SUMMER LIGHTNING GO TOURNAMENT - WEDNESDAY 11th OF JULY

The tournament will be held at the White Horse Bar, Barrow Quay (close to Tara street station) in Dublin city center. The tournament will consist of four rounds. All games will be handicapped with 20 mins per player, sudden death. As much as is possible, players will be put against opponents of a similar level, to minimise the number of very high handicap games. First prize will be £50 cash.

Play starts at 8pm promptly and the entry fee is £3.50 (£2.50 for IGA members).

Players of all levels are encouraged to come. Inexperienced players will have the reassurance of large handicaps when they come up against stronger players so anyone could win provided they play well for their level.

THE ISLE OF MAN CHALLENGE - ROUND 2

The Irish team will be travelling by ferry to Douglas, Isle of Man on Friday 9th July. Anyone else interested in coming should act now (ring Ken). The first round in Dublin last March was a draw so the winner of this round will hold the Dublin - Isle of Man challenge trophy until next year.

THE 1990 WORLD AMATEUR GO CHAMPIONSHIP (WAGC) - By Noel Mitchell

Ireland is the newest member of the International Go Federation and 1990 was the first year in which an Irish representative participated in the WAGC. This is an even game championship with one representative from each country. It is sponsored by Japanese Air Lines and this year was held in Hiroshima from May 22 - 26th. A total of 39 countries were represented; the format was an 8 round swiss system with 1.5 hours per player and 1 minute byo-yomi.

We played two games per day and then went out to the local Go clubs or played in the hotel Go room in the evenings. The players are real celebrities, receiving great attention from the Japanese Go community and the media. There was great interest in Go in Ireland.

The crucial clash in the competition came in round 6: China vs. Japan. China won by 2.5 points. Japan probably had a chance to win in the endgame but didn't take it. Top 3 placings - China, Korea, Japan, Luxemburg, Chinese Taipei, Hong Kong, Brazil, Netherlands. Very good performances from the Europeans. The winner, the Chinese amateur champion, is only 13 years old!

After the WAGC there was a day tour to Miyajima, a very famous site in Japan - it is an island near Hiroshima. Then the players travelled to Chiba city near Tokyo for an 'International Go Festival' - two days of friendly matches (and receptions) with local businessmen and celebrities.

Throughout the tournament there was the opportunity to have professionals comment on your games and there was a tense but friendly and excited atmosphere. The trip and tournament are a great experience; to see Japan, meet players from around the world and get a tantalising glimpse of the world of high level Go.

THE 1990 BRITISH GO CONGRESS - by Damien Lynch

Four of us drove bright and early to catch the morning ferry from DunLaoghaire to Holyhead. Our destination was Salford, a city within Manchester (like DunLaoghaire in Dublin), where the 1990 British Go Congress was to be held. We arrived Friday evening and watched the lightning tournament - you must make all your moves within 20 minutes! The main event was spread over Saturday and Sunday, 6 games each, 1 hour per person with 10 seconds byo-yomi. We were joined by a fifth Irish player who flew over and we entered for the team competition. The new playing styles and the sheer size of the competition proved somewhat troublesome for us. When the dust had settled we
had only won only seven games out of thirty. It was a very enjoyable weekend and the
experience has improved at least this player’s game and whetted our appetite for more
competition – watch out for us next year at the British Go Congress

INTERCLUB MATCH

The first ever Irish interclub match was held on Wednesday 27th June in the
White Horse bar. The two clubs involved used this opportunity to deal with the problem
of club names. All games were handicapped, ✓ denotes win.

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<tr>
<td>Noel Mitchell ✓ (1 kyu)</td>
<td>Mary Mulvihill (5 Kyu)</td>
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<td>Damien Lynch ✓ (3 Kyu)</td>
<td>Eugene Mallon (11 Kyu)</td>
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<td>John Kenny ✓ (4 Kyu)</td>
<td>John Gibson (13 Kyu)</td>
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<td>Henry Back ✓ (11 Kyu)</td>
<td>Bernard Palmar (20 Kyu)</td>
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Dublin Go Club (4) vs Collegians Go Club (0)

The hardest fought game was between Henry and Bernard who battled without
quarter for two hours until Henry’s victory was established. Shall we see a match
between Trim and Bray next?

GO IN LONDON – By John Kenny

In the British Isles, London is without doubt the heart of British Go. Most of the
hundreds of regular players in the London area play at one of the clubs below.

Central London. Meets at IVC, 2 the Piazza, Covent Garden WC2, Fri 6.30 Pm,
Sat 3 Pm. Contact O. Kanuki, 35 Clermont St., London SW1 5EU (01) 874-7362

North London. Meets Mon. 7.30 Pm at 10 Parliament Hill, London NW3 2SY.
Contact W. Streeten (071) 435-7636. No Smoking.

North West London. Meets Thurs. 7 Pm at Greenford Community Center,
Oldfield Lane (south of A 40) Greenford. Contact K. Rapley, Lisle, Wynnswich
Rd., Seer Green, Bucks. (01) 562-5614 (work), (0494) 675066 (home).

Mellor. Meets some Sundays at 11 Brent Way, Finchley, London N3 1AJ.
Contact A. Rix, H. Lee (081) 345-3303. Non Smokers Only.

Wanstead & East London. Meets Thurs. 7.15 Pm at Wanstead House, 21 The

Many of you will remember Francis Roads who came over to help us at Gaiecon.
Francis has recently been promoted to 4 Dan.

Harold and Alex of the Mellor Club were good enough to put me up for a few days
when I went over to play in the Leicestershire tournament last month. Their club will not
be meeting regularly for some time due to extensive renovations. If you like gardening
especially watering one) then Harold is a grand man to have a chat with.

The Central London club is perhaps the most popular. There is a sharp contrast
between the air of studious concentration within the club and the riotous carnival
atmosphere of Covent garden on a Saturday night coming in through the window. Not
for the easily distracted.

The North London Club is my favourite. Bill Streeten hosts the meetings in his
home. Attendance is good with a large variety of levels. On my last visit there were 17
players there including 3 ladies. I played George a visiting 5 Dan from Czechoslovakia.
He is a Chinese 2 Dan and Bill himself who is 4 Kyu. Also present were several
beginners, Harold Lee a 4 Dan and several single figure Kyu players, including Phil
who has a very strong 2 Kyu. There is no smoking in Bill’s house and it helps if you like
chinese as he has an ancient dog and several fat cats. These bring to mind the 18th
century wood prints of Confucious and Lao Tzu playing Go while watched over by the
venerated spirits of old age and wisdom in the form of a turtle and a crane. The cats spoil this impression somewhat by occasionally leaping nimbly into the center of a Go board during play, there is some speculation that Bill has been trying to train them to do this when he is loosing a game.

There are numerous other Go clubs all over Britain. For details ask Ken or Noel.

SOLUTIONS TO GO PROBLEMS

1) White plays E16. If Black D17 then White C17 and black is caught in a ladder.
2) Black Q16. If White Q17 then Black P17. White can capture with Q15 but then Black "confinis the cranes to their nest" with P15
3) Black T4. If white captures with T5 White retakes with S5.
4) White can tenuki (play elsewhere). Black is dead, he has only one eye.

This Newsletter (see below).

1) No. White is dead if Black plays correctly.
2) P18 is the weak point. If Black plays there he catches the 4 stones in a snapshot.
4) D1 is White's only move and Black's attack comes to nothing.

GO VENUES

Saturday morning sessions are from 10 am to 2 pm, in the Board Games room on the 4th floor of house 4, front square, Trinity College.

The second and fourth Wednesday evening of each month. The White Horse Bar, Burgh quay, Dublin. Phone Eugene Mallon (01) 792406.

Wednesday and Thursday evenings. Brogan's Hotel, Trim.
Phone Justin Wallace (0405) 57155

GO PROBLEMS

(Read clockwise, starting upper left.)

1) Can White (to play) make two eyes and live in the corner?
2) Where is White's weakness?
3) How does white (to play) capture the 4 stones on lines 3 & 4?
4) Black has played a skillful attack with E3. How does White answer?