

The Rules

Scoring, the match-wins champion, Cup points, Swiss pairing, prizes, and analysis settings

The following rules govern BMAB Aachen 2026, held 20–21 October 2026 at the Erholungs-Gesellschaft Aachen 1837, Reihstraße 13, 52062 Aachen, hosted by the Hirnakrobat team. Play follows World Backgammon Federation (WBF) rules; the event is registered with BMAB and follows standard BMAB scoring and eXtreme Gammon analysis conventions. Aachen differs from Brighton in one important way: its own champion is decided by match wins alone, while European Players Cup season points still use the full skill-and-win system — see Scoring and Cup Points below.

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01 · SCORING

How points are awarded

Each 7-point match awards two separate points, tracked throughout the event:

- **1 point for the match win** — awarded to the player who reaches 7 points first.
- **1 point for the PR win** — awarded to the player with the lower performance rating (PR) in that match, as evaluated by eXtreme Gammon 2.

A player can therefore earn 0, 1, or 2 points from a single match. Both are recorded for every match — the difference from Brighton is **what each one is used for**, not whether it's tracked. See the callout below and the Cup Points section.

MATCH WINS DECIDE AACHEN — BOTH POINTS STILL FEED THE CUP

At the organiser's request, the **Aachen champion** is decided solely by match-win points — PR win points play no part in this event's own placing (see Final Standings, below). PR is still recorded and analysed for every match, because **PR win points continue to count in full toward each player's European Players Cup season total** (see Cup Points) — exactly as they did at Brighton. Nothing about PR tracking or analysis is skipped; only its use in Aachen's own result changes.

02 · EUROPEAN PLAYERS CUP POINTS

How Aachen feeds the season table

The European Players Cup runs across several BMAB Players Cup legs — Brighton, then Aachen, with further cities to be confirmed — culminating in a season final in Budapest.

- Every match at Aachen awards Cup points on the same basis as every other leg: **1 Cup point for the match win,** — up to 2 points per match.
1 Cup point for the PR win

- These Cup points accumulate to each player's running European Players Cup season total, carrying toward qualification for the Budapest final.

- Cup points are entirely separate from the Aachen leg's own standings and champion (Section 03). A player can lead the Cup points table for this leg without being the Aachen champion, and vice versa.

03 · SWISS PAIRING

Six rounds, no knockout

BMAB Aachen is played as a single 6-round Swiss event — there is no separate knockout stage.

- Pairings are drawn based on standings by **match-win points only** at the time of each draw — the same convention used at Brighton, since PR analysis takes longer than the gap between rounds.

- Players are paired within their current score group wherever possible, and a repeat pairing is avoided unless the score groups leave no alternative.

- If there's an odd number of players in a score group, one player floats to the adjacent group for that round.

EXACT PRE-DRAWN / LIVE-DRAW SPLIT – TO BE CONFIRMED

Brighton pre-drew its first four rounds and live-drew the remaining three, split across two playing days. Aachen's own split between pre-drawn and live-drawn rounds depends on the final schedule (number of playing days), which isn't set yet. This section will be updated with the exact round-by-round breakdown once the schedule is confirmed — see the [tournament page](#).

04 • FINAL STANDINGS

How the Aachen champion is decided

There is no bracket. After Round 6, the Aachen champion is whoever has the most **match-win points** across all six rounds. PR win points are not counted toward this placing — see the callout in Scoring, above.

- If players are tied on match-win points after Round 6, the first tiebreaker is **average** across all rounds played — lower PR average is ranked higher.

- If PR average is also tied, the head-to-head result between the tied players decides, if they played each other during the event.

- If neither resolves it, the tie stands and is recorded as a shared placing.

Note that PR is used here only to break a tie on match wins — it remains a tiebreaker, not part of the primary result. The separate European Players Cup season points (Section 02) are unaffected by this tiebreak and are calculated independently from the full match-win + PR-win totals.

05 • PRIZES & REGISTRATION

Fees, prizes, and how to enter

Two separate charges apply: a **€100 entry fee**, which funds the prize pool, and a **€150 participation fee**, which covers video recording of every match, transcription, XG analysis, transmission to BMAB, tournament registration, and a share of room costs.

— Field is capped at **48 participants** .

— The top 4 players by points share the **40% / 30% / 20% / 10%** for 1st–4th. Ties are split evenly among the tied players.

— Two **€100** : one to the player with the most points, one to the player with the best additional **side pools** PR. Entry-fee prizes and side-pool winnings are paid out in full.

— "Points" for prize purposes is the same match-win measure used to decide the Aachen champion (see Scoring and Final Standings, above) — separate from the win + PR European Players Cup points in Section 02.

— Registration **binding** of the €150 **1** , via juergen.schettler@gmx.net or bank transfer is **upon** participation **October** PayPal to Jürgen Schettler, IBAN DE17 3002 0900 0401 5611 45, BIC CMCIDEDDXXX **receipt** fee, by **2026** to

06 • TECHNICAL RULES

On the board

— All matches are **live boards** , provided by the organiser — boards by Hector Saxe, clocks by ZMF.

— Match length: **7 points** , throughout the tournament.

— Clock: **14 minutes per player and match, plus 12 seconds per move / double-up** .

— Play follows **World** ; the **BMAB** , the international governing the rules of **Backgammon** tournament is body, as a leg of the European the **Federation (WBF)** registered with Players Cup.

— Matches **live, clocked, and** — pairings are published before each round is played, must be **pre-designated** consistent with BMAB's rules for a qualifying tournament.

— **Dice on checker is valid** — the roll counts as shown; no reroll is required.

— Every match is recorded and transcribed by the Backgammon Data team; streaming coverage will be confirmed alongside the schedule.

— **Start times and individual adjustments.** Round start times will be fixed per the published schedule once confirmed, and may be varied by the tournament director. Any decision of the director on timing is final.

07 · ANALYSIS & PR

How PR is evaluated

All matches are recorded and transcribed by the Backgammon Data team, then submitted to BMAB for analysis. *(Note: BMAB's general rules default to splitting transcription between the tournament director and participants — Aachen's team handles all of it instead, so players have nothing to transcribe.)*

— Analysis uses **"World Class Analysis"** preset with **"Gigantic"** search interval, **15×8** , and counts **bear-off** resignation errors Gammon's **Analysis"** the a **database** toward PR.

— Each match is analysed **once** .

— Results are published as each match's analysis is completed — pairing doesn't wait on it (see the callout in Swiss Pairing, above). PR is still evaluated for every match, even though it isn't used to decide the Aachen champion — see Scoring.

Full detail on BMAB's process: bgmastersab.com/about.

Questions about the rules?

All rule interpretations and venue-specific decisions are made by the tournament director, Máté Fehér.

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BMAB Players Cup — Aachen

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