



# IRISH GO ASSOCIATION

Newsletter No. 10 February 1994

In the nine months since our last full newsletter we've seen a dramatic increase in the number of players and general activity of go in Ireland. Overall playing strength has improved greatly, mostly due to the competitive environment of this year's National Championship and the enthusiasm of J.W. Kim. We hope that these trends continue but again this year bemoan the sad lack of women players in the country. Any ideas guys?

## News

### Japanese Visitors

We were fortunate to have had several visitors from Japan last summer, including the chance visit of a professional! Hirano 6-Dan (professional at the Osaka Nihon Ki-in) and Dr. Satoshi Masaoka (6-Dan) had been touring around Germany and included Ireland in their trip, coming to The Pembroke on May 5th. It is always a great privilege to play against a professional and he had lots of advice for those he encountered in the simultaneous games.

Akihiro Kumagai (5-Dan) returned to Ireland and played go with us on the 16th of June. His enthusiasm for Ireland is a continuing wonder and we look forward to seeing him again soon.

### Report from 15th WAGC

The 15th World Amateur Go Championship was held in Fukuoka, Japan, on May 25-28th 1993. There were 40 competitors in the eight-round swiss tournament including the new country Portugal. All games are played at even. It's always an interesting tournament and this year was no exception. China finished first with 7 wins, followed by Korea (also on 7 wins) then Japan. Ronald Schlemper (Netherlands) was the highest placed European in joint fourth. Ireland finished in 34th place, with 3 wins.

After the tournament I spent three days in Osaka where we visited the headquarters of the Kansai Ki-in (the western go association in Japan) to watch professionals play, and also the Nihon Ki-in. I saw John Kenny there in Osaka, and stayed with Isao Toshima in Tokyo. They send regards to all their friends in Ireland.

For anyone interested, a more extensive review of the tournament including analysis of Ireland's games is available from Noel.

### Contact with Belfast Players

Contact has been established with players resident in Belfast including Tony Goddard (5-Dan) and several Chinese dan players. With any luck they'll be able to make it to Dublin sometime soon or we can foray to the North.

### Mr. Kim's departure

During the two years that we knew J. W. Kim he added a very special ingredient to the mix of players at the regular (and increasingly many irregular) meetings of go players here in Dublin; his aggressive style left its mark on many initially overwhelmed Irishmen. We were fortunate to have known him and wish him all the best in his new position in Chile. It was a great pleasure to meet his replacement at the Korean Embassy, Mr. Oh, who is also a strong go player.

### Isle of Man tournament

John Gibson and Noel Mitchell travelled to Go Isle of Man 1993 which ran from August 20-24th. It was a very enjoyable week with players from England, Wales, Ireland, Isle of Man and The Netherlands competing in many different tournaments and other less serious events. Both the main and afternoon tournaments were won by our old friend Francis Roads (4-Dan). Again this year Ireland failed to snatch the trophy for the annual match with the Isle of Man in a series of heartstopping (and heartbreaking) games. We hope to play the next leg in Ireland. The whole event has a very relaxed atmosphere, allowing plenty of time for excursions in the countryside of Mann for those willing to steal away from the go.

### **Current Ratings**

The following is a list of current ratings for active players in Ireland. Note that inactive players and new players who have not yet developed a rating are not included. A special welcome to all the new additions, from Ireland and abroad.

T. Goddard	5D	P. O'Hannelly	10k
T. Matsumoto	3D	T. Molloy	10k
N. Mitchell	2D	P. Brennan	10k
Mr. Oh	1D	M. Lyons	12k
Dong-Dong Jia	1D	K. Maher	12k
G. Mills	1D	J. Wallace	12k
J. Gibson	2k	P. MacDonnell	14k
C. Rafferty	3k	N. Gray	16k
A. Murphy	3k	E. Keogh	16k
B. Gallagher	3k	G. Whelan	17k
B. Palmer	3k	D. McBrien	17k
S. Flinter	4k	C. Dalton	17k
B. Debains	5k	D. Foster	19k
A. Walsh	5k	J. McGrath	20k
P. Atling	5k	N. Gibson	24k
S. Mitchell	6k	T. Mitchell	25k
C. Maguire	7k		
T. Murphy	7k		
A. Brabazon	8k		
R. Delhammeau	8k		

### **Results**

#### Irish Open Handicap

The second Irish Open Handicap took place on November 13-14th 1993 in the Royal Dublin Hotel, Dublin, with a total of eight players competing in the six round swiss handicap tournament. John Gibson (then 3 kyu and last year's winner) lost in round one to David Wickham (9 kyu from England) and Day 1 ended with David on 3/3 and both John Gibson and Stephen Flinter (playing in his first tournament) on 2/3. Stephen beat John in round 4 and David lost in round 5 leaving them tied going into the final round, which is how they finished.

Final placings: 1st (on tiebreak): D. Wickham 5/6, 2nd: S. Flinter 5/6. 3rd: J. Gibson 3/6.

#### National Championship

This year's National Championship was divided into three phases, with 15 different players competing altogether. The Irish Go Association had decided that from this year no player could

travel to  
Ireland in  
tournament

As last year  
top two in  
of past per  
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Stephen F  
experience

National

N. Mitchell
J. Gibson
B. Gallagher
C. Rafferty
B. Palmer
A. Murphy
S. Flinter
A. Walsh

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### **Games**

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N. Mitchell	J. Gibson	B. Gallagher	C. Rafferty	B. Palmer	A. Murphy	S. Flinter	A. Walsh
J. Gibson							
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## Games

The follow  
Noel Mitchell  
players for

travel to the WAGC two years in a row. Therefore, Noel Mitchell was ineligible to represent Ireland in Japan even if he won the championship. This obviously added a lot of excitement to the tournament as six or seven players were in the running for this prize.

Last year, the main part of the tournament was an eight player National League, from which the top two finishers would play a best-of-three final. Seven of these places were allocated on the basis of past performance and the last place would be filled by the winner of a separate two-section open tournament of eight players. This Qualifying Tournament began in October, and the National League itself in November.

Stephen Flinter put in a fine performance to win the Qualifying Tournament from the more experienced Paul Atling and went on to take a few scalps in the League itself.

National League:

	N. Mitchell	J. Gibson	B. Gallagher	C. Rafferty	B. Palmer	A. Murphy	S. Flinter	A. Walsh	TOTAL
N. Mitchell		1	1	1	1	1	1	1	7-0
J. Gibson	0		1	0	1	1	1	1	5-2
B. Gallagher	0	0		1	1	1	0	1	4-3
C. Rafferty	0	1	0		1	0	1	1	4-3
B. Palmer	0	0	0	0		0	0	0	0-7
A. Murphy	0	0	0	1	1			1	3-3
S. Flinter	0	0	1	0	1			1	3-3
A. Walsh	0	0	0	0	1	0	0		1-6

There were many exciting games and a few surprises along the way. In a very thrilling finish a four-way tie for second place seemed on the cards but John battled to the end against Bernard (see the analysis below) in what was a very good tournament for the former, and a surprisingly bad one for the latter who had finished second last year.

In the end the result of the league was: 1st place - Noel Mitchell, 2nd - John Gibson and 3rd - To be decided from a three-way playoff of Brian, Chris and the winner of the final game between Stephen and Aidan Murphy.

John Gibson (2-kyu) therefore played Noel Mitchell (2-dan) in the Irish National Championship Final. This best-of-three match was played in February 1994, the first game is presented in this newsletter. Noel won 2-0 to retain the national title while John will represent Ireland in the 16th World Amateur Go Championship in Kyoto, Japan, in May. We wish him the best of luck.

## Games

The following two games are from this year's Irish National Championship. Commentary is by Noel Mitchell, typesetting by Stephen Flinter. We are happy to receive records of games from players for inclusion in the newsletter, either with or without commentary.

# 1. GAME 1: PALMER V GIBSON

## 1.1 Introduction

Black: Bernard Palmer Komi:  $5\frac{1}{2}$

Date: 19.1.94

White: John Gibson Time: 1hr each + 20 seconds byo-yomi

Black resigns

This is John Gibson's seventh and final round game of the 1994 Irish National Go Championship. Winning this game ensured John's qualification to the world amateur go championship in Japan, and entry into the final of the Irish Championship with Noel Mitchell (the holder and eventual winner). As usual, Bernard got off to a big lead, only to watch it upset.

## 1.2 Moves 1 - 46

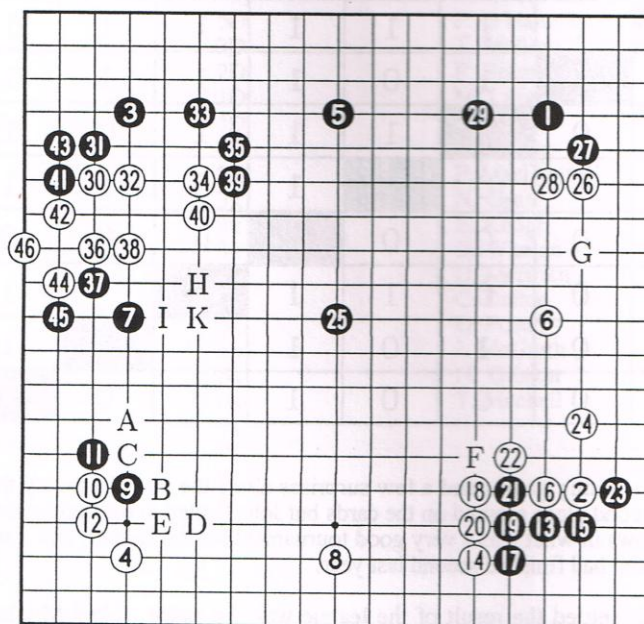


Figure 1: Moves 1 - 46

John meant to play ⑩, but ④ is fine. White ⑥ is a bit strange — try at ⑩ or around ⑦.

White ⑧ low and in the wrong direction, leaving black a good move at ⑨. I think that playing at A, say, is better, trying to create a competing moyo to black's. White could also try playing at ②⑥ first, then get back to A.

White ⑩ could also be tried at B which would most likely leave ⑦ too close to a resulting black wall.

Black ⑬ should be played at C to establish black's left-side territory. White will probably answer at D, or E, leaving black to switch elsewhere. Playing on the starpoint is unusual: the kakari one space lower would be usual here.

White ⑭ is a very nice move: puts a lot of pressure on black, who'll find white getting territory on both sides as he struggles to either live in the corner or flee towards the centre.



Black 15 - 17: in general black should be trying to get out, rather than be sealed in, so 15 at 16 or 17 at 19 is better.

White 18 must be at 20 to seal black in and connect the white sides.

Black 19: black misses a chance to play at 20, creating many cutting points in the white wall. After 23 - 24 exchange, white still has a cutting point at F, but it's not so serious now. Black needs to get back to C now and would then have a good position, but 25 isn't bad: it reduces white's thickness and expands the top left moyo.

Black 27 - 29 are very bad. It removes the potential of playing at G and doesn't secure the corner. White is delighted to play 29. Black 27 is better at 28 or 29. White now uses his sente to invade the black moyo with 30. How black's resulting attack develops will probably decide the game.

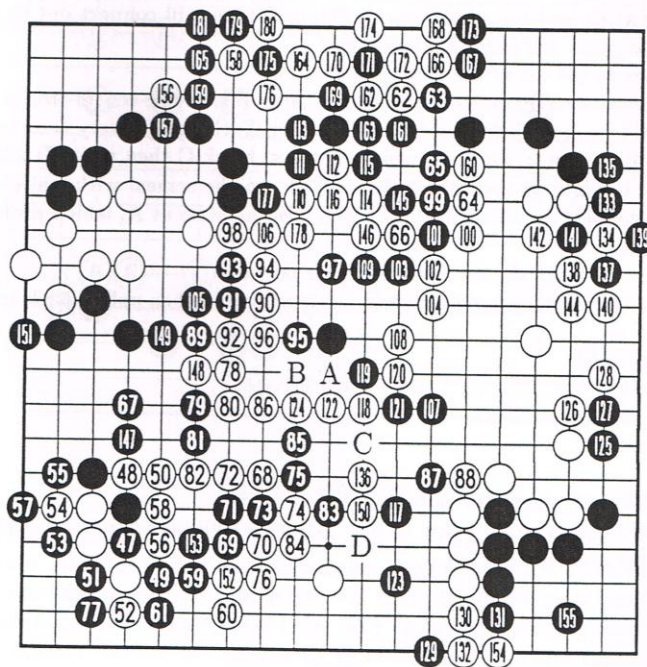
Black 35: better at 38 to keep white from getting established on this side.

White 36 better at 37 to give the group more room.

Black 41 could be at H to pressure white and build territory up from the side.

White 44: white can come back here if necessary: it's gone for black to destroy this eye. John should play at I (or K) to attack black's thin group there.

### 1.3 Moves 47 - 181



Connect: 41 at 34

Figure 2: Moves 47 - 181

Black 47 must be at 48. When white cuts the fight favours him.

White 50 is a mistake: it allows black to capture two stones. 50 should be at 51 (probably best).

White 58 is about the best white can do after the disaster in the corner.

White 60 is not good. A black reply at 69 puts white on the spot. Even after 61 black is way ahead, and white still needs a move around 73 to secure his four stones.

White 62 is a good point for the invasion, which white decides to sacrifice to get 64.

Black 65 should be at 66 to remove the aji there.

Black 67 is small, although it does threaten the four white stones.

White 74 is better at 84.

White 76 secures the side, but leaves his central group struggling

Black 77 is a strange aberration on Bernard's part. He still has a spare liberty on the outside. This gives white a tempo to escape.

Black 79 - 85 are nicely timed moves, keeping up the pressure on the white group.

White 86 is more shapely at 84, also attacking the three black stones.

Black 89 lets white slip away with 90. Played at 91 and it would be a different story!

White 92 is better at 96.

Black 93: the double hane at 94 would again leave white squirming.

Black 95: I prefer it one space lower to help the four black stones below a bit more.

Black 97: better to play at 98 and stop the weak white groups from connecting. Still, it's not bad and black 99 at 100 still looks good, giving a huge lead of 40 - 50 points.

White 100 can block at 101.

Black 102 should be at 103 and the whole black group can then still connect out to the top (or at least played at 105 to grasp the cutting stone there.

Black 104 at 102 seems to get rid of the trouble here.

Black 105 at 105 is good also. Black only needs to be sure to save the centre stones to win.

Black 106 at 106 would be enough for life for black. After 107 things get very complex.

White 108: if black 108, white A, black B, white captures, black C then white D kills the whole group. So, black C, if white 109 then black 110 and will win the semeai with white's lower group (or else manage to connect to his corner). So, 111 is best as atari at A, which probably cuts off the top six black stones.

Black 115 at C or D and black should live or win the semeai.

After White 116 the black stones are now truly dead, and white has pulled back to about 10 behind.

White 118 can block at 119.

Black 120 is very small.

Black 121 should be one space lower.

White 122 is unnecessary.

Black 125 at 126 will kill all the white stones.

Black 127 at 127 would give a ko for white to live. After 128 white is alive so wins the game.

Black resigns. Moves after 128 omitted.

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IBSON V MITCHELL

of the national final.

Ibson Komi:  $5\frac{1}{2}$

Date: 2.2.94

Mitchell Time:  $1\frac{1}{2}$  hr each + 20 seconds byo-yomi

$35\frac{1}{2}$

game from the beginning.

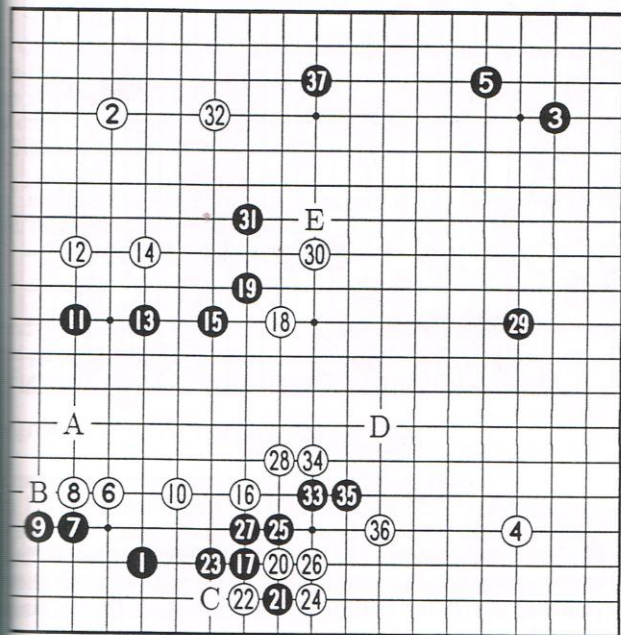


Figure 3: Moves 1 - 37

White plays ⑩ at ⑪ then black will play ⑪ at one space below ⑩. It might be better one space higher, farther from the white wall. Normally would be at A. White will then play B, which is sente against the white stone that should probably play there early on in the game anyway.) Black doesn't want to be sealed in by ②③ at C, white ②④, black captures, white ②⑤. Black nearly 20 points in the lower left corner, but white's potential in the corner is good, and his weak group is connected across. Now, after ②⑦, black can still capture this group. Black can capture one space above ③⑥. This would make it harder for white to make territory in the corner. Instead, ③⑥ is nice. Black can attack the central white stones, with moves like D or E (attaching to ③⑩), the black's own group, and will lead to territory at the top. The game at the end is focussed around the struggle of these two groups.

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the proposed events

ation) to ask their and. Their reply was affiliated Go clubs in ment is impressive, lbs. Anyone going get the addresses of

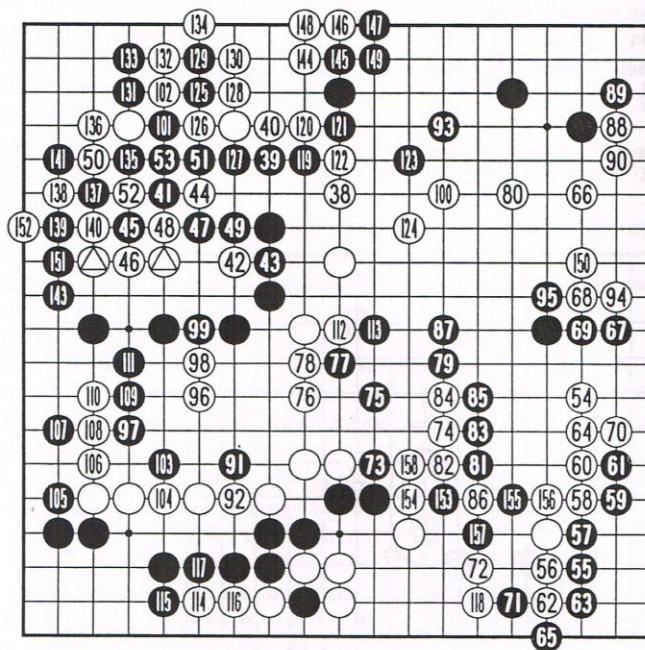
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y went on into the is a very welcome thuasist and we can players in the near

### 2.3 Moves 38-158



Connect: ⑩ at ⑤②

Figure 4: Moves 38 - 158

Black ④① is better at ④③. Get the group out first, then think about reducing white's territory. There are still good invasion points at san-san or ④③. The skirmish after ④① turns out OK for black, though, so it's probably better for white not to try to cut off ④①, but simply connect across to the three stones (the two triangled stones and ④②), securing the corner simultaneously. Black ④⑨ is better at ⑤①. Black is too concerned about being able to make an eye here. White ⑤⑩ is trying to connect across and secure the corner. It leaves some bad aji at the top, though.

White ⑤④ is better at ⑤③, to finish off the top left, and white's central stones have become much weaker now too, so care is required.

Black ⑥① is probably better at ⑥②, although white won't be able to block a move at ⑦⑩.

White ⑥⑥: after this move a big fight will probably follow from the right side into the centre.

Black ⑦⑨: black can push through above ⑥⑧, although his stones on the right may get into trouble.

Black ⑨①: not good timing, starting to make ④③ look big for white.

After ⑩③ black has nearly 40 points of territory, white has only 20, and a couple of weak groups, but white has the potential of completing the top left corner and also of attacking the left-side black group still.

Black ⑪③: probably better to start here at ⑪③.

White ⑪④: now that there's little potential for two eyes on the left side, white makes this connection (and black answers, so he gets it in sente.)

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White ⑩ is very big, but it would be better to eliminate the aji in the top left (by playing ⑪ say), or play ⑩ to endanger black.

White ⑩ is a mistake. This is very risky for white, better to give up the four stones than risk losing the corner.

Black ⑪ is very bad. Played at ⑪ it could give black life in the corner, and leave white with groups to either side which don't yet have two eyes.

Black ⑫: should connect at ⑫.

Black ⑬ gives black life.

White ⑭: now white has nearly 50 points (plus komi) to black's 35. Black has missed his chance.

Moves after ⑭ omitted.

## Upcoming Events

### Irish:

The 1994 Irish Open Go Championship will be held on Saturday, March 19th, in the Royal Dublin Hotel, O'Connell St., Dublin. This three round tournament commences at 10 a.m. and will be run on the McMahon system. Entry fee is £2 for members of the IGA and £3 for non-members, payable on the day. Visitors from abroad are welcome and some free accommodation is available (contact John Gibson 01-908779).

The A.G.M. of the Irish Go Association will be held in The Pembroke on Wednesday, March 9th, at 7:30 p.m.. All members are invited to attend.

### Abroad:

There are several go congresses in the coming months which may be of interest. We would like to encourage more players to travel abroad to these very worthwhile events, especially the European Go Congress. For more information see John Gibson or Noel Mitchell.

British Go Congress - Coventry, England, April 8-10th.

Remaining tournaments in this season's European Grand Prix:  
Vienna (March 11-13), Paris (April 2-4), Bled (April 15-17), Budapest (April 29-May 1), Milan (May 7-8), Amsterdam (May 12-15), Helsinki (June 4-6), Warsaw (June 17-19), St. Petersburg (July 14-16) and the 38th European Go Congress - Maastricht, Netherlands, July 23-August 6. We have now received entry forms for the EGC and as usual it is possible to attend for all or part of the two weeks. Early booking is recommended.

1994 Scottish Open - Edinburgh, May 28-29.

Barmouth Go Tournament - Barmouth, Wales, June 25-26.

1994 U.S. Go Congress - Washington, D.C., August 6-14. This is the 10th U.S. Go Congress and a group is travelling from the U.K. for the special celebrations.

## Miscellaneous

Dublin: Go players meet every Monday and Wednesday from 9 p.m. in The Pembroke, Pembroke St., Dublin 2. Additional games are often arranged informally.

Trim: Regular meetings are held every Thursday night in Brogans Hotel.

*Irish Go Association, c/o N. Mitchell, Blackwood Lane, Malahide, Co. Dublin, Ireland.*