

Younggil An  
Josh Hoak  
David Ormerod

# Jubango Game 2

**Lee Sedol and Gu Li**

GoGameGuru

# Contents

Contents	2
1 Introduction	3
2 A Lively Opening	5
3 A Questionable Move	9
4 Looking for a Simple Game	13
5 A Creative Move	17

# Introduction

The second game of the MLily Gu vs Lee Jubango took place in Pinghu (on outskirts of Shanghai), on February 23, 2014.

This time Gu Li held black and Lee Sedol played white.

Lee won the first game, so it became more important for Gu to even the series by winning this game.

Many people expected that Gu Li would have something of an advantage in this match, because most of the games will be played in China. However, it doesn't seem like Lee Sedol is affected by that so far, since the different food and environment don't seem to bother him.

Actually, it looks like Gu Li is under quite a bit of pressure from his fans and the Chinese media. They're very enthusiastic about this match, and I suspect that this could be creating more psychological pressure and may be distracting Gu.

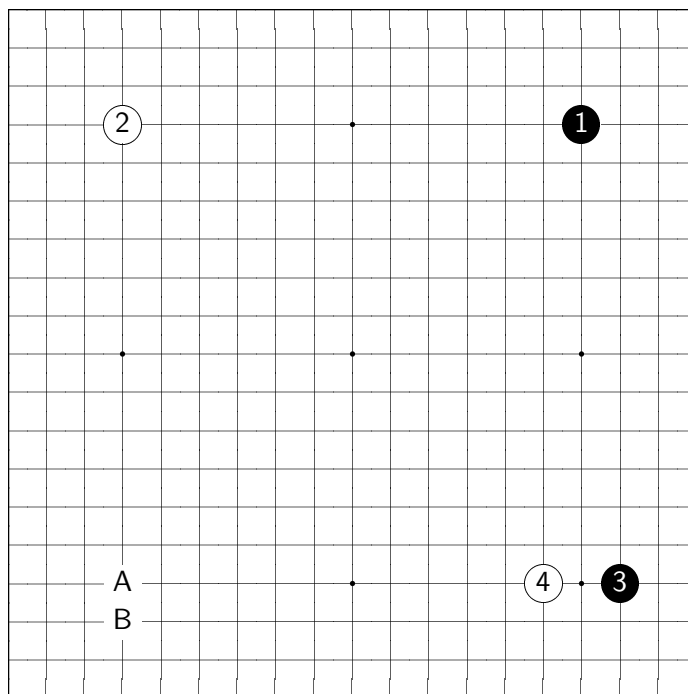
The time limit for these games is 3 hours and 55 minutes, with 1 minute x 5 times byo-yomi. It's traditional to subtract 5 minutes from the 4 hour total, because of the 5 x 1 minute periods.

There's no lunch break scheduled for these games, but food is provided and the players are free to get up and eat whenever they want, throughout the game.

Anyway, let's have a look at their second game of the jubango.



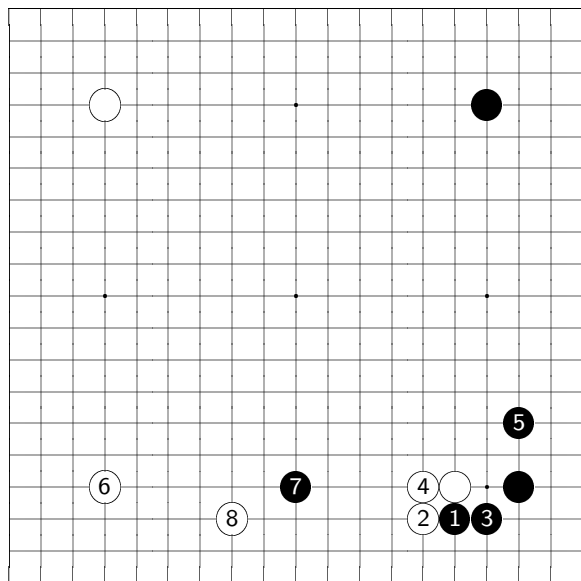
# A Lively Opening



*Figure. 1*

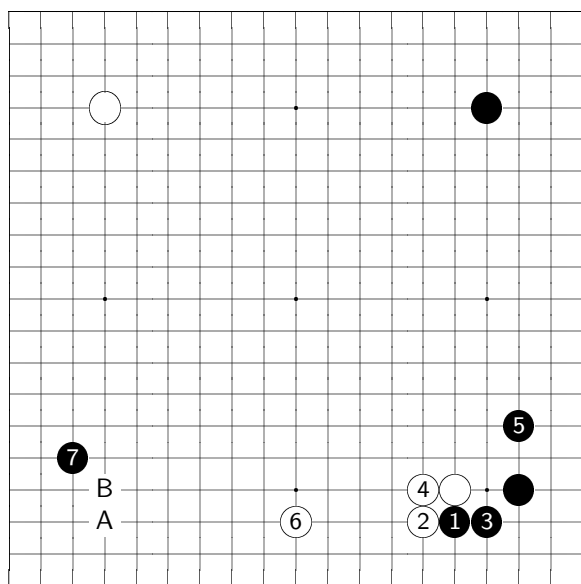
The immediate approach at White 4 was an unusual move, which has rarely been seen in top pros' games recently. It's much more common for White to occupy the last empty corner, at A or B for example. However, White 4 is by no means new.

Because Gu Li likes to play the Mini Chinese and Micro Chinese openings, Lee played to avoid Gu's favorite opening. Therefore, White 4 can be viewed as part of the metagame between Lee and Gu.

*Diagram. 1*

Connecting solidly at White 4 is a normal move which is often good. Even though White hasn't made a base for his lower right group yet, taking the corner with White 6 is very big.

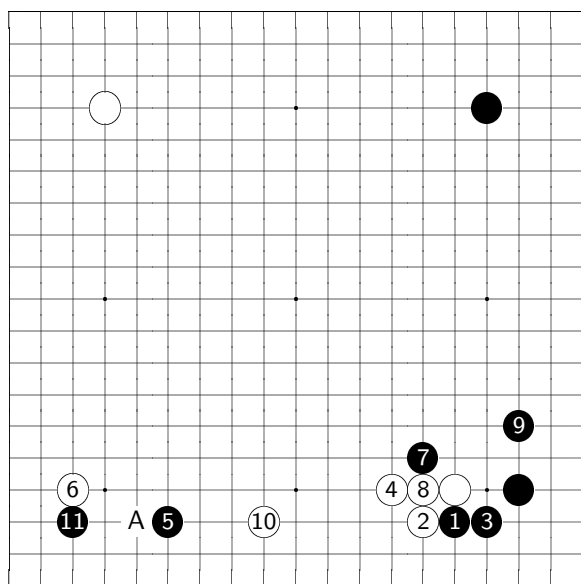
If Black pincers White's lower right group with Black 7, White can counter-pincer at White 8. Since both players now have one unsettled group, a running battle in the center can be expected and neither player is at a particular disadvantage. This would be another game.

*Diagram. 2*

White 6 follows a basic Go proverb, "extend three spaces from a two stone wall."

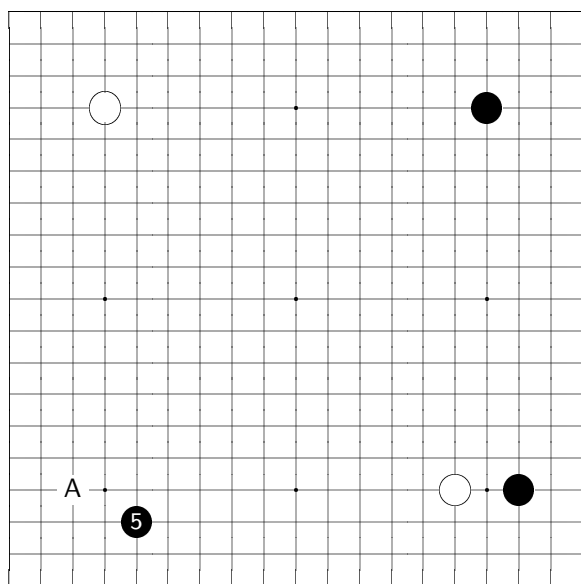
White can make a base for his stones at the bottom and complete a joseki with White 6. However, Black will then take the last open corner with Black 7. Black's played first in three corners, so it's hard to deny that White's opening is slow.

Black 7 could also be at A or B if Black prefers.

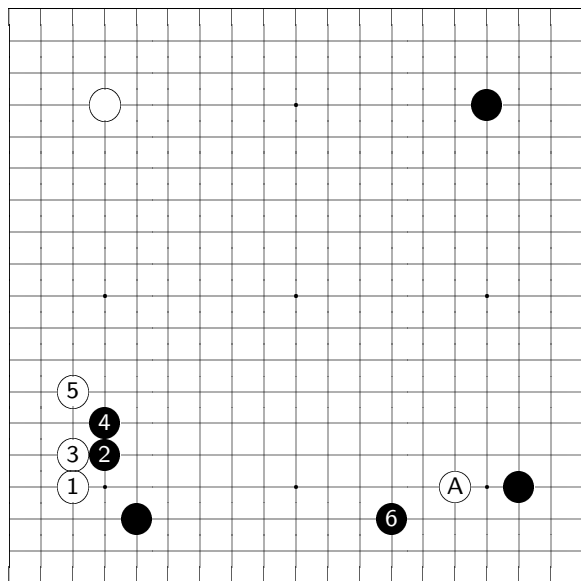
*Diagram. 3*

The opening up to here is the same as the second game of the 16th China Korea Tengen title match, between Choi Cheolhan 9p and Chen Yaoye 9p. Choi played White 4 in that game and the progression through to Black 11 followed.

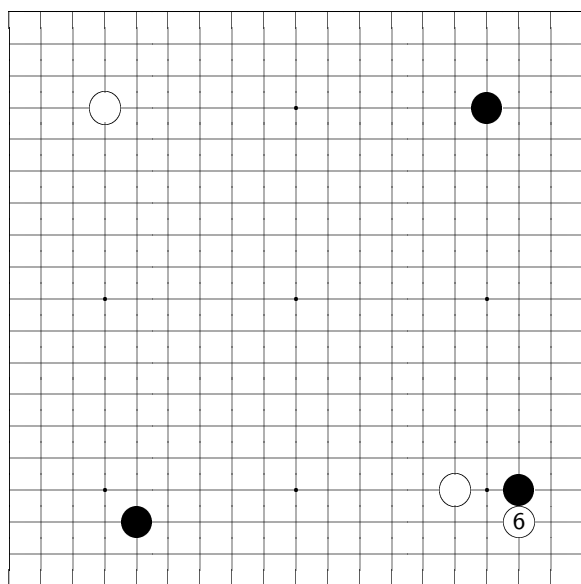
Black 5 was a strategic and flexible move (A is also possible). After White 6, making a two space extension to 10 and attaching at Black 11 were miai for Black. This opening is playable for both players.

*Figure. 2*

Since White didn't claim the last open corner with White 4, Black claimed it for himself with Black 5. The placement of Black 5 on the 3-5 point facing White 4 is significant. Black aims to pincer White 4 soon, especially if White plays at A next.

*Diagram. 4*

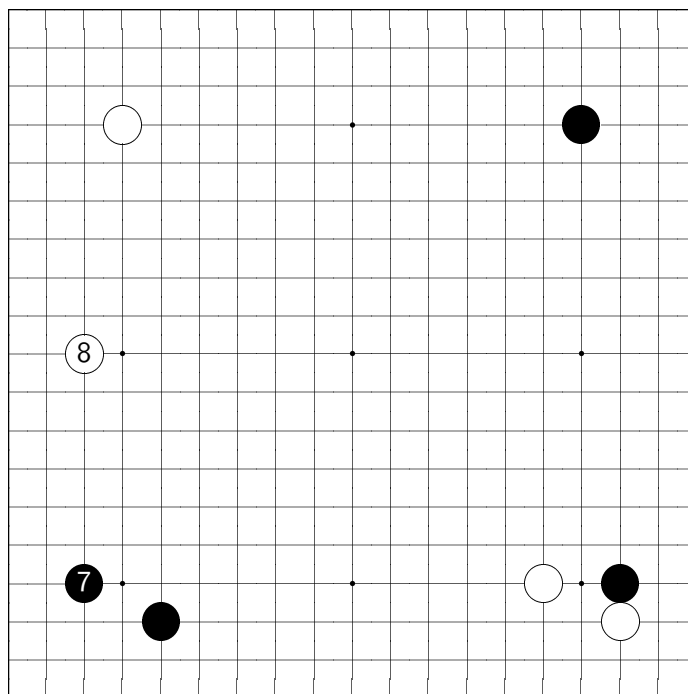
In the event that White approaches the lower left corner with White 1, Black already has a plan. Black's wall in the lower left will provide support for Black's pincer attack against White A, at Black 6.

*Figure. 3*

Since Black played elsewhere after White 4, taking a bite out of the corner with the attachment at White 6 is natural for White.

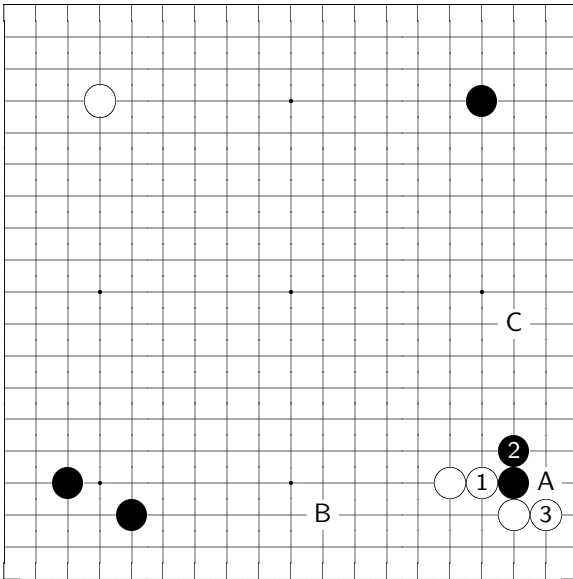


# A Questionable Move

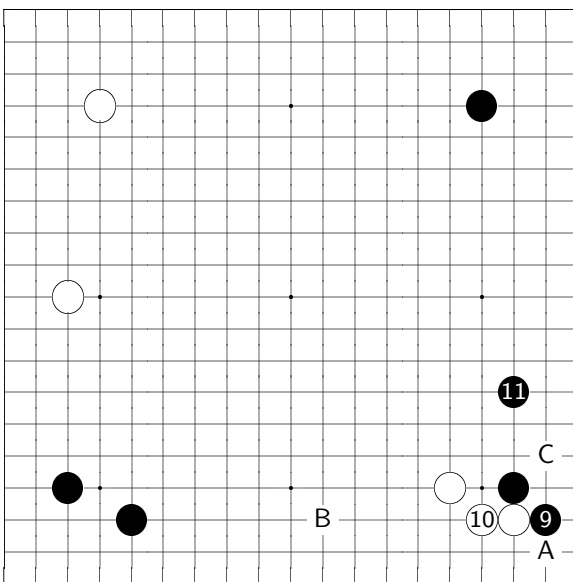


*Figure. 4*

White took a big point, but it was a questionable move. Because of White 8, Gu started the game with a nice opening.

*Diagram. 5*

Continuing in the lower right corner would be better. White 1 or A are the normal ways to continue here. After White 3, B and C can be regarded as miai for White and the opening is still even.

*Figure. 5*

Gu returned to the lower right corner, and the opening was already favorable for Black with the moves up to Black 11. The pattern in the lower right corner is relatively modern and the negotiations there are settled for the time being.

From White's perspective, his three stones are safe because A and B are miai. So there's no particularly compelling reason for White to continue in the lower right corner immediately.

From Black's perspective, playing Black 11 at C would provoke White B, and Black would still feel like playing another move in the lower right afterwards. Black 11 is a flexible, fast paced move.

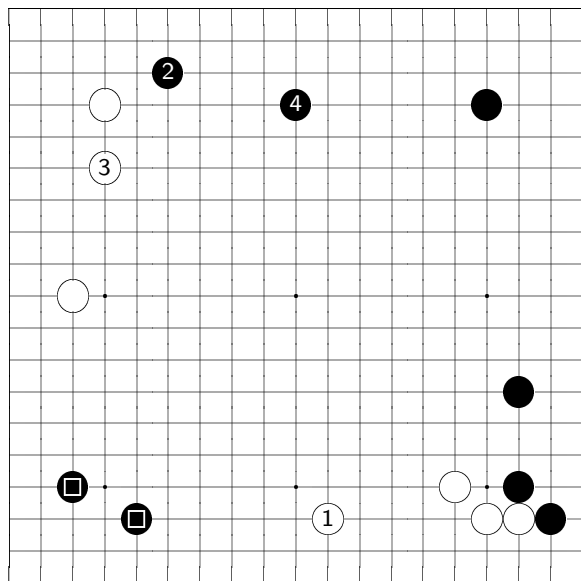


Diagram. 6

Extending at the bottom, with White 1, would be gote. Black's lower left corner is already safe. Black can develop a framework at the top with Black 2 to Black 4. The opening still looks favorable for Black.

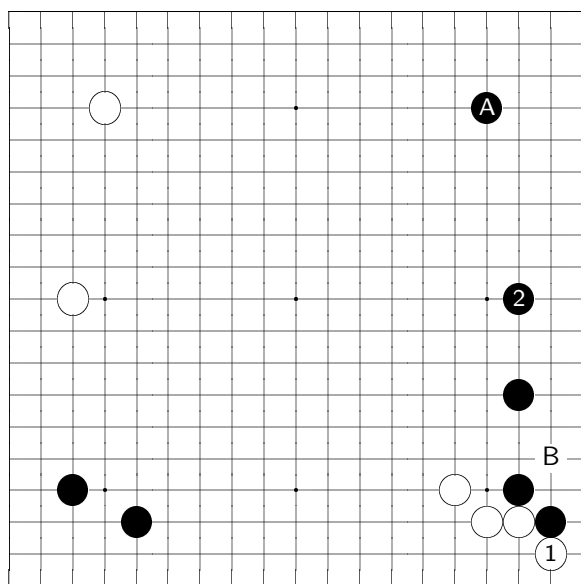


Diagram. 7

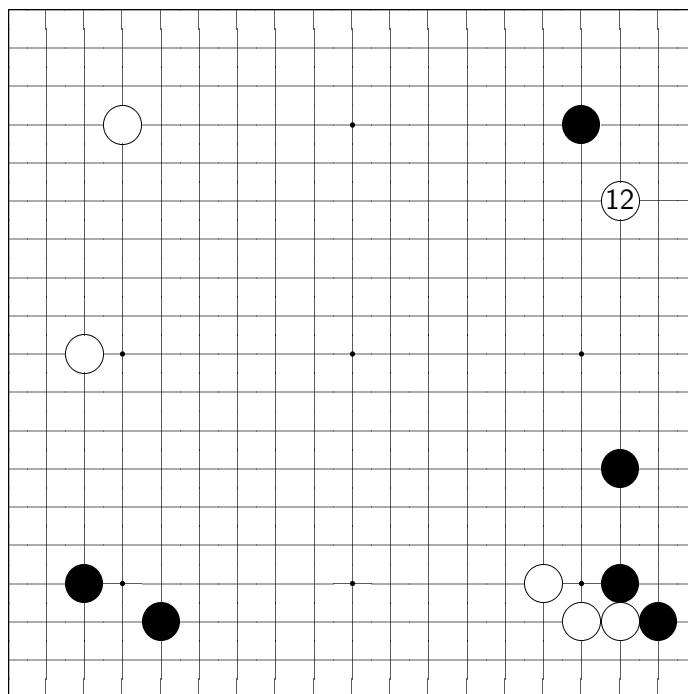
Continuing to exchange moves in the lower right is unnecessary right now. If White continues with White 4, Black will develop rapidly with Black 5. Because Black 5 is fast, and also works well to develop a framework with Black's top right star point at A, the exchange of White 4 for Black 5 is regarded as being good for Black.

This is a good example of one difference between modern and classical opening theory. It used to be normal for Black to make shape with Black 3 at B. That move is stronger with regards to the corner territory, but slower with regards to the whole board and the opening. Black 3 and 5 represent a larger scale view of the opening.

After White 4 and Black 5, White has a nice tesuji at B, but it's too slow to play here now, because White's lower right group is already strong. If White plays at B now, Black will tenuki and take another big point.

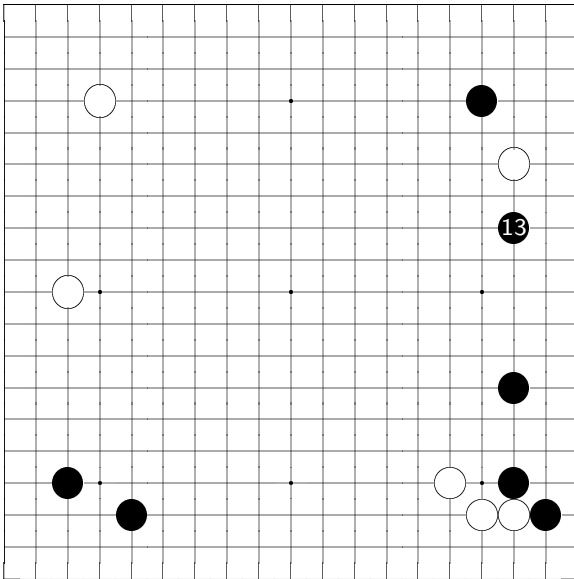


# Looking for a Simple Game



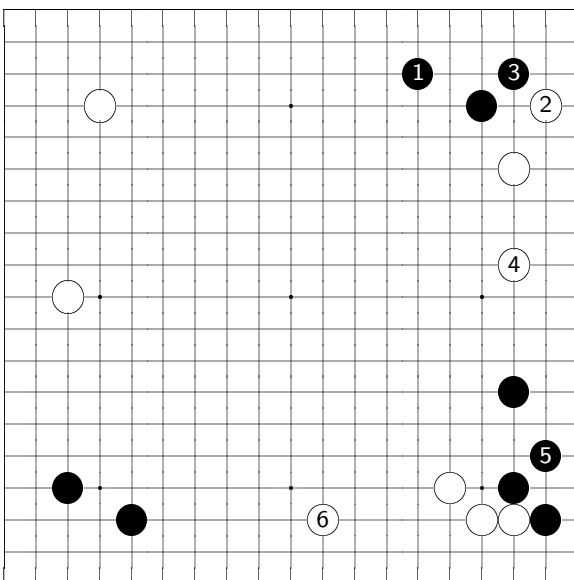
*Figure. 6*

Lee took sente and approached at White 12.

*Figure. 7*

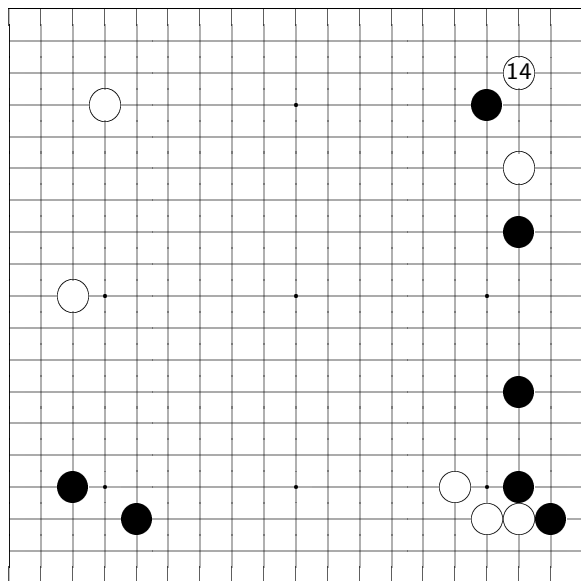
In addition to starting a pincer attack on White 12, Black 13, assisted Black's three stones in the bottom right corner.

Since the right side isn't especially interesting anymore, Black intended to take sente from the negotiations in the top right and play a big move in one of the more open areas on the board.

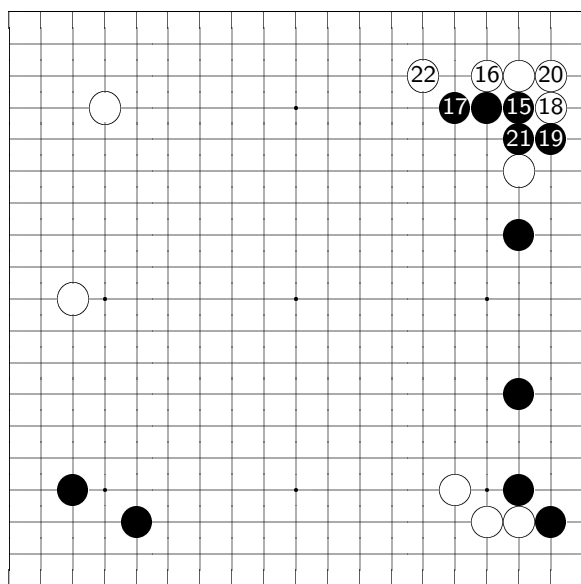
*Diagram. 8*

Defending the corner with the knight's move would be the most basic response to White's approach move. However, the result up to White 6 would be quite satisfactory for White, because Black is forced to reinforce with Black 5.

Black 5 gives White the impetus to extend to White 6. In addition to creating a base for White's lower right group, White 6 reduces Black's potential in the lower left, so Black didn't like this variation.

*Figure. 8*

Lee chose the simplest and most common continuation. With White 14, White is offering to trade White 12 for the corner territory.

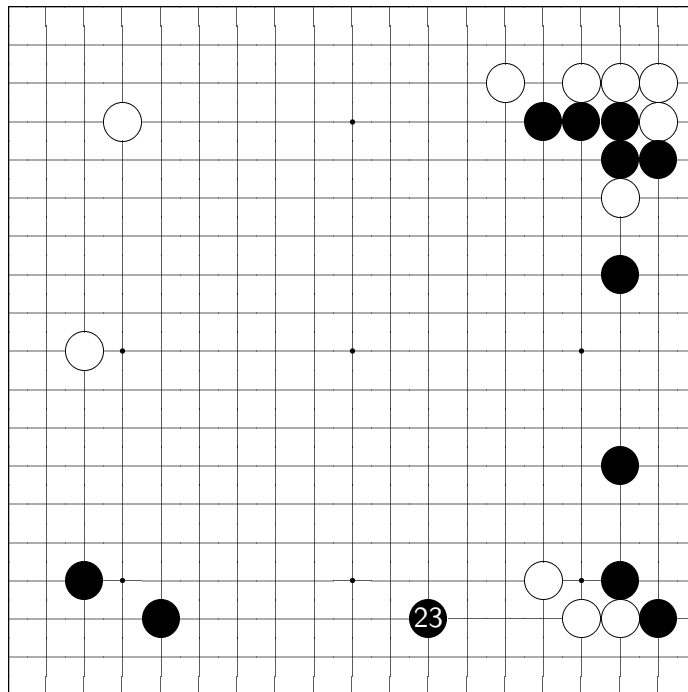
*Figure. 9*

The moves up to White 22 formed a basic star point joseki. White traded White 12 for the corner territory, and Black was able to take sente, as intended.



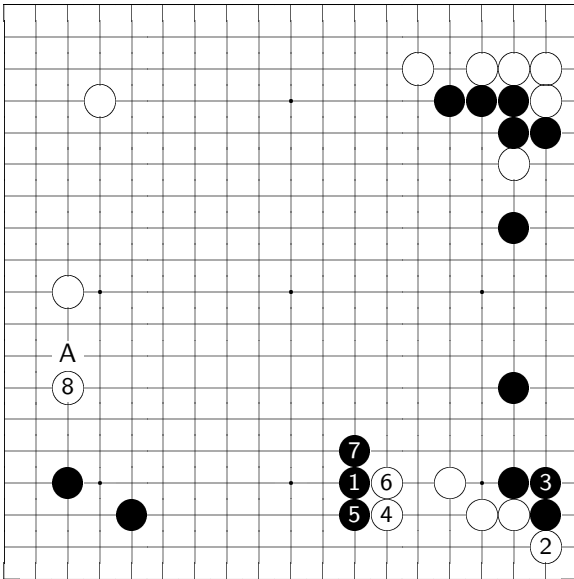


# A Creative Move



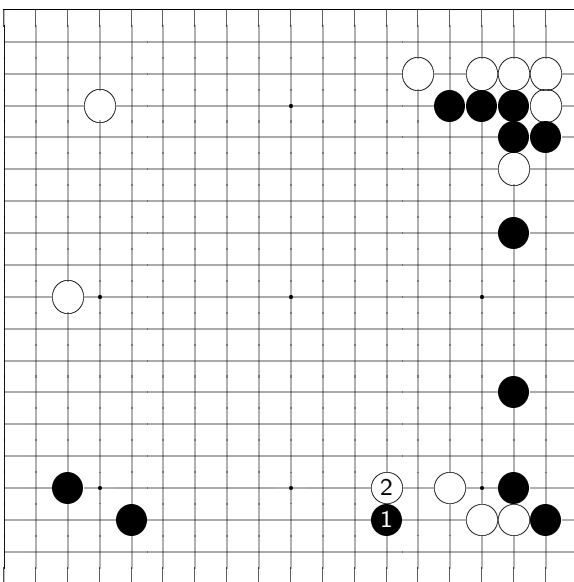
*Figure. 10*

Black's pincer at Black 23 was unusual, but it was a very nice move in this situation.

*Diagram. 9*

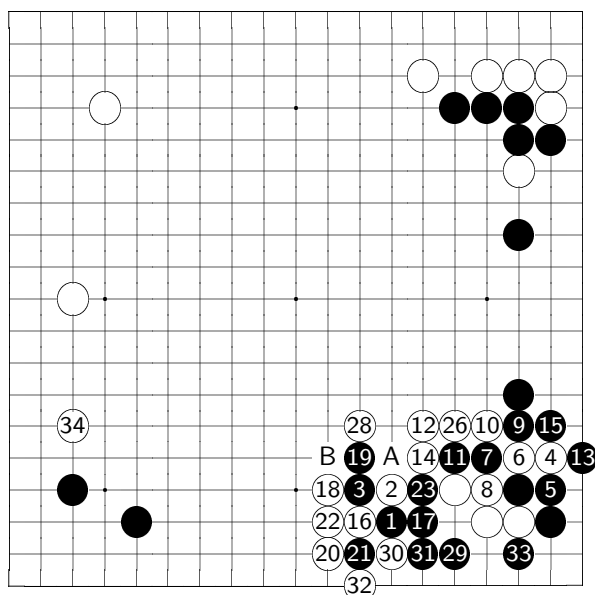
Pincering on the fourth line with Black 1 is more common in this kind of position. White will respond with White 2 through to White 6. However, Black will feel compelled to extend at Black 7. That's because White's 'hane at the head of two stones' at 7 would be too painful to endure.

As a result, White will have sente to extend to White 8, which prevents Black A and greatly reduces Black's potential in the lower left. White will be happy with this result.

*Diagram. 10*

If Black pincers more tightly at Black 1, it will become easier for White to counter-attack and manage his group flexibly. Attaching with White 2 seems like a good way for White to continue in this opening and though there are so many possible continuations that a whole book could be written about it.

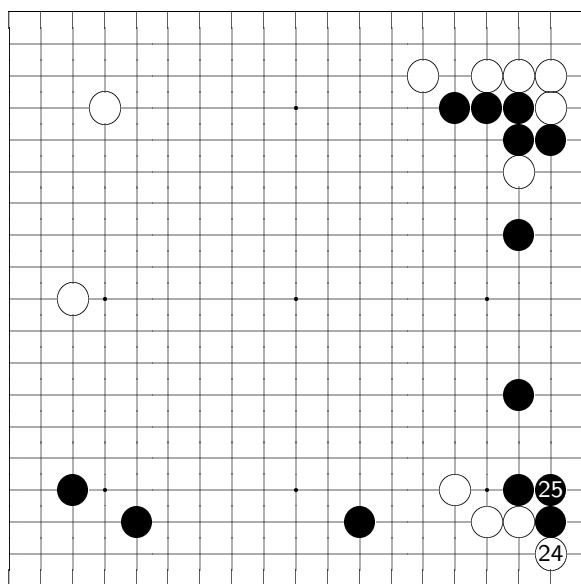
So that we have time to get back to the game, let's just look at one possible continuation...

*Diagram. 11*

White 24 at 6, Black 25 at 4, Black 27 at 6.

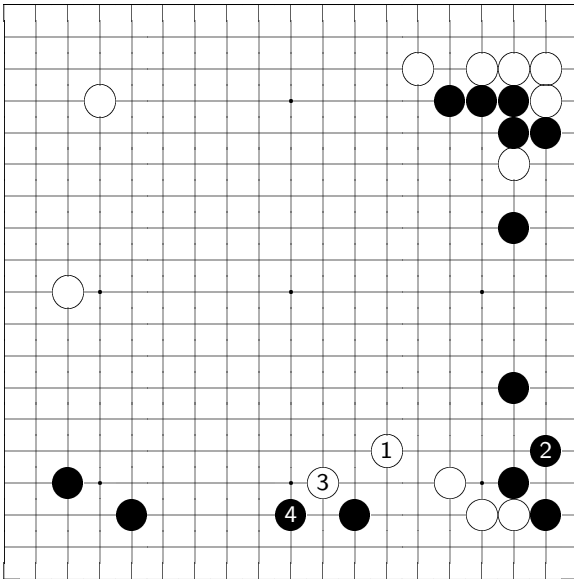
This particular variation is one that Lee's played in several other games and it works well with the rest of the board in this opening.

White develops influence and takes sente, while Black takes territory in exchange. A and B are miai, so White can take a big point with C. White would be satisfied with this result.

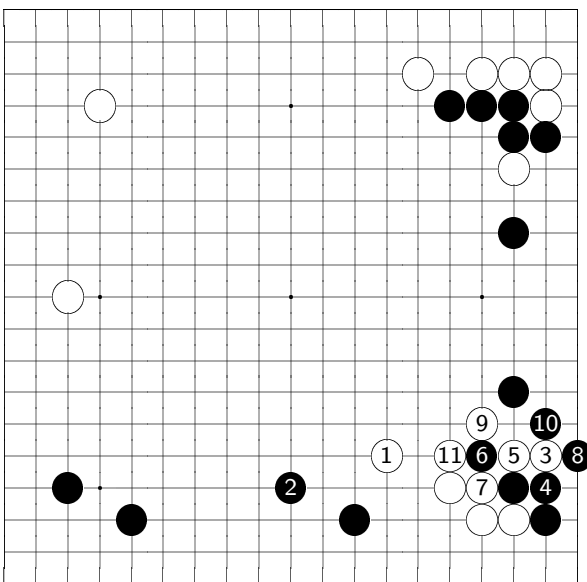
*Figure. 11*

It's not clear whether the exchange of White 24 for Black 25 favored Black or White. Since Lee wanted to play simply and settle his group, he may have decided that making this exchange was reasonable.

Evaluating the pros and cons of this exchange would require a great deal of analysis and the difference can be quite subtle. Since this exchange didn't turn out to be particularly important in the game and there are many more interesting variations to consider, we'll forgo that analysis here.

*Diagram. 12*

If Black defends his corner with Black 2, White will be able to reduce Black's potential at the bottom, while developing influence in the center. This is another game, but White's group is still floating in the center and it seems like Lee didn't like that prospect.

*Diagram. 13*

If Black defends the bottom with Black 2, White will harass Black's corner.

Because the ladder favors White, White can capture Black 6 while Black connects along the first line. White's group becomes strong and solid and Black's corner territory is greatly reduced.