

Rising Star

American Go Honor Society

September Stinks, but Tournaments are Fun



Sorry for this issue being out so late. It took me a while to get the hang of how to use publisher. Anyway, September Stinks, Everyone starts school, and some people don't get as much time for computer usage. Its sad to see everyone complain about the homework and such but on the bright side it will make you smarter in the future. Another bright side to school is your School Go Clubs will be starting up at any point now, so you can show the people what you've learned, and maybe teach them a lesson or two.

In the KGS Clan Brawl News, the American Go Honor Society is ranked in the top three teams based on points overall accumulated. Eleven of our players have qualified for the team stage, and we are currently challenging two teams.

Team A vs. RUS

We are currently Tied with them 2 -2, its all up to Andrew Thacker (ijichi00) , To win it for Team A

Team B vs. SDGC

We are currently Tied 1-1, Lets cheer on our team because we know they will win the rest of the games.

If you want to learn more about the Clan Brawl and want to compete for AGHS, please look at the website kgsclans.co.uk/ all the rules are available here, and you can cheer on your favorite competitors.

Registration for the Pair Go tournament is now Starting up!

The Pair Go Tournament is now officially up for registration. Grab a pal and join the fun. If you're a 30k and a 25k , you have just as good of a shot as a 1d and 7d. Just because your strong rank doesn't mean you have a strong team. Good luck everyone!

DIVISIONS FOR 2009:

Men's Doubles
Women's Doubles
Mixed Doubles
Junior Doubles

(AGHS voted to remove the name "rengo" to make it more appealing to Western audiences in 2006, as well as they voted to recognize different events under the old "pair go" system.)

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18 September 2009

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(Click This Link To Go To The Tsumego!!!)

[http://www.aghs.cc/newsletter/Practice/Newsletter-Do%20Tsumego\(3\).sgf](http://www.aghs.cc/newsletter/Practice/Newsletter-Do%20Tsumego(3).sgf)

Tsumego!!!

By Sean He

Sometimes, even dan players make simple life-and-death (tsumego in Japanese) mistakes such as the one I witnessed in a 3d-3d ranked game on KGS. White invaded and could have broke the right side territory but killed himself. The lesson is: **Do your tsumego!** It is more important than anything else for one mistake can cost you the match and this happens A LOT online!

Go in the Real World

by Shai Simonson

Is Go a metaphor for war?

The following principles of essential military strategy are given in the US Army Field Manual of Military Operations (See Wikipedia on military strategy):

1. Objective: Direct every military operation towards a clearly defined, decisive, and attainable objective.
2. Offensive: Seize, retain, and exploit the initiative.
3. Mass (Concentrate combat power at the decisive place and time)
4. Economy of Force (Allocate minimum essential combat power to secondary efforts)
5. Maneuver (Place the enemy in a disadvantageous position through the flexible application of combat power)
6. Unity of Command (For every objective, ensure unity of effort under one responsible commander)
7. Security (Never permit the enemy to acquire an unexpected advantage)
8. Surprise (Strike the enemy at a time, at a place, or in a manner for which he is unprepared)
9. Simplicity (Prepare clear, uncomplicated plans and clear, concise orders to ensure thorough understanding)

Every one of these essential strategies has a Go counterpart.

1. Objective: Always have a realistic plan, and base your plan on your estimate of the score.
2. Offensive: Sente, sente, sente. There is a saying in Go that if you answer every move of your opponent directly (i.e., if you allow your opponent sente throughout the game), that is like giving them a 9-stone handicap.
3. Mass: When you outnumber the opponent, fight. When she/he outnumbers you, then scramble lightly.
4. Economy of Force: Use your stones efficiently. Do not extend too closely from your walls. Use your walls for attack and not to directly surround territory. Place your stones
5. Maneuver: Never commit your stones to a particular purpose too quickly. A stone originally placed with thoughts of territory can become part of a wall, sacrificed, traded for a different territory, or even abandoned.
6. Unity of Command: Coordinate your stones so that each supports the job of the rest.
7. Security: Never leave more than weak group on the board. Connect your stones together, or find a base for them as soon as possible.
8. Surprise: Look for weaknesses in shape. What was once strong can become vulnerable as more stones are added to the board.

Highlights at the 25th Annual Go Congress at Washington D.C. By Sean He

One might say that the Go Congress this year from August 1-9, 2009 was at least better than the 24th Go Congress held in Oregon last year. Let's face it. The food this time was at least better: much more variety!

This year, instead of in the middle of the American-west, the Congress was held in George Mason University near Washington D.C., our nation's capital. There were a variety of particulars for this year's Congress. However we will only go through a few highlightst to make this brief.

Number One, we resided in the vicinity of the National Mall! The National Mall is a region in Washington D.C. where all the most important buildings are located: The White House, Capitol Building, Lincoln Memorial, Washington Monument, etc... During the Congress tour-day, congress attendees had the nation's most important government buildings at their disposal to visit and admire.

Number Two, we shall concentrate on the professionals who kindly volunteered to come this August. Takemiya Masaki 9p, Feng Yun 9p, Guojuan 5p, to name a few attended. What's more, everyone at the Congress had plenty of chances to play with these professionals. For the whole week, over 20 pros volunteered to play teaching games **for free everyday**. Many who wanted to experience pro level play took full advantage of the free service. Players who never faced professionals in a physical, real-life setting were able to book teaching games with professionals **daily**, and they obviously learned a lot from these experiences. Plus, numerous pros held lectures also, and attendees at the Congress were always busy learning many useful techinques. Furthermore, pros kindly reviewed the games we played at the Congress playoffs without charge. In short, many Go players were kept extremely busy, either playing a lot of games and/or interacting with dedicated pros on a tight daily schedule.

Overall, we hope that next year's Congress will have the same professional service that this year's Congress provided. Also, we hope that the food keeps on getting better year after year. Unfortunately, since the location of the Congress annually alternates from the East Coast to the West Coast of the U.S., many East Coast players that we observed this year might not attend the one scheduled for Colorado in 2010. But anyhow, the influx of pros who attended the Congress this year at Washington D.C. proved to be extremely impressive and hopefully the 26th Annual Congress will provide that same service!

Did You Know That?

Go is called

- Igo in Japan,

- Baduk in Korea, and

- Wei-qi in China.

ASR: Resurrected**by Andrew Lepinskie**

CGB's Teaching Room, a partner of the AGHS, is proud to offer a monthly Blitz Ladder and League Tournament, thanks to a coordinated effort with the Advanced Study Room (ASR). Players wanting to join either tournament system should contact CGBSpender.

(The following conversation took place on KGS, and was revised with CGB's approval.)

AL: What inspired you to start this project?

CGB: ASR is one of the rooms I've been attending for years, along with other rooms whose purpose is teaching, studying and the likes. I didn't like the idea of letting it die.

CGB: Also, thanks to the success of our previous tournament (in CGB's Teaching room) I got quite a lot of good feedback, asking me for another tournament structure.

Quote of the Day:

“A few moments to learn, a lifetime to master.”

AL: Does a DDK or even an SDK have any chances of winning?

CGB: Pasky, the owner of ASR, is sponsoring the tournament prizes. Players with the best results will receive either KGS+ subscriptions or teaching games with top dan players. And this doesn't necessarily imply the strongest players will win. It's based only on win/loss ratio. A 20k has the same chance to win than a 5d, for instance.

CGB: That's for the blitz ladder. Details are still being decided for the league.

AL: What do you think is the biggest advantage to joining competitions like these?

CGB: KGS is a server has a reputation of being family-friendly. And indeed it's a very nice place to have fun, spend time, and make friends. Tournaments are just a bonus for some, and for others, playing serious and slow games (league) can help them know how much they're improving.

AL: Well said. One last question --any other plans for the future?

CGB: This new partnership was just created, so we'll see about other plans later. The idea of an online Go-school in cooperation with American Go Honor Society is being discussed. Also, I would love to be able to sponsor more Teaching games with top players, or sponsor pro-amateur games on KGS.

AL: Sounds great, we'll be looking forward to more good things from you in the future. Thank you for your time.

CGB: Thanks to lepinskie, derplumps and pasky for their support :)

Safety First

There is no doubt in my mind that just about every parent of a college student has spent at least on sleepless night worrying about the safety of his or her child. Who can blame these parents? Every year, news stories of violence, binge drinking and wild partying scare parents and students alike as they research colleges. Chances are your parents have already talked to you many times about their views on alcohol and safety. As a prospective student you can calm your parents' fears (as well as your own) by taking some time to think about the kind of measures you can take to ensure your safety on and off campus.

1. In your dormitory

Dormitory living can be very different than living in a house or even an apartment building. Instead of families, you have scores of young men and women who are away from home. Some will most likely be there to study and have wholesome fun while others will not. After move-in, take some time to familiarize yourself with your building's fire safety rules as well as fire exits. If you're dormitory has a kitchen, know the location of all fire extinguishers. Additionally, it is important to know the other rules your dormitory may have in regards to alcohol. At some schools with "dry" dormitories (meaning no alcohol is permitted in the building), being in a room in which there is alcohol present can result in serious consequences.

2. Around Campus

Take the time to learn the location of important places around campus such as the Campus Security office, emergency alarms, and if your campus has one, the police station. Make sure to travel in groups at night and (depending on the laws of the state you go to school in) carry personal protection items such as pepper spray. Many schools offer late night security services to students to help them feel safe around campus. Do not hesitate to take advantage of these if you ever feel unsafe.

3. Off Campus and Beyond

Before leaving campus make sure to tell a roommate or friend where you are going and when you should be back. If these plans change while you are out, be sure to contact your friend. Needless to say, many off campus situations involve alcohol use, so make sure to follow the advice your parents gave you: arrange for transportation back to campus from a designated driver or taxi and NEVER let an intoxicated friend get behind the wheel. If your school offers transportation on and off campus to students, be sure to carry a schedule with you at all times.

Camille is a staff reporter for the Rising Star, majoring in Broadcasting at Seton Hall University. Have questions? Ask Camille! At aghsregister@gmail.com

GO UNIVERSITY HALLWAYS DESERTED**by Hwang Moo-Ryong**

Two weeks ago, the American Go Honor society received notice that long-time AGHS member Christopher Vu was taking a sabbatical from AGHS in order to pursue other interests. On September 8th, he officially left all positions that he vacated, nominating Tim McCaffery in charge of the Newsletter, Tim Savoie in charge of the Department of International Affairs, Andrew Lepinskie to head the School of Go Studies. However, his presence seems to be lacking in the Leadership Studies department that remains unfilled, perhaps waiting for the day that Chris returns to resume his seat. At his farewell address on KGS, Vu cited the desire for everyone not to rely solely on others, but to step up to become leaders in their own right. By his leaving, he hopes that the next generation will shoulder the responsibility and strengthen their capabilities. After all, one cannot grow without the opportunity to do so. There is little known ideas about what he is currently working on, however inside scopes have mentioned that he is attempting to re-enter the entertainment industry, although the newsletter staff could not verify what was the first time that Vu had been in multimedia. Without further ado, the Rising Star and all of American Go Honor Society wishes him well and hopes that he will succeed.

Happy Birthday, Chris..

"I left a birthday present to the AGHS about the history of the K-12 National Team Tournament. Check it out here:

http://www.aghs.cc/tournaments/ing_tournament/history.html "

~Chris Vu

Hwang Moo-Ryong is a staff reporter for the Rising Star.

Pro Workshop in New York

by Boris Bernadsky

Hey guys -- I am organizing a pro workshop at the NYGC, details below.

Who: Diana Koszegi 1P and Kim Seungjun 9P New York Workshop 2009

When: October 17th and 18th @ 10 am (time subject to change)

Where: New York Go Center

How Much:

Registered price: Weekend/100 1-day/60

Regular Price: Weekend/120 1-day/70

Registration ends September 29th.

-To preregister send an e-mail with your name and go level to badukboris@gmail.com

What: A Go workshop. Two professionals' from Korea will spend two days in New York trying their best to raise the level of our go. Their attempts (hopefully successful ones ^^) will include simultaneous games, lectures on specific topics, Pro-game reviews, lower level game reviews as well as life and death practice. A pizza lunch will be included in the price.

They recently did a similar workshop in Turkey. They will also do another workshop in California the following weekend along with Janice Kim 3P.

It seems that The two are touring the world and teaching Go. This is rather exciting for us in the west because these are both active pro's, and they are offering their services at a great price. In Korea pro's get upwards of 1000 dollars each for a simultaneous game!

The Rising Star Wants You

We want you to be an editor or a reporter! If you're interested, let us know!

We are also looking for graphic designers, webdesigners, and people who are interested in teaching go classes. American Go Honor Society wants you!

Have any comments or suggestions? Please let us know at aghsregister@gmail.com



The new successor is?
KRIS TAYLOR!!!!

Look at that stud-
muffin

American Go Honor Society

Because we're awesome like that.

8181 Fannin , #1038
Houston, TX 77054

aghsregister@gmail.com

We're on the Web!

Www.aghs.cc

EDITORIAL STAFF

Senior Editor:

Tim McCaffery

Staff Reporters:

- Shai Simonson
- Hwang Moo-Ryong
- Camille Pitts
- Kris Taylor
- Sean he
- Andrew Lepinski
- Boris Bernadsky

Here's a Light bulb!

Comments? Suggestions? We're always interested in hearing you out. Drop us a comment and line at aghsregister@gmail.com or leave us a suggestion at www.aghs.cc as to what you would like to see change.

PROPOSED FUTURE ENDEAVORS

International Competition vs. UK
College Go Festival
Go League / Teach Go

What else can we do for you?

Mission Statement

A prediction once stated that it would take the Western nations one century to catch up to the strength of Asian countries. The American Go Honor Society was established to break this prediction and help the go players of the world rival the players from the Orient.

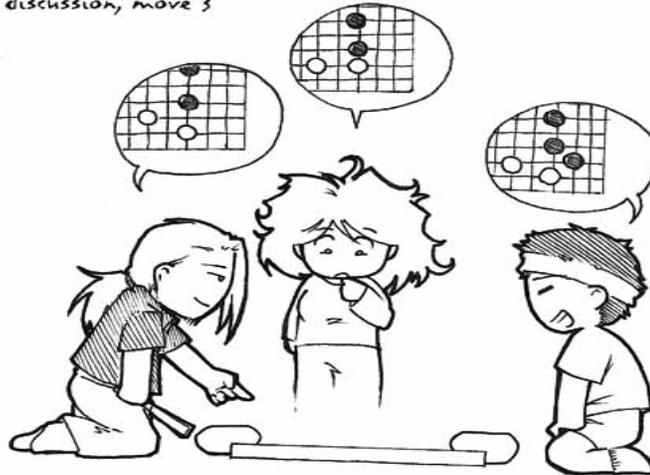
Brief History

In 2000, a manga scanlation team brought Hikaru no Go into the English-speaking world for the first time. It became such a hit, that the team created an online go club to play with each other. But in 2002, when the manga had been completed, the members dwindled. Three high school students from different parts of North America decided to create the Sea Otters Go club in order to promote go among youth. Their programs became so popular and the now-known American Go Honor Society was founded to help develop leadership abilities in the American youth to become the next leaders in go and the community.

The Empty Triangle (www.emptytriangle.com)

by Chidori

game discussion, move 3



125 moves later...

