Hungarian Open Go Championship 2026

European Grand Prix - Bonus C
Hungarian Championship qualifying.

Venue: **Récsei Center**
Budapest XIV., Szabó József street 6.
(entrance from the Istvánmezei street)
map: https://goo.gl/maps/J7FYt3RsHy3nnSkN6

Date: **21-22th of November 2026**

Prizes:

1st place	**120 000**	Ft
2nd place	**80 000**	Ft
3rd place	**50 000**	Ft
4th place	**30 000**	Ft
5th place	**20 000**	Ft
6th place	**10 000**	Ft

Five wins	15 000 Ft
Best under 18 years	10 000 Ft
Best under 12 years	10 000 Ft
Best over 65 years	10 000 Ft

The player is entitled to the prize if played all the rounds and is present at the prize-giving. Prizes cannot be accumulated.

System: **MacMahon**, **5 rounds**, **Japanese rules**, **19 × 19** board,
komi 6.5 point, **60 min** main time, **3 × 30 second** byo-yomi.
Skipped round counts as half a point.
Placement calculation method: MMS, SOS, SODOS, SOSOS.
Starting score according to the current EGF GoR.
EGF tournament rules apply.

Registration fee:

Adult	**55** €
Under 18, over 65 years, under 20 kyu	**50** €
5-dan rank (EGF defended) or stronger	**35** €
Late registration (after 19th of November)	+ 5 €
On-site registration	+ 10 €

Online pre-registration:
on the tournament page
(goszovetseg.hu => versenyek =>
Hungarian Open Go Championship 2026 => nevezés)

Schedule:

Saturday:

8:30	–	9:00	gathering, registration
9:00			registration deadline (and top group deadline)
9:00	–	12:30	**1st round**
12:30	–	13:30	lunch break
13:30	–	16:00	**2nd round**
16:15	–	18:45	**3rd round**

Sunday:

9:30	–	12:30	**4th round**
12:30	–	13:30	lunch break
13:30	–	16:00	**5th round**
16:30			prize-giving

Hungarian Championship:

Hungarian citizen competitors with the annual competition license from the Hungarian Go Federation earn championship points. * The best three of them will qualify for the final. Maximum one round is allowed to be missed to earn points. Current standing

European GP: Standing

Championship points:

placement / points	1.	2.	3.	4.	5.	6.	7.	8.	9.	10.	11.	12.	13.	14.	15.
European Go Federation European GP **Bonus C**	8	6	4	2	1										
Hungarian Go Federation Hungarian Championship Qly.	40 *	30 *	25 *	21	18	15	12	10	8	6	5	4	3	2	1

Information:

If you're coming but cannot make it to the venue by the registration deadline of 9:00, please let me know by phone call, so we don't drop you from the 1st round (email and messaging are not appropriate).

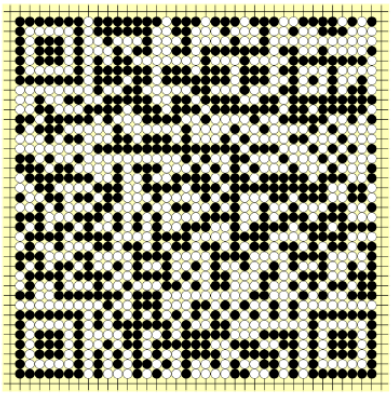
The starting times of the rounds and the prize-giving ceremony may vary slightly.

Participants agree that they may be photographed and video recorded during the event, which will be used by the organizers to promote go and tournaments.

Organizer: László Bővíz, +36 30 59-22-559, tournament@goszovetseg.hu

Live: Standing and pairing during the tournament: https://tinyurl.com/goverseny

Standing & Pairing



Scan this QR code

Additional rules of the tournament:

1. **Competitor**: Any person who is on the list of registered competitors.
2. **Spectator**: Anyone who observes a game in progress and is aware of its status, whether watching directly on the spot or watching the broadcast.
3. **Assistant**: A person who communicates with a competitor during an in-progress game, either verbally or otherwise, or assists them in a non-game-related activity.
4. One cannot be both a **Spectator** and an **Assistant** during the same game. Hence, but not limited to the following:
    a. The Assistant may talk or communicate with the competitor, as he is not watching the game.
    b. A Spectator cannot speak to a competitor.
    c. A Spectator cannot signal to a competitor.
    d. A competitor cannot be touched by a Spectator, because touch is also communication.
    e. A Spectator of the game cannot help the competitor in their non-game-related activities.
    f. A Spectator may not accompany a competitor during their game.
    g. Anyone who is not watching the game can accompany the competitor and help them with his non-game-related activities during the game.
5. The use of **external assistance** will result in disqualification from the tournament.
6. During the games, near the competitors, no one is allowed to use **electronic devices** capable of transmitting data. The exception to this rule is if both competitors declare to the organizer before the game that they agree to mutual use. This consent may be withdrawn.
7. **Hygiene**: Competitors must ensure the hygiene of the game equipment (stones, bowls, boards, etc.). These should not be contaminated in any way, as this could pose a risk of infection. In case of violation, the organizers will warn the player, and in the event of repeated offenses, the player may be disqualified from the competition.