

BMAB Players Cup Europe — Brighton 2026

Tournament Rules

Scoring, Swiss pairing, technical regulations & analysis settings

These rules govern BMAB Brighton 2026, the opening event of the European Players Cup. They follow standard BMAB scoring and eXtreme Gammon analysis conventions, with the Swiss pairing rules specific to this event set out below.

01 · SCORING

How points are awarded

Each 7-point match awards two separate points:

- **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 points carry equal weight in the final standings.

Pairing uses match wins only. PR analysis takes longer than the gap between rounds, so Rounds 4–7 are paired using each player's match-win points only at the time of the draw. PR points are added to the published standings as each match's analysis is completed, and count fully toward the final result — they just don't hold up the next round's pairings. There's a single PR analysis per match (see Section 05) — no separate quick or provisional figure.

02 · SWISS PAIRING

Seven rounds, no knockout

BMAB Brighton is played as a single 7-round Swiss event — there is no separate knockout stage.

Rounds 1–3 — pre-drawn

- Pairings for the first three rounds are drawn in advance and published before play begins.

Rounds 4–7 — live draw

- Before each of Rounds 4–7, players are paired based on their current standings by match-win points only (see Section 01).
 - 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.
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03 · FINAL STANDINGS

How the champion is decided

There is no bracket. After Round 7, the champion is whoever has the most total points (match wins + PR wins) across all seven rounds.

- If players are tied on total points after Round 7, the first tiebreaker is **average PR** 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.
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On the board

- All matches are played on **live boards**.
 - Match length: **7 points**, throughout the tournament.
 - Clock: **2:00 per point plus a 12-second delay** — 14 minutes per player for a 7-point match.
 - Matches must be **live, clocked, and pre-designated** — pairings are published before each round is played, 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; one selected match per round is also streamed live.
 - **Start times and individual adjustments.** All round start times are fixed per the published schedule and may be varied by the tournament director. Any decision of the director on timing is final.
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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 — Brighton's team handles all of it instead, so players have nothing to transcribe.

- Analysis uses eXtreme Gammon's "**World Class Analysis**" preset with the "**Gigantic**" search interval, a **15×8 bear-off database**, and counts resignation errors toward PR.
- Each match is analysed **once**.
- Results are published as each match's analysis is completed — pairing for Rounds 4–7 doesn't wait on it (see Section 01).

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

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

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