

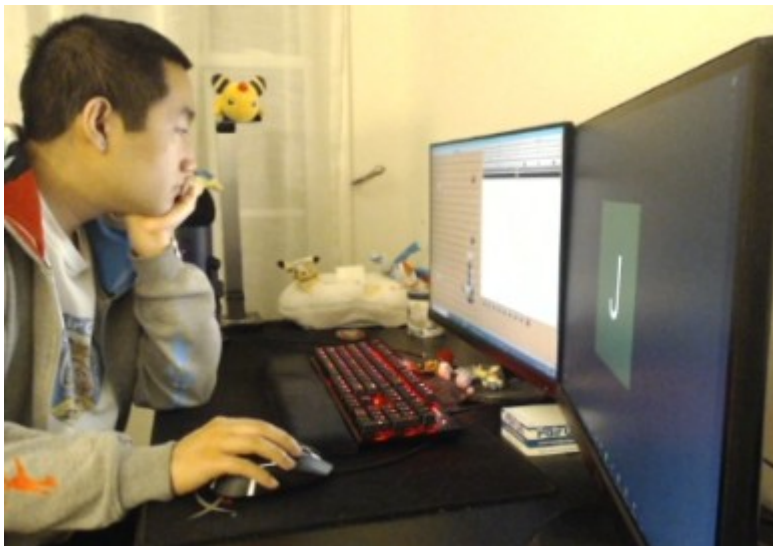
Pandanet AGA City League Webcam Usage

Players are required to have an active video call open with each other while they are playing. This is to ensure the integrity of the tournament and minimize the possibility of AI assistance during play. If one player wishes to use a video call, the other player **must comply**. If both players agree to not use a video call, then it will not be required for that round, but neither player can retroactively make a claim for suspected AI use. Zoom can be downloaded [here](#) and used for this purpose. If you need help installing or operating Zoom, please contact the TD. If players agree to use a different video call software (Messenger, Discord, Skype, etc.), that is also permissible, but Zoom will be the required default video communication software.

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

- face
- hands
- computer screen (it should be angled such that one can see its entirety; the game along with the video call should be the only item(s) on your screen(s) at any time)
- surrounding desktop space

Please see below for an example of the side-facing camera setup:



Players should be situated at a desk/table near a wall (i.e. playing in the middle of a room on a table would not be permissible). Players should also not be wearing any non-medical electronic devices (headphones, watches, etc.) while playing games. If you have a multi-monitor setup, your setup should capture all monitors in

their entirety, and the secondary monitor(s) may **only** have the video call active for the duration of the game. Players' audio must remain unmuted for the entirety of the game.

During games, players are not to communicate with any outside parties (parents or other people) unless there is a non-game-related emergency. If a player notices his or her opponent communicating with an outside party about the game or any other suspicious activity, please stop the game and notify the TD.