## **Backgammon FPP-Tournament<sup>TM</sup>**

**FPP-Tournament<sup>™</sup>** is a trademark of Fair Backgammon, Dr.-Ing. Jakob Garal, www.fairbg.com, Skype: FairBG

Backgammon Fixed Play Parameters Tournament (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.

## Backgammon FPP-Tournament<sup>TM</sup> rules are following:

**1.** Before the **FPP-Tournament**<sup>TM</sup> begin each player buys the fixed amount of game chips (for example, 20 chips for  $20 \in$ ). 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, 20 Games Points for  $20 \in$ ).

**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 next rounds should be the same like in the first - one chip (Game Point).

**5.** Quantity of chips (Game Points) during the game should be enough to pay for any double proposal. In case one of the players has not enough chips (Game Points) to double the stake he can't double his opponent or win more chips (GP) than he has. This player can buy some quantity of chips (GP) after any game, but never during the game. *Buy-add can't be more than a starting set of chips (GP): 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 (GP), but still want to play in the **FPP-Tournament**<sup>TM</sup> 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 (Game Points).

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

**8.** The actual places for all participants of the **FPP-Tournament**<sup>TM</sup> are defined after the last round is finished. The sum of the chips (GP) 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 (GP) with the account of quantity of games after all matches finished in the **FPP-Tournament<sup>TM</sup>**.

## **Commercial option**

10. Each player, who has some number of chips (GP) after FPP-Tournament<sup>™</sup> finished, wins a prize equivalent to this sum of the chips (GP) recalculated into the money.