

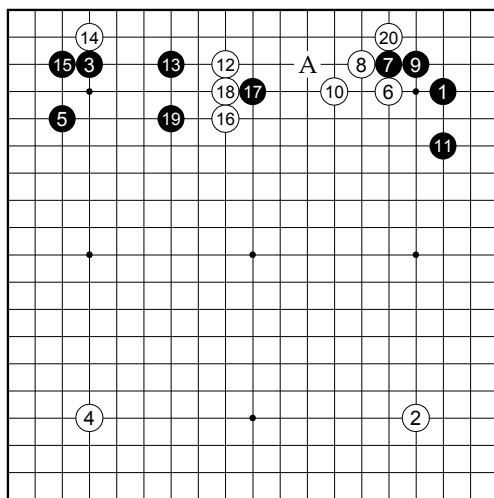
The 3rd Globis Cup, final

A report on this year's Globis Cup appeared earlier this month in the ejournal. Here is a commentary on the final, based on Go Weekly and the live commentary by O Meien 9P.

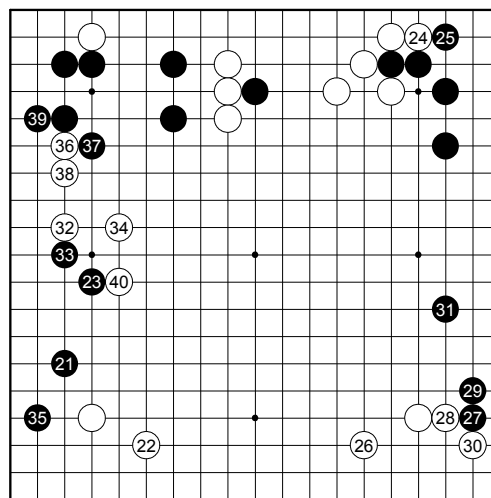
This year the finalists were Li Qincheng 1P of China (aged 17) and Kyo Kagen (also known as Hsu Chiayuan or Xu Jiayuan) 3P of Japan (aged 18). In the nigiri, Li drew black. Playing conditions are the NHK format (30 seconds per move plus ten minutes). As last time, O was assisted by Mannami Nao 2P.

This tournament was founded to give young Japanese players more experience against top-level competition. In China and Korea, it's not unusual for a teenager to be winning top titles. The best example of that is Ko Jie 9P of China. He is still only 18 (he turns 19 on August 2), but he has already won three international titles. So far, no teenager in Japan has won a top domestic title; the biggest prodigy, of course, has been Iyama Yuta, who started winning titles when he was 16, but he did not win a top-seven title, the Meijin, until he had turned 20. Why the difference? In my view, the explanation is simple: the Korean and Chinese players come out of a much bigger pool, because of the much greater popularity of go among young people in these countries.

The pattern at the top has been quite popular recently. Before jumping to 16, White attaches at 14, creating some aji, then leaves it for later. Black also plays a forcing move, 17, before jumping to 19. White hanes at 20 as some protection against a black invasion at A, but it is not sente.



(1-20)



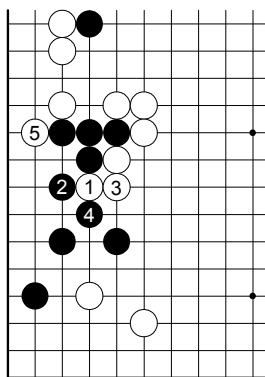
(21-40)

White: Kyo Kagen; Black: Li Qincheng

Black's irregular approach at 27 and White's invasion at 32 are the moves that decide the course of the game; the issue will be decided by these two areas.

O Meien: "White is satisfied with the result to 44. He is doing well."

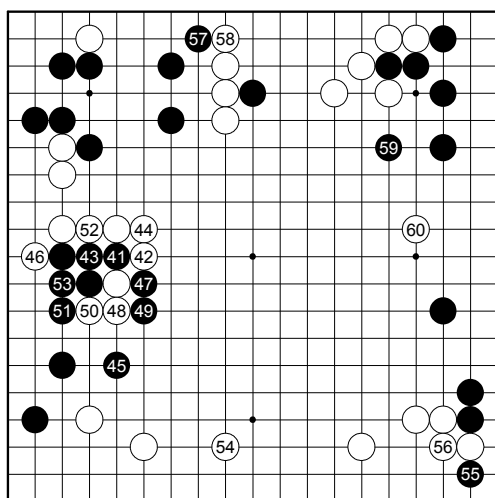
White hanes at 46, but O commented: "I would have preferred not to be cut at 47. Instead of 46, White could also play 1 in Dia. 1. (The moves to 5 follow.) This would be my preference."



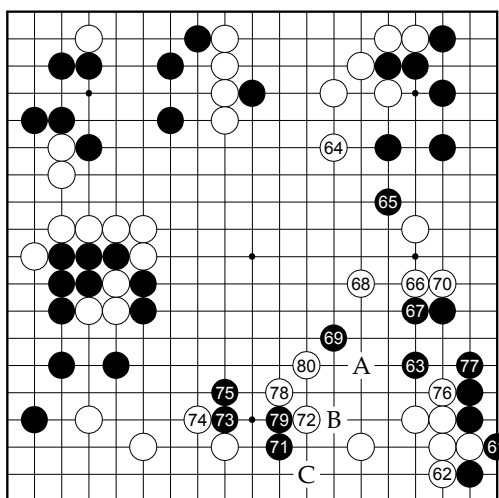
Dia. 1.

White 54. If the low move is good enough, it's best. If White played this move on the 4th line, Black would be bound to invade at the bottom.

When Black expands with 59, White has to split the side into two with 60.



(41-60)



(61-80)

When White invades the right side, prompting Black to move out with 63 and 69, the potential of his moyo at the bottom is limited, but after playing the low move of 54 White is not interested in trying to expand this area. However, O commented that he would have preferred to play 64 at A.

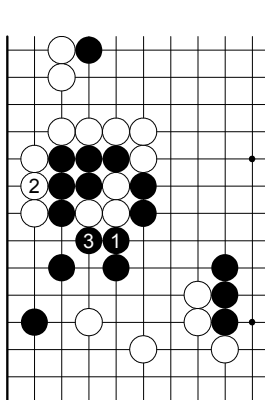
Black 71 is a deep invasion. OM: "The shoulder hit of B looks like the usual move. White would play C, leading to a drawn-out game." Black 71 shows Li's confidence in his fighting ability. A serious fight follows.

Exchanging 76 for 77 limits Black's potential eye shape.

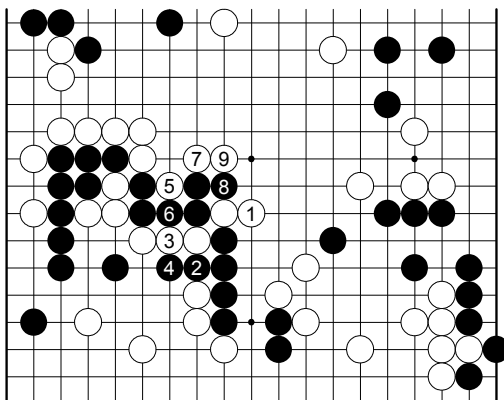
OM: "In the fight from the invasion of 60 to the 80, White has done well, though the gap is very slight. As of 80, White's thickness feels superior, so the game feels easier for him than for Black."

Black 85 is a move that could have lost the game. Instead, the moves in Dia. 2 would be the par sequence and would give a prolonged game. (Black can't play 87 to the left of 86 because White would get powerful forcing moves on the outside.)

White 88 and 90 are severe. The only thing is that White 1 in Dia. 3 would have been thicker than White 92. If Black counters with 2 and 4, White sets up a ladder.

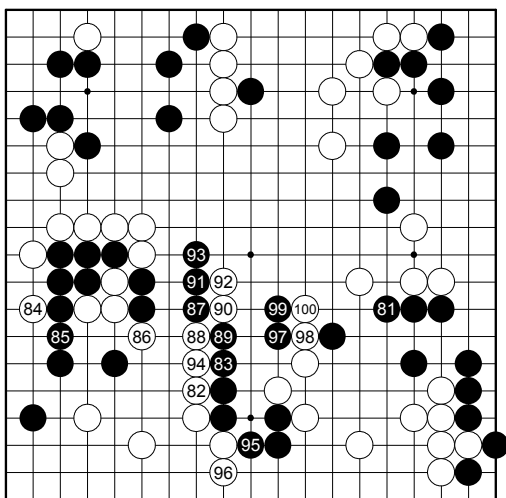


Dia. 2

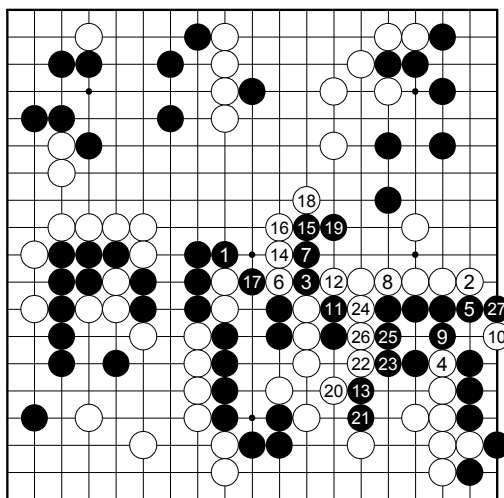


Dia. 3

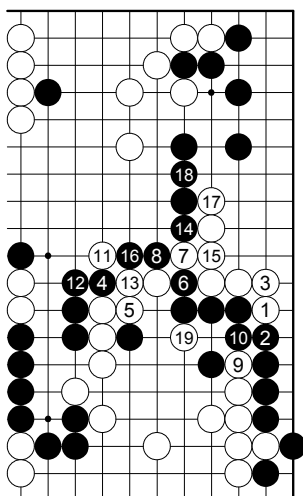
OM: "The moves to 97 look feasible for Black, but this is a tough fight.



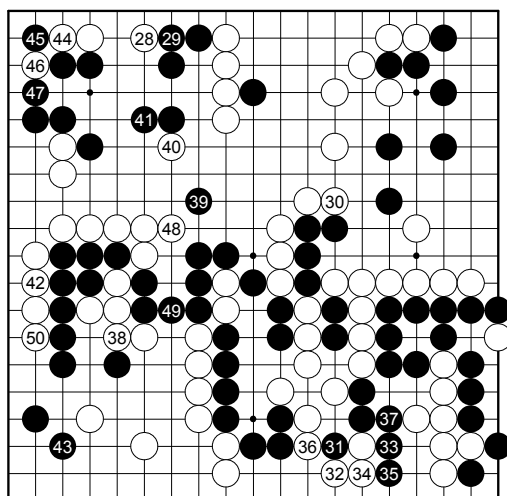
(81-100)



(101-127)



Dia. 4



(128-150)

White (10)2. The game is caught up in a very difficult fight, with a number of eyeless groups in the balance. Kyo now misses some important chances. The sequence in the game is playable for White, but things would have been tougher for Black if he had played 2 at 5 or 4 at 5.

White 2 at 5 is shown in Dia. 4. The moves to 19 are one variation. White wins the capturing race. The hane + connection of 1 and 3 keeps things simpler than in the game. OM: "If White had played this way, saving the group wouldn't have been easy." Even if he were to save it, he would probably lose a lot of points, so White would be doing well territorially.

It was suggested that White may have had further chances to capture Black, but it was not easy to draw a conclusion.

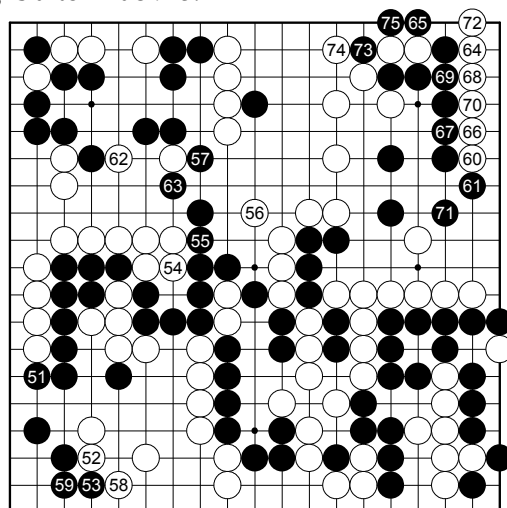
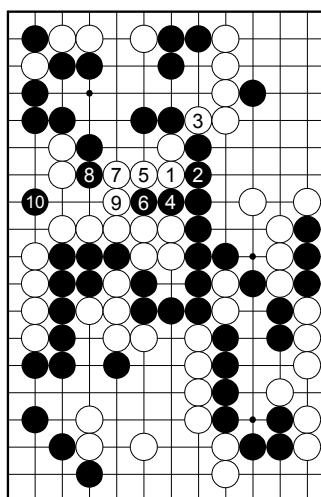
When Black lives up to 27, White has clearly failed. When his bottom right stones are captured (in the next figure), he is headed for a loss.

(128-150: no comments)

White musters up his last remaining strength with 54, trying to capture Black, but to no avail.

OM: "If instead of 58, White splits Black into two with 1 and 3 in Dia. 5, Black makes a placement at 10, and White can't win the capturing race."

Living in the upper right corner with 60 on is just setting the scene for resignation. White is behind on territory, so he resigns after Black 75.



White resigns after Black 175.

In the post-game review, Li commented: "If instead of 102, White had played a hane and connected, I wouldn't have known what to do. Once my black group here lived, I thought I had a reasonable game. The content is not good, but I was lucky. I'm very happy at being able to win for China."

Kyo: "When I cut at 90, I thought that I might be able to do well, but I made one mistake after another . . . Instead of 104, the vital point was 105. I failed to wrap up a win because of lack of fighting strength. I was lucky to be able to come second. If I'm able to play next year, I'll give it another shot. I want to raise my level so I can compete internationally."