2020 Online European Championship system with 32 players:

1. Selection of players:

32 top European players (passport of EGF member country required) will participate in the event. They can be either amateur or professional players.

The players qualify for participation in order of their best achieved EGF-ratings within last twelve months (September 21st 2019 – September 20th 2020), as given in the EGF rating database by September 20th 2020.

Only players with a tournament-result in the last twelve months documented in the EGD will be taken into account.

The selection is done as follows:

  a) Nominate the Top 8 from last European Championship
  b) Then, we nominate 24 players from EGD list, September (based on max rating)

2. Registration procedure:

Players who want to play the European Championship have to preregister for the EC latest till September 20th 2020.

Deadline for registration is: September 20th 2020

32 EC participants will be selected from the preregistered players and based on the results of previous (max rating) EGD by September 20th 2020.

When selected (out of the 32), they shall pay the registration fees (25€) via the 2020 EC crowdfunding platform: https://www.okpal.com/egf/#/) before to play their first game.

The decision how to use the EGF wildcard will also be taken before September 21st.

By September 22nd, EGF will publish the names of the 32 players qualified for the EC in an appropriate way.

3. Organisation:

Championship principle:

1) 32 players - If we get less than 32 positive replies the best rated players in the group 17-32 will get a bye for the Qualification Round #1.

3) Playing online on OGS, Fischer Time, 60 minutes basic, 30 sec per move additional

4) Prize-money: minimum 5000€ (it will depend upon, the crowding campaign)
Crowdfunding:
https://www.okpal.com/egf/#/

5) Tournament-system:

a) **Qualification Round #1**: Seeded 17-32, knockout-round
b) **Qualification round #2**: Winners of QR #1 against seeded 9-16, knockout-round
c) **Championship Round 1**: Seeded 1-8 against winners of QR #2, knockout round
d) **Championship Round 2**: Knockout-round for the 8 winners of Championship Round 1
e) **Half Finals**: Best of three on two days, on the first day two games
f) **Finals:** Games for championship and third place, best of three, same mode like in the half finals.

Control-system:
a) Camera-control in all games a) to d) without proctors (still exact procedure under discussion)
b) Camera-control with proctors for the games e) and f)
c) Always possible to play from home

Schedule (trying to avoid overlapping with other EGF events):
a) **Qualification Round #1** within 7 days, 24th September - 30th September, individual date fixing
b) **Qualification Round #2** within 13 days, 1st October - 13th October, individual date fixing
c**) Championship Round 1**: one day - 15th, 16th or 17th October, individual date fixing
d) **Championship Round 2**: one day - 18th, 19th or 20th October, individual date fixing
e) **Half Finals**: 22nd and 23rd October
f) **Finals:** 24th and 25th October

Proctors:
The national go organization is responsible for nominating a proctor for its (maximum 4) participant(s) to semi-finals and finals.

 Pairings:

Pairings for the first round is based on EGF rating by September 20th 2020.