

[KPMC Open Pair Baduk tournament guidebook]

<Outline>

: Pair Baduk is one of the most loved Baduk tournaments around the world. Throughout respect for your partner and best teamwork, you could be the best pair! Basic rules are based on regulations of 'World Pair Go Association', but some special own rules of KPMC could be applied.

Also, there is a special prize for best dressers, so please wear your best dress!

[Order of Moves]

*...→●Black player 1 → ○White player 1 → ●Black player 2 → ○White player 2 →... (Must always play in this normal rotation)

*In games with a handicap of two stones or more, the White player 1 makes the first move.

*Whenever a rotation error is detected, the next player must return to normal rotation. The error is claimed and a three-point penalty is applied.

[Rules]

*The player to place the first move in a pair team should press the timer after moving the player or his/her partner places each move.

*It is allowed only one time to go to restroom with stopping the timer for a pair team during a match. It is **not** allowed that both players leave the place at a time.

[Special Rule of KPMC Open Pair Baduk Tournament]

*When the Pair Point gap between two pairs is 1 or under, a special rule called 'Random Duel' is applied.

- Before a match, turn a number wheel from 2 to 18 twice. The first number is row and second is column. A black stone should be placed on the designated spot, and repeat this step 5 times. (If one-sided shape is made, do it again.)

- The White should mirror the placed Black stones symmetrically. After that, the match begins normally with Black's first move.

[How to make a pair]

- Basically, each pair should consist of man and woman or include a 'U15 youth player'.

- A pair can also consist of same genders, **but it should take 'plus 1 pair point' as a penalty.**

(cf: given that a pair consists of man A (4D) and man B (3K) both over 15 years old

=> Pair point: $2/[4+(-2)]=1$, but applying 1 pair point penalty by same gender, it should be '2 (1+1)'.

- **The Pair Point (=average of two players in a pair) cannot be over 5.5.**

If you have unavoidable reasons, please contact the organizer in advance.

(It might be allowed by taking pair point penalty by organizer.)

[Prohibition] **following the rule of World Pair Go Association*

*During the game, partners must **not** communicate, give advice, or exchange other information by speech, gestures, mannerisms, or any other means except playing moves. **(If violating, it should be deemed a disqualification defeat.)**

However, there are two exceptional cases as below to permit sharing the information.

1) When your partner forgets to press the timer

- You can appoint the timer so that the partner can realize it.

2) When conferring about resigning with your partner

- The player to move may ask for his/her partner's content to resign; the partner may agree or not agree to resign.

[Manners]

*Please be careful to avoid any behavior or gestures that might give or seem to give your partner a hint concerning the next move.

*Please show the respect for your partner regardless of the match result.

[Points for each player]

Level (Dan)	Point	Level (Kyu)	Point
8D or Pro	8	1K	0
7D	7	2K	-1
6D	6	3K	-2
5D	5	4K	-3
4D	4	5K	-4
3D	3	6~7K	-5
2D	2	7~8K	-6
1D (Shodan)	1	8~9K	-7
		10K~12K	-8
		13K~15K	-9
		16K~18K	-10
		19K or Lower	-11

*The point of a pair (=Pair Point) is the total of the two partners' handicap points divided by two.

cf) A pair consisting of 7D and 4D

- 7 points + 4 Points = 11 points / 2 = 5.5 Pair Point

[Handicap Setting]

Point Difference	Handicap Stones	Komi
0.0	0	6
0.5	0	0
1.0	0	-6
1.5	2	0
2.0	2	-6
2.5	3	0
3.0	3	-6
3.5	4	0
4.0	4	-6
4.5	5	0
5.0	5	-6
5.5	6	0
6.0	6	-6
6.5	7	0
7.0	7	-6
7.5	8	0
8.0	8	-6
8.5	9	0
9.0	9	-6

*Draw(=Jigo) is won by White.

*Komi 6: In games on even Black gives 6 points as Komi to White

*Komi -6: White gives 6 points as Komi to Black (=reverse Komi)

cf) 5.5 pair points VS 7.5 pair points

→ 5.5 pair takes Black with two placed stones and 6 points as Komi. White moves first.

<Tournament Rules>

◆Method: 5 round Swiss System **subject to change based on the number of participants*

◆Time limit: **45 minutes (Time-out system)**

- Each pair has 45 minutes without any countdown(=byo-yomi).

◆Handicap: Yes **based on the handicapped points*

<Awards & Prizes>

1. First place

- Certificate: Award of KPMC Open Pair Baduk(Communion of Hearts)_1st place
- Prize: Trophy, Medal, Korean traditional goods (=나전칠기 쌍합보석함 특대)

2. Second place

- Certificate: Award of KPMC Open Pair Baduk_2nd place
- Prize: Trophy, Medal, Korean traditional goods (=한지 나전칠기 보석함 목단 청색)

3. Third place

- Certificate: Award of KPMC Open Pair Baduk_3rd place
- Prize: Trophy, Medal, Korean traditional goods (=예뵌 나전보석함-나비연가)

[Special award]

1. Good pair

- For: The pair of different genders or including a youth with best performance
- Certificate: Award of Good Pair
- Prize: Korean traditional pairing goods (=목각장식 꽃원앙)

2. Best Dressers

- For: The pair of different genders with the best dressed
- Certificate: Award of Best Dressers
- Prize: Korean traditional hat, 'Gat'

※If the best dressers don't mind, please strike the best pose on the stage for a photo time.