

Proposal for a new system for the European Go Championship (EC)

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Introduction

The following proposal is a compromise of different goals:

- Interesting system for top-players without SOS etc.
- Interesting for sponsors and spectators, with real finals
- Exact places (1-8) for international nominations to be done by EGF
- Easy to handle for the congress-organizers

For the AGM in Tampere I propose the following voting-procedure after discussions:

1. System (24 players, stage 1 and 2, groups, finals, ...) accepted ?
2. If 1. positive then start for the system 2011 or 2012?
3. Proposed method for nominating the 24 players for the start accepted?

If 3. is defeated but 1. is accepted and 2. is decided a commission should work on the details, with a final result in the year 2011.

Overview

- Competition for 24 players, citizens of an EGF-member
- First week (5 rounds) 24 players, second week (5 rounds) 8 players
- 16 players can play the EGC main-tournament in the second week
- Finals will generate exact places 1-8.
- Players will be qualified either by actual rating or last-year's EC-result
- At least 8 different opponents guaranteed for each player

Details

Competition with stage 1 (first week of EGC) and stage 2 (second week of EGC)

Stage 1

- 24 players in 4 groups (A, B, C, D), 6 players per group
- 5 rounds round-robin per group (Su/Mo/Tu/Th/Fr)
- 2 players seated per group (EGF-ratings or last-year's EC-result)
- Other 4 per group by lot, open drawing on Saturday evening
- Chart after 5 rounds, top 2 qualify for stage 2, others leave the EC
- Tie-break stage 1:
 - if two players end up equal, mutual game counts
 - if three are equal, player with highest rating at EC-start is qualified. After that mutual game counts
 - if three players have equal EGF-rating, decision by lot

Stage 2

- 8 players in 2 groups (E and F), 4 players per group
- 3 games per group round robin (Mo/Tu/Th)
- Group E with A1, B2, C1, D2 – group F with A2, B1, C2, D1
- Chart after 3 rounds, top 2 qualify for upper finals, bottom 2 for lower finals
- Tie-break stage 2:
 - Two players equal, mutual game
 - Three players equal,
 1. number of wins in EC, all 8 rounds count
 2. rank in group after stage 1 (1 or 2, 1 is better than 2)
 3. mutual game
- Half-finals on Friday (E1-F2, E2-F1, E3-F4, E4-F3)
- Finals on Saturday with the normal pairings for of a knock-out system
- Top 8 are decided in exact order, without SOS and special decision games
- These top 8
 - Win prize-money
 - Are qualified for next year's EC (means only 16 free seats in next year's EC)
 - Will be seated according to their result in next year's groups A,B,C and D

Pros and Cons of the proposal

Pros

- Easy to handle – EC games part of the main-tournament by forced pairing
- Same schedule like main-tournament
- Defined switch to main-tournament
- Real final, most important game on the last day
- Transparent EC-system for all EGC participants
- Easy to explain to press and media
- Reduction to 9 rounds easy to implement (cancel half-final, play $E_x - F_x$, $x = 1,2,3,4$)
- Exact ranking if needed for nominations by EGF
- System honours successful participants of last year's EC
- No influence of opponent-points
- Open for future developments in filling the 24 seats
- Only 8 players completely out of the main-tournament

Cons

- First week 24 strong players not in the main-tournament
 - 16 EC-participants start in round 6 main tournament with some lost games
 - Attractiveness for non European top-players to come to the EGC will be reduced
 - Taking 4 players by lot per group might result in unbalanced groups concerning strength
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Q & A

Q1: When should the system start?

A1: Earliest EGC 2011, latest EGC 2012

Q2: How to integrate the 16 players into EGC's main-tournament after stage 1?

A2:

- Players of EC start with the highest McMahon-score of EGC's main tournament
- All EC-games (stage 1 and stage 2) count for the up to 16 players when playing the main-tournament in the second week (SOS, SODOS, SOSOS, ...)

Q3: How to chose the 24 players ?

A3:

- First year
 - Best 20 rated on the available EGD-list at congress-start
 - Two wild cards for organizing country
 - Two wild cards for EGF

- Follow on years
 - Players of stage 2 of last EC (8 players)
 - 16 best rated players besides the qualified 8 from the available EGD-list
 - One wild card for the organizing country
 - One wild card for EGF

Q4: Any more restrictions for playing the EC?

A4:

- Players have to sign a paper that they plan 10 rounds to play in the EC
- Wildcards can only be given to players with EGD-Rating 2500 or higher

Q5: What about non used wild cards?

A5: Seats will higher the number of players taken from the EGD-list

Q6: What happens if a player, qualified by last EC, won't participate?

A6: Best placed player of main tournament in last EGC gets a place and will be seated

Q7: What to do if a strong player is not listed in the actual available EGD?

A7: Use wildcard in combination with old EGD-entries (more than 2 years back)

Appendix – not part of the motion, not to be decided at the 2010-AGM

A model for defining the prize money for the top 8 players in an EC

1. Basic 100 Euro for each player
2. 100 Euro for each won game in the second week of the EC
3. Prize money = $(100 + 100 \times \text{number of wins}) \times \text{factor}$ – see following list:
 - 3.0 for champion
 - 2.6 for vice-champion
 - 2.3 for third place
 - 2.0 for 4th place
 - 1.6 for 5th place
 - 1.4 for 6th place
 - 1.2 for 7th place
 - 1.0 for 8th place
4. Variations by changing the basics 100 Euro (see 1. and 2) easy to implement