

29th Redmond Cup Rules and Regulations

Eligibility

The Redmond Cup is a competition for dan-level amateur players in Canada, the US, and Mexico. There will be two divisions: Senior, for players under 18 (born between 8/8/2004 and 8/7/2009), and Junior, for players under 13 (born after 8/7/2009). The cut-off date shall be the final Saturday of the US Go Congress, **August 7th** this year. Players whose birthday fall prior to that date must play at the age they will be on the cut-off date.

All players must have a current AGA or CGA membership, or be members of the Mexican Youth Go Community. A dan-level rating from one of these three groups qualifies one to enter the Redmond Cup. Players whose AGA rank is out of date, but have a KGS dan rank, Tygem 4 dan rank or higher, or Fox 4 dan rank or higher may enter the Redmond Cup. Players using a KGS rank must have at least ten rated games at a solid dan rank on KGS to qualify. The Jr. and Sr. winners of the top division of the North American Kyu Championships are also invited to play.

Prizes

The top two players in each division will be invited to play a best-of-three match for the title at the 2022 US Go Congress in Estes Park, Colorado. The AGA will cover all reasonable expenses for each finalist to attend the finals. If a player is unable to attend the congress, his or her slot will be given to the player with the next highest finishing score. In each division, the first-place winner will receive \$300, and the second-place winner will receive \$200, courtesy of the AGF. All four finalists will each receive a trophy. If there is no in-person USGC in 2022 due to the covid pandemic, the finals will be held at the 2023 USGC.

Players who complete the tournament will be eligible for **\$200** scholarships to the US Go Congress, courtesy of the AGF. Each player may only claim one \$200 Go Congress scholarship through tournament participation in the Redmond Cup, North American Kyu Championships, and/or the AGA Girls Cup. An additional **\$300** scholarship to the US Go Congress can also be earned through the [AGF Essay Scholarship](#).

Schedule and Format

The tournament will begin on March 21st and continue through mid-June. **Registration ends March 16th.** There will be three stages of the tournament as follows:

Stage 1: 4-round Swiss

The first stage of the tournament will be a 4-round Swiss between all players. At the conclusion of 4 rounds, all players who have a 2-2 (2 wins/2 losses) record or worse will be eliminated. The top 3 remaining players ranked by record, SOS, and then SODOS will advance to Stage 3, and any remaining players with a 3-1 record will advance to stage 2.

Stage 2: Single-Elimination Gauntlet

Players with a 3-1 record who have not advanced to Stage 3 will be seeded by SOS (and SODOS if still tied). The bottom two seeded players will play a single elimination match until there is only one player remaining, who will advance to Stage 3.

Stage 3: Double Elimination

Players will be seeded according to Stage 1 results, with the player advancing from Stage 2 taking the fourth seed. The matches will be seeded as thus:

Round 1: (A) 1v4, (B) 2v3

Round 2: (C) Winner of A vs Winner of B; (D) Loser of A vs Loser of B

Round 3: (E) Loser of C vs Winner of D

The winners of matches C and E will advance to the Redmond Cup Finals; the losers of matches D and E will be eliminated.

Tournament Logistics

Pairings and results, along with contact information for each player will be posted online (only visible to the TDs and participants). Players will be notified of new pairings by e-mail. Results will be updated weekly by the TD; if there is a missing or wrong result, please contact the TD to rectify the issue.

Each round in Stage 1 will last two weeks. Pairings will be posted on Mondays, and players will be given two weeks to complete the round. **Please do not attempt to arrange game times with the TD - contact your opponent, not**

the TD.

All games of a round must be completed by 11:59 pm on the final Sunday of the scheduled round. **If the game is played on KGS, it is unnecessary to email the SGF to the TD.** However, you are required to do so if the game is NOT played on KGS.

All players must play all rounds in Stage 1; byes may not be requested.

Each round in Stage 2 and Stage 3 will last approximately one week and will begin right after the conclusion of Stage 1. The exact schedule of Stage 2 and Stage 3 will be announced at the conclusion of Stage 1. All matches in Stage 2 and Stage 3 will be proctored by the AGA.

Rules

Match Settings

All games are even, 7.5 komi, AGA Rules. Let KGS choose for color. Time limits are one hour basic time per player, with 5 periods of 30 seconds byo-yomi.

Games can be played on any server, but must be recorded in an SGF file. The default server for the event is [KGS](#), and a KGS ID is required for registration.

Video Call

Players are required to have an active video call open with each other while they are playing. This is to ensure the integrity of the tournament and reduce the possibility of AI assistance during play. Zoom can be downloaded [here](#) and used for this purpose. If you need help installing or operating Zoom, please contact the TD. If players agree to use a different video call software (Messenger, Discord, Skype, etc.), that is also permissible, but Zoom will be the required default video communication software.

The camera setup when video calling your opponent ideally consists of two cameras—a standard face-facing camera that captures your face and surroundings behind you, and a side-facing camera. If only one camera can be used due to technical difficulties, you must use the side-facing camera. In this circumstance, players must pan the camera around the room to show that no one else is present and that entrances to the room are closed if possible prior to the start of the game. The side-facing camera must capture the following:

- face
- hands
- computer screen (it should be angled such that one can see its entirety; the

game along with the video call should be the only item(s) on your screen(s) at any time)

- surrounding desktop space

Please see below for an example:



Players should be situated at a desk/table near a wall (i.e. playing in the middle of a room on a table would not be permissible). Players should also not be wearing any non-medical electronic devices (headphones, watches, etc.) while playing games. If you have a multi-monitor setup, your setup should capture all monitors in their entirety, and the secondary monitor(s) may **only** have the video call active for the duration of the game. Players' audio must remain unmuted for the entirety of the game.

During games, players are not to communicate with any outside parties (parents or other people) unless there is a non-game-related emergency. If a player notices his or her opponent communicating with an outside party about the game or any other suspicious activity, **please stop the game (exit without resigning) and notify the TD.**

Scheduling Matches

It is your responsibility to find a time at which you and your opponent can agree to play. Please be sure to mention and understand time zones so there are no confusions. If you are unable to arrange a time to play within the first week of a round after repeated efforts, contact the TD by e-mailing youth@usgo.org. If a player does not communicate or is unable to play the scheduled round, the TD will take appropriate action, which may include requiring a match on a certain date or declaring forfeits. Players are expected to communicate with each other in good faith and to play all of their games. **The grace period for a scheduled game is 30 minutes, after which the present player may choose to win by forfeit or**

reschedule the game for a later date. Players with more than one forfeit due to player negligence will be dropped from the tournament.

Miscellaneous Rules

Time may not be added to either player's clock during the game.

Undos may be requested for misclicks, but granting them is up to player discretion.

In case of a dispute during a game, save the sgf record and notify the TD immediately. A player's clock may be paused by closing the game (without resigning).

In case of a loss of internet access where the disconnected player does not immediately return and resume the game, the TD will adjudicate the result.

Players are on their honor to not use any AI assistance during matches. If there is any suspicion, the Tournament Director will review the game in question and may send the game to a panel consisting of a pro and AI experts. The ruling of the panel is final, and anyone caught cheating will be immediately disqualified and sanctioned to further consequences, including being banned from participating in the Redmond Cup.

If you have any other questions or concerns, please email youth@usgo.org.