# AhQ Go Pro Hawk Eye Report

**Black:** Boris Dov膕铆k

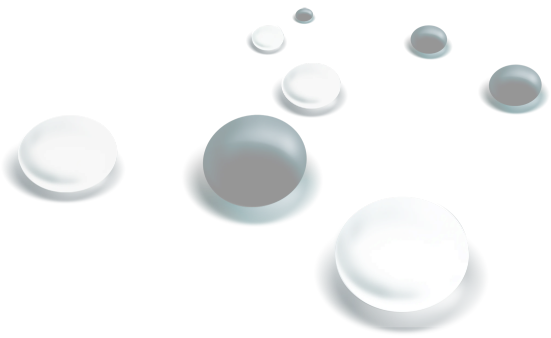
**White:** Zuzana Kr谩likov谩

**Rule:** Japanese rule

**Komi:** Black gives 6.5 points

**Game result:** B wins by resignation

**Analysis date:** 2026-10-08 07:02:02



AhQ Go Pro 2.9.1

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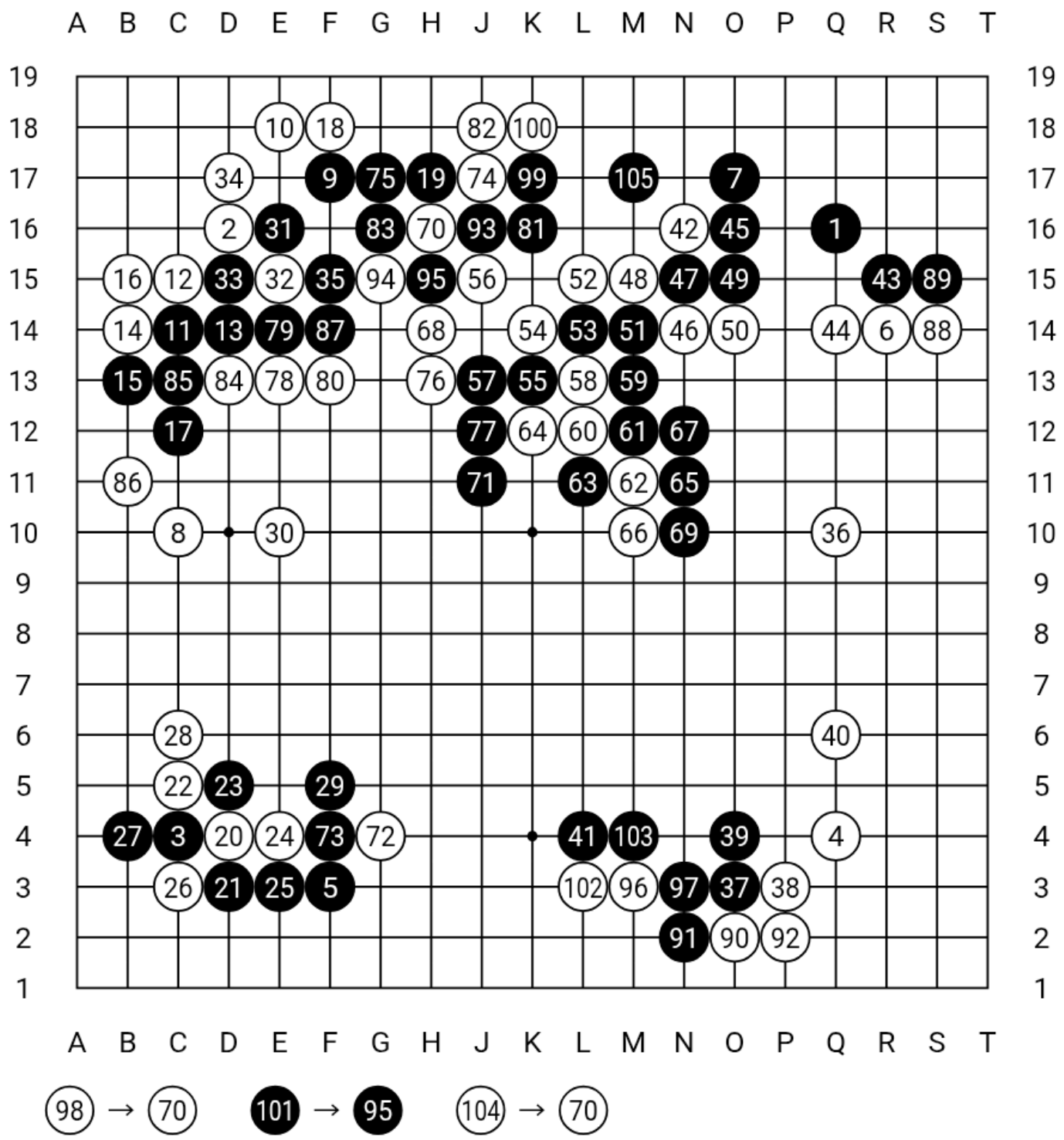
# Overview


A B C D E F G H J K L M N O P Q R S T
19 18 17 16 15 14 13 12 11 10 9 8 7 6 5 4 3 2 1
98 → 70
101 → 95
104 → 70

# Game Summary

AI commentary

Overall Verdict: Black built a steady advantage from the opening and never let it go, with the middlegame confirming rather than reversing the trend.

- Move Data: 105 moves total, Japanese rules, 6.5 komi, result B+R.

- Variation Highlights: The opening through move 60 was already assessed as black_better, and the middlegame from move 61 onward stayed in the same direction.

- Strategic Explanation: White's choices were consistently playable but slightly or clearly off-direction. The N16 shoulder hit at move 42 was the clearest misdirection, costing roughly 10 points of lead. Later, moves 68, 70, 72, 86, 94, and 102 each gave up a little more: H14 and H16 favored shape and defense over the more urgent central action, G4 developed the lower side while abandoning the sharper lower-left forcing sequence, B11 defended the left instead of connecting at the top, G15 took a less efficient path in the contact fight, and L3 secured a solid connection but handed back the initiative. Each of these was individually reasonable, yet together they steadily widened the gap.

- Actual Move: Black's result was recorded as B+R.

- AI Comparison: The turning moves 36, 42, 68, 70, 72, 86, 94, and 102 all point the same way, with White repeatedly choosing solid but passive moves where more urgent or sharper play was available.

The final result followed from this accumulation rather than from a single collapse: Black's direction and initiative were never seriously challenged, and White's defensive, slightly-off moves left an already difficult position further behind.

# Strength

**Boris Dov腳铆k** Overall score **81/100**

Overall **5.9 dan**

**Zuzana Kr谩likov谩** Overall score **63/100**

Overall **Amateur 1-2 kyu**

| | Boris Dov腳铆k | Zuzana Kr谩likov谩 |
|---|---|---|
| **Opening** | 5.5 dan | Amateur 1-2 kyu |
| **Middlegame** | 7.6 dan | Amateur 1-2 kyu |
| **Endgame** | Insufficient data | Insufficient data |

**Boris Dov腳铆k**

AI similarity

**56.6%**

| | |
|---|---|
| Mistakes | 16 |
| Avg winrate loss | 0.61% |
| Avg lead loss | 1.71 |

**Zuzana Kr谩likov谩**

AI similarity

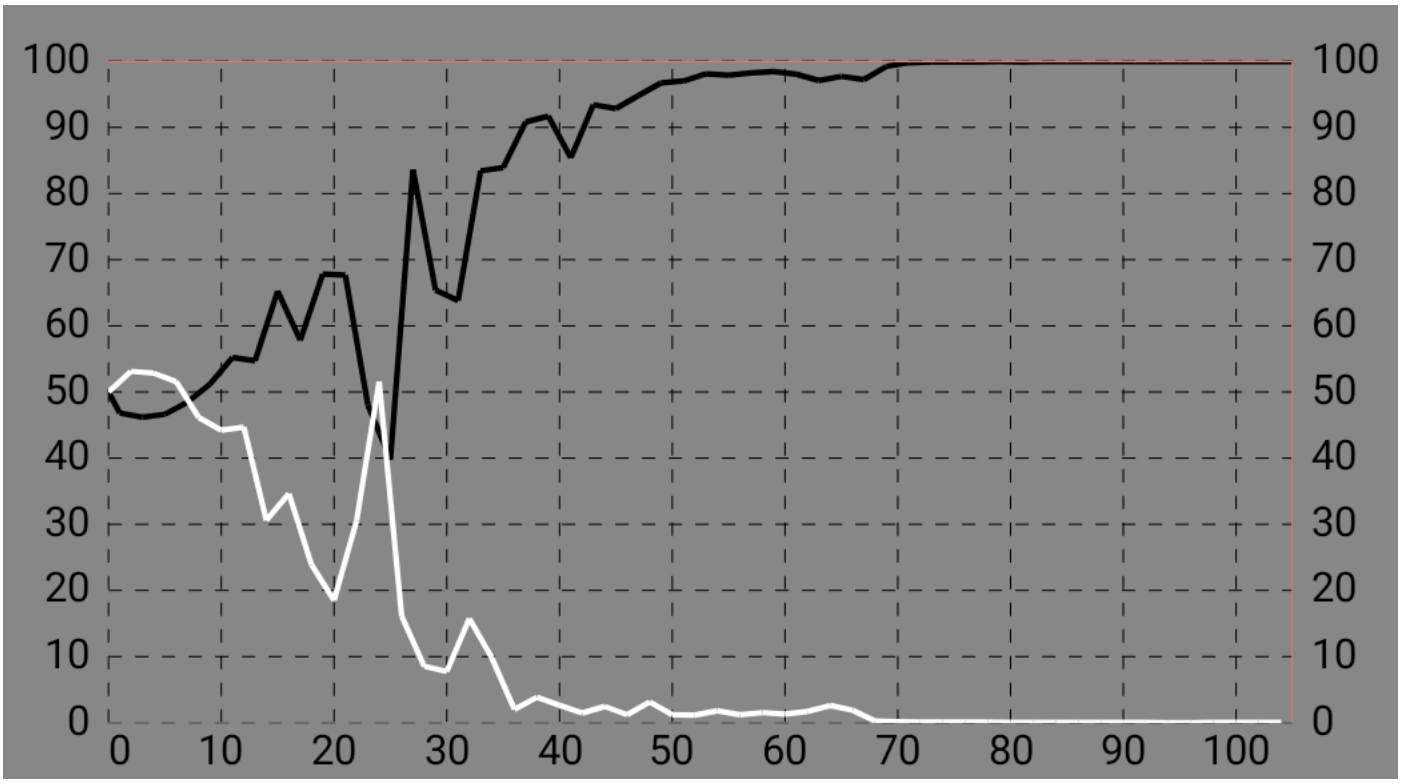
**28.3%**

| | |
|---|---|
| Mistakes | 21 |
| Avg winrate loss | 0.49% |
| Avg lead loss | 1.95 |

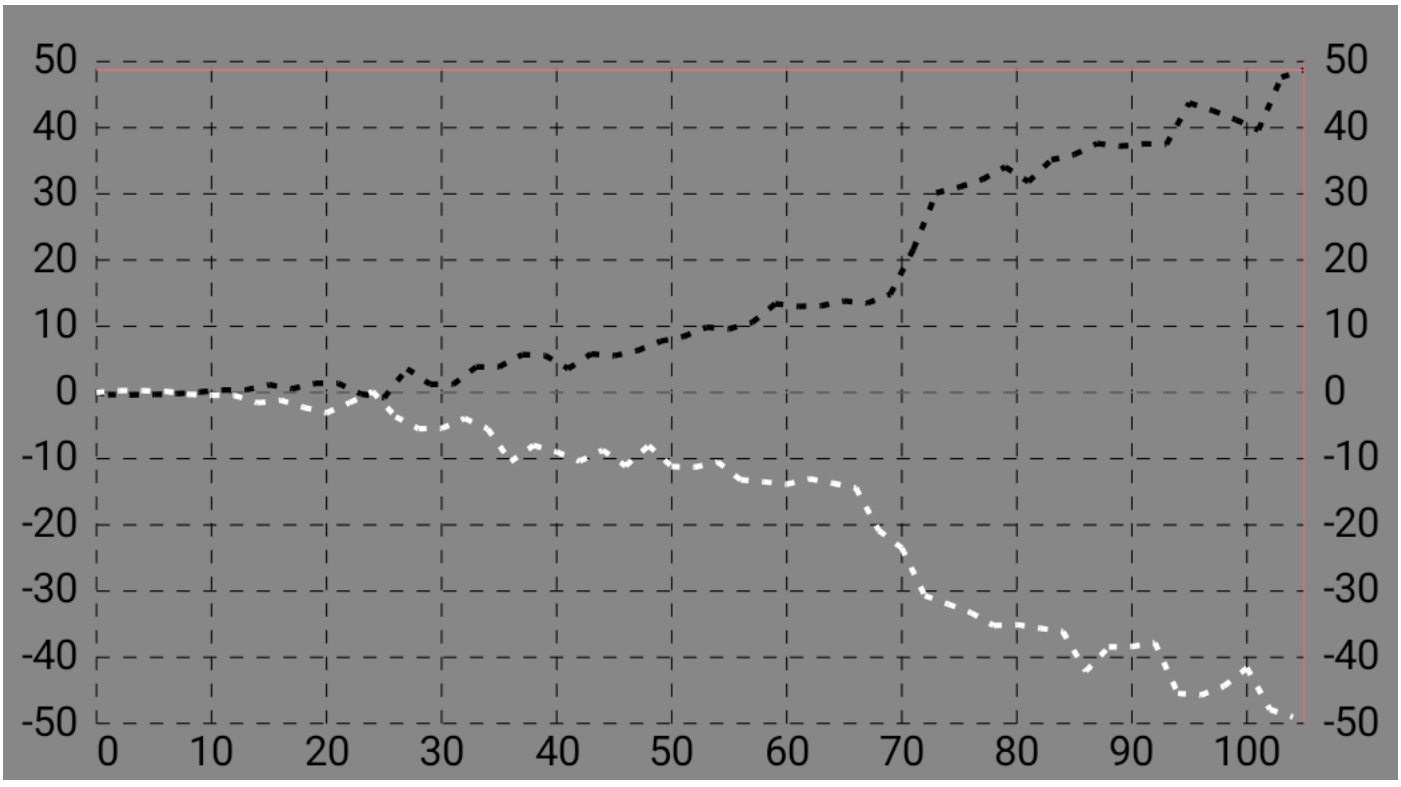
Review aid only, not an official rank.

# Whole Game Trend

## Winrate trend




## Lead trend



# Key Moves TOP 10

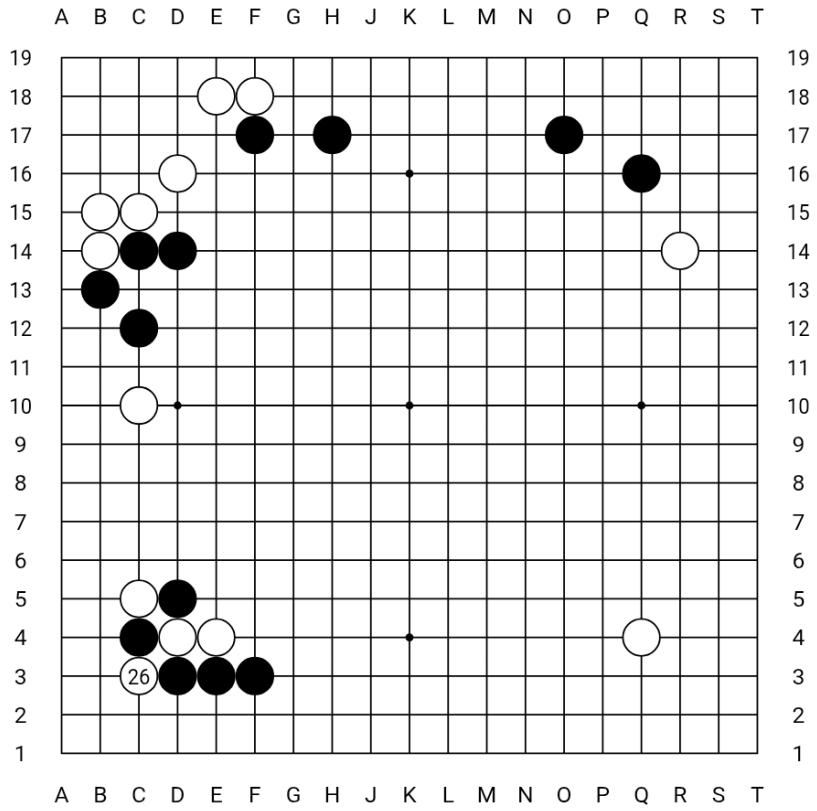
| Move | Color | Coord | Level | Winrate loss | Lead loss |
|---|---|---|---|---|---|
| 26 | W | C3 | Blunder | 44.11% | 4.44 |
| 36 | W | Q10 | Blunder | 14.07% | 6.55 |
| 42 | W | N16 | Blunder | 13.14% | 6.77 |
| 46 | W | N14 | Blunder | 5.97% | 5.54 |
| 68 | W | H14 | Blunder | 2.52% | 7.35 |
| 70 | W | H16 | Blunder | 0.60% | 8.66 |
| 72 | W | G4 | Blunder | 0.15% | 9.09 |
| 86 | W | B11 | Blunder | -0.01% | 6.17 |
| 94 | W | G15 | Blunder | 0.01% | 7.96 |
| 102 | W | L3 | Blunder | 0.01% | 8.23 |

# Move 26 W C3

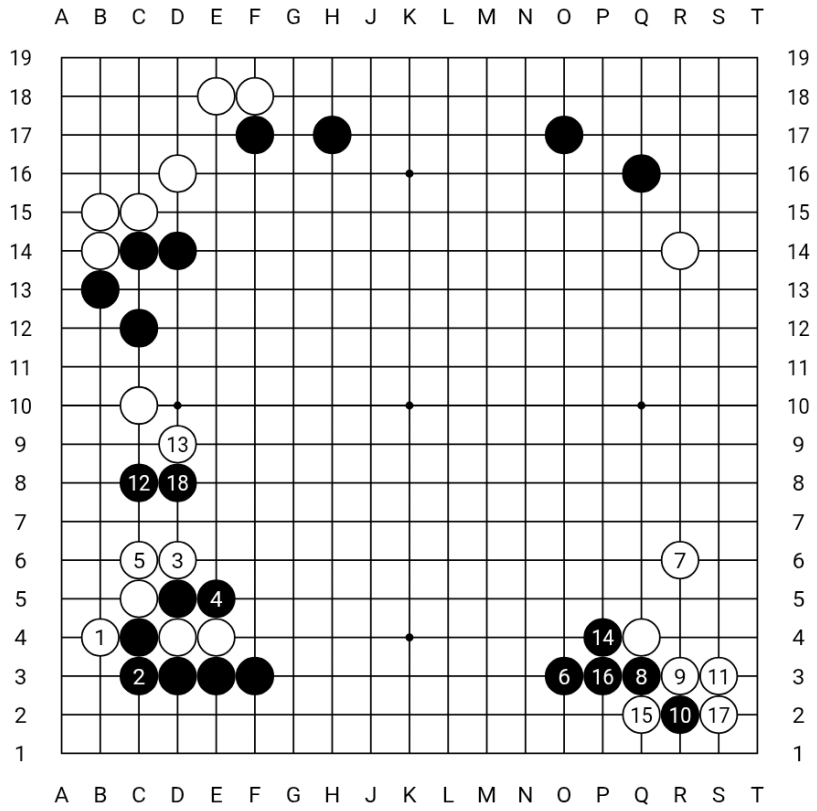
Blunder

Winrate loss: 44.11%  Lead loss: 4.44

## Actual position




## Recommended variation

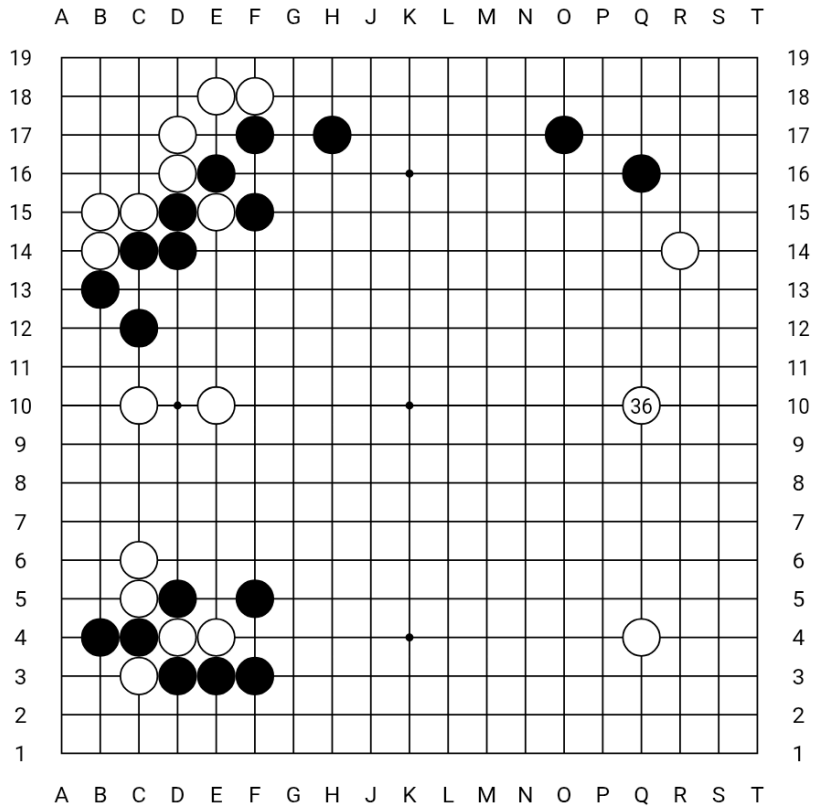


# Move 36 W Q10

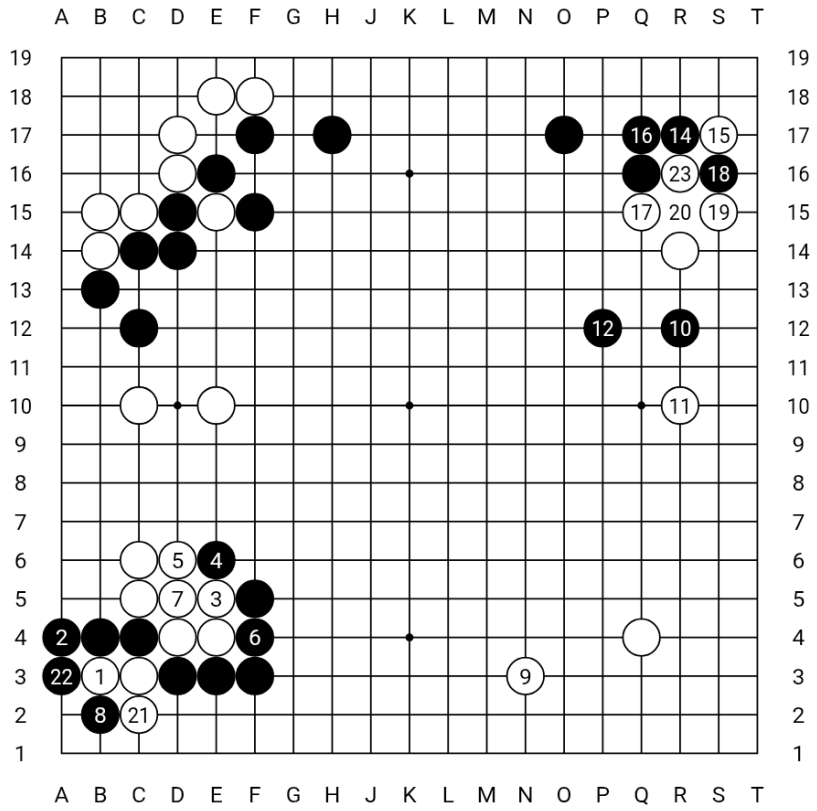
Blunder

Winrate loss: 14.07%  Lead loss: 6.55

## Actual position




## Recommended variation



# Move 36 W Q10

Blunder

Winrate loss
14.07%

Lead loss
6.55

AI commentary

Overall Verdict: White's Q10 Hoshi is a playable but slightly off last move: it claims the right-side star point and keeps the opening flexible, yet it misses the sharper lower-left forcing sequence and lets the position drift further toward Black.

- This Move:

- Near-best is too generous, but the move is not a clear blunder; it is a reasonable, calm choice that is slightly off the most urgent point.

- Q10 is a balanced, large-scale play on the right side, aiming to develop White's framework while keeping options open toward the upper and lower right.

- It limits Black's easy expansion along the right side and preserves White's presence around the star-point area.

- The cost is timing: the lower-left position still contains a valuable forcing sequence, and taking the right-side point first gives Black the chance to answer elsewhere or settle that area.

- In the opening stage, the move favors broad direction and balance over immediate local profit, so its value depends on how efficiently White can follow up on the right.

- Situation Shift:

- Before the move: White's winrate was 16.08% with a lead of -3.88, so Black already held a noticeable but not overwhelming advantage.

- After the move: White's winrate fell to 2.01% and the lead widened to -10.43, a substantial further swing toward Black.

- Summary: The position moved from a manageable deficit to a clearly difficult one; Q10

# Move 36 W Q10

Blunder

AI commentary

did not create enough compensation for the opportunity cost in the lower left.

- AI Preference:

- The preferred alternative before the last move was B3 Sagari in the lower left, a sharp local move that directly exploits the unsettled shape there.

- The projected follow-up runs through White B3, Black A4, White E5, Black E6, White D6, Black F4, White D5, Black B2, White N3, and Black R12, showing a concrete exchange that clarifies the lower-left result before turning to the right side.

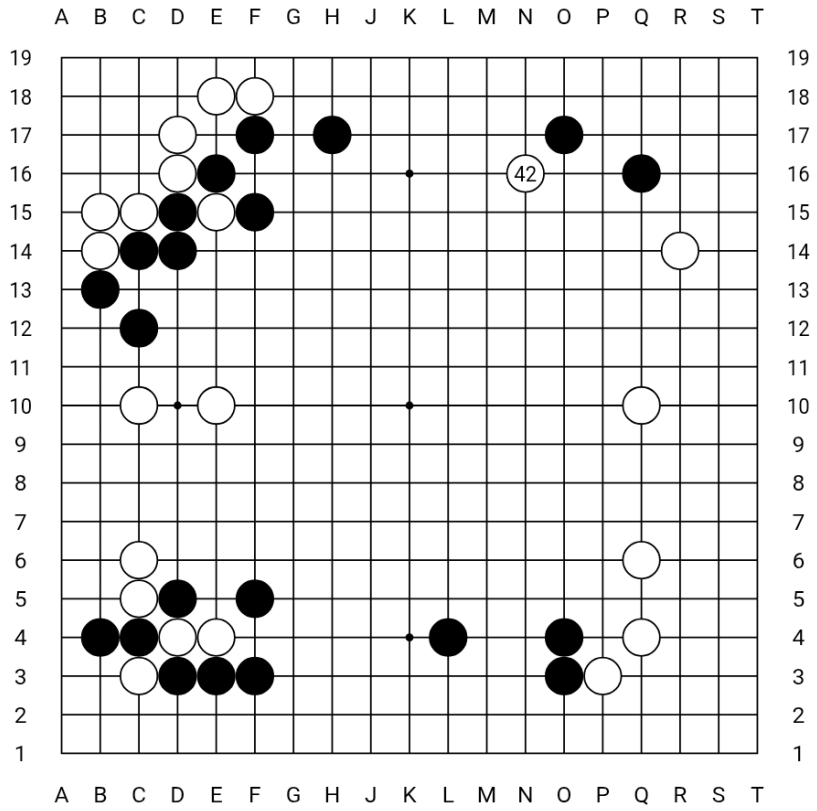
- The key difference is direction and urgency: B3 addresses the most valuable unfinished area first, while Q10 chooses a broad developing point and leaves that forcing chance unclaimed.

# Move 42 W N16

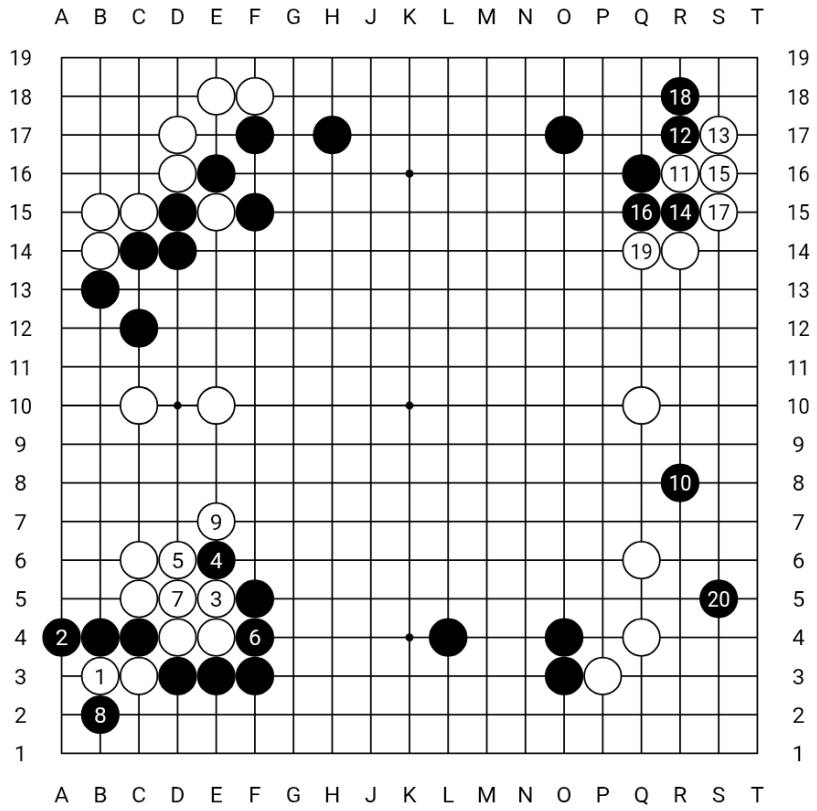
Blunder

Winrate loss: 13.14%  Lead loss: 6.77

## Actual position




## Recommended variation



# Move 42 W N16

Blunder

Winrate loss
13.14%

Lead loss
6.77

AI commentary

Overall Verdict: White's N16 shoulder hit is a playable but clearly off-direction choice in the opening; it reduces Black's upper-side potential, yet it worsens the position by about 10 points of lead and drops the winrate from 14.59% to 1.45%.

- This Move:

- Classification: playable but clearly off, not a harmless adjustment.

- Intention: the shoulder hit presses against Black's upper-side framework, aiming to flatten Black's potential and build White's own outside presence toward the center.

- What it limits: it reduces the scale of Black's upper-side territory and keeps White's stones connected in spirit with the center-facing influence.

- What it gives up: it leaves the lower-left corner unresolved, where the position was already delicate, and it lets Black settle the upper side while keeping sente elsewhere.

- Situation Shift:

- Before the move: winrate 14.59%, lead -3.60.

- After the move: winrate 1.45%, lead -10.37.

- Summary: the move costs roughly 13 percentage points of winrate and about 7 points of lead, turning a difficult but manageable opening into a clearly unfavorable one.

- AI Preference:

- The preferred alternative was B3 Sagari in the lower left, a descent that directly resolves the local shape before anything else.

# Move 42 W N16

Blunder

AI commentary

- The projected continuation after B3 runs: White B3, Black A4, White E5 atari, Black E6 atari, White D6 take, Black F4 atari, White D5 fill, Black B2 lean, White E7 atari, Black R8.

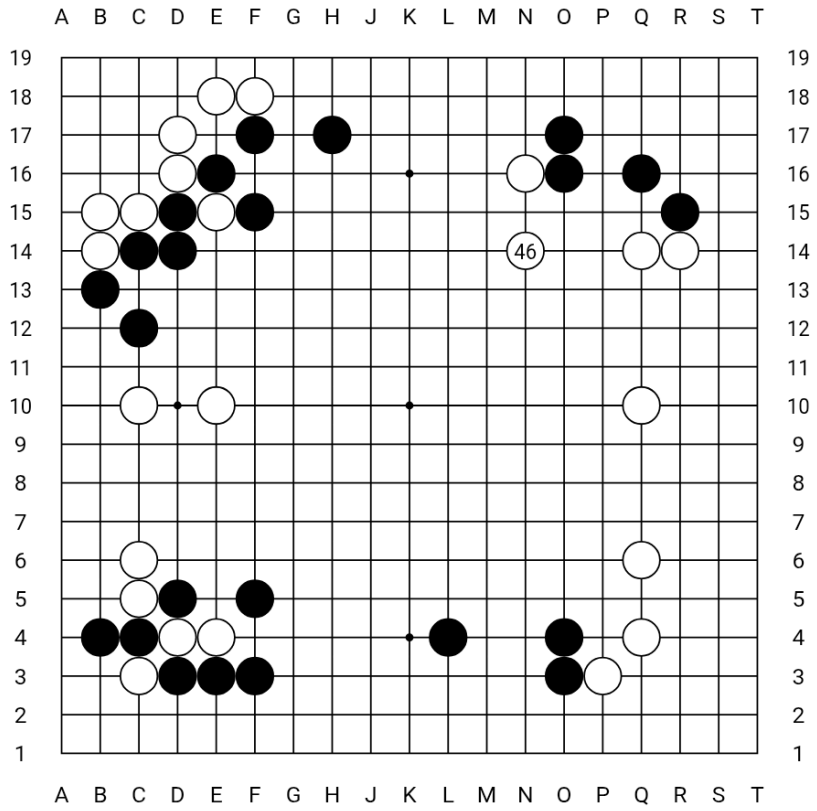
- The key difference is direction: B3 addresses the urgent lower-left shape and keeps the lead near even, while N16 spends the move on a reduction that does not fix the corner and leaves White behind.

# Move 46 W N14

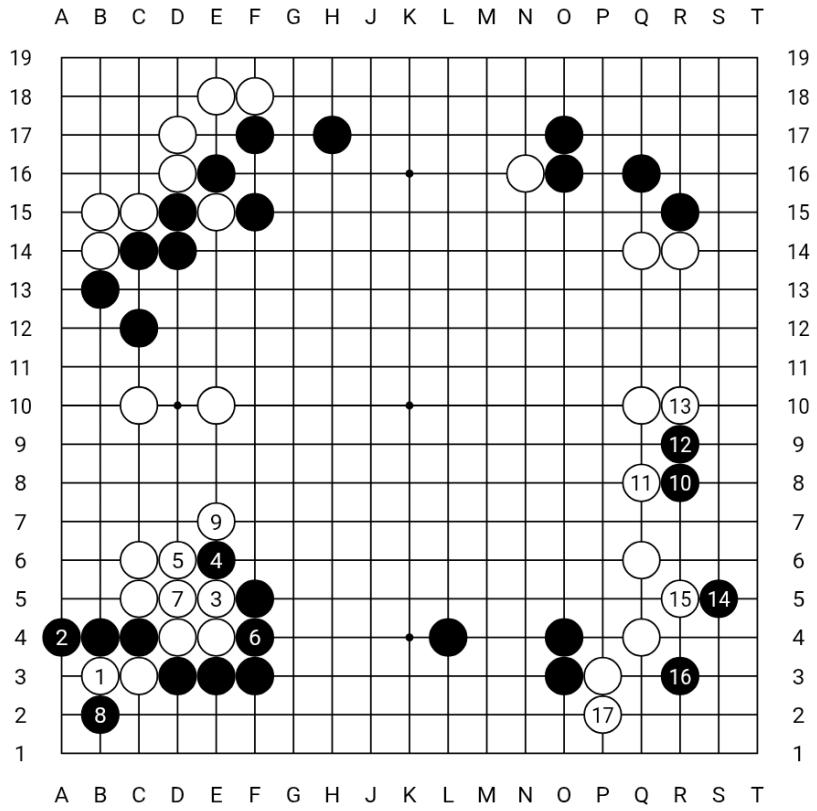
Blunder

Winrate loss: 5.97%  Lead loss: 5.54

## Actual position




## Recommended variation

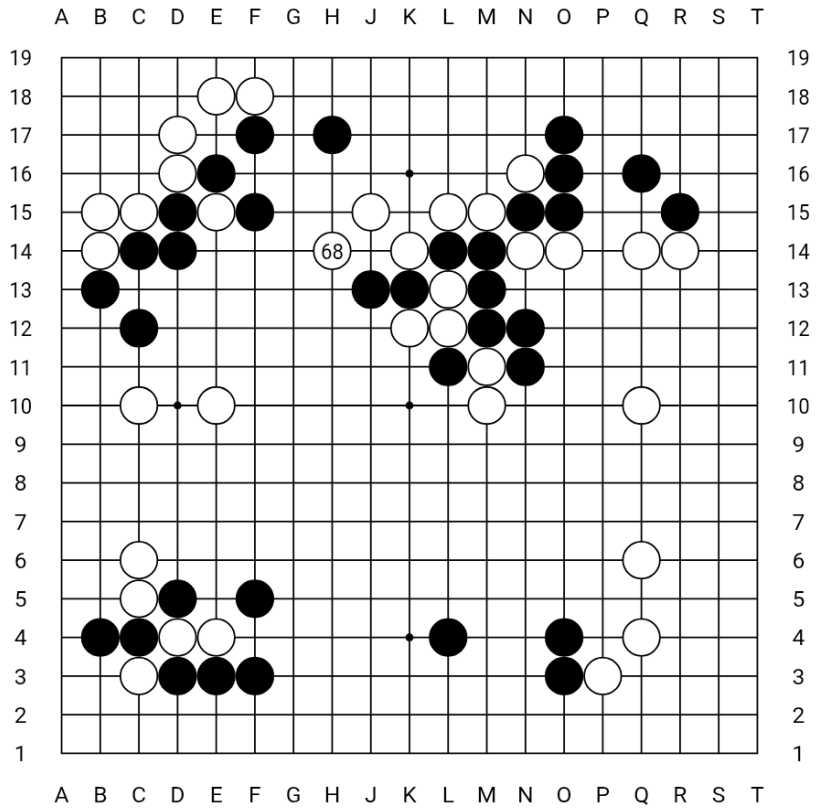


# Move 68 W H14

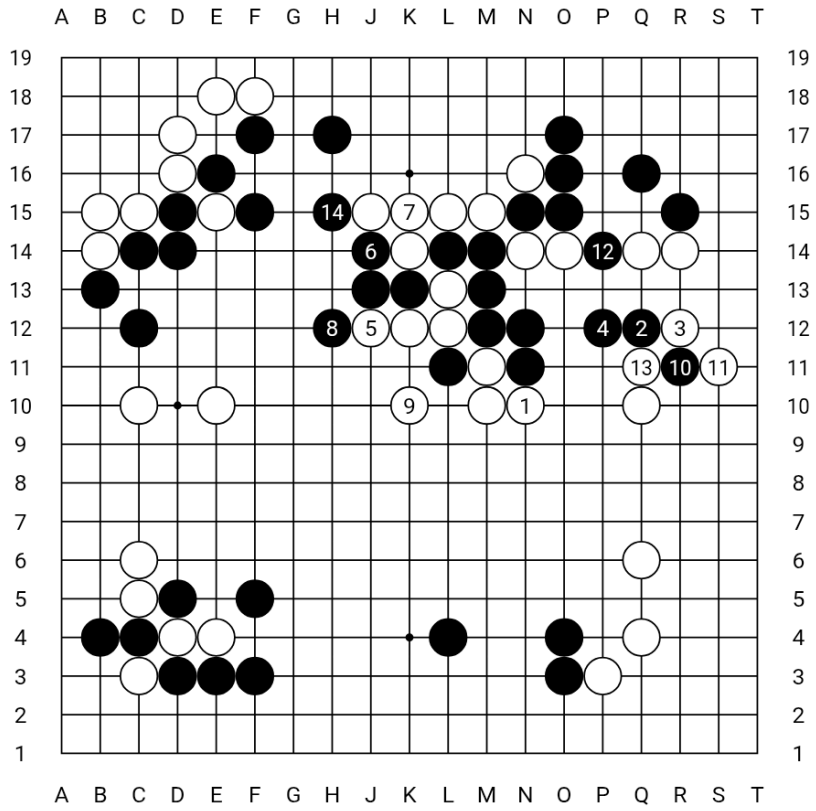
Blunder

Winrate loss: 2.52%  Lead loss: 7.35

## Actual position




## Recommended variation



# Move 68 W H14

Blunder

Winrate loss
2.52%

Lead loss
7.35

AI commentary

Overall Verdict: White's H14 diagonal is a playable but slightly off choice: it aims to link the upper-side stones and reduce Black's central influence, yet it misses the more urgent central point and costs about seven points of lead.

- This Move:

- Playable but slightly off. The diagonal at H14 is a solid, shape-conscious move in the upper side.

- It tries to connect White's stones toward the upper-left group, deny Black a forcing turn there, and keep the central fighting flexible.

- What it gives up is central initiative: the pressing point in the center is left to Black, so White's central group stays heavier and Black gains outside influence.

- The evaluation before this move already showed White behind, and the move widens that deficit rather than reversing it.

- Situation Shift:

- Before the move: White's winrate was 2.77% with a lead of -13.50 points.

- After the move: White's winrate falls to 0.25% with a lead of -20.85 points.

- Summary: The position shifts from a difficult but still manageable deficit to a clearly losing one, mainly because the central direction was left unattended.

- AI Preference:

- The preferred move before White's last play was the turn at N10 in the center.

# Move 68 W H14

Blunder

AI commentary

- That move directly contests the vital central point, keeps White's stones connected and light, and limits Black's outside influence.

- The projected continuation after N10 shows Black responding with a large knight move at Q12, White attaching underneath at R12, Black stretching at P12, White stretching at J12, Black playing Atari at J14, White connecting at K15, Black hane-ing at H12, White jumping at K10, and Black hane-ing at R11.

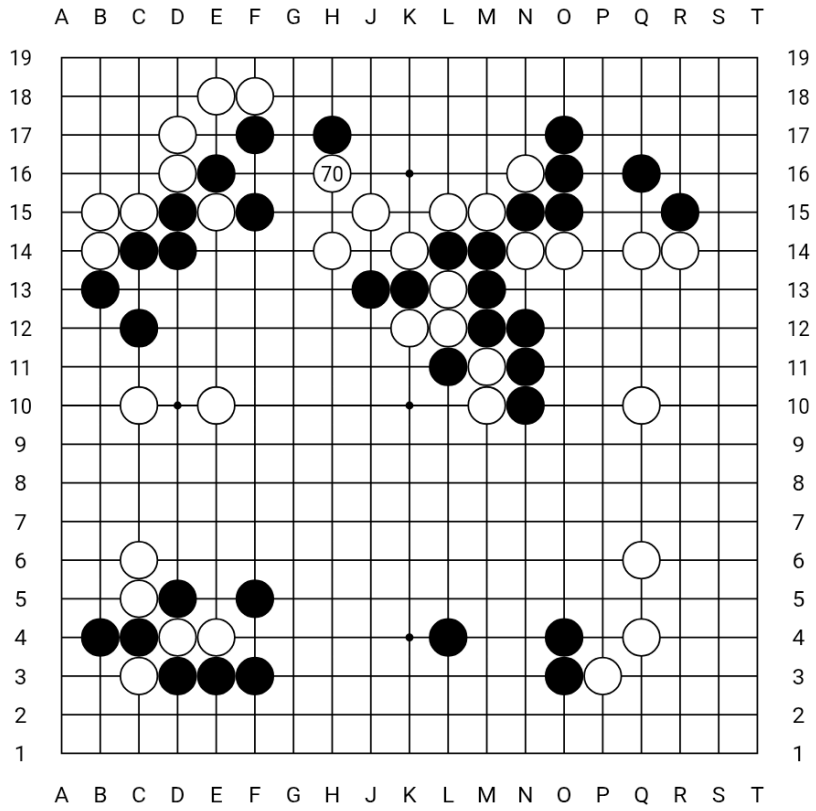
- Compared with H14, N10 addresses the center first; H14 instead secures the upper side while allowing the center to become Black's sphere of influence.

# Move 70 W H16

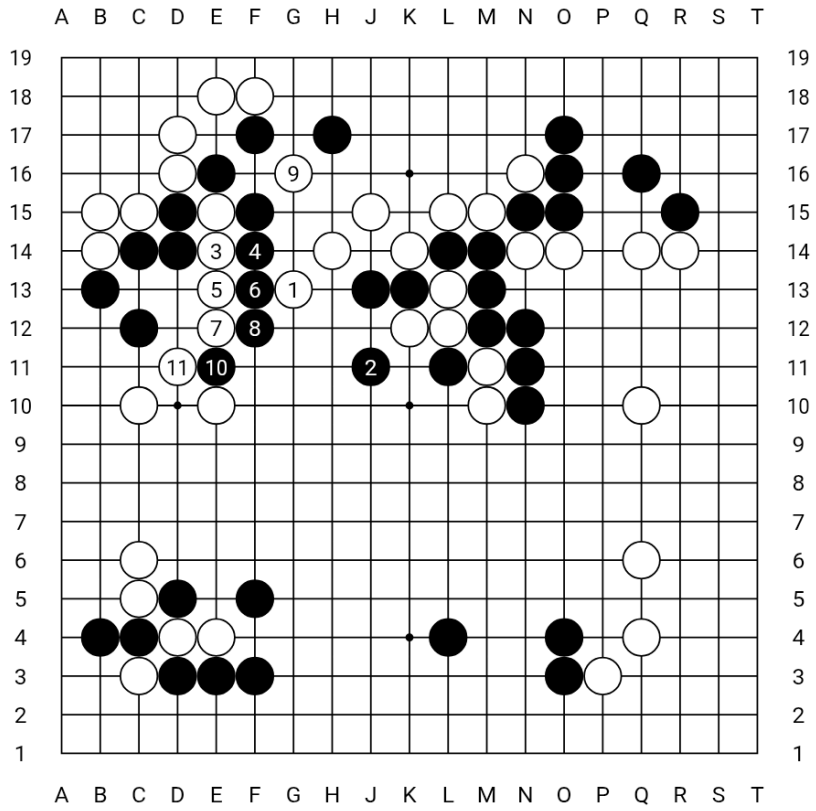
Blunder

Winrate loss: 0.60%  Lead loss: 8.66

## Actual position




## Recommended variation



# Move 70 W H16

Blunder

Winrate loss
0.60%

Lead loss
8.66

AI commentary

Overall Verdict: White's H16 Tiger's Mouth is a playable but slightly off move: it is a solid defensive shape in the upper side, yet it misses the more urgent central action and costs about 8.7 points of lead.

- This Move:

- Playable but slightly off, rather than a clear mistake.

- The tiger's mouth at H16 strengthens the white group along the upper side, improves eye shape, and limits Black's forcing moves from above.

- It is a locally efficient connection, but it is slow in the middlegame: it consolidates a group that was not under immediate pressure instead of joining the active fight in the center.

- What it gives up is initiative. The central stones around J11 and the left-center area remain unsettled, so Black can turn elsewhere while White's move mainly adds safety.

- Situation Shift:

- Before the move: White's winrate was 0.76% with a lead of -14.84, so Black was already ahead by a substantial margin.

- After the move: White's winrate fell to 0.16% and the lead widened to -23.50, a swing of roughly 8.7 points against White.

- Summary: The position was already difficult for White, and H16 made it harder by spending a move on local defense while the center remained the decisive area.

- AI Preference:

- The preferred move before White played was G13, a diagonal in the center.

# Move 70 W H16

Blunder

AI commentary

- The projected continuation was: White G13 Diagonal, Black J11 One-Point Jump, White E14 Hiki, Black F14 Atari, White E13 Stretch, Black F13 De, White E12 Stretch, Black F12 Stretch, White G16 Peep, Black E11 Hane.

- That line keeps White active in the center, develops the left-center group, and creates forcing exchanges that limit Black's freedom.

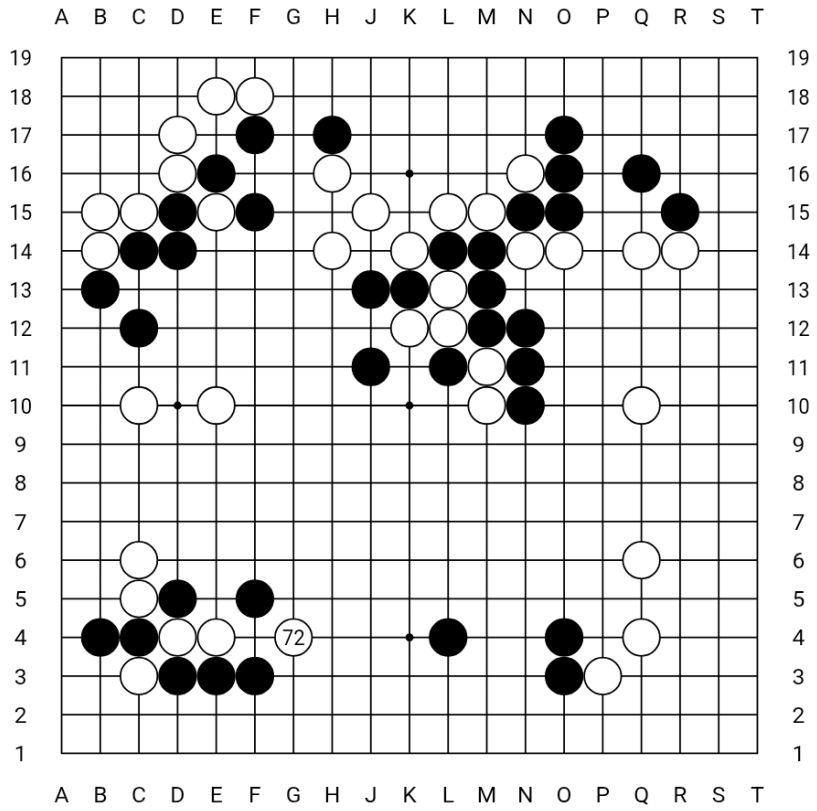
- The key difference is direction: G13 addresses the unsettled central fighting, while H16 settles a group that was already relatively secure, so White loses tempo and ground.

# Move 72 W G4

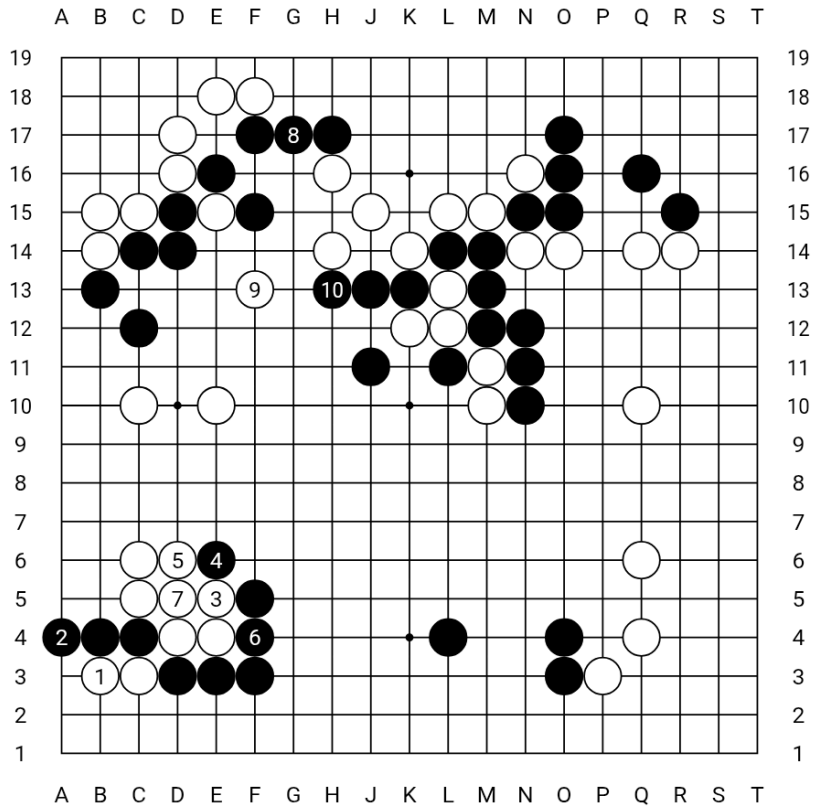
Blunder

Winrate loss: 0.15%  Lead loss: 9.09

## Actual position




## Recommended variation



# Move 72 W G4

Blunder

Winrate loss
0.15%

Lead loss
9.09

AI commentary

Overall Verdict: White's G4 one-point jump is playable but slightly off; it develops the lower side while giving up the sharper lower-left forcing sequence.

- This Move:

- Playable but slightly off: White jumps out to G4 from the lower-side stones, aiming to move into the center and keep the group light.

- The move limits Black's ability to press the lower-side stones directly and avoids getting sealed in along the bottom.

- What it gives up: the immediate lower-left forcing sequence, which was the more urgent area, and it leaves the lower-left group unresolved.

- The position remains difficult for White, but this move does not create a clear new problem for Black.

- Situation Shift:

- Before the move: White's winrate was 0.22 with a lead of -21.61.

- After the move: White's winrate fell to 0.07 with a lead of -30.70.

- Summary: The evaluation dropped noticeably, so the jump cost White roughly nine points of lead and a substantial share of the remaining winning chance.

- AI Preference:

- The preferred move before White played was B3, a sagari in the lower left.

- That line continues with Black A4, White E5 atari, Black E6 atari, White D6 taking, Black F4

# Move 72 W G4

Blunder

AI commentary

atari, White D5 filling, then Black G17, White F13, and Black H13.

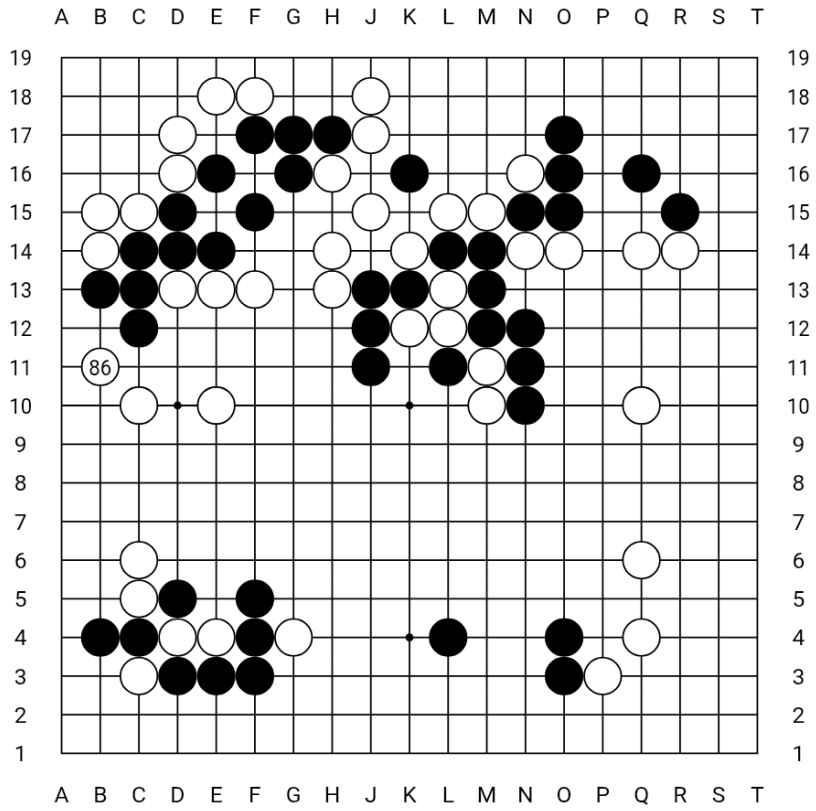
- The key difference is direction: B3 resolves the urgent lower-left situation through forcing moves, while G4 spends the turn on a lighter, more distant jump and leaves the lower-left sequence unplayed.

# Move 86 W B11

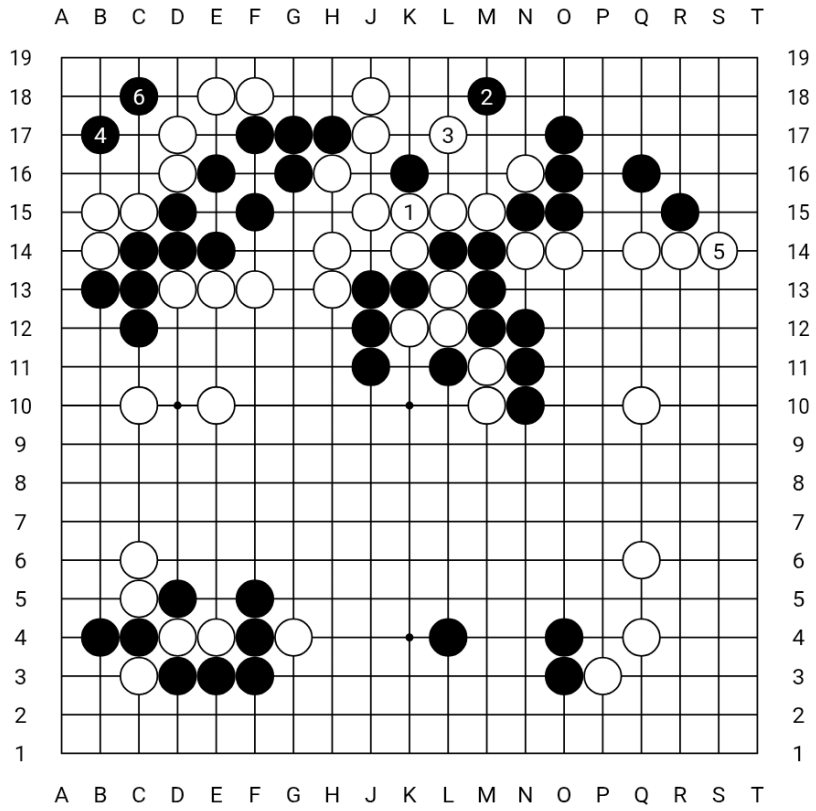
Blunder

Winrate loss: -0.01%  Lead loss: 6.17

## Actual position




## Recommended variation



# Move 86 W B11

Blunder

Winrate loss
-0.01%

Lead loss
6.17

AI commentary

Overall Verdict: White's B11 diagonal is a playable but slightly off choice: it is a reasonable defensive move on the left side, yet it misses the more urgent connection at the top and slightly worsens an already difficult position.

- This Move:

- The move is playable but slightly off rather than a clear mistake.

- Its intention is to stabilize White's stones on the left side, reinforce the group around the B and C files, and limit Black's pressure there.

- It also keeps White's lower-left position connected and reduces the risk of a sudden collapse on that side.

- What it gives up is the initiative in the upper-center, where the white stones remain loosely connected and vulnerable to Black's forcing moves.

- The evaluation before the move was already poor, so this choice does not turn the position around; it mainly avoids further immediate damage locally.

- Situation Shift:

- Before the move: White's winrate was 0.04% with a lead of -35.94, so Black was already ahead by a wide margin.

- After the move: White's winrate is 0.06% with a lead of -42.11, meaning the lead has moved further in Black's favor.

- Summary: The move slightly worsens the overall evaluation. The local defense is sensible, but the global cost is that White remains passive and Black keeps the stronger position.

# Move 86 W B11

Blunder

AI commentary

- AI Preference:

- The preferred alternative was K15 on the upper side, an atari that directly addresses the fragile upper-center shape.

- The projected continuation was White K15, Black M18, White L17, Black B17, White S14, Black C18.

- This line keeps White active in the most important area, forces Black to respond, and preserves better balance between the upper side and the rest of the board.

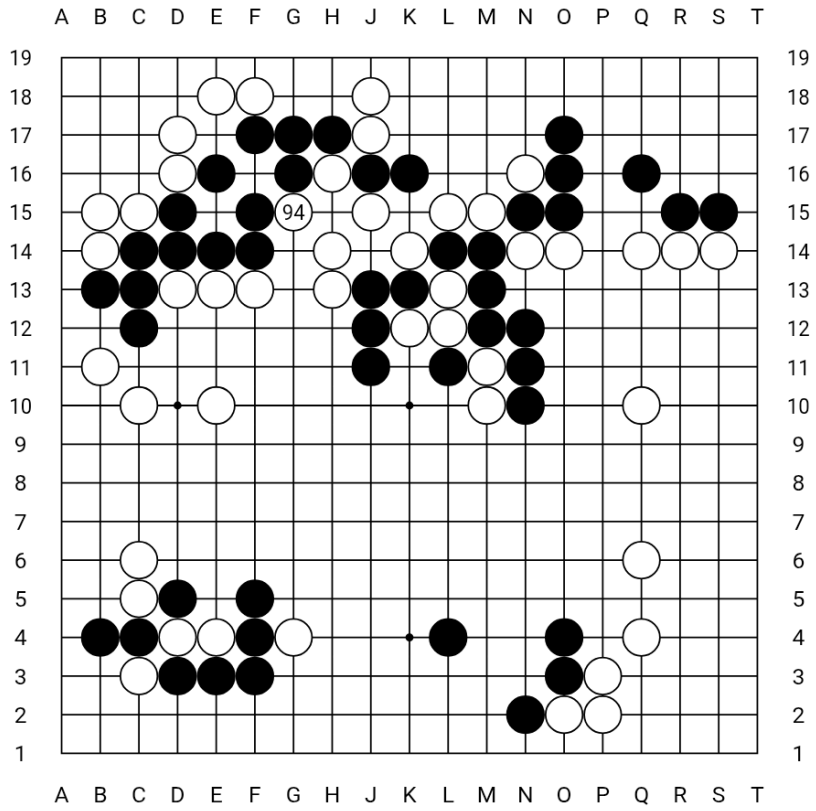
- Compared with B11, K15 is more urgent and efficient because it acts on the weak point before it can be exploited, while B11 spends a move on a side that is comparatively calmer.

# Move 94 W G15

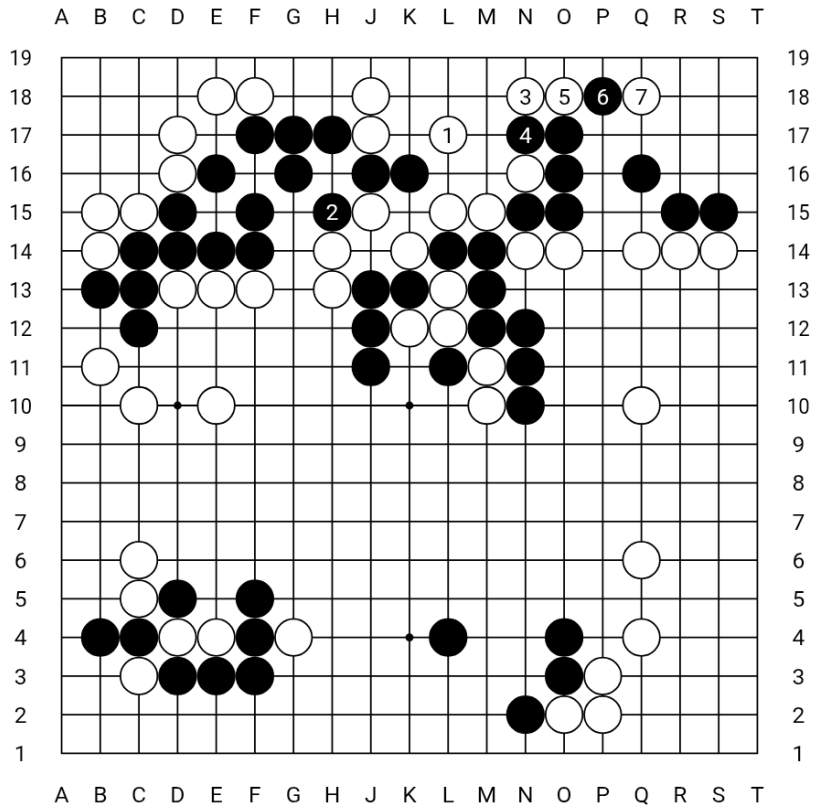
Blunder

Winrate loss: 0.01%  Lead loss: 7.96

## Actual position




## Recommended variation



# Move 94 W G15

Blunder

Winrate loss
0.01%

Lead loss
7.96

AI commentary

Overall Verdict: White's G15 Diamond is a playable but slightly off choice in a position already heavily against White; it pushes into the upper-side contact fight, but gives up more than the preferred L17 one-point jump.

- This Move:

- Assessment: playable but slightly off, not a clear blunder.

- Intention: G15 is a diagonal contact play against Black's H16 stone, aiming to create cutting points and eye shape while putting pressure on the upper-side Black group.

- What it achieves: it complicates the local fight and limits Black's freedom to settle the group cleanly.

- What it gives up: it is more locally committed than the wider L17 jump, so White spends a move on a sharp contact exchange instead of improving the whole upper-side shape.

- Situation Shift:

- Before the move: winrate 0.03%, lead -37.51.

- After the move: winrate 0.01%, lead -45.46.

- Summary: the position was already decisively in Black's favor, and G15 widened the deficit by about 8 points of lead while the winrate stayed near zero; this is a meaningful worsening, though it does not change the overall verdict on the game.

- AI Preference:

- Preferred move: L17 One-Point Jump on the upper side.

# Move 94 W G15

Blunder

AI commentary

- The jump is the shape move: it moves White's upper-side group out into the center, keeps the stones connected, and avoids an immediate contact fight.

- The projected continuation after L17 is Black H15 throw-in, White N18 one-point jump, Black N17 atari, White O18, Black P18 hane, White Q18 clamp - a sequence that keeps White active and flexible.

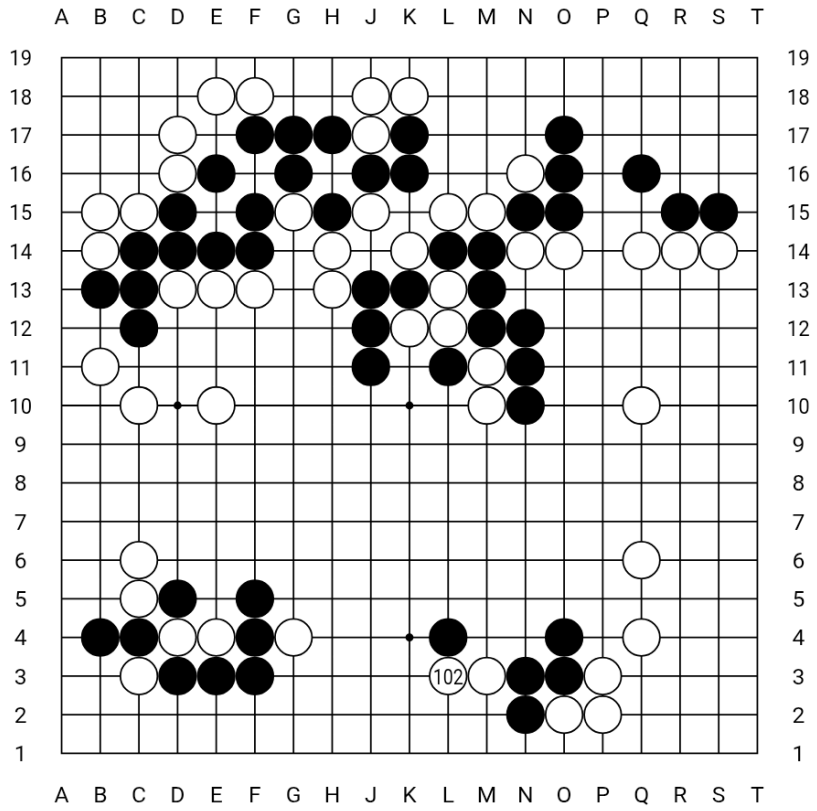
- Key difference: L17 improves direction and connection first, while G15 spends the move on a local contact exchange that leaves White heavier and gives Black a clearer target.

# Move 102 W L3

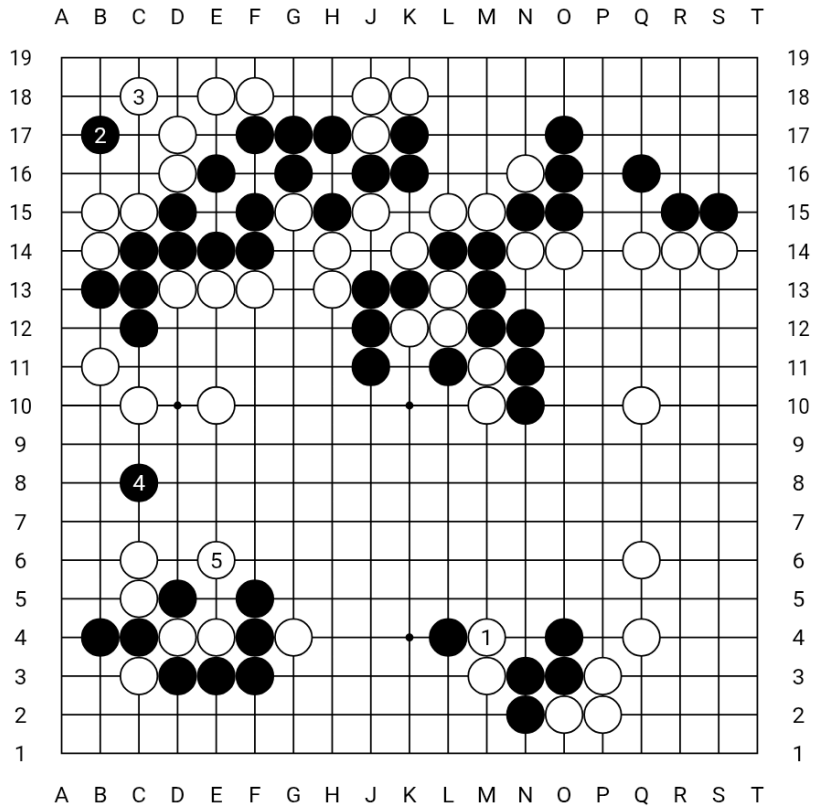
Blunder

Winrate loss: 0.01%  Lead loss: 8.23

## Actual position




## Recommended variation



# Move 102 W L3

Blunder

Winrate loss
0.01%

Lead loss
8.23

AI commentary

Overall Verdict: White's L3 is a playable but slightly off lower-side move: it is a solid connection that removes Black's immediate forcing potential, yet it concedes the initiative and worsens an already difficult position.

- This Move:

- Playable but slightly off. L3 is a defensive connection on the lower side, securing White's stones and preventing Black from creating further forcing moves there.

- The move is locally sound and removes a weakness, but it is slow: it does not create pressure elsewhere or gain territory commensurate with the loss of sente.

- Its main cost is the initiative. By answering locally, White allows Black to turn to the largest remaining point on the board.

- The evaluation before the move already showed White at a large disadvantage, so this choice did not create the deficit, but it allowed it to deepen.

- Situation Shift:

- Before the move: White's winrate was 0.03 with a lead of -39.66 points.

- After the move: White's winrate was 0.02 with a lead of -47.89 points.

- Summary: The move was locally safe but cost roughly eight points of lead and a small amount of winrate, reflecting the loss of sente rather than any tactical error.

- AI Preference:

- The preferred alternative was M4, a stretch on the lower side.

# Move 102 W L3

Blunder

AI commentary

- M4 achieves the same defensive goal of reinforcing White's lower-side group while keeping the stones more active and better connected toward the center.

- The key difference is efficiency: M4 defends while retaining better shape and potential counter-pressure, whereas L3 is purely reactive and hands the initiative to Black.

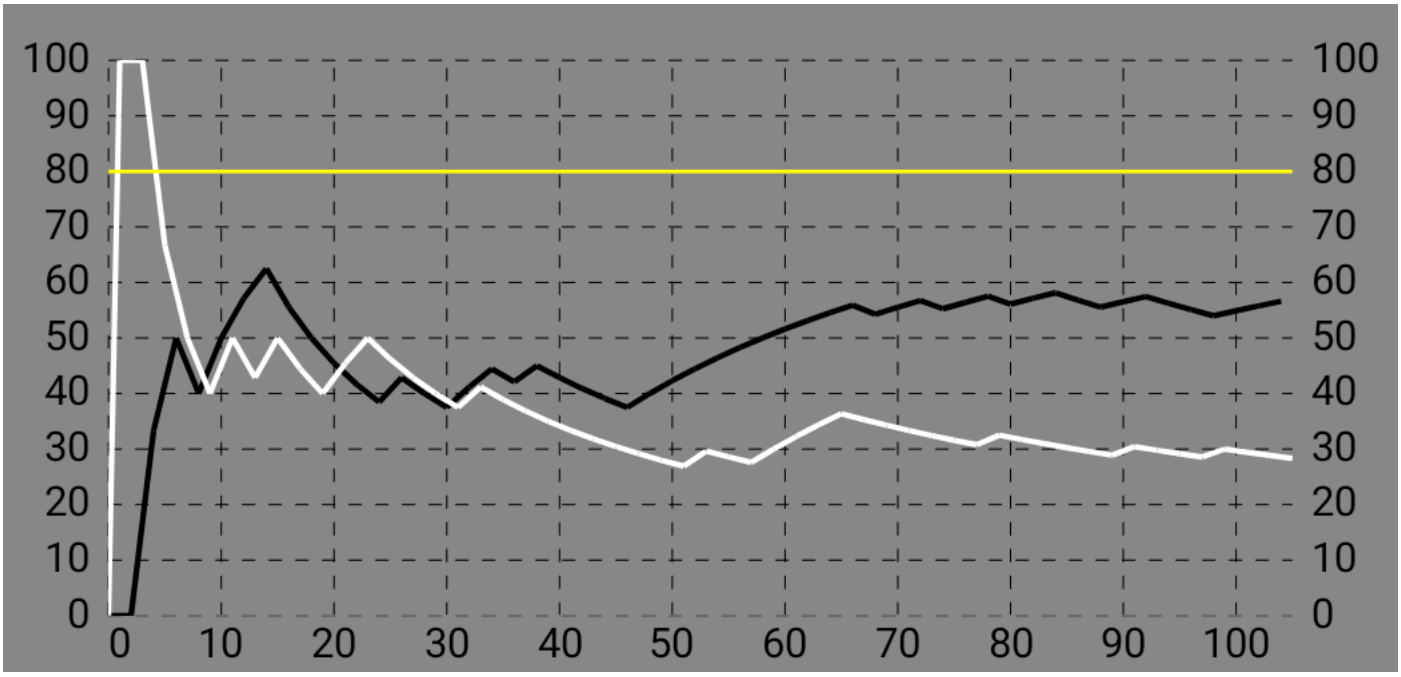
- The projected continuation after M4 shows Black taking the large point at B17, an eye-stealing tesuji, with White responding at C18, followed by Black C8 and White's one-point jump at E6. This sequence illustrates that even the preferred move leaves White defending, but with a healthier shape.

# AI similar

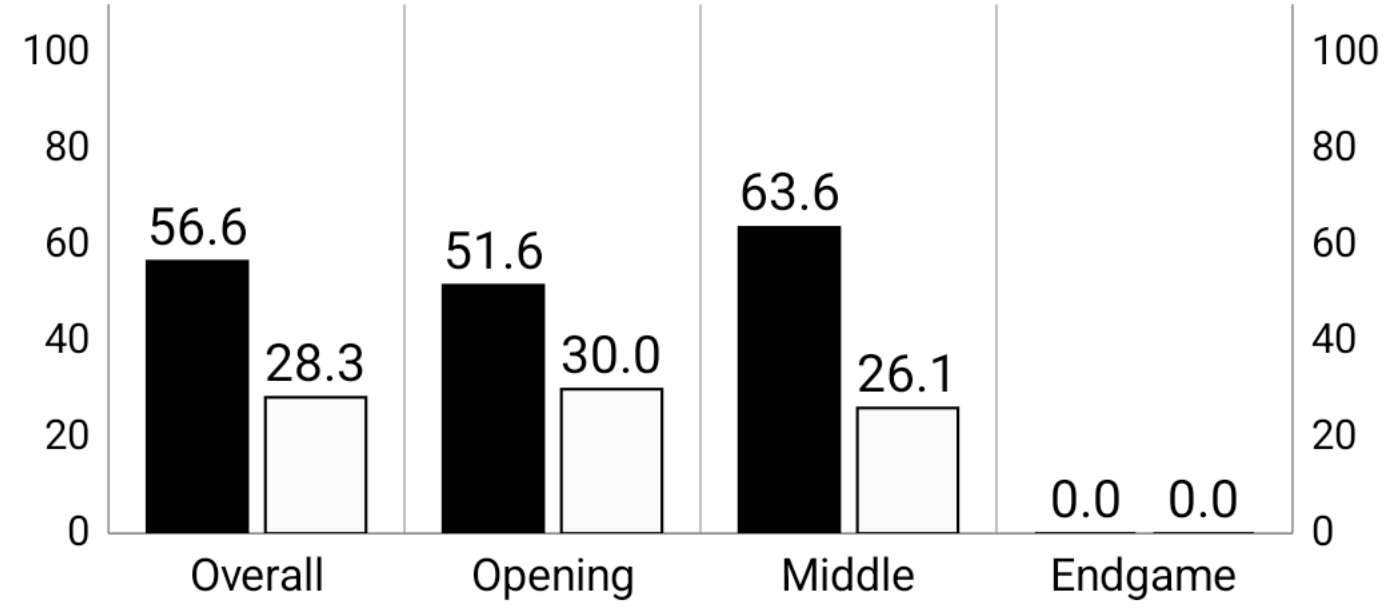
## Black similarity is 56.6%  White similarity is 28.3%

If exceeds the yellow line, maybe is using AI

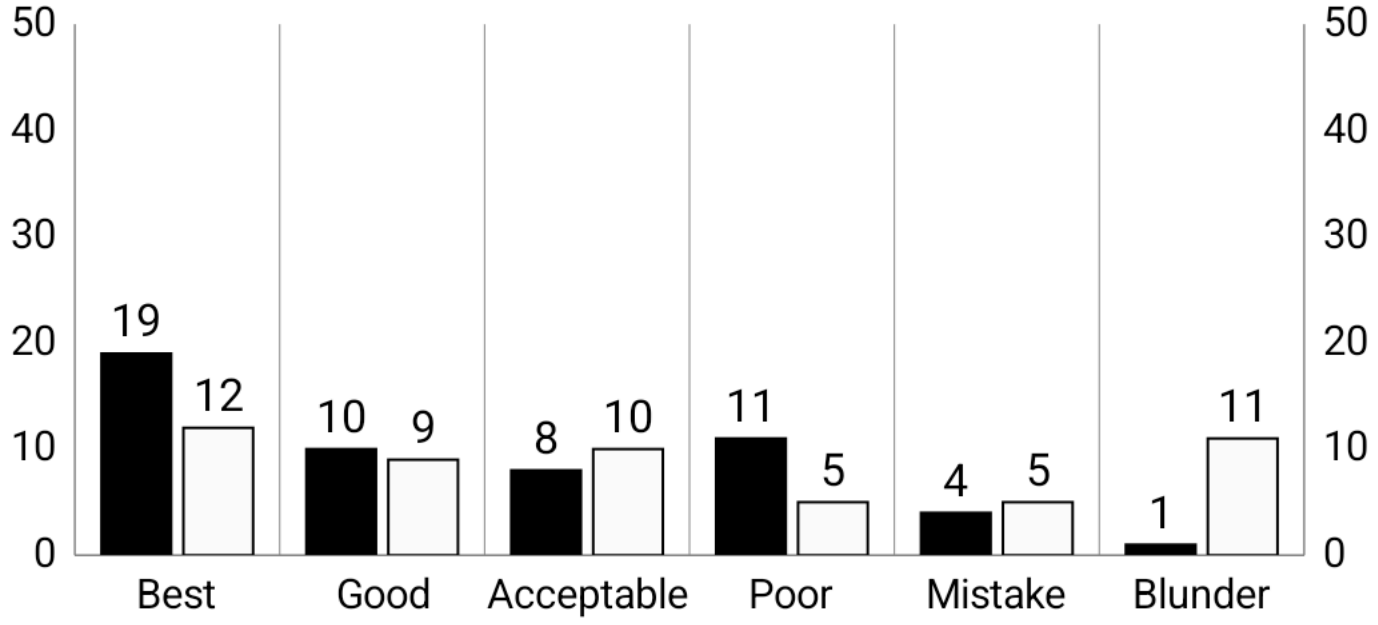
### Overall similarity trend




### Stage similarity



# Perform


50
40
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9
8
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11
5
4
5
1
11
Best
Good
Acceptable
Poor
Mistake
Blunder