

## Congress Handbook

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## AGA President's Welcome

Dear Go Players,

Welcome to the 35<sup>th</sup> Annual U.S. Go Congress. This year we come to a city at the center of some of the most fertile, peaceful farmland anywhere in the world. Madison has made its name as a beautiful place to live and to visit, a cultural center, and an academic hub. We want to acknowledge as well as pay respect to the fact that before it was Madison, it was part of the land of the Ho Chunk nation's Winnebago territory. As the Congress website notes, the city is surrounded by five lakes, but it is the number four that seems more to the point to me. When we play Go, we site our geography in the four corners of the board. One of the best things about the Congress is that we meet and make friends with people from the four corners of the world. And the Ho Chunk name for the place where Madison stands now was "Tay-Ko-Pe-Rah," which means "land of the four lakes."

The Congress staff, led by a longtime and devoted AGA volunteer and Go organizer, Dave Weimer, are putting together a great week of Go, with the tournaments, Go teaching and lectures, simuls, and great local events. Please know that as smoothly as the event goes, it is always a lot of work, and worry, to put something like this together. When you see staff at work, appreciate them and help them!

We come together at a time of ferment in Go. AIs are teaching us new moves, teaching us in new ways, giving us new ways to cheat. We are having a meeting this week to discuss ways to maintain trust and protect the reality and perception of fair play in a world in which one's mobile phone can give one easy access to unbelievable playing power. Please come to that meeting if you have some ideas or energy to contribute. Meanwhile, enjoy from our many pro teachers their speculation about what the best Go playing will look like in the future.

Please have a wonderful week!

Andy Okun  
AGA President



## Congress Director's Welcome

Welcome to Madison and the 35<sup>th</sup> Annual U.S. Go Congress!

The Congress gives you an opportunity to immerse yourself in the wonderful game that brings us together as a community. In addition to the tournaments that test your skills and the professional events that help you improve them, you will have an opportunity see old friends and make new ones. Please do not be shy about introducing yourself to go players you have not yet met.

Since I first moved to Madison, I have thought that Memorial Union, on the shore of Lake Mendota, would be a wonderful venue for a Congress. During the Congress, you are a member of the Union. Enjoy typical Wisconsin fare on the Terrace as you relax after your games. Enjoy walks along the many miles of trails along the lakeshore that begin at Memorial Union. Have some ice cream at the Daily Scoop made on campus by our Dairy School.

Please take some time to explore the University of Wisconsin campus. It extends several blocks south and about two miles west from Memorial Union. Stop by the Chazen Museum of Art, located on the walkway between Sells Hall and Memorial Union. Take a short walk to see the Allen Centennial Gardens and the Observatory Hill Overlook.

Be sure to take a walk down State Street and visit the Capitol Square—I highly recommend touring the Wisconsin State Capitol building and visiting Monona Terrace and Overture Hall. You will find a great variety of restaurants and taverns along the way.

Please let me know if I can help make your visit to Madison more enjoyable.

Dave Weimer  
Congress Director



## Acknowledgments

The Congress would not be possible without the efforts of many volunteers and the support from many organizations. We thank all those who have contributed to the Congress. We specifically thank the organizations and individuals listed below, who made major contributions.

### Contributing Organizations

American Go Association  
American Go Foundation  
Chinese Weiqi Association  
Department of Political Science, University of Wisconsin–Madison  
Center for East Asian Studies, University of Wisconsin–Madison  
Iwamoto North American Foundation for Go  
Kansai Kiin  
Korean Baduk Association  
Nihon Kiin

### Individuals

Edward Ream, Congress Deputy Director and Treasurer  
Susan DeVos, Congress Registrar  
Gregory Steltenpohl, Congress IT  
I-Han Lui, Pro Coordinator  
Satoru Inoue and Daniel Zhao, Assistants to Pro Coordinator  
Neil Ritter, Tournament Coordinator  
Lisa Scott, AGA Congress Coordinator  
Eric Piotrowski, Logo Design  
Dan Kastenholtz and Yi Tong, Staff  
Melanie Manion, Valuable Assistance

### Memorial Union Staff

Laura Richards  
Lydia Dalton  
Hannah Scott

## General Program Schedule

### Saturday, 13 July

12:00	Check-in begins for those arriving 13 July: Sellery Hall
12:00–18:00	Registration: Memorial Union, Second Floor
13:00	Youth Room check-in: Old Madison Room
15:00–17:30	Youth Room pizza party: Old Madison Room
17:00–18:30	Meal plan dinner: Tripp Commons
19:00	Welcoming Ceremony: Great Hall
20:00	9 x 9 Tournament: Great Hall

### Sunday, 14 July

7:00–8:30	Breakfast for those staying in Sellery Hall: Gordon Dining Hall
9:00	First Round of U.S. Open: Great Hall and State Room
10:15–12:00	Open Game Analyses: Beefeaters
11:45–13:30	Lunch for <i>all</i> registered participants: Tripp Commons
13:00	Self-Paired Tournament Begins
13:00	Senior Tournament First Round: Great Hall
13:15–15:00	Pro Events (see Tentative Pro Schedule)
15:00	Women's Tournament First Round: Great Hall
15:00–16:45	Teachers' Workshop: Humanities Building, Room 1651
15:00–16:45	Pro Events
17:15–18:45	Meal plan dinner: Tripp Commons
19:00	Masters Division Game: State Room
19:00	Lightning Tournament: Great Hall
19:00–21:00	Pro Events

### Monday, 15 July

7:00–8:30	Breakfast for those staying in Sellery Hall: Gordon Dining Hall
9:00	Second Round of U.S. Open: Great Hall and State Room
10:15–12:00	Open Game Analyses: Beefeaters
11:45–13:30	Meal plan lunch: Tripp Commons
13:00	Senior Tournament Second Round: Great Hall
13:15–15:00	Pro Events
15:00	Women's Tournament Second Round: Great Hall
15:00–16:45	Pro Events
15:00–16:45	Teachers' Workshop: Humanities Building, Room 1651
17:15–18:45	Meal plan dinner: Tripp Commons
19:00	13x13 Tournament: Great Hall
19:00	Pro Dinner, by invitation: Fresco, 227 State Street

### Tuesday, 16 July

7:00–8:30	Breakfast for those staying in Sellery Hall: Gordon Dining Hall
9:00	Third Round of U.S. Open: Great Hall and State Room
10:15–12:00	Open Game Analyses: Beefeaters

11:45–13:30	Meal plan lunch: Tripp Commons
13:00	Senior Tournament Third Round: Great Hall
13:15–15:00	Autism Workshop: Humanities Building, Room 1651
13:15–15:00	Pro Events
15:00–16:45	Pro Events
15:00–16:45	Teachers' Workshop: Humanities Building, Room 1651
17:15–18:45	Meal plan dinner: Tripp Commons
19:00	Masters Division Game: State Room
19:00	Crazy Go! (Great Hall)
19:00	Autism Workshop: Humanities Building, Room 1651
19:00	Pro Events
19:00	Shamisen Performance: Inn Wisconsin
<b>Wednesday, 17 July</b>	
7:00–8:30	Breakfast for those staying in Sellery Hall: Gordon Dining Hall
9:00	Die Hard Tournament: Great Hall
9:00	Bus leaves for Olbrich Gardens: Memorial Union
11:00	Bus leaves for Brewers Game: Memorial Union
11:45–13:30	Meal plan lunch: Tripp Commons
17:15–18:45	Meal plan dinner: Tripp Commons
<b>Thursday, 18 July</b>	
7:00–8:30	Breakfast for those staying in Sellery Hall: Gordon Dining Hall
9:00	Fourth Round of U.S. Open: Great Hall and State Room
10:15–12:00	Open Game Analyses: Beefeaters
11:45–13:30	Meal plan lunch: Tripp Commons
13:00	Senior Tournament Fourth Round: Great Hall
13:15–15:00	Pro Events
15:00	Women's Tournament Third Round: Great Hall
15:00–16:45	Pro Events
17:15–18:45	Meal plan dinner: Tripp Commons
19:00–21:00	Pro Events
19:00	Pair Go: Great Hall
<b>Friday, 19 July</b>	
7:00–8:30	Breakfast for those staying in Sellery Hall: Gordon Dining Hall
9:00	Fifth Round of U.S. Open: Great Hall and State Room
10:15–12:00	Open Game Analyses: Beefeaters
11:45–13:30	Meal plan lunch: Tripp Commons
13:00	Senior Tournament Fifth Round: Great Hall
13:15–15:00	Pro Events
15:00	Women's Tournament Fourth Round: Great Hall
15:00–16:45	Pro Events
15:00–16:45	Teachers' Workshop

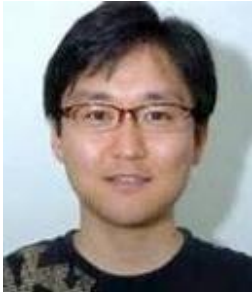
17:15–18:45	Meal plan dinner: Tripp Commons
19:00	Masters Division Game: State Room
19:30	Pro Lecture, Masters Final Game
21:00	Self-Paired Tournament Ends
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<b>Saturday 20 July</b>	
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7:00–8:30	Breakfast for those staying in Sellery Hall: Gordon Dining Hall
9:00	Sixth Round of U.S. Open: Great Hall and State Room
10:15–12:00	Open Game Analyses: Beefeaters
11:45–13:30	Meal plan lunch: Tripp Commons
13:13–15:00	Pro Events
15:00–17:30	Youth Room closing pizza party: Old Madison Room
18:00	Awards Banquet: Union South, 1308 West Dayton Street
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## Professional Players

The Congress welcomes professionals who have mastered Go at the highest level and seek to help us become more skillful players.

### Myungwan KIM, Professional 9 dan



Born in 1978, he became a professional in 1994. He was runner-up at the BC Card Rookies Cup in 1998, 1999, and 2002, and a Semi-Quarter finalist at the 10<sup>th</sup> Samsung World Championship in 2005. He won the U.S. Open from 2008 to 2010. The Korean Baduk Association sent him to the United States in 2008 to help spread Go. Recently, he developed a variation of Go for autistic children. He will discuss his work in this area in Congress seminars.

### Yasuhiro NAKANO, Professional 9 dan



Born in 1977 in Fukuoka, he became interested in Go through his father. Beginning his professional career in 1992, he achieved 9 dan in 2005. He has received many awards from the Kansai Kiin, including the Newcomer Award in 1994 and won the Sankei Pro-Am tournament in 2013. His hobbies include playing the shamisen (a traditional Japanese string instrument) and aikido.

### Heyang ZHOU, Professional 9 dan



Born in 1976, he started to learn Weiqi in 1984 and joined the Chinese national youth team in 1986. He became 1 dan in 1988 and achieved 9 dan in 2001. He has won numerous tournaments, including the World Youth Weiqi Championship Youth Group in 1992, National Individual Championship in 1996 and 1999, the 14<sup>th</sup> NEC Cup China-Japan Match, the CCTV Cup Tournament in 2003, and the 15<sup>th</sup> Asian Cup Rapid Championship. He was runner-up in the 5<sup>th</sup> Chunlan Cup World Weiqi Championship and the 19<sup>th</sup> Fujitsu Cup World Weiqi Championship.

Tianfeng FANG, Professional 8 dan



A member of the faculty of the University of Science and Technology Beijing, he won the National Individual Championship in 1985 and the National Champions' Rapid Competition in 1986. He was a top -16 player in the ENN Cup World Weiqi Open Tournament in 2016. He has been teaching at Tsinghua University and Peking University since 2000. He won Tsinghua University's Gongyuzhi Award for teaching, and has developed Weiqi courses, including *Weiqi and Chinese Culture*.

Hyunghwan KIM, Professional 8 dan



Before becoming a professional in 2002, he was the Senior Division World Youth Go Championship and the Ing's Youth Go Championship. In 2008 he competed in the final round of the LG Cup World Championship. He was promoted to 8 dan in 2018.

Yoonyoung, KIM, Professional 8 dan



She learned to play Go when she was five-years old and became a pro in 2007. In 2010 she won the female Kisei cup along with a Gold medal from 2010 Asian game in Guangzhou. In 2017 she won the Huang Longshi Cup. She has played in numerous international tournaments and studied with the Korean national team for three years. In 2019 she was promoted to 8 dan by the Korean Baduk Association. Born in Seoul, Korea, she now resides in Montreal, Canada.

### Toshifumi MIZUMA, Professional 7 dan



Born in 1973, he became a professional shodan in 1990 and reached 7 dan in 2002. By 2009 he had achieved 300 wins in professional tournaments. In recent years, he has established a reputation as an excellent Go teacher for people of all ages and ranging in rank from beginners to amateur dan-level players. His teaching, the “Mizua Method,” is used in many Japanese schools. He has taught his method in workshops in Singapore and Malaysia in 2016 and Tokyo in 2018. He will be leading the Teachers’ Workshop at the Congress.

### Mingjiu JIANG, Professional 7 dan



Born in 1957, he became a professional 7 Dan in 1987. He moved to the United States in 2000 and has since then represented the United States and North America nearly annually in international tournaments. He has been teaching Go for more than 30 years to both children and adults, and many of his students have been North American representatives to the World Youth Go Championship.

### Yilun YANG, Professional 7 dan



Born in Shanghai in 1951, he became a professional Go player in 1966. He joined the Chinese National Go Team in 1973 and later coached the Shanghai professional Go team. Since moving to the United States in 1986, he has become a popular Go teacher. His many books include *Fundamental Principles of Go*, *Whole Board Thinking in Joseki*, and *Ingenious Life and Death Puzzles*. He has taught hundreds of students worldwide via the internet and teaches workshops across the country.

#### Hai LI, Professional 5 dan



Before recently moving to the United States, he was Director of the Jin Hai Weiqi Academy in Tianjin, China. engaged in the Weiqi education for more than 20 years. He has served as the Henan Province Weiqi team coach. He has trained many top pros including Zhou Heyang, Wang Xi, Shi Yue, Ma Xiaobing, and many other professional players.

#### Li Li NIU, Professional 5 dan



She started her professional career in China in 1982 with an initial certification of 3 dan. She was promoted to 5 dan in 1985. She has previously participated in European and U.S. Go Congresses. For many years she was the personal assistant of Go Seigen, editing his books, including *21st-Century Fuseki*, and assisting him in attending events.

#### Yuto TAJIRI, Professional 5 dan



Born in 1991, he became a professional shodan in 2007 and was promoted to 5 dan in 2018. He is well regarded as a teacher of all levels of amateur players, including beginners and primary school children. He studied English in 2018 and spent this spring promoting and teaching Go at the Seattle Go Center.

Hajin LEE, Professional 4 dan (retired)



She is a former professional player from Korea, and hosts her own popular Go channel on YouTube. She holds an MBA from the University of Geneva and now works as a software developer at Xinspire in Mountain View, California.

Eiko NYU, Professional 2 dan



A student of Michael Redmond, she turned professional three years ago and is now certified 2 dan by the Nihon Kiin Nagoya Branch in 2017. She is active on the tournament scene and has already been a challenger in the Female Kisei Tournament and runner-up in the 2018 Senko Cup.

Jennie SHEN, Professional 2 dan



Born in 1971, she was the National Youth Champion of China in 1985. Before moving to the United States, she was promoted to 2 dan by the Chinese Weiqi Association. She now lives in Santa Barbara, California.



### Eric LUI, Professional 1 dan



Born in Maryland, he started playing Go at age 5 and became shodan in less than a year. In 2010, he finished 2<sup>nd</sup> in the North American Ing Masters. Since becoming an AGA pro in 2016, he has played in over twenty major international tournaments, including the Samsung Cup, MLILY Cup, Ing Cup, Chunlan Cup, Tianfu Cup, Sankei Cup, World Student Go Oza, Pair Go World Cup, and the World Youth Go Championship. He twice represented the United States in the World Amateur Go Championship and Korea Prime Minister Cup International Baduk Championship, achieving the best-ever U.S. finish in both tournaments.

### Ryan LI, Professional 1 dan



He began playing Go at age 5. In 2014, he became a professional in the 3<sup>rd</sup> AGA professional qualification tournament. He has represented North America in numerous occasions, including the IMSA Elite Mind Games team tournament, Samsung Cup, and MLILY World Go Open. In the 3<sup>rd</sup> MLILY World Go Open, he defeated two-time world champion Chen Yaoye to advance to the final 16 players. He is currently a Ph.D. student at Yale University studying earth sciences.

### Jongho MOON, Professional 1 dan



In 2017 he won the Samsung Fire and Marine Cup Collegiate Tournament while majoring in Baduk at Myongji University. He began his professional career last year.

Stephanie YIN, Professional 1 dan



She became a professional Go Player through the Chinese Weiqi Association in 2007. She has represented the United States in a number of international tournaments, including the Bingsheng Cup and the MLILY World Go Open. As founder of the New York Institute of Go (NYIG), she oversees Go classes and tournaments.

Inseong HWANG, Amateur 8 dan



He was a Korean Yunguseng (Insei) from 1996 to 2001. He joined the Myoung-ji University Baduk Department in 2002 and also worked as a Baduk television commentator. For the last ten years he has been the Official Go Instructor of the French and Swiss Go Associations. His four-lecture series has been a popular feature of recent Congresses.

## Professional Events

### Lectures

Professionals will provide lectures targeted to different skill levels throughout the week. Look for the daily schedule posted in various places.

### Game Analysis

The Congress provides a great opportunity to have your games reviewed by a professional. Game reviews are group events in which a professional will go over the major good and bad points of your game as you play it out alone or with your opponent on a demonstration board.

### Simuls

Simultaneous games give you an opportunity to play against a professional. Professionals play three or six games at a time. Please sign up for simultaneous games and arrive on time. If you are not seated within five minutes of the appointed time, you will forfeit your place to an alternate. You may not save a seat for a late player. Priority will be given to first-time Congress attendees.

### Simul Game Etiquette

When the professional player approaches your board for the first move, it is customary to greet him or her.

Do not delay your move. When the pro comes around to your board, make your move.

Do not play your move before the pro arrives. It is rude to make the pro find your move.

Do show respect for the pro by not discussing your game (or anything else) with bystanders.

Do resign when the game is lost. Please resist the temptation to play the game out until the bitter end.

Quietly thank the professional, and clear off the board before you leave. In three-game simuls, pros will often do brief analyses after all three games are finished.

The event director reserves the right to terminate any games that are clearly lost.

*Please do not sign up for more than one simultaneous game until Thursday so that all attendees will have an opportunity to play one. If you have not played a game by Thursday and would like one, please let the staff know and we will give you priority.*



## Preliminary Pro Event Schedule

<b>Sunday, 14 July</b>		
10:15–12:00	Open Game Analysis: Beefeaters	Yilun Yang
13:15–15:00	Lecture: Festival Room	Yoonyoung Kim
	Lecture: Humanities 1641	Stephanie Yin
	Dan Game Analysis: Inn Wisconsin	Fang Tianfeng
	Kyu Game Analysis: Beefeaters	Ryan Li
	Youth Room Game Review: Old Madison	Mingjiu Jiang
	Simul Games: Great Hall	5 pros
15:00–16:45	Teachers' Workshop: Humanities 1651	Mizuma/Tajiri
	Lecture: Festival Room	Yoonyoung Kim
	Dan Game Analysis: Inn Wisconsin	Kim Hyunghwan
	Kyu Game Analysis: Beefeaters	Yilun Yang
	Youth Room Simuls: Old Madison	Nakano Yasuhiro
	Redmond cup video casting: Founders	Ryan Li
15:00–17:00	Simul Games: Great Hall	4 pros
19:00–21:00	Open Game Analysis: Beefeaters	Moon Jongho
	Simul Games: Great Hall	4 pros
	Lecture: Humanities 1641	In-Seong Hwang
<b>Monday, 15 July</b>		
10:15–12:00	Open Game Analysis: Beefeaters	Mingjiu Jiang
13:15–15:00	Lecture: Humanities 1641	Fang Tianfeng
	Lecture: Festival	Mingjiu Jiang
	Dan Game Analysis: Inn Wisconsin	Stephanie Yin
	Kyu Game Analysis: Beefeaters	Yilun Yang
	Youth Room Game Review: Old Madison	Ryan Li
	Simul Games: Great Hall	5 pros
15:00–16:00	Lecture: Festival (till 4pm)	Yilun Yang
15:00–16:45	Lecture: Humanities 1641	Ryan Li
	Teachers' Workshop: Humanities 1651	Mizuma/Tajiri
	Redmond Cup video casting: Founders	Eric Lui
	Dan Game Analysis: Inn Wisconsin	Zhou Heyang
	Kyu Game Analysis: Beefeaters	Jennie Shen
	Youth room Simuls: Old Mdison	Kim Hyunghwan
15:00–17:00	Simul Games: Great Hall	4 pros
18:00–21:00	Pro Dinner: Fresco	All
19:00–21:00	Lecture: Humanities 1641	In-Seong Hwang
<b>Tuesday, 16 July</b>		
10:15–12:00	Open Game Analysis: Beefeaters	Nakano Yasuhiro

13:15–15:00	Lecture: Festival Lecture: Humanities 1641 Autism Workshop: Humanities 1651 Dan Game Analysis: Inn Wisconsin Kyu Game Analysis: Beefeaters Simul Games: Great Hall	Jennie Shen Zhou Heyang Myungwan Kim Eric Lui Stephanie Yin 5 pros
15:00–16:45	Lecture: Festival Teachers' Workshop: Humanities 1651 Dan Game Analysis: Inn Wisconsin Kyu Game Analysis: Beefeaters Simul Games: Great Hall	Mingjiu Jiang Mizuma/Tajiri Ryan Li Stephanie Yin 4 pros
15:00–17:00	Open Game Analysis: Beefeaters	Ryan Li
19:00–21:00	Simul Games: Great Hall Lecture: Humanities 1641 Autism Workshop: Humanities 1651 Shamisen Performance: Inn Wisconsin	4 pros In-Seong Hwang Myungwan Kim Nakano Yasuhiro
<b>Wednesday, 17 July</b>		
19:00–21:00	Lecture: Humanities 1641	In-Seong Hwang
<b>Thursday, 18 July</b>		
10:15–12:00	Open Game Analysis: Beefeaters	Mingjiu Jiang
13:15–15:00	Lecture: Humanities 3650 Dan Game Analysis: Inn Wisconsin Kyu Game Analysis: Beefeaters Youth Room Game Review: Old Madison Simul Games: Great Hall	Yoonyoung Kim Fang Tianfeng Jennie Shen Moon Jongho 5 pros
15:00–16:45	Lecture: Humanities 3650 Dan Game Analysis: Inn Wisconsin Kyu Game Analysis: Beefeaters Youth Room Simuls: Old Madison	Yoonyoung Kim Eric Lui Nakano Yasuhiro Yilun Yang
15:00–17:00	Simul Games: Great Hall	4 pros
19:00–21:00	Pair Go video casting: Founders Open Game Analysis: Beefeaters	Myungwan Kim Mingjiu Jiang
<b>Friday, 19 July</b>		
10:15–12:00	Open Game Analysis: Beefeaters	Yoonyoung Kim
13:15–15:00	Lecture: Humanities 1641 Dan Game Analysis: Inn Wisconsin Kyu Game Analysis: Beefeaters Simul Games: Great Hall	Yilun Yang Zhou Heyang Moon Jongho 5 pros
15:00–16:45	Lecture: Humanities 1641	Yoonyoung Kim

	Dan Game Analysis: Inn Wisconsin	Fang Tianfeng
	Kyu Game Analysis: Beefeaters	Jennie Shen
15:00–17:00	Simul Games: Great Hall	4 pros
19:30–22:00	Lecture (Masters Final): Humanities 3650	Yilun/Jennie

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**Saturday, 20 July**

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10:15–12:00	Open Game Analysis: Beefeaters	Moon Jongho
13:15–15:00	Lecture: Festival	Moon Jongho
	Dan Game Analysis: Inn Wisconsin	Zhou Heyang
	Kyu Game Analysis: Beefeaters	Eric Lui
	Youth Room Game Review: Old Madison	Li Hai
	Simul Games: TBA	4 pros

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**Please be advised that this schedule is subject to change! Please check the daily schedule posted by the Congress each morning.**

## Tournaments

Use your games as an opportunity to share the wonder of Go with your opponents through courteous play—see section on AGA Rules and Guidelines.

### U.S. Open

Location: Great Hall

Time: 9:00 a.m. on Sunday, Monday, Tuesday, Thursday, Friday, Saturday

Eligibility: Open to all players

Director: Andrew Hall

Assistant Director: Dan Ritter

Description: Six-round Swiss-McMahon style; main Congress tournament

Registration: Attendees planning to play in the U.S. Open must confirm their participation upon checking into the U.S. Go Congress. All players who have an AGA rating are required to enter at a rank consistent with their latest AGA rating; exceptions to this rule will be allowed only with the explicit approval of the TD. Players who do not have AGA ratings must enter at a rank approved by the TD.

Byes: If you have to skip a round, you must request a “bye” from the TD *before 8:00 p.m. the night before that round*. You can email the TD at [usopen@gocongress.org](mailto:usopen@gocongress.org). If you’re checking in late but still want to play in the first round, email [usopen@gocongress.org](mailto:usopen@gocongress.org) before 8:00 p.m. to confirm that you will be on time for the first round. If a bye is not requested ahead of time and you miss a round, you will automatically forfeit the game.

Time Limits: The limit is 90 minutes per player. The overtime allotment will be 5 periods of 30 seconds each. See the section on Rules, Regulations, and Etiquette for a further explanation of overtime.

Handicaps: Games will be even in most sections, with a compensation to white (komi) of 7.5 points. In the lower kyu sections the TD will assign handicaps based on band differences. In handicap games, komi for white is 0.5 points.

Rules: AGA rules will be used. Komi for white is 7.5 points.

Prizes: Top players in each section will receive awards. Award sections will be divided based on the number of participants at each entering rank.

Sealed Moves: After 12:00 p.m. either player may request a 60-minute adjournment for lunch before his or her turn. Play is suspended when the player who is to move seals the next move along with the adjournment time in an envelope and stops the clock. The envelope is left with the TD. If a player has not returned at the end of the adjournment period, his or her clock may be restarted by the TD.

### U.S. Open Masters Division

Location: State Room

Time: 9:00 a.m. on Sunday, Monday, Tuesday, Thursday, Friday, Saturday and 7 p.m. on Sunday, Tuesday, Friday

Eligibility: 7-dan, pro, or special invitation

Director: Josh Lee

Description: This is the tournament for the best of the best, with the biggest prizes and most intense schedule. The tournament will be nine rounds, six in the morning and three in the evening.

Time Limits: The limit is 90 minutes per player. The overtime boyo-yomi allotment will be 5 periods of 30 seconds each.

Rules: AGA rules will be used. Komi for white is 7.5 points.

Prizes: The top prize is \$5,000 for first place, \$2,500 for second place, \$1,500 for third place, and \$1,000 for fourth place.

Game Recording: The Congress welcomes volunteers to act as game recorders during the tournament. Visit the e-journal office (Langdon) or email [journal@usgo.org](mailto:journal@usgo.org) to volunteer.

### Women's Tournament

Location: Great Hall

Time: 3:00 p.m on Sunday, Monday, Thursday, and Friday—alternative times may be arranged by the players and the TD, but games must be completed on the scheduled day.

Eligibility: Open to all women

Director: Lisa Scott

Description: Four-round handicap tournament that allows female Go players to meet and play each other in a competitive but fun environment. This tournament is not automatically rated, but players are welcome to submit their games as they would for a self-paired game. Participants should mark the results of their games on the pairing sheet or email results to [lisa.scott@gocongress.org](mailto:lisa.scott@gocongress.org).

Time Limits: 45 minutes per player, 3 overtime periods of 30 second each. Alternate times may be arranged by mutual agreement of both players and the TD, but each game must be finished before the next round.

Handicaps: Handicaps will be set by the TD as appropriate, following the guidelines in the Self-Paired Tournament description.

Prizes: Top players in kyu and dan divisions will receive awards.

### Seniors' Tournament

Location: Great Hall

Time: 1:00 p.m. on Sunday, Monday, Tuesday, Thursday, and Friday

Eligibility: Open to all players age 55 years and up

Director: Eva Casey

Description: By mutual consent, players can play rated games.

Time limit: Main time 45 minutes, 5 periods of 30 seconds byo-yomi

Prizes: Top players in kyu and dan sections will receive awards.

### Self-Paired Tournament

Location: Great Hall

Time: Begins at 1:00 p.m. on Sunday, July 14, and ends at 9:00 p.m. on Friday, July 19

Eligibility: Open to all players

Director: Gregory Steltenpohl

Description: Your chance to play an unlimited number of AGA rated games!

Time Limit: Either player may request the use of a clock. If a clock is used, time limits are set by mutual agreement but must have a minimum of 30 minutes per player and byo-yomi five 15-second byo-yomi segments. We recommend as the default settings 45 minutes per player and five 30-second byo-yomi segments.

Pairing: Opponents self-pair. Each pair of opponents may play only three games with each other.

Results: Game reporting slips will be readily available on site. The winner should be circled and the loser should sign the slip; put completed slips in the box in the reporting area.

Disputes: Try to avoid them as much as possible! Remember that tournament rules apply and take them seriously. The rules themselves allow for resolution of most disputes by continuing play. If a serious disagreement arises that the players cannot resolve themselves, they may consult the director or some other agreed authority (for example kyu players may abide by the opinion of a strong dan level player), but this should be a last resort.

Handicaps: By default, handicaps are based on the ranks of the opponents. Opponents of the same rank should play with a 7.5 komi for white. Opponents of one-rank difference (e.g., 3 kyu versus 4 kyu, 1 kyu versus 1 dan, 4 dan versus 5 dan) should play with a 0.5 komi for white. For rank differences of two or greater, black should take a number of handicap stones equal to the rank difference and white should receive a 0.5 komi. Players may elect to use a different handicap by mutual agreement. *For all games, be sure to record the handicap on the reporting slip along with AGA numbers.*

Prizes: Participants are competing for prizes in six categories: Dedicated (Most games played), Hurricane (Most wins), Kyu Killer (Most wins by a dan player against kyu players), Dan Slayer (Most wins by a kyu player against dan players), Sensei (Most games played against lower ranked players), and Philanthropist (Most games lost).

### 9x9 Tournament

Location: Great Hall

Time: about 8:00 p.m. on Saturday, after the Welcoming Ceremony

Eligibility: Open to all players

Director: Pete Schumer

Description: 9x9 games played in six-person sections. This tournament is a five-game round robin in each section. Table winners play off in a follow-up knock-out tournament to determine division winners. There will be kyu and dan divisions.

### **Die Hard Tournament**

Location: Great Hall

Time: 9:00 a.m. on Wednesday

Eligibility: Open to all players

Director: Andy Olsen

Description: A one-day, four-round, rated tournament ideal for people who can't get enough Go the rest of the week.

Registration: Players can sign up on Wednesday before the start of the tournament, or with signup sheets displayed beforehand. Early registration is encouraged. Players must register by 8:30 a.m. in order to play in the first round. Pre-registrants must check in by 8:45 a.m. in order to play in the first round.

Schedule: Round 1 9:00 a.m.; Round 2: 11:00 a.m.; Round 3: 2:00 p.m.; Round 4: 4:00 p.m.

Time Limits: Main time 30 minutes with 5 overtime periods of 30 seconds each.

Handicaps: Most games are even. In the lower kyu sections, the TD will assign handicaps as appropriate to compensate players for being matched "out of band," based on band difference, not rank difference.

Rules: AGA rules will be used. Komi for white is 7.5 points.

### **Lightning Tournament**

Location: Great Hall

Time: 7:00 p.m. on Sunday

Eligibility: Open to all players

Director: Keith Arnold

Description: Round robin among six players per table, grouped by rating; no handicaps.

Time Limit: 10 minutes with sudden death!

Prizes: One player at each table will be declared the "Table Winner." Dan and kyu level champions will receive awards.

### **13x13 Tournament**

Location: Great Hall

Time: 7:00 p.m. on Monday

Eligibility: Open to all players

Director: Jim Hlavka

Description: 13x13 games played in six-person sections. This tournament is a five-game round robin in each section. Table winners play off in a follow-up knock-out tournament to determine division winners. There will kyu and dan divisions.

### North American Pair Go Championship

Location: Great Hall

Time: 7:00 p.m. on Thursday

Eligibility: Male-Female Pairs

Director: Todd Heidenreich

Description: This is a team tournament with teams made up of one male and one female player. The players may not consult with each other during the game. Formal or semi-formal dress is encouraged.

Registration: Sign up through Wednesday at 10 p.m. All teams must include the name of the male and female players by the time registration closes

Time Limits: 45 minutes per team, no overtime.

Eligibility to compete at top table: Must have one year continuous AGA or CGA membership (youth, full, or better); U.S. or Canadian citizenship. Both players must be available to attend the International Amateur Pair Go Championship in Japan on December 7 and 8, 2019. Players must pay half of airfare. The balance of airfare, hotel, and meals are covered by the Japan Pair Go Association. Note: The same pair cannot compete in Japan two years in a row (one from pair may).

Handicaps: No handicap for the top-seeded teams playing for the trip to Japan. All other teams are handicapped based on average team strength.

Rules: Complete rules are available from <http://www.usgo.org/usa/pairgo.html>. Rule booklets will be available during the tournament and upon request.

Prizes: Prizes will be awarded to table winners, and top teams will receive special commendation.

### Crazy Go!

Location: Great Hall

Time: 7:00 p.m. on Tuesday

Eligibility: Open to all players

Director: Terry Benson

Description: An evening of fun playing Go on different boards with truly crazy rules. Three Color Go, Spiral Go, Blind Go, 3, 4, 6, 4 Tessellation Go, Magnetic Go, Joker Go, Zen Go, Galactic Go, many others, and the granddaddy of Crazy Go: Rengo Kriegspiel. Unlock your Go mind from its grid prison and laugh a lot. Everybody wins! All players, all strengths, and new variants welcome!

### Pandanet AGA City League Finals

Location: State Room

Time: 3:00 p.m. on Saturday, July 13

Eligibility: A-League Finalists: New York City versus Greater Washington

Director: Steve Colburn

Description: Main time 60 minutes, 5 periods of 30 seconds byo-yomi



## Rules and Guidelines

### Summary of AGA Rules

There are a few details of the AGA rules of Go that even experienced players may not know about, especially those players coming from other countries. Below, we explain a few key points of AGA rules that may differ from Japanese or Chinese rules. For the complete rules, please see the official AGA Rules of Go, available online at <http://www.usgo.org/files/pdf/completerules.pdf>.

1. AGA rules use territory counting (similar to Japanese rules) by default. If both players agree, they may use area counting (similar to Chinese rules) instead.
2. When a player passes, he or she must give the opponent a stone to add to the prisoners. This makes sure that—under AGA rules—the result is always the same regardless of which counting method is used. This also means that any unclear situation on the board can be resolved by the players without the help of a referee. Players should fill all the dame during the game and only pass at the very end.
3. White MUST pass the last stone. If the game ends with black's pass, then white must make an additional pass. If there is a dispute, the game re-starts with a black play or pass.
4. If a player makes an illegal move—for example, taking a ko out of turn—the move must be taken back and treated as a pass (be sure to pass the stone as a prisoner).
5. It is illegal to repeat the same board position with the same player's turn—just like a simple ko. If a board position has occurred before, but on the other player's turn, it is still legal. Passing is always legal.
6. In even games, komi is 7.5 points. In handicap games, komi is 0.5 points. If the players agree to count by area in a handicap game, white receives an additional point of komi for every black stone after the first (e.g., in a 9-stone handicap game, white receives 8.5-point komi). This ensures that the handicap result is the same with area and territory counting.

### Conduct Guidelines

- Tournaments should be enjoyable for all.
- Please show respect for your opponent and other players at all times.
- Games should be won by superior talent and technique.
- Refrain from distracting behavior and noisemaking near tournament play.
- Please analyze games away from tournament play.
- Please show courtesy by arriving promptly for all events.
- Report all results immediately after the conclusion of your games.
- Be courteous in defeat and generous in victory. Remember that you will have ample opportunity to experience both during the week.
- Resign when you have clearly lost.
- Please make every effort to aid those who are not native English speakers and who may have trouble understanding the Congress regulations and schedule.

## Youth Activities

The Youth Program is designed to enhance the Go-playing skills of children and teens. The program includes a number of fun mini-tournaments with prizes. A number of professional and strong amateur players will be on hand to instruct youngsters on the subtle depths of the game in a fun and friendly environment. Game reviews by professional players and simultaneous games with them will all be scheduled in the room. Youth who want to improve their Go skills should plan on attending these events.

As some of these events will be taking place at the same time, players should review the weekly schedule and decide which activities they want to attend on each day.

The Old Madison Room (Third Floor) will serve as the Youth Room. It will be open every day except Wednesday from 13:00 to 17:30. See following page for schedule of events.

The Congress recognizes the contributions of the American Go Foundation in supporting the participation of youth in the Congress as well as Paul Barchilon and Devin Frazee for their dedication to making the Youth Room an enjoyable and educational experience for participants.

## Important Note for Parents and Guardians

All afternoon youth activities will take place in the Youth Room. You are responsible for both dropping off and picking up your children at the Youth Room. The Youth Program is responsible for activities for youth in the Youth Room. Congress Guardians are always responsible for ensuring that their wards have appropriate supervision at the Congress, including in the Youth Room. Non-go-playing children are also welcome to spend time in the Youth Room.

## 致父母和监护人的重要通告

所有青少年活动将于下午在青少年活动室（Youth Room）进行。请您自行负责接送您的孩子来去 青少年活动室。本大会的青少年项目（The Youth Program）仅对在青少年活动室内举行的青少年 活动负责。作为参与本次大会的青少年监护人，您将全程对您的孩子负责，以确保他们在本次大会中获得恰当的照顾和指导。如果您的孩子不参与围棋比赛活动，也欢迎他们来青少年活动室。

## Redmond Cup

In its 26<sup>th</sup> year, the Redmond Cup is the longest running youth tournament in North America. Preliminary rounds were held in the Spring. The final rounds will be held on Sunday, Monday, and Thursday. Director: Justin Teng.

## AGA Girls Cup

Formerly named the U16 Girls Tournament, the AGA Girls Cup held preliminary rounds in the Spring. Finals will be held on Sunday, Monday, and Thursday. Director: Justin Teng.

## Youth Room Activity Schedule

(Old Madison Room)

	Saturday	Sunday		Monday		Tuesday		
13:00	Check-in and Welcome	Lightning Go	Pro Game Reviews and Lessons	9x9 Tournament	Pro Game Reviews and Lessons	Youth-Adult Pair Go Tournament		
13:30				13x13 Tournament				
14:00								
14:30								
15:00	Pizza Party	AGA Girls Cup	Pro Simuls and Lessons	AGA Girls Cup	Pro Simuls and Lessons			
15:30								
16:00								
16:30								
17:00		Redmond Cup*		Redmond Cup*				
17:30								

	Wednesday	Thursday		Friday	Saturday	
13:00	Day Off	13x13 Team Tournament	Pro Game Reviews and Lessons		Self-Paired Youth Games	Pro Simuls and Lessons
13:30				Team Go Tournament		
14:00						
14:30						
15:00		AGA Girls Cup	Pro Simuls and Lessons			
15:30					Pizza Party	
16:00						
16:30		Redmond Cup*				
17:00						
17:30						

\*Redmond Cup and AGA Girls Cup finals held in Strong Players Room (State Room).

## Organizational Meetings

<b>Monday, 15 July</b>		<b>Location</b>	<b>Convener</b>
13:00–15:00	AGA Current Volunteer Meeting	Council	Steve Colburn
14:00–15:30	State Champion Information Session	Council	Chris Kirschner
16:30–17:30	AGF Teacher of the Year Lecture by Nick Sibicky	Humanities 3650	Terry Benson & Paul Barchilon
<b>Tuesday, 16 July</b>		<b>Location</b>	<b>Convener</b>
12:00–14:00	Lifetime Membership Lunch	TBA	Andy Okun, AGA President
14:00–15:00	Volunteer Recruitment	Council	Steve Colburn
15:00–16:00	Strong Players' Meeting	Council	Andy Okun
16:00–17:00	Chapter Services Meeting	Council	Bob Gilman
19:00–21:00	L 19/Reddit/KGS/OGS Meetup	Great Hall	Steve Colburn
<b>Thursday, 18 July</b>		<b>Location</b>	<b>Convener</b>
13:00–15:00	Future Congress Leaders of America	Council	Lisa Scott, Congress Coordinator
14:00–15:00	AGA Website Meeting	Humanities 1641	Steve Colburn
15:00–16:00	AGA Developers Meeting	Humanities 1641	Steve Colburn
15:00–17:00	AGF Board Meeting	Boardroom	Terry Benson
16:00–17:00	Pandanet City League Meeting	Humanities 1641	Steve Colburn
<b>Friday, 19 July</b>		<b>Location</b>	<b>Convener</b>
13:00–15:00	AGA Board Meeting	Boardroom	Martin Lebl, Board Chairperson
15:00–17:00	American and AGA Pro Meeting	Boardroom	Andy Okun
<b>Saturday, 20 July</b>		<b>Location</b>	<b>Convener</b>
14:00–16:00	AGA General Assembly Meeting	Humanities 1641	Andy Okun

## Special Events and Competitions

### Teachers' Workshop

Through the generosity of the Iwamoto North American Foundation for Go and in cooperation with the Nihon Kiin, the Congress offers a workshop on effectively teaching Go to beginners and high-kyu players led by two outstanding teachers of teachers, Toshifumi MIZUMA and Yuto TAJIRI. They have developed a structured course that will help participants become more effective Go teachers through three workshop sessions. The third session will include time for the participants to try their new skills by teaching non-players who are attending the Congress.

A number of \$200 fellowships are available for those who attend all three sessions. Priority for the fellowships will be given to those who have not previously attended a Teachers' Workshop at a Congress and teach, or have plans to teach, beginners. For information, contact Mark Rubenstein ([mark@evanstongoclub.org](mailto:mark@evanstongoclub.org)).

*"Attending the INAF/Nihon Ki-in Go Teacher's Workshop in Tokyo this last November was a great experience, and some of the most lasting impressions came from our sessions with Mizuma-sensei. His advice is practical and his warmth and enthusiasm for Go serve as a perfect model to emulate as we seek to follow in his footsteps by bringing go to the next generation."* Nate Eagle, National Go Center

### Autism Workshop

Myungwan KIM has developed a version of Go that he has been teaching to autistic children. He will share his experiences in this endeavor in an introductory workshop he will lead on Tuesday at 13:15 and repeat on Tuesday at 19:00. He will also do follow-up sessions later in the Congress for those with an interest in employing his method.

### Bob High Memorial Song and Poetry Contest

Bob High was AGA membership secretary for many years before becoming President on January 1, 1992. He also contributed to the formation of a tradition of Go songs and poetry. (See the AGA Songbook and other publications, available online in the AGA's Bob High Library at <https://www.usgo.org/bob-high-memorial-library/>.) Unfortunately, Bob died in a river rafting accident only a few days after becoming AGA President. The AGA started the Song and Poetry contest at the 1995 Congress. Most submissions are parodies of existing works, but original works are accepted. See the library for examples. Rules and entry forms will be available at the Congress Office. Deadline for submissions is Thursday 18:00. Entries will be judged blind: judges won't know who the authors are while judging. Youth entries are encouraged, and judged separately. Winning entries will be recognized at the awards banquet and added to the official AGA Songbook.

Judges are always needed. Please volunteer for one of the least stressful tasks of the Congress! Contact Frank Brown at [fcnzYo@protonmail.ch](mailto:fcnzYo@protonmail.ch) to volunteer.

### Shamisen Performance

On Tuesday evening at 19:00 Yasuhiro NAKANO will give a shamisen (traditional Japanese string instrument) recital.

### Japanese Prints

The Chazen Museum of Art has a large collection of Japanese prints, including some originally collected by Frank Lloyd Wright during his work on the Imperial Hotel in Tokyo. Visit the Objects Study Room located on the second floor of the Chazen building to see a sample from the collection. In addition to permanent exhibits, you may also enjoy “In the Studio,” which focuses attention on the environments in which artists do their work.

### Baum Prizes

Since 2018, the AGF has sponsored the Baum Prizes in honor of Leonard Baum (1931–2017), with an endowment provided by his daughter, Stefi Baum. Baum loved sharing games of Go with people from other generations. In this spirit, the Baum Intergenerational Game Prizes encourage play between children (under 16 years old) and folks at least 40 years older than the child. Games must be submitted Friday evening before 21:00; results may be left in the box or given to Paul Barchilon or Neil Ritter. Please remember to circle the winner. Eight prizes are awarded:

1. Youth under 12 who plays the largest number of adults: The Badger
2. Youth age 12 to 15 who plays the largest number of adults: The Grasshopper
3. Young player who beats the largest number of adults: The Elder Slayer
4. Young player who beats the largest number of dan level adults: The Dan Destroyer
5. Adult who plays the most games: The Old Hand
6. Adult who loses the most games: The Encourager
7. Adult who gives the most 9 stone (or higher) teaching games: The Teacher
8. Prizes for the three games with the greatest age difference: Reach Across the Ages

### Selfie Treasure Hunt Challenge

Take a selfie at each of the following landmarks, at increasing distances from Memorial Union, to complete the challenge.

- |            |   |
|------------|---|
| Kyu Level: | 1. Bucky with books                           |
|            | 2. Sitting Abe Lincoln                        |
|            | 3. Observatory Hill Overlook                  |
|            | 4. Bridge in the Allen Centennial Gardens     |
| Dan level: | 5. Dejope Residence Hall Fire Circle          |
|            | 6. The “Forward Lady” with feet on the ground |
|            | 7. Monona Terrace plaque to Otis Redding      |
|            | 8. View of the Capitol from Picnic Point      |

## AGA Code of Conduct

All are welcome at AGA events! We welcome all attendees. We ask that attendees abide by the AGA Code of Conduct and help us to create a welcoming and safe environment for everyone who comes to share their passion for go at our events.

The Go community in America has long been known as a warm and welcoming society. Exhibiting respect for oneself, one's opponents, officials, and other go players is one of the foundations of go in America, and is a clear value of the American Go Association. This Code of Conduct has been adopted to further this welcoming spirit and to ensure an atmosphere that is safe and comfortable for ALL current and future AGA go players. The Code of Conduct does not replace the Tournament Regulations, or limit any prohibition or sanctions allowed there, and is not intended to impede regular go play or interactions.

The AGA expects all members and guests to act maturely, to behave responsibly, and to respect the rights and dignity of ALL others. Members and guests are encouraged to take responsibility for their personal comfort and safety. Anyone who feels uncomfortable in confronting a person directly should report the behavior to an event official or AGA Code of Conduct Committee person.

This Code of Conduct outlines prohibited action, but the actions listed below are not intended to be an all-inclusive list of behaviors considered inappropriate in our tournaments and programs.

- Harassment or intimidation by words, gestures, body language, or any type of menacing behavior.
- Physical contact with another person in an angry, aggressive, or threatening way.
- Verbally abusive or offensive behavior, including angry or vulgar language, swearing, name-calling, or shouting.
- Sexually explicit conversation, behavior, or sexual contact with another person without their affirmative consent.

The AGA will not tolerate these expressly prohibited actions or other behaviors that are contrary to the core values of the AGA. Violation of the Code of Conduct may result in suspended or terminated participation privileges up to and including indefinite expulsion from participation in the AGA. Criminal behavior will immediately be referred to the appropriate authority. The AGA will assist with contacting venue security, local law enforcement and support services, provide escorts, and otherwise assist the involved parties in feeling safe for the remainder of the event.

If you suspect that yourself or someone else is being harassed or being made to feel unwelcome or unsafe, please report it in one of the following ways:

- Call or text a Code of Conduct Committee representative at 860-469-2663. This phone number is continuously monitored during AGA sponsored events such as the US Go Congress, where one or more representatives will be onsite at all times.
- Contact an event or tournament staff member such as a TD or organizer.
- Send an email to [CodeofConduct@usgo.org](mailto:CodeofConduct@usgo.org).



## Wednesday Activities

### Brewers Major League Baseball Game

Excursion (by prior reservation) to Miller Park to see the Milwaukee Brewers play the Atlanta Braves. Bus will leave from Memorial Union at 11 a.m. and return at approximately 6 p.m. Please plan to purchase your own lunch at the stadium.

### Olbrich Gardens Tour

Morning excursion to Olbrich Gardens. For those who signed-up, the bus will leave from Memorial Union and return by noon. There is a \$2 fee to tour the Bolz Conservatory.

### Self-Organized Activities

Spend part of the break day exploring Madison and nearby attractions.

### Some Places to Visit within Walking Distance of Playing Site

Rent a canoe or paddle boat at Hoofers: about 200 feet from playing site.

Chazen Museum of Art; free admission: 0.2 miles from playing site.

Madison Museum of Contemporary Art; free admission: 0.6 miles from playing site.

State Capitol; free tours on the hour during weekdays: 0.9 miles from playing site.

Madison Children's Museum; admission fee, \$9: 0.9 miles from playing site.

Wisconsin Veterans Museum; free admission: 0.7 miles from playing site.

Wisconsin Historical Museum; admission fee, \$5: 0.7 miles from playing site.

Monona Terrace overlooking Lake Monona: 1.2 miles from playing site.

Lakeshore Nature Preserve offering miles of trails: begins at playing site.

Picnic Point offering a scenic view of the Lake Mendota shores: 2.7 miles from playing site, so a substantial walk or run! Take the free #80 campus bus to the Picnic Point (entrance) and walk 0.8 miles to the point.

Henry Vilas Zoo adjacent to Vilas Park and Lake Wingra: 1.6 miles from playing site.

### Some Trips Requiring a Car

UW Arboretum offering 17 miles of trails through restored prairies, savannas, woodlands, and wetlands: 4.8 miles from playing site.

New Glarus Swiss Village and New Glarus Brewing tours: 30 miles from Madison.

Taliesin, tours of Frank Lloyd Wright's home and school (reservations required): 40 miles from Madison.

Devil's Lake, Wisconsin's most visited state park: 45 miles from Madison.

Milwaukee Art Museum—see the Burke Brise Soleil open at 10 am daily: 88 miles from Madison.

Wisconsin Dells river tours: 60 miles from Madison.

Horicon Marsh, recognized as a wetland of international importance: 65 miles from Madison.



## Setting Ing Clocks

These instructions explain how to set clocks manufactured by the Ing Chang-ki Wei-Chi Education Foundation.

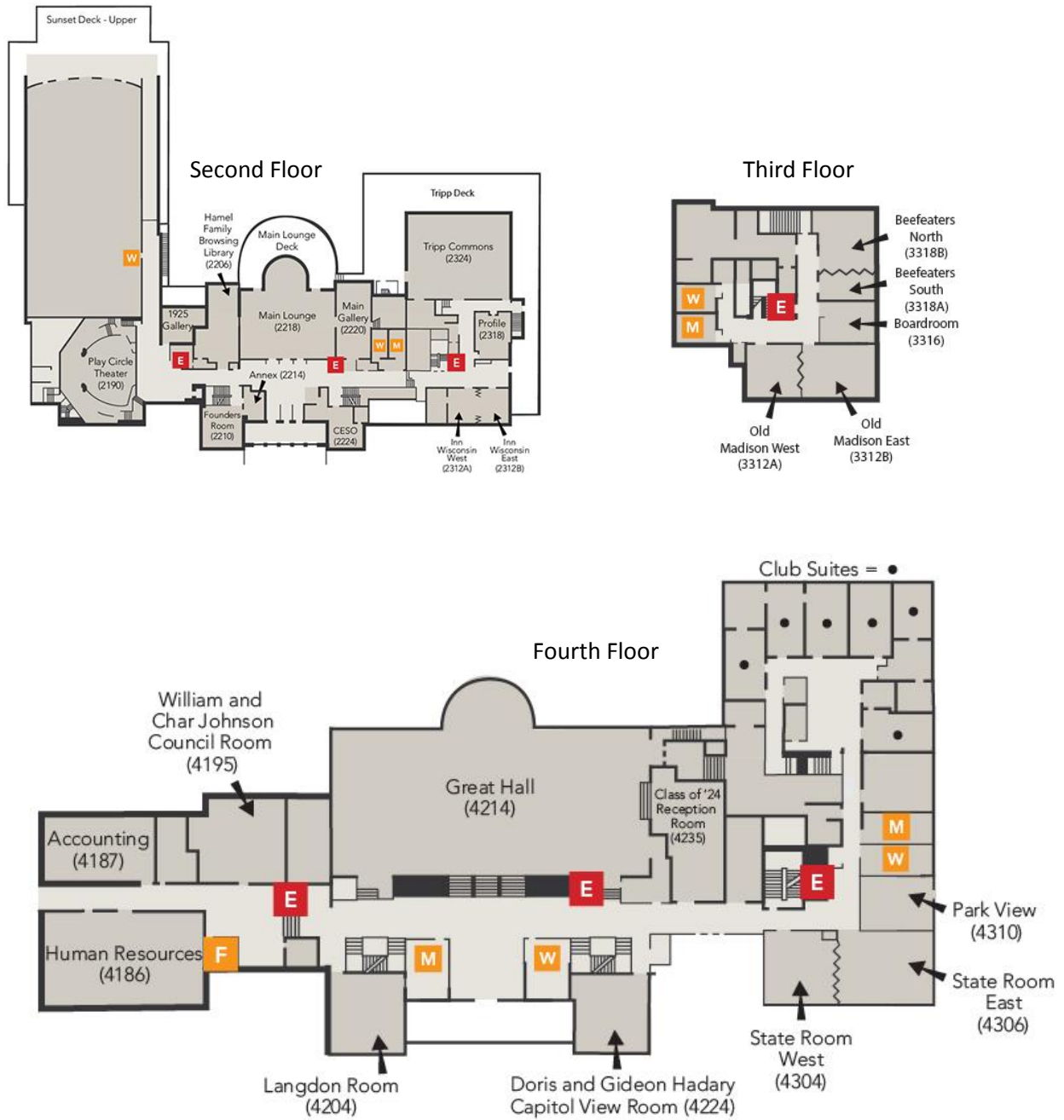
1. Open the lid on the top of the clock.
2. The Set/Run button must be in SET mode (down).
3. The BT/RS (Basic Time/Read Seconds) button must be in BT mode (down).
4. The On/Off button must be in ON mode (down). After the clock is turned on, the screens will be lit. After two seconds the clock will show 0:00.
5. To set the basic time, the large white button controls the hours and the large black button controls the minutes. Press these buttons until the proper numbers show. Holding the button down makes the numbers increase rapidly. If you pass the desired number, you must go to the end and back around or turn the clock off and start over.
6. To set overtime (secondary) time, the BT/ RS button must be in RS mode (up).
7. The number of periods is controlled by the large black button and the number of seconds per period is controlled by the large white button. The Ing clocks will only do this type of secondary time. They cannot be set for Canadian style overtime (such as 20 moves in 5 minutes).
8. Now put the Set/Run button in Run mode (up).
9. Close the lid.

The clock is now ready to be used for timing the game. We recommend turning the volume down as far as possible.

Players press the large buttons to signal the end of a move; listen for the beep to be sure the clock has switched to the other side. By pressing the small black button, you can see how much time the other player has left. In an even game, white presses the large white button to start black's clock to begin the game. In handicap games, black presses the large black button after placing the handicap stones to start white's clock and begin the game.

If you have to pause the clock during the game (in case of some sort of dispute, for example), simply put the Set/Run button in Set mode (down). When ready to resume, return the button to Run mode (up).

## Memorial Union Floor Plan



## Map of Congress Sites



## Congress Event Rooms

### Memorial Union

Main Playing Area: Great Hall (Fourth Floor)  
Strong Players Room: State Rooms and Parkview (Fourth Floor)  
Youth Room: Old Madison (Third Floor)  
Lunch and Dinner: Profile Room/Tripp Commons (Second Floor)  
Lecture Rooms: Festival (Lower Level)  
                    Inn Wisconsin (Second Floor)  
                    Beefeaters (Third Floor)  
Congress and e-journal Office: Langdon (Fourth Floor)  
Vendor Room: Capitol View (Fourth Floor)  
Small Meeting Rooms: Council (Fourth Floor)  
                                Boardroom (Third Floor)

### Messe Humanities Building

Lecture Room: 1641 (Court Yard, Lower Level, Northwest Corner)  
Lecture Room: 1651 (Court Yard, Lower Level, Northwest Corner)  
Large Lecture Hall: 3650 (Northeast Corner closest to Memorial Union)

### Gordon Dining and Event Hall

Breakfast for those staying in Sellery Hall

### Union South (1308 West Dayton Street)

Banquet

## Important Phone Numbers

### Conference Center

Prior to Congress: 608.265.6534  
During Congress: 608.262.2511

### Sellery Hall

Calls to residents: 608.262.1076  
Conference services: 608.262.5576  
Hall Desk: 608.575.4820

### Security

University Police: 608.264.2677  
Emergency: 911

### Prior Congresses

1985	Westminster, MA	Haskell Small
1986	Seattle, WA	Chris Kirschner and Bill Camp
1987	South Hadley, MA	Bill Saltman
1988	Berkeley, CA	Ned Phipps
1989	Rutgers, NJ	Paul Matthews
1990	Denver, CO	Ulo Tamm
1991	Rochester, NY	David Weimer
1992	Salem, OR	Jean DeMaiffe
1993	South Hadley, MA	Micah Feldman
1994	Washington, DC	Ken Koester and Haskell Small
1995	Seattle, WA	Chris Kirschner and Bill Camp
1996	Cleveland, OH	Harold Lloyd and Duane Burns
1997	Lancaster, PA	Samuel Zimmerman
1998	Santa Fe, NM	Grant Franks
1999	San Francisco, CA	Michael Bull and Ernest Brown
2000	Denver, CO	Stu Horowitz
2001	York, PA	Keith Arnold
2002	Chicago, IL	Robert Barber
2003	Houston, TX	Mike Peng and John Eckelkamp
2004	Rochester, NY	Gregory Lefler
2005	Tacoma, WA	Steven Stringfellow
2006	Black Mountain, NC	Peter Armenia and Paul Celmer
2007	Lancaster, PA	Peter Nassar and Chuck Robbins
2008	Portland, OR	Peter Freedman and Akane Negishi
2009	Washington, DC	Todd Heidenreich
2010	Colorado Springs, CO	Karen Jordan and Ken Koester
2011	Santa Barbara, CA	Lisa Scott and Andrew Jackson
2012	Black Mountain, NC	Peter Armenia and Paul Celmer
2013	Tacoma, WA	Chris Kirschner and Bill Camp
2014	New York, NY	Matthew Hershberger, Yinghzi Qian, and Joshua Guarino
2015	Saint Paul, MN	Josh Larson
2016	Boston, MA	Walther Chen
2017	San Diego, CA	Ted Terpstra and Les Lanphear III
2018	Williamsburg, VA	Diego Pierrottet and Nate Eagle

