

A photograph of a wooden Go board with a grid of lines. Black and white Go stones are scattered across the board. In the upper right, there is a cluster of stones, including a black stone at the top right corner, a white stone below it, and several black and white stones in a group. In the lower left, there is a small group of black and white stones. Other stones are placed individually at various points on the board.

Canadian Go Association July - August 2014 Newsletter

TABLE OF CONTENTS

1. West Coast Donors Step Forward	Page 2
2. Canadian Open Report	Page 3
3. Canada's Prime Minister Cup 2014 Player Selection	Page 4-5
4. Article to The Readers	Page 5
5. Outside In Method for Tseumego	Page 6-7
6. Go Problems	Page 8-10
7. Report on South Korean Tournaments of July and August	Page 11
8. Magical Five Step Hane	Page 12-13



West Coast Donors Step Forward with Big Donations to The CGA

By James Sedgwick
Edited by Nicholas Zacharewicz

Victoria Go player Wayne Chapeskie has made a \$2000 donation, and a Vancouver donor who chose to remain anonymous has made a \$1000 donation. The CGA wishes to express our gratitude; these funds will make a big difference in the work the CGA can do for the Canadian Go community.

Almost two years ago the CGA stopped charging a membership fee. In the first fiscal year without fees we had a revenue of \$940 and last fiscal year we had a revenue of \$1031, all from donations. Our total regular operating expenses over those two fiscal years were \$3749, so the CGA had lost \$1778. We also spent \$3390 on a one time upgrade to the web site, and \$225 on the legal incorporation of the CGA.

Thus, in total, the CGA bank balance was down \$5393 since we stopped charging membership fees. We had planned for this (at fiscal year's end in April we had \$4890 in our bank account), but seeing the donors step forward to cover what we will need to operate this year and to give us funds that we can invest to improve what the CGA offers is huge.

The website is the most likely area to see further capital spending. Since our one time investment, Nick Prince has likely spent as much time as we paid for originally over again upgrading the site on weekends and evenings. But there are still big gaps in what we would like to offer; if we pay for some of his time then we can speed things up significantly. He has been travelling in Europe for the last month but once he is back the CGA will be discussing with him what we may do. Stay tuned in future newsletters for announcements of improvements to the site.

Canadian Open Report

By James Sedgwick
Edited by Ben Mantle

The 2014 Canadian Open Go Championship, hosted in Vancouver by the Taiwanese Cultural Centre and organized by local professional player Cathy Li, was a successful event that 60 players enjoyed. Chinese 3P Cong Li was on hand, doing many simultaneous games and game reviews throughout the weekend and contributing to the overall success of the event. The main event ran for 3 days on the Canada Day weekend (Saturday - Monday), and a Tuesday Pair Go tournament followed, wherein 10 pairs battled it out.

A large contingent of youth played in the main tournament, and I was also pleased to see that players from the Whitehorse club had made it down. Vancouver is about as close as the Whitehorse players can hope to find a major tournament, but it's still a long trip for them.

At the top of the standings, Vancouver native Ryan Li took his 1st Canadian title, winning all of his games. 2nd Place went to 2013 Champion Tianyu (Bill) Lin, while 3rd Place went to visiting Japanese student Ryo Okada, who lost his tough, half-point game with Bill Lin, and another close game with Ryan Li. With a little more luck, the championship could have been his. Full results of the tournament can be viewed [here](#).

28 participants showed up on Monday night for a delicious Chinese closing banquet. At the annual general meeting, propositions to host the 2015 event in Montreal were approved. They will have to work hard to match up to the event Vancouver's Taiwanese Cultural Centre, Cathy Li, and other contributors were able to provide this year.

Canada's Prime Minister's Cup Player Selection

By James Sedgwick
Edited by Nicholas Zacharewicz

In 2009 the CGA switched to a point system for selecting our World Amateur and Prime Minister's Cup representatives. These points expire after 5 years so 2014 is the first year points have expired, making it the first year the system is fully active. That makes it a good time to have a look and see how it is working.

This year I, James Sedgwick, have been selected to attend the Prime Minister's Cup. Since I manage the system awarding these trips, I feel that, in the interests of transparency, the membership should see how I was selected. Full details of the selection system can be found at <http://go-canada.org/about-the-cga/international-selection/>. Information on our past representatives and how they placed can be found at <http://go-canada.org/canadian-open-results/>.

Players can earn points each year in three ways: at the Canadian Open, in CGA league play, and at local tournaments which submit results to the CGA. Only the Canadian Open from 2014 will apply this year, other 2014 events (league play and local tournaments) are included in the next year's selection process. The top point awards are 80, 25, and 25 for the Canadian Open, league play, and local tournaments respectively.

Coming into this year's Open, Jianing Gan had 83 points, Juyong Koh had 70.5 points, Tiger Gong had 68 points, Ryan Li had 60 points, Daniel Gourdeau had 58 points, I had 56 points, David Lu had 15 points, and Bill Lin had zero points. Bill Lin's total was zero because he represented us at the Prime Minister's Cup last year; each time a player earns a trip his total is set to zero.

Ryan Li won this year's Open. This earned him 80 points, giving him 140 points in total. Since no one else could match his point total, he could select his trip of choice. He elected to attend the 2015 World Amateur Go Championship.

Juyong Koh was third at the Open, giving him 115.5 points in total, but he declined to go the Prime Minister's Cup this year.

Next up was Jianing Gan and then Tiger Gong neither of whom played in this year's Open, but had more points than any players competing in the Open. They both declined to attend. Bill Lin was next having earned 60 points from his second place finish. He cannot attend this year, being just about to start university. Daniel Gourdeau, the next in line, wasn't sure for a week or so, but in the end it turned out that he can't go.

Thus it came down to me. I had earned 15 points, at the Canadian Open, putting me in 6th place at this point in the year. However my 20 points from 2009 have expired. This moved me from 56 to 51 points, but I was still next in the selection list.

David Lu may earn 30 points for 4th place at this Open (it still needs to be decided in a playoff with Irene Sha), but he can't match my 51. Also David is likely to be our World Youth Rep, and if he does attend that event he cannot attend another international event for the CGA in the same year.

Except for once or twice in the last 10 years, we haven't gone so far down the list before selecting our representatives. All the same, I think the system is working well overall.

One definite advantage of the point system is that players can skip attending in a year that does not work well for them, and be confident that their good result at the Open will still be useful. However, if more local tournaments were submitting results, it would be less critical for players to attend the Open. The new website system for tournaments should help with this. But, of course, we offer an incentive for top players to attend the Open, since we only award the top tier of points there.

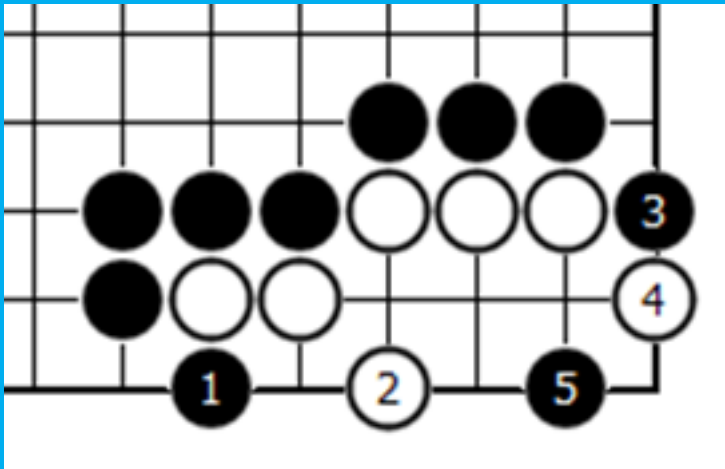
Newsletter Article to The Readers

Thanks everyone for reading this newsletter and for supporting the Canadian Go Association. The next deadline for submissions of the newsletter will be announced on the Canadian Go Association's website, under News on the main page. Please have all submissions submitted to me at my email address prior to the deadline. While you are on the website feel free to sign up for the forums. The Canadian Go Association helps this forum will allow for easier communication between members of the Canadian Go Association. Feel free to use it for sharing Go related material, arranging matches, etc...

The Outside-in Method for Life and Death

By Ben Mantle

Edited by Nicholas Zacharewicz



The key to solving life and death problems (Tsumego) efficiently and methodically lies in understanding how to take steps to reduce their difficulty through the fundamental principle of eye space. Every move forward into a Go problem essentially leads to another Go problem, but by following a fundamental, yet oft-forgotten, approach we can ensure that a problem will get easier with each step into it.

We know that a surrounded group with a lot of eye space is either difficult or impossible to capture, and that a group with little-to-no eye space is easy to capture, impossible to capture, or captured without any further efforts. Since surrounded groups with little eye space are generally easier to capture, reducing the eye space of a group—that is, shrinking it from the outside in—is a simple and fundamental means of making it easier to capture. Similarly, increasing the eye space of a group makes it more difficult to capture while yielding more territory in the process.

Yet, many players of even low- to mid-dan caliber fail to use this fundamental concept. Their puzzle-solving prowess tends to be uncharacteristically low for their overall Go level, and even simple ladder reading turns into a finger-pointing mind-twist—or worse, an assumption gone horribly wrong. Although some players can evidently achieve decently high amateur ratings despite some embarrassing holes in their skill set, they set themselves up for a sort of level cap; at the very least, 6-dan becomes an impossible aspiration, assuming legitimate 4-5 dan strength is even within reach.

I am flabbergasted when I hear dan-level players ask me “how does life and death have anything to do with the rest of the game?” In fact, even spaced out moves in the opening can be related to life and death. Experienced players should learn to foresee

the likeliest future developments in local areas of the board, especially with regards to the whole-board dynamic. Reading power, developed largely through solving life and death and other problems, is not only the key to coming up with creative sequences to suit one's needs in a game or to turn a game around, it's a major key to defeating stronger players. The fundamentals of life and death are simple enough to remember forever from one read and a little practice. Several are outlined below (not including elementary skills such as detecting false eyes or counting liberties). An important thing to remember here is that these are not the steps to take in solving a problem; they are the steps that should dictate your thought process for each move further into a problem.

STEPS:

1. Reduce the eye space from the outside/Expand the total eye space. If this is not effective and leads to failure, move to step 2.
2. A) Play on a vital point inside the eye space. I will not outline any rules for spotting a vital point, except that the 2-1/1-2 coordinates in corner life and death tend to be vital points, and placements in the center of a problem—particularly when there are one or more true center-points based on symmetry—in general also have an above-average likelihood of being vital points.

Finding “vital points”—that is, places within the current eye space that do something important such as capturing a group or making it alive (in life and death at least)—is based on developed instincts, and, of course, reading. That said, doing more life and death problems improves the ability to solve them and to spot their vital points.

B) If step 2—playing on a vital point—doesn't work, then the problem obviously cannot be solved.

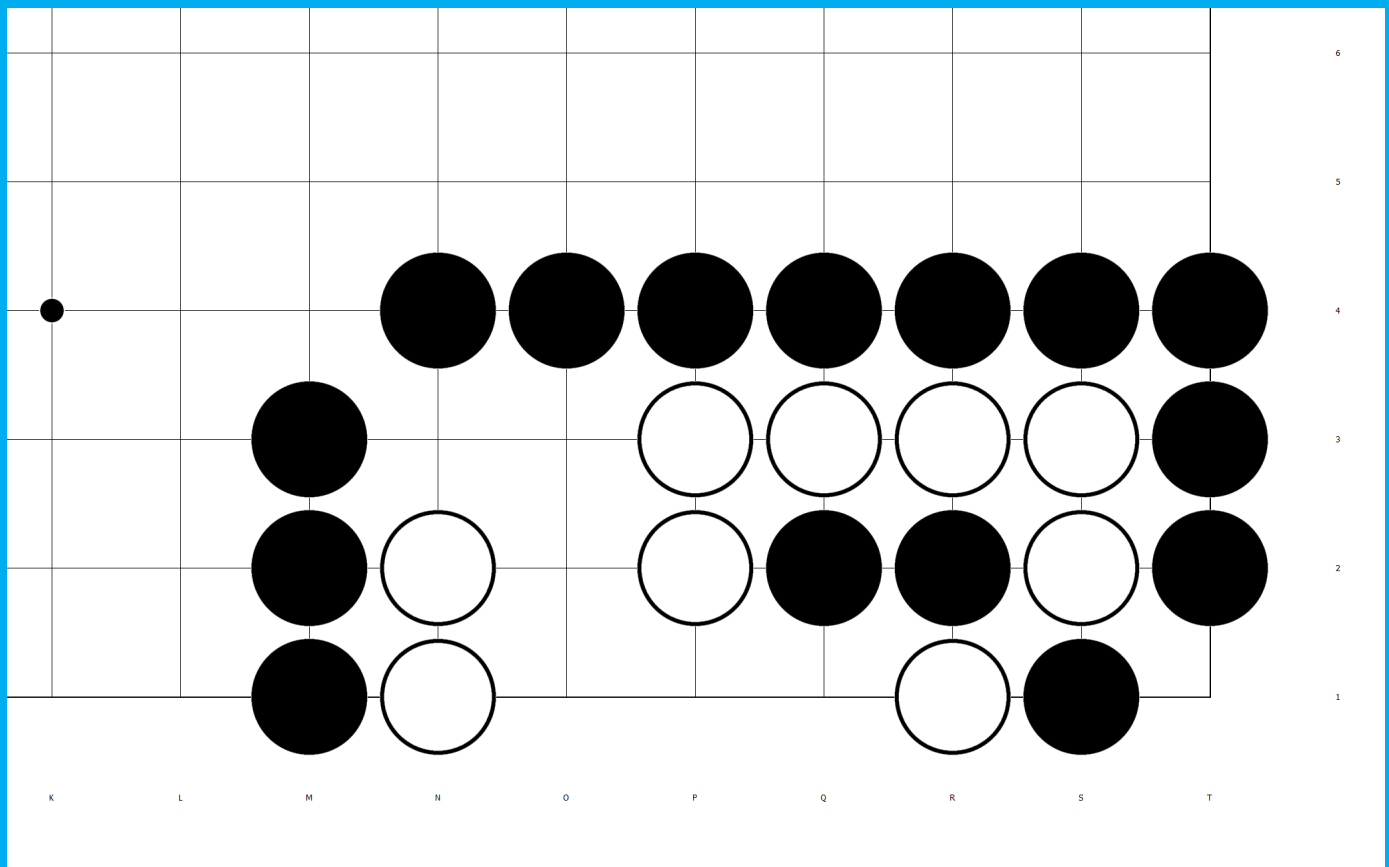
C) If step 2 works, *revert back to step 1 for the next move into the problem.*

Conclusion: Always think to reduce or expand the eye space first. If this stops being effective or is impossible, proceed to think about vital points inside the eye space. If a vital point is played (step 2 is used), always revert back to step 1 (reduce/expand total space) for the next move's thought process. This method is the key to solving many very high-level problems. It maintains a sound solving system and maximizes the chances of shrinking (or expanding) the eye space effectively, which makes the entire problem turn into an easier one to finish solving.

Go Problems - Beginner

By Irene Sha

Black to capture.

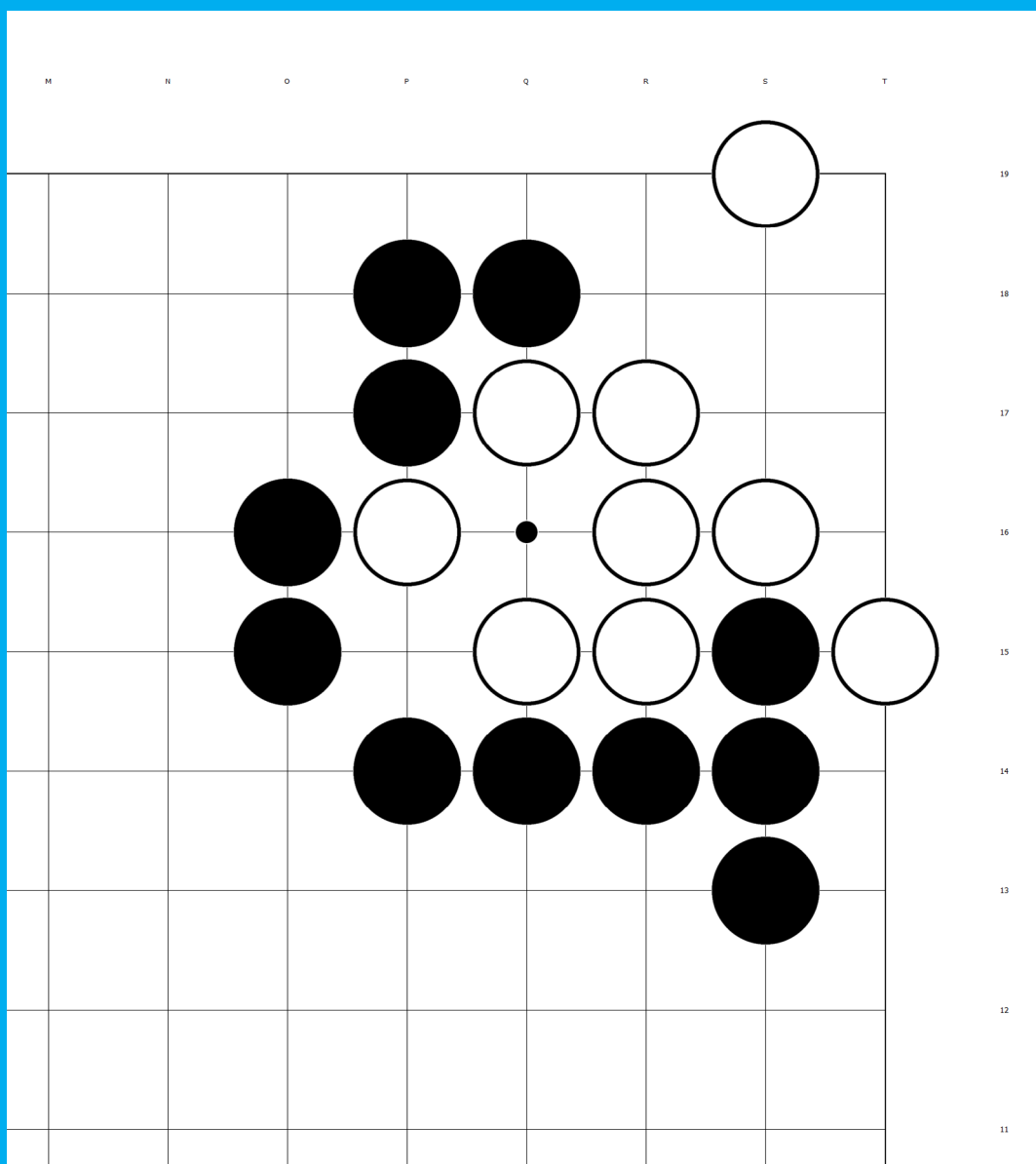


See attached SGF files for the solution.

Go Problems - Intermediate

By Irene Sha

Black first to capture.



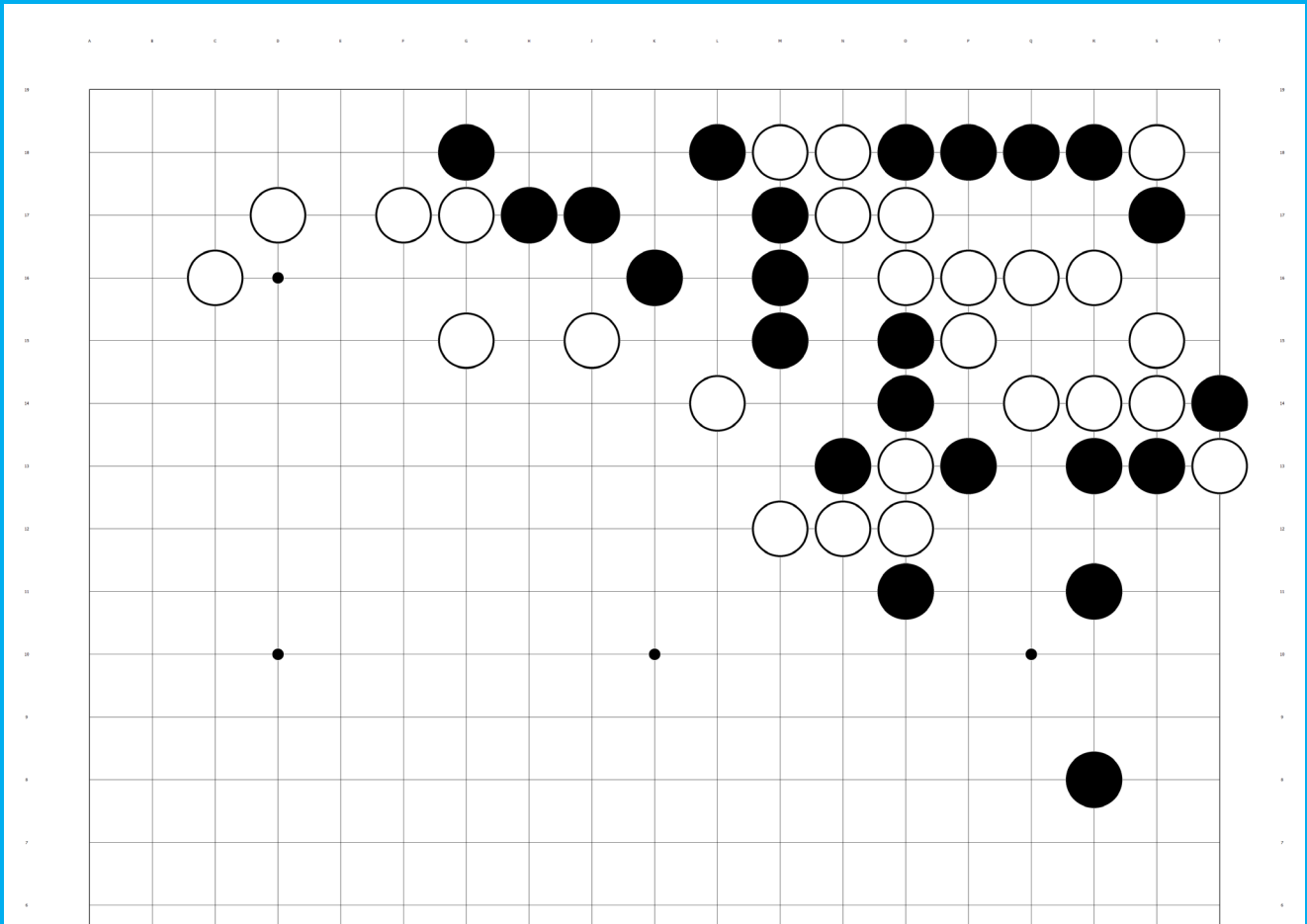
See attached SGF files for the solution.

Go Problems - Expert

By Irene Sha

White first to live. This problem contains many steps, but all necessary and can be calculated.

Note: Problem extracted from #117 in Igo Hatsuyoron



See attached SGF files for the solution.

Report on South Korean Tournaments of July, and August 2014.

Written by Matthew Mennie
Edited by Nicholas Zacharewicz

The month of July 2014 has seen some interesting developments in the South Korean tournaments. One of these was the GG Auction Cup three game winning streak of Kim Hyelim 2P against Kim Soojang 9P, Kim Ilhwan 9P, and Chang Myunghan 6P. Also in the CG Auction Cup, Park Taehee 1P is on a three game winning streak. Park Taehee 1P has so far beaten An Kwanwuk 8P (who ended Kim Hylim's winning streak), Kim Chongsu 9P, and Kim Kihun 6P. Another great feat was Lee Sedol's victory over Gu Li in game five of their Jubango (ten game) series. There was also the GS Caltex Pro League that started in July, and that continues late into the year.

Throughout the month of August the 2014 Samsung Cup is going on in South Korea. So far only the preliminaries and minor rounds have happened. The preliminary results can be found [here](#). The round of 32 begins the 26 to 28 of August, round of 16 on October 14 to 16, semi-final November 3 to 5, and the final on December 9 to 11. For game records of all the above, and upcoming, games go4go.net has them on their website, a free account is required for viewing.



(Above right)
Kim Kylim 2P vs
An Kwanwuk 8P
(Above left)
Zhaoxian Chen vs
Xiang Zhang
(Right)
Park Taehee 1P



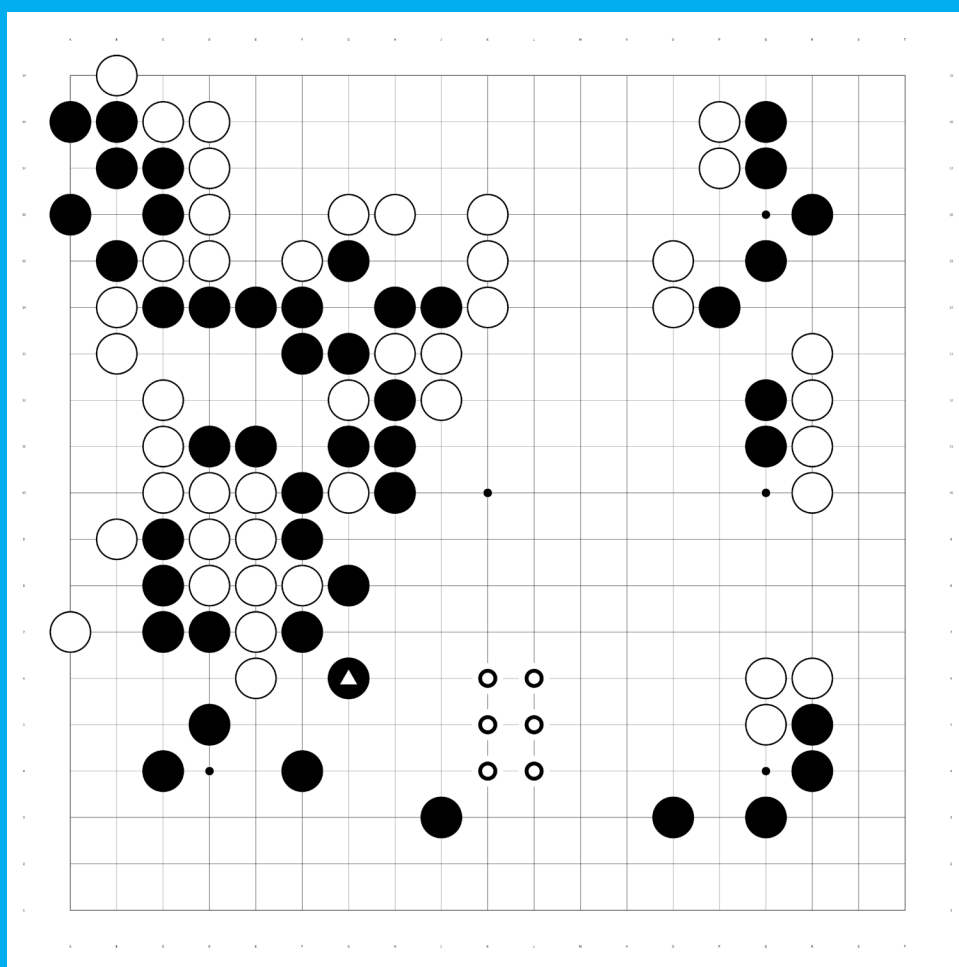
Magical Five Step Hane

By James Sedgwick
Edited by Dominik 'Domo' Chłobowski

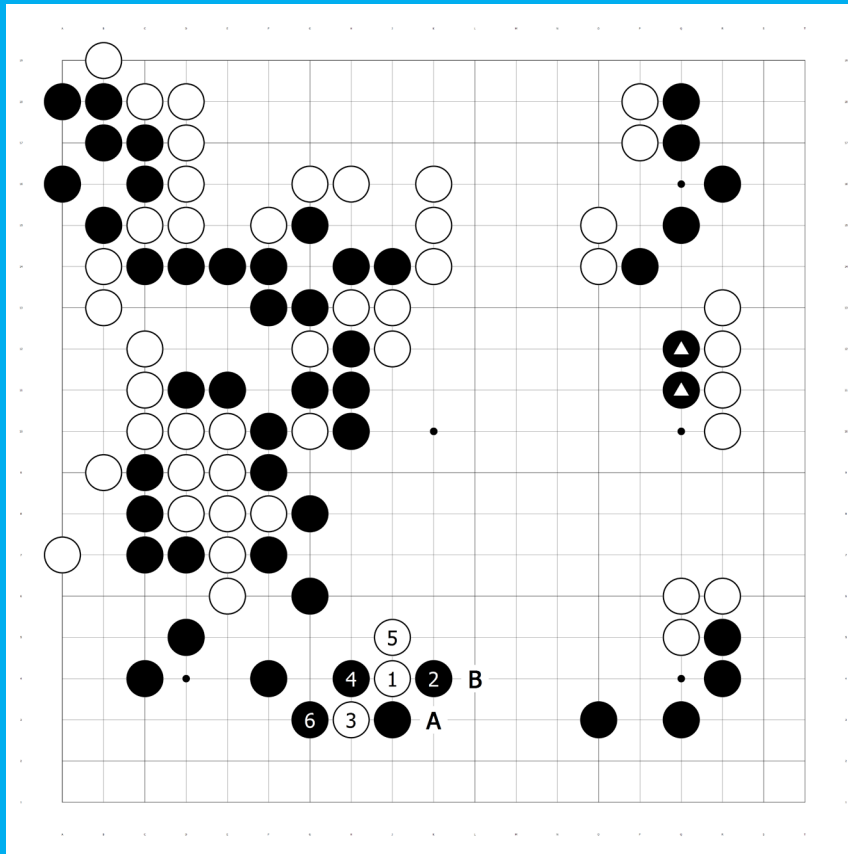
This game was played in the Chinese league. I was watching it on Tygem. White is one of the top Korean pros in the Chinese league (and has won world championships before), and black is near the top of the Chinese ratings, so this game is between top level players.

Players above double digit kyu will be familiar with the double hane as a powerful shape. More rare is the 3 step hane. For this to be good, white needs to be ready to give away one stone as not important (usually a ponnuki in a direction which is not so useful). But I hadn't imagined a 5 step hane.

The sequence starts here. Black has just played triangle. This activates a lot of black potential around the circled area, and white wants to minimize what black can get here.



Dia 1: Initial start of sequence.



Dia 2: Black's choice

At White 1:

White chooses an attachment, typically a good idea for defence in the opponent's area of influence.

Black 2:

This hane resists as strongly as possible, and tries to push white towards black's triangle wall.

After 1 through 6:

Black can choose this way, as the triangled stones break the ladder that follows after A & B.

For the rest of the sequence please check out the attached SGF file named Magical 5 Step Hane.