

Younggil (8p) vs Jarstar (2k)

Board size: 19

Server: The KGS Go Server at <http://www.gokgs.com/>

Ruleset: Japanese

Main time: 1200

Overtime: 3x30 byo-yomi

Komi: 0.50

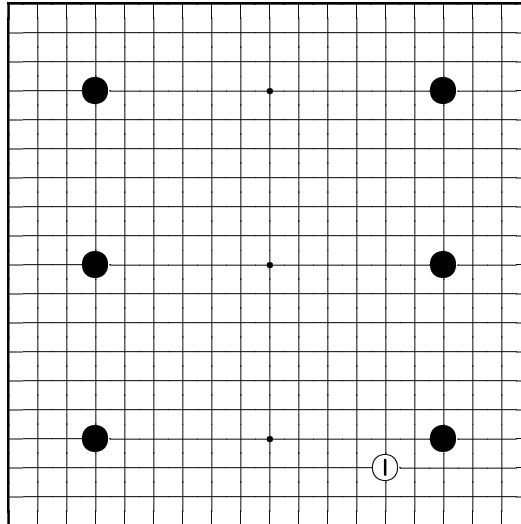
Result:

Date: 2015-06-21

Contents

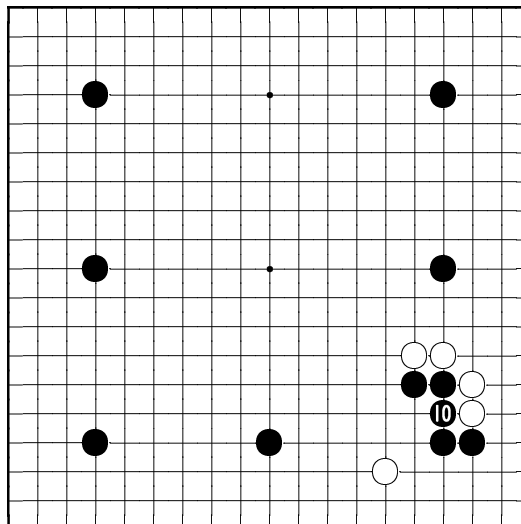
1	Game: Move 9	2
1.1	Fork: Move 11	2
1.2	Fork: Move 17	4
1.3	Fork: Move 16	5
2	Game: Move 25	6
2.1	Fork: Move 28	8
2.2	Fork: Move 32	10
2.3	Fork: Move 38	11
3	Game: Move 35	12
3.1	Fork: Move 37	14
3.2	Fork: Move 38	16
3.3	Fork: Move 39	17
3.4	Fork: Move 43	18
3.5	Fork: Move 46	18
3.6	Fork: Move 47	19
3.7	Fork: Move 36	21
4	Game: Move 43	22
4.1	Fork: Move 44	22
4.2	Fork: Move 45	23
4.3	Fork: Move 45	23
5	Game: Move 65	24
5.1	Fork: Move 66	26
6	Game: Move 81	27
6.1	Fork: Move 82	31
6.2	Fork: Move 84	32
7	Game: Move 101	33
7.1	Fork: Move 108	35
7.2	Fork: Move 108	38
7.3	Fork: Move 102	41
8	Game: Move 147	42
8.1	Fork: Move 158	45
9	Game: Move 159	48
9.1	Fork: Move 162	48
10	Game: Move 212	50

1 Game: Move 9

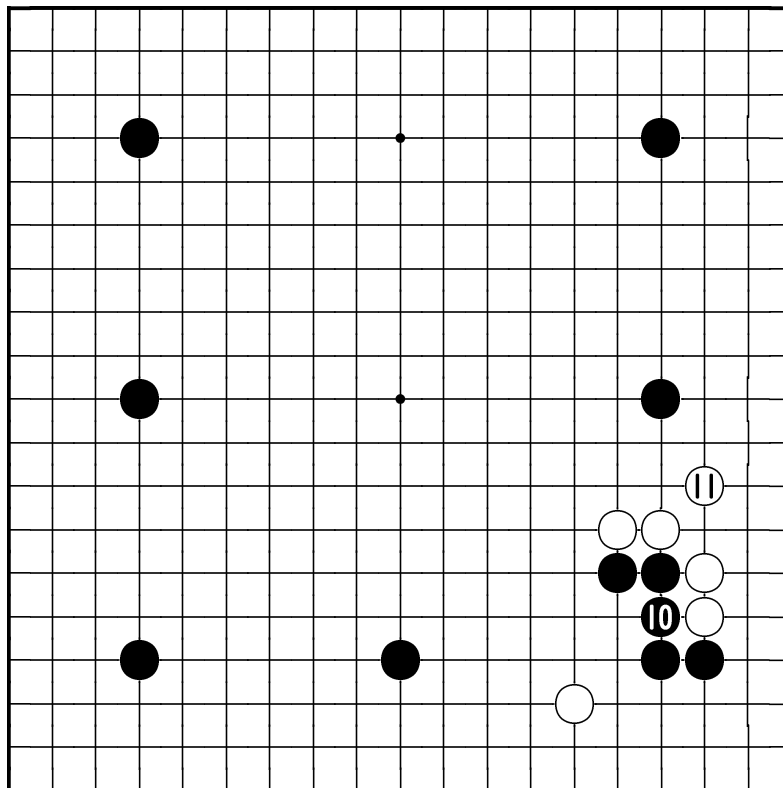


Younggil [8p]: have a nice game!
Jarstar [2k]: Thanks, you too!

1.1 Fork: Move 11

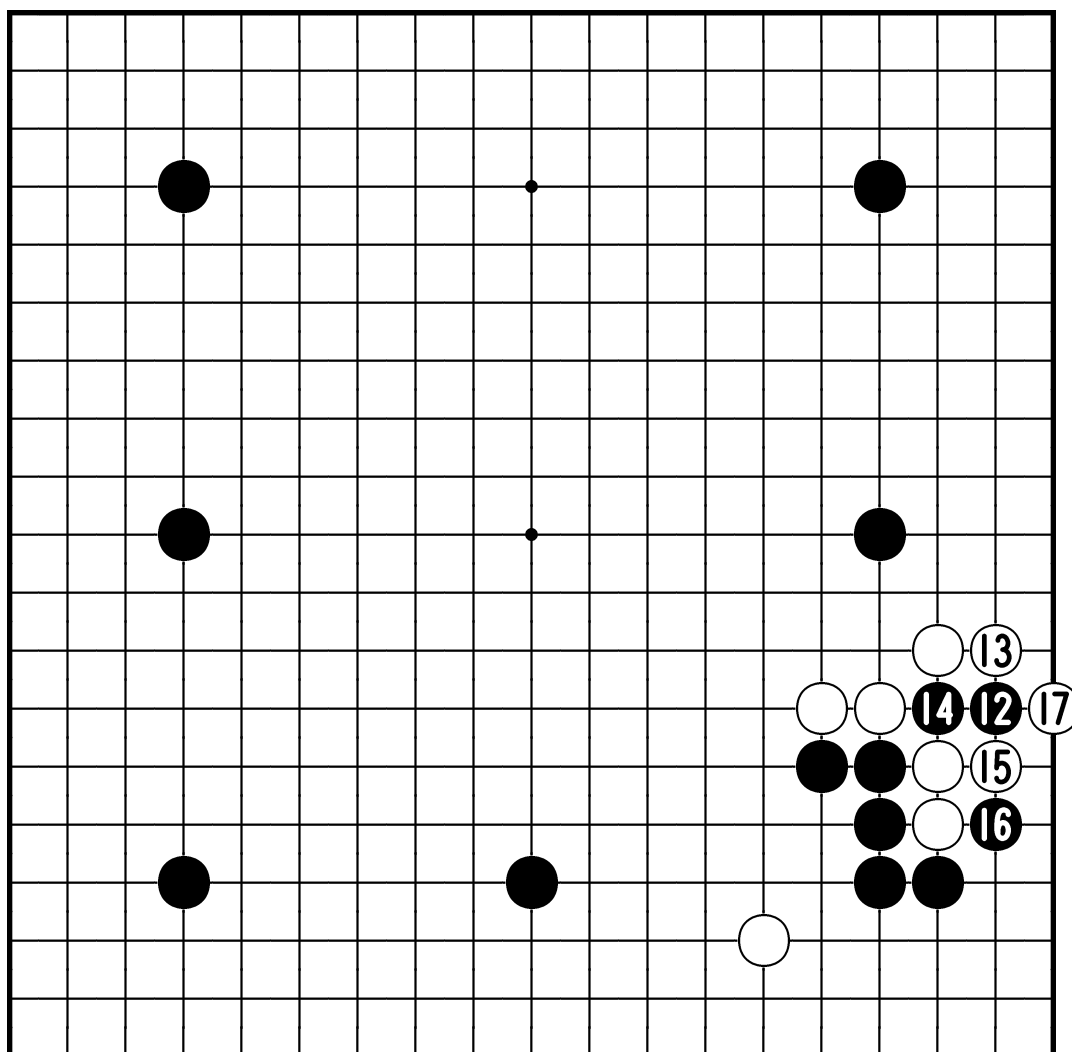


Younggil [8p]: how about this then?
Jarstar [2k]: Hm



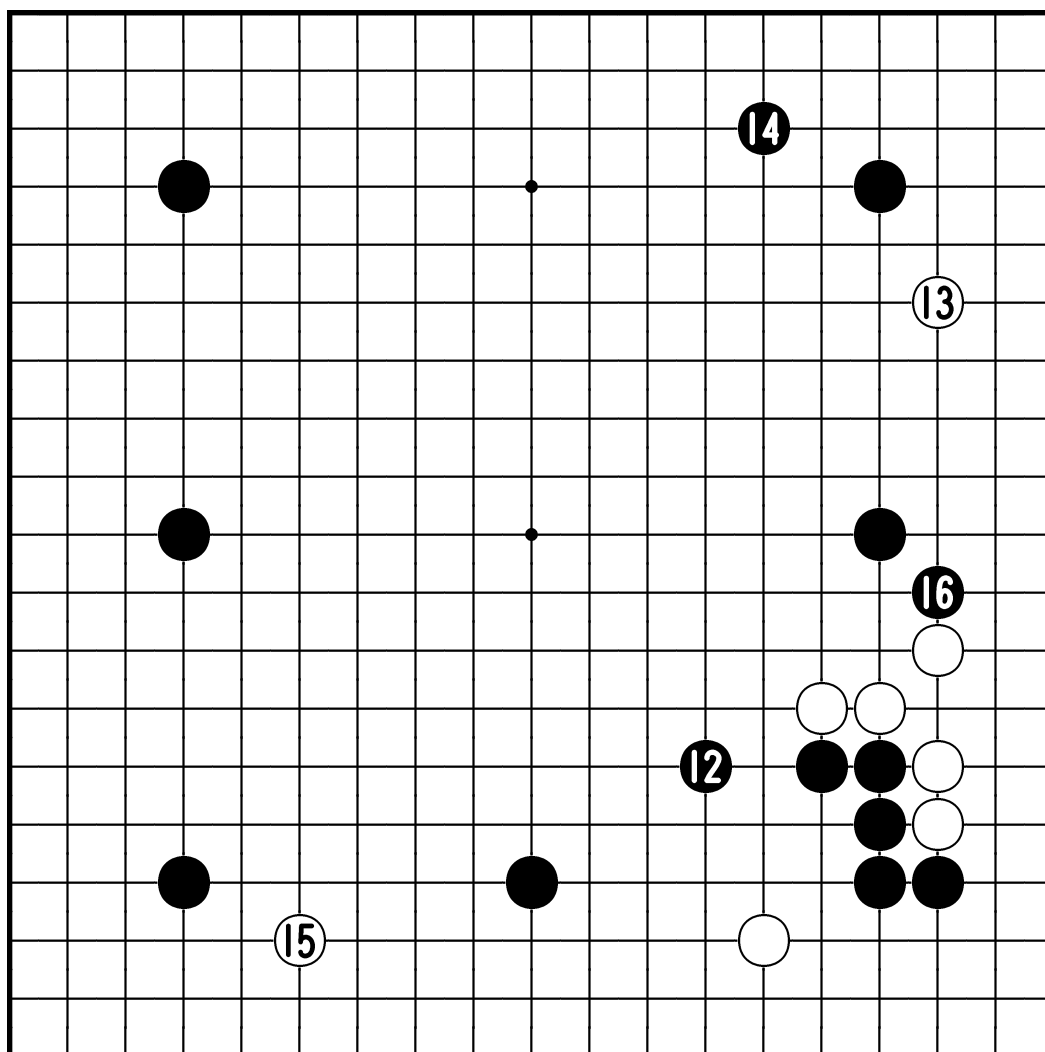
Jarstar [2k]: That makes sense

1.2 Fork: Move 17



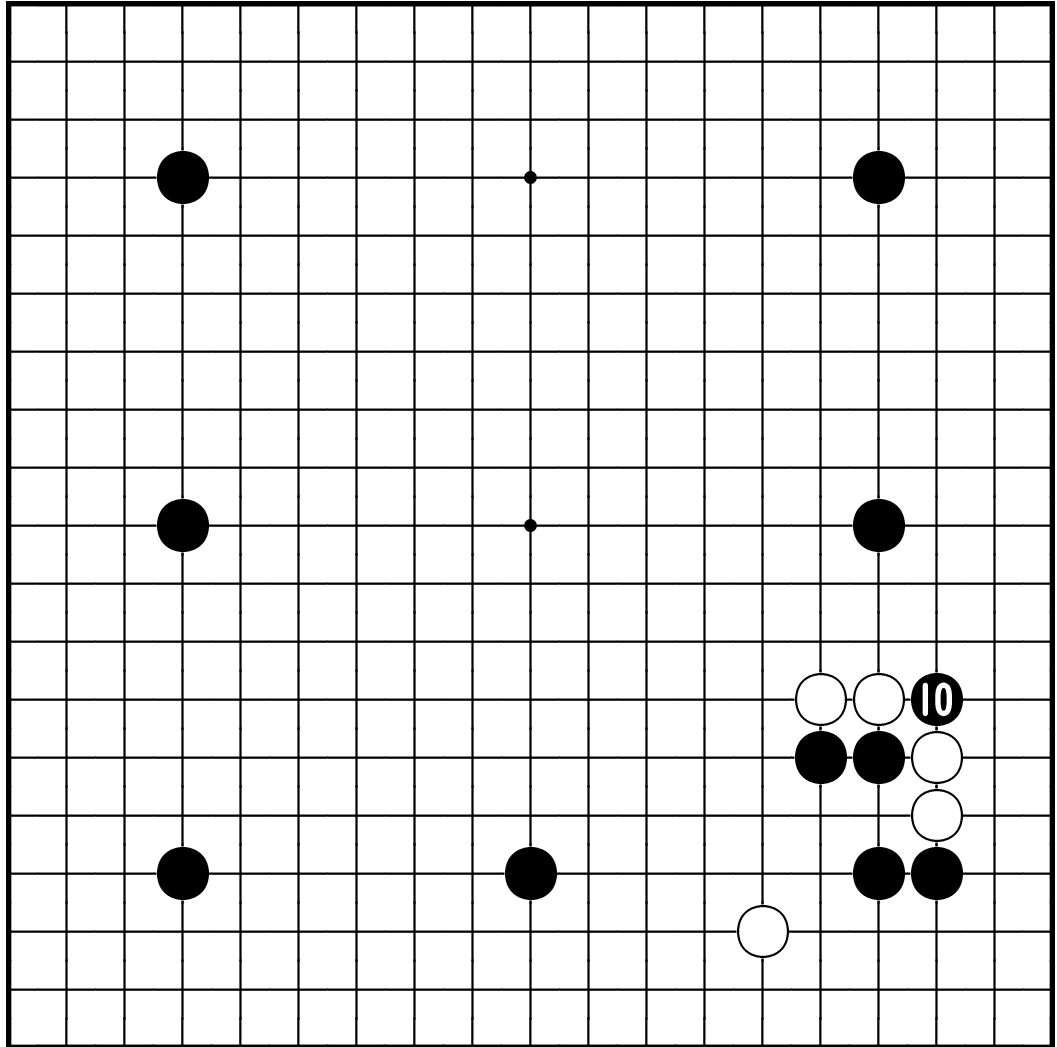
Jarstar [2k]: I'm strengthening white
Younggil [8p]: because these exchanges can help white
Jarstar [2k]: Right
Younggil [8p]: with your style of play
Younggil [8p]: you'd better not to exchange
Younggil [8p]: and

1.3 Fork: Move 16

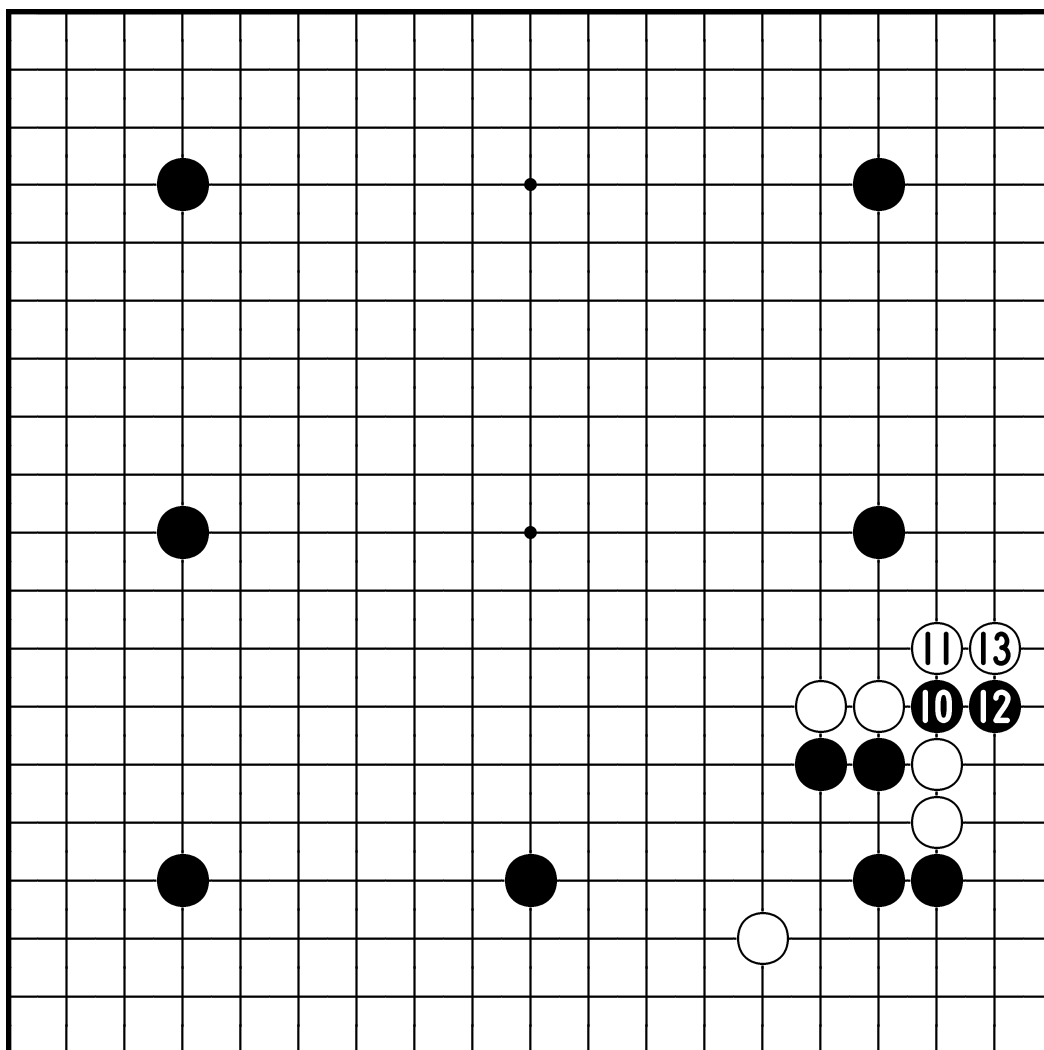


Younggil [8p]: you can attack this group later like this
Jarstar [2k]: I see

2 Game: Move 25



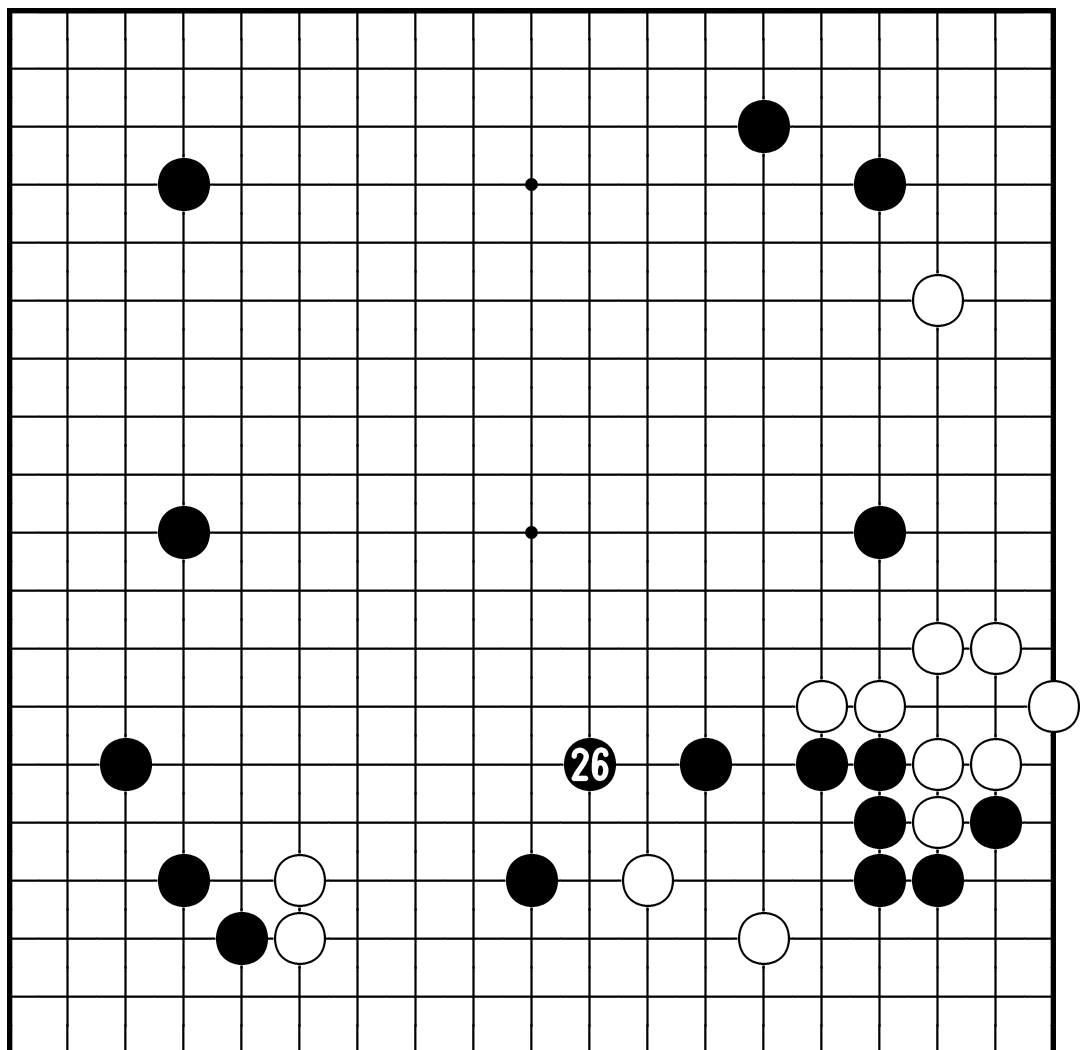
Younggil [8p]: do you normally cut like this?
Younggil [8p]: in this sort of situation?
Jarstar [2k]: I wanted to get the connection in sente
Younggil [8p]: i see



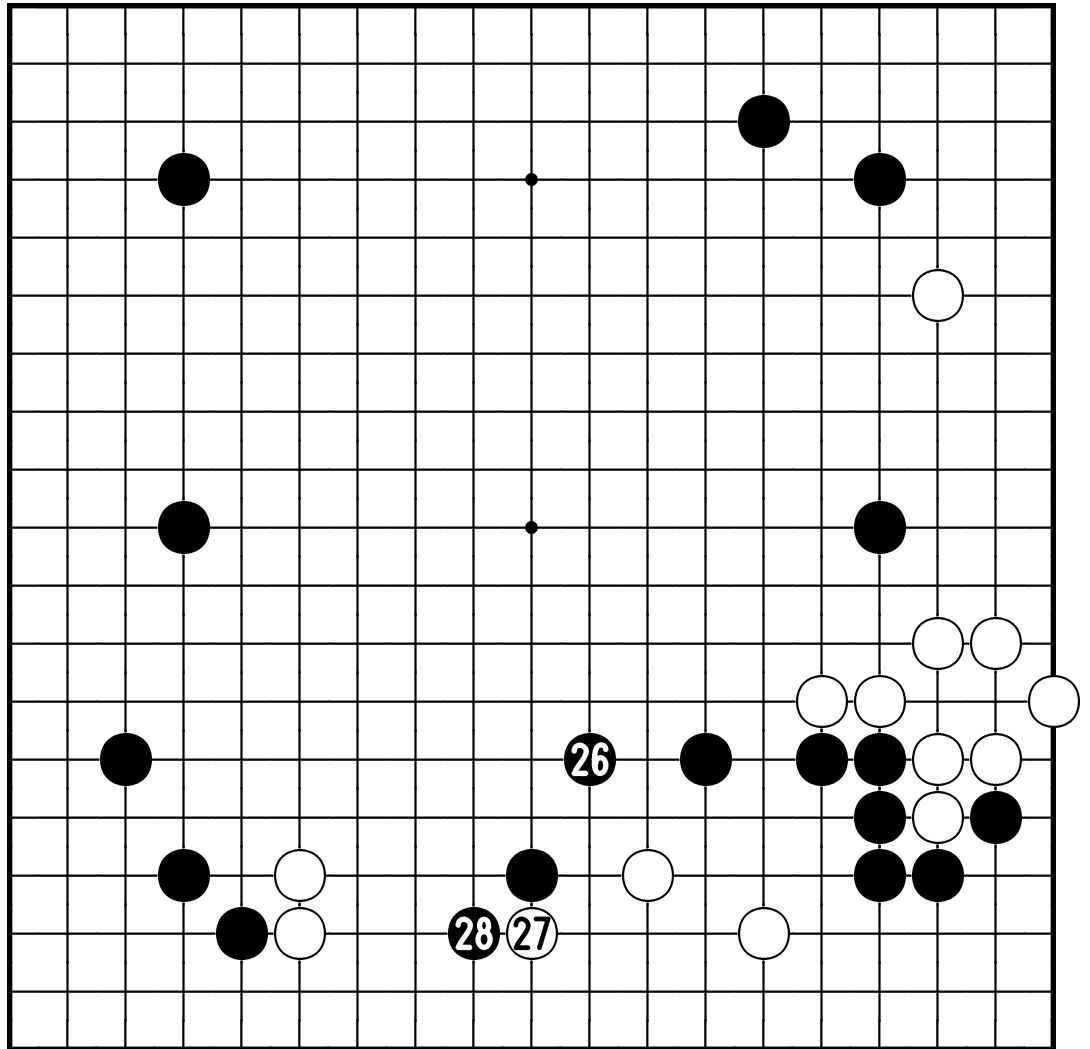
Jarstar [2k]: I wouldn't mind incorporating a more peaceful style
 Younggil [8p]: yea
 Younggil [8p]: since you're good at fighting
 Younggil [8p]: if you don't cut like this, you'll play even better
 Jarstar [2k]: Hehe
 Jarstar [2k]: Makes sense
 Younggil [8p]: anyway, we still have time
 Younggil [8p]: and shall we have a look at your game?
 Jarstar [2k]: Which one?
 Younggil [8p]: one of your games
 Jarstar [2k]: Oh, any?

Younggil [8p]: yes
 Younggil [8p]: you can choose
 Jarstar [2k]: Ummm
 Younggil [8p]: whichever you'd like to review

2.1 Fork: Move 28

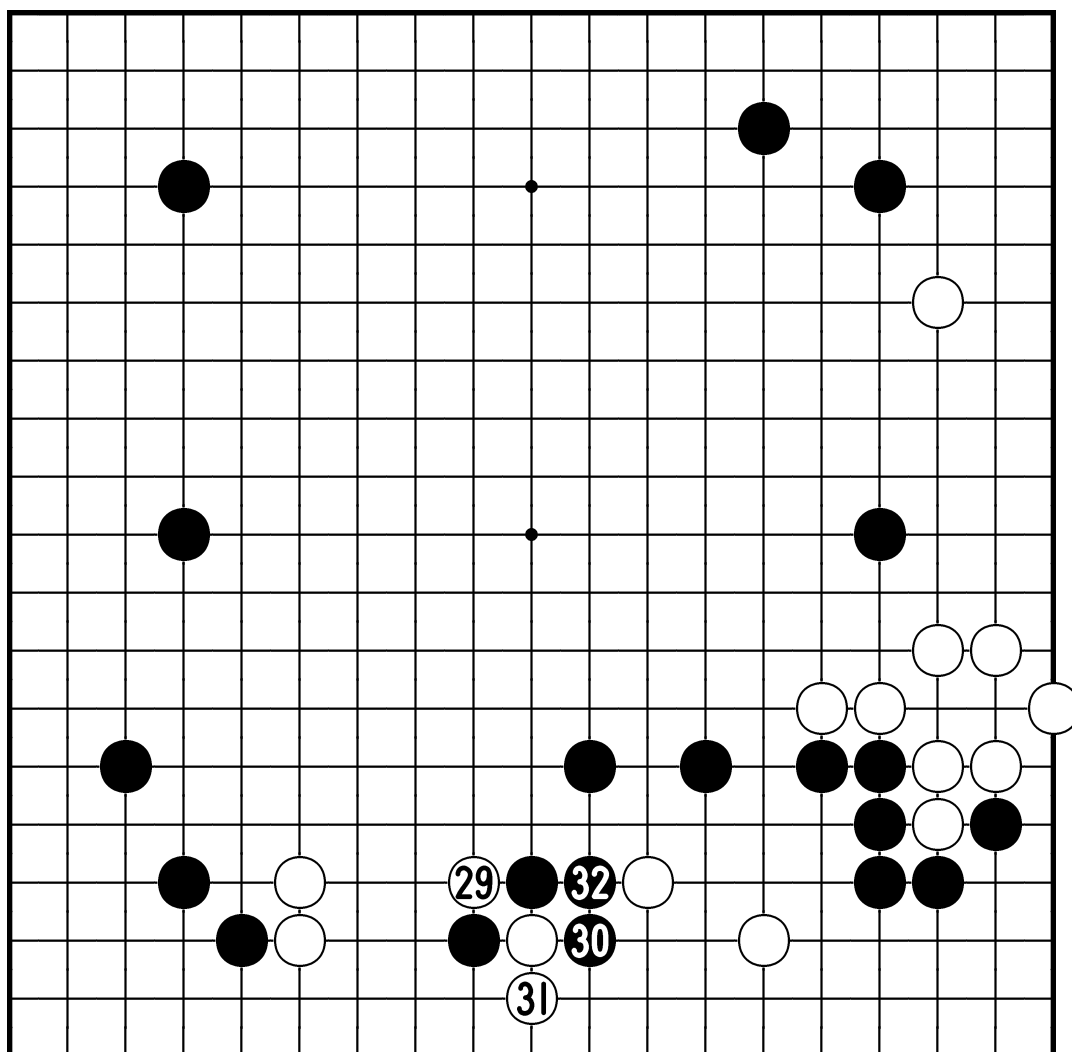


Jarstar [2k]: I thought about that, but it seemed too thin...?
 Younggil [8p]: did you also think about playing around here?
 Younggil [8p]: hmm



Jarstar [2k]: Yes

2.2 Fork: Move 32

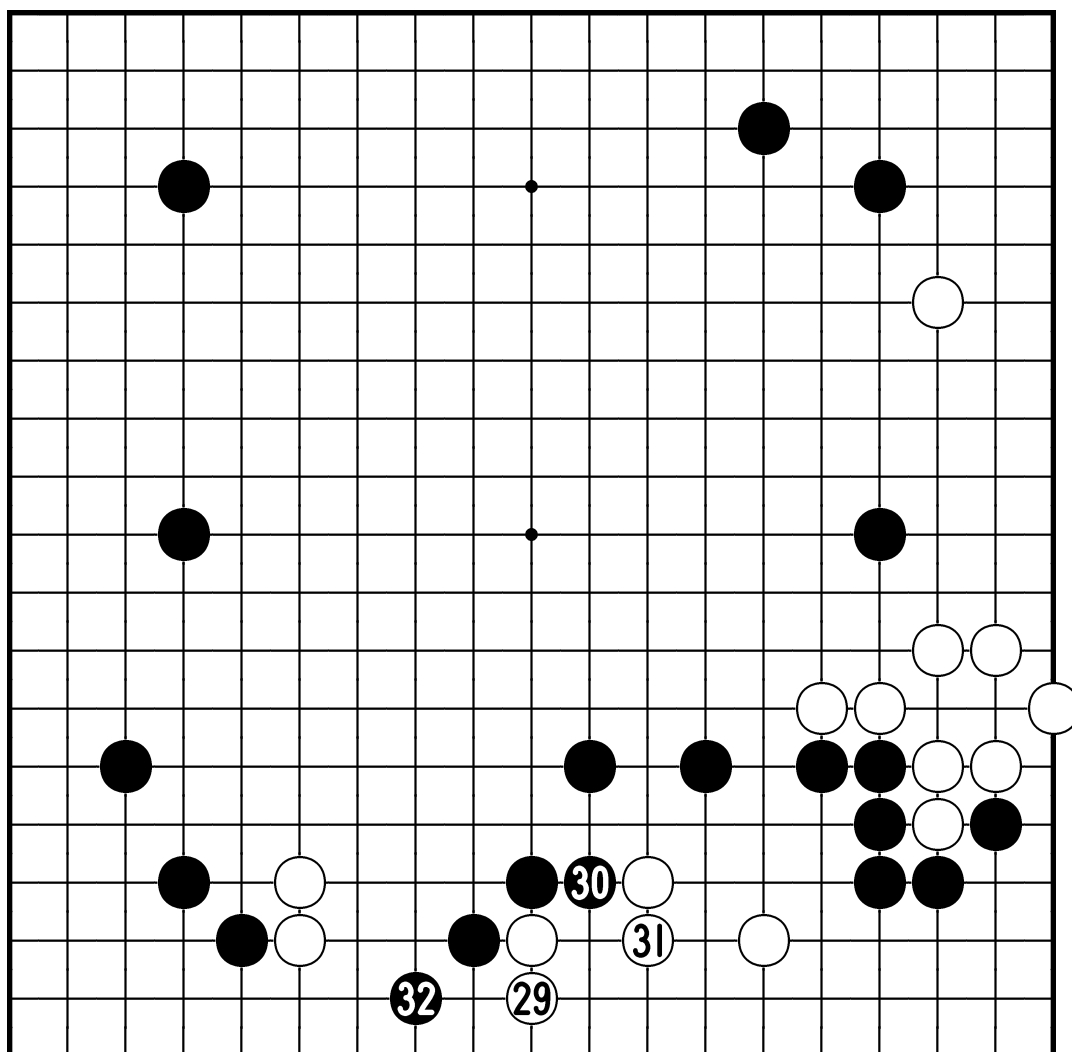


Younggil [8p]: you can fight like this, and that'd be easier for black to fight

Jarstar [2k]: Ok

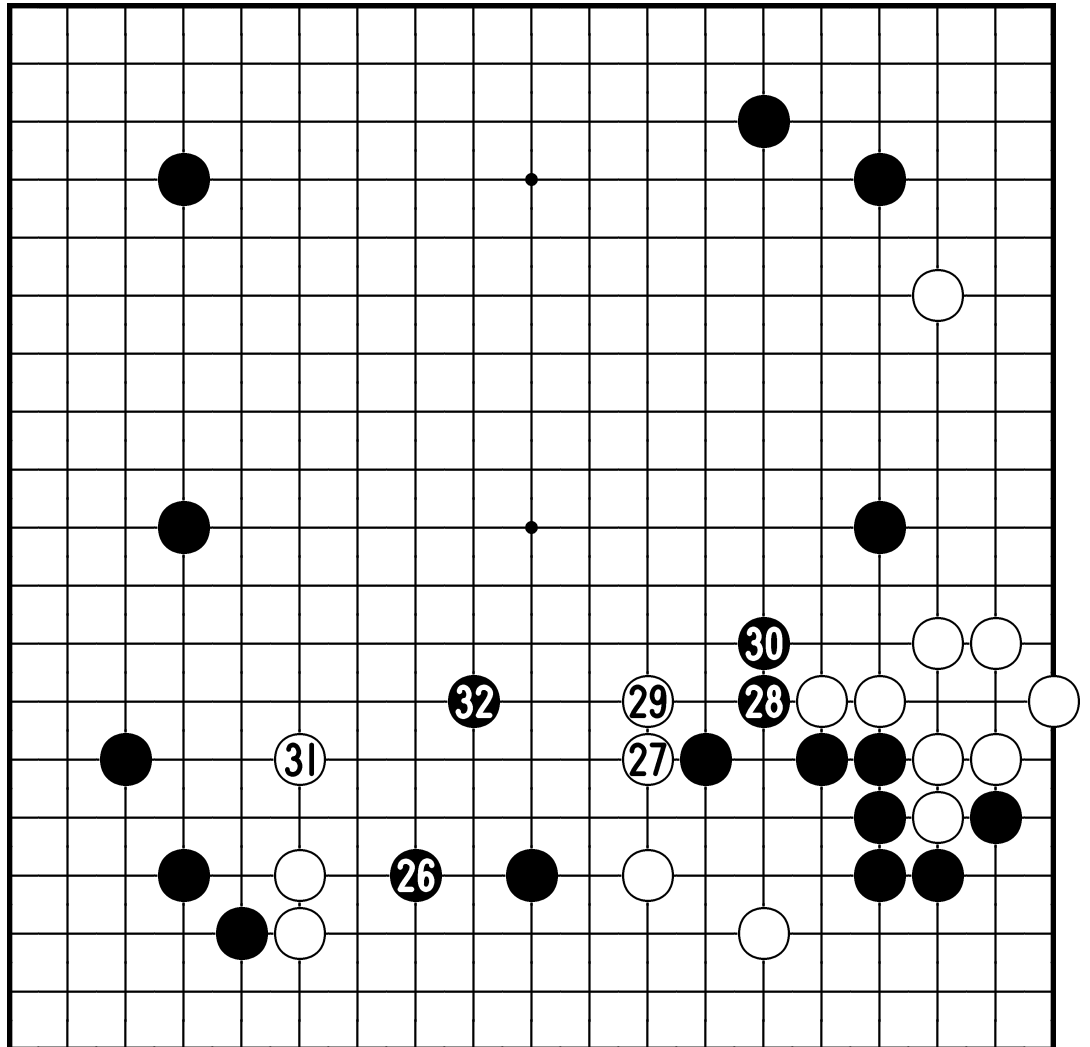
Younggil [8p]: because your stones are already connected

2.3 Fork: Move 38

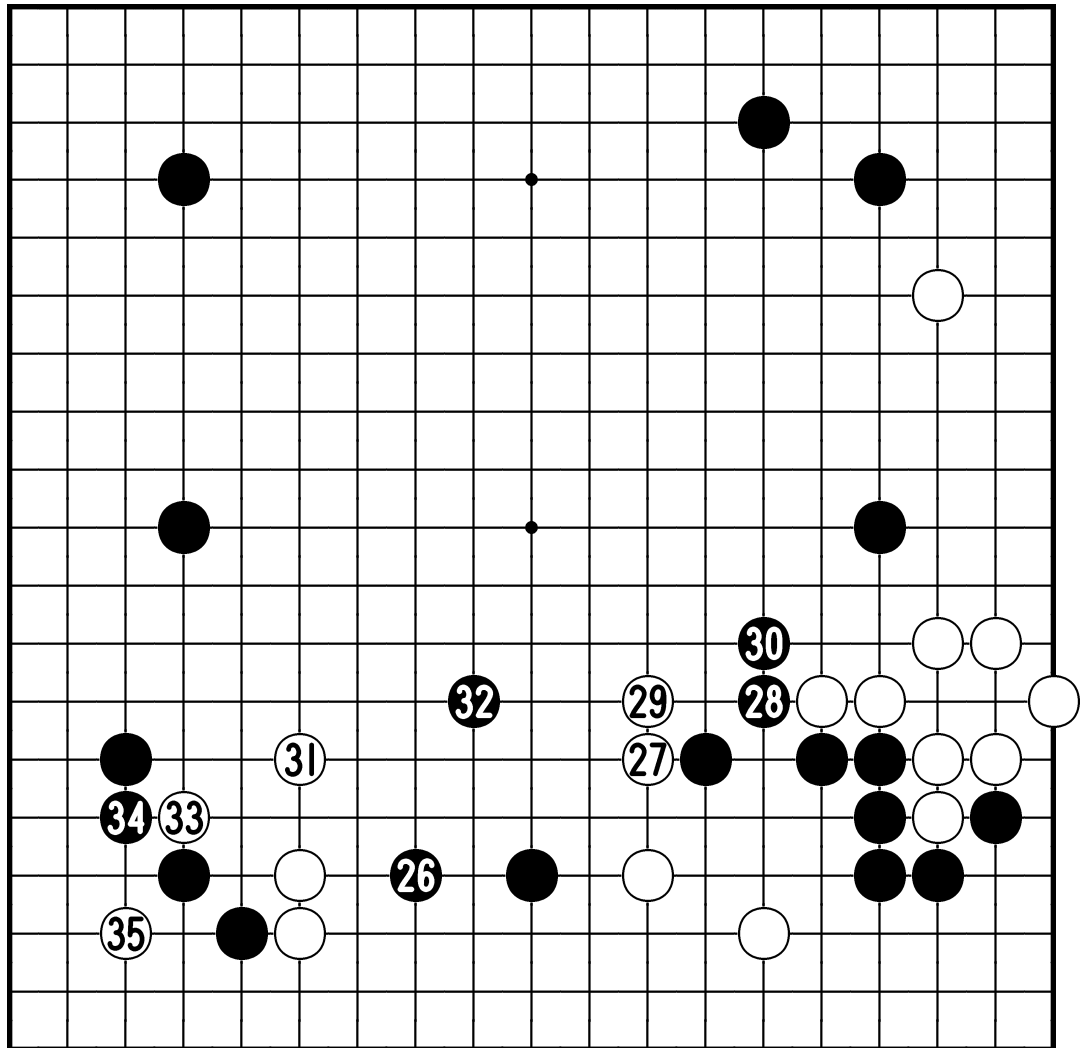


Jarstar [2k]: Hmm
Younggil [8p]: that won't be thin

3 Game: Move 35

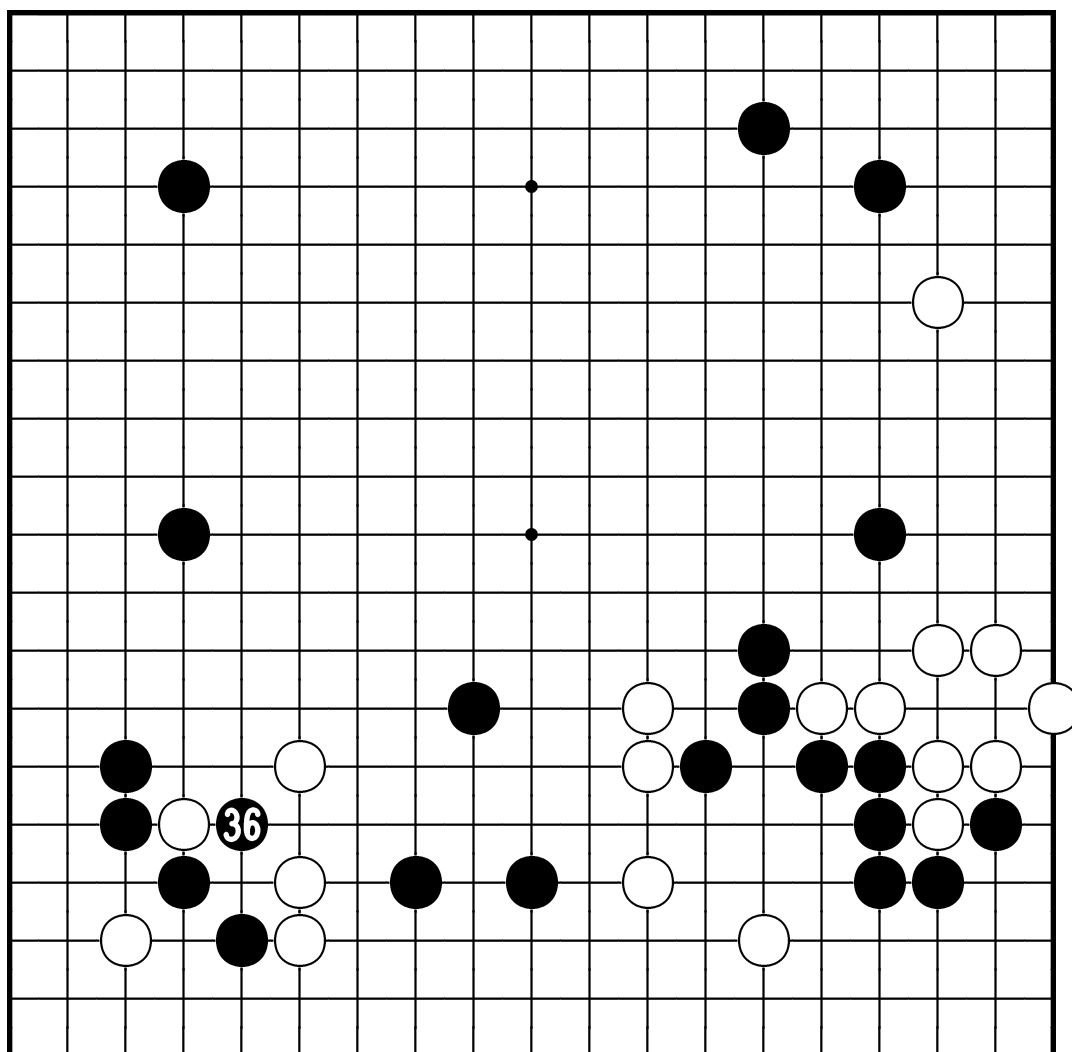


Younggil [8p]: this was a good jump!
Jarstar [2k]: :)
Younggil [8p]: and the game was still good for black

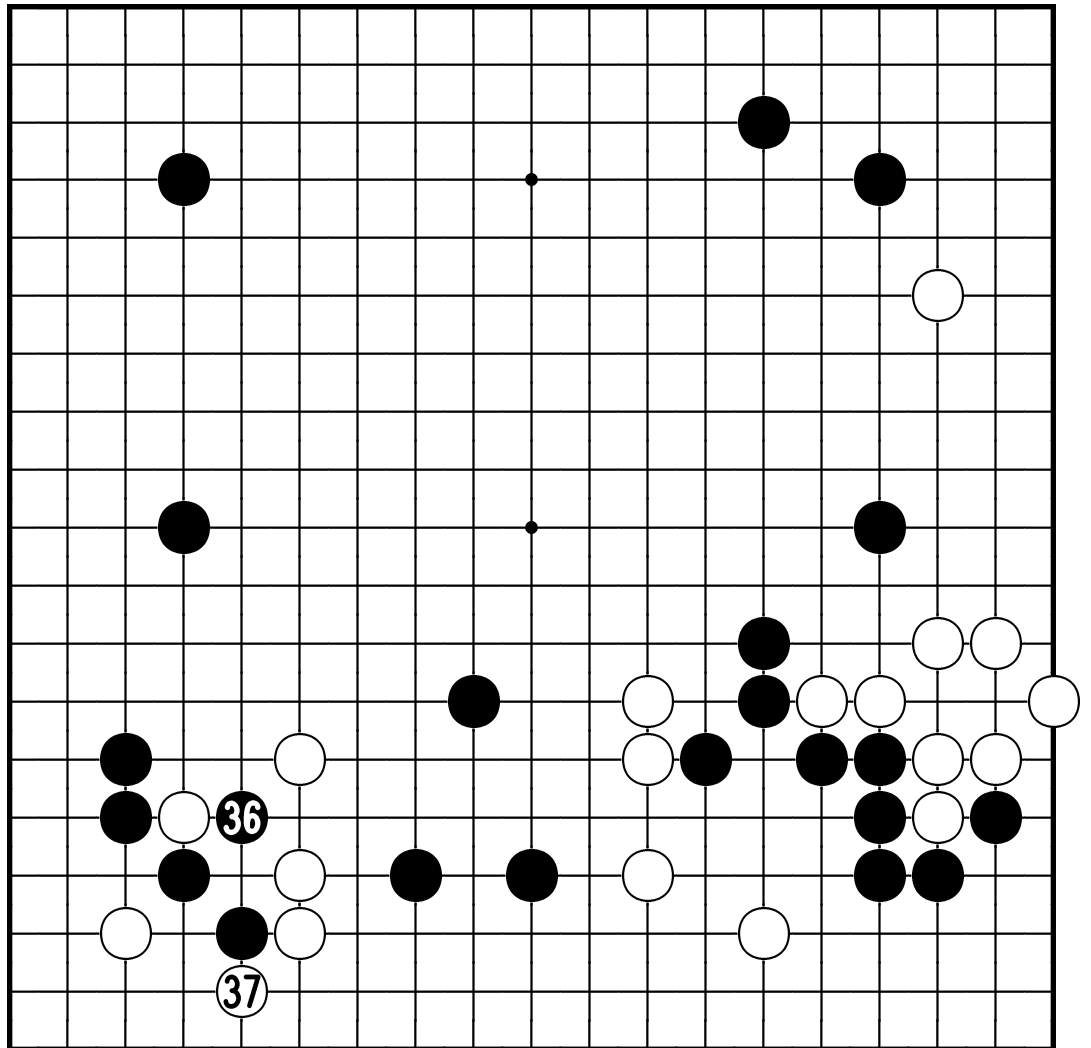


Jarstar [2k]: 0h

3.1 Fork: Move 37

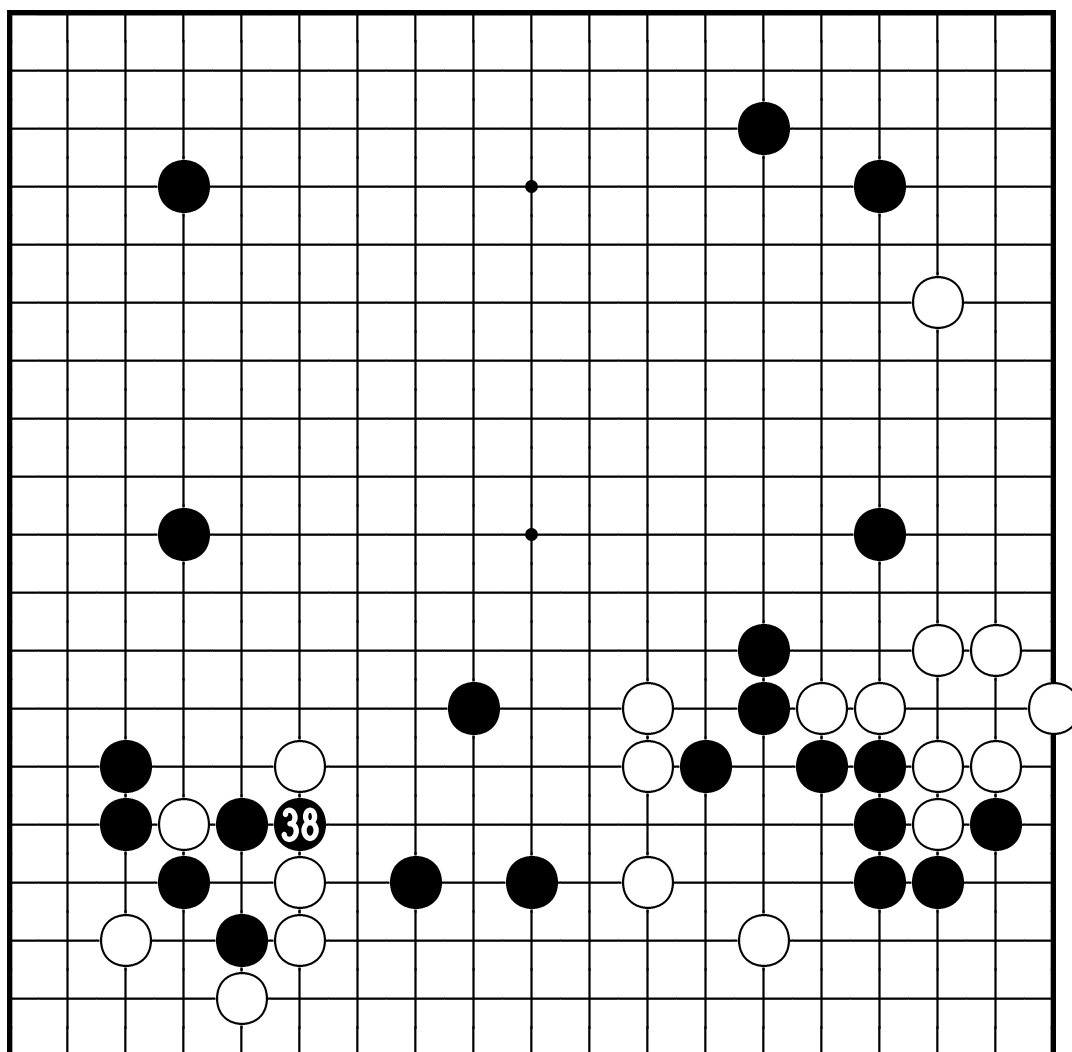


Younggil [8p]: normally this is better
Jarstar [2k]: Why F5 and not G2?



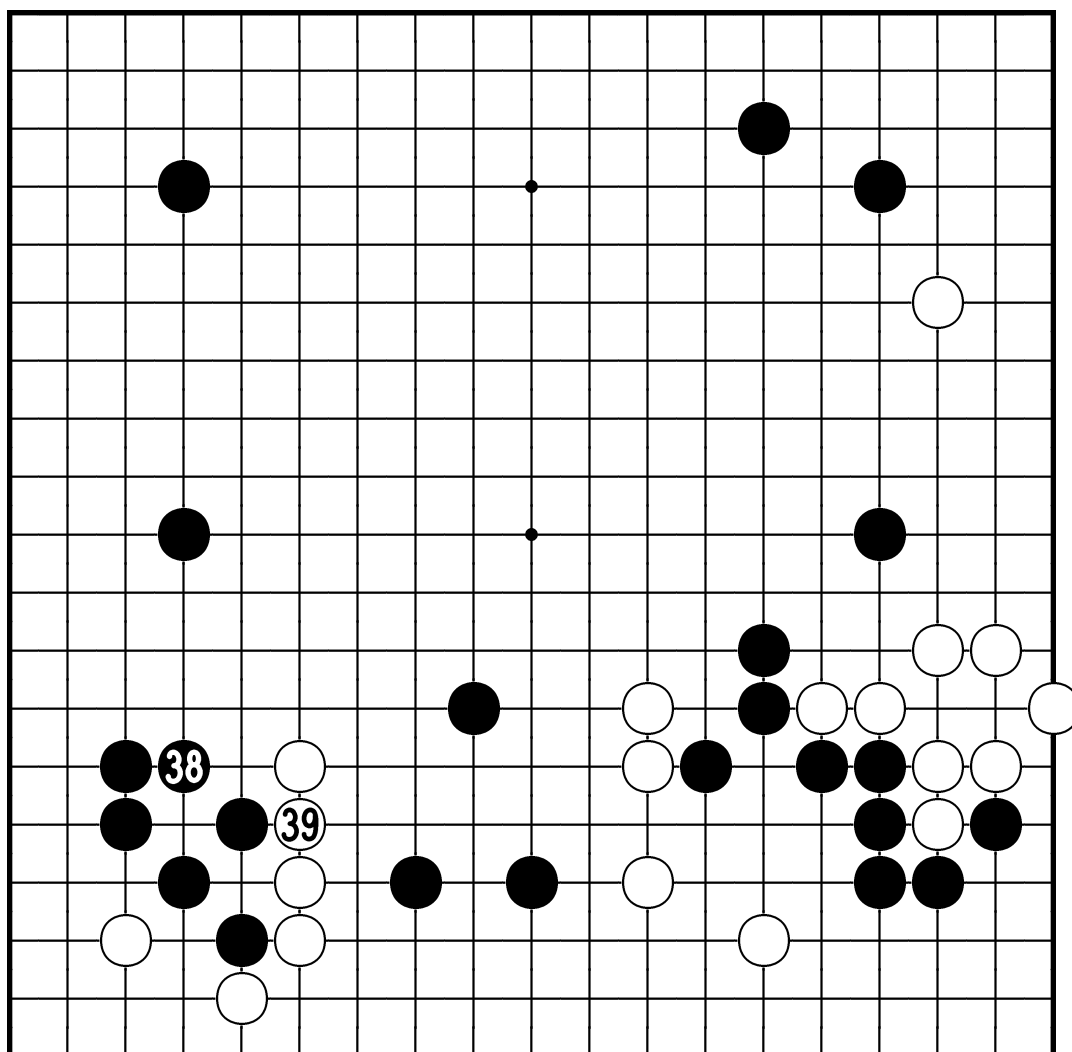
Younggil [8p]: and would you continue?
 Jarstar [2k]: Capture
 Younggil [8p]: there's stronger move for black

3.2 Fork: Move 38



Younggil [8p]: or you can simply play like this

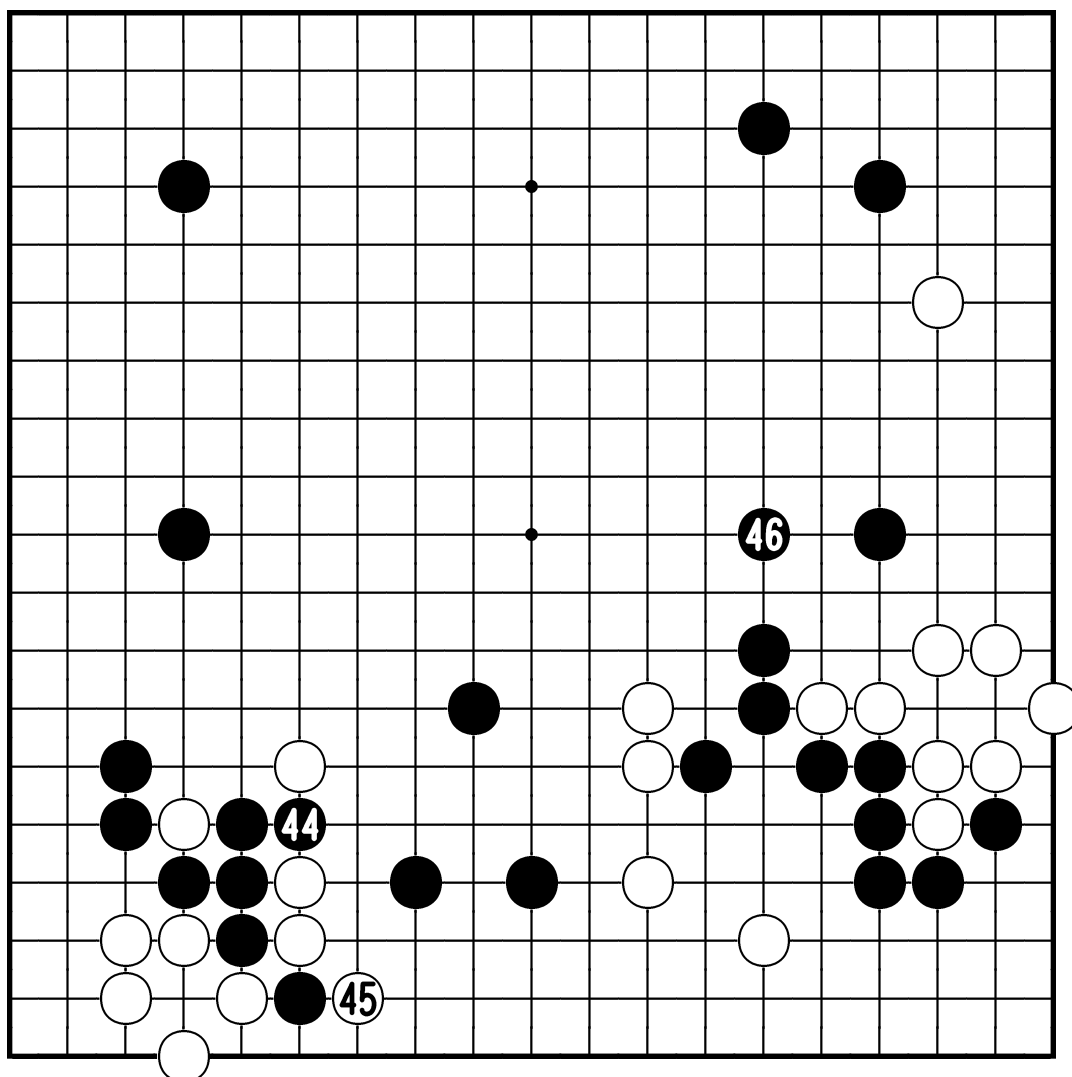
3.3 Fork: Move 39



Younggil [8p]: that's easy for white
Younggil [8p]: so

3.4 Fork: Move 43

3.5 Fork: Move 46

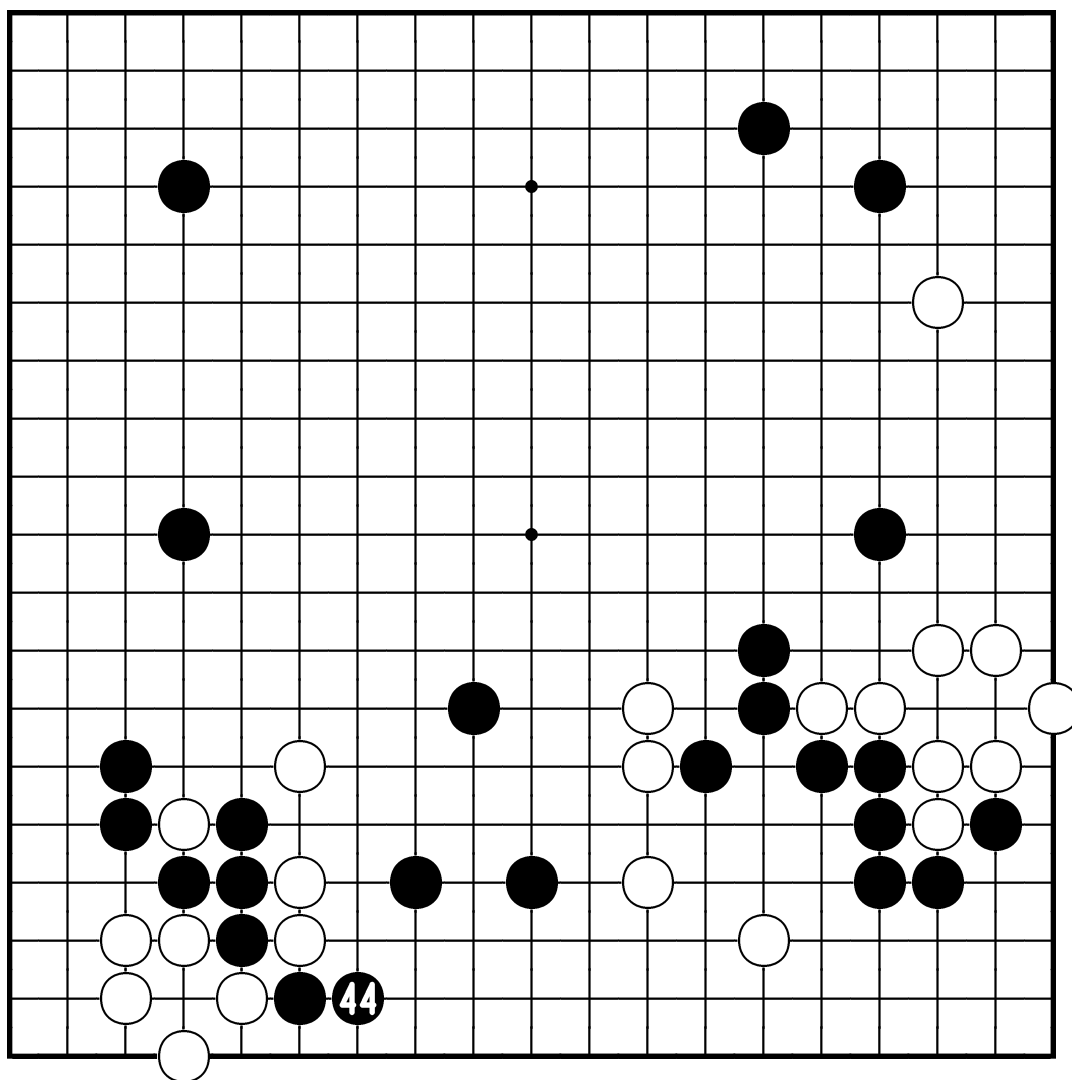


Younggil [8p]: or this is good enough

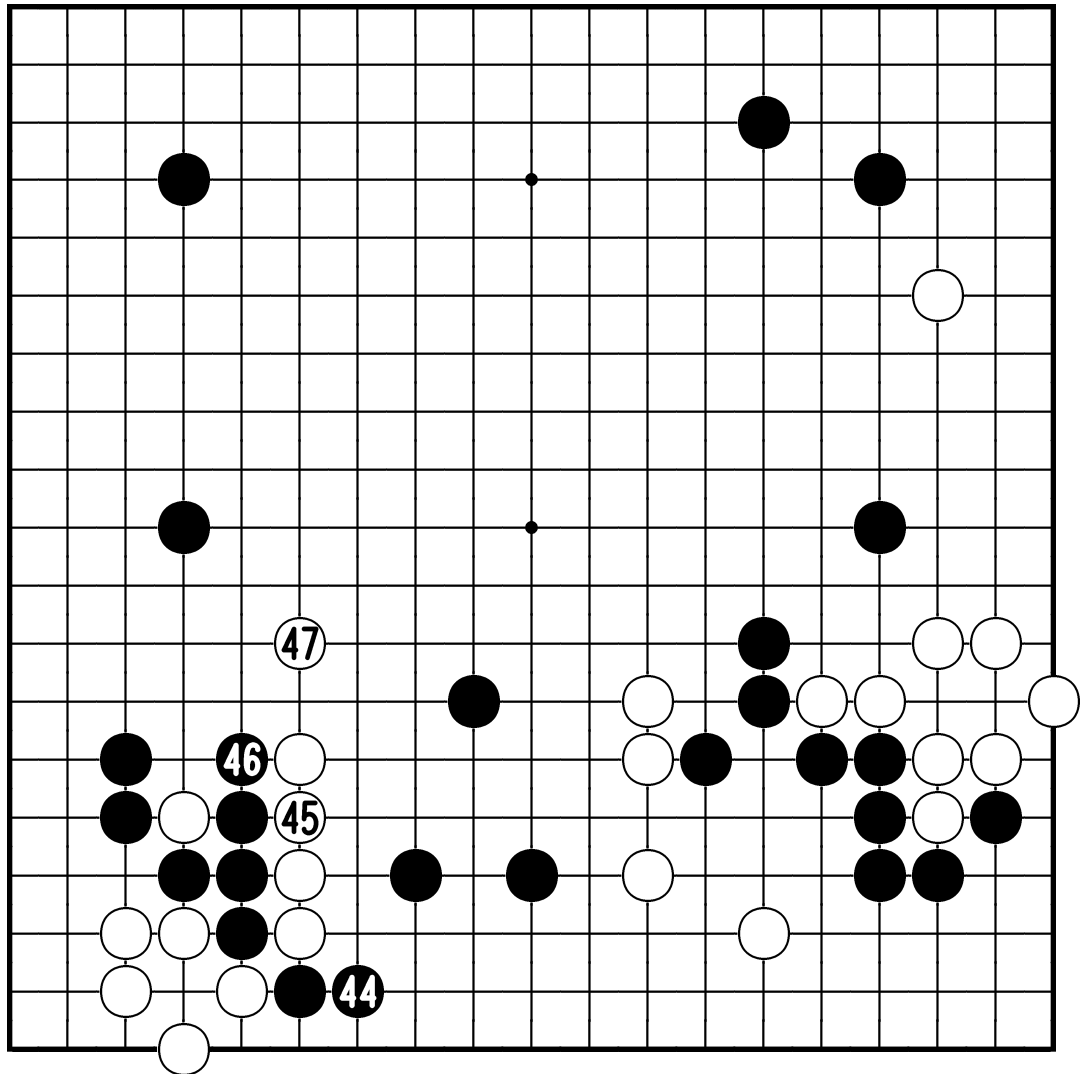
Jarstar [2k]: Right

Younggil [8p]: you might like this sort of game I think

3.6 Fork: Move 47

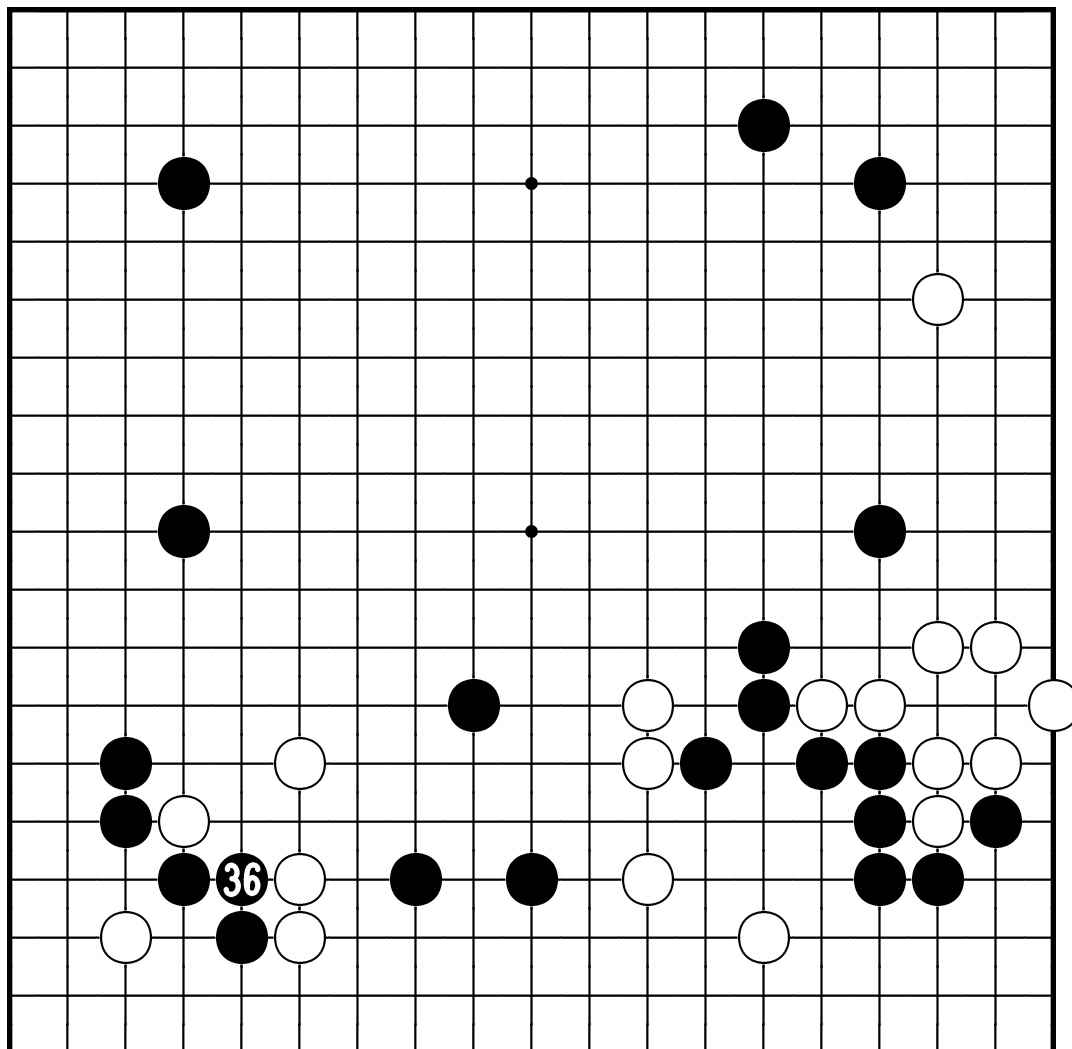


Younggil [8p]: yes
Jarstar [2k]: Ohhhh
Jarstar [2k]: Wow



Jarstar [2k]: Too easy for white?
Younggil [8p]: then White can save the stone
Younggil [8p]: no
Younggil [8p]: it's not easy for White, but not easy for black either
Jarstar [2k]: I see
Jarstar [2k]: Better for black to connect
Younggil [8p]: since it's 6 stone handi, you'd better simplify the game
Younggil [8p]: yes right
Jarstar [2k]: Ok
Younggil [8p]: if it's an even game, G2 might be better

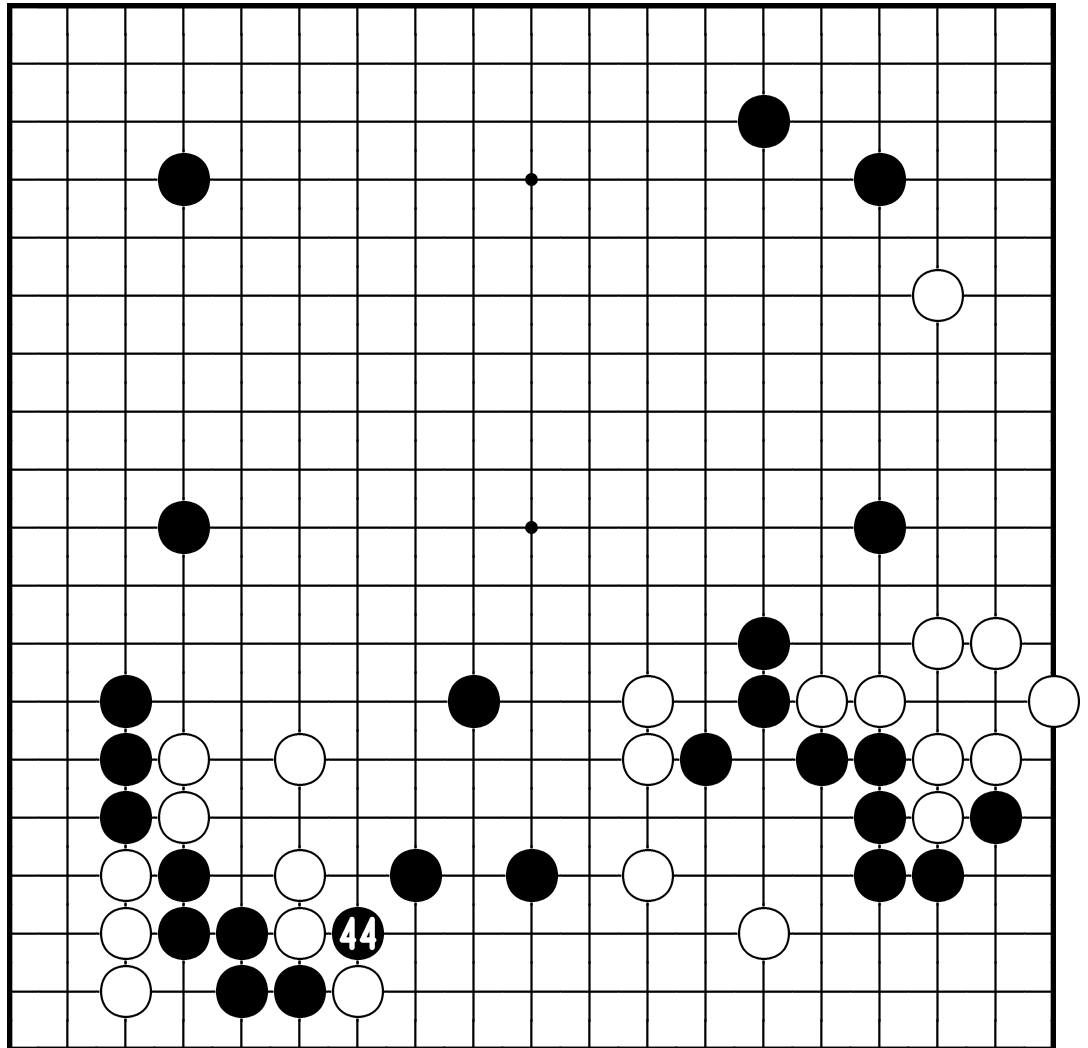
3.7 Fork: Move 36



Jarstar [2k]: D3 was a mistake?

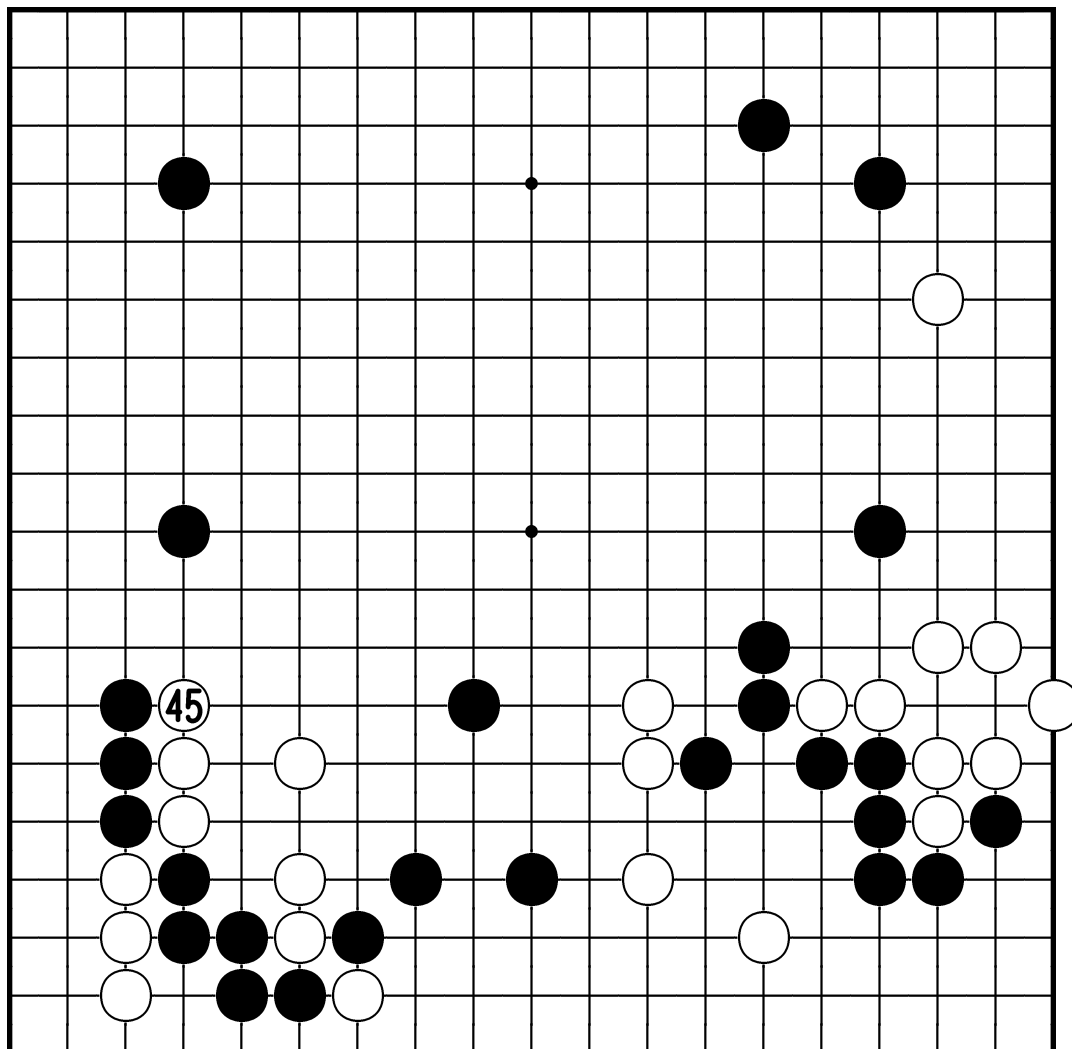
4 Game: Move 43

4.1 Fork: Move 44



Younggil [8p]: did you also think about cutting here?
Jarstar [2k]: Yes, but I didn't think it worked
Younggil [8p]: right

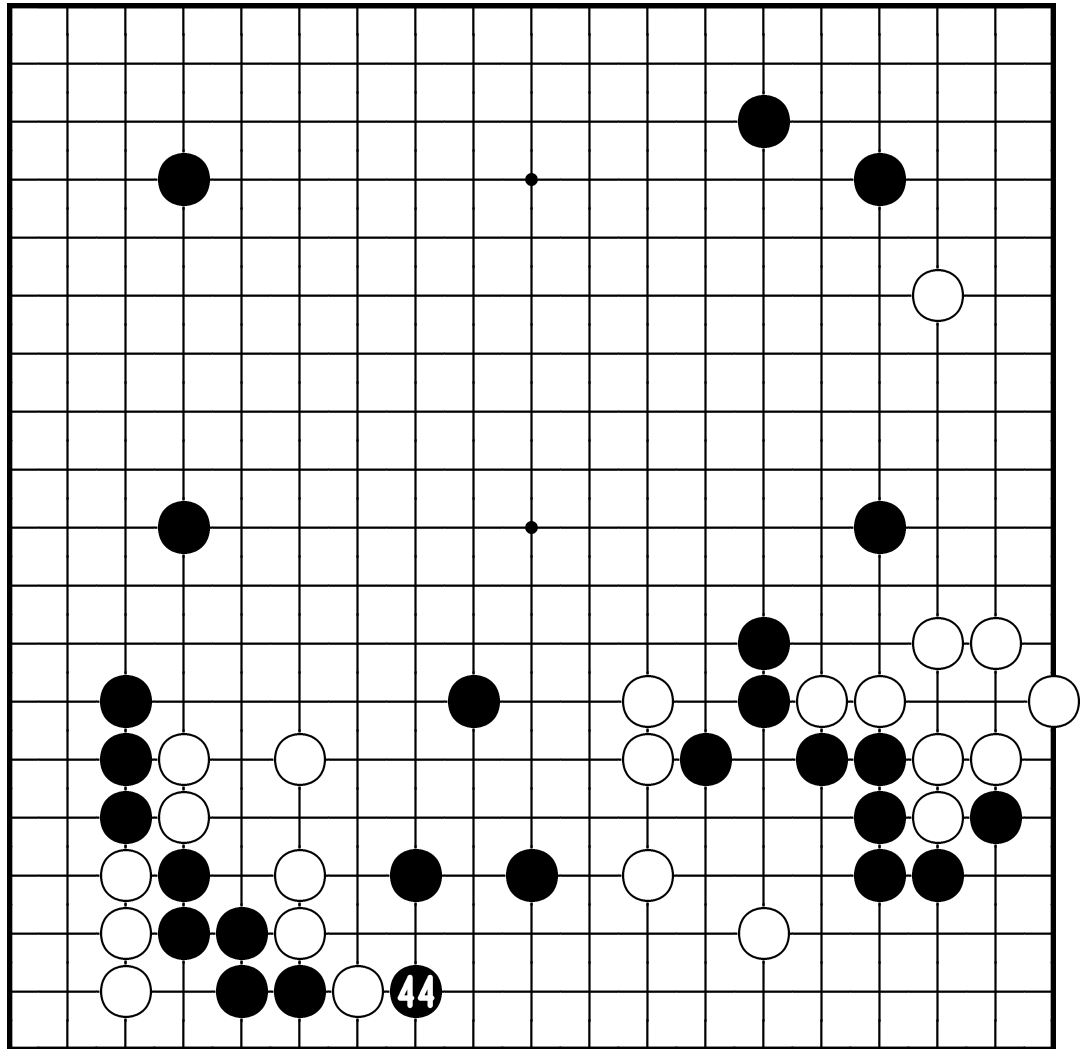
4.2 Fork: Move 45



Younggil [8p]: it'd be similar to the actual game

4.3 Fork: Move 45

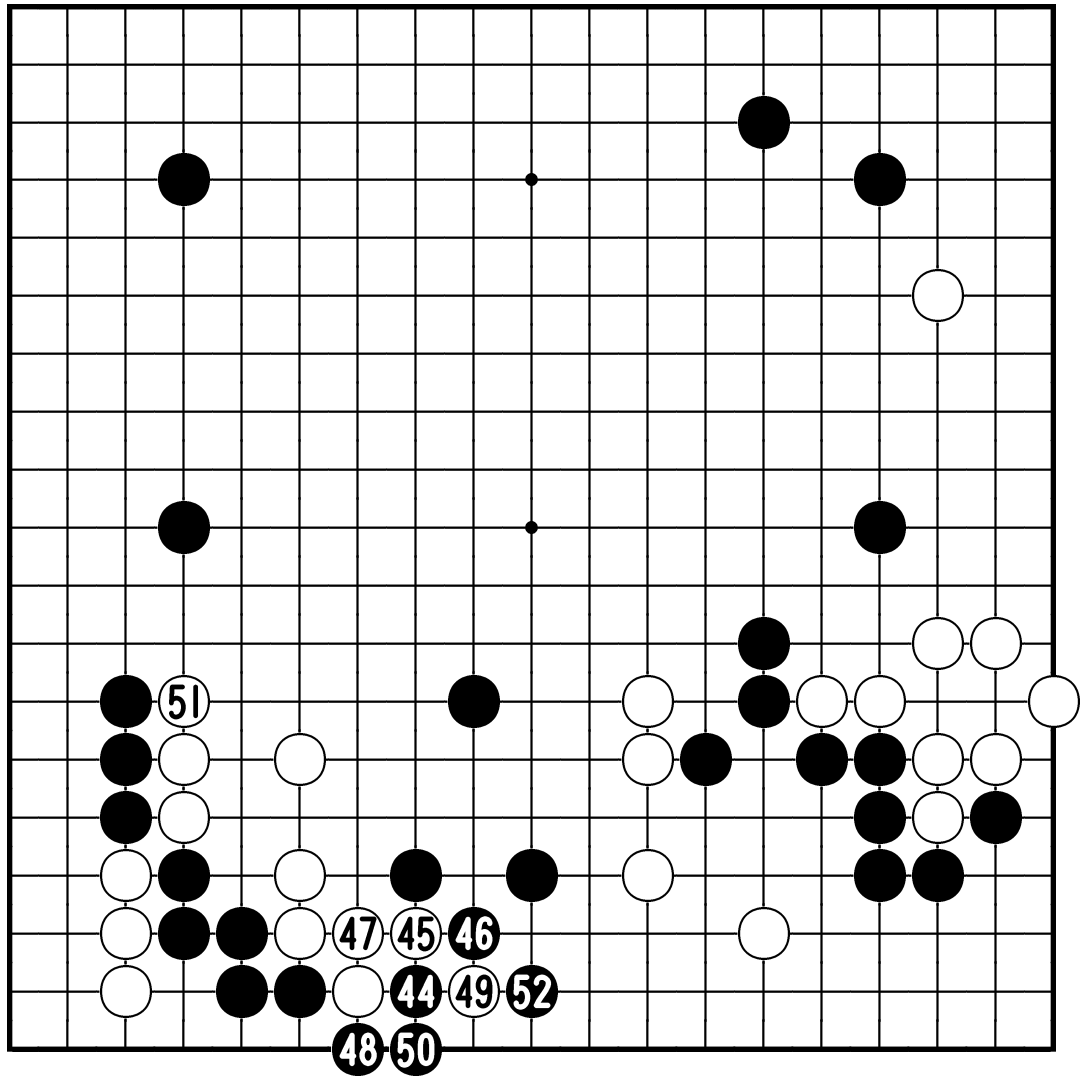
5 Game: Move 65



Younggil [8p]: what did you feel about the fighting here?

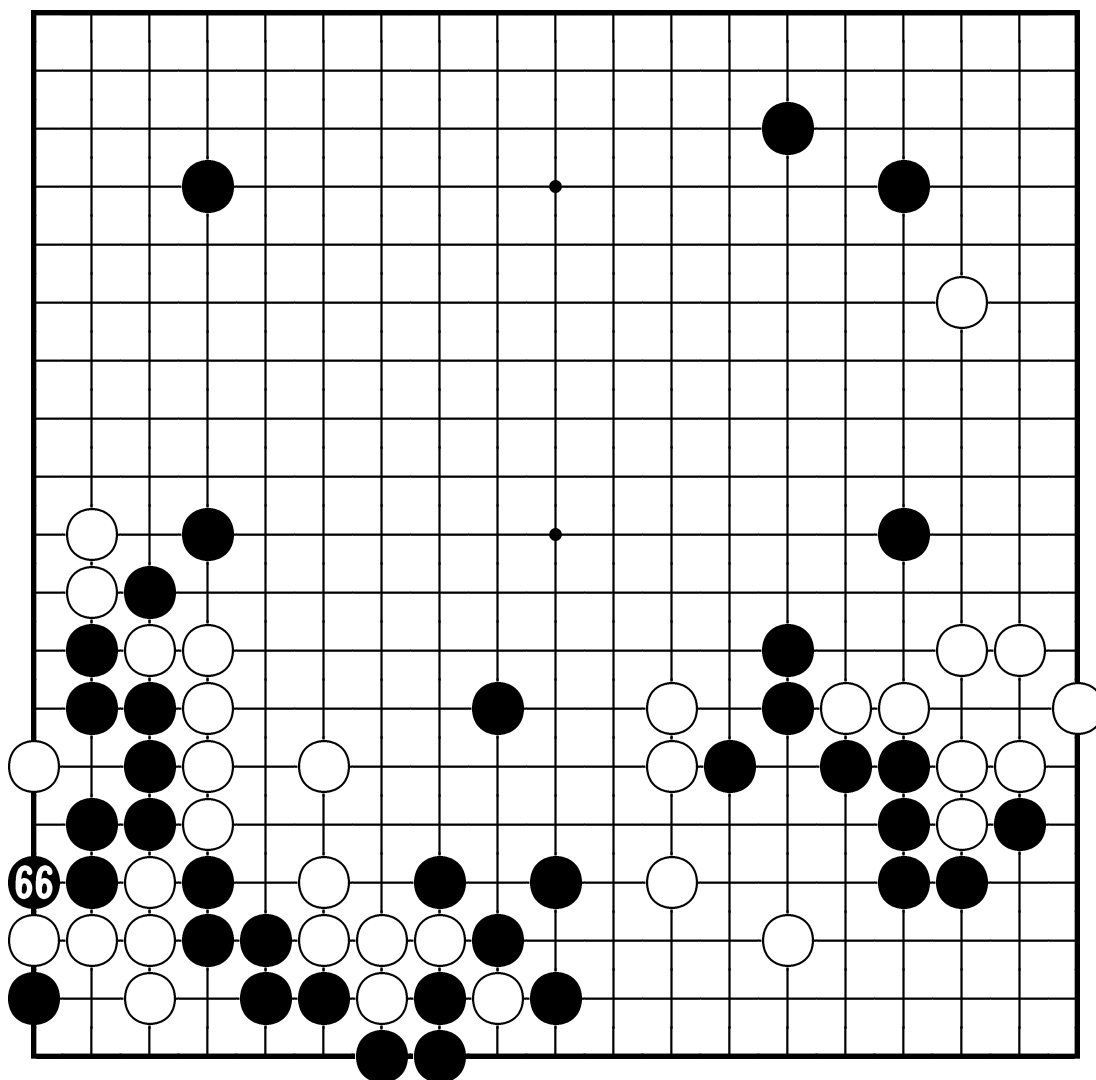
Jarstar [2k]: I thought it started out ok, but I couldn't believe I was connecting on the first line

Jarstar [2k]: Seemed something had gone wrong



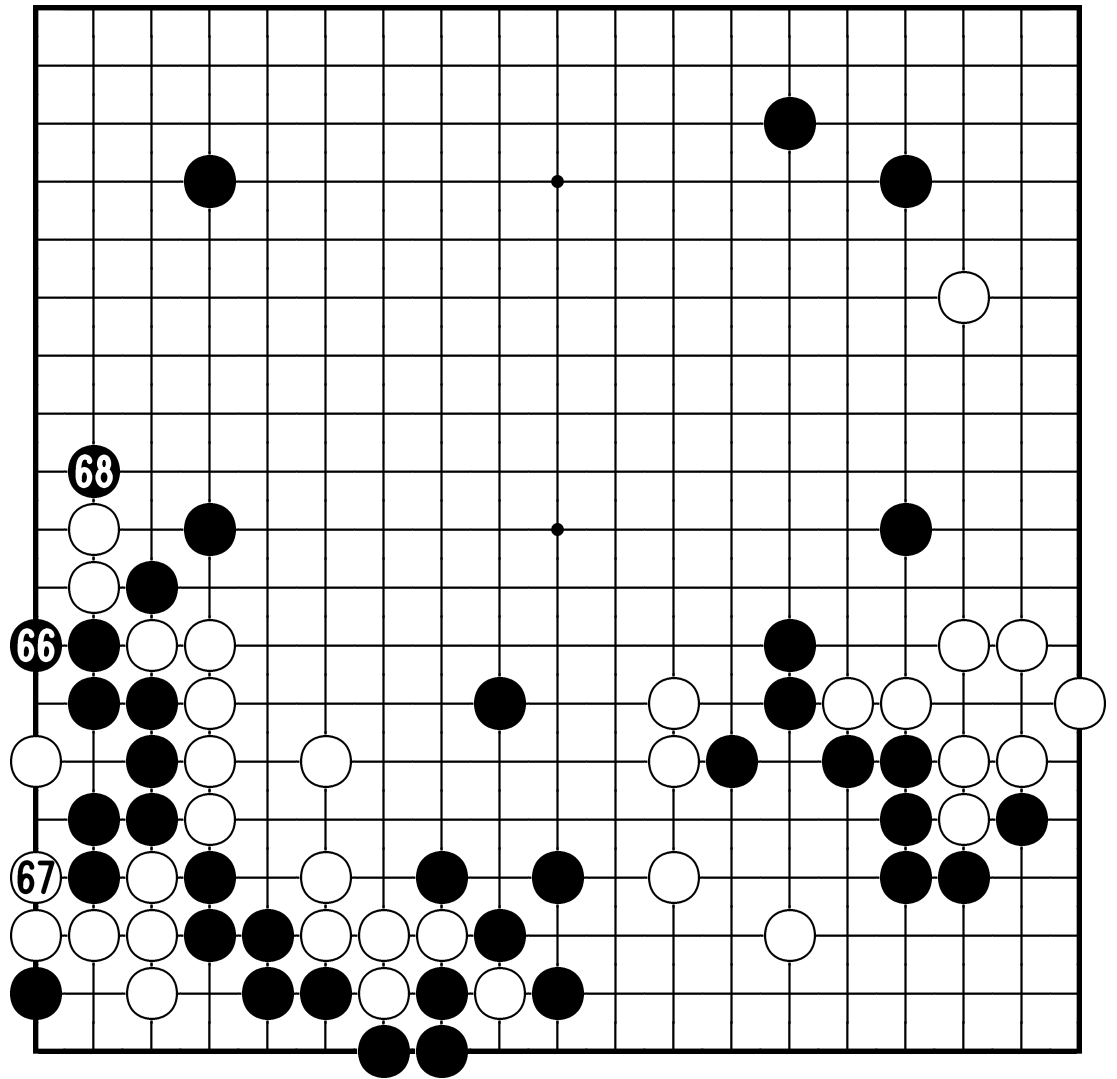
Younggil [8p]: it was a good decision to atari here

5.1 Fork: Move 66

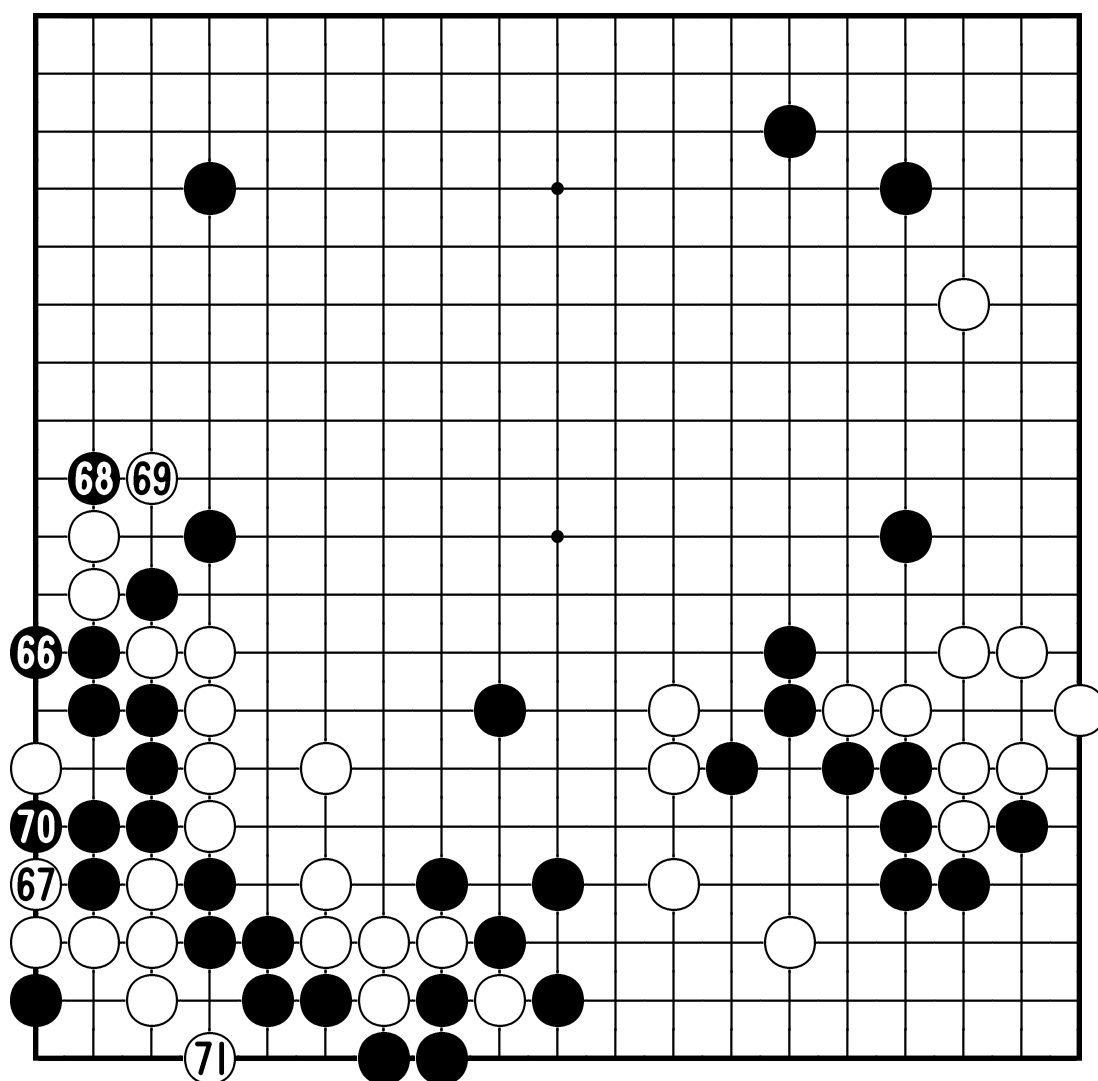


Younggil [8p]: hmm, how about blocking here first?
Jarstar [2k]: I wasn't sure... I didn't read it all
Younggil [8p]: alright
Jarstar [2k]: I'm usually concerned about taking away one of my own
liberties
Younggil [8p]: it's already complicated
Younggil [8p]: yea

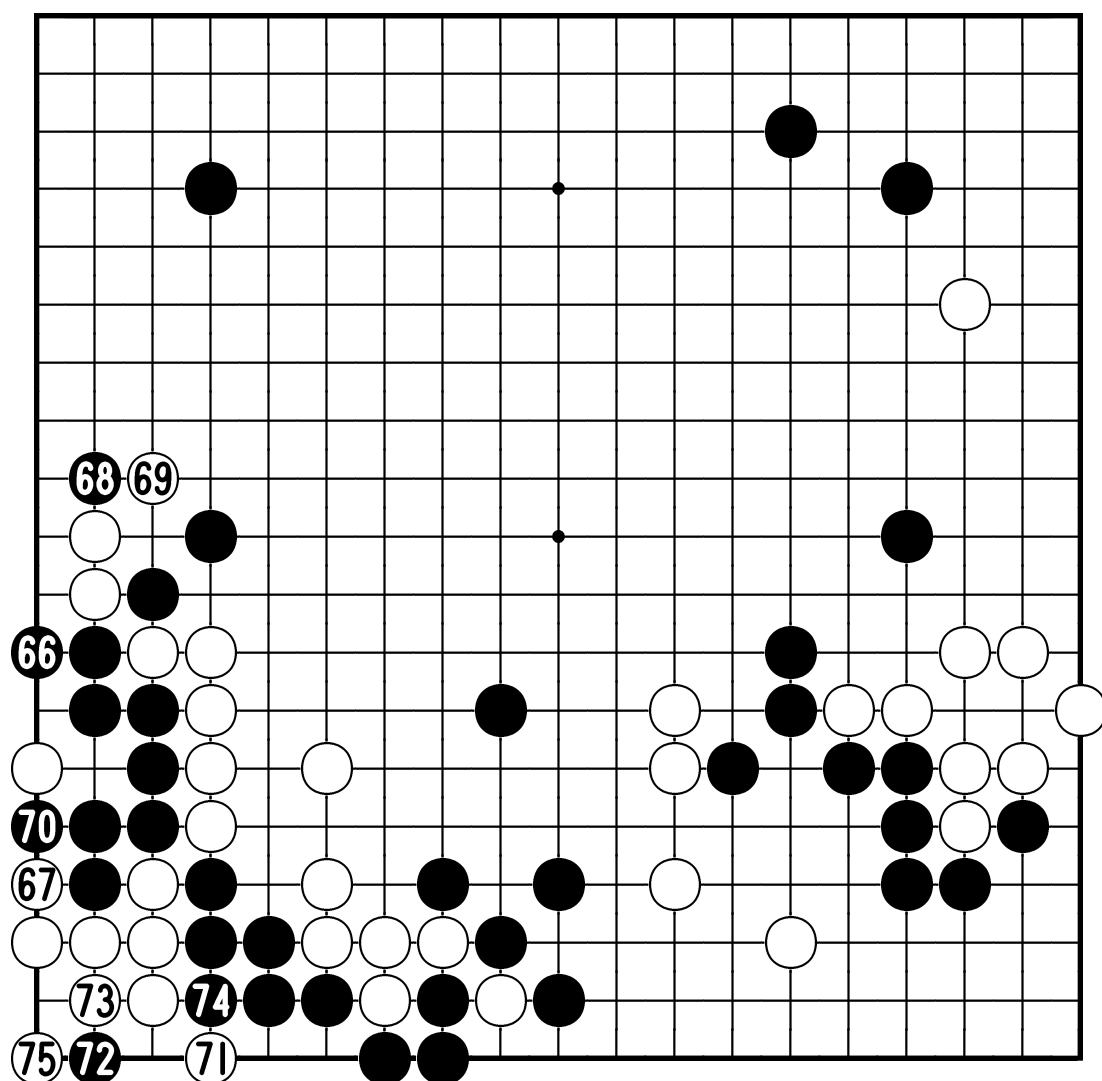
6 Game: Move 81



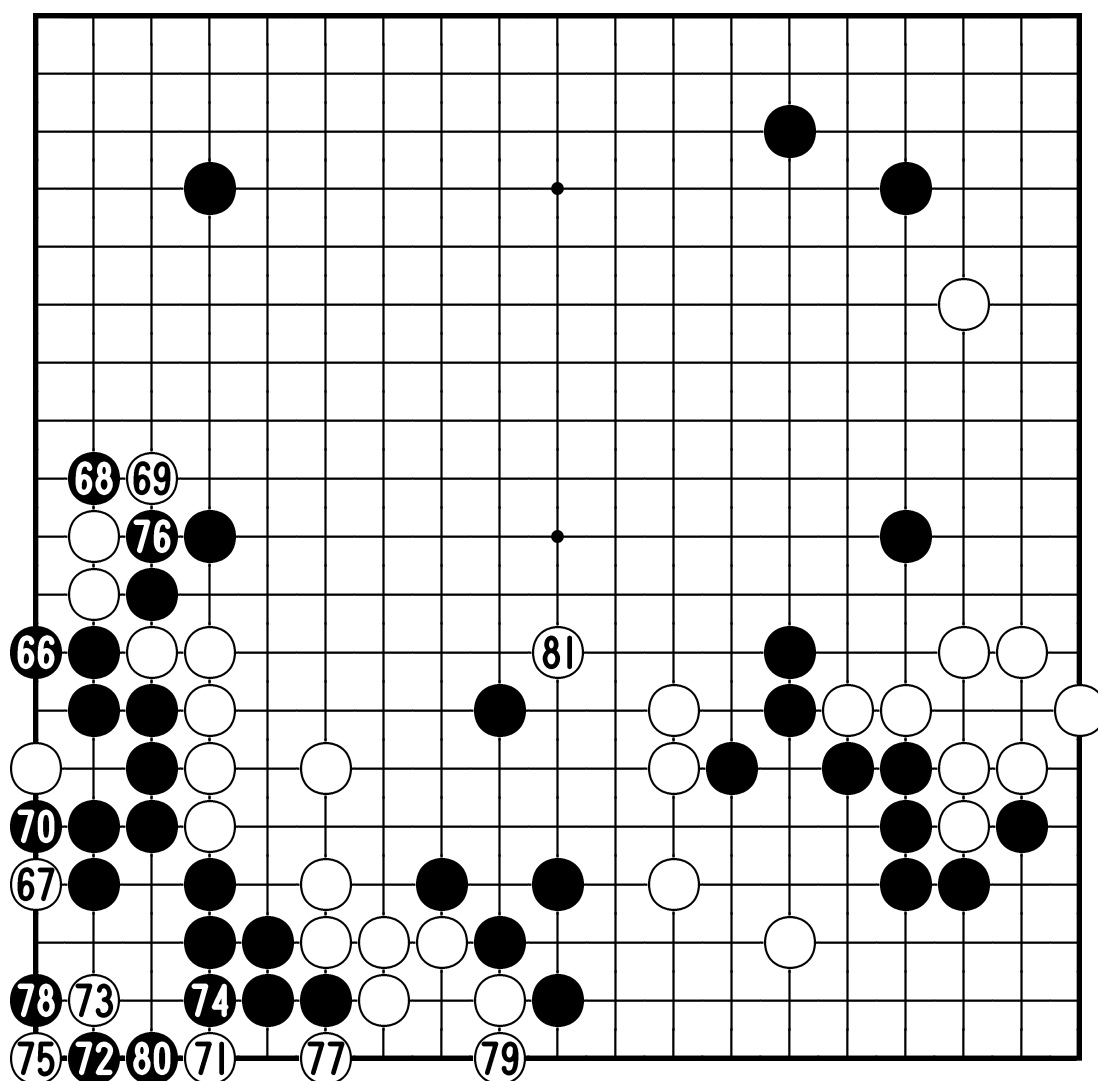
Younggil [8p]: that attachment was well timed



Younggil [8p]: and it becomes a ko



Jarstar [2k]: Yes



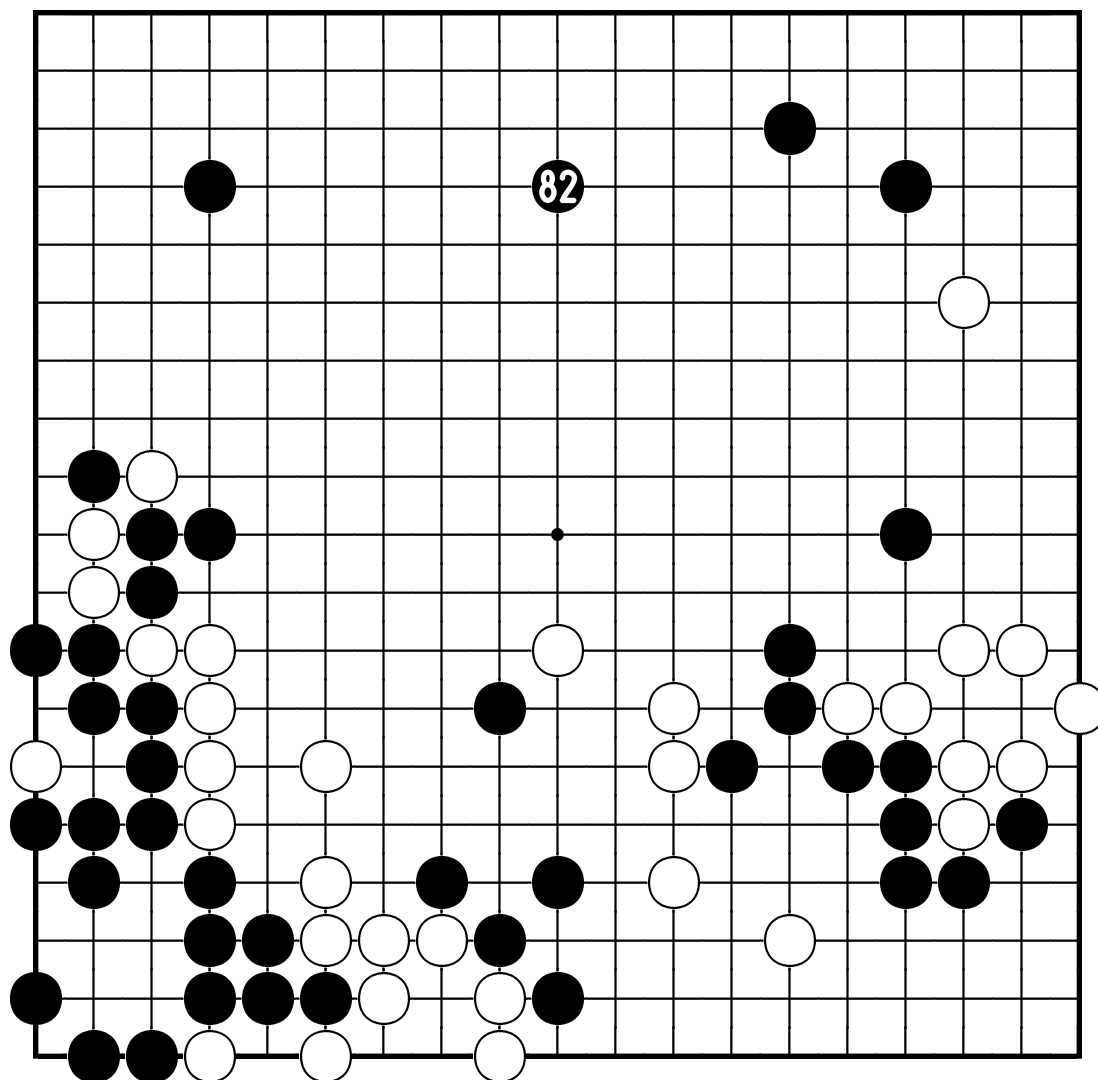
Younggil [8p]: and here

Younggil [8p]: the game was still alright for black

Jarstar [2k]: Yes, I thought maybe I could even just play T16

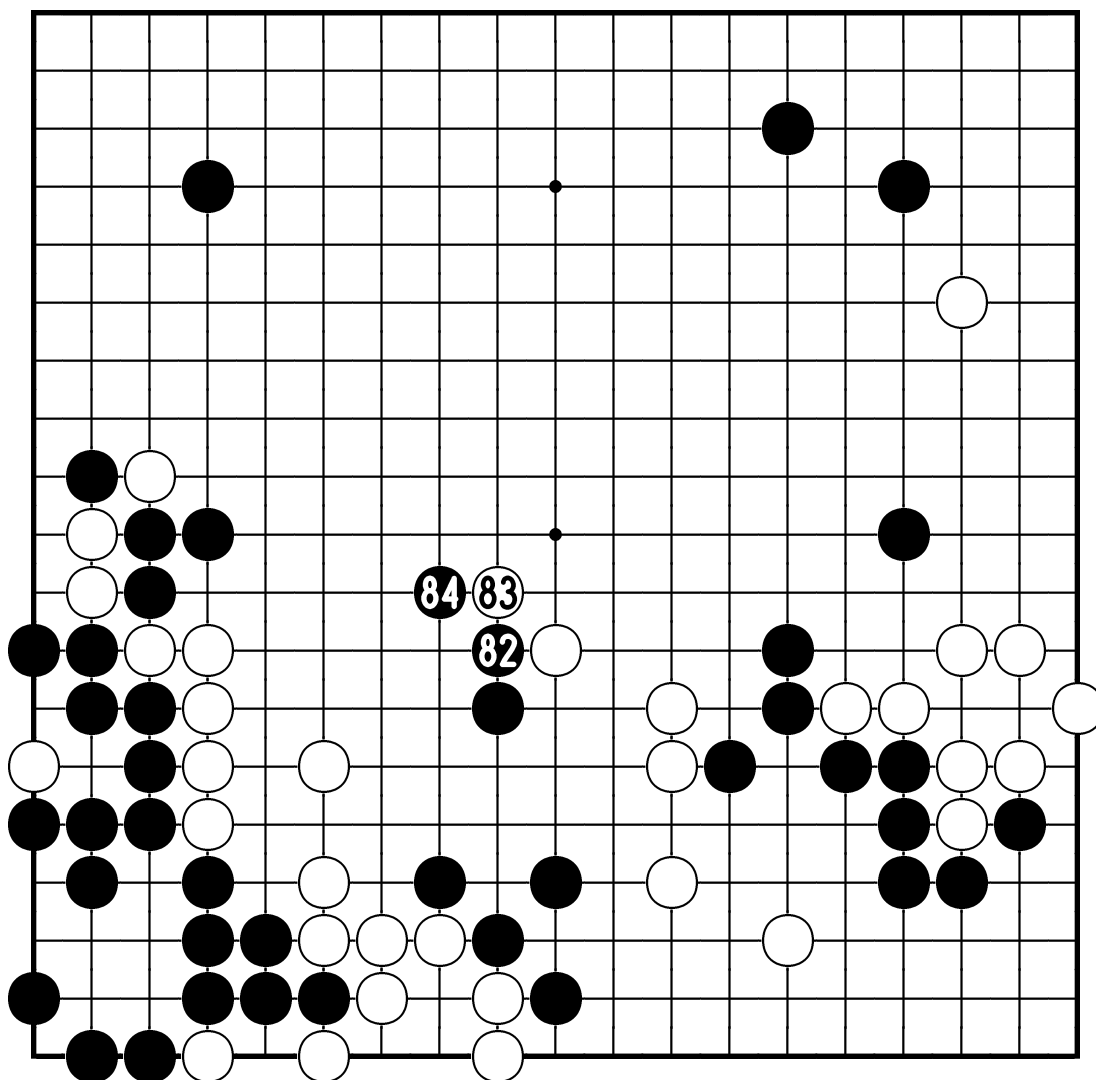
Jarstar [2k]: K16*

6.1 Fork: Move 82



Younggil [8p]: I see
Younggil [8p]: but in this case
Younggil [8p]: the bottom is a bit too big
Jarstar [2k]: Right
Younggil [8p]: and it's not yet finished
Younggil [8p]: so you'd better keep on playing
Jarstar [2k]: Hmmm
Jarstar [2k]: Ok
Younggil [8p]: you can always come back to K16

6.2 Fork: Move 84



Jarstar [2k]: I see

Younggil [8p]: and how about saving the stones this way?

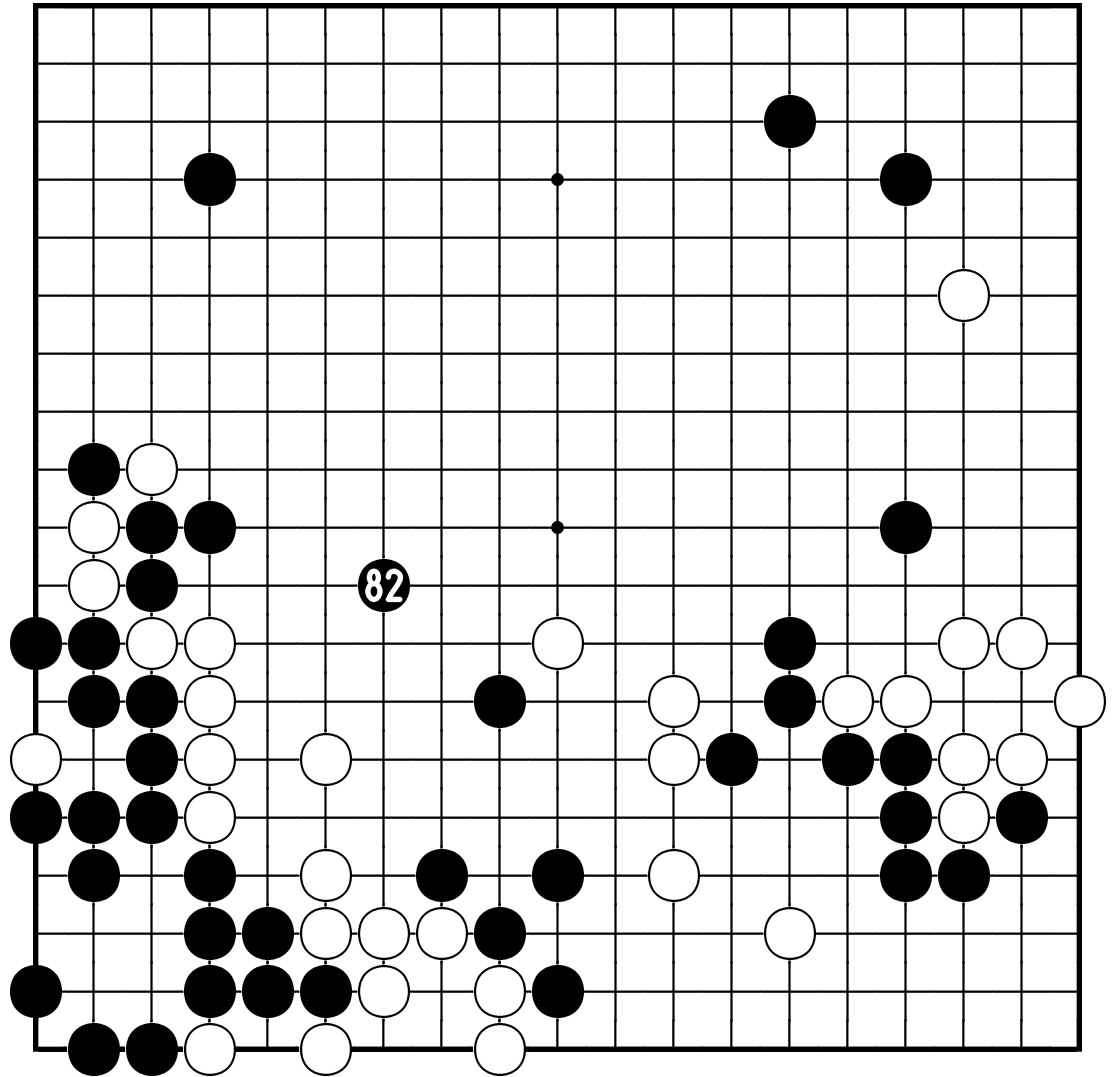
Jarstar [2k]: I guess I wasn't sure how much importance to attach to my center stones

Younggil [8p]: I see

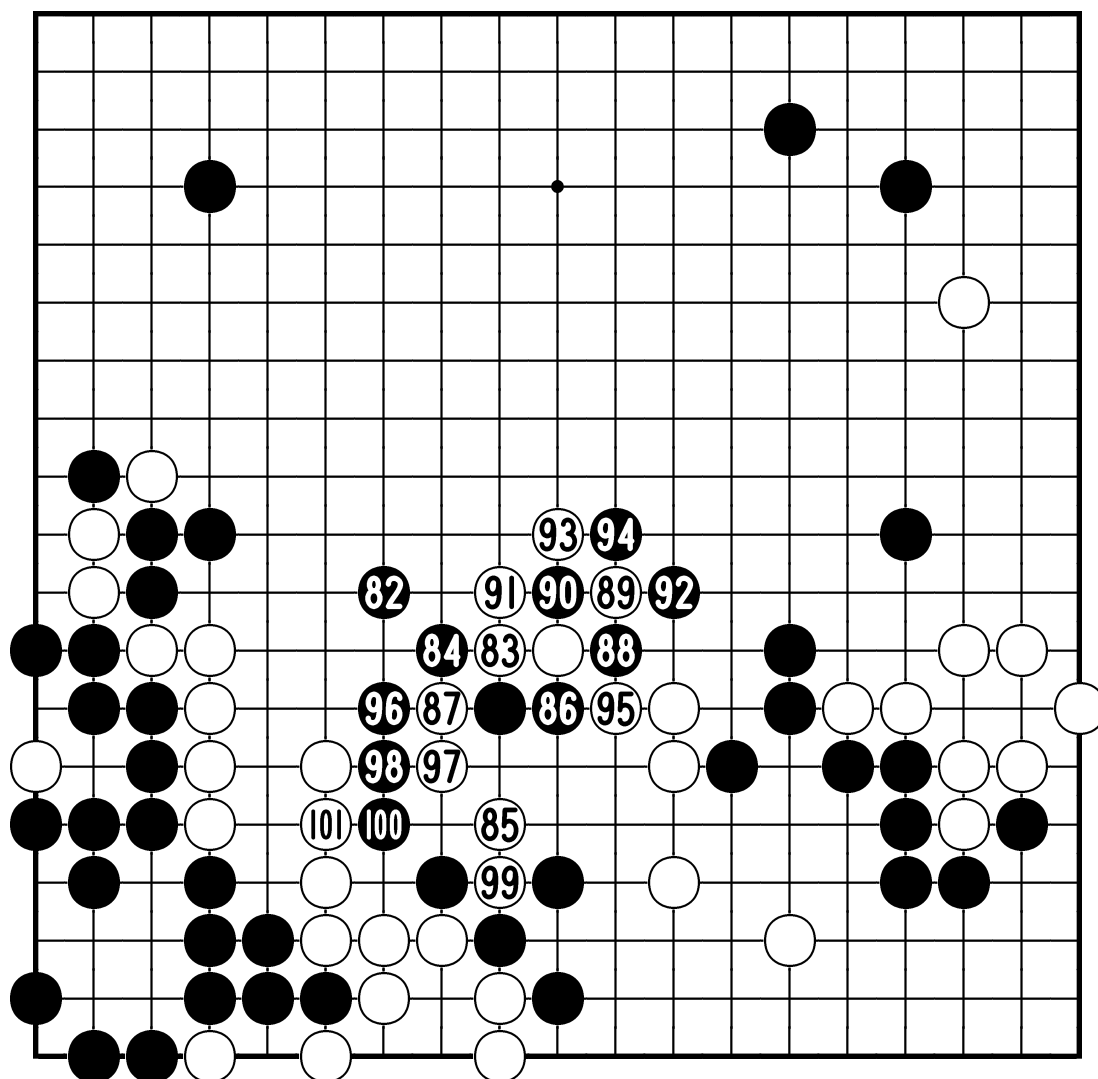
Younggil [8p]: you were considering of giving up the stones from the bottom?

Younggil [8p]: but if you'd like to fight, this would work

7 Game: Move 101

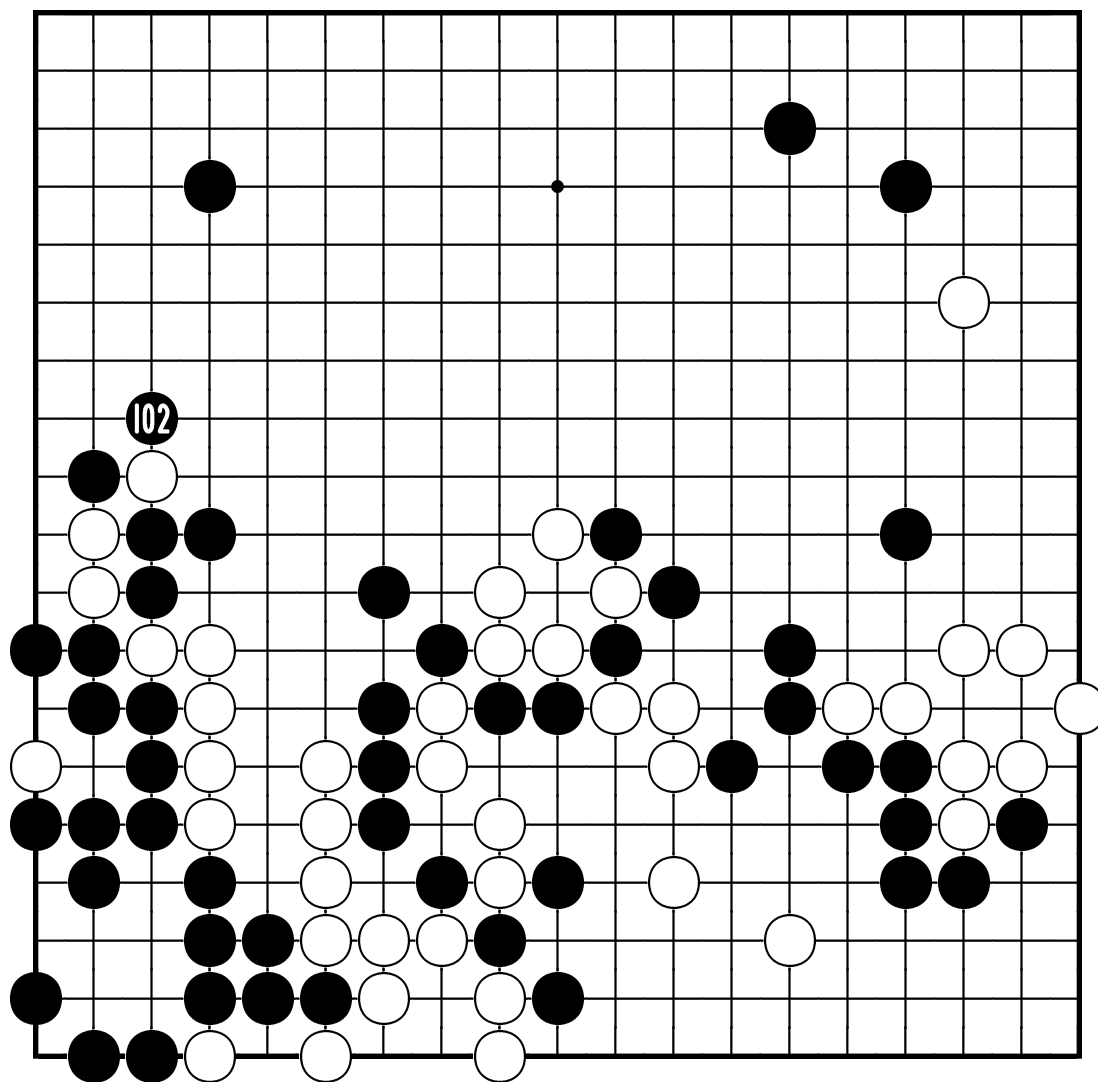


Younggil [8p]: then this would be alright

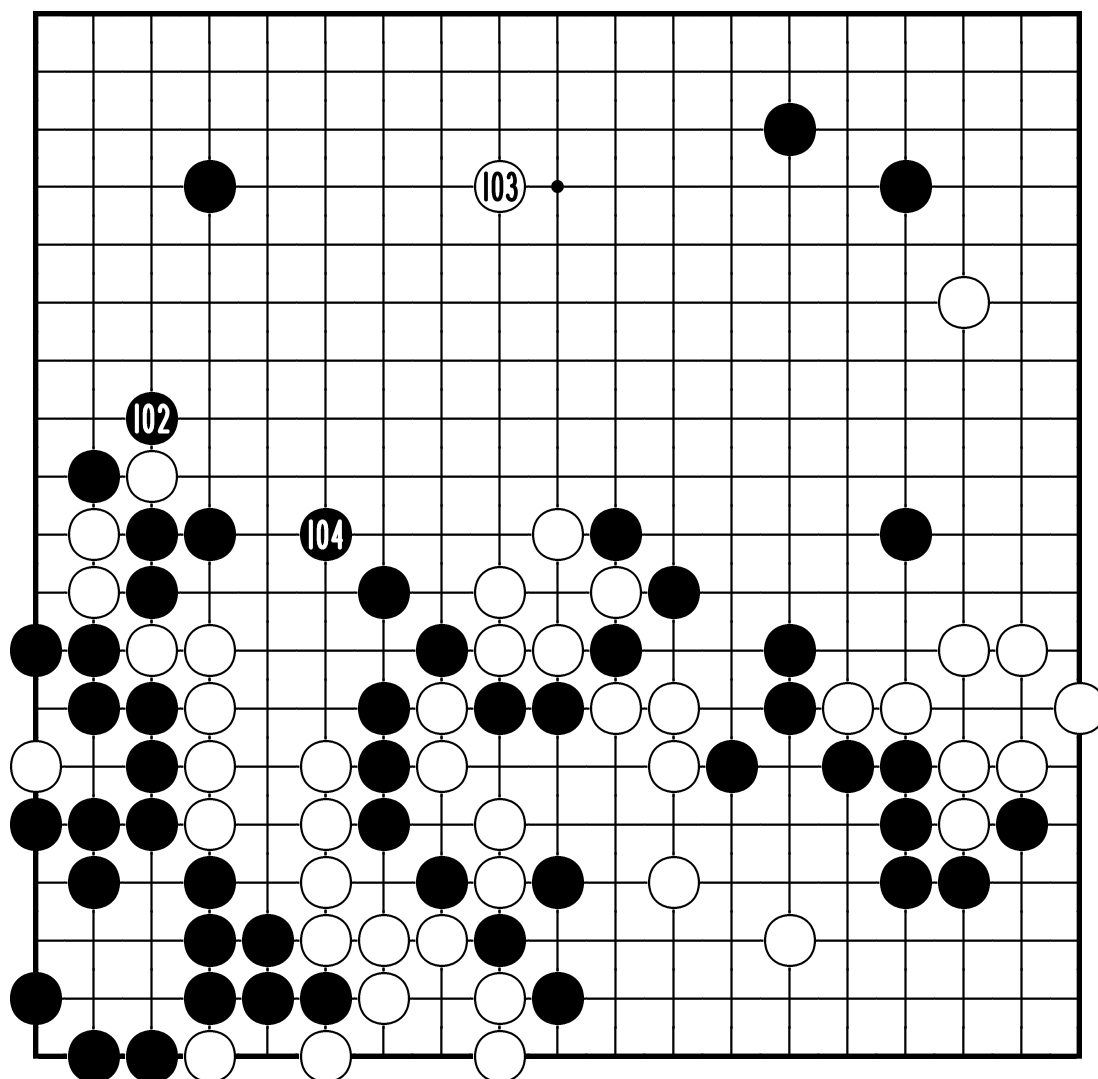


Younggil [8p]: and here
 Younggil [8p]: there was a better move on the left side
 Younggil [8p]: if you play again?
 Jarstar [2k]: For connecting?
 Younggil [8p]: where'd you play
 Jarstar [2k]: I'm not sure
 Younggil [8p]: not necessarily

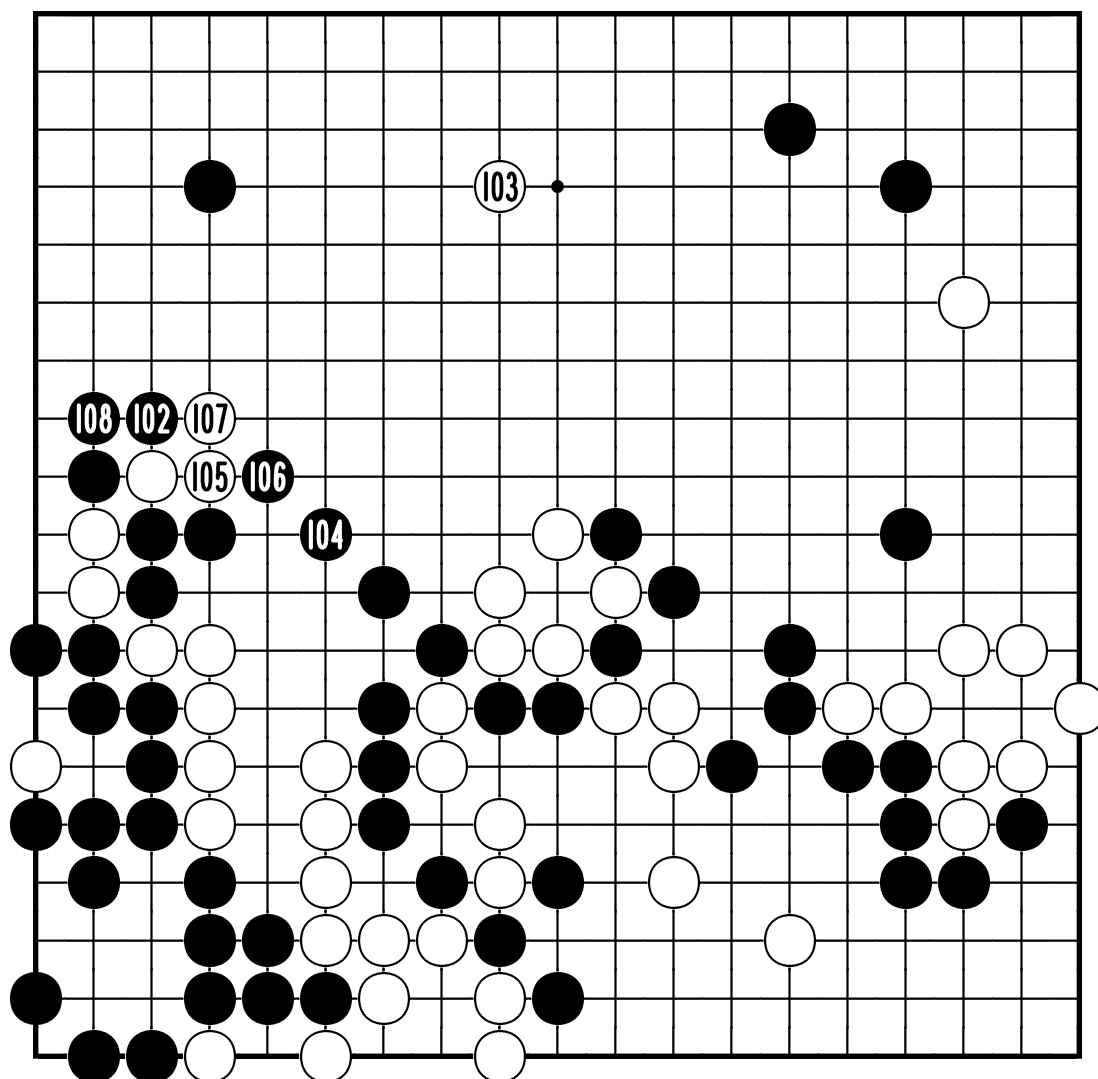
7.1 Fork: Move 108



Younggil [8p]: or atari here

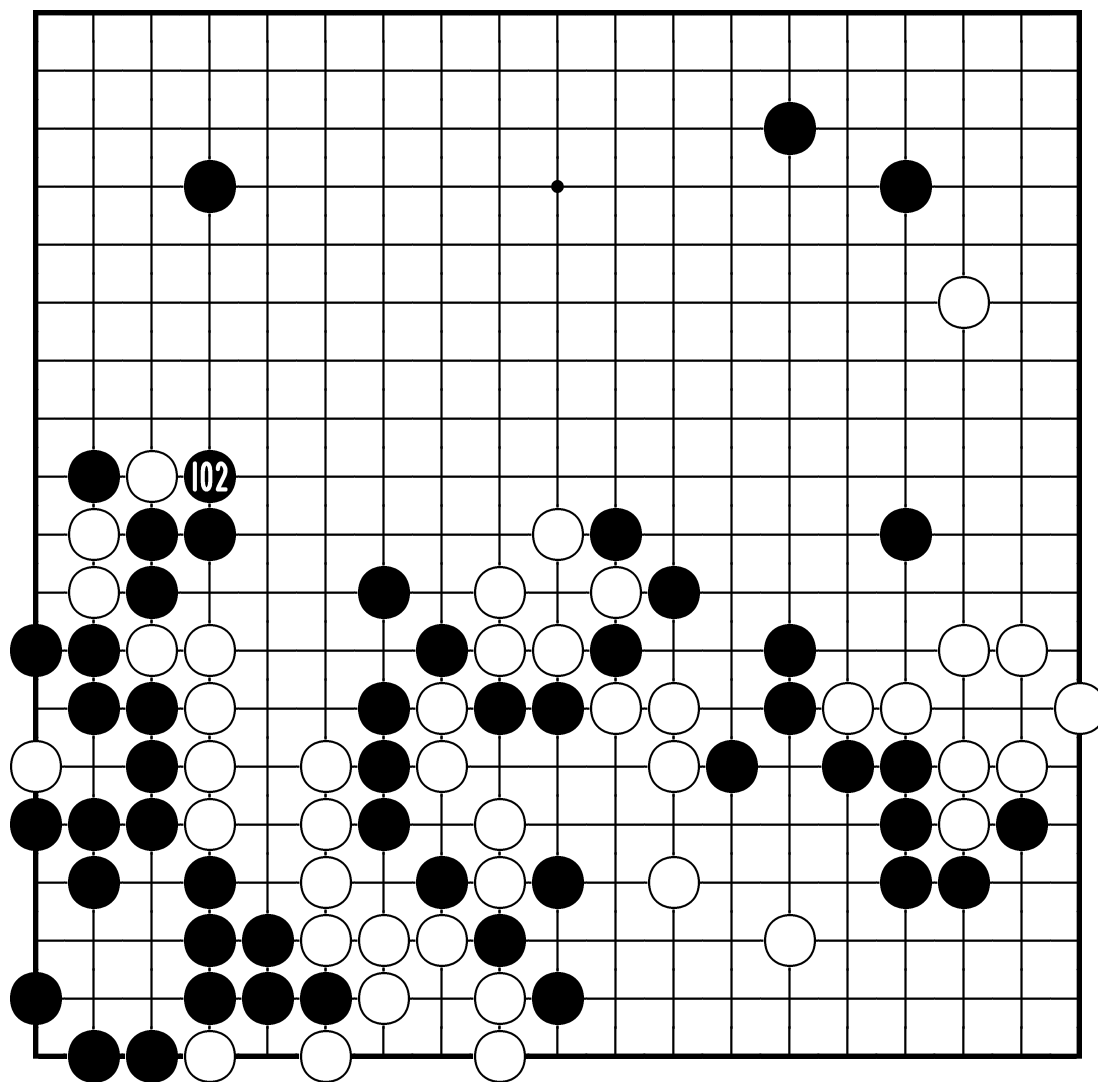


Jarstar [2k]: I see

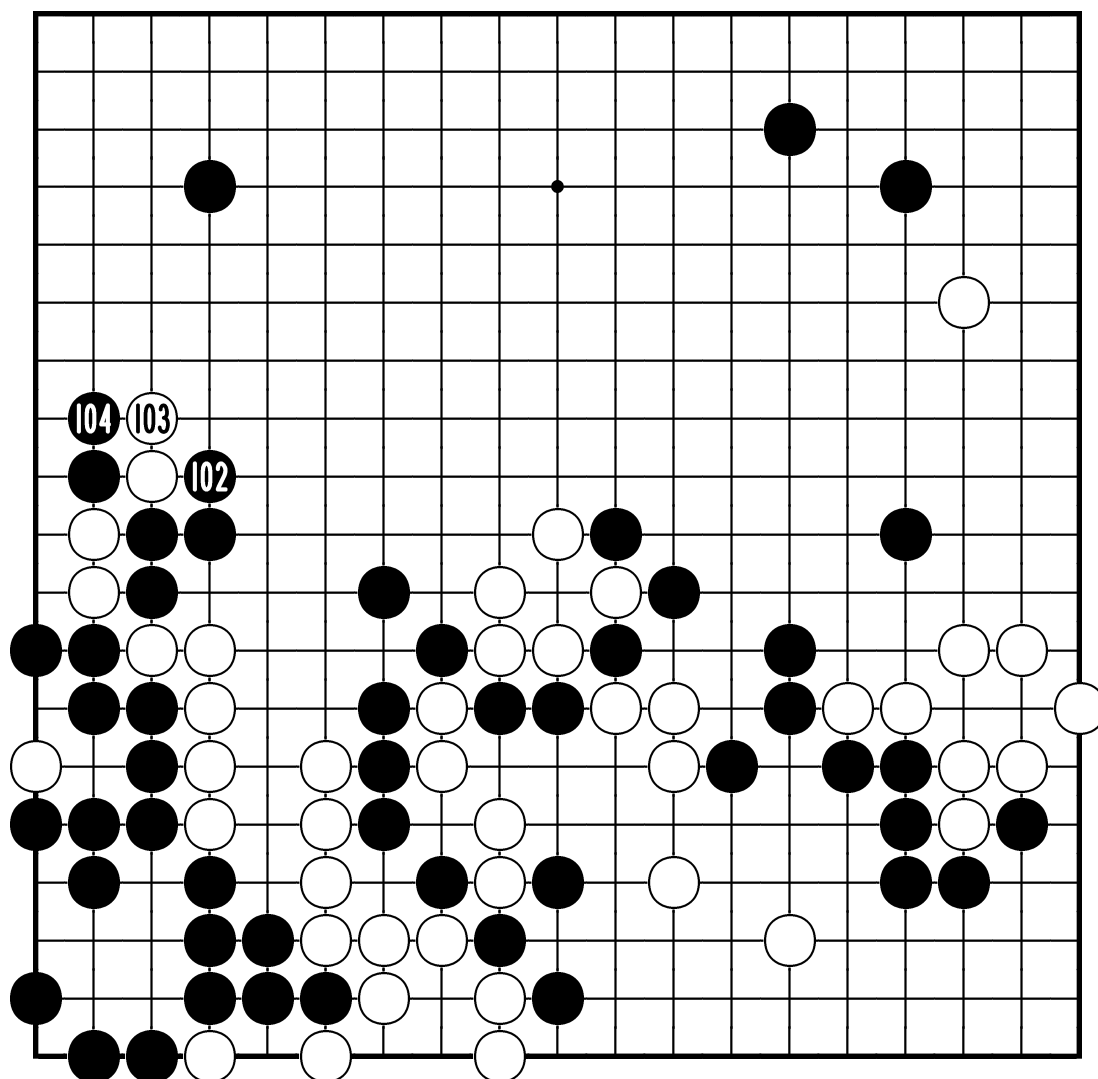


Jarstar [2k]: All connected
 Younggil [8p]: there's no problem here later
 Younggil [8p]: yes

7.2 Fork: Move 108



Younggil [8p]: how about atari from top
Jarstar [2k]: Hmm

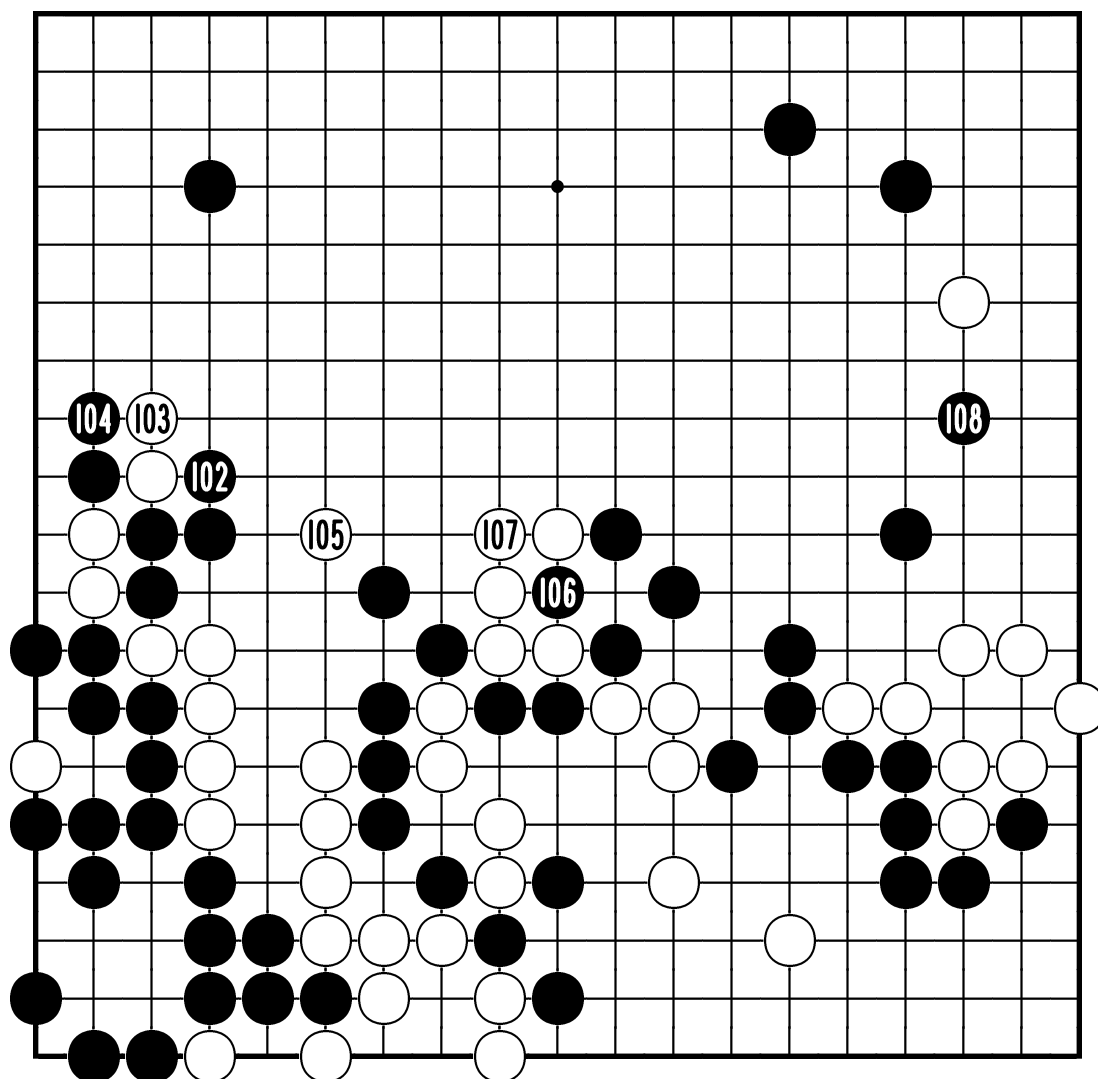


Jarstar [2k]: Right

Younggil [8p]: so this might still help the center

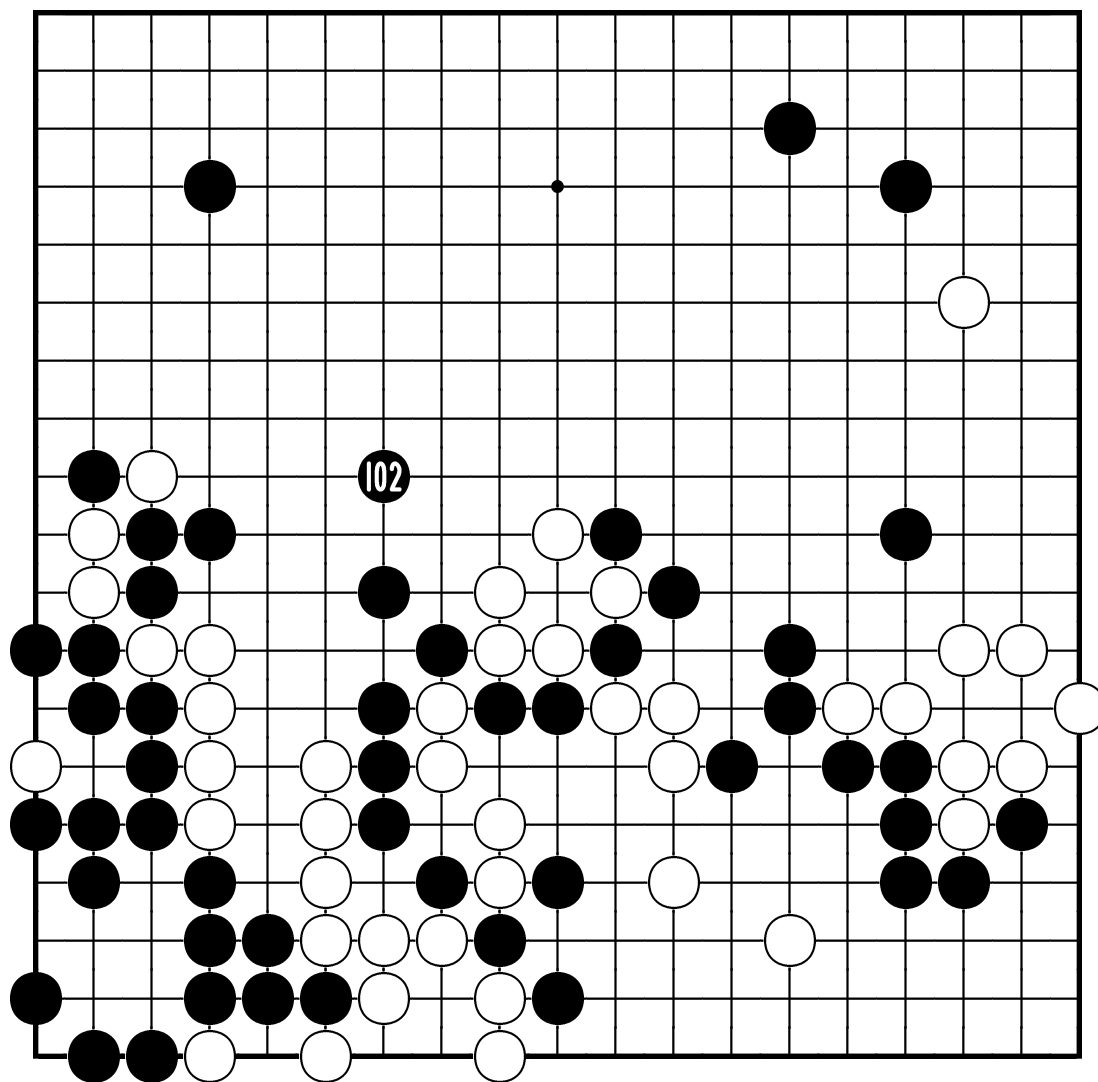
Jarstar [2k]: White still might disconnect?

Younggil [8p]: no I don't think so



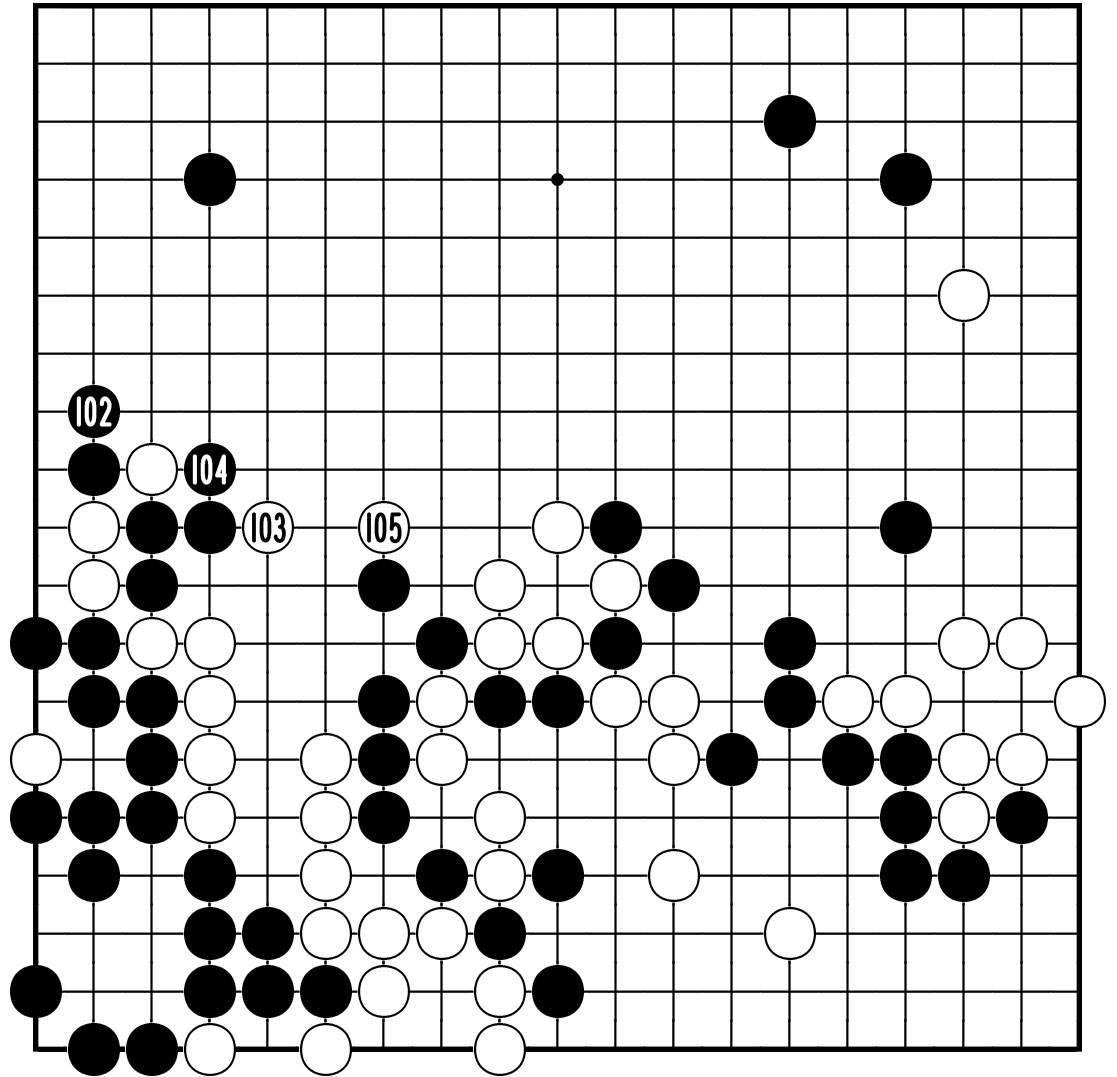
Younggil [8p]: that's not big enough
 Jarstar [2k]: I see
 Younggil [8p]: and black can simply play elsewhere
 Younggil [8p]: the game might be still alright for black
 Younggil [8p]: but quite close
 Jarstar [2k]: Right
 Younggil [8p]: for a handicap game

7.3 Fork: Move 102

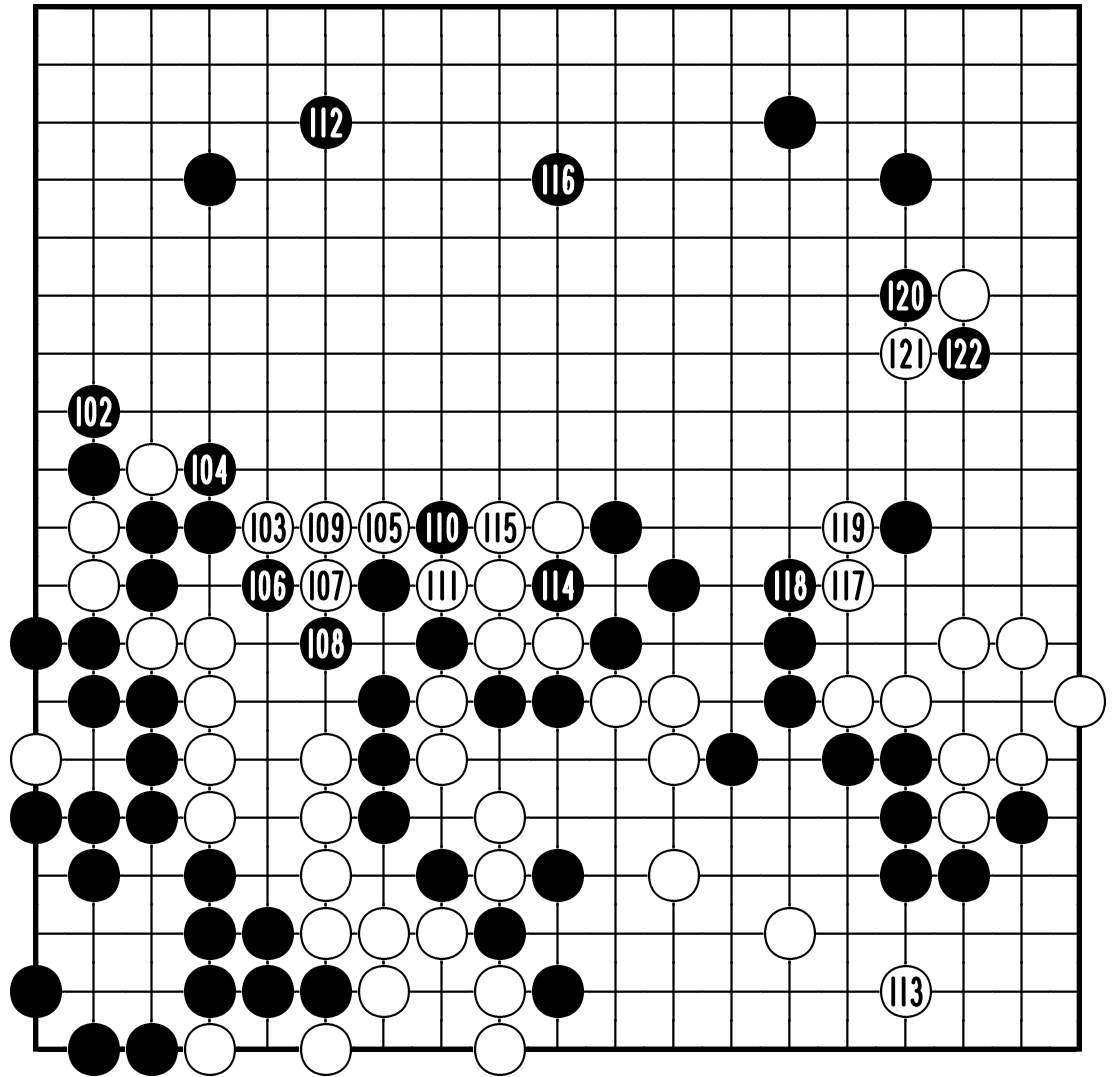


Younggil [8p]: good
Younggil [8p]: or

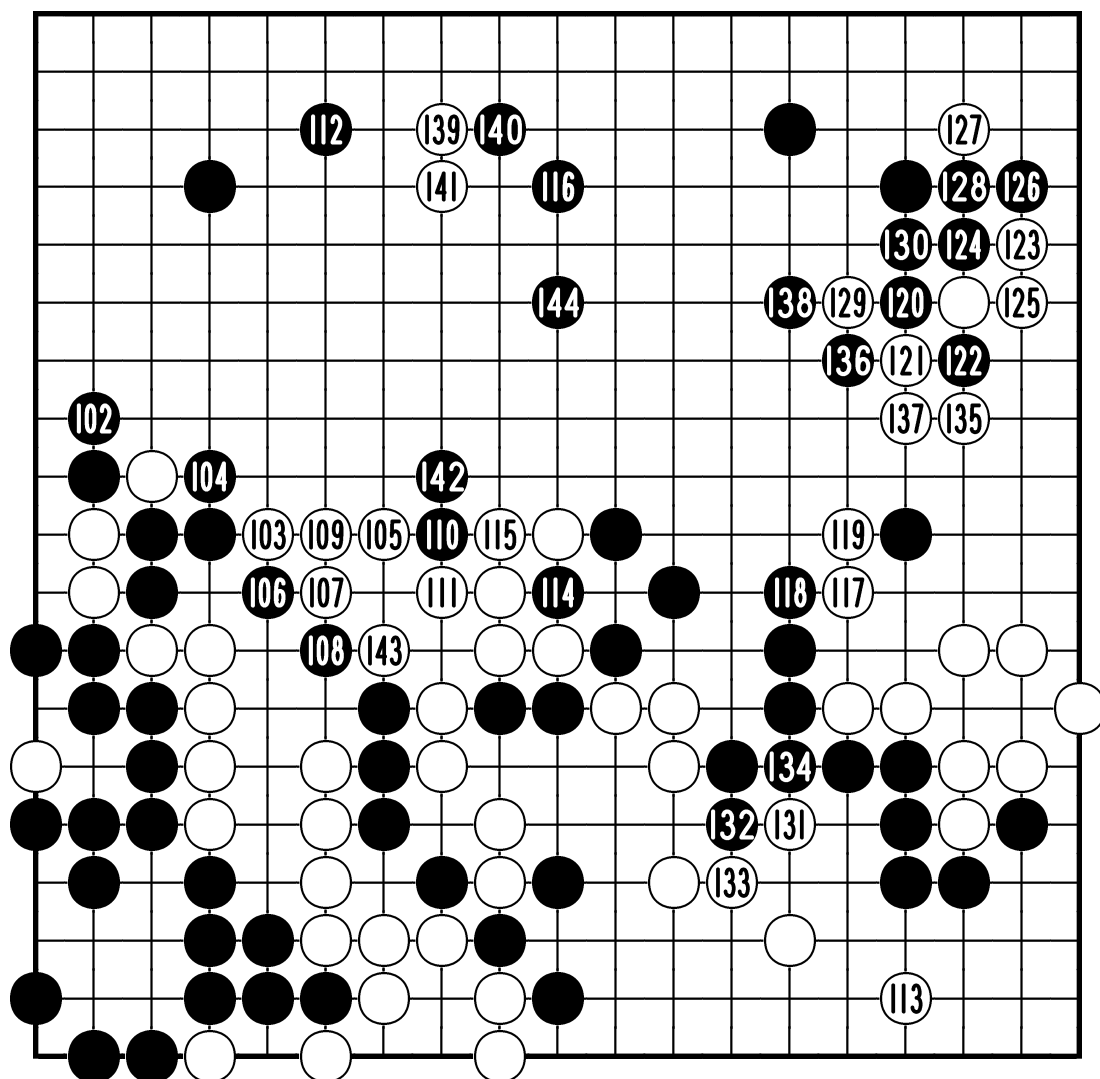
8 Game: Move 147



Younggil [8p]: because the center area is still quite important

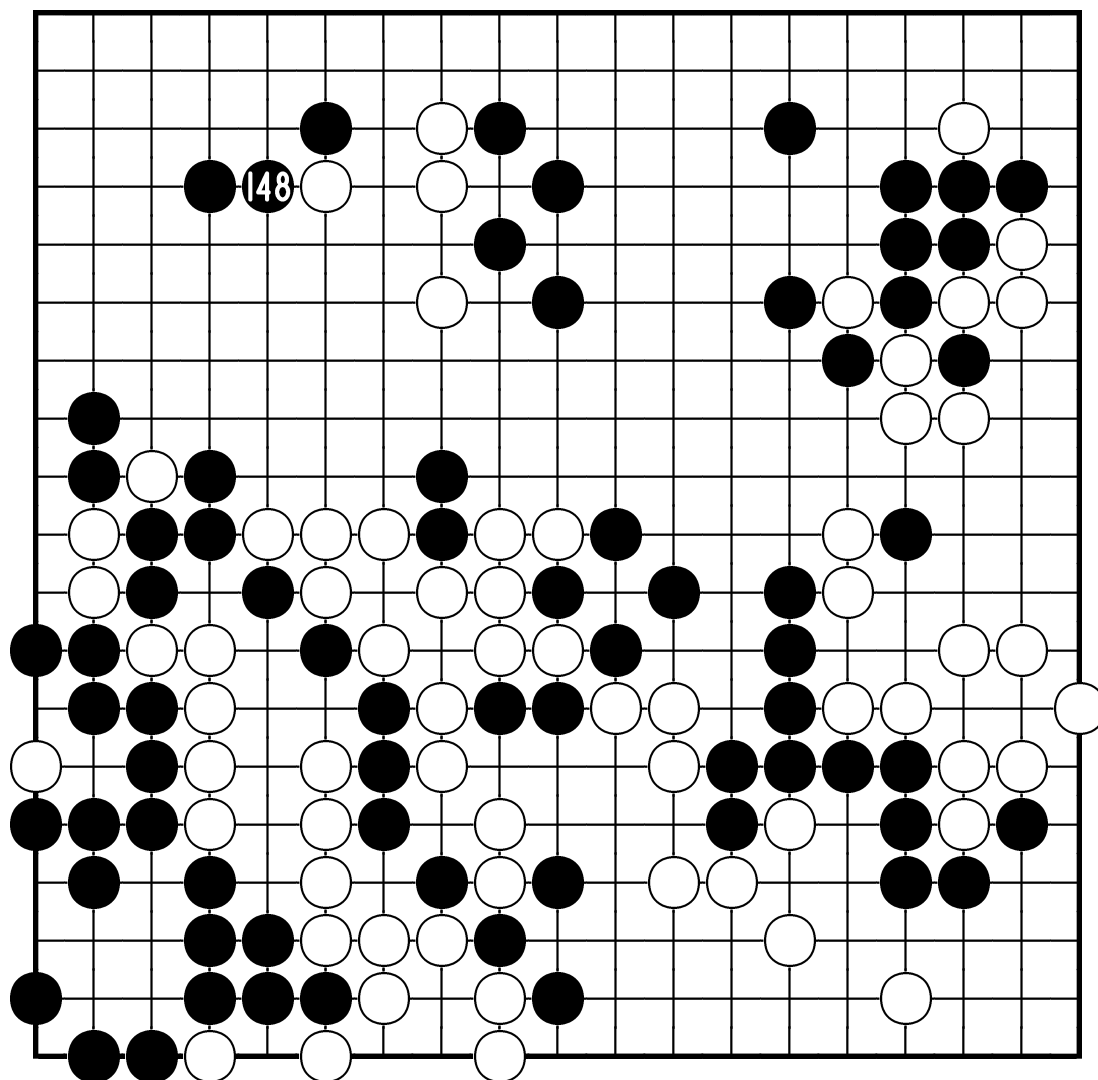


Younggil [8p]: this was a nice technique!



Jarstar [2k]: Thanks

8.1 Fork: Move 158

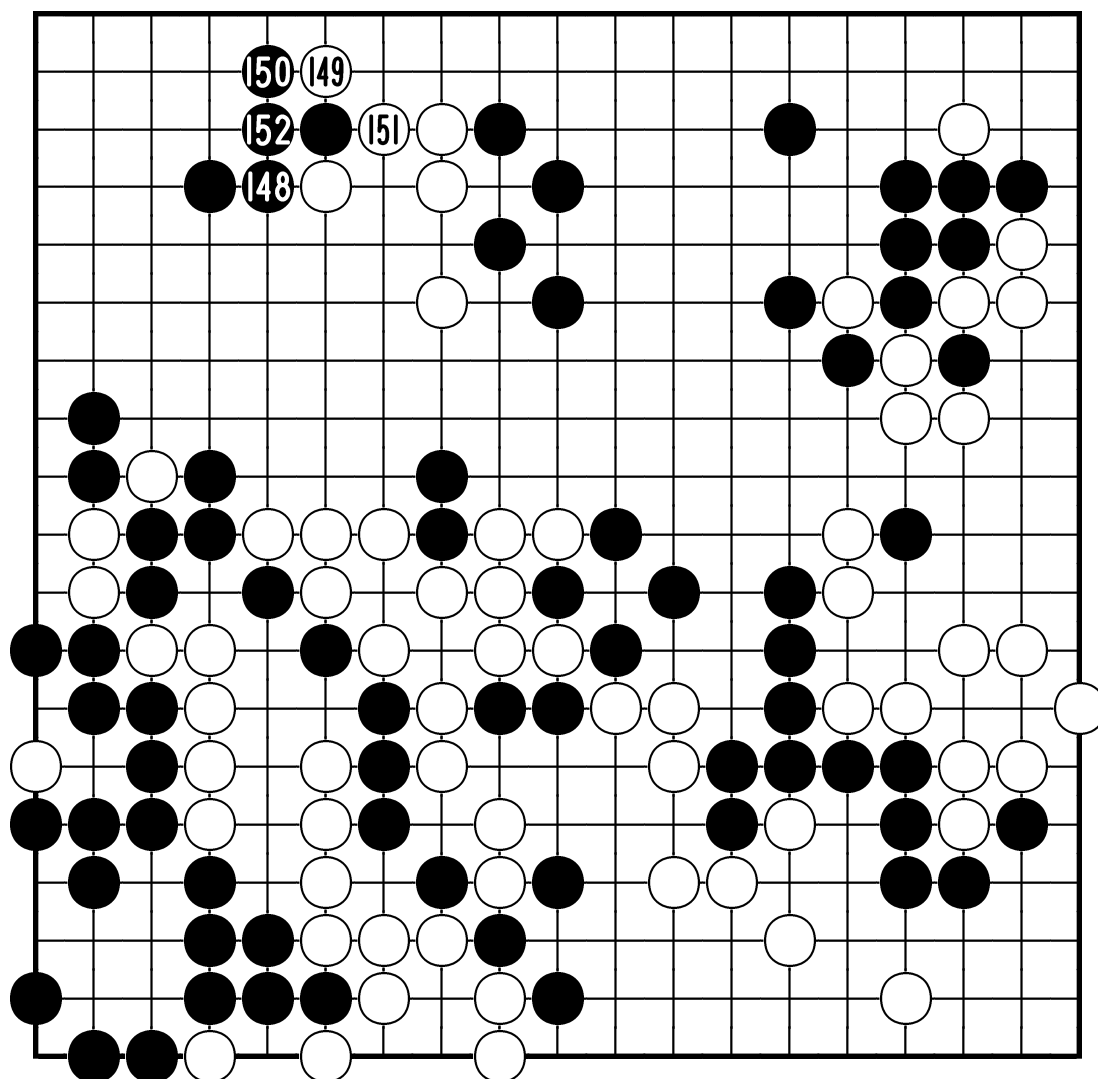


Younggil [8p]: how about responding here?

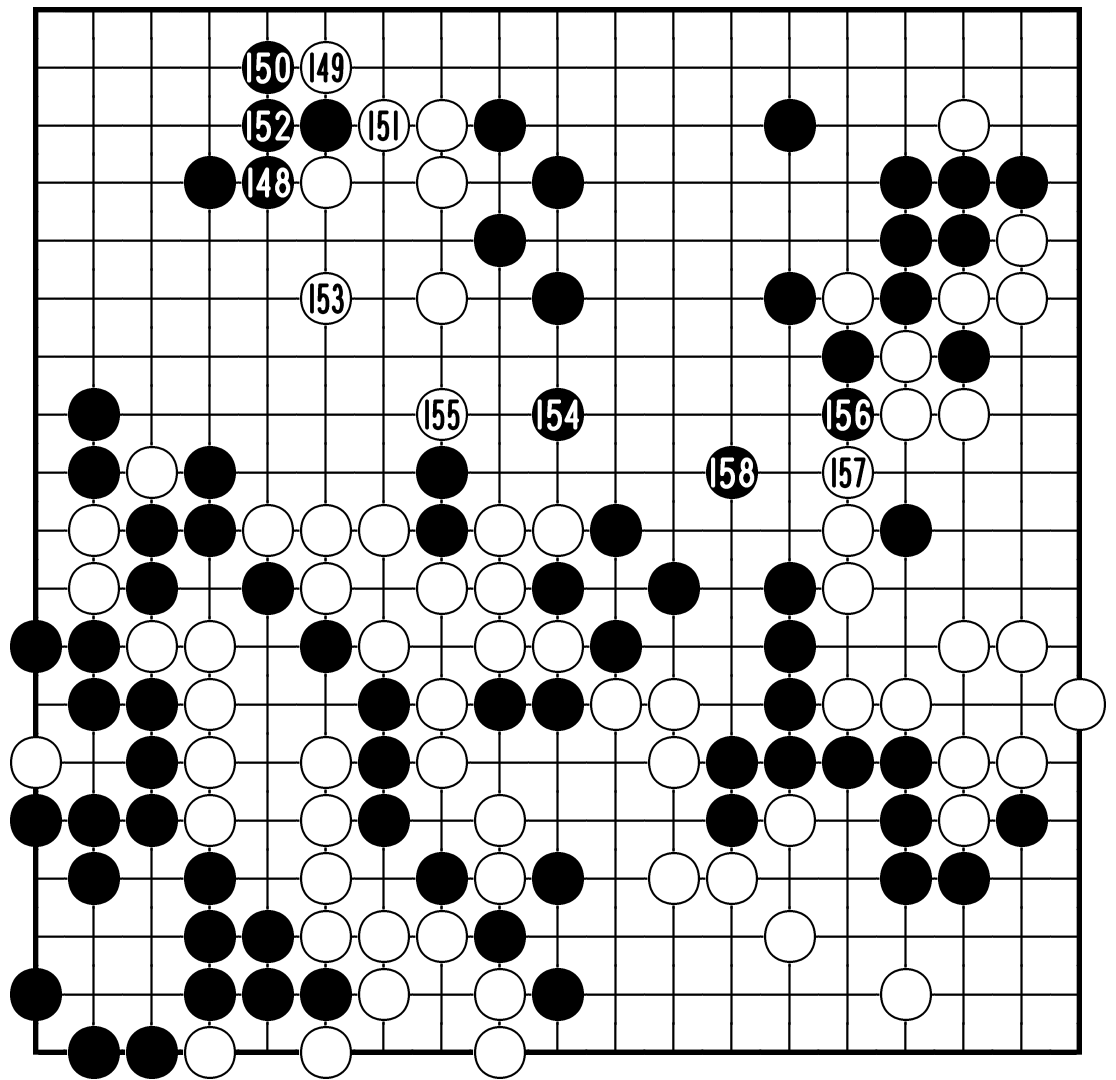
Jarstar [2k]: To keep pressure on white?

Younggil [8p]: yes

Younggil [8p]: that's it



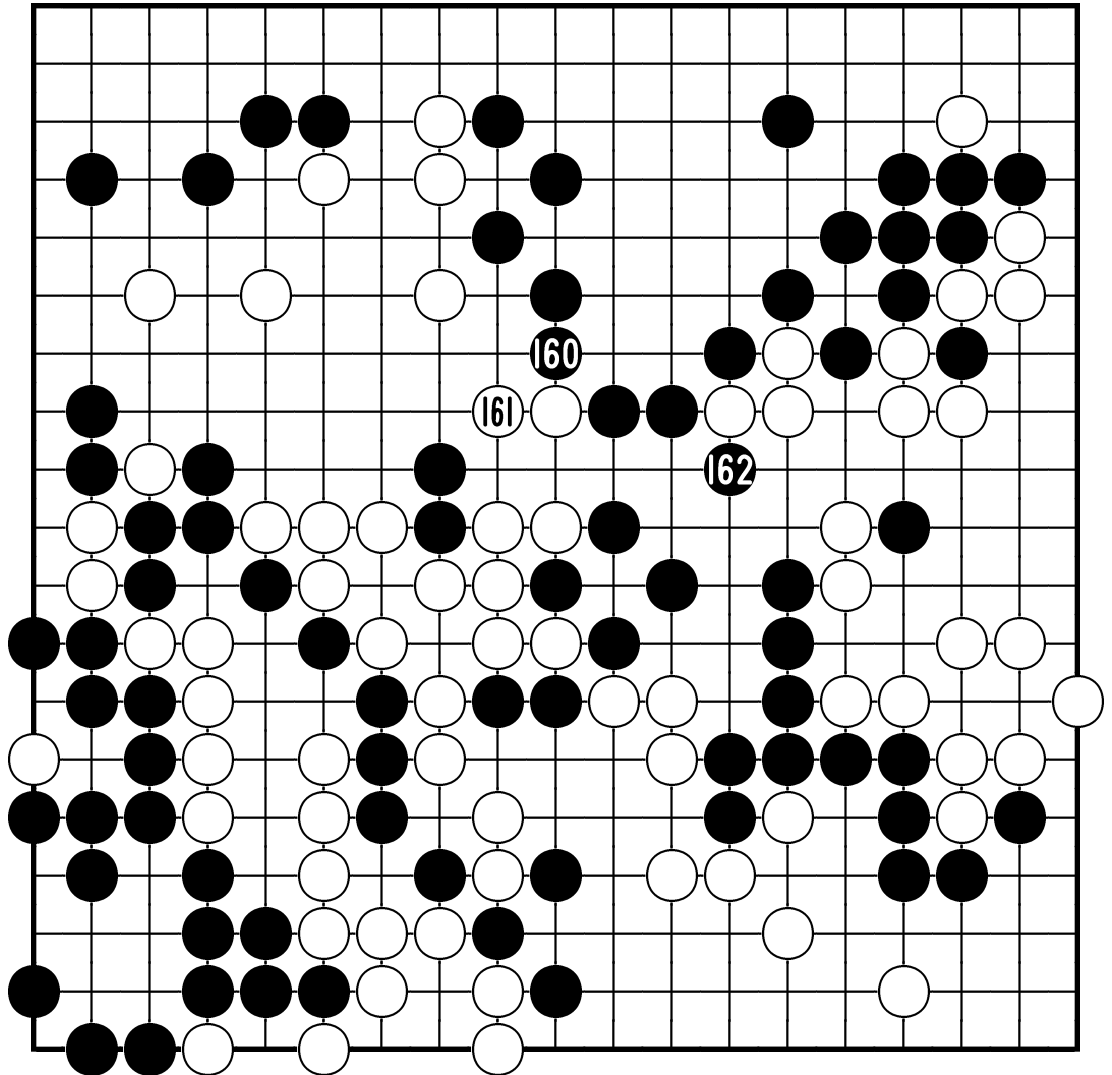
Jarstar [2k]: i see
 Younggil [8p]: the corner is still fine
 Younggil [8p]: and white needs to play around here again
 Younggil [8p]: then you can play in the center to connect
 Younggil [8p]: your bottom right group
 Jarstar [2k]: Yeah



Younggil [8p]: something like this :)

9 Game: Move 159

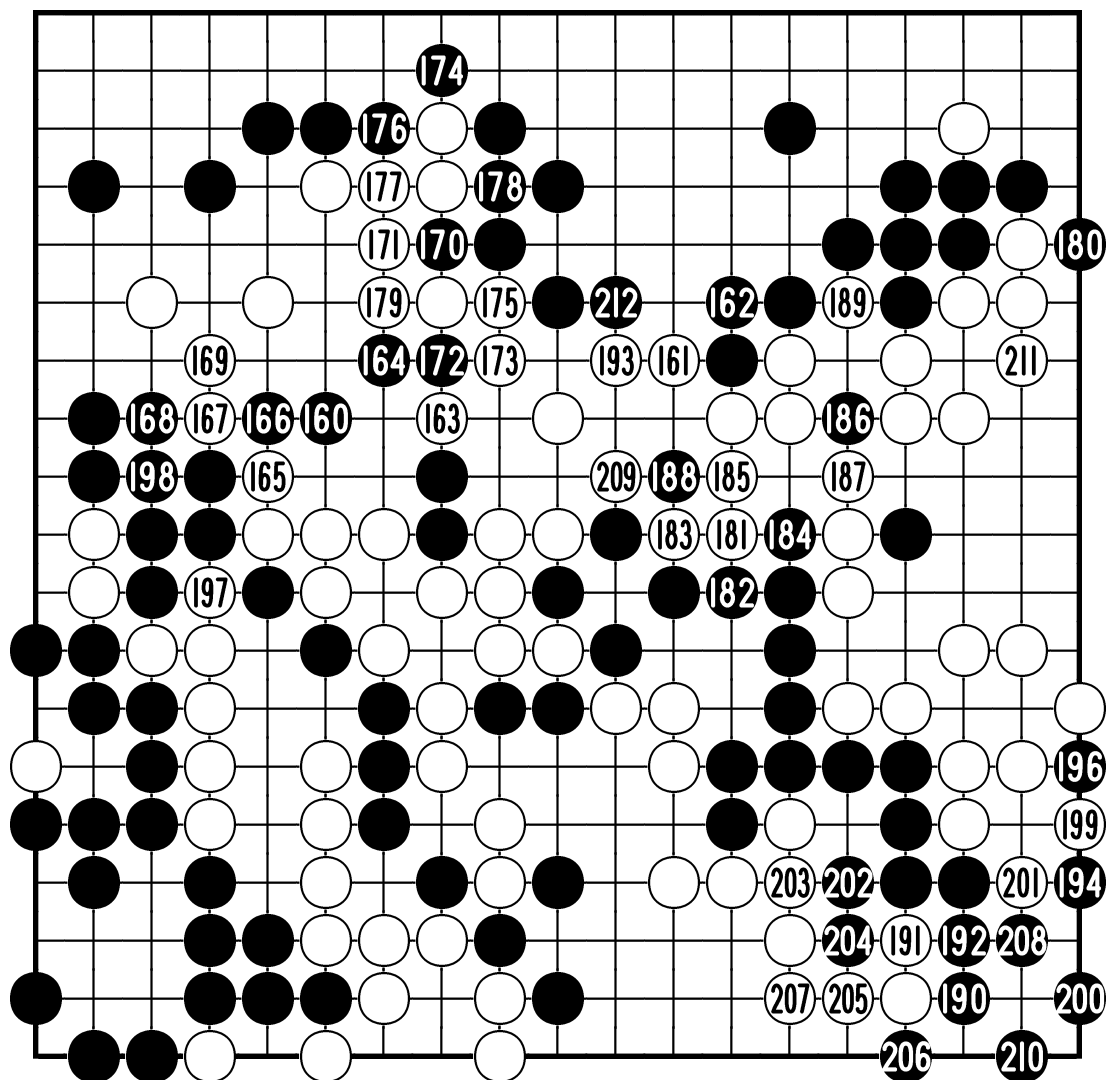
9.1 Fork: Move 162



Younggil [8p]: there was some bad aji around here
Jarstar [2k]: Yeah :(
Jarstar [2k]: I should've just secured the connection
Younggil [8p]: yea
Younggil [8p]: and the game was close
Younggil [8p]: black might be still in the lead
Younggil [8p]: anyway, it was still a good game

Jarstar [2k]: Thank you for all the comments!
Jarstar [2k]: And thanks for the game
Younggil [8p]: you didn't play underplay
Younggil [8p]: you're welcome
Younggil [8p]: any questions from this game?
Jarstar [2k]: What are some things I can work on in my own games?
Jarstar [2k]: How do I study outside of playing?
Younggil [8p]: hmm
Younggil [8p]: your reading is already quite good for your level
Jarstar [2k]: My weakness tends to be whole-board strategy
Younggil [8p]: and if you read some books about strategy would be good
Younggil [8p]: yea
Jarstar [2k]: Do you have any to recommend?
Younggil [8p]: you're good at attacking
Younggil [8p]: but
Younggil [8p]: hmm
Younggil [8p]: just moment
Jarstar [2k]: Ok
Younggil [8p]: <https://shop.gogameguru.com/go-books/go-game-strategy/go-middle-game/>
Younggil [8p]: there're some books on the link
Jarstar [2k]: Great, thanks
Younggil [8p]: Otake's Secrets of Strategy
Younggil [8p]: that is easier than other books to understand
Jarstar [2k]: I'll check it out
Younggil [8p]: so you can start with that book.
Younggil [8p]: Pure and Simple: Takao's Astute Use of Brute Force
Younggil [8p]: that one is also good for strategy
Jarstar [2k]: Right
Younggil [8p]: his style is kind of peaceful, so it'd be interesting for you to read

10 Game: Move 212



Younggil [8p]: shall we stop here?
 Jarstar [2k]: Sure
 Younggil [8p]: ok
 Younggil [8p]: it was a very interesting game
 Younggil [8p]: you played very well :)
 Jarstar [2k]: Thank you
 Younggil [8p]: what did you feel about the game?
 Jarstar [2k]: You are very very good

Younggil [8p]: haha, thanks
Jarstar [2k]: I felt like I was always on the edge of losing something
Jarstar [2k]: Lots of misreads, of course
Younggil [8p]: i see. I can see you like fighting, and your reading is
pretty good!
Younggil [8p]: shall we review from the beginning?
Jarstar [2k]: Yeah