

# *The Rising Star*



## The Return of the Stones

Friends! Romans! And the rest of the Non-Roman Go Community. I proudly present the newest "Rising Star" since late 2005. There have been many changes since the inception of the AGHS. Titles have been won, new members have joined, and officers have been elected. However, what has remained constant is the love of go everyone shares. That is precisely what this publication is about; this is the fundamental idea that is the American Go Honor Society. Now, remember, though your love of Go is strong, there is the question of prioritizing one's studying. Please remember that school does come first and one should practice Go with discretion; it will always be there after your tests are finished.



Questions? Comments? Email me at: [sathyasingh9@gmail.com](mailto:sathyasingh9@gmail.com)

So, without further ado, I present this month's "Rising Star". Please enjoy it!



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## Impacts—Go and Me

I imagine that, like me, many of today's newest Go players were first drawn into the game by the manga "Hikaru no Go". Yes, I know what you're all thinking, but it is true, my first experience with the intellectual feast known as Go was due to that manga. It seemed so familiar and yet, so fundamentally different. I can understand where Hikaru, the underdog protagonist was coming from, having experienced what it is like to face opponents more skilled, more strategic, and with sharper eyes than my own. I can also understand that sweet sensation of victory- I was one of the people on the Beginner Team for Jasper High School in the School Team Tournament who came in top for that division. It was truly, truly, one of the most satisfying moments of my life. And, although I do not know why Go attracted me, there was definitely something there since the beginning. After I moved to Texas in Summer 2010, I found out that my new school had a Go club. When I heard that, it was as if the very heavens were telling me that this is where I belonged and where I would be able to finally experience the game- or rather, the Philosophy that is Go. And whether you want to call it Go

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## OPINIONS- The Superiority of Go

Chess and Go are similar as board games, yet the openness and flexibility of moves in Go makes it far superior to chess. With chess, the pieces are severely constrained in movement. A row of pawns hinders the movement of the superior pieces behind it. Rooks, knights, and bishops protect their feeble king. The queen, who represents the love of the people, wields the most power to protect her husband who is unable to reciprocate her love.

However, in Go, all pieces are equal. The strength of a stone waxes and wanes correspondingly to the pieces around him. The unlimited moves of Go make it a game hard to learn and difficult to master. Yet, within all of these moves, there lies the joy of attempting new things every game. A stone shifted one intersection in the opening makes all the difference and carries weight later in the game. When the stones clash, there is a multitude of ways to exploit an opening. Moreover, in the endgame, a slight mistake could tilt the score in either direction. The flexibility of Go makes it a far more entertaining game than chess. While some players are put off by the murkiness of a stone's "influence" and long for rigid rules and a small board, the versatility of Go is what makes it so unique and fun to play.

-Steven Tsai



## The Review

<https://docs.google.com/document/d/1MMohVmrl8CVbyqviLfU5nx4JA9a7gUC4xQsdloxrDDc/edit#>

Above is the link to Andrew Lepinskie's game review. This provides review provides succinct annotations of modern day Fuseki and their variations.

### Chidori's COMIC: The Players of Go



the MANOWAR MAKES ME PLAY BETTER



the CREEPY STARE



the ARCHITECT

The comic is provided by: <http://www.emptytriangle.com/archive/show/66>



Visit us at  
[AGHS.cc](http://AGHS.cc)

The mission of the American Go Honors Society (AGHS) is to provide a mutually supportive and positive learning environment in which every individual member has the opportunity to develop skills for the game of go, and turn in self-confidence and personal growth regardless of age, gender, location, or station. This is to develop the strength of the youth in the United States in order that they may rival the perennial powerhouses of Asian nations in go, and to establish a professional go association in the United States at one point in the future. However we are not a closed society. If you ever want to help us in achieving our goal, please don't hesitate to contact us. Plus, you get the benefit of helping the Go world and, depending on the work you do, you may even qualify for college credits! So, come check us out at "Aghs.cc" and see if you'd be interested in any of our activities, contributions (including Newsletters like these,) and just meeting fellow Go players in the World.

American Go Honor  
Society

"Molding the  
American Go  
Players of  
tomorrow"

## School Team Tournament

Hello everyone! The North American School Team Tournament is going to start on March 17th. In order to compete you will have to sign up by March 1st. There will be Go clubs from USA, Canada, and Mexico competing in the tournament to decide which Go club is really the strongest. There will be various divisions of each level. Teams must be composed of three people who are in high school or below and are all younger than 20. Each member of each team must be enrolled in the same school or learning institution, and each school/learning institution can enter a maximum of 3 teams for the tournament. Take a shot at being the strongest team in the continent!

To register go to:

[https://docs.google.com/spreadsheets/viewform?hl=en\\_US&formkey=dEtLWDVvcWdqBiktbnBnRDVtcDtHZEE6MQ#gid=0](https://docs.google.com/spreadsheets/viewform?hl=en_US&formkey=dEtLWDVvcWdqBiktbnBnRDVtcDtHZEE6MQ#gid=0)

Good luck and Have fun!

