

## Gomokuworld's Online World Blitz Cup 2018



Official announcement date: 1 Jan 2018

### 1. Introduction

Gomokuworld's Online World Blitz Cup (WBC) is a championship in one-minute gomoku and open to everyone. One-minute gomoku means swap2 gomoku games with the time control 1 min per player and game and is a highly involving kind of sport enjoyed by many gomoku players. To excel in it, one has to possess a whole bunch of various skills and abilities – the ability to think very fast and accurately, intuition, time management, emotion control, a lot of learned gomoku shapes, and fine motor skills. It is a highly intellectually demanding activity that causes strong adrenaline rushes.

The first WBC was organised in 2017 and was a total success. There were 91 participants from 20 countries, including many elite gomoku players – in particular, 8 out of 12 participants of the final tournament of the World Gomoku Championship 2017 held in Prague. Both competitions – the WBC 2017 and the World Gomoku Championship 2017 – were won by one and the same person, Zoltán László from Hungary. You can read more about the WBC 2017 at its official website: [sites.google.com/site/worldblitzcup2017](https://sites.google.com/site/worldblitzcup2017)

The WBC 2018 continues the excellent tradition. The tournament will determine who is currently the best on the planet at one-minute gomoku as well as help popularise gomoku in general and let many people fulfil their competitive instinct and experience strong emotions to spice up their lives.

### 2. Organisers

As last year, we, the organisers, are:

- Zoltán László from Hungary, who, as mentioned above, is the current world gomoku champion and also the current WBC holder,
- Łukasz Majksner from Poland, who won the Polish gomoku championship in 2016 and, as a member of the Polish national team, won the World Team Gomoku Championship in the same year,
- Sandra Jones from Australia.

We are strongly supported by Attila Demján from Hungary, who won the World Gomoku Championship in 2011 and 2013 and is a veteran of promoting gomoku.

Our contact details:

	Facebook	Email	Vkontakte	Languages spoken
Zoltán	fb.com/MaeSTRO666	lzlt9@gmail.com	vk.com/zoli1997	English, Hungarian
Łukasz	fb.com/usiek	usiek1992@gmail.com	vk.com/id226026008	English, Polish
Sandra	fb.com/profile.php?id=100011333320097	sandragomoku@gmail.com	vk.com/id372140299	English, Russian, German

We can also be contacted by sending an email to [worldblitzcup@gmail.com](mailto:worldblitzcup@gmail.com).

On playok.com, where the WBC 2018 will be played, our nicknames include:

- Zoltán: laszlozoltan, wbczoli,
- Łukasz: usiek, wbcusiek,
- Sandra: sandra113, ladyviking.

We also share the nickname wbc between us.

We will use these playok nicknames to manage and referee the tournament matches.

### 3. Tournament system

The tournament consists of matches. Each match is played between two players on playok.com and consists of games with the time control 1 min.

The tournament starts with a brief group stage, in which everyone plays a few matches, and the group stage is followed by a double elimination stage. Every participant of the group stage advances to the double elimination stage and retains the opportunity to win the entire competition, but those who finish first or second in their groups in the group stage get a big advantage: They are eliminated after two lost matches in the double elimination stage, while all others – after just one. That is, those who finish in the top 2 in their groups get an “additional life” for the next stage.

### 4. Duration and measures to avoid interference with major live tournaments

The group stage starts in February 2018, and the entire competition is expected to end in late July or early August 2018.

Every participant will have to play about 4-10 matches, depending on his performance, and each match will take about 20-60 min, depending on the tournament stage and match development.

If the World Team Gomoku Championship 2018 is organised in the period of the WBC 2018 and involves any of the non-eliminated participants of the WBC 2018, then we will provide an appropriate break or round extension. The World Team Gomoku Championship 2018 is expected to

take about one week.

There may be other reasonable short extensions or breaks in the WBC 2018 due to major live tournaments in gomoku or renju, e.g., due to the World Team Renju Championship 2018. Decisions will be made on the case-by-case basis after consultations with the players involved.

## **5. Where to get information about the tournament's progress**

The official WBC 2018 website is:  
[sites.google.com/site/worldblitzcup2018](https://sites.google.com/site/worldblitzcup2018)

The website is in English, and it is the recommended source of information because (i) this website is managed exclusively by us, and (ii) all official information (i.e., the match schedule, results, announcements of rounds, etc.) will be posted and updated there first.

Especially important announcements as well as some articles will be also posted on Gomokuworld's Facebook page: [facebook.com/GomokuWorld](https://facebook.com/GomokuWorld)

There are also two WBC 2018 threads on the Russian gomoku discussion forum:

- (1) [vk.com/topic-19499145\\_36435430](https://vk.com/topic-19499145_36435430)
- (2) [vk.com/topic-19499145\\_36001668](https://vk.com/topic-19499145_36001668)

Thread (1) is for especially important announcements in Russian, while thread (2) is a discussion in Russian and English.

To get access to the Russian gomoku discussion forum, you need to register on [vk.com](https://vk.com) and then join the VK group [vk.com/gomoku](https://vk.com/gomoku), unless the admins of the group make it unlocked as it was previously. Registration on [vk.com](https://vk.com) is easy and takes a minute, while the next step – joining the group – requires approval by a group admin, but we expect that all group membership requests made by WBC participants will be granted. Feel free to contact us if you experience any problem with getting access.

There is also a WBC thread on the Polish gomoku discussion forum:  
[forum.gomoku.pl/viewtopic.php?t=2445](https://forum.gomoku.pl/viewtopic.php?t=2445)

The discussion in that thread is in Polish and English.

The access to the thread is unrestricted, but you need to register and get your registration approved by a forum admin in order to make posts. Again, we expect that all registrations made by WBC participants will be approved, and, again, feel free to contact us if you experience any problem with getting access.

## **6. How to become a participant**

There are three stages to pass in order to become a participant, in the following order:

1. Registration stage,
2. qualification stage, and

3. name verification stage.

### **6.1. Registration stage**

To register, a player shall send any of us a message before **Wed 24 Jan 23:59** telling us that he will play in the tournament. Warsaw time is meant here and thereafter.

In the same message or at least within a reasonable time frame, the player shall tell us the following information:

1. First name and surname. They shall be real, not a pseudonym.
2. Citizenship.
3. Playok nickname to be used in the tournament. The nickname shall start with wbc (e.g., wbcmaster), be already created on playok.com before telling it to us, and have no rated games played in the last 6 months. We ask not to use the nickname to play rated games outside of the tournament before it ends.
4. Contact details in Internet. The player shall provide at least one of the following: An email account, a Facebook account, an account on vk.com, or an account on playok.com.

As stated above, the WBC 2018 is a tournament open to everyone, but we may refuse entry if we have a good reason to do so, e.g., if the player has resigned from the previous WBC without a good reason or has such a bad reputation as a cheater that we expect many WBC participants to be uneasy about playing even one-minute games with him. Here, the key consideration is our assessment of potential risks of all kinds. If we refuse entry, we will let the player know about it.

Unless we refuse the player entry, we will promptly add his data 1-4 to the list of registered players at: [sites.google.com/site/worldblitzcup2018/participants](https://sites.google.com/site/worldblitzcup2018/participants)

Somewhere between 24 and 48 hours after sending us the message stating the intention to participate, the player shall verify whether he is on the list. If he is not, he shall contact us immediately.

If the player is on the list, and if the list shows a complete set of data 1-4 for him, he has passed the registration stage.

### **6.2. Qualification stage**

A number of players are exempt from the qualification requirement and thus will be deemed to have automatically passed the qualification stage as soon as they pass the registration stage. The list of these players is given in Appendix A.

All other players, unless exempt from the qualification stage by a special decision by us, have to pass the qualification stage by playing.

To pass the qualification stage by playing, it is sufficient to finish in the 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: **Sat 27 Jan 19:00, Sun 28 Jan 12:00, Sun 4 Feb 17:00**. The parameters of each of these tournaments are 9 rounds, 1 min, swap2.

In these qualification tournaments, only those can play who pass the registration stage and are not exempt from the qualification requirement.

A player satisfying these conditions can play in any number of the qualification tournaments, but if he succeeds, he shall not play in the remaining qualification tournaments.

We may, and are likely to, soften the qualification criterion (e.g., change “top 3” to “top 5”), and if we do so, we will announce the modified criterion before **Fri 26 Jan 23:59** on the page of decisions: [sites.google.com/site/worldblitzcup2018/decisions](https://sites.google.com/site/worldblitzcup2018/decisions)

If someone passes the qualification stage but fails the name verification stage, his place in the group stage will be inherited by another participant of the qualification stage. The corresponding inheritance rule is provided in Section 12.9.

### **6.3. Name verification stage**

If a player passes the registration and qualification stages, we will verify that the name he provided is real, unless we are already sure.

We will contact each player whose name needs to be verified. No action on this stage is required from participants unless they are directly contacted by us.

Perhaps the easiest way to prove that the name is real is to show us a convincing account in a social network. We will look, in particular, at the registration date, number of friends, and who the friends are. We will also contact the owner of the account to verify that it is the same person. We may contact some of his friends in the social network, but no such contact will be made without the player’s permission.

Other options include, but are not limited to:

1. Finding a sufficiently reputable third person (not necessarily known to us) who can confirm that the name of the player is real.
2. Providing convincing business contact details.

The outcome of the name verification stage will be posted on the page of decisions: [sites.google.com/site/worldblitzcup2018/decisions](https://sites.google.com/site/worldblitzcup2018/decisions)

## **7. Group stage**

The participants will be divided to groups generally consisting of 4 players. The number of groups will be a power of two, most likely 16. Some groups may exceptionally consist of 3 or 5 players in order to make the number of groups a power of two.

In each group, everyone plays a match with everyone in turn (round robin).

The distribution of the players over the groups will be made by a random draw, but the draw will be performed in such a way so as to avoid accumulation of very strong players in a single group as well as to avoid having more than two citizens of one and the same country in a single group. The draw procedure is described in Appendix B.

Although no one gets eliminated in the group stage, the final rankings in each group are very important. First, as stated above, those who finish in the top 2 in their groups get an “additional life” for the next stage. Second, as explained in the next section, the exact places achieved in each group by its participants are important for the pairing for the first round of the double elimination stage.

The criteria to determine the final rankings in each group are as follows, in the following order:

1. The number of won matches.
2. The difference between the numbers of won and lost one-minute games.
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 difference between the numbers of won and lost one-minute games between the players in the tie.
4. Extra games as decided by us.

The duration of the group stage is 3 weeks.

A player may arrange and play his matches in any order he likes as long as he does not receive any messages from us instructing otherwise. In rare cases we may send such messages, see Section 12.10 for details.

## **8. Double elimination stage**

In this stage, two Olympic-system tournaments are run, called the upper bracket and lower bracket, and the players eliminated from the upper bracket in each round join the lower bracket next round, while those eliminated from the lower bracket are eliminated from the entire tournament. The upper bracket will be initially composed of those who finish first or second in their groups in the group stage, and all other players will be put to the lower bracket. In the end, the winner of the upper bracket plays a match against the winner of the lower bracket. If the former player wins that match, he wins the entire tournament, and if he loses that match, then a decisive match for the title is played.

A random draw will be performed after the group stage to determine the entire double elimination tree. A detailed description of the draw procedure is given in Appendix C. In short, the draw will be performed in such a way that

- in the upper bracket, those who have finished first in the group stage are randomly paired against those who have finished second,

- in the lower bracket, those who have finished third in the group stage are randomly paired against those who have finished fourth, provided that the initial number of players in the lower bracket is equal to the one in the upper bracket (and is thus a power of two), otherwise appropriate modifications of the tree and procedure will be made,
- the four players whom we deem the strongest based on a survey of experts cannot meet in the upper bracket before its semifinals, and
- the two players whom we deem the strongest based on a survey of experts cannot meet in the upper bracket before its final.

The duration of each round of the double elimination stage is 2 weeks.

## 9. Matches

1. Each match shall be played on playok.com and consist of one-minute swap2 games.
2. Undoing moves is strictly prohibited, so the option “no undo” shall be checked.
3. All matches shall be played at a public table, so that visitors can watch them.
4. All games shall be rated games.
5. Before a match, its participants arrange a suitable match date and time, and then any of them sends any of us a message with the match date and time at least **24 hours** in advance. It is enough just to send a message, i.e., no approval or confirmation of receipt is required. During or before match date negotiations, any match participant may ask us to help arrange the match (e.g., in case of a significant language barrier between the match participants or because of being unable to reach an agreement). Our approach to situations like this is detailed in Sec. 12.4.
6. If any of the match participants does not appear on time, the other player is free to leave after 15 minutes of waiting. Section 12.5 details our approach to no-shows.
7. Although we will try to ensure that in most matches at least one of us is present to manage and referee, the participants shall start playing even in our absence.
8. If immediately before a match one of the players claims that he is having connection issues (e.g., lags and frequent disconnections), the match has to be rescheduled, but we will take measures if someone uses this rule too often.
9. 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. Section 12.6 explains how we will act in such cases.
10. Who puts an opening in the first game of a match is determined by the server. Note that our statistics indicate that putting an opening in a one-minute game does not bring any

substantial advantage, at least for games played between strong players.

11. 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.
12. Number of games in a match:
  - A match stops as soon as the winner is determined.
  - To win a match of the group stage, it is required to win **11 games**.
  - To win a match of the double elimination stage, with the exception of the matches between the only two participants left in the entire tournament, it is required to win at least **16 games** and achieve a difference of at least **2 wins**; however, if after 51 non-drawn games still no one satisfies these conditions, the winner is simply the one who has more wins.
  - To win a match between the only two remaining participants of the entire tournament, it is needed to win at least **22 games** and achieve a difference of at least **4 wins**; however, if after 71 non-drawn games still no one satisfies these conditions, the winner is simply the one who has more wins.
13. 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.

## 10. No help of any kind is allowed

The participants are allowed to use only their brains, i.e., they are allowed only to look at the board shown on the screen and click.

**In particular, it is not allowed to use programs to get hints as to what moves to make.**

Using programs for that purpose is a serious offence that leads to a permanent ban from all future WBC tournaments if proven beyond reasonable doubt. We will take cheating in our tournament as a personal injury to us.

As 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 and warn inexperienced players that there is practically no chance of getting away with it.

Section 12.2 details how we will ensure the absence of cheating.

## 11. Spectators

Spectators may support any of the match participants by typing encouraging positive comments, while negative comments aimed at lowering a player's morale are forbidden.

Spectators are strictly forbidden to give hints as to what moves to make in the current one-minute



game.

## 12. Resolving issues

Here we detail our approaches to making decisions in particular cases like match date disputes, no-shows, suspicions of cheating, etc.

Section 12.1 explains our general principles, while Sections 12.2-12.12 detail particulars for specific kinds of cases.

### 12.1. General principles

If we have a significant issue/case to make a decision about, we will try to reach a consensus among us. If we cannot reach a consensus, we will make a decision by the majority of our votes. We will not reveal to the public who votes how.

Most significant decisions will be posted at the page of decisions:  
[sites.google.com/site/worldblitzcup2018/decisions](https://sites.google.com/site/worldblitzcup2018/decisions)

Issues/cases of little significance will be quickly decided upon by any of the organisers, especially when a quick reaction is needed.

Our approach will be like in common law legal systems (e.g., the ones in the USA and Australia) rather than in continental legal systems. In particular, we will consider precedents to be of utmost importance, to ensure that everyone gets equal treatment. The precedents from the previous WBC will be taken into account, too. Most important decisions of the previous WBC can be found at: [sites.google.com/site/worldblitzcup2017/decisions](https://sites.google.com/site/worldblitzcup2017/decisions)

Various exemptions from the rules may be granted on request, e.g., a permission to play a certain match without a 24 h notice. To grant an exemption, however, we need to have a good reason and be sure that the exemption will not damage the interests of any other tournament participants.

### 12.2. Cheating by using a program

As stated above, we do not expect cheating by using a program, as it is practically impossible to cheat in one-minute games in this way without making it obvious to experienced players.

In the unlikely event that a player suspects that he has been cheated against by means of a program, he may complain to us about that. He shall lodge his complaint **no later than 10 days** after the match concerned, at least an incomplete complaint containing a request to investigate the match on our own or a promise to send us detailed evidence later.

Also, we ourselves will carefully monitor the tournament to ensure the absence of cheating and may start an investigation on our own initiative.

We will also routinely video record most matches and thus will have an opportunity to analyse the timing of moves if needed.

If the very unlikely event that we have a hard-to-resolve case, i.e., if we find it difficult to either confirm or rebut suspicions, we may ask the suspect to video record the entire display during his next match. The suspect will have to install a free video-recording program available in the Internet, press the record button at the start of the match, and send us the resulting video after the match.

If nothing helps resolve a hard-to-resolve case, we may make a compromise decision: We will deny further participation, but abstain from calling the player a cheater.

### **12.3. Secretly playing for someone else**

We do not expect this kind of cheating, because the top one-minute players are highly reputable and have noticeable differences in their individual playing styles, which are like fingerprints. They have been a part of the gomoku community for quite a long time and are very unlikely to risk their reputations.

We will deal with suspicions about secret substitutions in a way analogous to the one described in Section 12.2.

In our investigations, we will consider technical data, e.g., the IP address and further information in the log. The admin is expected to provide us the information under the suspect's permission. Failure to give such a permission will most likely result in deeming the suspect guilty.

Knowing that in principle it is possible to fake the IP address, we will also make a comparison of the match concerned with previous matches of the suspect by carefully analysing the playing style and preferred gomoku shapes.

We may also ask the suspect to play his next match with a webcam showing him and his display, and then compare his performance.

Like cheating by means of a program, secretly playing for someone else will result in a permanent ban from all future WBC tournaments if proven beyond reasonable doubt.

### **12.4. Difficult match date negotiations**

Both participants of a match shall first talk to each other to arrange it, unless there is a significant language barrier between them.

If the match participants cannot reasonably quickly reach an agreement, or if there is a significant language barrier between them, any of them shall ask us to help arrange the match.

If we are asked to help arrange the match, or if we feel a need to help arrange the match, we will interfere and act on common sense.

If we interfere, we will separately ask each player about his abilities and wishes concerning the match and then make a decision. Factors that are likely to influence our decision in favour of a player include (but are not strictly limited to):

- good will to find a mutually convenient date and time,

- openness (e.g., readiness to explain the reasons for his limitations and wishes),
- sincerity (absence of self-contradictions, tricks, manipulations, etc.),
- being quick to reply,
- being polite, accurate, and clear,
- record of behaviour in the spirit of good sportsmanship, especially in this and previous WBC,
- having date and time preferences compatible with the common ones.

### 12.5. No-shows

If a player does not appear on time to play a match (within 15 min, as stated above), we will make a decision about it. If it is the first no-show by the player in the WBC 2018, and if proper apologies and explanations are promptly given, he is likely to be given an opportunity to re-arrange the match if we deem the reason why he was unable to appear on time compelling enough.

### 12.6. Connection issues and other force majeure during matches

If immediately before a match one of the players claims he is having connection issues (e.g., lags and 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 to play the entire match again at a later date.

If the players cannot reach an agreement, the player having the connection issues has to choose between

1. continuing playing despite the issues,
2. simply quitting, which means a technical loss, and
3. quitting and appealing to us **no later than 24 hours** after the match.

If we receive such an appeal, we will choose between the following options:

1. technical loss,
2. finishing the match at a later date,
3. playing the entire match again at a later date, and
4. letting the other participant of the match choose between options 2 and 3.

We are likely to choose Option 1 if

1. there is an indication or a strong reason to suspect that the player may have simulated having his connection issues in order to finish the match at a later date or
2. the player already made a similar appeal in the tournament before.

An analogous approach applies to any other kind of force majeure that may happen during a match.

### **12.8. Late registrations to the tournament**

The parameter deciding whether a registration is late or not is the exact date and time when the player sent us his message containing his decision to participate. If this is later than the registration deadline (Wed 24 Jan 23:59), the registration will be deemed late.

Generally, late registrations will be not accepted. In the previous WBC, we received two late registrations, including one from a very strong player, and denied them despite them being just about one day late. Exemptions will be made only for truly compelling reasons such as being accidentally misinformed by us.

### **12.9. Failing the name verification stage**

If someone passes the qualification stage but fails the name verification stage, he will be disqualified, and the next best in the qualification tournament from which the disqualified player qualified will be considered qualified instead of him. If that player has qualified from a later qualification tournament, then the further next best in the qualification tournament from which the disqualified player qualified will be considered qualified, and so on.

### **12.10. Match fixing in the group stage**

In some rare cases, we may set a restriction on the match sequence in a certain group in order to preemptively avoid a situation in which two players may experience a temptation to fix the match between them. An example of a situation to avoid is as follows: Two players have already played two matches each, have to play the match between them, which is their last match in the group stage, and can finish together in top 2 in their group by fixing that match to a certain score. If we set a restriction on the match order to avoid a situation like this, the restriction will be conveyed to the players concerned via private messages rather than publicly. Such restrictions may be set by us at any time during the group stage.

Note that in the previous WBC, we intervened in this way only in one group out of sixteen. No action of this kind was warranted in any other group.

Apart from prevention like this, no action will be taken by us about match fixing. If two players have fixed the match between them to a mutually beneficial result, the result will stay as it is.

### 12.11. Intentional match losses

If someone apparently loses a match to someone on purpose, we will take no action about it.

We do not expect intentional losses this year, as this year we have a random draw after the group stage, so the participants cannot “choose” their opponents for the double elimination stage by intentionally losing matches in the group stage.

### 12.12. Resignations from the tournament

Resigning from the tournament without a good reason will lead to a ban from the WBC tournaments for years.

If someone resigns from the group stage, we will most likely consider all his matches technical losses 0-11, including the already played matches. An alternative decision may be made, but only if there is a very good reason for it.

### 13. Awards

The winner will be shipped an excellent trophy cup with an appropriate text. In addition, the top three players will be sent medals.

The winner’s cup and medal of the previous WBC are shown in the photos below.



But the main award will be, of course, fun and excitement due to very interesting matches.

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

**Appendix A: Players exempt from the qualification requirement**

(arranged alphabetically by the first name)

Adam Harmasz (Henry)	Jakub Horák (3ifndef)	Oleg Bulatovsky (Gelo0one)
Adam Horvath (Anakinn)	Jan Kopecký (Deafbat)	Oleg Eremin (Monstr)
Adam Varga (Songokussj)	Jan Purkrábek (Purkys)	Ondřej Nykl (Ondik)
Adam Waclawik (Okcthunder)	Jan Sekułowicz (Johns)	Pavel Elizarov (Baumanec)
Adrian Czychowski (Adiem)	Jari Udd (Idioticus)	Pavel Laube (Kedlub)
Adrian Fitzermann (Adifek)	Jarosław Lange (Vince)	Pavel Makarov (Mak)
Aleš Rybka (Autickocz)	Juraj Ďuračka (Panzeriv)	Pavína Brdková (Paja)
Alex Maldonado (Palacio)	Jussi Ikonen	Paweł Nowak (Peaceman)
Alexandr Bogatirev (Bayc)	Kamil Pawela (Protiz)	Paweł Tarasiński (Maestro)
Alexandr Ezupov (Mordan)	Kjetil Nossun (Kjetil)	Peter Jonsson (Peterjo)
Alexey Lebedev (Alleb)	Kristóf Ménesi (Peking)	Peter Vrabel (Ouups)
Alexey Mikhaylov (Cantabile)	Krzysztof Łapsa (Koston)	Petr Žižka (Cerok)
Anatoliy Smirnov (Barbos)	Kuno Kolk (Quaqua)	Piotr Bieniek (Gacul)
Andrey Litvinenko (Popovich)	Lukáš Souček (Boneslash)	Piotr Małowiejski (Angst)
Andry Purk (Kuubik)	Łukasz Białkowski	Przemysław Wardach (Brain)
Ants Soosorv (Ants)	(Łukasz20rts)	Radim Kostlivý (Specs)
Arkadiusz Rygiel (Joyoman)	Łukasz Majksner (Usiek)	Roman Belyakov (Bappka)
Artur Tamioła (Arczi)	Maciej Nowakowski (Utratos)	Roman Berezin (Shpion)
Attila Demján (Attila)	Madli Mirme (Madli)	Rudolf Dupszki (Dupsky)
Björn Lind (Bursan)	Magdalena Kniejska (Magdula)	Sándor Gyüre (Sargakiskacs)
Bogdan Brachaczek (Bbj)	Marcin Majczyk (Muchaldinho)	Sergey Petrov (Ziraelle)
Csaba Kampsós (Dibarius)	Marcin Wojtasiński (Jas)	Stepan Peskov (Patron)
Daria Petrenko (Dacotta)	Marek Gorzecki (Alicecooper)	Štěpán Tesařík (Testif)
Dariusz Białkowski (Rakdar)	Marek Hanzl (Mazec)	Szczepan Łukasik (Edzi0)
Dariusz Fitzermann (Fanner)	Mark Heidmets (Hatemets)	Tauri Purk (Eurogomoku)
Denis Kachaev (Capellmaster)	Mark Horvath (Markhorvath)	Timo Ilu (Rentimo)
Denis Osipov (Nirvana)	Martin Höbemägi (Hobemagi)	Tomáš Němec (Teovan)
Dmitry Epifanov (Owen)	Martin Muzika (Martez)	Tomáš Sviták (Eskon)
Dmitry Gorbachev (Pamp164)	Mateusz Rędzioch (Sawyer)	Tunnet Taimla (Kuldne)
Edward Rizvanov (Loller)	Matiss Riherts (Connect555)	Valeriy Kondratiev (Valkon)
Gábor Gyenes (Captain5)	Maxim Karasyov	Valtteri Pulliainen (Fire2fire)
Georg-Romet Topkin (Sakitgigi)	Michał Kozimor (Devotion)	Vladimir Mokeev (Redsun9)
Gergő Tóth (Vessago)	Michał Pietrusiak	Vladimir Nipoti (Bano)
Ibrahim Aslan Kaan	(Siweropoulos)	Vladimir Sinitsyn (Vladimirs)
(Cuttingshapes)	Michał Zajk (Puholek)	Vladimir Sushkov
Igor Eged (Iec)	Michał Żukowski (Zukole)	Wei-Yuan Lu (Ntcbman)
Ilya Katsev (Bromozel)	Mikhail Kozhin (Loiso)	Yuriy Kraubner (Yurius)
Ilya Muratov (Furla)	Mikhail Lomakin (Mikle)	Yuriy Tarannikov (Odin)
Jair Damián Martínez (Nestea)	Miroslav Háša (Gregi)	Zoltán László (Zoli)

**Appendix B: The random draw before the group stage**

The draw procedure described below is under the assumption that there will be 16 groups, 4 players in each. In case of a different number of groups or players, the draw procedure will be modified accordingly.

We will ask each of our seven experts – Denis Osipov (Russia), Gergő Tóth (Hungary), Igor Eged

(Slovakia), Ilya Muratov (Russia), Łukasz Majksner (Poland), Vladimir Nipoti (Czech Republic), and Zoltán László (Hungary) – to subjectively tell us two things:

- best 16 players, with best 10 arranged by their strength and the remaining 6 in a random order,
- next best 16 in a random order.

For transparency, we will publish the lists made by the experts, but will not tell who made each list. Note that a part of the data obtained from the experts will be used for this draw, and the remaining part – for the draw that will be performed after the group stage.

We will have three pots, Pot 1 for players 1-16, Pot 2 for players 17-32, and Pot 3 for players 33-64. To distribute the players over these pots, we will look at which pot each player has been put to by each expert (i.e., Pot 1 if the expert put the player in the best 16, Pot 2 if the expert put the player in the next best 16, and Pot 3 otherwise), and then calculate the average pot number for each player. We will not round this number and will sort the participants by this number to determine which pot each player belongs to. If a tie needs to be broken between two or more players, it will be broken by a random draw.

Then we will randomly distribute the players from Pot 1 over the groups, one per group, do the same thing with the players from Pot 2, and randomly distribute the players from Pot 3 over the remaining places.

If in any of the resulting groups there are more than two citizens of the same country, we will swap the excessive players for randomly selected players from the same pots, starting with Pot 3.

For transparency, the random distribution above will be made as follows: We will ask one WBC participant to randomly assign a number to each participant, with numbers 1-16 belonging to Pot 1, numbers 17-32 to Pot 2, and numbers 33-64 to Pot 3, and then we will ask another WBC participant, who does not know which number belongs to which participant, to randomly fill the places in the groups with these numbers, taking into account the restrictions outlined above. If swaps are needed to ensure that there are no more than two citizens from the same country in each group, we will tell that WBC participant to randomly make the swaps required. After that, we will announce the outcome of the draw, the names of these two participants, and the number assigned to each WBC participant.

### **Appendix C: The random draw after the group stage**

Based on the survey mentioned in Appendix B, we will determine the top 4 players and the top 2 players for the purpose of creating the tree of the upper bracket. Here, we will give each player 10 points for the first position in an expert's list, 9 points for the second position, etc. If two or more players have the same number of points, then the tie will be broken by a random draw. If any of the resulting top 4 players turns out to have not finished first or second in his group, he will be removed from the top 4, and in this case the fifth player will be deemed to be in the top 4.

Then we will randomly fill the places in the upper bracket and lower bracket, taking into account the restrictions stated in Section 8. For transparency, this will be done in a way analogous to the one described in the last paragraph of Appendix B.

While, as stated above, the number of groups will definitely be a power of two, this does not necessarily apply to the number of the group stage participants, so if the latter number is not a power of two, we will do one of the following:

- If the number of players in the lower bracket is **larger** than the one in the upper bracket, then we will correct this by organising knockout matches to eliminate excessive players. The exact decision will depend on the circumstances.
- If the number of players in the lower bracket is **smaller** than the one in the upper bracket, then we will correct this by randomly selecting some players out of those who took the third place in their groups and giving them no opponent in the first round of the double elimination stage.