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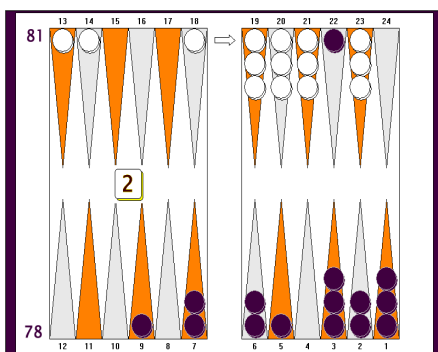
Start Here

This section is directed towards beginners and intermediates. However, the content is often of use to everyone as it contains information that will improve your game and match winning opportunities

I Didn't Know That! - Probabilities

By Michael Crane

Some months ago I was playing in one of the Friday Night Knockouts. I was 1-0 down and was offered a 2-cube when I thought out aloud, "Mmm. Let me see. There are 16 rolls that point me out and 32 that hit – and some of those 32 are *pick and pass* plays. I think I'll drop."



5 Point Match
Black 0 White 1
White on roll
Cube action?

I had already worked out from a previous position that I was in fact ahead in the race by three pips and had almost a 20% chance to win the point; but, don't believe everything you hear about backgammon being a racing game, it isn't that cut and dried. Here I am, ahead in the race and dropping a 2-cube; which pleased my opponent.

The drop might have pleased him but the speed in which I assessed the threat amazed him! "How on earth did you work out those rolls so quickly?" he asked. He continued, "You didn't have enough time to work out what rolls actually covered or hit. What's your secret?"

"Secret? It's no secret, it's basic

backgammon knowledge, that's all." I replied, somewhat non-plussed that my opponent, a player of many years experience, had to ask such a question. To me it was as easy as deciding how to play an opening 6-1.

So, how did I know so quickly? Well, as you know, backgammon is all about numbers and probabilities. If you can count up to 36 or can square any number from 2 to 6 then you shouldn't have any problems working it out.

Let's start at the beginning. With two dice there are 21 combinations of rolls out of a possible 36 dice combinations. Why only 21 rolls and not 36 rolls? Well, some rolls are duplicated: 2-1 is one roll and 1-2 is another, 5-4 is one and 4-5 is another, for example. Look at **Fig.1** to see what are the duplicate rolls and what are the single rolls.

Fig. 1 Dice Combinations

21 Rolls : 36 Combinations	
1-1 : 1	3-3 : 1
1-2 : 2	3-4 : 2
1-3 : 2	3-5 : 2
1-4 : 2	3-6 : 2
1-5 : 2	4-4 : 1
1-6 : 2	4-5 : 2
2-2 : 1	4-6 : 2
2-3 : 2	5-5 : 1
2-4 : 2	5-6 : 2
2-5 : 2	6-6 : 1
2-6 : 2	Total : 36

Obviously the single rolls are in fact the **doubles** where both dice have to be on the same number.

If you look at the *probability* of rolling a particular number between 1 and 6 in **Fig. 2** you'll see that there are 11 ways out of 36 (11/36) in which a 1 can be rolled. This sum is made up of all the combinations that contain a 1 on either die; so, eleven times out of thirty-six you will roll a 1. You don't need to know what the rolls are (although they are easy to remember), you just need to know that the probability of rolling a 1 is 11/36 or 31%. Eleven is our base number. This is used to calculate the other combinations of rolls containing single numbers of 2 to 6.

Fig. 2 Direct Rolls

No. : Rolls, n/36, %		
1 : 11	11/36	31%
2 : 12	12/36	33%
3 : 14	14/36	39%
4 : 15	15/36	42%
5 : 15	15/36	42%
6 : 17	17/36	47%

For example, the probability of rolling a 3 is 14/36 or 39%, all the rolls that contain a direct 3 (base of 11/36) and the extras that add up to 3, 2-1 1-2 and 1-1. So using the base of 11/36 we can easily calculate the probability of rolling any number up to 6. Mind you, you don't have to work them all out, just remember one number, 124557. This is the sequence of probabilities for rolling a 1 to rolling a 6 in *teens*. "One, two, four, double-five, seven." Repeat after me

The probabilities above are known as **Direct Rolls**. That is, within the



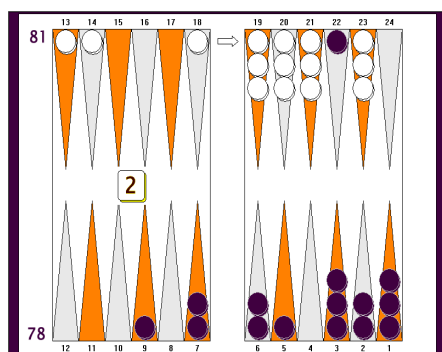
range 1 to 6. We now move on to the **Indirect Rolls**, rolls that use the sum of both dice and range from 7 to 24 (with a few gaps!). See Fig. 3.

Fig. 3 <i>Indirect Rolls</i>		
No. : Rolls, n/36, %		
7 : 6	6/36	17%
8 : 6	6/36	17%
9 : 5	5/36	14%
10 : 3	3/36	9%
11 : 2	2/36	6%
12 : 3	3/36	9%
15 : 1	1/36	3%
16 : 1	1/36	3%
18 : 1	1/36	3%
20 : 1	1/36	3%
24 : 1	1/36	3%

I have to admit that apart from a 7, they all have to be calculated as and when required; unless of course, you are able to remember them all – which isn't too hard. Why did I single out a 7? Easy. Opposing die faces always add up to 7, so, with 6 die faces each showing half of 7 we have 6 ways to make a 7 using two dice..

What is evident from Figs. 2 & 3 is that the nearer you are the harder it is to hit you when between 1 and 6, and the further away you are from 7 to 24 the harder it is to hit you (with the exception of eleven which is better than 10 or 12).

Back to my 'quick' calculations. How did I work out that I could be hit with 32 rolls?



Well, I could have worked out that four rolls, 6-6 6-5 5-6 5-5 missed me, but I didn't. I knew that being in the firing line of four potential **direct** hitting numbers (4 3 2 1) that there were 32 rolls that could hit me. I didn't need to know *what* 32 they were, just that 32 hitting rolls were heading my way. I then saw that no **indirect** rolls that didn't contain a 4 3 2 or 1 could hit me, so I was left with the base of 32.

Without going into what the individual rolls are when calculating **multiple direct rolls** it is sufficient to know that if you can be hit by two checkers within 6 pips of you then there will always be 20 rolls that will hit you. For three checkers in front of you, 27 rolls, for four, 32 rolls. Look at Fig. 4 to see the base rolls.

Fig. 4 <i>Multiple Direct Rolls</i>		
No. : n/36, %		
2 : 20/36	56%	
3 : 27/36	75%	
4 : 32/32	89%	
5 : 35/36	97%	
6 : 36/36	100%	

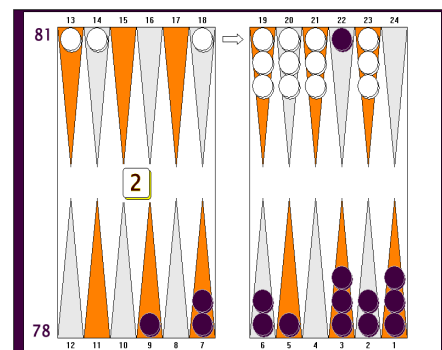
So, here we have our bases for direct rolls: 2 = 20, 3 = 27, 4 = 32, 5 = 35, and obviously, 6 = 36! Add to these bases the number of rolls that are indirect – or deduct from them the number of rolls that might be blocked.

So, I didn't need to work out a great deal. I already knew that 32 direct rolls hit me, and I quickly saw that the indirects (8 and 9) didn't add to the base because they both contained a direct roll: 5-3 6-2 2-2 and 4-4 all contained 2 3 and 4, and 5-4 6-3 3-3 all contained 3 and 4.

Now, how did I know that 16 rolls would point me out?

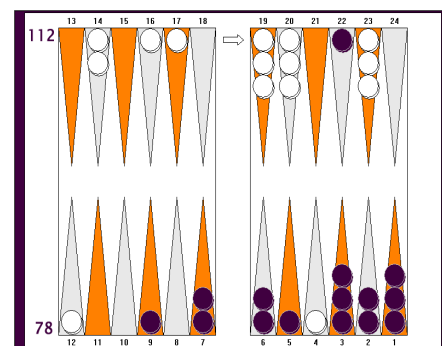
This is an easy one to work out. All you have to do is square the number of rolls that hit directly. This is your base number which will include all possible rolls including doubles. Now subtract 1 for each roll where you might leave a shot exposed that you'd rather keep safe or any double that cannot be used with the **directs** and add 1 for each roll that an **indirect** checker can be used to enable a double roll to be used.

Back at the position I was in . . .



. . . it is easy to calculate my base. There are four direct checkers bearing down on me, 4 x 4 = 16. Deduct two because 4-4 and 3-3 can't be used. Yes, I know, 3-3 can but not without sacrificing the 6-point! So now my base is down to 14. Now I add the indirects that can be used. The checker on the 12-point is worth one as it allows 3-3 to be played, and the checker on the 11-point brings 4-4 into play. Therefore I return to 16 pointing rolls.

Try this one out:



The base is 2 x 2 = 4 (5- and 6-point). So, without adding any

extras White will point with just four rolls. But, this is nearly doubled when the indirects are used. Double four from the 11-point, 5-5 from the 13- and 8-points, and 6-6 from the 21- and 9- points. So, Black is hit by a total of seven rolls.

Calculating the rolls that point are very easy and require no special ability whatsoever. As long as you can square any number from 2 to 6 and add or subtract the few rolls that can or cannot be used, you're home and dry.

Fig. 4 Multiple Direct Rolls		
No. : n/36, %		
2 :	20/36	56%
3 :	27/36	75%
4 :	32/36	89%
5 :	35/36	97%
6 :	36/36	100%

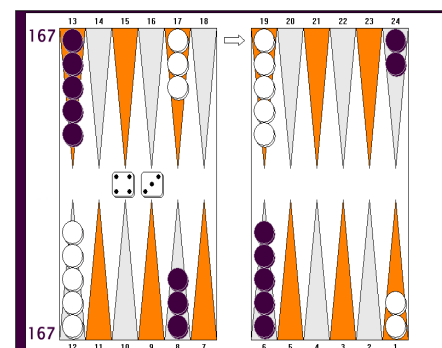
Fig. 4 is a very useful table. It can also be used to calculate the probability of re-entry off the bar. All you need to do is see how many points are open to re-enter onto and there's your probability. Five

points open = 35/36. Two points open = 20/36. And of course, one point open = 11/36. Even if you are on the bar facing a 4-prime (2 points open) you are still favourite to enter with 56%; not as bad as you might have thought. Ah! But what good are probabilities when you dance for ages on a 3-prime board despite the fact that you are supposed to re-enter 75% of the time?

Fig. 5 Entering Two Men Off The Bar		
Open points, n/36, %		
5	25/36	69%
4	16/36	44%
3	9/36	25%
2	4/36	11%
1	1/36	0.36%

But, put two men on the bar and it is a different ball game. See Fig. 5. Now when you face a 2-point board re-entry rolls for getting in both checkers falls right down to just 4/36, 11%. The moral here is, don't end up with two checkers on the bar!

Now, using a 1-point match that I recorded between two relatively new players at the Lincoln Club, let's see if we can put some of our new found knowledge of probabilities to good use.



White to move 4-3

01) 43: 13/9 13/10

Although this move gives White 100% point making rolls next time, it does allow Black to move a good 6-3 or 5-4, two moves that aren't too good normally. An alternative consideration is 13/9 24/21, starting an early attempt at an advanced anchor and coverage of the outer board.



What Is JellyFish?

JellyFish is a neural net based backgammon program that plays at a very high level. On the highest playing level it matches the best humans in the world, and on the very fast level 5 a top human will hardly win more than 55% of the time. Also, its use of the doubling cube is outstanding. JellyFish is able to play matches of any length, or 'money games' where each point is equally valuable.



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The program can be used for fun, for testing your game, for analyzing recorded matches [*Analyzer version only*], or most importantly: To improve your game.

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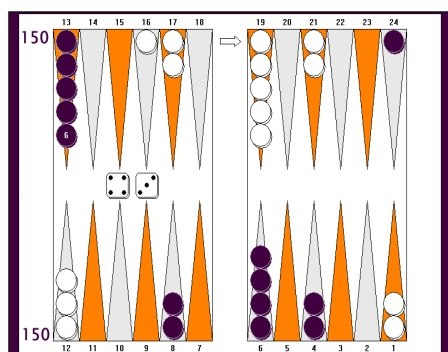
65: 24/13

02) 64: 10/4 8/4

Correct move. A good point to hold, but as deep as you want to be until the 5-point gap is closed. Always, if at all possible, build your points in a solid block. If you have to leave a gap try to fill it as soon as you can.

42: 8/4 6/4

Correct move, for the reasons above. If he had moved 24/20 with the 4, how many rolls would point on him next roll? The answer is five: $2 \times 2 + 1(4-4)$



White to play 4-3

03) 43: 13/9 13/10

What a mistake! White rolls the perfect roll to make the 5-point and connect his fractured prime, and instead he wastes it by making the ineffectual 9-point and leaves a blot on his mid-point!

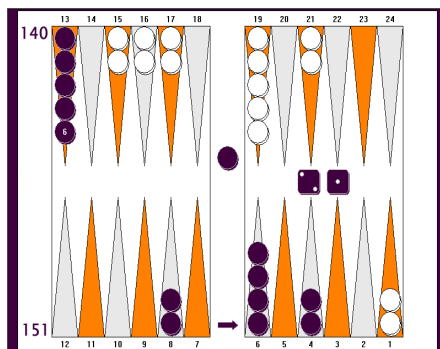
64: 24/14

Running the back man out now is a good idea and far better than any other play. Making the 2-point would not be very helpful because it would leave big gaps in the prime which will prove difficult to fill in.

How many rolls will White have to hit the blot on his 11-point? Eleven. Who said twelve? The base is 11, but, 1-1, which adds up to 2 doesn't play!

04) 21: 13/11* 11/10

One of the 11 good rolls appear and White plays it correctly this time. The 10-point will block a 5-5 off the bar and will also act as a builder for the 5-point.



Black to play 2-1

21: 25/23 13/12

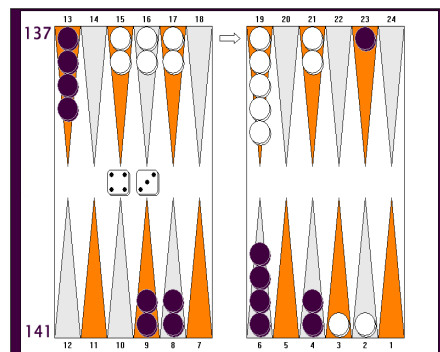
By playing 25/23 instead of 25/24 Black lets White move 5s safely. If he played to the 24-point it is likely that he could get a shot, but, now he is just one pip more advanced the opportunities are fewer.

05) 21: 24/22 24/23

White should have moved the 2, 6/4 obtaining another builder and shifting a man off the top-heavy 6-point.

43: 13/9 12/9

Black's prime is beginning to take shape now.



White to play 4-3

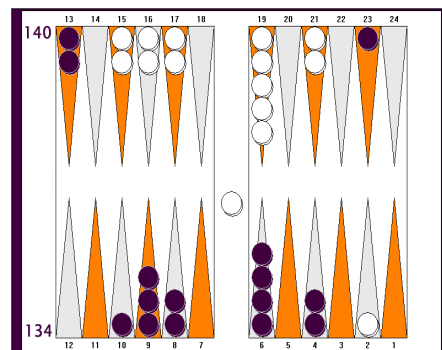
06) 43: 22/15

Hitting with the 4, 6/2 and slotting the 20-point, 23/20 would have been much better. If Black's runner were to escape then White's only advantage in this game would escape with him. White isn't trying to make the 2-point, he is simply

looking for timing to make a more profitable one. The only thing that White's move achieves here is that he gives Black a free shot with a 3.

43: 13/9 13/10*

Good move, hits the blot and brings in an extra builder.



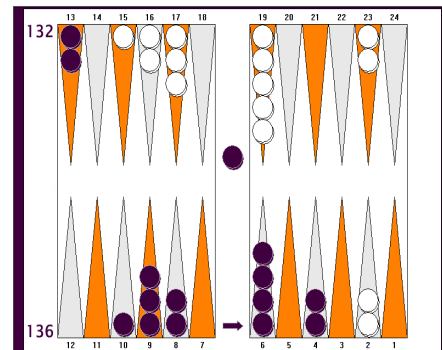
After Black plays 13/9 13/10*

Assuming White doesn't roll 5-3 and anchors on Black's 5-point, how many rolls for Black will make his 5-point next roll ignoring indirect hits off the bar? The answer is 15: $4 \times 4 = 16$ minus 5-5 (no extras because 4-4 is already in the equation).

07) 22: 25/23 10/8 4/2* 4/2

Hitting and pointing on the 2-point is no good at all. If White *had* to hit and point he should have at least moved two men off the still heavy 6-point and made an additional point.

Playing 6/2* 6/4 would be the best inner board moves, clearing the extra men from the 6-point. The last 2 being played 25/23 to maintain the points already established in his outer board.



Black to re-enter

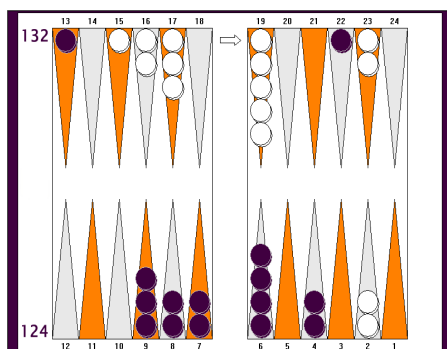
Now that Black is on the bar, how many rolls does he have to: a) re-enter, and b) re-enter and hit the blot on the 15-point?

a) Re-entry: Four open points = 27 re-entry rolls.

b) To re-enter and hit, Black has to roll a 10: 3 rolls (5-5 6-4 4-6).

33: 25/22 13/7 10/7

Black has an excellent roll and moves it well, making the important bar-point.



Black has made the bar-point

As an exercise, how many rolls would Black have to make his 5-point from this position if White did not occupy the 2-point?

The answer is 16: 4 x 4 (no extras).

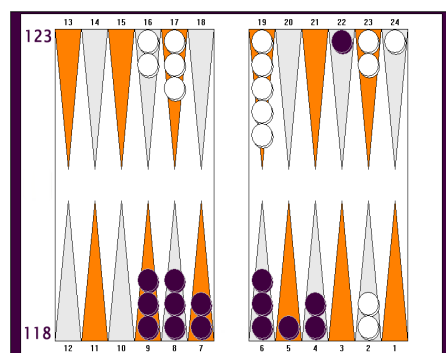
08) 54: 10/1

No choice here. The only sane move apart from 6/1 6/2, which I prefer, leaving the man on the 10-point at the mercy of 7; and we all know how many rolls make a 7, don't we?

51: 13/8 22/21

Playing 13/8 is a good idea but the 1 played 22/21 only gives Black a good six next time. Because White has a poor board the better play here would have been to play the 1, 6/5 and slot the 5-point.

If Black slotted the 5-point ...



... how many rolls would that give White to hit it? If you jumped in with 14 then think again! One of

those 14 will be 1-1, and you can't hit with that, so the answer is 13.

09) 31: 8/5 6/5

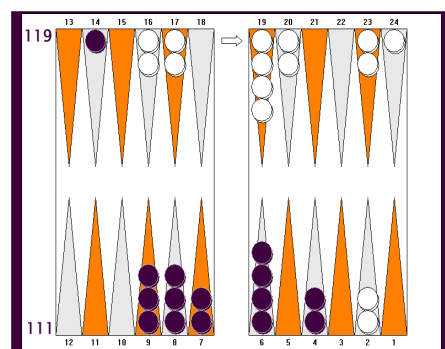
Finally White makes the 5-point, albeit a little late. A Pointing roll would have been preferable or even a *pick & pass* move such as 3-2 or 4-3.

A *pick and pass* move is one in which a blot can be hit and the man can travel on to a safe point after the hit.

43: 21/14

Running with the back man here looks the best move but it isn't. Making the 6-prime, 9/5 6/5 is far superior. It ensures that White cannot flee and, due to the fact that he is flat in the outer board, he is likely to have to break his semi-holding prime next roll. Even if he can hit or point on Black it will only serve to preserve Black's 6-prime.

How many rolls for White ...



... to make the additional: a) 3- or b) 4-point?

a) Hands up those of you that squared 3s (6- 8- and 9-points) = 9 plus 1 for 1-1 making ten 4-point pointing rolls. Well done. This calculation is much easier than including the 5-point and then deducting the many rolls that don't make the 4-point.

b) Once again it is 3 x 3 = 9. The two men on the 5-point aren't of any use. Always look for the easi-

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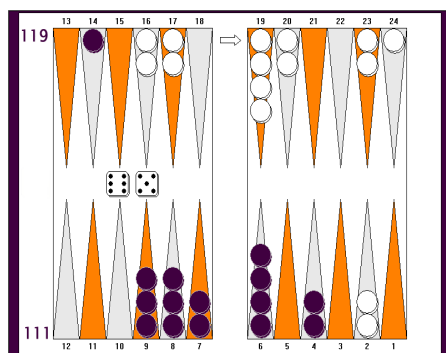
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est route.



White to play 6-5

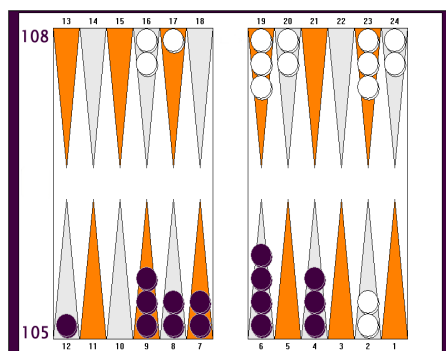
10) 65: 8/2 6/1

There are just six ways to play a 6-5, and this is the worst one! The 5 is OK, but burying the 6 onto the 2-point is not OK. Not by a long chalk. The 6 should have been played to slot the 3-point with a view to making it next roll. Black will not be leaving a shot on his roll so the slot would have been safe. Never play men past a gap in your home board, always keep your men, if possible, in front of the gap or played into it.

42: 8/4 14/12

What did I just say about playing past a gap? In this instance the play to the 4-point is a builder wasted. A much stronger play would have been 14/10 9/7.

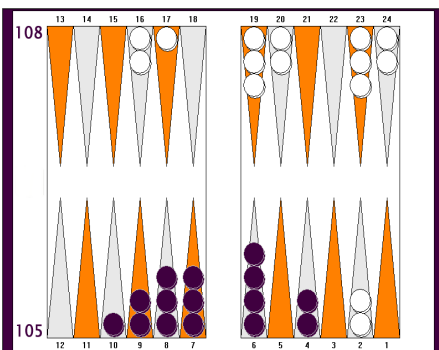
Let's look at the probabilities for Black after each of these moves in his attempt to make the 5-point without allowing White a direct escape route.



8/4 14/12

4 x 4 = 16. Minus rolls that can't be used, 4-2, 4-3, 3-1, 3-2, 3-3 (opens

an escape route) and 2-1 = -11. Therefore probability of making the 5-point is 5/36 or 14%.



14/10 9/7

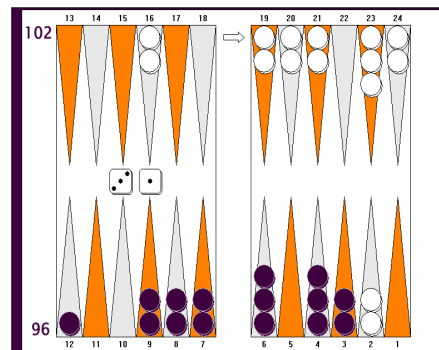
5 x 5 = 25. Minus rolls that can't be used, 5-5 3-3 (opens an escape route) -2. Therefore probability of making the 5-point is 23 or 64%.

My, what a big difference! OK, so playing 14/10 9/7 gives Black a 64% chance to make the point, but what does he lose in return? He leaves an indirect shot of 8. How many rolls does this give White? A measly two, 5-3, 5.5%. Not a bad return!

11) 42: 8/4 6/4

Although making the 4-point looks correct it lacks flexibility. The two men on the 9-point are hardly good builders for the vacant 3-point. Playing 9/3 gives greater chances to make the 4- and 3-points.

63: 9/3 6/3

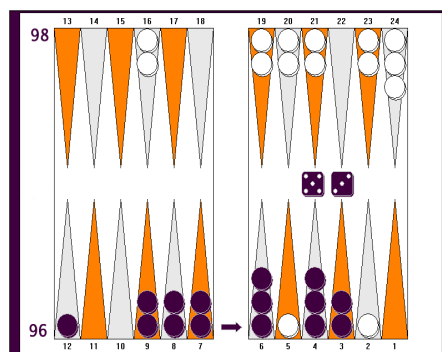


White to play 9-3

12) 31: 23/20 2/1

White panics and runs a back man with the 3 and leaves both back

men exposed to pointing rolls. He should have moved a spare man off the 9-point to give him another 3-point builder. With the two men together on the 9-point he only has one roll (1/36) that'll point on the 3-point, 6-6, 2.8%. If he made an extra builder he'd increase his chances to 3/36, 8.3%. I know what chances I'd rather have.



Black to play 5-3

53: 12/7 6/3

By playing the 3, 6/3, Black has misunderstood where his priorities lie. Although he has kept all his men viable, he should be concentrating on the 5-point blot. His play takes away a valuable builder. He should have played 4/1 with the 3.

13) 22: 9/7 9/7 5/3 5/3

Shifting from the 5-point to the 3-point results in losing a valuable high point. Playing 9/5 9/5 is better, better even than slotting the 3-point as it is possible that Black may get the chance of a hit and it would be folly to leave a direct return shot off the bar.

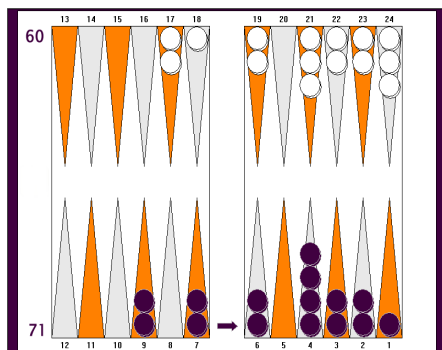
64: 8/2* 8/4

Once again a failure to recognise what is and what isn't important. Playing both off the 9-point keeps all men live and attacking White wherever he might re-enter. The actual play leaves the two men on the 9-point useful only for the 5-point.

14) 53: 25/20 7/4

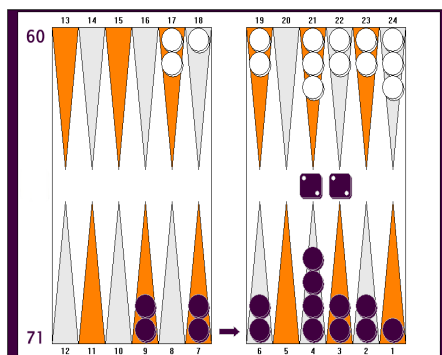
15) 66: 20/8 20/8

61: 7/1 3/2



White has played 6-6

After all the calculations and checker play it comes down to a lucky double! From being 13 pips behind in the race White goes 11 pips ahead. The average roll is around 8 pips, so White is now a full roll ahead and Black is behind.



Black to play 2-2

22: 9/5 7/5 7/5

When bearing in get in as many men as you can each roll. Aim for the nearest point without wasting too many pips. When bearing in try to ensure an even spread but don't waste pips by moving within your board to achieve this. It is better to *load* the 4- and 5-points than move down within.

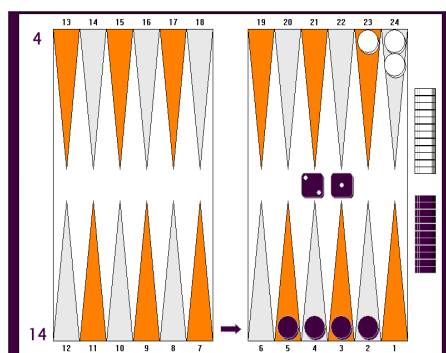
16) 61: 8/2 7/6 61: 9/3 1/0
17) 31: 8/5 1/0 31: 3/0 2/1

Whenever it isn't possible to take a man off it is nearly always correct to slot an empty point. Always, when you can't bearoff, move within your board in such a way as to maximise the next roll.

18) 41: 4/0 1/0 41: 4/0 1/0
19) 54: 5/0 4/0

Never be tempted, in a racing bearoff to move down instead of bearing off. With the roll of 5-4 I have seen players who would have moved off the 6-point to lighten it. Mistake!

62: 6/0 2/0
20) 54: 6/1 4/0 64: 6/0 4/0
21) 63: 6/0 3/0 52: 5/0 4/2
22) 63: 6/0 3/0 53: 5/0 3/0
23) 64: 2/0 2/0



Black to play a crucial 2-1

21: 2/0 5/4

This is a mistake that could cost Black the game. In his eagerness to take a man off he has missed something very important. This is his penultimate roll, White is guaranteed to remove two men next roll (or all three with any double) so Black will only have one last chance to win, and that is by rolling a double. Playing as he did he has just 3 doubles he can roll and win with, 4s 5s and 6s. However, if he'd moved 5/3 4/3 he'd be able to count on 3s as well; an increase of 33.37%.

24) 42: 2/0 1/0 33: 4/0 4/1 3/0

What did I say? Double three would have been a winning throw. As it was, the loser commented to me on his bad luck in rolling 3-3. I just smiled!

25) 21: 1/0
Wins 1 point and the game

Archive - The Backgammon Handbook

Enno Heyken & Martin B Fischer
1989 ISBN 1 85223 402 4

Continued from Bibafax No.59.

Game 25

Ballard's use of (6,5) is rather extravagant, as he tries to exploit his better inner table. He actually obtains a counter-shot (move 3). Robertie's next throw is not the luckiest but, instead of obtaining a playable position with Bar/24, 7/4, he commits probably the worst blunder of the match by splitting, thus offering his opponent hits from any 2's, 4's, 5's and 6's, with any double throw proving deadly! Despite the fact that Ballard throws the most harmless of these (move 4), Robertie's stay on the bar clinches matters for Black. Perhaps Ballard's position is even too good for a double and he should wait to see whether his opponent can re-enter from the bar.

Ballard : 16 Robertie : 19
01) 53: 8/3 6/3 64: 24/14
02) 65: 24/18 13/8 62: 13/7* 13/11
03) 21: 25/24 13/11* 31: 25/21
04) 11: 6/4* 6/4 64:

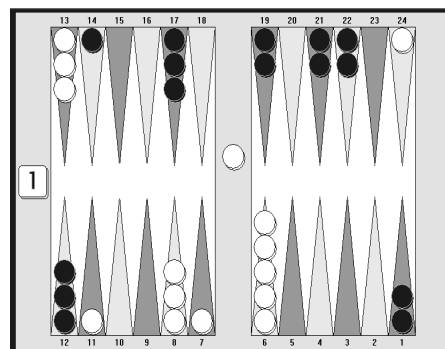


Fig.362

05) Doubles to 2 Drops
Wins 1 point

Game 26

Ballard : 17 Robertie : 19

01) 21: 13/11 6/5

66: 24/18(2) 13/7(2)

02) 54: 24/15

What a dreadful throw! Any move now played leaves an unaesthetic impression. The game move offers White hits with 3's and 4's, which is dangerous not so much because of the running aspect (White is already ahead here) but much more because of the time loss involved: White can flee from the enemy bar-point or build up his front position, whereas Black must worry about his extra blot on 20. Possible is 13/4, but the most rational alternative seems to be 11/6, 5/1, to strive for a holding game.

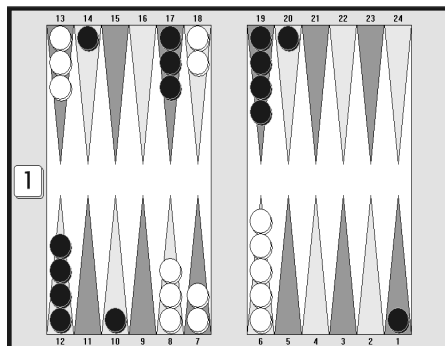


Fig.363

22: 18/14* 6/4 6/4

Robertie wishes to make the most of his double roll. 2(18/14)* is too barren a move in view of the poor helper distribution. The game move is possible because White is not over-concerned about a counter-shot at the moment, Black having only two 'hit-and-cover' shots with double 1's and 3's.

03) 21: 25/24 13/11*

It makes little sense to play safe with 15/13, since White would have too many possibilities of escaping from the enemy outer table. In such cases, it is best to shut your eyes and hit out! At least there is the anchor on 1 as a defence against the coming danger of a gammon and the state of the match

demands aggressive play without being too bothered by the doubling cube.

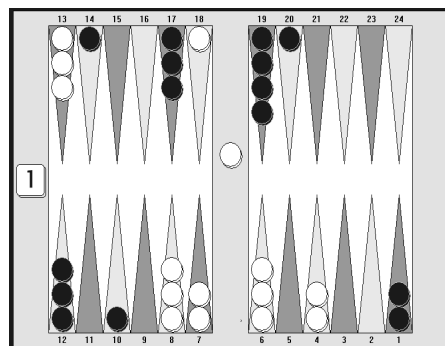


Fig.364

62: 25/23 13/7

He refrains from doubling in view of the match position. At the end of every match there are one or two peculiarities to note in the use of the doubling cube. If a player needs two points only to win the match, he will rarely double, since this allows his opponent to redouble on his next turn, irrespective of the state of the game. If the doubler wins, the match is over, but his opponent will receive 4 valuable points if not. In our game the situation is even clearer: the three blots give White a clear gammon potential, despite the anchor on 1, and Robertie only needs a score of 21:17 (not 23:17!) to win the match.

In other words, if White continues the game without doubling, a gammon will win the match at once, and in case of a swing the score would still be 19:18 in his favour. On the other hand, if he doubles, the cube will be turned to 4, the gammon win will be pure superfluity (27:17) and, in the case of a swing, Ballard will not only win the game but also the match itself (with 21:19).

Robertie's throw is extremely disappointing, considering that 3's, 4's and 5's would score a hit! Black can now pause for breath.

04) 32: 8/5 13/11

Better than 8/5, 15/13. If White now hits, he sacrifices his middle-point.

21: 7/5 6/5

A strong player never makes a hit automatically. 13/10* is much weaker, because it would offer the opponent four blots to attack. Instead, Robertie builds up a five-prime so as to face the coming attack with confidence, since only a double 4 or double 6 would now cause him any worry.

05) 63: 13/7* 13/10

42: 25/21 23/21

06) 51: 15/10 24/23

On the surface, Ballard's position may look playable enough but in reality he has his back to the wall in view of White's five-prime, good timing, advanced anchor and shot against the blot on 18. 24/23 is a desperate attempt to improve the escape chances of his back men and another invitation for Robertie to play sharply for a gammon. The alternatives 7/6 or 6/5 are academically correct, but Ballard wants to go down fighting!

51: 8/2*

Of course. Robertie takes his chance because the counter-shot is harmless and, if Ballard now stays on the bar, Robertie can play for his 2 points without resorting to the cube.

07) 65:

65: 13/2

The alternative is 7/1*, 7/2, but the World Champion does not want to burn all his bridges behind him. The game move leaves him better, at all events, even if the attack should fail.

08) 65:

31: 21/18* 13/12

Again carefully played. After 7/6, Ballard would have had excellent counter-chances with double 1 or double 3.

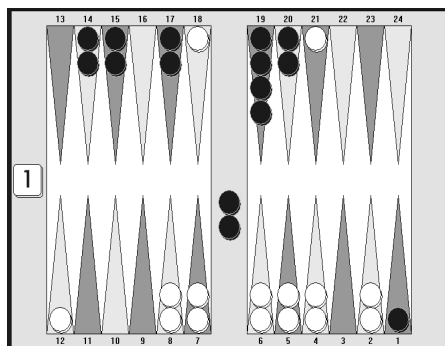


Fig.365

09) 33: 25/22(2) 10/7* 7/4*

This 'joker', which gives Black a chance, was one of those moves you can think about for a month! In order to win, Black must roll three 6's (including a 2) to free his back pieces, whilst at the same time blockading or shutting White out, a running game being hopeless. To do all these things, he needs time, and part of this time is there on his middle-point! The double-hit is played mainly in the hope of hitting the blot on 1 2 before White can secure it.

The alternative 2(10/7)* is not without its advantages: White is quickly in trouble if he fails to escape soon (double 4 and double 3 would be counter-productive), and this method of play significantly reduces the danger of a gammon. One final argument for Ballard's choice actually occurs in the game: if he can score a 1 from the bar, he can set up a backgame, albeit with poor timing.

41: 25/21* 25/24

10) 51: 25/24 10/5

He manages to roll the 1 required! However, to play a backgame Ballard urgently needs to improve his timing, so 7/3 is the correct move.

54: 21/12

11) 54: 8/3 11/7

Black's spread of blots scarcely gives White a chance to escape without improving Black's timing.

32: 12/9 24/22*

Robertie makes hits in backgames more often than other experts. This move is the basis for improving his gammon chances and preparing a six-prime. The alternative move 24/21, 12/10 gives Black slight winning chances in the attack if he can hit both blots in the outer table.

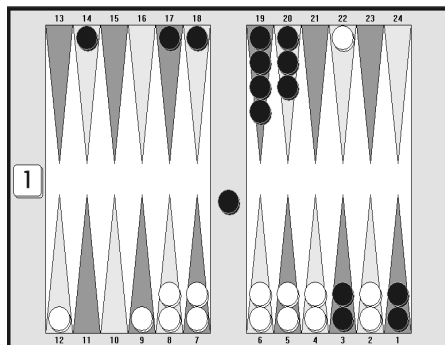


Fig.366

MC: In their attempts to even things up the authors have give Black 16 men again. This time the blot on Black's 3-point is shown originally as Black.

12) 61: 25/24 22/16*

Does Ballard really believe he can win from the front? This move sins against all the principles of correct backgame strategy: Black gives up one of his anchors and ruins his timing whilst tremendously improving White's! Such a desperate move should only be considered when:

the particular backgame offers no hope, or

Black can justify an attempt to win by attacking.

Let us first examine his backgame chances after Bar/24, 11/5. Black's timing is bad but by no means catastrophic. If White hits one of the blots in Black's outer table, Ballard has a chance to stay on the bar for a while. If White fails to hit, a great deal depends on Black quickly throwing a 2 to free his extra back piece at the first opportunity.

Secondly, let us consider his attacking chances after the game move. To have a chance, Black has to roll three 2's (or double 2) and four 6's. At the same time he must blockade or shut out White somehow, since running is hopeless for Black even if he hits the blot on 12. And all this tremendous undertaking with just two inner table points! The game also reveals a further danger: White can launch a counter-attack against the 3rd point. Of course, Black still retains a badly timed 1st point play, for what it is worth.

11: 25/23 4/3* 4/3

Robertie gives his opponent no second chance of a backgame. His immediate aim is to fight for point 4.

13) 64: 25/21 8/2*

An act of self-defence. Ballard too realises the urgency of seizing the 4th point, so preoccupies White on the other side of the board.

42: 25/23* 8/4*

14) 53:

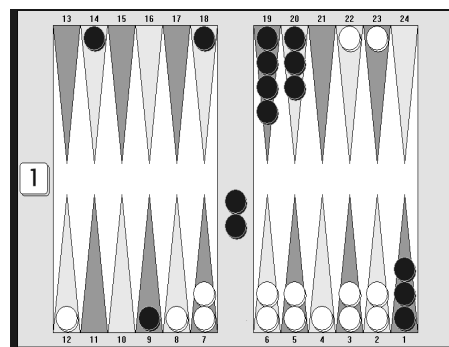


Fig.367

51: 23/18* 5/4

Splendid logic! 7/6 would be the routine use of the 1 throw, in order to cover with 2's, 3's, 4's and 8's. Another thought-process has priority here, however: if Black is to create a second anchor, the 'silver' point is better for this purpose than the 'golden' one. Black would be again into a backgame in which two deep anchors are required. In

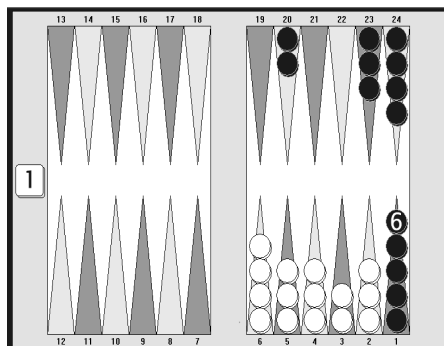
fact, the 1+5 backgame is one of the worst, because an opponent can rapidly by-pass the 5th point.
 15) 21: 25/24 62: 22/16 7/5
 16) 11: 25/24 25/24 11/9*
 Hoping to fight for the enemy bar-point.

64: 25/21 18/12
 17) 43: 16/9 63: 21/12
 18) 54: 9/4 9/5

The usual concept whenever your timing is bad and your back men will probably be blockaded by a six-prime on the next throw: Black 'kills' his own 6 throws.

52: 12/7 12/10
 19) 44: 6/2(3) 51: 10/5 12/11
 20) 43: 5/1 4/1 52: 11/6 8/6
 21) 51: 2/1 53: 7/2 7/4
 22) 54: 5/1

Fig.368



31: 6/3 6/5
 Robertie has no reason to rush. He is not interested in a backgammon, since a gammon will win the match for him. Unless Black gets in a shot, he will have practically no chance of holding the game, so White calmly prepares to liquidate his 6th point.

23) 32: 5/2 5/3 63: 6/0 6/3
 24) 31: 2/1 31: 5/2 5/4
 25) 65: 24/18 24/19 65: 5/0 5/0
 26) 11: 19/15 51: 4/0 4/3
 27) 32: 15/12 18/16 62: 4/0 4/2

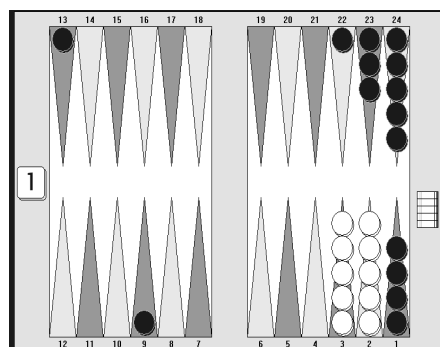


Fig.369

28) 32: 24/21 16/14
 Normally, Black would be worrying about the danger of a backgammon here, but of course the match position in this case makes

all this irrelevant.

62: 3/0 2/0
 29) 53: 14/6 52: 3/0 2/0
 30) 54: 12/3 42: 3/0 2/0
 31) 51: 24/18 55: 3/0(2) 2/0(2)
Wins 3 points and the match

Robertie wins a gammon and the match. *MC: Robertie actually won a backgammon.*

**Match score: Robertie 21 points
 Ballard 17 points**

Stop Press: Neil Kazaross, one of the top players in the world has written an article on the cubing decisions from this article.

*It will appear in the next issue of Bibafax, out mid-November.
 MC*

How Good Is Your Backgammon

Asks Michael Crane

21 point match Game 3

White

Kazaross : 1

13) 54:

14) Takes

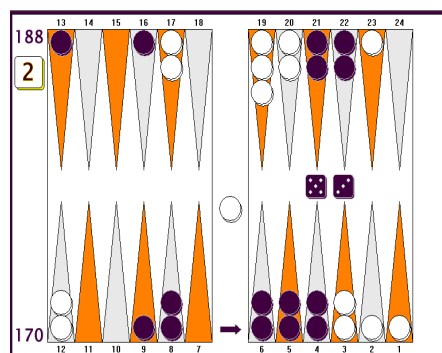
Black

Meyburg : 1

Doubles to 2

???

Black to play 53



We continue our series of the 1991 Monte Carlo World Championship ¼ Final match between two of the giants of backgammon; Neil Kazaross and Michael Meyburg.

We pick up the action directly after move 14 when Kazaross takes the 2-cube.

When you come to ??? cover up the text below the diagram and work out your move before continuing. At the end of the article you can check your score to see how good you are.

This is one of those moves where JF places the actual play well down its list. The actual play of 21/16 13/10 is relegated to 4th place. The top four JF moves are:

- a) 21/13 0.644
- b) 21/16 21/18 0.633
- c) 16/11 21/18 0.617
- d) 21/16 13/10 0.592

After a Level 5 truncated (7) roll-out the plays change order a bit:

- c) 0.735
- a) 0.713
- b) 0.694
- d) 0.650



But the actual play remains in 4th place. After a Level 6 full rollout (36 games) the order changes again:

- a) 0.974
- c) 0.824
- b) 0.822
- d) 0.736

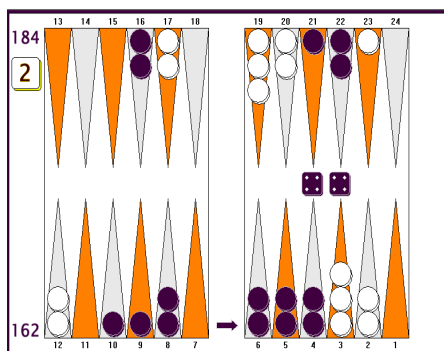
Once again, the actual play remains in 4th place and play a) not only regains the top slot but with an excellent equity. Therefore:

21/13 5
 21/16 21/18 4
 16/11 21/18 3
 21/16 13/10 2A

53: 21/16 13/10

15) 31: 25/22 24/23

??? **Black to play 44**

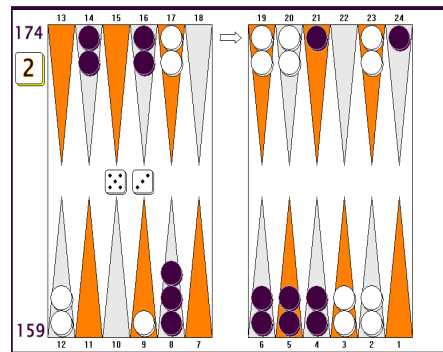


If White were to roll a six, it'd be a bad roll for him because the only one he can move is from his 22-point. So, playing 22/14(2) gives Black some excellent chances to place White on the bar should he actually roll a six and hit the blot on Black's 9-point. It will be impossible for White to play any 6 safely except double six (64 can hit and cover the 2-point blot but it will still leave Black 5s and 1s as return shots).

22/14(2) 5A
 22/18(2) 10/6 9/5 4
 22/10 9/5 3
 22/10 22/18 2
 22/14 10/6 9/5 1

44: 22/14 22/14
 16) 64: 22/16* 6/2 21: 25/24 10/8

??? **White to play 53**



Two moves stand out as the best play candidates; the provocative 23/18 16/13 and the safe 16/8. The safe is just too safe and leaves White very inflexible whereas the provocative play provides an extra checker on the 13-point to cover the two Black outer board points and the checker on the 18-point provides better cover of Black's outer board.

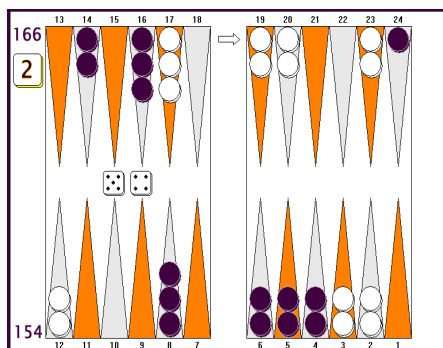
23/18 16/13 5
 16/8 4A
 8/3 16/13 2
 23/18 8/5 1

17) 53: 16/8

32: 21/16

Black abandons his last runner but in exchange, puts pressure on White's mid-point.

??? **White to play 54**



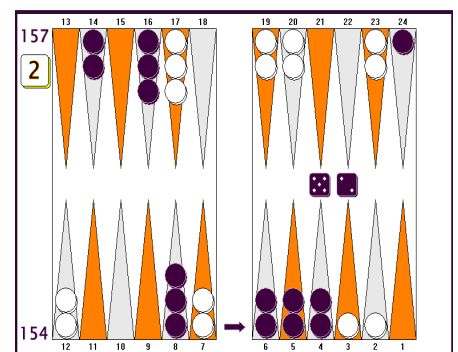
It might appear to some of you that there's only one correct play here; and you'd be correct. By a large

margin, making the 18-point is the only realistic play. Anything else is pants!

23/18 22/18 5A
 other plays -2

18) 54: 23/18 22/18

??? **Black to play 52**



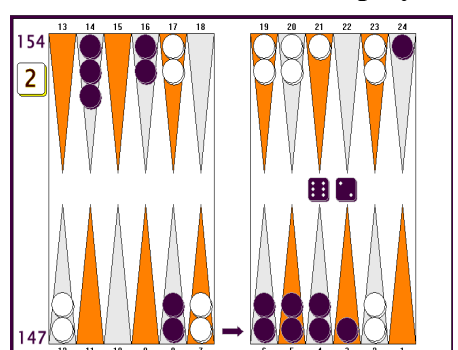
Hitting with the 5 is OK here, not much choice really. The choice lies in where to move to 2 and what is gained by doing so. Two realistic plays are: 16/14 or 24/22. With the former, apart from advancing two pips it doesn't really achieve much. It doesn't improve the covering changes on the 3-point because it is 11 pips away and the 5 would be played off the 8-point. The latter (and better) play of 24/22 helps the runner to escape with a six to safety on the 1-point.

52: 8/3* 16/14

19) 42: 25/23 8/4

No choice here at all.

??? **Black to play 62**



So, do you run the back checker out or do you cross over and try to increase your chances of covering the 3-point blot or do you safety the blot onto the 1-point?

Running only lets White off the hook and able to play into his home board to make extra points. Playing 3/1 is a panic move. Therefore a building move is favourite. Playing 14/6 gives cover with 3s and 5s (although breaking the 8-point to cover and leaving a return shot isn't that good an idea. Playing 14/8 24/22 doesn't add to the building rolls but it does keep the important 8-point intact. Also, the 24/22 move assists the runner's escape.

14/8 24/22 5
14/6 4A
24/16 3
14/8 3/1 2
14/8 5/3 1

62: 14/6
20) 62: 8/2 8/6 44: 14/6 14/6
21) 31: 4/1* 2/1 31: 25/22 6/5

Not the best reentry roll but it does increase the chances of covering the 3-point blot significantly.

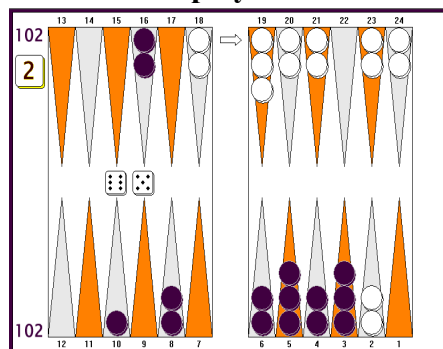
22) 44: 18/10 18/10 63: 22/16 6/3
23) 66: 13/7 13/7 10/4 10/4

This is a bad roll for White. He is only 9 pips ahead in the race and he has only two 6s to move before the runners have to emerge and break the anchor. His timing has evaporated whilst Black's is nicely ticking over.

In this position, timing is all important. It is essential that your inner points don't crunch and therefore spare men have to be available to avoid this.

63: 16/10 6/3

??? White to play 65



This is another one of those moves where JF seems to be suicidal. Have you decided what to do yet? If so, read on.

According to JF the best move of the four that can be played is running 23/12; whereas White's actual move is the safe 7/1 7/2 which Jelly relegates to 3rd place. Is it correct to run? The equities using an evaluation are, running -0.600, safety -0.657. In 2nd place came 7/1 23/18, -0.642.

I rolled out each play 1296 times, full rollout on level 5 and these positions were confirmed. So, why is the *worst* move, which I am sure most of you chose, the worst and not, as most likely thought, the *best* move? The reason is the cube. Look at the difference when the cube is centred giving Black a chance to use it.

move	w/cube	c/cube
23/12	-0.573	-0.785
7/1 23/18	-0.622	-0.785
7/1 7/2	-0.703	-0.927

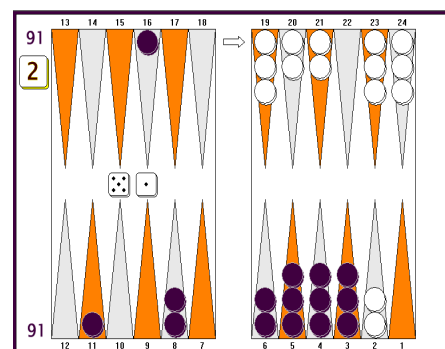
Owning the cube and being able to cash it in when the going gets tough is a great advantage to White. Long term the actual play proves to be a big loser - now, who'd have thought that?

23/12 5
7/1 23/18 5
7/1 7/2 2A

24) 65: 7/1 7/2 65: 10/4 16/11

Knowing that his best chances lie in pointing on a blot on his 2-point, Black increases his chances of doing so to 20 although double four would need to shift points to do it.

??? White to play 51



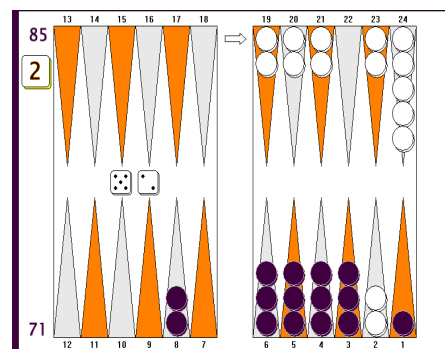
Just thought I'd slip this one in to see if anyone actually played a runner out to the 18-point!

6/1 2/1 5A
6/1 6/5 3
6/1 4/3 2
6/1 5/4 1
23/18 ... -4

25) 51: 6/1 2/1 55: 16/1 11/6

A good racing move for Black plus it still puts pressure on the two runners.

??? White to play 52



Well, what did you do here? Once again, Jelly says run, and by a fair margin as far as an evaluation is concerned!

23/19 -0.789
 6/1 5/3 -0.861
 6/1 6/4 -0.868 A

Full rollouts don't change the 1st position but the actual play does become a little better if the cube were centred. However, with White in possession the actual play is in 3rd place again.

move	w/cube	c/cube
23/19	-0.760	-0.810
6/1 5/3	-0.874	-0.978
6/1 5/4	-0.896	-0.968 A

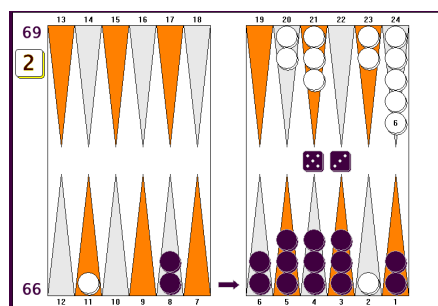
Once again, without the aid of Jelly it would have appeared that the actual play was far safer and would have resulted in more wins, but, once again, owning that cube makes a difference. Another thing to consider with the best play is that it keeps White's five points covered should there be a chance of a return hit off the bar following a hit.

23/19 5
 6/1 5/3 4
 6/1 6/4 3A

26) 52: 6/1 6/4 65: 6/1
 27) 54: 23/14

White's earlier *safe* move now means that he has to leave a blot having run out of fives to play elsewhere.

??? Black to play 53



Only a couple of 5s to play: 8- or 6-point. I must admit my play was to move 8/3 5/2*. I know this leaves all the 2s (11/36), one of which is the 'cock-shot' 62 off the bar, but I felt it to be the best move. Black agreed with me but JellyBaby disagreed with us both!

Upon reflection I have changed my mind. Look at the race. After this play Black will lead 58-71 but is risking everything on not being hit. But, if the safe play of 8/3 8/5 is made then he will lead 58/69 which is only two points less without a lot of risk involved. White's best chances now lie in either rolling double fives or sixes (2/36 chance) or of Black rolling a 64 which also give 2/36 chances. If, on the other hand, Black does hit with the three then Black's chances are increased to 11/36!

8/3 8/5 5
 8/3 5/2* 3A
 6/1 6/3 1

53: 8/3 5/2*

28) 33: 42: 8/2
 29) 21: 52: 6/1 6/4
 30) 62: 25/19 14/12

White makes an early reentry but is still 18 pips behind in the race which is worth at least two rolls, which is four men off for Black. Black in fact doesn't drop a single man, and, with just three men left and the pip count at 7-38 to Black, White concedes having gotten off just three men.

32: 3/0 2/0

31) 62: 12/6 19/17

55: 5/0(2) 4/0(2)

32) 32: 17/12 42: 4/0 2/0

33) 61: 12/6 1/0 51: 4/0 1/0

34) 41: 4/0 1/0 41: 3/0 1/0

Wins 2 points

Kazaross : 1

Meyburg : 3

This match will continue in the next issue. In the meantime, how good is your backgammon?

50 You are the best player
 40-49 You are the second best player
 30-39 Good enough to play the best player
 20-29 Good enough to play second best
 10-20 Oh dear, what a pity, never mind!
 0-10 Go back to sleep!



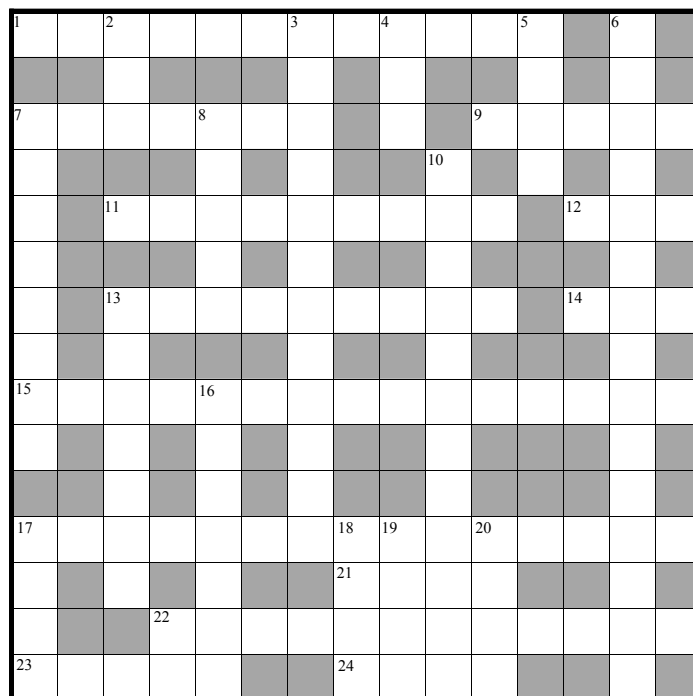
Prize Crossword 02

Compiled by
Arthur Williams & Michael Crane

Here's another test of your backgammon knowledge and lore.

The first correct solution opened on Oct. 1st 2002 will win half price accommodation for the UK Finals, December 2002 (one night only). The second correct solution will win a copy of JellyFish Player kindly donated by Uldis Lapikens.

Please send to Biba HQ or via email to:
xword02@backgammon-biba.co.uk



Across

- 1 Author confused rebel trio with short Liberal (4,8)
- 7 The man who proved in court that backgammon is a game of skill, at least in the State of Oregon (3,4)
- 9 Initially let escape and prime so that lovers can be together (5)
- 11 Confuse one side in a chouette to frustrate a dice mechanic (6,3)
- 12 Stop players using the roof? (3)
- 13 Spineless and somewhat legless - but what a player! (9)
- 14 Beheading in Oman produces stone (3)
- 15 Russian nobleman who was a prime mover in the popularisation of backgammon in the 60s & 70s (6,9)
- 17 Its subtitle is, *The Art of Winning* (3,8,4)
- 21 Voice pitch reached by men when excited about a roll? (4)
- 22 Viz: be in an old way a strange World Champion (5,3,4)
- 23 Ole! Great place for a sunshine backgammon tournament (5)
- 24 Why are there no Biba members within the banks of this river? (4)

Down

- 2 Without this your checkers would be all over the place! (3)
- 3 Backgammon author transported by oak coracle (7,5)
- 4 Not normally an option for the trailer (3)
- 5 Reptilian duo? (4)
- 6 1980 publication that purports to teach winning backgammon by mind control over the dice. Yeah, right! (5,10)
- 7 What they call backgammon in some parts of the Middle East and Europe (4,4)
- 8 Rolling 66 when on the bar can be such a roll (5)
- 10 Deranged elves rest with joy around a former World Cup winner (3,9)
- 13 Author, one time top player and former Wall Street trader who won Monte Carlo before it became recognised as the World Championship (3,4)
- 16 Peninsula where 23a is situated (7)
- 17 Numbers represented by 5d (4)
- 18 Laila Leonhardt - backgammon's titled player (4)
- 19 Was Boney able to come back here to play? (4)
- 20 Short call for Mr. Fawcett? (3)
- 22 Emmanuel's middle name? (2)

Prize Crossword 01

The Solution

The winner out of the hat was Brian Lever. Well done Brian, now you can pick a one night, half-price accommodation for any 2002 tournament.

Only one other got the solution correct for the tenner and that was Roy Hollands. It's in the post, Roy.

The problem answer was 4 across, *boxcars*. According to Dr. Martin Short on his *Backgammon Short-style* web site www.drmartinshort.com/backgammon/ a roll of 6-6 is known as boxcars.

1	A	2	C	E			3	B			4	B	5	O	X	6	C	A	7	R	S
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		C		W		L					E		O						10	M	
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What Colour is the Wind?

By Chris Bray



Introduction

In the four years since I published my first book, *Backgammon - An Independent View*, our knowledge of the game has increased by leaps and bounds, largely due to the growing strength of neural net backgammon programs such as Snowie. One look at the books published in the last four years will quickly give you a measure of how much we have come to rely on having the bots, as they are known, available to us.

In putting together this anthology of articles I thought at first that I would follow the same approach as with my previous book and group articles by subject type. However, I quickly discarded this idea in favour of presenting them in chronological order. By doing this the reader is able to see how and when programs such as Snowie entered the market and also the influence that they have had on my own writings and those of others. Following this approach

the odd word or article may now seem out of date but I make no apology for this as I believe that by publishing the material verbatim I can maintain a better sense of history.

The book consists primarily of my articles from the last four years that have been published in the Saturday edition of the *Independent* newspaper. In addition to these there are some articles that I wrote for *NetGammon* when it first launched on the Internet and a few longer articles that I wrote as handouts for readers of the newspaper column.

This brings us nicely to the problems of writing a newspaper column. The size of the column has varied over the years depending upon the whim of the editor of the *Weekend Section* of the newspaper. It has ranged from 225 to 400 words. It currently stands at 275 words. To convey meaningful and

useful information in such a brief form is a non-trivial activity. I have to bear in mind that my readers are by no means all expert players and thus the articles must be intelligible to the casual player whilst at the same time providing education for the more serious player. Some articles are geared to one or other extreme of the range of possible players but in the main I try to keep them balanced.

I must also keep a balance between instruction, history, humour, anecdote and pure whimsy. If I presented an in-depth technical article every Saturday morning I would soon have no readership. An anthology of articles, such as this book, should maintain that same balance so that it can appeal to a wide range of people and hopefully serve the purpose of bringing new players into the game.

Books such as "*Classic Backgammon Revisited*" by Jeremy Bagai or "*New Ideas in Backgammon*"



by Kit Woolsey and Hal Heinrich are targeted at the expert player and rightly so. Both these books are very good and will considerably enhance the understanding of the student but, because of their target audience, they do have to make the assumption that the reader has a certain level of backgammon education. In producing this book I have assumed a much broader readership, ranging from the person who plays backgammon six times a year but thoroughly enjoys the game and wants to learn more, all the way through to the expert audience addressed by the likes of Bagai. This last point is very important because it means that I write my articles in a certain way precisely because the audience is so broad. This point was dramatically missed by one critic of my previous book who reviewed it as if it was targeted only at the likes of himself and his peers. He could not comprehend that at the end of the day books are written for the readers and not for the authors. He made the mistake of assuming that everyone reading it was as knowledgeable about the game as himself. They aren't.

Human beings are as different in their ability to learn as they are in their appearance. During my career I have done a fair amount of teaching and lecturing on a variety of topics and have always been fascinated by the way people absorb, retain and re-use information. I have often been guilty of exactly the same fault as that ascribed to my critic above. I assume too much about a person's knowledge or ability to learn from very little information. Time and again when reviewing my articles my wife Gill has commented "But how do we know that?" or "That might be obvious to you but it certainly isn't to me" or even more damning "Did you really mean to

say that?!"

The way we learn about backgammon and become better at it is by maintaining a mental model that we constantly refine according to experience. We learn about position types and general game plans (strategy), we learn detailed techniques such as pip-counts and bear-off rules (tactics) and we learn about the interaction with other players (~psychology). The combination of the three defines our backgammon capability. How far we develop that capability depends upon many things including our intelligence, our willingness to learn, the time we have available and the sources of new information.

Unlike chess that has many well-known positions, particularly in the opening, backgammon skill is developed largely by the application of general principles. As we improve so we build a store of reference positions but these are nothing like the number of positions "known" by strong chess players. Rather we develop the ability to apply principles to types of position. The more accurately we apply the principles the better players we become.

G.H. Hardy in his famous "*A Mathematician's Apology*" said of his breed: "a mathematician, like a painter, like a poet, is a maker of patterns." I think we can safely extend that definition to backgammon players. Played at its highest levels backgammon is an art form and the very best players thoroughly understand their landscape and the patterns that they help to weave upon it.

Studying one particular backgammon position will marginally improve our ability. Studying a group of positions with a linked

theme is much more likely to result in a step change in our ability. For that reason I and other authors constantly re-iterate broad principles and repeat position types so that the message gets across. As noted above we all learn at different speeds so whilst one person will learn by studying two positions another person may take ten.

The most dramatic case of misunderstanding the ability to learn was given to me when I was in my teens. I was watching a TV documentary on how a little boy who had been blind since birth was taught about the world in which he lived. The documentary followed his progress and his teachers were very pleased with how he was developing and felt that he was getting a good grasp of our complex world. All went well until the end of the programme when he suddenly asked, "What colour is the wind?" A salutary lesson for all involved. It's possible to believe you are doing a really good job when in fact you might be way off the mark and have missed something fundamental.

Given this understanding about the way we learn, over time I have slightly adapted my style and learnt to be frugal with the 275 words at my command in order to get my messages across. I have no doubt that on occasion I will fail for some readers but I hope that in the vast majority of cases the lesson or point of the article is clear.

A few words now about the use of computer programs. Articles later in the book trace the history of the development of these programs and you can probably detect from the tenor of my articles how they have influenced my own thinking and writing. As others have said before me it is wrong to assume that they are infallible. It is known

What Colour is the Wind?



By Chris Bray
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that they still play some types of positions incorrectly, particularly back games and surprisingly the bear-in during a race.

Quite often at normal playing speeds they do not find the best play but will do so if you give them time to perform a rollout of the position - in this respect they are almost human! The other point to watch out for is in positions where the cube decision is a borderline take. Snowie and JellyFish make the assumption that the side being doubled will win a certain percentage of gammons in calculating the equity. In fact the defending side, if it turns the game around, will quite likely win with a re-double and thus will not win the level of gammons specified by the bots. This reduces the taker's equity and so a close take can become a close drop.

Having said this I have made extensive use of both Snowie and JellyFish when writing my articles and in all positions where I believed it to be appropriate I have used the bots to perform large numbers of roll-outs. Sometimes I have used JellyFish's interactive rollout facility when I have considered that to be the best method of analysis.

If we look forward five to ten years we are going to see some significant changes in the bots' performance levels. The reason they don't play at 'rollout' strength today is that computers are not generally powerful enough to deliver the results in an acceptable

time. However Moore's Law states that computers double in speed and storage capacity every eighteen months. Whilst there are some issues regarding silicon chips that might preclude this law being true *ad infinitum* enough research is going on into alternative chip and storage media to ensure it will be true for some years yet.

Neural net technology will also improve. This means that not long from now programs such as Snowie will be running on computers that will enable them to play a much stronger game than they do today. Indeed when Fredrik Dahl originally created his neural net program he named it JellyFish precisely because its brainpower was equivalent to its namesake. By 2014 at the current rate of computer development they will have the capability to perform as many brain operations per second as a human being. It doesn't take a genius to see where the future lies.

Finally one thing I do know is that writing about backgammon gives me as much pleasure as playing it. I hope that you enjoy reading this book as much as I enjoyed writing it and that it increases your store of backgammon knowledge whilst at the time providing you with some entertainment.

Chris Bray

Chris has given Bibafax the right to reproduce articles from his book at the rate of one per issue (two in this issue - a special bar-

gain!). Miserly readers not wishing to purchase the tome will not have read the entire book until the year 2055 where they will find the last article in Bibfax No.272. Why wait that long? Order your copy now! MC.

April Newsletter - More on playing matches (page 122)

This month I am going to look in a bit more detail at some of the anomalies that can arise when playing matches and offer some advice for handling certain match score situations.

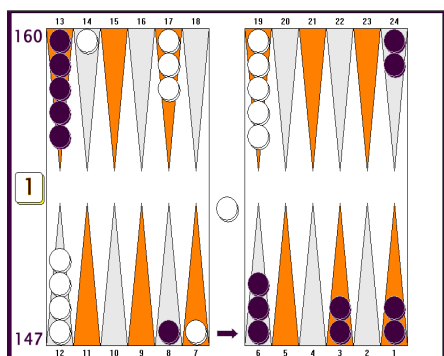
Firstly let's remember that the doubling cube is normally of far more use to the trailer in a match than it is to the leader. Consider a score of 5-2 in a match to 7. If the cube is on 2 it makes no difference to the leader whether he wins a single game or a gammon; he will win the match in either event. To the trailer there is a huge difference between winning a single game and still being behind 5-4 (match winning chances 41%), and winning a gammon when he will lead 6-5 (match winning chances 70%) going into the Crawford game.

Thus the trailer should always steer for complicated gammonish games such as prime versus prime, whilst the leader should aim for simple positions such as holding or running games. This can start at the very first move. If you are leading you should split the back men with rolls such as 21, 41, and 51. If you are trailing you should



slot the 5-pt with these rolls. Similarly 43 should be played 24/21, 13/9 (or 24/20, 13/10) if you lead and 13/9, 13/10 if you trail. It is remarkable how much the opening roll dictates the nature of the game.

Now let's say you lead 5-2 and your opponent opens with a 62 played 24/18, 13/11. You respond with 55 played 8/3(2), 6/1(2)*. Your opponent rolls 61 and stays on the bar leaving this position with you (black) on roll:



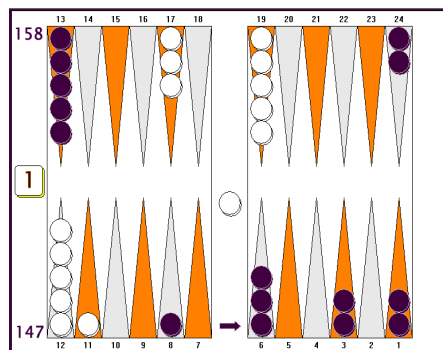
In a money game black would double this position (*see next column*) and white would drop.

Is this also true at this match score? No it is not. The reason this is a drop for money is that black has a considerable gammon threat that is strong enough such that white does better by dropping. At this score, with the cube on 2, there is no difference to white between losing a single game and losing a gammon so the take is trivial. Moreover white has what is known as a free redouble. As soon as black doubles white should redouble next move because if he loses the game he will lose the match anyway so he doesn't mind if the cube is on 2 or 4.

But if white wins he gains enormously from having the cube on 4. Indeed if white were to win a gammon with the cube on 4 it is he, not black, who will win the match. To summarise, a double by black in this type of position is a gross

error (but one I have seen made frequently). He should play on for an undoubled gammon.

Now let's change the diagram slightly to:

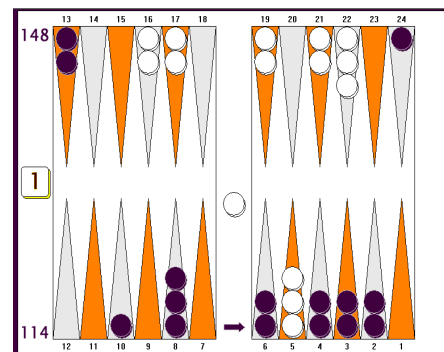


Here white has run out with an opening 64, played 24/14 and has been pointed on with 55. Let's change the match score to 3-3 in a match to 7. Should black double, should white take? In a money game this is a benchmark position that is well known to be a double and a take. Here, because black is 4 points away from winning the match his gammons with the cube on 2 work optimally, i.e. they take him exactly to the match winning score. For that reason white does better to drop this position and play on from 3-4 down. The moral here is to beware of gammonish positions when your opponent needs exactly four points (or eight with the cube on 4) to win the match.

Once one player gets within four points of winning the match you have to be very careful with the cube as normal rules do not always apply. In a money game if you own the cube the ability to use it once your winning chances reach 68% (for a first double) or 72-73% (for a redouble) constitutes a powerful threat. This means that you can take positions with as little as 22% winning chances because cube ownership gives you that little bit extra to take your winning chances above 25%. In a match it

is quite a common situation that the side being doubled never gets the chance (or has the reason) to redouble.

Here is a case in point from one of my own recent matches. I was playing black and trailed 4-5 in a match to 7. Should I have doubled, should white have taken?



In a money game white would have enough chances to win such that he could take the double. If he enters quickly from the bar and can contain black's back man he can later win with a redouble at the appropriate moment. At the 4-5 score white cannot redouble as the 2 points he will get if he wins the game will win him the match. Thus whatever happens black will get to play the game to its conclusion and one lucky roll could turn the game around for him. Also, should white stay on the bar for a while black could quite easily win a gammon and with it the match. These two factors combine to ensure that white must pass this double. In the match I doubled and my opponent correctly dropped.

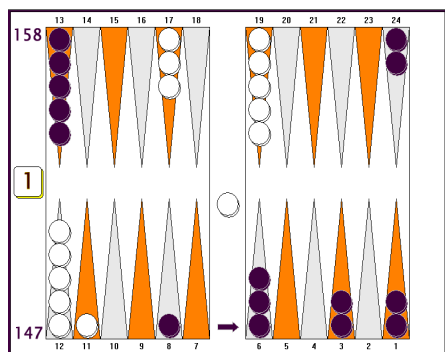
To summarise, be very careful towards the end of a match as the doubling cube assumes characteristics not normally seen in money play. Consider particularly the threat of gammons and the usefulness of the doubling cube to you (or your opponent) at any specific match score. Too often I see players make cube decisions as if they were playing a money game. Re-

member that you are playing a match and that the score is the overriding factor in most doubling decisions.

July Newsletter - The Blitz (page 131)

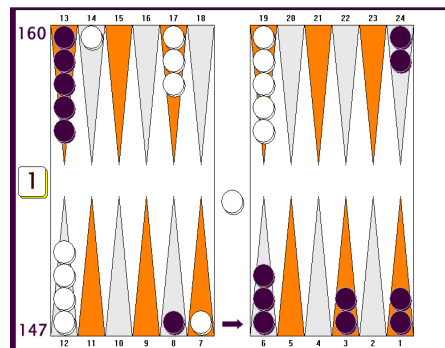
Of all the game types the blitz is the one that has benefited most from computer analysis. Computers play blitzes particularly well. We now have a much better understanding of blitzes than we did four or five years ago. In general we have learnt that positions that we thought were takes are in fact passes.

First let's look at the most common type of blitz. This is the one that happens after white has split his back men with the opening roll and black has responded by throwing double 5. In the position below white has started with 64 playing 24/14 and black has rolled 55 playing 8/3(2), 6/1 *(2) and white has then rolled 11 and stayed on the bar:



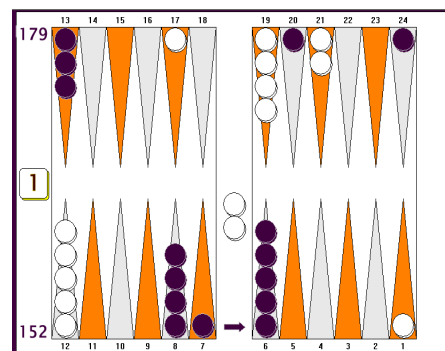
In this position black should double and white should take. The reason black should double is that he may have lost his market by the next roll. For example let's say that black rolls 62 and plays 13/11*, 13/7 and that white then rolls 65 and enters one man with Bar/20. Black then has a double that white must pass because of the gammon threat. In the original position white can take the double because his second man hasn't yet been hit.

However if we change the sequence of rolls so that white started with 62 playing 24/18, 13/11 but the other rolls were the same we would reach this position:



The facts that white's second blot is exposed on black's bar-point to 24 shots and there is another blot on white's 11 point make this position a double and a pass. These two positions should be part of everybody's backgammon "knowledge".

As soon as you have two men on the bar even against a 1 or 2 point board then beware. The following position came up in a game between Paul Magriel (known universally as X-22) and his audience at a BIBA tournament in January 1998:

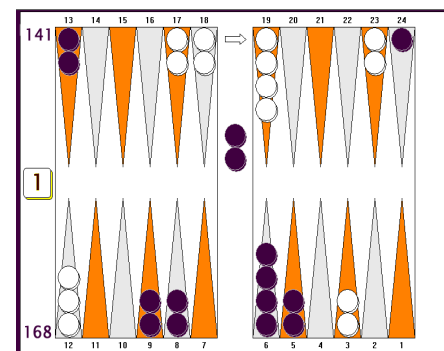


X-22, playing white, had just rolled 66 and stayed on the bar with both men. The audience moves were being decided by voting. In this position the audience voted by a large majority to double. X-22 accepted saying that he thought this was an easy take and that the audience should have waited to double.

When I rolled this position out using Snowie not only did it evaluate it as a double but also it thought Magriel should have passed! Two men on the bar plus two further blots meant that black has a very strong attack and whilst white will win more than 30% of the games, when he loses it is a gammon nearly half the time. This is exactly the sort of position that "experts" have been mis-evaluating for years. Learn to double these positions early and you will reap the reward of many additional points.

So if you have two men on the bar what sort of compensation do you need to be able to take a double? Normally you need a good blockade of your own, preferably with some points made in your home board, so that if you do hit a blot your board will slow down your opponent's attack.

Typically something like:



Here black has his 5-point, a vital point to own, and the beginning of a prime with the 8 and 9 points already made. If he can make his bar his position will be very strong. Despite having just fanned with 22 black's position is sound and white is not yet strong enough to double.

Sadly in real life when I had this position in a chouette white did double, I accepted, and white's next two rolls were double 5 and

double 3. I never entered any of my men until white was bearing off and my opponents easily won a gammon.

This was unfortunate but in backgammon you will lose games and gammons when your opponent has the luck of the dice. If you consistently make the right decisions you will end up as a winner in the long run.

This article has barely touched the surface of "The Blitz". We will return to the topic in the future.

Competition 2002 No.1

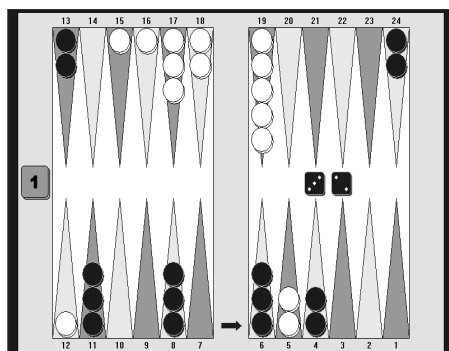
The Answers

By Richard Granville

In Bibafax 58, all BIBA members were invited to enter the final 2001 competition, comprising 6 problems. This article contains the competitors' answers, together with selected comments.

Marks have been awarded primarily according to the number of votes. In some cases, they are also influenced by the Jellyfish equities, as well as my own view.

Problem 58.1



11 point match
White 0 Black 0
Black to play 32

White has a clear advantage with his advanced anchor and his bar point, but Black's better outfield coverage gives him reasonable

prospects. Having missed the indirect shots, how should Black start to extricate his back men?

Brian Lever: White has a substantial advantage in this position, with an advanced anchor and the almost certain prospect of a larger prime next roll. Black needs to equalise the position quickly or face being doubled out. White should certainly double if Black makes a passive play that leaves both checkers on the 24-point. So Black must split them and try to make an advanced anchor of his own. The further forward the better; so play the three 24/21. As for the two the more conservative option would be 8/6, leaving the other back checker back on the 24 point, and away from White's array of builders. However, I would play 24/22. White is going to attack anyway, but he's very unlikely to be able to point on both checkers. Advancing them both gives a better opportunity of making a forward anchor, or getting return shots from the bar.

Arguing in similar fashion:

Bob Young: 24/21 24/22. Black needs to get the rear pieces advancing, or will be trapped behind a mobile prime. 24/22 is less under the gun than 24/21, but 24/22 would be pinned easily if the 6 points away blot, the White 9 piece is made by a one or four, so what else can Black do? There are no constructive twos or threes anywhere, so advance BOTH checkers, and see if in the ensuing blot hitting contest, Black can either form an advanced anchor, or hit a fly shot from the bar after being hit. Then his home board and no extra blots may be useful. It is true that two thirds of Whites rolls point on one or other blot, but Black will have at least half his rolls that either anchor or hit a fly

shot in the outer board or the checker on the midpoint. He should therefore jump into the fire and see what's cooking. It could be a 6-6 next roll for White!

Running both back men is often an old-fashioned sort of move, since it works well in a variety of situations when the opponent fails to hit. Nowadays, even a loose hit can result in a considerable setback for the running side, so such moves are generally unattractive and are therefore sometimes missed when they are in fact reasonable. For example, suppose that your opponent starts the game with a 6-2, plays the standard 24/18 13/11 and you throw 4-3. Running both back men is at least as good as anything else. I suspect that our next competitor overlooked the possibility in this position:

Rodney Lighton: 11/8 24/22. Black could play safe and stay on the 24-point, by playing 11/6, but that would probably lead eventually having to drop a double in a 1-point game. Now is the time to get a back checker moving, despite the danger of being blitzed off the planet. Moving to the 22-point gives White fewer numbers pointing on Black than moving to the 23-point. 11/8 with the three looks routine.

Choosing this move for a different reason:

Don Hatt: 11/8 24/22. 17-Points behind and a 2-point board against a 1-point board, Black needs to make contact and put men to build an better board still, these two moves should do just that.

While making the 3- or 2-point in this position is a laudable aim, it is not urgent at present – advancing the back men is surely the

main issue here.

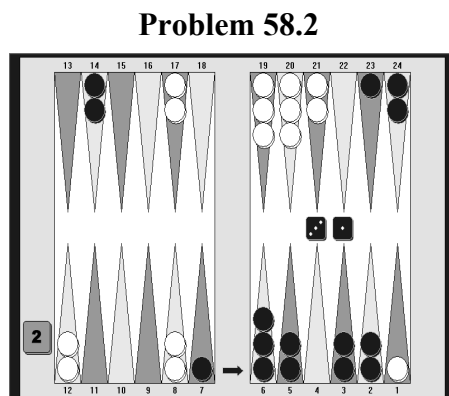
For the majority:

Peter Bennet: 24/21 24/22. Black has to get his back men moving before White builds more blocking points. The safer split would be 24/22 and 11/8 or 6/3, either of which would slightly weaken his front structure, which is fine as it is. The 22-point is not the best anchor to start, nor is it a good place from which to attempt to leap White's growing prime.

Splitting to the 21-point is more dangerous, but moving up with both men gives Black more return shots if one of them is pointed on.

Richard Biddle: Black does not really want to adjust any of his men in the outfield and is not keen to avoid leaving any blots unless absolutely necessary. Any of the better moves will involve leaving blots so I suggest leaving blots that will not knock Black back further in the race if hit. If both these moves are played from the back to the 21 and 22-points, this will force White to take action against these with a hit and cover but is unlikely to hit both safely, giving Black the chance at a forward anchor. This move also forces White to concentrate on the inner board and may give Black more time to either hit the loose White blot on the 12-point or contain White's anchor. Move 24/22 24/21.

This time our position is worse (see top of the middle column) than before, but with an anchor and a loose White back man, there's still plenty to play for. How should Black handle his three men at the back?



11 point match
White 0 Black 0
Black to play 31

Bob Young: 7/4 23/22. 14/11 duplicates twos and sixes, but at the cost of exposing another two blots, making four in all, inviting White to hit in the outfield with safety. The blot on the 23-point, in staying where it is duplicates sixes and threes, but is pinned in by Whites prime. Playing to the edge of the prime puts pressure on White to do something about it now, or Black will anchor there. Now twos, threes, and fives are good in the White home board, and sixes for White to hit and escape, so playing the three as 7/4 duplicates threes and takes away sixes to hit. True, Black needs twos for an advanced anchor, or to close the home board, but Black always has the option of threes and fives to hit the lone White blot if it is still around next roll. With a superior home board and an anchor, Black has nothing to loose by this contact. Owning the cube means Black won't be cubed out if White rolls well.

Moving to the edge of the prime is standard procedure, but there is an alternative in this position:

Peter Bennet: 7/4 24/23. This seems fairly clear cut – by moving up to the 23-point Black reduces White's pointing numbers. The three must then be played 7/4. If White misses and Black covers, it

will then be White who is in mortal danger. Even if hit, Black should re-enter easily and still have a playable game.

The common factor with these moves is 7/4, which retains the blot and gives White an opportunity to attack while escaping with his back man. Is this necessarily correct?

Brian Lever: Tricky; we've been doubled so are in the game to the end, and from that standpoint can make any play we like. However, with three checkers back there's always the possibility of a gammon, anchor or not, particularly if a fourth comes to join them. If gammons didn't count (i.e. DMP) I'd like to make the "pure" play, 7/4 24/23. The trouble is that I'm unlikely to be able to make my 4 point and I free up White's fours and fives - most of which don't play brilliantly - for an attack on my 24 point. So with that and gammons in mind, I'm voting for the quieter 7/3. Though there are other possibilities, I've discounted them because they all involve leaving an extra blot to shoot at.

The other competitor choosing this move focused upon a different aspect of the position:

Don Hatt: 7/3. Only 3-points behind in the race Black doesn't want any more men back and should play safe with 7/3 this turn, in the hope he will be able to extricate a back man or make an anchor.

Brian and Don both provide good reasons for playing safe, but Jellyfish places 7/3 significantly behind the other two moves. The remaining competitors provided one vote for each:

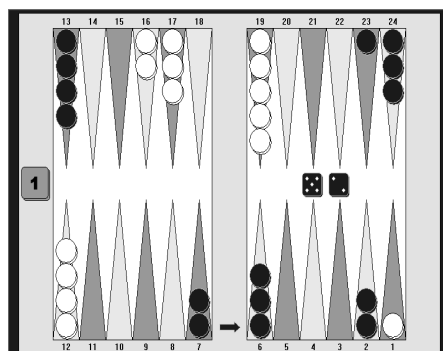
Richard Biddle: This is a troublesome position for Black. If he

leaves the blot on the 7-point there is slim chance of making the bar-point to contain the White blot and 12 shots that will get hit. If he slots the valuable 4-point, 11 shots hit but if missed 12 shots make the point and if White has not escaped 5-3, 3-5 and 1-1 hits and covers leaving White one point to enter. If the White blot has escaped, the Black men on the 14-point may still pick it up. The one can be played to the 22-point, to give the chance of the 1 and 3-point back game position if necessary. The downside to the move is that Black will need a two to either make the 4-point or the White 3-point. Move 23/22 7/4.

Rodney Lighton: 7/4 24/23. The main choices here seem to be 7/4 (with either 24/23 or 23/22) or 7/3. 7/3 is fairly safe for now but otherwise has little going for it. 7/4 is bad if White throws a three but slots the best point. Then 24/23 is better than 23/22 because it creates a better anchor and doesn't duplicate the two needed to cover the 4-point and 22-point.

When the voting is equal I like to provide a casting vote, but in this case I can't decide between the above two moves and therefore award 10 marks for each. 7/3 is clearly not a bad move and I've given it 9 marks.

Problem 58.3



11 point match
White 4 Black 0
Black to play 52

Two competitors provide a similar description of this position:

Rodney Lighton: 13/8 24/22. The only possibilities with the five are 13/8, 6/1* and 23/18. 6/1* seems pointless as White is not threatening much at the moment. 23/18 24/22 or 13/8 24/22 are attempts to establish a forward anchor and retrieve something from this mess. Of these the latter looks safer and more likely to succeed.

Brian Lever: Who got into this mess! There are lots of potential twos, but one stands out. Get that third checker off the 24-point before anyone notices it. The choices with the five are only marginally greater – realistically 13/8 or 23/18. I'd unstack the mid-point. The resultant position gives more flexibility, is less likely to lead to an immediate attack than a

checker out to White's bar point and provides a reasonable opportunity to make an advanced anchor.

The third man on White's 1-point is clearly a liability and all competitors used the two to play 24/22. Not all chose 13/8, however:

Richard Biddle: So early in the game yet Black must now play bold to give himself a winning chance. 24/22 is a must in my book. I am never happier than when I hold both the 1 and 3-points in my opponent's board. So if you are going to have three or more men in the opponents board, it is worth slotting the three point. Then it is a tough choice between slotting on the White bar-point or on the 8-point. Ordinarily, I would slot the latter option, however, by leaving myself the chance of making White's bar point I am giving White difficult sixes to play in the future. I am also breaking up any prime White is preparing and forcing White to eradicate the threat on the bar-point and not escaping the back man. If hit I am set to make a further anchor in White's home board, maybe even the 3-point to go with the 1-point. Move 24/22 23/18

One competitor thinks he knows how this position arose:



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Bob Young: 23/18 24/22. This looks like the result of an early 6-6 by Black, followed by a blot hitting attempt at a blitz, that finished up like most of my blitzes do, blown apart...Black is not going to win the race without contact. Putting checkers in the outfield from the mid point encourages White to run and hit if the opportunity arises, where as at present, White is nicely held back on the 24-point. This also means that hitting with the five is pointless. Moving the rear checkers 23/18, and 24/22 gets movement at the rear and brings the fight to White. White can't simply run for home, he has to deal with the blot on the bar point. Black probably won't be hit twice without White leaving a blot in White's home board, which is just what Black wants, to provide maximum return contact.

I think Black actually played 8/2 6/2 with his opening 6-4 and later got a couple of blots hit, but that's history now. 23/18 is clearly a sound way to use the five, but I slightly prefer 13/8, for the following reasons:

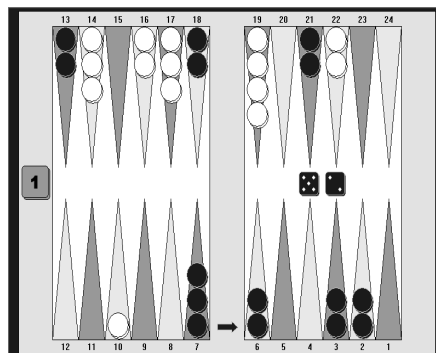
Peter Bennet: 13/8 24/22. Black's position suffers from huge gaps – between his back men and his midpoint, and between his 6-point and 2-point. He must start to link his back men with the rest of his forces and 24/22 is a step in this direction. It removes the ugly third checker from the 1-point and gives excellent chances of building an anchor on the 21-, 20- or 18-point next roll with minimal risk now.

Black could play 23/18 with the five but this gives White a lot of double hit numbers and probably reduces Black's chances of making an advanced anchor. Therefore 13/8 looks like the best five.

More succinctly:

Don Hatt: 13/8 24/22. Black has 4 men back and 35-points behind, he desperately needs an advanced anchor and to hit White a few times to equal the race. The two moves I have selected could achieve this.

Problem 58.4



11 point match
White 4 Black 0
Black to play 52

Clearly Black has to give up a key point in this position. Which one?

Don Hatt: 13/8 7/5. Black has a slightly better board and 2 anchors but is 27 points behind, what does he need, contact and an improved board. Although leaving the 13-point is not normally recommended with 2 advanced anchors I think this could be right and leaving a blot there could assist in obtaining a hit by re-circulating that man if hit. Black will also have another builder for his home board.

Richard comes to the same conclusion:

Richard Biddle: By a process of deduction, I can see that I don't want to move any of the pieces in my home board five, neither, do I want to dislodge the two points on the 18 and 21-points. So moving 13/8 brings a builder for the home board. The mid-point blot is in danger of being hit but this just

helps to improve our timing in a necessary contact game. 7/5 creates a slot on the golden point from a redundant builder. Move 13/8 7/5

There is an alternative way to play the two:

Rodney Lighton: 13/8 13/11. Black can't play 7/2 with the five as that checker is needed to make the 4 or 5-point soon. 18/13 is a quick way to lose the game so 13/8 is obvious. With the 2 either 7/5 to slot the 5-point or 13/11 to reduce shots. Since Black will not be getting a shot for a while, reducing White's shots takes priority, therefore 13/8 13/11.

I don't think that preserving Black's status in the race is particularly important, but there is another reason for choosing 13/11:

Peter Bennet: 13/8 13/11. Although Black would like to keep his three defensive points intact he is running out of play and something has to give. Being a long way behind in the race means he probably needs to hit a shot to win, while being hit is not too costly, so the choice is between 13/8 7/5 and 13/8 13/11.

Slotting the 5-point now is not essential so I think I would play 13/8 13/11, leaving fewer shots and making some of White's missing numbers awkward, for example 3-2 and 5-3.

The remaining panellists both thought it obvious to slot the 5-point:

Brian Lever: Can't find much to say about this one. I can't leave one anchor and I wouldn't want to leave the other. So it's break the midpoint or my bar point. I don't want to play a five to my 2-point

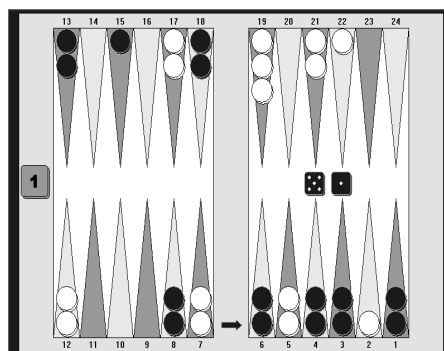
when that's already made and the 4 and 5 aren't, so that must be played 13/8, and I think 7/5 for the two. This starts the five point, and keeps my blot where it'll do most good if hit, with the possibility of a return shot which wouldn't be available if I'd played 13/11.

Providing a more accurate history of the game this time:

Bob Young: 13/8 7/5. This looks like game 3 after a few more rolls. Obviously Black played as per my advice from the last position, and got his anchor on the bar point. Although behind in the race still, Black has a double anchor, a stronger home board, and plenty of timing to get an early hit from the bar point anchor, or later from the rear anchor. Contact is still necessary, and Black can make more opportunity by splitting his mid point, and deliberately leave the remaining checker back, making it more likely to be hit. Re entry won't be a problem, and to re enter on the 24-point would be very troublesome for White. He would have to deal with this extra problem before bringing it all home safely. Black can slot the 5-point, 7/5, ready to cover with twos and threes, which will keep it all tidy, and wait to see how well White can roll from here. No bad rolls for White yet, but he has a long way to go to get this position home safely.

(see next column)

Problem 58.5



11 point match
White 1 Black 3
Black to play 51

Although Black has a large number of legal moves, the problem boils down to a choice of two:

Peter Bennet: The obvious candidate plays are 15/9 or 8/2*.

Although 15/9 exposes Black to a double shot, he is in little immediate danger because of White's weaker board. In fact it is White who would be in danger, should he decide to hit without being able to cover his home board blot. If missed Black may attack the 2-point next turn or perhaps make his 9-point. However, he may end up waiting for a double to clear the 18-point.

Hitting with 8/2* takes advantage of Black's stronger board. If White fails to hit back immediately Black may increase his board supremacy by covering his 2-point. White could end up on the bar for several rolls while Black brings his position home. However, if White enters quickly Black's position will be very disjointed with his lost 8-point.

I don't know whether the tactical gains of the hit outweigh the longer term positional defects in Black's position, but since the positional play is not ideal I will go with the hit – 8/2*.

One competitor was tempted by the hit but thought better of it:

Richard Biddle: Over the board I would probably hit leaving 20 chances of re-entry of which 16 are hits, 8 of them double hits. If White dances we are left trying to cover three blots and there is little consolation that there is a blot in White's home board. A more thoughtful 15/9 leaves 20 shots (no double hits), however, it would mean the break up of White's grip in Black's home board and along with the now desirable blot in White's home board, there may be double hits available and certainly more game winning chances. Move 15/9.

Although hitting with 8/2 might resolve the game quickly, I'm always reluctant to hit behind the opponent's anchor. Another competitor once again has the race in mind:*

Don Hatt: 15/9. Black just needs to bring his man in from the 15-point. White may have to leave an anchor to hit and must also cover his blot on the 3-point if he does. Hitting with his man from the 23-point will not give him this chance.

One more vote for the hit:

Bob Young: 8/2*. Yeah, yeah, ahead in the race by miles, play it quiet, bring it home safely. In that case, as my partner in the doubles says often enough, "I wouldn't have rolled that". He forgets all the mind blowing tough rolls I had to produce just to get us this far in the first round, before getting to the point where all I needed was four pips to bear off our last checker, with them already down to their last checker on the three point.

Back to the game in hand. It

would have been hard to roll a safe number now anyway, and not to be stretched from the back next roll. The inflexibility, caused by the race lead and possible unlucky dice rolls (never bad play, because I don't know where this game may have been taken from! ((self preservation))), almost forces the play. Despite not wishing to make contact, the hit is best, and hope to cover the blot next roll, and then while White is trying to come on against a five point board, start moving the rear pieces. An early cube may then be forthcoming, or the option of playing for the gammon if White can't remember how to roll a five.

I'm not sure whether Bob really considered the merits of the quieter 15/9. By the way, these problems are usually taken from interesting positions in my games with Jellyfish, but I do occasionally collect problems from actual play.

Providing a more considered analysis of the position:

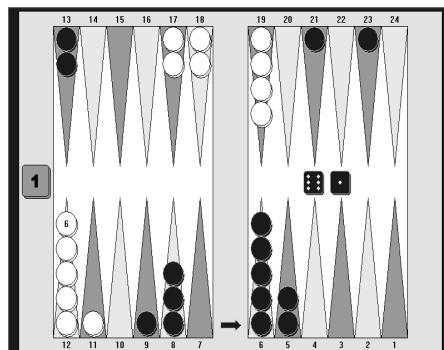
Brian Lever: There are a lot of fives or combinations of fives in this set of problems; are they the numbers perceived as the hardest to play? Anyway, the temptation here is to attack on the 2-point because Black has the stronger board, White has a loose blot in his and there isn't much else going. However, the most likely outcome of this approach, even assuming Black isn't hit back, is that White will retain both his anchors (with a spare checker on one of them). In addition, Black will lose his landing spot on the eight point, and his abandoned checkers on White's bar point will be picked off as they try scramble home. Play 15/9 and aim to make the 9-point next time with a checker from the midpoint, if White doesn't hit. He's almost

certain to have to break one of his anchors to do so, and that would suit Black very nicely in this position.

Our final competitor looked for further alternatives before opting for the majority choice:

Rodney Lighton: 15/9. Both White and Black have stripped positions here and are likely to leave shots. Unfortunately, Black has to leave the first shot. The main choices are 8/2*, 18/13, 15/14 and 15/9. 8/2* only leaves one direct shot but loses the 8-point and leaves a difficult position to clear up. Both the alternatives leave approximately the same number of shots, but 15/9 will be easier to clear up next time if not hit; also leaving the 18-point intact gives White more problems next roll and gives Black an anchor to get to if hit.

Problem 58.6



11 point match
White 4 Black 4
Black to play 61

This position has something in common with the first problem:

Richard Biddle: The six has to be played into the home board as anything played in the outer board will likely be hit. Despite the redundant builder on the 8-point, I prefer 9/3. There are many builders stacked on the 6-point and it would make sense to shift one to the 5-point but I prefer 23/22.

Again this focuses White's attention on his inner board, as Black's back men can now both escape with a six. In trying to contain them, White may well leave another blot next move. Move 23/22 9/3.

Preferring to diversify in his home board:

Don Hatt: 9/3 6/5. Nothing in the race so to speak, Black has 2 men back that are split but a better board and better potential for improvement of that home board. Running with either of the back men could result in White hitting the escaping man and so bringing in another builder for his home board. My chosen moves help Black develop his board still further and hope he can anchor, hit or escape his men.

Both analyses are sound. There is a third way to use the one:

Bob Young: 9/3 21/20. A close race, but White has almost escaped his rear checkers. Black has got good outfield control from the two rear checkers, but 21/20 protects the option of White putting a spare checker on the White 11-point, six away, and White will not welcome Black on his 5-point. Either rear checker could leap the prime, but with two direct shots aiming at it, this would be a wasted roll. The best six is 9/3, and although it duplicates Blacks threes, to anchor or cover, to slot the 2-point (reducing duplication), would be a too fragmented home board. To move from the mid point gains nothing, just giving White a free hit. Move up to the 5-point, slot a useful home board point, and see how White plays any of his bad rolls. Does an opponent ever get bad rolls?

Although this move also looks rea-

sonable, it is placed only sixth in Jellyfish's ranking list. I'm not sure why, but the move doesn't quite look right – White will certainly find it attractive to hit on his 5-point.

One competitor lists a number of options before agreeing with Richard:

Peter Bennet: 9/3 23/22. Candidate plays are:

23/16
21/14
9/3 23/22
9/3 21/20
9/3 8/7
9/3 6/5

Hopping into the outfield and being exposed to a double shot is not a good idea. It would be better to wait for a roll which escapes a man completely. Staying in White's home board makes it more dangerous for White to hit and also effectively covers White's outer board.

Although he still has two men back, Black leads in the race by 10 pips after this roll. He therefore does not need to hang back on the 23-point and would quite like to have both men poised to escape.

The play which fulfils these requirements is 9/3 23/22.

For the majority:

Brian Lever: The race is pretty close, so don't go poking your six into White outfield with 23/16 or 21/15; there's every chance White

will be able to hit with impunity and all you'll have achieved is a deficit in the race. So play 9/3 with the six and then 6/5 or 21/20 with the one. 6/5 unstacks the heavy six point, 21/20 aims for a better anchor in an even race. It's a toss-up between these two, and my gut feeling says 6/5 because it's better for board building.

Rodney Lighton: 9/3 6/5. Black is slightly ahead in the race, so running a back checker to face a double shot is just an easy way to lose the race lead. So that leaves 9/3 as the only sensible six. With the one Black can play 21/20 to try to get a better anchor or 6/5 to diversify. The problem with 21/20 is that Black now needs 3's to cover on both the 20 and 3-points. So I choose 9/3 6/5.

*Well done, Brian Lever, a near perfect score. Six competitors was rather a disappointment. Any chance of some new or returning entrants for the last two 2002 competitions? What reasons do members have for **not** having a go?*

No.	move	score
58.1	24/21 24/22	10
	11/8 24/22	5
58.2	7/4 23/22	10
	7/4 24/23	10
	7/3	9
58.3	13/8 24/22	10
	23/18 24/22	5
58.4	13/8 7/5	10
	13/8 13/11	5
58.5	15/9	10
	8/2*	5
58.6	9/3 6/5	10
	9/3 23/22	7
	9/3 21/20	4

Competition 2002 Totals

Brian Lever *	59
Don Hatt	54
Richard Biddle	52
Rodney Lighton	50
Bob Young	44
Peter Bennet	41

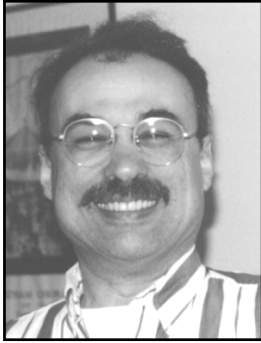
* Wins £20

Jellyfish equities (level 7)

58.1:	1	0-.298	24/21 24/22
	2	0-.306	11/8 24/22
	3	0-.326	24/21 8/6
	4	0-.330	24/21 11/9
58.2:	1	0-.520	7/4 23/22
	2	0-.522	7/4 24/23
	3	0-.557	7/3
	4	0-.589	7/4 6/5
58.3:	1	0-.451	13/8 24/22
	2	0-.453	23/18 24/22
	3	0-.466	23/18 13/11
	4	0-.470	13/8 23/21
58.4:	1	0-.486	13/8 7/5
	2	0-.494	7/2 7/5
	3	0-.497	13/8 13/11
	4	0-.506	18/13 7/5
	5	0-.510	13/6
58.5:	1	0.291	15/19
	2	0.257	8/2*
	3	0.249	13/8 15/14
	4	0.241	18/13 15/14
58.6:	1	0-.096	9/3 6/5
	2	0-.098	9/3 23/22
	3	0-.115	8/2 23/22
	4	0-.115	8/2 6/5
	5	0-.121	9/3 8/7
	6	0-.126	9/3 21/20

Most of the competitors produced material worthy of the "best presentation" prize, but after due consideration I have awarded this to Bob Young.

competitor	58.1	58.2	58.3	58.4	58.5	58.6	score
Brian Lever	24/21 24/22	7/3	13/8 24/22	13/8 7/5	15/9	9/3 6/5	59
Don Hatt	11/8 24/22	7/3	13/8 24/22	13/8 7/5	15/9	9/3 6/5	54
Richard Biddle	24/21 24/22	7/4 23/22	23/18 24/22	13/8 7/5	15/9	9/3 23/22	52
Rodney Lighton	11/8 24/22	7/4 23/22	13/8 24/22	13/8 13/11	15/9	9/3 6/5	50
Bob Young	24/21 24/22	7/4 23/22	23/18 24/22	13/8 7/5	8/2*	9/3 21/20	44
Peter Bennet	24/21 24/22	7/4 24/23	13/8 24/22	13/8 13/11	8/2*	9/3 23/22	41



Gammon From The Asylum

In the Beginning was The Asylum, and The Pip

By Ric Gerace and Misty

Institut pour des joueurs de jacquet de Deranged



Ric Gerace is a man of many parts - most of them in full working order. Multi-talented, Ric has done almost everything there is to do (forty different jobs so far!), and then some! He is a prolific writer and wobbles between the serious (he has just written a novel) and the comic with equal *èlan*. Some of his most humorous articles have appeared on **GammonVillage.com** wherein which he has an avid readership.

Ric lives live in an apartment in his mother's house at Cape Cod. From here he travels the world via the Internet and publishes his own web site at www.ricgerace.com/. In his own words it is, "*the personal website of a political liberal, absolute Atheist, not-so-bad writer who is owned by ten cats, and suffers from Lyme Disease.*" I urge you to take a peek . . . if you dare! MC

The Asylum, where I dwell, is an island off the coast of an unnamed Atlantic nation. It covers approximately one square mile, comprising vaguely mountainous terrain. There is, of course, a small harbor. The Asylum is not a tropical paradise. It is not even vaguely tropical. The trees are hardwoods for the most part, and the vegetation is quite similar to that found in the northern reaches of the United States, and some other reaches in England.

The Asylum is also the name of the luxury hotel near the harbor. It is actually the only building on the island, aside from a few storage buildings. The hotel is quite nice, built of granite exteriors and fire-proof wood interiors. The accommodations are comfortable, the food is very good, and the communications consist of two T3 lines underwater to the mainland, two-way satellite installations, and standard phone lines, all linked to several of the best backgammon servers in the world. And of course there is a direct line to BIBA, and another to those folks who live a stratified existence in a primitive Village somewhere in the wilds of Canada.

There are no ugly fences here, no barbed wire, no razor wire, no guards with guns, none of that undignified, uncivilized nonsense. We live here far off the coast in order that our governments may protect us from the barbarians among them (many of them chess players). We have free run of the island, but for the most part we gather in the game room. Well, let's call a spade a spade. Or is it a shovel? I forget sometimes. Oh, yes, the game room.

Since there is only one game, the room contains only backgammon boards. All kinds of backgammon boards, from cheap bar boards to the finest leather boards to be found in Europe. Everyone plays. Even the staff. Two of the doctors owe me several thousand dollars each, and the redheaded nurse, Miranda, owes me several times.

(I'm not sure why our governments feel the need to have so many medical personnel staffing a luxury hotel. Even the waitresses and bellhops are medical. Quite odd, really!)

We have some interesting personalities currently residing in The Asylum. You may recognize some

of the names. Attila. Mr. Ghengis Khan (he's very touchy about the Mister). Josephine Bonaparte. Napoleon Bonaparte. (They don't speak to each other any more.) Two gentlemen named Jesus Christ. For the sake of clarity, one agrees to be John the Baptist. Hitler, of course, sans moustache. George W. Bush (unpleasant sort of chap – he walks around whistling like a falling bomb – seems to enjoy it; terrible backgammon player). And the cleaning lady. Really. She is the cleaning lady. Name of Emma. Very nice lady, but she has an annoying habit of patting people on the head and saying "There, there," when she throws wicked doubles. And of course, my self. The others call me The Knight of Backgammon, or Knighty for short. Miranda calls me God. I believe she called me that about twelve times last night.

Now things do get a little stale here playing with the same group. One of our most exciting times occurs when a new fish... er... resident comes to The Asylum. It is especially exciting when the newby comes out of quarantine and we discover that he doesn't know the game! Oh, those are delicious times! Caviar and cham-



pagne all around! Yes, yes, yes!

It fell to me to train the latest government acquisition, a young woman, long dark hair, sky blue eyes. In appearance very much like Elizabeth Hurley. You must have heard of her?



Is it Liz or is it The?

The English actress and model? I'm quite mad about her, you know, quite mad.

In any event, it is our policy not to force the game on newcomers. Sooner or later they must play. There is little else to do, besides Miranda, though she and I are each other's exclusive hobby. However. The newcomer called herself The Kid, but allowed that we could call her The. She seemed to be enamored of a Sharon Stone movie about gunfighting and to have invented her self from that connection.

After about a week of sitting around the game room listening to dice rattle and mice click, The began to come out of her shell and show some interest. By prearrangement, each player she approached for information referred her to me, and ultimately she sat down to watch as I polished off Doctor Who with a fortunate sequence of 66, 44, 55 in the bearoff. Doctor Who grumbled off to his tardis, which looks remarkably

like a broom closet, and I turned my attentions to Elizabeth. I mean, The.

"Good evening, The."

"Yeah. Okay. Everybody shuffled me off to you about this game. So what's the deal? You teach me this stuff?"

"Well. Do you want to learn? It's not as simple as it looks."

"Hey, it's a game. How hard can it be? Push them little round things around. Pssssh!" She pushed her hand through the air.

"Where are you from, The?"

"Hell's Kitchen, New York City. What about it?"

Her dossier said she was a California Valley Girl.

"And what is your education, dear?"

"I ain't a deer, alright. I got a doctorate in English and another one in nuclear physics and an MBA from Harvard."

She had a BA from a state university in the Midwest of America, graduated with a gentleman's C average. Excuse me. Gentleperson's C.

"Quite good, The. You'll find this game quite to your liking. Please. Sit there across from me and we'll begin with the basics."

"I wanna get to the good stuff, okay."

"You like to beat people, do you?"

"Who told you that? I never beat on nobody in my life. That's a lie put out by those Republican

clowns in the FBI."

"Of course, dear."

"I told you!"

"Sorry, of course. You are The, and you want to learn this game so well that you can win money from everyone here." I indicated the room full of players. Several of them were surreptitiously eying us, and three were rolling their eyes instead of their dice. Quite an ugly picture, actually.

I cleared the checkers off the board in front of me. Quite a nice, serviceable Crisloid board. Hardly the aristocracy, but very sturdy, a necessity when Hitler throws a hissy fit. "What do you see, The?" I said, pointing at the board.

"Bunch of pointy things pointing at each other. Looks like a mouth with sharp teeth."

Quite the discriminating eye, I mumbled to myself. "Yes, well. Those are called pips."

"Whats?"

"Pips."

"Yeah, well they don't scare me, all those pointy things. Not me."

The staff were quite gentle with her as they dragged her off screaming for an emergency valium appointment.

The next day I decided on a different approach. The table between us was empty. No board. No pips. No scary mouth. Then I brought out my brilliant educational device.

"Alright, The, this is a pip." I placed a stuffed cloth pip on the table in front of her. It looked a

little like this thing on the left, here.

I encouraged her to touch it and play with it. She did for a few minutes, rather slowly and hesitantly, while two of the burlier sorts in white uniforms looked on from a discreet four feet away.

"That's pretty nice for a stuffed toy," she said. "Whazzit got to do with this game?"

"Well, I wanted you to experience the fullness of a pip. And to learn that they don't bite."

"Yeah. Okay. Can we get past the puff dolly stuff now?"

Since she seemed to be calm and have gotten over her earlier difficulty, I brought out the board again and opened it up.

Through hypnosis and liberal doses of various chemical supplements, she was finally able the following month to sit down and begin her apprenticeship.

"Sorry about that," she said.

"We all have our little...problems, The. Now then, do you have any problems with round objects?"

She pushed her shoulders back, smiled and said, "Not at all. See?"

"Yes. Quite. Ahem." Elizabeth would have been proud.

I put a checker on the table. It was white and innocuous. "We call that a checker."

"Like at the grocery store?"

"Er, no. Like in the game of

checkers." A mistake, I knew it the moment I opened my mouth.

"No. No. I want to learn backgammon."

"Yes, sorry, we just call them that. You may call them other things. Men. Stones is popular in some parts of the world."

"Why men? Why not women? Or persons? Huh?"

I leaned back in my chair and put on my best wicked grin. "Or how about Sam or Mary or Harriet or Harry?"

She gazed at me for a long moment. Then, "You being smart with me, Mister?"

"God, I hope so."

"Good. Checkers it is. What's next?"

"Now take a good look at the board." She did, inspecting it quite carefully for a quarter of an hour.

"Nice board. I like the corky stuff."

"Oh good, I'm so glad. Now, how many pips are there?"

"The pointy things?"

"Yes."

She counted. "Twenty four seems close."

"Good. How many in each quarter of the board?"

"I'd say six."

"So would I." I placed the checker on what would be her ace point. "Now, I want you to move it six pips. Six pointy things."

"Which way?"

I pointed. She picked up the checker, touched it to each point, counting one two three four five six, and put it down.

She smiled at me, threw her shoulders back again. "There!"

"No," I said, moving the checker back to the ace point. "Try again." She performed the same ritual. After several tries, with the burly lads in white nervously moving closer, she finally picked up the checker and plopped it down on the seven point without counting.

Everyone in the room broke out in applause. They had, of course, had one ear and one eye on our little drama. Several had been through the same process.

She leaned back in her chair, wide-eyed. "What? What?" she said, on the verge of tears.

"Your first lesson. Never, never count like that. Get to know the board so well that you can pick up a checker from anywhere and move it any number on the dice without the slightest hesitation."

She blinked at me.

"You don't have problems with small cubical objects do you?"

She shook her head slowly.

"Excellent. Now practice on this board tonight, and when you can move the checker in your sleep, we'll progress to the next lesson."

"But what's the difference if I count or not? That's dumb."

"No it is not dumb, The. If you must count moves, you can never see the situation on the whole

board and you will miss good moves. You won't *see* the board, the whole board, the complete situation on the board.

"You'll be going one two three and your opponent will be going hee hee hee."

She still looked somewhat mysti-

fied. I put it into terms she could understand.

"You'll be a bloody loser forever."

Her eyes lit up. "Why didn't you say so? Jeez."

I breathed a sigh of relief as I watched, in the far corner, George

W. Bush playing Saddam Hussein. George was saying, "One two three..." Saddam looked bored.

Next time: The learns the point of the game, how to move more than one piece, and the miracle of opening moves.

Competition 2002 No.3 60.01-06

To encourage a greater number of entries and quicker pay-out's the following new rules are now applicable:

£20 for the winner of each individual competition.

£5 for the contributor of the "best presented" set of answers. (*This would be Richard's decision, based*

upon the amount of editing he has to do).

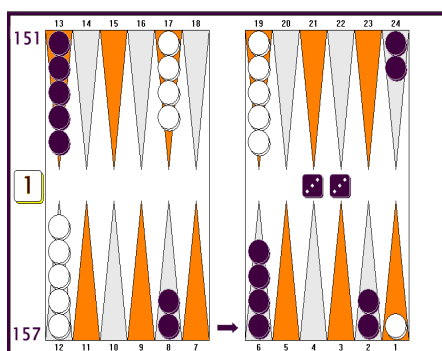
£50 for the highest point scorer of the year, using the best 3 out of 4 scores.

Hopefully these new rules of entry will result in a lot more of you entering the competitions and in the process, beginners will get an insight into the thought processors behind the moves.

The entries for this competition must be in before 1st October 2002. Send email entries to this address

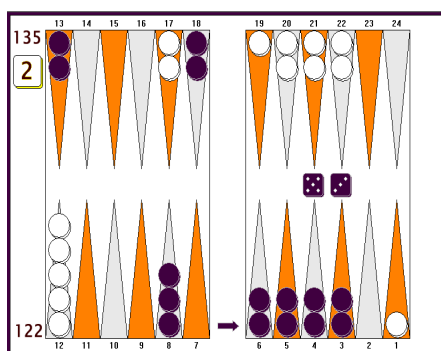
richard.granville@tinyworld.co.uk and a cc to comps@backgammon-biba.co.uk and all 'hard copy' to Biba HQ via Royal Mail. Please remember to follow the formatting suggested in Bibafax 53, page 23.

6001



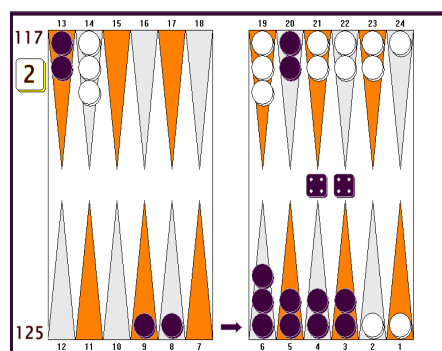
11 Point Match
White 0 Black 0
Black to play 33

6003



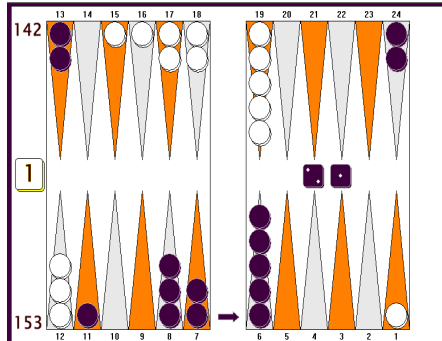
11 Point Match
White 1 Black 1
Black to play 53

6005



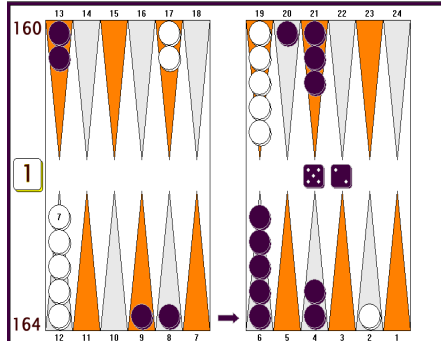
11 Point Match
White 4 Black 1
Black to play 44

6002



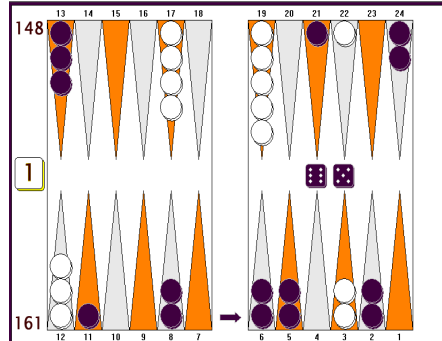
11 Point Match
White 8 Black 7
Black to play 21

6004



11 Point Match
White 1 Black 3
Black to play 52

6006



11 Point Match
White 2 Black 5
Black to play 65

Competition 2002 No.2

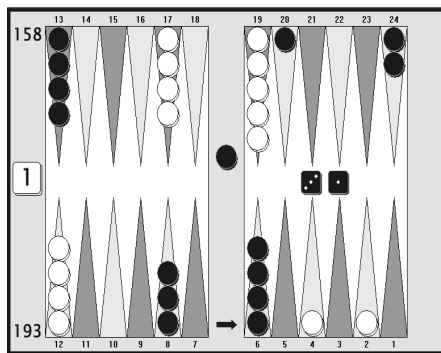
The Answers

By Richard Granville

In Bibafax 59, all BIBA members were invited to enter the final 2001 competition, comprising 6 problems. This article contains the competitors' answers, together with selected comments.

Marks have been awarded primarily according to the number of votes. In some cases, they are also influenced by the Jellyfish equities, as well as my own view.

Problem 59.1



11 Point Match
White 7 Black 3
Black to play 31

White has a clear racing advantage but it is early in the game and neither side has made any new points. How should Black configure his back men?

Rodney Lighton: 25/21. After entering with the three, the choices are 22/21 or 24/23 with the one. Black needs an anchor and 24/23 maximises chances of getting one next roll, whereas 22/21 goes after the better anchor. I prefer the latter because the 4-point anchor is so much better than the 3-point anchor and I still have the 1-point in case of disaster.

Arguing in similar fashion:

Julian Hayward: Black has little in the way of positional assets and

is substantially behind in the race. If he's going to compete in a long game he needs a good anchor fairly quickly. Getting another man sent back won't help, so we can rule out 13/10 and slotting in the home board. Given the various combinations in White's home board, the best rule of thumb is, put the men where you want them to be - and as the best anchors to go for are on the 5 and 4 points, 25/21 is the move. It also keeps the ace-point as insurance against White launching a lucky blitz before the advanced anchor is made.

The next competitor does not rule out slotting in his home board:

Bob Young: 25/22 6/5. Can't hit anywhere, so where do we want our checkers? Playing 13/10 puts a blot six away from White, and makes sixes good for White, he would hit and run one checker probably, so that doesn't look right. The "super split" in Whites home board makes for an extremely risky play, White may be able to blitz away, and with no anchor, Black could easily finish up getting gammoned, and that would not be healthy at this match score. An anchor is important at this stage. That brings us back to the initial comment: where do we want our checkers? The bar point can be slotted, or the 5-point. The preference for both improving the home board point and maximum flexibility, and clever duplication of good rolls like 3-1 is to slot the 5-point with the one, so enter with the three, slot with the one.

In general, one is advised not to slot if this would lead a double direct shot, but there are exceptions to most "rules" in Backgammon. Remembering some tuition from a strong player:

Don Hatt: 25/22 6/5. I remember

sitting in a seminar by Harold Johanni (Author of the German Backgammon Magazine) he had a similar position on the board and asked the class where is the best place to play a 1. Although I though 6/5 I didn't have the courage to say, but however, it was the answer he was looking for, thus I play this again coming in on the 22-point then playing 6/5. Aggressive maybe but its early in the game and both boards wide open.

Choosing a third option:

Brian Lever: Usually having more men back argues for a bold play, like 25/22 6/5. I'd play that if white had both men still on the 24 point but doing it here will simply allow White the probability of a tempo hit and the chance to improve his own awkward structure. Instead, take dual aim at an advanced anchor and any White outfield slots. That leaves 25/21 or 25/22 24/23. The latter is more flexible and would be my choice - though I won't be happy if White responds with double 3 or 5.

It's interesting that Jellyfish ranks this move above the alternative 25/21. Perhaps this is because 5-5 and 3-3 would be good rolls for White anyway.

Both of the remaining competitors reject this approach. Voting for safety:

Peter Bennet: 25/21. Both 25/24 8/5 and 25/22 6/5 look like duplication for its own sake. White would much rather send another of Black's men back than hit loose in his own home board. 25/24 13/10 can similarly be rejected. Spreading everything out with 25/22 24/23 provides excellent coverage of White's outer board but risks an immediate attack. The simple 25/21 achieves as good outer board

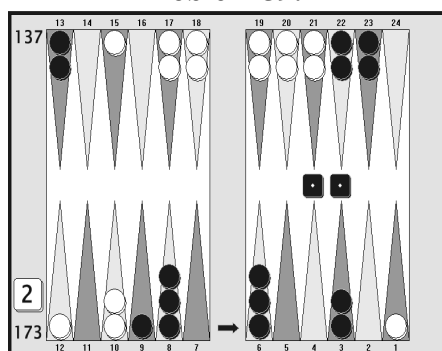
coverage, starts the two best anchors and keeps the ace anchor in case of immediate disaster.

Voting for the positional play:

Richard Biddle: Still early in the game so Black may as well try and make both five-points. Come in with the three and slot the five-point with the one. This is preferable to splitting the checkers on the 24-point. Correct move 25/22 6/5.

With three votes for each of 25/21 and 25/22 6/5 I have the opportunity to provide the casting vote, but I can see the merits of both (as well as the demerits of 25/22 24/23). Furthermore, Jellyfish's equity difference of 1% is hardly significant. I'll therefore sit on the fence and award both moves ten marks.

Problem 59.2



11 Point Match
White 0 Black 2
Black to play 11

Black has two anchors in White's home board, but White's 5-point prime gives him a very strong position. Is Black in a position to play a back game?

Brian Lever: Behind in the race and with very dubious timing for a back game argues for hitting and against keeping both anchors; I'd also want to avoid wasting my race gain by leaving extra shots. So I'd discard the positional plays

which make bar or 5 point and go for the one play which serves my purpose – 23/22 23/22 13/12* 13/12. There's the added bonus that all my numbers seem to play well afterwards.

What about a holding game?

Don Hatt: 8/5 6/5. Black is in a holding game with Whites 2 and 3- points, and will need a hit later in the game and when he does a good home board is essential. Making the 5-point is a good start to do this, the error would be to put the two men from the 23 –point onto the 22-point as White could just play past if necessary.

Actually I think Don's nomenclature is incorrect – in my book, a holding game is where one plays for a shot before the opponent starts bearing off (e.g. with the golden point and a man on the opponent's 1-point). A back game is where one plays for a shot during the opponent's bearoff, which is one way for Black to win here. So I prefer the following analysis:

Julian Hayward: Initially 8/7 9/7 13/12* looks nice. Black needs to force White to roll awkward numbers to break his prime before White manages to escape. Making the bar point will in due course give White difficult 6s. This might be the right move if White's men on 10 were moved round to his home board, but as it stands White is under no immediate pressure to break up.

Indeed, Black is the one under pressure - his men on the midpoint represent nearly all his timing, and if they are hit he'll end up dumping deep into his home board. If he makes his five point he'll have a stronger attack if and when the shot comes, and he'll have enough timing to make a reasonable fist of

a back game if White rolls high. So 8/5 6/5.

Rejecting the idea of a back game:

Bob Young: 23/22(2) 13/12(2)*. Black has such a mammoth task extricating the trapped four checkers behind a near full prime, that hitting on the mid point and closing the bar point will still leave White with a simple task of coming in and escaping the back two pieces in due course. Another option is to go all out for a back game: hitting and laying blots in the path of White as he re enters, with the intention of recycling these pieces. While Black's timing appears satisfactory to try this play, and no buried checkers out of play, there are other alternatives that should be tried before abandoning all hope of moving forward. Four points in the match could go very quickly in the wrong direction if not successful. The suggested move brings the rear checkers up to the edge of the prime ready to escape with sixes, and hitting the blot and covering minimises the return shots. Safe, quiet moves may yet turn this game round.

If Black chooses to hit White's blot there is another way to play:

Richard Biddle: One could use this whole move to make the five-point and miss the opportunity to hit White on the twelve-point. But we have to consider whether we really want to improve White's timing if we want to play a back game. However, I think we can still trap White behind our own quickly made prime so I play 13/12* 13/12 8/7 8/7.

Making the bar point is a reasonable idea, but not at the expense of the 8-point. Julian's suggestion of 8/7 9/7 13/12 also makes the bar*

point but is better because it creates a broken 4-point prime. Black still leaves two blots, but even if these are hit, White might get stuck in Black's board.

Going for the forward game:

Rodney Lighton: 13/12* 13/12 23/22 23/22. The timing doesn't look good enough to play a decent back game, so Black will have to win going forward or with a hit from the 3-point. Therefore Black must hit on the 12-point. With the other ones Black could make the bar point, but this leaves many return hits. I prefer to cover the 12-point and get the checkers on the 23-point into a position where they can escape.

Preferring to take his chances in a back game:

Peter Bennet: 8/5 6/5. The crowd-pleasing seventies play would be 13/12* 8/7 6/5 3/2 and if gammons didn't matter this play might be a candidate. However, Black will need luck to extricate enough of the recirculated men from behind White's 5-prime (assuming it doesn't turn into a 6-prime) to prevent his front position from collapsing.

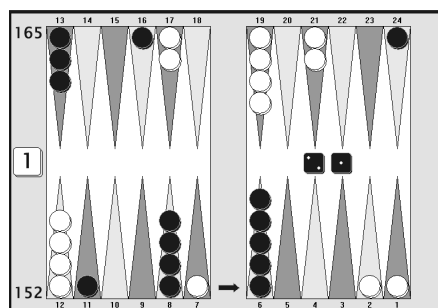
Having rejected the Kamikaze plan, Black must decide whether to hit at all, and whether to embark on damage limitation by advancing 23/22 with one or both checkers. Hitting with, for example, 13/12(2)* 23/22(2) or 13/12(2)* 8/7(2) does not achieve much – Black cannot really hope to contain both White checkers while at the same time trying to escape all his back men. However keeping both anchors at least allows Black to play a back game as a last resort. What Black really needs to do is to impede the escape of White's back checker and try to force White into

an accident as he navigates through the outfield. Making his 5- point is best for both goals. Suddenly White's back checker will start to feel lonely, and all big doubles will use up a lot of White's spare pips without getting him safely home.

The more I look at this position from White's point of view, the more I would not want to see Black make his 5-point.

Once again there are three votes for each of two moves. I rather like the arguments for making the 5-point and have therefore awarded only 9 marks to 23/22 13/12 13/12.*

Problem 59.3



11 Point Match White 4 Black 0 Black to play 21

White has just placed a blot on Black's bar point. Should Black use the 1 to hit?

Bob Young: 13/11 24/23. Hitting is subject to far too many return shots from the bar (23), that the lead in the race would be wiped out and nothing gained. Black can make only one blot safe, but wouldn't create any structure improvement by 16/13 or 11/8, whereas 13/11 makes another blocking point, and as nothing clever can be justified by 16/15, at least 24/23 duplicates Whites fours and sixes.

Coming to the same conclusion:

Richard Biddle: Make the eleven-point safe, for sure. Then do we hit...no it is an unnecessary risk. Move the loose checker in the outer board or the back checker. I say the back checker so he can begin to cover and be in reach of the checker in the outer board. Correct move 24/23 13/11.

If Black chooses not to hit, he has another reasonable way to play the one:

Brian Lever: One man back and a weaker board suggest conservative play - either 16/13, or my choice 13/11 with 16/15. The latter appears to create a better structure. A play like 13/11 8/7 leaves far too many returns on the bar or 16 point (28 I think).

Black probably shouldn't worry too much about being hit on the 16-point, but as Bob points out, there are still 23 return shots for the bar point. Brian doesn't appear to consider 13/11 24/23, but the next competitor is tempted by this move:

Julian Hayward: Again, there's a long way to go and Black should be thinking more of positional assets. Hitting on the bar point is just asking to be hit back and Black will lose his racing lead quickly if the ensuing exchange is on his side of the board. The 11-point isn't thrilling, but it's better than nothing. For the ace, 16/15 is a bit closer to safety than 24/23.

Of course, Black could just go ahead and hit the blot on his bar point anyway:

Rodney Lighton: 13/11 8/7*. The main question here is whether to hit on the bar point or not. Hitting leaves an awfully large number of return shots, whereas not hitting leaves White a lot of

rolls that make Black's bar point or a high anchor. Given that there is nothing wonderful to do with this roll if Black doesn't hit (14/11 is possibly best), I will go for the hit to take half of White's roll away, with the two I will make the 11-point to consolidate.

This move certainly seems inadvisable, since White has more men back and a stronger home board, but the Jellyfish equity is only marginally below that of the other two moves. Perhaps this is because Black may be able to make his bar point at the second attempt (i.e. after being hit). Would a rollout help here?

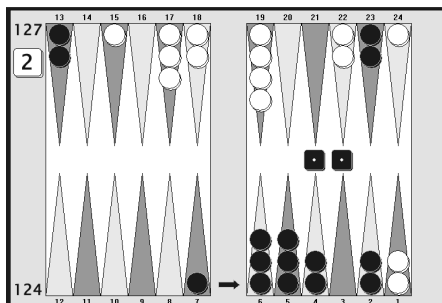
The remaining competitors provide one vote for each of the main choices and also some analysis of the situation in White's home board.

Don Hatt: 13/11 24/23. Covering the blot on his 11-point is the best Black can play with his 2, so where to play the 1. Hitting on the bar point gives too many return shots, in this case I fancy 24/23 duplicating Whites 4s to hit and if he rolls a 6 he will want to cover the blot on Blacks bar point.

Peter Bennet: 13/11 16/15. The 11-point is an asset worth having however Black plays the one, and this also reduces his blot count. After 13/11, hitting with 8/7* probably loses more than it gains. White is a big favourite to hit back somewhere and has a stronger board. Advancing 16/15 looks like the best ace, leaving his back checker out of harms way on the 24-point.

For the third time, there are two moves with equal support. I can't decide whether Don's or Peter's analysis is more accurate and will therefore award both moves 10 marks each.

Problem 59.4



11 Point Match White 1 Black 0 Black to play 11

This sort of position occurs when both sides make some blocking points early on, but neither is able to complete a blockade or safely advance the back men. Black would have very strong prospects had he thrown a 6 to make his bar point. Having missed, what should he do about his blot?

Richard Biddle: By moving the loose checker onto the 4-point, we have a very good chance of hitting White, should he try to escape. Failing that we may be able to make the 3-point. Splitting the mid-point, gives us good outer board coverage and is well worth taking the risk. Correct move 13/12 7/4.

Analysing in more detail but coming to the same conclusion:

Peter Bennet: 13/12 7/4. There are a lot of ways to shuffle men about with double one in this position and it is not immediately ob-

vious what Black's strategy should be.

Black must first decide whether to leave either the bar point or the 3-point slotted. If he can make either, he will have tightened White's noose considerably. However, the slot gives White a good chance to get his back men moving with a tempo hit, even though he has a home board blot. The other problem with slotting is that even if missed Black is forced to do something about the slot next turn (if he can) rather than, for example, freeing a back man.

The next decision is whether to keep double sixes blocked. Unfortunately, this is a luxury that Black cannot afford as he does not then have a way to play the roll comfortably without slotting the 3-point.

Playing 13/12 7/4 improves White's 6-5 and 6-6. However it gives Black a flexible position and makes it very dangerous for White to move his back men at all.

13/12 7/4 is only Jellyfish's eighth choice. The following is even further down the list:

Rodney Lighton: 13/12 13/12 7/5. To slot the 3-point or not? If Black slots the 3-point and White doesn't hit and Black makes the point next roll then Black's position is tremendous. If White does hit, then Black loses a lot of ground, but probably gets a shot at White's 1-point. Alternatively, moving the blot on the bar point to safety and playing the other ones from the mid-point leaves White the problem of getting his check-



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former is preferable as it diversifies the builders over four points rather than three points, maximising hitting chances next roll.

There is no reason for Black not to go all-out for the blitz. So I think the following moves are misguided:

Don Hatt: 24/18 8/5. White has two men on the bar and Black must cover his 5-point, I choose to cover from the 8-point leaving Black with 3 builders for his 4, 3 and 2-points. A double 4 is the only bad throw for Black giving White a hit. Meanwhile Black can start to get his back men out.

Richard Biddle: 11/5 is a better way to make the 5-point as 8/5 leaves us open to double fours. Splitting the mid-point leaves us open to double ones and the loss of a point that we will need later. Time to move the back checkers for escape or forward anchoring. Correct move 24/21 11/5.

Perhaps Don and Richard are reluctant to abandon their mid-point at this early stage in the game, but even if the blitz fails dismally, Black still has the anchor on White's bar point.

A glance at the Jellyfish indicates that 13/7 8/5 is nearly as good as 11/5 13/10, but the remaining competitors all select the latter move:

Bob Young: 11/5 13/10. Cover the 5-point obviously. Covering with the checker on the 8-point means that the checker on the 11-point now covers nothing, so cover with the move 11-5. As White has two checkers on the bar, all attempts at a blitz must be made, then by bringing in another piece from the mid point, Black maximises his hitting power with

four builders trained on the 4-point and three builders on the next two lower points of entry. Leave the back men alone until the battle for Black home board control is resolved. 8/2 5/2 makes a point, still leaves four builders for the 5-point, but what sort of blockade with three gaps does that provide? Answer...none, so forget it.

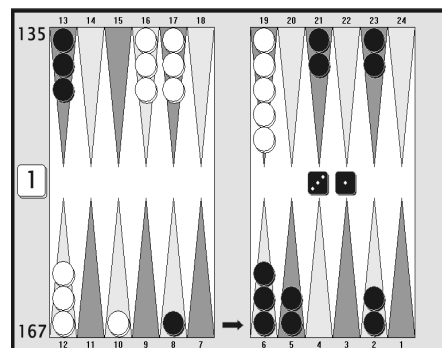
Peter Bennet: 11/5 13/10. Black's blitz may run out of steam because he does not have enough men in the attack zone. Nevertheless, he should prepare to continue the attack, particularly if White enters a man on the 4- or 3-point. If Black covers with the three, he could play 24/18, 13/7 or 11/5. Only 11/5 brings four builders to bear on the 4-point, but the 8-point is broken and Black's prime is wrecked. This could be serious if White enters both men quickly.

If Black covers with the six, he can play 13/10 with the three, giving four builders for the 4-point, retaining the 8-point and enabling him to build a 4-prime if he needs to.

Brian Lever: We're blitzing, so leave the back men alone & bring those nearest into the action. Only 2 plays to consider here since the 5 pt must be covered - either 13/7 8/5, which leaves a checker on the 11 point, or 11/5 13/10. The latter play is correct if only because the checker on the 10 pt serves as a builder both for the bar and inner board whereas a checker on the 11pt can only be used in this position to make the bar.

It's not difficult to play the three in this next position shown in the next column, but there are several possibilities for the one:

Problem 59.6



11 Point Match White 1 Black 3 Black to play 31

Don Hatt: 13/10* 23/22. Black has to hit with 13/10 but where is the best place to play the 1? I'm not altogether happy with Black staying static on White's 23 and 21-points so splitting the 23-point will give Black a chance to do something more constructive like escaping a man or making a more forward anchor.

Sounds a good reason. Agreeing, but providing a slightly obscure analysis:

Richard Biddle: Have to hit with 13/10. How best to play the 1? Even though slotting the bar-point improves our chances of making that point next time, I prefer 23/22 to increase our chance of making the five-point in the White home board. Correct move 23/22 13/10*.

If you consider it important to make White's 5-point, it's clear that 21/20 gives you the best chance. Perhaps Richard neglected to mention that he did not want to risk losing White's 4-point in the attempt.

One competitor chose this move for another reason:

Bob Young: 13/10* 21/20. Backgammon is not always about hitting, sometimes positions come

along that cry out for a hit, but the better move is found elsewhere. Well, this fits nicely into the category of ... smash him, clobber him, flatten him, marmalise him. There, that's better, I got that off my chest. True, I know the puzzle is really what to do with the one, but surely as true as I'm sitting on this cow in the middle of the Yorkshire Dales, the three has to be a hit. Slight gains by adjusting the two blot positions in the Black outfield with the one are insignificant compared with the huge gains in outfield control on the White side of the board by splitting the forward anchor. With a far superior home board, Black can hit and split, and although well behind in the race, we all know that the race is only one aspect of this fascinating game.

Bob answered these problems while on holiday, which didn't do him any harm until this problem, where unfortunately nobody supported his choice. Two competitors preferred to leave their back position intact:

Rodney Lighton: 13/10* 8/7. The game plan here is to attempt to constrain White's blot, falling back on a 4-point anchor game if not successful. Hitting with the three is obvious, while I think that 8/7 with the one is the best. This slots the next point in the blockade and gives reasonable diversification of builders.

Peter Bennet: 13/10* 10/9. Black must hit and attempt to contain White's straggler. If this plan fails, White will probably hit Black again in the process of escaping. Black can then fall back on his 2, 4 back game with improved timing.

Advancing to the 9-point with the one covers both of his open inner

board points. He should definitely not split either of his back anchors.

It's interesting that Jellyfish significantly prefers to split either back anchor, as opposed to either of these two moves. I think this is due to the increased flexibility – Black will probably have to give up one anchor soon anyway, so should do so when the opponent is on the bar. The next competitor may have had this in mind:

Brian Lever: Clearly we must hit with the 3 – it's too early to be considering a back game. With the 1, split the back anchor. There's limited danger especially as we have the better board to deter loose hits on the splits. If not hit back we have a few good numbers, including 1s, which remake the 2nd anchor.

I'll let our competition winner have the last word:

Julian Hayward: Black obviously hits. Then four aces to consider. 8/7 and 10/9 achieve next to nothing, but also pose no extra risk. 21/20 squanders a hard-won asset. But 23/22 has advantages – while giving up the lesser of the anchors it prepares to make a bar or 5-point anchor, or run men to freedom and support the attack on White's back man. Black hasn't the time to keep both anchors for any great length of time, so it's better to quit now while White is preoccupied with coming in.

Congratulations to Julian Hayward for his perfect score. Once again, I would like to thank all the competitors for taking the time and trouble to enter the competition.

Seven competitors was rather a disappointment. Any chance of some new or returning entrants

for the last 2002 competition?

Most of the competitors produced material worthy of the "best presentation" prize, but after due consideration I have awarded this to Bob Young – again!

Competition 2002 Totals			
	Scores >	1st	2nd Tot.
Brian Lever	59	53	112
Don Hatt	54	48	102
Richard Biddle	52	47	99
Bob Young	44	52	96
Peter Bennet	41	53	94
Rodney Lighton	50	39	89
Julian Hayward*	-	60	60
* Wins £20			

Jellyfish equities (level 7)			
59.1:	1	-0.247	25/22 6/5
	2	-0.249	25/22 24/23
	3	-0.257	25/21
	4	-0.296	25/24 8/5
59.2:	1	-0.673	8/5 6/5
	2	-0.705	9/7 8/7 6/5
	3	-0.713	23/22(2) 13/12(2)*
	4	-0.720	23/22 9/7 8/7
	5	-0.726	9/7 8/7(2)
	6	-0.732	9/5
	7	-0.734	13/12(2)* 12/11
	8	-0.742	13/12(2)* 8/7(2)
59.3:	1	-0.073	13/11 24/23
	2	-0.079	13/11 16/15
	3	-0.080	13/11 8/7*
	4	-0.096	24/22 8/7*
59.4:	1	0.287	7/3
	2	0.264	13/9
	3	0.245	13/10 13/12
	4	0.241	13/10 5/4
>	8	0.219	13/12 7/4
	28	0.180	13/12(2) 7/5
59.5:	1	0.398	11/5 13/10
	2	0.387	13/7 8/5
	3	0.378	11/5 24/21
	4	0.370	24/18 8/5
	5	0.362	11/5 8/5
59.6:	1	-0.182	13/10* 23/22
	2	-0.187	13/10* 21/20
	3	-0.211	13/10* 10/9
	4	-0.226	13/10* 8/7
	5	-0.237	13/10* 6/5



Competitor	59.1	59.2	59.3	59.4	59.5	56.6	score
Julian Hayward	25/21	8/5 6/5	13/11 16/15	7/4 13/12	11/5 13/10	13/10* 23/22	60
Brian Lever	25/22 24/23	23/22 23/22 13/12* 13/12	13/11 16/15	7/4 13/12	11/5 13/10	13/10* 23/22	53
Peter Bennet	25/21	8/5 6/5	13/11 16/15	7/4 13/12	11/5 13/10	13/10* 10/9	53
Bob Young	25/22 6/5	23/22 23/22 13/12* 13/12	13/11 24/23	7/4 13/12	11/5 13/10	13/10* 21/20	52
Don Hatt	25/22 6/5	8/5 6/5	13/11 24/23	7/3	24/18 8/5	13/10* 23/22	48
Richard Biddle	25/22 6/5	13/12* 13/12 8/7 8/7	13/11 24/23	7/4 13/12	11/5 24/21	13/10* 23/22	47
Rodney Lighton	25/21	23/22 23/22 13/12* 13/12	13/11 8/7*	13/12 13/12 7/5	11/5 13/10	13/10* 8/7	39

No.	move	score
59.1	25/21	10
	25/22 6/5	10
	25/22 24/23	4
59.2	8/5 6/5	10
	23/22*2) 13/12(2)*	9
	13/12(2)* 8/7(2)	4
59.3	13/11 16/15	10
	13/11 24/23	10
	13/11 8/7*	4
59.4	7/4 13/12	10
	7/3	5
	13/12(2) 7/5	3
59.5	11/5 13/10	10
	24/18 8/5	3
	11/5 24/21	3
59.6	13/10* 23/22	10
	13/10* 8/7	3
	13/10* 21/20	3
	13/10* 10/9	3

Members' Letters

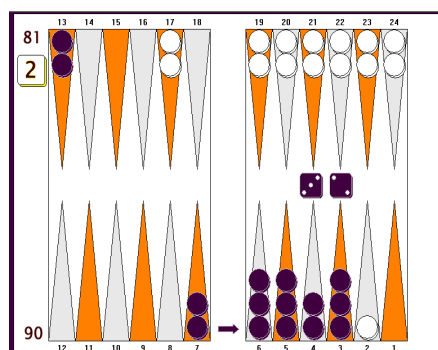
John Jacobs writes from Amsterdam: I have made a brief study of the position Neal-Tim on page 28 of Bibafax #59. I came to the following conclusions:

You did not give the match score, so I suppose it was completely irrelevant.

In the given position 13/11 13/10 can never be the best move,

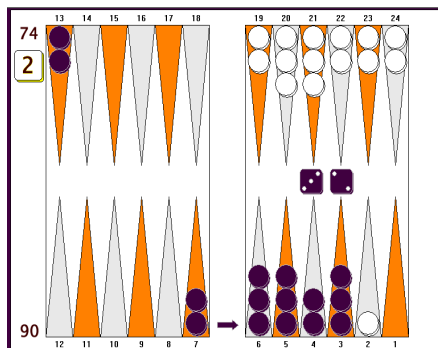
because then 13/10 6/4 should be better.

Snowie at 3-ply full rollout did not want to hit at all!



So what is my conclusion (if I have used Snowie correctly and to be frank, I am not 100% sure that is the case)?

Changing the position of the two white checkers on his 8-pt to alter his timing gives me the following idea:



If black hits on his 2-pt and white hits back, but is still favourite to open his board in one

or two rolls (his hitting roll included), then black should hit anyway.

If white's timing is so that he is underdog to open somewhere between his second or third roll (if he hits black), then black should not hit.

MC: There must be as many opinions on this position as there are players! Anyone want to come in with the definitive answer?

Ron Bishop says: I have received my first Bibafax and am very impressed. Well done.

MC: You are easily impressed, Ron.

David Startin has a couple of points to raise: I have to say that I do think it is unfair that Lawrence Powell received £225 for winning the same number of matches as me (£47.50). After all, I can only beat the players you put in front of me.

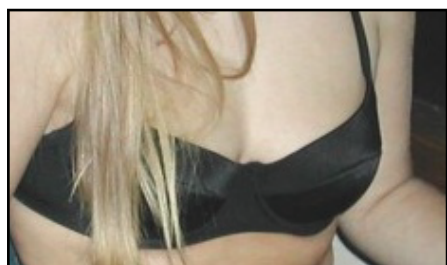
However, I can understand your reasons for not wanting to split pools 20 ways. Perhaps in the future, the ruling may work in my favour.

MC: There isn't a 100% fair way

to work out positions in a Swiss ranking tournament. Lawrence gained his position by having a greater sum of opponents' scores than you (and others with five wins). You are correct, you can only play the opponents I put before you; and you are also correct that perhaps one day the criteria will work in your favour.

On a lighter note, many players at the club expressed "concern" about the amount of cleavage being displayed by certain players. What are your views on this?

MC: My view is to get as close as possible!



Regular contributor, **Cedric Lytton** writes: Bibafax 59: Page 31. The German language has a lot of composite words made by joining two or more simpler words, and "zugzwang" (not zugszwang) is an example: "Zug" (move) and "zwang" (compulsion). Another long example which I encountered regularly in scientific magazines is "Geschwindigkeitsverteilung" meaning velocity field. As you say, robustness means the ability to avoid getting "zugged."

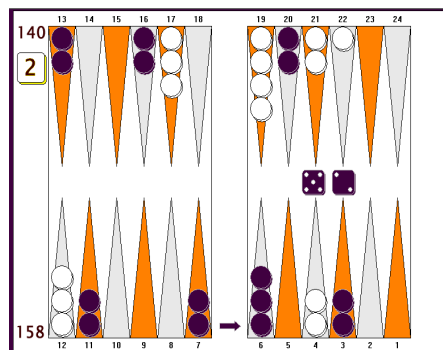
Page 48, Scottish Open: You could have claimed two Scottish entries since I am a Scot on my mother's side, as she was a Robertson of that ilk. She would have liked me to get a tartan kilt and skiandhu, but I never fancied myself therein - still, you did see me at dinner in the Robertson dress tartan tie; and in the hunting tartan next day. Now you know why I

like haggis so much!

MC: I might know why you like haggis but I'll never understand why anyone would. One mention of "the heart, liver and lungs of a sheep boiled in its own stomach" is enough to turn my stomach!

Leslie Singleton has a bone to pick with Chris Bray. He writes: Michael, you are aware that I got my name in the papers the other day - courtesy of Chris Bray in the Independent Magazine of 6th July.

Chris's Article is headed "The Mid-Point" and I am described as wanting "to know why Black shouldn't break the mid-point" in the position on page 96 of his first book.



Chris had said in his book that the best play is 16/11, 16/14 which clears "an unnecessary point". I asked why he had not even mentioned bringing two men down from the mid-point.

Thus Black is behind in the race and as Chris says in his Article "don't race when you're behind". I couldn't agree more, but Chris apparently believes that staying back only applies to the men on White's 5 point.

If one hangs back on both 16 and 20 points, as you will have guessed seems best to me, the mid-point unfortunately has to give, and in the ensuing discussion I wrote back to Chris saying "I

have often wondered at the mystic importance assigned to the so-called mid-point and wonder how much of that would evaporate ... if the 24 points were in a straight line".

This meant, not that I lie awake nights worrying about the value of the mid-point, as Chris seems to have understood, but that, as with everything in life, there are exceptions. I acknowledge of course that it is usually a good idea to hang on to your mid-point.

In any event Chris put forward many a contention.

The mid-point exerts pressure on your opponent's mid-point, he said. This is all very well but White is in no hurry to break his mid-point in this position, with its spare men, and once he is down to two men on it the only real pressure that Black's mid-point exerts is on rolls containing a 1, so it seems to me that the 16 point exerts much more, rather than the implied less, pressure.

He also said in general that at the start of the game the mid-point exerts maximum pressure on the bar point but that of course is irrelevant here because the bar point is already made.

And to me it is by no means just a question of staying back. My main reason in this position for sacrificing the mid-point was that the 16 point communicates with both the 20 point and the 11 point and seems a Godsend. I haven't read Robertie on the subject but find it hard to believe that he goes against anything so basic as preferring men to be in touch.

Chris made the general and hard-to-argue-with point that "the mid-point provides a long-term link

between the back and front men” but does this outweigh the communication point? I’m not so sure.

Another of Chris’s reasons for his move is that “16/14, 16/11 creates more builders for the 8,9 and 10 points.” However, I was brought up to believe that outside primes don’t work.

So I am in my usual position: a move that a distinguished writer and player doesn’t even mention, then dismisses when it is mentioned, is what I would unhesitatingly play.

Chris says that per Snowjob my move is a “blunder” no less and (out come the big guns) “not (just) an error.”

As you know I hadn’t till recently played for literally twenty years and am in limbo between old and new. However, one cannot pretend what one believes and I still think bringing two men down at the very least has a lot of merit. My faith in Snowjob is not yet absolute and it seems odd to me that when it is obvious that Snowjob is wrong that’s all right but that otherwise it is supposed to be infallible.

I’m not saying I am sure I am right, far from it, but with a ton of respect to Chris I do not think his given reasons stack up. If Snowjob is right, there must be more to it.

Any and all comments appreciated. Miss Lonelyblots sends her regards by the way.

Say not that the struggle naught availeth.

MC: OK you lot, any comments? Is Leslie or Chris correct - or neither . . or both?

**If there is
nothing about
backgammon
on this page..**

*then try
looking at
this page..*

www.bgshop.com

**Backgammon Shop
Gersonsvej 25
DK-2900 Hellerup
Denmark**

Tel. +45 39401785

Fax. +45 39400144

E: ct@bgshop.com

Backgammon Clubs – In Your Area

Due to space problems this issue I have only produced a truncated version of the club details: where, who and when. Anyone requiring a fuller list can see one on the Biba web site or via the mail from Biba HQ.

If your club isn't on this list then send me the details either via Biba HQ or you can email information in the order below, to:
clubs@backgammon-biba.co.uk

Key:

1. Club Name
2. Venue
3. Address/location
4. Club contact
5. Club web page
6. Club nights
7. Club format and activities
8. Club fees or cost to join/play
9. Accepted playing standard
10. Can beginners/guests play
11. Comments

Birmingham

Birmingham BG Club
Dave Motley 0121 476 4099
motleydavid@hotmail.com
Every Monday

Brighton

Brighton Backgammon Club
<http://eiloart.com/bbc/>
Tuesday 8pm until closing

Bristol

Bristol BG Organisation
Ian Tarr 0117-9756349
brismgammon@messages.co.uk
Second Thursday of the month.

Colchester

Mersea Island & District BG.
Ron. Bishop 01206 384651
ronbish@mersea25.fsnet.co.uk
Tues. most weeks

Dublin

Dublin Backgammon Club

Brendan Burgess 603 0891 .
wildlife@indigo.ie
2nd Monday of every month.

Dunfermline BG Club

Graeme Campbell, 01383 738968
gccannon@euphony.net
Every 4th Sunday

Eastbourne

Eastbourne & Bexhill BG Club
Roy Hollands 01323 722905 e-
mail royhollands@aol.com
Mondays 19.30

Halifax

Halifax/West Yorkshire Club
Rachel Rhodes 07961 355433
dicewitch@yahoo.co.uk
Sporadic

Lincoln

Lincoln BG Club
Michael Crane, 01522 829649,
michael.a.crane@ntlworld.com
Every Tuesday

Liverpool

Liverpool Backgammon Club
John Wright, 0151 280 0075,
jpwright@cablenet.co.uk
First Friday of each month

London

Double Five BG Club
George Sulimirski. 020 7381
8128 jgsulimir@aol.com
Thursdays 7pm. & Sundays 5pm

London

Fox Reformed
Robbie (020) 7254 5975,
robbie.richards@fox-
reformed.co.uk
Monday (tournament);

London

The Brave New World (*formerly
The Bell Inn BG Club*)
020-8399-0200 or 07946 801801
Tuesday

London

Ealing Backgammon League
Grahame Powell 020-8968 6327,
abband@aol.com.net or
sagub@aol.com
Every Sunday 3.00pm

Manchester

Manchester & District Club
Rodney Lighton 0161 445 5644
lighton@btinternet.com
3rd Tuesday of each month

Nottingham

Nottingham BG Club
Conrad Cooper 0115 9113281
conrad_cooper@excite.com
Monday, 9.00 pm

Preston BG Club

D.Wallbank
d.wallbank@blueyonder.co.uk
Last Tues of every month.

Reading

Reading Backgammon Club
Kevin Carter on
kevin@profundus.com & +44-
118-971-2948
Penultimate Wed of each month

St. Albans

Not really a club, no membership
Uldis Lapikens, 01582 455970,
uldis@talk21.com
Every Tuesday 19.45

Forthcoming Events

MSO6 14-18 August (see next page)

Roy Hollands Trophy 07/08 September: Once again good old Roy comes up with the sponsorship for his (future memorial) tournament. This year the format is changed to a normal knockout (as per all others) to reflect popular demand.

(continued on page 44 ▷)

BACKGAMMON

At the 6th Mind Sports Olympiad 14-18 August 2002

Loughborough University

Beginner's Tournament
August 14
2-6pm

Qualification: Generally but not exclusively, the criteria for a beginner is anyone who has not previously won or has been highly placed in a backgammon tournament. The Director reserves the right to refuse entries if he thinks the entrant does not qualify for the category.

Entry Fee: £10 (Juniors £5 under 16 years old).

Format: One day Swiss Format of 4, 5 point matches. 1st. 2nd & 3rd. (Gold, Silver, Bronze).

Olympiad Championship
August 15 & 16
9-1pm & 2-6pm both days

Qualification: Open to all players.

Entry Fee: £26 (Juniors £13 under 16 years old).

Format: Two day Swiss Format of 6, 11 point matches, three per day. 1st. 2nd & 3rd. will win Gold, Silver, Bronze.

English Open Championship
August 17 & 18
17th, 9-1pm & 2-6pm
18th, 9-1pm & 1.30-5.30pm

Qualification: Open to all players.

Entry Fee: £26 (Juniors £13 under 16 years old).

Format: Two day Swiss Format of 6, 7 point matches, three on the 17th and three on the 18th. 1st. 2nd & 3rd. will win Gold, Silver, Bronze.

Ties

Tournament positions in all the above: In the event of a tie for position the sums of opponent's scores will determine final positions.

Entry Registration

The times mentioned are playing time starts. In order to be included in the draw entrants are required to be in the playing rooms at least 15 minutes prior to the start of play so that entry registration can be confirmed. Late entrants will only be accepted at the Backgammon Directors' discretion.

Tournament Director

Michael Crane
Biba / MSO

Web site

<http://www.msoworld.com/Olympiad/index.html> Check out the web site for details on location, cheap accommodation, rules and tournament procedures, schedule (on backgammon and many other events), and Registration and contact information.



Wynn's Hotel, Dublin 26/27 October 2002

UK Final 2002

Tournament Director: Cáit Skelly

Tournament Details 2002

Registration: Saturday 1030 to 1230

Play Starts: Saturday 1300, Sunday 1030

Auctions: Group, Saturday 1245, Individual, Sunday 1015

Pools: Private, members only prize pools available at £50, £25, £10 & £5

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

All tournaments feature a Friday night Warm-up and a Saturday night Doubles Knockout

ACCOMMODATION DETAILS - Biba rate

Dinner, Bed & Breakfast per person: 1 night £55, 2 nights £100

Hilton Reservations: 08705 201 201 quoting Backgammon. Credit card required

(Hilton terms & conditions for Special Events)

Backgammon Tournament weekends cannot be booked through any other Hilton special offer or promotional rate. Current Biba members not obeying these terms and conditions will be barred from entering the tournament excepting non-residents who shall pay a surcharge of £10.

FRIDAY

Warm-up Knockout

Play starts 2200, 1st prize, free accommodation for this tournament plus first byes in next Main knockout entered.

SATURDAY

Registration 1030 / 1230

Players arriving after close of registration only accepted at Director's discretion.
All jackpot pools will close promptly at 1230

SUNDAY

Play resumes 1030

(penalty points apply)
Presentation 1630 - 1730

Registration Fees

Full Members: £15 (you can join on the day)

Entrants not residing at the hotel, £10 surcharge

(all fees and surcharges to be paid on the day - prepayment not required)

Biba & Hilton Hotels present the Knockout tournament



Grand Prix

Roy Hollands Trophy*

Hilton National - Coventry

7th & 8th September 2002

*Including "I wouldn't wear this shirt in public" competition!

Dare you enter wearing a shirt you wouldn't be seen dead in?
Be brave and win a bottle of wine and one nights' accommodation.

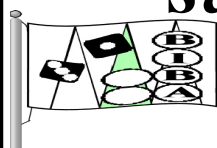


Sponsored by
Roy Hollands

Biba & Hilton Hotels present the Knockout tournament

Sandy Osborne Memorial Trophy

Hilton National - Coventry



Grand Prix

5th & 6th Oct. 2002

Biba & Hilton Hotels present the Swiss Format tournament

**UK Final
2002**



Grand Prix

Townharbour Trophy

**Hilton National - Coventry
9th & 10th November 2002**

This
tournament is
sponsored by
**Tim Cross of
Townharbour
Ltd.**

Biba & Hilton Hotels present the Swiss/Knockout tournament

The U.K. Finals 2001

Hilton National - Coventry

7th & 8th December



European Backgammon Calendar

Aug 14-18	Mindsports Olympiad Six - Backgammon, Loughborough, England	01522 888676
Sep 06-08	14th European Championship, Nova Gorica, Slovenia	0039 2690 18168
Sep 07-08	Roy Hollands Trophy, Hilton, Coventry, England	01522 888676
Sep 21-22	Amsterdam Open 2002, Amsterdam, The Netherlands	0031 20463 3724
Sep 22	Copenhagen Open/Ordup Cup 2002, Copenhagen, Denmark	0045 2834 4845
Oct 05-06	Sandy Osborne Trophy, Hilton, Coventry, England	
Oct 10-13	Austrian Open & Doubles, Veronika, Seefeld, Austria	0043 512 287244
Oct 30-Nov 2	3rd Doubles World Championship, Lugano, Switzerland	0041 79 3374425
Oct 31-Nov 3	22nd Swedish Open, Quality Nacka, Stockholm, Sweden	0046 8189346
Nov 09-10	Townharbour Trophy, Hilton, Coventry, England	01522 888676
Nov 23-24	Danish Championships 2002, Copenhagen, Denmark	0045 3336 3601
Nov 23-24	Swiss Championship, Hotel Krafft, Basel, Switzerland	0041 61 4812755
Nov 17-19	World Grand Jackpot, Marriott, Bucharest, Romania	00972 5258 1329
Nov 19-24	World Cup Challenge VII, Marriott, Bucharest, Romania	00972 5258 1329
Dec 07-08	UK Finals, Hilton, Coventry, England	01522 888676

Biba 2003

Date	Tournament	Venue	Type	Accommodation	Info
Jan 04/05	Bright 'n' Breezey	Brighton	Knockout	08705 201 201	01522 888676
Feb 08/09	Jarvis Trophy	Coventry	Swiss	08705 201 201	01522 888676
Mar 08/09	Slattery Scottish Open (On tour)	Bradford	Knockout	08705 201 201	01522 888676
Apr 12/13	English Open	Coventry	Knockout	08705 201 201	01522 888676
May 03/04	County Cups Trophy	Coventry	Swiss	08705 201 201	01522 888676
Jun 07/08	Hilton Trophy	Coventry	Knockout	08705 201 201	01522 888676
Jul 05/06	Keren Di Bona Memorial Trophy	Coventry	Knockout	08705 201 201	01522 888676
Aug 09/10	SAC Trophy	Coventry	Swiss	08705 201 201	01522 888676
Sep 06/07	Roy Hollands Trophy	Coventry	Knockout	08705 201 201	01522 888676
Oct 04/05	Sandy Osborne Memorial Trophy	Coventry	Knockout	08705 201 201	01522 888676
Nov 08/09	Townharbour Trophy	Coventry	Swiss	08705 201 201	01522 888676
Dec 06/07	UK Finals	Coventry	Combination	08705 201 201	01522 888676

2003 Dates, Deals and Venues

We are to remain at the Hilton for another year. I have renegotiated a similar deal to this year. The major difference being a dreaded 'single supplement'! I have fended it off successfully for the last 12 years but I am afraid I am no longer able to do so.

Costs sharing:

One night : £55 per person dinner, bed & breakfast *

Two nights: £100 per person dinner, bed & breakfast *

Single occupancy in double or twin room:

£10 per night added to the normal costs.

* see Brighton

NB: Brighton and Bradford have a limited number of single rooms and they will be allocated on a 'first come, first served' basis.

The contact numbers are:

Tournament information 01522 888676

Accommodation (Central Reservations) 08705 201 201

Dates and Venues:

04-05	January	Bright 'n' Breezy	Brighton Met	£59pp 1nt, £109pp 2nts
08-09	February	Jarvis Trophy	Coventry	£55pp 1nt, £100pp 2nts
08-09	March	Scottish Open	Bradford	rates as above for all
12-13	April	British Open	Coventry	
03-04	May	County Cup	Coventry	
07-08	June	Hilton	Coventry	
05-06	July	Keren di Bona	Coventry	
09-10	August	SAC	Coventry	
06-07	September	Roy Hollands	Coventry	
04-05	October	Sandy Osborne	Coventry	
08-09	November	Townharbour	Coventry	
06-07	December	UK Finals	Coventry	

Note that the **Slattery Scottish Open** remains *on tour*.

Remember, these dates are Sat & Sun, accommodation will be for Fri and/or Sat

At-A-Glance™ Calendars and **Biba** have joined forces to bring you the first ever, **Backgammon Calendar** for 2003. Never again will you miss a tournament, not when you can see them **At-A-Glance!**

Free calendars will be given to all members who renew their membership at the November and December tournaments. Everyone else will have to buy one!



County Cups, May 2002. The Final

11 point match: Game 1		Game 4		Game 8	
Napier : 0	Fetterlein : 0	Napier : 1	Fetterlein : 3	Napier : 2	Fetterlein : 6
01)	31: 8/5 6/5	01)	31: 8/5 6/5	01)	32: 24/21 13/11
02) 52: 13/8 13/11	52: 13/8 13/11	02) 52: 13/8 13/11	51: 13/8 6/5	02) 42: 8/4* 6/4	41: 25/20
03) 32: 24/21 13/11	65: 24/13	03) 33: 24/21(2) 8/5(2)		03) 65: 24/13	52: 13/8 13/11
04) 63: 24/18 21/18			21: 24/22 24/23	04) 64: 13/3	53: 8/3 6/3
	42: 13/9 11/9	04) 53: 8/3* 6/3		05) 41: 6/2 3/2	21: 6/3
02) 21: 8/5	65: 24/13		44: 25/17* 13/9(2)	06) 33: 8/5* 8/5 4/1* 4/1	65:
06) 31: 6/3 6/5	33: 13/10(4)	05) 65:	52: 17/10	07) 31: 13/9	51:
07) 54: 8/3 8/4	Doubles to 2	06) 32: 25/22 13/11	52: 8/3* 5/3	08) 52: 9/4 6/4	53: 25/22
08) Takes	22: 10/6(2)	07) 66:	Doubles to 2	09) 54: 13/8 13/9	31: 25/22 11/10
09) 41: 13/9 13/12	54: 10/5 10/6	08) Drops	Wins 1 point	10) Doubles to 2	Drops
10) 31: 8/4	63: 9/3 9/6			Wins 1 point	
11) 65: 11/5 9/4	43: 6/2 6/3	Game 5		Game 9	
12) 32: 11/8 4/2	61: 8/2 5/4	Napier : 1	Fetterlein : 4	Napier : 3	Fetterlein : 6
13) 52: 12/7 8/6	64: 8/2 8/4	01) 63: 24/18 13/10	53: 8/3 6/3	01)	52: 13/8 13/11
14) 11: 18/14	31: 3/0 6/5	02) 63: 24/18 13/10	64: 24/14	02) 32: 13/10 13/11	63: 24/15*
15) 64: 18/12 14/10	21: 2/0 6/5	03) 53: 10/5 8/5	31: 8/5 6/5	03) 65: 25/14*	
16) 62: 10/4 7/5	63: 6/0 3/0	04) 21: 13/11* 18/17*	62: 25/23		44: 25/21 15/11* 8/4(2)
17) 61: 12/5	21: 2/0 5/4	05) 62: 10/4 6/4	65:	04) 44:	Doubles to 2
18) 52: 5/0 2/0	42: 4/0 2/0	06) 63: 17/11 18/15		05) Takes	21: 24/21
19) 52: 5/0 4/2	61: 6/0 4/3		51: 25/24 13/8	06) 54: 25/20 24/20	
20) 53: 5/0 3/0	41: 5/0	07) Doubles to 2	Drops		33: 21/18(2) 6/3(2)
21) 43: 4/0 3/0	54: 5/0 4/0	Wins 1 point		07) 52: 8/3 13/11	52: 18/11
22) 62: 6/0 2/0	43: 6/2 3/0	Game 6		08) 63: 24/15	64: 13/7 11/7
23) 63: 6/0 6/3	62: 6/0 2/0	Napier : 2	Fetterlein : 4	09) 33: 13/7* 13/7	
24) 21: 3/0	66: 5/0	01)	52: 13/8 13/11		32: 25/22* 22/20
Wins 2 points		02) 41: 13/9 6/5	43: 24/20* 24/21	10) 21: 25/23 15/14*	31: 25/21
Game 2		03) 61: 25/24 9/3		11) 42: 14/8	
Napier : 0	Fetterlein : 2		32: 21/18 20/18		11: 21/20 13/12 3/2*(2)
01)	43: 24/20 13/10	04) 41: 8/4 24/23		12) 22:	54: 20/15 20/16
02) 53: 13/5*	52: 25/20* 13/11		33: 8/5(2) 6/3(2)	13) 62:	61: 13/7 16/15
03) 53: 25/20 8/5*	62: 25/23 11/5*	05) 65: 24/18 23/18		14) 64:	43: 7/3 6/3
04) 63: 25/16	Doubles to 2		31: 13/10 11/10	15) 62:	53: 15/10 15/12
05) Drops	Wins 1 point	06) 53: 13/8 6/3	31: 10/6	16) 44:	22: 12/6 10/8
Game 3		07) 44: 13/1 8/4	65: 10/4 6/1*	17) 31: 25/24 6/3	22: 12/8 3/1*(2)
Napier : 0	Fetterlein : 3	08) 66:	Doubles to 2	18) 31: 25/22 6/5	61: 8/2 8/7
01) 51: 13/8 6/5	31: 24/20*	09) Drops	Wins 1 point	19) 55: 11/6 8/3 7/2(2)	
02) 32: 25/22 24/22	64: 20/10				42: 7/3* 3/1
03) 51: 24/18	32: 10/7* 13/11	Game 7		20) 52: 25/20 6/4	53: 6/1 4/1
04) 52: 25/18*	66:	Napier : 2	Fetterlein : 5	21) 42: 11/5	62: 8/2 8/6
05) 41: 18/14* 8/7		01) 42: 8/4 6/4	33: 8/5(2) 6/3(2)	22) 51: 20/15 8/7	51: 7/2 7/6
	55: 25/20(2) 6/1(2)	02) 21: 13/10	62: 13/5	23) 44: 20/12 15/11 8/4	
06) 63: 13/7 14/11	41: 13/8	03) 55: 13/3(2)	65: 24/13		54: 6/1 6/2
07) 65: 22/11	52: 13/6	04) 65: 24/13	64: 8/2 6/2	24) 62: 11/5 12/10	
08) 31: 22/18	53: 8/3 6/3	05) 42: 13/9 10/8	43: 5/1* 13/10		55: 6/1(2) 4/0 2/0
09) 42: 8/4 6/4	52: 8/3 24/22	06) 52:	31: 13/10 2/1	25) 21: 20/18 7/6	11: 1/0(4)
10) 62: 18/10	54: 13/8 13/9	07) 63:	53: 10/2	26) 61: 18/12 10/9	11: 1/0(4)
11) 66: 13/7(3) 10/4	41: 9/5 6/5	08) 42: 25/21 6/4	Doubles to 2	27) 41: 9/5 2/1	43: 2/0(2)
12) Doubles to 2	Drops	09) Drops	Wins 1 point	28) 64: 12/6 4/0	21: 2/0 2/1
Wins 1 point				Wins 2 points	



Game 10

Napier : 3 Fetterlein : 8
 01) 65: 24/13
 02) 43: 24/20 13/10 51: 13/8 6/5*
 03) 32: 25/20* 66:
 04) 33: 8/5(2) 6/3(2)
 21: 25/23 24/23
 05) Doubles to 2 Drops
Wins 1 point

Game 11

Napier : 4 Fetterlein : 8
 01) 53: 8/3 6/3
 02) 61: 13/7 8/7 54: 13/8 24/20
 03) 54: 24/15 61: 13/7 8/7
 04) 64: 15/9 13/9 11: 24/20
 05) 65: 13/7 6/1 32: 13/8
 06) 65: 13/7 6/1 52: 13/8 13/11
 07) 54: 24/15 21: 8/6 11/10*
 08) 51: 25/24 13/8 32: 10/7 8/6
 09) 42: 24/20 6/4 51: 20/15 6/5*
 10) 42: 25/21 8/6 55: 20/5 6/1
 11) 44: 9/5(2) 8/4 7/3
 66: 15/3 8/2(2)
 12) 31: 7/3 Doubles to 2
 13) Drops **Wins 1 point**

Game 12

Napier : 4 Fetterlein : 9
 01) 31: 8/5 6/5
 02) 64: 8/2 6/2
 22: 24/22(2) 6/4(2)
 03) 66: 24/18(2) 13/7(2) 63: 13/4
 04) 42: 13/7 42: 13/9 4/2
 05) 53: 18/13 18/15
 66: 22/10* 22/16 8/2
 06) 65: 33: 16/10 9/6 8/5
 07) 52: 33: 13/7 10/7(2)
 08) 41: 25/24 13/9 62: 13/7 13/11
 09) 42: 9/5 7/5 21: 7/4
 10) 61: 13/7 6/5 52: 11/4
 11) 65: 13/2 Doubles to 2
 12) Drops **Wins 1 point**

Game 13

Napier : 4 Fetterlein : 10
 01) 63: 24/18 13/10
 02) 52: 6/1* 24/22 53: 25/22 18/13
 03) 21: 24/22 6/5 61: 13/7 8/7
 04) 63: 13/7 8/5 31: 22/18*
 05) 65: 25/20 13/7*
 41: 25/21 6/5*
 06) 21: 25/24 22/20*
 31: 25/24* 21/18*

07) 51: 25/20 25/24 62: 24/18 10/8
 08) 52: 13/8 22/20 62: 13/7 8/6
 09) 66: 20/2 8/2 31: 13/9
 10) 22: 24/22(2) 5/3(2)
 51: 6/1 9/8
 11) 31: 8/5 6/5 61: 8/1
 12) 11: 5/4(2) 2/1(2) 55: 18/8(2)
 13) 64: 13/7 13/9 51: 8/2
 14) 43: 9/5 8/5
 22: 13/11(2) 6/4(2)
 15) 66: 22/10(2) 54: 11/6 11/7
 16) 51: 10/5 10/9 31: 8/4
 17) 53: 7/2 5/2 21: 4/2 7/6
 18) 63: 20/14 9/6 64: 8/2 8/4
 19) 53: 14/6 42: 7/5* 5/1
 20) 65: 25/14 51: 7/2 6/5
 21) 42: 14/8 53: 7/4 5/0
 22) 63: 8/5 6/0 31: 6/3 1/0
 23) 53: 5/0 3/0 62: 6/0 2/0
 24) 43: 4/0 3/0 52: 6/1 2/0

25) 54: 5/0 4/0 41: 4/0 1/0
 26) 61: 6/0 1/0 61: 4/0 1/0
 27) 64: 6/0 6/2 52: 4/0 2/0
 28) 33: 5/0 2/0(2) 53: 4/0 3/0
 29) 21: 2/0 1/0

Wins 1 point**Game 14**

Napier : 5 Fetterlein : 10
 01) 62: 24/18 13/11 64: 24/14*
 02) Doubles to 2 Takes
 03) 66: 64: 13/7* 14/10
 04) 42: 25/21 25/23
 33: 7/4* 6/3(2) 4/1*
 05) 11: 25/24* 25/24 6/5(2)
 33: 25/22 8/5(3)
 06) 31: 24/21 24/23
 52: 13/8 10/8
 07) 54: 21/16 13/9 51: 22/16*
 08) 44: 25/21 13/9* 8/4(2)
 11: 25/24 6/4* 5/4
 09) 41: 25/24 9/5 55: 13/3(3)
 10) 21: 16/14 24/23 62: 24/16
 11) 51: 14/9* 9/8 61: 25/18
 12) 31: 8/7* 7/4 54:
 13) 51: 8/3 4/3 65:
 14) 32: 13/10 13/11
 31: 25/24 8/5
 15) 66: 11/5 10/4
 11: 24/23(2) 8/6
 16) 62: 5/3 53: 23/15
 17) 41: 6/2* 3/2 53:

18) 64: 5/1 65:
 19) 64: 5/1 21:
 20) 43: 5/1 4/1 41:
 21) 42: 6/2 6/4 61: 25/19 15/14
 22) 52: 23/18 4/2 63: 14/5
 23) 51: 18/13 2/1
 11: 19/18 8/7(2) 5/4
 24) 63: 13/7* 7/4 51: 25/19
 25) 52: 4/2 64: 19/9
 26) 53: 4/1 54: 6/1 9/5
 27) 61: 23/16 66: 7/1(2) 6/0(2)
 28) 55: 23/13 16/6 51: 5/0 1/0
 29) 66: 13/1 6/0 4/0
 55: 5/0(3) 4/0
 30) 21: 2/0 1/0 33: 4/1 3/0(3)
 31) 55: 3/0(2) 2/0(2) 21: 4/2 1/0
 32) 55: 2/0 1/03 43: 2/0 1/0
 33) 54: 1/0(2) 21: 1/0

**Wins 2 points
and the match**

By Michael Main and Liz Barker

Held at the Avenue Restaurant 7-9 St James Street, London SW1 on Sunday 12th May 2002.

It was to be hosted by **Omar Sharif**. Unfortunately Omar could not be there in person but joined us by Video Link. Participation fee was £500, Spectators fee was £100, there was an auction, raffle and many prizes.



Over **£50,000** was raised for The One to One Children's Fund during the event.

The Tournament Format was: Tric Trac Tournos of 8 players on each (8) tables. The table to finish first won a crate of vintage champagne.

The top two players from each table then formed the second phase of the tournament; a 16 player knockout (3pt, 5pt, 5pt, 7pt, all Crawford's).

First prize was a David Naylor Backgammon Board (value £1500) a trophy and £1800. The losing finalist won £1200.

About 80 people who play some backgammon had been invited to play in this Tournament to raise money for The One to One Children's Fund. The players were foremost wealthy people rather than serious backgammon players. Therefore we could expect them not to have a full working knowledge of the doubling cube and recognised Backgammon Tournament play.

In fact, given that the intention was to give them a good evening rather than making

them play backgammon to world class level it seemed sensible to make the format of the first part of the evening suitable to players of all skill levels.

If most of your players do not know how to use the doubling cube then don't use the doubling cube. Just do checker play backgammon. Later on, when you have the better players left, then yes, for the sake of properness, use the cube.

A couple of the members of the Charity Committee had already played in at least two Tric Trac Tournos run and designed by Michael Main of Backpacker Backgammon Boards and decided it was the perfect format for most of the players. The Committee invited Michael along to co-host the

first part of the evening with Liz Barker, ably assisted by Andrew Sarjeant.



Andrew, Liz and Michael

So how does the Tric Trac Tourn format work? The players were spilt up into 8 tables of eight players and a host. Every player on each table played one game against all the other players on their table. This guaranteed every player 7 games and the chance to meet everybody else on their table. The scoring system is very simple.



Want to play Backgammon for real money?

A straight win scores 1 point, a gammon scores 2 points and a backgammon 3 points. Even if you lose a game you still score 1/2 point for completing the game. So it's never pointless and nobody goes away humiliated. Indeed, even if you lose your first 3 games you can still win your table if you then win a couple of gammons or so.

As Tric Trac Tournos are designed to be fast frantic fun and we had a lot of games to get through in as short space of time a crate of vintage champagne for the table that finished first was also up for grabs.

The top two players from each table then went through to a 16 player Knockout Tournament using the Crawford Rule and the

doubling cube.

Table 1 were a knowledgeable crowd. In 1st place was A Besonia who backgammoned L. Pollock who despite that loss and a gammon loss won 1 gammon and 3 straight wins to come in 2nd place. They played quickly and thus won the crate of champagne.

Table 2 were a group of genial jovial English Gentlemen many of whom have been playing backgammon for a good number of years. Robin was clearly a backgammon player of some talent and we ear-marked him as a potential Knockout Finalist. He didn't fail us and came home top of the table with Tim in 2nd place.

Table 3 were quick players and there were a good number of gammons here. R. Bernstone won a backgammon but won only 2 other games, so it was S. Krygen

and N. Rutin who won 2 gammons and had a better win rates that went through to the Final Knockout.

Table 4 had a lot of fun and made a lot of noise in doing so. And some of the backgammon played was of a very high standard indeed. J. Esfandi romped home the clear winner by winning every game played (1 with a gammon) and L. Tesai lost just one to come home on 2nd place.

Table 5 had a lot of inexperienced backgammon players and hence played very slowly. Sadly they didn't manage to play all their games in the allotted time but didn't seem too bothered about this so the 2 top scoring players (Vadim and Tony who were clearly also the stronger players)

went through to the Final Knockout.

Table 6 produced some good results from some good backgammon players. James must have keyed into the format and won 3 gammons to come home 1st and Roger won 2 gammons to come home 2nd.

Table 7 was made up of a few British Isles Backgammon Association members. They didn't all fare so well in this unusual format for them though Tim Cross won 3 gammons to come home in 1st place (9 points) and J. Pears won 2 gammons and 4 straight wins to achieve 2nd place. Tim Cross won the highest number of point of any player in the Tric Trac Tourno section of the evening and thus won the TTT though on this occasion this afforded him no other benefit than qualification to the Final Knockout.

Table 8 was won by Karen on 8.5 points. We had 3 players draw for 2nd place with 6.5 points, but because Kevin won a backgammon it is he that also went through to the Final Knockout.

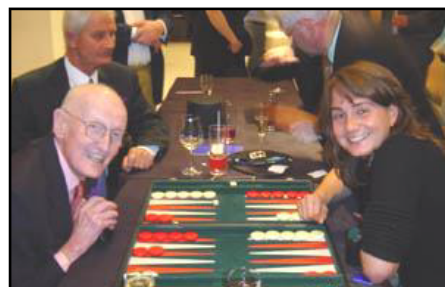
The Tric Trac Tourno went very well indeed. It was quite simply the perfect format for the majority of the assembled players. It gave them all a very social evening around playing backgammon whilst on the whole the better players went through to the Final Knockout. A TTT of so many players (some of whom usually play with some regional variations) could turn into a nightmare if not properly managed - but Table Hosts did their jobs well and the Data Enterers kept up to date. The Chairman of the Charity gave

a Speech and then introduced us to Omar Sharif via a Video Link. There was then an auction of holidays, framed photos, gold items and other such luxuries. Bids came in from all parts of the room and approximately a further £20,000 was raised within the space of 1 hour. The 16 Knockout Finalists were announced and they too were auctioned.

The Knockout Tournament was also an exciting affair with some brilliant and some not so good backgammon played. The central table was used for the matches which afforded spectators ample room to view the proceedings.

The Final was between a very humorous gentleman of some 80 years of age called Robin Boudand who has obviously been playing

by missing a hit and Lisa won the match and hence the Tournament. After the Event Lisa Tesai said:



"I'm sorry to say to those who watched me and thought I was an expert that in fact I am a recreational player, someone who rarely plays except on holiday on the beach. It was a fabulous evening, enormous fun, and I will definitely be back next year and attempt to defend my title."

Robin Boudand said: *"I enjoyed it all, even being soundly beaten by a young attractive girl in the final. I will be back next year."*



Now you can do it @....

backgammon for many a year and his skill level was very high indeed and a young lady of 26 years old called Lisa Tesai who had won though to the Final over Tim Cross whom we had privately pipped as the would be winner. It was getting late now and the Final had been reduced to a 7 pointer from a 9 pointer. Lisa proposed making it a 3 or 5 pointer. Robin declined the proposal quite rightly trusting his skill in a longer match. Robin led through clever checker play and good use of the cube. At 4.- 2 down Lisa dubiously took a Robin's cube, further threw caution to the wind and recubed. She got her "get out of jail card" with a boxcars and won the game to go 6 - 4 up. Robin, to the great dismay of his numerous chums failed to clawed it back, made his first obvious error throughout the match

The Committee would like to extend their thanks to Liz Barker, Michael Main and Andrew Sarjeant for their contribution to the smooth running of the tournament.

Do you want to make a donation to One to One Children's Fund? Unfortunately, One to One Children's Fund cannot at the moment accept credit card donation over their web site, however they can over the phone 00-44-(0)20 8343 4234 or send a cheque (payable to 'The One to One Children's Fund') to:

One to One Children's Fund
Carradine House
237 Regents Park Road
London N3 3LF
England

Main (48)

A lower than expected turnout; perhaps due to the World Cup or holiday commitments. Nevertheless the quality of the entrants wasn't lacking and we had some very strong players entered – many of them going out in the first round!

One player that is going from strength to strength at the moment is Julian Fetterlein. Fresh from his victory last month in the County Cups, he attacked the Hilton Trophy like a man possessed! Just like football, a backgammon tournament is a game of two halves – and Julian had the tougher half. He progressed though to the final where Mike Greenleaf was waiting for him.

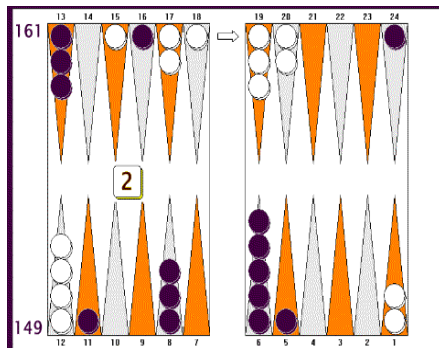
This was Mike's first final, but he was up to the job. All he had to

do was stop Julian winning two consecutive tournaments.

The final was one of our shortest matches ever. It spanned four games including the Crawford! In the first game Mike gave a dodgy double after six moves and ten moves later an equally dodgy 4-cube was returned and taken. Mike went on to win and led 4-0.

In the second game Mike cubes on his second move – and Julian has an easy take. Later, Julian re-cubes to four, Mike correctly takes – and Julian wins four points! Score 4-4.

It's in the next game that things go badly wrong for Mike. In the position below Julian ships over an early 2-cube:



11 Point match

Score 4-4

Julian (white) doubles

A JellyFish evaluation says:

	Wins	g/bg	Eqty
White	62.8	22.3	0.396
Black	37.2	9.1	
No double / Take			

So, according to JF Mike has an easy take. Oh no he hasn't! This was the start of the nightmare.

matches (he has in fact won 12 in a row for the time being) and joins that elite list of Biba players to gain the coveted trophy. Hard luck, Mike, but you never had a chance against Julian when he's rolling hot.



Julian Fetterlein, 1st.
Mike Greenleaf, 2nd.

Progressive Consolation (44)

Playing from the non-progressive side, John Renicks played his way into the final beating two very strong opponents on the way, Ray Tannen and Jim

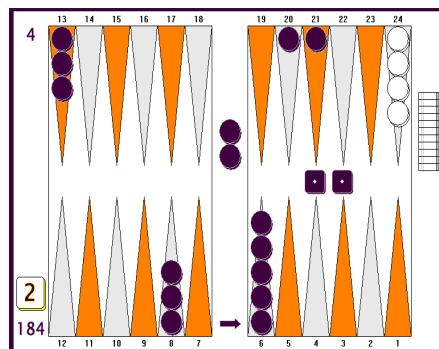
Johnson. In the final he met a third, very strong player, Brian Lever, who jumped in from the Main semis.

Brian proved too strong for John and he emerged the victor leaving John with second place and his second Biba trophy.



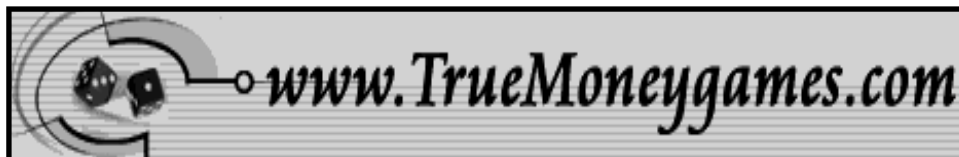
Brian Lever 1st.
John Renicks 2nd

Julian goes for a blitz and Mike is shell-shocked into submission. This is Mike (black) near the end:



Mike rolls 11 and fails to re-enter, Julian rolls 65 and Mike loses a backgammon! Score 10-4 to Julian.

Julian duly wins the Crawford game and his second consecutive tournament. Also, in the process he won the **1000-to-1 Trophy** for winning 10 consecutive 11-point



Last Chance (23)

I'm not 100% certain but this is probably the smallest entry we've had for a Last Chance. Not that that bothered the finalists, Paul Christmas and Tony Fawcett.

Paul's brother, Peter is notoriously unlucky in that he always gets to play the slow players, subsequently his next opponent is always waiting for Christmas. This time they both met in the semi – so Christmas was waiting for Christmas!

In the final, Peter came out on top and both players went home with their first ever Biba trophy. Well done, both of you.



Peter Christmas 1st.
Tony Fawcett 2nd.

Suicide (32)

This open draw of 32 players saw finalist David Fall lose to Arthur Williams in the second round, but, after re-entering, David got off to a cracking start after beating yours truly. He then breezed through the rest of the field to meet fellow Brummie, Dave Motley in the final.

Galvanised by his initial victory over the best player ever to bear the Biba No.1 membership number, David carried on with his winning streak and relegated Dave into 2nd place.



David Fall 1st
Dave Motley 2nd.

Friday Knockout (18)

Paul Sambell never rates himself very highly, but I believe he is hiding his light under a bushel! On his way to winning the Friday KO for the second time he had to beat Tim Mooring, Andrew Sarjeant and Brian Busfield, in that order. Well done, Paul – again!

Doubles (8)

Girls R Us made girlyies of *Westbury Strikers* in the first round, but, when they met *Blind But Still Ranking* they never saw what hit them and they fell leaving *Blind But Still Ranking* in the final.

Hitch-hikers couldn't thumb a lift past the first round. Neither could *Double Or Quits* and *Double Jeopardy* both of whom went out in double quick time. *By Royal Appointment & Spiderman* weaved a Royal web of play and made it to the final. The Spiderman part was added because one of the team was convinced that any mention of a film in the team name would win the bottle of wine for the best name. He was wrong, it was won by *Double Or Quits*. However, the name was good enough to take them into the final and to emerge victorious over *Blind But Still Ranking*.

And finally . . .

It wasn't one of the biggest tournaments we've ever had, but, it went

along smoothly and without incident. Everyone enjoyed themselves and the three new members we picked up along the way all had a great time.

Hilton Trophy: The Final

Game 1

Fetterlein : 0	Greenleaf : 0
01) 43: 24/20 13/10	61: 13/7 8/7
02) 33: 8/5(2) 6/3(2)	
	41: 6/5* 5/1*
03) 61: 25/24*	22: 25/21 6/4(2)
04) 61: 25/24 10/4*	31: 25/21*
05) 62: 25/23 8/2	43: 13/9 24/21
06) 54: 13/8 6/2	Doubles to 2
07) Takes	54: 13/8 21/17*
08) 44:	44: 17/5 9/5
09) 52: 25/23 13/8	62: 21/13
10) 61: 13/7 8/7	52: 13/6
11) 61: 23/16	43: 8/4 24/21
12) 61: 23/16	21: 13/11
13/12*	
13) 33: 25/22 16/13* 7/4(2)*	
	41: 25/24
14) 65: 22/16 13/8	64:
15) 42: 16/14* 14/10	52:
16) Doubles to 4	Takes
17) 33: 10/1* 8/5	43:
18) 65: 16/5	63:
19) 62: 24/16	63:
20) 33: 16/7 5/2	52:
21) 64: 7/1 5/1	66:
22) 31: 6/3 6/5	61: 25/19
23) 41: 5/1 2/1	Doubles to 8
24) Drops	Wins 4 points

Game 2

Fetterlein : 0	Greenleaf : 4
01) 52: 13/8 13/11	
	66: 24/18(2) 13/7(2)
02) 66: 11/5 8/2(3)	Doubles to 2
03) Takes	42: 8/4 6/4
04) 52: 13/8 24/22	65: 7/1* 6/1
05) 63: 25/22 8/2	31: 8/5 8/7
06) 51: 8/3 6/5	42: 13/7
07) 31: 6/3 2/1	65: 13/7 6/1
08) Doubles to 4	Takes
09) 54: 22/13	54: 13/4
10) 62: 22/20* 20/14	32:
11) 51: 13/8 2/1	42: 25/21 7/5
12) 66: 14/2 8/2	64: 21/11

13) 21: 6/4 5/4 32: 11/8 7/5
 14) 44: 13/5(2) 54: 18/13 18/14
 15) 64: 6/0 4/0 33: 14/5 13/10
 16) 22: 2/0(4) 66: 10/4 8/2 7/1(2)
 17) 21: 6/4 1/0 41: 4/0 1/0
 18) 52: 5/0 4/2 11: 1/0(4)
 19) 41: 4/0 1/0 52: 5/0 2/0
 20) 44: 5/1(2) 3/0(2) 41: 4/0 6/5
 21) 21: 2/0 1/0

Wins 4 points

Game 3

Fetterlein : 4 Greenleaf : 4
 01) 63: 24/18 13/10
 02) 43: 24/20 13/10
 52: 10/5* 13/11
 03) 11: 25/24 8/7* 6/5(2)

 54: 25/16
 04) Doubles to 2 Takes
 05) 65: 7/1* 6/1 61:
 06) 11: 24/20* 55:
 07) 55: 13/3 10/5 8/3 61:
 08) 33: 13/10 8/2 5/2 32:
 09) 65: 20/14* 14/9* 52:

10) 32: 13/8 64: 25/21
 11) 32: 9/4* 31:
 12) 61: 10/4 8/7 66:
 13) 31: 24/20 66:
 14) 52: 20/15 7/5 66:
 15) 62: 15/9 13/11 66:
 16) 33: 11/2 9/6 66:
 17) 61: 6/0 5/4 66:
 18) 32: 4/1 2/0 66:
 19) 54: 6/1 6/2 32:
 20) 65: 5/0(2) 41:
 21) 51: 4/0 4/3 42: 25/21
 22) 54: 3/0(2) 52: 25/20
 23) 44: 3/0 2/0(3) 11:
 24) 65: 1/0(2)

Wins 6 points

Game 4

Fetterlein : 10 Greenleaf : 4
 01) 42: 8/4 6/4
 02) 52: 13/8 24/22 52: 8/3* 3/1*
 03) 33: 25/22(2) 8/5(2)
 61: 13/7 8/7
 04) 11: 6/4(2) 42: 13/9 24/22

05) 52: 8/3* 3/1* 43: 25/22
 06) 55: 13/3* 8/3 6/1 42: 25/23
 07) 32: 13/10 22/20 32: 25/23 9/6
 08) 32: 10/7 22/20 65: 7/1 23/18*
 09) 32: 25/22 20/18* 54:
 10) 66: 20/2* 13/7* 41:
 11) 31: 5/2 5/4 53: 25/20
 12) 65: 22/11 54: 25/20
 13) 21: 4/2 7/6 64:
 14) 65: 18/7 41:
 15) 54: 13/8 11/7 62:
 16) 62: 7/1 8/6 43:
 17) 42: 7/3 2/0 63:
 18) 52: 6/1 6/4 51: 25/20 6/5
 19) 63: 6/0 6/3

Wins 1 point and the match

This match is available as a Jellj-Fish match file via email or on a floppy disc via Biba HQ. It can also be seen on:

www.GammonVillage.com as a Snowie file.

Tournament of Spirits

Liz Barker reports

The Tournament of Spirits was run by Vincent Versteeg and Liz Barker in Amsterdam on 15th – 17th June 2002.

We started on Friday evening with a warm-up knockout tournament in a friendly local bar. We were 12 in total and at 50 euro entry with the option of a 25 euro buy back we filled all 16 spaces for a 9pt knockout with consolation.

Vincent and Liz proved that you can't run a tournament and play at the same time by not only losing their first round matches, but losing their buy backs as well.

Without a doubt, the Brits were rolling well; Rosey Bensley, Andrew Sarjeant and John Slattery all made it to the semi finals of the main competition without needing a buy back, and John Broomfield

and Julian Wilson both made the semi-finals of the consolation.

Andrew Sarjeant, having trounced Vincent Versteeg, John Broomfield and John Slattery (9-1, 9-0, 9-2 respectively) approached the main tournament final with confidence, rejecting his smart board and precision dice for the standard issue boards that had been provided claiming "It's worked so far tonight, why jinx it?". But Pim, who'd made it to the final via Jean, Thomai and Rosey proved not only a worthy but also a speedy opponent and caught Andrew at double match point.

Julian Wilson made it to the final of the consolation where he saw off Lei.

Congratulations to all winners of the Warm-up.

The main tournament was slightly delayed by the England/ Denmark football match

which kicked off at 1.30pm Dutch time. Whilst we waited for the avid supporters we ran a couple of mini jackpots to occupy the other backgammoners.

Eventually it was time to start the draw for the main tournament. We had a disappointing turnout, but that didn't dampen our "Spirits" and we merged the Championship and Intermediate flights permitting all championship entrants double entry into the knockout. I entered as an intermediate giving us a perfect 32 player main tournament and a 7 player novice group.

Due to low numbers we set up the novice group as an "all play all". 9 point matches soon started with three matches played on Saturday and the second three played on Sunday. We drew the opening pairs and then made it a free for all.

I was a little concerned about a tie in the final placings and decided that in the event of a draw we



would refer to the match the two tied players played against each other. They certainly proved me right as it was a bitter fight to the end.

The last match to finish was Martin versus Nadya. With four wins a fifth victory would have secured the first place trophy for Martin as he would have tied with Sara and her only loss was to Martin. But Nadya fought well and denied him his victory awarding him second place.

	Rudi	Sarah	Jean	Nadya	Lidia	Martin	Hanika	Total	Pos.
Rudi		L	W	L	L	L	W	2	
Sarah	W		W	W	W	W	L	5	1
Jean	L	L		W	L	W	L	2	
Nadya	W	L	L		L	W	L	2	
Lidia	W	L	W	W		L	L	3	4
Martin	W	W	L	L	W		W	4	2
Hanika	L	L	W	W	W	L		3	3



The Novice Group Winners

The main tournament supplied it's own set of challenges; nearly all the players had to play two matches in each round and as it was a progressive consolation, it didn't get any easier as they were knocked out.

Sammy Vervourt, Rop Meyer, Yehuda Pelder and myself had all entered the intermediate flight so had one entry each. Andrew Sarjeant, Geir Pedersen, Josef Malkin, Paul Bayens, Vincent Versteeg, Rosemary Bensley, John Slattery, Ari Sanou, Bobby

Hoome, Philip Vrichfager, John Broomfield, Julian Wilson, Richard Normand and David Marco all had two entries each as champions.

We started at 3.30pm on Saturday and managed to complete the first two rounds of the main tournament and the first round of the consolation by 12.30am. This was no small feat and as one British player observed, he had played (and won) enough matches to get him to the last eight in a standard BIBA tournament.

The second day was due to start at midday but we decided to be lenient due to the late finish the night before. Sadly Richard didn't make it at all and when David arrived at 1.15pm he was not very happy with the penalty points we were forced to impose. Despite losing to Vincent he earned himself a place

in the last 8 of the consolation, but decided to withdraw from the tournament.

We ran a couple more mini knock-outs to keep the spectators and those who had been knocked out busy.

As 8.00pm arrived on Sunday evening with the final of the main the quarter finals of the consolation still to be played I became more and more concerned about the time. When Phillip lost in the quarter final of the consolation round we were very relieved as he could potentially have had to play the semi final and final of the consolation and the final of the main before we all got to bed. He later admitted that if he had beaten Julian he would have withdrawn from the consolation tournament.

Julian went on to beat Bobby 13-0, much to Bobby's chagrin as he loudly voiced that Julian had "played like an idiot". Julian was then beaten by Geir in the final, but was delighted to take a trophy and a bouquet of flowers home to his daughter Brooke as a "consolation" for missing Father's day.



**Consolation Winner
Geir Pedersen**

The final, between John Broomfield and Philip Vrichfager certainly provided some interesting positions. For the sake of interest, the full match was recorded:

17 point match

Game 1

Phillip : 0 John : 0
 01) 43: 13/9 24/21
 02) 11: 6/5(2) 5/4* 5/4
 31: 25/22 24/23
 03) 65: 24/18 18/13 61: 13/7 8/7
 04) 63: 24/21 21/15
 63: 22/16 13/10*
 05) 41: 25/24 13/9*
 51: 25/20 10/9
 06) 31: 8/5* 6/5 31: 25/22 23/22
 07) 21: 13/11 9/8 31: 8/5 6/5
 08) 66: 13/7(4) 32: 13/10 10/8
 09) 21: 24/22 22/21 43: 8/4* 7/4
 10) 32: 25/23 11/8 52: 13/8 9/7
 11) 51: 23/22 7/2 63: 9/3* 6/3
 12) 52: 25/23 7/2
 61: 22/16 16/15
 13) 51: 8/3(2)* Doubles to 2
 14) Drops **Wins 1 point**

Game 2**Phillip : 0****John : 1**

01) 12: 13/11 24/23
 66: 24/18 13/7(3)
 02) 63: 11/5 8/5
 62: 24/18 13/11
 03) 62: 24/22 22/16
 54: 11/6 13/9*
 04) 63: 25/22 22/16*
 61: 25/24 24/18
 05) 54: 13/8 8/4 53: 8/3 6/3
 06) 61: 13/12 12/6 32: 7/4 6/4
 07) 65: 16/10 10/5 51: 8/3 3/2*
 08) 44: 43: 6/2 18/15
 09) 63: Doubles to 2
 10) Drops **Wins 1 point**

Game 3**Phillip : 0****John : 2**

01) 35: 8/3 6/3 53: 8/3 6/3
 02) 64: 24/18 18/14
 55: 6/1(2)* 13/8(2)
 03) 31: 52: 13/11* 11/6
 04) 54: 25/20 25/21
 64: 24/18 8/4*
 05) 21: 25/23 8/7* 63:
 06) 33: 13/10(2) 10/7 23/20
 44: 25/21 21/17* 8/4 24/20
 07) 33: 52: 20/15* 17/15
 08) 31: 11: 8/7(2) 15/14(2)
 09) 21: 25/23 Doubles to 2
 10) Drops **Wins 1 point**

Game 4**Phillip : 0****John : 3**

01) 25: 13/8 13/11
 44: 24/20(2) 8/4(2)
 02) 55: 11/6 13/8 8/3(2)
 55: 20/15(2) 13/8(2)
 03) 42: 24/20 6/4
 55: 15/10(2) 10/5(2)*
 04) 41: 25/24 8/4 Doubles to 2
 05) Drops **Wins 1 point**

Game 5**Phillip : 0****John : 4**

01) 15: 13/8 24/23
 65: 24/18 18/13
 02) 11: 6/5 8/7(2)
 66: 8/2* 8/2 13/7(2)
 03) 55: 25/20(2) 15/10 13/8
 61: 13/7 24/23
 04) Doubles to 2 Takes
 05) 52: 24/22 22/17* 65:
 06) 53: 8/3 6/3 21: 25/23 6/5

07) 54: 17/13 13/8 53: 13/8 8/5
 08) 64: 10/4 8/4
 66: 13/7(2) 7/1(2)
 09) 52: 13/8 8/6 52: 7/2 6/4
 10) 51: 13/8 8/7 54: 7/2 6/2
 11) 52: 13/8 6/4 32: 6/3 6/4
 12) 31: 8/5 5/4 61: 7/1 2/1
 13) 62: 7/1 7/5 61: 4/3
 14) 32: 8/5 8/6 43: 5/1 4/1
 15) 65: 7/1 5/0 61: 23/17 17/16
 16) 53: 5/0 4/1 43: 16/12 12/9
 17) 52: 5/0 6/4 22: 9/7 7/5 5/3 3/1
 18) 61: 6/0 6/5 63: 23/17 17/14
 19) 21: 4/2 1/0 62: 14/8 8/6
 20) 32: 3/0 2/0 33: 6/3 3/0(3)
 21) 42: 4/0 5/3 32: 5/2 2/0
 22) 62: 5/0 4/2 62: 2/0(2)
 23) 55: 4/0 3/0(3)

Wins 2 points**Game 6****Phillip : 2****John : 4**

01) 51: 24/23 23/18
 02) 61: 13/7* 8/7
 41: 25/21 21/20
 03) 53: 13/8 8/5*
 41: 25/21 21/20*
 04) 55: 25/20 20/15 6/1(2)*
 55: 25/20 20/15(2) 15/10*
 05) 22: 25/23 7/5(2) 24/22
 22: 6/4(2) 4/2(2)*
 06) 51: 25/20 8/7 61: 15/9 10/9
 07) 53: 8/3 6/3 41: 9/5* 6/5
 08) 52: Doubles to 2
 09) Drops **Wins 1 point**

Game 7**Phillip : 2****John : 5**

01) 34: 24/20 13/10

11: 6/5(2)* 8/7(2)
 02) 63: 25/22 22/16
 21: 24/22 6/5
 03) 43: 24/21 21/17*
 22: 25/23 22/20 13/11 11/9*
 04) 32: 25/23 13/10
 42: 24/20 9/7
 05) 31: 17/14 14/13 31: 7/4 5/4
 06) 52: 13/8 8/6 51: 13/8 23/22
 07) 66: 23/17* 17/11 10/4(2)
 21: 25/23 23/22
 08) 42: 6/2 13/11 51: 13/8 7/6
 09) 61: 8/2 2/1 41: 8/4 4/3
 10) 64: 8/2 8/4 53: 7/2 6/3
 11) 62: 13/7 13/11 65: 13/7 7/2
 12) 32: 7/4 4/2 54: 13/8 8/4
 13) 51: 6/1 2/1 43: 5/1 4/1
 14) 31: 4/1 2/1 52: 22/17 17/15
 15) 43: 11/7 7/4 32: 22/20 15/12
 16) Doubles to 2 Takes
 17) 44: 11/7(2) 7/3(2)
 51: 20/15 12/11
 18) 53: 6/1 3/0 42: 11/7 7/5
 19) 32: 3/0 2/0 54: 15/10 10/6
 20) 62: 6/0 4/2 62: 20/14 14/12
 21) 51: 6/1 1/0
 61: 20/19* 19/13
 22) 56: Doubles to 4
 23) Takes 32: 12/9 9/7
 24) 41: 31: 13/10 6/5
 25) 52: 43: 10/6 7/4
 26) 46: 31: 4/1 1/0
 27) 21: 41: 6/2 5/4
 28) 36: 44: 6/2(2) 5/1(2)
 29) 53: 25/20 20/17 11: 1/0(4)
 30) 42: 17/13 13/11
 33: 4/1(2) 3/0(2)
 31) 62: 11/5 2/0 64: 4/0 2/0
 32) 53: 5/2 4/0 53: 2/0(2)



The Final. Philip Vrichfager and John Broomfield
Liz Barker recording



33) 63: 4/0 2/0 43: 2/0(2)
Wins 4 points
Game 8
Phillip : 2 John : 9
 01) 43: 13/9 24/21
 02) 64: 24/18 8/4* 64: 25/21* 13/7*
 03) 22: 25/23(2) 6/4(2)* 21: 25/23 8/7
 04) 53: 24/21 21/16* 64:
 05) 65: 16/10 13/8 32: 25/22 24/22
 06) 41: 13/9 10/9 64: 13/7 13/9
 07) 33: 23/20(2) 8/5(2) 52: 22/17* 9/7
 08) Doubles to 2 Drops
Wins 1 point
Game 9
Phillip : 3 John : 9
 01) 62: 24/18 13/11
 02) 32: 24/21 24/22 32: 18/15 13/11
 03) 51: 13/8 22/21 54: 13/8 15/11
 04) 54: 13/8 8/4 65: 24/18 18/13
 05) 54: 8/3 8/4 21: 6/5 5/3
 06) 42: 6/2 13/11 44: 11/7(3) 7/3
 07) 63: 11/5 8/5 64: 13/7 6/2
 08) 41: 6/2 8/7 65: 13/7 13/8
 09) 65: 13/7 13/8 65: 8/2 8/3
 10) 21: 6/4 4/3 31: 8/5 6/5
 11) 31: 8/5 7/6 Doubles to 2
 12) Drops **Wins 1 point**
Game 10
Phillip : 3 John : 10
 01) 34: 24/20 13/10 32: 24/21 24/22
 02) 62: 10/4* 6/4 53: 25/20 8/5*
 03) 32: 25/22 22/20* 51: 25/20 6/5*
 04) 22: 25/23 23/21 24/22 22/20* 63: 25/22 13/7
 05) 44: 20/16 13/9(2) 6/2 63: 13/7 13/10
 06) 63: 21/15* 16/13 65: 25/20 20/14
 07) 52: 15/10 10/8 65: 7/1 14/9
 08) 32: 13/10 8/6 43: 9/5 8/5
 09) 31: 10/7 8/7 51: 13/8 6/5
 10) Doubles to 2 Takes
 11) 33: 13/10(2) 10/7(2) 62: 13/7 6/4
 12) 63: 7/1 7/4 43: 7/3 7/4

13) 52: 9/4 9/7 44: 20/16 16/12 12/8 8/4
 14) 42: 8/4 8/6 51: 8/3 8/7
 15) 42: 6/2 4/2 11: 5/4 4/3 3/2 2/1
 16) 32: 7/4 6/4 66: 20/14 14/8 8/2 7/1
 17) 66: 7/1(2) 6/0(2) 64: 22/16 16/12
 18) 52: 6/1 2/0 42: 12/8 4/2
 19) 22: 4/2 2/0(3) 31: 6/3 8/7
 20) 31: 4/1 1/0 43: 6/2 7/4
 21) 11: 1/0(4) 62: 22/16 16/14
 22) 62: 4/0 4/2 43: 14/10 10/7
 23) 41: 4/0 2/1
Wins 2 points
Game 11
Phillip : 5 John : 10
 01) 14: 13/9 24/23 33: 24/21(2) 6/3(2)
 02) 52: 13/8 9/7 52: 13/8 13/11
 03) 52: 7/2 23/21 52: 8/3 13/11
 04) 31: 24/21 6/5 65: 13/7 7/2
 05) 61: 8/2 6/5 55: 13/8 8/3 21/16(2)
 06) 64: 13/7 8/4 63: 11/5 8/5
 07) 42: 7/3 6/4 51: 11/6 3/2
 08) 64: 8/2 8/4 33: 16/13(2) 8/5(2)
 09) 66: 21/15(2) 13/7(2) 63: 13/7 5/2
 10) 51: 7/2 2/1 Doubles to 2
 11) Takes 53: 13/8 7/4
 12) 32: 15/12 7/5 11: 8/7 7/6 6/5 5/4
 13) 42: 12/8 8/6 32: 3/0 2/0
 14) 21: 15/13 13/12 54: 5/0 4/0
 15) 53: 12/7 7/4 21: 2/0 6/5
 16) 65: 6/0 5/0 64: 6/0 4/0
 17) 11: 2/1 1/0(2) 4/3 61: 6/0 5/4
 18) 65: 6/0 5/0 53: 5/0 3/0
 19) 11: 2/1(2) 1/0(2) 42: 4/0 2/0
 20) 33: 6/3 3/0(3) 41: 5/1 1/0
 21) 43: 4/0 4/1 61: 6/0 3/2
 22) 61:
Wins 2 points
Game 12
Phillip : 5 John : 12
 01) 21: 13/11 24/23
 02) 21: 13/11 24/23 32: 24/21 23/21
 03) 42: 13/9 11/9 65: 13/7 7/2*
 04) 32: 25/23* 23/20 51: 25/20 21/20

05) 55: 9/4(2)* 6/1(2) 43: 25/22 22/18
 06) Doubles to 2 Takes
 07) 54: 24/20 13/8 32: 18/15 13/11
 08) 64: 20/16 16/10* 61:
 09) 53: 8/3 6/3 61:
 10) 42: 10/6 20/18 65: 25/20 13/7*
 11) 44: 25/21 13/9(2) 8/4 61: 13/7 8/7
 12) 64: 21/15 15/11 54: 8/3 7/3
 13) 33: 11/8 9/6(2) 6/3 63: 11/5 8/5
 14) 42: 6/2 4/2 62: 20/14 11/9
 15) 65: 8/2 8/3 51: 9/4 7/6
 16) 21: 8/6 1/0 65: 14/8 8/3
 17) 41: 4/0 1/0 63: 20/14 7/4
 18) 54: 6/1 4/0 66: 20/14 14/8(2) 8/2
 19) 44: 6/2(3) 3/0 21: 3/1 8/7
 20) 43: 3/0(2) 11: 7/6 2/1 1/0(2)
 21) 53: 3/0 2/0 55: 6/1(2) 5/0(2)
 22) 61:
Wins 2 points
Game 13
Phillip : 7 John : 12
 01) 53: 8/3 6/3
 02) 44: 24/20(2) 13/9(2) 41: 13/9 9/8
 03) 53: 8/3 6/3 31: 8/7 7/4
 04) 65: 20/14 14/9 43: 8/4 8/5*
 05) 31: 25/24 13/10 41: 6/5 13/9
 06) 62: 24/18 18/16* 55: 25/20 20/15* 15/10 13/8
 07) 54: 44: 13/9* 13/9 24/20(2)
 08) 32: 25/23 Doubles to 2
 09) Drops **Wins 1 point**
Game 14
Phillip : 7 John : 13
 01) 26: 24/18 13/11 63: 13/7* 13/10
 02) 55: 25/20 20/15* 15/10 13/8 31: 25/22 8/7
 03) 41: 11/7 8/7 64: 8/2 6/2
 04) 65: 13/7 8/3* 54: 25/20 24/20
 05) 55: 13/8 8/3 6/1* 6/1 62: 25/23 13/7
 06) Doubles to 2 Takes
 07) 62: 10/4 6/4 32: 8/5 7/5
 08) 52: 7/2* 24/22 61:



09) 65: 8/2 22/17 43:
 10) 41: 13/9 9/8 11:
 11) 21: 17/15 15/14 33:
 12) 44: 14/10 10/6 8/4(2) 44:
 13) 52: 7/2 4/2 65: 25/20 20/14
 14) 63: 7/4 6/0 31: 14/11 7/6
 15) 63: 6/0 6/3 32: 11/8 8/6
 16) 53: 4/0 3/0 61: 13/7 7/6
 17) 31: 3/0 1/0 51: 20/15 7/6
 18) 54: 4/0(2) 62: 20/18 18/12
 19) 61: 4/0 1/0

44: 13/9 9/5 15/11 11/7

20) 62: 3/0 2/0 61: 12/6 5/4
 21) 54: 2/0(2) 64:

Wins 2 points

Game 15

Phillip : 9 John : 13

01) 56: 24/18 18/13
 33: 24/21(2) 8/5(2)

02) 43: 24/21 21/17*
 41: 25/21 21/20

03) 53: 8/3 6/3 41: 13/9 9/8*

04) 32: 25/23 6/3 63: 8/2* 13/10

05) 61: 25/24 24/18

52: 13/8 10/8

06) 62: 13/7 7/5*

41: 25/21 21/20*

07) 31: 25/22 6/5*

61: 25/24 13/7*

08) 42: 25/23* 22/18*

53: 25/20*

09) 51: 25/24 23/18

32: 25/23 23/20

10) 61: 24/18 13/12*

61: 25/24 24/18

11) 65: 13/7* 12/7 63:

12) 62: 7/1* 3/1 33:

13) Doubles to 2 Drops

Wins 1 point

Game 16

Phillip : 10 John : 13

01) 41: 13/9 24/23

02) 43: 6/2* 24/21 53: 25/22 9/4*

03) 51: 25/20 2/1*

64: 25/21 21/15

04) 21: 24/22 22/21*

22: 25/23 6/4* 6/4 22/20

05) 31: 25/24 13/10* 66:

06) 44: 13/9 9/5* 5/1 6/2*

65: 25/20

07) Doubles to 2 Drops

Wins 1 point

Game 17

Phillip : 11 John : 13

01) 42: 8/4 6/4

02) 41: 13/9 24/23 61: 8/2* 2/1*

03) 54: 25/20 21: 24/22 6/5*

04) 44: Doubles to 2

05) Drops **Wins 1 point**

Game 18

Phillip : 11 John : 14

01) 53: 8/3 6/3

02) 22: 6/4(2) 13/11(2)

61: 13/7 8/7

03) 54: 24/20 20/15

54: 13/8 24/20

04) 65: 15/9 9/4 21: 13/11 24/23

05) 52: 13/8 8/6 31: 23/20 11/10

06) 64: 24/20 20/14

62: 13/7 13/11*

07) 52: 25/20 4/2 62: 11/5* 7/5

08) 52: 25/23 13/8 Doubles to 2

09) Drops **Wins 1 point**

Game 19

Phillip : 11 John : 15

01) 62: 24/18 13/11

02) 11: 6/5(2) 8/7(2)*

32: 25/22 24/22

03) 51: 13/8 24/23 53: 8/3 6/3

04) 31: 24/21 6/5 43: 6/2* 11/8

05) 66: 61: 8/2 22/21

06) 43: 25/21 13/10

62: 21/15* 15/13

07) 22: 51: 22/21 21/16

08) 42: 25/21 5/3

32: 16/13 13/11

09) 42: 7/3 8/6 53: 13/8 11/8

10) 54: 13/8 8/4 61: 13/7 8/7

11) 44: 13/9(2) 8/4 9/5

21: 13/11 8/7

12) 31: 5/2 9/8 53: 13/8 11/8

13) 11: 6/5 5/4 4/3 3/2

52: 13/8 8/6

14) 11: 8/7 7/6(2) 6/5

Doubles to 2

15) Takes 31: 8/5 6/5

16) 65: 21/15 15/10

55: 8/3(3) 7/2

17) Doubles to 4 Takes

18) 53: 6/1 10/7 52: 7/2 7/5

19) 21: 7/5 5/4 31: 3/0 2/1

20) 21: 4/2 2/1 41: 6/2 1/0

21) 41: 21/17 17/16 52: 5/0 2/0

22) 43: 16/12 12/9

55: 6/1(2) 5/0(2)

**Wins 4 points
and the match**



Winner John Broomfield

Congratulations to all those who took part and thank you to Vincent and the Amsterdam Backgammon Club for inviting me to run what was certainly a challenging and fun tournament.



Runner-up Philip Vrichfager

A Backgammon House-party In Zakynthos, Greece

A report by Brendan Burgess -
The Irish answer to Alan Whicker

When I met Neil Davidson at the British Open in April, he had a strange selling pitch for his backgammon House Party in Zakynthos, a beautiful Ionian Greek island, 3 hours from London. "It will be great fun" he said enthusiastically, if somewhat naively, "There will be around 24 backgammon players going". I was not sure about backgammon players being great fun. "It's on a remote part of the island away from all the noisy night clubs and bars". I wondered if he did not want me to come! "And" he said, triumphantly "John Clarke will be the tournament director". I have always enjoyed a good farce, so I decided there and then to sign up!

Zakynthos airport was full of young women in great form straight off the set of "Ibiza uncovered", the docu-soap on the sensational aspects of 18-30 holidays. This is going to be good I thought. All the women hopped on various tour buses and Frank Conway and I hopped into Neil Davidson's Jeep. Sod the backgammon I thought, there are more interesting ways to spend this holiday. But unfortunately, the buses turned left as they exited the airport and we turned right. I was sure that this was some mistake on Neil's part. "Don't worry" said Neil "You won't be bothered by noisy young girls for the rest of the week." And indeed he was right. We were on our way to a remote part of the island exactly as it said in the brochure.

We were met at the Peligoni Club by Vanessa, a lively, welcoming and enthusiastic Mistress of Ceremonies. "Look at the beautiful scenery" said Neil and I woke up thinking that the tour buses might have arrived back at the club. But, no! Apparently he was referring to the deep blue sea, the mountains and the cloudless sky. I couldn't deflate his enthusiasm by telling him we had all that in Ireland (well, apart from the deep blue sea and the cloudless sky).



That afternoon there was the first of many backgammon tournaments. With such top players as Paul Turnbull, Martin Barkwill, Paul Money, Neil Davidson and Julian Minwalla, it was always going to be difficult. But I got a lucky draw and played John Clarke in the first round. I might have been affected by the jet lag or perhaps I was intimidated by his "Grandmaster of Backgammon" tee-shirt, but I failed to score a single point in the 9 point match. Gracious in victory as always, John said "Hard luck" with almost the same insincerity with which I grunted "Well played!"

Each daily tournament contributed to the overall Zakynthos Cup. The rules for deciding the winner could well have been drafted by Michael Crane. Apparently you had to play at least 20 matches, you had to have a win ratio of over 60% in all your matches and your name had

to be John if you were to win this trophy. Not surprisingly, the Grandmaster himself came first in the event but when he realised that there was no prize money, he declined the trophy. Neil Davidson stepped forward as the person with the next highest win ratio but someone objected that his name was not John, so up stepped David Hale, whose middle name is John. So as with many of the Biba tournaments, the person who came third actually won and John went

home to Crete with the prestigious Zakynthos Perpetual Cup. I asked what did "Perpetual" mean and I was told that he could keep it. And indeed he is welcome to it.

But despite the absence of tour buses, and despite the remoteness of

the location, and despite the presence of 24 "fun" backgammon players, it was a great holiday. The Peligoni Club is really a great place. The views rival those of any location in the world and it is very well run with a great atmosphere and a fantastic location for swimming and water sports. The deal included the hotel and dinner and lunch every day. And the food was fantastic. All our rooms had balconies with amazing views of the island coastline.

Apart from the, mainly male, backgammon players, there were about 20, mainly female, painters and yoga students. So there were plenty of opportunities to cross fertilise, so to speak. The backgammon players were invited to participate in yoga sessions. Paul Turnbull seemed to think that this meant hanging around at the back of the room ogling the girls in leotards doing their stretches. Stuart Forsythe gave lessons in danc-

ing and Frank Conway gave classes in chat up lines.

The Club organized parties which also enhanced the opportunities for cross fertilisation. There were some very interesting excursions including a sunset walk, where our hostess showed us olive trees, fig trees and walnut trees and some of the fertile flora of the island including Sweet Briony and Sarah's Primrose.

As everyone who went to Zakynthos has already put their name down for next year's house party, you would need to talk to Neil Davidson soon if you don't want to miss the fun.



It's dancing. Jim, but not as we know it!

You can see a fuller and more representative report from Paul Gilbertson on the web site

At: www.peligoni-backgammon.co.uk/

Keren Di Bona Memorial Trophy

6/7 July 2002

Report by Michael Crane

Main (42)

Glacial. That's it. Glacial. I'd been wracking my brain for a word to describe the speed of some of the matches this weekend, and now I have it. Glacial. I've seen continents move faster than some of the players this weekend. At one stage I thought Rodin had been resurrected and had progressed from The Thinker to The Comatose! Either that or one of those Medussa thingies had snuck into the playing room and turned them all to stone. To combat Rodin/Medussa I brought out my secret weapon. No, it wasn't a cold chisel or a mirror, it was the Chess Clock. There they were ticking away like little bombs beside the boards as each opponent sat there with beads of perspiration forming on their foreheads as they waited for the anticipated fall of the flag and the dreaded penalty points to kick in. Ah, chess clocks, a TDs best friend.

Only forty-two? I hear you ask. Well, what do you expect when the tournament clashes with the World Championships in Monte Carlo? I think next year there'll have to be a change of dates – do you think they'll mind moving the Monte dates to accommodate?

Once upon a time

So, here we are in rainy Coventry with our forty-two players; but within our ranks we have a veritable Goliath of backgammon players – Julian Fetterlein, the winner of two consecutive tournaments, the May, County Cups and the June, Hilton Trophy. Could he make it three in a row or would a David step up, take aim and slay him with a cock-shot?

Well, as fate would have it Julian cleaved his way through the field into the final smashing all before him with his stunning combination of (and I quote), "Brilliant playing, and luck!" Where, oh where is a



**Emmanuel Di Bona
Tournament Sponsor**

David when you need one? Well, here, actually. In fact we had a surfeit of Davids. David Startin and David Nathan fought it out in the last eight for the possibility of taking out The Big Man if they could make it to the Final. David Nathan won in that encounter and then faced and beat Richard Granville in the semi emerging as the "Great White Dope" as someone described him; at least I think that's what I heard. Anyway, David sat down and did his damndest to stop the leviathan. When it got to 9-9 and the cube had been shipped across the kibitzers were enthralled as the match went to DMP.

Scenting blood, David fought tooth and nail, determined to slay Goliath and put an end to his fearful reign. The game ebbed to and fro but in the end, good prevailed and the dreaded Goliath was finally vanquished by the nice David. The End.

Consolation (38)

After the excitement of the Main Semi-Final, David Startin, having been robbed of his moment of glory and a giant slaying opportunity, had to settle for smaller fry. Having entered from the progressive side he quickly despatched his opponents to face Bill Pope from the non-progressive side in the final.

Due to a long wait for his opponent to emerge from the progressive side, Bill was tired, hungry and cold whereas David was rolling hot. Before Bill could get warm David continued his winning streak and relegated poor Bill into the Runner-up position. Not exactly a Goliath, but at least it was another David victory.

Last Chance (32)

To be exact it should have been called the Second to Last Chance because in a moment of generosity I decided to make it an open draw of 32 and allow re-entries for those players that were able to lose quickly. This was a double-edged sword for me – it kept the players happy and it speeded up the matches! I'm not just a pretty face.

Rachel Rhodes, still flushed from her Runner-up placing in Liverpool didn't need a re-entry. She played through to the final on her first attempt. Her opponent there, Uldis Lapikens also needed just the one attempt. So, could Rachel do it? Would she be off to Monte



David Nathan & Julian Fetterlein



David Startin & Bill Pope



Rosey & Paul



Rachel Rhodes & Uldis Lapikens

Carlo with a trophy under her arm? Yes! Uldis had to take a back seat as Rachel prepared for take-off to Nice with the Last Chance winners' trophy gleaming in the pale Coventry sunshine.

Suicide!(32)

I'm not claiming any records here but I think I might be correct in claiming that the final of this event saw the first ever pairing of siblings in a backgammon tournament final. If I am incorrect then perhaps a brother and sister pairing might clinch it?

Rosey Bensley and her brother Paul Gilbertson (known as Rosey's brother) faced each other across the playing surface. From their stern expressions it was evident this would not be a nice little family outing, and the gloves were off. Immediately Rosey went for the juggler (he was annoying her, playing with his balls) and Paul reeled back going down in the first. He got up again but it was no good, she was too good for him and he had to defer to her greater skill (or luck as he called it) as she jubilantly hoisted the winners' trophy above her head in an undisguised display of female supremacy. It was an awesome sight and one that made the blood run cold of the watching red blooded males as they cringed in her shadow!

Friday KO (18)

If you were wondering why the testosterone was a little subdued when Rosey won the Suicide, it was because she had already been in one final this weekend – the Friday Knockout. This time she faced Julian Minwalla, whom, according to his peers had never won a trophy; and this wasn't the event to redress this situation because

there isn't a trophy for the Friday KO, just money and accommodation.

The fact that he couldn't win a trophy didn't stop Julian and he came out the victor – leaving Rosey with the Runner-up spot.

Doubles (8)

Due to some confusion one team failed to arrive before the perfect eight team draw and it went ahead without them. Coming down to the playing-room with just three minutes to kick-off and expecting to be entered was a little optimistic and unfortunate. Perhaps next time they and others will take heed and be there fifteen minutes before kick-off to ensure a place.

Nuts & Screws were aptly screwed in the 1st round, Dice and Easy Does It didn't. We're Forever Throwing Doubles put the squeeze on Hyper & Dermic – The Two Pricks in the semi; and **Send Help In Time** said, "No way Jose to the final" to No Way Jose as they went on to face Bubbles. Bubbles blew them away in the final – after all, they did play S.H.I.T!

The best was name was a close thing between Hyper & Dermic – The Two Pricks and We're Forever Throwing Doubles but in the end The Pricks came first.

And finally . . .

I mentioned Monte Carlo earlier, and that brings me to this parting section. Last year, John Slattery was voted 'Mr. Elegance' at the World Championships. Helped no doubt by his flamboyant waistcoats. This year he is taking a more proactive stance and is taking to Monte a collection of a specially designed waistcoats and hat-bands.

For those of us not able to get to Monte and to admire these creations at first hand, here is a taste of what we're missing. He must spend weeks sewing on each sequin one-by-one; clearly it is a labour of love!



Before I leave John or Slats to his friends, take a look at the picture at the bottom of the page:

This is a copy of a print of a copy of a pastel drawing of a copy of a photograph done by Jerry Limb! For those of you not familiar with Jerry, take a look at this web site: http://www.msoworld.com/mindzine/news/classic/bg/limb_bio.html

Jerry is the original, Mouth & Foot Artist - as he describes himself, and I don't doubt him for a minute. After all, how many artists do you know who cope without arms?

Jerry has been kind enough to allow me to sell a limited number of these prints via Biba. If you'd like to purchase one at the special Biba price of just £12.50 plus £3.50 p&p then send me some money now. Each print is 76cm x 44cm and is despatched in a tube for uncreased arrival.

Really finally . . .

It might not have been the biggest ever tournament but it was a fun tournament and that is more important. What's the point in staging a big tournament if no-one enjoys themselves? There wasn't a single problem over the weekend with the tournament. Everyone had a great time and many have already booked for the August tournament.

I'd like to thank Emmanuel Di Bona for sponsoring the tournament and purchasing the magnificent trophies. The weekend was in memory of his wife, Keren, and I am proud to be given the honour of perpetuating her memory via Biba. Thank you, Emmanuel.



The Backgammon Player
By Jerry Limb

Liverpool Open June 28

Report by Adam Stocks
(with a bit from Rodney Lighton)

Another good turnout of 56 this year has prompted TD John Wright to announce that from next year, this event will be held over two days, further enhancing its position as a popular addition to the calendar for some of UK's best players. There may even be overnight accommodation space (sleeping bag required) onsite at the 'Mansion', with a breakfast laid on. The 3am finish again produced an exciting DMP climax to a very long day of intense backgammon action, with many players still hopeful of the title late into the day, particularly as the format of 5 rounds of 7-point matches meant that players could still get into the last 16 knockout phase with only 3/5 wins. 4/5 and 5/5 got into the last 16 as of right, and all those on 3/5 went into the dreaded hat (traditionally one of Slat's exhibits!), a random draw to fill the remaining knockout places. Needless to say, I had an unsuccessful appointment with Mr. Hat, fair and just punishment for my producing this report late.

To get us through, we were again able to take advantage of the fine buffet spread laid on for us by Pam Wright and Ang & Carl Dell of the hosting Liverpool Backgammon Club, and John Wright was Superman for day, combining his directing duties with storming his way to the semifinal of the Main. Ditto co-host Peter Chan, who went to the other semi.

Unfortunately John Slattery fought back in a long fight against John Wright, to secure his final place. Peter's quest came to a halt when he ran into the in-form Rachel Rhodes, who seems to be cleaning up with that Fetterlein

chap recently.

So the 2000 Liverpool Open winner John Slattery and 2000 British Open champion Rachel Rhodes battled out the 11-point, with John taking a significant early 8-3 lead, but Rachel clawed it back all the way to 9-9, and hence it was quickly doubled for a DMP finale. John's early 6-prime was too much for Rachel, and John became champion for the second time.

In the Consolation (38 entries, 5-pointers) final, John Clark had to settle for second, even though he had led 4*-0/5, as Darren Kerrigan came good to beat the MSO Grandmaster at his own game. That's backgammon, John.

My Preston Backgammon Club-mate Peter Snape did us proud winning the Last Chance (32 entries, 3-pointers) trophy at his first visit. Barry Teece triumphed over David Fall in the 1-point Shootout (64 entries).

All in All a great tournament, with additional thanks to Lucy Jones & Andy Maisey (Admin.), and Sam, Amber and Meta for their friendly barwork. We will all be looking forward to Liverpool 2003 with relish.

Adam Stock

Rodney Lighton says:

The following position on the next page from the Liverpool Open Tournament caused a "friendly discussion" (no surprise there) between Connor Dickinson and Steve Hallett. Connor was playing and Steve was giving his opinion on the position, - like he does!



**Main
Slat's & Rachel**



**Consolation
John & Darren**



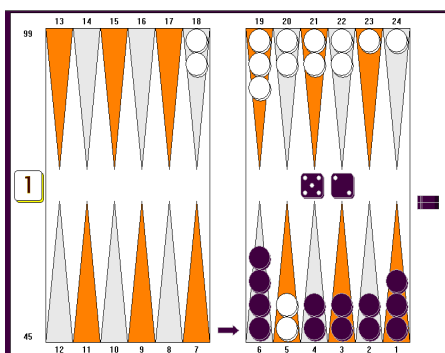
**Last Chance
Peter & Liz**



**1 point Shootout
Barry & David**

At double match point Black to play a 5-2.

Connor's Position.



Connor argued for 6/1, 2/0 giving only 6-5 as a shot leaving number next turn. Steve argued for 6/1, 6/4 leaving both 6-1 and 5-1 as shot leaving numbers, but saying that with Connor's choice any 5 or 6 next turn would come down to the position with 2 checkers on the 6-point, so taking 2 off the 6-point immediately was correct. This was touted around various players at the tournament with each side getting supporters. Make your mind up before reading on...

A Jellyfish analysis shows that Steve was correct by a small margin. It does not seem to matter what the state of White's board is, whether completely made or with 3 blots in it, Steve's choice always wins by a small margin.

The "Bristol 50"

Report by Michael Crane

Well, Lincoln Backgammon Club showed those Bristol blokes a thing or two about backgammon! We had two of our players in the final - Tim Mooring and Uldis Lapikens.

Hang on a minute, I hear you ask. Uldis Lapikens, when did *he* become a Lincoln player? He became a LBC player this month and is on 'loan' from St Albans for the next month or two as well (at a very cheap transfer fee, too).

So, back to my opening statement: We had two of our players in the final - Tim Mooring and Uldis Lapikens.

Tim, according to the bookies was favourite to win. He stated at 16-1 for the first round and dropped to 11-8 for the Final.

Those bookies know a thing or two don't they? They were totally correct, Tim won a very close final match to win the first "Bristol 50" with a score of 11-9 at DMP.

If I was to mention that one of the players was 90 minutes late and I gave you a choice of three -

Jeff Barber (Southampton), Paul Barwick (Yorkshire) and John Clark (London) which of these would you choose? Hands up all those that picked John Clark. You certainly know your players! Not content to make it to a Biba tournament with minutes to spare, John excelled himself this time - and it only cost him two penalty points - which was precisely the difference he lost at in the Main; to Uldis! Poetry!

Mind you, John had the last laugh because he came first in the Consolation beating John Napier in the final.



Tim Mooring
Now Lincoln's
richest player!



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SAC Trophy (54)

Report by Michael Crane

Main (56)

Not the biggest of turnouts but that didn't detract from the quality of the entries – a high standard indeed.

In the early days, 1993 to be precise, this tournament lacked a sponsor, so, with my usual flair it was named; *Tournament No.3!* A title I'd laboured over for some considerable time before settling upon it. Nowadays, thanks to SAC (Studio Anne Carlton – manufacturers of backgammon sets) it has a better title and a trophy (albeit a little wobbly due to age and poor materials!). So since 1994 the trophy has always borne the winner's name; which was a pity for Brian Lever because he won it in 1993; and the trophy doesn't bear witness to his achievement.

Now Brian is happy at last – his name is now engraved proudly upon the trophy for all to see. He achieved his 'double' after winning his 6th Round match against David Startin. When I tell you an 8-cube was tossed about the board you'll have an idea of just how quickly the match went – at the speed of light in comparison to



Brian Lever

Brian's previous games (and I am counting from year dot!).

Poor David didn't get a look in. In fact, when counting back on the sum of opponents' scores he dropped into 3rd place behind John Thomas – who was the Runner-up. I know this system of using the sum of opponents' scores isn't perfect but until someone devises one that is better we'll continue to use it. David's compensation was to be awarded 10 *Grand Prix* points for winning five out of five – which pushed him to the top of the pile (see printouts).



John Thomas

Mike Greenleaf left the hotel before realising he'd made Top Intermediate (hence no piccy of him), but at least the Top Beginner was there. Simonetta Barone won 6 out of 5; a remarkable performance! Well done, Simonetta.

Friday KO (24)

John Renicks bemoaned to me over the weekend that he's not happy with his game at the moment. He feels he isn't reaching his full potential. Well, if beating me on his way to the Friday KO Final isn't an indication of excellent playing skills and knowledge,



Simonetta Barone

then what is? I was well and truly whupped. Mind you, John does have some way to go yet as he failed to beat Emmanuel di Bona in the Final. *He also won 4 out of 6 in the SAC beating three higher ranked players into the bargain.* Watch out when he *does* reach his full potential!

Doubles KO (12)

No Clock Please, We're British were timed out in the first round; *Yeah Baby!* became *Cry Baby!*; *Podge & Becks* didn't get too far, he was too podgy and she was too thin. *A Rolling Prime Gathers No Loss* turned out to be an apt team name as they rolled into the final and all over *Dice Hard With A Vengeance*. Mind you, the *Dice* team weren't too bothered as they'd done a deal over the money! *Rolling* also won the top name; lucky buggers!

Finally. Not a bad tournament. No probs and a doddle to run.

Just before I go, I'd better mention the fact that Ian Tarr, from Bristol, polled the most votes in the **Sportsmanship 2002 Trophy**. It was a popular victory and well deserved – if all entrants were as sporting as Ian it would be great! Not only did he win a ginormous trophy but also a hundred quid – both donated by Dod Davies. Ian has been nominated for the title

three times now, and each time his share of the vote has increased each time. Now, at third time lucky, he has finally done it. Well done, Ian.

Dod might wear tee shirts with naughty words on them or with demonic scenes extolling the virtues of *The Beast* or 666, but he's a real softie at heart.



**Dod Davies, Sponsor with Ian Tarr
Sportsmanship Trophy Winner 2002**

Championships - Who will win what?

Biba Grand Prix Championship

It is technically possible for any of the top thirty in the competition to win the Biba Grand Prix Championship. However, those at the very top have the best chances.

If you haven't already done so, get booked in for the remaining GP 2002 tournaments now!

42	David Startin
39	Julian Fetterlein
36	Rachel Rhodes
33	Brian Lever
31	John Slattery
29	Brian Busfield
23	Tony Lee
23	Dod Davies
18	Ray Tannen
18	Mike Greenleaf
17	Stephen Drake
17	David Nathan
17	Hubert De L'Epine
16	Tim Mooring
15	Murat Imamoglu
14	Emmanuel Di Bona

Biba Ranking Championship

This lot have already qualified (played 18 x 11-point matches) and are now substituting losses for wins, therefore their scores at the moment are the worst they'll do. It is very open at the moment and it could be any of them (or someone else coming up on the rails!)

2085.78	Tony Lee
2065.94	David Startin
2065.56	Mike Greenleaf
2060.06	Rachel Rhodes
2046.89	Brian Busfield
2029.17	Julian Fetterlein
1973.89	Emmanuel Di Bona
1955.78	John Slattery
1943.67	Dod Davies
1926.67	Roy Hollands
1895.61	Stuart Mann
1866.50	Hubert de l'Epine
1789.50	Jacek Brzezinski
1782.56	Uldis Lapikens
1767.94	Jeff Barber
1726.78	Tim Mooring
1722.00	Mike Butterfield
1709.00	Paul Barwick
1700.22	David Nathan
1698.61	Paul Gilbertson

1686.28	Kevin White
1679.11	Peter Christmas
1668.83	Tony Fawcett
1665.17	Peter Bennet
1657.28	John Renicks
1645.00	David Fall
1641.28	Dave Motley
1639.39	Mike Wignall
1633.56	Andrew Sarjeant
1610.89	Liz Barker
1589.39	Arthur Williams
1542.78	Ernie Pick
1505.11	Julian Minwalla
1490.67	Peter Wilson
1486.50	Rosemary Bensley
1438.06	Paul Sambell
1335.06	John P Lewis
1305.39	Bob Parmley

Check out the printouts and see if you can predict the winners of each Championship. If anyone gets them both correct they'll win free entry to any four tournaments of their choice in 2003. Answers please to Biba HQ or via email: champ@backgammon-biba.co.uk To arrive before the end of August 2002.

Tournament Results

Hilton Trophy 8/9 June

Main (48)			Last Chance(23)			Doubles(8)		
1	Julian Fetterlein	15	1	Paul Christmas	5	1	By Royal Appointment	
2	Mike Greenleaf	8	2	Tony Fawcett	2	&	Spiderman	
3/4	Nigel Briddon	6	3/4	Peter Christmas	1	2	Blind But Still Ranking	
3/4	Paul Gilbertson	5	3/4	David Fall (see Suicide)		3/4	Girls R Us	
5/8	John Slattery	3				3/4	Blues Brothers	
5/8	Roy Hollands	3	Suicide(32)			Best Name: Double Or Quits		
5/8	Hubert De l,Epine	2	1	David Fall	3			
5/8	Brian Lever (see Cons)		2	Dave Motley	1			
Consolation (44)			3/4	Kevin White				
1	Brian Lever	4	3/4	Arthur Williams				
2	John Renicks	4	Friday KO(18)					
3/4	Jim Johnson	3	1	Paul Sambell				
3/4	Colin Laight	2	2	Brian Busfield				
5/8	Paul Sambell	1	3/4	Mike Wignall				
5/8	Ray Tannen	1	3/4	Andrew Sarjeant				
5/8	Roy Hollands (see Main)							

Liverpool Open 29 June

Main (56)			Consolation (38)			Last Chance (32)		
1	John Slattery	15	1	Darren Kerrigan	10	1	Peter Snape	6
2	Rachel Rhodes	10	2	John Clark	6	2	Liz Perry (see Main)	
3/4	John Wright	6	3/4	Stuart Shalom	3	3/4	Kevin Stebbing	1
3/4	Peter Chan	6	3/4	Matthew Fisher	3	3/4	David Wallbank	1
5/8	David Fall	3	5/8	Alan Greenwood	1	One-Point Shootout (64)		
5/8	Kevin Williams	3	5/8	Dave Motley	1	1	Barry Teece	
5/8	Liz Perry	3	5/8	Mike Heard	1	2	David Fall	
5/8	Rodney Lighton	3	5/8	Steve Hallett	1			

Keren Di Bona Memorial Trophy 6/7 July

Main (42)			Last Chance (32)			Friday KO (18)		
1	David Nathan	12	1	Rachel Rhodes	6	1	Julian Minwalla	
2	Julian Fetterlein	8	2	Uldis Lapikens	3	2	Rosey Bensley	
3/4	Richard Granville	6	3/4	Hubert De L'Epine	1	3/4	Roy Hollands	
3/4	Leslie Singleton	5	3/4	John Slattery	1	3/4	Hubert De L'Epine	
5/8	Roy Hollands	3	5/8	Mark Lemon		Doubles (8)		
5/8	David Startin (see Cons)		5/8	Nigel Briddon		1	We're Forever Throwing	
5/8	Melvyn Abrahams	2	5/8	Cliff Connick			Doubles	
5/8	Jacek Brzezinski	2	5/8	Joey Rammell		2	Send Help In Time	
Consolation (38)			Suicide (32)			3/4	Hyper & Dermic - The	
1	David Startin	6	1	Rosey Bensley	3		Two pricks	
2	Bill Pope	5	2	Paul Gilbertson	1	3/4	No Way Jose	
3/4	Ernie Pick	3	3/4	Martin Hemming		Best name: Hyper & Dermic - The Two Pricks		
3/4	Jeff Barber	2	3/4	Richard Granville				
5/8	Martin Hemming	1	5/8	Richard Biddle				
5/8	Ray Tannen	1	5/8	Mark Lemon				
5/8	Emmanuel Di Bona	1	5/8	John Renicks				
5/8	Jacek Brzezinski(see Main)		5/8	Roy Hollands				

Bristol "50" 27 July

Main (32)

1	Tim Mooring
2	Uldis Lapikens
3/4	Paul Gilbertson
3/4	David Fall
5/8	Martin Hemming
5/8	Paul Barwick
5/8	Julian Minwalla
5/8	Michael Castle

Consolation (16)

1	John Clark
2	John Napier
3/4	Kevin White
3/4	Stephen Kerberg
5/8	Paul Watts
5/8	John P Lewis
5/8	Simon Baker
5/8	Stuart Mann

MC: This is likely to become an annual tournament. Keep your eyes open for details in the Biba-fax and online at the Bristol web site:

www.freenetpages.co.uk/hp/brisgammon/remains.htm

SAC Trophy 3/4 August

(Pos / Name / Wins / GP)

001	Brian Lever	6	15
002	John Thomas	5	7
003	David Startin	5	10
004	Mike Heard	5	7
005	Mike Greenleaf	5	7
006	Simonetta Barone	5	7
007	Dod Davies	5	7
008	Ian Tarr	4	3
009	Uldis Lapikens	4	3
009	Andrew Sarjeant	4	3
011	Bill Pope	4	3
011	Tony Lee	4	3
011	Rachel Rhodes	4	3
014	Jeff Barber	4	3
015	Peter Christmas	4	3
016	Emmanuel Di Bona	4	3
017	Stuart Mann	4	3
018	Kevin White	4	3
019	Anthony Coker	4	3
020	John Renicks	4	3
021	Lawrence Powell	3	1
021	Liz Barker	3	1
023	Raymond Kershaw	3	1
024	Paul Barwick	3	1
024	Jacek Brzezinski	3	1

026	Tim Mooring	3	1
027	Roy Hollands	3	1
027	Julian Fetterlein	3	1
027	Neil Davidson	3	1
030	Tony Fawcett	3	1
031	Mike Butterfield	3	1
032	Paul Sambell	3	1
033	John Slattery	3	1
034	Steffen Kowak	3	1
035	Dave Motley	3	1
036	Peter Bennet	2	
037	John Napier	2	
038	Hubert De L'Epine	2	
038	Roland Herrera	2	
040	Paul Gilbertson	2	
040	Leslie Singleton	2	
042	David Fall	2	
043	John P Lewis	2	
043	Mike Wignall	2	
043	Ernie Pick	2	
046	Colin Laight	2	
046	Kevin Nicholson	2	
048	Spencer Close	2	
048	Arthur Williams	2	
050	Melvyn Abrahams	2	

051	Rosey Bensley	1
051	Rowland Brindley	1
053	Jane Oxley	1
054	Rebecca Brindley	1
055	Cath Kennedy	1
056	Jon Sharpe	0

Friday KO (24)

1	Emmanuel di Bona
2	John Renicks
3/4	Tim Mooring
3/4	Roland Herrera

Doubles (12)

1	A Rolling Prime Gathers No Loss
2	Dice Hard With A Vengeance
3/4	42
3/4	The Also Rans

Top Name: A Rolling Prime Gathers No Loss

August 2002 Active Rankings

(new / old / name)

1982	1982	Paul Lamford
1969	1909	Brian Lever
1907	1878	Dod Davies
1884	1915	Julian Fetterlein
1822	1822	John Clark
1810	1810	Richard Granville
1798	1794	Tony Lee
1798	1798	Mardi Ohannessian
1791	1791	Jim Johnson
1757	1757	Brian Busfield
1749	1749	Dave McNair

1744	1744	Ralph Eskinazi
1742	1742	Tim Cross
1733	1723	Rachel Rhodes
1728	1747	Lawrence Powell
1727	1727	David Nathan
1724	1724	Steve Hallet
1717	1717	Jeff Ellis
1711	1695	Ian Tarr
1708	1708	David Gallagher
1704	1704	Mike Grabsky
1697	1640	David Startin

1696	1674	Stuart Mann
1691	1679	Emmanuel Di Bona
1690	1690	Graham Brittain
1688	1688	John Hurst
1684	1694	John Slattery
1668	1668	Stephen Drake
1668	1668	Helen Helm-Sagar
1663	1663	Ray Tannen
1650	1650	Arthur Musgrove
1650	1650	Connor Dickinson
1647	1647	Charlie Hetherington

August 2002 Active Rankings (continued)

(new / old / name)

1982 1982 Paul Lamford	1668 1668 Stephen Drake	1553 1553 Simon Macbeth
1969 1909 Brian Lever	1668 1668 Helen Helm-Sagar	1551 1548 Tim Mooring
1907 1878 Dod Davies	1663 1663 Ray Tannen	1549 1549 Phil Caudwell
1884 1915 Julian Fetterlein	1650 1650 Arthur Musgrove	1548 1548 Steve Rimmer
1822 1822 John Clark	1650 1650 Connor Dickinson	1547 1547 Peter Chan
1810 1810 Richard Granville	1647 1647 Charlie Hetherington	1544 1487 Mike Greenleaf
1798 1794 Tony Lee	1645 1645 Raj Jansari	1544 1574 Peter Bennet
1798 1798 Mardi Ohannessian	1635 1609 Bill Pope	1542 1542 James Vogl
1791 1791 Jim Johnson	1634 1648 Roy Hollands	1536 1536 Paul Christmas
1757 1757 Brian Busfield	1632 1604 Jeff Barber	1533 1533 Jim Moore
1749 1749 Dave McNair	1626 1626 Steve Pickard	1526 1526 Raymond Kershaw
1744 1744 Ralph Eskinazi	1618 1618 Simon K Jones	1525 1525 Matthew Fisher
1742 1742 Tim Cross	1616 1585 Peter Christmas	1523 1553 David Fall
1733 1723 Rachel Rhodes	1614 1555 John Thomas	1516 1516 John Wright
1728 1747 Lawrence Powell	1611 1611 Tim Wilkins	1515 1515 Edwin Turner
1727 1727 David Nathan	1608 1608 Rodney Lighton	1500 1520 John Napier
1724 1724 Steve Hallet	1604 1604 Mike Waxman	1498 1536 Hubert De L'Epine
1717 1717 Jeff Ellis	1604 1604 Martin Barkwill	1487 1478 Paul Barwick
1711 1695 Ian Tarr	1602 1602 Harry Bhatia	1486 1486 Stuart Parmley
1708 1708 David Gallagher	1601 1574 Uldis Lapikens	1484 1484 Martin Hemming
1704 1704 Mike Grabsky	1600 1600 Alistair Hogg	1482 1479 Dave Motley
1697 1640 David Startin	1591 1591 Kerry Jackson	1476 1476 Will Richardson
1696 1674 Stuart Mann	1580 1580 Bob Young	1462 1455 Neil Davidson
1691 1679 Emmanuel Di Bona	1570 1570 Kevin Stebbing	1462 1462 Wayne Felton
1690 1690 Graham Brittain	1559 1559 Shaun Herd	1451 1412 John Renicks
1688 1688 John Hurst	1557 1565 Jacek Brzezinski	1449 1439 Liz Barker
1684 1694 John Slattery	1557 1567 Mike Butterfield	1448 1448 Elliot Smart

August 2002 Pending Rankings

(rank / name)

1725 Simon Barget	1510 Ian Hill	1428 George Plant
1721 Brendan Burgess	1505 Daphne Smith	1428 Peter Murrell
1666 Richard Beagarie	1495 Vianney Bourgios	1425 Ian Sadler
1639 Paul Turnbull	1489 David McNamara	1425 Rowland Brindley
1608 Corinne Sellers	1485 Kevin Williams	1424 Grant Dewsbury
1602 James Hatt	1483 Sunni Nicholson	1404 Evan Williams
1574 Simon Gasquoine	1483 Melvyn Abrahams	1402 Alan Greenwood
1574 Dave Robbins	1481 Lorenzo Rusconi	1381 Rebecca Brindley
1555 Vincent Versteeg	1474 Brendan Bemsley	1377 Michael Main
1540 Nigel Briddon	1472 Monica Beckerson	1377 Alison Hobbs
1538 Tom Duggan	1472 Blaine Buchanan	1376 Tony Pryor
1534 David Hale	1470 Steve Lynch	1354 Richard Winston
1533 Mark McCluskey	1469 Ian Shaw	1351 Liz Makepeace
1527 Theo	1468 Suart Dewis	1326 Martin Blindell
1520 Alan Beckerson	1465 Johan Salfors	
1520 Kyriacous Kyriacou	1465 Tim Brown	
1514 Mark Lemon	1459 Roz Nathan	
1512 Steven Reddi	1453 Roland Herrera	
1510 Miles Illott	1450 Winston<David	

August 2002 Grand Prix

(points / name)

42 David Startin	7 Brendan Burgess	3 Vianney Bourgios
39 Julian Fetterlein	7 Matthew Fisher	3 Ian Hill
36 Rachel Rhodes	7 John Wright	3 Juliet Fennell
33 Brian Lever	7 John Clark	3 Martin Sloane
31 John Slattery	7 Stuart Mann	3 John Jacobs
29 Brian Busfield	7 Raj Jansari	3 Freddy Mossanen
23 Tony Lee	7 David Fall	2 Steve Hallet
23 Dod Davies	7 Anthony Coker	2 Colin Laight
18 Ray Tannen	7 Ernie Pick	2 Geoff Conn
18 Mike Greenleaf	7 Simonetta Barone	2 Helen Helm-Sagar
17 Stephen Drake	6 Jeff Barber	2 Paul Sambell
17 David Nathan	6 Peter Snape	2 Melvyn Abrahams
17 Hubert De L'Epine	6 Sean Casey	1 Cliff Connick
16 Tim Mooring	6 Nigel Briddon	1 David Wallbank
15 Murat Imamoglu	5 Paul Christmas	1 Phil Caudwell
14 Emmanuel Di Bona	5 Raymond Kershaw	1 Tim Wilkins
13 Connor Dickinson	5 Peter Wilson	1 Dave McNair
13 Barry McAdam	5 Leslie Singleton	1 Martin Barkwill
12 Paul Lamford	5 Vincent Versteeg	1 Alan Greenwood
12 Peter Chan	4 Dave Coyne	1 Bob Young
12 Paul Gilbertson	4 Mike Grabsky	1 Sue Perks
11 Ian Tarr	4 Chris Bray	1 Rosey Bensley
11 Kevin White	4 Peter Fallows	1 Felix Vink
10 John Thomas	4 Mardi Ohannessian	1 Steve Field
10 Uldis Lapikens	4 Stuart Parmley	1 Kevin Stebbing
10 Jacek Brzezinski	4 Kerry Jackson	1 George Suilimirski
10 Darren Kernighan	4 Andrew Sarjeant	1 David Sharples
10 Rodney Lighton	4 Mike Wignall	1 Paul Watts
10 Mike Butterfield	4 Darryl Kirk	1 Neil Davidson
10 Edwin Turner	4 Eddie Barker	1 Nick Hamar
10 John Napier	3 Jeff Ellis	1 Wayne Felton
10 Tony Fawcett	3 Jim Johnson	1 Martin Hemming
10 Kevin Williams	3 Dave Raynsford	1 Liz Barker
9 Paul Barwick	3 Ralph Eskinazi	1 Arthur Williams
9 Bill Pope	3 Mike Waxman	1 Andrew Kindler
9 Richard Granville	3 Mark Flanagan	1 Mark Lemon
9 Peter Bennet	3 Charlie Hetherington	1 Tim Brown
9 John Renicks	3 Will Richardson	1 Amir Mossanen
8 Roy Hollands	3 Alistair Hogg	1 Gary Slocombe
8 Mike Heard	3 Harry Bhatia	1 John Batty
8 Peter Christmas	3 Liz Perry	1 Peter watkins
8 Simon K Jones	3 Stuart Shalom	1 Steven Reddi
8 Lawrence Powell	3 Julian Minwalla	1 Steffen Kowak
8 Dave Motley	3 Ian Shaw	

August 2002 Rankings Championship

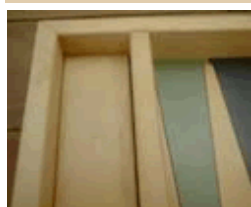
(played / points / name)

18	2085.78	Tony Lee	14	1798.29	Richard Granville	7	1556.86	Kevin Williams
18	2065.94	David Startin	14	1626.21	Lawrence Powell	7	1554.43	Mark Flanagan
18	2065.56	Mike Greenleaf	14	1543.14	Bill Pope	7	1505.43	Neil Davidson
18	2060.06	Rachel Rhodes	14	1481.57	Mike Waxman	7	1501.43	Darryl Kirk
18	2046.89	Brian Busfield	13	1754.00	Edwin Turner	7	1440.57	Simon K Jones
18	2029.17	Julian Fetterlein	13	1661.62	John Thomas	7	1406.29	Aubrey Tapley
18	1973.89	Emmanuel Di Bona	13	1623.08	Ray Tannen	7	1333.00	Rowland Brindley
18	1955.78	John Slattery	13	1536.46	Leslie Singleton	7	1174.43	Jim Johnson
18	1943.67	Dod Davies	13	1515.08	Nigel Briddon	7	1126.14	Rebecca Brindley
18	1926.67	Roy Hollands	12	1693.00	John Napier	7	1010.57	Malcolm Storey
18	1895.61	Stuart Mann	12	1587.83	Stuart Parmley	6	2029.50	Murat Imamoglu
18	1866.50	Hubert de l'Epine	11	1644.73	Conner Dickinson	6	1984.00	Raj Jansari
18	1789.50	Jacek Brzezinski	11	1546.73	Kerry Jackson	6	1925.00	Mike Heard
18	1782.56	Uldis Lapikens	11	1456.55	Vianney Bourgeois	6	1891.17	Brendan Burgess
18	1767.94	Jeff Barber	10	1639.60	Will Richardson	6	1799.00	Mike Grabsky
18	1726.78	Tim Mooring	10	1433.60	Simon Macbeth	6	1775.50	Al Hogg
18	1722.00	Mike Butterfield	10	1397.40	Roland Herrera	6	1770.33	Ralph Eskinazi
18	1709.00	Paul Barwick	10	1325.30	Grant Jewsbury	6	1726.33	C. Hetherington
18	1700.22	David Nathan	9	1808.44	Jeff Ellis	6	1721.83	Freddi Mossanen
18	1698.61	Paul Gilbertson	9	1664.56	Anthony Coker	6	1704.67	Mike Bailey
18	1686.28	Kevin White	9	1652.78	John Wright	6	1680.00	Martin Sloane
18	1679.11	Peter Christmas	9	1611.56	Steven Reddi	6	1678.50	John Jacobs
18	1668.83	Tony Fawcett	9	1580.67	Ian Hill	6	1675.00	Tom Duggan
18	1665.17	Peter Bennet	9	1550.00	Vincent Versteeg	6	1569.67	Nick Hamar
18	1657.28	John Renicks	9	1495.00	Wayne Felton	6	1503.50	Steve Field
18	1645.00	David Fall	9	1480.67	Dave McNair	6	1495.33	Gary Slocombe
18	1641.28	Dave Motley	9	1457.11	Paul Watts	6	1486.67	Phil Caudwell
18	1639.39	Mike Wignall	9	1426.67	Tim Brown	6	1407.17	David Welch
18	1633.56	Andrew Sarjeant	9	1415.78	Sue Perks	6	1398.67	Tim Wilkins
18	1610.89	Liz Barker	9	1357.56	Gerry Smith	6	1352.67	Keven Nicholson
18	1589.39	Arthur Williams	9	1332.78	Melvyn Abrahams	6	1344.83	Steffen Kowak
18	1542.78	Ernie Pick	9	1303.67	Neil Young	6	1336.50	Johan Sallfors
18	1505.11	Julian Minwalla	9	1270.11	Elliot Smart	6	1290.33	Stuart Fryett
18	1490.67	Peter Wilson	9	1003.78	Jon Sharp	6	1282.67	Steve Malins
18	1486.50	Rosemary Bensley	8	1799.00	Rodney Lighton	6	1273.00	Spencer Close
18	1438.06	Paul Sambell	8	1675.13	Simonetta Barone	6	1215.33	Alison Hobbs
18	1335.06	John P Lewis	8	1579.25	Peter Watkins	6	1211.67	Martin Blindell
18	1305.39	Bob Parmley	8	1573.13	Matthew Fisher	6	1189.17	Jane Oxley
17	1997.71	Ian Tarr	8	1558.50	Juliet Fennell	6	1147.83	Tim O'Hanlan
17	1690.71	Brian Lever	8	1517.38	Amir Mossanen	6	1102.17	Gary Stark
17	1627.88	Mardi Ohannessian	8	1419.38	Ray Kershaw	6	1036.83	Cath Kennedy
17	1498.18	Bob Young	8	1385.00	Eddie Barker	6	1029.33	Stephen Wilson
17	1334.88	Colin Laight	7	1775.57	Arthur Musgrove			
16	1737.19	Stephen Drake	7	1727.00	Helen Helm-Sagar			
15	1664.07	Peter Chan	7	1723.57	Dave Gallagher			

May 1000-to-1

Salvador Leong	7	Mike Greenleaf	5	Ray Mitchell	4	Freddy Mossanen	4
Willy Stanton	6	David Nathan	5	Mike Heard	4	Dod Davies	4
Murat Imamoglu	6	Stuart Mann	4	Martin Sloane	4	Anthony Coker	4
Brian Lever	6	Stephen Drake	4	Glen Bollington	4		

David Naylor



Corner section showing glued and screwed checker housing



Very strong, reliable and harmonious leather closure



Leather covered brass checkers in various colours



Hand-stitched, lipped and lined shakers in top quality leather



Hard wearing and extremely strong 16mm brass hinges



Screwed leather handle for maximum security

The unique, David Naylor doubling cube



Discover the Beauty of Leather in its Greatest Form - BACKGAMMON

David has been building leather backgammon boards for over 20 years at his workshops in the Italian Alps and now in his London workshop. All leather used is finest Tuscan quality selected personally by David himself.

For further details contact Michael Crane on 01522 829649, email dnb@backgammon-biba.co.uk

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