

17 *Li Yue*: This was too wide for black; D would have been better. If White invaded as shown in Diagram 3, it would be difficult for Black to attack, and it leaves ▲ in danger.

26 *Li Yue*: This is a good move for White; he now has eyeshape.

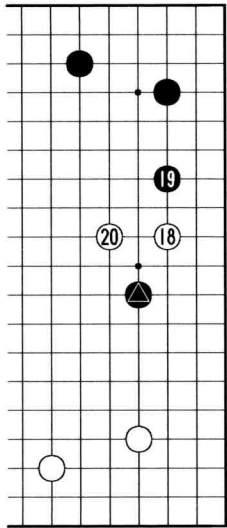


Diagram 3: Variation from move 18

27 *Ron Polak*: If Black intends to cut off the stones at 20, he will put a significant burden on White's stones at the bottom

30 *Li Yue*: White makes a tough, "do or die", decision in the heat of the game, and go for killing Black.

33 *Li Yue*: It's a difficult fight

33 *Ron Polak*: Will White dare to make that second cut?

33 *Li Yue*: It's complicated for White, but playable.

34 *Ron Polak*: Hooray! It's a daring warrior! Perhaps he is taking courage from the audience of 250 people on KGS ...

43 *Li Yue*: Black will collapse if White plays G - white needs to find that tesuji.

44 *Li Yue*: Ah, this move works as well!

25 *Li Yue*: Black can consider playing as in Diagram 4 and making E and F miai. By taking 25 in Diagram 4 before White has the chance to do so as 26 in the actual game, he gives himself good shape and removes eyeshape for White.

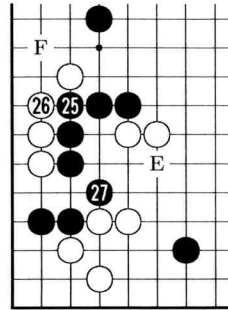


Diagram 4: Variation from move 25

44 *Li Yue*: I am leaving now; Ron will continue the analysis.

49 *BGAAdmin*: Macfadyen has used 70 minutes, Cann 65

50 *Ron Polak*: This is the only move here; trying to find an exit for the group of stones around move 30. These fights are very time-consuming; a single wrong move ends the game.

54 *Ron Polak*: It is absolutely necessary to play one move higher here, at 66, as shown in diagrams 5, 6 and 7. White need not fear the cut as he would get compensation on the lower side. In Diagram 5 we see that the hoshi stone from move 4 acts as a ladder-breaker, so that this variation is good for white. In Diagram 6 the variation is clearly good for white. And finally in Diagram 7, White has one more liberty on his group around move 30, so he can link up and make the Black group on the lower side very weak.

55 *Ron Polak*: The weaker move at 54 instead of at 66 may give Black a hope of making his group around move 53 alive in seki.

61 *Ron Polak*: Black welcomes this seki, since it only exists if White can make his corner group live, and this does not look likely.

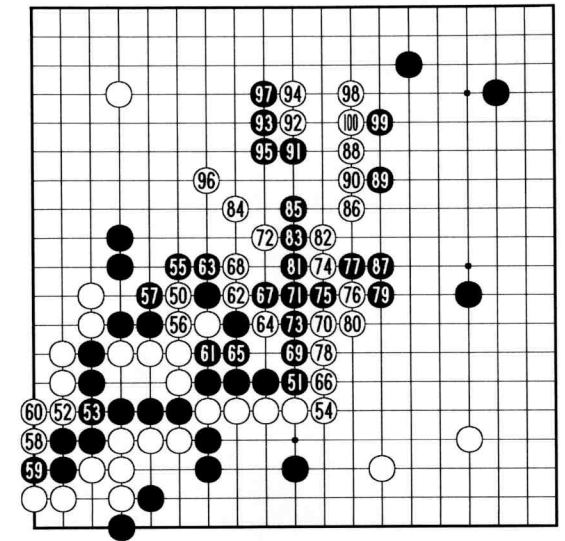


Figure 2: Moves 51-100

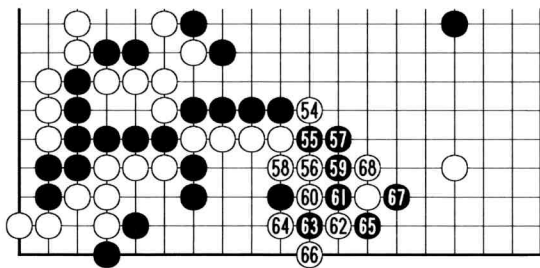


Diagram 5: Variation 1 from move 54

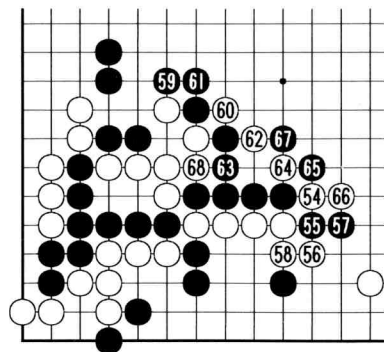


Diagram 6: Variation 2 from move 54

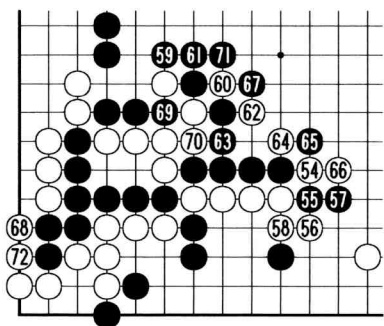


Diagram 7: Variation 3 from move 54

⑥1 *BGAadmin*: The next move is sealed; it is in the referee's pocket while everyone has lunch.

⑥5 *BGAadmin*: Cann has used 100 minutes, Macfadyen 75.

⑦1 *Ron Polak*: This move saves Black from being squashed into an unpleasant dango; since the White lower left corner is dead, Black has killed both this group and the stones which appear to be in seki. The apparently tiny difference of playing move 54 where it is instead of at

⑥6 appears to have been the game-losing move.

⑦8 *Ron Polak*: White tries to catch the central stones, but they will break out. It is a vulgar sequence for Black, but sufficient.

⑥3 *BGAadmin*: White Resigns

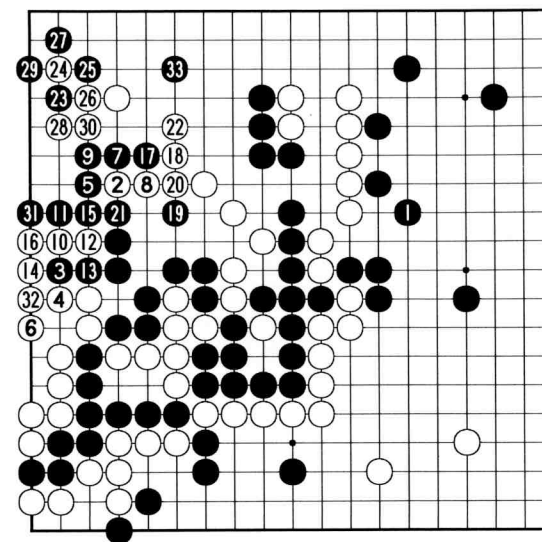


Figure 3: Moves 101-133

## EUROPEAN MASTERS 2005

Alexandre Dinerchtein

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The European Masters Tournament pits eight top European players against each other for the chance to play in a variety of Asian tournaments. Alexandre Dinerchtein has provided this exclusive commentary for the 2005 final. For more Dinerchtein commentary, see <http://www.go4go.net/v2/modules/alex/>

**White:** Radek Nechanicky 6 dan (Czech Republic)

**Black:** Alexandre Dinerchtein 1 dan pro (Russia)

⑥ (see Figure 1 on page 34) This pattern is unusual; the more common pattern is shown in Diagram 1.

⑦ Black can also consider a low shimari at A.

