

BACKGAMMON ON LONG ISLAND - CLUB POINTS 2026

TOURNAMENT FORMAT

Typically, the regular weekly tournament will consist of two brackets:

A single-elimination Main Bracket (5-point matches)

A single-elimination progressive Consolation Bracket (3-point matches)

Points for Open Division Tournaments are Awarded as Follows:

Wins -- Each Player Gets 1 Point for each Match Won (in any play bracket)

Main Bracket Winner -- Gets 5 Bonus Points

Main Bracket Runner-Up -- Gets 3 Bonus Points

Consolation Bracket Winner -- Gets 2 Bonus Points

Consolation Bracket Runner-Up -- Gets 1 Bonus Point

Points and Format in Smaller Tournaments:

Wins -- Same as Usual, each Player Gets 1 Point for each Match Won

With Five Players, We'll Typically Have a Round Robin Tournament

With Six Players, We'll Typically Have a Double Elimination Tournament

In the Case of These Smaller Tournaments (Five or Six Players),

Bonus Points Will be Awarded as Follows:

First Place Finisher -- 5 Bonus Points

Second Place Finisher -- 3 Bonus Points

NAME	Points January	Points February	Points March	Points April	Points May	Points June	TOTAL POINTS
Jack M	11	21	16				48
Rob M	15	18	13				46
David L	3	20	22				45
Shahrooz M	20	10	9				39
Bill L	17	8	4				29
David B	6	9	14				29
Jeremy L	13	8	8				29
Hersel N	17	3	8				28
Mike N	10	11	7				28
Alfred K	11	6	10				27
Brian L	17	2	6				25
Paul G	20	1	1				22
Selim N	11	5	6				22
Brian C	13	6	1				20
Ralph D	6	4	10				20
David H	7	4	6				17
Zachary K	0	5	12				17
Kristen B	8	1	6				15
Paul P	9		6				15
Atti R	4	7	2				13
John M	4	6	0				10
Jack P	7	2					9
Steve C	0	6	3				9
Stuart L	3	5	1				9
Kathy L	3	3	2				8
George N	1	6	0				7
John T	5	2	0				7
Steve B	4	0	3				7
Jan		6					6
Michihito K			5				5
Ben W	1	1	1				3
Bill D		3					3
Ben Y	2						2
John L	2						2
Kaaren J		2					2
Pete M	1	1					2
Richard L	0		2				2
Chris C	1						1
Donna		1					1
Heather B	1						1
Jared		1					1
Maureen	1						1
Andrew F			0				0
Irakli	0						0
Jarid P			0				0
Jeff		0	0				0
Karen S			0				0
Orit			0				0
Rob P	0						0