

LIGHTNING TOURNAMENT KNOCKOUT

RULES

Entry:

Players enter by rank as determined by your current McMahon score (**MMS**) in the Main tournament at the end of round 6. You *must* be present at the scheduled start time of the Lightning.

Time Limits:

Round Robin Preliminary	5 Rounds,	10 minutes sudden death.
Knock-out Final	3 Rounds,	12 minutes sudden death.

Komi:

The komi is 6 for equally ranked players.
Choose Black by Nigiri.

Handicap:

Normal handicaps apply for unequal rank.
For handicaps above 9, Black chooses where to place the extra stones.
Jigo is Jigo.

Ties:

The tie-break applied for equal scores between two players is:
Player-Player result; Lower Ranked Player; Nigiri.

Results:

The onus is on the winner to record the result.
Failure to do so may result in a loss.

Style:

Players are arranged in order of McMahon score (MMS), then divided into groups of 4, 6, or 8 players. The players in each group play Round Robin on a fixed table for 5 rounds. If the table has fewer than 6, then restart the Round Robin, and at the end calculate the average score for repeat games. The winner goes through to the knock-out stage, which has at most 3 rounds depending on entry.

The Clock:

On each move, press the clock with the same hand that you used to place the stone on the board. If you capture more than three stones, you may stop the clock while removing prisoners.

Disputes:

As there is no time to resolve disputes, there aren't any! In any case, the Lightning Tournament Organiser's judgement is final.