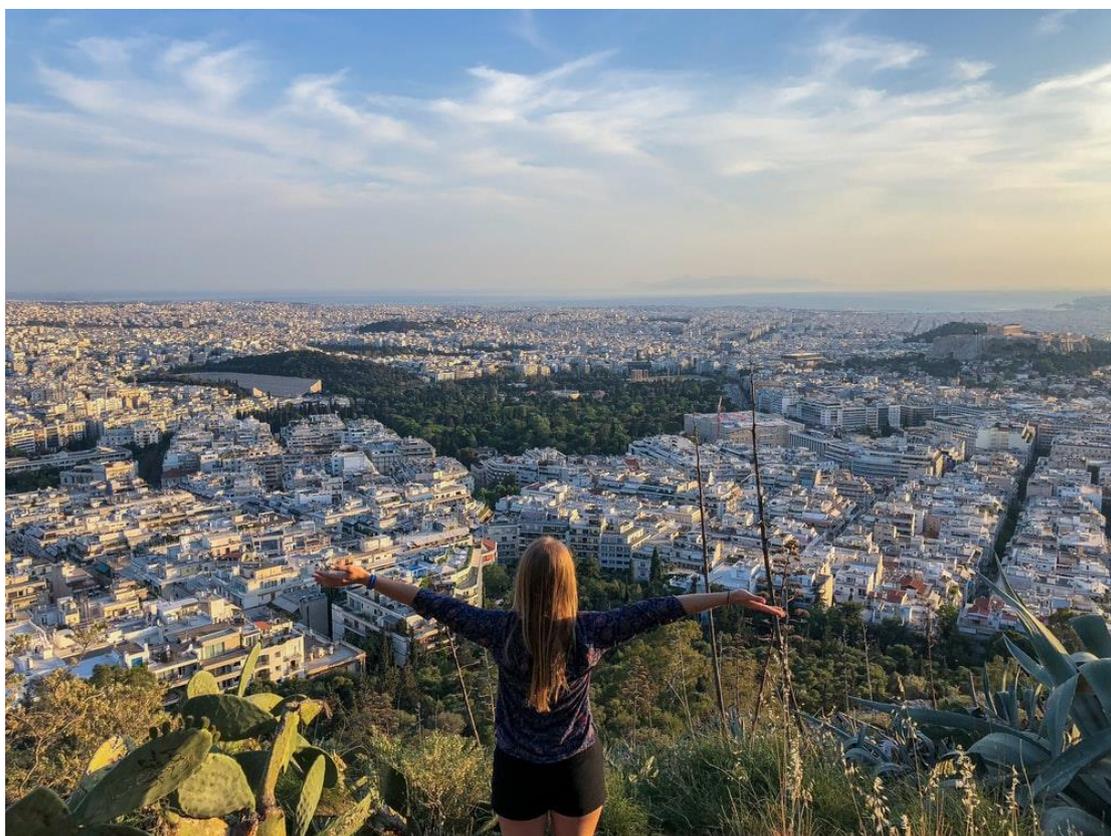




The World Backgammon Internet Federation...

...would like to invite you to...

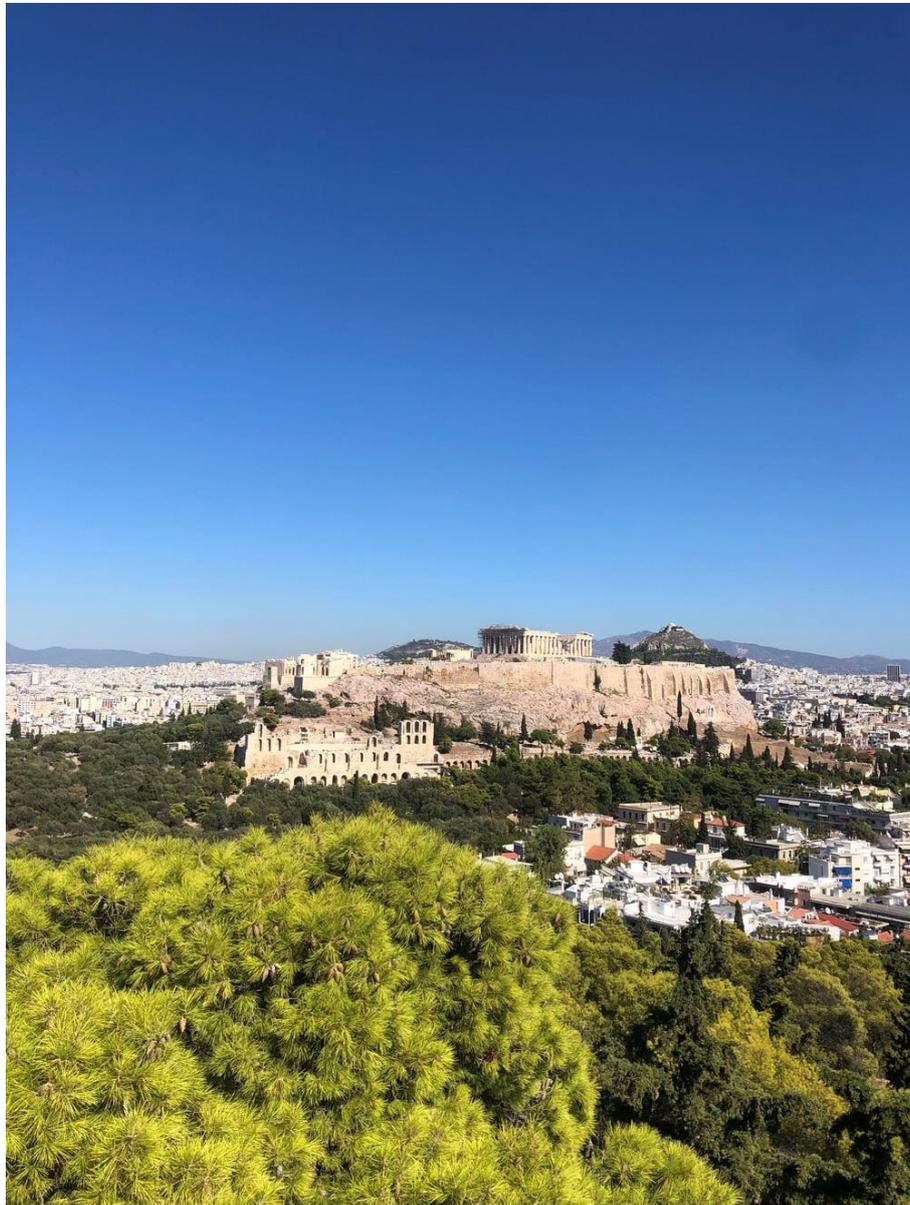


... Athens ...

(27 - 31 October)

...for the 2021 WBIF Tour Finals!

It is a pleasure for the whole WBIF staff to invite you all to participate in the prestigious 2021 WBIF Tour. This year's Finals will be held in Athens, capital city of Greece and the undisputed birthplace of western civilization.



In addition, the backgammon clubs of Greece, would like to invite you to the *3rd Athens Open* & side events, which will enrich your backgammon adventure trip to Athens and turn it into an unforgettable experience!

Finals: **28 - 30 October 2021**

Athens Open & Side Events: **27 - 31 October 2021**

WBIF Tour Competition Mode

Participation is open for all persons who pay the required entrance fee of Euro 40 and have already paid the annual membership fee (details given below).

Three online Qualifiers early in the year for Live Final of the best 30 Players!

2021: The Grand Live Final will be played in October (28 -31) in [Athens, Greece](#). The information on the website and in our e-mails will be in German and English. Applications will be accepted from now until the deadline on the application form.

The tournament will be played in Triple-KO mode: Each participant plays until he has either lost 3 times and is therefore eliminated or he is the only participant with fewer defeats and wins the tournament. All pairings are played to 13 points. The pairings of rounds 1 to 3 are randomly drawn and played at the same time. Then the draw for the pairings will be made round by round according to the Swiss system tournament software by Hans-Jürgen Werner. A tie-breaker rating does not take place. The calculated performance rate has no influence on the outcome of the tournament. In addition, the WBIF tournament rules apply.

For the Live Final each win from all 3 tournaments counts as 1 point, byes don't count!

The 30 players with most points qualify.

In case of same number of wins, more players qualify!

All games are played to 13 points. The matches of the tournament will be played only at server **heroes.backgammonstudio.com**. Registration with this link: "register new User" and Inviter "WBIF".

The result of the game is NOT to be reported!! BG Studio Heroes reports automatically.

To participate in the tournament a starting fee of 40.00 € will be charged. Payment is possible by bank transfer or Paypal - WBIF@gmx.net. Please be aware that You can only participate if You also paid the yearly WBIF membership fee: 10 euro to WBIF - paypal: WBIF@gmx.net !

The Winner of each online tournament gets 100 Euro. Prizes for total winners of the 3 online tourneys:

1. 200 EUR + free entry to live final
2. 100 EUR + free entry to live final
3. free entry to live final

The rest is added money at the Live Final.

10% of the entry amount, is held as registration fee.

The english WBIF-rules are applied.

Applications to the tournament are possible from now until the beginning of each qualifying tournament.

All questions are to be addressed at **turnierleiter@WBIF.net**

What to do (when I'm not playing!) in Athens?



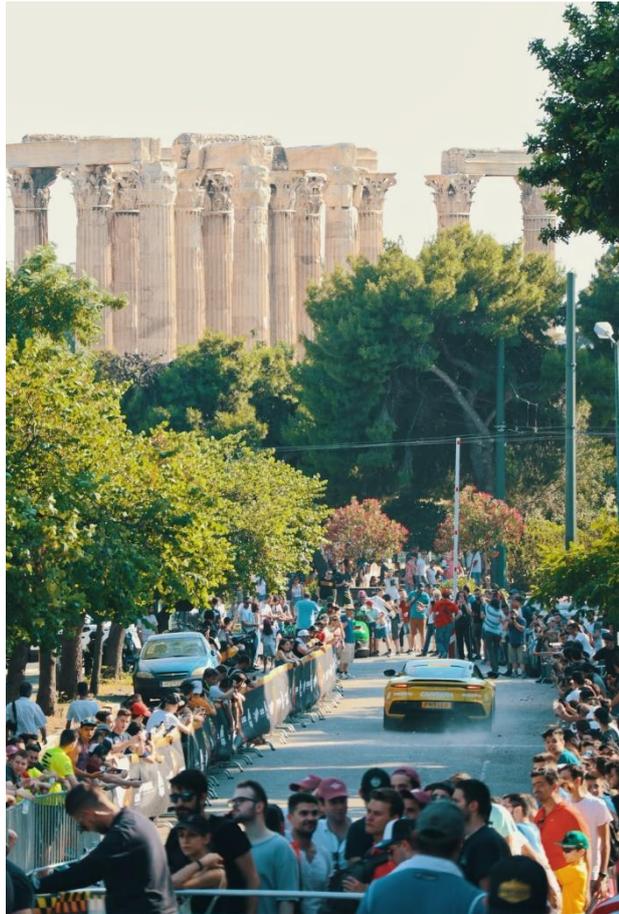
You can visit the city landmarks





Walk through picturesque neighbourhoods





Explore a vivid – or a more quiet way of life





Enjoy a coffee or lunch

Monastiraki Square

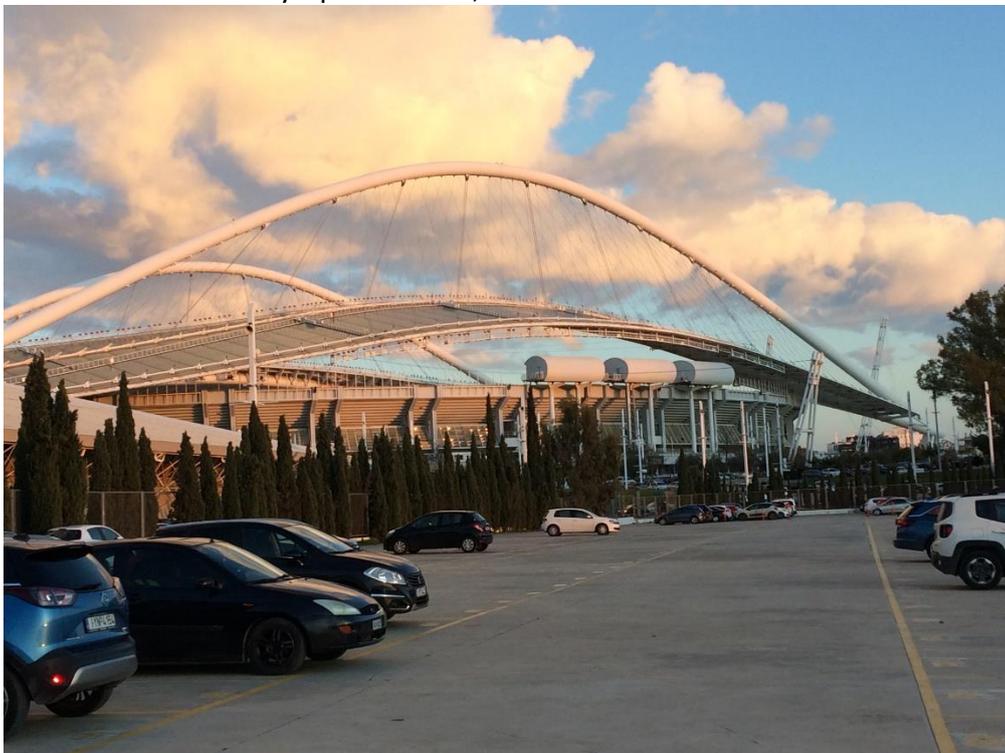




Panathinaikon Stadium, venue of the first modern era Olympic Games (1896)

Sense the spirit of Sports history

The Olympic Stadium, home of the 2004 Games





Go to the Seaside





Try the local Delicacies





Discover the City by Night



Final Tournament Information

Modus: Triple KO - 11 point Matches - Clock 18 min + 12 sec delay

Tie break: Points of Opponents

Entry fee: € 100 / Registration: 10% of entry fee

Sidepool: € 150 (optional) / In the case of players who get disqualified with the same number of points, the prize is shared (split depends on the number of participants).

Prizes

Five prizes: 30% / 25% / 20% / 15% / 10%

(depending on the actual number of participants!)



Qualifying Tournament Deadlines:

First Qualifier: 17 January 2021

Second Qualifier: 15 February 2021

Third Qualifier: 29 March 2021

We are expecting you!

With wishes for a great 2021,

The World Backgammon Internet Federation

- Accommodation information will be given in due course and certainly, after the beginning of the first Qualifying Tournament.
- WBIF reserves the right to hold the Finals Tournament online, if travelling to Athens is prohibited in October 2021.

SIDE EVENTS

Apart from hosting the Finals, the backgammon clubs of Greece organize a series of Side Events. Side events are structured in such a way, as to enable WBIF Tour finalists to participate, but in general, participation is open to all.

Athens Open Doubles

A Doubles Consultation single elimination tournament, open for everybody, WBIF Tour Finalists or not. Matches will be played during the whole period of the games according to the availability of players, but around Saturday afternoon, the organization may ask a couple to be represented by a single player, if the other is still engaged at the WBIF Tour Finals. Matchlength: 11-pts. Clocks will be set at 22 mins. per pair + 15 sec. delay time. Two prizes (70/30%)

3rd Athens Open

A double elimination tournament with fighters' bracket. Matchlength: 11-pts. for the Main, 7-pts. for the Fighters / Final: 13-pts. (& 9-pts. if a second final match is needed). Three prizes (50/30/20%)



Olympian Zeus temple, Athens

Athens Open SuperJackpot

A single elimination, 9-pt. matches Jackpot. Two prizes (70/30%)

Athens Open SpeedGammon

A single elimination, 5-pt. matches tournament. Clocks will be set at 2 mins. per player + 10 sec. delay time. There will be an opportunity for rebuys, depending on the number of participants. Two or four prizes, depending on the number of participants.

Athens Open Warm Up

A single elimination, 5-pt. matches tournament, reserved for players who have already registered for the 3rd Athens Open. Free of charge.

Prize to be announced.

Side Events Fees (in €):

	Entry	Registration	Total
<i>3rd Athens Open</i>	140	20	160
<i>Athens Open Doubles</i>	175*	25*	200*
<i>Athens Open SuperJackpot</i>	260	40	300
<i>Athens Open SpeedGammon</i>	35	5	40
<i>Athens Open FreeGammon</i>	20	5	25
<i>Athens Open RandomGammon</i>	20	5	25
<i>Athens Open Swing</i>	20	5	25

*per pair



Lycabettus Hill, Athens

Introducing: *FreeGammon* and *RandomGammon*

FreeGammon and **RandomGammon** are two variances of Backgammon, which are based on the same idea: A different starting position in every game!

Over the years, there have been attempts to create new games by changing the initial position of checkers and some, have attracted public attention (eg. Nackgammon). Our proposal is much more radical: Change everything at any new game!

It can be argued that the constant starting position of a traditional backgammon game, is so much thoroughly studied over the decades (especially after the introduction of bots), that players can learn at least the three first moves by heart. Therefore, players with a better memorization ability, have an advantage over others, who may be blessed with other qualities, such as strategic understanding of a position.

These games are especially designed for the latter sort of players.

No more five checkers stacked on the six-point.

No more a 167 – 167 pips race.

Best first rolls become completely different in the context of a completely different position every time. There may be games where an initial 51 will be significantly better than a 31.

All other rules of backgammon apply.



Herodium Theatre, Athens

FreeGammon has been conceived by Giorgos Avdis, Nikos Dikaros and Michail Proukakis of the Greek Backgammon Federation, the first match being played in Eretria on the 17th of May 2015.

In this variant, players place their checkers manually on the board, just before the start of every new game, following a simple rule:

Player A places checker #1 at his chosen point. (eg. 19).

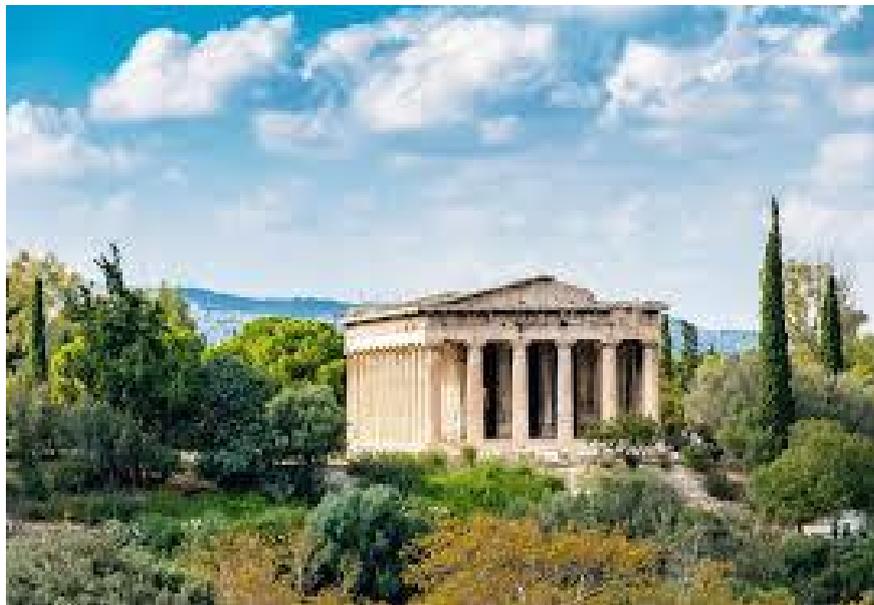
Player B places his checker #1 at the same position (in our example, point 19) and checker #2 at the point of his own choice (let's say, 7 – note that he can't place it at 6, as the point is already occupied by his opponent's first checker).

Then, player A has to place his checker #2 at his own 7, following which, he places his checker #3 at the point of his own choice (the only exception being 18, as it is already occupied by his opponent. Note that an obvious choice could be point 19 once more, already creating a high anchor.)

Using this method, both players place their 15 checkers and start to play a completely awkward game.

Over time, some players may devise checker placement strategies, which suit their own preferences. Their opponents of course, have the ability to stop them by placing their checkers at relevant positions. While less experienced players may have a preference for pure races, others have significantly better winning chances by playing complicated positions, such as backgames. In general however, **FreeGammon** initial positions, would be difficult enough for any average player to handle, giving a significant advantage to those with a deep strategic understanding of the game.

Note that following the checkers' placement method mentioned above, there is always the possibility of a short race (less than 100 pips in both players' positions) or for unprotected blots over the board before the first roll. Needless to mention that if a player hits in his first roll, his winning chances increase exponentially. So... be careful in your checkers' placement!



Theseion, Athens

RandomGammon is the natural descendent of **FreeGammon**, in which the various initial positions are given by a simple, computer software, rather than the players themselves. In that way, we win something (time, for sure), but lose something else (the development of individual players' strategies in relation to their preferred sort of initial positions). **RandomGammon** may prove ideal for tournament organizations, as all players competing in a specific round of a given event, may be obliged to play exactly the same initial positions in every one of their games.

The software we will use during the **Athens Open** games, devised by Kostas Konstantinou, does not allow for short races (every player starts with more than 100 pips) or unprotected blots at the initial position. Only experience will show us, if these limitations are adequate to provide our community, with a new and intriguing experience.

As both games allow for eXtremeGammon analysis, it will be extremely interesting to see how world class players will perform, given a completely unfamiliar starting position, in which they may well make a mistake even in their first move!

This is going to be the first ever tournament in **RandomGammon** and **FreeGammon**.

Players who participate in both, will be asked to evaluate their experience.

The Jackpots' Jackpot

There will be continuous mini-jackpots running throughout the event (€10 / €20 / €50 / €100), in which there will be an 85% return to the winners.

The Greek Federation would like to subsidize the player who scores best in its jackpots, regardless whether he / she has managed to win any individual mini-jackpots.

Every win gives points which are relative to the level of entry fee – that is, a player who constantly participates in €10 jackpots, needs ten victorious matches to reach a player who has achieved a single win at a €100 jackpot.

A special pot is created, which receives 5% of all entry fees, plus a subsidy by the Greek Federation: €100 if popular interest proves to be low and we finish up to 20 mini-jackpots, or €200 if the total number of mini-jackpots held, exceeds 20 – irrespective of the level of entry fees.

The player who has collected the most points from Wednesday evening to Sunday afternoon (the exact time will be announced on site), wins the total pot – plus the title of the **Athens Open Jackpots' Jackpot Winner**, accompanied by a commemorative cup!



The Parthenon, Acropolis, Athens

The Swing

The Swing (“Havuz” in Turkish) is a backgammon variance which is particularly popular in Turkey. We would like to thank Arda Findikoğlu, for sharing with us his experience in organizing such events.

All the participants registered for the Swing, are given 10 points for the start. As rounds continue, the players who lose all their points are eliminated and the player who collects all the points of all other players at the end, becomes the winner. Players are paired in the beginning of each round by manual random draw and asked to play a single pointer with the doubling cube included in the game, as if it were a money game. Gammons and backgammons are normally counted. At the end of each game, the game points are multiplied with the doubling cube rate to calculate the points transferred from one player to the other. As rounds go by, the stakes rate is increased. If a player has less points than the stakes level of that round, then she / he plays for all of her / his points. If a player gets a "bye" in the draw, he pairs the first name drawn in the draw of next round.

Stake levels per round: 1/1/2/2/5/5/10/10/20/20/40/40/80/80/80/All In



National Library, Athens

Official Website: <https://en.greecebackgammon.com/>

Chance of a lifetime...
...combine two prestigious backgammon tournaments in one
international visit...
...to the hospitable city of...

... Athens !