Welcome to Issue 2, this time produced with a real publishing package called Scribus. Thanks to James Aitken for this excellent suggestion. The main feature of this issue is the final game in the 2008 championship, once again reviewed by a professional player. All material you want to contribute is most welcome, just email to president@irish-go.org

**2008 Irish Championship Final**

White: Noel Mitchell 2d  
Black: Claas Roever 1k

**Moves 1 to 25**

Move 11: Interesting, A B are normal.

Move 15: This is a normal joseki, but White already has a stone at 8. Black doesn't get a chance to defend at A. Black has a better choice, see variation 1.

Move 16: The invasion is a good idea, but Black's weakness is at the A area, see variations 2 and 3.

Move 17: Usually we play this move when we are defending. In this case Black doesn't have any weakness here, so attacking is a better idea, see variation 4.

Move 24: The 23-24 exchange is bad for Black. It didn't take away White's base as White can still jump to A to make a base. So actually it just helped White to get a stronger shape. Instead A was both good shape and a good attack for Black, it takes White's base and also fixes the corner.

**Variation 1**

This is a better choice for Black when White already has a stone around A. The result is better for Black than in the game.

**Variation 2**

White can settle easily.
Variation 3

This is bad shape for Black. A and B are miai for White.

Variation 4

A good attack for Black.

Moves 26 to 75

Move 33: See variation 5.
Move 35: This is a big mistake.
Move 36: Black is in trouble.
Move 38: Black’s shape is broken.
Move 42: This is a disaster for Black.
Move 43: Wrong direction. The Group at 41 is not settled, Black needs to extend at 48 to settle. Also the two space jump is too thin, especially when White is very strong nearby, locally Black should play a one space jump instead.
Move 46: Generally this is good shape, but here it helps Black to make eyes. Blocking at 48 is a better way to attack.
Move 60: This is a big move, but A makes a complete influence for White. If Black plays A, White’s shape is broken, the left side has nothing then.
Move 64: see variation 6.

Variation 5

This is joseki.

Variation 6

It’s easy for White to break through here.
**Moves 76 to 100**

Move 76: White's invasion basically failed. White didn't reduce Black's territory but instead made it solid.

Move 77: An overplay, see variations 7 to 9.

Move 79: In general, this is a good attack, but the group of 81 is too weak. Black needs to jump out at B to run away really fast.

Move 84: This is a good attack.

Move 86: Nobi at 87 is the shape for White, see variation 10.

Move 91: Bad sente. Black lost sente at A, which is more useful.

Move 94: This is a big move, but the left side is not over yet, see variation 11.

**Variation 7**

White gets nothing here.

**Variation 8**

White cannot come out.

**Variation 9**

The ladder on the bottom is like a bomb for White. Black won't lose so much on the bottom, but he will gain so much from the ladder breaker.
Variation 10
This is hard for Black.

Variation 11
White can continue to attack like this.

Variation 11
White can continue to attack like this.

Variation 11
White can continue to attack like this.

Moves 101 to 150

Move 102: This is not urgent, see variations 12 and 13.

Move 109: (Editor) The professional was most distraught on seeing this move.

Move 111: Just blocking at 17 is a better way to kill, then there is no bad aji for White.

Move 137: Good counter attack.

Move 142: Wrong direction, see variations 14 and 15.

2008 Top 8 Crosstable

<table>
<thead>
<tr>
<th></th>
<th>NM</th>
<th>SF</th>
<th>ID</th>
<th>CR</th>
<th>OD</th>
<th>BG</th>
<th>BP</th>
<th>JG</th>
<th>TOTAL</th>
</tr>
</thead>
<tbody>
<tr>
<td>Noel Mitchell</td>
<td>1</td>
<td>1</td>
<td>1</td>
<td>0</td>
<td>1</td>
<td>1</td>
<td>1</td>
<td>1</td>
<td>6/7</td>
</tr>
<tr>
<td>Steve Hinter</td>
<td>0</td>
<td>0</td>
<td>1</td>
<td>1</td>
<td>1</td>
<td>1</td>
<td>1</td>
<td>1</td>
<td>6/7</td>
</tr>
<tr>
<td>Ian Davis</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>1</td>
<td>1</td>
<td>1</td>
<td>0</td>
<td>3/7</td>
</tr>
<tr>
<td>Claas Roever</td>
<td>1</td>
<td>0</td>
<td>1</td>
<td>*</td>
<td>1</td>
<td>1</td>
<td>*</td>
<td>1</td>
<td>6/7</td>
</tr>
<tr>
<td>Olivier Deme</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0*</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0/7</td>
</tr>
<tr>
<td>Brian Gallagher</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0*</td>
<td>1</td>
<td>1</td>
<td>0</td>
<td>1</td>
<td>2/7</td>
</tr>
<tr>
<td>Bernard Palmer</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>1*</td>
<td>1</td>
<td>0</td>
<td>0</td>
<td>2/7</td>
</tr>
<tr>
<td>John Gibson</td>
<td>0</td>
<td>0</td>
<td>1</td>
<td>0</td>
<td>1</td>
<td>0</td>
<td>1</td>
<td>3/7</td>
<td></td>
</tr>
</tbody>
</table>

Claas and Noel came out on top after a 3 way playoff with Steve.

* = default
Variation 12
White can take advantage here. This is not healthy.

Variation 13
Move 15: It's important for Black to protect the eyeshape, but this way White is ahead.

Variation 14
White can settle two groups this way.

Variation 15
It's easy for White to make life.

Tournament Diary - Belfast Open 2009

The Belfast Open is planned for the weekend of the 26th /27th September at the same venue as last year, Belfast Boat Club. The tournament will be a 5 round class B event.

Final Details will be posted on the Irish Website soon.
Moves 151 to 200

Move 151: Black gained a lot and the situation now becomes very close.

Move 174: White lost some points here, pushing at B was the only move.

Move 175: B is sente for both, White cannot wait. If White plays B, White still has a chance to win.

Moves 201 to 256

Move 256: Record ends here. Black won by 1.5 points.

Congratulations to Claas on winning his first Irish Championship

All comments from Jennie Shen 2p
http://internetgoschool.com/

By the inventor of SGF.

The Leading Go Software
Puzzle Corner

Last Issue we asked you what was the status of the corner, now we reveal the answer!

Move 1: It is important to take away the potential eye

Move 7: Playing at 8 looks tempting, but it won't work. White can create an unapproachable shape (Golden Chicken / Crane Tesuji)

Move 8: The only move

Move 10: taking a liberty from the other side is the same idea. Now both sides end with 1 eye each and no extra liberties. So with best play we have Seki.

Thanks again to Colin MacSweeny for submitting this.

This Issue's Tsumego.

White seems clearly alive at first glance. Can you find how Black can kill?

Go. Anywhere. Anytime.

10,000 pro games.
2,000 Go problems.

Available on the iPhone App Store

SmartGo for iPhone and iPod touch
30th World Amateur Go Championships

Brian Gallagher represented Ireland at this year’s World Amateur Go Championships in Japan. He finished in 52nd place with 3 wins out of 8. We show here his win from the third round against the Cypriot player.

Brian Gallagher is Black and Nicholas Roussos is White.

Moves 1 to 100

Move 22 is very soft from White, he must hane at 23.

Move 46 looks like a direct attempt to kill, but Black is able to connect his group to his stones on the left. However White gets a lot of profit on the bottom side.

Ignoring 76 with 77, Black starts a counterattack while allows him to make a big moyo on the left hand side. This seems to leave the 3 stones at 67 hanging.

Move 99 is rather greedy, atari was simply better. Perhaps 96 should have been at 97.

Moves 101 to 200

White 110 is much smaller than Black 111. White loses sente here.

Move 181 is necessary to keep the Black group alive - can you spot White’s eye stealing tesuji otherwise?

Move 183 is a huge sente move, White never took the chance to capture the 3 stones.

After this point Black is ahead, and holds onto his lead in yose.

(Notes for this game are by the Editor)
Moves 201 to 240

Black won by 6.5 points

<table>
<thead>
<tr>
<th>Posn</th>
<th>Player</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Cao Tong Yu</td>
</tr>
<tr>
<td>2</td>
<td>Colin MacSweeney</td>
</tr>
<tr>
<td>3</td>
<td>Rob Muldowney</td>
</tr>
<tr>
<td>4</td>
<td>Ian Davis</td>
</tr>
<tr>
<td>5</td>
<td>Roman Pszonka</td>
</tr>
<tr>
<td>6</td>
<td>Noel Mitchell</td>
</tr>
<tr>
<td>7</td>
<td>Paul Brennan</td>
</tr>
<tr>
<td>8</td>
<td>Olivier Deme</td>
</tr>
<tr>
<td>9</td>
<td>Chris Rafferty</td>
</tr>
<tr>
<td>10</td>
<td>Ed Wormington</td>
</tr>
<tr>
<td>11</td>
<td>Eoghan Barry</td>
</tr>
<tr>
<td>12</td>
<td>John Gibson</td>
</tr>
<tr>
<td>13</td>
<td>Karl Irwin</td>
</tr>
<tr>
<td>14</td>
<td>Rory Wales</td>
</tr>
<tr>
<td>15</td>
<td>Mark Webb</td>
</tr>
<tr>
<td>16</td>
<td>Claas Roever</td>
</tr>
<tr>
<td>17</td>
<td>Arthur Cater</td>
</tr>
</tbody>
</table>

Irish Ladder Tournament

The Ladder Tournament determines who qualifies for the Top 8 competition. The top 4 finishers, who haven't already prequalified, and who are eligible, will qualify.

The current standings as of May 31st are shown left.

The competition closes on the 1st of December.

Association News

Two important things to note were discussed at the last committee meeting.

1: There was a minor update to the Korea Points System, see website for details http://www.irish-go.org/national-international/korea/korea-points-rules-2009/

2: A plan was discussed to make a 4 round kick off weekend for the Top 8, to take place in January or February. More details to appear by the AGM.