

**Lio (5k) vs wren42 (6k)**

**Board size: 19**

**Server: OGS: <http://online-go.com/game/review/251239>**

**Ruleset: japanese**

**Main time:**

**Overtime:**

**Komi: 6.5**

**Result: B+R**

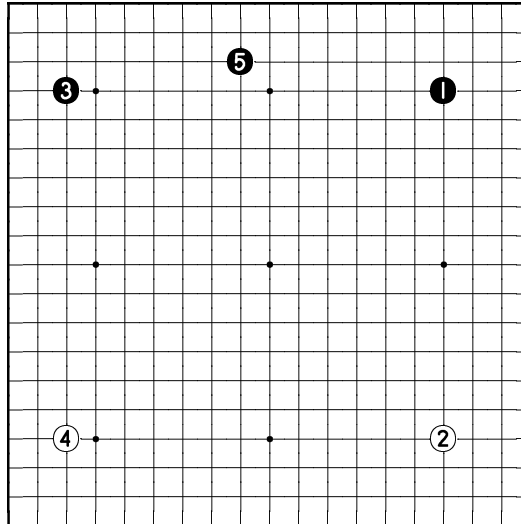
**Date: 2017-02-14**

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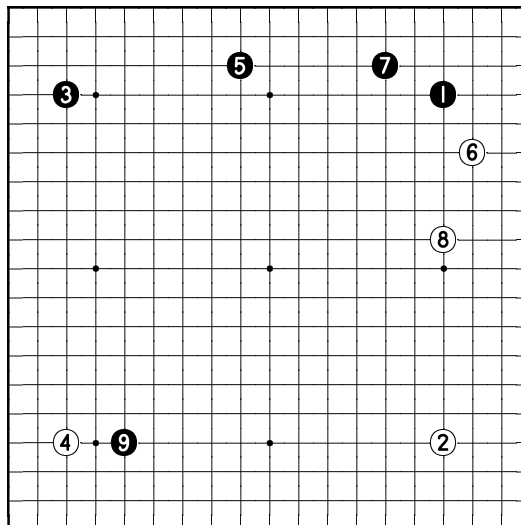
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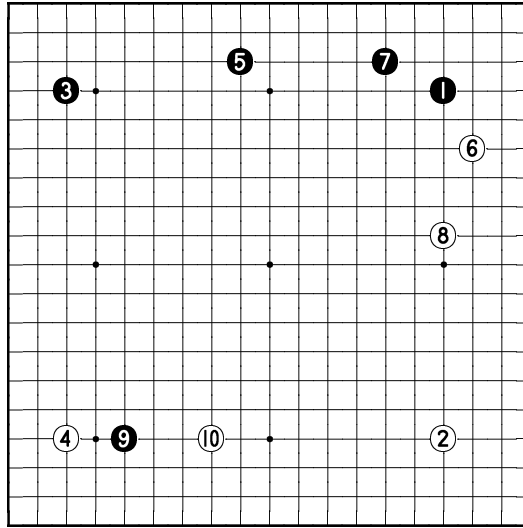
# 1 Game: Move 10



Chinese opening

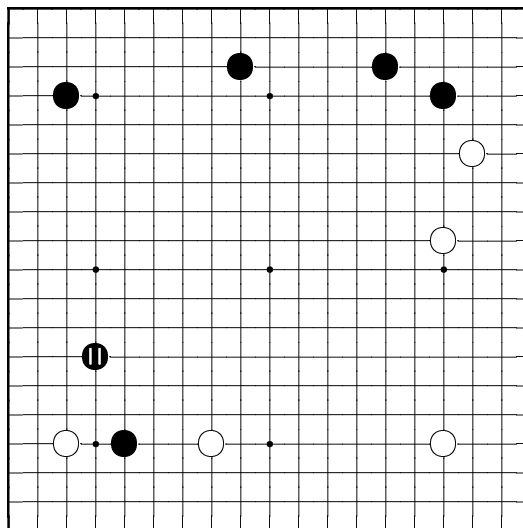


I opt for high approach to help counter whites 4th line framework. Leela agrees, with 75%+ effort going onto e4.

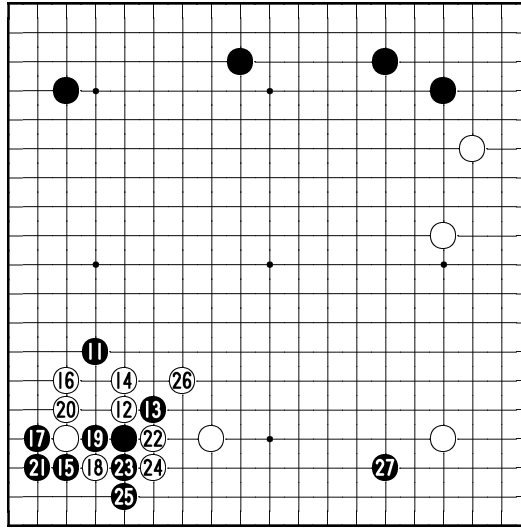


wide pincer from white aims to continue building a high, influence based moyo.

### 1.1 Fork: Move 27

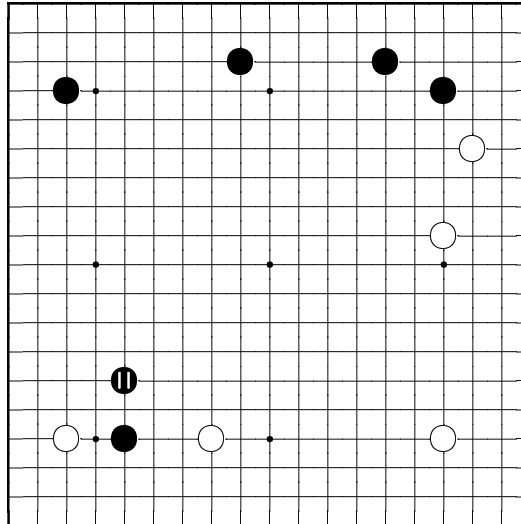


Leela likes this move, leaning more on the white corner and inviting a cut.



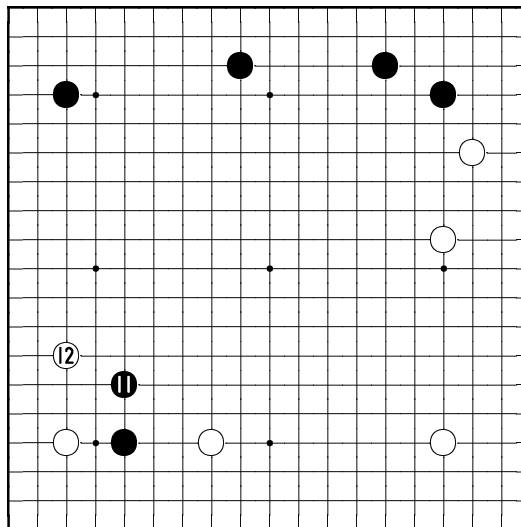
Leela likes this sequence. It gives up a lot of thickness in the center,  
but white loses the corner and is over concentrated.

## 2 Game: Move 12



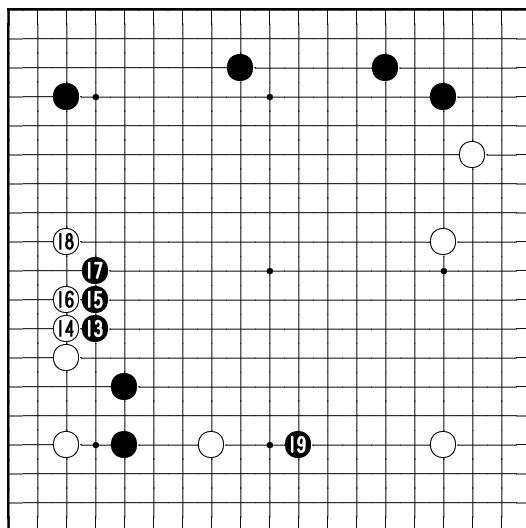
1 point jump is never wrong, or so they say...

d7 might have been preferable, however.



2 point jump on 3rd line is usually ok, but this feels a bit slack to me for some reason.

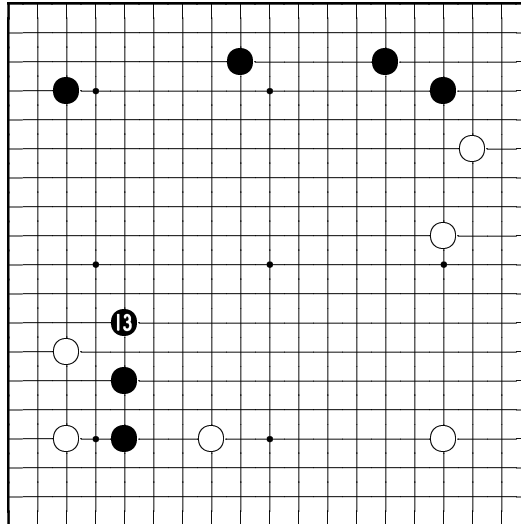
## 2.1 Fork: Move 19



This is a similar principle to what I ended up playing, but gives more immediate thickness.

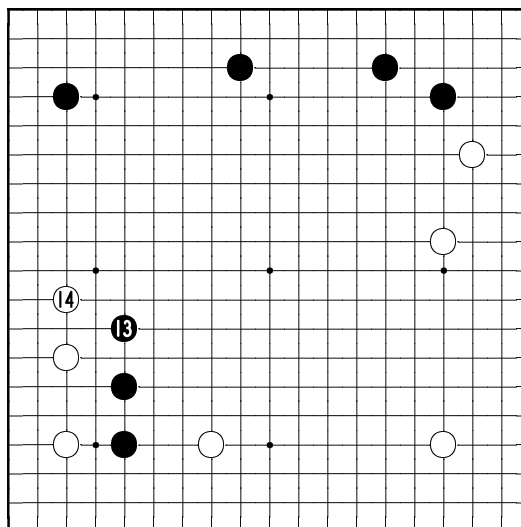


### 3 Game: Move 15

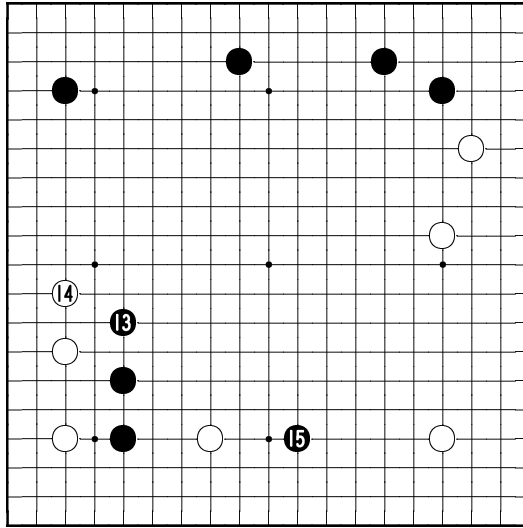


Using miai to pressure. I get to threaten to block white in at c9 or counter attack h4.

Leela again prefers leaning harder on the left side with d8.



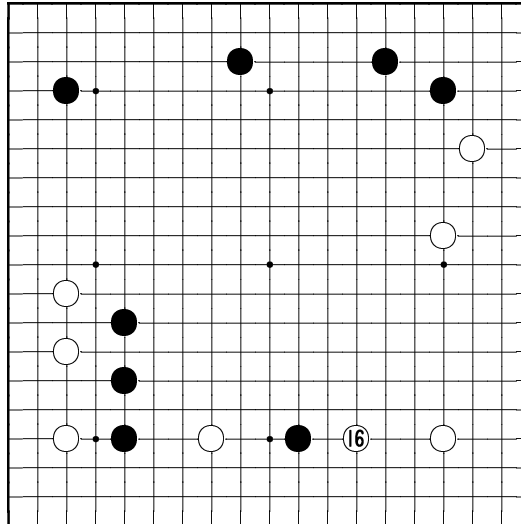
white prefers not to be blocked in, so I get to turn my attention to h4.



I chose a wide counter pincer. I'm aiming to either approach the corner o3 or attack h4 further.

### 3.1 Fork: Move 16

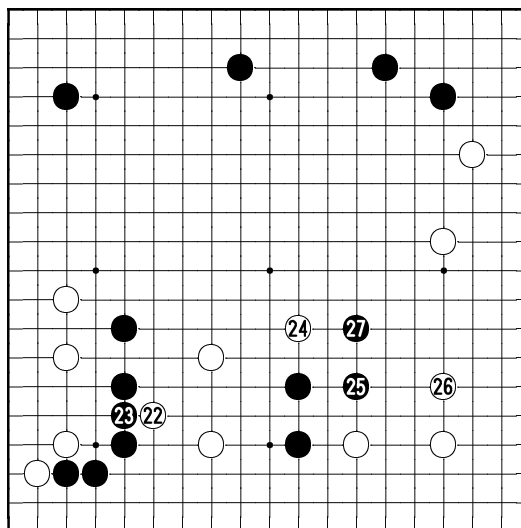
## 4 Game: Move 16



white blocks from the right, again very high. I think this would be better on the 3rd line. Leela agrees, suggesting n3.

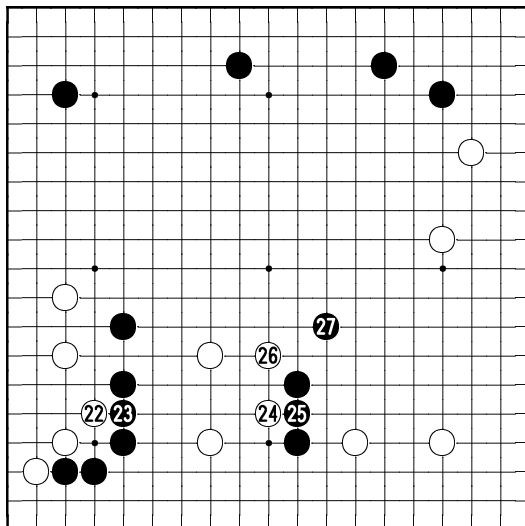
### 4.1 Fork: Move 21

### 4.2 Fork: Move 27



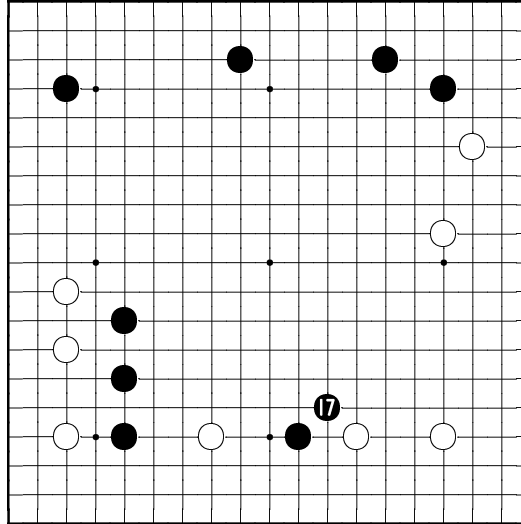
Another possible variation

### 4.3 Fork: Move 27



white makes shape and the fight roams into the center.

## 5 Game: Move 17

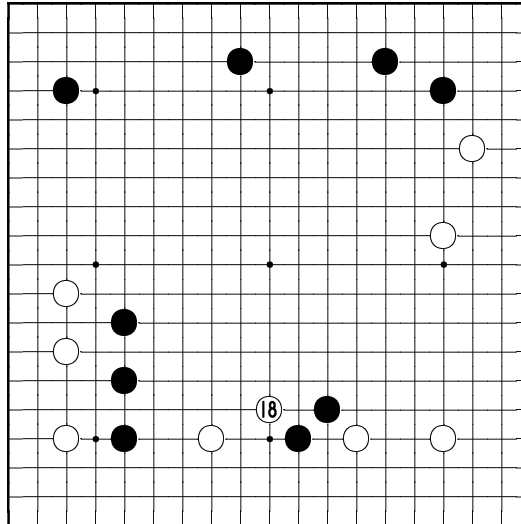


I was hoping to pressure the right and keep sente to attack h4, but this was misguided.

Leela does not even consider this move, opting for the simple 1 point jump. White

### 5.1 Fork: Move 23

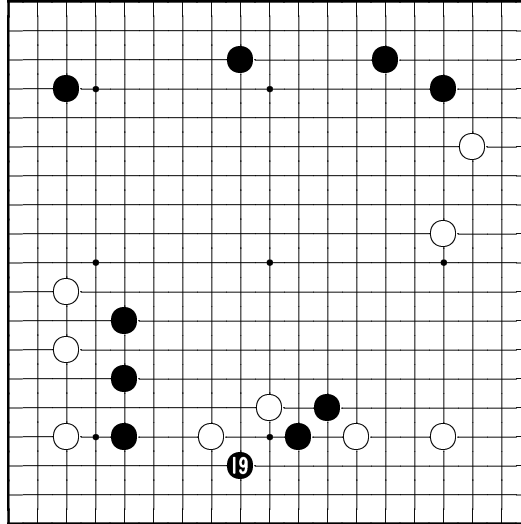
## 6 Game: Move 18



leela prefers h7. this move doesn't accomplish much for white.

### 6.1 Fork: Move 24

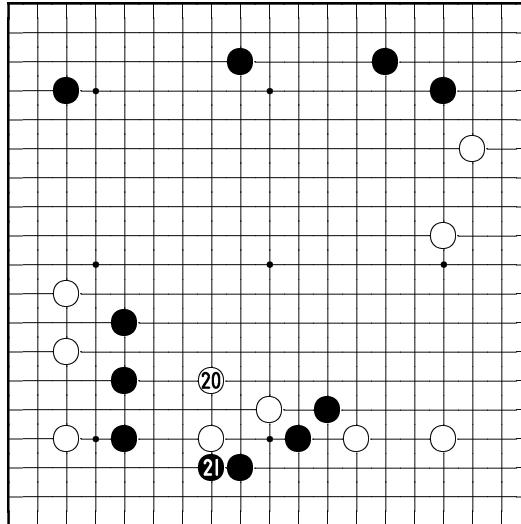
## 7 Game: Move 19



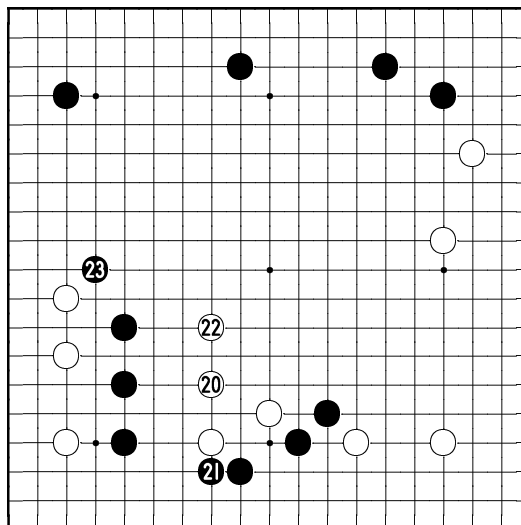
leela believes this idea was correct (cut under) but that the direct attachment at k4 would be stronger.

### 7.1 Fork: Move 31

## 8 Game: Move 30

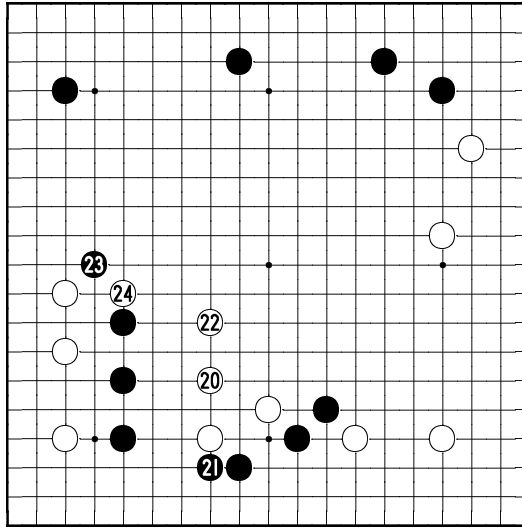


I cut under, making a base and moving towards connecting my groups. I'm pretty happy with this result.



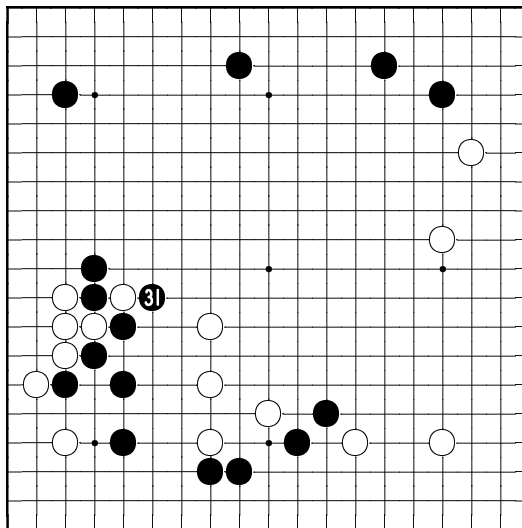
white runs, and I apply pressure on the left to continue the attack.





This looks like a mistake to me. Leela suggests push at d9 and cut to avoid the ladder.

## 8.1 Fork: Move 31

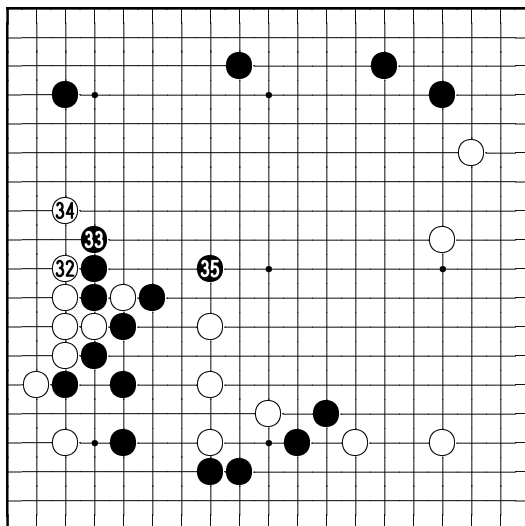


this allows me to still play c3 in the future, and is less over concentrated.

leela gives me a 58% win rate in this variation vs the real game. This is a major swing for something I would not have noticed at all myself.

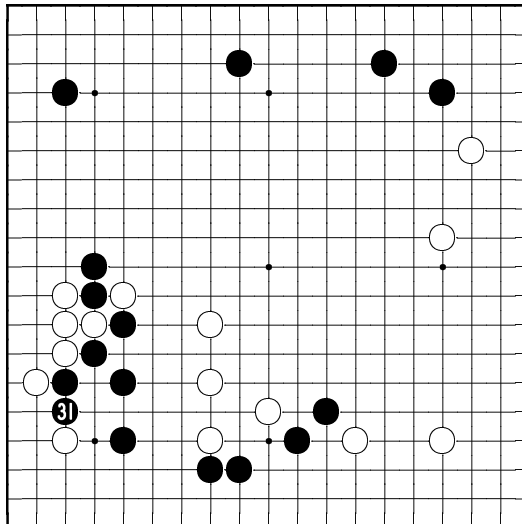
8.2 Fork: Move 33

8.3 Fork: Move 35

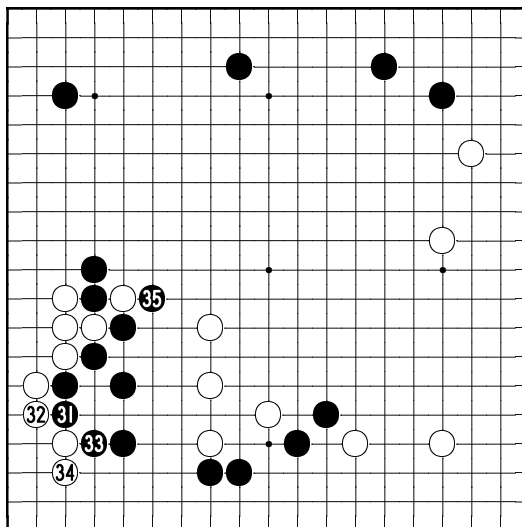


black takes a commanding position in the center

## 9 Game: Move 48

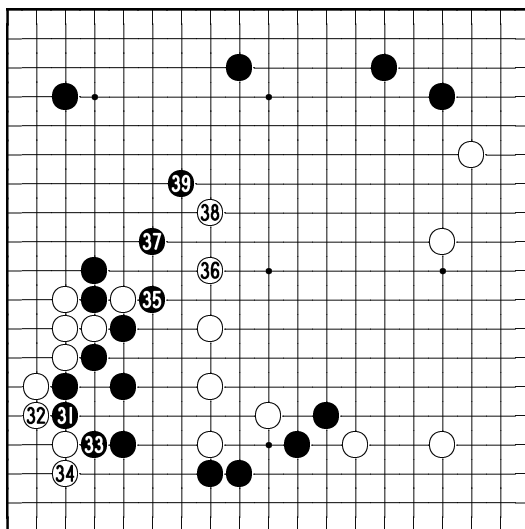


in retrospect, I think this was a mistake. I ended up getting less good shape than I should have given white's blunder.

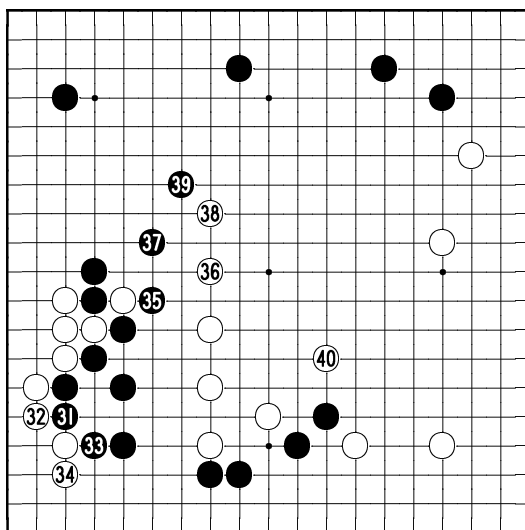


I end of getting quite a bit of thickness facing white's weak center group. I felt good about this result at the time, though I still think I could have gotten more from it.

leela thinks I should have omitted the moves at c5 and d4, which ultimately just gave my opponent better shape in the corner.

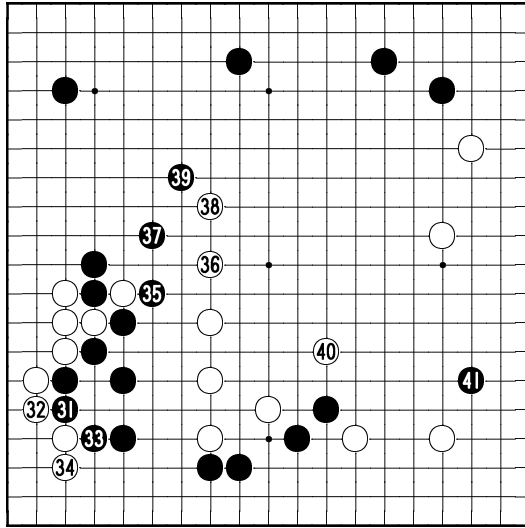


at this point, c10 has become VERY big. I was eyeing it in the game but felt I needed to counteract white's growing influence. However, I think I ultimately waited too long.

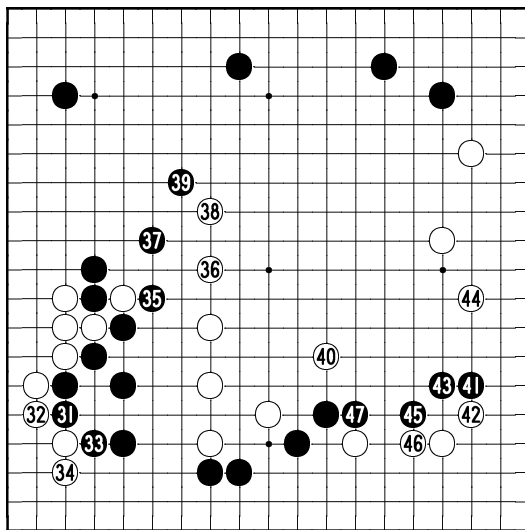


white decides to cap me and try to build a moyo in the center. this is likely the wrong direction. building territory with a framework like this is usually ineffecient.

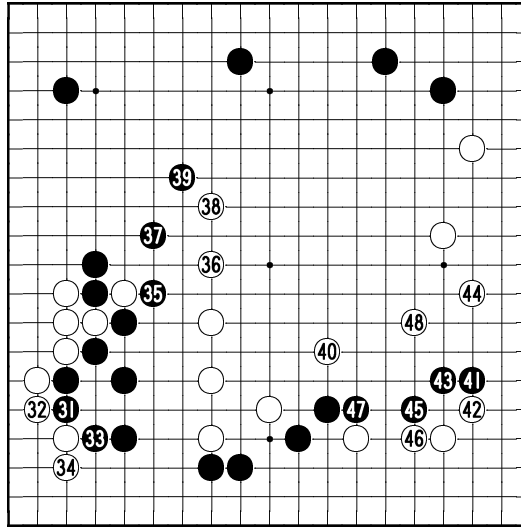
However it is a big area he's threatening, so I decide I must invade.



maybe a high move would have been better in this case.

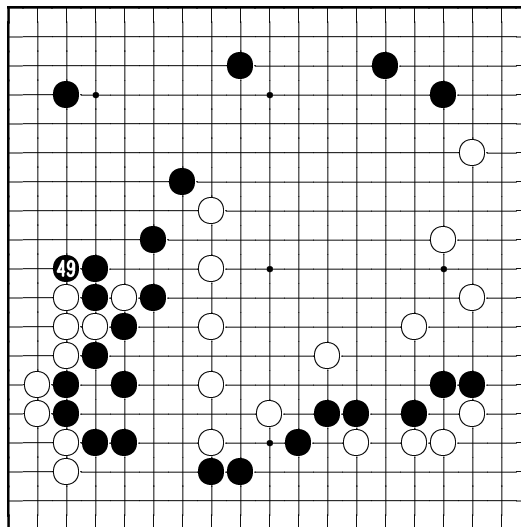


I was pretty pleased with this connection sequence.



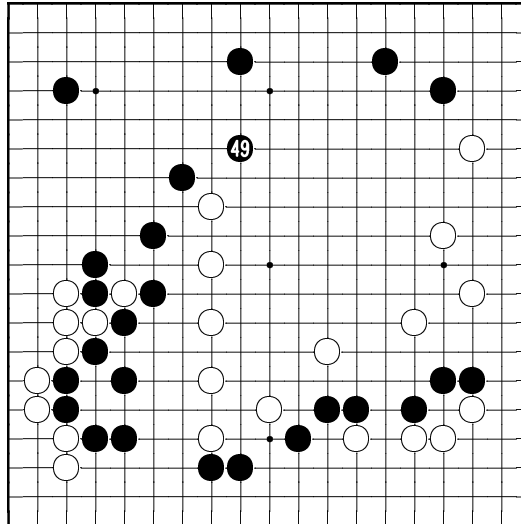
this move is gote for white, and tries too hard to build territory in the center. white should have played c10 or j14 for a pure territorial play, or invaded deeper.

### 9.1 Fork: Move 49



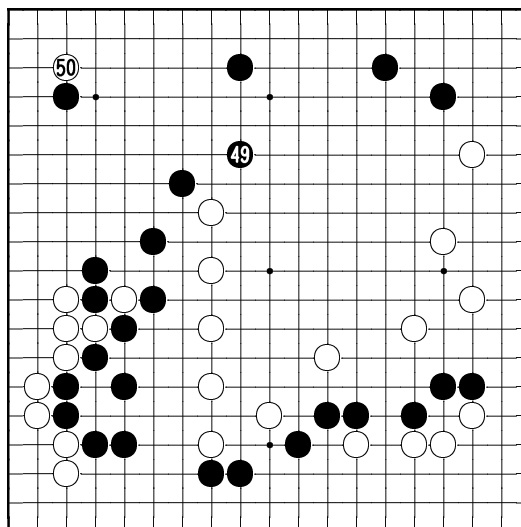
black's corner is immense. white will have to fight hard to make something comparable in the center, or invade.

## 10 Game: Move 50



Leela likes this move, and gives j14 a 56% winrate.

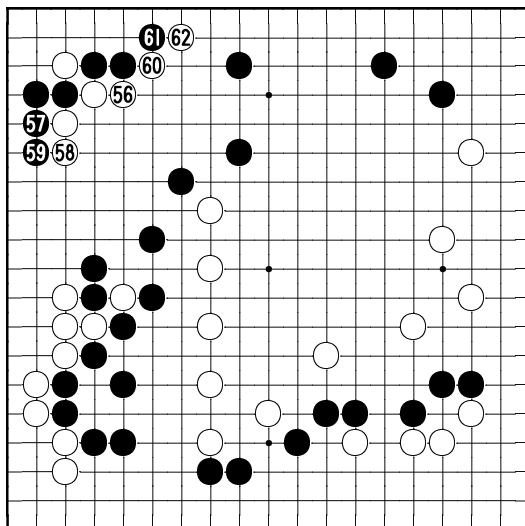
however, c10 also rates very highly, and looking back I still feel this might have been the best timing to take it.



a good probe.

10.1 Fork: Move 55

10.2 Fork: Move 62



this is too complicated to easily read out all variations.

10.3 Fork: Move 57

10.4 Fork: Move 58

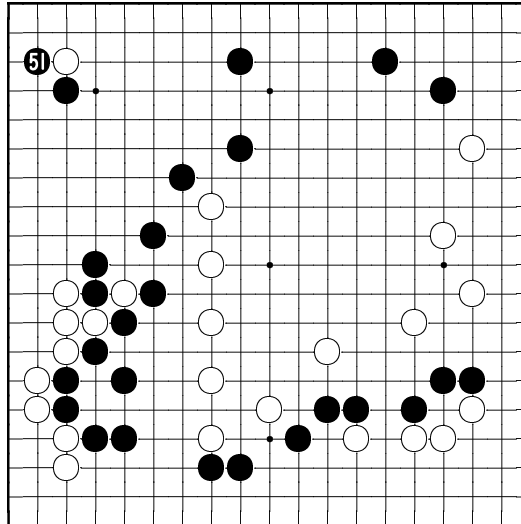
10.5 Fork: Move 58

10.6 Fork: Move 59

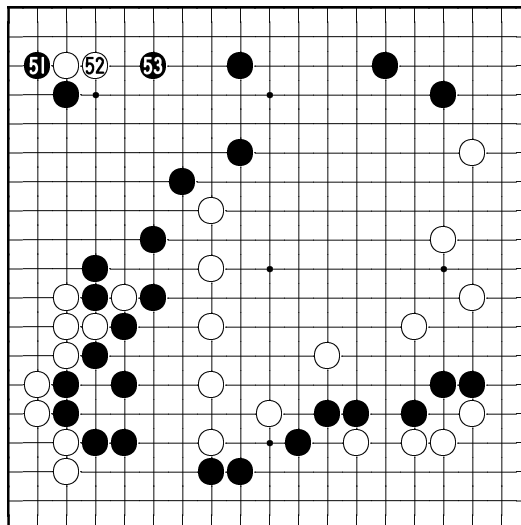
10.7 Fork: Move 59



## 11 Game: Move 53

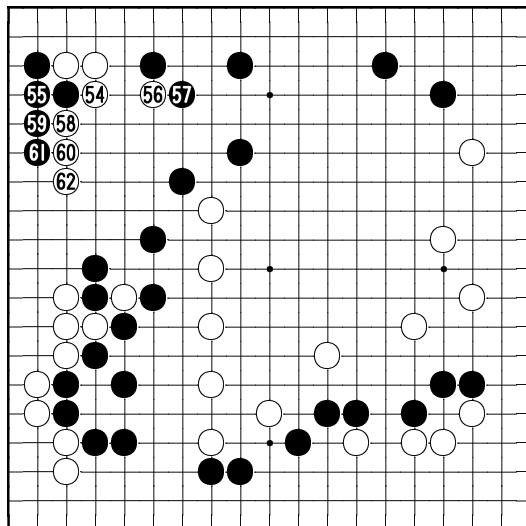


leela prefers the block on the other side.



white tenukis here, but this was maybe premature.

### 11.1 Fork: Move 62

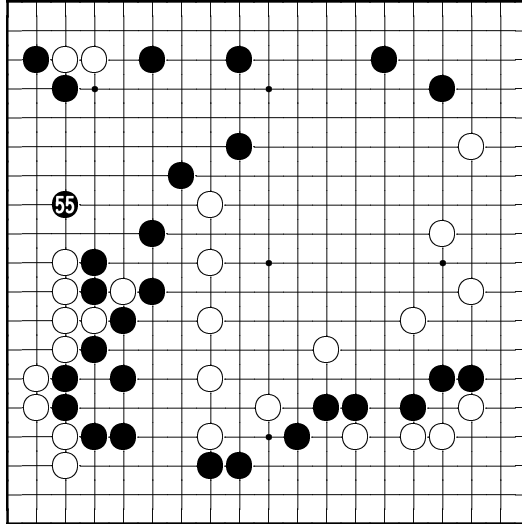


this does not look fun for black.

## **12 Game: Move 54**

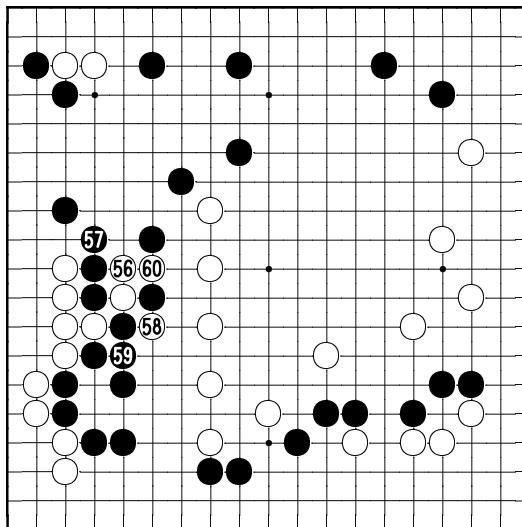
### **12.1 Fork: Move 60**

## 13 Game: Move 55

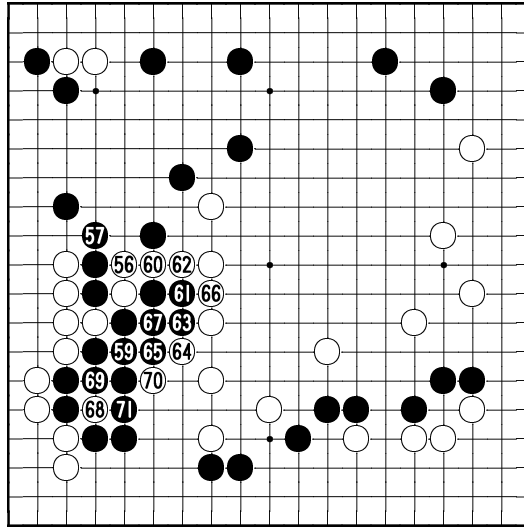


I was concerned about white connecting out with a sacrifice in the corner, but this move leaves very nasty aji for the future.

### 13.1 Fork: Move 71

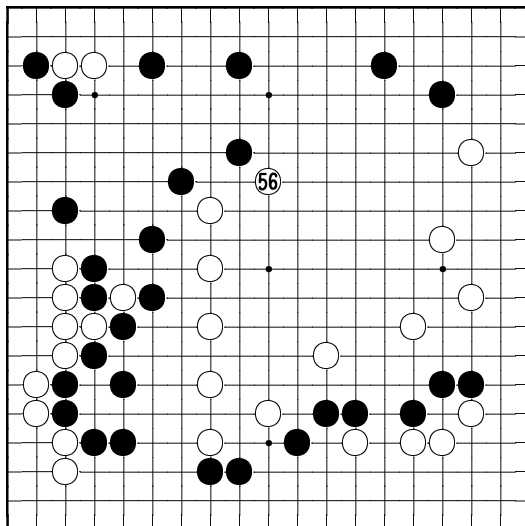


white can break out, cutting black's groups.



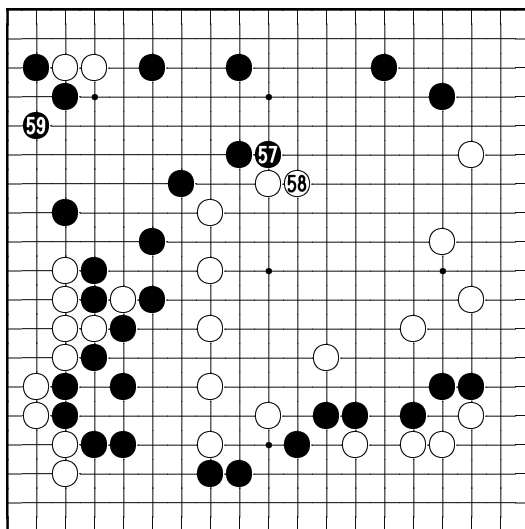
black is not happy.

## 14 Game: Move 56



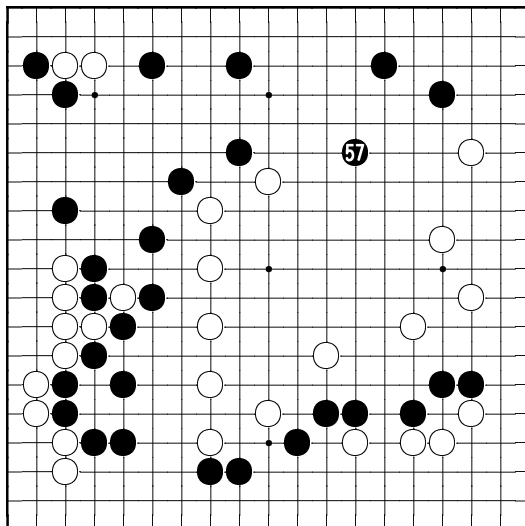
white decides to leave the corner aji and move to the center again.  
this move is slow, however, and gives black sente to fix his shape.

### 14.1 Fork: Move 59

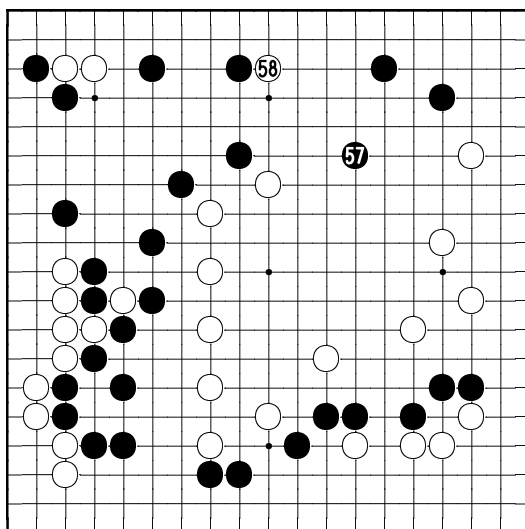


Leela prefers a simple push and then returning to defend the corner, guaranteeing massive profit in the upper left. White has little chance of coming back at this point.

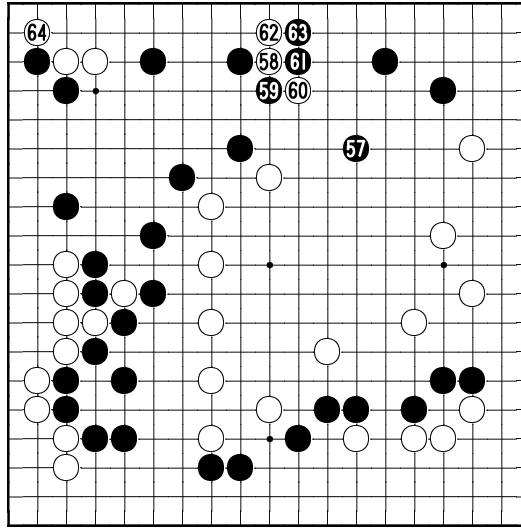
## 15 Game: Move 65



unfortunately, I got greedy, and played a very slack move. while this threatens white's center, it is far too much for Black to hope for white to play defensively with something like n12. I had wanted to make white defend, then push at k14, sealing off a huge side, but this was far too ambitious.

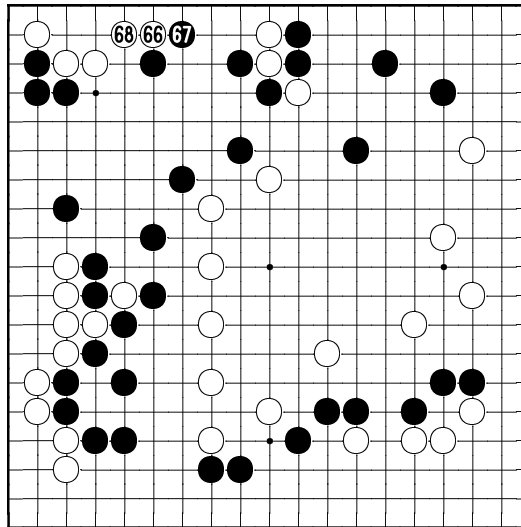


white's response is very clever, aiming to attach and sacrifice some stones to get a living invasion, or connect out.



I fell into white's trap. I now cannot both kill the corner and his invasion.

### 15.1 Fork: Move 68

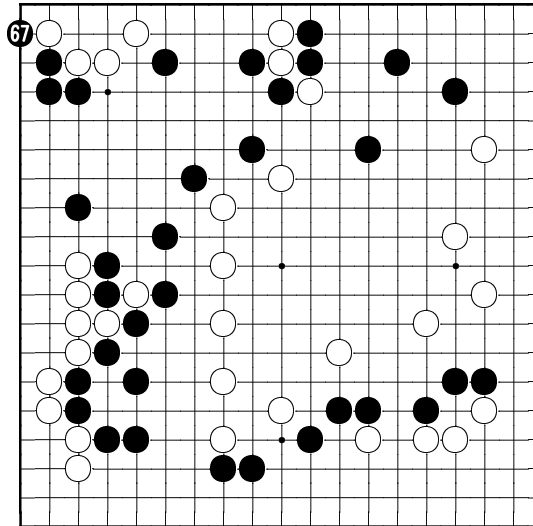


this is probably a little better.



## 16 Game: Move 66

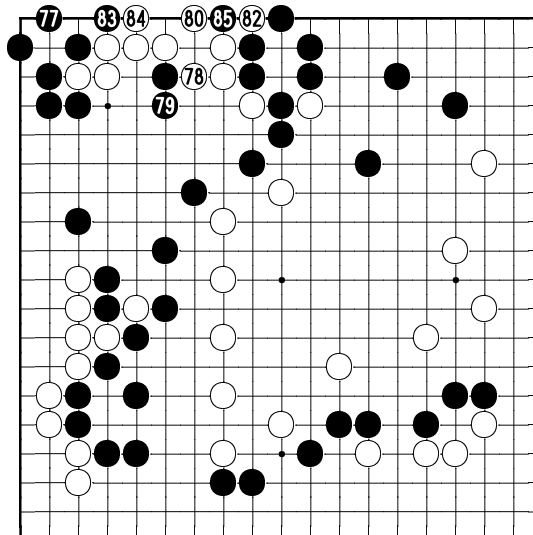
### 16.1 Fork: Move 67



if I block to this side, white can connect out.

### 16.2 Fork: Move 76

### 16.3 Fork: Move 85



white has way too many ko threats for me to kill this, and it probably  
isn't even his best line of play.

**16.4 Fork: Move 86**

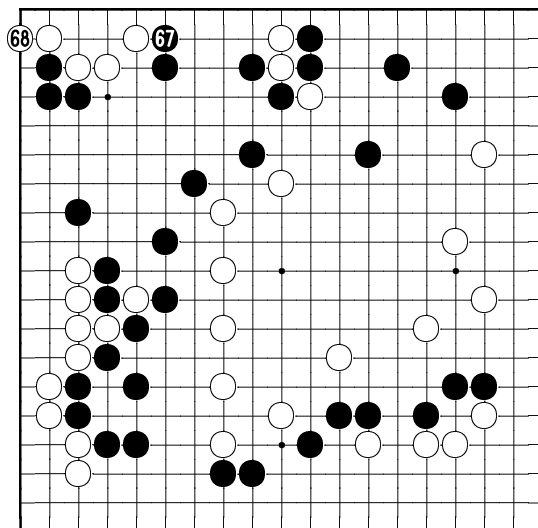
**16.5 Fork: Move 86**

**16.6 Fork: Move 86**

**16.7 Fork: Move 77**

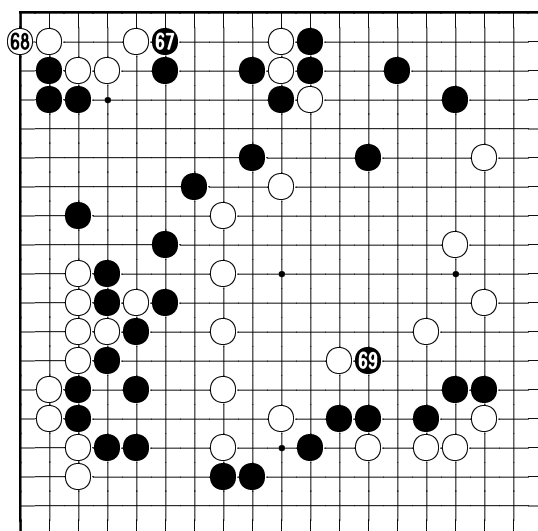
**16.8 Fork: Move 69**

## 17 Game: Move 102



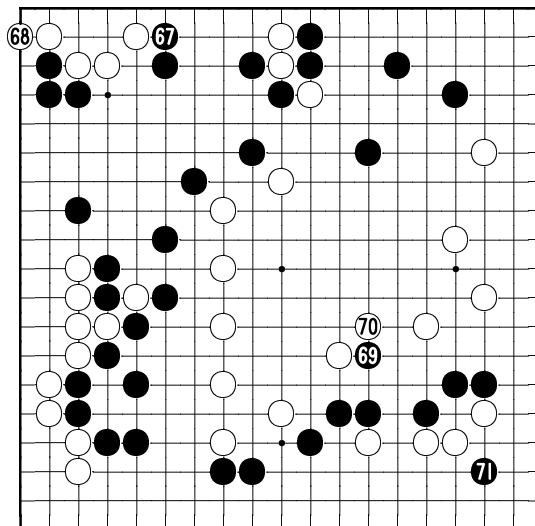
white is alive, and I'm in deep trouble. White now has several ways to destroy my center territory, and I still have lots of Aji on my bottom groups. There is way too much to do, and too little time.

My winrate according to leela has dropped from almost 60% when I played j14 to under 50%. I'm behind.

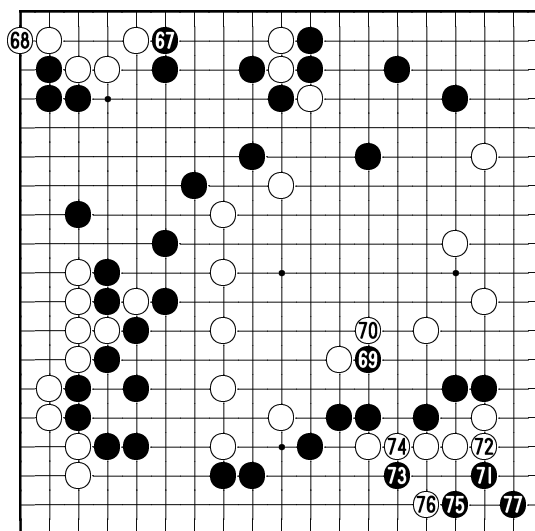


So, I embark on a bold plan. I need to make several things happen in sente in order to have a chance. This probe starts the gambit, and

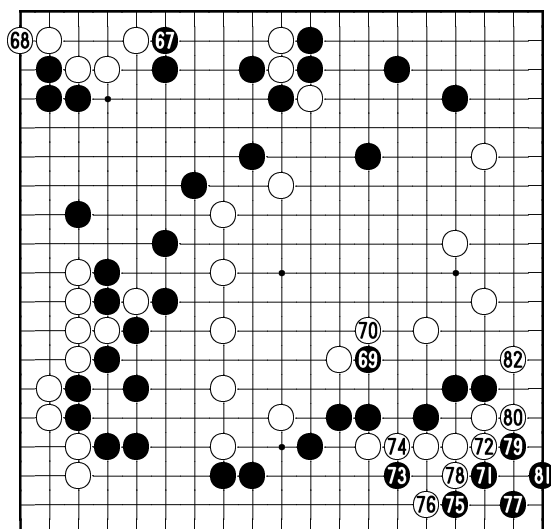
allows me to threaten the corner without worrying about getting cut at o5.



with this invasion, I am threatening to either come under with s5, or peep at o3. white is in a tricky position, as his stones may not survive if he loses his base.



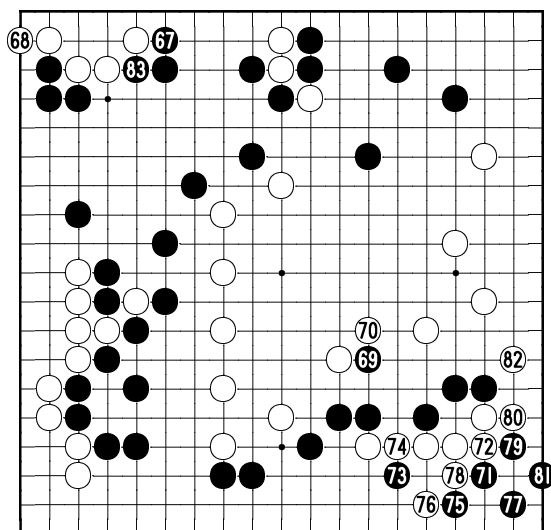
This exchange was extremely tense, as I wasn't certain I would build life



here, white bungles badly, as I had hoped. The threat of cutting off his white stones had him running scared, and he escapes, but gives up sente.

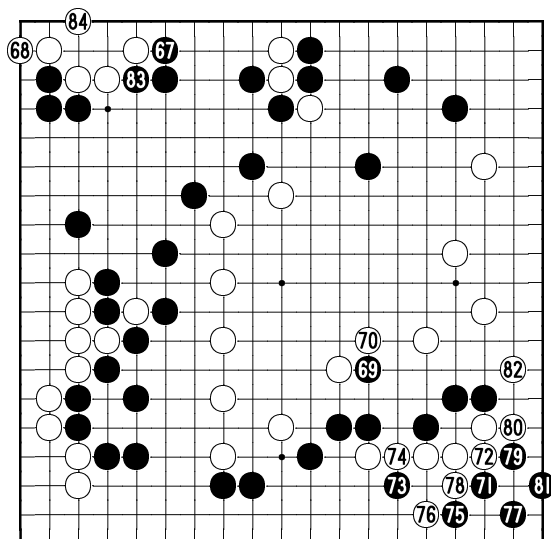
Now I've destroyed his corner and am free to continue the attack!

note that leela still gives me only a 40% winrate. I'm still deep in the woods.

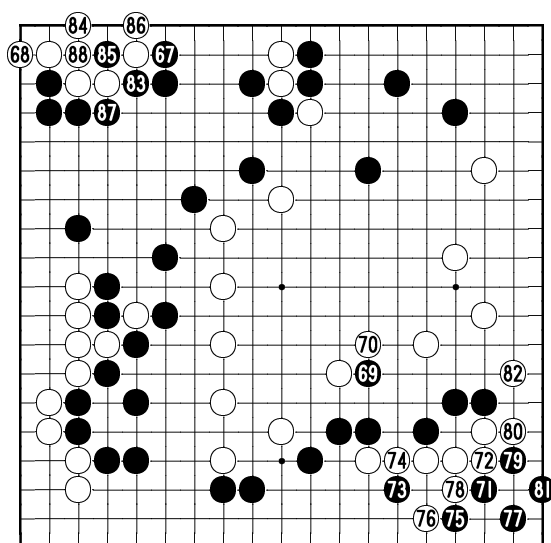


Another gambit. I am hoping against hope that white makes a mistake here,

and gives up sente again. There are several ways he can make life, but only a few end with him being contained, and my retaining sente.

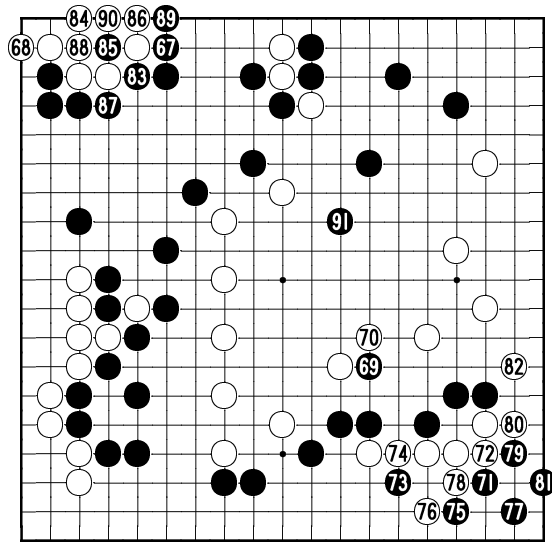


lucky! white chooses a shape that looks good, but has major flaws.

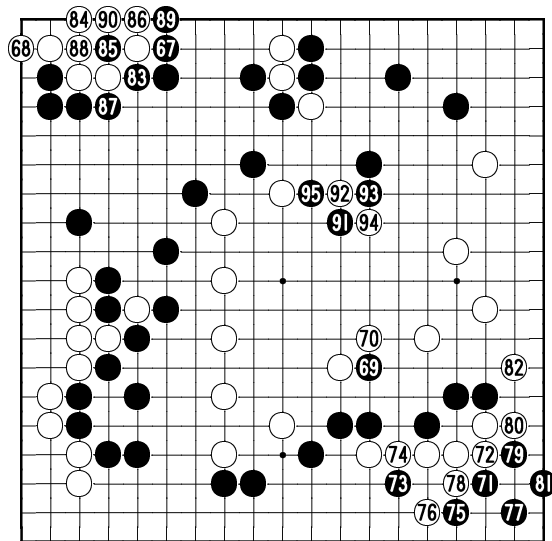


This way, I get to seal him in with sente, and can press the attack!

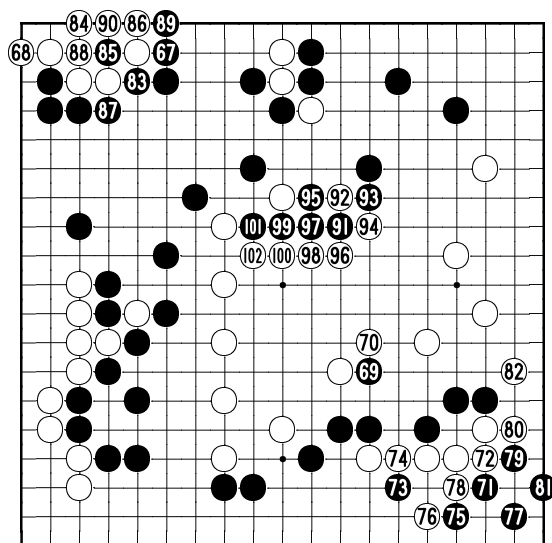
The win % swung from 40% to 53% on this exchange. It is such a small thing, but sente is so, so important. these are the moves that are easy to miss, but can determine the outcome of a game.



my rear secured, it is time to fight! it's a close game, and will hinge on the next exchanges.



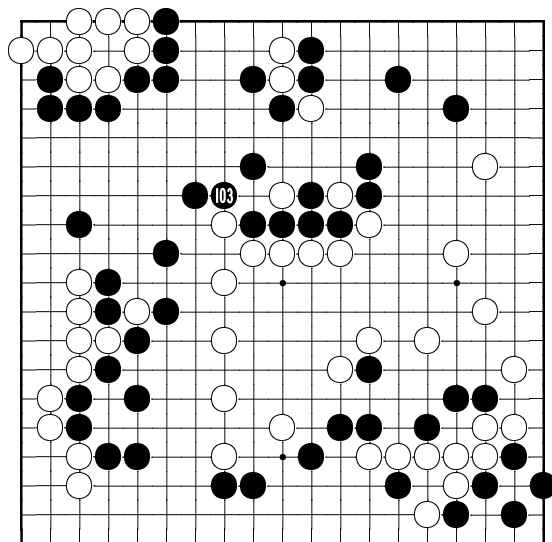
I don't think white expected this when he played m13, but I had read it out. Leela gives this move 58%. I'm back in the game!



white ends up playing for the center with a nice wrap. I could have secured my side here, but I was still very worried about the aji at the d10 stones.

I felt like with the size of white's center, I needed to get d2, d11, and s16 to stay ahead.

### 17.1 Fork: Move 103

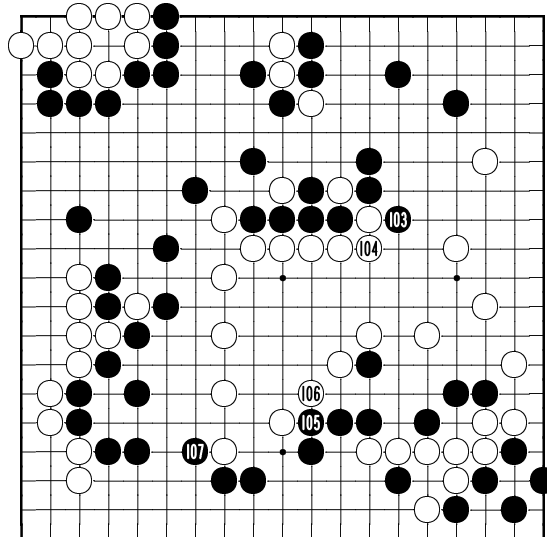


Leela thinks I should stop trying to be fancy and just take my huge side. This is a TON of points, and in retrospect I should have just fixed



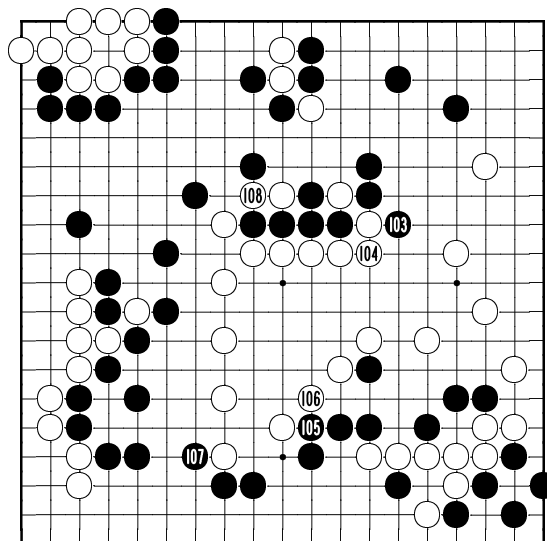
my shape sooner.

## 18 Game: Move 111



I tried a few probing moves to retain sente, but overplayed my hand.

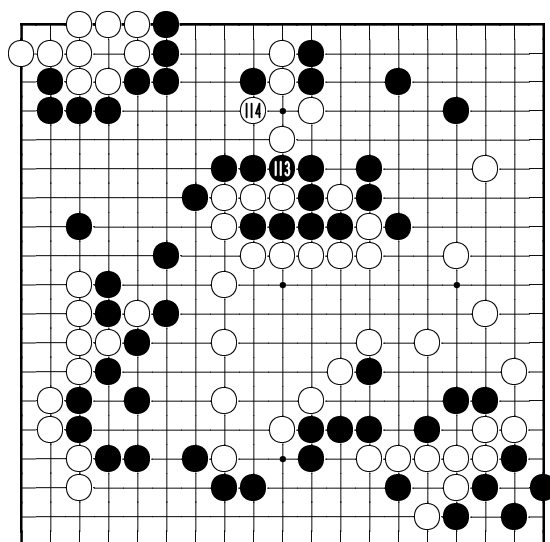
White isn't going to respond to save h4, even though I could kill it  
. This was a blunder.



white takes advantage of my aji

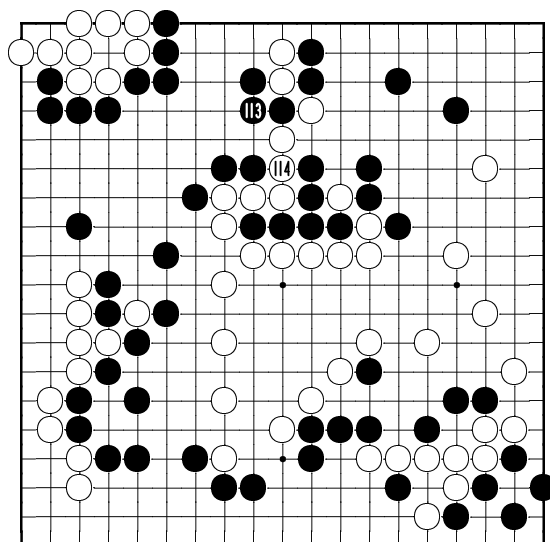
18.1 Fork: Move 112

18.2 Fork: Move 117



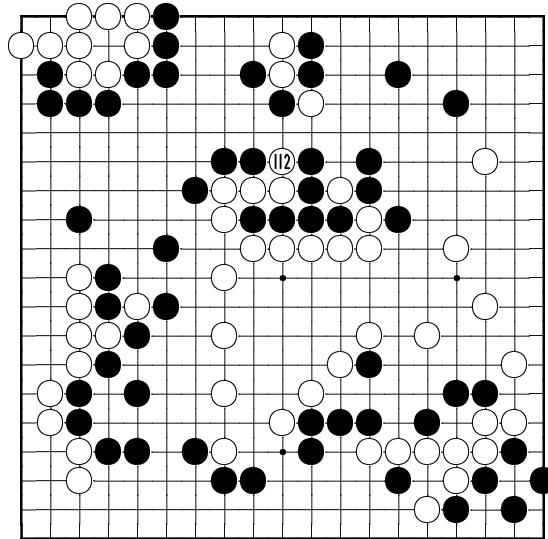
maybe I can just kill, though.

18.3 Fork: Move 117

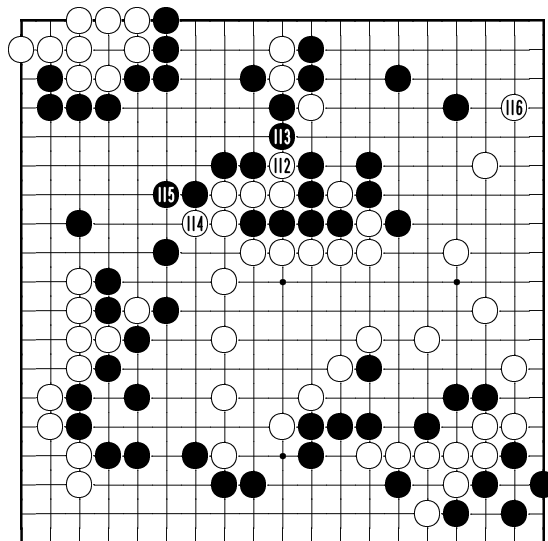


this sucks for me.

## 19 Game: Move 117



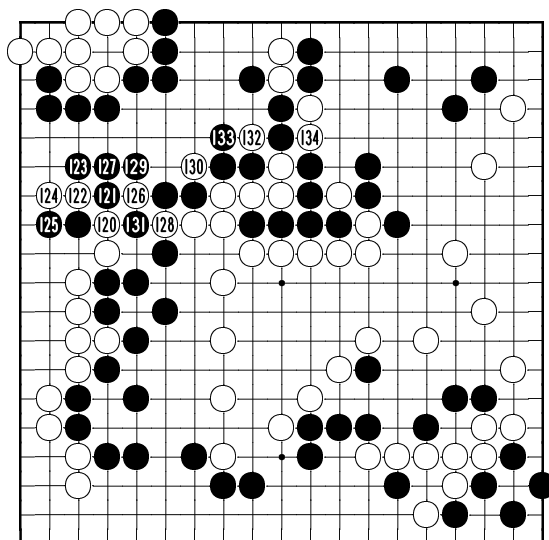
this was silly. why not atari first?



good sente move. white should now turn back to d11.

19.1 Fork: Move 119

19.2 Fork: Move 134

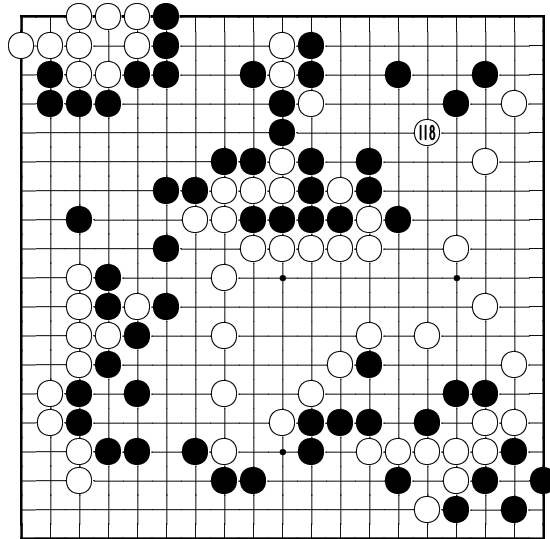


whoops!

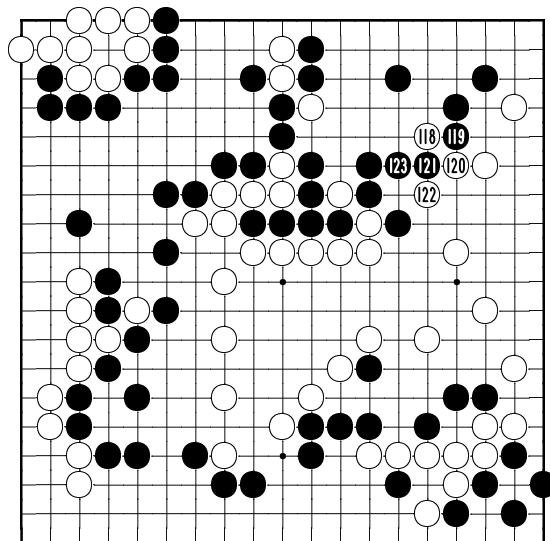
danger lies this way.

19.3 Fork: Move 124

## 20 Game: Move 123



this shape is weird, and a little overextended.



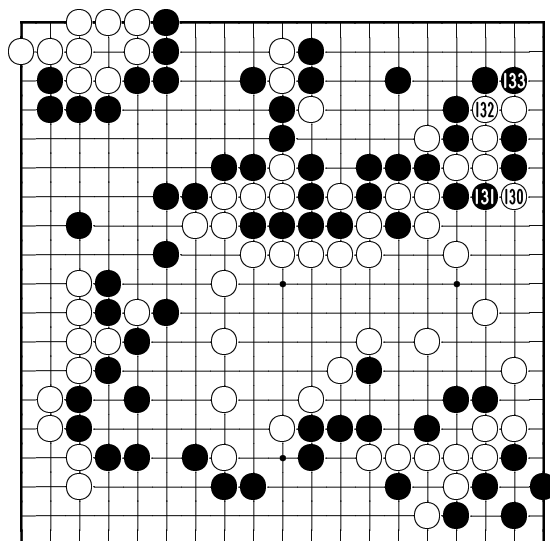
here I was hoping to trap white if he got greedy.

20.1 Fork: Move 124

20.2 Fork: Move 129

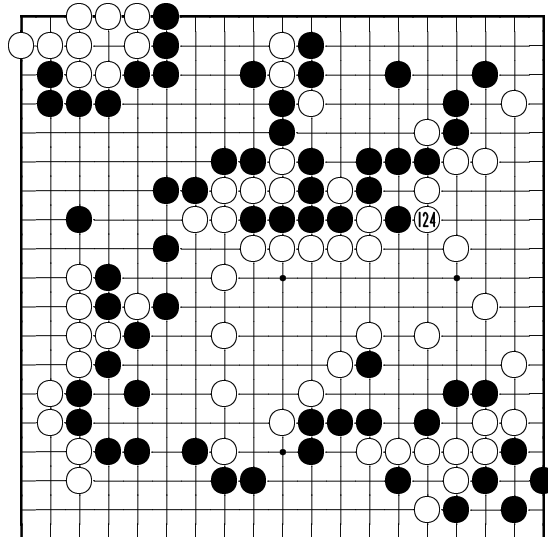
20.3 Fork: Move 133

20.4 Fork: Move 133



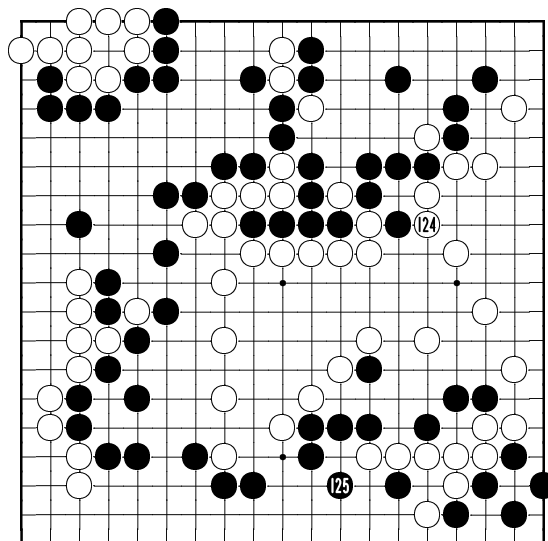
nice

## 21 Game: Move 127



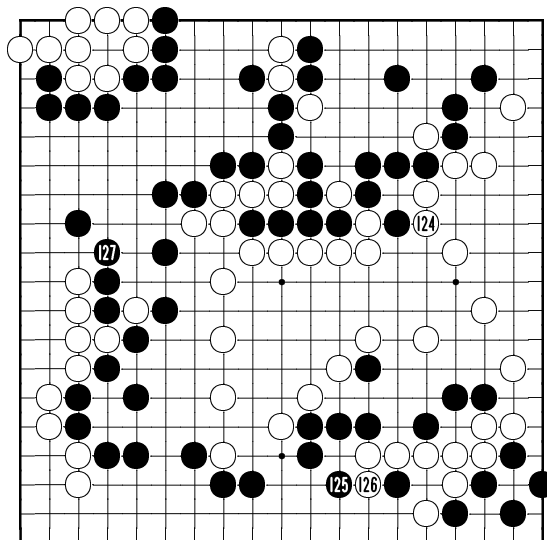
alas white, saw through it.

leela has a better solution, though: s17



sente. if I connect n4 I can also threaten to cut p3. maybe white can ignore though if he plays something like d11.





looking at the endgame, I think I'm ahead by a handful of points, so I decide to connect.

Much to my surprise, white resigns!

The final score is within 2-3 points, I think, with a good endgame, but perhaps my opponent didn't see a way through.

leela gives black at 75% winrate in this position, so perhaps the resignation is reasonable, though still early from a human Kyu perspective.

Overall, a well fought game with many subtle turning points!

I continue to struggle with leaving too much aji and being greedy for points when I don't need to be. I need to learn to play more solidly and that defense is a good offense.

gg!