

# League Report – Round 3 Finished

By Chuck Elliott (Sept. 10, 2009)

The deadline for game results has passed and round 4 is now posted.

## **A League**

The Dragon hangs in there. It went the whole 5 games (6 actually). John said the final game was very difficult but he managed to win. I must report the strange incident that caused game 5 to be replayed. John's clock ran out so KGS gave Harry the win on time. John claimed he made his final move in byo-yomi with 20 seconds left but KGS ignored the mouse click. After some discussion Harry expressed disappointment in the win and suggested to replay. No one objected and as referee I happened to be watching and allowed the suggestion to take effect. I had a strange feeling that it possibly was not the right decision but it was satisfying to the players and probably the observers. Anyway, here we are after 6 games. Harry could be back in round 5.

## **A-1 League.**

Sarah Yu, 6 dan, a new entry in round 3 showed everyone she belonged there with 4 wins and no losses. Will she go undefeated against John? Don't miss the games.

Also, the A-1 league appears to have increased in strength now with the entries of Liang Yu 6 dan from Calgary and Luke Chung, 6 dan from Edmonton. Furthermore, Andrew Huang, 6D has returned after sitting out round 2. Michael Liang, 5 dan has dropped out. At the time of this writing there is still the possibility of other strong players entering as James encourages them in Toronto at the Canadian Open. It looks like having a 6 dan rating will not guarantee entry into the top league in the near future.

## **A-2 League.**

Irene Sha spent the summer in China at Go school. The Chinese promoted her to 5 dan and the CGA followed as she was only a few points away. Others in Canada are spending time in Korea to study as Ben Mantle reports. Irene is only 14. All this is good news for the future of Go in Canada.

## **CGA Ratings.**

There is no doubt that the leagues are helping to correct bad ratings. I appreciate helpful comments by players who spot others who have been poorly ranked. Often when a player does very well winning all games or 80% or better I simply boost their rating before processing their games. This works well.