



# Irish Go Association

Issue 8 - December 2010

## The Editorial

Dear Readers,

The end of the year always seems to bring a flurry of activity for Go players, and 2010 was no exception. There are a total of 6 playing events for us to look at in this issue, but first I must touch on Association news. At the AGM we resolved to stay in the EGF as long as possible, which requires us to boost our income. As a result we have halved our membership fee to encourage people to join, this is in combination with charging non-members extra to play in IGA tournaments. We are also very pleased to have a new University Club in Dublin at UCD. This club is meeting in the Confucius Centre at the weekends, and I wish it success. It is the only club I have attended where there were more women present than men. :) Details of meetings are available on the IGA website.

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## Report from Korea

In October of this year I represented Ireland at the 5th Korean Prime Minister's Cup International Amateur Baduk Championship. The tournament was held in Changwon City in South Korea, and was attended by 68 nations, of which Latvia and Kazhakstan were playing internationally for the first time. The event was a success for me, because I managed to pick up 4 wins and thus gained Ireland a respectable 25th place. European giant, Russia, was in 24th; but more on this later.

(Right) The fabled cup itself.  
Photograph by Frank Jansen



The journey is always a long one. Waking up on Wednesday morning at 6:00am in time to catch the bus to Dublin, I really didn't want to get out of bed. I had much the same feeling 2 aeroplane flights later, having a brief wander and go fest in Incheon and then crashing in the hotel room I shared with Piers Shepperson. Having entered one of those deep sleeps you enjoy so much when you're exhausted I was suddenly woken by a phone ringing, I heard Piers mutter into it then put it down. Not much went through my head at this point. Then it rang again, and suddenly I realised just who was talking to Piers. It was Ondrej Silt sounding pretty drunk and talking so loud I could hear him through the walls 1 floor up. This is just one of the obstacles to success you have to deal with at these international events.

The next was a fire alarm a few hours later. Somebody had set fire to a sofa during the night. Korea was proving sleepless and dramatic, but a 5 hour long coach trip to the venue in Changwon the next morning soon changed all that. Korean cities are pretty unremarkable on the whole, there is not much in the way of elaborate architecture to gaze at. The surrounding countryside is however really quite beautiful. The forest covered mountains really begged to be explored, but we weren't allowed such pleasures. Straight to the hotel for us, where we were treated to the first of many courses of the traditional Korean dish Bimbibap. That night I got some proper sleep, and woke fresh for the day's Baduk action!

The first round was against Thomas Heshe of Denmark, a pretty solid 4d. I fought really hard against him, and maybe I had some chances to win it. We both ended up in time trouble because the clocks were inaudible - we should have stopped them and asked for assistance though, because as it turned out, the volume was simply turned down to minimum. Anyway, the time scramble wasn't enough for me to wrangle a victory, and I lost by about 15 points in the end. This landed me against Kazhakstan in the second round, he played with some spirit, but lacked the technique to win. Round 3 was the last round that day, and was a pretty jetlagged affair against Portugal. Mr Neto is normally no slouch, but in this game he really crumbled towards the end. First he missed an obvious threat (basically a peep) to cut off 10 stones, then he misread a pretty trivial 30 point snapback. Well he had to resign, and I ended the day with 2 points out of 3, tired but happy.

On Sunday morning I found I was drawn against Brazil for Round 4. I'd made a deliberate point of getting used to the time limit before the tournament, after all 30 minutes + 3x30s isn't usual for most of us. My 4 dan opponent played like he had 10 minutes, and it showed as he lost by about 20 points. Though overall, this confirms my observation that South American ranks are usually inflated by about 2 stones - Argentina seems to be the exception. Round 5 was with Norway - and this Viking lad played far too slowly. He was into overtime by move 100. Spending too much time on the opening is dangerous in quickplay games, and he duly lost. Originally I thought I was really lucky to get to play a 1d in this stage in the competition with so many 5d and 6d still on 3 wins - but as I will explain later, it was no accident. Round 6 and 7 were against Slovakia ([our featured game](#)) and Sweden, strong 4 and 5 dan respectively. There was just no way I was going to win either of these, but I hope I managed to put up a respectable fight.

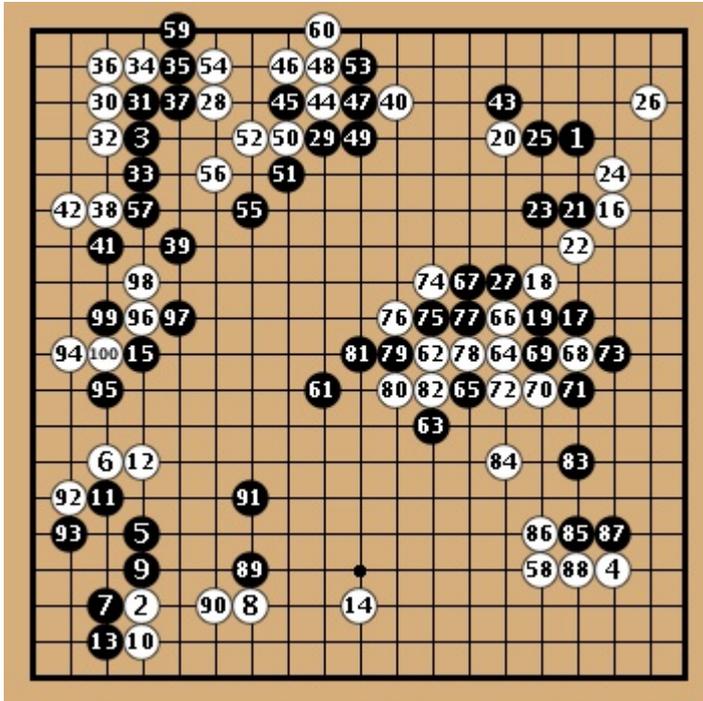


(Left) Nowhere is safe from amateur photography! Myself and Christopher Netu of Portugal.

Photograph by Frank Jansen

The draw system was interesting. In the first round there was a regular split and fold approach 1-35 2-36 etc. After that it was on the surface a regular Swiss. However they actually made two groups: Strong (2d+) and Weak (1d-). When possible, players with the same number of wins were paired within their groups. If you are only interested in finding the very top places it is not such a bad system - but it's really unusual to see. To my mind, using an accelerated Swiss would be fairer overall. However, as I ended up in 25th place from this new experimental system, I really shouldn't complain. In fact I actually won the Weak section, so I should be happy! Now here is my 6th round game against rising star Lisy Pavol of Slovakia

### Moves 1 to 100



When your opponent is 7d on KGS you cannot expect to win the game. My approach was to play simply and avoid heavy fighting.

Move 8: This direction is questionable for White

Move 20: Conventionally White nobi (pushes to the centre) one more time in this joseki, but I decided it was not a good choice for the bottom. Thus I felt like I wasted a move.

Move 58: A big move to get - but it leaves 6 and 12 dead.

Move 68: Not the strongest move. White needed to fight hard here.

Move 74: A fake tesuji.

Move 94: This was desperation on my part.

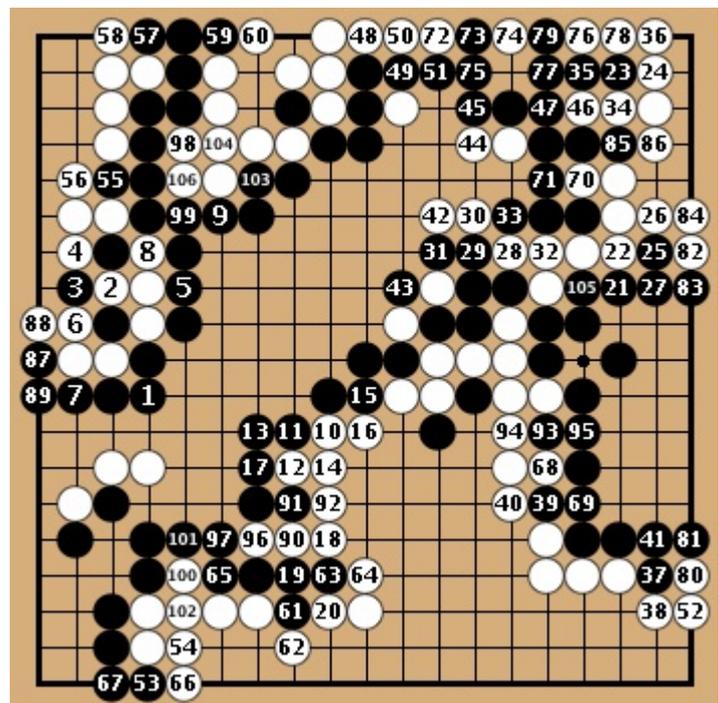
### Moves 101 to 206

Move 109: That White keeps sente from this rescue mission can be satisfying.

Move 118: Pavol thought for several minutes here, I can't see a way to punish this move though

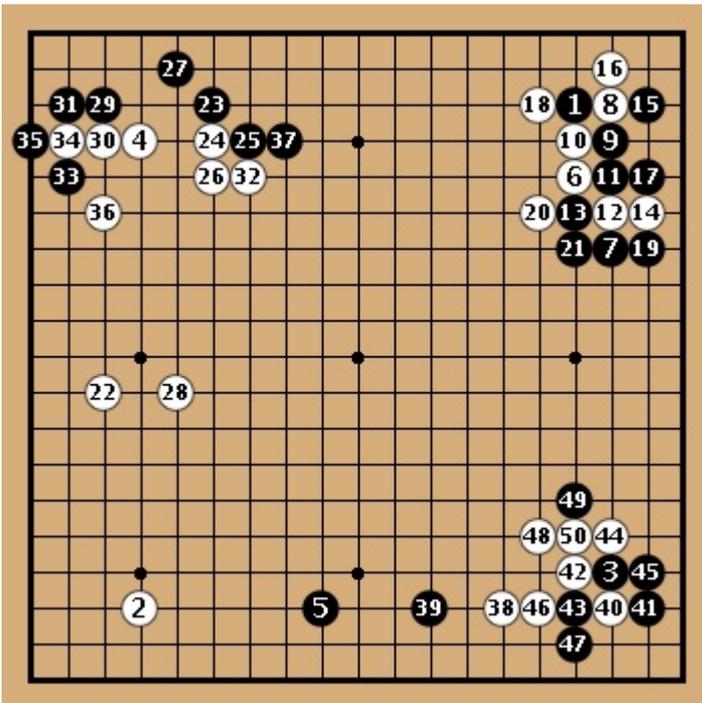
Move 136: The relay told me that this was a pass move, but I checked, and it is absolutely necessary to live. White was in danger of dying in the top right for a long time.

I thought that I lost by a lot, but in fact it was only 12.5, not so bad for the large rank difference. This whole game took under 30 minutes.



## Irish Championship Final 2010

Black: I.Davis 1d White: J.Hutchinson 1k



## Game 1 - Moves 1 to 50

Both these games were played in our 'work' Go club at the weekend, this was a deliberate move to avoid spectator overcrowding. Comments are mostly my own.

Move 9: I thought that I would try the normal joseki for a change.

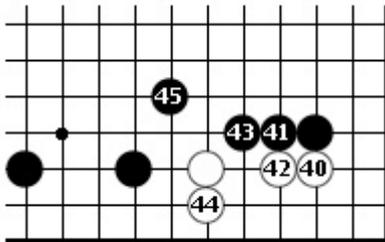
Move 27: Played in the style of the Captain - Guo Juan 5p thought that White could ignore this move.

Move 28: Clearly thinking like a professional.

Move 33: Bad technique.

Move 37: This is too slow, Black should make a big move now.

Move 41: This move showed insufficient consideration, leading to an uncoordinated deployment of Black stones. See Variation 1 for an alternative.



### Variation 1

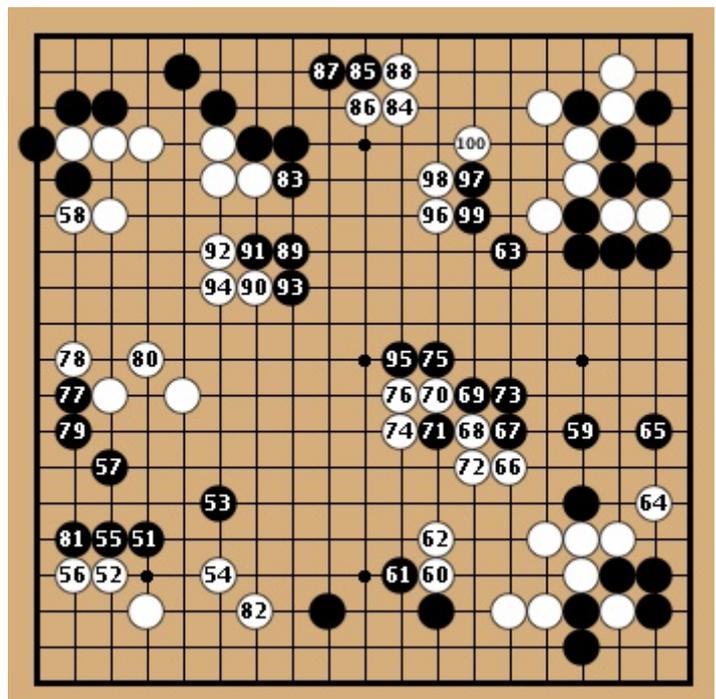
Black can choose to crosscut as well, but this simple transposition to the 4-4 point joseki seems easiest. Black's influence is daunting to invade.

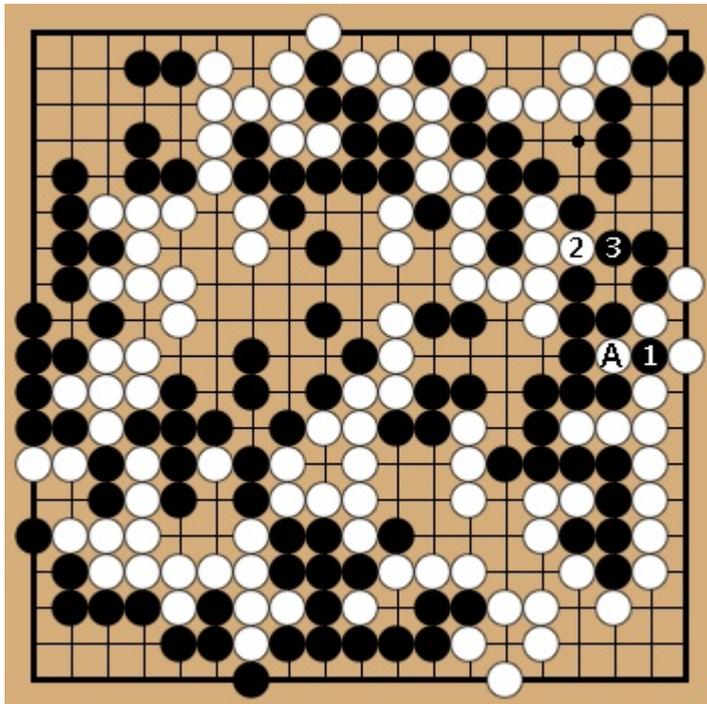
## Moves 51 to 100

Moves 81 to 83. Guo Juan said that these were all terrible. 81 was not sente, 82 was soft, 83 was in the wrong direction because the centre was small.

Move 97: Probably an overplay.

By move 100 White is ahead in my judgement, but steadily he lost points. In the end Black won this game by 5.5 points



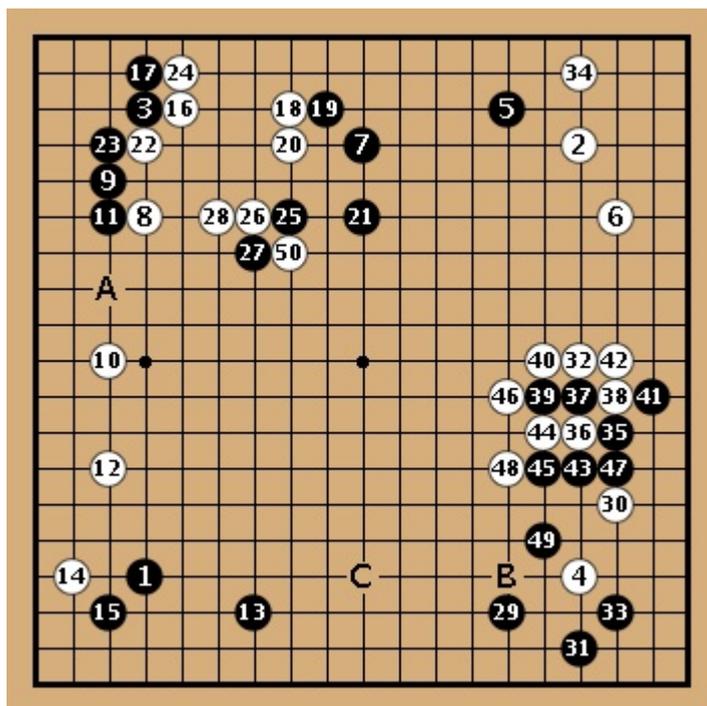


④ at A.

### Puzzle Corner !

The following diagram comes from the French team championships. White is 6d and Black is 5d, so expect your intellect to be well tested in this problem.

A ko has started in the endgame.  
Find the best move for Black now.



### Game 2 - Moves 1 to 50

White: J.Hutchinson 1k Black: I.Davis 1d

Most comments here are taken from the KGS+ lecture on this game by Guo Juan 5p.

Move 8: For a normal Kobayashi pattern, see Variation 1.

Move 10: Go Seigen was fond of this kind of tenuki.

Move 14: Bad exchange- now there is no aji in Black's corner shape. A was an alternative.

Move 19: The kick is not necessary. See Variation 2.

Move 24: Heavy, should be at 50.

Move 36: This was not good here, first a leaning attack at B.

Move 41: No. See Variation 3.

Move 49: Really soft.

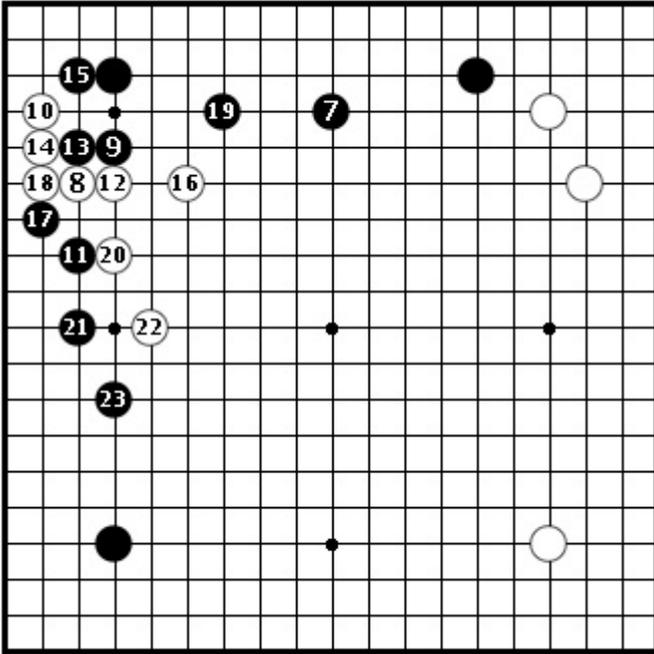
### Tournament Diary - 2011 Irish Open

The Pandanet Go European Cup is coming to an end this year. So the Irish Open will be the penultimate event in the PGEC.

Friday 4th March will see the Irish Rapid take place.

Whilst on Saturday 5th to Sunday 6th of March the 5 round Open will take place.

<http://www.irish-go.org/clubs-tournaments/irish-open/2011-irish-go-congress/>

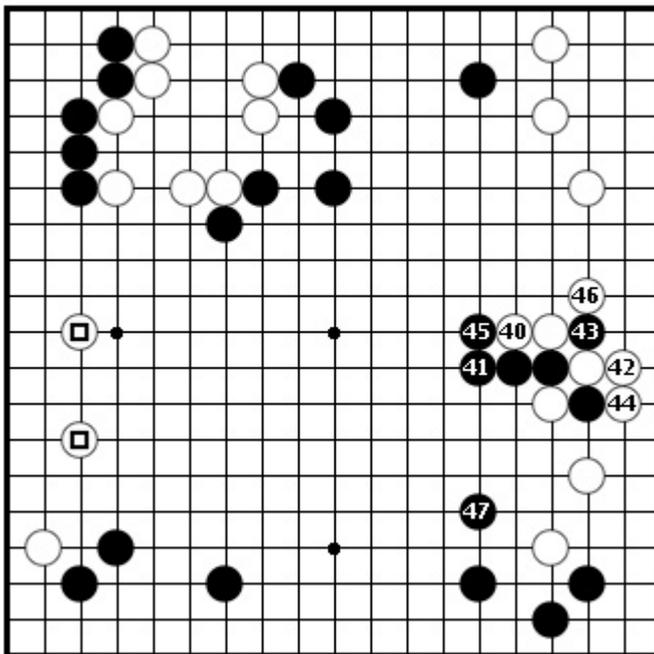
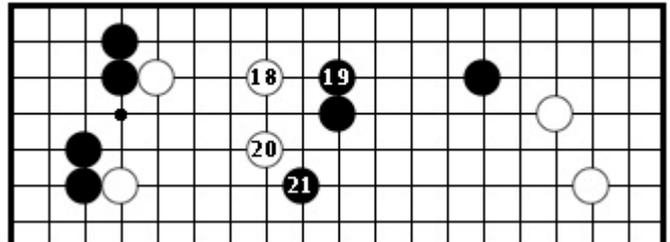


**Variation 1**

A classic line in the Kobayashi Opening.

**Variation 2**

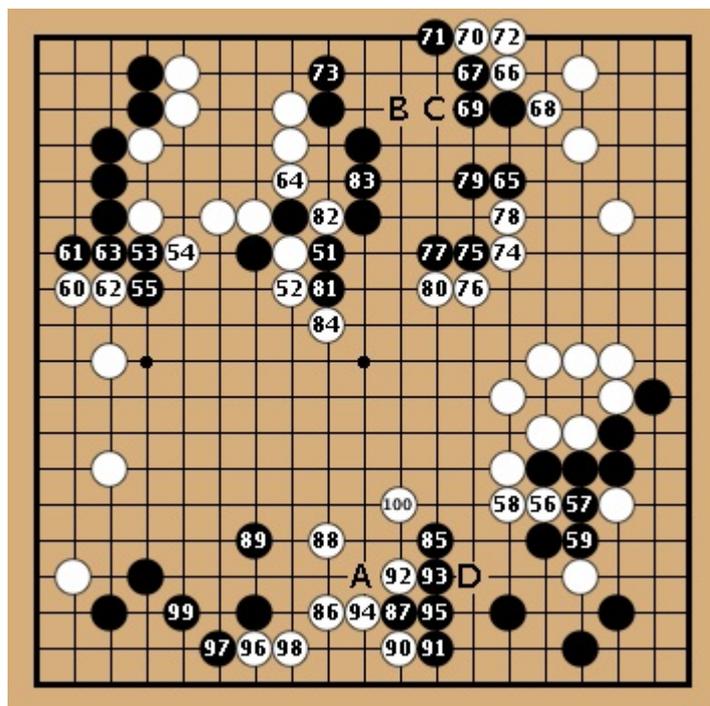
Black could choose this idea to attack White's invasion more severely.



**Variation 3**

This is how to punish White. Black's influence is powerful. The marked White stones can be pressed against later.

## Moves 51 to 100



Move 64: This move has no meaning. White should reduce at A or attack at B or C.

Move 74: Slow and too small - D is where to play.

Moves 81 to 84: Guo Juan became irritated just looking at these moves.

Move 91: The technique move is to pull back at 95. Now White lives easily.

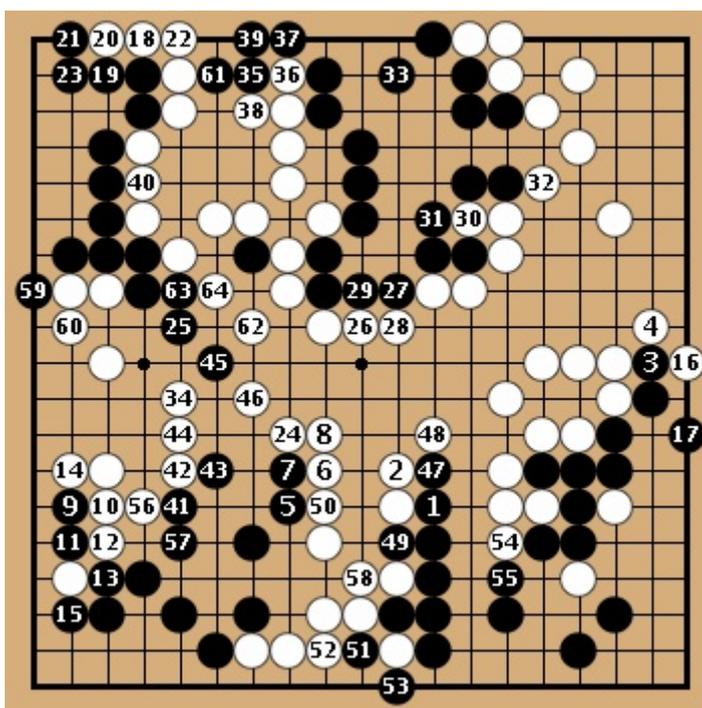
Move 92: B is still bigger.

Move 99: This is the losing move

## Moves 101 to 164

The rest of the game was reasonably uneventful. White won by 7.5 points.

This was my third title, just another 13 needed to overtake Noel. :)



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

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

## Pandanet Go European Team Championship

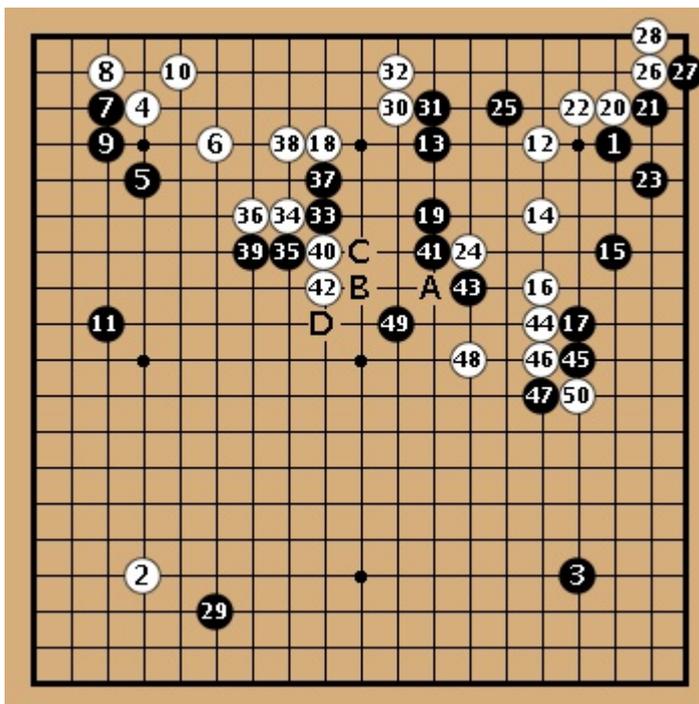
Place	Country	MP(w/d/l)	BP	1	2	3	4
①	Switzerland	4 (2/0/0)	7	2	2	2	1
②	Luxemburg	4 (2/0/0)	7	2	1	2	2
③	Bulgaria	3 (1/1/0)	5	1	1	2	1
④	Slovakia	2 (1/0/1)	5	1	2	1	1
⑤	Turkey	2 (1/0/1)	4	1	0	1	2
⑥	Portugal	2 (0/2/0)	4	0	2	1	1
⑦	Italy	2 (1/0/1)	3	0	1	1	1
⑧	Ireland	1 (0/1/1)	2	1	0	1	0
⑨	Bosnia	0 (0/0/2)	2	2	0	0	0
⑩	Cyprus	0 (0/0/2)	1	1	0	0	0

We now have a new European event which we can actually take part in. Pandanet has begun an online team championship this year. 30 countries are taking part, split into 3 leagues of 10 teams each. Ireland are down in the bottom league, but I am really hoping that we can do better than our 29th place seeding!

So far we have played two matches: We lost to Switzerland 0-4 and we drew with Bulgaria 2-2 .

Here is a game from the first round, commented by our exiled expert, Wei Wang 7d.

### Moves 1 to 50



### Board 3: Switzerland - Ireland

White: Rory Wales Black: Flavien Aubelle

Move 18: Right direction but not the best point - See Variation 1.

Move 24: Better to attack at A.

Move 26: This is a small endgame move, see Variation 2.

Move 29: Very big.

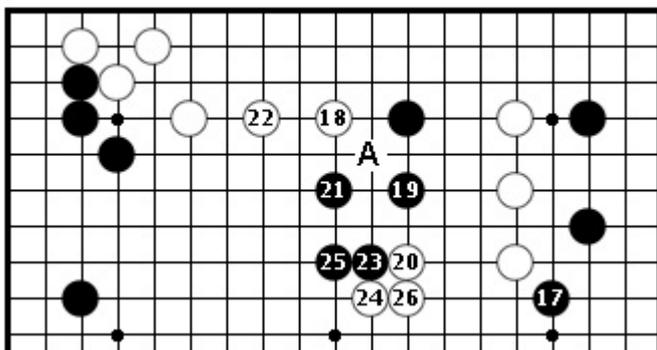
Move 34: There is no profit from this direction of attack, better Variation 3.

Move 39: Unnecessary - should be at B.

Move 40: Good try.

Move 42: White should try C then D to attack.

Move 50: Over aggressive, see Variation 4.

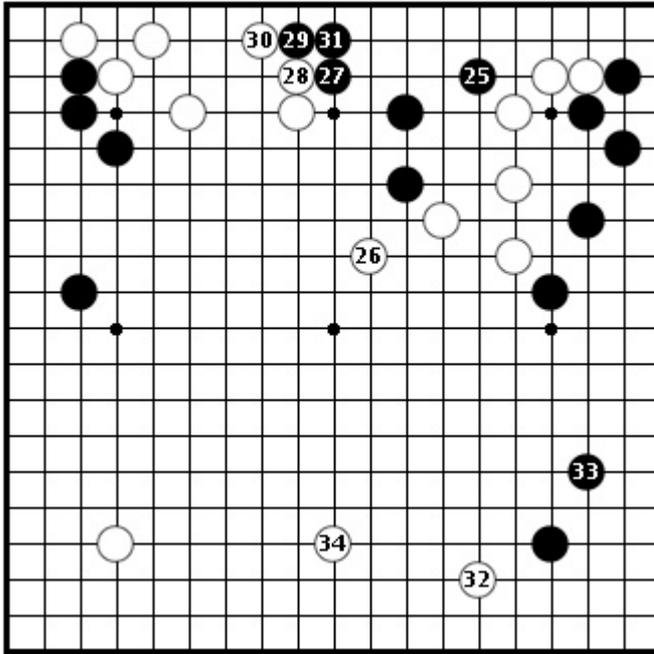


### Variation 1

Move 18 should be 1 space closer to put the maximum pressure on Black.

Move 22: To prepare the cut at A

Move 23: Still threatening to cut at A

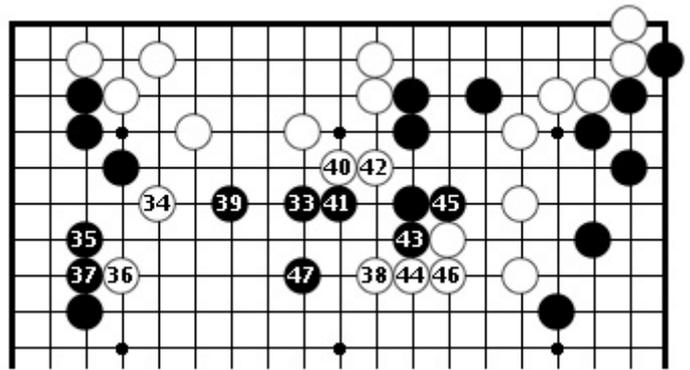


**Variation 2**

Move 26: Keep playing outside. Don't always follow Black, especially in a small area.  
 Move 32: It doesn't matter if Black takes life above. White can start taking the large open area of the lower side, this is biggest.

**Variation 3**

Moves 34 and 36 are pressing in sente, then White can attack from the other side.  
 Move 38: Threaten Black's weak connection.  
 This result is better for White.

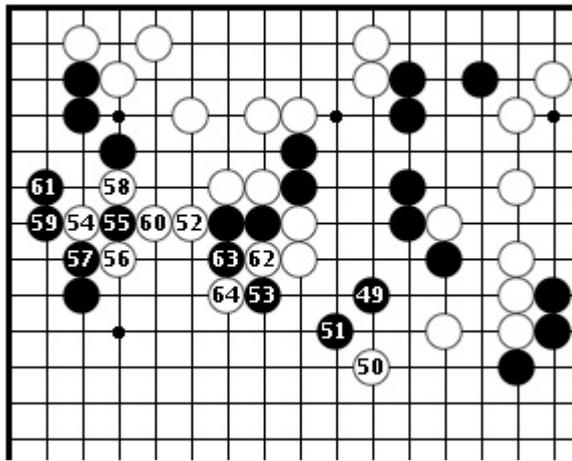


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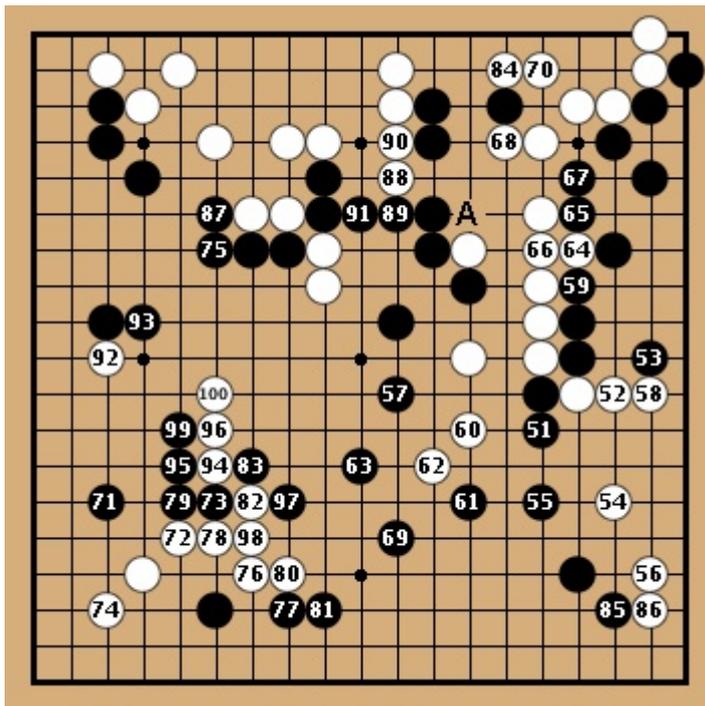
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**Variation 4**

Move 50: This both keeps White safe and hems Black in at the same time.

Move 52: White can take either 54 or 63.



**Moves 51 to 100**

Move 58: This is bad timing. it is dangerous for White.

Move 59: See severe Variation 5.

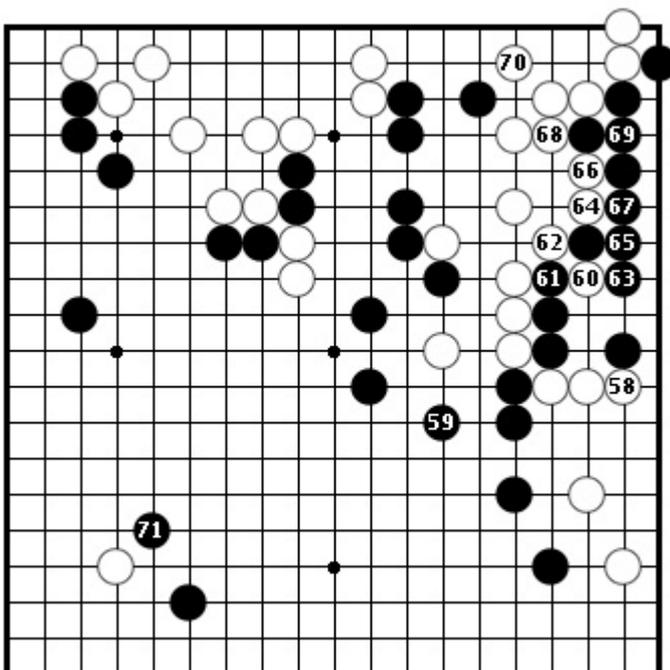
Move 64: This makes no sense, see Variation 6.

Move 71: Black should play A, taking away White's eyespace.

Move 74: Like a coffin, try Variation 7.

Move 75: Nice play by Black here.

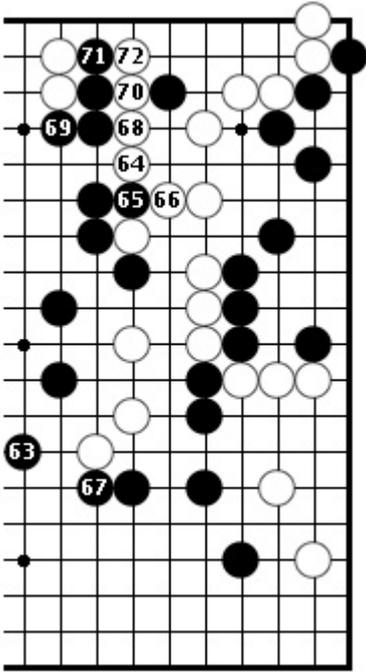
Move 78: See Variation 8.



**Variation 5**

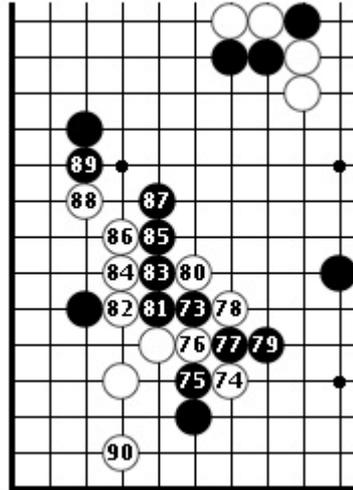
Move 60: This is the only way to save White's group, but it is a painful way.

Move 71: Black seems to control the rest of the board - White is losing.



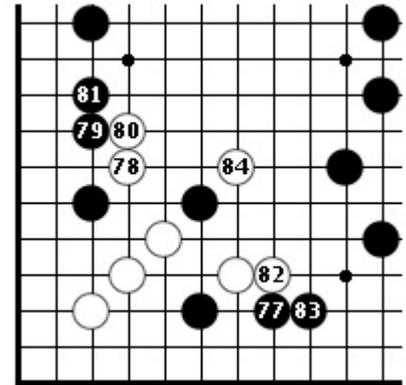
**Variation 6**

This is the best way for White to live in the top right.



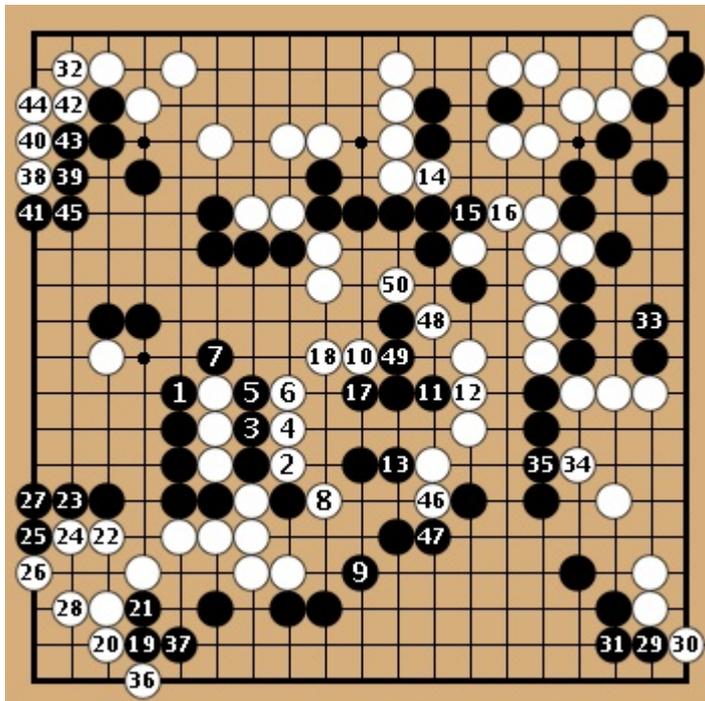
**Variation 7**

This is clearly better than the game for White.



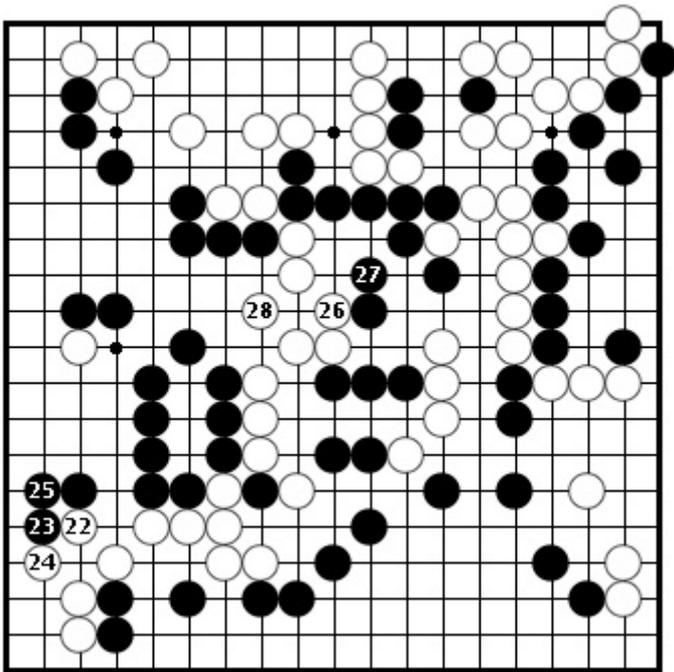
**Variation 8**

Keep playing aggressively! White has no choice but to fight in ever possible area.



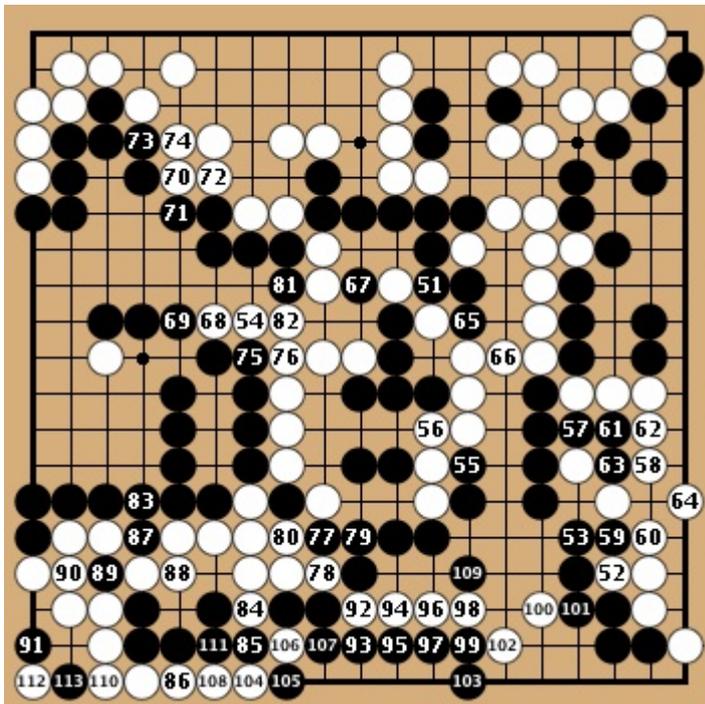
**Moves 101 to 150**

Move 123: Soft! See Variation 9.



**Variation 9**

Black 123 is almost killing White  
- this is a big improvement.



**Moves 151 to 213**

Move 199: Black was leading by  
more than 30 points before killing  
this big group due to White's  
mistake.

The game became lost for White  
because of missing one key point  
in the midgame fighting.

Thank you very much.

Wei Wang

## UCC December Open Report

The University of Cork played host to another fine tournament this Winter. As always, the tournament mysteriously coincided with some natural disaster, and I can confirm, in the strictest confidence, that the IGA has been asked to investigate allegations of witchcraft amongst Cork Go players by the Government. 28 players was a fabulous attendance given all the snow that beset the country. In the end it was mainly Dublin players who were able to drive down, although train travellers got through no problem. There was quite an international feel to the event. We could claim to have players from the UK, USA, Vietnam, Zimbabwe, Netherlands, Poland, Germany, Romania, China, Taiwan and Ireland.

With Wei Wang absent, it seemed that Tong-Yu Cao might finally win the event, but he was forced into second again, this time by Dutch player Willem-Koen Pomstra. In third place, showing the others how to collect SOS points, was Kim Ouweleen - another Dutch player. Przemyslaw Dyszczyk(1k) was the best kyu player on 4 wins, followed by Karen Pleit(1k) on 2 wins. Jos Elkink (11k) won all of his games! Justyna Kleczar did an excellent job of organising the event, ably assisted by a team of Corkonians too numerous to mention.



Cezary Czernecki suddenly wakes up during his game with Laurens Spijker



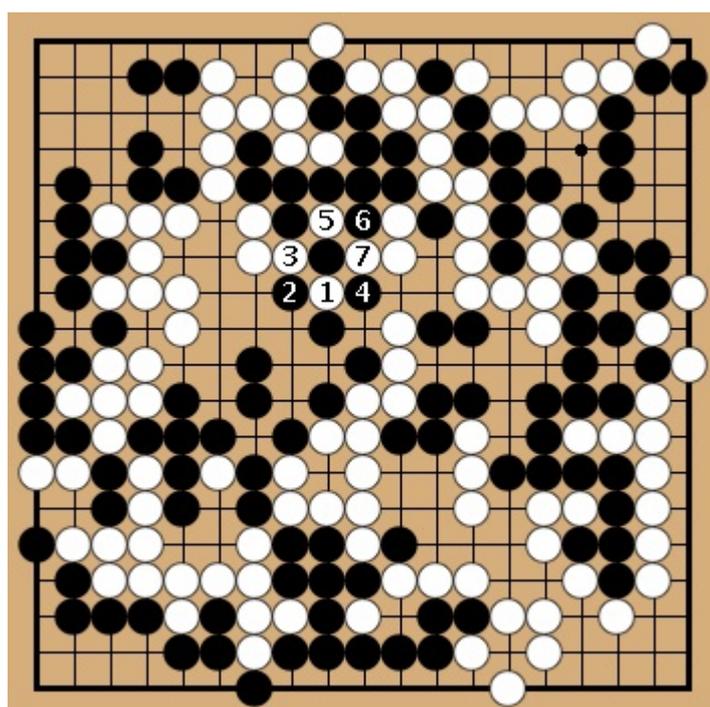
Tong-Yu battles Pomstra, the leader of the Dutch invaders (Photographs by Rory Wales)

## 2010 Ladder Review - 2011 Top 8 Preview

Position	Name
1st	Colin MacSweeney
2nd	Ian Davis
3rd	James Hutchinson
4th	Eoghan Barry
5th	John Gibson
6th	Claas Roever
7th	Wenzhi Liang
8th	Paul Brennan
9th	Rory Wales
10th	Tiberiu Gociu
11th	Donagh Maguire
12th	Noel Mitchell
13th	Olivier Deme
14th	Arthur Cater
15th	Anthony Durity
16th	Mark Webb

So far Tong-Yu Cao has always been champion in the Ladder Tournament, but this year he forgot to enter the event. This allowed Colin MacSweeney to claim first place with a last minute run, displacing my own longstanding position at the top of the ladder. Ian Davis, James Hutchinson, Eoghan Barry and Noel Mitchell had all already prequalified for next year's Top 8. So, along with Colin, John Gibson, Claas Roever and Wenzhi Liang earned the right to qualify for the next Top 8. However Wenzhi opted not to take part, Paul Brennan was the next reserve, but he also could not play, so Rory Wales will be the 8th and final entrant for 2011.

The kick-off weekend will take place on January 14th/15th at the Burlington Hotel once again, thanks to a fine piece of negotiation from Noel Mitchell.



### Puzzle Corner - Solution Time

This was a bit of a trick question. In actual fact playing the ko out is just completely wrong. There is a huge snapback sitting on the board which neither player noticed for a few more moves. If you got the answer correct, please promote yourself to 5 dan