SEYGO TOUR

PLAY, POINTS, PROCEDURES

◦ Notes – 2nd draft ◦

Cristian Cobeli

December 2018

---

1. Name

SEYGO tour – SAIJO EUROPEAN YOUTH GO TOUR – SEYGO Tour –  – is the acronym that will be formally used as the name of the competition. The tour is dedicated to Saijo Masataka 9-dan (西條 雅孝 Saijō Masataka, born 1941) Nihon Ki-in professional Go player, Honorary Go Teacher of the European Go Federation.

FIGURE 1. Saijo Masataka 9p.

For the local competitions, stages held in different countries/places, we will use more specific terms such as: championship, tournament or open together with the name of the country, place or other distinct name. For example, SEYGO Open, SEYGO Championship, with instances such as:

- CROATIAN YOUTH GO OPEN
- VIENNA YOUTH GO CHAMPIONSHIP
- VATRA DORNEI YOUTH WINTER GO FESTIVAL
- AMSTERDAM SEYGO TOUR FINAL

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

FIGURE 2. Logo – draft.

2. The Play System

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

(1) A large MacMahon Open tournament that embeds possible *qualification stages*, the *KO tournaments* `S12`, `S16`, `S20`, played on separate age categories, and *all the other games between non-qualified or eliminated participants*.

At the beginning of each round, the referee sets up the games by hand according to the knock-out tables of the KO12, KO16, and KO20 tables, while the remaining participants are then paired automatically by the program (OpenGotha, say).

Although variations can be accepted, a regular contest will consist of six rounds, two per day, in a competition extended over three days.

Rules: Japanese; Time: 1h; Byo-yomi 3 x 30" or 5 minutes for 12 stones; Komi 6.5.

The Ko Tournament is described in Section 3.

(2) The FUTURE STARS (BEGINNERS OR NEW ENTRIES) tournament – Swiss system, open to newcomers of all ages of at most twenty years of age at 31th of July in the year of the tournament, according to the rule in Section 5. A player registered in the `SEYGO` tour is aloud to participate in only one such competition. Also, to be eligible, the player must have participated in no more than two go contests that have been recorded in EGD. Otherwise, the player may participate only in the large open tournament or, if he/she qualifies, in the KO tournaments corresponding to the age he/she has. No `SEYGO` points are awarded in this competition.

The new entries tournament may have a total of 10-12 rounds, 3-4 per day, for three days.

Rules: Japanese; Time: Free[1]; Komi 6.5.

(3) The Senior Youth Go Championship, open to young students. In this category, system of play is open to the organizers, depending on the number and rank of the registered players. This tournament may or may not be embedded in the large open, but players over 20 do not earn `SEYGO` points.

[1]The referee is allowed to impose a clock with a certain time limit, say 5-10 min. sudden-death (depending on the stage of the game) if certain players allow themselves to use a considerably longer time than the other players, which would prevent a smooth running of the new entries competition.

Rules: Japanese; Time: 1h; Byo-yomi 3 x 30" or 5 min. for 12 stones; Komi 6.5.

3. The KO Tournaments

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

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

The initial occupancy order of placement in the scheme is based on the list of SEYGOPs, qualification games, drawing lots, criteria for placing seeded players[2].

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

Wild Cards are dictatorial placements of players selected by the organizing committee, after the notification of the general tour commission. The players rewarded with wild cards are typically placed on the last positions of the corresponding zones in the general list, before drawing the lots for placement in the playing elimination scheme.

It is at the discretion of the organizing committee if they offer or not these wild cards and their maximum number is presented in Table 1.

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

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

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

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

[2]In the first editions of two-three open tournaments of the tour, the organizer might also need to use the order players according to the European Go database.

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

Tournament	Qualifier places	Number of qualifiers
KO32	21-28	8
KO16	11-14	4
KO8	6-7	2

4. The Tie-Breaking System

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

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

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

5. Points

Points (shortly SEYGOPs or SPs) can be obtained by each participant in two ways, cumulatively:

- In a KO tournament that is part of a SEYGO Open Championship.
- In a SEYGO Open Championship (games played in the qualification rounds or outside the KO tournament, by the non-qualified players, seeded players or by those who have been already eliminated).

Points are gathered continuously over the years, as follows:

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

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

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

6. Race to the Final Points

Each year, for any player participating in the tour a distinct score -number of points- is calculated, the sum of SEYGOPs the player gained in that year. Is the *Race to the Final* SPs. The Top Ten players on the list of each age category qualify to the SEYGO Tour Final. Participants in the Top Ten Finals obtain points according to their final place as shown in Table 9 and 10, while the other participants, who may play in the Final Open, gain points according to Table 10.

The special scheme of play in the Top Ten Finals is presented in Section 7.

7. Scheme of Play in the Final Championship

7.1. Top-Ten Final

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

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

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

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

(3) After the games, players are ordered, by the following criteria: the number of wins (possibly, plus the number of jigos); the result in the direct game (if the tiebreaker is needed between two players, only); their entry position in the group (if the tiebreaker is needed between more than two players); KO games or mini tournament on smaller boards as described in Section 4 for players between which equality persists.

(4) The Semifinals Round consists of the following games, denoted SF12, SF21, SF34, SF43, SF55, respectively:
GR1 - **OR**2 and **GR**2 - **OR**1
GR3 - **OR**4 and **GR**4 - **OR**3
GR5 - **OR**5.

The winners of all games qualify to the Finals and the looser play in the Consolation Final. Tie breakers are solved by the criteria in Section 4.

(5) The Finals Round consists of the following games:
The Final for places 1-2, between the winners of SF12 and SF21.
The Final for places 3-4, between the losers of SF12 and SF21.

The Final for places 5-6, between the winners of SF34 and SF34.
The Final for places 7-8, between the losers of SF34 and SF34.
The Final for places 9-10 is the rematch SF55.

Tie breakers are solved by the criteria in Section 4. By exception, in the happy case where the two players in SF55 and in their rematch in the Final split the results, both players will be ranked equally on places 9-10.

7.2. Issues time-round constrains in the Final Championship

In the Top-Ten Final described in the previous section, there are five players in each robin-round preliminary rounds, followed by two groups of four players each and one group of two players in the semifinals and the finals stages. Thus, each of the ten players has to play exactly six games in the tournament.

A lack of balancing problem arises because there are an odd number of players in the preliminary groups, therefore each player must have a bye round on this stage. This implies that the players qualified in the top-ten group must play in the championship a total of seven rounds (six games and a bye), one more than the other standard proposed tournaments.

Since for the competition there are available three days[4], the last day should be reserved for the semifinals and the finals, while the five robin-round rounds must be played in the first two days. Two rounds in a day and three rounds in the other. Then, three players in each group have to play two games per day, but the other two in each group must play three games on one day and only one game on the other.

A few solutions to the problem:

- Accept the imbalance. Choose a way to distribute it, either offering the balance (two games a day) to the best ranked players in each group or scattering it by drawing lots.
- Extend the tournament, only for these ten players qualified in the Final, with a first round taking place on the evening of the day before the three days of the whole tournament.
- Reduce the number of players qualified in the Final to eight only. Then, there will be two preliminary groups with four players each, so they will play less, only $3 + 2 = 5$ games in the whole tournament. In this case, it would be a little inappropriate to schedule these players an additional compulsory game in the first round of the large tournament that is open for all, as in the other championships, but the choice can be left free to the players. The distribution of points gained by the players participating in this reduce format can be kept as in Table 9 and 10 for the top eight places.

[4]Taking into account matters such as the age of the children, different state laws constrains, the rank of the players, the stakes and the aim of the tour, it is hard to think that a proper organization of the final in less than three days is possible.

8. Prizes

At the end of the year, at the last Champions Tournament a number of prizes-trophies-rewards will be awarded[5]:

- Prizes for the first three players in each category 12, 16, 20 and special distinctions for the others. They might be also awarded separately for boys and girls or as special prizes for the most improved player of the year in each category.
- 'Rookie of the year' for the best results of a player who went through through a Future Star (Beginners) tournament that year.
- Special prizes for extraordinary results of the youngest children.
- Prizes for country teams (cumulatively best SPs of two boys and two girls, for example).

Some special prizes/trophies in the name of some sponsors or personalities may also be awarded.

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

[5]It would be nice to have names of significant players attached to these trophies.

9. Infrastructure

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

A central server that runs the system should have an input/output public channel through http://seygo.com, the site of the tour. This site should present general information to the public and provide registration facilities with access to particular data necessary for tournament organizers, referees, teachers, and players.

The central server runs a system of dedicated databases composed of:

(1) A *database* `DbP` containing information about each registered participant (IRN – *Identification Registration Number*[6], name, First-Middle-Last name, with precise `utf-8` encoding and English transliteration, club, town, country, year/data of birth).

(2) A *database* `DbC` that keeps track of the history, recording the data for all competitions.

(3) Web sites for the Open Youth Tournaments, or at least, special pages on the dedicated http://seygo.com website for `SEYGO Tour`.

(4) Wikipedia pages presenting the tour and the main information and results of each competition.

(5) A series of scripts that extracts data from `DbP` and `DbC`, applies the rules (calculates points, ranks etc.), classifies-sorts and displays data on web pages.

(6) Tour director, tour administration team, specialized commissions, such as the one dedicated to the general organization of the tournaments, the *appeal commission*, those dedicated to development, funding etc.

(7) Local *organizing teams* of each tournament. These should include the local director - organizer, referees, the appeal commission.

[6]The role of the IRN is to provide the possibility to sign up or withdraw from the `SEYGO` tour, to provide players with easy access to the necessary information, the history of their results, application and participation in tournaments. Players should have the possibility to make updates if some of their personal data change, but the IRN should be obtained and remain the same for the whole career of the registered person. However, to ensure an adequate level of safety and the reliability of the system, a periodic/*annual confirmation* is required. This confirmation may be made conditional upon a symbolic *annual fee* paid at the time of the annual confirmation, which would at least partially ensure the operation of the server.

Addenda

1. Distribution of SEYGOPs

A player earns points in SEYGO Tour KO Championship in two ways, cumulatively. The first type is awarded for the highest stage that the player managed to reach in the KO tournament (see Table 3) and the second, for each disputed match (see Table 4).

KO points: A player earns points in a KO tournament according to the following table:

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

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

Game points: In each game played in the open (qualifications, preliminary rounds, KO-tornament, games played after elimination) a player gains a number of points, the same in any phase, depending only on whether the game is for him a win or a loss.

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

result	WIN	LOSS
points	20	5

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

Remark: The distribution of points in Table!3 might be easily adjusted to different particular situations, such as:

- Multiplying them by a supra-unitary coefficient for some selected super-tournaments (for example the summer and winter camp, with eight rounds tournaments) or by a sub-unitary coefficient if some regional tournaments are also included in the tour. The distribution of points in two such smaller tournaments is described in Section 2.
- If it happens that some tournaments have an insufficient number of players, they are distributed, as appropriate, in the KO-scheme starting with the Round of 16 or the Round 8, and the points are awarded only for those phases.

2. Other tournaments

Tour development can be done by the introduction of several other smaller rated tournaments. They could be differentiated according to criteria such as: the duration of the contest (2 days instead of 3), the time of thinking, the interest and the opportunity for participants to attend the location, facilities and services, the

placement in the calendar. Correspondingly, these tournaments can be classified as, 200 and 500 points tournaments, say. (See Tables 5 and 6, for a possible points distribution for these tournaments.)

Also, the tour can be further developed by including other regional or national youth tournaments. These can be classified as Category A, B, C...[7], through a precise *accreditation process*. Part of the procedure would be to assign the table of points gained by the participants to particular tournament. This is done considering the rules of play and the appropriate category of the tournament.

TABLE 5. Points distribution in 200-SEYGO tournaments.

phase	Round of 64	Round of 32	Round of 16	QF	SF	F	W
points	10	20	40	75	100	140	200

result	WIN	LOSS
points	5	1

TABLE 6. Points distribution in 500-SEYGO tournaments.

phase	Round of 64	Round of 32	Round of 16	QF	SF	F	W
points	20	35	70	130	200	300	500

result	WIN	LOSS
points	10	2

3. Distribution of points in the EYGOC

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

In EYGOC, points are obtained only for the games played. The number of points earned depends on whether or not the player is placed in the main group and whether the game is won or lost (see Tables 7 and 8).

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

[7] Otherwise, they can be categorized by a color system - white, green, blue, golden tournaments, suggesting their importance.

TABLE 7. Points gained in EYGOC games by players in the main group.

result	WIN	LOSS
points	170	30

TABLE 8. Points gained in EYGOC games by players outside the main group.

result	WIN	LOSS
points	50	5

4. Distribution of points in the SEYGOT Final

Considering:

(1) A predicted smaller number of participants (due to more expensive costs).

(2) A different type of competition that highlights the most valuable, top-ten competitors throughout the year.

(3) The need to preserve spme similar part of the overall structure of points distribution in SEYGOC.

In the SEYGO Tour Final, points are also gained cumulatively, firstly according to the final place occupied by a player and secondly, in each game, according to the result, if it is a win or a loss (see Tables 9 and 10).

TABLE 9. Distribution of points top ten players in the SEYGO Tour Final.

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

TABLE 10. Points gained in any game of a SEYGO Tour Final.

result	WIN	LOSS
points	50	20

5. Adjustment in the Age Transition period

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

Thus, before the first SEYGOC of the year, the score of all players who enter into a new age category will have their SEYGOPs adjusted multiplying them by avc (the *age-value-coefficient*). The value of avc is 2/3 and the new score is rounded to the integer part.[8]

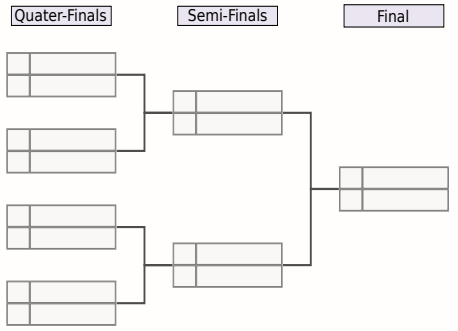
[8]For example, a player who passes into the SEYGOP20 category has SP16 = 602, and in the previous edition of the first SEYGOC of the year he earned 250 points (150 points for acceding in

6. The Elimination tournament Scheme

The standard scheme scheme of a basic six-rounds KO tournament is presented below. The boxes in the 1st round are colored to indicate the proper location of players according to their rank in the value-groups which compose the initial list of registered players sorted in a descending ordering.

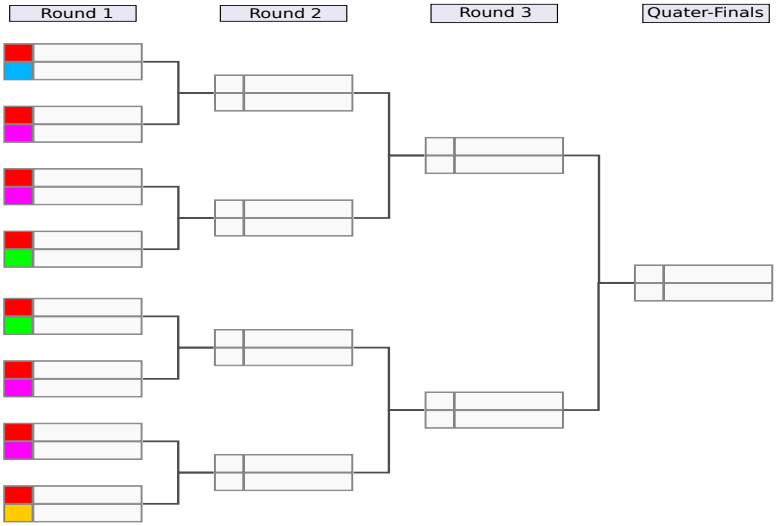
The start line or the arrangement of the first round is done by placing the players 1 and 2 in the golden boxes of sections 1 and 4. Then, the order of players in each value-group is randomized and their names are placed in the corresponding boxes.

Smaller tournaments with fewer players can be set in the same scheme, wiping off the unnecessary boxes or parts of the tree. The operation can be done automatically using the `ko_seygo` script. More details and a few examples are shown in below in Section 7 and here: https://github.com/StefanCobeli/KOtourSEYGO.

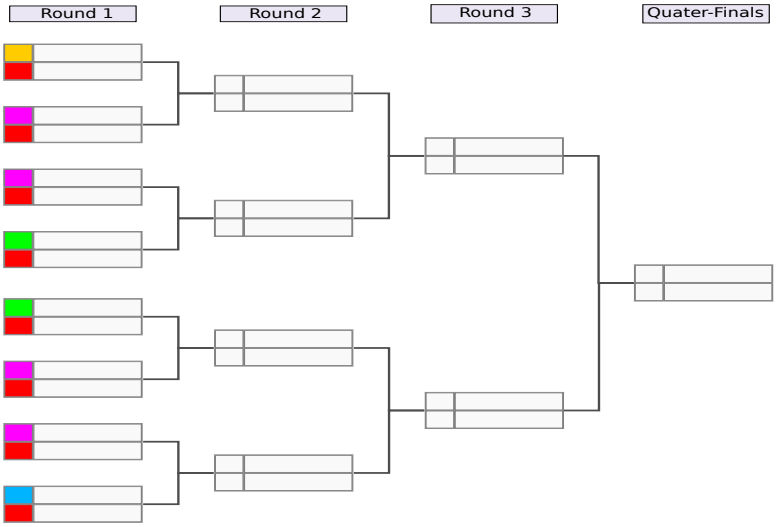


the quarter-finals, 4×20 for each win and 2×10 for each lost game), say. His adjusted score before entering in the tournament will be $\lfloor 2/3 \times 602 - 2/3 \times 250 \rfloor = \lfloor 704/3 \rfloor = \lfloor 234.66\ldots \rfloor = 234$. Afterwards, before any other `SEYGO Tour` tournament of that year, his `SEYGOP20` will be adjusted by two third of the points he obtained in the previous edition of that championship.

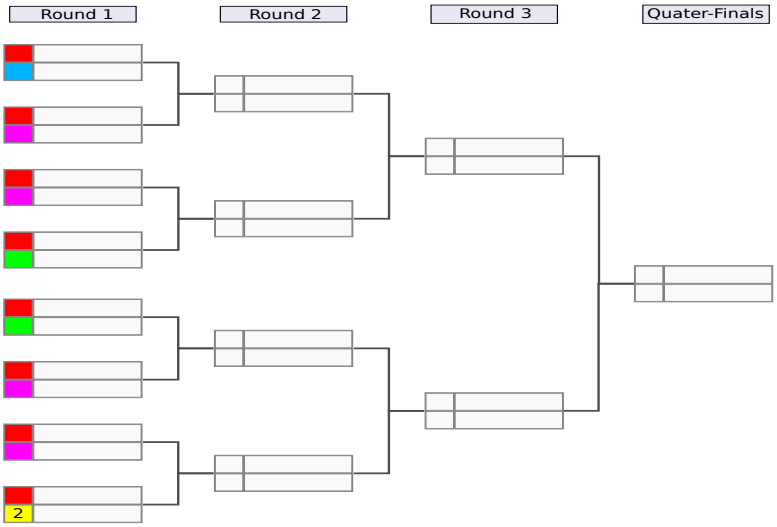
SECTION 2



SECTION 3



SECTION 4



7. KO Table start line – Examples of initializations

Generating the initial configuration of a KO tournament is based on the decreasing ordered list, according to the adopted criteria (`SEYGOP` or GOR points), of the registered players. This can be done automatically using the sage/python script found here: https://github.com/StefanCobeli/KOtourSEYGO. Three examples of the results produced are shown in Figures 3, 4 and 5. They are based on real starting list of players tournaments enrolled in previous youth tournaments in Winter Go Festival Vatra Dornei. Several higher-level players were added to those lists to prospect the outcome that can be obtained for a few tournaments that are predicted in the near future. They need to be thought as embedded in the six-rounds[9] open tournaments.

`Remarks:`

(1) The 1st round is complete if and only if the number of players is a power of 2.

(2) Wild cards can be used if the number of registered players is sufficiently large. In a basic KO tournament with six rounds this equals or is close to 64. In this case a number of wild card players, which did not qualify directly to the list, replace a few players from the bottom part of the list at the organizers' discretion.

(3) If the number of players in the initial list is not a power of 2, then a number of players become seeded players, and are placed automatically in the second round of the KO tournament.

(4) Seeded players may also be used to avoid, at least partially, totally unbalanced games. Let's consider a thought experiment with an initial list of 43 players of which 42 are 20 kyu and the 43rd is 6 dan. In this case there is no tournament. Or, if we wish so, we may place the 6 dan player directly in the final (seeded in the 6th round) and organize a five round KO tournament in the bottom half of the KO scheme to obtain the second finalist. Then there will be only one unbalanced game in the whole tournament, and yet we will obtain a hierarchy close to reality.

(5) Using the script cited above, one can solve interactively other similar problems caused by major discrepancies between the ranks of registered players. To do so, one must split the pool of players into value groups. Suppose there are t (not necessarily a power of 2) players in the top group. These t players are placed manually at a higher stage of the KO table, generating $s \geq t$ "qualification KO sub-tournaments"[10]. Then the remaining players are divided into s subgroups of size and level structure corresponding to the particular KO sub-tournament. The script is used to distribute players in the start rounds of each the KO sub-tournaments.

(6) Notice that a player seeded in a higher position of the KO-scheme cuts-off its qualification sub-tree. Indeed, a player seeded in round 2 eliminates one player that might have played with him in the first round, a seed in round 3 cuts-off three players and so on, a seed player placed directly in round $r \geq 1$ voids $2^{r-1} - 1$ places that could have been occupied by players in the first round. For instance, there may

[9] One must be careful of the usage and the round counter. For example, the 1st round of the KO tournament in Figure 3, the quarter-finals, coincides with the 4th round of the open tournament.

[10] A seeded player in round 3, say, generates a qualification sub-tournament to produces its partner in that game in round 3, but in other zones of the scheme, there might be games with both places left empty (with no seeds placed there), so two KO sub-tournaments of the same size will be necessary to fill those two boxes. This s might be strictly greater than t.

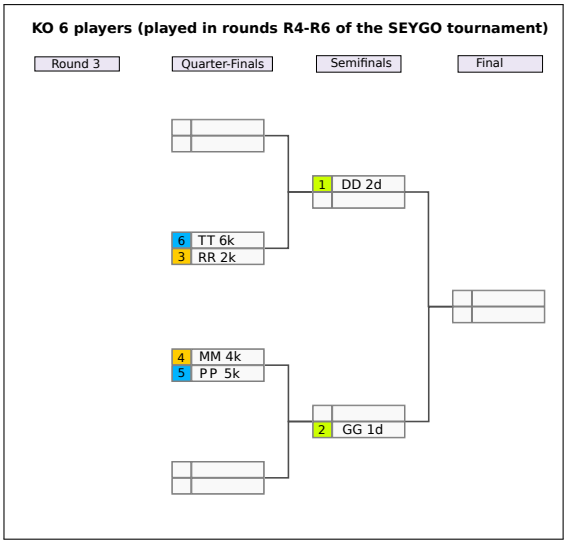


FIGURE 3. A KO tournament with 6 participants. The initial list of players, divided into value groups (shown in colors) is composed of:

1. DD 2d; 2. GG 1d;
3. RR 2k; 4. MM 4k;
5. PP 5k; 6. TT 6k;

be no seed-players in a 6-rounds KO tournament with exactly 64 participants, while the starting line of the same tournament with one player seeded directly in round 4 and two players in round 3 may start with at most $64-(2^{4-1}-1)-2(2^{3-1}-1)=51$ players.

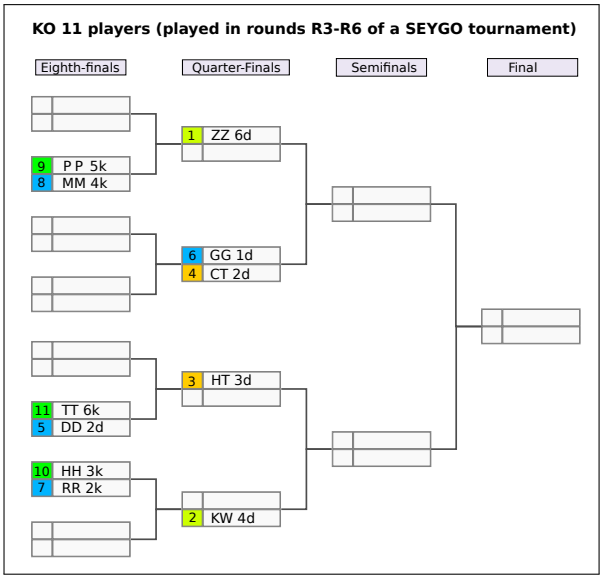
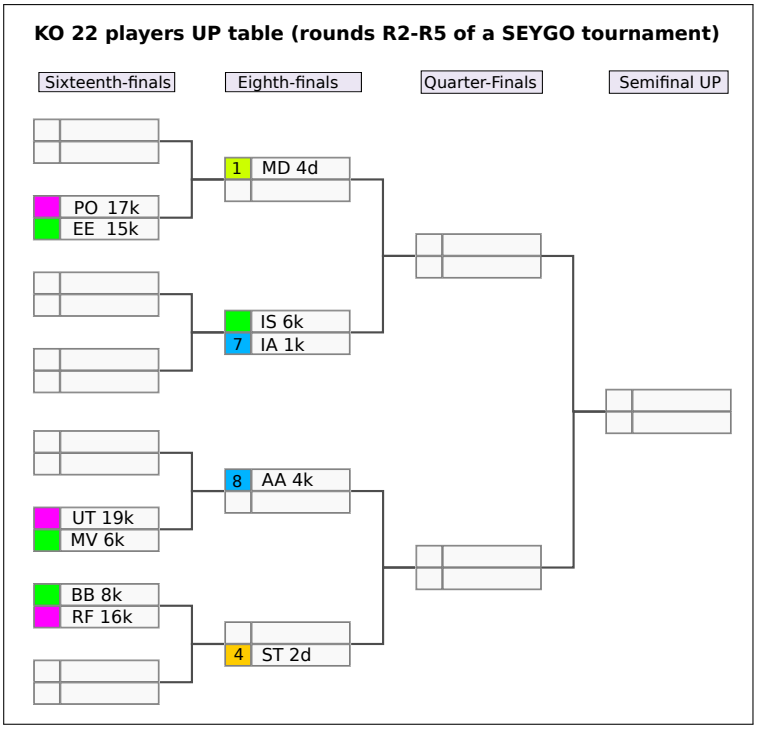


FIGURE 4. A KO tournament with 11 participants. The initial list of players, divided into diadic value groups (shown in colors) is composed of:

1. ZZ 6d; 2. KW 4d;
3. HT 3d; 4. CT 2d;
5. DD 2d; 6. GG 1d; 7. RR 2k; 8. MM 4k;
9. PP 5k; 10. HH 3k; 11. TT 6k.



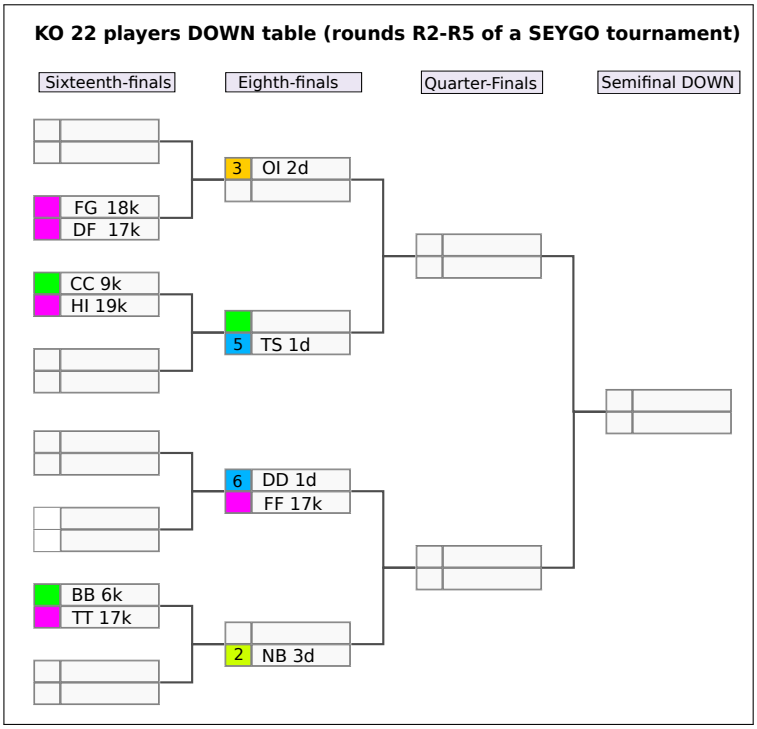


FIGURE 5. A KO tournament with 6 participants. The initial list of players, divided into diadic value groups (shown in colors) is composed of:

1. MD 5d; 2. NB 4d;
3. OI 2d; 4. ST 2d;
5. TS 1d; 6. DD 1d; 7. IA 1k; 8. AA 4k;
9. IS 6k; 10. MV 6k; 11. BB 6k; 12. BB 8k; 13. CC 9k; 14. EE 15k;
15. FF 17k; 16. DF 17k;
17. PO 17k; 18. TT 17k; 19. RF 16k; 20. FG 18k; 21. HI 19k; 22. UT 19k.

8. Distribution of active EGF players and SEYGO tournaments in 2019

TABLE 11. Active players[11] in all countries that are members of European Go Federation, at the end of 2018.

No.	Members of EGF	Number of active players	Players per one million citizens	Population
1	Armenia	1	0.34	2969200
2	Austria	53	5.98	8857960
3	Belarus	27	2.85	9477100
4	Belgium	77	6.73	11449656
5	Bosnia	14	3.99	3511372
6	Bulgaria	2	0.28	7050034
7	Croatia	108	26.31	4105493
8	Cyprus	17	19.67	864200
9	Czechia	151	14.21	10627794
10	Denmark	31	5.34	5806015
11	Finland	122	22.09	5522015
12	France	851	12.63	67372000
13	Georgia	0	0.00	3729600
14	Germany	985	11.88	82887000
15	Hungary	65	6.65	9771000
16	Iceland	2	5.62	355620
17	Ireland	23	4.74	4857000
18	Israel	70	8.19	8547000
19	Italy	157	2.60	60395921
20	Kazakhstan	1	0.05	18356900
21	Lithuania	45	16.11	2794134
22	Luxembourg	7	11.63	602005
23	Netherlands	270	15.62	17284685
24	Norway	38	7.14	5323933
25	Poland	139	3.62	38433600
26	Portugal	14	1.36	10291027
27	Romania	362	18.54	19523621
28	Russia	1694	11.53	146877088
29	Serbia	76	10.85	7001444
30	Slovakia	61	11.20	5445087
31	Slovenia	30	14.49	2070050
32	Spain	98	2.10	46733038
33	Sweden	64	6.27	10215250
34	Switzerland	63	7.39	8526932
35	Turkey	465	5.75	80810525
36	Ukraine	237	5.61	42220824
37	UK	389	5.89	66040229
	Total	6809	8.14	836706352

[11]By definition, an *active player* is the one that played in at least a EGD-recorded tournament in the last year, for kyu-players, or at least once in the last two years, for dan-players.
Source of data continuously updated at:
http://www.europeangodatabase.eu/EGD/EGF_rating_system.php;
https://en.wikipedia.org/wiki/List_of_European_countries_by_population
https://en.wikipedia.org/wiki/List_of_Middle_East_countries_by_population — *December 2018.*

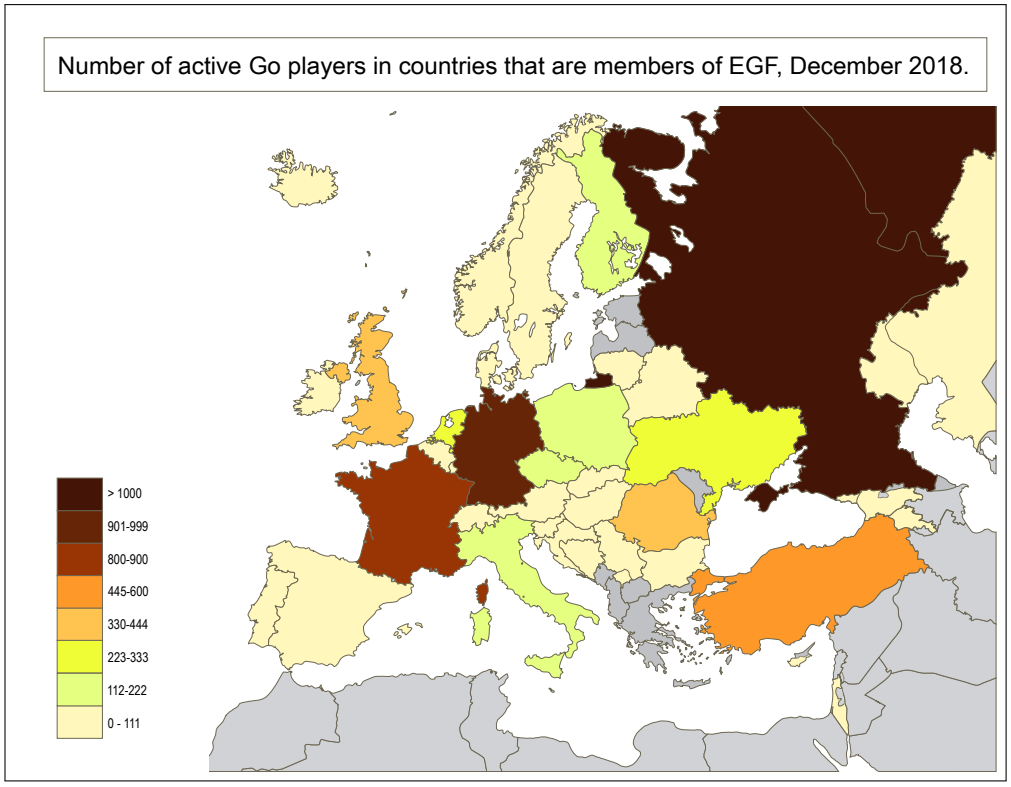


FIGURE 6. Current distribution of active players in Europe.

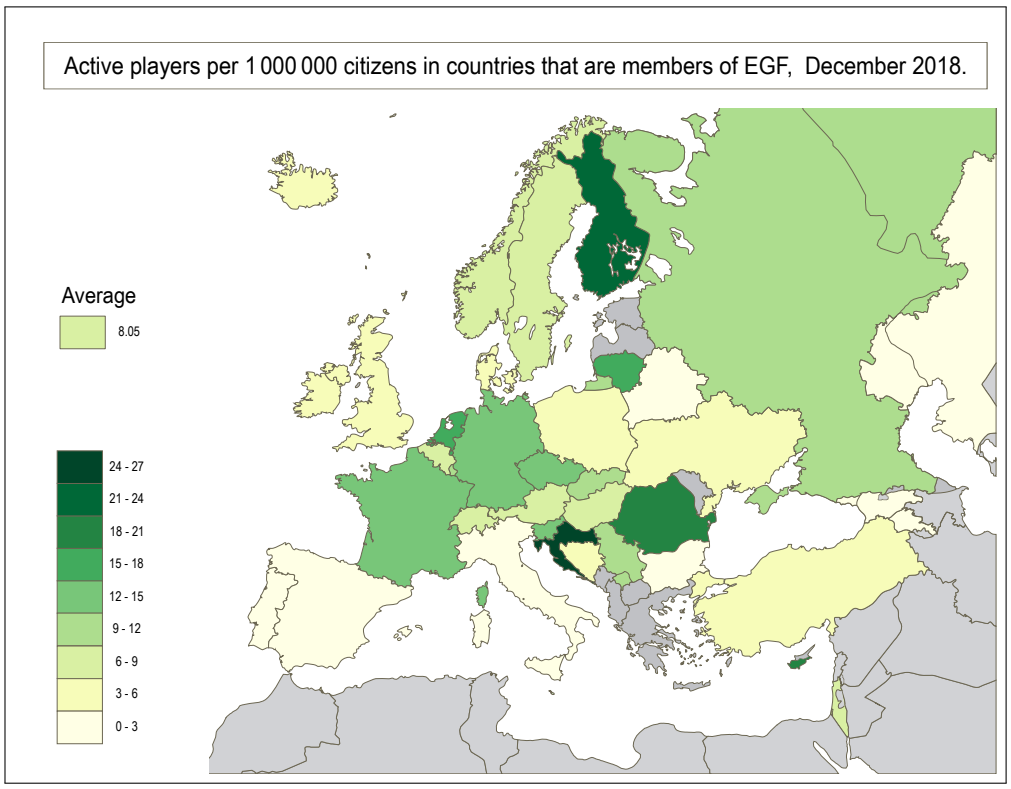


FIGURE 7. Density of active players in Europe.

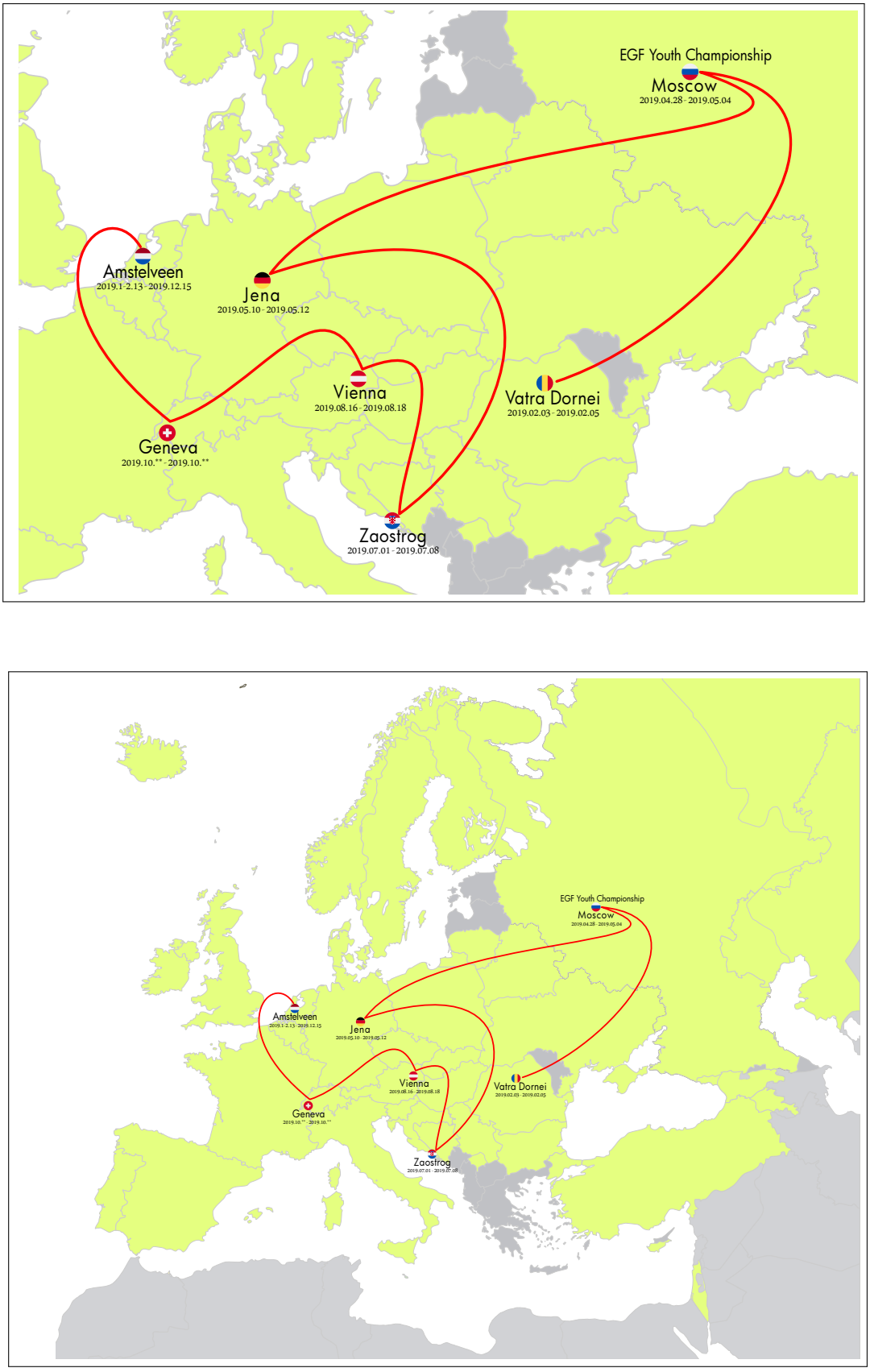


FIGURE 8. SEYGO tour 2019 tournaments, including Moscow, the organizer of EYGOC 2019.

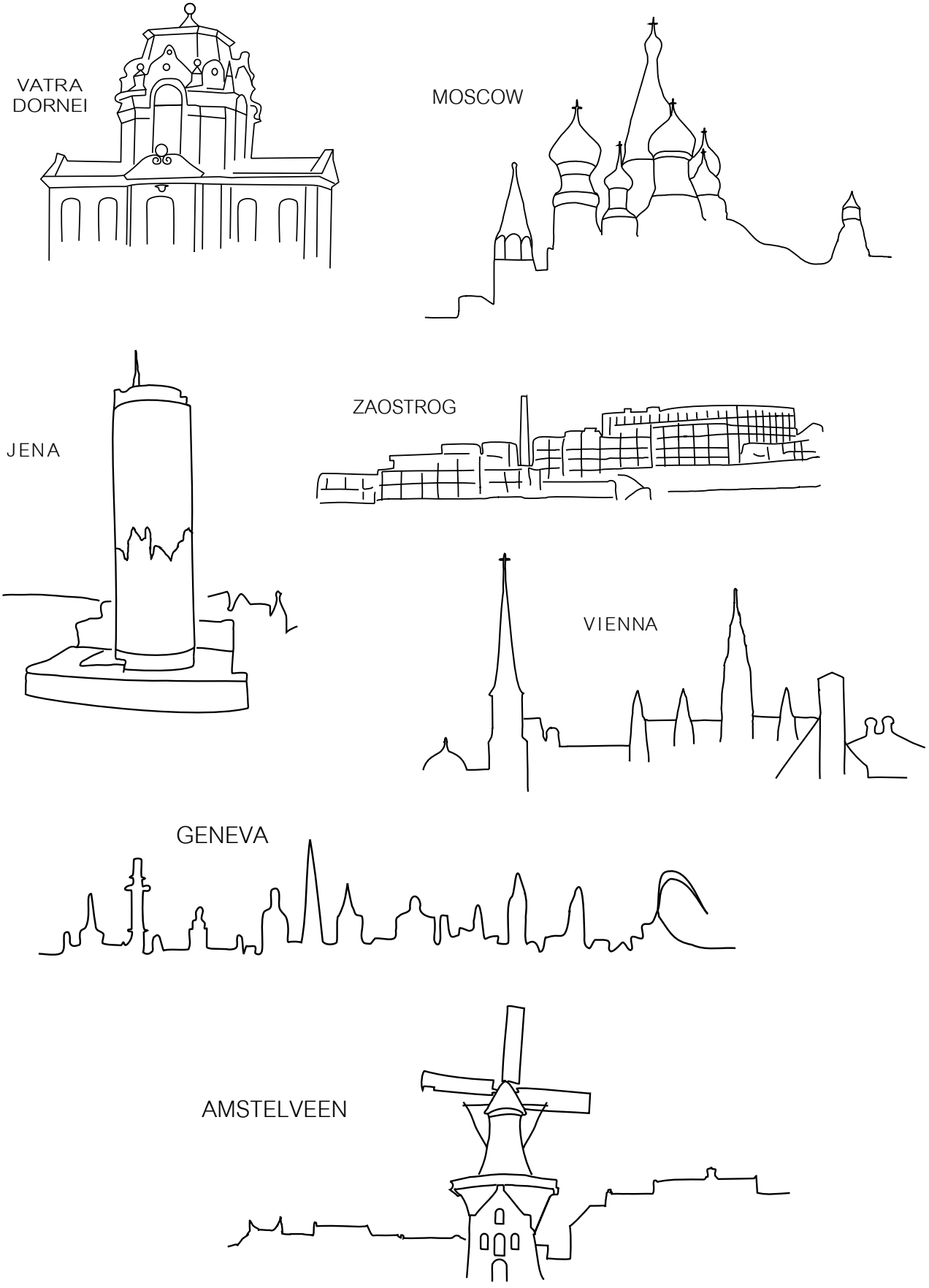


FIGURE 9. SEYGO tour 2019 cities.