Tournament information

Open Division
- 10:15am – Round 1
- 11:45am – Lunch
- 12:15pm – Round 2
- 1:45pm – Round 3
- 3:15pm – Short break
- 3:30pm – Round 4
- 4:50pm – Prize giving

Dan & Kyu Handicap Divisions
- 10:15am – Round 1
- 11:30am – Lunch
- 12:00pm – Round 2
- 1:10pm – Round 3
- 2:20pm – Round 4
- 3:30pm – Round 5
- 4:50pm – Prize giving

Junior Division
- 10:15am – Round 1
- 11:15am – Round 2
- 12:15pm – Lunch
- 12:30pm – Round 3
- 1:30pm – Round 4
- 2:30pm – Round 5
- 3:30pm – Round 6
- 4:50pm – Prize giving

Tournament Rules
- AGA Tournament rules apply
- Japanese counting method
- Each round must be completed at least 5 minutes before the scheduled start of the next round.
- Games that do not finish in time will be adjudicated using AI.

Player time limits
Open, Dan & Kyu handicap
- 20 mins per player plus 3 x 30 seconds byo yomi.

Juniors
- 15 minutes plus 3 x 20 seconds byo yomi

Tournament management:

The Tournament Director is Gareth White.

An Younggil 8P is the tournament referee.

Tournament games will follow the timetable and time limits above.

Games

Matches will be drawn using the AGA's AGATHA system which will select the colour, handicap, and game table for the match.

At the end of the game players are required to complete the game result slip and return it to the Tournament Director. Failure to do so may result is a loss for both players.

If your opponent does not come to the table or there is a dispute, problem during a game, do not try to resolve it yourself, refer the matter to the Tournament Referee.

The tournament is using Japanese rules and the AGA's tournament (which can be found on the AGA website

(https://australiango.asn.au/knowledge-base/aga-tournament-rules/)

Positions at the end of the tournament will be decide by the AGATHA system using MSOS and SODOS. Details of these methods can be found at https://senseis.xmp.net/?SODOS

Game adjudication & dispute process:

The event has a tight timetable – we must complete the tournament and vacate the room by 5:00pm.

Each round must be completed at least 5 minutes before the start of the next round.

Games not completed in time will be adjudicated by the Tournament Referee using AI technology.

In the event of a dispute, the Tournament Referee and Tournament Director will collect information and decide the matter, their decision is final.