

XGM MALMÖ



Introduction

In the XGM Malmö, luck is not enough - you need to outplay your opponent. XGM stands for eXtreme Gammon Masters.

Here, two thirds of the result is determined by who played best according to XG, and only one third is determined by who actually won at backgammon.

All matches are played to 7 points. Clocks are mandatory, with a time bank of 14 minutes and a delay of 12 seconds.

XG's analysis of the matches is carried out using BMAB settings. All matches will be included in the BMAB database. This implies that they will be made public as well.

Matches between DBgF players will be rated — based on the actual backgammon results.

The tournament consists of two phases, Phase 1 and Phase 2, diagrammed at the right. In both phases, players are divided into groups of three. The player not playing is transcribing the match between the other two live.

Each group will need a minimum of one computer and one set of recording equipment in order for the tournament to take place.

Please bring yours!

The tournament format and payout structure described below assume nine participants. Other multiples of three will be accepted, in which case the number of groups and payouts will change, but the general idea remain the same.

The total entry fee is 300 DKK or 400 SEK, including a 50 SEK registration fee. Registration closes Sunday August 26th at 10:45 a.m. In case the number of registered players is e.g. nine, additional players may be denied the opportunity to register. The tournament starts at 11:00 a.m.

Seeding

Before the tournament, a "normal PR" is determined for each player.

For players on the BMAB list, their current BMAB PRs are their normal PRs. Players not on the BMAB list estimate their normal PRs which are subject to approval by the tournament directors.

These PRs are used for seeding players, ensuring that each of the three groups A, B and C contains one random player ranked 1-3, one random player ranked 4-6 and one random player ranked 7-9.

XGM points

After each match, three XGM points are distributed between the players based on who

- won the actual backgammon match (1 point)
- played the lowest PR (1 point)
- had the lowest match winning chance cost (1 point)

This implies that in the XGM Malmö, a match can be won by either 3-0 or 2-1.

Tiebreakers

When ranking the players for finding group winners and runners-up, the order of priority is

1. XGM points
2. XGM points that were assigned by XG
3. Head-to-head match(es)
4. PR

Note that performance in Phase 1 is of no importance to ranking within the groups of Phase 2.

Phase 1

Group A	Match #	Transcriber		
Player A1	1	Player A2 vs Player A3	}	
Player A2	2	Player A1 vs Loser of Match #1		Player A1
Player A3	3	Player A1 vs Winner of Match #1		Winner of Match #1 Loser of Match #1
Group B		Same procedure as Group A	}	
Player B1				B Winner
Player B2				B Runner-Up
Player B3			B 3rd-Place Finisher	
Group C		Same procedure as Group A	}	
Player C1				C Winner
Player C2				C Runner-Up
Player C3			C 3rd-Place Finisher	

Phase 2

Group X	}	Order of matches is decided by random draw or agreed between players. Other than that, same procedure as in Phase 1 above.	Tournament Winner
A Winner			Tournament 2nd
B Winner			Tournament 3rd
C Winner			
Group Y	}	Same procedure as Group X	Tournament 4th
A Runner-Up			Tournament 5th
B Runner-Up			Tournament 6th
C Runner-Up			
Group Z	}	Same procedure as Group X	Tournament 7th
A 3rd-Place Finisher			Tournament 8th
B 3rd-Place Finisher			Tournament 9th
C 3rd-Place Finisher			

Payout structure

Winner of each match (not in backgammon terms, but in XGM terms): 100 SEK.

Most overperforming player in terms of PR*: 400 SEK.

Tournament winner: 1000 SEK.

* overperformance is defined as (normal PR - tournament PR), where normal PR is established in the seeding and registration process