

BIBAFAX

No. 108
Sep/Oct
2010

Magazine of the British Isles Backgammon Association

Editor/Publisher: Michael Crane, 2 Redbourne Drive, Lincoln. LN2 2HG

01522 829649, 07900 916468, BB Messenger #31748A40

info@backgammon-biba.co.uk, www.backgammon-biba.co.uk



Dedicated To Backgammon



**Myke Wignall - Monte Carlo
Double Trophy Winner**

Biba Backgammon Tour - 2010

sponsored by

Play **WSOB**TM.com

Following on from an earlier attempt to organise a backgammon tour based upon regional tournaments, Biba has set up the Biba Backgammon Tour (BBT). It is a non-contributory, non-fee event that takes its final 8 players from the entrants of the following UK events:

**Scottish Open. Manchester One-Day. English Open. Barcelo Cup
Sandy Osborne Trophy. Coventry Open. Irish Open.**

The organisers of the above events are not directly involved with the UK Tour, but if they want to assist they are welcome to do so. All that is required of them is to make available the names of the Last 8/16 players in the Main. This is purely a Biba project and any funding is via Biba and an event sponsor - the search for which is now on - events pay nothing towards it.

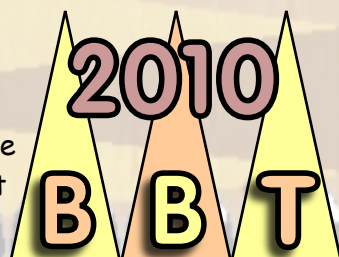
For the Last 8/16 of the Main in each of the tour events, points will be awarded thus: 1st = 20, 2nd = 16, 3rd & 4th = 12, 5th/8th = 9, 9th to 16th = 5. A running points total and leader board will be published on the Biba web site following each event, and in the Bibafax upon publication. After the final event, the Irish Open, the top 8 scorers will become the qualifiers. These 8 qualifiers will be invited to take part in the Grand Final to be held on the Saturday evening at the 2011 Bright & Breezy tournament, 8 January. The Finals will be a 15-point Knockout with a winner-takes-all prize of at least £250. If you are interested in being the sponsor (or can suggest someone who might be), please contact BBT on info@backgammon-biba.co.uk.

Qualifiers must confirm their attendance for the Final by 7 November. If any of the qualifiers cannot attend the Final then the 9th scorer will be invited, and thereafter, 10th, 11th etc. until such time as we have an 8 draw. Any vacant places that occur on the day of the Final will be decided in the same way.

Remember. There are no fees to pay to enter the BBT - the only fees you incur are those to enter each event. The BBT is not an official part of the above events (excepting those organised and run by Biba) but it is hoped that its involvement will result in more entrants for each event.

19-21 March:	Scottish Open - (Biba event)
25 April:	Manchester One-Day - www.lighton.btinternet.co.uk/backg.htm
5-6 June:	English Open - (Biba event)
3-5 September:	The Barceló Cup (Biba event)
1-3 October:	Sandy Osborne Trophy - (Biba event)
17 October:	Coventry Open - http://covbackgammon.co.uk
28-31: October:	Irish Open - eperry@iol.ie

If your club is staging a local tournament that is open to all and you would like to be part of the BBT, please email and let us know. It is also very likely that Biba Grand Prix Points can also be applied to your event.



To see the leader board and latest updates go to www.backgammon-biba.co.uk/bbt2010

Questions & Answers and Information about the Biba Backgammon Tour

19 August, 2010: In addition to sponsoring the BBT and supplying trophies for the final in January, PlayWSOB.com are also donating two of their new, exclusive Crisloid backgammon boards. They are of a high specification and in addition to the solid tournament board, they are also manufacturing an attaché style one. They can be seen at www.crisloid.com

Q: *I was an entrant at the Liverpool Open and although I didn't make the last 8 I was an entrant and would have earned 1 appearance point. This lost point might prove crucial towards the end of the tour. Is there any way that attendance points be given if not actual tour points?*

A: I understand your frustration but I regret I cannot award any points at all for Liverpool. It was a club decision not to be part of it this year, and even though I could award points, I respect their decision. Don't forget, you do have four more events in which to recoup that lost AP and perhaps even increase your overall score.

Q: *I notice from your calendar that the Liverpool Open isn't part of the 2010 Tour. Why not?*

A: Liverpool were invited to join a few months back. The club had a meeting and held a vote and it was decided that they would not take part this year but would do so in 2011. It was felt that with it being retrospectively applied their members were not able to fully benefit from the entire Tour.

Q: *Will the sponsors be putting any added money into the Tour? If not cash, what about online credit?*

A: Not to my knowledge; however, should they decide to do so then I would be delighted to add it to the Finals. There is a possibility of online credit - but that is at their discretion.

Q: *Now that you have an online games server sponsoring the BBT do the entrants have to be members of PlayWSOB.com to play in or qualify for the tour?*

A: No, not at all. You are under no obligation to join or play online, that is entirely up to you. At (some) of the Biba staged BBT events PlayWSOB.com will have a desk and will be pleased to answer your questions regarding their backgammon and poker site and sign you up if you wish to do so.

Q: *Do the 8 qualifiers have to be Biba members?*

A: No. The Tour is open to any backgammon player. It is designed to promote regional backgammon and (hopefully) increase entry levels for them. Of course, if any of the finalists in January are not members of Biba they could join if they wanted to. To get the Tour going this year Biba has added a few 'extra' events which will be replaced next year with more local ones.

Leader Board September after event #4, The Barceló Cup

The Top 8 are moving about a bit now. Adrian Jones replaces Lawrence Powell at #1 as Peter Chan moves up to #2. Barceló Cup winner, Nicky Check knocks Stewart Pemberton down to #5 and Carl Dell to #6. Tony Fawcett comes in at #7 and then we have a bunch on 16 points & 1 AP all at #8!

32	Adrian Jones	12	Ian Hesketh	5	Paul Plumptre
25	Peter Chan	12	Paul Harper	5	Vicki Pemberton
21	Lawrence Powell	12	Paul Lamford	5	Danny Cohen
20	Nicky Check	12	Simon Morecroft	5	David Startin
20	Stewart Pemberton	10	David Motley	5	Fak Laight
18	Carl Dell	10	Phil Tutchings	5	Ian Shimwell
17	Tony Fawcett	9	Paul Barwick	5	Martin Birkhahn
16	Andy Bell *	9	Ash Dalvi	5	Paul Learmount
16	Matthew Fisher *	9	Kevin Stebbing	5	Richard Biddle
16	Raj Jansari *	9	Marc Turner	5	Stewart Wilson
16	Vaidas Novicenko *	9	Paul Gilbertson	5	Susan Bourne
<u>Qualifiers above this line</u>		9	Paul Gillam		
14	Mark Calderbank	5	Kevin Jones		
14	Marcus Wrinch	5	Neil Everitt		
14	Rachel Rhodes	5	Simon K Jones		
14	Irving Czechowicz	5	Arthur Wright		
14	Martin Barkwill	5	Chris Ternel		
14	Myke Wignall	5	David Phillips		
14	Uldis Lapikens	5	John Wright		
12	Brian Lever	5	Julian Fetterlein		

* These four qualifiers share the same score and Attendance Points. Should this situation occur at year end, then a play-off will decide who qualifies.

🎵 I should be so lucky, lucky, lucky, lucky. 🎵

By Michael Crane



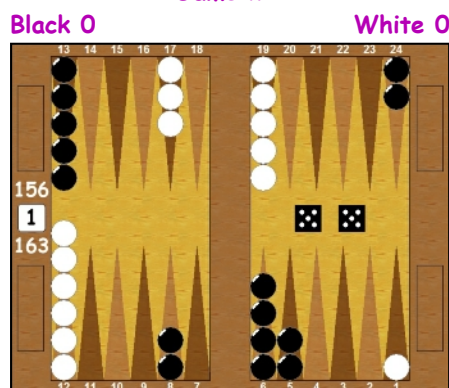
To win a backgammon tournament you need two things on your side, skill and luck. During the recent Biba World Championship final between Chris Ternel and George Hall no one would deny that Chris had the skill, he was favourite to retain his title, and poor George was the underdog. But, as you all know by now, that wasn't how it turned out! George in fact played extremely well getting a World Class rating from XG for his checkerplay; however, luck also played its part.

Before I start, let me answer one question. Why Kylie? Well, given the choice of Chris or George or Kylie, who would you prefer to be staring you in the face from your Bibafax?

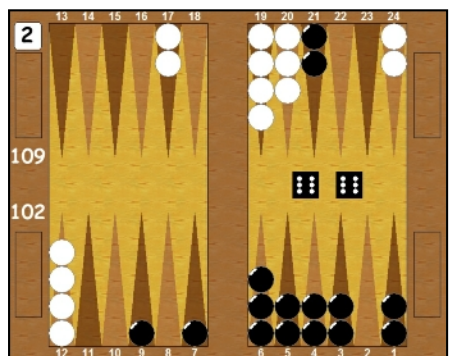
During this article and throughout the Bibafax, I have slightly changed the board point numbers to show the board from the players perspective, so now, when white is on roll all point numbers read anti-clockwise, making it easier to understand the moves.

The final was to 11 points and George is playing as black.

Game #1



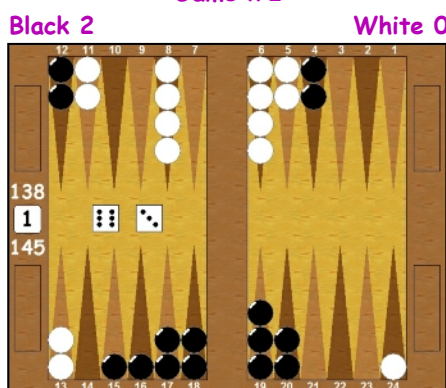
This is George's first lucky roll and it is a cracking 55, coming just at the right time when Chris moved off the black 1-point with 65: 24/13. George goes for a blitz: 8/3(2), 6/1*(2). Chris's reply is a cock-shot, 62: 25/17; a move that XG rates an error, it preferring 25/23, 13/7.



Prior to this double-six, George was a bit of bover. His last two checkers were

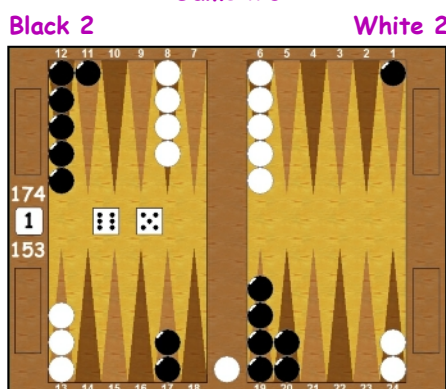
facing a difficult white semi-blockade. XG had him at just a tad over 52% game winning chances (gwc) and this timely roll increases that to almost 93%! Chris is eventually beaten in the bearoff where he resigns.

Game #2

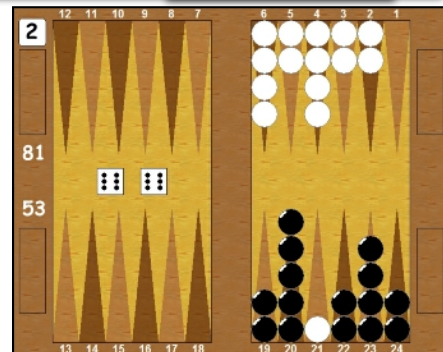


Chris starts with his first lucky roll when he hits indirectly with this 63: 24/15*. I am never happy playing two off the mid-point for a first roll - it makes 54 and 63 play well - however, in this position it's narrowed down to just 63 . . . which was lucky for Chris.

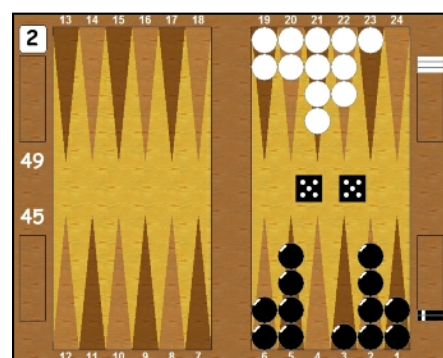
Game #3



Of course, not all your lucky rolls are your rolls, sometimes your opponent gives you a bundle of luck. Dancing with this 65 roll enabled black to cube, and Chris (correctly) took. Mind you, it turned against George later on when he was just about to bearoff, as we can see in this next position.

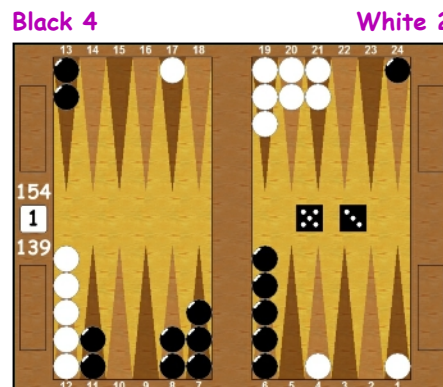


Chris rolls his own 66: 21/3, 6/0 and goes from just over 11% gwc to almost 58%! But George responds just three rolls later:

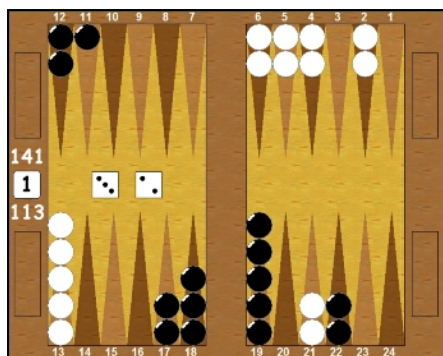


As Magriel would say, "The Girls come to George's rescue," as he takes off four big ones. It's big enough to out-roll Chris and gain another two points.

Game #4

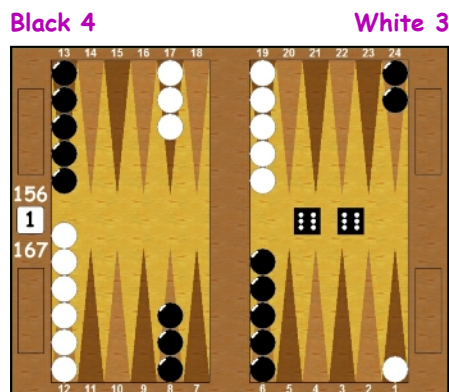


Good luck for Chris here as George, having got a good blocking point, has to break it up with this 53: 11/8, 11/6.

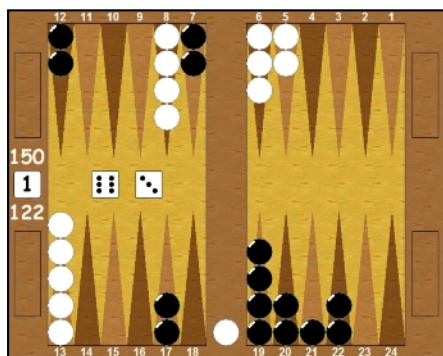


Having built himself a good home board, Chris is lucky enough to get a hit with his roll of 32: 13/10, 13/11*. George dances with a roll of 52 and Chris cubes - a cube that George drops but should have taken. The game has a long way to go and having a 2-cube sat next to you might be a handy thing to have.

Game #5

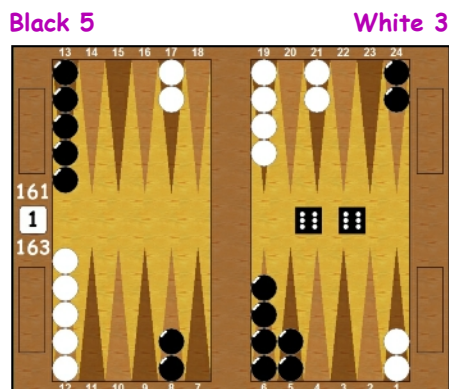


For the second time in the match, Chris runs out with 65: 24/13 and George rolls another great double, this time 66: 24/18(2), 13/7(2).

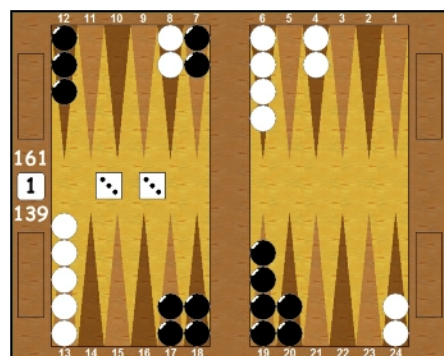


A few rolls later and Chris rolls 63 and dances - more luck for George! Prior to this roll of 63 XG was urging George to cube, the position being double/take; however, after white's little jig, he decides to cube and this time it's a drop - and Chris drops.

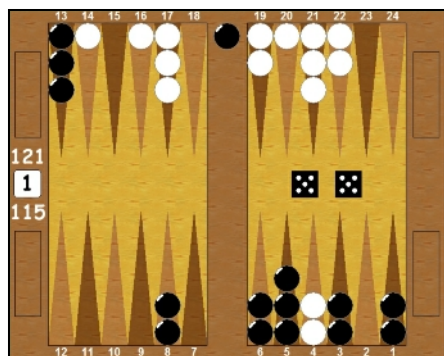
Game #6



We're three rolls into the game and out pops another 66: 24/18(2), 13/7(2) for black! But Chris is quick to respond with his next roll:



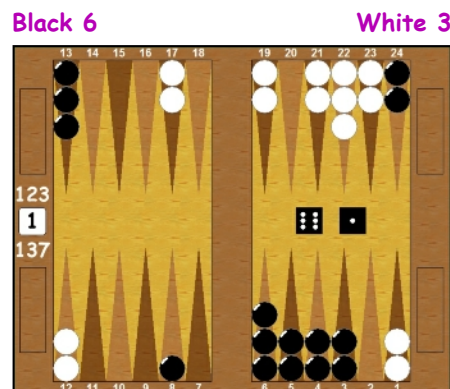
This 33 gives Chris a good anchor - 24/21(2), 6/3(2) - and all but negates black's block on his bar-point.



Not to be done in the doubles-war, George rolls out a stupendous 55 off the bar: 25/20*, 20/5! Chris looked like doing some serious damage with George on the bar; he had 6s, 4s and 3s all lined up to cover the 5-point blot until George ruined it. Chris couldn't believe George's good luck and he went from 45% gwc down to just under 21%.

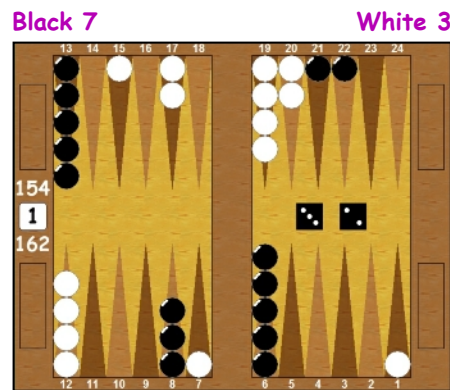
After Chris dances with 61, George cubes and Chris, gratefully, drops, a sequence endorsed by XG

Game #7



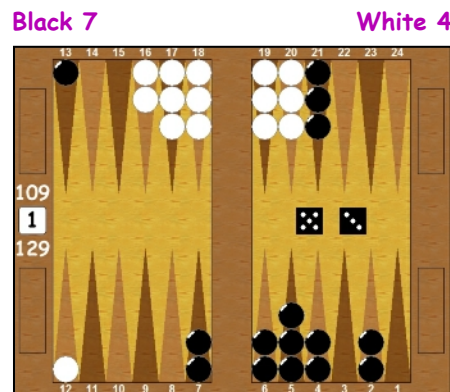
This is a great stroke of luck for black, 61: 13/7, 8/7 blocking off Chris's escaping 6s. This increased George's gwc by 14%. Chris replied with 41: 24/23, 8/4 as he attempts to gain back the escaping 6s; however, George doesn't give him a much of a chance as he correctly cubes him out.

Game #8



George's bad luck is Chris's good luck. George had multiple shots on both white outer blots but can't hit a barn door with this 32 except 6/1*. Instead he's forced into playing onto his 8-point. Having escaped being hit, Chris then does the hitting with 62: 10/4*, 6/4, George rolls 51: 25/24, 13/8 placing another checker onto his 8-point. The point then goes to Chris as he correctly cubes George out.

Game #9



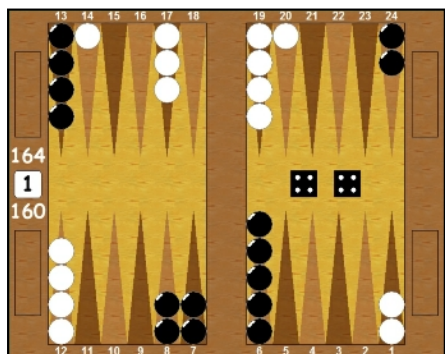
Black needs to hit a blot, and this might be his only chance, but this 53: 13/8, 7/4 won't do it. Chris cubes and George



takes what XG rates an error. It goes to the bearoff and Chris wins two points.

Game #11

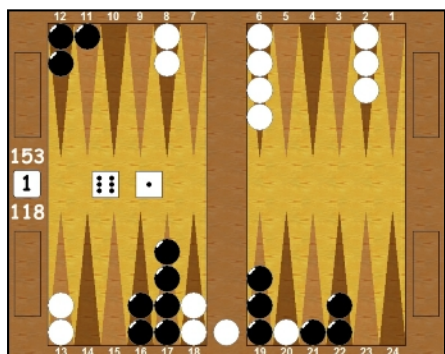
Black 8 White 6



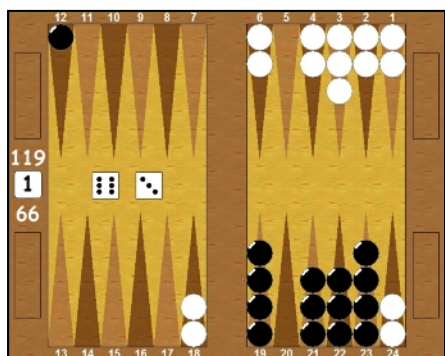
Black gets a cracking start: 61: 13/7, 8/7; Chris replies with 21: 13/11, 6/5 slotting his 5-point. It's a bit risky but XG likes it over the safer 24/23, 13/11. But George's 44: 24/20*(2), 13/9(2) punishes the risky move. A little while later, George cubes Chris out.

Game #12

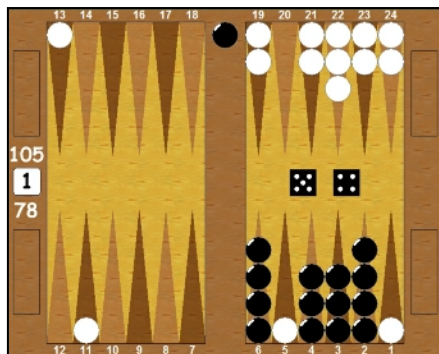
Black 9 White 6



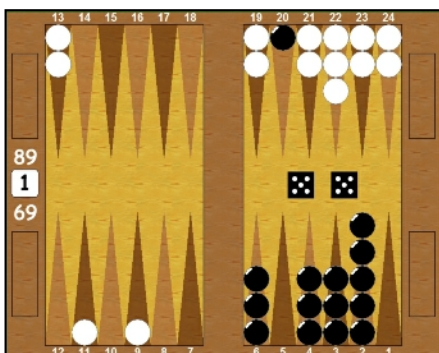
It might not look that lucky for white but being able to move out with the 6 is, 61:25/24, 20/14. Rolling a 51 would have done the same, but anything lower with a 1 would mean breaking up what few points he holds; and it also has the added benefit of at least duplicating 2s.



Chris's luck holds out as he rolls a much-needed hitting roll of 63: 18/15, 18/12* gaining 15% gwc (although he isn't the favourite, it's close with 45%).



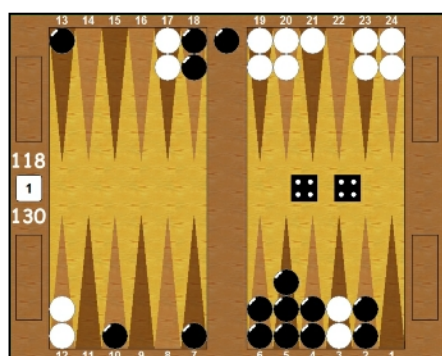
This 54: 25/20, 6/2 could have been a lot worse. Luckily for black he's not left any direct shots on and he's now a good favourite to win the game. Chris replies with 44: 24/12, 20/16 and then George brings out The Girls!



55: 20/0! Chris is reeling with the shock, and after rolling 53: 14/6 is cubed out and George moves up to 1-away, 5 away, Crawford!

Game #13 - Crawford

Black 10 White 6

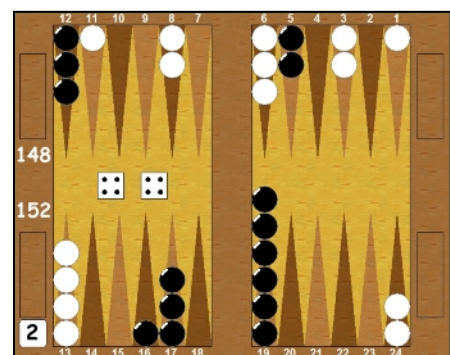


Well, if Chris loses this he will not be a back-to-back Biba World Champion, so he's got to win this game. In the entire game there's just one lucky roll and it's not his! George rolls a fantastic 44: 25/21*, 13/5, 10/6, a gain of 15% gwc and he's big favourite. Later, two 66s and a 33 enables Chris to save the Crawford.

Well, it's no secret that George goes on to win the title, but there's a few surprises still left, including a sequence of rolls that were pivotal in George's seizure of the title away from Chris and his name being placed upon the main trophy.

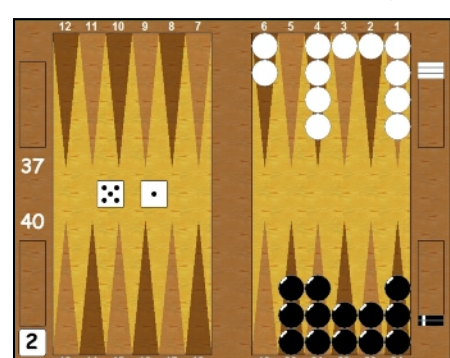
Game #14 - post-Crawford

Black 10 White 7



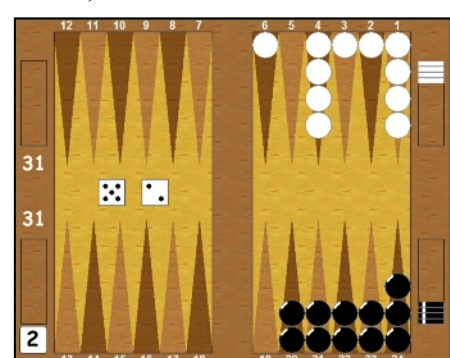
White rolls a very good 44: 24/16*(2) and George's gwc drop slightly. He dances next roll but soon re-enters. We now get to the end of the match and this sequence of rolls is frustrating!

Black White



51: 6/0

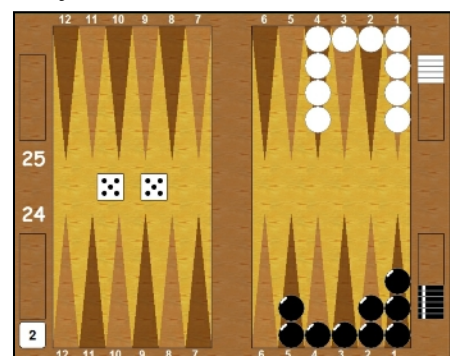
54: 5/0, 4/0



52: 6/0

43: 4/0, 3/0

Having rolled consecutive 5s and taken off just 1 checker each time, Chris rolls:

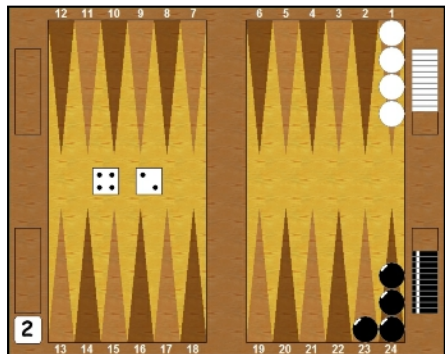


55: 4/0(4)



Chris leaps to 97% gwc and it seems as if he's gonna make it, but . . . the moves progress:

22: 4/0, 2/0(2)
33: 5/2, 5/0, 3/0



Chris rolls 42: 1/0(2) and George is left to roll a double-two or greater to win the title. He rolls double-two and takes the championship and £1000!

This was a really exciting match and one in which George was playing well above his skill level (his ranking score was 1387 at the beginning of the tournament and it moved to 1485 by the end, Chris began on 1903 and ended up on 1936).

Without a doubt, George was the underdog, and, like Peter Chan before him at the English Open, he'd have cost John Hurst a fortune!

eXtreme Gammon Analysis for Biba World Championship		
George Hall	Category	Chris Ternel
Advanced (-0.0122)	Total Error	World Class (-0.0092)
World Class (-0.0094)	Checker Play	Expert (-0.0100)
Intermediate (-0.0279)	Cube Play	World Champ. (-0.0036)
16(4)	Move Errors	15(4)
-1.635(-16.13%)	Equity lost(cost)	-1.756(-15.03%)
4(2)	Double Error	1
-0.475(-3.15%)	Equity lost(cost)	-0.098(-0.52%)
3(2)	Take Error	0
-0.389(-2.14%)	Equity lost(cost)	+0.000
23(8)	Total Error	16(4)
-2.500(-21.42%)	Equity lost(cost)	-1.855(-15.54%)
16	Jokers	11
+5.327(+55.93%)	Luck	-5.327(-55.93%)
Expert	Level of play	World Class
2038	Elo Estimate	2092

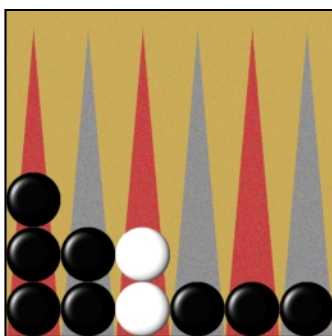


Counting Backgammon Endgame Positions By Daan van Berkel

Recently I picked up backgammon again. But I could not put my mathematical mind to rest. I got interested in the question of how many end positions backgammon has.

In order to count the number of positions I will introduce the following terminology. The number of stones you own in the end position will be denoted by m . The number of points used available is n . o is the number of stones owned by the opponent, which occupy p points of the available n .

So in the following example, playing as black, the following equalities apply:
 $m = 8, n = 6, o = 2, p = 1$



Let's look at a special case first. Let's assume we have a contact-less end position. So $o = 0$. I will prove that the number of contact-less backgammon end positions with m stones and n points is

$$\binom{m+n-1}{m}$$

To see this equality, study the following diagram, which corresponds with the figure above if you ignore the opponent's stones:



Every dot corresponds with a stone. Every bar with the division between points. A moments reflection will bring the insight that every diagram of this kind corresponds to a backgammon end position and vice versa, every backgammon end position can be described by such a diagram. This proves the stated equality.

With the result of this special case we can answer the main question: How many backgammon end positions exist with m stones distributed over n points of which p are occupied by o opponent stones? This number is exactly

$$\binom{n}{p} \binom{o-1}{o-p} \binom{m+n-p-1}{m}$$

The proof of the above equality comes from the following insight. The opponent stones are distributed over p points. There are $\binom{n}{p}$ ways of picking the occupied points.

For a point to be occupied it must at least contain one opponent stone. So of the o opponents stones, we can freely distribute

$o-p$ opponent stones over p points. This is the special case we counted already, so this can be achieved in

$$\binom{(o-p) + (p-1)}{o-p} = \binom{o-1}{o-p}$$

ways.

This brings us to the final factor. It represents the m stones which should be distributed over the remaining $n-p$ points. Again this is given by our preliminary result of $\binom{m+n-p-1}{m}$ ways.

This proves the stated result.

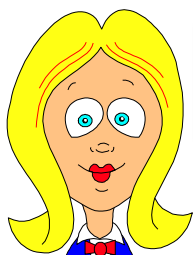
In conclusion: the number of backgammon end point positions with m stones distributed over n points of which p are occupied by o opponent stones equals

$$\binom{n}{p} \binom{o-1}{o-p} \binom{m+n-p-1}{m}$$

Finally, I did the math and calculated the total number of positions in a backgammon game. It is a staggering: 3,458,085,312,432,494,932,095.

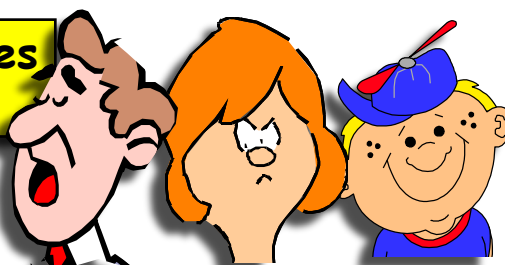
Or, three sextillion, four hundred fifty eight quintillion, eighty five quadrillion, three hundred twelve trillion, four hundred thirty two billion, four hundred ninety four million, nine hundred thirty two thousand, ninety five!

This article is reproduced with the permission of Daan who is an eclectic mathematician living in the Netherlands. Daan's blog from within which this article first appeared can be found here at <http://themagicofscience.blogspot.com/>



Goldiblots and the Three Bores

By R Umplestiltskin



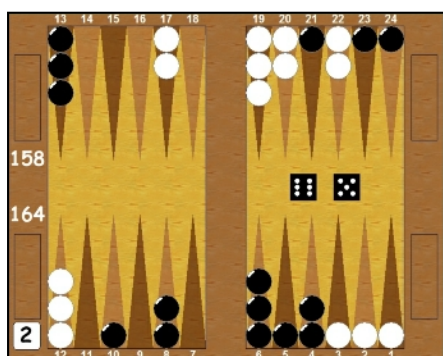
Once upon a time there were three bores, Daddy Bore, Mummy Bore and Baby Bore. All day long they'd play backgammon on the webnet for peanuts, they liked peanuts - a lot. Each week, after a hard week's tap tap tapping away on their

loptaps they would have a lovely bowl of soup and then settle down for the arrival of Goldiblots, their friendly next-door neighbour who would pose them three problems and she would award the winner with a nice massage and a rub down with the Sporting Times.

The three Bores were in a buoyant mood the night that Goldiblots came over. They we all off (including Goldiblots) to a posh do where cocktails and canapés were to be served. Most of the day they had been thinking of what cocktails to have. Goldiblots was going to have sex on the beach, but before that she'd have a nice cocktail, an old Etonian, a gin cocktail which enjoyed great popularity in London, circa 1925.

Goldiblots called them to order. "OK, let's get started shall we? How about letting Baby Bore start? She gestured towards Baby Bore as he rose to take on the first position.

Position #1



Black 0 White 0
Black to play 65

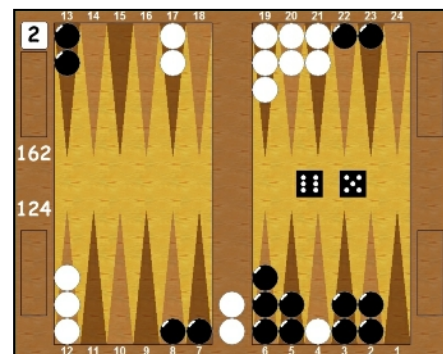
"Well, seeing that the 5 has got to be played 10/5, all we need to do is think what 6 to play. I don't want to move my back two checkers, they're doing a grand job of keeping white's home board in check, neither do I want to hit loose with 8/2*. So I reckon that 21/15 is best, it helps cover my outer board and is only at risk to 3s." He turned to sit down and ended with, "Oh, and tonight I am looking forward to a nice Golden Doublet, a lovely Grand Marnier-based cocktail with a suitable backgammon link. Created in 1973 to commemorate the wedding of H.R.H. Princess Anne to Captain Mark Phillips. Doublet was the name of the Princess's horse on which she won her Olympic medal." He sat down, chuffed to threepenny bits.

Mummy Bore got up. "I am afraid, Baby Bore," she directed at him, "you forgot about 66, that also hits your 15-point blot. In fact when I spotted this I realised that the best use of the 6 was in fact to hit, 8/2*. I have 6s and 4s to cover next roll and will perhaps be well placed to cash in the cube if white dances." She concluded, "Tonight I am looking forward to an orgasm; but before that I'll have a cocktail! My first choice is a bit of Hanky Panky, it was the brainchild of Ada Coleman. When Rupert D'Oyly Carte became chairman of the Savoy Hotel in 1903, Ada was given a position at the hotel's American Bar, where she eventually became the head bartender and made cocktails for the likes of Mark Twain and the Prince of Wales." She sat down, pleased with her play on 'orgasm', a play that had Daddy Bore red-faced . . . and apprehensive!

Daddy Bore got up and got their attention immediately. "I fancy the Prince of Wales!" They all stared, gob-smacked. He elaborated, "It's a brandy-based cocktail, created to mark the Investiture of H.R.H Prince Charles as Prince of Wales." They all sighed with relief. He continued, "Well of course the 5 is played 10/5, that's as plain as the face on Jennifer Aniston; the secret to the correct move is to play 24/18 and threaten to take possession of white's bar-point. If he does roll a 6 or a 1 he'll have to choose which checkers to move, those on his mid-point or his runners - he can't do both."

Goldiblots called Mummy Bore to be first with the next position.

Position #2



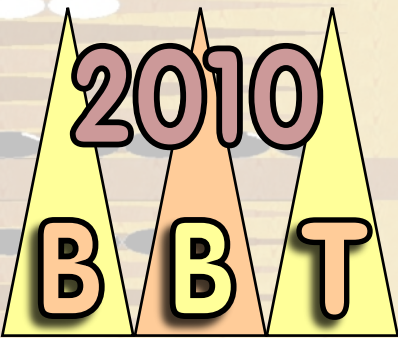
Black 0 White 0
Black to play 65

"God! I feel like a red-headed slut!" she began - and if you thought Daddy Bore had their attention, by comparison she had them all by the balls!

"Yep, a red-headed slut made of Jaegermeister, peach-flavoured schnapps, and cranberry juice. Delish! But, back to the backgammon. I was tempted to go with 13/7, 13/8 but why? I don't need both points for the moment, so I'll play 13/7 and cover my bar-point and then concentrate on getting a back checker out with 23/18. I need big numbers to get the runners out and now's a good time to get one moving."

Baby Bore was called up. Compared to the previous two attention-grabbing opening statements, Baby Bore's was a humdinger! "I'd like a Fuck's Bizz!" They were all stunned into silence, it was as if they'd all had a Paralyzer, they were ►





2010 BBT

Events Still To Come

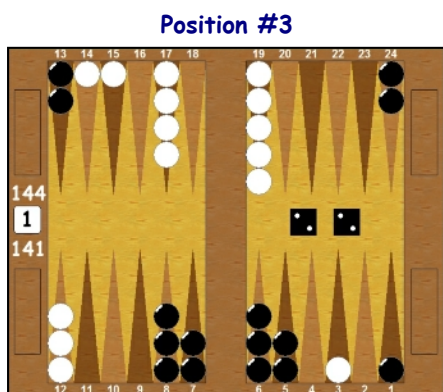
Sandy Osborne Trophy
Coventry Open
Irish Open

Time enough to qualify!

so still and quiet. In the silence Baby Bore realised he'd made a Spoonerism and quickly corrected himself, "Er, I mean Buck's Fizz, made with orange juice and champagne." The exhalation of breath almost blew him over. He carried on, "Surely there is only one play here, making the 1-point with 7/1, 6/1. I can wait a while to get my runners out, in the meantime I have just cut down white's re-entry rolls by a goodly amount." He sat down as Daddy Bore got up.

It now looks as if opening statements are just going too far - he began with, "I fancy a blow job!" "No chance," thought Goldiblots and Mummy Bore. "A great cocktail made from mixing Baileys Irish Cream and Kahlúa and topping with whipped cream. Ah, that whipped cream is so versatile." He smiled inwardly to himself. He got onto the backgammon, "As good as the other two plays appear to be (he stressed the word 'appear') they can't hold a candle to 13/7, 13/8. Two great points to hold and making it difficult for white to escape." He sat down.

Goldiblots got up and asked Baby Bore to return and be the first to have a go at the final position.



Black 6 White 0
Black to play 22

"This is a tricky one. A couple of obvious moves spring to mind, but I am going for something off the wall, and I am not talking Harvey Wallbanger here," he grinned, "I am talking playing 24/22, 7/3*, 3/1, hitting and covering. White has to use half his roll to get in off the bar and that'll give me opportunities to have a go at his other blots."

Daddy Bore rose to his feet and delivered his final analysis. "Not to be outdone in the backgammon-related cocktail department I am looking forward to a Paradise - get it? pair a dice, made with gin and brandy." They all groaned. He wittered on, "I have already made my own 5-point, and now I have the perfect roll to make white's. It is a general rule that whoever holds both 5-points goes on to win the game, and now that white is under pressure on his 10- and 11-points, the game is well in my favour." He sat down as, for the last time, Mummy Bore took to the front.

Looking at Daddy Bore and Baby Bore she said, "you two are thicker than a horse's neck! Here you are presented with the perfect roll to make a great prime with 24/22, 8/6, 6/4(2) and you just fritter it away. Thank goodness tonight I can get my lips around a black Russian", she paused to see her kin were suitably shocked, she continued, "a cocktail of vodka and coffee liqueur." Smiling she sat down.

"Well," said Goldiblots, "there you have it. All finished. And surprisingly one of you has got all three correct"

"That'll be me," piped up Baby Bore, "I'm no chocolate soldier, nor am I a joker, I

am a flaming volcano that has just erupted with an explosion of top-class backgammon." Modest little chap!

"No dear, you are mistaken," Mummy Bore chided him, "it will be me, my fair lady. I am dark and stormy and have a heart of fire. It is me Goldiblots refers to."

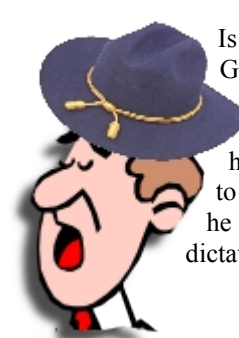
"It is so me," gloated Daddy Bore, "after all, I am as bright as a tequila sunrise and I always like the last word."

So, dear reader, before Goldiblots tells us the results, who do you think got what?

Is Baby Bore really a Tom & Jerry of the backgammon board with his black tooth grin, a comical and one-dimensional character, or is he a Churchill?



Is Mummy really a dirty mother with a slippery nipple, or is she a tough, oatmeal cookie who has used a rusty nail to make her mark on the backgammon board?



Is Daddy Bore a General Sherman, demolishing all before him, or a hairy virgin hoping to get laid, or perhaps he is just a one-balled dictator?

Turn to page 20 for find out.

OBITUARY



Arthur Musgrove
August 2009

It is with great sadness that I report that Arthur died recently of liver cancer, twelve years after an apparently successful treatment of colon cancer in 1998. He, and his wife, Judith, joined Biba in October 1992, and attended many tournaments (but never as many as they'd have liked, Judith told me), one result of which was him winning the 2004, Sandy Osborne Trophy. The photo is of him with his winner's trophy.

His last tournament was another Sandy Osborne, the 2009 event in which he was knocked out in the semi-final by Peter Bennet. More recently he had been studying poker and was planning to enter the Biba Poker Grand Prix on his next visit - sadly, this never happened.

I shall always remember him as a cheerful man, never any trouble at tournaments, and, if anyone had to wait a long time for their next match, it was always Arthur! It happened so frequently that I often wondered if he'd pack it all in and not bother - but he kept coming back.

His son, John, is also a backgammon player, and I hope one day he follows his dad and adds another Musgrove to the Sandy Osborne annals.



The SAC Trophy - Report by Michael Crane



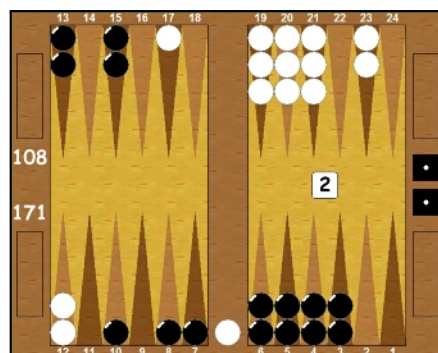
Well, the weekend kicked off, as always, with the **Friday 500 (16)**. In the semi-finals, Peter Christmas beat Billy Sharp and Irving Czechowicz beat Jeff Barber. Irving had taken advantage of one of the two buy-backs and in the final he made that investment work as he came out the winner over Peter. As a result of this the Friday 500 leader board is: Andy Darby, whose wife let him attend this weekend :-), remains at #1 and Nicky Check and Myke Wignall move two points apart but swap places at 2nd and 3rd. This weekend's winner, Irving, is knocking on the door, just 1 point behind 16th place, and, knowing Irving, he'll be back to improve his present score and hope for a shot at the £500 especially now he's won a free weekend break!

In the **Main (17/36)** we had just four players on 3-3 starting Sunday morning: Stewart Pemberton vs Steve Rimmer, and Raj Jansari vs Mark Calderbank; encounters from which Stewart and Mark emerged to battle it out on 4-4. We then got to the part where one player was on 5-5. Stewart beat Mark to become the only player capable of winning 6-6. There were three possible candidates to play Stewart: Simon K Jones, Phil Tutchings and Gerry Enslin. A random draw produced Gerry and it was he that sat down in Round 6 to see if Stewart's tide of wins could be stemmed.

Stewart took an early lead 0-2 and then Gerry made it 1-2, Stewart then had two more wins: 1-3, 1-4 until Gerry pulled up: 3-4. Gerry remained on 3 as the score went Stewart's way with a gammoned 2-cube: 3-8. It then went 5-8, 5-9, and it is at this match score, 6-away, 2-away in favour of Stewart that Gerry ups the ante with a series of cubes. In the following 11 point match, Gerry is playing as black.

Although only 16 pips behind in the race, Stewart can't take this cube. His runners have yet to move and Gerry has gained control of $\frac{3}{4}$ of the board. **Correct decision: Double/Drop**

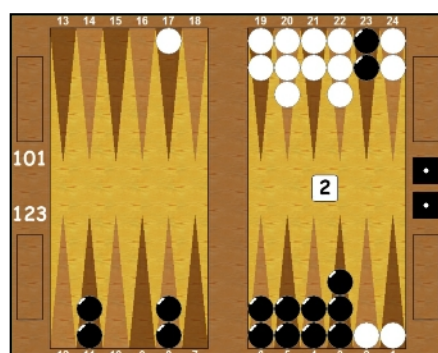
Game #10



Black 6 White 9

With just the one checker on the bar, Gerry looks as if he could play on for a gammon, but with just 10.52% gammon chances it is prudent to cube Stewart out in this position. **Correct decision: Double/Drop**

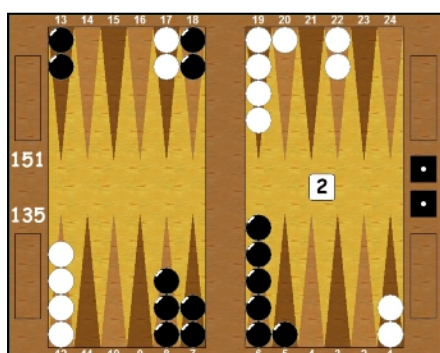
Game #11



Black 7 White 9

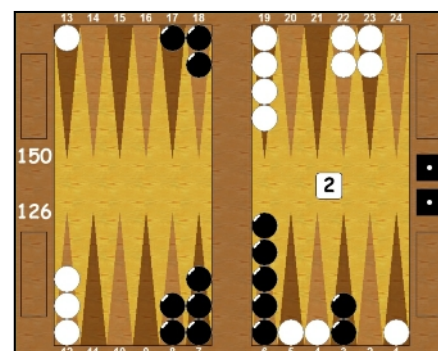
Gerry's two back checkers are a liability at the moment, things look good for him now but it could all go pear-shaped; however, they are threatening a third white blot. **Correct decision: Double/Drop**

Game #9



Black 5 White 9

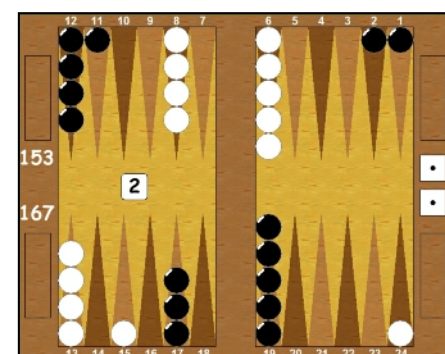
Game #12



Black 8 White 9

Now, this is where Gerry makes a mistake and let's Stewart off the hook. He's got four white blots to pick from and the only point Stewart holds outside of his home board is his mid-point. This is an easy drop for white - he was looking at just over 31% gammons and now he'll only lose a single point and go level at 9-9 instead of 10-9 Crawford down! **Correct decision: Too good to double/Drop.**

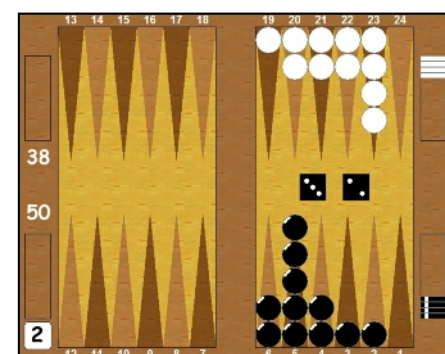
Game #13



Black 9 White 9

This time it is Stewart who cubes. There are many thoughts on cubing at 2-away, 2-away, some advocate the second roll of the game (after the initial roll), some say wait until you have any advantage, others that you should cube if you have any market losers coming up. Whatever your thoughts are, **the correct decision here is Double/Take.**

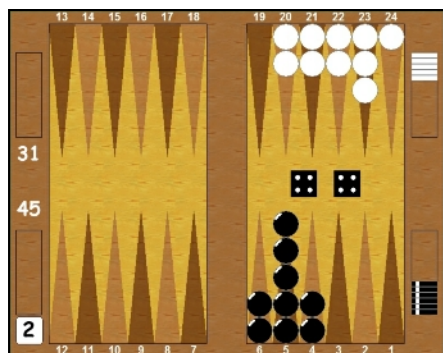
The game is now at DMP and we jump to the bearoff.



32: 3/0 2/0

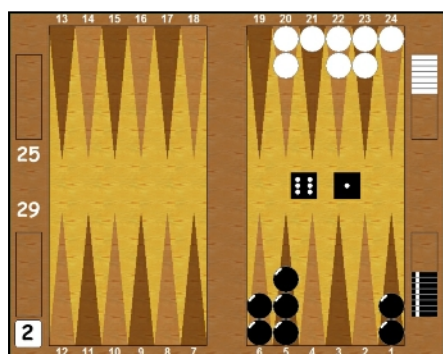
Up until now the game had swung back and forth, each taking it in turn to lead only for it to be drawn back to no advantage. It changed when we reached the bearoff which Stewart started at 62.89% with Gerry 37.14; but after this 32, things look black for Gerry and XG gives him just 25.74% chances of winning.

Stewart's reply, 61: 6/0, 2/1.



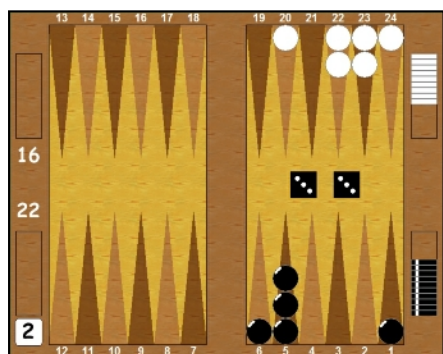
44: 5/1(2) 4/0(2)

Now it looks better for Gerry. This great double-four shifts him up to 48.20%, almost doubling his chances. Stewart's reply, 42: 4/0, 2/0.



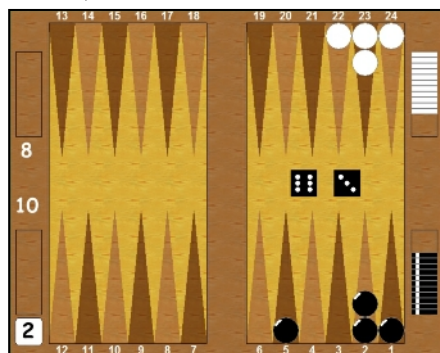
61: 6/0 2/0

With three gaps in his board Gerry is very lucky to get two checkers off and he moves up to become the favourite with 53.36%. Stewart's reply, 6/4: 5/0, 4/0.



33: 6/0 5/2(2)

Another stroke of good luck and Gerry leaps forward to 70.18%! Stewart's reply, 64: 5/0, 3/0.



63: 5/0 2/0

Now Gerry moves up to a stonking 88.89% and Stewart has to bearoff his last four checkers on his next roll to win the match and the title and the £570 Winner-Takes-All prize money he rolls 4/3!

This left me with five players on 5-5 and after applying tiebreaks the final placings were winner, Gerry Enslin, runner-up, Phil Tutchings based upon the average ranking score of their opponents. One outcome of Stewart's failure to win 6-6 is that the WTA £570 is rolled over to the Barceló Cup next month - that should bring a few extra players out of the woodwork!

In the **Consolation (19/36)** element, two players emerged with 3-3, Dan Tutchings and Andy Darby. Here, coming to the correct positions was a lot easier, they had played head-to-head on the Saturday and it was Dan that prevailed, thus making him 1st and Andy 2nd.

On Saturday night the **Poker (12)** was won by Andy Darby (no doubt chuffed he was allowed to come to Hinckley directly after his holiday) with Simon K Jones 2nd and Vicki Pemberton 3rd. Although Vicki remains at #1 in the listings she is now joined by Simon K Jones, and just

behind him is this weekend's winner, Andy, moving up to #3. Lawrence Powell and Mark Calderbank are moved down to #4 and #5 respectively as Andy moves up. Vicki (and husband, Stewart) are returning to the Sates later in August, so this is (perhaps!) Vicki's last appearance - and one to watch as her possible replacement is Rosey Bensley, she has a score of 1 to replace and with a good position next time could well move right up to the top!

In the **Team (11)** we all had a good time and a good laugh (who can play against Nicky Check and keep a straight face?) and it went down in the end to two of us: Brian Metcalf and me. I did my best to beat him but at DMP he rolled 66, 66 and 33 to not only leap past my lovely prime and points, but to beat me in the bearoff as well. Mind you, I was happy, we'd split the pot and played for a tenner.

The weekend past without major incident, although there was a disagreement on requesting clocks. It is (and has been for some time) my policy to agree to the request based upon two factors: 1. is the clock designed to be an advantage? 2. Is one or both the players deemed 'slow' in my opinion? I decided that no advantage was being sought (both players were clock-experienced) and they were both, historically, on the slowish side, so a clock was duly given; however, the opponent objected on the grounds that he didn't want/like a clock - as far as I am concerned these are not valid reasons, I'm afraid. In fact, knowing the two players as I do, I had considered applying a clock myself but was pre-empted by the request.

Finally

Whoever stole my battery charger from my equipment basket better hope I never discover their identity!

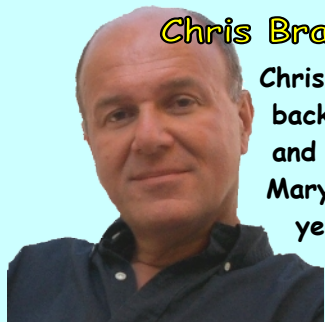
Main: Gerry & Phil



Consolation: Andy & Dan



Chris Bray on Chouette and More by Mary Hickey



Chris Bray is the author of several backgammon books and is the backgammon columnist for *The Independent* newspaper in London and has been playing and studying the game for over thirty years. Mary Hickey has taught and written about backgammon for many years including numerous articles for the online magazine, *GammonVillage.com*, on which the CD's content first appeared. She is also the 2010 US Open Champion.



When is a book not a book? When it's a CD. Mary Hickey, author and the current US Open Champion, has done something slightly unusual in releasing a series of articles that she has written on chouette play over the past 10 years as a CD rather than as a published book.

As we move into the world of iPads, tablet PCs and Kindles I suspect more authors will take this route. I'm old-fashioned enough to have printed it out to study it but many will welcome being able to browse good backgammon material using modern technology wherever they are.

One thing Mary doesn't cover is the origin of chouette so let's clear that up before we start. Like doubling its exact beginnings are lost in the sands of time but it is clear that chouette play started very soon after doubling was introduced as it is described alongside doubling in the introduction to Lelia Hattersley's 1930 book "How to Play the New Backgammon". Chouette is the French for screech owl which is a bird that is often set upon by other birds. The idea of 'one versus many' and the word chouette originated in the card game of piquet and somehow in the late 1920's it made the leap from piquet to backgammon. Exactly when we will never know.

The book provides a fascinating insight into the complexities of the chouette where, as Mary rightly points out, "chouette is much more about playing human beings than it is about making technically accurate plays". As she says, if you play 'perfect' backgammon, at least as analysed by the bots, you are probably not maximising your equity. Human beings are fickle creatures indeed and you must adapt your play to take account of your opponents' foibles.

Using two casts of characters to make her points she covers just about all aspects of playing the many-handed version of backgammon. At one point she even employs time travel to pit her characters against some from the 1970's. Wouldn't you like to travel back to the 1970's (or,

even better, the late 1920's) knowing what you know now? You'd probably get very rich very quickly!

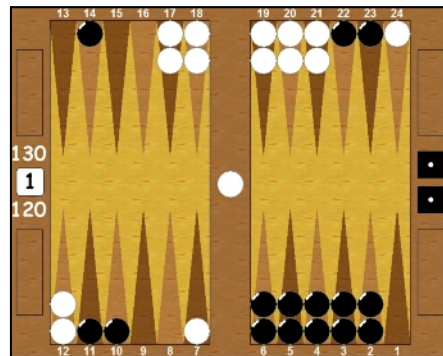
When I write for the *Independent* I have only 275 words in which to get my point across and sometimes that is quite tricky. When you write on-line that restriction is removed and you can use a thousand words or more to make your case should you need to. Backgammon is much more complex than most people appreciate and chouette is even more so. To play chouette well requires intense concentration which, given that it is often a noisy affair played in a bar, is actually difficult to achieve.

Look at the extract from the book which is a superb piece of analysis, both psychological and technical. If you ever doubted there is a lot to think about when you have multiple opponents this should disabuse you of that notion for ever. Especially in doubling you really have to know your opponents, both their skill levels and the way their actions change depending upon the scoresheet. There is really no logical reason why being one side of zero or the other should promote radically different decision-making but believe me, it does!

Time and again Mary takes you inside the minds of her cast of characters and fascinating places you will find them! Can you analyse to this depth over the board in a sociable chouette? Of course you can't but, if you have practised by studying the book in the peace of your own study, some of it will become second nature and that will improve your play. I long ago filed away the key playing strengths and weaknesses of the players in my regular chouette and use them to good effect over the course of an evening.

Even if you don't read all the dialogue then you can benefit just from studying the positions as if it is normal head-to-head play. Most of the later positions in the book have associated rollouts details so they become extremely useful reference positions.

Some of the positions I enjoyed purely for their complexity and perversity. Here is one from the chapter entitled, "Danish Props".



Would you double as black and, if doubled, would you take as white?

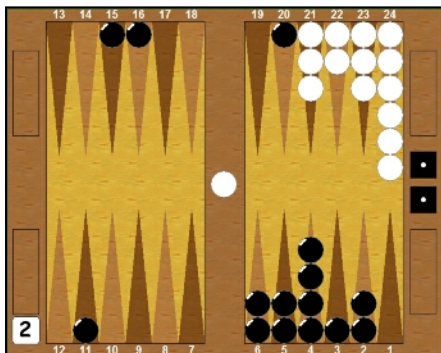
I know I would double this like a shot and expect 95% of my opponents to pass because of the gammon threat. Actually it is a very easy take! (Move the black checker on the 23-point to the 22-point and it becomes a huge drop.) Snowie views the double as borderline but the latest (and I think best) bot, Extreme Gammon (XG) believes the double to be much clearer. This is another key point: as authors we strive to keep our work current but the rapid development of technology means that is difficult to do so. My advice is to test any analysis you disagree with by using XG and of course your own knowledge.

However, nearly all the positions in "Chouette and More" stand the test of time and as there are plenty of them you will certainly improve your game by studying them and the associated dialogue. As the book is a set of articles it is easy to read just a couple of chapters per night and that is how I recommend that you should study it. The book is both highly entertaining and instructive and I recommend it.

It can be purchased directly from www.gammonvillage.com

Chouette and More!

By Mary Hickey



You're in the Box, and have been struggling to contain a checker you have repeatedly hit. Up until now, it has been slipping out of your board like a little watermelon seed, but finally they stayed out for a roll. Was this a fatal flunk, or are they still very much alive?

Here's a case where it pays to count your covering rolls. You have all the aces, that's 11; six covering 8s from the 11 point, plus 6-6 from the 15-point. This is a total of 18, exactly half the deck. Even if you fail to cover, you remain a small favourite, so there's no way they can think about doubling to 8 until they "do something". This would suggest the time to double is now, unless you rate to have even better opportunities later on. Is that the case here?

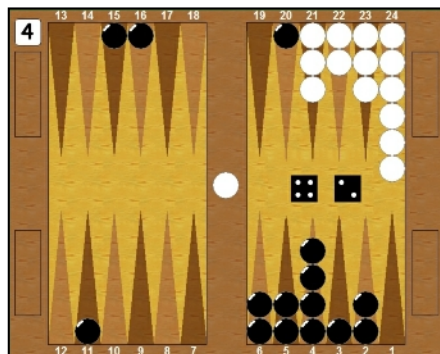
If you do cover and they flunk again, you will have lost your market by a huge amount, and it's hard to imagine anyone misunderstanding this position so badly that they'd take it. If you cover and they get in with a non-escaping ace, they'll have what appears to be a small pass (0.580 redouble/pass says a Snowie rollout after the sequence 2-1 for you, 5-1 for him, and it's only his 6.4 percent gammons that make it even that good). However, someone might still take after you cover and they enter.

Since it's quite possible you'll draw at least one pass, the potential equity gain from redoubling the weaker players has to be greater than the gain from getting them to take a small pass next roll on sequences that happen only about 15 percent of the time. A Snowie 2-ply 288-game full rollout shows this is small recube, technically correct by only 0.018 (0.453 cubeless equity). This would indicate that against the good player and perhaps also Connie, who you know to be

fearless with recubes and also inclined to listen to the good player, it might be prudent to wait. The chance of getting either of them to pass is remote, and they will extract close to all the equity they have from the game. They're unlikely either to wrongly recube when they have a play-on, or fail to recube when the gammon has slipped away from them.

What about Kendrick, who is unlikely to pass here but also unlikely to take wrongly after you cover? Redouble him now so that he'll still be in the game if you roll well and redouble the others out next turn! He may be fearless with the cube, but that doesn't mean he'll make the right decisions later on, if it comes to that. Despite some effort he's been making lately to improve, he still isn't as strong a player as the others.

Another reason to wait to redouble the better players is that containment endings can be treacherous from your side. Will you be sure to get all of your equity if you roll one of the wrong 18 numbers? Let's continue and check this out:



You redouble Scott and Kendrick, drawing a pass from Scott, and now you've rolled this non-covering 4-2. In the actual game from which these positions were taken, the player moved 11/5, creating a second direct cover for the 3 point. I'm sure he thought the play was automatic, and didn't recognize that he had at least two other good options. The key here is to recognize that in this awkward, "front-loaded" position, the blot 8 pips away is actually contributing all six of the 8-count rolls to the total, since there's no duplication with any directs. Putting it on the 5 point gains only three rolls, since it now covers only with all the 2s other than 2-1 which we've already counted. Once we see that, we know it's quite likely we can do better.

One approach is to get a much better second direct cover by playing 15/9. This gives 27 covers, versus only 21 after 11/5. The disadvantage of this play is that if he hits you twice, or hits once and you fan, you're in extreme gammon danger, and in either case your opponent has jumped from losing to being too good to redouble.

The more moderate approach, 16/12 adds the five 9-count rolls (again, none duplicated). Combine it with 15/13, adding the 6-4s and 5-5 at the cost of the 6-6 cover, and it nets a total of 24 covers, but without so much gammon risk on the bad sequences. At least in the cases where he hits but doesn't escape, you have a better chance to recover if he doesn't choose to redouble you out (Snowie 3-ply evaluates it as a borderline play-on.) Also, you have some good plays with many of your missing numbers, such as 3-2 making the 9 point, 4-3 making the 8 point, and 6-5 making the bar. Another small factor is your better placement to hit if he gets in and out with a 1-6.

In this case, a 360-trial Snowie 2-ply full rollout gives the nod to the indirect-coverage play of 16/12, 15/13 by .042 over 11/5 and .060 over 15/9, with it winning the most games, and also losing fewer gammons than 15/9. The actual play of 11/5 loses the fewest gammons, but is still incorrect even at 2-away, 1-away Crawford because it gives up too many wins to gain this added safety.

It's hard to generalize about containment positions, but one thing to keep in mind is that if you have plenty of outer board coverage, it's probably the wrong time to make a costly "forcing" play to complete your board or prime. If your coverage decreases to the point where if he enters without hitting, he's likely to scoot away into a winning race, then plays that either slot a key point or otherwise leave many shots may become more attractive.

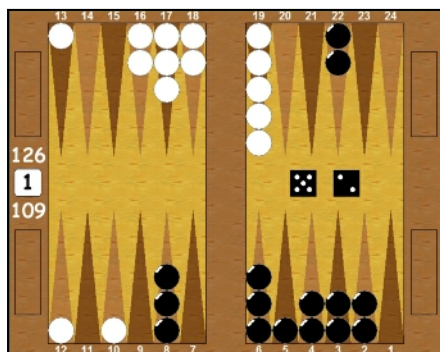


Click disc to buy (PDF Bibafax only!)

Competition 2010 No.2 - Solutions 106.01 to 106.06

MC: I am trying out new formatting with this article in that I am not showing the match length or who is on roll. All matches are to 11 points and it is clear to see who is on roll and what dice are to be played.

106.01



Black 8 White 8

Bob Young: 22/15

Big racing lead, will be collapsing soon at home, so go for an escape attempt. Believe it or not, after the almost certain hit to be sent back to the bar, almost half of the re-entry rolls form an anchor, some advanced, ready to leap with big doubles if rolled. There may even be return hits from the bar depending on rolls, and with a stronger home board, black should not worry about contact. At best, black is still in the race and healthy.

MC: Bob got half of it right, 22/20 - but by going the whole way he's risking a lot for a little.

Phil Tutchings: 6/1, 3/1

Although white only has a one-point home board and is threatening to extend to a five-point it isn't time to break anchor. To break anchor and leave two blots (although there is some duplication of 3s & 5s) would be inviting a double from white in a volatile situation. Playing 6/1, 3/1 saves 6s and despite putting a checker out of play on the 1-point maintains good distribution and gives us a good play for 5s next time, helping to reduce wastage and giving us optimal timing before having to break our anchor.

MC: Phil has got off to a poor start. He's failed to see the need to escape his back checker although he doesn't agree with Bob's move, which is to his credit.

Peter Christmas: 22/20, 8/3

At 3-away, 3-away you don't need a massive advantage for it to be double/drop and we have a good racing lead and much

the stronger board but we can't just wait for white to roll over our anchor as both our race lead and board could be gone before we can escape. 22/13 puts pressure on the three blots but 26 of 36 rolls are hitting and even if missed the back man is left isolated against a forming prime. The alternative is 22/20, hoping to anchor up here so we can realistically wait for the white checkers to break over us before we have to run. It could also get some indirect shots if white leaves any blots in the outfield. The 5 is best played 8/3 leaving the 1 and 3 to make the 5-point.

Paul Plumptre: 22/20, 8/3

My choices are: (a) the full run 22/15; (b) the part-run 22/20, 8/3 (I reject accompanying 22/20 with two home blots 6/1); or (c) the home play 8/1 (if I do not run, I will be waiting for a shot for some time, so I will need to make my 1-point). I am 24 pips ahead after this roll, so I think I need to try to run, or at least promote contact with my better board, so I reject (c). (a) gets hit by 30 of white's 36 rolls, and apart from the small chance of a return 55 or 64 fly-hit, we are then going backwards. After (b), my main regret is only on being pointed on by 31; on other points, I have a fair chance of a re-hit, when my better board comes into play. If white does not hit me, I have a few chances of a remote hit, and a lot of chances of escaping one man, or else anchoring on the 5-point, which is much better for subsequent escapes. So I play (b) by some margin.

MC: As usual, Paul gets there by a process of elimination. Peter did it, but quicker!

Cedric Lytton: 22/20, 8/3

Black is ahead in the race, so moves up to the edge of white's prime with the objects of making an advanced anchor which cannot be outside-primed, of threatening white's 10-point before white can slot it, and finally escaping both his runners; meanwhile his far superior home board will deter white from hitting loose. Black still has 1s and 3s to cover his 5-point (hence not 6/1 with the 5); 20/15 would leave white far too many numbers to send this man back again.

Richard Biddle: 22/20, 8/3

Ok, so we are ahead in the race here and should be focusing on escaping over the back of white's prime. So the two must be played 22/20 to come up to the edge of

the prime; we will not be able to escape easily if we can't make this point at some stage. It is also the point white would least want us to make so will hit loose even against our four-point board to stop us making this point and to try and make it themselves. The 5 is not so smooth. Moving 8/3 is preferential to 6/1 as, despite playing checkers deep, it maintains a better spread of builders and avoids having two blots in our home board if we do get into a blot-hitting contest. The key issue with this roll is to come up to the edge of the prime.

MC: Cedric and Richard get there by fairly direct routes.

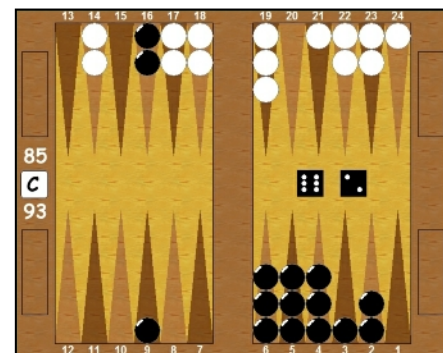
Now for a goodbye and hello. A comment from Snowie: "After many years of providing analysis for Biba I have decided that the time has come to hand over the work to my young cousin, eXtreme Gammon, hereafter to be known as XG. I think he is a slightly stronger player than myself so I will defer to his judgement and hope you enjoy his commentary. If my owners ever release Snowie 5 then I will return but for now I bid you adieu."

XG: 22/20, 8/3

This first problem is not too difficult. White's army has become separated into two factions and he must split from the 22-point so that he can escape his back checkers. Black has no board so now is the time to make a move.

22/20 is clear with the 2 – the question then is how to play the 5. 20/15 should be considered and rejected – white doesn't need to volunteer a triple shot with virtually no return shots. This leaves 8/3 or 6/1. While 6/1 starts a new point it takes away a vital builder from the 5-point and therefore it should be clear that 8/3 is the correct way to play the 5.

106.02



Black 10 White 9 Crawford

MC: I am going to start this one upside down. We have only one panellist with the correct answer! However, before Richard starts calling everyone else, pussies, I'd better point out the points difference is bugger all!

Richard Biddle: 9/1

We are level on pip-count after this move, so ideally we would like some contact in order to increase our match-winning chances. If we play the safe racing move 9/1, we are not game favourites as we are level in the race but white is on roll. But by how much are we not favourites? I'll try not to tie myself in knots as I work this out but if we were 10 pips behind on 95 pips (approx 12% behind), theoretically our game winning chances (gwc) would be 22.5%. If we were approx 8 pips ahead on 77 pips our gwc would be approx 50%. This assumes the average roll to be worth 8 pips. So 95 pips less 77 pips equals 18 pips which also equals 22.5% gwc. Put another way each pip is worth approx 1.25% in gwc to us. So on 85 pips, our gwc are 22.5% plus an average roll's 8 pips times 1.25%. This equals a game winning probability of approx 32.5%. Call it a third. Thus we will only win the race only a third of the time, making our match winning chances with this play 66% ($(1/3 \times 100\%) + (2/3 \times 50\%)$).

This is coming out very close. I do not think a small chance of being gammoned features, so I will go with my sums, and hang back with (b). This risks nothing right now, does not cost me yet in the race, and has a fairly small chance of suffering something nasty later on.

MC: Wow, so much mathematics! Peter is also out on his own.

Peter Christmas: 9/3, 5/3

We will be level after our move but that is not quite enough to initiate the race and although white can't hit and cover all his blots he may do if it gets left for a second move. So our only other 6 is 9/3 which does give us a good board with a 2 to move. Stacking on the 4-, 5- and 6-points is the most economical way to bear in for a race, so if it was a pure race 3/1 would probably edge it. Although contact is minimal there are a few sequences that would force us to leave a shot and white could end up with three blots to pick up which is the only way we could lose this match in this game, being gammoned. Whereas the solid 5/3 should deter white from even hitting us in the first place if he still has some blots in his board. Does the

minute risk of 3/1 outweigh the minute gains in bearoff position? Not really, stick with the solid and dependable, 9/3, 5/3 which is just slightly better than 4/2 or 6/4 which would leave us having to break the 6-point next roll with a 52 or 51.

MC: Actually, Peter 9/3, 6/4 is marginally better than both 4/2 or 5/3! However, you and the remainder of the panellists all come second!

Phil Tutchings: 9/3, 4/2

This match is delicately balanced with an even race after this roll. Although breaking anchor is tempting (with white only having a three point home board with two blots) the match score suggests that we should be more cautious. One of our priorities at this score is to avoid gammonish positions (which we appear to have managed) so it would be foolish to risk undoing that work now. Although 9/3, 4/2 leaves us with awkward 6s after white has had more opportunity to strengthen the home board it doesn't leave us in immediate danger. Even if we subsequently have to leave a shot by rolling a 6 it would mean that one of our back checkers would have advanced to our 10-point and that we have a five-point board with no blots - so little chance of having a second checker sent back and much better chances of avoiding being gammoned.

Paul Plumtre: 9/3, 4/2

The obvious choices are: (a) 16/10, 5/3 running; or (b) 9/3, 4/2 waiting. This is going to be quite close, so I will try to estimate game-winning chances (gwc) for each. After (a), white misses with 22 of 36 rolls, and I then have gwc in the race = 40% (equal pips, but white on roll). White hits with 12 of 36 rolls, all of which on average cover one of the home blots; so I am 1/3rd to hit = 60% gwc + 2/3rd miss = 15% gwc. Overall, after (a), gwc = $24/36 \times 40\% + 12/36 \times 30\% = 37\%$. After (b), white will probably not get past me - she has plenty of time to wait. On my next roll, I have 16/36 rolls that get past to race = 40% gwc as above; I have eight rolls that are forced to leave a shot, which I put at 33% gwc, because white will have improved her board; finally, I have 12 rolls that play in the home board, and start to fall behind in the race = 38% gwc. Overall, after (b), gwc = $16/36 \times 40\% + 8/36 \times 33\% + 12/36 \times 38\% = 37.5\%$.

This is coming out very close. I do not think a small chance of being gammoned features, so I will go with my sums, and hang back with (b). This risks nothing

right now, does not cost me yet in the race, and has a fairly small chance of suffering something nasty later on.

Bob Young: 9/3, 4/2

At this score, any risk of a gammon against black should be eliminated, so don't try and run one checker. Keeping the rear anchor will leave an equal race, so play safe, using the other choice of the 6, 9/3, and then 4/2 to leave 5s and 4s still to play without breaking next roll if needed.

Cedric Lytton: 9/3, 4/2

After this roll the race is even and white on roll has 58%, so black stays back and makes it as difficult as possible for white to clear his 11-point; 4/2 also leaves black with 5s and 4s he can play in his own board. The danger is that next time black may roll 61 or 62 and have to leave a shot whereupon white might score a match-winning gammon ($0.11 \times 0.33 \times 0.3$, about 1%) whereas the alternative 16/10, 5/3 would duplicate 2s while white has 2 blots which could get stuck behind black's 5-prime if hit; but white can still play any roll safely and might still have hit options next time.

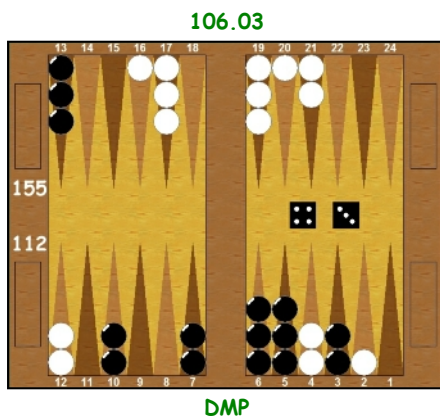
MC: Strangely enough no one mentions playing 9/3, 6/4 (except Peter - and he was wrong) and it is slightly better than 4/2 or 6/4 by 0.002!

XG: 9/1

This type of position occurs frequently. Should white leave a direct shot to ensure he doesn't waste pips in a very close race? In other words this becomes a "pay me now, pay me later" problem.

Notice that most of black's hitting 2s will either cover one of the loose home board blots or allow him to lift one of them (when he rolls 21). If white does play 9/1 or 9/3, 5/3 he risks leaving a shot with 61 or 62 next turn and also slowing himself up with any 1 or 2 next time. In fact the equity difference between staying and running is so small it could be a statistical error, and whatever you choose to do here would be acceptable. The risks and rewards of the two approaches balance out and both are valid.

However, we need to get to a solution and my rollouts have holding the anchor as slightly better with 9/1 - slotting an empty point - winning by a hair's breadth from 9/3, 6/4 but the running play 16/10, 5/3 only gives up 0.012 in equity.



MC: This time it's Phil out on his own as he plays the XG, knee-jerk obvious move!

Phil Tutchings: 6/2, 5/2

Putting white on the bar slows down white's home board development and gives us a point no longer available to white. Unless white enters with a 1 this move will give us more opportunity to put checkers in front of our own low points giving more chance to bring all of our checkers in safely.

MC: If gammons counted then this would in fact have been correct - but they don't! At double match point

Cedric Lytton: 13/6

Ahead in the race, black wants to take every opportunity to clear his mid-point, even though this partially stacks his 6-point. The alternative 6/2*, 5/2 is tempting and is obviously what black played to reach 106.04; but it would strip two point, reducing flexibility, and do nothing about his mid-point - a missed opportunity if black next rolls 32, 63 or 62.

Bob Young: 13/6

Without a shadow of a doubt I would happily play on auto-pilot pointing on white's blot, but on close inspection, there would be awkward rolls to follow, e.g. 31 should white enter on the ace-point (see 106.04!). Playing 13/6, enables all black's next rolls to play safely, 63 exceptionally well, and follows the old adage, when racing, race.

MC: Too many stripped outer points with this move. The correct play is the one that doesn't leave any stripped outer points.

Peter Christmas: 10/6, 10/7

Pointing is the most obvious place to start 6/2*, 5/2 and if white dances while we bear in it would be hard to refute it as the best move. My main concern is from the resulting position in the following problem, 106.04 where it looks like white has come in with double-one and shown how

difficult it is to bear in against. Only having the one spare on the mid-point leaves several bad rolls like 63, 32 and the actual 31 in the problem. Even if we play the spare safely next roll the position remains difficult just as white strengthens his home board but there are a few alternatives to hitting now.

There is 13/6 and 13/10, 5/1 which leaves us some spares and no bad rolls next time and the 10-point anchor is a stepping stone for clearing the mid-point but would still have to be cleared while white maintains his anchor on our 4-point. Playing 10/7, 10/6 now clears this problem, gives us some good spares in our board for attacking the blot or filling in the 1-point and leaves no bad rolls next go. In fact, white may have to break his mid-point or play something into the out-field before we are forced to leave a shot, so it looks to have several advantages with no down side.

MC: I like the way Peter considers options and then works out what's wrong with all but one.

Richard Biddle: 10/6, 10/7

My immediate reaction was to hit and cover in our home board. But this looks quite obvious. Judging from the position in 106.04 this is what was done. So obviously this is the wrong move. However, it can't be wrong by much. So the best move must be to clear the 10-point. This certainly clears a difficult point and will be of more advantage than hitting white and improving white's timing. This gives us a better spread to hit and cover on the 2-point later. The best time to do this is when we are also trying to clear our mid-point so that we give white two things to worry about, re-entering and hitting any of our loose blots. With the 1-point still to be made this could create duplicate 1s for our opponent.

MC: Richard gets it by deciding that the obvious move must be the wrong move! Classic, Richard.

Paul Plumptre: 10/6, 10/7

I am trying to win this position as safely as possible. I do not think 13/6 achieves much, so it is a choice between (a) 10/6, 10/7, clearing the 10-point safely; and (b) 6/2*, 5/2 pointing. There are some advantages in (b), in that white goes yet further behind in the race, has less chance of covering her 5-point, and I may afford to leave a remote shot if she stays on the bar. But I do not think these advantages outweigh the disadvantage of all the stripped

home board points. So I prefer (a), which gives me a lot of flexibility for the next few rolls, to wait for the perfect doublet to clear the 13-point.

MC: Paul sees the disadvantage of the stripped points.

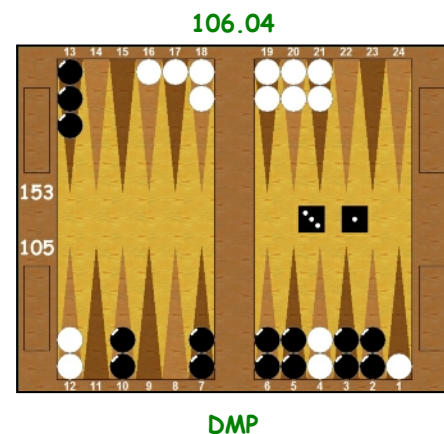
XG: 10/6, 10/7

This is a fascinating problem and the knee-jerk obvious move is incorrect! Most people would play 6/2*, 5/2, pick up their dice and wait for black to roll. If gammons counted this would nearly be the right move but this is DMP and all white is concerned with is getting his checkers home safely.

After 6/2*, 5/2 white has a stripped position with two difficult points to clear, his 10-point and the mid-point. Black is favourite to enter and white will have trouble clearing those points.

White's strategy is clear. He leads in the race by 50 pips after the roll so he should be trying to clear those outside points ASAP and he can either play 13/6 or 10/6, 10/7. In fact 13/6 is poorer than 16/2*, 5/2 as it leaves two stripped outside points. Contrast that with the position after 10/6, 10/7 when white has plenty of spares to play with as he waits to clear his mid-point.

10/6, 10/7 is by no means obvious but it is clearly correct. You humans should take note of this excellent reference position and apply the theory to future problems of this type.



Bob Young: 6/5, 6/3

Well well, just as the game looked good, along comes a banana skin. At DMP, and a strong resilient prime for white, black can't leave any sort of shot whatsoever. All flexibility plays leave a direct shot, so breaking the 6-point for me is the only option. (As also played by the white in the lead out move to 106.05!)

*casino***rip.com**

THE SMARTER WAY TO PLAY



100% SIGN UP BONUS

1% BACKGAMMON RAKE

**WEEKLY BACKGAMMON TOURNAMENTS
- £2000 WON EVERY SUNDAY**

PLAY NOW AT WWW.CASINORIP.COM

MC: Bob has already fallen foul of XG's upcoming advice: "Despite this being DMP I hope you rejected 6/5, 6/3."

Cedric Lytton: 13/9

Black is stripped and still has his mid-point to clear, and this play duplicates white's 5s (white 13/8 to make a 5-prime) and leaves black with attacking chances if white does hit 'Pay now rather than later'; better to leave a shot before white gets his 5-prime. The alternative 6/3, 6/5 (again what black played to reach 106.05 with colours reversed) is safe but loses the sanctuary of the 6-point and the home board, and would make white's life much easier and black's more difficult later.

Paul Plumptre: 13/9

This position serves me right for playing 6/2*, 5/2 last turn (well, so I think). 'Pay me now' plays 13/9, which leaves 13 damaging hits; I think 13/9 is more positive than 10/6 or so. 'Pay me later' says clear the 6-point with 6/3, 6/5, and hope for a doublet shortly to clear farther points. But the latter is going to remain very unpleasant – eg how am I going to handle an innocuous 43, 52 or 61 next roll? So 13/9 it is. If hit, I may fluke a return hit shortly.

MC: Black doesn't need to keep a point 5-away from white, so the correct play is 10/7, 10/9.

Richard Biddle: 10/7, 10/9

Now having made the wrong move in 106.03, we now have the difficulty of clearing the 10-point, against white's much-improved home board. The safe move is 6/3, 6/5 but I think that will give us problems later as we try and come home. Rarely is it right to clear the 6-point. Pay me now, pay me later; time to leave a shot. 13/9 leaves 13 shots and still leaves us awkward points to clear. If we play both from the 10-point, that still leaves 13 shots but has cleared one of our awkward points and is a consistent strategy with the correct move in 106.03.

MC: Rightly sees the awkwardness of the 10-point.

Phil Tutchings: 10/7, 10/9

This move leaves our blot with minimal chances of being hit next time (only 6/3, 6/1 doesn't leave a shot but gives up the 6-point and prepares for more awkwardness later). The alternative of 13/9 may look more constructive - but our priority should be to get our checkers beyond white's back checkers rather than trying to contain them through building a prime.

The key to this game is to try to force white off the 1-point and this move starts to threaten that point.

MC: Phil, too, sees no need to keep the 10-point.

Peter Christmas: 10/7, 10/9

This is such a tricky little move and I can't say I could find anything I liked doing which always seems to make it harder to get right. The only safe move 6/5, 6/3 wrecks our position and would be very hard to bring home as numerous rolls with 4, 5 or 6 in are going to leave at least one blot if not two. Volunteering an unnecessary shot is not often right but if it leaves us needing a timely double or two from safety we have to consider it. White's timing is good and his board is going to get stronger so we may as well bite the bullet here with either 13/9 or 10/7, 10/9. With the later, if not hit, it gives us the chance to get some spares in and threaten to point on the 1-point, so white may move it up anyhow; and if it is hit and we come in on the low points we may be forced to break another outside point which will give white a massive advantage and control of the outer boards. So again I would have to edge towards the safer long-term move 10/7, 10/9 as the best of a bad lot.

MC: Peter bites the bullet and goes for the fewer hitting rolls.

Phil Tutchings: 10/7, 10/9

This move leaves our blot with minimal chances of being hit next time (only 6/3, 6/1 doesn't leave a shot but gives up the 6-point and prepares for more awkwardness later). The alternative of 13/9 may look more constructive - but our priority should be to get our checkers beyond white's back checkers rather than trying to contain them through building a prime. The key to this game is to try to force white off the 1-point and this move starts to threaten that point.

MC: Threatening the 1-point blot brings Phil to the correct play.

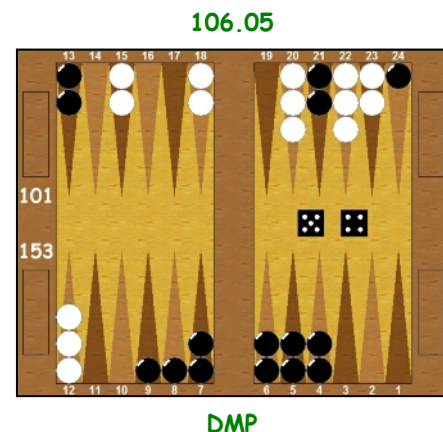
XG: 10/7, 10/9

This is obviously a continuation of the previous problem where white made the wrong move and has immediately run into problems – an object lesson in why 6/2*, 5/2 was an error.

What to do with this 31? Despite this being DMP I hope you rejected 6/5, 6/3. White has too much work to do to start dismantling points and he must leave a

shot but maintain his structure.

The choices are 13/9, 10/6 or 10/7, 10/9. There isn't much to choose between them but white should limit shots and duplicate black's 5s (which he needs to make his 8-point). This implies 13/9 or 10/7, 10/9 are better than 10/6 and so it proves. 10/7, 10/9 has the advantage of dismantling a point that white doesn't want to keep (refer back again to the previous problem) and so it gets the nod.



MC: Let's start off with some who is "just plain wrong."!

Cedric Lytton: 24/19, 9/5

This time we follow the play leading to the next position 106.06; white will have great difficulty clearing his stripped 10-point and 7-point with two black batteries aiming at them even if he picks and passes. For the 4, it is close between 9/5 (keeping the option of making the 8-point and a 5-prime once we hit something) and 8/4 (keeping 6s for 9/3 to start the next point). The alternative 8/3, 7/3 would make the next home-board point while leaving return-hit chances if white has to hit on his ace-point, but if black doesn't roll a 3 or 5 next time he could easily crash his board or lose his mid-point or both.

MC: Why is this "just plain wrong"? XG will reveal all later.

Paul Plumptre: 13/8, 13/9

And now we have the opponent's issue in this DMP. Obviously, I have to hit, and I want the best chance of containing that hit. 8/3, 7/3 only rolls the block of four forward, and I may well leave the blot on the 7-point uncovered if I get a hit next turn. Admittedly 13/8, 13/9 may give white a very few options of clearing his 13-point next turn; but I am very likely to want to move off the 13-point next turn anyway; and the 6-block will be perfect to contain white. 13/8, 13/9 is better ►

MC: Although this isn't "plain wrong", it is far from "sensible"! Here's some sensible answers.

Now this game is viewed on the other side after the safe (and wrong) option was selected in the previous play and our opponent has now cleared the 6-point. I was surprised at the move selected for this roll 24/19, 9/5. I checked by looking at 106.06. I think we are better off staying on the ace-point waiting for the shots, even if it means we don't get a direct shot on the 11-point. In fact, I think that move is pants and I hope whoever made this move is not in my team for this weekend's gang tournament in Coventry. We could make a cosy six-point prime, but this would mean losing the mid-point which we need to maximise our shot equity. What's the point of having a six-point prime if you have nothing to go behind it? I prefer making another home board point in order.

MC: There's a crucial word/adage missing. Let's see if Phil gets it.

Being so far behind in the race we need to retain as much contact as possible whilst building our home board to contain future hits. This move does both. There seems little attraction in trying to escape a back checker just yet as our 5-point anchor and 1-point blot are ideally situated to keep contact (this is more crucial than maintaining our mid-point over the next couple of rolls - so our mid-point checkers will eventually come down to strengthen our home board whilst we wait for the shot).

MC: *Slight mention.*

The perfect prime forming roll 13/8, 13/9 but with no checker to hold it is not the priority just yet, strengthening the home board ready for hitting one is. So, leave the mid-point for pressure on the white mid-point and leave the men back as far back as possible so we can't be played over the top of. Next point in the home board, the 3-point, so just make now with 8/3, 7/3 and worry about having to break the mid-point, when the time comes we should get shots but without the hit the game is up. The match looks like it was

MC: No mention.

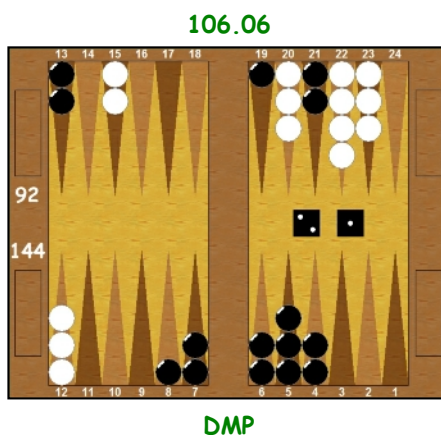
Ok, so black in the match moved up from the ace-point (see 106.06), but with no racing chances, only contact will save black at this pip-count and DMP, so stay back for maximum contact. Black needs to play on the other side of the board, and to strengthen the board with another point. This will ensure white will only hit with a pointing roll. Although not giving white a hard time now, staying back may prove the better move in the latter stages.

MC: No mention of the old adage that XG comes up with.

This is the continuation of the previous problem (with colours reversed) after black has bottled out and played 6/5, 6/3.

To win this game white must hit a shot so he must obey one of the oldest adages in backgammon “don’t race when behind”. Any move that involves playing 24/19 with the 5 is just plain wrong. In his excellent book “Backgammon Problems” Mike Corbett demonstrated just how valuable that single checker on the 24-point can be and so it **must** stay there.

Once you have grasped the basic strategy for the position then 8/3, 7/3 becomes obvious as the best play. Of the plays involving 24/19 the best is 24/19, 7/3 but hopefully you didn't go there and you sensibly made your 3-point!



With a large racing deficit the plan is to maintain contact and prepare to contain the checker(s) that hopefully we will get a shot at. Placing one of our checkers on

the 19-point means that it will be hit with any 6 thus improving our timing and potentially making it more awkward for white to bring home all the checkers and bear off safely. 5/3 starts a new home board point to help us contain any checker that we may hit.

MC: Poking your nose out with 19/18 isn't going to gain you many points, Phil. However, the slot is correct.

Leaving no home-board blot in a position where white may well have to leave one next time (he has some rather awkward 5s and 6s). Black still has 11, 44, 31, 41 and 43 to make his 3-point next time. The most difficult this time, but the alternatives:

- 8/7, 5/3 starts the 3-point, but duplicates own 4s (to cover, and to hit 19/15* should white come off that point);

- 21/19, 5/4 shifts the anchor and keeps an extra smidgen of timing; but then white would then have some easier 6s, particularly 61: 10/4*, 5/4 giving roughly 5.5% more GWC which is probably an error.

The problem here really is to see if there is any merit in black moving up from the 6-point, and if so, one or two or all three pips. Fives are not good for white, so to move two pips giving white 5s to pick and pass, so is not preferred. Again, like the last game, staying back, albeit in front of its own anchor, will give black the most contact, and survival chances, which it will need as he has no racing chances. Leave the prime alone, and shuffle the blots without creating a blot in the home board at this stage may yet turn the game round. Slotting here may give white another way of winning, hitting, at home, and if hit back, re-hitting in the away board, so don't give white this possible escape card.

MC: Cedric and Bob don't slot - and it's the slot and the potential to make another sequential home board point that makes slotting part of the correct move.

I see no reason to disturb the back men, who are as well placed to hit as they can be (21/19 only substitutes 61, 62 tip-and-run for current 41, 42 tip-and-run). Neither do I see any point in moving yet off my 13-point, and giving white a free option to hit with a 1. So my choice is how to juggle my men in the home board, eg (a) 8/6, 5/4 very solid; (b) 8/7, 5/3 starting the 3-point; or (c) 7/6, 5/3

creating a third cover for the 3-point. It is often right in these positions to roll the home position forward, so I reject (a). (c) feels too loose, if I get a shot next turn. So (b) seems to hit the right balance, even though it only leaves a 4 to cover the 3-point next turn (I think only 10 of white's 36 rolls leave the double shot next turn). I do not think there is much in this decision.

Peter Christmas: 5/3, 4/3

Tricky little number, again I wouldn't play anything at the back but even the front end there are several choices, we are looking to make the 3-point next and we can slot it with 5/3 but 8/7 cuts our covering numbers down to a 4 while 7/6 gives us 5s, 4s and 3s to cover, but if we do get a shot next roll we will have three blots exposed to direct or indirect shots unless we are able to hit and cover something too.

Another compromise could be to cover now with 4/3 which only leaves us two blots and two covering numbers next roll with a 3 or 4. Or we can be totally safe with something like 8/6, 5/4 in case we need our whole roll to hit any available blots next roll. As white is fairly weak in his home board and we do have an anchor we could compromise as we need to build home board points or a prime so we can hold anything we do send back. It is a fine balance between trying to build points as quickly as possible and not being too loose in case the hit comes about, so sacrificing the 4-point for the 3-point with a couple of good cover numbers seems a fair compromise.

MC: Peter and Paul are let down by: a. Peter plays a checker to a point he al-

ready has and loses a builder; b. Paul leaves a gap in his board. Mind you, they are both equal second as we come full circle and find that Richard is the only one to get it right!

Richard Biddle: 5/3, 7/6

Still waiting for the shot and with good coverage of the outer-board, now is the time to continue making home-board points in order. Slot onto the 3-point and maximise builders by bringing a man onto the 6-point. Any other move is lame.

MC: Yep, maximum coverage for the 3-point, as XG explains:

XG: 7/6, 5/3

A further continuation and yet again the wrong move was made!

Hopefully you didn't consider for more than a nanosecond making the 19-point? Good. In that case you only need to consider how to build up your home board as quickly as possible. The basic approach is: "slot, cover, slot, cover" and so on.

Applying this theory the correct 2 is 5/3. After that, the most flexible 1 is 7/6 providing maximum coverage for next time. Playing something like 7/4 is the wrong idea as it doesn't threaten to improve the home board very quickly. I have seen players loath to slot in positions like this but it is correct vastly more often than it is wrong.

MC: Well, that's it for this time and Richard Biddle has a clean sweep with 60 points! If only he could do this well over the board! Overall he leads the field but not by much, just 2.05 between him and Peter.

So, it's all going to be decided on the final competition which can be found on page 26. Can Richard keep a grip on his lead or will it be wrenched away from him at the last hurdle by Peter? Perhaps Cedric or Paul will pinch it? It's close!

	Action	Score
106.01	22/20 8/3	10.00
	22/15	9.37
	6/1 3/1	5.51
106.02	9/1	10.00
	9/3 4/2	9.96
	9/3 5/3	9.96
106.03	10/6 10/7	10.00
	6/2* 5/2	9.75
	13/6	9.30
106.04	10/7 10/9	10.00
	13/9	9.84
	6/5 6/3	9.95
106.05	8/3 7/3	10.00
	24/19 9/5	9.54
	13/8 13/9	9.34
106.06	5/3 7/6	10.00
	8/7 5/3	9.89
	5/3 4/3	9.89
	8/6 5/4	9.75
	5/3 19/18	9.55

Competition # ...	104	106	Total
Richard Biddle	59.81	60.00	119.81
Peter Christmas	57.91	59.85	117.76
Cedric Lytton	59.30	58.39	117.69
Paul Plumptre	58.46	59.03	117.49
Bob Young	58.87	58.33	117.20
Phil Tutchings	56.86	54.77	111.63
Brian Lever	59.18		59.18
Nicky Check	56.52		56.52

Name	106.01	106.02	106.03	106.04	106.05	106.06	Score
Richard Biddle	22/20 8/3	9/1	10/6 10/7	10/7 10/9	8/3 7/3	5/3 7/6	60.00
Peter Christmas	22/20 8/3	9/3 5/3	10/6 10/7	10/7 10/9	8/3 7/3	5/3 4/3	59.85
Paul Plumptre	22/20 8/3	9/3 4/2	10/6 10/7	13/9	13/8 13/9	8/7 5/3	59.03
Cedric Lytton	22/20 8/3	9/3 4/2	13/6	13/9	24/19 9/5	8/6 5/4	58.39
Bob Young	22/15	9/3 4/2	13/6	6/5 6/3	8/3 7/3	8/6 5/4	58.33
Phil Tutchings	6/1 3/1	9/3 4/2	6/2* 5/2	10/7 10/9	8/3 7/3	5/3 19/18	54.77



Goldiblots drew a deep breath and announced, "Well, he might be small, he might have freckles and he might wear a stupid hat that's never been seen outside a cheesy American college film, but he's got all three right tonight!"

Position 1

21/15, 10/5
24/18, 10/8
10/5, 8/2*

Position 2

7/1, 6/1
23/18, 13/7
13/7, 13/8

Baby Bore
Daddy Bore
Mummy Bore

Baby Bore
Mummy Bore
Daddy Bore

Position 3

24/21, 7/3*, 3/1
24/20(2)
24/22, 8/6, 6/4(2)

Goldiblots finished off, "Can you count all the cocktail references? The person to name the most before 1 November will win a cocktail at the TT from MC!"

The Liverpool Open 24-25 July

Images by Peter Chan



The Trophies



The Draw



The Food



More Trophies



Main: Susan Van Der Heijden & Nicky Check



Consolation: George Hall & Adrian Jones



Last Chance: Rachel Rhodes & Lee Wood



1-Pointer: David Motley & Jon Williams

Arthur Wright: Numbers were down at this year's Monte Carlo's Backgammon World Championships with only 153 Main Championship entries, 39 Intermediate and 24 Beginners. Possibly due to the credit crunch and 1,000€ entry fee for Championship flight, 400€ for Intermediate plus 240€ Registration Fee.

All of the Brits unfortunately got knocked out in the 1st round of the Main so it was left to yours truly and Myke Wignall to carry the flag. In the 2nd round I had the misfortune to be drawn against Sam Ahmed, an Egyptian, who eventually won the Intermediate Main.

However Brit of the Tournament was unquestionably Myke Wignall. This was a different Myke utterly focused throughout and with the single-minded objective to bring back a Monte Carlo Trophy. Having won through to the Intermediate-last 8 he was very unlucky bearing his last 2 checkers in to have to leave a shot. His opponent hit, Myke danced on a 2 point board and so lost a gammon and the match.

In the semi final of the 1st Consolation Myke was again unlucky to be gammoned at the end and lose the match but at least he had won his trophy albeit as a semi-finalist. Then a fortunate twist, because there was no prize money for the losing semi-finalists, Myke was eligible to enter the 2nd Consolation.

This time with good dice and a little good fortune Myke effortlessly won through to the final to meet "Jesus" the nickname for Hafskjold Havard a bearded Norwegian. With the score 7-7 in a 9 point match the Norwegian doubles and Myke, in no trouble, accepts.



Then the Dice Gods intervene and Myke (black) is staring down two barrels with

35th Monte Carlo World Backgammon Championships Reports by Arthur Wright & Myke Wignall

no less than 7 checkers in his opponent's inner board. The British audience groan whilst the Norwegians quietly smile. But this is the new focused Myke, eyes down looking to neither left nor right, he concentrates, picks up two loose checkers, closes his board and wins his 2nd trophy.



Then, just like in Formula 1, the post-race politics begin. No one has ever won two trophies before so it must be against the rules. What rules? Myke is spoken to by the Stewards and asked to decline one of his trophies. There is a groundswell of unrest at this ludicrous request stemming from the Norwegian, Dutch and Danish camps.



Common sense prevails and Myke has surpassed his objective by winning not one but two Monte Carlo trophies. The first and possibly the last person to achieve this feat.

Zoe Cunningham was the most successful lady Brit by winning the Ladies Event

and also, with husband Sean, plus an American, runner up in the Team Event.



Not only did this entail trophies but beautiful Fortis watches as well. Another successful lady was Gay Roberts picking up a trophy in the Beginners Flight Consolation.



A name for the future was John Broomfield's son David (aged just 4 years old!) who picked up a prize in the Junior event.
MC: Photo taken at Liverpool Open

~~Myke Wignall: It's July and it's once~~ again time for the Monte Carlo Backgammon World Championships. I've missed the last two years and was really looking forward to going back. For those of you who've been to Monte for the tournament you'll understand the BUZZ, for those who haven't, try it. The Brits tend to stay in Cap D'Ail at the Mirimar hotel owned and run by the lovely Beatrice & Angelo.



place to be, so no surprise that among the Biba regulars staying this year were Arthur and Valerie, Laurence Powell, Rogier, Paul and Viades.

Another big plus of staying at Cap 

is the fantastic beach resort of Eden Plage just down the hill from the village.



Sophie who runs it gives a discount on the sun loungers for people staying at the Mirimar and if she has time will also play a game of backgammon.

Registration for the tourney is Monday followed in the evening by the welcome cocktail party. Tuesday is the first day of play and time for the first bad luck stories. As play continues through the week, Wednesday night sees The Gala Dinner which this year was on the roof terrace of the Cafe De Paris.



The Brits kept tradition and wore evening dress for this dinner at which all the tables were named after classic cars. We had the Bentley table, not to be confused with the Bensley table, although we'd charged all our Champers to Rosie before we spotted our mistake.



itself? - well let's put it this way, the view from the roof top terrace was fantastic.

Later we went to the Grand Casino to do the James Bond thing - it's quite some place, even if the staff aren't quite as friendly as in some of the venues we're used to.



When you're tired of Monte's glitz and need a break from the tournament, it's back to the peace and quiet of the Cap. Unless, of course, it's Bastille night which always falls Monte week. We'd gone back to have dinner at Edmond's and after a great meal, varied drinks and a few bottles of wine it was time for bed, but it was Bastille night and one of the team just had to go to the party - well it was a summer night on the Cote d'Azur!



I'm glad I went, anyway, because it allowed me my only glimpse of Doris who was, as usual, the life and soul. Bastille Day is a real local bash but everybody is welcome and it's always good fun. But the next day definitely called for sitting outside a cafe chilling and of course people watching.

For those of you who need to talk a partner into letting you go, it's probably a better idea to bring them along. For one, the sales are normally on in Monte that week. The beach is a really cool place to spend the day, or they can pop along to Italy on the train for Europe's biggest market. Or they can just do the sight seeing thing in Monte - the palace, the harbour, casinos. And of course, they can always come along and see how you are getting on.

You can even bring the rest of the family, because this year they had a Kiddies Tournament for the first time, and I'm sure it got the biggest round of applause

on the presentation night.



A special well done should go to David Broomfield, who at just 4 years old, was one of the winners. If you like a bet, get one on him in the next few years.

Sunday night is the farewell cocktail party and it's a great chance to say goodbye to the person who rolled you off the board (if you feel inclined!) and to bid farewell to a lot of old and new friends.



For my part, special thanks to Arthur & Valerie, Rogier, Paul Van, Laurence, Marie, Mad Mike, Sean & Zoe and many more. After the presentation we all went out and had a great final night to round off my perfect return to Monte.

MC: For many years, Myke has organised travel and accommodation (Hotel Mirimar) for Biba members to who wish to go to the Monte Carlo World Championships. Next year he is making a concerted effort to take a load of players and their partners. You don't have to go for the backgammon - it's well worth it just to take in the atmosphere.

It is worth noting that the Mirimar only has 25 rooms, and it fills up very quickly, therefore, if you are interested in going to Monte next year (usually early July) and would like to be part of the Biba entourage, please email info@backgammon-biba.co.uk to register. Rooms are on a first-come, first-served basis, and a small deposit will secure one for you.



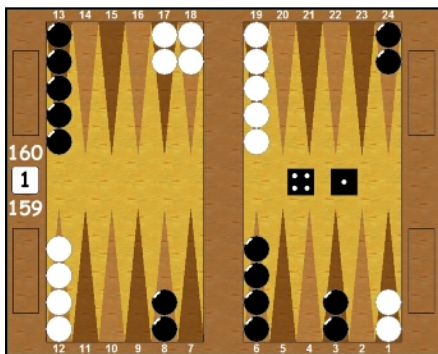
The Barceló Cup, 3,4,5 Sept.

Report by Michael Crane

What a great entry, **Main (32)** making my job a doddle! The drawsheet worked beautifully and everyone dropped into place without a hitch - as it always (should!) does.

On the Sunday we were down to the semis: Simon Morecroft vs Andy Bell and Adrian Jones vs Nicky Check, fixtures from which Andy and Nicky progressed to the final. The match got off to a cracking start for Andy as the score went 1-0, 1-1, 1-2, 1-3, 1-4, 1-5, 1-6 in his favour. It was here that Nicky (black) began striking back in the 11 point match.

Mind you, he didn't get off to a good start and this 41 was badly played:

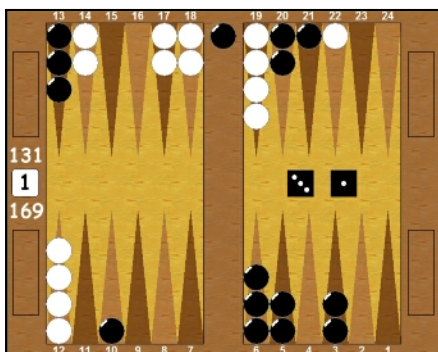


Black 1

White 6

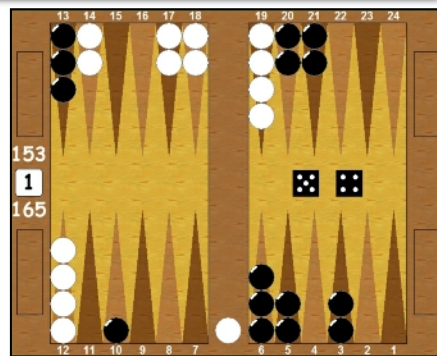
Nicky's play of 13/9, 6/5 is just too aggressive here and is unnecessary. Certainly the 13/9 is correct but slotting the 5-point is not. With Andy having a three-prime straddling his bar the better 1 would have been 24/23. He is hit with 62: 24/16*.

Later he gets a lucky roll off the bar:

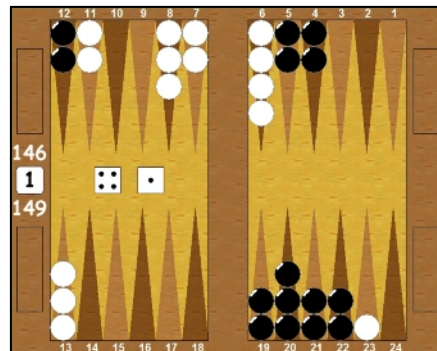


He plays 25/22*, 22/21, but it might have been a tad better to have played 25/22*, 21/20 and given himself a spare checker on his Golden Point.

Andy dances with 65, and then Nicky makes another mistake:

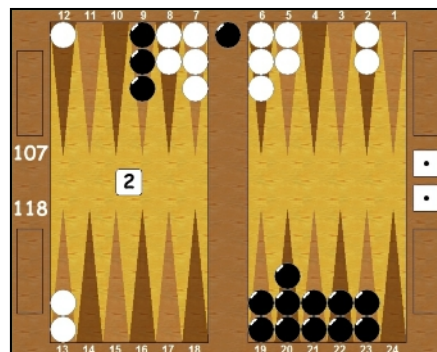


Slotting with 13/4 is almost a blunder. It would have been better to have played 21/16, 13/9. This duplicates 4s nicely and gives good cover for making the 4-point next roll if possible. He gets away with it as Andy rolls 52: 25/23, 13/8; and Nicky then rolls 61: 10/4, 6/5. It is here that Andy makes a blunder:



Nicky hasn't any spare checkers outside of his home board and a 6 will mean he'll have to break off one of his points (this is why the 31 above would have been better played 25/22*, 21/20). With this in mind the better play here is 13/8, keeping all the white checkers in front of all the black ones and not leaving a blot inside. Mind you, Nicky's reply of 55: 21/16(2), 13/8(2) was a cracker!

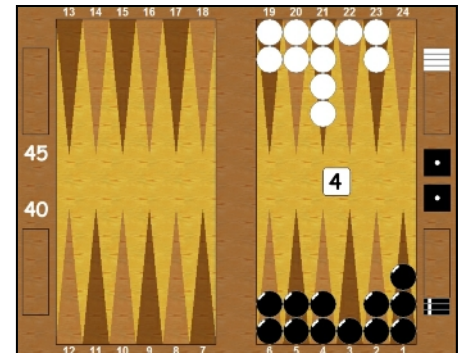
A little later Nicky is hit with 66 and then dances with a roll of 52, after which Andy pushes over a 2-cube.



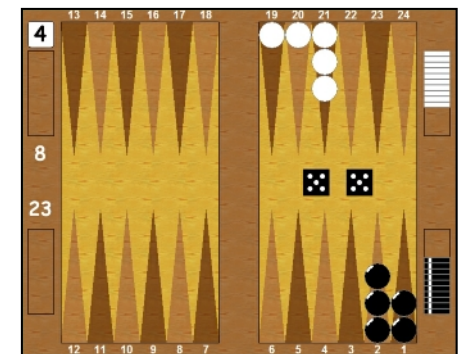
It is the cube that proves to be Andy's undoing, even if it is the correct play!

According to XG, this is double/take. Nicky has a good home board, 27 reentry numbers and the possibility of a hit sometime. Nicky takes. Andy is unable to make another point as he rolls 52: 12/5.

Nicky rolls 44: 25/21, 5/1(3) and his home board crunches. We then get to the bearoff and Nicky ships across a 4-cube:

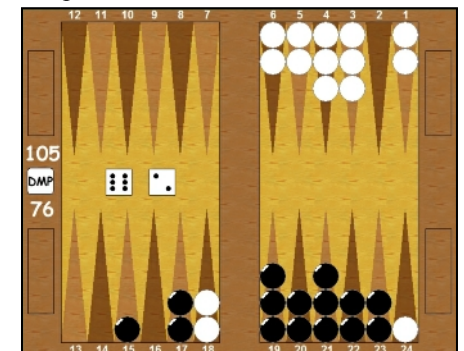


With game winning chances of around 70/30 in Nicky's favour this is a correct double and a correct take. However, Andy is very unlucky as it gets to this position:



The Girls come out to play with Nicky and he lowers Andy's lead to just a single point at 5-6. From here it moves 5-7, 5-8, 5-9 in Andy's favour and then back with Nicky, 6-9, 8-9, 10-9, 10-10.

It is at 10-10 that both players are in dire time trouble, each having just seconds on their clocks! Throughout the entire game just one small error is made (by Andy), which is remarkable considering that almost every move played was within 12 seconds! However, of the two, Nicky managed his time better and at this crucial point...



. . . Andy runs out of time! He began this game with just 12 seconds on his clock, and Nicky had 25, when it ended Nicky still had 15 seconds left.

So, it's Nicky Check, the winner of the new, Barceló Cup and Andy Bell, Runner-up. Not only did Nicky take home the Main trophy, but also the board on which the final was played, kindly donated by his opponent, Andy, as sponsor of the Biba Backgammon Tour of which this event is part. The two losing semi-finalists were Adrian Jones and Simon Morecroft as mentioned earlier.

Staying with Simon: He had a bloody good weekend overall. He won the **Last Chance (32)**, with Lawrence Powell coming 2nd; and the **Team (5)** as well as cashing in 1st place in the £10 pool in the Main! In the **Consolation (30)**, Marc Turner (from the Progressive side) met Neil Everitt in the Final. Despite already beating Marcus Wrinch, Peter Chan, Andy Darby, Rachel Rhodes and Julian Fetterlein, Neil was unable to add Marc Turner to an impressive list of scalps and Marc took home the winner's trophy. And, if having two Coventry-based players in the Final of the Consolation wasn't enough, Dan Tutchings beat his brother, Rob, in the semi-final of the Triumph (16) to meet - and beat - Rachel Rhodes in the Final.

In the **Friday 500 (12)**, Jeff Barber beat Rachel Rhodes, and in the **Poker (14)** Mark Calderbank and Andy Darby came out 1st and 2nd, and at 3rd and 4th, two Coventry-based players, Rob Tutchings and Marc Turner - they get everywhere, don't they? Lastly, we had two **Team** events (5) and (4), both in which I lost, with Simon Morecroft winning the first, and Irving Czechowicz winning the second.

Finally

It was a good weekend, a perfect draw of 32 and no real problems to speak of. My only regret is that the Winner-Takes-All was taken, leaving no rollover for next month!



Above: Triumph, Dan & Rachel

Main, Andy & Nicky, Simon & Adrian

Last Chance: Simon & Lawrence

Consolation: Marc & Neil

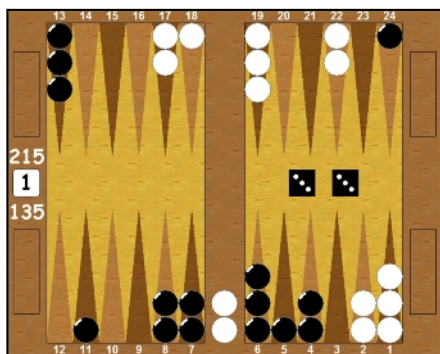
Play **WSOB.com**

Competition 2010, #3 108.01-06 Positions By Michael Crane

Welcome to the final one of the three 2010 season Competitions

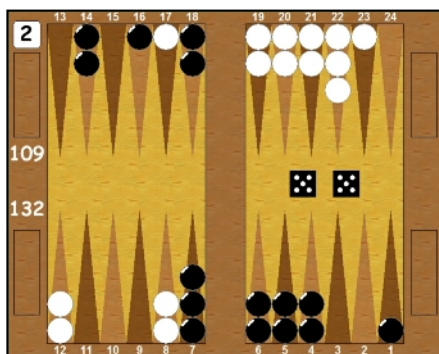
The winner will win £30 off their accommodation at any Biba tournament of their choice.
The member with the highest points total at the end of the year will win a cheque for £75.
Entries in by 15 November at the very latest - Answers in Bibafax 110, January 2011
Email: info@backgammon-biba.co.uk and all 'hard copy' to Biba HQ

108.01



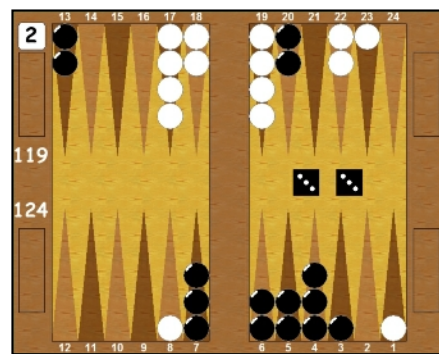
11 point match
Black 2 White 1
Black to play 33

108.02



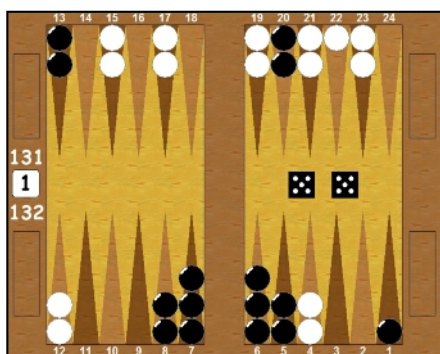
11 point match
Black 9 White 9
Black to play 55

108.03



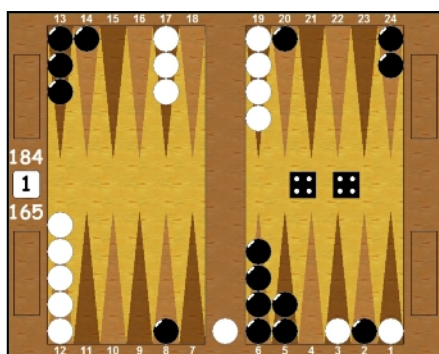
11 point match
Black 2 White 2
Black to play 33

108.04



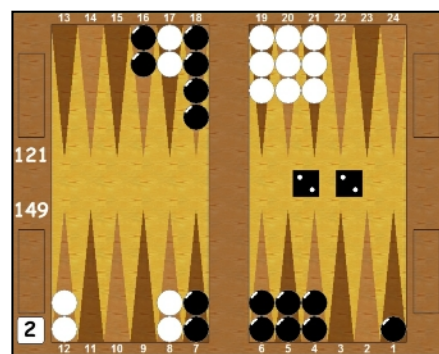
11 point match
Black 4 White 0
Black to play 55

108.05



11 point match
Black 8 White 1
Black to play 44

108.06



11 point match
Black 9 White 9
Black to play 22

casino^{rip}.com

Sponsors of the Biba web site

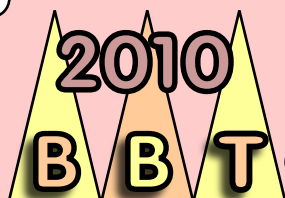
THE SMARTER WAY TO PLAY

1, 2, 3 October, 2010 - Sandy Osborne Trophy @ Barceló Hinckley Island Hotel

This is the last Biba Knockout of the year offering the usual four elements, plus a chance to rack up some points in the Biba Backgammon Tour, sponsored by PlayWSOB. In addition to the four elements there will also be 3 Point Knockout Jackpots between rounds for those that fancy something extra! Not forgetting the Poker Grand Prix and backgammon Saturday night.

PlayWSOB.com™

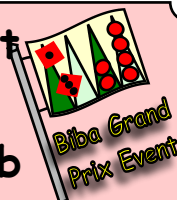
2010
BIBT



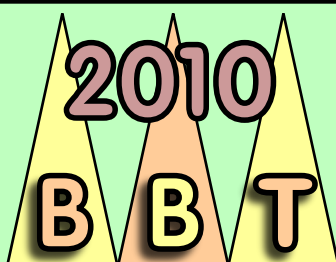
The Coventry Open Backgammon Tournament

Sunday @ 10.30am, 17 October, 2010

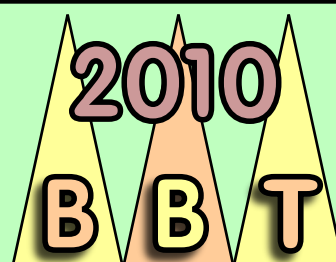
Coventry & North Warwickshire Cricket Club



Entry Fee: £20 (including buffet). No limits on numbers, but entrants must register prior to 13 October. Further details and entry form from Phil Tutchings: tutchingsp@aol.com or the Biba web site.



The 18th Irish Open Championship



Wynn's Hotel, Dublin

29-31 October 2010

**BIBA 2010
UK FINALS
QUALIFIER**

Tournament Organizer: Liz Perry - Tournament Director: Sean Casey

Friday 29th: €200 Optional Jackpot starts 7.30 pm

Saturday 30th: Registration opens 11.00 am.

Play starts promptly at 12.00 noon - Consolation 1st Round at 3.00 pm
(If you are arriving late or your flight is delayed, call Liz on 087 214 4270)

Sunday 31st: Last 16 10.00 am - Consolation continues 10.30 am.
Last Chance starts at 1.00 pm - Scheduled finishing time: 6.00pm

Main Knockout (13 point matches)

Entry Fee: €40 (There will be optional €30 and €100 side-pools)

Prize Money: €600 Main - €300 Consolation - €100 Last Chance

Further Info: Liz Perry eperry@iol.ie 00353 1 298 5282, 00353 8721 44270

Accommodation

Irish Tourist Board Reservation Service freephone number in the UK is 0800 783 5740.

Wynn's Hotel 35 Lower Abbey Street +353 1 8745131.

The Townhouse is a guesthouse with a separate hostel. +353 1 8788808.

Days Inn 95-98 Talbot Street Dublin 1 Telephone: +353 1 8749202

Biba Backgammon Tour - 2010
sponsored by

PlayWSOB.comTM



2010 Details, Deals and Dates

Registration: Saturday 1030 to 1230

Play Starts (prompt): Friday 2100, Saturday 1300, Sunday 1030

Auctions: Group, Saturday 1245. Individual, Sunday 1015

Pools: Private, members only, prize pools available at £tba

All tournaments feature a free entry Friday 500 **

Formats: Knockouts - 11, 7, 5, & 3 point matches, Swiss - 6 x 11 point matches

Saturday night backgammon, Poker Grand Prix and Jackpots subject to demand

Registration Fees: Members only: £20 - you can join on the day.
Entrants not residing at the hotel, £15 extra to cover facilities
(all fees and surcharges to be paid on the day - prepayment not required)

FRIDAY

2100: Friday 500 **
+ Jackpots (on demand)

SATURDAY

Registration 1030 / 1230
Play starts 1300 prompt

SUNDAY

Registration 1030
(penalty points apply @ 1035)

Accommodation at Biba backgammon tournament weekends cannot be booked through any other special offer or promotional rate. Players not on the Biba special rate or not staying in the hotel shall pay a surcharge of £15 per night to cover facilities provided. ** Friday 500 entrants who are not on the Biba rate or are not staying in the hotel will have to pay a £20 entry fee, this fee will go towards the £500 prize money for December's Finals.

Dinner, bed and breakfast @ Barceló Hotels for 2010

The Barceló Hinckley Island or Barceló Daventry Hotels
Reservations: 0870 168 88 33 and quote 'backgammon'

Single room: One night £66, two nights £115.50

Double or twin room: One night £108.00, two nights £203

Dinner, bed and breakfast @ Barceló Hotels for 2011

The Old Ship - Brighton

Reservations: 01273 329 001 and quote 'backgammon'

Single room: 1 night £72, two nights £133, three nights £189

Double or twin room: 1 night £119, two nights £222, three nights £297

Barceló Stirling Highland Hotel

Reservations: 01786 272 727 and quote 'backgammon'

Saturday night: Single @ £84.50, Double/Twin @ £128

Friday & Saturday night: Single @ £159, Double/Twin @ £236

The Barceló Hinckley Island or Barceló Daventry Hotels

Reservations: 0870 168 88 33 and quote 'backgammon'

1 person x 1 night @ £68.50. 1 person x 2 nights @ £120.50

2 persons x 1 night @ £113. 2 persons x 2 nights @ £213

It should be noted that the hotels have blocked off just 30 rooms at the special Biba rate and they will be allocated on a first-come first-served basis. More will be added subject to availability; however, it is not guaranteed that more will be allocated so to be certain of a room and to avoid disappointment and the £15 per night surcharge book as soon as you can.

What does sponsoring an event entail?

At the very least you are required to supply the trophies for the event - the costs vary, but are usually in the region of £100 to £150. If you wish to attract a good turnout then extras should be considered to boost attendance. You can rename some of the above events to suit your sponsorship - details upon request. Once sponsorship has been agreed you are obliged to supply/fund the trophies in order to exclusively reserve your event.

If you would like to sponsor a tournament, those marked X are unavailable.

2010 Backgammon Calendar

Sep 24,25,26	The London Open (non-Biba event)	-	-	-	London	Knockout
Oct 1,2,3	Sandy Osborne Memorial	GP	-	BBT	Hinckley	Knockout
Oct 17	The Coventry Open (non-Biba event)	GP	-	BBT	Coventry	Knockout
Oct 29,30,31	18th Irish Open (non-Biba event)	GP	UK	BBT	Dublin	Knockout
Nov 5,6,7	Townharbour Trophy	GP	UK	-	Hinckley	Swiss
X Dec 3,4,5	The UK Finals Christmas Party * <u>Sponsored by Peter & Paul Christmas</u> *	-	-	-	Hinckley	Double KO

2011 Backgammon Calendar

X Jan 7,8,9	Bright 'n' Breezy (<u>Sponsored by PlayWSOB</u>)	GP	UK	BBT	Brighton	Knockout
X Feb 4,5,6	The Jarvis Trophy (<u>Sponsored by Arthur Wright</u>)	GP	UK	-	Hinckley	Swiss
Feb 18,19,20	The Scottish Open	GP	-	BBT	Stirling	Knockout
Mar 4,5,6	Biba International Championship	GP	-	-	tba	Knockout
Apr 8,9,10	British Open	GP	UK	-	Hinckley	Knockout
Apr-17	Manchester 1-Day (non-Biba event)	GP	-	BBT	Manchester	Combination
May 6,7,8	County Cups Trophy	GP	UK	-	Hinckley	Swiss
Jun 3,4,5	The English Open	GP	-	BBT	Hinckley	Knockout
Jul 1,2,3	Biba World Championship	GP	UK	-	Hinckley	Knockout
Jul ??	16th Liverpool Open	GP	-	BBT	Liverpool	Combination
Aug 5,6,7	SAC Trophy	GP	UK	-	Hinckley	Swiss
Aug ??	15th Mind Sports Olympiad (non-Biba event)	-	-	-	tba	Swiss
Sep 2,3,4	The Barcelo Cup	GP	-	BBT	Hinckley	Knockout
Oct 7,8,9	Sandy Osborne Memorial	GP	-	-	Hinckley	Knockout
Oct ??	The Coventry Open (non-Biba event)	GP	-	BBT	Coventry	Knockout
Oct ??	19th Irish Open (non-Biba event)	GP	UK	BBT	Dublin	Knockout
Nov 4,5,6	Townharbour Trophy	GP	UK	-	Hinckley	Swiss
Dec 2,3,4	UK Finals	-	-	-	Hinckley	Double KO

For full details of the Biba Backgammon Tour events, go to www.backgammon-biba.co.uk

5, 6, 7 November, 2010 - Townharbour Trophy @ Barceló Hinckley Island Hotel

The last of the year's four Swiss Format events. Not only do entrants get to play 6 x 11 point matches, but the winner qualifies for the Christmas UK Finals in December with entry into the Last 16 plus one two night's free accommodation for the price of one. Also, this is your final chance to rack up a good few Grand Prix points and increase your ranking average because this event is where the Grand Prix and Ranking Championship final positions will be determined. With more than £2000 estimated to be in the prize fund, there's every reason to enter and see how much you can win! In addition to the Main & Consolation there will also be 3 Point Knockout Jackpots between rounds for those that fancy something extra! Not forgetting the Poker Grand Prix and backgammon Saturday night.

This is a UK Finals and Grand Prix Event

D	A	C	G	E	F	J	H	B
H	F	E	C	B	J	A	G	D
B	G	J	D	A	H	E	C	F
A	D	F	H	C	G	B	E	J
E	H	B	F	J	A	G	D	C
C	J	G	B	D	E	F	A	H
G	C	H	A	F	B	D	J	E
F	E	D	J	G	C	H	B	A
J	B	A	E	H	D	C	F	G

BIBA WORDOKU #1 Solution

The winner of this competition was Bob Young. Unfortunately, Bob was unable to take up his prize.

	A	M		L			E	
E			N					
	P		M		E			
	U					P		
P	L		E		A		N	O
		N					Y	
			A		Y		M	
					L			Y
	Y			M		O	L	

BIBA WORDOKU #2

The winner of this competition will get £20 off their accommodation at the Sandy Osborne in October, and the runner-up will get £10 off at the Townharbour Trophy in November. The letters used are the name of a famous Biba member. The first correct name opened on 1 October (you can enter without completing the Wordoku) will win a bottle of wine in November. Entries must be in by 30 September.

NB: These prizes are non-transferable.

Friday 500 September 2010

116	Andy Darby
96	Nicky Check
94	Myke Wignall
70	Jeff Barber
56	Mardi Ohannessian
54	Tony Fawcett
52	Simon K Jones
44	Peter Bennet
41	Rachel Rhodes
39	Mark Calderbank
37	Andreas Sophocleous
37	Mick Harris
37	Phil Tutchings
36	Rosey Bensley
35	Brian Lever
31	Irving Czechowicz
31	Paul Gilbertson
25	Mick Vacarey
23	Richard Biddle
20	Gerry Enslin
20	Kevin Stebbing
20	Peter Christmas
16	Billy Sharp
16	George Hall
16	John Wright

16	Marcus Wrinch
16	Martin Birkhahn
15	Martin Barkwill
14	Ed Turner
14	Julian Fetterlein
13	Paul Barwick
13	Vaidas Movcenko
12	David Nathan
12	Paul Learmount
12	Ann Pocknell
12	Bob Brinig
12	John Hedge
12	Robin Swaffield
11	Anne Ryder
11	Arthur Wright
11	John Frame
11	Kevin Jones
9	Brian Metcalf
9	Cecilia Sparke
9	Jonathan Frame
9	Lawrence Powell
9	Michael Crane
9	Ray Kershaw
9	Rob Tutchings
9	Sean Casey
9	Tony Walters

9	Vicki Pemberton
7	Adrian Jones
7	Carl Dell
7	Chris Ternel
7	Danny Cohen
7	Dave McNamara
7	Eddie Barker
7	Gareth Timms
7	Ian Tarr
7	Jon Barnes
7	Paul Lamford
7	Stef Rohan
7	Stewart Wilson
7	Stuart Pemberton
7	Warwick Thompson
4	Angie Dell
4	Chas Perry
4	Dave Ablett
4	Dorothy Lee
4	Ian Hesketh
4	Malcolm Robertson
4	Paul Gillam
4	Peter Chan
4	Roy Hollands

The battle for #1 between Andy Darby and Nicky Check remains as last month with Andy still ahead. Myke Wignall remains static and Jeff Barber and Mardi Ohannessian swap positions. Richard Biddle and Mick Vacarey drop out altogether. There are two months left to make an impression on the listing and getting into the Top 16 and a shot at the £500 first prize. At least half of the present Top 16 are still in positions that can easily be altered. Just a couple of good placings on a Friday night could see you up there with 20 to 30 or more points extra!night could see you up there with 30 to 40 points extra!

Annual Championships Prize Fund £1885 To Date		
Grand Prix	Payout	Ranking
Nicky Check	£263.90	Phil Tutchings
Adrian Jones	£188.50	Nicky Check
Stewart Pemberton	£150.80	Paul Barwick
Mark Calderbank	£113.10	Jeff Barber
Peter Bennet	£75.40	Rachel Rhodes
Phil Tutchings	£56.55	Lawrence Powell
George Hall	£37.70	Chris Ternel
Rachel Rhodes	£18.85	Gerry Enslin
Marcus Wrinch	£18.85	Marcus Wrinch
Chris Ternel	£18.85	Mark Calderbank

With just two more events left, The Sandy Osborne and the Townharbour Trophy the Prize Fund is set to top the £2000 mark.

There's still ample opportunities to either increase your share of get into the Top 10 and take a share, especially when entering the TT, Swiss tournament in November, the last event that can make all the difference.



You want it? We've got it!

www.bgshop.com



The Liverpool Open, 24, 25, July, 2010

Main		Last Chance		GP @ Liverpool			
1	Nicky Check	1	Lee Wood	24.77	Nicky Check	4.12	Jeff Barber
2	Susan Van Der Heijden	2	Rachel Rhodes	18.57	George Hall	4.12	Kevin Jones
3&4	Brian Lever	3&4	Michael Horne	13.42	Brian Lever	4.11	Michael Home
3&4	Nardy Pillards	3&4	Steve Taylor	9.29	David Phillips	2.58	Angie Dell
5to8	Neil Everitt	5to8	Dorothy Lee	9.29	Neil Everitt	2.58	Arthur Wright
5to8	Steve Fowles	5to8	David Wallbank	9.29	Steve Fowles	2.58	Ian Hesketh
5to8	David Phillips	5to8	Richard Biddle	9.28	Adrian Jones	2.58	John Broomfield
5to8	Alastair Woods	5to8	Ian Hesketh	9.27	Lee Wood	2.58	Paul Gilbertson
				6.19	Alan Greenwood	2.58	Peter Chan
				6.19	Jean Lewicki	2.58	Simon Jones
				6.19	John Wright	2.57	Dave Wallbank
				6.19	Mark Calderbank	2.57	Dorothy Lee
				6.19	Paul Barwick	2.57	Richard Biddle
				6.19	Steve Taylor	2.06	Carl Dell
				6.18	Mick Vacarey		
				6.18	Shay Mulhall		
				6.17	Rachel Rhodes		
				4.12	Ann Pocknell		

Consolation		1-Pointer	
1	George Hall	1	Jon Williams
2	Adrian Jones	2	David Motley
3&4	Mick Vacarey	3&4	Steve Taylor
3&4	Roger Keys	3&4	Noel Byrne
5to8	Shea Mulhall	5to8	Roger Keys
5to8	Dama Cunningham	5to8	Alastair Woods
5to8	Peter Fauchnan	5to8	Jean Lewicki
5to8	Ann Pocknell	5to8	Carl Dell

The SAC Trophy 6, 7, 8, August 2010

Main (19)			wins	GP	Consolation (17)			con/wins	GP	Team (7)		
1	Gerry Enslin		5	15.48	1	Dan Tutchings		3 / 4	9.29	1	Brian Metcalf	
2	Phil Tutchings		5	15.48	2	AndyDarby		3 / 3	6.19	2	Michael Crane	
3	Steve Rimmer		5	16.52	3	John Frame		2 / 3	6.19	Friday 500 (14)		
4	Mark Calderbank		5	17.55	4	Rachel Rhodes		2 / 3	7.74			
5	Stewart Pemberton		5	18.58	5	Marcus Wrinch		2 / 3	7.74			
6	Peter Christmas		4	11.35	6	Lawrence Powell		2 / 3	6.19			
7	Irving Czechowicz		4	9.29	6	Warwick Thompson		2 / 2	4.13			
8	Wayne Felton		4	9.29	8	Vicki Pemberton		2 / 3	6.19	3&4	Billy Sharp	
9	Neil Everitt		4	8.25	9	Jeff Barber		1 / 2	4.13	3&4	Jeff Barber	
10	Simon K Jones		4	10.84	10	Bob Bruce		1 / 2	4.13	5to8	Gerry Enslin	
11	Peter Finnimore		3	6.19	11	Uldis Lapikens		1 / 2	4.13	5to8	Nicky Check	
12	Nicky Check		3	7.74	12	Brian Metcalf		1 / 2	5.68	5to8	Tony Fawcett	
13	Carl Dell		3	8.25	13	Tony Fawcett		1 / 2	4.13	5to8	Brian Metcalf	
14	Raj Jansari		3	9.29	14	Billy Sharp		1 / 1	2.58	Poker (12)		
15	Chris Ternel		3	7.74	15	Michelle Ford		1 / 1	2.58			
16	Paul Barwick		3	6.19	16	Linda Taylor		0 / 1	4.13			
17	Arthur Wright		3	6.19	17	Julian Fetterlein		0 / 0	0.00			
18	Myke Wignall		2	5.68								
19	Rosey Bensley		2	5.68								
<u>Ranking changes @ SAC (new/old)</u>					1557	1584	Jeff Barber					
1929	1936	Chris Ternel		1547	1527	Paul Barwick						

Friday 500 (14)

1	Irving Czechowicz
2	Peter Christmas
3&4	Billy Sharp
3&4	Jeff Barber
5to8	Gerry Enslin
5to8	Nicky Check
5to8	Tony Fawcett
5to8	Brian Metcalf

Poker (12)

1	Andy Darby
2	Simon K Jones
3	Vicki Pemberton
4	Rosey Bensley
5	Lawrence Powell
6	Mark Calderbank
7	Tony Fawcett
8	Marcus Wrinch



The Barceló Cup, 3, 4, 5, Spetember, 2010

Main (32)			Last Chance (32)			Triumph (16)			GP & BB @ Barceló		
1	Nicky Check		1	Simon Morecroft		1	Dan Tutchings		18.58	Nicky Check	20
2	Andy Bell		2	Lawrence Powell		2	Rachel Rhodes		13.42	Andy Bell	16
3&4	Simon Morecroft		3&4	Uldis Lapikens		3&4	Rob Tutchings		13.41	Neil Everitt	
3&4	Adrian Jones		3&4	Irving Czechowicz		3&4	Marcus Wrinch		9.29	Adrian Jones	12
5to8	Irving Czechowicz		5to8	Mark Calderbank					9.27	Simon Morecroft	12
5to8	Rachel Rhodes		5to8	Marcus Wrinch		Poker (14)			6.19	Rachel Rhodes	9
5to8	Myke Wignall		5to8	Peter Bennet		1	Mark Calderbank		6.19	Myke Wignall	9
5to8	Marc Turner		5to8	Andy Darby		2	Andy Darby		6.19	Irving Czechowicz	9
						3	Rob Tutchings		6.19	Marc Turner	9
Consolation (30)			Friday 500 (12)			4	Marc Turner		6.18	Julian Fetterlein	5
1	Marc Turner		1	Jeff Barber		5	Paul Learmount		6.18	Dan Tutchings	
2	Neil Everitt		2	Rachel Rhodes		6	Dan Tutchings		6.17	Lawrence Powell	
3&4	Julian Fetterlein		3&4	David Nathan		7	Rosey Bensley		4.13	Uldis Lapikens	5
3&4	Myke Wignall		3&4	Paul Learmount		8	Marcus Wrinch		4.13	Peter Chan	5
5to8	Irving Czechowicz		5to8	Andy Darby					4.13	Chris Ternel	5
5to8	Rachel Rhodes		5to8	Myke Wignall		Team (5 & 4)			4.13	Tony Fawcett	5
5to8	Dan Tutchings		5to8	Nicky Check		1	Simon Morecroft		4.13	Arthur Wright	5
5to8	Peter Bennet		5to8	Tony Fawcett		1	Irving Czechowicz		4.13	Phil Tutchings	5
4.13	Paul Learmount	5	4.12	Andrew Darby		2.58	Mark Calderbank		2.06	Simon K Jones	
4.12	Paul Barwick		2.58	David Nathan		2.57	Marcus Wrinch		2.06	RobTutchings	
4.12	Peter Bennet		2.58	Gerry Enslin		2.06	Jeff Barber				

Ranking changes @ Barceló (new/old)			1708	1731	Peter Chan	1540	1547	Paul Barwick
1983	1991	Peter Bennet	1708	1723	Jon Barnes	1532	1545	Julian Minwalla
1955	1942	Adrian Jones	1671	1669	Uldis Lapikens	1529	1557	Jeff Barber
1918	1929	Chris Ternel	1668	1712	Paul Plumptre	1516	1467	Marc Turner
1849	1863	Lawrence Powell	1662	1680	Gerry Enslin	1510	1517	Dan Tutchings
1841	1821	Julian Fetterlein	1653	1663	Phil Tutchings	1488	1430	Andy Bell
1839	1845	Rachel Rhodes	1627	1637	Mark Calderbank	1469	1442	Myke Wignall
1827	1841	David Nathan	1619	1620	Andrew Darby	1440	1428	Neil Everitt
1804	1739	Nicky Check	1607	1618	Tony Fawcett	1416	1433	Paul Learmount
1802	1826	Marcus Wrinch	1598	1544	Simon Morecroft	1397	1390	Arthur Wright
1742	1764	Simon K Jones	1584	1572	Irving Czechowicz	1395	1418	Rob Tutchings

Grand Prix Championship September 2010 (4.12 and above)

87.79	Nicky Check	26.29	Peter Christmas	13.41	Neil Webb	6.19	Marc Turner
75.83	Adrian Jones	25.78	Ann Pocknell	13.40	Simon Morecroft	6.19	Mike Heard
66.06	Stewart Pemberton	25.28	Arthur Wright	11.87	Ray Kershaw	6.19	Paul Gillam
65.51	Mark Calderbank	24.77	John Hurst	10.83	Robert Tutchings	6.19	Bob Bruce
63.46	Peter Bennet	24.77	Kevin Jones	10.32	Tony Lee	6.18	George Miltiadou
62.44	Phil Tutchings	24.77	Sean Casey	10.30	Stuart Mann	6.18	Shea Mulhall
59.32	George Hall	24.23	Carl Dell	10.28	Michael Horne	6.17	Jeff Chandler
57.25	Rachel Rhodes	24.23	Martin Barkwill	9.81	David Motley	6.16	Rodney Lighton
55.72	Marcus Wrinch	24.21	Mick Vacarey	9.29	Brendan Burgess	5.68	Alan Greenwood
55.20	Chris Ternel	23.69	Jon Barnes	9.29	Paul Lamford	5.68	Fak Laight
53.13	Andy Darby	22.71	Raj Jansari	9.29	Sean Williams	5.68	Ian Shimwell
47.98	Gerry Enslin	22.70	Vaidas Novichenko	9.29	Wayne Felton	4.23	Robin Swaffield
46.42	Lawrence Powell	21.66	Dan Tutchings	9.28	Monica Beckerson	4.13	Alan Beckerson
45.91	Paul Barwick	20.65	Mick Harris	9.27	Lee Wood	4.13	Chris Evans
44.88	Vicki Pemberton	19.60	Danny Cohen	9.27	Peter Snape	4.13	Cliff Connick
42.30	Jeff Barber	19.10	Steve Rimmer	8.76	Steve Fowles	4.13	Ian Tarr
41.79	Neil Everitt	18.57	Andreas Sophocleous	8.26	Bob Young	4.13	Jean Lewicki
40.76	Paul Plumptre	18.54	Eric Westbrook	8.26	John Hedge	4.13	John Batty
39.74	Paul Gilbertson	18.02	Peter Finnimore	8.26	Steve Taylor	4.13	Liz Perry
39.22	Myke Wignall	17.55	Julian Minwalla	8.25	Kevin Stebbing	4.13	Martin Birkhahn
38.71	Simon K Jones	14.95	Richard Biddle	7.74	John Frame	4.13	Paul Learmount
38.18	Tony Fawcett	14.92	Dorothy Lee	7.74	John Frame	4.13	Richard Holness
36.12	Peter Chan	14.45	Rosey Bensley	6.71	Ed Turner	4.13	Stewart Wilson
35.07	Julian Fetterlein	14.44	Angie Dell	6.71	Jean Wade	4.13	Warwick Thompson
35.06	Irving Czechowicz	14.43	David Phillips	6.71	Linda Taylor	4.12	Chris Bray
32.48	Uldis Lapikens	13.93	Ian Hesketh	6.69	Billy Sharpe	4.12	Malcolm Robertson
31.99	Brian Lever	13.42	Andy Bell	6.19	Ash Dalvi	4.12	Roy Hollands
30.93	Mardi Ohannessian	13.42	Brian Metcalf	6.19	Cecelia Sparke		
29.40	John Wright	13.41	Gheorghe Filipas	6.19	David Startin		

Poker Grand Prix September 2010			Pts	Player	Entries	Pts	Player	Entries
			9	Mick Vacarey	4	18	Marc Turner	1
			58	Dan Tutchings	3	17	Raj Jansari	1
			39	Martin Barkwill	3	16	Paul Learmount	1
			37	John Wright	3	12	Paul Gillam	1
			32	Carl Dell	3	11	Cecilia Sparke	1
			31	Paul Gilbertson	3	10	Chris Evans	1
			18	Billy Sharp	2	10	Eddie Barker	1
			15	John Batty	2	9	Danny Cohen	1
			13	John Hedge	2	8	Julian Fetterlein	1
			12	John Frame	2	7	Angie Dell	1
			5	Kevin Stebbing	2	6	Stewart Pemberton	1
			26	Al Hogg	1	5	Tony Lee	1
			25	Dave McNamara	1	3	Carol	1
			23	Paul Lamford	1	3	Roy Hollands	1
			23	Vaidas Novichenko	1	2	Alexis Hogg	1
			20	Jonathan Frame	1	1	Andy Bell	1
Pts	Player	Entries						
118	Andy Darby	Q						
109	Vicki Pemberton	Q						
109	Simon K Jones	Q						
107	Mark Calderbank	Q						
107	Rosey Bensley	Q						
101	Lawrence Powell	Q						
77	Phil Tutchings	Q						
77	Tony Fawcett	Q						
54	Marcus Wrinch	Q						
53	Myke Wignall	Q						
45	George Hall	Q						
43	Mick Harris	Q						
51	Rob Tutchings	4						
25	Ann Pocknell	4						

Even though she's back in the States now, Vicki Pemberton remains in contention! She slips to #2 (joint with Simon K Jones) as Andy Darby moves into #1. Mark Calderbank and Rosey Bensley are joint 4th as we lose Lawrence Powell from the Top 5. Simon is looking good with an 8 to lose, but this year we play the final round in December so there's three more to enter, time enough to make some big changes!

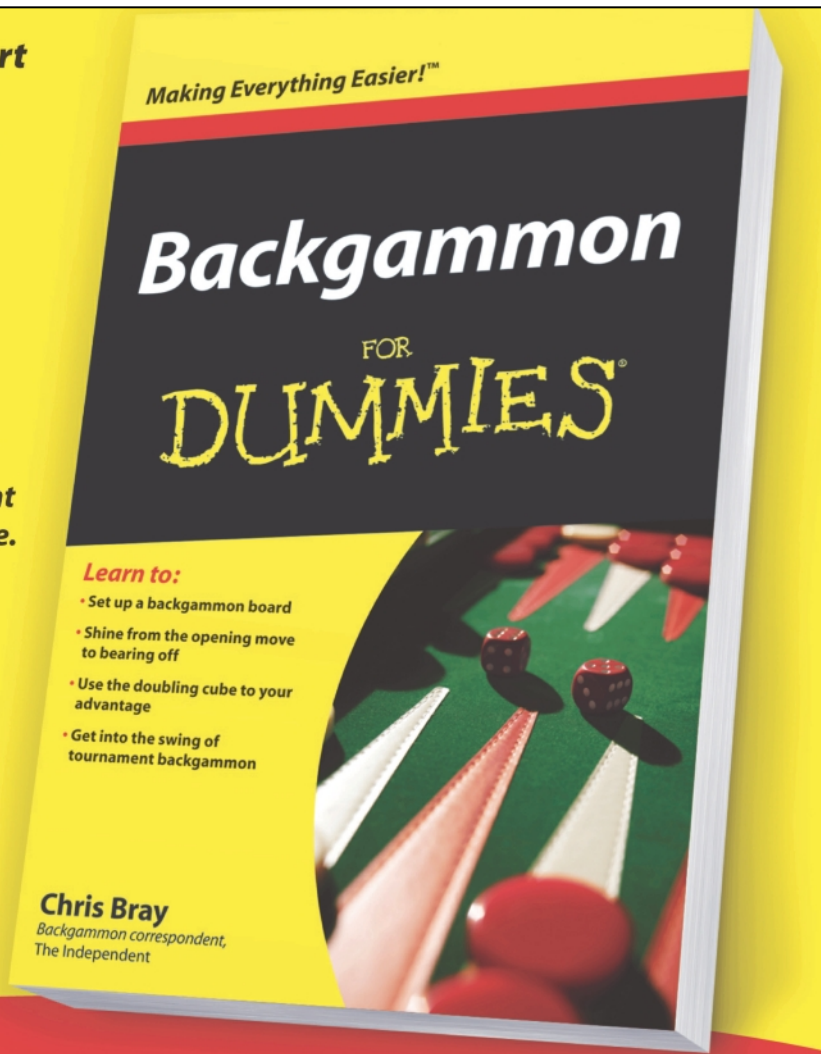
			Ranking Championship September 2010					
14	2242.93	Phil Tutchings	10	1490.30	Andreas Sophocleous	3	1811.33	David Startin
14	2165.86	Nicky Check	9	1489.56	Mick Vacarey	3	1784.33	Ash Dalvi
14	2164.93	Paul Barwick	8	1856.63	Julian Minwalla	3	1766.67	Paul Gillam
14	2153.86	Jeff Barber	8	1590.00	Peter Finnimore	3	1650.33	Cecilia Sparke
14	2151.93	Rachel Rhodes	8	1560.50	Ray Kershaw	3	1461.00	John Batty
14	2145.00	Lawrence Powell	8	1547.13	Eric Westbrook	2	1448.00	Stuart Mann
14	2133.07	Chris Ternel	8	1508.25	Rob Tutchings	2	1950.00	Robin Swaffield
14	2125.86	Gerry Enslin	8	1279.63	Ed Turner	2	1821.00	David Motley
14	2120.29	Marcus Wrinch	8	1278.50	Gheorghe Filipas	2	1784.50	Alan Beckerson
14	2097.43	Mark Calderbank	7	1905.14	Steve Rimmer	2	1760.00	Chris Evans
14	2090.93	Myke Wignall	7	1679.57	Andy Bell	2	1689.50	Stewart Wilson
14	2083.36	Stewart Pemberton	7	1595.14	John Frame	2	1636.50	Paul Learmount
14	2064.71	Andy Darby	7	1426.57	Bob Bruce	2	1612.00	Ian Tarr
14	1998.64	Vicky Pemberton	7	1121.14	Billy Sharp	2	1593.00	Liz Perry
14	1967.57	George Hall	7	936.43	Anne Ryder	2	1518.00	Cliff Connick
14	1938.71	Paul Gilbertson	6	2201.33	John Hurst	2	1494.50	Martin Birkhahn
14	1907.36	Peter Bennet	6	2196.50	Sean Casey	2	1468.00	Steve Taylor
14	1882.71	Simon K Jones	6	1836.83	Vaidas Novichenko	1	1442.00	David Nathan
14	1859.57	Neil Everitt	6	1773.17	Brian Lever	1	1405.00	Malcolm Robertson
14	1836.29	Tony Fawcett	6	1698.00	Wayne Felton	1	1379.00	George Miltiadou
14	1798.71	Paul Plumptre	6	1589.50	John Wright	1	1378.00	Chas Perry
14	1743.71	Mardi Ohannessian	6	1498.17	Richard Holness	1	1375.00	Chris Bray
14	1737.29	Uldis Lapikens	6	1473.00	Bob Young	1	1365.00	Neil Webb
14	1726.14	Julian Fetterlein	6	1399.00	Warwick Thompson	1	1351.00	Zoe Cunningham
14	1710.50	Irving Czechowicz	6	1376.67	Jean Wade	1	1323.00	Tim Mooring
14	1626.79	Mick Harris	6	1205.00	Jon Barnes	1	1323.00	Tim Mooring
14	1613.93	Peter Christmas	5	1813.20	Danny Cohen	1	1319.00	Simon Heath
14	1566.36	Arthur Wright	5	1751.80	Tony Lee	1	1318.00	Dave Ablett
13	1796.31	Adrian Jones	5	1660.40	Simon Morecroft	1	1274.00	Mike Williams
13	1591.85	Dan Tutchings	5	1579.60	Richard Biddle	1	1227.00	Gareth Timms
12	1532.67	Rosey Bensley	4	1900.50	Angie Dell	1	1211.00	Monica Beckerson
12	1451.42	Brian Metcalf	4	1885.00	Paul Lamford	1	1135.00	Chris Purchase
12	1430.75	Kevin Jones	4	1782.75	Brendan Burgess	1	1082.00	Vicky Chandler
12	1246.33	Linda Taylor	4	1740.50	Ian Hesketh	1	1058.00	Jonathan Frame
12	1082.42	Michelle Ford	4	1679.75	Kevin Stebbing	1	1048.00	Tony Walters
11	1938.27	Peter Chan	4	1621.25	John Hedge	1	1044.00	William Speirs
10	1907.70	Raj Jansari	4	1381.50	Dorothy Lee	1	1020.00	Roy Hollands
10	1754.50	Sean Williams	3	2043.67	David Phillips	1	985.00	Stuart Murdoch
10	1724.10	Martin Barkwill	3	1895.67	Mike Heard	1	949.00	Dave McNamara
10	1626.00	Ann Pocknell	3	1845.67	Marc Turner	1	888.00	Eddie Barker
10	1586.90	Carl Dell				1	887.00	Al Hogg

In this book, backgammon expert Chris Bray walks you through the basics of setting up a board, opening strategies, middle and end-game tactics, and tips on when to make key moves.

You'll also get to grips with basic probabilities, the doubling cube and the 25% rule. And if you want to take your gaming further, there's plenty of advice to get you started in tournament backgammon, as well as playing online.

Suitable for both beginners and experienced players looking for more tips and techniques, Backgammon For Dummies includes coverage on:

- **Starting and Playing the Game**
- **Handling the Middle Game**
- **Bearing Off (The Last Lap)**
- **Varying the Play**



TOWSON • MARYLAND OCTOBER 14-17, 2010



Mid-Atlantic Championship 2010



For additional information, please contact:
Info@world-backgammon-association.com / www.world-backgammon-association.com

07-10 OCTOBER 2010



**Qualify for the
EBGT Grand Finale**



**Grand Finale prize-pool
20,000 €**

**GRAND FINALE
6th – 7th
DECEMBER 2010**

For pre-registration and additional info:
info@world-backgammon-association.com
www.world-backgammon-association.com

2nd – 5th DECEMBER 2010

Golden Tulip Hotel & Casino Nicosia (Lefkosa), Cyprus



İSTAVDER
İSTANBUL TAVLA SPOR KULÜBÜ DERNEĞİ



present



**3rd
Cyprus
Backgammon
Open**



Last chance to qualify for



**Grand Finale prize-pool
20,000 €**

**GRAND FINALE
6th – 7th
DECEMBER 2010**