

Diagram 1. Actual game.

Black 1 (281 in the game record) loses. Black should normally make a ko in the top right corner.

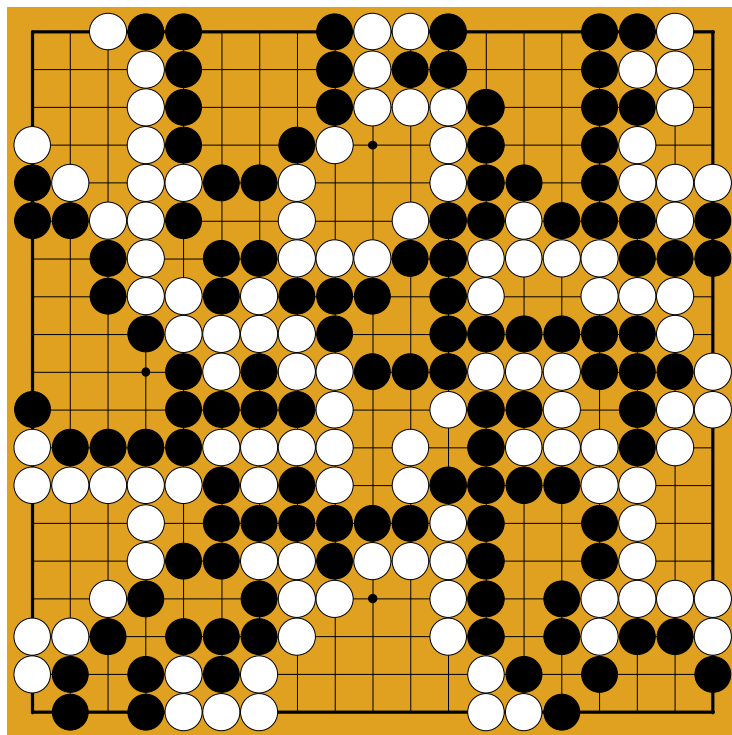


Diagram 2. Game arrayed for counting.

Black has a 57 points of territory and White has 53, with a komi of 4 ½. White wins by ½ point.

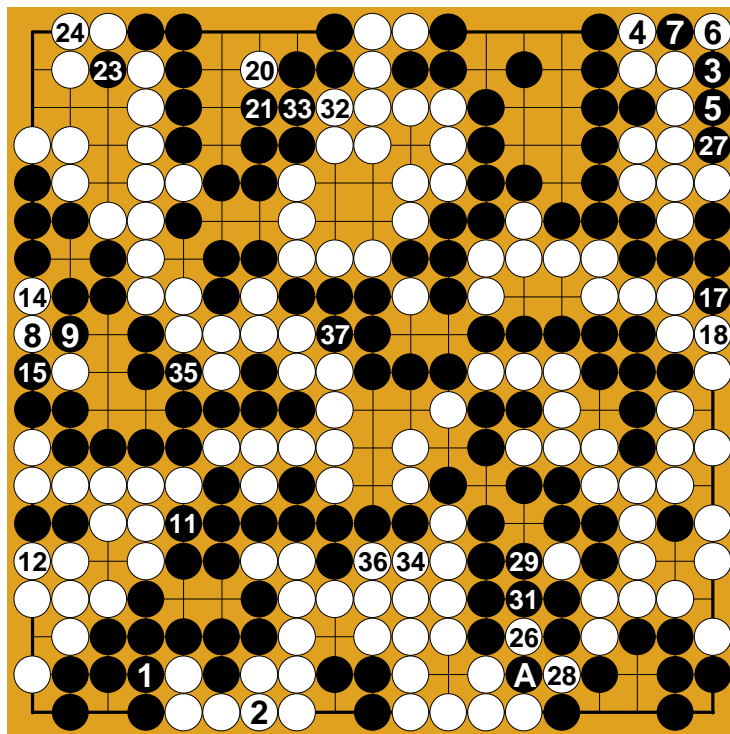


Diagram 3. Winning sequence for Black.

W 10 = ko. B 13 = ko. W 16 = ko. B 19 = ko. W 22 = ko. B 25 = ko. W 30 at A.

Black 1 eliminates White's ko threat at 2. If White 2 is at 4, Black takes at 2 for an easy win.

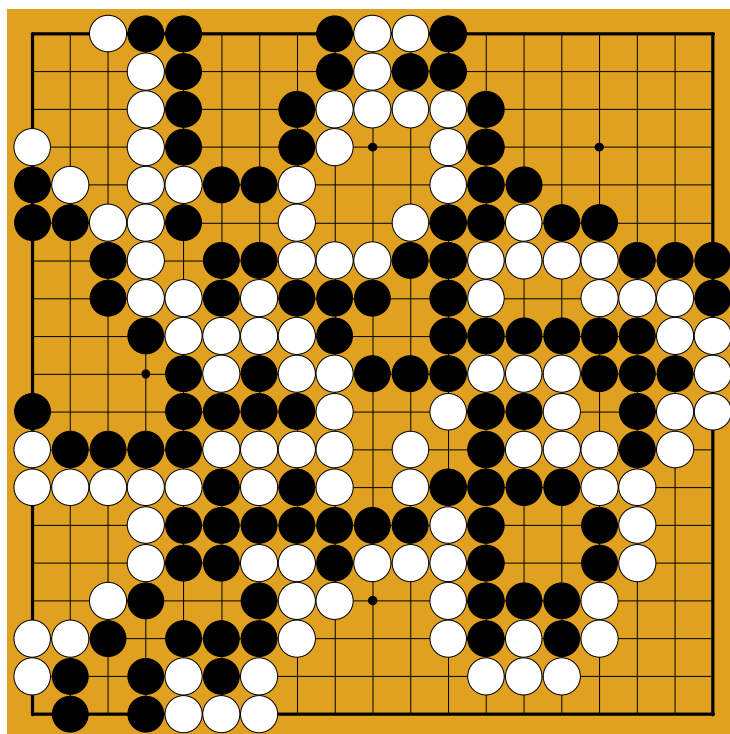


Diagram 4. Alternate result arrayed for counting.

If White 4 is at 5, Black plays at 7 and White cannot play at 4 because of damezumari. If White omits White 6, Black makes bent four to kill White's group. This ko is a hanami ko for Black. The life of White's group is at stake, while Black can gain if she picks up more than a couple of points in a ko threat. Black can make small ko threats, while White must make large ones.

White's ko threat at 26 is large, but not quite large enough. Black 27 wins the ko in exchange for the bottom right corner. Black gains 28 points in the ko versus actual play in the top right corner. White gains 26 points in the bottom right corner. In addition, White gains 1 point in the top with the sente at White 32, since Black does not get her reverse sente there. The exchange nets 1 point to Black, which is enough for a win.

Black has 70 points of territory, White has 65 points with 4 ½ points komi. Black wins by ½ point.

White can make one extra ko threat, but it is a losing ko threat.

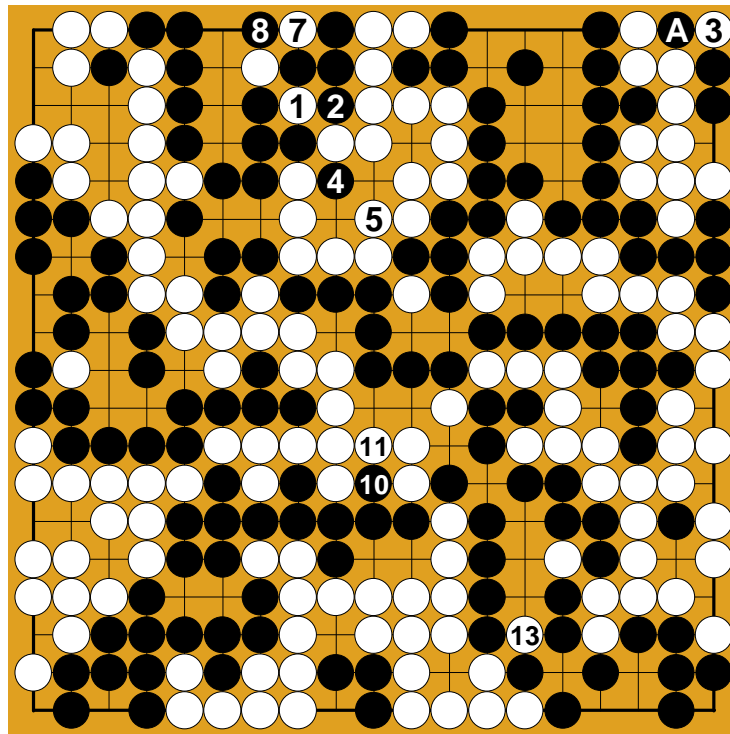


Diagram 5. White's losing ko threat.
B 6 = ko. W 9 = ko. B 12 = ko.

White 1 is a large ko threat, but it loses 1 point. White also gets another threat at 7, but Black gets one at 4. Black's small threat at 10 forces White to make the threat at 13 anyway. White does better to make the threat at 13 before making the losing ko threat at 1.

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