

2021 SYDNEY OPEN BACKGAMMON TOURNAMENT



WHAT, WHEN AND WHERE

The 2021 Sydney Open Backgammon Tournament is a one-day face-to-face tournament to be held on Sunday June 20th at the Canada Bay Club, 4 William Street Five Dock. Play will be in the William Room.

ELIGIBILITY

The tournament is open to all players of at least intermediate skills who are familiar with the use of the doubling cube. This is not a tournament for beginners. Because matches have time constraints, if the Tournament Director (TD) considers that an entrant has insufficient backgammon skills, he may ask the entrant to withdraw from the tournament with a full refund of fees. There is no limit to the number of entries. There are no buy-backs.

FORMAT

All matches (other than Deciders) are to 7 points. The format is Two-tier Double-Elimination Swiss consisting of a Main Flight of six matches and a Second Flight of three matches. This combines the best aspects of Knockout and of Swiss style tournaments. Everybody plays at least three matches. A player can lose a match and still remain in (and win) the tournament. Players are paired according to their scores; top score plays second top score and so on. Wherever possible, no two players are paired more than once. Players will be randomly paired for the first round and, if there are an odd number of players, a bye will be randomly awarded to one player. If, after six rounds of the main flight, two or more players have equally won the most number of matches, further 5-point Decider Rounds will be held to determine the winner and other placings. Only the players who have won the most matches are entered into the decider rounds. In the event that, after six rounds, there are an odd number of players who have won the most matches, the next ranking player goes to the decider to keep player numbers even. In the final rounds, and in the decider rounds, the top scorers may be paired even if they have met before. This is to minimise the number of decider rounds required. The eventual winner is the Main Flight player who, after at least six rounds, has won the most matches. It is important to understand that the player who, in the last round is paired with and loses to the eventual winner, may end up not being placed at all. Results will be added to AusBGF ratings.

All players start in the Main Flight. By three rounds:

- (a) players who have lost none, or one, of their matches remain in the Main Flight and are eliminated if they lose any two matches overall.
- (b) players who have lost two of their matches enter the Second Flight and are eliminated if they lose a further match.

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 are an odd number of players, the player at the bottom of the ranking 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.

TIME LIMITS

There will be a strict time limit of 90 minutes per 7-point 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 95 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 95 match Points. The 5-point Decider Rounds have a time limit of one hour.

FEES AND PRIZES

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

Fees are to be paid in cash on the day prior to commencement of play.

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

1st Prize: to the player who, after at least six rounds, has won the most matches: 60% of the pool plus a trophy.

2nd Prize: to the player who, by the last round played has the second highest score: 30% of the pool.

3rd Prize: to the highest ranked of the Second Flight: 10% of the pool

2nd and 3rd Prizes are awarded on total score values accumulated by the last round played (including Deciders) regardless of matches won.

With equal scores, the prizes are split.

SIDE POOL

An optional Side Pool of \$100 is offered where the total of the Pool is awarded to the highest ranking player participating in the Pool.

Main Flight players always rank higher than Second Flight players.

SCHEDULE

Registration at 9 am. Draw and commencement of play at 9.30 am

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

With decider rounds, the tournament could end late at night. Out-of-town players are encouraged to organise overnight accommodation.

LATECOMERS AND EARLY LEAVERS

Players arriving late to any round will be penalised one point for each 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, without warning, forfeit that player's match.