



Irish Go Association

Issue 4 - December 2009

The Editorial

Dear Readers, welcome to the fourth edition of the Irish Newsletter. While I was putting this edition together the old British Go Journals became available online. In one I happened to read a letter by one Noel Mitchell (reproduced within), and it set me thinking. How can we raise the numbers of people playing Go in this country? Right now our numbers are slowly rising, we seem to have 4 sustainable clubs, but how do we push through to the next level?

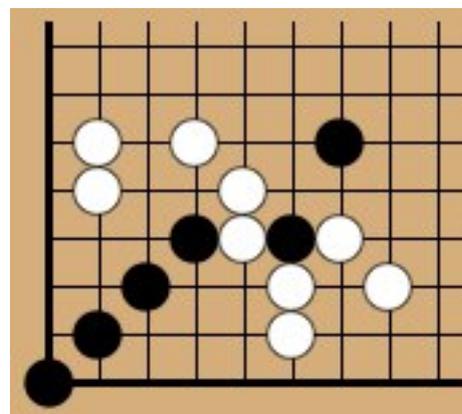
Can we reach out to schools or universities more? Should we target fellow games players in the chess or bridge community? We need to work together as an association to come up with new strategies and ideas and most importantly, we need people willing to put these into action. The IGA discussion group is one forum to put forward ideas: <http://groups.google.com/group/irish-go?hl=en>

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- The Online Interprovincials
- Review from Wei Wang
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Hye Yeon's Creative Life and Death 1 written by Hye-yeon Cho

Hye-yeon Cho used to keep a blog (internet diary). Since it was the only english language blog kept by an Asian professional it made her something of a celebrity. However she has now started winning tournaments, making her a Go celebrity by more normal means. The book contains a total of 48 life and death problems. These range in difficulty from 1st dan level to 7th dan level. Each problem is presented with copious amounts of analysis, detailing the failures and the solution to each puzzle. Another feature of this book is that is bilingual, with parallel Korean and English texts. By and large the English translation is of a high standard, as are the problems themselves. I have no hesitation in recommending this book to anyone wanting to practice their life and death.



Here is a sample problem from the book. Black to play. This is marked as a 2 to 3 dan level problem.

Report from the 4th KPMC by Olivier Deme

This year, the 4th Korean Prime Ministers Cup took place in Jeonju, a popular city located four hours drive south of Seoul. The tournament was entered by 68 players from as many countries and consisted of 7 rounds spread over two days. Main time was set to 30 minutes which was in sharp contrast with previous years when each player was given a generous 60 minutes for their game. The tournament started with an opening ceremony figuring several officials including the Mayor of Jeonju and guest of honour Lee Chang-ho. The ceremony ended with all participants posing for a photograph with Lee, whom many consider to be the best Baduk player of modern days.

The first round then started on time. The Swiss pairing system meant that the top half countries from last year tournament played against the bottom half. This meant that the first game was very uneven in most cases. I (2k) played Dmytro Bogatsky (6d) from Ukraine. Needless to say that the outcome of most games was without surprise. In general the 30 minutes main time favoured strong players and left very little time to think over tricky positions. With three allowed periods of 30 seconds in extra time, players didn't have the luxury to think over and over again about the solution to a difficult problem.

The tournament ran on time and without glitches thanks to a fantastic job from the organizers. As for myself, I won the games that I was expected to win against Guatemala (8k) and Costa Rica (4k) but was rather disappointed to lose two rounds that I led until the very last moves. A momentary loss of concentration changed the outcome of my games against the Philippines (2k) and Madagascar (1d). Winning either one of these games would have probably meant that I would have had to play the following match against a stronger player, hence winning 3 games would have been a reasonable objective.

While the tournament was unfolding, a festival of Korean culture was taking place in the traditional village of Jeonju. Many artists were exhibiting their crafts, performing traditional dancing, singing and entertaining passers by. This made for a welcome break from the fast paced baduk games and I wandered around the streets with my camera taking many pictures. The last day of the official event ended with a sightseeing tour and a chance to play professional players in one of the local sites. We were treated to Korean food of which my favourite turned to be the bibimbap, a mix of vegetables, mushrooms, rice and beef topped with a raw egg. The event ended with a nice closing ceremony featuring traditional singing and a brass orchestra.



This year, Korea grabbed first place with a perfect score of seven wins. Second place went to China and third place to Hong Kong. Being one of the weakest player, I finished in 59th position out of 68 but I was proud to play for Ireland while many other countries weren't represented. It was also a fantastic opportunity to meet different cultures, play against strong players and learn about my game, my mistakes and how to improve on my play.

*A simultaneous game with a korean professional,
photograph by Olivier*

Online Team Interprovincial Championship

Ulster 3-0 Munster

Board 1 - Ian Davis (w) 1 - 0 Marcin Rutowski (no komi)

Board 2 - James Hutchinson 1 - 0 Rory Wales (w)

Board 3 - Tiberiu Gociu (w) 1 - 0 Justyna Kleczar

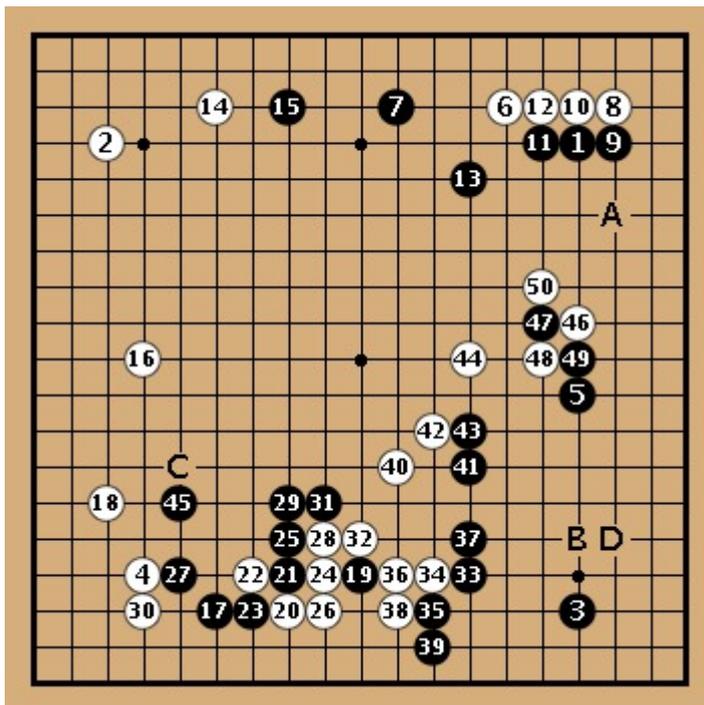
Leinster 1-2 Connaught

Board 1 - Ed Wormington (w) 0 - 1 Daniel Paraschiv

Board 2 - Eoghan Barry 1 - 0 Colin MacSweeny (w)

Board 3 - Mark Webb (w) 1 - 0 John Gibson

Mark Webb (w) v John Gibson



Moves 1 to 50

John Gibson played his first serious game on the internet against Mark Webb, Resident expert Wei Wang reviews the action.

Move 6: The normal way to approach the side is at 33, but this is also fine.

Move 8: For A, see variation 1.

Move 14: Big, but the key point is at 33.

Move 15: This is bad, it is too small.

Move 18: Better at 24 to fight the moyo

Move 19: Black has built a big framework, White has fallen behind already.

Move 20: Big, but entering the corner at B is most important.

Move 22: Bad. Should wedge at 24.

Move 27: Again bad for Black, he must cover at 28. See Variation 2.

Move 34: Bad move, making the Black corner stronger. Instead White should move out to the centre.

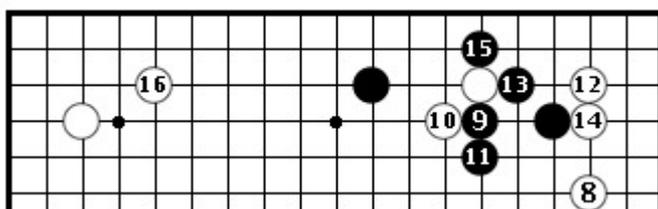
Move 41: Unnecessary. Instead Black should play C in sente, to make sure 22 is dead, then finish the corner with D.

Move 42: White is already alive. See Variation 3.

Move 43: Still Unnecessary.

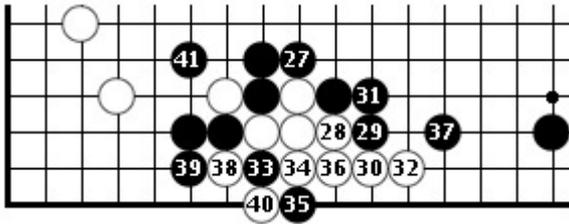
Move 45: Better at C.

Move 48: Dangerous move for White. White should just try to live on the right side, see Variation 4.



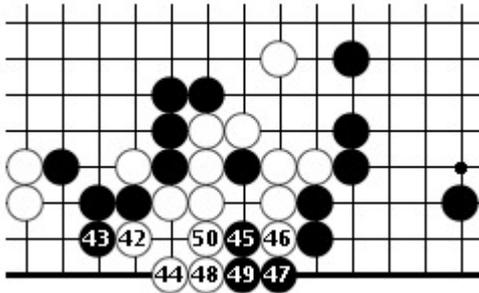
Variation 1

Move 8 tries to break Black's moyo. After 16 it is hard for Black to use sente to develop his moyo.



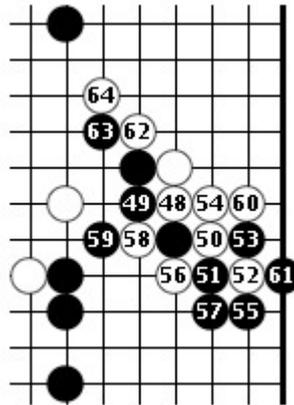
Variation 2

It is clear that Black benefits from a very strong wall from this side while White barely lives with a few points.



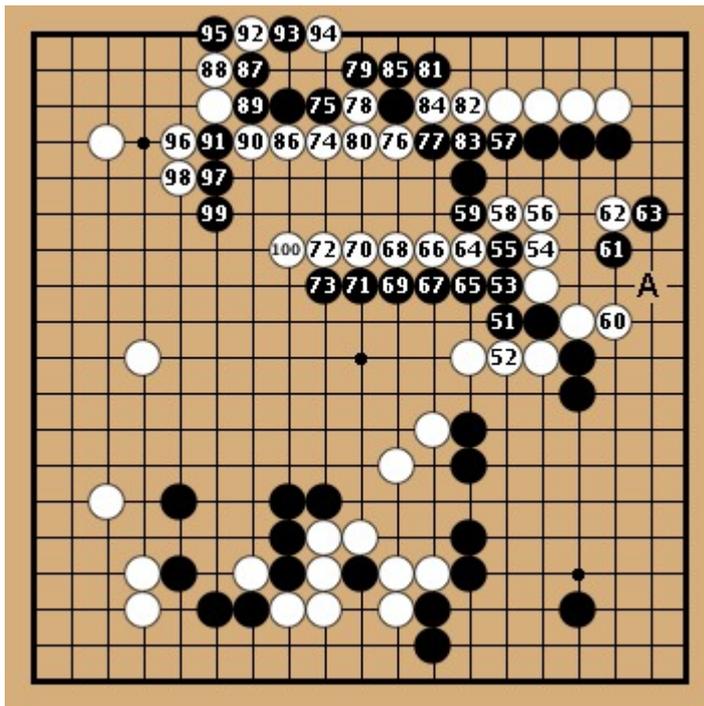
Variation 3

After White 50, Black cannot connect with his stone because of his shortage of liberties. White is alive.



Variation 4

White should live on the side, if Black tries to resist he will get into trouble.



Moves 51 to 100

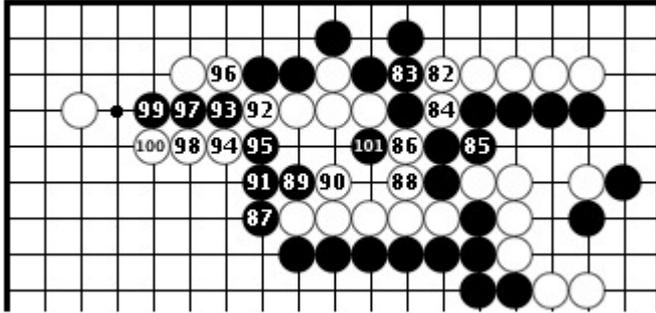
Move 55: Very dangerous.
 Move 61: The vital point, very good.
 Move 78: Doesn't make any sense.
 Move 83: Poor, now White can cut Black with sente. Correct way shown in Variation 5.
 Move 89: Better at A to kill.
 Move 92: Wrong move. See Variation 6.

Go. Anywhere. Anytime.

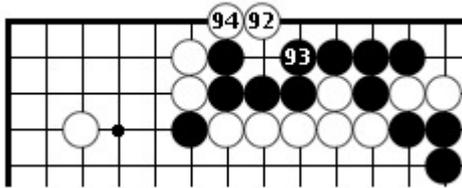
10,000 pro games.
 2,000 Go problems.



Variation 5

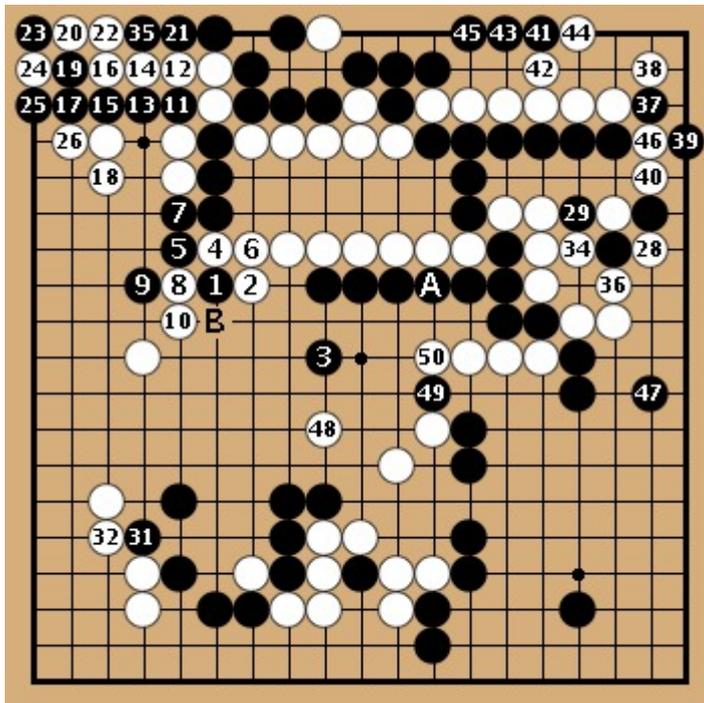


One of many variations to explore, after move 101 it should be clear that White cannot bring all his stones out.



Variation 6

Move 92 is the skilled play. After this Black will cry.



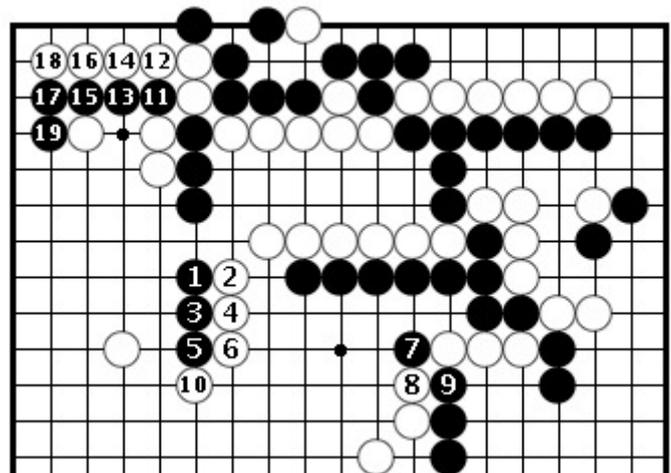
27 at 23, 30 at 24, 33 at 23.

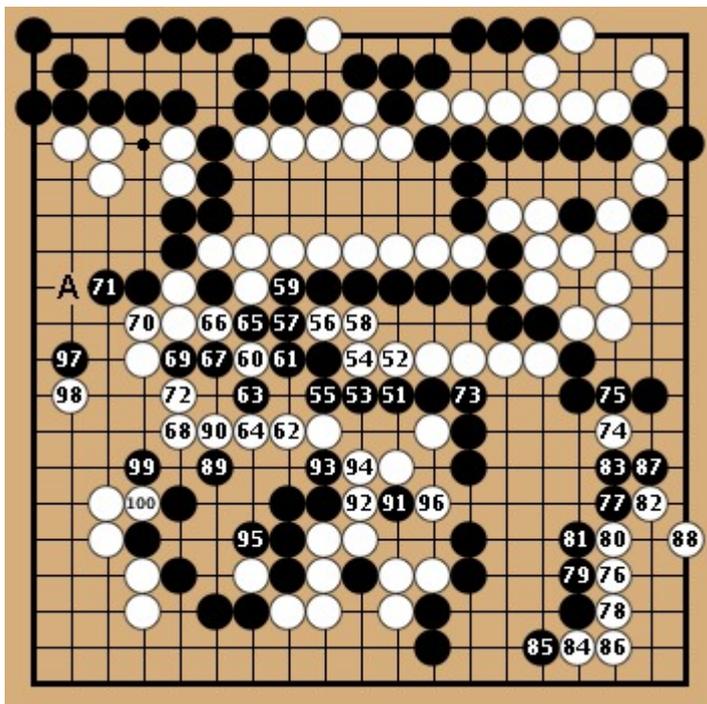
Moves 101 to 150

Move 103: Black should bring his group out with B as in Variation 7. White cannot attack the central group of A.
 Move 104: White should play B at once to put Black in trouble.
 Move 111: Good, something must happen now.
 Move 123: A serious mistake. If Black plays at 124 he has enough liberties to capture White without ko.
 Move 135: Too soon, Black should answer. White must win the ko twice to kill Black.
 Move 142: Better at 146.

Variation 7

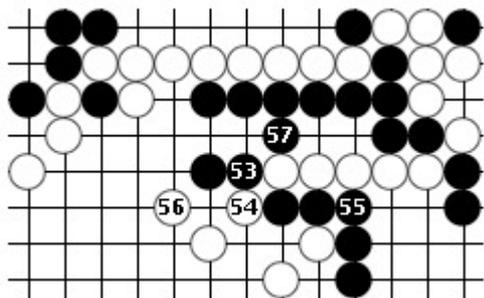
Something is happening here, and it is not good for White.





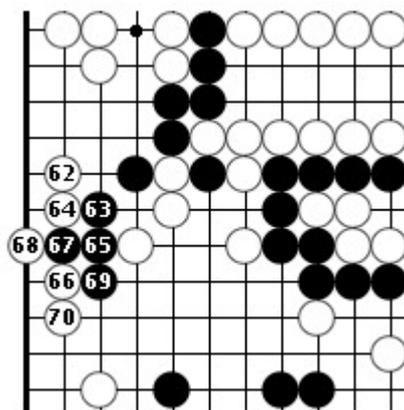
Moves 151 to 200

Move 153: See Variation 8.
 Move 162: Doesn't make any sense. Should pay more attention to the left hand side, see Variation 9.
 Move 176: A reluctant attempt, because there is little chance to live here.
 Move 177: Should block at 178, the corner is where White wants to make eyes.
 Move 179: Better at 184, reducing eyespace is part of the basics.
 Move 188: White is catching up bit by bit, it was big for Black to lose this corner.
 Move 197: Very big.



Variation 8

Move 153 is the key point to kill. We can see it is 1 eye versus no eye.



Variation 9

It is very big, to come out like this.

By the inventor of SGF.



The Leading Go Software

Moves 201 to 268

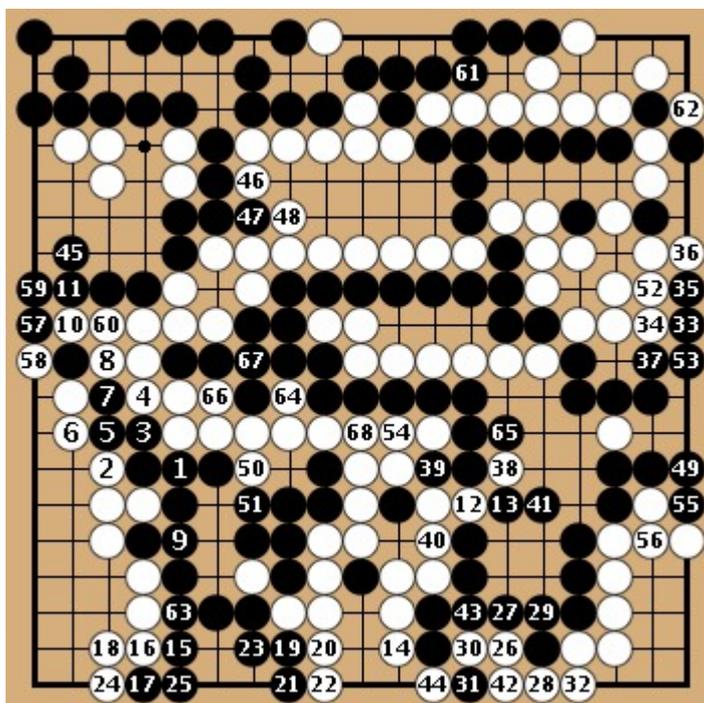
Move 211: Black is again losing points with this move.

Move 218: There is no reason not to play this at 224.

Both players played well overall, but made mistakes in the fighting.

White won by 0.5 points

Ed: Sadly for Mark, neither of his colleagues displayed the same technique and lost miserably. What can you expect from Leinster players?



Final Positions

1. Cao Tony Yu
2. Ian Davis
3. Eoghan Barry
4. James Hutchinson
5. Rory Wales
6. John Gibson
7. Colin MacSweeney
8. Olivier Deme
9. Paul Brennan
10. Rob Muldowney
11. Noel Mitchell
12. Roman Pszonka
13. Chris Rafferty
14. Peter Kasko
15. Ed Wormington
16. Arthur Cater
17. Karl Irwin
18. Mark Webb
19. Claas Roever

Ladder Tournament

To the left are the final positions in the Ladder Tournament of 2009. It was somewhat of a surprise this year that I didn't find the usual scramble to reach the qualification spots in the last month. Instead, November proved to be a rather sedate affair, with the qualifiers merely swapping positions with each other in a gentlemanly fashion. Once again Cao Tong Yu proved his eminence, despatching all challengers with cunning Corkonian plays.

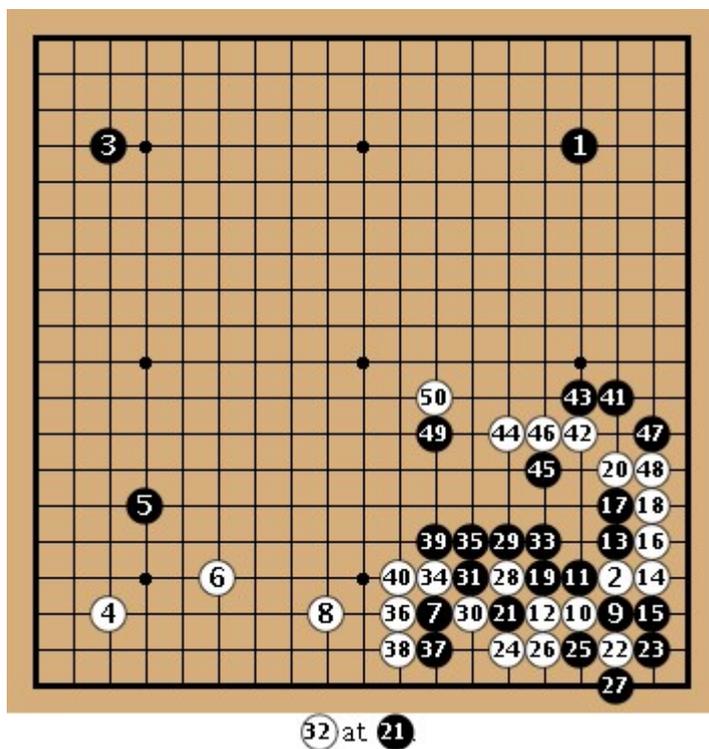
UCC November

This year saw two tournament at University College Cork. January saw gale force winds, so November would have felt hollow without the entire city having been flooded. Wei Wang won his third Cork Open in a row, but generously lost one game this time, on 6 stones to Wenzhi Liang. Cao Tong Yu once again picked up the Silver Medal in second place. In third place was visiting Kim Ouweleen from the Netherlands. Top placed female was Justyna Kleczar in 7th place.



2009 Irish Championship Final

This year the Irish Final was played entirely on KGS. Defending champion Claas Roever lost in a close match to 2007 champion Ian Davis by 2 games to 1. Here we show the action from the last game with some commentary from Ian Davis.



Moves 1 to 50

Move 6: At this point the players had been following the moves of game 2, now Black deviates.

Move 9: John Gibson like.

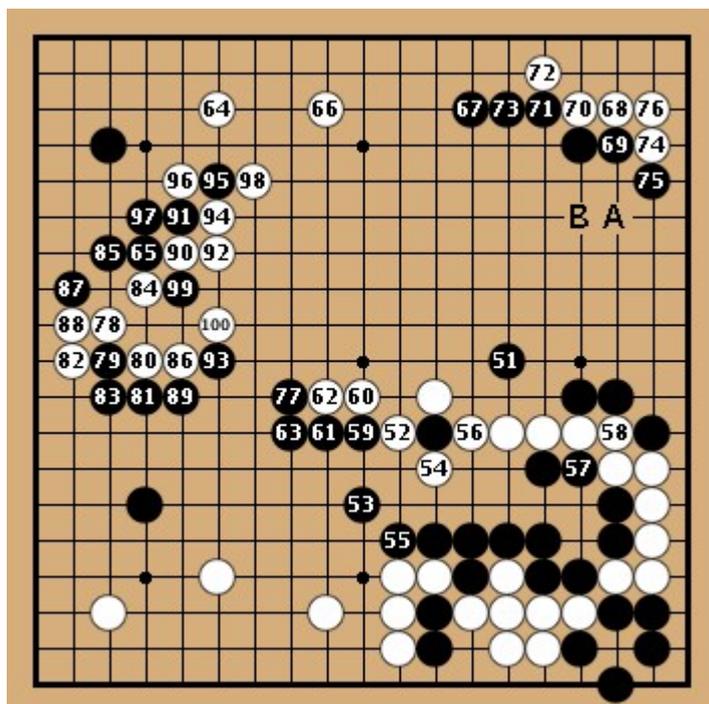
Move 20: A bad mistake, White should play at 23.

Move 36: Better at 37.

Move 40: I felt Black was ahead here since he had sente.

Move 41: Feels severe

Moves 51 to 100



Move 51: With this move it feels like Black changed plans, but it's important to guard against a White invasion in the upper right.

Move 56: Probably slow, maybe White should enter the upper right now.

Move 64: Wrong area, must be at A.

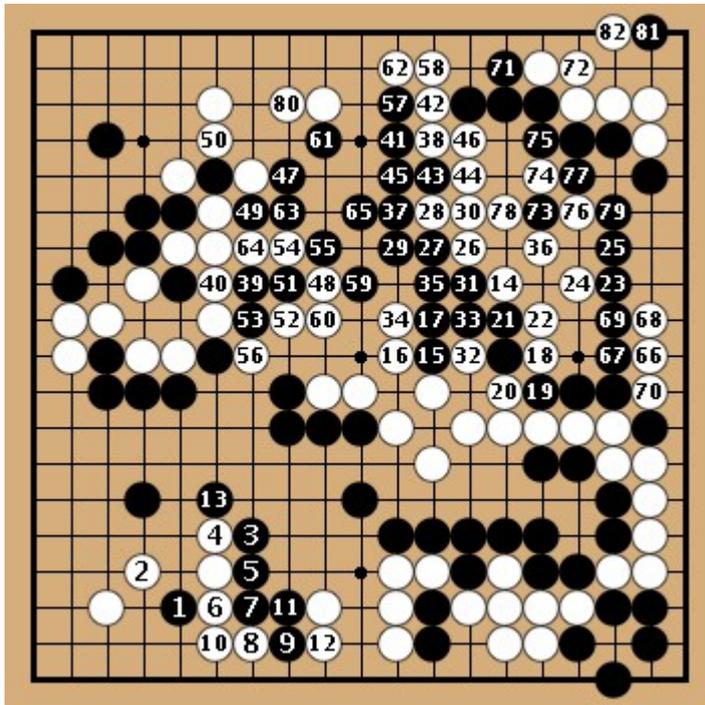
Move 67: Wrong direction. Better at A or B to prevent the severe invasion.

Move 76: White is happy that Black chose this standard joseki.

Move 77: This is not sente. Probably a move around 80 is biggest. A to guard against an invasion is possible too.

Move 79: Feels strange to attach to the invading stone from this side.

Move 80: White could consider 85 too.



Moves 101 to 182

Move 104: Poor. Better nobi down than nobi up. Now Black breaks in.
 Move 113: No time to play here, the top is bigger.
 Move 118: Severe. now Black's position crumbles.
 After 182 Black resigned.

Letter to the British Go Journal, No. 76, 1989

At the moment we have a group of about ten people who play go in Dublin. We meet on Thursday nights and sometimes on weekends, either at Isao Toshima's house or in Trinity College.

Last December we demonstrated at a game convention that is run annually in Trinity College. A lot of people had heard of the game but never really played it; interest seemed high, but no new regular players were gained.

I am P.R.O. and Treasurer of the newly formed Irish Games Association. There is a very large games convention scheduled for October 27th - 30th in the RDS in Dublin which I am organising, and I have put aside some space for go. This is a great opportunity to promote go in this country; attendance should exceed 800 at the Convention. I figure that I'll see what the interest is like and consider forming a group of our own in Ireland.

Is anyone in the BGA interested in coming over here for the Convention to help teach people? Publicity will be high for the event, and I hope to have a lot of press people there. It will be the biggest games convention ever held in Ireland, and large by UK standards too.

We would be very pleased to have players come over from England to our club or to the Convention. If interested, contact me: