

2014-04-19a

White: Noguchi Motoki 7d

Black: Anders Kierulf 3d

Komi: 7½ points

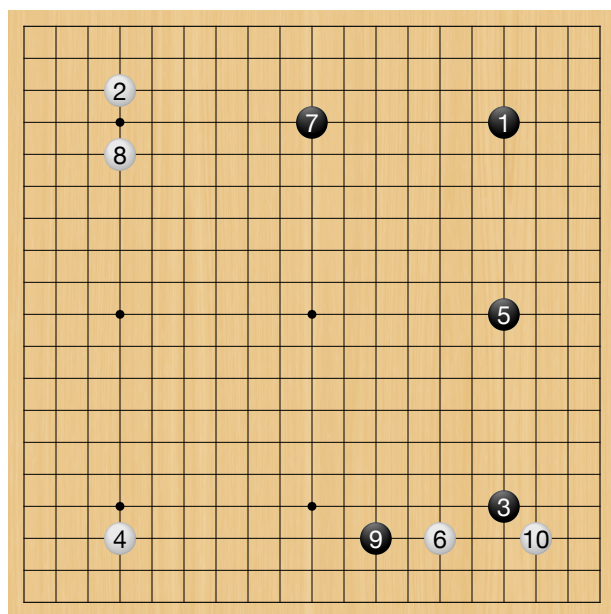
Date: 2014-04-19

Place: Paris

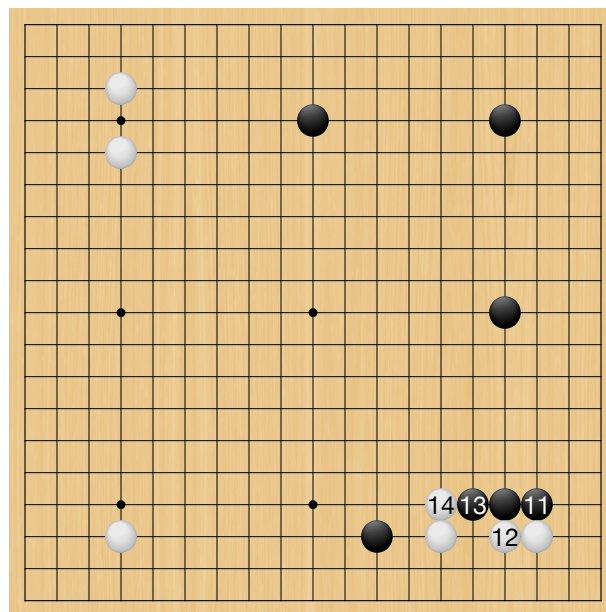
Event: Paris 2014

Round: 1

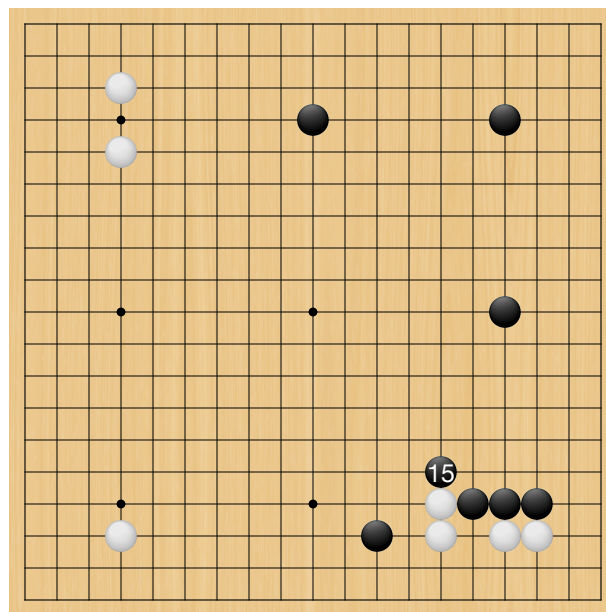
Comments based on analysis with opponent after the game and remarks by Chizu Kobayashi 5p.



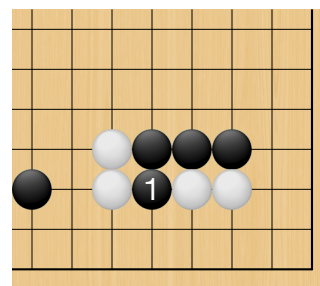
Moves 1-10



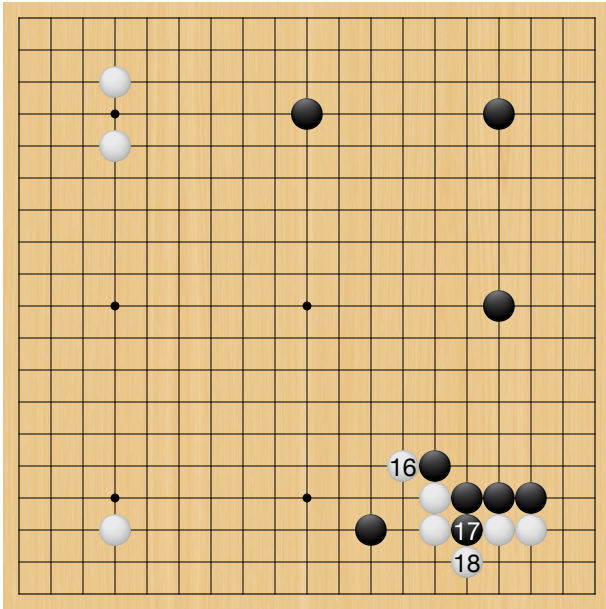
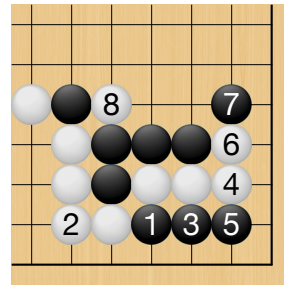
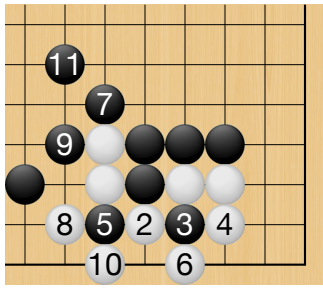
Moves 11-14



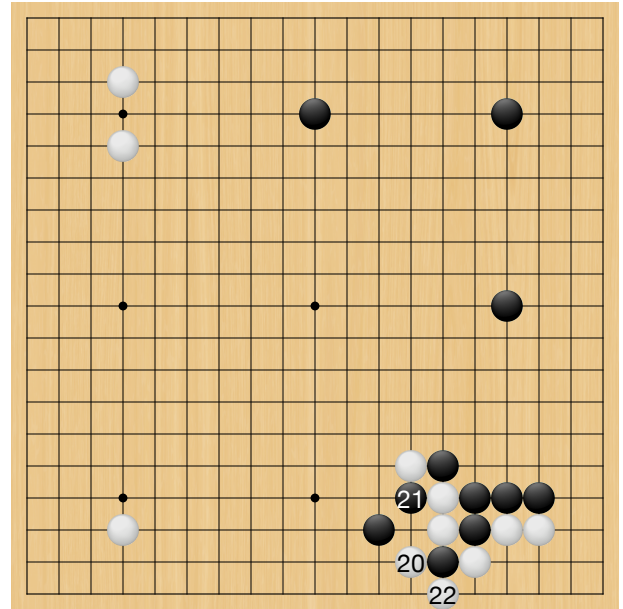
Move 15



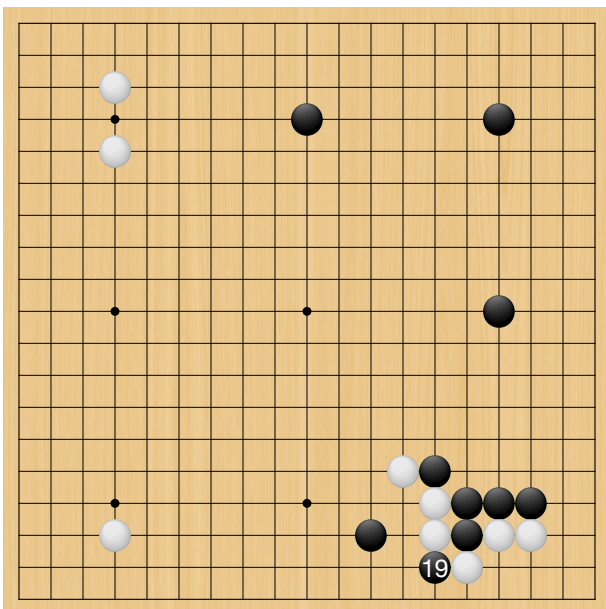
The proper joseki sequence is to push through and cut.



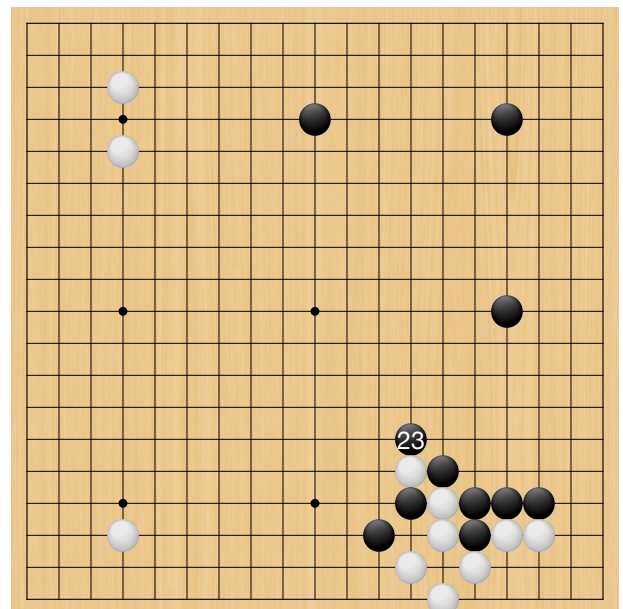
Moves 16–18



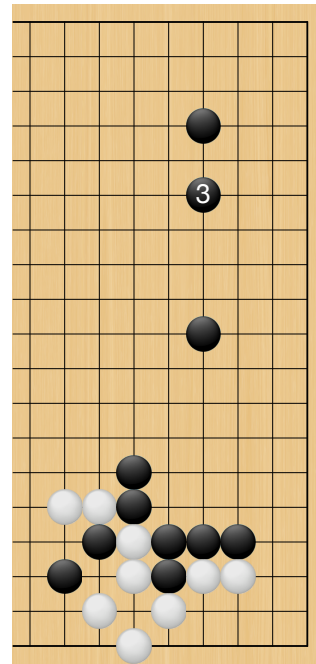
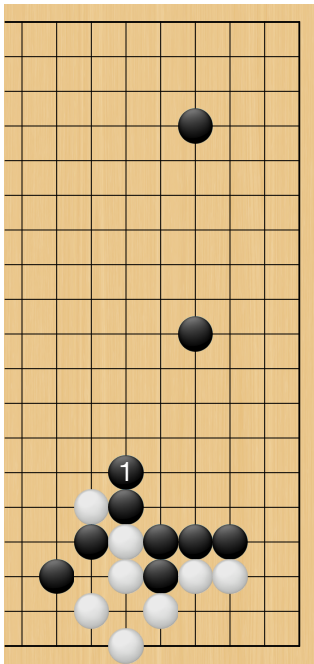
Moves 20–22



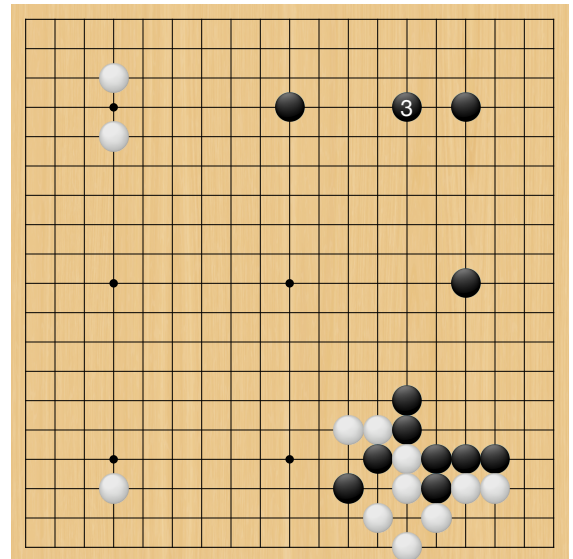
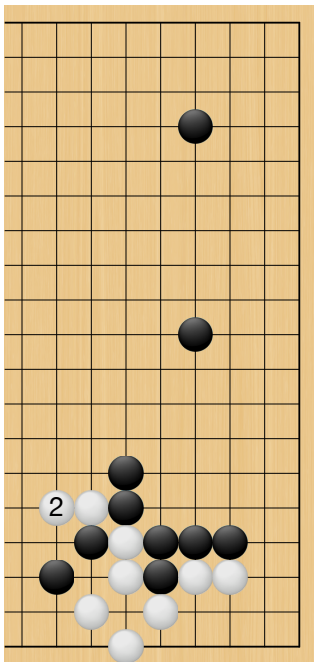
Move 19

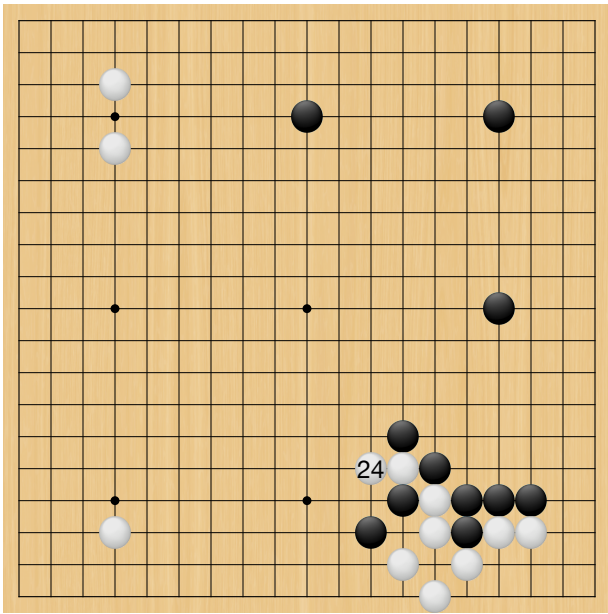


Move 23

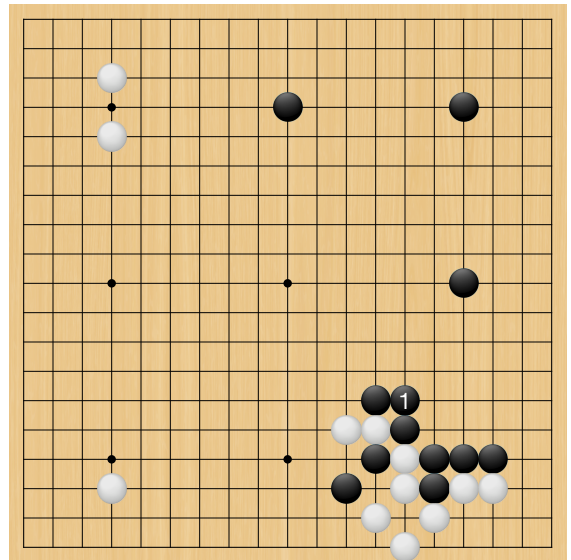


Better to simply extend.

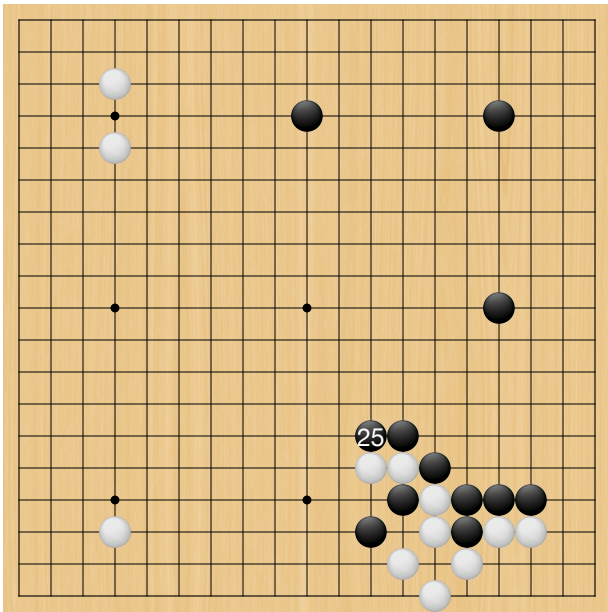




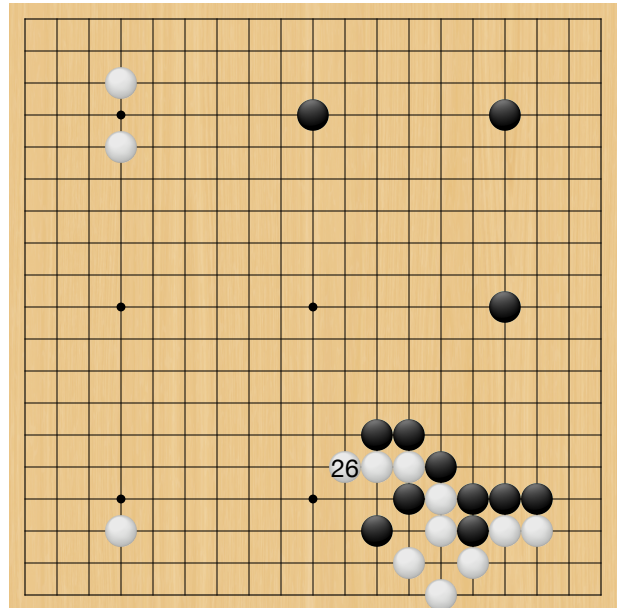
Move 24



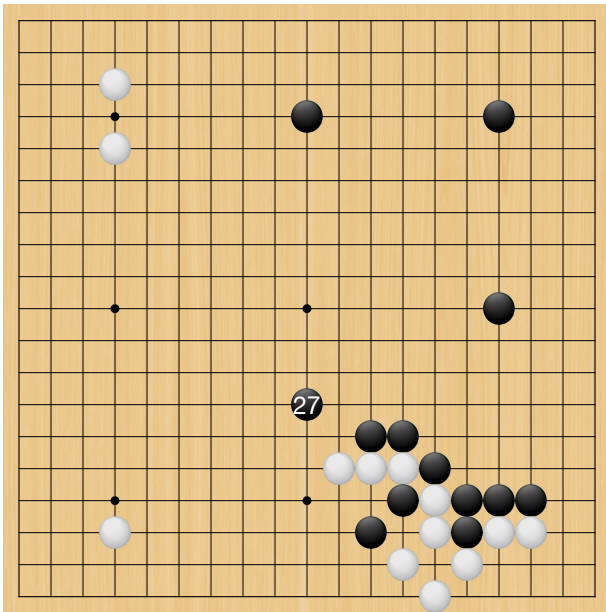
Should just fix this weakness now.



Move 25

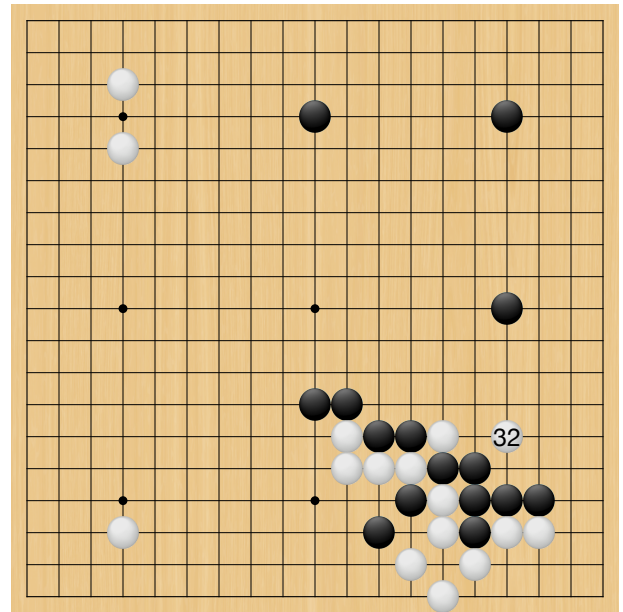


Move 26



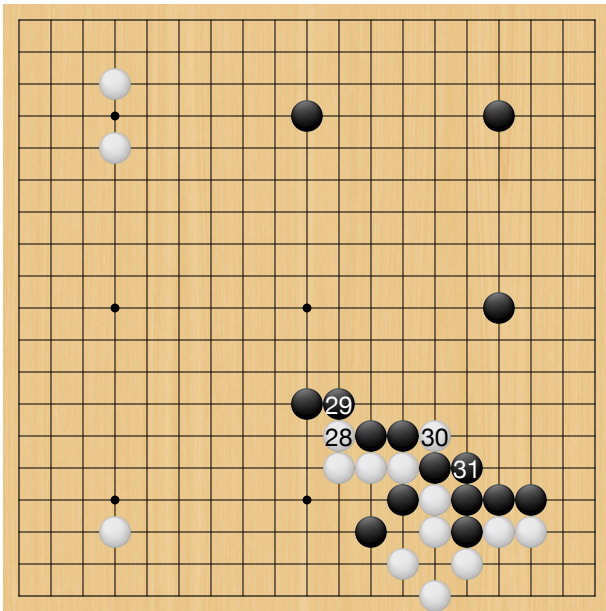
Move 27

Trying to get too much, leaving significant weaknesses exposed.

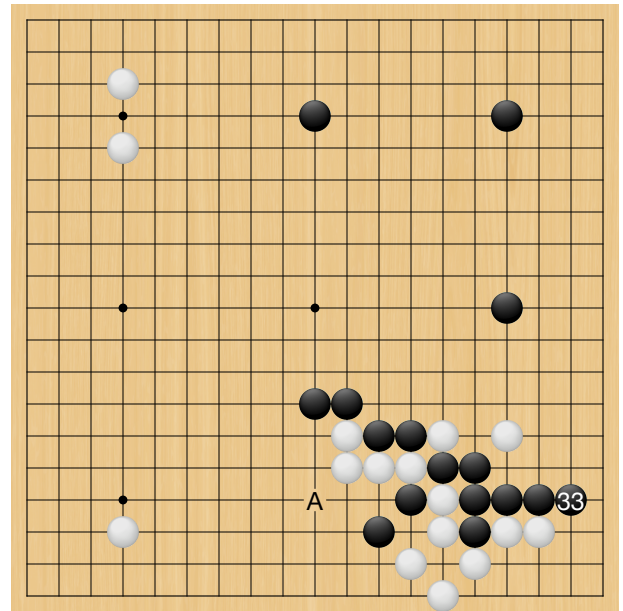


Move 32

Noguchi thought this might have been an overplay, but Chizu Kobayashi thinks it's fine.

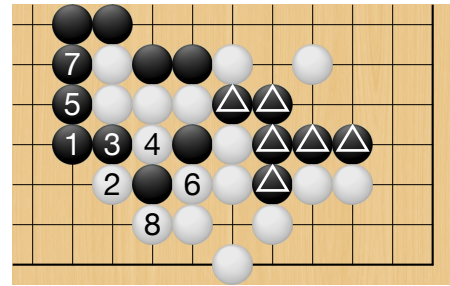
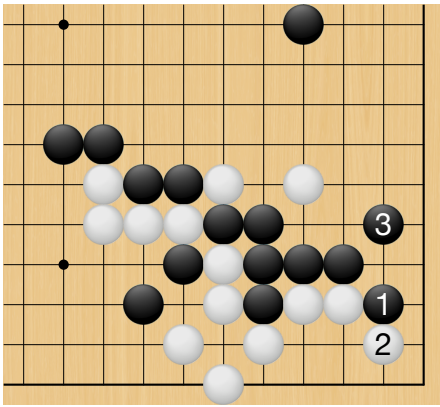


Moves 28-31

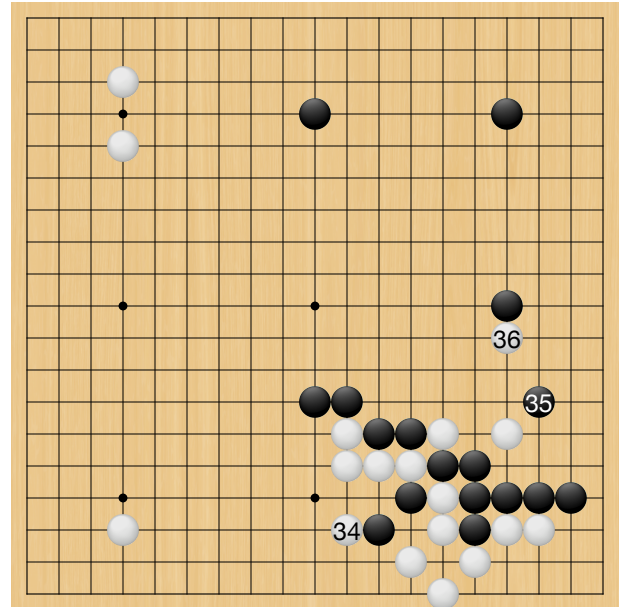
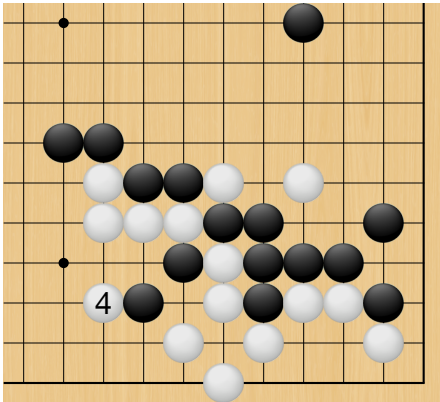


Move 33

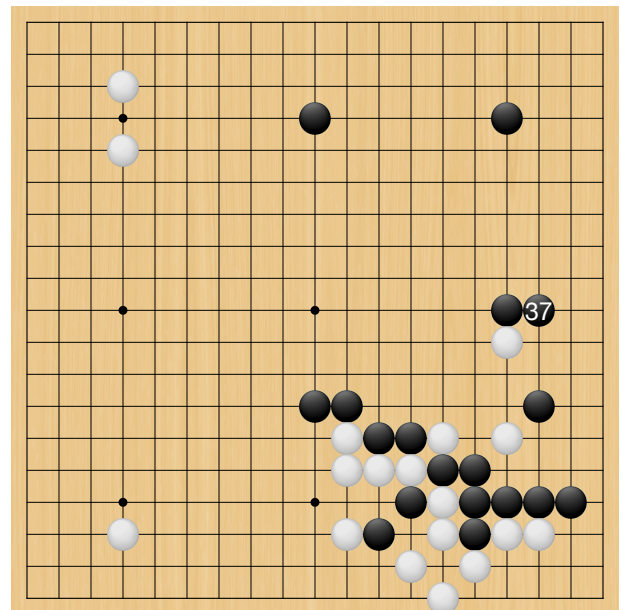
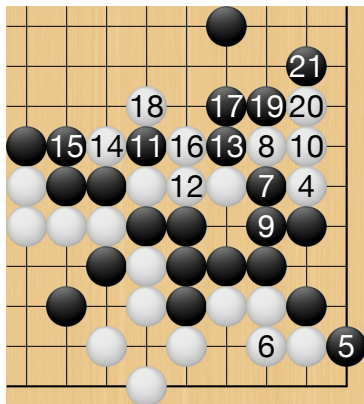
This gains enough liberties to activate the squeeze at A.



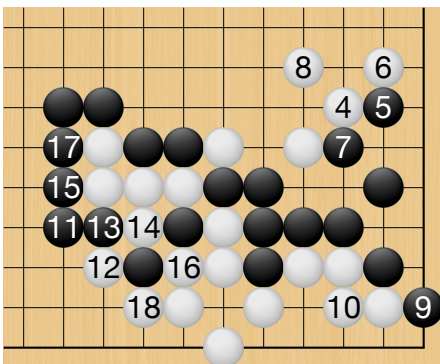
Black is threatening this nice squeeze, but the marked group doesn't have enough liberties yet.

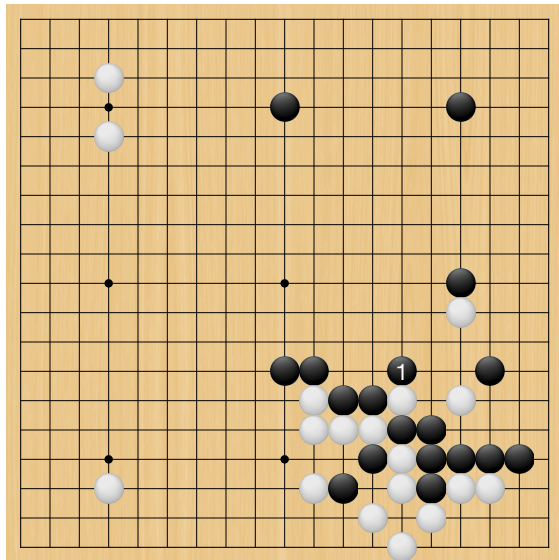


Moves 34-36

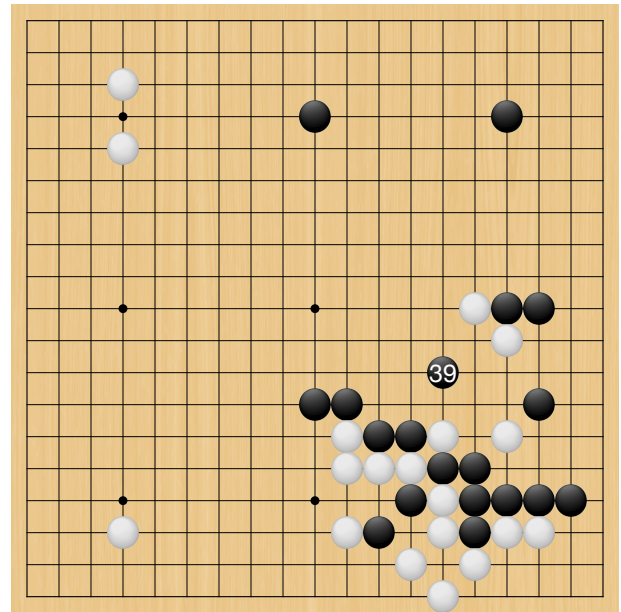


Move 37

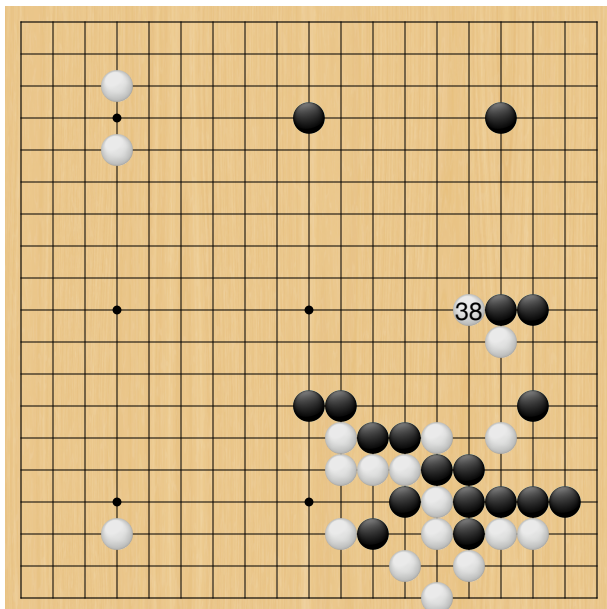




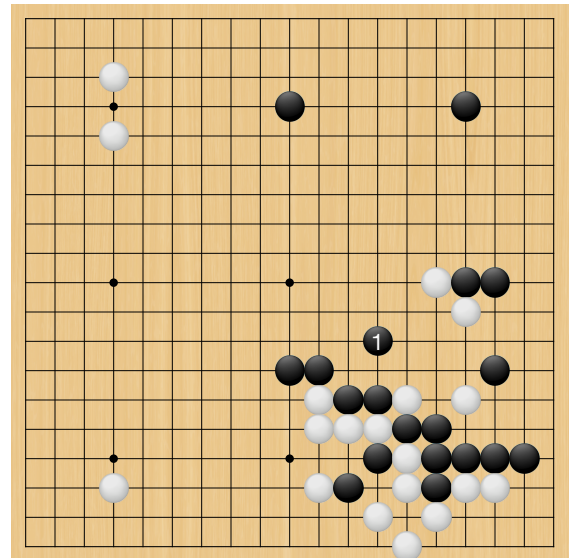
Better to eliminate the aji right away.



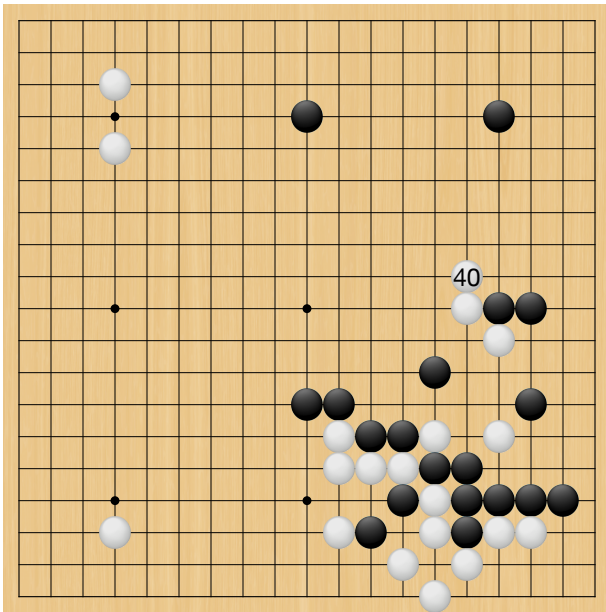
Move 39



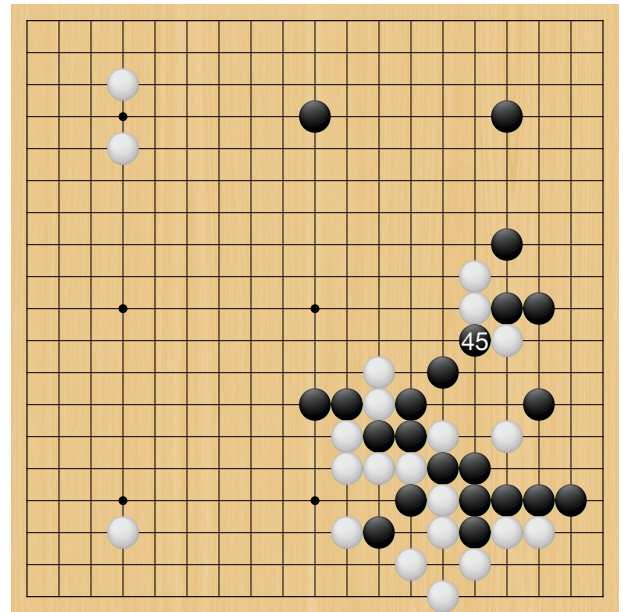
Move 38



This is the proper move.

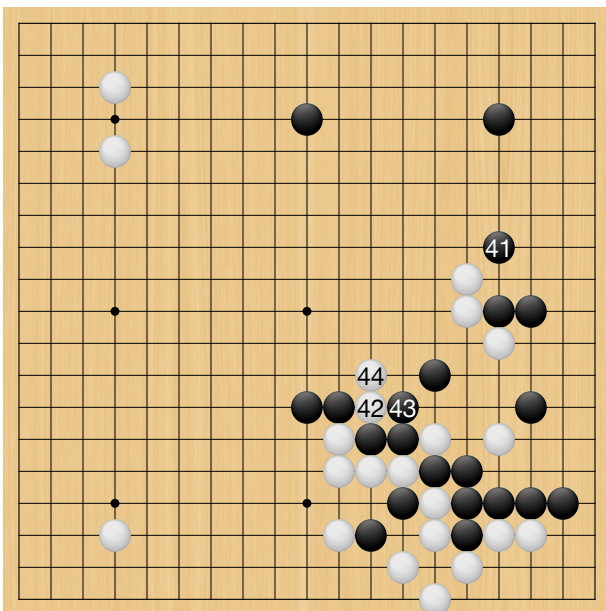
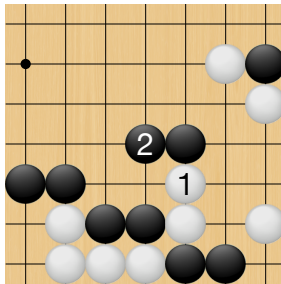


Move 40

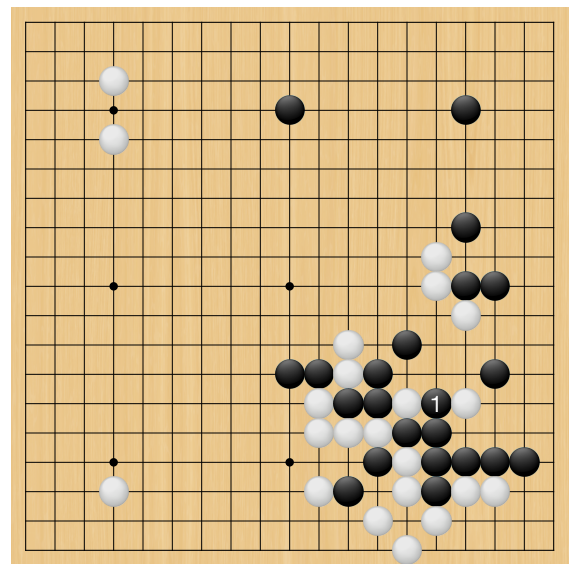


Move 45

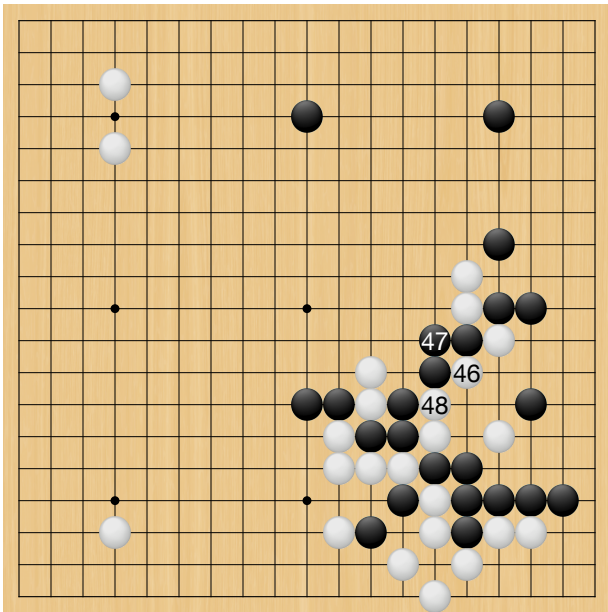
This doesn't work.



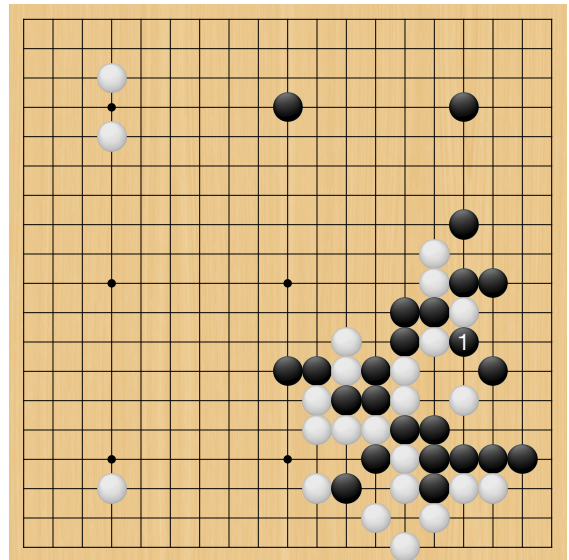
Moves 41-44



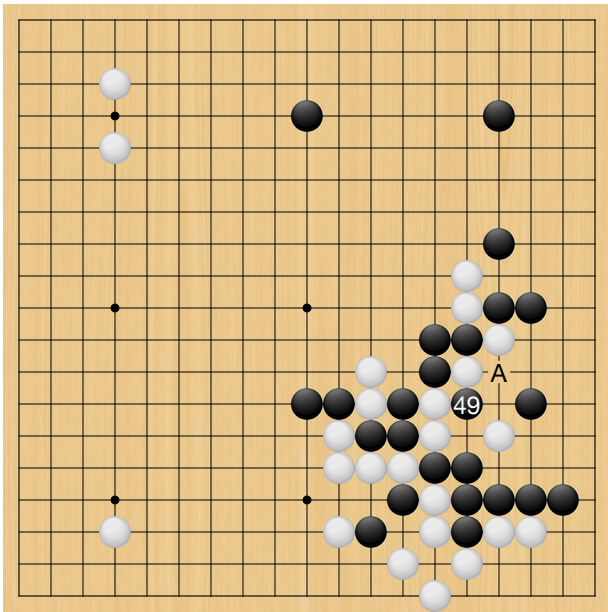
Black should simply play here.



Moves 46-48

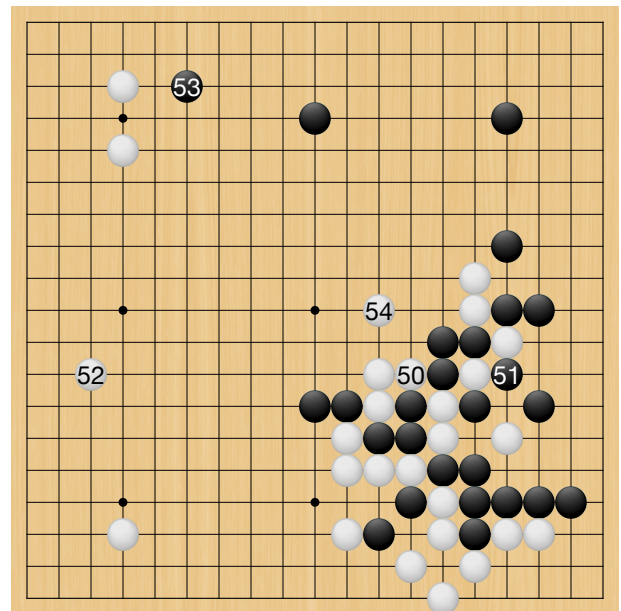
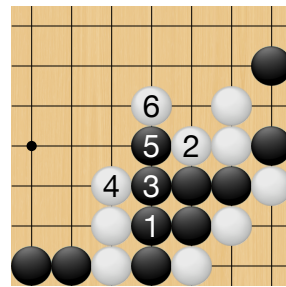


Capturing here gives sente.

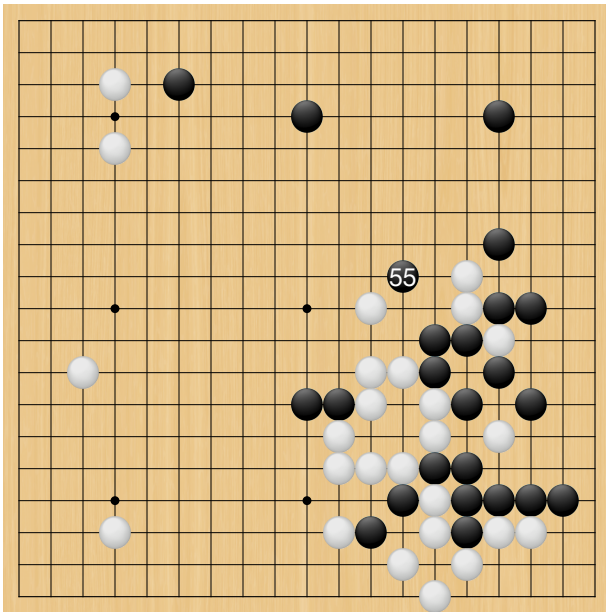


Move 49

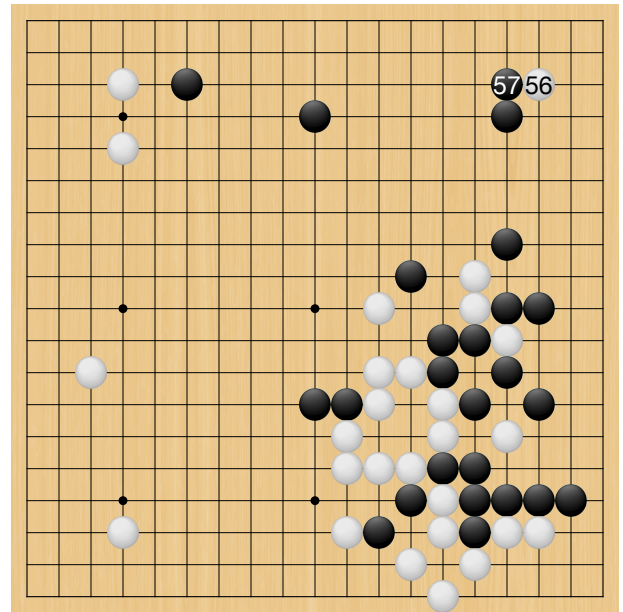
This loses a move. Black should play at A.



Moves 50-54

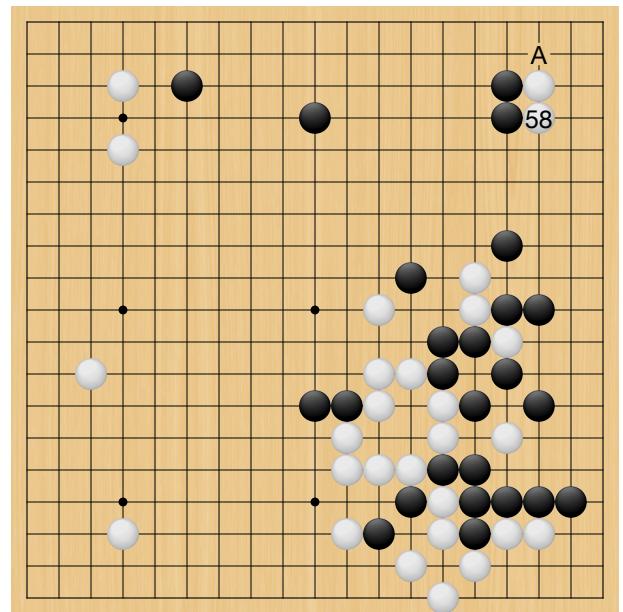
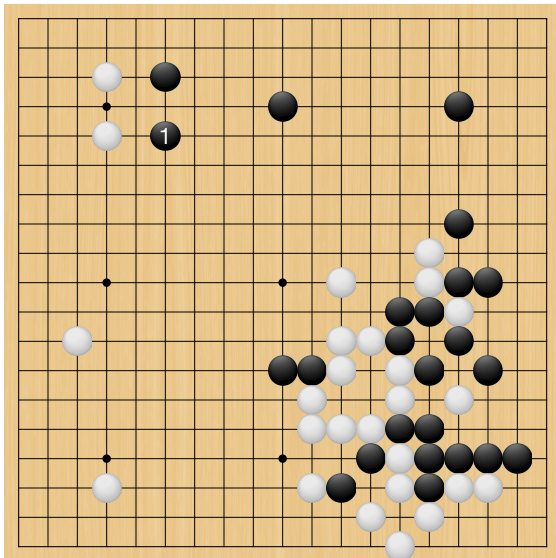


Move 55



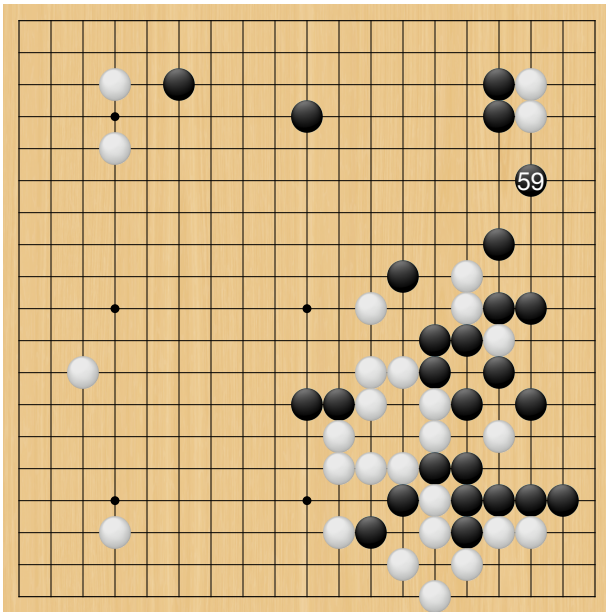
Moves 56-57

Small, those two white stones are not important.

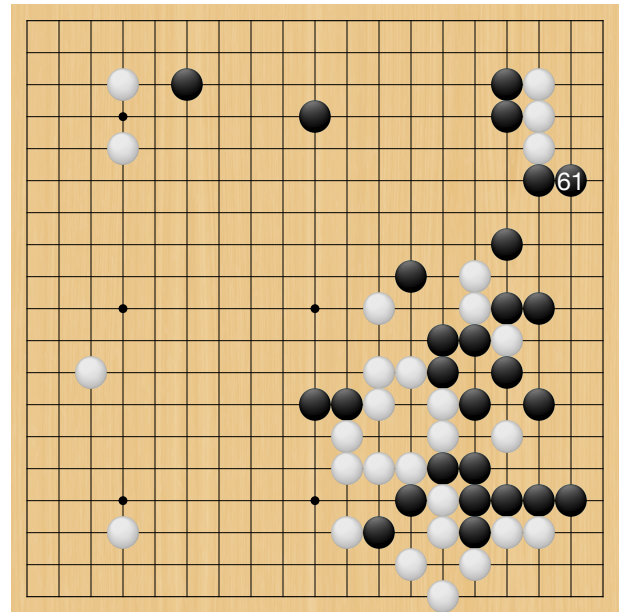


Move 58

The right side area is not important, as Black is already strong there. Better to play A.

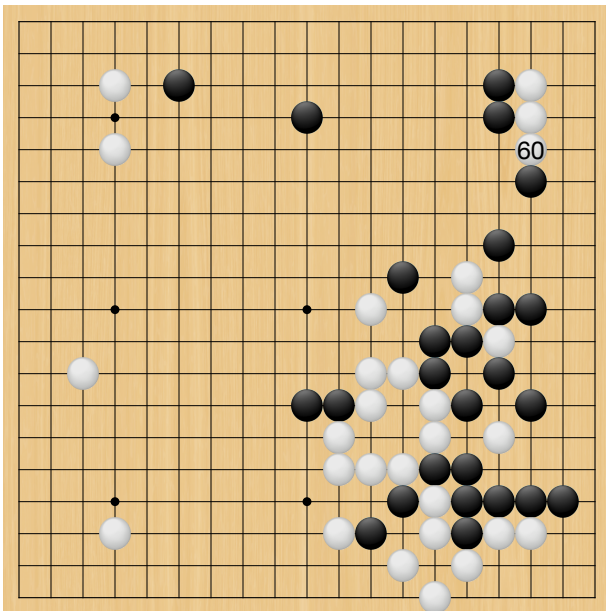
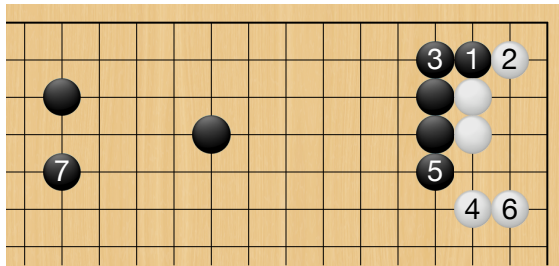


Move 59

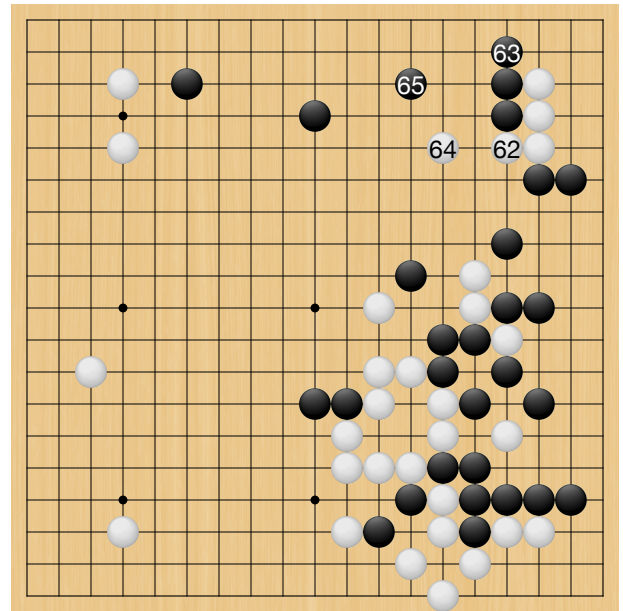


Move 61

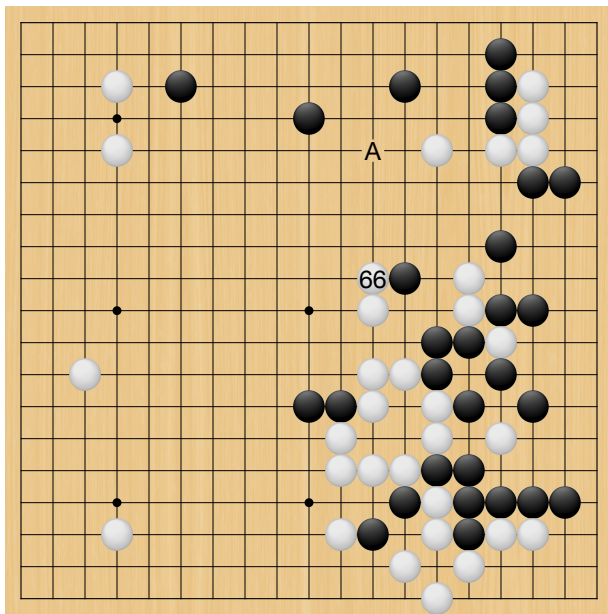
Since I'm behind, I feel I need to attack this group strongly.



Move 60

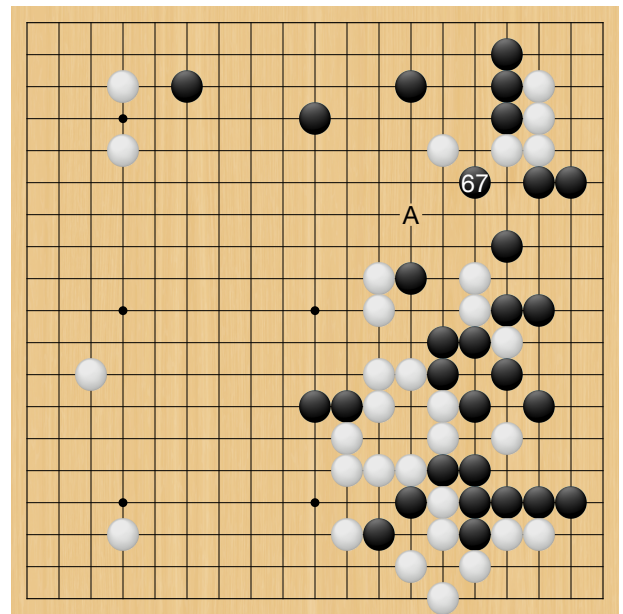


Moves 62-65



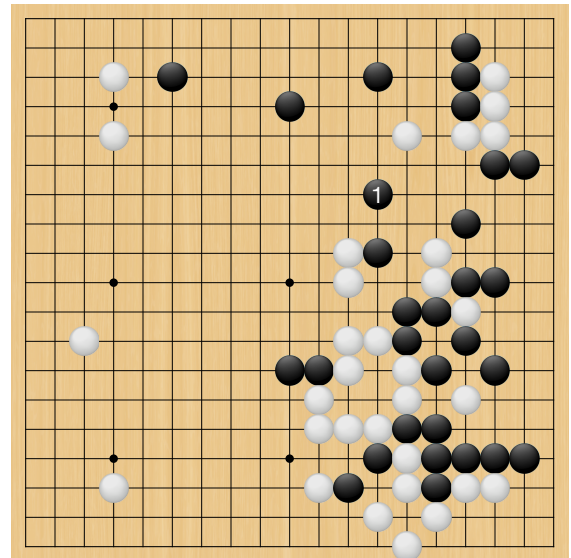
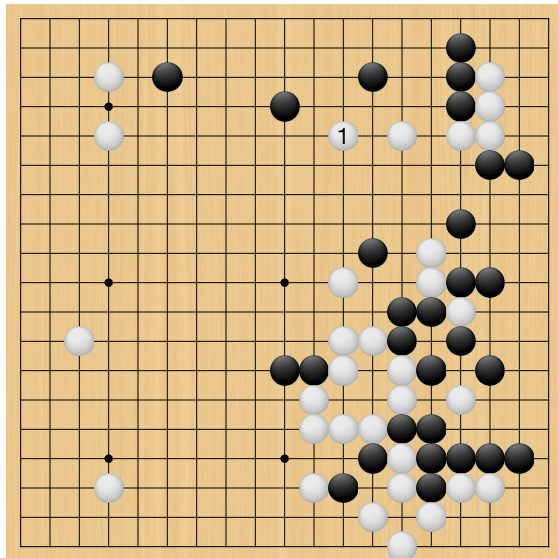
Move 66

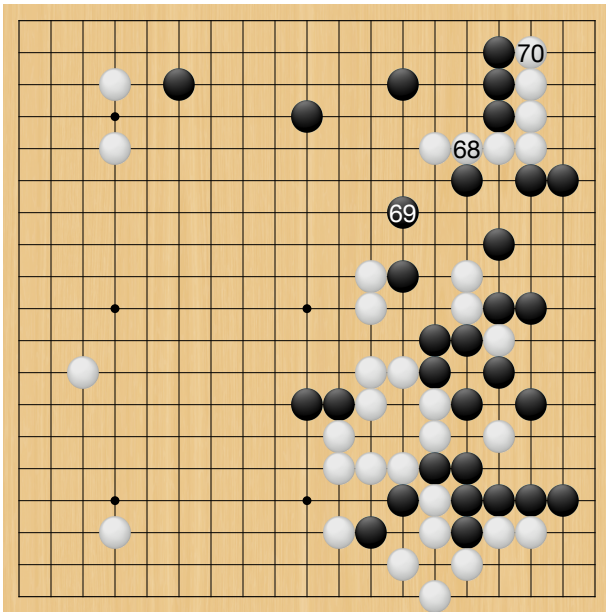
This is an overplay, White should continue to get out by playing A.



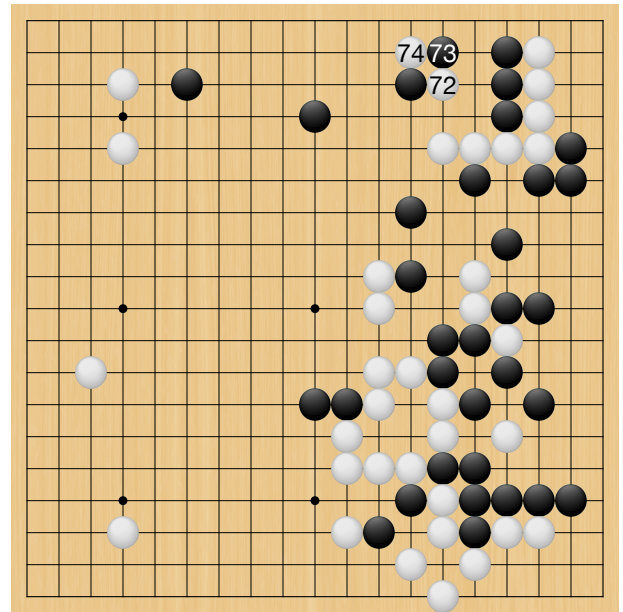
Move 67

This peep causes problems for me with my connection at the top; should simply play A.

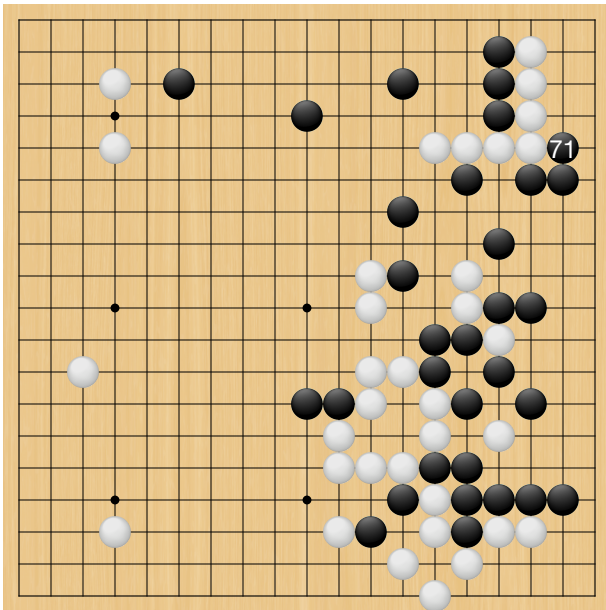




Moves 68–70

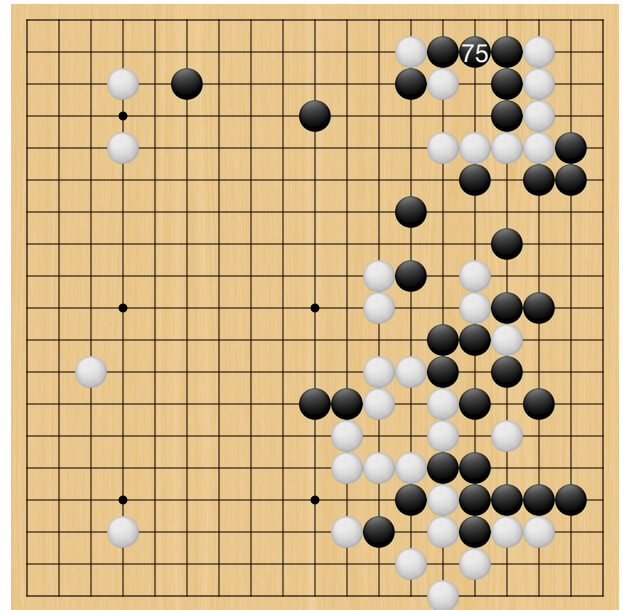


Moves 72–74



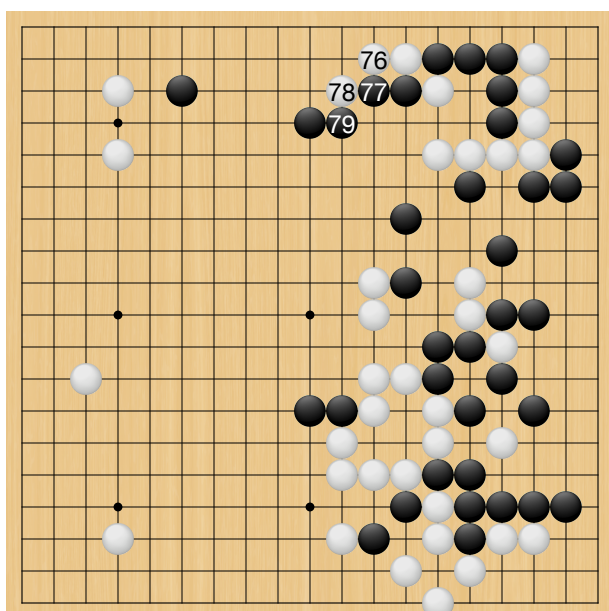
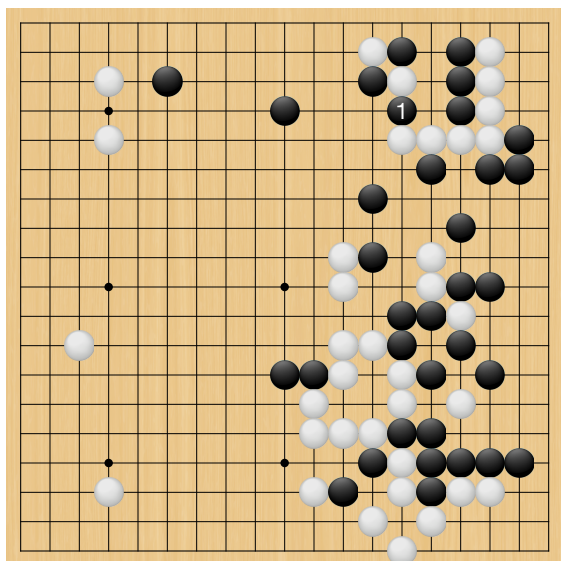
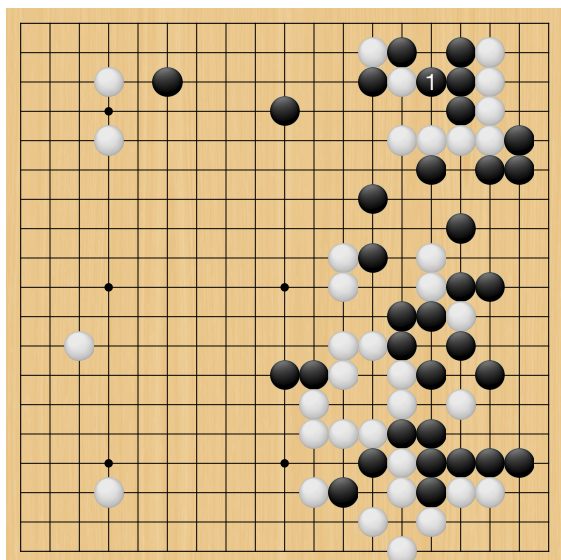
Move 71

Need to protect at the top.

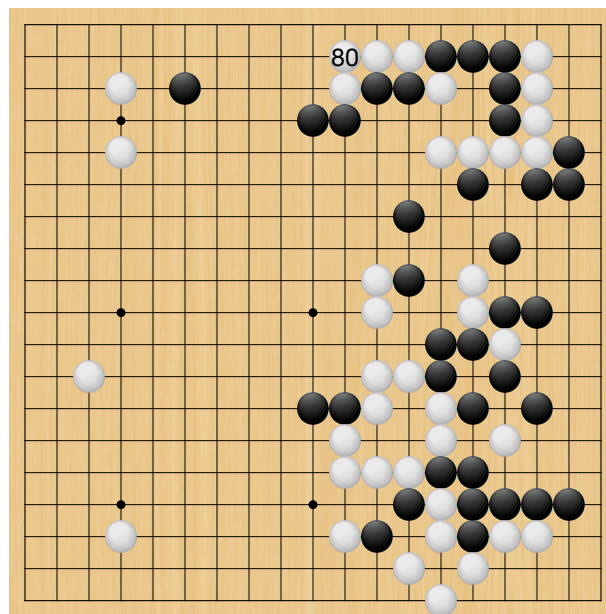


Move 75

Thought this gave me enough liberties, but not so.



Moves 76–79



Move 80

Black resigns. There's no way to save those five stones.

80 moves. Noguchi Motoki wins by resignation.

2014-04-19b

White: Anders Kierulf 3d

Black: Arnoud Knippel 2d

Komi: 7½ points

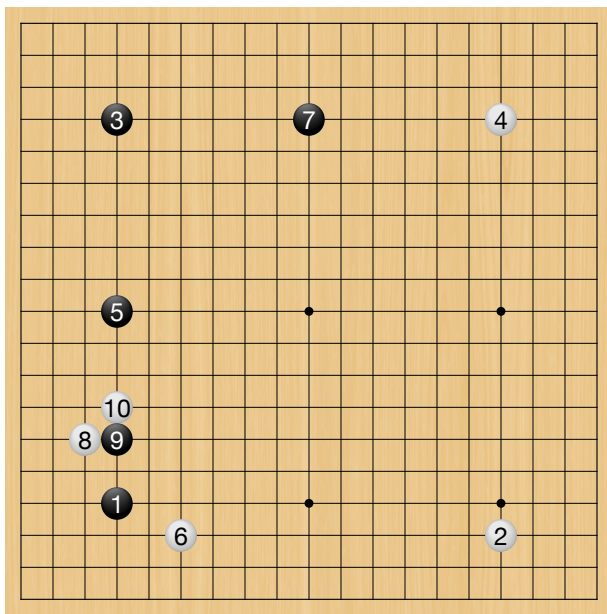
Date: 2014-04-19

Place: Paris

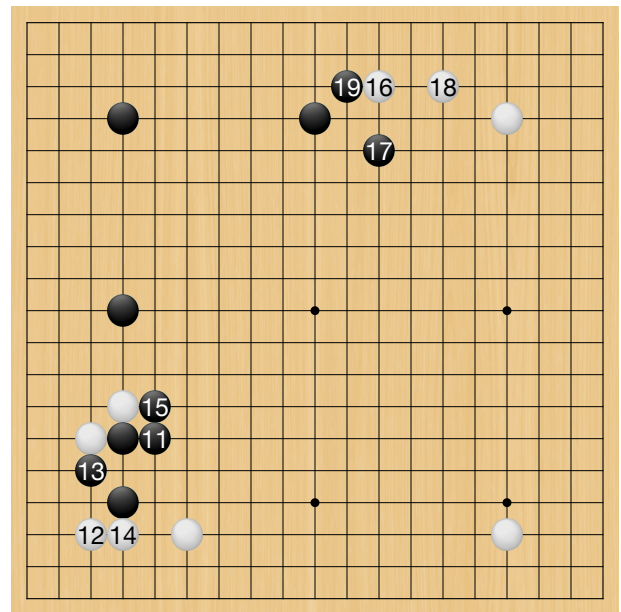
Event: Paris 2014

Round: 2

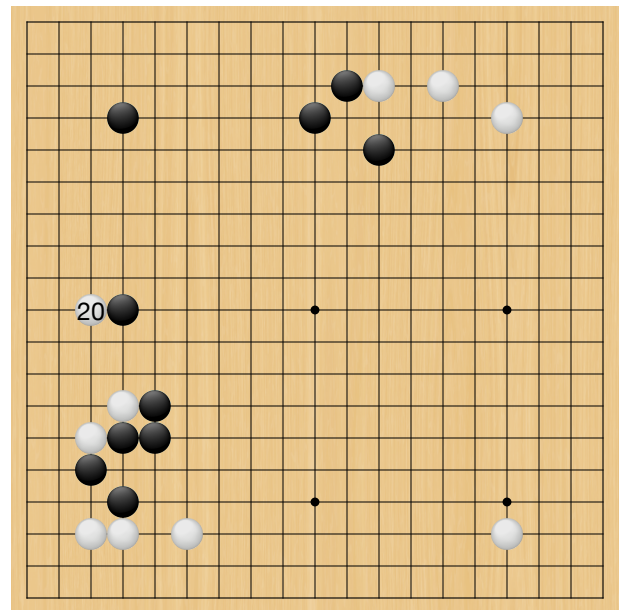
Comments based on analysis with opponent after the game and remarks by Chizu Kobayashi 5p.



Moves 1-10

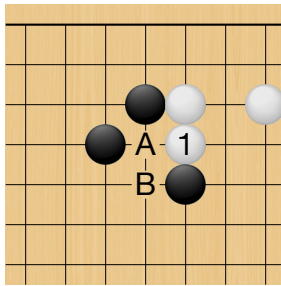


Moves 11-19

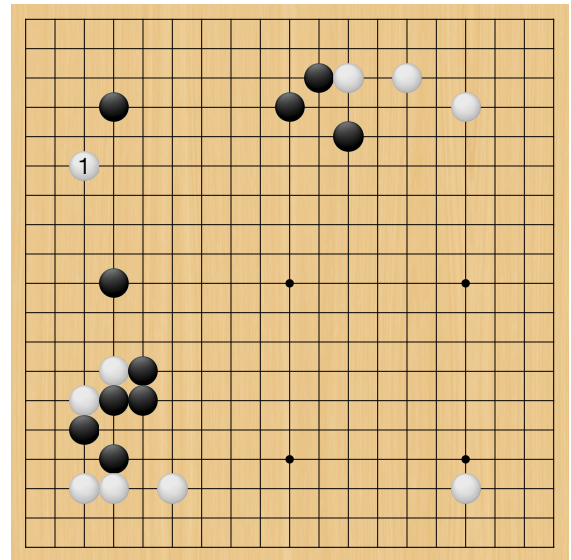
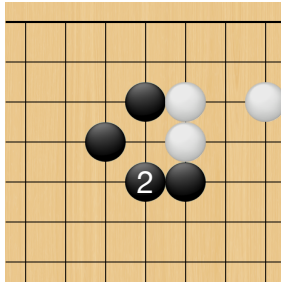


Move 20

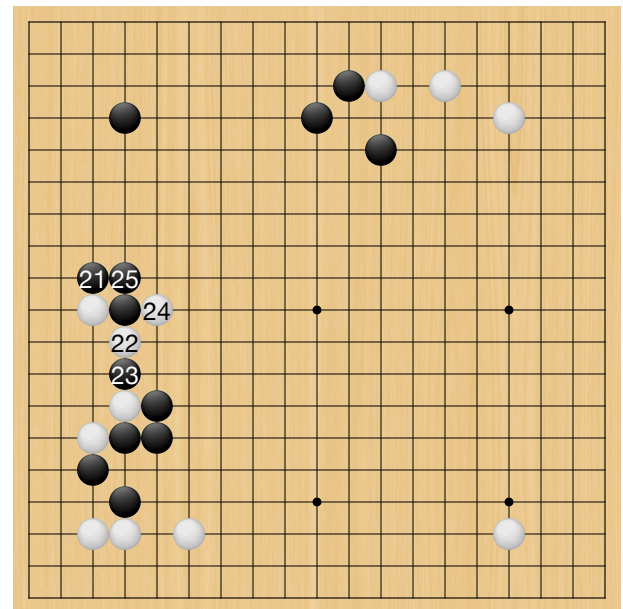
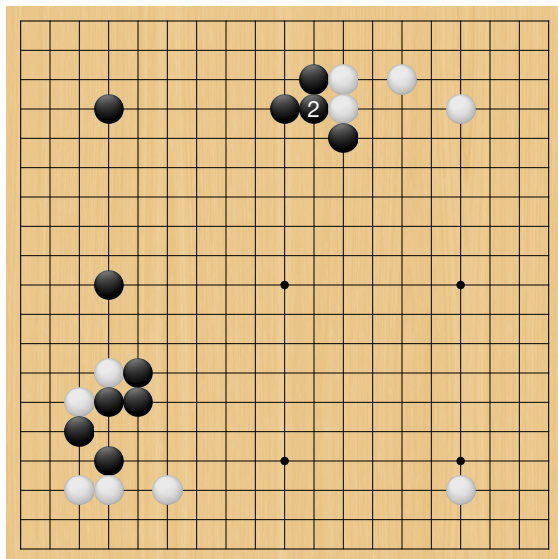
I played here as I wanted to use the aji of the marked stones, but Black is too strong there, and this is not the main part of the moyo.



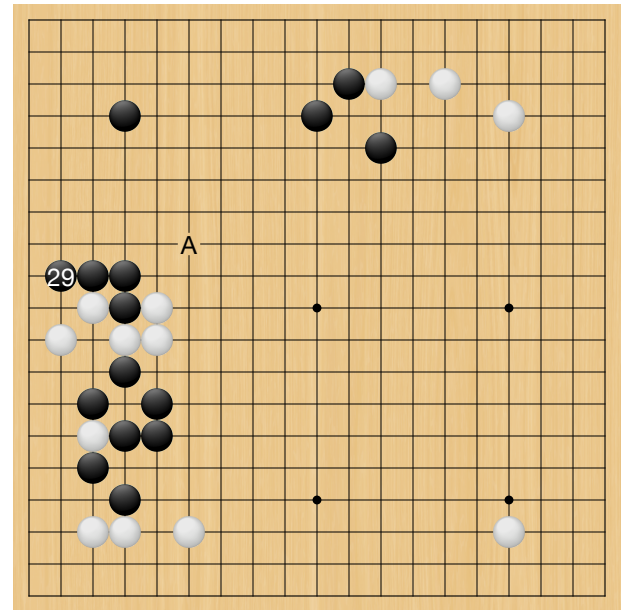
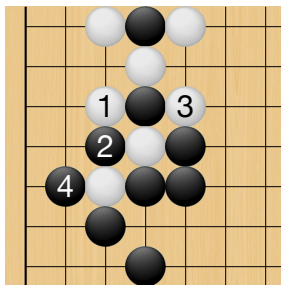
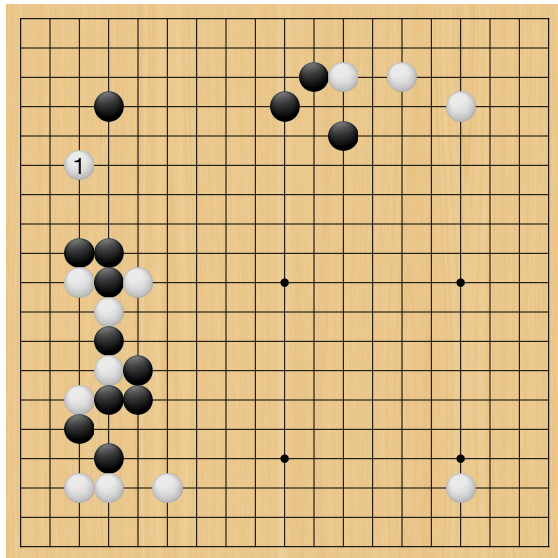
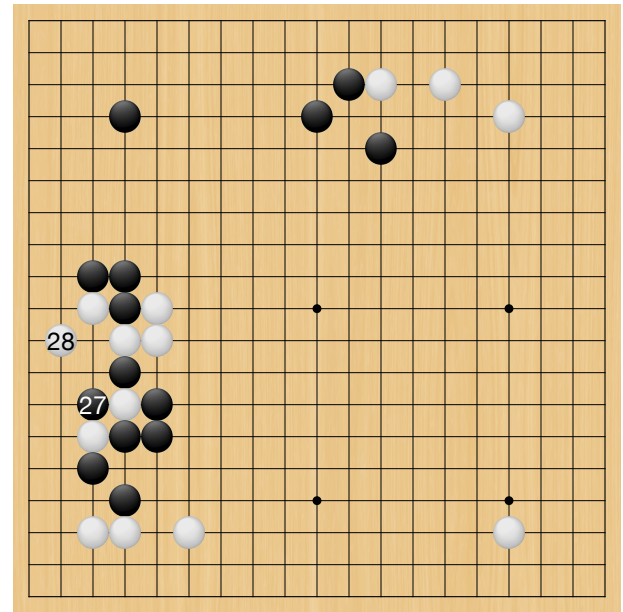
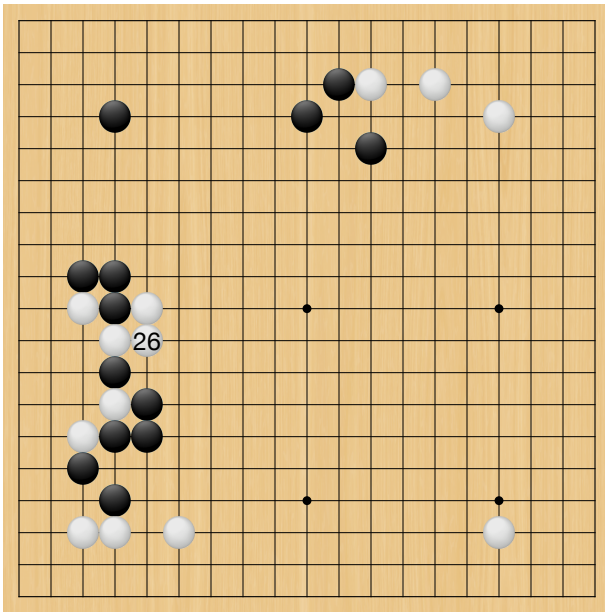
White should play this now, forcing Black to choose between A and B.



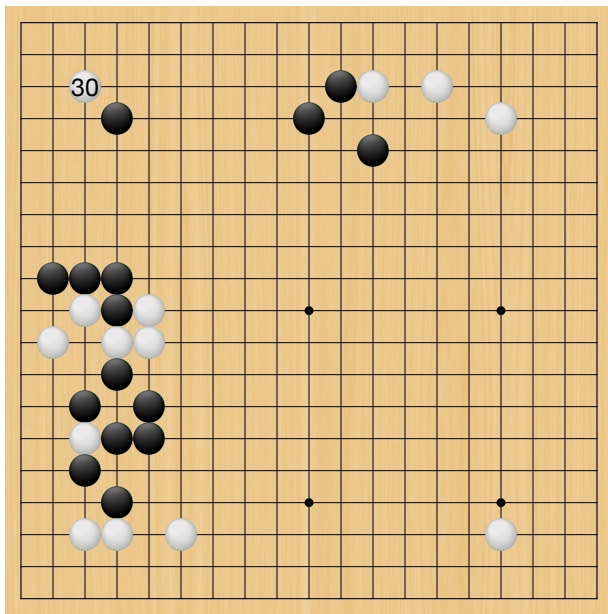
Simply invading here is good enough.



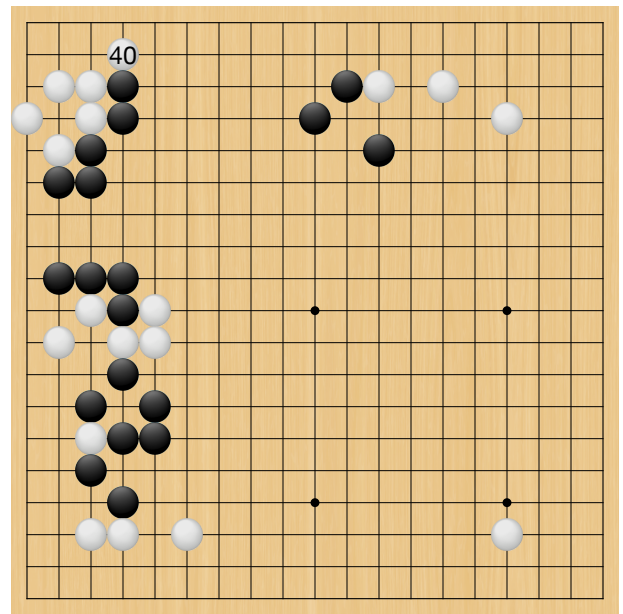
Moves 21-25



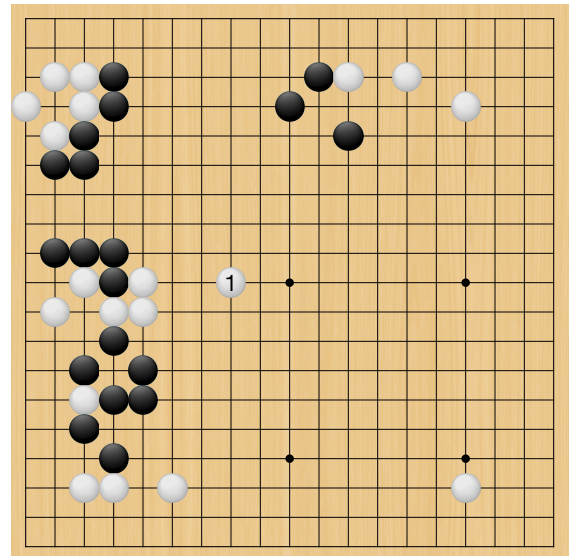
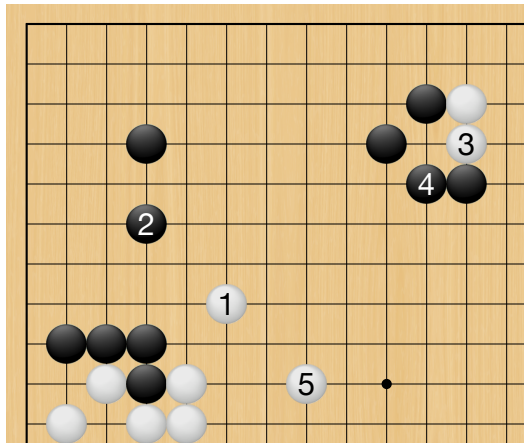
Chizu: Both players made mistakes, so at least I got something out of it. Could reduce at A now, then jump out.



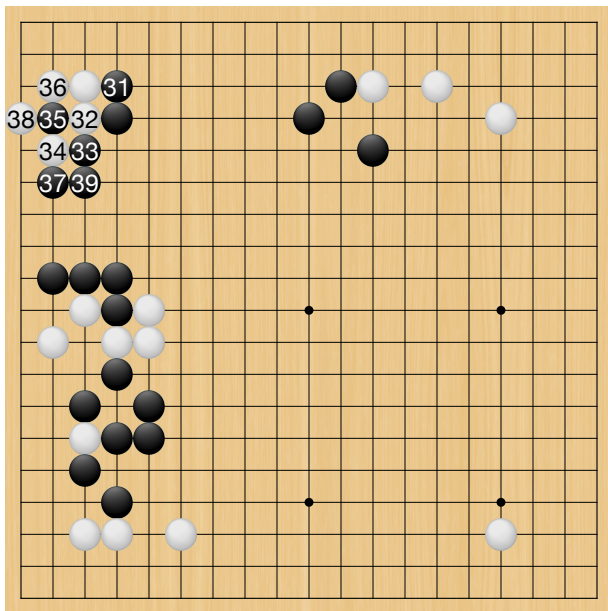
Move 30



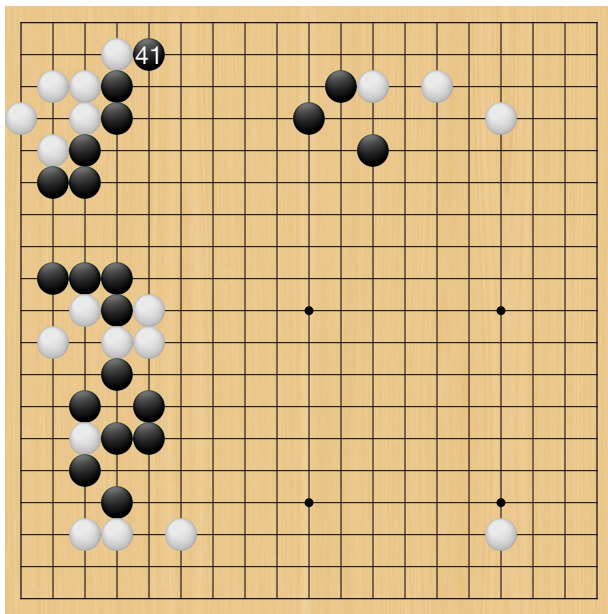
Move 40



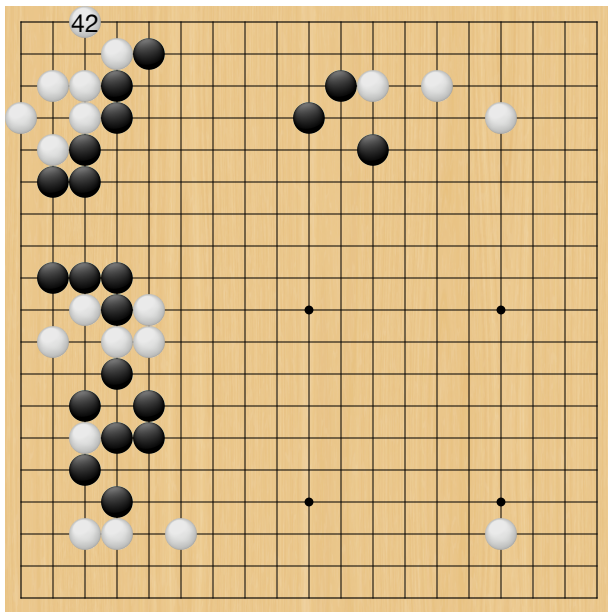
Should just get out with my weak group.



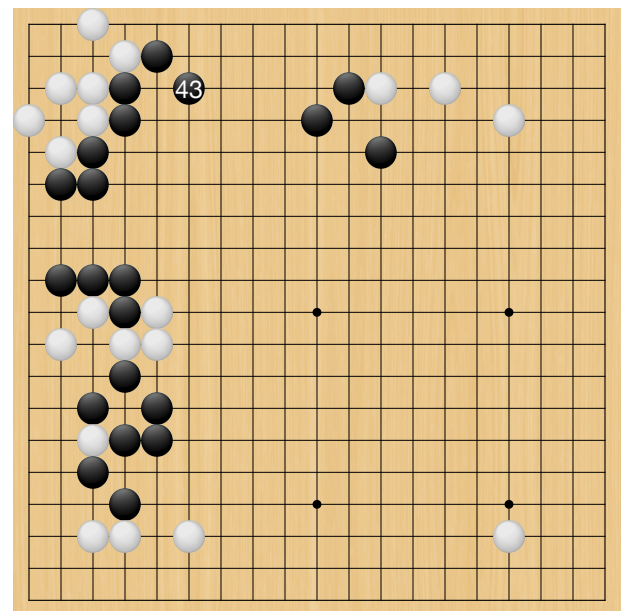
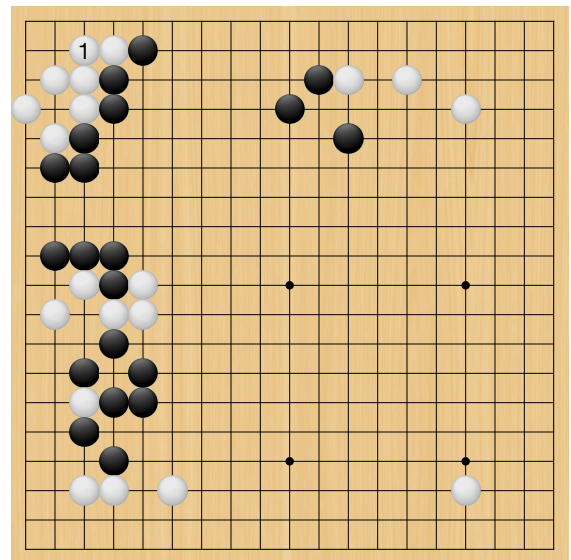
Moves 31-39



Move 41

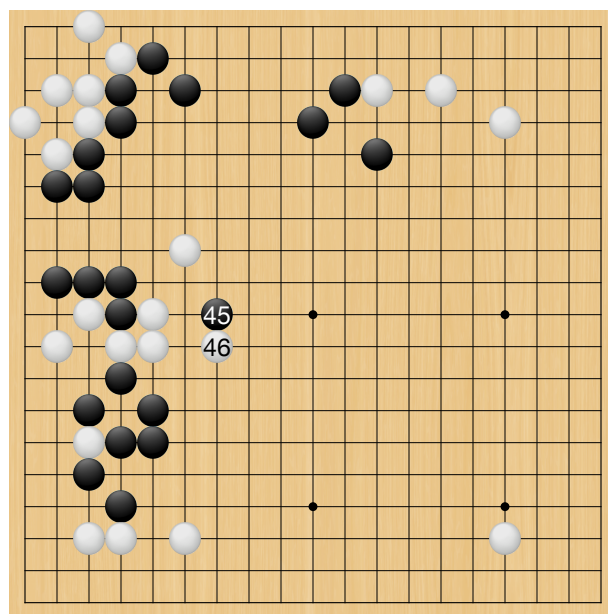
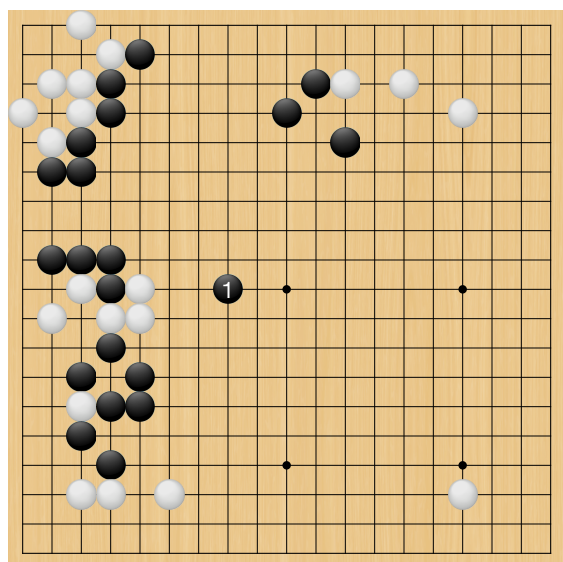


Move 42

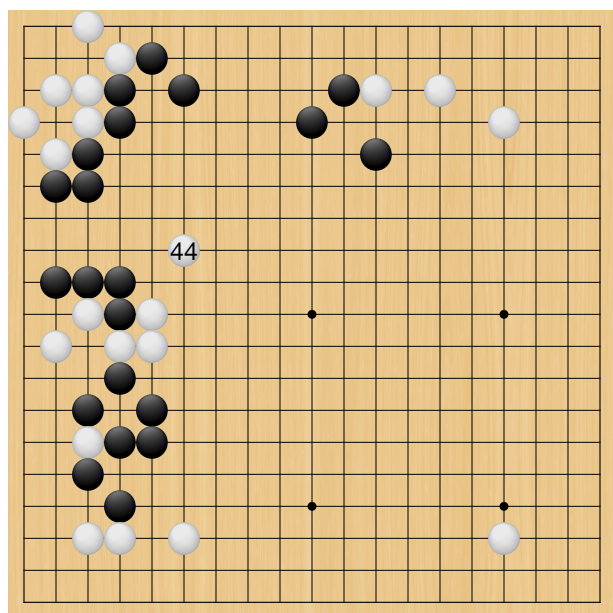


Move 43

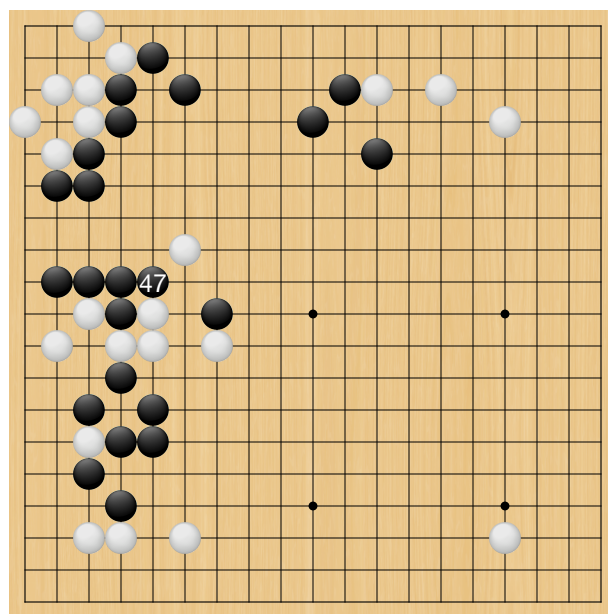
Just jump out with my weak group. Now it's too late, as Black can attack strongly, and White has nowhere to go.



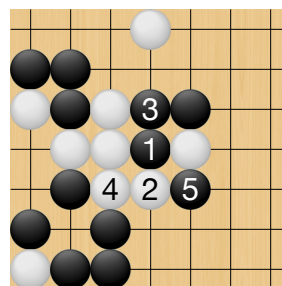
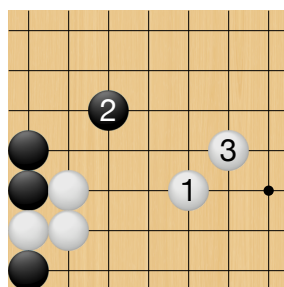
Moves 45-46

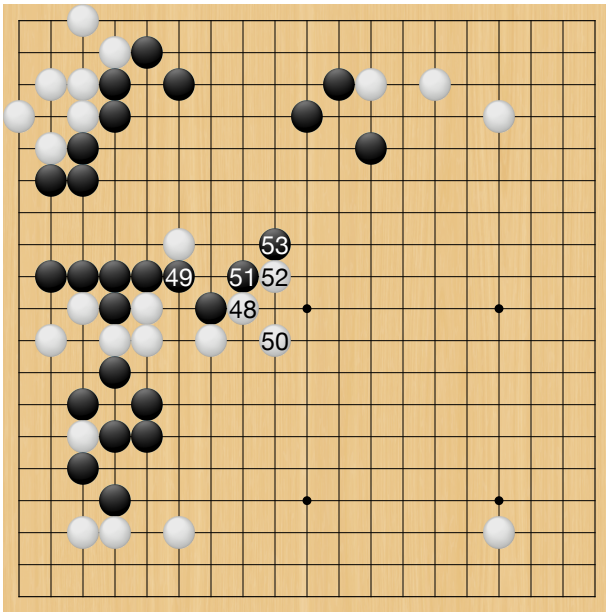


Move 44

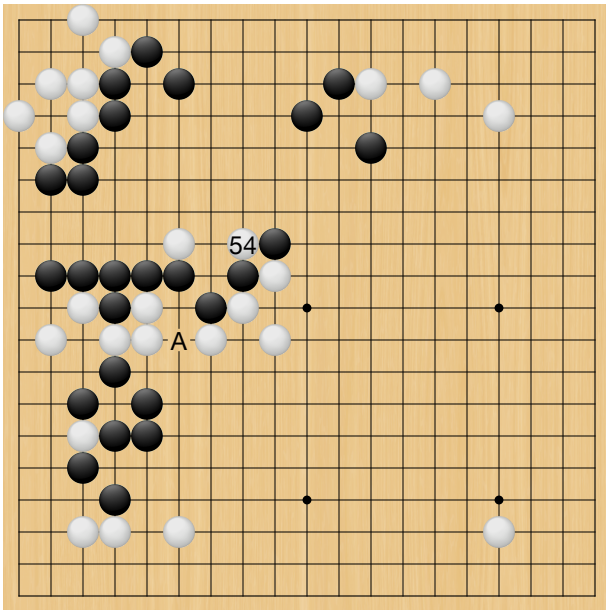
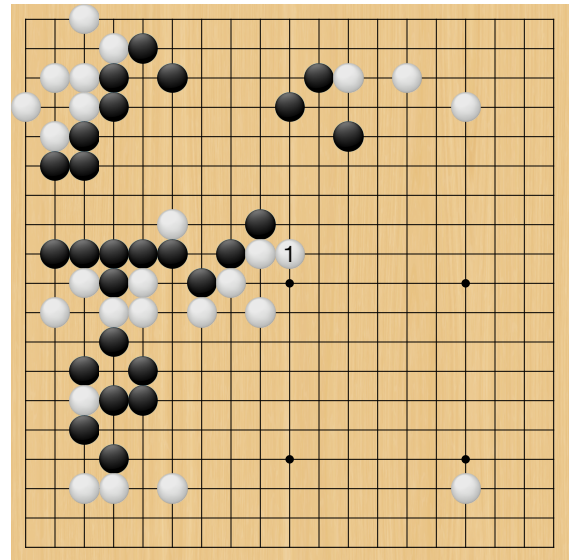


Move 47



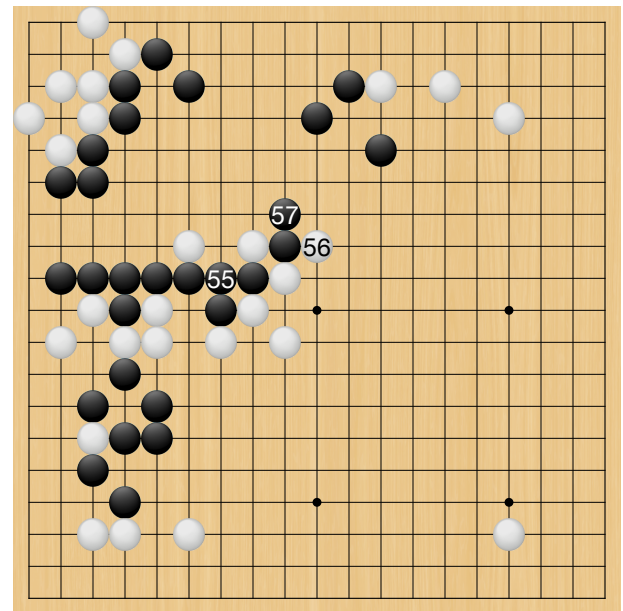


Moves 48-53

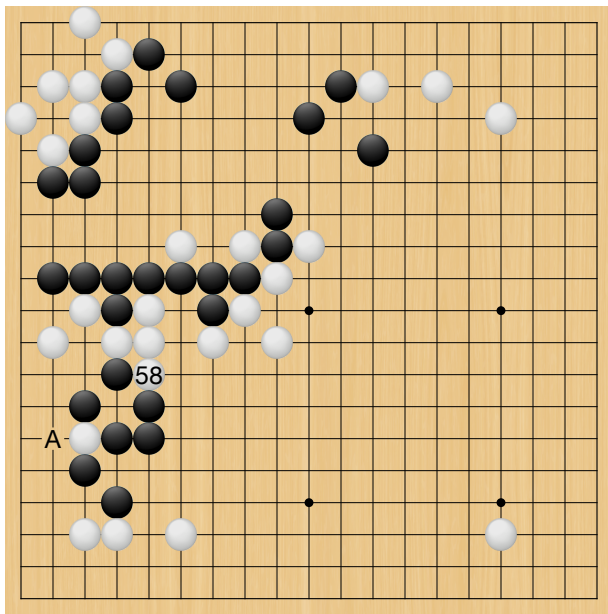


Move 54

This atari hurts me, as Black can then play A.
Should simply extend.

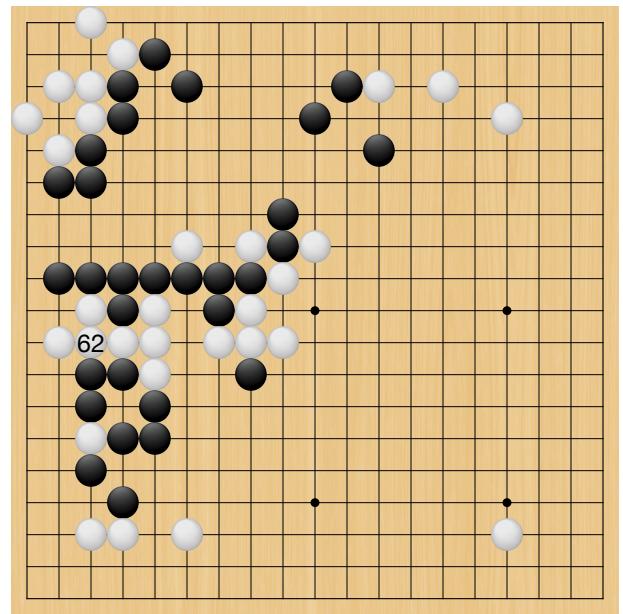


Moves 55-57

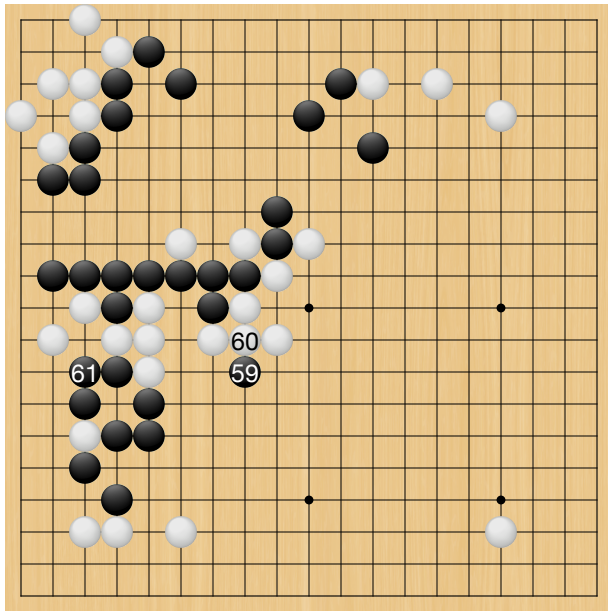


Move 58

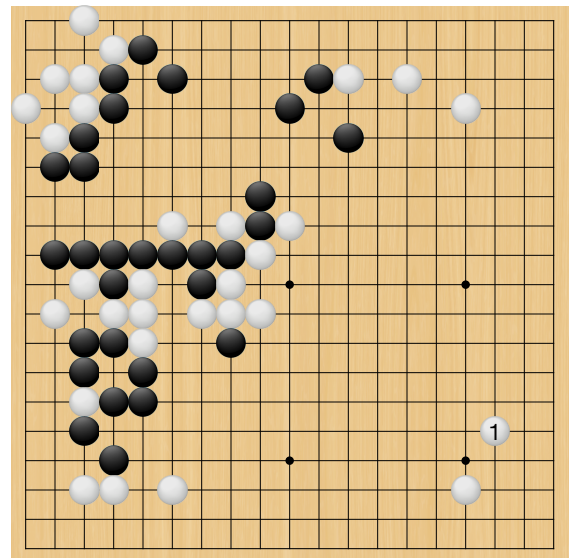
Need to fix the connection. My plan is to play A and attack that group.



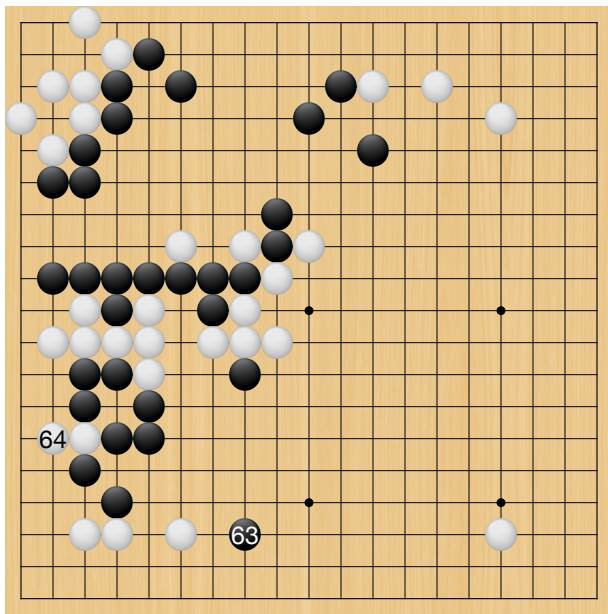
Move 62



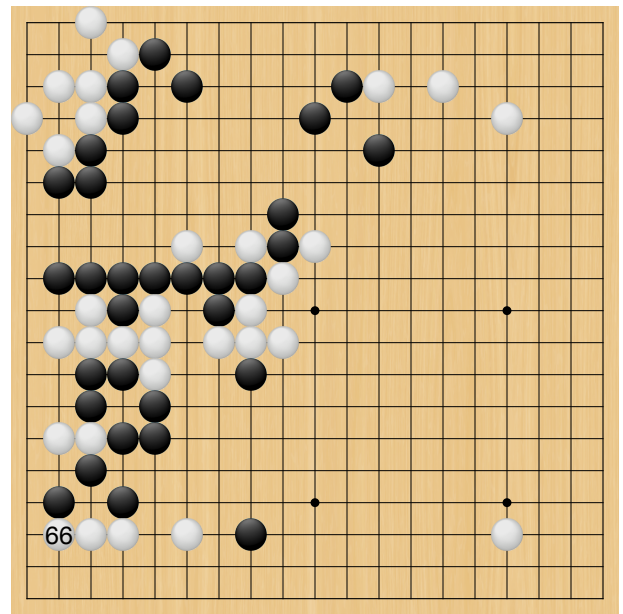
Moves 59–61



Chizu: Just play here, let Black get a few stones.

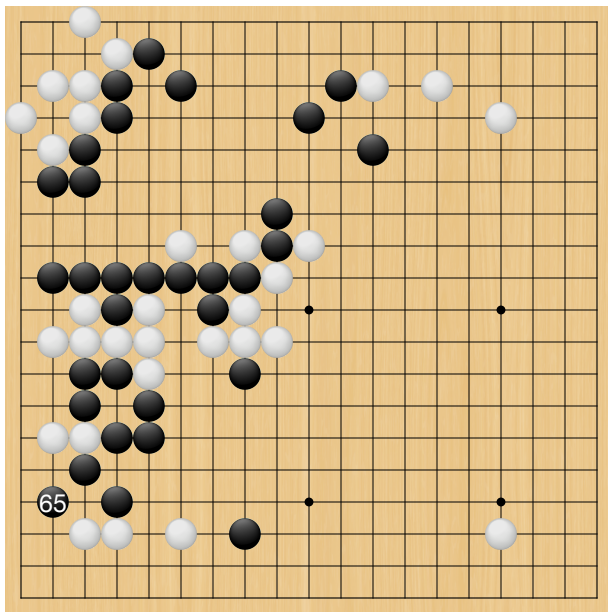


Moves 63–64

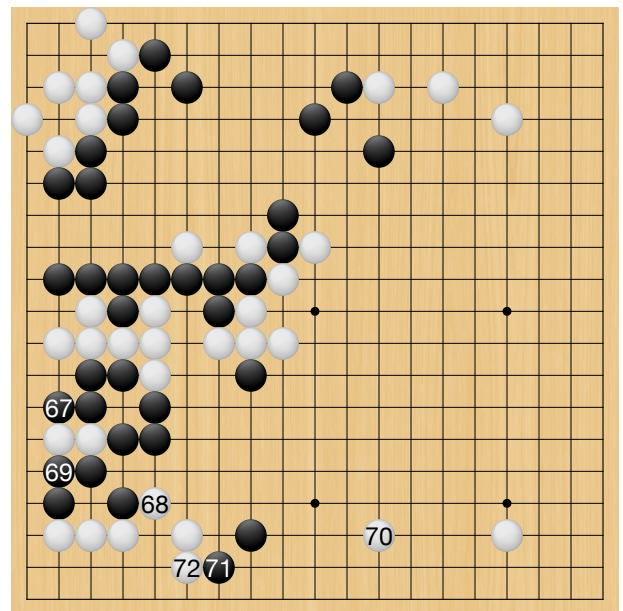
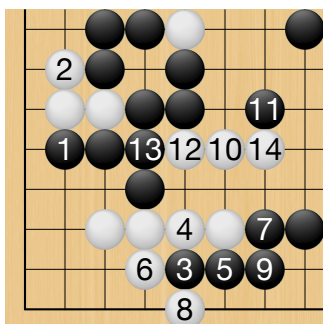
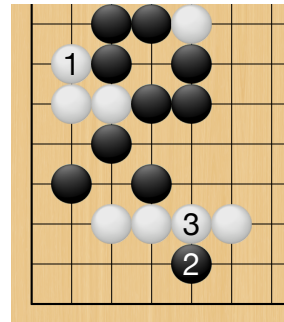


Move 66

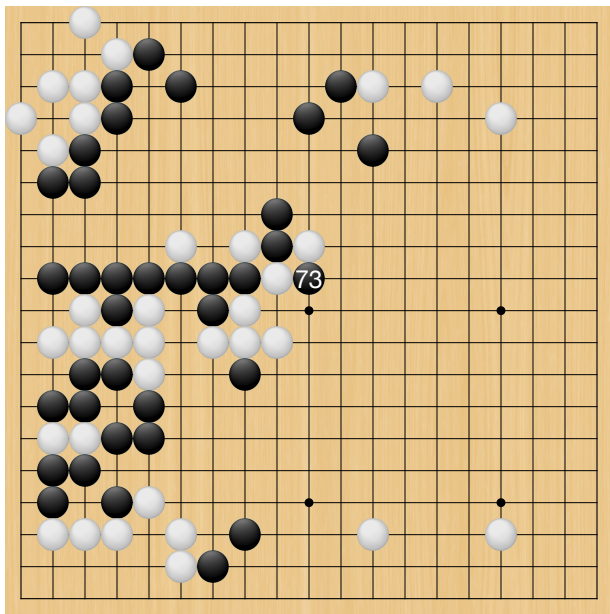
Got scared, but at this point, should just continue with my plan and fight.



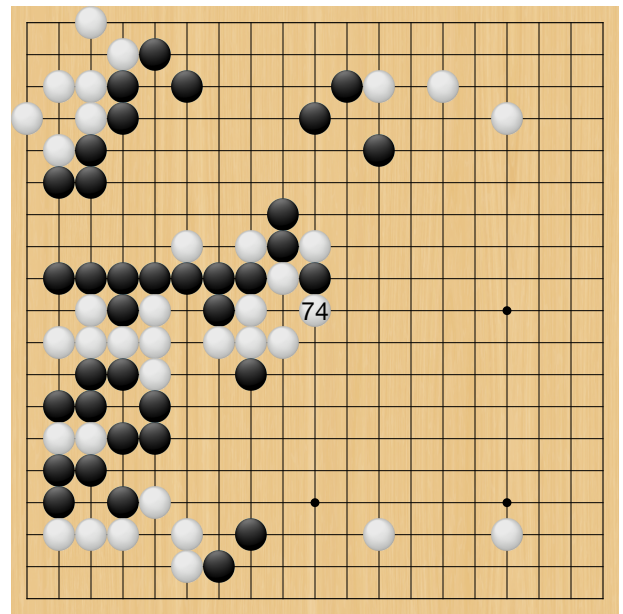
Move 65



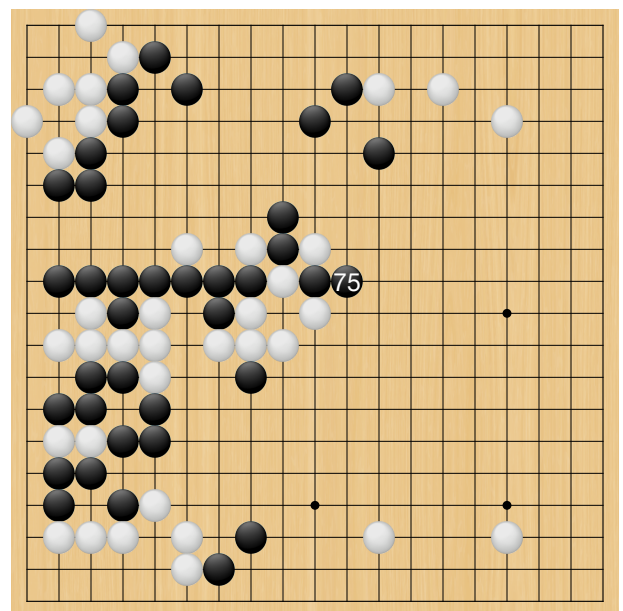
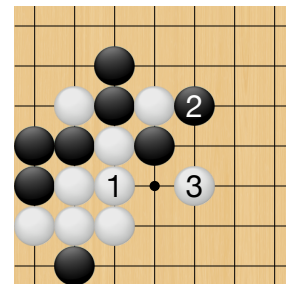
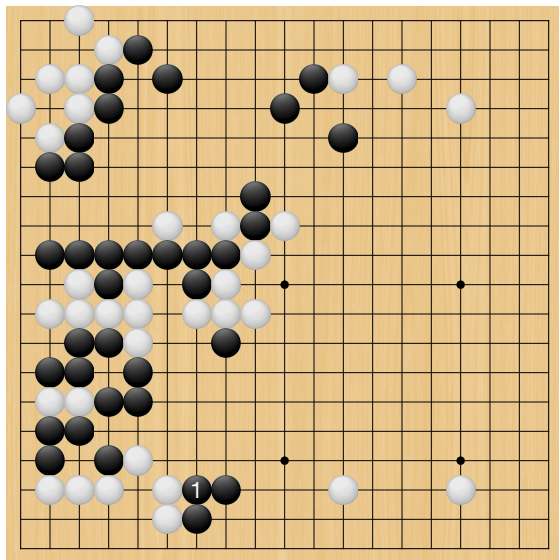
Moves 67–72



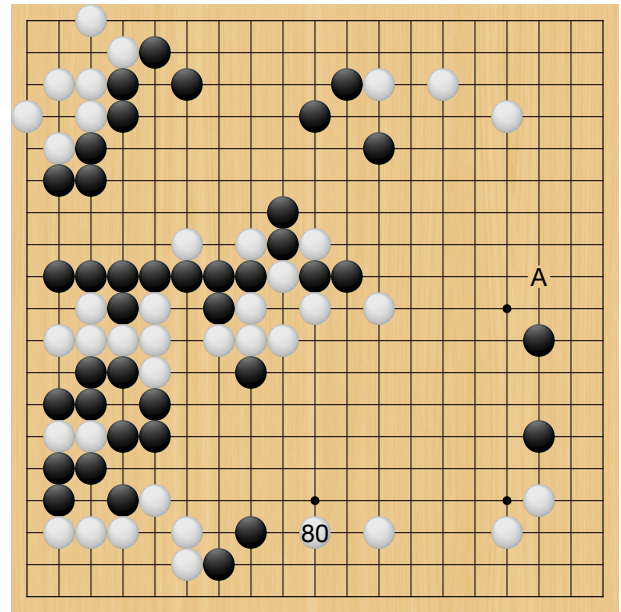
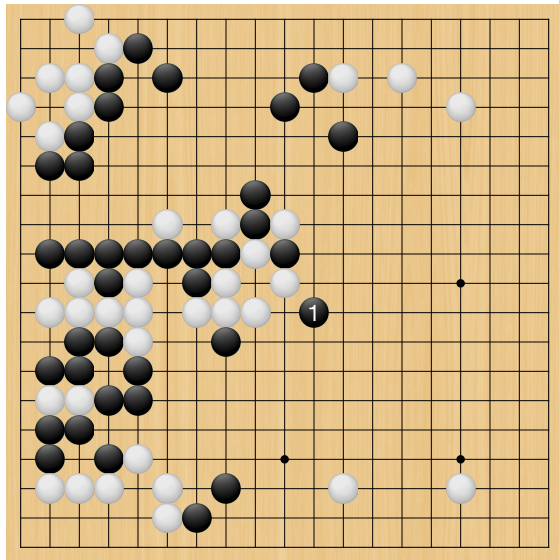
Move 73



Move 74

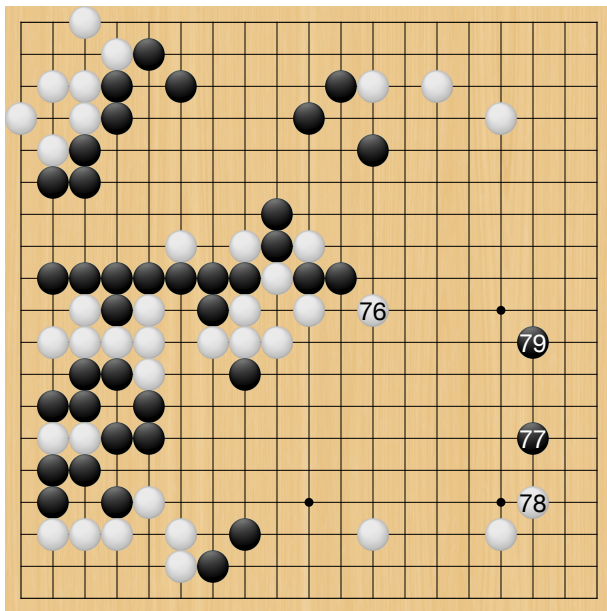


Move 75

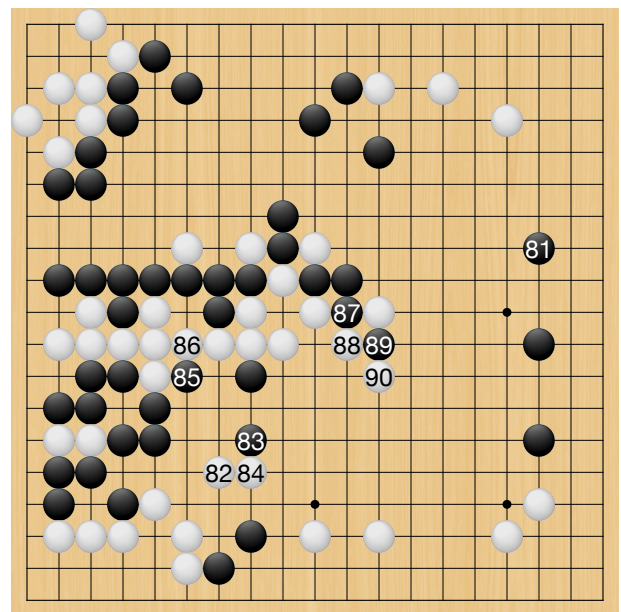
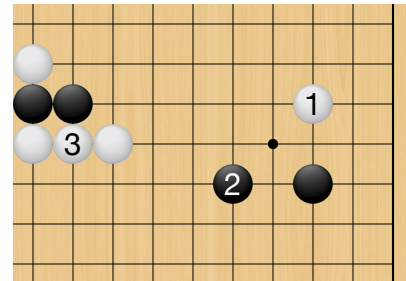


Move 80

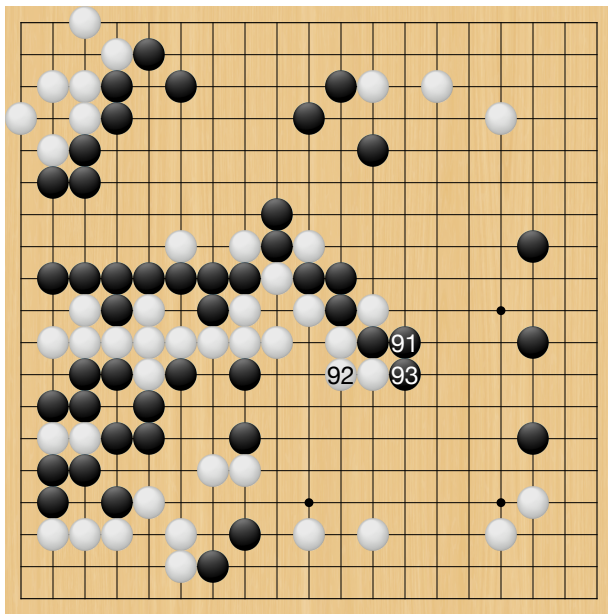
A mistake, thought it would be sente. Need to play A.



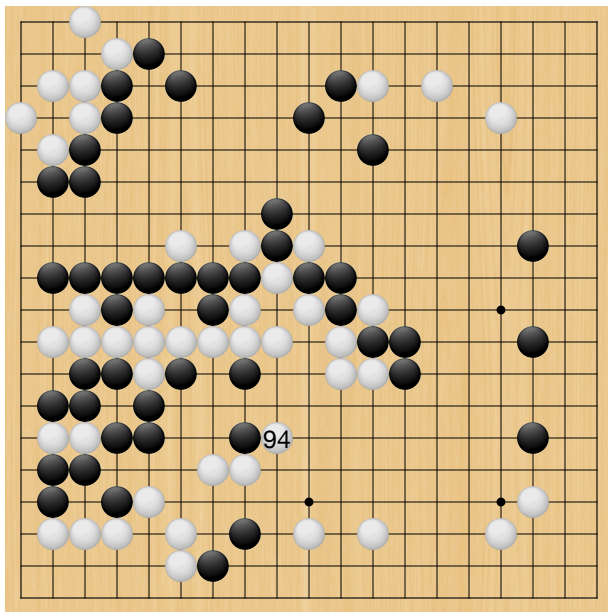
Moves 76-79



Moves 81-90

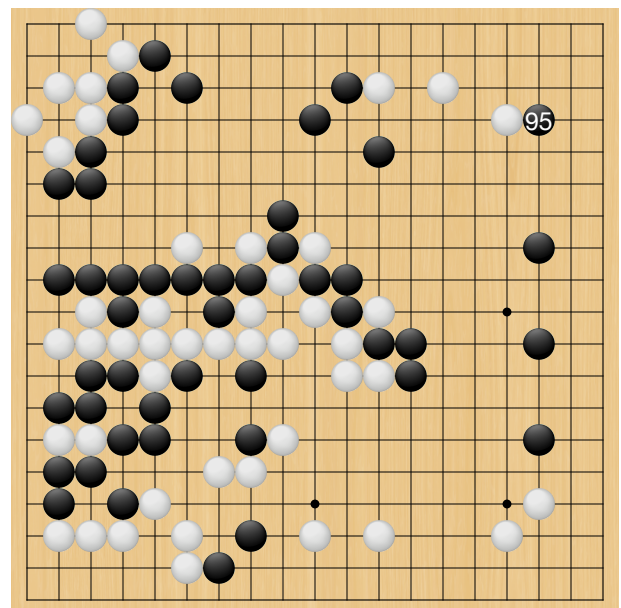
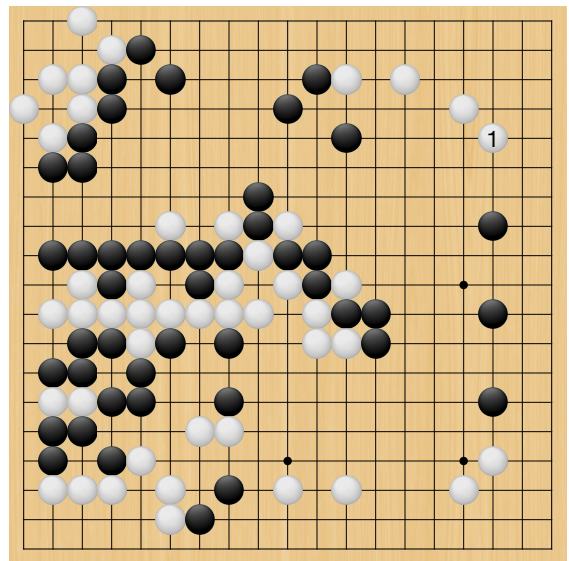
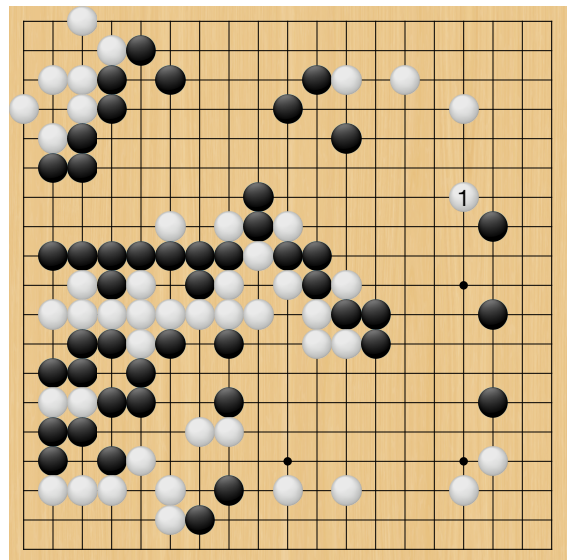


Moves 91–93

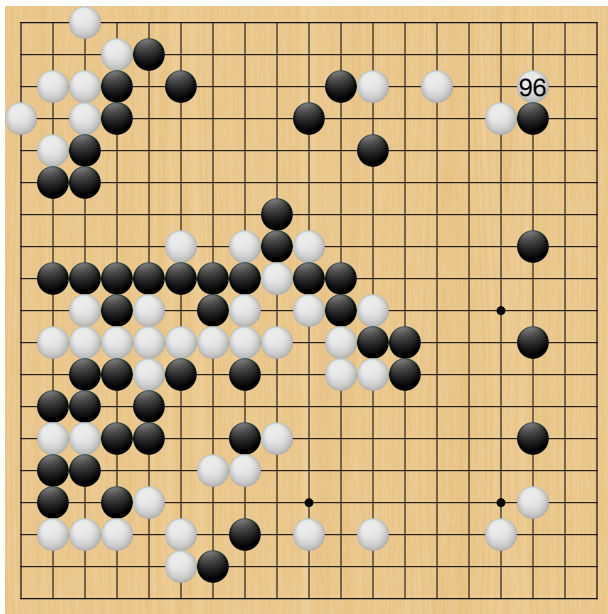


Move 94

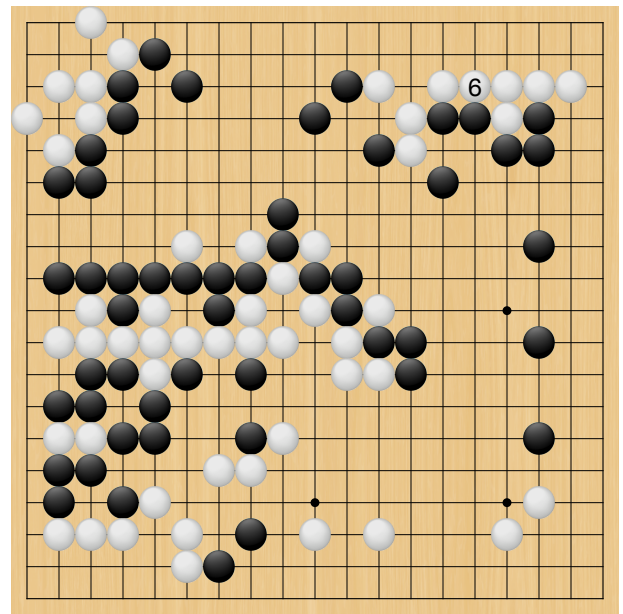
This is too small, need to make sure Black doesn't get too much in the right center area.



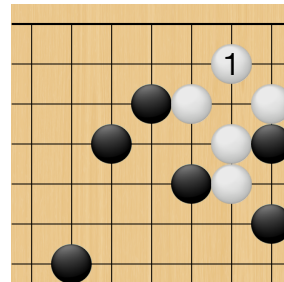
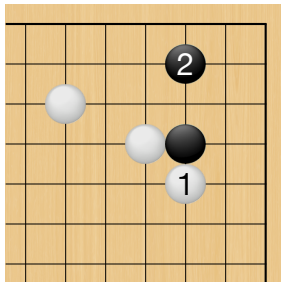
Move 95



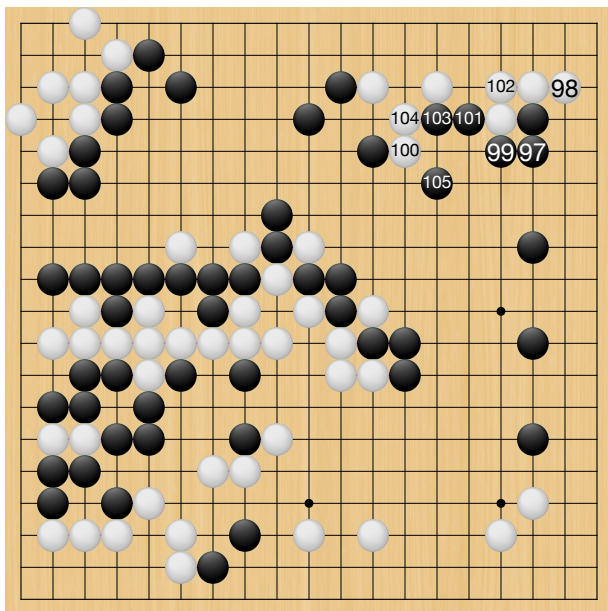
Move 96



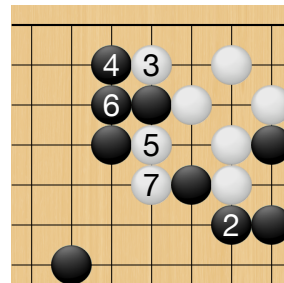
Move 106

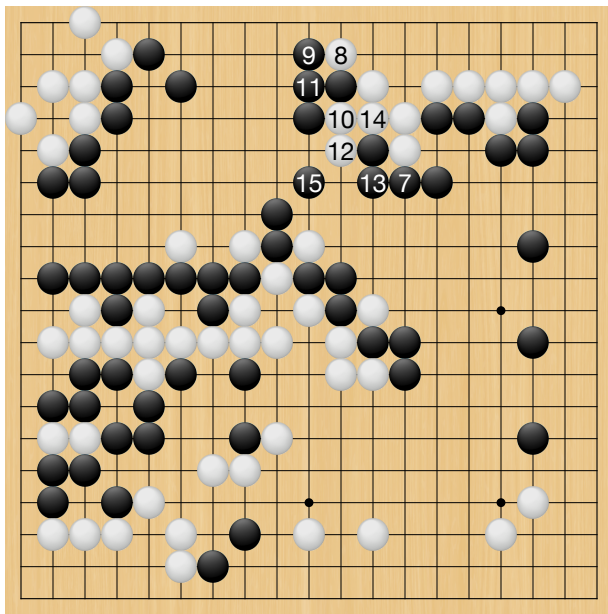


Chizu: Better way to protect.

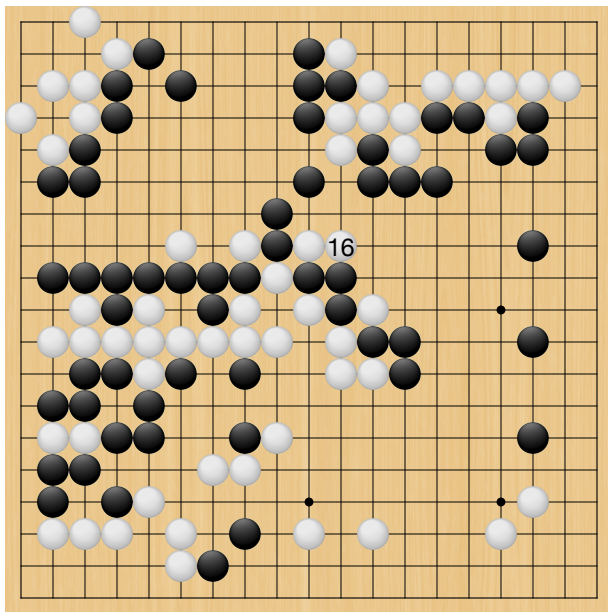


Moves 97-105

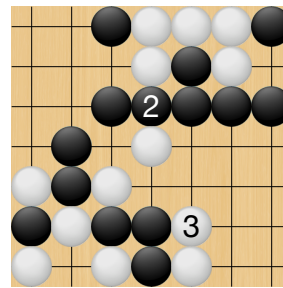
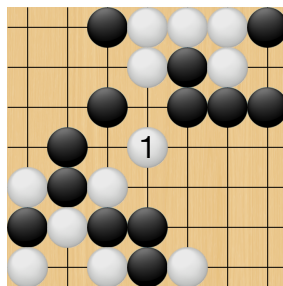




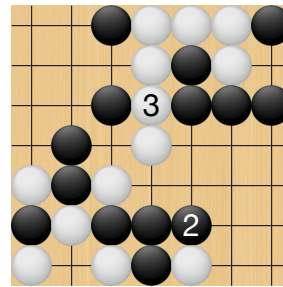
Moves 107–115



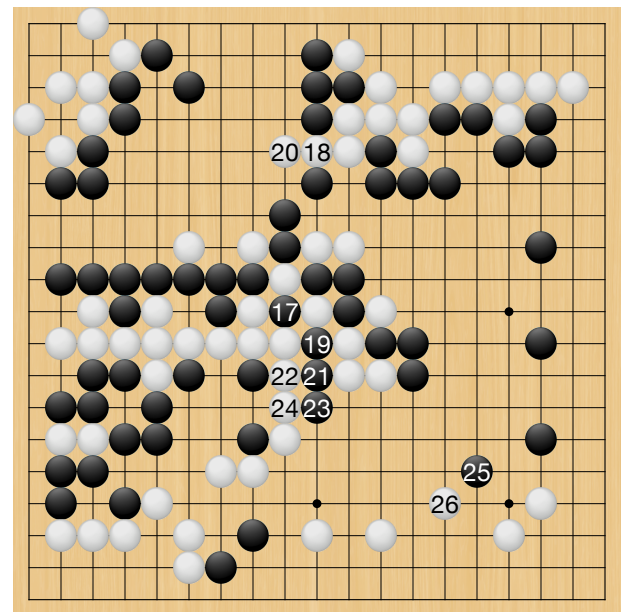
Move 116



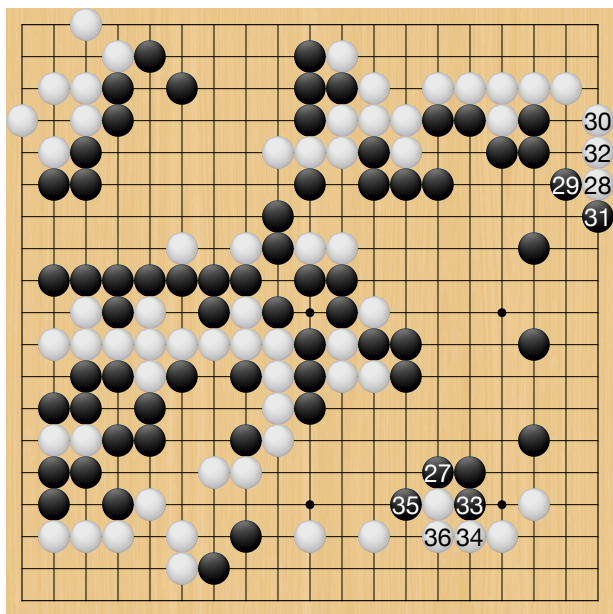
Big ko.



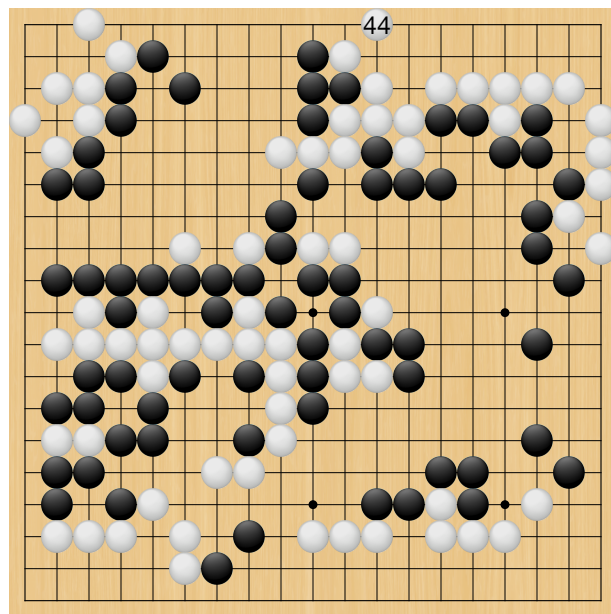
Not enough for White.



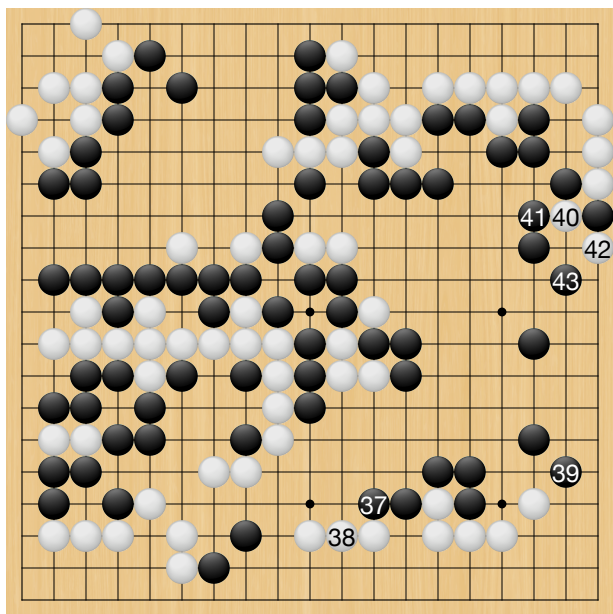
Moves 117–126



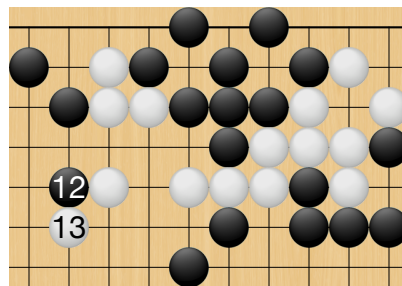
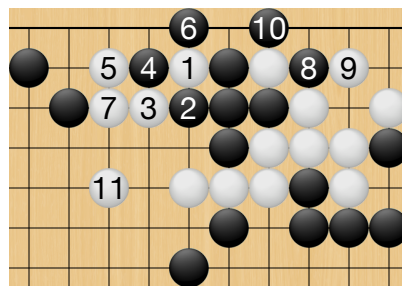
Moves 127–136

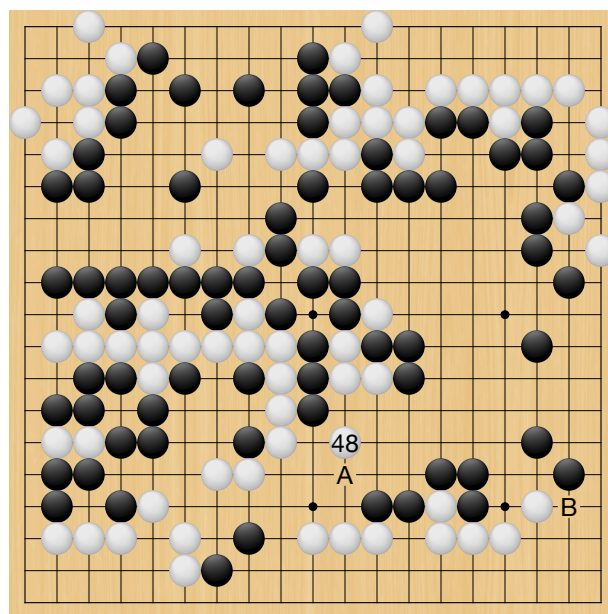
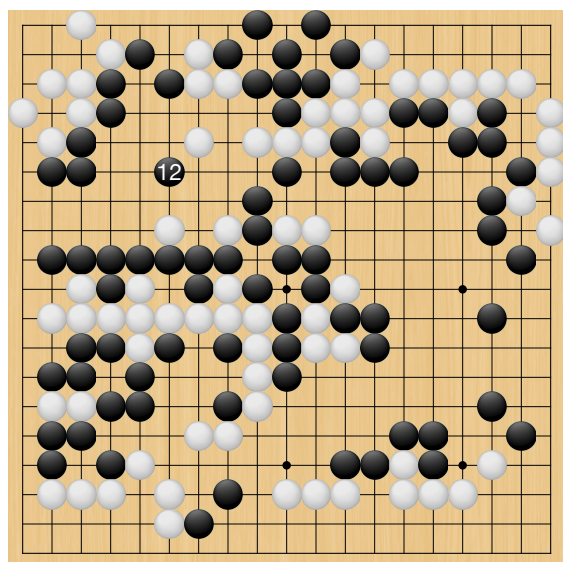


Move 144



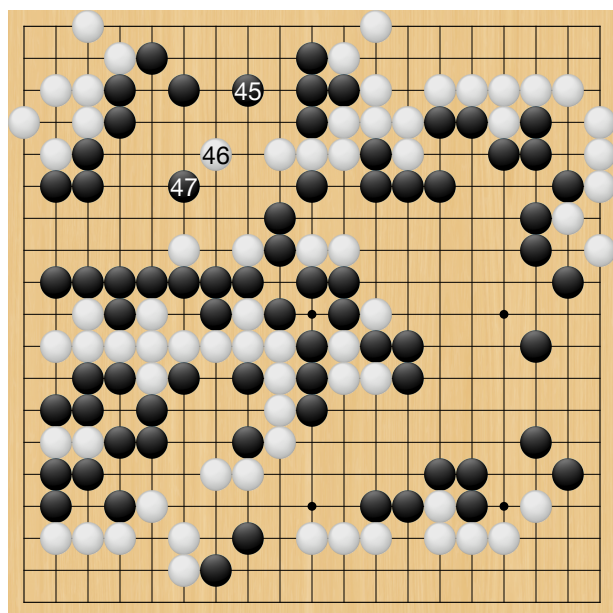
Moves 137–143



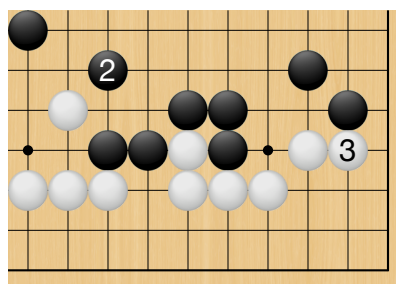
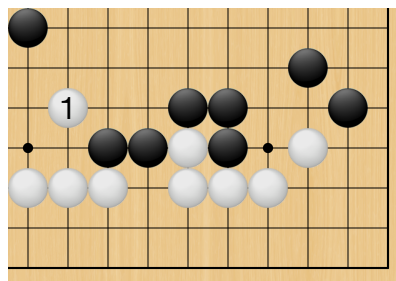


Move 148

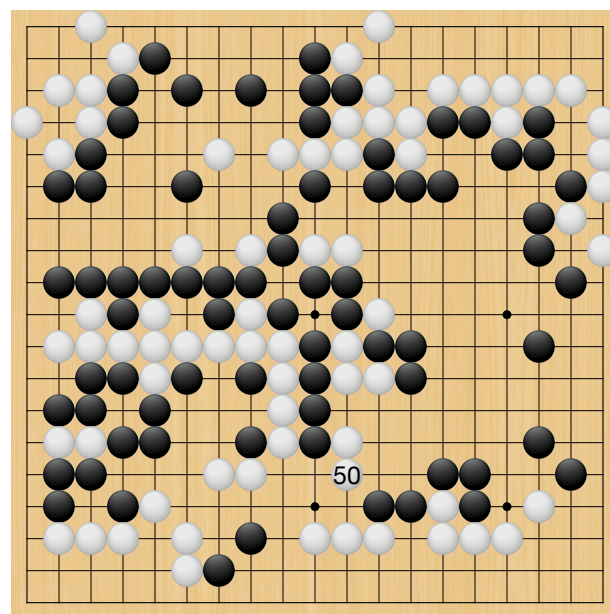
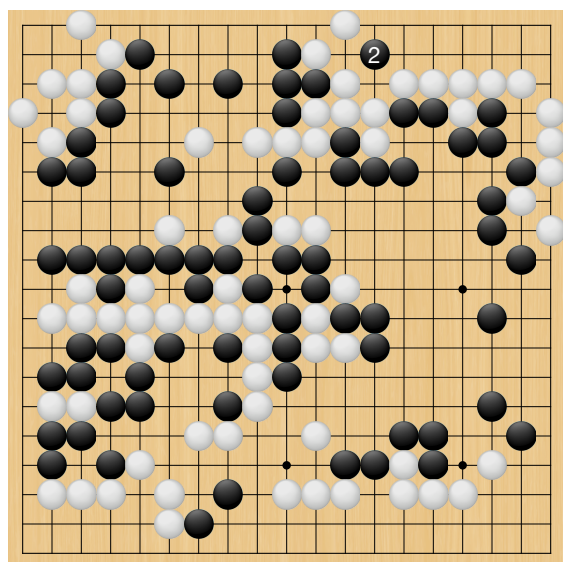
As this doesn't work, should just play A in sente, then protect at B.



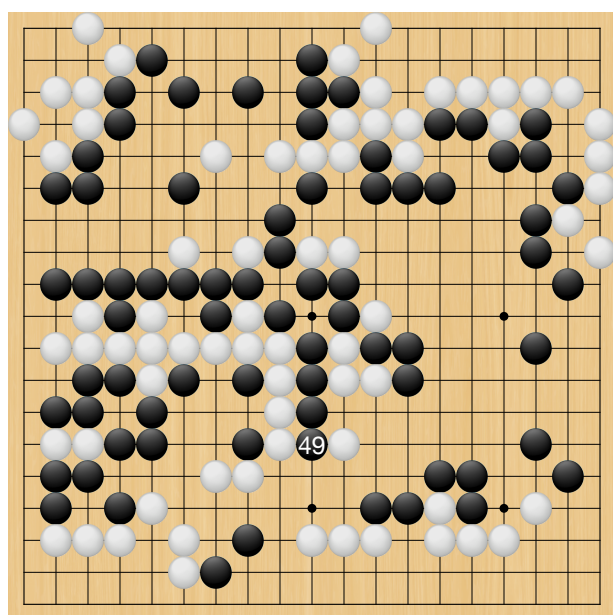
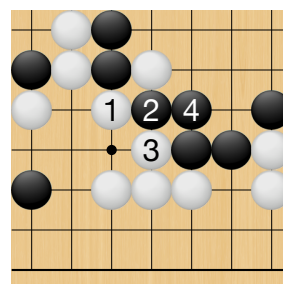
Moves 145-147



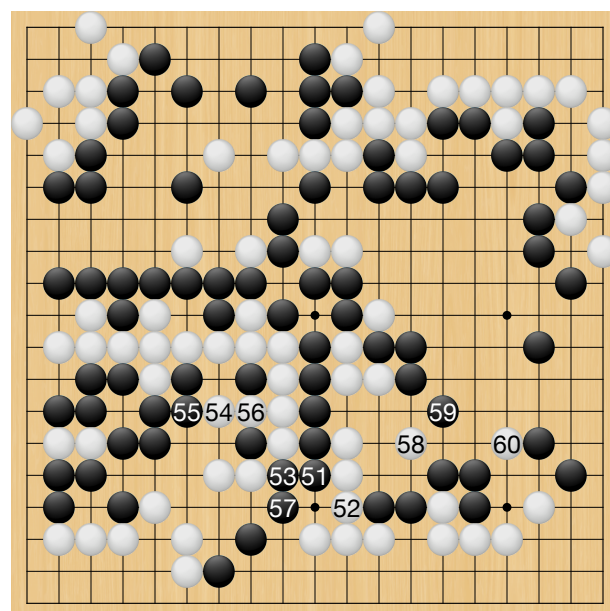
Black is too far ahead.



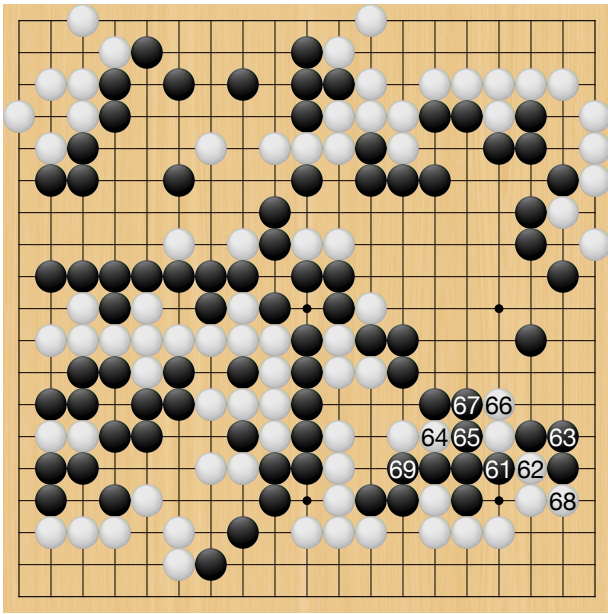
Move 150



Move 149



Moves 151–160



Moves 161–169

169 moves. Arnoud Knippel wins.

2014-04-20a

White: Anders Kierulf 3d

Black: Ougier Guillaume 1k

Komi: 7½ points

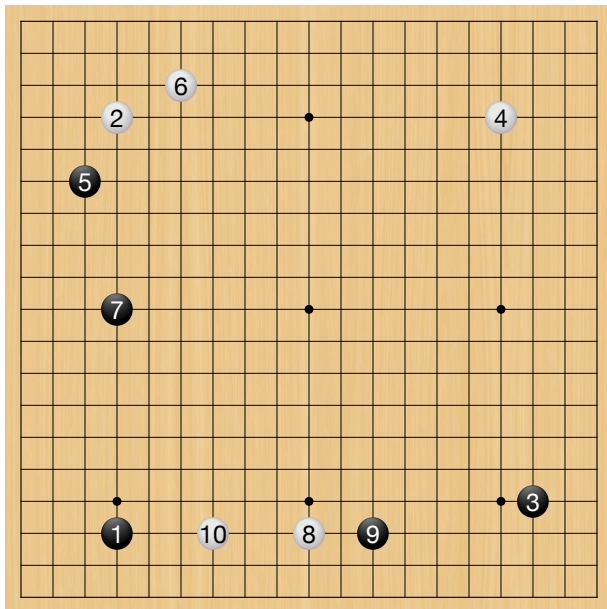
Date: 2014-04-20

Place: Paris

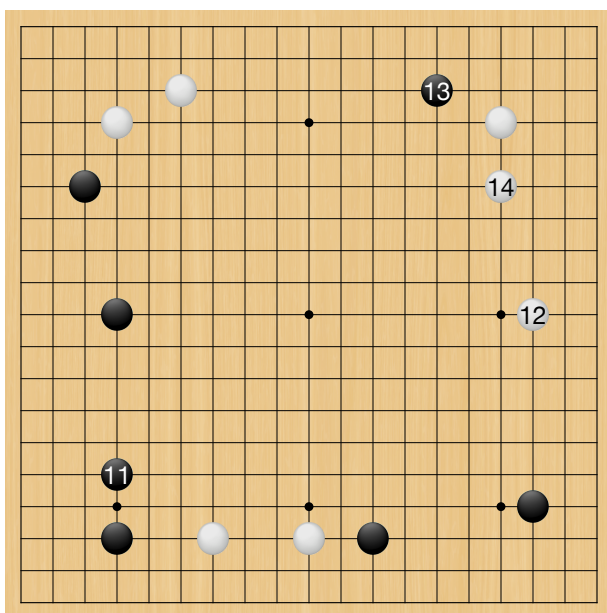
Event: Paris 2014

Round: 3

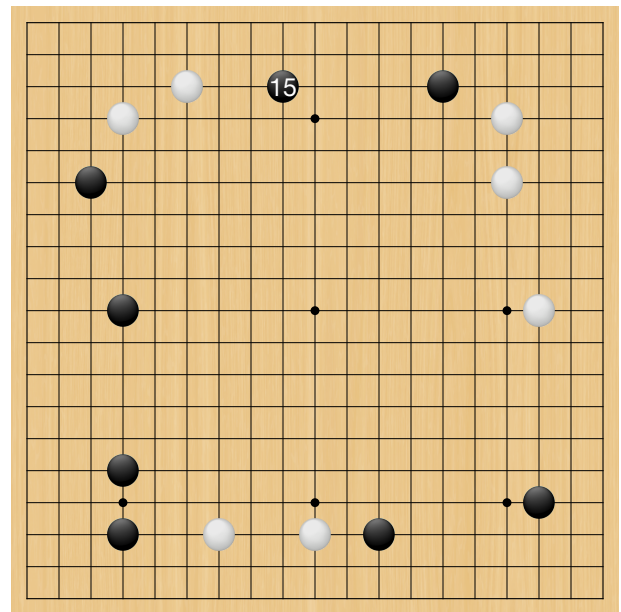
Comments based on analysis with opponent after the game.



Moves 1-10

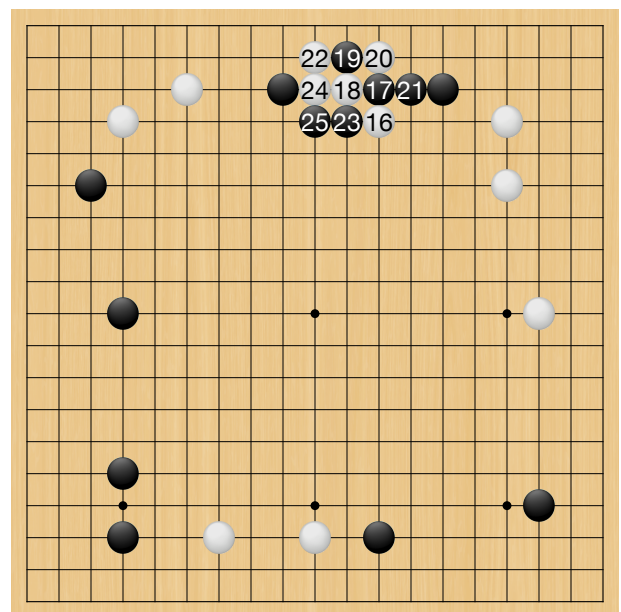


Moves 11-14

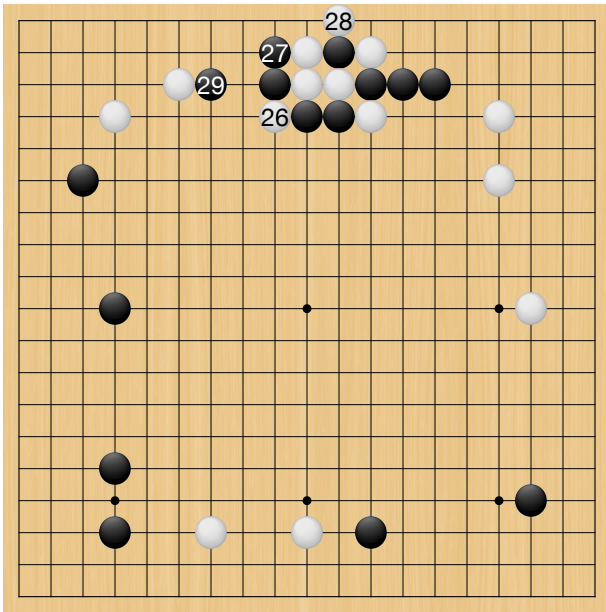


Move 15

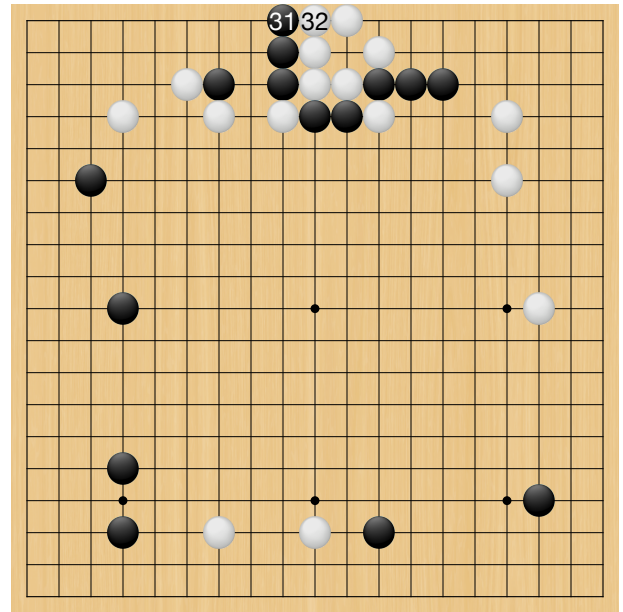
This didn't seem like the right extension.



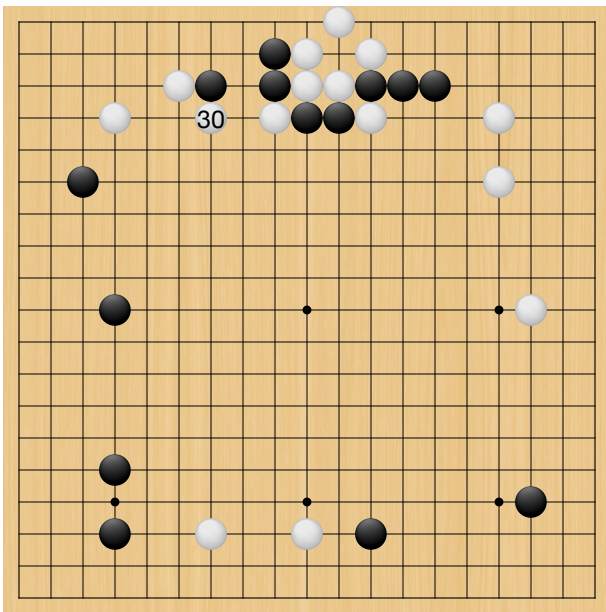
Moves 16-25



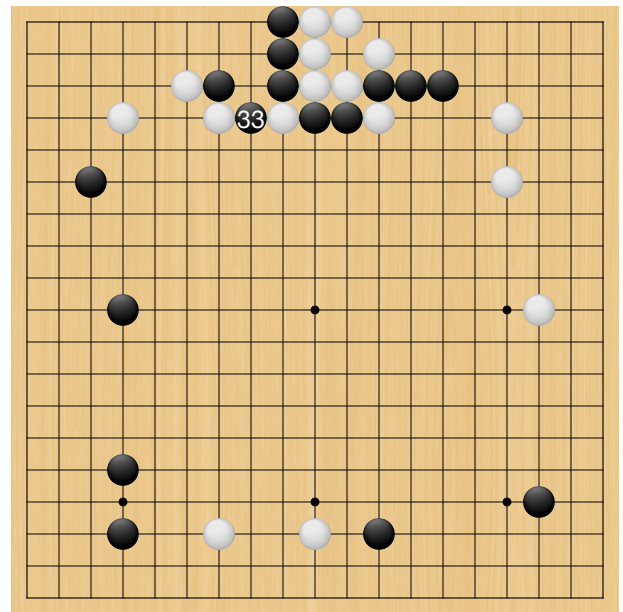
Moves 26–29



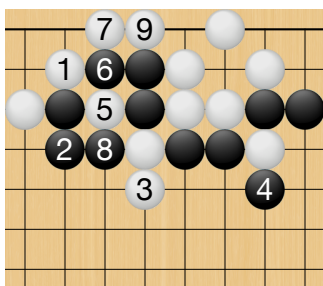
Moves 31–32



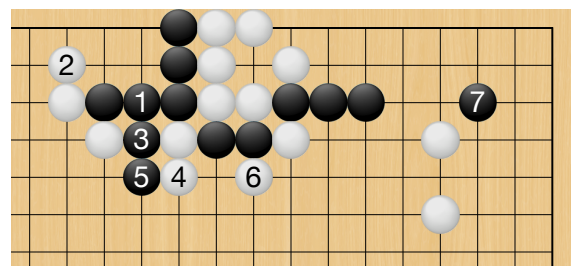
Move 30

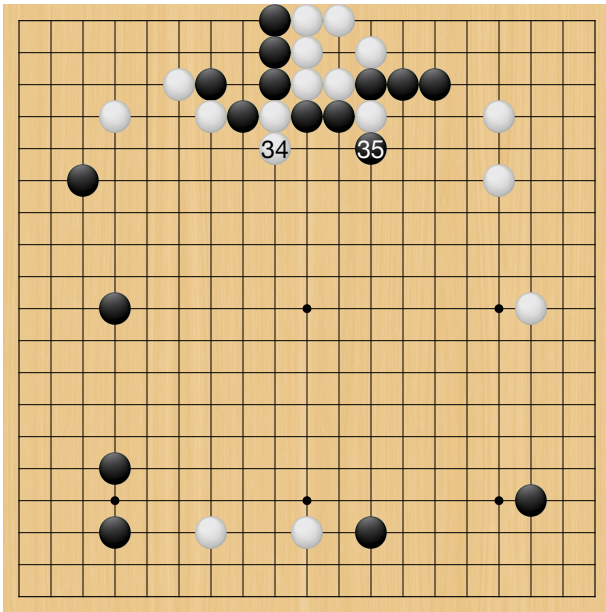


Move 33

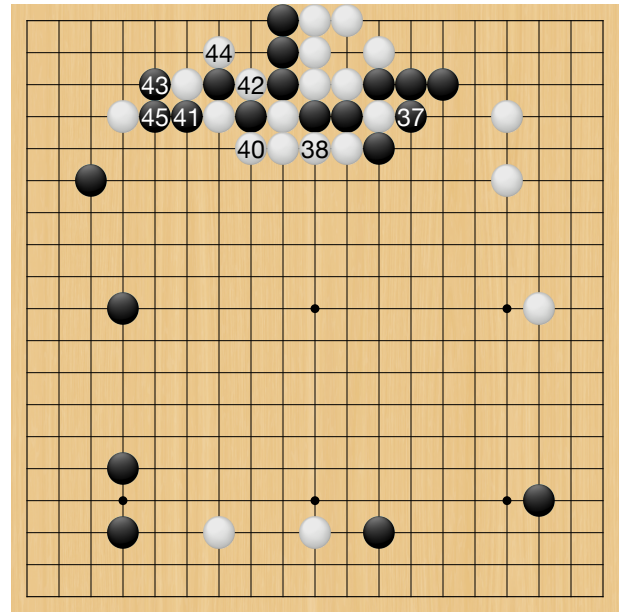


10: connects

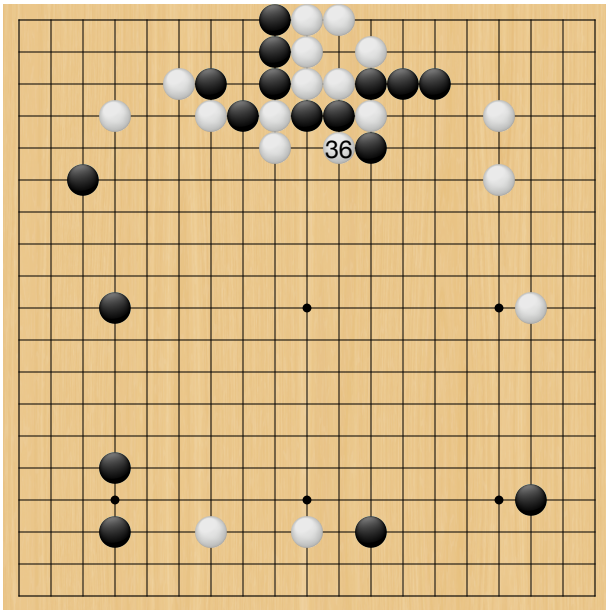




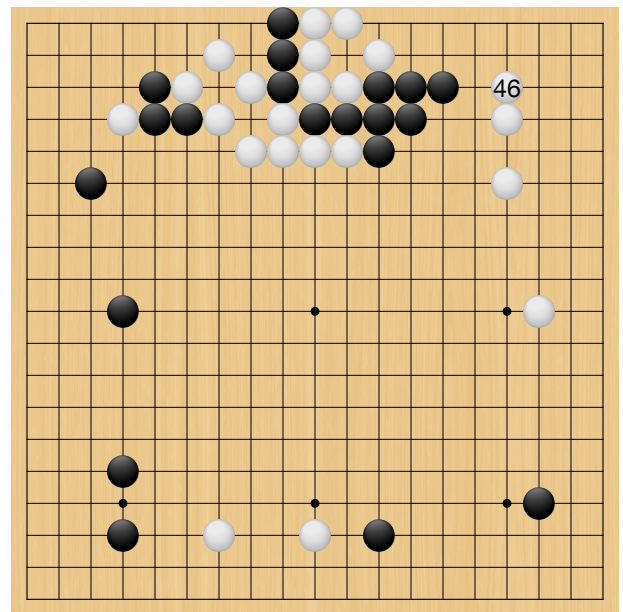
Moves 34-35



*Moves 37-45
39: connects*

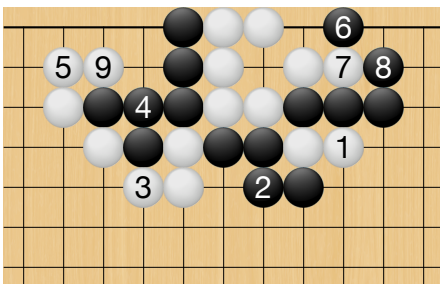


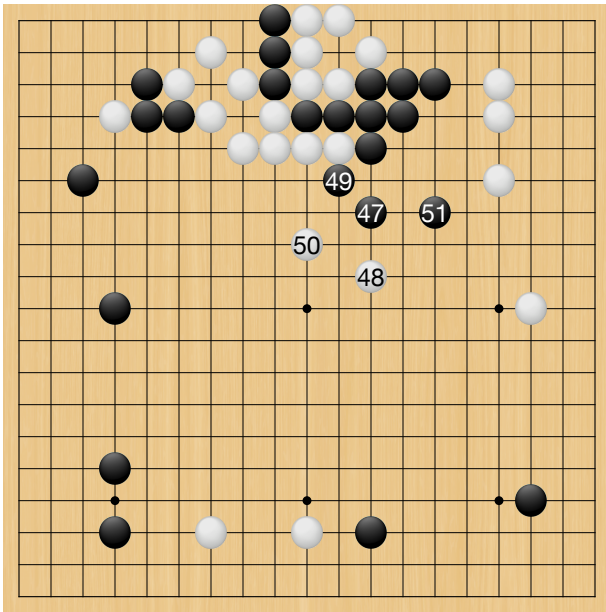
Move 36



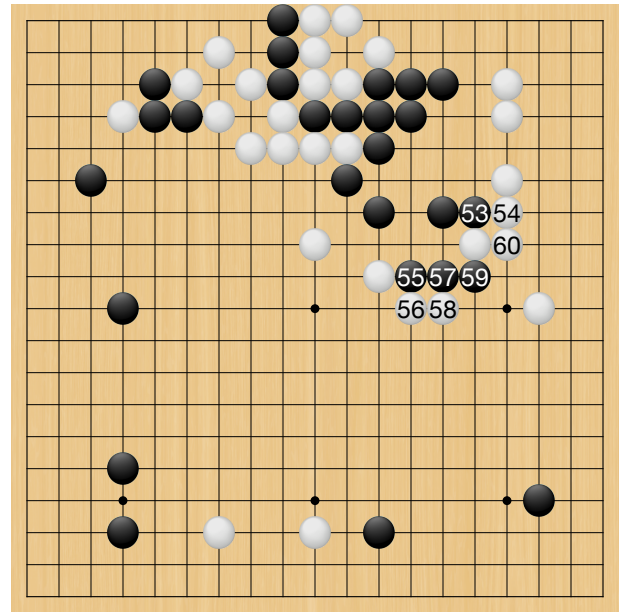
Move 46

Very happy to have a heavy group to attack.

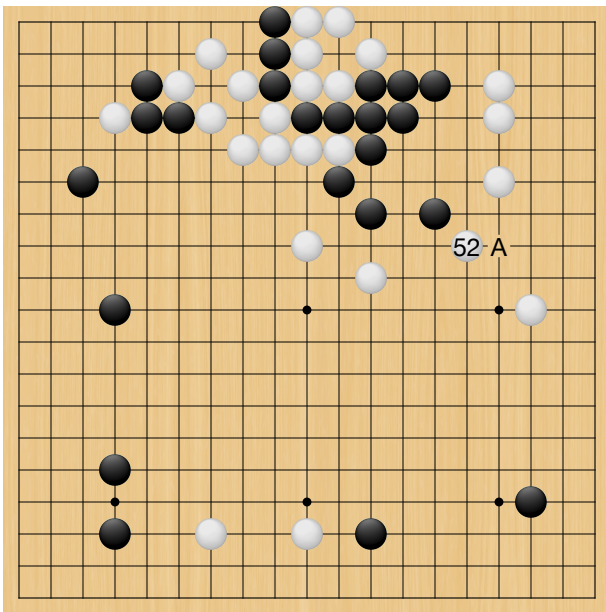




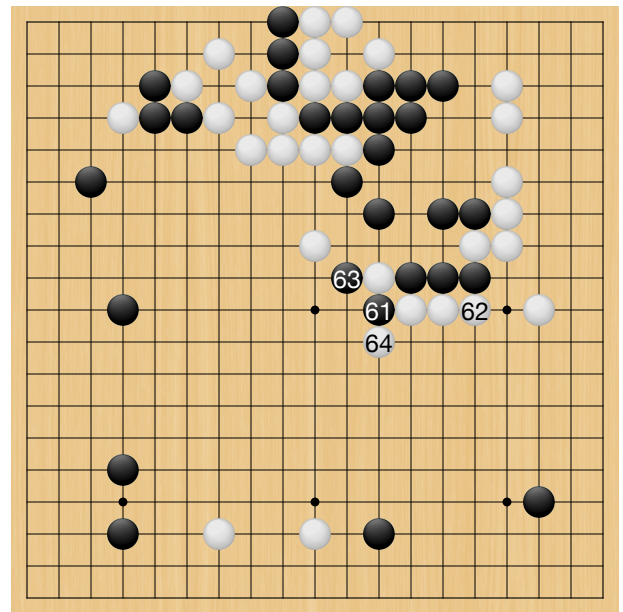
Moves 47-51



Moves 53-60

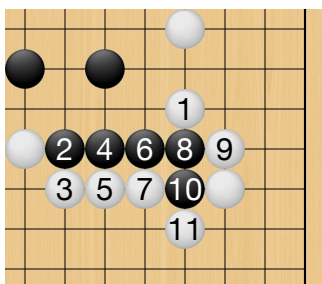


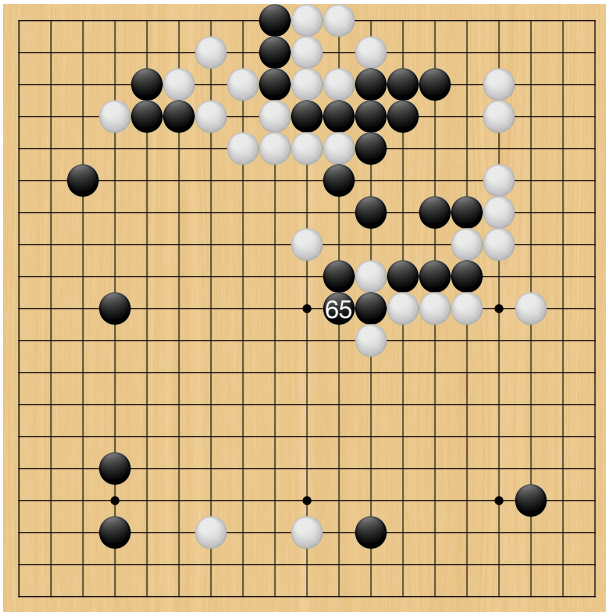
Move 52



Moves 61-64

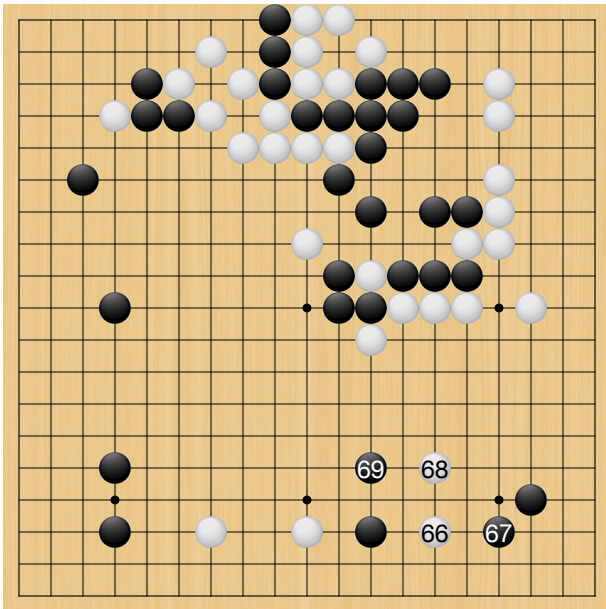
Maybe better at A.



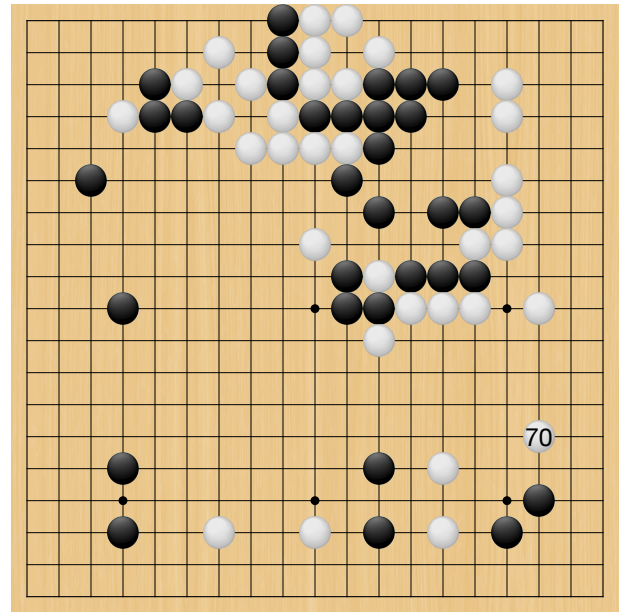


Move 65

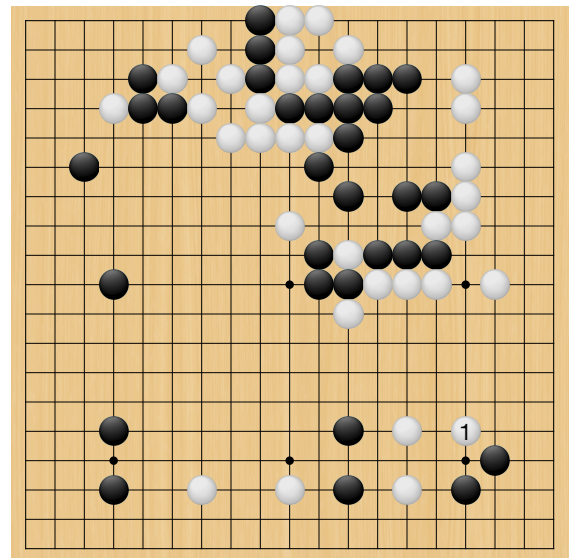
Got a wall out of the attack, can now use it to invade here.

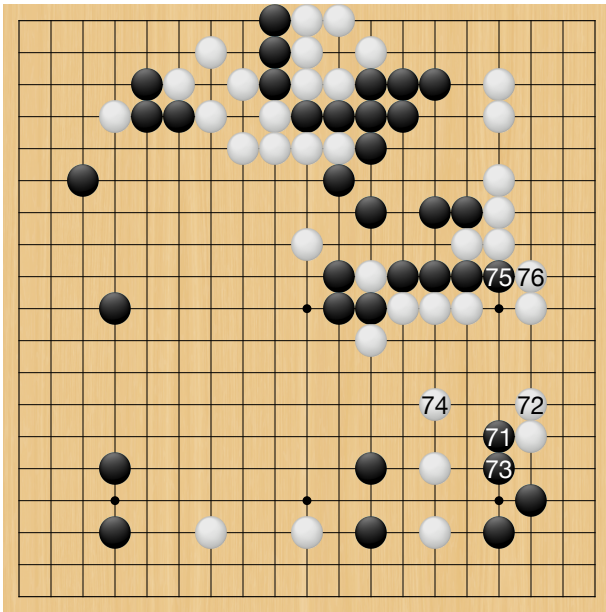


Moves 66–69

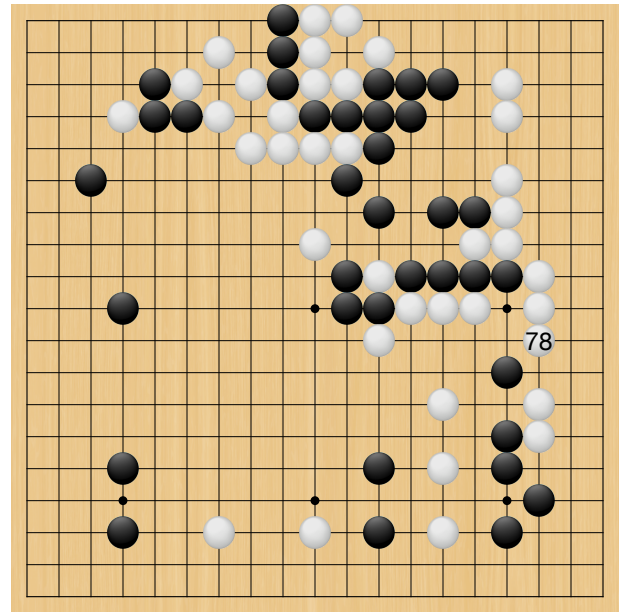


Move 70

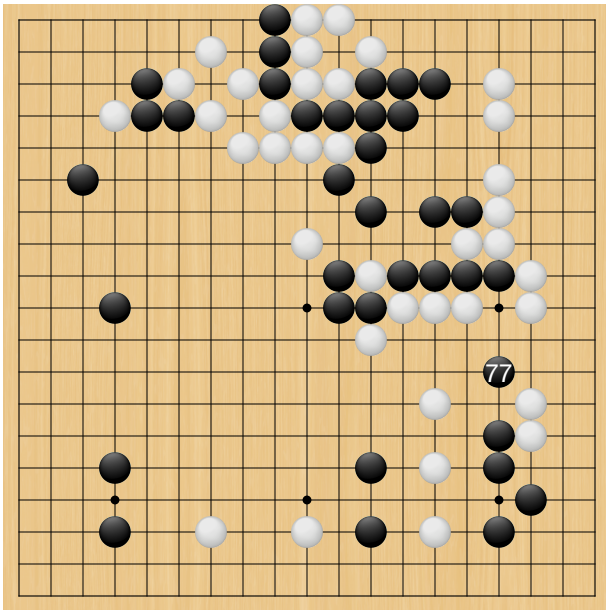




Moves 71–76

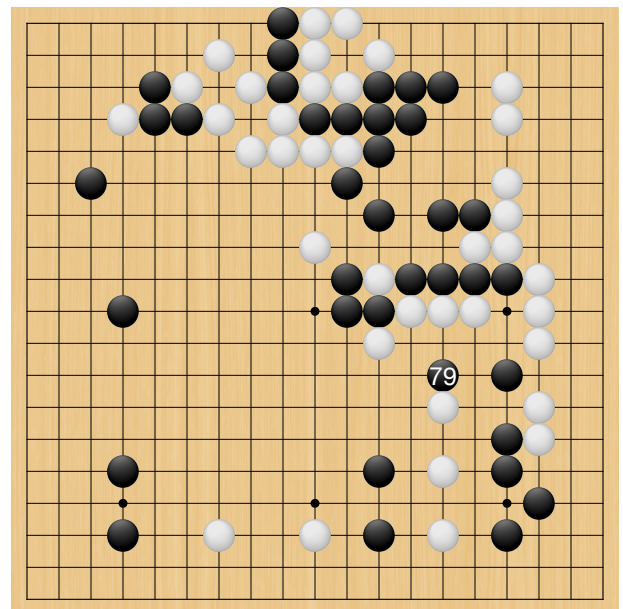
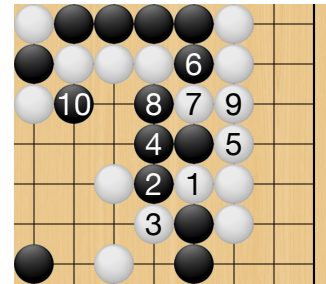


Move 78

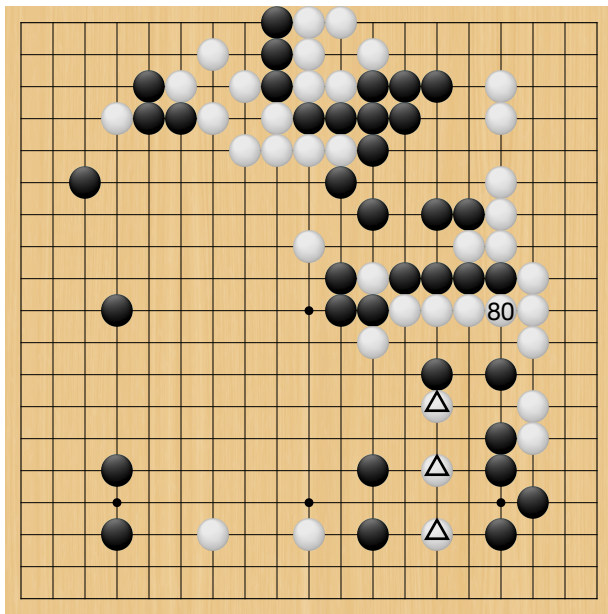


Move 77

This exposes White's bad shape.

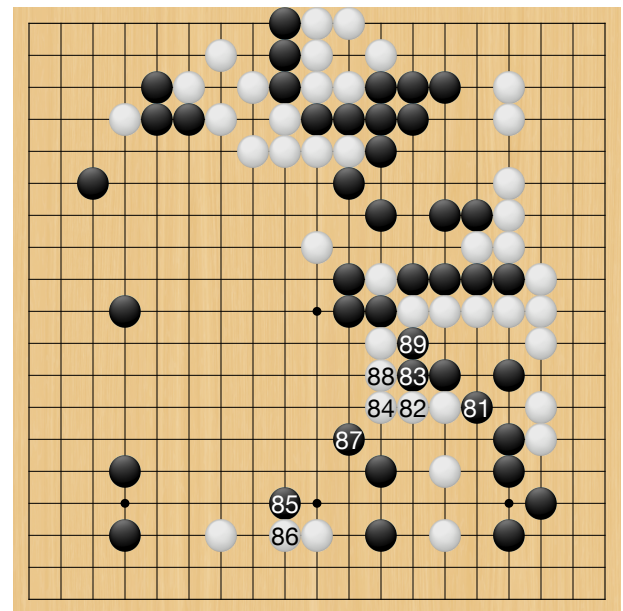
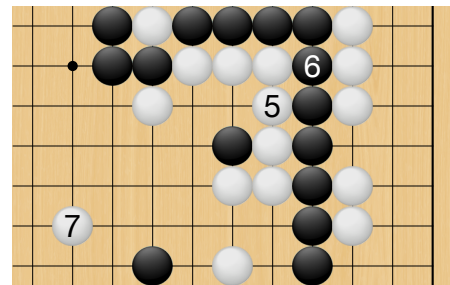
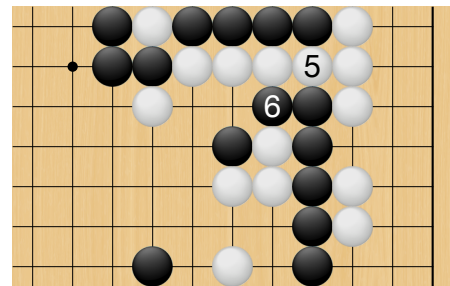
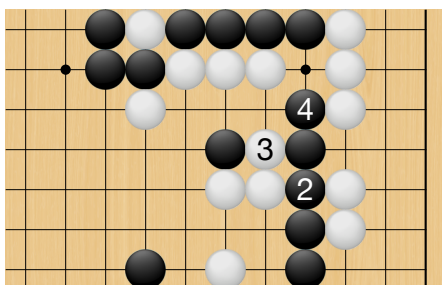
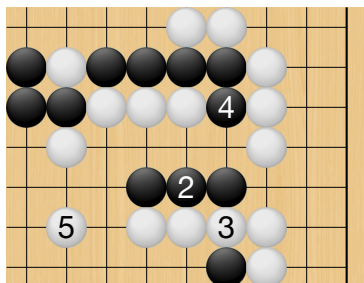
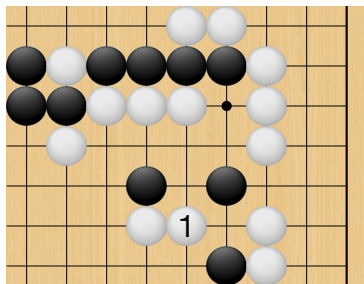


Move 79

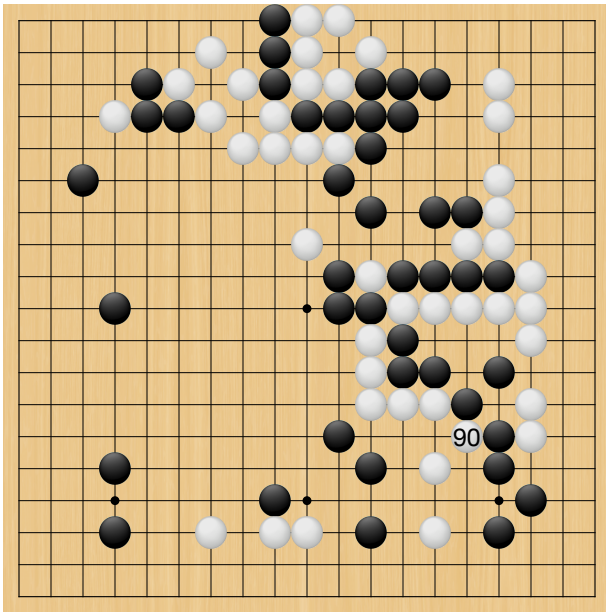


Move 80

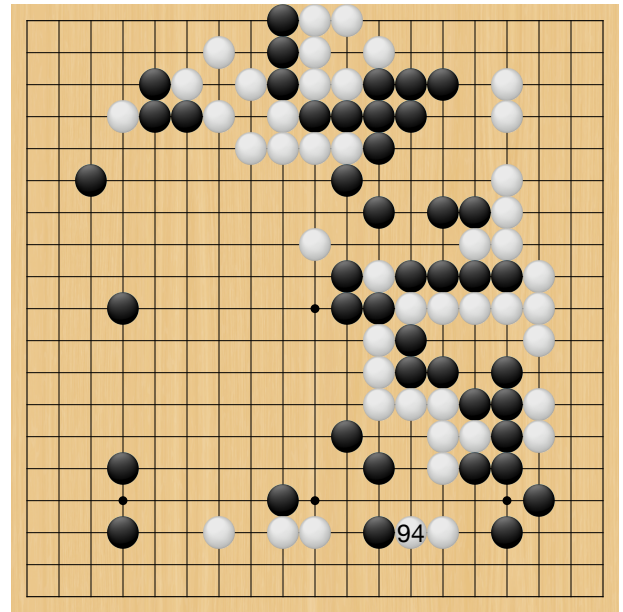
Should have worried more about my marked group, don't really need the three stones above any more.



Moves 81–89

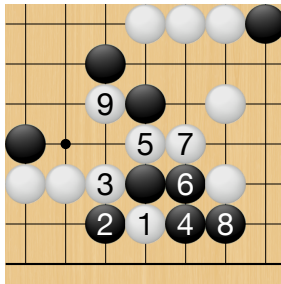


Move 90

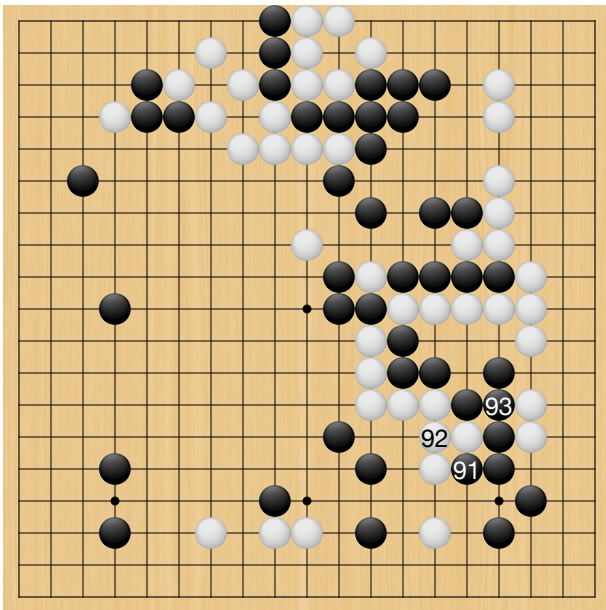
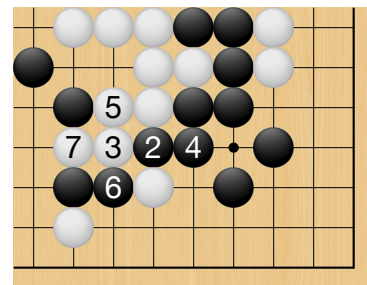
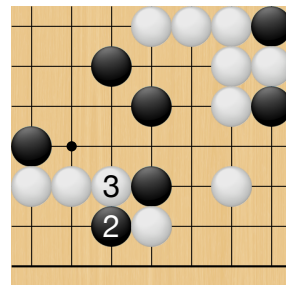
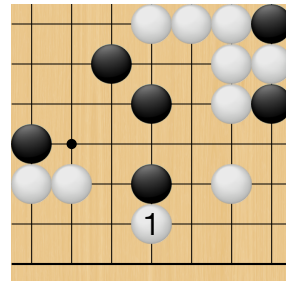


Move 94

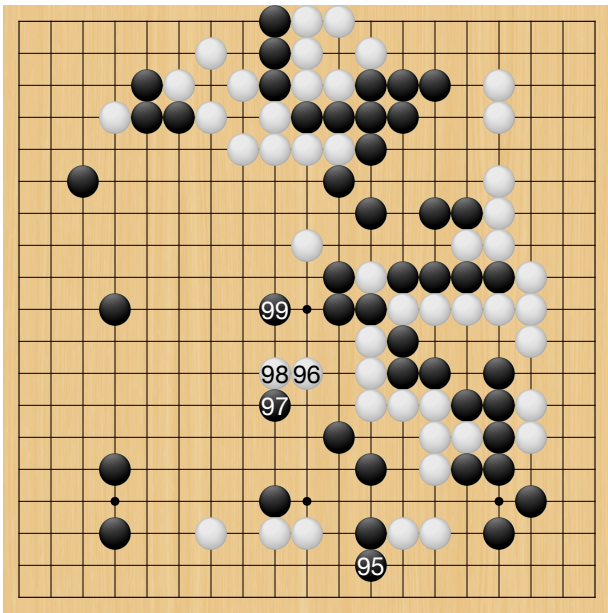
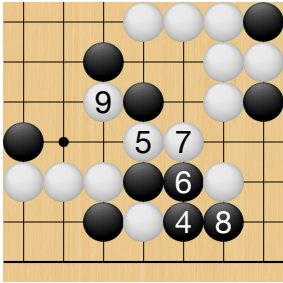
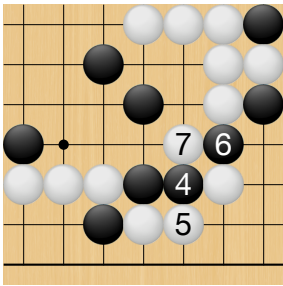
Last chance to connect the two groups; after this, both groups have to live somehow.



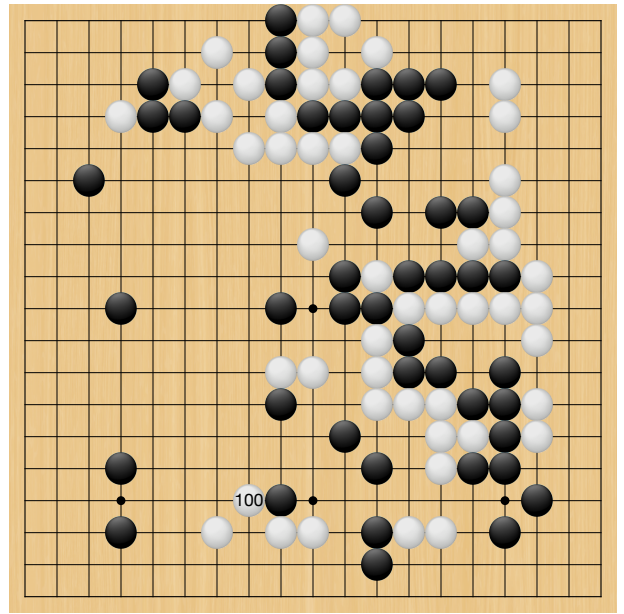
Not perfect, but would be good enough.



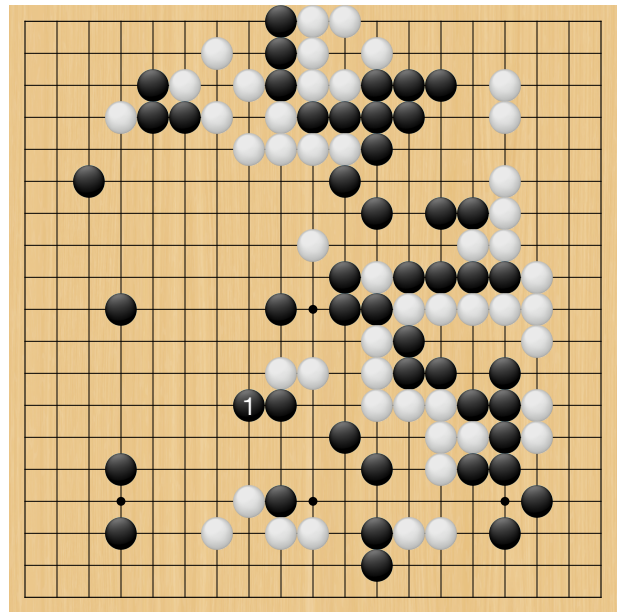
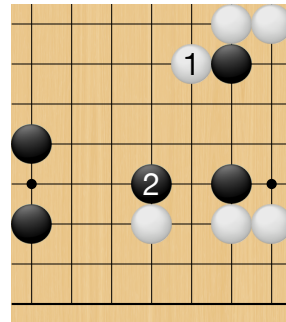
Moves 91-93



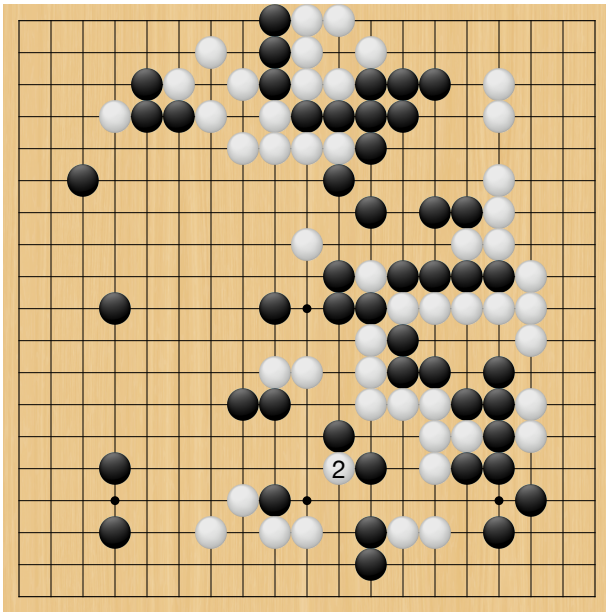
Moves 95–99



Move 100

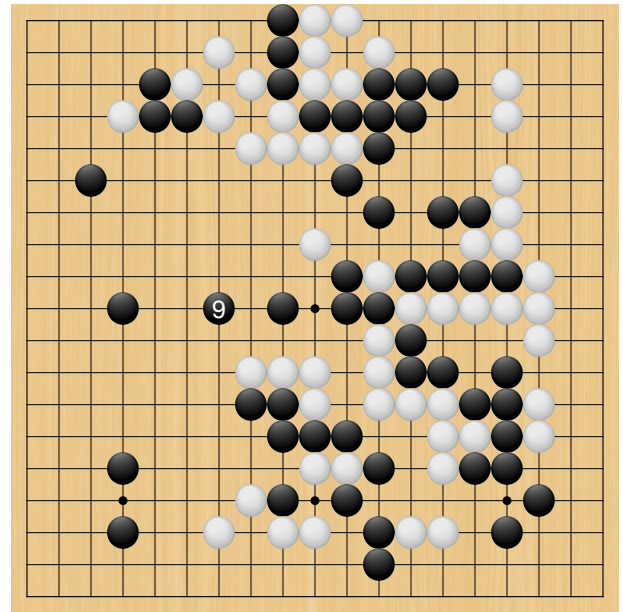


Move 101



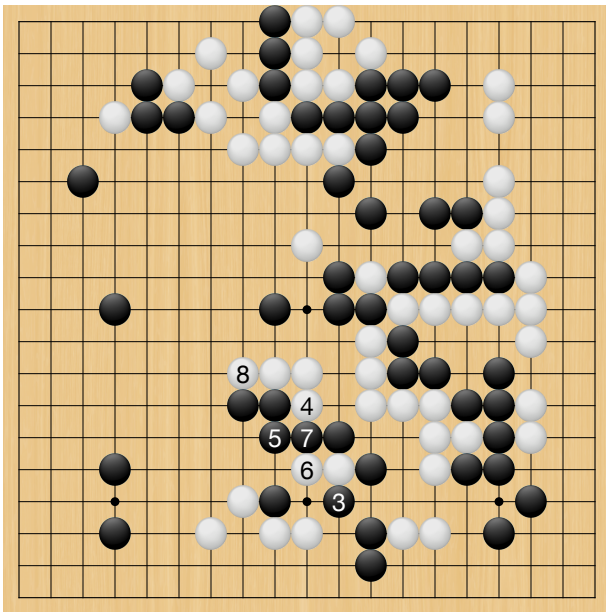
Move 102

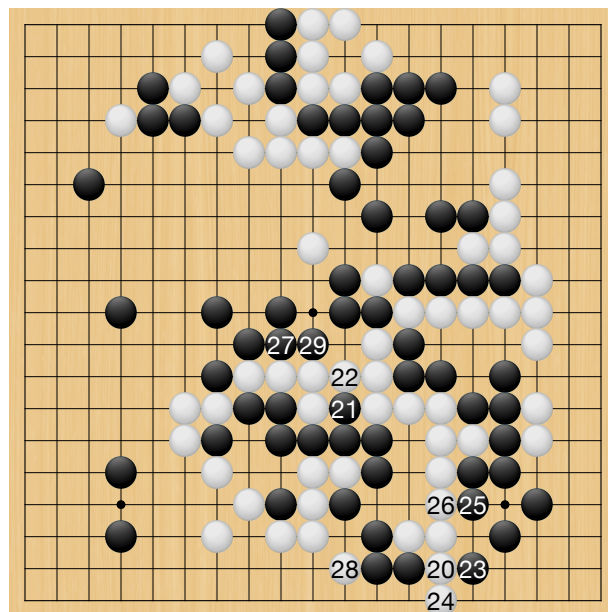
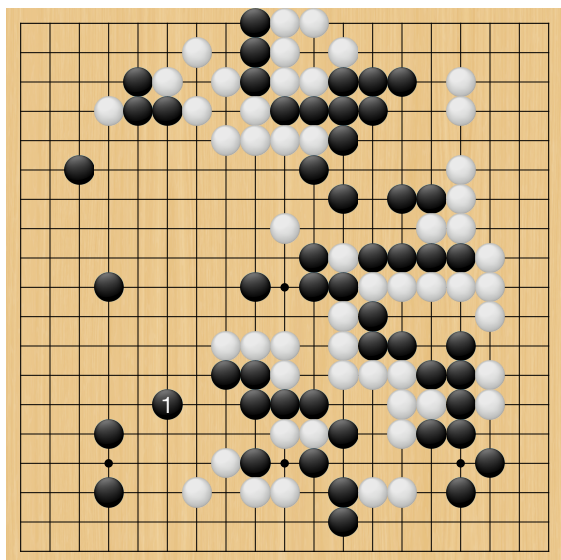
A misread, thought the cut was working.



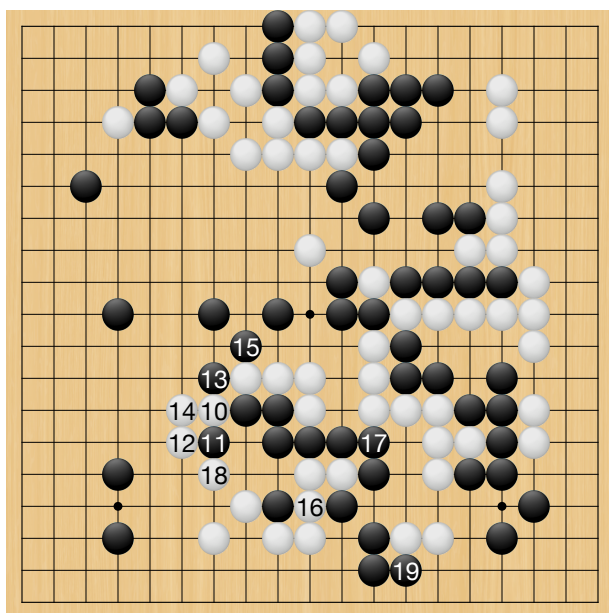
Move 109

Black should just keep moving out, one of the white groups is going to be in trouble.

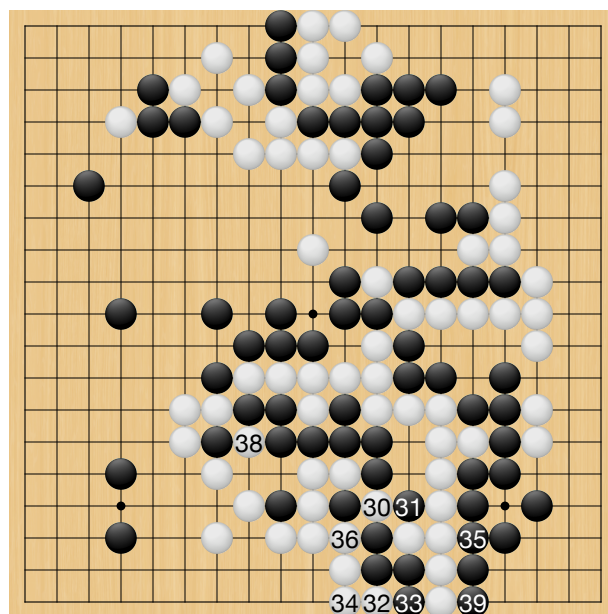




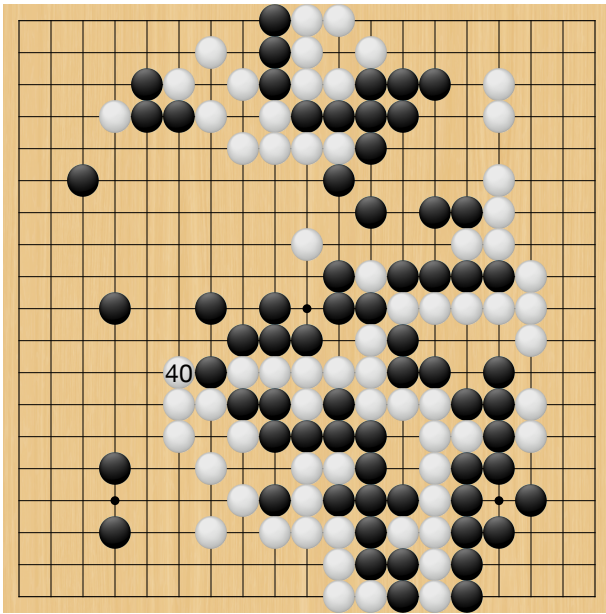
Moves 120–129



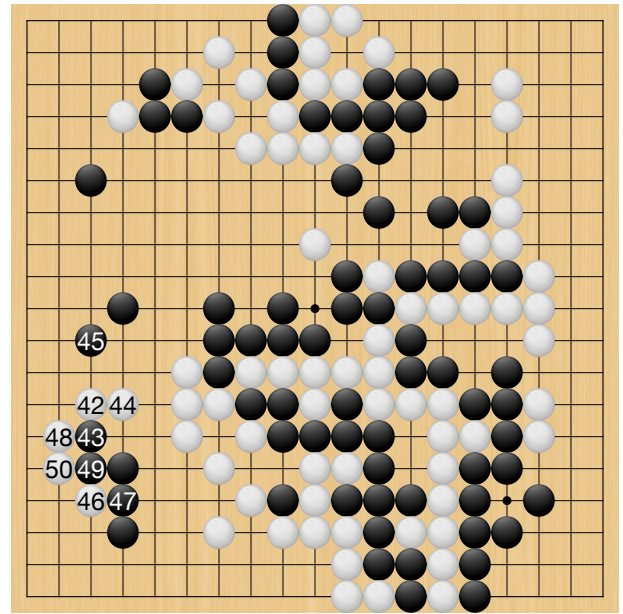
Moves 110–119



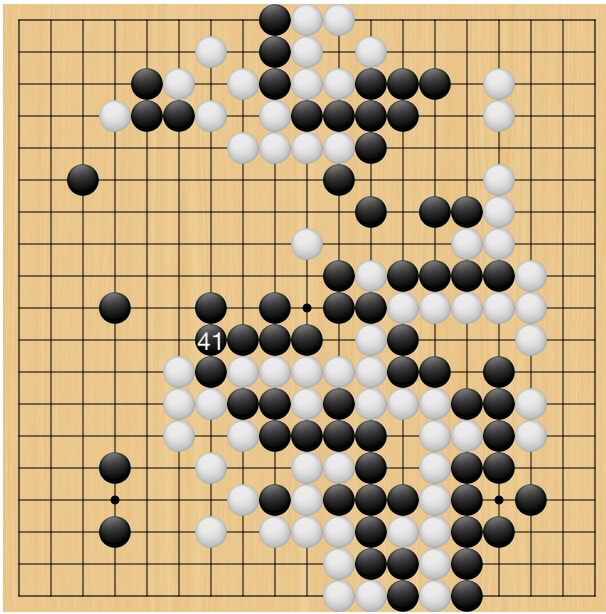
Moves 130–139
137: connects



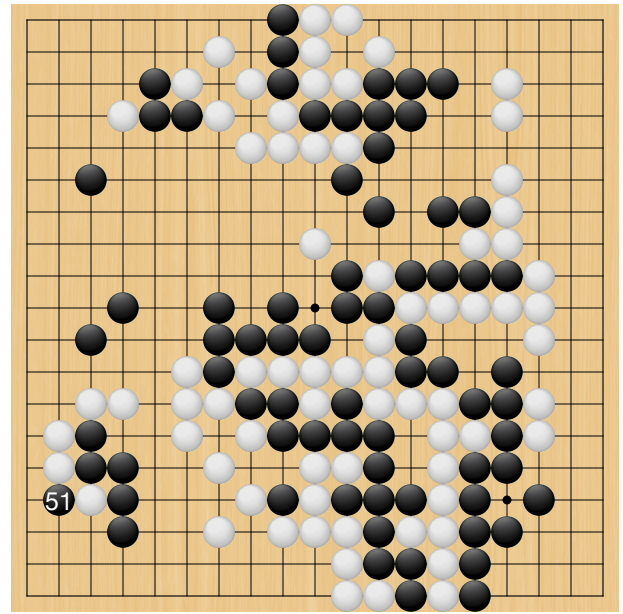
Move 140



Moves 142-150

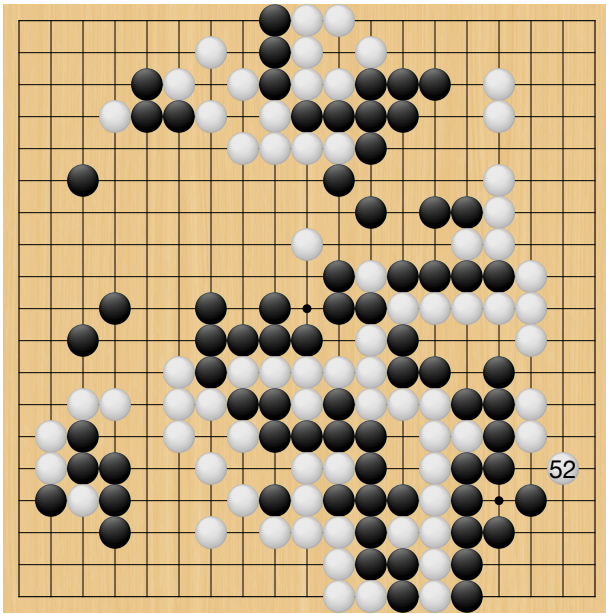


Move 141



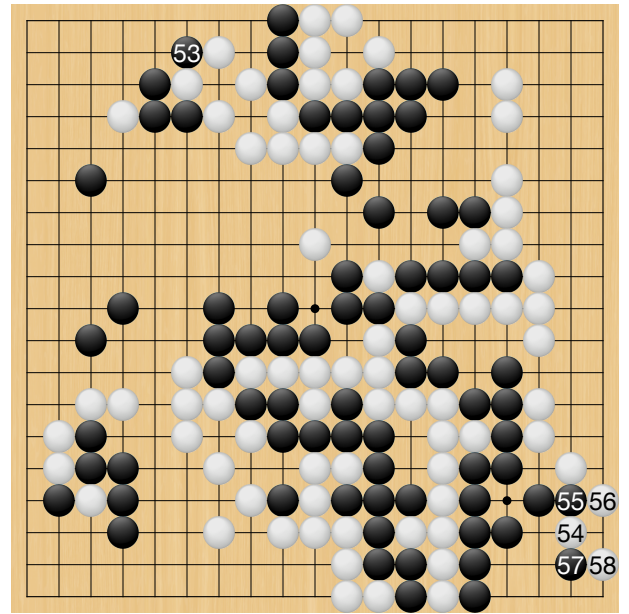
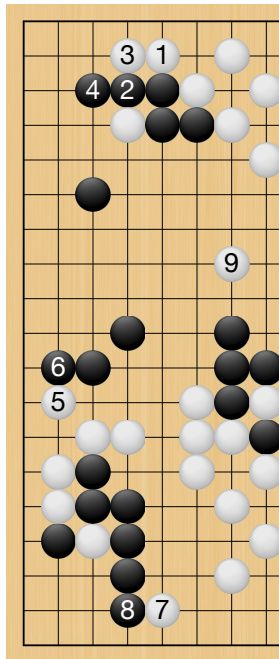
Move 151

Happy to get a seki in sente.

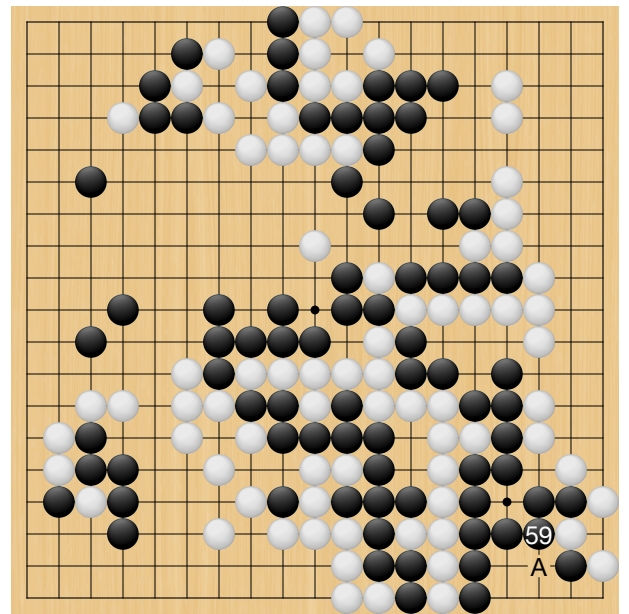


Move 152

This is an overplay, thought it threatened to kill the corner.

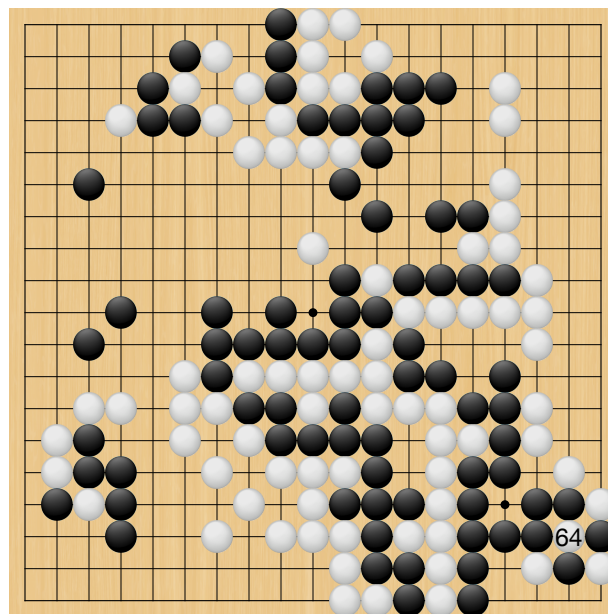
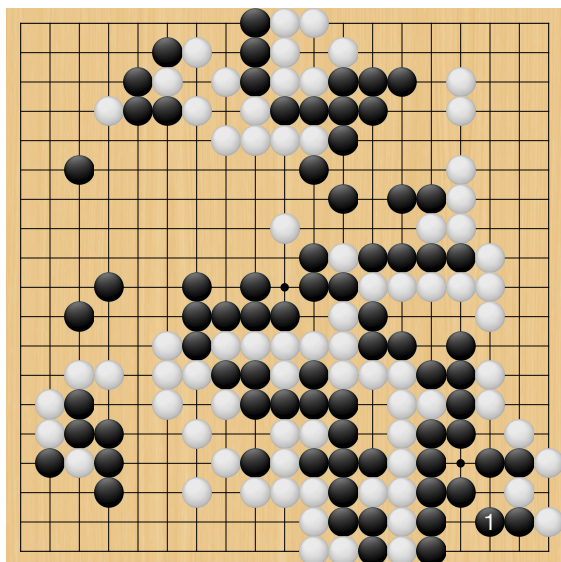


Moves 153-158



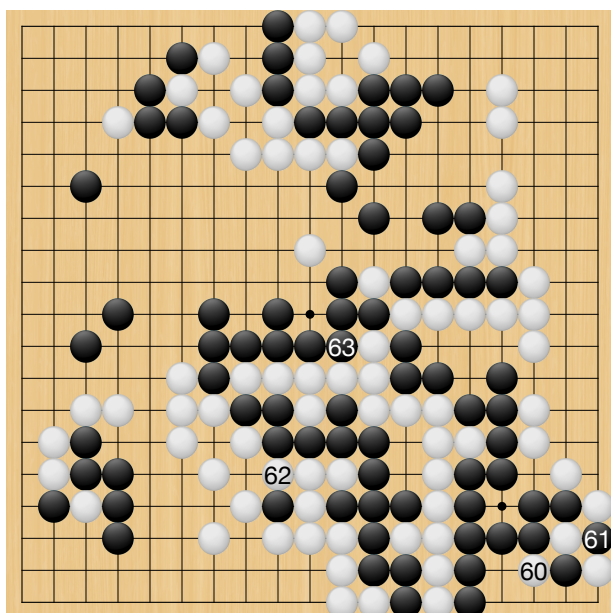
Move 159

The game-losing move, Black should simply play A.

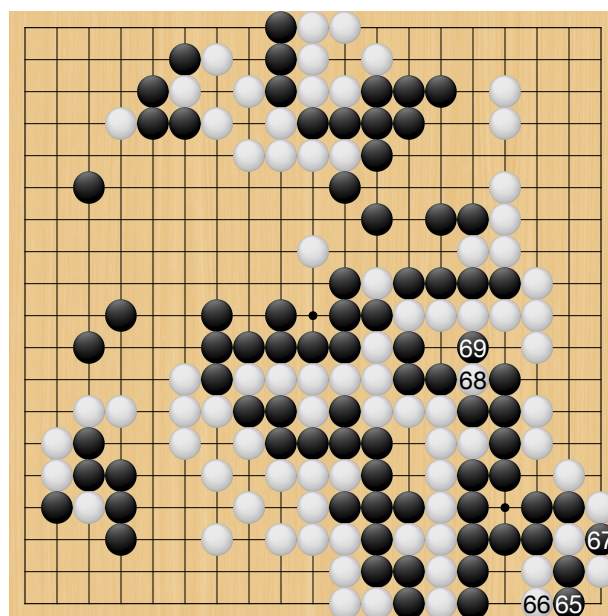


Move 164

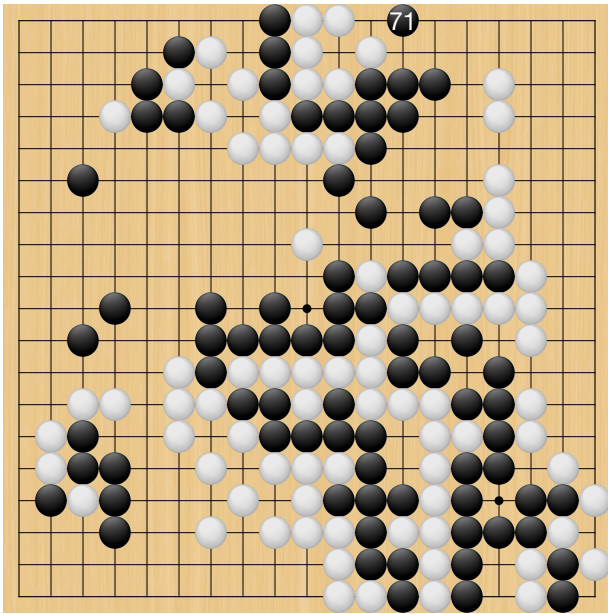
This ko is huge, as it also affects the seki.



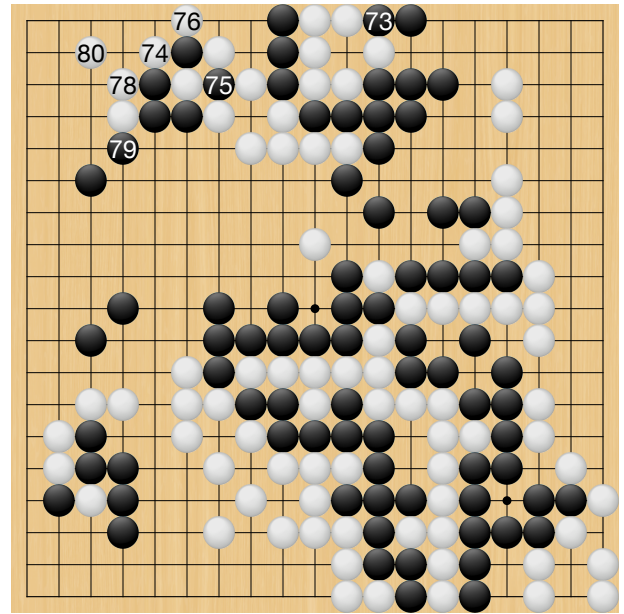
Moves 160–163



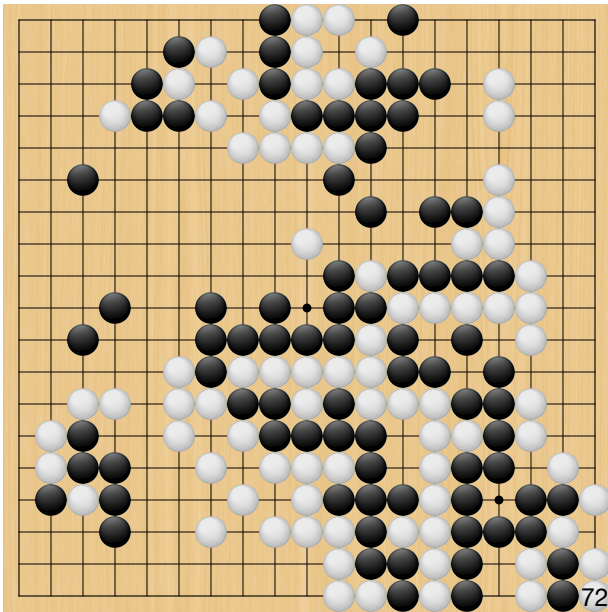
*Moves 165–170
170: ko*



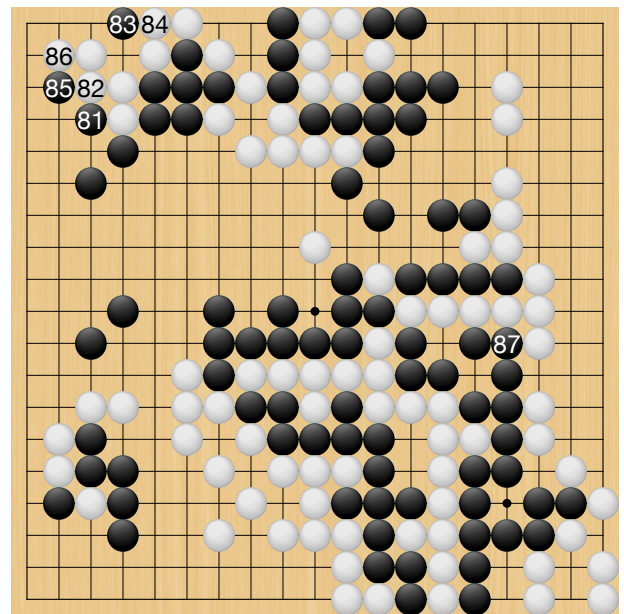
Move 171



Moves 173-180
177: connects ko

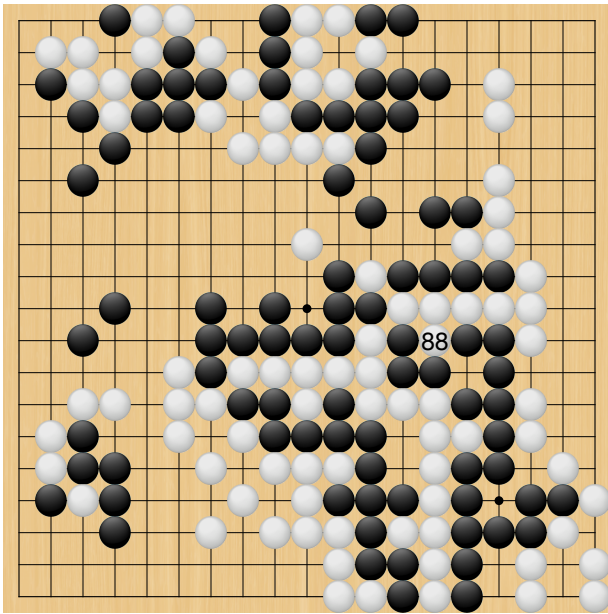


Move 172



Moves 181-187

The ko is too big, can give up almost anything.



Move 188

Black resigns.

188 moves. Anders Kierulf wins by resignation.

2014-04-20b

White: Anders Kierulf 3d

Black: Loic Fagot_Bouquet 2k

Komi: 7½ points

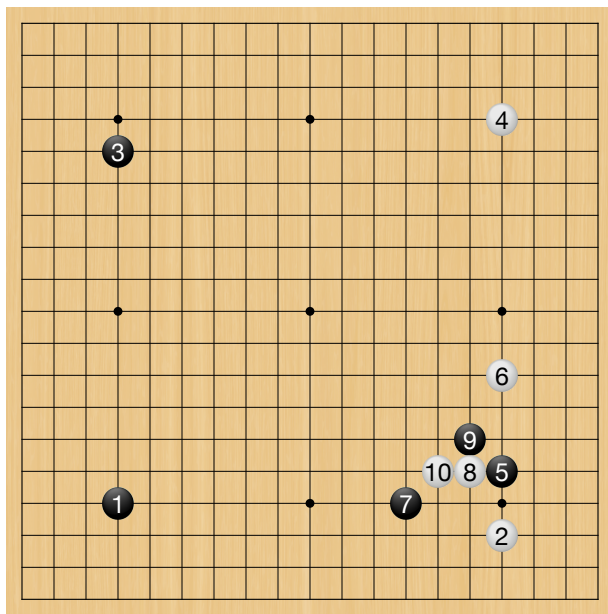
Date: 2014-04-20

Place: Paris

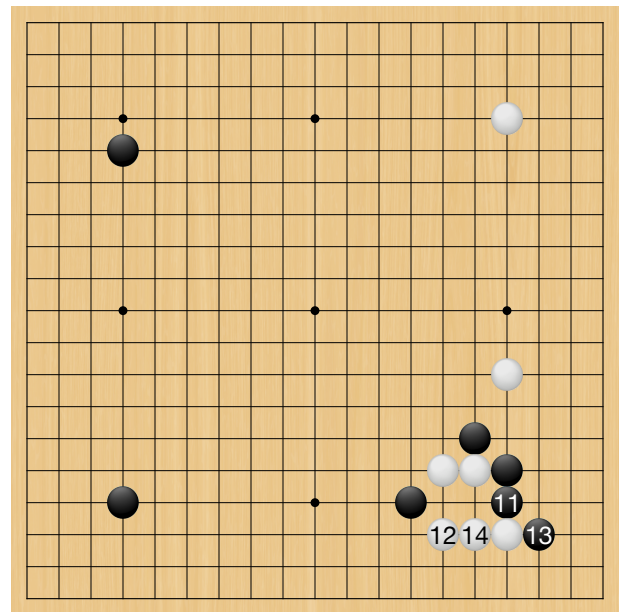
Event: Paris 2014

Round: 4

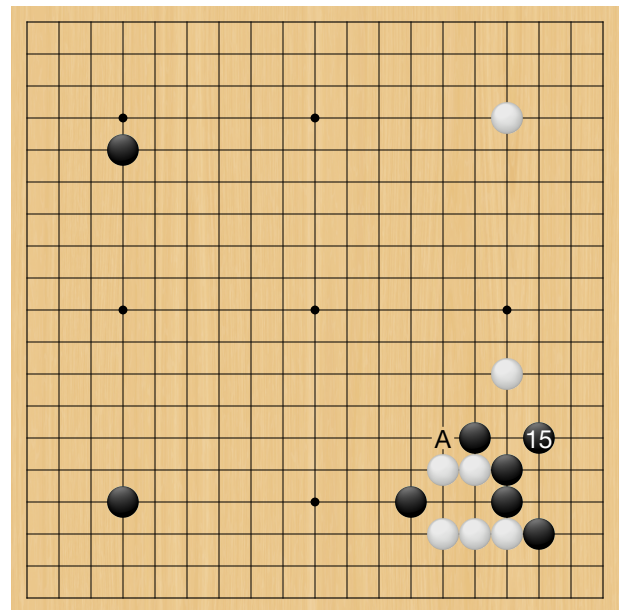
Comments based on analysis with opponent after the game and remarks by Chizu Kobayashi 5p.



Moves 1-10

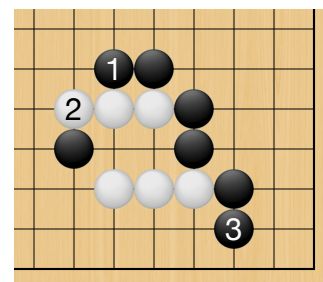


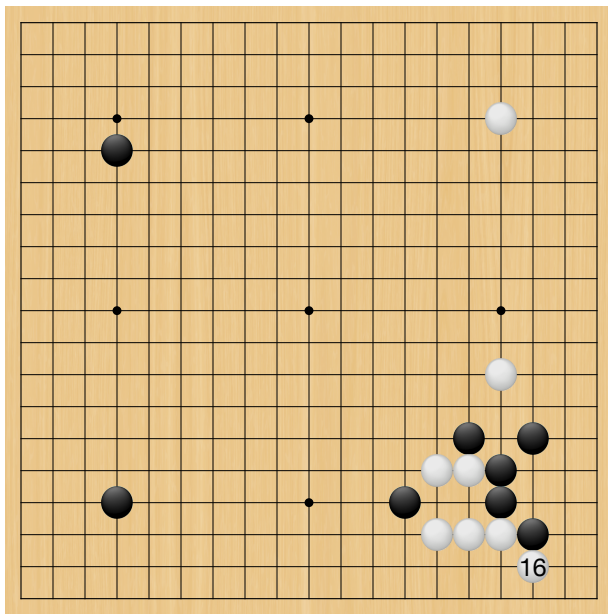
Moves 11-14



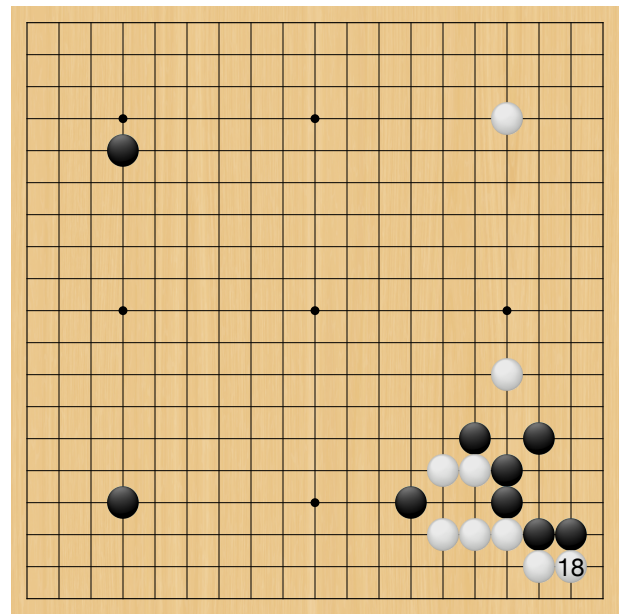
Move 15

This is a mistake, should be at A.

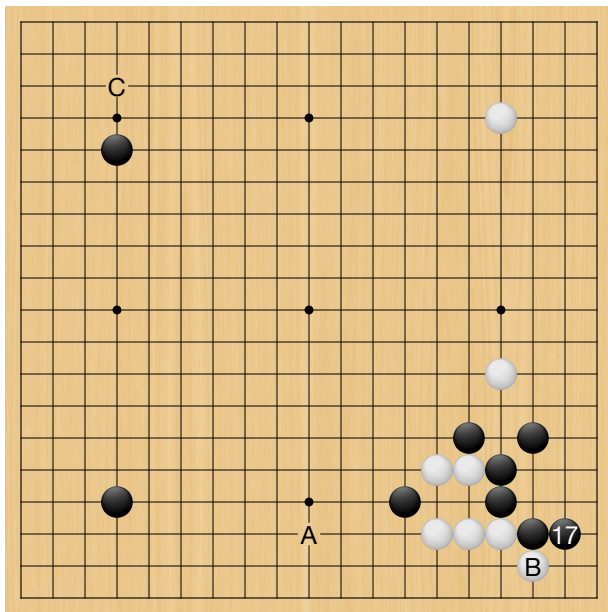




Move 16

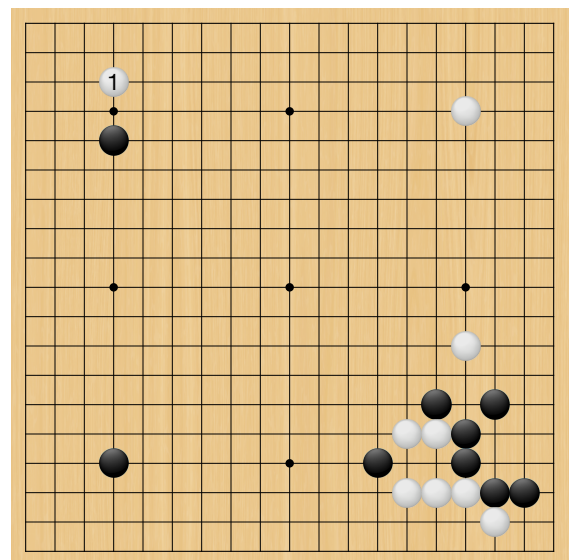
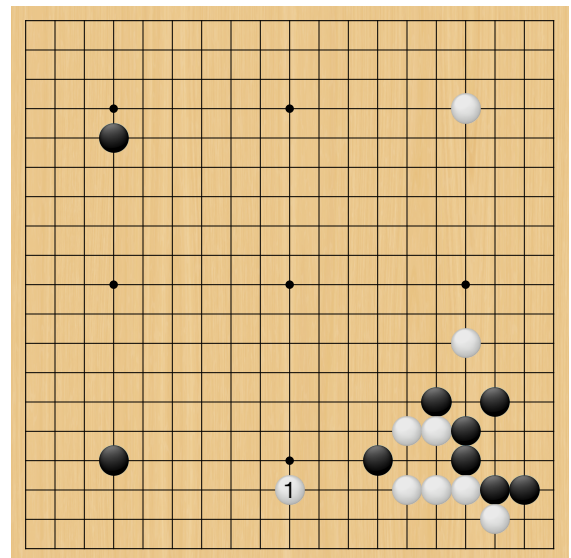


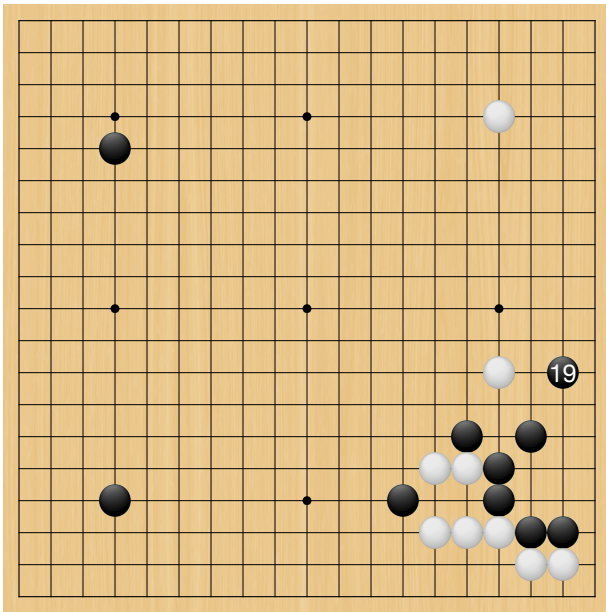
Move 18



Move 17

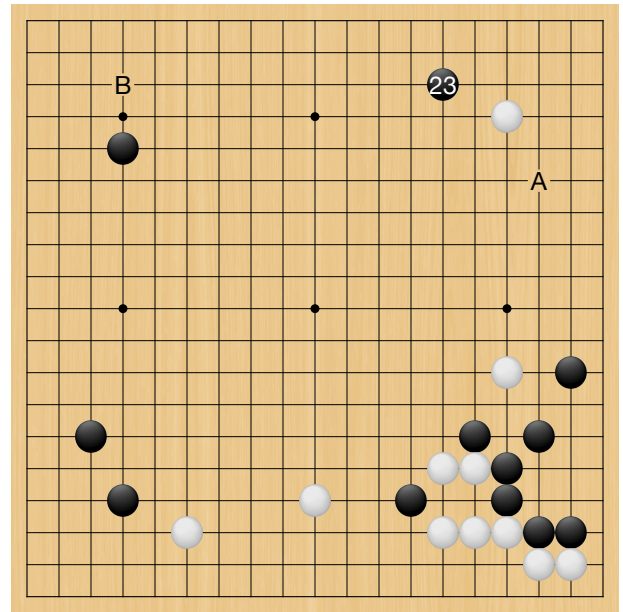
Was thinking about playing A, which is usual to complete the joseki, but since I already got to play B, my group is already safe, and I should take a bigger point like C.





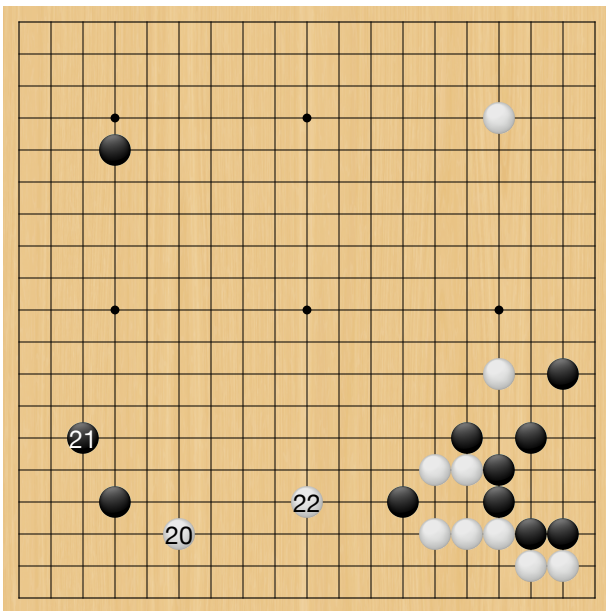
Move 19

After this move, the right side is worthless, too hard for either side to make much territory there.

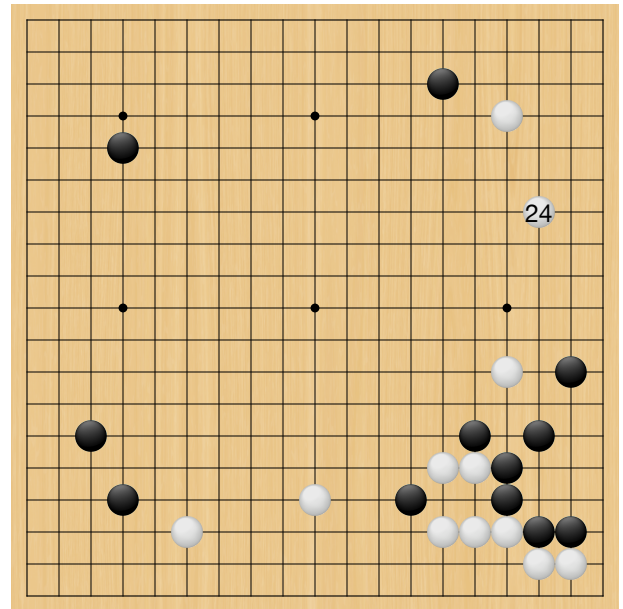


Move 23

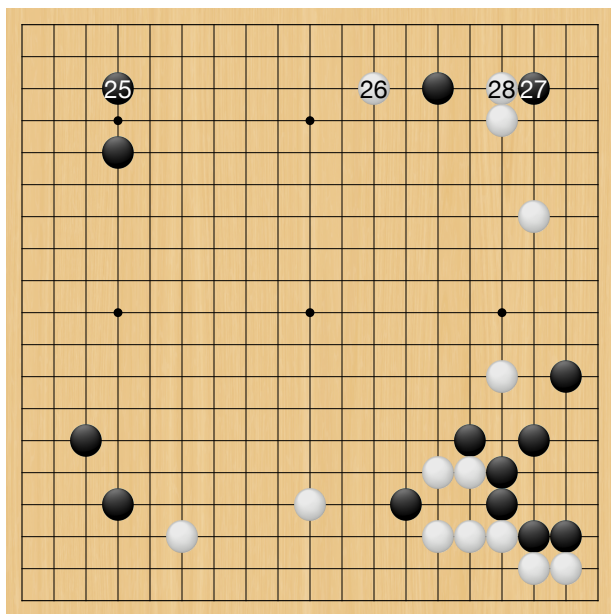
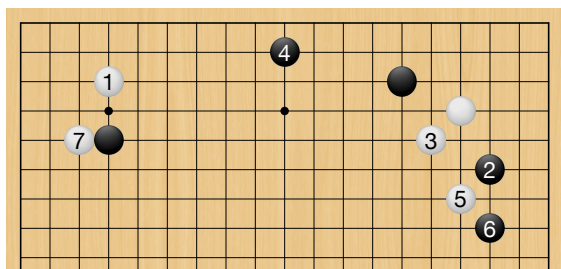
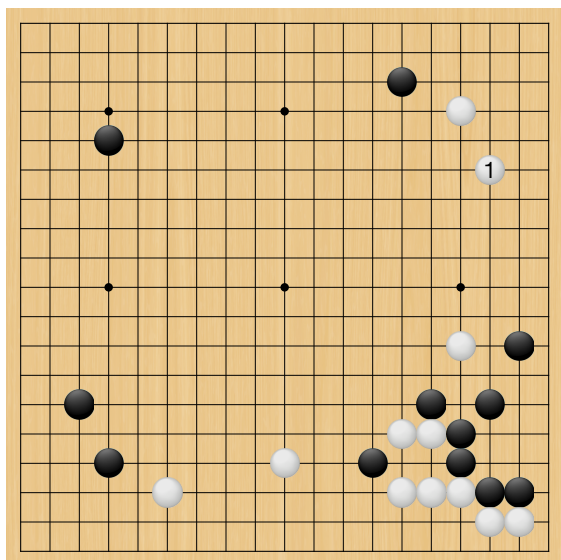
Chizu: If playing here, A is better. But since this whole side is worthless, play B instead.



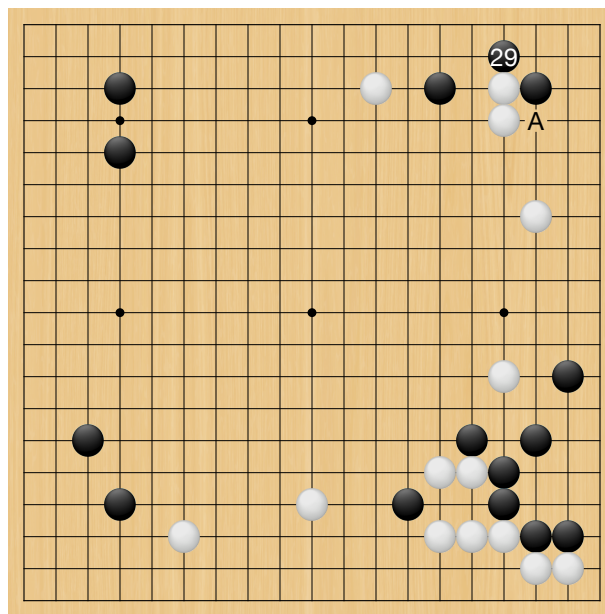
Moves 20-22



Move 24

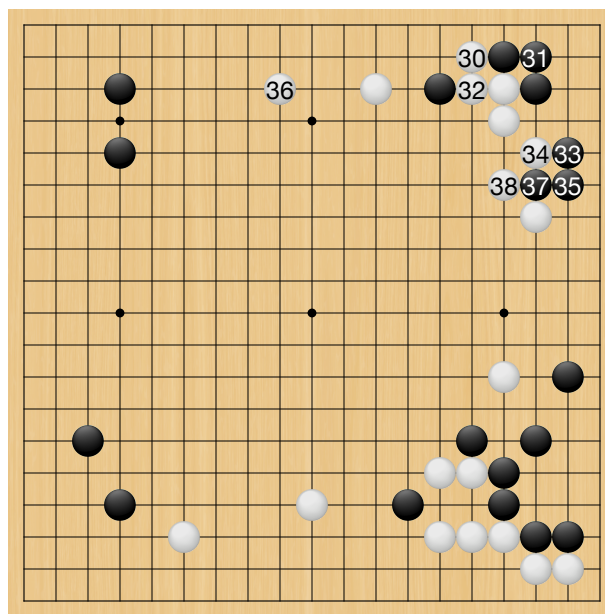
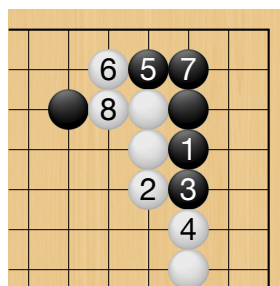


Moves 25-28

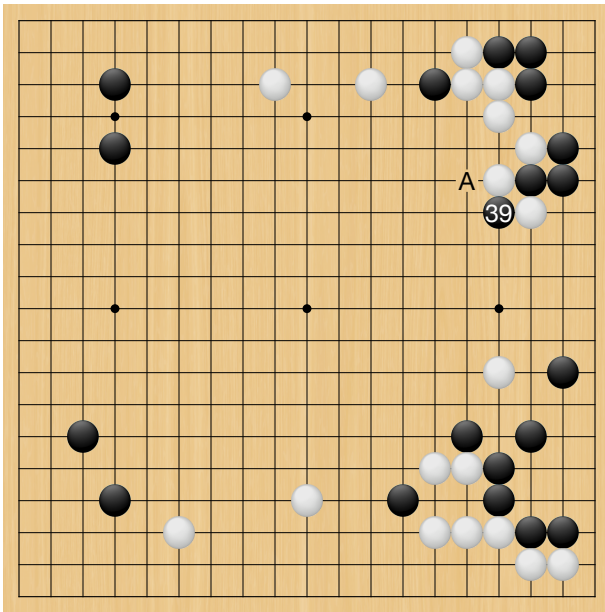


Move 29

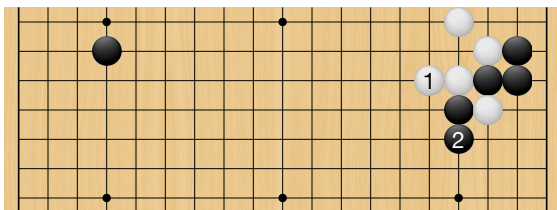
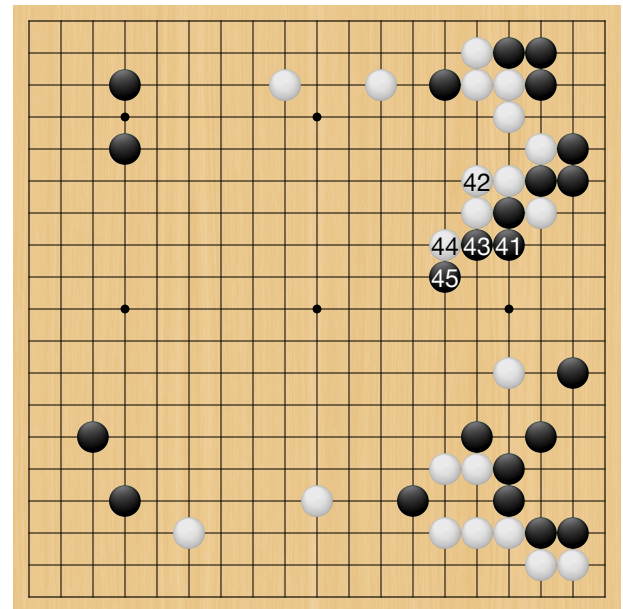
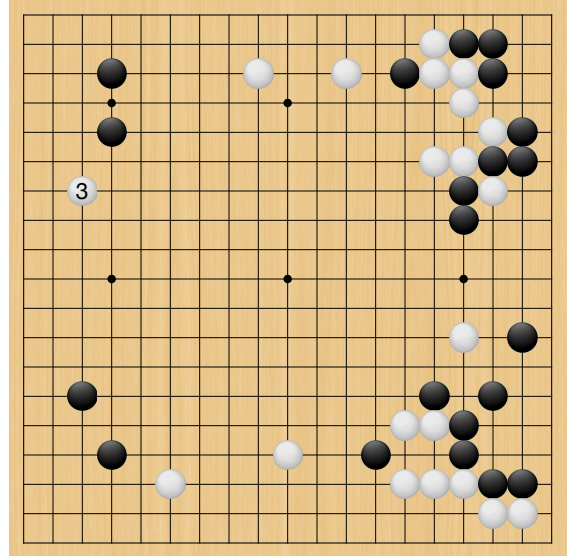
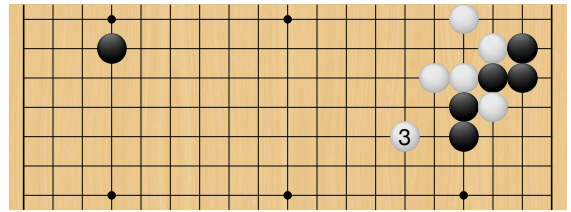
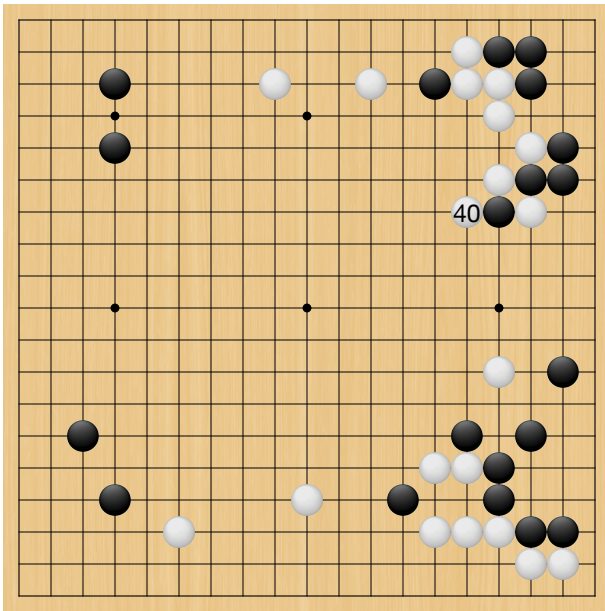
This is a mistake, should be at A.

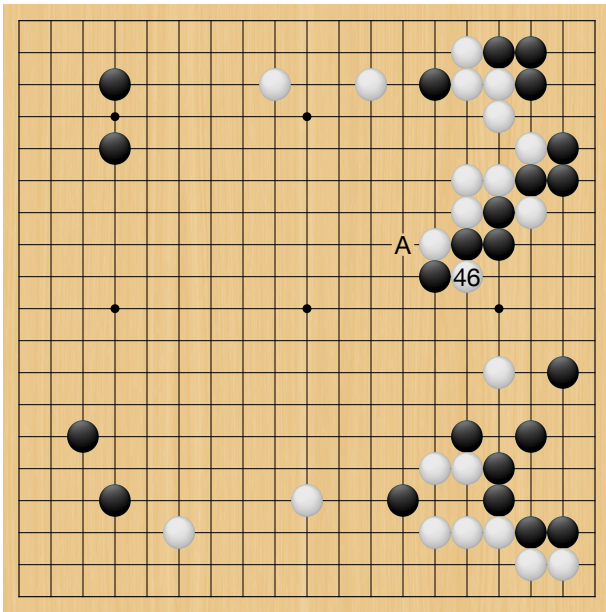


Moves 30-38



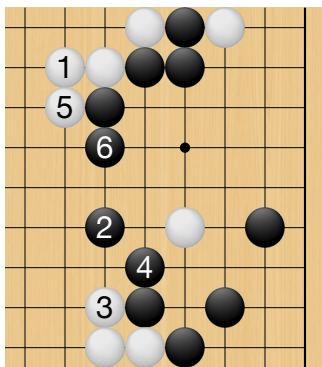
Chizu: A common mistake I'm making. Just skip the atari and extend at A.



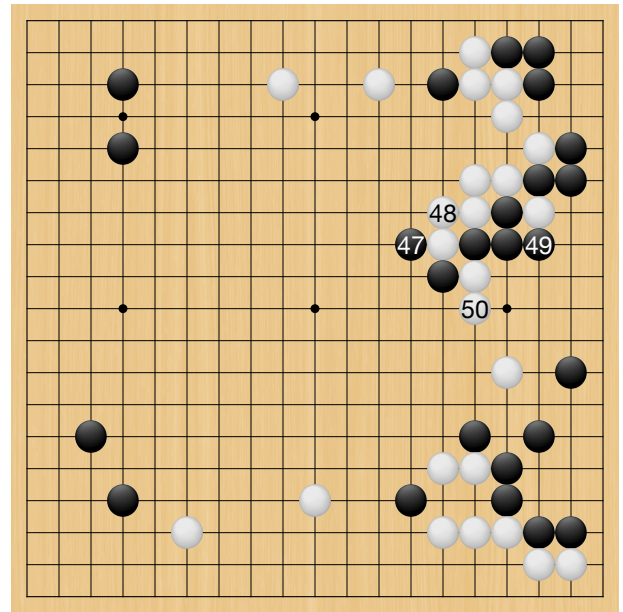


Move 46

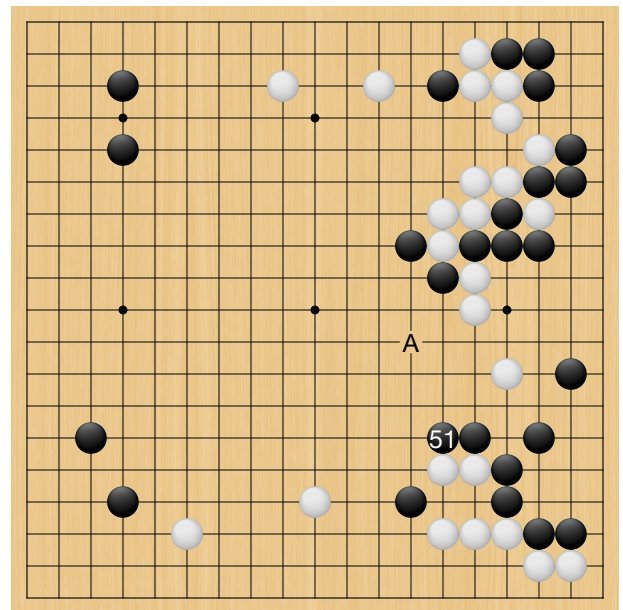
Better to just extend at A.



Even if Black takes that whole side, he only increased his territory by a bit, and White gets forcing moves on the outside that are worth more.

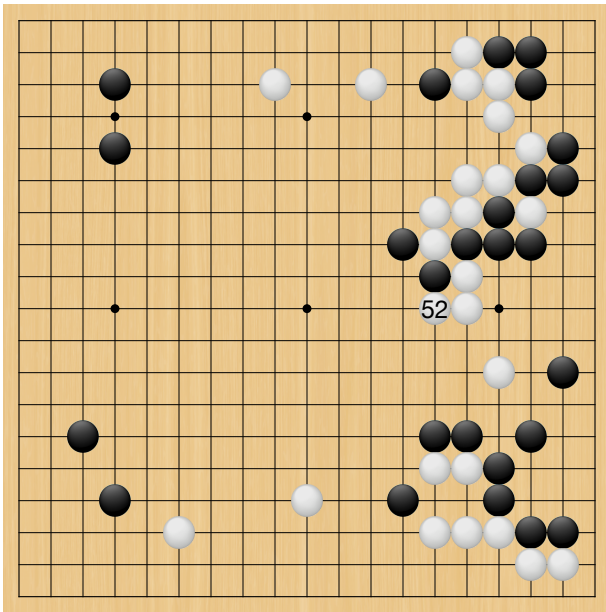


Moves 47-50

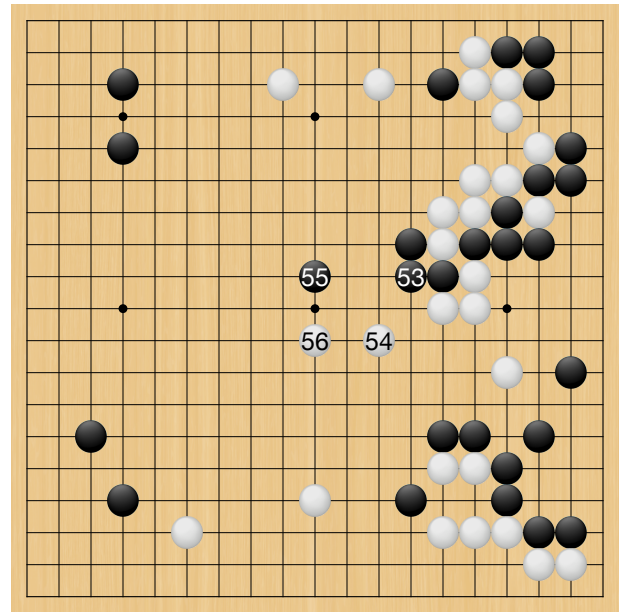


Move 51

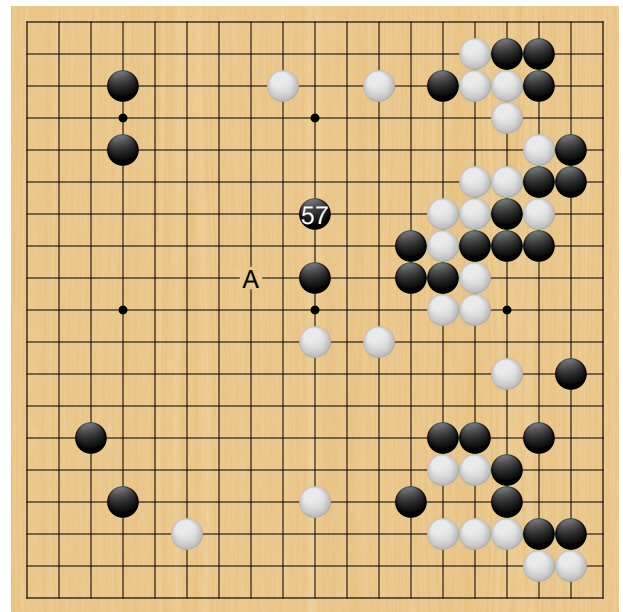
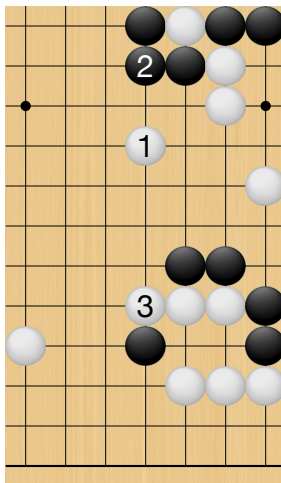
Again, skip the atari and just jump to A.



Move 52

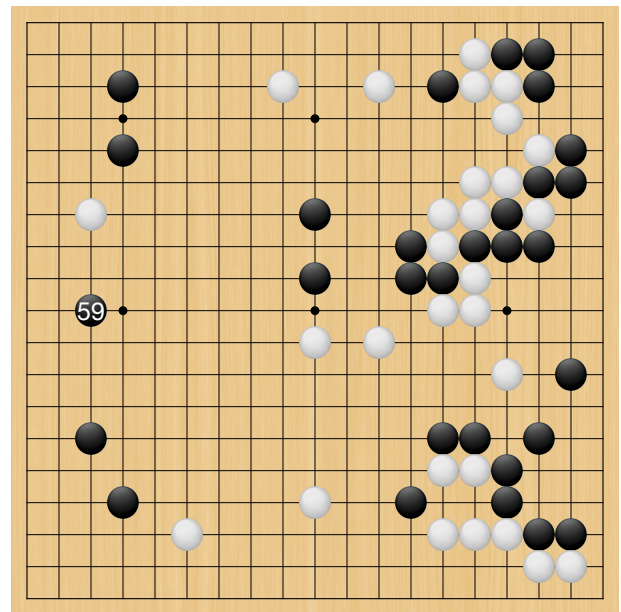
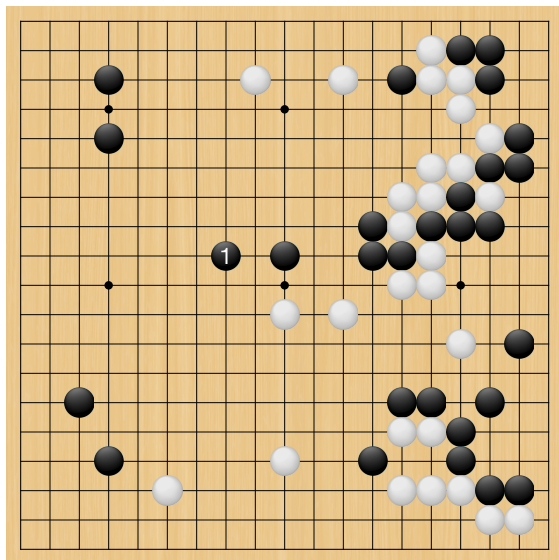


Moves 53-56

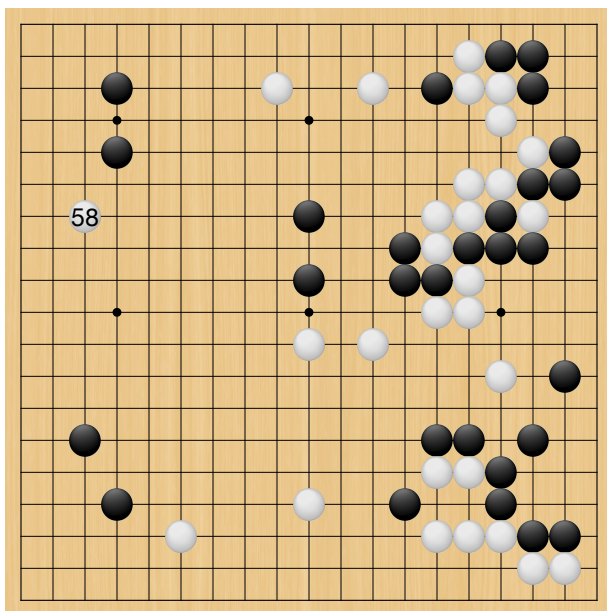


Move 57

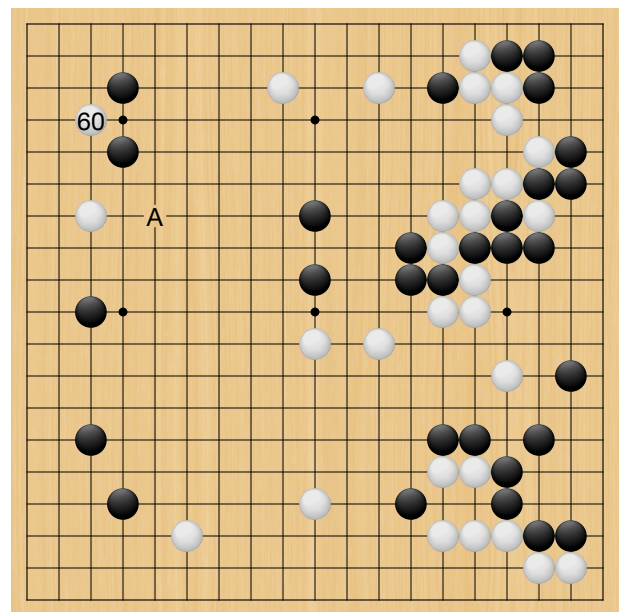
Black should just have jumped again to A.



Move 59

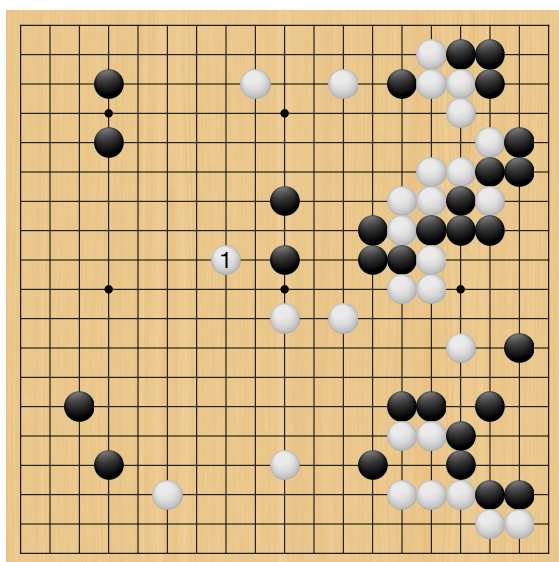


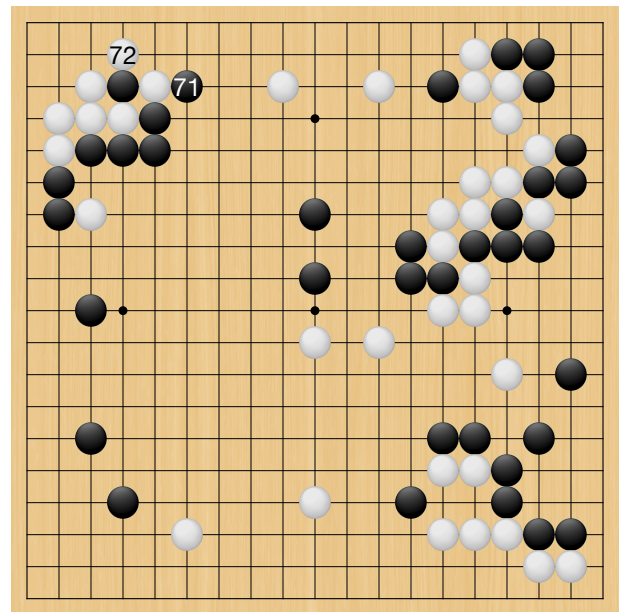
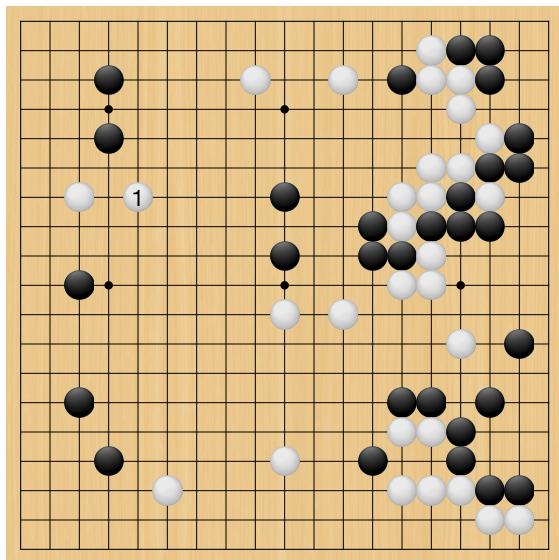
Move 58



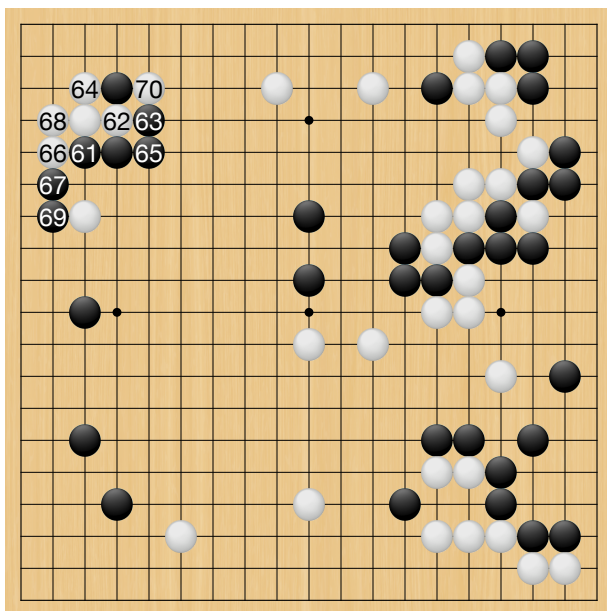
Move 60

Jumping out to A better, as getting the corner gives Black the outside, which helps his center group.

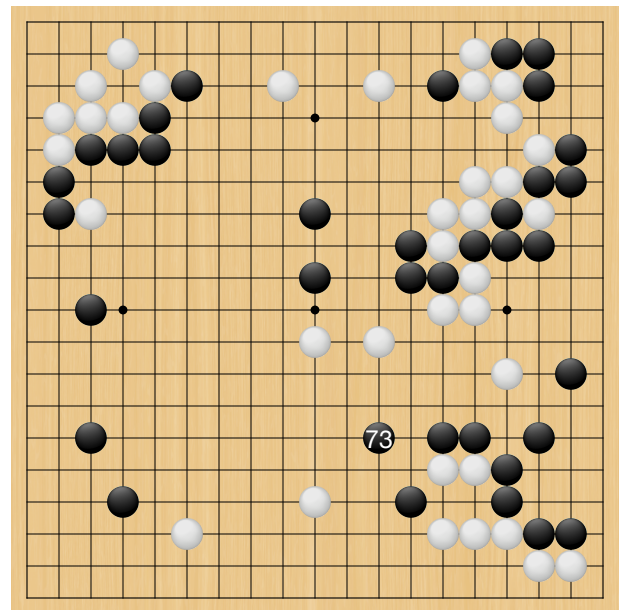




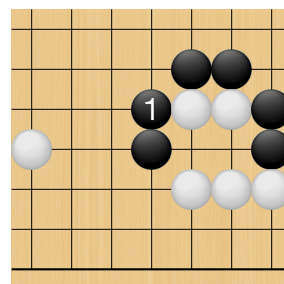
Moves 71–72

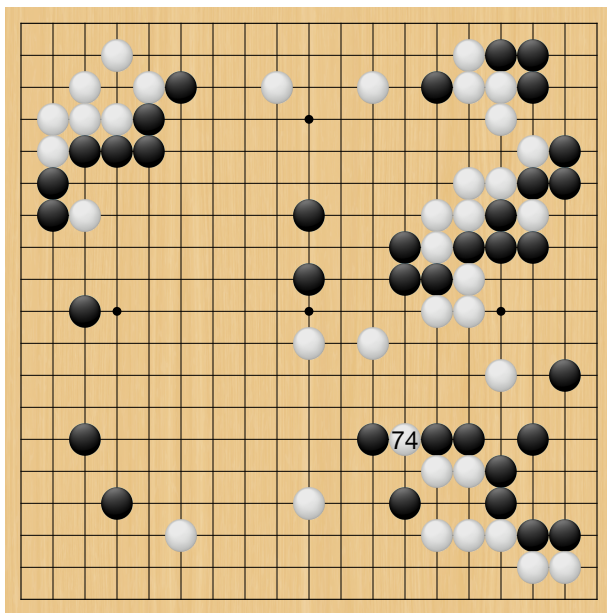
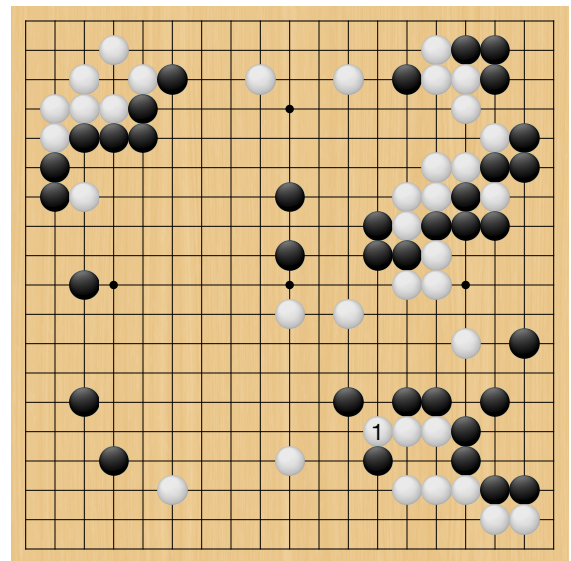
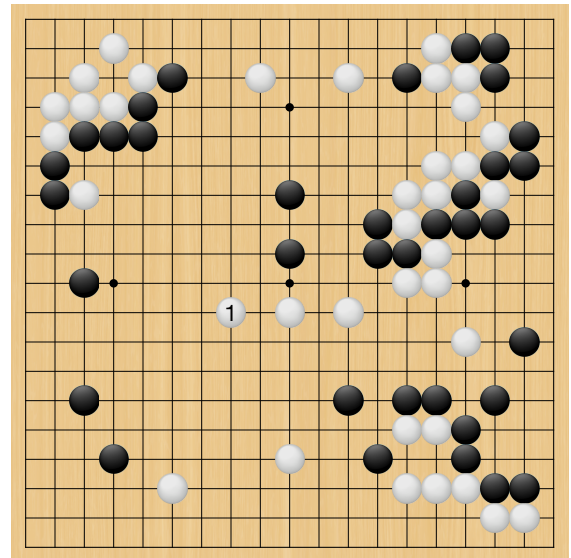
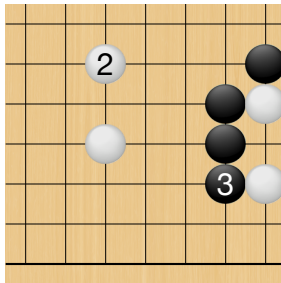
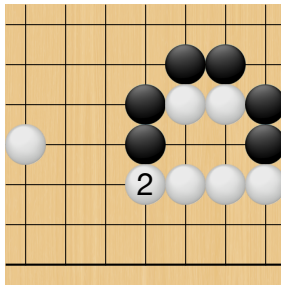


Moves 61–70



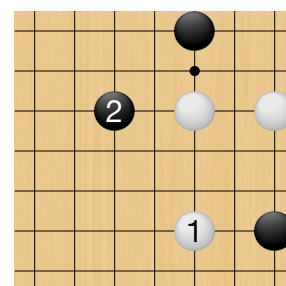
Move 73

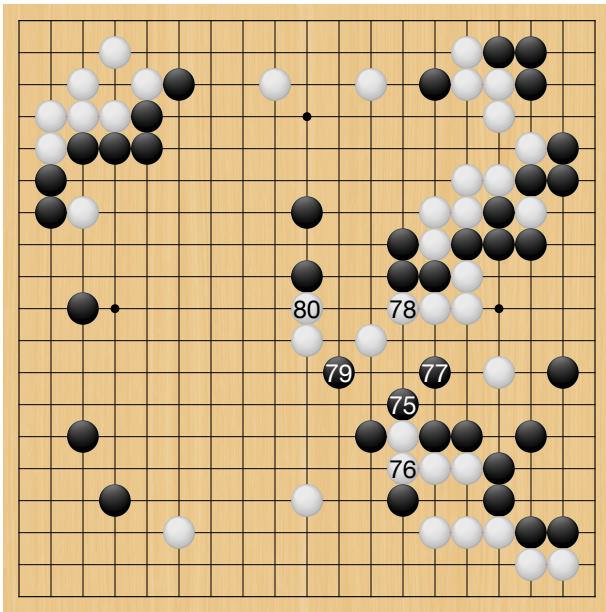




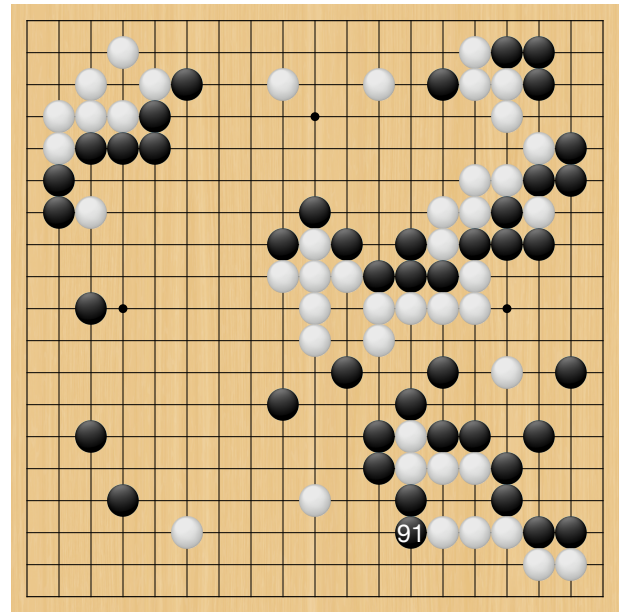
Move 74

This is the game-losing move. I played it thinking it would create two cutting points, and Black could not defend both, but didn't read out that Black had a move to protect against one of the cuts that threatened by group above.

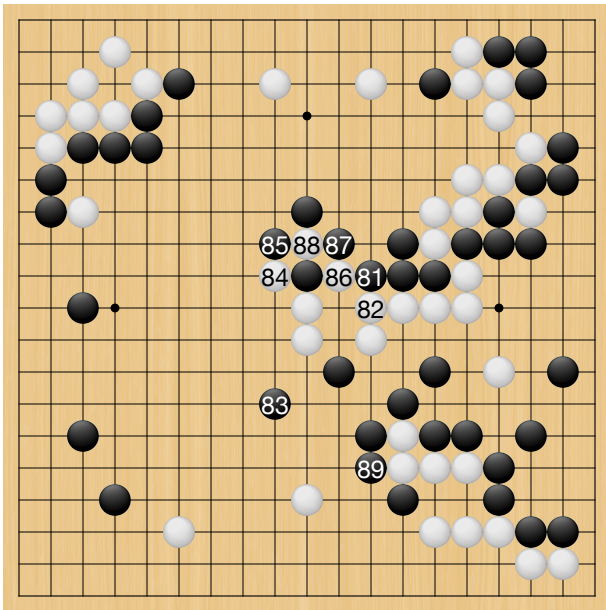




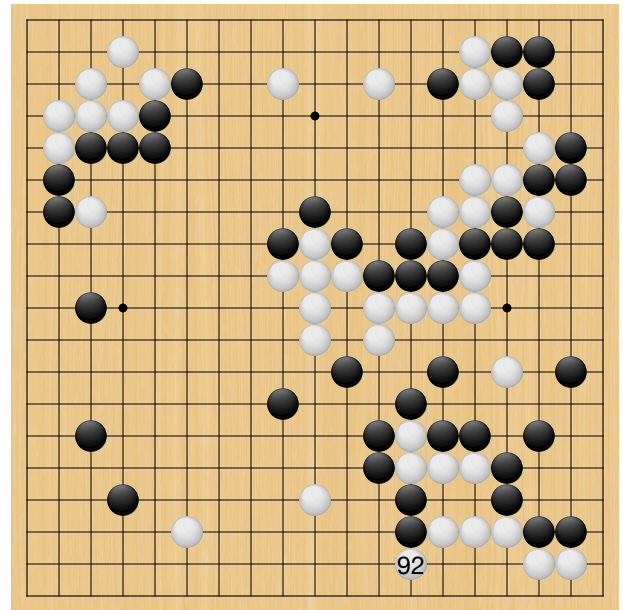
Moves 75–80



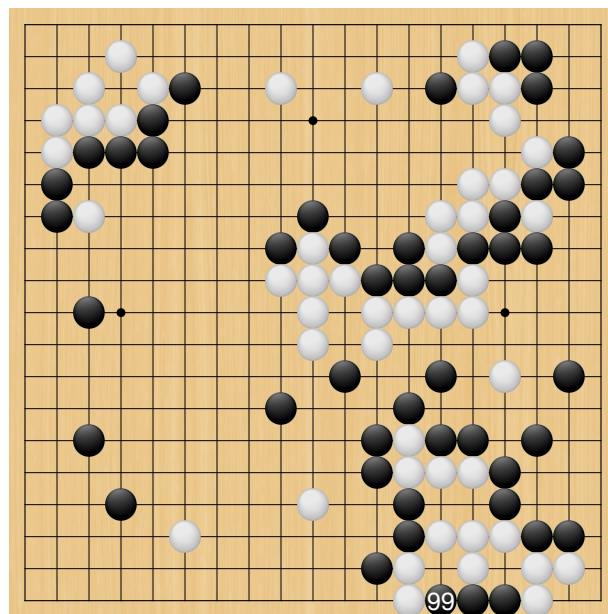
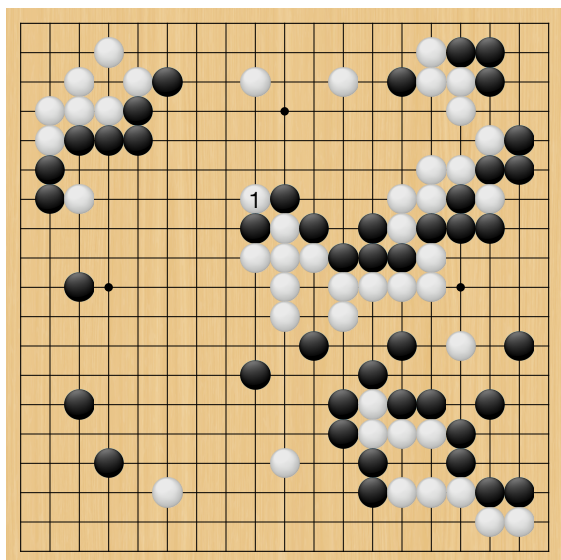
Move 91



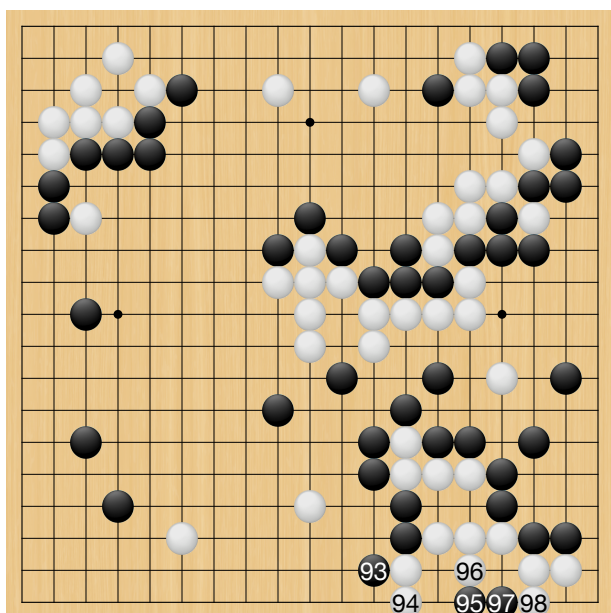
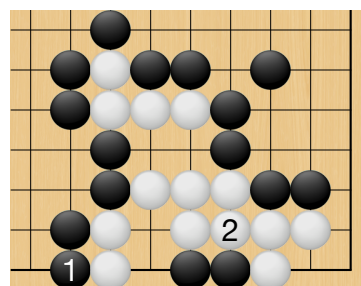
*Moves 81–90
90: connects ko*



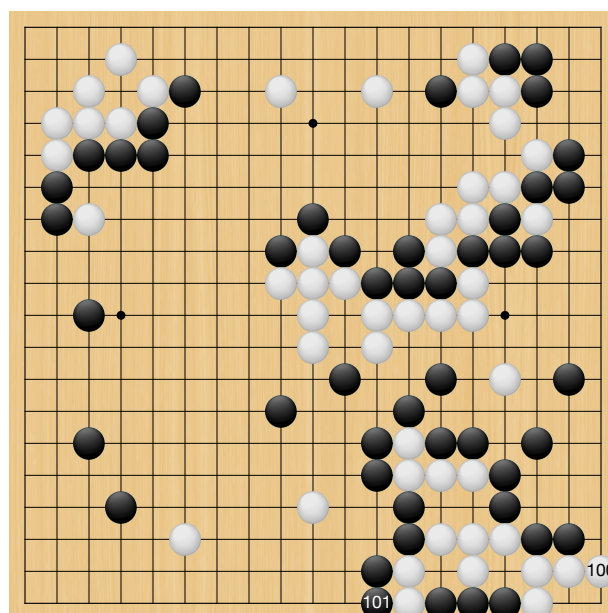
Move 92



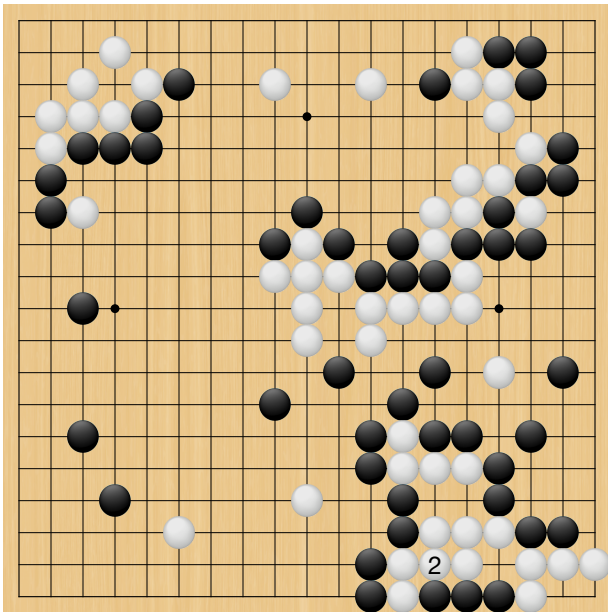
Move 99



Moves 93-98

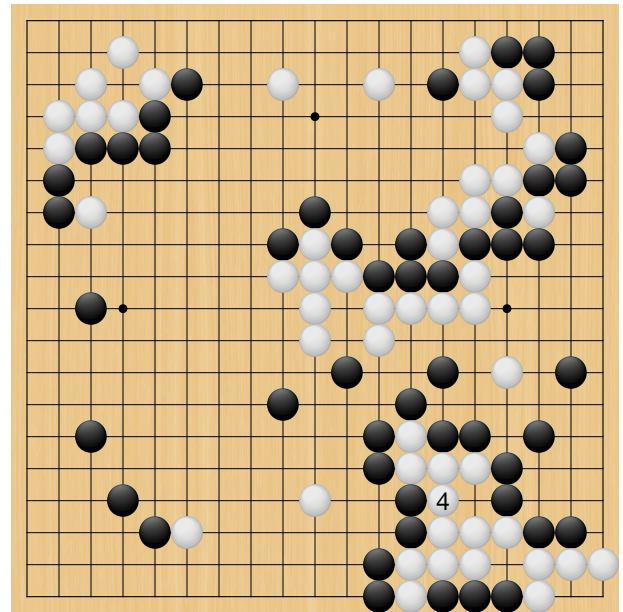


Moves 100-101



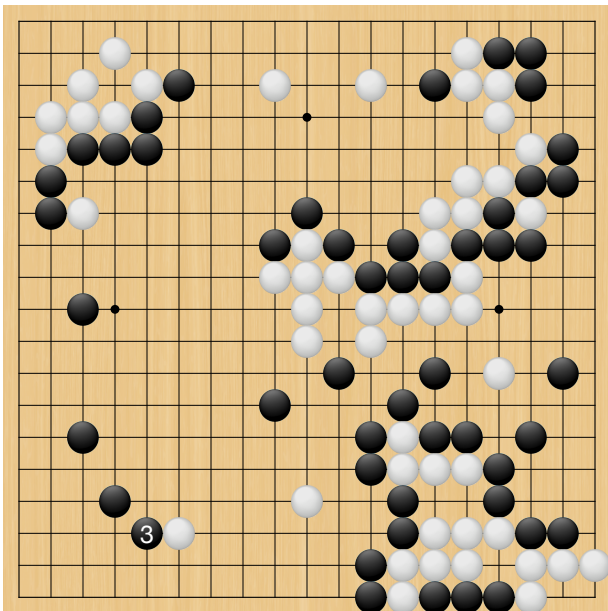
Move 102

Black could pick up four stones, but is rightly more interested in attacking my stones on the bottom. I gained a bunch in the center, so if these stones survive, it's still a game.

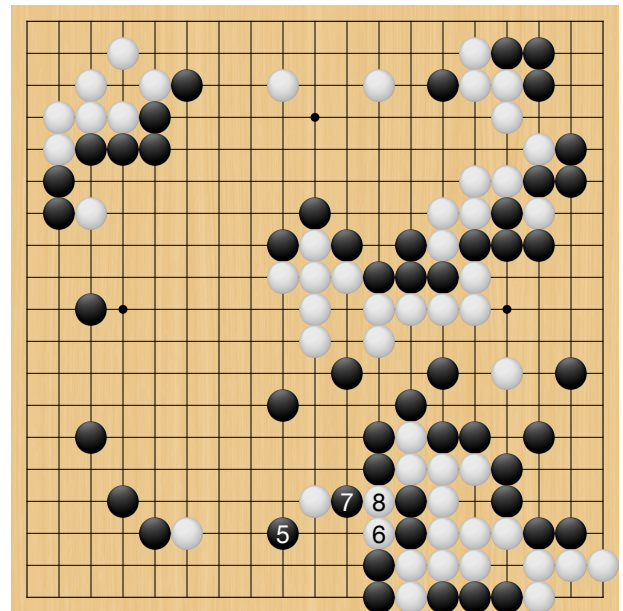


Move 104

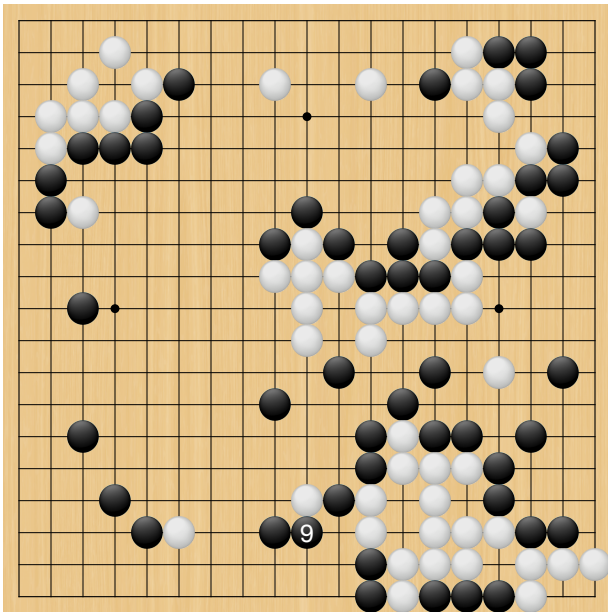
I figured this would give me enough cuts to work with, and thus saves the four stones in sente, but I should have been more worried about the group as a whole.



Move 103

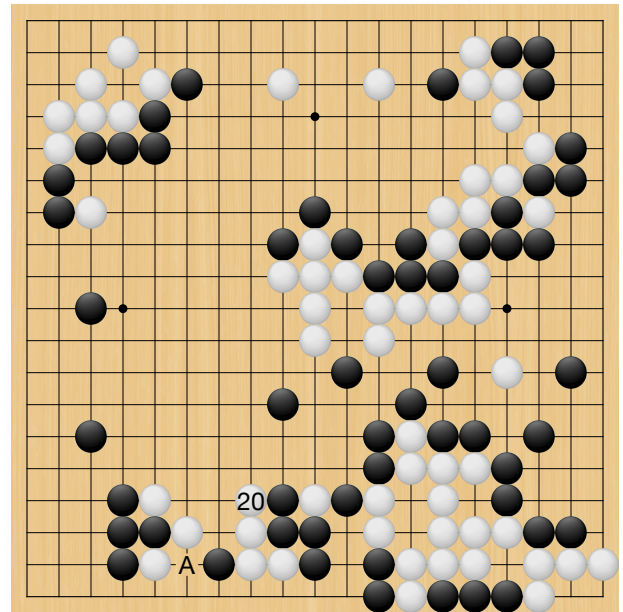


Moves 105-108



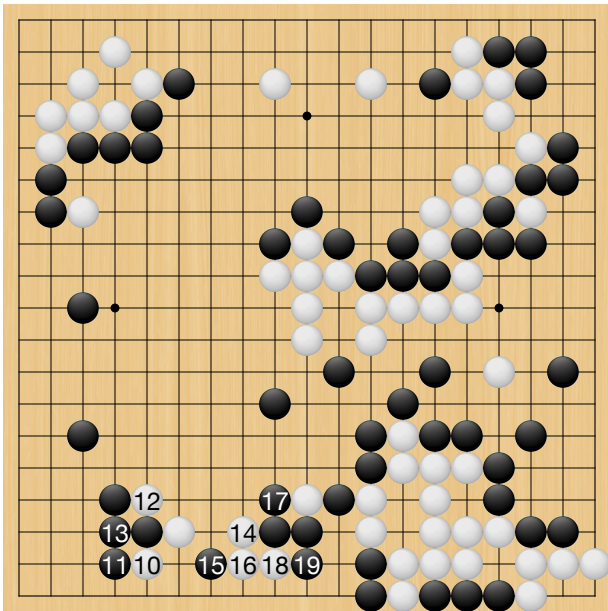
Move 109

Black wisely gives me small morsels while eating the cake.

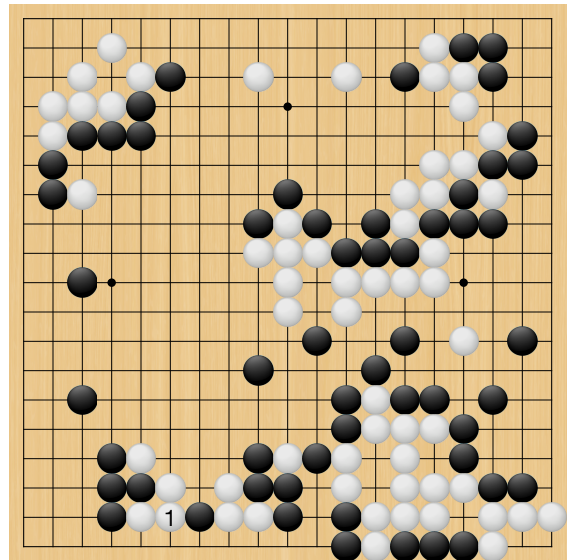


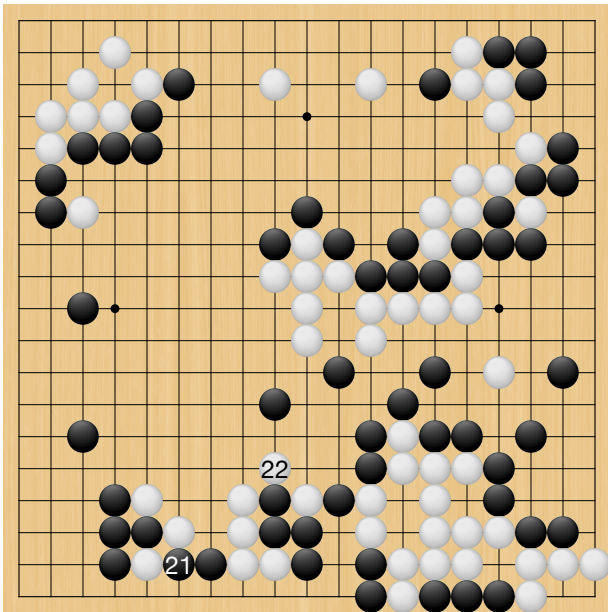
Move 120

Misread this, should have played at A and gotten at least one eye.

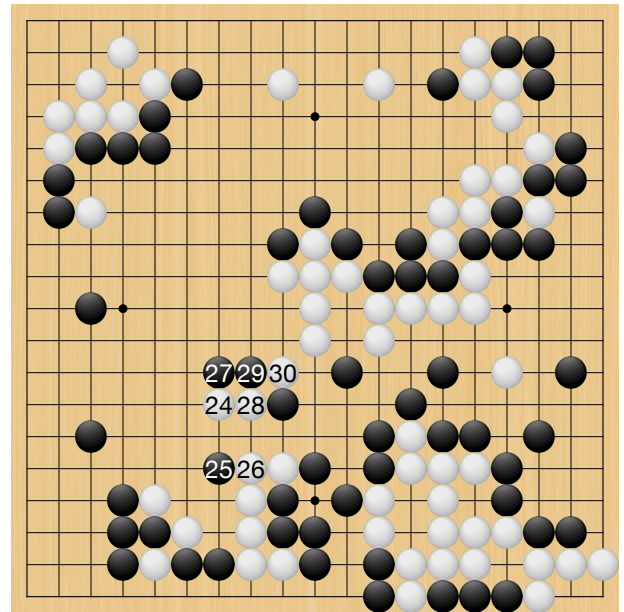


Moves 110-119

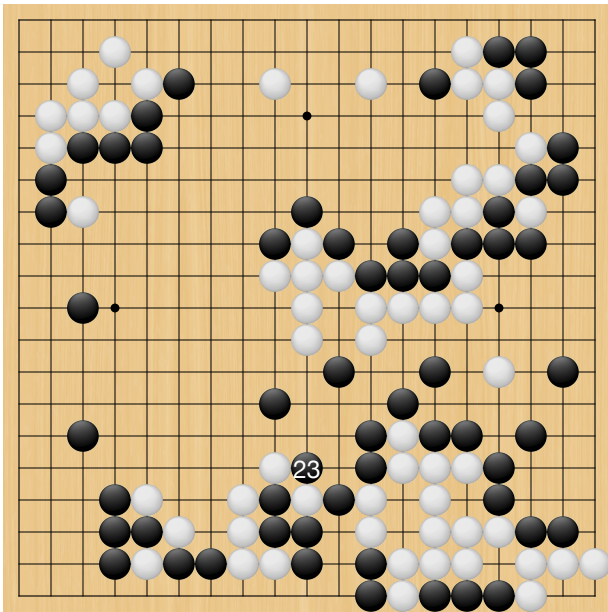




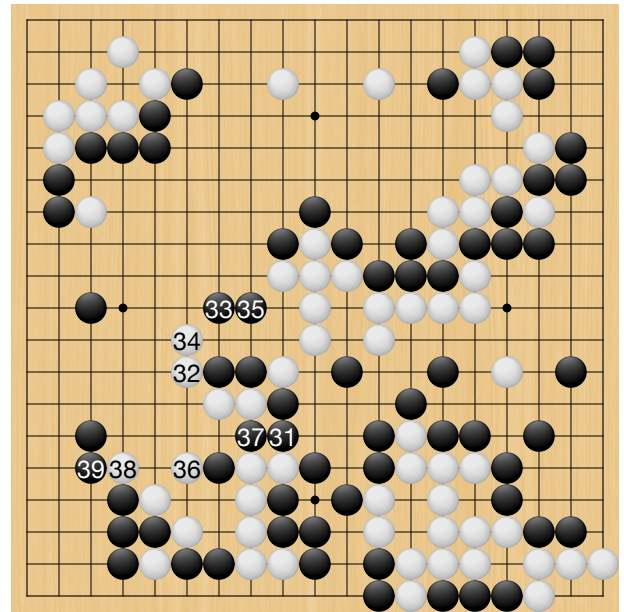
Moves 121–122



Moves 124–130

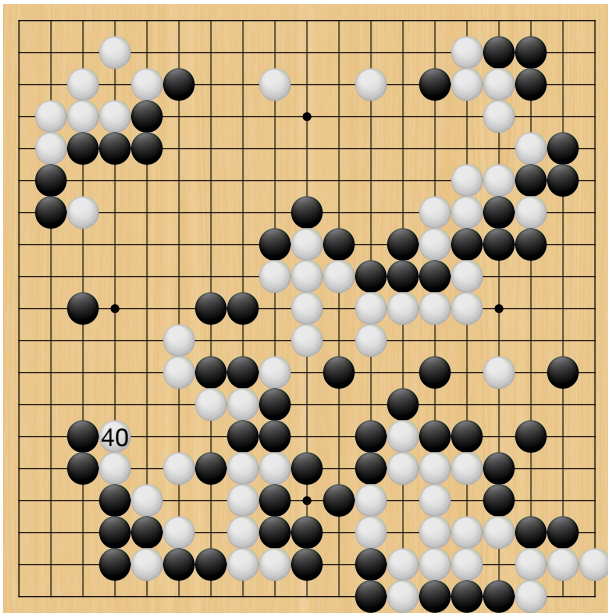


Move 123

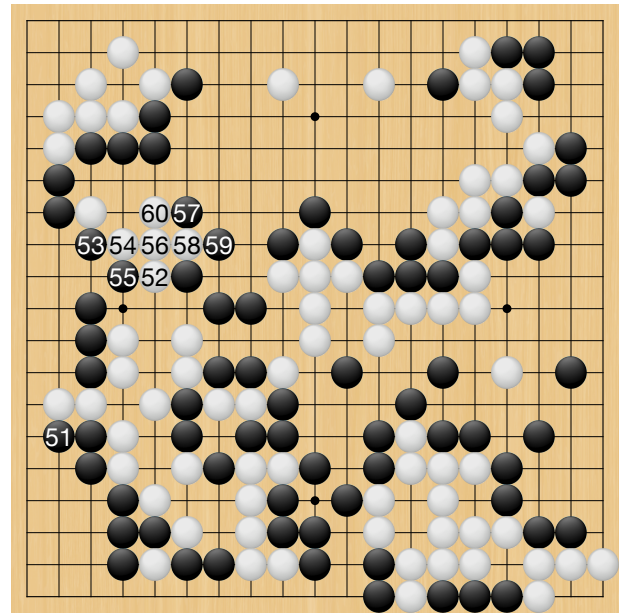


Moves 131–139

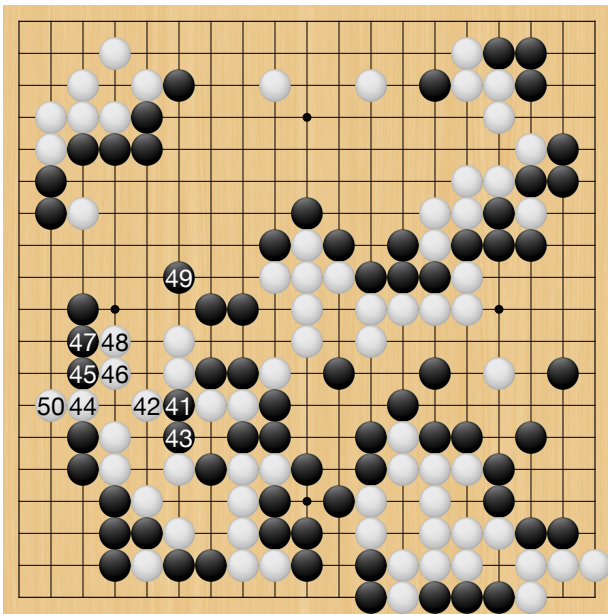
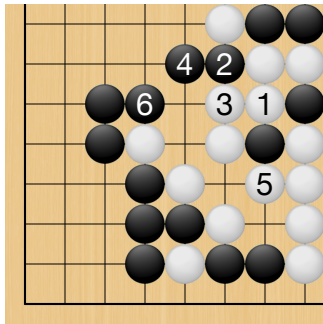
The rest of the game is just me struggling to save the group, to no avail.



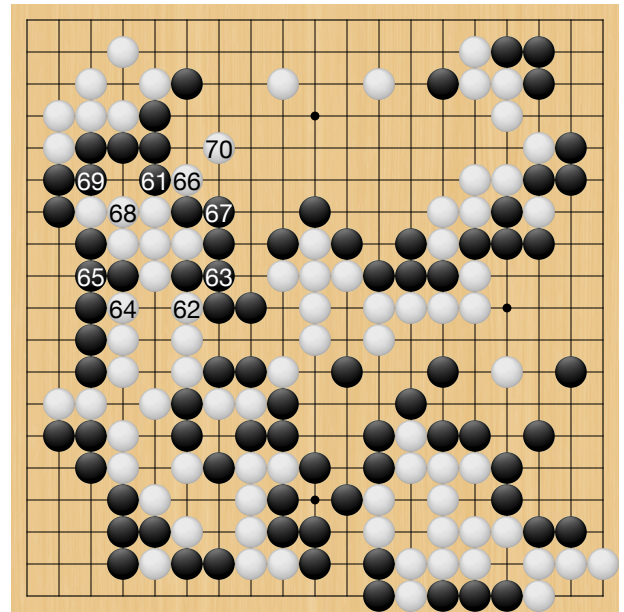
Move 140



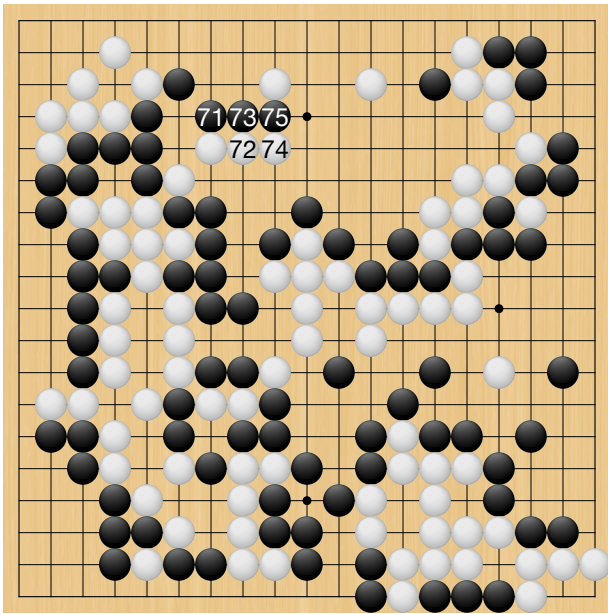
Moves 151-160



Moves 141-150



Moves 161-170



Moves 171–175

175 moves. Loic Fagot_Bouquet wins by resignation.

2014-04-21a

White: Anders Kierulf 3d

Black: Oscar Vazquez 2d

Komi: 7½ points

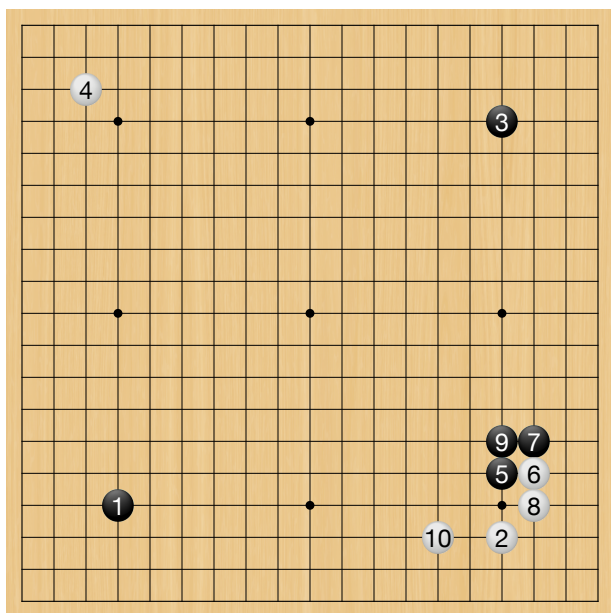
Date: 2014-04-21

Place: Paris

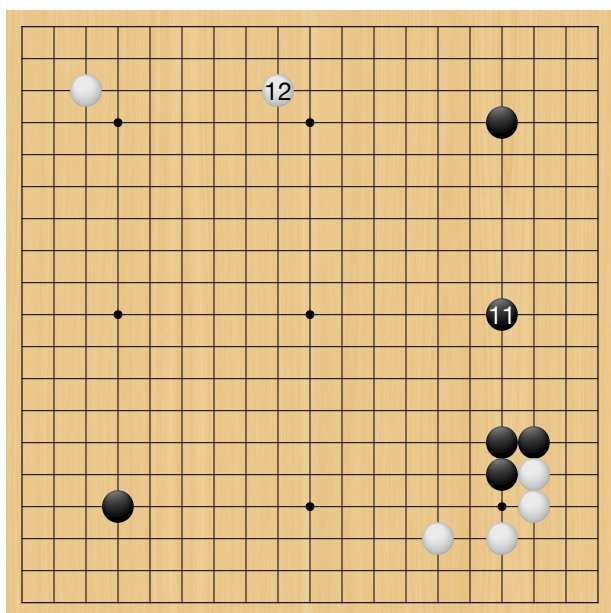
Event: Paris 2014

Round: 5

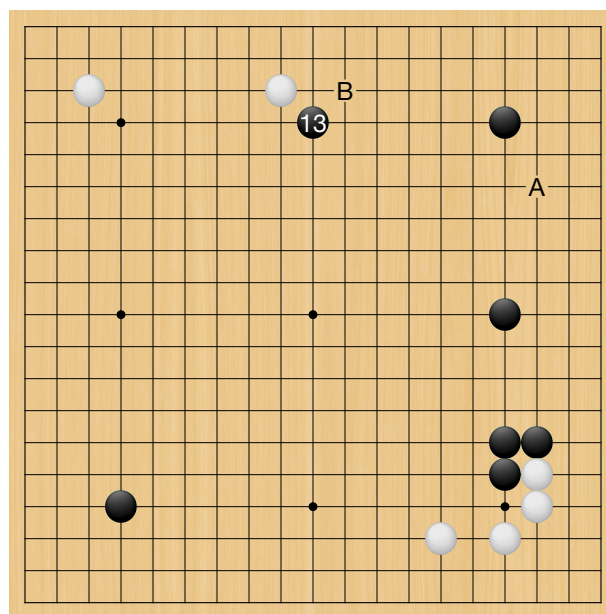
Comments based on analysis with opponent after the game.



Moves 1-10

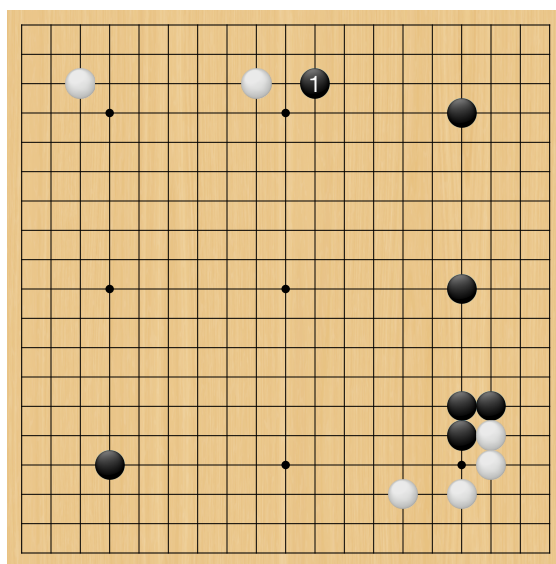


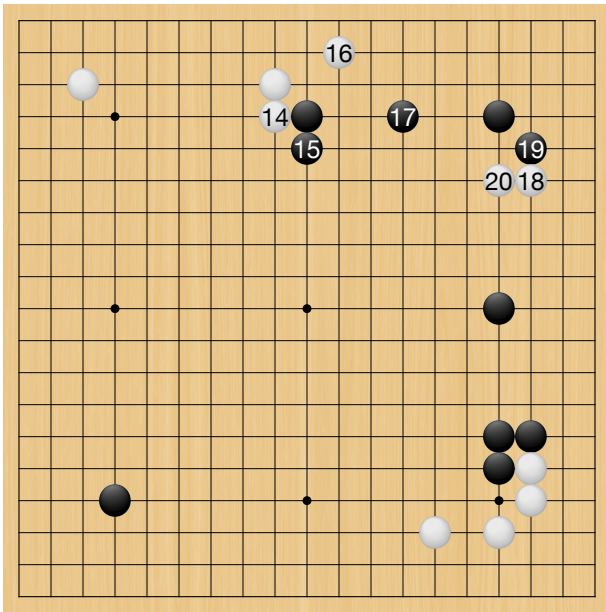
Moves 11-12



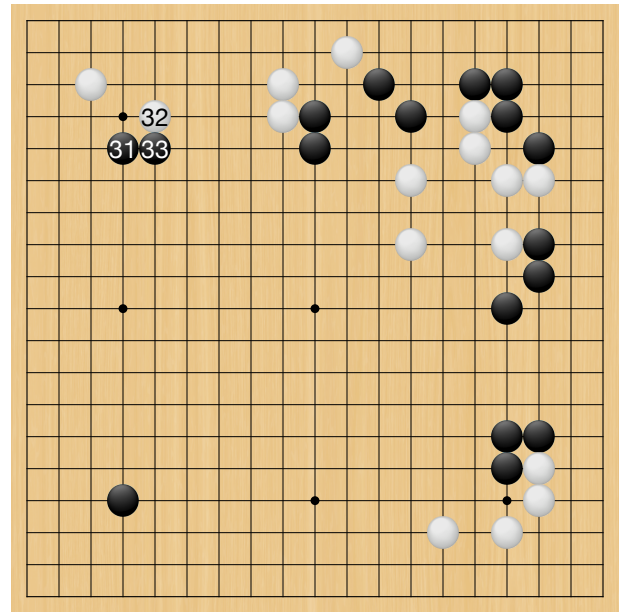
Move 13

Not sure about this shoulder hit. It does build up the moyo, but it also helps White, and it seems to make it hard to find a good continuation when White invades at A. Maybe B might be better.

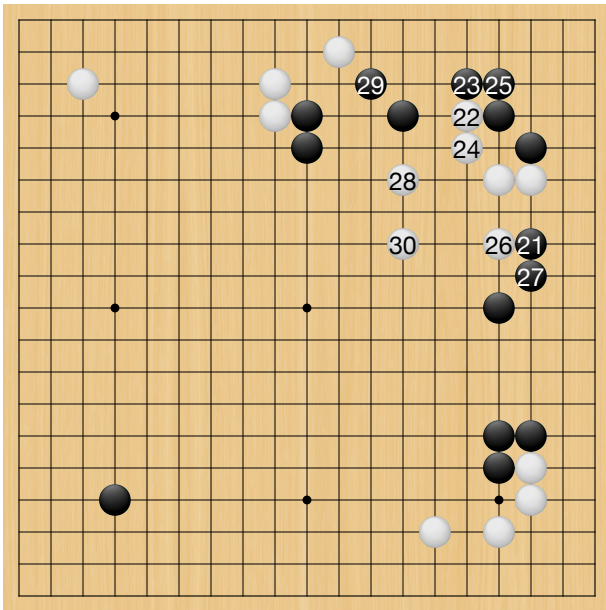




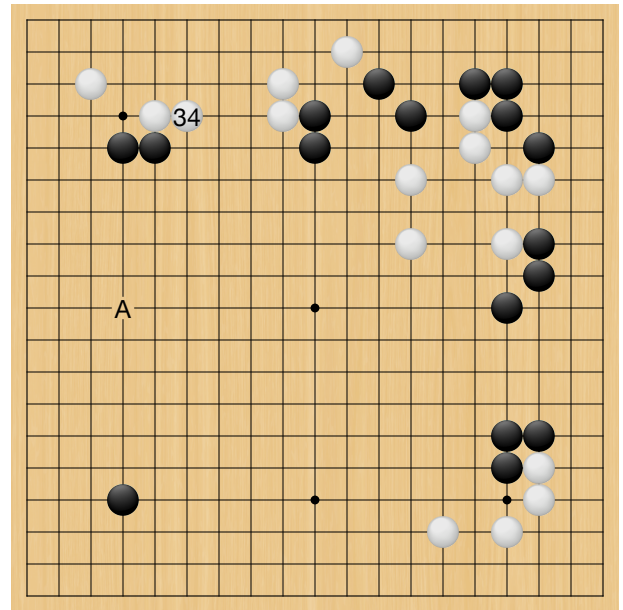
Moves 14–20



Moves 31–33

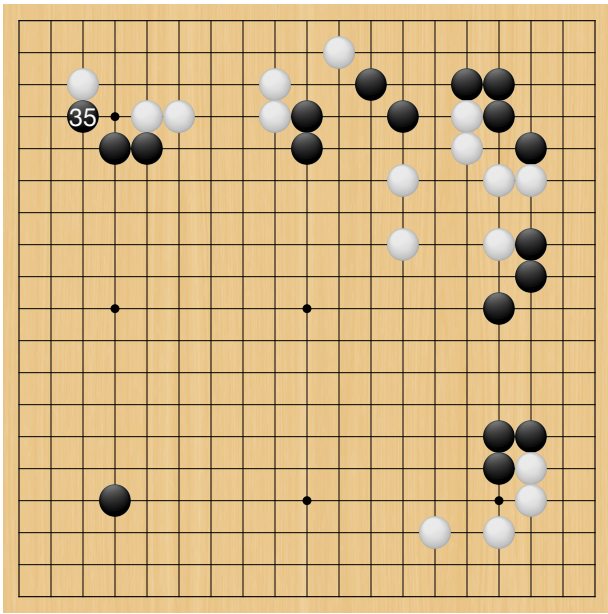


Moves 21–30

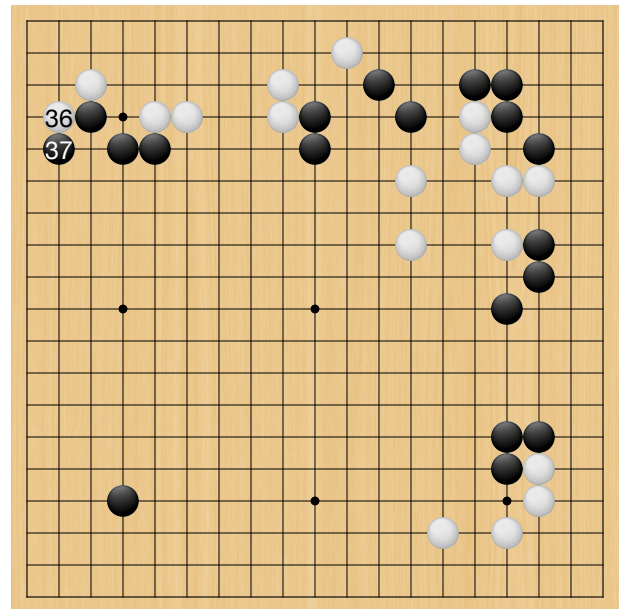
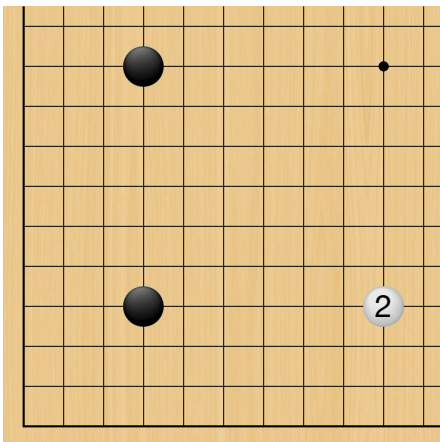
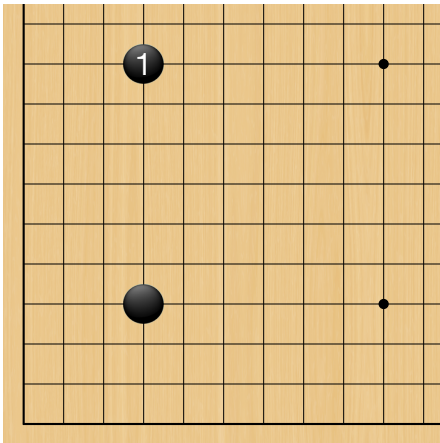
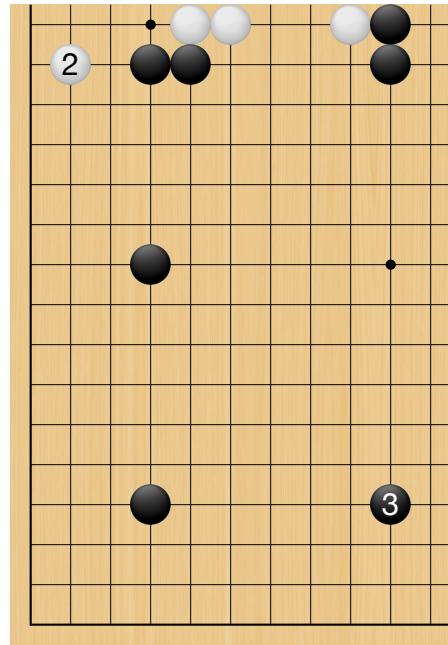


Move 34

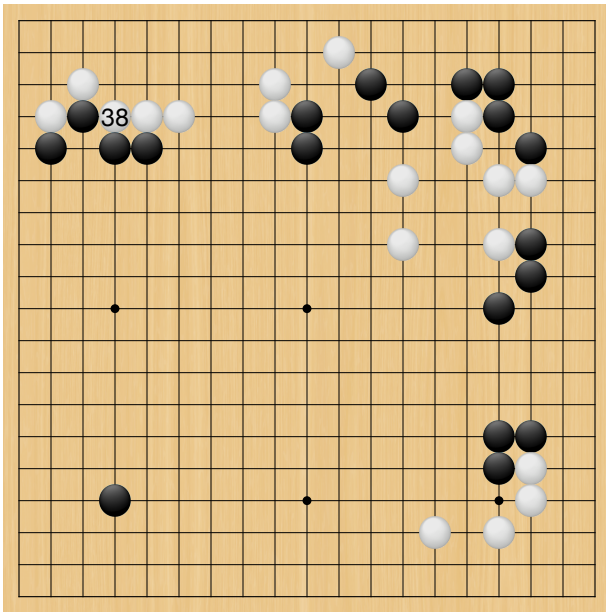
Might have been better to extend around A immediately.



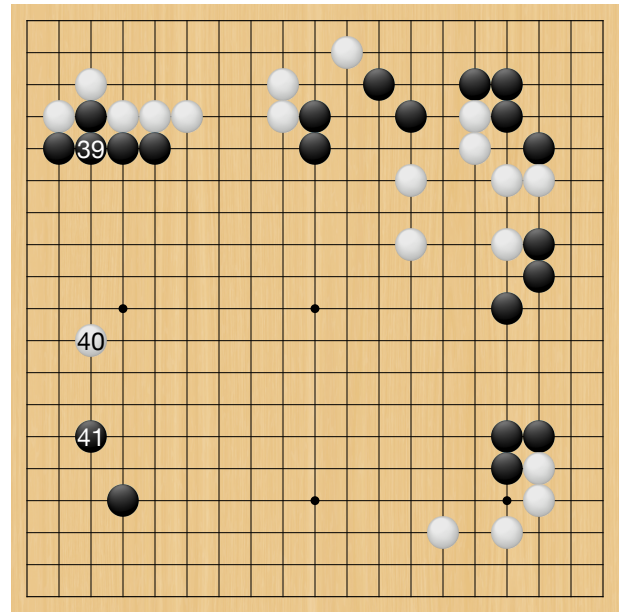
Move 35



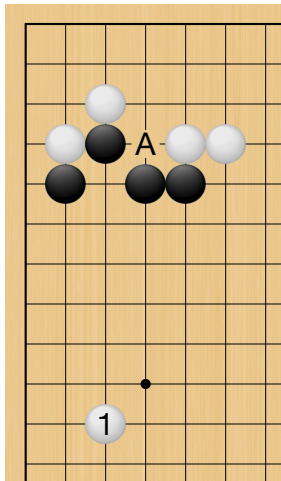
Moves 36-37



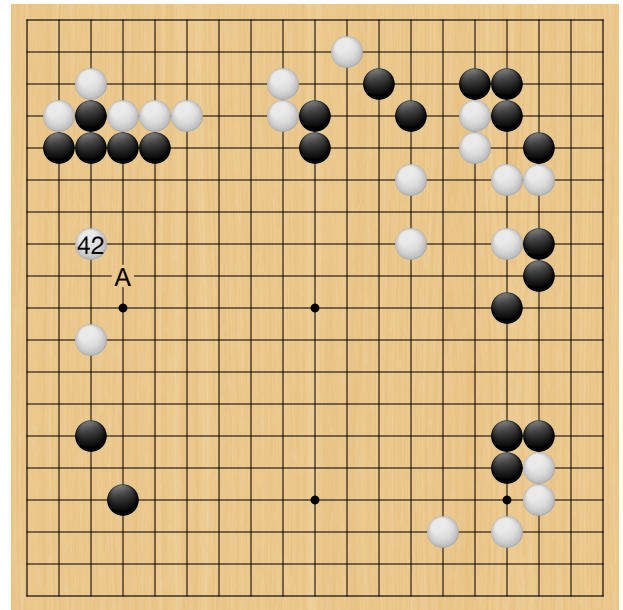
Move 38



Moves 39-41

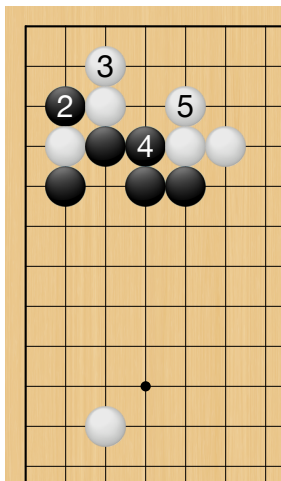


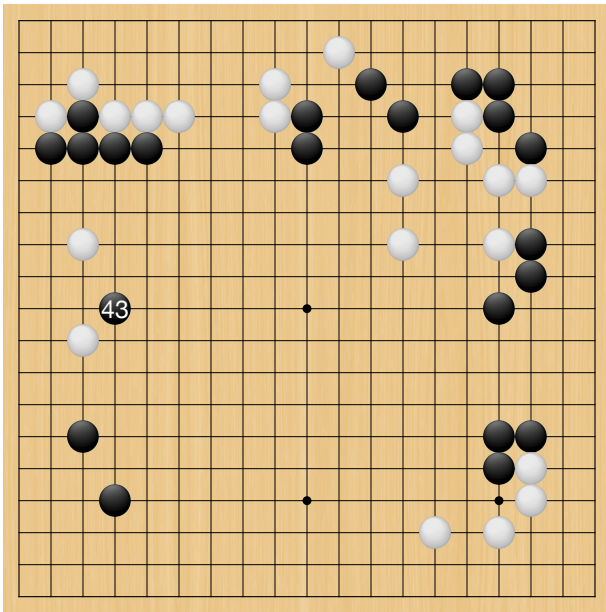
Better to leave the atari at A unplayed to keep a defect in Black's shape.



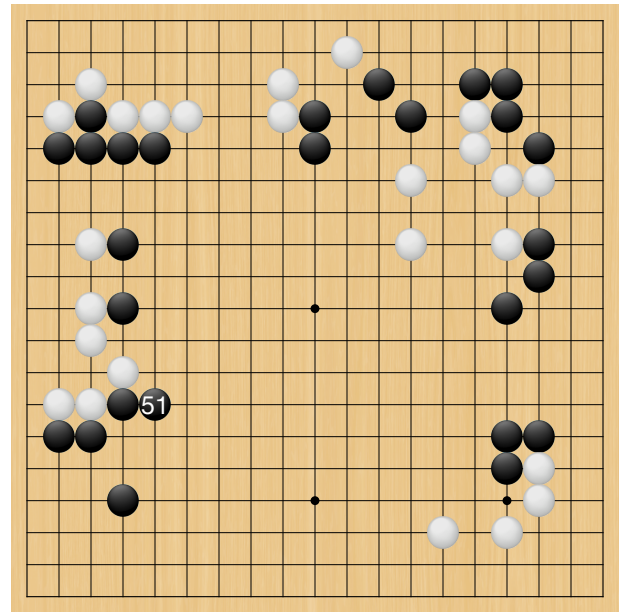
Move 42

Maybe A is better?

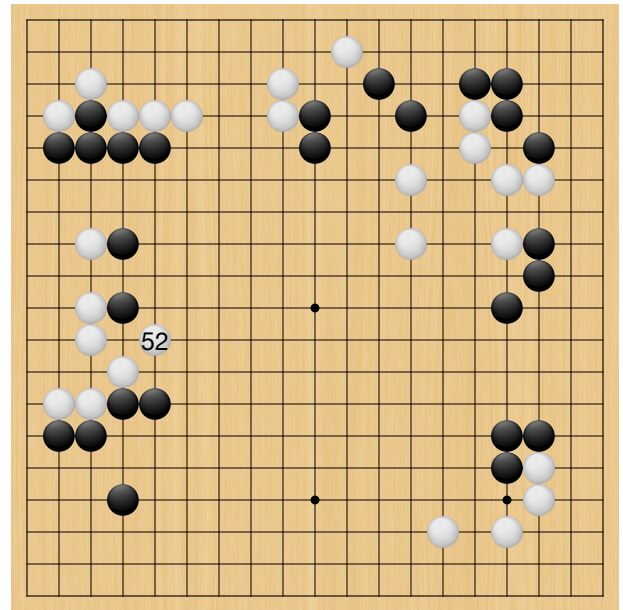
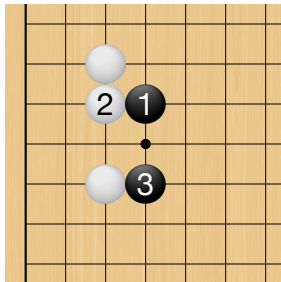




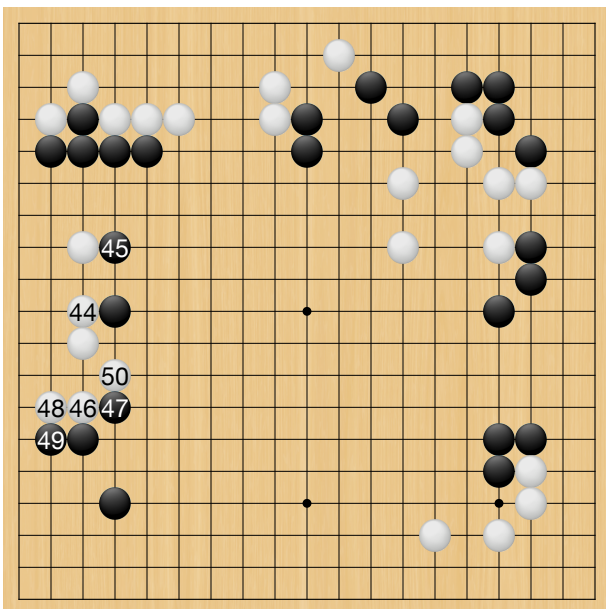
Move 43



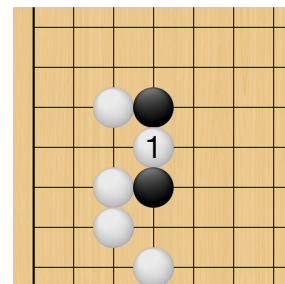
Move 51



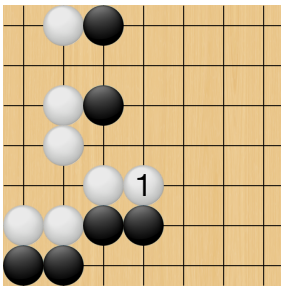
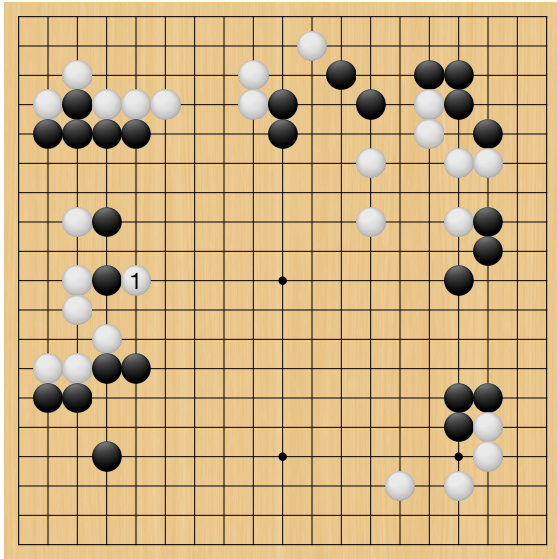
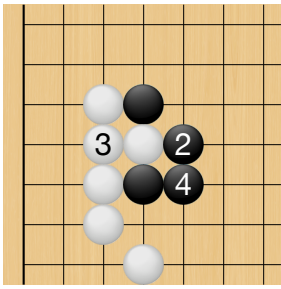
Move 52



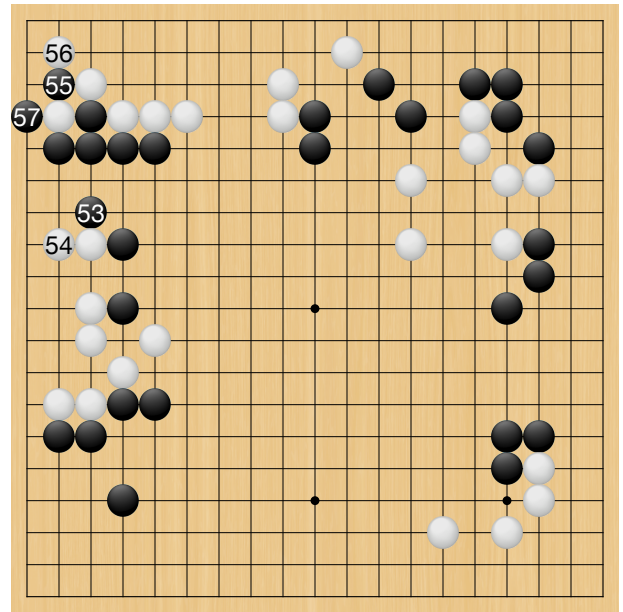
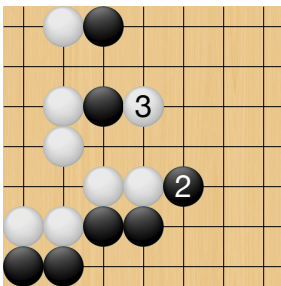
Moves 44-50



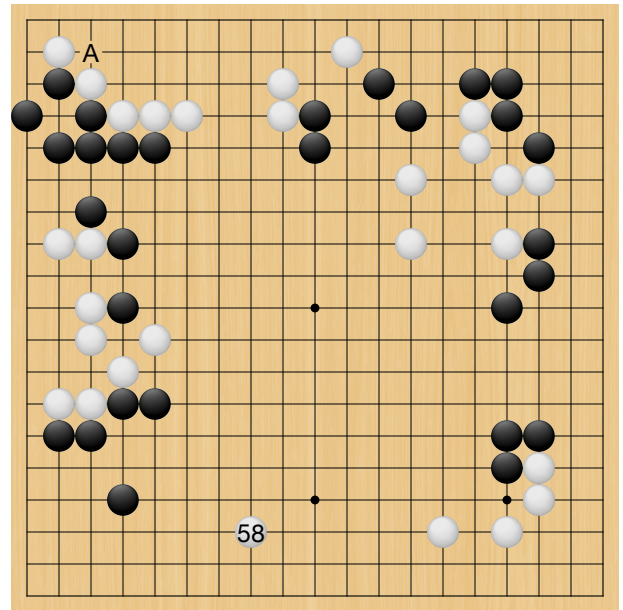
Don't want to do this, as White then has no access to the center.



This might be another option.

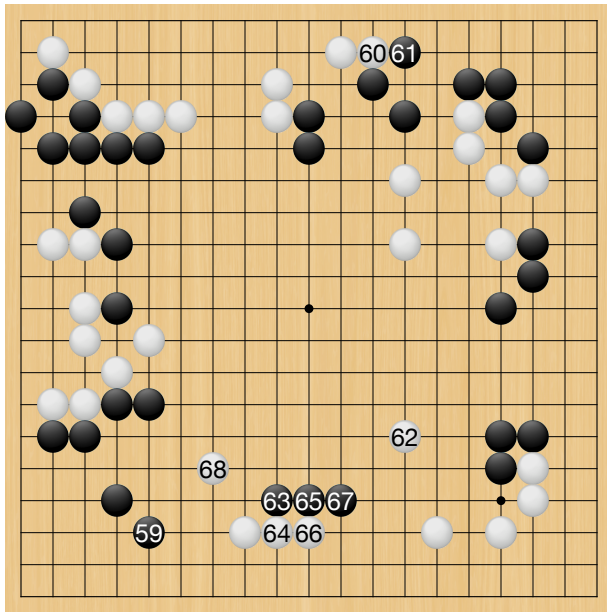


Moves 53–57

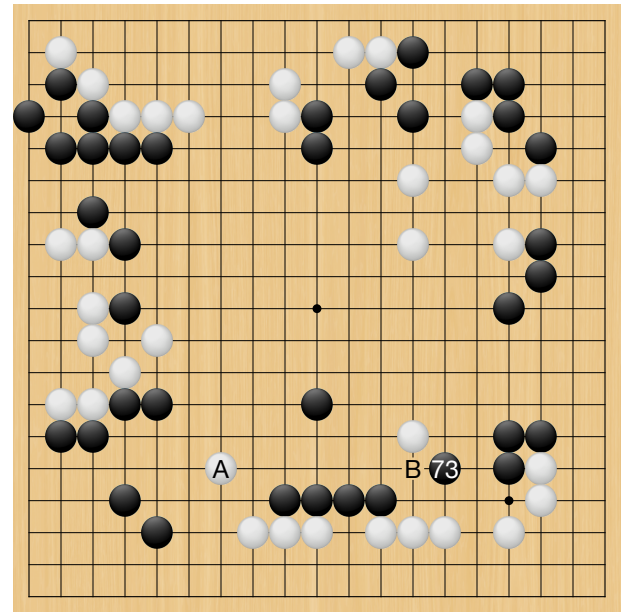


Move 58

A is big, but I think I'd fall behind if Black plays first at the bottom.

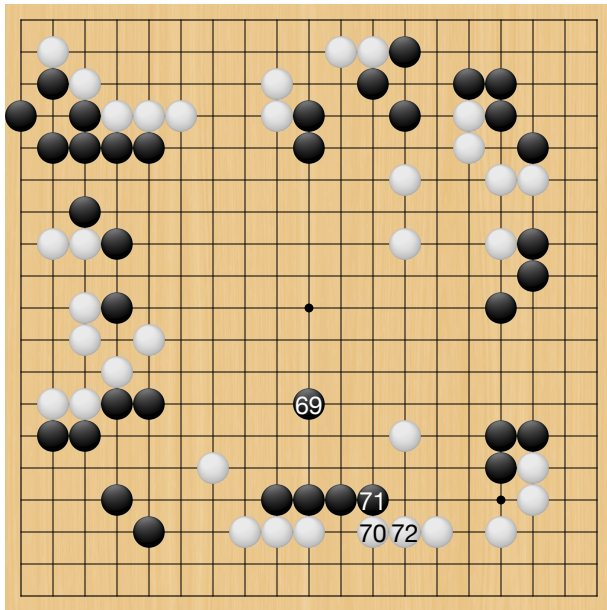


Moves 59–68

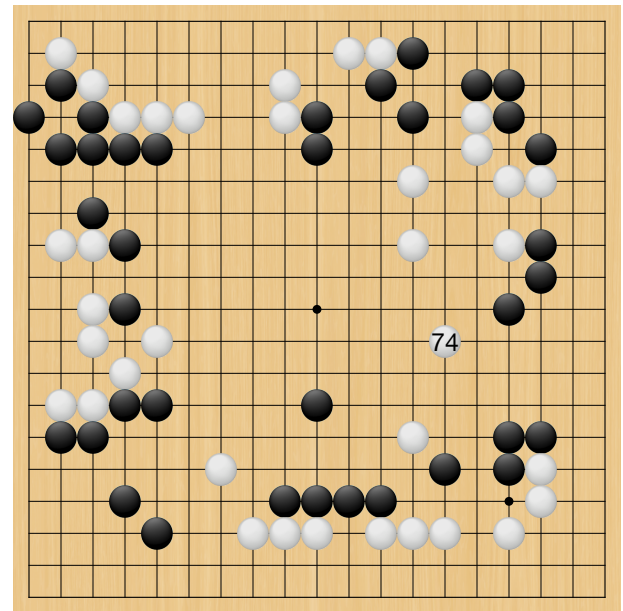


Move 73

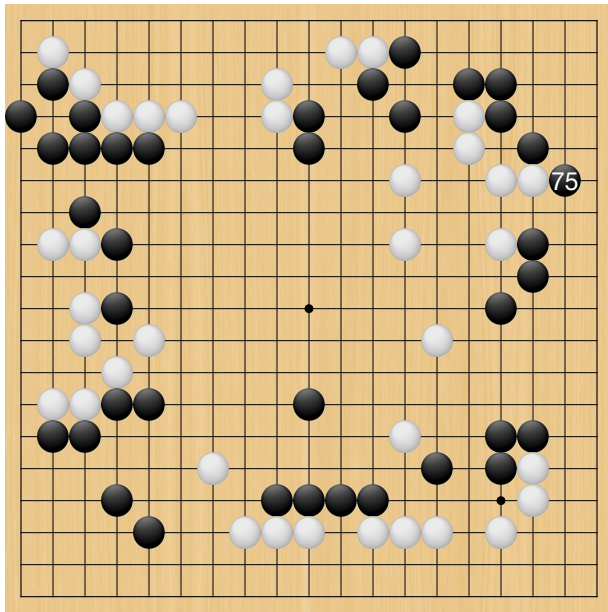
With this, White has gotten some points at the bottom, and the Black wall toward the center doesn't work well due to the stone at A and the possible cut at B.



Moves 69–72

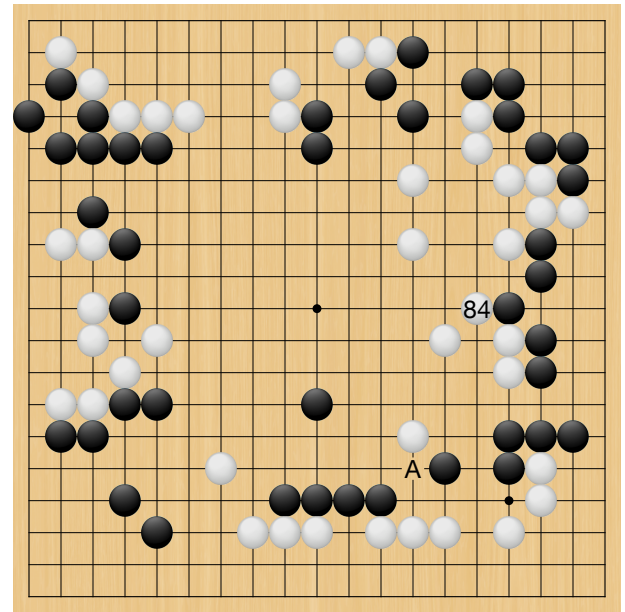


Move 74



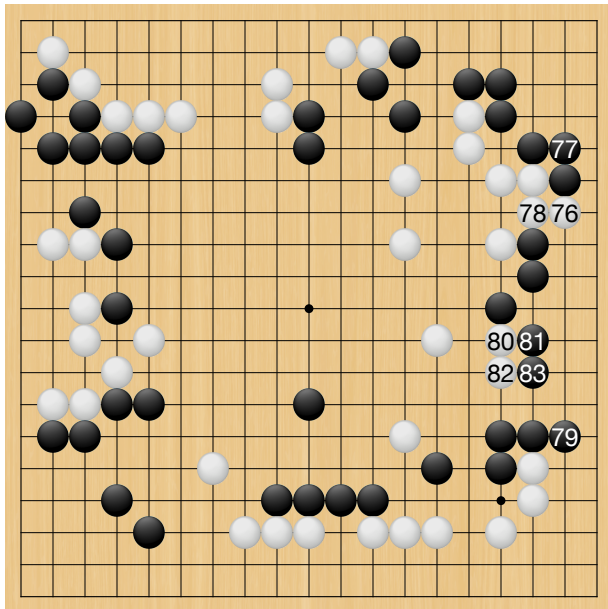
Move 75

Oscar said that in some previous games he had kept fighting when he was ahead (and then lost) instead of just playing endgame and winning. In this game he over-compensated by starting to play endgame moves too early, there's more fighting to be done.

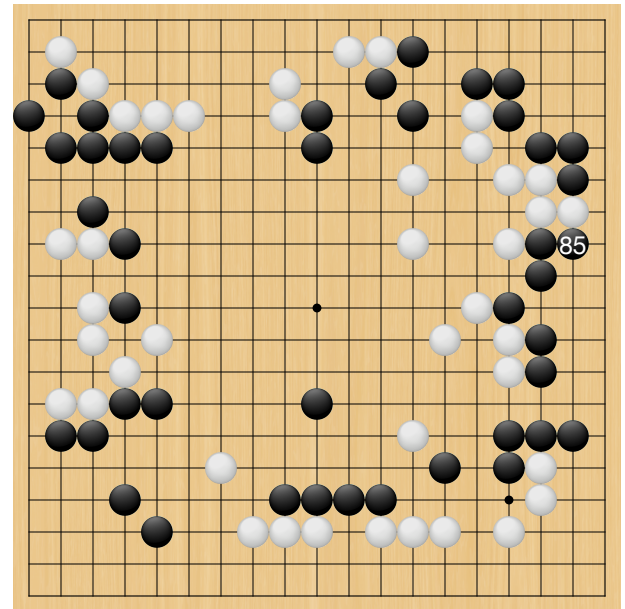


Move 84

I'm happy to get my group some more shape, and prepare for the cut at A.

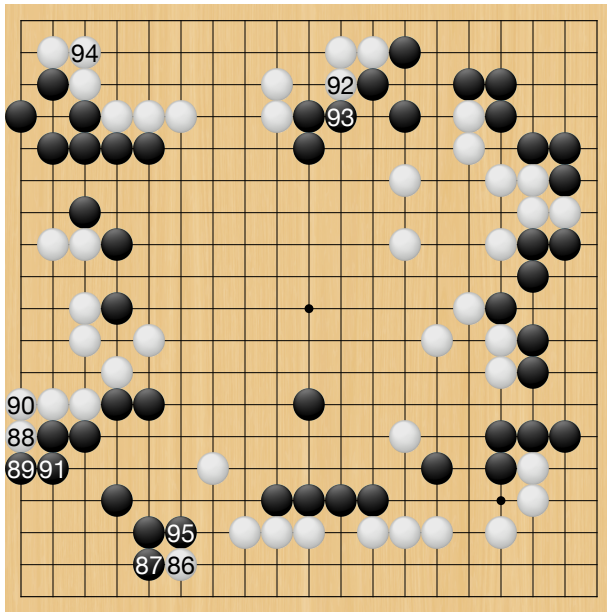


Moves 76-83

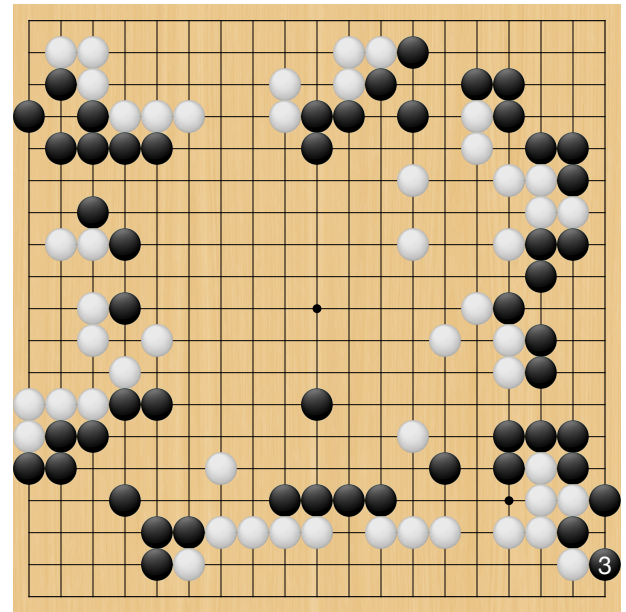


Move 85

This move is too small at this point.

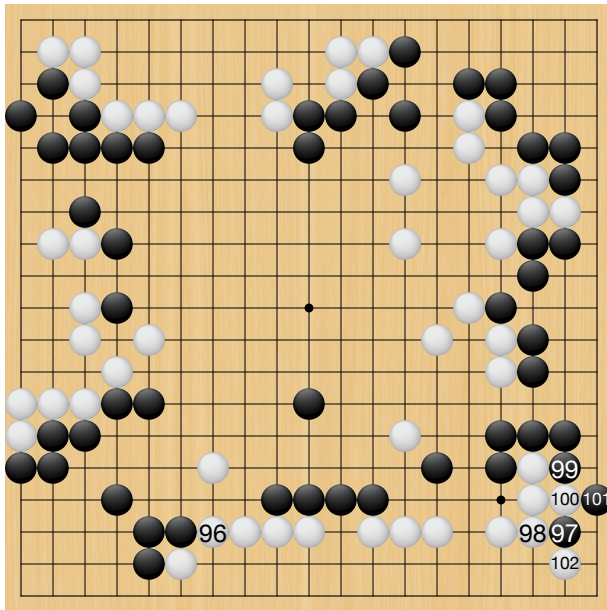


Moves 86–95

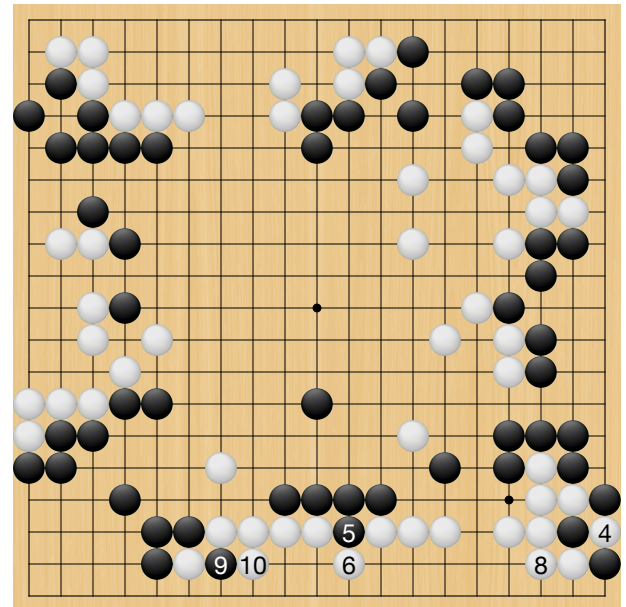


Move 103

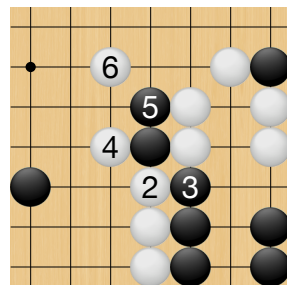
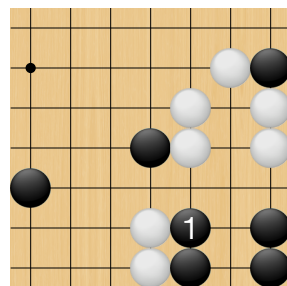
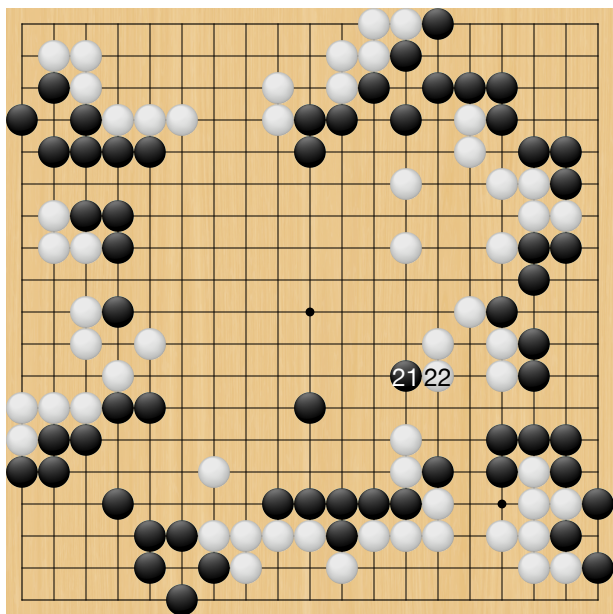
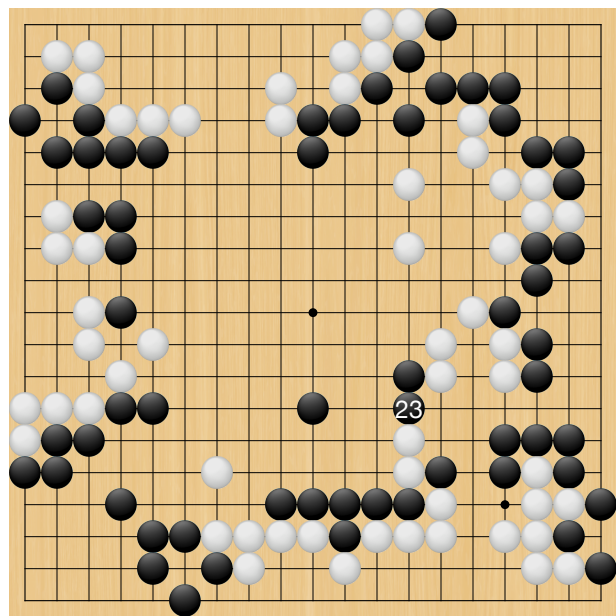
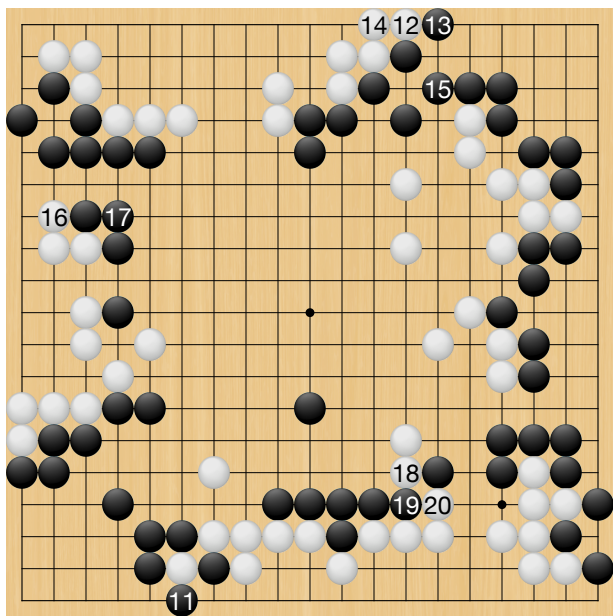
Black has many more ko threats, so can't really fight this ko, but still always want to take it once so opponent wastes a ko threat.

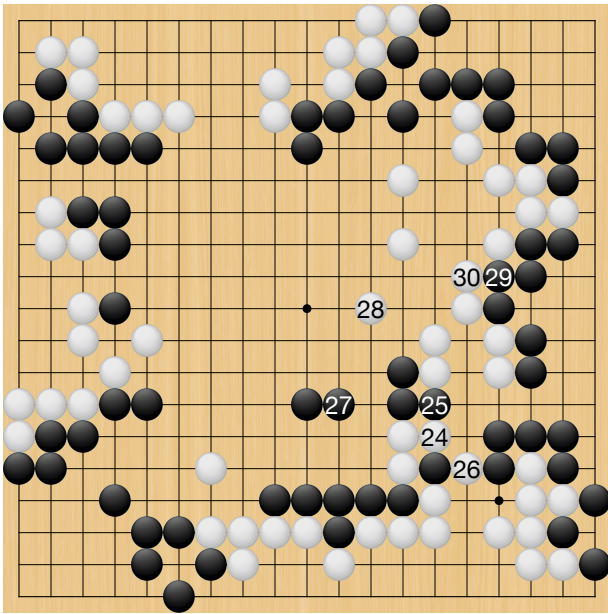


Moves 96–102

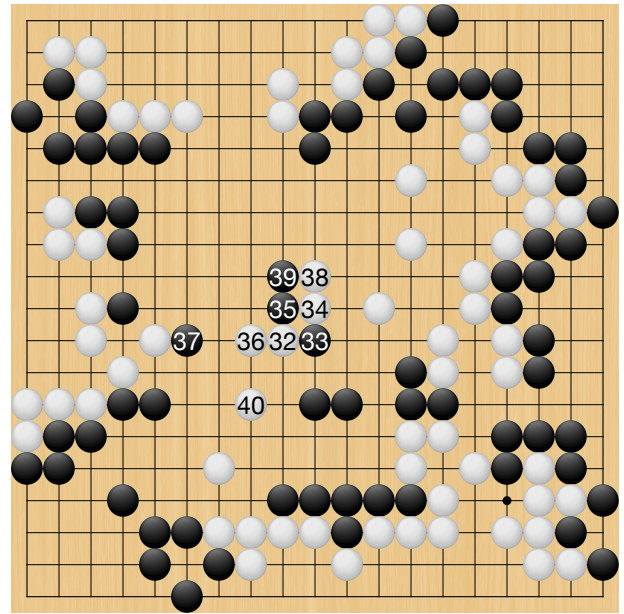


*Moves 104–110
107: ko*

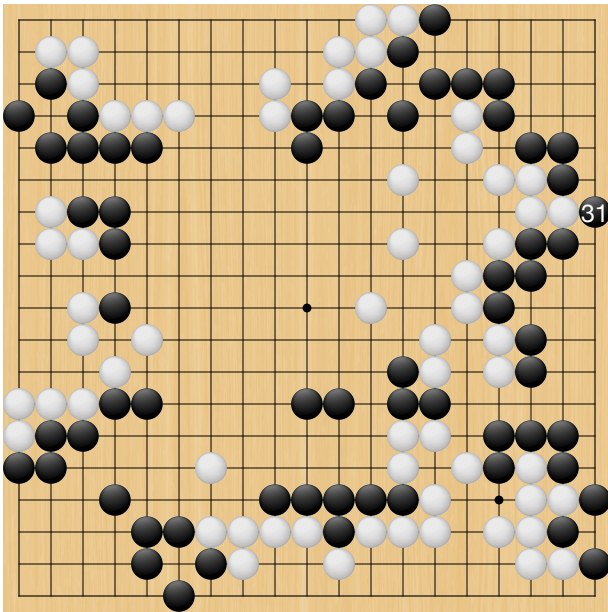




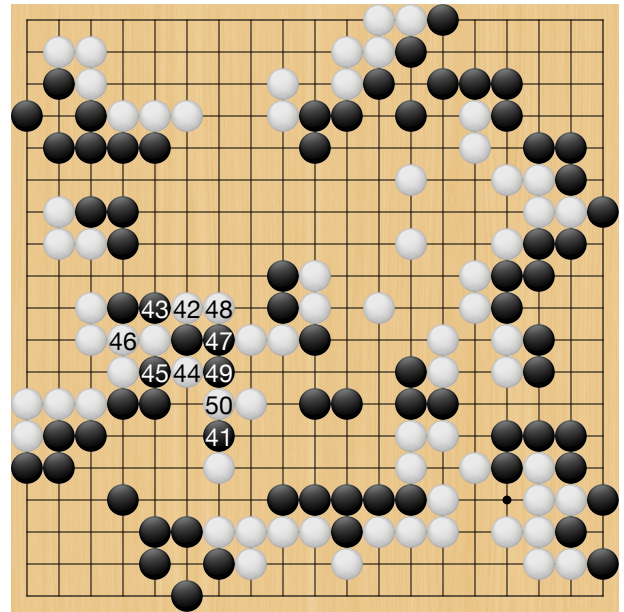
Moves 124–130



Moves 132–140

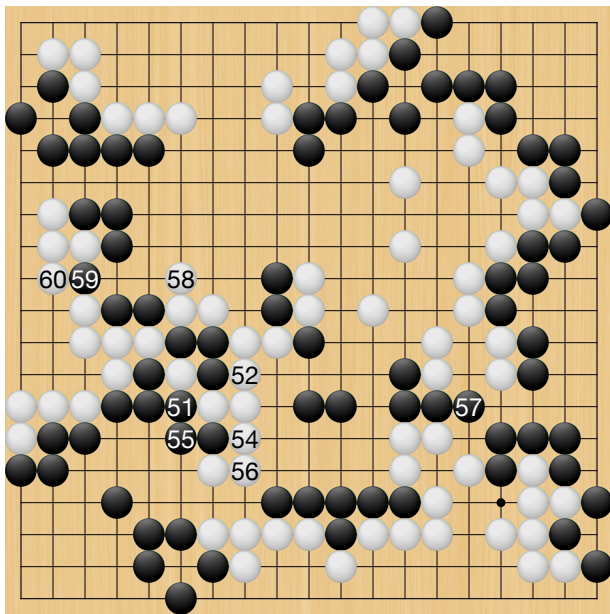


Move 131

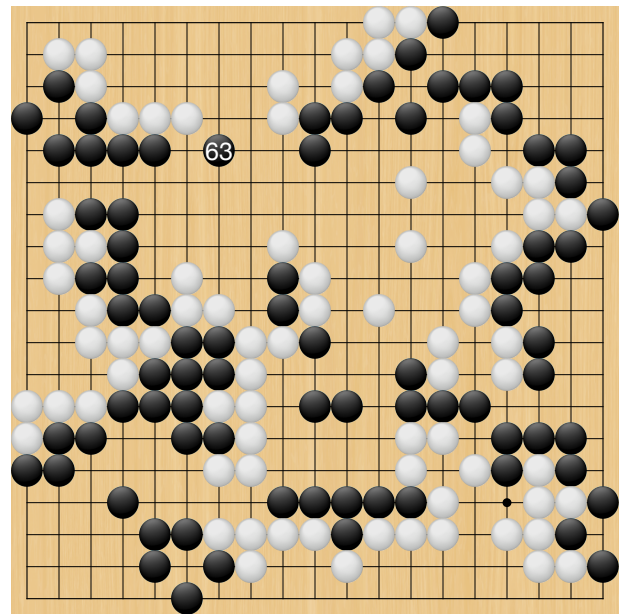


Moves 141–150

Another poorly timed endgame move.



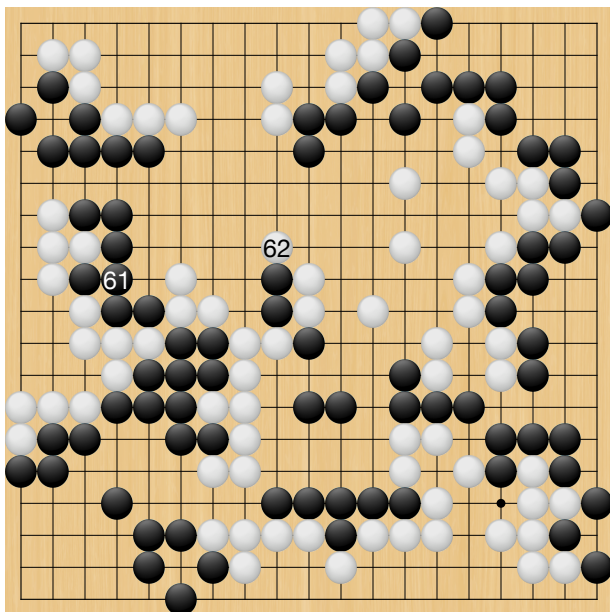
*Moves 151–160
153: connects*



Move 163

Black resigned soon after this.

163 moves. Anders Kierulf wins by resignation.



Moves 161–162

2014-04-21b

White: César Lextrait 3d

Black: Anders Kierulf 3d

Komi: 7½ points

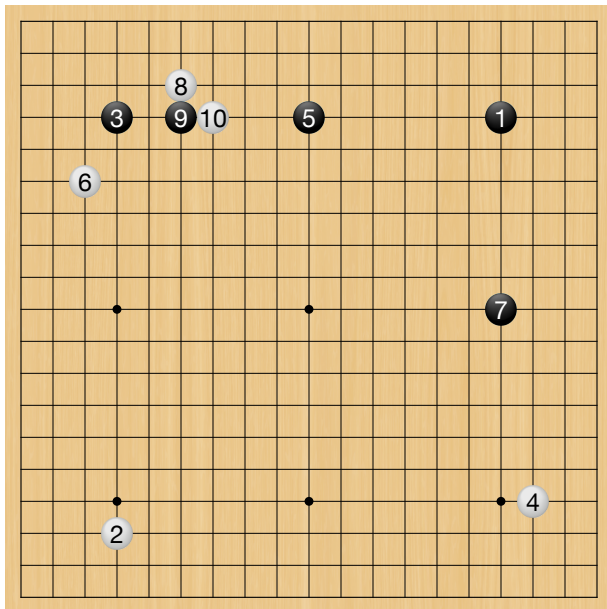
Date: 2014-04-21

Place: Paris

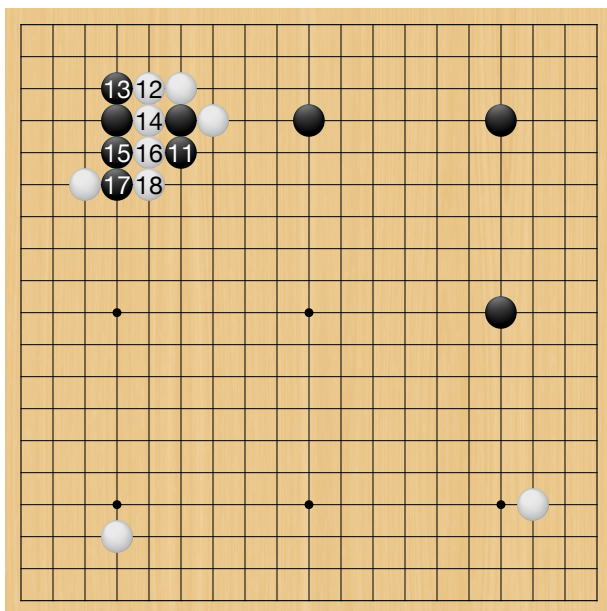
Event: Paris 2014

Round: 6

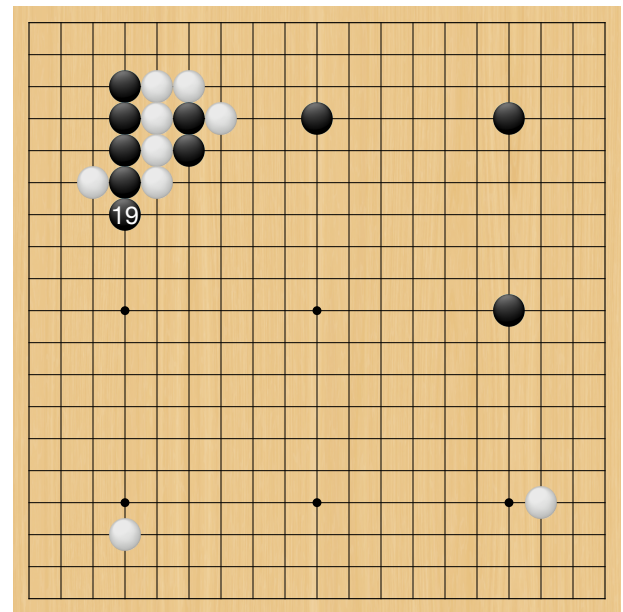
Comments based on analysis with opponent after the game.



Moves 1-10

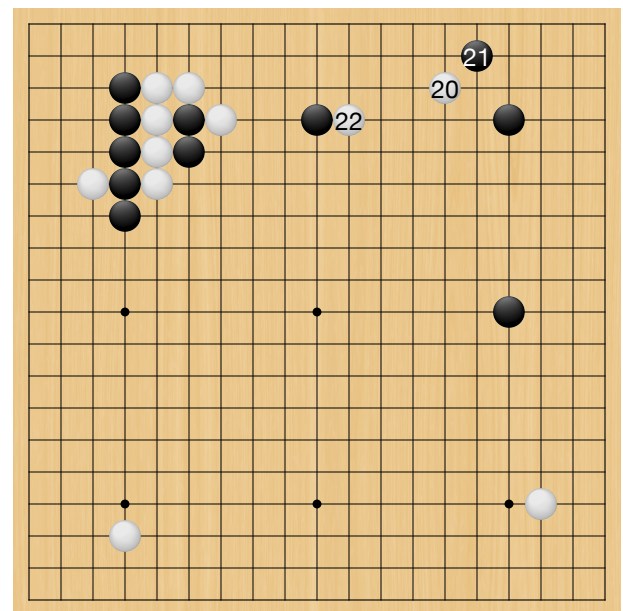


Moves 11-18

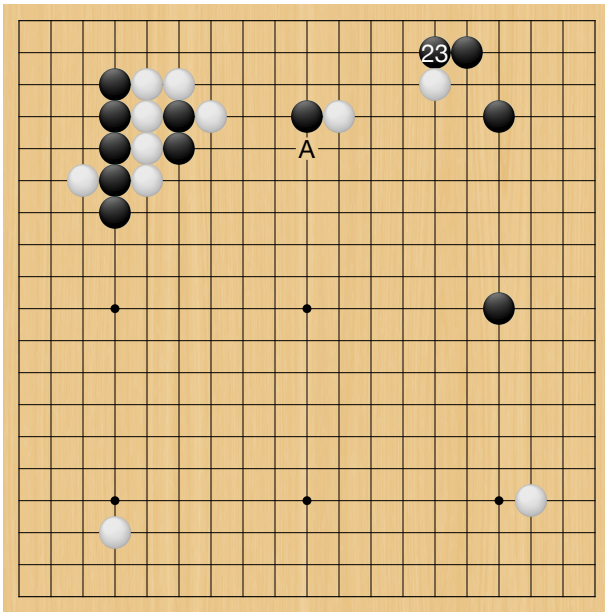


Move 19

I liked this result, getting some secure territory in the top left, and my two stones still having a bit of aji.

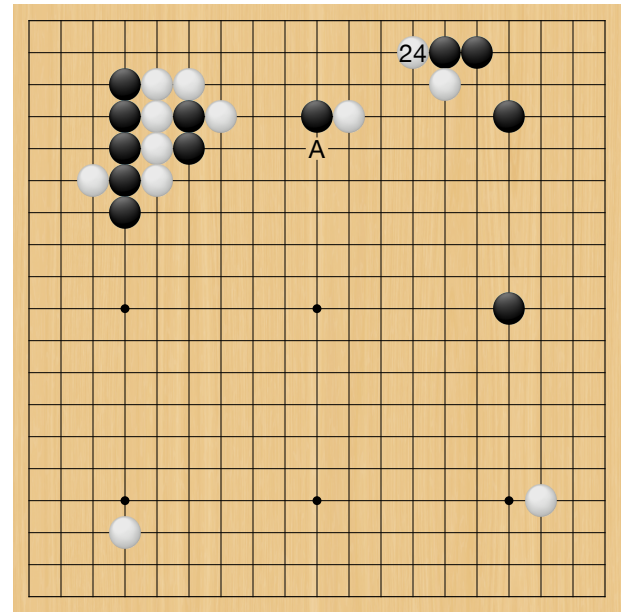


Moves 20-22



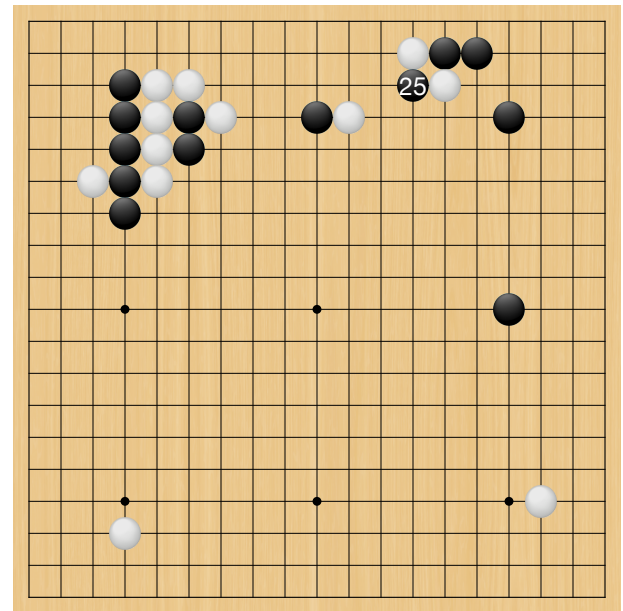
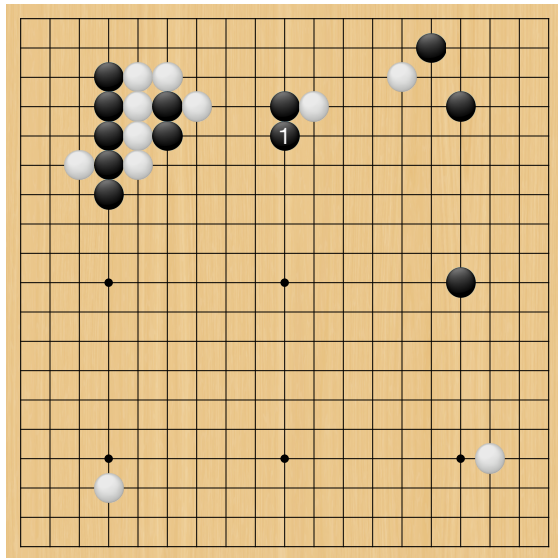
Move 23

Probably better to play at A, simply splitting the two White groups.

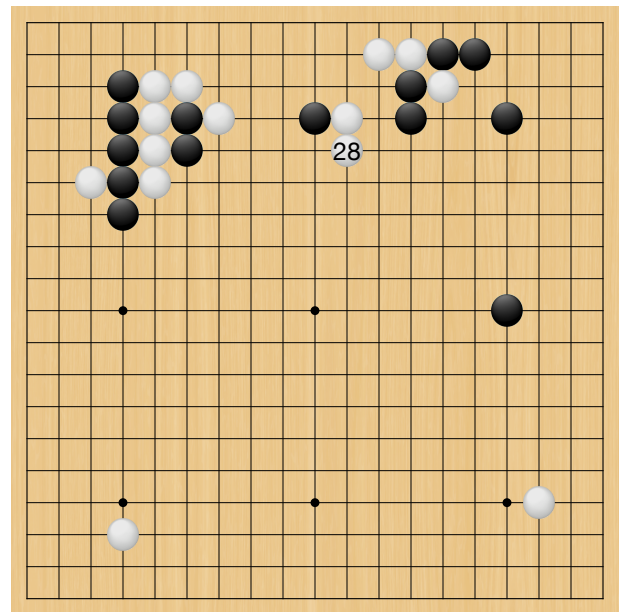
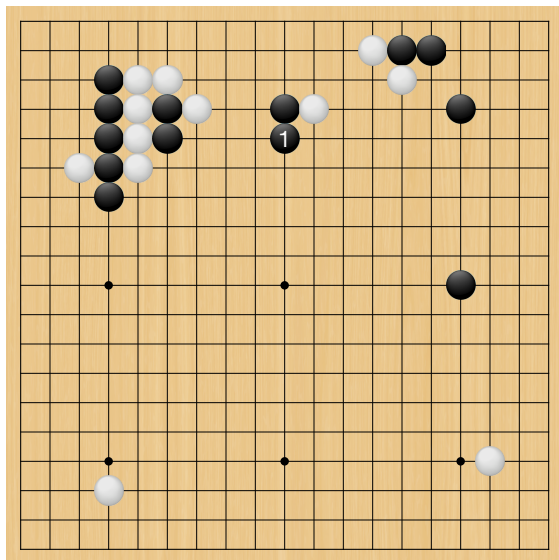


Move 24

Should still have just extended at A. Not sure why this simply move didn't occur to me, was looking at all the different hanes and not seeing anything I liked.

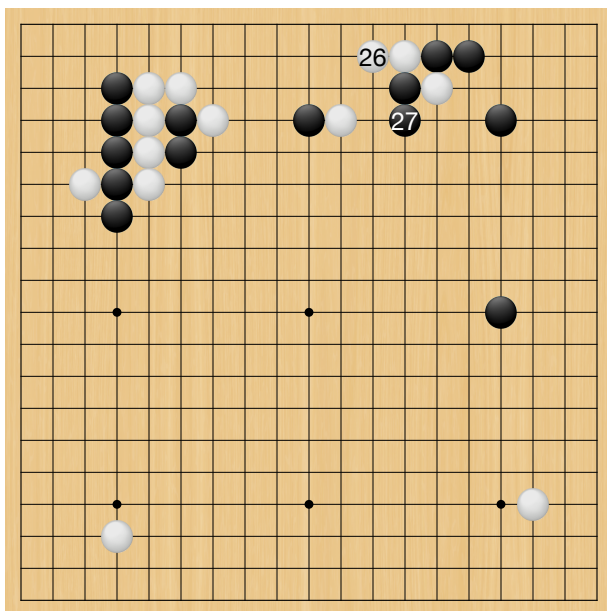


Move 25

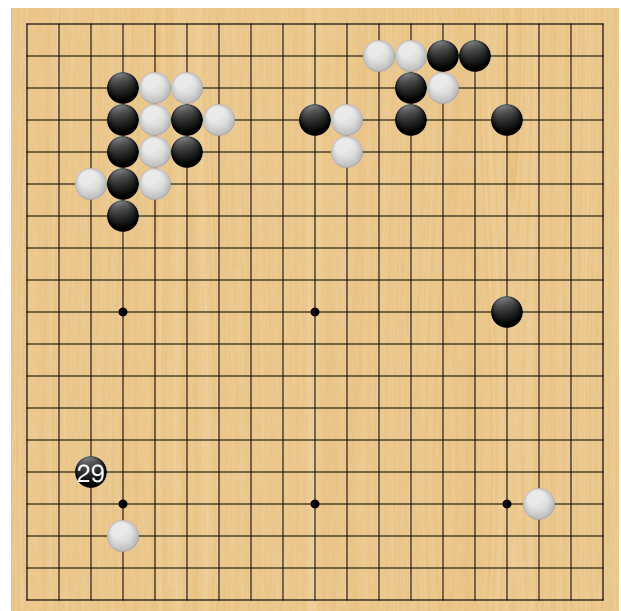


Move 28

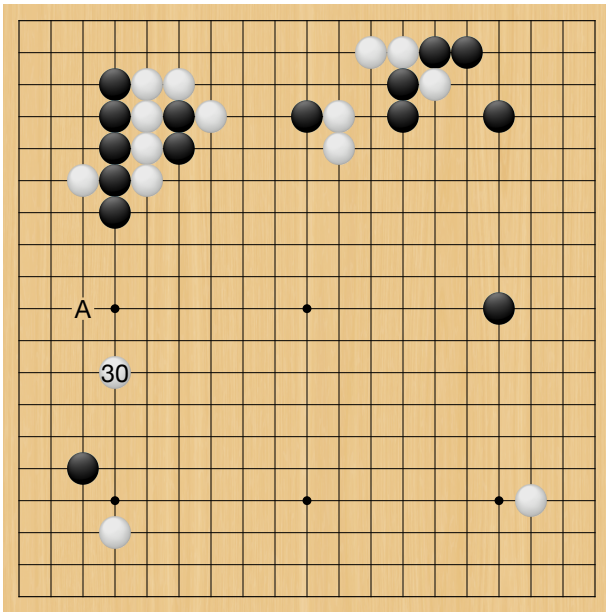
My top right corner still has some aji, and White's group at the top has gotten a lot more secure, so not a good result for Black.



Moves 26-27

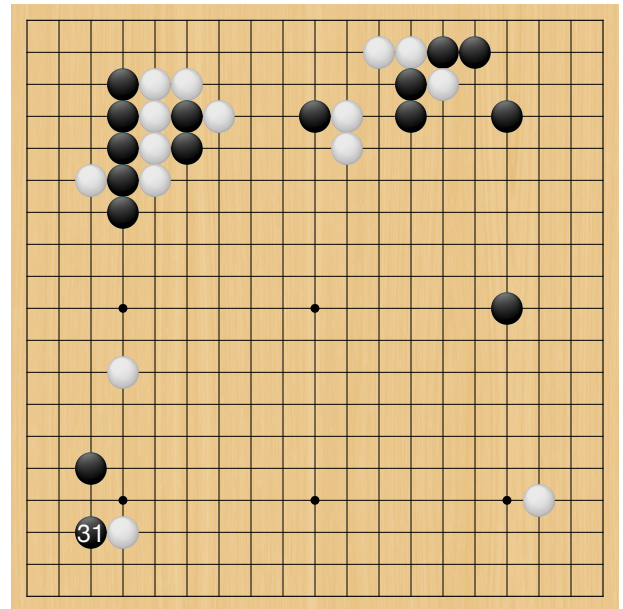
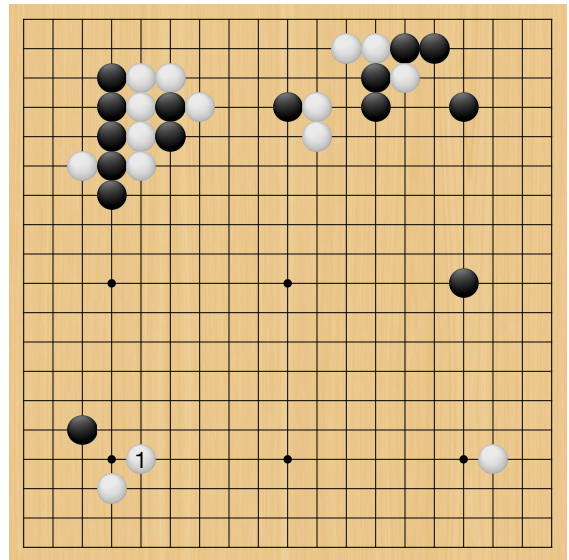
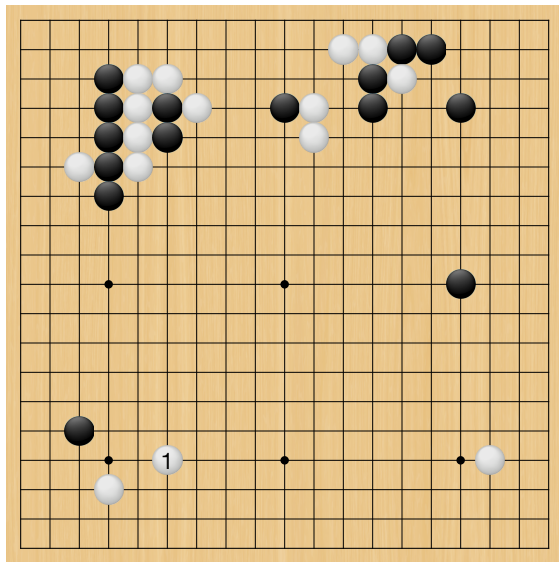


Move 29

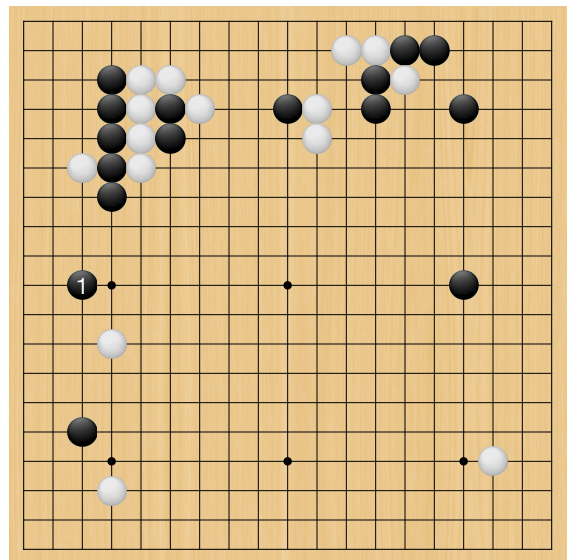


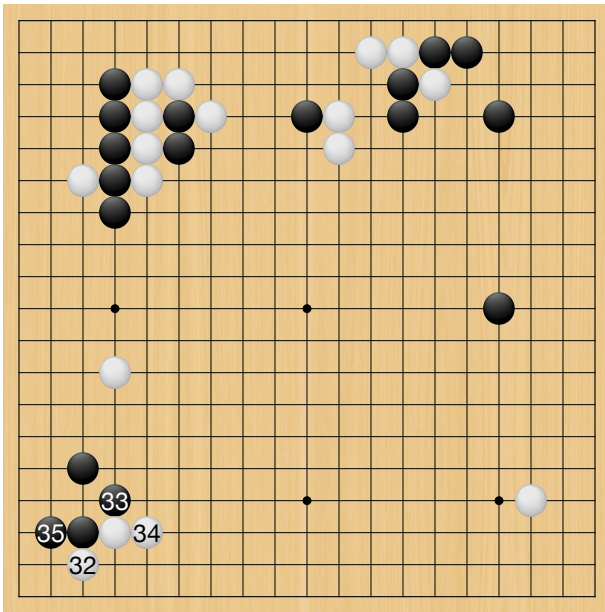
Move 30

Maybe I should just have played A.

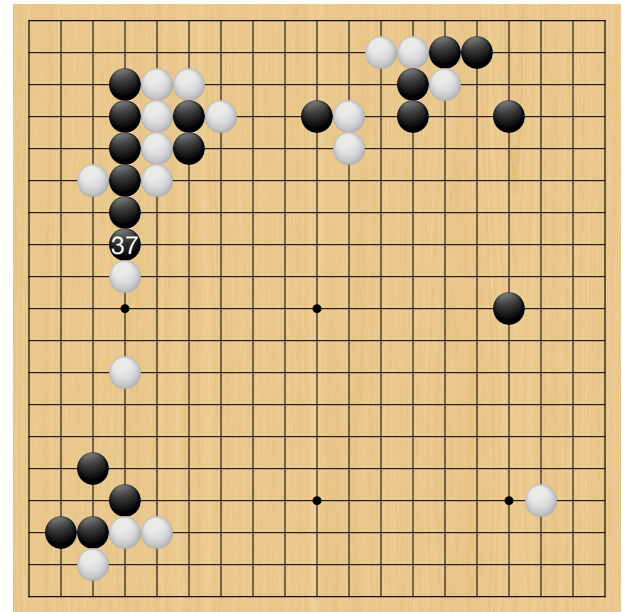


Move 31

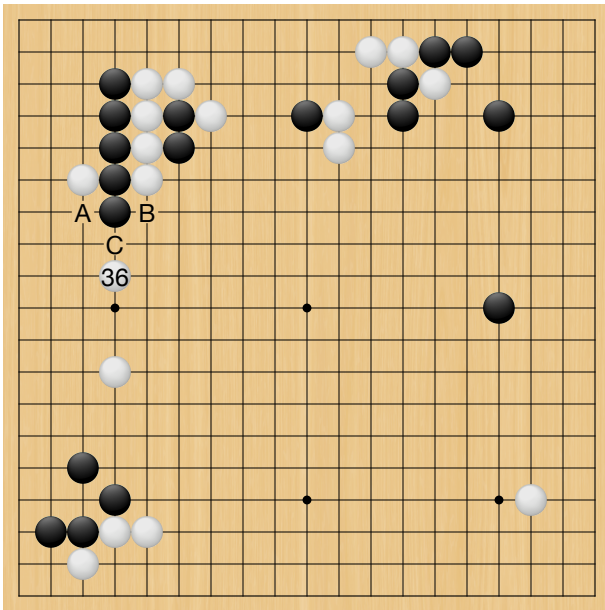




Moves 32–35

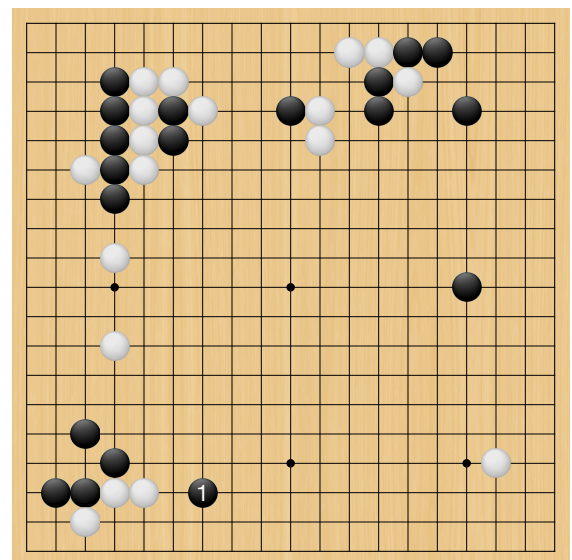
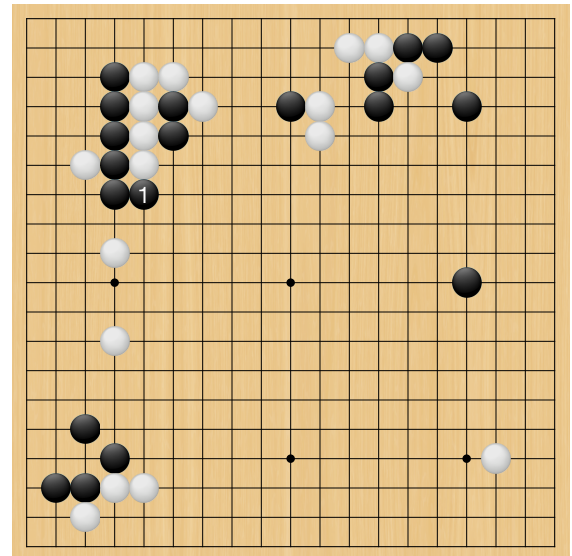


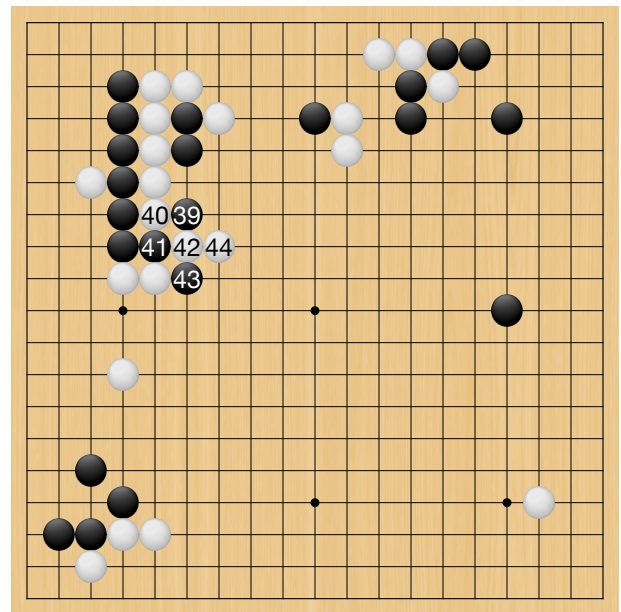
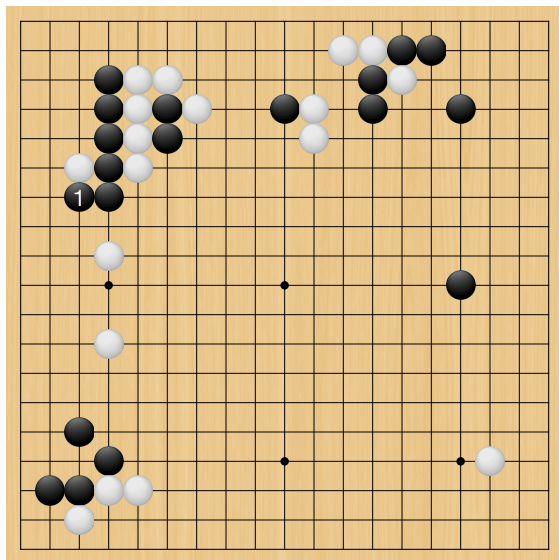
Move 37



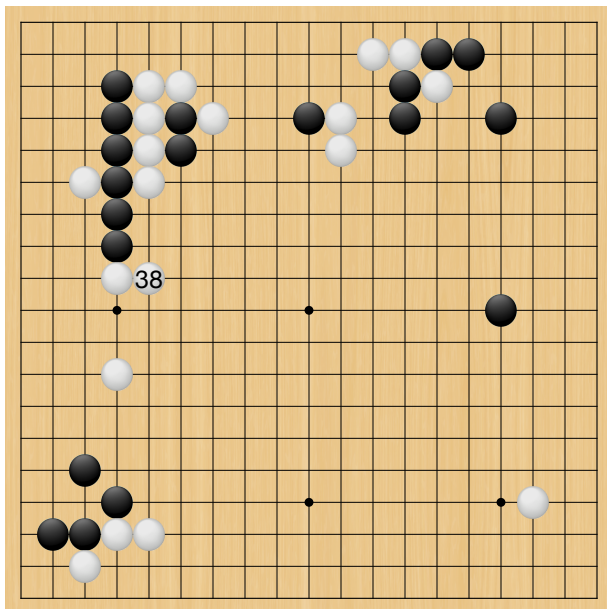
Move 36

I think either A or B would have worked here, with different tradeoffs. I looked at both of those, and then figured I could play C and help both the edge and the center. Of course, it didn't help either.



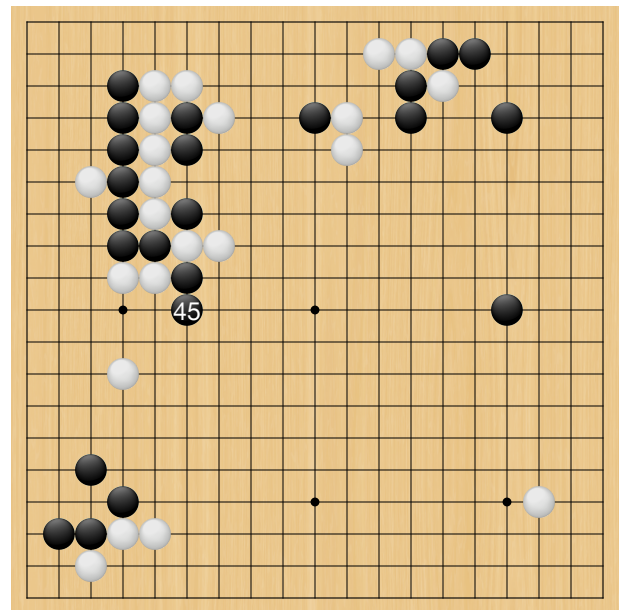


Moves 39–44



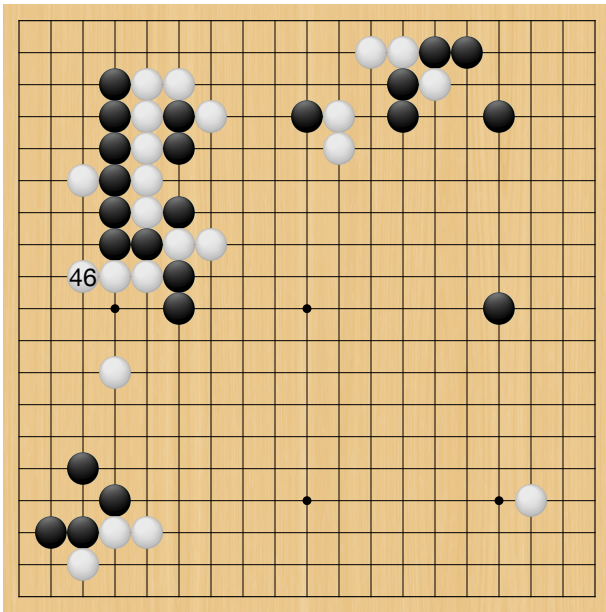
Move 38

I can cut, but I end up with weak cutting stones between two strong groups. Not a good choice.

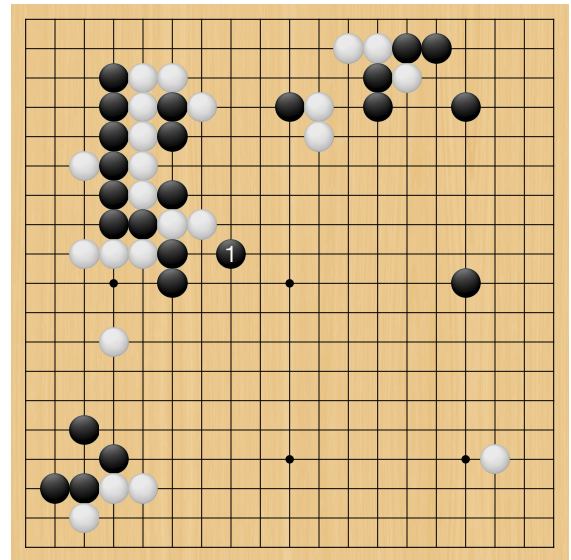


Move 45

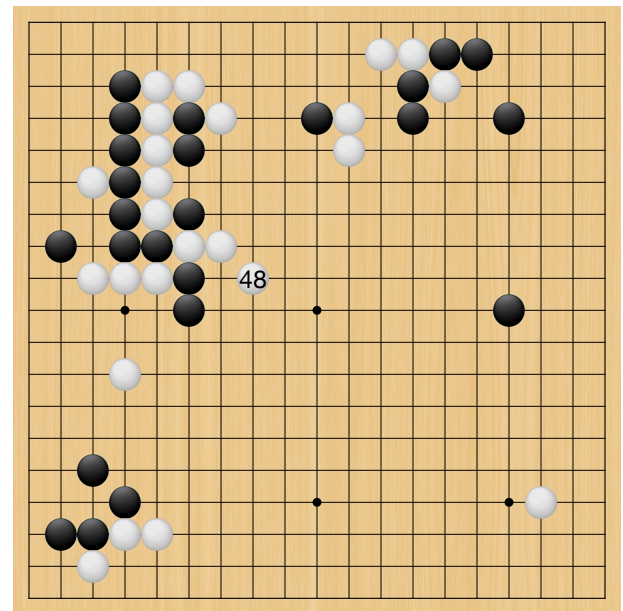
And any remaining aji in the top White group is dwindling.



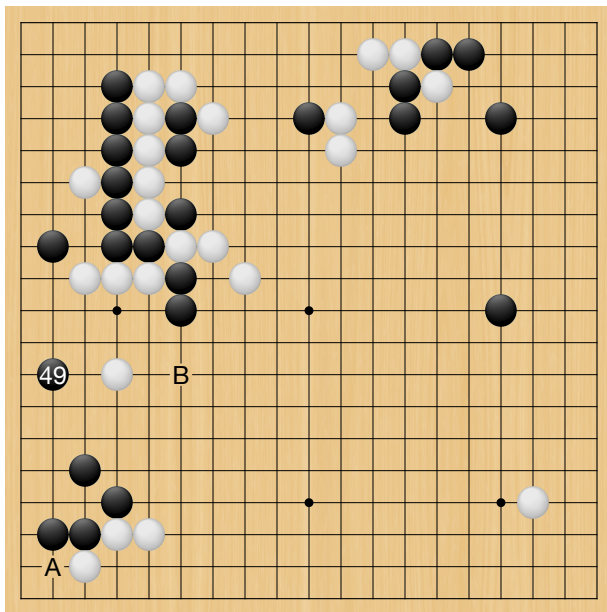
Move 46



Move 47

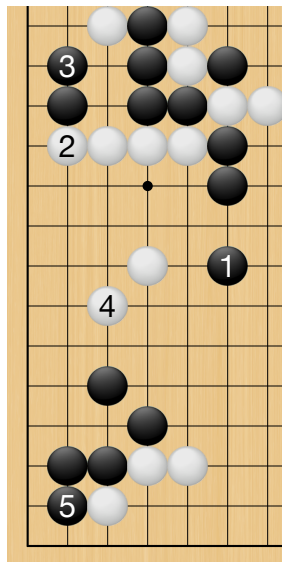


Move 48

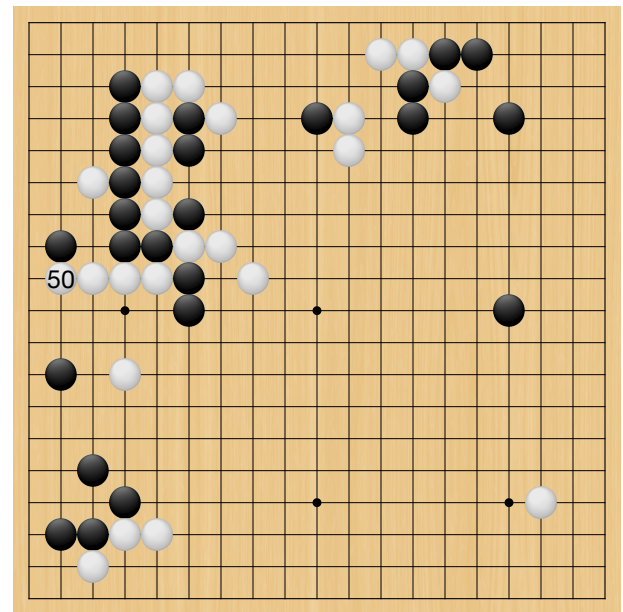


Move 49

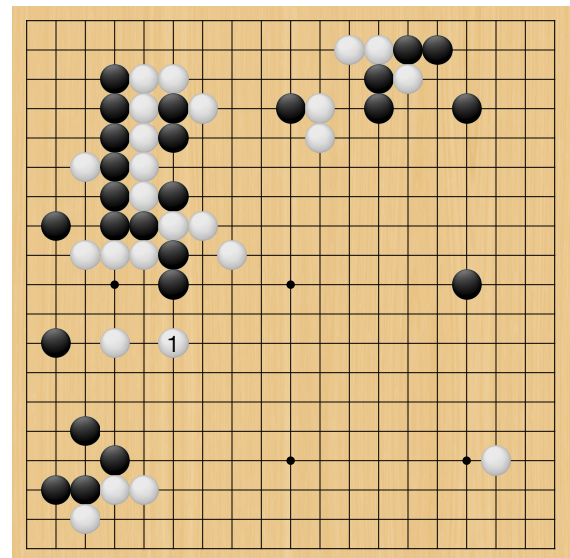
My group can live with A, so might be better to protect the cutting stones with B.

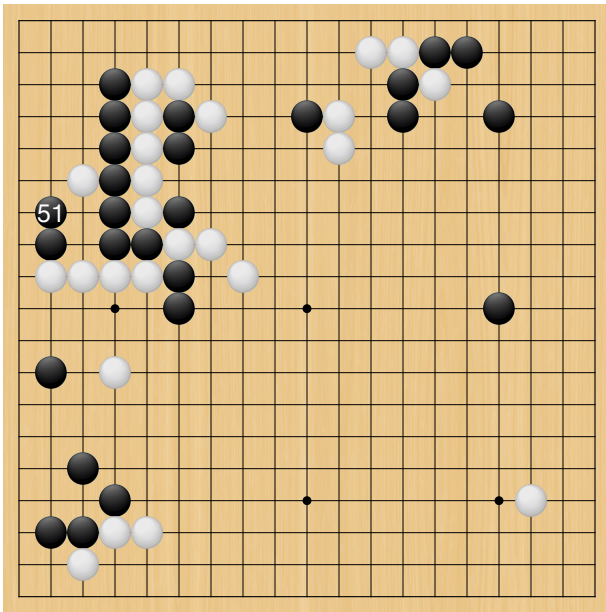


At least White is surrounded and has to make life.

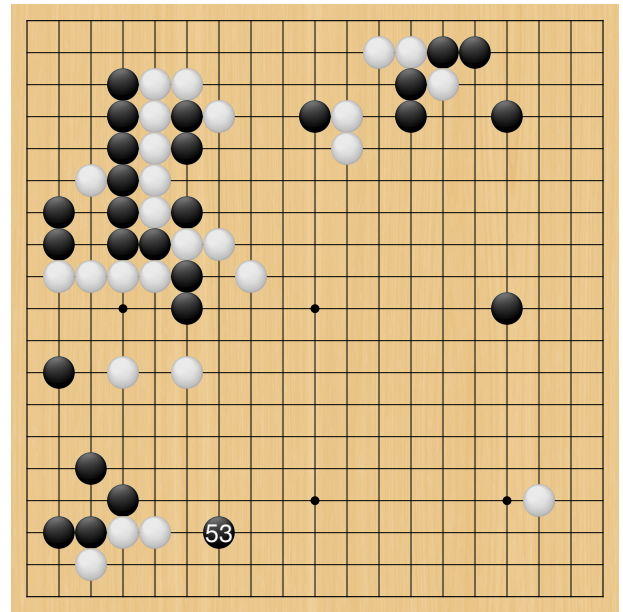


Move 50

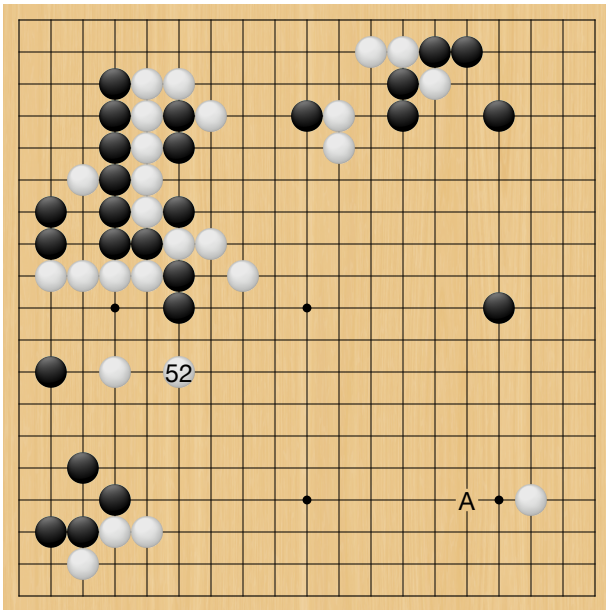




Move 51

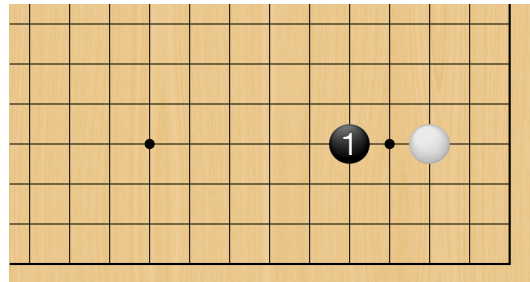


Move 53

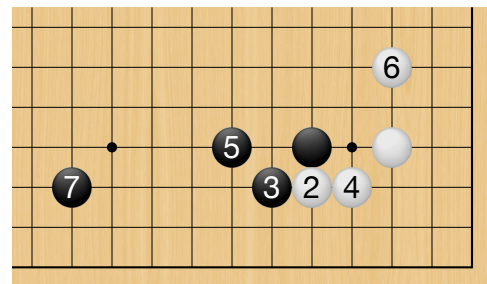
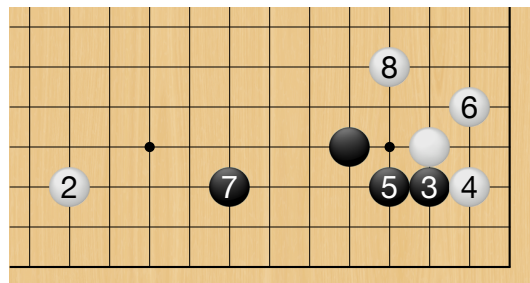


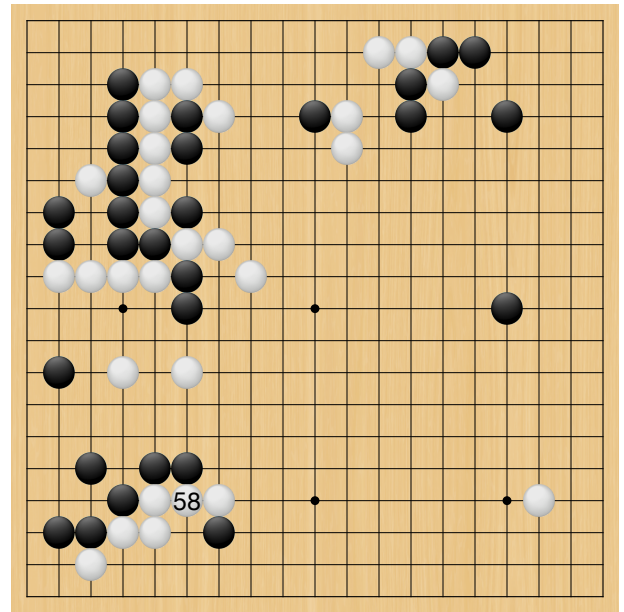
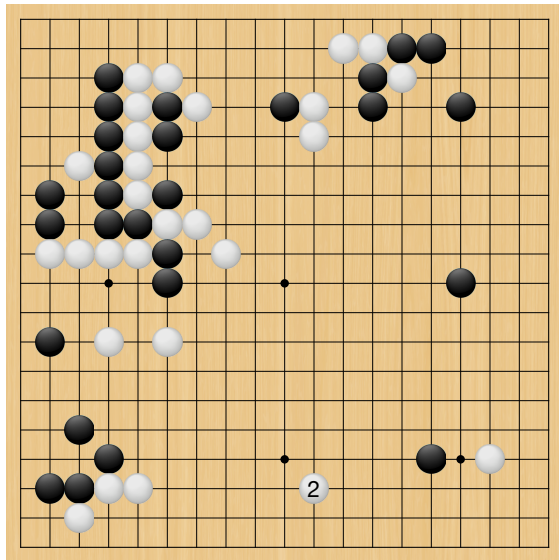
Move 52

César thought simply playing A at this point might be better.

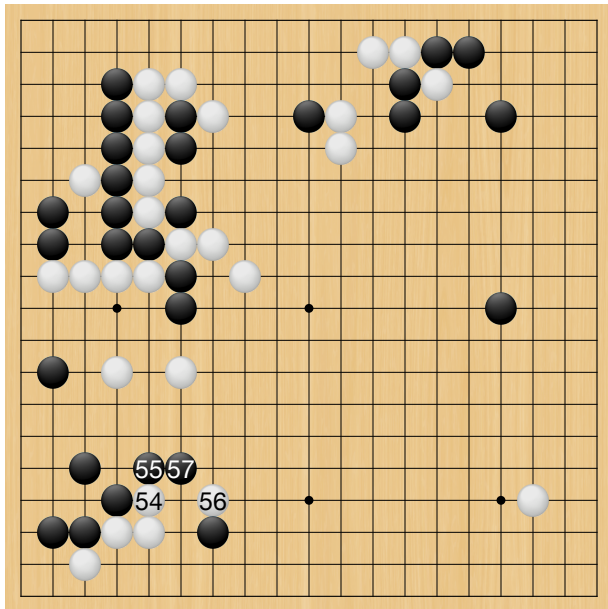


Not clear what White's best continuation is.

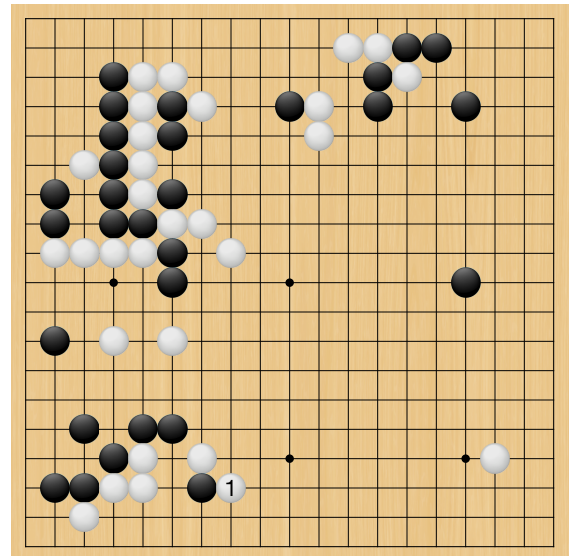


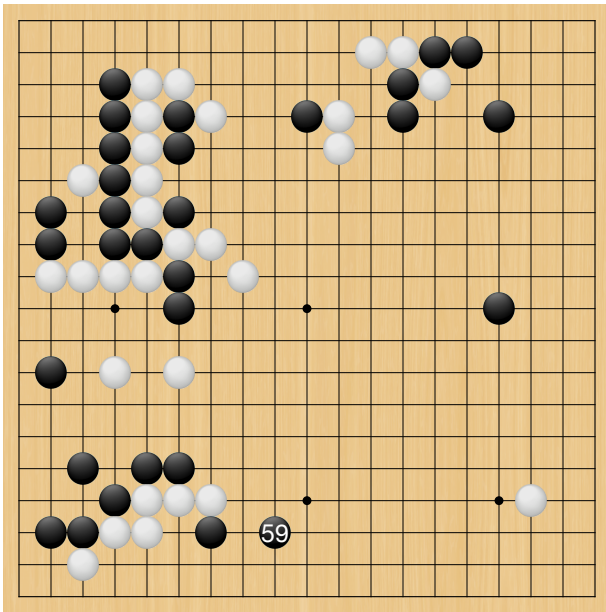


Move 58

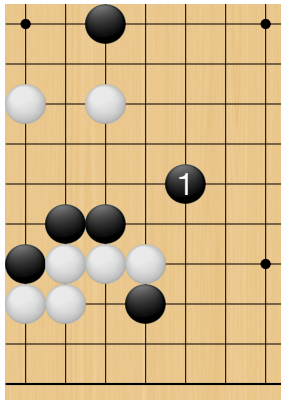


Moves 54-57

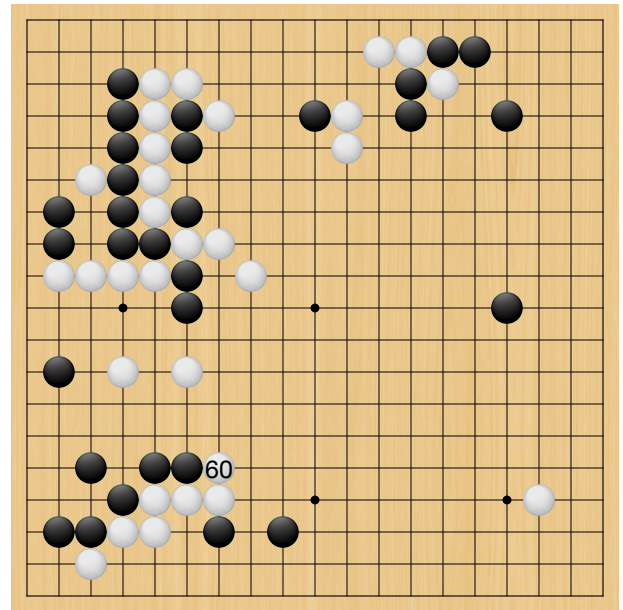
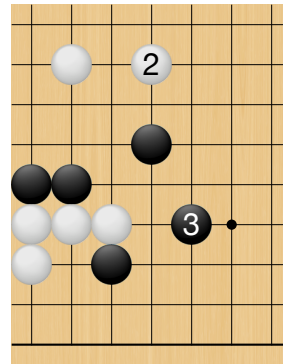
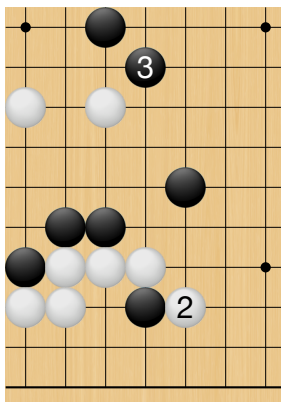




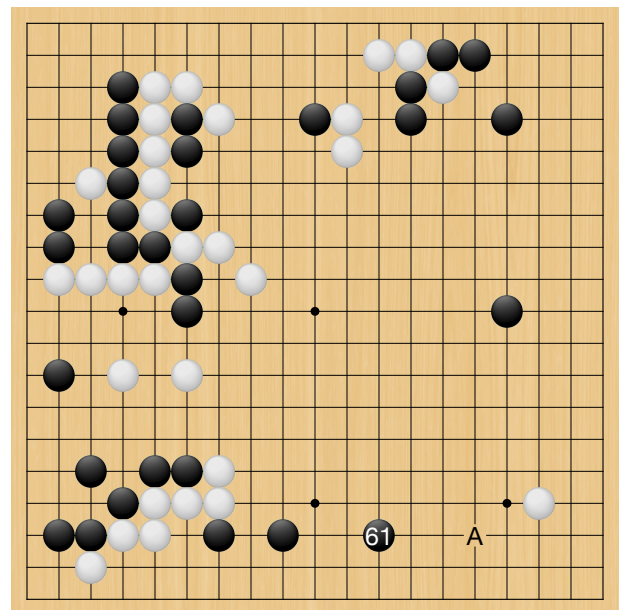
Move 59



This might be better, threatening to pull out the cutting stones or attack the bottom group.

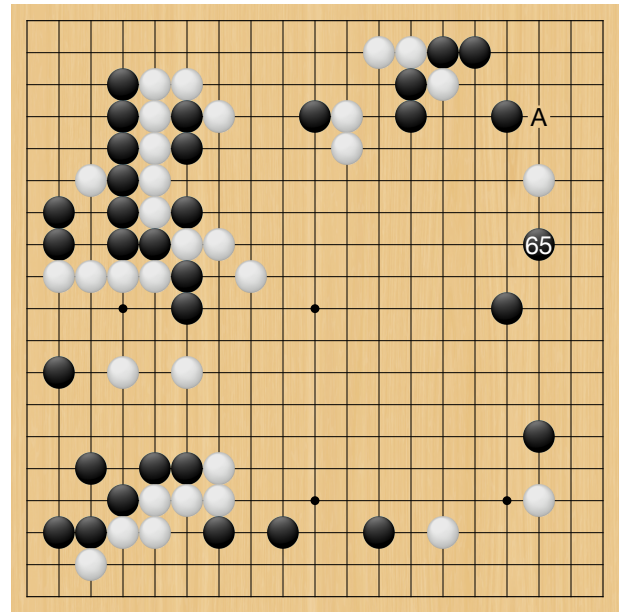
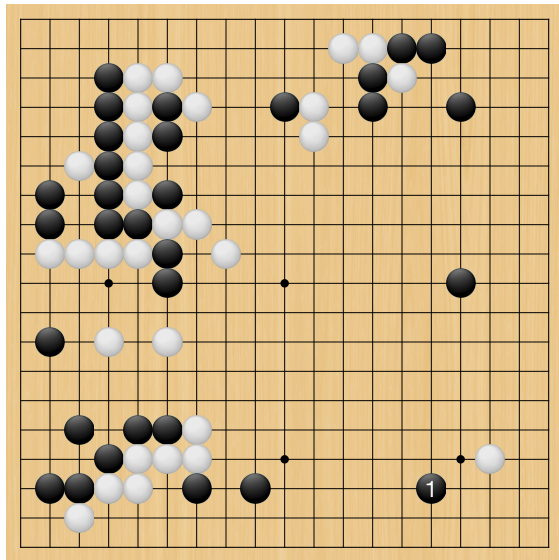


Move 60



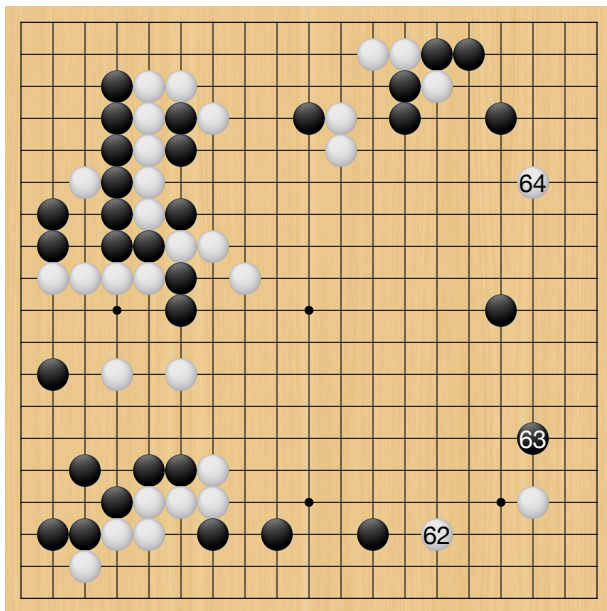
Move 61

Too slow, should be at A.

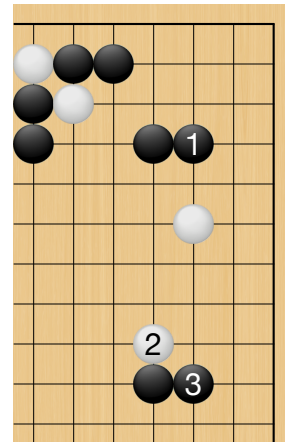


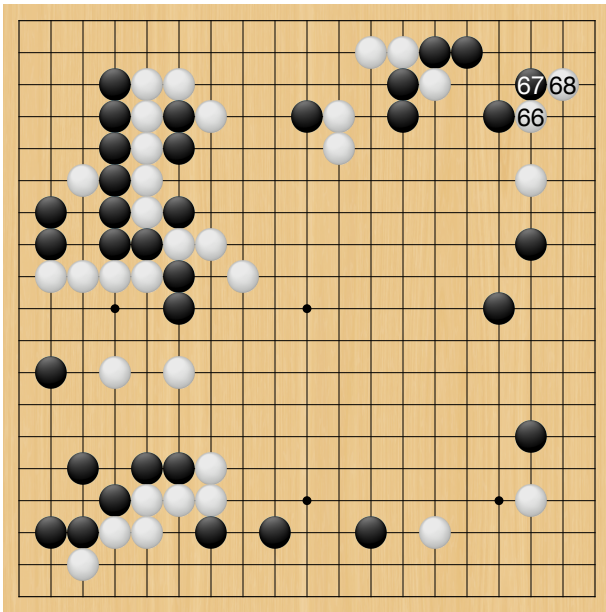
Move 65

Too much aji in the corner, better to protect at A.

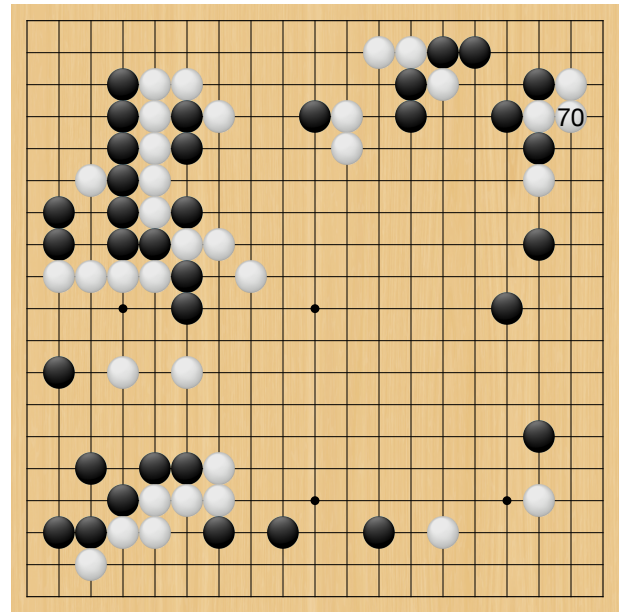


Moves 62-64

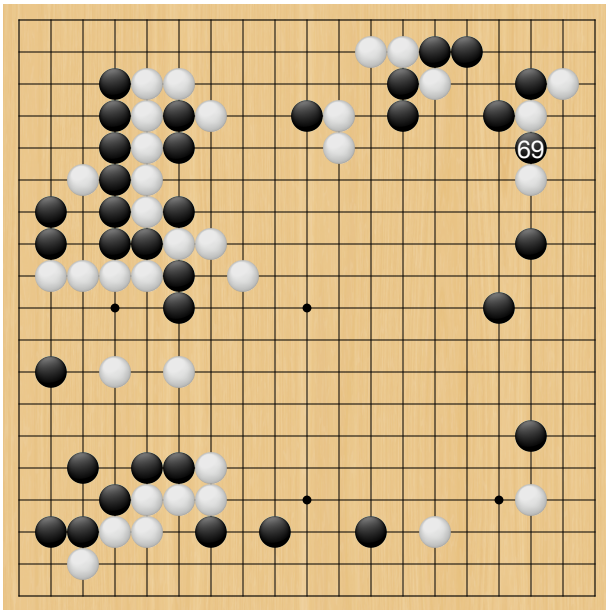




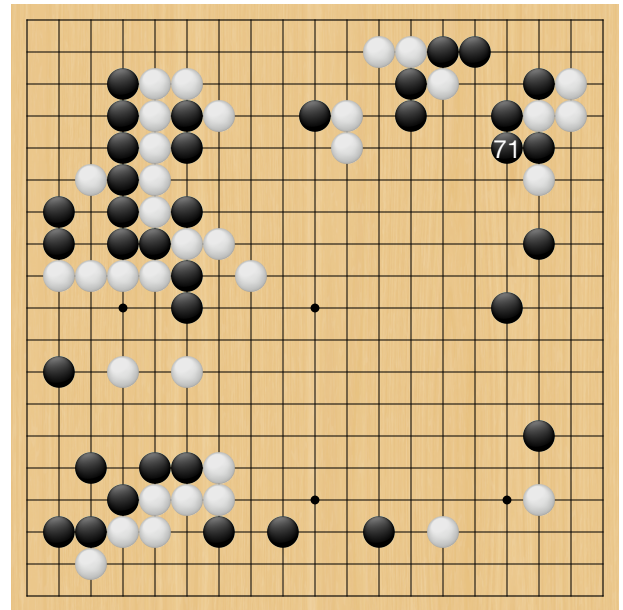
Moves 66–68



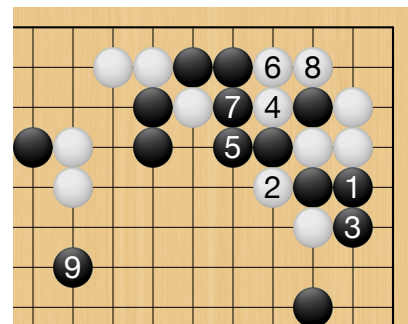
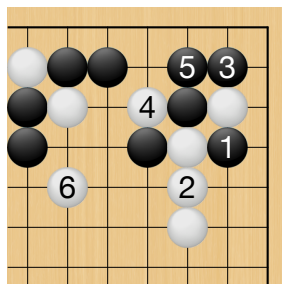
Move 70



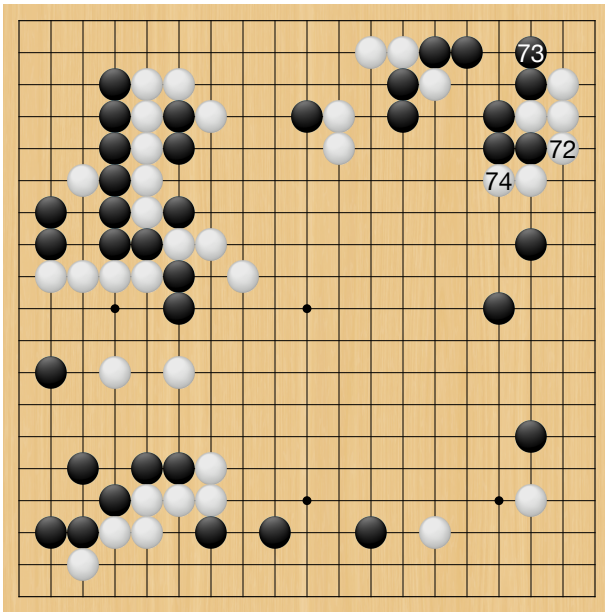
Move 69



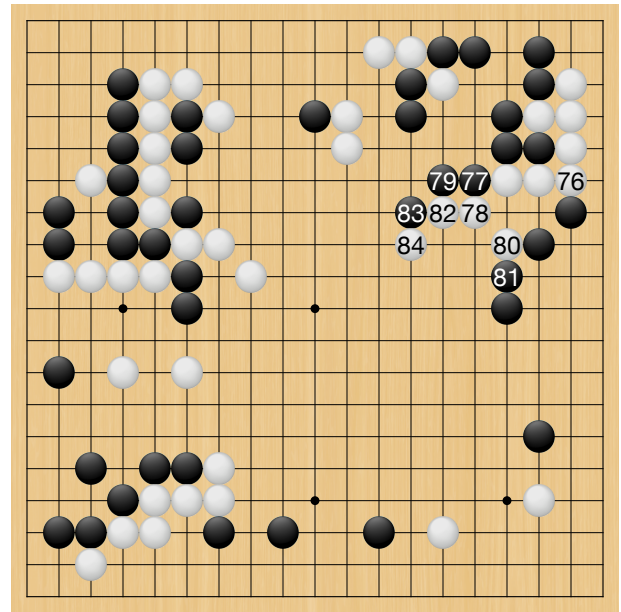
Move 71



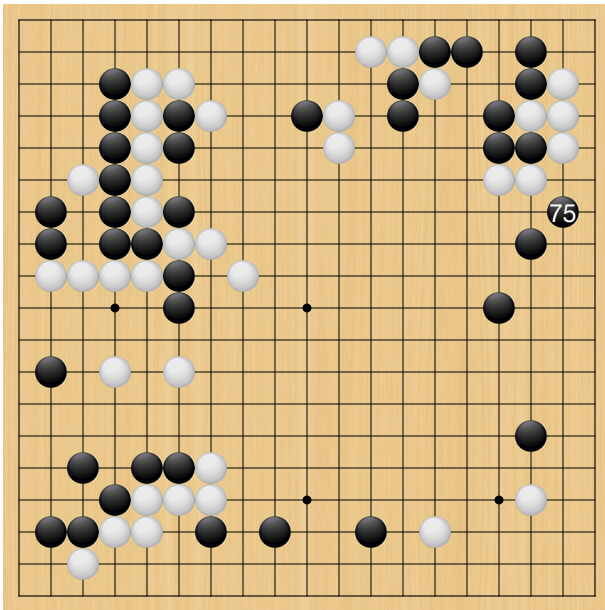
Better to give Black the corner.



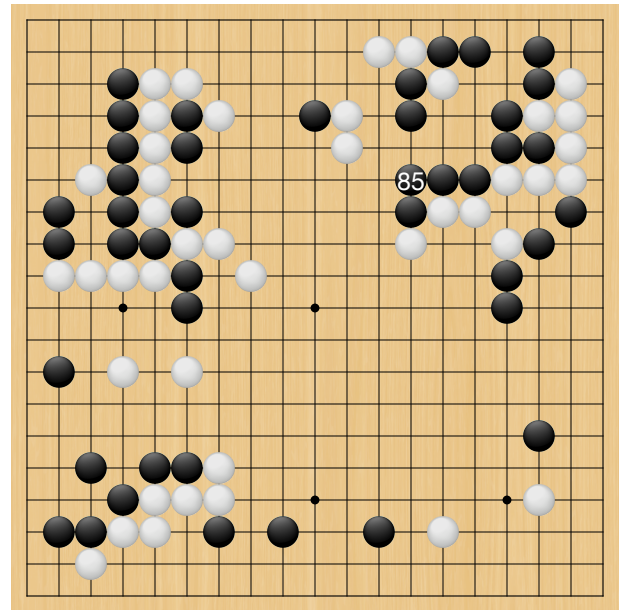
Moves 72-74



Moves 76-84

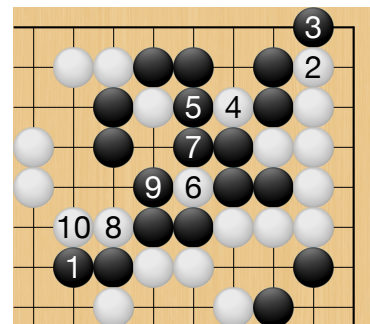


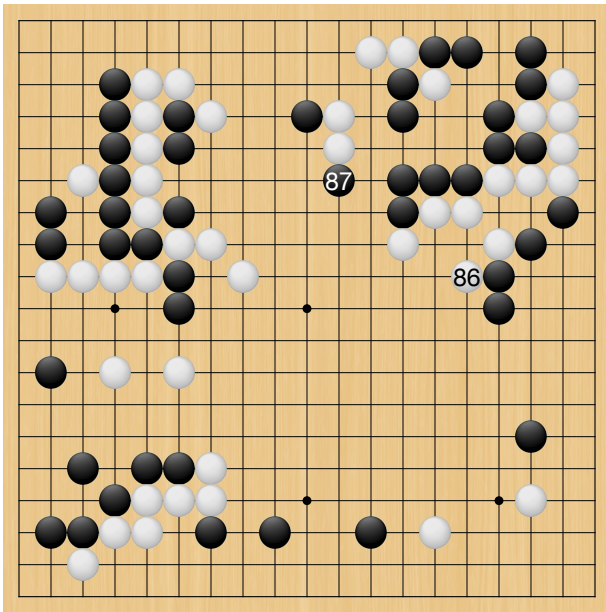
Move 75



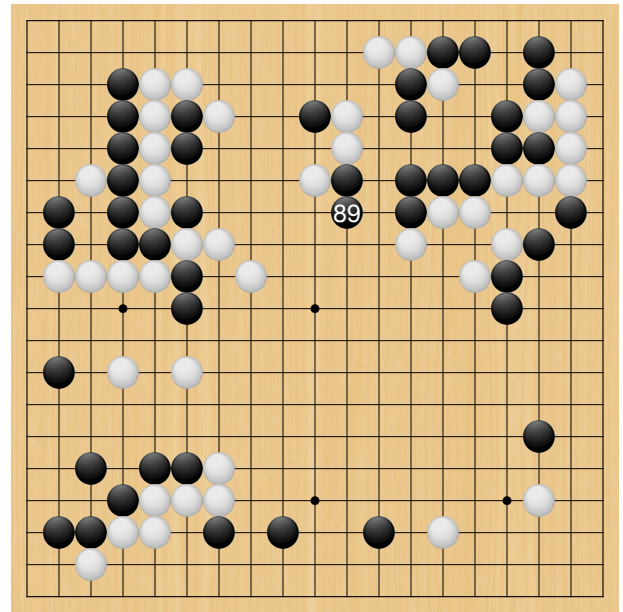
Move 85

I see a group I want to kill.

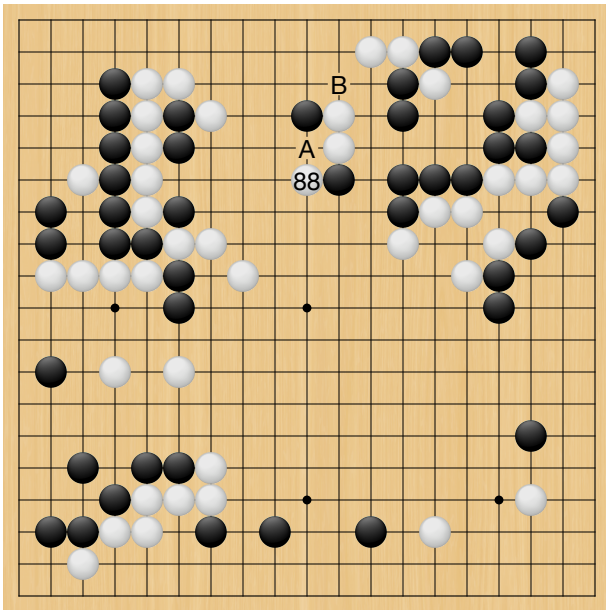




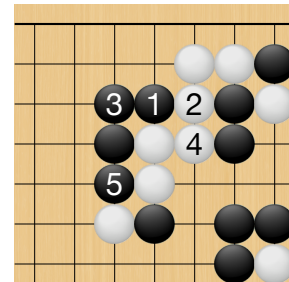
Moves 86–87



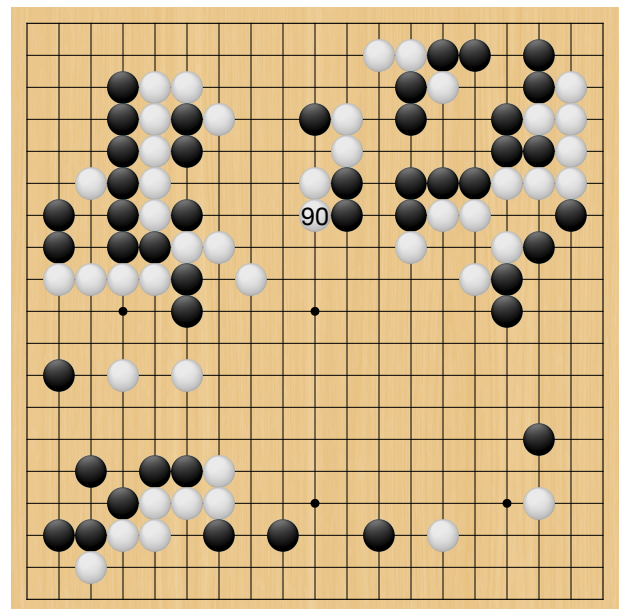
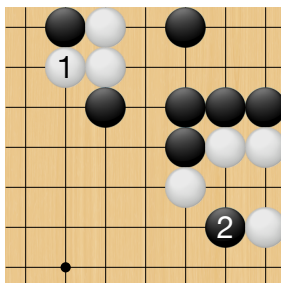
Move 89



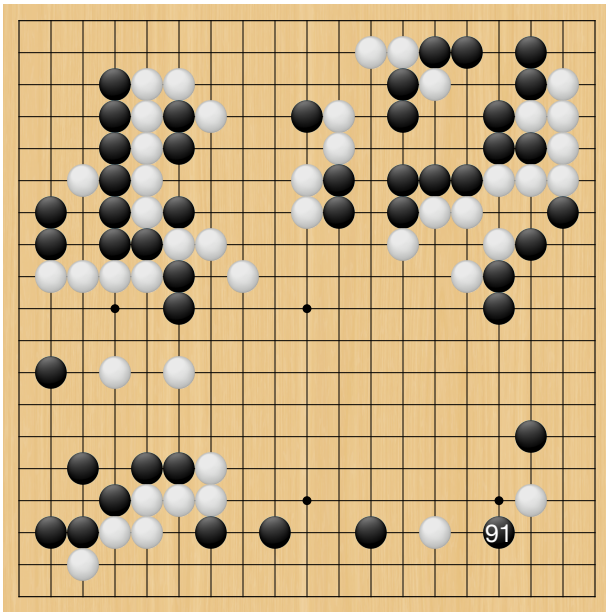
Move 88



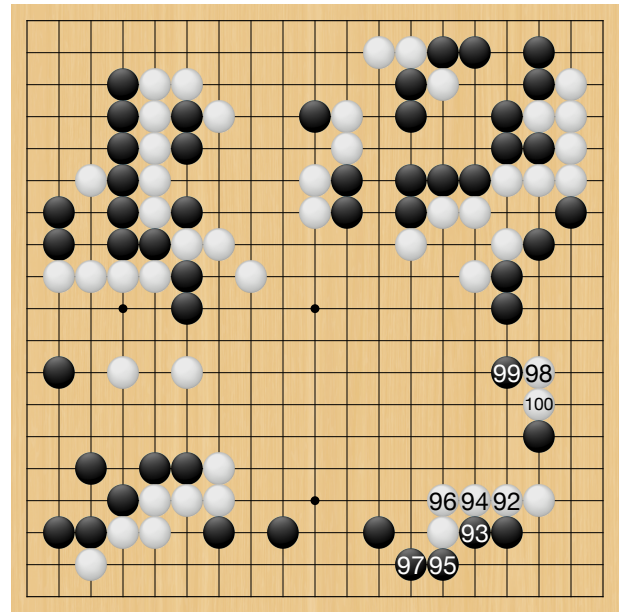
Playing A probably better, as Black can later play B.



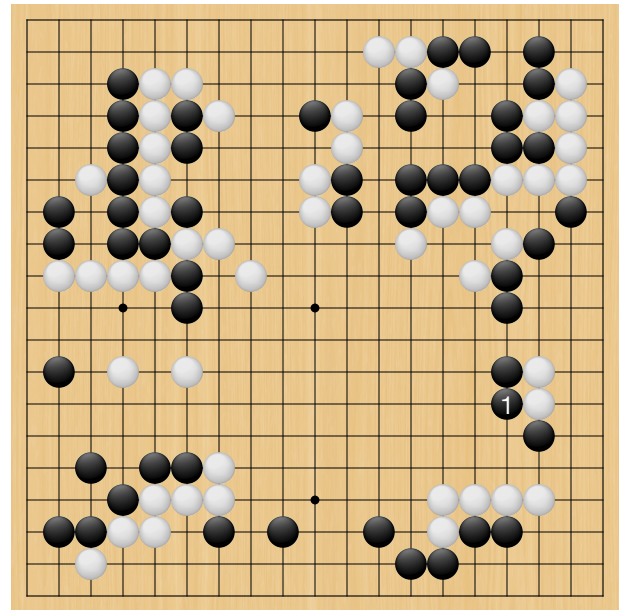
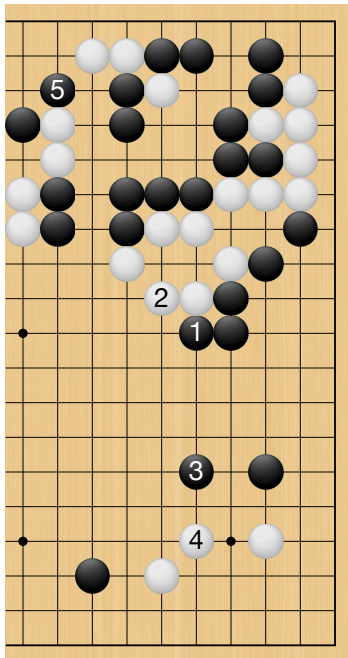
Move 90



Move 91

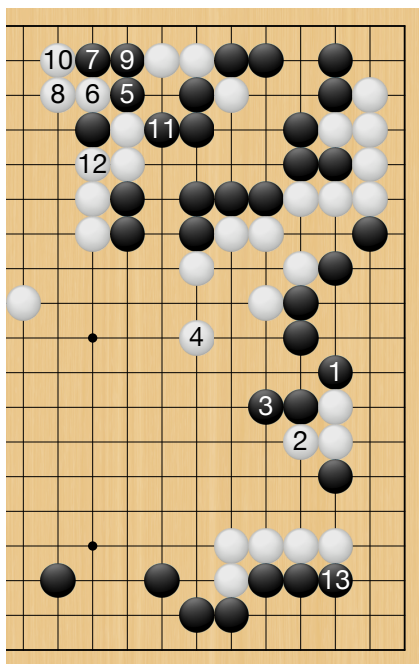


Moves 92-100

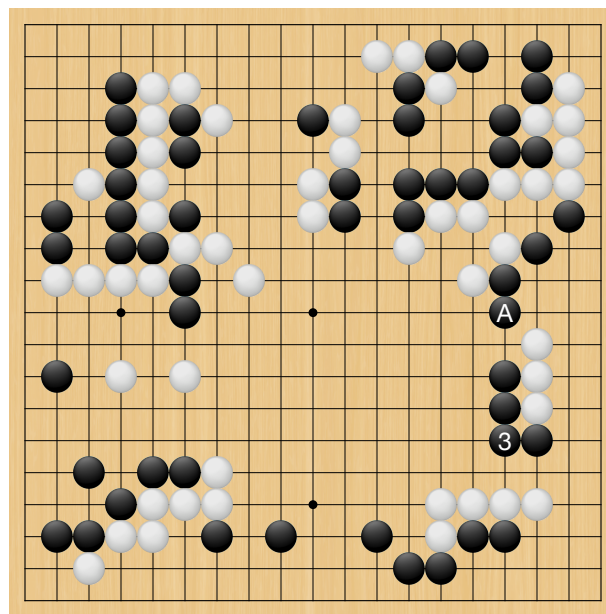


Move 101

With this simple sequence, Black is still in the game.

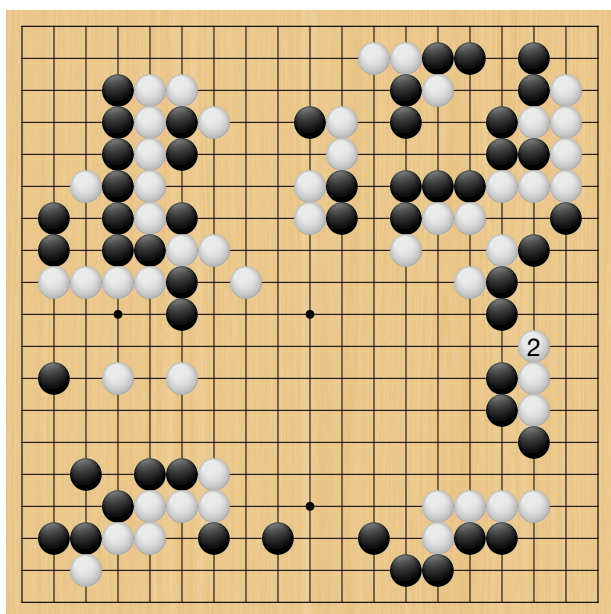


Black is a bit behind, but not too badly.

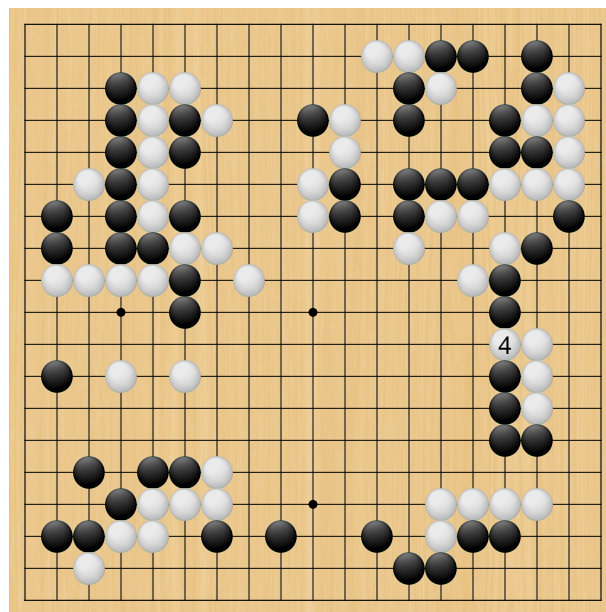


Move 103

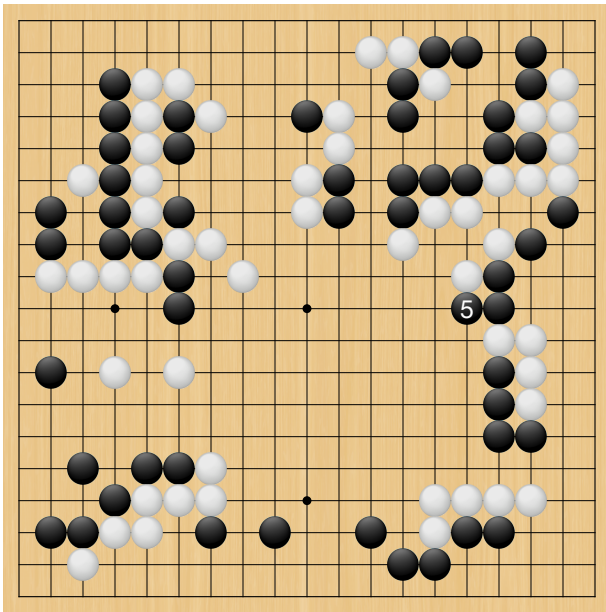
I didn't think he could push out with those stones, as his top right group was still in danger. And his lower right corner stones were weak too. I figured something was going to give, but my stones at A were too weak.



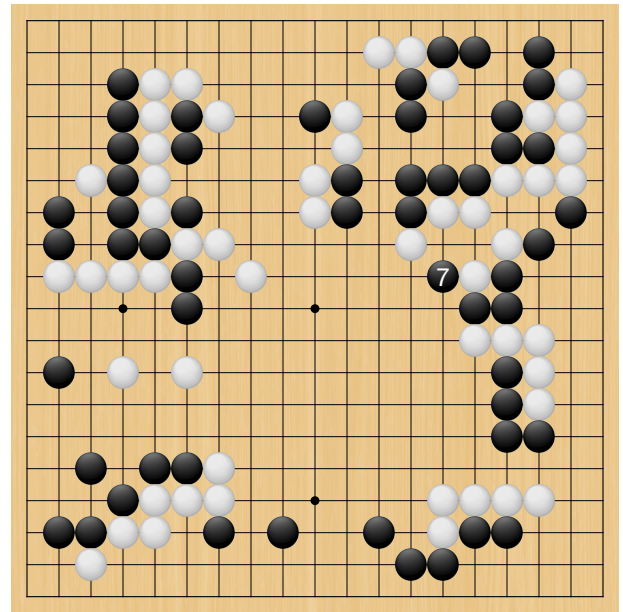
Move 102



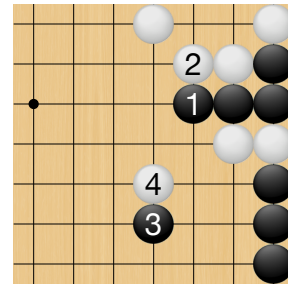
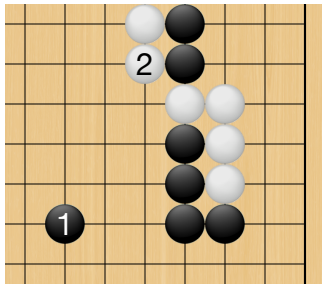
Move 104



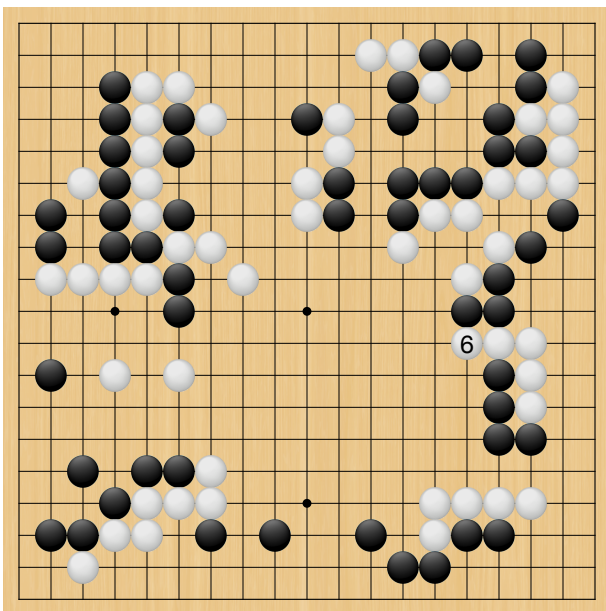
Move 105



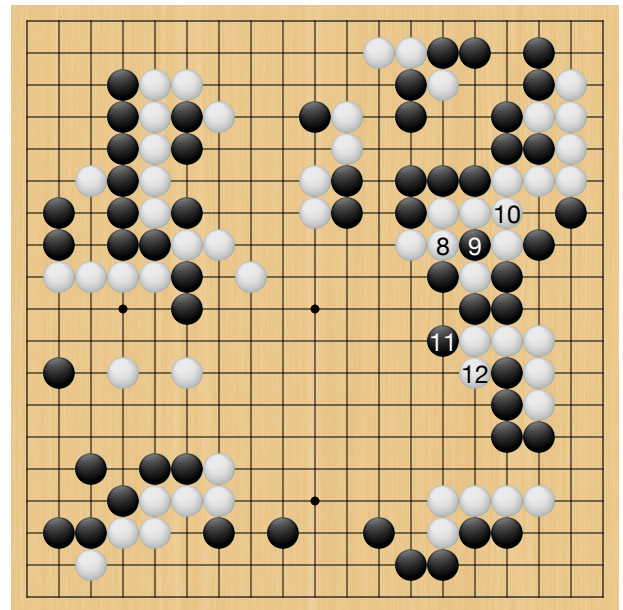
Move 107



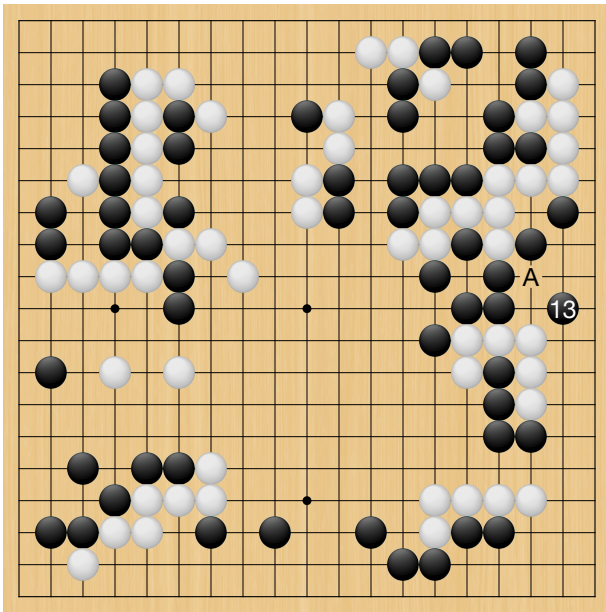
Very confused fight.



Move 106

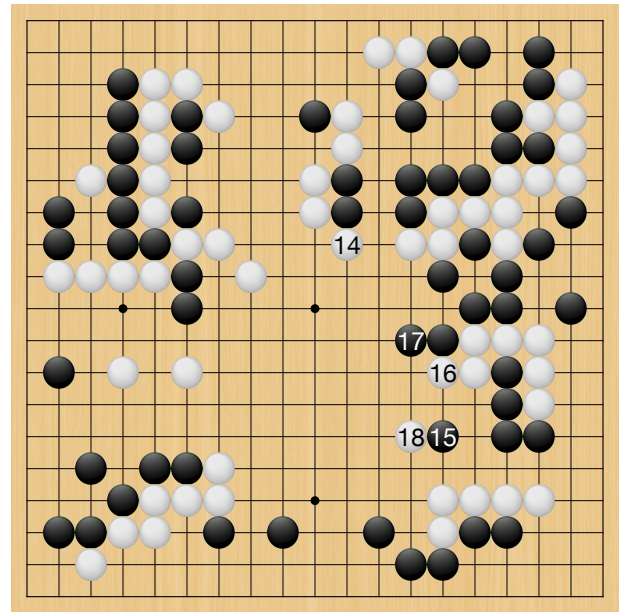
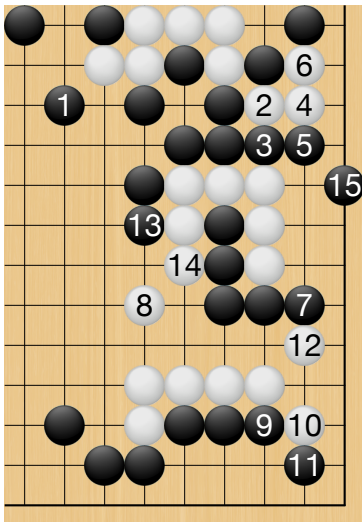


Moves 108–112

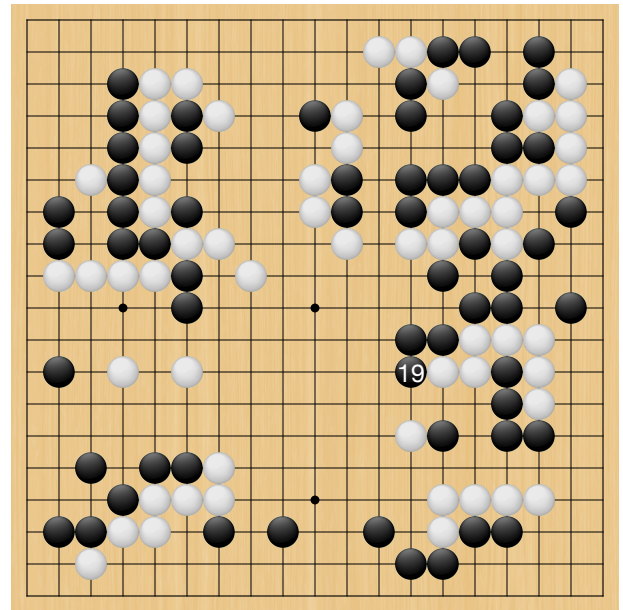


Move 113

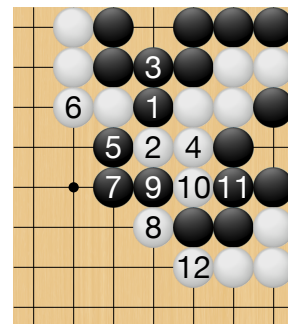
This is a mistake, don't have time to play this. Without this, White can live by cutting at A, but that would make my group strong enough to possibly kill the stones below.



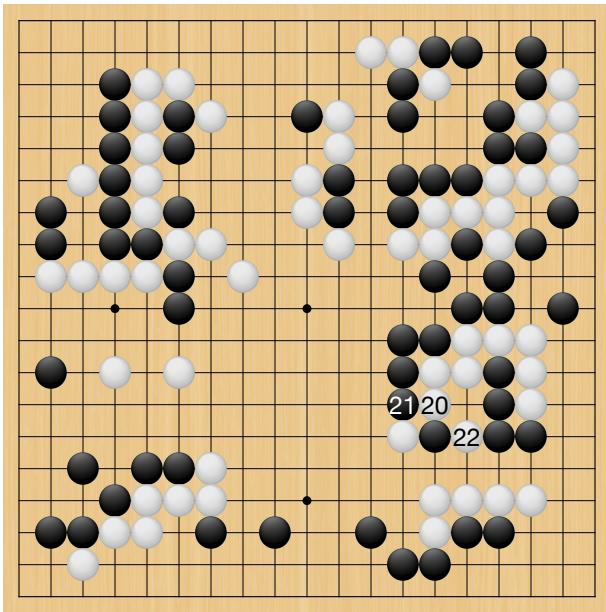
Moves 114–118



Move 119



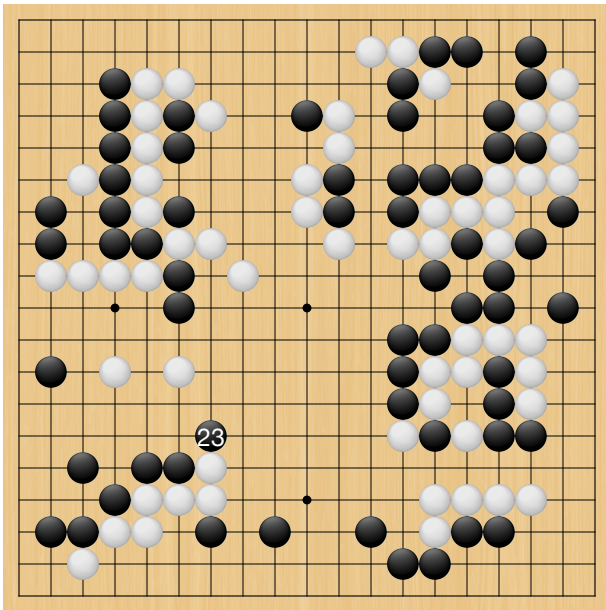
This doesn't work for Black.



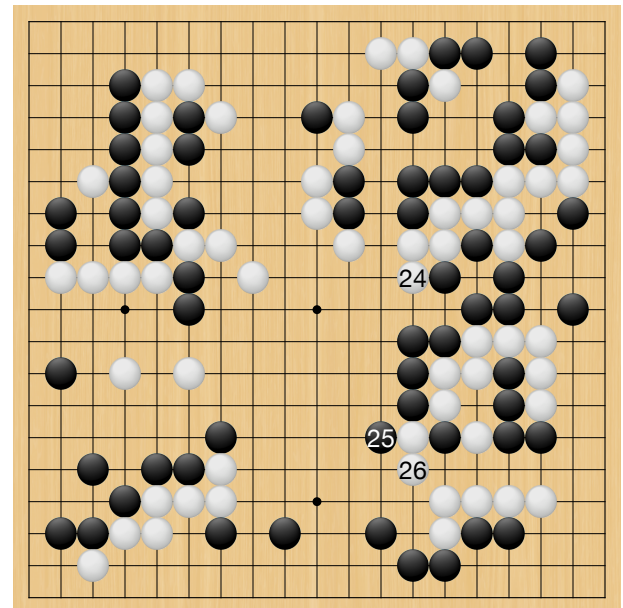
Moves 120–122



Now this sequence could work.

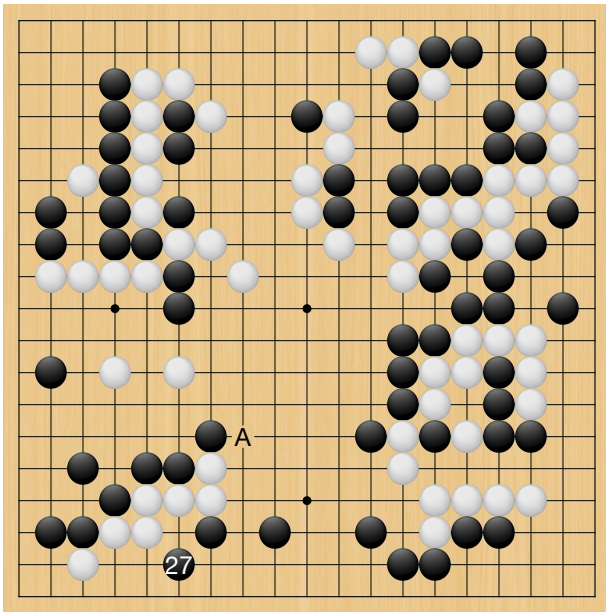


Move 123



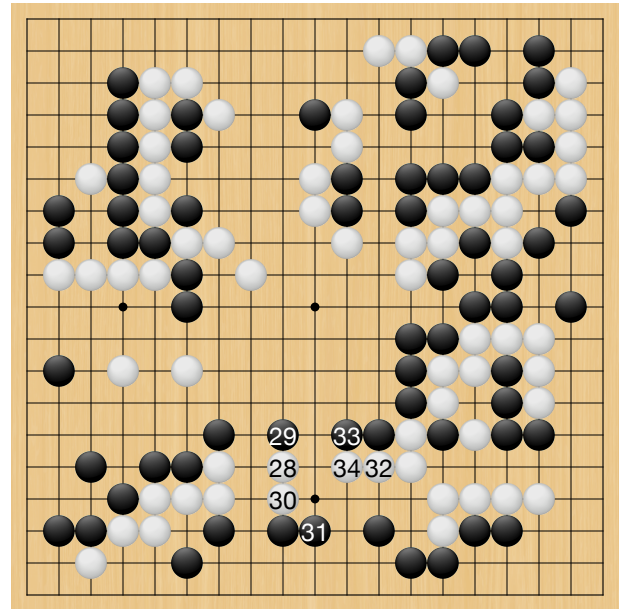
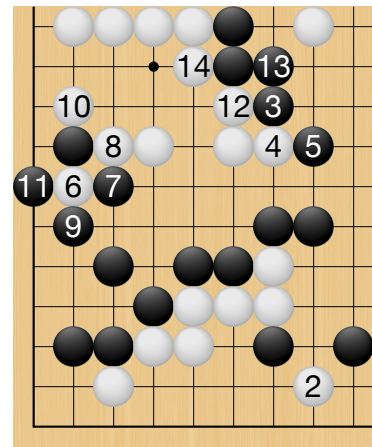
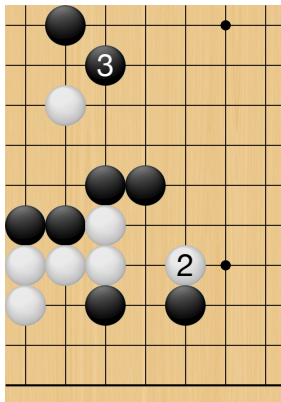
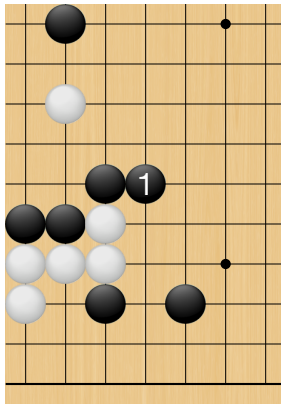
Moves 124–126

I'm getting low on time, and I figure I need to kill something.

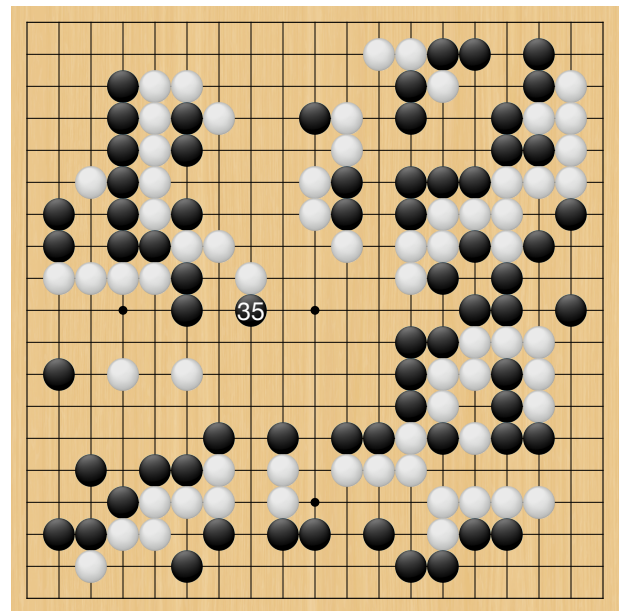


Move 127

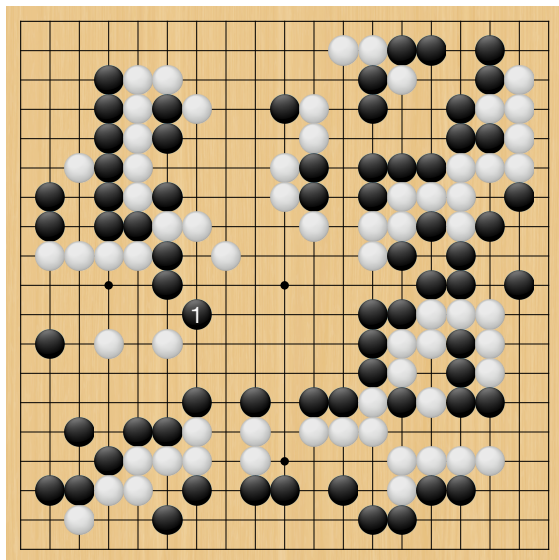
Should have simply extended to A, threatening both the lower left and the center left groups.



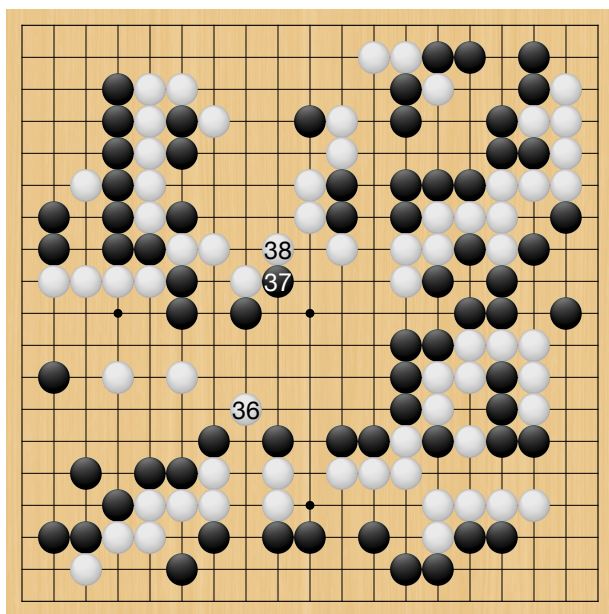
Moves 128–134



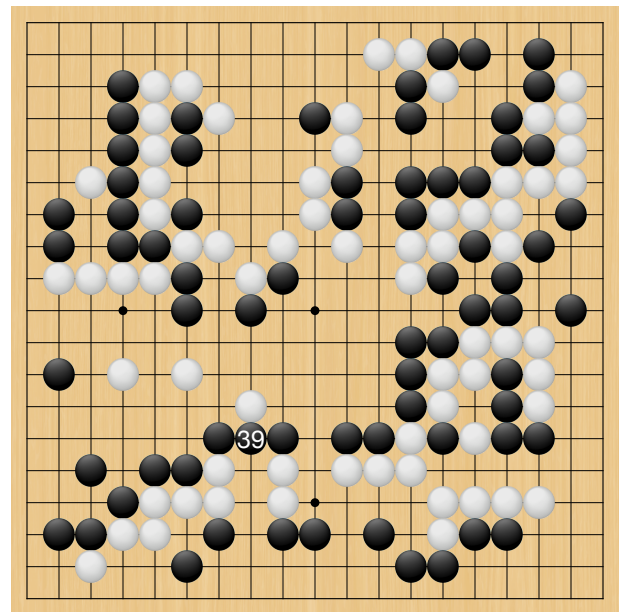
Move 135



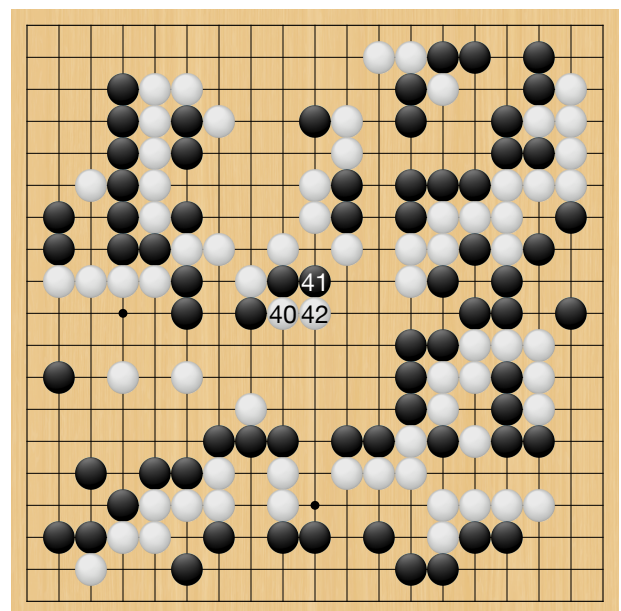
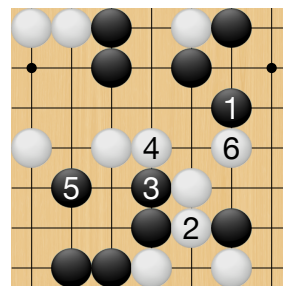
Much simpler. Seems like I had a number of chances here, but played too fast as byo-yomi was approaching.



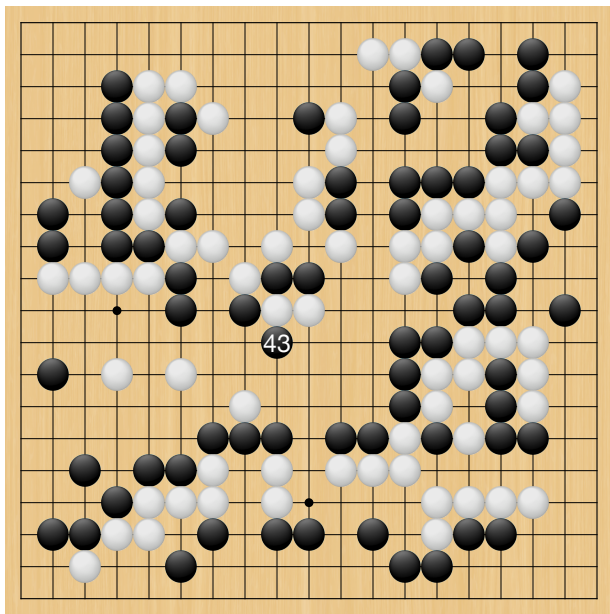
Moves 136–138



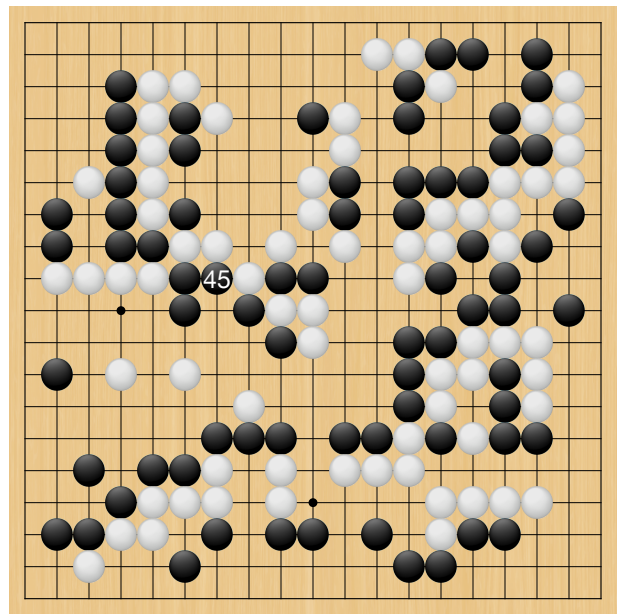
Move 139



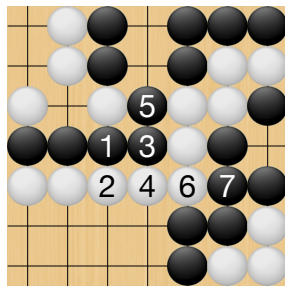
Moves 140–142



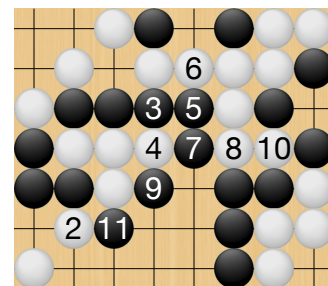
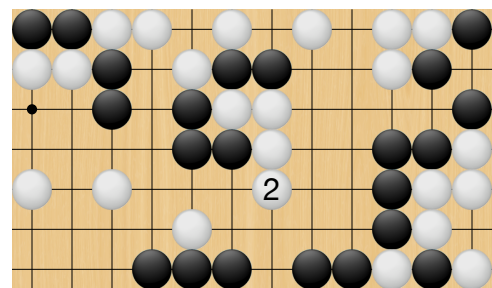
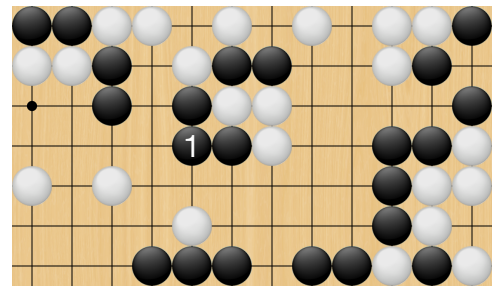
Move 143



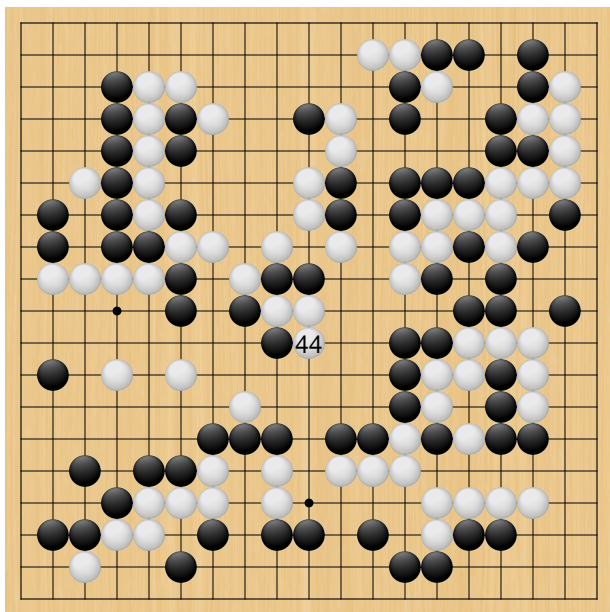
Move 145



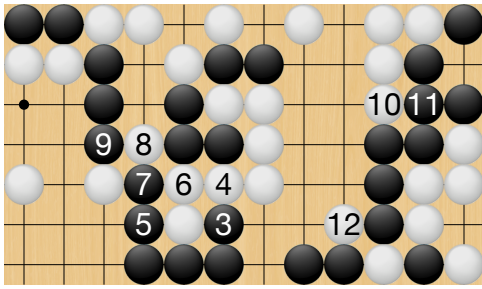
Black's weak group is again a problem.



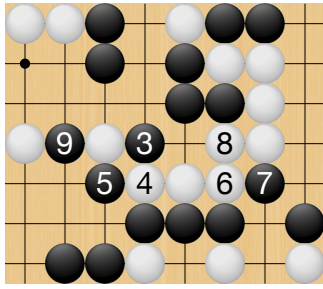
This trade would be good for Black.



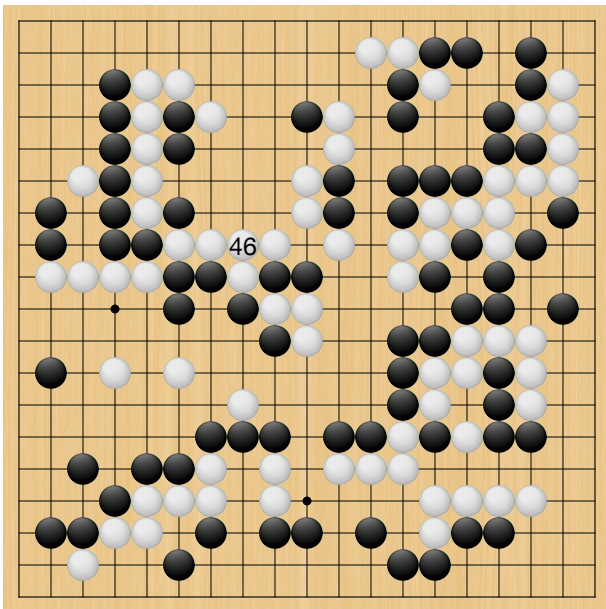
Move 144



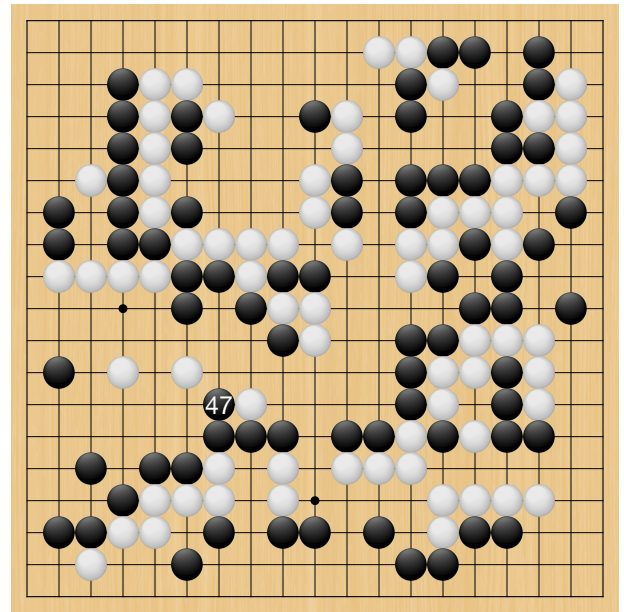
This way White gets too much.



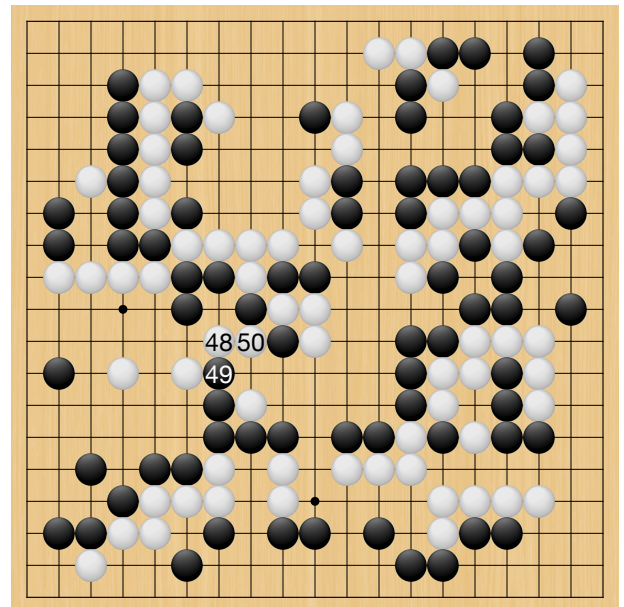
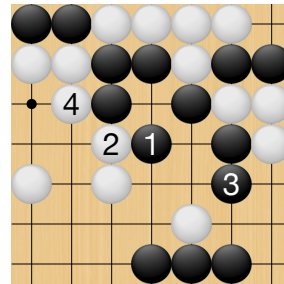
Another good sequence for Black. So lots of possibilities here, but didn't have time to read it out, and went wrong in a few places.



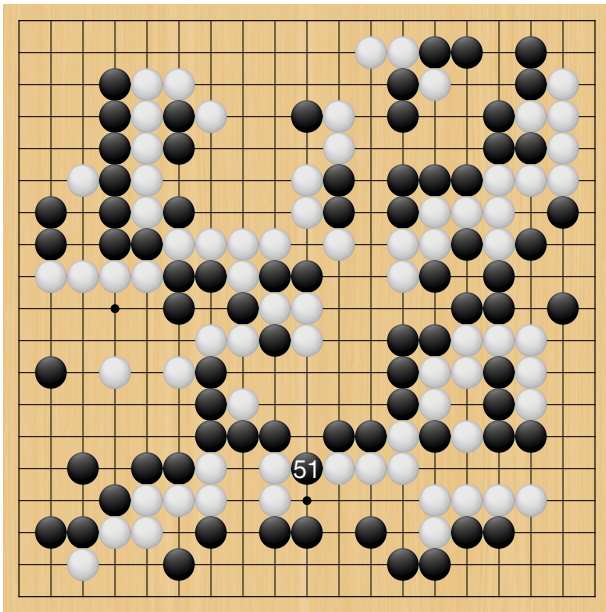
Move 146



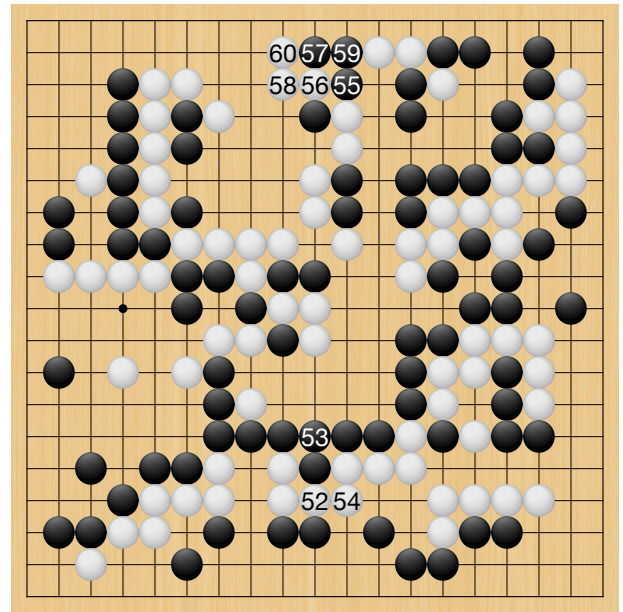
Move 147



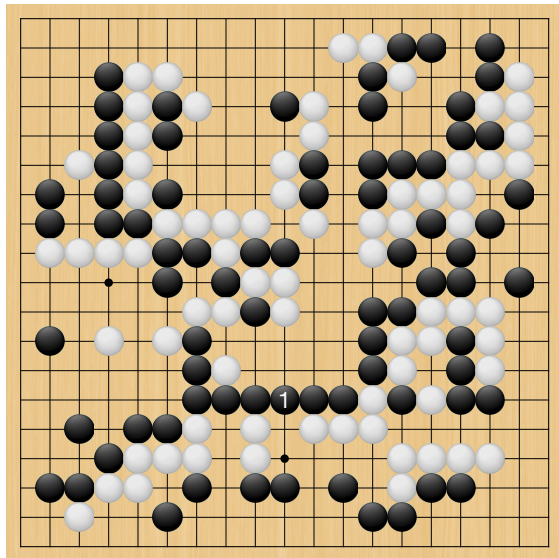
Moves 148–150



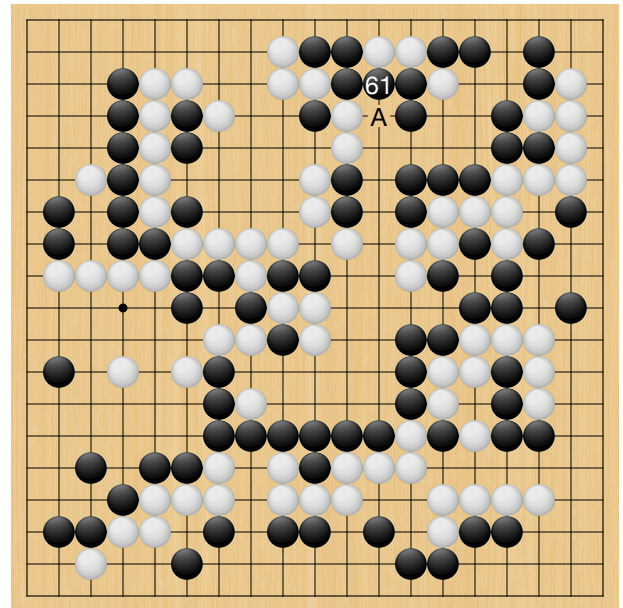
Move 151



Moves 152-160

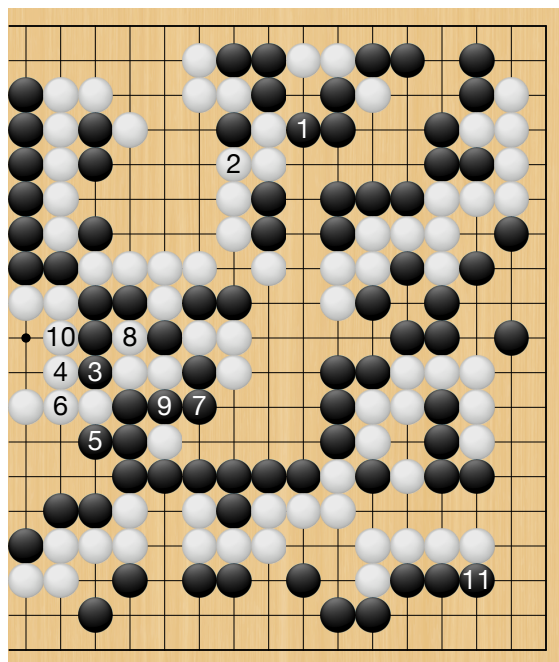


Better to simply connect.

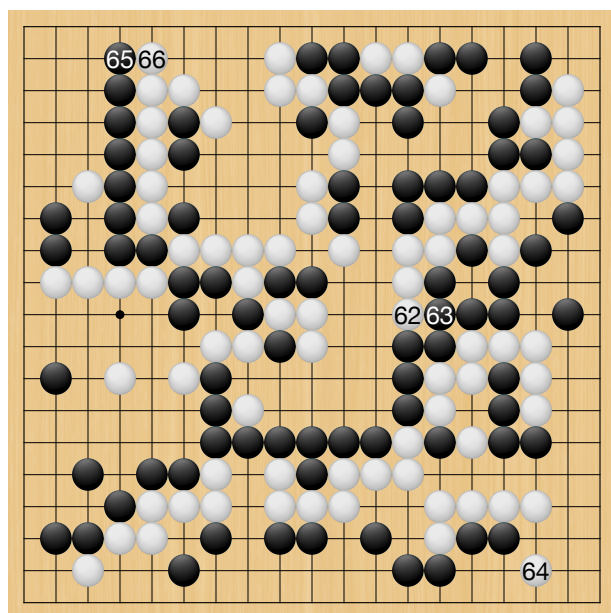


Move 161

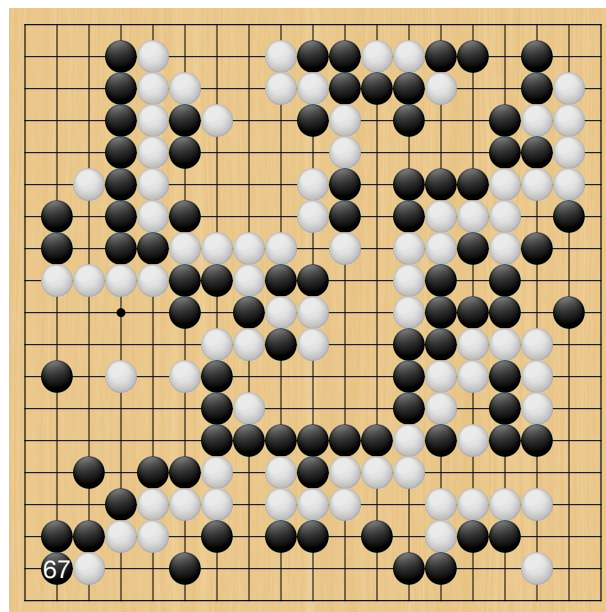
Was too happy to have captured these stones, didn't think to play A to gain sente.



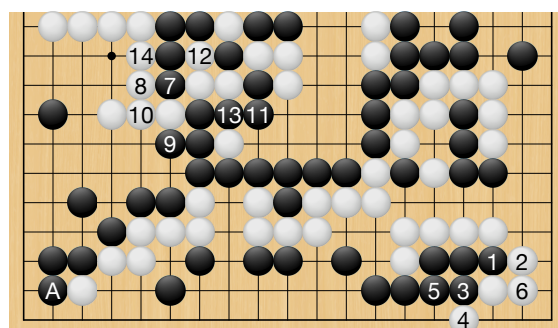
Even after all the confusion and missed opportunities, this would still be a game.



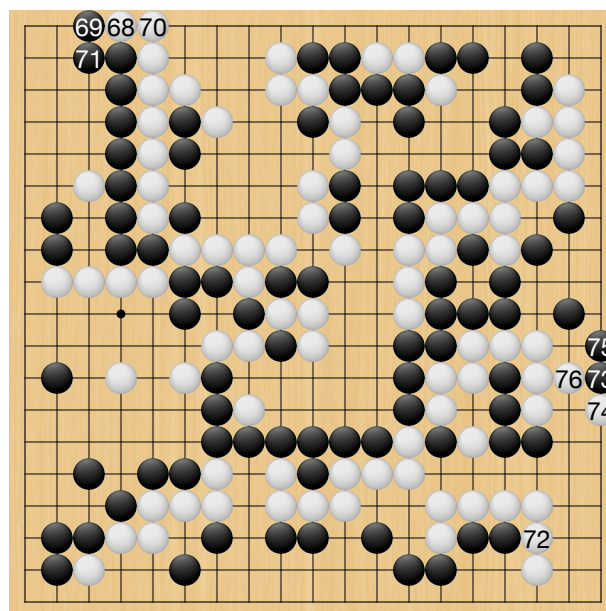
Moves 162–166



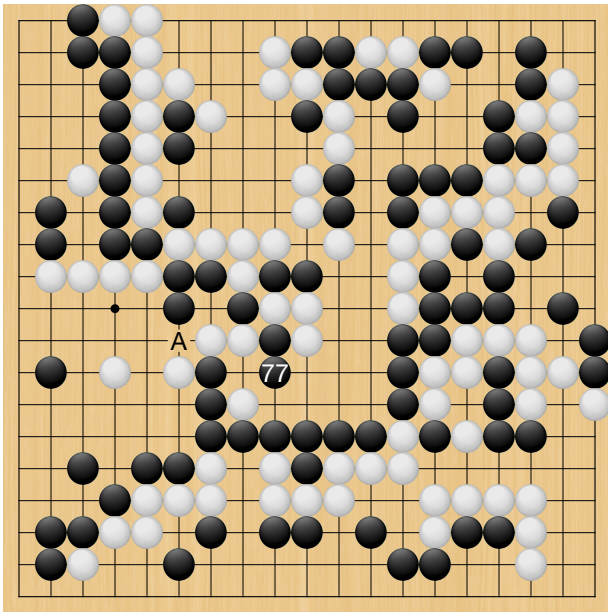
Move 167



At least need to play some sente moves before taking A, but too far behind now.

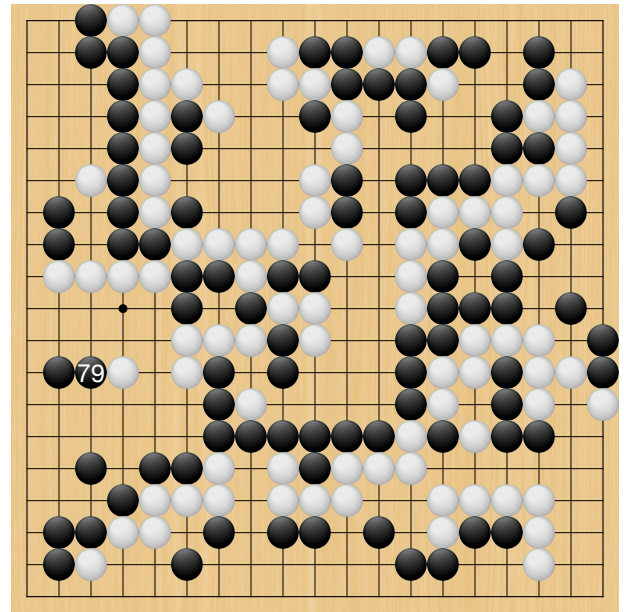


Moves 168–176



Move 177

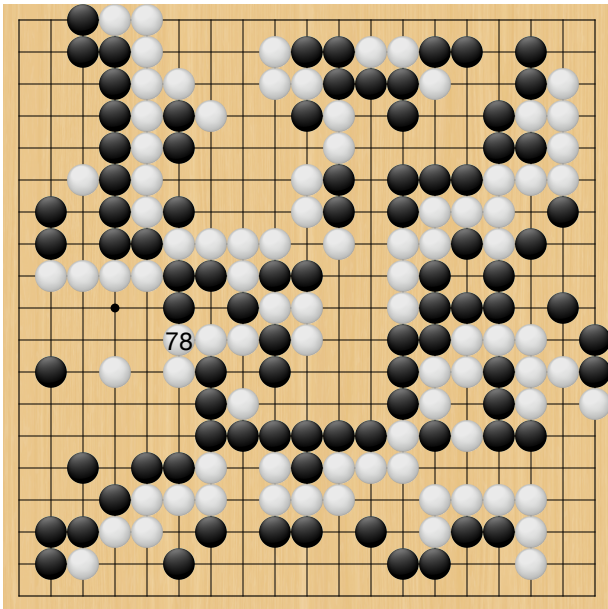
Need to play the cut at A first, so this move can be played in sente.



Move 179

Stopped recording when I went into byo-yomi. White clearly wins.

179 moves. César Lextrait wins.



Move 178