

Game 3

White: Radek Nechanicky, 6 dan

Black: Catalin Taranu, 5 profi

Komi: 6,5 komi

Time: 60 min, byoyomi 3x30 sec.

Result: Black won by 16,5 points

Commenatary by Catalin Taranu, 5p

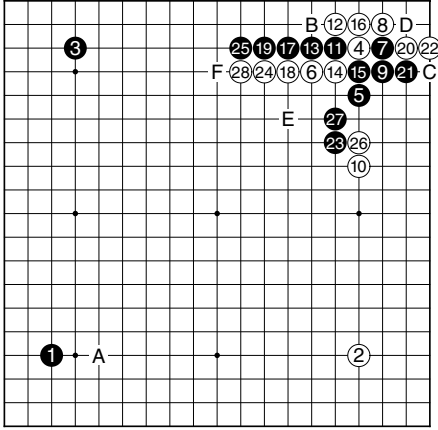
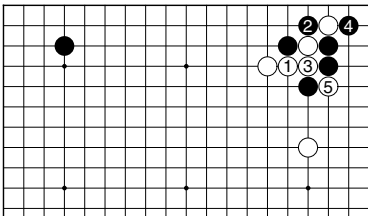


Figure 1 (1-28)

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White 10 - Radek has decided to try this unusual joseki instead of standard tiger connection. this shape was experienced often during our training.

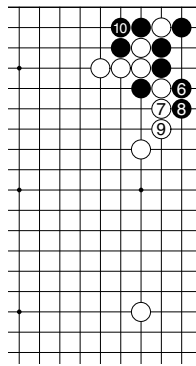
White 12 - a continuation shown in Dia. 1 is more seen in professional games then the game continuation.



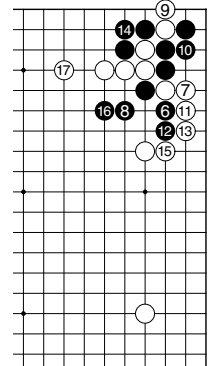
Dia. 1

Dia. 1 - now black can tenuki or ...

Dia.1-cont. 1 ...continues like this, which is played by Chinese Masters. In this fuseki white has sente to play A, so this is playable. Locally though, the upper right shape is thought to be slightly better for black.



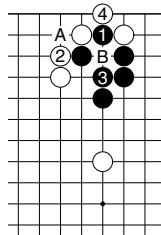
Dia. 1-cont. 1



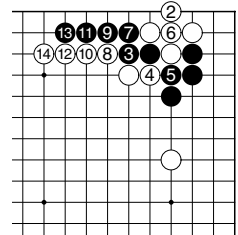
Dia. 1-cont. 2

Dia. 1-cont. 2 - if black try to fight with 6 here (8 is the best shape here, it is OK), than white will resist with tesuji at 9 and get a favourable result with 17.

Black 13 - the question was if throwing in at 16 first is a tesuji or a bad move. Is this a tesuji or a bad move? Difficult question, but my personal feeling here is that black is trying to be too smart. The ko starting with A (see Dia. 2) is almost impossible to play for black, because the local loss becomes too big. But to connect at B makes such a horrible shape ...



Dia. 2



Dia. 3

But if white captures immediately like in Dia. 3 then he gets tricked as he is now one liberty shorter and the final result is good for black.

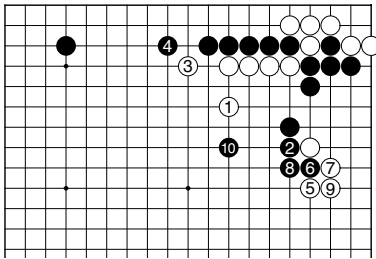
White 20 - up to here the fight is one way street.

White 22 - The problem with this move is that black has now the option of the two kikashi at B and C, compared to only B if

white connected solidly. C can be essential later for the eye shape of the black group. Most players would connect solidly to avoid black having forcing moves on both sides. On the other hand Radek's special aim was to have a possibility to omit black response to white's forcing move at B - he could be killed unconditionally, but has a lot of liberties there.

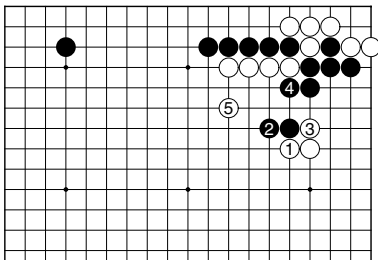
White 24 - the correct approach here for white is to just jump at E and prepare a double attack on the black groups. Next, F is quite severe towards the top group.

White 26 - wrong direction of play. Correct approach is to play first in the center. *Dia.4* shows one of the possible continuations. Black gets the initiative.



Dia.4

Dia.5 shows what happens if white tries to make black has a bad shape. But still he cannot manage to play on both sides (again wrong direction of play).



Dia.5

White 28 - This gives black too much territory and safety on the upper side. Also, the plan of the A move obviously failed.

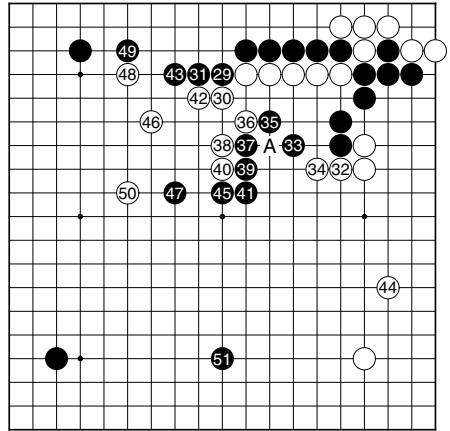
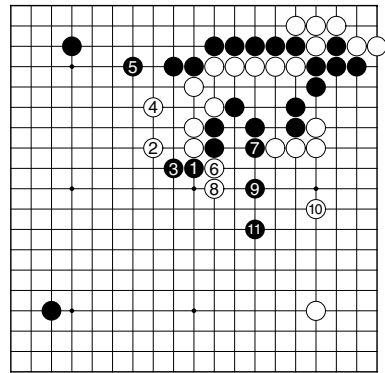


Figure 2 (29-51)

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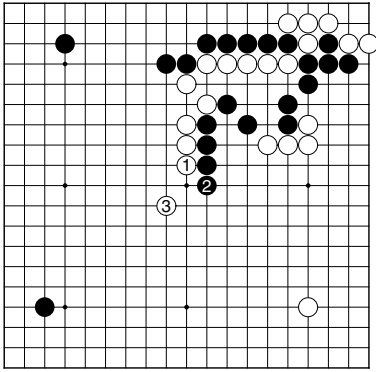
White 32 - wrong direction of play again. White gets too busy. Still, it is superior to make shape with the center group at A.

Black 41 - black could have played more aggressively like in *Dia.6*. The final position clearly favours black.



Dia.6

White 42 - painful exchange. Fighting for center power like in *Dia.7* still seems to be the only option for white. Now the question is how will be the fight after black invasion on the right side.

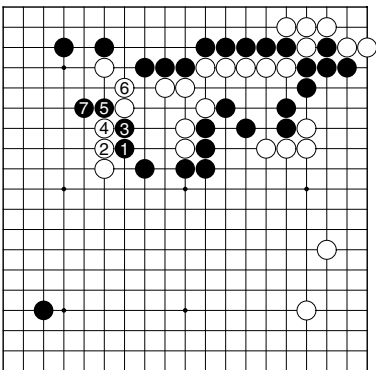


Dai.7

Black 47 - now black has both: territory on the upper side and thickness in the center (while white center group is still weak).

White 50 - This is a resourceful move that has the flavour of Radek's style. The shape looks dangerous, but it may be dangerous for the opponent as well if he tries to punish it too soon. White is already in a bad position overall, so this move is a good challenge.

Black 51 - black feels he is leading, so he opts for a safe play. This is good enough. Black could have chosen to play more aggressively ... following Dia.8 ... white is in a difficult position now.



Dia.8

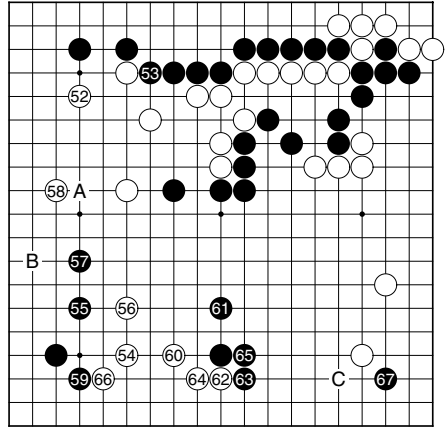
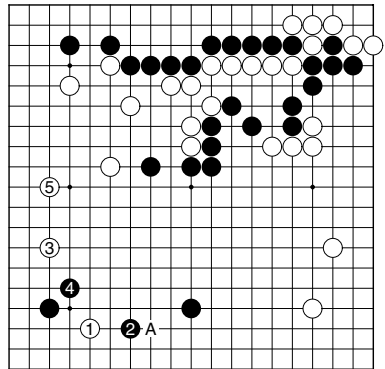


Figure 3 (52-67)

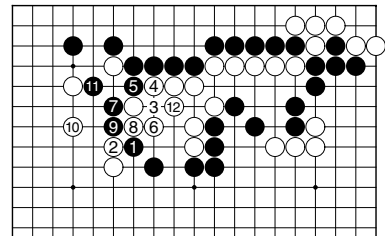
Figure 3 (52-67)

White 54 - this is not an appropriate approach. White had to play at 1 in *Dia.9*...



Dia.9

Dia.9 - white 1 makes miai of A and 3. White has to play solidly from his center group to have any chance. Black 55 - it seems, that black has still an option of cutting white apiece ... see *Dia.10*.



Dia.10

Black 57 - this is a calm, natural move, and by no means not bad, but aggressive attitude (in contrast to patient game moves) would be to play at A. I have to confess that during the game I didn't even think of such a move. It looks like a strong way to play because white is very thin there. But I developed a style that stresses natural flow, natural shape and I tend to play very calmly and solidly. The drawback of this style though is, that it makes me often miss moves like these, powerful and interesting.

White 58 - white more or less stabilizes his group here. With a slide at B to look for in the future, white can hope for a close game now.

White 62 - white makes it easy for black. White is behind in territory so he should defy death with his left side group and play a big territorial move at C. This is usually the way to play when one is behind. Losing without fighting is painful. That is why pros often prefer to die fighting rather than make two eyes and lose anyway.

Black 67- My feeling at this stage of the game is that white failed in his positional judgement, believing that it is still possible to get a close game by living honestly with 62 to 66. But after this corner invasion I felt white is way behind in territory.

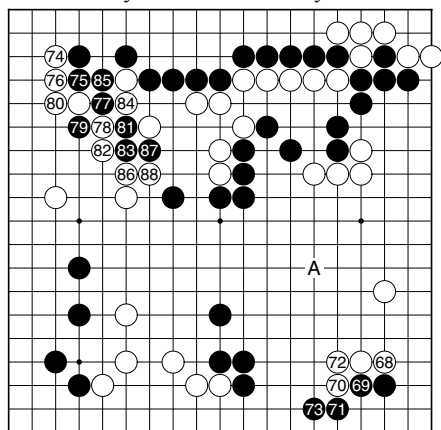
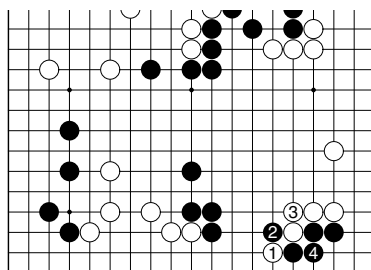


Figure 4 (68-88)

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White 72 - white should double hane like in *Dia.11* ...



Dia.11

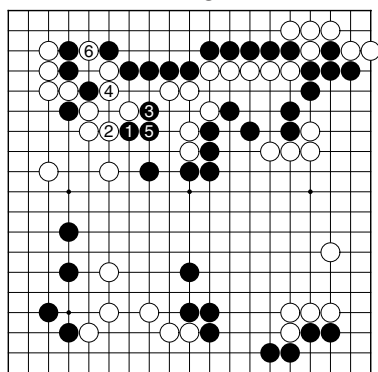
... with the cut in the position black shoulder-hit reduction will be risky now.

Black 73 - now the game is really over, this was too easy for black ...

White 74 - ... even if white protects his largest territory at A instead, black is far ahead.

Black 75 - usually this is a bad shape, but black is aiming at the center group.

Black 83 - black is playing safely. Black could capture white center following *Dia.12*, but white is satisfied with his compensation - the exchange is about even.



Dia.12

Black 85 - black has denied to capture white center again. Losing the stone at 77 seemed big to me in the game, but probably just taking the center following *Dia.13* was an easier way ...