

Gomokuworld's Online World Blitz Cup 2017



Official announcement date: 11 Feb 2017

Summary of the most essential rules

Organisers

Usiek, Zoli, and Sandra. Email accounts at gmail.com: usiek1992, lzlt9, sandragomoku
We are supported by Attila, twice the world champion, who gives us his endorsement.

Where to get information about the tournament's progress

Official information:

http://gomokuworld.com/articles/gomokuworld__s_online_world_blitz_cup_2017

<https://sites.google.com/site/worldblitzcup2017>

https://vk.com/topic-19499145_34960558

Open discussions:

https://vk.com/topic-19499145_34803934

<http://forum.gomoku.pl/viewtopic.php?t=2445>

How to become a participant

1. Send us an email with the following information before **Fri 3 Mar 23:59** (Warsaw time here and everywhere in this document): First name and surname, citizenship, your playok nickname starting with wbc, and contact details in Internet.
2. If you are not on the list in the end of this document, then finish in top 3 in one of our three qualification tournaments, which will be created on playok.com by using the nickname "wbc". The dates and times of these tournaments are: **Sun 5 Mar 19:00, Sat 11 Mar 12:00, and Sat 11 Mar 19:00**. The parameters of each of these tournaments: 9 rounds, 1 min, swap2. If you succeed, then do not play in the remaining qualification tournaments. It is possible that we soften the criterion by replacing "top 3" by a larger number (e.g., "top 5"); if we do it, we will announce it before Sat 4 Mar 23:59.
3. If you are not on the list in the end of this document and pass the qualification, we will have to verify that your name is real (if we are unsure). There are many ways of verification, e.g., a social network account (registered long ago, having many friends, etc.), a confirmation by a reputable

third person (not necessarily known to us), or convincing business contact details.

Tournament system

The World Cup will consist of matches. Each match will be played between two players on playok.com and consist of games with the time control 1 min.

The tournament system closely resembles that of the FIFA World Cup – a brief group stage, in which everyone plays a few matches, followed by a play-off stage.

Matches

1. Before a match, both participants arrange a suitable day and time and let us know them by email at least **48 hours** in advance. In case of a significant language barrier, a player may ask us to help arrange the match. We speak English, Polish, Hungarian, Russian, and German.

2. Who puts an opening in the first game of a match is determined by the server.

3. If a game in a match ends as a draw, then this game does not count and has to be played again. Who puts an opening is determined by the server.

4. Number of games in a match:

- In a match of the group stage, the players play **21 non-drawn games**, even if one of them secures a victory in the middle of the match. (This is because in the group stage the score is also important.)
- In a match of the play-off stage, with the exception of the final, the players initially play **30 non-drawn games** and then, if the score is equal, play until the difference becomes **two wins**; however, the match stops if the number of non-drawn games has reached **51** or one of the players has secured a victory.
- In the final, the players initially play **40 non-drawn games** and then, if the difference is less than **four wins**, they play until it becomes **four wins**; however, the match stops if the number of non-drawn games has reached **71** or one of the players has secured a victory.
- The number of games in the match for the third place is determined the same way as for an ordinary play-off match, not the final.

5. After each **10 non-drawn games**, the participants of a match take **a five-minute break** if at least one of them wants to. There are no additional breaks.

Group stage

The participants will be divided to small groups consisting of a few players, say 3-5 players. In each group, everyone plays a match with everyone in turn (round robin). **Two players** advance to the play-off stage from each group. The distribution of the players over the groups will be made by a random draw, but we will take care to avoid accumulation of very strong players in a single group.

The criteria to determine who advances to the play-off stage are as follows (arranged by the order of

their application):

1. The number of won matches.
2. The number of won one-minute games in the matches.
3. The result of the match between the players concerned. If there are more than two players in the same tie, then the criteria are:
 - 3.1. The number of won matches played between the players in the tie.
 - 3.2. The number of won one-minute games in the matches played between the players in the tie.
4. Extra games as decided by us.

Play-off stage

The play-off stage is simply a single elimination tournament – also called an Olympic system tournament.

Fair play

Players are allowed to use only their brains, i.e., they are allowed only to look at the board shown on the screen and click. It is not allowed to use programs to get hints as to what moves to make.

Since it is practically impossible to cheat by using a program in one-minute games without making it obvious to experienced players, we do not expect cheating, but if you suspect you were cheated against, let us know **within 10 days** of the match.

Connection issues

If immediately before a match one of the players claims he is having connection issues (e.g., lags or frequent disconnections), the match has to be rescheduled, but we will take measures if someone uses this rule too often.

If a player starts experiencing significant connection issues during a match, he shall first talk to his opponent to try to reach a fair agreement, e.g., an agreement to finish the match later or an agreement to play the entire match again at a later date. If the players cannot reach an agreement, the player having the connection issues may quit and appeal to us **no later than 24 hours** after the match.

Awards

The winner will be shipped a nice trophy cup with an appropriate text. If he agrees to send us a photo of himself holding the cup, the photo will be added to gomokuworld.com and other websites. In addition, the top three players will be shipped medals, and also magnetic boards will be posted to all four participants who reach the semi-final stage.

We wish everyone a lot of fun, and let the strongest win.

Players exempt from both the qualification and name verification requirements

(sorted alphabetically by their first names)

Adam Harmasz (Henry)	Jarosław Lange (Vince)	Oleg Bulatovsky (Gelo0one)
Adam Horvath (Anakinn)	Jiří Šálek (Parez)	Oleg Eremin (Monstr)
Adam Varga (Songokussj)	Juraj Ďuračka (Panzeriv)	Ondřej Nykl (Ondik)
Adam Waclawik (Okcthunder)	Kamil Pawela (Protiz)	Pavel Laube (Kedlub)
Adrian Czychowski (Adiem)	Karol Podwyszyński (Crosslet)	Pavel Makarov (Mak)
Adrian Fitzermann (Adifek)	Kjetil Nossun (Kjetil)	Pavčina Brdková (Paja)
Aleš Rybka (Autickocz)	Ko-Han Chen	Paweł Kosek (S0uthiph0p)
Alexandr Bogatirev (Bayc)	Kristóf Ménesi (Peking)	Paweł Nowak (Peaceman)
Alexandr Ezupov (Mordan)	Krzysztof Gawel (Spavacz)	Paweł Tarasiński (Maestro)
Alexey Lebedev (Alleb)	Krzysztof Łapsa (Koston)	Pei-Yung Sung
Alexey Mikhaylov (Cantabile)	Lukáš Souček (Boneslash)	Peter Jonsson (Peterjo)
Anatoliy Smirnov (Barbos)	Łukasz Białkowski (lukasz20rts)	Péter Pórfy (Pinusnegra)
András Lőcsei (Ecoban)	Łukasz Majksner (Usiek)	Peter Vrabel (Ouups)
Andrey Litvinenko (Popovich)	Maciej Nowakowski (Utratos)	Petr Janura (Budvarek)
Andry Purk (Kuubik)	Madli Mirme (Madli)	Petr Žižka (Cerok)
Andrzej Zakonnik (Zakon)	Magdalena Kniejska (Magdula)	Piotr Bieniek (Gacul)
Ants Soosorv (Ants)	Maksym Tomczak (Fokahontaz)	Piotr Cych (Bombowy)
Arkadiusz Rygiel (Joyoman)	Marcin Bohdankiewicz (Roy)	Piotr Małowiejski (Angst)
Arkadiusz Widera (Rybakov)	Marcin Gruca (Casbah)	Rafał Szeffler (Templar)
Artur Tamioła (Arczi)	Marcin Majczyk (Muchaldinho)	Renee Pajuste (Fastfive)
Attila Demján (Attila)	Marcin Niedbalec (Ence)	Richard Sandstrom (Ricks)
Attila Hegedűs (Cynicalme)	Marcin Wojtasiński (Jas)	Roman Belyakov (Bappka)
Attila Szentpéteri (Blackcode)	Marek Gorzecki (Alicecooper)	Roman Berezin (Shpion)
Björn Lind (Bursan)	Marek Hanzl (Mazec)	Rudolf Dupszki (Dupsky)
Bogdan Brachaczek (Bbj)	Mark Heidmets (Hatemets)	Stanislav Samsonov (Avstars)
Csaba Kampós (Dibarius)	Mark Horvath (Markhorvath)	Štěpán Tesařík (Testif)
Daniil Kartashev (Dumay)	Martin Höbemägi (Hobemagi)	Szczepan Łukasik (Edzi0)
Daria Petrenko (Dacotta)	Martin Kusák	Tauri Purk (Eurogomoku)
Dariusz Białkowski (Rakdar)	Martin Muzika (Martez)	Timo Ilu (Rentimo)
Dariusz Fitzermann (Fanner)	Mateusz Miśkiewicz	Tomáš Barták (Attacker)
Denis Kachaev (Capellmaster)	(Morpheus)	Tomáš Němec (Teovan)
Denis Osipov (Nirvana)	Mateusz Rędzioch (Sawyer)	Tomáš Sviták (Eskon)
Dmitry Epifanov (Owen)	Matiss Riherts (Connect555)	Tunnet Taimla (Kuldne)
Edward Rizvanov (Loller)	Maxim Karasyov	Valeriy Kondratiev (Valkon)
Emma Jellve (Snuttan)	Michał Kozimor (Devotion)	Valtteri Pulliainen (Fire2fire)
Evgeniy Sumarokov	Michał Pietrusiak	Vladimir Nipoti (Bano)
Gábor Gyenes (Captain5)	(Siweropoulos)	Vladimir Sinitsyn (Vladimirs)
Gergő Tóth (Vessago)	Michal Radimský (Semtexx)	Vladimir Sushkov
Igor Eged (Iec)	Michał Wileczek (Vilumisie)	Vyacheslav Petrov (Krendel)
Ilya Katsev (Bromozel)	Michał Zajk (Puholek)	Wei-Yuan Lu (Ntcbman)
Ilya Muratov (Furla)	Michał Żukowski (Zukole)	Yi-Feng Chang
Jan Bielák (Olgoj)	Mikhail Kozhin (Loiso)	Yuriy Kraubner (Yurius)
Jan Kopecký (Deafbat)	Mikhail Lomakin (Mikle)	Yuriy Taiblin
Jan Purkrábek (Purkys)	Milan Čapák (Pruda)	Yuriy Tarannikov (Odin)
Jan Sekulowicz (Johns)	Miroslav Háša (Gregi)	Zoltán László (Zoli)
Jan Strádal (Gadael)	Monika Kolouchová (Olsava)	
Jari Udd (Idioticus)	Nikolay Poltaratskiy (Nikolay)	