

MATCH FORMAT, TIMETABLE AND FEES

Sydney Open Backgammon Tournaments are held twice a year and are conducted by the Sydney Backgammoners.



ELIGIBILITY

This is not a tournament for beginners.

Because matches have time constraints, if the Tournament Director (TD), even after play has begun, considers that an entrant has insufficient backgammon skills, he may ask the entrant to withdraw from the tournament with a full refund of fees.

MATCHES

All matches are to 7 points. The tournament consists of six Swiss-style matches with no player ever being knocked out.

All players will first play a Qualification Flight of three matches.

Players who have won either all three, or two, of their matches will enter the Main Flight of a further three matches.

Concurrently, the remainder of the field will enter the Second Flight, also of three matches.

Scores will not carry over from the Qualification Flight to the other Flights but ranking positions will.

SCORING

In any match, the score difference (points won minus points lost) determines your Score Points.

For example if you beat your opponent 7-2, your Score Points are 5 and your opponent's are -5.

The winner will be awarded a further 100 Match Points. So your Total Points for that match are 105 and your opponent's are -5.

This total is added to prior totals to give the current ranking score which determines the pairing of the next round.

If in any round there is an odd number of players, the player at the bottom of the ladder will receive a bye, which counts as a win.

The player is awarded 100 Bonus Points but no Score Points (as no match was played).

If a player aborts a match for any reason, the Point Score is the score-to-date. 100 Bonus Points will be awarded to the opponent.

The winner of the tournament is the Main Flight player with the highest score at the conclusion of the tournament.

If there is a draw between the top two or more players, the TD will determine the tie-break method.

TIME LIMITS

There will be a strict time limit of 90 minutes per match. If a match has not finished in 90 minutes, the game-in-play is allowed to conclude.

If, on conclusion, a player reaches 7 points, he or she is the winner and the scoring is as usual.

If, on conclusion, neither player has reached 7 points and the score is uneven, the higher scorer is awarded Score Points plus 97 Match Points.

If, on conclusion, neither player has reached 7 points and the score is even, one further game is played and the higher scorer is awarded Score Points plus 97 match Points.

FEES

The entry fee is \$60 for non-members of the ABF and \$50 for members. You may join as a member on the day (recommended).

100% of the entry fees will be returned as prizes as follows:

1st Prize, to the winner of the Main Flight: 50% of the pool

2nd Prize, to the runner-up of the Main Flight: 25% of the pool

3rd Prize, to the winner of the Second Flight: 15% of the pool

Main Flight Consolation to the best one-match winner: 5% of the pool

Second Flight Consolation to the best one-match winner: 5% of the pool

These consolation prizes are designed to keep players interested to the very end.

Even if you win only the last match of the day you are in contention for a consolation prize.

Apart from the above entry and prizes two optional Side Pools with entry fees of \$100 and \$300 are offered.

Players may enter either or both Pools. The total of each Pool is awarded to that Pool's highest ranking participating player in the Main Flight.

SCHEDULE

These times are only approximate. Players must be alert to time announcements.

Each round will commence only after all games of the previous round have been completed.

Registration	9.00 am	Round 3 (Qualification Flight)	1.30 pm
Draw (random shuffle)	9.30 am	Round 1 (Main & Second Flights)	3.00 pm
Round 1 (Qualification Flight)	9.30 am	Round 2 (Main & Second Flights)	4.30 pm
Round 2 (Qualification Flight)	11.00 am	Round 3 (Main & Second Flights)	6.00 pm
LUNCH	12.30 pm	PRESENTATION OF AWARDS	7.30 pm

LATECOMERS AND EARLY LEAVERS

After a grace period of five minutes, players arriving late to any round will be penalised one point for each further 5 minutes of lateness.

Any player arriving after the first-round name shuffle (9.30 am) is considered to be a latecomer.

Latecomers may enter round 2 with a zero point score.

After the Round 2 pairings are made, no further latecomers will be accepted.

If a player needs to leave the tournament before its conclusion it is imperative that the TD be notified.

The Tournament Director shall be the final arbiter of disputes and will be guided by international tournament rules, giving consideration to sportmanship and fairness. If the TD considers that a player is "gaming" the rules he may, after one warning, forfeit that player's match.