

running go tournaments with winTD

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I. Getting and loading the program

Send an email to Chuck Robbins at crobbins@wareunl.com with your snail mail address, and he will send you a CD with the winTD program on it. His phone number is (717) 898-7911 Ext. 22.

Put the CD into your CD drive and run the setup.exe program that is in the CD's root directory. This description is for Version 1.72 of the program dated April 24, 2001.

Click Continue in the first dialog box.

Click OK to install the files into C:\Program Files\wintd

Click on the Typical installation box.

Click OK to complete the installation of winTD on your computer.

Start the program by Windows key, Programs, winTD, and clicking on winTD. (The executable file is C:\Program Files\wintd \wintd.mde)

II. Running a Tournament in Rounds

1. Importing the latest tdlistn.txt file from the AGA

This list contains the members' names, membership expiration date, and the latest ratings. Point your Web browser to <http://www.usgo.org/tdlistdata/tdlistn.txt>. When the list is downloaded, click in your browser on File and then Save As and then save the file to your C:\Program Files\wintd directory as tdlistn.txt . Start the winTD program by Windows key, Programs, winTD, and clicking on winTD. (The executable file is C:\Program Files\wintd \wintd.mde) After opening WinTD, click on the AGA tab and then click on Import TD List. Click on Select Different Path or File Name, go to C:\Program Files\wintd, click on tdlistn.txt, and click Open. Then you will be sent back to the Import TD List dialog box; click Import File. (Do not be concerned when you see a table with lots of "# Deleted" in it.) After the file has been imported, click on Exit Import.

2. Entering the tournament data

a) setting up the program for the tournament

First you have to add the name of your tournament to the list of tournament names already in the program. Click on the button in the top row containing the right arrow key

with the asterisk to its right (the Add Tournament button). Enter a short key name for your tournament under key name (for example, HOB09/2000). Click Add Key.

Then click on the Tournament tab. In the Event box, next to Tournament fill in a longer, more descriptive name for your tournament (like Hoboken Fall 2000 Tournament), and next to Rating Key, type in the short key name you typed in earlier (for example, HOB09/2000).

Fill in the rest of the Event Information, and under Organizers, fill in the Director's name, phone number, and email address, and the same information for the Organizer.

Under Pairing Parameters, select the type of tournament you are running. A dialog box will appear in which you enter the tournament parameters. For example, if you click on AccelRat Style Full Handicap, you then set the number of rounds and the rule set in force for the tournament (AGA or ING). If you wish to modify the komi values (for example, to change the even game komi to 7.5), you click on the Set Komi button, change the komi values in the Edit Komi Settings dialog box, and click OK to set these values. The Handicap Level is the highest rank at which handicaps are assigned. If you want to modify the default settings, click on Set Handicap. If two players are paired who are both above the Handicap Level, then they play even, regardless of the difference in their ratings. For example, if you want the 5 dans and 6 dans to have even games, set the Handicap Level to 4D. Also, in this example, if a 6 dan plays a 4 dan, the handicap will be 2 stones. Click OK to accept these tournament parameters for this AccelRat Style Full Handicap tournament.

You must now specify the directory in which the tournaments reports will be located. Click the Control tab and click the Edit File Locations button. I usually set up a separate directory for each tournament, and have the reports put in a separate sub-directory called Reports. So, for example, the first entry for me in the Edit File Locations window might be edited to read: C:\gotourn\hob9-00\Reports\send2aga.txt , and similarly for the other reports. Click on Save Changes after all the File Locations have been updated, and click on Exit.

To return to a tournament already entered in the program, click on the down arrow to the right of the Tournament key and select your tournament.

b) entering players names

As the players come in to register for the tournament, you enter their names into the tournament you have just set up. Start by clicking on the Players tab. Just to the left of

the AGA column heading you will see a key containing a right arrow with an asterisk to its right. Click on this key. You will then be in the Add Players To Tournament window.

1. adding the names of players who are already AGA members

Click the Name button and you will see a white box appear right above it. Begin typing in the player's name in the format Last, First (you don't necessarily need to type the first name, or, for that matter, the entire last name) and you will see the correct name appear in the Name table. (If you don't see the correct name appear when you type the player's name in, use the arrows to navigate through the list of names until you see the correct one; this will only be necessary for very commonly occurring names.) Click the select button to the right of the player's name and you will see the player's information appear in the Player Information box. Click on the Add AGA Player button. The player's information will disappear from the Player Information box, and the player will then be listed as a registered player in the tournament. You can click Exit here to go back to the Players tab, or you can continue to add players by clicking again in the white box above the Name button, backspacing to erase the name of the last player entered, and then typing in the next player's last name. While in the Add Players To Tournament window, you can also add the names of players by their AGA number by clicking on the AGA button and typing the player's AGA number into the white box above it.

If you are registering a player who is a paid up member but has no rating, you must click on the Entry Rank arrow keys at the lower right of the window until the correct entering rank appears in the Player Information window after Entry. Then you can click on Add AGA Player.

If a player's membership has expired, the program will not let you register the player into the tournament until you click on the appropriate category in the Membership Renewal box. You should collect the appropriate membership renewal fees and mail them to the AGA after the tournament. If a player tells you that (s)he already mailed in the renewal, check the Already Renewed box, and alert the Membership Secretary about this.

2. adding the names of players who are not AGA members

From the Add Players To Tournament window, click on the Add New Player button. You will then be in the Add New AGA Member dialog box. You will see that an interim AGA number will already be selected for you. Fill in the player's information in the table, and be sure to use the arrows under Set Entry Rank to set the player's entering rank. This rank will appear in the Player Information Box at the upper right. Click on the correct membership type in the box at the lower right of this dialog box, and then click on Add Player. Click Exit to return to the Add Players To Tournament window. You should collect the appropriate membership renewal fees and mail them to the AGA Membership Secretary after the tournament.

3. removing the name of a player from the tournament roster

To remove the name of a player from the tournament roster, go to the Players tab and click on the shaded area at the far left of the player's line. Delete the player's name by right-clicking and clicking on Cut.

4. editing a player's information

To edit a player's information, click on the player's name in the list under the Players tab. This will bring you into a Player Information window in which you can do the editing of such things as Entry Rank and Bye Status.

3. Time Controls

a) time controls

The time control for the game is decided by the organizer or tournament director, subject to the AGA minimum time requirement for a rated game of 30 minutes basic time and byo-yomi (overtime) of 25 stones in 5 minutes. (The minimum time for a game to be AGA-rated if there is no byo-yomi is 45 minutes). Typical time controls for most local tournaments are 45 or 60 minutes of basic time plus some form of overtime (see below).

b) overtime

There are two forms of overtime currently in use, Canadian byo-yomi and Japanese byo-yomi.

Canadian byo-yomi: This method will work with an ordinary mechanical chess clock. If it is agreed to play with 45 minutes of basic time and a Canadian byo-yomi of 20 stones in 10 minutes, after a player uses up the basic time of 45 minutes, the clocks are stopped, and 20 stones are counted out and the clock set for 10 minutes. If the player's flag falls before all the 20 stones are played, the player loses on time. If all 20 stones are played within the time limit, the clocks are stopped again, and another 20 stones are counted out and the clock reset for 10 minutes. As before, a player loses on time if the flag falls before all the 20 stones are played.

Japanese byo-yomi: To use this method conveniently requires that you have an Ing clock or one of the other electronic clocks capable of handling the overtime periods. After the regular (basic) time of , say, 45 minutes is used up, the player enters byo-yomi. The player starts with five 30-second byo-yomi periods. If the player completes a move in less than the time of one period (30 seconds), no time elapses, and the number of periods remains the same. If more than 30 seconds is used for a move during this period, the number of periods is reduced by one. When the player uses more than 30 seconds for a move when the number of byo-yomi periods remaining is one, the player loses the game on a time forfeit.

4. Running the tournament

a) making the first round pairings

1. an odd number of players

One way to handle this is for the director to specify himself or some other person as the Bye Volunteer. The player designated as the Bye Volunteer will be the player given a bye by the program for any round in which there is an odd number of players. You designate a player as the Bye Volunteer by clicking on their name under the Players tab, and in the Players Information window that comes up, use the drop-down menu next to Bye Status to indicate V Bye Volunteer

In the absence of a Bye Volunteer having been designated, the program will select the lowest-rated player who has not already sat out a round to take a bye for the present round. The director can override this by selecting a player to take a bye (hopefully a volunteer) in a particular round; this is done by clicking on the name of the player taking the bye under the Players tab, and in the Players Information window that comes up, clicking in the Bye box under the appropriate round in the lower left corner of the window. Click Exit to exit this window.

2. players wishing to take a bye in one or more rounds

If a player wishes not to play in one or more rounds, they can be given a bye by clicking on the name of the player taking the bye(s) under the Players tab, and in the Players Information window that comes up, clicking in the Bye box(es) under the appropriate round(s) in the lower left corner of the window. Click Exit to exit this window.

If a player drops out of the tournament after one or more rounds, you can either give them a bye in all the remaining rounds, or change their Bye Status to Drop.

3. making the pairings for the first round

Click on the Round 1 tab and click on Pair Players. The first round pairings will appear, and can be printed out by clicking either the Print Pairings By Table or Print Pairings By Name button. You can also Print Table Slips to be placed on each table and used to report game results to the Tournament Director.

4. overriding a pairing or pairing parameters

If you wish to override a pairing in this round (and it works the same way for the other rounds) , click on Manual Pairing and use the pull-down menus to enter the names of the pair that you wish to pair; click Add Pairing, click Yes to the Warning Boxes, click Exit,

and then click Pair Players, answering Yes to the Warning box if one appears. The new pairings will appear and the manually paired pairing will have a check in the Manual box to the right of the pairing. It is important that you click in the Edit box to the right of the manual pairing to make sure the handicap and komi are correct; if they are not, you can change them here. Then print out the pairings and post them.

Please note that this manual pairing can also be done before you do the pairing for this round.

You can also modify the parameters (usually changing the colors) for a particular pairing in a round from the tab for that round by clicking on the Edit button at the far right of the pairing's line, and making the appropriate changes to color, komi, handicap, etc.

b) entering game results

To enter a game result, click on the Round 1 tab and then for each pairing, click in the white circle closer to the winner's name.

If a player wins by forfeit, click on the Edit box to the right of the pairing in that round. then click in the Forfeit box in the Pairing Information window, and click Save. This result will count for the tournament, but the result will not be sent to the AGA as a rated game.

c) making pairings for the second and successive rounds

After the game results for Round 1 are entered, click on the Tournament tab ***and then click on Accelerat Ratings***. Then click on the Round 2 tab, click on Pair Players, and print the pairings for posting by clicking on the Print Pairings By Table or Print Pairings By Name button. Same for later rounds.

d) printing the tournament results

To determine the winner(s) at the end of the tournament, click on the Tournament tab and then click on the upper Tie Break button. This document can then be printed by clicking on File and Print. Prizes can then be awarded as desired.

A cross-table of the entire tournament results can be printed by clicking on the Players tab, then clicking on the Numbered List tab, and clicking on File and Print.

You can also create the file of updated provisional ratings by clicking on the Tournament tab to go to the Tournament window and then clicking on Ratings 6D-35K {Ratings Cycle}. This creates a file called exprate2.txt which you will find in your specified target directory (see paragraph 5 in Section II.2.a above). You can then print and post this list in the playing area. Some directors also email this file to all the players after the

tournament so that they can check the accuracy of the results and see their estimated updated rating.

5. Reporting the results to the AGA

To create the results file in the correct format to send to the AGA, click on the Tournament tab and click Export Results to AGA. In your specified target directory (see paragraph 4 in Section II.2.a above) you will find the file send2aga.txt; send this file by email to ratings@usgo.org.

III. Running a Self-Paired Tournament

1. Importing the latest tdlistn.txt file from the AGA

This list contains the members' names, membership expiration date, and the latest ratings. Point your Web browser to <http://www.usgo.org/tdlistdata/tdlistn.txt>. When the list is downloaded, click in your browser on File and then Save As and then save the file to your C:\Program Files\windd directory as tdlistn.txt . Start the winTD program by Windows key, Programs, winTD, and clicking on winTD. (The executable file is C:\Program Files\windd \windd.mde) After opening WinTD, click on the AGA tab and then click on Import TD List. Click on Select Different Path or File Name, go to C:\Program Files\windd, click on tdlistn.txt, and click Open. Then you will be sent back to the Import TdList dialog box; click Import File. (Do not be concerned when you see a table with lots of "# Deleted" in it.) After the file has been imported, click on Exit Import.

2. Entering the tournament data

a) setting up the program for the tournament

First you have to add the name of your tournament to the list of tournament names already in the program. Click on the button in the top row containing the right arrow key with the asterisk to its right (the Add Tournament button). Enter a short key name for your tournament under key name (for example, HOB09/2000). Click Add Key.

Then click on the Tournament tab. In the Event box, next to Tournament fill in a longer, more descriptive name for your tournament (like Hoboken Fall 2000 Tournament), and next to Rating Key, type in the short key name you typed in earlier (for example, HOB09/2000).

Fill in the rest of the Event Information, and under Organizers, fill in the Director's name, phone number, and email address, and the same information for the Organizer.

Under Pairing Parameters, select Self Paired. If you wish to modify the komi values (for example, to change the even game komi to 7.5), you click on the Set Komi button, change the komi values in the Edit Komi Settings dialog box, and click OK to set these values.

You must now specify the directory in which the tournaments reports will be located. Click the Control tab and click the Edit File Locations button. For example, I usually set up a separate directory for each tournament, and have the reports put in a separate sub-directory called Reports. So, for example, the first entry for me in the Edit File Locations window might be edited to read: C:\gotourn\hob9-00\Reports\send2aga.txt , and similarly for the other reports.

To return to a tournament already entered in the program, click on the down arrow to the right of the Tournament key and select your tournament.

b) entering players names

As the players come in to register for the tournament, you enter their names into the tournament you have just set up. Start by clicking on the Players tab. Just to the left of the AGA column heading you will see a key containing a right arrow with an asterisk to its right. Click on this key. You will then be in the Add Players To Tournament window.

1. adding the names of players who are already AGA members

Click the Name button and you will see a white box appear right above it. Begin typing in the player's name in the format Last, First (you don't necessarily need to type the first name, or, for that matter, the entire last name) and you will see the correct name appear in the Name table. (If you don't see the correct name appear when you type the player's name in, use the arrows to navigate through the list of names until you see the correct one; this will only be necessary for very commonly occurring names.) Click the select button to the right of the player's name and you will see the player's information appear in the Player Information box. Click on the Add AGA Player button. The player's information will disappear from the Player Information box, and the player will then be listed as a registered player in the tournament. You can click Exit here to go back to the Players tab, or you can continue to add players by clicking again in the white box above the Name button, backspacing to erase the name of the last player entered, and then typing in the next player's last name. While in the Add Players To Tournament window, you can also add the names of players by their AGA number by clicking on the AGA button and typing the player's AGA number into the white box above it.

If you are registering a player who is a paid up member but has no rating, you must click on the Entry Rank arrow keys at the lower right of the window until the correct entering rank appears in the Player Information window after Entry. Then you can click on Add AGA Player.

If a player's membership has expired, the program will not let you register the player into the tournament until you click on the appropriate category in the Membership Renewal box. You should collect the appropriate membership renewal fees and mail them to the AGA after the tournament. If a player tells you that (s)he already mailed in the renewal, check the Already Renewed box, and alert the Membership Secretary about this.

2. adding the names of players who are not AGA members

From the Add Players To Tournament window, click on the Add New Player button. You will then be in the Add New AGA Member dialog box. You will see that an interim AGA number will already be selected for you. Fill in the player's information in the table, and be sure to use the arrows under Set Entry Rank to set the player's entering rank. This rank will appear in the Player Information Box at the upper right. Click on the correct membership type in the box at the lower right of this dialog box, and then click on Add Player. Click Exit to return to the Add Players To Tournament window. You should collect the appropriate membership renewal fees and mail them to the AGA Membership Secretary after the tournament.

3. removing the name of a player from the tournament roster

To remove the name of a player from the tournament roster, go to the Players tab and click on the shaded area at the far left of the player's line. Delete the player's name by right-clicking and clicking on Cut.

4. editing a player's information

To edit a player's information, click on the player's name in the list under the Players tab. This will bring you into a Player Information window in which you can do the editing of such things as Entry Rank and Bye Status.

3. Running the tournament

a) entering game results

To enter a game result, click on the Round 1 tab and then click on the Enter Results tab. You will see a list of all the players registered for the tournament. Click on the name of the White player and then click the w+ button on that line if the player won or the w- button on that line if the player lost. Then click on the name of the Black player and then click the b+ button on that line if the player won or the b- button on that line if the player lost. Then click on the – sign in the Stones box and you will see that in the Black player's box, next to the word Stones: it will say Even Game. If there was a handicap in this game, click the + (and -) signs in the Stones box until the proper handicap comes up. The

komi is automatically set to 0.5 if the handicap is 1 or more stones, and 5.5 for an even game. Then click the Add Pairing button to enter the game result.

To delete a game result from the Round 1 tab, right click on the shaded area at the far left of the result line and then click Cut.

If the game was an even game with reverse komi, enter the game as an even game, and after exiting the Self Pairing Match window, go to the Round 1 window and click on Enter at the far right end of the line of the game in question. You will see that the Komi is set to 5.5. For reverse komi of -4.5 , click twice on the left arrow on the Komi line. this will set the komi to the reverse komi of -4.5 .

b) printing out updated (approximate) ratings (optional)

Some directors and players in self-paired tournaments like to see the updated estimated ratings of the players after a number of games have been played. The players can then use these updated rating estimates to calculate handicaps. This may be useful in situations where players come to the tournament and want to self-promote; that is, play at a rating higher than their AGA rating. ("I'm sure I'm stronger than my official AGA rating.") This is not a good idea; it's unfair to the opponent, who stands to lose a lot of rating points if the player wins but won't gain anything much if he (the opponent) wins. Also, a likely result of overrating is a depressing day of losses which just wastes time for the player and the opponents. By running tournament ratings frequently (every couple of hours) during the event the players will have updated ratings to use for computing handicaps. If the player is really stronger than their starting AGA rating, it will show up quickly.

You create the file of updated provisional ratings by clicking on the Tournament tab to go to the Tournament window and then click on Ratings 6D-35K {Ratings Cycle}. This creates a file called `exprate2.txt` which you will find in the user-specified target directory (see paragraph 4 in Section III.2.a above) directory, which you can then print and post in the playing area. Some directors also email this file to all the players after the tournament so that they can check the accuracy of the results and see their estimated updated rating.

4. Reporting the results to the AGA

To create the results file in the correct format to send to the AGA, click on the Tournament tab and click Export Results to AGA. In your specified target directory (see paragraph 5 in Section III.2.a above) you will find the file `send2aga.txt`; send this file by email to `ratings@usgo.org`.

5. Miscellaneous information on running a self-paired tournament

a) Description

b) Time Controls

c) Handicaps

a) Description: A self-paired tournament is one in which there are no scheduled rounds and no pairings made by the tournament director. Players arrive at the tournament site whenever they wish, and pairings are made by mutual agreement between the players. When a game is completed, the players report the result to the tournament director, and are then free to look for their next opponent. There is no limit to how many games a player can play in one day, and repeated games against the same opponent are allowed.

b) Time Controls: The time control for the game is decided by mutual agreement between the players, subject to the AGA minimum time requirement for a rated game of 30 minutes basic time and byo-yomi (overtime) of 25 stones in 5 minutes. (The minimum time for a game to be AGA-rated if there is no byo-yomi is 45 minutes). **It is also acceptable for two players to agree to play a game without time controls.**

Please keep in mind that since there are no rounds in a self-paired tournament, there is no requirement to finish games in a timely manner so that the next round can start on time. The players are free to set the time limits as long as they wish. Many players find 45 or 60 minutes of basic time with Canadian byo-yomi of 20 stones in 10 minutes or Japanese byo-yomi of five 30-second byo-yomi periods to be the shortest that they are comfortable with. The Canadian byo-yomi and Japanese byo-yomi structures are:

Canadian byo-yomi: This method will work with an ordinary mechanical chess clock. If it is agreed to play with 45 minutes of basic time and a Canadian byo-yomi of 20 stones in 10 minutes, after a player uses up the basic time of 45 minutes, the clocks are stopped, and 20 stones are counted out and the clock set for 10 minutes. If the player's flag falls before all the 20 stones are played, the player loses on time. If all 20 stones are played within the time limit, the clocks are stopped again, and another 20 stones are counted out and the clock reset for 10 minutes. As before, a player loses on time if the flag falls before all the 20 stones are played.

Japanese byo-yomi: To use this method conveniently requires that you have an Ing clock or one of the other electronic clocks capable of handling the overtime periods. After the regular (basic) time of, say, 45 minutes is used up, the player enters byo-yomi. The player starts with five 30-second byo-yomi periods. If the player completes a move in less than the time of one period (30 seconds), no time elapses, and the number of periods remains the same. If more than 30 seconds is used for a move during this period, the number of periods is reduced by one. When the player uses more than 30 seconds for a move when the number of byo-yomi periods remaining is one, the player loses the game on a time forfeit.

c) Handicaps: The handicap for the game is determined by the difference in the players' AGA ratings according to the schedule below (the following table can be posted in the playing area to help the players choose the correct handicap):

HOW TO CHOOSE A HANDICAP

1. Ratings are given to one decimal place. Take the difference in the players' ratings, subtracting 2 if one player has a positive rating and one player has a negative rating (there are no ratings between 1 and -1).

2. Traditional handicapping truncates the difference. For example, differences between 3.0 and 3.9 are played at 3 stones. Handicaps greater than 9 stones are not allowed.

3. Special rules apply for strength differences under two stones. The handicap is created by adjusting the komi (the extra points given to W to compensate for Black having the first move).

<u>rating difference</u>	<u>komi</u>
0-0.8	standard (5.5 komi)
0.9-1.4	no komi (0.5 komi)
1.5-1.9	reverse (-4.5)

In reverse komi, White gives Black 4.5 points to compensate for the relatively large difference in strength.

Be sure to indicate the correct handicap when reporting results.