

Promoting of Backgammon Tournament with Prize Fund Sharing

FPP-BSS-Tournament™ is a trade mark of Fair Backgammon,
Dr. Jakob Garal, info@fairbg.com, www.fairbg.com. Skype: FairBG

First Backgammon Tournament with NO Registration Fee!

Entry fee should be shared in three parts:

30% - for playing in session 1;

30% - for increasing the prize fund in a match by playing in session 2;

40% - for prize fund formation of final session 3.

The whole tournament consists of three sessions.

Session 1: FPP-Tournament™

This tournament session is promoting like standard **FPP-Tournament™** to range the players and find the best of 16,32,64,128.

Backgammon **Fixed Play Parameters Tournament** is promoted with fixed time and playing intervals, with known quantity of matches and games in each of matches.

Starting Set of Game Points (chips)	- 100
Pairing in the first match	- casual.
Pairing after the first match	- Swiss.
Time for one match	- 45 minutes.
Quantity of games in a match	- 8.
Quantity of matches	- 5.

By results of the first session there are still staying in the tournament best of 16,32,64 or 128 players, who are coming in second 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(es), and the winner takes place in the second session.

Session 2: FPP-BSS-Tournament™

Backgammon **FPP-BSS-Tournament™** is a new format of Backgammon tournaments with **Fixed Play Parameters** and **Balanced Scoring System** for a game and a match.

FPP-BSS-Tournament™ is promoted with fixed time and playing intervals, with known quantity of matches and games in each of matches and with using balanced scoring system proposed by Dr. Jakob Garal in his book “Fair Backgammon Tournament Rules” with one extra addition: match result (received in **Victory Points**) should be recalculated in money.

Formation of playing groups for the second session

The players are seeded according to the sum of **Game Points** (chips) won in the first session.

The first session results are used for the specific seeding procedures:

- Equal gap (distance) between the place numbers of players in one group or
- Equal sum of their place numbers in one group.

Time for one match	- 60 minutes.
Quantity of games in a match	- 10
Quantity of matches	- 3
Number of groups of 4 players	- 4,8,16,32

A round robin tournament is played in each group: all participants play against each other three matches.

After that the winners groups are forming:

1. for 4 groups - semi-final pairs.
2. for 8 groups - 2 final groups.
3. for 16 groups - 4 final groups.
4. for 32 groups - 8 final groups

Procedures for Group Seeding After the Session 1

Equal Distance between Place Numbers in One Group

There is an example for 4 players in a group and 16 participants in the tournament.

Table 1

I	II	III	IV
1	2	3	4
5	6	7	8
9	10	11	12
13	14	15	16

There is an example for 4 players in a group and 32 participants in the tournament.

Table 2

I	II	III	IV	V	VI	VII	VIII
1	2	3	4	5	6	7	8
9	10	11	12	13	14	15	16
17	18	19	20	21	22	23	24
25	26	27	28	29	30	31	32

Equal Sum of Place Numbers in One Group

There is an example for 4 players in a group and 16 participants in the tournament.

Table 3

I	II	III	IV
1	2	3	4
8	7	6	5
9	10	11	12
16	15	14	13

There is an example for 4 players in a group and 32 participants in the tournament.

Table 4

I	II	III	IV	V	VI	VII	VIII
1	2	3	4	5	6	7	8
16	15	14	13	12	11	10	9
17	18	19	20	21	22	23	24
32	31	30	29	28	27	26	25

For both variants if a sum of points by several players are identical then they receive the place numbers according to their numbers appropriated by registration in the tournament.

Session 3: FPP-BSS-Tournament™

Backgammon **FPP-BSS-Tournament™** is promoted for final session.

According to the results of session 2:

1. For 4 groups

There will be played semi-finals, final and match for the third place. Thus in the first semi-final the best by results player has right to choose his opponent among three others and the second semi-final pair is formed automatically.

2. For 8 groups

There are 2 final groups.

Formation of final groups according to the results of the session 2:
average values of the total prize fund in all final groups should be equal or very close between themselves.

Time for one match	- 60 minutes.
Quantity of games in a match	- 10
Quantity of matches	- 3
Number of groups of 4 players	- 2

A final round robin tournament is played in each group: all participants play against each other three matches.

The two best players from each final group are coming in super semi-final. The super semi-finals are played: first place player from group 1 with the second place player from group 2 and vice versa. After that the matches for the third place and super final are played.

3. For 16 groups

There are 4 final groups.

Formation of final groups according to results of the session 2:
average values of the total prize fund in all final groups should be equal or very close between themselves.

Time for one match	- 60 minutes.
Quantity of games in a match	- 10
Quantity of matches	- 3
Number of groups of 4 players	- 4

A final round robin tournament is played in each group: all participants play against each other three matches.

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The winners from each final group are coming in super semi-final. Thus in the first semi-final the best by results player has right to choose his opponent among three others and the second semi-final pair is formed automatically. The super semi-finals are played. After that the matches for the third place and super final are played.

4. For 32 groups

There are 8 final groups.

Formation of final groups according to results of the session 2: average values of the total prize fund in all final groups should be equal or very close between themselves.

Time for one match	- 60 minutes.
Quantity of games in a match	- 10
Quantity of matches	- 3
Number of groups of 4 players	- 8

A final round robin tournament is played in each group: all participants play against each other three matches.

The winners from each final group are coming in quarter super final. After that the standard double elimination backgammon tournament is promoted. Winners are playing matches till 5 points and losers are playing till 3 points.

Alternative:

The winners from each final group are coming in super final. Two super final groups with 4 players in each group are formed.

Formation of super final groups according to the results of the session 3: average values of the total prize fund in all final groups should be equal or very close between themselves.

Time for one match	- 60 minutes.
Quantity of games in a match	- 10
Quantity of matches	- 3
Number of groups of 4 players	- 2

A super final round robin tournament is played in each group: all participants play against each other three matches.

The winners from each super final group are coming in X-super semi-final. Thus in the first X-super semi-final the best by results player has right to choose his opponent among three others and the second X-super semi-final pair is formed automatically. The X-super semi-finals are played. After that the matches for the third place and X-super final are played.

Prize Fund Sharing

1. 40 % from an entry fee of each participant is fixed as a prize fund for the finalists of the third session of the tournament (the money of sponsors accumulate here too).
2. The remained sum of money (60 %) shares between two first sessions in equal proportion (30 %) for each session.

That is the financial statue before the tournament in progress.

In Session 1

Every participant receives a starting set – specific number of **Game Points** (or chips), that are equivalent of some part of entry fee money (in this case 30%).

All matches in this session are played according to standard system of Backgammon **FPP-Tournament™** described in appendix.

The best of 16, 32, 64 or 128 are coming in the next second session.

Some part of entry fees (shared and fixed for second session) of players, who didn't qualify into the second session, transfer directly into the prize fund of final third session.

In Session 2

Game Points earned by best players in the first session are recalculated in money.

After that each player added extra 30% of entry fee to his sum. This total sum of money is the prize fund of the player in his first match in the second session.

Each match is played under the system described in the book “**Fair Backgammon Tournament Rules**” with one extra addition: match result (received in **Victory Points**) should be recalculated in money. The recalculation is happened after each match finished.

Formation of Match Prize Fund

Before each match starts the players are formed their prize fund for this match.

By Equal Sums

If both players (A & B) have before match start the equal sum of money (for example, 1500€) then the prize fund is formed like this:

$$1500\text{€} + 1500\text{€} = 3000\text{€}.$$

In case that match between these players (A & B) is finished with result 18:12VP in favour of B, then he takes from prize fund 1800€, and player A takes the rest – 1200€.

By Different Sums

If the players have different sums brought in the prize fund (for example, player A has 1100€ and player B -1300€), then there are three variants:

1. Player, who has less money than his opponent, buys necessary sum to receive the equal shares for prize fund of this match.
In that case player A buys extra 200€ and each player brings in the prize fund 1300€. The sum of match prize fund will be:

$$1300 + 1300 = 2600\text{€}$$

2. Player, who has less money than his opponent, doesn't want to buy extra sum of money. In this case his opponent brings in the match prize fund only the part of his money equivalent those that the player with the small one brings.
So, in our case both players bring in the match prize fund only 1100€ each.
The sum of match prize fund will be follow:

$$1100 + 1100 = 2200\text{€}$$

3. Player, who has less money than his opponent, doesn't want to buy extra sum of money, but agrees to get his opponent a start bonus that compensates this difference not in money, but in victory points (VP) with necessary money recalculation parameter. In this case both players bring in the match prize fund the whole sums of their money.

The match condition and prize fund will be the follow:

- 3.1. The full prize fund of this match is:

$$1300\text{€} + 1100\text{€} = 2400\text{€}.$$

- 3.2. Difference of money between player B and A is:

$$1300\text{€} - 1100\text{€} = 200\text{€}.$$

- 3.3. The full number of victory points (VP) in one match is 30.
3.4. So, 1 VP costs in this case $2400\text{€}/30 = 80\text{€}$.

The starting bonus for player B will be scored like: $200\text{€}/80\text{€} = 2,5\text{VP}$

When the match finished there will be recalculation of final result with taking in account start bonus. Thus, in case of match finished with score 16:14 in advance of player B the final result will be 17,25:12,75 in his favour (1,25VP added to player B and 1,25VP is subtracted from result of player A – total $1,25\text{VP} + 1,25\text{VP} = 2,5\text{VP}$). In case of player A wins with score 20:10, then the final result will be 18,75:11,25 in his advance (recalculation is the same as above).

In money view it will be accordingly

in the first case	-	player A – 1020€ ($12,75 \cdot 80$)
		player B – 1380€ ($17,25 \cdot 80$)
in the second case	-	player A – 1500€ ($18,75 \cdot 80$)
		player B – 900€ ($11,25 \cdot 80$).

In Session 3

The finalists (players of the third session) add to their results (sum of money), they have won in the first and second sessions, extra 40% of their entry fee. These total sums of money should be taken in account by formation of prize fund of the first match of each pair of players in the final session. The different variants of distribution of the **total final prize fund** and sponsor's money are possible depending on quantity of participants of a final third session.

Distribution of the **total final prize fund** (40% of entry fees of all participants – without finalists – plus sponsor's money) will be only for the participants of last final round (4 or 8 players) depending on results received in all matches played in the third session.

In the final session of this tournament there are no alternatives of match prize fund formation – the whole sum of both players money available in this match should be always played. Thus, if the granted sums are different, then the leader (of money) receives a bonus in the corresponding quantity of victory points (VP), counted in the known way from a difference of the sums of money between given players in this match. The bonus influences only final distribution of the match prize fund, and the real result of a match is brought in the table of results.

Distribution of the **total final prize fund** among finalists occurs always on the basis of really reached results of each of players (without bonuses if those were).

3.1. For 4 finalists (X-Super final)

Four players, having best results after the preliminary final matches are finished, form the final four. The semi-finals are played. After that the matches for the third place and final are played.

Other players finish the tournament with prizes (money) scored according to quantity of victory points they have received, and minus the commission fee of organizers.

3.2. For 8 players X-Super final (128 + players)

a) Matches are played like standard double-elimination tournament. Matches are played till 5 points in the winners and till 3 in the losers' bracket.

Prize fund distribution is follow:

I - 25%; II - 20%; III - 17%; IV - 13%; V - 7%; VI - 6%; VII - 6%; VIII - 6%.

b) Matches are played according to „Fair Backgammon Tournament Rules“ with balanced scoring system per game and a match with one essential addition: match result has monetary character. The score occurs after each match finished.

Distribution of a prize fund of a final round and additional money from sponsors is made according to a parity of quantity of victory points won by each of 8 players.

Example for four final groups (32 players).

Number of participants	- 170.
Entry fee	- 1000€.
Total prize fund of final session	- 78000€.
68000€ - part of entry fees fixed from all participants for final (400€*170)	
+	
10000€ - sponsor money.	
Number of finalists of first stage of final	- 32
Total final prize fund after subtraction of finalists	
entry fees fixed for the final session:	78000€ – 12800€ (32*400) = 65200€

Match Results of Final Session

Group A

Player	A1	A2	A3	A4	Total	Place
A1		12:18	17:13	14:16	43	III
A2	18:12		19:11	15:15	52	I
A3	13:17	11:19		20:10	44	II
A4	16:14	15:15	10:20		41	IV

Group B

Player	B1	B2	B3	B4	Total	Place
B1		19:11	20:10	13:17	52	II
B2	11:19		14:16	12:18	37	III
B3	10:20	16:14		9:21	35	IV
B4	17:13	18:12	21:9		56	I

Semi final 1		Semi final 2	
Player	Result	Player	Result
A3	13	A2	11
B4	17	B1	19

FINAL			Match for 3-rd place		
Player	VP	Place	Player	VP	Place
B1	12	II	A2	10	IV
B4	18	I	A3	20	III

Final Table of Results

Player	VP in Groups	VP in Semi Finals		VP in Final	Total	Prize fund distribution in final	Place
					VP	65200€	
A1	43				43	5392	VI
A2	52	11		10	73	9153	IV
A3	44	13		20	77	9655	III
A4	41				41	5140	VII
B1	52	19		12	83	12099	II
B2	37				37	5394	V
B3	35				35	5102	VIII
B4	56	17		18	91	13265	I

Winners Prizes and Refund to Participants

The proposed backgammon tournament is the first-ever tournament with a total absence of a registration fee. Participants during the whole tournament have full control to their entry fee (money) depending on the result which they reach at this or that stage of competitions.

After the tournament is completed each of the participants who has not got in final session, but having on his (her) account any quantity of **game points** (GP) or **victory points** (VP) obtains reward for participation in the tournament – refund of money. Scoring of this refund depends on the quantity of these points and happened according the system proposed above minus the commission fee of tournament organizers (the certain fixed percent - as a rule 10 % - from the return sum).

Participants, who have lost and have neither **game points**, nor **victory points**, leave the tournament without any refund of money, but also without payment of a registration (or commission) fee (which actually pay for them those participants of the tournament who were more successful in this tournament).

Winners' prizes - for finalists – are scoring similarly taking into account recalculation of victory points in money and with addition to this sum the sponsor's money corresponding to an occupied place.