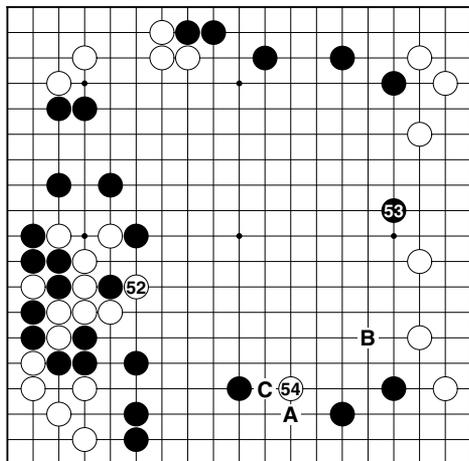
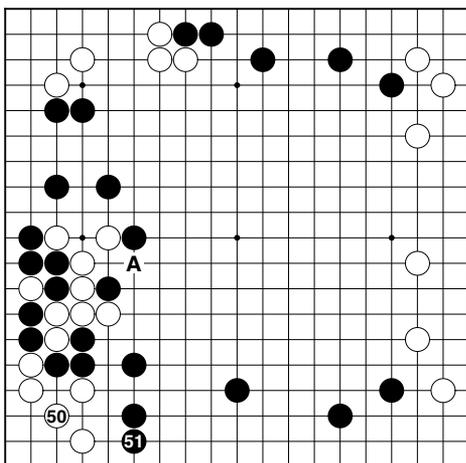


⑤0 is okay, but neither white group here is alive yet.

However, ⑤1 is not correct. Black should attack the unsettled white group at A. That would develop huge center potential for Black.

50 – 51



52 – 54

⑤2 is a good move, but ⑤4 is wrong. Black can obviously connect at A. White should not play in this area now. If White is going to play in this area the jump to B is the way. That would put pressure on ⑤3.

If White is going to attack with ⑤4 in this area, the correct play is either at A or at C. White should aim at destroying Black's territory here, but White enables Black to secure the territory. See Diagram 5.

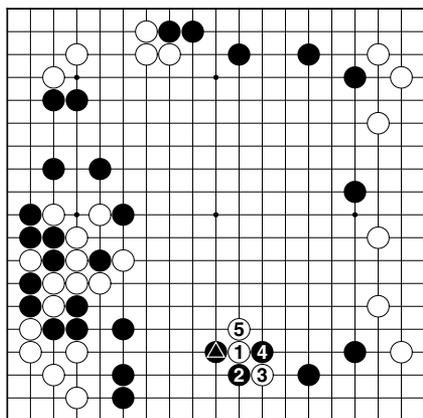
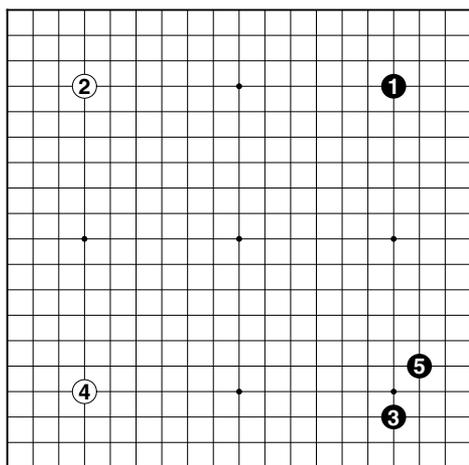


Diagram 5

This common pattern is a good way for White (⑤4 at ①). White can now ladder either △ or ④. Black cannot protect both.

GAME 6 (WHITE-5 KYU, BLACK-5 KYU)

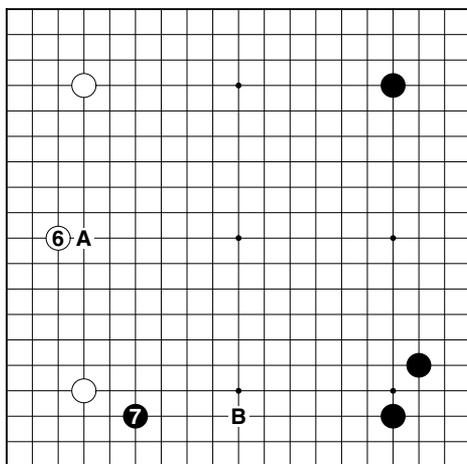


1 - 5

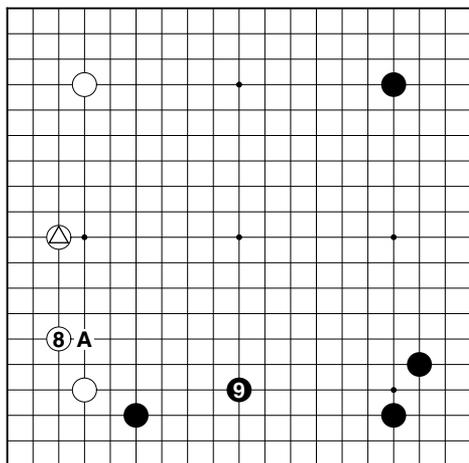
This is fine—a popular opening for both sides.

White could play the sanrensei opening with ⑥ at A, but this is also playable.

⑦ is the right direction for Black—the bottom is the biggest open area and ⑦ is developing the potential of Black's strong corner enclosure to the right.. Black could also play ⑦ at B.



6 - 7



⑧ is wrong. It should be at A. △ is low, and White deserves a better result because of △. ⑧ at A is better shape. If △ was on the fourth line, ⑧ might be okay—a high-low pattern. This is not a big mistake, of course.

⑨ creates an ideal position for Black.

8 - 9

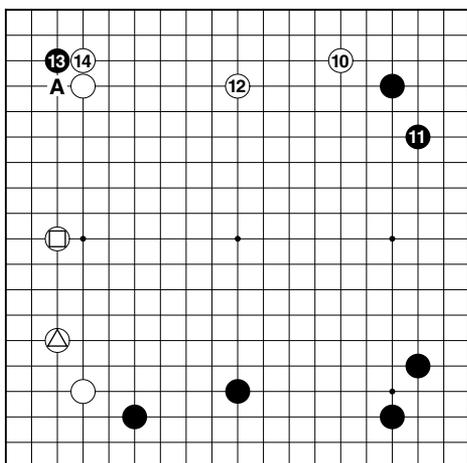
The moves in the upper-right corner are fine. ⑫ is proper for developing White's potential.

⑬ is also good. With ◻ and ⑫, White has a double wing formation. Normally, invading the corner is good in that situation.

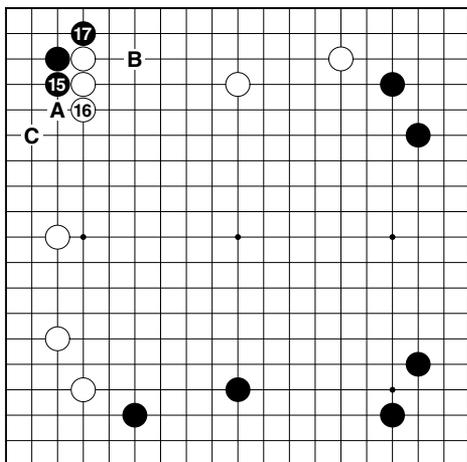
White has more territory on the left side so blocking at A with ⑭ would normally be correct. However, in this case, the top is more developable for White, so this is okay. If △ was high, White definitely should block at A.

Normally, ⑯ would be at A, but this is playable.

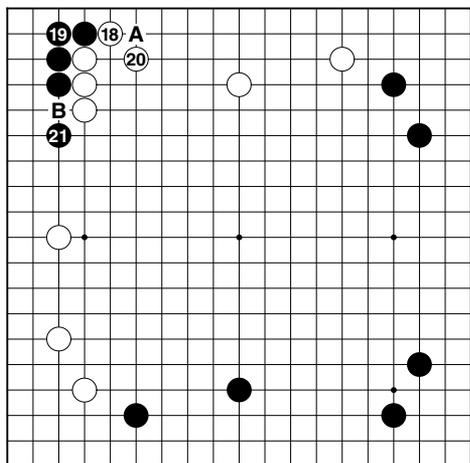
⑰ is a mistake. Without a black stone at B, this will be gote. ⑰ should be at C to get out.



10 – 14



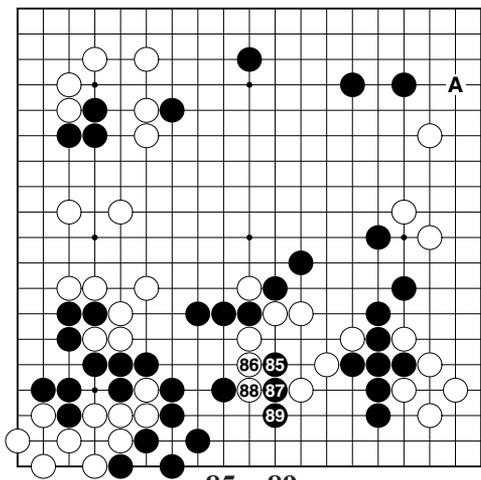
15 – 17



18 – 21

⑳ is bad. White does not need to protect here; Black can clamp at A and run out but it is not a big deal at this point. However, a white turn at B with ㉑ would be very big. After White B, Black would not be alive in the corner.

The result after ㉑ is good for Black—the corner is bigger than it should be and alive.

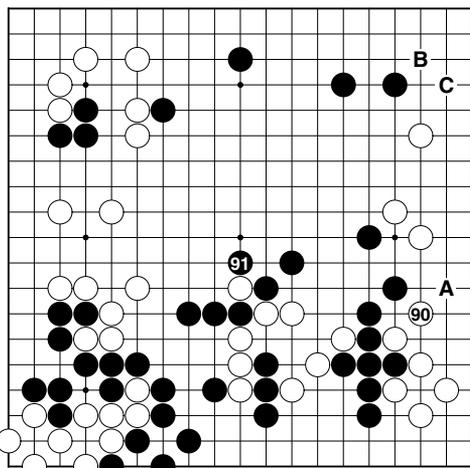


85 - 89

85 is a key point, and if Black was leading in the game, making sure these white stones are dead would be appropriate. However, to have a chance in this game, Black needs to take the risk of these white stones living and make the big play at A.

White could live here without 85 only if Black made a mistake.

90 is another bad move. It's too small and it doesn't connect to the other white group on this edge. The right point for a white play here is at A. Of course White should play at B or C, which would be much bigger.



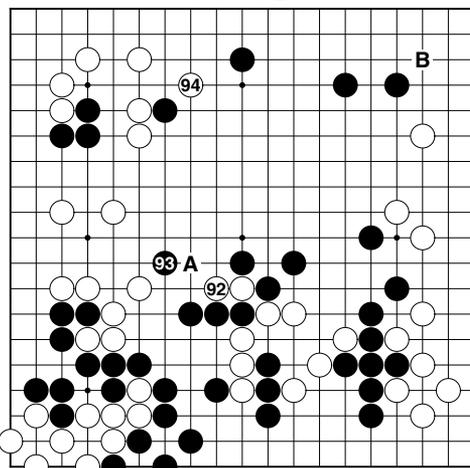
90 - 91

91 indulges in the fantasy of making points in the center, but White is too strong on the side to the left for that to happen. Black should make the huge move at C with 91.

It makes no sense for White to play 92 here. Black can easily capture at A.

93 should be at A. After the game play, White can run out.

94 is too small. The open upper right corner is where the most points can be made now.



92 - 94

95 is smaller than Black at 96.

In this game, 96 is good enough, although White could play at 97, which would be bigger.

98 is bad—a small move and gote. Where are the big, sente plays that White is ignoring? See Diagram 14.

Black is aiming to seal White in with 99. There is some value in doing that.

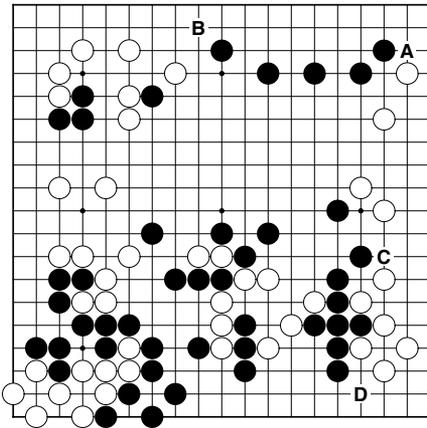
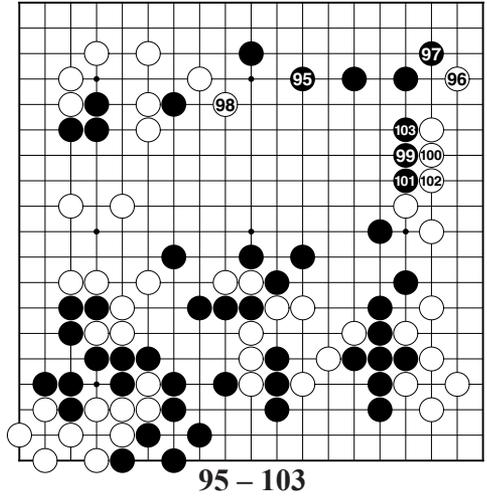


Diagram 14

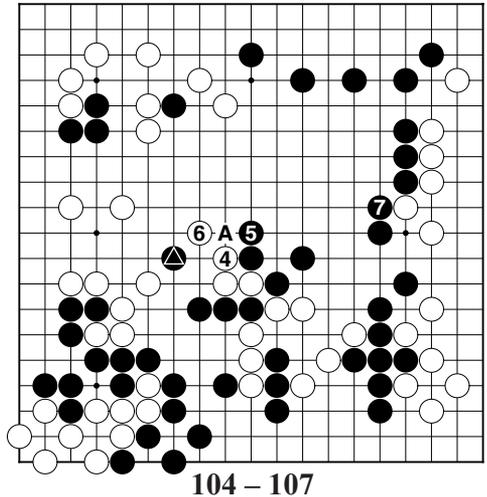
Diagram 14: A, B, C, and D are all examples of big endgame plays that weaker players tend to overlook, making smaller plays instead—as in this game.

4 is okay. The center is open.

Black cannot seal White's stones in, but instead of 5 Black should still hane at A. Black should make use of \triangle instead of just giving it up. See Diagram 15 on the next page.

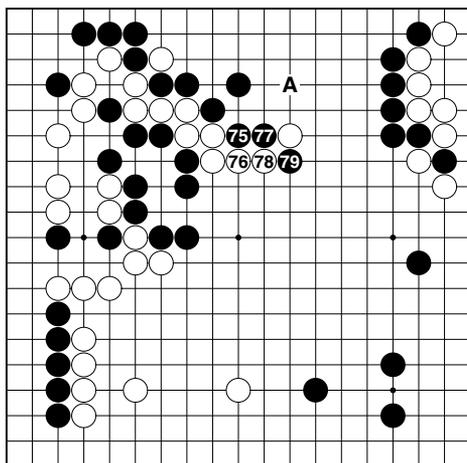
6 is an easy move for White to find.

7 aims to make center territory, which is Black's only hope now.

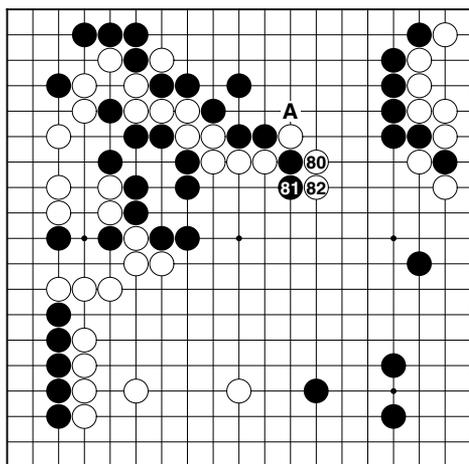


75 should be at A, protecting Black's potential at the top. The game play helps White get stronger in the center.

The cut with 79 is too aggressive. Black has too many weaknesses here to play this way. White is surrounding a black group that has connection and liberty problems.



75 – 79



80 – 82

80 is okay—aiming to do more damage to Black's potential.

82 should be at A, which is sente. See Diagrams 10 and 11.

82 at 1 would be devastating if Black responds with this 2.

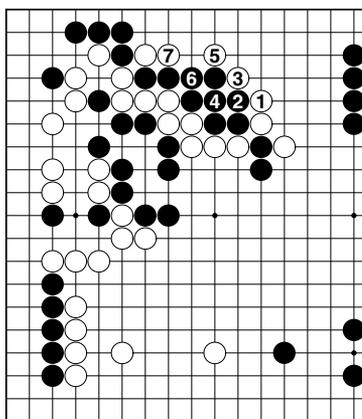


Diagram 10

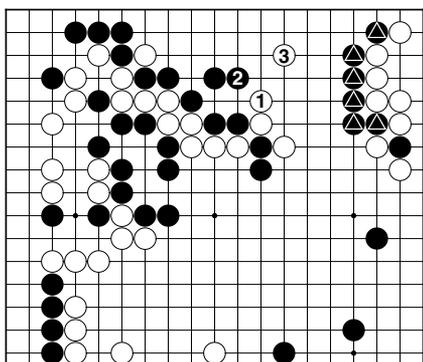
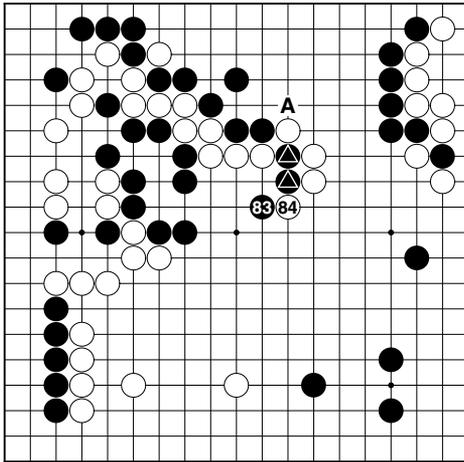


Diagram 11

After 82 at 1 the \triangle stones would be cut off if Black protects with this 2. This would also be a devastating problem for Black.



83 – 84

83 should be at A. Trying to save the two \triangle stones is meaningless because they have no real value. White's string of stones is connected out. See Diagram 12.

84 at A would be much better. White does not understand this situation correctly. White has a great chance to fight back decisively here. Black's wall to the right can be cut off.

Diagram 12: Black should just protect the territory toward the edge, which would still be huge.

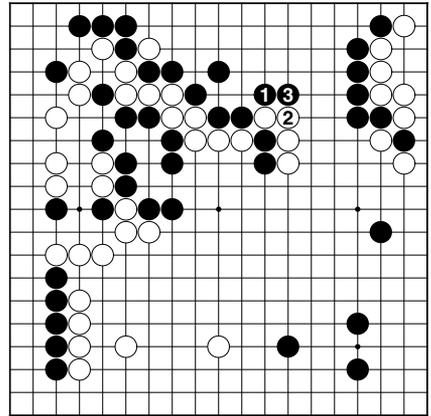
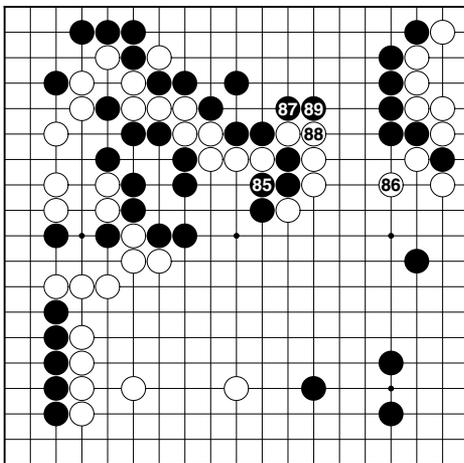


Diagram 12



85 – 89

86 should be at 87. White needs to think more aggressively—attack! The game play gives Black a chance to fix the problem here.

87 is correct. Playing atari at 88 would lead to a disaster for Black.

Black gets a large, undeserved territory on the top side.