Official Rules

- 1 point for match win and 1 point for PR win, evaluated by eXtremeGammon2.
- All matches are played on a laptop the player brings himself. Matches are played at the same table next to your opponent.
- Initial round matches will be played on play.backgammongalaxy.com (the new BG Galaxy server) in Play-a-Friend mode.
- Quarter Final spots will be given to the top 6 in terms of points and the top 2 in terms of PR average among the rest.
- Quarter- and Semi Finals: Four 7-point matches, played on a live board.
- The Final: Five 7-point matches, played on a live board.
- In case of a point tie, the best PR average will decide who wins.
- The Quarter Final brackets will be seeded with regards to the PR average.
- In the knockout rounds, only the PR average from those matches will decide a winner in case of a point tie.
- In case of a PR average tie rounded to the second decimal for the PR qualification spots, there will be a "sudden death" match to find the winner. The format of "Sudden death": 1-point matches. First player to win both match point and PR point wins. In case of a draw after three matches, the best PR average decides the winner.
- Specific rules like "dice on checker" will be decided at the venue.
- The UBC Final is played later in the year. Best out of twelve matches.

TECHNICAL RULES:

- Length: 7-point matches.
- Clock: 10 seconds per move and a 7-minute time bank (BG Galaxy "Normal").
- Visible pip count.

EXTREMEGAMMON2 ANALYSIS SETTINGS:

- XG++ on all moves (1st pass).
- Luck is calculated by 1-ply.
- Search interval: "Normal".
- Bear-off database: 15 checkers over 9 points.
- Check-boxes on: "Use opening book", "Wrong Double/Take is an error" and "Do not roll opening book moves".

SPECIAL RULE CONTENDER AND SPEED FINAL:

- In order to avoid crowning the winner via "soft analysis settings", we will analyze matches using the search interval "Huge" in case of a point tie and a PR average within 0.07 PR points. If the PR average is still within 0.07 PR points, we will analyze with the search interval "Gigantic" to reach the final analysis result.

SPEED GAMMON CHAMPIONSHIP:

- 5-point matches.
- Eight rounds of the initial round.
- top 3 via points and top 1 in AVG PR among the rest qualify for Semi Finals.

Backgammon Galaxy