

UBC Contender Stockholm 2026

Tournament Rules — Scoring, format, technical regulations & analysis settings

The following rules govern the UBC Contender Stockholm 2026. They follow the UBC Contender Rules published by Backgammon Galaxy, with format adjustments specific to this regional qualifier.

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 standings.

02 - QUALIFICATION TO THE KNOCKOUT STAGE

Eight players advance from the round robin

After all 12 preliminary matches are played:

- **Top 6 by total points** — the six players with the highest combined match points qualify directly.
- **Top 2 by PR average** — among the remaining players, the two with the lowest PR average across the preliminary rounds qualify as wildcards.
- In case of a point tie for direct qualification, the player with the better PR average is ranked higher.
- The eight qualifiers are then **seeded by their preliminary PR average** (lowest = 1 seed) and placed into the bracket: 1 vs 8, 4 vs 5, 3 vs 6, 2 vs 7.
- If two players are tied on PR average for a qualifying spot and the difference is **less than 0.01 PR points**, a sudden-death playoff decides the place. Sudden death is played as 1-point matches; the first player to win both the match point and the PR point wins. If the score is tied after three sudden-death matches, the better PR average across those matches decides.

03 - KNOCKOUT FORMAT

Quarter-Finals, Semi-Finals & Final

The knockout stage uses the same 1-point-per-match-win + 1-point-per-PR-win scoring as the preliminary phase, but with a first-to-target format per round.

Quarter-Finals & Semi-Finals

- Each match-up is played as **up to four 7-point matches**.
- The first player to reach **5 points** (match wins + PR wins) advances. The remaining matches in that match-up are not played.
- If the score is tied **4–4 after four matches**, the winner is decided by the **average PR across those four matches only** — lower PR wins.
- If the PR averages are within 0.01 of each other, a sudden-death playoff is used (see Qualification section above for sudden-death format).

Final

- The Final is played as **up to five 7-point matches**.
- The first player to reach **6 points** (match wins + PR wins) is the UBC Contender Stockholm champion and earns the European seat at the UBC Contender Semifinals in Monte Carlo.
- If both players finish on the same total points, the tiebreaker in the Final is **match wins** — not PR average.
- If match wins are also tied, the better PR average across the Final matches decides.
- The Final is scheduled at a time mutually agreed between the two finalists and the tournament director.

04 - TECHNICAL RULES

On the board

- All matches are played on **live boards**.

- Match length: **7 points**, throughout the tournament.
- Clock: **12 seconds per move**, with a **14-minute time bank**.
- Specific situational rules — for example, “dice on checker” — are decided at the venue by the tournament director before play begins.
- All matches are recorded for analysis by Backgammon Data Limited.

05 · EXTREME GAMMON 2 ANALYSIS SETTINGS

How PR is evaluated

All matches are analysed with the following standard UBC settings. Resign errors count toward a player’s PR.

Analysis depth	XG++ on all moves (1st pass)
Luck calculation	1-ply
Search interval	Normal
Bear-off database	15 checkers over 9 points
Use opening book	On
Wrong Double / Take is an error	On
Do not roll opening book moves	On

06 · SPECIAL CONTENDER RULE

Deeper analysis for tight finishes

To prevent a champion being crowned through marginal analysis settings, the following deeper-analysis rule applies whenever a knockout match-up or qualification spot is decided by PR average within a very small margin:

- If a point tie is resolved by a PR average within **0.07 PR points**, the matches are re-analysed using the “**Huge**” search interval setting in eXtreme Gammon 2.
- If the PR averages are still within 0.07 PR points after the Huge re-analysis, the matches are analysed again using the “**Gigantic**” search interval to produce the final result.

This ensures the closest contests are decided by the most rigorous evaluation available.

All rule interpretations and venue-specific decisions are made by the tournament director, Máté Fehér. For questions, write to hello@backgammondata.com.