

Rising Star



American Go Honor Society

Volume 2, Issue 2

Ghosts, Ghouls, and Zombies OH MY~!

26 October 2009



Welcome back to the latest issue of~ Rising Star!!!

We finally have a New Clan Brawl Update, The time flew by so fast, it almost feels like we just started the clan yesterday.

We are happy to announce that the pair go tournament was very successful and had many great games, but you can read more about that in Sean He's article on Page 2.

Halloween is a time candy, costumes, and fun. From candy to costumes, there will always be something that makes mischief in Halloween. What are you going as for Halloween? Any stories you have for us to hear? Send them in and they just might be in the next issue.

Email: Monkeyruler333@hotmail.com

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KGS Clan Brawl News

In the KGS Clan Brawl news, the American Go Honor Society is ranked in the top five teams based on points overall accumulated.

The Clan Brawl is scheduled for Saturday Nov 7, 2009

Fifteen of our players have qualified for the team stage, and we are currently challenging two teams.

- Team A vs. RUS (2-2 is the score, it's a pretty close match up) C'mon everyone lets cheer on ijichi00
- Team B vs. SDGC (1-1 tied again just like the A-Team, lets try to 4-1 those SDGC punks)

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.





Fireside Chat

by Kris Taylor

People say life is a cycle. Life to death, and back around in some beliefs. The knowledge from one generation is passed down to the next, and so on. History has been studied, and new history is being created with the knowledge that gives us. The cycle of history is used to prevent, or create, a desired event such as democracy or the World Wars. I can see those cycles in the AGHS as much as anywhere else I look.

I come to you today as Matt did with his first Fireside Chat last year. One of our biggest events of the year is coming up. Well, for the officers it sure seems like it is coming up fast. Planning for the 2010 School Team tournament is beginning! Coming up this March, the School Team Tournament is offering some rewarding opportunities. With over \$3000 in prizes to spread out, the hustle and bustle of people wanting to sign up has already started. As Emerson would say, "Patience and fortitude conquer all things."

My suggestion: use this time that you have to start thinking of teams and practicing together. There's nothing more fun than having a movie-and-Go night with some friends. If you haven't tried it, you should!

The prizes this year will be really cool, in my opinion. I hope all of you will take the time to prepare and become a part of the free, yes free, tournament. Maybe we can beat our record number of teams from last year!

An Epic AGHS Pair Go

by Sean He

The Pair Go tournament was a blast. Although participant turnout did not exceed expected numbers, go players' skills ranged widely: from novice to high dan.

One major feature in this tournament was the curiously implemented Swiss go pairing system. The pairings were supposedly made completely random, and many interesting battles resulted from these unexpected combinations. Amazingly, for example, one of our tournament directors impressively combined KGS team beastly_KILLERS (9d bigbadwolf and 5d randomness) with team goldenpandas (Chris Lee 6k and Robert Wu 15k). However, the only thing the goldenpandas could do against the invincible beastly_KILLERS was try their best. At one point the goldenpandas actually appeared to be leading! The kyu team did put up a raging struggle playing as black, but BBW and his partner proved to be too strong. We can only applaud team goldenpanda's efforts.

Apparently, the more exciting the match-up appeared to be, the more likely teams seemed to be matched together in this tournament. Many valiant fights occurred under the excellent supervision of arcsin. Completely unlike previous tournaments, this tournament heavily emphasized pairings which could provide spectacular fights early on in the tournament. Many top players crippled each other when they were matched together. Nevertheless, the emphasis this time was not on who was more capable and talented, but on a more salient factor: enthusiasm. As a result, fierce fighting broke out among the top-notch players even if it meant that less experienced players would ultimately triumph. Regardless, the matches were spectacular! Each move was deliberate, elegant, balanced and time usually ran into byo-yomi, involving the death of huge groups.

No less important than the early clashes of the titans, were the awesome efforts of team GoProYo. Team members Jerry Zhang and Robert Wu had allegedly played only several games in their entire lives, but they dauntlessly fought their single-digit kyu opponents: the chaosbunnies. The beginner team GoProYo competed well despite only knowing the rules – simply exemplary. The heroic efforts of many amateur teams against strong opposition was a special design, definitely straying away from successful AGHS tournaments, such as the ING School Team tourney or the Brunei Cup. KGS Admins (MrSquirrel and Javaness) also competed. They finished with a solid record, but who would want to piss off an admin? (jk XD) Anyway, the tournament director obviously wanted to attempt something special this time.

Finally, the AGHS must congratulate team 2_strong's amazing run. Having lost to the beastly_KILLERS in the fourth round, the dark horse team managed to win first place (!) with an outstanding record 6-1. Congrats team 2_strong! Although the beastly_KILLERS garnered a 5-0 perfect score, their departure in the first round sadly cost them the win. In this Swiss tournament, even bigbadwolf 9d can't place first if he is issued a forfeit by the TD.

The Swiss tournament system implemented by Lisa (KGS: arcsin) was definitely an atypical approach to pairing up AGHS tournaments. Therefore, we must all thank our devoted TD. She relentlessly paired as many people—as randomly as possible—and diligently executed her role.

We must also graciously thank TimCC, Kumoriha, and Drarior for their tremendous effort in organizing the tournament! We also thank Alexandre Dinerchtein 3p for his donations. Perhaps without the help of our members and officers, complimentary tournaments such as these would be hard to come by!

Quote of the Day:

*"All you are is
the go you play."*

-Hotta Yumi

Trick-or-Treating with Go Stones

by Matt Mallory

Many go players love talking about how there are many connections between a successful game of go and life. They are not without reasons for thinking so. Since go is such a rich and deep game, it has connections with almost everything, including trick-or-treating.

Enjoyment:

In my opinion, the fact that we trick-or-treat and play go is foremost as a means of enjoyment. Spending the night with our friends and parading around the town, dressed up as strange beings and creatures of the night in order to receive candy, should be nothing but fun with a great candy reward. Playing go should be enjoyable: a time with friends, a social interaction. But it should also challenge your mind and give you the mental rush that so many of us crave.

Efficiency:

In order to get the most candy, you have to be efficient in your movements. You want to trick-or-treat in the places in your neighborhood that have the most candy per area. Just like in go, we normally start by playing in the corners. Here we can cover more area using less stones. Not wasting a single stone is important to success in go, just as not wasting a single piece of candy is important to success in trick-or-treating.

Greed:

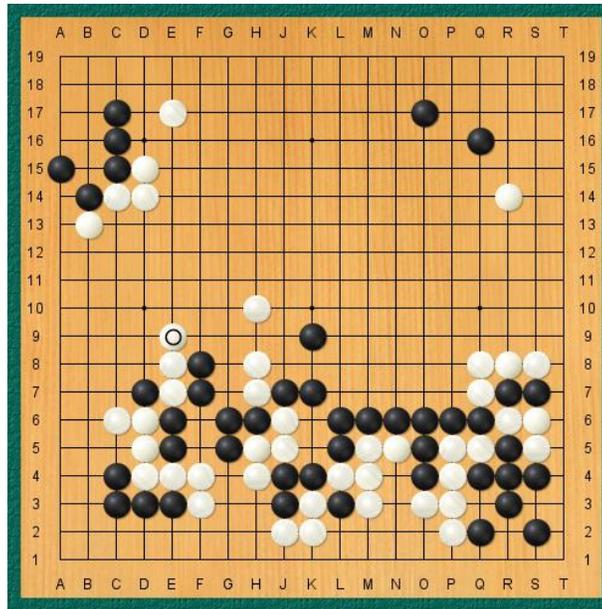
Back in my professional trick-or-treating days, I would come home with massive amounts of candy. My mother would always say, "Don't eat too much candy or you will get a stomach ache." I would never listen, because candy is delicious! I loved candy. I still do. However, my mother was teaching me not to be greedy or gluttonous. The same rule applies in go. Becoming greedy and trying to eat too many stones on the go board can result in your own hurting stomach.



Go in the Real World VI—Divide and Conquer

by Shai Simonson

When watching stronger players play handicap games, one of the things you should notice is how much they go out of their way to separate and surround Black's groups. Indeed, they will sacrifice stones and allow Black to control a few corners and some side groups, as long as all of Black's groups remain uncoordinated, disconnected, and without influence on the rest of the board. From White's point of view, the natural connectivity and coordination of all his stones is all he needs. Here is the opening from a game on KGS. The circled stone is White's last move.

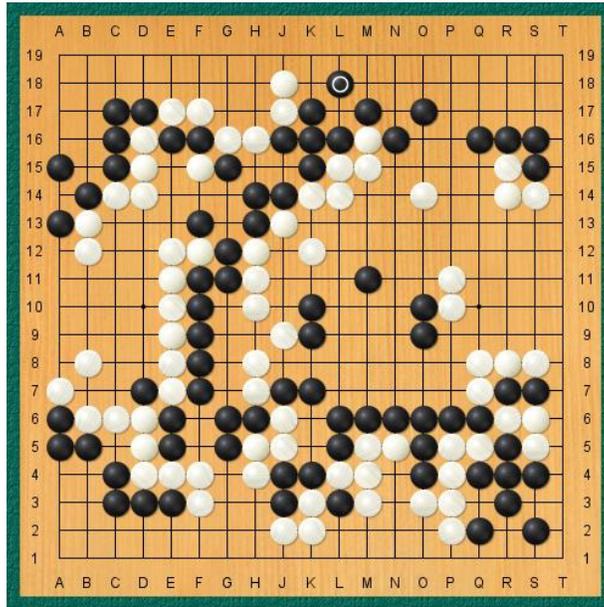


Did You Know That?

Tsumego is a Japanese go term adopted into English, are problems mainly about life and death, but also about ko, capturing races, cutting, connecting, etc. As a rule they are local problems, but a few involve the whole board.

Notice how Black chooses profit at the cost of having six groups on the board. Two of these are unsettled, and one is very weak. White, on the other hand, has just three groups on the board - two very strong, and one so flexible that it will eventually connect to one of the other two.

With his next move, Black proceeded to run out and save his very weak group. Here is the game much later. White followed a very simple strategy - connect his center group to the right while chasing Black.



Although Black has all four corners, and neither of his weak groups died, White has a commanding lead in the game. For Black, the lesson is to not get surrounded, to connect up your live stones, and to lightly sacrifice the stones that cannot easily avoid getting surrounded.

One somewhat extreme application of this idea, and an excellent exercise for improving your game and changing your perception of the board, is to forget about territory and focus instead on connectivity. Your goal is not to make the most territory, but to connect all your stones and separate your opponent's. In other words, you want to have as few live groups as possible, and force your opponent to have as many as possible.

Try this "connection" strategy for a few games, and see if it opens your eyes to new possibilities.



The Rising Star Wants You

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

We are also looking for graphic designers, web-designers, 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



Mister President,

Almost as good
as Mister Miyagi

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Because we're awesome like that.

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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

