

Rules of Go (Weiqi)

For World Mind Sports Games 2008

Appendix 2

Explanation of the competition method of the 1st World Mind Sports Games

1. Score Pairing System

The score pairing system originated from the Swiss Round-Robin System. It is based on the principle of matching in each round the players with the same score or the closest scores whenever possible. The system used in the 2008 World Mind Sports Games has gained a solid practice in the past decades at the major tournaments such as the National Team and Individual Tournaments, the National Entry Tournament to become professional players and the National Amateur Championship etc. The designer Yu Bin owns the intellectual right to the software used for the score pairing system. The computer will host the drawings round by round, replacing the method used in the past that draw by hand. The pairing system is clear and quick, the detailed are as followed:

1. In each round, all players are numbered first by lot. In the first round, player 1 is matched with player 2, 3 with 4, etc. The player with the smaller number plays Black.
 2. The number of rounds for the Swiss System is approximately double the number of rounds needed to determine a winner in a simple knock-out. But it may exercise changes of increasing or decreasing the round number by 1 or 2.
 3. To select the opponent:
 - (1) No players should meet twice;
 - (2) Players of the same scores are matched first; if this is not possible, then players with the closest scores are matched.
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(3) For pairing purposes only, all players are ranked by their scores entering each round using their initially assigned numbers to break ties, with smaller number ranked higher in odd-numbered rounds and larger number ranked higher in even-numbered rounds. To determine the colors, the first choice is to balance the players' colors prior to each round so that each player had equal number of games holding Black and White. When this number is tied, then in odd-numbered rounds, the higher ranked player holds Black, using the pairing ranks as guidance; in even-numbered rounds, the lower ranked player holds Black.

(4) To calculate the scores, the winner in each round receives 2 point, the loser 0 point. The player with the highest scores at the end of the tournament wins the tournament. When the scores are tied, the first tie-breaker is SOS – Sum of Opponents' Scores. The second tie-breaker is SOS-1 – Sum of Opponents' Scores minus the score of the first-round opponent. The third tie-breaker is SOS-2 – Sum of Opponents' Scores minus the scores of the opponents in the first two rounds. This process repeats with SOS-3, SOS-4, etc, until a winner is determined.

P.S.

1. In each round after the first round, players with the same score will be divided into an upper group and a lower group and players from the upper group will be paired against players from the lower group as far as possible, proceeding from top to bottom in odd-numbered rounds and from bottom to top in even-numbered rounds.

2. When the number of player in the group is odd, one player in the previous section will be moved to the next section. During the pairing, the times of move upwards and downwards must be balanced.

3. Players may not choose their opponents.

4. Pairings will not be influenced by nation, territory, or team affiliation, .

Knock-out System

In simple knock-out, the players are paired by lot, except players from the same nation or territory will not be paired together whenever possible. In

case of a drawn match, a new game is played to determine the winner. The new game shall be played with the remaining time from the drawn match.
