

2014-08-10a

White: Gabrielle Su 3d

Black: Anders

Komi: 7½ points

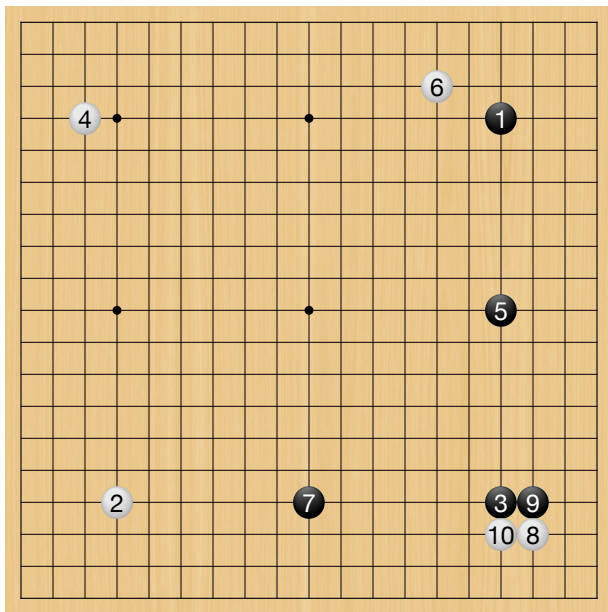
Date: 2014-08-10

Place: New York

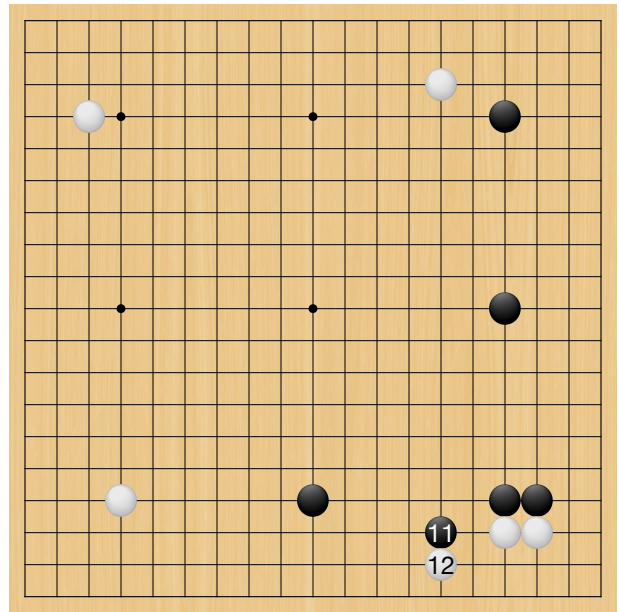
Event: Go Congress

Round: 1

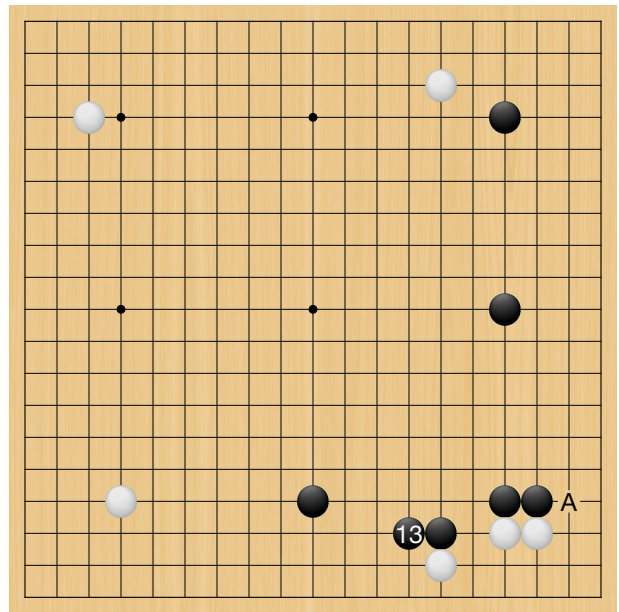
Comments based on analysis by Feng Yun 9p,
as best I remembered them.



Moves 1-10

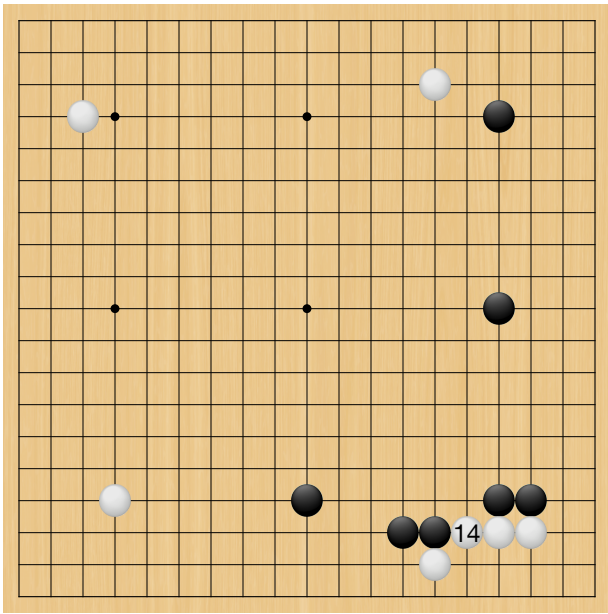


Moves 11-12

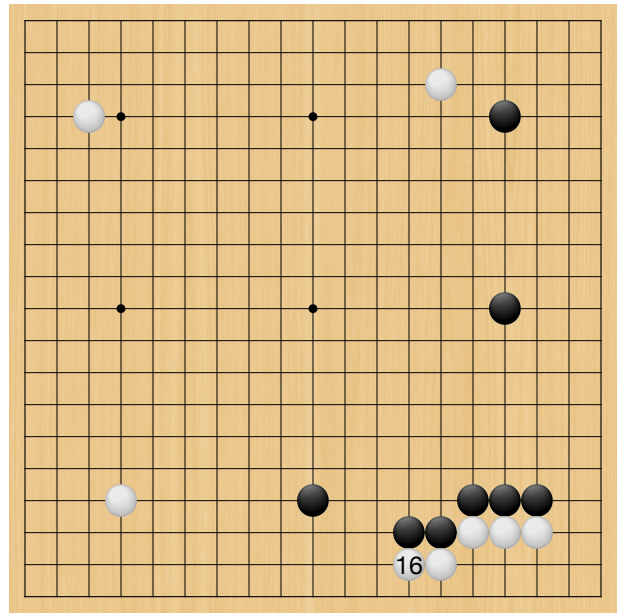


Move 13

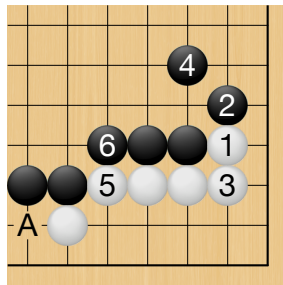
White should play A first.



Move 14

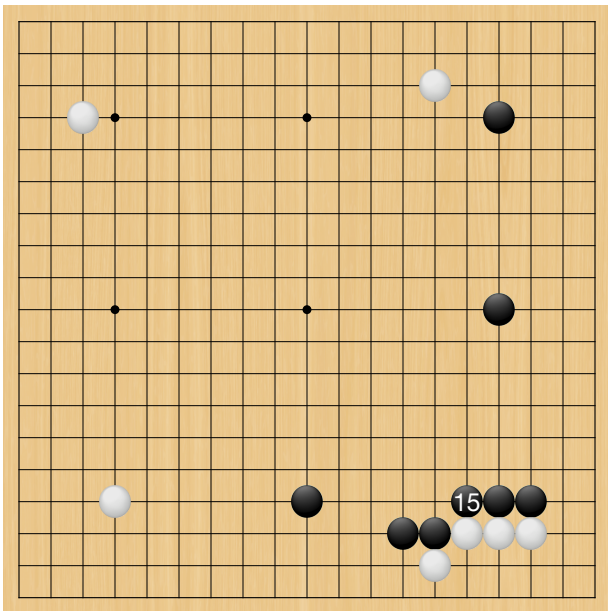


Move 16

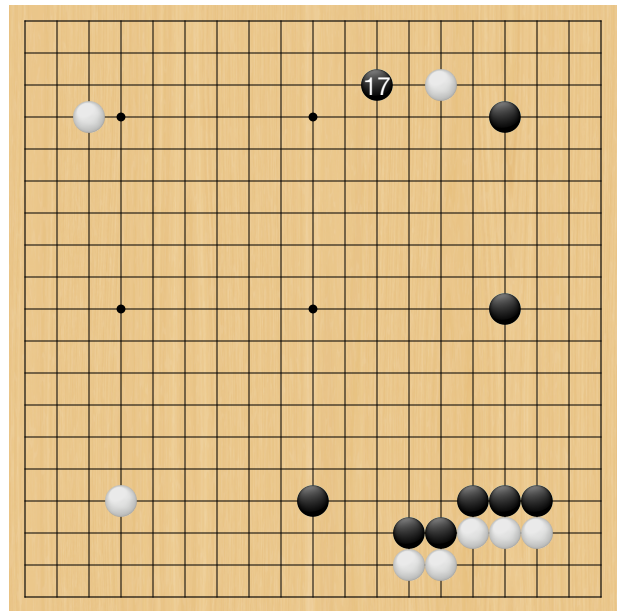


At this point, White can tenuki. Doesn't even have to respond if Black plays A.

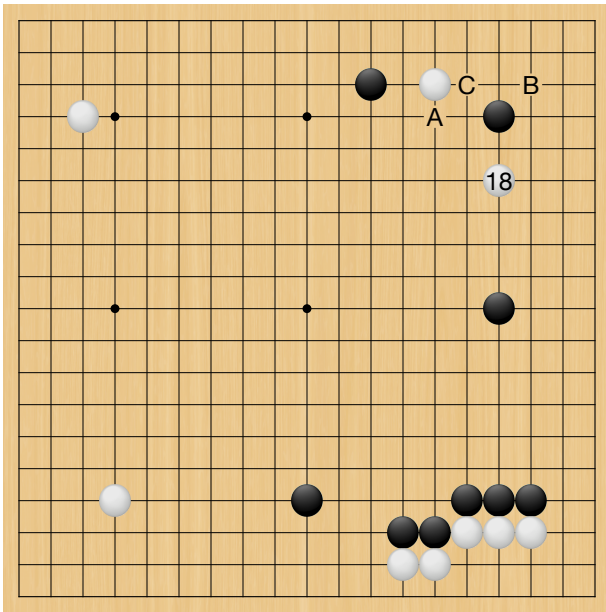
This way, Black ends with sente.



Move 15

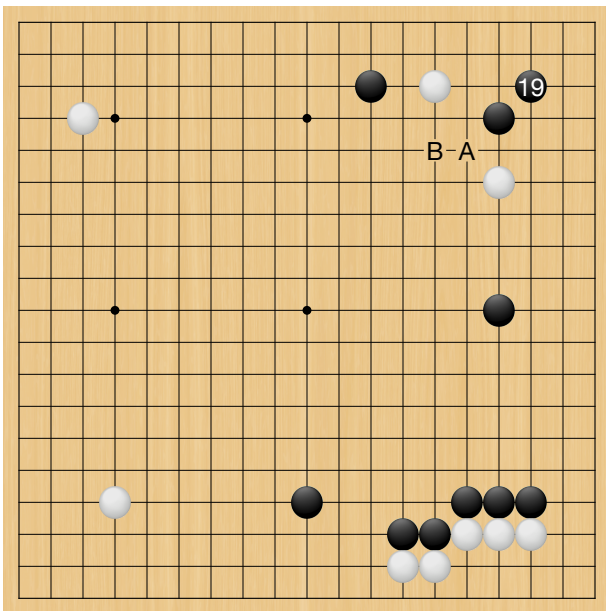


Move 17



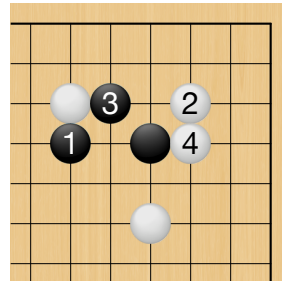
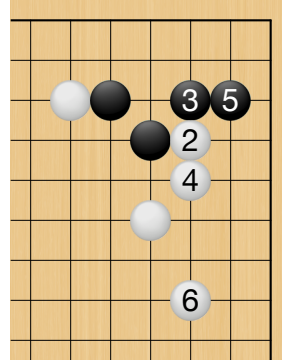
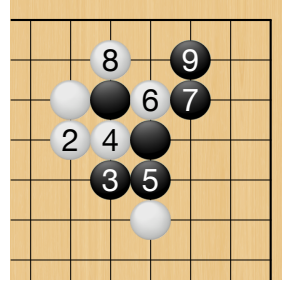
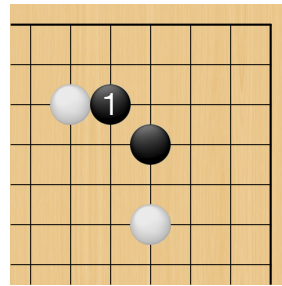
Move 18

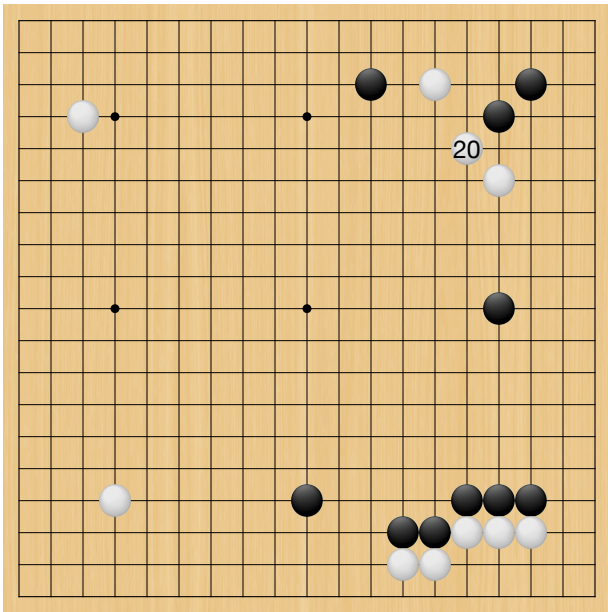
Didn't like the result after A, so played B. C would have been better.



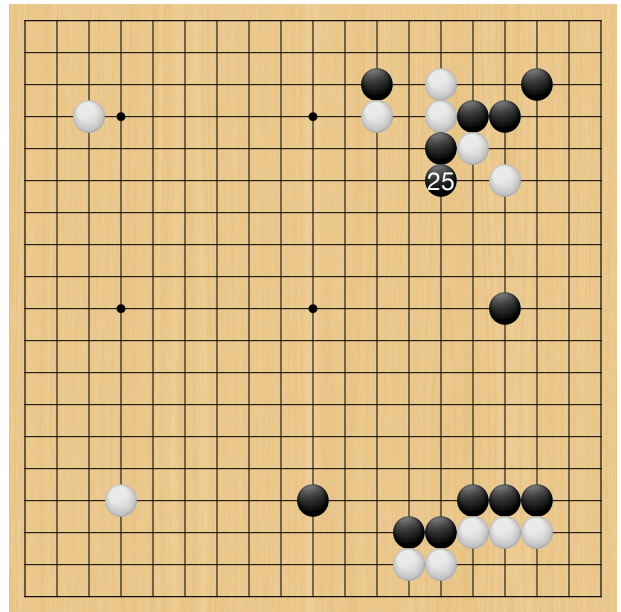
Move 19

A is the wrong shape: after cutting, Black's shape is much better. The correct shape is B.

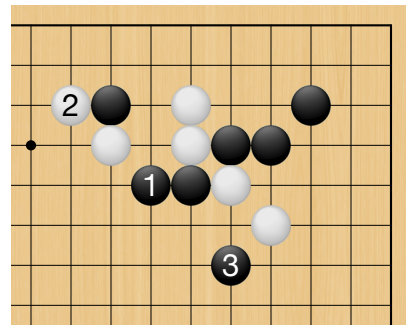
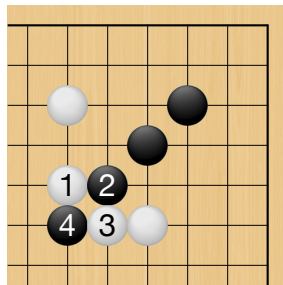




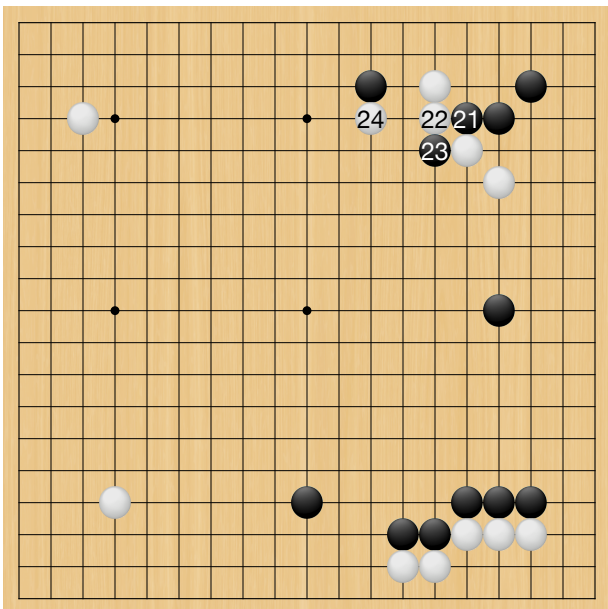
Move 20



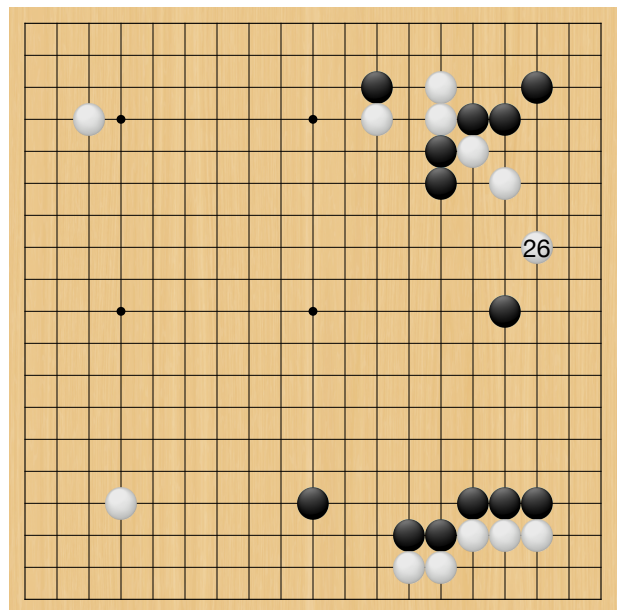
Move 25



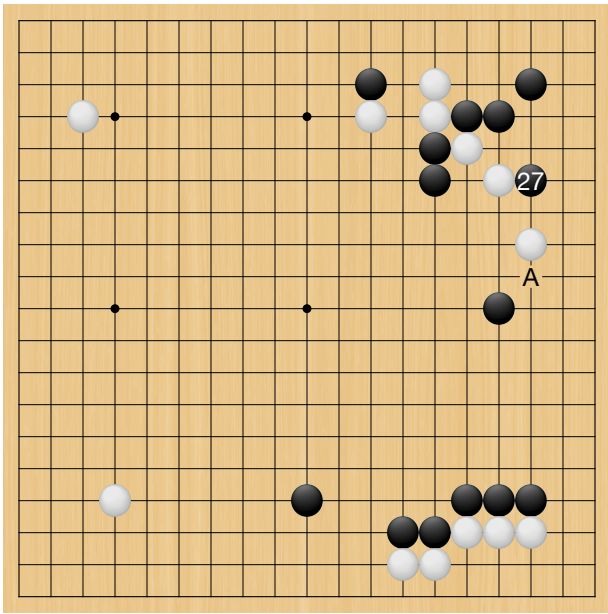
This would have been much better.



Moves 21-24

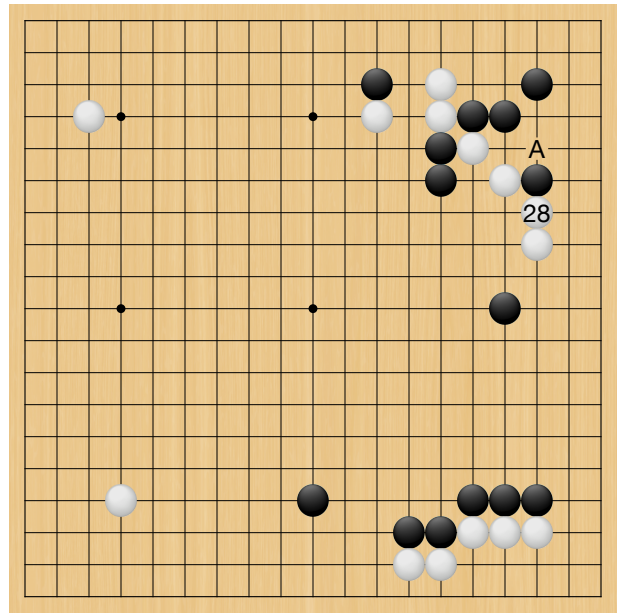


Move 26



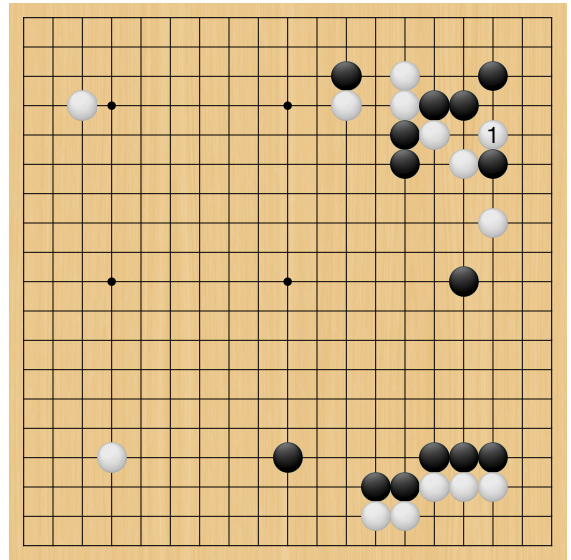
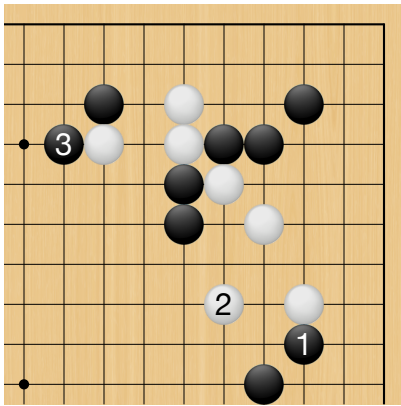
Move 27

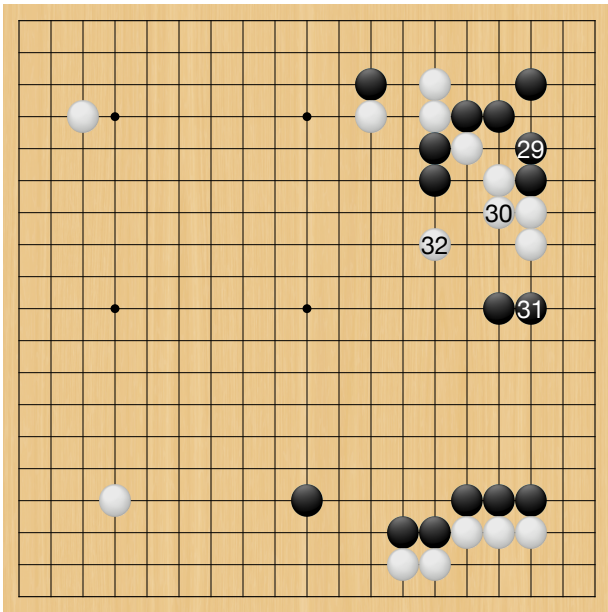
Not so good, better to play e.g. A. Corner is already safe, right side is currently open.



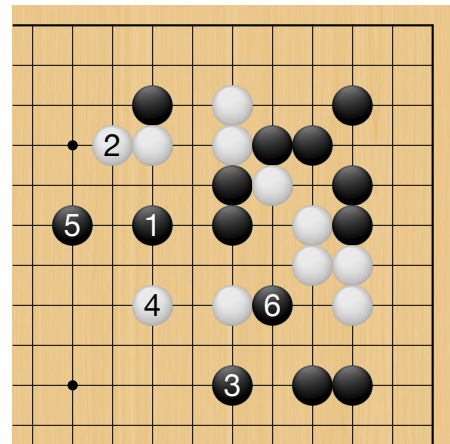
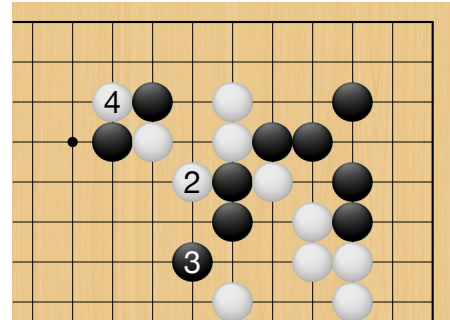
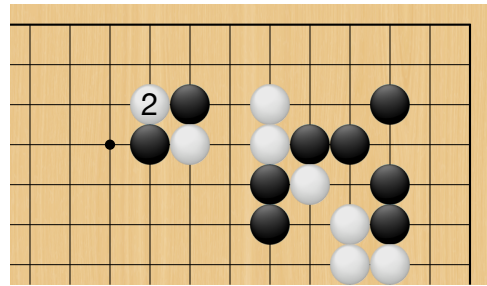
Move 28

White should cut at A instead.

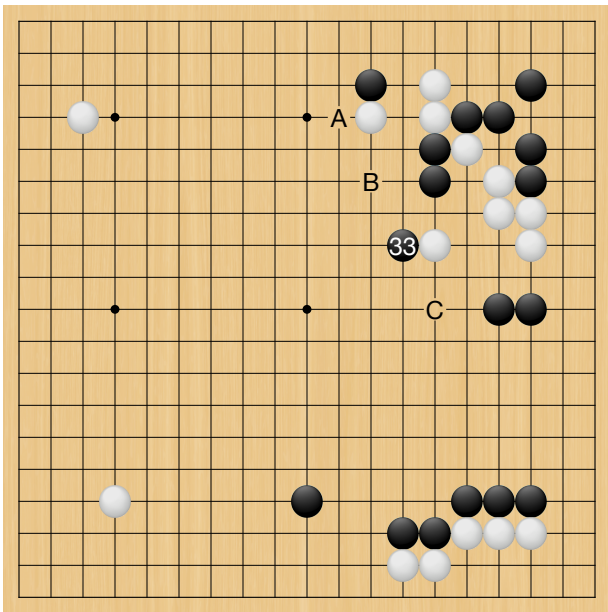




Moves 29-32

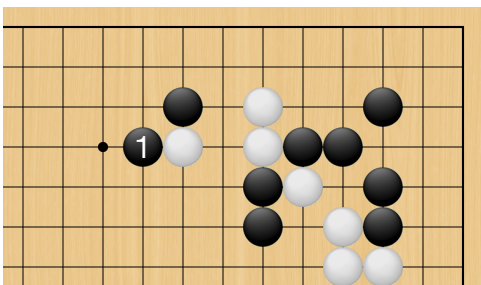


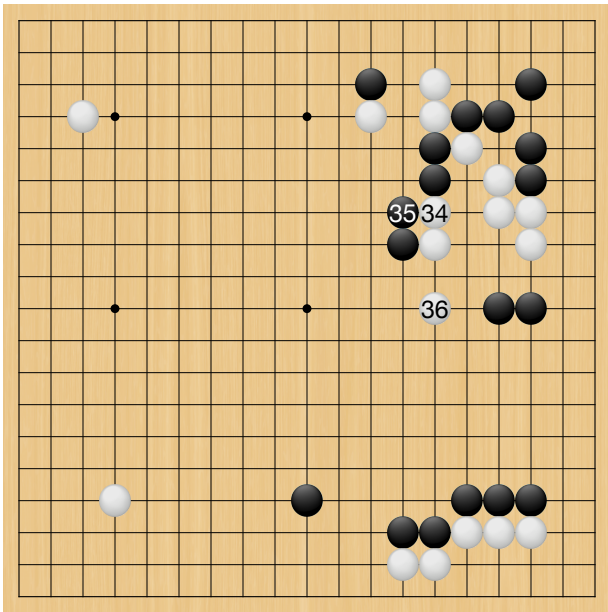
At some point, this cut might work.



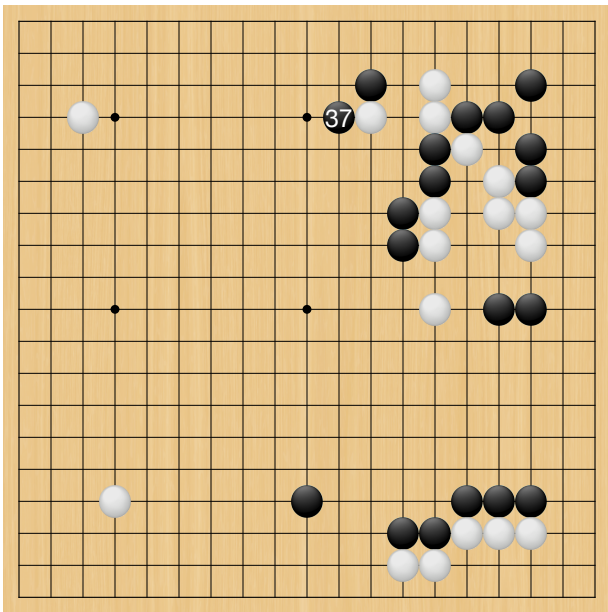
Move 33

Leaning against this group that I wanted to attack was the wrong direction. Better to play either A or B, and aim at getting C later.

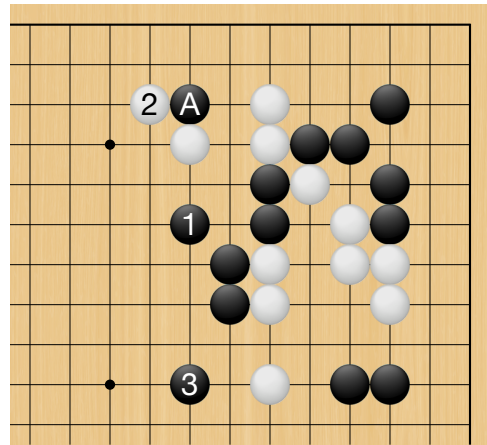




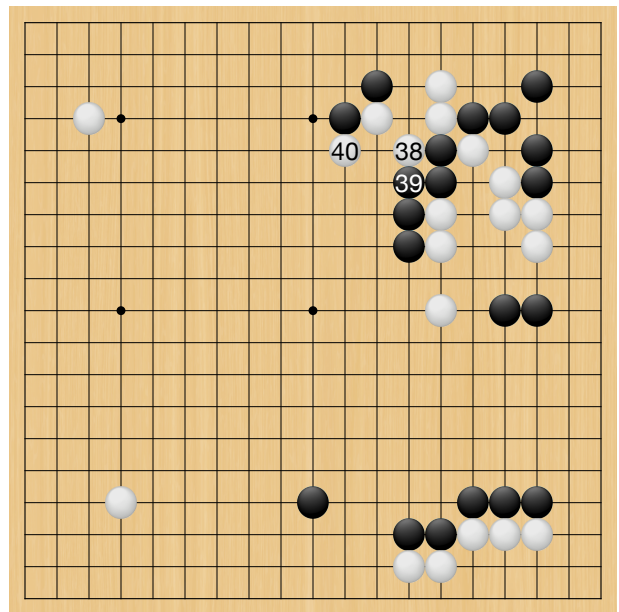
Moves 34-36



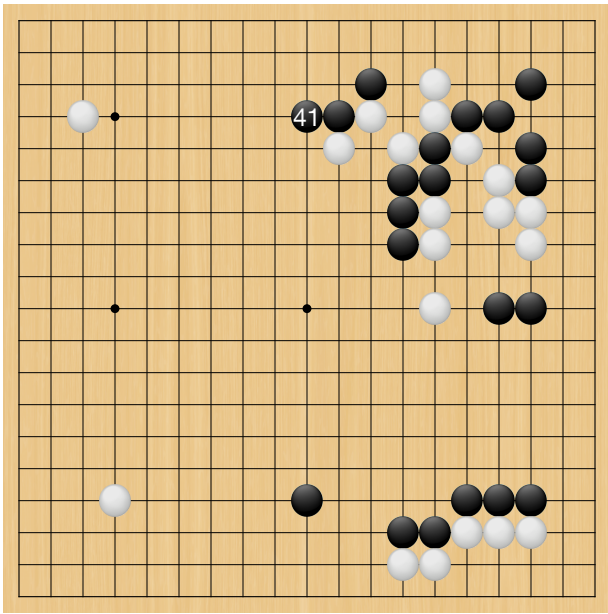
Move 37



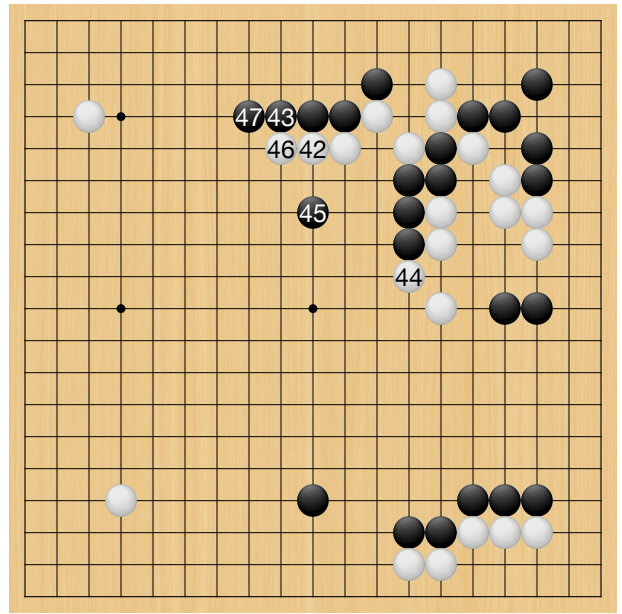
Stone at A still has aji.



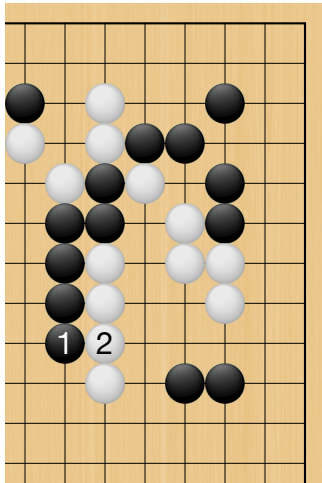
Moves 38-40



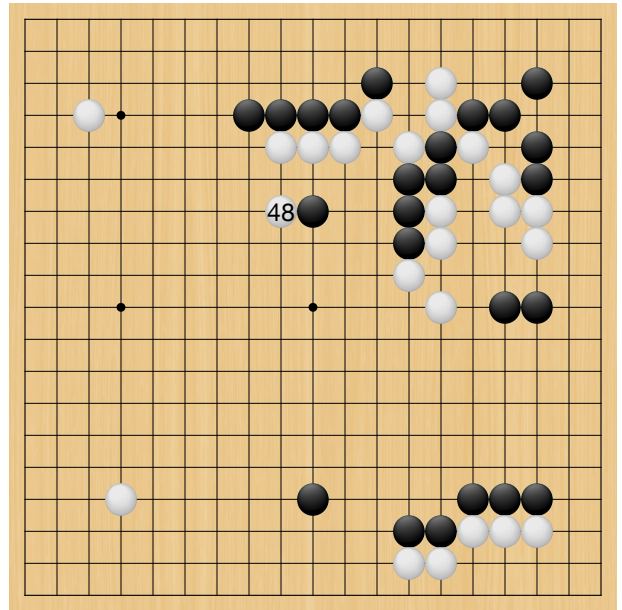
Move 41



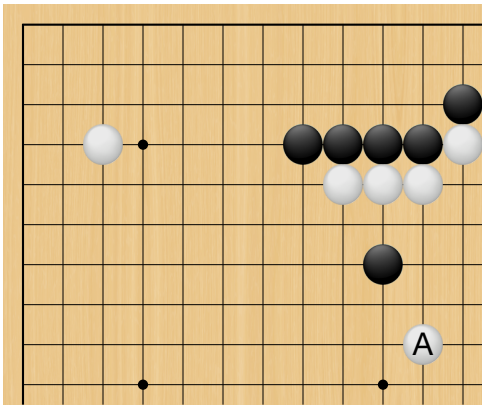
Moves 42-47



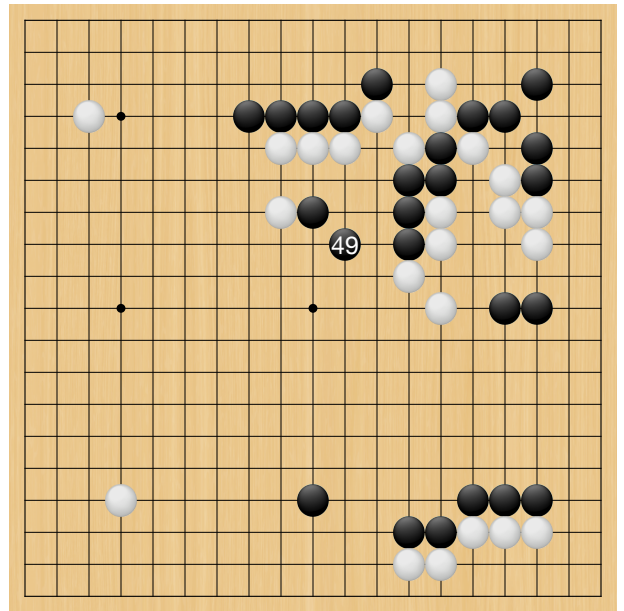
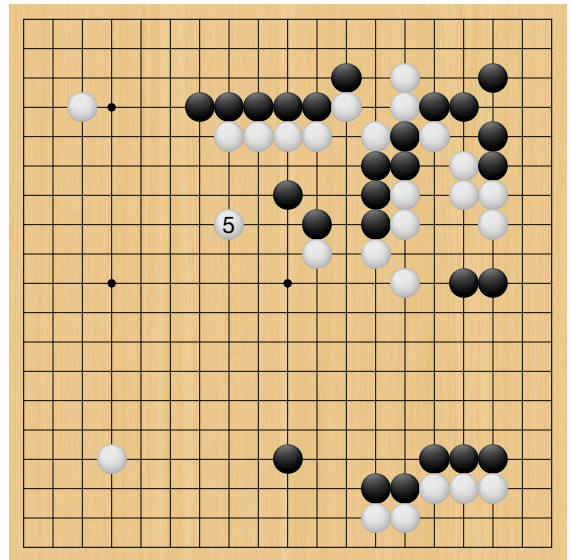
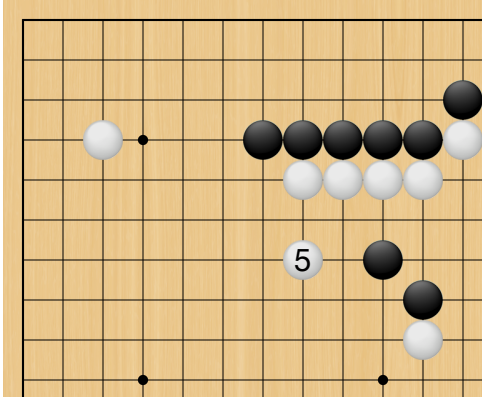
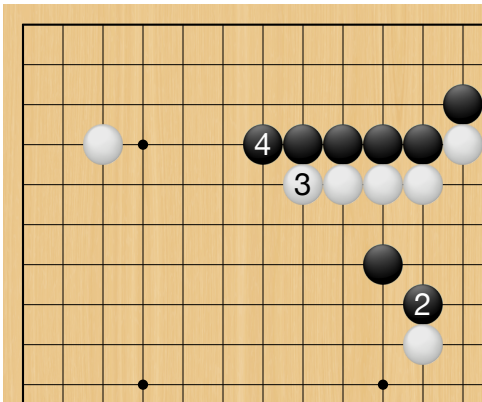
Black should play this exchange before it's too late.



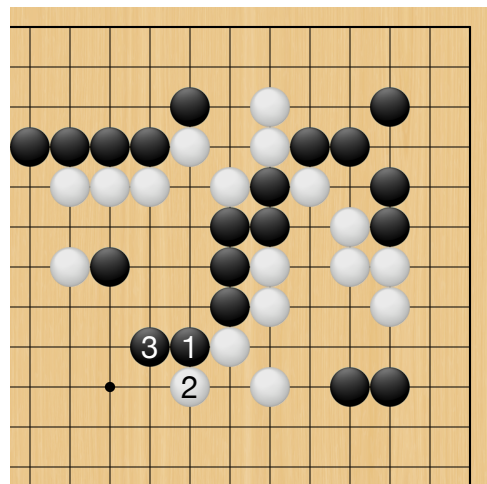
Move 48

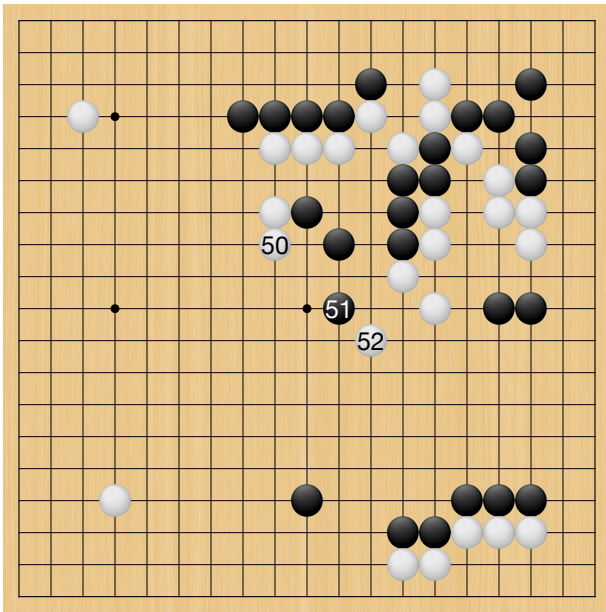


Probably better for White to play A.

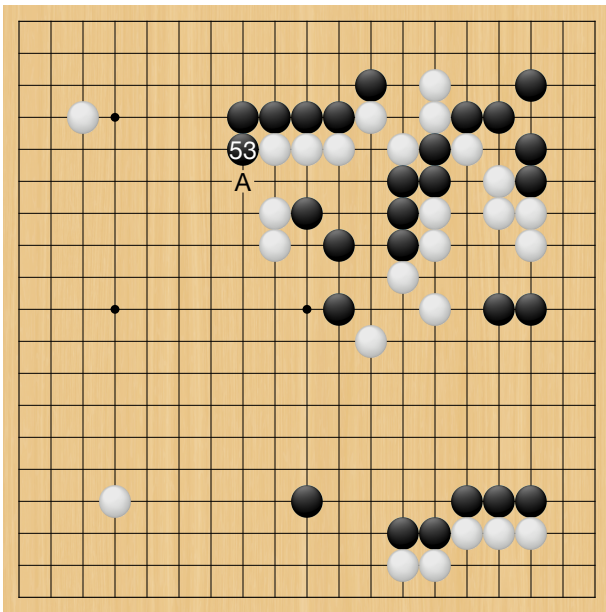
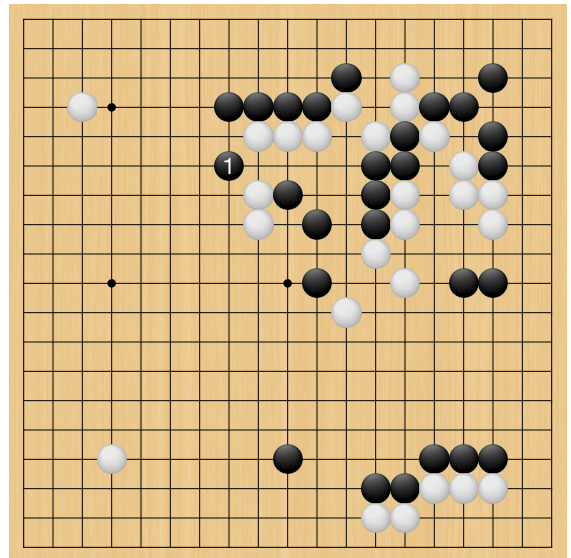


Move 49

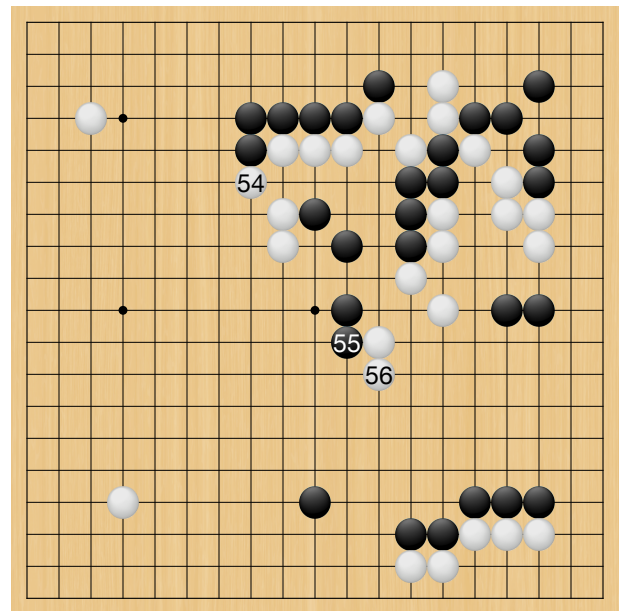




Moves 50-52

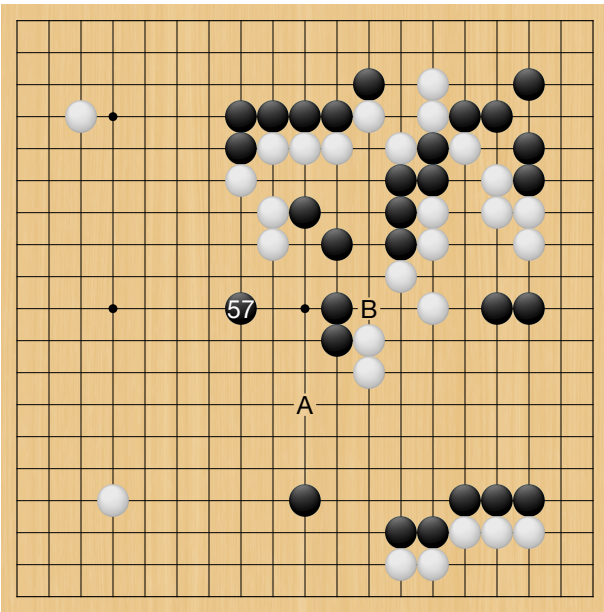


Move 53

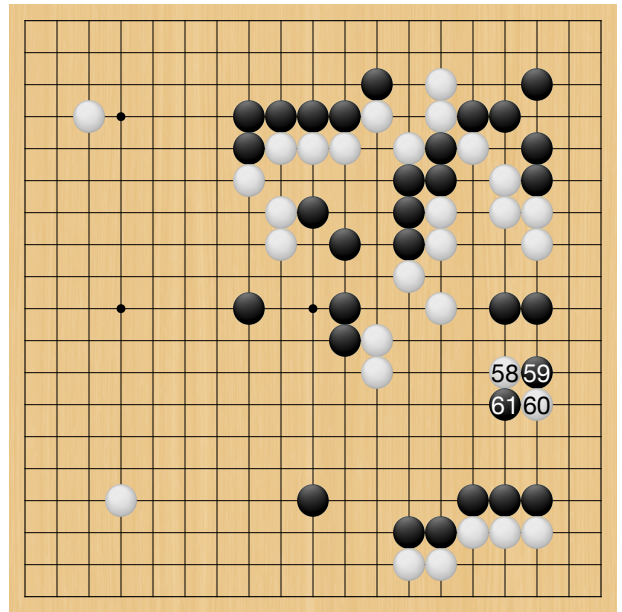


Moves 54-56

Not a good exchange, might want to play A instead later on when I'm a bit stronger in this area.

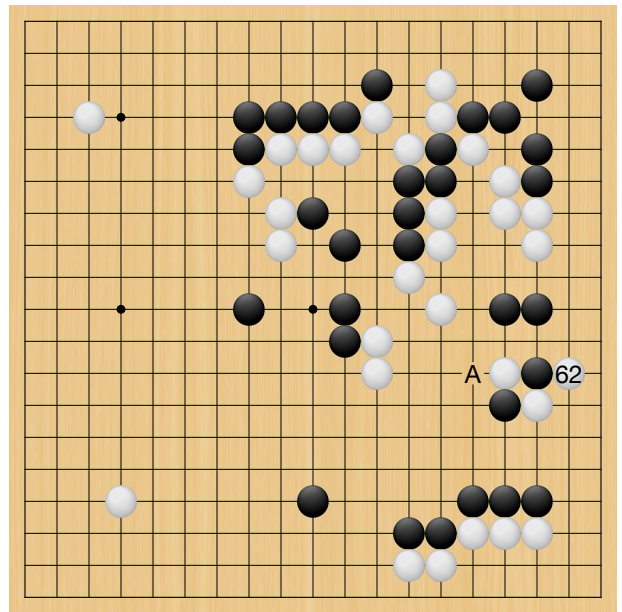
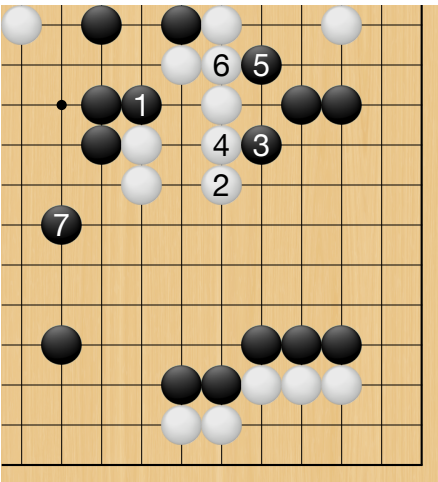


Move 57



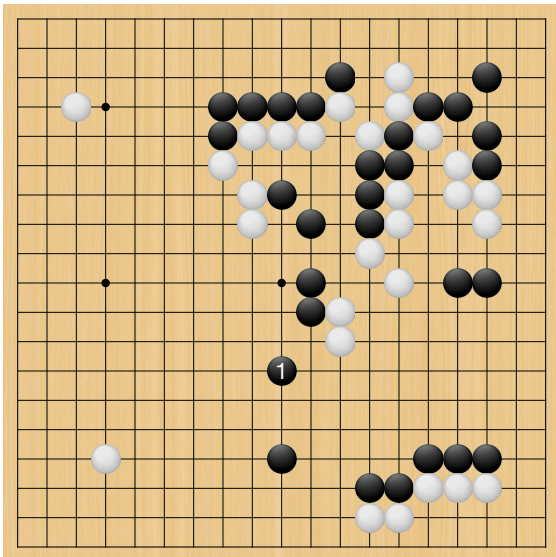
Moves 58-61

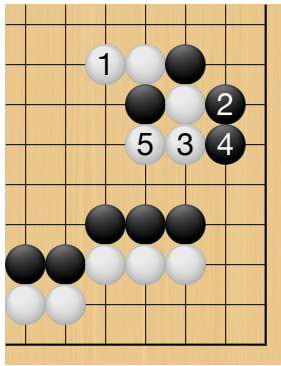
A would be better, or probe at B.



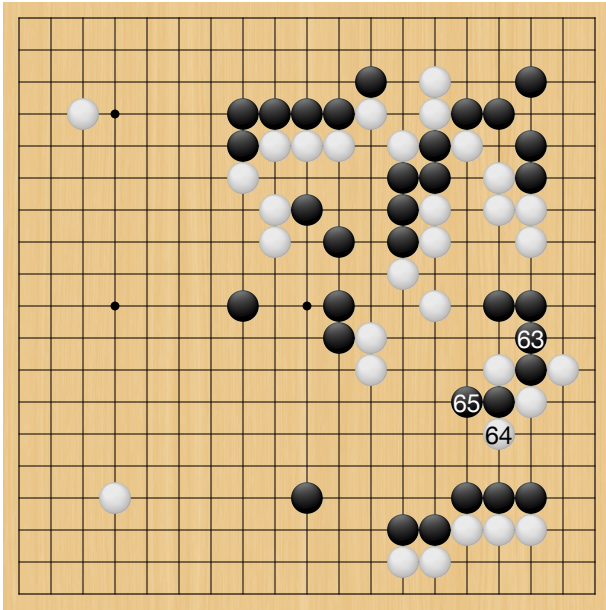
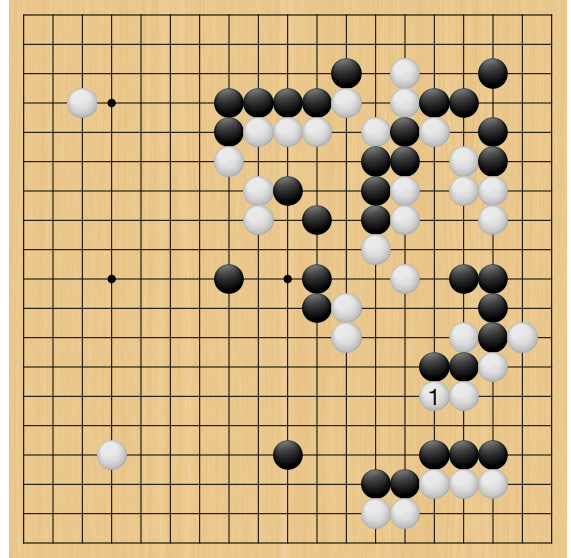
Move 62

Too aggressive, White should just draw back at A to get eye shape.

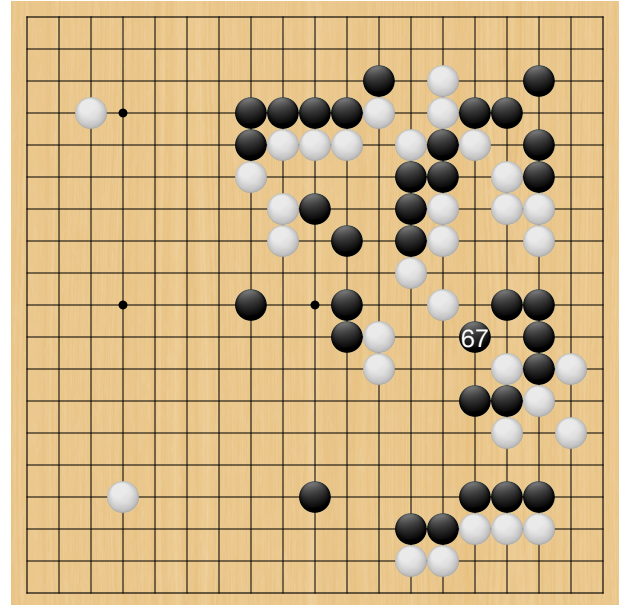




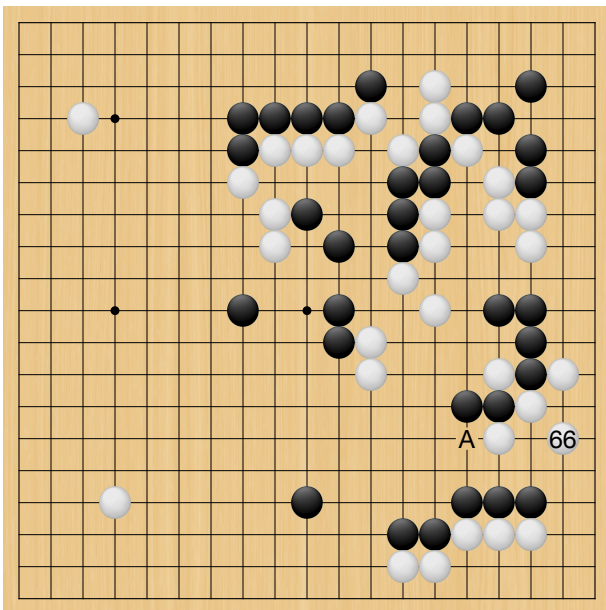
Black a chance to win.



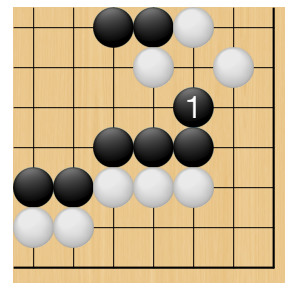
Moves 63-65



Move 67

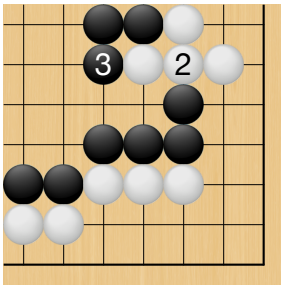


Move 66

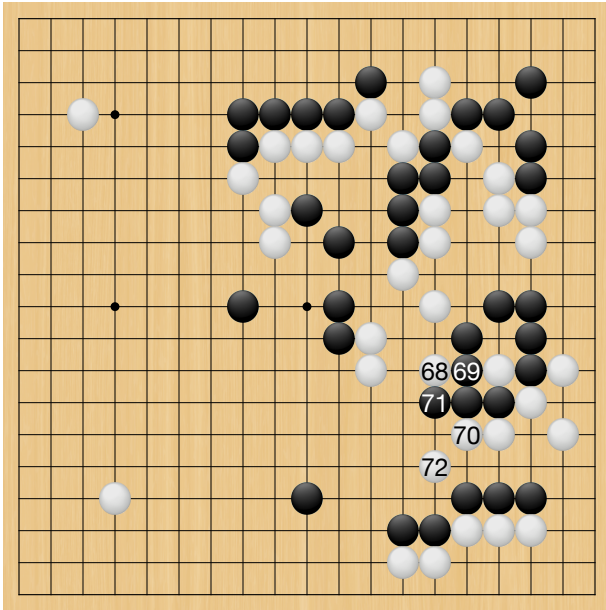
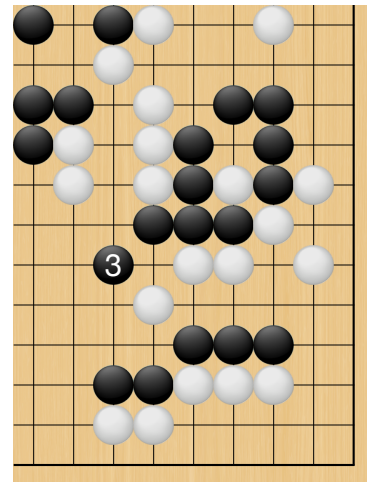
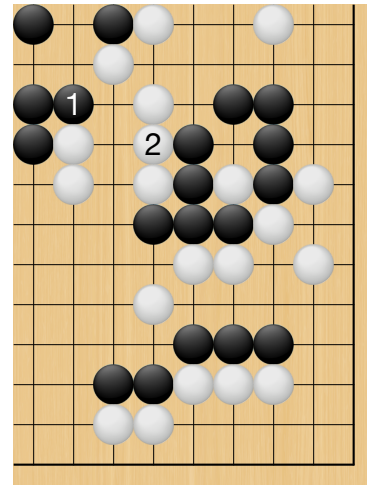


Did not see this move.

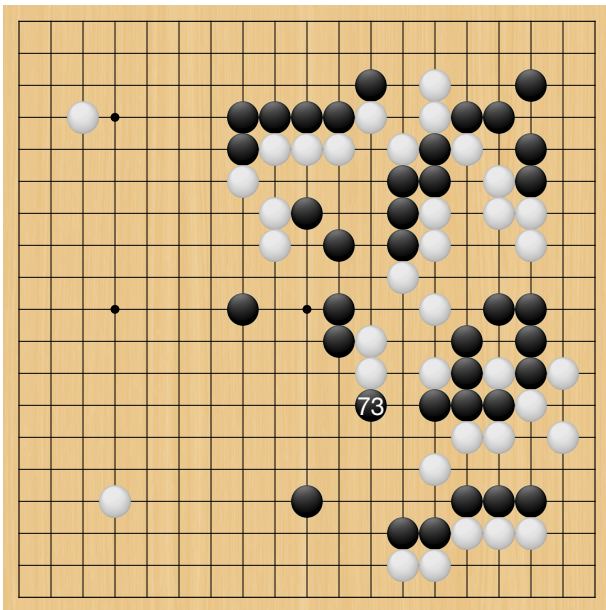
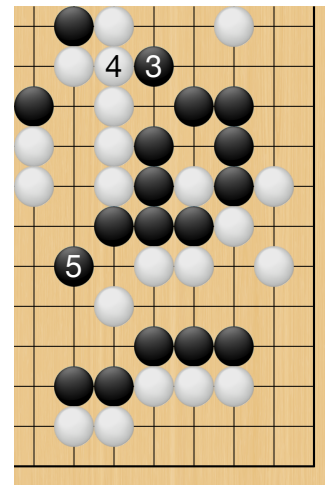
White should push up at A; this move gives



Problem solved.

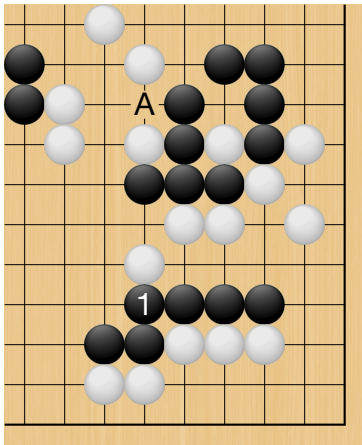


Moves 68-72

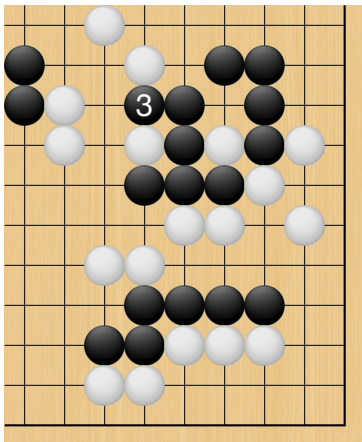
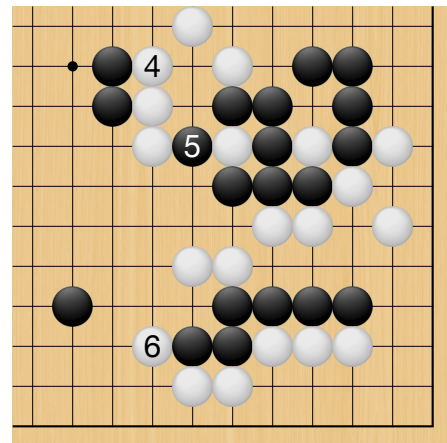
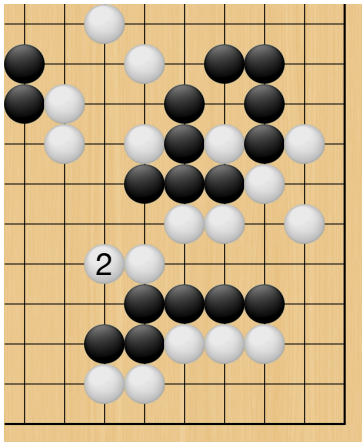
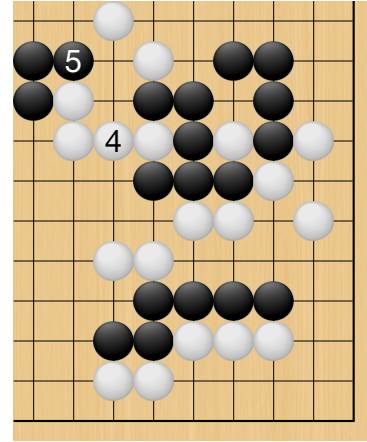
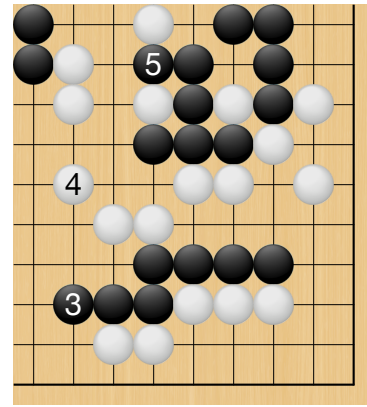


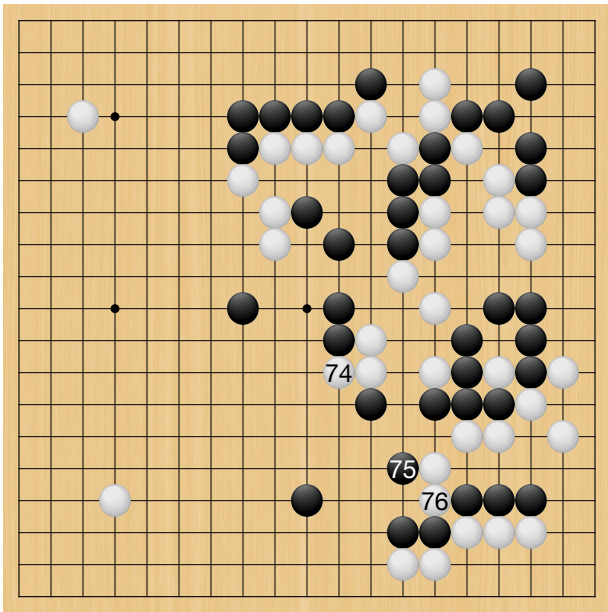
Move 73

Black needs to try to kill the white group to stay in the game; living is not enough.

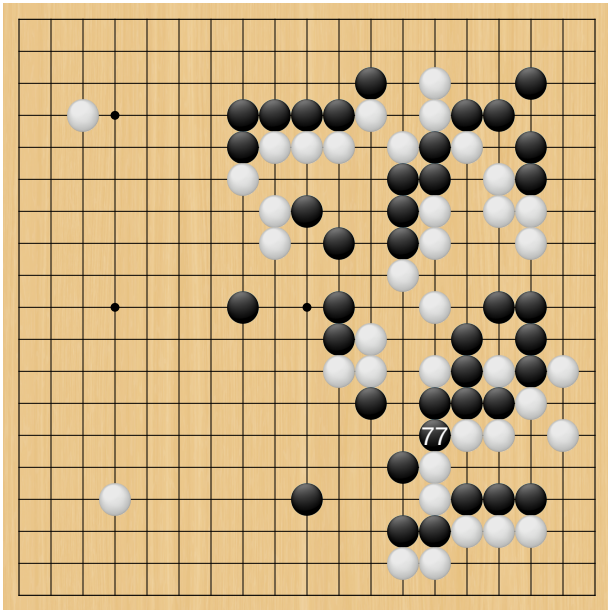
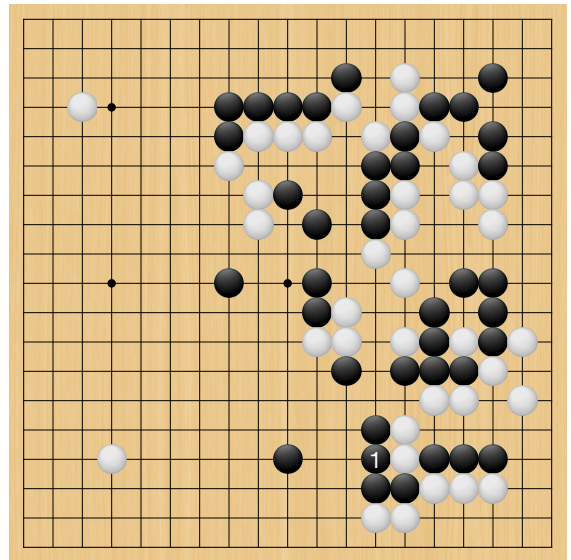


Should probably just have connected? Still have A which either gives me a second eye or a cut.

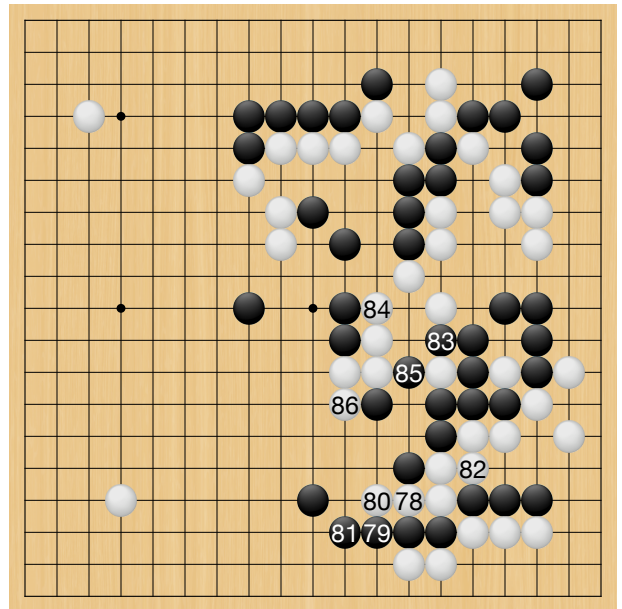




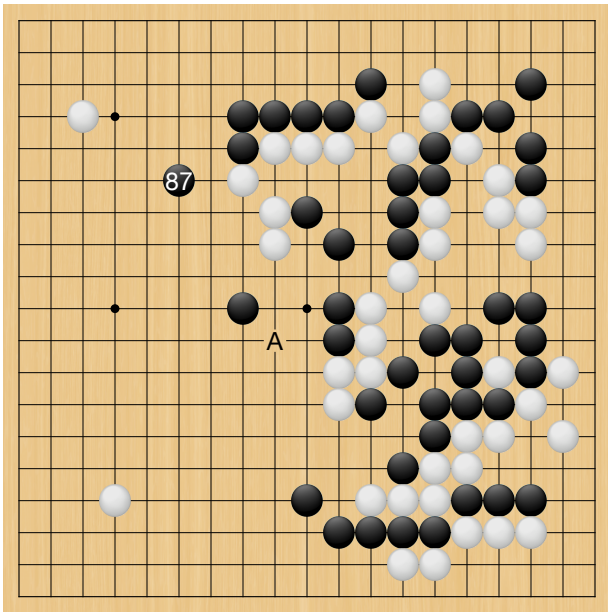
Moves 74-76



Move 77

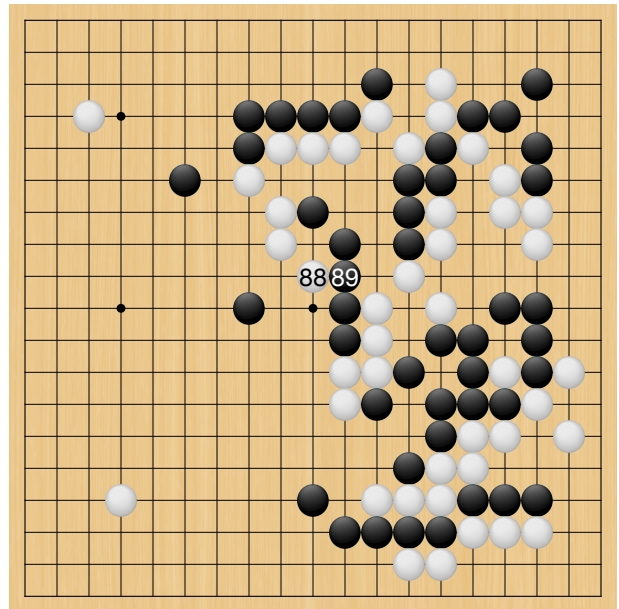
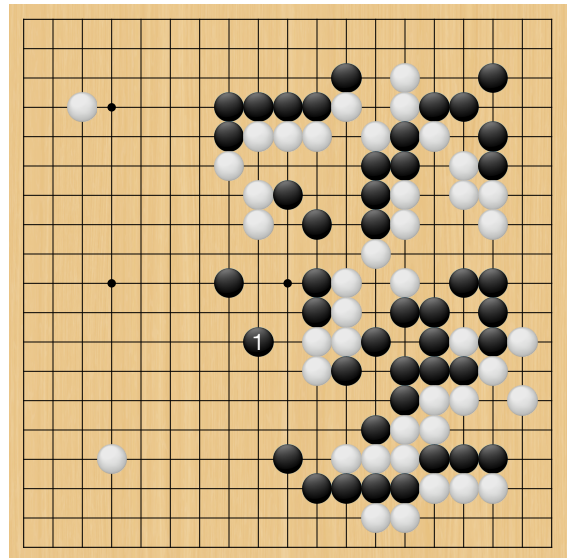
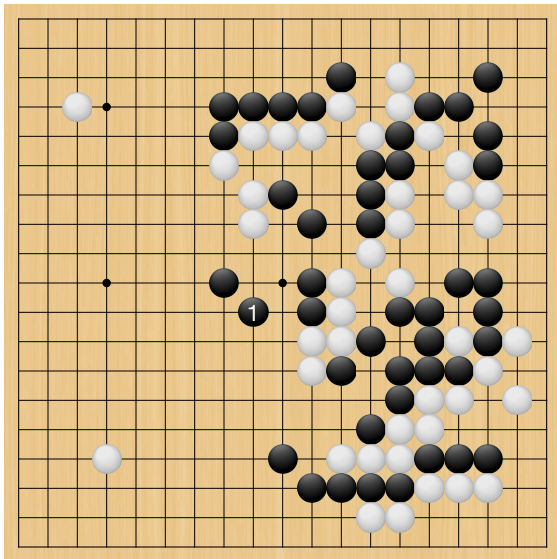


Moves 78-86

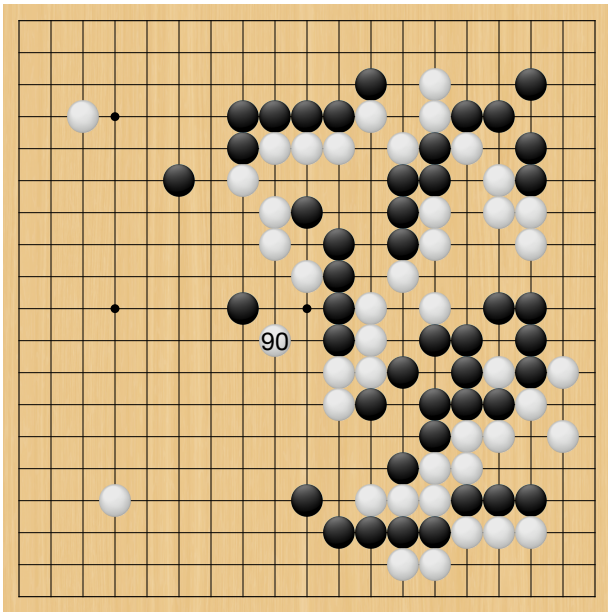


Move 87

Trying to get back in the game by attacking the other white group, but would need to reinforce my connection around A first.

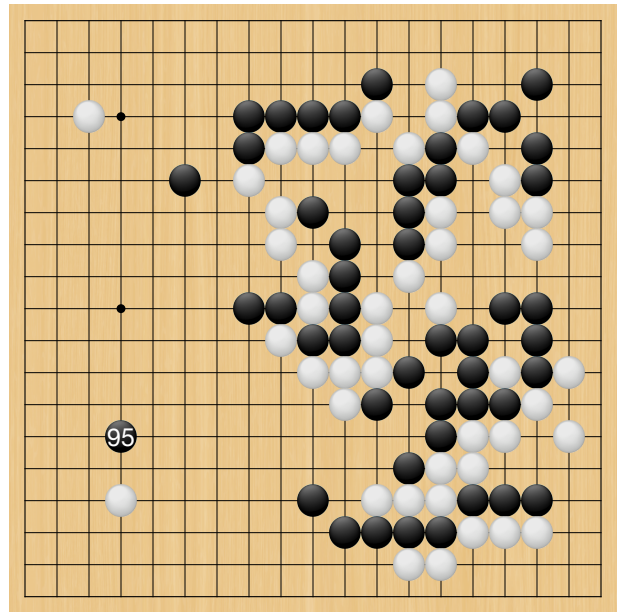


Moves 88-89



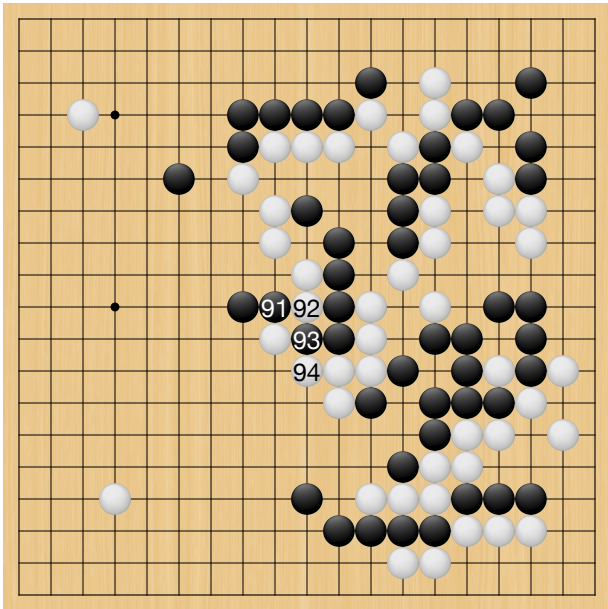
Move 90

Didn't see this move coming.

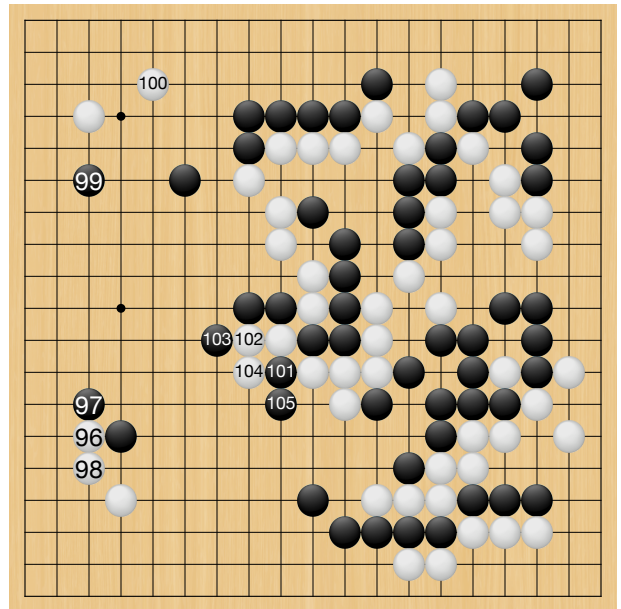


Move 95

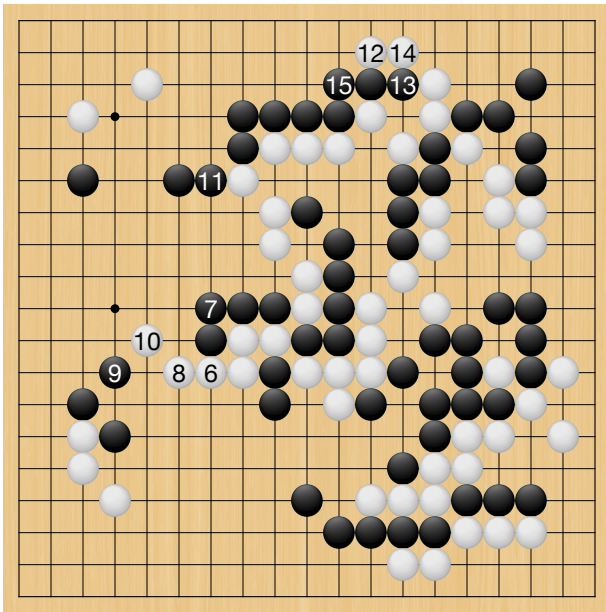
At this point, the game is over, don't have enough liberties to start a capturing race.



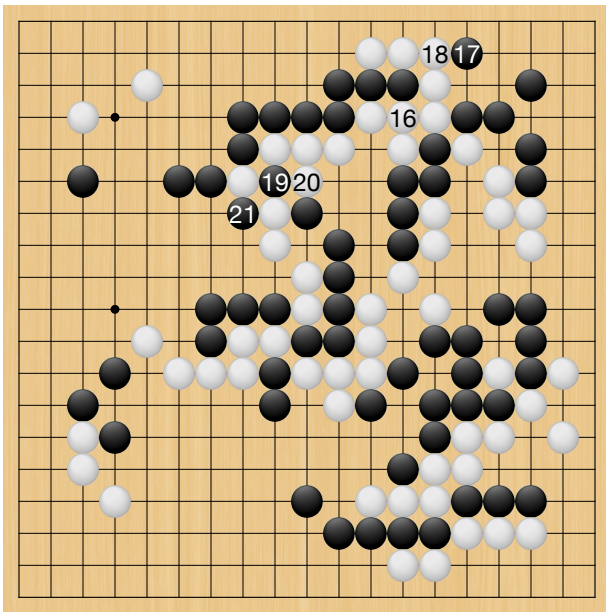
Moves 91-94



Moves 96-105



Moves 106-115



Moves 116-122

122: connects

122 moves. Gabrielle Su wins by resignation.

2014-08-11a

White: Anders Kierulf 3d

Black: Cole Pruitt 2d

Komi: 7½ points

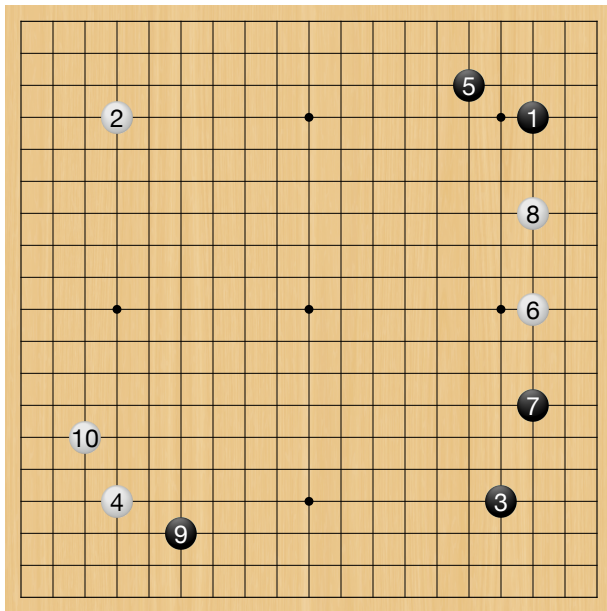
Date: 2014-08-11

Place: New York

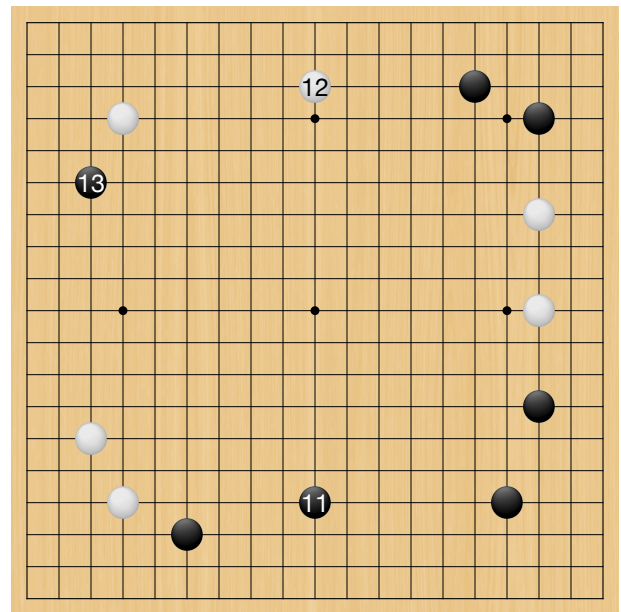
Event: Go Congress

Round: 2

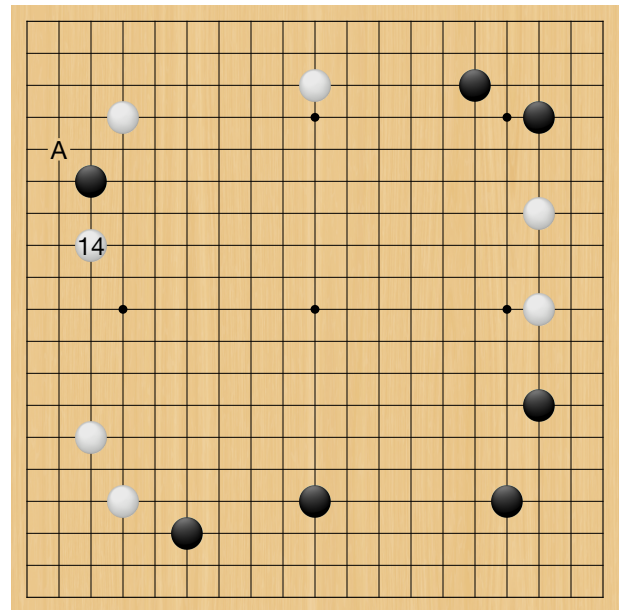
Comments in the opening based on analysis by Xie He 9p; later comments based on analysis by the players.



Moves 1-10

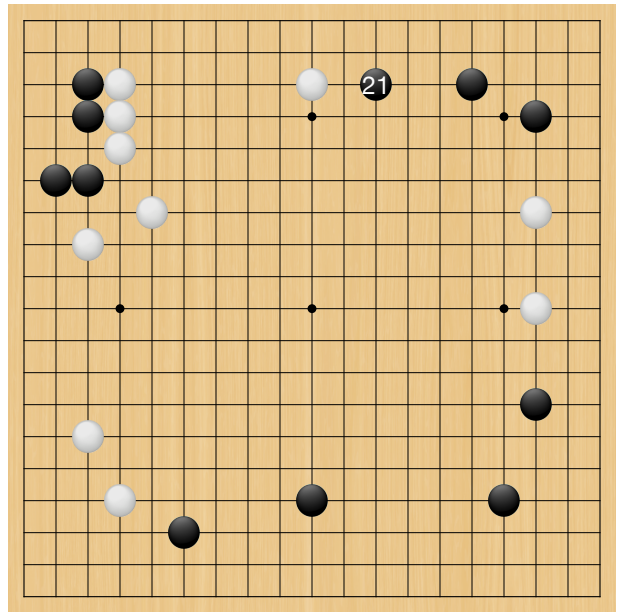
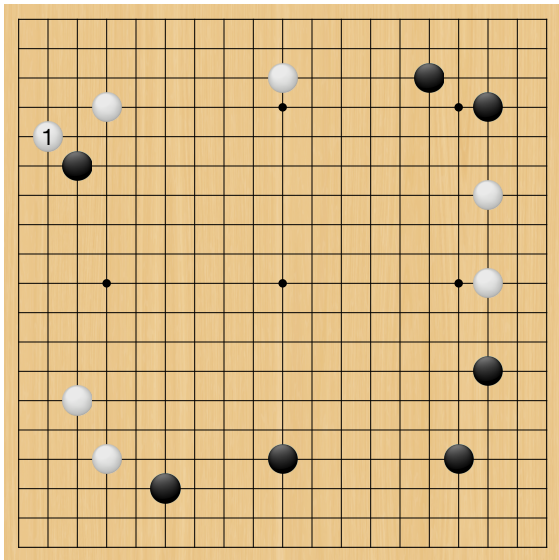


Moves 11-13

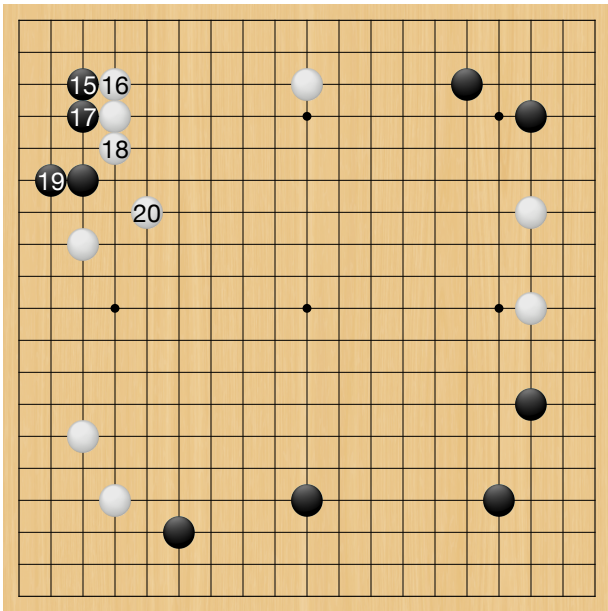


Move 14

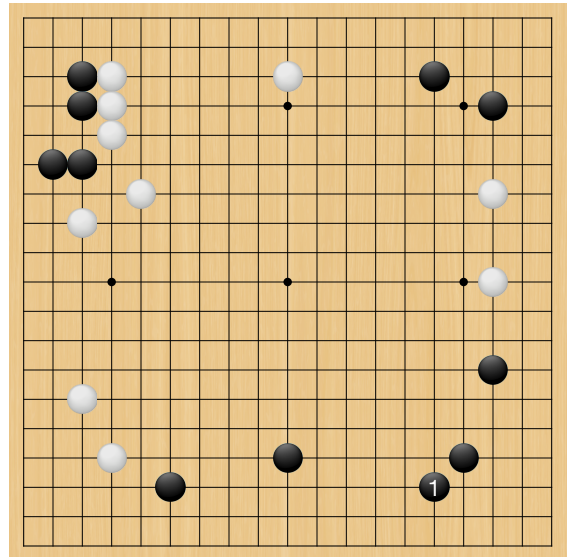
This aims at a moyo-style game, losing out on territory. Playing A instead might be more appropriate.



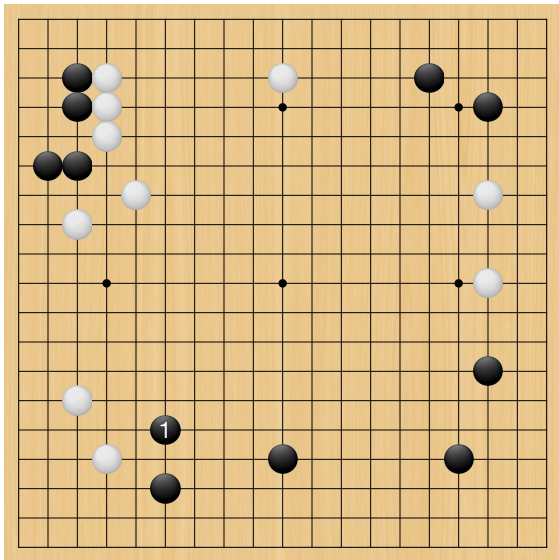
Move 21



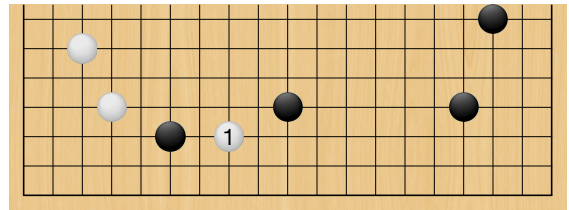
Moves 15-20



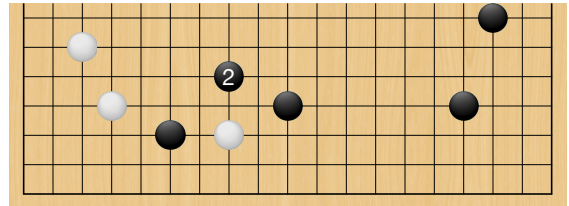
This would also be fine.



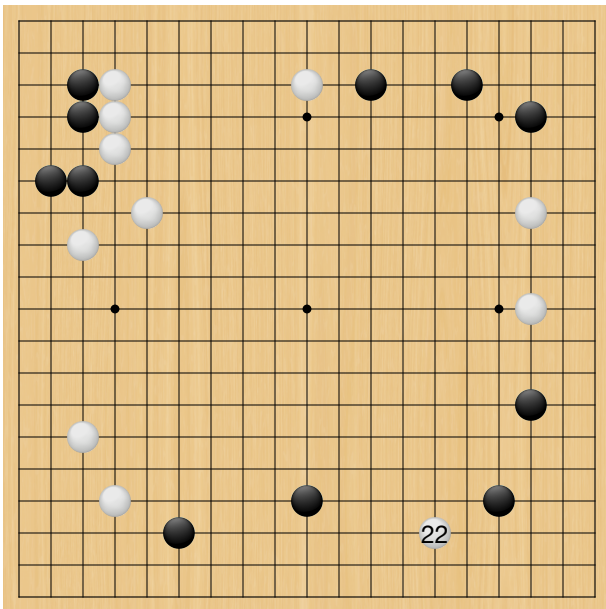
Xie He thinks he would play here.



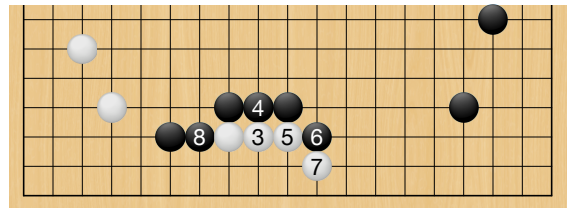
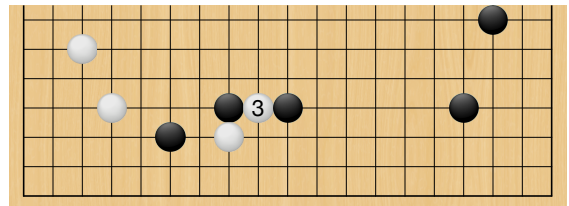
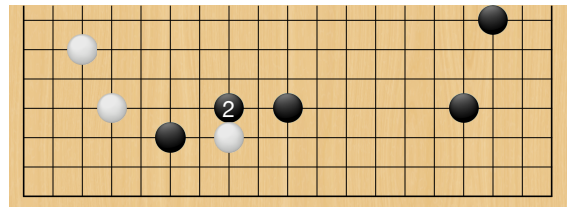
This would be a good point, especially since the ladders in both directions work.



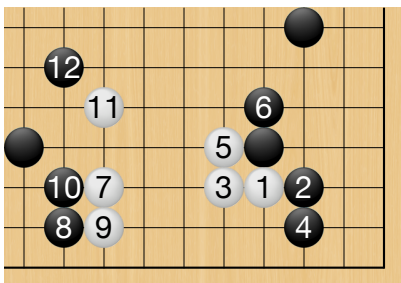
This move emphasizes the outside.



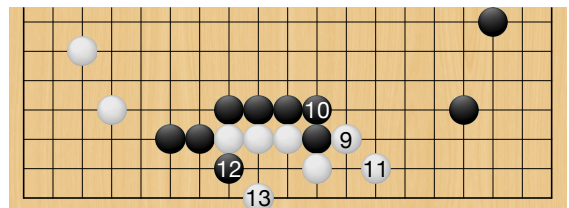
Move 22

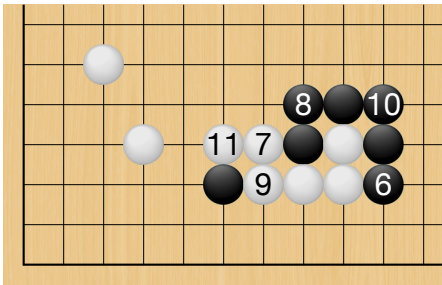
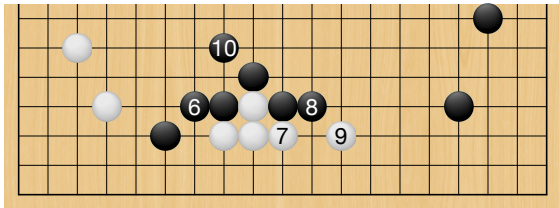
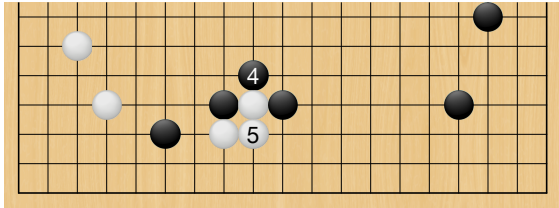
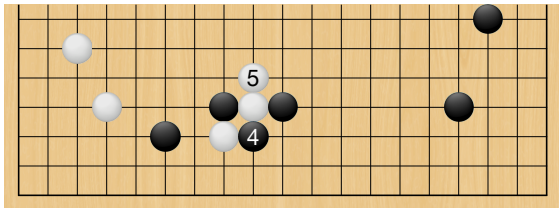


Black is strong

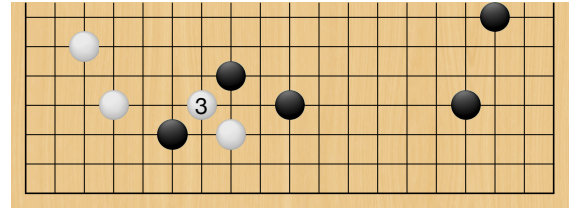
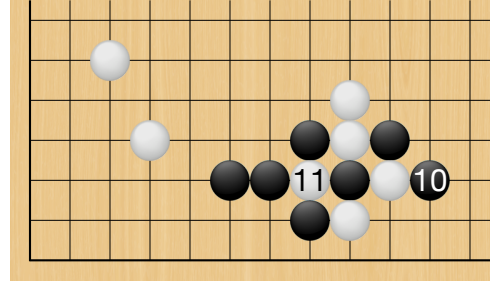
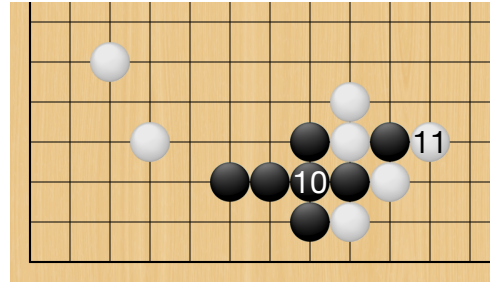
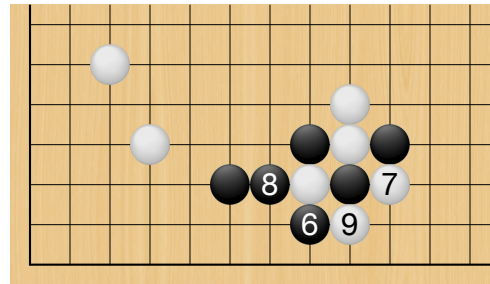
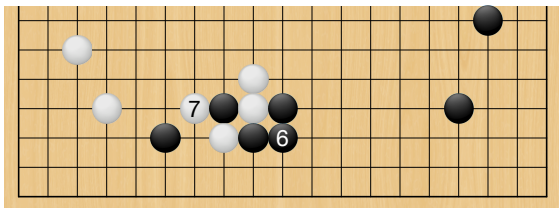
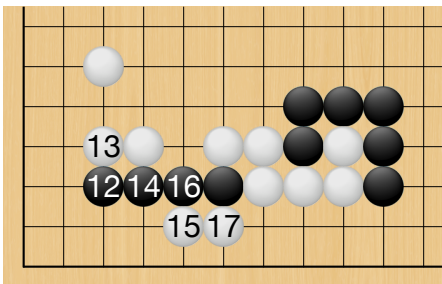


Common sequence. Black would be fine:
Black's position at the bottom would inhibit
White's moyo at the top a bit.

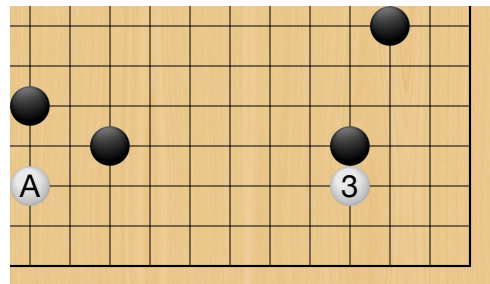




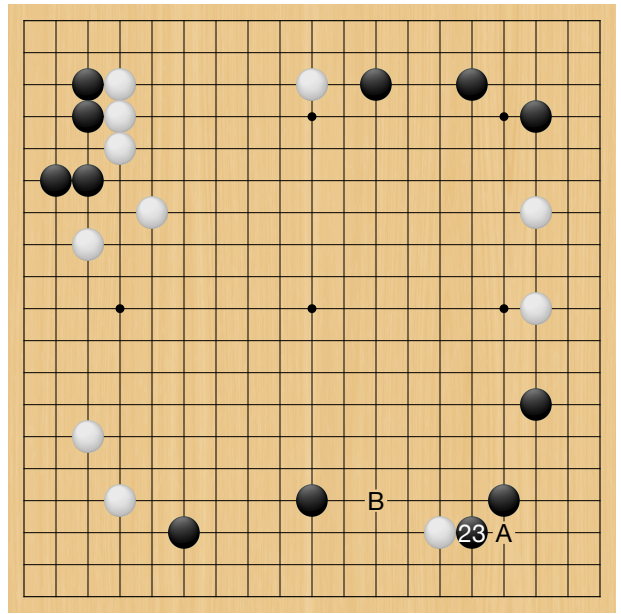
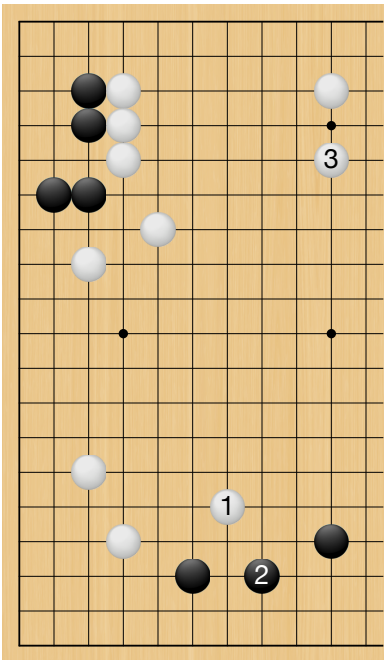
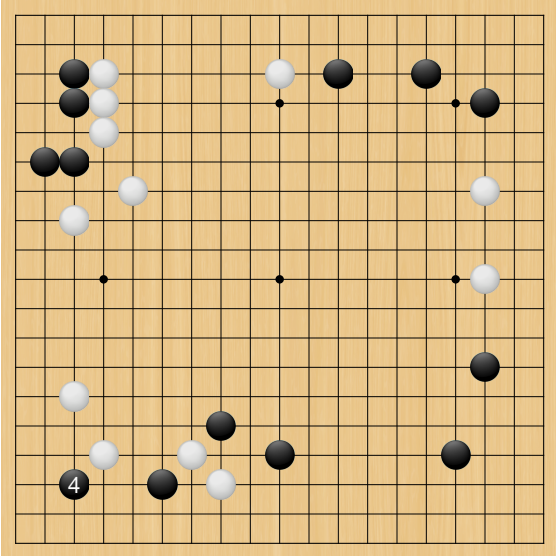
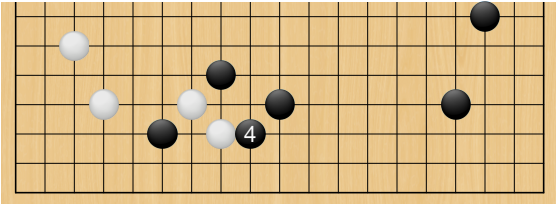
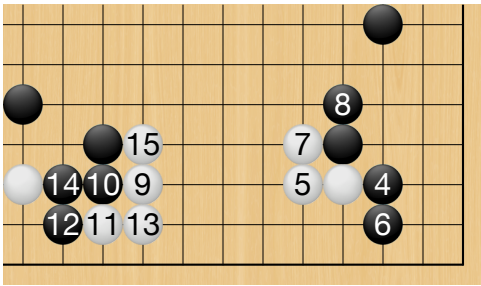
No 3-3



Black has a number of options here.

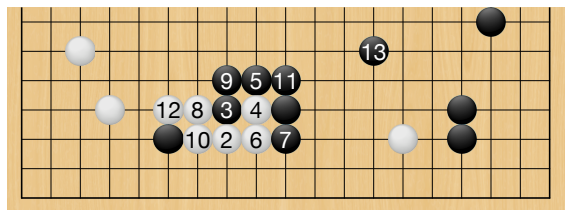
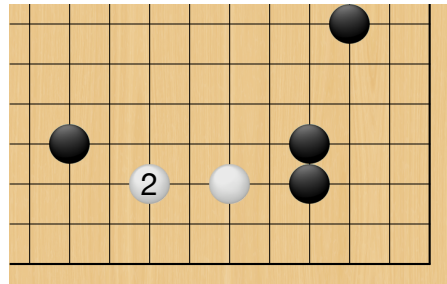
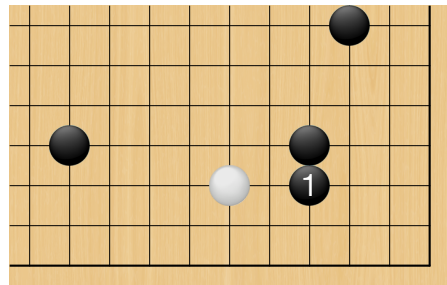


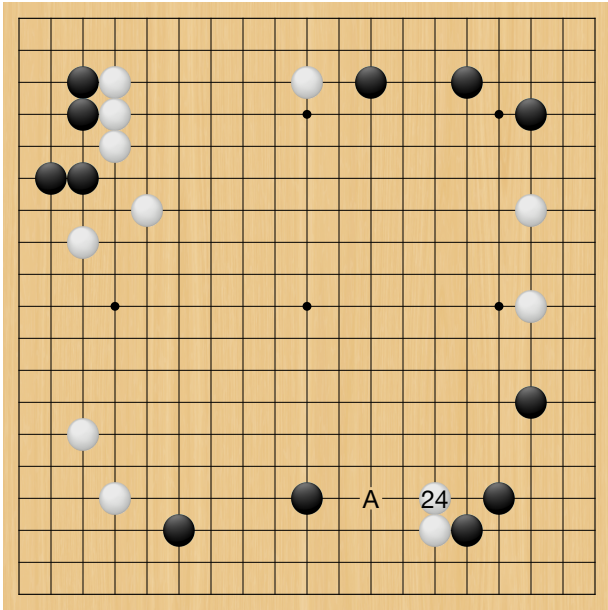
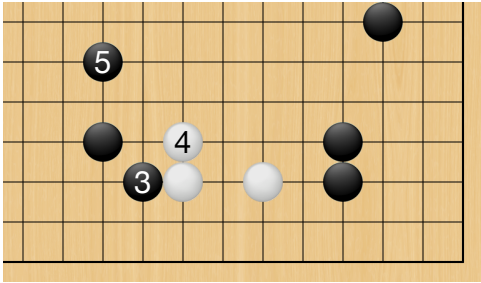
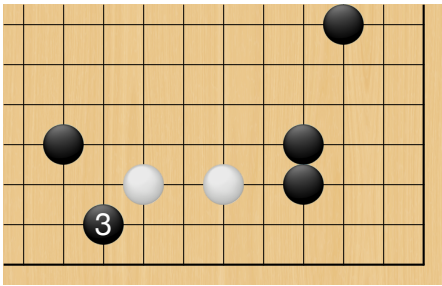
White could attach here now, and get a wider extension than before thanks to the stone at A.



Move 23

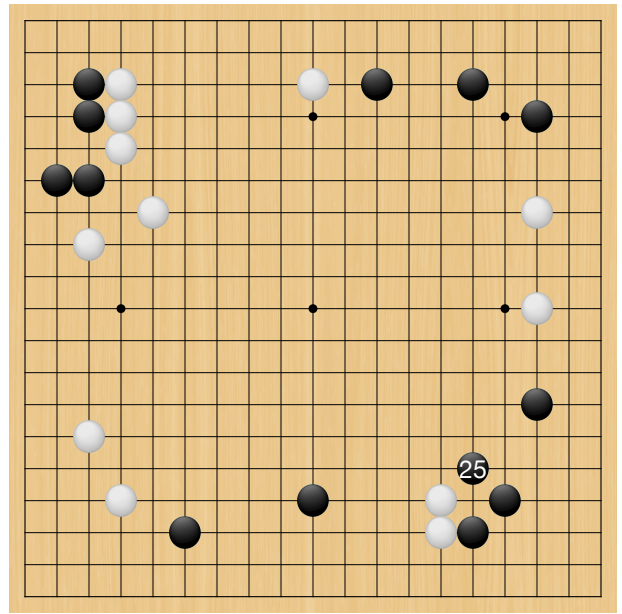
The kosumi is more complicated than playing A. With large knights move, should play kosumi when willing to fight up with B; should play A if you like a more solid position.



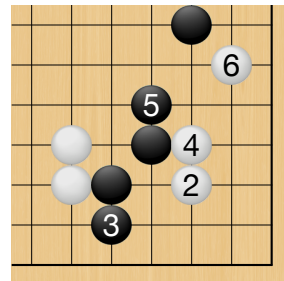
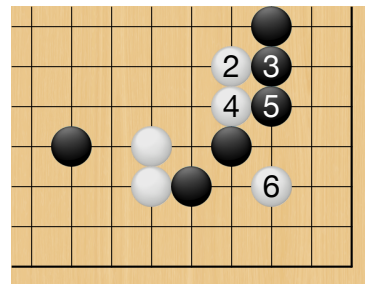
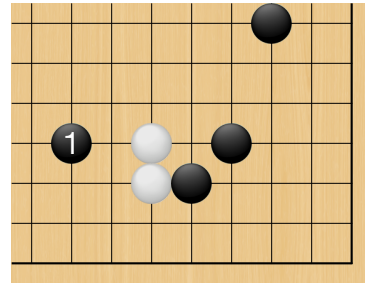


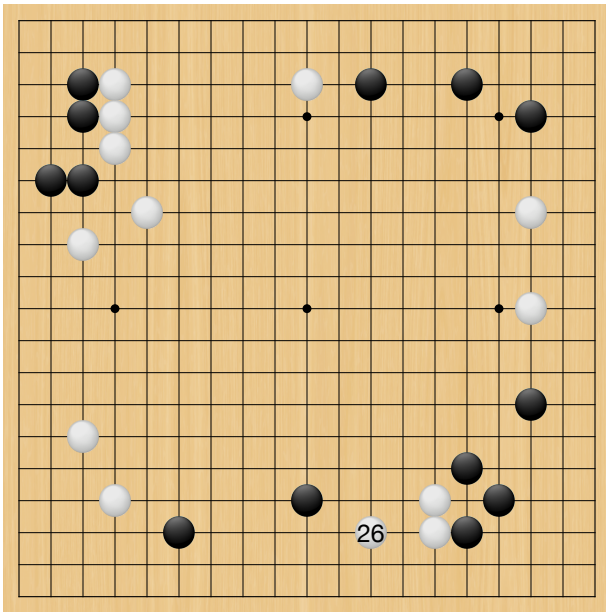
Move 24

If you're playing this, need to continue the attack at A.

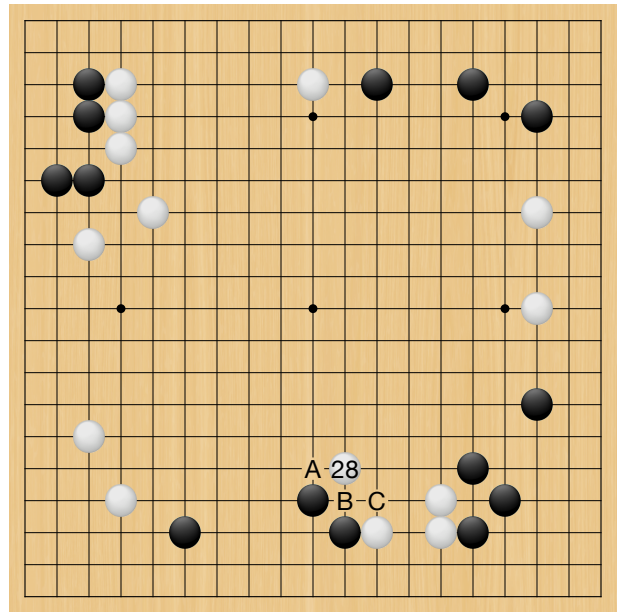


Move 25



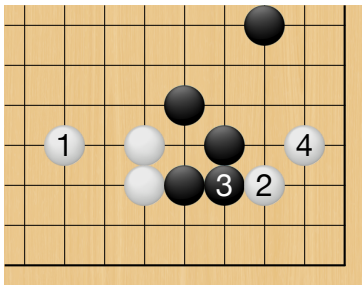


Move 26

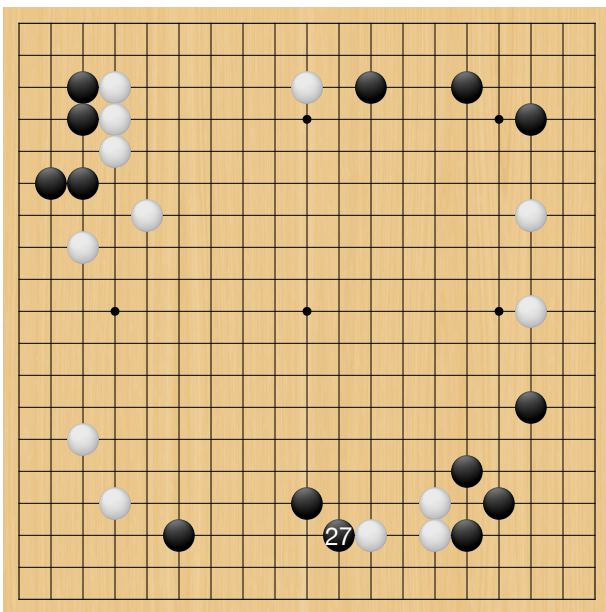


Move 28

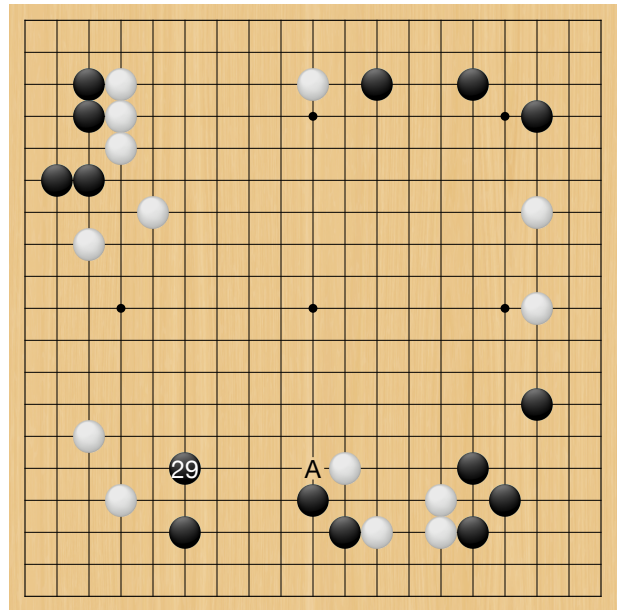
Black should push at A. B or C might be appropriate in similar positions when you can cut, but not here.



Still some aji in the corner.

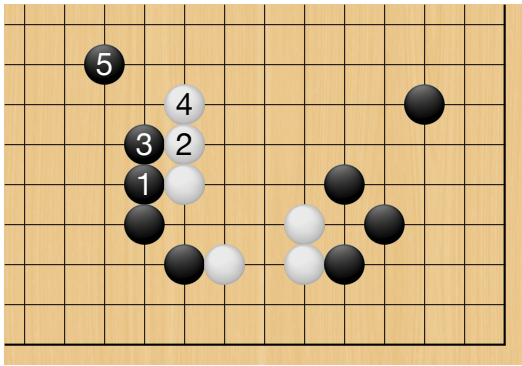


Move 27

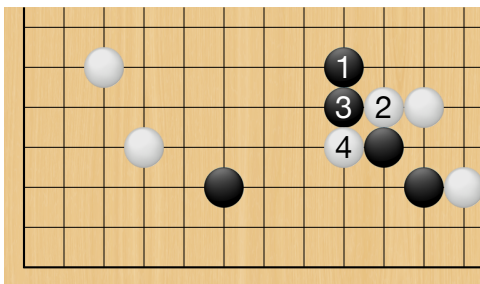
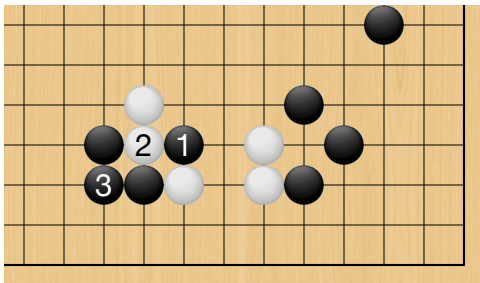
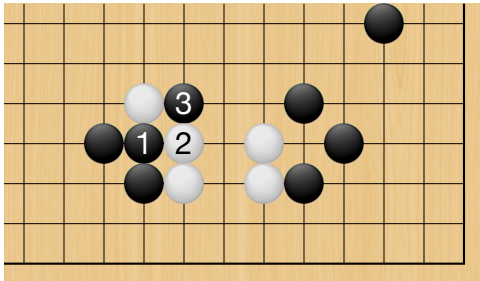


Move 29

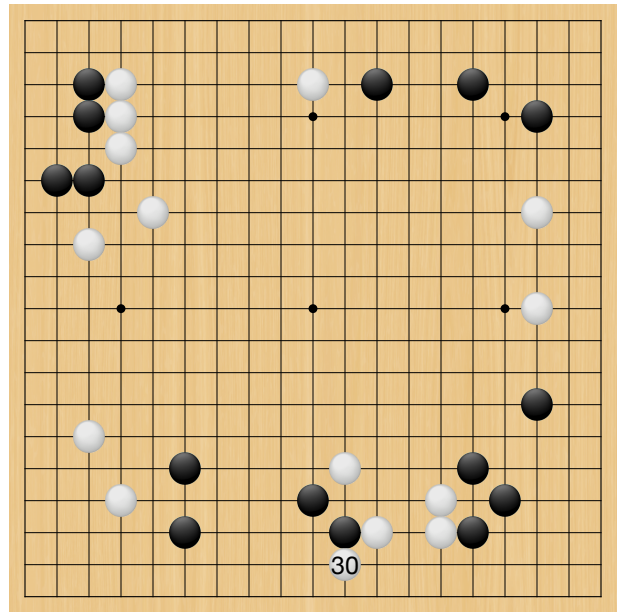
Not good to allow White to push at A.



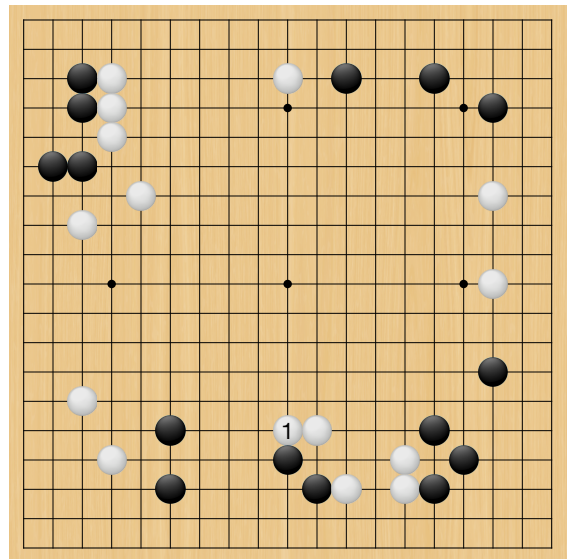
This would be a good direction for Black.

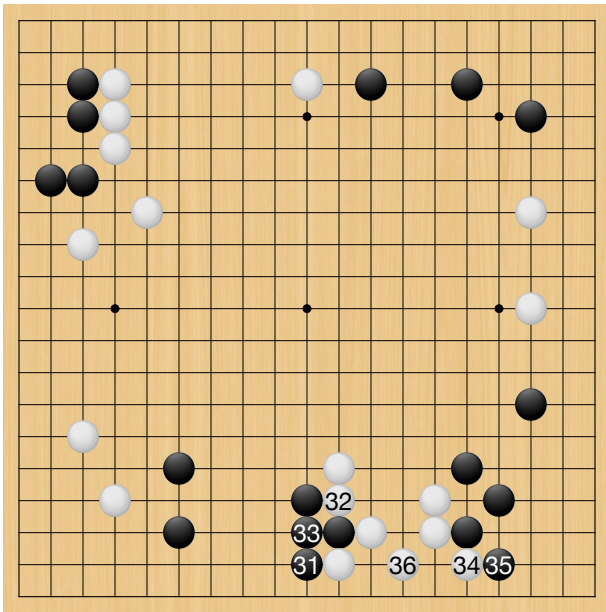


Not good due to the cut.

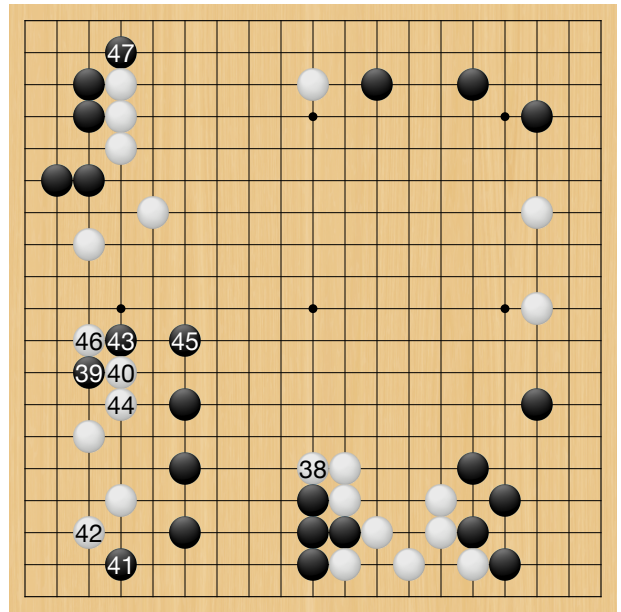


Move 30

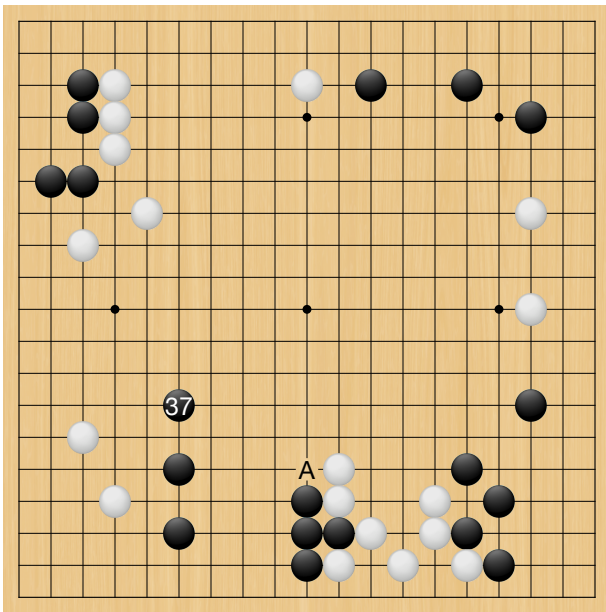




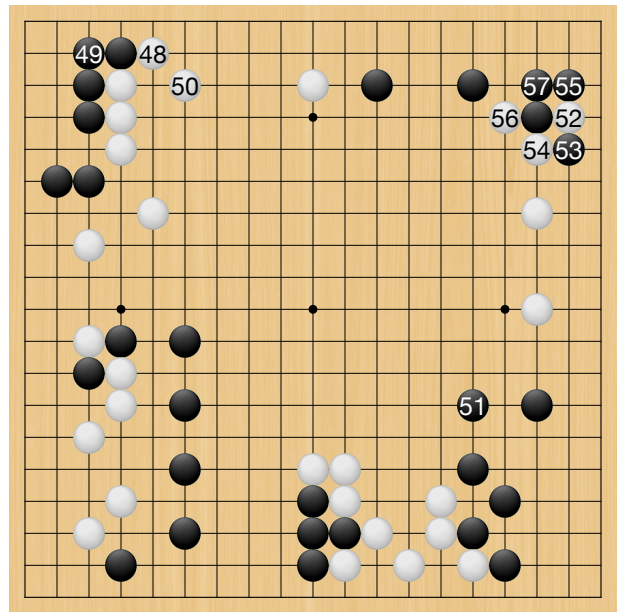
Moves 31-36



Moves 38-47

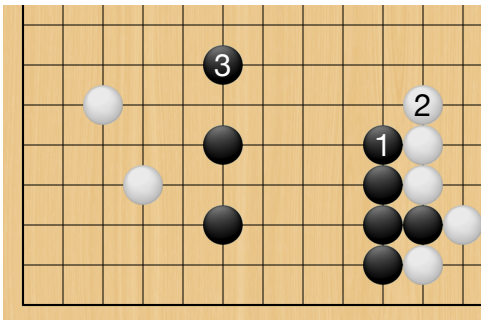


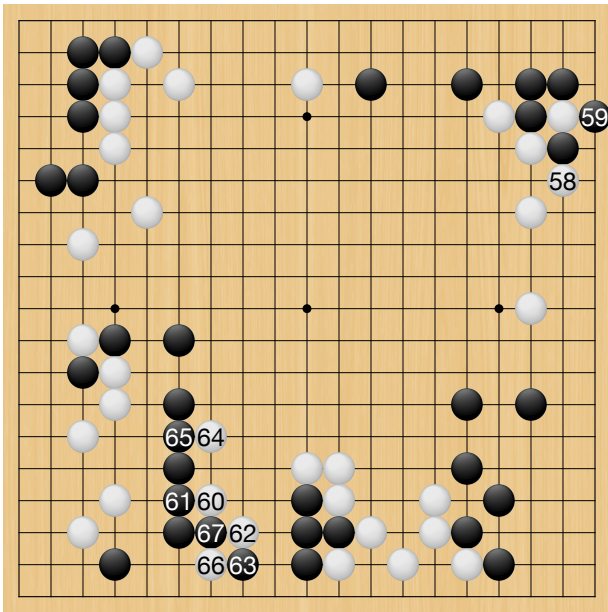
Move 37



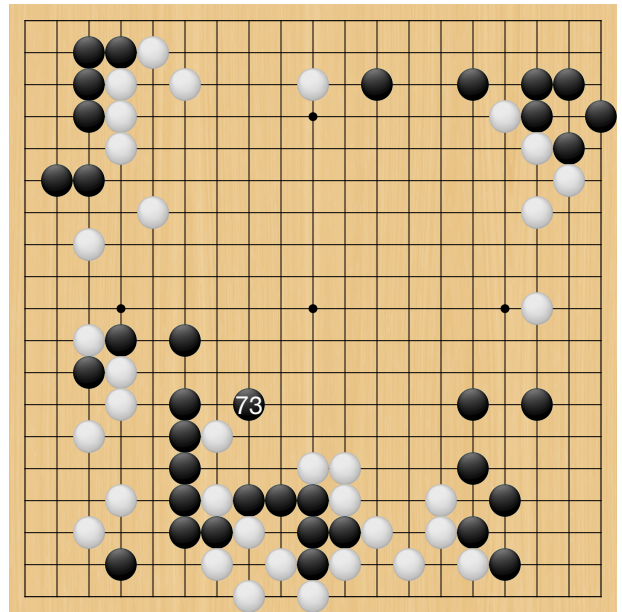
Moves 48-57

Remaining comments without professional analysis. Black should still push at A first.

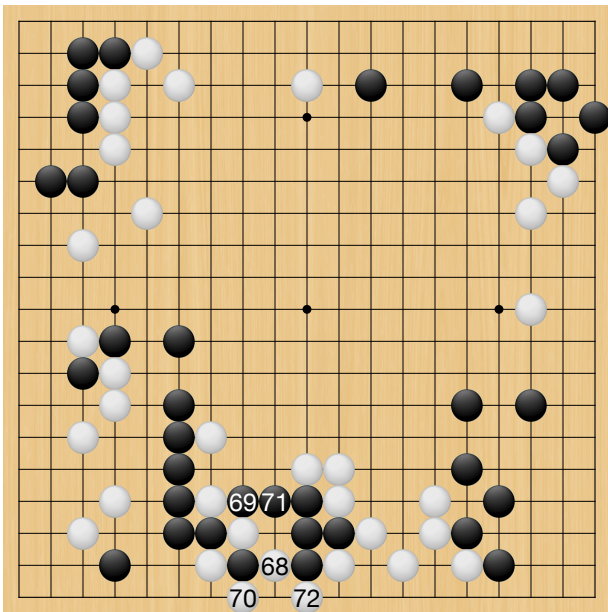




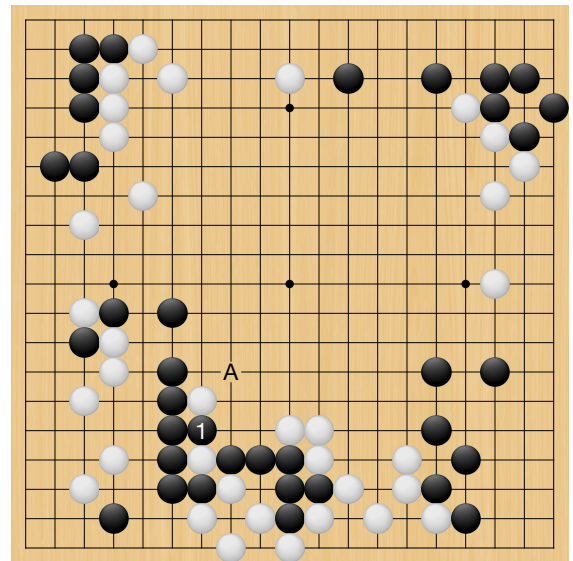
Moves 58-67



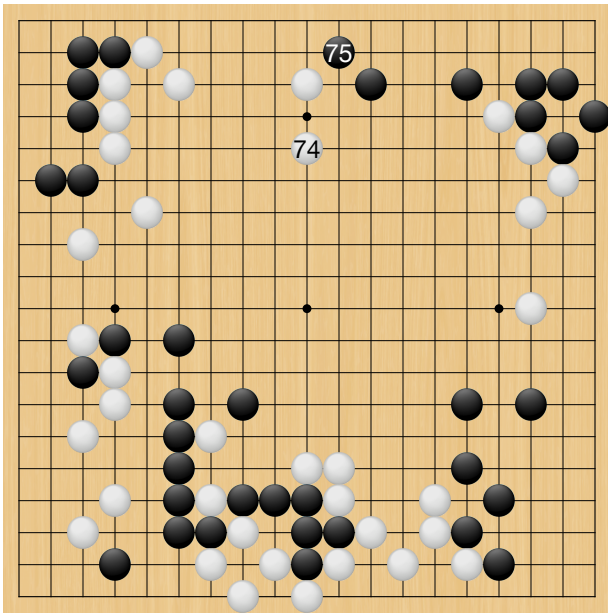
Move 73



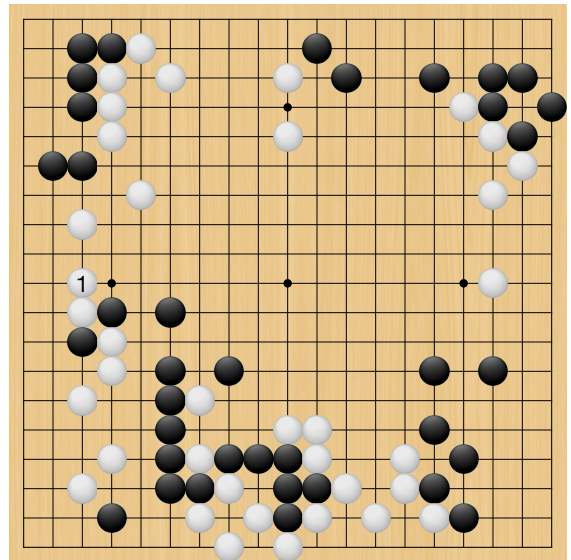
Moves 68-72



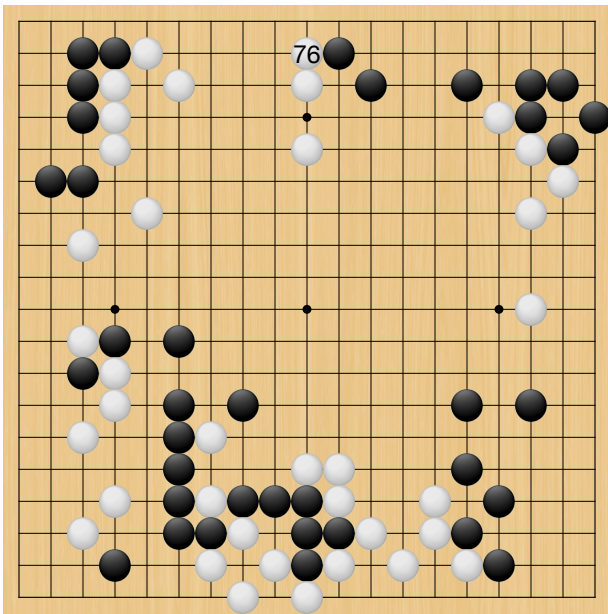
Black says he should just have captured immediately; his move at A left too much aji behind.



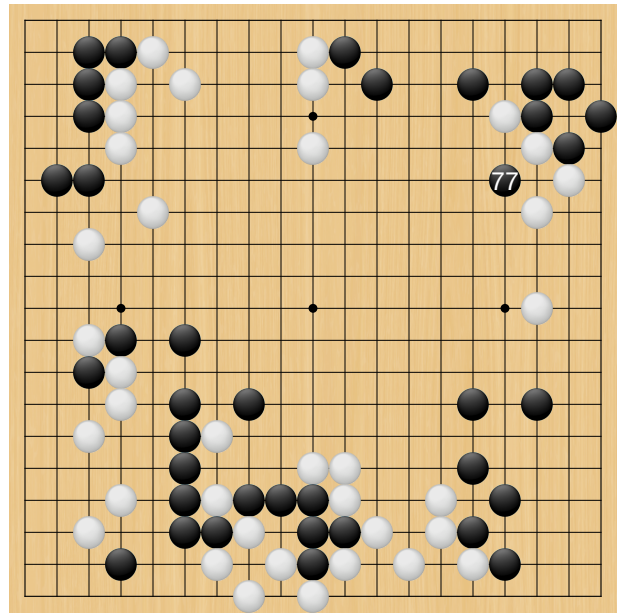
Moves 74-75



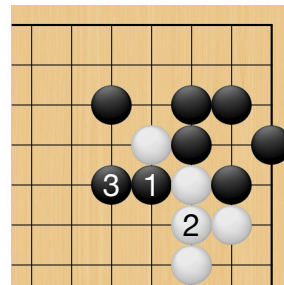
Maybe better to secure some territory on this side?



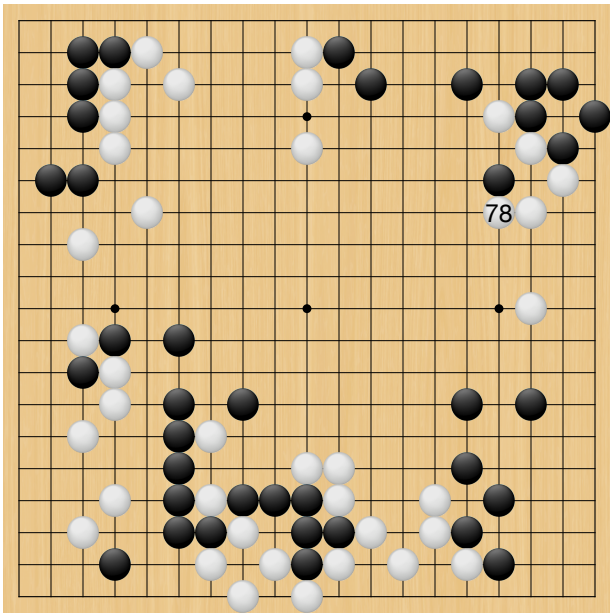
Move 76



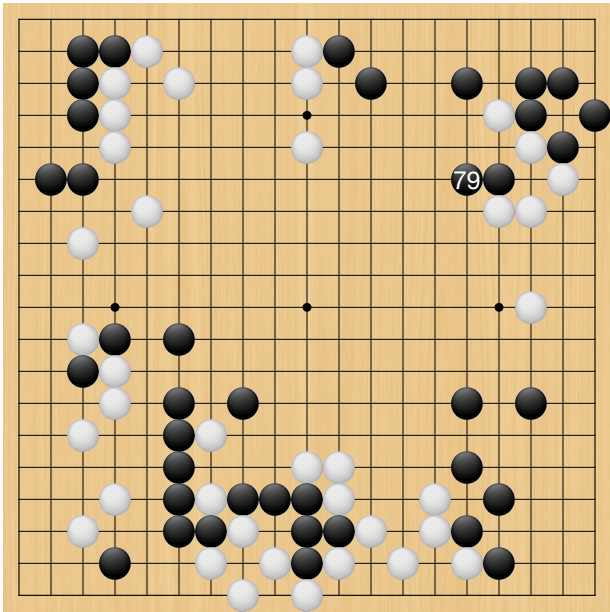
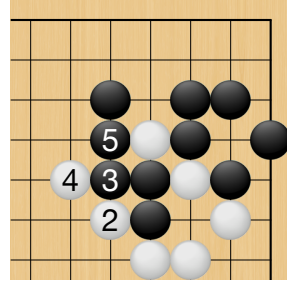
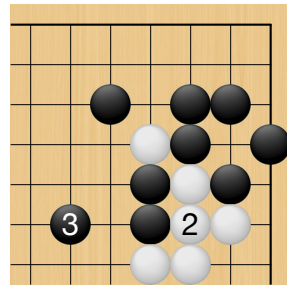
Move 77



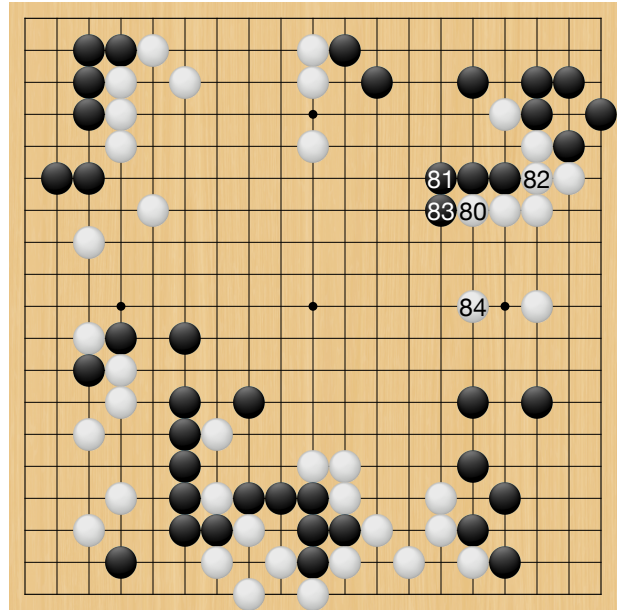
Probably better.



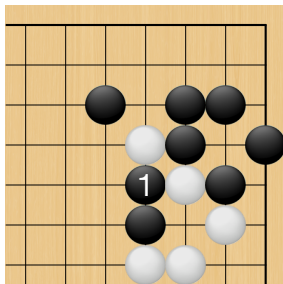
Move 78

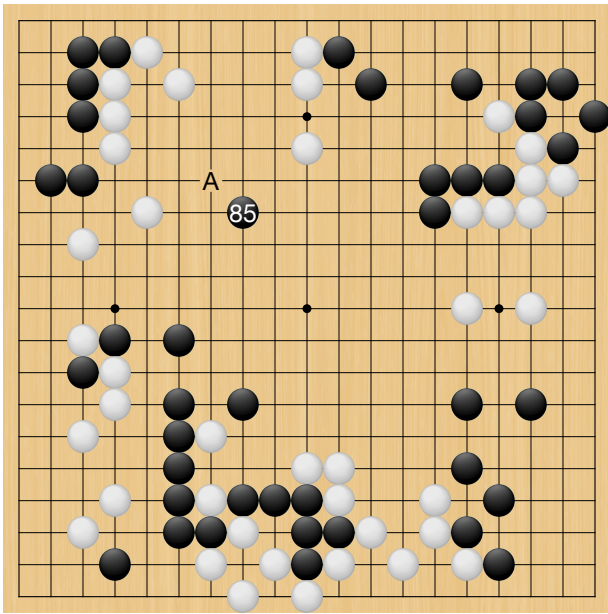


Move 79



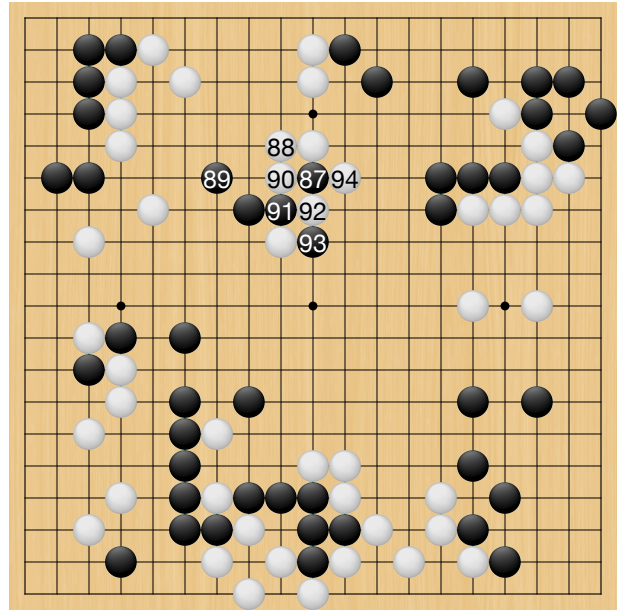
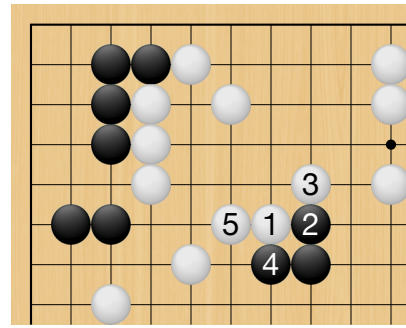
Moves 80-84



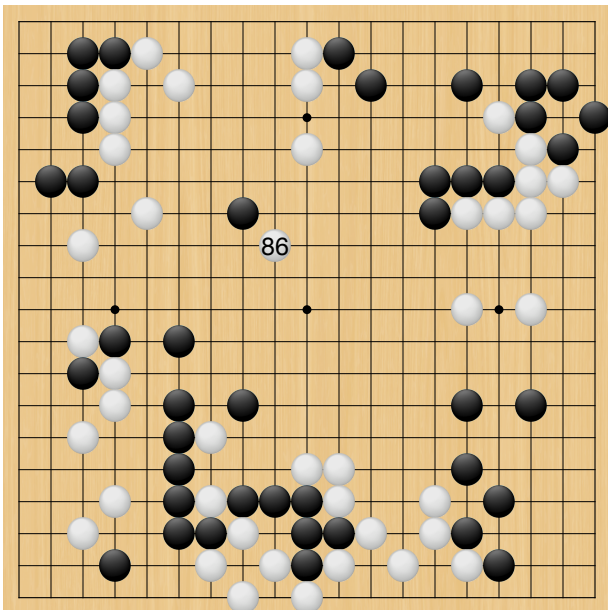


Move 85

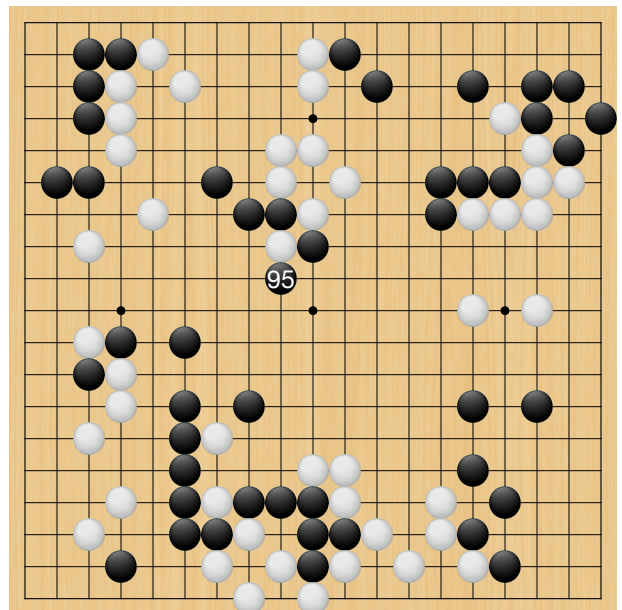
Not sure how to answer this one. A feels too submissive, Black might get too much in the center, but the move I played didn't work out that well.



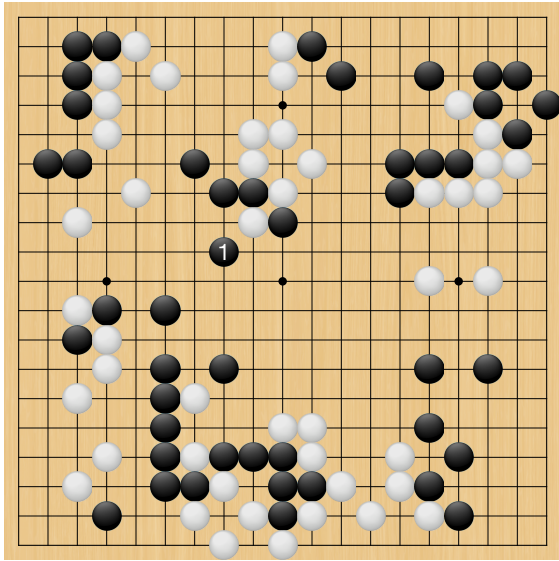
Moves 87-94



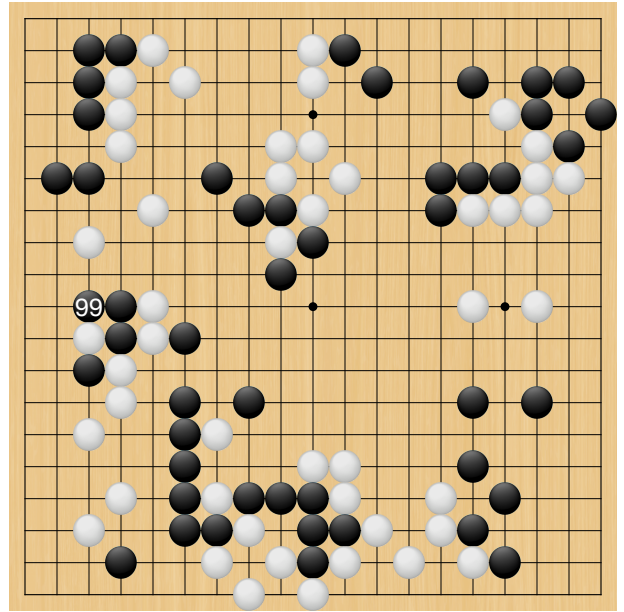
Move 86



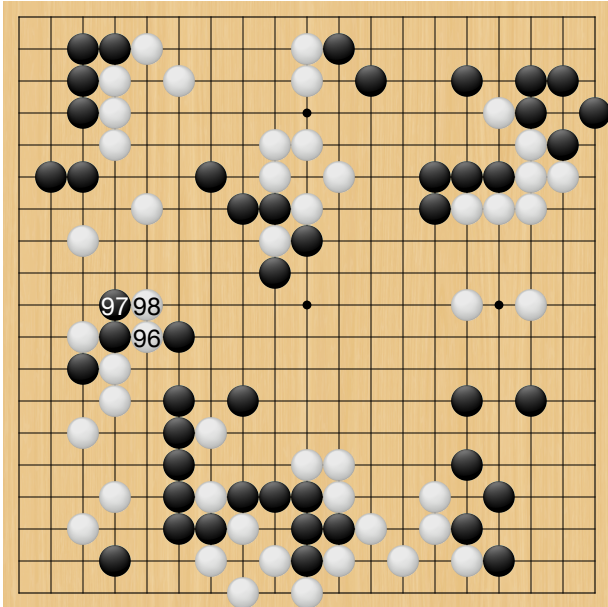
Move 95



Maybe better?



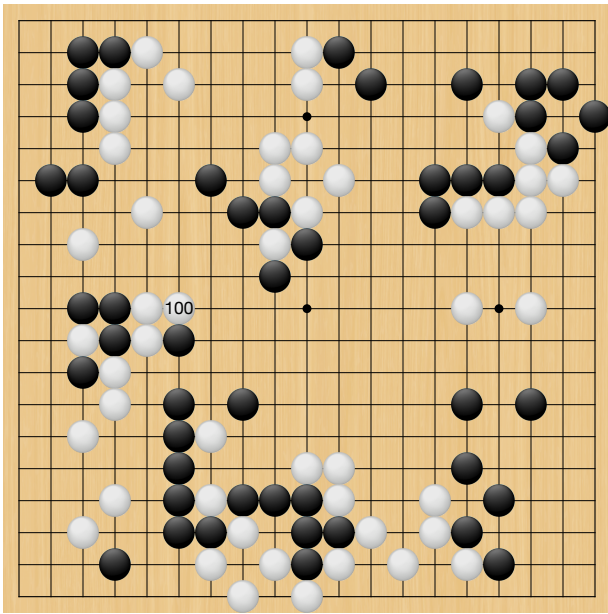
Move 99



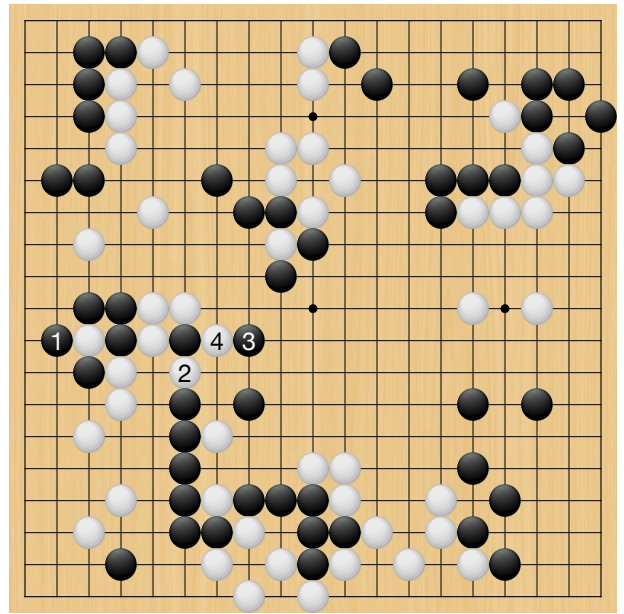
Moves 96-98



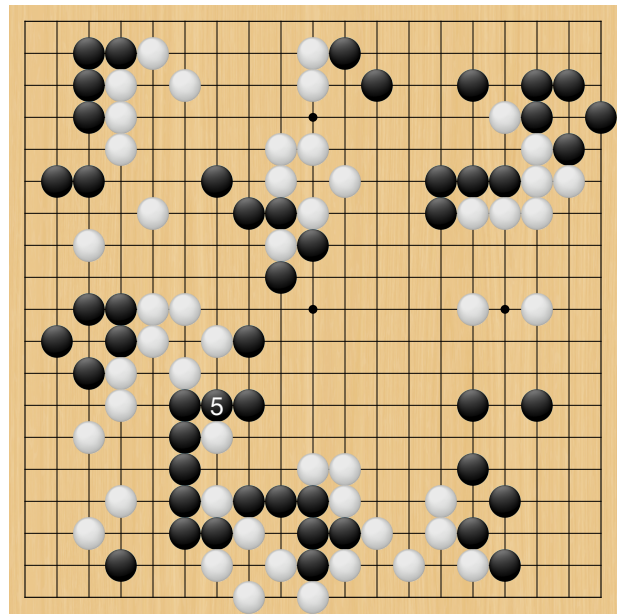
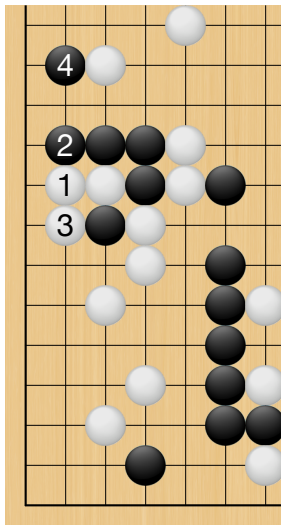
Unclear.



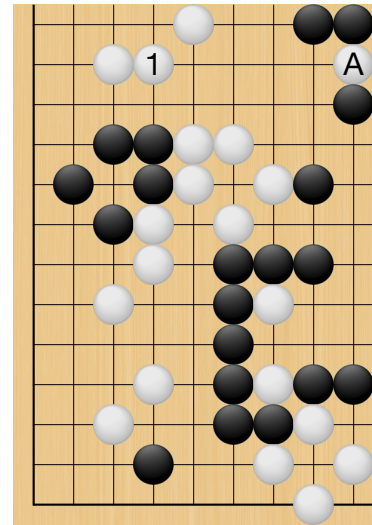
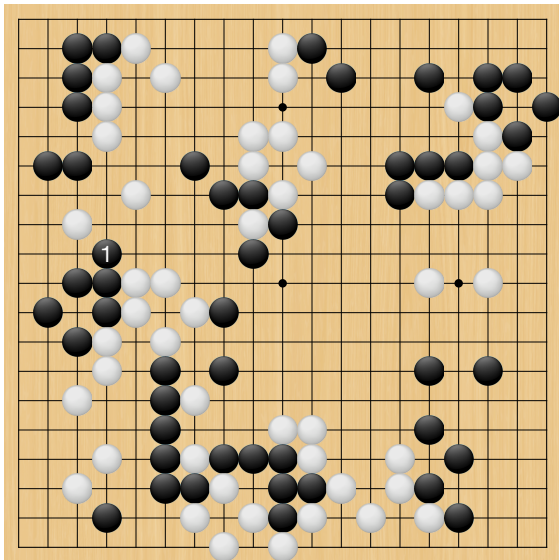
Move 100



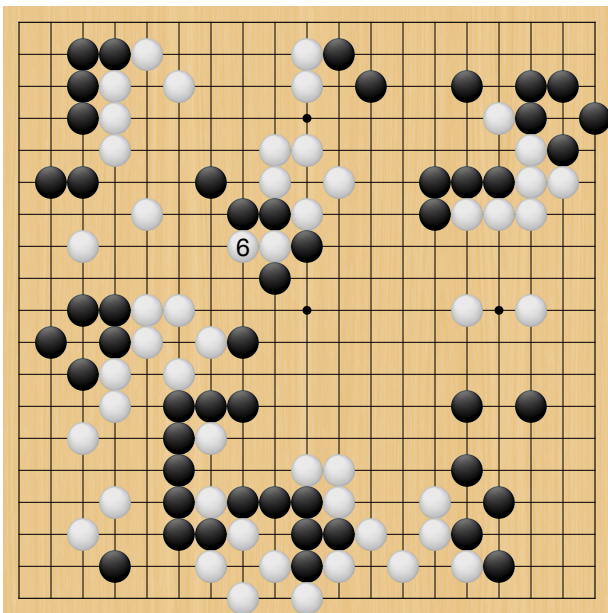
Moves 101-104



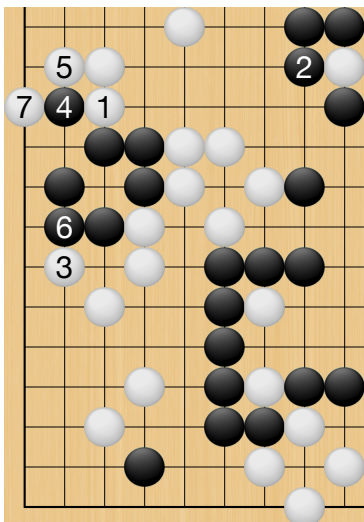
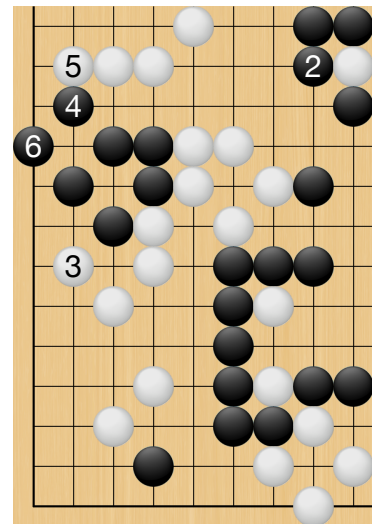
Move 105

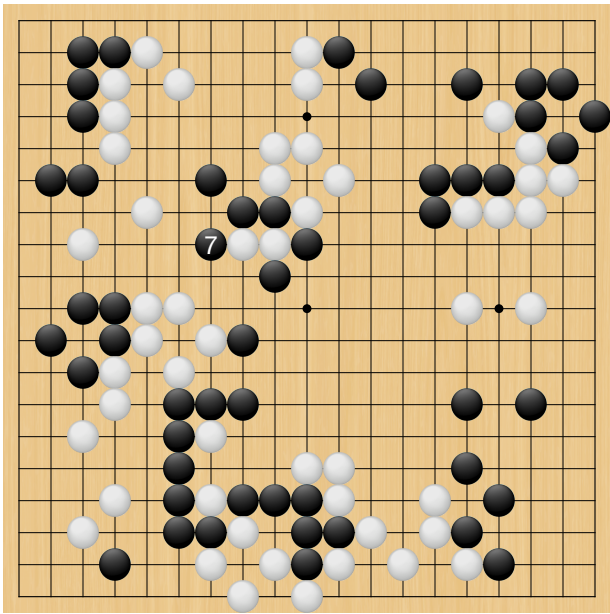


If White can play some move around here in sente before pulling out the stone at A, that would be huge. But Black would probably just capture.

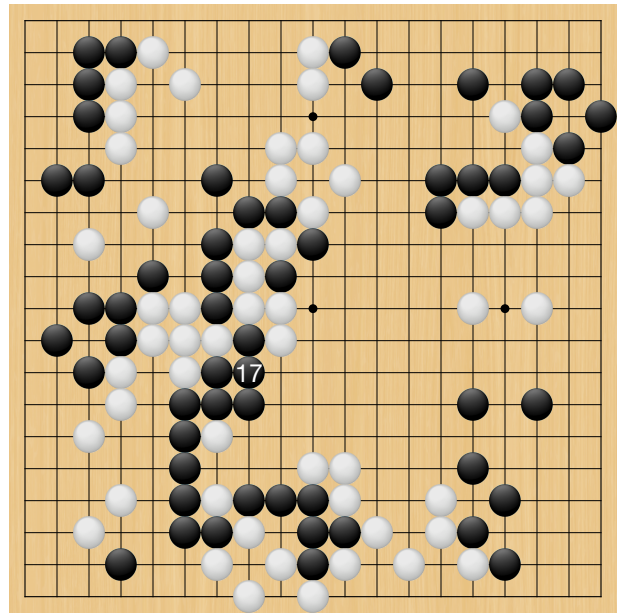


Move 106

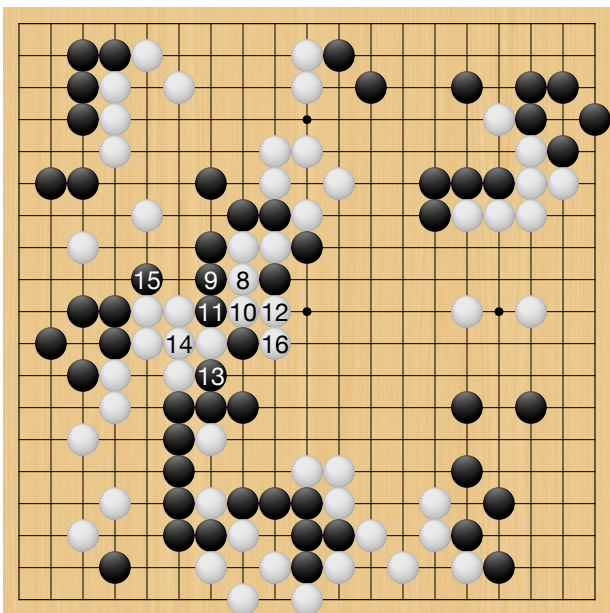
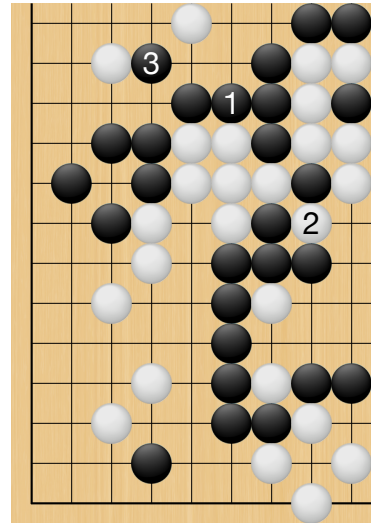
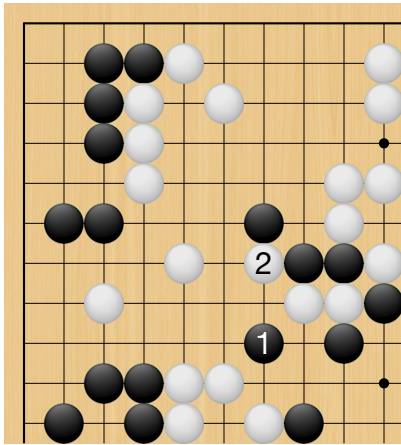




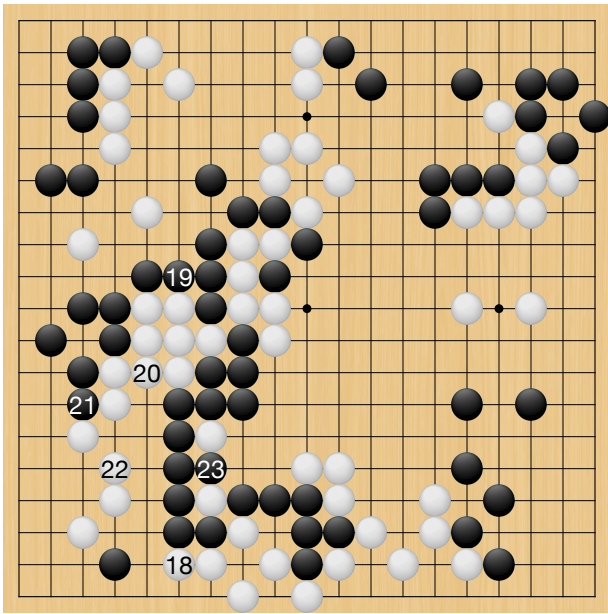
Move 107



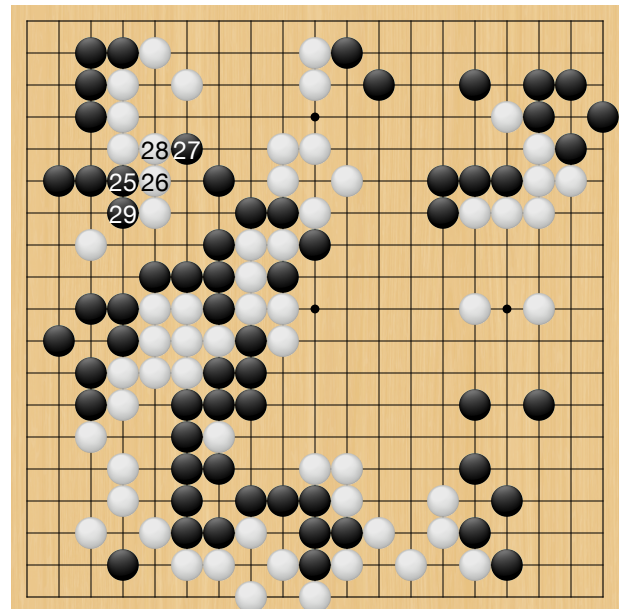
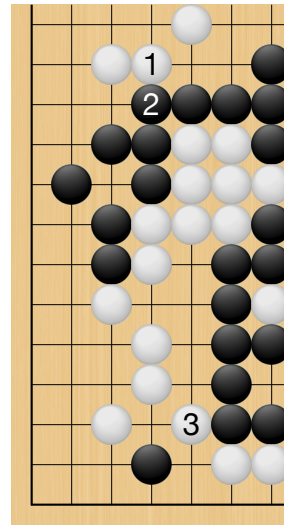
Move 117



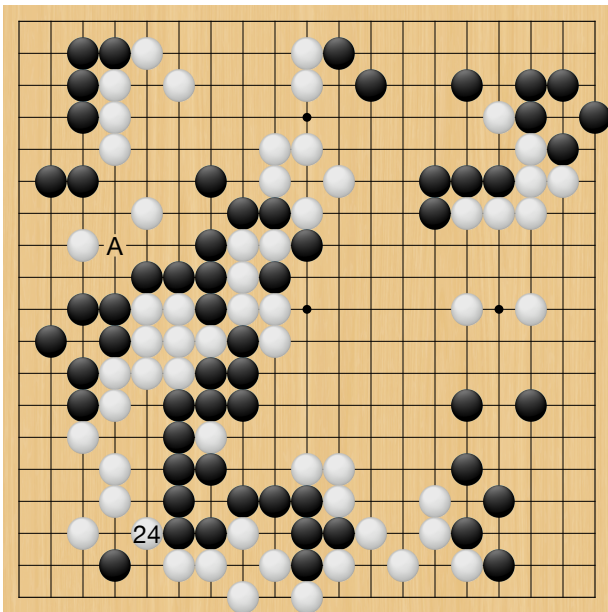
Moves 108-116



Moves 118-123

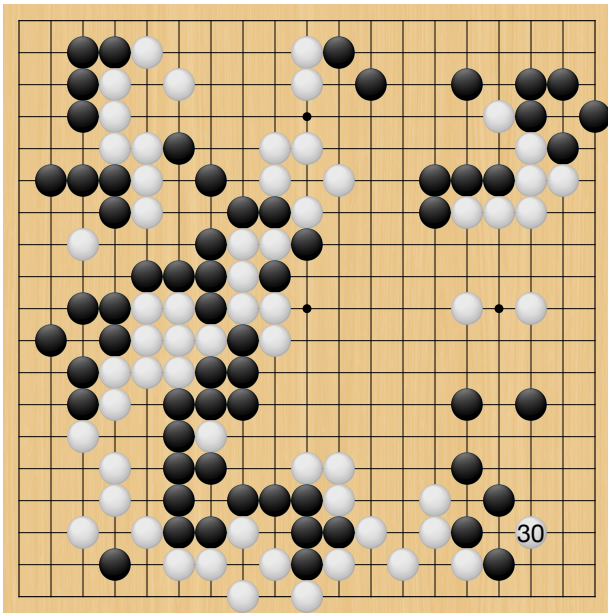


Moves 125-129



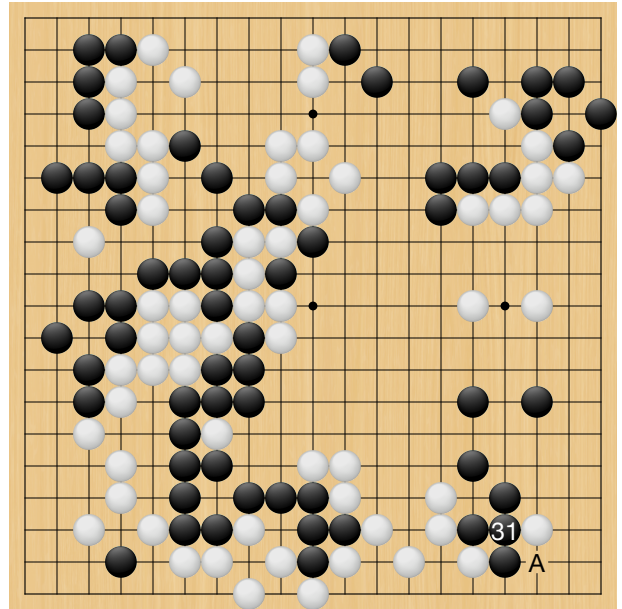
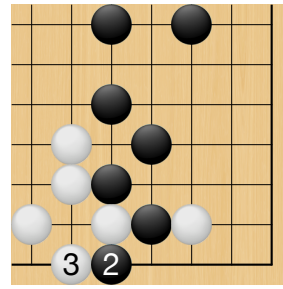
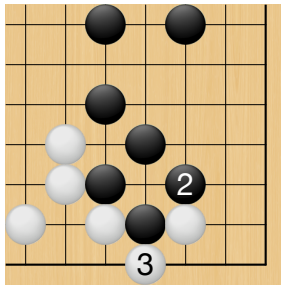
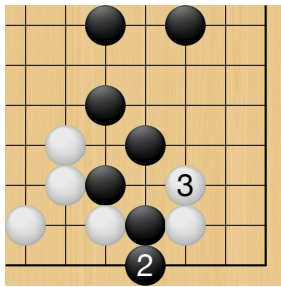
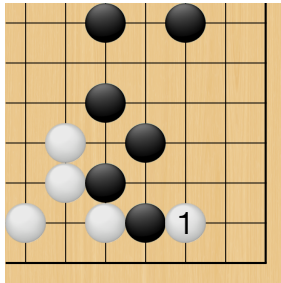
Move 124

This seems wrong, should play A first. Black gets too many points along the left edge.



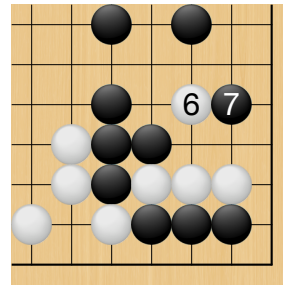
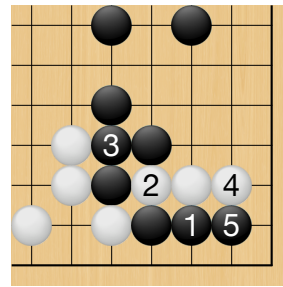
Move 130

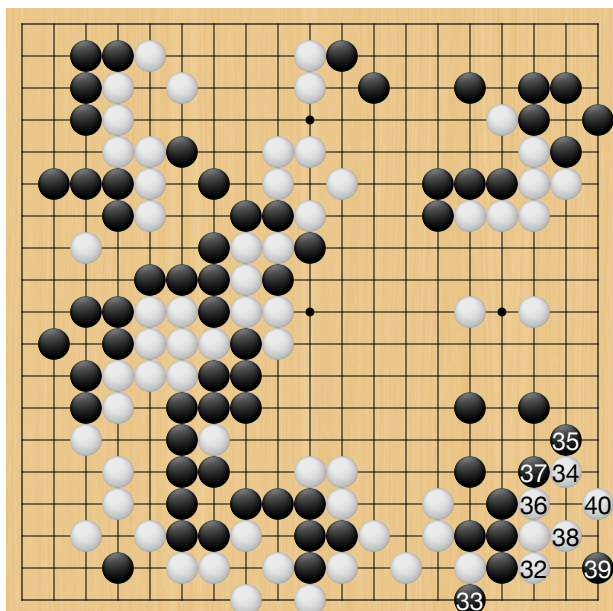
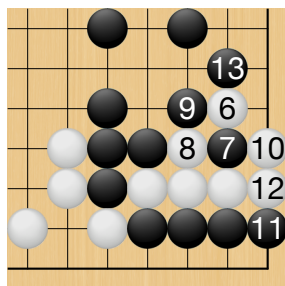
Getting desperate, need more points.



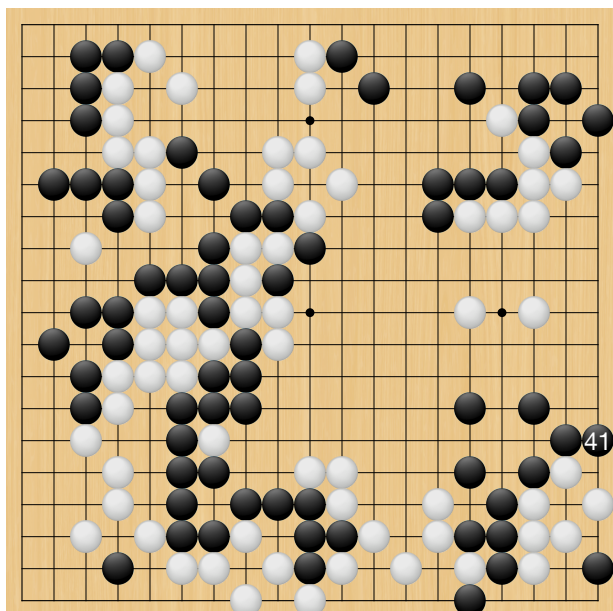
Move 131

A would probably have worked for Black.

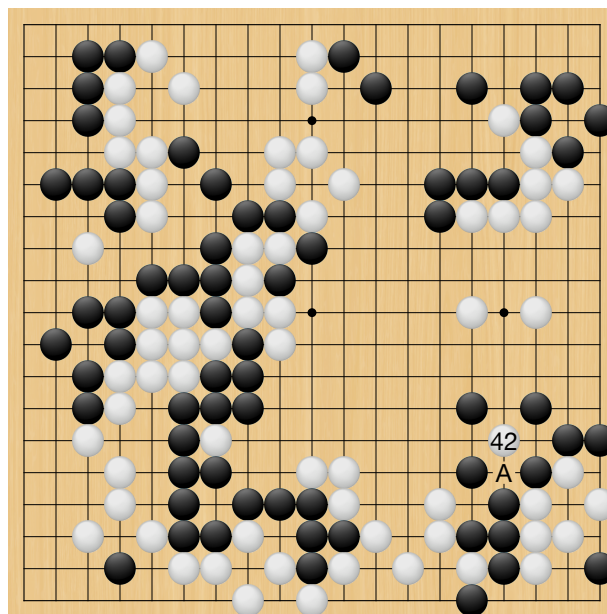




Moves 132-140

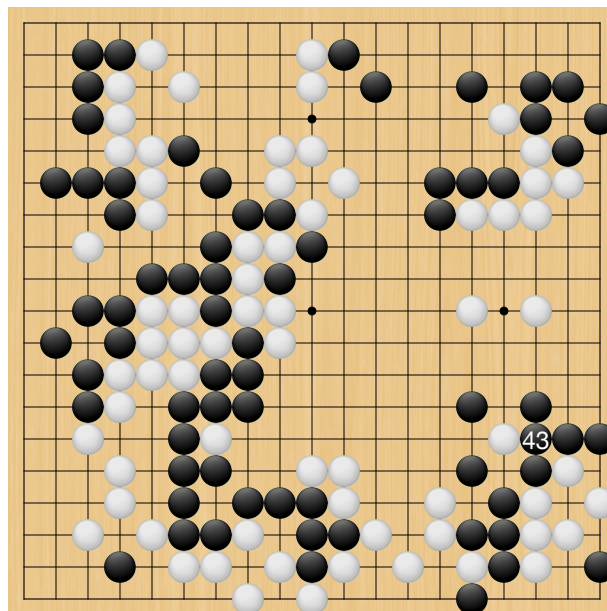


Move 141

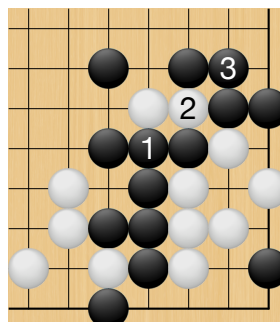


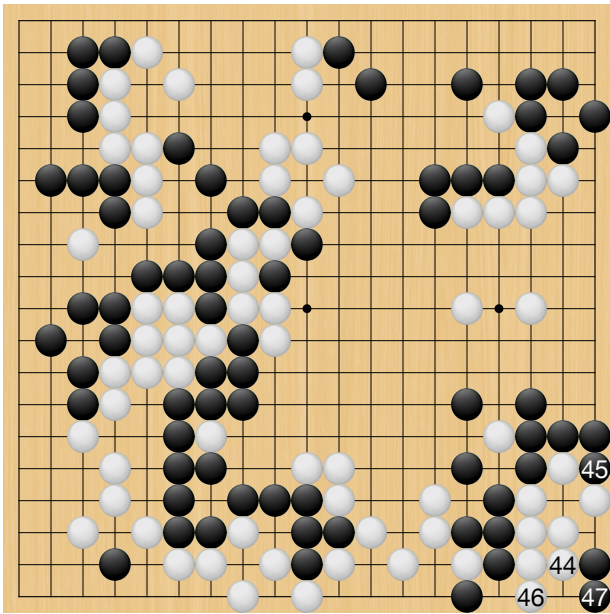
Move 142

Black should just connect at A.

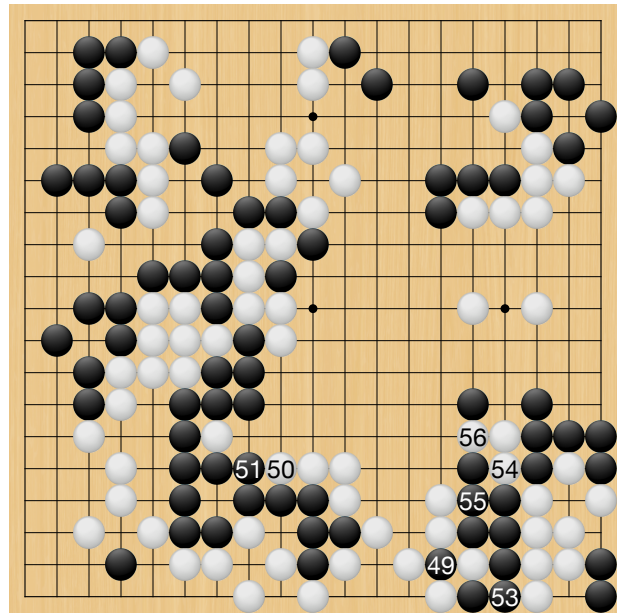


Move 143



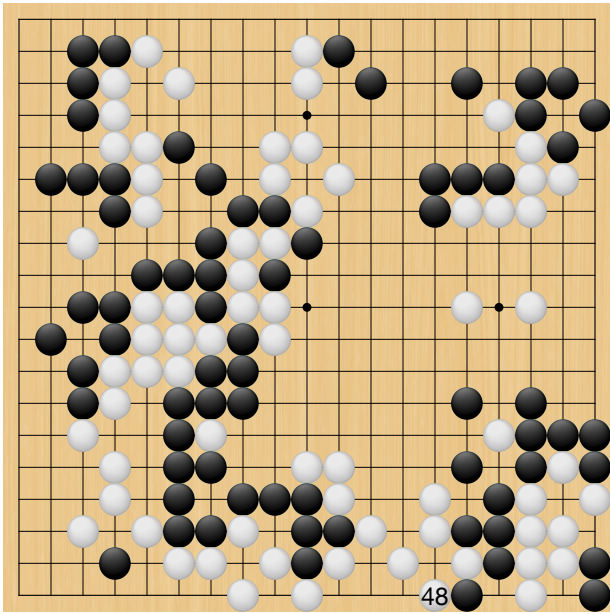


Moves 144-147

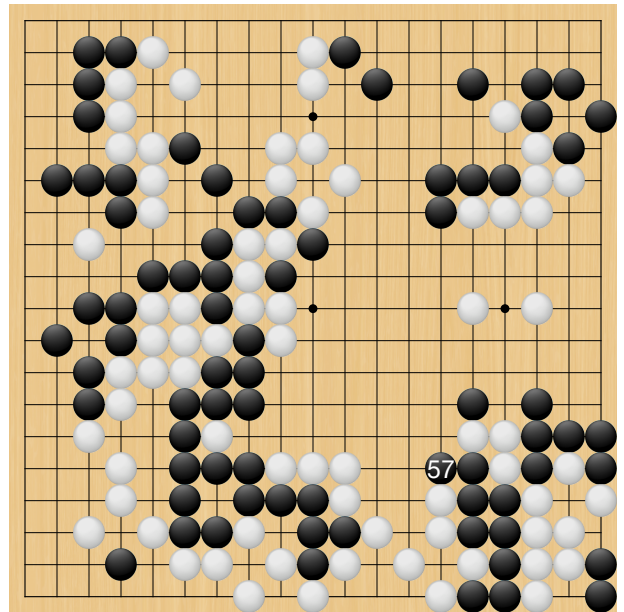


Moves 149-156

152: ko

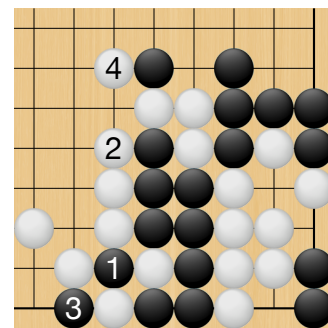


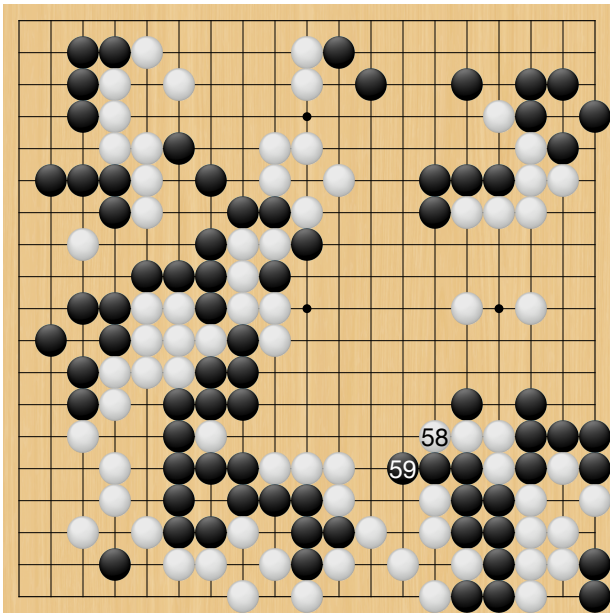
Move 148



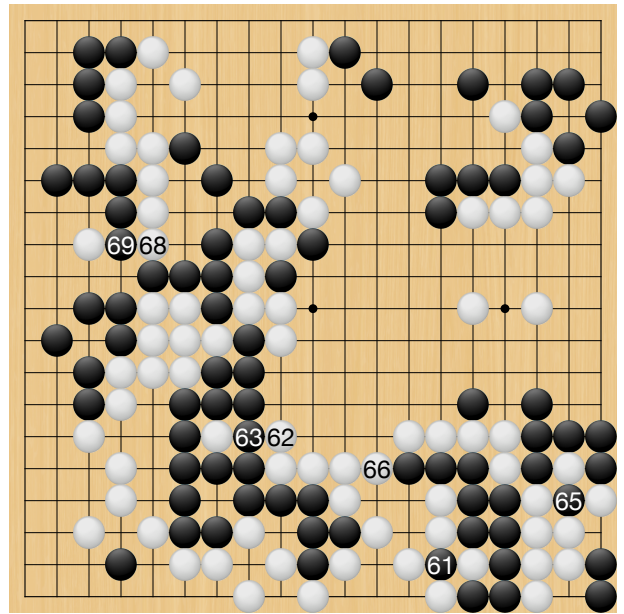
Move 157

At least I got a ko out of it.



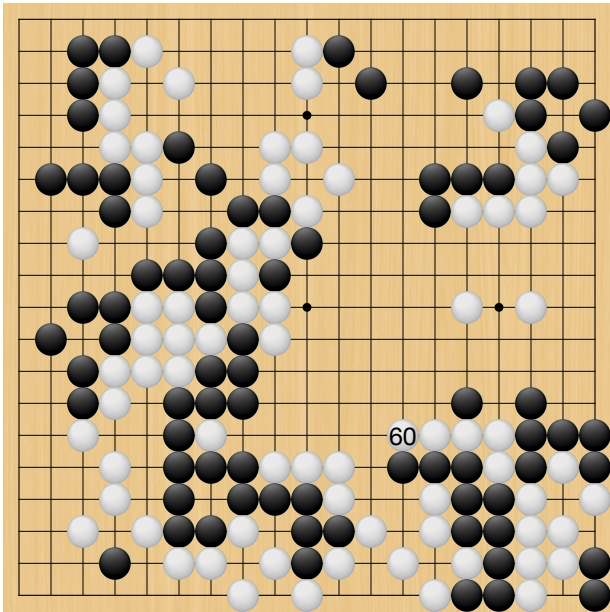


Moves 158-159

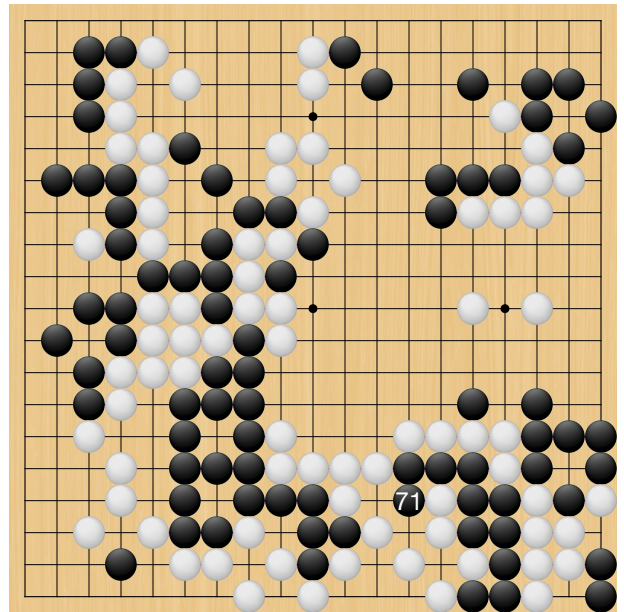


Moves 161-170

164: ko; 167 at 161; 170: ko

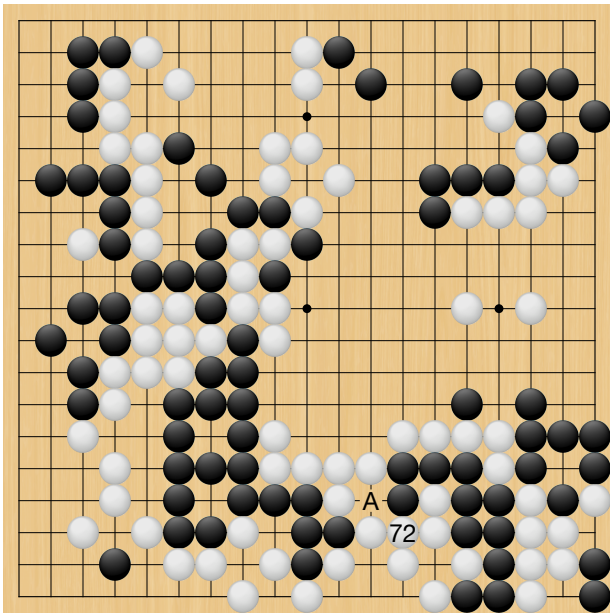


Move 160



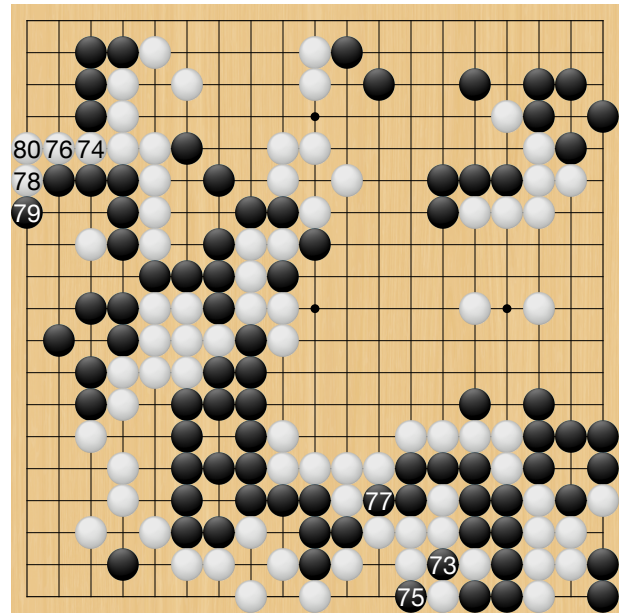
Move 171

Black is trying to make the ko bigger because he will win it.

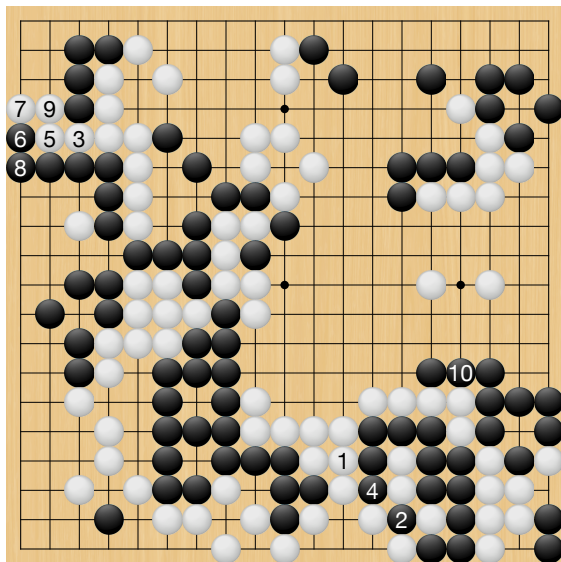


Move 172

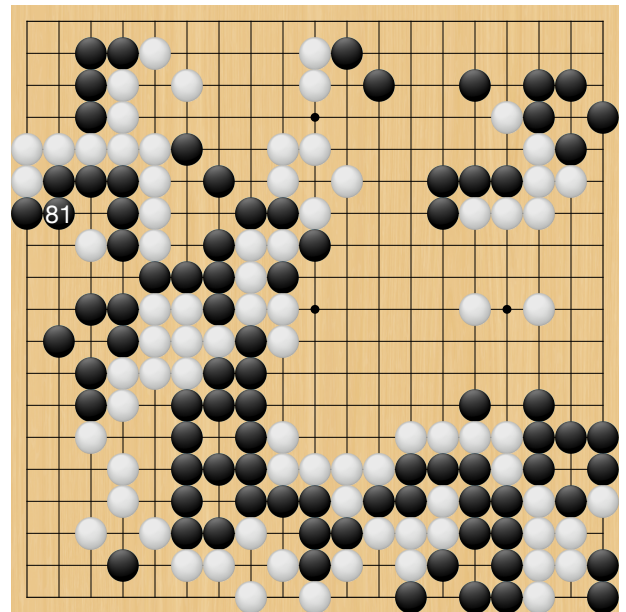
This is wrong, should connect at A. Losing these stones when Black wins the ko.



Moves 173-180



This would still be a game.



Move 181

181 moves. Cole Pruitt wins by resignation.

2014-08-12a

White: Anders Kierulf 3d

Black: Melissa Zhang 2d

Komi: 7½ points

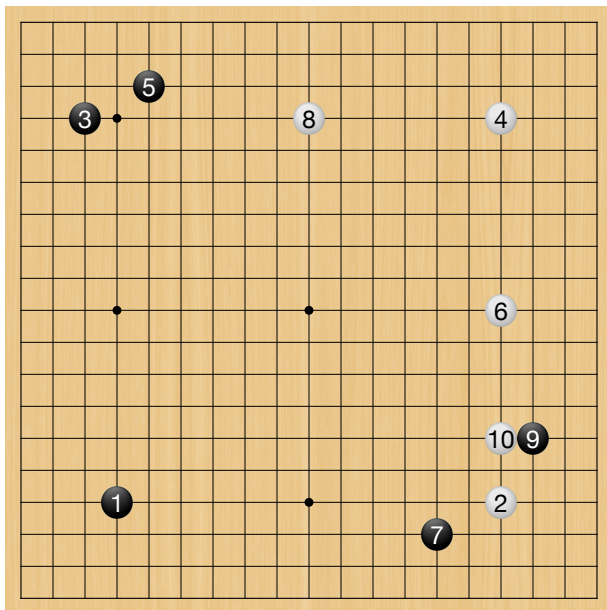
Date: 2014-08-12

Place: New York

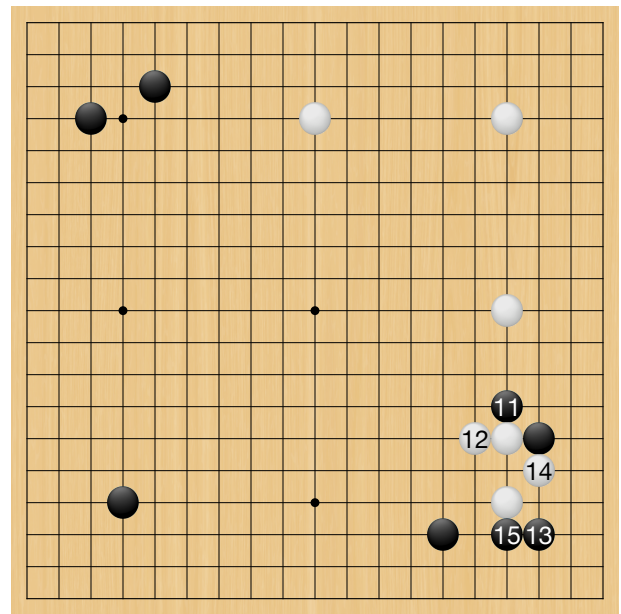
Event: Go Congress

Round: 3

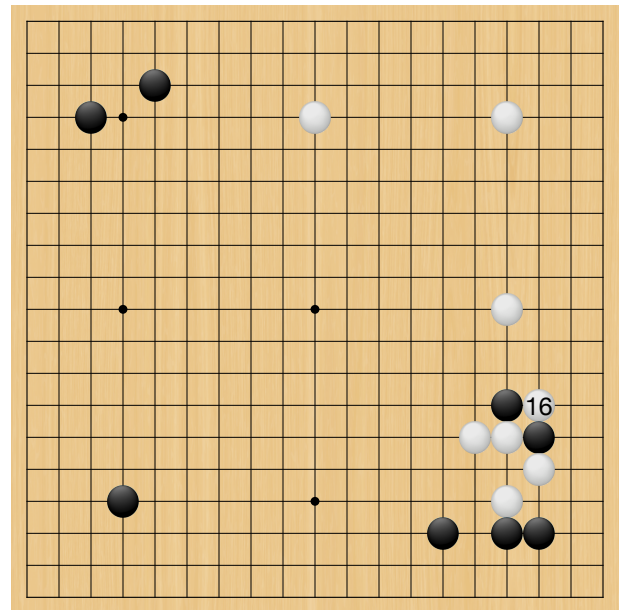
Comments based on game analysis by
Mingming (Stephanie) Yin 1p.



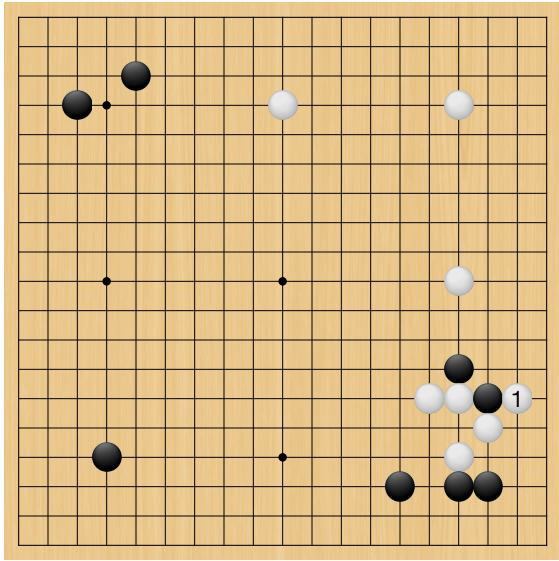
Moves 1-10



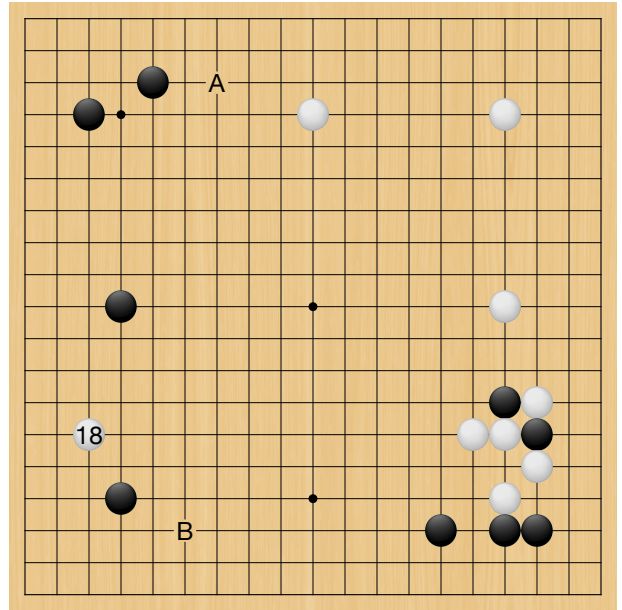
Moves 11-15



Move 16

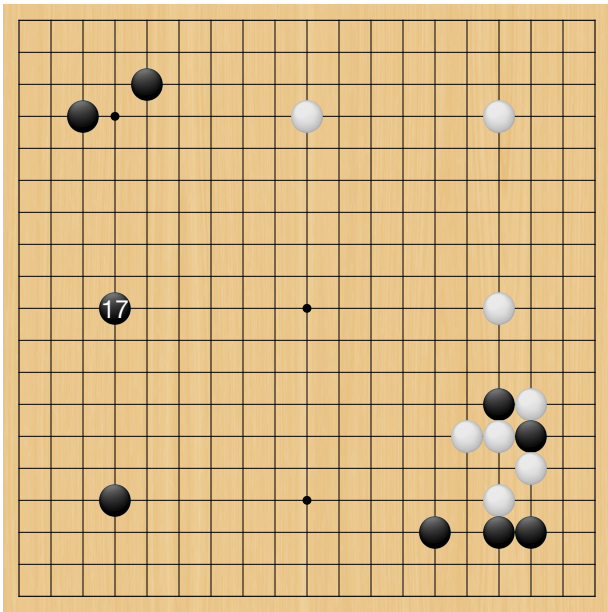


This would be better, leaves fewer forcing moves for Black.

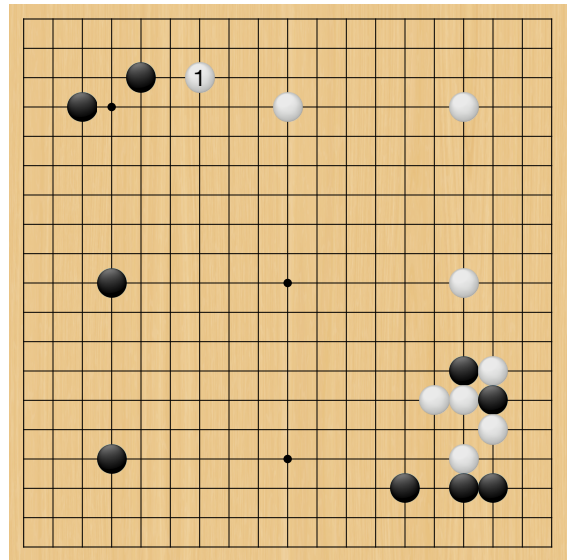


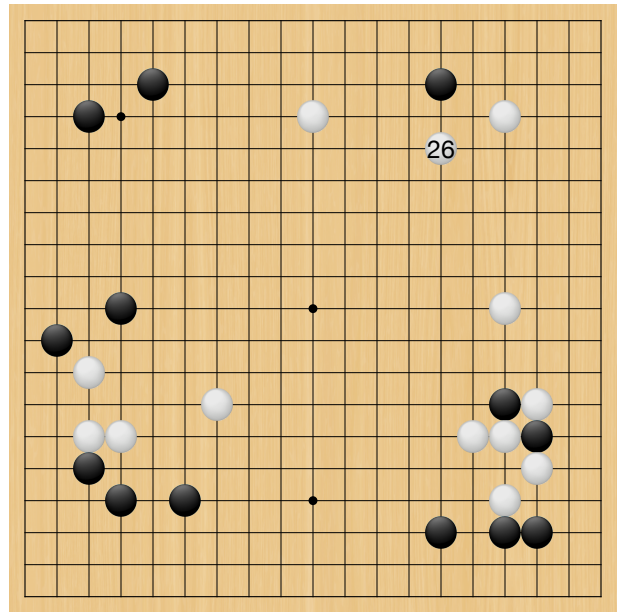
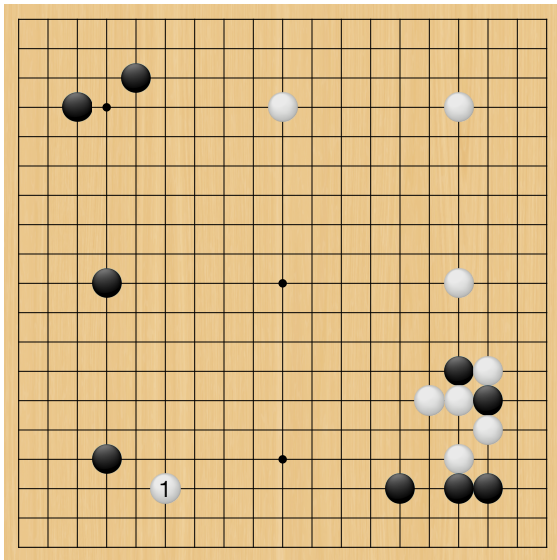
Move 18

This area is too cramped. White should play either A or approach at B.



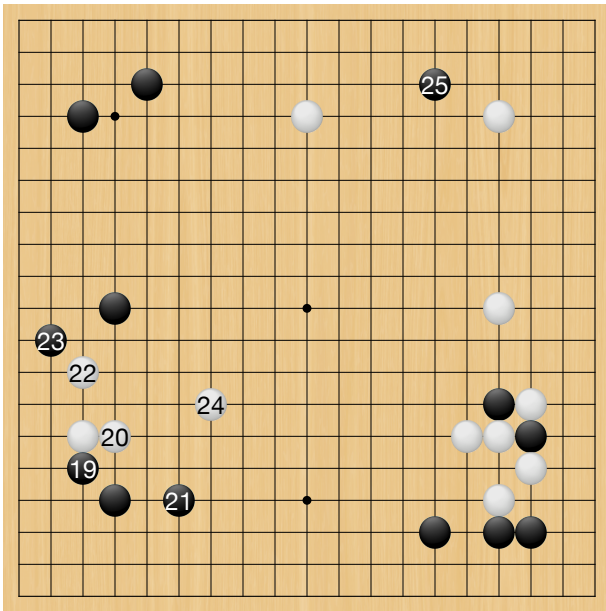
Move 17



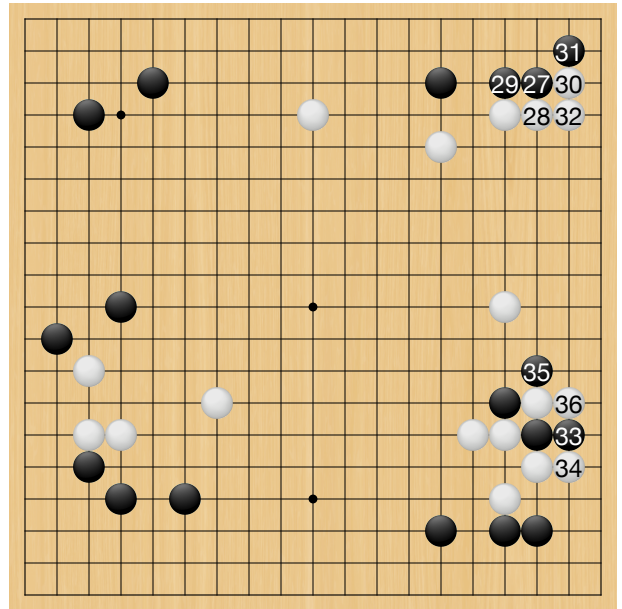


Move 26

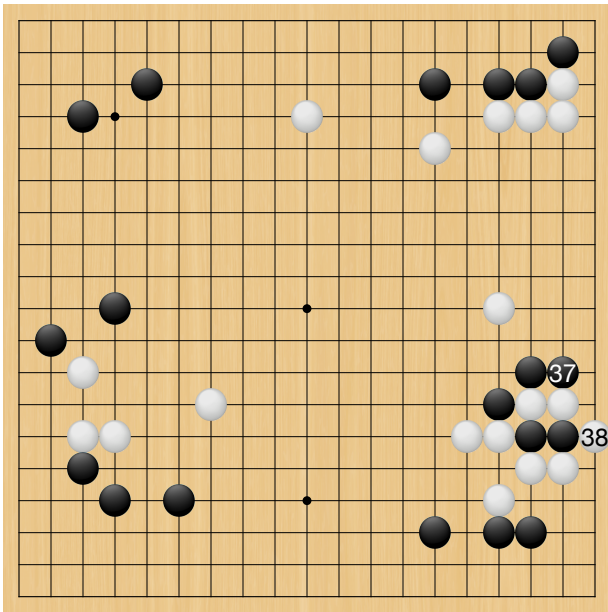
Unusual, but might be okay.



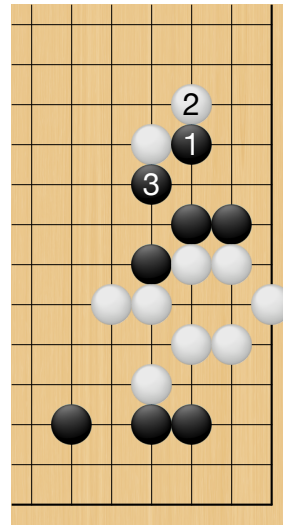
Moves 19-25



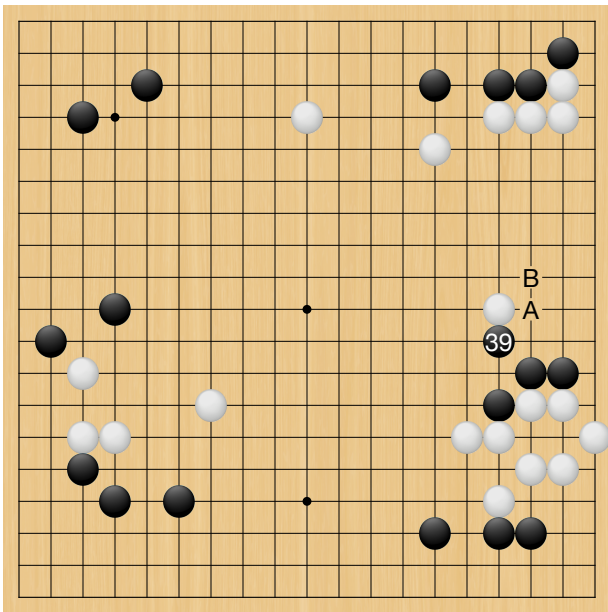
Moves 27-36



Moves 37-38

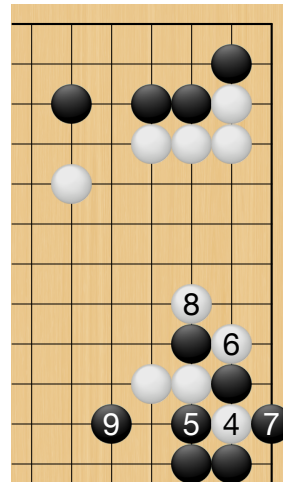
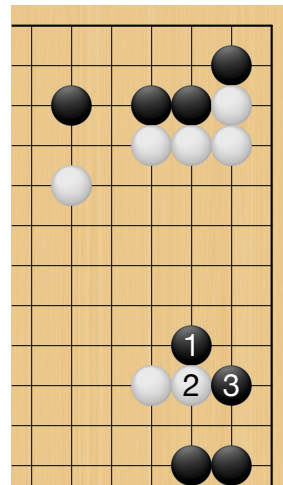


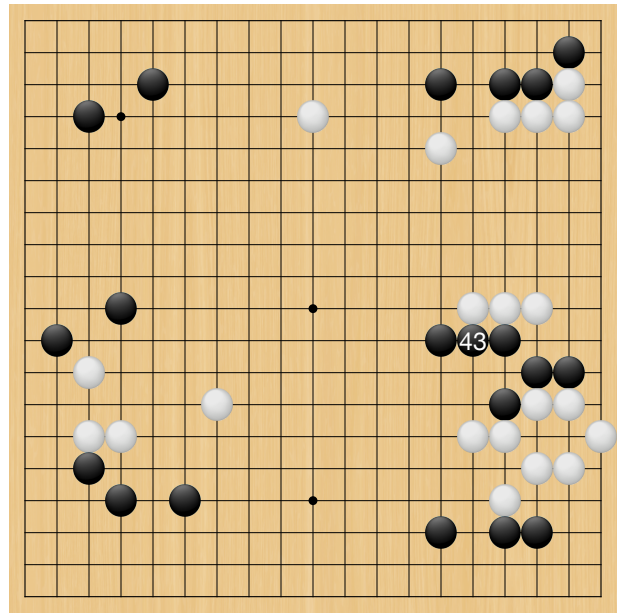
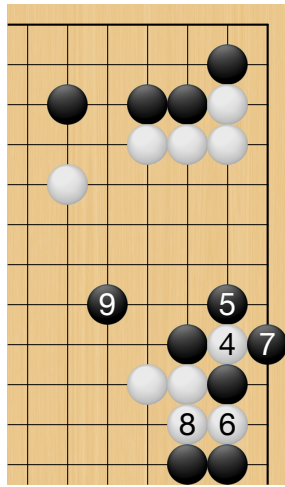
Black gets better shape this way.



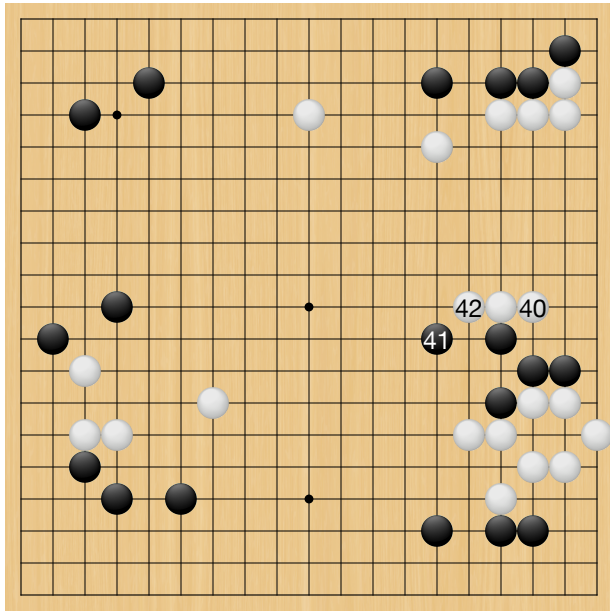
Move 39

This is not good. At the very least, attach at A first, but B is best.

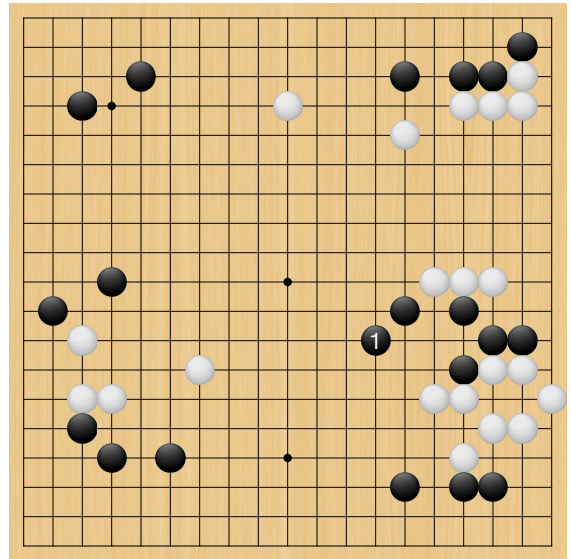




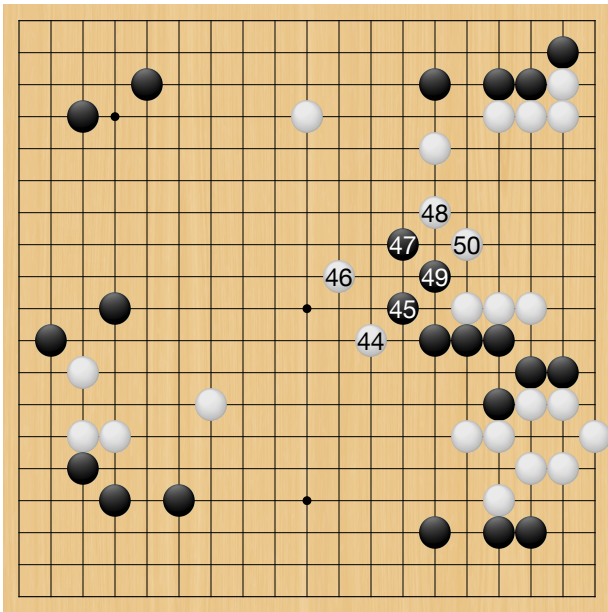
Move 43



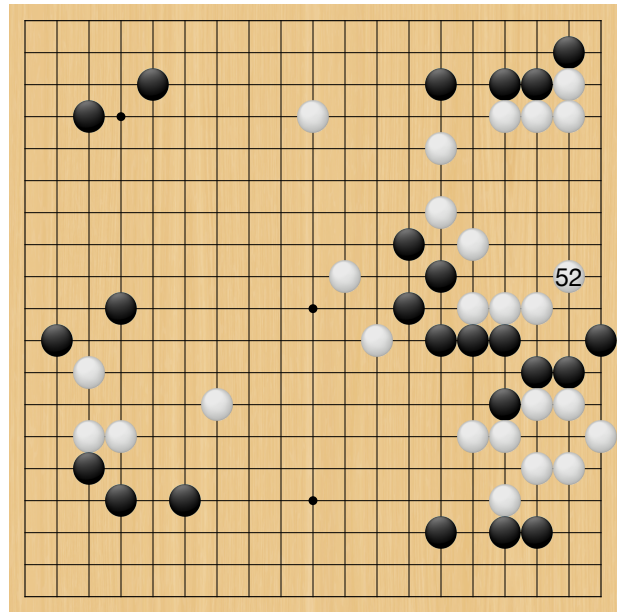
Moves 40-42



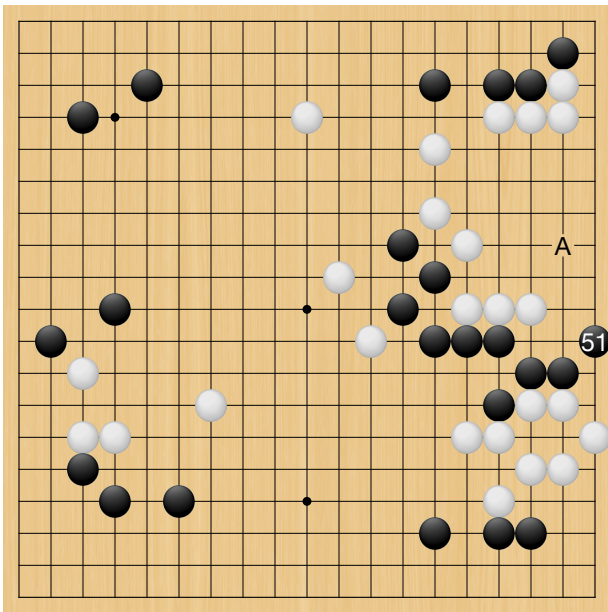
Maybe better here to get out.



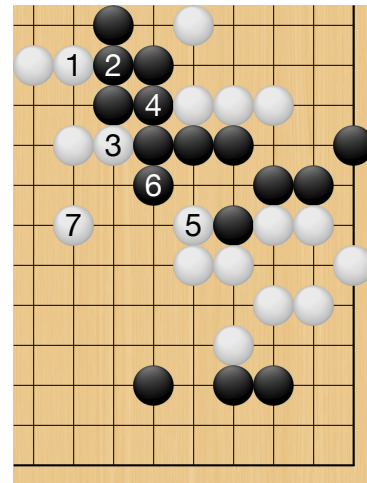
Moves 44-50



Move 52

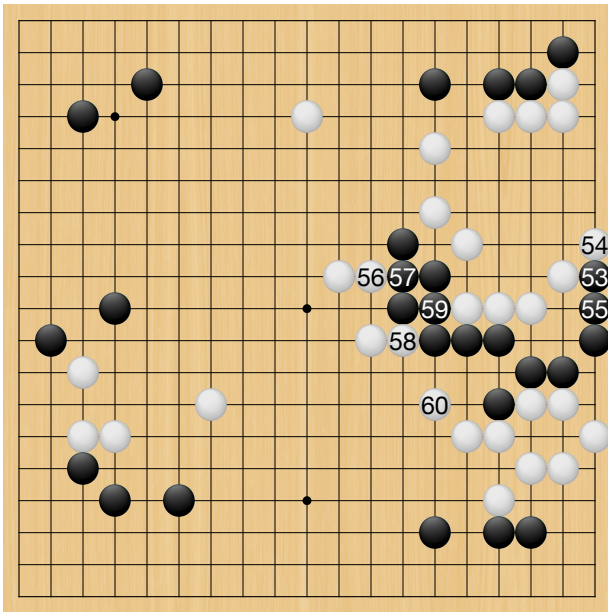


Move 51

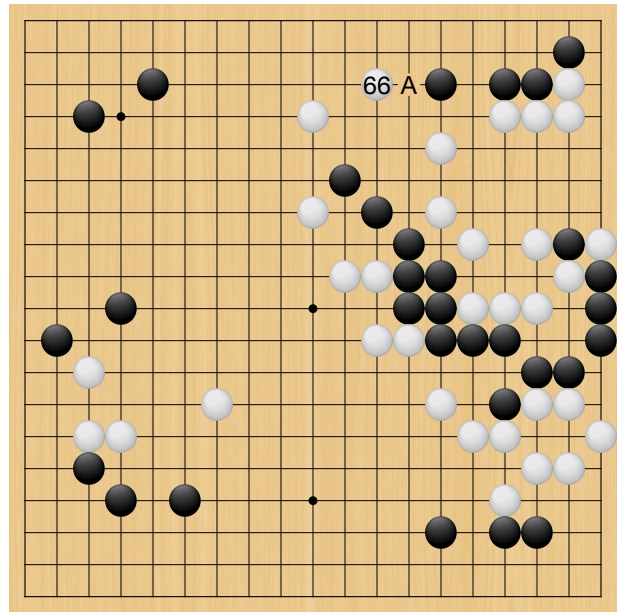


Hard for Black to survive.

This is an endgame move; White should just try to kill the group immediately. I thought about it for a while, but was too worried about e.g. Black playing at A.

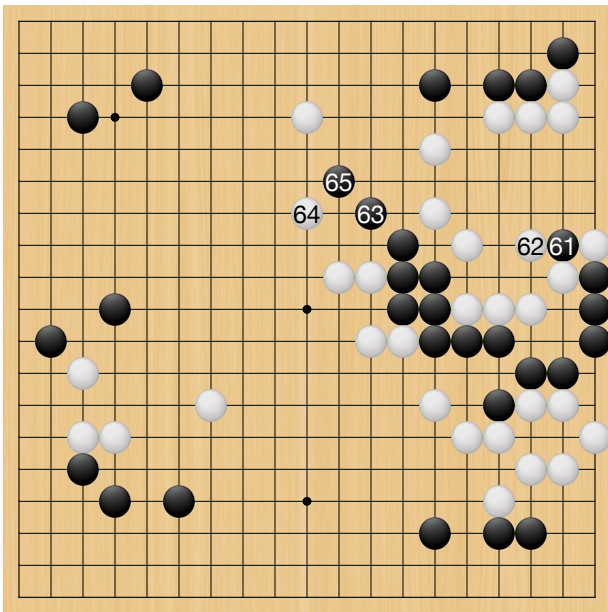


Moves 53-60

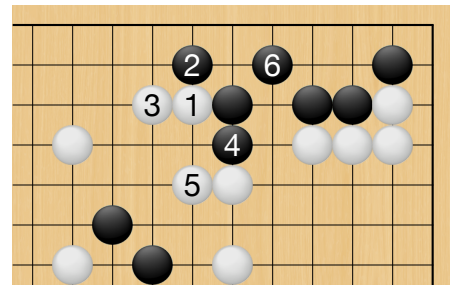


Move 66

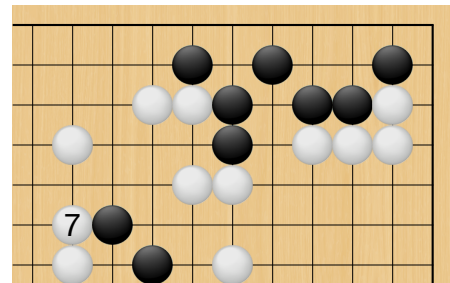
White should play A instead.



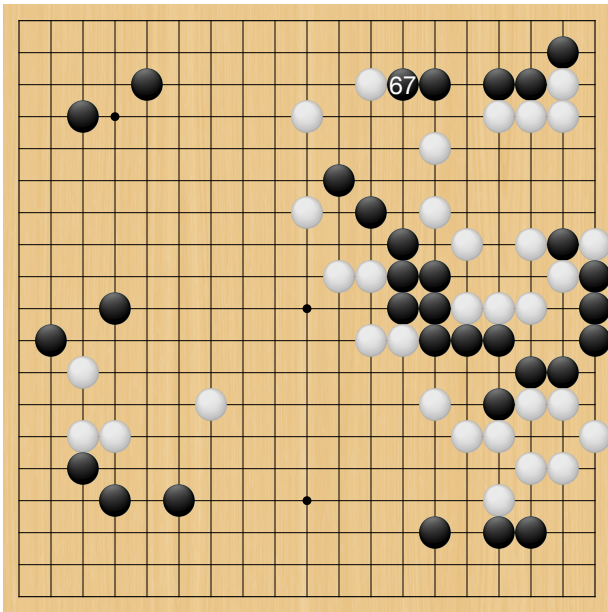
Moves 61-65



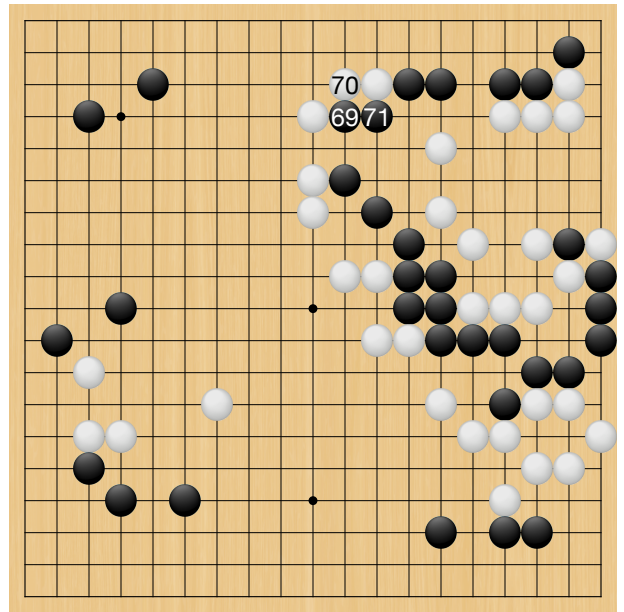
Black still has to defend here.



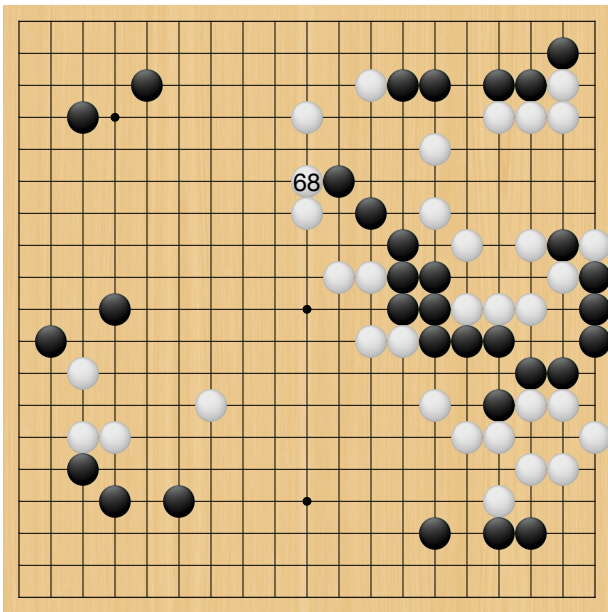
Game over.



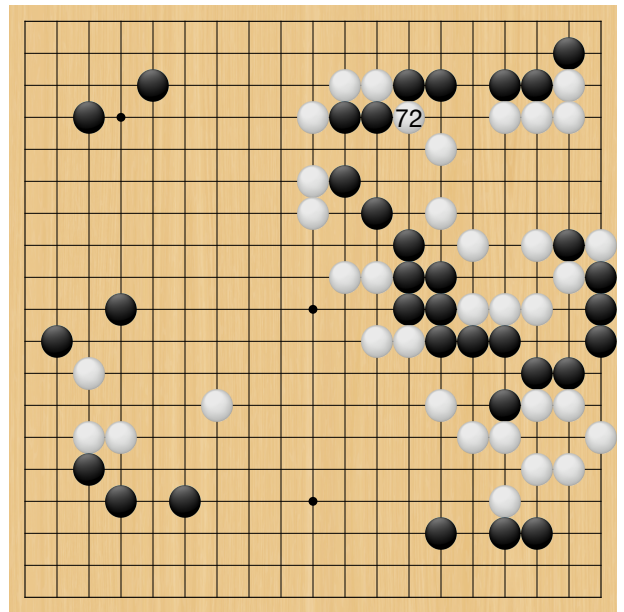
Move 67



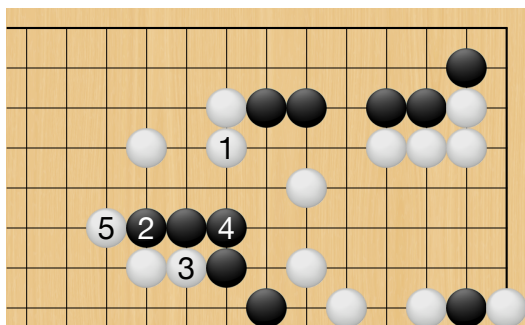
Moves 69-71



Move 68

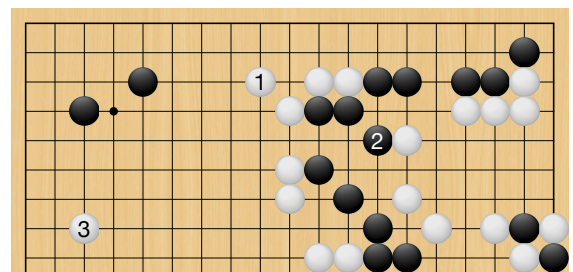


Move 72

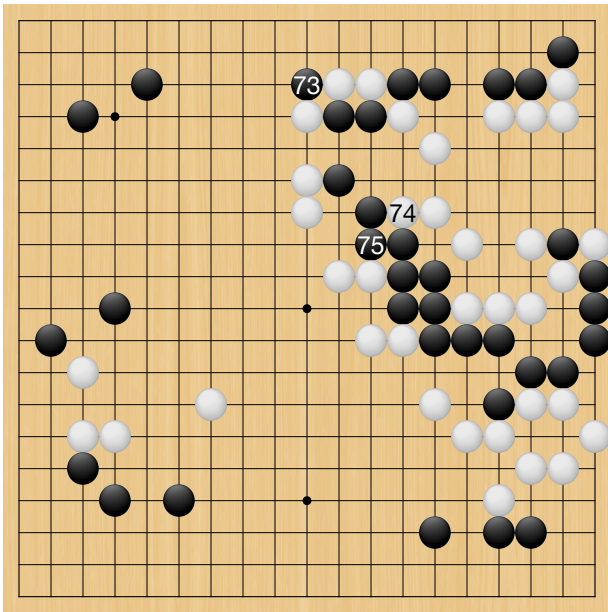


This sequence might work. (Only amateur comments on rest of game.)

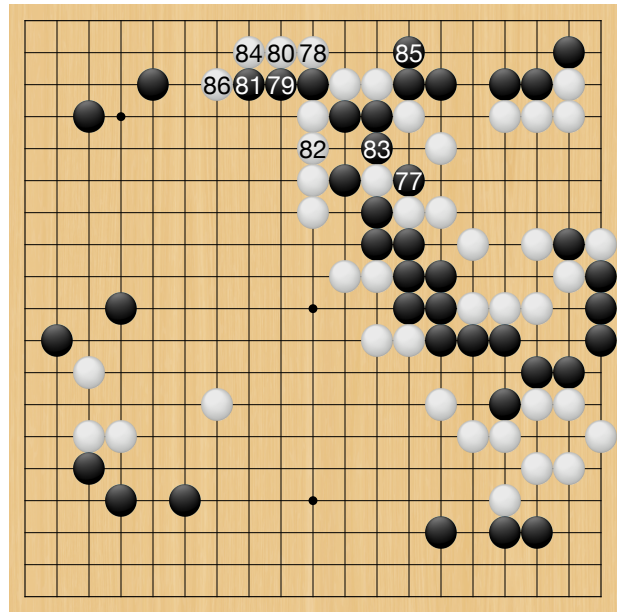
This doesn't work, misread.



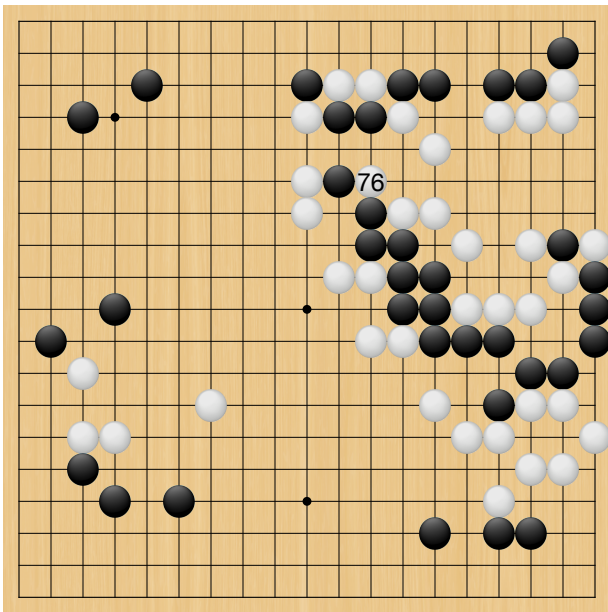
This would be better than what happened in the game.



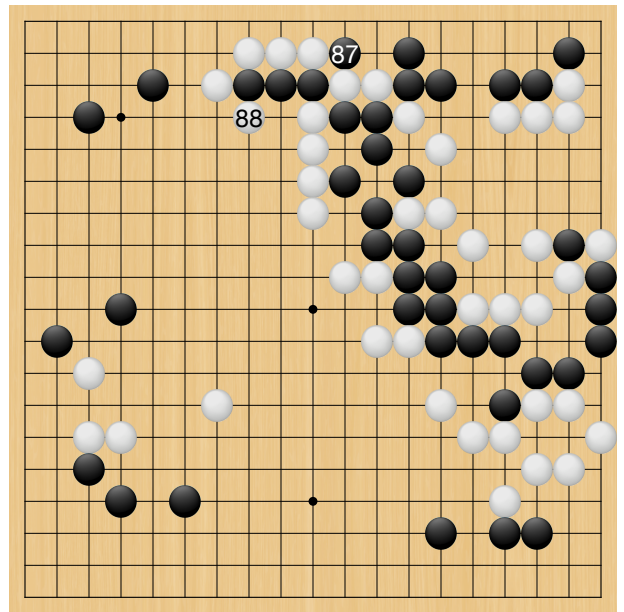
Moves 73-75



Moves 77-86

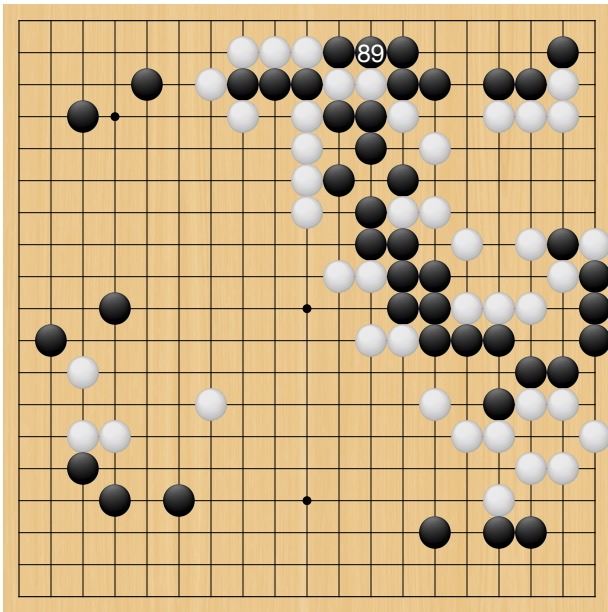


Move 76

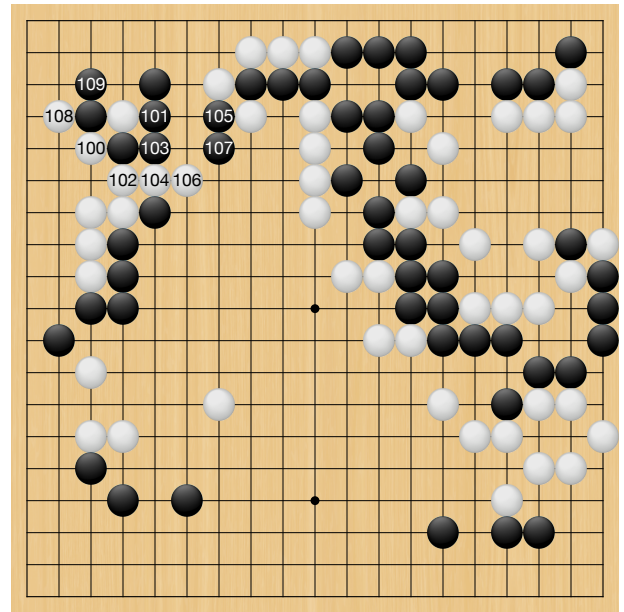


Moves 87-88

Misread.

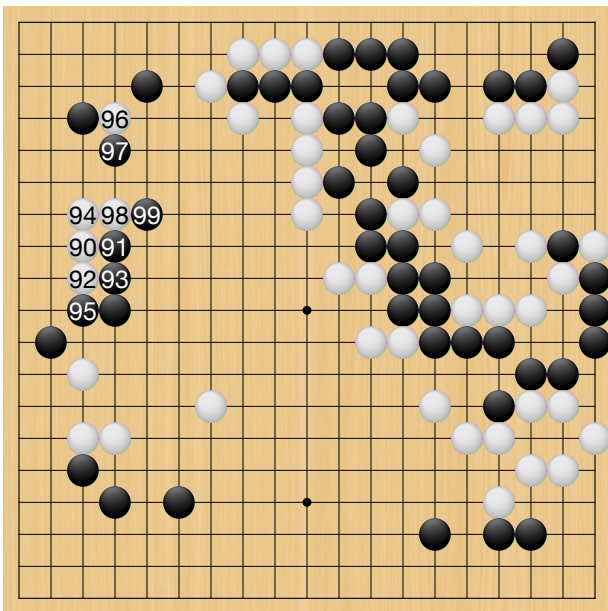


Move 89

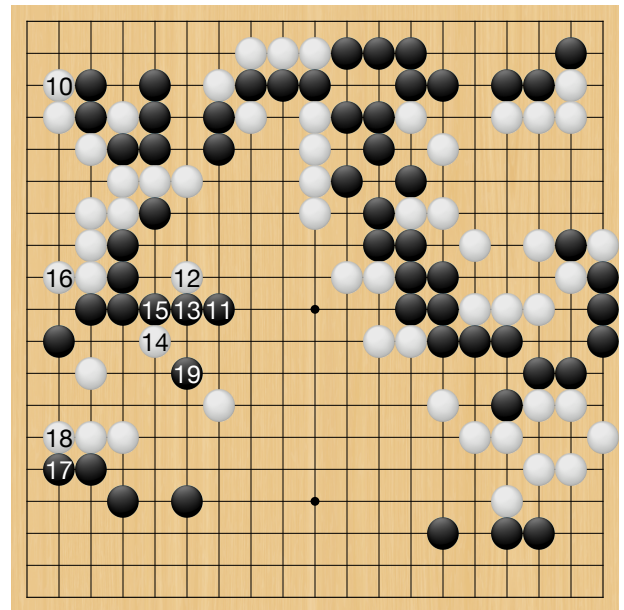


Moves 100-109

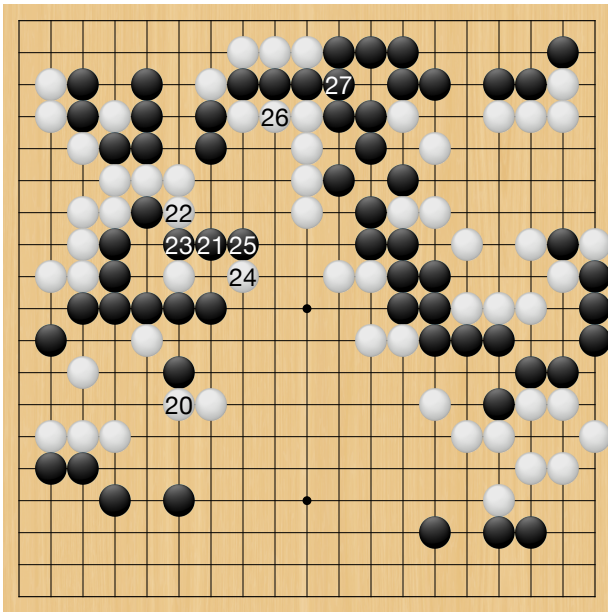
At least I got a wall out of this attack, so now I can invade on the left.



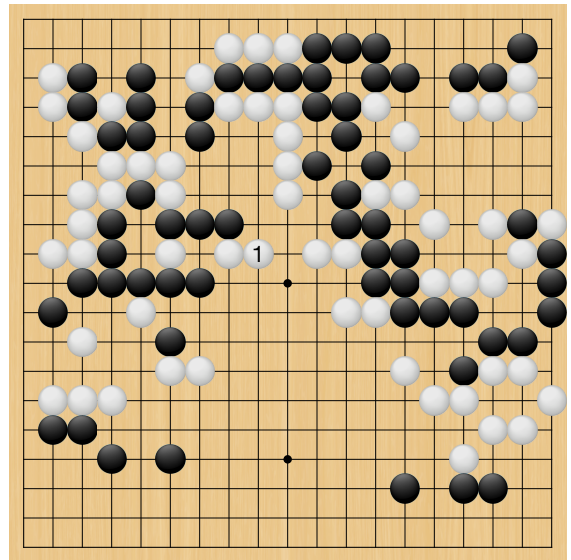
Moves 90-99



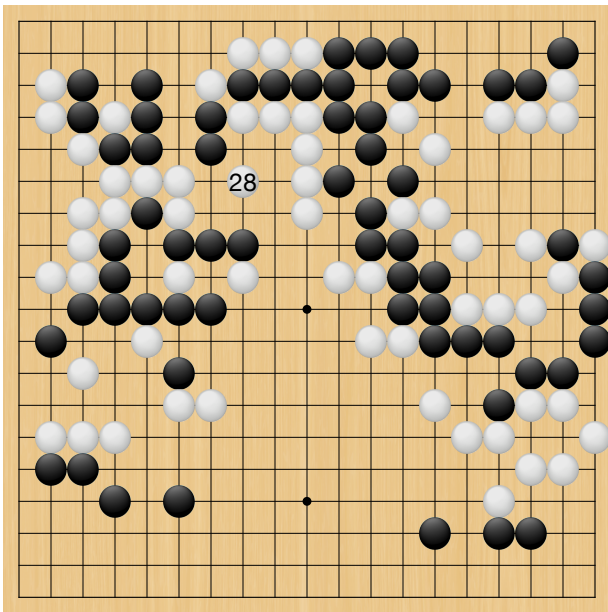
Moves 110-119



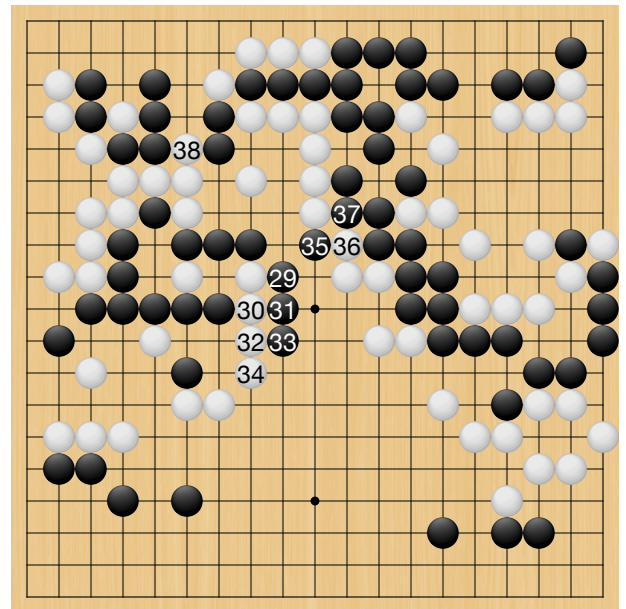
Moves 120-127



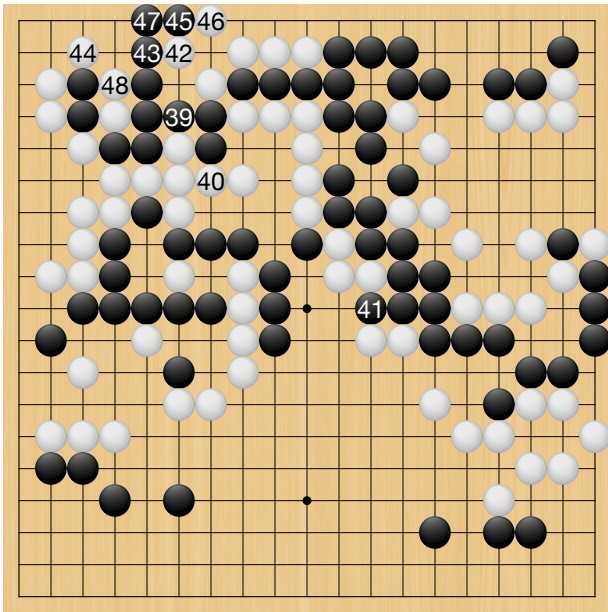
This is probably better.



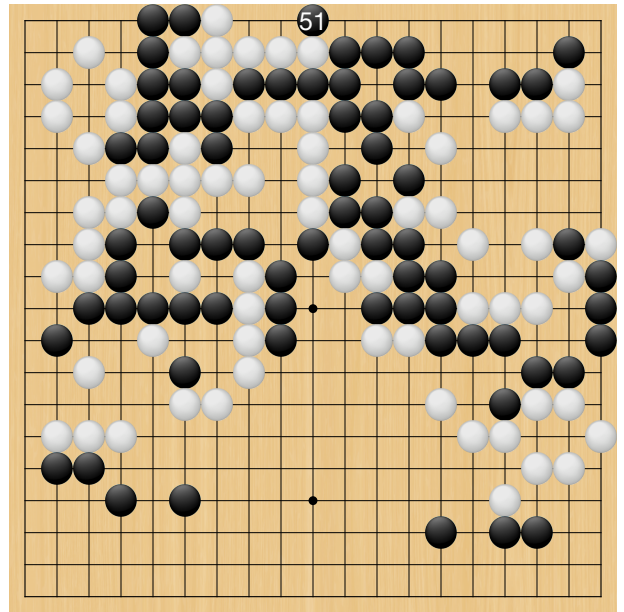
Move 128



Moves 129-138

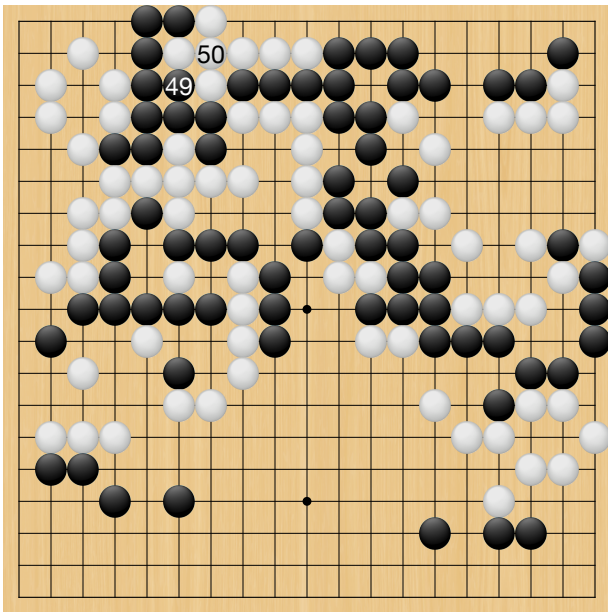


Moves 139-148

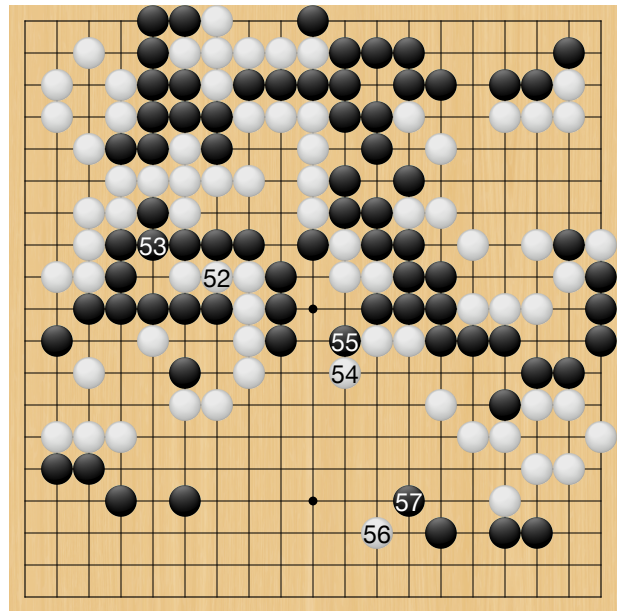


Move 151

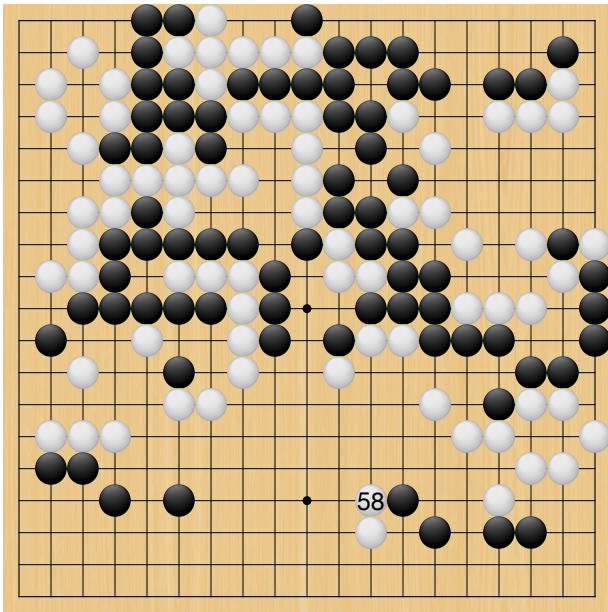
One liberty short.



Moves 149-150



Moves 152-157



Move 158

Stopped recording here, close to byo-yomi. White got some points along the bottom, the black group in the lower left made two eyes, and the white group in the lower right was reduced to one eye. Luckily, the black group in the lower right corner also ended up with just one eye, and died due to lack of liberties.

158 moves. Anders Kierulf wins by resignation.

2014-08-14a

White: Abe Yokito 2d

Black: Anders Kierulf 3d

Komi: 7½ points

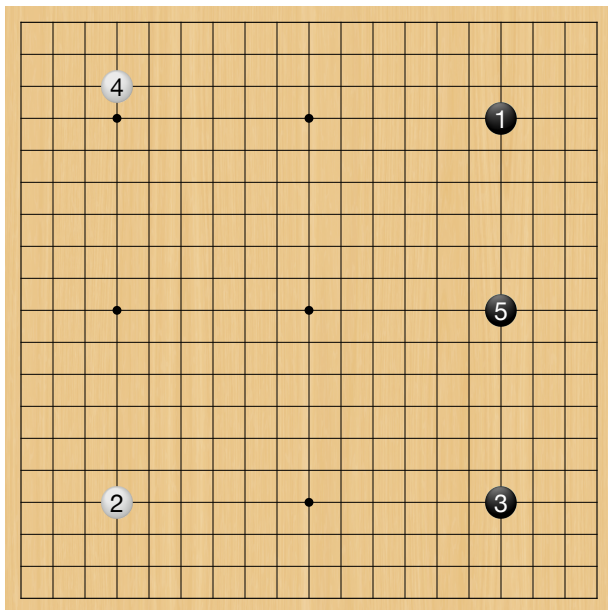
Date: 2014-08-14

Place: New York

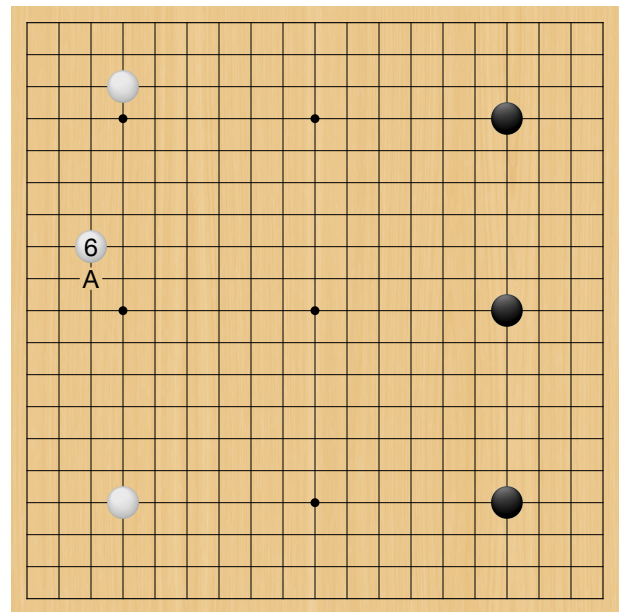
Event: Go Congress

Round: 4

Comments based on game analysis by Xie He
9p.

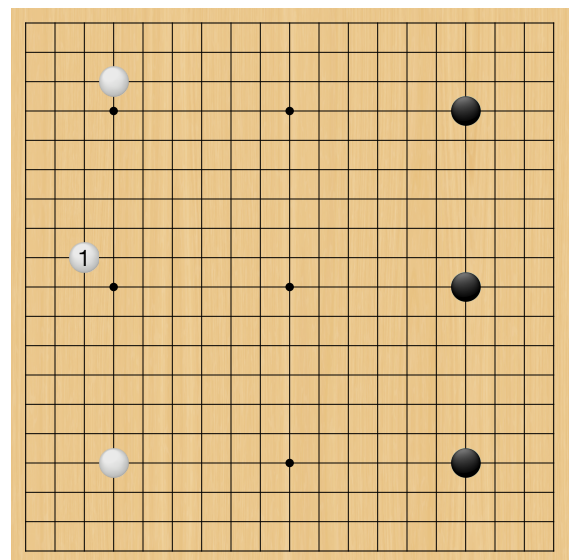


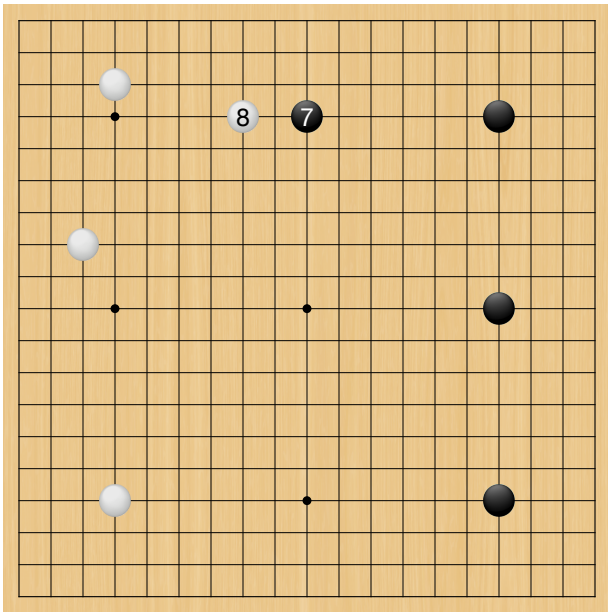
Moves 1-5



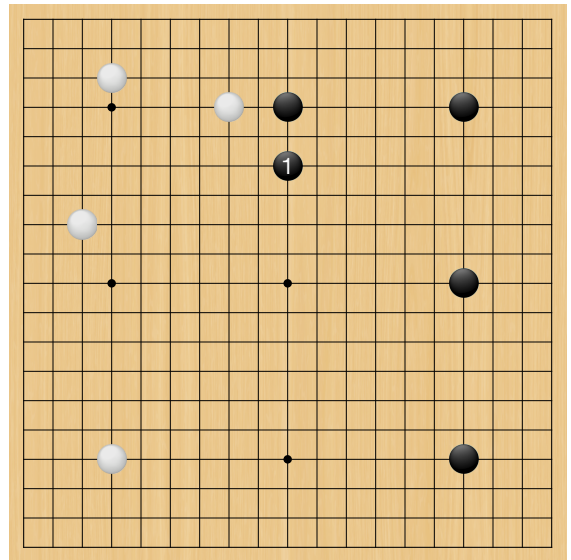
Move 6

This move was new to me. Puts more emphasis on the corner than the Low Chinese at A.

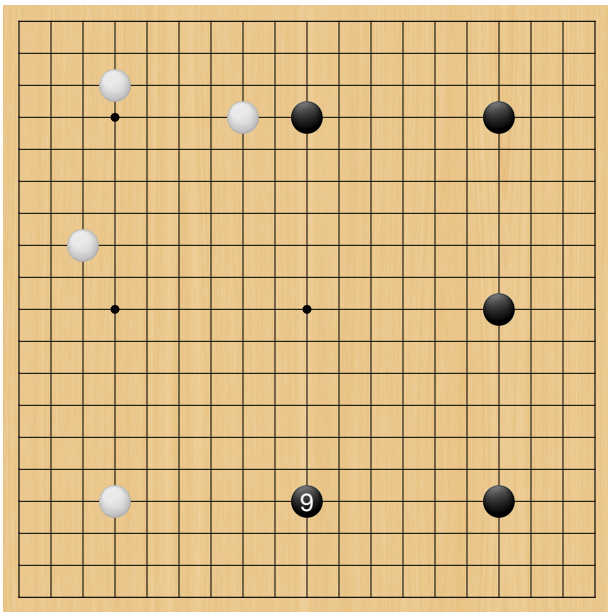




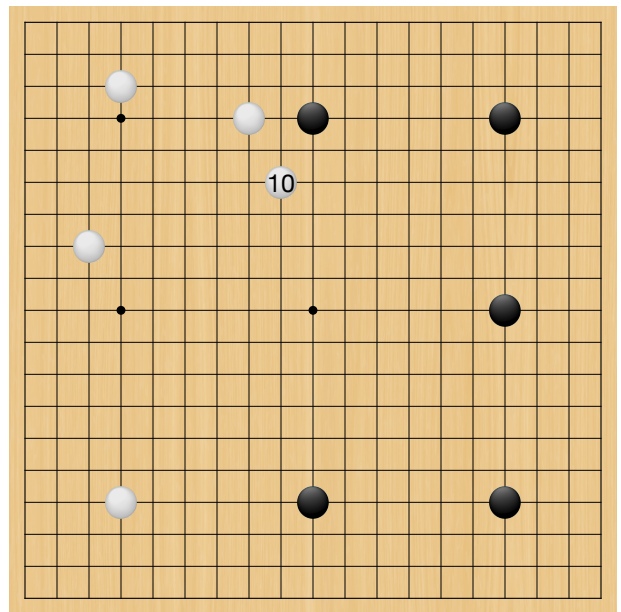
Moves 7-8



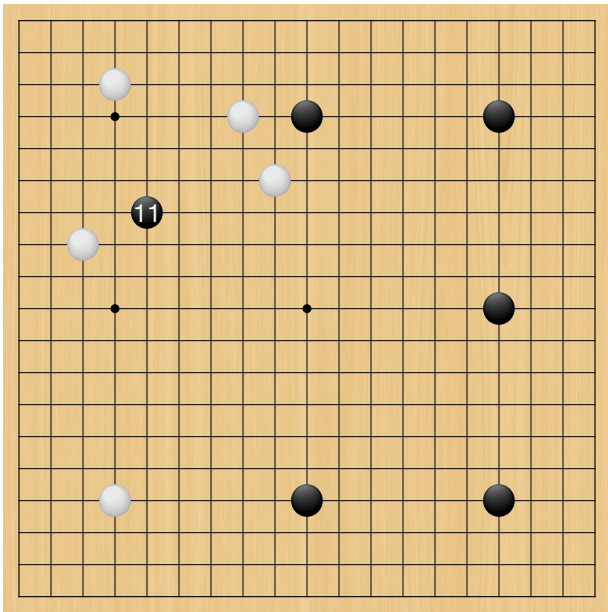
I considered this one, but too early, need to focus on the sides first before the center.



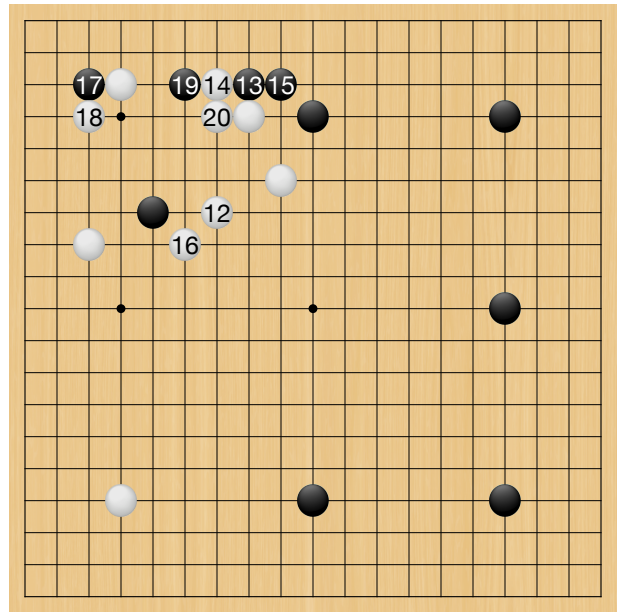
Move 9



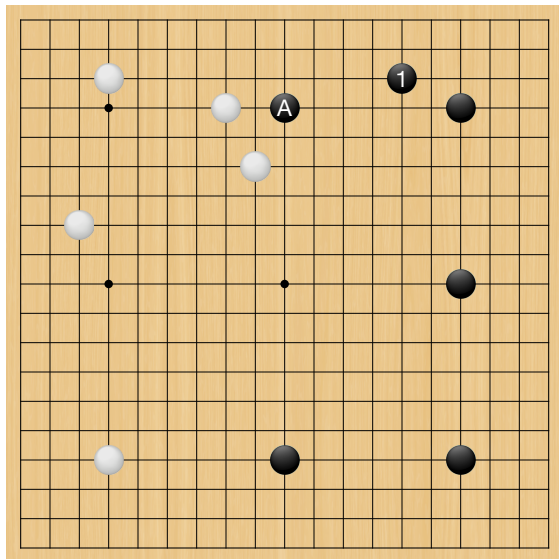
Move 10



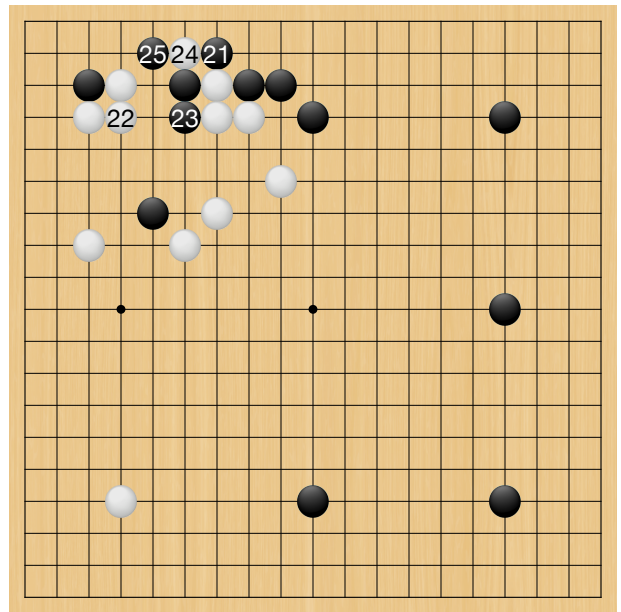
Move 11



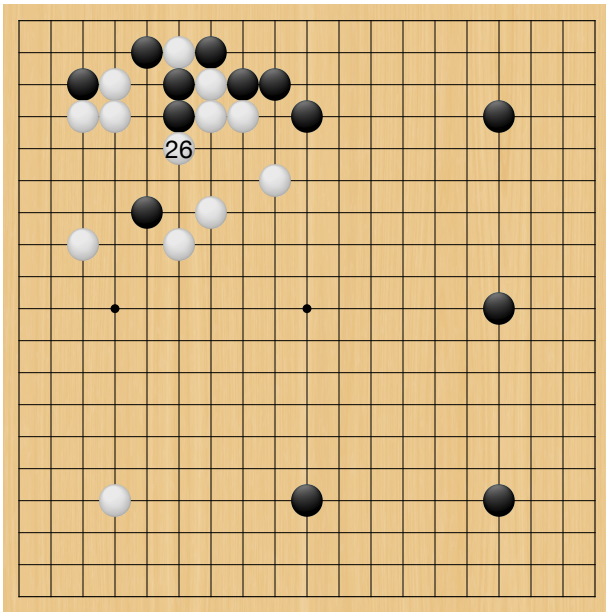
Moves 12-20



The correct move would be to defend here after White sets up to attack the stone at A.

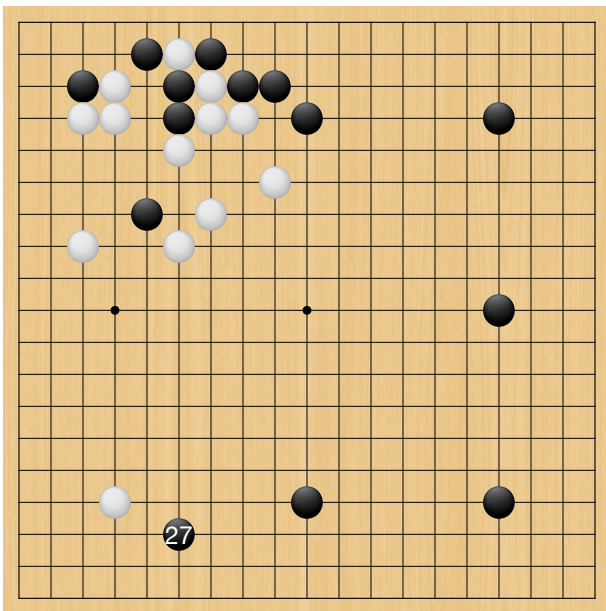


Moves 21-25

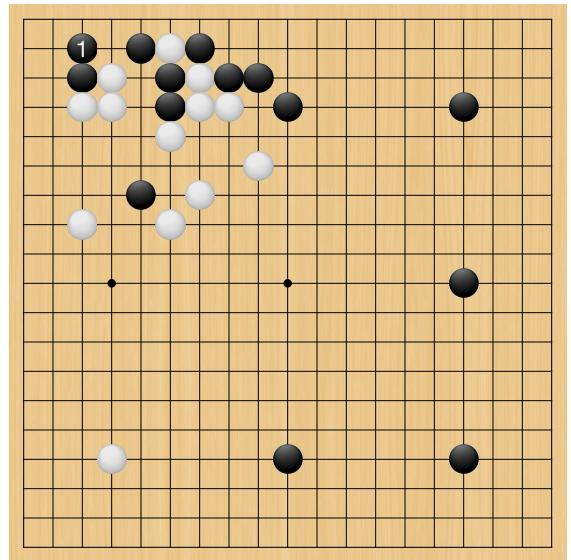


Move 26

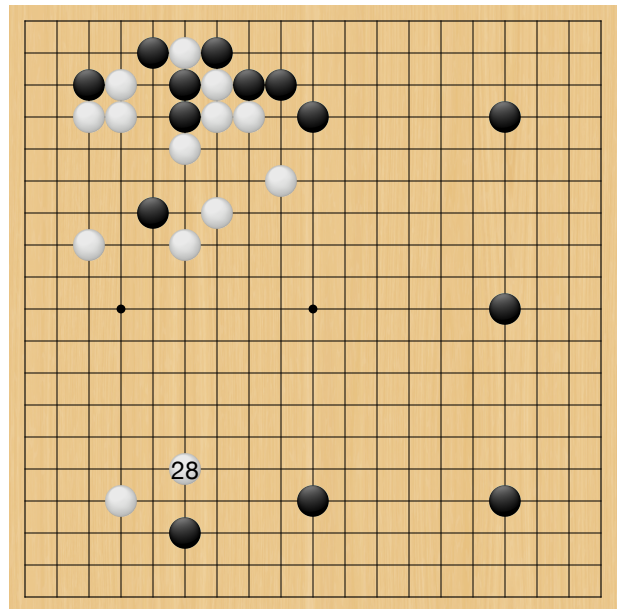
This ended up working out well for Black, big reduction in sente.



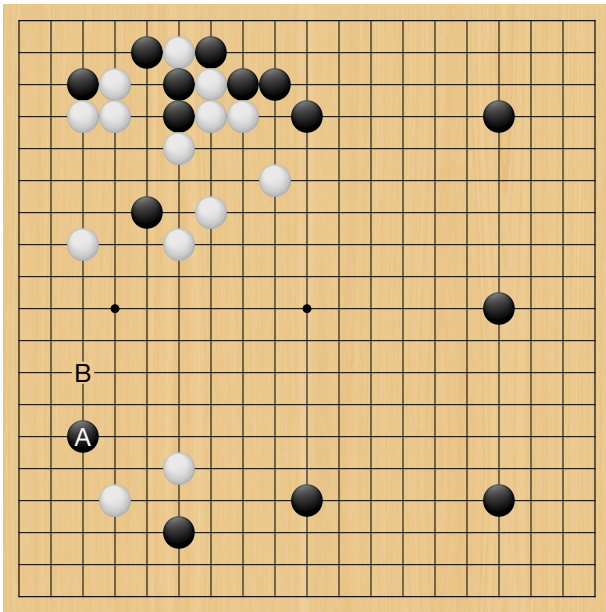
Move 27



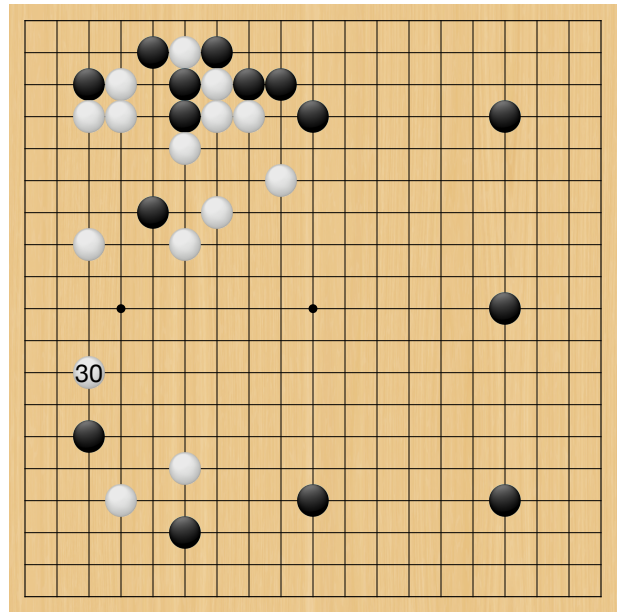
Black still has a big follow-up here.



Move 28

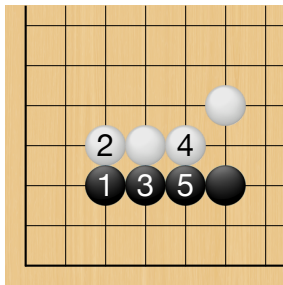


Move 29

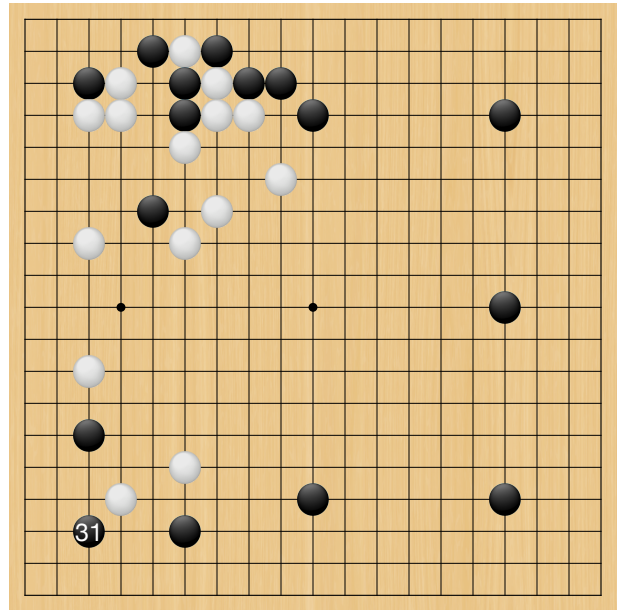


Move 30

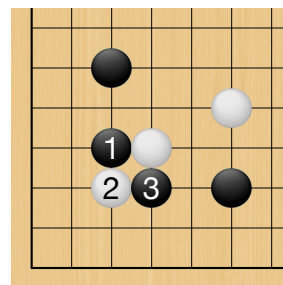
Playing this move instead of entering the corner immediately basically adds the exchange of black A for white B, which is bad for Black.

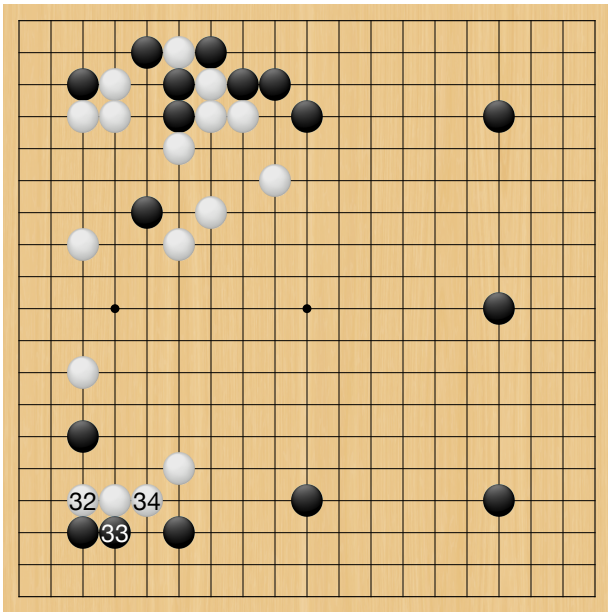


Just entering the corner immediately would be correct.

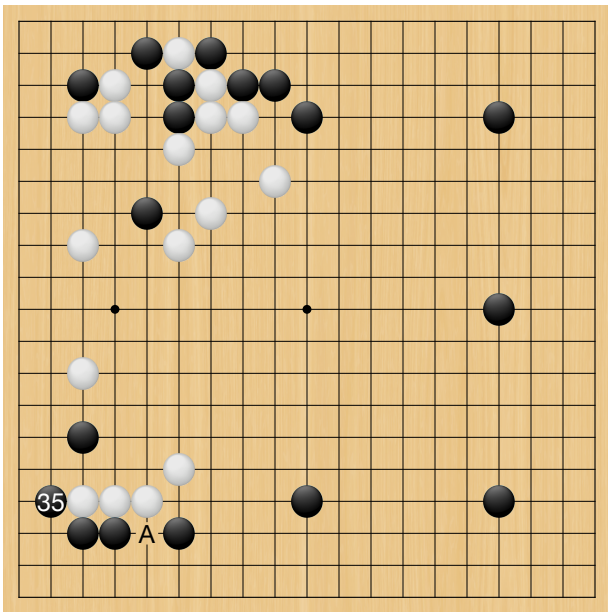
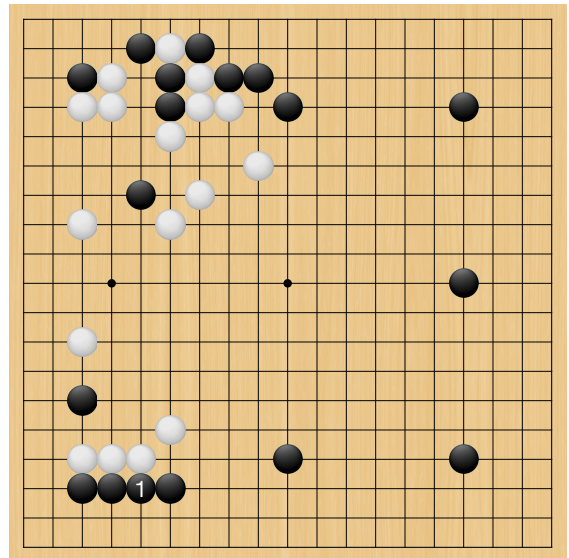


Move 31

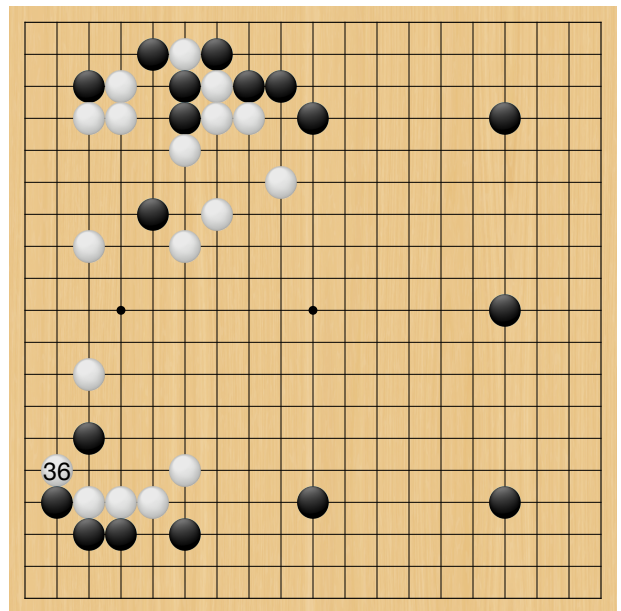




Moves 32-34

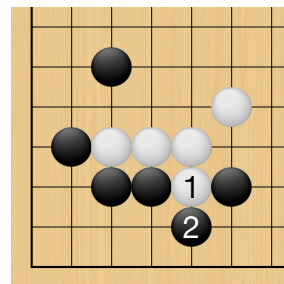


Move 35

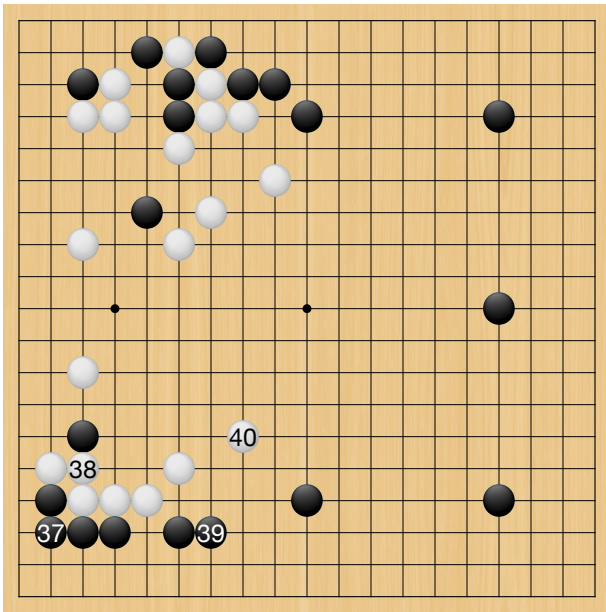


Move 36

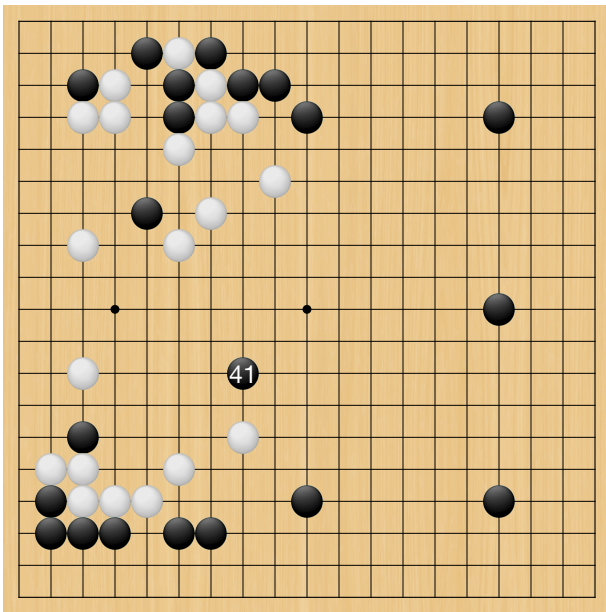
This could have turned out badly if White had played A.



Black will get cut.

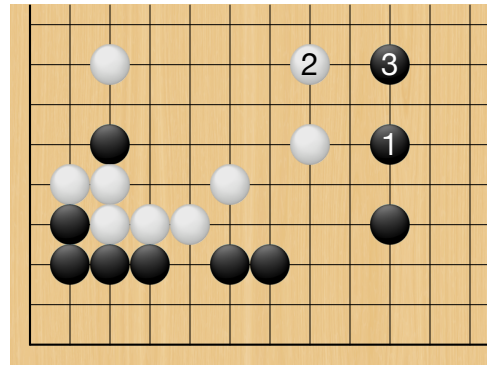


Moves 37-40

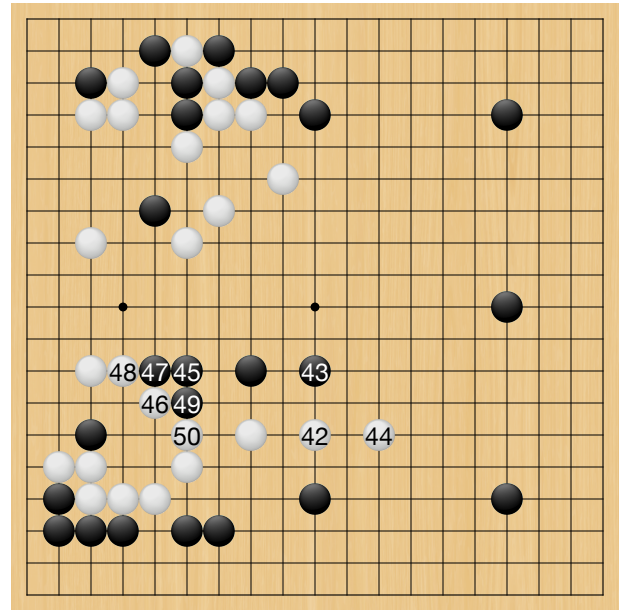


Move 41

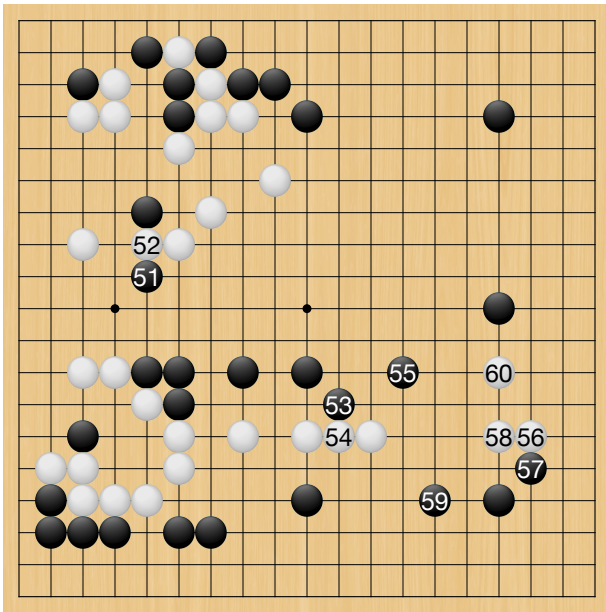
This is the wrong idea, I'm too worried about White building a lot of territory here. For one thing, White already had points along the edge, so move 40 only increased the area by about 10 points, and there's much more to be gained by building up my own moyo.



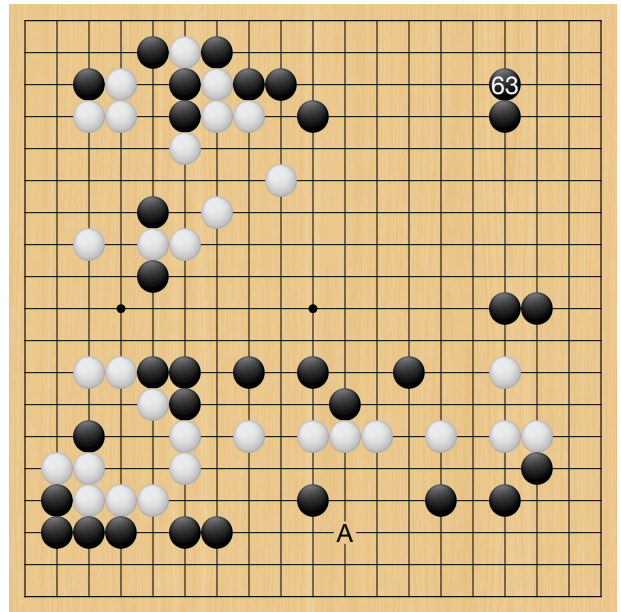
This would be a much easier game for Black to play.



Moves 42-50



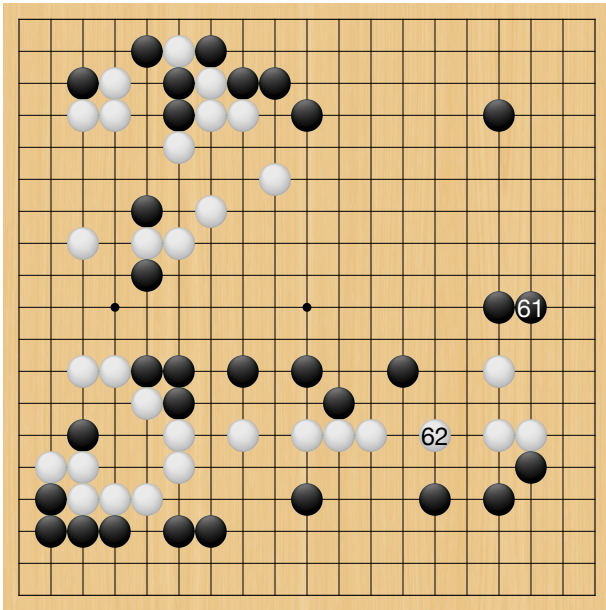
Moves 51-60



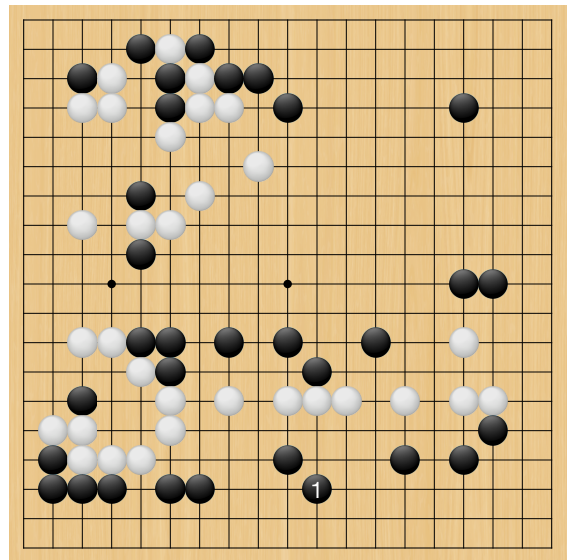
Move 63

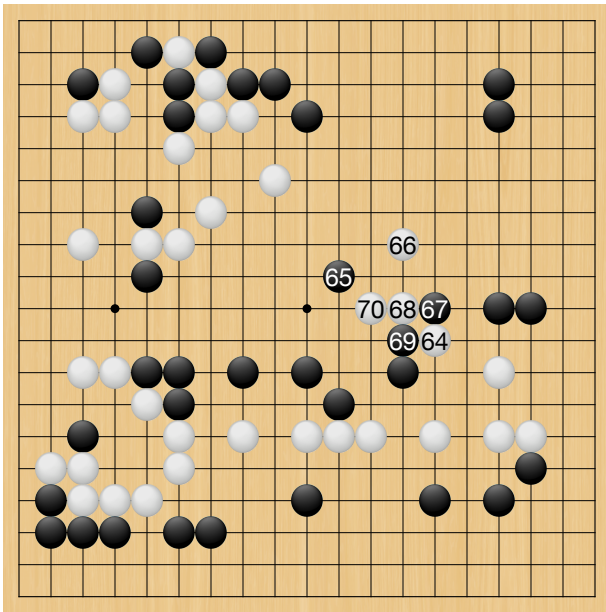
(Subsequent comments just the result of my own 3 dan thinking, no pro analysis.)

Maybe better to secure the bottom edge first by playing something like A.

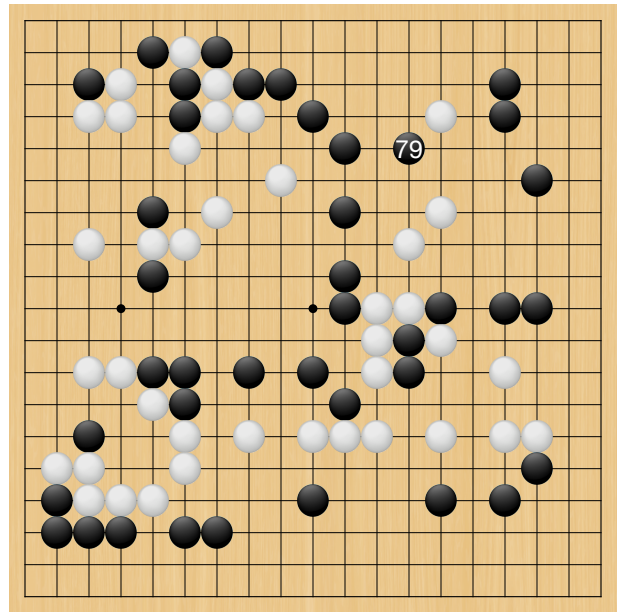


Moves 61-62



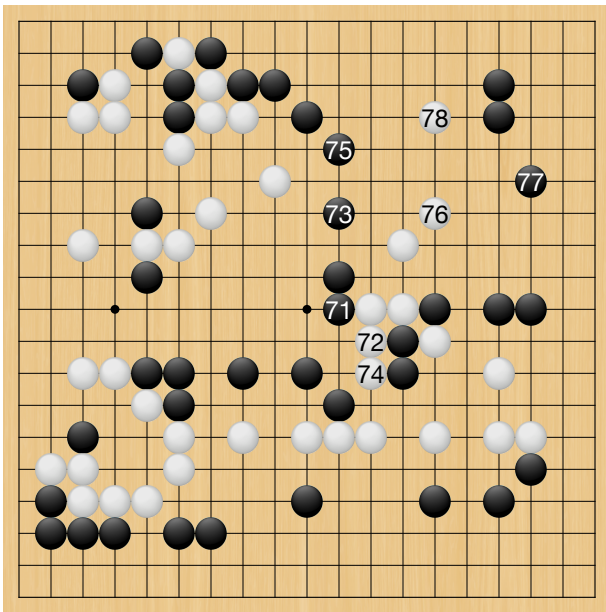


Moves 64-70

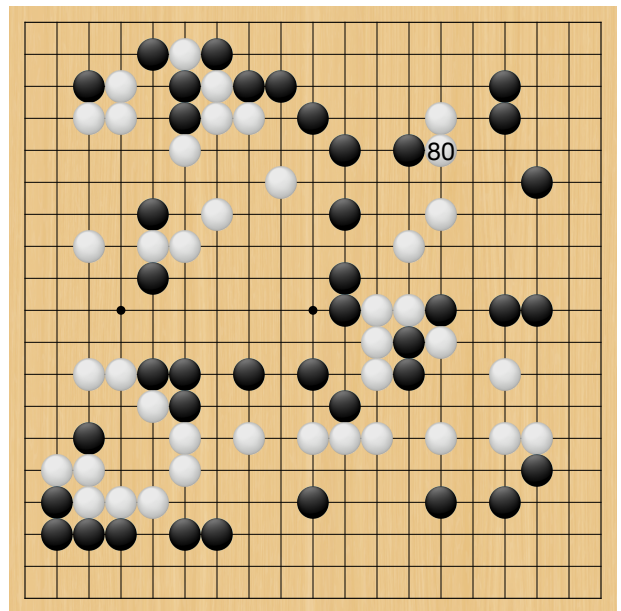


Move 79

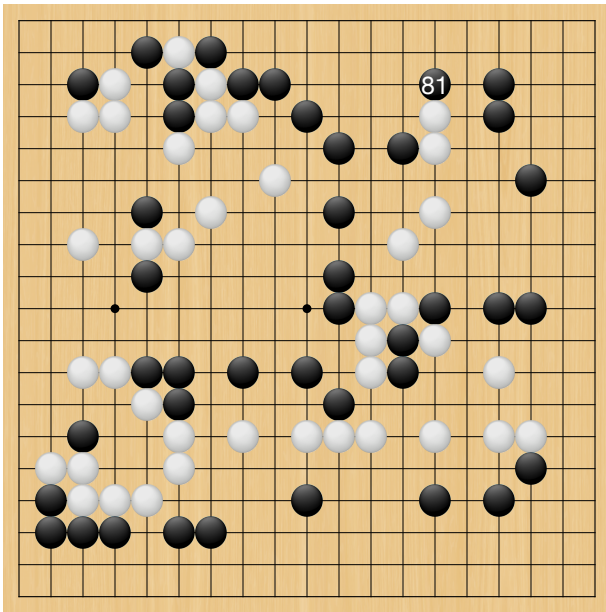
Thought I could cut here, but the right side is too weak to do that now.



Moves 71-78

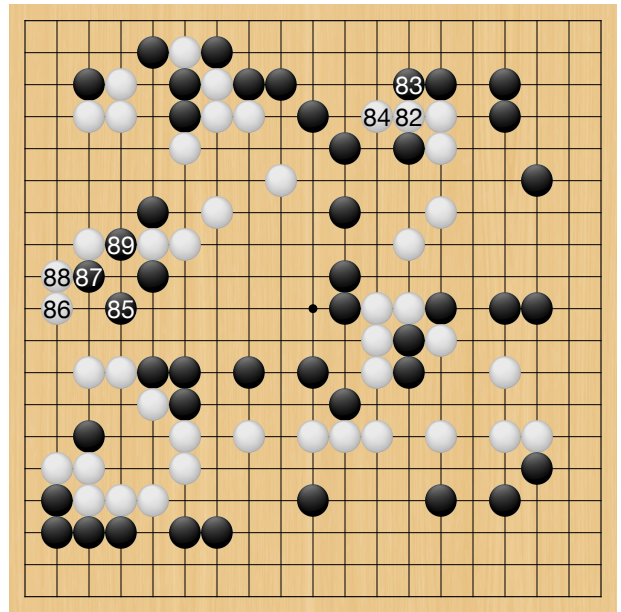


Move 80

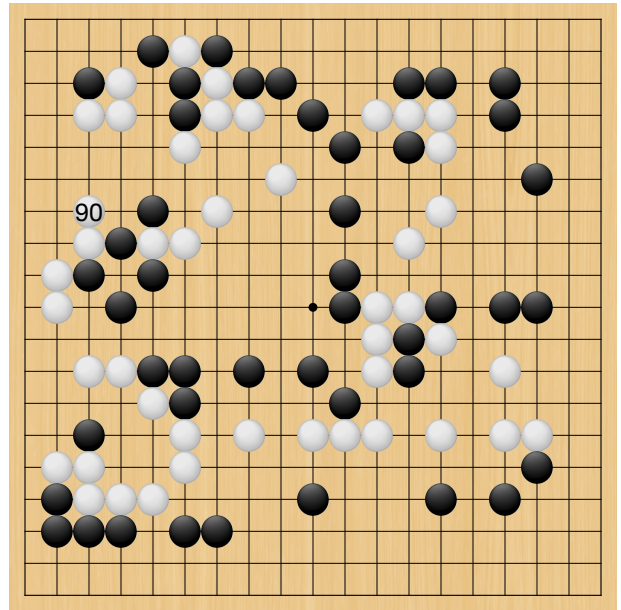
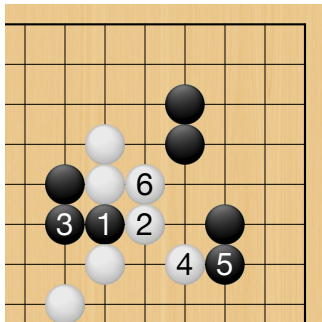


Move 81

This doesn't work out well, as the black center group will get cut off if I continue to push along the edge.

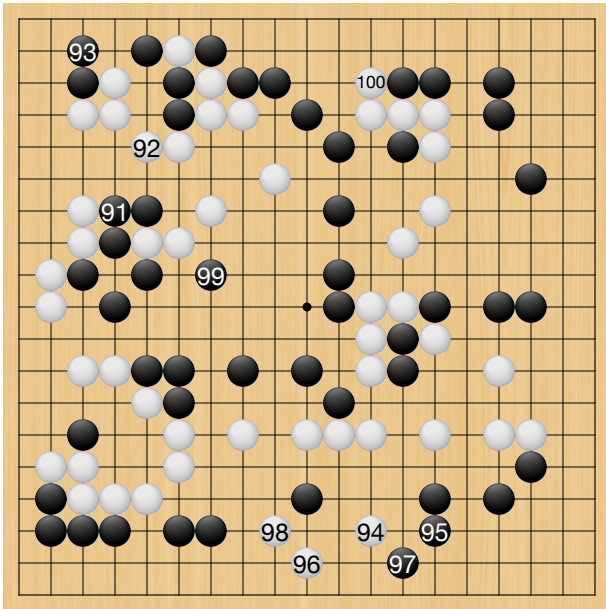
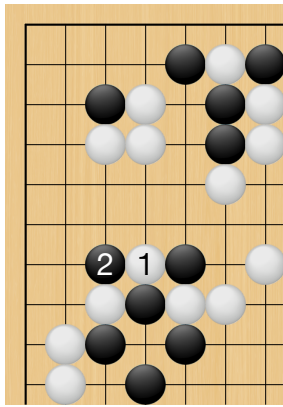


Moves 82-89

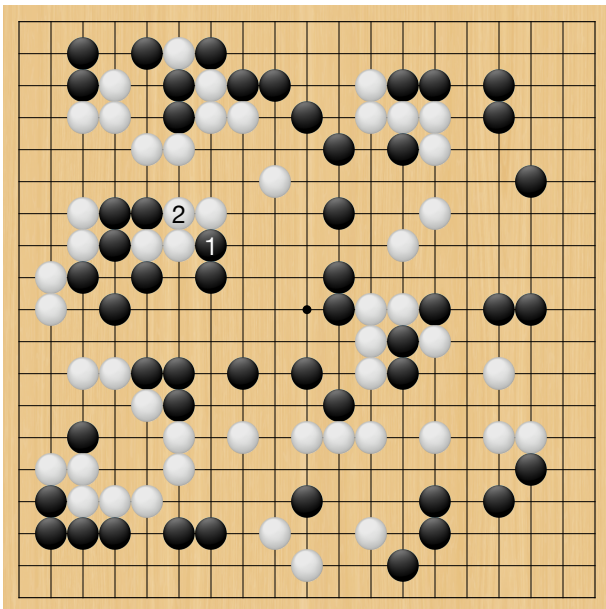


Move 90

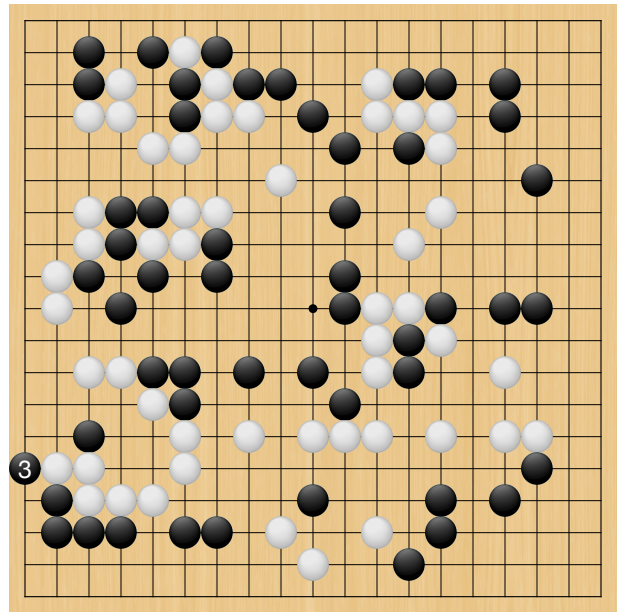
At the time, I expected White to play the ko, but probably correct that it would be too risky.



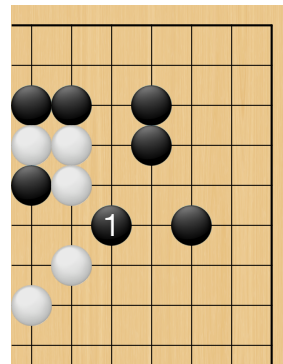
Moves 91-100



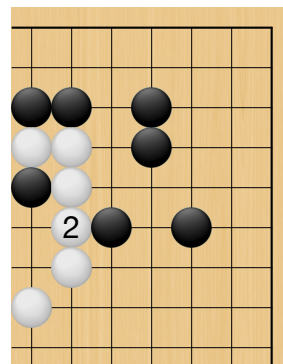
Moves 101-102

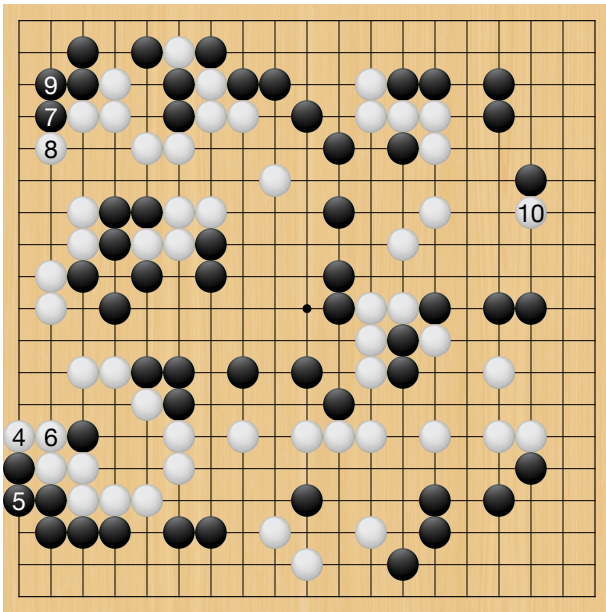


Move 103

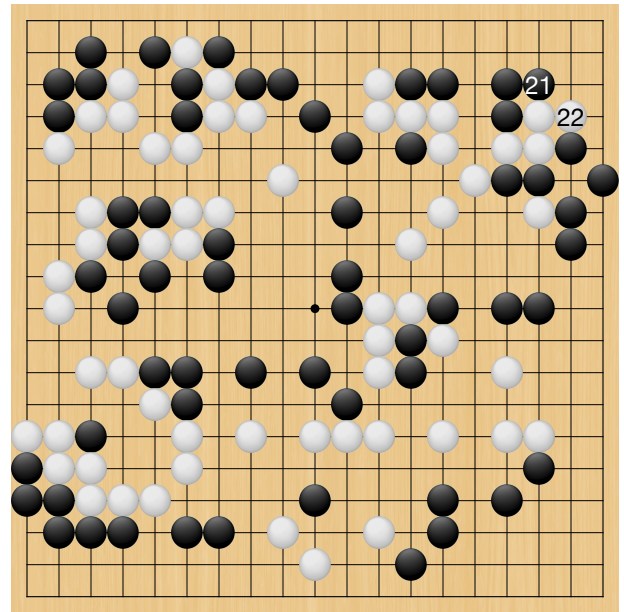


Black should play this move to strengthen the right side. I didn't realize the trouble White could start there.

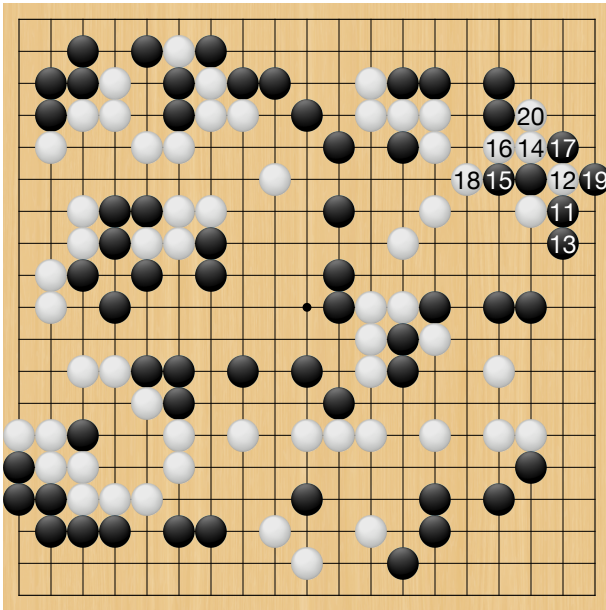




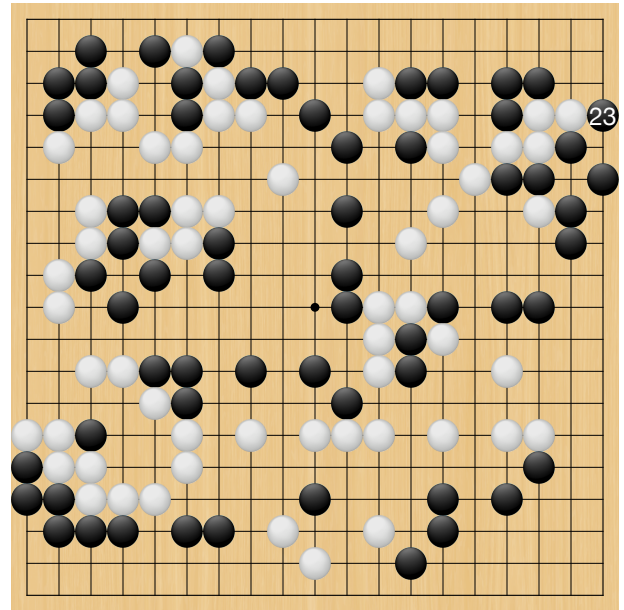
Moves 104-110



Moves 121-122

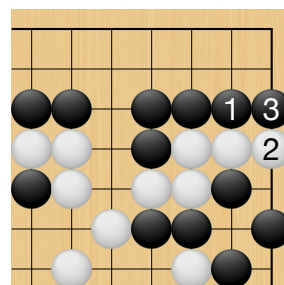


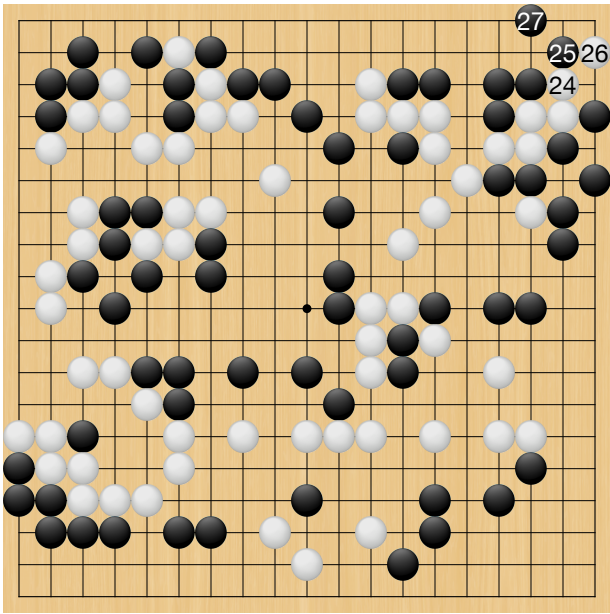
Moves 111-120



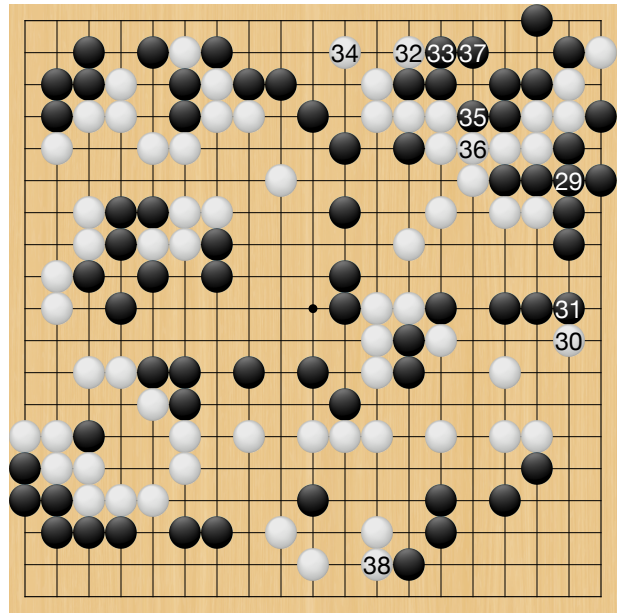
Move 123

I misread that I could connect underneath;
doesn't work due to the special properties of
the corner.

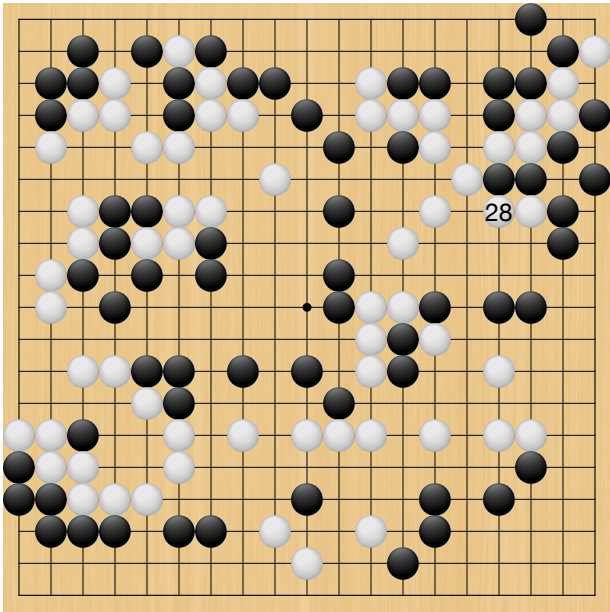




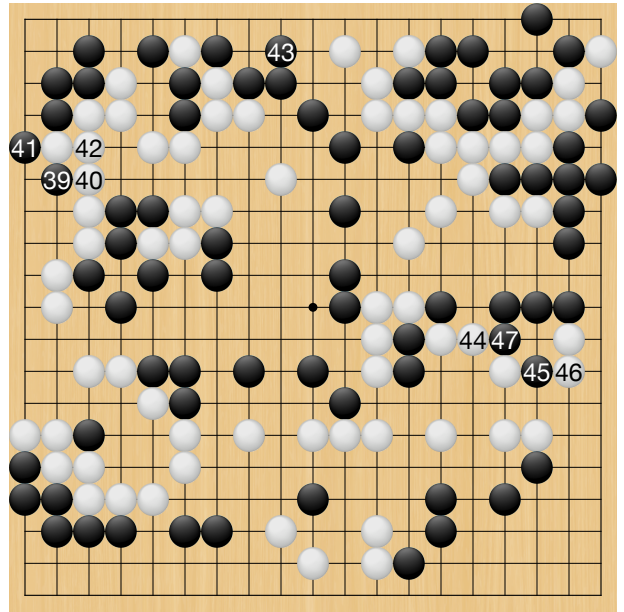
Moves 124-127



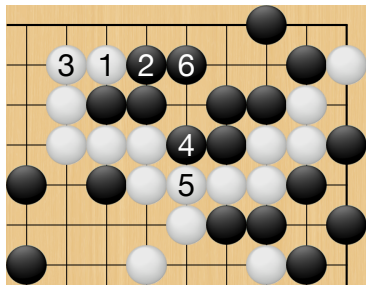
Moves 129-138

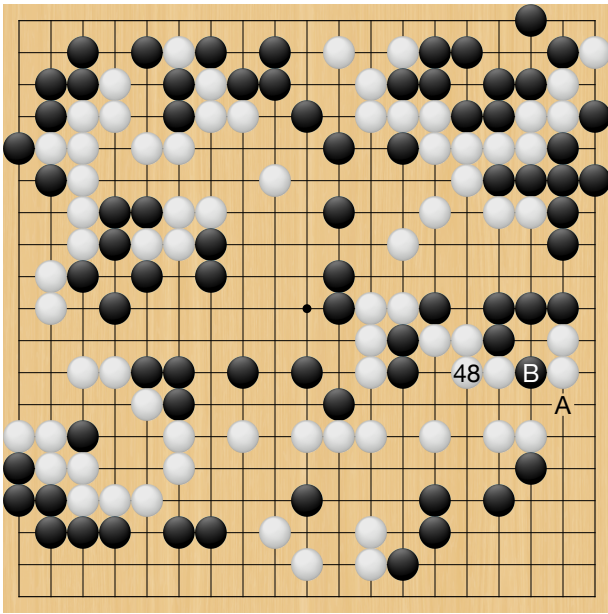


Move 128



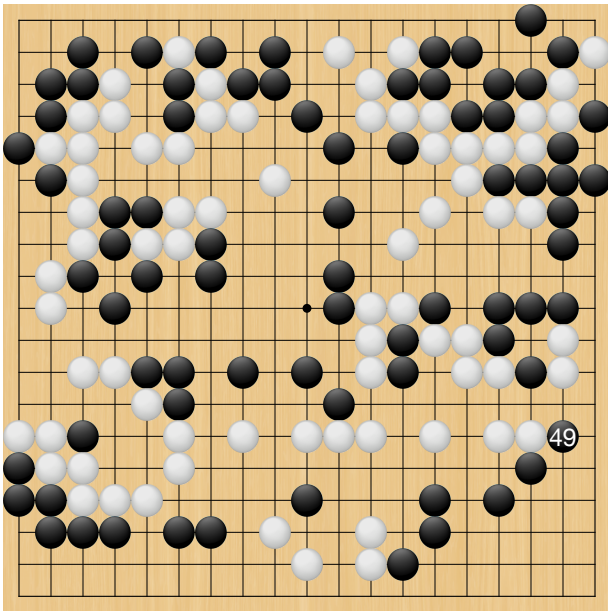
Moves 139-147



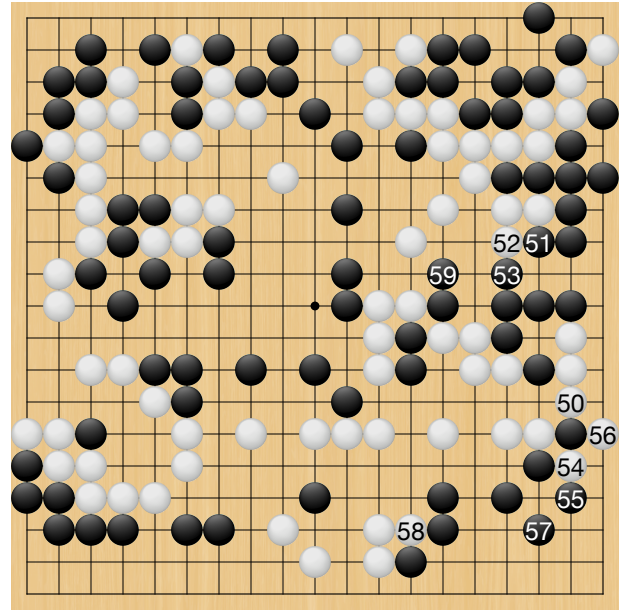
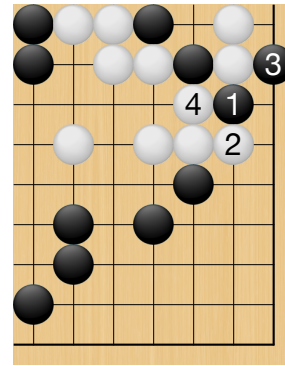


Move 148

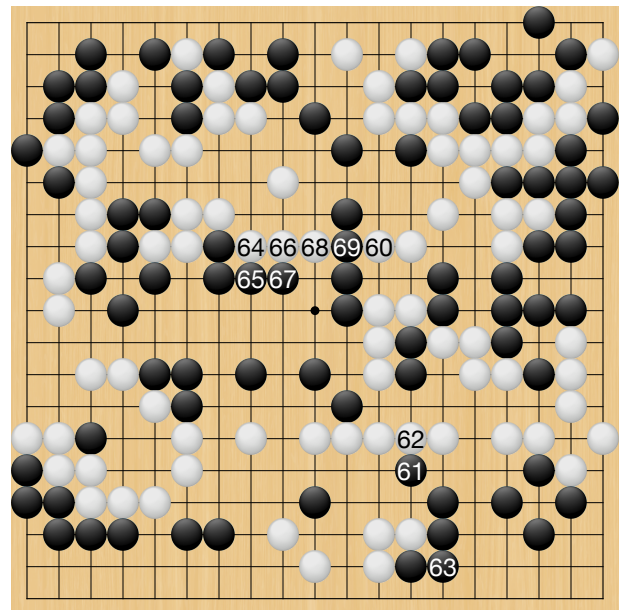
Misread. I thought that A would work, which is why I played B earlier.



Move 149



Moves 150-159



Moves 160-169

169 moves. Anders Kierulf wins by 9½ points.

2014-08-15a

White: Brady Daniels 3d

Black: Anders Kierulf 3d

Komi: 7½ points

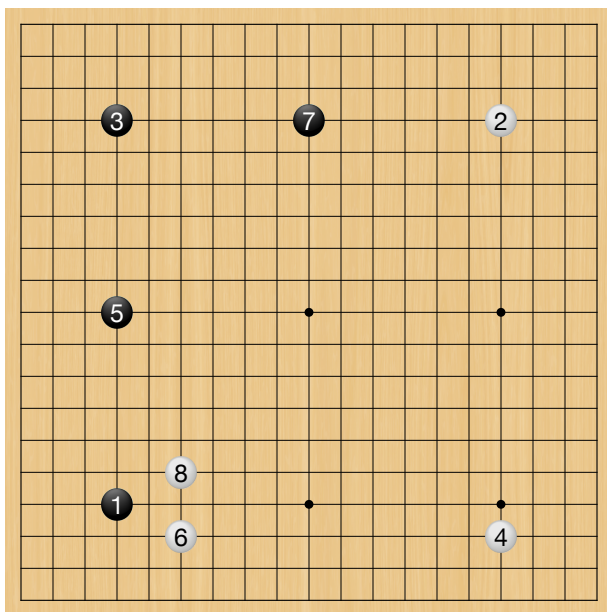
Date: 2014-08-15

Place: New York

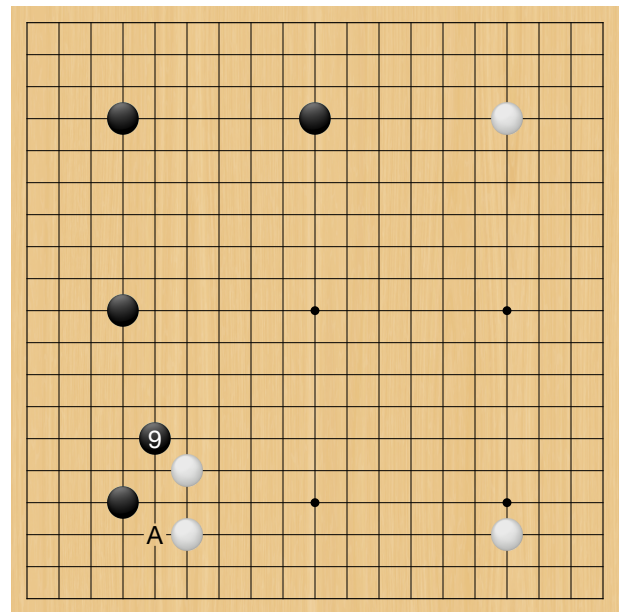
Event: Go Congress

Round: 5

Comments based on game analysis by Xie Ho 9p and the players.

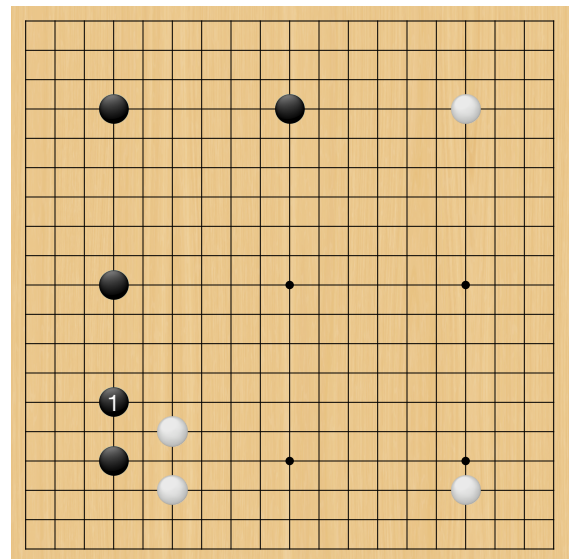


Moves 1-8

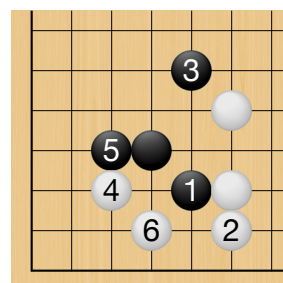


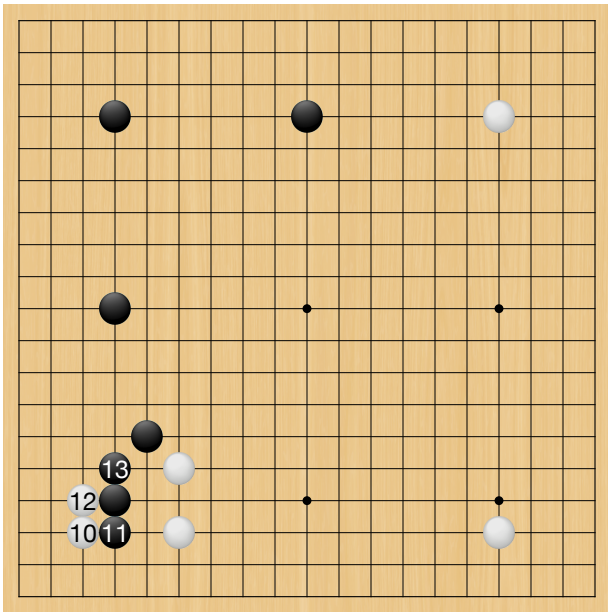
Move 9

Not so good, ends up in the wrong spot after White invades at 3-3. If want to play here, should kick at A first.

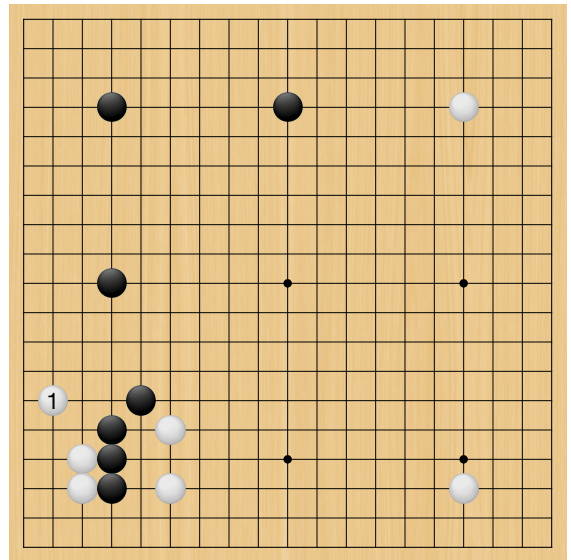


Normal.

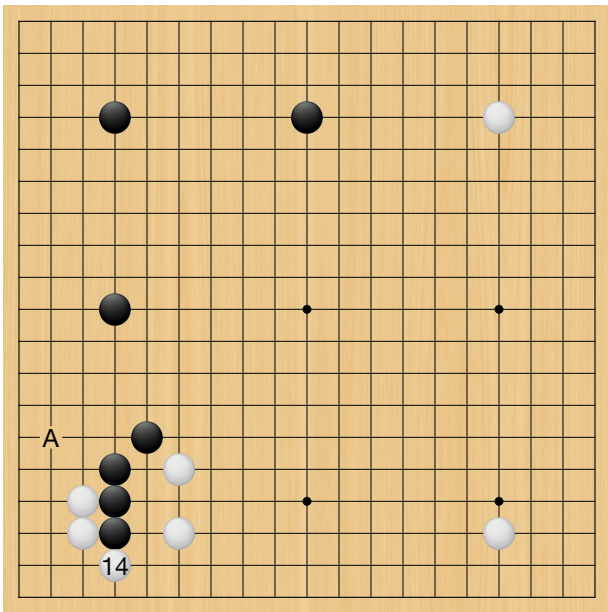




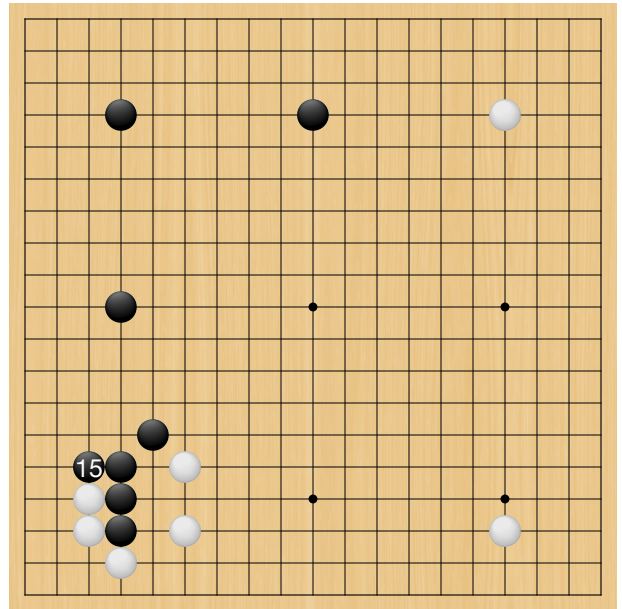
Moves 10-13



Better.

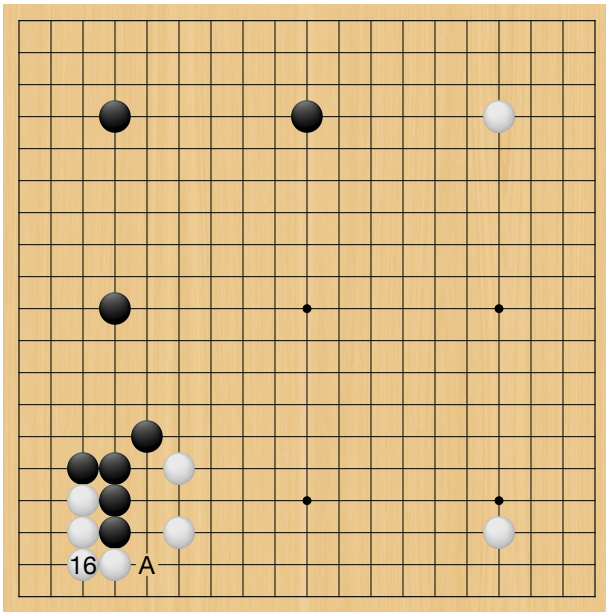


Move 14

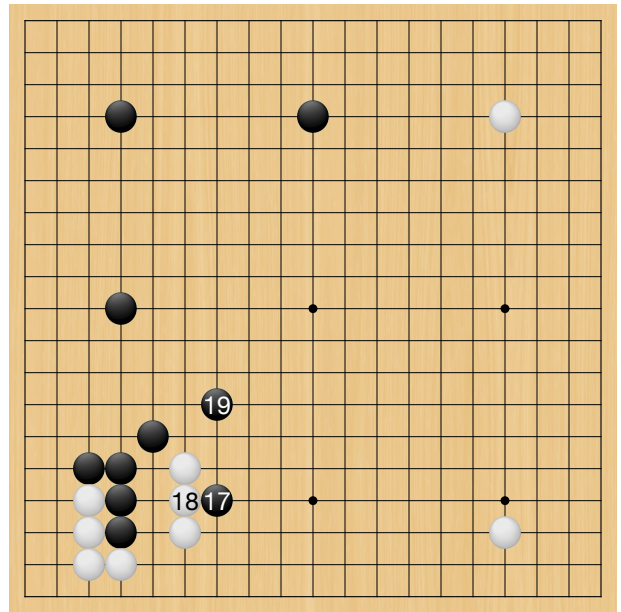


Move 15

White should get out at A instead.

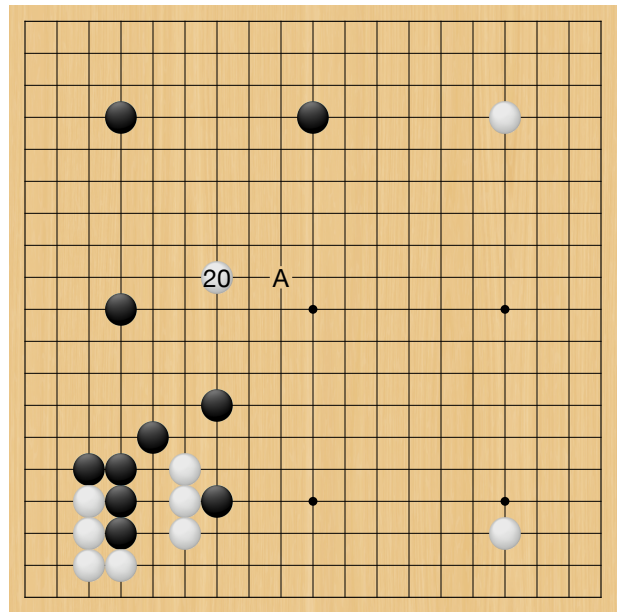
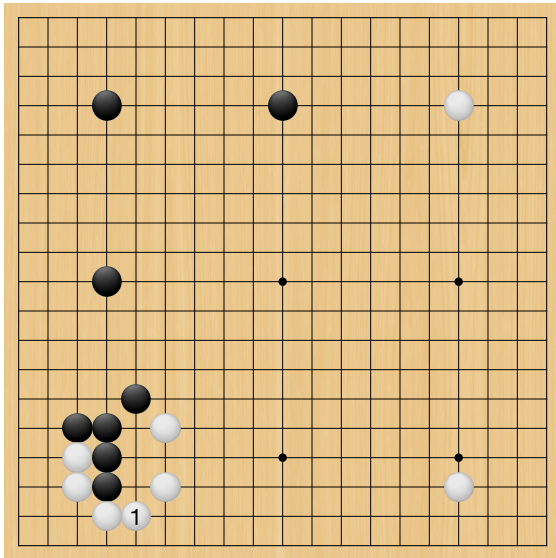


Move 16



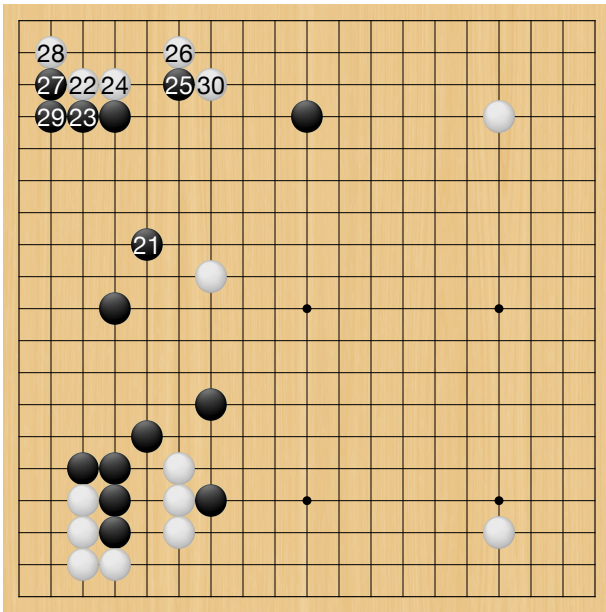
Moves 17-19

Better to connect at A.

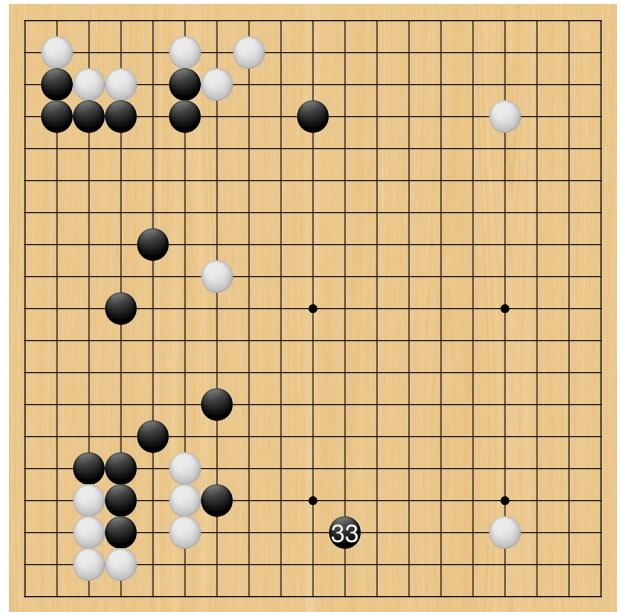


Move 20

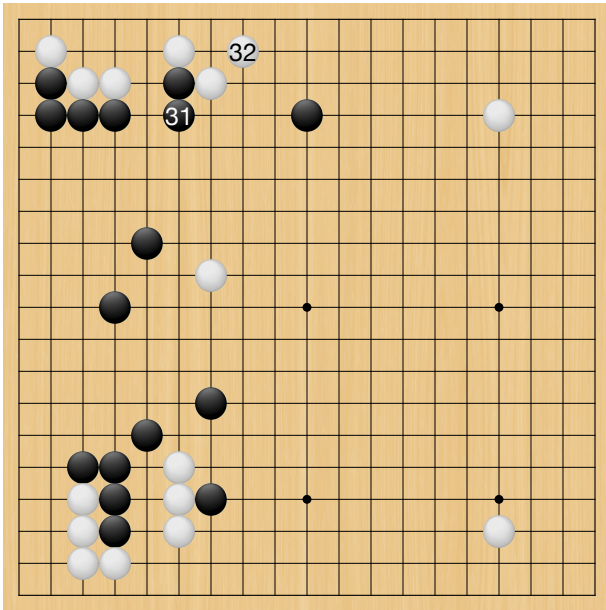
This is a good reduction before invading the corner. If played later, when Black is strong in the corner, Black might respond at A.



Moves 21-30

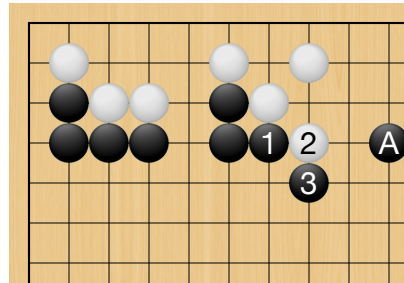


Move 33

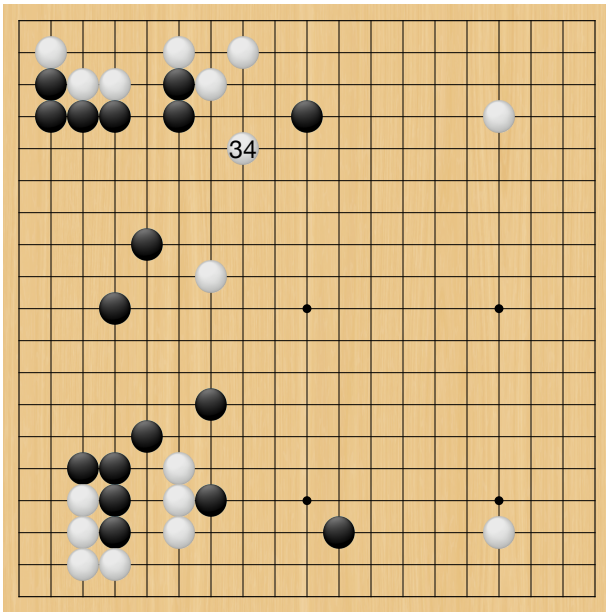


Moves 31-32

Not urgent.

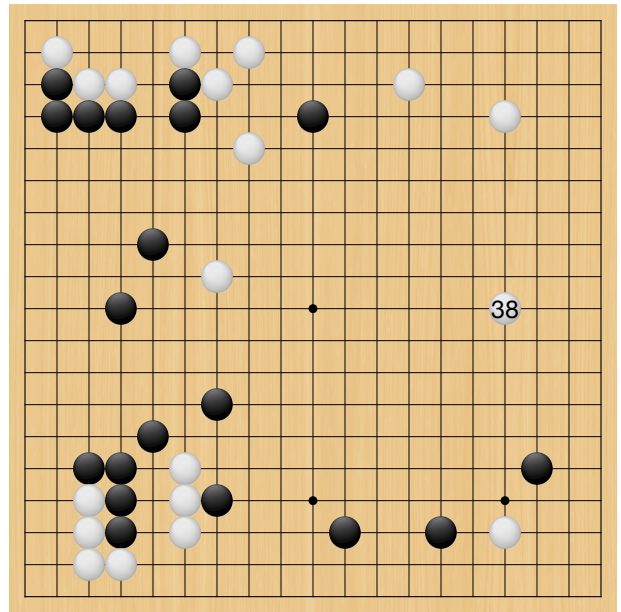


Black should push here first. Not that big in terms of points, but makes use of the stone at A to isolate the stone at B.



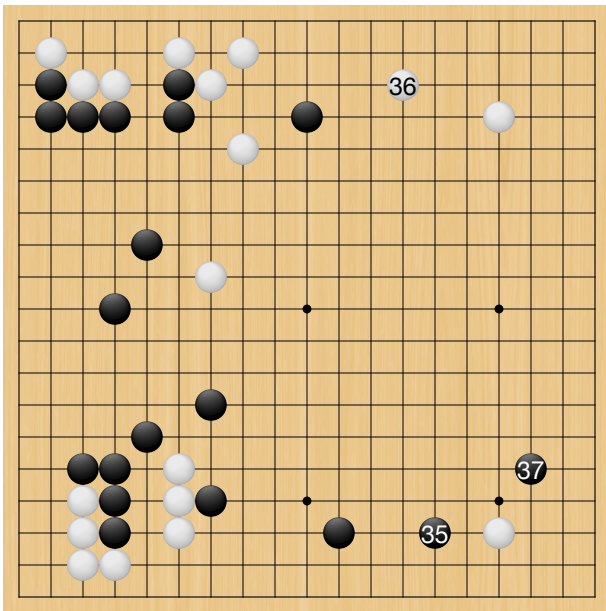
Move 34

This is good.

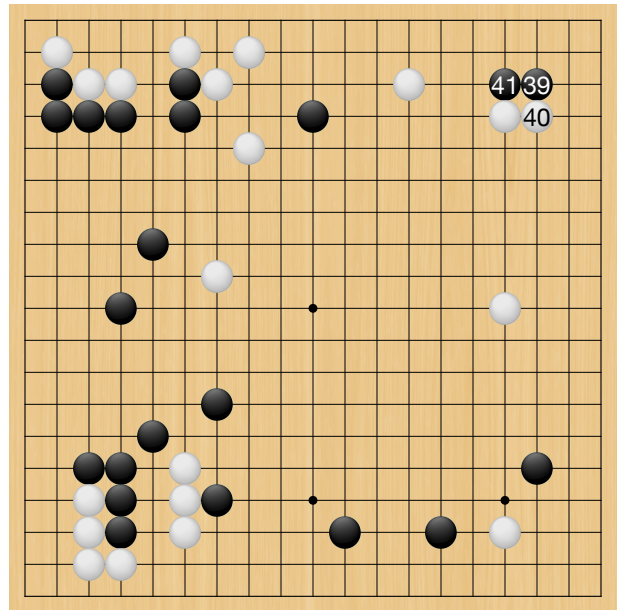


Move 38

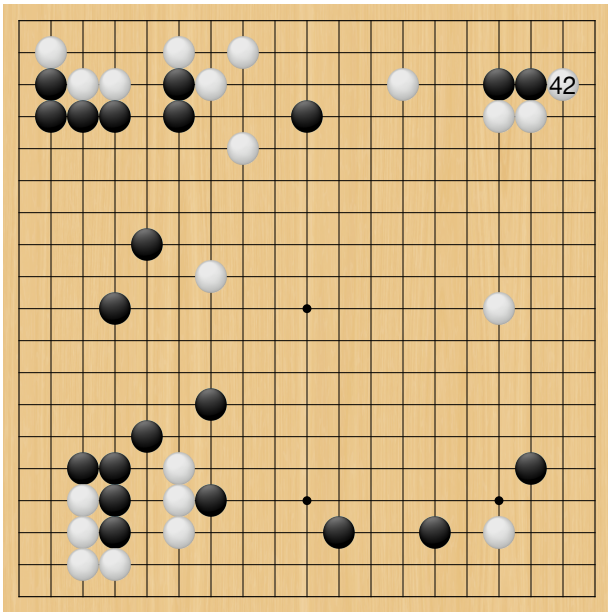
Another good move by White. That area is more important than the lower right corner, which still has many options.



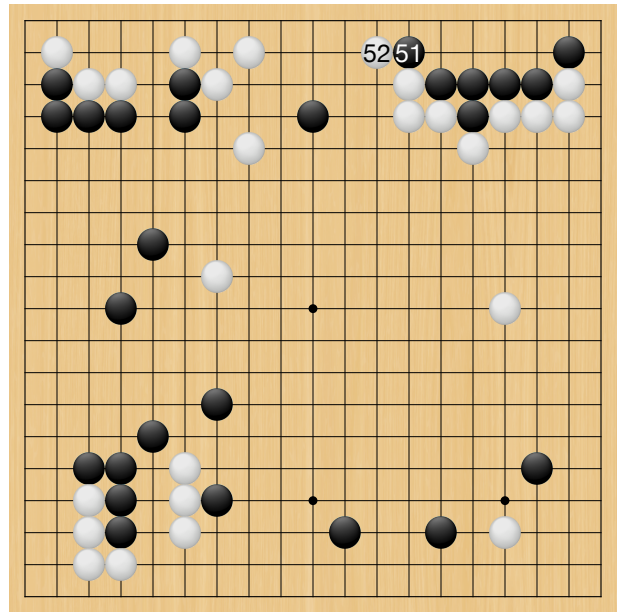
Moves 35-37



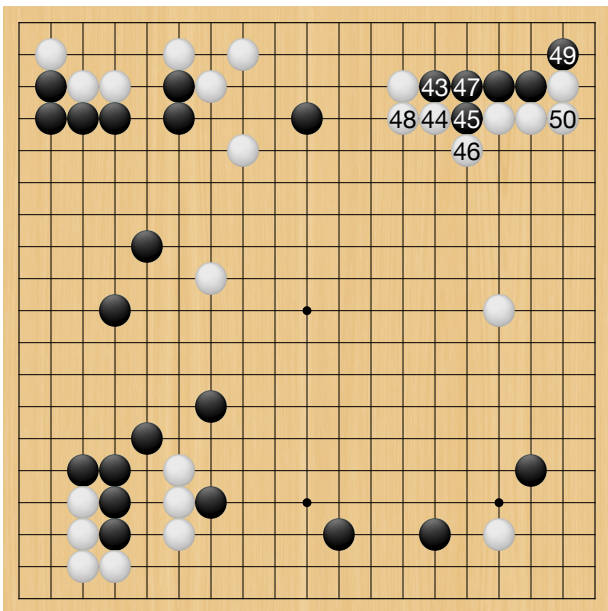
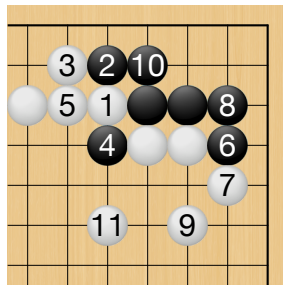
Moves 39-41



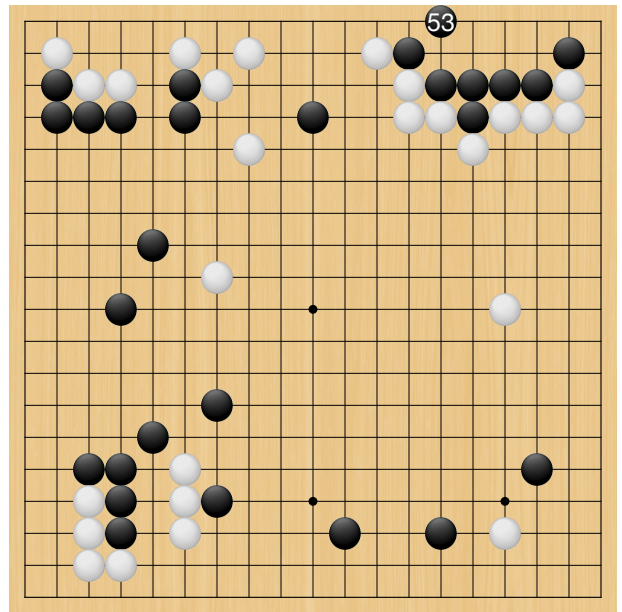
Move 42



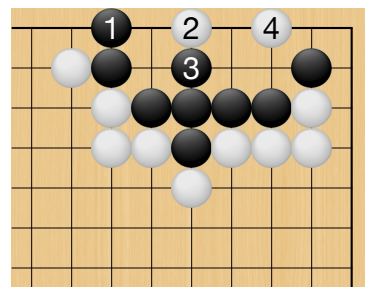
Moves 51-52

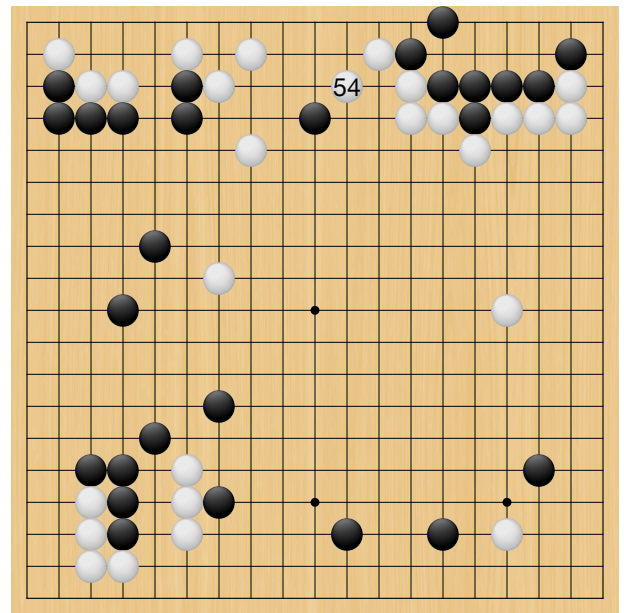
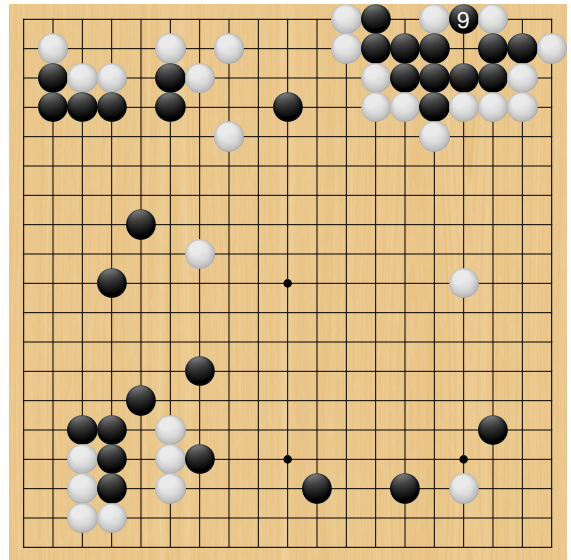
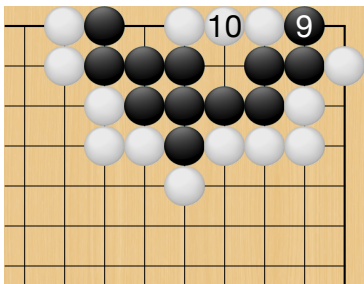
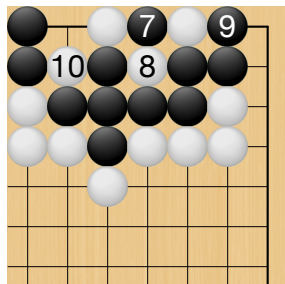
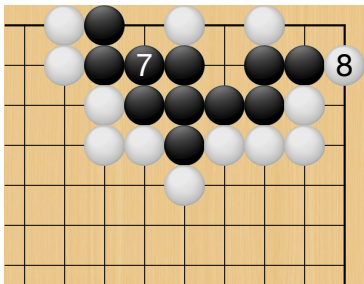
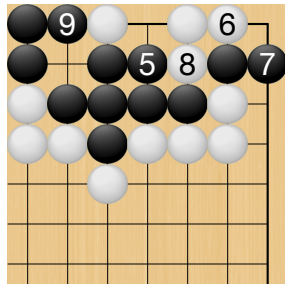
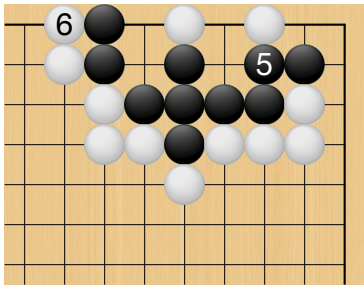


Moves 43-50



Move 53

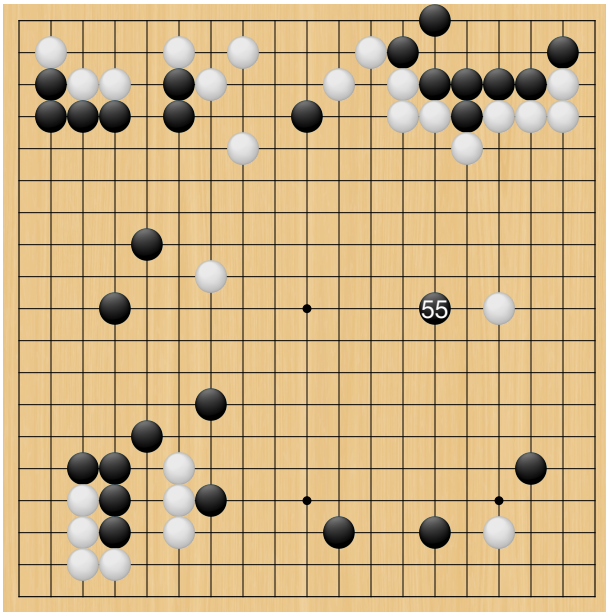




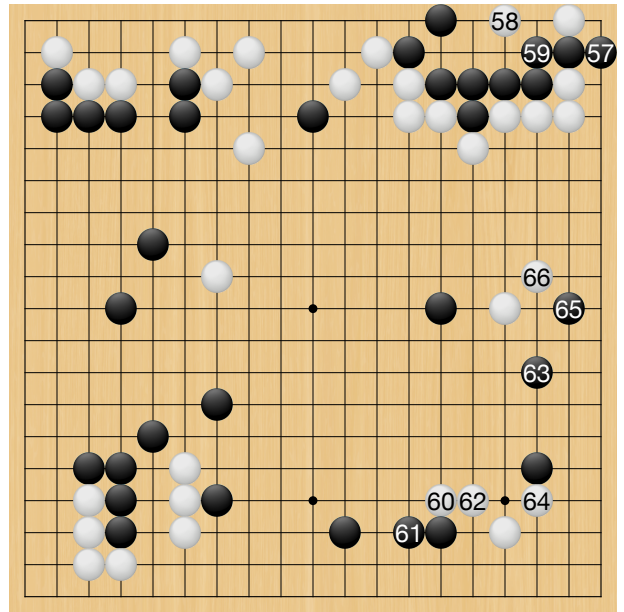
Move 54

Had just learned from a lecture by Feng Yun 9p last night that this corner is completely alive for Black. With the 3-3 invasion in the large knight's move, Black can live in sente, so gets a move outside.

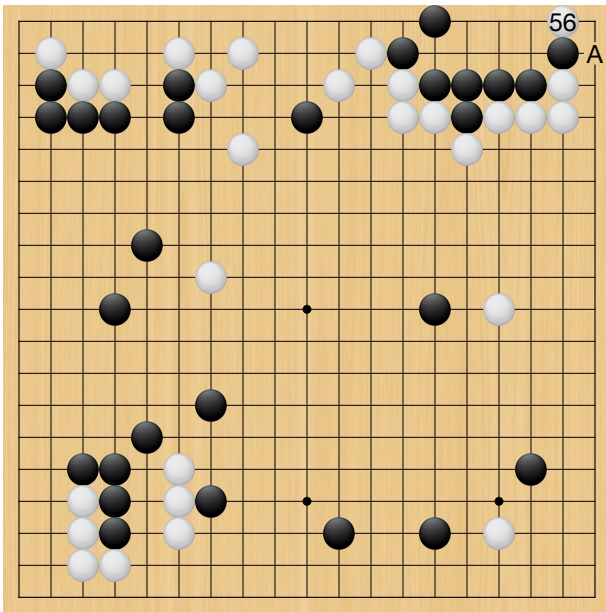
Xie He 9p went through a lot of variations on how to survive various attacks on the corner.



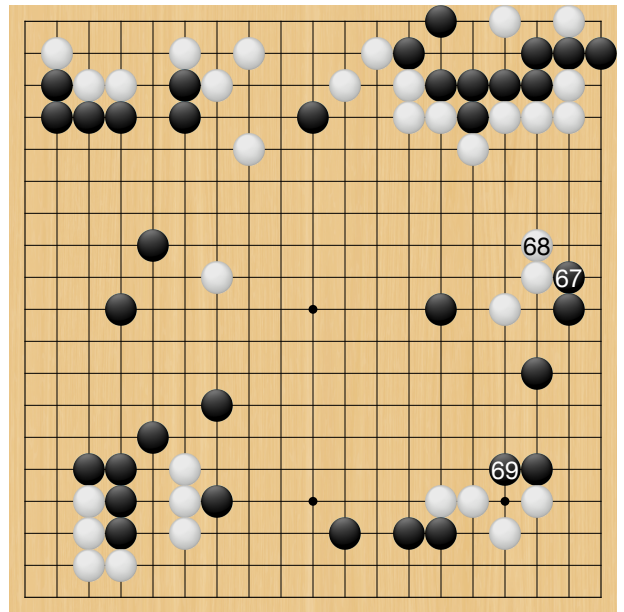
Move 55



Moves 57-66

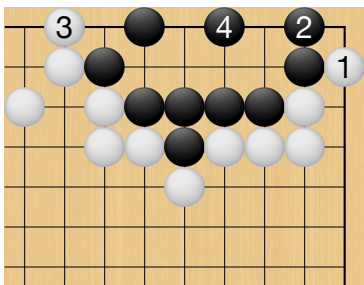


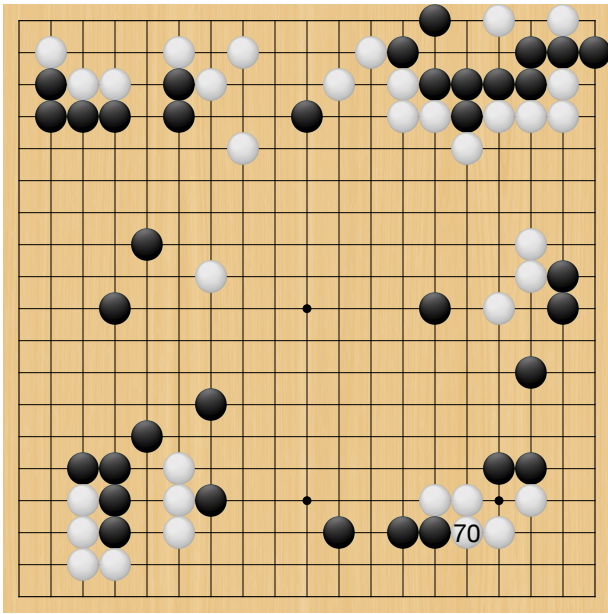
Move 56



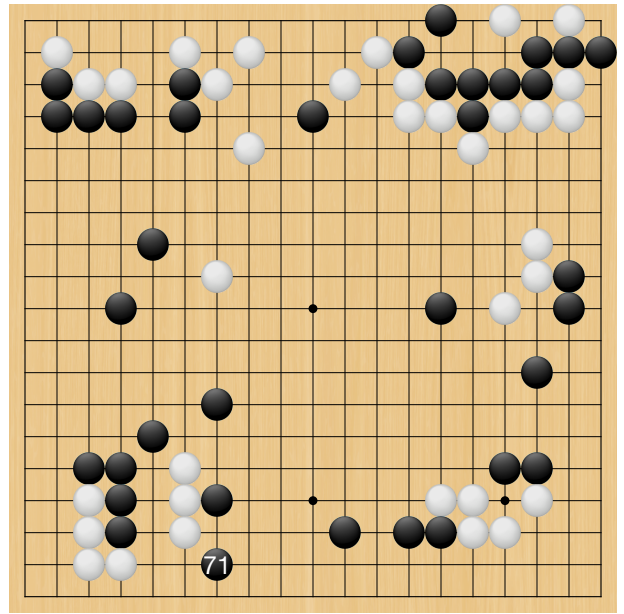
Moves 67-69

This move doesn't kill Black, so it's a gift. White should play the hane at A instead to reduce Black.

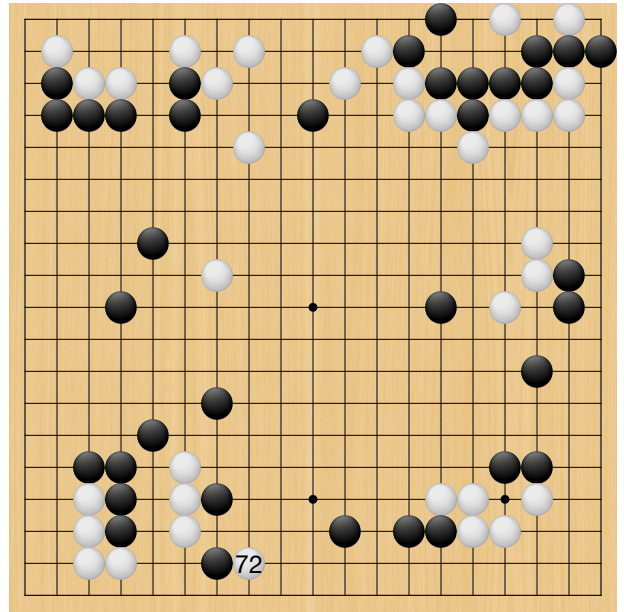
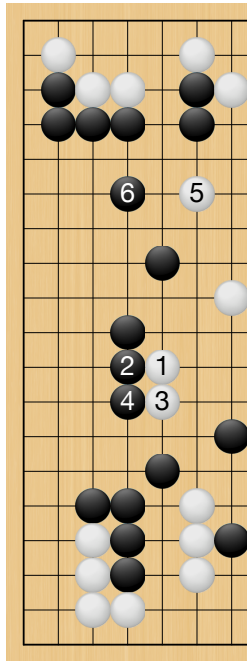




Move 70

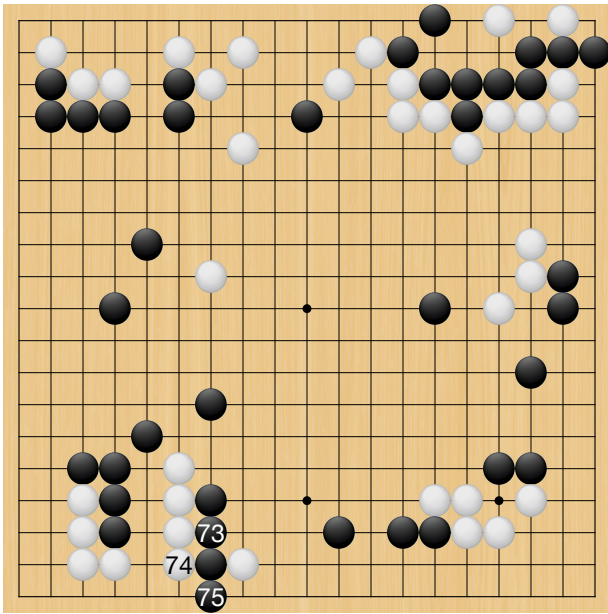


Move 71

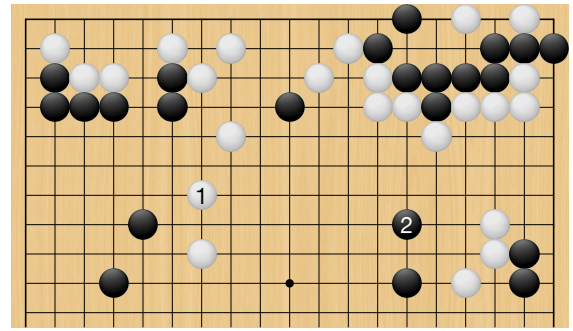


Move 72

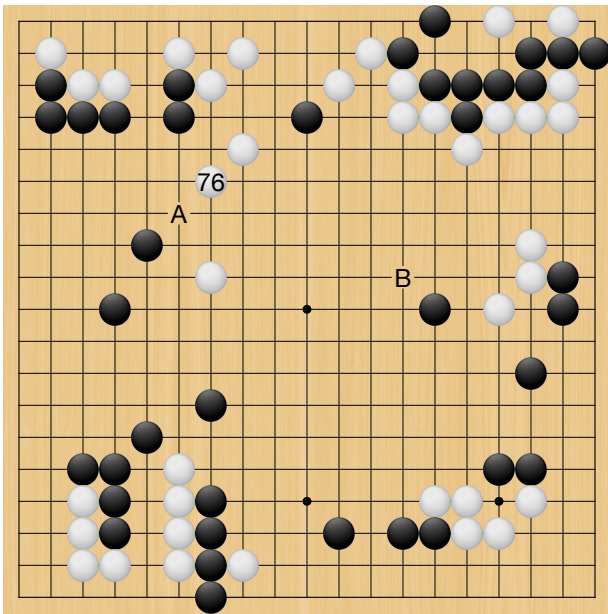
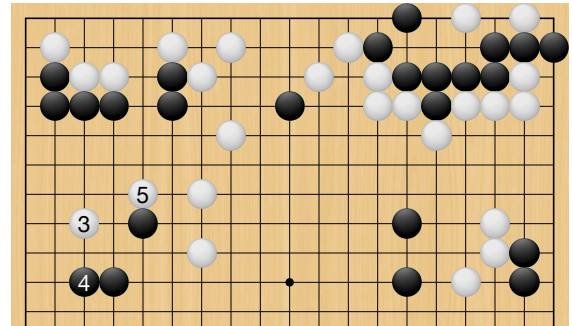
Brady played this move to gain sente, which the pro agreed with.



Moves 73-75

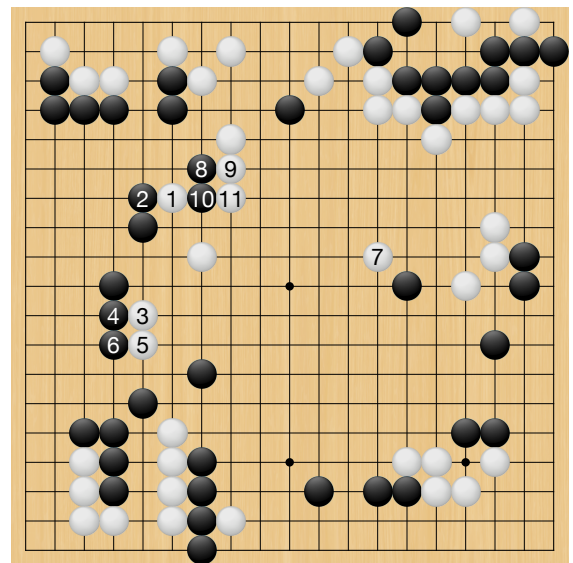


After this move, White would have some possibilities on the left.

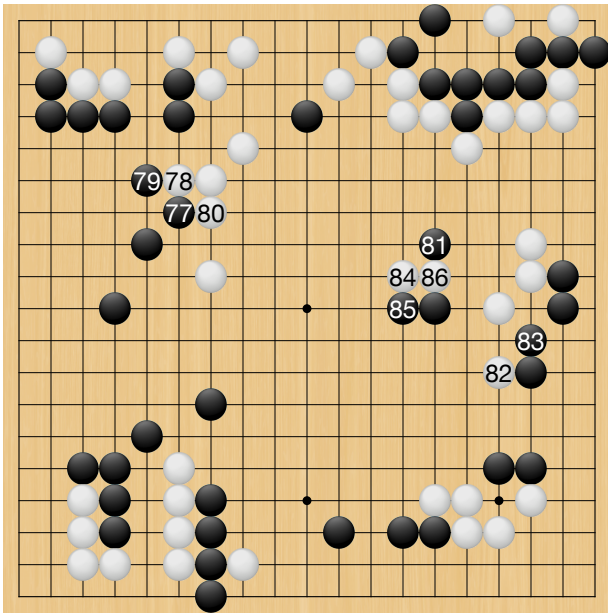


Move 76

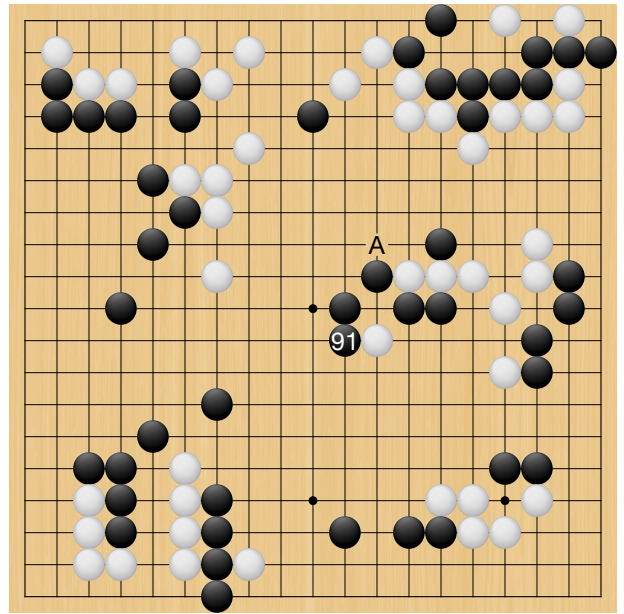
However, this move was not the best use of sente. Better to play A and some other forcing move before playing B.



This is what the pro recommends playing.



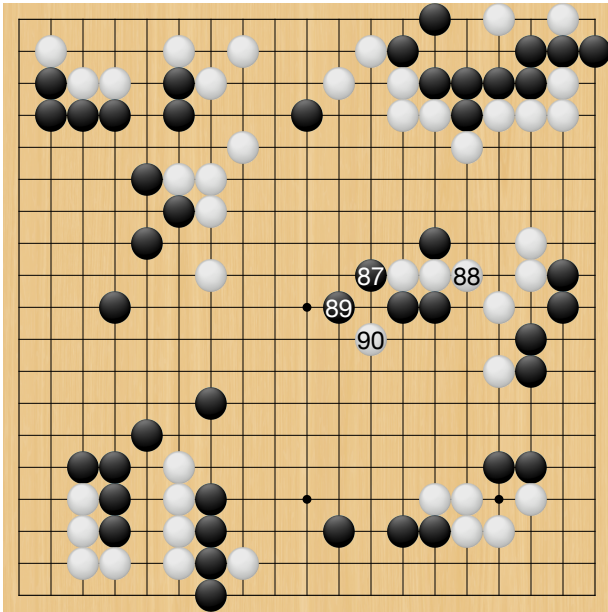
Moves 77-86



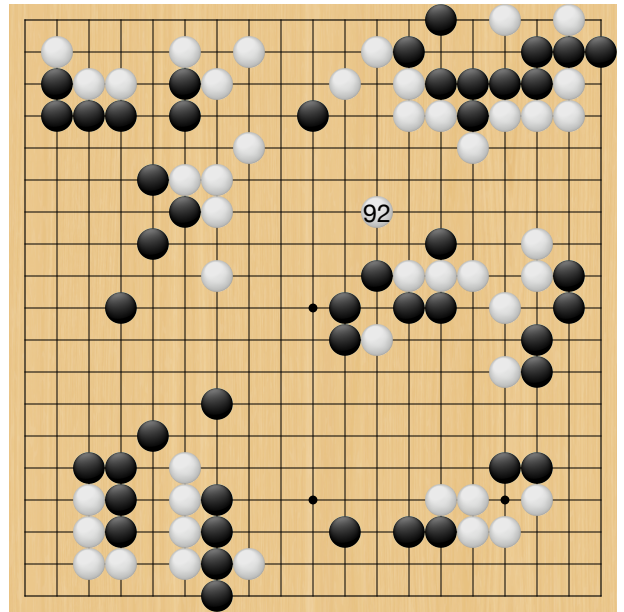
Move 91

(Subsequent comments not based on pro analysis.)

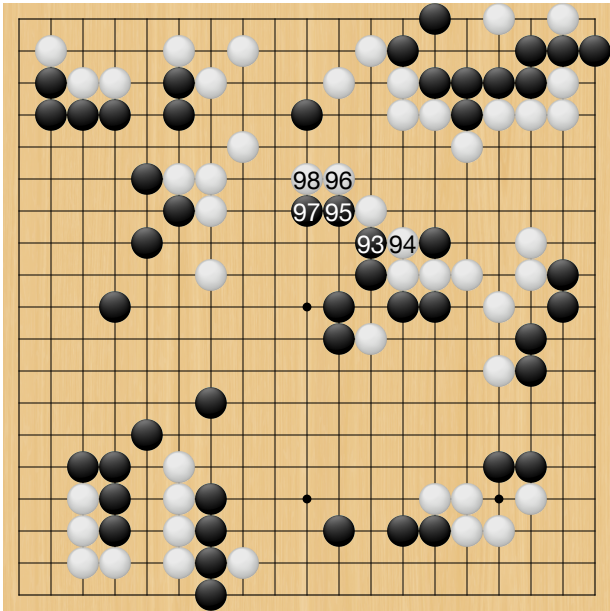
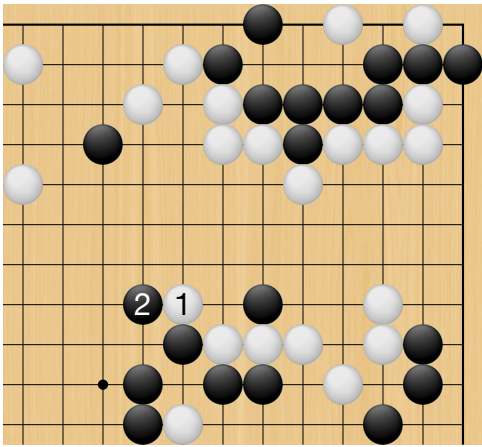
Maybe A would be better?



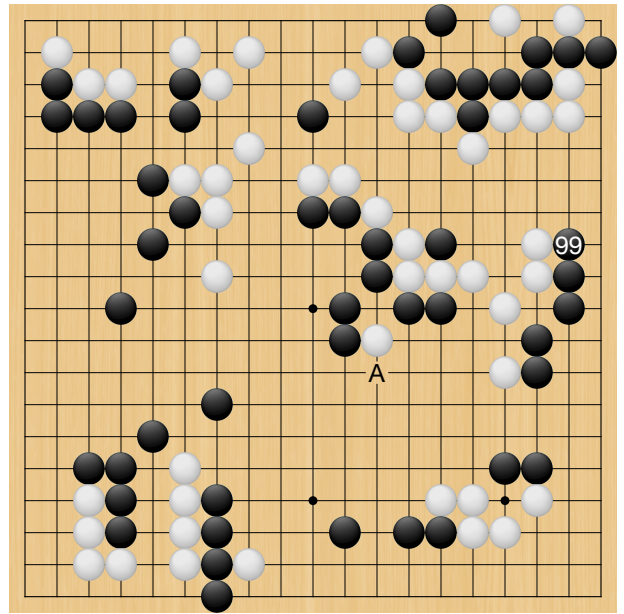
Moves 87-90



Move 92

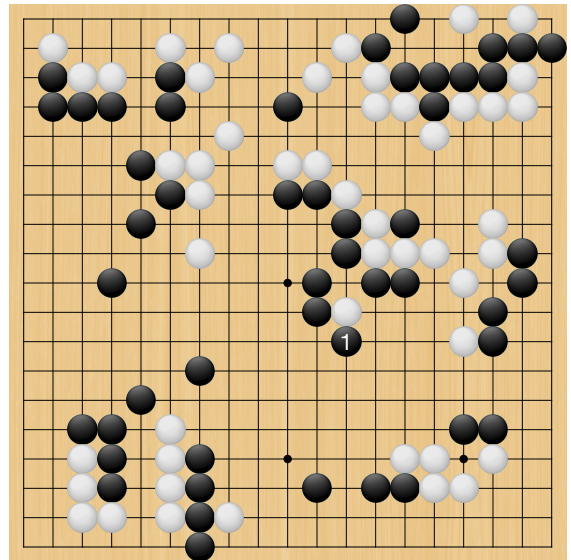


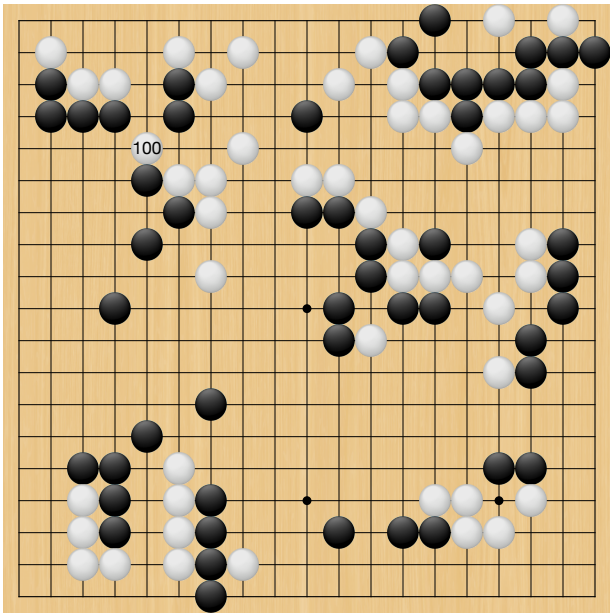
Moves 93-98



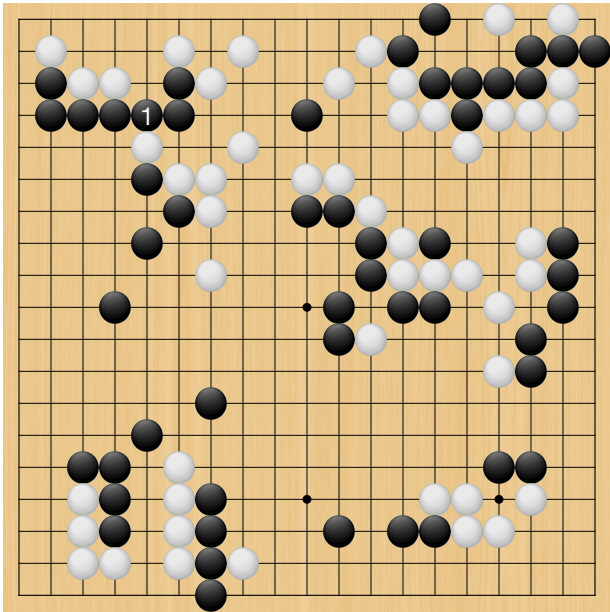
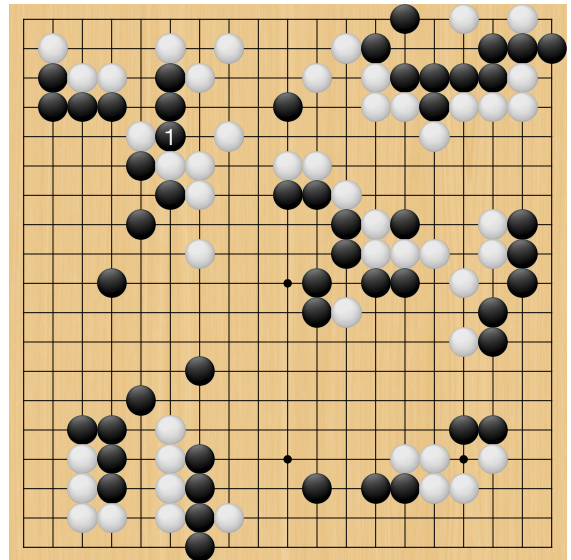
Move 99

Should have played at A to get the center group completely out of trouble.

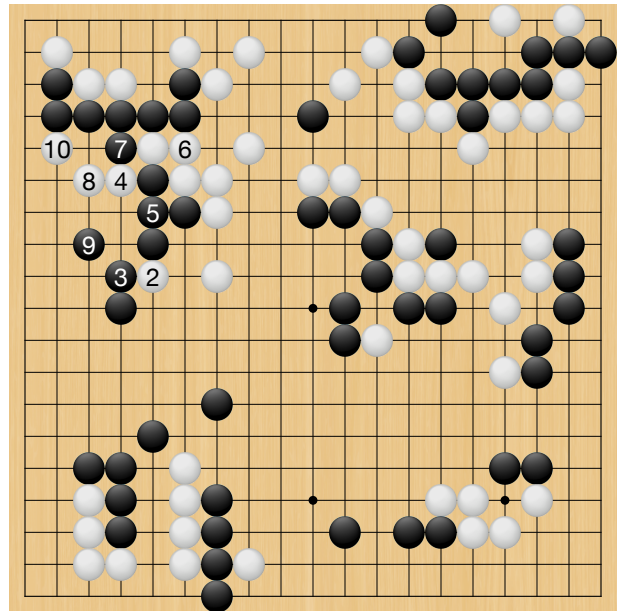




Move 100

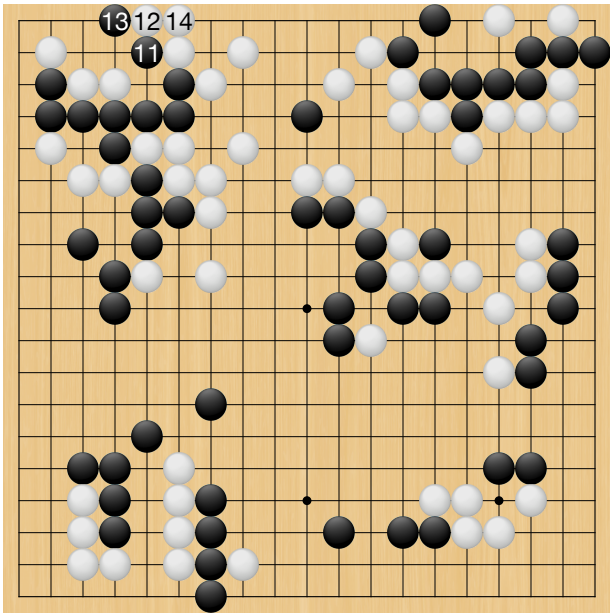


Move 101

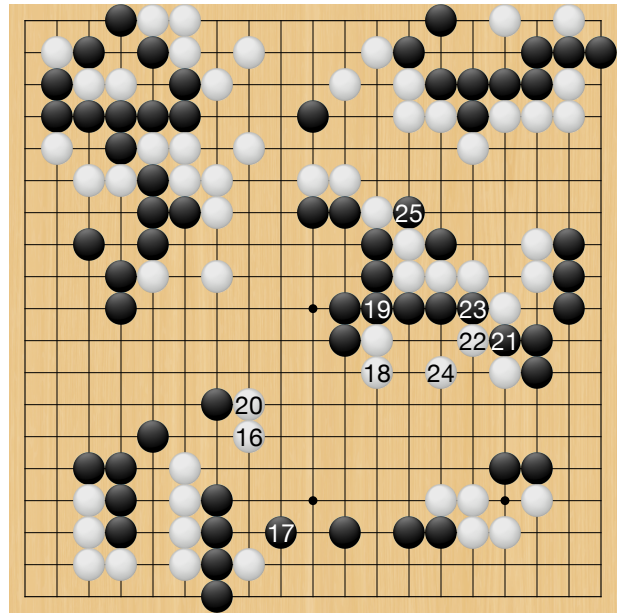


Moves 102-110

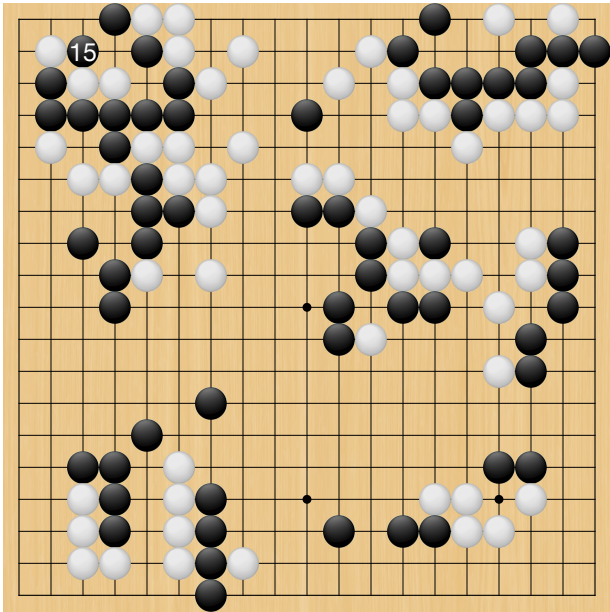
White didn't realize that this move was sente against the corner.



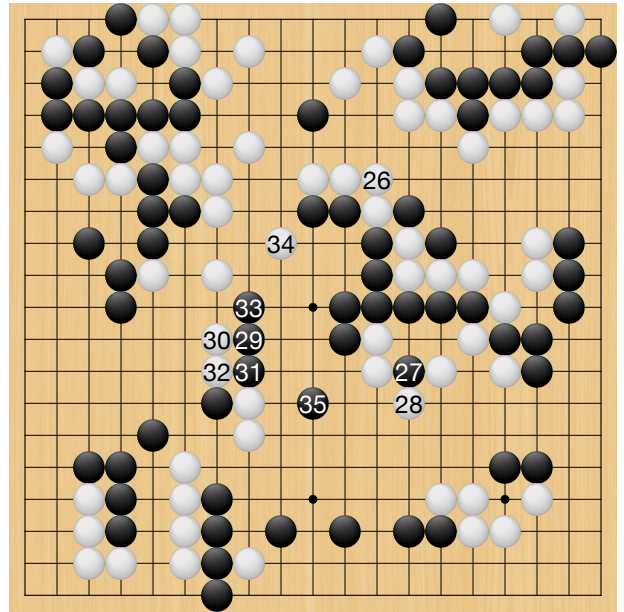
Moves 111-114



Moves 116-125

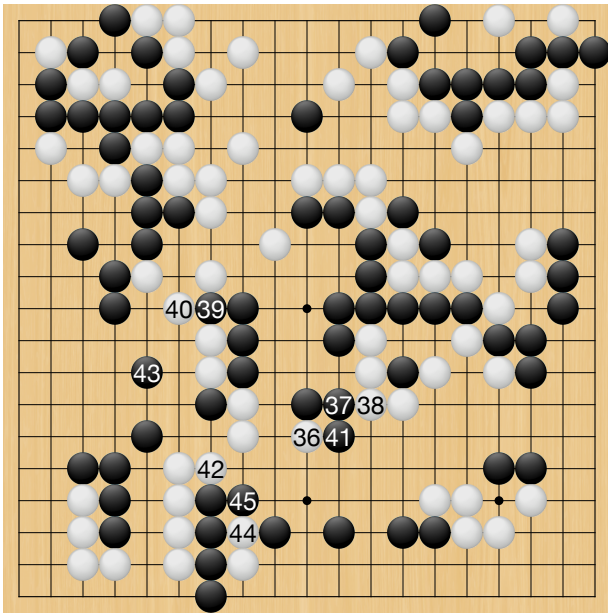


Move 115

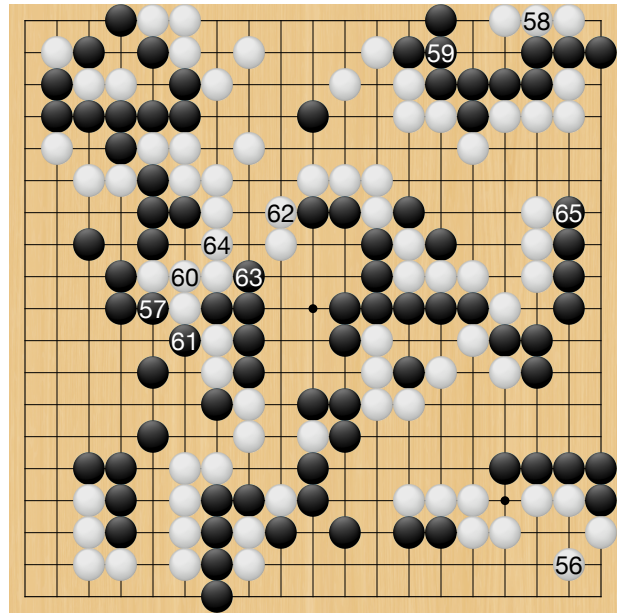


Moves 126-135

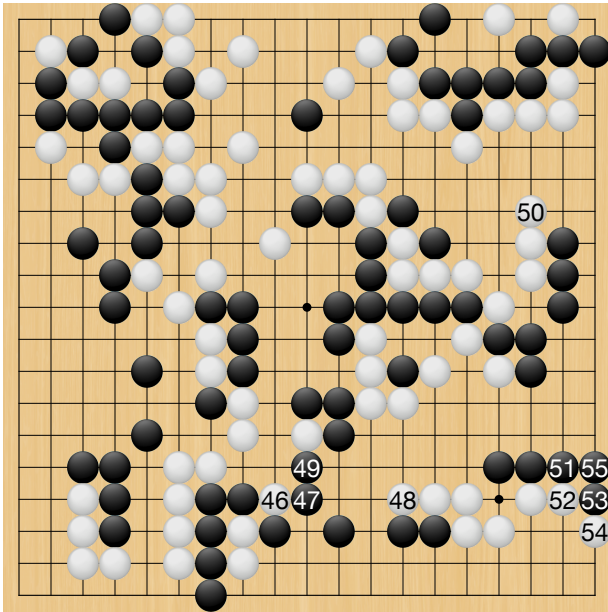
Ouch.



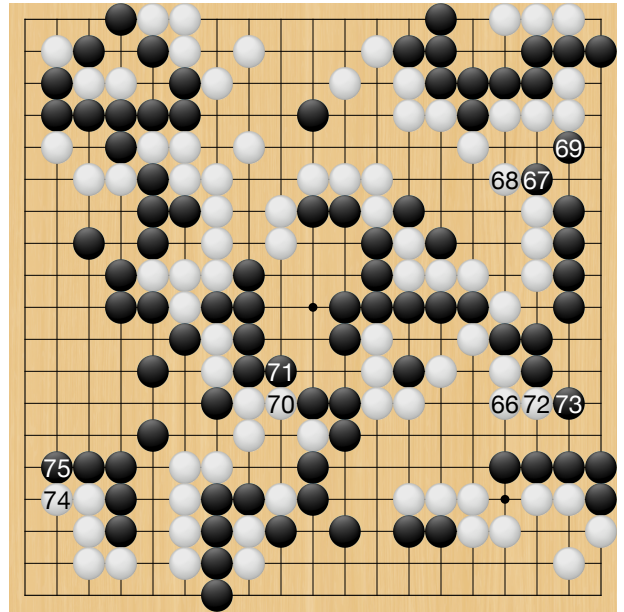
Moves 136-145



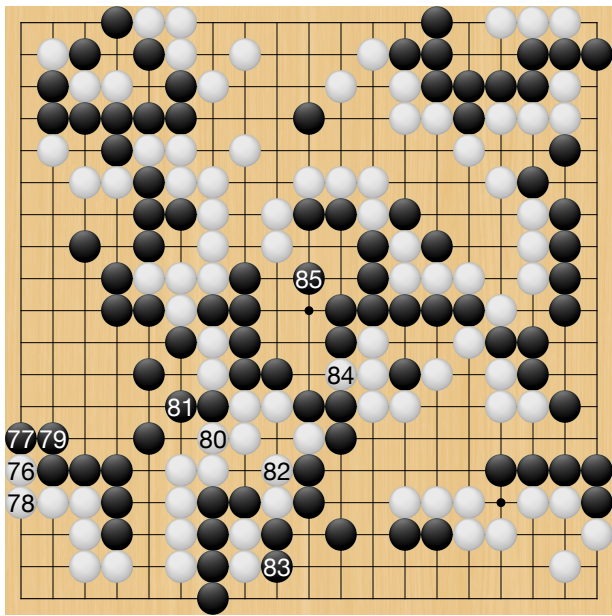
Moves 156-165



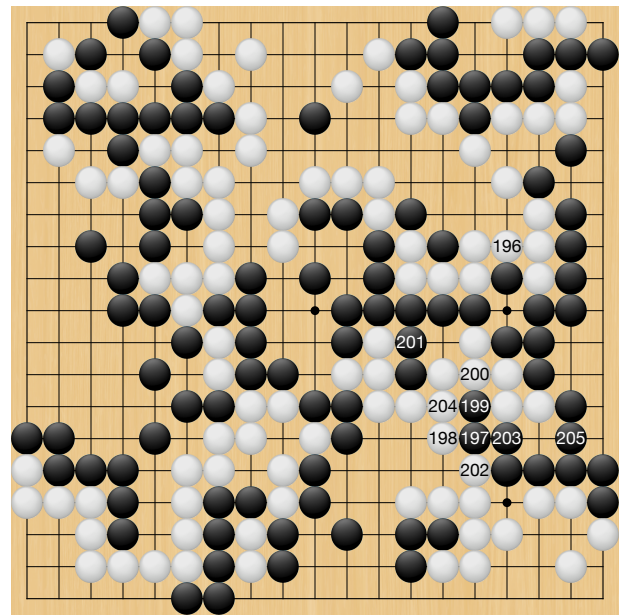
Moves 146-155



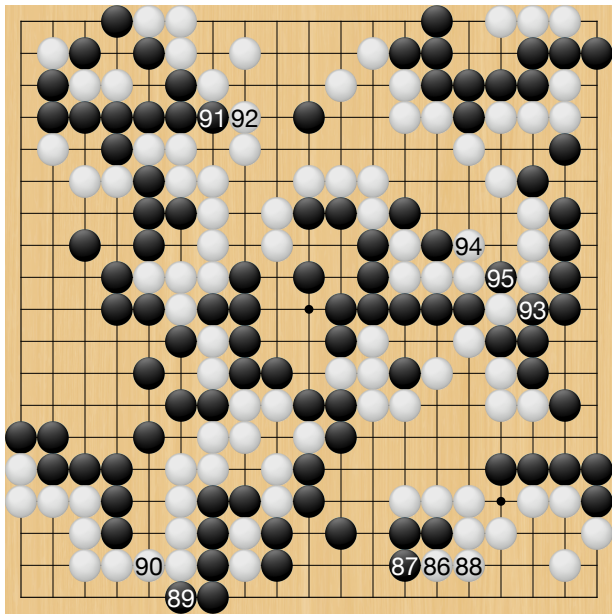
Moves 166-175



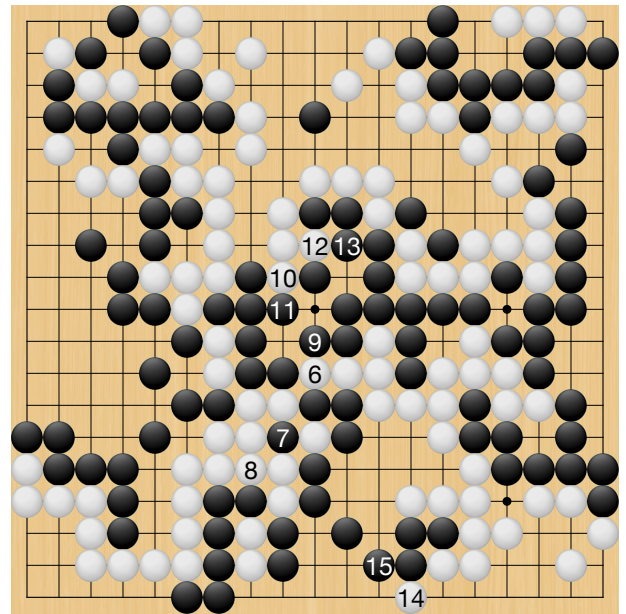
Moves 176-185



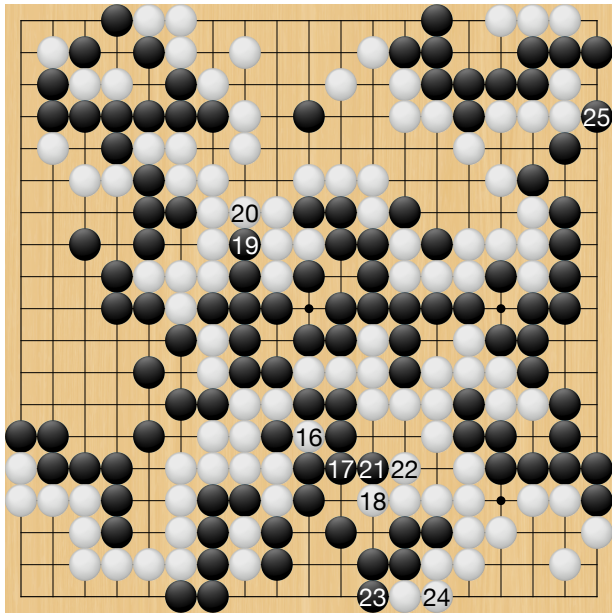
Moves 196-205



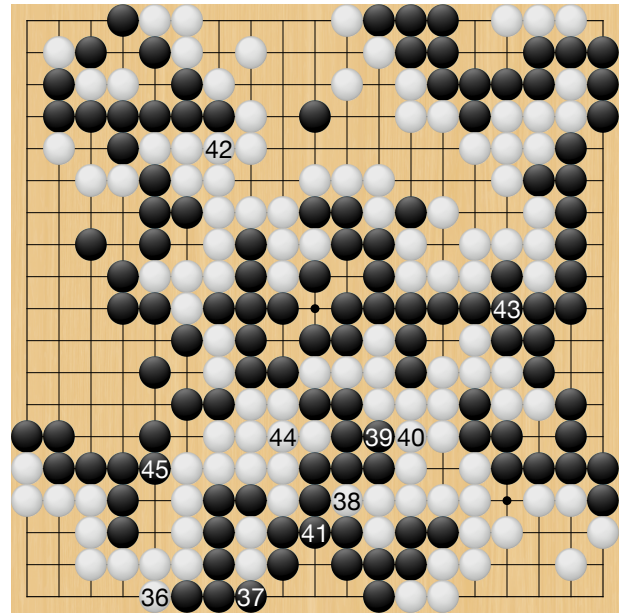
Moves 186-195



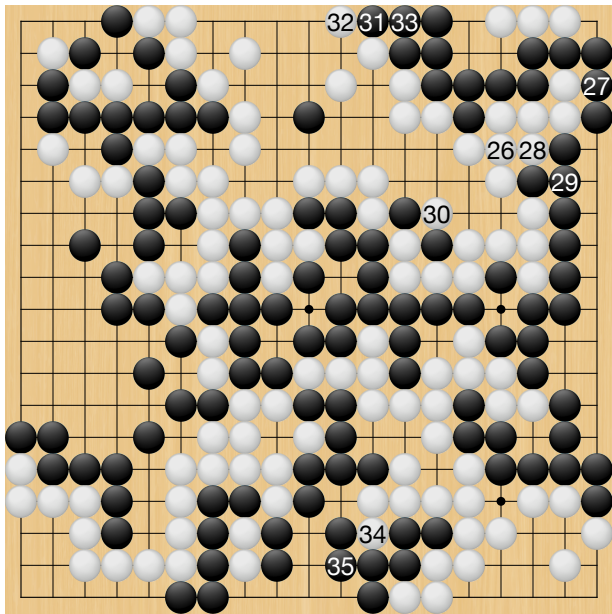
Moves 206-215



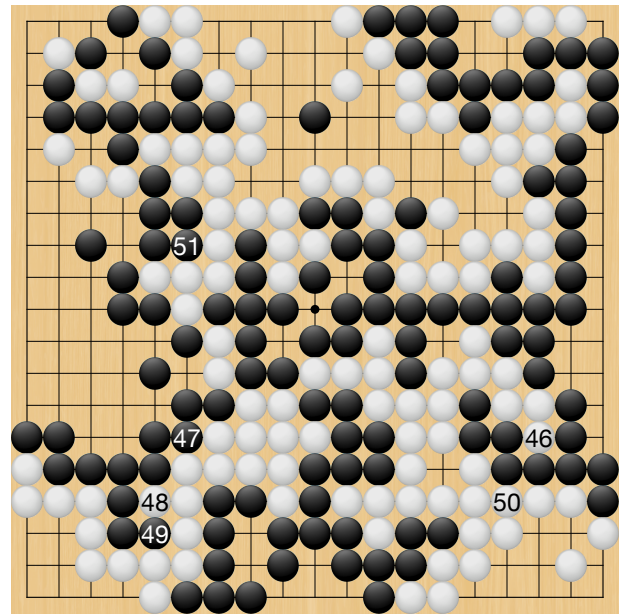
Moves 216-225



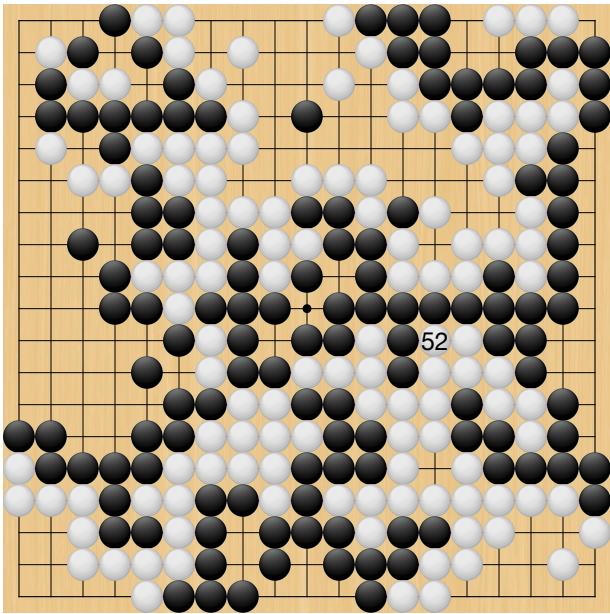
Moves 236-245



Moves 226-235



Moves 246-251



Move 252

Black wins. White was down to his last byo-yomi period for much of the endgame.

252 moves. Anders Kierulf wins.

2014-08-16a

White: Anders Kierulf 3d

Black: Dalan Robertson 4d

Komi: 7½ points

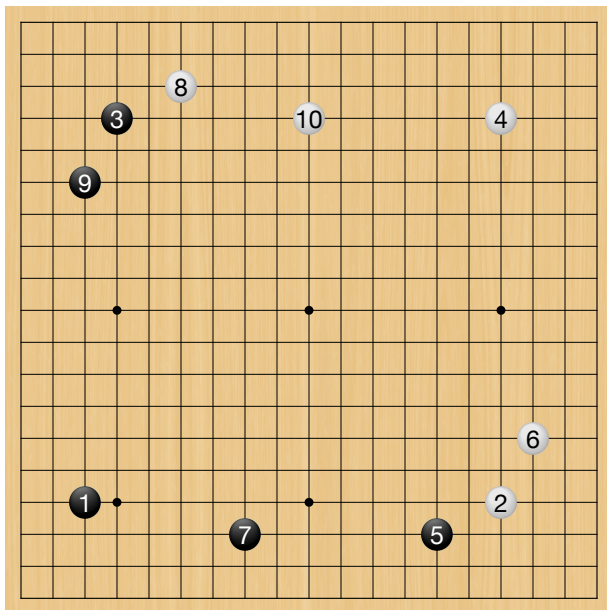
Date: 2014-08-16

Place: New York

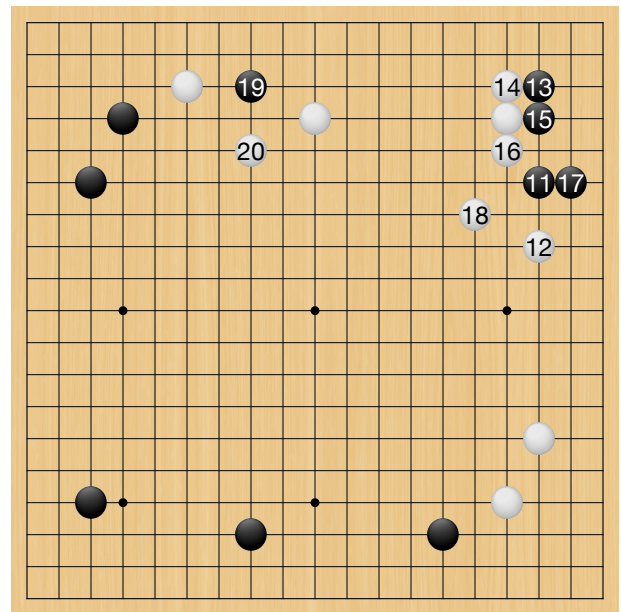
Event: Go Congress

Round: 6

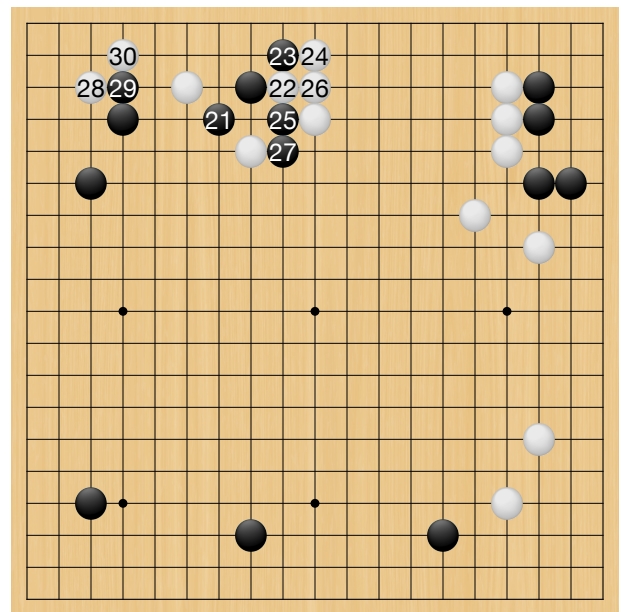
No game analysis on this one. Several points where Black may have been a bit too greedy.



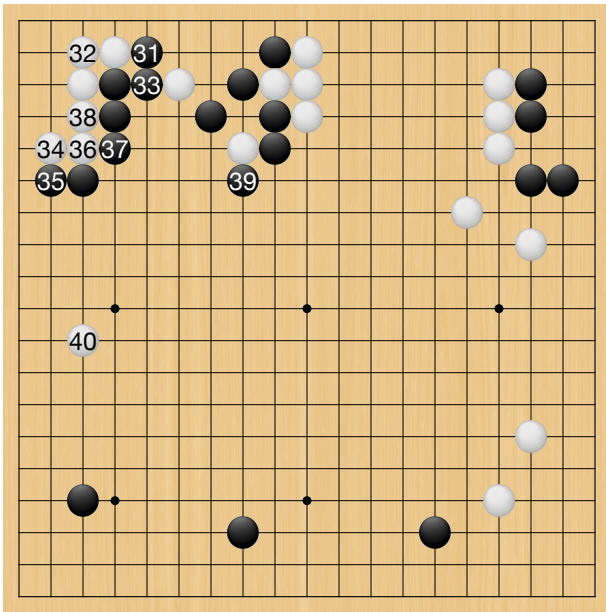
Moves 1-10



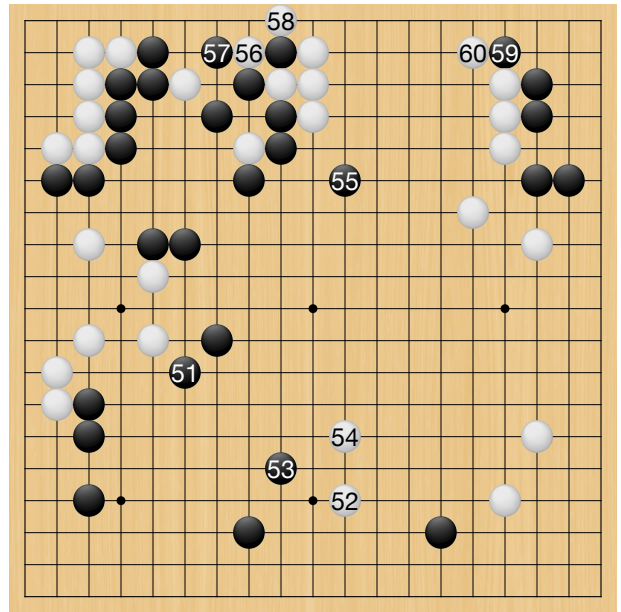
Moves 11-20



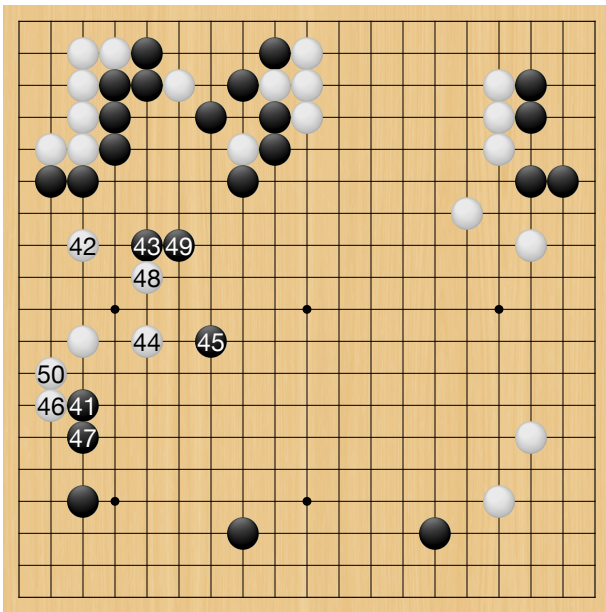
Moves 21-30



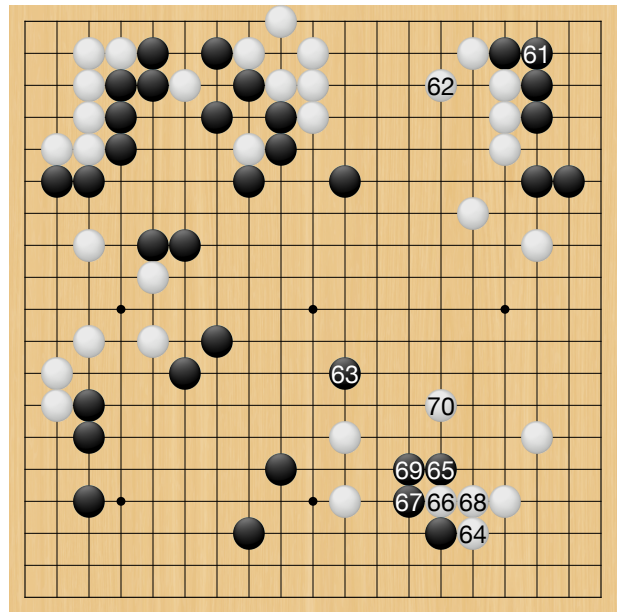
Moves 31-40



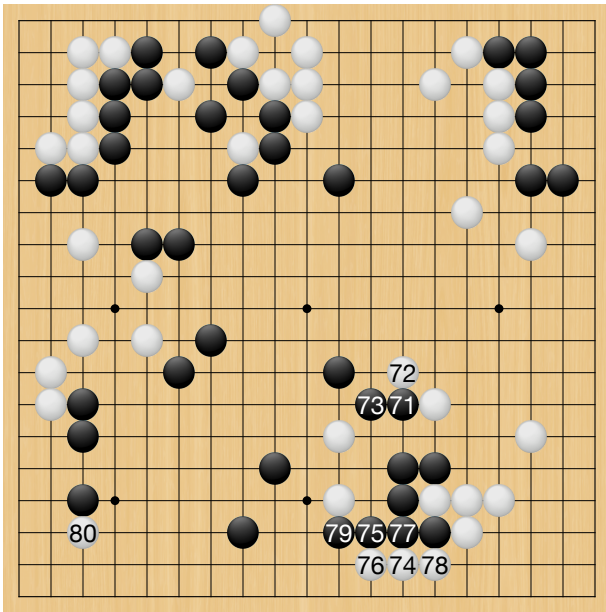
Moves 51-60



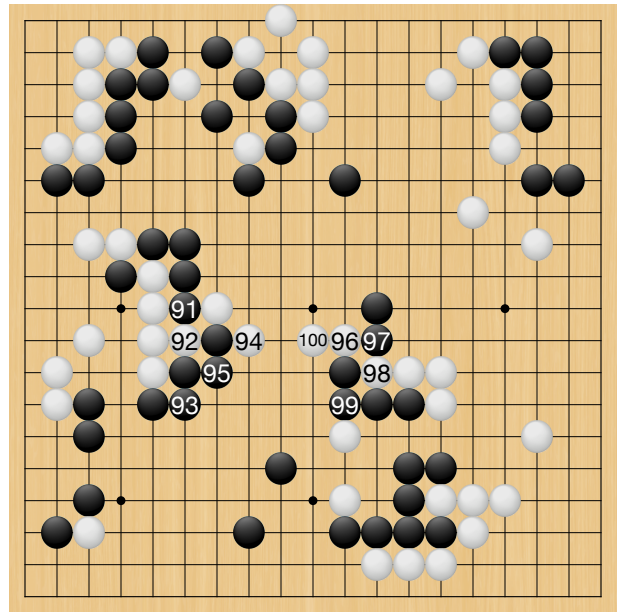
Moves 41-50



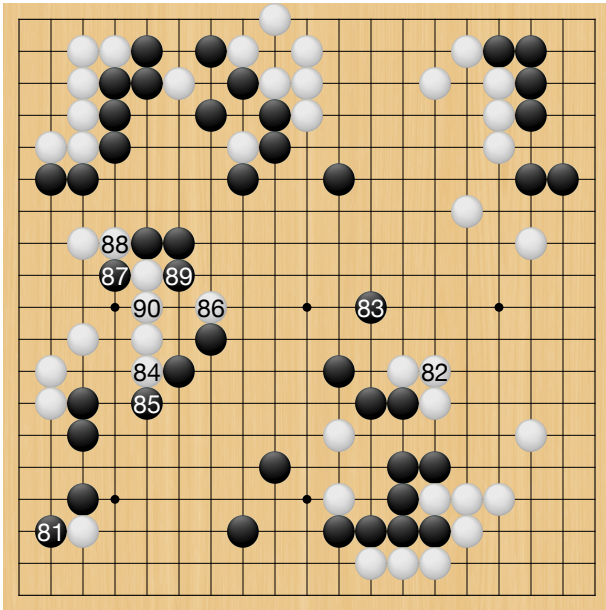
Moves 61-70



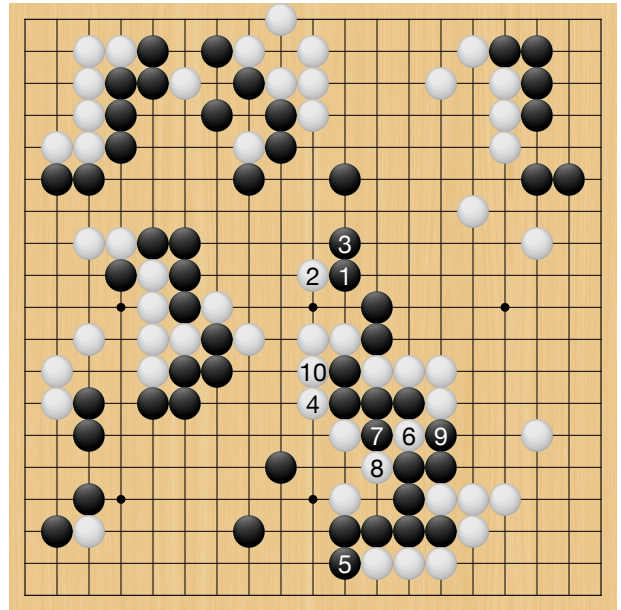
Moves 71-80



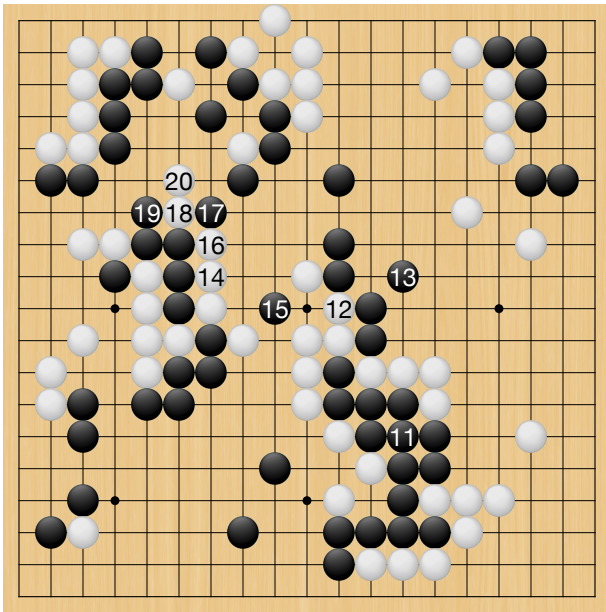
Moves 91-100



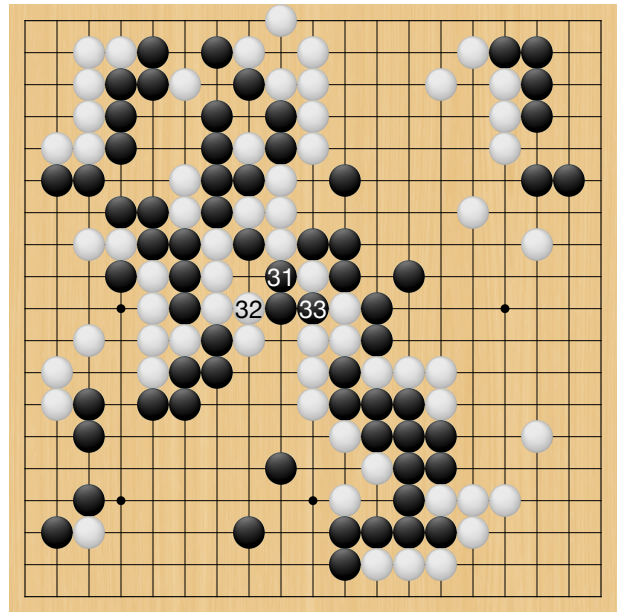
Moves 81-90



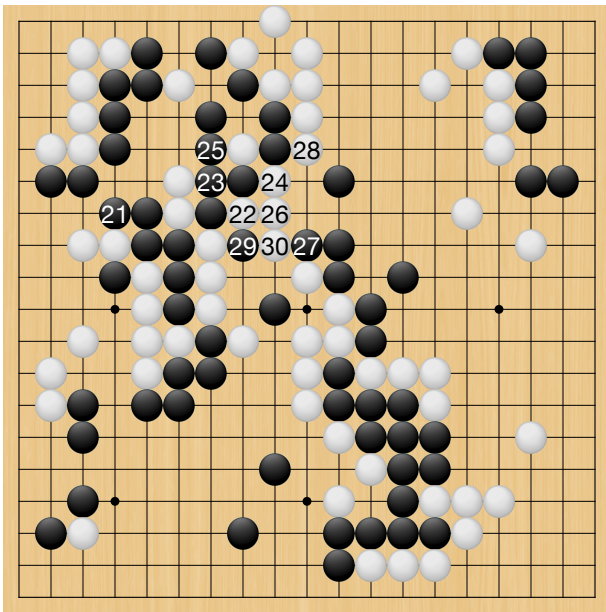
Moves 101-110



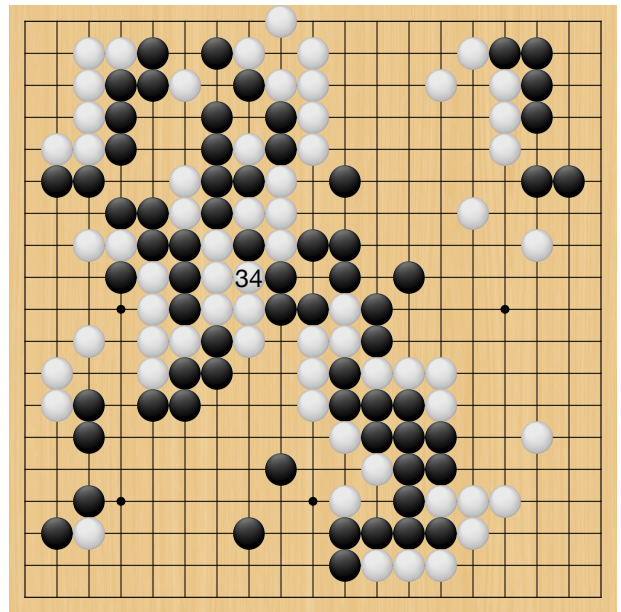
Moves 111-120



Moves 131-133

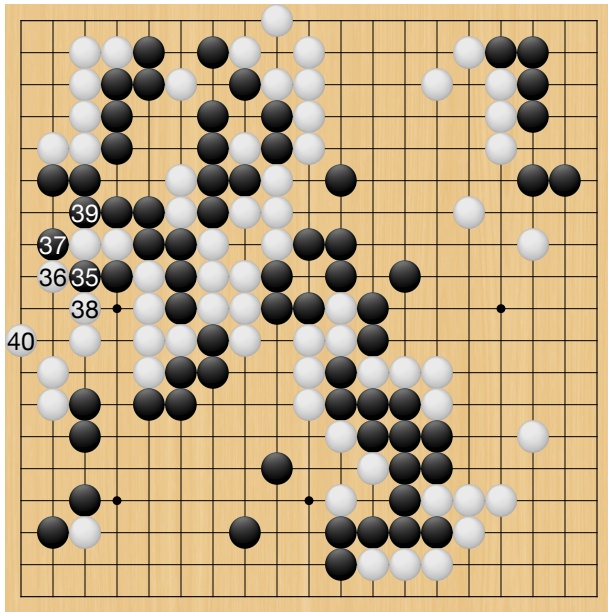


Moves 121-130

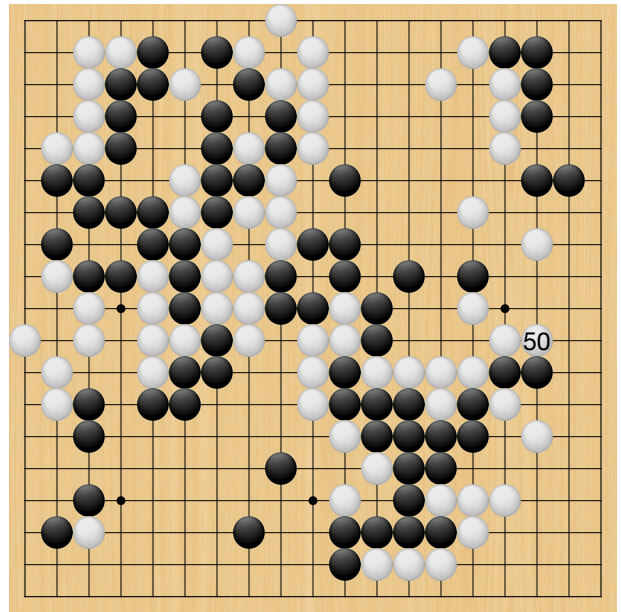


Move 134

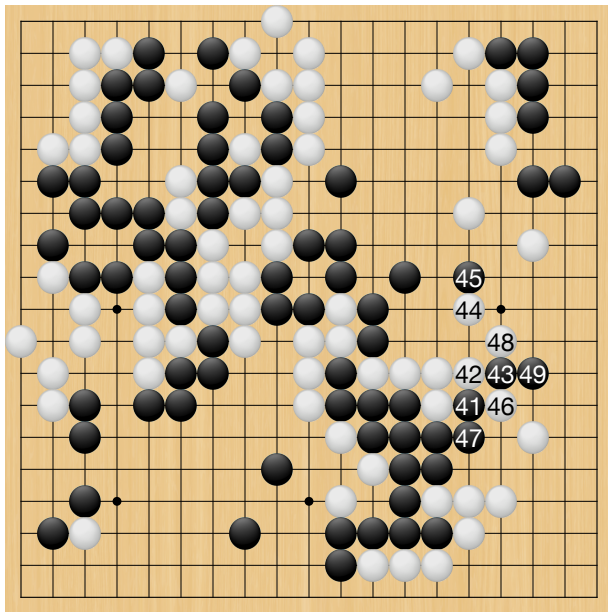
I think I was lucky to be able to connect back out here without losing part of my group.



Moves 135-140



Move 150



Moves 141-149

Stopped recording here. The center Black group lived easily, but I managed to cut off and kill the large black group in the lower right.

150 moves. Anders Kierulf wins by resignation.