



August 1 - 9

Handbook

- Hosted by The American Go Association



AGA President's Welcome Notes

Dear Go Friends From All Over The World,

It is my great pleasure to welcome you all to the Twin Cities for the 31st US Go Congress. After last year's wonderful Congress in New York City, this location may seem in some way the opposite, geographically, economically, culturally, but it's not. Residents call Minneapolis, one of the two Twin Cities, the Mini Apple, making a claim on comparison with the Big Apple of New York. In many ways, the claim is justified, as the Twin Cities plainly constitute a major American metropolis with a large population, a vibrant economic and cultural life. And like New York with the Hudson, the harbor and the ocean, these cities took their life from water, sitting astride three rivers including the headwaters of the great Mississippi, the father of waters, which almost two thousand miles upriver is a major, navigable waterway. The surrounding land is rich, wooded and well-watered, so well-watered the state is known as the Land of Lakes. Some of you may see the lakes on your time off here. New York is very much the place to visit; the Twin Cities, I'm told, are a place to live.



Appropriately then, North American Go history and the North American Go community both have their Twin Cities chapter. James Kerwin, the first US pro and one of the first born outside of Asia, is from here, as was John Goodell, a very active champion of the game in the 1950s and 60s and one time AGA president. Some of John's family members are going to join us at the Congress giving us a chance to express our appreciation for his leadership. And the chapter putting on this Congress so ably and devotedly, the Twin Cities Go Club, have been stalwart friends, players and teachers over the last 10 years. Please join me in giving them gratitude during this rewarding week of play.

All the best,

A handwritten signature in black ink that reads "Andy Okun". The signature is fluid and cursive.

Andy Okun



Use **#usgo2015** for your Congress tweets!



Share photos and stories at facebook.com/gocongress2015

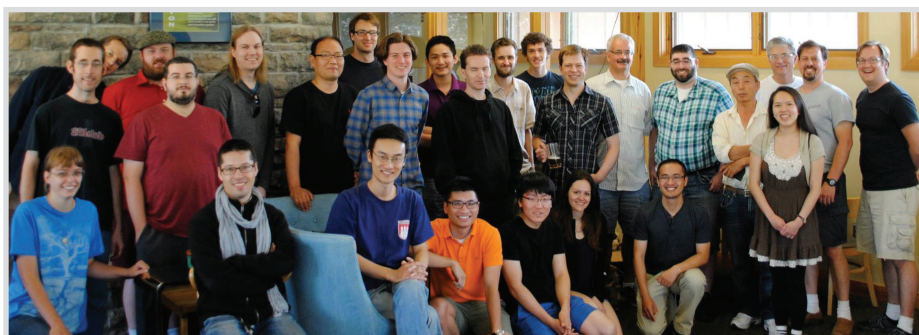


Watch live-streamed events at youtube.com/user/USGOWeb



Keep up with US Go events at usgo.org!

The TCGO Club Welcomes You!



Twin Cities Go Club

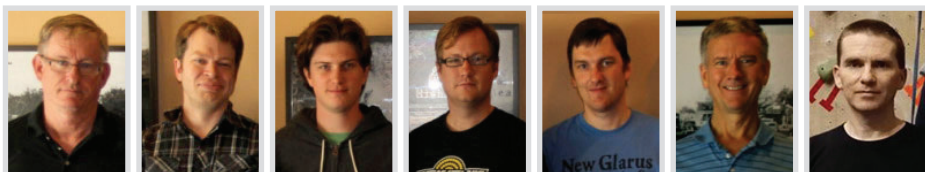
Hello, and welcome to the Twin Cities of Minneapolis and Saint Paul!

It was 14 years ago that I first encountered the game of Go. I had discovered the game online and sought out people who could teach me this curious game. And so, on a Saturday morning, I made my way to one of the oldest cafes in Minneapolis to learn one of the oldest games in the world. My discovery then, which is just as true today, is that the game of Go is alive and well in Minnesota. This is a place where newcomers and experts alike are welcomed as friends.

And now? Go, it seems, can even drive a group of people to invite hundreds of friends to enjoy the game together. Who would know such a commitment would also hold this small, dedicated congress team together through a series of rather significant events? A big bike crash, job changes and even cross-country relocations now mark the ebb and flow of life over the last two years. Yet here we are.

...And so, I'll echo words from congress directors before me; by running this Congress, we hope to give back the opportunity we've enjoyed - to explore new parts of the world and make new friends through Go.

Josh Larson



TCGO Congress Core Team

Bruce Hilditch, Josh Larson, Peter Hansmeier, Aaron Broege, John Armstrong, Tim Hoel and Matt Mackall

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Congress Schedule

Saturday, August 1

10:00am	Registration opens	
1:00pm	Youth Welcome Party	Youth
3:00pm	Pandanet AGA City League Final	Strong
	Youth Pizza Party	Youth
6:00pm	Dinner	
7:00pm	Opening Ceremony	Auditorium
8:30pm	9x9 Tournament	Main

Sunday, August 2

7:00am	Breakfast	
9:00am	US Open	Main
	US Open Masters	Strong
Noon	Lunch	
1:00pm	Youth Lightning Go Tournament / Pro Reviews and Lessons	Youth
	Pro Events	
3:00pm	Redmond Cup	Strong
	Women's Tournament	Main
	Youth Pro Simuls and Lessons	Youth
	Pro Events	
5:00pm	Dinner	
7:00pm	13x13 Tournament	Main
	US Open Masters	Strong

Monday, August 3

7:00am	Breakfast	
9:00am	US Open	Main
	US Open Masters	Strong
Noon	Lunch	
1:00pm	Pro Events	
	Youth 9x9 Tournament / Pro Reviews and Lessons	Youth
	Girl's Tournament Semifinals	Strong
2:00pm	Youth 13x13 Tournament	Youth
3:00pm	Redmond Cup	Strong
	Women's Tournament	Main
	Youth Pro Simuls and Lessons	Youth
	Pro Events	
5:00pm	Dinner	
7:00pm	North American Pair Go Championship	Strong
	Lightning Tournament	Main
	Haylee vs Nick Sibicky Live Stream	
	Pro Events	

Tuesday, August 4

7:00am	Breakfast	
9:00am	US Open	Main
	US Open Masters	Strong
Noon	Lunch	
1:00pm	Pro Events	

1:30pm	Youth / Adult Pair Go Tournament	Youth
3:00pm	Women's Tournament	Main
	Pro Events	
5:00pm	Dinner	
7:00pm	Crazy Go	Main
	US Open Masters	Strong
	Pro Events	

Wednesday, August 5 (Day Off)

7:00am	Breakfast	
9:00am	Die Hard Tournament	Main
5:00pm	Dinner	Strong

Thursday, August 6

7:00am	Breakfast	
9:00am	US Open	Main
	US Open Masters	Strong
Noon	Lunch	
1:00pm	Pro Events	
	Youth Relay Go Tournament / Pro Reviews and Lessons	Youth
	Girl's Tournament Finals	Strong
3:00pm	Redmond Cup	Strong
	Pro Events	
	Youth Pro Simuls and Lessons	Youth
5:00pm	Dinner	
7:00pm	North American Pair Go Championship Finals	Main
	Pro Events	

Friday, August 7

7:00am	Breakfast	
9:00am	US Open	Main
	US Open Masters	Strong
Noon	Lunch	
1:00pm	Pro Events	
1:30pm	Youth Team Tournament	Youth
3:00pm	Pro Events	
3:00pm	Women's Tournament	Main
5:00pm	Dinner	
7:00pm	US Open Masters	Main
	Pro Events	

Saturday, August 8

7:00am	Breakfast	
9:00am	US Open	Main
	US Open Masters	Strong
Noon	Lunch	
1:00pm	Youth Pro Simuls and Lessons	Youth
3:00pm	Youth Pizza Party	Youth
6:00pm	Awards Banquet	Main

Sunday, August 9

8:00am	Breakfast	
9:00am	Check-out	

Professional Players

Cho, Hye-yeon 9P (KR)

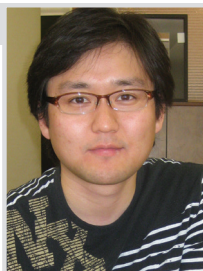
Born 1985. Winner of 4 titles, 2nd place for 13 times. Author of numerous books on Go.

1997 Became a pro player in KBA (age 11)
2003 Champion, 9th Women's Kuksu
2004 Champion, 5th Women's Myungin
2005 Champion, 10th Women's Kuksu
2010 Became 9 dan pro
2010 Gold Medal, Asian Games in Guangzhou
2012 Champion, 1st Women's 10 Dan



Kim, Myungwan 9P (US)

Born 1978. Kim became a professional in 1994 and became 9 dan in 2009. He was runner-up at the BC Card Rookies Cup in 1998, 1999 and 2002, and a Semi-Quarter finalist at the 10th Samsung World Championship in 2005. He won the US Open from 2008 to 2010. The Korean Baduk Association sent Kim to the United States as the Korean Go Ambassador in 2008. He is chairman of the Pro-system Committee of the AGA.



Yun, Feng 9P (US)

Feng Yun is a former women's world champion, and one of only a few female 9 dans in the world. She was a member of the Chinese national team for two decades, and now lives in New Jersey where she teaches over 100 students weekly in her Go school. She also teaches online private lessons and group workshops in the United States and China. Her goal is to promote Go and in particular to establish the educational value of Go in the minds of Americans.



Qun, Wang 8P (CN)

Born 1957. He became a professional 6 dan Go player in 1982 and became 8 dan in 1986.

1977, 1978, 1981: Champion team (Shanghai) member of National Go Team Competition
1983: Beat Ishii Kunio 9P in China-Japan Go Match
1984: 1st place in the World Amateur Go Championship
1986: Member of Chinese Weiqi Team to Japan
1987, 1988: Took part in 3rd and 4th China-Japan Go Match
1987-1991: Chinese National Go Player Top 10
1992: Entered circle game of the 5th Chinese Mingren Title
1999: Promoted to Chinese Cities League A
2001: Champion of pro 8 group in the Chinese Qisheng Title
2002: Led Haidian Team in Chinese Cities League A



Jiang, Mingjiu 7P (US)

Born 1957. Mingjiu Jiang became 7 dan in 1987 has been teaching Go for more than 25 years to both children and adults. He moved to the United States in 2000 and his many students were North American representatives to the World Youth Go Championship. He was champion of the First North America Ing Masters Championship in 2007. He teaches Go on and off line. Zhujiu Jiang (Jujo) 9P is his younger brother.



Na, Jonghoon 7P (KR)

Born 1957.

1982 - Became professional 1 dan

1988 - Professional 4 dan, Korean young stars

2000 - Korean KBS Cup



Yang, Yilun 7P (US)

Yilun became a Professional Go player in 1966 and coached the Shanghai Professional team in 1979. He has written many books, including *Fundamental Principles of Go*, *Whole Board Thinking in Joseki*, and *Ingenious Life And Death Puzzles*. Yang has taught hundreds of students worldwide via the internet and teaches annual workshops across the country.



Maeda, Ryo 6P (JP)

Born 1972. Student of Sato 9P. Became a Kansai Ki-in professional in 1991 and earned 6 dan rank in 2000. Frequent lecturer at the US Go Congress.



Tong, YuLin 4P (CN)

Born 1992. Became a professional in 2003, promoted to 4 dan in 2010. Achieved 3rd place in the 2011 China National Championship and won the 2014 European Go Congress tournament.



Murakami, Akihide 3P (JP)

Born 1984. Learned Go at the age of 8 years, became an insei at the age of 14, and a professional player at age 20.



Hoshikawa, Koyo 3P (JP)

Born 1989. Student of Sonoda Yuichi 9P.

2006 Became professional 1 dan

2010 Became professional 2 dan

2012 Became professional 3 dan



Lee, Hajin 3P (KR)

Born 1988. Hajin became pro in 2004 at the age of 16 and was promoted to 3 dan in 2007. From 2006 to 2009, she was one of the five Korean representatives in the Jeongkwanjang Cup, a female professional team competition among Korea-China-Japan. She achieved a bachelor's degree in 2013 in business administration and is currently working for the International Go Federation as Secretary General. She recently started a popular Youtube Go channel.



Youyin, Cao 3P (CN)

Born 1987. She became a professional Go player in 2000 and became 3 dan in 2009.

2005 Champion Team member, Jeong Gan Jang Cup Women Go Contest

2006 Champion, National Go Team Competition

2007 Champion, Xin Ren Wang Go Match

2011 Champion, Pair Go group, National Mind Sports Games

2010, 2011, 2013 Champion, National Go Individual

2014 1st place, 12th Jian Qiao Cup Women Go Contest

2014 Champion Team member, Huang Long Shi Shuang Deng Cup Ring Contest



Shen, Jennie 2P (US)

Born 1971. Jennie was born in Sichuan, China, learned Go at the age of 9 and became professional when she was 15. She made professional 2 dan in 1989 and has been teaching Go since 2002. She came to USA in 2007 and resides in Santa Barbara, CA. She gives individual lessons, group lessons, and audio lectures on KGS.



Tang, HsiYun (Debbie) 2P (TW)

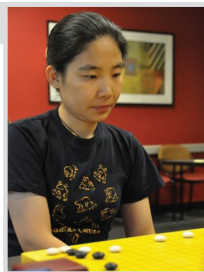
Born 1989. At 8, Tang started to play Go and liked it so much. When she was 15, she became a professional Go player in Taiwan Chi Yuan. However, she kept studying at school and earned her masters degree in materials science and engineering in 2013 from National Chiao Tung University in HsinChu, Taiwan. Tang started to teach Go in HsinChu when she was a freshman in Tsing Hua University. Now she keeps teaching and devotes her efforts to popularize Go. In her free time, Tang draws interesting pictures depicting things happening in her Go class. She hopes her class and Go can have a good influence on children.



Li, Cathy 1P (CA)

Born 1974. Student of Bai Rui Qiu.

1988 Received 1 dan professional rank in China
1990 Joined the Shanghai Go team and trained there for many years
2008 Moved to Canada, began teaching Go in Vancouver and coached the Canadian team in the 1st World Mind Sports Games
2010 Representative of North America in the Bingsheng Cup



Li, Ryan 1P (CA)

Swept the 2015 AGA Pro Qualification Tournament to become the AGA's fourth pro.



Lin, Shirley 1P (US)

Ms. Shirley (Xuefen) Lin learned Go at age 11 and obtained 1 dan professional rank in China in 1992. She played and excelled in numerous regional and national professional tournaments in China from 1985 thru 2001 by representing Guangdong Province Professional Go Team. She taught Go class at Nanjing University from 1998 to 2001. Ms Lin moved to the United State in 2001. She won the Costen Cup Championship in 2003, and US Open Championship in 2005.



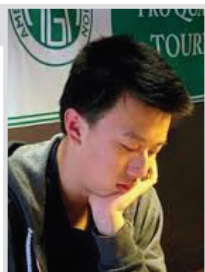
Liu, Andy (Zhiyuan) 1P (US)

Born 1991. Playing Go since age 8, Andy became one of the first two AGA professionals in 2012.



Sun, Calvin 1P (US)

Became the third AGA professional in 2014 at age 16.



Yin, Stephanie (Mingming) 1P (US)

Sharing her father's strong passion for Go, Ms. Yin began studying Go at age 7 and continued as a pupil of Nei-Weiping 9P and Yu-Bing 9P until she earned professional status in 2007. She began her studies in the United States shortly after. She won first place in the 2012 Young Kwon National Online Tournament and first place in the 2011 Strong Player's Open. She competed in the 1st ZhuGang Cup World Team Go Championship in Guangzhou by invitation as part of the American Team. She teaches privately online and in person and holds workshops in both Chinese and English.



Song, Zirui 1P (CN)

(not pictured)

Professional Events

Lectures

Professionals will provide lectures targeted to different skill levels throughout the week. The topic of each lecture will be published at the Congress, along with the schedule of events. Look for daily schedule posted in various places.

Game Analysis

The Congress is the best time and place to have your game reviewed by a professional. Game reviews are group events targeted at specific skill groups, in which a professional will go over the major good and bad points of your game as you play it out on a demo board. Game Analysis will take place in various places. See daily schedules.

Simultaneous Games

Simuls are a chance for you to play against a professional.

Professionals will play games against 3, 6, or 8 players at one time. Interested attendees must sign up for simuls outside the main playing room in order to participate. No-shows will be replaced by alternates at the end of a five minute grace period. If you are not seated by the appointed time, you will forfeit your place to an alternate. You may not save a seat for a late player. Simuls will take place in the main playing room unless otherwise noted.

Simul Game Etiquette

- When the pro 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.
- Show respect for the professional by not discussing your game (or anything else) with the bystanders.
- 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.
- The event director reserves the right to terminate any games that are clearly lost.
- Please do not sign up for more than one simul until Thursday so that all attendees may have a chance. If you have not gotten a game by Thursday and want one, please let the staff know and we will give you priority.

Private Lessons

Many professionals are available for private lessons for an added fee, payable to the US Go Congress. Each lesson will take place in a private, assigned room.

Interested attendees should look for sign up sheets in the registration area.

Tournaments

Tournaments are open to all players except as noted. Prizes and certificates are awarded in almost all tournaments. AGA rules are the default rules unless the event specifically calls for a different set of rules.

US Open

Location:	Main Hall
Time:	Sun - Tue, Thu - Sat / 9am - Noon
Eligibility:	Open to all players
Director:	Jon Boley and Peter Hansmeier

The main tournament of the Congress, the US Open, is a six-round, Swiss-McMahon style tournament with one round played each day. The winner of the Open section will be declared the new US Open Champion.

Registration: Attendees planning to play in the US Open MUST confirm their participation upon check-in to the US 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 tournament directors. Players who do not have AGA ratings must enter at a rank approved by the TD. Players who wish to play in the Open section must have an AGA rating of 7.0 or higher, or the permission of the directors.

Byes: All changes must be made by 8 PM of registration day or they will not apply to the first round. Late registrants will miss the first round. If you wish to skip any game of the tournament, be sure to request a “bye” from the TDs before 8 PM the day before the round you will miss. If a bye is not recorded ahead of time and you miss your 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. For sections that will be handicapped, the difference in bands is based on entry rating.

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

Prizes: Top players in each section according to McMahon scoring will receive prizes. Award sections will be divided based on the number of participants at each entering rank.

Sealed Moves: After 12 noon, either player may request a 60 minute adjournment for lunch before his/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/her clock may be restarted by the TD.

US Open Masters

Location:	Strong Players Room
Time:	Sun-Tue, Thu-Sat / 9am - Noon Sun, Tue, Fri / 7 - 10pm
Eligibility:	7 dan, pro, or NAMT qualifiers
Director:	Jon Boley & Peter Hansmeier

This is the tournament for the best of the best, with the biggest prizes and most intense schedule. The tournament will be 9 rounds - 6 in the morning and 3 in the evening. Each player will have 90 minutes of main time followed by 30 second byoyomi. The top prize will be \$5000 for first place, plus a \$2000 for the top-placing North American Masters Tournament qualifier.

Time Limits: The limit is 90 minutes per player. If players across sections meet, longer time allowance is used for both players. The overtime 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 will be \$5000 for first place, plus a \$2000 for the top-placing North American Masters Tournament qualifier.

Game Recording: The Congress welcomes volunteers to act as game recorders during the tournament. See Jon Boley or Peter Hansmeier in the EJ Team Room to volunteer.

Lightning Tournament

Location:	Main Hall
Time:	Monday / 7 - 9pm
Eligibility:	Open to all players
Director:	Keith Arnold

Round robin among 6 players per table, grouped by rank.

Time Limit: 10 minutes sudden death tournament.

Handicaps: Handicap by entry rank; table winners will playoff for an overall dan and kyu winner.

Prizes: One player at each table will be declared the "Table Winner." The overall dan and kyu level champions will be awarded prizes at the Final Banquet.

13x13 Tournament

Location:	Main Hall
Time:	Sunday / 7 - 9pm
Eligibility:	Open to all players
Director:	TBD

13 by 13 games played in 6 person sections. This tournament is a 5 game round robin in each section. Table winners play off in a follow up knock out tournament to determine division winners. There will be two divisions - kyu and dan.

9x9 Tournament

Location: Main Hall
Time: Saturday / 8:30pm -
Eligibility: Open to all players
Director: TBD

9 by 9 games played in 6 person sections. This tournament is a 5 game round robin in each section. Table winners play off in a follow up knock out tournament to determine division winners. There will be two divisions - kyu and dan.

Die Hard Tournament

Location: Main Hall
Time: Wednesday / 9am - 4pm
Eligibility: Open to all players
Director: Andy Olsen

The Die Hard is a one-day, 4-round, rated tournament ideal for people who can't get enough Go the rest of the week or cannot attend Congress for the whole week.

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

Schedule: Round 1 9:00am; Round 2: 11:00am; Round 3: 2:00pm; Round 4: 4:00pm

Time Limits: 30 minutes main time 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 based on rank difference.

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

Women's Tournament

Location: Main Hall
Time: Sun, Mon, Tue, Fri / 3 - 5pm
Eligibility: Open To All Women
Director: Lisa Scott

The 9th annual Women's Tournament is a four round handicap tournament which allows female Go players to meet and play each other in a fun and competitive environment.

This tournament is not automatically rated, but players are welcome to submit their games as they would for a self-paired game. Pairings will be posted and games will begin each tournament day. Although participants are welcome, with the permission of the TD and their opponents, to play at any other time during the course of the day. Participants should mark the results of their games on the pairing sheet or email results to lisa.scott@usgo.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: Prizes will be rewarded to the top players in each division.

Self-Paired Tournament

Location:	Anywhere
Time:	Anytime
Eligibility:	Open to all players
Director:	John Hogan

The Self-Paired Tournament will consist of any game you want to play during the Congress that both players want the AGA to rate. You may play any other registered player. The AGA will rate a maximum of three games between any one pair of players. Play as many games as you like, any time during the week.

Time Limit: Either player may request the use of a clock. If a clock is used, time limits are set by mutual agreement. However, for a game to be AGA rated, it must have a minimum of 30 minutes per player and byoyomi of five 15-second segments. (We suggest that 45 minutes basic time is most in keeping with the spirit of this tournament.) Any deviations must be approved by the TD.

Duration: The tournament begins after registration on Saturday, August 9th. All games must be completed and results reported by noon on Saturday August 16th.

Pairing: Opponents are self-paired. Each pair of opponents may play only three games with each other. Be sure to agree to the conditions of play before you start. For example, if you are frustrated by slow play, use a clock.

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: Handicaps are derived from the number of rating points separating the two players as follows:

Rating Difference	Handicap	Komi
0.0 to 0.5:	0	7.5 Points for White
0.6 to 1.5:	0	0.5 Points for White
1.6 to 2.5:	2 Stones	0.5 Points
2.6 to 3.5:	3 Stones	0.5 Points
3.6 to 4.5:	4 Stones	0.5 Points
4.6 to 5.5:	5 Stones	0.5 Points
5.6 to 6.5:	6 Stones	0.5 Points
6.6 to 7.5:	7 Stones	0.5 Points
7.6 to 8.5:	8 Stones	0.5 Points
8.6 and over:	9 Stones	0.5 Points

Be sure to note the handicap level on your game reporting slip!

The rating difference is calculated according to the players' ratings. If both players have either positive ratings (dan) or negative ratings (kyu), then simply subtract the smaller number from the larger to get the Rating Difference. For example, if a player with a rating of 3.1 were to play someone with a rating of 3.7, the Rating Difference would be 0.6 points, and the handicap would be for white to get 0.5 points komi.

If one player has a positive rating and the other player has a negative rating, then account must be taken of the fact that there are no ratings between -0.99 and +0.99 (ranks go from 1 kyu to 1 dan, with no 0 kyu or dan.) Add the absolute value of the ranks and subtract 2.0. For example, a player with a rating of 2.4 paired with a player with a rating of -1.2 would have a Rating Difference of $2.4 + 1.2 - 2.0 = 1.6$ and therefore play with a handicap of 2 stones.

North American Pair Go Championship

Location:	Strong Players Room / Main Hall
Time:	Monday / 7pm Open Section Preliminary Rounds Thursday / 7 - 9pm Main Tournament
Eligibility:	Male-Female Pairs
Director:	Todd Heidenreich

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

Registration: Registration is available at check in and in the registration area until Wednesday, August 5th at 11 pm. All teams must include the name of the male and female player by the time registration closes.

Time Limits: 45 minutes per team, no overtime.

Eligibility to compete at top table:

- U.S. Citizenship
- One year continuous AGA membership (youth, full, or better)
- U.S. Residency at least 6 out of the last 12 months
- The same pair cannot compete in Japan two years in a row (one of pair ok)
- Both players available to attend the International Amateur Pair Go Championship in Japan. Players must pay half of airfare. The balance of airfare, hotel, and meals are covered by the Japan Pair Go Association.

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 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.





Pandanet AGA City League

Location: Strong Players Room

Time: Saturday / 3 - 5pm

Director: Steve Colburn

Funded by Pandanet, the tournament is formatted similarly to the Chinese and Korean City Leagues: Each team consists of three active players, one alternate and one captain, representing a city or region in North America. Players may be either pros or amateurs.

The purpose of the league is: 1. To provide training and competition for the top AGA players, especially the professionals, 2. To promote internet Go using the Pandanet platform, and 3. To create a venue for seeking and encouraging regional sponsorship of Go in North America.

The top six teams were placed into an "A" League and played a double round-robin with each other throughout the year on the Internet Go Server (Pandanet-IGS). Other teams were placed into "B," "C" and "D" leagues, for a total of 28 teams. The top finisher in the "B" League moves up to the A League after each season, replacing the bottom A League team. This also occurs with the bottom and top of B and C, and C and D. Rules, eligibility, and more information is available on Pandanet's Website.

The competition created excitement for the strong players, and we hope to attract more interest and regional pride in not only those who already play but also in those new to the game. Consider joining a team or creating one for your area. Cheer them on!

This year's finalists are Los Angeles vs Greater Washington. The two are the Top finishers in the A League and will face off on Saturday August 1st at 3pm in the strong players room at 2015 US Go Congress. Boston finished third, Seattle fourth, Canwa Vancouver fifth, and San Francisco 1 sixth. Other league results will be posted at the Congress as they were not available before we went to press. Look for the announcement and congratulate all the players.

Team Los Angeles

Captain: James Kim

Players: Mark Lee

Evan Cho

Daniel Ko

Seung Hyun Hong

Team Greater Washington

Captain: I-Han Lui

Players: Tim Song

Eric Lui

Yuan Zhou

Jie Li

Youth Activities and Tournaments

Location:	Youth Room
Time:	1 - 5pm, every day except Wednesday

The Youth Program is designed to enhance the Go playing skills of kids and teens. Fun mini-tournaments with prizes will be held every day. A number of professionals and strong amateur players will be on hand to instruct the youngsters on the subtle depths of the game in a fun and friendly environment. Professional game reviews and simulms will all be scheduled directly in the room. Youth who want to improve 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.

Important Note For Parents

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. Non-Go-playing children are also welcome to spend time in the Youth Room.

Redmond Cup

Location:	Strong Players Room
Time:	Sun, Mon, Thu / 3 - 5 pm
Eligibility:	Invitational
Director:	Paul Barchilon

The Redmond Cup is the longest-running youth tournament in the US. There are two separate divisions: Junior (under 13) and Senior (under 18). Participants play by invitation only. Finalists are selected by their performance in the internet qualification tournament. The finalists will play in best-of-three playoffs this week to determine the champions of the Junior and Senior Redmond Cups.

Time Limit: 1 hour + 5 periods of 30 seconds byoyomi.

Prizes: \$1,000 in prize money has been provided by the American Go Foundation.

Girls' Tournament

Location:	Strong Players Room
Time:	Mon, Thu / 1 - 3 pm
Eligibility:	Top AGA Ranked Girls Under 16
Director:	Ted Terpstra

The Twin Cities is proud to host the first annual Girls' Tournament. Since this is the first year, the tournament will be open to the four girls who have the highest AGA ratings and wish to participate and are still 15 on August 1. Register at check-in. The format will be two rounds, semifinals on Sunday afternoon and finals on Thursday. Cash prizes will be awarded to the players (\$100, \$75, \$50 and \$25) as well as the title of 2015 AGA Under 16 Girls' Champion for the winner.

Youth Lightning Tournament

Location: Youth Room
Time: Sunday / 1 - 3pm
Eligibility: Youth Under 18
Director: Paul Barchilon

19x19 played at lightning speed. Time limit 10 minutes each. No overtime. TD may declare a winner if player behind is playing uselessly trying to run out the clock.

Youth 13x13

Location: Youth Room
Time: Monday / 2 - 3pm
Eligibility: Youth Under 18
Director: Paul Barchilon

Quick games played on 13x13 board.

Youth 9x9

Location: Youth Room
Time: Monday / 1 - 2pm
Eligibility: Youth Under 18
Director: Paul Barchilon

Quick games played on 9x9 board.

Youth/Adult Pair Go

Location: Youth Room
Time: Tuesday / 1:30 - 5:30 pm
Eligibility: One Youth & One Adult Teams
Director: Paul Barchilon

Standard international Pair Go rules. 2 rounds at 4 team tables. 1 youth, 1 adult and 1 male the other female. Complaining about your partner's play is strictly prohibited.

Relay Go Tournament

Location: Youth Room
Time: Thursday / 1 - 5pm
Eligibility: Youth Under 18
Director: Shawn Ray

A madcap combination of a relay race and a team Go match. Teams will compete against each other, but will only be able to see the board as they run up to it. Players must move quickly, then return to the start line and tag a teammate.

Youth Team Tournament

Location: Youth Room
Time: Friday / 1:30 - 5:30pm
Eligibility: Youth Under 18
Director: Paul Barchilon

Teams of three people will have 30 minutes per player, with 3 periods of 20 seconds byoyomi. Prizes will be given to the best dan level and the best kyu level teams.

Rules & Guidelines

General Playing Rules

The official American Go Association Rules of Go for amateur play are in effect at the U.S. Go Congress and are available in all playing areas and posted online at www.usgo.org/tournaments/Resources/.

If you have any questions or would like clarification, please speak to a Congress Director, Tournament Director, or office staff member and we will be happy to help.

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 which may differ from Japanese or Chinese rules. For the complete rules, please see the official AGA Rules of Go, available online at 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, they must give their opponent a stone to add to the prisoners. This ensures that the result is always the same regardless of which counting method you use. 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, 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.

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 need 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).

Teacher's Workshop

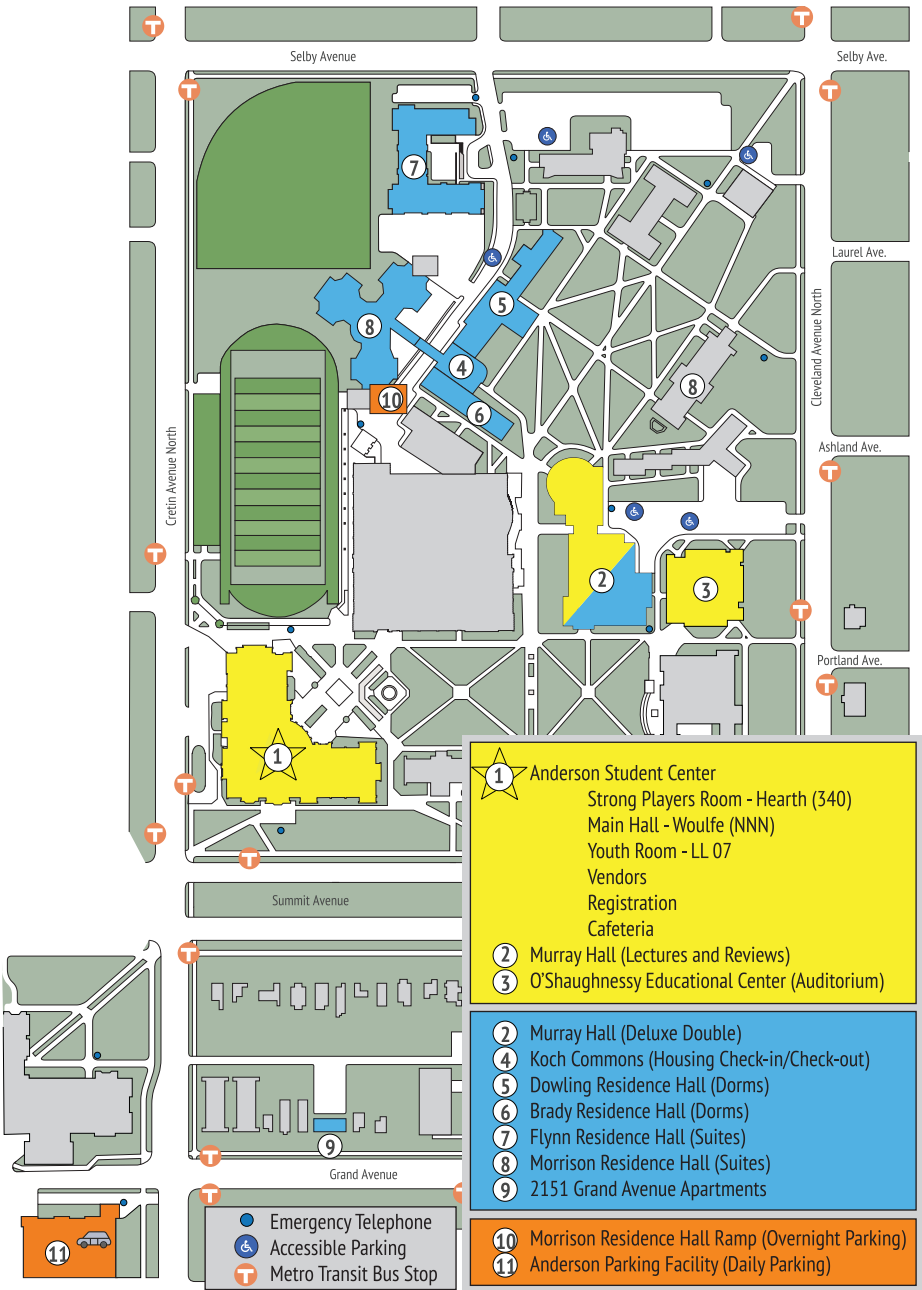
Location:	Auditorium
Time:	(see daily schedule for exact times and courses)
Eligibility:	Open to all lovers of Go
Organizer:	Chris Kirschner & Andy Okun

The Teachers' Workshop is in its third year. We are all here because we love Go and want to see it become as familiar in America as any other game. To achieve that, we must teach more. For that, we need teachers. The more techniques teachers have, the more successful they will be. The workshop is dedicated to that concept. We welcome anyone who would like to learn how to be a better teacher to join us.

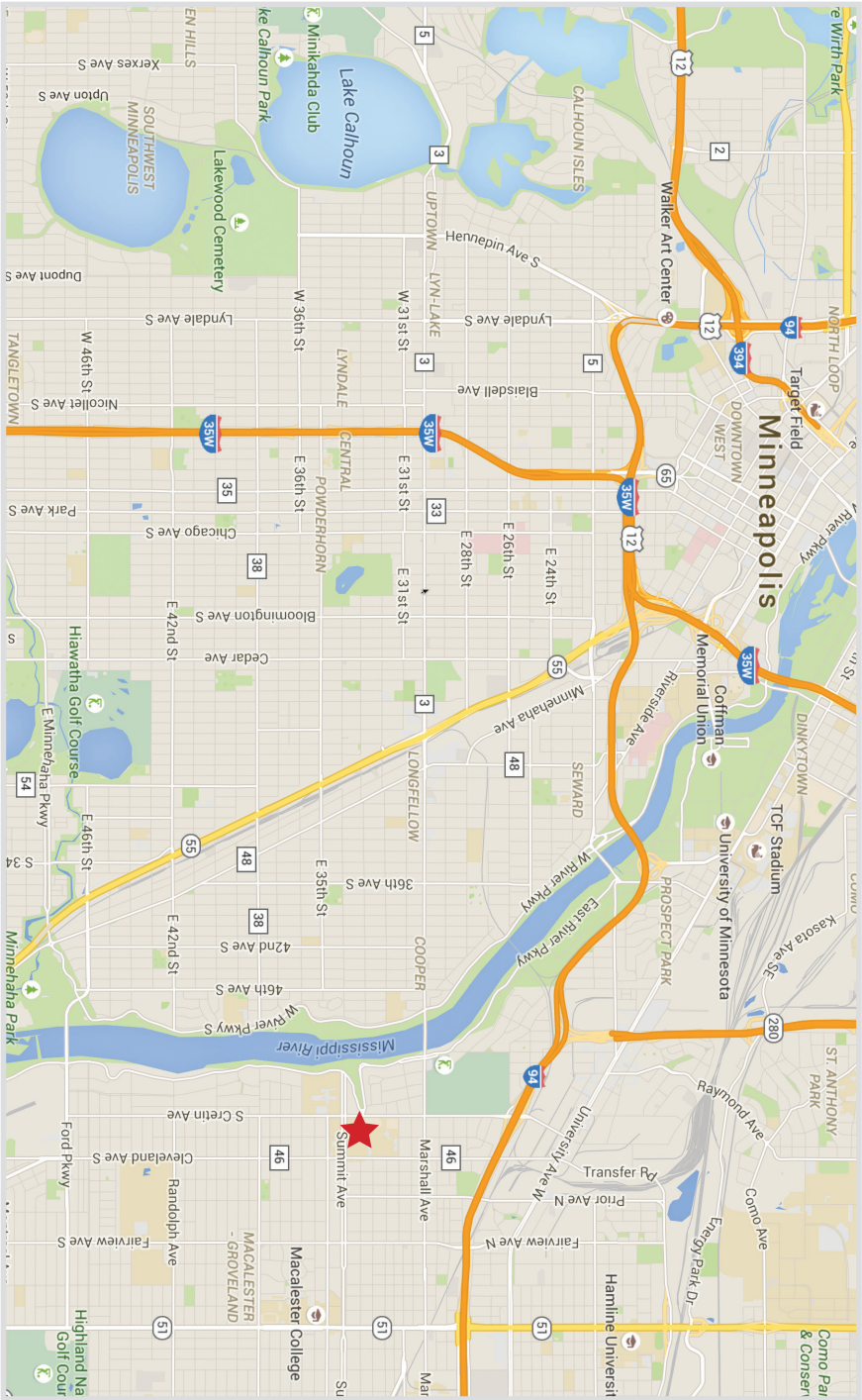
Attendees of the course will receive a certificate as an AGA authorized Go teacher.

Registration is open and you can sign up even after arriving at the Congress. And even if you are not going for the complete workshop, you may drop in on any of the sessions.

Campus Map



Twin Cities Map



Day-off Activities

Wednesday, August 5th is the Congress day off, where attendees have the opportunity to take a break from the intense Go matches to explore the area.

St Croix River Boat Ride (group trip, \$57.50 per person)

Stillwater, MN is a charming town located on the St. Croix River that is a popular destination for Twin Cities residents. Stillwater is home to many restaurants, bars, antique shops, and bed & breakfast establishments. Congress attendees will take a bus to Stillwater. The focal point of this visit will be a 2.5 hour private riverboat tour on the St. Croix River from 12-3pm. This boat tour will include the following food options: choice of 2 hamburgers/beef brisket/bratwurst/chicken breast coupled with a choice of potato salad or coleslaw, baked beans, fresh fruit and all the trimmings. There will also be live music on the boat tour.

Uptown Lakes Shuttle Trip (group tip, transportation cost to be announced)

Uptown is home to many great restaurants, bars, shops, and theaters. The highlight of this area is a chain of four lakes (Lake Harriet, Lake Calhoun, Lake of the Isles, and Cedar Lake) that are connected by bike and pedestrian paths.

Congress attendees will take a shuttle from St. Thomas to Lake Calhoun. At Lake Calhoun, attendees can rent bikes, paddle boats, canoes, kayaks, and paddleboards. Wheel Fun Rentals (www.wheelfunrentals.com) has a rental station on Lake Calhoun right near the restaurant/concession stand on the northeast side of the lake.

Harriet, Calhoun, and Cedar Lakes all have public beaches for swimming. Lake Harriet boasts an extensive rose garden with adjacent peace (rock) garden. If you are around Lake Calhoun, another point of interest is the Bakken museum (www.thebakken.org) which explores the history of electricity and magnetism. For those interested in biking, the Midtown Greenway runs between Lake of the Isles and Lake Calhoun. This path cuts through Minneapolis, isolated from car traffic, and connects to many other trails. It is approximately a 7-mile ride on trails from the University of St. Thomas to Uptown by bike.

St. Anthony Main / Stone Arch Bridge (self-guided)

The St. Anthony Main area is a cobblestone street along the Mississippi that hosts a number of restaurants with outdoor seating. This area is connected to the facing bank of the river by the beautiful Stone Arch Bridge that is strictly for pedestrians and cyclists. On the other side is Mill Ruins park, Mill City museum, and the Guthrie Theater. This location offers Segway tours (www.humanonastick.com/tours.htm).

Grand Avenue (self-guided)

Grand Avenue is a popular street in St. Paul that is home to many restaurants and boutiques. Better yet, it is located very close to the University of St. Thomas. Consider taking a stroll down Grand Ave on your day off or another congress day.

Como Park (self-guided)

Located in St. Paul, this large park contains a small amusement park, zoo, and conservatory (www.comozooconservatory.org). Congress attendees with family may want to consider visiting this location, though the zoo and conservatory offer a great experience for all ages.

Mall of America (self-guided)

The Mall of America (www.mallofamerica.com) is not only home to 4 levels of shopping, it also has an amusement park with rollercoasters and carnival rides at its center. The Mall of America is accessible by the light rail blue line.

Minneapolis Institute of Arts (self-guided)

If you are looking for the traditional art museum experience in the Twin Cities, you will want to check out MIA. (new.artsmia.org) MIA is also located near Nicollet Mall, or “Eat Street” where you can grab a variety of ethnic cuisines.

Other points of interest

Valleyfair (www.valleyfair.com)

Science Museum of Minnesota (www.smm.org)

Mystic Lake Casino (www.mysticlake.com) - free shuttles from various locations.

Minnesota Zoo (www.mnzoo.org)

Local Brewery Tours

Transportation

Bus

The closest bus route servicing the University of Saint Thomas is the 21, which stops on the corner of Summit Ave and Cretin Ave, right outside of the Anderson Student Center. This bus runs approximately once every 20 minutes during peak times. The 21 bus travels between Uptown and downtown St. Paul. You can also use this bus to connect to the light rail station on Lake Street. Complete bus schedule, pricing, and information can be found at www.metrotransit.org. Multi-day passes are also available.

Lightrail

The Twin Cities has a developing Metro system that consists of two light rail lines: the blue line, which connects downtown Minneapolis to the Mall of America (and airport); and the green line, which connects downtown Minneapolis with downtown St. Paul. Individual ride tickets can be purchased on train platforms and can be used to transfer to another train or bus within a 2.5 hour window. Transfers obtained on buses can also be used to ride on the lightrail within a 2.5 hour window. When paying for bus fare on the bus, remember to ask for a transfer.

Nice Ride Bike Share

The Twin Cities boasts an extensive bike sharing system. Information can be found at www.niceridemn.org. There is a Nice Ride station located next to the Anderson Student Center. St. Thomas is located a couple of blocks away from a trail that runs along the Mississippi river and will connect you to the Greenway, a trail that runs all the way to Uptown. A basic map of the major bike trails can be found at goo.gl/4tz5Rq.

If you are a more avid cyclist and really want to explore the area by bike, you can rent road, mountain, and hybrid bikes from Freewheel Bike (www.freewheelbike.com). They offer hourly, daily, and weekly rates on bikes.

Taxi

If congress attendees are in need of a taxi here are a couple of options:

Rainbow Taxi: (612) 332-1615

Red and White Taxi: (612) 871-1600

Nearby Restaurants

Near St. Thomas

- Davanni's Pizza & Hot Hoagies \$\$ - Straightforward counter-service chain
- The 128 Café \$\$ - New American fare in cozy basement digs
- Trotter's Café \$ - American eatery & bakery
- Pad Thai \$\$ - Casual, spiced-to-order
- Shish A Mediterranean Grill & Cafe \$\$ - Middle Eastern
- The Blue Door Pub \$ - Casual, for burgers and craft beers
- Longfellow Grill \$\$ - Buzzy spot for burgers, comfort food, and craft beers

Highland Park (2 miles south)

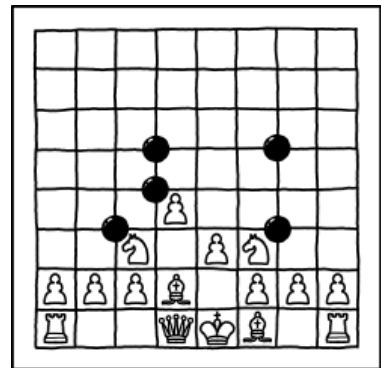
- Cecil's \$ - Deli with kosher items
- Punch Pizza \$\$ - Wood fired pies with gourmet toppings
- Panera Bread \$ - Bakery / Cafe
- Highland Grill \$\$ - Hip venue for burgers and comfort food
- Chipotle Mexican \$ - Made-to-order burritos
- Chatterbox Pub \$\$ - Pub eats and craft beer

Victoria Crossing (3 miles east)

- Bonfire \$\$ - Casual American eatery
- Café Latte \$ - Salads, sandwiches, coffee drinks
- Salut Bar Americain \$\$ - French bistro dishes
- Wild Onion \$\$ - Bar & grill for Chicago specialty fare
- Tavern on Grand \$\$ - American eatery known for walleye dishes

Prospect Park (3 miles north)

- Surly Brewing Co \$\$ - Brewery tours, café, restaurant, beer



WHITE TO CONTINUE INSISTING
THIS IS A CHESSBOARD

courtesy xkcd.com

Acknowledgments

We thank the China Qiyuan, the Kansai Kiin, the Korea Baduk Association and Korea Amateur Baduk Association, the Nihon Kiin and the Taiwan Chiyuan for their continuing support of American Go over many years, as well as the professionals themselves, both from North America and overseas, many of whom came long distances and sometimes on their own initiative. We would like also to thank our supporters at Pandanet and the World Pair Go Association for sponsoring some of our tournaments, and the staff and admins of KGS and Pandanet for helping broadcast our events. We would also like to acknowledge our vendors, Yutopian and Kiseido, for making their high-quality Go equipment and literature available to all during this event.

Congress Staff

Twin Cities Organizers:

Josh Larson	Director
Tim Hoel	Treasurer
Aaron Broege	Volunteer and Publicity Coordinator
Bruce Hilditch	Registrar
Matt Mackall	Technology and Branding Coordinator
Peter Hansmeier	Tournament Coordinator
John Armstrong	Venue Scouting

AGA Organizers:

Andy Okun	AGA President and Teachers' Workshop
I-Han Lui	Pro Coordinator
Chris Kirschner	Teachers' Workshop Organizer
Jon Boley	Tournament Director
Peter Hansmeier	Tournament Director
Todd Heidenreich	Tournament Director
Keith Arnold	Tournament Director
Andy Olsen	Tournament Director
Lisa Scott	Tournament Director
Rexford Cristal	Web Programmer

E-Journal Team:

Chris Garlock	Managing Editor
Todd Heidenreich	Assistant Manager
Steve Colburn	Tech/IT Manager
Paul Barchilon	Youth Editor
Andrew Jackson	Video streaming
Ashish Varma	Video streaming
Phil Straus	Photographer

Interpreters:

Kevin Hwang	Chinese Interpreter
Richard Dolen	Japanese Interpreter

Game Recorders (US Open Day):

Dennis Wheeler
Richard Dolen
Andrew Lu

Game Recorders (US Open Evening):

David Weimer
Solomon Smilack
Bart Jacob
Xiaocheng Hu

Youth:

Paul Barchilon	Youth Coordinator
Shawn Ray	Youth Coordinator

Youth Game Recorders:

Justin Teng
Julian Erville
Matthew Harwit
Shawn Ray

List of Congresses & Directors

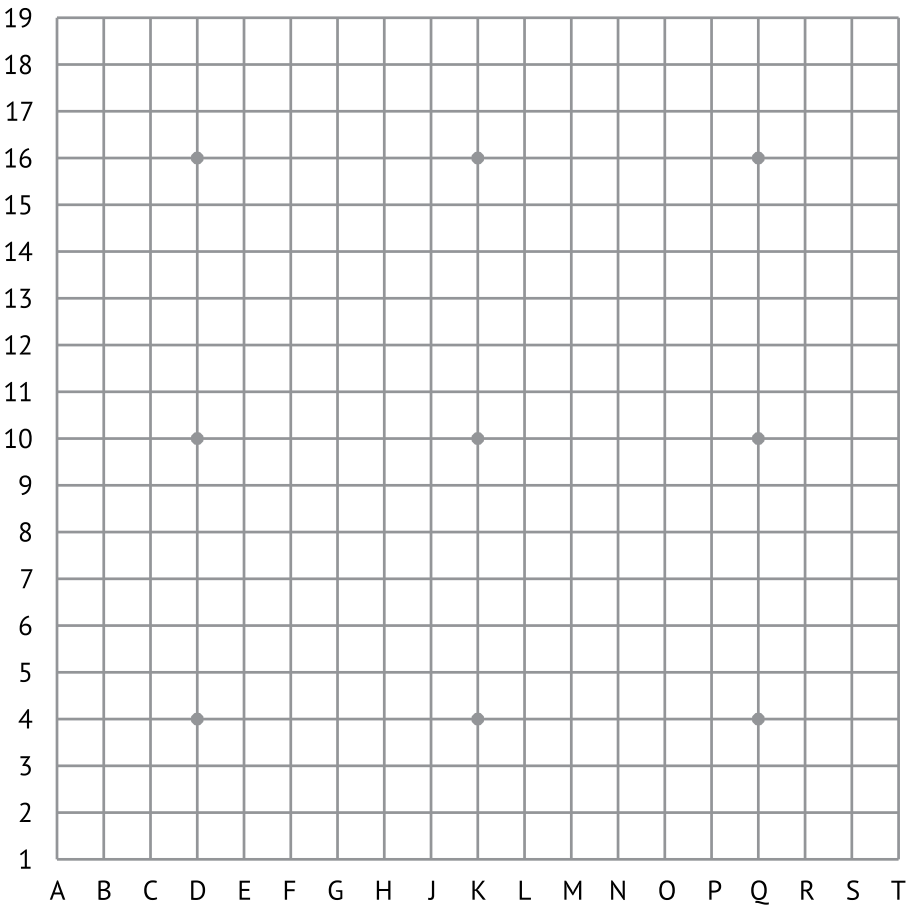
1985 Westminster, MA	Haskell Small
1986 Seattle, WA	Chris Kirschner
1987 South Hadley, MA	Bill Saltman
1988 Berkeley, CA	Ned Phipps
1989 Rutgers, NJ	Paul Matthews
1990 Denver, CO	Ulo Tamm
1991 Rochester, NY	David Weimer
1992 Salem, OR	Jean DeMaiffe
1993 South Hadley, MA	Micah Feldman
1994 Washington,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

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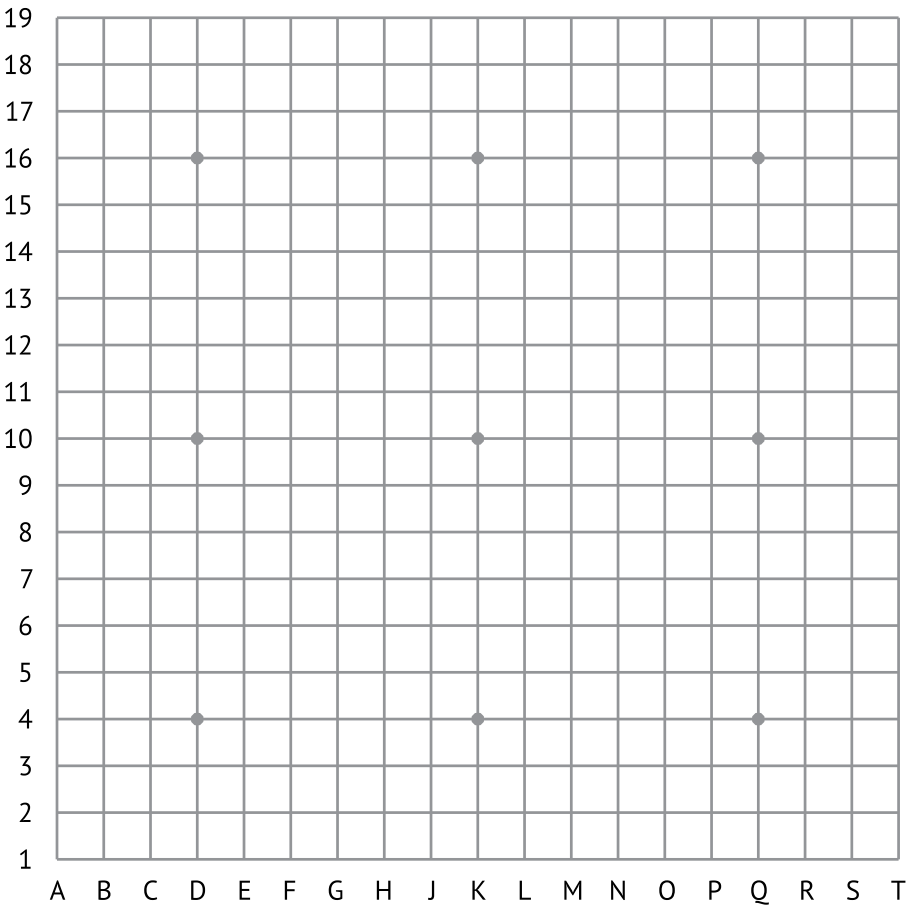


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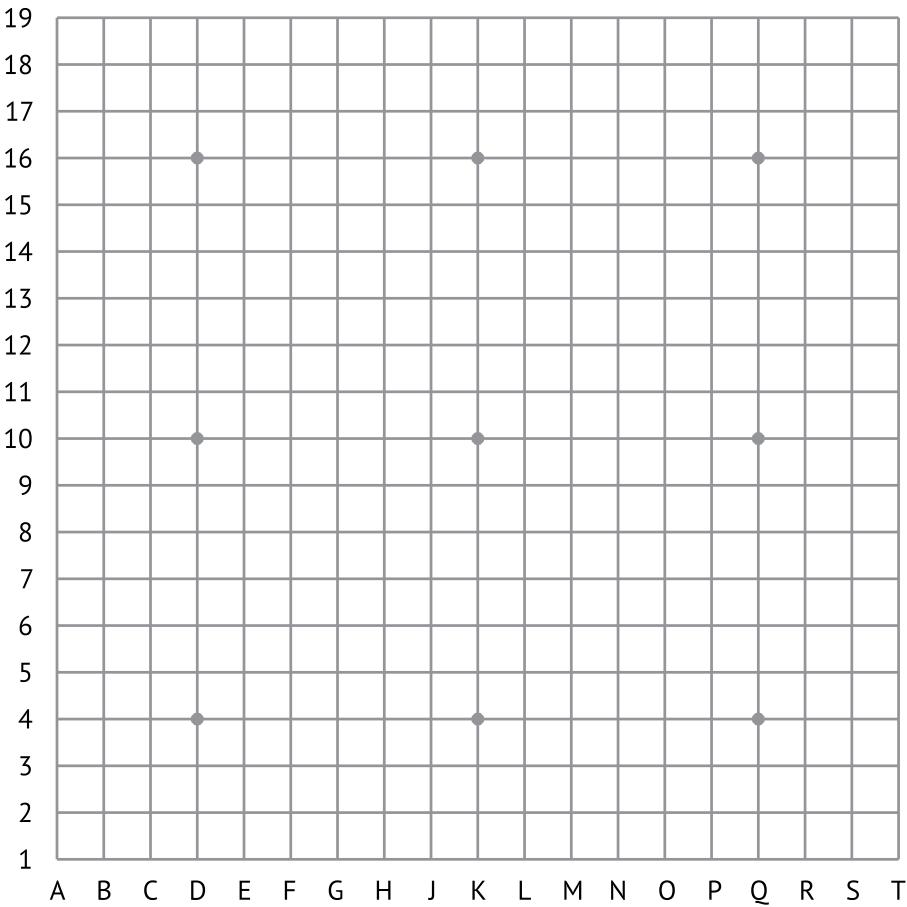


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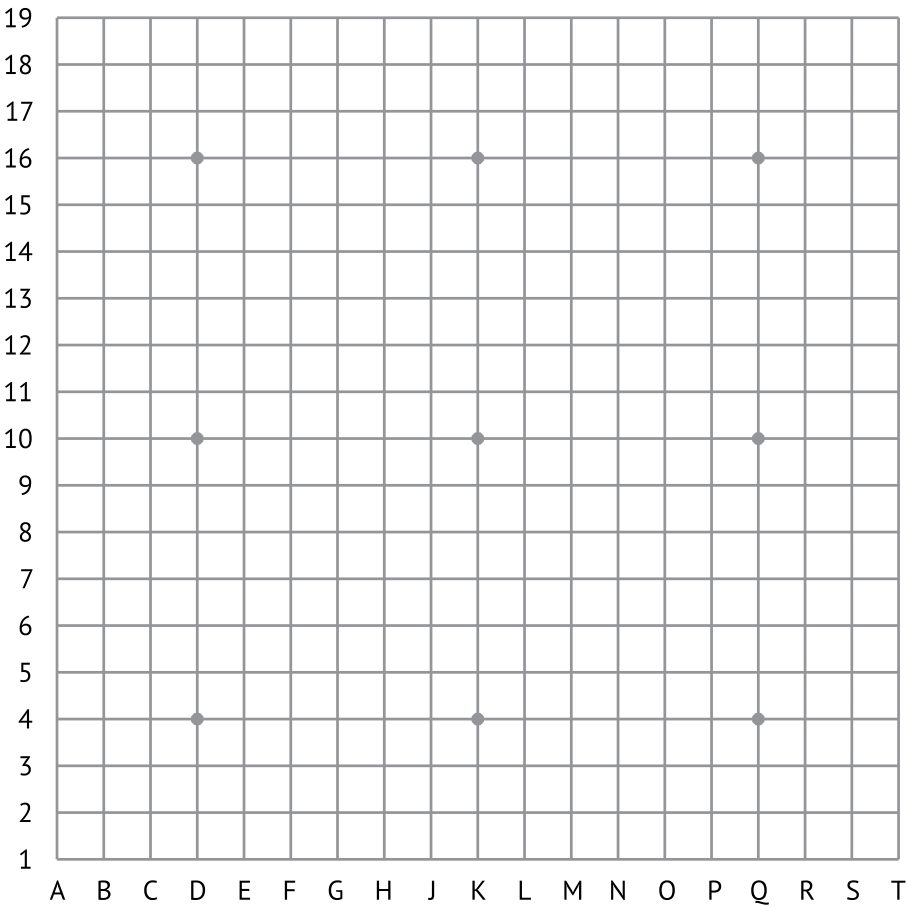


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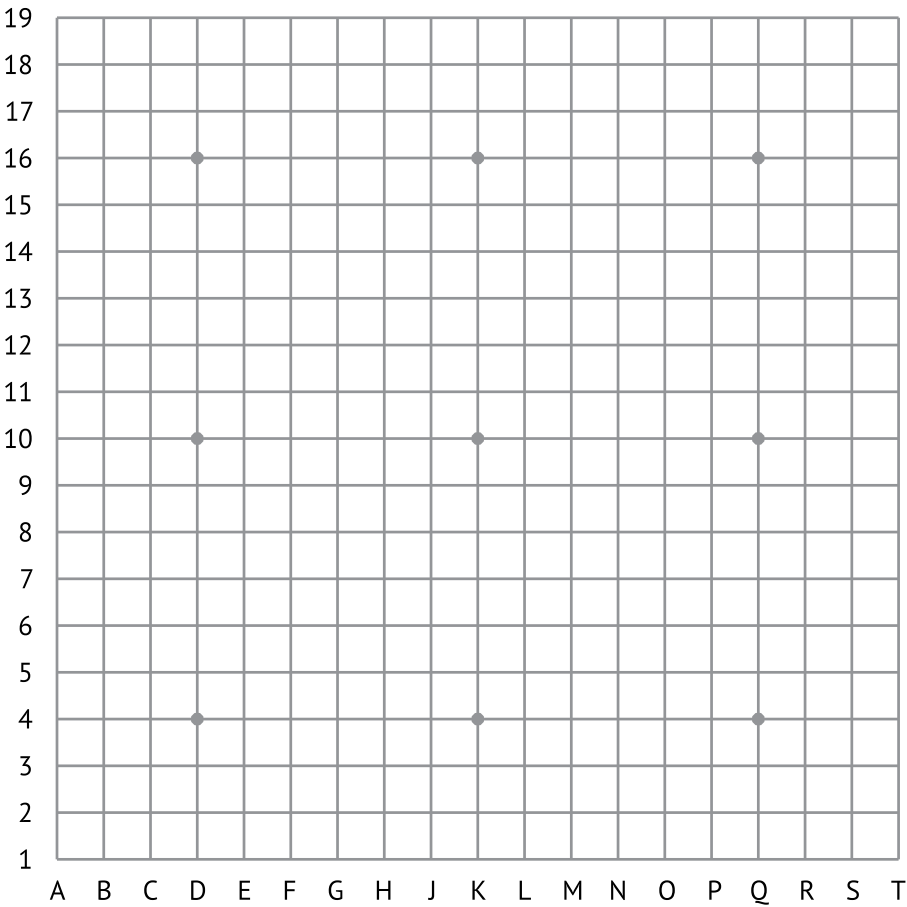


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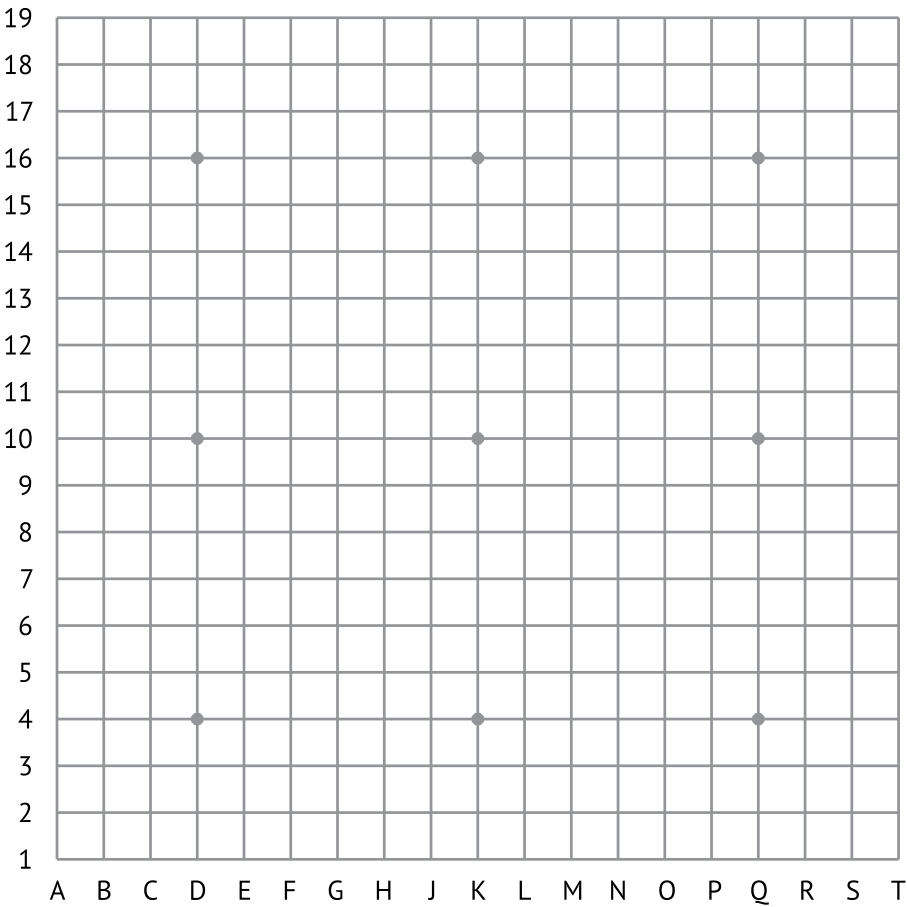


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