Unique Possibility
Dr. Jakob Garal

ChicagoPoint proposes its users sometimes very interesting questions and the answers on them are very important for correct investigations of tournament rules for this game competition.

I'd like to talk about follow poll results:

POLL#3 (Total votes 219): My favorite major tournament format is:
33% - swiss movement (or modified swiss)
32% - double elimination with Consolation Flight

POLL#5 (Total votes 251): What most inspires you to attend a backgammon tournament?
38% - big cash prizes preferably including added money
20% - social reasons, I want to have fun over the weekend

POLL#11 (Total votes 184): When you cash in ABT event, which is more important for you?
62% - money over master points by a lot
10% - money over master points by a little
15% - I value both money and master points

POLL#27 (Total votes 188): BG directors should strive to make their events as skilful as possible –eg. long matches, Swiss system, clocks – so the best players win more often.
28% - I agree. When the same experts regularly cash, it helps to prove that backgammon is a game of skill.
42% - Within reason. Open entry fees are expensive. You don't want to make winning effectively impossible for below average players.
30% - I disagree. Don't go overboard with the skill thing. It's great for backgammon when non-expert win.

If we collect all these answers together then we can find that the most part of BG-community prefer play in the tournament:
     - for money (58% in poll#5 and 87% in poll#11 – I suppose that 15% of players, who answered that they value both money and master points, are likely immediately to choose money in case you ask them extra about "what do you prefer to receive: only money or master points?" ☺);
     - more matches: Swiss system (33% recipients) and double elimination with consolation flight (32%).

     The last Poll#27 brings us very interesting results: opinions were shared practically in three parts. Only 1 of 3 recipients (28%) has understood how important for BG-community to have their experts and other good players in the top of the rating table. Why? Because in the reality we have some kind of expert's opinions who decide about the BG-giants every two years and offer us their estimations in form of 32 BG-Giants list of the World, and we have World Backgammon Championship in Monte Carlo the winner of which could be NOBODY! In the last 2009 list there were only two World Champions between 32 giants: Mochy (place 1 – he won in 2009 WC) and double World Champion Bill Robertie (place 26). There are no other World Champions between 32 Giants!

Is it normal? Is it OK for this game? Have we no possibility to find any specific format for the competition that allow us to promote the tournaments in fair form, where the best players have the possibility to show their full features and everybody can use his chance of luck in the same form as it happens in this game usually? Should we really need experts to decide who the best one is? Have we no chance to find another criterion instead of subjective opinions of experts? How can we accept the wishes of players and what should be changed in the tournament formats to make them more attractive for players and more profitable for tournament organizers? Is it possible generally?

It looks may be strange, but "yes" it is possible. For these purposes we have to implement the tournament with prize fund sharing, that first time was found in Kharkov, Ukraine in 2009 and used now on all events in Kharkov Federation of Nard and Backgammon and in other backgammon events in Ukraine too. How it works?

First of all we are sharing the prize fund in two parts:
- 50% of each participant's entry fee (EF) is fixed as a prize fund for the final session of the tournament (the money of sponsors accumulates there too);
- the remained sum of money (50% of entry fee) is preliminary money (PM) for playing in preliminary session. This money is in disposal of each player during the preliminary competition.

That is the financial statue before the tournament in progress.

The tournament self will be divide in two parts:
- preliminary session to range the players and find the best of 8
- and final competition (can be divide extra for final and consolation divisions).
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The preliminary session is promoted like standard **FPP-Tournament™** to range the players and find the best of 8.

Backgammon **F**ixed **P**lay **P**arameters **T**ournament (**FPP-Tournament™**) is promoted with fixed time and playing intervals, with known quantity of matches and games in every match.

Constant parameters:
- pairing in the first match is casual.
- pairing after the first match is according to Swiss system.

Various parameters (can be changed by TD)

Parameters	Values			
Number of matches, NM	**5**		**7**	
Time for one match	**30 min.**	**50 min.**	**30 min.**	**50 min.**
Quantity of games in a match, QG	**6**	**10**	**6**	**10**
Number of Game Points	**20**	**30**	**25**	**45**
Break between matches	**10 min.**	**10 min.**	**10 min.**	**10 min.**
The entire time for competition	**200 min.**	**300 min.**	**280 min.**	**420 min.**

Starting set of **Game Points** depends on entry fee, quantity of games in a match and number of matches and could be calculated like follow:

$$GP = QG*NM$$

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Promoting of Backgammon Tournament with Prize Fund Sharing

The price value of one game point could be scoring like follow:

$$GPV = PM/GP$$

To make calculation easier it will be proposed to find such value of GPV that can make division result with the whole number.

For example: QG = 5 and NM = 5. So GP= 5*6=30.
If we have entry fee 100$, then PM will be 50$ (PM =50%*EF= 0,5*100$=50$).
It gives us: GPV = PM/GP=50$/30 = 1,666$ per game point.
It is not optimal value for such calculations, that's why it is proposed to take number of game points for this competition GP=25. In this case we receive for GPV value of 2$
(GPV= PM/GP= 50$/25= 2$)
It means that each game in the preliminary session will be played with the stake 2$ per game point.

In the tables below you can find such values for different number of matches and games in any matches depend on entry fee:

Number of players: 32
Number of best players for final session: 8
Relation of best players to all   R = 1/4

Entry Fee, $	Money for Preliminary Competition, $		Number of Matches	Quantity of Games in one Match		Number of Game Points		Game Point Value, $		Final Prize Fund, $	
100	50	60	5	6	10	20	30	2,5	2	1600	1280
200	100	120	5	6	10	20	30	5	4	3200	2560
300	150	180	5	6	10	20	30	7,5	6	4800	3840
500	250	300	5	6	10	20	30	12,5	10	8000	6400
700	350	450	5	6	10	20	30	17,5	15	10200	8000
1000	500	600	5	6	10	20	30	25	20	16000	12800

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100	50	60	7	6	10	25	40	2	1,5	1600	1280
200	100	120	7	6	10	25	40	4	3	3200	2560
300	150	180	7	6	10	25	40	6	4,5	4800	3840
500	250	280	7	6	10	25	40	10	7	8000	7040
700	350	400	7	6	10	25	40	14	10	11200	9600
1000	500	600	7	6	10	25	40	20	15	16000	12800

Backgammon FPP-Tournament™ rules are following:

1. Before the **FPP-Tournament™** begin each player buys the fixed amount of Game Points (for example, 10 GP for 100€).

2. TD advertises the time interval given for one round and quantity of games which should be played in this time. If players had not finished the necessary quantity of games fixed by TD in the given time, they are obliged to finish last (current) game in this round and report their actual results after that.

3. The first round begins: the starting stake in a game one Game Point. All games are played with a doubling cube, i.e. doubling acceptance increases the stake to the two GPs and so on. It is a full analogue of money-game. After the first round finished players inform the TD about their results: quantity of GPs they have won and quantity the games they have finished. According to these results new play pairs are formed (Swiss system) and the second round begins.

4. The starting stake in each game in the second and third rounds should be the same, as well as in the first - one Game Point. From the 4th round the starting stake could be doubled each next round (2 GPs, 4 GPs etc.) or it is fixed by the TD preliminary for the entire tournament.

5. Quantity of GPs during the game should be enough to pay for any double proposal. In case one of the players has not enough GPs to double the stake he can't double his opponent or win more GPs than he has in his disposal in this game. This player can buy some quantity of GPs after any game, but never during the game. Buy-add can't be more than a starting set of GPs: usually there is a starting set or half of it.

6. During the first three rounds there is a possibility for players, who have lost all their Game Points, but want to play in the **FPP-Tournament™** further, to re-buy a starting set (like in poker). Or players can re-buy it in any round after any game after which they have lost their all GPs (TD option).

7. Player, who has lost all his GPs and doesn't want to re-buy starting set, leaves the **FPP-Tournament™**.

8. The actual places for all participants of the **FPP-Tournament™** are defined after the last round is finished. The sum of the GPs which a player has won after all matches is the quantitative characteristic considered at this ranking.

9. Rating of a player can be estimate by very simple method: the amount of GPs with the account of quantity of games after all matches in the **FPP-Tournament™**.

Commercial option

10. Each player, who has some number of Game Points after FPP-Tournament™ is finished, wins a prize equivalent to this sum of the GPs recalculated into the money and minus the commission fee of the FPP-Tournament™ organizer.

Main Advantages
For Tournament Organizers

1. Exact calculation of the quantity of matches and games in each match.
2. Exact calculation of the required time per each round and the entire tournament.
3. Easy pairing of players in each round.
4. Exact calculation of any side events.
5. As a result of clauses 1-5, the possibility to increase the sum of money the organizer can earn during the tournament and simultaneously to reduce the time to spend for it.

For Players

1. Knowledge of the precise quantity of matches and games in each match.
2. Knowledge of playing time granted per match and the entire tournament.
3. Actual continuous control about his money bankroll during the tournament.
4. Possibility to continue play in the tournament after loosing the starting set of GPs.
5. Possibility to play more matches against more players (as minimum 5 matches against 5 different opponents per day).

By the results of the preliminary session the best of 8 players are coming in the final competition and the others are playing in consolation.

In case of several participants have the equal results in the bottom of the table the decision is taking under following conditions:
- match result(s) between given competitors are compared and the decision is determined on this (their) basis;
- if the players did not play among themselves, then they should play an additional match and the winner takes place in the final session.

Final Session: Double Elimination Competition

In final session it will be promoted double elimination competition till specific number of points.
To make the tournament more attractive it is proposed to promote final for best of 8 players and consolation for the rest players and both competitions like double elimination format.

In this case final prize fund (50% of total entry fee) can be dividing like this:
- final competition of best of 8 players – 40% of total entry fee
- consolation for the rest players – 10% of total entry fee.

The prize places can receive from the above sharing prize fund the follow parts:
- in final: 1 - 50%, 2 – 30%, 3 – 20%
- in consolation: 1 - 70%; 2 – 30%.

Conclusions:
1. We have found a format that combines two main forms of backgammon: money and match play.
2. The player who is good in both forms should be the best one for this tournament.
3. Players, who take best places in such tournament's format, can rank according the sum of GPs they received plus the sum of money they won.

4. The minimum number of matches for each tournament's participant will be 7.
5. After the tournament is completed each of the participants who have on his (her) account any quantity of game points obtains reward for participation in the tournament – refund of money. Scoring of this refund depends on the quantity of these Game Points and happened according the system proposed above minus the commission fee of tournament organizers (the certain fixed percent of the return sum - as a rule **10%**).
6. Players who rank in the top of such ranking list are the best players of backgammon community, because total number of game points and sum of money they won can not be fictive. These parameters are real, not artificial, and they can present us the real quality of BG-giants!
7. This format of BG-tournament can give us the possibility to estimate the real quality of each player in both most used forms of this game: money and match play.

Is it really unique possibility to implement such format for BG-tournaments to resolve all actual critical points of modern BG-society: wishes of players (more money win and matches play), fair rating system implementation and purposes of organizers (to earn more money for the fixed or less time)?

It will be very interesting to receive the reaction of readers and their comments and remarks. ☺