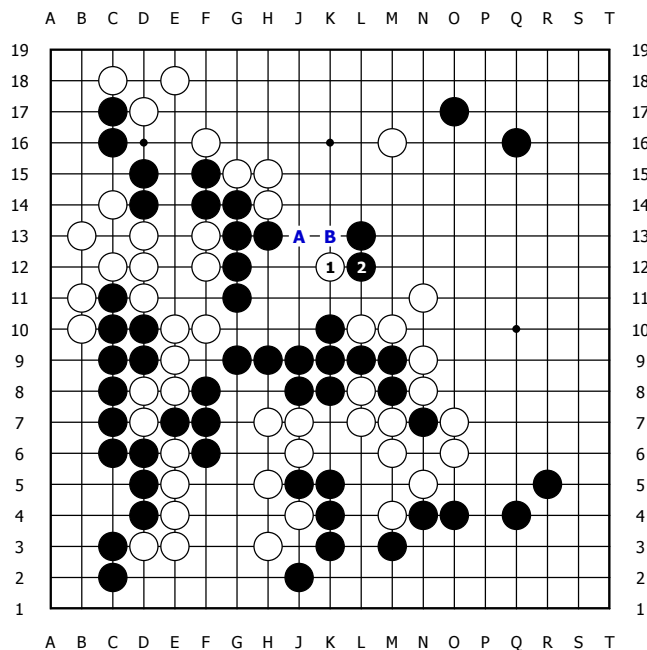
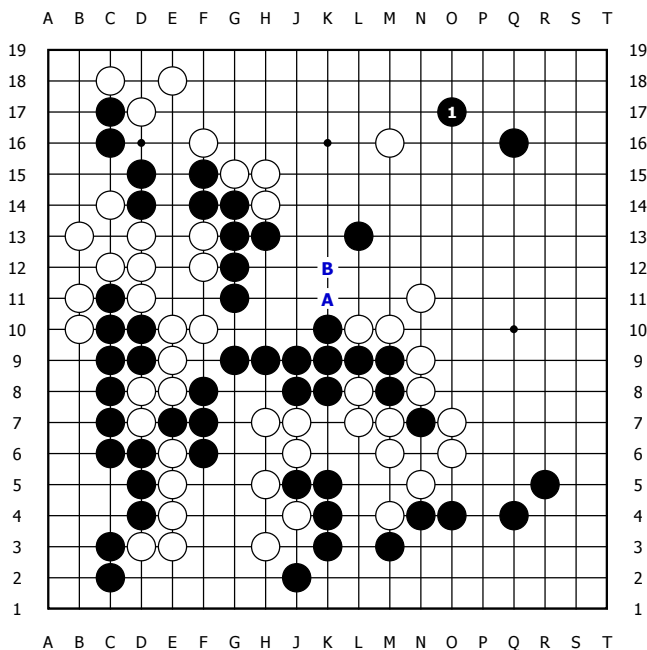


Figure 60 (99 - 100, Follow 59)



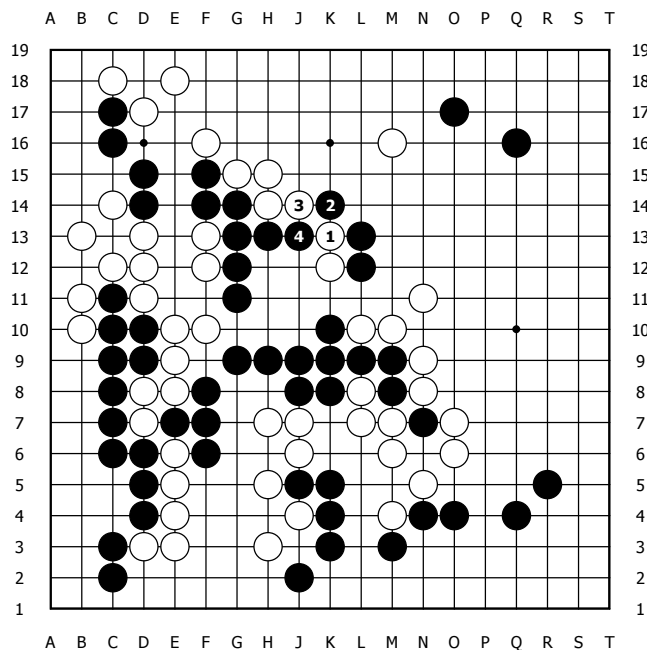
Move 99: if w points,

Figure 59 (98 - 98, Follow 58)



Move 98: should tenuki!
the corner is the last big point.

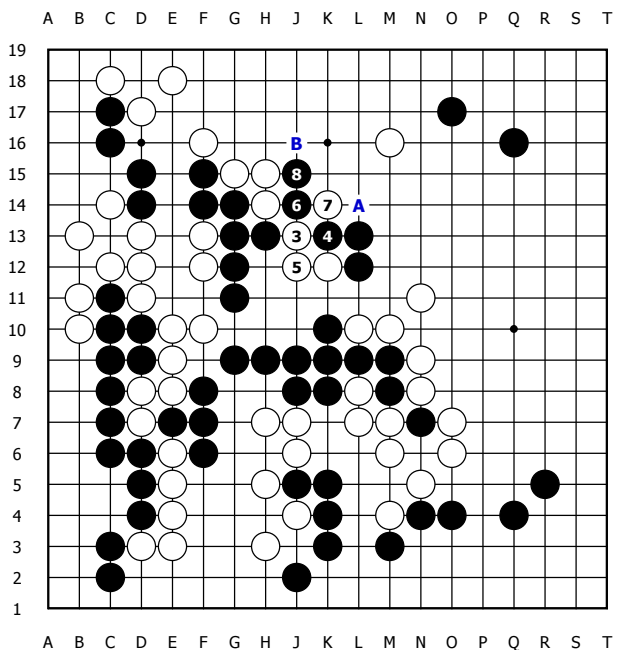
Figure 61 (101 - 104, Follow 60)



Move 101: if w pushes,

Move 104: there's nothing.

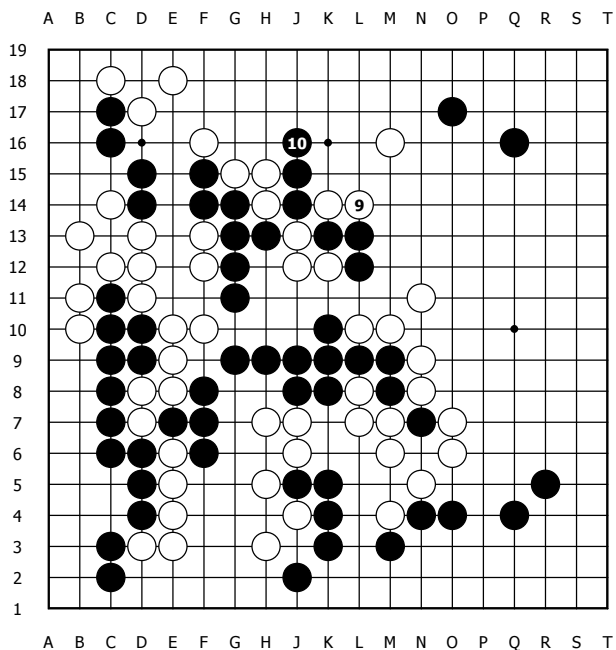
Figure 62 (101 - 106, Follow 60)



Move 101: if w hane,

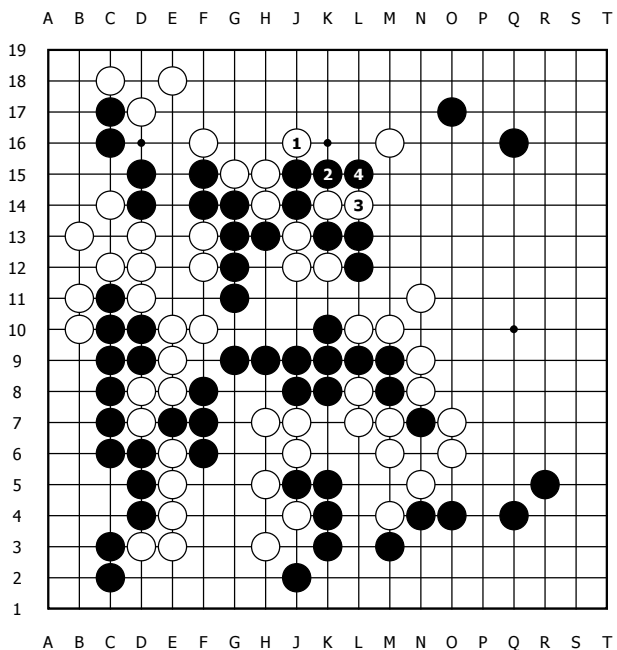
Move 102: good move.

Figure 64 (107 - 108, Follow 62)



Move 108: w can't make it.

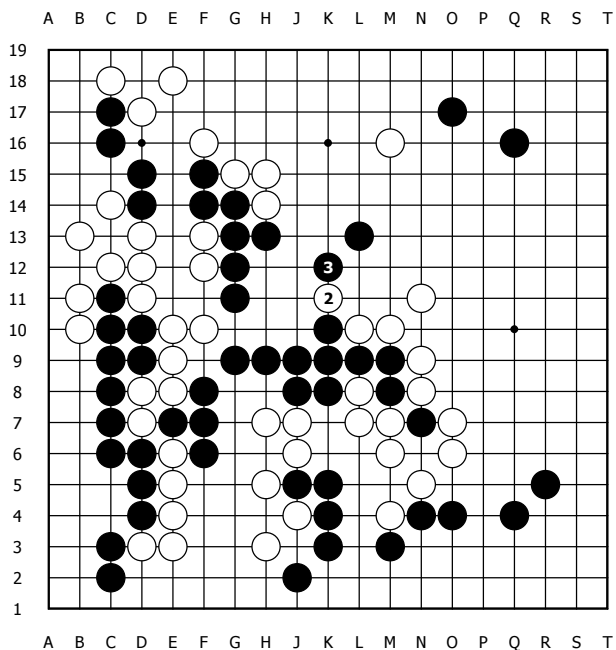
Figure 63 (107 - 110, Follow 62)



Move 107: if w atari,

Move 110: an easy capturing race.

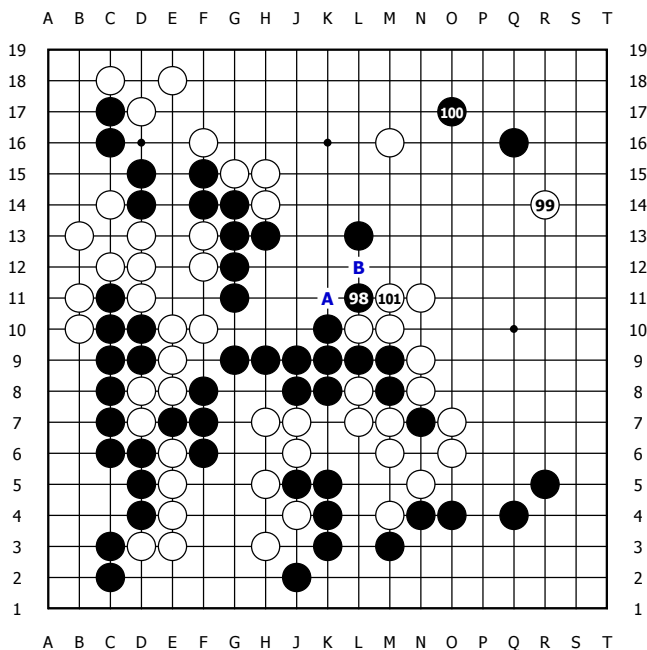
Figure 65 (99 - 100, Follow 59)



Move 99: if w hane,

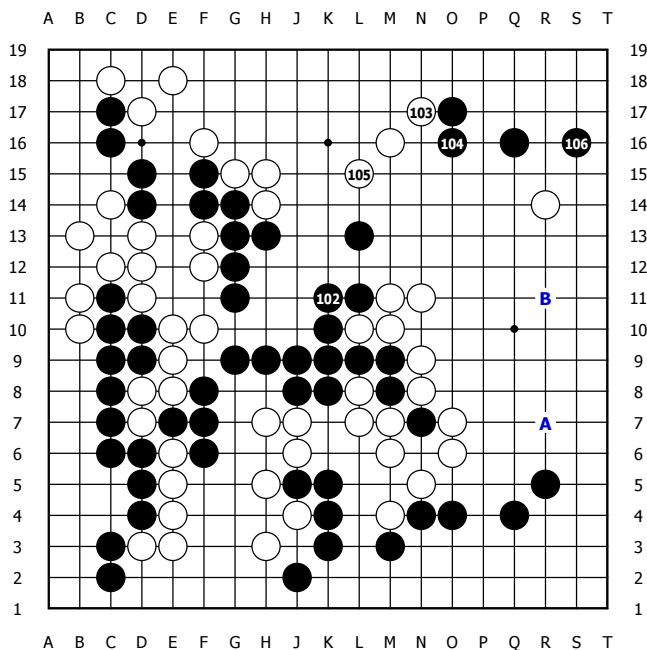
Move 100: b just kosumi.

Figure 66 (98 - 101, Follow 58)



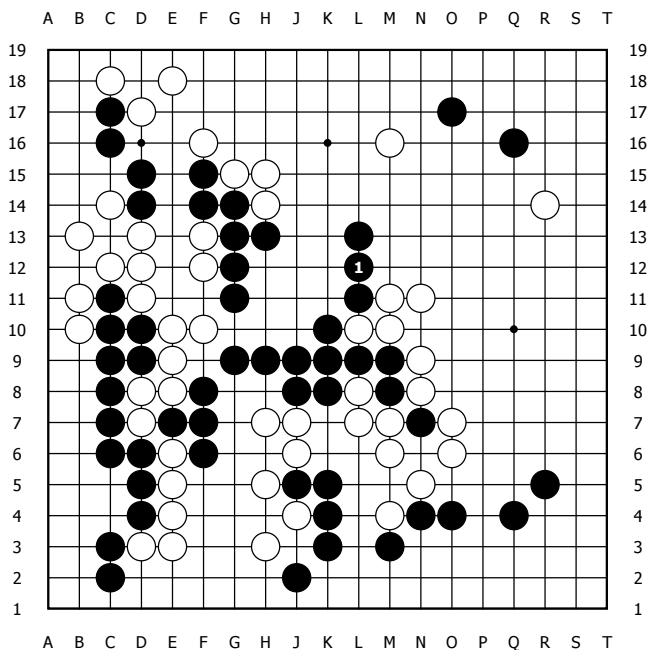
Move 98: slow move.

Figure 68 (102 - 106, Follow 66)



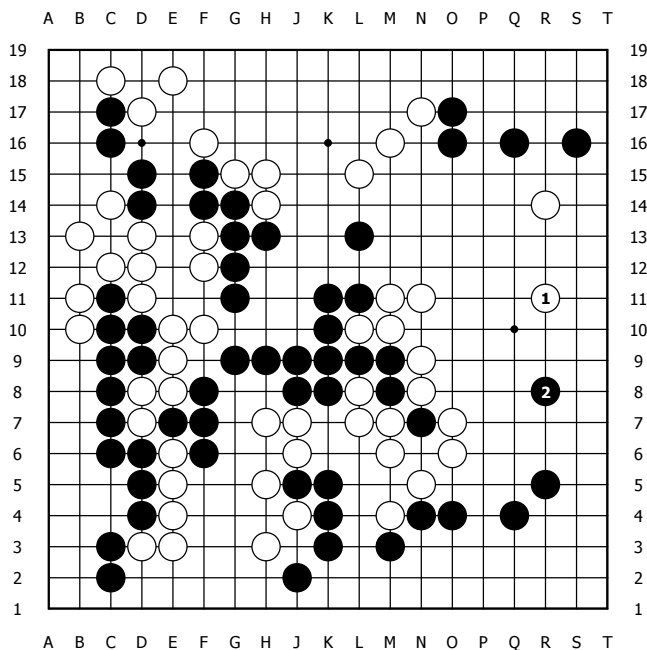
Move 106: b is still leading.

Figure 67 (102 - 102, Follow 66)



Move 102: of course b should connect.

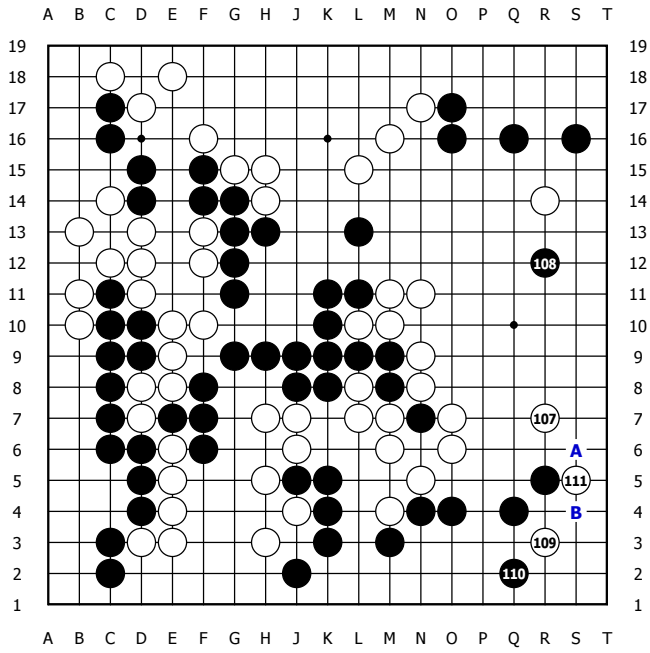
Figure 69 (107 - 108, Follow 68)



Move 107: if w simply extends,

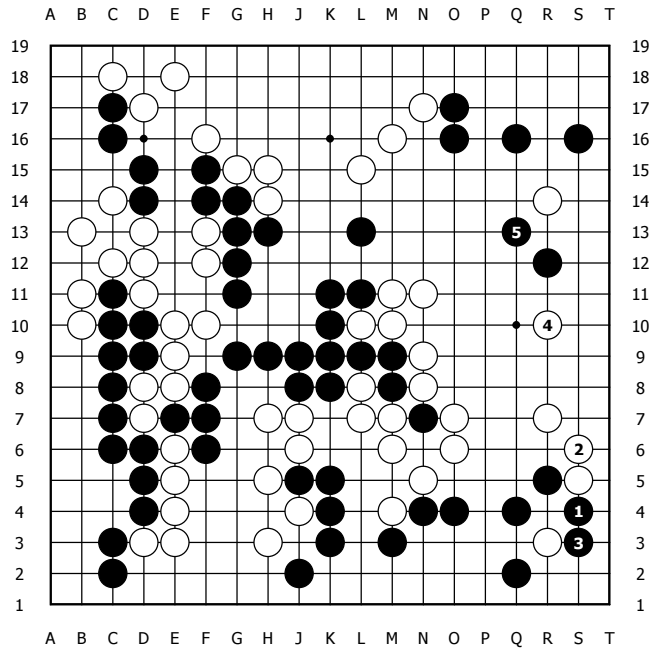
Move 108: i don't think w could win.

Figure 70 (107 - 111, Follow 68)



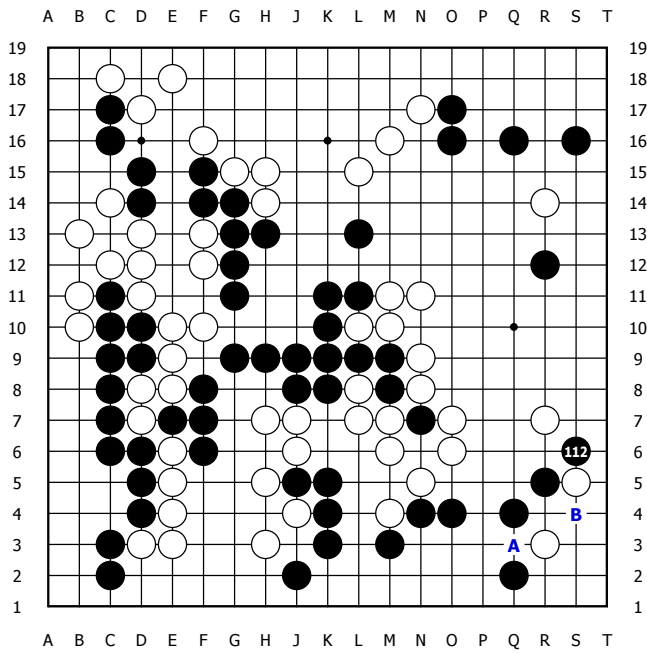
Move 107: so w should play faster.
 Move 108: good move!
 Move 109: good move! a nice probe.

Figure 71 (112 - 116, Follow 70)



Move 112: if b hane here,
 Move 115: maybe that's what w expected.
 Move 116: but i think b is still good.

Figure 72 (112 - 112, Follow 70)



Move 112: if b hane here,

Move 118: locally w can't live,

Move 119: but b is thin.

Move 123: b can't A, otherwise B will be w's sente, w can make a life at C.

Figure 73 (113 - 123, Follow 72)

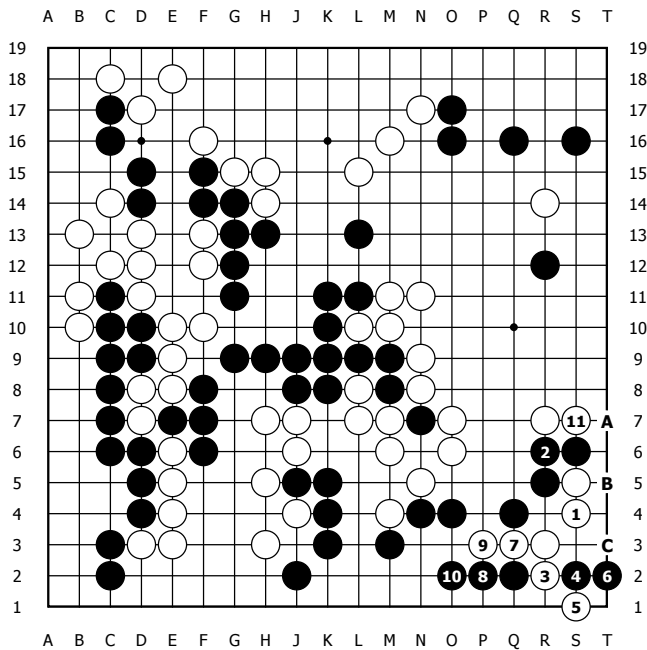
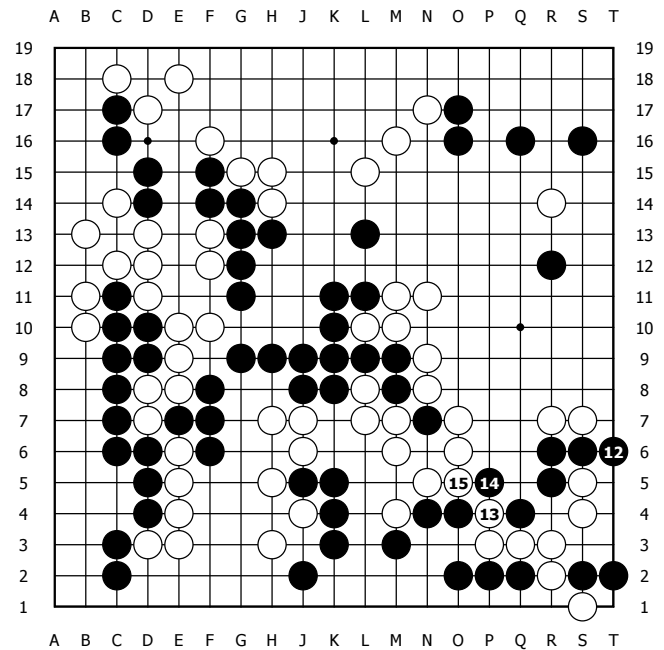


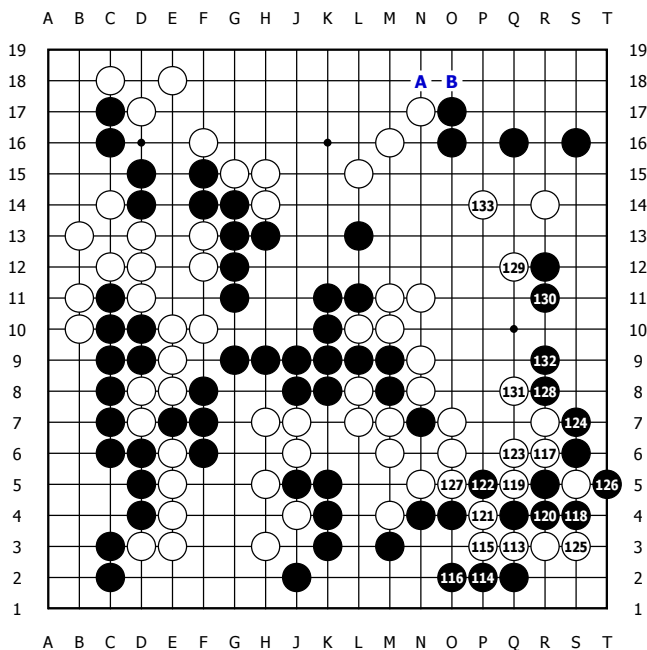
Figure 74 (124 - 127)



Move 124: if b descends,

Move 127: bad for b.

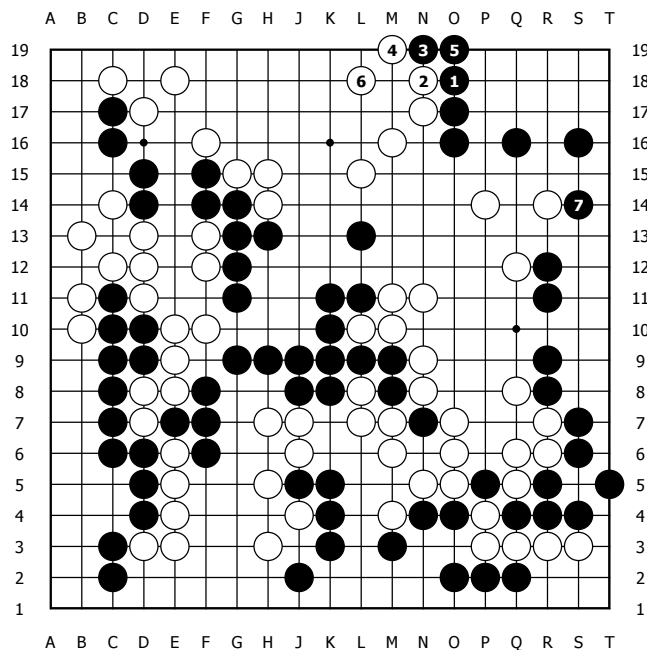
Figure 75 (113 - 133, Follow 72)



Move 128: though w gets the corner, b gets the hane, good for b.

Move 132: now the board is so small. i don't think w could win.

Figure 76 (134 - 140, Follow 75)



Move 134: better for b to descent.

Move 140: b is sure to win.

Figure 77 (134 - 141, Follow 75)

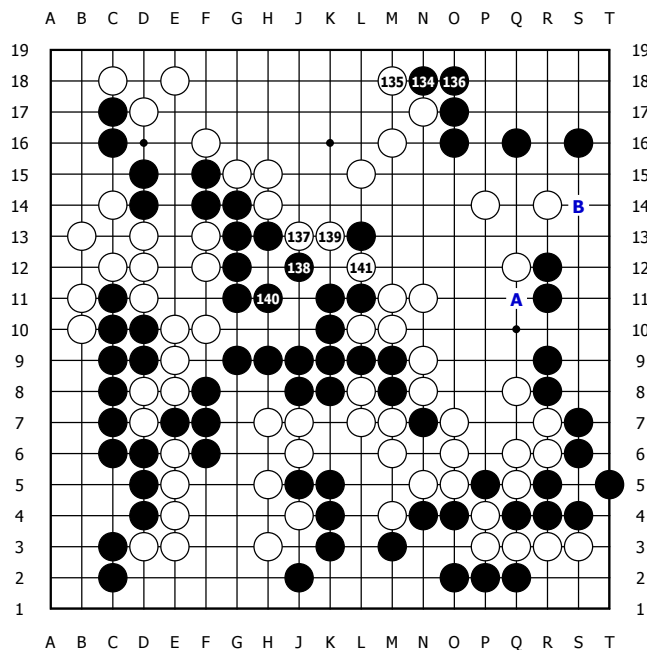
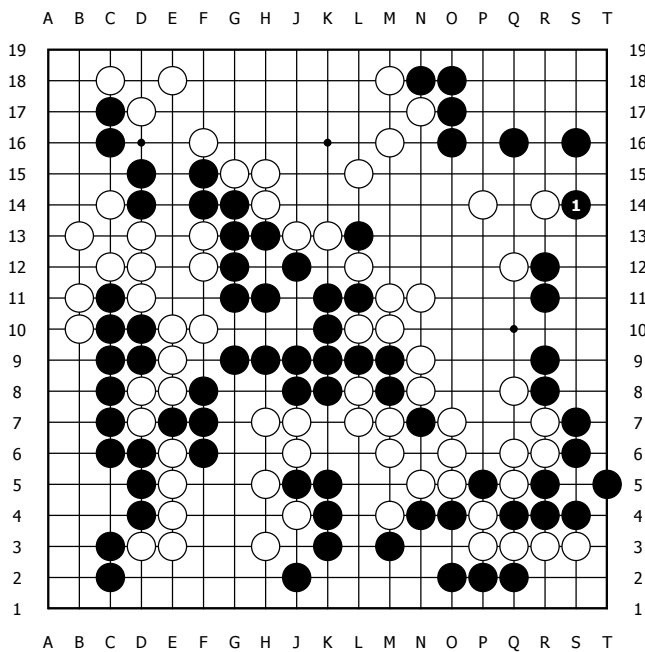
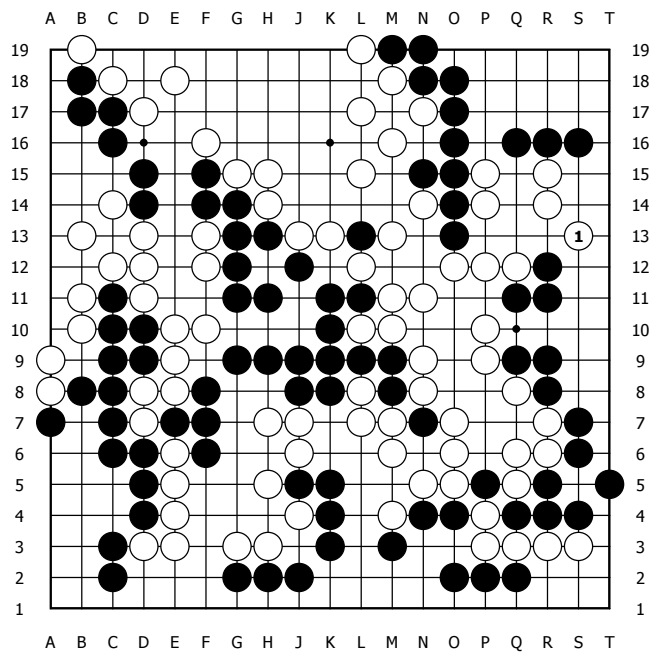


Figure 78 (142 - 142, Follow 77)



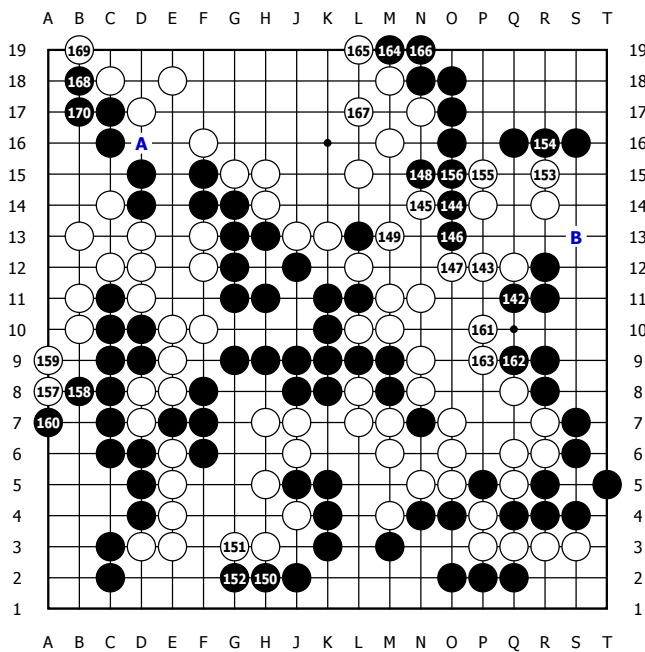
Move 142: attaching is bigger.

Figure 80 (171 - 171, Follow 79)



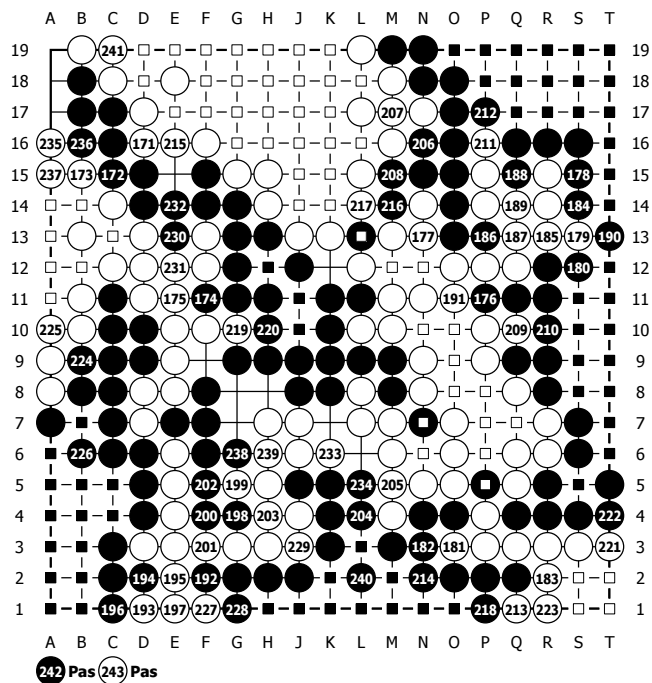
Move 171: should kosumi. w may have chance.

Figure 79 (142 - 170, Follow 77)



Move 154: b lost some territory. now it's a close game.

Figure 81 (171 - 243, Follow 79)



242 Pas 243 Pas

Move 180: finally b won by 1.5 moku.
it's not a big win, but w had never led the
game.
in handicap games, w should play more
aggressively.