SEYGO: Teaching Go to the Youth

Catalin Taranu, 5-dan professional: Saijo European Youth Go Tour project shall implement and sustain a framework to teach the many benefits of Go: focus, strategy, life advices, social interactions to children and youth at the European level.

Everyone knows the Karate Kid story. The movie is about the relationship between the wise master from Japan and the eager westerner student. Saijo Masataka Sensei and Catalin Taranu share a similar story in a martial art of the mind: the game of Go.

http://gobase.org/studying/articles/mioch/taranu

EUROPEAN **GO** FEDERATION

Table of Contents:

1 EXECUTIVE SUMMARY

CONTEXT

The **European Go Federation** (EGF) is a non-profit organization with purpose to promote and facilitate the playing of Go in Europe. **The SEYGO project** is focusing our purpose specifically for the Youth (under 20 years old).

OUR GOALS

We formulated five main goals that we see fundamental to create a solid foundation for the dissemination of Go:

1. **Marketing**: Promoting Go at grassroots level
2. **Infrastructure**: Strengthen the infrastructure
3. **Internal organization**: Reward hard work and volunteers
4. **Marketing**: Improve the general image of the game and the relationship between Go organizations and other institutions
5. **Marketing**: Dissemination of one year of activity as well as other useful info through a yearbook distributed in thousands of copies all over Europe

HOW?

A strong emphasis will be put on offering Go as a healthy alternative to modern entertainment, and help children find the value they are looking for in the game (making friends, competing, traveling, learning to focus, etc.)

Central to this project is a **tour initially consisting of six major events with tournaments** (in 2019). Those events are to be held in six different countries: Romania, Germany, Croatia, Austria, Switzerland and the Netherlands. Children will be able to travel and we will ensure that each of them have some small prize for a positive experience.

Local teams will organize those events, but each will be part of a **global international team**, consisting of major Go organizers with years of experience to share. The main focus will be to create a **sustainable system**, by rewarding the organizers and teachers fairly.

FINANCE

Two most crucial parts of the project are the **yearbook** (the cost of preparation and printing is **6.500,00 EUR**) and prizes for motivation of children, expressed as vouchers for future tournaments (the cost of annual prizes for overall participation is **5.000,00 EUR**).

Organizational costs (travelling and lodging cost is **46.000,00 EUR**) of international team and marketing of the project (graphic design and printing/production cost is **23.000,00 EUR**) are the second on the list of priorities. The total cost of the project for 2019 is estimated at **162.500,00 EUR**.

2 SEYGO TOUR PROJECT

2.1 SIGNIFICANCE OF THE NAME SAIJO

Saijo Sensei is a famous Japanese professional player that taught Go at the European Go Congress and other European events over the span of a decade. His light personality and **unique teaching method** made him extremely popular and loved. **Saijo** is the teacher of Catalin Taranu, 5 dan professional player, whom he helped to study Go in Japan and become the first European player that was granted the title of professional player by the Nihon Ki-in (Japanese Association of professional Go players).

We choose Saijo as the name of our project because he is the symbol of **the ultimate teacher**.

2.2 OBJECTIVES AND BENEFITS OF THE PROJECT

The Saijo project aims at bringing its contribution to the **education** of youth in Europe through

- Teaching them the magnificent game of Go,
- Travel and foreign exchange,
- Friendly and fun atmosphere at the events,
- Combating computer games and social networks addiction by providing a healthy alternative of spending free time.

Generally speaking, the **SEYGO project** aims at promoting the game of Go among youth in Europe. As the uncontested king of mind games, Go is widely recognized as a means to achieve a solid mental education, improve both creativity and logical thinking.

The legend says the game was invented in order to help the son of a Chinese emperor improve his leadership skills. Indeed, the game polishes skills and abilities that are very useful in real life. In ancient China, Go was **one of the four arts** that stood at the foundation of a solid education along with calligraphy, painting and music.

One of the biggest challenges of a modern European society is the fight against corruption and poverty. In many eastern European countries that have joined the European Union or intend to in the near future, corruption is a plague that succeeds through manipulation of uneducated masses.

By supporting and motivating youth from those countries to travel and meet people from other countries we help them to get a more **realistic** and **informed opinion** about the world they live in.

At the opposite pole, many youths from advanced western European countries are somewhat drifting without a clear **purpose**, due to a life that sometimes is too secure and easy. For them as well practicing Go and traveling to other countries will be an experience that sharpens the focus and changes **perception** on life.

Sometimes adults tend to forget that children are still children. Providing an **entertaining and motivating atmosphere** at our events through educational side events and parties, showering participants with prizes and rewards. Encouraging youth to study together and teach each other are some of the goals that we want to achieve with the **SEYGO project**. It should be stressed that the game of Go has no gender preference: girls are playing with boys on equal terms.

Internet, globalization, amazing computer games and social networks changed our world but sometimes come with a price. Many children get trapped in an isolated world where they play, talk and interact in front of a screen. By motivating them to travel to our events and have real interactions with other youth we bring our small contribution in a fight for a **healthier environment** for our children.

2.3 PRACTICAL GOALS

We defined the following practical goals (see chapter 7. SWOT analysis for more details):

1. **Marketing**: Promoting Go at grassroots level
2. **Infrastructure**: Strengthen the infrastructure
3. **Internal organization**: Reward hard work and volunteers
4. **Marketing**: Improve the general image of the game and the relationship between Go organizations and other institutions
5. **Marketing**: Dissemination of one year of activity as well as other useful info through a yearbook distributed in thousands of copies all over Europe

GOAL #1: PROMOTING AT GRASSROOTS LEVEL

- Prior to each tour event the local instructor/s will visit **new schools** and teach children the rules of the game. The children who graduated those classes will then play in the beginner tournament that will be held without exception at each of our events. This has also the effect of creating new and stronger bonds with the local schools. We believe that it is important that new children can meet and watch the advanced children playing Go. This motivates them and helps set their goals, also shows them how far they are from these goals.

- At each of our events, we will set **a beginner corner** where anyone who visits the event can ask questions about the game or about the Go community.

- The SEYGO project aims at creating a strong network of **teachers**. This can be achieved by encouraging communication between the current teachers, working together with the Go Associations in order to implement Go as an official school matter, provide the motivating environment for new teachers.

GOAL #2: STRENGTHEN THE INFRASTRUCTURE

In order for someone new to the game to learn but also to continue playing Go some **basic requirements** are needed:
- access to information about the game and related aspects
- playing materials
- local club where to play and interact
- online playing and studying
- available teacher
- plenty of motivating events
- general motivation, generated by travel possibilities, friendship bonds, teaming up, professional player models

As such, we can define **the infrastructure** needed for a coherent activity:
- informational platforms
- existing material base and providers/distributors of Go materials

- organizations (local, regional, national, international)
- online Go playing platforms
- teachers, instructors and coaches
- professional system, players and top amateur players
- event network (it could be included in the organizations tab, but it's so important that we want to treat it separately)

A quick evaluation of the **current state** of the infrastructure at European level:

EUROPEAN GO DATABASE (EGD) – VERY STRONG

Since 1996, each tournament in Europe is included in an international database which became the main source of information about the development of Go in Europe. Each EGF-member has the national coordinators who takes care about the quality of input data, which is standardized in tournament software packages. Fig. 1 (next page) shows the total number of active players in European countries. Using the EGD data combined with populations of European countries, a map representing the percentage of population actively playing Go is shown in Fig. 2 (next page).

INFORMATIONAL PLATFORMS – WEAK

Most existing associations have their own website but the available information is lacking. One of the main goals of the SEYGO project is to develop a **centralized database** of information at European level, containing reports from each European country about the current status for youth development, promote **working models** already implemented by various instructors, develop **tutorials** for beginners, attractive **promotional materials**, instructor guides and event organizer **guides**. This database will be hosted by the website of the SEYGO project which is currently in development.

CURRENT MATERIAL BASE – GOOD

Each club or organization has developed a **material base,** which is enough to provide Go playing materials for the current number of players. The strong organizations from Asia have contributed a lot in the past and still strive to provide materials for the European organizations.
There are a few Go shops in Europe that can quickly ship materials anywhere in Europe. If the population increases dramatically, solutions for mass distribution of Go playing materials are always easy to find and implement.
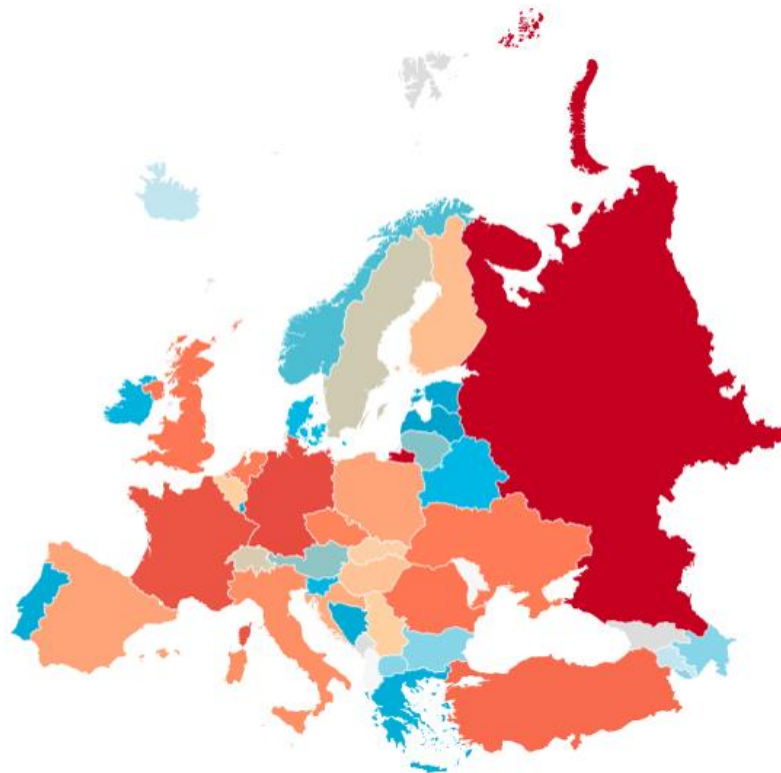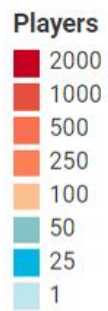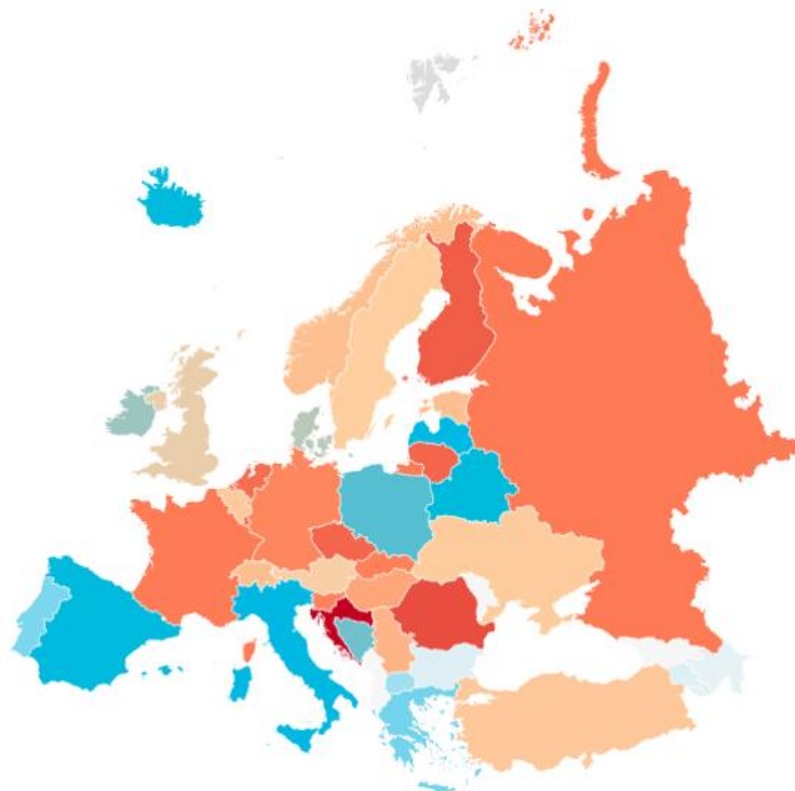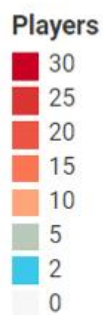
Figure 2.1 Number of active players in EGD in European, created with Datawrapper.

Figure 2.2 Number of active players in EGD per one million citizens in European countries

ORGANIZATIONS – WEAK

In most cases in Europe, including the case of EGF, Go organizations have **no employed personnel**. They tend to be weak and unfocused. Because of this, the overall level of growth of the Go game in Europe is very slow.

The SEYGO project aims at **strengthening** this essential aspect of **the infrastructure** in two ways:

1. Becoming **an organization** in itself. By creating an international team of organizers for its events, the project is basically founding a new organization. The difference from other organizations is made by the fact that the SEYGO project attracts the people interested in developing Go at youth level from all around Europe. With a clear focus and motivated people, it is a matter of time until the project can overcome the financial challenges.

2. By providing a constant flow of **new players**, the SEYGO project will gradually help change the status of organizations in Europe. With enough supporters an organization can quickly evolve from an amateur status to a professional one.

ONLINE PLATFORMS – VERY STRONG

Since there are many online Go playing platforms available for players of all levels, there is no goal for SEYGO project in this direction at the moment.

TEACHERS – WEAK

This is the essential ingredient for a healthy development at grassroots level. SEYGO project will spare no effort in order to improve this aspect. At the moment **teaching** activity is scarce and weakly supported.

Initially, the SEYGO project will contribute by providing **events** for Go playing children and youth. By creating a strong **communication network** for Go teachers from all over Europe and by disseminating the results of our activity through the yearbook and the website (database, SEYGO tour announcements) we aim at making the current teaching activity more efficient, also at motivating new people to become teachers.
As a medium term goal, we aim at defining clear methods for **supporting teacher activity** and also at working together with the national associations in order to implement Go in the **school program**.

PROFESSIONAL SYSTEM AND PLAYERS, TOP AMATEUR PLAYERS – STRONG

Recently EGF has founded a new professional system in Europe. All new pro players are very young and come from the top youth. With an online EGF Academy training and study sessions in China, Europe is doing well at the top level.
The SEYGO project aims at **rewarding** the efforts of our **top youth** and promote them through our website and yearbook. Having the spotlight on the top has a beneficial effect on the motivation of the other players, including beginners.

EVENT NETWORK – VERY WEAK

Currently there is only one tournament for youth at a European scale. The organizational standards and overall quality is also lacking. The SEYGO project will provide the missing events and also stress the highest possible level of organizational quality.

Each year the number of events is expected to increase: after 5 years of activity Saijo tour is expected to host hundreds of tournaments of various sizes, encompassing all European countries that are a member of the EGF.

GOAL #3: REWARD HARD WORK AND VOLUNTEERS

The SEYGO project aims at **rewarding**:

- the international team of organizers
- teachers and instructors with outstanding results
- top youth players
- talented beginner players
- key contributors from the organization and generally from the Go community

The rewards will depend on the financial state of the project, from diplomas and trophies to prize money (expressed as vouchers for covering tournament costs), gadgets and so on. Sometimes all a volunteer needs is a **public recognition** of his efforts.

GOAL #4: COMMUNICATE BENEFITS & IMPROVE RELATIONSHIP

By generating the events in the SEYGO tour the project will directly help **improve** the **local situation** in each of the town/country where the event is held. We aim at having **traditional events** that span over decades, generating **trust** and **support** from the local community. Partnerships with local city halls and local media, as well as local schools are a priority on our list.

We aim also at integrating the SEYGO project into the **Erasmus+Sports** EU project category and also at national level projects where possible.

European Go has traditional strong bonds with China, Japan and Korea. **Partnership** and joint events with the embassies of those countries, Confucius Institutes or Cultural Centers are also on the list of our goals. At the same time, a strong **cooperation** with the existing Go organizations in Europe is essential.

GOAL #5: DISSEMINATION THROUGH A YEARBOOK

At the end of each year **a yearbook** printed in thousands copies will be the main tool for dissemination of that year's activity. The yearbook will contain **reports** from each European country about current Go youth activities and general status, a complete coverage of the SEYGO tour events, with the **spotlight** on sponsors and partners, volunteers and teachers, top youth and promising newcomers. **Games** from each tournament commented by professional players will add to the knowledge base and promote our talented players.

Aside from the yearbook, the online promotion will be done mainly through our centralized **website**, but also through **social networks** like Facebook, Instagram and so on.

Communication is essential; our goal is that the results of the project activities reach every child and youth, Go club and organization from Europe.

2.4 MISSIONS: EXPECTED RESULTS OVER THE SPAN OF TWO DECADES

For the year **2019**, the SEYGO project has very clear **missions**:

- Define the **international team** of organizers, identify skills, set tasks and deadlines,
- Organize **6 events** of the SEYGO tour in: Romania (Vatra Dornei), Germany (Jena), Croatia (Adriatic Sea-side resort Zaostrog), Austria (Vienna), Switzerland (Geneva) and Holland (Amstelveen). Despite the challenges created by the novelty of the project and possible lack of resources, we aim at excellent organization **quality** through the efforts of the international team of volunteers.
- Start developing a centralized **database** of useful information on the SEYGO project **website,**
- Start developing a **communication network** between existing Go teachers in Europe, promote existing working models,
- Work on a **yearbook** that should be finished soon after the last event in the SEYGO tour.

At each tour event there will be a **beginner tournament** where we expect an average of about 50 youth to join. This means a total expectation of 300 new players for the year 2019.
We expect an **average** level of participation from the existing Go players, due to the novelty of the project, travel cost challenges, difficulties of adjusting schedule to school holiday dates and unclear resources that can be used for rewards.

For the year 2020 we expect the number of **tournaments** to increase to 12, one for each month of the year. Due to experience gained through the first year we also expect an increase of **participation** in the beginner tournaments to an average of 100 players per event, with a total expectation of 1200 new players. Due to dissemination efforts and promotional campaign done in 2019 we also expect the participation of existing Go players to become **high**.

For the year 2021 we expect the number of events to **double**. Depending on organizers ability to deal with large events (over 200 participants) the expected number of new players can vary between 2500 and 4000. Also, we expect that the basic **infrastructure** of the project takes a solid shape, with a well maintained website, experienced team, solid partnerships and sponsorships options.

For the year 2022, we expect the project to spread to all EGF member countries and the number of new players to cross **5000** people.

In the fifth year of the project, we can expect a growth at regional level, with additional local tournaments and a separation of events in categories. Thus, the number of events can grow to about 50-100 per year and cover every corner of Europe. The number of new players can be estimated to grow **over 10.000**.

In the tenth year of the project we expect to have built an infrastructure that can support the addition of over **100.000** new players.
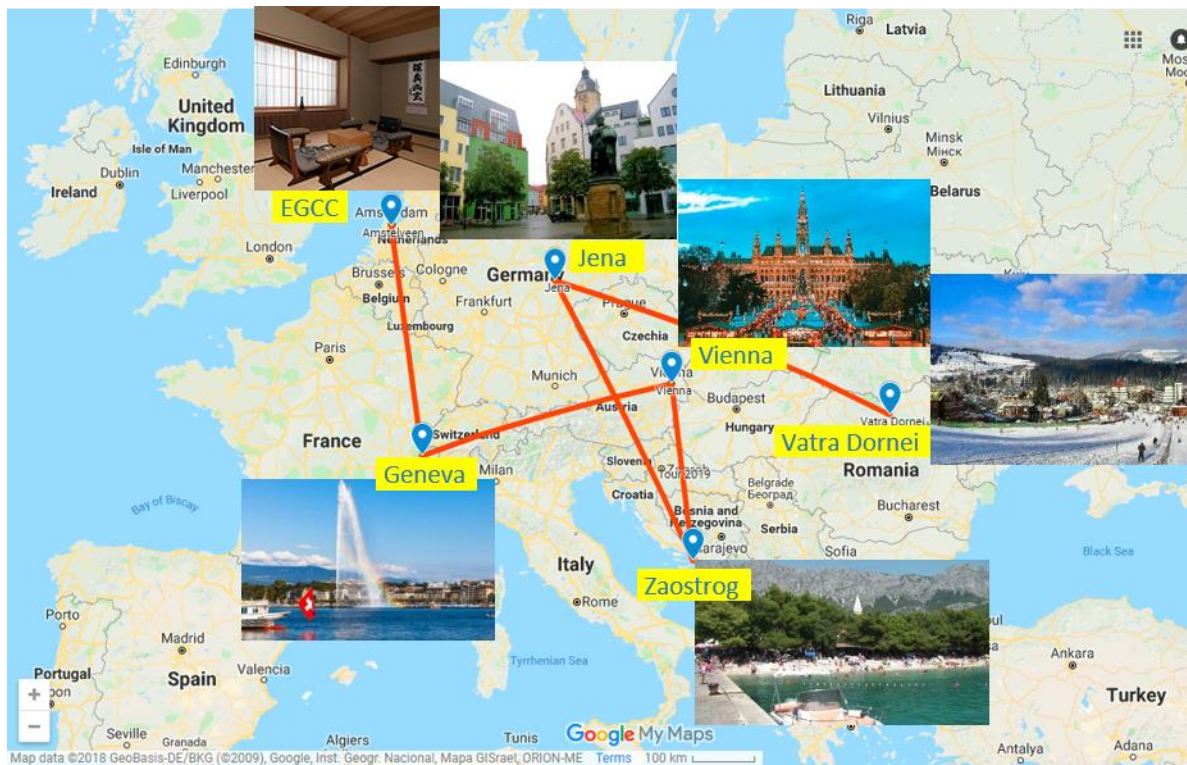
Finally, in the 20th year of the project we expect to cross **one million** new players and enter a new age for the European Go.
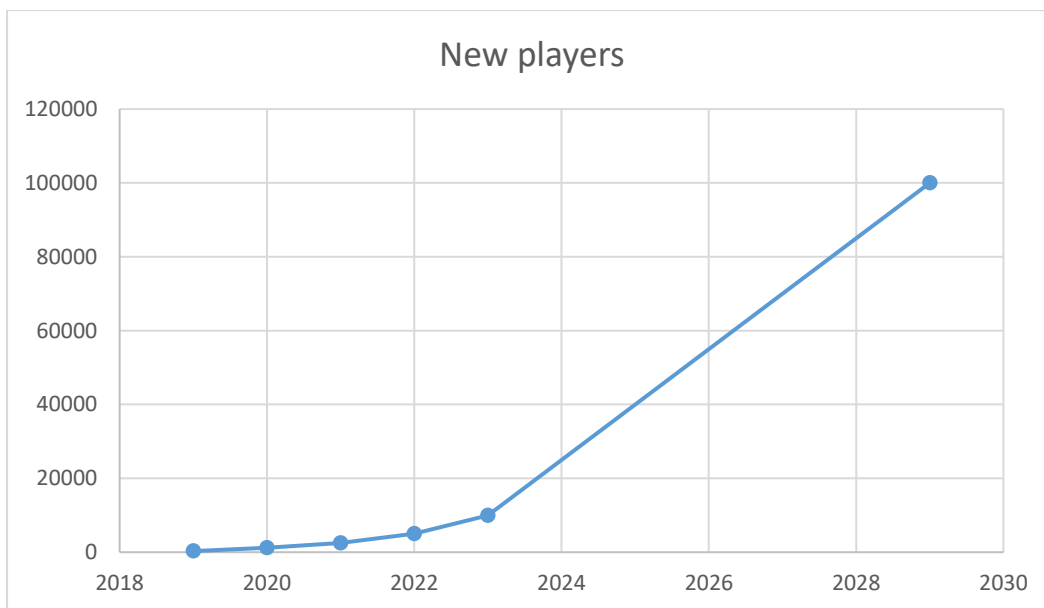
Figure 2.3 The rise of new Go players within SEYGO during the period 2019-2029.

3 CALENDAR OF 2019 SEYGO TOUR EVENTS

Figure 3.1   Map of SEYGO Tour events in 2019, starting from Vatra Dornei (Romania), ending in European Go Cultural Centre in Amstelveen (The Netherlands).

The **SEYGO Tour 2019** consists of **6 events** in **6 different countries**.
The following tables summarize the basic information for each of those events as of now.
All teams are formed with experienced Go tournament organizers.

Table 1 - List of European-level events part of the SEYGO Tour (1/2)

Location	ROMANIA VATRA DORNEI	GERMANY JENA	CROATIA ZAOSTROG
Date	3-5.2.02.019	11-12.05.2019	1-8.07.2019
Venue	Hotel Calimani & House of Culture	*TBD**	Youth Hostel Zaostrog
Organizer	CSM Vatra Dornei (Municipal Sports Club), affiliated to Vatra Dornei City Hall	JIGS	Croatian Go Alliance
Website	www.dornago.ro	*TBD*	www.higou.hr
Local partners and media	• City Hall, • House of Culture, • Hotel Calimani • Orion TV • Radio OrionFM • Luca High School • Monitorul de Dorna (local newspaper)	*TBD*	• Confucius Institute of the University of Zagreb, • City of Sisak, • Zaostrog Touristic Board • Ministry of Science and Education of Croatia
Sponsors	• TCS Forwarding SRL Aqua Carpatica • Coloana Center • Auto Meister	*TBD*	• TBD

Table 2 - List of European-level events part of the SEYGO Tour (2/2)

Location	AUSTRIA VIENNA	SWITERLAND GENEVA	NETHERLANDS AMSTELVEEN
Date	17-18.08.2019	xx.10.2019	14-15.12.2019
Venue	*TBD*	*TBD*	EGCC
Organizer	Viktor Lin Li Ting	Swiss Go Federation	EGCC (European Go Cultural Center)
Website	*TBD*	www.swissgo.org	*TBD*
Local partners and media	*TBD*	*TBD*	*TBD*
Sponsors	*TBD*	*TBD*	*TBD*

*TBD = "to be determined"

4 INTERNATIONAL TEAM CONCEPT

SEYGO tour is a complex project that needs careful management and supervising.

This task falls naturally upon the team of people who started the project in the first place.

The International team has three layers that define the level of involvement of its members:

- **Core circle** - this is the core team of very dedicated people that invested a lot of energy and time into the project.
- **Active circle** - this enlarges the core team with the organizers of each event
- **Supporters circle** - this is basically a communication network concept. All people who support the idea of SEYGO are free to join. They can contribute to the project at their own pace, when and how they see fit.

At the moment, this document was written with the composition of the team as follows:

CORE CIRCLE

- **Catalin Taranu**, 5p, Association of Japanese professional players Nihon ki-in, Romania
- **Damir Medak**, Secretary of the Croatian Go Alliance, Croatia
- **Cristian Cobeli**, Vatra Dornei Sport Club, Romania
- **Flavien Aubelle**, president of Swiss Go Federation, Switzerland

ACTIVE CIRCLE

- **Mihaela Taranu**, go-instructor at Vatra Dornei Sport Club, Romania
- **Stefan Cobeli**, Vatra Dornei Sport Club, Romania
- **Manja Marz**, manager of Jena International Go School, Germany
- **Jasna Medak**, Croatian Go Alliance, Croatia
- **Zvonko Bednjanec**, Croatian Go Alliance, Croatia
- **Zoran Mutabzija**, president of the Croatian Go Alliance, Croatia
- **Viktor Lin**, president of the Austrian Go Federation, Austria
- **Ting Li**, vice-president of European Go Federation, , Austria
- **François van Walleghem**, president of Geneva Go Club, Switzerland
- **Li Yue**, 5d player, SEYGO event organizer, Geneva, Switzerland
- **Rob Kok**, Board member of European Go Cultural Center, Amstelveen, Netherlands
- **Harry van der Krogt**, manager of European Go Cultural Center, Amstelveen

SUPPORTERS CIRCLE

- **Yuki Shigeno**, director of Nagoya branch of Nihon ki-in, Japan

- **Pei Zhao**, 6d player, France

- **Ian Davis**, admin of Kiseido Go Server, Ireland (living in France)

- **Sebastian Ilie,** Go referee, vice-president of Romanian Go Federation

- **Harry Weerheijm**, EuroGoTV, http://eurogotv.com/, Netherlands

- **Judith van Dam**, EuroGoTV, http://eurogotv.com/, Netherlands

- **Wilhelm Buehler**, Go Organizer, Mannheim, Germany

- **Lorenz Trippel**, Secretary of European Go Federation, Switzerland

- **Dave_de Vos**, Youth Commissioner in Dutch Go Federation, Netherlands

SUPPORTERS CIRCLE

5 TOURNAMENT AND POINTS ALLOCATION SYSTEM

Note: This part may be subject to revisions until latest January 20th 2019.

5.1 NAME

The name is: **SEYGO Tour (for Saijo European Youth GO Tour)**

This is the acronym, that will be formally used as the name of the competition.
For the local competitions, stages held in different countries / places, we will use more specific terms such as: championships, open, the name of the country or the place. For example, SEYGO Open, SEYGO Championship, with instances such as:

- Vatra Dornei Youth Winter GO Festival
- Jena Youth GO Open
- Croatian Summer Youth GO Camp
- Vienna Youth GO Championship
- Geneva Youth GO Open
- Amsterdam SEYGO Tour Final

These specific names may be left to the choice of local organizers.

5.2 THE PLAY SYSTEM

In each stage there will be two or three distinct competitions:

1. **The Future Stars (Beginners) championship** - Swiss system, open to newcomers of all ages of at most twenty years of age. One can participate in only one (or two?) such competition(s).
   There will be a total of 10-12 rounds, 3-4 per day for three days.
   Rules: Japanese; Time: Free; Komi 6.5.

2. A large MacMahon **Open Championship** that embeds the qualifications stage, the KO twelve, KO sixteen and KO twenty categories and all the other games between non-qualified or eliminated participants. At the beginning of each round, the referee sets the pairing according to the knock-out tables and the remaining participants are then paired automatically by the program (computer).
   Although differences can be accepted, a regular contest will consist of six rounds, two a day, in a competition held during the three days.
   Rules: Japanese; Time: 1h; Byo-yomi 3 x 30" or 5 min. for 12 stones; Komi 6.5.
   The KO Tournament is described in the next section.

5.3 THE KO TOURNAMENT

The basic KO tournament KO64 has 6 rounds involving 64 players.

Based on particular conditions, the organizing commission may decide if the elimination contests are to be made on smaller schemes K32, K16 or K8 or, for instance, on intermediary versions with selected seed players placed in the second round. All these reduced versions are based on the same scheme by starting to fill only a certain superior level of tables shown in Figure 4.1 (see the .

The initial occupancy order of placement in the scheme is based on the list of SEYGOPs, qualification games, drawing lots, criteria for placing seeded players. In the first editions of two-three open tournaments of the Tour, the organizer might also need to use the order of players according to the European Go Database (EGD).

The first two players are placed into the head boxes of Sections 1 and 4 in the gold boxes. Next, players 3 and 4 are drawn randomly to occupy the bronze boxes of Sections 2 and 3. Then, the next four players with numbers 5-8 are entered in their corresponding position into the blue boxes, in Sections 1-4, by drawing lots, also. Similarly, the next eight players numbered 9-16 obtain the corresponding green places by drawing lots. The procedure is continued, also by drawing lots, to place in the scheme players with numbers 17-32 into the magenta boxes and those numbered 33-64 into the red boxes.

Wild Cards are dictatorial placements of players selected by the organizing committee, after the notification of the general tour commission. The players rewarded with wild cards are typically placed on the last positions of the corresponding zones in the general list, before drawing the lots for placement in the playing elimination scheme.
It is at the discretion of the organizing committee if they offer or not these wild cards and their maximum number is presented in Table 1.

Table 1. Maximum number of places on the entry list offered as Wild Cards.

Places on the list	8th	15th-16th	29th-32th	57th-64th
Number of WC	1	2	4	8

If the preliminary conditions require the organizer to choose a shorter format of the KO tournament, a number of places on the list used in the main draw may be obtained by a qualifying tournament (one or two knockout qualifying rounds). These places must be situated immediately above the wild cards of the last zone, and their number is indicated in Table 2.

Table 2. Placement of qualifiers in the list before the main draw.

Tournament	Qualifier places	Number of qualifiers
KO32	21-28	8
KO16	11-14	4
K08	6-7	2

Also, at the discretion of the organizers, in the preliminary rounds before shorter KO tournaments, some wild cards from the last group may be replaced by the winners of other qualifying games.

5.4 THE TIE-BREAKING SYSTEM

In the qualifying games or in the Knock-Out tournament, if a game ends, by any reason, jigo (with no result), then the winner is determined to be the one who wins first in the following series of games on smaller and smaller boards and time constraints:

- Board size: 9x9; Time 5'; Byo-yomi 1 x 10"; Komi 6.5.
- Board size: 7x7; Time 3'; Byo-yomi 1 x 5"; Komi 6.5.
- Board size: 5x5; Time 3'; Byo-yomi 1 x 5"; Komi 6.5.
- Board size: 1x1; Time 3'; Byo-yomi 1 x 5"; Komi 6.5

This is equivalent to drawing lots. Indeed, after nigiri, Black cannot play (there is only one place to move, which is actually a suicide move), so Black says pass. Similarly, White passes. Finally, the game ends and White is the winner, thanks to the 6.5 points komi.

The tie-breaking games are played after 15'-20' after the jigo result was accepted by the referee, and there will be a 5' break between the games tie-breaking games if more than one such games are needed.

5.5 POINTS

Points (shortly SEYGOPs or SPs) can be obtained by each participant in two ways, cumulatively:
- In a KO tournament that is part of a SEYGO Open Championship.
- In a SEYGO Open Championship (games played in the qualification rounds or outside the KO tournament, by the non-qualified players, seeded players or by those who have been already eliminated).

Points are gathered continuously over the years, as follows:

Before a new edition of a SEYGO Open Championship, points obtained in the previous edition are subtracted from the SP of each participant of the previous edition. Then, at the end, the SP of each competitor from the current edition will be updated adding the total number of points obtain in the just finished competition.

There are three categories of points, corresponding to the age categories: SEYGOP12, SEYGOP16 and SEYGOP20 (shortly SP12, SP16, SP20).

5.6 RACE TO THE FINAL POINTS

Each year, for any player participating in the tour a distinct score -**number of points**- is calculated, the sum of SEYGOPs the player gained in that year. Is the Race to the Final SPs. The Top Ten players on the list of each age category qualify to the SEYGO Tour Final. Participants in the Top Ten Finals obtain points according to their final place as shown in Table 7 and 8, while the other participants, who may play in the Final Open, gain points according to Table 8.

The special scheme of play in the **Top Ten Finals** is presented in the next section.

5.7 SCHEME OF PLAY IN THE TOP TEN FINALS

On each of the 12, 16 and 20 age categories, the first ten players (ordered decreasingly by their SP score of the year) qualify to the Final, which takes place at the end of the year (in Amsterdam). The list is shifted up to fill any place emptied by unavailable players.

In each age category, players are divided into two groups: The G[reen] Group GR and The O[range] Group OR.

(1) Players situated on positions one and two are seeded players, being placed separated in the two groups. They are the heads of groups GR and OR. The next two players are taken from the list and placed one by one in the two groups by drawing lots. Similarly, it is proceeded with the following three pairs of players, until both groups GR and OR are filled with five players each. The drawing lots procedure may be exceptionally extended to more players in case a few of them have the same score on the list.

(2) A robin round tournament is played in each group. Each player has to play four games.

(3) After the games, players are ordered by the following criteria: the number of wins (possibly, plus the number of jigos); the result in the direct game (if the tiebreaker is needed between two players, only); their entry position in the group (if the tiebreaker is needed between more than two players).

(4) The Semifinals Round consists of the following games, denoted SF12, SF21, SF34, SF43, SF55, respectively:
> GR1 - OR2 and GR2 - OR1
> GR3 - OR4 and GR4 - OR3
> GR5 - OR5.

The winners of all games qualify to the finals and the looser play in the Consolation Final. Tie breakers are solved by the criteria in Section 7.

(5) The Finals Round consists of the following games:

The Final for places 1-2, between the winners of SF12 and SF21.
The Final for places 3-4, between the losers of SF12 and SF21.
The Final for places 5-6, between the winners of SF34 and SF34.
The Final for places 7-8, between the losers of SF34 and SF34.
The Final for places 9-10, the rematch SF55.

Tie breakers are solved by the criteria in Section 7. By exception, in the happy case where the two players in SF55 and in their rematch in the Final split the results, both players will be ranked equally on places 9-10.

5.8 PRIZES

At the end of the year, at the last tournament of the Tour (Amsterdam) a number of prizes-trophies-rewards will be awarded:

- Prizes for the first three (or four) places in each category 12, 16, 20. There might be separate prizes for boys and girls or for the most improved player of the year in each category. The unique Prize System is described in the chapter "Prizes system".

- Rookie of the year for the best results of a player who went through a Future Star tournament that year.

- Special prizes for extraordinary results of younger children.

- Prizes for country teams (cumulatively best SPs of two boys and two girls).

Some special prizes/trophies in the name of some sponsors or personalities may also be awarded. It would be nice to have names of significant players attached to these trophies.

At the end of regular tournaments, special prizes (colored-badges) can be offered for all first-time participants into a Beginners tournament and, for advanced players, based for the first career achievement of 1000, 2000, 3000, 5000, 10000 SPs.

ADDENDUM 1. DISTRIBUTION OF SEYGO POINTS

A player earns points in SEYGO Tour KO Championship in **two** ways, cumulatively.

The first type is awarded for **the highest stage** that the player managed to reach in the KO tournament (see Table 3) and the second, for each disputed match (see Table 4).
KO points: A player earns points in a KO tournament according to the following table:

Table 3. Distribution of points in a SEYGO Tour KO Championship.

phase	Round of 64	Round of 32	Round of 16	QF	SF	F	W
points	30	40	80	150	250	500	1000

The second type is awarded for **game points**: in each game played in the open (qualifications, preliminary rounds, KO-tournament, games played after elimination) a player gains a number of points, the same in any phase, depending only on whether he won or lost the game.

Table 4. Points gained in any game of a SEYGO Championship.

result	WIN	LOSS
points	20	5

In a jigo game, each player gets a half of the number of points for a win.
Remark: The distribution of points in Table 3 might be easily adjusted to different particular situations, such as:

- Multiplying them by a supra-unitary coefficient for some selected super-tournaments (for example the summer and winter camp, with eight rounds tournaments) or by a sub-unitary coefficient if some regional tournaments are also included in the tour.

- If it happens that some tournaments have an insufficient number of players, they are distributed, as appropriate, in the KO-scheme starting with the Round of 16 or the Round 8, and the points are awarded only for those phases.

ADDENDUM 2. DISTRIBUTION OF POINTS IN THE EYGC

Traditionally, the European Youth Go Championships is the largest youth Go tournament in Europe. This competition has its own rules and format: six rounds MacMahon tournaments with top group separated on 12, 16 and 20 age groups. It is disputed in March or April, but the age barrier is in August of the year (to meet the qualification conditions for The World Youth Go Championship).

In EYGOC, points are obtained only for the games played. The number of points earned depends on whether or not the player is placed in the main group and whether the game is won or lost (see Tables 5 and 6).

In a jigo game, each player gets a half of the number of points for a win.

Table 5. Points gained in EYGOC games by players in the main group.

result	WIN	LOSS
points	170	30

Table 6. Points gained in EYGOC games by players outside the main group.

result	WIN	LOSS
points	50	1

ADDENDUM 3. DISTRIBUTION OF POINTS IN THE SEYGO TOUR FINAL

Considering:

(1) A predicted smaller number of participants (due to more expensive costs).
(2) A different type of competition that highlights the most valuable, top ten competitors throughout the year.
(3) Keeps part of the overall structure of points distribution in SEYGOC. In the SEYGO Tour Final, points are also gained cumulatively according to the final place obtained by a player and in each game, according to the result, if it is a win or a loss (see Tables 7 and 8).

Table 7. Distribution of points top ten players in the SEYGO Tour Final.

place	10th	9th	8th	7th	6th	5th	4th	3rd	2nd	1st
points	100	100	140	180	220	260	300	400	500	600

Table 8. Points gained in any game of a SEYGO Tour Final.

result	WIN	LOSS
points	50	20

ADDENDUM 4.
### ADJUSTMENT IN THE AGE TRANSITION PERIOD

For simplicity, in one calendar year a player participates in all SEYGO Tour competitions at one and the same age category, the one corresponding to be had on 31st July of that year. Players' transition to a new age category is done before the first competition.

Thus, before the first SEYGOC of the year, the score of all players who have passed into a new age category will have their SEYGOPs adjusted multiplying them by *avc* (an *age-value-coefficient*). The value of *avc* is 2/3 and the new score is rounded to the integer part.

For example, a player who passes into the SEYGOP20 category has SP16 = 602, and in the previous edition of the first SEYGOC of the year he earned 250 points (150 points for acceding in the quarter-finals, 4 x 20 for each win and 2 x 10 for each lost game), say. His adjusted score before entering in the tournament will be 2/3 x 602 - 2/3 x 250 = (704/3) = (234.66...) = 234. Afterwards, before any other SEYGO Tour tournament of that year, his SEYGOP20 will be adjusted by two third of the points he obtained in the previous edition of that championship.

ADDENDUM 5.
THE ELIMINATION TOURNAMENT SCHEME
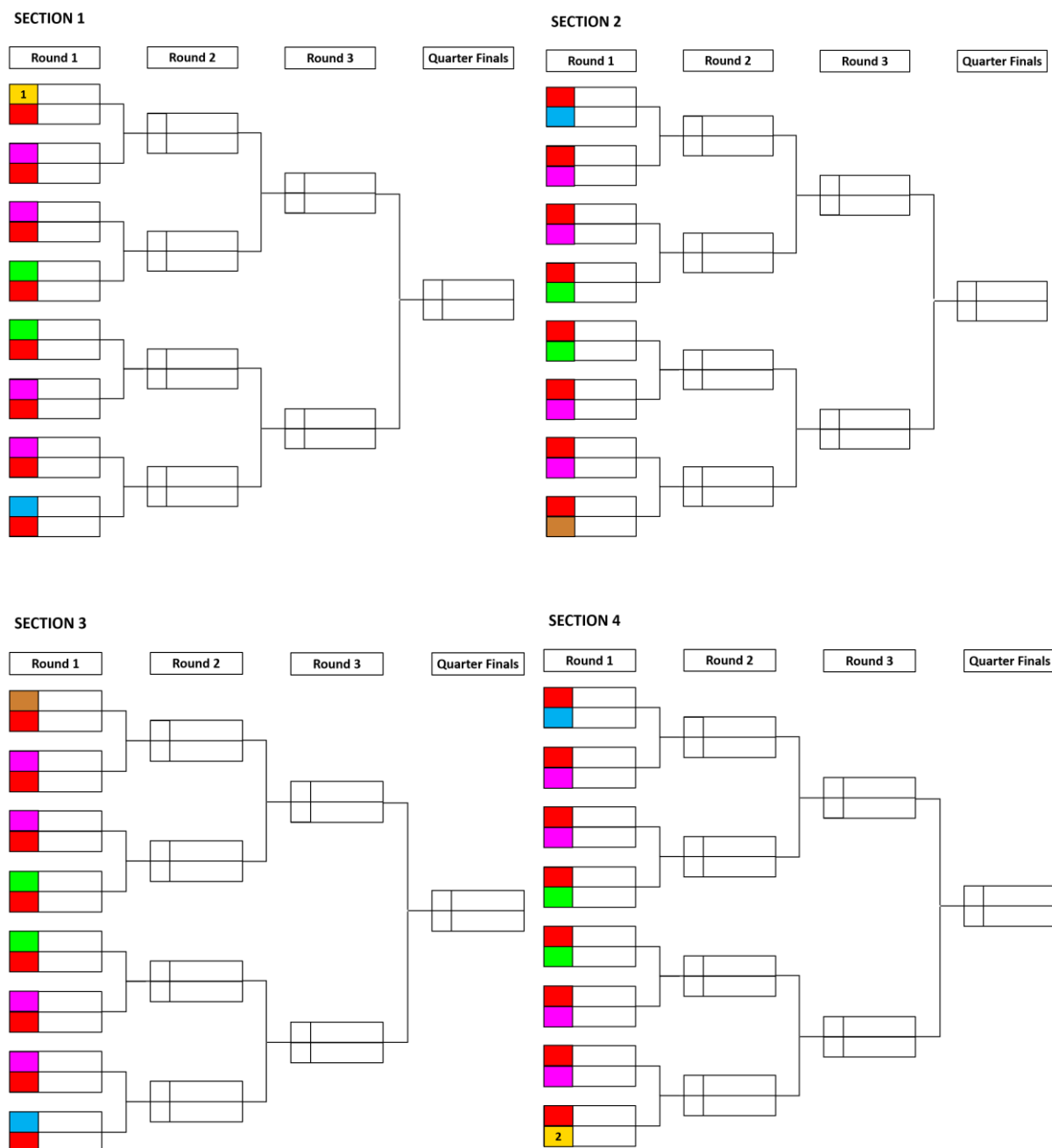
Figure 5.1. The placement of players in the complete 64 KO tournament is made starting, in order, with the gold , bronze , blue , and green boxes. Afterwards the magenta and the red boxes are filled.
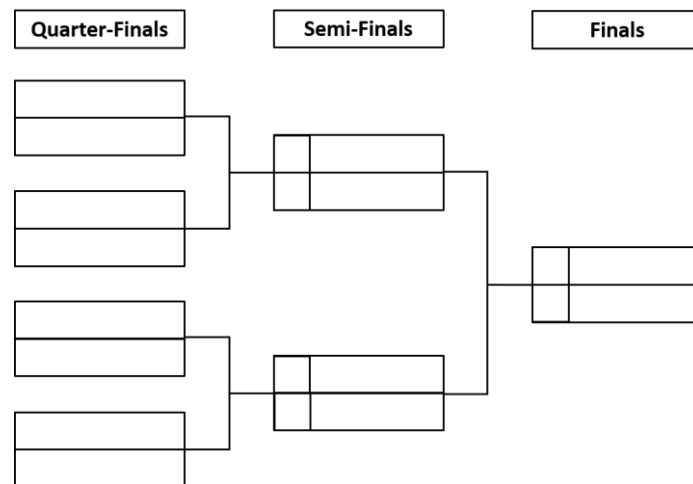
Figure 5.2. Standard scheme for Quarter-Finals (Round 4), Semi Finals (Round 5) and Finals (Round6).

ADDENDUM 6. SHORTCOMINGS - WHAT IS NEEDED / NICE TO HAVE

The technical infrastructure needed to run the tour describerd above, can be run manually on 'pencil-paper-computer' by the referees and the volunteers involved in the project. Probably this is the way to start it, but ideally, it would be nice to have an automated system that offers entry places for data, makes all the calculations and provides requested subsets of data or complete rankings.

For this, we would need some dedicated databases:

(1)   A database DbP containing information about each participant (ID, name, FirstName-MiddleName (original utf-8 encoding and English transliteration), club, town, country, year (date) of birth),

(2)   A database DbC that logs data of each competition,

(3)   Web sites for the Open Youth Championships, or at least special pages in the dedicated website for SEYGO Tour,

(4)   Wikipedia pages with the main data of each competition,

(5)   A series of scripts that extract data from DbP and DbC, apply the rules, calculate points and ranks, classify, sort, prepare reports necessary for European Go Database, and display data on web pages,

(6)   General and Local Organizing Teams,

(7)   Tournament director, commission, referee, appeal commission.

6 PRIZES SYSTEM

SEYGO prize system relies on two concepts:

1. Widespread mentality that **cash prizes** should **not** be awarded to small children,
2. **Delayed gratification**, a concept essential for masterful play of the Go game.

As such, "money"-prizes at SEYGO Tour events can be announced as cash numbers by the organizers but will be awarded in the form of **vouchers**. Other types of prizes (gadgets, books, Go schools vouchers, etc.) will be awarded as usual.

A **voucher** represents the cash value of the "money"- prize awarded.

VOUCHERS CAN BE USED TO:

- cover accommodation and meals cost at future SEYGO events,
- cover accommodation and meals cost at the EYGC (European Youth Go Championships),
- cover EGF Academy fees,
- cover JIGS costs,
- access teaching from European professional players.

When the youth becomes 20 years old he/she is no longer able to play in SEYGO, thus will receive all unused vouchers total value in real currency (Euro).

HOW TO USE A VOUCHER

At latest two weeks before a SEYGO event, the owner of the voucher informs the SEYGO team of his/her wish to use a certain amount of money from the SEYGO account. The information is sent to the local organizer and the account value is adjusted accordingly.

For JIGS or EGF Academy fee payments, the owner of the voucher should inform the SEYGO team of the specific amount requested. The information will be sent to the managers of those institutions and data will be adjusted accordingly.

STRONG POINTS OF THIS SYSTEM

- It encourages participation at future SEYGO events.
- It motivates organizers to raise standards of their event.
- Children get cash prizes without actually receiving the money.
- Parents can still choose to reward their children with cash (total expenses for them are the same). The really good point here is that the decision-making is passed to the parent.

GENERAL REMARKS

- Vouchers are cumulative.
- Vouchers can be used by accompanying persons (with prize winner or parent agreement).
- Vouchers do not lose value in time, they can be used in different years from the year the prize was awarded.
- Any prize winner gets a 'SEYGO account ', his name and voucher value will be added to a general list.
- Once a voucher was used, the SEYGO account of the owner is adjusted accordingly.

The actual cash flow is managed between the SEYGO team and the European Go Federation.

7 SWOT ANALYSIS

This standard model helps us highlight the main strengths and weaknesses internal to the EGF organization, as well as the outside opportunities and threats that offer the environment (i.e. activities for the youth, "entertainment" and "education" categories)

Below is a SWOT analysis with respect to our **main mission: Promote Go to the Youth** (i.e. build a coherent set of youth Go events at the European level)

STRENGTHS (INSIDE EGF)

S1: A small pool of young talents from different countries already existing

S2: EGF Academy platform, online "insei-like system"

S3: Friendship are built upon the same passion (a healthy one)

S4: Go has a lot of benefits; teach about strategy, thinking, mental empowerment, life, etc.

S5: Strong ties with Asian countries and their federations

S6: Possibilities of travel to many European and Asian countries

S7: Possibilities of gaining international status and prize money

WEAKNESSES (INSIDE EGF)

W1: Lack of consistent U12, U16, U20 local/national tournaments with prizes

W2: Lack of proper Youth **Go** Clubs (dedicated to young people)

W3: Parents often do not know what Go is

W4: Starting Go can be a mystery, dedication is needed

W5: Non-persistence of initiatives (non-sustainable), lack of motivation/time by people

W6: Inadequate teacher/organizer

OPPORTUNITIES (OUTSIDE ENVIRONMENT)

O1: Parents are conscious of the "smartphone problem" and looking for healthy activities

O2: European-level financial support program for Youth

O3: "Hikaru No Go" manga was a phenomenon

O4: Benefits of Go are wanted: use your brain, control your emotions, focus, strategize, etc.

O5: Children like to compete and win medals.

O6: Children are social beings.

THREATS (OUTSIDE ENVIRONMENT)

T1: Many existing board games as competition

T2: "Cooler" entertainment alternatives in video games

T3: Children try it but are not motivated to pursue on the long-term

T4: Parents do not help their children going to club/tournament

T5: Not enough children and youth to have a positive loop effect

SWOT	Strengths	Weaknesses
	1. Pool of talents 2. Academy 3. Friendships built 4. Go benefits 5. Open door to Asia 6. Travel to Europe 7. Becoming a champion	1. Lack U18 tournaments 2. Lack of Youth Clubs 3. Lack of information 4. Dedication needed 5. Non-sustainability 6. Inadequate teacher
Opportunities	**Strategic alternatives**	
1. "Smartphone" problem 2. UE-sponsor programs 3. "Hikaru No Go" 4. Go life benefits 5. Competitive nature 6. Social beings **Threats** 1. Many other games 2. Video games popularity 3. Lack of dedication 4. Parents not helping 5. No positive loop effect	1. Leverage the "no-screen" aspect of the game with well-organized local clubs and local tournaments (S3, W1, W2, O1, O6, T5, T6) 2. Build a framework around the values taught by playing Go, and highlight the difference with traditional video games (S4, W3, O2, O4, T1, T2, T4) 3. Promote champions and young stars by improving youth tournaments (S1, S2, S7, W4, O5, T3) 4. Promote Go as a way to visit the world and make friends (S3, S5, S6, W4, O2, O6, T2, T4) 5. Better reward the organizing staff and teachers (W1, W2, W3, W5, W6, O2, T3, T5)	

Those strategic alternatives are a first step to reflect on what our goals should be. Those alternatives are what compose the goals established in 2.3 Practical goals.

We aim to revisit this model and refine it as the project goes forward.

8 TEACHER BASE DEVELOPMENT

A program of **attracting**, **motivating** and **training** Go teachers is of utmost importance for the SEYGO project and generally for a successful promotion of the game of Go in Europe.

As such, it is necessary to treat this topic separately, even if it was mentioned in our description of the objectives of SEYGO.

In itself the task is complex and requires financial support, either from state institutions or dedicated sponsors. At the time of launching SEYGO the team feels it has insufficient data to deliver a solid solution.

Nevertheless, the addition of a **new events chains** as well as **improved communication** networks is a great step towards achieving our goal.

SEYGO project events and objectives will fill the missing parts in the infrastructure of the Go society thus making a teacher's task a lot easier. The impact of each event will raise **interest** and **visibility** at local level. This in turn makes it easier to establish partnership with schools and have **school teachers** learn the game of Go and start teaching it.

The game of Go teaches us that no matter how well we try to anticipate the opponent's move, there is always room for a surprising turn of events. While **planning** your strategy carefully is very important, it is equally important to have the **flexibility** of changing the strategy and **tactical approach** according to your opponent's moves.

As such we feel that only the experience of the first SEYGO year in 2019 can guide us towards the optimal solution.

Our conclusion is that a thorough proposal of a **Teacher base** development program is set as a **middle term goal** and will be studied carefully during 2019.

Once a teachers base is developed at the school level, as a **long term goal**, we anticipate the proposal to include Go **as a regular school activity** in European countries.

9 GRAPHIC DESIGN

work in progress
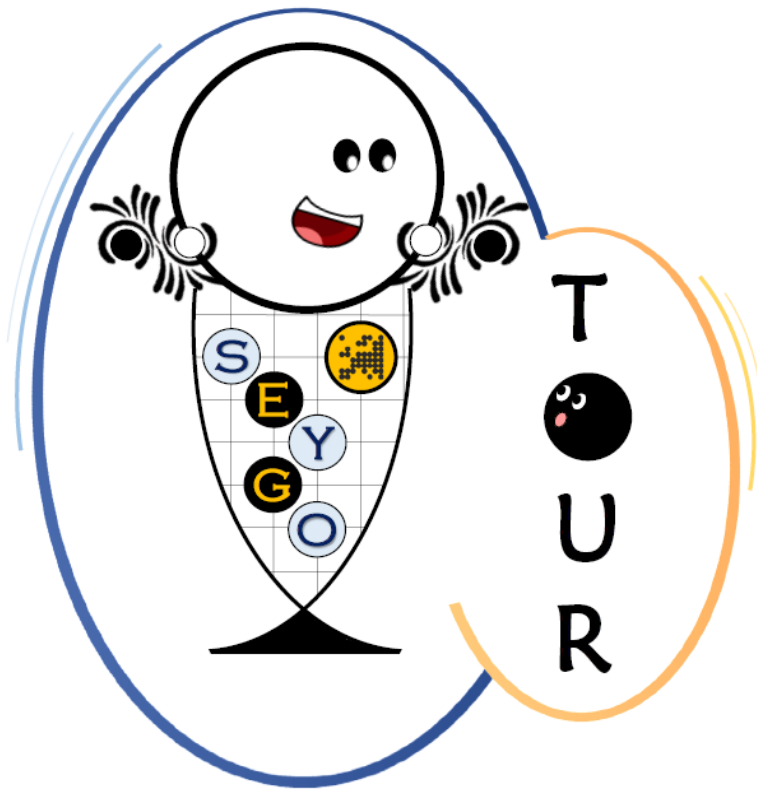
10 PROJECT PARTNERS

1. EGF - European Go Federation, https://www.eurogofed.org/

2. FRGO - Romanian Go Federation, http://frgo.ro/

3. Croatian Go Alliance, http://www.higou.hr/

4. Austrian Go Federation, http://goverband.at/wp2/

5. Swiss Go Federation, http://www.swissgo.org/

6. Dutch Go Federation, https://www.gobond.nl/

7. Vatra Dornei City Hall, http://www.vatra-dornei.ro/

8. JIGS - Jena International Go school, https://www.go-jigs.eu/

9. Ministry of Science and Education of Croatia, https://mzo.hr/en

10. EGF Academy, https://www.eurogofed.org/academy/

11. CEGO, https://www.eurogofed.org/

12. Nihon ki-in, https://www.nihonkiin.or.jp/english/

13. Guo Juan Go school, https://internetgoschool.com/index.vhtml

11 BUDGET

Table 11.1: Expenses by category

ID	Category	Details	Total (EUR)
A	Travelling	Tickets, Accommodation, Meals	46.000,00
B	Prizes	Vouchers, "small" prizes	16.880,00
C	Equipment	Go sets, Demonstration boards, Go clocks	9.250,00
D	Playing Halls	Leasing	5.000,00
E	Printing	Flyers, roll-ups, trophies, diplomas, T-shirts, yearbook	29.580,00
F	Website/ Database	Design, maintenance, programming	4.200,00
G	Lectures/ Workshops	Lessons for Players, Teachers, Referees	8.400,00
H	Intellectual Outputs	Booklets, Videos	14.400,00
I	Project Management	International Team	24.000,00
J	Indirect Costs	Bank Transfers, Accounting	4.800,00
		TOTAL:	**162.510,00**

Table 11.2: Income by category

ID	Category	Details	Total (EUR)
A	Participation Fees	10 EUR/per participant/per tournament	5.500,00
B	"Products"	Yearbook, T-shirts, Cups, Calendars, …	18.000,00
C	Local sponsorships	Public and private sector	12.000,00
D	General sponsor	Private company/ies	127.010,00
		TOTAL:	**162.510,00**