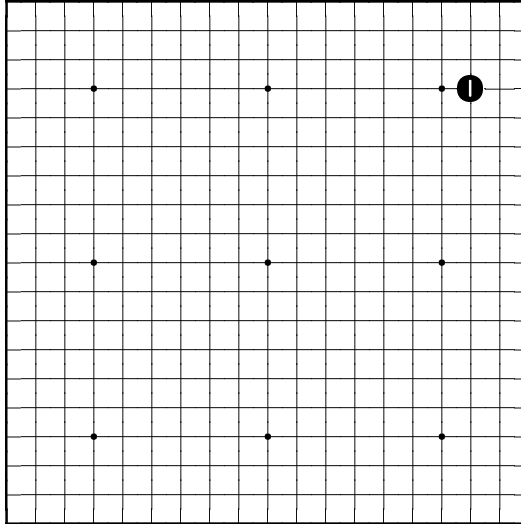


xpi (1k) vs Jarstar (1k)
Board size: 19
Server: The KGS Go Server at <http://www.gokgs.com/>
Ruleset: Japanese
Main time: 300
Overtime: 5x30 byo-yomi
Komi: 6.50
Result: B+Resign
Date: 2016-11-20

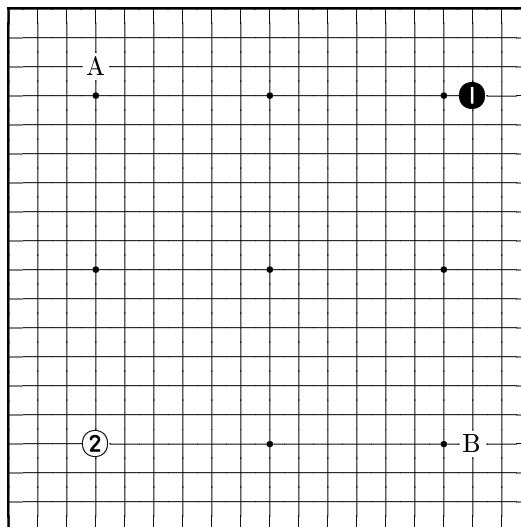
Contents

1 Game: Move 6

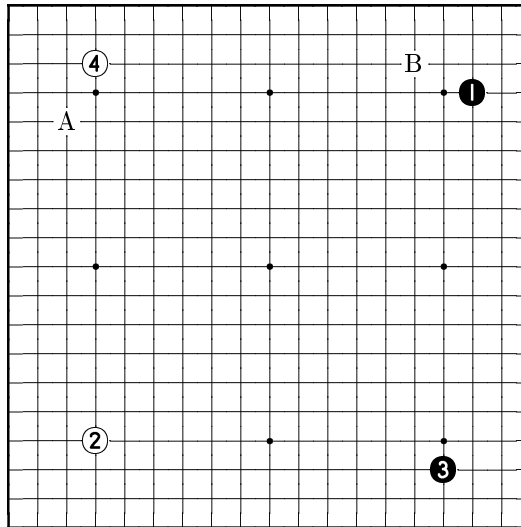


I'm becoming less fond of the mini chinese opening, and I'm hoping soon to find a good replacement that I feel more comfortable with. I feel quite good with my kobayashi opening though...

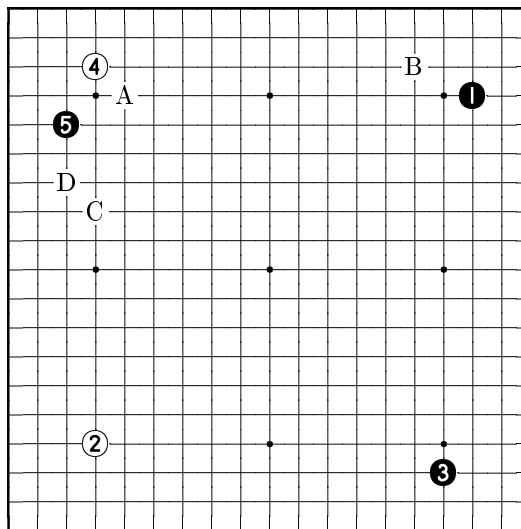
I would eventually like to diversify my openings though



A is an option, and I could try the mini chinese again... But I also like the idea of having an approach available on the bottom. If I play A and white plays B, that option disappears.

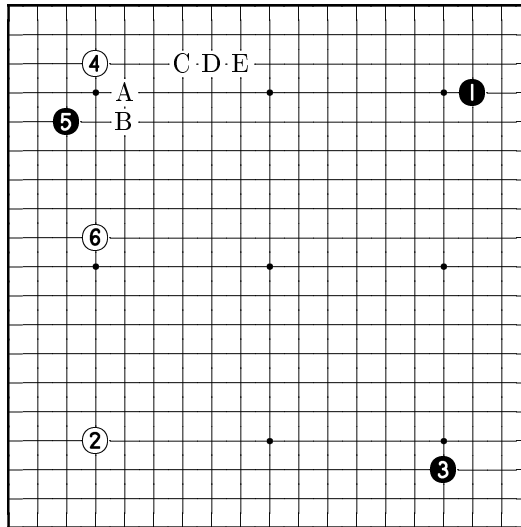


I saw a similar opening in one of Hajin's games, and she played A. Of course B is a viable alternative



Options for white:
A (I would play around K17)
B (I would pincer)
C (I would play A)
D (I would play E15)

There are some farther pincers or other options, but these were the first that came into my head.



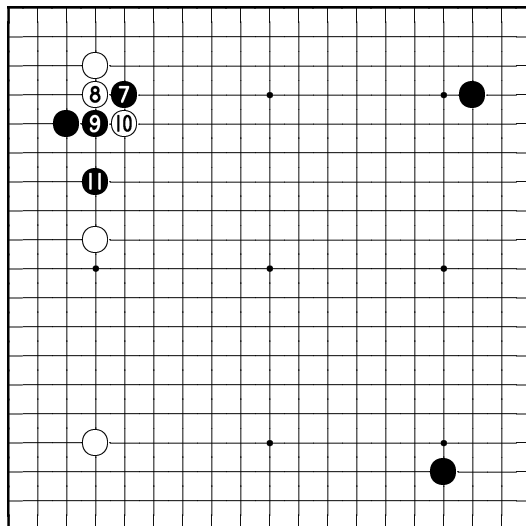
Bit of a surprise, but it's a good move.

I can't play A now (like if white had played the two-space high pincer)
and B seems way too slow.

C and D seem like good options because my C15 stone has aji and could
potentially live by itself in the corner or go out.

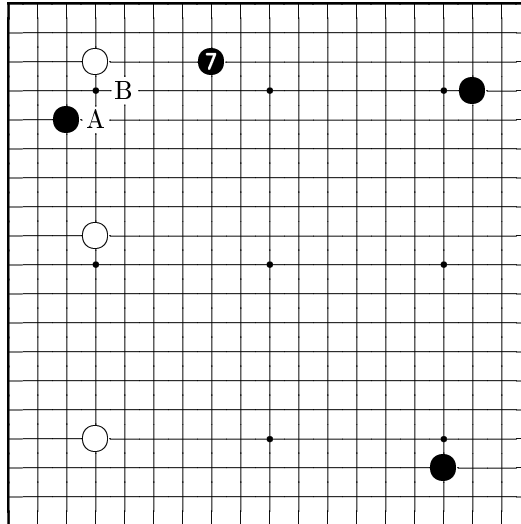
Even E is possible, but I'm pretty sure I went with D

1.1 Fork: Move 11

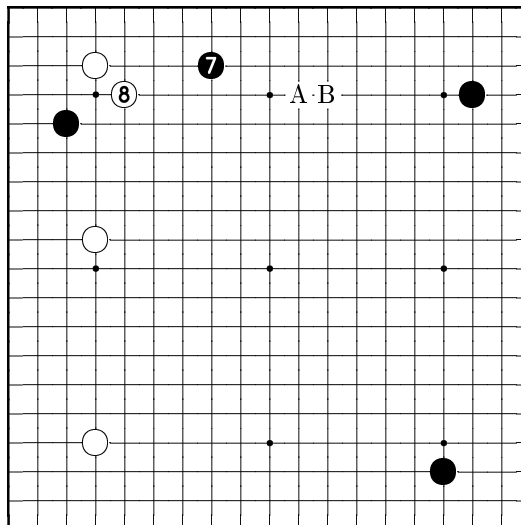


Doesn't have a very useful effect on white

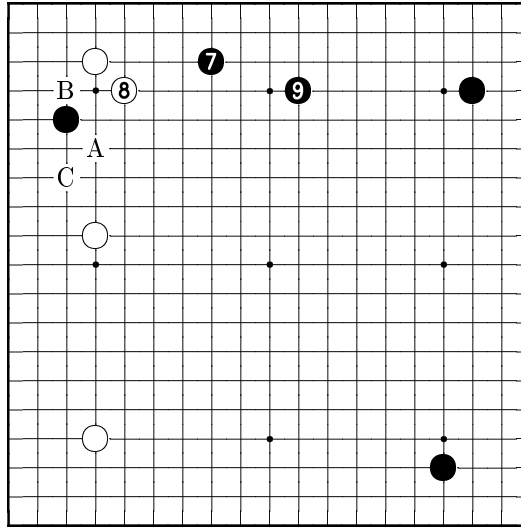
2 Game: Move 173



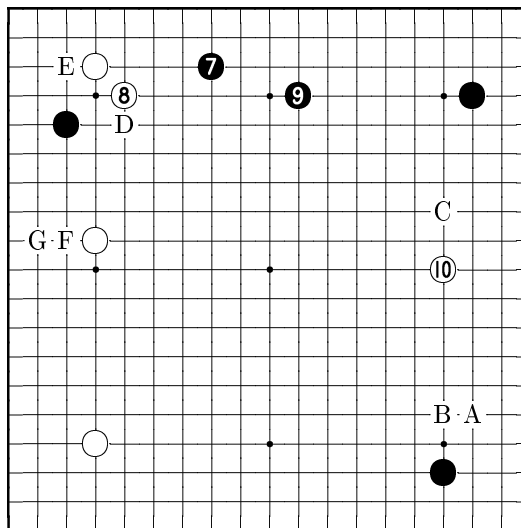
A or B seem good for white



A or B was the plan for me next

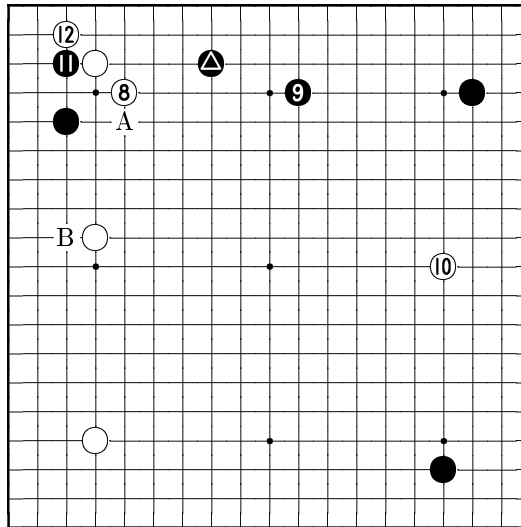


I expected white to play A, B, or C, but perhaps those are inferior? Not really sure, but white found it important to break up the right side

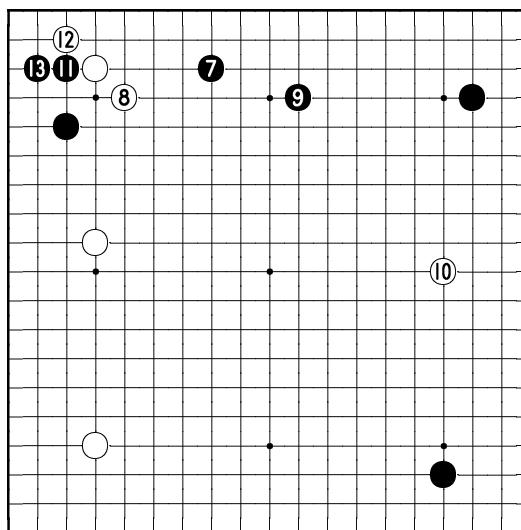


I think A or B makes sense to enclose the corner. I can't find a good enclosure move in the top right, so approaching white's stone at C seems ok.

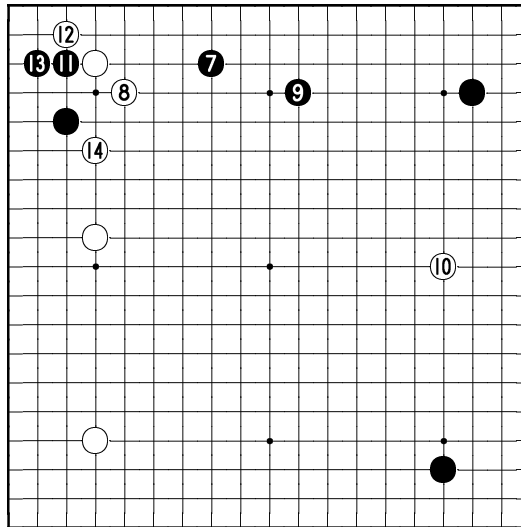
For the top left, I'm looking at any of D through G to live or make shape



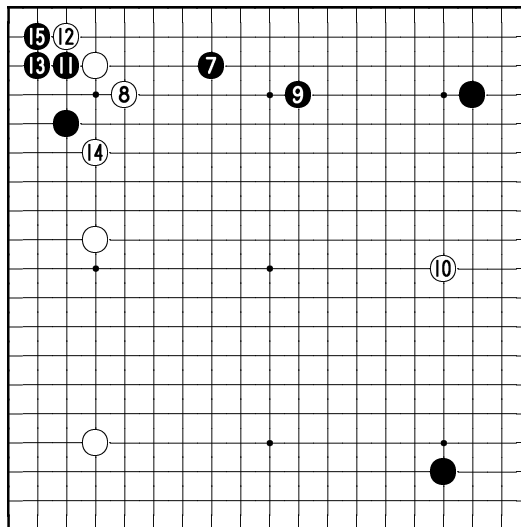
In retrospect, it might be a little early to try living. I certainly don't want to strengthen white too much in the process. Fortunately, my triangle stone helps to blunt white's potential. If I had played at B, white could have become quite strong in the lower left.



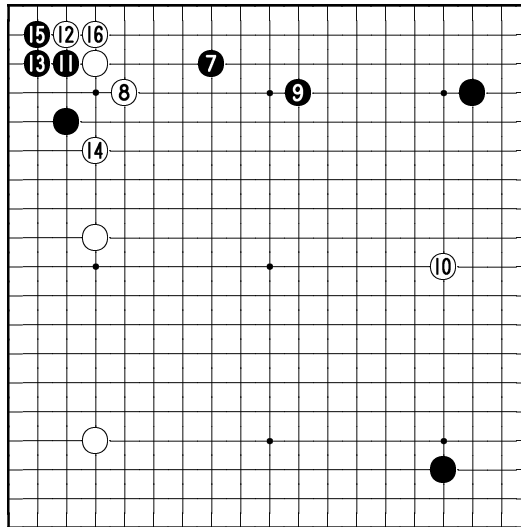
Trying to live simply in the top left



A bit surprising by white.
 I'm not really sure I agree, although he does build up thickness facing
 the center in the process

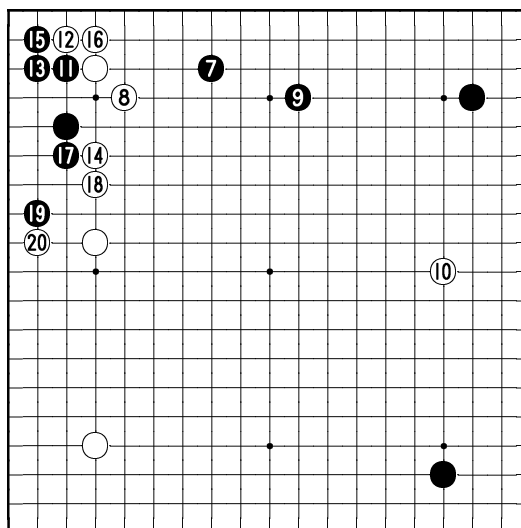


This should make miai of living at the top or extending along the left
 side

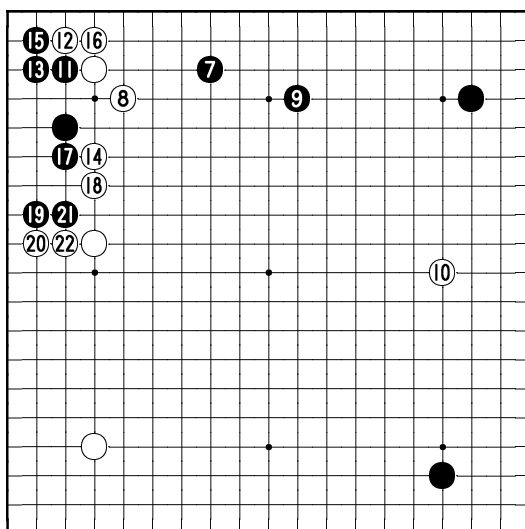


This was not necessary by white, but it does show his intention to bully my group as much as possible.

I'm not sure if he's gaining that much in compensation though



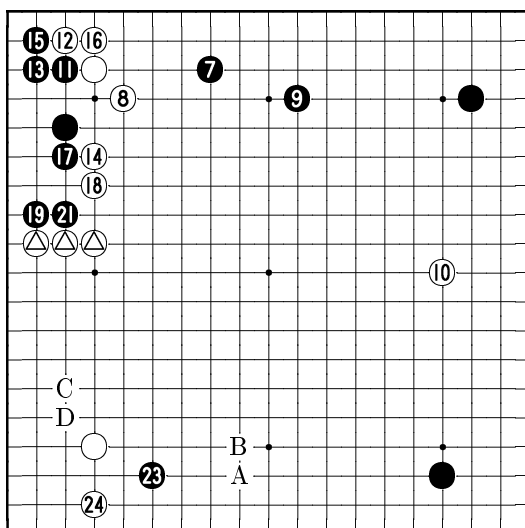
Dangerous, it seems. I'm about to live in sente.



But I guess white does build a good wall... Tough to say who came out ahead.

White has weak points and I'm fully alive (although with many sente moves against my group)

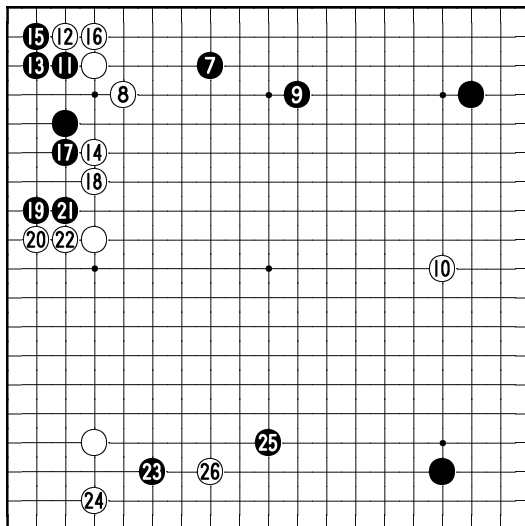
Now my goal is to reduce white's potential on the lower left



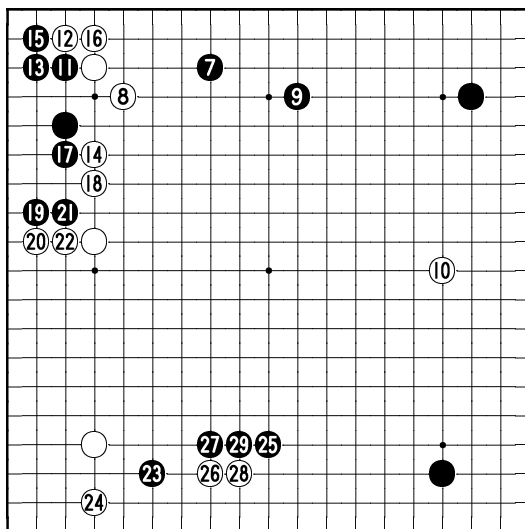
Perhaps I played incorrectly here

Maybe tighter with A or B? Or maybe the second approach at C?

C just seemed dangerous because of white's wall (triangled stones)

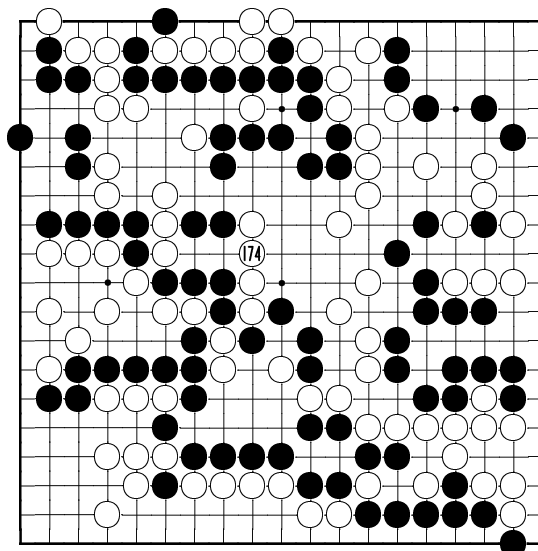


A good invasion by white

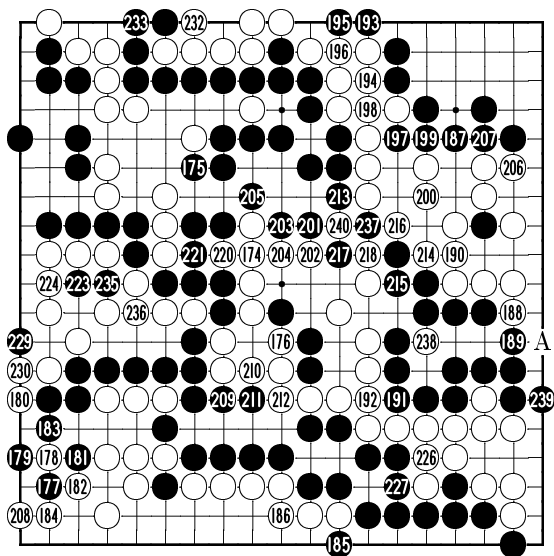


I really didn't feel good about all of these exchanges. White is getting territory for free, and my strength in the center... already blunted by white's strength

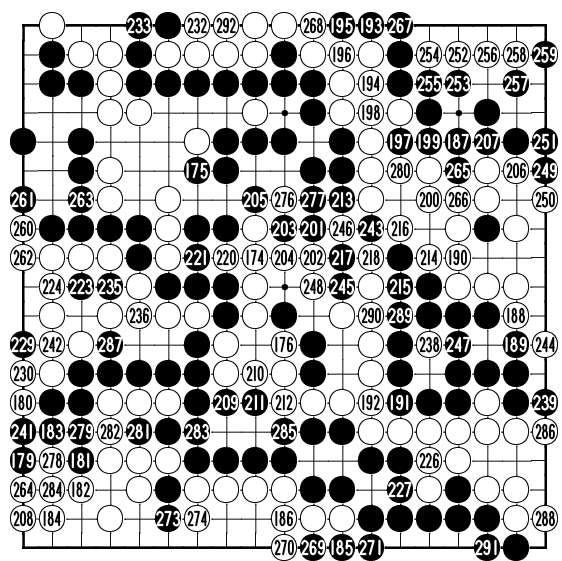
3 Game: Move 292



All endgame after this



I should have just played A here and been happy that I made a few points while letting white fight the ko



Jarstar [1k]: Thanks