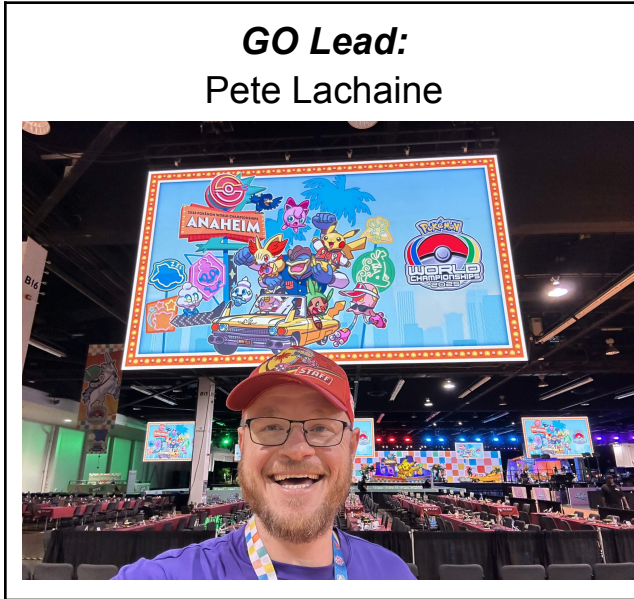


Baltimore 2027:

GO Handbook

GO Lead:

Pete Lachaine



This handbook provides guidance to all members of the GO team, setting out processes, role expectations, and event operations. If you have questions about anything included in this document, please reach out to your Lead.

Acknowledgements:

This handbook is based on previous work by Dom Green, Iván Castellar, Tom Dack, Susanna Cheng and Daniel Diehl.

It contains knowledge and expertise shared from the full GO Professor community. Future Leads are welcome to use and build upon this document.

The Event Team

Leadership:

	
<i>Head Judge:</i> Daniel Diehl	<i>Assistant Head Judge:</i> Macarena Agüero

The Team:

Floor Judges:
Carlos B H
Seagull
Nicolas Pons
Saffi Cauthon
Allison Thorsen
Lorenzo de la Cuadra Brajovic
Ricky Hankey
Alex Lin
Josh Barnes

Scorekeepers:
Jorge Valverde
Patrick Neumann

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Welcome to the Team!

A note from your Lead

Hello GO Team!

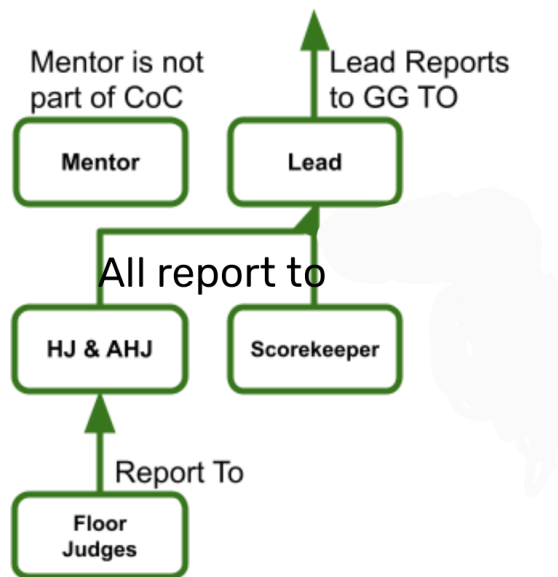
Welcome to the first North American Pokemon GO Regional of the 2027 season! I'm honoured to be your lead for this event. I really appreciate you taking the time to read through this handbook as you look to prepare for this event.

For this event we have an exciting mixture of experience levels. But regardless of your experience level, this handbook will contain critical information to help you be prepared. By reading this document, the Gaming Generations event handbook and the Play! Pokémon Rules and Resources you should be able to find answers to most of your questions.

If you still have any questions or concerns please reach out to your leadership team, we are always there to help and protect you. Please never forget that we are a team and the success of this event will depend on our teamwork.

I hope everyone is ready to have a fun, memorable weekend as we kick off the 2027 Play Pokemon Season. I look forward to seeing you all in Baltimore, safe travels!

Chain of Command



- Head Judge and AHJ report to the Lead
- All Floor Judges will report to the HJ and AHJ
- Scorekeepers report to the Lead

Penalties

- Any issued Penalties **MUST** be reported using the RK9 Penalty page. A link to this site will be shared before the event begins.
- Penalties at a higher severity than a warning **MUST** be escalated and verified by the HJ team.
 - This **INCLUDES** penalties where you would like to **ESCALATE** or **DEESCALATE** the awarded penaltySome examples are:
 - The initial penalty is a **GAME LOSS**, but you would like to award a **WARNING**: This Deescalation must be approved by a Head Judge
 - The initial penalty is a **WARNING**, but you would like to award a **GAME LOSS**: This Escalation must be approved by a Head Judge
 - Only exceptions are **No-Show or lateness** penalties given at the 5 & 10 min marks during a player's Round 1. Any **No-Show or lateness** penalty issued during a player's Round 2 requires a Head Judge approval.
- If you are unsure of the correct penalty at any time, please ask a fellow Floor Judge to help
 - Please avoid requesting the Head Judge to assist, so as to preserve a route of escalation for appeal.
 - If you need further support after asking a fellow floor judge, please go to the AHJ first.
- Please don't put yourself in situations where you can be accused of Bias. You should not be making rulings on matches that involve family, friends or faction teammates. ***YOU MUST get another judge to take over in situations like this.***

Team Checks & Result Entering

- It is expected that Team Checks should be completed for every winner for every round, after Round 1 for a Group.
- Team checks **MUST** be performed before entering final match results on Challenge
- A Team Check **MUST** be completed for **BOTH** players before every stream match
 - This process must be completed by a member of the floor judge team, and be done before the players are seated on stage.
- Team lists can be found on RK9, access will be provided before the event starts
- If the floor is very busy, team checks may be temporarily skipped. This must be decided by the HJ team, and will be communicated to you.
- Team checks **MUST** include a look through a player's recorded battle footage to verify correct movesets
- Once a team check is complete it needs to be entered into the "Team Check Discord Thread". If a penalty is required, please use the process described in the previous section.
- At the start of Day 2, all competitors whose first round is on the tournament floor will have a team check completed before their first match. All competitors who have their first match on stream will be checked before the start of their stream match
- For recording results:
 - Challenge Admin access will be provided before the event begins
 - If a double no show occurs, it should be entered as -1 & -2 on challenge, with the -1 going to the higher seeded player

Please alert the HJ team of this, as a round loss penalty will also need to be applied to the player who moved on as the winner, during the next round

Game Reviews & Disputes

- Any Reviews **MUST** be reported using the RK9 penalty page. A link to this site will be shared before the event begins.
 - This includes recording **BOTH** reviews which issued a rematch, and those that did not
- Please be sure to prepare for this event by reviewing the **Pokemon GO Review Best Practices document**, available on Linktree
- When first starting the review, take note of the time you began to investigate the review situation. then give each player the opportunity to explain to you their version of what happened
- Carefully watch the video footage of the issue on each phone, to get both perspectives entirely
- The players will need to point out the specific technical issue that affected them, which means you should not be looking for the issues yourself
- If the game review is complicated and if you're not confident with your decision, please ask another judge to look at the footage with you
 - Please avoid requesting the Head Judge to assist - if you need further support, please go to the AHJ first.
 - This maintains the player's route to escalation for Head Judge appeal
- Be mindful of the time you spend trying to resolve the dispute. If you've been watching video footage for over 5-10 mins you could possibly be overthinking it.
- Explain your ruling clearly to both players, and remind them that they can appeal to the head judge
- Before asking players to sign out, please have them both submit a **'Battle Log Report'**. This option can be found on the advanced settings page
- Once leaving the table, you must enter the review details in the RK9 penalty page

- Please don't put yourself in situations where you could be accused of Bias. You should not be making rulings on matches that involve family, friends or faction teammates. ***YOU MUST get another judge to take over in situations like this***

How to Prepare Before the Event

- Read all documents posted by the leadership team and the tournament organizer
- Refresh yourself with all aspects of the GO Tournament & Play rule books
 - Play! Pokémon Tournament Rules Handbook
 - Play! Pokémon Standards of Conduct
 - Play! Pokémon Penalty Guidelines
 - Play! Pokémon Pokémon GO Tournament Handbook
 - All rulebooks can be found at:
<https://www.pokemon.com/us/play-pokemon/about/tournaments-rules-and-resources>
- Make sure your familiar with and have the ability to sign into [Challonge.com](https://challonge.com)
- Ensure you're able to sign into RK9 via rk9.gg/staff
- Please make sure you **SLEEP** and arrive well rested
- Wear comfy shoes and pack a water bottle, to help stay hydrated. Snacks are always a great idea too - please however, be mindful of allergies and have tidiness!
- Bring a power bank for your phone. Your phone will be used a lot during the event
- Pack a clipboard or note pad if you like taking paper notes during the event
- If you have the ability to bring a tablet, you should. It will make navigating Challonge so much easier with the bigger screen (Not Required)
- Please ask any questions you might have via our discord channel, or directly via DM.

Role Specific Expectations For GO

All Staff

- Remember to abide by the “**Core Values**” of the pokemon professor program.
 - **Integrity, Honesty, Responsibility** and **Professionalism**.
- Read the Staff Briefing & other posted Documents thoroughly before the event begins
- **BE ON TIME**
 - You are all a team, and so you have people you can rely on, but also that you have people relying on you. Therefore not being on time can end up hurting the event, or worse, somebody else.
 - It is expected that ALL staff members will be on time, including at the start of the day, and when coming back from breaks.
- All staff should expect and be able to handle constructive feedback, both from leadership and from their peers.
 - This doesn't mean you should point out everything which could be done better, but it means when you get feedback or ask questions about certain situations, you are able to see what could have been done better, and put aside personal pride for the better of the event.
 - Nobody makes mistakes on purpose, but if they happen, staff should be ready to help each other out.
 - When giving or receiving feedback, know that nobody is after you, but only trying to help you reflect on situations you may have found troubling during the event.
- Remember to remove yourself from situations where you could be accused of being biased. This includes game reviews involving friends, family, or factions teammates
- Assist in keeping the Hive and Play area tidy over the weekend. If you are advised by leadership there will not be space to store bags, please do not bring excessive items to the Hive.
- Breaks will be given throughout the day. These breaks are **MANDATORY** and must be taken no exceptions
- Be ready & willing to assist with any additional tasks provided by the leadership team

Floor Judge

- Mark matches as “**Active**” on Challonge when each round starts. Also verify and enter match results using Challonge after being notified of completed matches
- Display a strong knowledge and understanding about the rules of Play!Pokemon and the GO Tournament Handbook
- Handle technical disputes between players, or know when to ask another staff member for help in that regard
- When delivering a ruling you will need to mention wording from the GO handbook while also providing an accurate technical explanation of what happened. You must also remind the player they can appeal to the head judge before leaving the table
- Understand the chain of command. Floor Judges will always escalate issues & concerns to the Head Judge team and then to the Lead if the HJs are busy
- During round 1, Issue game loss & match loss penalties to players who are 5 and or 10 min late, after the announced start time. From Round 2 onwards, any game and match loss penalties for lateness require (A)HJ approval.
- Issue warning penalties when appropriate. For any other situation that requires a penalty greater than a warning, please you **MUST** escalate this to the head judge team
- Help with general housekeeping duties. This includes, but is not limited to: no water bottles/food on tables, keeping aisles clear, chairs tucked in and tournament phones in holsters
- Help players troubleshoot login & logout issues, if unsuccessful escalate to your HJs
- Help players using “guided access” if they request it
- Complete accurate team checks using RK9 when matches are over. This includes a look at the recorded video footage to verify move sets used during games
- Use the provided Resources to submit team checks passes, penalties and reviews report
- Help look after feature matches tables, if there are any

Stream Judge

As a Floor Judge, you may also be asked to judge on stream. Everything that is expected from you as Floor judge will apply to this position along with these extra considerations:

- Remember to communicate clearly with the production team, partnered stream teammate and of course the players on stage
- With the support of the Stream Liaisons, ensure to complete and document team checks on each player before the match starts.
- Remind players that they have 2 minutes to choose teams between games. Even if production communicates they are ready, ensure players always have the 2 minutes minimum. Communicate this time to players clearly, and check they have heard you if you think they have not. Time remaining reminders are appreciated.
- Be sure to let players know, they must keep playing a match even if a technical issue has happened. The only exception is if you as a judge tell them to stop playing.
- Use the provided screen on stage to view the active match, and actively observe the crowd for suspicious behaviours
- Use the provided technology to communicate with production when a game review is requested by a player. Please inform them of what issue you're looking at and what the ruling decision was when decided.
- At the completion of a match, be sure to have both players sign the stream stage match slip. The bracket admin team will prepare the slips for each stream match. Once this is done the match result is final, and can no longer be open for review
- During Day 2 you may be asked to act as a backstage spotter, and to assist liaisons with Team Checks. If needed, this will be communicated to you by the Head Judge team or lead.

Scorekeeper

- Communicate clearly and reliably with the stream team during the event to coordinate stream matches and requests. This will be done in a dedicated discord chat.
- Assist with the printing, organisation & reissuing of team sheets.
- Assign tables for each round, while staying on time according to the provided schedule

- Communicate with the HJ team & end of round Judge about ***“End Of Round Issues”***
- Continue to fill in all required information on the schedule sheet
- Assist with Challonge admin work, such as providing staff access & preparing stations
- Print blank match slips & prepare them for each stream match. These will be picked up & brought to the stream stage by the stream liaisons
- Escalate any questions or concerns directly to the Go Tournament Lead