Backgammon FPP-Tournament™

FPP-Tournament™ is a trademark of Fair Backgammon,
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Backgammon **F**ixed **P**lay **P**arameters **T**ournament (Backgammon tournament with fixed play parameters) is promoted with fixed time and playing intervals, with known quantity of matches and games in each of matches.

Weekly or small FPP-Tournament™ is offered to make under following conditions:

Pairing in the first round   - casual.
Pairing after the first round   - Swiss.
Time for one round   - 30 minutes.
Quantity of games in a round   - 4.
Quantity of rounds (depends on number of participants) - 3 - 5.

For **large FPP-Tournament™** it is proposed a tournament session by one day:

Pairing in the first round   - casual.
Pairing after the first round   - Swiss.
Time for one round   - 45-60 minutes.
Quantity of games in a round   – 8, 10, 12.
Quantity of rounds   - 5-7.

If **FPP-Tournament™** should take more than one day time, then TD can find the total winner and other prize winners of this event like his/her total sum of the best places of each (one day) tournament session.

Backgammon FPP-Tournament™ rules are following:

1. Before the **FPP-Tournament™** begin each player buys the fixed amount of game chips (for example, 10 chips for 100€). *Surely TD doesn't need to have any chips – it is enough simple to announce some specific number of Games Points that each player receives before the tournament in progress (for example, 10 games points for 100€).*

2. TD advertises the time interval given for one round and quantity of games which should be played at this time.

3. The first round begins: the starting stake in a game one chip (or Game Point). All games are played with a doubling cube, i.e. doubling acceptance increases the stake to the two chips 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 Game Points (chips) they have won. If players had not finished the necessary quantity of games fixed by TD for one round, they are obliged to finish last (current) game in this round and report their actual results after that. According to these results new 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 like in the first - one chip. From the 4th round the starting stake could be doubled each next round (2 chips, 4 chips etc.) or it is fixed by the TD preliminary.

5. Quantity of chips during the game should be enough to pay for any double proposal. In case one of the players has not enough chips to double the stake he can't double his opponent or win more chips than he has. This player can buy some quantity of chips after any game, but never during the game. *Buy-add can't be more than a starting set of chips: 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 chips, but still 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 chips (TD option).*

7. Player, who has lost all his chips 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 chips which a player has won after all matches finished is the quantitative characteristic considered at this ranking.

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

Commercial option

10. Each player, who has some number of chips (Game Points) after FPP-Tournament™ finished, wins a prize equivalent to this sum of the chips 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 1-4, 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 chips.
5. Possibility to play more matches against more players (as minimum 5 matches against 5 different opponents per day).