

# Rising Star

American Go Honor Society

Busy People = Fun Stories

Volume 2, Issue 3

5 December 2009

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

It has been a while since we got out a newsletter, again we apologize, but don't worry there are many new and fun stories to read in each article. We are glad to still know you readers out there enjoy these stories.

Our website (aghs.cc) now has a Bio page, where you can read all about our Board members, it is under the "Member and Officer" section.



This is a very painful time in the school year for you kids out there, even college students. Midterms arising, and even Finals for some, it is chaotic to study hard and play some go at the same time. We encourage you to study hard and ace your tests. Remember, Go will always here when you finish them. Once your done, please feel free to socialize a bit and talk in our room on KGS (American Go Honor Society) while you are waiting to find games and such.

Questions? Comments? Email me at: [monkeyruler333@hotmail.com](mailto:monkeyruler333@hotmail.com)

## Handicap Review

by Sean He

This is a handicap game which I reviewed. I put a lot of suggestions for better moves in the game.

[Click Here to see the SGF Review of the Handicap Game](#)

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## “Go, War, and CEOs “ Fireside Chat

by Kris Taylor



I think of go as a war. I don't look at it as just a game. The go stone: a soldier under my command. On a 361 square mile arena, the battles take place, one after another. Maybe I'll take his nice little city in the top corner, or destroy his factories sprawling out towards my areas. An abush is a terrible ordeal, and a sacrifice of my own men.

Some see black and white mentos and a bunch of lines. Others see art being formed on the board; a delicate balance of life and death. No matter how someone looks at it, go is a learning game. It occurs not only in the game; what someone learns in go can be extracted, and used in the everyday situation. My great friend and mentor, Michael Wu, made an interesting point to me when he first introduced me to go--

"Think about this. An investor or CEO of a company is looking at stock reports of his company. His stock grows and grows in value, and he invests more and more. Another day he checks, astonished to see that his stock is now a tenth of its value on the previous day. He accepts the loss and sells what he has, to try and rebuild what is left. Greed on the go board, bad mistakes, sacrifice."

Go isn't just the game for people with time. Go is for someone who cares about his life. Go creates bonds between people, better health, and productive management skills. Go is a lifestyle. Go is you, me, and everyone else with a passion for it.

## Go in the Real World VII – Sente

By Shai Simonson

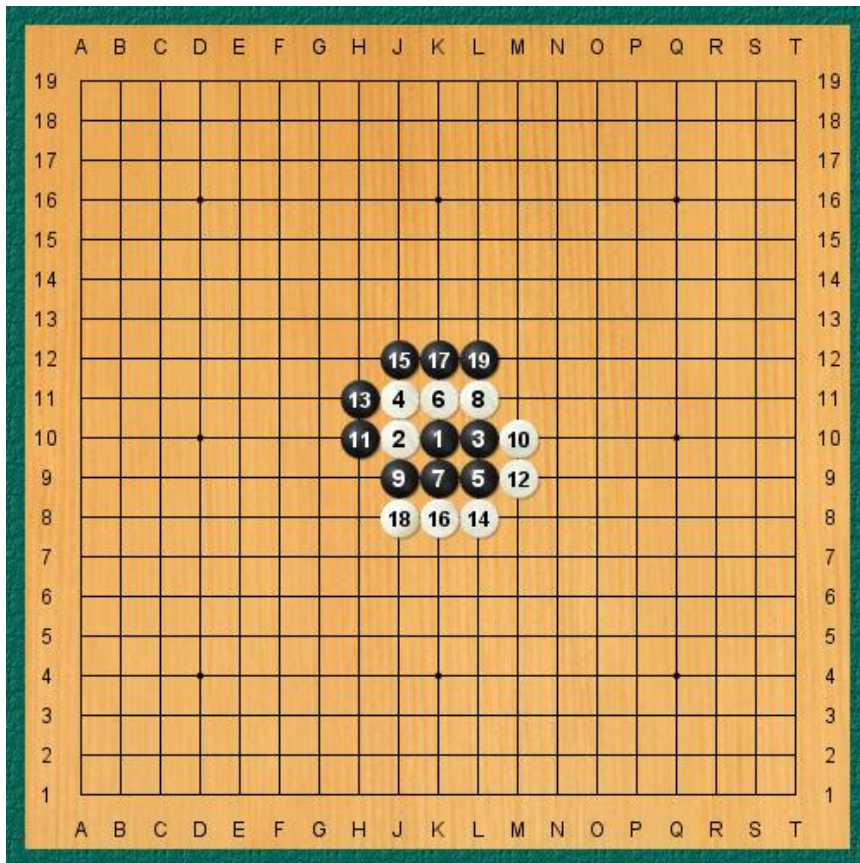
Better players always maintain the initiative. Magical “sente” allows them to move around the board while the weaker player seems destined to passively respond to the stronger player’s moves. There are some who say that such a passive strategy is like offering a 9-stone handicap. But what does it mean to “passively respond to your opponent’s move?” What really is sente? This is indeed a difficult question.

Imagine you are boxing someone, and your strategy is to block every one of your opponent’s advances, and then if you have a free moment, try a punch of your own. Once someone has thrown a punch, blocking it is fine, but the aggressor is no worse for his effort. Often, his punch, even when blocked, will cause a little damage, and these small damages add up. This blocking strategy is a failure and epitomizes the notion of “passive response”. A boxer cannot allow his opponent to maintain the initiative. A better strategy is to form an offensive plan, risking being hit harder for the opportunity to inflict a strike of your own.

In Go, the best move is often a counter-threat rather than a defense. It is often better to allow your opponent two moves in a row in one area of the board while you take two moves in a row somewhere else, than to answer each of your opponent’s two moves “directly” and passively. Sometimes, however, you must answer your opponent’s move directly and passively. Indeed, in these cases, you are better off answering a move directly than you are making a move in a new area. When this is the case, your opponent’s move is *sente*. Most moves are not truly sente, but a weaker player often thinks they are. A mark of Go skill is the ability to tell when a move is truly sente.

An extreme example of a strategy in which you do not answer any of your opponent's moves "directly," is the strategy of "mirror Go." Using this strategy as black, you play in the center and then mimic white's moves symmetrically the rest of the game. You should try playing mirror Go at least once if only to appreciate the ultimate in sente busting.

Mirror Go, in theory, should guarantee parity. After all, black has the same position as white with the advantage of the center stone. How can this go wrong? Of course, once your opponent catches on to your strategy, it is not too hard to make mirror Go backfire. There are many tricks for White to turn Black's active moves into passive ones. Consider the following mirror Go sequence:



At this point the stone at 1 in the center is in exactly the wrong place. Far from giving Black any advantage, Black would rather the stone be anywhere else on the board! White's next move is to remove five black stones from the board and win the game. Indeed, despite Black's attempt to answer White indirectly, White has managed to effectively keep sente the whole game, and turned Black's indirect active moves into direct passive moves.

What is sente then, really? Maybe it is just the moves of the stronger player.

## White House's Present To China

by "odnihs"

Okay so last month at the local Go club, Yuan Zhou came for his monthly lessons. After they all finished, he told us all some very exciting news.

Apparently, Obama is traveled to China, and the government decided to give them a ceremonial gift. So, someone in the White House decided that they should make a US-made Go set. Someone in the government, called up the AGA and asked them about it, saying that they could provide any resources needed, as long as the board could be made within a week.

The AGA directed the government to a guy in North Carolina named Frank (I think?) who has made a board in the past. Later they decided that the best wood would come from Hawaii, and the government shipped it in ONE DAY. XD

Frank also told the government that to put the lines on the board, it would have to be perfect, and he only had one chance. So the government sent him super-high-tech laser-printing technology to help draw the lines. The board is set to be finished by Monday.

As for the stones, I think the US will find some sort of slate and shell found in the US. As for the bowls, I don't know. :s



### *Did You Know That?*

There are several theories and legends about the origin of the game. One legend tells of a semi-legendary emperor Yao (allegedly 2337-2258 BC) who was dissatisfied with his son's non-serious behavior, and had one of his advisors (called Shun) invent a game which was meant to teach his son tactics, strategy and concentration. Shun then invented Go. Apparently the emperor's son thought little of it and discarded it saying that whoever played first would always win. This behavior upset his father, who skipped him in the line of succession and appointed Shun his heir.

### *Quote of the Day:*

“Fear is the path to the dark side. Fear leads to anger. Anger leads to hate. Hate leads to suffering.”

-Yoda (*Star Wars*)



### **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](mailto:aghsregister@gmail.com)



Mister President,

Almost as good  
as Mister Miyagi

## American Go Honor Society

Because we're awesome like that.

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**"odnihs"**

## 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](mailto:aghsregister@gmail.com) or leave us a suggestion at [www.aghs.cc](http://www.aghs.cc) as to what you would like to see change.

## PROPOSED FUTURE ENDEAVORS

International Competition vs. UK  
Seasonal Competitions  
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](http://www.emptytriangle.com))

by Chidori

normal ing-clock



the rare kind:  
the kibitzing ing-clock

