

ASO - Austrian Season Opening

organized by Denk- und E-Sport Klub Hungry Hippos

Tournament system:

International D-class tournament (EGD)

Japanese rules, handicap 5, 6.5 points Komi

5 rounds MacMahon (EDG-Ranking)

Fischer time: 30 min (start), 20s/stone

The final score is determined using Score, SOS, SOSOS.

In the event of a tie, the tournament management reserves the right to apply further criteria to determine the placements.

1. Sign up:

- Registration via the registration form:
- http://www.goverband.at/registration/index.php?turnier=ASO_HungryHippos
- Transfer entry fee to the club's bank account
- Joining the discord server:
<https://discord.gg/jUvhkn4vsz>
- Group join request on the go platform:
<https://online-go.com/group/7984>

2. Check-In:

- Join the voice channel "gäste-2" or "gäste-3"
- Write in the text thread "ASO 2025" at text channel #go-turniere: "Check-In"
- As soon as the admin is ready, the admin pulls you into the voice channel "Go-Admin" and checks with you whether all points are fulfilled at the "Sign up" step.
- The Communication with Referee and Admin is just on discord.

3. Fair Play:

- Fairplay is a necessary part of the tournament. It is not allowed to use Joseki dictionaries, AI or any other additional help.

4. Preparation for the competition game:

- the admin publishes the current pairings in the Discord text channel #go-turniere.

- Determination of the opponent and their OGS data pulled from the Google spreadsheet which was also published in the text channel mentioned above at the beginning of the tournament
- In the <https://online-go.com/group/7984> select the opponent from the group members and the black player creates the challenge:

WolfgangKpf

Spielname <input type="text" value="ASO_RX-BY"/> Privat <input type="checkbox"/>	Gewertet <input checked="" type="checkbox"/> Brettgröße <input type="text" value="19x19"/>
Regeln <input type="text" value="Japanisch"/> Spielgeschwindigkeit <input type="text" value="Live"/> Zeiteinstellung <input type="text" value="Fischer"/> Anfangszeit <input type="text" value="30 Minuten"/> Zeitgutschrift <input type="text" value="20 Sekunden"/> Maximale Zeit <input type="text" value="2 Stunden"/>	Vorgabe <input type="text" value="Keine"/> Komi <input type="text" value="Automatisch"/> Deine Farbe <input type="text" value="Schwarz"/> Analyse deaktivieren <input checked="" type="checkbox"/> * <small>* Schaltet auch geplante Züge aus</small>

Schließen
Herausforderung senden

Bevorzugte Einstellungen (0)
Einstellung hinzufügen

- Settings:
 - Game Name: ASO_RX-BY
 - Private: No
 - Ranked: Yes
 - Board Size: 19x19
 - Rules: Japanese
 - Game Speed: Live
 - Time Control: Fischer
 - Initial Time: 30 Minutes
 - Time Increment: 20 Seconds
 - Handicap: None
 - Komi: automatic
 - Your Color: black
 - Disable Analyse: yes

5. Competitive game:

- Playing Fair, concentrated and with a lot of fun
- The top group is obliged to play every game

- If the opponent does not accept within 5 minutes of the start of the round, contact the referee

6. After the competition game:

- As a safeguard, the game link is stored in the corresponding thread (“Round X”) in the text channel #go-turniere in order to report the result. If no link was stored, the referee must confirm the results by contacting both players independently of one another. In the event of a disagreement, the game is concluded as not scored.
- If possible, the SGF files are added to the EGD database.

7. Intermediate results, drop-outs:

will be posted on the following social media channels depending on the resources available:

- Facebook: <https://www.facebook.com/DEKHungryHippos>
- Instagram: https://www.instagram.com/dek_hungry_hippos
- Twitch: https://www.twitch.tv/hungryhippos_support
- Twitter: <https://twitter.com/HungryHipposAT>

Drop-Outs:

- Please report to the referee (voice-channel: Go-Referee) and in the text thread “ASO 2025” at text channel #go-turniere.
- Players in the top group have to play all games, games will be counted as a defeat (resignation) if they don’t show up

8. Prices:

Winners of places 1.-3. will be contacted either by e-mail.
Same procedure for winners with 4/5-wins.

9. Video transmission

By participating in this tournament, the participants accept the transfer of their data (OGS, EGD, name,...) to the Hungry Hippos social media channels.

10. Thank you for participating in our online tournament!