

CHEAP AND CHEERFUL ONLINE BACKGAMMON TOURNAMENT

Entries close on Monday September 27th 2021



FORMAT

The tournament format is Single-Elimination Swiss. This is similar to knockout except for the method of pairing players and for the handling of byes. Each round is to 9 points. Rounds will continue until there is only one player who has won the most matches, at which point the tournament ends.

That means that 17-32 players should take 4 or 5 rounds and 33-64 players should need 5 or 6 rounds.

As in pure knockout, players are eliminated if they lose any one match.

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.

The eventual winner is the player who has won the most matches after all other players have been knocked out.

ENTRIES, FEES AND PRIZES

Entries close at midnight on Monday September 27th and play begins a day or two later.

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

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

All transaction costs, international or otherwise, are paid by the player.

The entry fee is \$10 100% of the entry fees (rounded up or down if required) will be returned as prizes as follows:

1st Prize: 70% of the pool.

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

Note that there is no 3rd prize as the pool is relatively small.

With equal scores the prizes are split.

Sydney Backgammoners is 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

Further, registration fees to all of Sydney Backgammoners face-to-face tournaments are waived for Federation members.

REMITTANCE

All funds are in Australian Dollars. Please deposit your entry fee of \$10 into the tournament account:

BSB: 032020 Account No: 303590 Account Name: Backgammon Reference: Your name and Cheap and Cheerful (C&C)

PayPal facilities may be available to overseas players only. Contact John Symon for details at treasurer@ausbgf.org.au

Email the Tournament Director, Gary Stavrou, at gstavrou1941@gmail.com to alert him of your entry.

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. Unless both players agree otherwise, 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 9-2, your Score Points are 7 and your opponent's are -7.

The winner is awarded a further 100 Match Points. So your Total Points for that match are 107 and your opponent's are -7.

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 with the lowest score 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, should there be three remaining players, the bye (the Golden Bye) is 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 five-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. The TD can make an exception if it comes to a final between two players to ensure there is no gaming of the system.

If a player can't play or aborts a match for any reason, he or 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.

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's behaviour is unsatisfactory he may, without further explanation, forfeit that player's match.