

Fair Backgammon Duplicated Team Tournament

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www.fairbg.com

It happened: the first Fair Backgammon Duplicated Team Tournament was promoted in Yalta, Crimea, Ukraine from 1st till 5th October 2008.

There were three teams from three cities: Moscow, Kharkov and Kiev. Each team had four players: two who played long gammon and another two who played backgammon.

There was one round robin tournament for long gammon, and two rounds for backgammon. Each match consisting of four games was played separately on special sensor boards "BEZMA" on two tables - OPEN and CLOSED (like in bridge) - with duplicated rolls, which were transferred on each table thanks sensor boards "BEZMA" and special software program "BEZMA Tournament". Normally there should be two separate playing rooms with following nameplates: OPEN - spectators are allowed to watch the game and CLOSED - spectators are not allowed to watch the game.

All rolls in such match are totally identical for each team, i.e. all rolls tossed by team A in the open room for side A1 (white) are repeated by team B relating to the same side B2 (white) in the closed room. And, vice versa, all rolls thrown by team B in the open room for side B1 (black) are repeated by team A relating to the same side A2 (black) in the closed room. The number of matches depends on the number of teams.

Example:

Team A: Players A1 and A2

Team B: Players B1 and B2

Open Room		Closed Room	
Position at the table		Position at the table	
White	Black	White	Black
A1	B1	B2	A2
Set of Rolls Nr. 5		Set of Rolls Nr. 5	
61	33	61	33
42	41	42	41
32	65	32	65
44	22	44	22
53	51	53	51
...	...	...	...

New balanced scoring system which was proposed in the book of Dr. Jakob Garal "Fair Backgammon Tournament Rules", Kharkov, 2007 was used in this software program too.

The scoring system being offered is not 100% the author's invention. It is a known fact that the similar scoring system was first offered to be used in Bridge in 1925 by Harold Vanderbilt, a well-known billionaire, when he voyaged by his own steamer across the Mediterranean. This scoring system has been used for more than 80 years in Bridge tournaments and has proved to be effective. However, in this book there will be some specific re-evaluations suggested for Backgammon, i.e. especially a new bonus scoring system. It

estimates an individual checker value, as well as a victory in a game, and allows one to score the actual outcome of each game and match.

In addition, the implementation of this scoring system broadens horizons to the possibility of using new types and formats of Backgammon play for both sides: tournament organizers and participants.

The scoring of a match's result is made according to the following procedures:

1. The number of checkers the loser has remaining on the board is counted.
2. The appropriate game winning value, presented in "Small Match Points" (SMP) is found from a special SMP-table (see below) for the given number of the remaining checkers. The doubling cube value might surely be taken into account.
3. After that the given value of the small match points (SMP) is recalculated into so called "International Match Points" (IMP) with the use of the IMP-table (see below). It is necessary to decrease the influence of the SMPs on the final result of a match.
4. Both values, which have been found SMPs and IMPs, are recorded in the match protocol together with the number of remaining checkers, doubling cube value and opening roll (pips). These procedures (steps 1 to 4) are repeated until the last game in a match is played.
5. Then the final score of a match result is calculated. The international match points gained by each player are totalled and the difference in their values is found. The player who has gained the most points in a given match counts as the winner. Match result is based on the obtained difference value of the IMPs and specified number of games in a given match, using the special VP-table ("Victory Points" table see below). This last recalculation is necessary in order to make less influence of the IMPs on the final result of a match.

According to the results of these two robin rounds - two best teams (from Kharkov and Moscow) have played the final match, consisting of six games with the same game and scoring conditions.

All matches were recorded with the special sensor boards "BEZMA" (there were four boards simultaneously in action).

Game results are presented below, where letter "O" denotes the open room and letter "C" denotes the closed room. In that case the identical set of rolls is played simultaneously in the both (Open and Closed) rooms.

Match Protocol

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Game No.	Opening Roll		Doubling Cube			Number of Remained Checkers		SMP		IMP	
			Kharkov	Propose	Moscow	Kharkov	Moscow	Kharkov	Moscow	Kharkov	Moscow
1	O	4:3	2			9			330		8
	C		2			15			600		12
2	O	2:6		4		15			300		7
	C			2		15	150		4		
3	O	6:2		2		15			150		4
	C			2		15	150		4		
4	O	3:1				15	300		7		
	C			2		15	150		4		
5	O	1:3		2		14	240		6		
	C			2		15	150		4		
6	O	3:1		2		14	240		6		
	C		2			15		600		12	
Team: Kharkov Open Room: White Player: Jakob Garal Closed Room: Red Player: Alexandr Krasov				Team: Moscow Open Room: Red Player: Sergej Chertkov Closed Room: White Player: Vladimir Chelter			Sum in IMP		35	43	
							Difference IMP		-8		
							Result VP		13	17	
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OPEN ROOM RESULTS (marked with cyan colour in Match Protocol above)

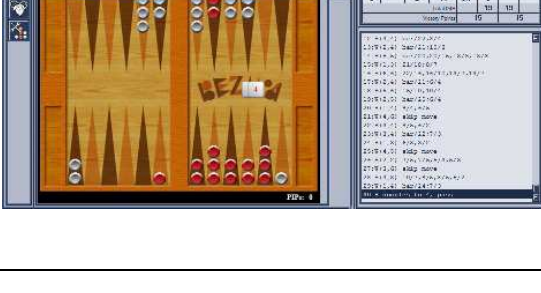
Jakob Garal (White) – Sergej Chertkov (Red)

Game No	Doubler	Propose	Number of Remained Checkers	Garał		Chertkov	
				SMP	IMP	SMP	
1	2		9			8	330
2		4	15			7	300
3		2	15			4	150
4			15	300	7		
5		2	14	240	6		
6		2	14	240	6		
International Match Points				19		19	

CLOSED ROOM RESULTS

Vladimir Chelter (White) – Alexandr Krasov (Red)

Game No	Doubler	Propose	Number of Remained Checkers	Chelter		Krasov	
				SMP	IMP	SMP	
1	2		15	600	12		
2		2	15			4	150
3		2	15			4	150
4		2	15			4	150
5		2	15			4	150
6	2		15	600	12		
International Match Points				24		16	

	OPEN ROOM	CLOSED ROOM
1		
		
		Total number of moves: OPEN ROOM – 81 CLOSED ROOM – 50
2		
		
		Total number of moves: OPEN ROOM – 30 CLOSED ROOM – 26

3



Total number of moves:

OPEN ROOM – 83

CLOSED ROOM – 11

4



Total number of moves:

OPEN ROOM – 41

CLOSED ROOM – 15

5

	Total number of moves: OPEN ROOM – 83 CLOSED ROOM – 10

6

Total number of moves: OPEN ROOM – 43 CLOSED ROOM – 70	

It is to be noted at this point that the attempts to organize similar tournaments were made both in the late 1920s and again in the early 1970s. The most famous series of duplicated Backgammon matches were played in 1973 between teams from USA and Great Britain, consisting of the following players:

USA	:	Barclay Cooke, Walter Cooke
Great Britain	:	Phillip Martyn, Joe Dwek

However, there was the following remark made by participant Barclay Cooke in his book “Championship Backgammon” co-authored with Rene Orlean (1973, p. 327):

“Could such a format reduce the importance of luck? More specifically, how far would a game go before a divergence in play and position at both tables took place? The not so surprising result is, as we have seen, that, practically always, the games diverge early, so that the comparison of play between both tables becomes quickly irrelevant. When the positions are totally different, what does it matter if both tables have to play the same number? A double 6’s at Table I may be the greatest of rolls, while it may spell disaster at Table II if the player there happens to be on the bar.”

Therefore, this form of competition was interpreted by most experts as some exotic form of a game rather than a practical alternate way to organize real competitions. Besides, to organize such tournaments was rather painstaking.

In fact, all the problems were caused by the following reasons:

1. An old scoring system of game and match results was applied that did not involve the use of any forms of comparison that was due to the fact that (as we have already mentioned) this system had been originally proposed for another form of playing – money game.
2. Any additional equipment that would facilitate the process of registration and passing rolls from one table to another was not provided.
3. Logistics of such competitions were not thought out thoroughly.

And while the first problem can be solved just by the use of the balanced scoring system for computing of game and match results offered here, the second problem is connected with the practical work on organizing similar tournaments (both comparative and team competitions) that is only organizational issues involving the need to pass and fix a great number of sequential rolls simultaneously.

In addition, there appears to be logical problems associated with the necessity to take into account Backgammon specifics, on the one hand, and the proposed tournament competition alternative, on the other.

On the one hand it implies the need to consider a possible interruption of a given game at any moment of play (offer of the doubling cube by one player and refusal of his opponent to accept it – “PASS”) and consider the request to continue the same game, on the other, i.e. the situation when the doubling cube is not offered or when it is offered and accepted by the opponent – “TAKE”.

These problems can be practically solved through the use of a set of special electronic recording boards called “BEZMA”, patent pending **DE 10 2004 054 309 A1** and **US 2007/0210517 A1**, along with a special package of programs entitled “**Tournament BEZMA**”.

Besides that, very important question – what has to be compared? The answer is: “**We don’t need to compare the moves made or handling with doubling cube during the game, but we should compare the final results of each game as well as of the whole match**”.

In addition, it would be appreciated if people of the Backgammon community with the scientific and mathematical background knowledge make their evaluations to the balanced scoring system for game and match by team competition offered here.

We really go back to the original roots of this game which are certainly based on play-for-money principles. And as long as **our goals** in the tournaments **are to find the best player or team as well as a common denominator** that enables us **to compare and equate matches with different numbers of games**, the changes proposed will play the same role as the introduction of similar scoring and playing systems in Bridge 80 years ago.

The differences between Backgammon money-game play and match play will be similar to those that exist between Rubber-Bridge and Contract-Bridge play today.

The Backgammon community is going to get a scoring system analogical to Bridge scoring system to appraise more accurately all tournament results as well as the ranking of players in specific tournament and in general.

The players will get the possibility to play an equal number of matches and games during any tournament, and the tournament organizers will be able to plan exactly an entire tournament process.

Small Match Points Table for Backgammon

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Number of Remained Checkers	Doubling Cube						
	1	2	4	8	16	32	64
Pass/15	150	300	600	1200	2400	4800	9600
1	110	170	190	230	310	470	790
2	120	190	230	310	470	790	1430
3	130	210	270	390	630	1110	2070
4	140	230	310	470	790	1430	2810
5	150	250	350	550	950	1750	3450
6	160	270	390	630	1110	2070	4090
7	170	290	430	710	1270	2390	4730
8	180	310	470	790	1430	2810	5370
9	190	330	510	870	1590	3130	6010
10	200	350	550	950	1750	3450	6650
11	210	370	590	1030	1910	3770	7290
12	220	390	630	1110	2070	4090	7930
13	230	410	670	1190	2230	4410	8570
14	240	430	710	1270	2390	4730	9210
15	300	600	1200	2400	4800	9600	19200
Triple	450	900	1800	3600	7200	14400	28800

International Match Points Table for Backgammon

Score Difference	IMP	Score Difference	IMP
10-40	1	750-890	13
50-80	2	900-1090	14
90-120	3	1100-1290	15
130-160	4	1300-1490	16
170-210	5	1500-1740	17
220-260	6	1750-1990	18
270-310	7	2000-2240	19
320-360	8	2250-2490	20
370-420	9	2500-2990	21
430-490	10	3000-3490	22
500-590	11	3500-3990	23
600-740	12	4000+	24

Victory Points Table for Backgammon

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Victory Points	Number of Games						
	8	10	12	14	16	20	24
15-15	0-1	0-1	0-1	0-2	0-2	0-2	0-3
16-14	2-5	2-6	2-6	3-7	3-7	3-8	4-9
17-13	6-8	7-9	7-9	8-10	8-11	9-12	10-14
18-12	9-11	10-12	10-12	11-14	12-15	13-16	15-19
19-11	12-14	13-15	13-16	15-18	16-19	17-21	20-24
20-10	15-17	16-18	17-20	19-22	20-23	22-26	25-29
21- 9	18-20	19-21	21-24	23-26	24-27	27-31	30-34
22 – 8	21-23	22-25	25-28	27-30	28-31	32-36	35-39
23 – 7	24-26	26-29	29-32	31-34	32-36	37-41	40-45
24 – 6	27-29	30-33	33-36	35-38	37-41	42-47	46-51
25 – 5	30-33	34-37	37-40	39-43	42-46	48-53	52-57
26 – 4	34-37	38-41	41-45	44-48	47-52	54-59	58-64
27 – 3	38-41	42-45	46-50	49-54	53-58	60-65	65-71
27 – 2	42-45	46-50	51-55	55-60	59-64	66-72	72-79
29 – 1	46-50	51-55	56-61	61-66	65-71	73-79	80-87
30 – 0	51+	56+	62+	67+	72+	80+	88+