

Playing Conditions for Eva Bitel Tournament 2024

- Main flight limited to 64 entrants - \$50 entry (\$55 for New Zealand members)
- Bonus pool - \$100 (\$NZ110 for New Zealand members) – combined pool goes to player progressing the furthest in the tournament – if more than one player progresses to the same point then the pool will be split between those players
- Must be a current ANZBGF member (post 1 July 2024)
- **Tournament Director has the right to refuse entry or access to bonus pool without reservation**
- 8 round robin groups, each playing 11-point matches in a dedicated room on Backgammon Heroes; **clock settings will be 90 secs per point with a 10 second delay for pool matches, reducing to 60 seconds per point for the finals; pip count and move/cube analysis will be off**
- Groups will be adjusted down and/or byes awarded randomly if there are fewer than 64 entrants
- Each round robin group will be allocated as follows – entrants will be divided into quartiles according to their ANZBGF National Ranking as of 30 June 2024 – each round robin pool will have two players drawn randomly from each quartile group. Where a player does not have a national rating they will be assigned a rating of 1500
- Bonus pool entrants will be allocated to pools largely in line with the above (**ideally no round robin group with zero bonus pool participants**) and there may be an uneven distribution across the pools
- Draws will be conducted live online at a time to be advised using a randomising spreadsheet
- Where required, byes will be added to the lower quartile pool so that they are randomly distributed amongst the round robin groups. Byes will be counted as an 11-point walkover **with the losing score being the average of all losing scores in live matches**
- **No shows will be counted as an 0-0 result. Every effort to play all matches must be made by both players – if one player is able to demonstrate that they have offered reasonable times to play (including sufficient notice) then they MAY be allocated an 11-0 walkover, purely at the discretion of the TD**
- The top two from each round robin group will be placed into four 4-person knockout groups, with a cross over between round robin groups – 11-point matches
- The two round robin winners will be determined firstly based on wins. If there are ties involving two or more players, these will be resolved based on results between the tied players where possible, then points for and then points against. If a tie cannot be resolved, there will be a play-off
- The players going to the knockouts will be confirmed by a panel independent of the TD
- The winners of each of the four knockout groups will then play a best of three semi-final (11 points) and finals series (13 points)
- The above format may be varied depending on the numbers of entries
- All matches will be entered into the ANZBGF National Ratings system
- Tournament Director will only enter main flight if space permits
- **At any stage the TD may require individual players to play their matches with video and audio running; this will be a requirement for matches in the finals series**
- **Any player in breach of ANZBGF rules will be automatically suspended from the tournament - in particular, this includes any evidence of suspicious activity. Any such matches will be treated as 11-0 walkovers – no refund will be provided. All matches will be submitted to 5-point Backgammon for analysis, and they will advise the TD of any anomalous results**
- Play expected to commence at the beginning of August 2024, with round robin matches over the month of August. Second stage to be completed in September 2024.

Entry for ANZBGF Members: transfer funds to:

New Zealand Members

Account: Mr AJ & Mrs BR Marquette
BSB: 06 0594
Account No: 0078912 00

Australian Members

Account: ANZBGF
BSB: 082048
Account No: 839626033

Reference: EBT24 + [your name] and confirm payment via email to treasurer@anzbgf.org