

## Report to the 2014 AGM

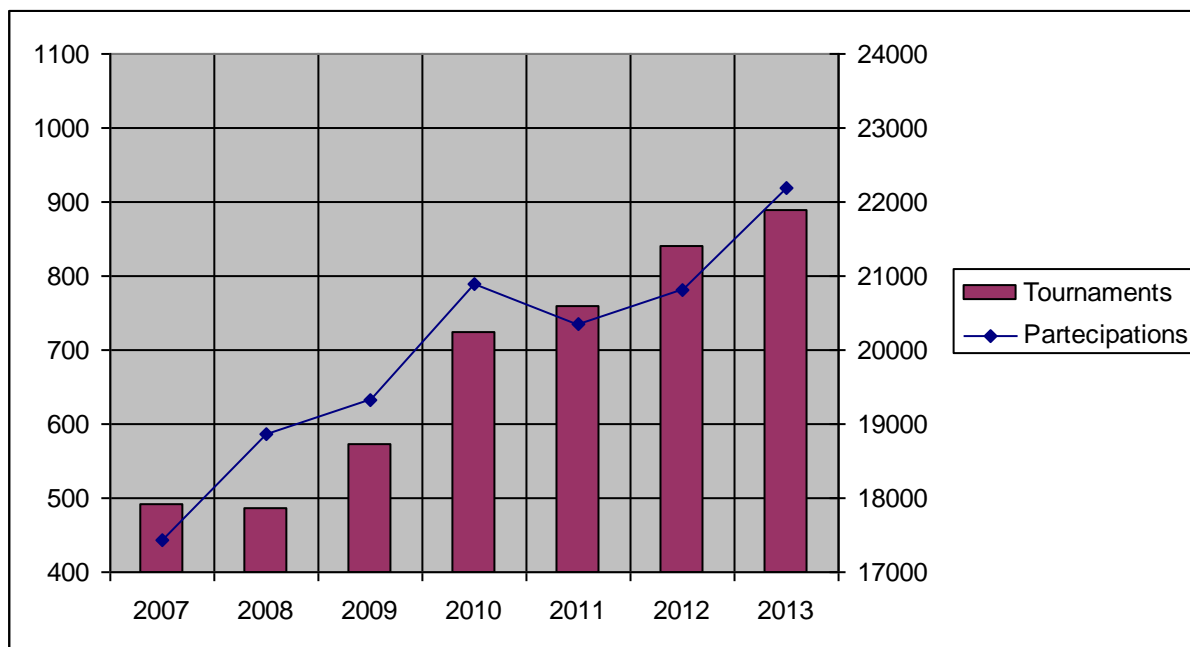
### Introduction

As I did last year, I'd like to present a brief report on the activities I manage on behalf of EGF in monitoring the rating system, and especially in managing the data and software which comprise EGD.

The number of tournaments recorded into EGD is increasing every year, which gives us the pleasant image of a positive trend in the popularity of the game, but also gives me the conviction that – since when in 2009 EGD became the unique tool for determining the progression of players' GoR – it has achieved the result of catching every tournament played all around Europe.

Let me show some numbers about it:

	<b>Tournaments</b>	<b>Participations</b>
2007	492	17437
2008	486	18866
2009	572	19332
2010	725	20892
2011	760	20348
2012	841	20820
2013	888	22194



Now, most widely used pairing programs include specific options for interacting with EGD, such as import of players data and export of tournament results.

For myself, I'm very happy of the tool that I and Paolo Scattini (the current Secretary of the Italian Go Federation) developed ten years ago, with the sponsorship of the AGI.

As you know, I'm currently involved in a series of activities aimed at maintaining EGD alive: I check the tournament tables uploaded, interact with the tournament organizers when I detect any issues, confirm tournaments, fix data (retroactively, too) when something's wrong, fix software when needed, and implement as well new functionalities. I've been doing these activities since 2009, and for all these years I've stuck to the same rules and conventions adopted by Ales Cieply, who was in charge with all the European rating system before me. Which proves the robustness of the system he set up almost twenty years ago.

EGD, due to its complexity, cannot reside on a standard shared hosting service. It needs to dwell on its own Virtual Private Server (VPS), the fee for which - about €150 per year - I pay.

Now, let me address two topics I think are of particular interest: Internet games and privacy issues.

### ***Internet games.***

Over the few past years it has happened more and more that the players and organizers of tournaments played on Internet have asked to add them to the EGD. As you know, the standard policy has always been that online games were not accepted, for all the well known issues. With at least one major exception: the PGETC, for which the EGF took the explicit decision to accept its games, but only for those players who agree on it. However, since this phenomenon is becoming more and more popular, I'm glad that the proposal made by the BGA drives everyone's attention over it.

Generally speaking, I see both pros and cons with this idea. Downsides are relevant, and many disputes are likely to arise. However I get the point addressed by Jon Diamond, and I also feel that the general sentiment about this matter – nowadays – tips in favour of it. For these reasons, I refrain from expressing a clear position in favour or against it. Nevertheless, I'd like to expose some thoughts about the details of the proposal, which I quote below:

Our specific proposal is that:  
a new category (class IB) with a rating weight of 0.25 be set up in the EGD for tournaments that satisfy the following conditions:

1. the tournament must be organised by an EGF member
2. all players must register their online handles before the tournament starts
3. all players must be members of the EGF member organising the tournament
4. all games in the tournament are to be rated
5. self-paired games are not allowed (pairings are determined by the organisers)
6. games to be played on approved servers (say Pandanet, KGS and Wbaduk as an initial set)
7. game records must be provided to the tournament organisers if games are not public
8. time limits to be: Basic Time minimum of 40 minutes with Adjusted Time minimum of 50 minutes (same as Class B - PGETC time limits are the same as Class A)

And here my comments follow:

1. This would be in contrast with the policy adopted for real-life tournaments. I'd agree on it only if this would add a plus of reliability to the playing conditions, which is arguable.
2. This seems just reasonable.

3. This is very complicated to implement both for online and real-life tournaments, as Jon himself admits in the 3<sup>rd</sup> paragraph of his proposal. Who will take care of checking the payment status of every player with the national treasurers? Again, it'd be a little strange to enforce such a rule only for online tournaments. However, I can't complain about it in principle: just I'd like to be sure that it will never happen that after a tournament is played, somebody complains about the admission of some players, and that from this a request arises that their games are purged from the results, which would end up in a loop of complains from other players.
4. Absolutely: all or none of them.
5. I agree.
6. I agree.
7. I agree.
8. I agree (although I'm wondering if it wouldn't be the case to contemplate different timing classes, as well...)

Thus, if the AGM will decide to accept Internet games, I'd be glad of offering these thoughts about it.

## ***Privacy***

The privacy question is a major issue when we come to the publication of data such as who-was-where-and-when. Back old days, nobody had this sort of concerns, but things have changed very strongly in everybody's perception. I'd like to address it now just to arouse a brain storming about it.

Indeed, every now and then it occurs to me to receive a request to remove data from EGD (or at least to hide one's history). In these cases, I hide it. But this method is far from perfect, even though most of the times this is enough to make the player satisfied.

As you can easily imagine, if this practice (still imperfect) spread above some rare cases, EGD would become totally useless.

Now, this is my idea about the matter: Go is a competitive discipline, basically a sport. As such, Go tournaments are public events, exactly like football or chess tournaments, therefore it's unconceivable that some players who participated in such events can claim to remove their name from the public lists for respect to their privacy.

Period.

So, is there a difference between Go and football matches? Yes, there is. The difference is that when a football player enters into an official competition, he is well aware of the fact that his presence will be recorded and made publicly available. Somewhere in time, he probably signed an agreement in which he had accepted these lists will be published.

Nothing like that happens in european Go: no difference between "official" and "friendly" tournaments, no agreements signed by players, not event certain identification of players at the tournaments, nor certain identification of tournament directors when they post result tables. Everything is dealt with in a very amatorial way. It's nice, it's easy. But it has its downsides.

How to solve this issue? In my opinion, the best would be AT LEAST to introduce the concept of "EGD-official" tournament, which requires that:

1. There is a person - clearly indentified - in charge for checking in players and for posting result tables
2. All participating players sign an agreement in which they explicitly accept that their data will possibly be published. If a player doesn't want to sign it, he doesn't play. Simple like that.

Also, we should think about sort of an “amnesty” for all existing tournaments, but this can be regarded as a further step.

In my idea, the tournament organizer has a role somehow “official”. He conserve in his premises the statements signed by players and he displays them only in case of complain. This introduces a little additional burden to the organization of tournaments, I know, but can prevent future messes that can possibly spoil all the EGD thing.

Furthermore, things can be made much easier by spreading the use (already very common) of Internet pre-booking: in that case the acceptance of the privacy clause, its proof and its conservation, can be very straightforward.

Aldo Podavini  
*(EGF rating manager)*