

# Why solving life & death is important?

Solving problems strengthens ability to read. Every player, who wants to win, needs to read many sequences during the games.

When you only check an answer of a problem - you will know the answer in the current position. But when the position changes by a little bit - it will be very hard for you to solve similar problems.

Moreover, it will be very hard for you to notice the good sequences during the games (when nobody tells you that e.g. it's possible to kill some group).

When you solved the problem by yourself - it means you noticed and understood all the weaknesses in the current position.

It'll be much easier for you to solve similar problems (when e.g. one weakness is different and the other weaknesses are the same).

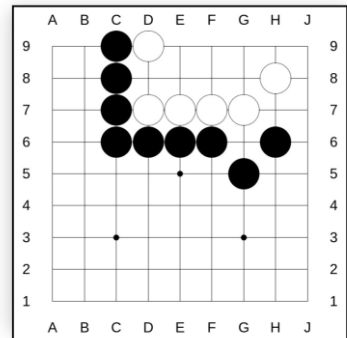
And your skill of "observation" improves - it will be more likely for you to notice possibilities of using weaknesses in opponents' shapes during the games.

If you really want to improve your Go - you will spend some time in training.

So, what will you study if not life & death problems? - Openings? Endgames?

When you spend your time for studying openings and some moves for getting more territory - How many points can you gain there?

And how many points can you gain if you kill a group?



Excerpt from Mateusz's life & death books


# SEYGO U20 Finals

Both players fought very well. It was indeed intense to watch who is going to win the first SEYGO Tour and both players tried their best to complicate the game. I felt like we could write an entire tsumego book out of some local positions which happened in the game. To the reader, no worries, you are saved, we won't go that deep.



Oscar Vazquez 5-dan (left)  
vs Elian Grigoriu 5-dan (right)

● Elian Grigoriu 5d 

○ Oscar Vazquez 5d 

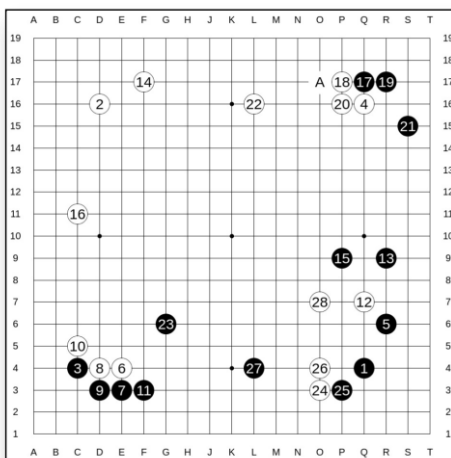
Result: W+6,5

Commentary: Mateusz Surma 2p

**Move 17:** I think that this move is too much. Playing at A should be better.

**Move 22:** Right now, the stones at 5,13,15 aren't so efficient, because black got a low shape in the top-right corner.

**Move 23:** I think this move is not so good. The lower side is still open wide. Right now, simple defense at 24 should be fine.



Actual game 1 - 28