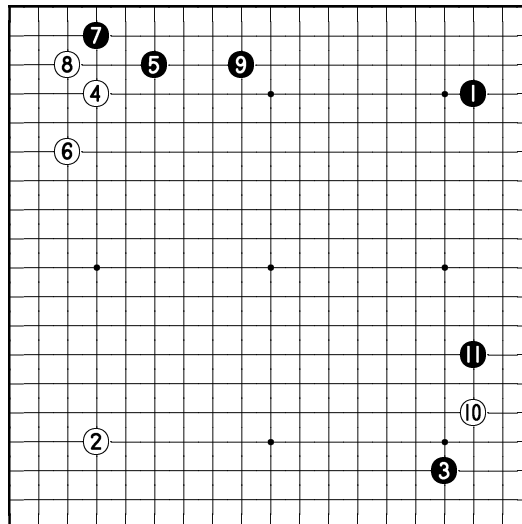


notebook () vs sila (5k)
Board size: 19
Server: The KGS Go Server at <http://www.gokgs.com/>
Ruleset: Japanese
Main time: 1500
Overtime: 5x30 byo-yomi
Komi: 0.50
Result: B+Resign
Date: 2017-06-09

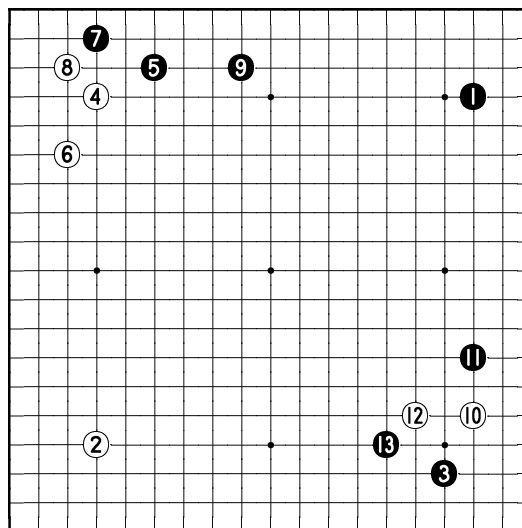
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1 Game: Move 13



when I get pincerd I have no idea what to do.



***None of your options are correct. The joseki moves are Q8 and M4.

A 10x10 grid with black and white dots. A circled number 14 is in the bottom right quadrant.

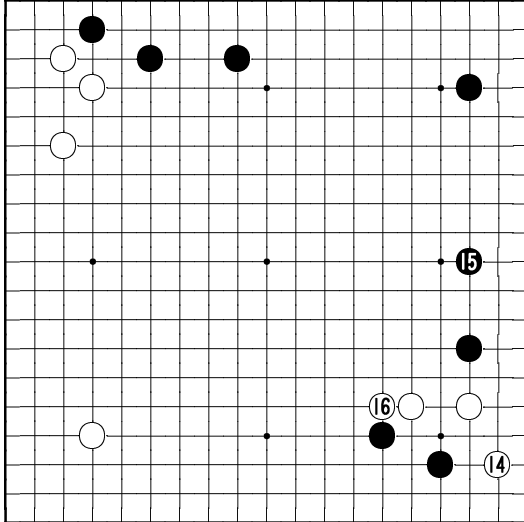
A 10x10 grid with black and white dots. The dots are located at the following coordinates (row, column) starting from (0,0) at the top-left:

- Black dots: (0, 1), (0, 3), (0, 7), (0, 9), (2, 1), (2, 3), (2, 7), (2, 9), (4, 1), (4, 3), (4, 7), (4, 9), (6, 1), (6, 3), (6, 7), (6, 9), (8, 1), (8, 3), (8, 7), (8, 9), (10, 1), (10, 3), (10, 7), (10, 9).
- White dots: (0, 0), (0, 2), (0, 4), (0, 6), (0, 8), (0, 10), (2, 0), (2, 2), (2, 4), (2, 6), (2, 8), (2, 10), (4, 0), (4, 2), (4, 4), (4, 6), (4, 8), (4, 10), (6, 0), (6, 2), (6, 4), (6, 6), (6, 8), (6, 10), (8, 0), (8, 2), (8, 4), (8, 6), (8, 8), (8, 10), (10, 0), (10, 2), (10, 4), (10, 6), (10, 8), (10, 10).
- A white dot at (7, 3) is labeled '14'.

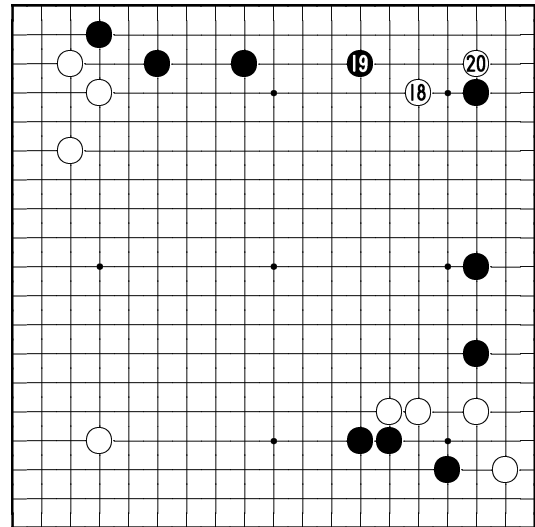
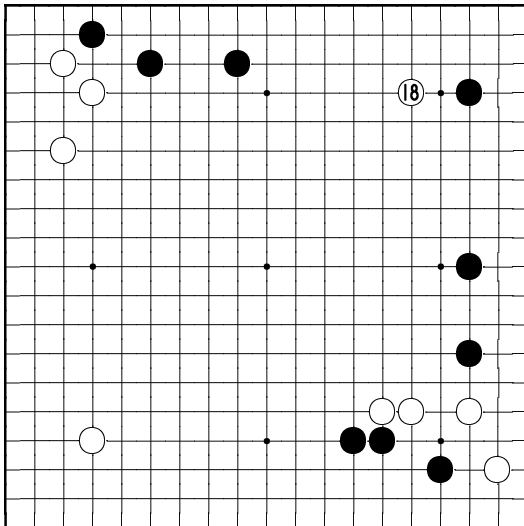
2

2 Game: Move 17

black extended across the right, maybe I should
attack the bottom and extend from my star
point stone instead?



3 Game: Move 23

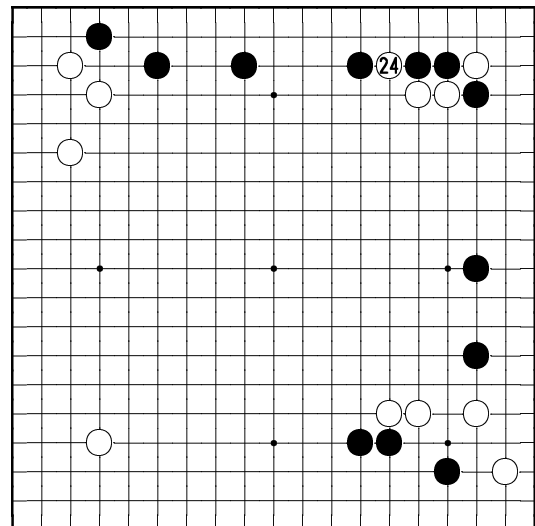


once again, no idea.

3.1 Fork: Move 24

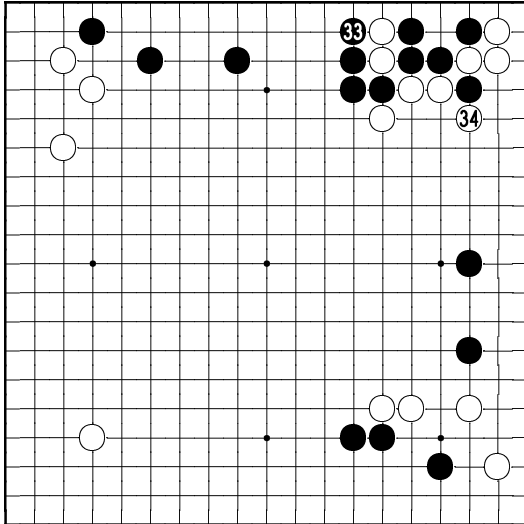
I think this may have been wrong on my part. I have no opportunities for development in the top, right, or topright corner. I guess I saw the double wing and wanted to prevent it .

*** A low approach would secure a better base. But there is an urgent point at bottom as well as a result of the O5 N4 exchange. Hard to say how to play. Something like L3 or L4 might be possible as well, if you're comfortable invading a shimari shape on the top right.



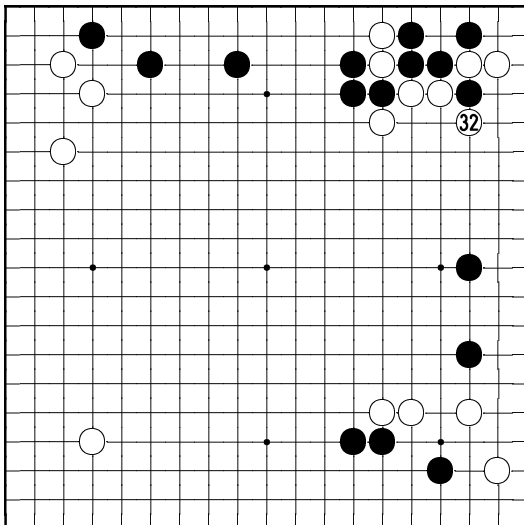
This is the proper move to create cutting points for black.

3.2 Fork: Move 34



R19 is white's privilege.

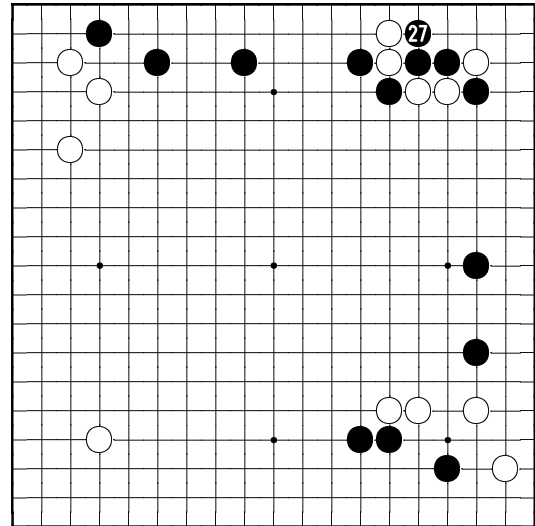
3.3 Fork: Move 32



Another joseki. Sometimes you might omit the L18 exchange to keep more aji with the O18 stones.

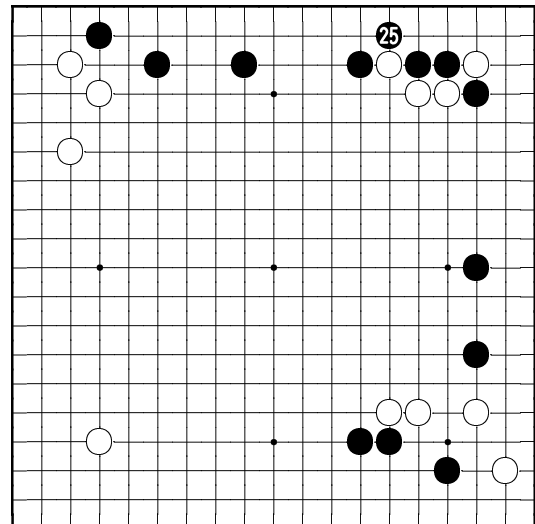
Here it's probably best to play L18 and force black to capture or make an eye at Q19 prior to R16.

3.4 Fork: Move 29

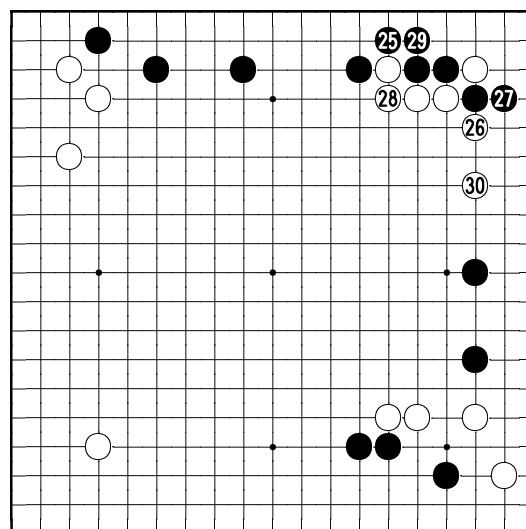
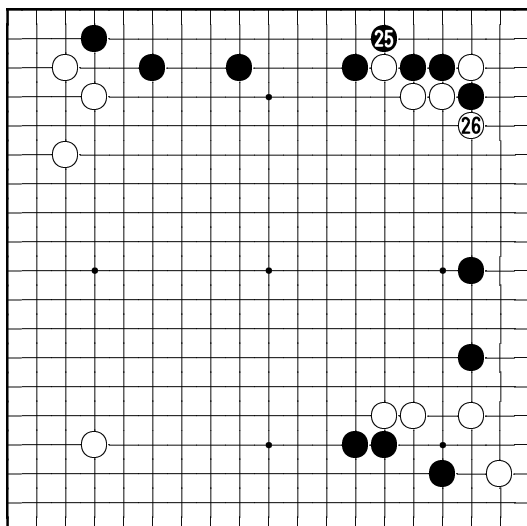


Ignore this. Misclick.

3.5 Fork: Move 33

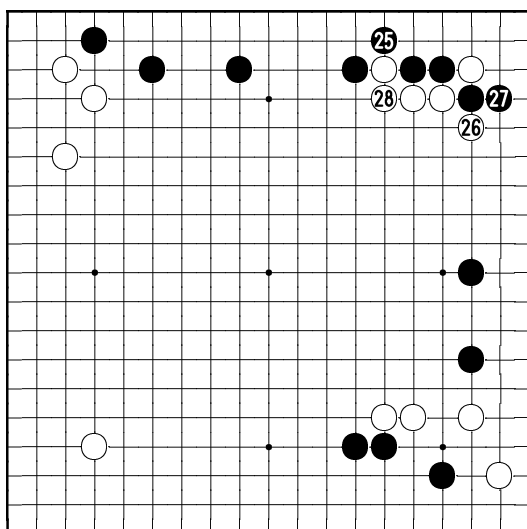


If black tries to connect everything...



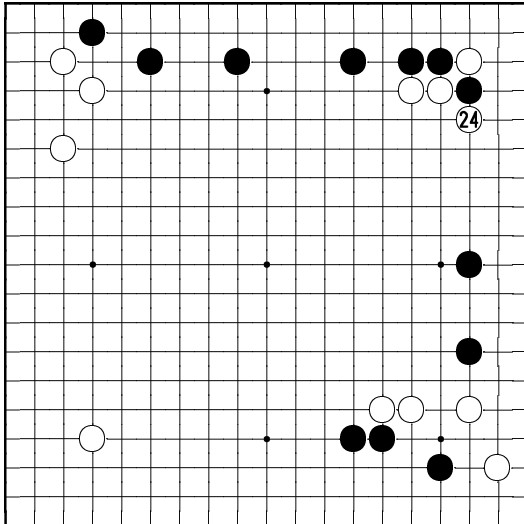
Threatening S17.

Remember to play this exchange first.



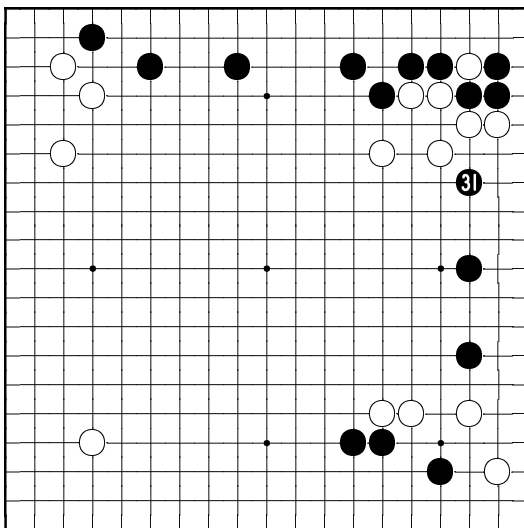
Aiming for the cuts here.

4 Game: Move 30



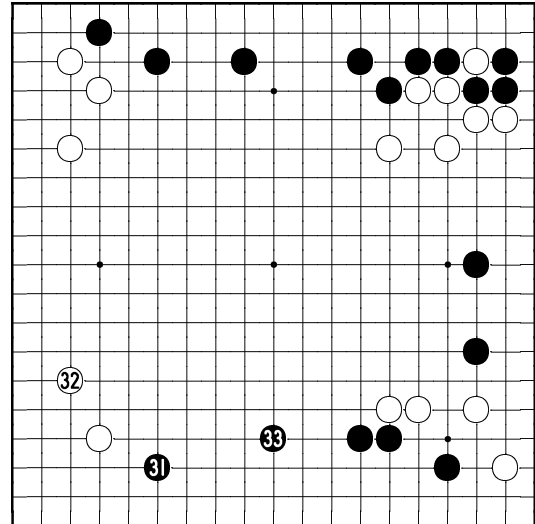
don't ask me

4.1 Fork: Move 31

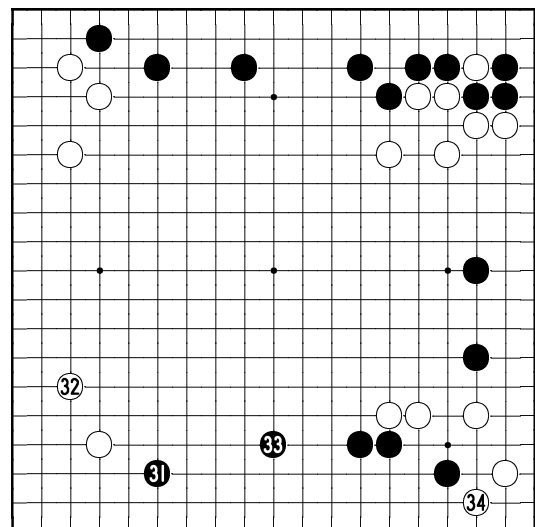


ignore this node

5 Game: Move 37

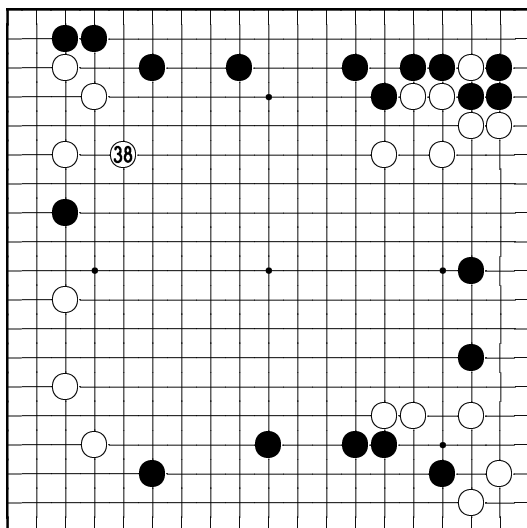


now black is settled on both sides of my r5 group, with a large bottom territory



I thought my group was in trouble, I guess..
probably small and unnecessary

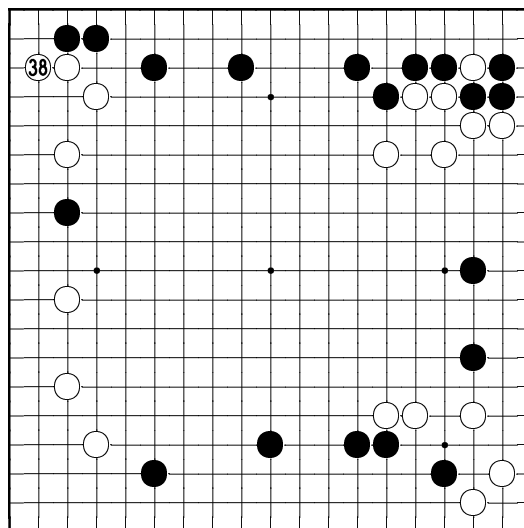
5.1 Fork: Move 40



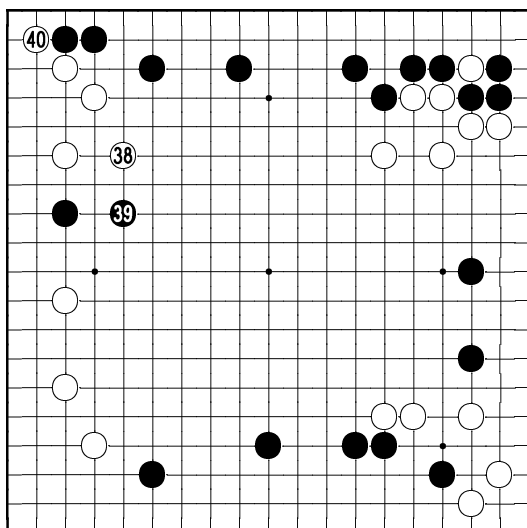
Alternate plan to exchange this move first.

Threatens to kill the black stone with D12.

5.2 Fork: Move 38

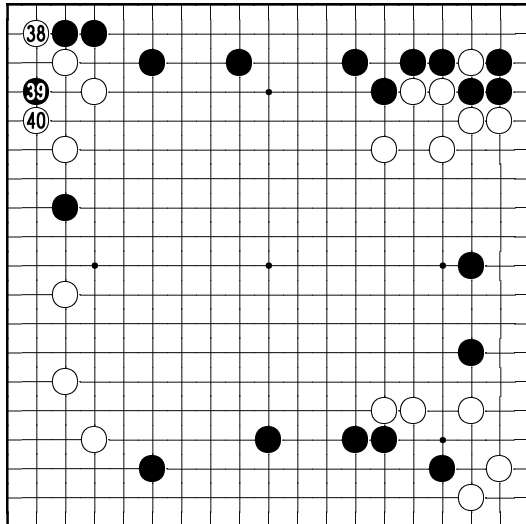


maybe this is the right move?

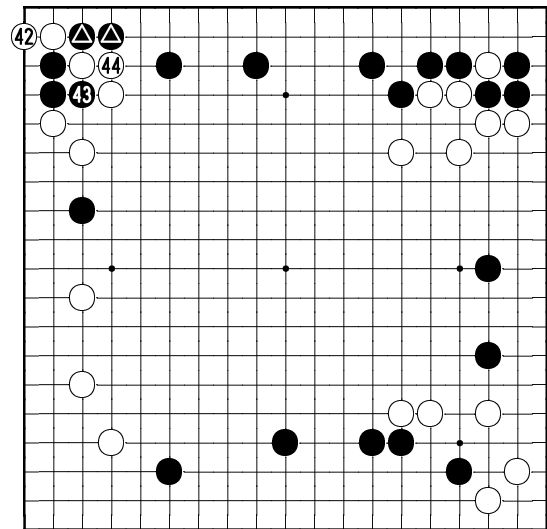


With the extra stone at E14, white can block just fine.

6 Game: Move 41



Most kyu players don't know this move. You didn't know the followup so you lost many points though.

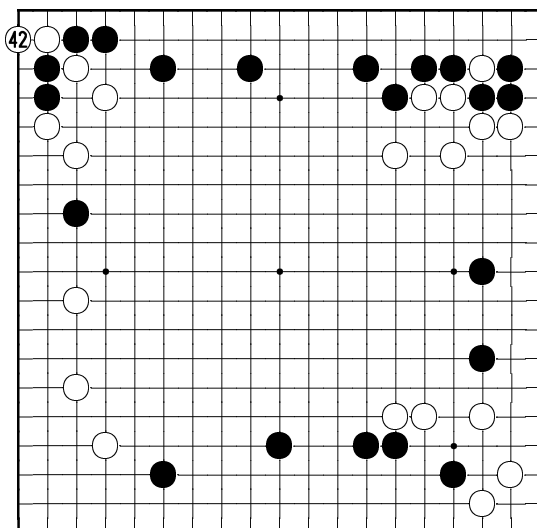


Two triangle stones are in danger.

White is offering a trade.

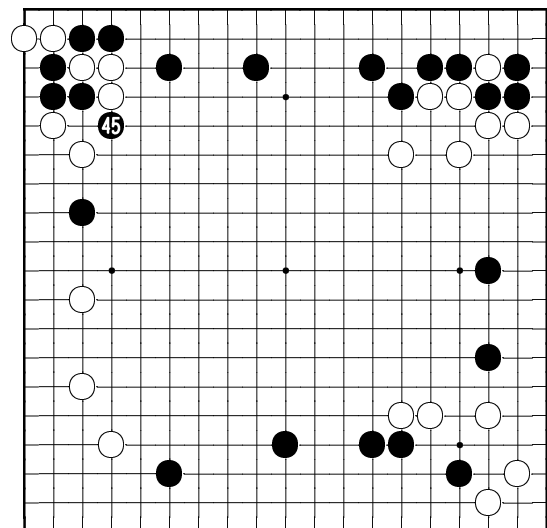
Black needs to escape his 3 stones in either case though.

6.1 Fork: Move 44

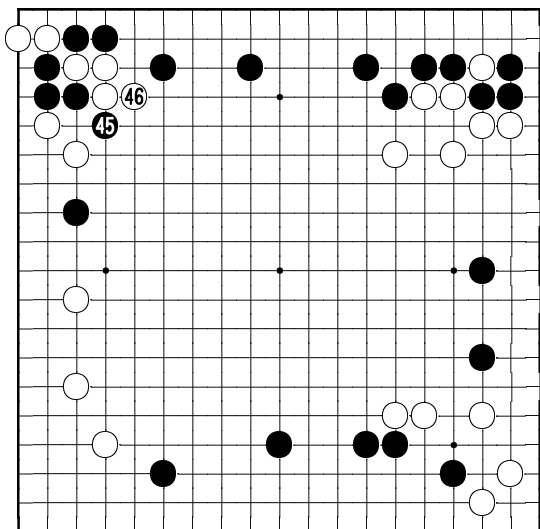


This is the key move.

6.2 Fork: Move 49

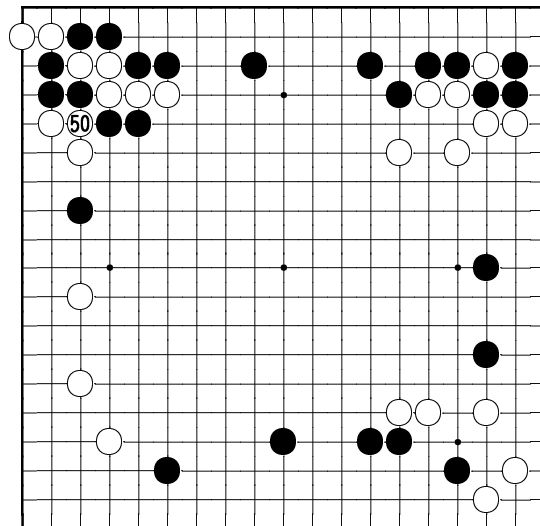


Black has to hane out instead, and white will extend out.

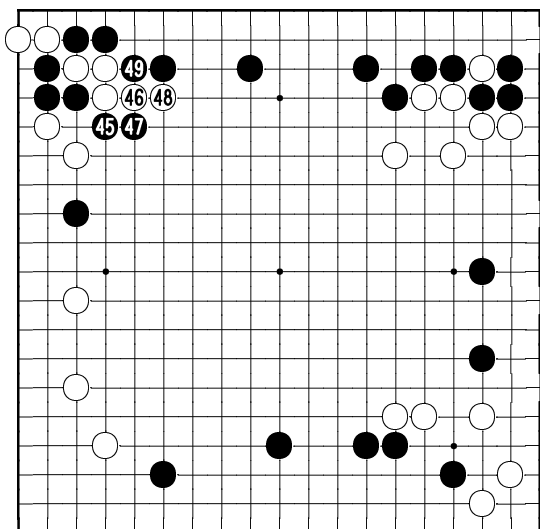


This is the important part.

6.3 Fork: Move 50



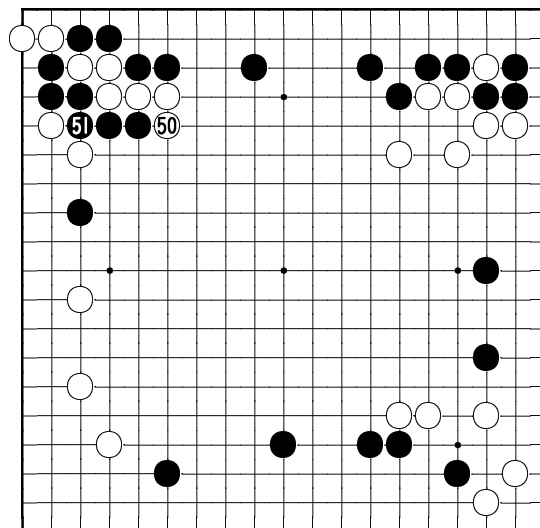
So white needs the ladder in order to play B15.



If black had the ladder, making E17 sente, then white is dead in the water.

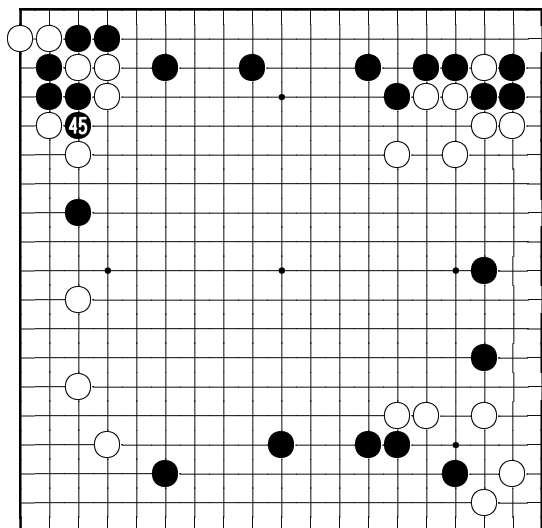
Otherwise, white can cut at C15 and be fine.

6.4 Fork: Move 51

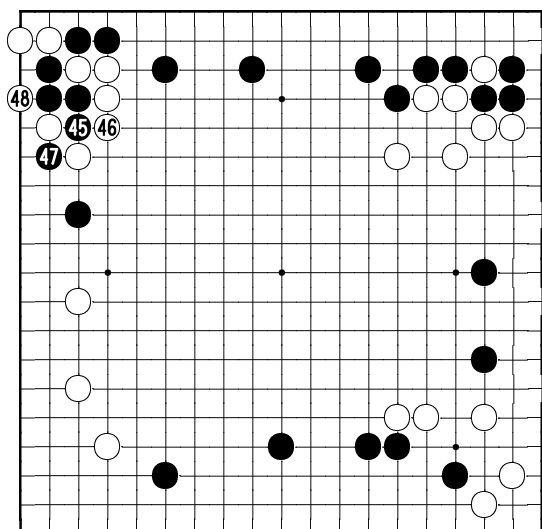


Now white can't squeeze with all of black's extra liberties.

6.5 Fork: Move 50

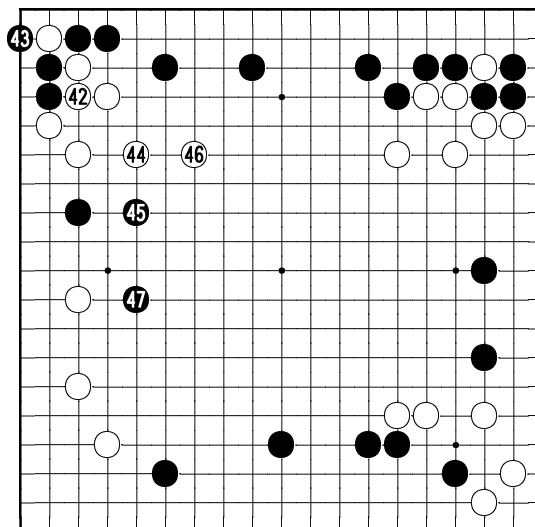


This push is certain death.

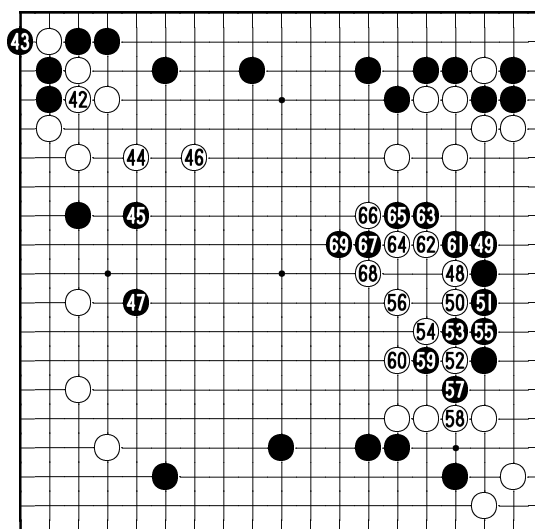


Squeeze kill.

7 Game: Move 71

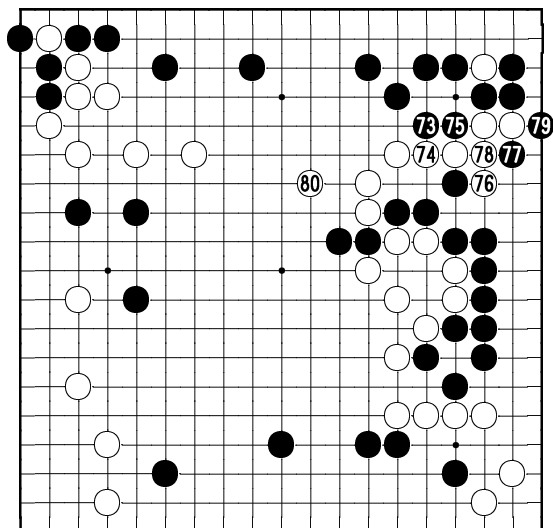


Now I'm waay behind in territory with three groups that are doing nothing...



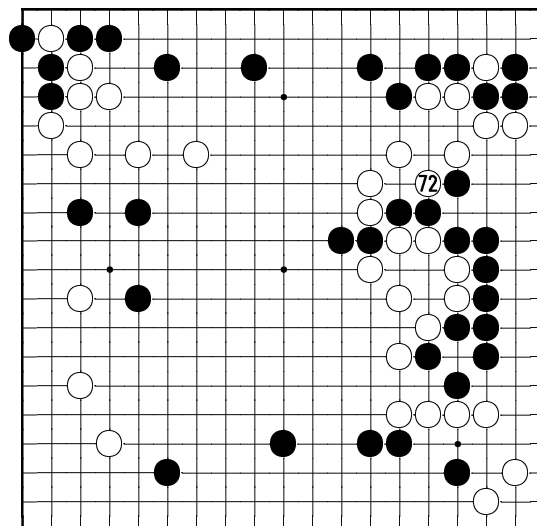
: (

7.1 Fork: Move 80

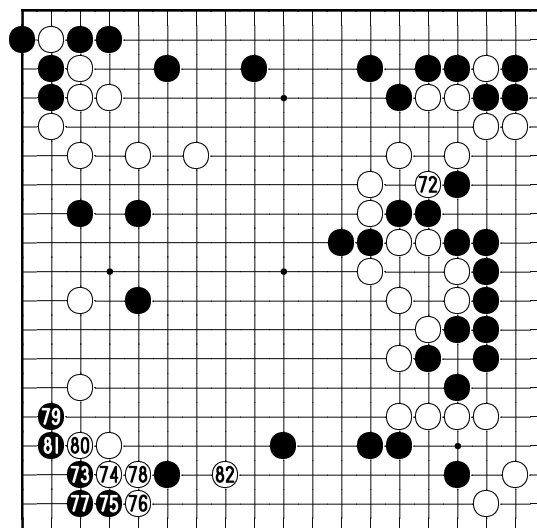


:(

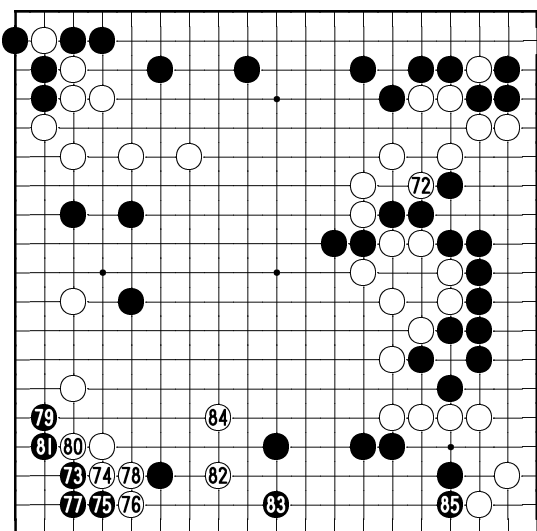
8 Game: Move 143



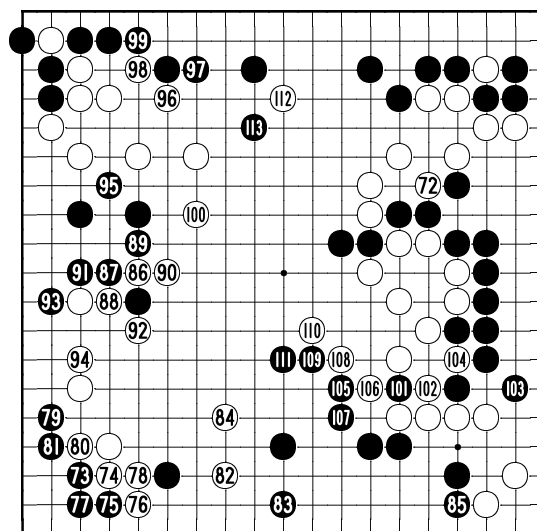
probably a wasted move



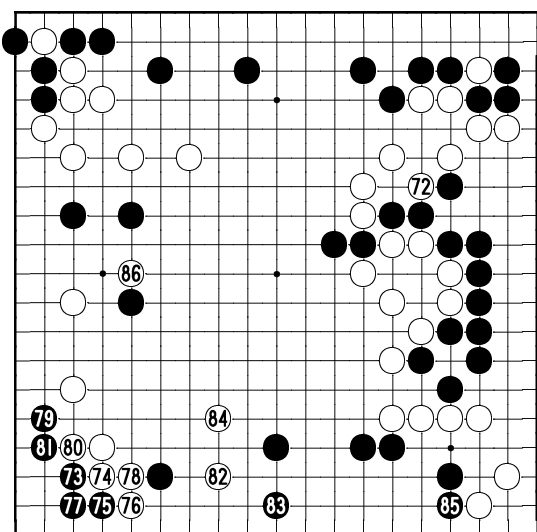
I don't even know



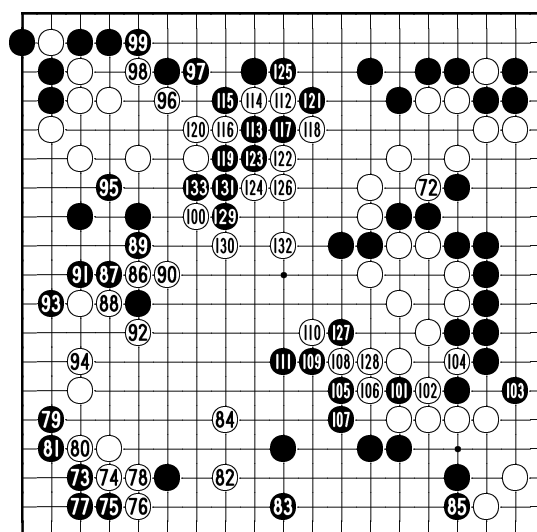
At this point the game seemed lost for white even if the game was between 10kyus. White has no territory and barely any influence.



but, as you can see, I'm just too thin to make points in the center



this is my last ditch attempt to make a comeback by splitting and harrassing the D12 group with prayers to make some points in the middle and possibly strengthen myself near black's top territory.

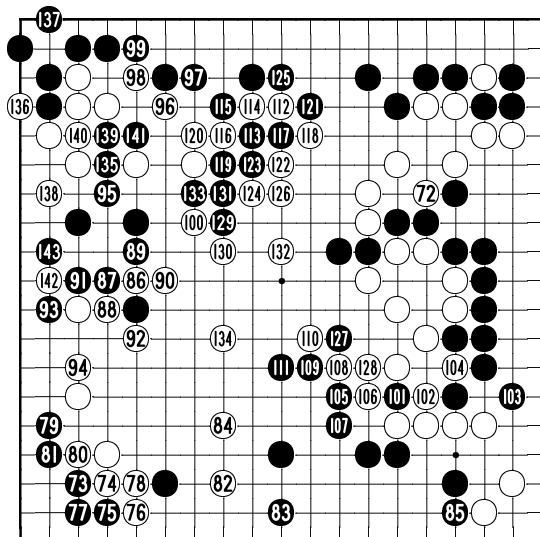


And from here the top left group gets killed.

It was pretty much inevitable at this point.

I've lost 6ish games in a row on KGS against 4 and 5 kyus, so I'm going to lower my rank estimate down to 7kyu.

My question for you is: what should I be
 focusing on going forward, so that I don't
 get in desperate situations like this again?



notebook [?]: ty
 sila [5k]: thx