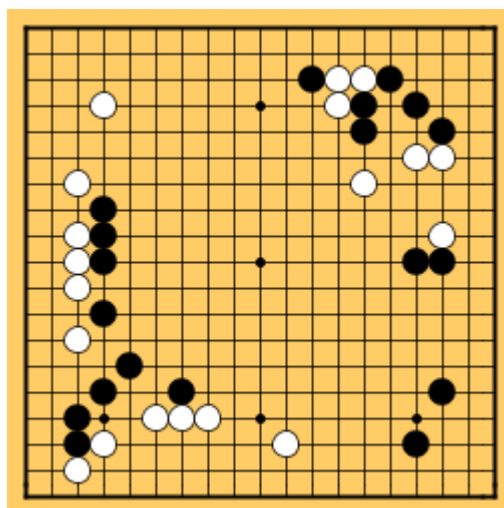


Irish Go Association

Go is an ancient oriental strategy game. The complexity hidden beneath its simple rules has captivated millions of players for centuries. In Go, to achieve perfection, you must combine elements of both analysis and art in your play.



A game entering the middle stages.

"Gentlemen should not waste their time on trivial games – they should study Go." **Confucius**

"Go uses the most elemental materials and concepts – line and circle, wood and stone, black and white – combining them with simple rules to generate subtle strategies and complex tactics that stagger the imagination."

Iwamoto Kaoru, 9-dan professional Go player

**The Irish Go Association has a club in every major city in Ireland.
We organise teaching and tournaments throughout the year.
Young or old, it is never too soon or too late to learn Go.
To find out more, visit our website <http://www.irish-go.org>.**



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Go dates back over 4,000 years in largely unchanged form. In China it became one of the Four Accomplishments, the others being poetry, painting and music. It reached Japan around the 6th century and for a long time remained the exclusive property of a leisured noble class. Then during the 16th century all this changed, and Go, along with haiku, kendo, tea ceremony and so on, was considered an essential part of all education and culture. Today there are over 40 million Go players worldwide, including professionals in Asia, USA and Europe.



"The board is a mirror of the mind of the players as the moments pass. When a master studies the record of a game he can tell at what point greed overtook the pupil, when he became tired, when he fell into stupidity, and when the maid came by with tea."

Anonymous Go player

Go is unique in that every piece is of equal value and can be played anywhere on the board. The aim is not to destroy but to build territory. Single stones become groups, and groups become organic structures that live or die. A stone's power depends on its location and the moment. Over the entire board occur transformations of growth and decay, movement and stasis, small defeats and temporary victories. The stronger player is the teacher, the weaker is the learner, and even today the polite way to ask for a game is to say "Please teach me".

Go has an excellent handicap system allowing very enjoyable games between players of wide difference in playing strength.

Interestingly, computers have difficulty playing this deeply strategic game, and the best computer in the world has to date been unable to defeat even a moderate amateur player.

*Saying "just one game"
they began to play . . .
That was yesterday.*

