



# Irish Go Association

## IGA Newsletter Issue 3 - Winter 2009

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### Editorial

In this issue we bring you the latest news from the Belfast Open and the Ladder Tournament. There is a game review from local Corkonian expert Wei Wang. Plus a roundup of all the local news of interest since Issue 2 came out. Hope you enjoy it.

Ian Davis

### General News

The AGM took place on the 21st of October in Larry Murphy's, there was little change in the leadership of the organisation. The new committee is as follows

President: Ian Davis

Secretary: Eoghan Barry

Treasurer: Arthur Cater

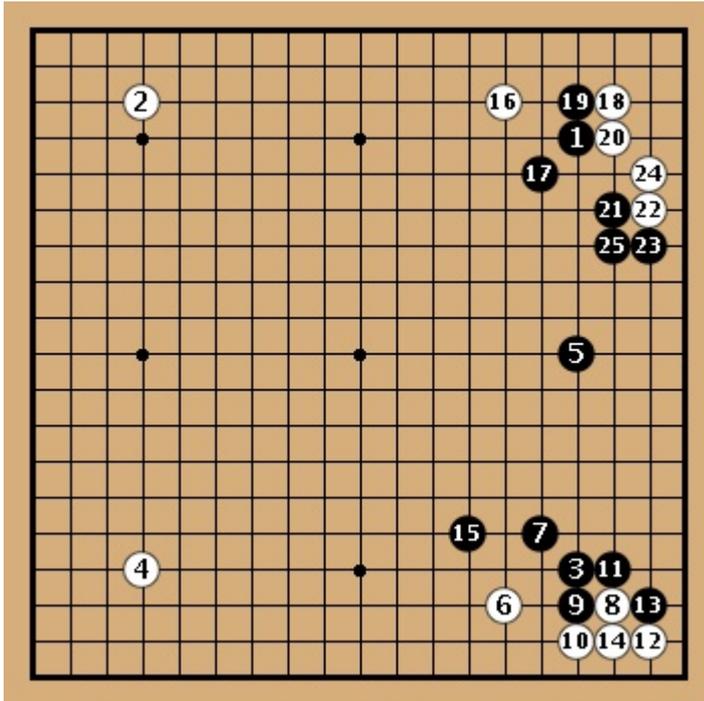
Committee Members: Noel Mitchell, Olivier Deme, Rory Wales, Colin MacSweeney

The format of the Top 8 will see a change this year. There will now be a compulsory kick-off weekend event scheduled for the 16th and 17th of January. At this event 4 rounds will be played, and the remaining 3 games must be completed by the time of the Irish Open. The venue will be somewhere in Dublin - either UCD or a hotel. The qualification process for the Top 8 will remain unchanged.

Olivier Deme will be travelling to Jeonju in Korea to represent us in the Korean Prime Minister's Cup.

There will a second tournament held in Cork this year, to take place on the 28th and 29th of November.

# Ladder Game - Colin MacSweeney (w) v James Hutchinson (b)



## Moves 1 to 25

Move 7: A strange move, it neither controls the corner well, nor makes the right hand side strong. See variations 1 & 2.

Move 8: A good move for White.

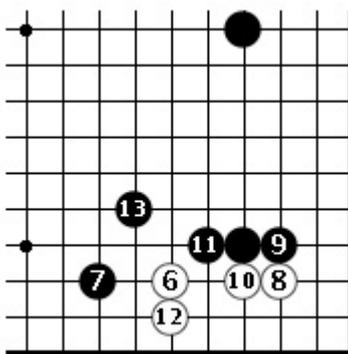
Move 9: This is not the best choice for White. He should go towards the right hand side, see variation 3.

Move 15: Good but not best. A play at White 16 was the best point to develop Black's big area.

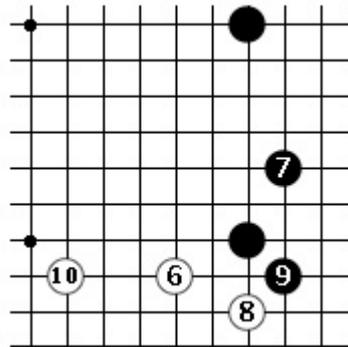
Move 17: Bad again.

Move 20: The perfect improvement.

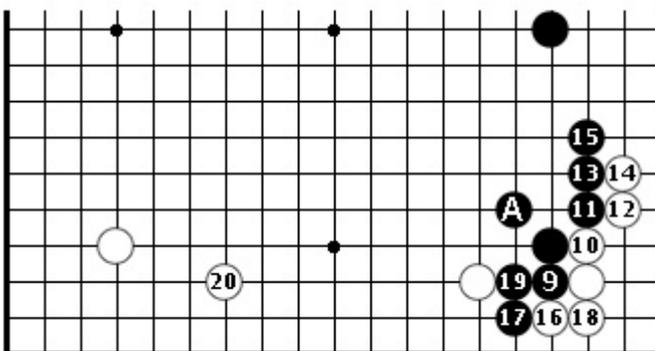
Move 21: Good sense of Go.



Variation 1  
Positive Play



Variation 2  
Normal Play



## Variation 3

Move 10: A key point

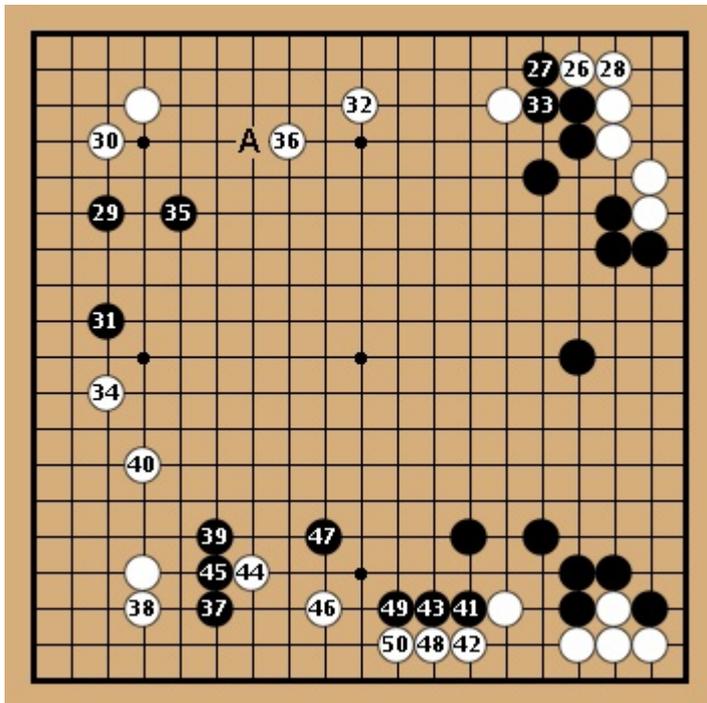
Move 19: If we look at the stone at A we can see that it's a useless move in this situation. In other words, White is leading due to it.

Go. Anywhere. Anytime.

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

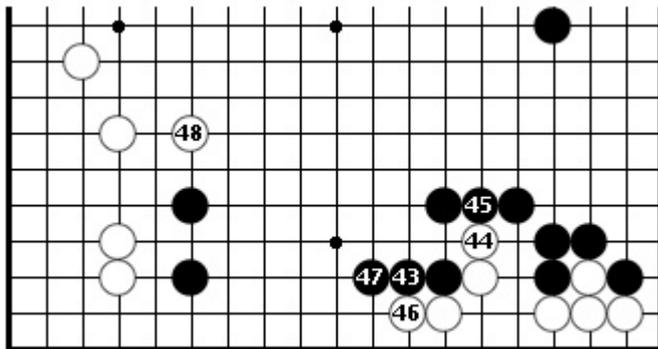


**smartgo**<sup>®</sup>  
TOUCH



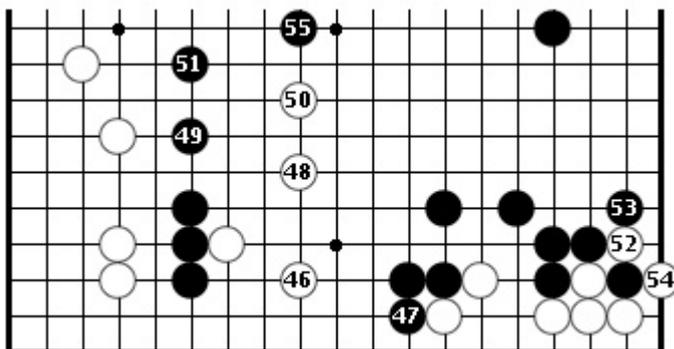
**Moves 26 to 50**

Move 29: A good try.  
 Move 34: The key point! Good.  
 Move 36: Instead A is the best shape for White to control upper side.  
 Move 44: White doesnt have to play so hard like this, see variation 4.  
 Move 47: Incorrect, see variation 5.



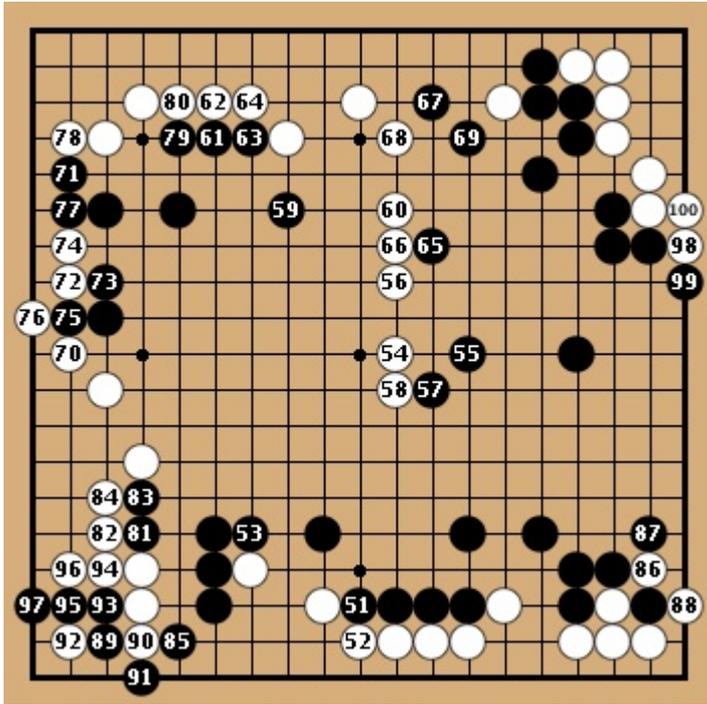
**Variation 4**

Looking now, Black just controls about 10 points of territory on the lower side. On the other hand, White is feeling happy enough with the move at 46, which benefits him.



**Variation 5**

Move 47: Black must counterattack here.  
 Move 52: If White plays at 55 then Black can play at 52 to kill the corner.  
 Move 55: This looks so dangerous for the White group.



### Moves 51 to 100

Move 54: Good choice! White is leading the game at the moment.

Move 68: See variation 6.

Move 69: A bad move, Black doesn't have to do this. Instead, see variation 7.

Move 71: Black should play at 75 to make sure the group is alive.

Move 77: It doesn't make any sense.

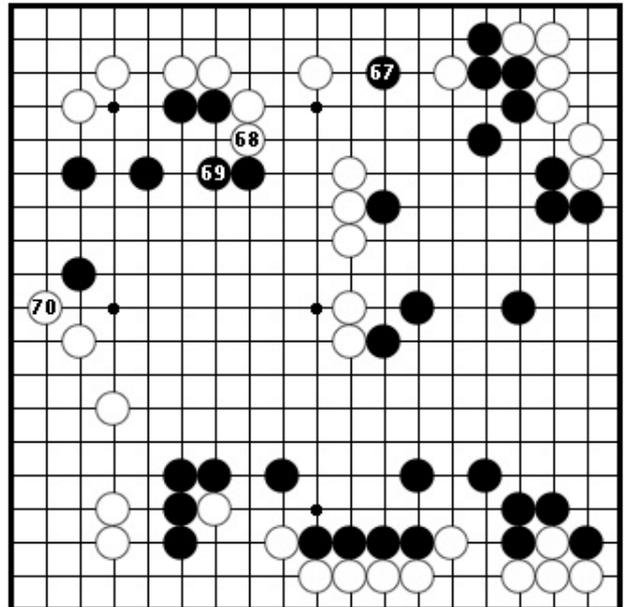
Move 92: A mistake! Better variation 8.

Move 94: See variation 9.

Move 97: We can see that White lost too much territory.

### Variation 6

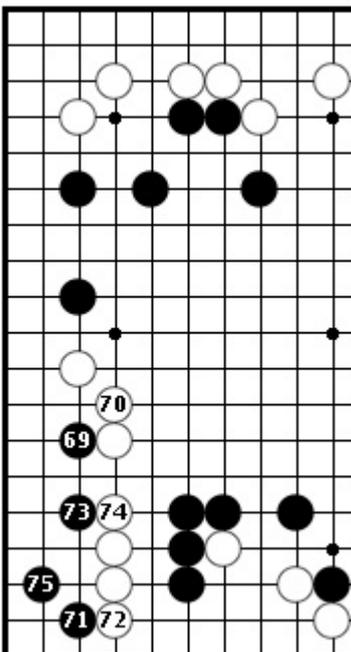
White doesn't worry about the connection.  
The endgame begins and both sides need to speed up to get more territory.

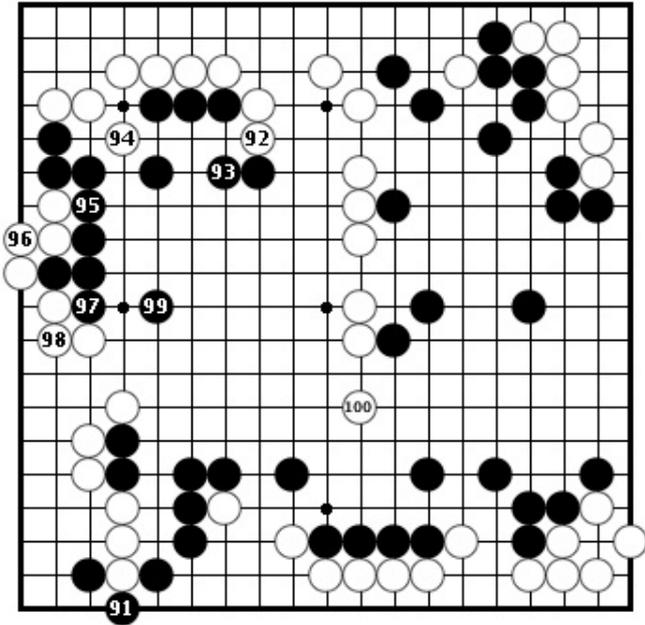


### Variation 7

Move 69: This is an advanced way to invade White's area.

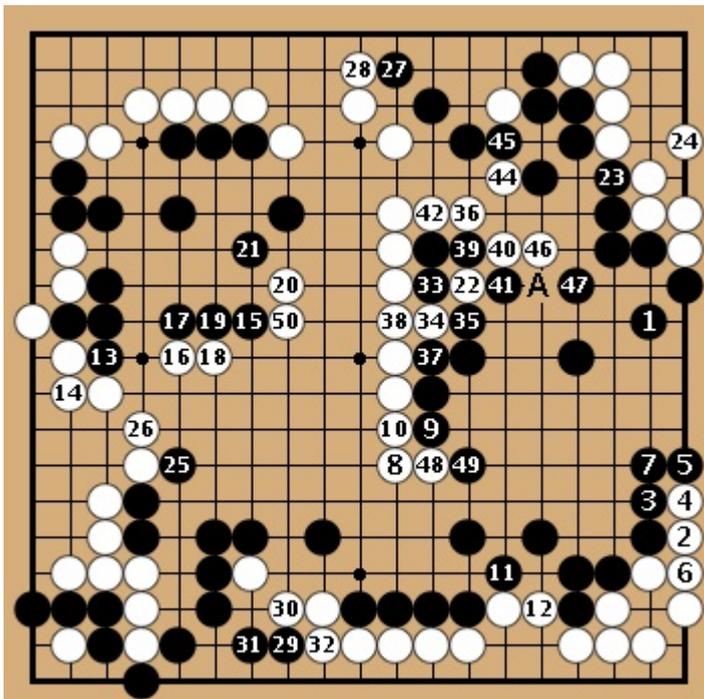
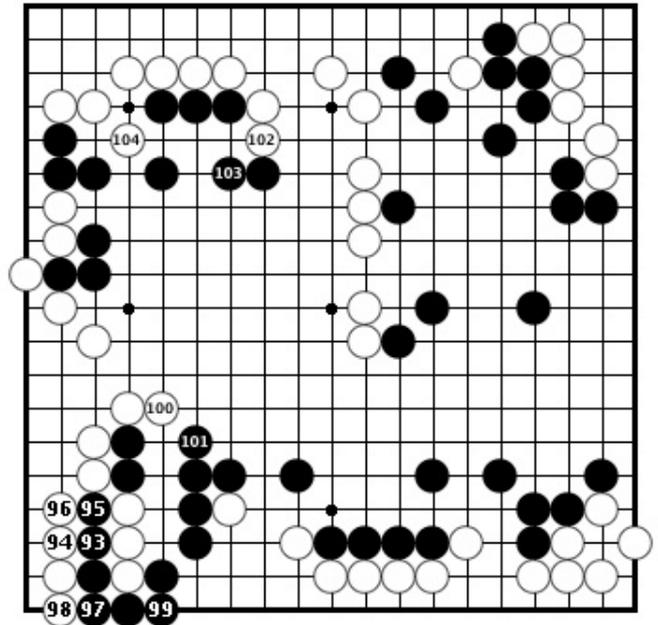
Move 75: White is hard pressed to kill Black.



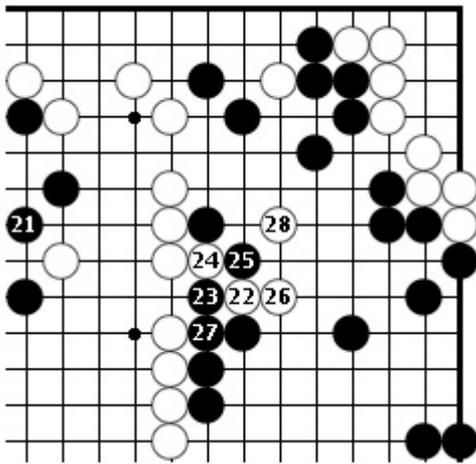


**Variation 8**  
The normal order to move forward.

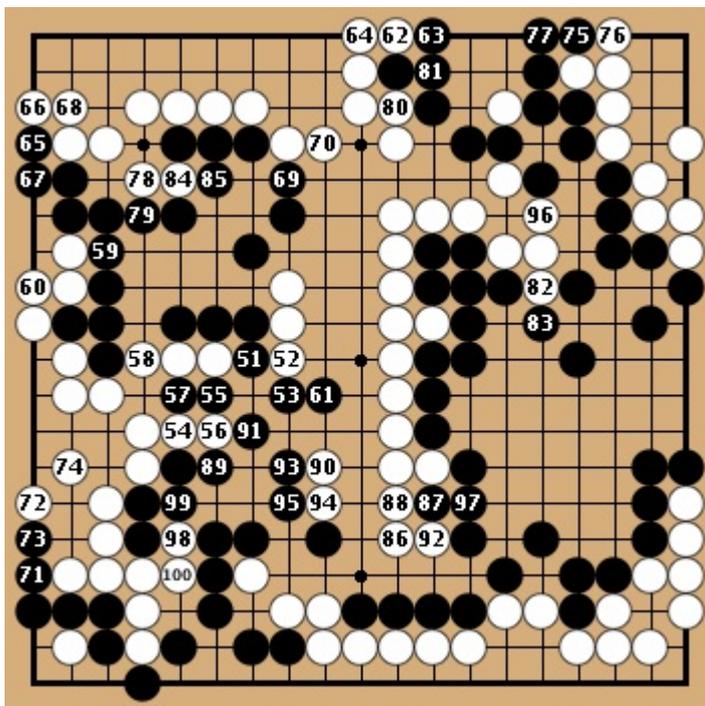
**Variation 9**  
White must squeeze here to minimize the loss.



**Moves 101 to 150**  
Move 122: Wrong point, see variation 10.  
Move 127: Very big for both.  
Move 147: Black should play more tightly at A



**Variation 10**  
White secures his intrusion with a net.



**Moves 151 to 200**

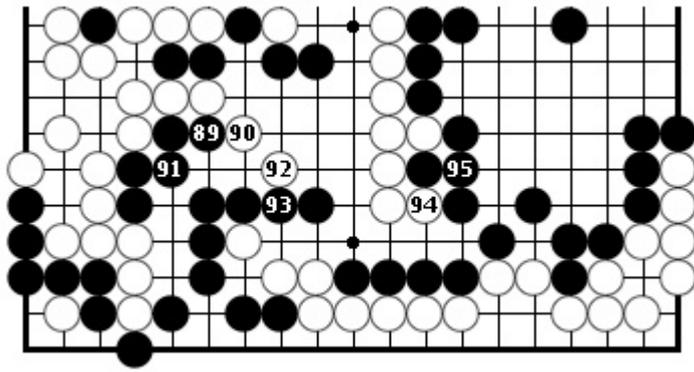
Move 152: Better at 169  
 Move 169: A key point!  
 Move 172: Losing. White should not hesitate to play at 173, nothing bad will happen.  
 Move 190: See variation 11.  
 Move 194: See variation 12.  
 Move 195: Missing the chance to play at 197.  
 Move 197: It is clear Black will win this game. In the opening White played better, however the many mistakes made by White during the endgame led to the loss of too much territory. Overall a good game by both.

By the inventor of SGF.

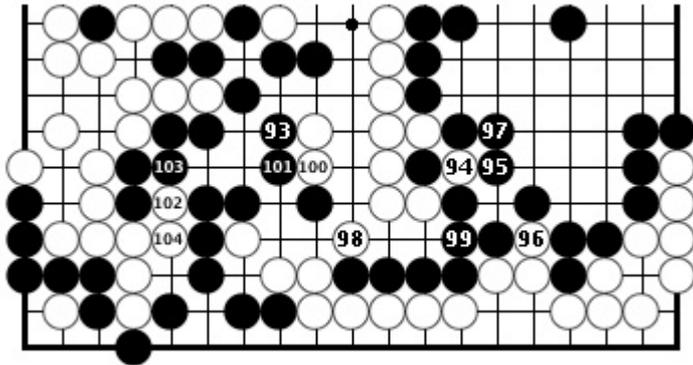


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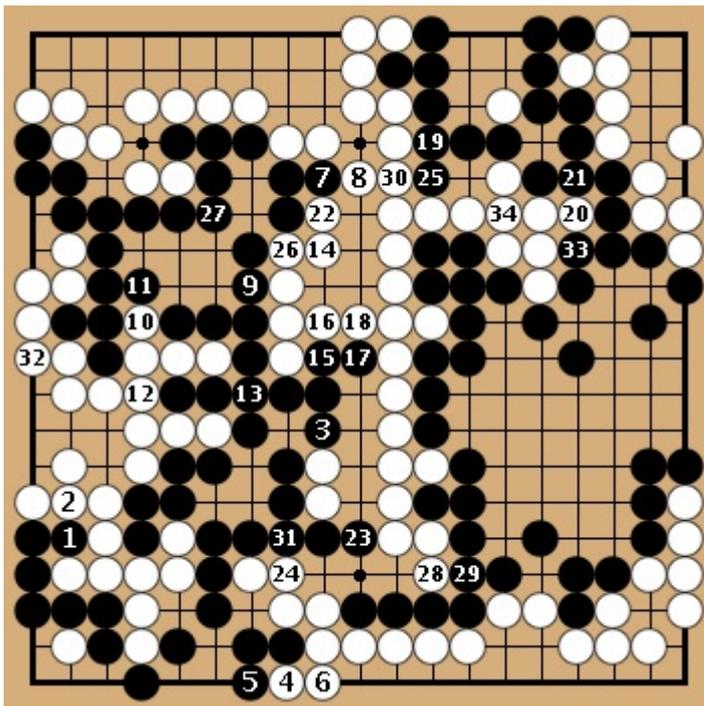
The Leading Go Software



**Variation 11**  
Better endgame play.



**Variation 12**  
This was the correct sequence.



**Moves 201 to 236**  
Black won by 3.5 points. This win moved James up to 3rd place in the ladder.

Top 10 places in the Ladder as of 20th October are:

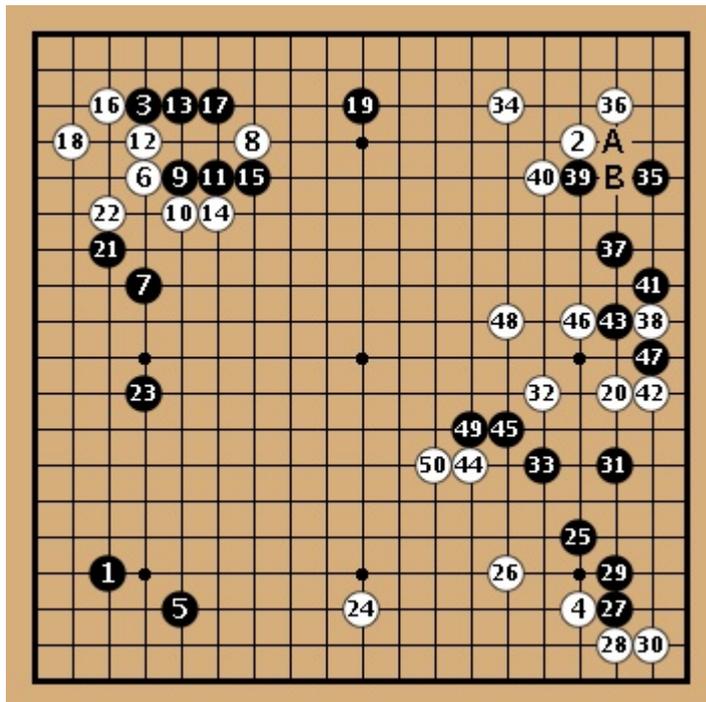
1) Cao Tong Yu	6) Colin MacSweeny
2) Ian Davis	7) Paul Brennan
3) Rory Wales	8) Robert Muldowney
4) James Hutchinson	9) John Gibson
5) Eoghan Barry	10) Olivier Deme

## Belfast Open 2009

Seventeen players turned up to do battle at this year's Belfast Open, held over the weekend of the 26 & 27th of September at Belfast Boat Club. Nobody was able to come close to Edinburgh 3 dan Matt Crosby, who won all of his games. In second place was Laurens Spijker, who travelled all the way from Deftl in the Netherlands to play in the event. There was a large number of players tied for third place. Coming out ahead on tiebreak was local player James Hutchinson, ahead of Colin MacSweeny, Rory Wales and Gerry Mills. Good performances were also seen from Jakub Flasz, Chris Cohrs, Patrick O'Feich and Donagh Maguire, all on 3 wins out of 4.

### Round 4

Rory Wales (w) - Colin MacSweeny (b)

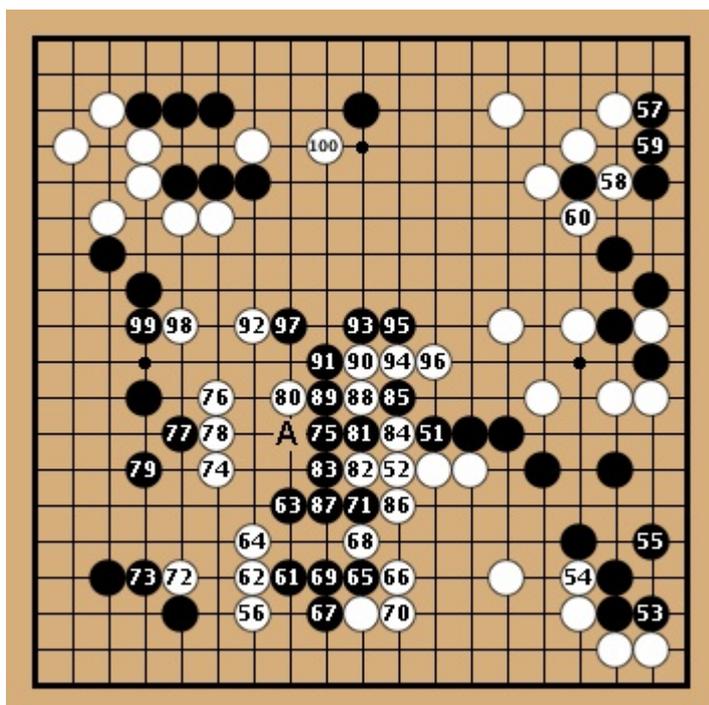


This was quite a crucial game last round game for both players. If Rory won he would have had a share of second place, whilst Colin needed a win to avoid a whitewash for the event. There are a few light comments by your editor, Ian Davis.

#### Moves 1 to 50

- Move 13: This is a bit suspicious, but Black later returns to the normal joseki line.
- Move 30: Normally we play this stone 3 spaces to the left to make the tiger mouth connection, but it is correct here to attack the eyespace of the invading Black group.
- Move 36: Always difficult to decide were to play this move, A or B are alternatives
- Move 37: Seems suspiciously slow
- Move 38: Perhaps better one space higher at 47 to attack more severely





### Moves 51 to 100

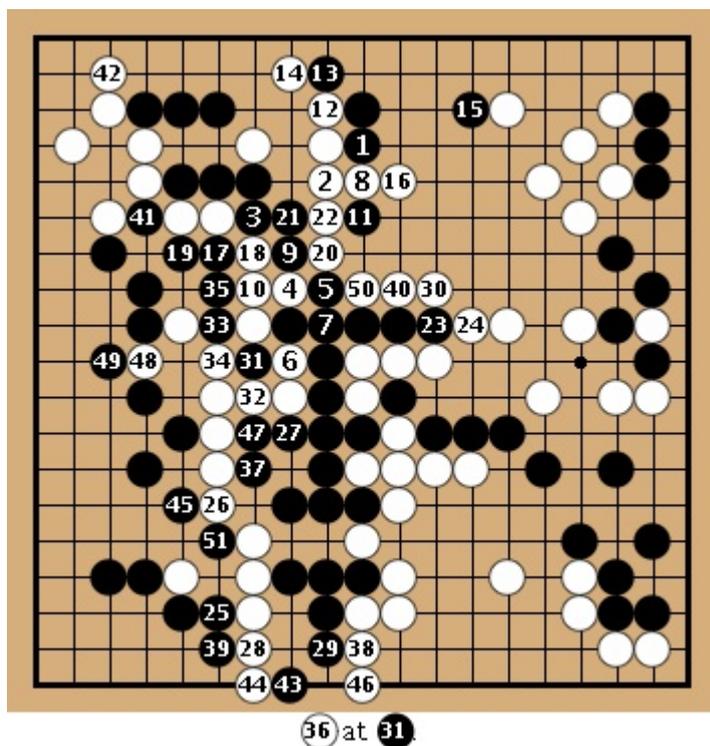
Move 70: Things begin to look interesting now, Black seems to have the edge in this running fight.

Move 75: Soft? Maybe this could be at A

Move 79: This kind of gote should signal an end to Black's attack

Move 99: This feels slack, how could White have broken into the side?

Move 100: The thematic move to reduce this shape.



### Moves 101 to 151

Move 103: Asking questions about the life of the White stones on top, this looks like quite an aggressive move, but in the end it seems to backfire. Quieter was the connection at 114.

Move 111: I can't believe this can be good.

Move 116: If White can kill the top he should be winning.

Move 120: This disconnection should win the game.

Move 130: Black is sealed in and can only make 1 eye.

Move 151: At this stage Black can resign, but as fate would have it, White ended up resigning after a terrible blunder in overtime