

AoIG Duplicate BACKGAMMON tournament rules

(Utilizing Bezma® equipment and Dr. Yakov GARAL suggested tourney's format)

O V E R V I E W

Learning from the success of other Intellectual Games, like BRIDGE – the most popular Intellectual game of the last Century – Y. Garal, an avid bridge player himself, come up with idea of Duplicate Backgammon. Duplication of the dice roll is not an easy task to implement into BG fast pace tournament format – it requires a special equipment and from the inception of idea it took more than 20 years before BG community can enjoy the fruition of this idea.

Of course, duplicate BG will NOT become the game of ONLY skills and NO luck. In fact, in our humble opinion, the real effects of duplication will become noticeable for players averaging 4.5 PR and lower. However, ALL players will receive the bragging rights of winning in the FAIREST BG tournament format, and most importantly, the system will pave a road to the FAIR RATING. Since almost 100% of players who will finish tournament will get some prize money. On the end of the tournament year, players rating will be the sum of prize money from Fair Backgammon tournaments. (Exact the same rating system, as currently implemented on a Pro GOLF tour).

The PROs and CONs of the FAIR Duplicate BACKGAMMON

PROs:

1. Better time management for SWISS type of tournament.
 - a. Since at the first part of each round, teams are playing the same number of games the time difference between fastest team of the round and the slowest one is smaller.
 - b. Just one bracket – no need for double or triple elimination.
 - c. Dice throwing procedure should speed up this process by at least 15%, and no more illegal throws, or time lost by chasing the get-away dice.
2. Every team will have their last chance – until the tournament is over.
3. Players will compete as individuals; however, awards will be given based on combine team performance. The team aspect, if used property, will create a new dimension, where, like in Bridge, the partnership can be created based on optimum tournament performance; or Pro-Am, mentor-student scheme; or just randomly. In any scenario, **the learning experience will improve** for players and kibitzers alike.
4. Playing equipment will make it impossible to make an illegal move.

5. The Fair BG Rating will provide much better objective estimation of one playing ability and his/her placement in tournament playing BG community.

CONS:

1. Special equipment increases the complexity of running a big scale tournament.
2. There will be a requirement for OPEN and CLOSE room to run a FAIR Duplicate BACKGAMMON tourney. However, that could be ONE big hall divided by movable screen.
3. Team creation may, in some cases, slow the registration process.
4. **Playing equipment will make it impossible to make an illegal move.** The same bullet-point #4 listed as a PRO, could be viewed by some as a CON, since long exposure to Fair Backgammon equipment may lower your alertness/detection of opponent illegal moves away from the sensor board environment.

Format of the FAIR Duplicate BACKGAMMON tourney.

1. Each team consist of two players: one will compete in OPEN Room and the other one in CLOSED Room face the reverse (based on his partner position) dice roll.
2. All PLAYERS will pay an entry fee (EF). There will a 100% prize money return of EF. ALL PLAYERS will pay a small administrative fee (AF) to cover tournament set-up expenses.
3. Round will consist of TWO parts. Part 1: Each team plays **N** games on 2 boards: Open and Closed Room. Part 2: Each team plays Mach to **X** points – NO Crawford.

Example EF=\$400; N=8, X=9 the round ONE between

Team1 \$800 (players: ORp1 and CRp1 and Team2 \$800 (ORp2+CRp2)

(Notice before the 1st round ALL teams of 2 players has a standing of **\$800** (\$400x2). The prize money in play will ALWAYS be divided in proportion to the points won in a Round)

R1P1: After 8 games (the \$ amount of lowest team standing was in play)

ORp1 win 16 points, ORp2 win 3 points;

CRp1 win 2 points, CRp2 win 8 points

T1 won 18 points, T2 – 11. Cost of one point is calculated rounded to the lowest dollar amount $800/(11+18)=27.58=$ **\$27** (The winning team amount is calculated first, therefore the rounding “error” amount stays with losing team)

R1P2: After 2 matches to 9 points (**the \$ amount of lowest team standing before R1 was in play**) In OR Team 1 won 9/3; in CR Team 1 won 10/8

T1 won 19 points, T2 – 11. The cost of the point is $800/(19+11)=26.66=$ **\$26**

Recap:

T1 won the “money game” part with 18 points, and their payoff from Part1 is $18 \times \$27 =$ **\$486**; (T2 won $800 - 486 =$ \$314)

T1 won the match Part with 19 points, and their payoff from Part2 is

$19 \times \$26 =$ **\$494** (T2 won $800 - 494 =$ \$306)

Team standing after Roun1: T1 \$980; T2 \$620

In multi Round Tournament, teams will be sorted by their standing to start the next round, If there is odd number of team one team is sitting out.

If in Round 2, T2 \$620 will be paired with Tx \$780 (Only \$620 in prize money will be in play in Part 1 and Part 2 - \$ amount of the lowest team standing)

Re-buys: if team standing falls below 25% of R1 standing (\$200 in our example) team must rebuy to the amount of minimum standing, if wants to continue to compete (**forcing rebuy.**)

Any team can re-buy before ANY round in the amount of EF (**volunteer rebuy.**) Each team has right to 2 forcing rebuys and 1 volunteer rebuy, during the course of the tournament.