



Irish Go Association

Issue 7 - October 2010

The Editorial

Dear Readers,

This is a colourful issue, with more games than usual thanks to John Gibson's diligence. Coming up soon (November the 3rd) will be the IGA's Annual General Meetin - an event which I know is dear to all your hearts, but we will actually have some important things to talk about!

Recently the IGA submitted a motion to the European Go Federation's Annual General Meeting asking for the rise in the minimum membership fee to 200 euros to be repealed. This motion was defeated by 12 votes to 6, with 3 abstentions. This brings to a head some serious financial issues for our organisation. The IGA absolutely cannot afford a 200 euro fee every year, which we will have no choice but to pay in 5 years time. This leaves us with a choice, remain in the EGF and raise more money, or leave the EGF and save money which we can spend on ourselves.

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- Review: LittleGolem server
- Game Review: Ian Davis - Anthony Durity
- BGA League Report
- WAGC round up, 3 games from John Gibson, with review by Wei Wang
- Belfast Open Report

Online Interprovincial Tournament

September saw the return of the Interprovincials, with new longer time limits supposedly signalling an increase in the serious of the competition (Ed. You couldn't tell from my games.) Munster had given their entire team from last year the sack, and fielded an all new squad against Ulster. This fresh young talent performed well in their handicap games and won the day. This year the competition is a round robin, so it will be interesting to see how it pans out. Will Munster be promoted mid tournament? Will Connaught be submerged under an Atlantic tidal wave? Find out in the next issue of the newsletter!

Ulster 1 - 2 Munster

Board 1	Ian Davis 0 - 1 Anthony Durity (8 stones)
Board 2	Karl Irwin 0 - 1 Paul O'Donovan (9 stones)
Board 3	James Hutchinson 1 - 0 Brian Galligan (9 stones)

Review: Little Golem <http://www.littlegolem.net>

Tournament: 'I don't like MC.'
[Chess Chess]
start on Sep 27, 2010

Summary

Player: **Javness**
Your games: **3/23**
Players/Games: **21187/1241586**

- Main Menu
- Main
- Login
- MyGames**
- Vacation
- Print games
- Chess PGN
- Messages
- New games
- Tournaments**
- Forum
- Waiting room
- Games
- FAQ
- Membership
- Game of Empathy
- ...BLOG...

My games

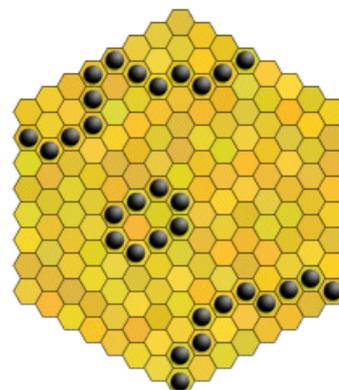
This is list of all your games on **Little Golem**.

Games where it is your turn [3]				
Game	Time	Opponent	Rating	Tournament
#1241301	2010-10-01	nicolae puskas <small>info</small>	1657	chess.mc.2010.sep.1.25 Chess
#1242422	2010-10-01	daniel grecu <small>info</small>	20.4k	Go Size 19x19
#1242414	2010-10-01	daniel grecu <small>info</small>	20.4k	Go Size 19x19

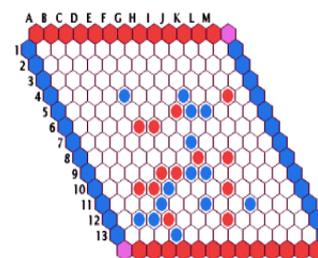
Games where it is your opponent's turn				
Game	Time	Opponent	Rating	Tournament
#1237371	2010-09-26	schakerlje <small>info</small>	1425	Chess Chess
#1237374	2010-09-26	schakerlje <small>info</small>	1425	Chess Chess
#1193871	2010-09-29	Diamante <small>info</small>	8.6k	ut.go19.156.1.3 Sunjang
#1225777	2010-09-29	kerremelle <small>info</small>	14.8k	Go Size 19x19
#1193864	2010-09-29	Stefan Wroclawski <small>info</small>	2.6k	ut.go19.156.1.3 Sunjang
#1225779	2010-09-30	niaufei <small>info</small>	6.0k	Go Size 19x19
#1225778	2010-09-30	niaufei <small>info</small>	6.0k	Go Size 19x19



Havannah



Hex



Street Soccer



Little Golem (<http://www.littlegolem.net>) is a turn based server based in Slovakia. It used to be a favourite of mine until one day in 2002, when it crashed and everyone discovered the owner wasn't keeping backups. There went 6 months of game history, and there went my affection. Recently though I returned to this site and started playing again.

The range of games to play on Little Golem is fantastic. Chess, Go, Reverse, Gomoku, Hex, Connect 4, Connect 6, Havannah, StreetSoccer and many more are on offer. If you want to dabble in other strategy games, you certainly have the opportunity on this site. You can only play Go on the traditional board sizes here, 9x9, 13x13 and 19x19. There are 3 tournament types: Monthly Cup, Rating and Custom. You can also choose to play individual games. Interestingly they are running Sunjang Baduk tournaments on the server (old style Korean Go), as well as Hahn Points Scoring tournaments (modern Korean betting variation).

The Top Go Player there is Xaver Gubas, one of the top Slovak Players. He is 7d on Little Golem and 4d in real life. I think most of the other players on the server are 2dan or weaker in real life, but it's hard to be categorically sure. Overall Little Golem is a pleasant place to play: the opponents are polite, lots of games to choose from, and it's quite active as well. Like with the other turn based servers, it would be nice if it could follow OGS's lead and implement conditional moves.

Tournament Diary - UCC December Open

Once again University College Cork will be running a tournament! They have clearly become the most active club in that regard I think. Mr Wales has personally assured me that no natural disasters will befall this years event. although, from what I hear, a whole gaggle of Dutch players will be in attendance.

Tournament will take place on 4th and 5th of December

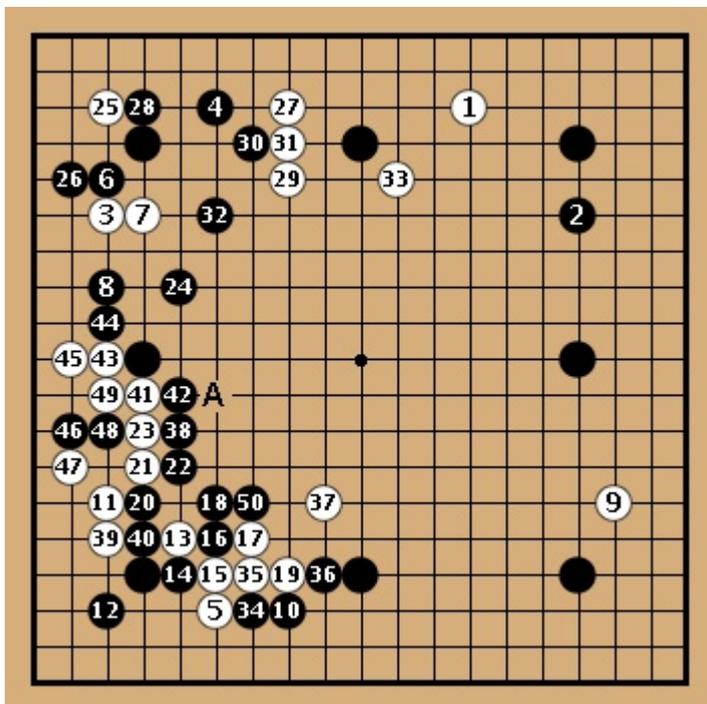
Check their website for more details - <http://www.ucc.ie/en/goclub/>

Interprovincial Game Review: Munster-Ulster

Black: Anthony Durity (8 stones) White: Ian Davis

This game was played on KGS in the morning. I'd like to think that I could use this as an excuse for losing, but I can't ignore the play of my opponent. The following game is a good example of how to play handicap Go as Black.

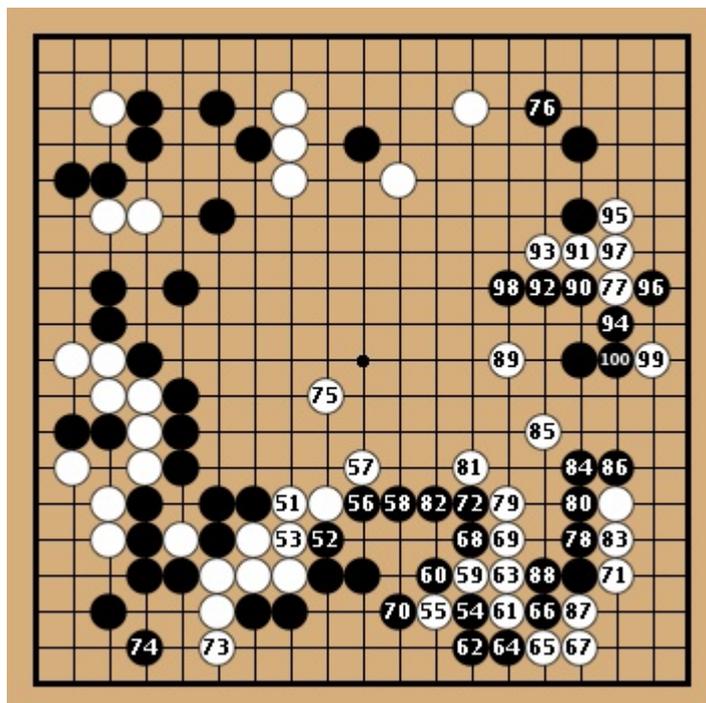
Moves 1 to 50

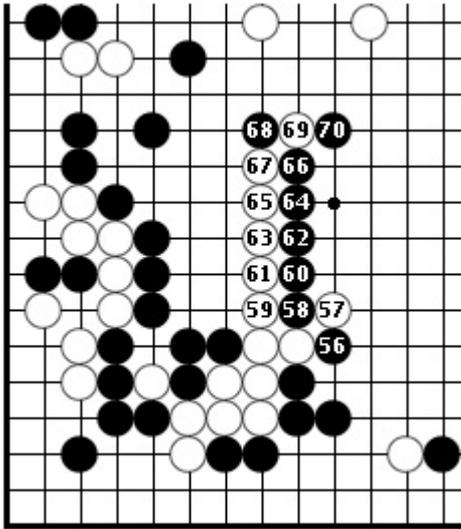


Move 8: Normally this move is played one point higher to make the severest attack on the White stones.
 Move 12: An excellent move, considering the Black stones outside.
 Move 13: An overplay, but it is hard to find a different path.
 Move 24: Better around A, allowing a more severe attack on the two stones later.
 Move 28: Very solid
 Move 30: This peep just helps White in the middle. Black wants to capture the stones at 3 and 7, but there is no hurry. Why not attack 9 or 19?
 Move 33: A little loose, Black can still cause trouble in this area.
 Move 46: Strange timing. This is a good ko threat later.

Moves 51 to 100

Move 51: The White group is very cramped against the Black wall on the left
 Move 55: A cheeky probe
 Move 57: This looks natural, but it is suicide, see Variation 1.
 Move 66: Complicating matters
 Move 74: Taking away eyes in the centre would probably be better
 Move 75: An honest move
 Move 77: Trying to confuse Black
 Move 78: Feels greedy. Although it seems playable, it is easy for this to go wrong.
 Move 99: White is trying to take away eyes



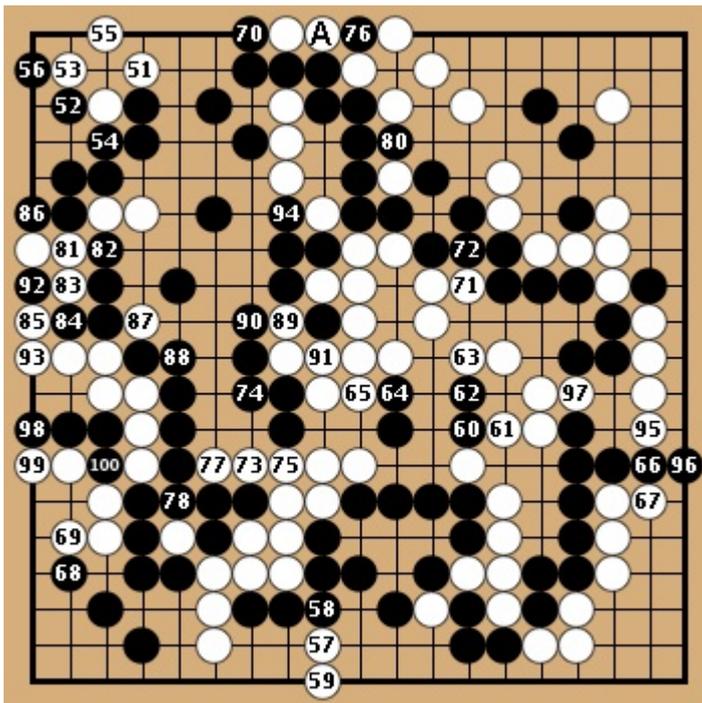
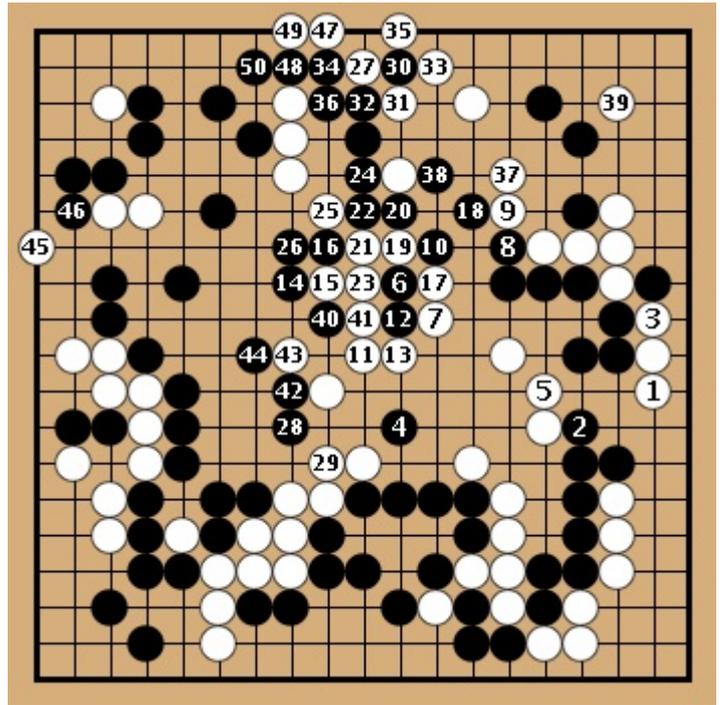


Variation 1

This is a one way street, White is on a road to nowhere, and even if he should live, Black has a superb wall radiating influence across the centre.

Moves 101 to 150

Move 104: Very useful move. Black is splitting two weak White groups.
 Move 105: Soft. Must try to fix the centre.
 Move 111: White links up his weak groups
 Move 123: White has two eyes in the middle now, but the attack has failed.
 Move 138: Sleepy. Black only needs to live at 139 and the game is his.

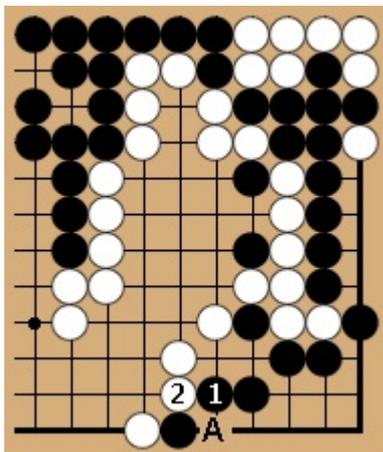


79 at A.

Moves 151 to 200

Move 151: Did I really play this?
 Move 173: A bluff
 Move 183: A really careless move, but not my last in this game, of course it should be at 184.
 Move 196: Sadness!
 Move 199: Of course 199 should have been at 200 making seki, then White was probably still ahead. White has no choice but to resign upon Blackext move.

Overall Black played well in this game, so I felt that he deserved his win.



Puzzle Corner !

This position is taken from an American tournament. Normally you would have expected Black 1 to have been at A. Should Black now hold onto his stone on the edge, and play at A, or has he got something else up his sleeve?

BGA Online League

This year the BGA has been running an online league for club teams. Belfast entered a team in the second edition. We had a team of 6 players and our average rank saw us placed in Division 2. So far we have done reasonably well, especially as we have been deliberately not fielding our strongest squad, but giving everyone an opportunity to play. Our triumph over the dan laden team of St Albans was particularly fine - although we went on to marr this by squandering winning positions against Cornwall on all 3 boards. With 4 wins and 2 losses we will finish near the top of the table.

The league has quite a fancy little website which has been painstakingly put together by John Collins. It allows you to view statistics on individual and team performance, as well as match scorecards. The league rules themselves though leave a little to be desired. Despite the presence of a timetable to complete matches, no penalties are put in place against teams who simply don't bother to respond to match proposals. This strikes me as a little bit strange when prizes are at stake, but thankfully Division 2 is not really affected by such shennanigans. Also the rules will improve next year!

Squad: Ian Davis, James Hutchinson, Tiberiu Gociu, Chris Cohrs, Jakub Flasz, James Aitken

Division 2

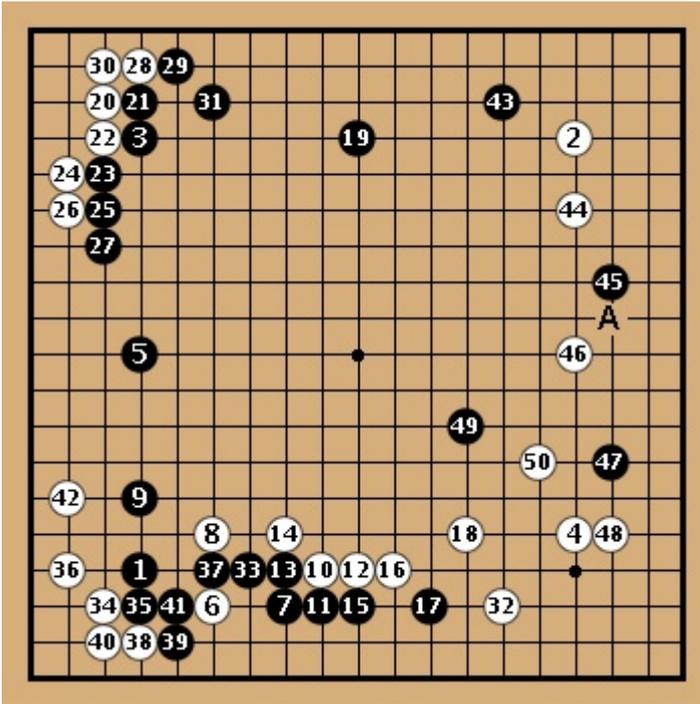
Team	Bil	Bel	Cor	St	Dun	Oxf	Dur	P	W	D	L	F	A
Billericay Dickies	X	1-0	1-0	0-1	1-0	1-0	1-0	6	5	0	1	14	4
Belfast	0-1	X	0-1	1-0	1-0	1-0	1-0	6	4	0	2	9	9
Cornish Rogues	0-1	1-0	X	-	-	1-0	-	3	2	0	1	8	7
St Albans GC	1-0	0-1	-	X	-	1-0	-	3	2	0	1	8	4
Dundee and St Andrews	0-1	0-1	-	-	X	-	1-0	3	1	0	2	5	8
Oxford	0-1	0-1	0-1	0-1	-	X	-	4	0	0	4	5	10
Durham Blue	0-1	0-1	-	-	0-1	-	X	3	0	0	3	3	10

Division Two crosstable as of 10th October

Review from the World Amateur Go Championship

John Gibson (W), Ireland-v- Maria Puerta, Venezuela

Moves 1 to 50



All comments by Wei Wang 6d

Move 32: A nice point.

Move 34, There is another option that deserves some thought, see Variations 1 and 2.

Move 38: This is a small gote.

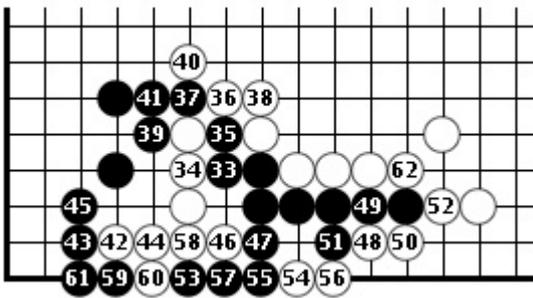
Move 41: This connections isn't necessary.

Move 47: Too aggressive, see Variation 3.

Move 48: It is better to split Black, the corner isn't secured with this move.

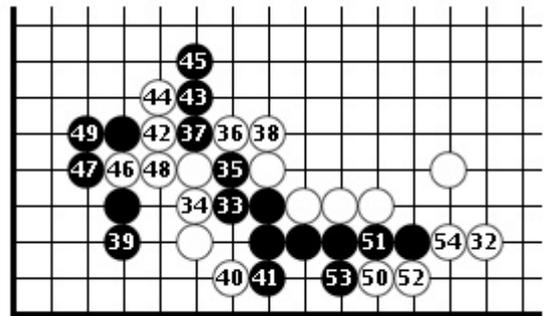
Move 49: Really strange move!

Move 50: See Variation 4 - the idea is still to split and punish.



Variation 1

The first idea, Black will die this way. Note Black can make 1 eye with 53 at 54, but this just generates a local seki.

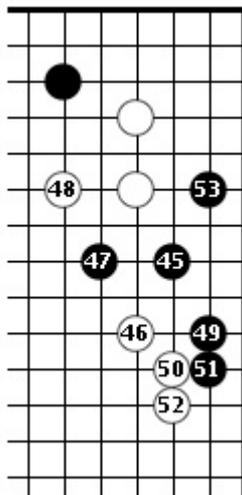


Variation 2

Allowing White to break out here is a quick path to resignation.

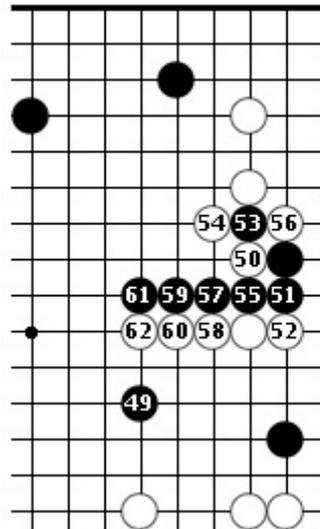
Variation 3

This is good enough for Black, White's influence is broken.

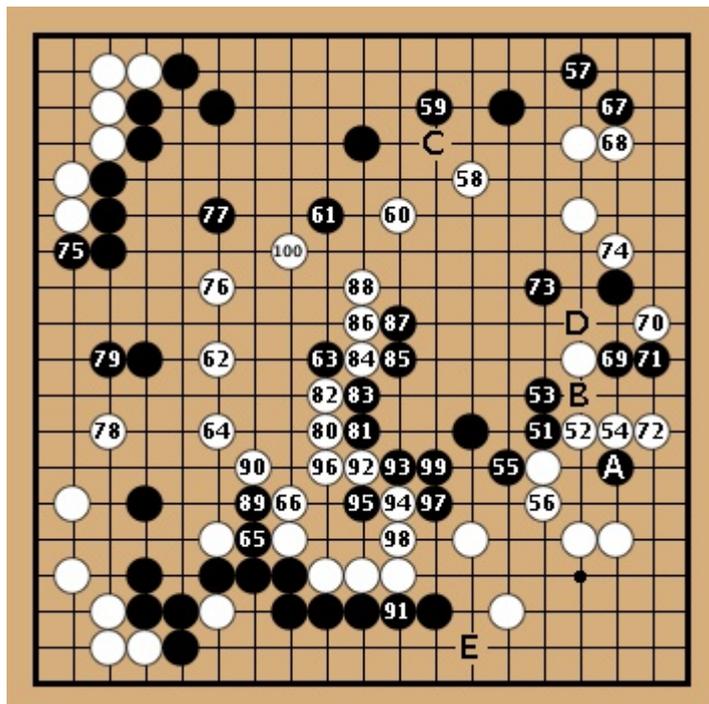


Variation 4

This should be game over.



Moves 51 to 100



Move 51: Black is helping White to kill A.

Move 54: Should be at B.

Move 58: Nice move.

Move 59: C is natural.

Move 60: Kill Black with 73, that is enough.

Move 61: Too small. This is less than 15 points.

See Variation 5.

Move 62: The strategy is fantastic, but the move is unreal. See instead, the sensible Variation 6.

Move 70: Should be at B.

Move 73: Loose, should be at D.

Move 75: Bad again, too small.

Move 76: See Variation 7.

Move 79: Not good.

Move 81: It's better to pressurise White: see Variation 8.

Move 91: The right endgame play is at E.

Move 92: B is still bigger.

Korean Style Insei League

Insei – your first step of becoming pro!

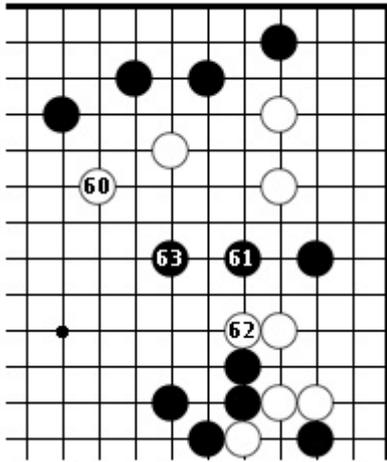
If you have the goal of improving your Go quickly or even becoming a professional, you have to become an insei first. How much does it cost to become an insei in Korea? The teaching fee is \$1000 US per month (Yang Jaeho's, 9p Go school, for example). Accommodation is included. You will also need about \$1000 for the plane ticket and near \$25 per day for food (about \$750/month). So, a one-month long study trip to Korea will cost at least \$2750.

The Online Insei League is about 30 times cheaper! And you are still able to stay with your family and continue your job! In the Insei League you will get even more teaching games and lectures than you can get in regular school in Korea! And it's possible to get your money back, if your tournament score is good! We don't have any vacant places for DGS (Autumn-2010) and KGS (September) Insei Leagues, but on KGS we will have a few empty spots in October for 10k-9d players.

For 95 usd per month in KGS League you will get 8 teaching games with A.Dinerchtein, Hwang Inseong (top groups) and Natasha Kovaleva (low groups), 5-10 game reviews by email (depends on how many games every month you play). You will also get your games reviewed online– we will have game reviews by 8 different teachers from 8-dan pro to 4-dan ama: about 30 lectures in total. Free KGS+ access is included with the entry fee.

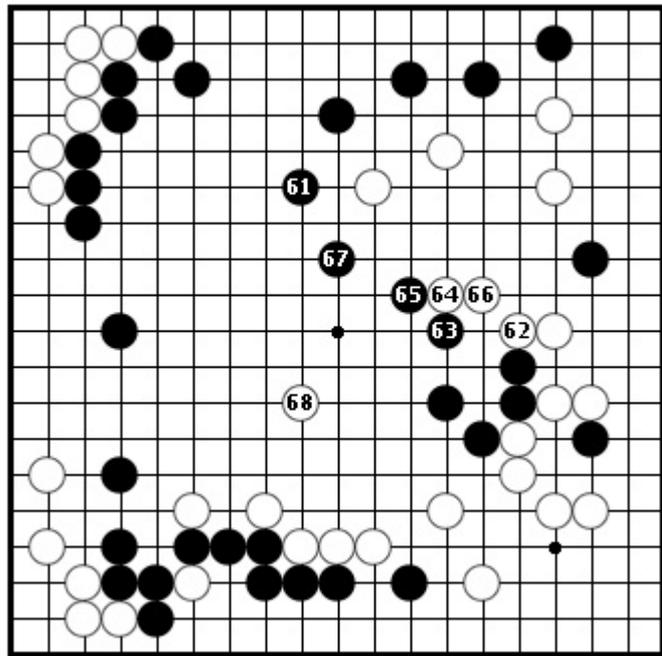
Feel free to register: KGS: <http://insei-league.com/> (for October,2010)

DGS: <http://dgs.insei-league.com/> (for Winter,2010).



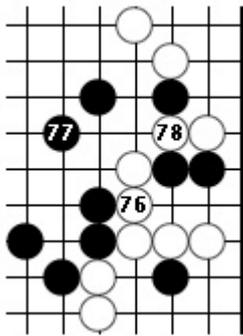
Variation 5

This is the only way for Black, she must fight hard.



Variation 6

White has done enough to win the game.

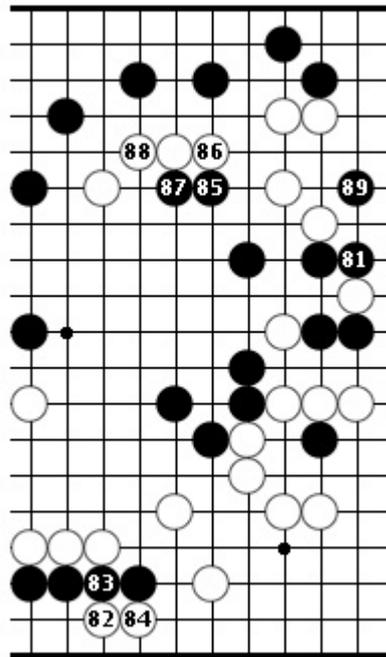


Variation 7

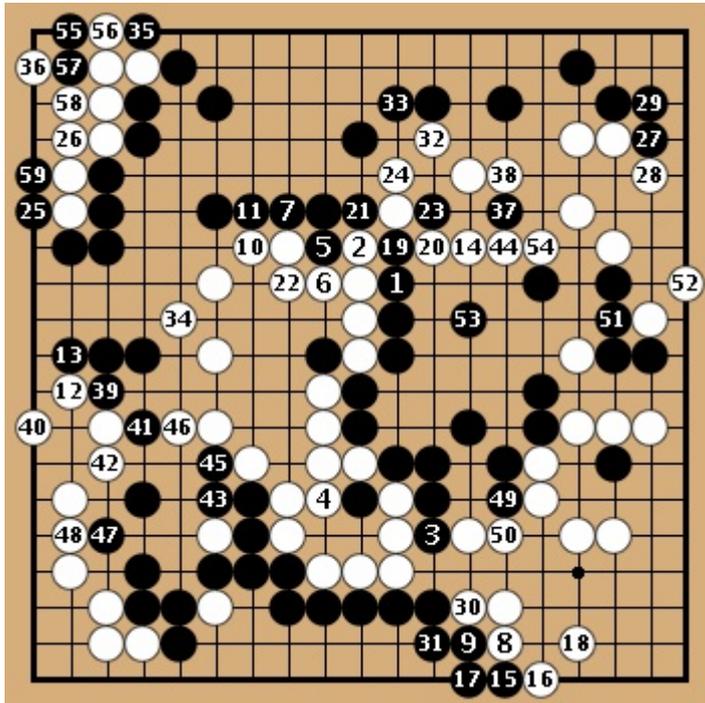
This is very big.

Variation 8 (right)

White should feel very uncomfortable here.



John Gibson in action against Maria Puerta



Moves 101 to 150

Move 104: Why play this now?
 Move 108: Of course N2.
 Move 123: Black makes a mistake.
 Move 144: A good game from both, but both players made mistakes in the middle game fighting, especially Black.

Move 155: (Ed) It's possible that Maria may have ripped John off here. White is forced to resign after running out of liberties.

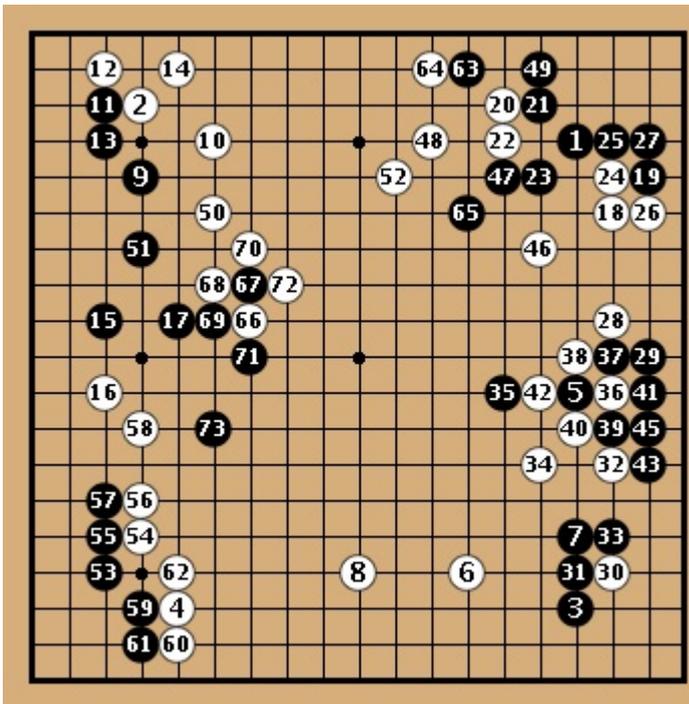


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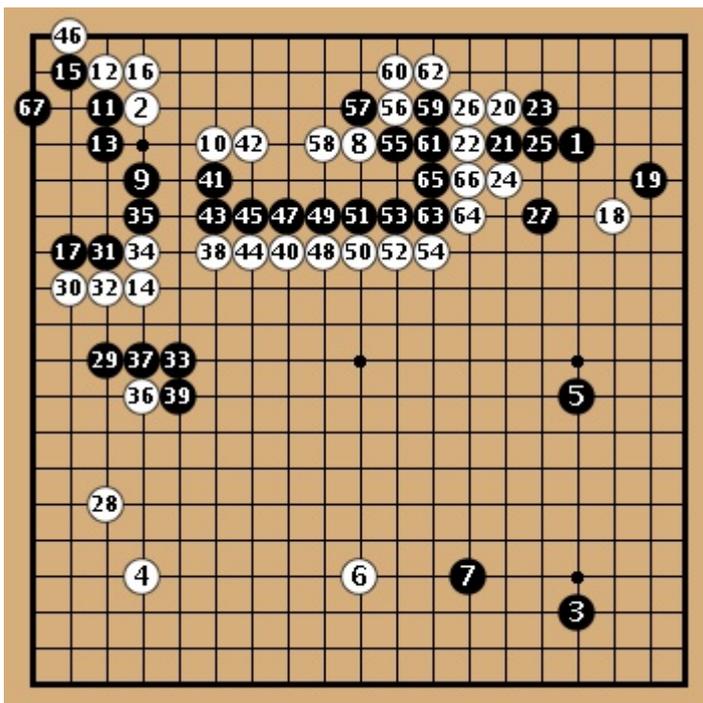
44 at 36.

John also sent me two other partial game records which I have included. Both feature John's favourite opening, which sadly didn't bring him victory.

Ireland - Slovenia

John Gibson (Black) v Janez Janza (White)

It's clear that the result on the right was not good for Black - 35 is misplaced. Overall Black wasn't overwhelmed by this strong 3d player though. The invasion at 53 is particularly successful.



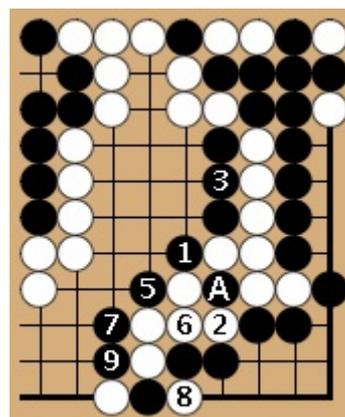
Ireland - Taiwan

John Gibson (b) v Cheng-Hsun Chen (w)

Playing one of the top nations is never easy. White makes a smart joseki choice with 14. The move at 17 is not the correct joseki continuation, this should have been at 41. The real mistake was at 29, never overplay against a 6d. White goes on to generate a mighty wall and the game is over.

Puzzle Answer (right)

Saving one stone is usually bad. Starting with a play at 1, Black sets up a devastating nice squeeze play. There is no way for White to avoid this substantial loss.



4 at A.

Belfast Open Report

The Belfast Open moved to a higher place this year. That's upstairs to the restaurant in Belfast Boat Club, I think everyone preferred this to the ground floor Function Room used these past two years. This time the event was a 5 round class B and we had a total of 18 players showing up to do battle. The last round produced some excitement. Everyone had assumed David Phillips would win his last round game to finish on 5/5 - but suddenly he crumbled against Colin MacSweeny. This left the door open for Daniel Paraschiv - but he suffered the same fate, choking against James Hutchinson. This left David Phillips in the lead, with a 4 way tie for second. Claas Roever and James Hutchinson shared second on tiebreak, nudging out Daniel and then Colin. Further down the list Iulian Dragomir, on holiday from Romania, did very well with 4/5, as too did Costin Camarasu with 4/5.



Arthur Cater against Iulian Dragomir (Photograph by Tiberiu Gociu)



Rosy Wales deep in thought against Martin Klemsa (Photograph by Tiberiu Gociu)