

2021 NSW OPEN BACKGAMMON TOURNAMENT



WHAT, WHEN AND WHERE

The 2021 NSW Open Backgammon Tournament is a two-day face-to-face tournament to be held on Saturday and Sunday November 6th and 7th 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

MAIN FLIGHT. The Main Flight format is Triple-Elimination Swiss consisting of eight rounds held over two days.

Day 1 will have five matches to 7-7-7-9-9 points. Day 2 will have three matches to 11 points plus, if necessary, further Decider Rounds to 7 points.

Players are eliminated from the Main Flight if they lose any three matches. This combines the best aspects of Knockout and of Swiss style tournaments.

A player can lose up to two matches and still win the tournament. All players are guaranteed to play at least four matches over the two days.

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 eight rounds, two or more players have equally won the most number of matches, further 7-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 eight 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 player who, after at least eight 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. Match results will be added to AusBGF ratings.

SECOND FLIGHT. Players who have been eliminated from the Main Flight on Day 1 are entered into the Second Flight on Day 2 at no extra charge.

The Second Flight will consist of three rounds to 11 points and will be Single-Elimination Swiss, where one loss removes you from the tournament.

SCHEDULE

DAY 1 Registration from 9.00 am. Main Flight commences at 9.45 am

DAY 2 Second Flight commences at 9.30 am. Main Flight resumes at 9.45 am

FEES AND PRIZES

The entry fee is \$110 for non-members of the AusBGF and \$100 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 Main Flight player who, after at least eight 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.

3th Prize: to the highest scorer 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

There is an optional side pool of \$250. The total side pool is awarded to the highest scoring participating player.

The Main Flight ranks higher than the Second Flight.

SCORING

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

For example if you beat your opponent 11-2, your Score Points are 9 and your opponent's are -9.

The winner will be awarded a further 100 Match Points. So your Total Points for that match are 109 and your opponent's are -9.

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

TIME LIMITS

Players arriving late to any round will be penalised one point for each 5 minutes of lateness.

Latecomers arriving after the first-round name shuffle 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.

In Swiss tournaments a round cannot commence until all matches in the previous round have been completed.

For this reason we have a strict time limit for each round.

There will be time limit of 1.5 hours for 7-point matches, 2 hours for 9-points and 2.5 hours for 11 points.

If a match has not finished in the allotted time, the game-in-play is allowed to conclude.

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

If neither player has reached winning points and the score is uneven, the higher scorer is awarded Score Points plus 95 Match Points.

If the score is even, one further game is played and the higher scorer is awarded Score Points plus 95 match Points.

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.