

# **The Official AGA Tournament Guide**

by Ken Koester

## Table of Contents

### Part I: The Tasks

Introduction .....	v
Chapter 1. Planning.....	1
Theme and System .....	1
Budgeting, or, The Tournament on \$15 and \$20 a Day .....	6
In Need of Assistance .....	8
Timetables .....	9
Chapter 2. Preparation .....	11
Time and Place .....	11
Getting the Word Out .....	12
Food for Thought .....	15
The Prize Is Right .....	16
The Paper Chase .....	17
Chapter 3. Performing .....	19
Setup .....	19
Registration .....	20
Initial Pairings .....	22
General Running .....	25
Playing with Time .....	26
Teardown .....	29
Chapter 4. Post-Mortem .....	30
Chapter 5. Playing on a Large Scale .....	33
Planning .....	33
Preparation .....	35
Performing.....	37
Postmortem .....	38

### Part II: Appendices and How To's

Appendix 1: Tournament Pairing systems .....	40
General Pairing Principles .....	40
Knockout Tournaments .....	41
Constructing Larger Charts .....	41
Imperfect Number of Entrants .....	42
Variants .....	43
Round Robins .....	45
Variants .....	46
Swiss System .....	46
Swiss-McMahon .....	48
"Instant" Pairing .....	52
Matthews Accelerated System .....	52
4-Round KO Pairing Chart .....	54
MGC 16 Winners KO Chart .....	55
MGC 16 Consolation KO Chart .....	56
4-, 6-, and 8- Player RR Charts .....	57
10-Player RR Charts .....	58
Cleveland "Packed" RR Chart .....	59
Appendix 2: Resolving Ties .....	60
Two-Player Tiebreak Procedures .....	60
Multi-Player Tiebreak Procedures .....	60
Alternates.....	61
Appendix 3: Setting Clocks.....	62
Analog .....	62
Ing .....	62
Using the Ing .....	63

Appendix 4: Result and TDE Files .....	64
Official AGA Rules of Go (1991) .....	65
Official AGA Tournament Regulations (2000) .....	69
Tournament Sponsorship and Sanctions .....	69
Rules of the Game .....	69
Tournament Authorities .....	69
Appeals .....	70
Player Conduct and Etiquette .....	70
Administration of Play .....	71
Preparation for play .....	71
Play of the Game .....	73
Adjournment .....	73
Completion of play .....	74
Timekeeping .....	74
Tiebreaking procedures .....	77
Use of Computers .....	77
Penalties .....	78
AGA Contact List and History (as of 2004) .....	79
Official AGA Ratings Data Report Cover Sheet .....	80
AGA Tournament Registration Form .....	81
AGA Game Result Form .....	82

## **Part I: The Tasks**

**Introduction.** I first began writing this guide in the fall of 1982, after two full years and five tournaments of activity; shortly after penning the first 7500 words, I became the *American Go Journal* editor for a year, and also returned to the university at night. So the manuscript languished at the bottom of a stack of good intentions, awaiting time and the creative muse. From time to time I mentioned the *Guide* to Terry Benson, Roger White, Phil Straus and others; alas, the muse remained unmoved. But when I found myself with enough leisure to slip into the post of AGA Tournament Coordinator, it seemed a golden (and perhaps final!) opportunity for getting her attention. Surely the first order of business for me in my new role would be to dust off my guide, finish it, publish it, distribute it to the interested, and finally pop it off the working stack. If that would not rouse the muse, there was no finding her anytime, anywhere!

To my great relief, the juices began to flow as soon as I picked up that abortive first draft. And just in time, too, for the intervening five years had taught me much about directing and playing in tournaments of all different kinds (over 100 at last count, in either role). That earlier *Guide* looked quaint with the benefit of five years of hindsight, as I am sure this will seem five years hence. Then too, the earlier version was a strange hybrid: addressed specifically to whoever might follow in my footsteps as local organizer, but with one eye opened to a potential national audience. Enough cannot be said about the importance of leaving your successor adequate documentation, as every programmer knows, but the current, nationally-oriented *Guide* probably does a much better job of that as well. All material of purely local interest has been excised, save those anecdotes illustrating a point for the larger audience to whom this *Guide* is now addressed.

Mine is certainly not the first attempt at writing a guide to tournament play. Gawley wrote one in 1979; Roger Barth updated that one in 1982 as I was just setting out, and Roger White collected and edited director's aids at least as long. The first six Go Congress directors also jotted down some thoughts on how best to organize such a large and complex event. At least half a dozen individuals have attempted to explain the intricacies of the McMahon pairing system; Phil Straus has written up his pairing heuristic for Philadelphia-style instant-pairing tournaments; Terry Benson has written up a system for giving handicaps in 13X13 line games. So it goes: I have found my own perspective, but, Newton-like, from atop the shoulders of many others.

In planning the *Guide*, I have adopted a scheme common to most computer manuals, that of distinguishing between a user's guide and a reference. That is to say, the main body of the *Guide* is almost purely narrative; it discusses issues and problems in a general and, I hope, helpful way. The mechanical rules for doing things I have codified into a large number of appendices in the rear. I have done so for ease of writing, ease of use, ease of manner: at least some of the earlier material I have seen unfortunately tends to be rather authoritarian in nature. As a local Tournament Director (hereafter, TD), I know very well I am in charge and would resent officious attempts to dictate rules to me! For the benefit of all other local TD's who might feel similarly, I have tried to make the narrative material prescriptive and positive. By separating out the authoritarian stuff and calling it reference material, I hope to make the regimen easier to take. More to the point: I want to make it easier for the TD with a quick, specific question to find a quick, specific answer. If you have directed or organized few or no tournaments, I suggest you concentrate on the narrative sections for now, and leave the rules/reference for later, when you might be more comfortable with the whole process.

I have also attempted to include in the appendices copies of every form, chart, or sheet the average director might need on Tournament Day. The idea is to make the *Guide* a sole-source compendium of all the information and written aids necessary to run the average tournament. Please feel free to make as many copies of these forms as you need as often as you like—they are of importance only if used, after all.

Since the narrative follows functional and chronological lines, it gives the appearance of being addressed to different individuals at various spots along the way. In large clubs or areas with many local organizers, this is the reality as well: a committee may organize each tournament, and the TD's role may be limited strictly to supervising the functioning of the tournament system during the day. Different people may step up each time to do the organizing; there may be a pool of several individuals who have experience directing and who rotate the duties among themselves. Such arrangements are almost self-maintaining: as organizers leave

(or burn out!), new ones show up, are given simple jobs, gradually gain experience in all facets of tournament organization. If such is your situation, rejoice in your good fortune—this *Guide* may be only of casual interest to you!

But in areas with few organizers, the chief organizer (the Tournament Chairperson, if you will) and TD are apt to be the same, and the distinctions I have drawn may leave the reader a little puzzled. Take it that the ideal, seldom realized, is one person, one job, and do not worry if the practice never meets the ideal. It is useful, nevertheless, to sort out the different jobs and have their demands well delineated no matter how many or few the hands to carry them out. If we know exactly what the jobs are and when they must be tackled, we can begin to judge how well we do them. If we know what the responsibilities of each position are, we can insure all of them are faithfully discharged. It is to just that individual who is "wearing more than one hat" that I particularly address this *Guide*, since he or she is likely to be the mainstay of organized go activity in the vast expanses of the country (even if not among the majority of organized go players). I shall consider my job well done if these organizers find the *Guide* useful in planning and holding tournaments, not otherwise.

The narrative body I have divided into five chapters: *Planning, Preparation, Performance, Post-mortem, and Playing on a Large Scale*. The first four describe the phases of organizational activity appropriate to holding a simple, "standard" go tournament. I have chosen to describe the organizing of traditional one-day tournaments at much greater length than that of all other tournament or tournament-like activity (what I mean by "large scale"! ) for one reason. The latter may require more organizational firepower to bring off than the former, but the larger events are almost completely a superset of the basic one-day tournament. In describing its organization, I hope I have laid out a firm foundation for anyone wishing to tackle the larger questions. It is well we learn to walk before trying to run, and well to be comfortable organizing the basic tournament before trying our hands at a Go Congress. But I do not mean the larger events to be slighted—I urge those with ambition, energy, or simple time on their hands to go for it!

Finally, all documentation evolves as the system it describes evolves; as I trust that future tournament play in America will not be frozen into a mold, so I am certain that I have not uttered the last word on the subject in this *Guide*. I have already turned my thoughts to revisions for the next edition—but what would make that edition stronger, more relevant, and more beneficial would be the comments, criticisms, guiding principles, and experiences of those who organize/direct tournaments and even more, those who use this *Guide*. I confess, I await them with impatience mingled with some trepidation. So go ye forth, be fruitful, and organize!

## Chapter 1. Planning

**Introduction.** So you want to hold a tournament, eh? Can't wait to get it going, but don't know where to start? Have no idea where the nuts and bolts are, nor which ones to tighten once you find them? And no one else in your club knows either? Well, this guide is written especially for you! Congratulations! You are about to become one of the mainstays of organized go in your area. Without you, all of you out there holding tournaments, there is no rating system, no selection of U.S. representatives for the WAGC or Fujitsu tournaments abroad, no championships--no point to the activity of go players everywhere. You are, or are about to become, one mighty important person. (Remember all this flattery amidst your labors later on; it may be the last you hear!)

But first let me introduce you to your most important step: quick, jump up, run to your favorite chair—and sit firmly on your hands until you have done a little planning! Because holding a go tournament isn't very hard—unless you haven't done the planning. Then it is about the most disagreeable task I can imagine. This chapter is calculated to get you into the swing of things by pointing out what you have to decide first before you actually prepare to hold your tournament and carry it through. It is addressed to you, chief tournament organizer—Tournament Chairperson, if you like—and it is all brainwork interspersed with a few phone calls; nothing physical need be done just yet. That nuts-and-bolts work belongs to the next stage: preparation.

**Theme and System.** Probably you have never thought about it much before, so you may be surprised to learn that every Go tournament has a theme which reflects the will and skill of the organizers and tournament director (hereafter, TD). Think back for a moment on any tournament you've ever attended, particularly the most fun and interesting one. Didn't this event have a special "flavor" to it, all its own, distinct from all other tournaments? True, a tournament owes much of its uniqueness to the interpersonal contacts formed that day (or to the success or lack thereof for the participant!). But the way a tournament is organized and presented builds the framework on which these emotions hang. So it follows that the first item of tournament planning should be to figure out what theme you want the activity to embody.

You can try to ignore the question, of course, but you will probably find your tournament perversely taking on a theme of its own in spite of you—probably a formless, amorphous, troubling sort of theme. Now most players will contrive to enjoy themselves no matter how the day goes. But why settle for the minimum when a few extra minutes of thought at the beginning will help pull the whole process together the rest of the way? Surely we all want to put together the best tournament we can?

Besides, since the theme should govern the whole tournament plan, it can give the novice organizer a reassuring guide to assembling the tournament from start to finish. Some years ago, for one of the early tournaments I helped plan, my local club decided to hold a large-scale "formal" event in which all entrants would feel they had gotten true value for the investment of time and money and would be encouraged to attend in succeeding years. Secondly, we decided to support national Go via the AGA, at a time when not all tournaments were AGA-rated. These two objectives governed every other decision we made that fall. In order to get in more playing and keep interest high, we opted for a four-round Swiss system tournament instead of a three-round KO (in which half the playing field loses personal interest in the tournament after each round). We invested heavily in a prize fund and secured donations from the AGA and the now-defunct Sabaki Go Company. We required AGA membership. We located the tournament close to major roads at a site we had used the previous year. So it goes.

A few years later, Philadelphia also wanted to maximize a Go player's return on investment, but chose a totally different approach: the tournament was informal, with players matched against the first available opponent as soon as they had finished. Time limits were short, and losses did not count in the standings. Successful entrants typically won seven or more games in the same time that a "formal" tournament

structure would have had them play three or four. One could call the theme of these Philadelphia tournaments do-it-yourself Go. You do not have to use the same theme each year; more recently, Philadelphia opted for more formal tournaments with set rounds, and most recently of all, experimented with the Mathews Accelerated pairing system (more on that later).

Other places, other events, other themes. Driving distances in the Midwest are so great that in the mid-80's the Go "clinic" became the favored tournament "system." A tournament would span two days, but the first was devoted to informal play and instructional activity, possibly with a professional in attendance. The second day was the tournament proper, with an early start time and at least four rounds, perhaps five. Still other clubs across the country, perhaps seeking to lessen the psychological pressure on players of actually playing for titles or prizes and to provide a rationale for quickly organizing smooth, routine events, bill all their tournaments as "rating" tournaments. The theme is the maximizing of rating system data by giving players the chance to play many "official" games under controlled conditions.

Sometimes you need look no further than the title (and tradition) of your tournament for a theme. I put it to you that the Mid-Atlantic Championship means something a little different than the Washington Fall tournament, the Amateur Meijin Championship from the Seattle Cherry Blossom, the Old Town Pizza Classic from the Fujitsu Qualifiers' Invitational. Just the words "championship" or "invitational" or "open" may be enough to get you started. Naturally, if you are organizing the first tournament in your area, or the first one held by your club, you have a golden opportunity to pick out any title/theme you want and start making your own traditions.

If the word "theme" bothers you, please substitute the word "objective" instead. But please remember that "theme" is what players should experience, while "objective" is what you should seek. "Making money for my club" may be a legitimate tournament objective, but it is too blatant to rub your tournament participants' noses in. The theme of such a tournament might instead stress satisfying the players' expectations, so that they will be all too willing to support your club in the future with their dollars.

Theme in hand, how will you embody it? How will you actually get the players together face to face over the goban? In short, what pairing system will you run your tournament under? Pairing system—a pair of dirty words that mean a lot of intricate and little-understood magic at the TD's table, right? Not really. Although organizers everywhere have spent a lot of time squeezing all the aji they can out of variations of tournament systems, the number of basic types remains fairly small. Each has the ostensible purpose of discovering the "strongest" (or "best") player in the field on that day while insuring that each player faces roughly equal competition under the same conditions. The bane of each is ties; none can, for example, satisfactorily resolve the problem of player A beating B, who beats C, who then beats A. They are all imperfect, but they are all we've got.

What follows constitutes an overview of the subject, the basic flavor of each important system—that theme idea again. There is no need to get bogged down in details right now. The actual mechanics of each system are to be found in Appendix **N**, along with a discussion of problems that can arise and their solution.

When this *Guide* was first written, the three most common tournament pairing schemes were the *Knockout*, *Swiss*, and *Round Robin*, which also fit neatly into a continuous range of possible systems. But the advent of computer pairing programs, notably Chuck Robbin's **WinTD**, has probably changed that. A program like WinTD makes it easy to enter players with their most current ratings data from the AGA database, pairs entrants quickly, generates a number of useful reports easily, and creates a results file to be sent to the AGA ratings system. Comprehensive instructions on how to use WinTD are beyond the scope of this *Guide*; we will take a look at it later. Using such a program is no substitute for knowing how to pair players yourself—you may not have a computer handy, it may choke on something indigestible during the course of the tournament, or you may run into a problem that it cannot handle that you must correct by hand with a manual pairing. Or you may not have enough players entered to make using the program worthwhile. For

all these reasons, I feel it important that a would-be TD learn how to use the earlier systems. If you direct enough tournaments, sooner or later you will be called on to run one of these fundamental three systems, so better to learn now what to do then.

The Knockout (KO) can accommodate  $2^N$  players, where  $N$  = the number of rounds. (In fact, it requires you to get to the magic number as soon as possible during the tournament, a consideration if you don't know how big your draw will be, as you probably won't.) It tackles the basic problem of selecting the strongest player while avoiding ties by "knocking out" of the tournament any player who suffers a loss and continuing until only one undefeated player is left. (This system should be completely familiar to sports fans, as it is common in all the major sports championships.) You can easily construct a forked "tree" pairing chart, enter the names, and make the pairings self-evident for each new round. At each stage of the tournament the survivors can glance at the chart and see who the next opponent is. Intervention by the tournament director consists of writing the survivors' names in the proper spaces. What could be easier to run?

Unfortunately, everything has its price. It isn't hard to see that half of your draw is eliminated after each round and loses interest in further events, rather frustrating for those who may have driven several hundred miles to get there. Less obviously, if you do not start with the exact number of players for the number of rounds, you must either award lots of byes, or hold an extra "qualifying" round. In any case, you must carefully "seed" the field in order to give each potential contender an equally difficult tournament schedule. Otherwise, the final round game is likely to be anti-climactic, and complaints from stronger players, bitter. This can be a problem if you have many first time tournament players who do not have good established ratings.

The simple KO is unparalleled at determining one and only one final winner, no troublesome ties to resolve. But it absolutely can NOT produce a second or third place finisher--all defeats are equal and final. (Common practice awards second place to the loser of the final round game; however, this violates the logic that determines the winner, namely that he or she has beaten the best of each fraction of the field at every step. The final round loser has not faced anyone else on the other side of the draw. Consequently we cannot say how good that person is relative to the rest of the draw, only that he or she is not as good as the overall winner.) It has the feel of a fiercely competitive, winner-take-all test of endurance. It is very suitable for the awarding of a major prize or title, but it is anything but "friendly" in nature. Without the attraction of a major prize or title, the straight KO in and of itself is not likely to attract players to your event year after year; people will not want to drive long distances, only to lose out after the first game.

The Round Robin (RR), the opposite extreme from the KO, can only handle  $N+1$  players, when  $N$  is an odd number, and  $N$  players when  $N$  is even. The philosophy behind the RR is that the strongest player can be determined only if every entrant faces the same competition during the event. So each player in the field plays every other player, and the player with the best won-lost record at the end of the tournament wins. The RR is the "best" system in the sense that it provides more data to determine results. It is extremely easy to run, as formal pairings are unnecessary. It promotes a feeling of equality, of evenness of match conditions, of carefully considered results. It also requires the average tournament field to be split into very small sections, or you might be faced with attempting to hold 29 rounds for a 30 person draw! Oddly, with small sections in force, it can also promote ties which are very troublesome to break. Because you have increased the importance of the "A > B > C > A" phenomenon mentioned above, you actually have less data with which to work. With small sections, the RR seems best suited for events in which nothing of great value is at stake or in which the sections seem very likely to produce a clear winner. With larger sections, the risk of unbreakable ties is lessened; the system tends to generate more excitement. A RR would be quite suitable for an invitational event, with the entrants pre-selected, the number of rounds five or six or more, and the tournament pace, deliberate.

The Swiss can handle any number of players between and including the two bounds of the KO and RR systems. If it helps, you can think of the KO as a "full" Swiss, and the RR as a "depleted" Swiss. Although

the Swiss system can encompass the player/round limits of both the RR and the KO as its extremes, one usually thinks of it to handle a number of players that won't conveniently fit into either of those schemes. You can no longer guarantee a KO winner with too few entrants, nor of course can you have each player play all the others. In order to find the strongest player, you must pair players with the same score in each section in each round, making sure that no two players meet twice in the tournament. Since the current strongest players are always meeting in each round, you are pretty certain to find the overall strongest one by the end. But you must also do considerable work between rounds to set up next-round pairings. You may even have to wait until all games are done in a section before you can pair anyone from that section. Nor are you completely free from troublesome ties (though they often break more easily than in a RR). Still, the Swiss allows you to split the field into larger sections and allows the entrant to play on with some chance of winning, even after a loss. It used to be the "normal" tournament system, at least in small tournaments; its pairing philosophy survives in other tournament systems even when its name does not. Most players are comfortable with the name and feel of it, even if they don't understand the pairing rules!

Variants of the above systems tend to the esoteric and are not as commonly used. The *Double RR* is simply a RR played twice, which makes it even longer and more leisurely. The *Double KO* eliminates a player only after the second loss. First-time losers are sifted into a consolation KO after each round. Eventually, one player will be undefeated and have to wait two rounds for one consolation entrant to KO all the others. He or she then has two chances to pin a second loss on the challenger. With eight person sections, the eventual winner might play as few as four games or as many as seven. It makes for a grueling day; I can personally attest that the wait to determine the challenger is both boring and disruptive to the first-half winner. Nor does it give early round losers much more interest in the tournament than the regular KO. But combined with other tournament activities and run over a two day span, it can work fairly well for those directors wanting a change of pace.

The most famous variant of the Swiss (in this country, at least) *is* in common use, and is very useful as well—the *Swiss-McMahon*. Jointly dreamed up by McMahon and Ryder of Bell Labs in the early '60s, it began life oddly enough as a hybrid Double KO-Swiss, although the KO idea was dropped a long time ago. In common with the Swiss, it divides the field into sections (called bands) and pairs players with equal scores at each round, no two players meeting twice. Unlike the Swiss, the definition of a band *changes* after each round, because winners advance to the next higher band; losers stay put. After several rounds, successful lower-ranked players often pair up against unsuccessful higher-ranked players, playing even games. Each initial band is given a starting score number; the overall tournament winner is the player with the highest final score. Each *starting* band also has a winner: the player in that band who *finishes* with the highest score.

The McMahon was conceived in the days when player rankings were wildly inaccurate, in order to adjust the rankings during play. Simultaneously, the inventors wanted to keep the tournament "open," i.e., have non-handicapped play, but do away with the early "slaughter" rounds that weeded out lower-ranking players (remember, it was a Double KO system as well) by pre-seeding everyone into an appropriate level. In effect, the McMahon system starts everyone who is not in the top band with a preset number of losses relative to that top group. In theory, players in many of the bands have no chance whatsoever to win the overall tournament, even with a perfect score. And in practice as well, only someone from the top band ever wins the overall prize.

The system is even more prone to ties than the standard Swiss because it makes no deliberate attempt to pair undefeated players within a band that started in the same band; it treats everyone with the same McMahon score alike, regardless of results. Since the system is widely used to handle big tournament fields (>50 entrants), a number of directors and theoreticians have gradually added new restrictions to the pairing principles to alleviate the problem, while partly retaining the dynamic ranking feature. Still, if too many entrants start from within the same band for the number of rounds being played, the system will break down. At the Third U.S. Go Congress, the 1-dan section had 22 entrants for a five-round tournament—ten

more than recommended. At the Fifth Congress, 23 players were eligible for the top band, merely twice as many as acceptable under setup guides. The 200-player field of the U.S. Open the final weekend came close to collapsing the system altogether and made for a long delay opening the tournament. These problems continued to dog the Sixth Congress and others.

Since the McMahon is not used except for big tournaments, it has the look and feel of Big Event Go (or, at times, a cattle stampede!). Since big tournaments inevitably draw from wider sections of the country, the McMahon seems more cosmopolitan. It promotes even game play. It leaves plenty of room for individual rivalries and shifting results that throw first one, then another player to the top of the heap. It gives the misranked player a chance to face more equitable opposition. It is probably more rewarding to the player than an equivalent size straight Swiss system tournament would be. Although its pairing rules and intricate problems make it one of the two most difficult tournament systems to run, WinTD takes most of the sting out of the system. With WinTD in use, the McMahon system has gradually diffused throughout some of the smaller mid-size tournaments (40-60 entrants).

The McMahon does have a clear rival. Paul Mathews wrote an experimental variant of the McMahon called the *Accelerated* system in 1991; it moves as far beyond the McMahon as the latter does beyond the Swiss. It uses the AGA ratings system statistical model (also written by Paul) as the basis for calculating each player's *effective* strength after each round, based on his/her won-lost record, the expectation that he/she would win the game, previous opponents' results for each round, etc. In effect, each player is placed into a very narrow and precise band, instead of the broad bands of the McMahon (or Swiss). Furthermore, each game is handicapped, while the value of the game to each player (hence, the change in band) differs according to how probable it is that one will win it. The system allows you to define award bands as well, which function like the Mahon bands for determining winners. You can choose to make the strongest rated player the winner of a band at the end, or possibly the player with the most improved rating, or, more usually, let the number of wins decide, with final rating or rating improvement the tie-breaker.

The system is fully worked out and unique for being written first for computer rather than for "hand" running of a tournament. In fact, WinTD can also run an Accelrat as well as a McMahon. One can even use a hand calculator to run the pairings. It is experimental not in the sense that the code has not been debugged, but in the sense of how players react to it and how TD's use (or abuse) it. Paul has allowed considerable flexibility in the system for people who insist on non-handicapped games, traditional winning criteria, etc., although I can attest from personal experience that a TD that tries to play with the system too freely can run into terrible trouble without realizing it. Perhaps the best feature of the new system for the TD and the most important reason for using it is that it makes a McMahon-style tournament reasonable for 20-50 players, or for more than 200. It has suffered from a number of early misconceptions, unfortunately, or it might have become the dominant tournament system in the AGA today (2004).

The "formal" tournament systems tend to have a lot of overhead associated with pairing; they force players to wait between rounds when they would rather be playing; they limit the number of rounds in a day that you can hold. The McMahon is particularly notorious for preventing any next round pairing until all current games are done. In practice, the director can speed things up somewhat along the way by pre-pairing and mentally adjudicating games for the purposes of pre-pairing, but suppose a key game runs late (as they will in the upper bands!), or suppose a 1-kyu TD is faced with "adjudicating" a game between 5-dans? Clearly, the TD can't tinker very much safely with the McMahon. However, suppose that pairings for the next round did not depend at all on the results of the current round? San Francisco, Ann Arbor, and Philadelphia (and other clubs) have taken this idea to its logical extreme by promoting "constant" or "first available" pairings. Each player scans a list of available opponents after finishing a game; the player who has been waiting the longest and is also within a certain rank of the first player becomes the new opponent. The TD can select overall tournament winners by most wins, most games completed, highest winning percentage, etc. A player who accumulates seven wins in a day can probably stake as reasonable a claim to first place as

under any of the other tournament systems. And one can hold such a tournament between the rounds of a formal tournament; the Self-Pair tournament of the U.S. Go Congress works in just such a manner.

The Greater Washington Go Club devised a variant of this variant for its 1980 Fall Handicap tournament: as players registered, they were distributed by strength and, as much as possible, by geography into one of five teams. Any player on any team could play any other player at any time, but only games between players of different teams counted in the standings, and only the first game between the same two players, at that. We kept a running score of each team's won/lost percentage record on a large blackboard, sort of like a professional sports scoreboard. As the TD, I helped players find matches between teams, as necessary, and made sure each team played some minimum number of games so as not to be able to rest on the laurels of a fast start. We awarded certificates to the players of the team with the highest winning percentage at the end of the day. This system worked well enough, but winning constraints proved confusing to the players. Given a better explanation of rules of play and winning conditions at the start, I think this system would work pretty well; I was gratified to see how easily players identified with "their team."

If you have not had the experience of attending tournaments run under each of these systems, you probably cannot sense exactly what the "feel" of each one is like. The short guide in this chapter should help to get your feet wet, but of course, nothing can substitute for the baptism (under fire!) of total immersion. If you have never run a tournament before, or if you have run only one kind of tournament, here is the opportunity—what are you waiting for? Decide what you want to accomplish, then pick one of the systems that seems to match up with what you want to do. Only when you've done that are you ready to tackle detailed tournament planning—and the rest of this *Guide*.

**Budgeting, or, the Tournament on \$15 and \$20 a Day.** No club is so big and rich that it likes running tournaments in the red, but an annoyance to a major power can be a disaster to a small one. My first local club depended entirely on the profit from our annual tourney to pay part of the rent the rest of the year. Its bank account has grown slowly but steadily in the past two decades, and now it is in a position to return some of those funds to the Go community by helping to sponsor other area activity. But a couple of bad years at the start would have made our survival problematic, to say the least. You can lessen the odds of a bad year and keep your bottom line healthy by careful budgeting, even if you aren't a C.P.A.

Actual budgeting mechanics are pretty simple when you get right down to it: you estimate an attendance of X players, each paying Y dollars, and you estimate that you will incur expenses of Z dollars. If  $X * Y > Z$ , you're in business, at a profit. If not, either philosophically accept a loss, find a wealthy sponsor, or re-think your numbers. But don't let wishful thinking substitute for your "best guess"; reality has a way of catching up to you at the least favorable moment.

To estimate, aye, there's the rub. If you have never run a tournament before, you probably have no idea how many people will show up. Attendance can be wildly variable. In my area, we have had any number of people between 22 and 46 show up for a tournament, averaging about 30. (This figure represents about 20-30% of the AGA members we can reasonably expect to draw from.) One year, a club you've barely contacted might send half a dozen players; the next four, it will send no one no matter how much you talk to their chief organizer. I myself have never been able to out-guess the draw the day of the tourney; a dozen late-comers will either show up unexpectedly or stay away to throw my reckoning off. So for the purposes of planning, I assume 25-28 people will attend.

How much do I charge these twenty-odd players? When I began in 1980, \$5 was a good price for a three-round tournament. As does everything else, price marches on. These days (2004), I would not charge more than \$20 for a typical one-day tournament; I would not charge less than \$10. These seem to be median figures compared to tournaments being run elsewhere on the continent. The figures themselves are low, in absolute terms--hardly more than the cost of a movie, and much less than the cost of a theater ticket, or dinner in a modest restaurant. But Go players are still not used to paying very much at all for their

fun. Then, too, if a player must travel a long way and if he or she must also join the AGA at the door to play, the total cost may mount up rapidly. You don't want to scare off players with an excessive playing fee; the more you charge, the more you should return to entrants.

At any rate, given an entry fee of \$10, I estimate revenues of \$250-280. From these, I must pay for the following items:

<b>\$0-100</b>	<b>Room rental.</b> Obviously, the lower figure is preferable! More than the upper is unreasonable unless you expect many players, or are rich.
<b>\$30-50</b>	<b>Food.</b> This assumes morning coffee and donuts only. If you want to lay on a lunch, you are talking about \$40-100 more unless you hit a pocket of altruism. It's a generous estimate, but best to err generously. You can cut corners later.
<b>\$0-100</b>	<b>Publicity.</b> Wildly variable. How many fliers do you want to mail, and can you find a volunteer with cheap copying privileges? Use folded and stapled fliers as their own envelopes. Don't mail when you can hand out at the club instead! Better, use email for everything.
<b>\$35-125</b>	<b>Prizes.</b> Also variable, depends on whether you give out certificates, merchandise, cash, or whatnot. The AGA sometimes has a small stock of minor prizes donated by businesses or bought by itself; the Tournament Coordinator will send some to TD's here and there. You may be able to arrange your own donations. Rough rule of thumb is to award at least 1 prize to every 8 contestants, and no more than 1 to every 4. An aggregate cost for trophies runs about \$12 per trophy.
<b>\$65-375</b>	<b>Total.</b>

These four categories are your basic expenses. *To run successfully a simple one-day tournament, you should not need to consider any other expense!*

For my one-day tournaments, I usually estimate spending about \$275. So I can charge \$10 per player and probably break even. I consider a 30% profit margin (plowed back into supporting local go activity) not unreasonable; estimating a greater profit before the event begins to seem a bit greedy to me. I would suggest rechecking your attendance estimates to be sure you are not overly optimistic, and then consider cutting the entrance fee or spending more for food and/or prizes. These are not just simple expenditures, remember; these are investments in increased player satisfaction and turnout next year. In my case, if I raised the entry to \$15, I would probably bump up the prize fund a little, and/or spend a little more on food. (Of course, inflation ensures that sooner or later I'll have to raise that entry fee as the cost of everything else I provide rises, too, especially the room I rent.)

Certainly, you will have to develop your own cost figures for your own local area; with luck, they will stay constant enough that you do not have to start from scratch each time you want to organize an event. Or you may be able to compare notes with other area organizers on tournament costs and solutions to the same. Correctly budgeting and accounting for your tournament is essential, but not as hard as it may sound, I hope I've shown. Simply keep a jaundiced eye on the variable costs and on the magic breakeven number of players, and you'll soon take it in stride.

**In Need of Assistance.** I have planned, prepared, and run tournaments entirely by myself, an experience I liken to being driven schizophrenic by a foreign cabdriver yelling obscenities in a cab with no brakes rolling down an icy hill towards a busy intersection, etc. Nowadays, of course, after so much previous experience, **we** would not hesitate to undertake the job. . . .

Other mortals with more sense will want to line up willing helpers early in the planning process. You may even wish to form a semi-permanent Tournament Committee at your club for this very purpose. Or you may depend on one or two steady helpers and a core of volunteers that shifts with each passing year. So long as there are enough hands to do the work, it doesn't really matter.

On the other hand, you may not have any volunteers at all, particularly if this is your club's first tournament. Perhaps everyone's too bashful, or unsure of what you want done. Or dislikes tournaments. Or is lazy. My rule here is dual: don't expect volunteers, and don't be afraid to ask people to do things you think they might be suited for. *The price of organized Go activity is people doing things besides playing Go. We all ought to be willing to pay it.*

But equally, don't make an issue of it. *You cannot foist an activity on the Go public that it does not actively support.* I have seen too many good ideas and activities wither because someone misjudged what the Go community really wanted so that there was no support forthcoming.

Then there exists the planner who gives no scope to his/her helpers, indeed, who would prefer no helpers at all. As an attempt to control problems before they arise this attitude is perfectly understandable, but I argue that the fraying of the psyche this approach may cause is apt to engender, Hydra-like, more problems than it solves. The single biggest obstacle to the spread of Go in America is not the dearth of *players*, but that of *organizers*—and those we do have burn out at all-too-high a rate. Nothing uses up an organizer more quickly than he or she taking on too much at one time.

Besides, some people are probably better able to do the key jobs than you are! And any future organizers/leaders in your club are probably going to come from this group of people. So exercise them! Let them show what they can do!

Enough of the soap box! Let us continue. If you have the bodies, you should assign one to each of the important preparation tasks, with arrangements for more than one to pitch in when sheer brute labor is needed. Remember the budget items? These represent the core of your planning tasks. Thus, have one person prepare food, one obtain prizes, one do publicity, one select a site, etc. You may want to take over one or more of these chores yourself, or you may simply coordinate the overall effort. Bear in mind that you will want four or five people to actually prepare mailings for publicity if your mail campaign extends to more than email. Obtaining and preparing food may be a two-person job. If you have too few helpers, publicity is probably the most important job to be farmed out, then food planning and preparation.

But your most important helper of all is the Tournament Director—you shouldn't even start planning your tournament until you know who that person will be. Planning and running a tournament as I mentioned at the beginning is a decided strain. So if you are not to direct, don't slough off any of the planning chores onto the person who will. Consult with this individual, keep him/her informed, ask if any special preparations are

needed, but don't make him/her *do* things until the day of the tournament. (Unless he/she volunteers. In which case, it's his/her funeral.)

Contrariwise, if *you* are to direct, I can only repeat the advice I gave above: delegate as many chores as you can, even the most trivial. You always wind up doing more than you think you will—so leave yourself some slack.

For years, my own routine has had me designing the publicity flier, obtaining trophies, and directing the tournament. I do these three things pretty well, I'm happy doing them, and I know plenty of people who are good at doing everything else. For that matter, we all have enough experience so that anyone of us is dispensable in a pinch. We do little direct mailing any more, relying almost exclusively on email and Internet, but when the time came to mail out publicity in the past, I would grab four or five people at the club who weren't quick enough to escape; we made short work of folding, stamping, and addressing 200 fliers. It worked for us. You'll find your own crew and system, in time.

**Timetables.** Having a tournament is like baking a cake—unless you put all the right ingredients together in the right order and at the right time, you make a mess. Until you do the various jobs of tournament preparation a few times, you will probably underestimate how long it takes to do them. Hence the following timetable. The preparations assume a one-day tournament with 20-40 players expected to enter. The times given for various jobs represent reasonable but conservative milestones for new planners; the experienced can afford to begin closer to tournament day while still breezing through all tasks in good fashion. I myself confess to rarely beginning my tournament planning more than eight weeks in advance, if that, but I began planning my first major tournament more than twenty weeks early! There are clubs that hold monthly or bi-monthly events; they have established smooth, time-saving routines to carry them through. Given a few tournaments under your belt, you can do the same, especially if you can hang on to the same group of helpers each time.

The schedule below is oriented around man-weeks of work, but actually that means weekends to most of us. You can conduct some business over the phone, but much of what you need done requires going places and physically moving items about. Given the schedules of most of us, that in turn means Saturday. So the twelve weeks of work listed here may condense to several hours on each of half a dozen Saturdays, plus a few other hours spread over the weeks. Viewed in this light, your investment of time is not as severe as it looks. Notice, too, how much of the schedule revolves around our four favorite planning groups, site, publicity, food, and prizes.

<b>By this week:</b>	<b>This should be either started/done:</b>
-12/-10	Find volunteers, TD. Draw up budget. Begin site/date search.
-9	Final decisions on cost, site, date. Information sent to AGA, publicity chairperson. Begin designing flier. Line up needed equipment. Solicit prize donations from business, AGA.
-6	Xerox fliers. Prepare mailing list. Email information. If offering lunch, begin planning.
-4	Mail fliers, if mailing. Order trophies.
-2	Final planning for food.

-1	Pick up trophies. Final pre-tournament check of responsibilities.
-2 days	Food preparation for large lunch.
-1 day	Ensure all preparations ready to go.
T day	Get breakfast snacks. Set up site. Go!
+1 week	Post mortem. Results to AGA.

Don't forget that last item; it's as important as any on the list and more than most. Players can't get their ratings updated without results from tournaments. You can't learn from your mistakes unless you sit down and talk about them. More on all this in chapter IV, of course.

## Chapter 2. Preparation

**Introduction.** The planning of and preparation for a tournament tend to overlap in time and are not very distinct in function, either. At least, not in the minds of many organizers. If you *are* the Tournament Committee at your local club, you may not need to draw much of a distinction here yourself. Nevertheless, the difference is important in at least one way: up to now, nothing that you have done commits you to anything in the future. But from the time you negotiate for a site and playing date, that fact changes: goods must be ordered, monies must be paid, and promises must be made good. Most of what you probably think of as the work of organizing a tournament gets done in this phase. The sections of this chapter address each job in turn, so if you are sole organizer, get ready to change hats!

**Time and Place.** The problem with choosing a date for your tournament is that there may not be that many places to hold the event, so the range of open dates may not be anything like what you had in mind. The problem with choosing a place is that the only available dates may conflict with some other important event going on that day. Which comes first? Practically speaking, both! You should make a list, at least mentally, of the dates you want and the places that look suitable to you. After that, it's a session on the telephone trying to get the best combination you can. If the place you have in mind is desirable enough, you might have to compromise on the date. You have to have a comfortable place if you are going to ask 20, 30, 40 or more people to play Go for eight hours in it. On the other hand, the only real constraints on the date are that you avoid major holidays like Christmas and that you not hold your tournament too close in time (say within one month) to another tournament in your area (say within 150 miles). And as tournament activity continues to increase, it becomes difficult to avoid competing with other tournaments in any case.

Traditional spots for tournaments include universities, either in classrooms or student unions; city or county recreation centers; church meeting rooms; elementary schools, either in lunch rooms or gymnasiums; and restaurants, oriental or otherwise. I would not say that any of these sites is superior to all others, because they all have niceties and drawbacks. Universities usually have a lot of space available, but you usually must find a student to reserve it for you, and on-campus parking is often a problem. Recreation centers are usually open to all, but may cost some money to reserve if the center is not open during the hours you need it to be. Churches are low-rent and traditionally open to all, but of course you can't interfere with services. Elementary schools are sometimes eager to see their facilities in use on weekends, but the height of tables and chairs may be a problem for adults. You might try the local high schools instead. Restaurants have lots of atmosphere; unfortunately, they often don't have lots of light. They may also charge a hefty fee, or expect all of your entrants to order a meal. Most of us like a good restaurant, but people tend to forget food during a tournament and may resent being asked to eat at the restaurant.

There are often some unconventional places for holding tournaments that work out quite nicely. Outdoors, for example, either in a public park or on the grounds of one of the places mentioned above. At least one park in Washington, DC, has tables with engraved chess boards--perfect for covering up with a Go board. Obviously, you need pleasant weather for this (and a fallback position in case of rain)! Many parts of the country with vigorous Asian communities hold cultural festivals from time to time. What better environment for a Go tournament--you may even be able to dump off all the logistics onto someone else! On the west coast, several tournaments have been held at local wineries. (This may or may not improve tournament attendance, but at least the losers should have no complaints.) Then again, why look beyond your own front door? You can certainly hold small, informal, impromptu tournaments during your club meetings. That might prove to be a great way to get your start as a TD, and it's bound to be inexpensive. The catch is that you won't have time to do many rounds, but you could always continue the tournament on successive weeks.

What questions should you ask yourself about potential tournament sites? First, as with all real estate, location, location, location! Is the site easy to find, especially for those unfamiliar with the area? Is it convenient to public transportation, major roads, etc.? Will it take a long time to get to from the outskirts of whatever town it is in? No matter how clear your directions, a too-involved route to the tournament site will

put off (or lose!) potential entrants. Is there parking at the site? Nearby? Is the area physically attractive? (Don't laugh--if the site neighborhood looks too post-industrial, people may stay away next year.) Are there eating establishments nearby? Go players do need some nourishment; if there isn't any place convenient to the site, you may be forced to provide lunch yourself, at added cost and with added effort.

If the location seems good, what about the physical layout inside? Is it well-lit, either naturally (the best) or with strong, even fluorescents? Is the room big enough? If not, can you get several adjoining rooms (and will that cost more)? Will there be enough good tables and chairs that you can set up as you please? Or will you have to rent them, at added cost and complexity of planning the event? Is there good access for the disabled? Is smoking allowed? If so, is there a separate room for smokers? Or is the room big enough to prevent smokers from overwhelming nonsmokers? Or will you simply ban it altogether from the playing area? Is the room too hot/cold in summer/winter and can you adjust the thermostat/open the windows? Are there restrooms in the building, easily accessible? A pay phone? A kitchen—and are you allowed to use it? Does the playing area echo the slightest sound? You could be in for an infernal din of stone-clacking, chair-scrapping, and clock-slapping on Tournament Day if it does. Are there convenient electrical outlets?

Make sure you can live with the ground rules for using the building. Will you need special stickers to use on-site parking? Who else might be using the building that day, and can you share the building peacefully? A rock band or basketball team might not be the best co-tenants! When will you have to be out of your room(s)? Will you have to do the setup yourself; will you be *forced* to allow a janitorial crew to do it at your direction? Will you be forced to pay for extra custodial care? Will you need/can you get a key to the place ahead of time? Do you know who to call if you can't get in the day of the tournament or can't find the light switch or find that the lights are broken or that the restroom plumbing isn't functional? Will you be allowed to use masking tape to fix result forms, pairing charts, and other information to the walls?

So it goes. After running a few tournaments, you'll probably form your own mental checklist on what makes a good playing site. And once you find one, you should probably make an effort to hold future tournaments at that same site; it is easier on people to get used to coming to the same place year after year. It is easier on your tournament planning, too.

Tournaments are usually held on Saturday or Sunday; each day has its devotees. It is harder to find a suitable playing site for a Sunday, but then some people work, shop, take the family out, do yard work, etc. on Saturday. Because it is so hard to find a good place, Saturday probably is, on balance, the better day. But if you hold a tournament over a three-day weekend, you might consider a Sunday date, just to make it easier on out-of-towners (everyone else, for that matter) to attend and recuperate afterwards.

When should you start: not before 9:30 A.M., not later than 11 A.M. The exact time depends on how many rounds you intend to play and how long each of them are, also how late you want the tournament to run, and how many non-locals you expect to attend. If you expect a large contingent from 200 miles away, starting before 9:30 means getting them up before the roosters. If you want to run four rounds at one hour per player per round, and you delay starting until 11 A.M., you will still be playing at 9 P.M. Don't count on using tournament pre-registration to tell you how to decide how late to start. Just one unregistered late-comer is enough to destroy your entire timetable. (A pre-registered no-show is just as bad.)

**Getting the Word Out.** The most time-consuming and critical planning activity is getting out the publicity: people have to know you are there before they'll come to you. Few parts of the country have nothing to do on weekends, so if you expect to compete with all the other things people entangle themselves, you have to spread the word well in advance of The Day. Your normal pool of tournament-goers is probably pretty small; you can't neglect any means of enlarging it by failing to inform players who do not know of your club or who normally can't attend it. In fact, your publicity campaign is doubly important because it not only entices players to come to the tourney, it lets them know about your club, too. So publicity isn't a chore—it's a good excuse to use your mailing list and get back in touch with those once-in-a-blue-moon Go players.

As of this writing (2004), a mailing list is more likely to be an emailing list. If you can depend on email to communicate with all interested Go players, wonderful! That will save you a lot of expense and probably a lot of effort. But as rapidly as the Internet has spread, half the country still has no access to it. So you should not neglect those Go players who do not have email. That means a physical mailing and an old fashioned mailing list—you *do* have one, don't you? It needn't be fancy; you can keep it on scraps of paper or 3x5 cards, although you'll definitely find it easier and more productive in the long run to take a few pains to straighten it out. You don't have to keep a lot of information about people: name, address, and phone number is enough. Again, you'll probably find it worth your while to jot down some further information: strength, clubs the person attends, where you first made contact with him/her, perhaps tournaments attended in the last three years. The AGA membership list is a good way to start a mailing list; use the names of the members in your geographical area to seed it, and add others as you find them. At an early stage you will want to computerize it, since even a modest list benefits from the organization that software or a database will impose on it. Besides, it is much easier and faster to generate mailing labels on a computer than to write them on an envelope yourself. Any modest database or spreadsheet software will probably suffice, even word processing software if it has mailing label awareness built in.

If you want to attract people, you must impress them. Your chief publicity tool is a well-designed announcement sheet called a flier; this is true whether we mean an actual physical sheet sent through the mail or posted on bulletin boards or an attachment to an email. When people see your flier, they should feel confident that you have the "right stuff" to pull the event off. That means your work should look smooth. Lettering should be even and regular (even on "informal" lettering fonts), lines should be straight. Nothing misspelled! If you use photos, drawings, or cutouts, paste-up lines should be invisible. Maps should be clear and uncluttered—too much information only confuses, not informs. Obviously, you must have all the vital information in place: date, time, and place; number of rounds, system, handicapped or even games; prizes; refreshments; cost, AGA-rated or no; how to get to the site; your name, phone number, email address, etc. Keep the wording short and simple; again, don't overwhelm the reader. Separate information with "punch" from longer explanations and place it towards the top and center of the layout where it will grab attention. You can't count on more than a single glance from the reader—so make sure one glance will tell him/her exactly what you are up to and convince him/her to read further.

Given bandwidth concerns and Internet congestion, adding photos or a lot of graphics to an e-flyer is probably not a good idea. Better is to put up a web site about the tournament (perhaps with links to the actual playing site, if the organization you are renting from has its own site) with any photos or graphics you feel necessary. You can reference this site in your mailing and emailing; you can even link to it in your email. If you can put up such a website, you can impart information to the competitors more easily, you can update it before the actual tournament, and you can do more graphically. You might even manage to pre-register people for the tournament through the web, if you have the resources to engage in e-commerce.

Today's personal printers and copiers are so good you should not even consider going to a professional printer. If somehow your word processor program will not produce fancy fonts, there is always old fashioned dry-transfer lettering. It requires nothing more than patience and a ruler and can give you just about any look you need. Whatever the method, whiteout and several xeroxed "generations" of your basic document will allow you to cut and paste together a mighty impressive flier, if your talent takes you so far.

You should give people *at least* three weeks' advanced warning of the tourney, but not more than about eight. Any less, and plans have already been set; any more, and people forget about you. Mailing fliers is a labor-intensive chore, so you should line up some helpers fairly early. We used to mail up to 300 fliers for a tournament, but five people made short work of it, when we could get them. (An hour taken away from normal club playing time will do.) Don't forget to allow time to edit and cull your mailing list. That, too, should be done weeks in advance, continuously through the year if possible.

A few more labor and money saving tips to keep in mind when you mail fliers:

- Don't use envelopes—just fold a flier in thirds, staple shut, stamp, address, and send it. Remember to design it with a clear space on the outside for addressing and postage if you use front and back of a single sheet.

- Use a rubber stamp (or label) return address, and mailing labels. You want return mail from those who have left the area, but you want to relieve your helpers of the drudgery of writing out addresses.
- Combine publicity for your tourney with publicity for your club. You'll jog memories, attract newcomers.
- If the budget is tight, hand out fliers at your club instead of mailing to those people; also, mail an envelope with half a dozen fliers to other clubs, instead of to individuals in those clubs.

The more ambitious publicity organizer will probably want to put up signs as well as mail fliers. These can be spare fliers, if sufficiently eye-catching, or specially designed products, possibly commercially printed (local copying places DO have a limited ability to make enlarged copies of a document on colored paper, so printing may still be unnecessary.). If you are holding the tournament at a college, you will definitely want to poster the campus bulletin boards; you have a captive audience who will be seeing your signs several times a day. Students tend to have spare time and be intellectually curious, so getting them hooked on the game is a fertile side-effect of having your tournament on campus.

But don't restrict your poster campaign to students! Any place people congregate that has space for announcements is grist for the publicity mill. Libraries, restaurants, book and game stores, community centers—even grocery stores are good choices for sign posting. Especially establishments that cater to Asians or are located in oriental communities; we can ALWAYS improve our contacts with players outside the AGA bailiwick.

Don't forget to send an announcement to the AGA E-Journal! You can do this as soon as you have a place and a date; the E-Journal will continue to list your event each week.

Although the above activity will consume a great deal of time, you should lend a thought to tackling the local media as well. Certainly, if you hold your tournament in a college during the academic year, you should contact the school newspaper and/or radio station. These groups are generally eager to give their staff a chance to practice the journalistic tools of the trade, so they are likely to be receptive to your pitch. Professional journalists are exactly the opposite: they have too many opportunities to follow up and not enough time for them. You almost have to have a contact in place before coaxing local reporters to cover you. Nevertheless, nearly every paper has a calendar of local events in which you can place a (free) notice. If you deal directly with the person in charge of this calendar and can elaborate a little bit about the game, you may be able to cultivate a contact where none currently exists. A story about Go is sufficiently offbeat to pique some interest and is the sort of journeyman story a reporter must cover before working up to the front page stuff. When you make your pitch, stress anything novel from the point of view of the non-player: the stones are made of clamshells, people will fly across the country just to play, people make a living playing this game, someone will be there who can play ten people simultaneously, etc. Always remember that you are laying the groundwork for future publicity. At some point your efforts will translate into actual coverage of some future tournament—just keep telling yourself that!

And if you can manage local TV coverage. . . ! Your access to television is exponentially more difficult than to the local press. Try to contact stations that show a lot of short, local "happenings" spots on weekend or late night news shows. These stations are the ones most likely to give you an audition, but you will probably have to mine this vein several years before hitting pay dirt. Remember that your event must be "news" first—then the cameras will follow.

Of course, what is true of television is equally true of radio, except that you will probably find it easier to get community spots on radio. Usually that is all you will get—a community public service announcement. But you may wrangle a short interview on a PBS or classic music station talk show. You may never be able to attribute increased tournament attendance to radio coverage, but the increased exposure of the game is an intangible that must pay off for someone, somewhere, sometime.

And if not, it hasn't cost you anything but time—it's kikashi, not aji keshi.

You can't do too much for pre-tournament publicity. There always seems to be one more store to contact, one more group of Asian Go players to find, one more bulletin board to poster. Plan on spending 60% of your organizational energies on publicity. You'll need it.

**Food for Thought.** The realities of life and planning will have most Go players waking up mighty early to attend most tournaments. Customarily, tournaments used to provide at least rudimentary "wakeup" refreshments: coffee, tea, and donuts. It may not be mandatory but it is nice. My rule of thumb was two donuts per expected entrant, plus an extra dozen or two, all of several different varieties to please varied tastes. If at all possible, I got them fresh from a bakery instead of a grocery store. This meant getting them the morning of the tournament, but if it was a Saturday event, I didn't find it hard to locate a bakery open early. Sunday tournaments had to settle for "store-bought." Times change, and not as many tournaments provide these refreshments any more. This makes tournament planning and budgeting easier, but if there aren't breakfast places very close, your players may feel the hardship!

If you offer breakfast, you may decide to splurge a little on foods other than donuts; most other pastries will prove a little messier, however, with possibly unfortunate effects on boards and stones. *Caveat emptor.* Other selections might include cookies, brownies, bagels and cream cheese, fresh fruit, etc. Serving up bacon and eggs is probably not a good idea because it will involve some extended participation both for you and the diners just at that point in the tournament day when time is in all-too-short supply.

Instead, spread a more elaborate table at lunch or in the early afternoon, either in place of or in addition to breakfast. If your site lies away from eateries, players will gladly welcome a light lunch. Even if restaurants are at hand, some players will thankfully spare the expense or time if you provide. At one time in the early '90s, tournament organizers tended to offer some sort of mid-afternoon snack, soft drinks, chips and dip, pretzels, etc. This, too, is less common these days. It requires a little preparation, but generates enormous goodwill, so if you have the manpower and budget flexibility, I recommend it.

The next most luxurious step you can take is to actually provide a hot lunch on the premises (always assuming you have permission to cook there). Again, something simple works best both for you and the players. Think in terms of a one-pot meal: soup, stew, or chili, perhaps, with raw vegetables and dip on the side. Jim Pickett's ham-and-bean soup, for many years a staple at the Maryland Open, at one time achieved near-legendary status in the mid-Atlantic region, for example. And I still remember with fondness a certain steaming pot of chili one frosty November at the first Washington, DC tournament I ever directed. Show up with anything edible and you are likely to favorably impress an awful lot of Go players. In fact, if they understand how hard it is to do, they may be awed!

For make no mistake, preparing and serving a meal for 20 to 40 people is a quantum leap in planning and complexity. To begin, you almost certainly need an on-site kitchen, so you must add that to your mental criteria for site-selecting. You definitely need at least one, and preferably two, volunteer cooks who know what they are getting into. You will need some pretty large pots; even a mere twenty people can put away three gallons of soup. . . and the average big pot will barely hold one. You can probably forget making a profit, because even inexpensive dishes cost if prepared in quantity. You'll have to be careful scaling up recipes that feed four; they may not taste the same expanded to feed forty—the proportions of ingredients used may need to change. You'll have to coordinate the lunch break and the tournament schedule more closely because you may have no way to keep the food cooking indefinitely; once it is done, it's done.

But if you can pull it off, what a coup!

Finally, you can also arrange an after-tournament supper, for you, your assistants, and those players who do not have to disperse immediately. For this item, unlike refreshments, you charge separately; it is definitely not part of the original tournament fee. It can be as simple as grabbing interested participants and heading to your favorite place. Or it can mean building a close relationship with a particular restaurant, perhaps a tournament sponsor, and making a blanket reservation for a moderate number of people ahead

of time. You could even consider holding an awards ceremony there. The field is open to whatever your ingenuity and good taste suggest.

One very important final note: do not forget the incidental items when tournament food shopping: coffee creamer, sugar, cups, spoons, napkins, forks or toothpicks or plates (if with lunch), and garbage bags. Do not forget a large coffee pot, the 30 cup kind if you can get one. The site may have one; if not, you'll have to borrow or rent. If you intend to brew the coffee, don't forget a second hot water pot for those who prefer tea or want to make some instant soup. One last touch: a tablecloth. It looks classier than a bare table, which it will also protect. Decent plastic tablecloths are cheap, easily cleaned, and reusable.

**The Prize Is Right.** We are all competitors at this game, from the least 35 kyu on up to the Meijin Honinbo, and we all like to compete for something more tangible than the applause of our fellow players. Even the winner of an informal, impromptu, club-meeting-night tournament will feel happier clutching a first place certificate in his or her hands going home. Hence, prizes. Don't leave home without 'em.

What tournaments give out as prizes seems almost as varied as the number of tournaments on the continent. Aside from the old standby of trophies and the above-mentioned certificates, I have seen plaques, cups, Go books, tee shirts, Go sets, tie pins, bottles of whiskey, fans, handkerchiefs, Go clocks, drink glasses, inlaid table boards, lighters, cash, and even televisions depart in the hands of the lucky winners. An award need not be Go-related to make an acceptable prize. In fact, Go books and sets are probably *not* appropriate prizes for stronger players unless the former are particularly fine or unusual items. No one would be unhappy to receive the average set of slate and shell stones, or a kaya table board. But anyone who has been playing for several years probably has all the ordinary sets necessary for a lifetime; most dan-level players have (or are beyond the help of) most of the Go books currently available in English.

The popular credo has it that very strong players, five dan and up, prefer cash. Again, having played so much longer than most of us, such players are more likely to have a mantel already full of trophies, a closet full of Go sets, a case full of Go books—in two or three languages. Money is always acceptable, but even then, you may be able to make money the basis for a unique in-kind prize: paying for a private lesson should a professional happen to be in attendance, or paying the player's fees at the next Go Congress, should he or she be likely to attend. This sort of prize is a double-edged move; it helps support Go in this country by plowing the money back into Go activity.

What you actually give out depends on where you expect to get it from. For example, any printer can turn out a hundred stock prize certificates, with appropriate blanks to be filled in later by the tournament director—enough for ten to twenty tournaments—for \$50 or so. Or you may be able to buy blanks at an office supply store. You can hardly invest more cheaply in prizes. Or with luck you may find someone in your club with woodworking tools and skills who will volunteer to put together plaques with a Go theme, at cost. The Maryland Open has given away such prizes for several years now; winners seem to like them as well as or better than they would any other prize. With black and white stones glued in a simple joseki pattern to the face, they make a distinctive and handsome prize.

If you have business contacts, particularly in Asian communities, you may possibly be able to arrange small donations of merchandise. Again, it need not be Go-related. Any '80s veteran of the Eastern and Western championships well knows what an eclectic assortment of prize items the AGA became the custodian of. Occasionally, too, some of the establishments selling Go equipment around the country have contributed prizes at a substantial discount. No one gets rich in this country from Go, so these sources cannot support more than a fraction of the tournaments in this country. But it is nice that they feel able to help anyone at all.

At one time the AGA also attempted to send a small number of prizes from its (limited) stockpiles to a few tournaments each year. Those days are probably over and done with. But you might ask the Tournament Coordinator anyway, as occasionally the AGA will receive a few trinkets. It certainly does no harm to ask. More routine now would be to ask for an Ing grant for cash prizes, up to \$500. By doing so, you agree to hold your tournament under Ing rules, to publicize it as such, and to send a short report and definitely some

photos of the event back to the AGA. You will also need to make sure you have sufficient Ing sets for your expected draw. This may be too complicated for you if you have never held a tournament before; you should also be aware that the Ing grant has stirred up some controversy among AGA members and that some players will be turned off by an Ing rules tournament. They are in the minority, but again you may not want to deal with the issue, particularly if your expected field is quite small.

Which brings up an obvious but important point: no one who donates a prize to you does so entirely or even mostly out of altruism alone. The unstated *quid pro quo* is free advertising, an acknowledgement of the source of the prize, preferably a sign on display and oral comment as well. Or perhaps the handing out of business brochures to tournament participants. It isn't hard to do, and it is as much a debt to be discharged as any entry on your accounting ledger.

If none of the above expedients quite fit the bill, you can fall back on the time-honored trophy. With careful shopping and a modest eye, you can buy the average trophy for about \$10, plus \$3 for engraving. This figure applies only if you buy half a dozen or so of differing sizes. Large trophies may cost half again as much, small ones only half this figure. Trophies with a lot of fancy extras will cost considerably more. I tend to favor wooden bases and columns with a silver Victory figure atop; I think the wood and silver aesthetically counterpoints the look of the wood and stone of the game itself. Doubtless you will develop your own favorites. If you go the trophy route, be sure to inquire about any surplus or discontinued items. Some trophy stores have quite an inventory which they will be happy to sell to you at a fraction of the normal price. As long as you have checked the trophies and made sure they are in good shape, no one will know or care that you haven't picked out the most current line.

Two further points about trophy prizes: 1) you must give the dealer enough time to order and engrave them. Don't come in three days before tournament Saturday and expect to get an order filled. You might—but it is sure to cost a lot extra. To be on the safe side, I order my trophies at least a month in advance. 2) Make sure you have enough trophies on hand, and don't worry if you have too many. Next year you can get a new plate engraved and give out the old trophy, thus enabling you to order one less. If you order the same style trophies several years running, no one will even know what happened.

**The Paper Chase.** As The Day comes closer and closer, planning and preparation become more and more the province of the TD rather than the TC. The items in this section can be attended to by either party, although the TC still seems to handle them more often than the TD. If you, the TC, are not also the TD, be sure that both of you agree on who will do these chores. They are all things you will need to have on hand on T-day. And, as the title says, they are mostly paper, and yes, you may have to chase some of them down.

First on the list is a copy of the latest AGA ratings, obtainable from the AGA ratings system and the Membership Secretary, more usually from the [www.usgo.org](http://www.usgo.org) website. You will be looking for a file called *tdlist*, and you will have to drill down several layers to find it. Since we do not allow anyone to play at a rank lower than his/her corresponding rating, this is a very important document. Rumors and allegations of "sandbagging" are far more widespread than the practice. Still, it is the ratings data that keeps it that way, so make sure you get the latest. It will also double as a membership list. You will certainly need to make sure that players are AGA members or will join at the door. Since the Membership Secretary is chronically overworked and must deal with many requests, please allow at least four weeks for that worthy to fill your request.

Next, if you want copies of AGA registration and game result forms, you can get them from the back of the *Guide* or from the AGA Tournament Coordinator. You can use your own if you like, but it may save you some trouble if you get ones that have already been made up with spots for all the information the AGA will need from you. Then all you have to do is make as many copies of the blank forms as you need. You can cleverly make one initial copy of the Game Results form, write in your tournament name, date, etc., and make copies of that, saving the pristine form for your next tournament, and saving yourself five minutes of writing the same information over and over again. The Tournament Coordinator is also the person to

contact if you want to use 2'X3' wall mounted results charts. These charts are big enough for ten people at a time to see who is ahead of whom; if you aren't using a computer program to print pairings and results, a chart is a very good idea. The Tournament Coordinator is as busy as anyone else, so if you want any of these items, be sure to contact him/her at least four weeks in advance of your tournament, preferably six.

Finally, you will want to make sure you have the latest copies of the AGA Rules of Play and the AGA Tournament Regulations. You hope that you never have to reference these, but having them on hand can save you some major embarrassment. The Tournament Coordinator should have these, also the website. In a pinch, you can use the ones in the back of the *Guide*; they will be fairly up to date.

## Chapter 3. Performing

**Introduction.** The actual day of the tournament is like the tip of an iceberg—underlying it is the majority of actual organizing work done, but it is the only thing visible, and the only thing by which players will judge your efforts. By default the job of Tournament Director becomes all-important, even if you have had little hand in the planning or preparations (if you have been one of the planners, or even Tournament Chairperson, so much the better). You will have a busy day ahead of you, so with one eye on the clock, let's walk our way through it.

**Setup.** Before anyone can play in the tournament, you must bring equipment to the site, and you must set up both site and equipment. Simple stuff, no doubt, but I am amazed how often I have seen setup left literally to chance. (I, too, plead guilty to this but please do as I say, not as I have done!) You are going to need helpers for this chore; only a masochist (or inexperienced TD) tries to do everything doable on Tournament Day. If you yourself are not also the Tournament Chairperson, you should have already talked to that individual to line up your assistance in advance. Probably the same people who have been planning and preparing the event will be the ones to setup and operate the tournament as well; it is preferable, in fact. But you may have to replace any or all of these people for one reason or another, and if so, you will want the problem well in hand before The Day, your volunteers knowing what you expect of them and standing by.

Knowing what to do in advance can make the difference between a smooth-running tournament and one that flounders from difficulty to difficulty from the start, never quite getting all of its pieces in play at the same time. You won't have done yourself any favors if you must spend all of your setup time dashing from spot to spot, directing each detail of each individual task, only a step removed from doing them all yourself. Jobs you want done in particular ways you should tell your assistants about ahead of time. Once on site, you can get things rolling with a few words. If you and/or your crew is new to running a tournament, you may still have to do a little "jawboning" to get things done, but much less than if you haven't talked things over prior to the start.

Your advance work should begin several days (at least one day) before tournament time; either you or the Tournament Chairperson must make sure that food, coffee, coffee pot, sets, clocks, registration and score forms, prizes, etc., are in hands capable of getting them to the site before they are needed. Assume nothing! I once had enormous problems conveying 20 sets to a tournament because I assumed the old standby helpers would show up the night before at our club; instead, only people who weren't going to the tournament arrived. I got everything loaded into my trunk, but just barely. If you need to borrow sets/clocks from other clubs, make sure you coordinate with them well in advance; it can't hurt to call one or two nights before the tournament, just to make sure the equipment will arrive on time, and to give yourself a chance to round up alternate porters if there is any difficulty.

Similarly, have someone test all electrical appliances (coffee pots, clocks, computers, whatever) ahead of time. A cranky coffee pot added enormously to the woes of the aforementioned tournament because no one checked it in advance, and our coffee was lukewarm all day long. Make sure that items plugging into the wall have their proper cords with them; for that matter, make sure you have an extension cord or two, just in case. Digital clocks should have been stored without the batteries, so these now must be put back in. Please test ahead of time to discover which batteries have given up the ghost and must be replaced. (You *did* remember to bring spare batteries, didn't you?)

Apart from the obvious impedimenta, you will probably find yourself needing all sorts of not-so obvious hardware to set up the site. For example, keys to the building should you be lucky enough to obtain them in advance (and an emergency number to call if you are not, and do not find the person who should unlock things for you). Extra pens and pencils for players to fill out registration forms. A notepad, 3X5 cards, magic markers, rolls of scotch and masking tape, whiteout, thumbtacks, all for making lists of interesting things, pairing sheets, or posting signs. Pre-made signs telling people what the tournament regulations are, where

food may be found, where in the building the actual playing site is, where restrooms are. Poster board, to make signs that you didn't think of making the night before that sound like a good idea now. Scissors or a sharp knife, or both. A tack hammer. A ruler. A computer, if you want to try out the AGA tournament pairing or rating programs. Now, granted, you won't actually use all this stuff. But Murphy's Law insures you'll desperately need whatever you leave behind.

Hardware in hand, you should plan to arrive at the site with your helpers about an hour ahead of registration time. Given that everyone knows what you want done, an hour should be more than enough time; experienced hands can set things up in a half hour. Except for heavy duty lifting of tables and such, give everyone separate tasks: setting up refreshments, putting up signs, laying out boards and stones, setting out clocks, etc. You can pitch in wherever things aren't going smoothly, but be prepared to drop what you are doing to deal with questions.

Spare some thought for how you want the tables arranged. You'll need at least one for food (assuming you have food to set out), one for prizes, one or two for player registration. These tables will attract crowds. You don't want the resulting confusion to spill over into the playing area or to prevent free movement around the room. Food and prize tables ought to be to one side, out of the way. If pressed for space, wait until the middle of the last round to set up a prize table; it's nice for the players to see what they are playing for, but not essential. Make the registration table be easily visible—most players make a beeline for it first thing. But it should be set sufficiently far from the door to allow a cluster around it and enough room for people to freely come and go.

You should position the playing tables in the best light, natural or artificial, that the room can offer; you should also make some attempt to separate playing areas by section. Players need whatever aids they can get to find their proper opponents in a crowded room, or in a room of comparative strangers. With a sectioned area, you can at least direct them to the same spots. Better, section the tables and number the boards. Mr. Dent may not know Mr. Douglas from Mr. Adams, but he can hardly avoid finding him if they are both directed to board 15. (You will also find it easier to identify players in photos later on if the boards are numbered.) Larger tournaments, above 30 boards or so, and McMahan-style tournaments probably won't bother with sectioning the boards; it's easier to number them from "1" straight through to the end. If strong players attend, consider separating their tables from the rest of the field; they draw more attention and need more space. In a larger tournament, give them a separate room if possible and if you have an ATD who can watch the area continuously.

Other considerations might include how to distribute sets of unequal quality, and smoking. I myself try to allot the "best" sets evenly through all sections; any remainder I give to the sections with stronger players. If I have an Open section, I try to give it good boards and stones exclusively. You probably won't get complaints if you *don't* do this, but from talking to strong players I know that many of them appreciate playing on good equipment. My club has a limited number of good sets that I can use for an Open; all the rest of the sets I can obtain are of about the same quality, so the rest of the field is playing on even terms, so to speak.

Smoking is quite another full-board problem. Each TD and tournament organizer must make up his or her own mind on this one, but the laws and customs of this country are moving so swiftly against public smoking that they will probably take the decision out of one's hands. The spot where you hold your tournament very likely will not allow any smoking whatsoever. If you can, make a smoking room available. If both players agree, they can play in there; if not, the smoker at least has somewhere to light up between games (or between moves). Whatever you decide, be firm but courteous and sympathetic. In fact, that's your best approach to almost every tournament problem.

**Registration.** Be prepared for a number of players showing up early, before your announced registration time, even before you have finished setting up. Now you don't want them to mill around waiting, but if they get involved in pick-up games now, they may dawdle their way through registration and throw it hopelessly behind schedule. Here's where as assistant TD is worth his or her weight in gold: one of you can continue

directing setup, the other can begin registering early birds. If a real crush develops, both of you will have to handle it, of course.

You can move registration much faster by getting players to fill out their own registration forms, making sure ahead of time that you have enough to do the job. If players fill in their own forms, make sure they know exactly what to fill in and what to leave for the TD to fill in (pairing information, etc.). Remember to have extra pens and pencils on hand for half a dozen people or so to write at the same time. You can use the form provided with this *Guide*, or you can make up your own, as pleases you.

Information you need to get will include the player's name, address, and phone number; playing strength; local go club membership, if any; AGA membership, and rating, etc. Any form which asks for this clearly and concisely will do (although for the sake of uniformity and the Ratings Coordinator, I strongly urge you to use the forms in the back). Recently registration forms combined with pairing sheets have become popular; this cuts down on the clutter at your registration table. If you don't want to bother with a form, you will need at least the player's name, rank/rating, and AGA number on a sheet you use for ordering the draw. The AGA number is extremely important; you cannot submit results to the rating system without a valid number for every competitor. This is why you really do need a copy of the membership list that you can check entries by. Many players still do not know or remember their AGA numbers, so you have to check for them. The problem is gradually getting better, but there will always be those who forget. . . and don't carry their AGA card with them at all times.

You should make some provision for people who wish to join the AGA or renew a membership. The standard form asks either you or the entrant to repeat much of what you need on your entry form, so you may consider deferring filling this out until later, in order to expedite the registration process. Alternately, the entry form in the appendix combines tournament registration and AGA membership in one entity. It is convenient and timesaving, which is why I include it here for your use. You will have to assign a provisional number to new members that you know is not in use by any other member. Conventionally, use 99999 for the first newby, and decrease by one for each succeeding player you sign up in the tournament. Five digit numbers beginning with "9" signal the rating system to generate a permanent number for the player in question. You can reuse the temporary numbers tournament after tournament with no problem.

The very latest wrinkle in registration is automation in one of several forms. The computer can serve as adjunct by maintaining a database of players' addresses and names: if a player is already in the database, he or she need fill in no form. If not, adding a name/address is simple. Coupled with a computer pairing program, a membership database relieves humans of much tedious paperwork. Alternately, a fast typist can enter all the appropriate information for each player into a program which then generates the appropriate pairings forms. As I write, the WinTD program that handles the McMahon and Matthews Accelerated pairing systems has such a hook into the AGA membership database, and speeds up player entry for those systems wonderfully well. (If you are wondering, you can adapt WinTD to handle other tournament systems, but you have to use a little ingenuity and go to some extra work.) It would be easy to write similar hooks for other computer pairing programs, and people are at work on the problem.

A final point of importance: be sure to have enough cash of the right denominations on hand to be able to make change. A little foresight is in order here; if you charge \$15, have plenty of fivers on hand to give in change for twenties. If \$25, have fives and tens, and so on. I always assume at least half my expected draw won't be able to give the exact change and plan for an appropriate bank. If you don't need it, it won't rot after all, but if you haven't got it, you may have trouble getting change (unless you are farsighted enough to find a playing site near a local bank—my salvation once).

The first real and nasty problem you are likely to face on Tournament Day is when to close registration and what to do about latecomers, bearing in mind always that a late start here throws the rest of the program off-schedule. You can make up the effects occasionally; more often, they simply ripple down the line. Invariably, the last five entrants show up just before the announcement of pairings. My organizing thinking has evolved somewhat under the impact of this phenomenon. At first, my tournament fliers simply gave a starting time. Then, a registration start time and a play start time. Now, a registration start and end time, a

break, and a play start time, e.g., "Registration from 9:30-10 AM; Play begins 10:30 AM". Experience tells me this practice does seem to cut down on straggling and leaves me with sufficient time to deal with those who insist upon being fashionably late.

But it doesn't eliminate the problem, so what of those who flirt with the second hand of disaster? I and most directors don't like to turn away anyone; neither do we wish to keep 30 or more people waiting for the sake of two latecomers, either. The answer inevitably depends on the circumstances of the day. If I have an odd number of players in a section or the field, I am very inclined to add one more in order to avoid having to give a bye. (Note that it is even better to find a "houseman" or "bye volunteer" to make the field even in a given round, or sit out if the field is already even in a given round; as players bye rounds, the parity will tend to change from round to round. If you can do this, you prevent weak players or players who have come a long way from having to sit out a round.) If I haven't paired the section a latecomer should go into, or if I can add him/her into one not far removed from his/her appropriate strength, it's very likely. Sometimes I even know in advance someone will be late; knowing the name and strength, I can "pre-pair" such an entrant, although I risk having an "empty" pairing if the latecomer simply doesn't make it. On the other hand, if I've announced the field, I have a perfect setup already, or I'm behind, I'm more inclined to stick with the times as announced and politely decline. Only your inspiration can guide you here, but I advise you to look hard for an excuse to add a latecomer, if you can.

Alternately, once the field is set to your satisfaction, offer to enter latecomers into the second round, giving them a bye in the first, perhaps at reduced cost. You can even pair latecomers with each other if they are close enough to the same strength to slip into the same section; beware of making a section too big for the number of rounds, however. If all the appropriate sections are filled, you may have no choice but to turn them away completely. This is one argument for turning away from the oldest tournament systems and towards the newer McMahon and Accelrat.

**Initial Pairings.** The method you use to pair up players will depend, of course, on the number of rounds you envision and the tournament system you are using. Unless you have eight or fewer participants or are running a large number of rounds, just about every traditional scheme will have you sectioning the field in some fashion. What follows are general comments on making the initial cuts and matches. Specific pairing rules for each system can be found in Appendix X.

The first thing you should do is order your draw by playing strength since that is practically always the basis for splitting up the field. If you are using individual registration/pairing sheets such as the one provided in the appendix, this becomes a matter of shuffling paper. If instead you have been keeping a single list of names yourself, you should probably copy this list onto another sheet in rank order, rather than try to renumber it.

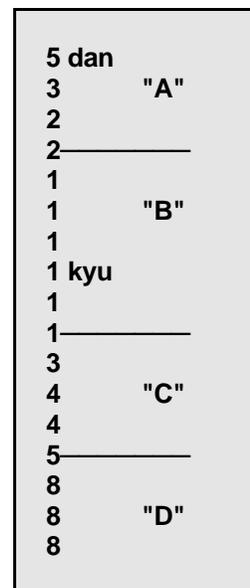
Next you should decide how many bodies to fit into one section. The system you are using may decide this for you: RR's, KO's, and their variants all have a "magic" number of players, based on the number of rounds. For example, a four round KO requires you to put, as closely as possible, 16 players in a section (and certainly no more than 16). McMahons require even more initial work, as they have a top section above the "Bar" and pairing "bands" below it which require you to keep strength distributions in mind and estimate the winning chances of everyone in the top group of players. Most other systems, particularly the Swiss, require you to use the natural breaks in the strength of the draw and your own judgment as to where to make the cuts. My own advice is to attempt this as best you can, because it leads to more even and enjoyable play. This is not hard to understand, given that pairing across a strength gap automatically increases the rank difference and thus, the handicap (in a handicap tournament).

Partitioning the draw along natural lines is almost certain to produce sections of unequal size, but that should bother no one. You needn't use the same system to pair each section, for that matter; assuming you run a three-round tournament, you could pair a four-person section as a RR, and all your eight-person sections as KO's. (However, either some form of KO that allows losers to keep playing, or a KO that actually functions as a Swiss, just to keep players happy.) Since both of these systems require much less

between-round work, you can eliminate some of the waiting time for some of the draw, and some of the day's headaches for yourself. You can even break in an inexperienced assistant TD on the mysteries of pairing by giving him or her responsibility for these easier sections.

One example being worth the proverbial number of words, here are the considerations I would use in pairing the following fragment of a tournament draw for a three-round tournament:

Here, there is a gap at 4 dan, 2 kyu, and 6-7 kyu. Clearly, one player does not a section make, so we ignore the gap at 4 dan. We make "A" section a four-person RR for two reasons: 1) we don't want to split a strength level if at all possible, 2) we cater slightly to stronger players. I consider it both a mark of respect and a practical matter; one can only become strong by playing against strength, so we encourage the strength to attend. A RR is probably more comfortable to play in, on balance. We make "B" a six player section because of the gap at 2 kyu and because again, we don't want to split the 1 kyus. "C" becomes a RR because of the lower gap; including the 8 kyus here would create a five stone handicap in this section, which is too wide for much fun. Compressing "C" and "D" would still leave a section with an odd number of players, so we wouldn't be any better off in that regard (I presume there are some other players weaker than 8 kyu not shown, as I would never create a three player section.). On the other hand, if the 3 kyu were not present, I would have a strong reason to collapse "C" and "D" after all, even with a four stone gap. I give no one a bye in an even numbered field unless the pairing gap becomes too wide; aside from that, there are only three 4 and 5 kyu players.



**Sectioning the field**

As more people enter a tournament, strength gaps become smaller, less important, and less likely to dictate the final makeup of the sections. What you gain in flexibility you lose in criteria for sectioning at all. If your field is truly large or unusually evenly dispersed, you might consider assigning an arbitrary range of strengths to each section, then let them fill as they may, adjusting the final split only to avoid an odd number of entrants in each section. If so, be forewarned that even a 40 or 50 player draw can produce serious gaps in the distribution of strengths, leading to both over- and under-crowding in the sections. You may also find your hand is forced: an inadequate number of prizes makes you place the maximum number of players possible in a section, so as to minimize the number of sections. Wiser by far to have a prize or two in reserve for just such emergencies, even if you have to conjure one up on the spot. No one likes overcrowding.

Having sectioned the field, you are finally ready to begin pairing it. As you do, try to avoid pairing players from the same area or local club (assuming the tournament is not strictly local); they already see enough of each other. Also keep the players ranked by strength in each section (and in each round, too); virtually every pairing system "seeds" stronger players against weaker ones in each round. Handicaps equalize things, but no handicap system is perfect; stronger players tend to get the benefit of any flaws, so the idea of strength ranking is still appropriate even to a handicap tournament.

Because of its unique system of seeding players into a "tree" chart, the KO can present some tedious problems in initial pairings as you have to insure that strong players are evenly spread around the tree. If you don't, then an objectively weaker player might be a contender in the final match instead of numbers one and two. If the champion should be able to beat the also-ran, it does not matter logically whether they meet in round one or four. But psychologically, it *is* anti-climactic, a letdown. Plus if you do not offer consolation games to the losers, the second, third, fourth strongest players deserve their seeded spots in order to get in more games before going to defeat, on the principle that the stronger deserves the spoils, in this case, survival further into the tournament. If you find the chart in part II, page 1-16 a headache to decipher, you can simplify pairings by using the Swiss system rules. They give similar results at each stage.

At this point in the pairings you can introduce refinements such as board numbers for each pair of players, pre-set colors for even games, etc., to your pairing chart. And when you have done all that, first round pairings are done. . . well, not quite. You should make one final "sanity check" on what you have just done to catch any problems that may have crept in while your attention was focused elsewhere. Look for things like wrong handicaps, giving more than one bye, players out of strength order and entered into the wrong section, etc. Only when you are sure the pairings are correct should you announce them. You can also post them on a wall somewhere close at hand, using that tape you so conveniently remembered to bring with you. If you have 60 or more players, you should probably forego the vocal announcement; instead, post more than one copy of the pairings. (A computer pairing program with attached printer is a Godsend for this, you really cannot run medium to large tournaments without one any more, and it does make smaller ones easier to handle as well.)

While you have everyone's undivided attention, you should take the opportunity to say a few words about the tournament rules and any local refinements. You needn't cover all the official regulations; just remind players of the basics: a stone laid is a stone played, a move is not complete till the clock is punched, etc. You must explain time limits operating in your tournament; overtime allowance (byo-yomi), if any, and method; first-move compensation (komi); possibly the pairing system itself if it is unfamiliar to the players or one of your own devising. Not all players may know how to use clocks, particularly digital ones, so you should probably refresh some memories. And you should explain any logistical restrictions on the layout: where to smoke, where the food is, where results are posted, when you expect to break for lunch, and so on. Conclude by wishing everyone luck during the day.

Then in a good, strong, clear voice announce the pairings for round one, including board number (if used), handicap and/or color (if otherwise pre-assigned). Resign yourself to mispronouncing unfamiliar names, but don't compound the fault by mispronouncing them so softly no one can tell who you are talking about! People will forgive an honest effort (. . . usually). If you are posting the pairings as well, or instead of announcing them, writing at the top of the sheet the first three letters of the name of the first and last paired players on the sheet helps direct attention to the right sheet if you have more than one with pairings.

Succeeding rounds will require less work, especially if the tournament is RR or KO. Only keeping results straight as players wind up games in batches is much of a challenge. Remember that you can't pair a section in most cases until you have all the results in, so emphasize to the players that they must report a result to you as soon as possible. Since you have a little more time in which to work, you should pair players within their sections as soon as you can do so, even mentally "adjudicating" games upon occasion. The time you spend pairing players represents the flexibility in your tournament scheduling. Fast work in pairing can retrieve a slow start. But slow pairings almost guarantee that a tournament will run over its time limit.

Should you announce pairings as soon as you can for a section, or adhere to fixed-round starting times? Fixed round times guarantee that you will not finish early, nor have extra time to schedule a tie-breaker game, if desired. They also guarantee some portion of the draw will be waiting for late finishers to wind up. With overtime, some players may not, in fact, finish before the scheduled start of the next round, unless you schedule rounds in a very leisurely fashion. On the other hand, launching sections as you can, as soon as you can, maximizes confusion. No one knows exactly when to start a round; it is difficult to justify penalizing a player for starting late. Inter-round breaks tend to be longer than you would like, since they stretch to the "worst case" length of every player's private internal schedule. The good effect of minimizing waiting time may be scuttled by players disappearing at different times and not realizing when they should return to play.

With a large draw or two-day formal event, you will probably keep better control over things with some sort of fixed-round scheduling: the larger the effort, the more leverage and control you need to keep. With a small field or typical one-day three-rounder, informal scheduling will probably do. Even in this case, you should have an internal idea of when you want rounds to start and when lunch is to be. Need I add that you should also let the draw know your schedule, formal or not? In any case, you will get so many questions about how long the lunch break is, when is round three, when is the tourney over, etc., that you won't have any choice but to announce approximate times. Just remember that once you have announced a starting

time for a round, you can certainly start later if needful, but you really can't start earlier unless everyone is present and ready to go. I usually announce or post a round start time a bit earlier than I actually think I can get the round off, just to keep my options open; I can then start a round as soon as I'm ready without the players complaining that they weren't warned. If you were wondering, posting a start time is often more convenient than announcing it vocally.

**General Running.** As TD, running is what you will generally do—hence the snappy section title—and one of the reasons you should not count on playing while you direct. ) You simply cannot sit back and let the tournament run itself; you should try to anticipate problems before they arise. No litany of difficulties I could give you can possibly describe in advance all that may befall; your job is one of relentless improvisation. You cannot count on a moment's peace. To try to play and direct would be unfair to your opponents, unfair to the other players, and even unfair to yourself. You might be able to manage a casual game with the assistant TD (if there is one), but nothing more, usually. (My only exception to this is in a very small tournament, under 20 or so players, I might become the "houseman".)

So. What are you anticipating? Well, there's the food table for a start. Are you by chance running out of opened packages of napkins, spoons, tea bags, coffee, donuts, cups? Will you have to send someone to the store to replace them? How about the level of the water in the coffee pot? Nothing is more depressing than to see your entire tournament profits literally burned up because the coffee pot went dry and you have to replace it. Are there garbage cans to be emptied, messes to be cleaned up? Are you laying on a lunch? Someone must do these things. Not necessarily you. But you are in charge; you must make sure these things are done.

Or then again, perhaps not. If there are enough organizers in your area, it is a very good policy to have a Tournament Chairperson, usually the pre-tournament chief organizer. The chairperson becomes completely responsible for the physical running of the tournament, i.e., the logistics of food, setup (and teardown), smoking rooms, building access, etc. That leaves you free to concentrate on operating the tournament system, resolving disputes, timekeeping, etc. The larger the tournament or event, the more help this division of labor is to you; it is completely in line with the Golden Rule of Go organizing: *never try to do too much, lest ye finish too little!*

Then there are your visitors, including possibly media guests. You are the logical person to welcome onlookers and answer their questions, of which they are likely to have no little amount. Remember, every tournament is a golden opportunity to spread our game yet a little further into the hearts and minds of the general populace. Here's your chance to be a showman, to sprinkle a little stardust on the game. You can talk up the rules, emphasize the aesthetics, stress the culture—even give a short demo game on the 9X9 board you so thoughtfully tucked away in your paraphernalia for just such occasions. Don't feel comfortable with song-and-dance? No matter. What counts is your warmth and the fact that you go out of your way to make visitors feel at ease.

With the media, you must be a little more business-like, because they are present for business reasons. Find out what the journalist wants, answer his/her questions, do your best to arrange for photographic coverage without disarranging play. Often, of course, you will hardly be needed at all—these *are* professionals!—and if so, stay out of the way! You want to leave a favorable impression of your common sense and sophistication, if you can.

Speaking of professionals, you may have some professional players in attendance, there being half a dozen or so in this country at any given time. Presumably, you have some idea of what you would like them to do; then, they may have a standard approach to handling tournament appearances. All this you should thrash out in advance, so for now, just attend to their creature comforts and make them feel like the honored guests they are. And when the time comes, you can direct whatever arrangements need be made for simuls, demonstrations, lectures, what have you.

And of course, your most important job is posting results and setting up for the next round. Usually in the old days, this meant writing down the pairings for the current round on wall display forms (called a *crossgrid*), as you probably didn't have the chance to do so ahead of time. Then as games wound up, you circled the winners on your charts and on your pairing forms (if you were using such). Something like WinTD gives you a pairing chart on screen upon which you tick off winners as you receive the results, and then lets you print one or more results reports that you can post each round. The old wall chart is highly visible, but WinTD is undeniably convenient—take your choice. When enough games in a section have finished, you can begin pairing for the next round, perhaps. This process always seems to involve a certain amount of disorder; I find it helpful to keep bystanders away from the registration table while I separate the pairing forms into piles by section and score and perform various arcane incantations and spells designed to get me to the next round. There's no need for anyone to know too closely just what you are doing—you want to avoid even the suggestion that some player(s) might be exerting undue influence on the TD.

The actual pairing process itself before succeeding rounds is similar to that before round 1, except instead of sectioning the field, you are probably looking at people within sections with similar scores that are potential matches for each other. The system you use will tell you how to pair the next round; follow it, do a sanity check, then announce or post the round just as you did for round one.

Directing is not all work and no play; you may not be able to throw the stones yourself, but you are in an ideal position to watch any game you choose. Since you will know better than anyone who is in a position to win a section, you can follow all the decisive games when not busy elsewhere. In fact, if you have a photographic bent, now is the time to indulge it. You'll certainly have more time to check lighting, angles, line up shots, etc., than will any of the players themselves. Guides for general candid photography are too numerous and better explained elsewhere to be covered here, so I will just remind you of one basic idea: get close! Better to crop a head tightly than to attempt a full-length portrait of both players, board, and all dozen onlookers, in which all detail is lost to view forever. Only after you have learned to get good portraits of faces under tension and showing the fatigue of concentration should you pull back for the more common (and difficult to make interesting!) shots. It is impossible to record experiences and replay them later, but photos encapsulate memories; it's nice to have a historical record of what is bound to be major activity for your club. One warning: avoid flash, especially if getting close. AGA Tournament Regulations enjoin kibitzers from disturbing a game, and hitting a flash in some player's eye definitely qualifies, in my book. Stick to available light photography if at all possible, bounce/diffuse flash if not, *and keep it out of the players' eyes!*

And don't forget the awards! It provides the right psychological note for you as TD and for the players if you can improvise some sort of little ceremony where you hand the lucky winners their prizes. You needn't suspend play, nor delay presentation until all games are done—a large chunk of your draw will want to get away as soon as possible. Instead, as soon as you determine a winner or two or three, go ahead, make an announcement and give him/her a moment in the spot light. (With a larger field or an important prize at stake, I often do wait until all the games have finished; it is more satisfying.)

**Playing with Time.** Setting Einstein aside, I have found there to be two major schools of thought about time. The first holds that time is a regrettable administrative necessity to insure that all tournament games will finish before next month, but that no player should be forced to the indignity of actually *losing* a game for reasons of time. The second holds that timed games are a contest to see who can more efficiently allocate resources through the fourth dimension, as well as through the first two, over the board, and that a player who is behind on time should rightfully lose as surely as a player who is behind on points. As I am a player who rarely suffers from time pressure now (I was very slow when starting out), I have long favored the second school—until the Third U.S. Go Congress when, despite time limits twice as long as I am accustomed to, I ran my clock down to the last few minutes in nearly every game! These days, I am considerably more humble, ready to understand both positions, and mediate between the two.

This is no easy task, mind you. The first school correctly asserts the professional view of the game—but does not consider that Japanese amateurs typically play with time limits shorter than U.S. ones, and no

overtime (according to James Kerwin, professional 1-dan). The second school would allow the game to be distorted by gamesmanship, i.e., the practice of playing ludicrous, over-obvious, or unnecessary moves in order to force the opponent to waste clock time considering and answering them, since the game must be played out to completion. (I have even seen players deliberately put their own large groups in atari under the supposition that the opponent will have to waste large amounts of clock time removing the prisoners!) What we must do is decide which approach or combination of approaches will give our players the most enjoyable day and apply it accordingly. Most players want to get in as many games as they can; no one wants to suffer from gamesmanship. I believe, as is so often the case, that education is the answer. Players must educate themselves in proper time-handling; while so doing, time limits and penalties for violating them must be forgiving. In practice, this means we are probably stuck with overtime (byo-yomi) for the foreseeable future, except for lightning tournaments, in which time really *is* a measurable resource as valid to victory as area.

Revisiting this issue ten years later, I find that we have made some progress: we still have overtime, but it tends to be faster, possibly as a result of Internet Go play, which effectively *starts* a game in overtime. I see much less gamesmanship (except in lightning tournaments) and much better clock management, with about the same number of players going into overtime, at least in big tournaments such as the U.S. Open. Making the TD's job easier by moving to fixed time limits seems out of reach, however.

For a long time—most of my go-playing career—the issue of time limits, overtime, and gamesmanship would have paled beside an even bigger problem: no clocks with which to measure elapsed time in the first place! Clocks existed, to be sure, but hardly anyone or any club could have afforded the sums necessary to purchase enough clocks to make much difference at any tournament. Until the First U.S. Go Congress in 1985, I never had enough clocks to handle more than 30% of the games in tournaments I directed, often no more than 10 or 20%. Outside of the major go-playing areas, most TD's had the same problem, and most of us probably independently evolved the same solution to it. If you find yourself without enough clocks for some reason, here follows a description of what you can do.

My own approach was first to announce to the field of players that I reserved the right to clock any game I saw fit at any time, and to adjudicate elapsed time equitably between opponents. Next, I would initially clock the games of players I knew from past experience to be tardy in play. Often I would clock as well all the games of the Open section, if I had one of four to six players. I would then husband my unused clocks against events to come. I found it best to quietly survey all games just under halfway into the round, mentally estimating which games might need clocks. This process would take about ten minutes; I would then set 30 minutes on each clock (time limit of 1 hour/player/round), remind players of time limits and clock rules, and start them off. As clocked games finished, I would shift clocks to slower games that had not.

This procedure worked fairly well; occasionally rounds were delayed by late games, occasionally players complained about sudden clocking, but on the whole, there were few problems. From time to time I found it advisable to unequally allocate elapsed time on one player's assertion that an opponent had played much slower than himself—but only if both players agreed that that was the case. (In fact, I never had any disputes about this. Go players were remarkably well-natured in those days.)

The procedure mentioned above demands nothing more than judgment and diplomacy, and a certain amount of extra work on the part of the TD. It might seem at first to be an erratic and dangerously loose way to run a tournament, but I can attest from personal experience on both sides of the director's table that it works quite well. Besides, if you don't have enough clocks, and you make any attempt to set time limits (and without them, how can you enforce any tournament system at all?), you will be forced to this same procedure, or something very like it. As I said above, many of us old-timer TD's came up with it simultaneously and independently.

The Japanese system of overtime periods (byo-yomi) is a very difficult one to implement under the constraints of the above mentioned system; it requires a permanent timekeeper for each overtime game. (In fact, it requires a permanent timekeeper for each game.) You are not likely to have enough assistants to handle this chore. In a pinch you can do as I have done and "deputize" players who understand byo-yomi

and who have finished their own games, but the demands of this system are apt to make your arrangements break down before they have properly started. Aside from that, you leave the door open to charges of collusion if one player handles timekeeping chores for other players. Admittedly, I've never heard any such complaint, but I *have* heard players disgusted with the supposed incompetence of too-hastily appointed timekeepers during the heat of battle.

Apart from the difficulty of finding help, you face the problem of knowing when to stop the clock, as the Japanese system allots time in three separate stages. A professional's clock is stopped with ten minutes left; thereafter if he/she uses less than one minute for a move, no time elapses. For every full minute the professional takes per move, one of the ten minutes is allowed to elapse. Finally, on the last minute of play, only that minute need be accounted for. This system is much too elaborate for the ordinary tournament, though it is possible for special matches. Bear in mind that you do need a timepiece that can count seconds to do all this.

We are indebted to the Canadians for devising a way to approximate the effects of true Japanese overtime, and making it practical for the average TD to implement. Canadian overtime *aggregates* overtime periods and moves together. That is, in the professional example given above, ten stones would be counted out for the player, his/her stone container closed, and ten minutes set on the clock. When these stones are played, ten more would be counted out, and the clock again reset to ten minutes. It is important to reset the clock to ten minutes and not simply add ten minutes to the clock—a player should never be allowed to *gain* time while in overtime. It is also important to remove the player's stone bowl so that he or she does not inadvertently play stones from it instead of from the counted out pile. The great virtue of this scheme is that the players themselves can run it, or if a timekeeper be appointed, there is no scope for collusion, and less that the novice timekeeper need remember to do. I have used this form of overtime for nearly twenty years now with good success; it is probably the most common form of overtime used in North America to date.

In actual practice, "10/10" has gradually yielded to "20/5", or twenty moves in five minutes. The faster time limits are more exciting and tense, but I can testify from personal experience that a five minute period, particularly if both players are in overtime, can unreasonably interfere with concentration. There are twice as many opportunities for timekeeping mistakes, one's clock access may become disturbed, and the flow of the game disrupted as clocks are stopped every couple of minutes to count out new stones. On the other hand, only a very steady player could sense how to allocate time for 40 moves in ten minutes! As the jury is still out, I counsel that only if the number of moves exceeds 30/10 should the moves/period be halved. That is, 50/10 would become 25/5, 60/10 would become 30/5, and so on.

There is one more wrinkle which I call "progressive overtime" you can add to this scheme; you can increase the number of required moves with every additional time control. If a player starts at 20/5, he or she would have to play 30/5 in the second time control, then 40/5, etc. This may force overtime games to finish even more quickly, no bad thing. It is more difficult to administer, as you have to keep track of which time control period the player is in, or both players, for that matter; when both are in different time controls, things become quite confusing. This system is little used, but possibly deserves some experimentation, particularly in tournaments that need to keep tighter control over round times and cannot afford to have long overtime games.

Canadian overtime does not *require* a timekeeper, but just to keep things under control, you should appoint one if you can; if the overtime period is five minutes long, it is almost mandatory for you to do so. If you do appoint a timekeeper, make sure you find one with nothing to gain from the outcome and, in so far as possible, with no direct connection to either of the players. Let's keep our record of no charges of collusion on this day intact, shall we?

The above would still have been true for most of the U.S. as late as 1985, but the First U.S. Go Congress introduced a sea change in timekeeping as in so many other things. Because of the Congress and the warm generosity of Mr. Ing of Taiwan, the AGA found itself the astonished possessor of 100 free digital clocks, capable of counting out overtime either by Mr. Ing's time purchase system or in a manner similar to the Japanese professional system. With the Ing clocks, one may establish from one to twenty overtime

periods of from one to sixty seconds each; these periods will be counted off as in the Japanese system. The clocks will display how many periods and how many seconds in the current period remain; they also beep during the last five seconds of an overtime period (some players find a room full of beeping clocks highly objectionable, be forewarned!). These clocks are lightweight and handy; complete instructions for their use are given in part II, section 4. Succeeding years have brought even more Ing clocks into the country. Be forewarned: they are noisy clocks, even if you adjust the volume to minimum—and not all of them have a volume control.

Concurrently with the above donation, the AGA took advantage of the then-strong dollar to buy a number of German analog chess clocks. The resulting oversupply makes it feasible to mail out numbers of the Ing clocks to TD's who want to run a fully clocked tournament. If interested, you should contact the AGA Tournament Coordinator at least six weeks in advance of your tournament date, ten if possible. You are of course responsible for the clocks while they are in your possession, and you must agree to have them in the mail by the weekend after your event. Otherwise, there are no restrictions upon their use.

Finally, players have begun to bring their own clocks for tournament use. A few problems have arisen with this over the past few years. Some players complain that they would rather use the clocks provided by the tournament than someone's private clock. I strongly suspect there is an element of gamesmanship at work; the Tournament Regulations are silent on the subject, but without an amendment, the player complaining is probably within his or her rights. If you want to cover yourself, you can announce this before play begins or you can let the player with white stones decide, just as that player can choose which side of the board to place the clock. If both players have private clocks and want to use them, again there is nothing in the Regulations to determine who prevails, but I would urge you to let white decide. This seems to be in keeping with the spirit of the Regulations. (And as I wrote them originally, I think I am well acquainted with their spirit!)

When I had five clocks for 40 players, few games ran over time. Now that I can clock every game, at least half of them seem to drag into the time scheduled for the next round! Perhaps after all, we were better off in the good old days. . . .

**Teardown.** The tournament is just about over, the prizes are in the arms of their new owners, and the number of warm bodies has noticeably shrunk. Now is not the time to drop a big yose play! Remember, you are still building bridges to next year and possibly towards reuse of this site. Your goal is to see that you leave the space in the same condition as (or better than) you found it. That means all food cleaned up and disposed of; all signs and tape removed; all chairs and tables either put away or rearranged; lights, heat and/or air conditioning left in whatever state your host may ask for; all sets, clocks, leftover prizes distributed among those helpers who are going to return/store them, etc. In short, put everything away, lock the door if it is to be left locked, fold your tents and silently steal away.

Nothing but common sense, you say, and I agree, but I warn you of several problems in advance. First, you will have to work around the last few late players who don't know when to quit; this is minor. Second, you may be faced with the always interesting if annoying phenomenon of the Disappearing Helper. So just as you lined up support ahead of time for the tournament setup, you should line up support for teardown, bearing in mind that people will tend to leave just as soon as their part is over. Don't wait until the last minute. It helps to keep things tidy as you go; also, you can start cleaning things up in the final two hours. Grab bodies as they finish games and become available again. Even better if you have the same assistants who helped setup do the teardown. No reason why teardown cannot be as smooth and quick as setup, is there?

## Chapter 4. Post-Mortem

When the last games are done, the sets packed, the food cleared, tables and chairs rearranged, the tournament is still not finished. For what now follows is, if not the hardest, then certainly the most slighted part of the whole tournament process: the post-mortem. Freed from the deadlines of the pre-tournament preparation schedule, the average organizer may feel no urge to attend to the few remaining chores; organizational lassitude after the main event is a fact of life for us all. Yet the last few steps are vital to take if the tournament is to have much meaning and do its modest bit towards fostering the spread of the game. That being so, you as Tournament Chair and/or Director should set your own time limit of one week after tournament's end for finishing these last jobs.

The most important and unfortunately time-consuming of these is to get the results in to the AGA! The revamped AGA ratings system has been fully operational for nearly 15 years now, but it will do us all little good if it has no data upon which to work. The policy is to send the individual game results to the Ratings Coordinator. These results must include the full name of each player; his/her AGA number, the color played, the handicap given or received, and the result. You must also include player registration data and should include the name and date of the tournament, and the name of the TD! Written results are no longer acceptable to the AGA; data must be rendered into a computer file and sent in. As usual, WinTD creates this file automatically. If you have run your tournament manually, use any convenient text editor to create the results file in the following format.

For example, comment records begin with a “#” and can be inserted at any line within a file. The first comment in a file is interpreted as the event label, which should include the name and date of the event. Logically, you should make this the first record. Player registrations should follow next, in this form, one entry per line:

[AGA id#]	[family name],	[given names]	[rank]
0489	Matthews,	Paul G.	4K

It is vital to send in the correct AGA id number! For newly joined members, remember to use a temporary "90000" number (any number from 90001 to 99999, different for each new member you have). Missing or incorrect numbers drastically slow down the process of getting your tournament data into the rating system. In extreme cases, your data may even be thrown out or returned to you for correction. Remember, we have many TD's but only one Ratings Coordinator--it's unreasonable to expect that person to do your work for you. No part of a name should begin with a number, e.g., **Doe, Jane, III** is ok, but not **Humbert, Hubert, 3rd**. Ranks should be entered as a positive number, followed by **D** for dan and **K** for kyu.

Game results should follow the registration data, one game result per line, in the following form:

[white's AGA#]	[black's AGA#]	[winner]	[stones]	[komi]
3042	1124	W	3	0

This format allows you to use a combination of handicap stones and komi or even reverse komi (number preceded by a “-” sign). Do not record half-points for komi, nor a komi of more than 20 points. Notice that a no komi game is just that; you do not list it as a 1 stone game. Acceptable numbers in the **stones** column are 0 or 2-9. Needless to say, you should re-check the game results (and/or crossgrid) for accuracy before you send it on.

Here is a brief sample file. Note that there are two new members added, with one one-time fee player as well; one is a limited member and the other a full member. This sample file contains the new player info for the AGA membership database.

# #TOURNEY My Tourney, My place, February 29, 2004

99997 Nolde, Aron 5D

99998 Hall, Teem 4D

1111 Doe, John 3D

2222 Mertz, Fred 2D

3333 Lee, Robert 1D

99999 Su, Kim 1K

##RULES AGA

# round 1

99997 99998 w 0 7

1111 3333 w 2 0

2222 99999 w 2 0

# round 2

99997 1111 w 2 0

99998 2222 b 2 0

3333 99999 b 0 0

# round 3

99997 2222 w 3 0

1111 99999 b 3 0

99998 3333 w 3 0

# END

# AGA - Limited Membership

# AGA Fee: 10

# AGA Number: 99999

# Name: Su, Kim

# Address 1: 44

# City: 44

# State: 44

# Zip: 44444

# AGA - One Tournament Fee

# AGA Fee: 0

# AGA Number: 99998

# Name: Hall, Teem

# Address 1: 111

# City: 11

# State: 11

# Zip: 11111

# AGA Club:

# AGA - Full Membership

# AGA Fee: 30

# AGA Number: 99997

# Name: Nolde, Aron

# Address 1: 33

# Address 2: 3333

# City: 33

# State: 33

# Zip: 33333

# AGA Club:

If the new member info is not in your results file, you must send membership forms for new AGA members or membership renewals to the Membership Secretary. These can be official forms, or ones similar to those provided in part II. You must include the full name, playing strength, full address, and whether membership is full or limited. If you can, please include a phone number and the member's local go club. Of course, you must also send dues for new members as well, or the form won't count!

Then you must discharge any lingering tournament debts; also, reckon up your profits (if any). It may be appropriate to write letters of appreciation to those who have extended special services to you, such as allowing the use of the playing site for a purely nominal fee, or donating prizes. You may have follow-up publicity chores to attend to, such as updating your mailing list, sending an article and/or photos to the local newspaper or the *AG eJournal*, etc.

Your last chore need not be done right away, but shouldn't be put off more than a couple of weeks: a personal post-mortem of the event. Possibly a discussion with everyone who helped plan and/or run things, possibly a discussion only with yourself. The object is to evaluate your organization's performance, with an eye to repeating the things that worked and avoiding the things which did not. You should run quickly through the entire tournament schedule from start to finish. Were things done on time? Did you need more time for one phase or another? Could you have managed easily with less time? Were the site, date, publicity, food preparations, logistics, prizes, fees satisfactory or no? Did everyone do a reasonable job? If not, can you gently explain what you would like done differently, in as positive a manner as possible (bear in mind that everyone is a volunteer, and that your authority is only moral).

If you were the TD, how about your own performance? Did you remember to tell the players everything they should have known about the tournament? Did you handle timekeeping well? Did you resolve disputes fairly? Did you pair quickly? If situations arose which you were not prepared to handle, can you evolve a policy now in the cool of the moment to handle them in the future? Doubtless you can think of many more questions to ask—you were there, I was not (except in spirit). For it is only by asking, and answering, such questions that you can improve the quality of tournament play for everyone in your area and ultimately, in the country as a whole.

And that, dear friends, is tesuji!

## Chapter 5. Playing on a Large Scale

**Introduction.** In the manufacturing world, unlike pulp science fiction, one does not discover a new process on Monday, perfect it on Tuesday, construct an enormous plant on Wednesday and Thursday, and begin churning out millions of units per hour on Friday morning. What looks good in the laboratory may succumb to unexpected problems as grams become tonnes and test tubes become industrial vats. It is sensible to build a small pilot project first to test the scale up between lab and work place and to tackle problems while they are still of manageable size, before too much money has been spent. Nothing fundamentally new is added; scaling up fixes the details and makes practical the basic process (or discovers why it isn't).

In the go world, our industrial-size projects are big regional tournaments and Congresses, which are not to be tackled lightly, preferably not at all before trying at least one "pilot," two-day, five-round tournament. It is well to know how to walk before trying to run—rest assured that large events require considerable running. Time pressures on the organizers on tournament day can be extremely tight in the two-day tournament, and decisions made on the fly can have unforeseen, disastrous consequences in just a few hours. Events unfold more slowly at a Congress, but "event inertia" means that a bad decision made on Sunday and discovered on Tuesday could seriously compromise part of the event. Our Congresses have been like a rare diamond—no organizer wants to be known as the one who tapped it in the wrong place and shattered it.

Sobering thoughts, and yet, you've rung all the changes you care to from the one-day tournament. You've tackled each job before and reduced them all to hum-drum routine. You've run your laboratory into the ground, and you're ready for more. Your club is ready for more. Your *players* are ready for more, for heaven's sakes. This chapter is meant to help you go for it. And believe it or not, you already know most of what you need to know to run a larger event. All you need to do is to scale up your efforts--and that is the subject of this chapter: how to organize big(ger)-event go.

The larger the event, the larger the job and the more time it takes to do it. Clear enough. What may not be so clear is that the *number* of jobs increases, too. An event that runs more than one day complicates the logistics of itself considerably: players need lodgings, the TD has the complication of people not being present on one or the other of the days of the event, or one of the rounds, it is more likely that there will be pros or the press in attendance, which in turn will require liaison, possibly with the AGA itself. If you are organizing a tournament on the AGA's behalf of an overseas sponsor, you will definitely have some liaison and coordination chores to see to. You may have to invest effort in food planning and preparation; players might accept a site that is not handy to restaurants for the duration of one day, but hardly several in a row. You may even have to make travel arrangements for some players or guests. And of course, the fact that the tournament lasts more than one day means that you actually do have to schedule events from start to finish, just to make sure that your site is adequate, and that your TD and your players understand what is going to happen.

The first lesson, then, is to allot more time to each stage we previously discussed. Begin always with planning because you will have to spend more time simply getting the new burdens sorted out, and a lack of time here will inevitably delay all other phases. Some extra effort *now* may save you from running around frantically the final week wondering if everything is actually going to get done.

**Planning.** And as always, begin planning by considering what sort of tournament you want to run. A multi-day tournament suggests something a little more formal than the average one-day event. Will it be a championship of some kind? A "regional" event, at least in name? (It could evolve into true big-event Go over time.) Will you attract enough players to justify using something like McMahon pairings, or to make the games non-handicapped? (You can put "Open" in your event title.) Do you want to make it an Ing rule

tournament (and get a grant from the AGA to help with prizes)? Do you want to be more ambitious and combine the event with the presence of a professional player, or make the tournament the pretext for holding a mini-workshop?

Consider how many rounds you want to run, how much time you want to give them, and when you want to schedule them. Four rounds in a day is quite tiring; you probably don't want to make your tournament an endurance marathon—it gives the young too much of an advantage. Sunday you may need to start later and end earlier, so you should schedule fewer rounds then. Five rounds, three on Saturday and two on Sunday, is the most common format for a weekend tournament for these reasons. If you run a six round tournament, three rounds each day is most common. You might consider four rounds on Saturday with reduced time allowance and two the next day with standard time limits if you wanted to give out some one day awards, to encourage people who only can come for one day to attend. You could do this even in a five round tournament; nothing in the AGA Tournament Regulations prevents you. Just make sure you tell people of the differing time limits on each day in your tournament publicity.

You also have to decide generally how you will handle one-day players: will you allow one-day registration at all? (You can't force players to show up the second day, and you certainly don't want to encourage them to simply leave the tournament without telling you.) Will you allow players to enter for Sunday by itself? What will be your cutoff time for Sunday entry? (Entering players takes some time, so the first round on Sunday will be delayed; you should not delay it for too long.) What is the entry fee for single day play? The same regardless of the day? Do you know how to enter players in your tournament system if they enter midway through the tournament? Do you know how you will handle tiebreaks for players who play only one day; more importantly, do you know how you will handle SOS and SODOS scores for *opponents* of single day players, so that they are not unfairly handicapped? Will one-day players be eligible for prizes of any sort? For overall tournament prizes? There are no fixed answers to these questions, but you should know in advance how you are going to answer them.

Psychologically, the thrust of a bigger event tends to rule out all the more casual tournament themes. When you expand to two or more days, you are really saying that Go players should consider your event as of some importance. So you will want to take a little extra care while going through all the stages of holding a tournament. You won't want the players to suspect you of treating your event more casually than they do. You'll want to get all the details right.

It's beginning to sound like you will require more help to do this. So look at your fellow organizers, figuratively speaking, and decide whether you really need more help than usual to get the jobs done. The rule of thumb is easy: unless you typically have lots of assistance, you will probably need more help if, a) you are attempting to at least "coordinate" lodgings for out-of-towners, or b) you must provide some minimal food services beyond coffee and donuts, or c) you expect professionals, the media, or other important guests, or d) you expect a much greater turnout than usual (perhaps because you are organizing an event for the AGA, like the Fujitsu elimination tournament, or a Congress). If any (or all!) of the above applies to you, better count on needing more helpers. For example, arranging lodgings for players will require a minimum of lots of phone calls lining up local players with spare beds, or finding motels with reasonable rates and enough vacant rooms to handle the crowd. If you take on this job, you probably won't have time to do any of the others. Food preparation over several days or for large numbers demands more than one person just to move the edibles and set them up, much less plan what to get.

For a small tournament, I often carry the plan "in my head"; the details are pretty obvious after having planned so many tournaments, and the other organizers in my area may know as much about doing them as I do. But for a multi-day tournament, I find it helpful to jot down a list of jobs (and even the tasks that each job entails) and pencil in the names of the people who have already agreed to do them or who I intend to call upon for help. The addition of a few dates by each name gives me a short schedule of all that has to be done before tournament day. I will probably call a meeting of everyone as well, instead of phoning each person in turn, so that all of us have a chance to see what the overall scheme for the tournament is. (However, the more I work with the same group of people doing the same organizing jobs, the less

coordination of this sort I need to do. And email has replaced the phone, at least for a cut-and-dried weekend tournament. After you have done a few of these, you will probably find the same is true.)

The next thing to consider in your newly enlarged planning process is that you will have a break between the first and second day that you will need to recover from to restart the event. You must consider how to secure your equipment, especially anything you use to direct (computer and printer most obviously, but also entry forms, previous round results, etc.); if you must secure the sets and clocks, then you must recruit people to set up the playing area all over again the second day. This in turn requires more time as well as manpower; you must budget for that in your plan. At an even more basic level, you need early and easy access to the site on the second day. Typically, this will be a Sunday, and site owners are not likely to be present. Will you need a key? Will site security need to be informed of your presence? Who do you speak to in advance? I speak from experience: trying to get into a site that no one knows you are supposed to be allowed into is embarrassing. . . especially as players show up all the while you are waiting.

The fact that you need a site for two days, one being an “off” day, impacts your budget. Some sites that might be low cost or free on Saturday will require that you pay for on-site security or janitorial services on an hourly basis on Sunday. Still other sites will simply charge you twice as much for two days’ use as for one. This in turn affects what you decide to charge as an entry fee. (As of 2004, the minimum entry fee for a weekend tournament is about \$25, and is rapidly rising around the country to \$30 or higher.) Overall, you will find many fewer acceptable playing sites, pay higher fees to use them, and be more restricted by the calendar as to when you can use them. If you are lucky enough to find a site that you can live with that has few of these restrictions or costs, and you plan to continue to run weekend tournaments, I advise you to stick with the same site tournament after tournament.

The details of providing transportation and accommodations belong in the next section, but in terms of planning you have to know if you are going to do these things, you have to find people who will do them, and you have to have an idea of how you want them done. The same is true of food preparations.

**Preparation.** You still have to do all the things in chapter II mentioned earlier, but just like the planning, they may take longer to accomplish and require a little more manpower. Additionally, since this is probably a bigger tournament in terms of turnout, you may have to borrow equipment where formerly your own club’s would have sufficed. Particularly, if you are running an Ing tournament, you will probably have to borrow Ing sets in good condition. (Ing sets see a lot of hard use and tend to become ineffective quickly.) You will have to store the equipment, transport it to the playing site, and arrange its return; if you can’t return it immediately, you have to arrange to store it again in the meantime.

Usable sites become fewer when you have to use them for several days instead of just one. Practically speaking, for most tournaments you will need at least five hours on Sunday to hold two rounds, unless you have reduced time limits. Given that you have players needing to drive some distance to get home Sunday afternoon, you probably need to restart by 11 a.m., so churches are almost certainly out. Restaurants are less likely to agree to tie up their space for two days (and players may not be happy about having to eat there two days in a row); even if a restaurant agrees, again it may not be able to open early enough on Sunday to allow the tournament to finish in a timely manner. You may be dubious about trying to hold an event outdoors for two days in a row if the weather in your part of the country is variable. Universities, recreation centers, and commercial conference centers become your best bets; as mentioned above, these all tend to be more expensive for multi-day use. Even then, you have to pay attention to other factors: are food facilities open on Sunday at or near a particular site? Is public transport available on Sunday? Is Sunday parking an issue (garage locked, e.g.)? Again, once you have found an acceptable site, don’t forget to settle the details of how you gain site entry on Sunday and who to contact if you can’t get in.

Publicity isn’t harder to do for a multi-day tournament, but it is more important. Your costs are probably higher, so you probably need better attendance to make the event the success it ought to be. In turn, that means getting the word out to everyone in such a way that the tournament looks attractive as a Go activity. Professionals, cash prizes, nice location that is easy to find—these are a few of the things that tend to

attract Go players to a tournament. So make sure you give them some prominence in your publicity campaign if any of them apply to your event. Don't get your hopes up for more professional media attention, however: Go is still a foreign language to the mundane.

Preparing food for two days instead of one at least doubles the work to be done. If you obligate yourself only to bring coffee and donuts, the extra work isn't too bad; remember always that stores may not be open Sunday morning, so you need to think ahead. If you actually prepare a meal onsite, make sure your meal planner understands the extra work involved. Unless you can find people who have prepared food in quantity before, I advise you not to take on the job of feeding the players the first few multi-day tournaments you run unless there simply are no other food options at your site. If you have to, then get plenty of volunteer help and plan how to do this very carefully; give this project plenty of time.

I touched on the subject of accommodations for players during a weekend tournament. During the late '80s and '90s, this was a frequent planning necessity, but in the past four or five years, players seem less interested in it, making their own arrangements as needed. But it is a good idea to prepare yourself for the potential entrant who asks you where cheap places to stay can be found. There are go players who are willing to put up other go players for a night or two, and there are inexpensive motels in most parts of the country. Being ready with a suggestion or two may get a few additional players to your tournament that would not otherwise be inclined to come.

Where housing for players might become a major planning item for you is if you are playing in a hotel or motel and your facility cost depends on the number of people that you can assure the hotel will want to stay on site, generally at a special reduced rate. You will want to advertise the reduced rate and otherwise attempt to provide a head count for the facility. This is a fairly ambitious way to run a weekend tournament, so consider well the effect on your budget, not to mention what you may be obligating yourself to pay in rental fees. You are better off negotiating a reduction in the facility cost based on the final count of attendees staying on site and budgeting the unreduced number than expecting to pay the lower cost and running over budget.

You may need to reserve rooms for the players yourself, turning over the names and count to the hotel, even the fees, which you would then have to collect in advance (or at least before the tournament is over). The first half-dozen years of the spring professional workshop held in the Washington, D.C., area saw us doing just that every time. It is a major, and annoying, increase in complexity to have to handle this business yourself; I advise that you do not try to plan to run your event this way (unless there is no other choice) until you have already planned events of this type several times before and know more what to expect.

Whether or not you try to provide accommodations for competitors, you still have to decide how to handle pre-registration. Players are more likely to pre-register for multi-day events, especially if they can only play on Sunday. At the very least, you have to keep track of them. But the consequences of entering a pre-registered player in the tournament who then does not show are unpleasant, so should you require the entry fee in advance, as a sign of good faith? Certainly, you should tell anyone pre-registering either for the whole event or for one day when the "drop dead" start time is, i.e. the time after which you will give a bye to absent players you presume are still in the tournament. It is critical you do so for players who only want to play the second day since you will not have seen them before and can't be completely sure they will make it.

The logistics of shuttling guests and players to and from local airports and train stations begins to lift this event out of the realm of the average weekend tournament and out of the scope of this guide. If you do plan to have guests attending, you will need to work out arrangements to pick them up and return them, also places for them to stay (and eat, for that matter). You will undoubtedly require more manpower than normal to do this, and you will incur many more expenses. You can manage things a bit informally if you have one guest—hope you have a guest bedroom!—but more than that makes this a major event.

Again, if you run an event requiring considerable liaison with the AGA, the Fujitsu Qualifier, for example, you are already beyond the scope of this guide; I advise you once more not to attempt this until you have

already run a number of weekend events. Ing rules tournaments are a different story, though. These do not require a lot of preparation, but do affect your pre-tournament publicity. You will need to let players know well in advance of registration that they will be playing in an Ing rules tournament, and that the cash prizes will be more than usual. (Presumably—that is the main point of asking the AGA for Ing grants to run tournaments.) You will also need to borrow enough Ing sets and clocks to be able to handle the expected field—borrow early. Don't forget to get a copy of the latest rule set from the AGA—again early.

**Performing.** Directing the tournament presents very little in the way of new challenges to you except for the break between days. You should emphasize several important points before the end of the first day: 1) players need to turn in all game results from the last round before going home for the day; 2) players skipping the first round of the next day, or the next day entirely must tell you before leaving; 3) play is to resume at X o'clock the next day, and players not present by x:15 will automatically receive a bye for the round. The last point is extremely important for getting the next round launched in a timely manner—repeat the message several times until you are certain that everyone understands.

If you don't have helpers, then draft some willing volunteers to tidy up the playing room(s) and leave them in good shape for the next day. If you must store equipment elsewhere overnight, arrange that as well; I hope that you never have to do this, however, as it adds a lot of work to the tournament setup. You might consider storing the clocks out of sight within the playing room itself if you are worried about casual theft, even from a locked room. I would not risk leaving computer gear unattended, though. Besides, you may well want to look at results, pairings, byes, etc., and if you use a computer for this you will need it with you, not locked up. I would also take the results slips from prior rounds and certainly all the tournament fees.

The next day, you need to get into the site quickly, set up anything you had to remove the day before, and get the round launched as soon as you can. You are liable to face your stickiest problem when you do so. Despite all your exhortations of the previous day, some players will be late, and possibly others will have decided not to return. Your dilemma is to pair the players, hoping that they will arrive shortly but risking that they will forfeit when their opponents could have been playing a real game, or to bye them, risking that they will show late and have to sit around watching when they could have been playing. What you should do first of all is have a *check-in sheet* of all the players you think will be present for the second day; circulate this as soon as you get into the playing room(s) and ask every player to check his or her name off. Some players may be able to vouch for absent ones, or to assure you that they will not return. This is slightly risky but acceptable in my view.

Meanwhile, you will be setting up your computer or files or looking at pairings, etc. By the time you finish, players will have finished checking in with any luck. You will then know definitively who is present and ready to play. You have a few minutes to decide how to handle the unexpected absences. First, are any of the absent players a reasonable match for each other? If so, pair them and continue with the rest of the field. (Handicap tournaments give you many more possibilities for doing this.) You may be lucky enough to solve the entire problem this way. Do you have a phone number you can call to check on a particular player? Call, and see if he or she is on the way.

Now you have to decide whether to pair or not. Partly, this depends on how well you know the player in question and whether he or she has a habit of unexplained absences. I usually stretch a point for people I know well, especially if I know they may be having a little difficulty on the roads, but only if I'm sure they intend to be present. Otherwise, when a reasonable amount of time has elapsed—and that will depend partly on the mood of the players who made it on time—I pair the round without the absentees, giving them byes instead. Notice that if I am using a computer program for this purpose, I can still un-bye a late player in very little time if one walks in before I release the pairings. After the round gets underway, but before everyone has really started, I might *still* re-pair the round for absentees—but only if a large number suddenly showed up, say five or six (a group of out of town players staying in the same motel and dependent on the same car, for example). Once the games are truly in progress, I can't do that any more. Late arrivals simply take their chances, I'm afraid.

Very likely you are awarding cash prizes in a multi-day tournament. If so, remember that if players tie for cash prizes, the value of the prize(s) in question is split evenly among all those tied. Remember that players usually prefer a cash prize in cash rather than a check; don't forget to bring back some of the money you collected the day before! Remember too that if you award anyone a prize of more than \$500 you should report it to the AGA so that they can generate a tax form for the player at the end of the year.

**Postmortem.** The only item in postmortem that may be different is returning Ing sets and clocks to where you got them originally; this is true of any other special equipment you may have borrowed for a multi-day tournament as opposed to a one-day event. Returning such items promptly and in good condition should not need spelling out! Otherwise, your duties for the larger event are the same as for the smaller: send to the AGA new and renewed membership information and money; also send the results file. Dispose of any profits as always. Thank your volunteers. Learn from your mistakes. Try it again next year.

As you can see, there are some new wrinkles for you to iron out when the event gets larger, but it is still basically the same process. Those who wish to know more about organizing genuinely large events may find it advantageous to obtain a copy of my ***Congress Concepts*** document; in it I cover every facet of planning and running an eight day Go tournament, the U.S. Go Congress. The AGA holds this event every summer in a different part of the country each time, and always needs volunteers to organize and run it. There's no reason why you shouldn't be one some summer in the not too distant future.

I hope I've removed some of the mystery of tournament organizing and directing for you, and that you will have the support and motivation you need to hold truly wonderful Go tournaments in the future. Tournament Go is the lifeblood of Go in this country, and you, the would-be Tournament Director, are its heart. Beat wisely, and beat well.

## **Part II: Appendices and How To's**

## Appendix 1: Tournament Pairing Systems

**General Principles for the TD Pairing by Hand.** Computer pairing programs have replaced pairing by hand in much of the tournaments currently being held; they offer advantages in time, consistency, and preparation of results files. However, the TD may not be able to resolve problems that arise in tournaments unless he or she knows how the pairing systems are supposed to work, especially if the computer running the pairings suddenly breaks down; particularly, the TD may not understand how to select winners or break ties. And for small tournaments, the TD may not want to go to the trouble of working with a computer. This appendix formally describes how to pair players in the most frequently used tournament systems.

For most pairing systems there are certain common principles of usage and direction that apply. Please keep them in mind as you read the formal pairing system descriptions, as generally they are not repeated in the descriptions. Formal system descriptions follow these principles.

1. List all entrants in descending order of strength, using AGA ratings for the purpose. If two or more players appear to be of the same strength, list them alphabetically. If a player does not have a rating, assign a rating at the middle of the rank that player enters, i.e. 2 kyu enters as -2.5, 1 dan as 1.5, etc. Also assign each player a number; it is easier to work with numbers than names and necessary to post a results crossgrid.
2. If you are *sectioning* the draw, do so at this time.
3. Pair the draw according to your tournament system's rules, and record the pairings:
  - a. Byes: the older custom was to reserve byes for the lowest part of the draw and never give more than one bye in a round. (This implied that you could only have one section with an odd number of players, no matter what the rationale for creating more than one such section.) TD's have now discovered the advantages of having a *houseman* or *bye volunteer*. This player automatically receives a bye if the number of players in a round is otherwise even and automatically plays if the number is otherwise odd, thus ensuring that no "real" player has to take a bye. In a very small or informal tournament, the TD may legitimately become the bye volunteer. Make sure you account for players *requesting* byes for this round.
  - b. If you have no bye volunteer, never force a player to take more than one bye in a tournament.
  - c. Never pair the same two players twice, except in a playoff round.
  - d. Avoid pairing players from the same club or area until necessary to resolve winners.
  - e. Do not pair a player against a computer program he or she owns it, if possible. Doing so is not fair to the player in question, or to the other players, for that matter.
  - f. Assign handicaps, board numbers and/or colors at this time and record them.
4. Announce and/or post pairings, along with handicaps. If you post pairings, particularly computer-printed ones, post multiple copies in several locations.
5. A bye counts as a win for pairing purposes, and as no result for victory purposes.
6. Give forfeits to players who do not finish a game, or who do not show up for a round. But do not give forfeits for these players in the next round—treat them as withdrawn or permanently bye'd.
7. Count a forfeit as a win both for pairing and victory purposes for a player whose opponent forfeits.

Remember that you will have to record this result as a forfeit in the file you send the AGA.

8. Record game results as they finish, post results, and pair succeeding rounds according to your tournament system.
9. Consult your list of tie-breaking procedures as needed at tournament close.

**Tournament Systems: Knockout Tournaments.** Preparation for pairing a KO tournament can be somewhat more elaborate than in many other tournament systems if traditional "bracket" charts are used, but execution in each round is literally mindless. The basic rules below assume a four round, sixteen player field; considerations for a field which is not a power of 2 follow the basic rules. If pairing a section of eight or four, simply discard the left brackets not needed for the field. If pairing 32 or more, follow the instructions for creating larger charts.

1. In a KO tournament, it is essential to know the relative strengths of all players to "seed" the competition in strength order throughout the draw and give the strongest players the best chance of surviving longer in the tournament. In the description below, we seed players in such a way as to match the top player against the bottom player, the second player against the next-to-the-bottom player, etc. If the players live up to expectation, in each round the top player will face the lowest player in the draw; this is his or her "reward" for being nominally strongest player in the field.

2. Construct a standard "bracket" chart. The chart traditionally reads from left to right and consists of pairs of names bracketed together and joined to an empty slot to the right. Empty slots are bracketed together in turn and joined to a further empty slot to the right. As half the slots on any level are discarded in the next level to the right, five levels of brackets will leave one slot in the rightmost position.

3. Fill in the chart. This is the hardest part of the pairings. The sample chart has a number in each slot that you should match up with the player number; write that player's name in the slot with his/her number. Add the usual board numbers, colors, etc.

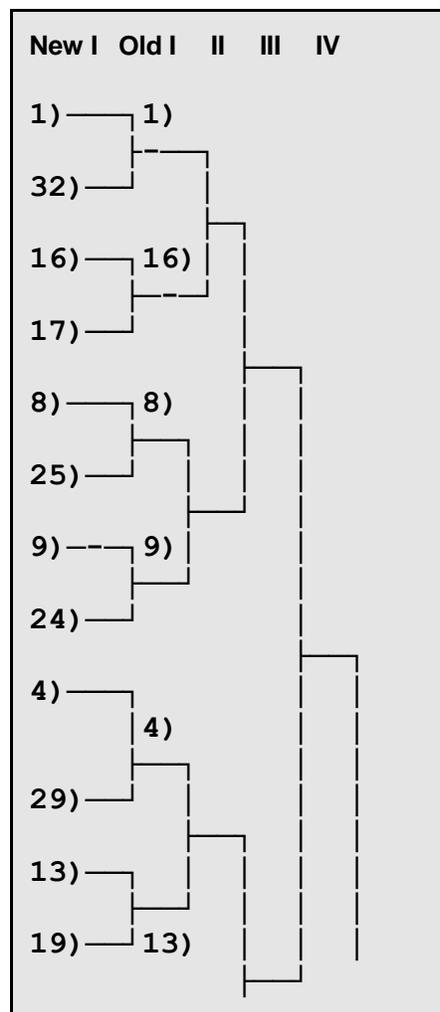
4. Post the chart in a conspicuous place. Announce pairings as usual, or direct players to the chart as you see fit.

5. As each game finishes, write the winner's name in the next slot to the right to which his/her bracket is connected. The slot with which this one is bracketed will contain the name of that player's next round opponent. Players who have lost are removed from the field altogether.

6. Eventually, only one player will be left, who is the winner. The second place finisher is usually *defined* to be his/her **final** round opponent, although the system logic makes this dubious. Obviously, this system produces no ties.

**Constructing Larger Charts.** The instructions below allow you to construct any size chart larger than the 16 player one given that you might need.

1. Determine how big a field you have (it should be a power of 2). From this, determine how many levels to the **left** you will have to

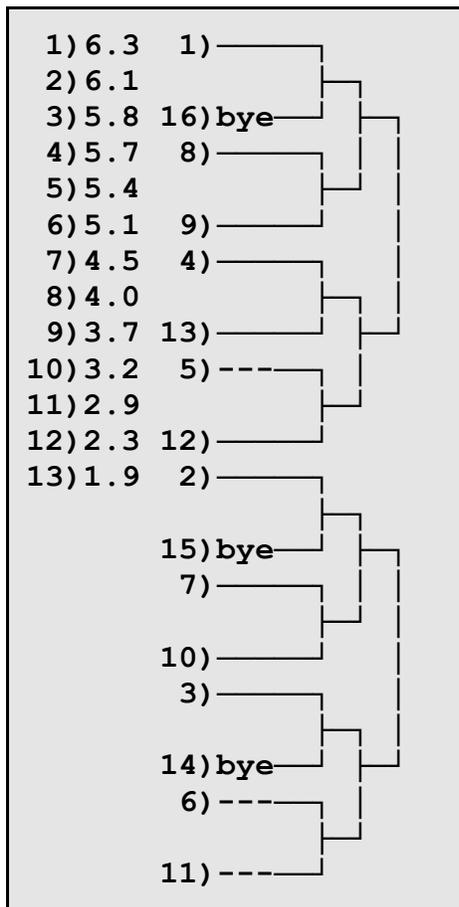


**Constructing Larger Charts**

extend the basic chart. (Remember that each level you add to the left **doubles** the size of the field.)

2. Extend each slot on the **lefthand** side of the chart to the left into a new bracketed pair of empty slots. Carry the player numbers from their original slots onto the **top empty slot** of each new bracket you have just created.
3. To find the opponent player number that goes in the other half of the new bracket, subtract the carried over player number from the *number of slots in the new level plus one*; write this number in as the opponent of the carried over number.
4. Continue to add levels, carry back numbers, and add new numbers as long as you need more levels. When you are done, you will probably want to re-copy the chart onto fresh paper, as the spacing between empty slots is apt to suffer. Then fill in the chart as described above.

**Example:** You have a **32** player draw. The standard chart holds **16** players, so you need to add **16** players to it; adding one level to the *left* will double the chart to 32 players. Create a bracket of empty slots on the left of each slot in round 1 of the standard chart. Carry back the numbers from round 1 of the standard chart to the top empty slot of each bracket you just created. There are 32 slots in the new round 1 (which has now become the leftmost level). Subtract the existing player numbers from **33**; these are the player numbers that go into the other half of each new bracket. Thus player 1 now faces player 32 instead of 16, player 2 faces player 31, and so on until you have player 16 facing player 17 ( $33-16 = 17$ ). Since creating new brackets has probably squeezed out too much space to easily write (and read!) player names, re-copy the chart on a fresh sheet, starting from the left and giving yourself more vertical room. It is actually easier to construct and fill in a large chart than the above explanation reads, but try it once before tournament day if you know you will have more than 16 players in a section.



**Awarding Byes**

**How to Handle an "Imperfect" Number of Entrants. 1.** If you do not have  $2^N$  players, where  $N$  = number of rounds, you must either award **byes** or have a **qualifying round**. Your goal is to reduce the field to a power of 2 as soon as possible. How you do this depends on whether you have too few entrants for the number of scheduled rounds or too many.

**2.** If you have too few players, then you will give **byes** to the strongest player(s) in the field. Determine how many byes you need by subtracting the number of players that will survive to the next round from the number of entrants now. Double that number to obtain the number of players actually playing in this round. Subtract that number from the number actually in the field; this becomes the number of byes you have to give. Give them to the strongest players in the field by writing "bye" as the opponent of those players and carrying their names through to the next level's brackets. **Example:** You have 13 players for a 4 round KO; 16 would be the "perfect" number. 8 players will survive to round 2;  $13 - 8 = 5$ . And  $2 * 5 = 10$ , so you must give 3 byes ( $13 - 10 = 3$ ). Players 1, 2, and 3 thus receive byes for round 1. **Note:** this has left several people without an opponent at this stage, which seems wasteful. But this method ensures that you do not give out byes at multiple stages, and that you do not finish with 3 undefeated players. That would force one player to sit out a round at the climactic moment, which in turn would give someone a slight extra advantage in the tournament. (It is debatable who would be aided by this!)

**3.** If you have too many players, then you **must** schedule a **qualifying round**. Determine how many more than the "perfect"

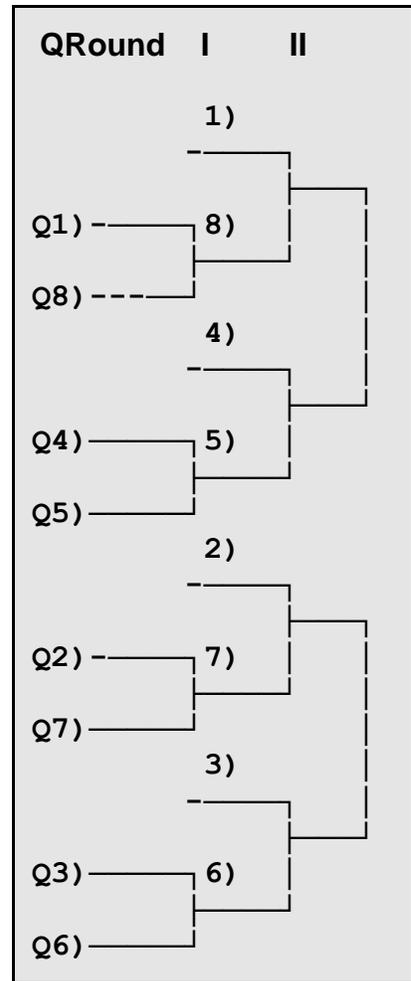
number you have. Double this number to obtain the number of qualifiers. Play a one round KO among the weakest qualifiers in the field, pairing as usual the strongest against the weakest, next strongest against next weakest, etc. Seed the survivors in rank order back into the main field, reassigning player numbers to match their new ranking (numbers might not change from originals). **Example:** you have **12** entrants for a 3 round KO. This is 4 more than a 3 round KO can accommodate; double this to get 8 qualifiers. Rank them in strength order, then play a one round KO to get the 4 who will enter the tournament proper. These 4 join the top 4 seeds in the now-8 player field. Note that the number a qualifier has does not match the number that player has once joining the field. **Note:** obviously, time pressure may not permit the holding of an extra round. If this is the case, you must resection the field or adopt a different pairing system.

**Variants.** Although the above procedures sound more complicated than they actually are in practice, and although the prepared chart can save you much work in three and four round tournaments, still, the preparation required to set up a knockout can be daunting. The consequences of making a mistake in the preparation can be disastrous because of the difficulty of shifting players out of the brackets to which they have been assigned initially. Then when you have done all the preparation, you eliminate half your draw in each round, and you have no good way to give out more than one place at the end; you have to define second place, and cannot break a tie for third and fourth. Some common variants that attempt to remedy the situation include the Baltimore 8, the Manhattan Go Club 16 (MGC 16), the Swiss, and the double knockout (DKO).

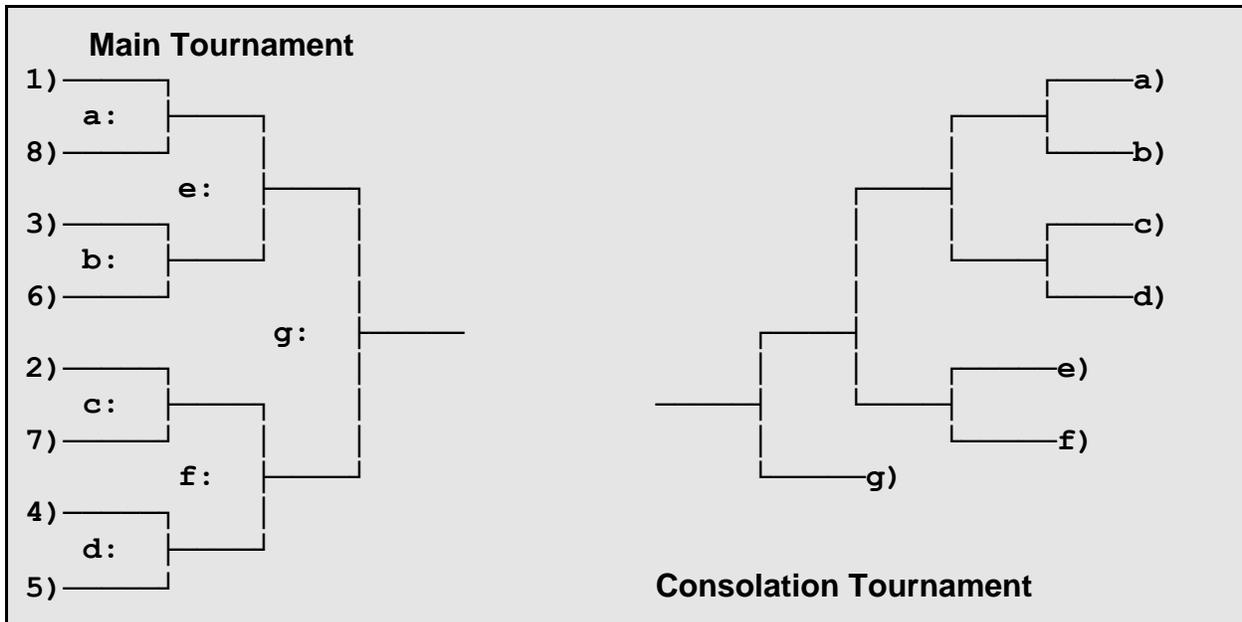
**Double Knockout.** The DKO is one of the earliest attempts to correct the problems of determining second place and giving the losers something to do. This tournament is actually two tournaments in one. The primary tournament is a straight KO. However, as the name suggests, a player must lose twice to be eliminated from the tournament as a whole; losers in the main tournament are seeded into a consolation KO. ~~Player A loses in this consolation to create a~~ Player A loses in this consolation to create a consolation KO. Player A loses in this consolation to create a consolation KO. Play continues in parallel until there is one winner of the main tournament and one winner of the consolation tournament. These two play each other until one or the other picks up two losses; the player that is left wins the tournament.

This system is more elaborate and harder to run than the basic KO; nor does it hold much more interest for the losers; after two rounds, a fourth of the draw is still eliminated from further play. By far the most serious defect is the number of rounds required to select the winner of the consolation tournament: five rounds for an eight person section. For two of these rounds, the winner of the main tournament sits idle, which is likely to affect his or her play; he or she must then play one or two more rounds to select the overall winner. So the winner of an eight person DKO might be 4-0, 4-1, or 6-1. The wide disparity in number of rounds actually played makes it impossible for the TD to foresee how long he or she will have to remain on site which will likely lead to scheduling difficulties when attempting to choose a place to play.

One possible remedy for the problem of extra rounds and making the winner of the main tournament wait would be to add that player to the consolation tournament after his/her final match, joining the other three players who each have one loss. In effect, you would now consolidate the tournaments into one 4-player tournament, 3 of whom start with a loss. As a matter of form, you would not match the winner against any previous opponent, if possible; if not, you would match that player against the player he or she defeated *earliest* in the tournament. Either this player will win the next match and get two chances to put his/her final opponent away, or else lose, in which case there will be three players left with one loss. Give the primary



Setting Up the Qualifying Round



**3 Round, 8 Player Double Knockout Pairing Charts: loser on left joins at right on bracket with same letter as bracket he or she lost on left.**

winner a bye; then his/her next game will decide the ultimate winner. This approach is faithful to the philosophy of the DKO, but reduces its length by one round, and makes the primary winner wait out no more than one round. **Example:** In the diagram, suppose that player 1 wins the main tournament and a), e), and g) survive with one loss in the consolation tournament. Player 1 has defeated all of these; match him or her against a), the player who lost in round 1. Suppose instead that player f) has survived; player 1 has not faced f), so pair these two. Suppose further that player 1 loses this match, but a) knocks g) out. Pair a) against f), thus knocking out one of these two, and give player 1 a bye into the final round.

**MGC 16.** For a four round, sixteen player tournament. This variant also gives losers something to work for by running a number of consolation tournaments which have the effect of neatly determining all sixteen places by tournament end. Charts of this system follow on pages 1-17/18. It is not easy to follow at first glance. A bracket loser is marked by a letter in parenthesis; his/her next slot on the chart is marked by that letter followed by a colon. Because of these extra consolation pairings, this system leads to the odd result that the winner is 4-0 and second place is 5-1! It is not clear that second place has shown any less strength than first. Moreover, it is not clear from performance records alone who the tenth and eleventh, and fourteenth and fifteenth finishers should really be; they have identical records within their brackets. The order in which one loses is perhaps a clear, but purely arbitrary, definition.

**Baltimore 8.** The system dispenses with complicated charts, tiebreaks, pairing algorithms, or even decisions by the TD! The tournament consists of three rounds, with the field from top to bottom divided into eight player sections. Initial pairings can be top half of section against bottom half, or random, or any other scheme. Thereafter, players with the same score are paired against each other; losers are defined as ineligible to win the section. The order of pairings in a score bracket is not very important, particularly among the losers. This is an easy system to run, and does at least give the losers something to do. However, the rigid eight man sections can easily cut a strength band in half, which is less than satisfying, and could have disturbing consequences if prizes in the upper sections are more valuable than those in the lower.

**Swiss.** If you use Swiss system pairings, you can dispense with chart preparation, allow losers to continue, and have a logical system for breaking ties and selecting a second place finisher. Swiss system pairings will give exact first round pairings for any variant given above, except situations requiring a preliminary round. It will also approximate normal knockout pairings in later rounds. Rules for the Swiss system are given below.

**Tournament Systems: Round Robins.** Round Robin pairings are extremely easy to grasp: each player plays every other player exactly one time. If there are **N** players and **N** is an even number, then there are **N-1** rounds; if **N** is an odd number, there are **N** rounds, one player receives a bye in every round, and every player receives exactly one bye during the tournament. Despite the simplicity of the pairing scheme, pairing order is still important, since it is possible to arbitrarily pair players in later rounds such that two players would accidentally face each other a second time. Either pairings would have to be redone, or if the mistake was somehow not caught in time, the round would have to be restarted. Several pairing charts follow for your convenience.

Though RR's are very easy to direct and promise the fairest competition, they have several drawbacks: they require small sections for the typical tournament length, and they make multi-way ties very likely, particularly if an intransitive relation exists among some of the entrants (i.e., player A beats player B, who beats player C, who beats player A). These contradictory qualities seem to relegate RR's either to the highest levels of competition or to casual tournaments with no need for elaborate preparation.

1. Assign player numbers to the section as usual. The draw need not be rank-ordered.
2. Consult the appropriate pairing chart. Rows are the player numbers, columns are the round number, and the numbers in each box are the opponent numbers. Notice that the number of rounds must be one less than the number of players and that the field is always even in number. If you must have an odd number of players, one will receive a bye each round. You can easily "chase the bye" if you use a chart with room for one more entrant than you currently have and write the last player name as "Bye"; whoever is paired against that player number automatically receives a bye instead.
3. The charts will automatically allow you pair from 4 – 10 players which virtually always should suffice. However, if you do have a larger field you may construct arbitrarily large charts as follows:

a. Write the player numbers in order from **1** to **N** vertically along the sides of the chart to be constructed and the round numbers from **1** to **N-1** along the top.

b. Write player one's opponents from **2** to **N** in player one's row. Also write in **1** in the boxes for other players paired with **1**—this will form a diagonal through the chart. Finally, in the last round column, write the player numbers in descending order.

c. Use an existing chart for reference. Fill in column 1, but insert the two new player numbers in descending order immediately under player **2** (paired with **1** in this round); keep numbers from the existing chart in order and fill in the column under the new pairings.

d. In succeeding columns, move the new pair of numbers down two rows each time; when you reach the bottom, move them to the second row. Fill in columns with other numbers keeping the same relative order among numbers, shifting them to row two as necessary.

e. If either number of a pair lands in a box containing a **1**, omit that number (it is already filled in).

f. Fill the last empty box in a column with **2**.

g. This procedure assumes you are adding two new players. To add more, either apply the procedure iteratively, or add the new numbers as a group, maintaining the group in the same way

Player #	1	2	3	4	5	6	7
1	2	3	4	5	6	7	8
2	1	4		8			7
3	8	1		7			6
4	7	2	1	6	8		5
5	6	8		1	7		4
6	5	7	7		1	8	3
7	4		8		5	1	2
8	3		7			6	1

you add new pairs. Remember that you must always add an even number of players to the chart (or an odd number plus “Bye”).

**Variants.** Ken Koester introduced a much simpler method of pairing RR’s at the Lightning tournament of the First Go Congress in 1985 called *table rotation*. This method ensures adhering to the basic RR pairing rule without the necessity of drawing up charts by doing the following:

- a. Seat the players of a given section around the table(s) at which it is going to play.
- b. Number the players clockwise or counterclockwise from the upper left corner. The direction does not matter so long as it is consistent.
- c. Player 1 is the **pivot**. After each round, all other players except the pivot shift one seat clockwise around the table, maintaining the same relative order. Again, the direction does not matter so long as players rotate in the same direction each time.
- d. If there is an odd number of players, leave an empty seat at the table(s) and rotate it in order as if it were an actual player. The player facing this seat gets the bye each round.

Players seem to enjoy the novelty and informality of shifting seats, particularly at the relaxed atmosphere of a lightning or casual style tournament. The only possible sticking point is the occasional player who is constitutionally unable to follow directions and rotates wrongly; also, correctly recording the results at each table. Forms that can be adapted for that purpose are provided at the end of this appendix.

The easiest way to record results is to circle the opponent number in the pairing box if the player on that row wins the match. A player’s overall score would be the number of circles along his or her row.

**Double Round Robin.** The Double Round Robin is simply a RR played twice. As a matter of form, do not let any two players meet a second time until all players have met all other players a first time. For even games, let each player play each color once. Though used periodically in the chess world, the DRR would not seem very logical in go; far better to double the size of the sections and play a normal RR, to reduce the possibility of multi-way ties. But as in chess, a DRR might be appropriate for a very serious “league” type of tournament where large prizes are offered, competition must be scrupulously fair, a fixed number of players is invited to enter, and the likelihood of ties must be lessened.

For simplicity’s sake, you use the same chart twice, but label it distinctly as “first half”, “second half”, or something similar so that you don’t mix up results or announce a wrong pairing.

**Cleveland “Packed” Round Robin.** The Cleveland Go Club uses a “packed” format. They run a four round tournament, but place six or eight players in each section. They use pre-paired charts (shown after standard RR charts) to determine pairings and make no attempt to match players with similar scores in each round. As you might guess, ties are likely. Cleveland attempts to use a fifth playoff round in case of a tie. This method probably works pretty well with six player sections (with five rounds, one might as well use a conventional RR!), but is open to problems with eight players. Each player then tied would not have played three of the eight player section, and might have no more than two opponents in common with the other tied players. A three-way tie couldn’t be resolved through play, most likely, and with so few common opponents, the tournament itself might not give enough data for a fair determination of the real winner.

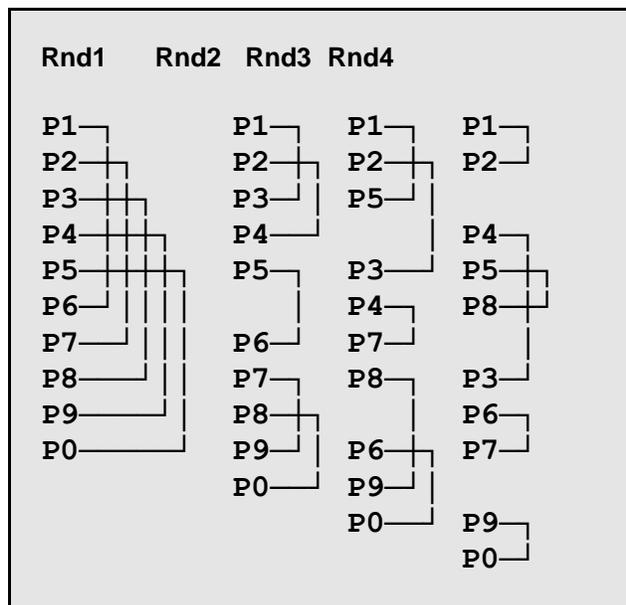
**Tournament Systems: The Swiss.** Tournament Go inherits the Swiss pairing system from chess, where it is the most common tournament system in use. For chess with its frequent drawn games, the Swiss allows TD’s to form very large sections relative to the number of rounds played and still be confident of finding the strongest player in a section. For go, the situation is much simpler, and the chief advantage of the Swiss is that many other tournament systems can be approximated as special cases using its pairing rules. One can fairly say that if you have the time and patience to learn only one tournament system, let that be the Swiss—because you won’t need to learn the others. On the other hand, you will have to do some preparation for each round, as there are a number of pairing constraints you have to satisfy for each and every player. You will also have to deal with the possibility of ties if you do not have  $2^N$  players, where  $N$  = the number of rounds. You will almost certainly have to section the draw. Do not make the common mistake of thinking

that running a Swiss means that you must run a tournament with handicaps; the system itself neither requires nor prohibits handicap play.

1. Divide each section in half.
2. Pair the top player of the top half with the top player of the bottom half, the second player of the top half with the second player of the bottom half, etc., until all players are paired.
3. In succeeding rounds, the sections will divide themselves into **bands** of players with the same score. For example, after round 1, half the players will be 1-0, and half will be 0-1. Pair the bands within a section separately, the way you did the section as a whole in **1.** and **2.** Work from the top band down.
4. *Never* pair the same two players twice.
5. Some bands may have an odd number of players. Match the *lowest* rated player in the band with the *topmost* player of the next lowest band that he/she has not already played, then pair as usual. **Variant:** move the *top* rated player in the next lowest band *up* to the bottom of the higher band and pair against the lowest player he/she has not already played—the reverse of the above pairing scheme. It should not make the slightest difference, but some TD's are accustomed to this and insist on it.
  - a. If there are no such players in the next lowest band, unpair two of the players in the upper band and let one of them be "odd man out." Continue to try players from the upper band until you can make a match.
  - b. Once you find an out-of-band match, make sure that you can still pair the players that are left in the upper band. If you cannot, continue to try different "odd man out" choices.
  - c. If you *still* cannot make a match with anyone in the lower score band that preserves pairing the remaining players in the upper band, skip one score band and start over again from **5.** with the original "odd man out." Continue until you finally find a match. (Note that if you are emulating a RR, you may well have to skip many score bands in order to make the last few round pairings, because each player will have a decreasing number of possible opponents to play.)
6. As a tournament progresses, you may find that a given top-bottom pairing does not work because the players have already met. If there are no other suitable pairings among the available players in the band, undo the previous pairing and attempt to correct the situation. You may need to undo more than one pairing to correct this; in extreme circumstances, you may have to undo pairings in the next higher band and switch one or more players out of band as per **5.** above (again, a certainty if you are approximating a RR schedule). Because pairing possibilities are restricted in the top- and bottommost bands, you may find it easier in practice to pair at both ends first, then work back to the middle band(s). If you are cautious at the bottom band or two, you will get exactly the same result, but spend much less time at it. (Purists take note—this expedient has been the norm in chess for many years.)
7. Prefer solutions that minimize the switching of players out of band. Prefer also solutions that do not move a player out of band in either direction more than once. Keep in mind that pairing down tends to put a player at a disadvantage in tiebreak situations.
8. If you have an odd number of players in a section, award a bye in each round to the lowest ranked player in that section that has not already received one. Remember to count a bye as a win for pairing purposes in the next round. (When sectioning the initial draw, try very hard to leave only one section with an odd number of players so as to minimize the number of byes you must give. No matter how good your reasons, you will inevitably draw unfavorable comment if you force more than one player at a time to take a bye.)
9. If you can do so without matching two players together more than once, or pairing someone out of scoring band, give strong consideration to not matching players from the same club or local area until the last round(s). You can accept even out of band pairings if none of the players involved is in contention for a prize; you must be cautious, though, as you may inadvertently skew tiebreaking criteria for a third player.

10. If you have one more player in a section than the number of rounds and the number of rounds is odd, Swiss pairings are exactly equivalent to a RR system. If you have  $2^N$  players in a section, where  $N$  is the number of rounds, Swiss pairings are equivalent to a KO system (but give a rationale for pairing losers).

11. In small tournaments you will probably find that you have few pairing options for most players. But where you can, make matches that alternate colors for players or that avoid pairing locals together, etc.



4 Round, 10 Player Swiss System Pairings

**Example:** You are running a 4 round tournament with 10 players in a section. Split the section in half and match top half against bottom half. Five players win their games; you now have 2 scoring bands, 1-0 and 0-1. Since the top band has an odd number of players, *pair down* player number 5 (bottom of the top band) against player 6 (top of the bottom band). Split the resulting top band in half; match top half against bottom half. Do the same with the bottom band, remembering that you have already matched the top player in this band. In round 3, you have three scoring bands: 2-0, 1-1, and 0-2. Again, you have an odd number in the top band (since player 5 won in the second round). But since the lowest ranked player in that band has already been paired out of band, shift player 2 down against player 3 instead. Do the same with player 8 in the middle band; since player 6 has already been shifted, match 8 against 9. In round 4, the second band again has an odd number.

Players 5 and 8 have already been shifted; 4 has already played 7 in the next band down. 3 and 6 have been shifted up, but 4 against 3 gives a better tiebreak for 2nd/3rd place. Skipping to the bottom band would put 4 at a severe disadvantage in SOS points in breaking this potential tie. The rule of thumb is that skipping a score band is permissible to avoid matching two players twice, but not to avoid giving one player out of band pairings at the expense of another. Thus, shift player 3 up a second time.

**Tournament Systems: Swiss-McMahon.** The Swiss-McMahon was invented by Lee McMahon and Bob Ryder of Bell labs in the early 1960's for the New Jersey Open, at a time when player ratings were wild approximations of actual strength, and "open" meant that everyone played in one giant section. Strong and weak players had to suffer through boringly predictable early round games with each other; misrated players never got the games they deserved. The Swiss-McMahon instead allowed a player's effective rating to change during the tournament, and preset the number of losses weaker players could expect to have suffered relative to strong players had they been matched in the early rounds of a KO, thus skipping those early "slaughter" rounds. When the larger tournament fields of the Eastern and Western championships came along in the 1970's, the McMahon seemed just the thing to take care of them.

Unfortunately, the very flexibility of the McMahon makes it undoubtedly one of the most complicated systems to administer; it is totally impractical to run by hand with a field of, say, 70 or more, and not very easy with even half that number. Chuck Robbins' WinTD computer program takes most of the pain out of running a Swiss-McMahon, fortunately. (The older program by Sam Zimmerman is no longer in common use.) That does not mean you can run a McMahon without understanding the pairing rules, however; the program does have some limitations, the resolution of which require you to understand the workings of the McMahon completely. The program just handles the bookkeeping and tedious work of actually pairing.

If the "Swiss" of the title seems out of place, consider the following: suppose you kept the score bands of a Swiss, but dissolved the section boundaries. Then after each round, move the winners up to the next higher score band—even if that band is in the next higher section. Don't move the losers at all. This would approximate the behavior of a McMahon, and is why "Swiss" is an appropriate title. In order to pair competitors in the Swiss-McMahon system, proceed as follows:

1. After listing the players in descending order of strength, determine how many players should have a reasonable chance of winning the overall tournament, based on the table:

# of rounds	3	4	5	6	7	8
Minimum # of players	4	5	6	7	8	9
Maximum # of players	6-8	8-12	12-18	18-24	24-32	32-50

2. For the top band, you should consider the minimums as absolutes (you would not even be able to play as a RR otherwise), and the maximums as advised. Placing too few players in the top section gives them an unnecessary and unfair advantage over the rest of the field. Placing too many in the top field could result in the top two or three never meeting (more likely, in lots of ties, especially for second place and beyond).

3. The top band is separated from the rest of the field by a line called the **Bar**. Group players below the Bar into bands determined by playing strength. A band should be one rank wide, even if it contains only one player, unless the distribution of strengths is unusual. There may well be gaps of two ranks or more between adjacent bands, too. In general, no firm rules can be given for breaking the field into bands, particularly if the field is sparse or ill-distributed; you must use discretion, common sense, and your previous experience as a TD. (This is one of the factors that make a McMahon difficult to run.)

4. Assign the band above the Bar a score of 0. Number bands below the Bar consecutively in descending order. However, if there is a two rank gap between bands, decrease the lower band's score by one or more. Again, if a band contains more players than the maximum indicated in the table, lower its score by one to increase its separation from the next higher band. (Failure to do so will lead to large numbers of tied players in that band at tournament's end.) **Variants:** for bands of kyu players, use  $(-1 * \text{rank}) + 1$  for the initial score; for dan players, use the dan rank of the highest ranked player in the band. I.e., one kyu players would get a score of 0 to start. **Variants:** separate bands by two or more score numbers if you want to minimize mixing of initial band groups for some reason.

**Example:** Your tournament is 5 rounds, 57 players. You need at least 5 players above the **Bar**. The stronger two 5 dans have a faint chance of winning the tournament, so you include them. The weakest 5 dan probably does not, and an even number of players in the band is preferable anyway, so you add that player to the 4 dan band. You might set even this player above the Bar in the interest of harmony, but you would be *pairing down* him or her in the first round in any case. This could make tiebreaking a messy proposition. (However, if you knew this player to be underrated, or rapidly improving, you could make a case for moving him/her up to face eventually stronger competition.) Notice that the shodan band is a little large for 5 rounds, while the 2 dan band is too small. An imaginative solution is to lump the 2 dan with the 3 dans since the w dan is going to be *paired up* anyhow, and create a 2 point gap with the shodans, reducing the possibility of a multi-way tie in which the leaders have not met. The lower part of the draw has several such gaps and multi-strength bands because of

6.7	0	-1.1	-5
6.6		-1.2	
6.5		-1.4	
6.2		-1.7	
5.9		-2.2	-6
5.7	<b>Bar</b>	-2.5	
<hr/>			
5.0	-1	-3.3	-7
4.9		-3.4	
4.7		-3.6	
4.5		-3.9	-9
3.8	-2	-5.0	
3.5		-5.4	
3.4		-5.7	
2.8		-6.7	-10
1.7	-4	-7.3	
1.6		-7.5	-12
1.5		-9.3	
1.5		-9.4	
1.5		-9.5	
1.5		-9.7	-13
1.4		-10.1	
1.3		-10.8	
1.3		-11.5	-15
1.3		-12.5	
1.2		-14.3	
1.2		-14.6	
1.2		-15.1	
1.2		-17.7	
1.1		-20.5	

Setting Initial McMahon Bands

poor strength distribution—a general problem with McMahon systems. Even a 300 player draw will not necessarily set things straight on the bottom. In order to give the 14 kyus some chance at stronger players, the band gap has been set at 2; any greater, and matches in the bottom bands would become very difficult to make, as you would effectively make this whole band an isolated section, with little chance of mixing with the rest of the field above them. With a 20 kyu in the field, you will want to set up the matches in this bottom band by hand anyhow. Particularly if you are using the common practice of handicap = difference of McMahon scores - 1, you must pay strict attention to the band gaps when setting up the draw. Expect to spend some time poring over the ordered list of players before round 1.

5. Use Swiss-system pairing rules to pair players within a band. For bands with an odd number of players, *pair down* the odd person to the next lower band and match against the top rated player he/she has not already played; at the bottommost band, *pair up* and match against the lowest rated player instead.

**Variant:** Pair players together randomly within each band. (This is the older method, still used in Europe.)

6. In succeeding rounds, add one to the McMahon score of any player who wins (or gets a bye). Do nothing to the score of any loser. Continue to pair players with the same McMahon score in each round, subject to the following constraints:

- a. Never pair the same two players twice.
- b. Give any necessary bye to the lowest McMahon score player who has not already received one (assuming you do not have a bye volunteer).
- c. Do not "pair up" or "pair down" the same player too often (preferably only once in each direction).
- d. **Variant:** do not pair up or pair down a player who is in contention for winning a band in the last two or three rounds of the tournament.
- e. **Variant:** in the last two or three rounds of the tournament, preferentially pair players in a band who also started the tournament in the same band (virtually the norm as of 1990). Doing so will lead to clear winners from every initial band, instead of multi-way ties in which the players have not played each other very much.

6.7	}	2	3.4	}	-2
6.5			1.6		
6.6	}	1	1.5	}	
5.9			1.5		
5.7	}	0	1.7	}	-3
6.2			1.5		
5.0	}		1.5	}	
4.9			1.4		
4.7	}		1.3	}	
4.5			1.1		
3.8	}	-1	1.3	}	-4
3.5			1.3		
3.5	}		1.2	}	
2.8			1.2		
			1.2		

**McMahon Band Movement**

f. **Variant:** although successful weaker players will move into bands with unsuccessful stronger players, preferentially match the former against the bottom half of the new band, unless you know the player to be underrated. (This can create much extra work, and is an older practice, not much in use any more; it violates the spirit of the McMahon's use of band score to judge player strength.)

**Example:** After 2 rounds, the top bands have begun to sort themselves out. The top 2 players have won all their games, and so have added 2 to their McMahon scores. The three players below them are 1-1, with a McMahon of 1. The 0 band now includes one unlucky 6 dan and all of the original -1 band players (all four are 1-1). Likewise, the -1 band now consists of 4 players who are 1-1. The -2 band includes one unlucky 3 dan and 3 undefeated shodans; one of these will face the 3 dan on even terms since they have the same McMahon score. Six other shodans have moved up one band with scores of 1-1. And five of the shodans have yet to win a game. In round three the one 6 dan will be "pulled up" to the 1 band (there must be one of the three players there

the 6 dan has not faced, but you would have to make sure that the other two players can be paired as well), which will allow the 0, -1, and -2 bands to sort themselves still further. Looking ahead, it is a virtual certainty that 1 of the undefeated shodans will have to face a 3 dan in the next round. However, you may prefer to

force a complete resolution of the shodan group in rounds 4 and 5 by pairing the leaders only against each other, as there will be 5 contenders still for second place by round 4.

**7.** Although most games should be even, let any handicap be the difference in McMahon scores between two paired players, minus one; in general, ignore ratings and ranks *after* the tournament has begun.

**Variants:** let the handicap simply be the difference in McMahon scores. Statistics show that lessened handicaps aid the weaker player hardly at all. Penalizing a player because of the deficiencies of the system is unreasonable. You should also consider using rank-difference handicaps for matches in *initial* bands that are more than one stone wide, and at the bottom of the field. Note that otherwise the sole determinant of a player's strength is the McMahon score at any given point.

**8.** The player with the highest McMahon score at the end of the tournament wins the tournament. You should also choose other winners; the highest placing finisher from each *initial* score band is also a winner.

**Variant:** award prizes only on the basis of *final* band scores, using normal tiebreak methods. This is given only as a theoretical possibility; I know of no tournament that has done this. Given the typical strength distribution in bands below, say, 10 kyu, other methods would have to be used to award prizes below that level.

Note that a player who does very well will often be in contention for a prize in an upper band as well as his/her own band. Such a player in contention for a finish in the **topmost** band is often awarded a prize for that band as well, although the recent separation of the 6 from 7 dans in the U.S. Open seems to have caused this to fall into disuse. The following variants are rarely used. **Variant:** award second prizes in **all** bands for players who do well enough to earn them. **Variant:** many organizers feel uneasy with the above distribution of prizes, on the grounds that there are few enough places as is, and one player shouldn't monopolize them. But a player who places well up in the next band deserves recognition, as this is a very difficult thing to do in the McMahon, so use your discretion as TD to award "fighting spirit" prizes to players who do well enough to have qualified for prizes in more than one band, particularly anyone who goes undefeated.

**Important Variant:** award prizes to all players who finish with a fixed score or better, i.e., 4-1, 5-0, 5-1, 6-0, etc. The Europeans use this method; its disadvantage is that the number of prizes is completely unpredictable. Conceivably, no one might win a prize at all. Its advantage is that it requires little TD decision-making and no manipulation of the draw to break ties. It has been under consideration for use in the AGA for some time. Analysis of the U.S. Open shows that the TD would award slightly fewer prizes this way than is traditional in the AGA, unless 4-2 is considered a winning score.

**9.** The McMahon score should be used to resolve ties, using normal tiebreak methods. **Variant:** let most number of wins be the first tiebreak criterion. It is *essential* to do this in award bands that are more than one strength band wide, as weaker players will have started with a one score deficiency. Consequently, this is not really a variant for this part of the field but a necessity.

**Example:** This McMahon has a clear-cut victor at 5-0. It also has a tenacious 5 dan at 5-0, amidst the rest of the 6 dan winners. Assume SOS points leave this player in third place in the 6 dan band (of course winning the 5 dan band outright); number of victories put him or her in first.

The fairest thing to do is to award this player a double prize for placing third in the open section and first in the 5 dan, or to award a "fighting spirit" prize in addition to first place. The same situation exists in the 4 dan band; in this case, it is unusual to award another *place* to the victor. Award another "fighting spirit" prize instead, if you can.

6.7	5	1st	5.5	2	3rd
6.6	4	1st	5.4		
6.5		2nd	4.6		1st
5.3		1st	4.6		2nd
6.3	3		3.9		1st
6.1			4.4	1	
6.0			4.3		
5.7		2nd	3.5		2nd

**Determining the McMahon Winners**

**Tournament systems: "Instant" Pairing.** Because formal pairing systems require much work to set up and tend to slow the pace of the tournament to that of the slowest game, various informal, "instant" or "constant," pairing systems have come into vogue since the mid-1970's. These systems have not spread

widely enough to give fixed rules for them; what follows is a general synthesis of systems from Ann Arbor, San Francisco, Philadelphia, and Washington, with a few variants thrown in for good measure.

Instant pairing systems do not claim to pick out the best player of the day, unlike traditional systems; they do claim that they provide a maximum amount of fun and activity and generate the maximum amount of ratings data in a given amount of time. For players traveling long distances, the fun is probably the most important consideration. Then too, anyone who can go 10-1 in eight hours, as some winners have, is clearly playing very well (or is misrated!). Perhaps these systems pick winners better than one would suspect, after all.

1. List players as you would normally. Pair initially by any convenient system, usually by proximity from the top down. If you section the field at all, use very large sections—at least 20 or 30 players, to be conservative. **Variant:** make no attempt to list or section field; pair players that are within five (or nine) stones of each other as they register, and begin games immediately. This gives players an incentive to show up early!

2. As players finish games, pair waiting players with those who finish first, so long as players are within a pre-determined range of each other's strength (typically, five stones). Do not pair the same two players twice! You can establish a written list of players/strengths, which the players themselves maintain and add to as they finish, crossing out names of those they pair up against as they move off to play. Even with such a "self-pairing" list, you should keep an eye on the matches being made to ensure that stronger players don't duck out of handicap games in favor of even ones, and that no one has to wait too long for a game. You may wind up "brokering" games between players.

3. Reserve the right to arrange matches in order to resolve ties, or insure that players do not wait too long for games.

4. Record games without reference to rounds, as there are none.

5. Remember that the minimum time limit for rated games is 30 minutes per player, 30/10 overtime, or 45 minutes per player, "sudden death."

6. Announce a definite cutoff time after which tournament games will not be allowed to start.

7. Usually, losses do not count under this system, only wins. Encourage early resignations. Winners are those players with the greatest number of wins, either over the field as a whole, or within strength bands. You should establish a minimum number of wins to qualify as a victor as well. **Variant:** Winners are those with the highest winning percentage over some minimum number of games played, or over some minimum number of wins, typically five in a one day tournament. Be warned that this condition may cause early leaders to stop play before the tournament's end in order to protect a good percentage. **Variant:** award a prize to the one who plays the most games in the course of the day. This condition can easily lead to degenerate play if you award all prizes on this basis alone. **Variant:** award a booby prize to the player with the most losses or worst win percentage during the day—but don't announce this category ahead of time!

8. Ordinary tiebreaking procedures are useless for this kind of tournament. Instead, use win percentage, most number of games, score against common opponents, head-to-head results, etc. Announce your tiebreak order before play commences or not as you see fit.

**Tournament Systems: Matthews Accelerated.** The Matthews Accelerated system was designed by the same person who redesigned the AGA ratings system (Paul Matthews) and uses the same basic model for tournament play. At the time of this writing (2004), the system has long since moved out of the experimental stage into widespread use. Although the system can be run by hand (or at least, by hand calculator), it is the first pairing system designed from the start to be run by computer program. Apart from the informal pairing schemes, it is the only system deliberately designed for the use of handicaps; all other systems ignore the issue. It is possible to run the Accelerated as a completely even game tournament; in fact, the system uses a sliding scale to assign handicaps to games such that dan players are unlikely to receive them, and kyu players are more likely. (The weaker the player, the more likely he or she will receive a handicap.) Of course, most tournaments of 60 or more participants will have most of the games be even anyway, so the point is somewhat moot. It has been used successfully in mid-sized tournaments on the

east coast and elsewhere, but the system's initial (i.e., 1989) dependence on handicaps, including "reverse" komi, (it can be run without, but loses some efficiency) has held back its acceptance for very large tournaments which tend to be completely non-handicapped. Similarly, the early version of the system matched the two strongest players in the first round, tending to make the rest of the rounds anticlimactic. The current version "looks ahead" to attempt to postpone such a match until the end.

Like the McMahon, the Accelerated system groups people into bands based on rank, but after the first round, the bands tend to become narrower than one rank wide because the system uses a player's *provisional* rating as his/her strength in the tournament. The ratings program calculates the expectancy that a player will win a game and then adjust the provisional rating points to match its table. A player who wins a game he or she had little chance of winning will gain more points than a player who was expected to win; conversely a player who loses a game he or she was expected to win will lose a greater number of rating points. The program will consider the most likely chain of strengths in the entire field that leads to all the results it has been given; it will then assign new ratings to match. An unusual feature of this system is that the program will re-evaluate its conclusions for earlier round on the basis of later rounds, so the number of points gained prior to a round may change after that round has been evaluated for the whole field. In effect, the program "learns" that a player had a greater or lesser chance to win in an earlier round based on current behavior of the competitors. (One could consider the tie-breaks to be built-in to the system instead of applied at the end.)

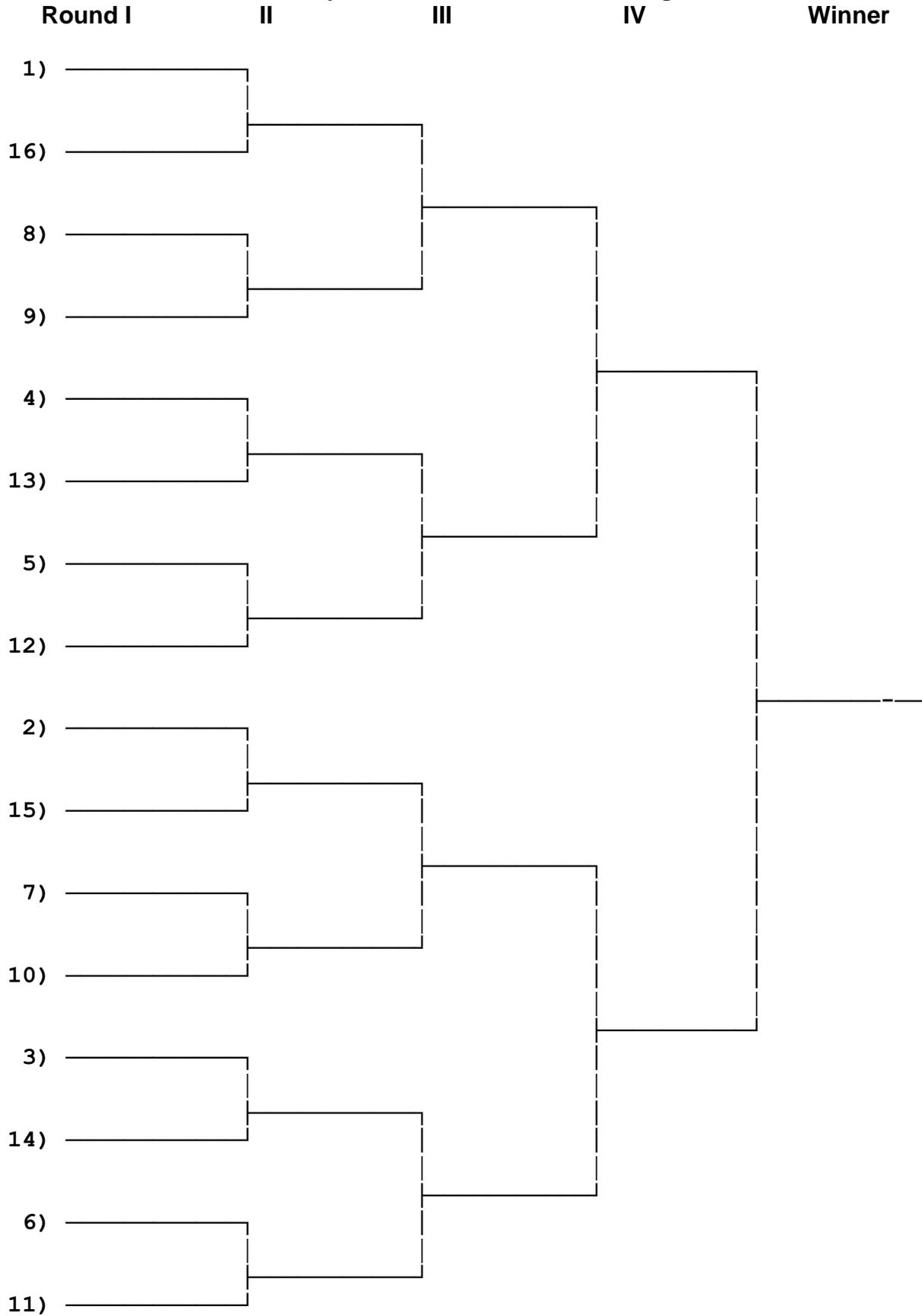
A rating number effectively extends a rank number into several decimal places, so after a few rounds, it is possible to have as many bands as there are players. Obviously, this would require considerable (and unfair) out of band pairing if looked at in the normal way, but the introduction of handicaps alleviates this somewhat; in any case, players receive the closest matches possible which the lack of granularity of other pairing systems renders virtually impossible. As in the McMahon, many people may have the same number of wins by the end of the tournament; winners can be determined by number of wins or by award bands (sections). It is not necessary to use award bands; players in such sections may not have played enough against each other during the course of the tournament for awards to be understandable to the competitors.

Instructions for running the Accelerated computer program can not be given here; they should be obtained from the author, Paul Matthews, or from the website <http://ourworld.compuserve.com/homepages/accelrat/>. Broadly speaking, you prepare a tournament data file with any text editor, then run batch scripts with the round number as an argument before each round. Other scripts generate results listings and results files for the AGA. Running the system by hand is possible, but not very practical. You will have to calculate the rating change for each player after each game, reorder the field, and then match the strongest player against the strongest opponent he/she has not played. You might be able to do this with some difficulty for a 20 player field, but would probably weary of it for 80 players or more. As a first approximation, a given game would be worth about 0.3 points to each player; you would have to ignore the expectancy table. The handicap between two players changes with the rank difference, but there are a few wrinkles at less than 2 stones. Thus a difference of 0.5 to 0.99 establishes a no komi game and 1.0 to 1.99 a reverse komi game.

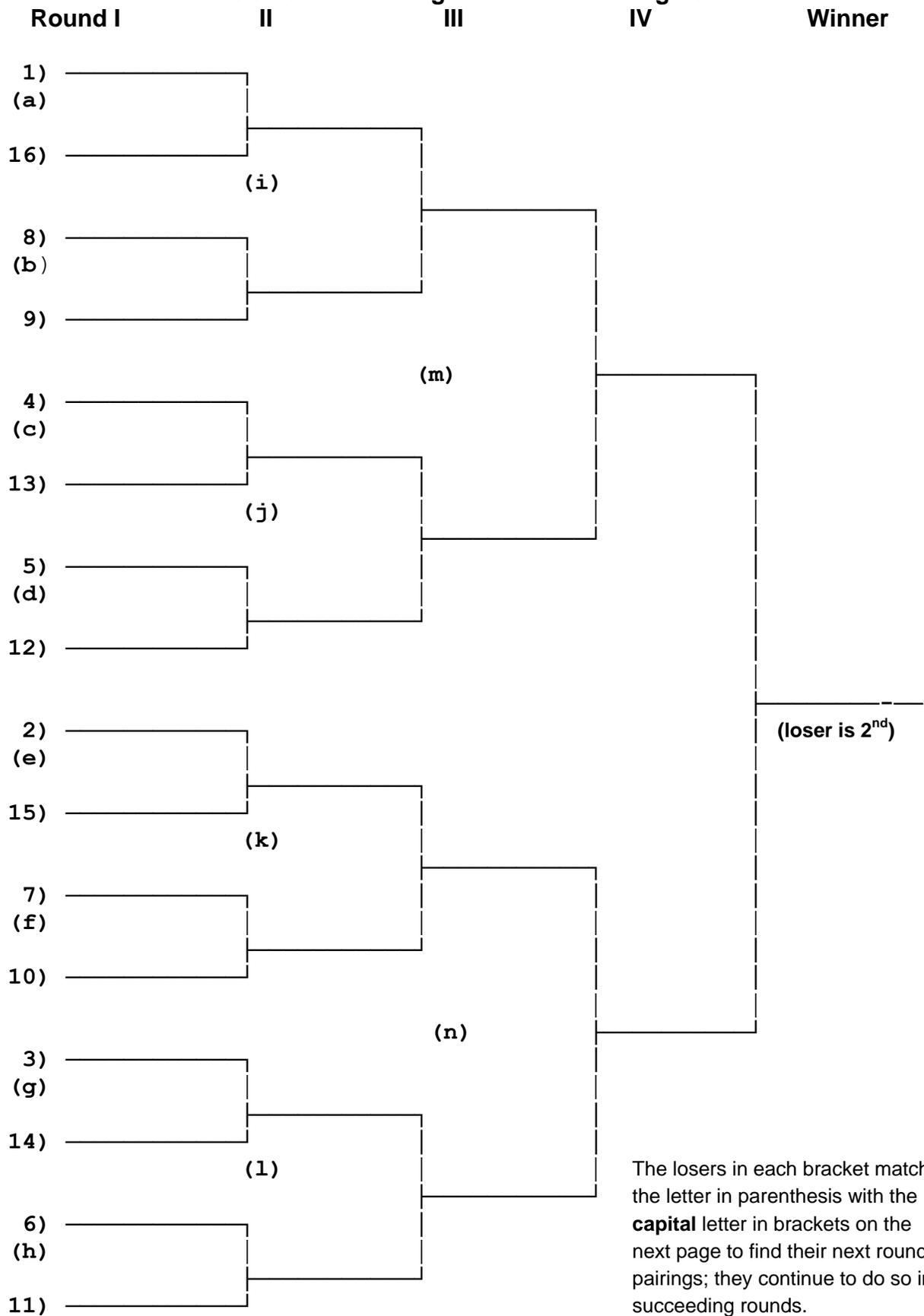
WinTD will also run an Accelerated system tournament, and has a much nicer interface than the bare bones program first released by Matthews; the latter is much simpler to run, however, and with a small field, only slightly more difficult to set up.

**Pairing Charts.** On the following pages, you will find charts that you can copy, enlarge, or otherwise reproduce as needed to run KO's, RR's, and their variants by hand. A given chart for these systems can double as a postable results sheet, simply by circling winners or carrying their names through to the next round. Remember that you must eventually create a computer results file to send to the AGA.

# 16-Player, 4-Round Knockout Pairings Chart

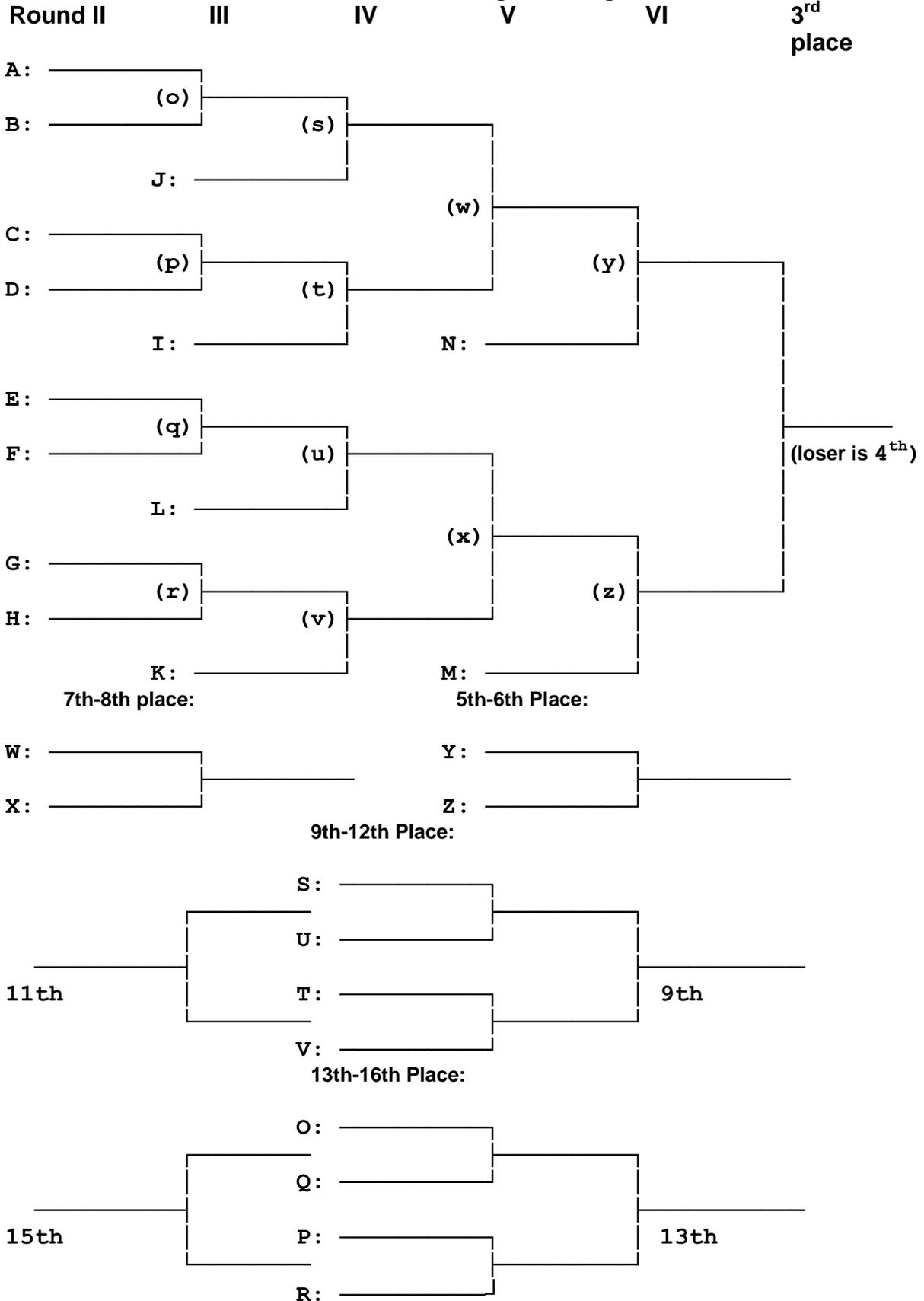


## MGC 16 Winners Flight Knockout Pairings Chart



The losers in each bracket match the letter in parenthesis with the **capital** letter in brackets on the next page to find their next round pairings; they continue to do so in succeeding rounds.

### MGC 16 Consolation Flight Pairings Chart



## Round Robin Pairing Charts

P#	Rnd#	1	2	3
1		2	3	4
2		1	4	3
3		4	1	2
4		3	2	1

### 4-Player Round Robin Pairings

P#	Rnd#	1	2	3	4	5
1		2	3	4	5	6
2		1	4	6	3	5
3		6	1	5	2	4
4		5	2	1	6	3
5		4	6	3	1	2
6		3	5	2	4	1

### 6-Player Round Robin Pairings

P#	Rnd#	1	2	3	4	5	6	7
1		2	3	4	5	6	7	8
2		1	4	6	8	3	5	7
3		8	1	5	7	2	4	6
4		7	2	1	6	8	3	5
5		6	8	3	1	7	2	4
6		5	7	2	4	1	8	3
7		4	6	8	3	5	1	2
8		3	5	7	2	4	6	1

### 8-Player Round Robin Pairings

<b>P#</b>	<b>Rnd#</b>	<b>1</b>	<b>2</b>	<b>3</b>	<b>4</b>	<b>5</b>	<b>6</b>	<b>7</b>	<b>8</b>	<b>9</b>
<b>1</b>		<b>2</b>	<b>3</b>	<b>4</b>	<b>5</b>	<b>6</b>	<b>7</b>	<b>8</b>	<b>9</b>	<b>10</b>
<b>2</b>		<b>1</b>	<b>4</b>	<b>6</b>	<b>8</b>	<b>10</b>	<b>3</b>	<b>5</b>	<b>7</b>	<b>9</b>
<b>3</b>		<b>10</b>	<b>1</b>	<b>5</b>	<b>7</b>	<b>9</b>	<b>2</b>	<b>4</b>	<b>6</b>	<b>8</b>
<b>4</b>		<b>9</b>	<b>2</b>	<b>1</b>	<b>6</b>	<b>8</b>	<b>10</b>	<b>3</b>	<b>5</b>	<b>7</b>
<b>5</b>		<b>8</b>	<b>10</b>	<b>3</b>	<b>1</b>	<b>7</b>	<b>9</b>	<b>2</b>	<b>4</b>	<b>6</b>
<b>6</b>		<b>7</b>	<b>9</b>	<b>2</b>	<b>4</b>	<b>1</b>	<b>8</b>	<b>10</b>	<b>3</b>	<b>5</b>
<b>7</b>		<b>6</b>	<b>8</b>	<b>10</b>	<b>3</b>	<b>5</b>	<b>1</b>	<b>9</b>	<b>2</b>	<b>4</b>
<b>8</b>		<b>5</b>	<b>7</b>	<b>9</b>	<b>2</b>	<b>4</b>	<b>6</b>	<b>1</b>	<b>10</b>	<b>3</b>
<b>9</b>		<b>4</b>	<b>6</b>	<b>8</b>	<b>10</b>	<b>3</b>	<b>5</b>	<b>7</b>	<b>1</b>	<b>2</b>
<b>10</b>		<b>3</b>	<b>5</b>	<b>7</b>	<b>9</b>	<b>2</b>	<b>4</b>	<b>6</b>	<b>8</b>	<b>1</b>

### **10-Player Round Robin Pairings**

For these charts, the number in the box is the number of a player's opponent in the round listed at the top of the chart. The order of opponents faced in a RR is more or less arbitrary, but the TD must take care to prevent two players from being forced to meet in a late round a second time, because available pairings have been used up; these charts do that.

## Cleveland 4-Round "Packed" Round Robin Pairings Chart

P#	Rnd#	1	2	3	4
1		2	3	4	5
2		1	6	5	3
3		4	1	6	2
4		3	5	1	6
5		6	4	2	1
6		5	2	3	4

### 6-Player "Packed" Pairings

P#	Rnd#	1	2	3	4
1		2	3	4	5
2		1	6	5	3
3		4	1	7	2
4		3	7	1	8
5		6	8	2	1
6		5	2	8	7
7		8	4	3	6
8		7	5	6	4

### 8-Player "Packed" Pairings

Player numbers run across the left side. Round numbers run across the top. This shows clearly the "packed" nature of the Cleveland system: there are insufficient rounds to match all the opponents, so some pairs never meet. Nevertheless, any two pairs have at least one opponent in common, plus a head to head result, or else two common opponents. This system works better for handicap tournaments. It is probably better to seed stronger players evenly through the field, if the TD has a good idea of player ranks. This may lead to ties at the top.

## Appendix 2: Resolving Ties

Most tournament systems are prone to ties if one player does not go undefeated. As TD, you should have the order of precedence of tiebreakers firmly in mind before play begins; you should announce the tiebreakers you will use while explaining tournament rules. You need not go into detail as to how a tiebreak works unless asked; there is, perhaps, good reason not to, so as to avoid influencing the play of the tournament.

When you do have a tie to break, you must *be* and *appear* to be absolutely impartial. As near as possible, you want dissatisfied players to cast any blame on the mechanism, not the person operating it. You must *not* consider factors not built into the tiebreaking system, such as the strength of the players involved, club affiliation, etc.; it would be wiser to flip a coin instead. If you find yourself thinking, "X deserves to win this tie; he's the stronger player," back off and re-think what you are doing! X hasn't proved his case in this tournament, or he wouldn't be tied.

A word about prizes: remember that monetary prizes should be **evenly split** among those players tied; tiebreaking here simply resolves the honor of having won a particular place and/or a particular trophy. Also, it is useful to have a small stock of second place or nominal prizes to help assuage the feelings of tiebreak losers. All tiebreak systems have weaknesses; it is fair to compensate for them as best you can.

**Two-Player Tiebreak Procedures.** The following procedures from steps **2-4**. use the maximum amount of data from the event, then define increasingly smaller subsets of that data in order to break a tie (step **1**., of course, attempts to gather more data.). Some directors attempt to compensate for the inherent weaknesses of tiebreaking systems by using both **2**. and **3**. together. They use both simultaneously; only if the player with the higher **SOS** score also has the higher **SODOS** score is he/she the winner. Often this will be the case; the TD can then be completely satisfied that the more worthy player has been anointed. Again, since this is not most common practice, you should announce in advance your intention to break ties in this manner,

1. When time permits and both players agree, a playoff round is the most exciting and generally acceptable way to break a tie. However, time rarely permits.
2. If time or players do not permit, use **Sum of Opponents' Scores (SOS)**, also, **Solkoff** system). Add together the scores of all the opponents of each player in turn. The player with the higher score has clearly *met* the strongest performing opposition, therefore is more deserving of victory. The problem is that a chance match with a strong player guarantees one an advantage in the tiebreak.
3. If **SOS** scores are equal, then use **Sum of Defeated Opponents' Scores (SODOS)**, also, **Sonnenborn-Berger** system). Add together the scores in turn of all the opponents that each player defeated. The player with the higher score has *defeated* the strongest performing opposition, therefore is more deserving of victory. The problem is that one player may be matched against an opponent that the other could have easily beaten, but by chance, was matched with a very weak one instead, thus putting him/her at a disadvantage.
4. If **SOS** and **SODOS** are equal, use the result of head-to-head competition, if any. Note that **SOS** and **SODOS** have already included this criterion.
5. Chance. There probably is no one best player if both still are tied at this point. Traditionally, players draw stones to see who has won, but any other method, e.g., coin flip, is acceptable.

**Multi-Player Tiebreak Procedures.** Matters are more complex if 3 or more players are tied by the end of the tournament. The goal is to reduce complexity to a situation more easily handled. Otherwise there are a number of pitfalls for the unwary, chiefly the transitivity problem.

1. Do not use a playoff round if more than two are tied; you may run into the "A beats B, B beats C, C beats A" transitivity problem.
2. Otherwise, use the two-player procedures in order, at each step dropping out any players not still tied with the strongest tiebreaking scores. When you have reduced the number in contention to two, you may consider a playoff between them.
3. If three or more are still tied when considering the result of head-to-head competition, you may have the problem mentioned in 1. Do *not* pick any player as the winner if he/she lost to anyone else tied with him/her in head-to-head competition. Instead, resort to chance.

**Alternate Tiebreak Methods.** TD's may wish to experiment with some of the following tiebreakers in addition to, or in place of, the ones given above. Since these are not commonly used tiebreaks, the TD should definitely announce them in advance.

1. **Median or Harkness score.** Same as **SOS** except in a tournament of eight or fewer rounds, leave out the strongest and the weakest opponent; in one of more than eight rounds, leave out the two strongest and weakest opponents. This method attempts to remove chance inequities in tournament pairings from the tiebreak scores. The interested TD is referred to Harkness's *Official Chess Handbook* for a detailed argument. Do not attempt to use this method in tournaments of less than five rounds, or you will have almost no data with which to work!
2. **Score Against Common Opponents (SACO).** Professional sports sometimes use this method; it was also used in the first Fujitsu Qualifiers Tournament in New Jersey, 1988. As the name implies, compare each player's *record* against opponents that both played; the one with the better record is the winner. As a practical matter, you probably need a five round or better tournament, with a small section, for there to be common opponents.
3. **Cumulative score.** Add each player's score in each succeeding round to his/her score in the previous round; the one with the higher score wins. In effect, a late-round loss is superior to an early-round loss, presumably because of stiffer competition.
4. **For self-pair:** Greatest winning percentage of games played, for results that depend on number of wins. It is hard to stop playing to protect a good score because the other player tied can simply continue in hopes of winning even one more game to escape the tie.
5. **Lightning Playoff.** Professional chess has taken to playing one or more speed matches to resolve ties in some tournaments. TD's could certainly do the same in Go tournaments. Again, make sure that competitors know this will be the primary tiebreak at the end of the tournament. As a practical matter, restrict this to cases where only two players are tied. Use ten minutes on the clock, sudden death. Slow players will not be happy with this, so perhaps it is better reserved for a lower level of tiebreak.
6. **For Matthews Accelerated:** Best rating was the winning criterion for early release of this system, but has long since been replaced by number of wins for most TD's. Best rating can still be used for tiebreak, however. Alternately, most rating gain works as a tiebreak.

## Appendix 3: Setting Clocks

By the time of this writing (2004), most go players who have ever played tournament go will have used a game clock of some kind at least once. But many of these players (and no few TD's!) will not know how to set the clock; most clubs have few, if any, and rarely use them outside of tournaments. As AGA tournament regulations make each player responsible for correctly setting the clock, a word or two of instruction on how to set and use the standard mechanical analog and Ing electronic digital game clocks comes not amiss.

**Standard Analog Clocks.** The standard mechanical clock consists of two analog clocks physically linked so that when one is ticking, the other is stopped and vice versa. The back of each clock has a winding knob, a knob to adjust the position of the clock hands, and (usually) a lever to speed up or slow down the mechanism to correct for mechanical defects. Unless the clock is very old indeed, each clock face has some sort of marker to indicate the turn of the hour, usually called a **flag**. Better quality clocks also have something to indicate the ticking of seconds, and even how many seconds remain in the minute.

To set the clocks, first make sure that both of them are stopped. Then wind the springs a half dozen turns or so to insure that the clocks will not run down in the course of play. It is unnecessary to fully wind the clock; in fact, clocks that are fully wound and left that way over a period of time will wind up with ruined mainsprings. (Wise TD's will take the precaution of letting each clock wind down a little after the tournament is over to prevent such an occurrence.)

Next, set the hands so that the basic time control will *expire* at **6:00**. For example, if the time control is 1 hour, set the clock to **5:00**; if 1.5 hours, to **4:30**, etc. (To correct for any inaccuracies, it is customary to set the hands one minute greater than the actual time control.) The point of all this is to let the TD and/or any monitors know at a glance exactly when a time control is to expire, which *ad hoc* settings would not necessarily do. (Some players have even mistakenly set the clock so that the time control does not expire at the hour!) The clocks are now ready for business.

A word about the flag: some flags may not fully fall. Nevertheless, if the tip of the minute hand is to the right of the tip of the flag, it is considered to have fallen. Also, if the tip of the minute hand is to the right of the "12" hour marking, the flag is considered fallen. TD's should practice adjusting the minute and hour hands of a clock to cause the flag to fall in order to acquaint themselves with these subtleties.

**Ing Digital Clocks.** Electronic clocks promise significantly greater accuracy of timekeeping and the ability to execute complicated timekeeping tasks. They are also more delicate than mechanical clocks, not as easy to repair, are sensitive to the state of their batteries, and in the case of the Ing clocks, not as flexible, as well as make a great racket in the playing hall. If they fail during a game, the TD has to resort to a mechanical clock to carry on, or improvise with human timekeepers or double clocks. (Newer models do have a cumbersome provision for setting unequal amounts of time on each side of the clock.) The big advantage of the Ing clocks is that they were freely donated by Mr. Ing of Taiwan.

To set an Ing clock, make sure it has two **AA** size batteries inserted into the bottom. Open the top of the case. Make sure the **ON/OFF** button is *not* pressed down, i.e., that the clock is turned off. Then:

1. Press the button marked **SET/RUN** and the button marked **BT/RS** (BT stands for "Basic Time").
2. Press the **ON** button. After several seconds the displays on both clocks will then show **0:00** in large digits.
3. Set the basic time control as follows: press the big white bar once for each hour of time allotted and the big black bar for each minute, if time is not given in whole hours alone. The clock will cycle much faster if you hold the bar down; be warned that it responds slowly to release, so allow yourself several seconds to approach the time figure, or you will overshoot it and have to start over. If there is no overtime allowance, or if you are using mechanical clocks for overtime, continue with step **5**.

4. Otherwise, press the button marked **BT/RS** (for "Reading Seconds"; the button should now be in the up position). The display will return to **0:00**. Again, the white bar controls the number of seconds per period, the black bar, the number of overtime periods. The clock will monitor up to 20 of the latter. Some generations of Ing clocks use "0" to denote the last overtime period (meaning, you have no extra periods left), and some use "1" (you are on your last overtime period). You must know which your clock counts; if it is zero-based, you will set one period fewer than the given time limits. Otherwise, set the limits exactly as given.

5. Press the **RUN** button. Your clock is now armed (and dangerous, some would say!).

6. The second player starts the first player's clock by pushing the big bar on his/her side of the clock. The display will show the basic time allowance, the clock will beep, and the first player's LED will flash.

**Using the Ing Clock.** 1. Press the big bar on your side of the clock to stop your clock and start your opponent's. The clock will beep, your light will stop flashing and your opponent's will start. Sometimes, one or more of these things will not happen. Try pressing or rocking the bar again; the electrical contacts are a little sensitive on some of the clocks. If you hear the beep, the clock has correctly cycled, regardless of whatever LED is flashing (or not).

2. The small black buttons on each side of the clock allow you to see your opponent's time remaining without bending over to look at the other side of the clock. Just press the button, and your display will show his/her time. Of course, the display will not change if both of you have the same amount of time remaining.

3. If you must stop both clocks, press the **SET/RUN** button again (button down). To restart them, press **SET/RUN** (button up). The player *not* on the move may have to press his/her bar to start the other player's clock.

4. Newer Ing clocks announce time controls to players in either English or Chinese, but in a voice that most players find objectionable during play. This feature cannot be turned off, but there is a volume control on the side of the clock that should always be set to the minimum volume. Otherwise, the noise level of a room full of talking clocks can be considerable.

5. The clock will signal that a player has exceeded the basic time allowance by a continuous five second buzz and by an "F" in the left-hand part of the display, if the clock has not been set for overtime play. If it has, that player's display will change to the number of overtime periods and seconds remaining in the first one. Ing clocks approximate professional overtime counting: you are given a number of overtime periods of a set length each. So long as you move before the period elapses, no time passes on the clock. But if you take even one second extra, one of your overtime periods is allowed to lapse.

6. The clock will beep continually during the last five seconds of any overtime period, or will announce how many seconds have been used sporadically during the overtime period.

7. If you are not using the clock for overtime, do not turn it off or press the **SET** button before the TD has a chance to set the time allowances on a mechanical clock. Otherwise, the clock will *lose* the time that is left for the other player.

8. The clock will show a battery icon in the left-hand part of the display when the batteries are low. Experience shows that you then have about an hour before the clock fails.

## Appendix 4: Results and TDE Files

Results file format is straightforward, as in the sample below. You must identify the tournament, place, and date; list the players, their AGA numbers, and their strengths; supply a RULES directive; then list the games played by the AGA numbers of the players: white's number, black's number, winner (b or w), number of handicap stones (no komi or reverse komi is always a "0 stone" game), amount of komi (0.5 points for white is always assumed). Any line preceded by "#" is either a comment or a directive to the ratings system. Notice that ##TOURNEY and ##RULES directives are required. Forfeits should not be submitted to the ratings system; comment the game records or delete the game in question. Results files should be emailed to [ratings@usgo.org](mailto:ratings@usgo.org).

```
## TOURNEY My Local Tournament, My Town, MS, June 30, 2004
12345 Familyname, Givenname 1d
67890 Familynametwo, Givennametwo 1k
## RULES AGA
12345 67890 b 0 7
67890 12345 w 0 7
```

AccelRat uses TDE (Tournament Data Exchange) files, a superset format of results files. Directives in TDE files are preceded by "##". Common TDE directives include:

##ROUNDS <i>n</i>	number of rounds	Expected number of rounds, for pairing purposes.
##GAMES <i>n</i>	round number	Marks start of game records for round <i>n</i> .
##PLAYERS		Marks start of player records.
##END		Lines beyond the END are ignored.

Player records can be in one of three forms; the simplest is given above, except that rating replaces rank. Attribute tags can be added after the rating. The most common attributes are:

AVOID	Name of a group	Avoid pairing with player in same group.
BYE		Indicates bye volunteer.
DROP		Indicates player dropped from pairings.
UNCERTAIN		Indicates uncertainty about rating.

For example: 12345 Familyname, Givenname -1.5 BYE

Game records are as shown above, but there are two other result codes that can be used:

N	No winner could be determined.
?	No result reported.

For example: 12345 67890 ? 0 7

For more complete information see <http://ourworld.compuserve.com/homepages/accelrat/>.

## Official AGA Rules of Go (1991)

{The following are the American Go Association Rules of Go for amateur play. Unless specifically stated otherwise, these rules are in effect at all AGA sanctioned events. The rules themselves are given in **boldface**; comments and examples are given in ordinary type [and surrounded with curly braces or parentheses]. Illustrative figures are [interspersed].}

**Any paraphrase of these rules which is identical in content is acceptable as a statement of the AGA Rules of Go so long as it makes reference to the more complete Official Rules given below.** (By "identical in content" we mean that the result of applying these paraphrased rules should give the same result as would the Official Rules in every situation.)

{These rules are supplemented by the Official AGA Tournament Regulations governing time control, player conduct, the role of monitors, etc.}

**1) The Board and Stones: Go is a game of strategy between two sides usually played on a 19x19 grid (the *board*). The game may also be played on smaller boards, 13x13 and 9x9 being the two most common variants. The board is initially vacant, unless a handicap is given (see Rule 4). The two sides, known as *Black* and *White*, are each provided with an adequate supply of playing tokens, known as *stones*, of the appropriate color.**

{For recording purposes, the horizontal lines on the board are designated 1,2,3,...,19, starting from the bottom as seen by Black. The vertical lines are designated A,B,C,...,T (skipping 'I'), starting from the left as seen by Black. Points on the board are identified by their coordinates, e.g. A-1, C-3, T-19, etc.}

**2) Play: The players alternate in moving, with Black playing first. In handicap games, White moves first after Black has placed his or her handicap stones. A *move* consists in playing a stone of one's color on an empty intersection (including edges and corners), or in *passing*. Certain moves are *illegal* (Rules 5 and 6), but a pass is always legal (Rule 7). *Points* are awarded for controlling space in a manner described below (Rule 12). The object of the game is to end with the greater total number of points.**

**3) Compensation: In an even (non-handicap) game, Black gives White a compensation of 7 1/2 points for the advantage of the first move. This compensation is added to White's score at the end of the game. In handicap games, Black gives White 1/2 point compensation. This avoids draws.**

**4) Handicaps: The game may be played with a *handicap* to compensate for differences in player strengths. The weaker player takes Black, and either moves first, giving only 1/2 point compensation to White, as in Rule 3 (this is known as a "one stone handicap"), or places from 2 to 9 stones on the board before the first White move.**

{The nine intersections corresponding to the horizontal lines 4, 10, and 16 and the vertical lines D, K, and Q are called *star points*, and are ordered as follows: (See Figure 1.)

- 1st star point Q-16
- 2nd star point D-4
- 3rd star point Q-4
- 4th star point D-16
- 5th star point Q-10
- 6th star point D-10
- 7th star point K-16
- 8th star point K-4
- 9th star point K-10 (center point)

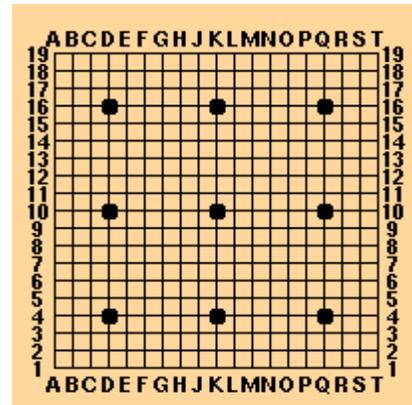


Figure 1

The handicap stones are traditionally played as follows:

- 2 stones on the 1st and 2nd star points
- 3 stones on the 1st through 3rd star points
- 4 stones on the 1st through 4th star points
- 5 stones on the 1st through 4th star points and the center point
- 6 stones on the 1st through 6th star points
- 7 stones on the 1st through 6th star points and the center point
- 8 stones on the 1st through 8th star points
- 9 stones on the 1st through 9th star points

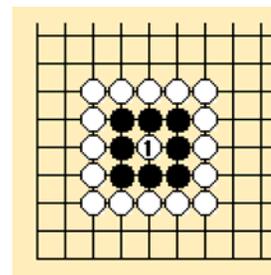
Unless otherwise specified, handicap stones shall be placed in this fashion. Handicaps greater than nine stones and handicaps on boards with fewer than 19 lines are not standardized.}

**If the players have agreed to use area counting to score the game (Rule 12), White receives an additional point of compensation for each Black handicap stone after the first.** (Black would otherwise gain an additional point of area for each handicap stone.)

**5) Capture:** Stones of the same color are said to be *connected* if they are adjacent along horizontal or vertical--*not* diagonal--lines on the board. A string of connected stones consists of those stones which can be reached from a given stone by moving only to adjacent stones of the same color. A string of connected stones is *surrounded* by stones of the opposite color if it has no empty points horizontally or vertically--*not* diagonally--adjacent to any of its member stones. (Such adjacent empty points are known as *liberties* of the string.)

After a player moves, any stone or string of stones belonging to the opponent which is completely surrounded by the player's own stones is *captured*, and removed from the board. Such stones become *prisoners* of the capturing player. It is *illegal* for a player to move so as to create a string of his or her own stones which is completely surrounded (without liberties) after any surrounded opposing stones are captured.

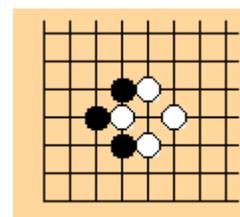
{This means that it is possible to fill an empty space within an opponent's group and capture even if the player's own stone or stones would momentarily be surrounded by the group being captured. See Figure 2. But *self-capture* is *illegal*.



**Figure 2.** White 1 captures Black

**6) Repeated Board Position (Ko):** It is *illegal* to play in such a way as to recreate a previous board position from the game, with the same player to play.

{The most typical example is a situation where the players can each alternately capture and recapture a single stone. This is known as "ko" (See Figure 3). After the first capture, the player moving next may *not* capture immediately, as this would repeat the board position; instead, that player must play elsewhere on the board (or pass). The player who first captured may then "fill" the ko (or otherwise resolve it), or play elsewhere as well (often in response to the other player's previous move.) If the board position has changed, and the ko has not yet been resolved, the opponent is then free to capture, and it is the original player who may not then immediately recapture. This process is known as a *ko fight*, and the moves played away from the ko itself are known as *ko threats*.



**Figure 3.** Ko

Rarely, multiple kos or other repetitive situations will arise; the principle for handling them is always the same: the players must avoid repeating the full-board position, so they are periodically, and alternately, forced to play away from the repetitive situation before responding.}

**7) Passing:** On his or her turn, a player may *pass* by handing the opponent a stone, referred to as a *pass stone*, rather than playing a stone on the board.

{Normally neither player would choose to pass if there were any worthwhile moves to be made on the board (even if they did not have to give up a pass stone). Thus, the exchange of a pass stone with the opponent also serves as a signal that the player passing believes that the game is over. Of course, the opponent is free to continue to play if he or she believes that there are worthwhile moves left to make, and the player who passed is free to respond.}

**8) Illegal Moves:** An illegal move is one violating the rules. If a player makes an illegal move--such as moving twice in a row (i.e., before the opponent has made a response), attempting to play on an occupied intersection, self-capture, or retaking a ko so as to repeat the full board position, the player must take back his or her move (*both* moves, if he or she moved twice in succession), it shall be treated as a *pass*, and a pass stone exchanged.

An illegal move must be noted as such by the opponent before he or she makes his or her move. When a player moves, he or she is tacitly accepting the opponent's previous move as valid. In particular, if it is discovered that an earlier move by one of the players was illegal, the game must nevertheless be continued *as it stands* unless both players agree to restore the earlier board position and proceed from that point.

**9) Ending the Game:** Two consecutive passes signal the end of the game. After two passes, the players must attempt to agree on the status of all groups of stones remaining on the board. Any stones which the players agree could not escape capture if the game continued, but which have not yet been captured and removed, are termed *dead stones*. If the players agree on the status of all such groups, they are removed from the board as prisoners of the player who could capture, and the game is scored as in Rule 12. If there is a disagreement over the status of some group or groups, *play is resumed* as specified in Rule 10.

**10) Disputes:** If the players disagree about the status of a group of stones left on the board after both have passed, *play is resumed*, with the opponent of the last player to pass having the move. The game is over when the players agree on the status of all groups on the board, or, failing such agreement, if both players pass *twice* in succession. In this case *any stones remaining on the board are deemed alive*. Any stone or group of stones surrounded and captured during this process is added to the capturing player's prisoners as usual.

{It is recommended, particularly if the players do not share a common language, that the following procedure be used to determine agreement on the status of groups. After two consecutive passes, the next player touches each connected string of opposing stones on the board which he or she believes to be dead. If the opponent disagrees, he or she also touches the same string. When a player is done indicating groups he or she believes are dead, he or she *passes*, passing a stone to the opponent as usual, and the opponent follows the same procedure. *At any point, a player may resume play rather than continuing to indicate dead groups or passing*. If *both* players pass and there was no disagreement indicated, the game is over, and all groups which the players have indicated as dead are removed from the board. If they both pass while a disagreement still exists, *all stones remaining on the board are alive*, and the board is counted as it stands. (The burden is thus effectively on the player who would be disadvantaged by such a result to resume play in the event of a disagreement.)

**11) The Last Move:** White must make the last move--if necessary, an additional pass, with a stone passed to the opponent as usual. The total number of stones played or passed by the two players during the entire game must be equal.

**12) Counting:** There are two methods for counting the score at the end of the game. One is based on *territory*, the other on *area*. The players should agree in advance of play which method they will use. If there is no agreement, territory counting shall be used.

(Although players' scores may differ under the two methods, the difference in their scores, and hence the game result, will be the same.)

**Territory:** Those empty points on the board which are entirely surrounded by live stones of a single color are considered the *territory* of the player of that color.

(At the end of the game, the empty points remaining on the board fall into *regions*. A region is the smallest set of empty points containing a given empty point and any empty points adjacent to any empty point in the set. That is, a region consists of those empty points which can be reached from a given empty point by moving only to adjacent empty points. A region is entirely surrounded by stones of a single color if the only stones adjacent to empty points in the region are of that color. There are situations (Japanese *seki*) in which a region of empty points is left at the end of the game which is *not* entirely surrounded by stones of a single color, and which neither player would fill because to do so would bring dire consequences. See Figure 4. When counting by territory, it is also possible that there will be some neutral points left between live groups belonging to the two players which have not been filled, although it is customary to fill all such points before scoring the game.)

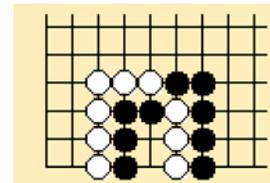


Figure 4. *Seki*

**Area:** All live stones of a player's color left on the board together with any points of territory surrounded by a player constitute that player's *area*.

**Neutral Points:** Any empty points left on the board at the end of the game which are *not* completely surrounded by either player's stones are known as *neutral points*, and are not counted toward either player's territory or area. (There will rarely be any such points.)

**Counting by Territory:** When counting by territory, players add up their total territory *less* any prisoners held by the opponent (including dead stones removed at the end of the game). The player with the greater total (after adjusting for any compensation offered according to Rule 3) is the winner.

(It is customary for the players to fill in their opponent's territory with their prisoners, and to then rearrange their territories to facilitate counting. These are merely mechanical conventions to simplify counting.)

**Counting by Area:** When counting by area, the players add up their total area. *Prisoners are ignored.* The player with the greater total area (after adjusting for any compensation offered according to Rules 3 and 4) is the winner.

(In fact, since the total of the two players' areas will sum to 361, less any neutral points left on the board in seki, it is generally only necessary for *one* of the two players to count their area; if it exceeds 180, (or 180 adjusted for half of any neutral points in seki), they are the winner. It is customary for the player doing the counting according to this method to fill in his or her territory and then rearrange the stones into convenient heaps. Again, these are merely mechanical conventions to simplify the counting process.)

## Official AGA Tournament Regulations (2000)

**I. Tournament Sponsorship and Sanctions.** The American Go Association (hereafter, the **AGA**) has an official interest in three different categories of tournaments as defined below.

**A. AGA-rated.** An AGA-rated tournament is one in which every player is an AGA member prior to the tournament, joins at the door, or pays the AGA non-member fee. The results of all games in an AGA-rated tournament will be submitted to the AGA ratings system for inclusion in the AGA ratings database.

**B. AGA-sanctioned.** A sanctioned tournament is an AGA-rated tournament in which the Tournament Director (hereafter, **TD**) and organizing committee, if one exists, agree to abide by AGA tournament regulations and procedures. The AGA commits itself in return to support the tournament as it is able, and, upon receipt of any member complaints, to examine the activities of the TD and/or organizing committee for infractions of said regulations.

**C. AGA-sponsored.** A sponsored tournament is an AGA-sanctioned tournament which the AGA itself through its officers and/or local representatives plans, organizes, carries out, and assumes any financial burden which may thereby result.

**II. Rules of the Game.** The rule set created by the AGA itself (hereafter, the **AGA Rules of Go**) shall be the official rules of the game of go for tournament play unless otherwise superseded by tournament regulations given below. (Tournaments may also be conducted with the Ing Goe rule set.) AGA tournament regulations may be used to conduct tournaments using variant games and/or rules, but such games will not be included in the national ratings system.

**III. Tournament Authorities: Their Duties and Responsibilities.** The AGA suggests that the following posts be the minimum of organizational positions for planning and running tournaments, and further, that a person hold no more than one of these positions during any given tournament. It encourages organizers to define as many other positions as they may need to do the job.

**A. Tournament Chairperson.** (Hereafter, the **Chair**.) The Chair shall be responsible for overseeing the entire job of organizing the tournament in advance of its occurrence, for making all decisions necessary to insure its success, and for carrying out all jobs that need to be done.

1. The Chair shall have complete authority to decide all physical and logistic questions that might arise on the day of the tournament itself.
2. There should be no appeal of the Chair's decisions on tournament day.

**B. Tournament Director.** The TD shall be responsible for running the tournament system on tournament day and for seeing that the regulations of tournament play are followed.

1. The TD shall:
  - a. Make and announce pairings, time controls, and schedule;
  - b. Maintain order;
  - c. Determine tournament winners;
  - d. Supervise time controls and overtime;

- e. Generally carry out any other activities necessary to insure smooth play.
2. The TD may delegate as many of these duties to other individuals as is necessary to discharge his/her responsibilities.
3. The TD's decisions as to the method of running the system shall be final.
4. The TD shall send game results from the tournament to the AGA ratings system and membership data and monies to the Membership Secretary in a timely manner.

**C. Assistant Tournament Director.** (Hereafter, **ATD**.) The ATD shall assist the TD in whatever capacity the latter deems most useful, shall carry out such duties as the TD may assign, and have the same authority as the TD except as noted below.

**IV. Appeals.** The following procedure protects both the players and the TD if each is dissatisfied with the other while resolving disputes that may arise.

**A. Appeal of the ATD.** A player may appeal decisions of an ATD to the TD. Such an appeal must be made immediately after the ATD has rendered a decision.

**B. Appeals Committee.** In general, decisions of the TD may not be appealed. However, the TD may at any time convene an **Appeals Committee** to decide protests made to him/her; the TD must then abide by the decision of the committee. The TD is strongly encouraged to employ an Appeals Committee if there is sufficient time during the event.

**C. Composition of Appeals Committee.** An Appeals Committee shall consist of three to five experienced players selected by the TD with no connection to any of the parties to the dispute and with no stake in the outcome.

1. No TD or ATD may be a member of the committee.
2. The committee shall select one of its number as chairperson to supervise the proceedings.
3. It shall then obtain testimony from each of the parties to the dispute and any other witnesses that may be necessary, including the TD or ATD.
4. It shall deliberate, decide the question in accordance with tournament regulations and the rules of the game, and the chairperson shall communicate its decision in writing to the TD, who shall enforce it.

**D. Next round commencement.** The next round cannot commence until all appeals from the current round have been settled.

**E. Player complaints.** Players may not appeal the decisions of a TD or an Appeals Committee to the AGA. However, upon receipt of a player complaint against a TD or tournament organizer, the AGA shall investigate the matter and take action as under **VIII.D**.

**V. Player Conduct and Etiquette.** Go is a game steeped in tradition, courtesy, and respect for one's opponent. During tournament play, a player shall generally conduct him/herself with a minimum of behavior that is disruptive or irritating to other players.

**A. Noise.** Talk is to be kept to a minimum in the playing area, as is all noise. Players who wish to replay a game should leave the playing area if at all possible; players who do not must speak softly enough not to disturb any other players still in games.

**B. Kibitzing.** Onlookers are specially enjoined against making excessive noise. They are specifically forbidden to comment or suggest moves or corrections that the players might hear. The TD may request violators leave the playing area; repeated offenses are grounds for disqualifying the offender from further play in the tournament.

**C. Smoking.** Smoking is subject to public law, the Chair, and one's opponent: only if all three allow it can one smoke in the playing area. If there is a separate playing area for smokers, and both players agree, a tournament game can be played there.

**D. Eating and drinking.** A player may eat and/or drink in the playing area only so long as such behavior does not disrupt any game in progress nor disturb any other player.

**E. Problem resolution.** A player being disturbed by another player should attempt to resolve the problem with that player first. Only if this fails or the problem persists should he/she bring it to the attention of the ATD or TD.

**F. Access.** A player may not prevent his/her opponent's access to, or sight of, the board, the stones on the board, the clock, and the prisoners (under Japanese or territory-style counting) under any circumstances.

**G. Timeliness.** A player shall endeavor to be in attendance before the start of registration and of each scheduled round during a tournament, both to ease the burden of directing from the TD and as a mark of respect for his/her opponent.

**H. Cheating.** Cheating is a deliberate infraction of the rules of go or of AGA Tournament Regulations. As such, it is also a breach of etiquette under the general sense of this section, hence doubly enjoined. No player shall cheat. Every player shall bring evidence of cheating to the attention of the TD or ATD as soon as possible.

**I. Atari.** A player is never required to tell an opponent that the latter is in **atari** (check), nor is it discourteous to refrain from doing so.

**J. Clock Reminder.** A player is never required to remind an opponent to punch the latter's clock; however, good sportsmanship asks that he/she do so, at least for the opponent's first lapse.

**VI. Administration of Play.** The AGA wishes to give local TD's wide latitude in running tournaments, but also to give players a reasonable expectation as to how a tournament shall be run and a guarantee of fair play; and itself, a reasonable basis for game inclusion in the ratings system. A TD should not override any provision of this section without careful consideration; he/she **must** announce to the players before play begins any section he/she does override. Sections italicized below are so crucial they can never be overridden without a waiver from the AGA.

## **A. Preparation for play.**

### **1. Ratings and ranks.**

**a.** A **rating** is a numerical expression of playing strength assigned to each AGA member by the ratings system. It varies as a result of rated games submitted to the ratings system by TD's or AGA chapters.

**b.** A **rank** is a graded system of levels inherited from the Orient used to express the relative strengths of players. Most tournament systems use ranks as a basis for handicaps and pairings. The AGA does not recognize amateur ranks higher than 6 dan.

**c.** The TD can derive approximate ranks from ratings by dropping the decimal portion of the rating. Negative ratings become kyu ranks; positive ratings, dan ranks.

**d.** *A player must play at a rank at least equal to that of his/her official AGA rating but no lower. (A player playing in tournament systems that use the rating to pair players shall enter at a strength at least equal to his/her official AGA rating.)* However, a player shall not be forced to play at a rank higher than the AGA recognizes at the time of the tournament. A player may, after consultation with the TD, elect to play at a higher rank. Unless otherwise directed by the TD, a player must play at the rank initially established for the entire tournament.

**e.** A player with no established AGA rating shall be assigned a provisional rank by the TD using his/her best judgment. The TD shall correct this provisional rank if subsequent play shows it seriously in error.

**2. Handicaps.** If used, *handicaps shall consist of the number of stones difference in rank between the two players and placed according to the AGA Rules of Go.*

**a.** Handicaps may never exceed nine stones.

**b.** If used in a Swiss-McMahon system, handicaps consist of the band difference between the two players. In lower bands encompassing several ranks, the TD may prefer to use traditional handicaps. Players beginning above the Bar should never receive handicaps.

**c.** Mathews Accelerated system handicaps are defined within the system itself.

**3. Even game compensation and draws.** Even game compensation (commonly known as **komi**) shall be given to the player of the White stones in accordance with the AGA Rules of Go. **Ing** system compensation is defined within the **Ing Goe** rule set itself.

**4. Choosing colors in even games.** They may be assigned:

**a.** By the TD by lot;

**b.** By a system which attempts to insure that all players use each color as equally as possible;

**c.** By the players themselves. Traditionally, one player picks up a handful of white stones and the other, either one or two black stones. If the parity of both guesses agrees, that player uses black; if not, vice versa. However, any other mutually agreeable method of lot will suffice.

**5. Prepared materials and consultation.**

**a.** *A player shall not use, consult, or bring to the playing surface any prepared game materials, move dictionaries, problem collections, etc., during the current round.*

**b.** A player may not use a second set to "mirror" any part of the tournament game or to work out any positional variations arising from it.

**c.** A player may not go elsewhere inside or out of the playing area during the current round and contravene **a.** or **b.** of this section.

**d.** A player may not use a computer to contravene either **a.** or **b.** of this section. A player using a computer to record a game must be willing and able to satisfy his/her opponent and the TD at any time that he/she is not so contravening this stricture.

**e.** A player may not consult with a third party, solicit advice, nor receive unsolicited advice on any game he/she has not finished.

**6.** If a clock is used, the player with the white stones shall choose upon which side of the board to place it. If the TD requires that the clock be on a particular side for administrative purposes, then that player shall choose at which side of the board to sit.

## **B. Play of the game.**

**1.** A stone is **played** when it has been placed on an intersection of the board and is no longer touched by the player. Once played, a stone may not be moved or removed except as a capture or as part of the retraction of an illegal move, as provided below.

**2.** A stone must be played on an intersection with a minimum of adjustment and a minimum of time being touched by the player. Players are specifically enjoined to remember the spirit of **V.F.** when playing a stone.

**3.** A **move** is either:

**a.** The play of a stone and capture of any prisoners, or,

**b.** A **pass** of the move.

**4.** A move is **complete** when the clock is punched, or, in non-clocked games, when a player's hand releases the stone and removes any stones captured by the move.

**5.** A player who accidentally disrupts the board position must re-establish it using his/her own time. If the position can not be re-established to the satisfaction of both players, the TD or ATD shall adjudicate.

**6.** A player may ask an opponent to clarify the ambiguous placement of a stone *before* making his/her next move.

**7.** The penalty for illegal moves is given in the AGA Rules of Go, or if using the Ing system, the Ing Goe rule set. The TD may consider repeated illegal moves grounds for awarding a forfeit to the victim.

**8.** A player may resign at any time, and should do so by stating clearly, "I resign."

**C. Adjournment of play.** In the event it becomes necessary to adjourn play (typically, to break a round for meals), the following procedures should be observed.

**1.** The TD shall announce an adjournment time before the current round begins play.

2. Play shall be adjourned only upon instruction of the TD or ATD, who shall warn players ten minutes before the time of adjournment.

3. Players may continue to move, but with the understanding that the player "on the move" at the actual adjournment time will have to **seal** his/her move when the TD or ATD comes by the game. (The TD is cautioned not to expect instant compliance when he/she comes to adjourn a game, nor to levy a penalty unless a player is unreasonably dilatory.)

a. He/she does **not** place a stone on the board, but writes the coordinates of the next move on a slip of paper, or marks its position on a full-board diagram.

b. The player **must** insure the move is unambiguously described.

c. The player then stops both clocks, places the paper with the move inside an envelope provided for the purpose by the TD or ATD, and seals it.

d. The TD or ATD writes the board number, clock time remaining, and player to move on the face of the envelope; both players sign it across the flap.

e. The TD or ATD takes custody of the envelope.

4. Both players must leave the board until time for the resumption of play. The provisions of **A.5.** remain in force during the hiatus.

5. To resume play, in the presence of the TD or ATD:

a. Both players confirm the board number, the position of the stones on the board, and the clock setting;

b. The player who did **not** make the sealed move opens the envelope and verifies the placement of the stone;

c. Unless the move is impossible or illegal, it must be played as written and sealed; if impossible or illegal, the TD shall adjudicate as under **D.3.** and **4.** below.

d. Once the player makes the move, his/her clock is started and normal play resumes.

## D. Completion of play.

1. Both players should continue to alternate play until all neutral points have been filled and all repairing moves made. A game is over when both players pass in succession. The last to play should stop both clocks.

2. Both players shall score the game according to the AGA Rules of Go (or Ing Goe rules, if under the Ing system).

3. If either player disputes the result, the TD or ATD can adjudicate by scoring the game himself or herself, using the final game position, existing game records, and/or observations of spectators.

4. **Both** players must report the game result to the TD and fill out any reporting forms he or she may require.

## E. Timekeeping.

1. The minimum time limits that the AGA accepts for games in AGA-rated tournaments is 30 minutes per player per round of basic time control plus no more than the equivalent of 20 moves in five minutes per overtime control (often called **byo-yomi**), and 45 minutes per player per round in games with no overtime control. The AGA does not absolutely require the use of clocks during tournament play, but very strongly encourages it.
2. The TD shall explain time allowances, overtime method (if any), and operation of the clocks (as needed) before the commencement of play in the first round. It is strongly suggested that the TD at least summarize this explanation before commencing each round.
3. The TD may start any round with at least ten minutes notice, but no earlier than any previously announced time.
4. Either player may set the initial time allowance on the clock. *It is, however, each player's duty to assure him/herself that the clock is correctly set and that he/she understands its working.*
  - a. A player doubtful of clock setting or working must consult the TD or ATD before play begins.
  - b. Failure to consult the TD or ATD as above leaves a player liable for any timekeeping errors that may occur, except those attributable to clock malfunction during the course of play.
5. Games will start at the time designated by the TD. Absent players' clocks will be started by the TD. If both players are absent, upon the return of either, time remaining in the round will be split equally between them, and the clock started. If clocks are not used, an absent player shall forfeit if more than thirty minutes elapse after the announced start of play.
6. The second player will start the clock for the first player prior to the first move.
7. *A player must "punch the clock" with the same hand that plays the stone.*
8. Each player is responsible for managing his/her own time. Failure to punch the clock results in time lost; it cannot subsequently be restored.
9. A player who suspects a clock has malfunctioned must notify the TD or ATD at once, and not continue play until the TD or ATD directs. *A player may not escape the consequences of running out of time by claiming a clock malfunction earlier in the round which he/she never brought to the TD's attention.*
10. Players may stop both clocks only under the following circumstances:
  - a. Scheduled adjournment;
  - b. At the direction of the TD/ATD;
  - c. Removal of more than one captured stone;
  - d. Exchange of prisoners;
  - e. Game's end;
  - f. To make a protest to the TD/ATD.

**g.** To resolve a dispute with one's opponent, as under **E**.

**11.** *If the game is not over when a player has used all his/her allotted time, that player must either resign or go into overtime (if overtime is a part of the announced time control).*

**12.** Either the TD, ATD, or a **monitor** appointed for the purpose should explain conditions of overtime play to the players involved. And although some systems allow the players to conduct overtime themselves, it is preferable for the TD, ATD, or the monitor to do so.

**13.** Normally a player is responsible for claiming to the TD that an opponent has passed a time control. However, the TD may delegate that responsibility to a monitor.

**a.** In the Canadian overtime system (see below), the monitor is always responsible for resetting clocks and counting out stones when a player has met a time control.

**b.** The TD may require monitors to claim forfeits when players miss an overtime control.

**c.** The TD may also require monitors to claim that a player has missed a basic time control.

**d.** The TD must announce what role monitors will play in advance of the first round.

**14.** Overtime play may be conducted in one of three ways:

**a. "Second counting."** A player must make each move within a fixed number of seconds. Failure to complete a move in time is punished as under **11**. Monitors implicitly have powers as under **13.b**.

**b. Japanese.**

**(1)** A given number of overtime periods of a given length (typically, five periods of 30 seconds) are allotted to the player at that point of basic time equal to the sum of the overtime periods.

**(2)** If a player completes a move in less than the time of one period, no time elapses.

**(3)** Whenever a player uses a period's worth of time, the number of periods available is reduced by one.

**(4)** Failure to complete a move before the expiration of the last overtime period is punished as under **11**.

**(5)** The "**reading seconds**" provision of the Ing chess/go clock is an acceptable way to carry out this method of overtime.

**(6)** Monitors implicitly have powers as under **13.b** and **c**.

**c. Canadian.**

**(1)** A given number of stones is counted out, the clock reset to a given number of minutes, and the player's stone container closed and removed.

(2) When these stones have been played, a new set is counted out and the clock reset. Continue *ad inf.*

(3) Failure to play all the stones counted out in the time provided is punished as under 11.

(4) Monitors implicitly have powers as under 13.a. and may have the powers of b. and c. also.

**F. Tiebreaking procedures.** Most tournament systems leave two or more players tied in placement by the end of the tournament. The procedures published by the AGA under the title **Resolving Ties** are recommended for that purpose.

1. The TD must announce what tie-breaking procedures he/she is going to use before first round play begins.

2. If cash prizes are being awarded, ties are broken **only** to place the victors. *The actual cash prizes given to the places tied are summed and divided among all the players tied, regardless of what tiebreaking procedure is adopted.*

**VII. Use of Computers.** Throughout this document, the word computer encompasses both the physical device and the electronically encoded instructions that run upon it. The AGA recognizes three ways computers may be used during tournaments. Computer use must never be allowed to disrupt tournament activity, but no further restrictions are placed on computer use, except as noted below.

**A. TD use.** The TD may always use computers to register entrants, pair them, and report their game results to the AGA.

**B. Player use.** Players may use computers to record their tournament games and those of other players, subject to **V.A.5.d.**

**C. Computer entry.** Computers may enter tournaments under certain conditions:

1. Only the inventor of the hardware/program or his/her designated agent may enter the computer (hereafter, either inventor or agent are called the **operator.**);

2. The computer must correctly handle any move legal for it or its opponent to make and must not make any illegal moves;

3. Both computer and operator must be AGA members;

4. The operator must play computer moves on a regular board and "punch the clock" for the computer;

5. The operator may enter or adjust playing parameters before a round begins, but not during a round;

6. The computer's clock must be left ticking if the operator must fix hardware or software problems.

7. The operator may offer to resign on the computer's behalf.

**D. Classes of computer participation.** There are three classes of computer tournament participation. Tournament publicity should indicate what class a tournament is ahead of time; if not

announced, the tournament is automatically class **B**. The TD should also announce the class of tournament before first round pairings.

1. Class **A**: no computer entrants allowed.
2. Class **B**: computers allowed, but humans have the right to refuse computer opponents. Humans wishing to do so must notify the TD before first round pairings.
3. Class **C**: computers allowed; humans may not refuse computer opponents.

**VIII. Penalties.** The AGA makes few attempts to set out specific penalties for tournament faults, as the number of potential situations is too great. Instead, it offers the following:

**A. Objectives.** The foremost objective of a penalty is to restore the *status quo ante* the infraction.

**B. Forfeits.** An infraction is not in itself grounds for awarding a forfeit unless the infraction is repeated, deliberate, the *status quo ante* cannot be restored, or the offender gives evidence of not intending to abide by tournament regulations or the rules of go. A forfeit counts as a victory for the opponent of the player who forfeits.

**C. Lesser penalties.** TD's are cautioned not to attempt to levy lesser penalties that arbitrarily adjust the game score or clocks beyond what is necessary to restore the situation; ad hoc adjustments of territory and/or time are difficult to justify.

**D. TD infractions.** If the investigation of a player complaint reveals that the TD has violated tournament regulations, the AGA shall levy any penalties with **A**. in mind and with the object not only of correcting any injustice to players, but of guiding the TD not to make similar mistakes in the future.

## AGA Contact List and History (as of 2004)

**I. Mailing Address:** American Go Association  
P.O. Box 397  
Old Chelsea Station  
New York, NY 10113

**II. AGA Email:** [aga@usgo.org](mailto:aga@usgo.org)  
**E-Journal:** [journal@usgo.org](mailto:journal@usgo.org)  
**Send results to:** [ratings@usgo.org](mailto:ratings@usgo.org)  
**Website:** [www.usgo.org](http://www.usgo.org)  
[webmaster@usgo.org](mailto:webmaster@usgo.org)

**III. North American- Associated Professionals:**

RANK	NAME	ADDRESS	PHONE
9-Dan	Mr. Michael Redmond	c/o Nihon Kiin JAPAN	
9-Dan	Ms. Feng, Yun	New Jersey	
7-Dan	Mr. Jiang, Mingjiu		
7-Dan	Mr. Yang Yi-lun	American Go Institute Box 1803 Monterey Park, CA 91754	213-828-0478
4-Dan	Mr. Jimmy Cha	c/o Hankuk Ki-wan KOREA	
3-Dan	Ms. Janice Kim	Denver	
1-Dan	Mr. James Kerwin	4243 Harriet Ave. S. Minneapolis, MN 55409	612-822-9513
1 Dan	Ms. Lin, Xuefen		
1 Dan	Mr. Yang, Hui ren		

**IV. U.S. Go Congress Directors, Past and Present:**

CONGRESS	YEAR	LOCATION	DIRECTOR(S)
1 <sup>st</sup>	1985	Westminster, MD	Hal Small
2 <sup>nd</sup>	1986	Seattle, WA	Chris Kirschner
3 <sup>rd</sup>	1987	South Hadley, MA	Bill Saltman
4 <sup>th</sup>	1988	Berkley, CA	Ned Phipps
5 <sup>th</sup>	1989	New Brunswick, NJ	Paul Matthews
6 <sup>th</sup>	1990	Loretto Heights, CO	Ulo Tamm
7 <sup>th</sup>	1991	Rochester, NY	Thomas Hsiang/Dave Weimer
8 <sup>th</sup>	1992	Salem, OR	Jean de Maiffe
9 <sup>th</sup>	1993	South Hadley, MA	Micah Feldman
10 <sup>th</sup>	1994	Arlington, VA	Hal Small/Ken Koester
11 <sup>th</sup>	1995	Seattle, WA	Chris Kirschner
12 <sup>th</sup>	1996	Cleveland, OH	Duane Burns/Harold Lloyd
13 <sup>th</sup>	1997	Lancaster, PA	Sam Zimmerman
14 <sup>th</sup>	1998	Santa Fe, NM	Grant Franks
15 <sup>th</sup>	1999	San Francisco	Mike Bull
16 <sup>th</sup>	2000	Denver, CO	Stu Horowitz
17 <sup>th</sup>	2001	York, PA	Keith Arnold
18 <sup>th</sup>	2002	River Forest, IL	Bob Barber
19 <sup>th</sup>	2003	Houston, TX	Mike Peng
20 <sup>th</sup>	2004	Rochester, NY	Greg Lefler
21 <sup>st</sup>	2005	Tacoma, WA	Steve Stringfellow

# OFFICIAL AGA RATINGS DATA REPORT COVER SHEET

Tournament or Club Event (*full name, as advertised*): \_\_\_\_\_

Dates: START \_\_\_\_\_ FINISH \_\_\_\_\_

Place (*e.g., city and state*): \_\_\_\_\_

\_\_\_\_\_

Sponsoring AGA Chapter: \_\_\_\_\_

Tournament Director:

NAME \_\_\_\_\_

MAILING ADDRESS \_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

PHONE NUMBER \_\_\_\_\_

Person submitting this report (*if not TD*):

NAME \_\_\_\_\_

MAILING ADDRESS \_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

PHONE NUMBER \_\_\_\_\_

SIGNATURE \_\_\_\_\_

DATE \_\_\_\_\_

# PLAYER REGISTRATION

TOURNAMENT \_\_\_\_\_ PAGE \_\_\_\_\_

AGA ID#	ENTRY RANK	AGA RATING	ENTRY FEE \$	JOINED AGA \$	TD INITIALS
FAMILY NAME			GIVEN NAMES		
MAILING ADDRESS			PHONE NUMBER		
			CLUB		

AGA ID#	ENTRY RANK	AGA RATING	ENTRY FEE \$	JOINED AGA \$	TD INITIALS
FAMILY NAME			GIVEN NAMES		
MAILING ADDRESS			PHONE NUMBER		
			CLUB		

AGA ID#	ENTRY RANK	AGA RATING	ENTRY FEE \$	JOINED AGA \$	TD INITIALS
FAMILY NAME			GIVEN NAMES		
MAILING ADDRESS			PHONE NUMBER		
			CLUB		

AGA ID#	ENTRY RANK	AGA RATING	ENTRY FEE \$	JOINED AGA \$	TD INITIALS
FAMILY NAME			GIVEN NAMES		
MAILING ADDRESS			PHONE NUMBER		
			CLUB		

# GAME RESULTS SHEET

Tournament \_\_\_\_\_ Round \_\_\_\_\_ Page \_\_\_\_\_

<b>BLACK:</b>	<b>WHITE:</b>	
Name: _____	Name: _____	
AGA #: _____	Handicap: _____	AGA #: _____
Loser signs name, Winner circles name (or number)		

<b>BLACK:</b>	<b>WHITE:</b>	
Name: _____	Name: _____	
AGA #: _____	Handicap: _____	AGA #: _____
Loser signs name, Winner circles name (or number)		

<b>BLACK:</b>	<b>WHITE:</b>	
Name: _____	Name: _____	
AGA #: _____	Handicap: _____	AGA #: _____
Loser signs name, Winner circles name (or number)		

<b>BLACK:</b>	<b>WHITE:</b>	
Name: _____	Name: _____	
AGA #: _____	Handicap: _____	AGA #: _____
Loser signs name, Winner circles name (or number)		

<b>BLACK:</b>	<b>WHITE:</b>	
Name: _____	Name: _____	
AGA #: _____	Handicap: _____	AGA #: _____
Loser signs name, Winner circles name (or number)		