

siaowie 1d(W) vs McTeagle 1k(B)

2012-07-13 The KGS Go Server at <http://www.gokgs.com/> W+16.50

Figure 1 (1 - 7)

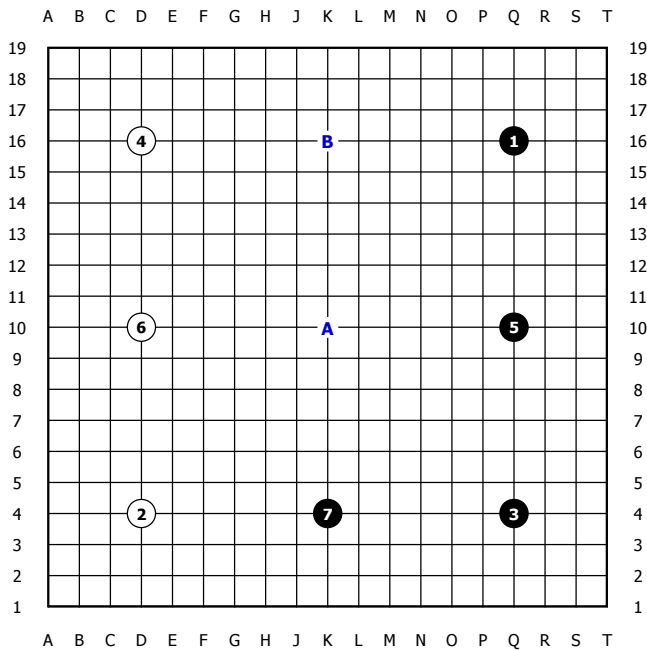
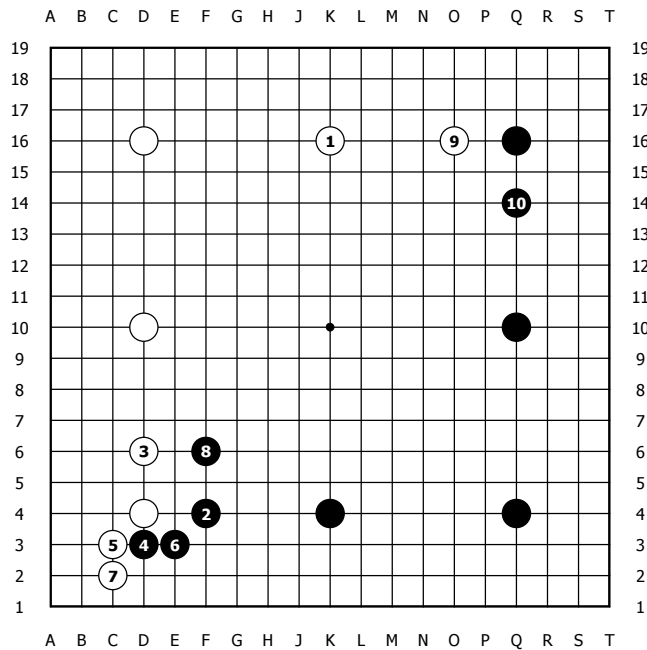


Figure 2 (8 - 17, Follow 1)



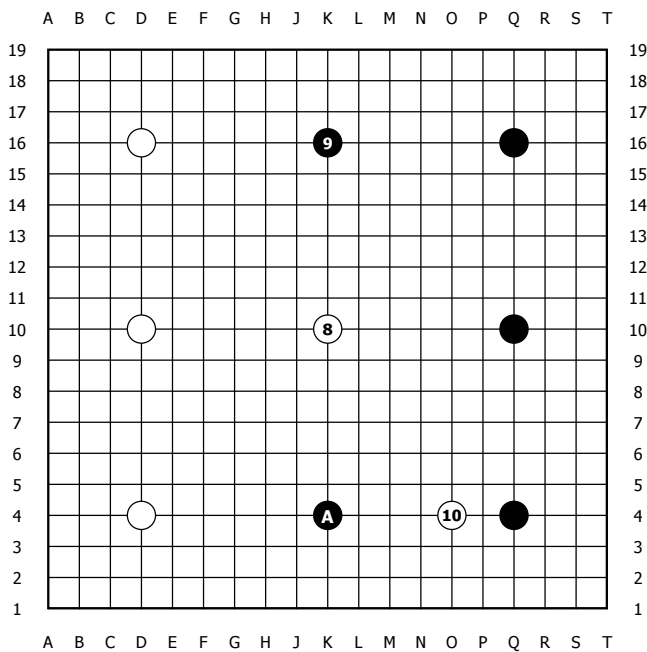
Move 0: Commented by: GoCommentary.com

Move 6: these days this fuseki is rarely seen. it's a romatic fuseki, i like it.

Move 8: if w also extends,

Move 17: equal result. takemiya played this fuseki several times.

Figure 3 (8 - 10, Follow 1)



Move 8: takemiya introduced this move in his book. w gets the tengen so b will not get a big moyo. but it's very risky. after all, this move can't get any territory.

Move 9: b gets both the upper side and the lowside. personally i prefer b.

Move 10: w invades. make use of the tengen and separate A.

Figure 4 (11 - 12)

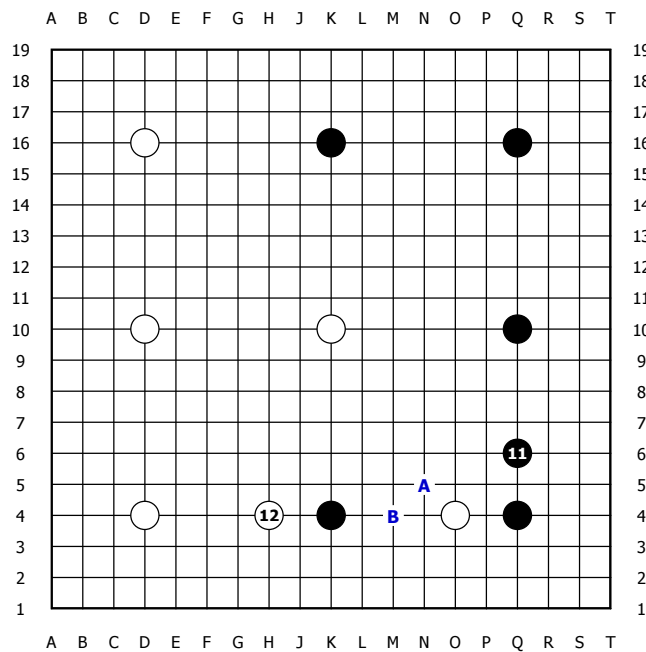
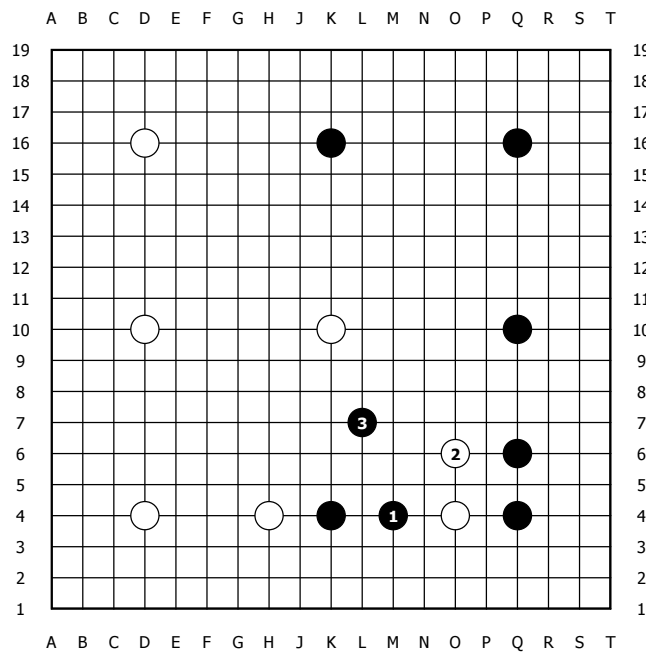


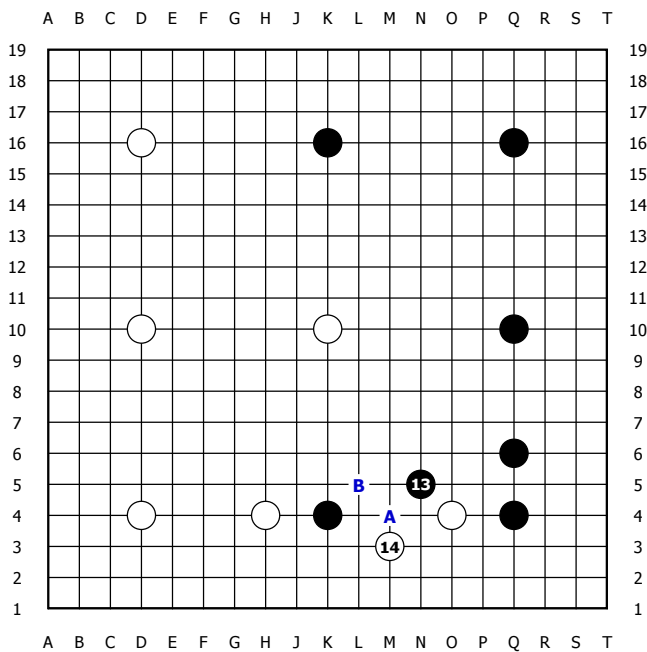
Figure 5 (13 - 15, Follow 4)



Move 13: one space extension would be a good choice.

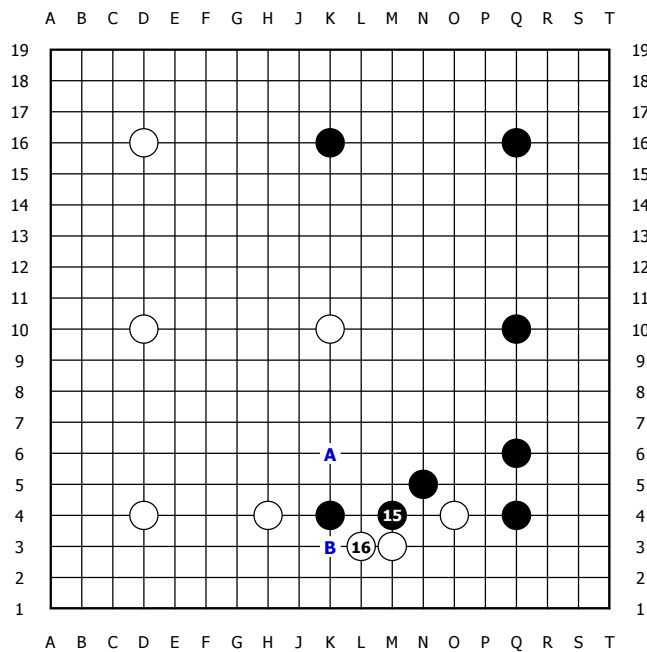
Move 15: it's difficult to w.

Figure 6 (13 - 14, Follow 4)



Move 13: it's also a choice.

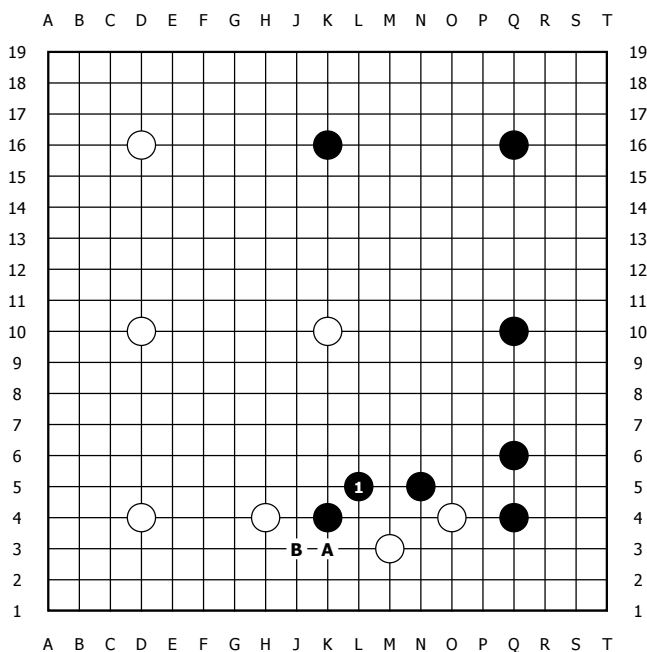
Figure 8 (15 - 16, Follow 6)



Move 15: vulgar move.

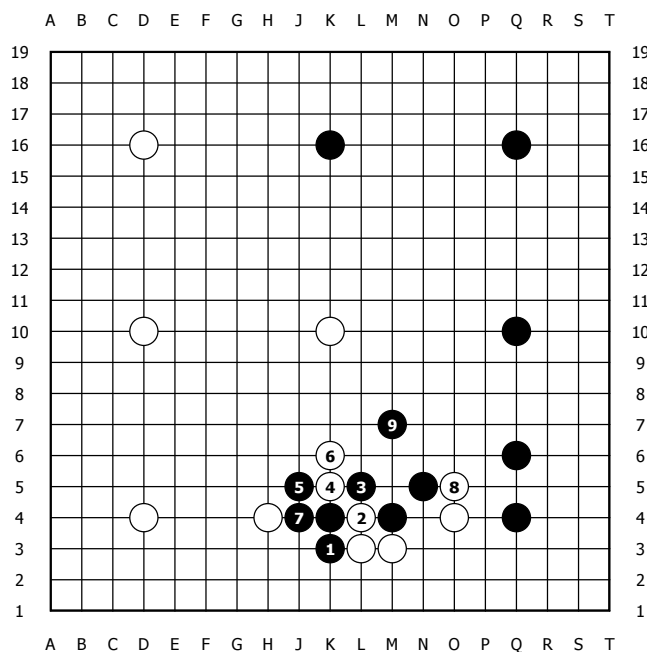
Move 16: though b's shape is thin,

Figure 7 (15 - 15, Follow 6)



Move 15: kosumi is the proper shape.
if w attaches A, b can hane B and cut w.

Figure 9 (17 - 25, Follow 8)

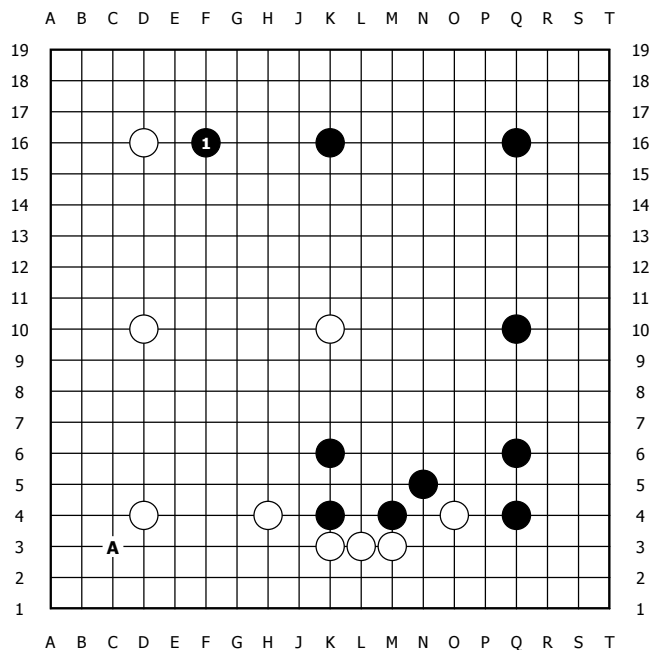


Move 17: i still would like to block.

Move 18: if w pushes and cuts,

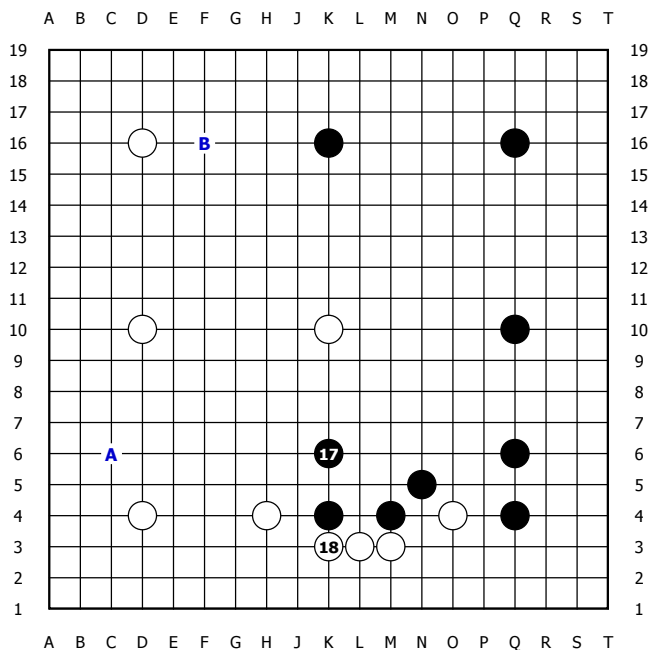
Move 25: b just fight with w.

Figure 11 (19 - 19, Follow 10)



Move 19: if it was me to play, i would kakari here or invade san-san.

Figure 10 (17 - 18, Follow 8)



Move 18: w is connected. comfortable.

Figure 12 (19 - 19, Follow 10)

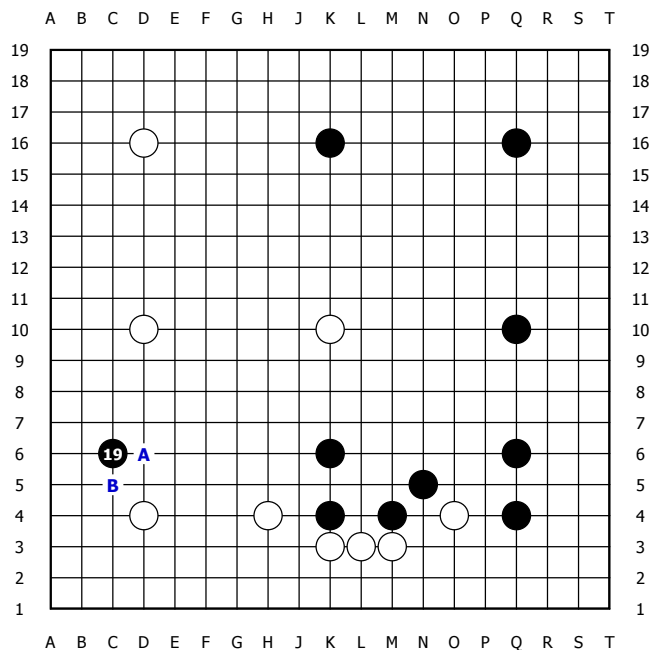
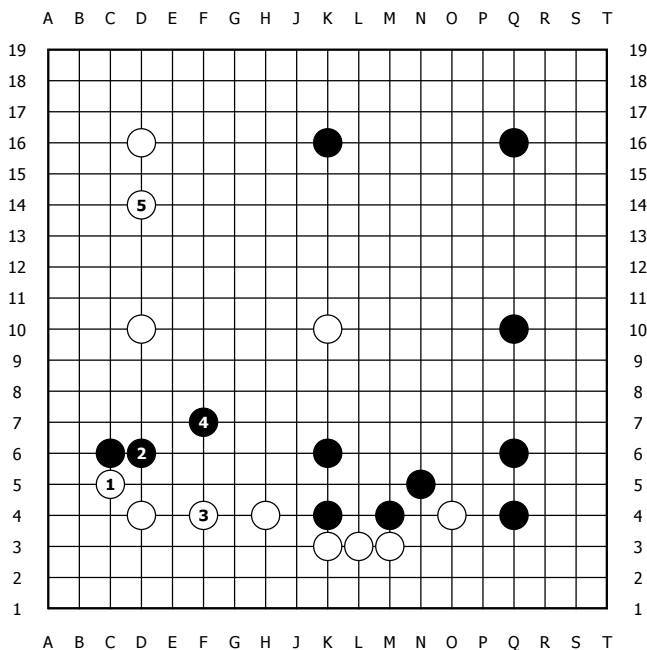


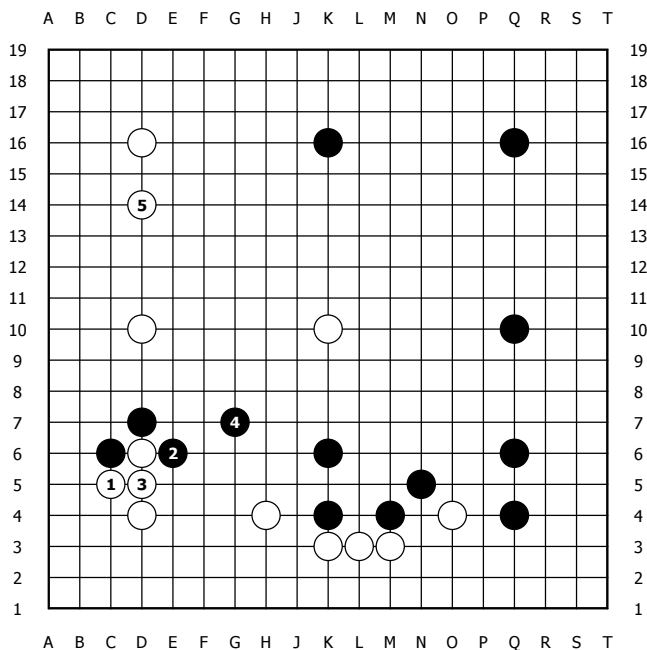
Figure 13 (20 - 24, Follow 12)



Move 20: kosumi would be better.

Move 24: a normal result.

Figure 15 (22 - 26, Follow 14)



Move 22: blocking would be better.

Figure 14 (20 - 21, Follow 12)

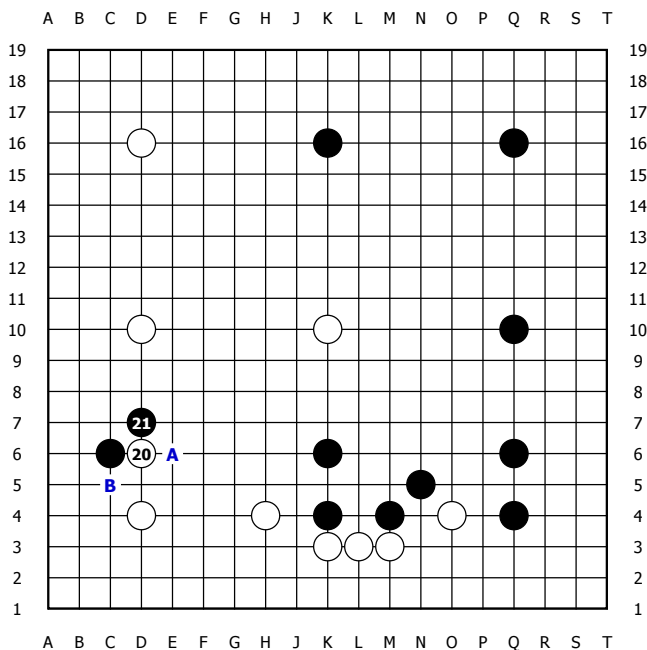


Figure 16 (22 - 23, Follow 14)

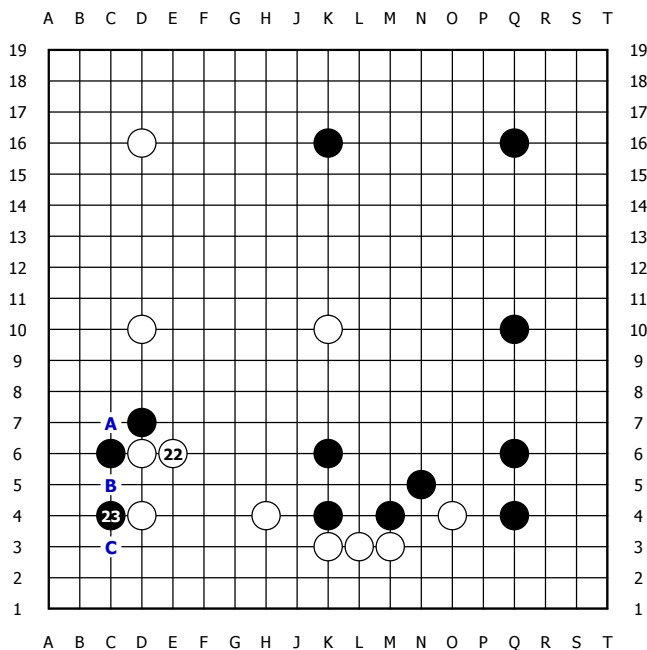
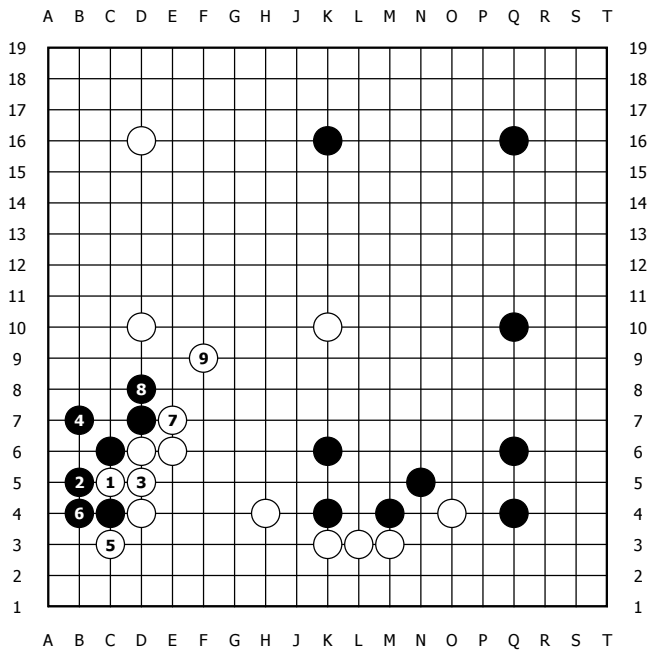


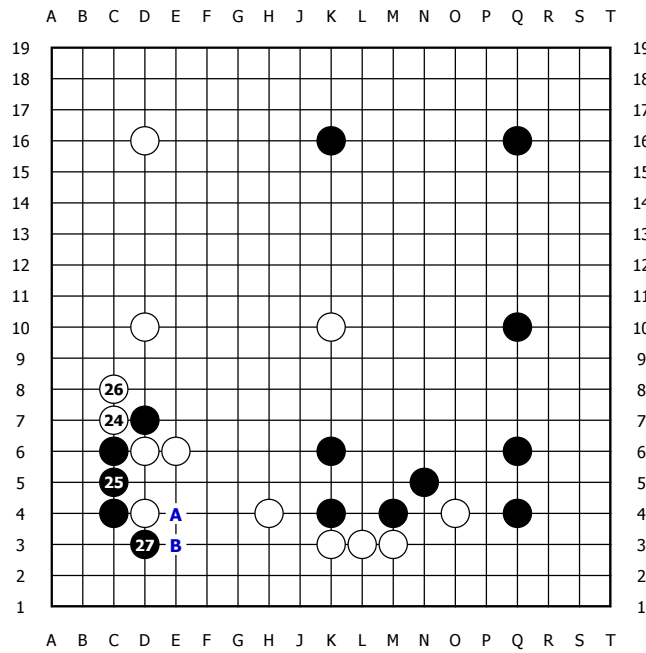
Figure 17 (24 - 32, Follow 16)



Move 24: if w wedges,

Move 32: w's wall is not so useful.

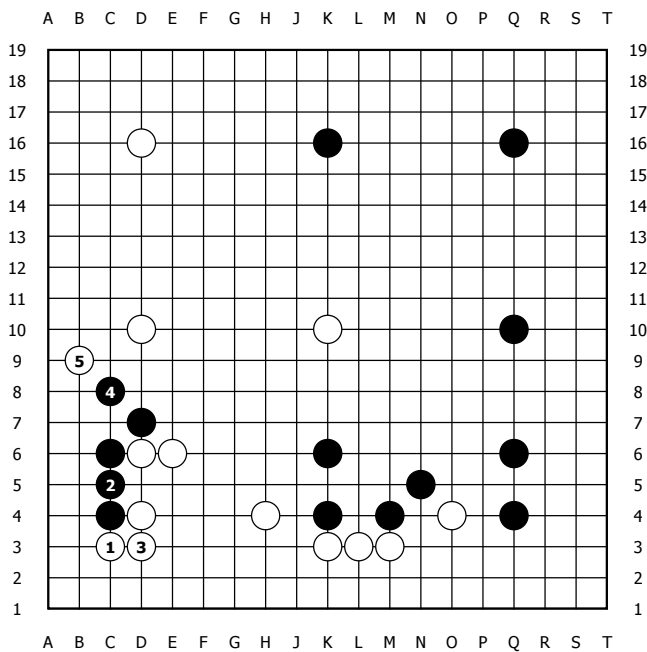
Figure 19 (24 - 27, Follow 16)



Move 24: it's not a good way to play.

Move 27: a big loss of territory.

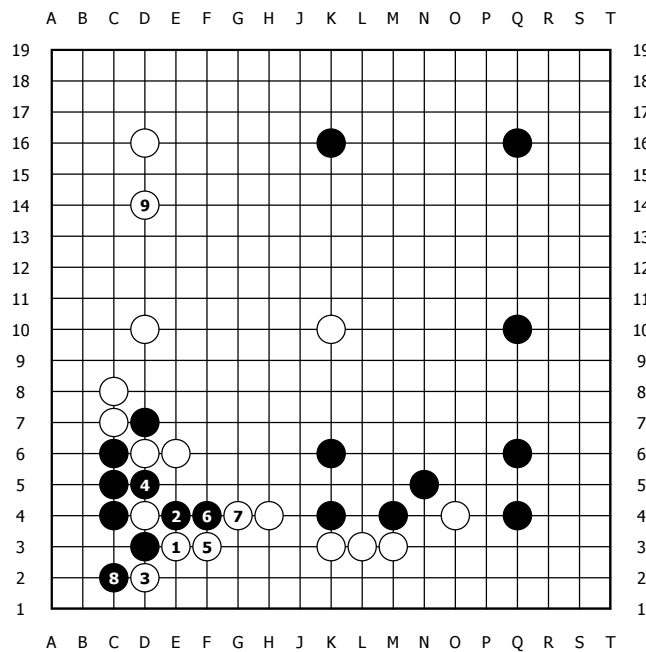
Figure 18 (24 - 28, Follow 16)



Move 24: it's better for w to hane san-san.

Move 28: this result is better than the actual one.

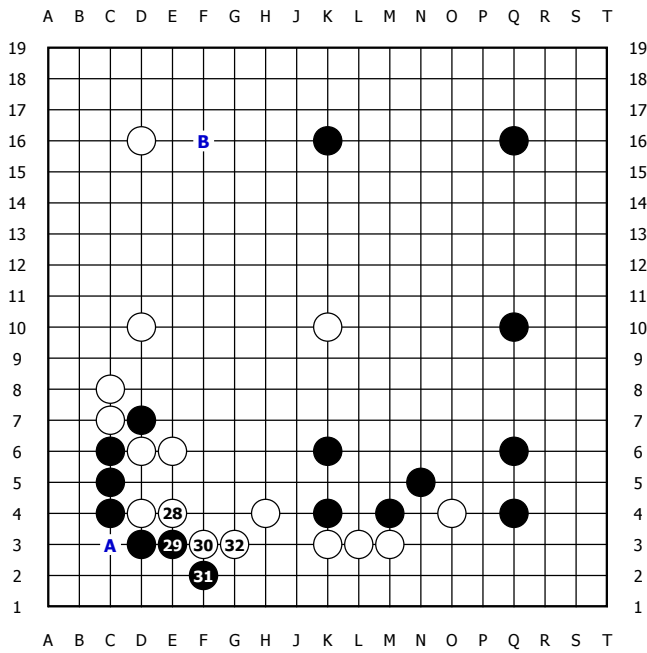
Figure 20 (28 - 36, Follow 19)



Move 28: hane would be better.

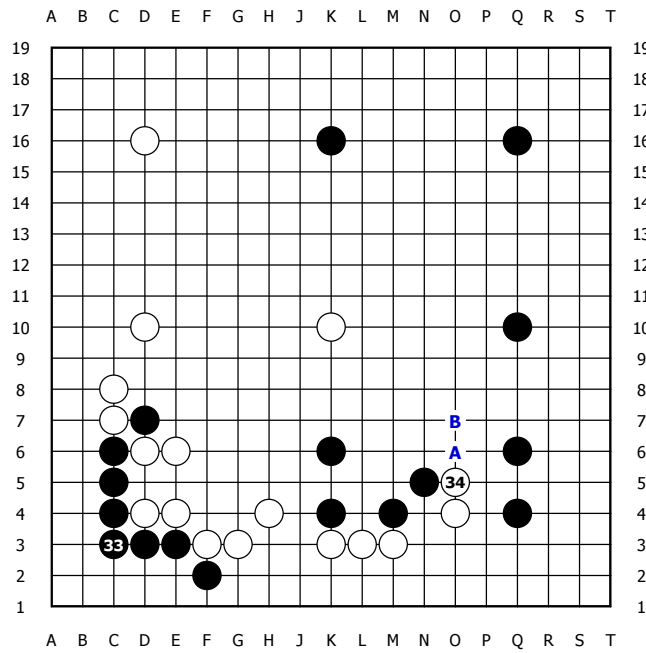
Move 36: the result is still good for b.

Figure 21 (28 - 32, Follow 19)



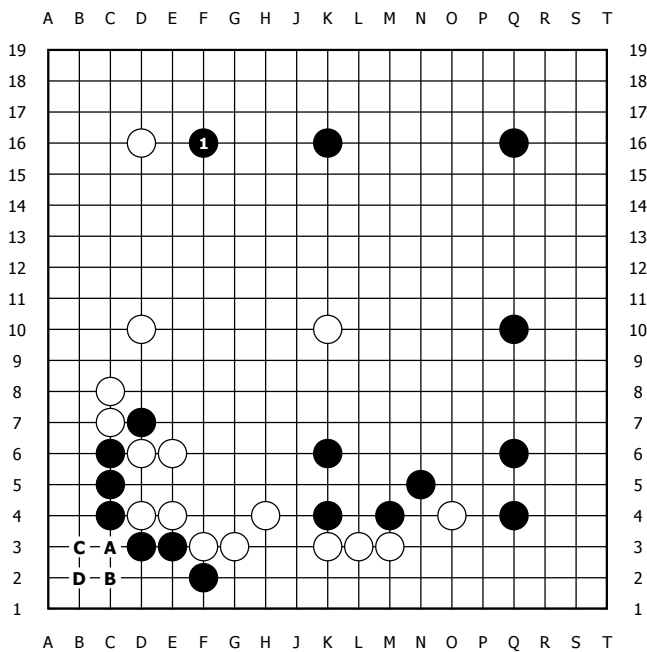
Move 28: too submissive

Figure 23 (33 - 34, Follow 21)



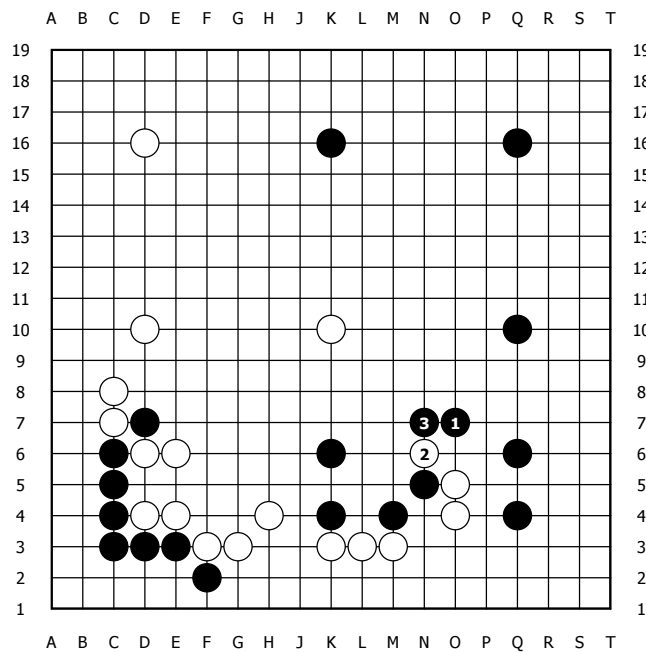
Move 34: w nobi and wants to attack b. w lost too much territory on the lower-left, so w must make use of the influence.

Figure 22 (33 - 33, Follow 21)



Move 33: b should tenuki. w can't cut A. if so, b B, w C b D, w will die. if b gets the kakari, b would have a clear advantage.

Figure 24 (35 - 37, Follow 23)

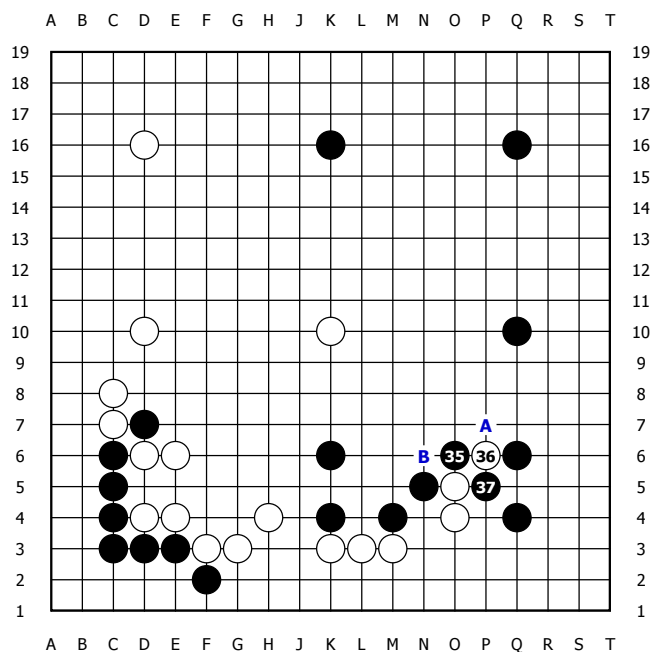


Move 35: keima is a light and good choice.

Move 36: if w hane,

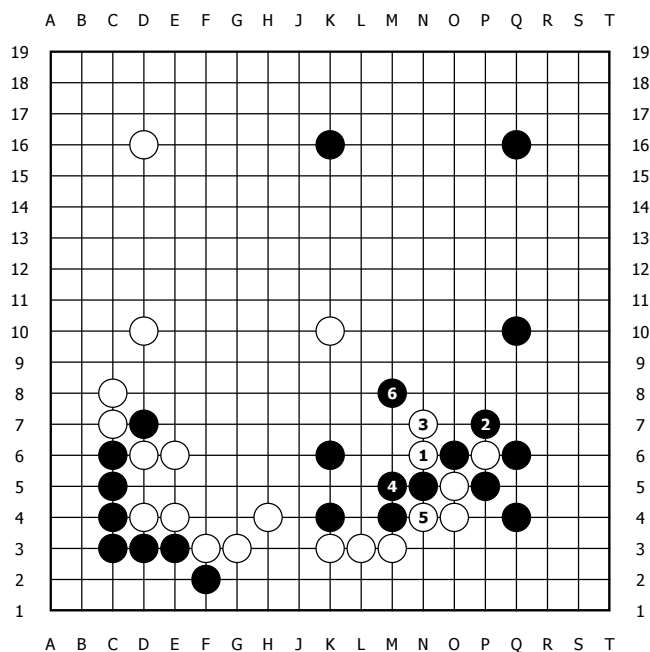
Move 37: a good sacrifice.

Figure 25 (35 - 37, Follow 23)



Move 37: strong move.

Figure 26 (38 - 43, Follow 25)



Move 38: if w counter-atari,

Move 41: b takes sente to reinforce,

Move 43: then b shoulder hits. b will be not afraid.

Figure 27 (38 - 41, Follow 25)

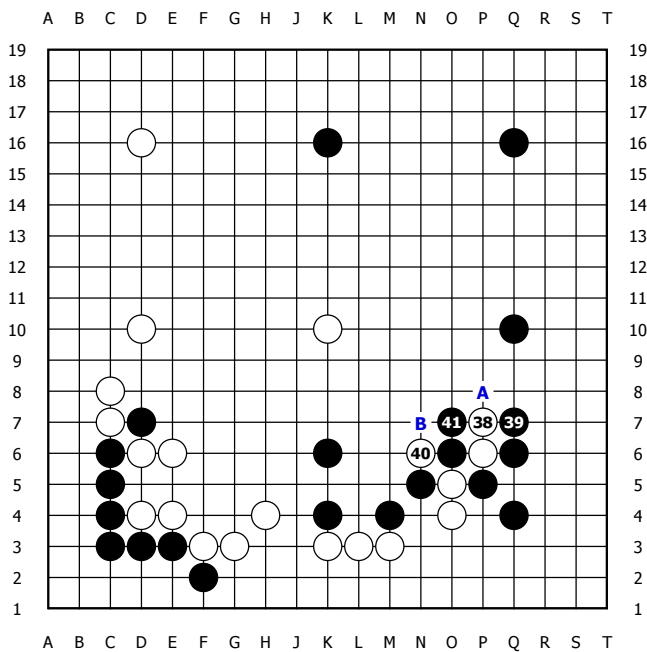


Figure 29 (42 - 42, Follow 27)

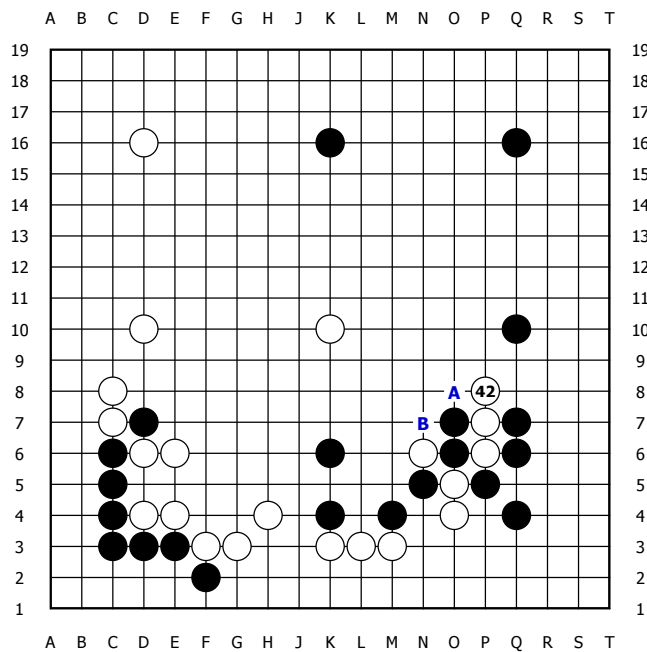
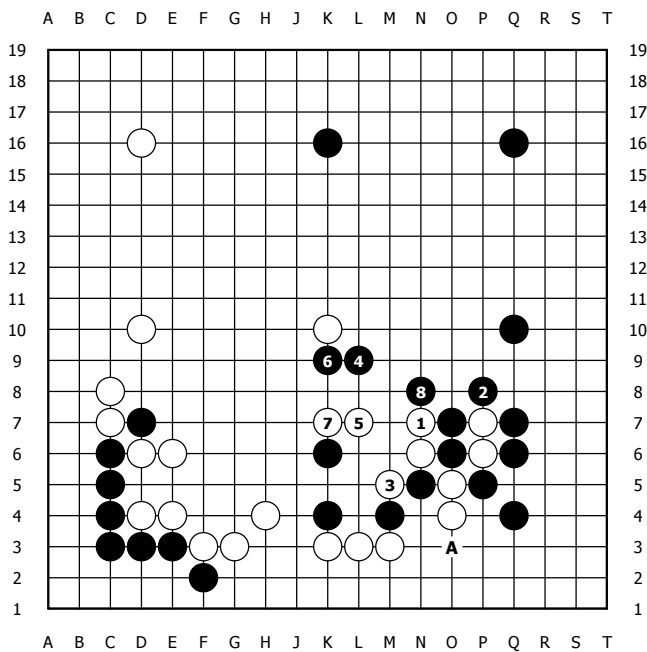


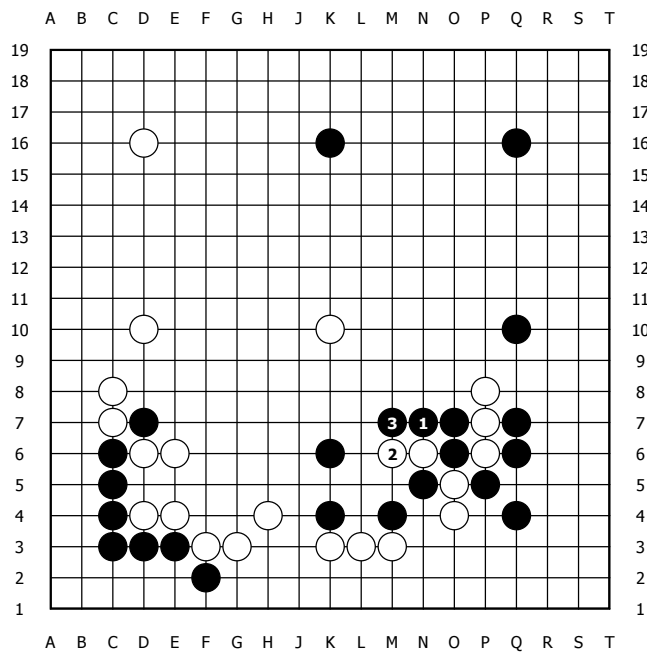
Figure 28 (42 - 49, Follow 27)



Move 42: now if w atari,

Move 49: b can just sacrifice and there is an aji at A. good for b.

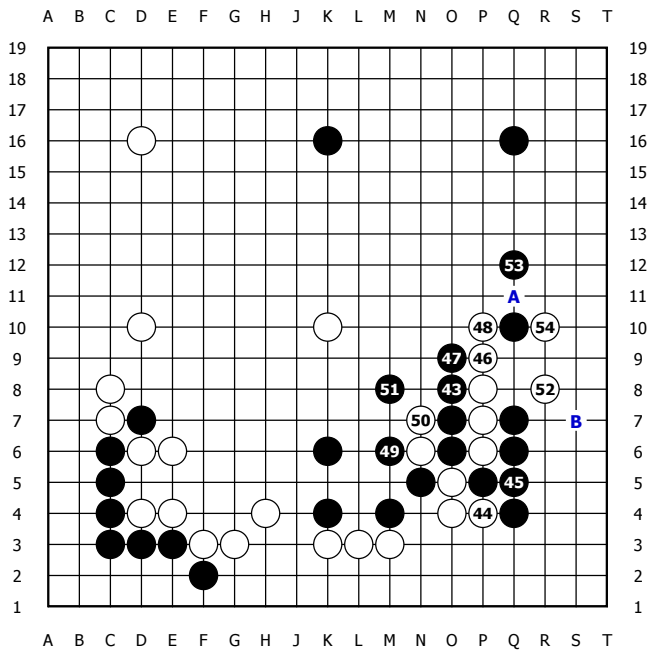
Figure 30 (43 - 45, Follow 29)



Move 43: b can simply atari.

Move 45: that's good enough.

Figure 31 (43 - 54, Follow 29)



Move 50: a mistake.

Move 53: now b is in front.

Figure 33 (55 - 55, Follow 31)

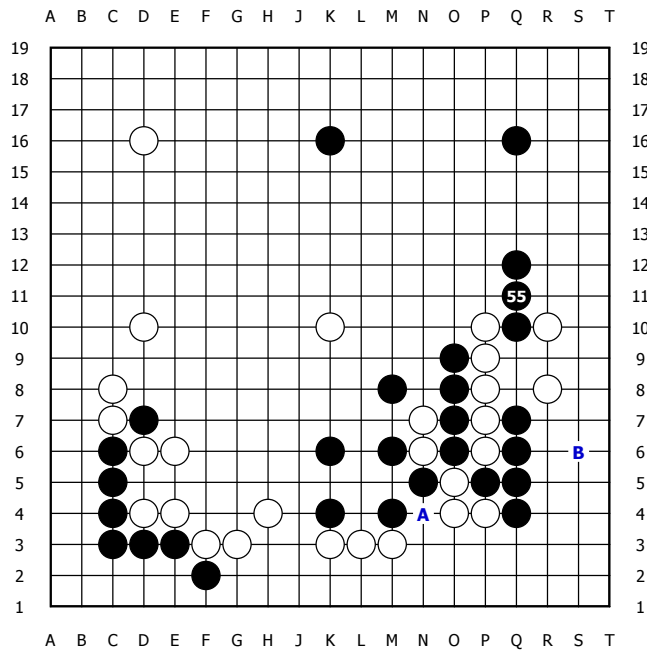
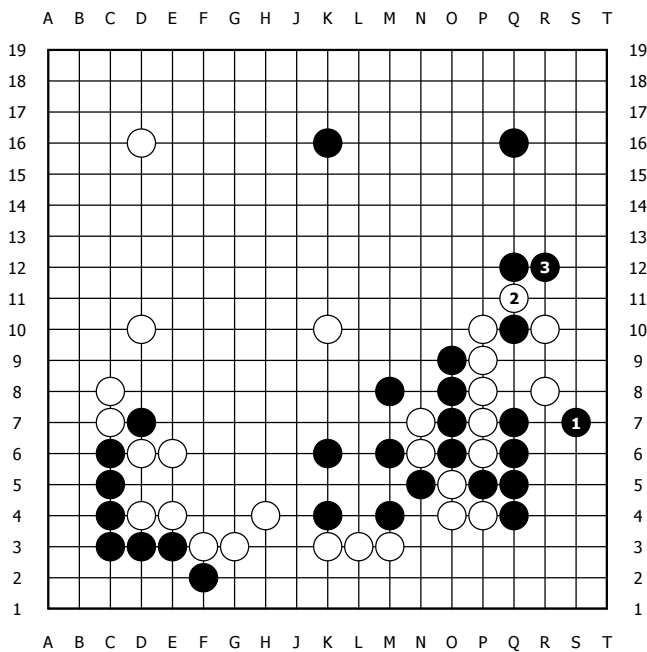


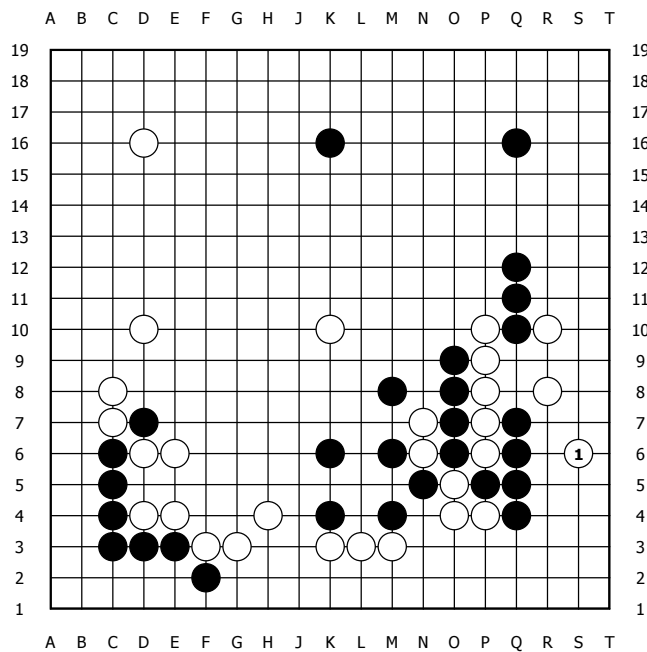
Figure 32 (55 - 57, Follow 31)



Move 55: jumping is better.

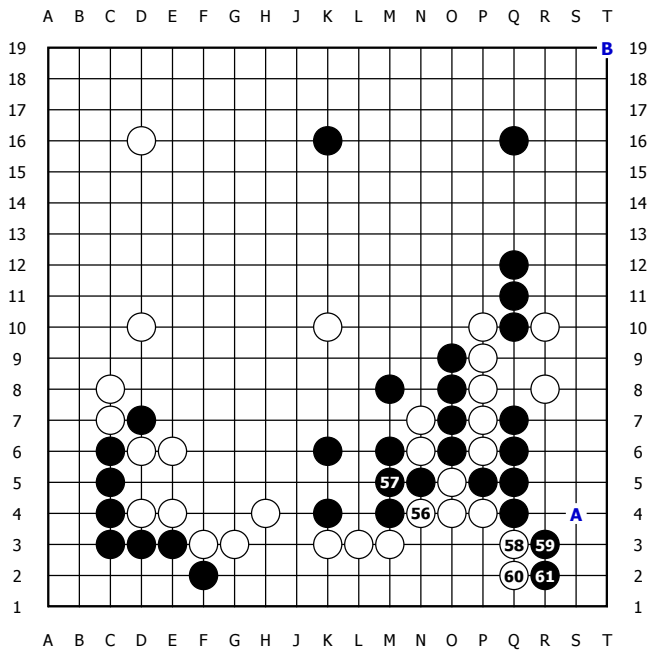
Move 57: b attacks and gets territory on both lower-right and upper-right.

Figure 34 (56 - 56, Follow 33)



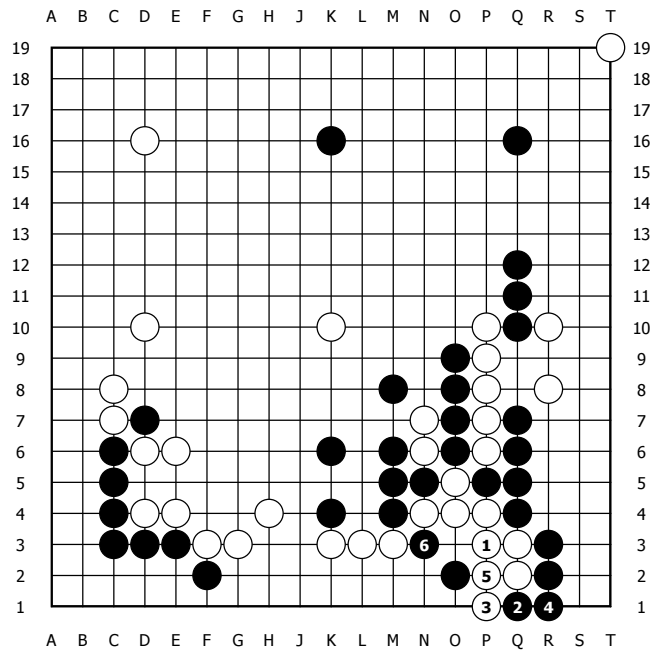
Move 56: b is uncomfortable.

Figure 35 (56 - 61, Follow 33)



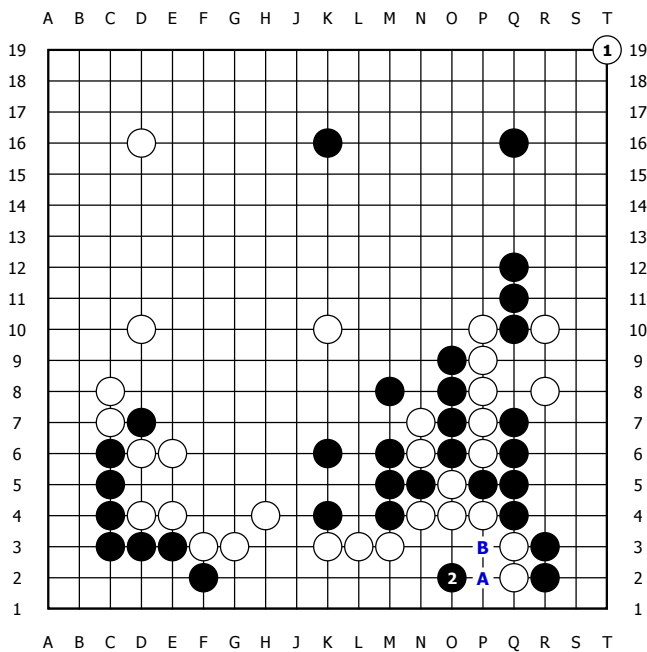
Move 61: actually these exchanges are not good for w.

Figure 37 (64 - 69, Follow 36)



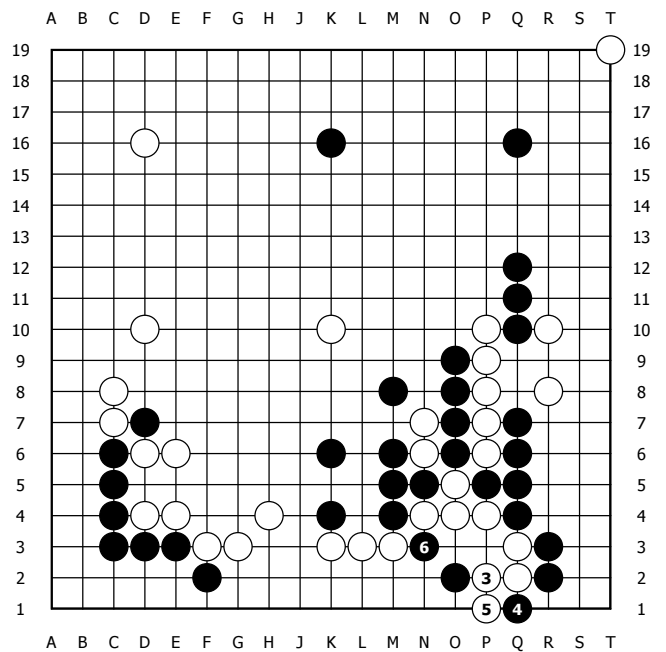
Move 64: w can't connect.

Figure 36 (62 - 63, Follow 35)



Move 63: locally b has a technique. w's aji is bad.

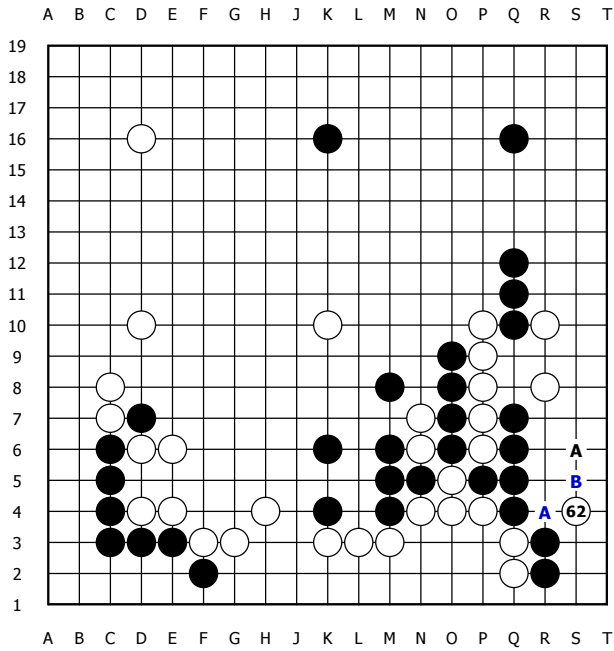
Figure 38 (64 - 67, Follow 36)



Move 64: if w plays here,

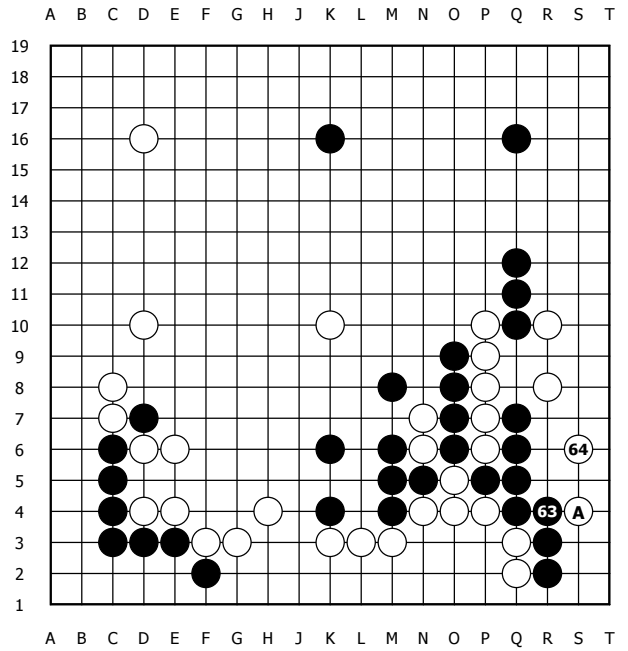
Move 66: w can't block.

Figure 39 (62 - 62, Follow 35)



Move 62: unplayable. should keima A.

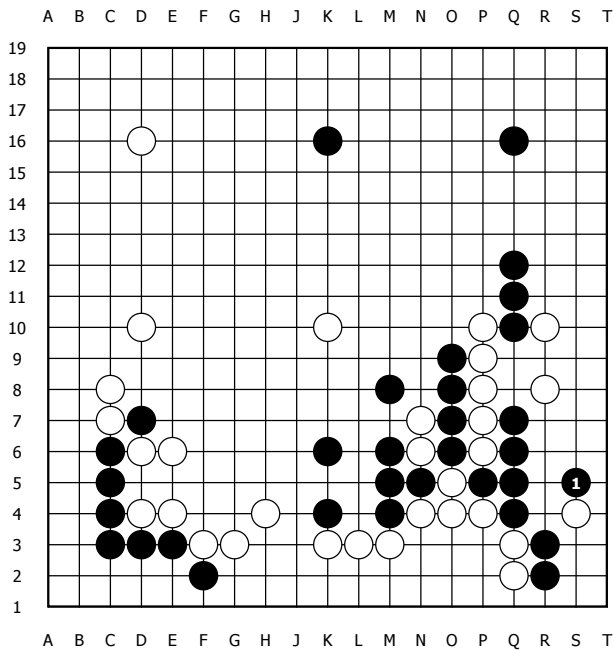
Figure 41 (63 - 64, Follow 39)



Move 63: too submissive.

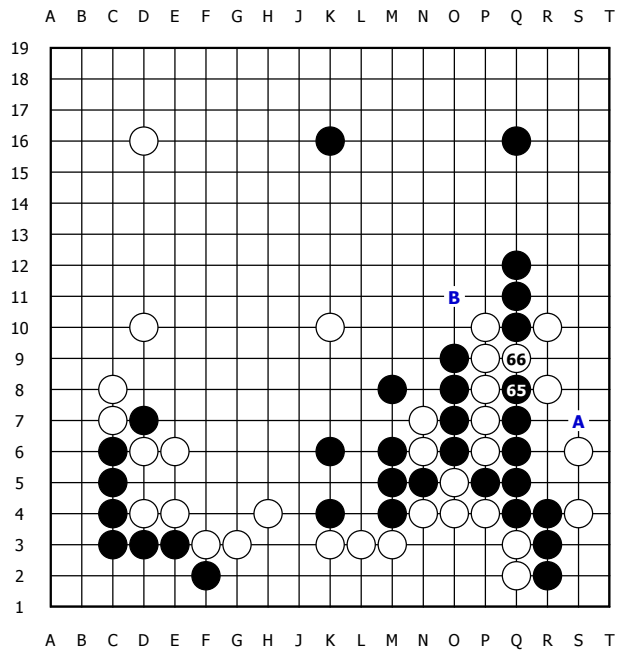
Move 64: A becomes a good move.

Figure 40 (63 - 63, Follow 39)



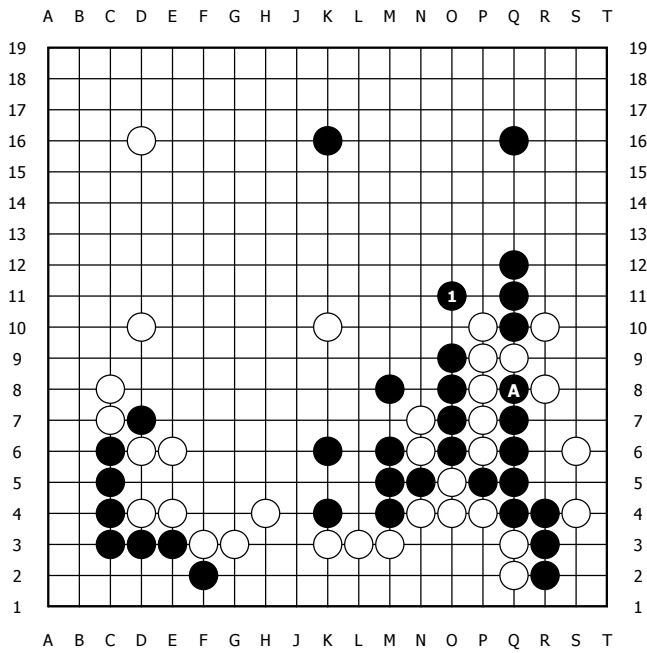
Move 63: if b attaches, what would w do?

Figure 42 (65 - 66)



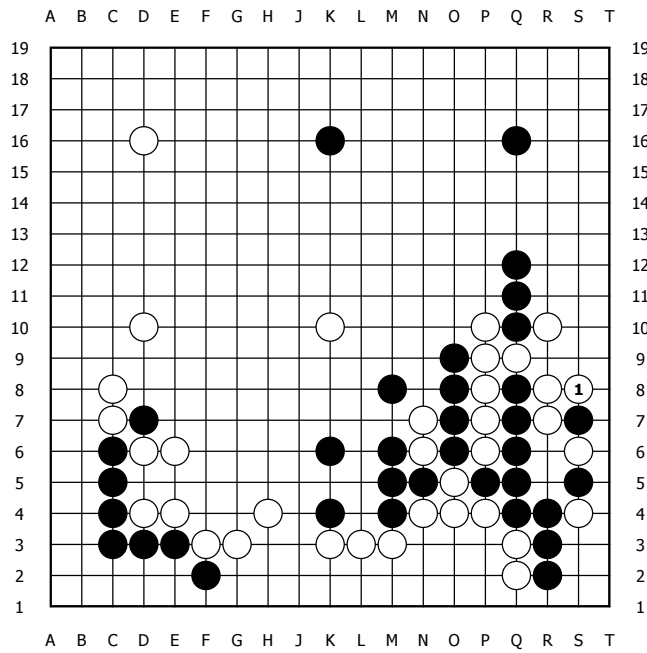
Move 65: play here?

Figure 43 (67 - 67, Follow 42)



Move 67: b pushed A, so now b should net and seal w in.

Figure 45 (70 - 70, Follow 44)



Move 70: should eat it. b will reinforce the corner and get a gote.

Figure 44 (67 - 69, Follow 42)

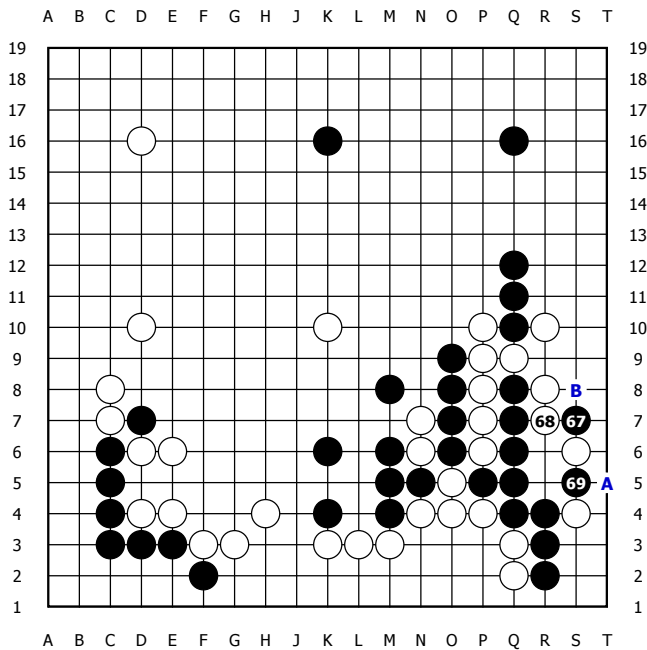
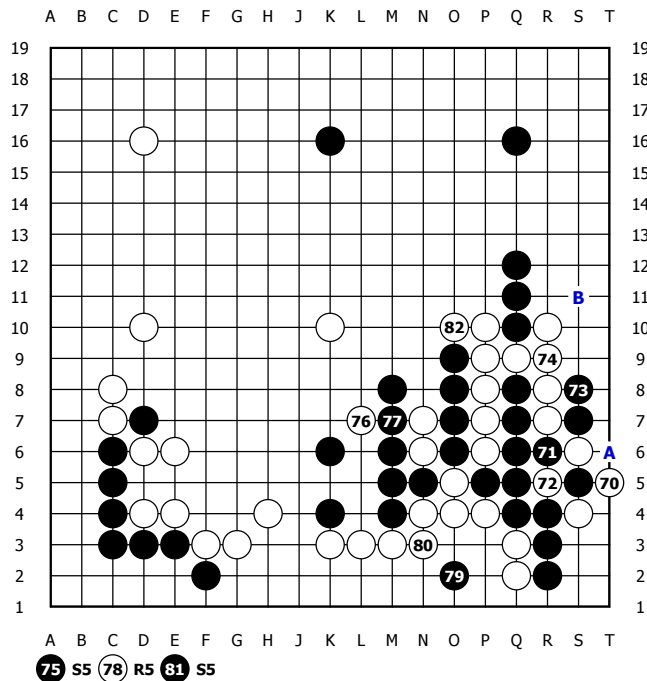


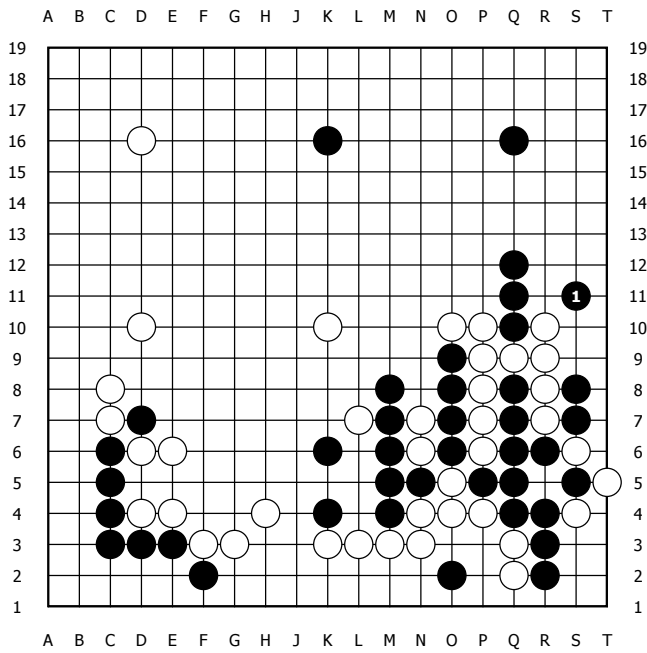
Figure 46 (70 - 82, Follow 44)



Move 70: a very strong move.

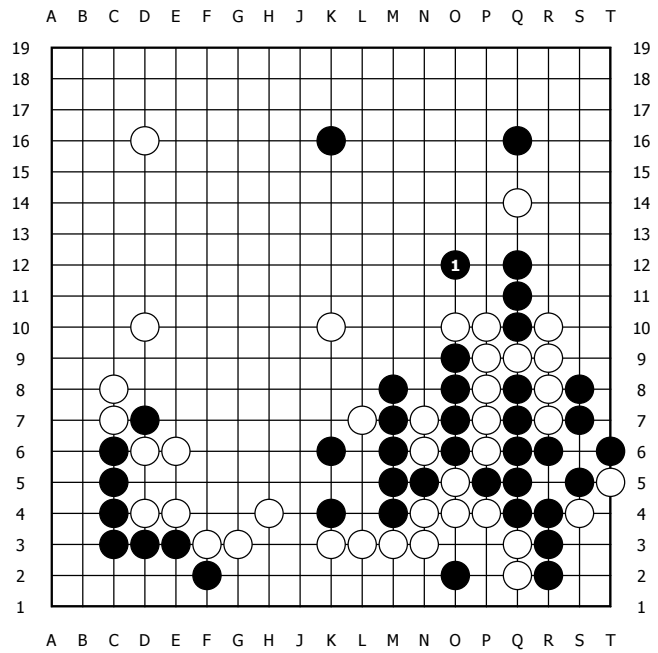
Move 79: good move! using the aji as ko threats.

Figure 47 (83 - 83, Follow 46)



Move 83: would like to jump very much.

Figure 49 (85 - 85, Follow 48)



Move 85: jumping here would be better.

Figure 48 (83 - 84, Follow 46)

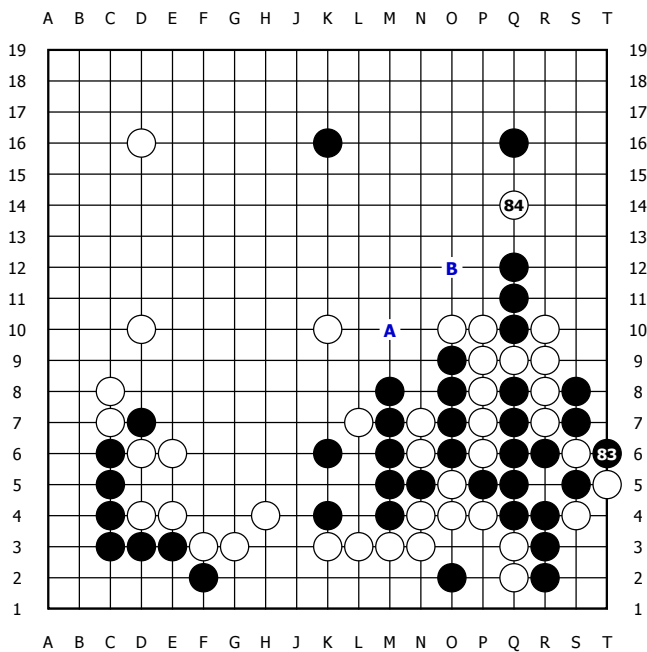
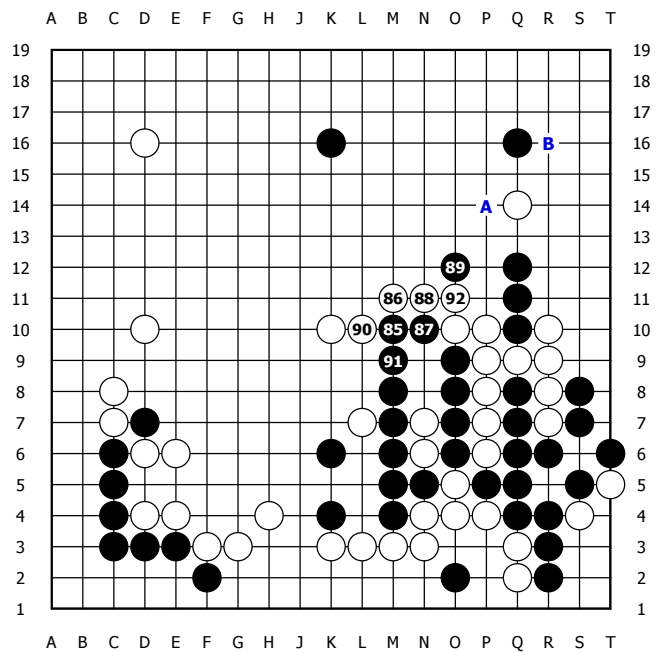
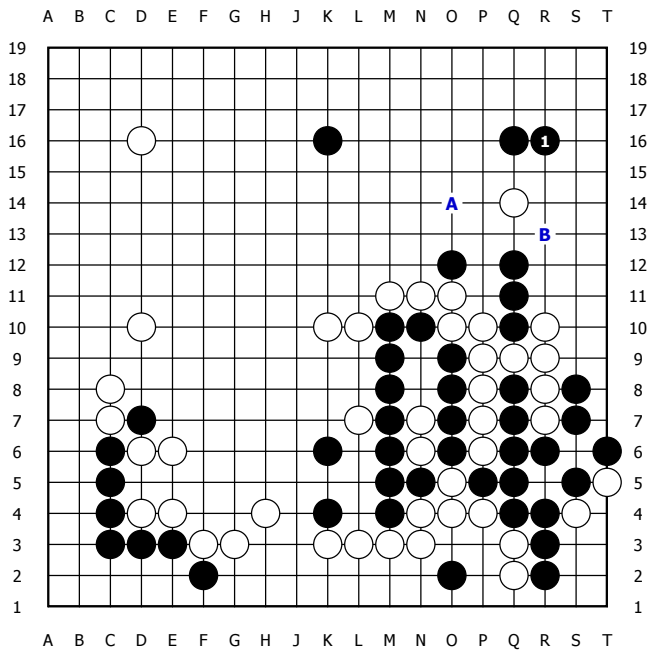


Figure 50 (85 - 92, Follow 48)



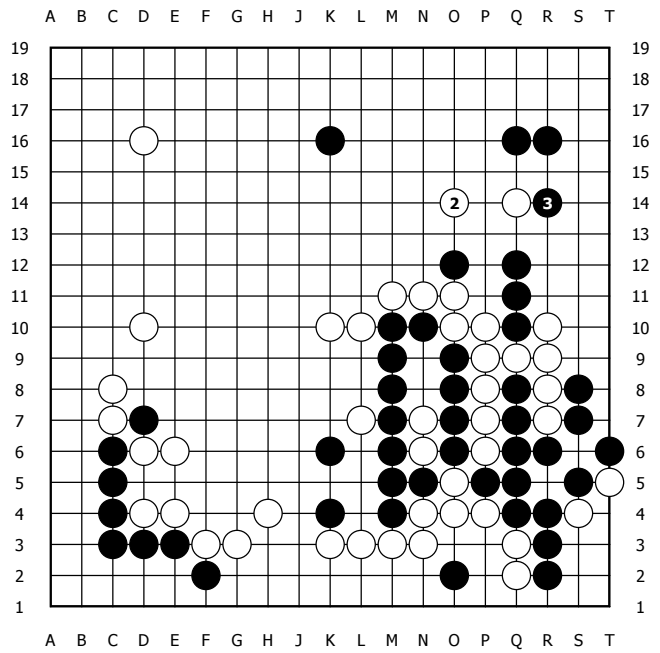
Move 92: w is very thick now.

Figure 51 (93 - 93, Follow 50)



Move 93: what about descent?

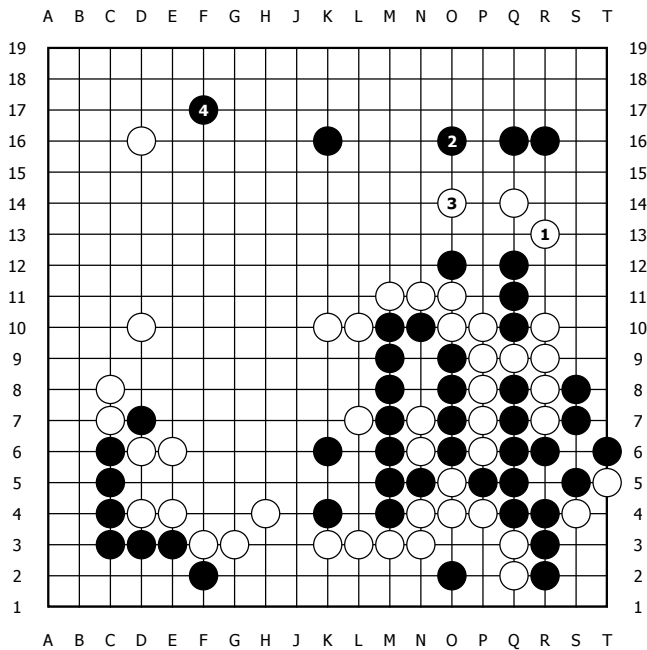
Figure 53 (94 - 95, Follow 51)



Move 94: if w jumps,

Move 95: b can attach. it's also acceptable.

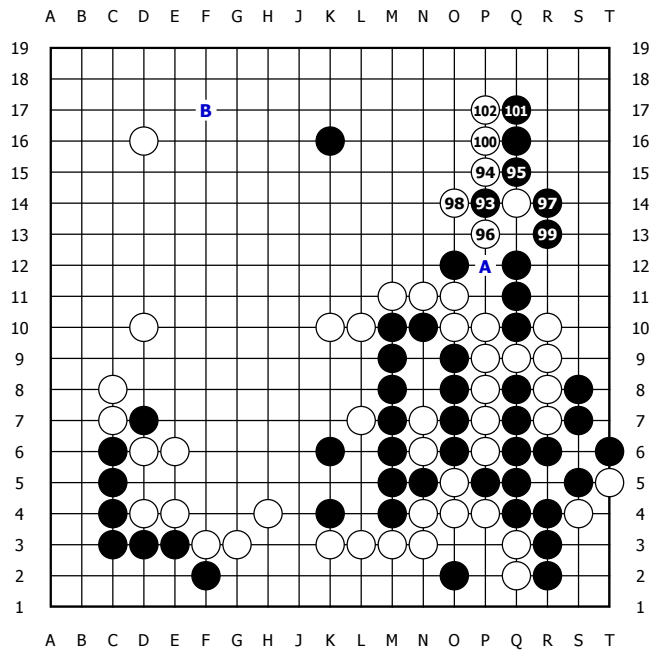
Figure 52 (94 - 97, Follow 51)



Move 94: probably w would kosumi.

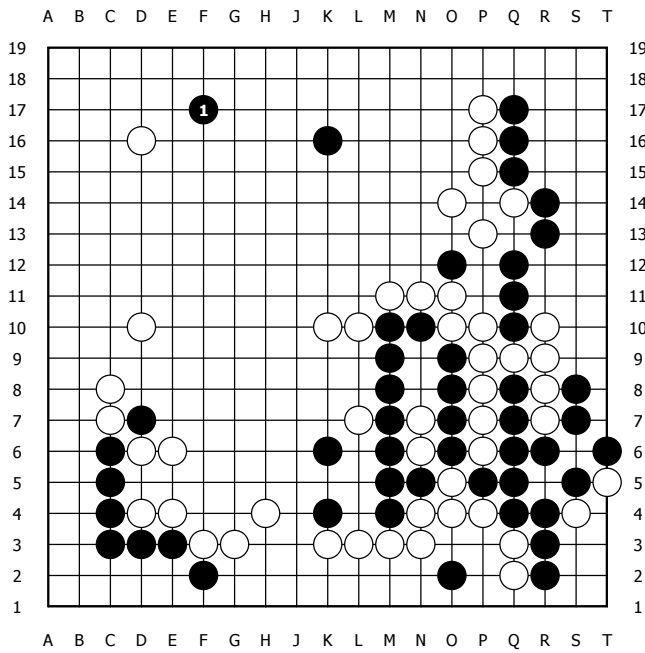
Move 97: b just sacrifices and kakari. b's speed is fast. i think it's good for b.

Figure 54 (93 - 102, Follow 50)



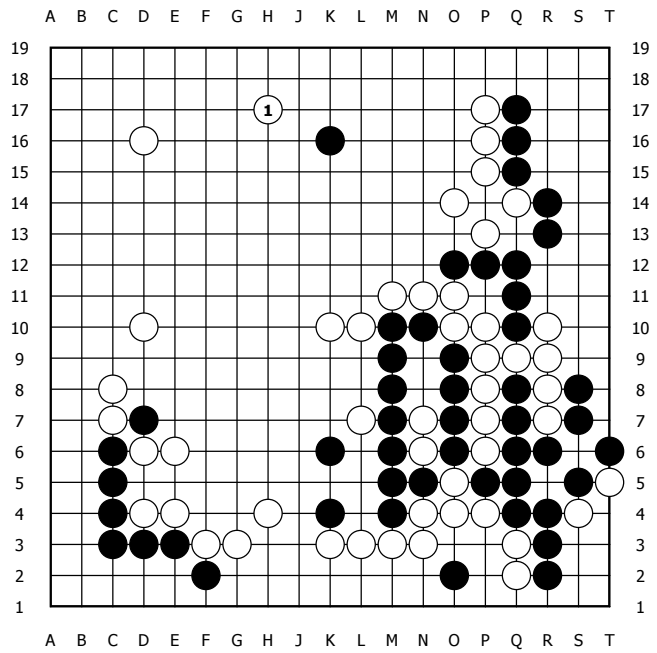
Move 97: it's a submissive way to play.

Figure 55 (103 - 103, Follow 54)



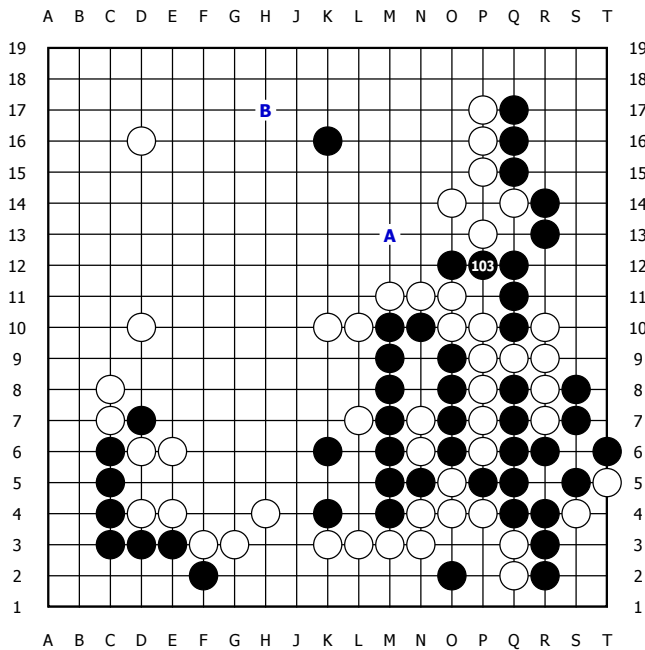
Move 103: should kakari. if b gets the kakari, the situation is still not bad.

Figure 57 (104 - 104, Follow 56)



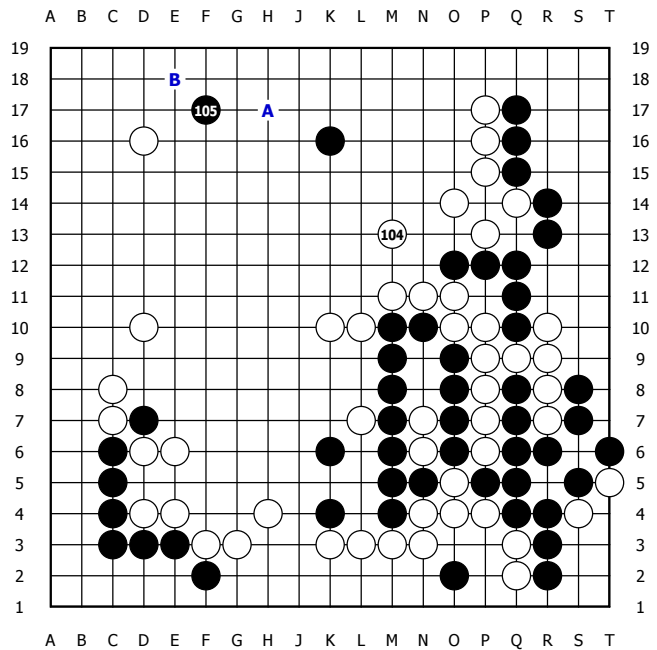
Move 104: w should pincer first. very big.

Figure 56 (103 - 103, Follow 54)



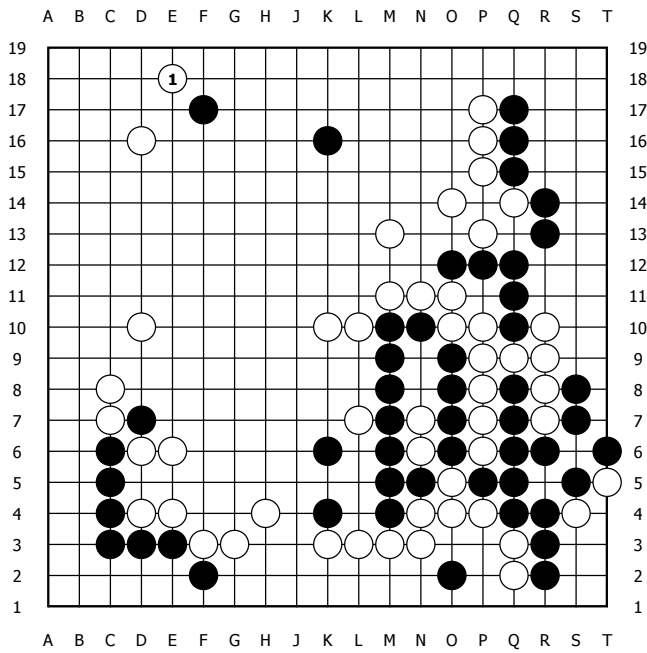
Move 103: too slow.

Figure 58 (104 - 105, Follow 56)



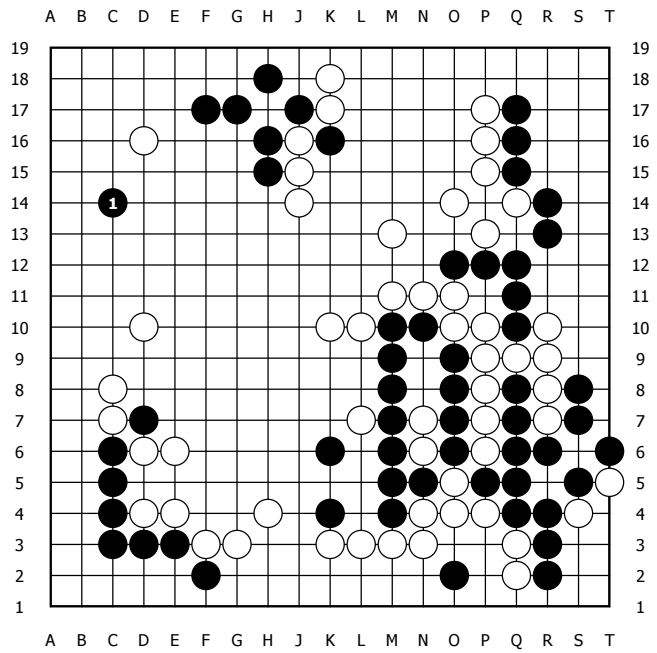
Move 105: on the right b had chance to attack, but the result is not good. now w is very thick. w has caught up.

Figure 59 (106 - 106, Follow 58)



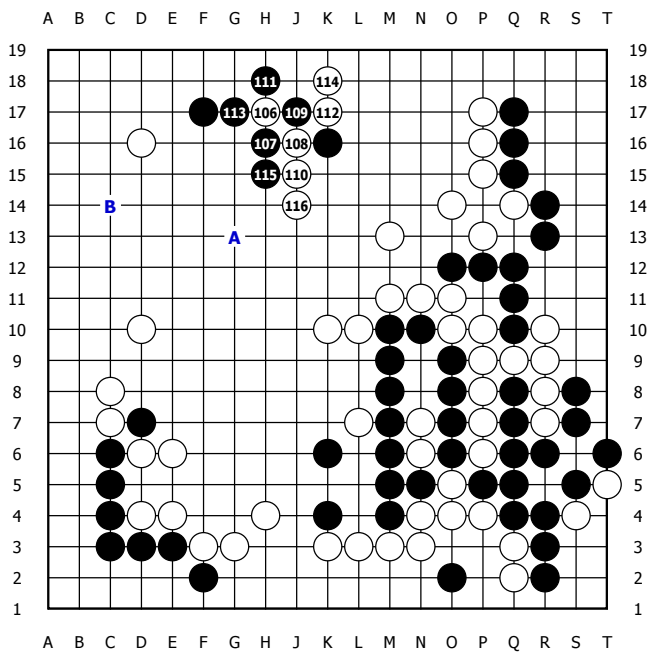
Move 106: keima would be better.

Figure 61 (117 - 117, Follow 60)



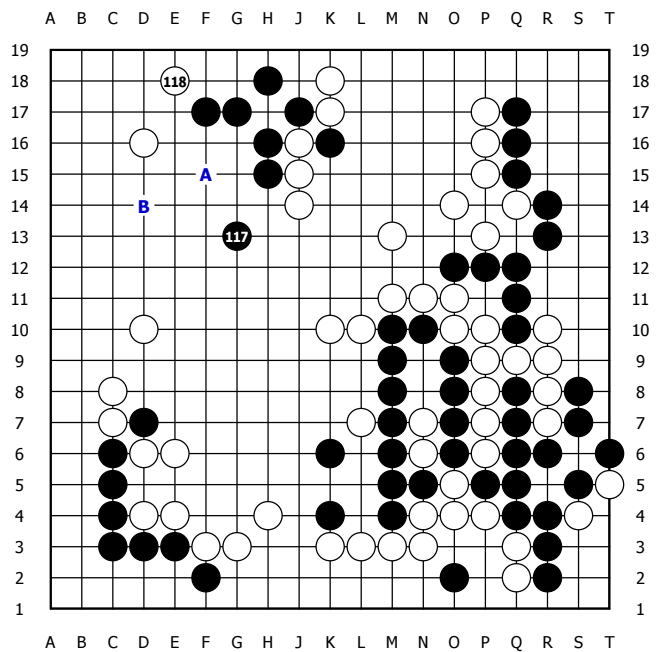
Move 117: b should certainly double kakari.

Figure 60 (106 - 116, Follow 58)



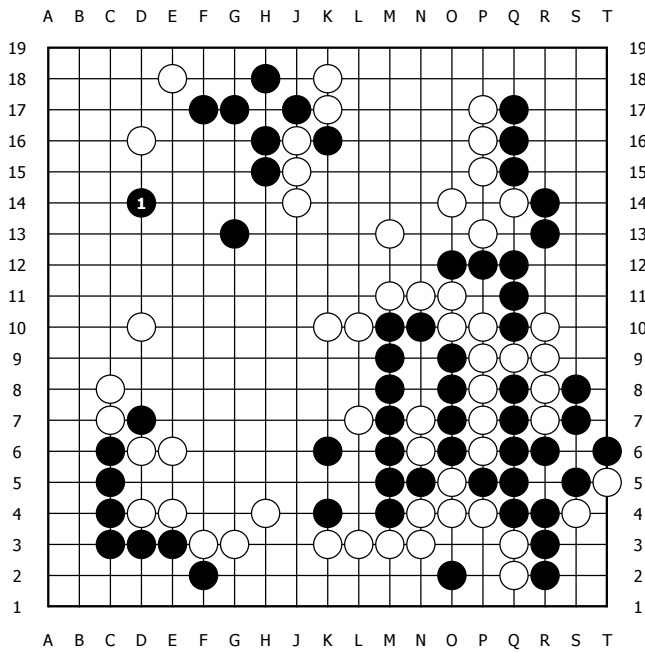
Move 116: w gets some territory on the right, but the corner is thin. actually the result is not good.

Figure 62 (117 - 118, Follow 60)



Move 117: tooOOOO slow!

Figure 63 (119 - 119, Follow 62)



Move 119: at least b should invade here.

Move 119: toooOOOOOOOOO slow!
w's corner is thin, why play so negative?

Move 120: w gets A and B and b only gets C and D. w got territory both on right side and left corner. too bad for b.

Figure 64 (119 - 120, Follow 62)

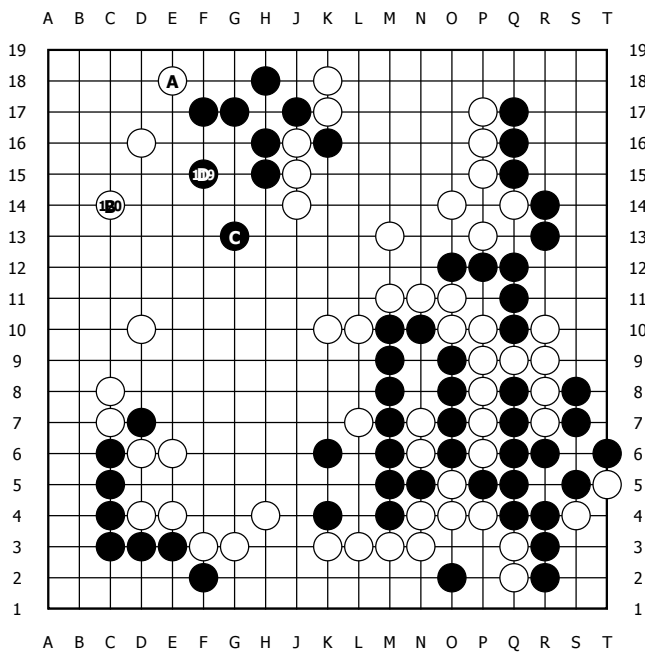


Figure 65 (121 - 121)

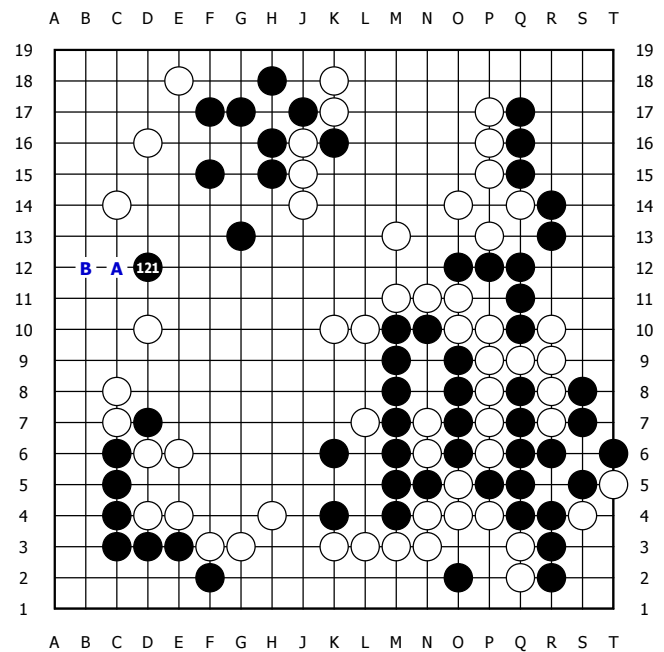
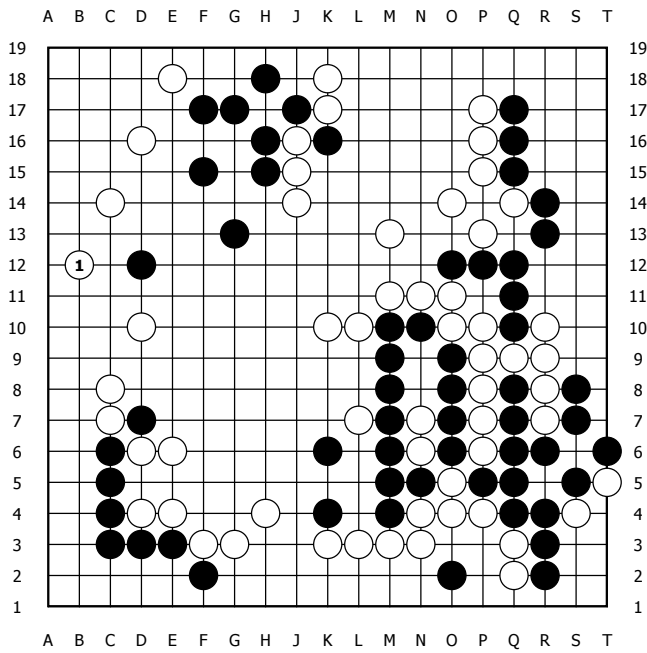
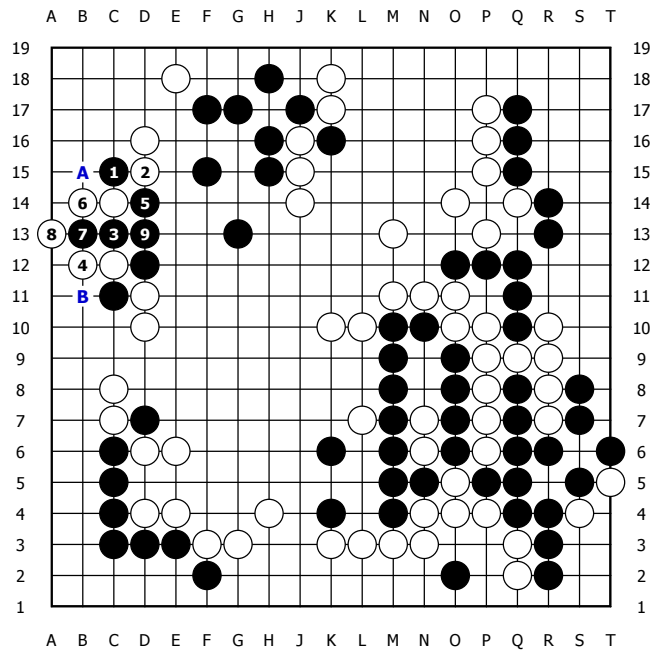


Figure 66 (122 - 122, Follow 65)



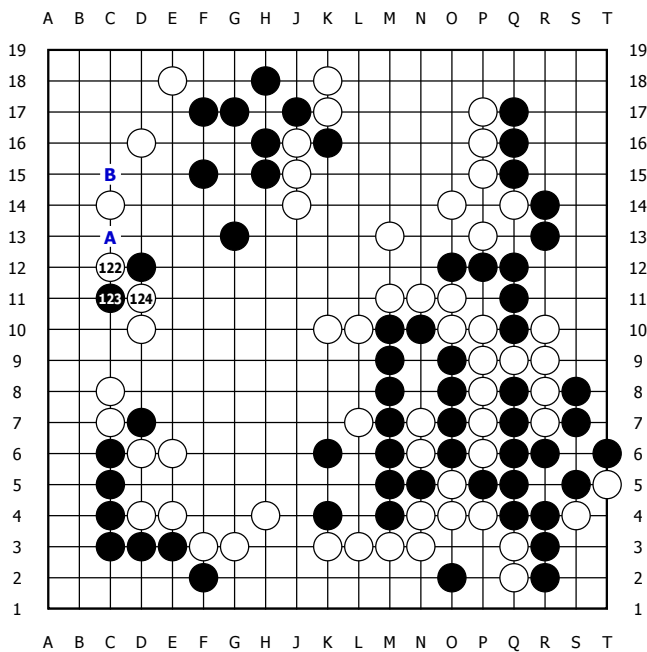
Move 122: keima would be better.

Figure 68 (125 - 133, Follow 67)



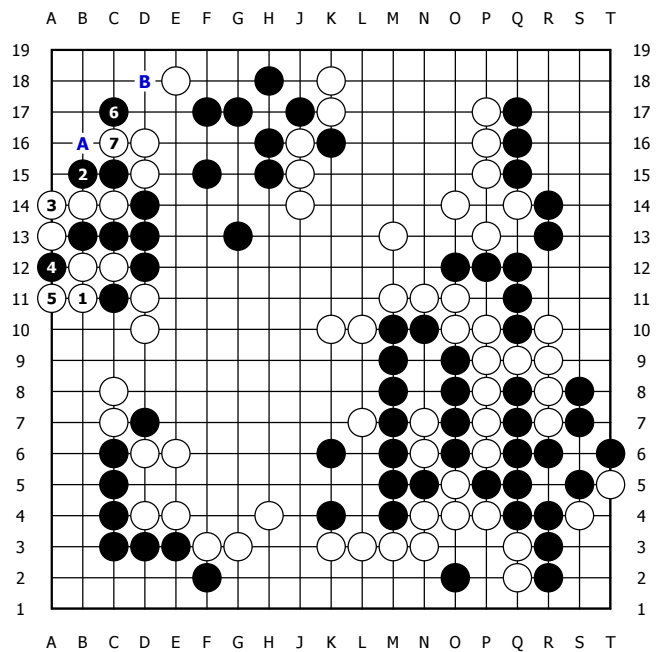
Move 125: here.

Figure 67 (122 - 124, Follow 65)



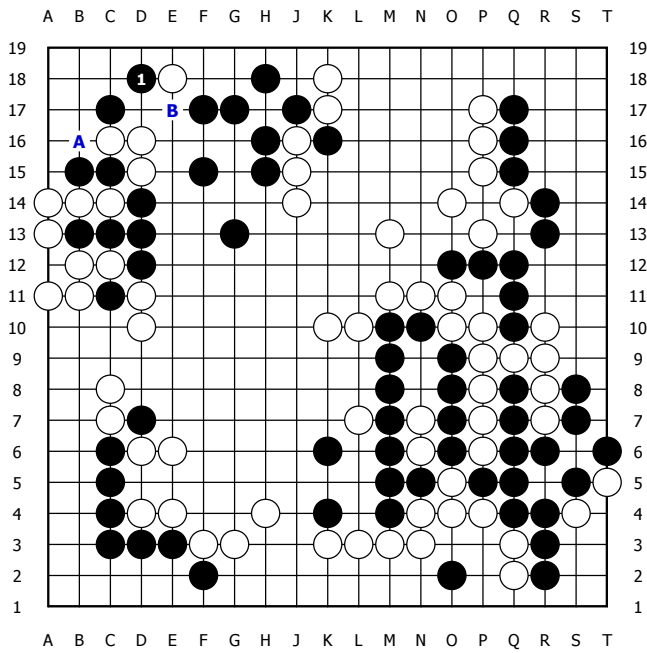
Move 122: attaching is thinner. locally b has a technique.

Figure 69 (134 - 140, Follow 68)



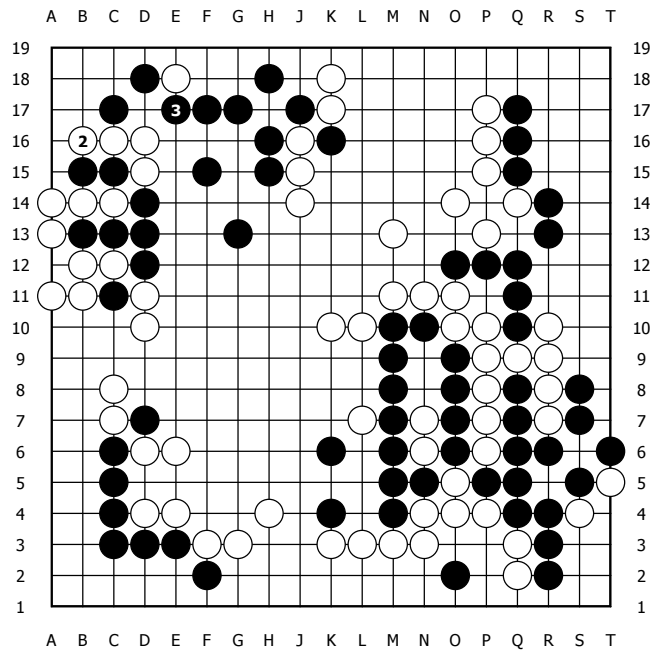
Move 134: now w must atari here.

Figure 70 (141 - 141, Follow 69)



Move 141: good move.

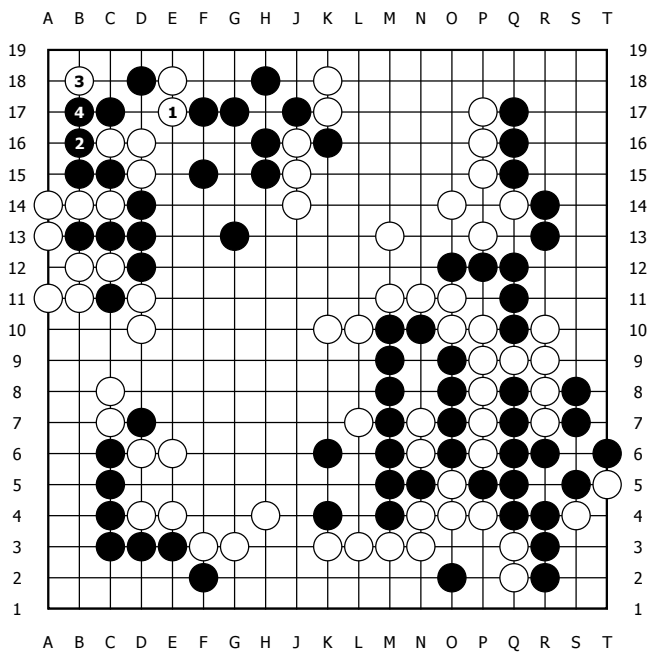
Figure 72 (142 - 143, Follow 70)



Move 142: so w must atari.

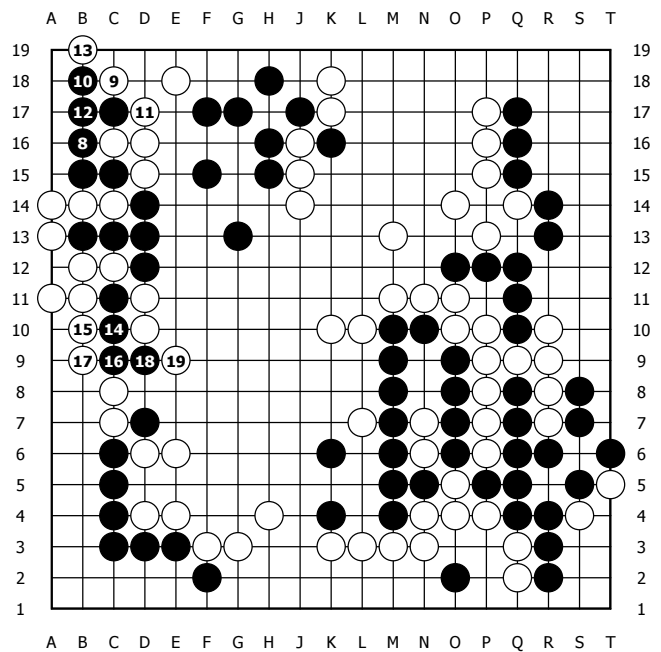
Move 143: b gets some profit here.

Figure 71 (142 - 145, Follow 70)



Move 142: w can't connect.

Figure 73 (141 - 152, Follow 69)



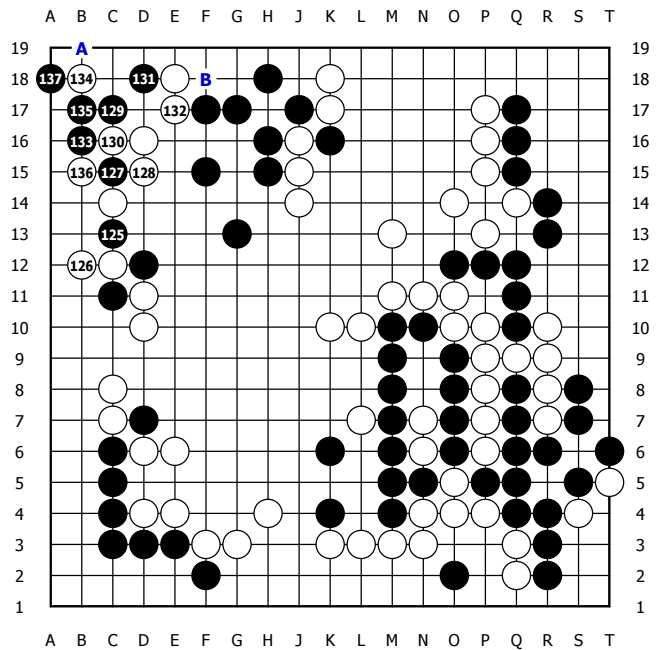
Move 141: b can't block directly.

Move 146: liberties are not enough.

Move 147: if b nobi,

Move 152: there's nothing.

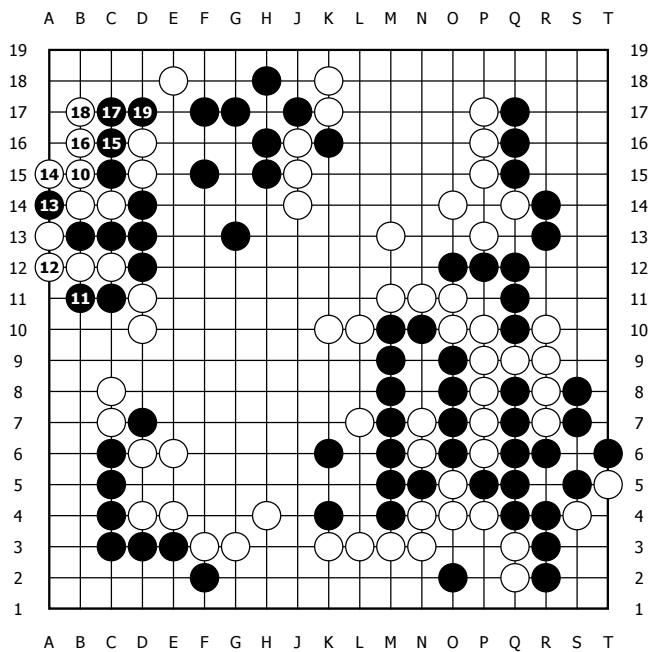
Figure 75 (125 - 137, Follow 67)



Move 129: jumping is not the best choice.

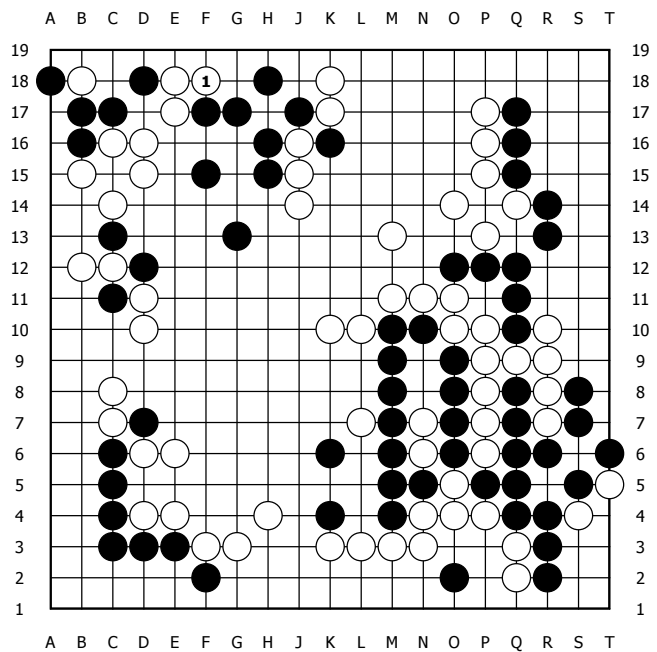
Move 137: but anyhow, b gets the corner.

Figure 74 (134 - 143, Follow 68)



Move 134: w can't atari here.

Figure 76 (138 - 138, Follow 75)



Move 138: w should turn.

Figure 77 (138 - 172, Follow 75)

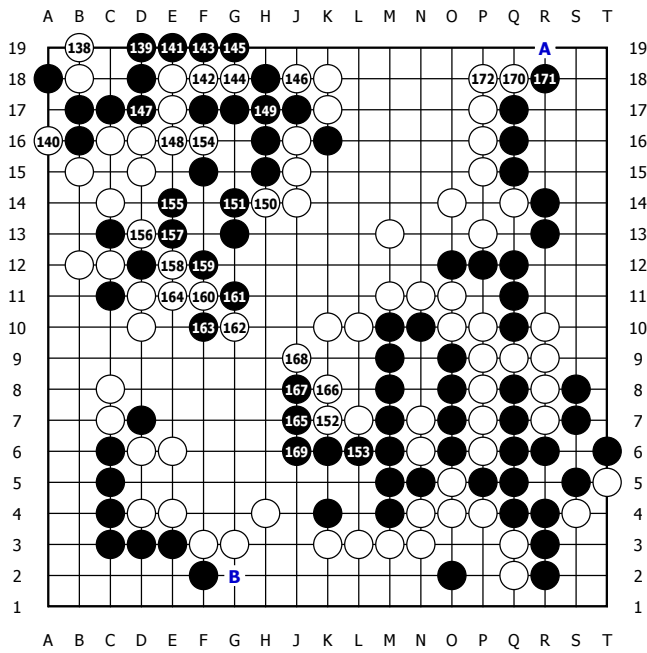
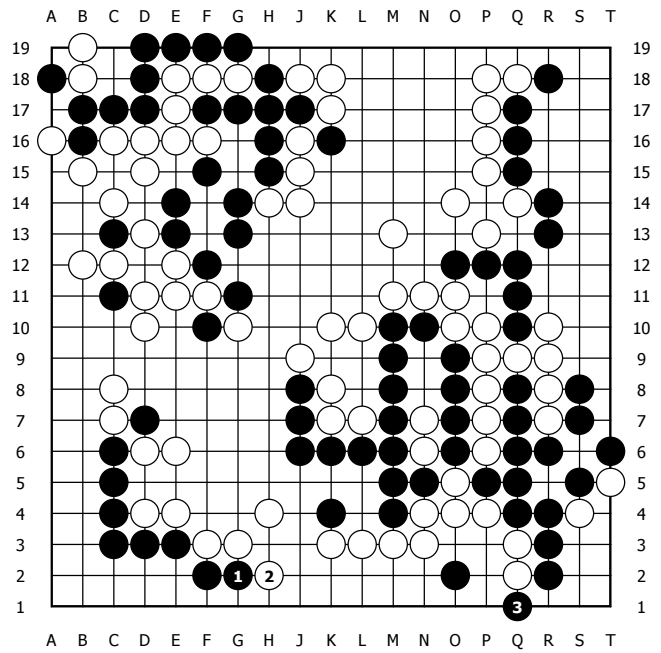


Figure 78 (173 - 175, Follow 77)



Move 173: should play in this way.

Move 138: a mistake.

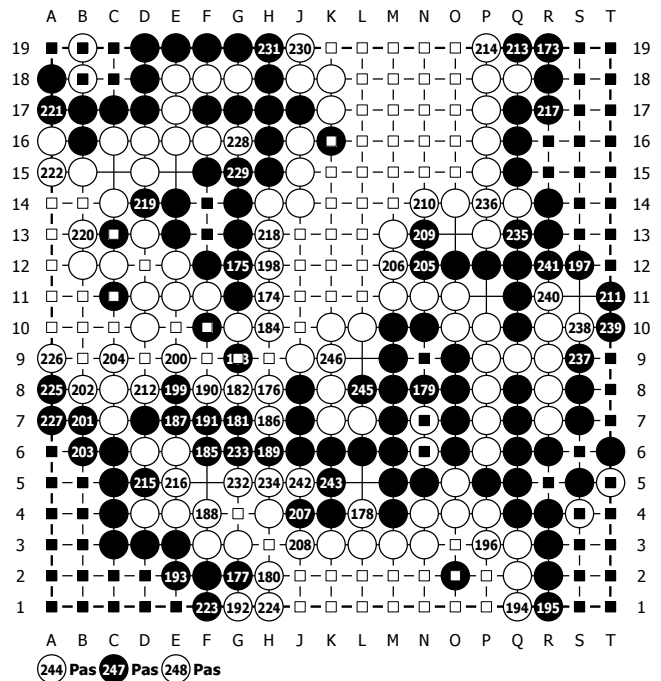
Move 154: it's unnecessary.

Move 155: the exchange is not good for w.

Move 169: w gets nothing.

Move 170: hane, very big.

Figure 79 (173 - 248, Follow 77)



Move 173: bad move.

Move 189: actually the center has no territory.

Move 194: b is not enough.

in the early stage, b had many chances, but failed on attack.

then w gets a lot of territory both on the top and the left.

in the endgame stage, w also played better. finally w got a big win.