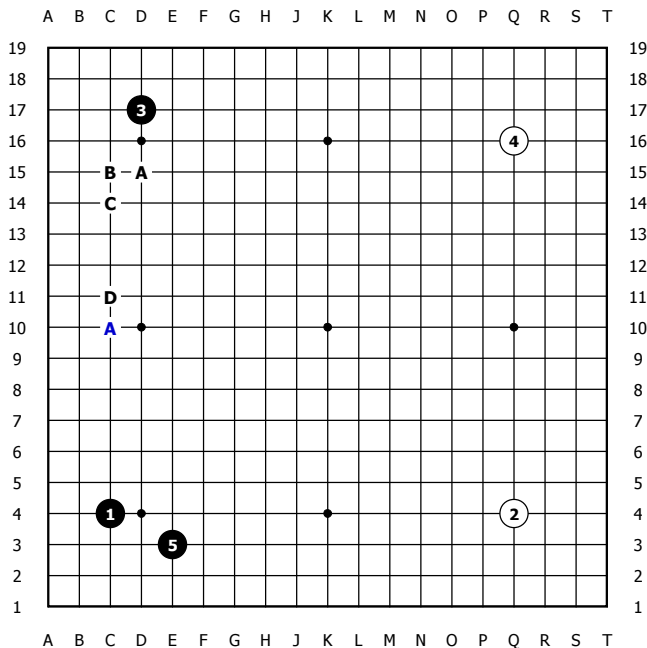


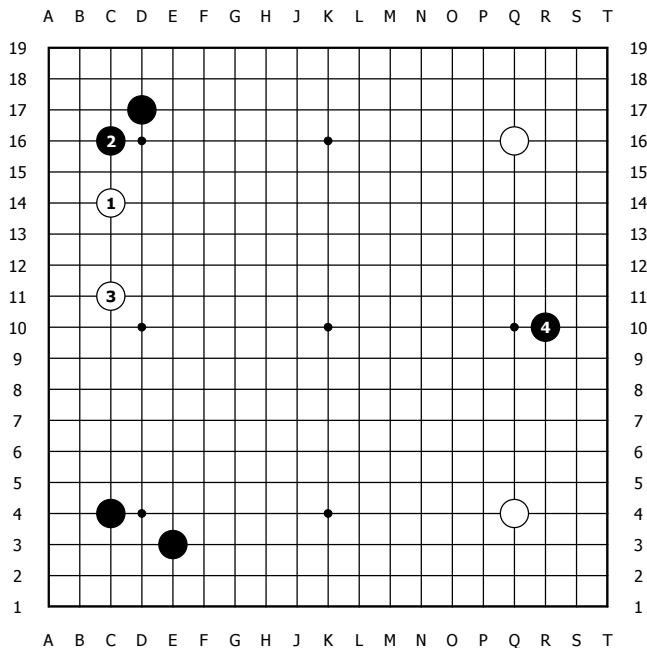
# Anatoly (W) vs Jon (B)

Figure 1 (1 - 5)



Move 5: this fuseki is good at getting territory. but the speed is slow. usually, w can choose between ABCD.

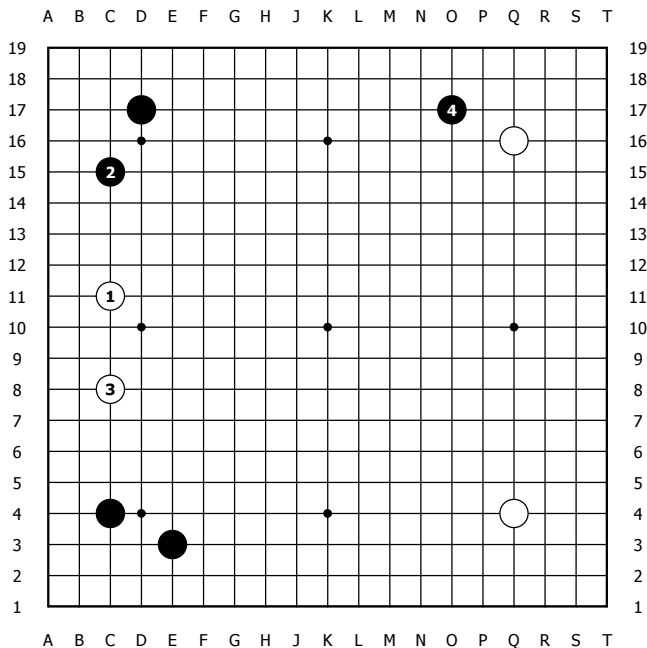
Figure 3 (6 - 9, Follow 1)



Move 6: ogeima kakari is another choice.

Move 9: choose this fuseki if you are good at playing endgame.

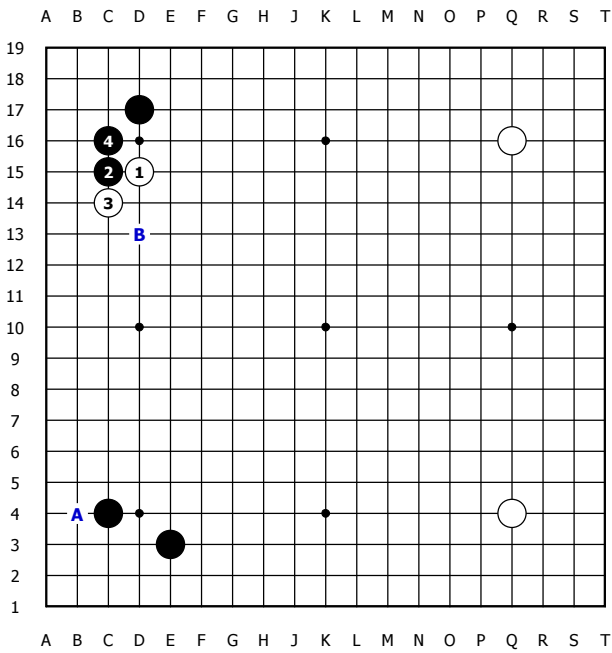
Figure 2 (6 - 9, Follow 1)



Move 6: splitting move.

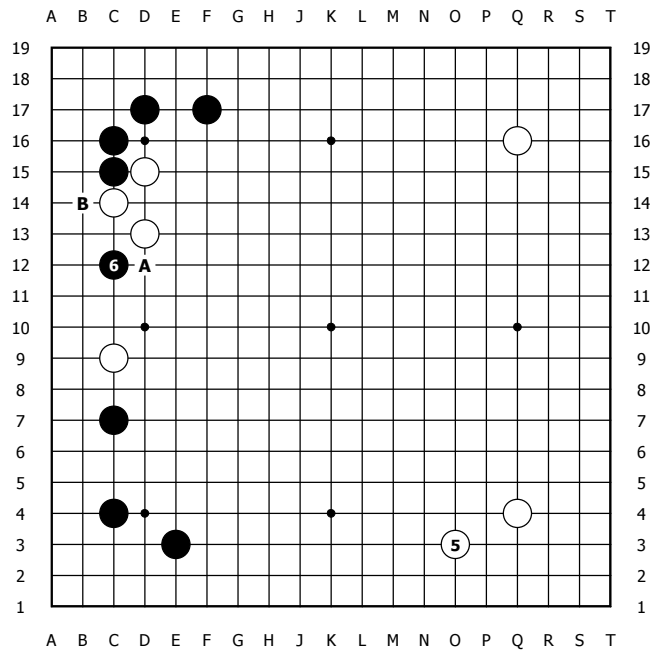
Move 9: normal result.

Figure 4 (6 - 9, Follow 1)



Move 6: this is the most popular choice.

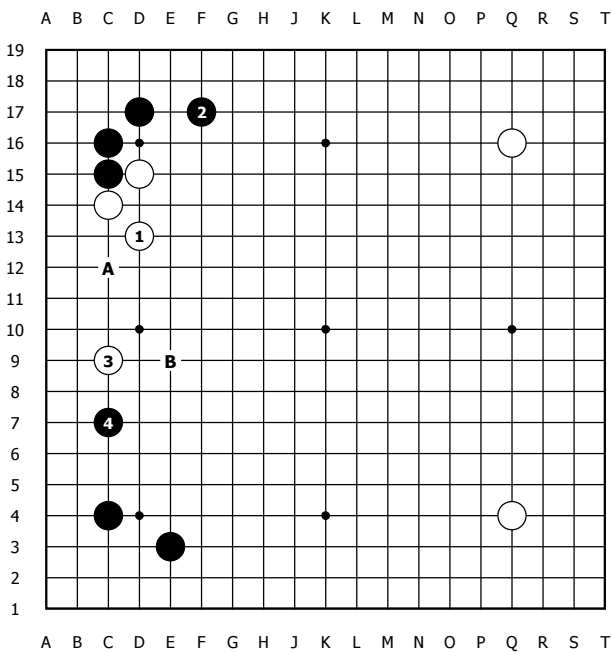
Figure 6 (14 - 15)



Move 14: for instance, w tenuki.

Move 15: w can't A, b will B.

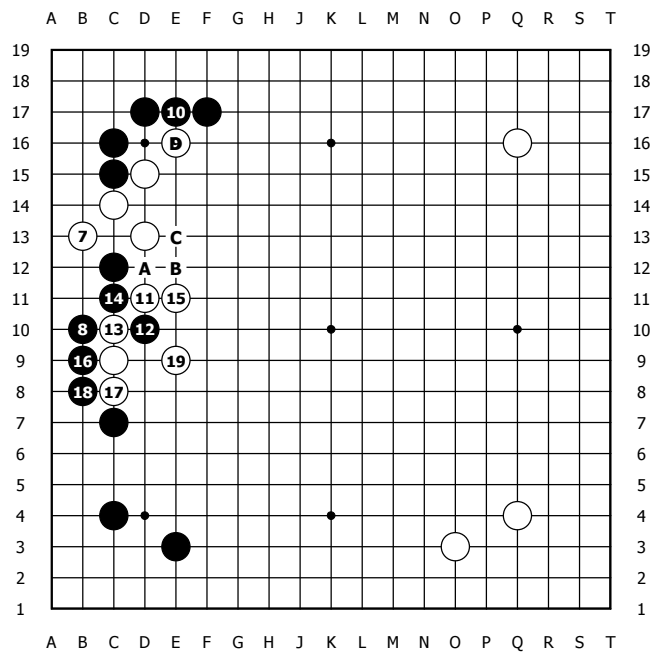
Figure 5 (10 - 13, Follow 4)



Move 10: if w kosumi,

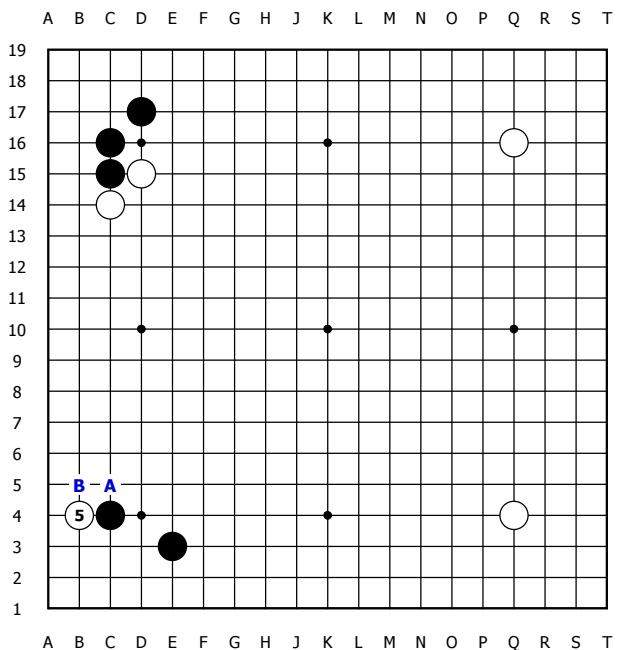
Move 13: this is a good point. next if w B, w will get gote. if w tenuki, b can invade A.

Figure 7 (16 - 28)



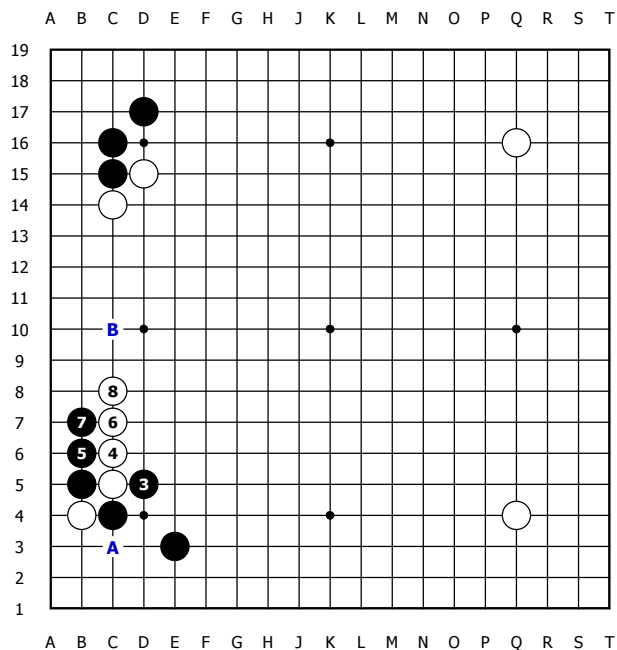
Move 28: equal result. w's D is necessary. if w did not play, b will push and cut ABC.

Figure 8 (10 - 10, Follow 4)



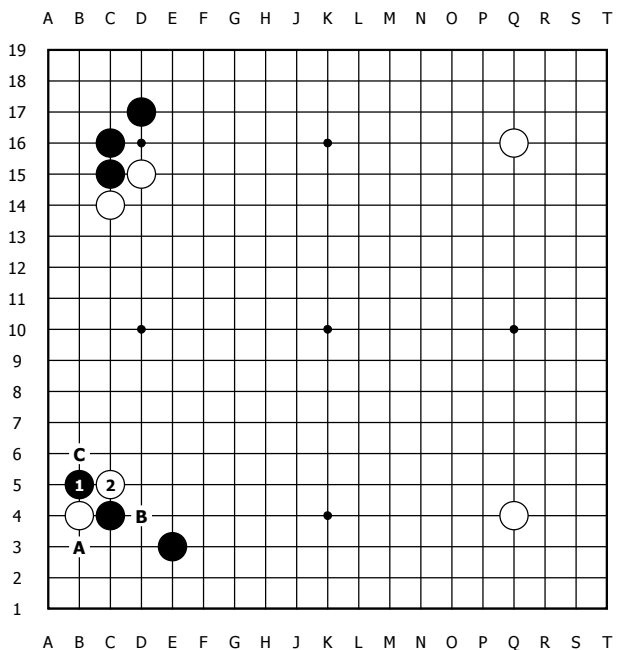
Move 10: attaching, probe.

Figure 10 (13 - 18)



Move 13: atari to make w heavier.

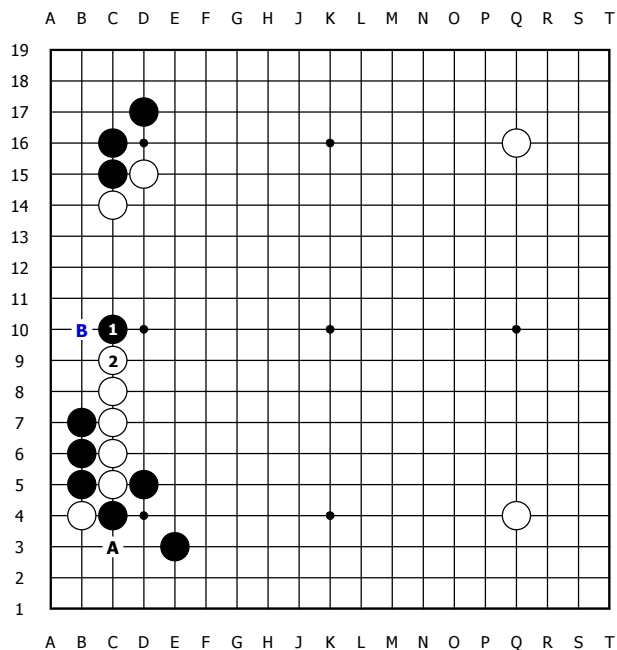
Figure 9 (11 - 12, Follow 8)



Move 11: hane is a popular choice.

Move 12: b can't A, BC will be w's sente.

Figure 11 (19 - 20, Follow 10)



Move 19: if b invades,

Move 20: w can bump, and w will atari A.

Figure 12 (21 - 26, Follow 11)

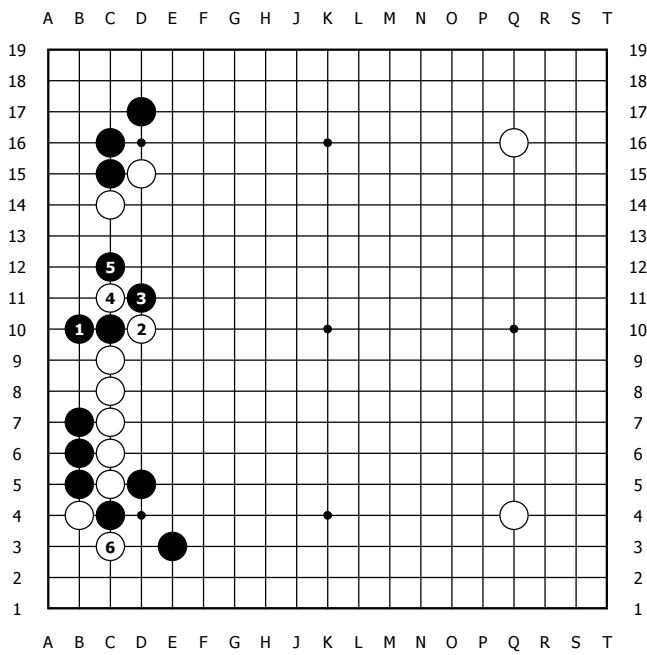
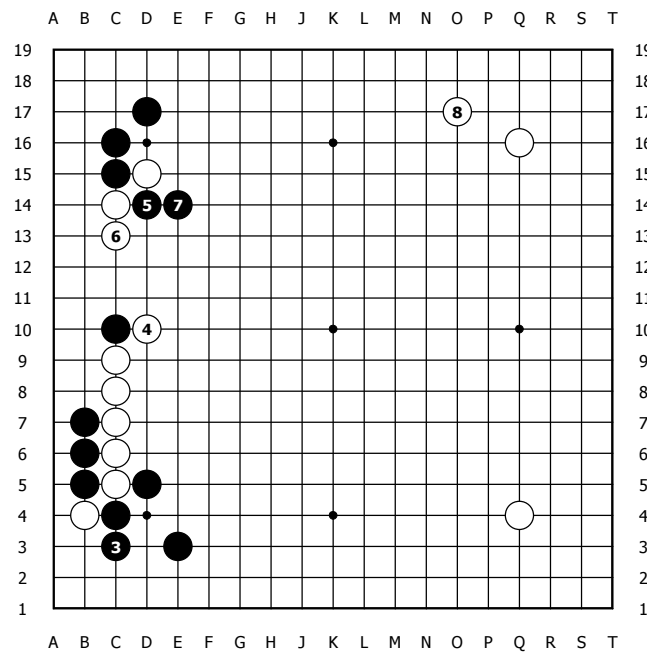


Figure 13 (21 - 26, Follow 11)



Move 21: if b descends,

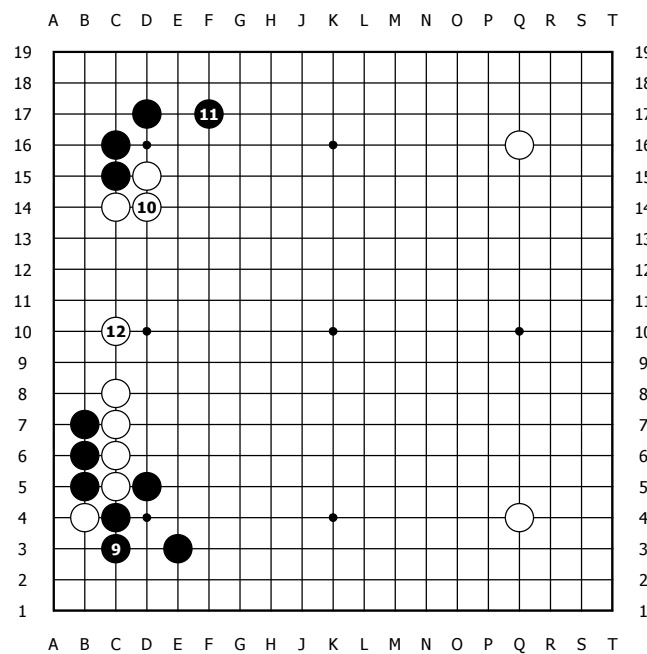
Move 26: w's speed is fast. w is satisfied.

Move 21: if b descends,

Move 24: good move.

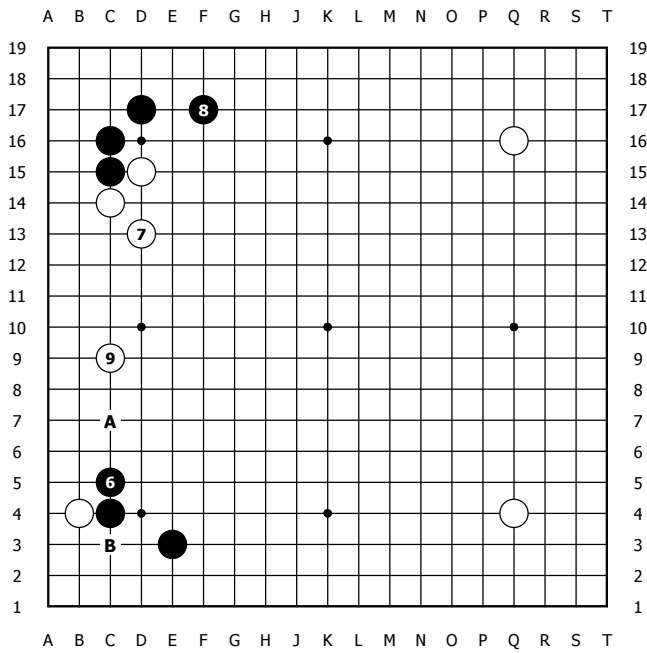
Move 26: b collapses.

Figure 14 (19 - 22, Follow 10)



Move 22: equal result.

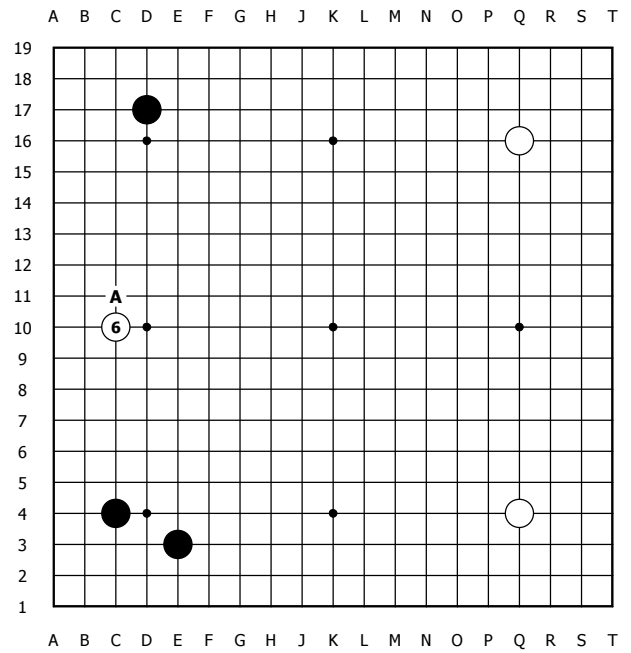
Figure 15 (11 - 14, Follow 8)



Move 11: if b nobi,

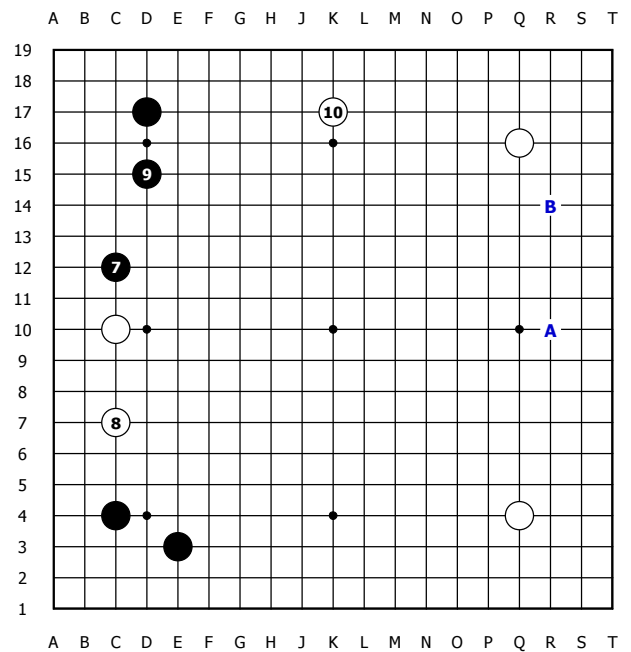
Move 14: now A is not a good point for b. and in the future w can hane B to make a life in the corner.

Figure 16 (6 - 6, Follow 1)



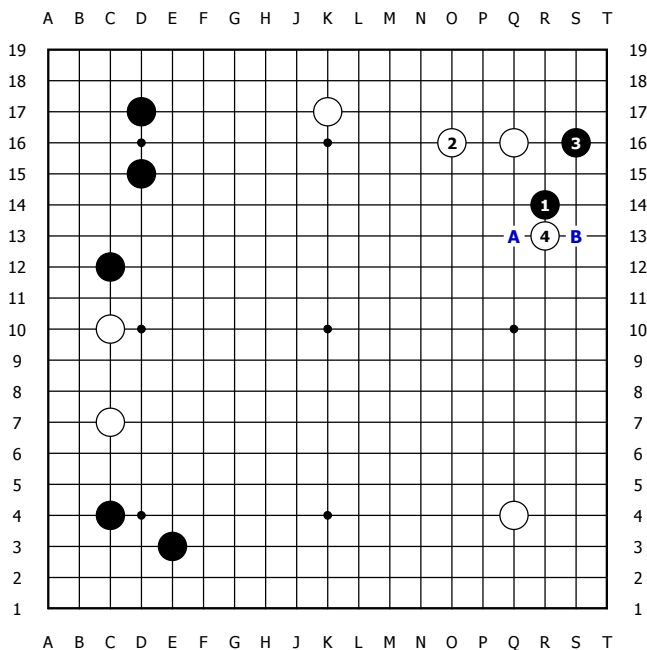
Move 6: A would be better.

Figure 17 (7 - 10)



Move 10: vital point.

Figure 18 (11 - 14, Follow 17)



Move 11: b can also consider to kakari.

Move 15: if b hane here,

Move 16: w crosscuts.  
b can't atari A, w will atari B and nobi D. w's influence will be more valuable than b's territory.

Figure 19 (15 - 16, Follow 18)

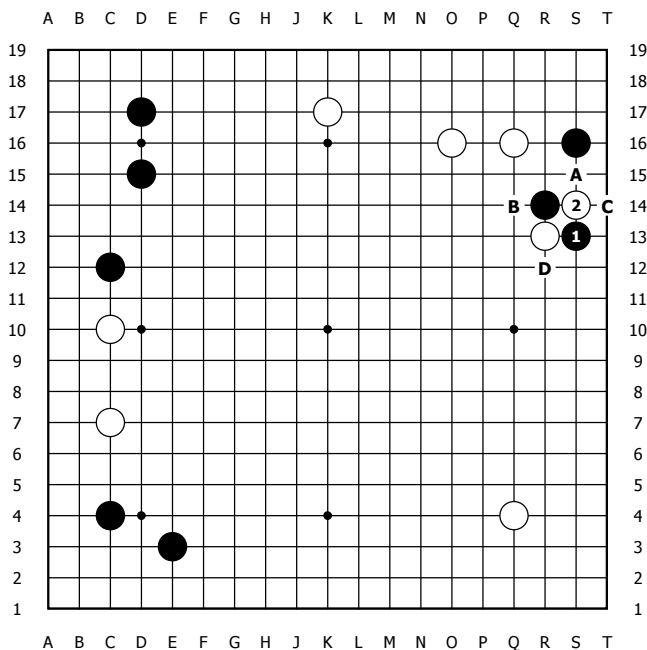
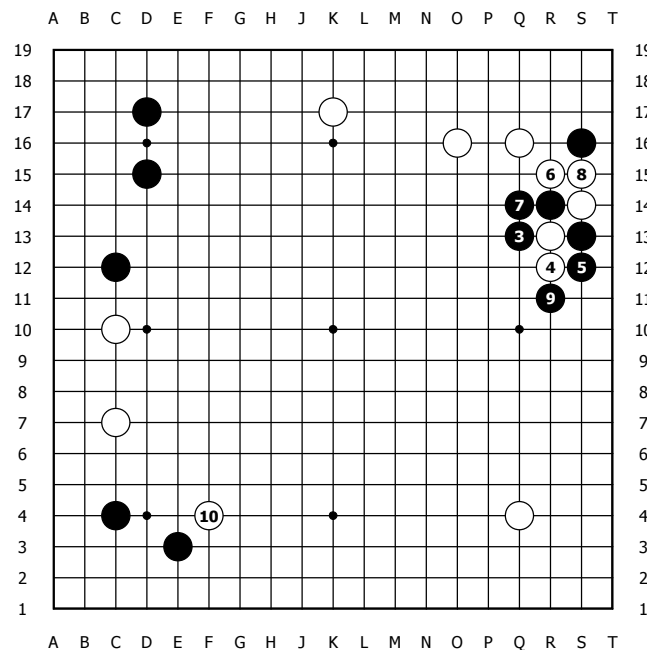


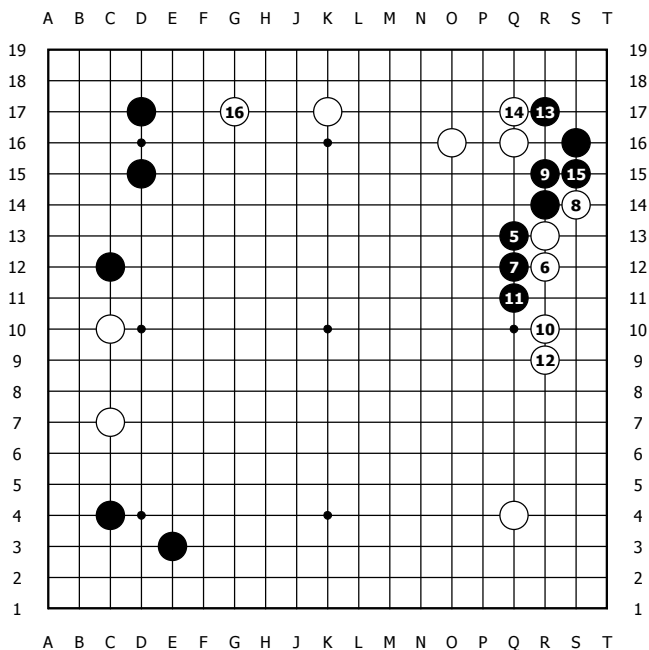
Figure 20 (17 - 24)



Move 17: vital point.

Move 24: it's an interesting fuseki.

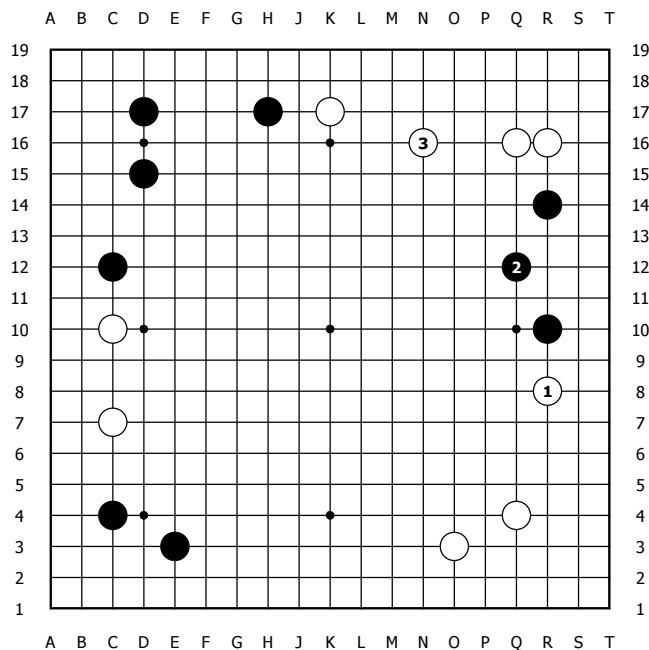
Figure 21 (15 - 26, Follow 18)



Move 15: if b hane here,

Move 26: it's also playable.

Figure 23 (16 - 18, Follow 22)



Move 16: w can extend,

Move 18: then reinforce.

Figure 22 (11 - 15, Follow 17)

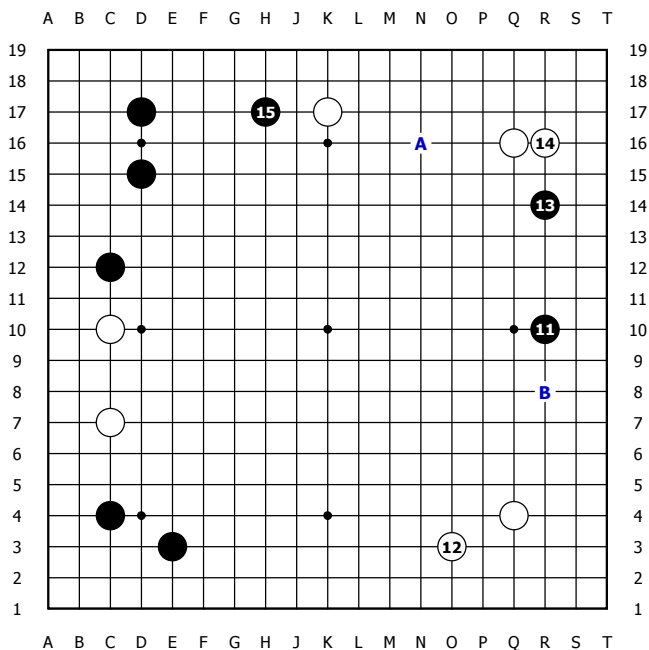


Figure 24 (16 - 16, Follow 22)

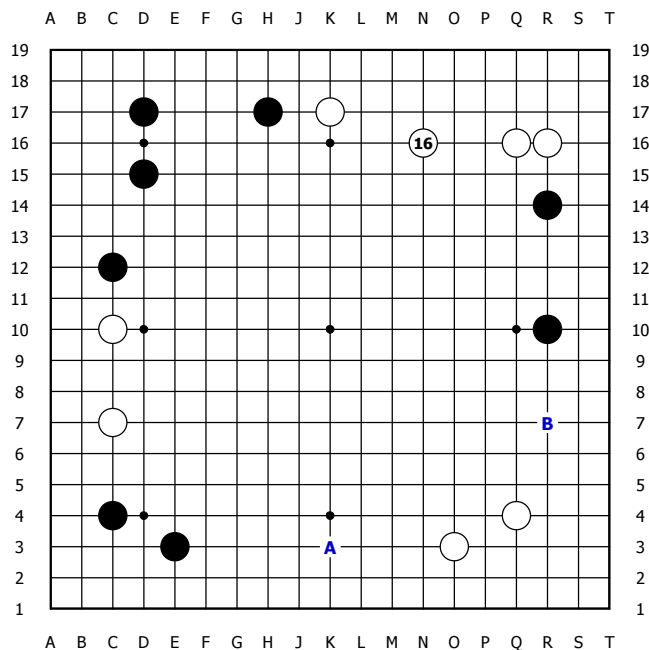
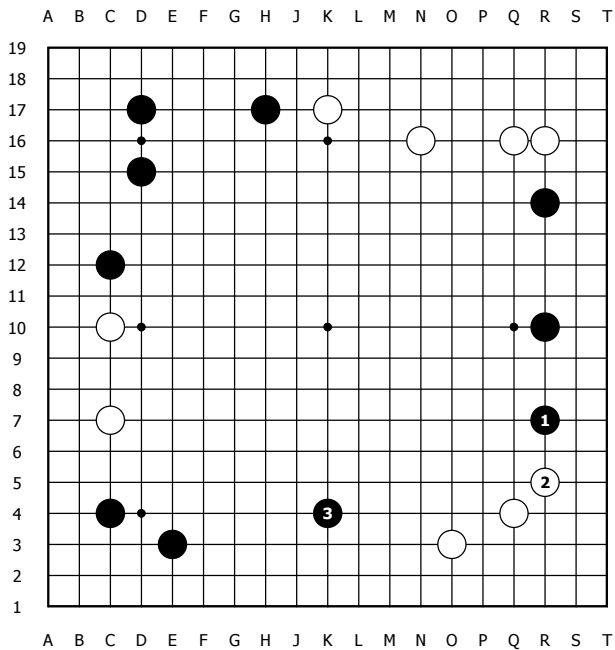


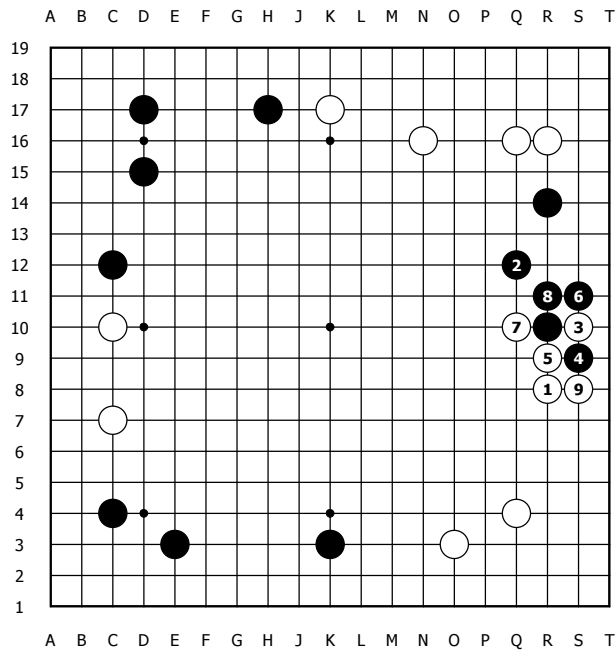
Figure 25 (17 - 19, Follow 24)



Move 17: now b has chance to extend.

Move 19: it's a good sequence.

Figure 27 (18 - 26, Follow 26)



Move 18: it's still a good point.

Move 20: w can attach to reinforce.

Figure 26 (17 - 17, Follow 24)

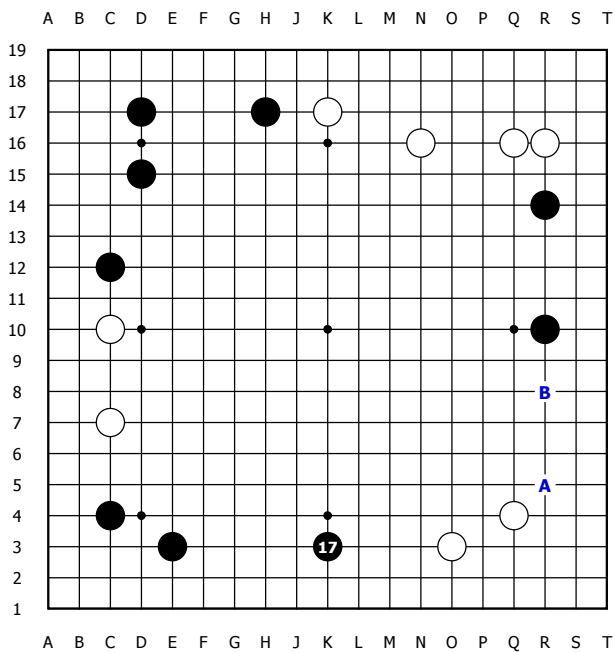
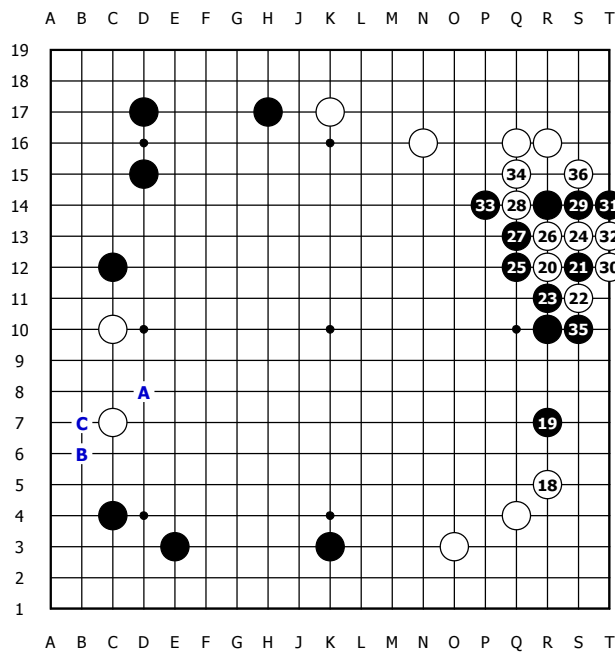


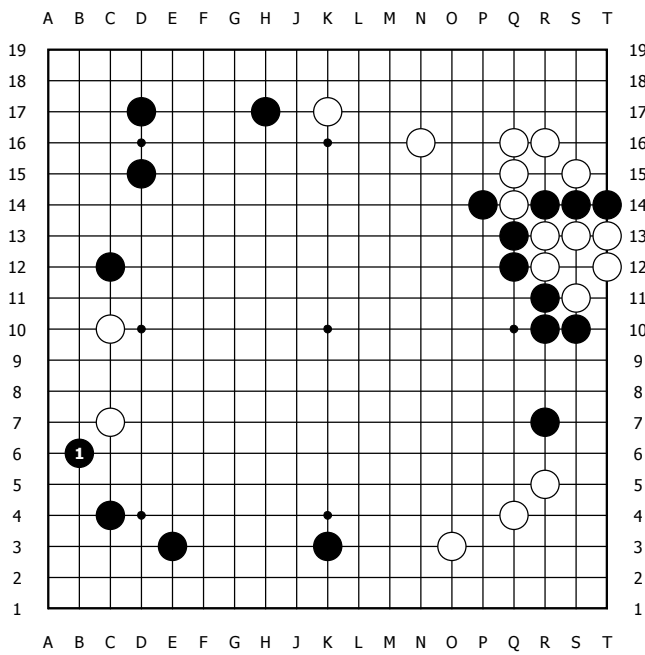
Figure 28 (18 - 36, Follow 26)



Move 36: b sacrifices stones to reinforce. it's a choice.

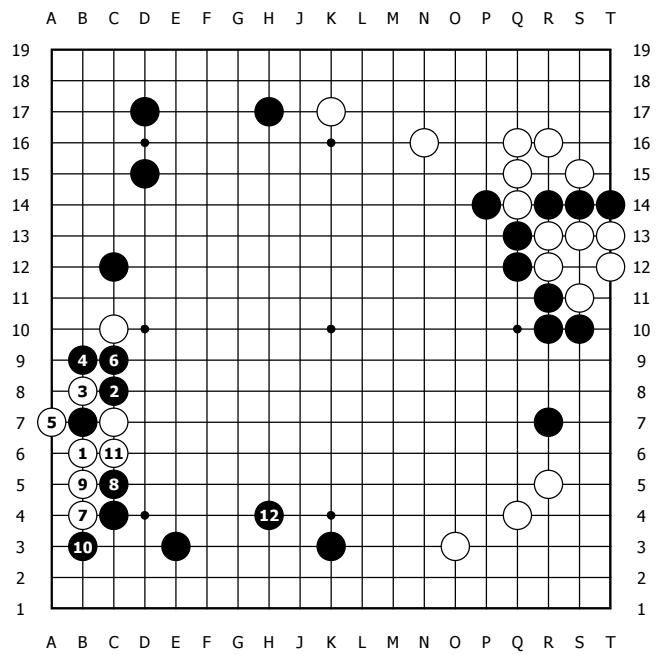


Figure 29 (37 - 37, Follow 28)



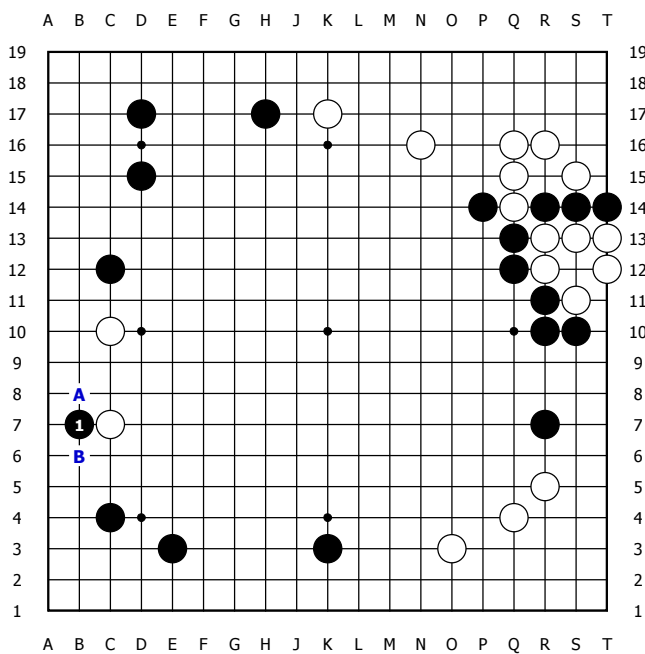
Move 37: i would like to keima. it's big, a lot of territory.

Figure 31 (38 - 49, Follow 30)



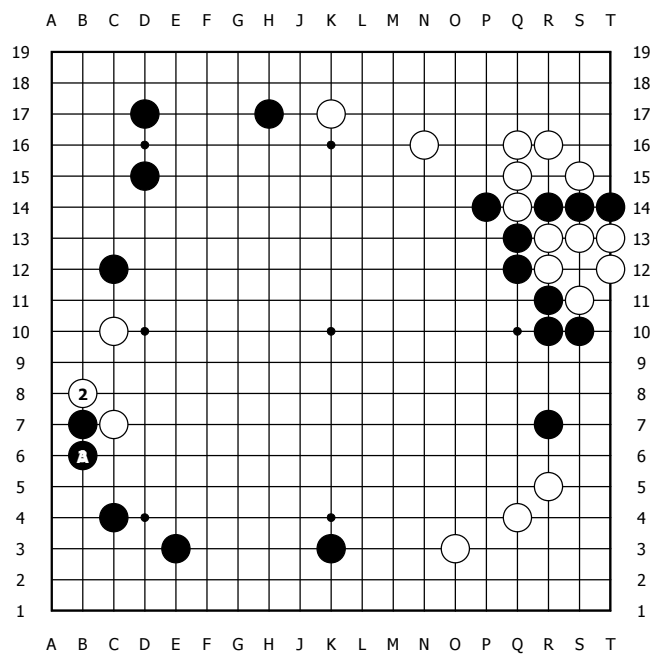
Move 49: it would be another game.

Figure 30 (37 - 37, Follow 28)



Move 37: playing here is also fine.

Figure 32 (38 - 39, Follow 30)



Move 38: w can't hane here.

Move 39: this result is very good for b. better than keima A directly.

Figure 33 (37 - 42, Follow 28)

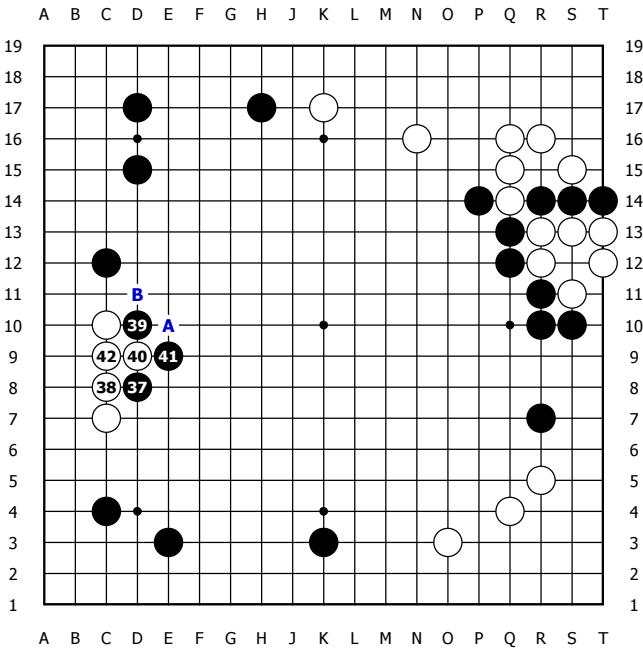
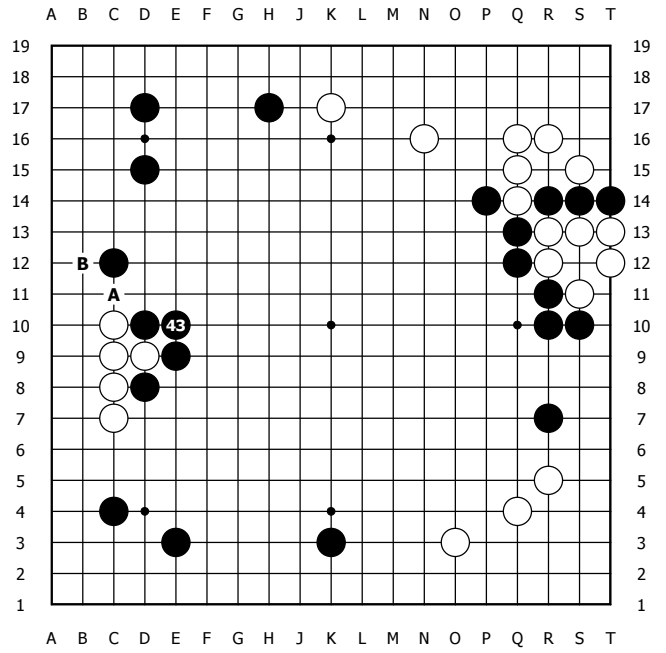
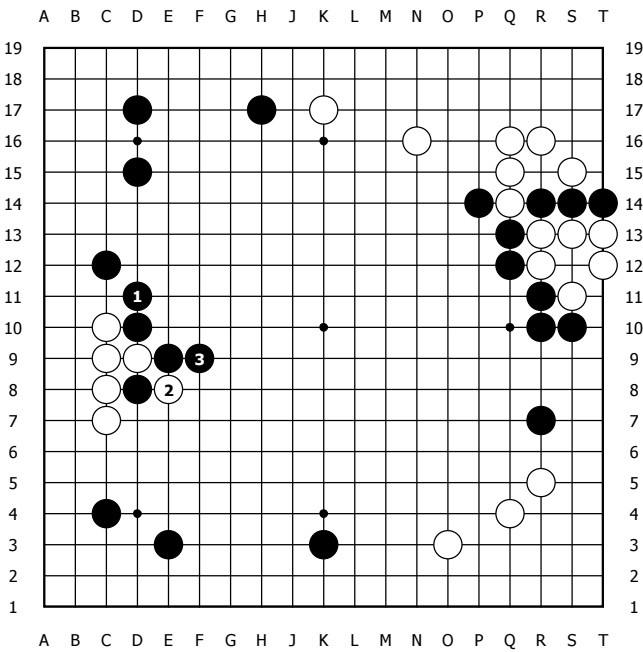


Figure 35 (43 - 43, Follow 33)



Move 43: connecting is not good. in the future w may play A or B, w will be easy to make eyes.

Figure 34 (43 - 45, Follow 33)



Move 43: b should nobi, it's much thicker.

Move 45: b has a moyo on the top.

Figure 36 (44 - 44)

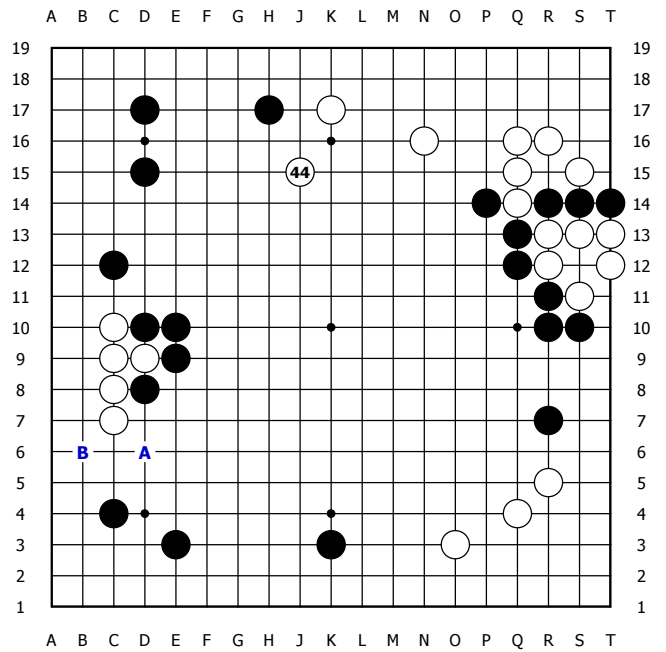
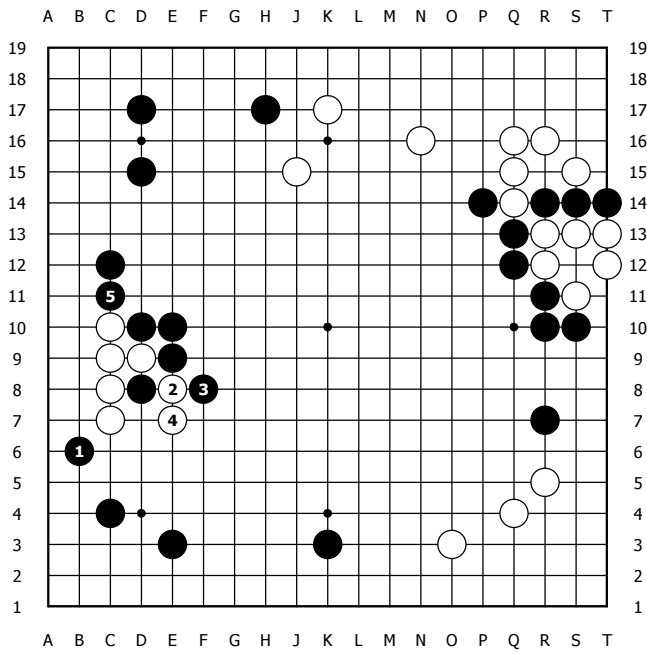


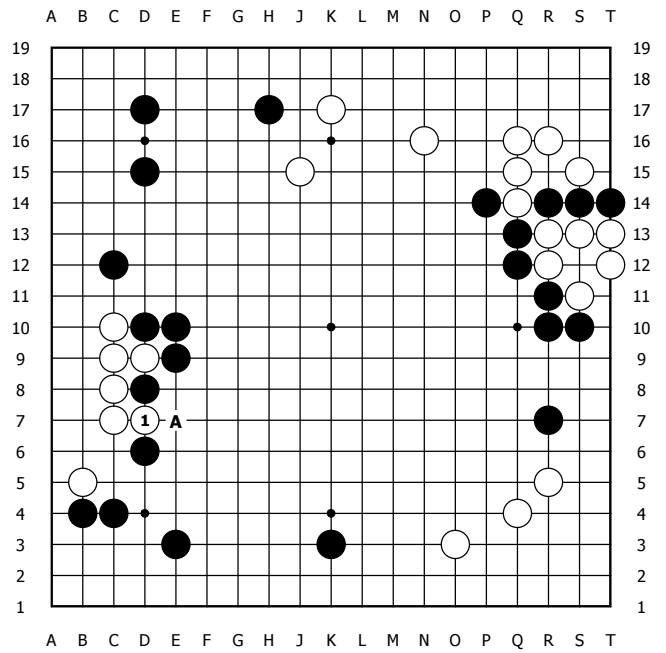
Figure 37 (45 - 49, Follow 36)



Move 45: still want to keima.

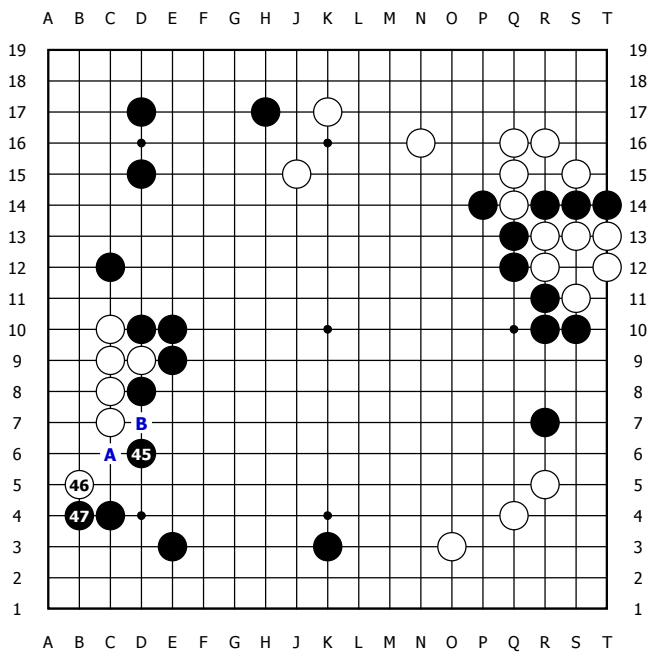
Move 49: gets a thicker shape and gives more pressure to w.

Figure 39 (48 - 48, Follow 38)



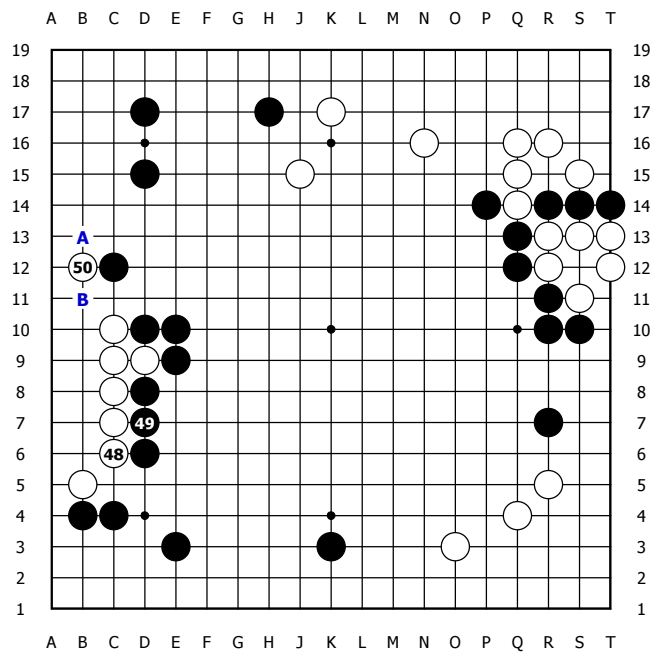
Move 48: pushing is a good probe. if b A, w captures, b's shape is thin.

Figure 38 (45 - 47, Follow 36)



Move 45: it's not good.

Figure 40 (48 - 50, Follow 38)



Move 48: submissive!

Move 49: b connects. b is thick and b has a moyo on the bottom.

Move 50: overplay.

Move 51: b should certainly counter-attack.

Move 55: b's shape is very good.

Move 57: then b jumps. b has a clear advantage.

Figure 41 (51 - 57, Follow 40)

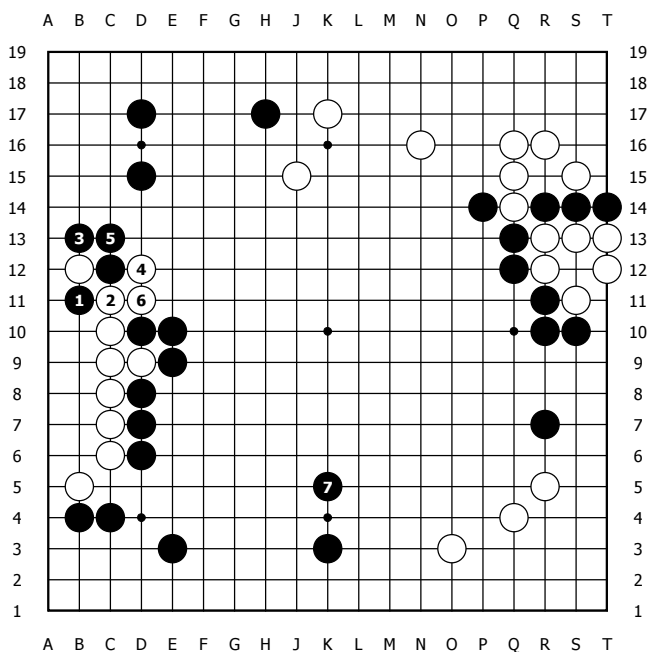
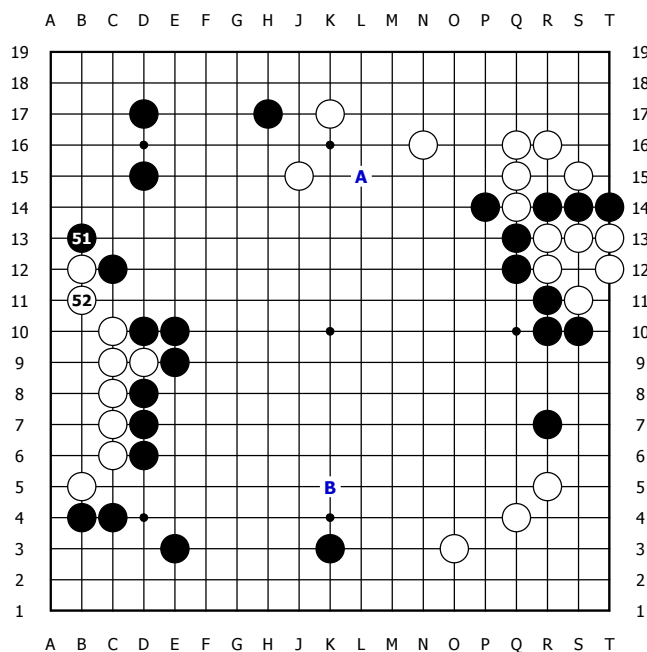
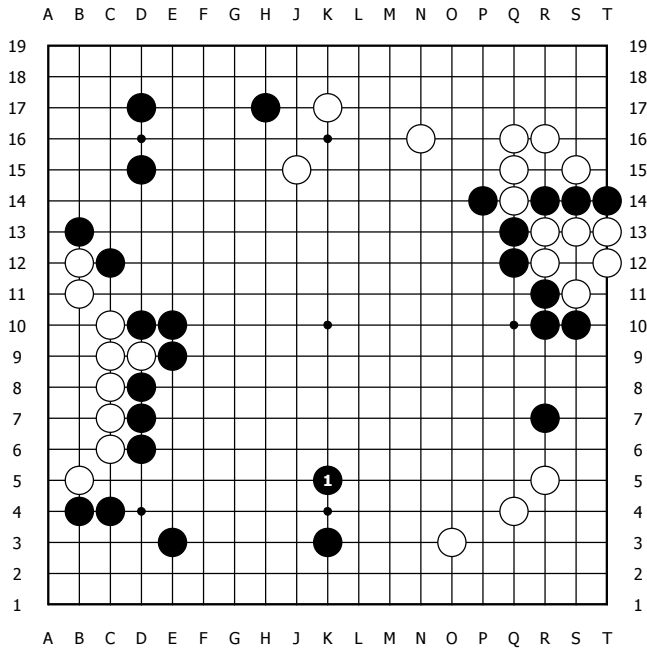


Figure 42 (51 - 52, Follow 40)



Move 51: underplay.

Figure 43 (53 - 53, Follow 42)



Move 53: should still jump.

Figure 44 (53 - 53, Follow 42)

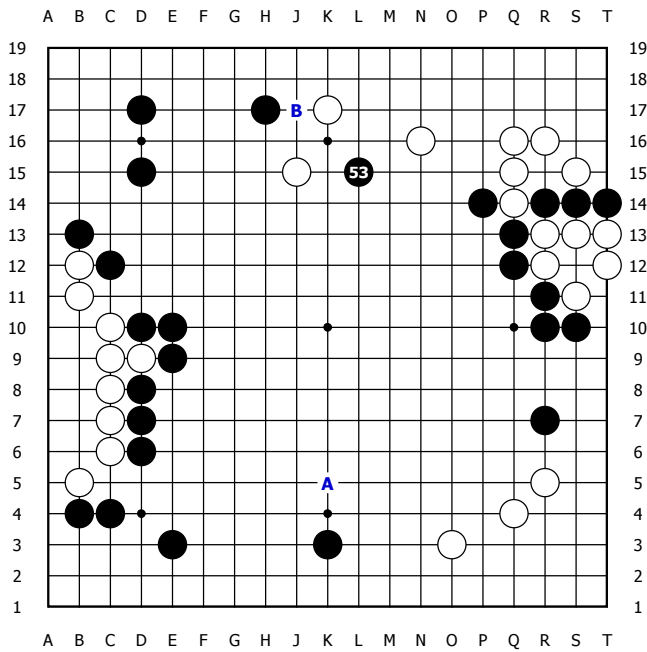
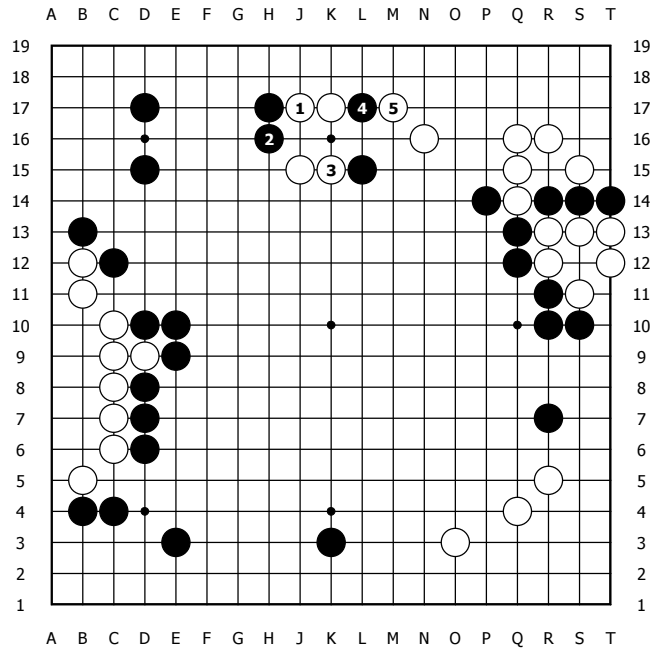


Figure 45 (54 - 58, Follow 44)

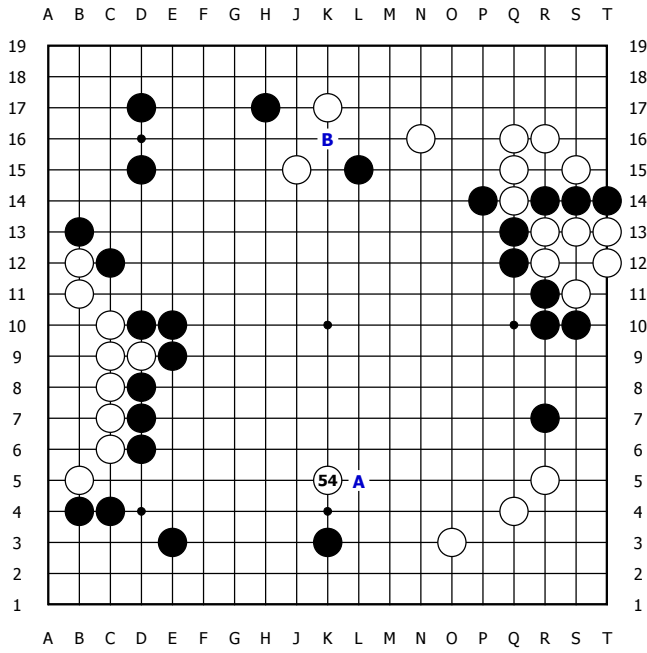


Move 54: w should bump.

Move 57: if b attaches,

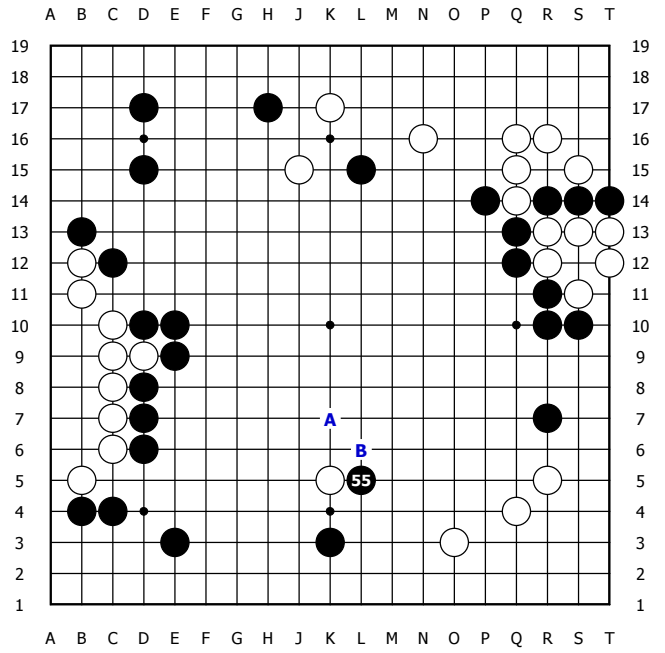
Move 58: w just kosumi. the result is not good for b.

Figure 46 (54 - 54, Follow 44)



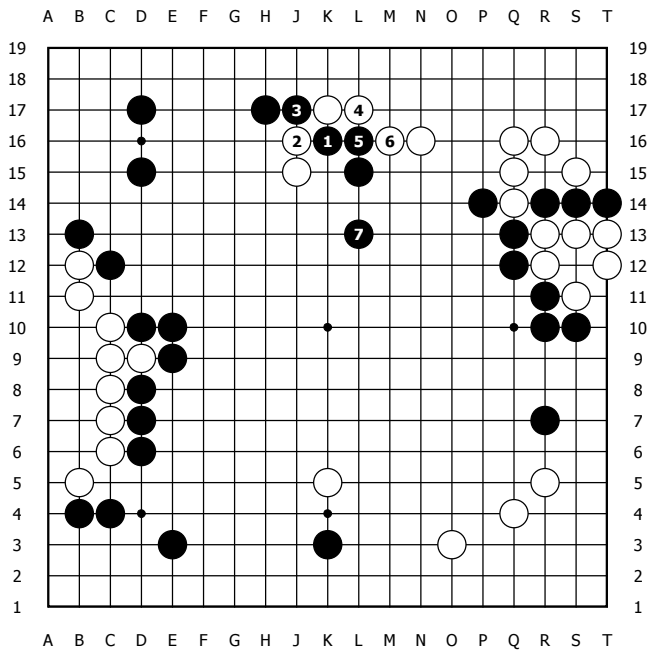
Move 54: hasty move. should respond on the top.

Figure 48 (55 - 55, Follow 46)



Move 55: b responds on the bottom. it's slow.

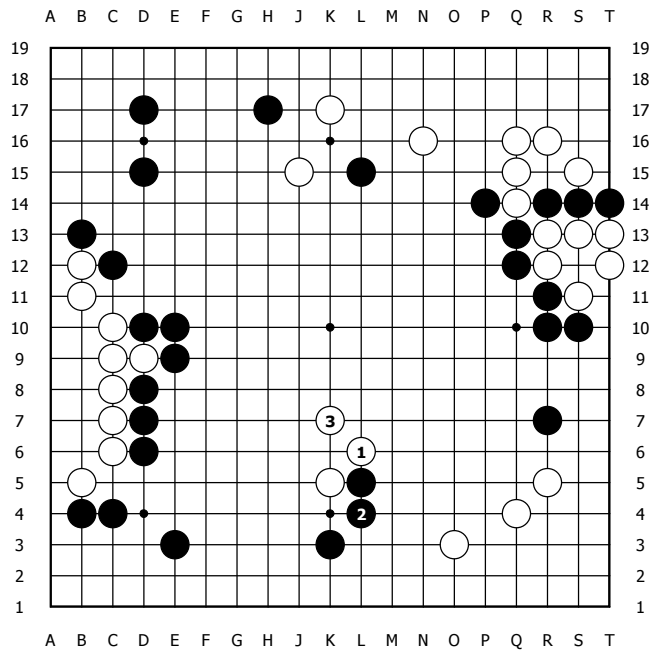
Figure 47 (55 - 61, Follow 46)



Move 55: what if kosumi?

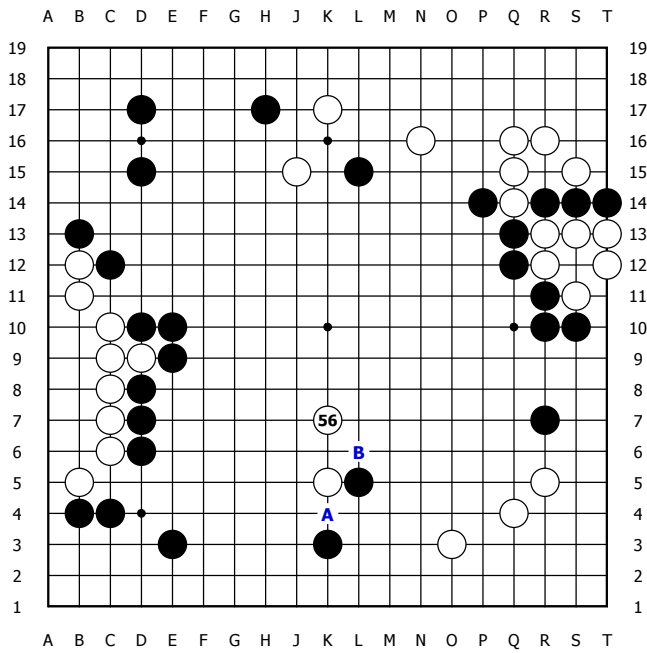
Move 61: w is thin.

Figure 49 (56 - 58, Follow 48)



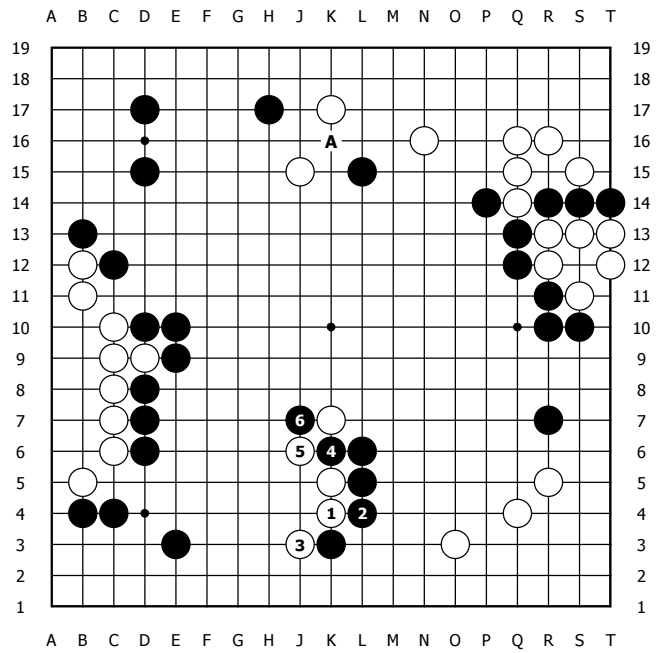
Move 58: a normal result.

Figure 50 (56 - 56, Follow 48)



Move 56: jumping is not good.

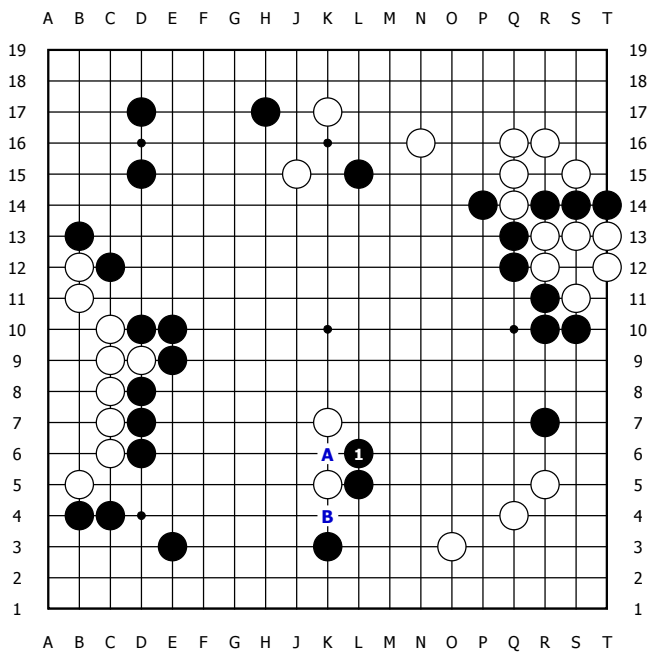
Figure 52 (58 - 63, Follow 51)



Move 58: if w counter attacks,

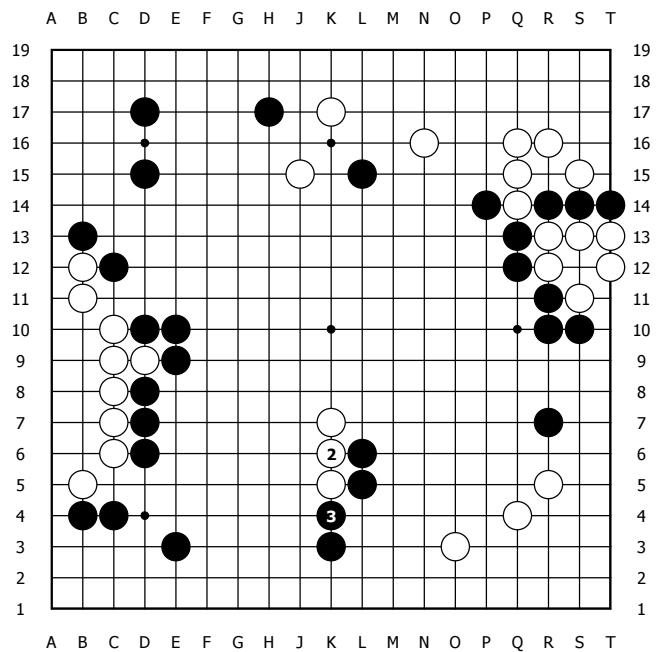
Move 63: on the top w still has a weakness A. b is not afraid to fight.

Figure 51 (57 - 57, Follow 50)



Move 57: b can nobi.

Figure 53 (58 - 59, Follow 51)



Move 58: if w connects,

Move 59: b bumps. w gets no good.

Figure 54 (57 - 59, Follow 50)

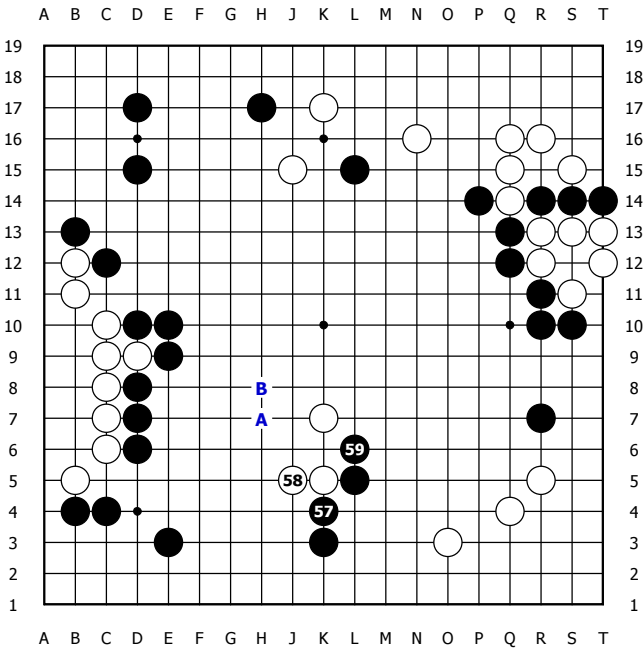
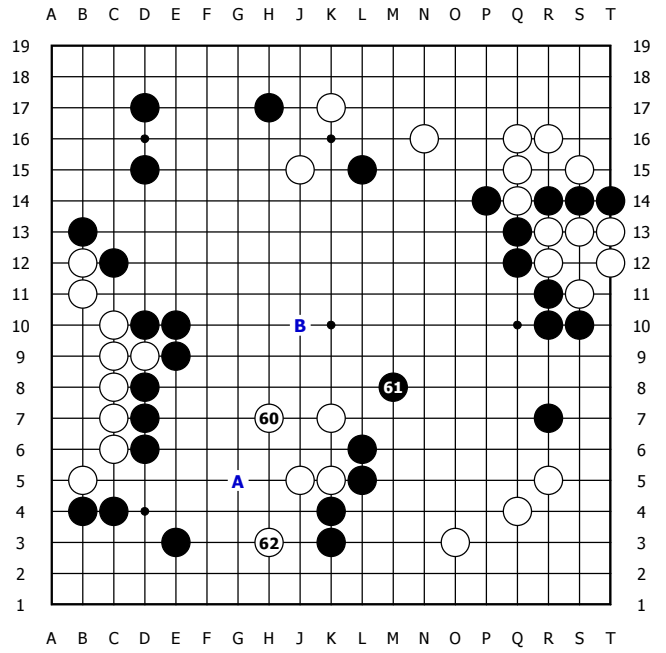
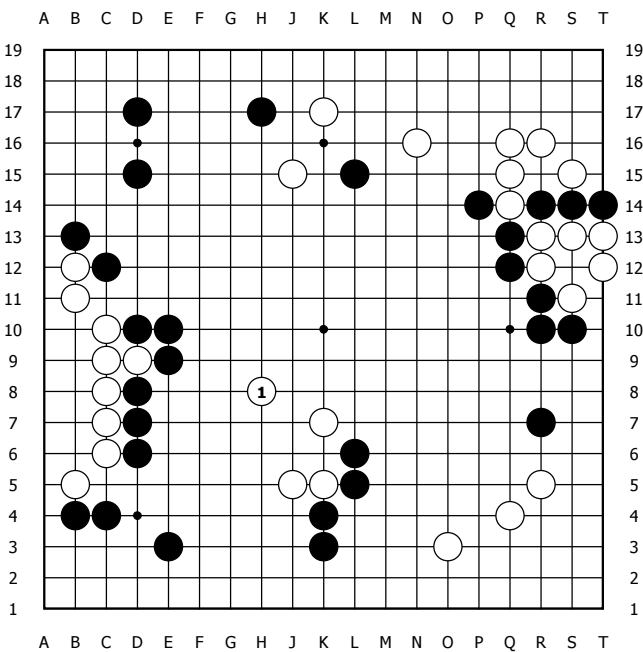


Figure 56 (60 - 62, Follow 54)



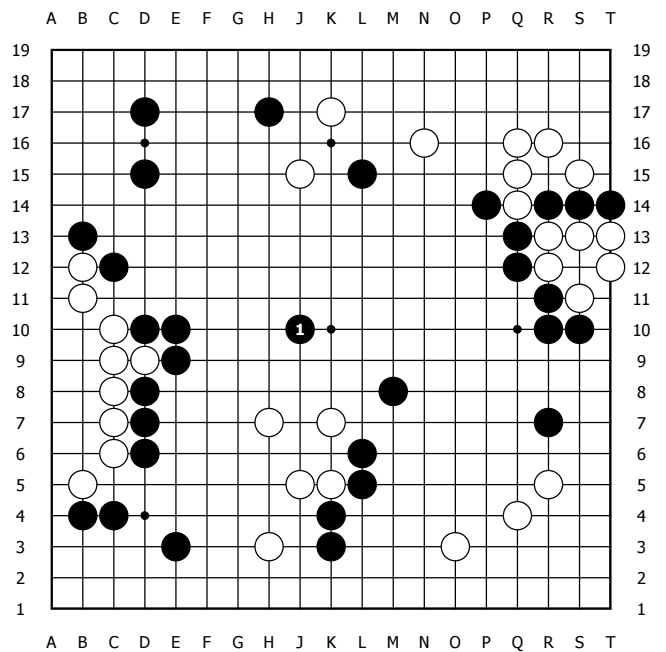
Move 62: w destroyed b's bottom. but w is not a living group, and w still has a weakness on the top. i still prefer b.

Figure 55 (60 - 60, Follow 54)



Move 60: a better shape to reinforce.

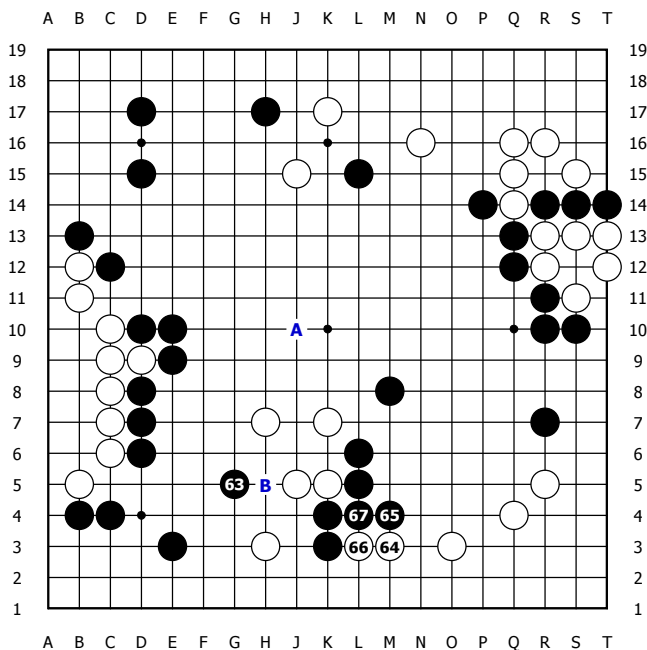
Figure 57 (63 - 63, Follow 56)



Move 63: b should separate w and attack.



Figure 58 (63 - 67, Follow 56)



Move 63: b wants to break w's eye shape and make w heavier.

Move 64: good move.

Figure 60 (68 - 71, Follow 58)

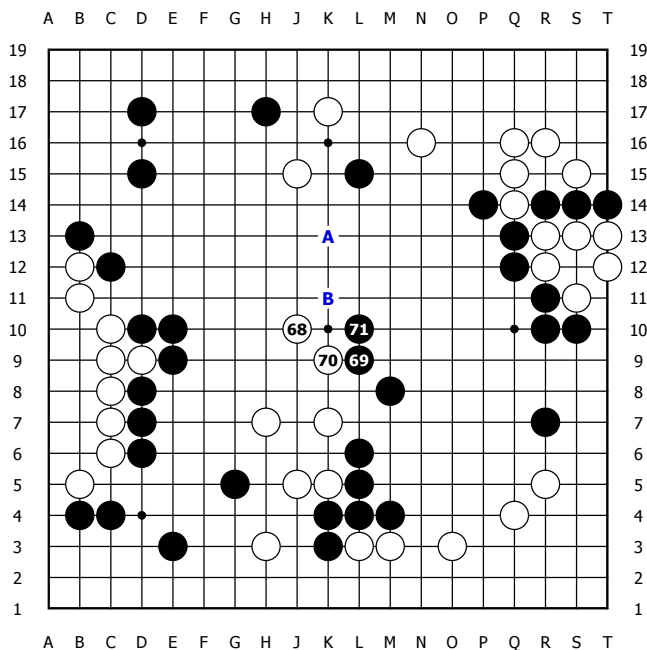
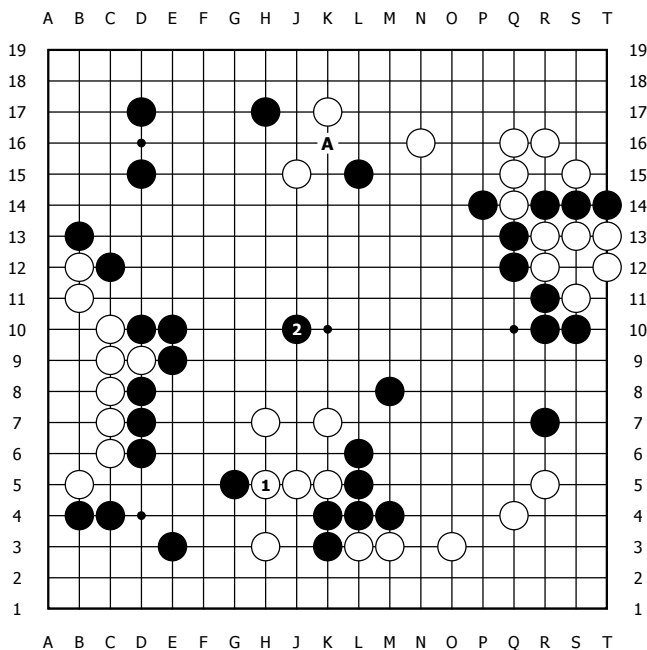


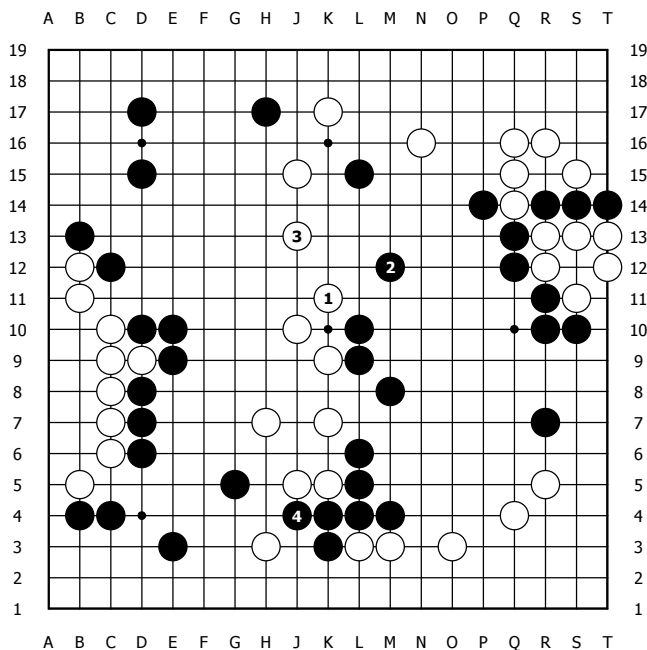
Figure 59 (68 - 69, Follow 58)



Move 68: if w bumps,

Move 69: w has a weakness A. hard to handle.

Figure 61 (72 - 75, Follow 60)

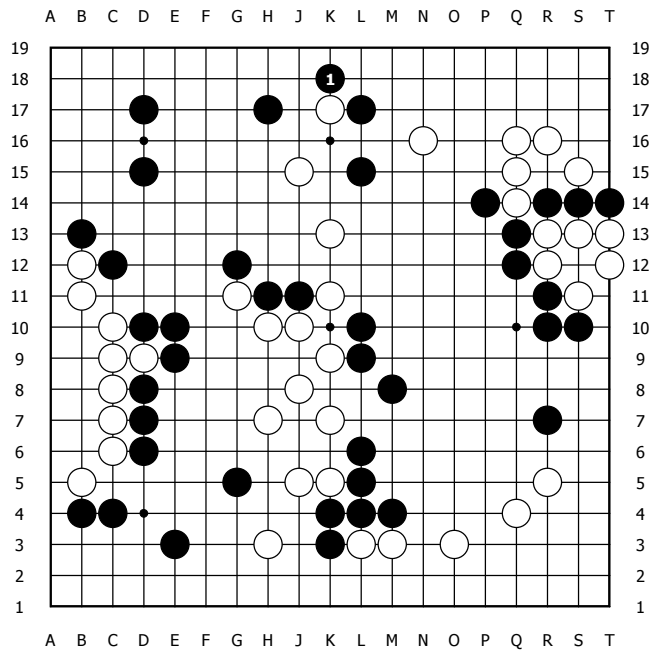


Move 72: kosumi would be better.

Move 74: even if w plays like this,

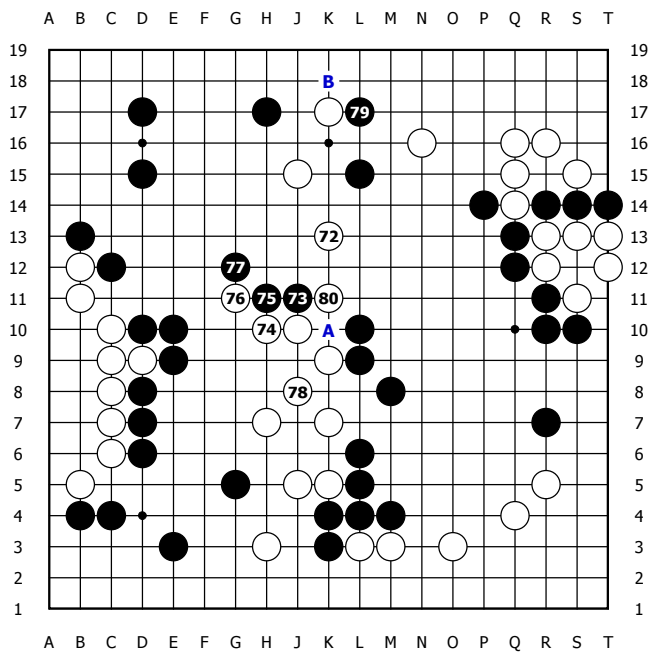
Move 75: b pushes, i think b is not bad.

Figure 63 (81 - 81, Follow 62)



Move 81: b just hane, w's territory will be not enough.

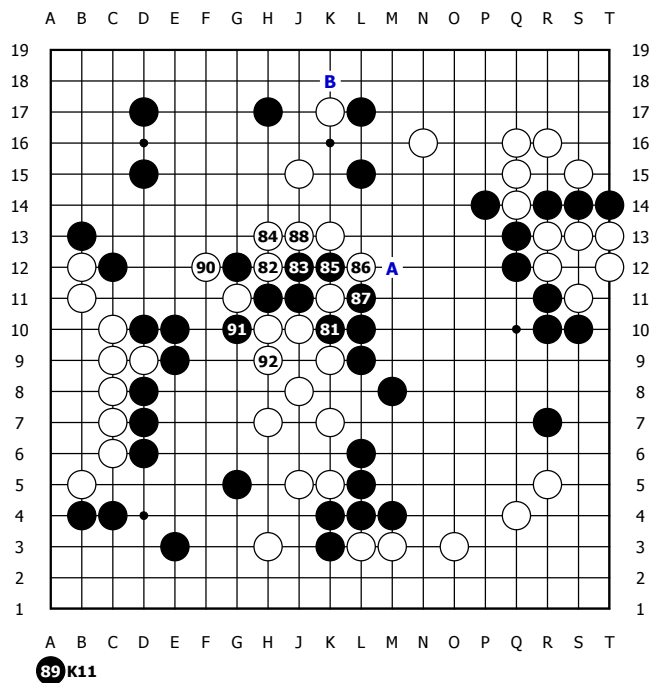
Figure 62 (72 - 80, Follow 60)



Move 79: since w is separated, the attaching is very big now.

Move 80: playing here?

Figure 64 (81 - 92, Follow 62)



89 K11

Move 81: it's not necessary.

Move 89: bad shape, uncomfortable.

Move 90: playing here? i can't understand.

Figure 66 (93 - 98, Follow 64)

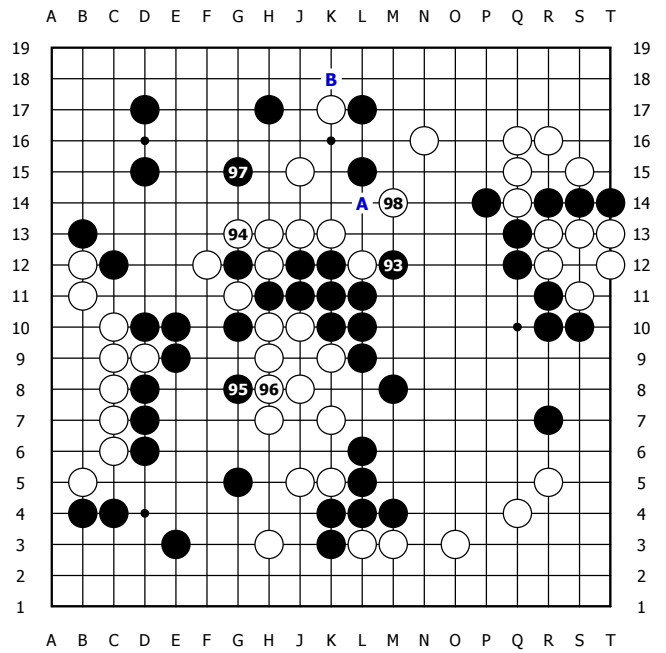
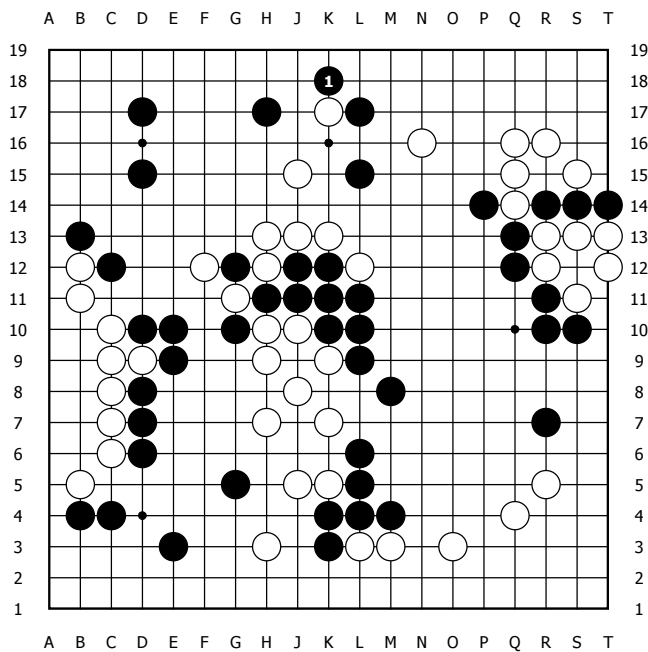
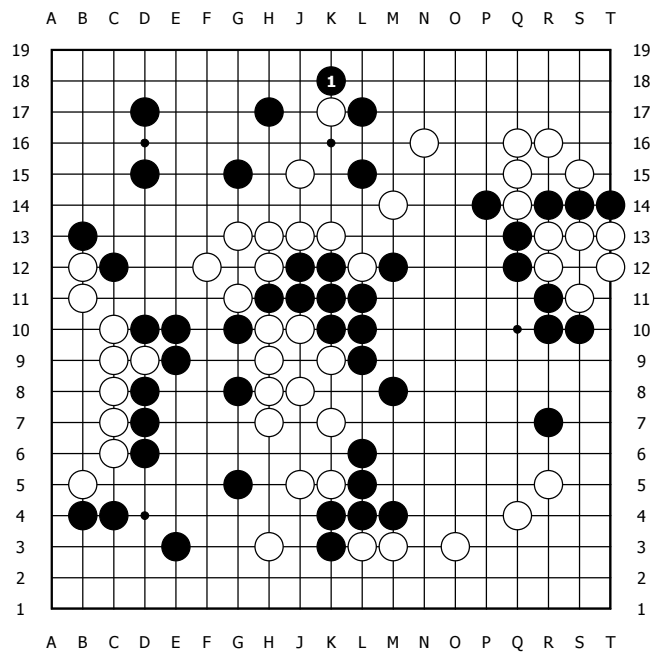


Figure 65 (93 - 93, Follow 64)



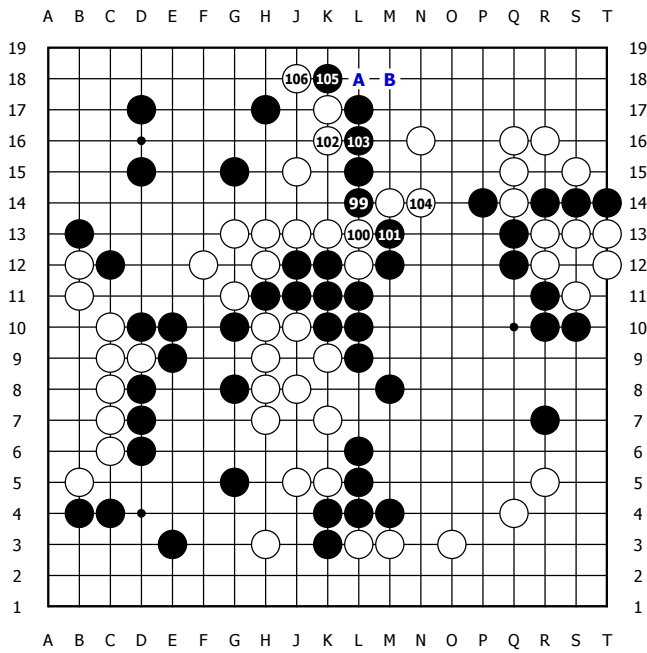
Move 93: just hane!

Figure 67 (99 - 99, Follow 66)



Move 99: in actual game b wanted to kill w. but i think the hane would be good enough.

Figure 68 (99 - 106, Follow 66)



Move 104: now b is dangerous.

Figure 70 (107 - 110, Follow 68)

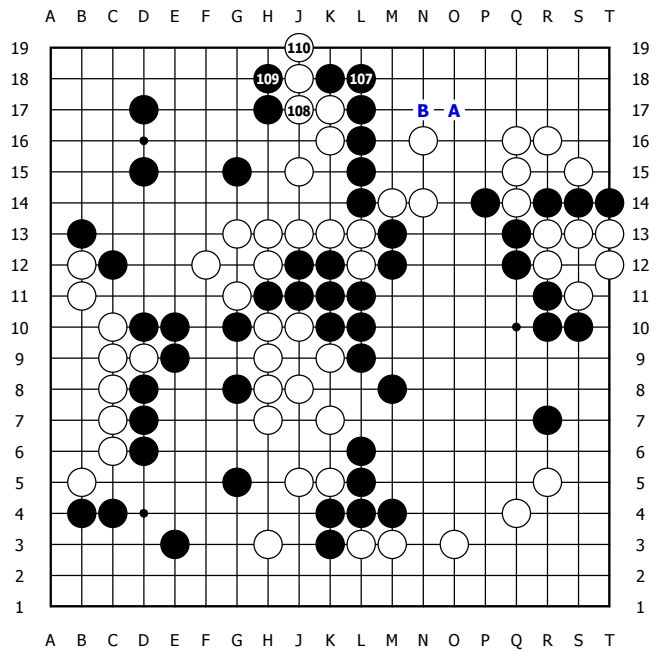
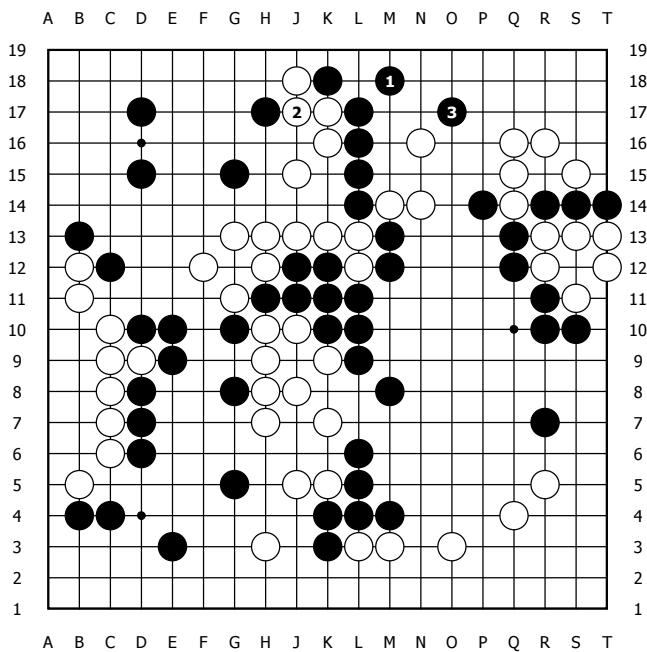


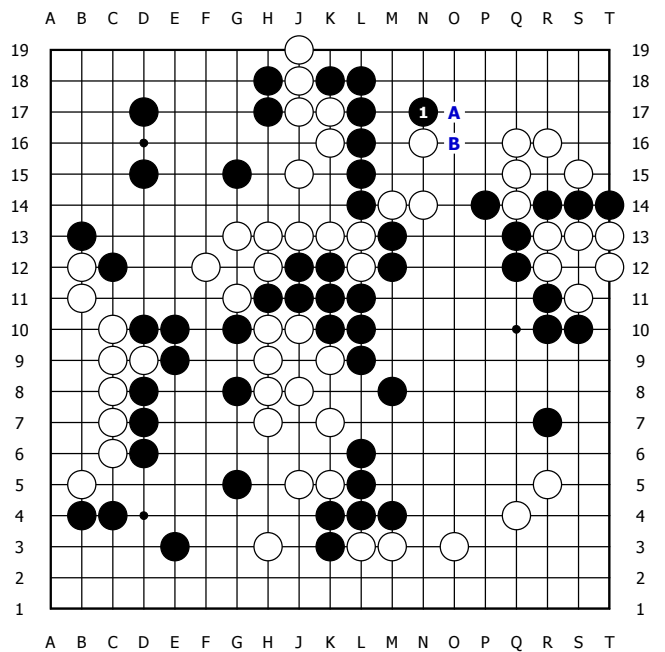
Figure 69 (107 - 109, Follow 68)



Move 107: play in this way?

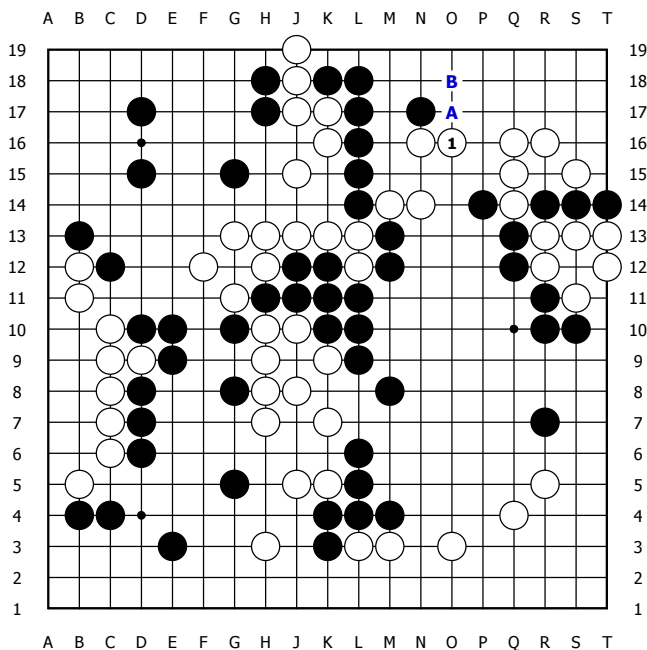
Move 109: better than actual game.

Figure 71 (111 - 111, Follow 70)



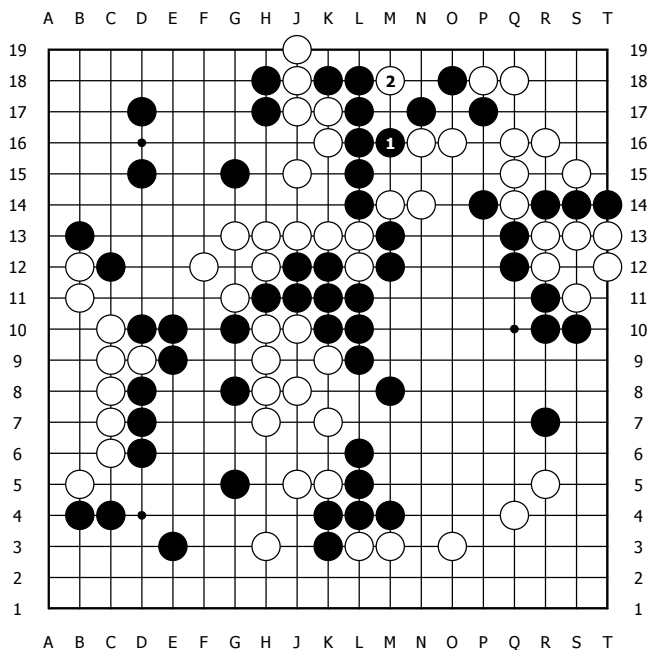
Move 111: attaching would be more complicated.

Figure 72 (112 - 112, Follow 71)



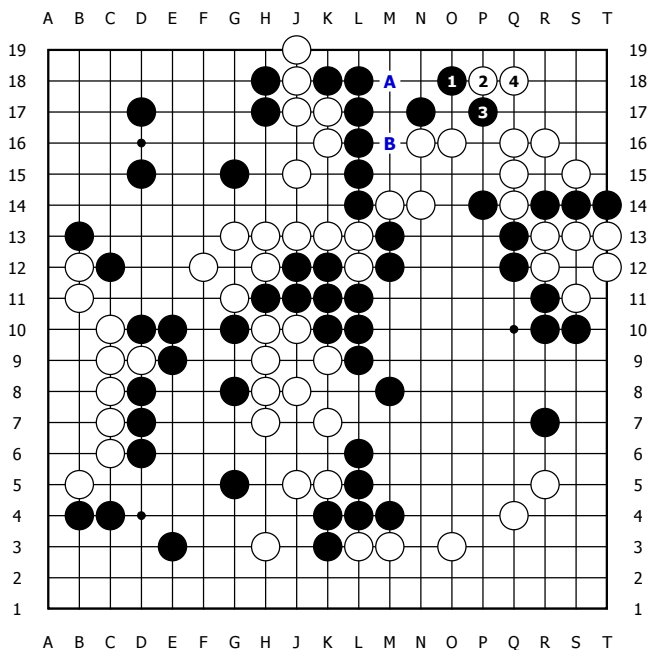
Move 112: if w nobi,

Figure 74 (117 - 118, Follow 73)



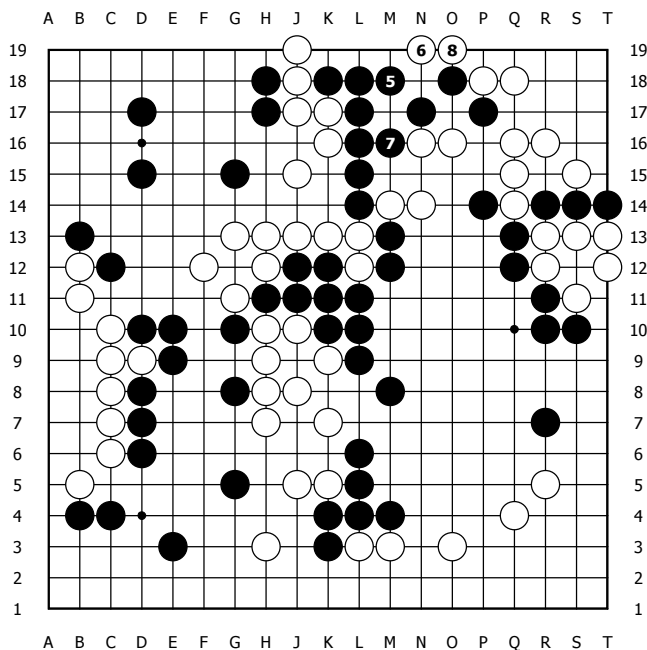
Move 118: can't live.

Figure 73 (113 - 116, Follow 72)



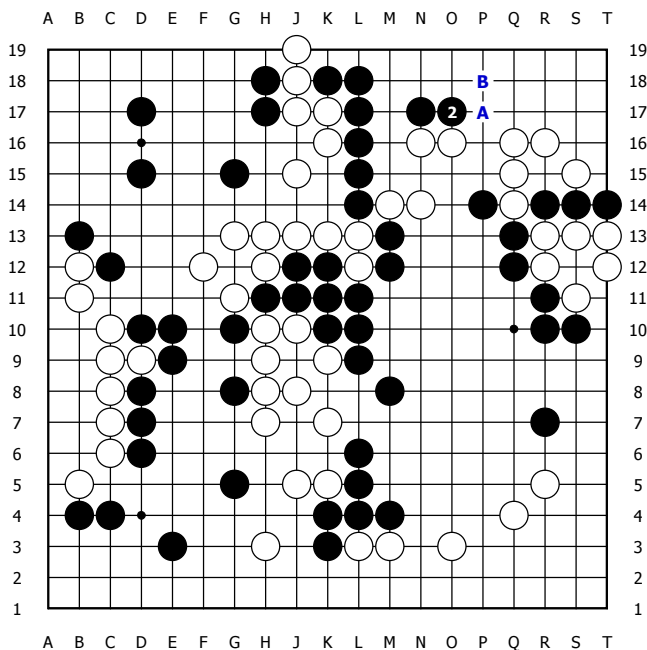
Move 113: if kosumi,

Figure 75 (117 - 120, Follow 73)



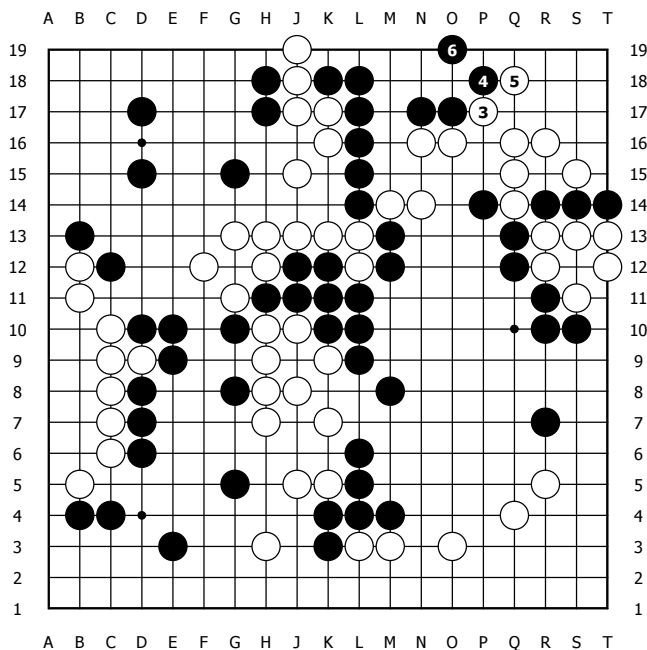
Move 120: still bad.

Figure 76 (113 - 113, Follow 72)



Move 113: if nobi,

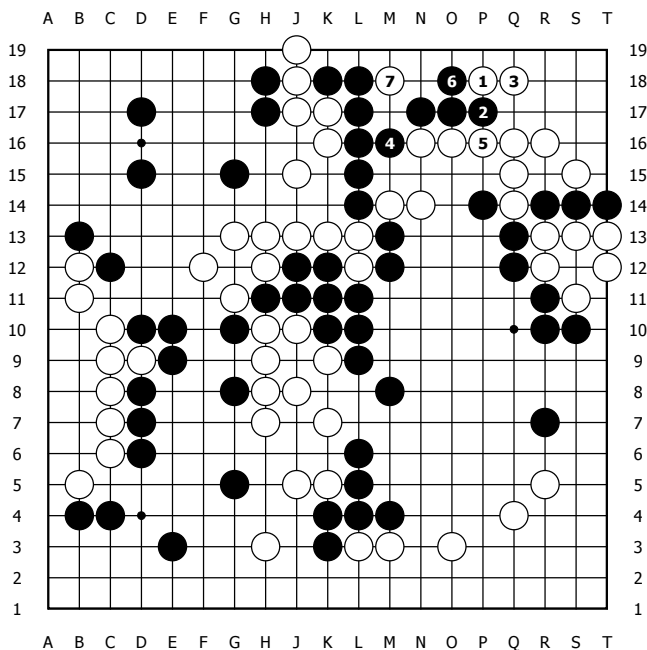
Figure 78 (114 - 117, Follow 76)



Move 114: hane is bad.

Move 117: living group.

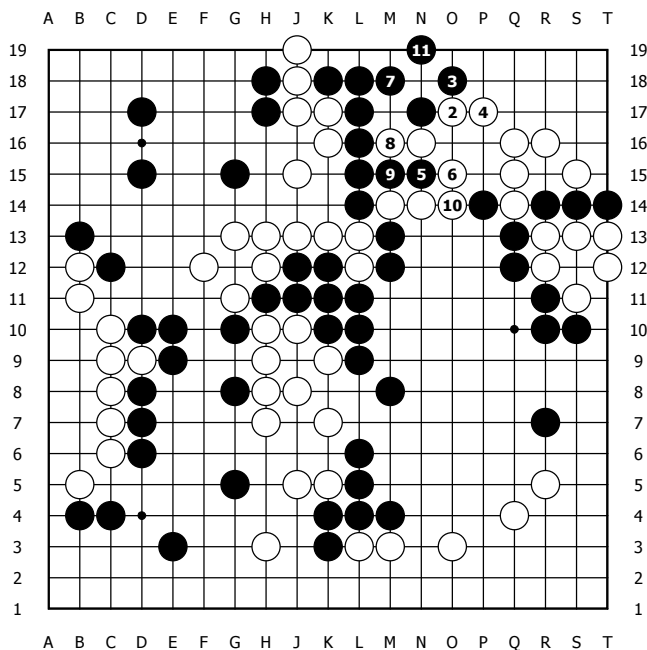
Figure 77 (114 - 120, Follow 76)



Move 114: keima is a good move.

Move 120: b can't make a life.

Figure 79 (112 - 121, Follow 71)



Move 112: if w hane,

Move 113: w's aji is bad.

Move 115: good move.

Move 121: living group.

Move 111: jumping is too simple. w will not make a mistake.

Move 120: a sudden death. w got a lucky win. actually b had more chances than w.

Figure 80 (111 - 140, Follow 70)

