

Queensland Go Championship 2004

No.	Name	Rank	1	2	3	4	5	6	7	8	9	10	11	12	13	BYE	Cum. Sc.	SOS	SOD	Place
1	Shin,Raphael	7d		1	1	1		1	1	1							6			1
2	Rhee,Chullho	5d	0		1	1	1		1	1		1					5			2
3	Hirashiki,Satoshi	4d	0	0		1		1		1	1						4			3
4	Carson,Steve	4d	0	0	0				1			1			1		3	24		5
5	Bell,Mark	3d		0				0	0	0			1			0.5	1.5			12
6	Kuo,Cecil	3d	0		0		1			0			1	1			3	17		7
7	Hardy,John	2d	0			0	1			0					1	0.5	2.5	17		8
8	Kim,Chanho	2d	0	0	0			1	1			1					3	23		6
9	Droste,Glen	2d			0		1						0	1	0	0.5	2.5	12		10
10	Conlon,James	1d				0			0				1	1	0	0.5	2.5	12		9
11	Lewis,Andrew	1d		0			0	0			1	0		1			2			11
12	Reid,Alan	1d						0		0	0	0			0	0.5	0.5			13
13	Mullins,Arthur	1d				0			0		1	1		1		0.5	3.5			4
1	Leveritt,Bill	3k				1		0	1	0	1	1					4	16	9.5	2=
2	Healy,Stephen	3k			0		1	1	0	1	0.5						3.5	19	9	4
3	Bull,Lauren	4k		1		1		0	0	1		1					4	16	9.5	2=
4	Chown,James	4k	0		0		1			1	0	0					2	19		9
5	Matthews,Paul	4k		0		0		1	1	0	0	1					3			6
6	Fuhrmann,Klaus	7k	1	0	1		0			1	1						4	20		1
7	Topor,Rodney	7k	0	1	1		0				0			0			2	20		7
8	Sato,Kyuro	7k	1	0	0	0	0					1					2	20		8
9	Hexel,Rene	9k	0	0.5		1	1	0	1								3.5	19	7	5
10	Xavier,Adrian	11k	0		0	1	0		1	0							2	17		10
1	Daniel,Claire	23k		1	1	1											3			1 1st U/16
2	Mackay-Dwyer,Jason	24k	0		1	0											1			3
3	Read,Lil	25k	0	0	0	0											0			2
4	Fraser,Lachlan	28k	0	1	1												2			4

Held in Room 2.19, Griffith Uni Library

The competition was by AGA rules, with 6.5 komi for even games. The Open was played with even games, nigiri for colour. Time limit 60min / 30 sec

The kyu division was a handicap tournament. The winner was determined by SOS.

The Beginner and Under 16 Division was a handicap tournament for one day only, with time limits of 25min / 30 secs.

Prizes

Open

1st - \$80 plus trophy

2nd - \$50 plus trophy

3rd - \$30

Consolation - Teacup

Kyu Division

1st - \$60 plus trophy

2nd - \$32.50 plus trophy

2nd - \$32.50 plus trophy

Consolation - Book

Beginner Division

1st - Book

2nd - Book

3rd & 4th got books

1st Under 16 - Trophy