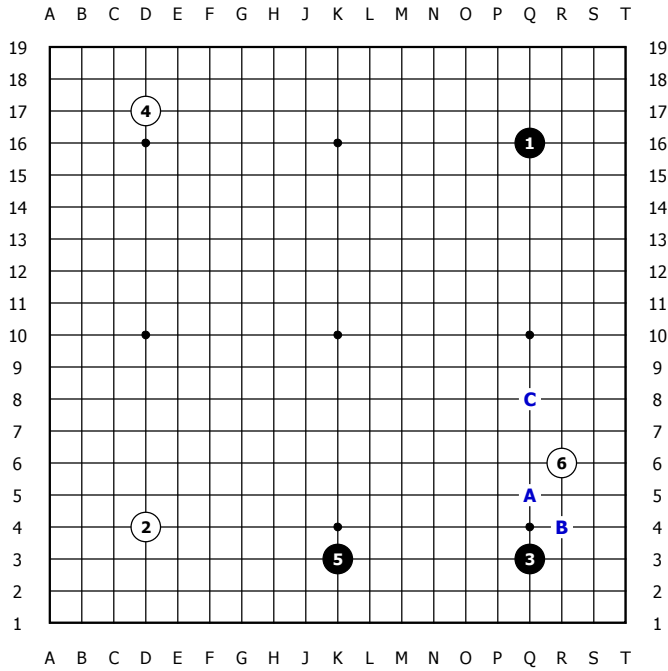


# Leothelion 1d(W) vs weiweichen 1d(B)

2013-03-10 The KGS Go Server at <http://www.gokgs.com/> B+Resign

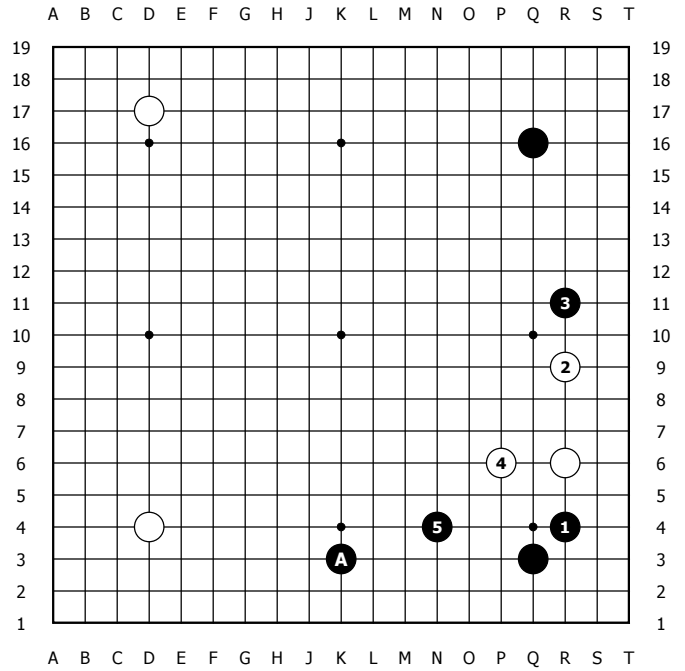
Figure 1 (1 - 6)



Move 5: this fuseki was popular 10 years ago. but apparently, b didn't know so much about it.

Move 6: ogeima kakari is a good way to simplify.

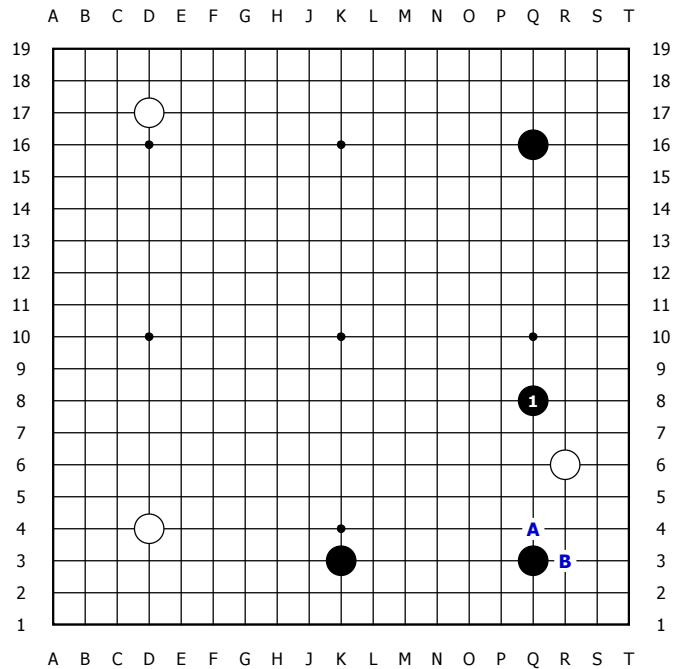
Figure 2 (7 - 11, Follow 1)



Move 7: if b kosumi,

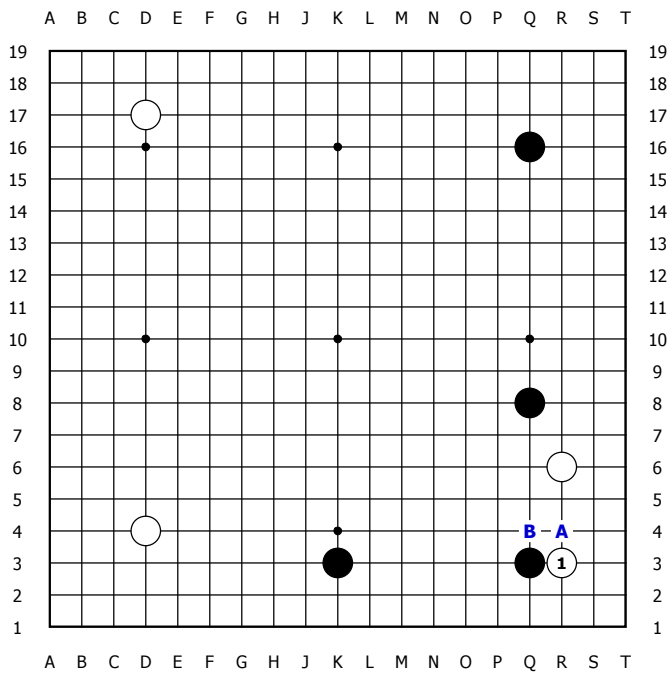
Move 11: A would be a slow move.

Figure 3 (7 - 7, Follow 1)



Move 7: pincer is the key to this fuseki.

Figure 4 (8 - 8, Follow 3)



Move 8: attaching is normal.

Figure 6 (9 - 10, Follow 4)

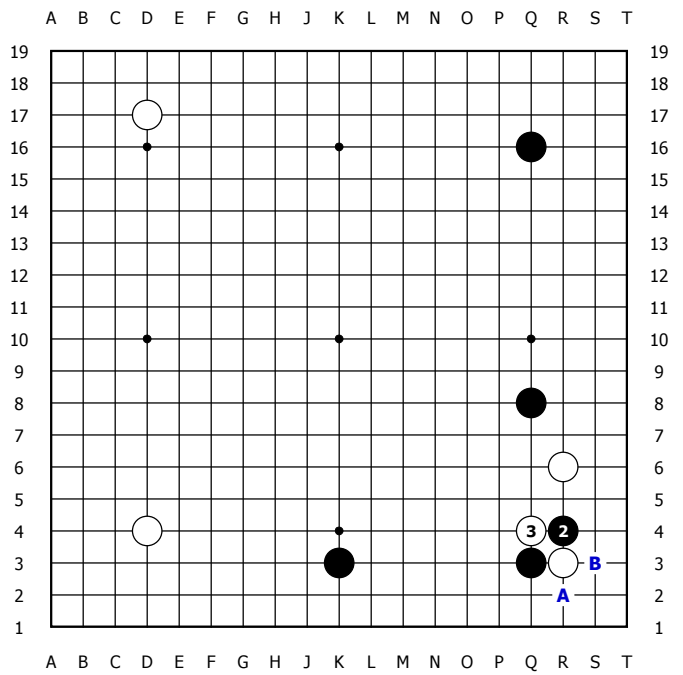
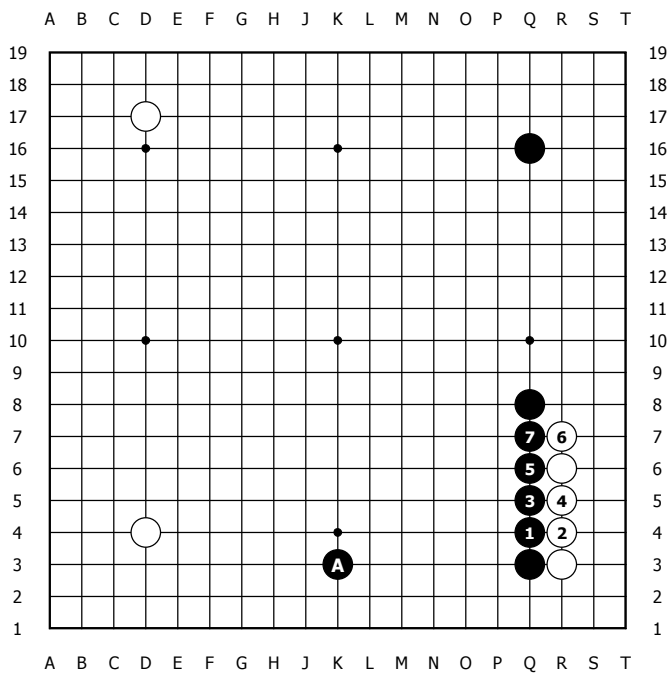


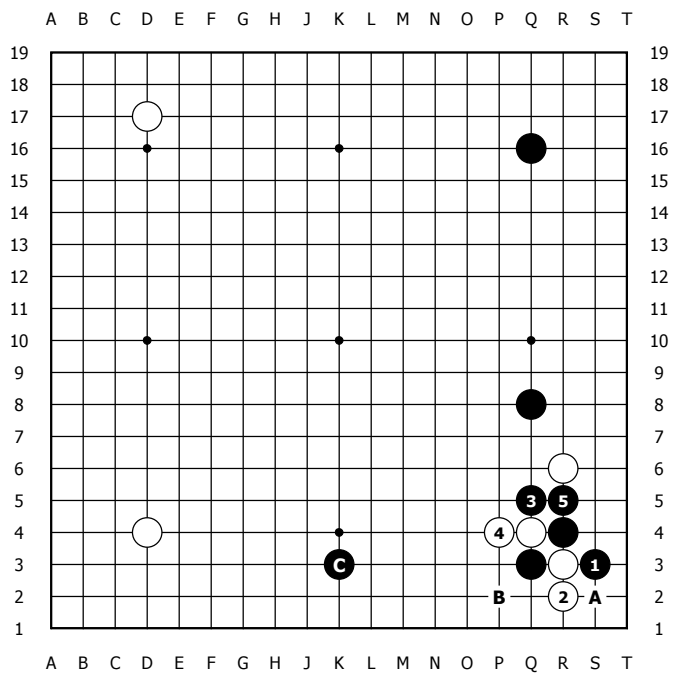
Figure 5 (9 - 15, Follow 4)



Move 9: if b nobi,

Move 15: A's position is too low, on the 3rd line.

Figure 7 (11 - 15, Follow 6)



Move 11: atari is the common joseki.

Move 15: according to joseki, w should A. but with the stone C, b will kosumi B. bad for w.

Move 16: kosumi is the key point.

Move 18: A is a still a bad move. no reason to play here.

Figure 8 (16 - 18)

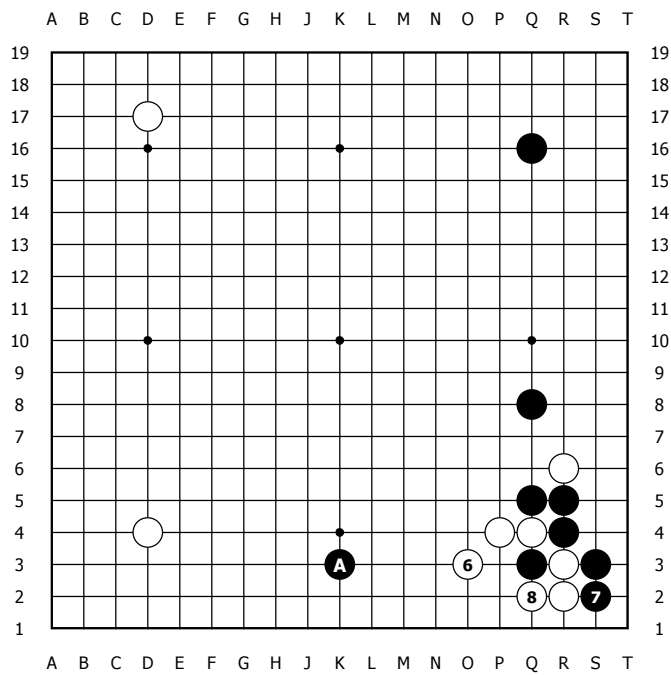
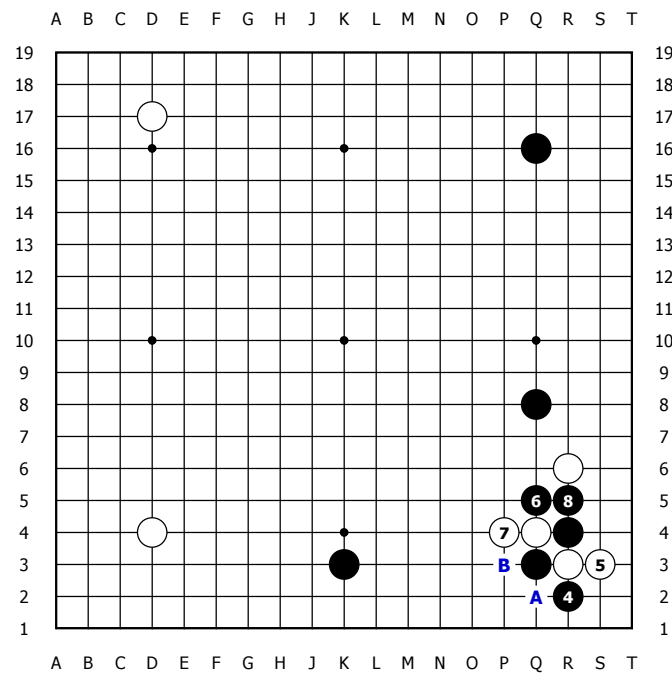


Figure 9 (11 - 15, Follow 6)



Move 11: in this fuseki, b should atari here.

Figure 10 (16 - 17, Follow 9)

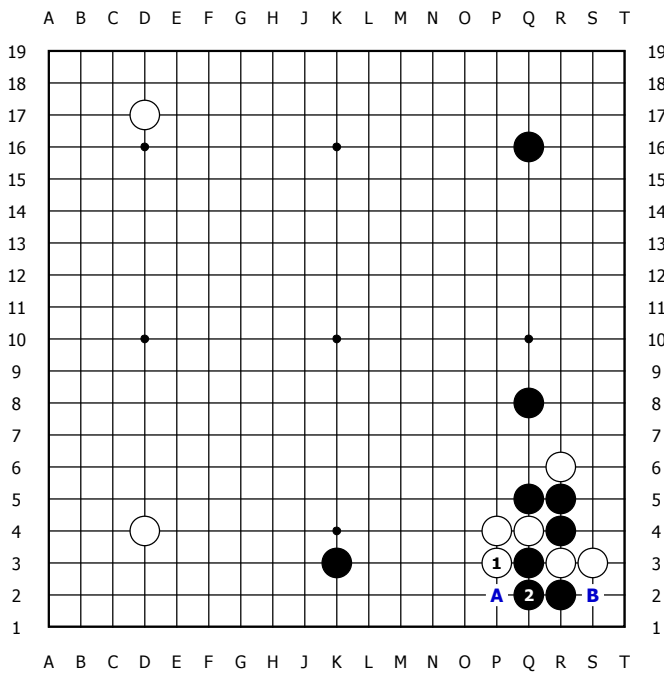


Figure 12 (24 - 27, Follow 11)

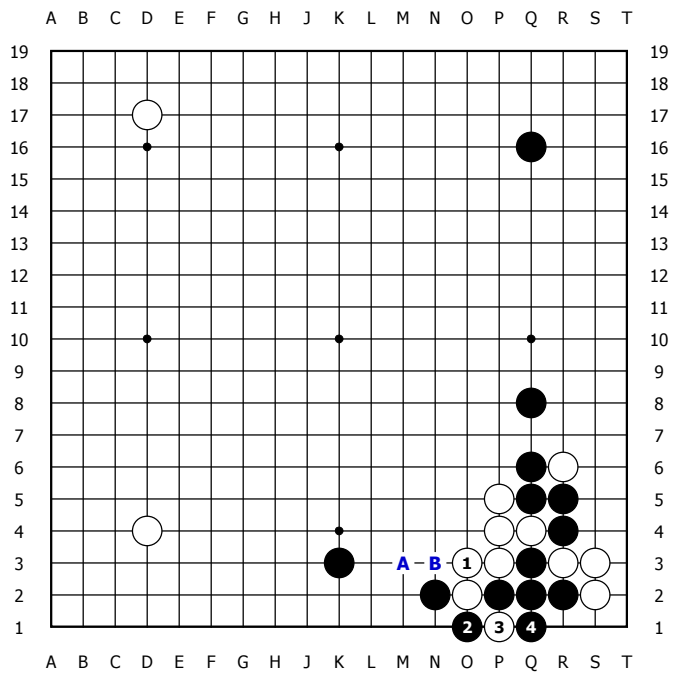


Figure 11 (18 - 23, Follow 10)

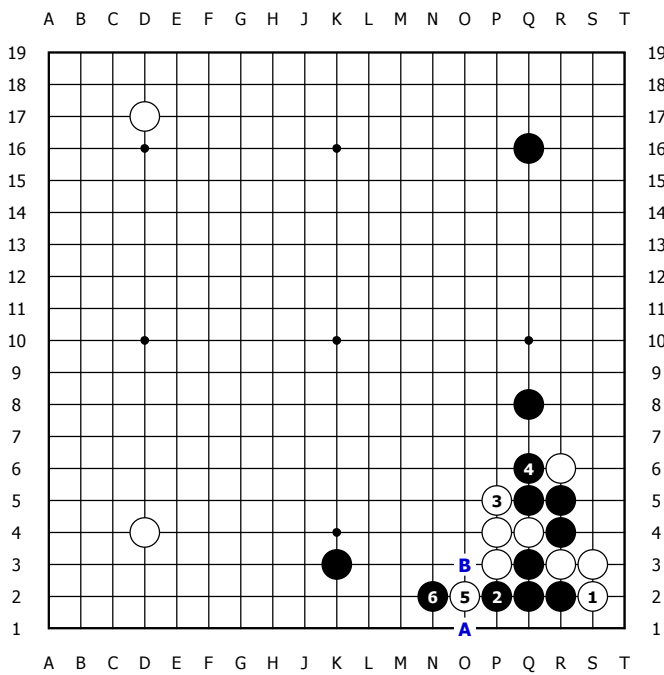
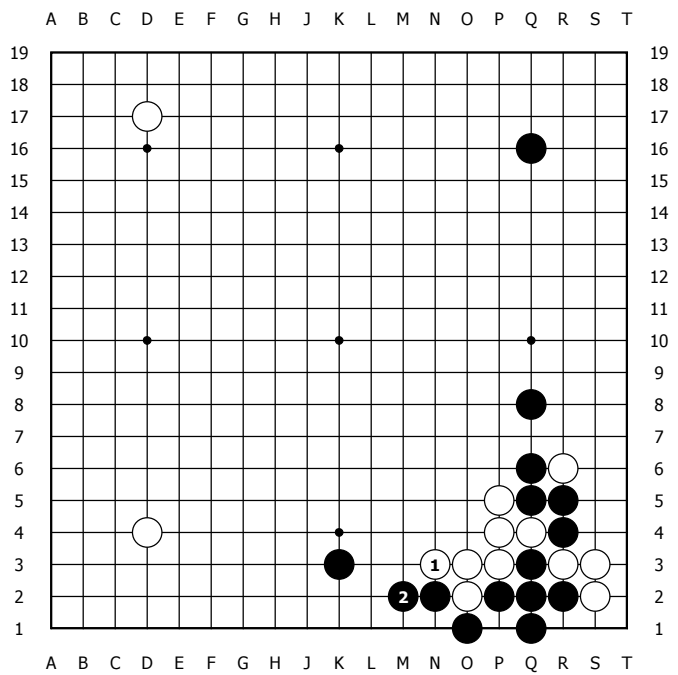


Figure 13 (28 - 29, Follow 12)

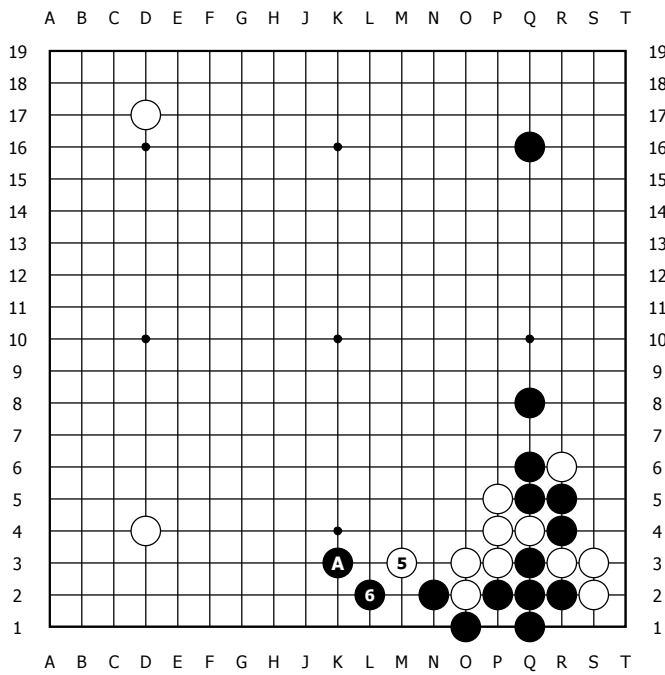


Move 18: if w blocks here,

Move 23: good move!

Move 29: b is connected. bad for w.

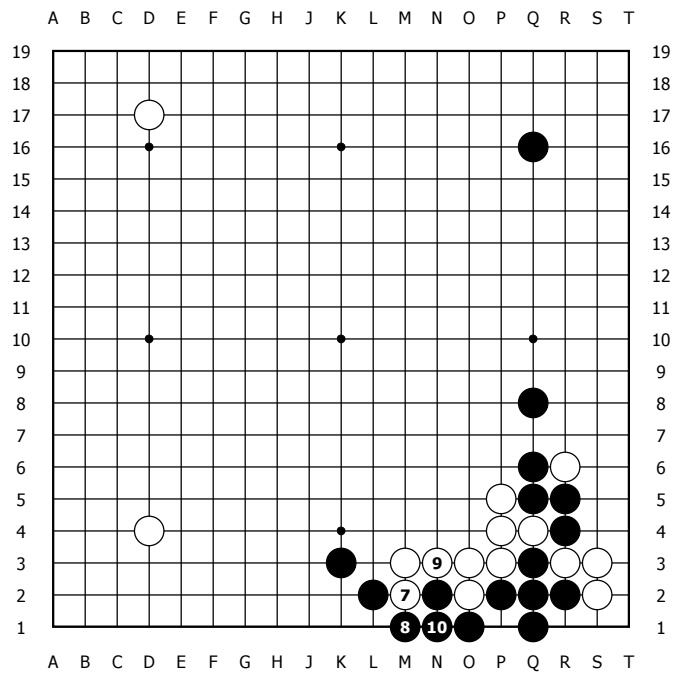
Figure 14 (28 - 29, Follow 12)



Move 28: if w jumps,

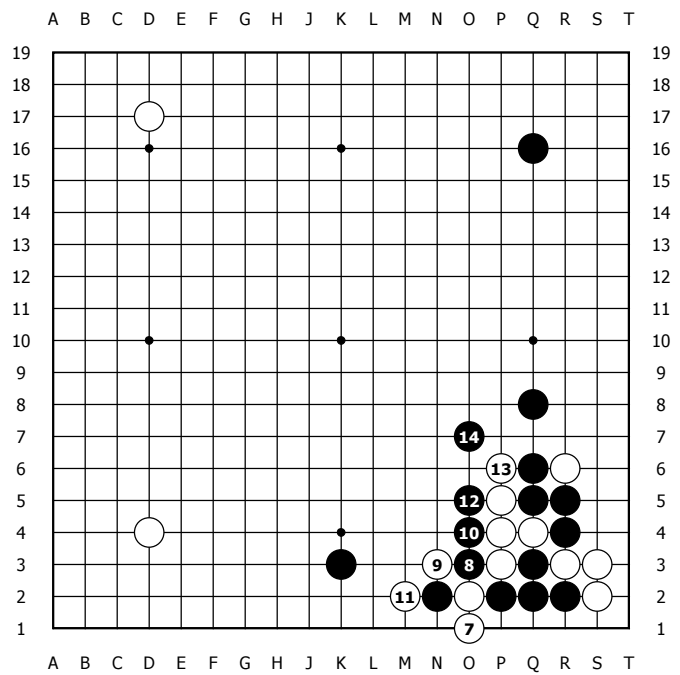
Move 29: b can also connect.  
the move A is very useful.

Figure 15 (30 - 33)



Move 33: bad for w.

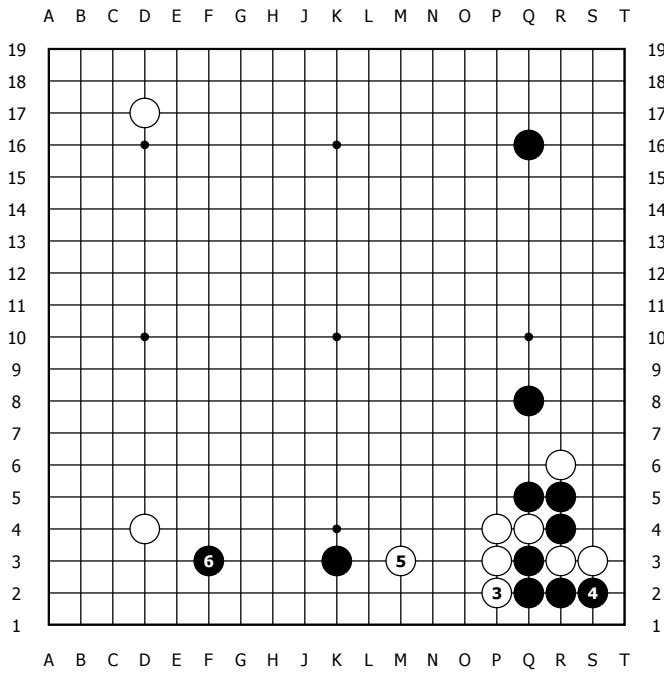
Figure 16 (24 - 31, Follow 11)



Move 24: w can't descent.

Move 31: w should resign now.

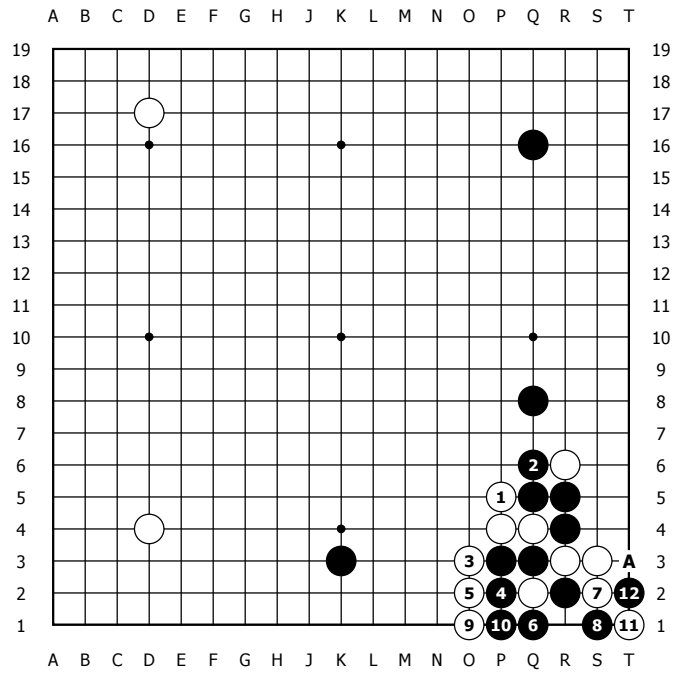
Figure 17 (18 - 21, Follow 10)



Move 18: if w blocks here,

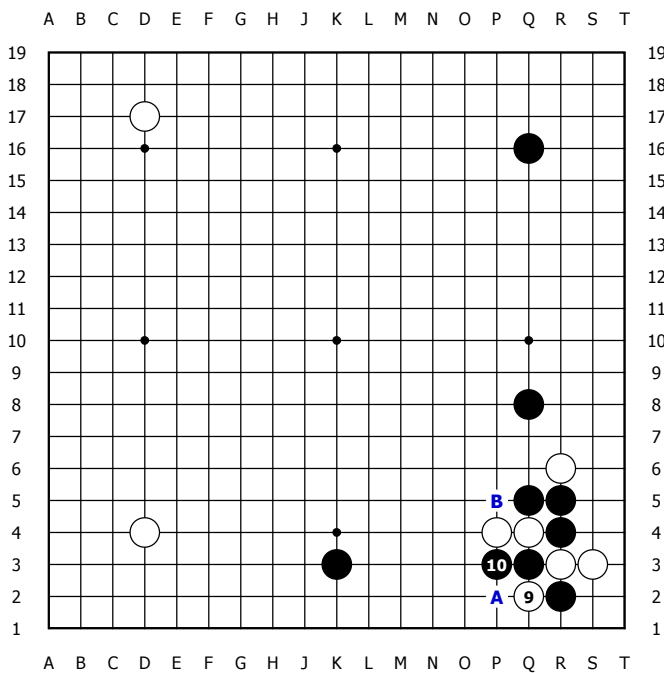
Move 21: b is satisfied.

Figure 19 (18 - 29, Follow 18)



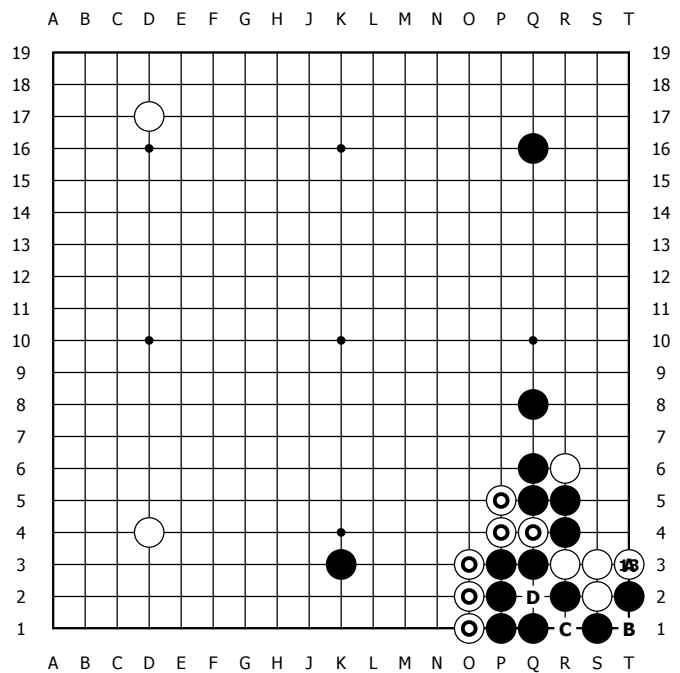
Move 29: if w descends A, locally it's a ko. but,

Figure 18 (16 - 17, Follow 9)



Move 16: besides, w can't atari.

Figure 20 (30 - 30)



Move 30: 1. the ko is heavy to w. the w group in the outside is not thick.  
 2. if w kills b, w has to play 4 moves (ABCD) to kill b. if b kills w, b needs only 2 moves.

Figure 22 (18 - 20, Follow 18)

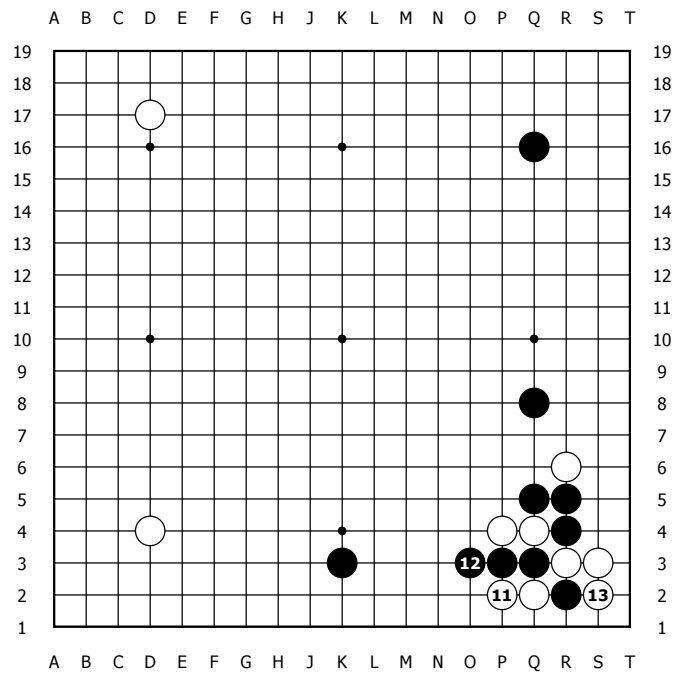
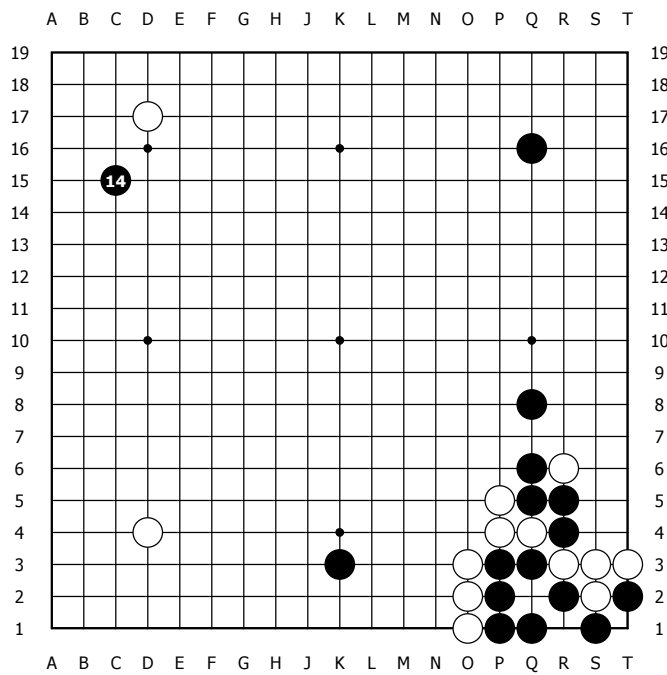


Figure 21 (31 - 31)

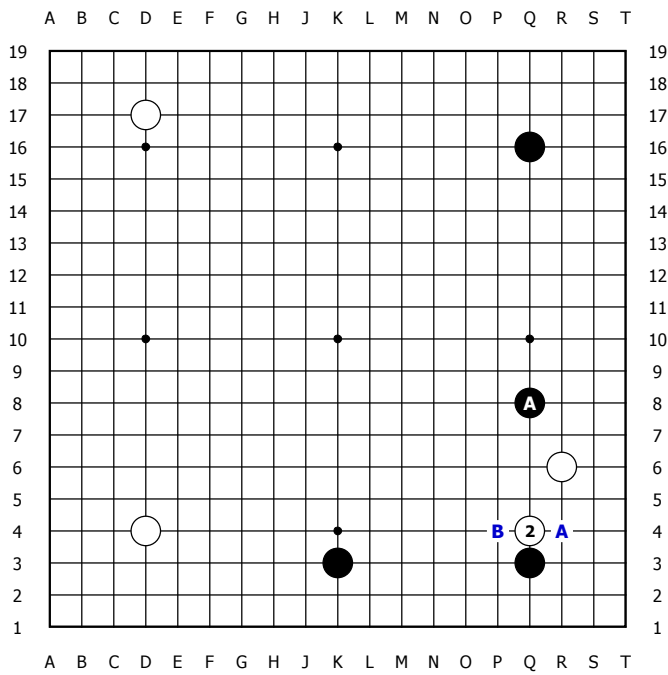


Move 31: b can just tenuki. w still has to play 3 moves to kill b. it's not a choice.

Move 18: if w atari,

Move 20: this result is good for b. the corner is too small.

Figure 23 (8 - 8, Follow 3)



Move 8: when b pincers, w can consider to contact.

Move 9: hane here is not good.

Move 13: vital point.

Move 15: A is still too low.

Figure 24 (9 - 15, Follow 23)

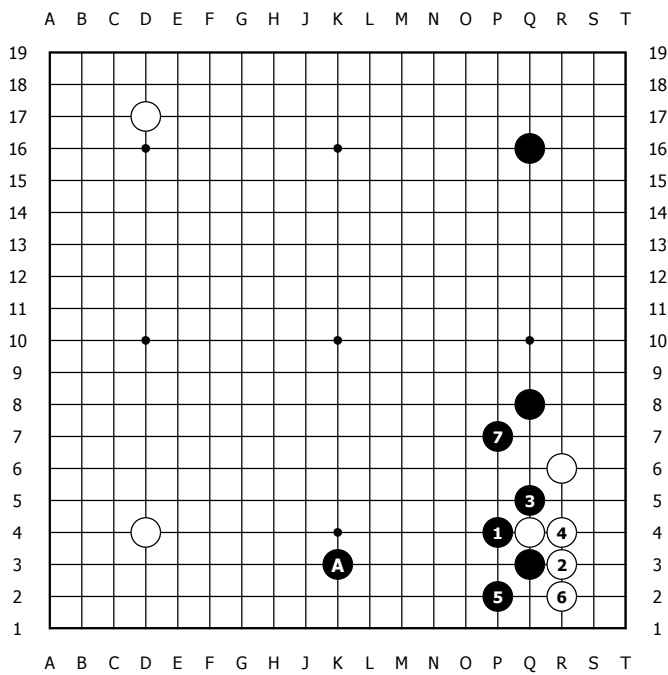
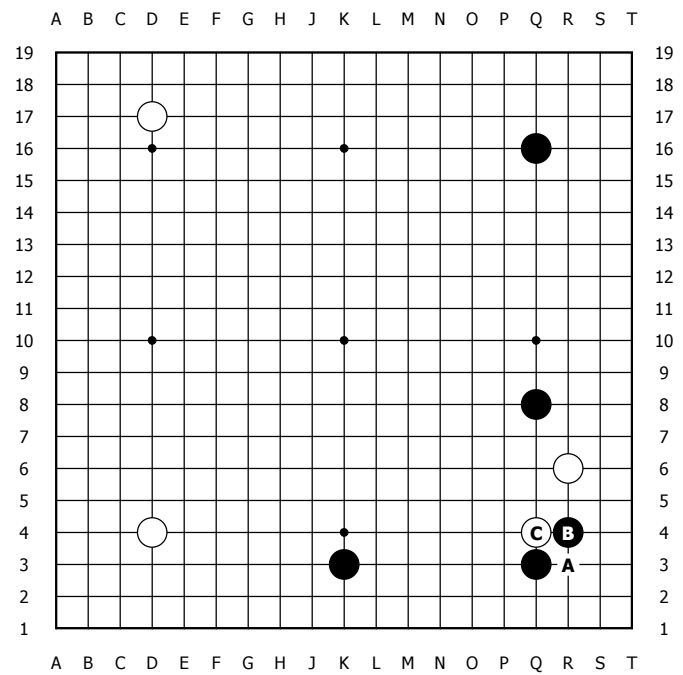


Figure 25 (9 - 9, Follow 23)



Move 9: if w A, it restores to the result w A, b B, w C.



Figure 26 (10 - 24)

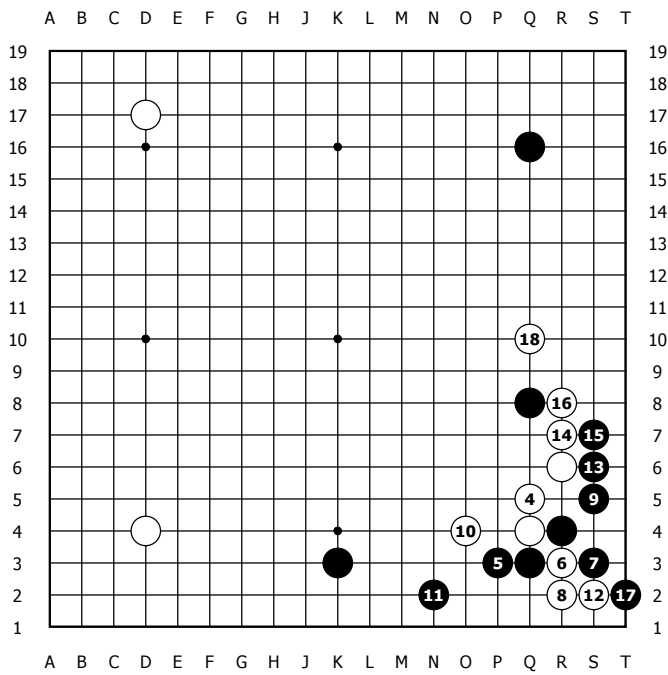
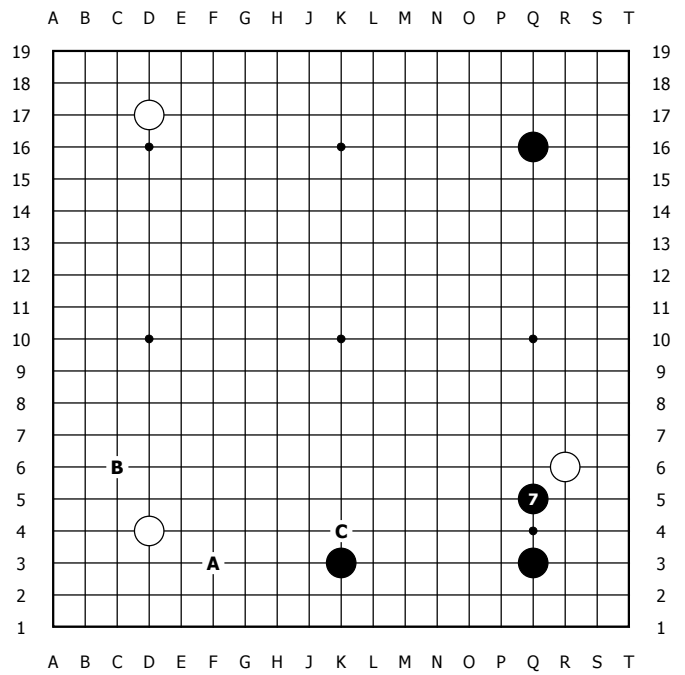


Figure 27 (7 - 7, Follow 1)



Move 7: if it was a Kobayashi fuseki, jumping is a good move. but now it's not.

Move 10: key point.

Move 12: good move.

Move 16: w jumps now. it's the best sequence.

Move 18: good move to sacrifice.

Move 24: i prefer w.

Figure 28 (8 - 10)

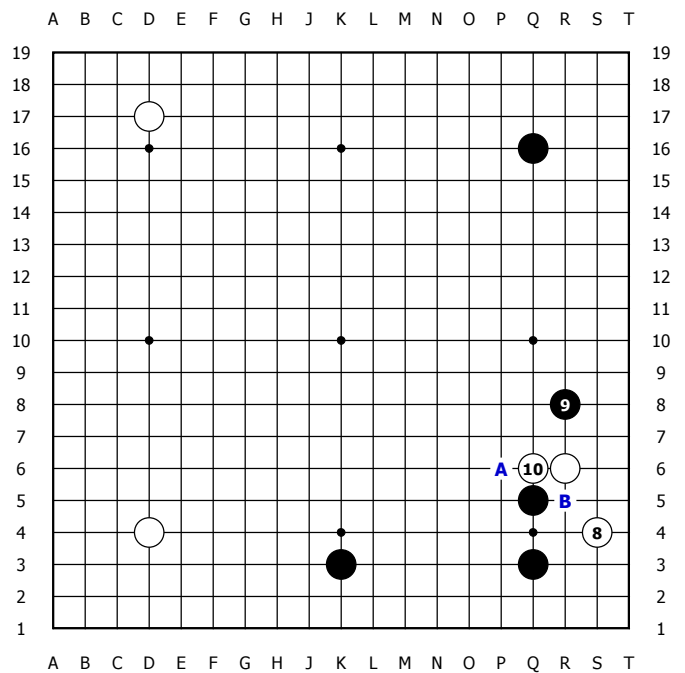
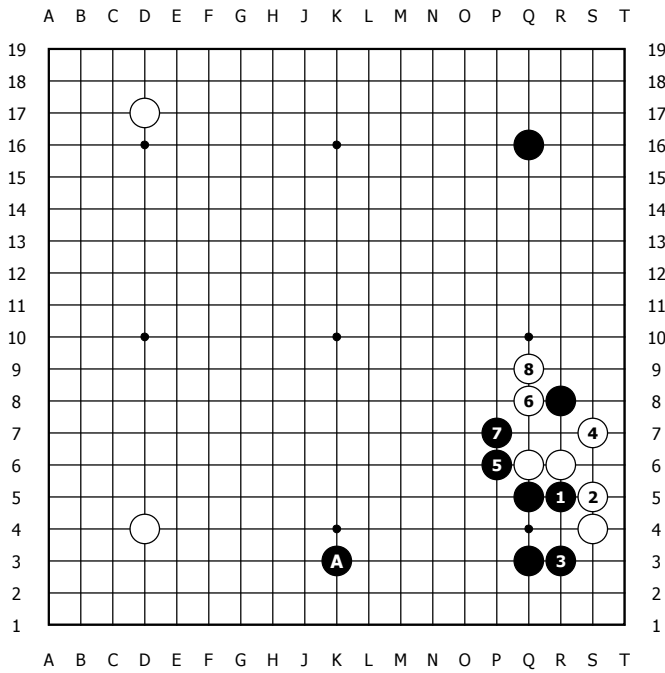


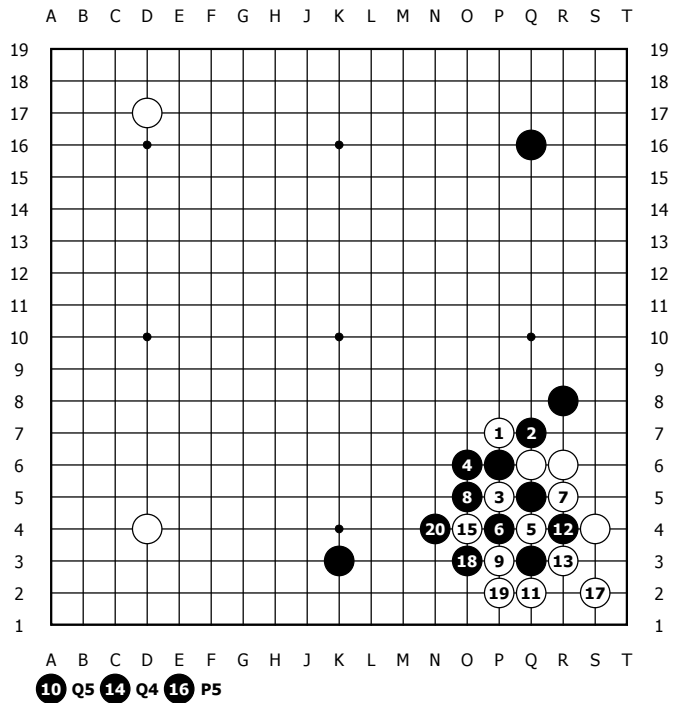
Figure 29 (11 - 18, Follow 28)



Move 11: normally b should play like this.

Move 18: A is too low. bad for b.

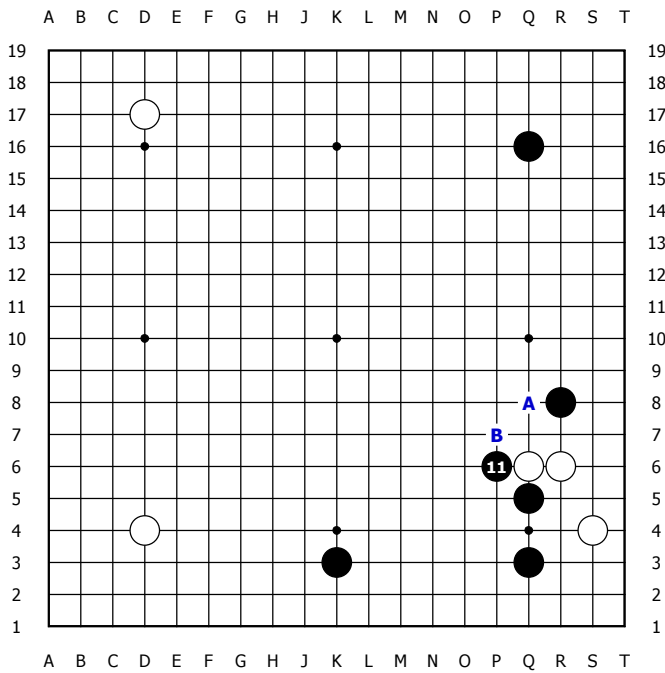
Figure 31 (12 - 31, Follow 30)



Move 13: if b cuts,

Move 31: it was a joseki. but of course b is bad.

Figure 30 (11 - 11, Follow 28)



Move 11: hane is an old choice. out of date.

Figure 32 (12 - 12, Follow 30)

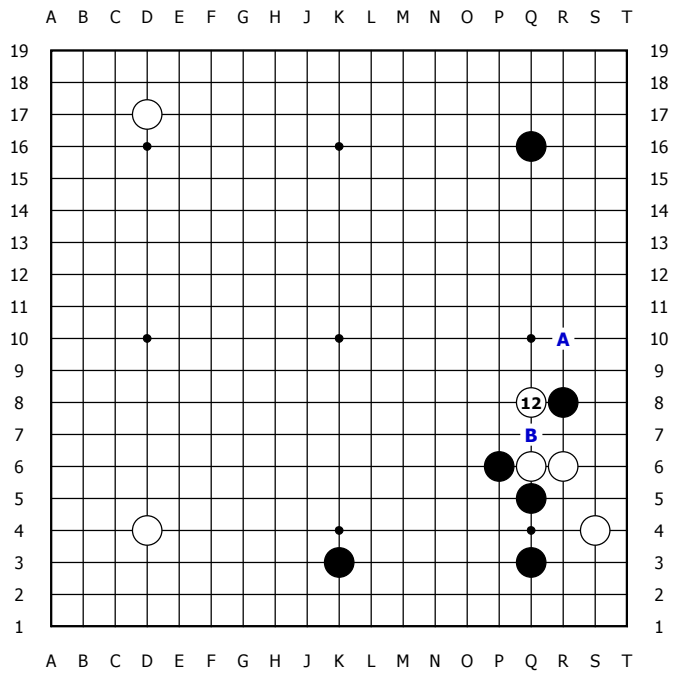
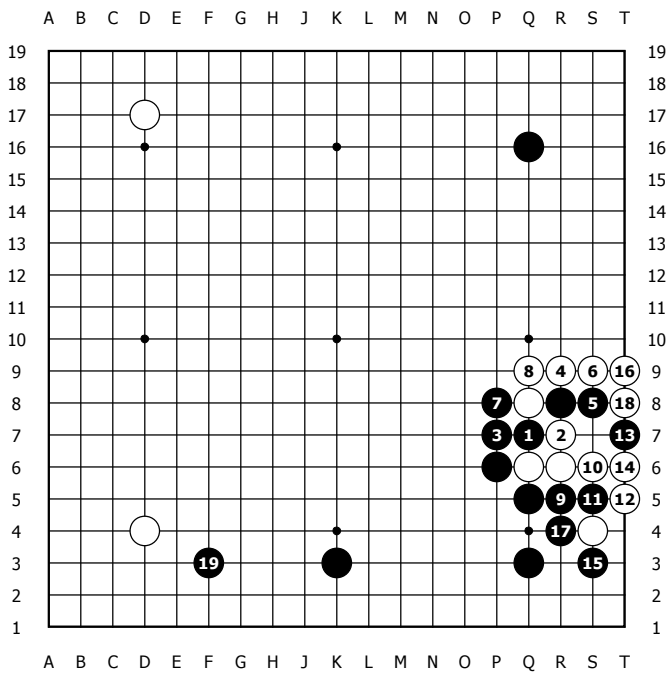


Figure 33 (13 - 31, Follow 32)



Move 13: b can wedge.

Move 31: good for b.

Move 13: jumping is slow.

Move 18: cap, good point. b's structure is not good.

Figure 34 (13 - 18, Follow 32)

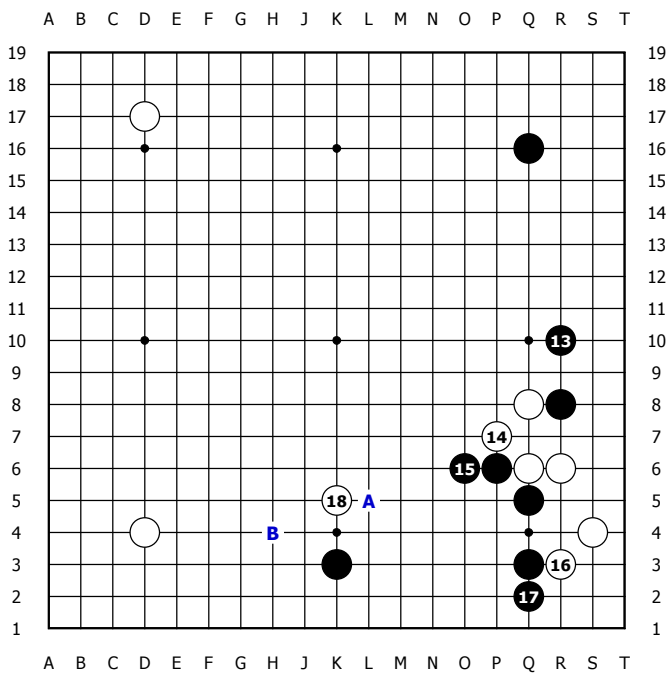
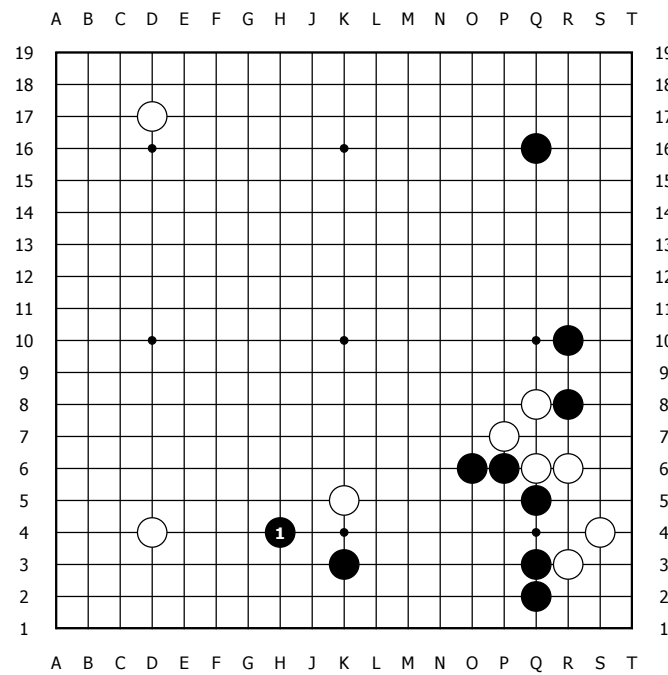
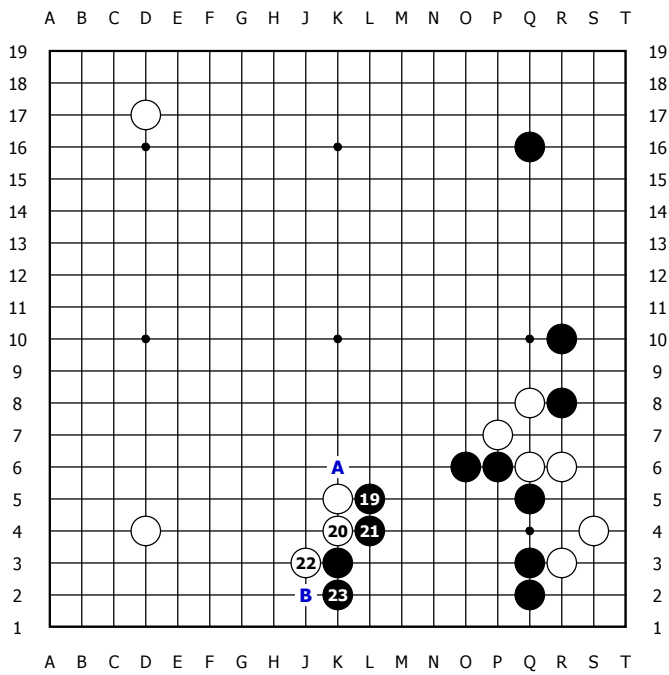


Figure 35 (19 - 19, Follow 34)



Move 19: the only choice.

Figure 36 (19 - 23, Follow 34)



Move 19: too slow.

Move 24: blocking would be better.

Move 25: if b cuts,

Move 42: b is not comfortable.

Figure 37 (24 - 42, Follow 36)

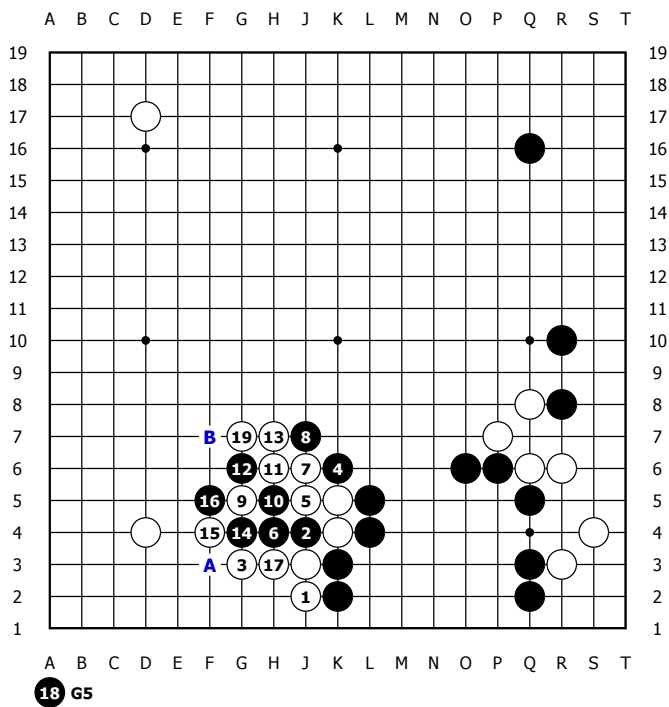
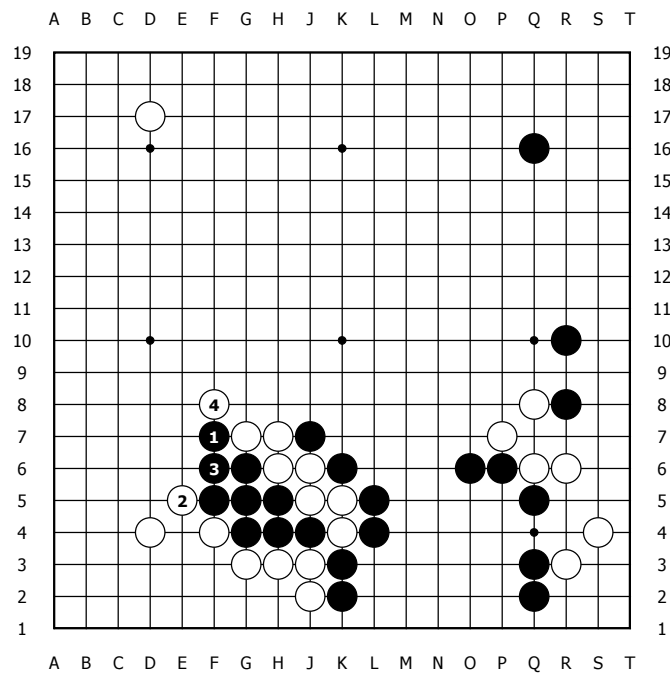


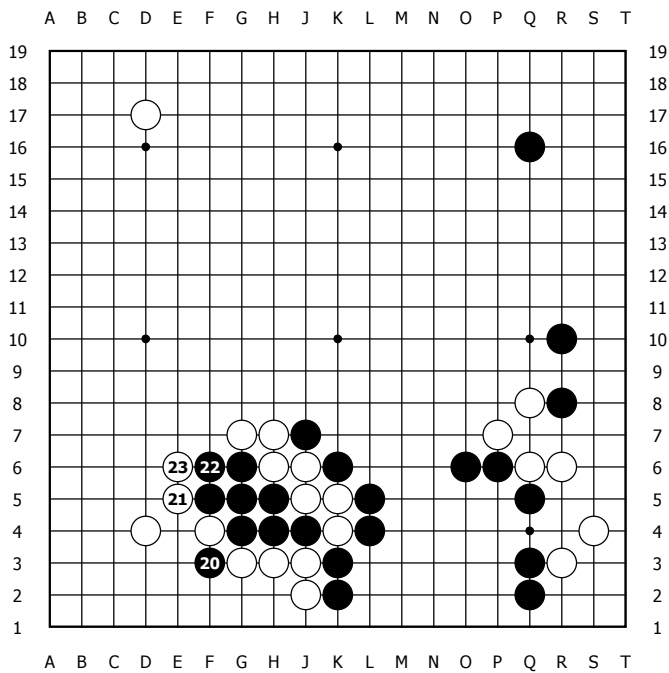
Figure 38 (43 - 46, Follow 37)



Move 43: if b hane,

Move 46: b is painful.

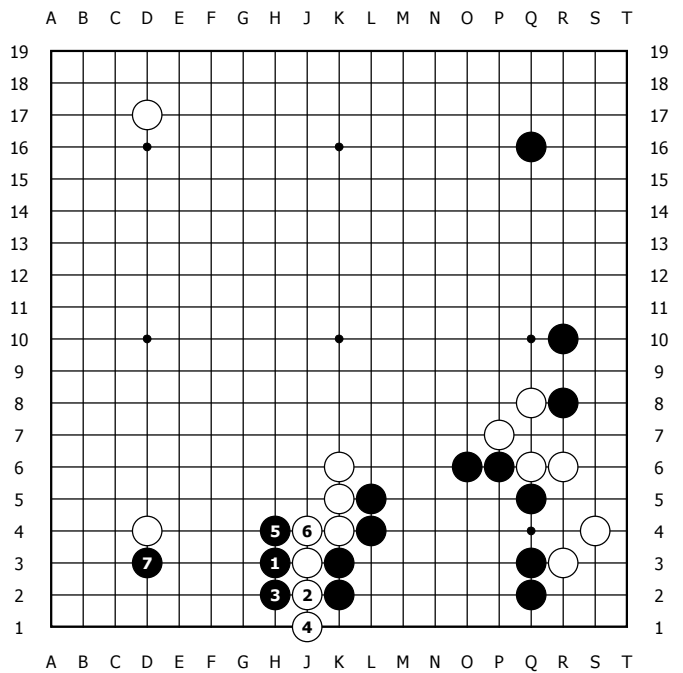
Figure 39 (43 - 46, Follow 37)



Move 43: b can't atari.

Move 46: resign, please.

Figure 41 (25 - 31, Follow 40)



Move 25: b has a technique here.

Move 26: if w blocks,

Move 31: good for b.

Figure 40 (24 - 24, Follow 36)

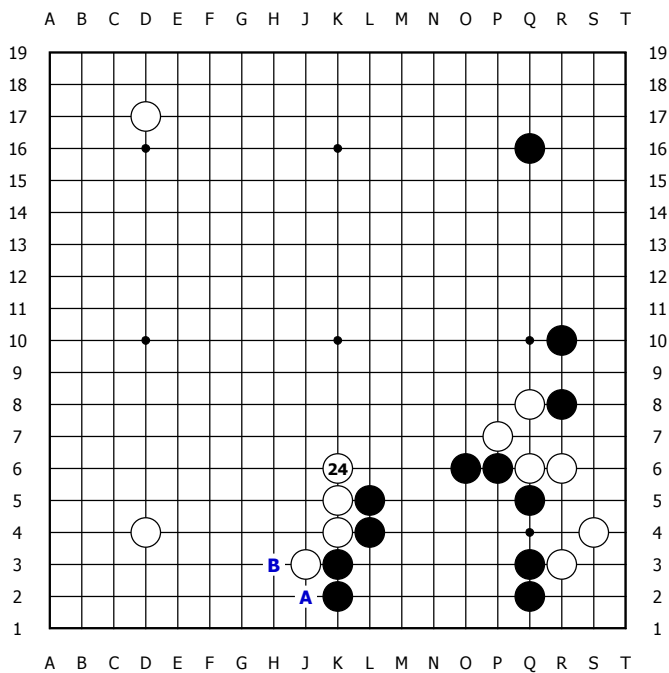
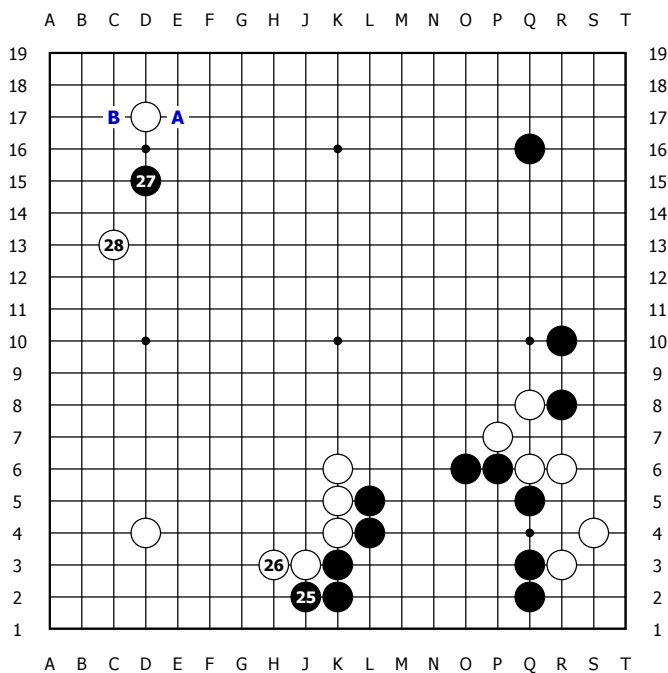
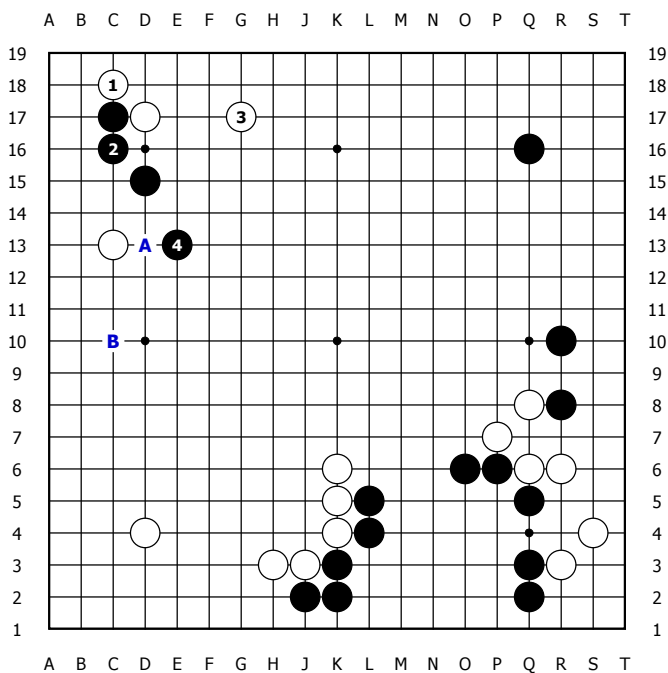


Figure 42 (25 - 28, Follow 40)



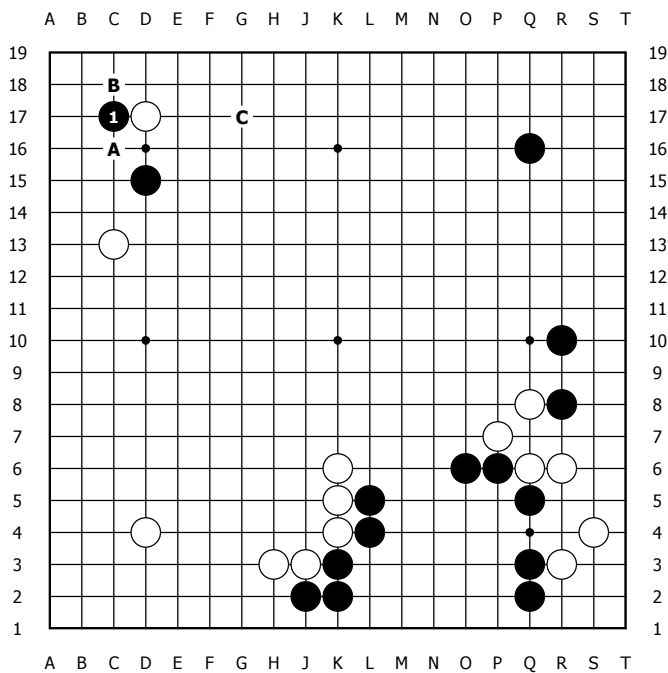
Move 25: underplay.

Figure 44 (30 - 33, Follow 43)



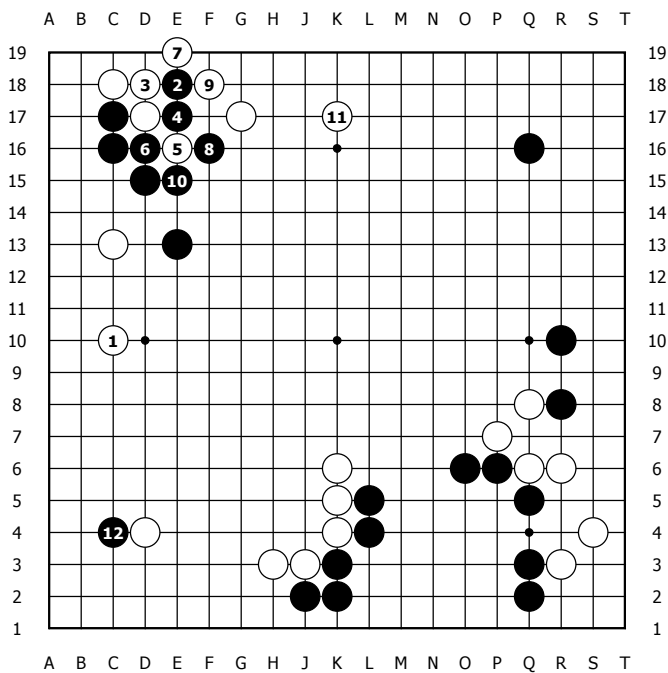
Move 30: hane is popular.

Figure 43 (29 - 29, Follow 42)



Move 29: attachment, joseki. next w will choose between ABC.

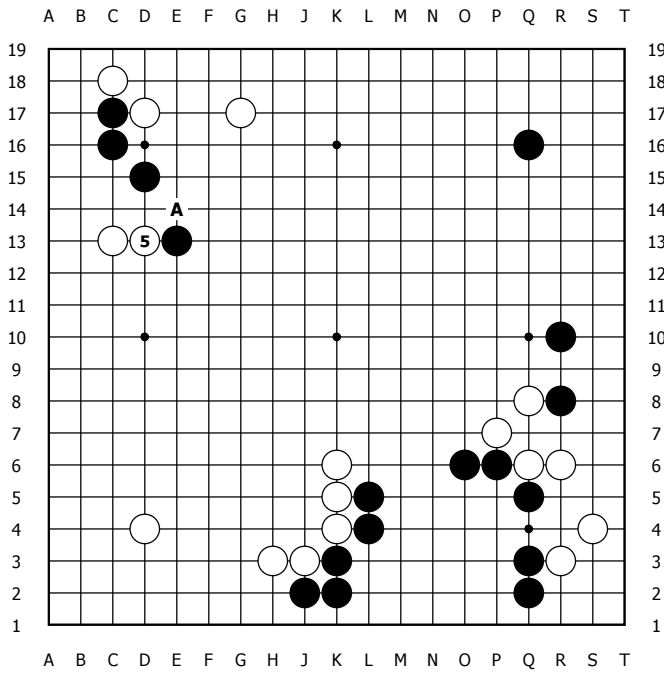
Figure 45 (34 - 45, Follow 44)



Move 34: if w extends,

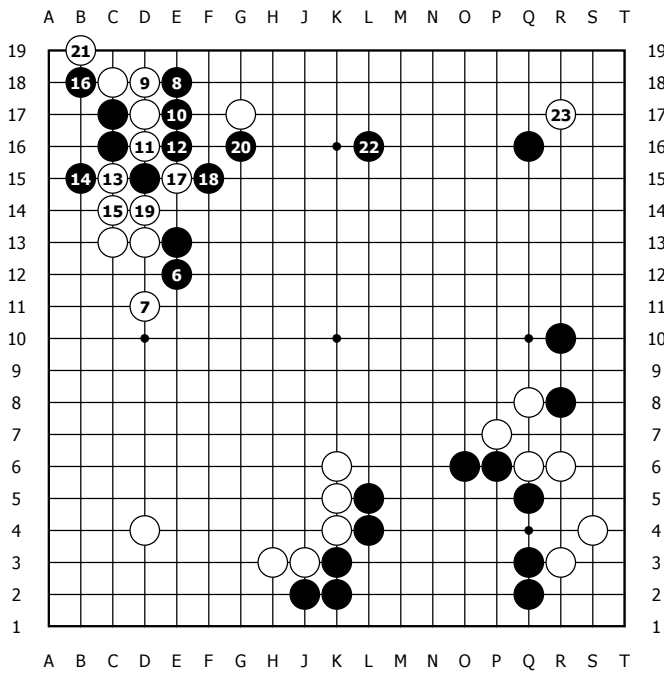
Move 45: i prefer b.

Figure 46 (34 - 34, Follow 44)



Move 34: if w bumps, b can't A, too slow.

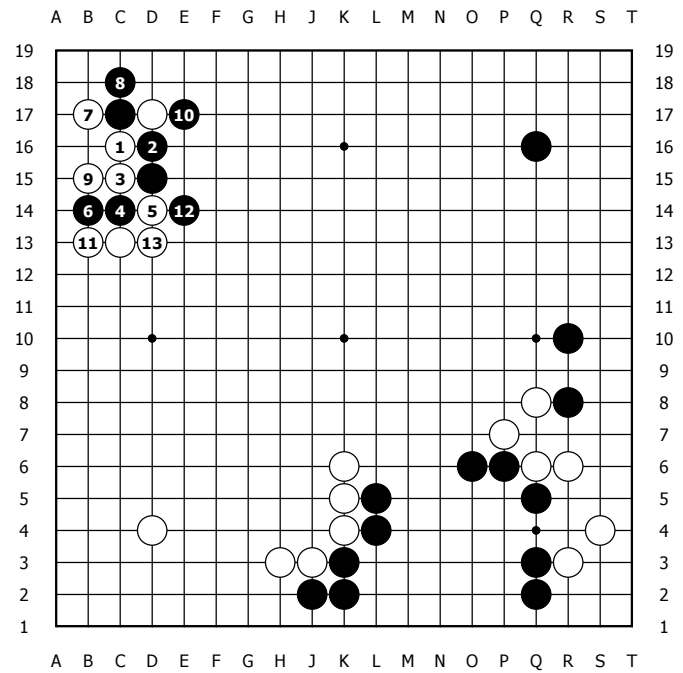
Figure 47 (35 - 52)



Move 51: it's a popular joseki.

Move 52: w takes sente to invade san-san. w is satisfied.

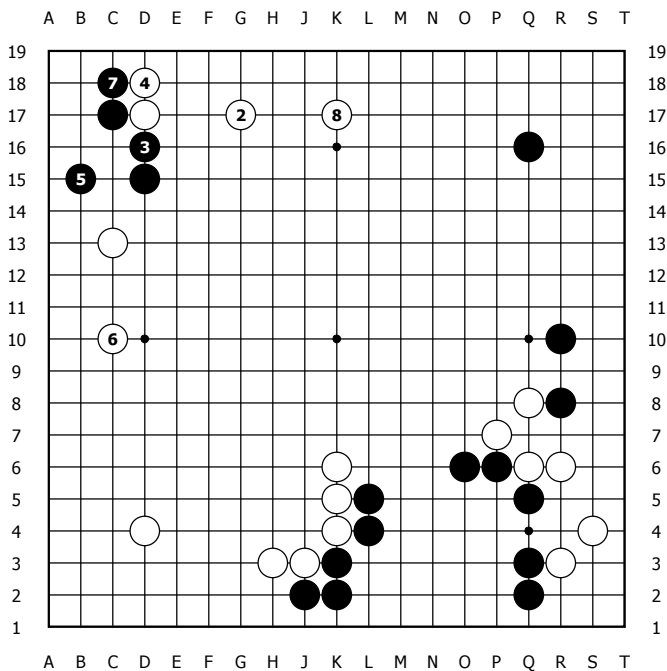
Figure 48 (30 - 42, Follow 43)



Move 30: hane here is also a choice.

Move 42: playable.

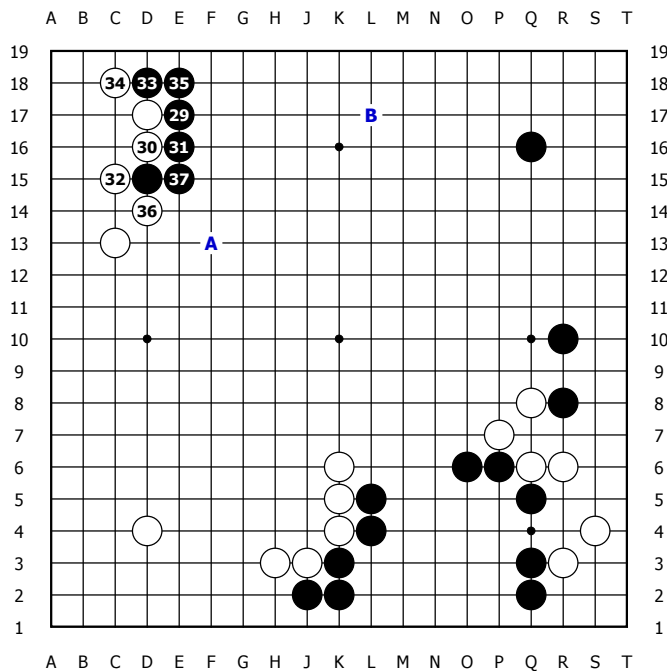
Figure 49 (30 - 36, Follow 43)



Move 30: extending directly. i introduced this joseki detailedly in my monthly videos. so i will not repeat the variations here.

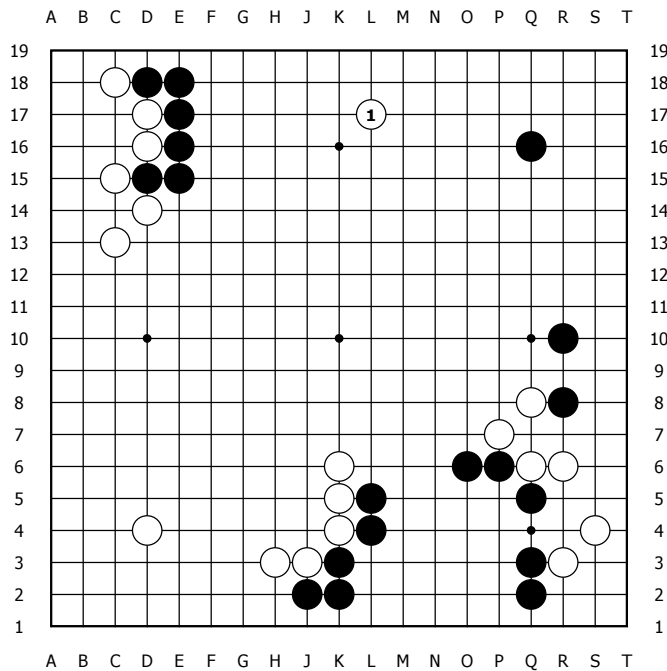
Move 36: it's the basic variation. anyway, it's an equal result.

Figure 50 (29 - 37, Follow 42)



Move 29: it's not playable.

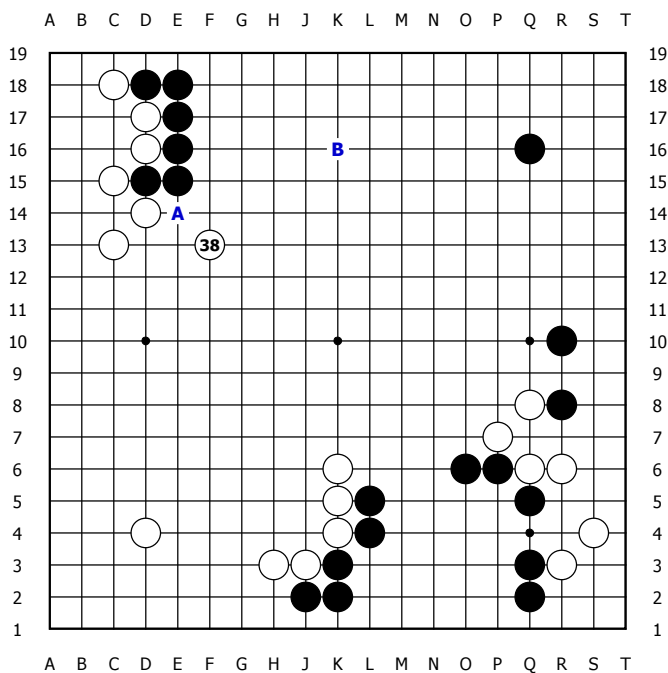
Figure 51 (38 - 38, Follow 50)



Move 38: splitting move. a very good point. b will be difficult to play.

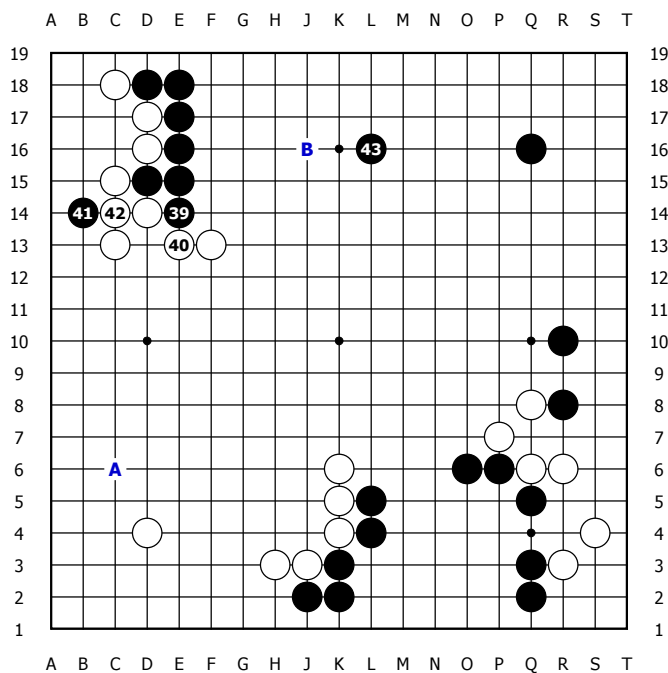


Figure 52 (38 - 38, Follow 50)



Move 38: keima is a good point, it's kind of tenozan. but in this situation it's less severe than a splitting move.

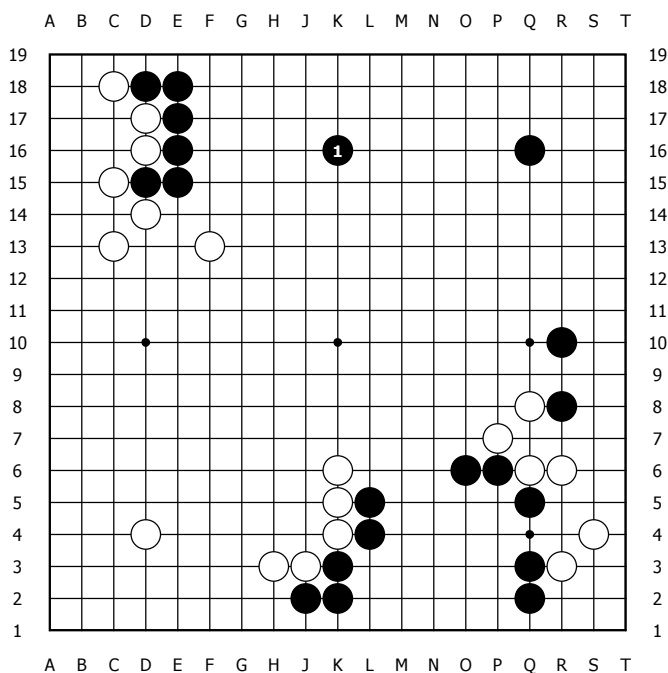
Figure 54 (39 - 43, Follow 52)



Move 39: vulgar move! very bad.

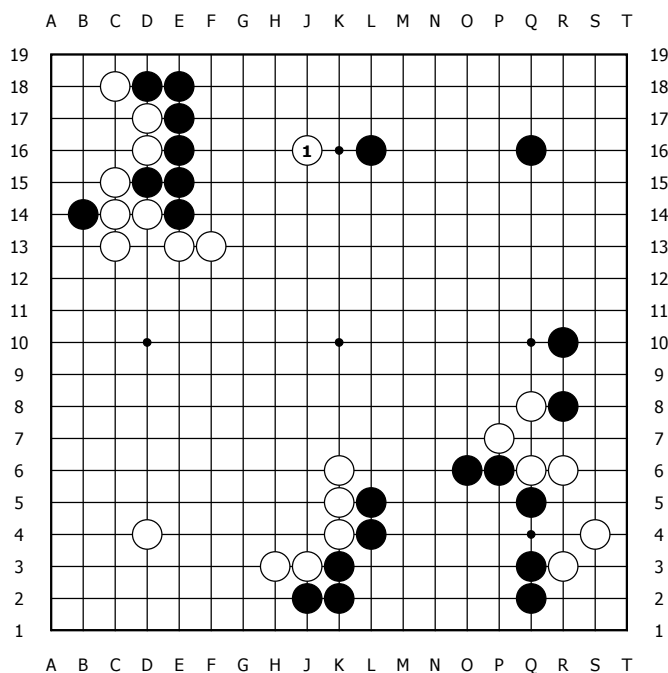
Move 43: overplay. extending too far.

Figure 53 (39 - 39, Follow 52)



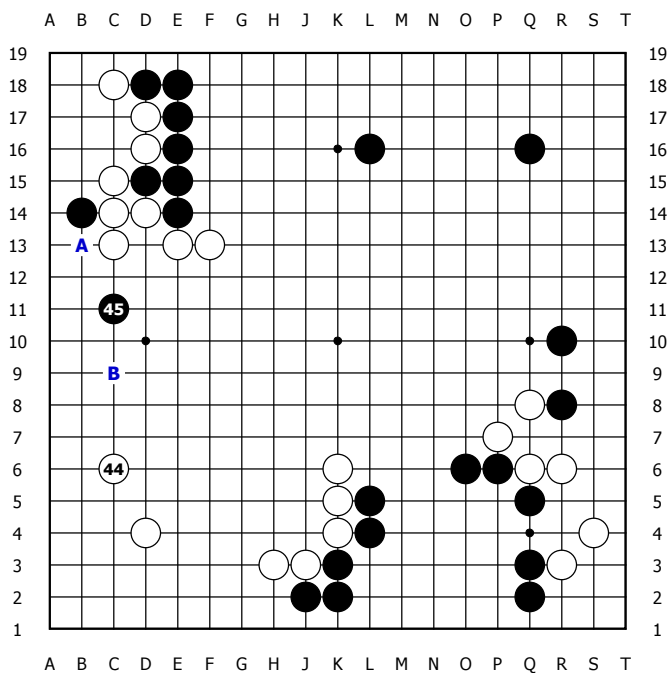
Move 39: honte.

Figure 55 (44 - 44, Follow 54)



Move 44: invade to punish it!

Figure 56 (44 - 45, Follow 54)



Move 44: yah, w is gentle.

Move 45: overplay! invading too deep.

Move 46: pincer to punish it!

Move 51: if b nobi,

Move 56: b is very heavy.

Figure 57 (46 - 56, Follow 56)

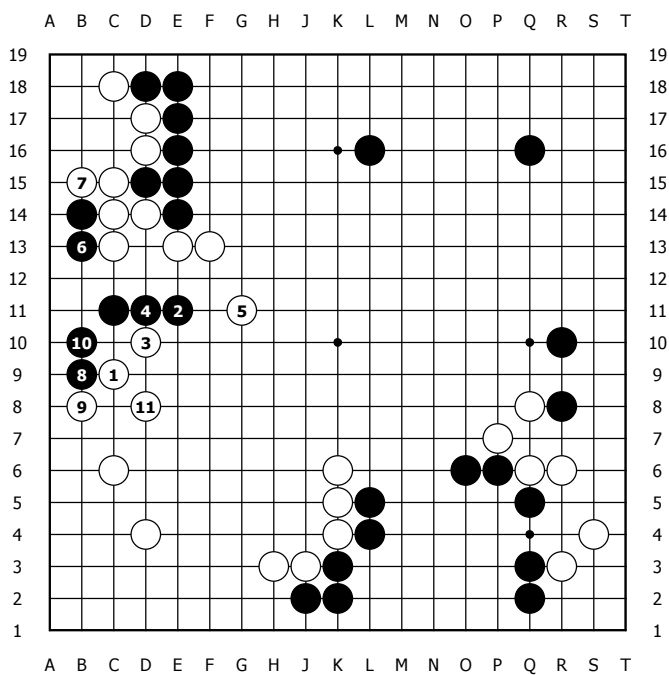
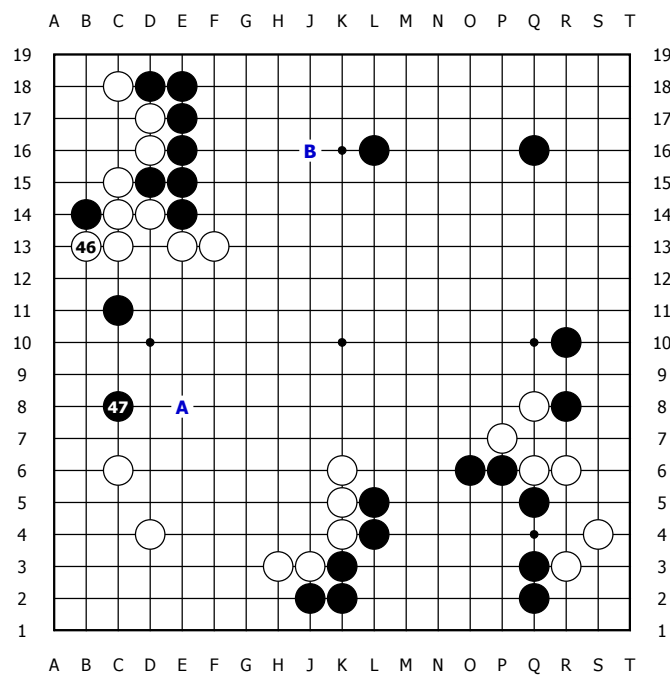
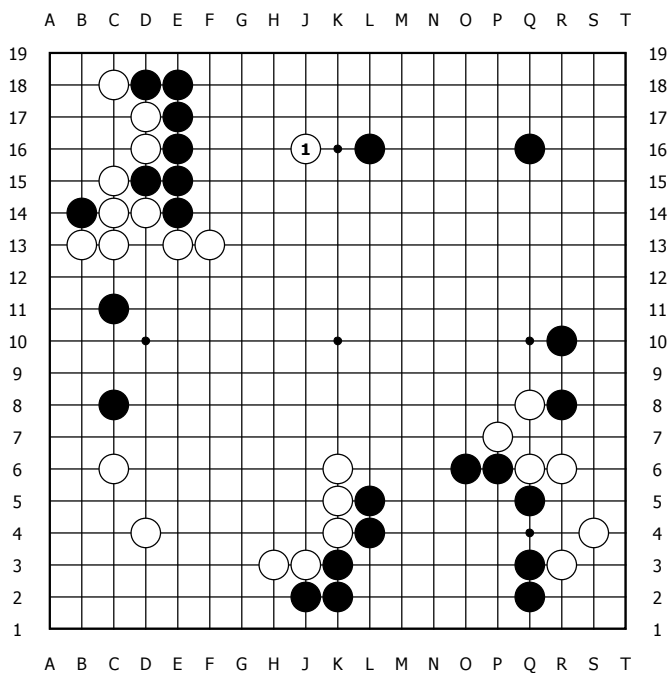


Figure 58 (46 - 47, Follow 56)



Move 46: underplay.

Figure 59 (48 - 48, Follow 58)



Move 48: should still invade here. it's also a probe.

Move 48: even w plays like this, b is not good. invaded too deep.

Move 49: bad move, w will not connect.

Move 50: b is painful.

Move 56: bad shape. should atari A.

Figure 60 (48 - 56, Follow 58)

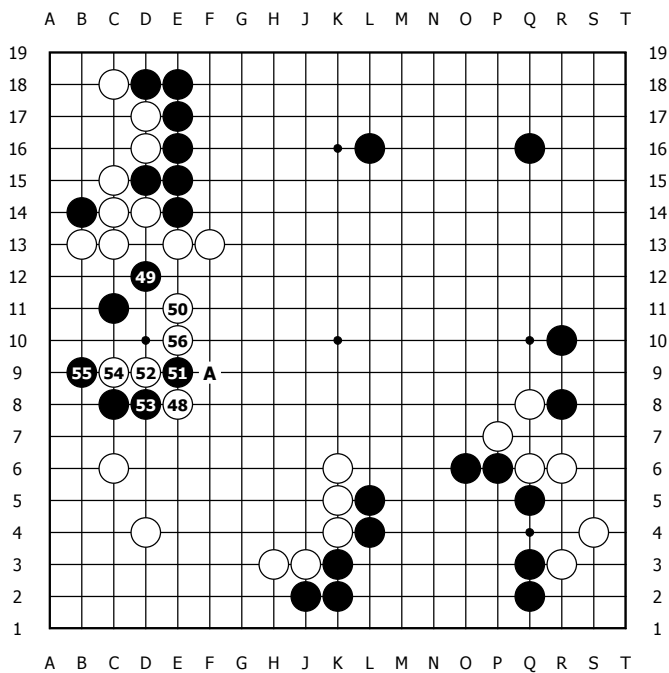


Figure 61 (57 - 59)

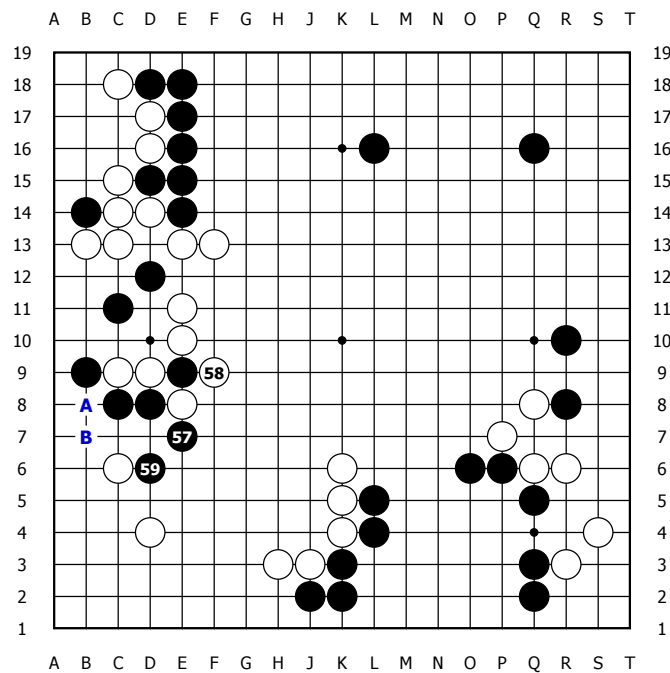
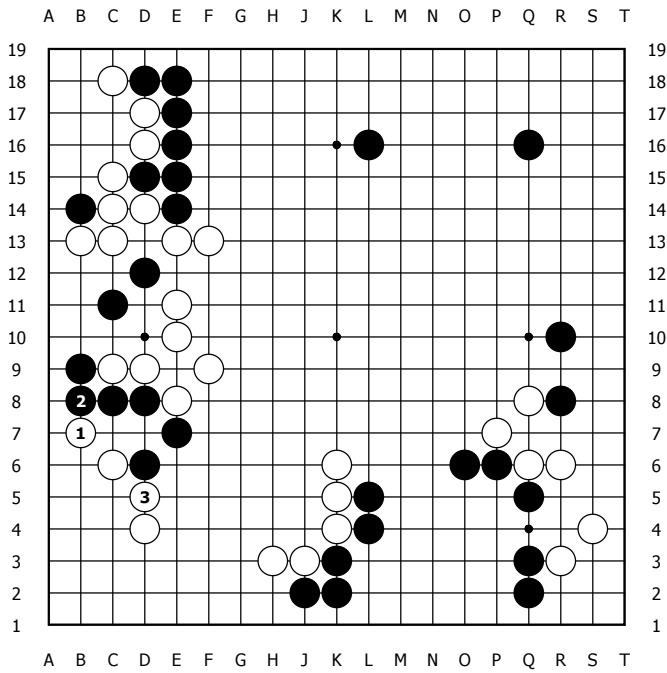


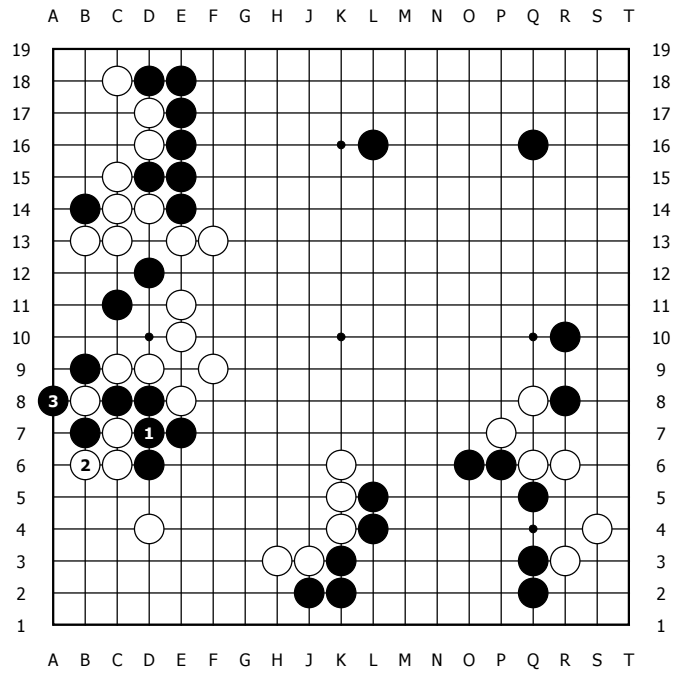
Figure 62 (60 - 62, Follow 61)



Move 60: simple yet good choice.

Move 62: b is hard to settle.

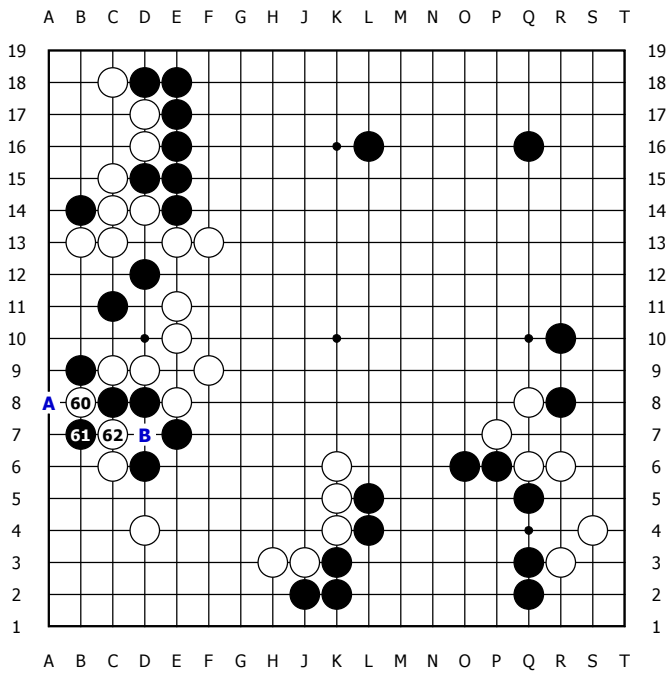
Figure 64 (63 - 65, Follow 63)



Move 63: b can simply connect.

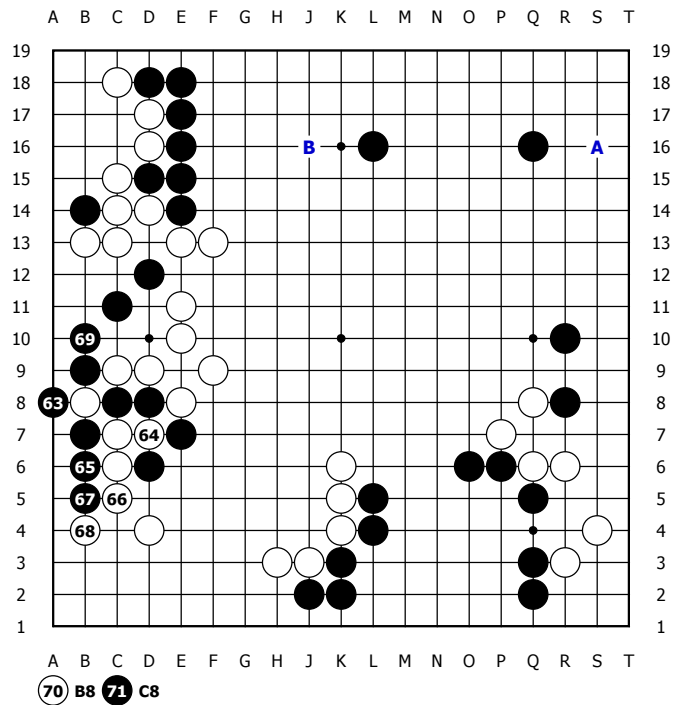
Move 65: w is worse than the previous diagram.

Figure 63 (60 - 62, Follow 61)



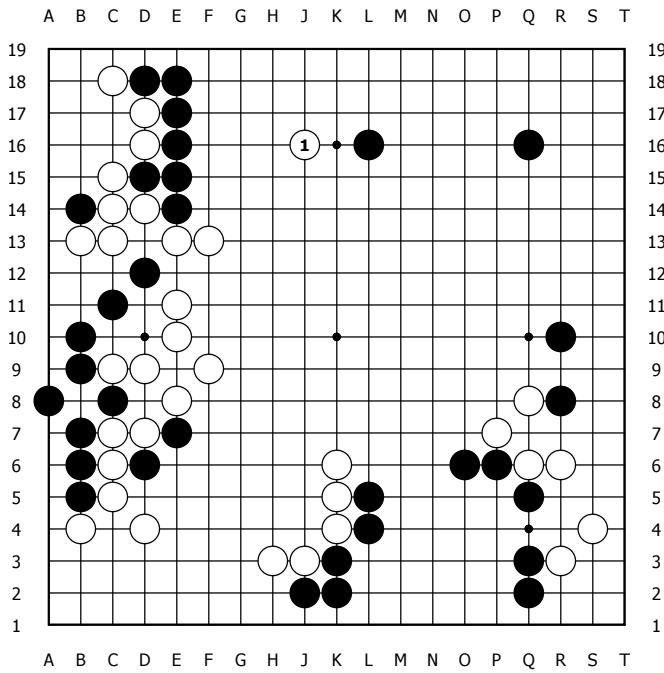
Move 62: it's not a good way to play.

Figure 65 (63 - 71, Follow 63)



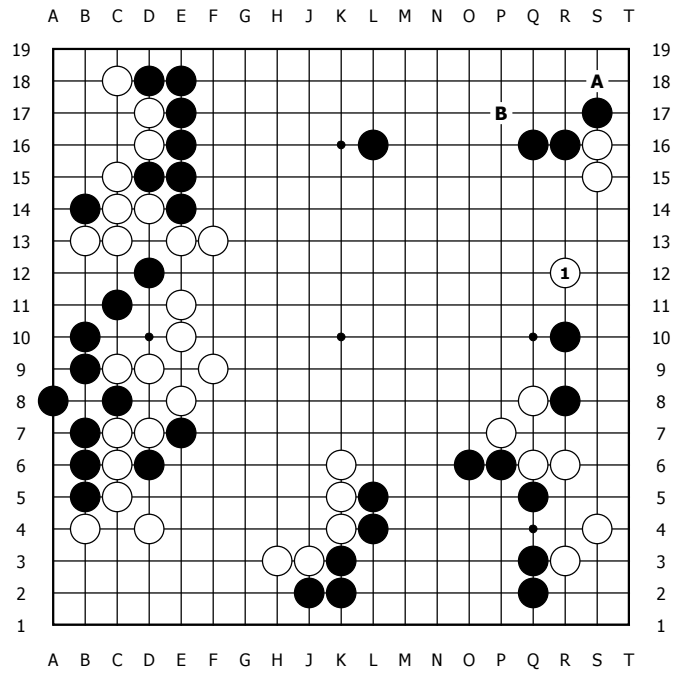
Move 64: w gets a lot.

Figure 66 (72 - 72, Follow 65)



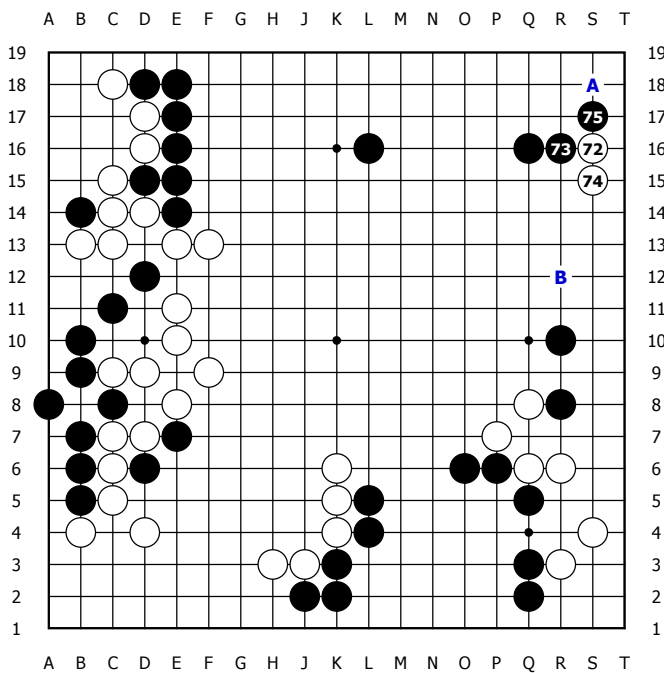
Move 72: if w invades here, b will hardly to find a chance.

Figure 68 (76 - 76, Follow 67)



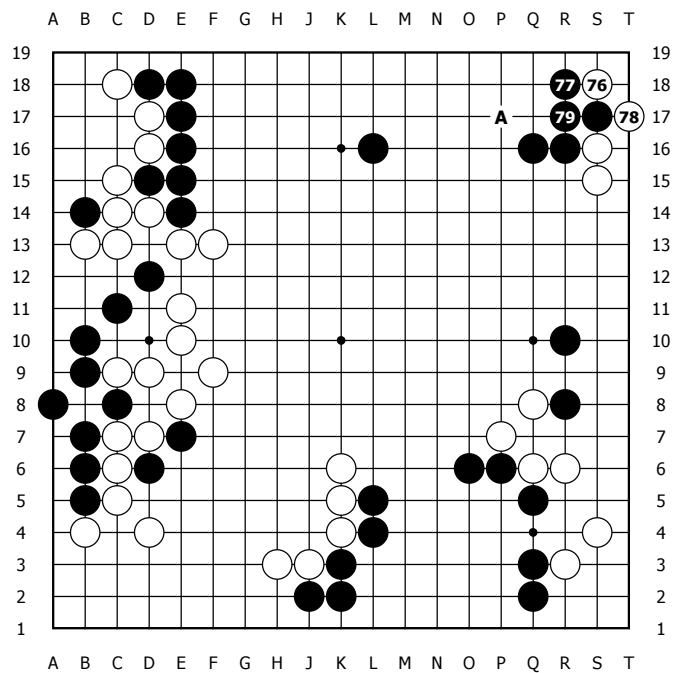
Move 76: extending directly would be better. reserve A, so in the future w may invade B.

Figure 67 (72 - 75, Follow 65)



Move 72: locally w can also consider to invade san-san directly.

Figure 69 (76 - 79, Follow 67)



Move 76: it's still a good move to your level.

Move 79: locally these exchanges in the corner are good for w, but w has lost the chance to invade A, and...

Move 80: w is heavier.

if w was light, w would like to extend A. but now if w extends A, b may invade B. so w chooses to keima. it's much slower than A.

anyway, i still have to say, these moves are good to a 1d player.

Figure 70 (80 - 80)

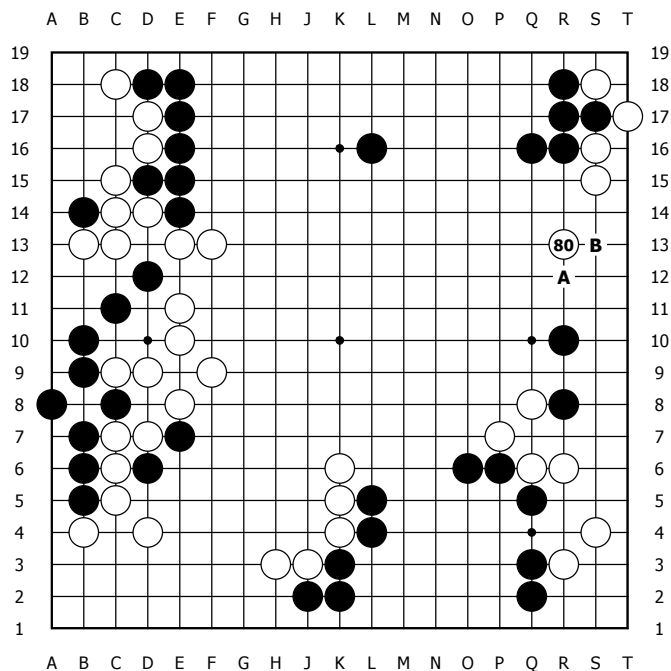


Figure 71 (81 - 84)

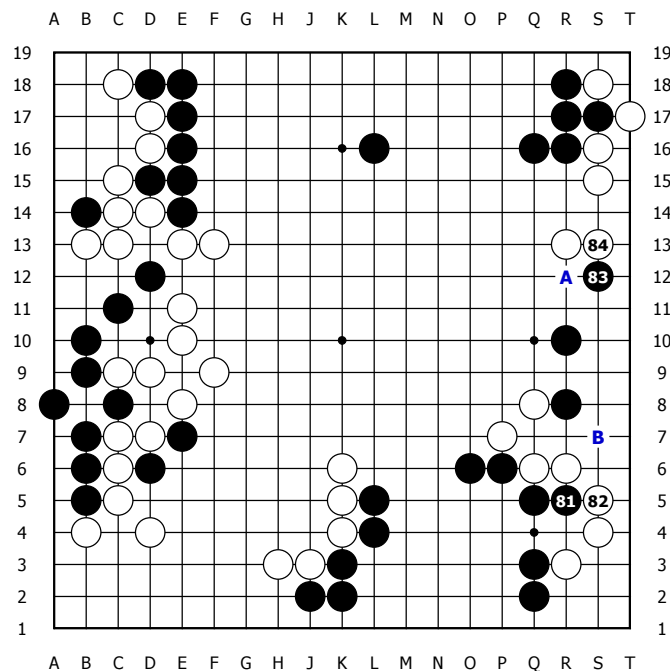
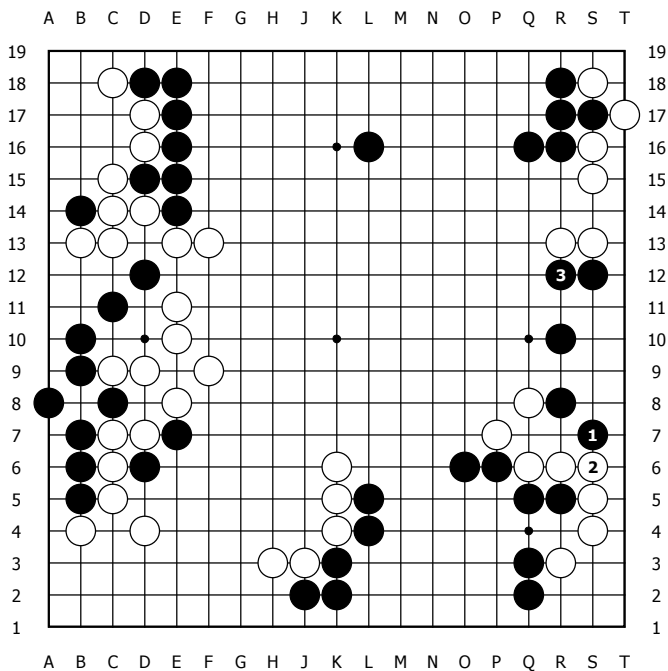


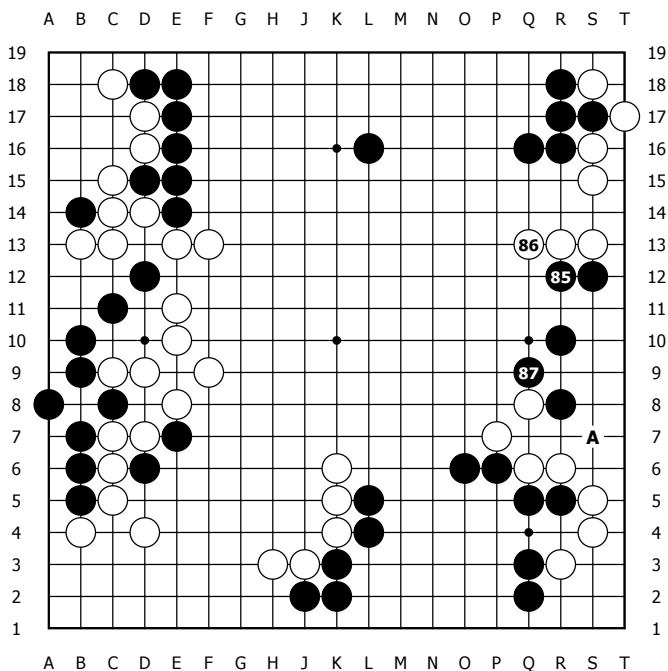
Figure 72 (85 - 87, Follow 71)



Move 85: b can simply play like this.

Move 87: w is not satisfied.

Figure 73 (85 - 87, Follow 71)



Move 87: should peep A firstly.

Figure 74 (88 - 90)

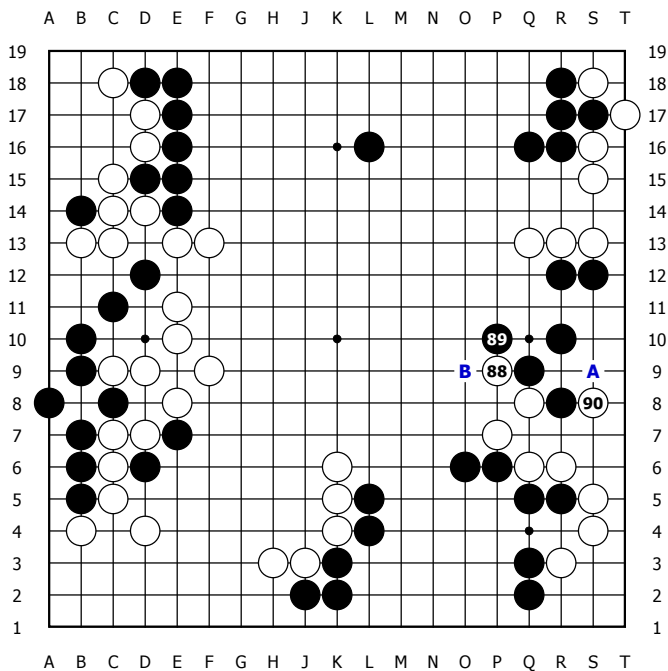
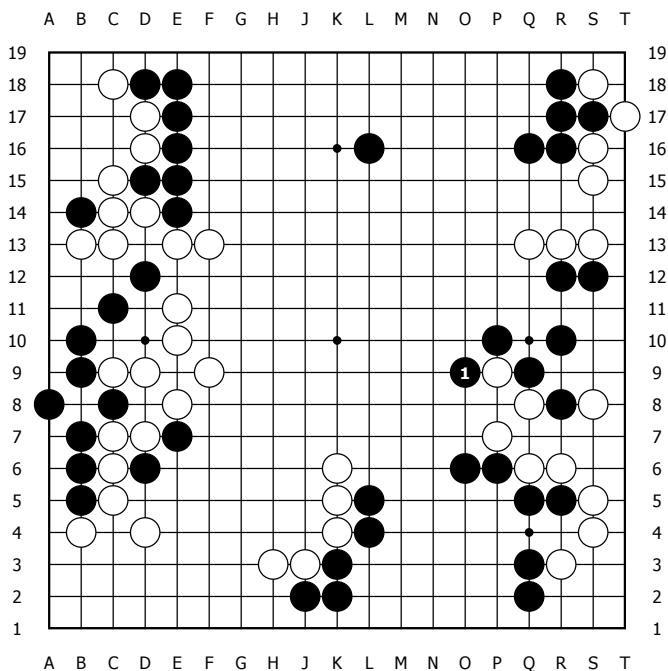
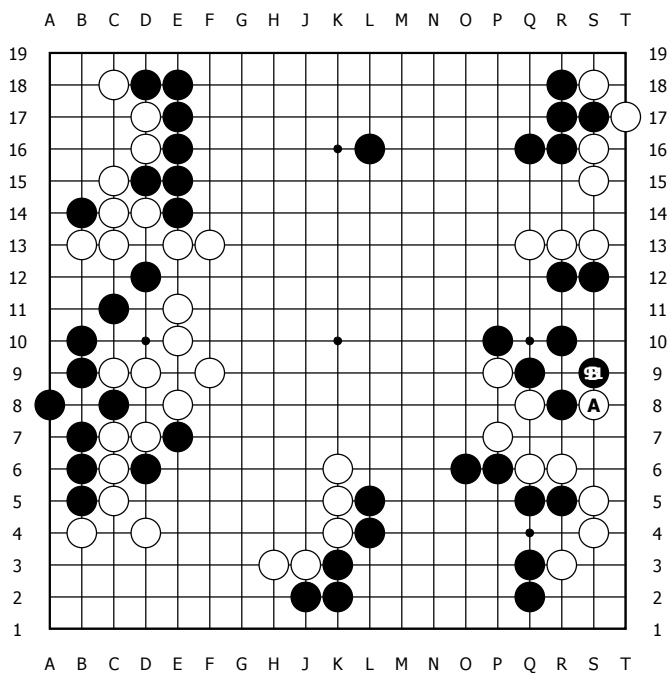


Figure 75 (91 - 91, Follow 74)



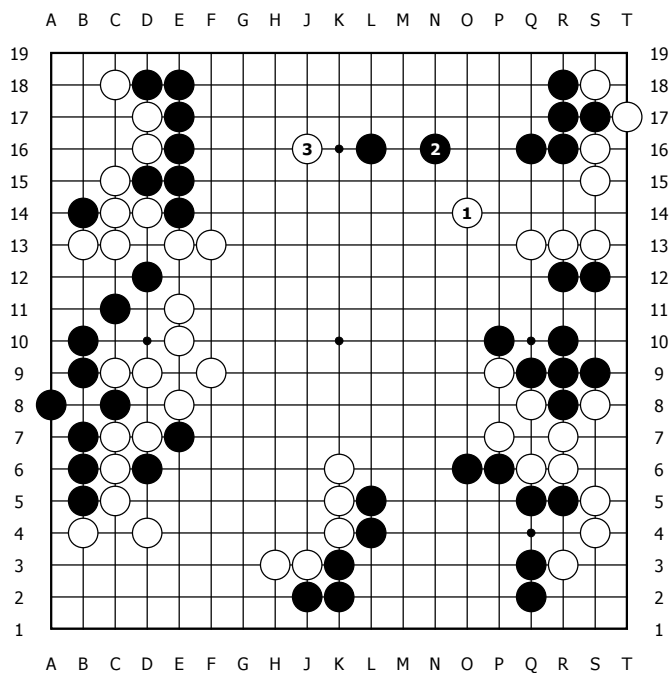
Move 91: should atari.

Figure 76 (91 - 91, Follow 74)



Move 91: the exchange is very good to w.

Figure 78 (94 - 96, Follow 77)



Move 94: w should reinforce the group on the top.

Move 96: then w can still invade. w would be in front.

Figure 77 (92 - 93)

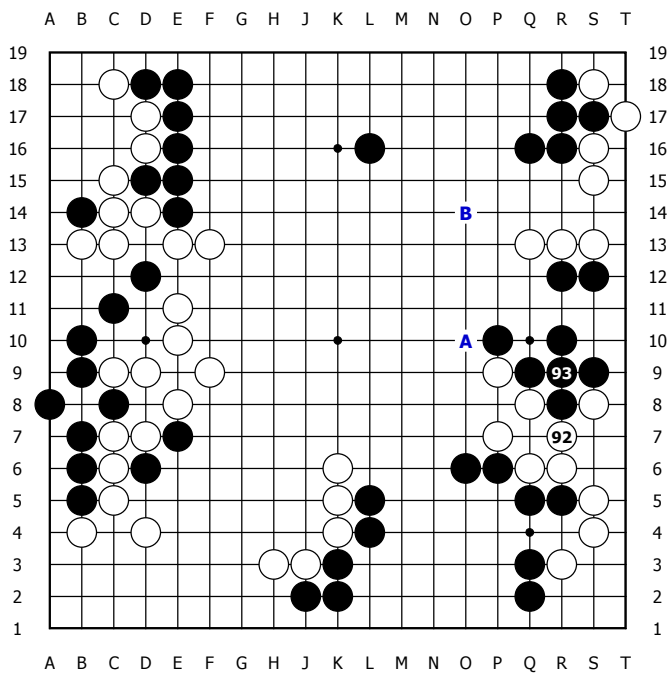
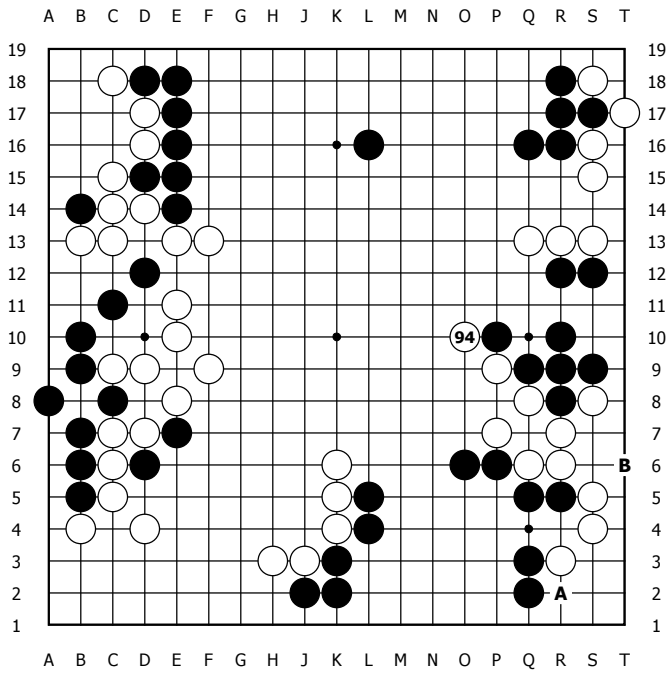


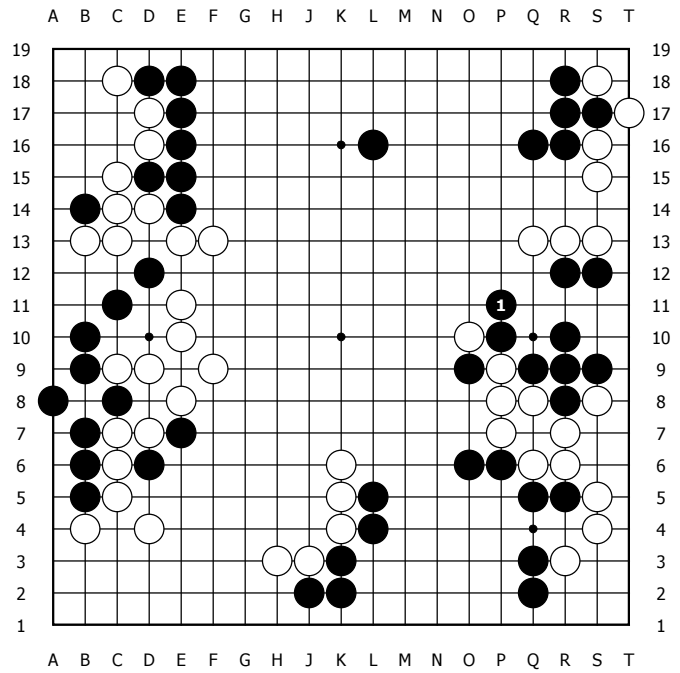


Figure 79 (94 - 94, Follow 77)



Move 94: it's not necessary to play here.  
 AB are miai points. w is already alive.

Figure 81 (97 - 97, Follow 80)



Move 97: nobi would be better.

Figure 80 (95 - 96)

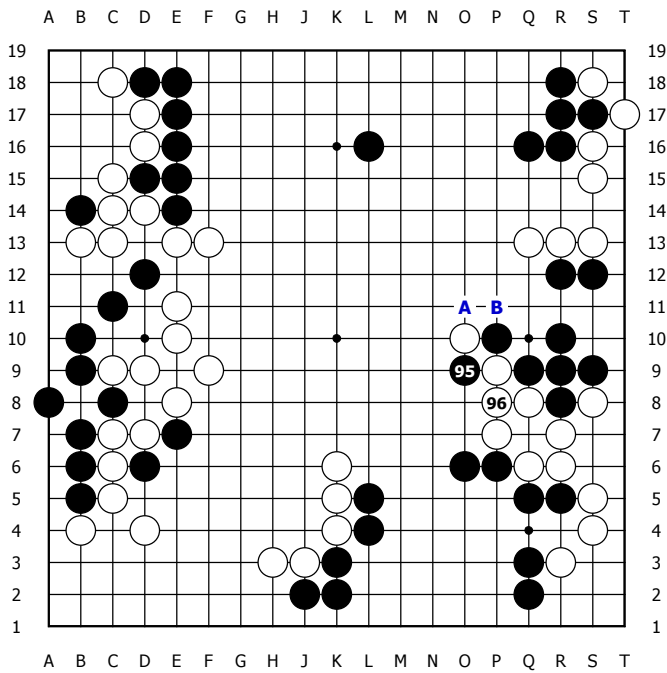


Figure 82 (97 - 98, Follow 80)

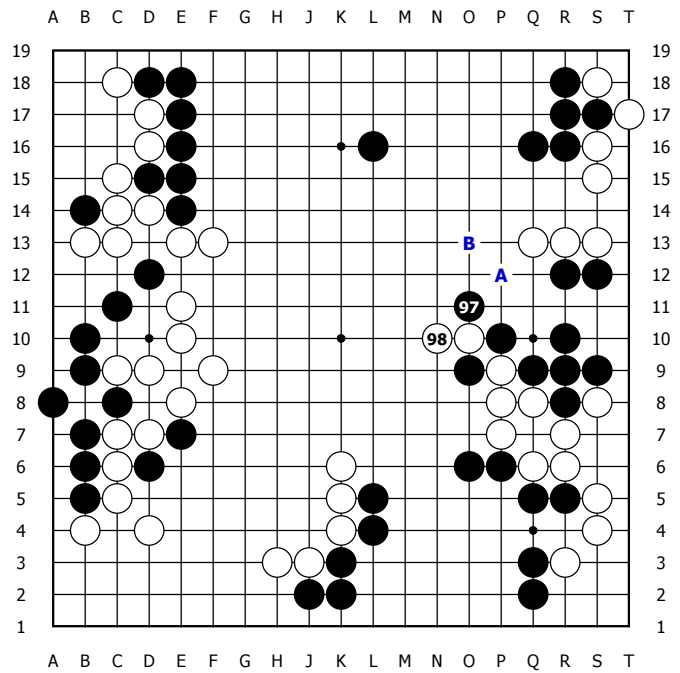
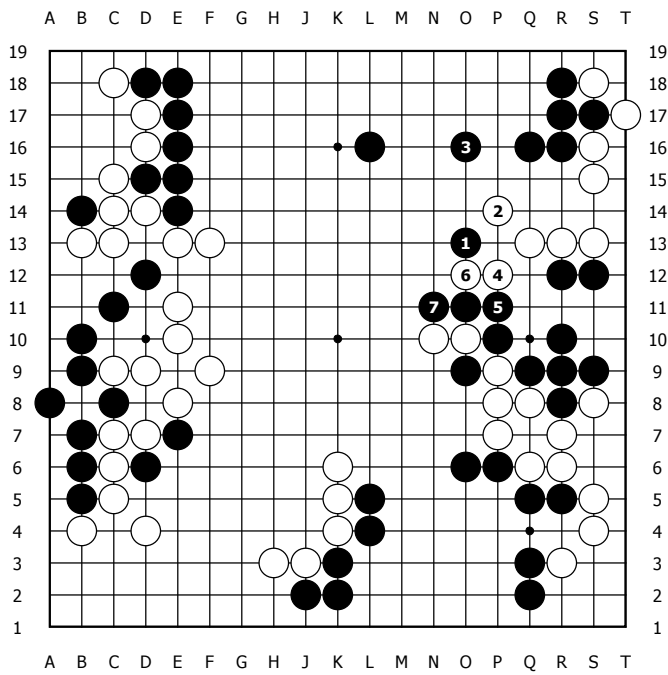


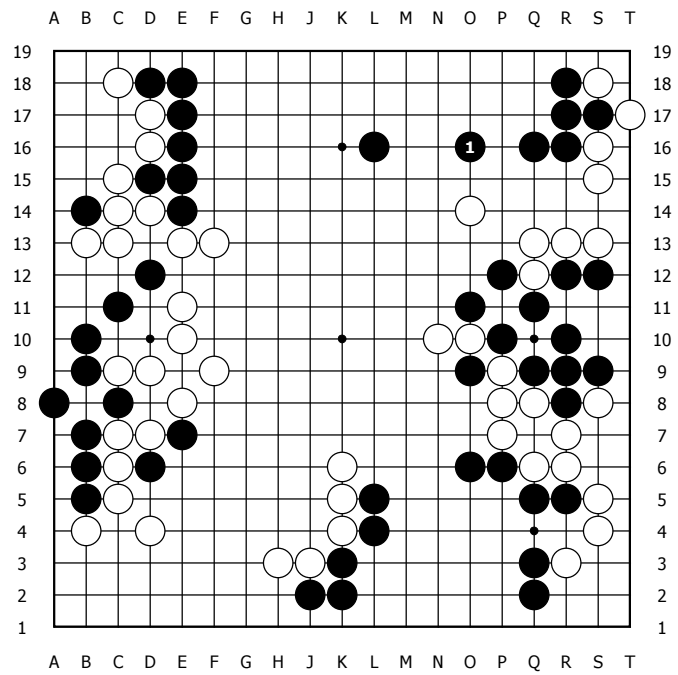
Figure 83 (99 - 105, Follow 82)



Move 99: cap. vital point. can't miss it.

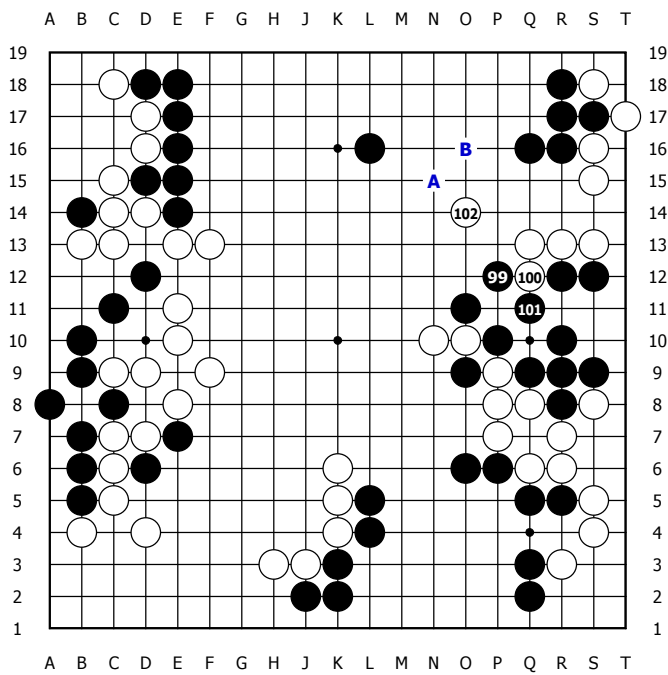
Move 105: good for b.

Figure 85 (103 - 103, Follow 84)



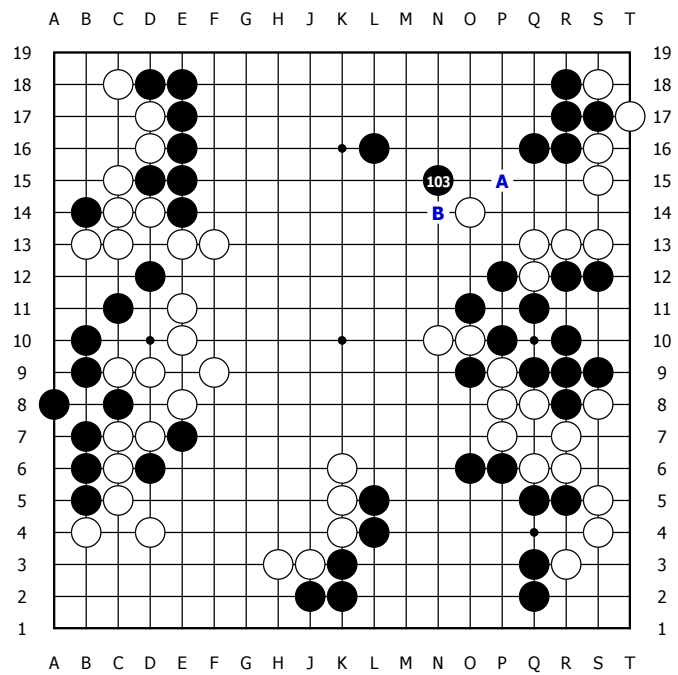
Move 103: should jump.

Figure 84 (99 - 102, Follow 82)



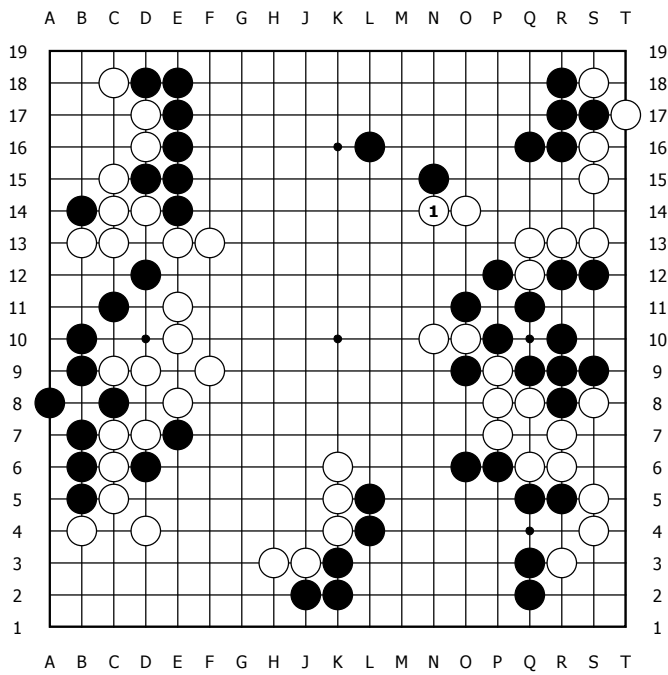
Move 99: slow.

Figure 86 (103 - 103, Follow 84)



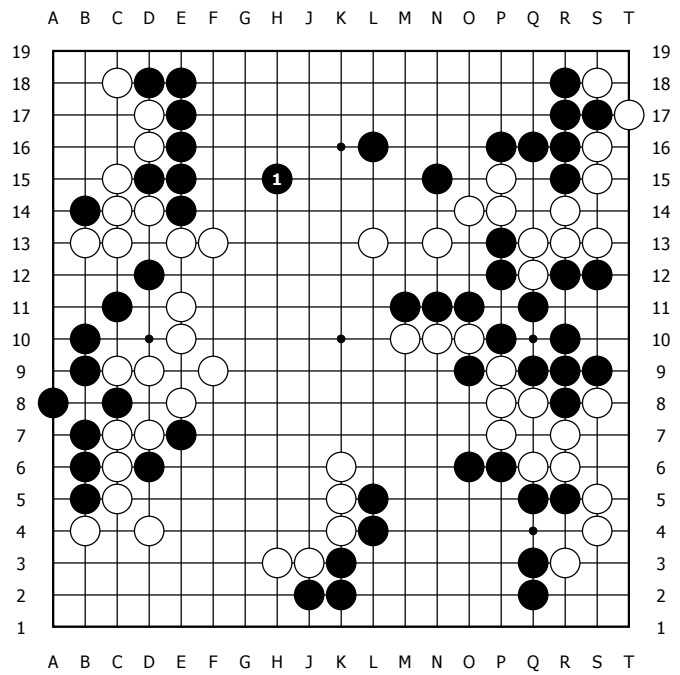
Move 103: the shape is strange.

Figure 87 (104 - 104, Follow 86)



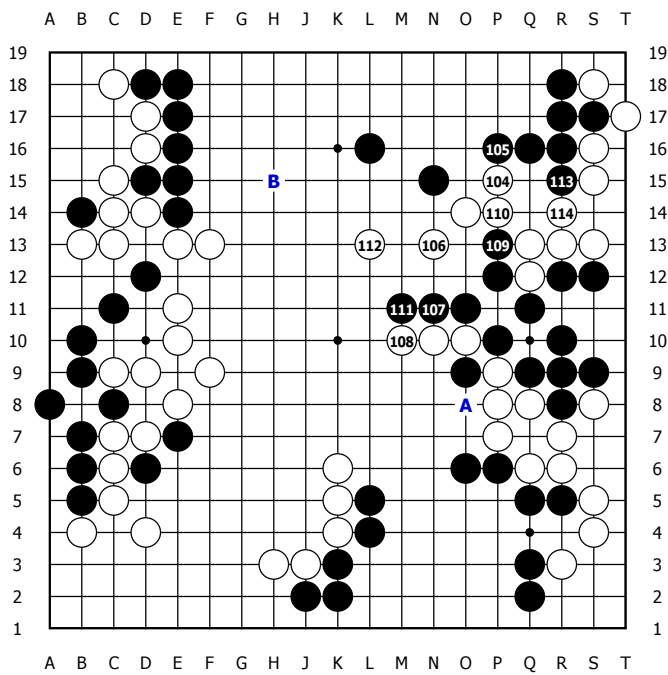
Move 104: should press. it's the shape.

Figure 89 (115 - 115, Follow 88)



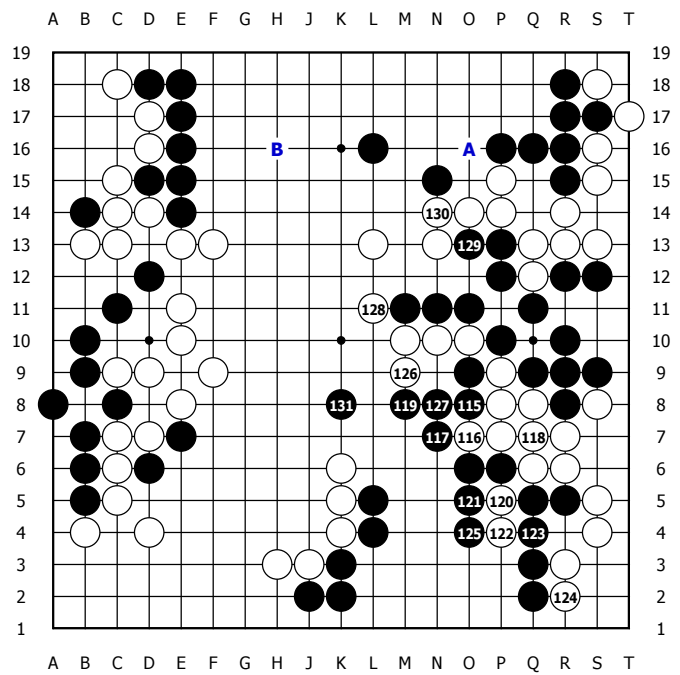
Move 115: should enclose the top. the group in the center would be fine.

Figure 88 (104 - 114, Follow 86)



Move 107: w is not comfortable.

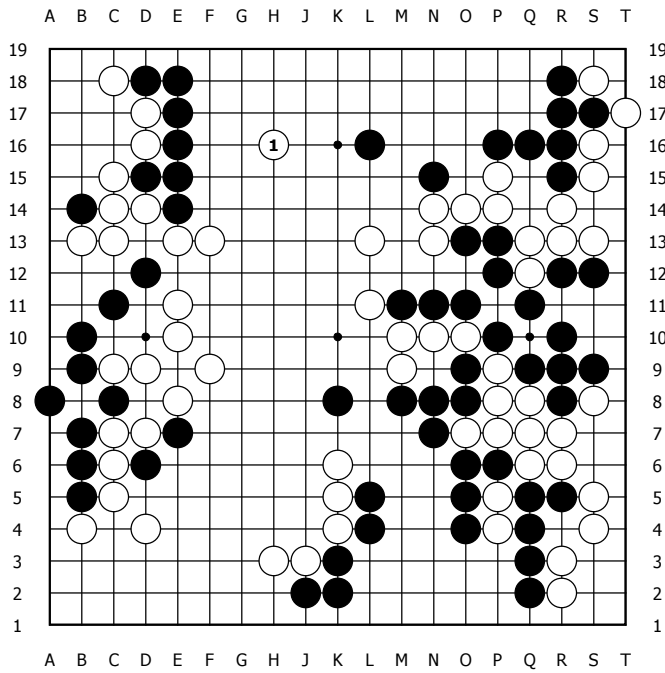
Figure 90 (115 - 131, Follow 88)



Move 115: not necessary to play here.

Move 131: too slow. should enclose the top.

Figure 91 (132 - 132, Follow 90)



Move 132: why not invade here?

Move 132: too slow.

Move 141: w only gets a small piece of territory. b gets the whole upper side. very bad for w.

Figure 92 (132 - 142, Follow 90)

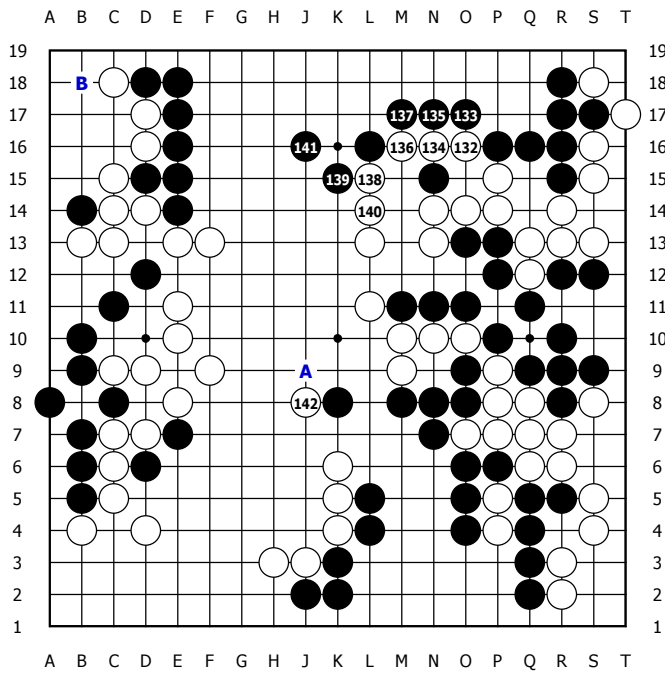
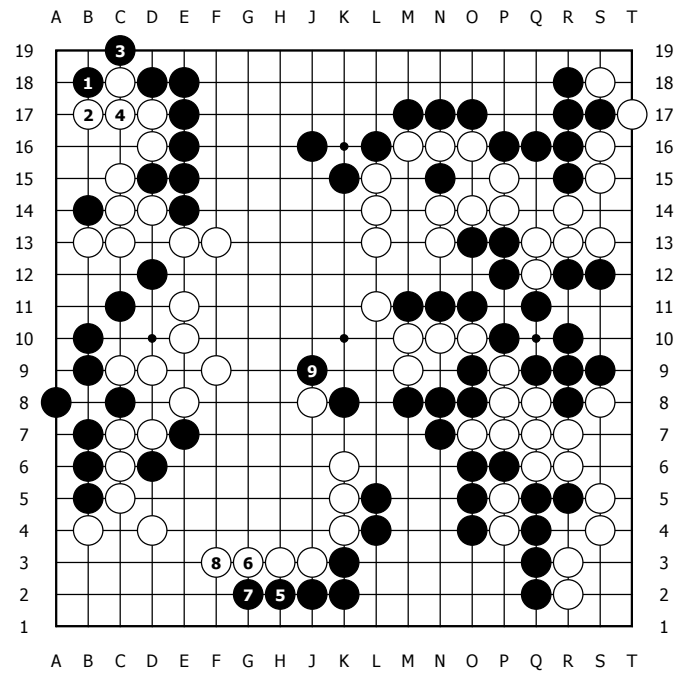


Figure 93 (143 - 151, Follow 92)

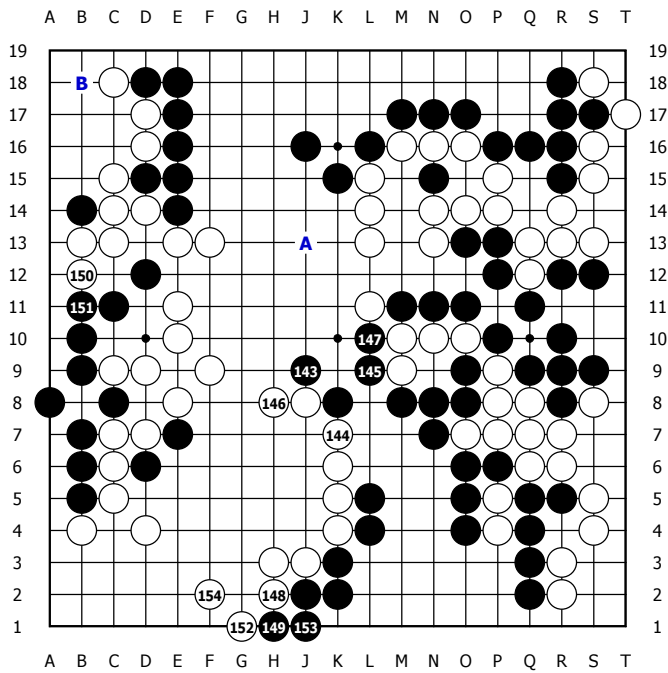


Move 143: it's time to clamp.

Move 147: then nobi here.

Move 151: then hane. it's the best sequence. b is sure to win.

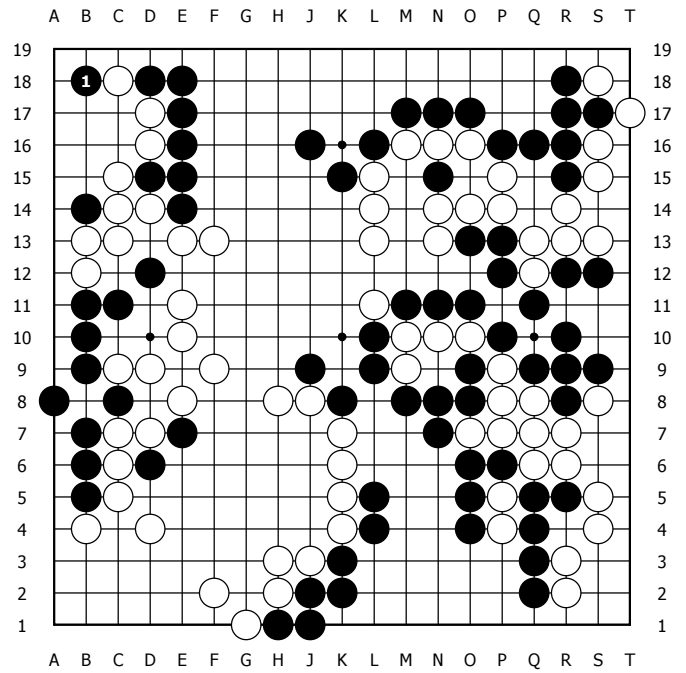
Figure 94 (143 - 154, Follow 92)



Move 147: though this move is big,

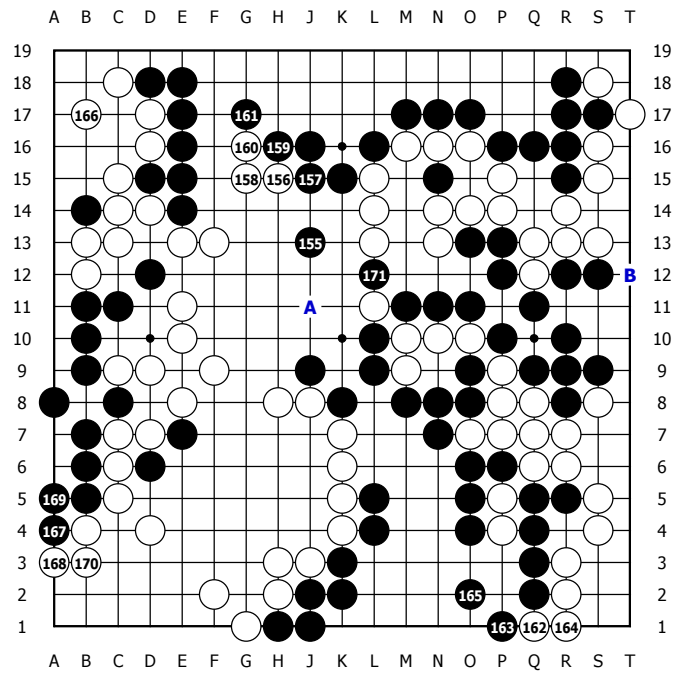
Move 148: w gets this move. bad for b.

Figure 95 (155 - 155, Follow 94)



Move 155: b still has to play here.

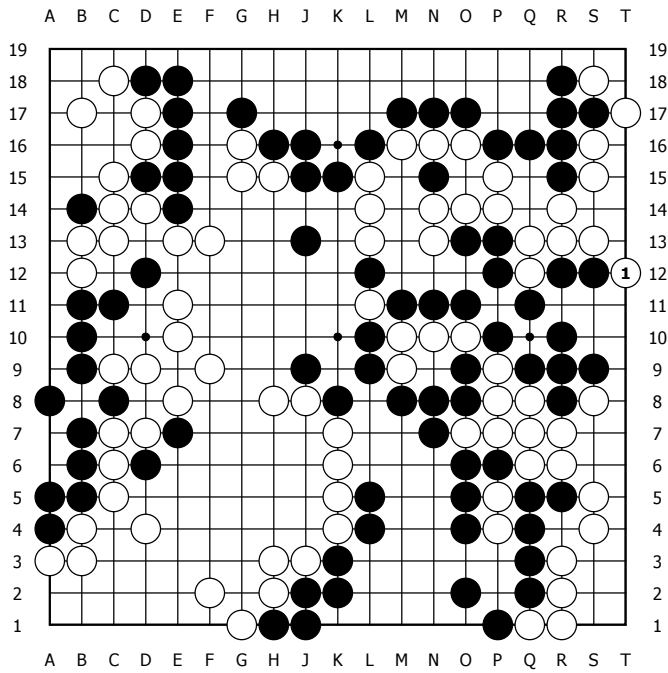
Figure 96 (155 - 171, Follow 94)



Move 155: not good.

Move 166: good move! very big.

Figure 97 (172 - 172, Follow 96)



Move 172: of course w should hane.

Move 172: slow.

Move 176: it's a big move for b to play A. w didn't realize that.

Figure 98 (172 - 176, Follow 96)

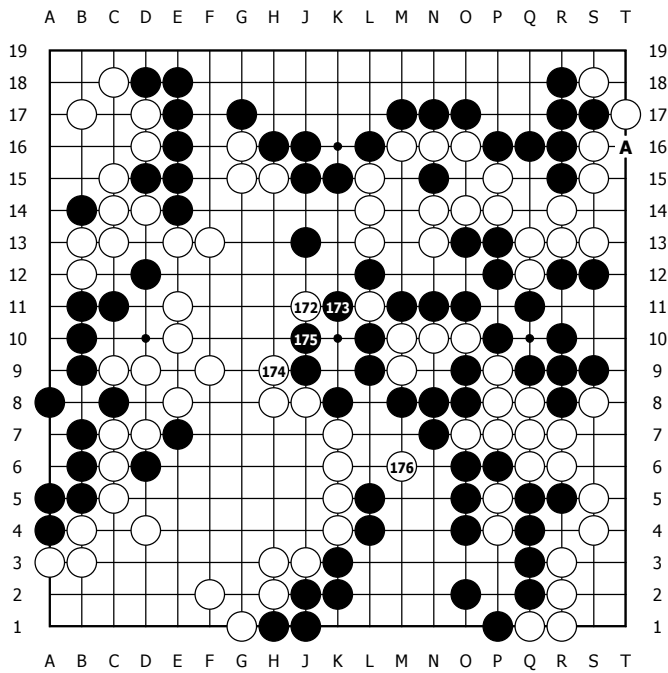
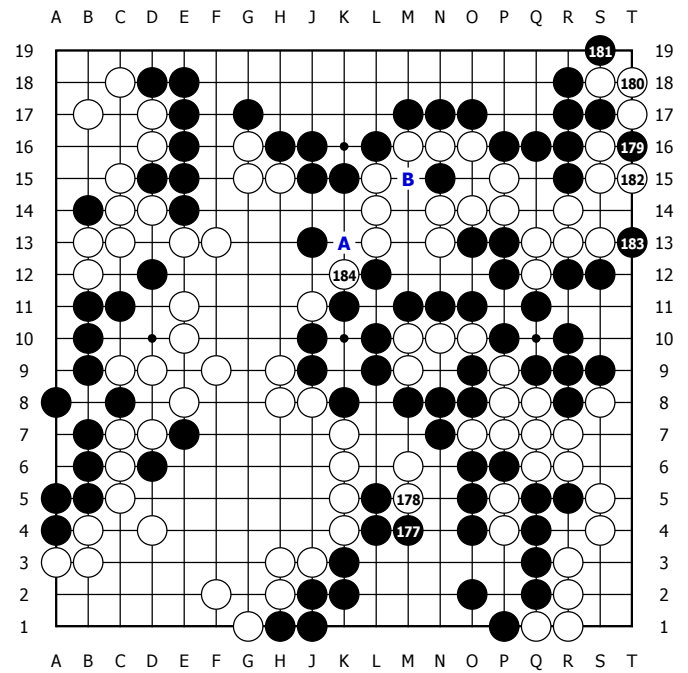


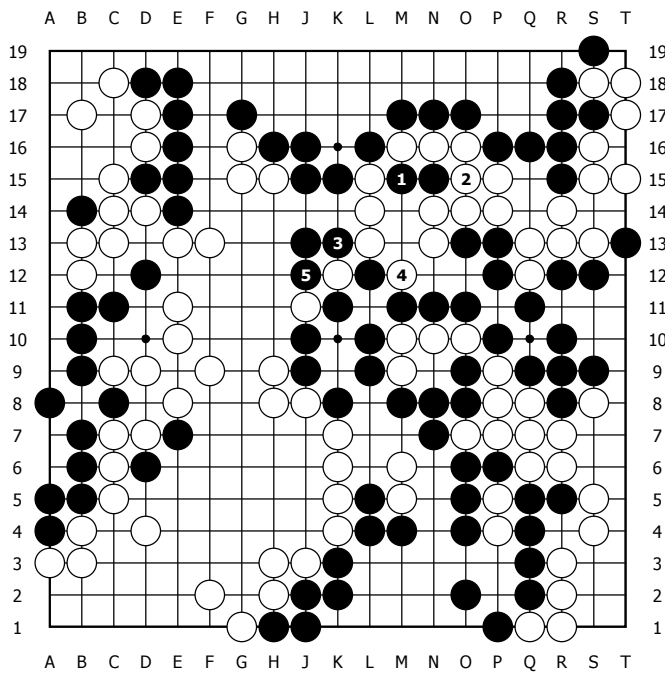
Figure 99 (177 - 184)



Move 179: here it comes.

Move 183: w is painful.

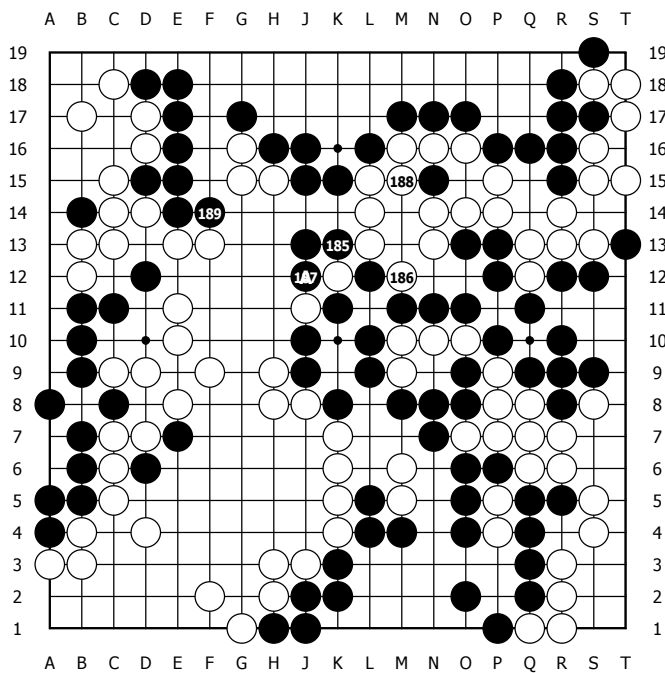
Figure 100 (185 - 189, Follow 99)



Move 185: b should atari.

Move 189: game over.

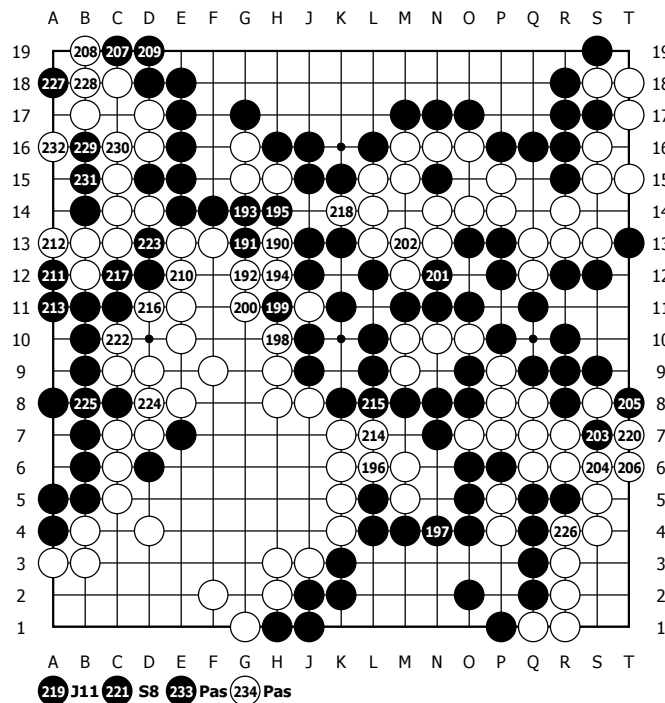
Figure 101 (185 - 189, Follow 99)



Move 188: w survived.

Move 189: but, b got the A stone,

Figure 102 (190 - 234)



Move 191: the wedge is playable.

Move 195: b is sure to win.

my comment ends here.  
the biggest mistake w has made is that always ignoring the invading point on the top.