DAKTECH Cup 2022
Tournament Information & Rules

This is the first ranked tournament held by the Townsville Go Club, and the first charity tournament of its kind in Australia. For Australian players who are registered through the Australian Go Association, you will have a chance to earn representative points and to improve your rating. If you are a New Zealand player, it's a great way to have a friendly match against Australian players.

The tournament will be played online in five rounds, one per week. Results are due by midnight each Sunday by email to the tournament director (*both players* to submit game SGF and link to the game). The draw for the next round (opponent, colour, handicap) will be posted by Monday evening. Each competitor is to contact their opponent, sort out a time, play the game online, email the result and game record to the tournament director. The tournament is an Australian Swiss for the top division and a Swiss McMahon for the lower division using Australian (Japanese) rules.

Key dates:

- Entries close at the end of Friday 22 April 2022
- Round 1 is played from Monday 25 April to Sunday 1 May
- Round 2 is played from Monday 2 May to Sunday 8 May
- Round 3 is played from Monday 9 May to Sunday 15 May
- Round 4 is played from Monday 16 May to Sunday 22 May
- Round 5 is played from Monday 23 May to Sunday 29 May
- Results will be announced Monday 30 May

Tournament entries to be submitted to the Tournament Director (Colton Tinkey of the Townsville Go Club, townsvillegoclub@gmail.com) with:

- Rank
- Home Club
- Country
- Username (on the servers you plan to play)
- Receipt or screenshot of donation/entry fee
- Acknowledgement that you have read and will abide by the tournament rules

The donation/entry fee is a minimum $15 donation to Rare Cancers Australia DakTech Cup page here: https://www.rarecancers.org.au/my-fundraising/donate/34/daktech-cup

Open Division (2kyu – 7dan)

https://tournaments.australiango.asn.au/DakTechDiv1

- Open division games have komi of 6.5 points to white and **no handicap stones**.

- Game settings: 45 minutes main time plus 3x30 seconds byo yomi, Japanese (territory) scoring and counting, colour is specified in the draw. No nigiri. **DISABLE analysis please.**

- **Set your game to public and save a copy of the SGF.**

- There may be a McMahon bar between the top players and the rest of the division for the first couple of rounds, to avoid highly mismatched games. The sections of each division will be reunited from the third round onwards.

Below: Example of time settings, as outlined above. Noting, the Komi and Handicap options will need to be adjusted depending on the game.

Game Name	DakTech Cup Rnd 1		Ranked	☐
Private	☐		Board Size	19x19
Rules	Japanese		Handicap	None
Game Speed	Live		Komi	Automatic
Time Control	Byo-Yomi		Your Color	Automatic
Main Time	45 minutes		Disable Analysis	☑ *
Time per Period	30 seconds			* Also disables conditional moves
Periods	3			

Handicap Division (20kyu to 2dan)

https://tournaments.australiango.asn.au/DakTechDiv2

- Handicap division games will have a number of stones listed and komi to white (0.5 points).

- Even games in the handicap divisions have komi of 6.5 points to white and **no handicap stones**.

- Stones, if any, will be given at one stone per one difference in rank, up to nine stones.

- Game settings: 45 minutes main time plus 3x30 seconds byo yomi, Japanese (territory) scoring and counting, colour is specified in the draw. No nigiri. **DISABLE analysis please.**

- **Set your game to public and save a copy of the SGF.**

- There may be a McMahon bar between the top players and the rest of the division for the first couple of rounds, to avoid highly mismatched games. The sections of each division will be reunited from the third round onwards

Below: Example of time settings, as outlined above. Noting, the Komi and Handicap options will need to be adjusted depending on the game.

Game Name	DakTech Cup Rnd 1	Ranked	☐
Private	☐	Board Size	19x19
Rules	Japanese	Handicap	None
Game Speed	Live	Komi	Automatic
Time Control	Byo-Yomi	Your Color	Automatic
Main Time	45 minutes	Disable Analysis	☑ *
Time per Period	30 seconds		
Periods	3		* Also disables conditional moves

Prizes for both Open and Handicap Divisions:

- First Place – Handmade Go Stone Trophy with two Go books
- Second Place – Two Go books
- Third Place – One Go book

NOTE: If you live outside Australia you will have to pay for the shipping of the first place Trophy *and/or* books if won.

All competitors are bound by the AGA tournament guidelines listed below. Any enquiries pertaining to cheating or AI use will be forwarded to a referee committee led by Younggil An. Good luck and have fun!

AGA Tournament Rules:

The following are the minimum requirements for a tournament to qualify as an approved AGA tournament where players can earn Representative Points (RP).

1. Governance
    a. There shall be a Tournament Director (TD) who is responsible for running the event.
    b. The Tournament Director will appoint a Tournament Referee (TR) who will deal with all player disputes and clarification of the rules.
    c. A tournament is eligible for RP only if it has been so approved by the AGA.

2. Disputes
    a. The TR is the final arbiter for any dispute between players in the tournament.
    b. The TR will collect information from all parties in the dispute and make a decision, that decision is final.
    c. Any attempt to dispute the TR's decision will result in the player being disqualified from the tournament.

3. Tournament, divisions and draw
    a. The TD will determine how the event will be held (a single division or multiple divisions).
    b. The TD will set the game conditions for each division – game conditions are the time limit, handicap and komi.
    c. The AGA rating and tournament software (AGATHA) should be used where possible to register players, make the draw and record the results.
    d. The TD must send the AGATHA results file to the AGA within 7 days of completion of the event.
    e. Where the TD elects to use a McMahon system the rules about handicaps across divisions must be clearly explained prior to the event and at the start of the tournament.

4. Time limits
    a. Both players in a game will have the same amount of time set on a clock.

5. Moves and counting
    a. The tournament director will determine counting rules.
    b. The rules of play and player conduct will be determined by the TR.
    c. A move consists of passing or resigning or placing a stone on the board and removing any prisoners.
    d. Where a player is in byo yomi and a move captures a large group (more than 5 stones) the clock will be stopped when the stone is placed.

6. Online events
    a. All games must be public and played on a server when game scores can be accessed by the AGA Integrity Committee.
    b. The use of AI or any other resources or tools is absolutely forbidden, the AGA Integrity committee will review random games played during the event.
    c. A player may refer their opponent to the TR if they believe AI was used during the game.
    d. A player found to have used AI or other resources during a game will be penalised by the AGA Committee and may impact their chances of playing in future events and representation of Australia in International events.
    e. Undo is not allowed – once a move is played it cannot be taken back.

Thank you to the following:

We would like to give a huge thanks to DakTech for sponsoring the event to help ensure 100% proceeds go to Rare Cancers Australia.

Thank you to the Australian Go Association for providing the tools, support, and overall guidance in for this endeavour.

Dale Cordwell from Delbasid Timbers for supplying us with two beautifully hand crafted trophies for the tournament using North Queensland timber for a truly amazing one of a kind trophy!

Rare Cancers Australia, for helping to streamline the donation process and for the promotional video for the event. We spent quite some time speaking with the people of this wonderful organisation and they have some fantastic people caring for those in need. Thank you for what you do and hopefully what we raise can help those in need suffering from rare cancers.

A special thanks to the following who have helped in one way or another leading up to this event:

SerafDesign

PacifiGo

Queensland Go Society

Townsville Go Club members