



## MEMORANDUM – PROPOSAL

◦ *DRAFT of a DRAFT* ◦

**To:** SAIJO EUROPEAN YOUTH GO TOUR Team Members

**From:** Cristian Cobeli, DornaGO – CSM Vatra Dornei, Romania

**Subject:** SEYGO Tour – A Proposal for the System of Rules

**Date:** 2018 October

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### 1. Introduction

### 2. Aim – Objectives

### 3. Principles

### 4. Name

SEYGOT – SAIJO EUROPEAN YOUTH GO TOUR – SEYGO Tour



This is the acronym that will be formally used as the name of the competition.

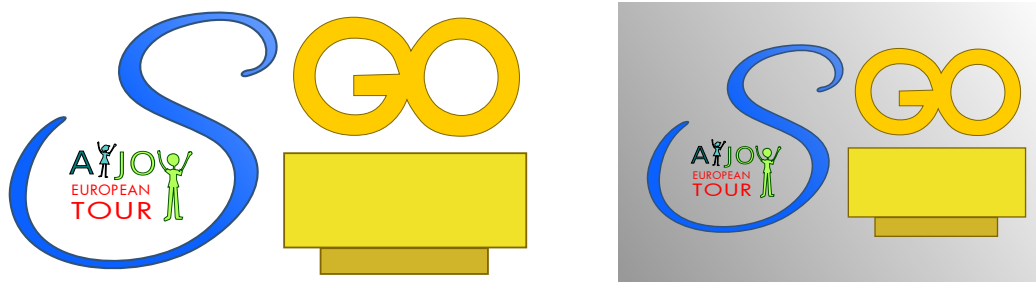


FIGURE 1. SEYGOT logo-draft



FIGURE 2. SEYGO Tour logoBW-draft

For the local competitions, stages held in different countries / places, we will use more specific terms such as: championships, open, the name of the country or the place. For example, SEYGO Open, SEYGO Championship, with instances such as:

- CROATIAN YOUTH GO OPEN
- VIENNA YOUTH GO CHAMPIONSHIP
- VATRA DORNEI YOUTH WINTER GO FESTIVAL
- AMSTERDAM SEYGO TOUR FINAL

These specific names may be left to the choice of local organizers.

## 5. The Play System

In each stage there will be two or three distinct competitions:

- The FUTURE STARS (BEGINNERS) championship – Swiss system, open to newcomers of all ages of at most twenty years of age. One can participate in only one (or two?) such competition.

There will be a total of 10 – 12 rounds, 3 – 4 per day for three days.

Rules: Japanese; Time: Free<sup>1</sup>; Komi 6.5.

- A large MacMahon Open Championship that embeds the *qualifications stage*, the *KO twelve*, *KO sixteen* and *KO twenty* categories and *all the other games between non-qualified or eliminated participants*.

At the beginning of each round, the referee sets the pairing according to the knock-out tables and the remaining participants are then paired automatically by the program (computer).

Although differences can be accepted, a regular contest will consist of six rounds, two a day, in a competition held during the three days.

Rules: Japanese; Time: 1h; Byo-yomi 3 x 30" or 5 min. for 12 stones; Komi 6.5.

The Ko Tournament is described in Section 6.

- The Senior Youth Go Championship, open to young students. In this category, system of play is open to the organizers, depending on the number and rank of the registered players.

Rules: Japanese; Time: 1h; Byo-yomi 3 x 30" or 5 min. for 12 stones; Komi 6.5.

## 6. The KO Tournament

The basic Ko tournament KO64 has 6 rounds involving 64 players.

Based on particular conditions, the organizing commission may decide if the elimination contests are to be made on smaller schemes K32, K16 or K8 or, for instance, on intermediary versions with selected seed players placed in the second round. All

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<sup>1</sup>The referee is allowed to impose a clock with a certain time limit, say 5-10 min. sudden-death (depending on the stage of the game) if certain players allow themselves to use a considerably longer time than the other players, which would prevent a smooth running of the Beginners competition.

these reduced versions are based on the same scheme by starting to fill only a certain superior level of tables shown in Figure 4.

The initial occupancy order of placement in the scheme is based on the list of SEYGOPs, qualification games, drawing lots, criteria for placing seeded players<sup>2</sup>.

The first two players are placed into the head boxes of Sections 1 and 4 in the gold boxes. Next, players 3 and 4 are drawn randomly to occupy the bronze boxes of Sections 2 and 3. Then, the next four players with numbers 5-8 are entered in their corresponding position into the blue boxes, in Sections 1-4, by drawing lots, also. Similarly, the next eight players numbered 9-16 obtain the corresponding green places by drawing lots. The procedure is continued, also by drawing lots, to place in the scheme players with numbers 17-32 into the magenta boxes and those numbered 33-64 into the red boxes.

Wild Cards are dictatorial placements of players selected by the organizing committee, after the notification of the general tour commission. The players rewarded with wild cards are typically placed on the last positions of the corresponding zones in the general list, before drawing the lots for placement in the playing elimination scheme.

It is at the discretion of the organizing committee if they offer or not these wild cards and their maximum number is presented in Table 1.

TABLE 1. Maximum number of places on the entry list offered as Wild Cards.

Places on the list	8th	15th-16-th	29th-32th	57th-64th
Number of WC	1	2	4	8

If the preliminary conditions require the organizer to choose a shorter format of the KO tournament, a number of places on the list used in the main draw may be obtained by a qualifying tournament (one or two knockout qualifying rounds). These places must be situated immediately above the wild cards of the last zone, and their number is indicate in Table 2.

TABLE 2. Placement of qualifiers in the list before the main draw.

Tournament	Qualifier places	Number of qualifiers
K032	21-28	8
K016	11-14	4
K08	6-7	2

Also, at the discretion of the organizers, in the preliminary rounds before shorter KO tournaments, some wild cards from the last group may be replaced by the winners of other qualifying games.

<sup>2</sup>In the first editions of two-three open tournaments of the tour, the organizer might also need to use the order players according to the European Go database.

## 7. The Tie-Breaking System

In the qualifying games or in the Knock-Out tournament, if a game ends, by any reason, *jigo* (with no result), then the winner is determined to be the one who wins first in the following series of games on smaller and smaller boards and time constraints:

- Board size: 9x9; Time 5'; Byo-yomi 1 x 10"; Komi 6.5.
- Board size: 7x7; Time 3'; Byo-yomi 1 x 5"; Komi 6.5.
- Board size: 5x5; Time 3'; Byo-yomi 1 x 5"; Komi 6.5.
- Board size: 1x1; Time 3'; Byo-yomi 1 x 5"; Komi 6.5<sup>3</sup>.

The tie-breaking games are played after 15'-20' after the jigo result was accepted by the referee, and there will be a 5' break between the games tie-breaking games if more than one such games are needed.

## 8. Points

Points (shortly **SEYGOPs** or **SPs**) can be obtained by each participant in two ways, cumulatively:

- In a KO tournament that is part of a **SEYGO** Open Championship.
- In a **SEYGO** Open Championship (games played in the qualification rounds or outside the KO tournament, by the non-qualified players, seeded players or by those who have been already eliminated).

Points are gathered continuously over the years, as follows:

Before a new edition of a **SEYGO** Open Championship, points obtained in the previous edition are subtracted from the **SP** of each participant of the previous edition. Then, at the end, the **SP** of each competitor from the current edition will be updated adding the total number of points obtain in the just finished competition.

There are three categories of points, corresponding to the age categories: **SEYGOP12**, **SEYGOP16** and **SEYGOP20** (shortly **SP12**, **SP16**, **SP20**).

## 9. Race to the Final Points

Each year, for any player participating in the tour a distinct score -number of points- is calculated, the sum of **SEYGOPs** the player gained in that year. Is the *Race to the Final* **SPs**. The Top Ten players on the list of each age category qualify to the **SEYGO Tour** Final. Participants in the Top Ten Finals obtain points according to their final place as shown in Table 7 and 8, while the other participants, who may play in the Final Open, gain points according to Table 8.

The special scheme of play in the Top Ten Finals is presented in Section 10.

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<sup>3</sup>This is equivalent to drawing lots. Indeed, after *nigiri*, Black cannot play (there is only one place to move, which is actually a suicide move), so Black says pass. Similarly, White passes. Finally, the game ends and White is the winner, thanks to the 6.5 points komi.

## 10. Scheme of Play in the Top Ten Finals

On each of the 12, 16 and 20 age categories, the first ten players (ordered decreasingly by their SP score of the year) qualify to the Final, which takes place at the end of the year (in Amsterdam?). The list is shifted up to fill any place emptied by unavailable players.

In each age category players are divided into two groups: The G[reen] Group **GR** and The O[range] Group **OR**.

- (1) Players situated on positions one and two are seeded players, being placed separated in the two groups. They are the heads of groups **GR** and **OR**. The next two players are taken from the list and placed one by one in the two groups by drawing lots. Similarly it is proceeded with the following three pairs of players, till both groups **GR** and **OR** are filled with five players each. The drawing lots procedure may be exceptionally extended to more players in case a few of them have the same score on the list.
- (2) A robin round tournament is played in each group. Each player has to play four games.
- (3) After the games, players are ordered, by the following criteria: the number of wins (possibly, plus the number of jigos); the result in the direct game (if the tiebreaker is needed between two players, only); their entry position in the group (if the tiebreaker is needed between more than two players).
- (4) The Semifinals Round consists of the following games, denoted SF12, SF21, SF34, SF43, SF55, respectively:  
**GR1 - OR2** and **GR2 - OR1**  
**GR3 - OR4** and **GR4 - OR3**  
**GR5 - OR5**.

The winners of all games qualify to the finals and the looser play in the Consolation Final. Tie breakers are solved by the criteria in Section 7.

- (5) The Finals Round consists of the following games:  
The Final for places 1-2, between the winners of SF12 and SF21.  
The Final for places 3-4, between the losers of SF12 and SF21.  
The Final for places 5-6, between the winners of SF34 and SF34.  
The Final for places 7-8, between the losers of SF34 and SF34.  
The Final for places 9-10, the rematch SF55.

Tie breakers are solved by the criteria in Section 7. By exception, in the happy case where the two players in SF55 and in their rematch in the Final split the results, both players will be ranked equally on places 9-10.

## 11. Prizes

At the end of the year, at the last Championship (Amsterdam Open?) a number of prizes-trophies-rewards will be awarded<sup>4</sup>:

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<sup>4</sup>It would be nice to have names of significant players attached to these trophies.

- Prizes for the first three (?) places in each category 12, 16, 20, Seniors. They might be also separately for boys and girls or for the most improved player of the year in the each category.
- Rookie of the year for the best results of a player who went through through a Future Star tournament that year.
- Special prizes for extraordinary results of younger children.
- Prizes for country teams (cumulatively best SPs of two boys and two girls).

Some special prizes/trophies in the name of some sponsors or personalities may also be awarded.

At the end of regular tournaments can be offered special prizes (coloured-badges) for all first participants into a Beginners tournament and, for advanced players, based for the first career achievement of 1000, 2000, 3000, 5000, 10000 SPs.

## Addendum

### 1. Distribution of SEYGOPs

A player earns points in SEYGO Tour KO Championship in two ways, cumulatively. The first type is awarded for the highest stage that the player managed to reach in the Ko tournament (see Table 3) and the second, for each disputed match (see Table 4).

**KO points:** A player earns points in a KO tournament according to the following table:

TABLE 3. Distribution of points in a SEYGO Tour KO Championship.

phase	Round of 64	Round of 32	Round of 16	QF	SF	F	W
points	30	40	80	150	250	500	1000

**Game points:** In each game played in the open (qualifications, preliminary rounds, KO-tournament, games played after elimination) a player gains a number of points, the same in any phase, depending only on whether the game is for him a win or a loss.

TABLE 4. Points gained in any game of a SEYGO Championship.

result	WIN	LOSS
points	20	5

In a jigo game, each player gets a half of the number of points for a win.

**Remark:** The distribution of points in Table!3 might be easily adjusted to different particular situations, such as:

- Multiplying them by a supra-unitary coefficient for some selected super-tournaments (for example the summer and winter camp, with eight rounds tournaments) or by a sub-unitary coefficient if some regional tournaments are also included in the tour.
- If it happens that some tournaments have an insufficient number of players, they are distributed, as appropriate, in the KO-scheme starting with the Round of 16 or the Round 8, and the points are awarded only for those phases.

### 2. Distribution of points in the EYGOC

Traditionally, The European Youth GO Championship is the largest youth Go tournament in Europe. This competition has its own rules and format: six rounds MacMahon tournaments with top group separated on 12, 16 and 20 age groups. It is disputed in March or April, but the age barrier is in August of the year (to meet the qualification conditions for The World Youth GO Championship).

In EYGOC, points are obtained only for the games played. The number of points earned depends on whether or not the player is placed in the main group and whether the game is won or lost (see Tables 5 and 6).

In a jigo game, each player gets a half of the number of points for a win.

TABLE 5. Points gained in EYGOC games by players in the main group.

result	WIN	LOSS
points	170	30

TABLE 6. Points gained in EYGOC games by players outside the main group.

result	WIN	LOSS
points	50	1

### 3. Distribution of points in the SEYGOT Final

Considering:

- (1) A predicted smaller number of participants (due to more expensive costs).
- (2) A different type of competition that highlights the most valuable, top ten competitors throughout the year.
- (3) Keeps part of the overall structure of points distribution in SEYGOC.

In the SEYGO Tour Final, points are also gained cumulatively according to the final place obtained by a player and in each game, according to the result, if it is a win or a loss (see Tables 7 and 8).

TABLE 7. Distribution of points top ten players in the SEYGO Tour Final.

place	10th	9th	8th	7th	6th	5th	4th	3rd	2nd	1st
points	100	100	140	180	220	260	300	400	500	600

TABLE 8. Points gained in any game of a SEYGO Tour Final.

result	WIN	LOSS
points	50	20

### 4. Adjustment in the age transition period

For simplicity, in one calendar year a player participates in all SEYGO Tour competitions at one and the same age category, the one corresponding to be had on 31 July of that year. Players' transition to a new age category is done before the first competition.



Thus, before the first SEYGOC of the year, the score of all players who have passed into a new age category will have their SEYGOPs adjusted multiplying them by *avc* (an *age-value-coefficient*). The value of *avc* is  $2/3$  and the new score is rounded to the integer part.<sup>5</sup>

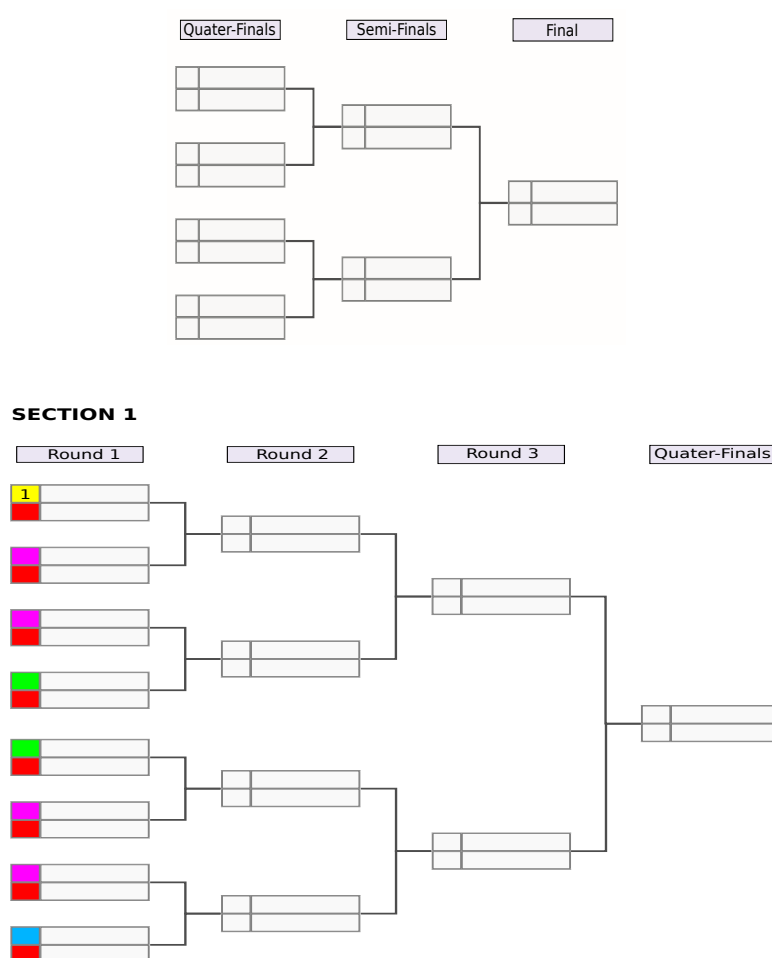


<sup>5</sup>For example, a player who passes into the SEYGOP20 category has  $SP16 = 602$ , and in the previous edition of the first SEYGOC of the year he earned 250 points (150 points for acceding in the quarter-finals,  $4 \times 20$  for each win and  $2 \times 10$  for each lost game), say. His adjusted score before entering in the tournament will be  $\lfloor 2/3 \times 602 - 2/3 \times 250 \rfloor = \lfloor 704/3 \rfloor = \lfloor 234.66 \dots \rfloor = 234$ . Afterwards, before any other SEYGO Tour tournament of that year, his SEYGOP20 will be adjusted by two third of the points he obtained in the previous edition of that championship.

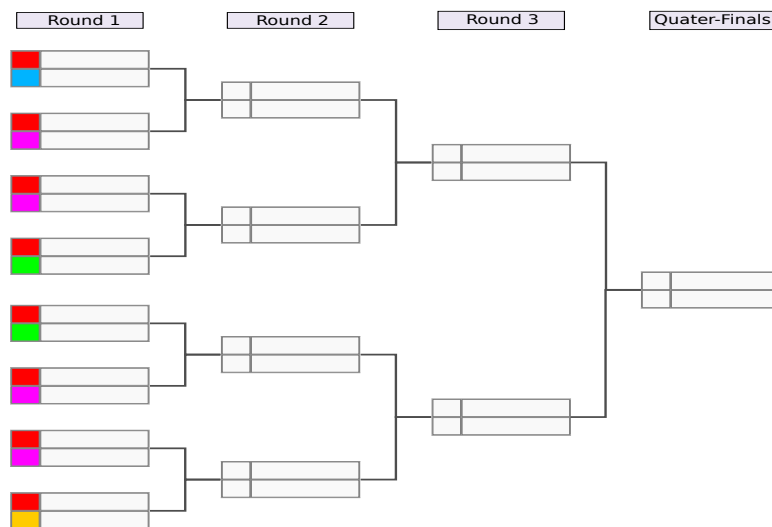


FIGURE 3. Other logo motives

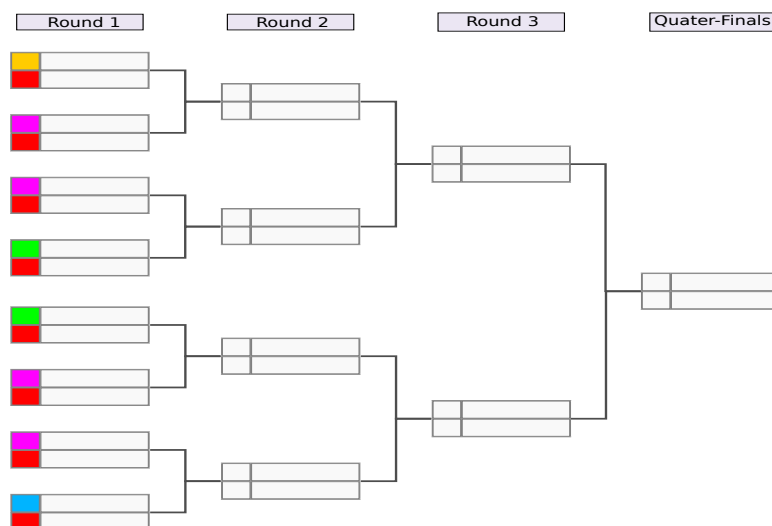
## 5. The Elimination tournament Scheme



## SECTION 2



## SECTION 3



## 12. Shortcomings – What it is needed – What would be nice to have

The technical infrastructure needed to run the above described tour can be run manually on 'pencil-paper-computer' by the referees and the volunteers involved in the project. Probably this is the way to start it, but ideally, it would be nice to have an automated system that offers entry places for data, makes all the calculations and provides partial requested data or complete rankings.

For this we would need some dedicated database:

- (1) A database DbP containing information about each participant (ID, name, FirstName-MiddleName (original utf-8 encoding and English transliteration), club, town, country, year(data) of birth)
- (2) A database DbC that logs data of each competition

#### SECTION 4

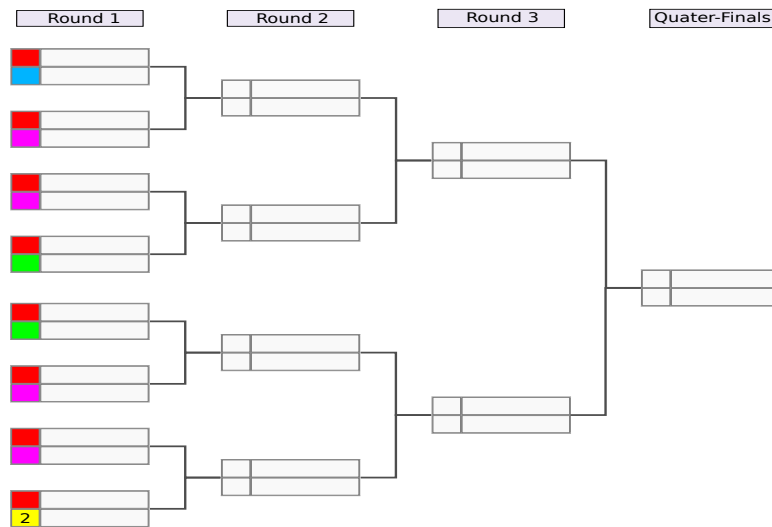


FIGURE 4. The placement of players in the complete 64 KO tournament is made starting, in order, starting with the gold, bronze, blue and green boxes. Afterwards are filled the magenta and the red boxes.

- (3) Web sites for the Open Youth Championships, or at least special pages in the dedicated website for SEYGO Tour,
- (4) Wikipedia pages with the main data of each competition
- (5) A series of scripts that extracts data from DbP and DbC, applies the rules (calculates points, ranks etc.), classifies-sorts,... and displays data on web pages
- (6) General and Local Organizing Teams
- (7) Tournament director, commission, referee, appeal commission.