



# Irish Go Association

Issue 10 - July 2011

## Contents

- Janice Kim Visit
- World Amateur Report
- Galway Tournament Report
- News Round Up

### Janice Kim 5p visits Dublin

Ireland was blessed with a visiting pro this summer, as Janice Kim came to town on the back of her husband's business trip. Janice Kim is one of the few professional players from the western world. She grew up in America, but trained to become a professional in Korea. She doesn't really play Go competitively now, Poker seems to be her new game. She spent a few weeks in Dublin, and played several games at Larry Murphy's and the UCD club. Below is a photograph of a simultaneous exhibition she gave; I believe that she won all her games.



## **World Amateur Report**

*by James Hutchinson*

I recently had the opportunity to represent Ireland at the World Amateur Go Championships in Japan, and was asked to write a few words on it.

Four years ago I received an email at work inviting people to come along at lunch time and play a strange game from the other side of the world. I'd previously seen the game briefly years previous at college, but on my solitary trip to the go club it had made no sense whatsoever, and besides, it was in direct competition with the college bar, so there was only ever going to be one winner there. Now it was only in competition with the grub in the second floor canteen, and as meetings didn't seem to interfere with Thursday's chicken curry, I decided to head along. I quickly found that the game wasn't quite as illogical as first thought, and that it rewards those who change their mind as often as possible about what the best way to play it is.

Last year I entered the Irish championship for the first time, and with a run of spectacularly lucky wins, managed to finish second. The points gained put me fourth in line to go to Japan, but one player couldn't find his passport, another had ran out of holidays, and the third lad who had originally said he would take the place, had to pull out relatively late on for work related reasons. So that meant I was in, and despite a minor volcano related fright, which looked like it might ground the flights, I was off to Japan.

The first thing to realise about Japan is that there's an over abundance of people hanging about on the off chance that they may be required to help. Which they all seem worryingly happy to do. Maybe it's karma or something. It seems to work for them though. They're all highly relaxed. For example, at the airport, before you get any chance to try to figure out which queue you need to be in, a man appears beside you, and points you to the right queue, and before you can figure out which desk has become free, another lady appears and points you at it. Obviously in this country both those people would have been fired long ago, along with half of the people working behind the desk. This would enable the formation of something called a queue, which people at home enjoy standing in for hours at a time.

The second thing to realise is that if you see somebody breaking into a run, they probably haven't stolen anything. At the hotel one day an elderly gentleman of about 70 entered the building just ahead of us. Upon getting through the automatic door, he broke into a jog and ran over to the front desk. Quite for no reason whatsoever.

Onto the tournament itself. I went out there not knowing anybody, but everyone else was in the same boat, so everybody's forced to talk to everybody else, so it probably works out better, as you end up talking to nearly everyone at some stage. The first couple of days involved a bit of sightseeing and a reception to allow people to get over the jet lag. First up there was a friendship game with a local Japanese. He seemed to be much weaker than me, but I made up for that by playing appallingly badly. Eventually, I managed to sneak home by half a point. Of the 57 games, the international players only lost 2, so at least I wasn't the third. The following day the serious matter at hand began. I went into the tournament ranked 54 out of 57, so was a bit worried I was going to get some serious hammerings, especially after the poor showing in the friendship game.

The first game went well though against a 5 dan from Slovenia. Cunningly I didn't look at the rankings in advance, so this meant I didn't know I was playing a 5 dan and I could play without fear. I thought I fought well, but found myself 15 points or so down going into yose. In an effort to come back, I started a ko. Unfortunately I played a nonsense ko threat (although I couldn't find any good ones), and it was game over. After the game, I was impressed at how sensibly and coolly my opponent had played. He won without ever really breaking sweat.

In the second game I also played a much stronger 3 dan opponent from Denmark. I got off to the world's worst start, and soon had myself in a position where defeat was almost certain. Basically I died along the left side of the board, and gave my opponent a thick wall into the bargain. It would have been a poor result for me, even had I lived, so dying was a complete disaster. I looked round and decided that I didn't want to resign before most other games had really got going, so I thought I may as well play on, as there didn't seem to be much else to be at in any case. I started a ko, that although I lost it, I got good compensation, and I got back into the game to the extent where I was just losing reasonably heavily, as opposed to very embarrassingly. In the final act before yose my opponent decided to move in for an unnecessary killer blow by starting an aggressive fight. I was a bit aggrieved that he felt the need to win by 50 points instead of 20, especially as he was in overtime where you have to play inside 30 seconds, but it turned out that he had miscalculated badly, and his mistake allowed me to sneak home by 3.5 points. James Davies writing for ranka online called this game the shock result of the day.

Your 'reward' for winning is that you get to play somebody else on the same number of wins as you, so this meant that I had no chance of getting a game with the weak players from India or Armenia, and instead had another strong 2 dan opponent from Turkey. Cue another solid beating. Next up was the Argentinian player. He was ranked equivalently to Turkey, but had just been defeated by New Zealand, and I sensed that he was a tad nervous. I managed to take advantage of this, and outplayed him for a very satisfying win. Next up was a sandbagger from Slovakia who claimed 1 kyu. I played shockingly badly and inexplicably missed numerous chances early on. I attempted to overplay a bit to come back, but I lacked John Gibson's flair for the rip off, and my opponent read out most of my nonsense very well. Finally I started a desperate ko in byoyomi that just turned out to be a one way street to resignation. This was the first genuinely disappointingly poor game I had played and I was desperate to make up for it in the afternoon against the Portugese 1 dan.

In this one we both fought hard, and the game ebbed and flowed, but I managed to hold off a late yose surge to sneak home by half a point. On the final day's play I got behind due to a spectacular brain freeze moment against the Brazilian 1 dan but I sensed he was somewhat tired and I managed to make all the yose plays to win by 5.5 points. I then made a hash of the last game against the Norwegian 3 dan, who had earlier on beaten the Japanese player, but I was never realistically winning that one anyway. King of the gaffes was playing move 3 of the joseki before move 2, in the mistaken belief that move 2 was already on the board. It wasn't the biggest disaster, but I never really recovered from it. Embarrassingly Chizu Kobayashi strolled over and gave a review of that one. I'm sure she was left scratching her head at some of the nonsense that was served up. All in all, 36th place, and 4 wins out of 8 against strong opponents represented a decent performance that I believe wasn't too far off the previous best Irish result. Everyone I beat claimed they were a dan player, so as a mere kyu player I was obviously very happy with that. Above all though, it was an excellent holiday, a memorable experience, and thoroughly enjoyable from start to finish.

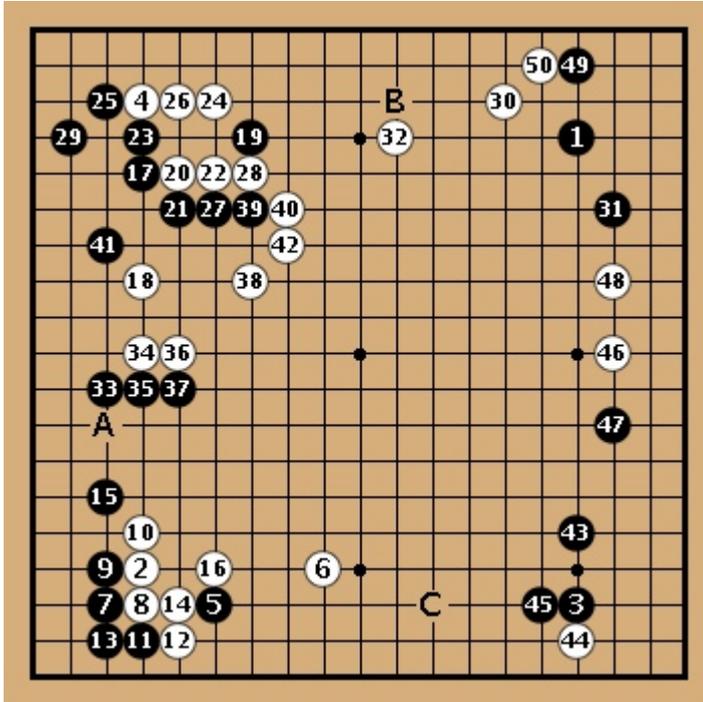


## 32nd World Amateur Go Championships

Round 4 - White: J.Hutchinson (1k) Black: M.Martens (2d)

*Comments by J.Hutchinson with inspiration from Shinpei Kuwamoto (6p)*

For no apparant reason I was insanely confident through out the game, and felt like I was winning apart from one dodgy spell in the middle. Argentina, on the other hand, looked down on confidence after losing to New Zealand earlier in the day. Of all the games I played, this was my favourite.



### Moves 1 to 50

Move 30: The professional liked A, which I nearly played. Real move got an 'Oh' (probably for overplay, or maybe just not that good). He suggested playing at B.

Move 31: Suspect Black should pincer here, but he gets to play 33.

Move 33: Good

Move 38: Pro said to play at 39.

Move 44: Pro said to play C. This got another 'Oh'

Move 50: This felt like a bit of an overplay.

### Moves 51 to 100

Move 51: Killing 44 would have been interesting. I was relieved when he played here.

Move 52: Good

Move 57 & 59: No need to play these yet.

Move 66: Pro said to play at 67 is normal. I wanted the centre though.

Move 73: Connecting at 80 is sente.

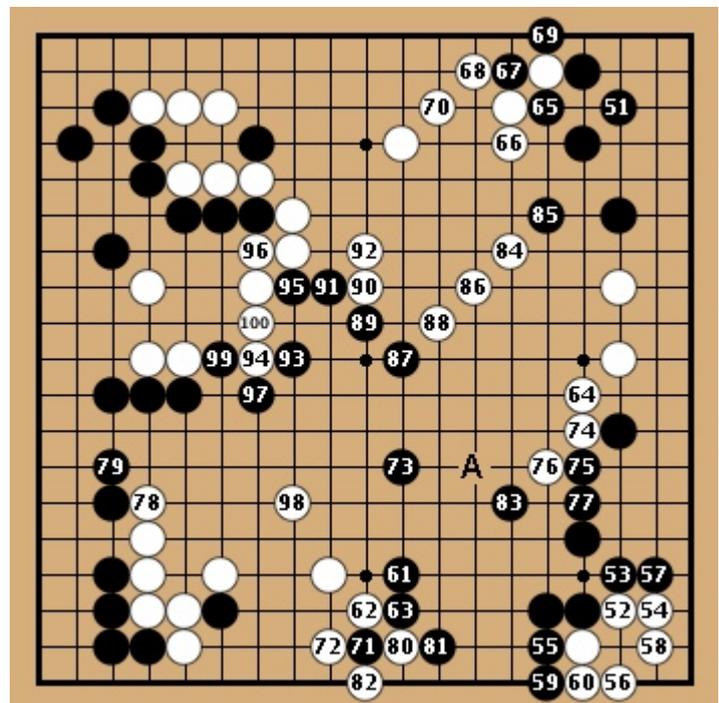
Move 74: Where else?

Move 80: Good

Move 84: Pro suggested A.

Move 85, 86: Felt like a thank you move from black. I was feeling really good about the game at this point, like the win was mine to be had.

Move 88: Felt very dirty even at the time. Pro squirmed uncomfortably, before uttering: "Now Black is ahead"

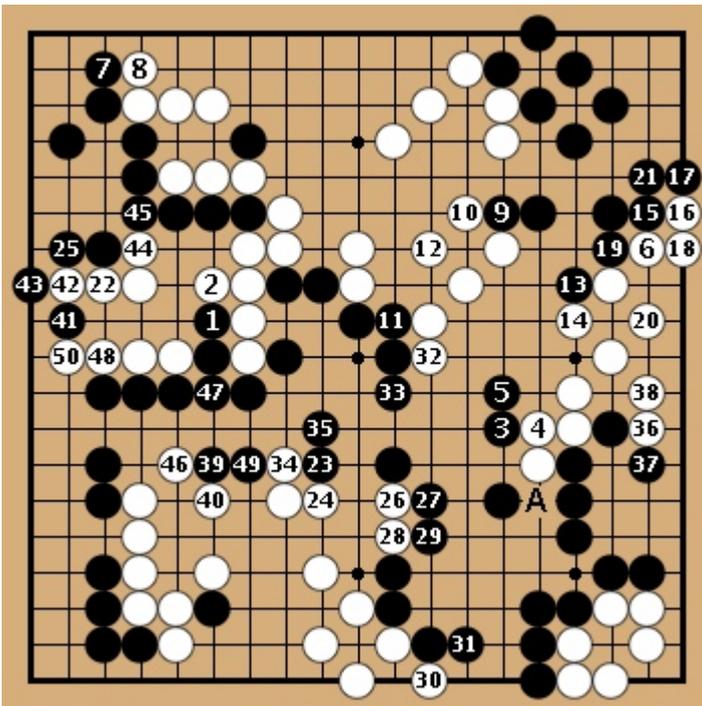


Move 94: Desperately wanted to play 98, to atone for 88, but felt like another move was the order of the day.

Move 98: Happy days.

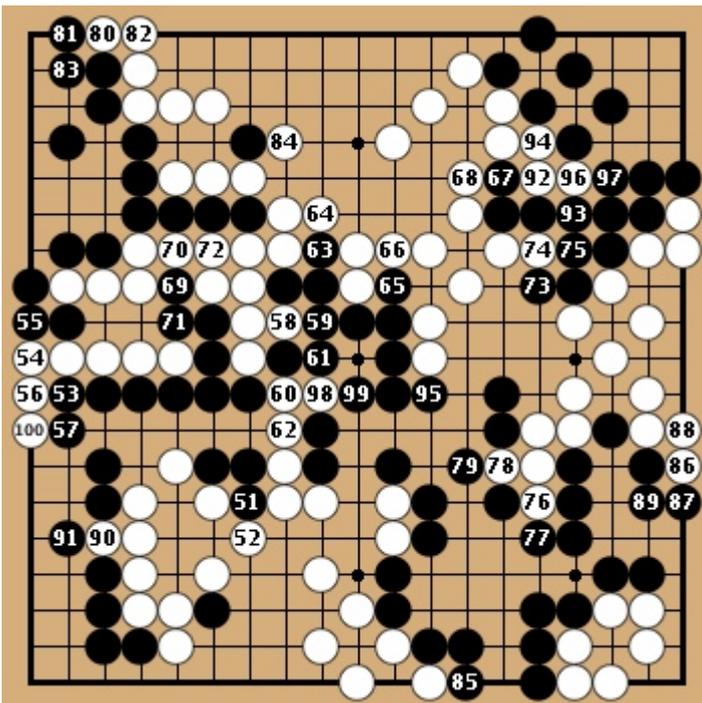
Move 99: Argentina admitted this was nonsense in the review.

### Moves 101 to 150



Move 103: Good  
 Move 105: Overplay. Should be at A, White should push everywhere to punish this.  
 Move 122: Big. Prevents 141.  
 Move 136: Big.  
 Move 149: Disaster for Black.

### Moves 151 to 200



Move 155: Should this be at 156?  
 Move 184: Probably irrational. But I felt I was up although I didn't count.  
 Move 188: Decided to count, before looking to see whether the atari worked. Surprisingly accurate at 5 points up on the board. I imagine the atari is a waste of time.

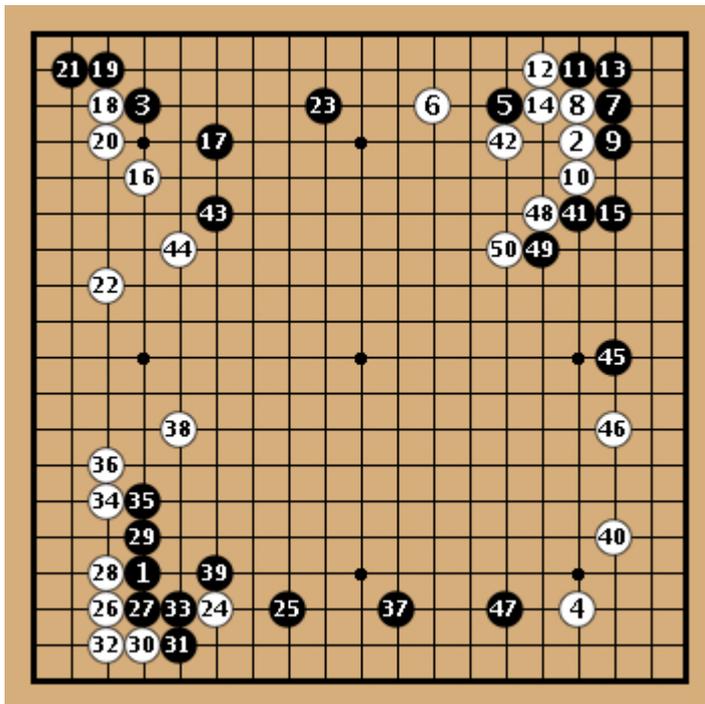
At the end of the game the pro said that white's yose was very good. Black's yose... I had been beaten up in yose by Turkey in my previous game (although he was winning anyway), and was determined to be better in yose in this one.

## Galway Go Tournament

After a break of a few years, the Galway tournament was back, and by all accounts it was a great success. There was a very large turnout of 24 players this year, which must have pleased organisers Claas Roever and Rick Brennan. The last time it was held Lukasz Blek, a Polish player living in Cork won the event. This year was no different, with Justyna Kleczar brushing aside higher ranked opposition on her way to winning with a perfect 4/4. In second place was Rory Wales, while Colin MacSweeney took third on tiebreak. Down the ranks somewhat, local player Kevin Doherty (25k) deserves a mention for his 4/4 result, and a promotion too!

Rory has kindly sent me a commentary from Wei Wang 7d of the 'crunch game' in the tournament.

### Moves 1 to 50



### Round 4: Galway Open

White: Rory Wales Black: Justyna Kleczar

Move 23: So far so good.

Move 35: Unnecessary move, bad because it helps White get stronger on the Left. See Variation 1.

Move 38: Small and no threat against Black, should be at 40.

Move 39: Too passive, Black is already strong here, should play at 40 instead.

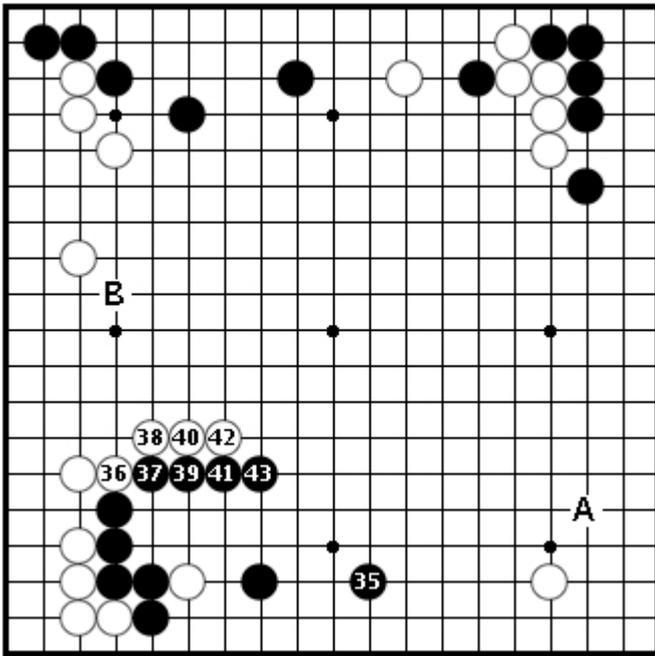
Move 40: Good!

Move 43: Good, but not best, see Variation 2

Move 44: Unnecessary move, now is the time to play at 46.

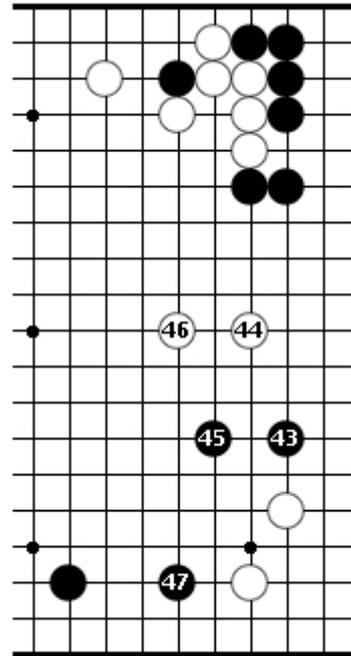
Move 45: Passive again.

Move 48: Useless move because not only you can't get points from those sequence, but also can't break up any territory of Black.



**Variation 1**

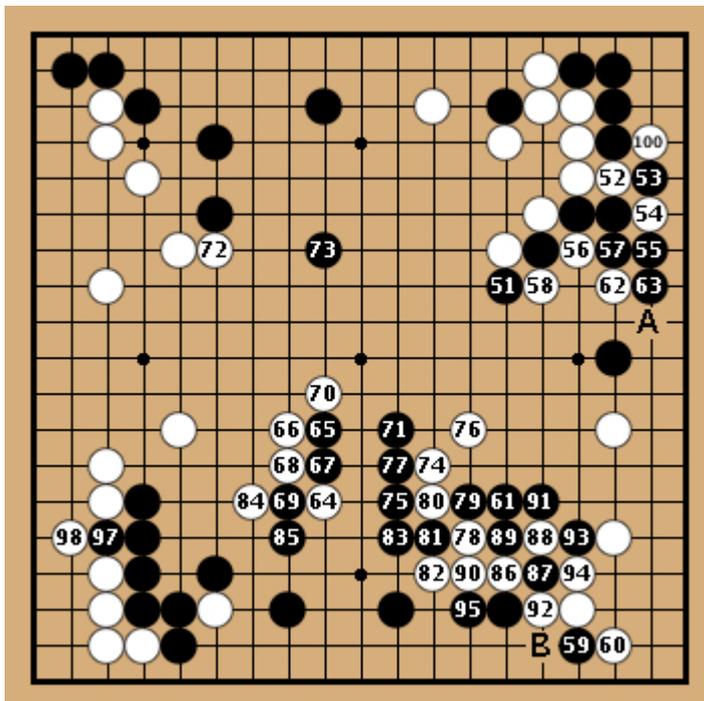
Locally Black 35 is the move. There is no reason to fear 36, after 43 Black retains the big plays of A and B.



**Variation 2**

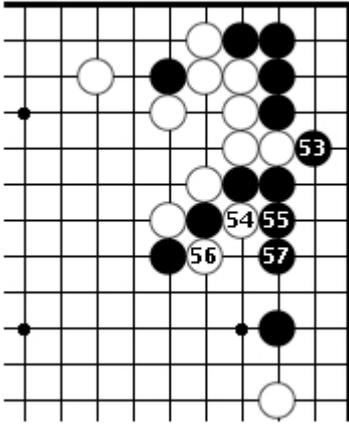
Black 43 is the key play, if White tries to pincer at 44, then Black will put great pressure on the corner with 47.

**Moves 51 to 100**



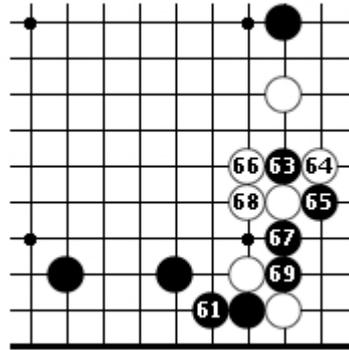
96 at 88, 99 at 87

Move 51: Big mistake by Black, the should be over.  
 Move 54: Wrong order to punish Black, as you lose sente, see Variation 3.  
 Move 58: Now it becomes clear that White has lost sente.  
 Move 61: Dubious move. See Variation 4.  
 Move 62: Bad move, the yose magic is at A.  
 Move 64: It is very big to make the capture with B.  
 Move 66: Just play at 68, White just wants to connect out here, not to be cut.  
 Move 71: White has met failure in this fighting.  
 Move 76: This move is too passive, see Variation 5 for some fun.  
 Move 77: At 80 is enough.  
 Move 78: Good effort.  
 Move 87: Overplay for Black - should play at 92, with the aim of settling in the corner.  
 Move 88: See Variation 6.  
 Move 89: Should still be at 92.



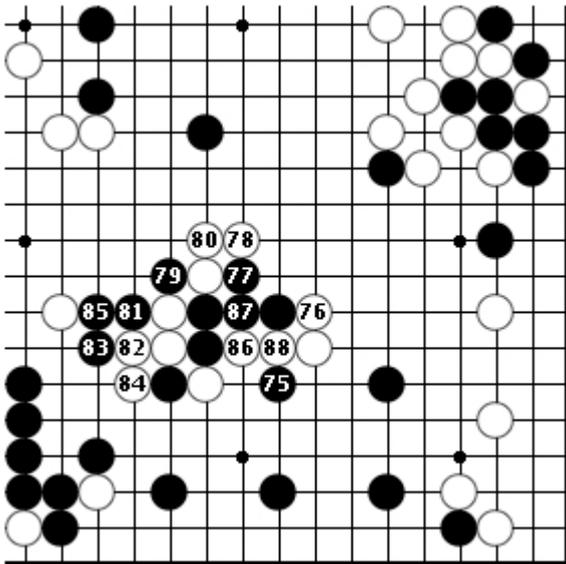
Variation 3

The atari of 54 is correct. Black must protect at 57 to prevent being split in two.



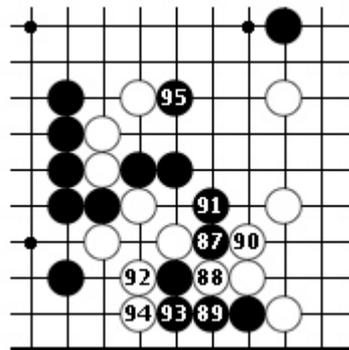
Variation 4

Connecting at 61 is sente for Black, White will lose points if he doesn't answer.



Variation 5

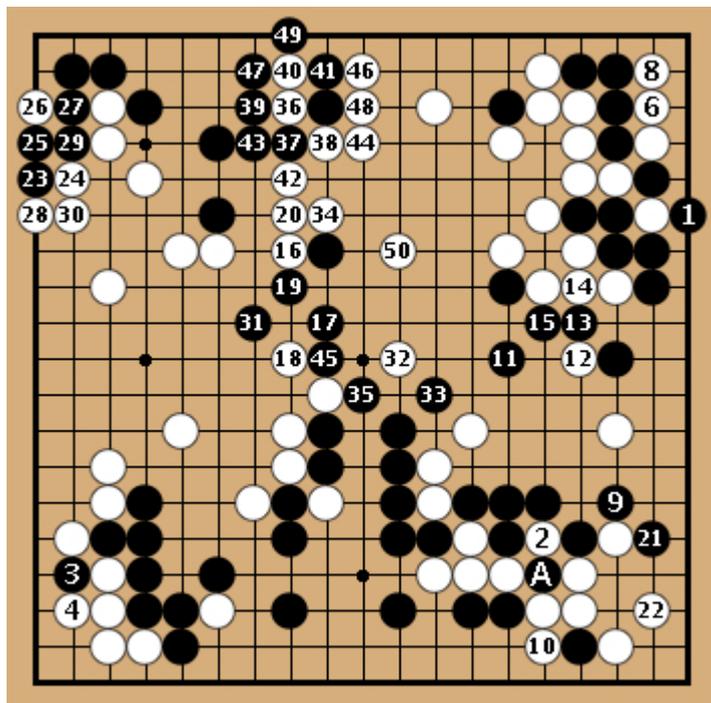
76 is the key point to trouble Black. White can try the double hane of 78, which invites Black to meet disaster.



Variation 6

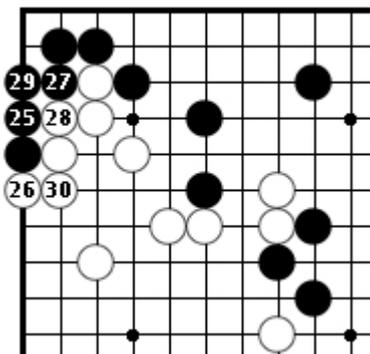
White should cut directly, Black will be punished this way.

## Moves 101 to 150



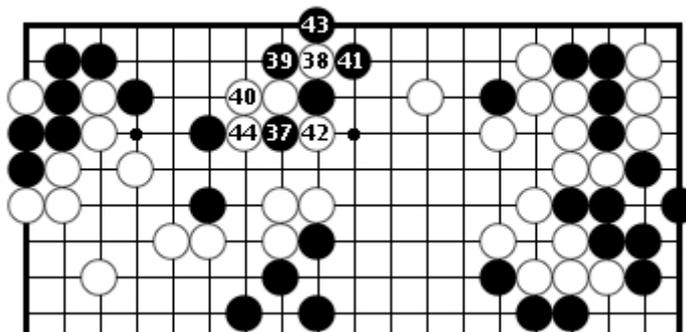
5 at A, 7 at 2

Move 104: It's better to connect at the other side, this offers only 1 ko threat.  
 Move 110: Small and gote, White should play at 121 instead.  
 Move 121: big!  
 Move 126: This loses 2 points, see Variation 7  
 Move 138: Bad, see Variation 8



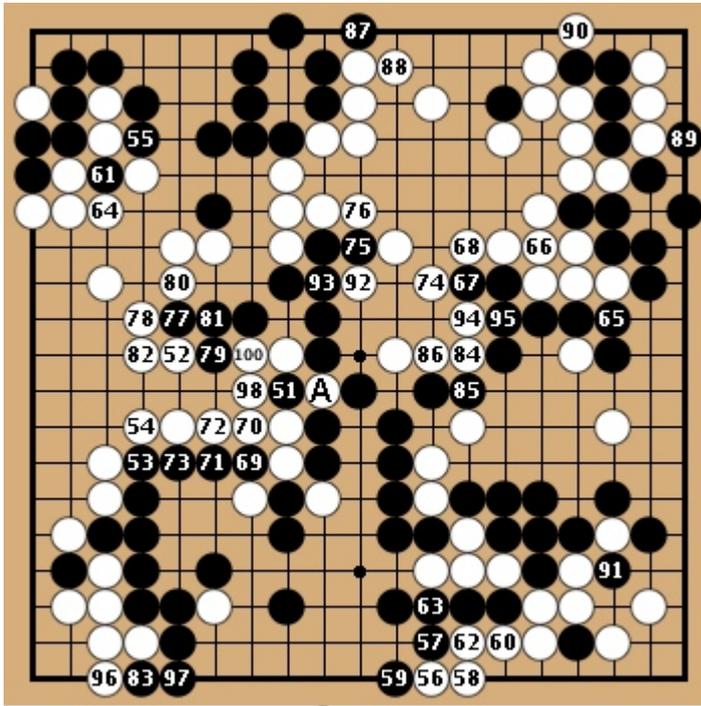
Variation 7

Here is the correct sequence of moves for answering the Monkey Jump here.



Variation 8

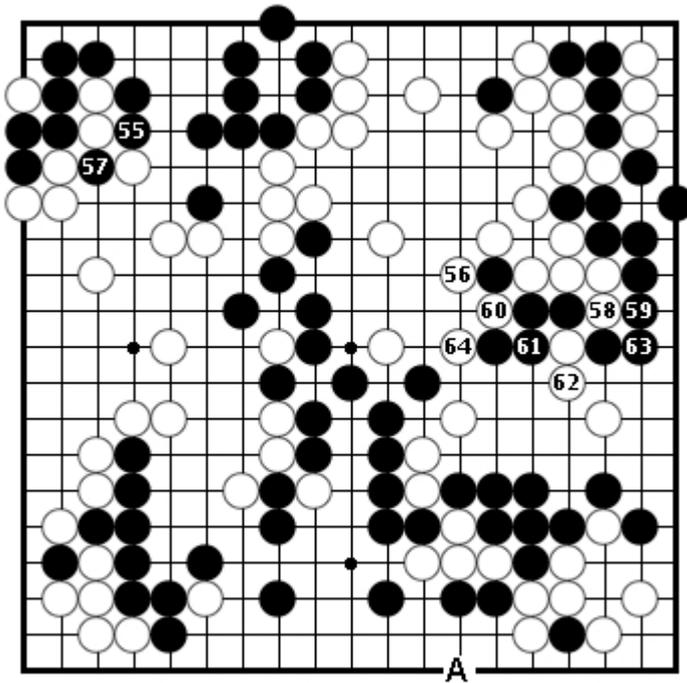
White 138 is the thematic move in these positions to erase territory.



99 at A.

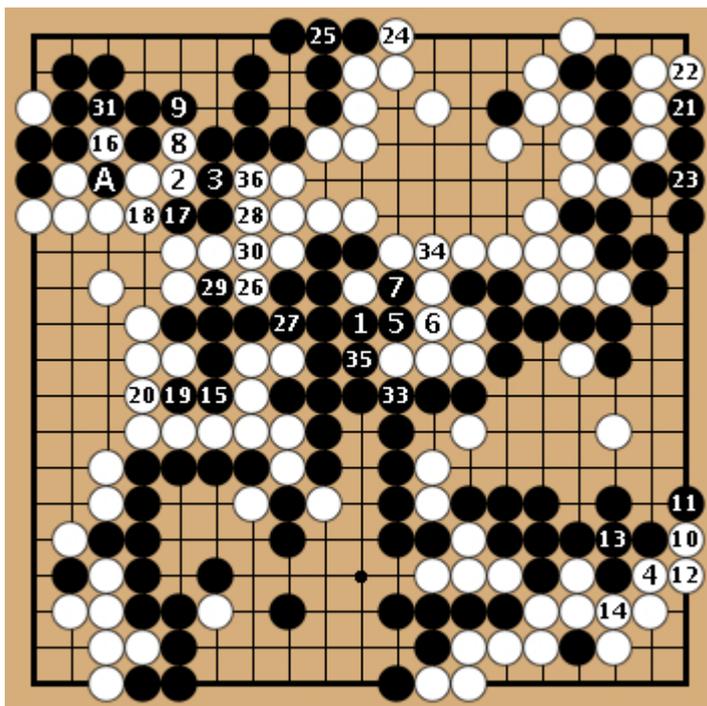
### Moves 151 to 200

Move 156: A yose mistake, see Variation 9.  
 Move 167: Good for Black.  
 Move 186: Gote again, instead, a play at 189 is big.  
 Move 190: Gote again! Do not play Gote.



### Variation 9

White 156 is a big sente move. White can retain sente up to 164, which means he still has a monkey jump to play around A.



32 at A.

### Moves 201 to 236

Move 210: Should be at 221.  
 Move 221: Should be at 222.  
 Move 223: Lets stop here, good fighting from both players.  
 Wei Wang.

(Justyna is pictured, together with her prize, below.)



## European Team Championship

### League C

Country	r	M	w/d/l	p	score	1234
Slovakia	9	16	8-0-1	0	28-8	6756
Switzerland	9	15	7-1-1	0	29-7	7787
Turkey	9	13	5-3-1	0	24-12	4479
Luxemburg	9	9	4-2-3	4	17-15	7455
Italy	9	9	4-1-4	0	17-19	4544
Bosnia	9	7	2-3-4	1	15-20	8431
Cyprus	9	6	2-2-5	0	12-24	3324
Portugal	9	5	3-0-6	6	8-22	1454
Ireland	9	4	1-2-6	0	11-25	2342
Bulgaria	9	3	1-2-6	5	4-23	2312

Overall, despite getting whitewashed on occasion, Ireland put in a reasonable performance in the inaugural season of the Pandanet Go European Team Championships. Our main obstacles proved to be IGS, stronger opponents, and trouble in fielding our strongest team on the majority of occasions. We finished in 9th place, which was our seeded position, but we had been in a higher position in the league for some time, so 9th must be viewed as something of a disappointment for us.

#### Ireland's Team

Ian Davis 2/9

James Hutchinson 2/4

Colin MacSweeney 3/3

Eoghan Barry 0/4

Rory Wales 3/7

John Gibson 0/3

Mark Webb 1/6

Position	Name
1st	Roman Pszonka
2nd	James Hutchinson
3rd	Eoghan Barry
4th	John Gibson
5th	Tiberiu Gociu
6th	Ian Davis
7th	Claas Roevers
8th	Justyna Kleczar
9th	Rory Wales
10th	Wenzhi Liang
11th	Donagh Maguire
12th	Anthony Durity
13th	Mark Webb
14th	Noel Mitchell
15th	Martin Klemsa
16th	Michael Thai
17th	Jos Elkink
18th	Arthur Cater
19th	John Craddock
20th	Kate Yu
21st	Gavin Rooney

### Ladder Tournament

The ladder tournament sprang into life in June and July, two traditionally slow months, where competitors spend more time going on holiday than playing Go. Roman Pszonka sprinted up the ladder with a series of wins to claim first place. Colin MacSweeney ducked out of the ladder, claiming a Go hiatus. This leaves Roman, Eoghan, John and Tiberiu in the qualification spots for the Top 8 at the moment. (Players marked in green have prequalified) Several strong players could wrest these spots from them, but they will have to play some games to do so.