

UBC CONTENDER | RULES

Scoring

- 1 point for match win and 1 point for PR win, evaluated by eXtreme Gammon 2.
- 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.
- 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 PR qualification spots, when there is less than 0.01 PR point in difference, 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.

Technical rules

- All matches are played on live boards.
- Length: 7-point matches.
- Clock: 12 seconds per move and a 14-minute time bank.
- Specific rules like “dice on checker” will be decided at the venue.

eXtreme Gammon 2 Analysis Settings

- XG++ on all moves (1st pass).
- Luck is calculated on 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”. Notice that resign errors count.

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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 with- in 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.

The UBC Final is played later in the year. Best out of twelve matches.