LAST MAN STANDING
ONLINE BACKGAMMON TOURNAMENT
(with apologies to the ladies, no sexism intended)
Entries close on Monday July 26th

CONDUCTED BY
Sydney **BACKGAMMONERS**

ENDORSED BY
AusBGF

FORMAT

The tournament format is Double-Elimination Swiss. Each round is to 13 points. Players are eliminated if they lose any two matches. This combines the best aspects of Knockout and of Swiss style tournaments. The tournament is open-ended with no fixed number of rounds. Play continues until every player but one has lost two matches. A player can lose a match and still remain in (and win) the tournament. Losers are not relegated to consolation tournaments.

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.

ENTRIES, FEES AND PRIZES

Entries close at midnight Monday July 26th and play begins a day or two later.

The Tournament Director may reject any entry without explanation or right of appeal.

There is no limit to the number of players who may enter the tournament. There are no buy-backs.

The entry fee is $100   100% of the entry fees will be returned as prizes as follows:

1st Prize: to the Last Man Standing after all other players have lost two matches: 60% of the pool.

2nd Prize: to the player who, by the end of the tournament, has the second highest score: 30% of the pool.

3rd Prize: to the player who, by the end of the tournament, has the third highest score: 10% of the pool

With equal scores the prizes are split.

Sydney Backgammoners are an affiliated club of the Australian Backgammon Federation. As such players' scores are entered into the AusBGF ratings.

You are encouraged to join the AusBGF ($15) per year and keep abreast with local news with all major upcoming tournaments at AusBGF.org.au

SIDE POOL

There is an optional Side Pool (for players) of $100

The highest and second highest scored participating players (by the last round played) win 70% and 30% of the Pool respectively.

REMITTANCE

Please deposit your entry fee of $100 and, if applicable, the $100 optional side pool money into the tournament account:

BSB: 032020   Account No: 303590   Reference: Your name and Last Man Standing

No PayPal facilites are available. All funds to be in Australian dollars.

Email the Tournament Director, Gary Stavrou, at gstavrou1941@gmail.com to alert him of your entry and whether you are participating in the Side Pool.

Also give him your mobile number, your location and, if applicable, your Galaxy name.

Your details will be shared only with tournament entrants so that matches can be arranged.

WHERE TO PLAY AND CLOCKS

Players can agree to play at any venue. Clocks shall be set to NORMAL at Galaxy or the equivalent timing at other venues. If the clock is accidentally set to a wrong time, then, as with most illegal moves or actions, if not rectified by the time each player has rolled the dice once, the illegal move stands.

Please check the clock, and match length, before starting your match. It is up to the players to arrange games among themselves.

SCORING

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

For example if you beat your opponent 13-4, 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 are 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). No player shall receive a bye twice if at all avoidable.

Note that byes in the last couple of rounds can be very beneficial. Consider this as part of backgammon's luck factor.

The tournament is computer-driven. Whenever values are the same the computer will make random choices.

SCHEDULE

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

For this reason we shall have a strict 5-day schedule for each round. Pairings for each round will be emailed after the previous round is completed.

Scores must be reported by 10 pm on the allocated day, by email only, to the Tournament Director, Gary Stavrou, at gstavrou1941@gmail.com

UNPLAYED MATCHES

Matches whose results are not reported by the due time will not be scored. This counts as a loss for both players. It is likely that in such cases one player will be completely blameless. It is not feasible to follow email trails and apportion blame to one or both players. The "no result, no score" rule will be automatically imposed. No ifs, no buts, no sob stories. If a player can't play or aborts a match for any reason, he/she must notify the Tournament Director. The point score to date plus 100 Bonus Points will be awarded to the opponent. The Tournament Director will determine if aborted or forfeited matches are to be scored. They should be reported by the closing time of the match. Unscored players can still proceed to the next round if they have not lost two matches overall.

The Tournament Director shall be the final arbiter of disputes and will be guided by international tournament rules, giving consideration to sportsmanship and fairness. If the TD considers that a player's behaviour is unsatisfactory he may, without further explanation, forfeit that player's match.