The Mentor–Mentee Event

The aim of the event is to bring together players who may not usually cross paths, while helping them break plateaus and spot mistakes they otherwise might not.

Competing as a team will hopefully mean newer players stay involved beyond the event and into future tournaments. If all goes well this could become a regular event on the Tak calendar!

Team Structure

Each team will have 3 members:

Beginner Mentee (0–1700):
A player who will be training and competing against players of similar skill. By the end of it we'll see what your stones are made of!

Intermediate Mentee (1600–2000):
A player who will be doing it all: learning, competing, and helping the beginner.

Mentor (1900+):
An advanced Takker who won't be playing, but will be using any means necessary to get their teammates ready for battle…
Info about some mentors can be found on Discord below the announcement message.

The tournament rating ranges above overlap, so some players may fit more than one role.

Roles

- You are very likely to get your preferred role but it is not guaranteed, as changes may need to be made so that the number of players in each role is equal.
- If your rating falls outside the range of your preferred role, you are more likely to be reassigned to keep the tournament balanced.
- Participants will be notified if their role needs to be changed.

Team Dynamics

After sign-ups close there will be a **2 week training period**, during which each team will have their own private Discord thread to be used at their discretion for things like:

- Organising practice games
- Analysing key positions
- Preparing openings
- Discussing strategy

Mentees are encouraged to ask plenty of questions, and mentors are encouraged to be proactive in offering input, since many beginners may not know what to ask.
After the 2 weeks are up, the tournament begins!

Tournament Structure

The length of the tournament period will depend on the number of participants, but it shouldn't last more than 5 weeks.

During the tournament period:

- Players will have 2 matches per week
- Matches consist of 2 games, 1 game as each colour
- Each game players earn: 2 points for a win, 1 for a draw, 0 for a loss
- Players will schedule games with their opponent on Discord

Game Settings

- Preset: Mentee Tournament
- Board size: 6×6
- Komi: 2
- Start Time: 10 minutes
- Increment: 15 seconds

All players will compete in a **single Swiss pool** (like the Tak Open) but with a twist: team scoring…

Tournament Scoring

1. Each player's rank in the pool is recorded.
2. The ranks of each team's players are added together to produce the team's score.
3. Therefore the better you place in the pool, the lower your team's score will be.
4. **Lowest team score wins.**

Scoring Example

- Beginner Bob finishes 16th overall
- Intermediate Alice finishes 4th overall
- Team score (sum of ranks): 16 + 4 = 20

This is similar to how cross country running is scored, as it ensures that the best team wins.

Initial Pairing Adjustment

Intermediate mentees will start with 10 game points to prevent early pairings against beginners. All teams will have an intermediate so this won't affect team standings, only match-ups.

Since all players are competing in the same pool, beginners can overtake intermediates in the rankings, which will have a large effect on their rank relative to other beginners.

This means a standout performance from a beginner could win their team the tournament!

Ties

Ties in team score will be decided by the combined points (not rank) of each team's players.

Dates

Sign-ups: Saturday, 7th February – Wednesday, 18th February
Training start: Friday, 20th February
Tournament start: Friday, 6th March
Estimated end: Sunday, 12th April