# Promoting of Backgammon Tournament with Prize Fund Sharing 

FPP-Tournament ${ }^{\text {TM }}$ is a trade mark of Fair Backgammon, Dr. Jakob Garal, info@fairbg.com, www.fairbg.com. Skype: FairBG

## Prize Fund Sharing

1. $50 \%$ 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 here too).
2. The remained sum of money ( $50 \%$ of entry fee) is preliminary money (PM) for playing in preliminary session. These money are in disposal of each player during the preliminary competition.

That is the financial statue before the tournament in progress.

## Preliminary Session: FPP-Tournament ${ }^{\text {TM }}$ Competition

This tournament session is promoting like standard FPP-Tournament ${ }^{\text {TM }}$ to range the players and find the best of 8 or 16 .
Backgammon Fixed Play Parameters Tournament is promoted with fixed time and playing intervals, with known quantity of matches and games in each of matches.

## Constant parameters:

Pairing in the first match

- casual.

Pairing after the first match

- Swiss.

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 |
| Break between matches | 10 min . | 10 min . | 10 min . | 10 min . |
| The entire (pure) time | 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:

$$
\mathrm{GP}=\mathrm{QG}^{*} \mathrm{NM}
$$

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

$$
\mathrm{GPV}=\mathrm{PM} / \mathrm{GP}
$$

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

For example: in our case $\mathrm{QG}=5$ and $\mathrm{NM}=5$. So GP $=5 * 6=30$.
If we have entry fee $100 \$$, then PM will be $50 \$\left(\mathrm{PM}=50 \% \mathrm{EF}=0,5^{*} 100 \$=50 \$\right)$.
It gives us: $\mathrm{GPV}=\mathrm{PM} / \mathrm{GP}=50 \$ / 30=1,666 \$$ 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 $\mathrm{GP}=25$. In this case we receive for GPV value of $2 \$(\mathrm{GPV}=\mathrm{PM} / \mathrm{GP}=50 \$ / 25=2 \$)$
It means that each game in the preliminary session will be played with the stake $2 \$$ per game point.

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

Number of players:
Number of best players for final session:
Relation of best players to all

8-16
8
$\mathrm{R}=1 / 2$

| Entry <br> Fee, $\$$ | Preliminary <br> Money, $\$$ | Number <br> of <br> Matches | Quantity <br> of Games | Number <br> of <br> Game <br> Points | Game <br> Point <br> Value, $\$$ | Final <br> Prize <br> Fund, <br> max \$ |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: |
| 100 | 50 | 5 | 6 | 20 | 2,5 | 800 |
| 200 | 100 | 5 | 6 | 20 | 5 | 1600 |
| 300 | 150 | 5 | 6 | 20 | 7,5 | 2400 |
| 500 | 250 | 5 | 6 | 20 | 12,5 | 4000 |
| 700 | 350 | 5 | 6 | 20 | 17,5 | 5600 |
| 1000 | 500 | 5 | 6 | 20 | 25 | 8000 |

Number of players:
Number of best players for final session:
Relation of best players to all

17-24
8
$\mathrm{R}=1 / 3$

| Entry <br> Fee, $\$$ | Preliminary <br> Money, $\$$ <br> $\sim$ EF* | Number <br> of | Quantity <br> Matches | Number <br> of Games <br> of <br> Poine | Game <br> Point <br> Value, \$ | Final <br> Prize <br> Fund, <br> max \$ |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: |
| 100 | 60 | 5 | 6 | 20 | 3 | 960 |
| 200 | 120 | 5 | 6 | 20 | 6 | 1920 |
| 300 | 200 | 5 | 6 | 20 | 10 | 2400 |
| 500 | 300 | 5 | 6 | 20 | 15 | 4800 |
| 700 | 400 | 5 | 6 | 20 | 20 | 7200 |
| 1000 | 600 | 5 | 6 | 20 | 30 | 9600 |

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Number of players:
Number of best players for final session:
Relation of best players to all

25-32
8
$\mathrm{R}=1 / 4$

| Entry <br> Fee, $\$$ | Preliminary <br> Money, $\$$ | Number <br> of <br> Matches | Quantity <br> of Games | Number <br> of <br> Game <br> Points | Game <br> Point <br> Value, $\$$ | Final <br> Prize <br> Fund, <br> max \$ |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: |
| 100 | 60 | 5 | 6 | 20 | 3 | 1280 |
| 200 | 120 | 5 | 6 | 20 | 6 | 2560 |
| 300 | 200 | 5 | 6 | 20 | 10 | 3200 |
| 500 | 300 | 5 | 6 | 20 | 15 | 6400 |
| 700 | 400 | 5 | 6 | 20 | 20 | 9600 |
| 1000 | 600 | 5 | 6 | 20 | 30 | 12800 |

Number of players:
Number of best players for final session:
Relation of best players to all

33-40
8
$\mathrm{R}=1 / 5$

| Entry <br> Fee, $\$$ | Preliminary <br> Money, $\$$ | Number <br> of <br> Matches | Quantity <br> of Games | Number <br> of <br> Game <br> Points | Game <br> Point <br> Value, $\$$ | Final <br> Prize <br> Fund, <br> max $\$$ |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: |
| 100 | 60 | 5 | 6 | 20 | 3 | 1600 |
| 200 | 120 | 5 | 6 | 20 | 6 | 3200 |
| 300 | 200 | 5 | 6 | 20 | 10 | 4000 |
| 500 | 300 | 5 | 6 | 20 | 15 | 4800 |
| 700 | 400 | 5 | 6 | 20 | 20 | 12000 |
| 1000 | 600 | 5 | 6 | 20 | 30 | 16000 |

Number of players:
Number of best players for final session:
Relation of best players to all

41-48
8
$\mathrm{R}=1 / 6$

| Entry <br> Fee, $\$$ | Preliminary <br> Money, $\$$ | Number <br> of <br> Matches | Quantity <br> of Games | Number <br> of <br> Game <br> Points | Game <br> Point <br> Value, $\$$ | Final <br> Prize <br> Fund, <br> max \$ |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: |
| 100 | 60 | 5 | 6 | 20 | 3 | 1920 |
| 200 | 120 | 5 | 6 | 20 | 6 | 3840 |
| 300 | 200 | 5 | 6 | 20 | 10 | 4800 |
| 500 | 300 | 5 | 6 | 20 | 15 | 9600 |
| 700 | 400 | 5 | 6 | 20 | 20 | 14400 |
| 1000 | 600 | 5 | 6 | 20 | 30 | 19200 |

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Number of players:
Number of best players for final session:
Relation of best players to all

49-56
8
$\mathrm{R}=1 / 7$

| Entry <br> Fee, $\$$ | Preliminary <br> Money, $\$$ | Number <br> of <br> Matches | Quantity <br> of Games | Number <br> of <br> Game <br> Points | Game <br> Point <br> Value, $\$$ | Final <br> Prize <br> Fund, <br> max \$ |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: |
| 100 | 60 | 5 | 6 | 20 | 3 | 2240 |
| 200 | 120 | 5 | 6 | 20 | 6 | 4480 |
| 300 | 200 | 5 | 6 | 20 | 10 | 5600 |
| 500 | 300 | 5 | 6 | 20 | 15 | 11200 |
| 700 | 400 | 5 | 6 | 20 | 20 | 16800 |
| 1000 | 600 | 5 | 6 | 20 | 30 | 22400 |

Number of players:
Number of best players for final session:
Relation of best players to all

57-64
8
$\mathrm{R}=1 / 8$

| Entry <br> Fee, $\$$ | Preliminary <br> Money, $\$$ | Number <br> of <br> Matches | Quantity <br> of Games | Number <br> of <br> Game <br> Points | Game <br> Point <br> Value, $\$$ | Final <br> Prize <br> Fund, <br> max \$ |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: |
| 100 | 60 | 5 | 6 | 20 | 3 | 2560 |
| 200 | 120 | 5 | 6 | 20 | 6 | 5120 |
| 300 | 200 | 5 | 6 | 20 | 10 | 6400 |
| 500 | 300 | 5 | 6 | 20 | 15 | 12800 |
| 700 | 400 | 5 | 6 | 20 | 20 | 19200 |
| 1000 | 600 | 5 | 6 | 20 | 30 | 25600 |

Number of players:
Number of best players for final session:
Relation of best players to all

16
$\mathrm{R}=1 / 8$

| Entry <br> Fee, $\$$ | Preliminary <br> Money, $\$$ | Number <br> of <br> Matches | Quantity <br> of Games | Number <br> of <br> Game <br> Points | Game <br> Point <br> Value, $\$$ | Final <br> Prize <br> Fund, <br> max \$ |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: |
| 100 | 60 | 5 | 6 | 20 | 3 | 10240 |
| 200 | 120 | 5 | 6 | 20 | 6 | 20480 |
| 300 | 200 | 5 | 6 | 20 | 10 | 25600 |
| 500 | 300 | 5 | 6 | 20 | 15 | 51200 |
| 700 | 400 | 5 | 6 | 20 | 20 | 76800 |
| 1000 | 600 | 5 | 6 | 20 | 30 | 102400 |

By results of the preliminary session there are still staying in the tournament best of 8 or 16 players, who are coming in the final session.

In case of several participants have the equal results in the bottom of the table the decision is taking under following conditions:

1. Match result(s) between given competitors are compared and the decision is determined on this (their) basis.
2. 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 <br> or <br> Knockout Competition

In final session it will be promoted double elimination or knockout tournament till specific number of points depending on number of players or time in disposal of TD.

Double elimination competition could be 5 or 7 points match in winner and 3 or 5 points match in looser brackets.

Knockout competition could be 5 or 7 points match.

