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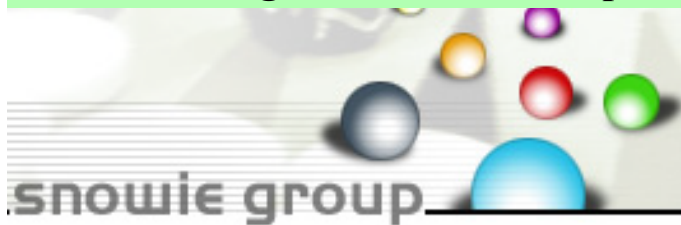
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Introducing The Snowie Group



SnowieGroup SA is a stock corporation located in Switzerland. Founded in 1997 it specializes in Artificial Intelligence software with neural network technology. As a first product the Backgammon program Snowie hit the market in 1998. SnowieGroup became immediately the world wide market leader for intelligent Backgammon software and released the Snowie versions 1 through 4 so far. Snowie 4 beats even the best professional players in the long run and is a great learning tool. The product is being sold over the Internet (www.bgsnowie.com) and by retailers in many countries.

Our Technology

Our goal and passion is to develop intelligent computer programs that are able to make better decisions in their domain than human experts. Here we would like to give an overview about the techniques that we use for their creation. This includes short explanations of Artificial Intelligence in general, Neural Networks simulated in computers and the application of these techniques in practice.

Artificial Intelligence

The purpose of Artificial Intelligence (AI) is to produce programs that make clever decisions in a certain environment. Games are especially attractive for AI research. Already in 1950, Alan Turing and Claude Shannon tried to find algorithms for the game of Chess. In their time it was not possible to develop executable programs for computers, so Turing had to simulate his program by hand.

Since then, a lot of research has been performed, especially for the advancement of AI in games. A game always contains some aspects of real life problems. It can't be expected that a computer is able to find solutions for real life problems if it can't solve the much easier and well defined problems of a game. Therefore the development of good AI for games is a first step in the direction of intelligent computers in real life. There are several reasons why games are a good test bed for AI:

The world in which the game exists is clearly defined. All factors that belong to the game can be recognized and considered.

There is only a limited number of game rules and possible actions for a player.

The goal of the game is clearly given.

A game can be easily programmed due to its limited size and complexity.

If good algorithms or learning strategies can be found, there is reasonable hope that they can also be applied to similar real life problems. Often theoretical concepts can be tested in practice with a game and their performance can be checked. Also, it is possible to try new ideas and compare their efficiency to other strategies.

Neural Network Technology

The idea of neural networks is taken from biological nature. Humans have a highly complex pattern of billions of neurons in their brain. These are able to adapt and therefore reflect experience and learning of the individual. Every neuron is connected to many other neurons of which the strength and the number of connections may vary over time.

This principle, that has proven to be very successful in nature, is being simulated in computers. Instead of cells and chemical substances only abstract objects are used and changes of connections are initiated by mathematical algorithms.

Neural networks are also capable of solving complex tasks in the digital world of computers. Especially suitable are pattern recognition problems.

The neural network for the backgammon program Snowie started with random weights. The rules of the game were given, so Snowie would play completely random but legal moves until the game was finished. Then it learned from the outcome of the game and the weights changed a bit by the so called Backpropagation Algorithm. Instead of taking the final outcome it learned in each position the evaluation of the following one(s). This is the TD-Lambda algorithm, first applied to the game of Backgammon by Gerry Tesauro, who developed TDGammon during his research work. Snowie played many millions of games in this manner and became stronger and stronger. For Snowie 4, we developed another advanced learning algorithm which when applied produced another jump in playing strength.

Applications

Neural networks can be applied to many different kinds of applications. Modern door locks check the finger print of the person who would like to open the



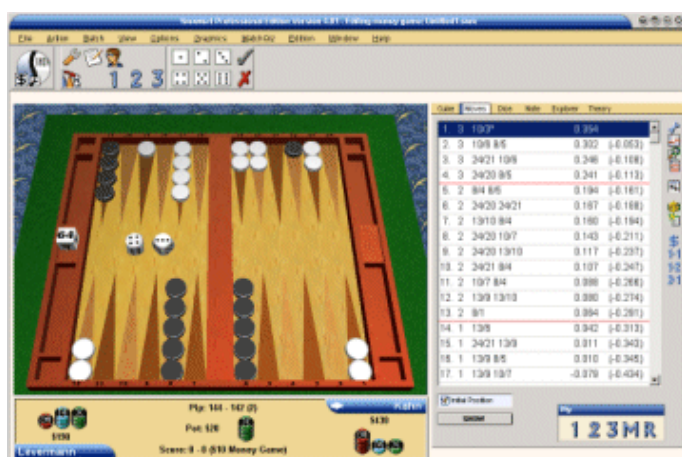
door. The finger will never be put at exactly the same position and the screened image will always differ slightly.

Another kind of application is function approximation. You have input and output data vectors of a function given but not the function itself. You would like to generate the output vector for a new input vector. Here a neural network can be trained to behave like the unknown function. If you enter the new input vector to the net it will give an estimated output vector. An example for this is the neural net for the backgammon program Snowie. There are so many different backgammon situations that Snowie hasn't seen them all during the training period. However, Snowie produces very good estimates for the winning chances in a given situation, no matter if it has seen exactly this given position during the training.

A neural network can be trained to recognize the characteristic patterns of the finger prints and is therefore able to determine the identity of the person. Pattern recognition is very suitable for neural networks.

A very interesting field is the stock market. How are future stock values going to change? One possibility to find an answer to this difficult question is to train a neural network. It can learn to predict future values out of the past and current characteristics of the stock. These are only three examples of the wide field: Pattern recognition, function approximation and value prediction.

Our Products



Backgammon Snowie

Our first product is the Backgammon program Snowie. Snowie 1 started already as the best Artificial Intelligence in the world, beating all humans except the professional players. From 1997 when Snowie 1 was released to 2002 when Snowie 4 came out,

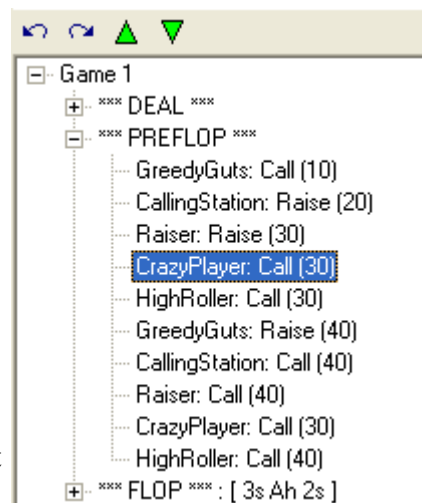
Snowie's strength could be improved dramatically and is now able to beat even the best players in the world consistently. Snowie 4 is recognized as the strongest playing engine in the world and every serious tournament player uses it to learn and analyze.

The program offers many features to analyze your own game and to learn from Snowie. It gives you detailed percentages for the possible outcomes of the game as well as the ranking and equities of possible moves. You can browse through your match jumping from error to error and view detailed statistics about your kinds of errors (separated in cubes and checker plays). For a deeper analysis Snowie offers a rollout feature. Snowie will play many games against itself starting from the position that you are interested in. This may take a long time to finish but it gives a very accurate result.

For more information about Snowie please have a look at the BGSnowie site, www.bgsnowie.com.

Poker Snowie

Our next product will be an Artificial Intelligence for the game Poker. We are currently working on a program that plays the game Hold'Em. It is much more difficult to train a neural net to play Poker compared to Backgammon. In Poker you have to play a "Mixed Strategy", that means you have to play statistically in some situations to not give away too much information about your hand. In each situation there are three possible actions: "Fold", "Check/Call" and "Bet/Raise". In some situations the right decision is clear, so one action should be played 100% of the time. In other situations there has to be the right mixture according to the game theory, for example in a bluff situation the right action triple could be (Fold: 95%, Call: 0%, Raise: 5%).



Additionally to the statistical decisions, the Artificial Intelligence has to deal with hidden information and the dynamics of a multi player game. We are still trying to improve the playing strength of the program.





The Snowie Story

www.bgsnowie.com/

Who is behind Snowiegroup?



SnowieGroup is owned by two persons: Olivier Egger and Johannes Levermann.

Olivier Egger was born in Fribourg, Switzerland, on November 12, 1969. He received the diploma in electrical engineering in 1994 from the Swiss Federal Institute of Technology (EPFL), Lausanne, Switzerland. Then, he graduated from the Georgia Institute of Technology, Atlanta, USA with a Master of Science in Electrical Engineering. Finally, he received the Ph.D. degree in 1996 from the Swiss Federal Institute of Technology (EPFL), Lausanne. For his research in image processing he was awarded the Landry and SVIA of Switzerland prizes.



He is a regular player in the international Backgammon scene. His biggest successes are 1st place in Moscow 1999, Gstaad 1999 and Gstaad 2001. He also won the "Trophée des Alpes" twice (1999 and 2001) and finished twice 2nd in Lugano.

Johannes Levermann was born on May 3rd, 1972 in Menden, Germany. After high school he studied Computer Science, Electrical Engineering and Business Management at the University of Dortmund. After his studies he moved to Switzerland to become a partner of the AI (Artificial Intelligence) company SnowieGroup SA. He is working on AI for the games Backgammon and Poker.



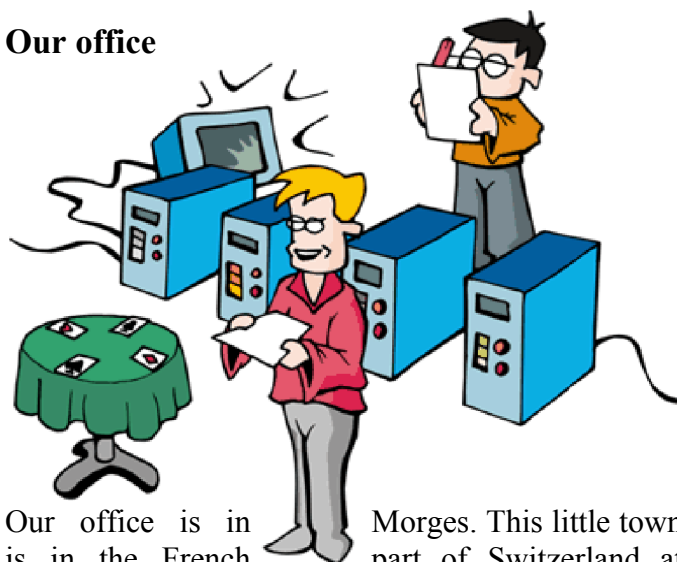
During the time as a student he made a living as a Backgammon professional and reached the 3rd place in the world ranking list. One of his biggest successes was the 2nd place in the World Cup in 1998. He still travels to the most important tournaments all over the world, like the World Championship in Monte Carlo in July.

How did we meet?



We first met at the international tournament in Moscow in 1999. This event was a spectacular event at that time since it had an added prize money of \$40'000. As luck decided we met in the finals of the main event where Olivier had the better of the luck beating Johannes 19 to 3.

Our office



Our office is in Morges. This little town is in the French part of Switzerland at lake Geneva.

Our office is basically a big computer park. At the moment we have 25 computers representing a total of more than 30 GHz all together. They all work in a network to train current Artificial Intelligence projects.

Where does the name "Snowie" come from?

The name Snowie originally came from SnowWhite. The first beta version that played on the backgammon server fibs was named that way. Since the architecture of neural network consisted of seven different neural networks we came to the



idea to call it after the story of SnowWhite and the seven dwarfs. There is a main decision algorithm that decides which neural network should be used in which situation. For obvious copyright reasons we then decided to call it "Snowie".

Backgammon Training



The training algorithm of Snowie consists of playing games against itself. Indeed, Snowie 1 played more than 3 million games against itself before its publication. The artificial neural network analyzes the happenings of each game and adapts its weights accordingly. Very quickly the neural network learns the basics of the game like making points or hitting a blot. After many more games it starts to learn more subtle strategies of the game and becomes finally a world-class expert.

Snowie Evolution

The development of Snowie started in 1995 and took three full years to finish in its first release. Computer time is critical to train a neural network of that kind and it is clear that playing 3 million games between



1996 and 1998 took a very long time.

Snowie 1 to Snowie 4

In 1998 Snowie 1 came to the market. Snowie 2 followed half a year later with a substantial improvement in its user interface. Early 2000 came Snowie 3 with a big improvement which were the live cube equities. These allowed to measure error rates more accurately and also



allowed a significant improvement in playing strength. The neural network for the first three versions was the same.

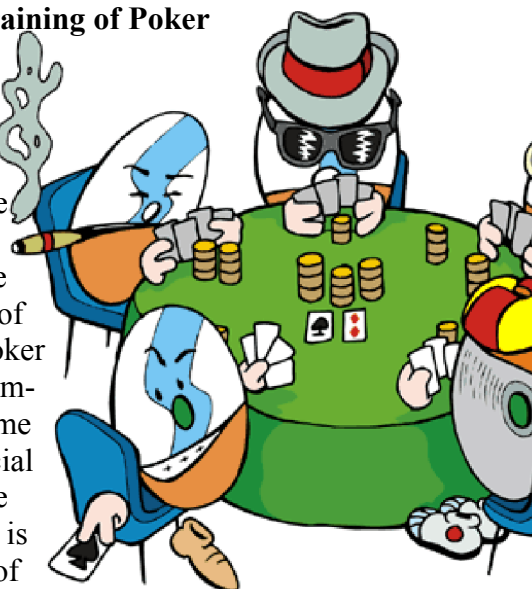


The big step forward came in October 2002 with Snowie 4.

This new neural network took more than 2 years of development and training time and is a significant improvement. We believe that Snowie 4 is the strongest player in the world.

Snowie Training of Poker

Our next product will be an artificial intelligence program for the game of poker. Poker is a very complex game for artificial intelligence because it is a game of incomplete information. That means that one has to play statistically in certain situations. If a player follows a fixed strategy it can easily be beaten because it is too predictable. We expect to have Poker Snowie 1 ready for April 2003. This software will allow the users to analyze the game of limit Hold'Em.



BACKGAMMON SNOWIE 4

Available now
from Biba



Order your copy now from Biba

£240 : (\$380, €400)

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Professional edition 3, full	\$190

Cancellation & Rescheduling

The **Hanover National Team Challenge** has been cancelled due to the low number of teams entering. Hanover Hotels have been saddened by the lack of interest in this event but are determined to try next year with a Doubles Team Challenge.

- keep watching for details -

The September £2000 1st prize **Hi-Rollers** event has been moved to November 22/23.

Full details on page 29 and on the web at

www.users.globalnet.co.uk/~biba/Hi-Rollers.html

Competition 2003 No 2. 6401-06 : The Answers

By Richard Granville

In Bibafax 64, all Biba members were invited to enter the second 2003 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.

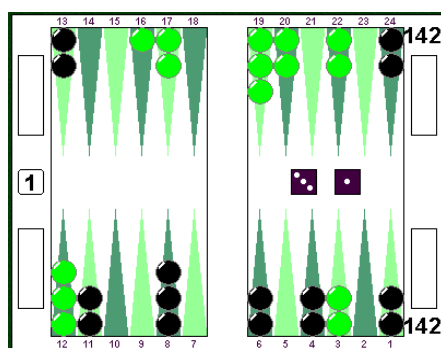
Once again, Chris Bray has been kind enough to submit the problems to Snowie and provide some justification of its choices. I've chosen to do the following:

The Snowie choices and Chris Bray's comments will be positioned at the end of each problem. This allows them to provide a "last word" on each problem.

The choices will not directly contribute to the marks, which will be allocated in the usual way. I may take account of them indirectly to make small adjustments, but I do not want to provide any temptation for competitors to use Snowie to choose their moves.

The most noticeable effect of this is that Snowie / Chris Bray finish with a low score, partly due to their zeroes on two problems where no competitor supported their choice. Please don't interpret this as any sort of implied criticism of Snowie's moves or Chris Bray's analysis.

Problem 64.1



11 point match
White 0 Black 0
Black to play 31

Our first competitor mentions a number of possible moves in this difficult position:

Richard Biddle: The game is evenly poised but Black is in more danger of getting his back checkers trapped than White is. Black is also suffering from a lack of builders. Playing 8/4 safely does not really improve matters and gives White time to consolidate position. 11/8 24/23 usefully splits the back checkers but unhelpfully stacks the 8-point, does not create any extra builders and leaves an indirect shot. Black must force the play by playing 24/21 24/23. The focuses White on preventing Black from escaping and neglecting to remove White's back checkers. White must now respond to Black's move rather than play his own strategy. Correct move 24/21 24/23.

I don't agree that the game is evenly poised (except in the race), but apart from this Richard's analysis looks sound. What about the dangers being pointed on after moving forward?

Rodney Lighton: 24/21 24/23. Black is in some trouble here, with a totally stripped position and no

advanced anchor. Black could play 11/8, 11/10 but I think that it is important to get the back checkers moving before they get totally hemmed in. Moving 24/21, 24/23 has some gammon risks, but Black has got no other stray blots for White to pick up and White hasn't got an abundance of builders yet. I suspect that staying back on the 24-point would also lead to many gammon losses. White will double at the next turn and Black can just about eke out a take based on the race (is racial equality a good term for a level race?).

Rodney justifies the gammon risk by noting that staying back could also lead to being gammoned. But other were unwilling to take the chance of being pointed on:

Bob Young: 8/4. Black desperately wants to get the rear checkers moving, but moving to the 21-point with the three is only missed by a 6-1 reply! and White would be happy to hit there even without a covering roll. To move with the one from the rear is an option, but there just is not a good three that justifies the inherent danger of splitting and slotting, so it looks as if the rear checkers are staying put this roll. The combined roll could be used to make a blocking point but that would leave sixteen shots for White, too much loss for too little gain. Similarly, slotting the bar point or the 5-point is very dangerous at a time when White would be happy to hit anything offered to him. Best for this poor roll is to play passively, safely, and wait for a roll that achieves more if a shot has to be left later.

I think that Bob overestimates the dangers of being hit. Even if White is able to point on our 4-



point blot, we may still have a chance in a 1-point game, while if he hits loose we may be able to hit back and take the initiative. Also 8/4 is rather anti-positional. Another possibility:

Mark Oram: 11/10 11/8. We are equal in the race, we each have a 3-point board and an anchor (although White is superior in both these), and holding our ace point leaves only 13 active men – not good for long drawn out struggles. We should therefore aim to play safely if possible, but then we are also in desperate need of flexibility as well. Things like 24/21 11/10; 8/4; 13/10 11/10 all seem to leave potentially deadly shots for no obvious gain. The ‘least worst’ choice seems to be moving both men on our 11 point. This gives us a little more hope of making a new blocking point, and duplicates White’s 5-2 next roll. If there is anything much better in this position, I am afraid I missed it!

This time White will be delighted to hit if he can throw a 7. Stacking the 8-point is also rather unconstructive.

For the majority:

Peter Bennet: 24/21 24/23. White’s 3-point anchor is difficult to prime, especially as Black has made his ace point. Meanwhile, Black’s own back men are getting hemmed in. In spite of the danger of being attacked, I think Black should get these men moving now, while his board is as strong as White’s. By moving both men he avoids having to leave any other blots while he is vulnerable. If Black does not bite the bullet now,

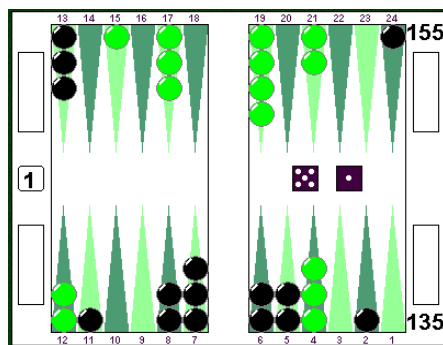
his timing disadvantage will worsen until he is either doubled out or rescued by a joker.

Finally, an authoritative note:

Snowie: When is a problem not a problem? When there is only one possible answer. Here Black should recognise that he is not the favourite in the position, his men on his own side of the board are well placed and he needs to get his back men moving. Luckily 24/21, 24/23 meets all the demands of the position. Any other move is a blunder of massive proportions. If you considered playing 8/4 for more than a nanosecond consider taking up a less strenuous game.

You humans sometimes have difficulty recognising when you are the underdog and need to make something happen. If White points on you after 24/21, 24/23 and you fan you will lose but if both sides roll average rolls you are going to lose anyway. Play to win, don’t play to lose more slowly.

Problem 64.2



11 point match
White 3 Black 2
Black to play 51

Once again, Mark is stuck for a good move:

Mark Oram: 11/5. Another case of a ‘least worst’ option. If we can safety our blots on the 24 and 11 points our 4-prime may well be a decisive block, holding three of White’s men long enough to let our racing lead count. White cannot (except with 1-1) close the bar and another inner board point next roll, giving our last man at least some prospect of reaching White’s outer board next roll. If not, we will at worst have one man back, able to run for it when the chance arises. Meanwhile we can hold the 4-prime and our mid-point long enough to start filling in our own home board, or to offer a cube if and when our last guy gets safe.

This time the quiet move is played for constructive purposes. Mark has some support:

Rodney Lighton: 11/5. With a good racing lead I think Black should just try to protect it by 11/5 and wait (hope) to leap out with the back checker later. 7/2, 24/23 is another possibility, but Black would lose most of his racing lead if White were to hit the blot on the 11-point.

Peter Bennet: 11/5. One possibility is 24/23 7/2. This at least produces a blot-free board in case Black later throws a number which escapes and hits. Unfortunately, it also enables White to attack with a four — an otherwise poor number for him. The other alternatives are 24/18 or 11/5. Coming out to the bar to face a triple shot is probably unwise, particularly while Black still has another vulnerable blot. I would play the stodgy 11/5, which takes away White’s four hitting num-



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bers, and wait for a better escaping roll.

Covering the 2-point blot clearly has some merit and one competitor plumps for this move:

Richard Biddle: The immediate reaction is to play 11/6 24/23 as this safeties the loose checker in Black's outer board and brings the back checker one pip closer to home and puts pressure on the loose White blot. However, this leaves two builders on the 7-point and the 6-point that achieve little. It will be a while before White will leave a blot on the 4-point, if at all, so in effect these are wasted. Black's strategy is to escape the last man home, maybe pick up another blot and make another point in the outer board. Best to leave the blot on the 11-point as an indirect shot but as an effective builder to work with the builder on the mid-point. 7/2 makes immediate use of the builder on the 7-point and makes Black's home board more of a threat. Correct move 7/2 24/23

For the majority:

Bob Young: 11/5. No merit in making a point behind Whites advanced anchor. Black needs to keep his racing lead and structural position, so leaving the blot on the 11-point is too much of a gift to White, it is only of use for rolls 4-2, 3-1 and 2-2, so safety the blot 11/6. Does Black want to advance his rear checker by one pip? Not really, it is safer where it is and just as easy to escape from, so the only good one is 6/5. (No merit either in 2/1, it's too far behind Whites anchor as it is, and once on

the ace-point probably won't be of any use again until the bear off stage.)

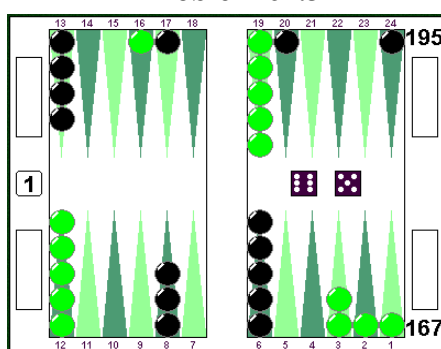
Bob picks up on an interesting point – whether to use the “spare” 1 to play 24/23. I was interested to see Jellyfish's preference for this move, but no competitor voted for it. 11/6 24/23 is, however, on our experts' shortlist:

Snowie: Black's plan here is to escape his last man. The question is should he boldly play 24/18 or more calmly with either 24/23, 7/2 or 24/23, 11/6?

My first instinct was to run with 24/18 but my rollouts say that making the 2-pt with 7/2 and creeping up with 24/23 is the best play. Playing 7/2 with the 5 makes the best use of the spare man on the bar-point.

The final point to consider is the cube. I think that playing 24/18 may enable Black to get in an earlier cube than with the other play but I don't yet trust my cube-ful rollouts so I'll stick with my rollouts: 24/23, 7/2.

Problem 64.3



11 point match
White 1 Black 1
Black to play 65

I'll start with a fairly lengthy analysis of the problem:

Bob Young: 17/11 20/15. Leaving the two checkers where they are on the 20-point and 17-point gives White the opportunity of a double hit with a quarter of all his rolls, which is unacceptable, so one or both need to move. Running all the way from the 20-point 20/9 still leaves the blot on the 17-point open to a double shot, and mega hits where it lands on the 9-point, so think again. Running the front blot 17/6 just stacks an already top heavy 6-point, so more thinking! As the 17-point blot can only move with the six, put it there, and that leaves the five to play from the 20-point 20/15. This does leave twenty hits between these two checkers, but it doesn't take much heavy mathematics to realise that sixteen rolls miss both, a much better sounding proposition! At this stage of the game without a good roll to play with, you might as well put your checkers where you want them. Whilst not ignoring completely the option of a double hit against White, there is no gain to be achieved, as race lead could be lost, and a close out would never happen as White has a high anchor already established. Similarly, a single hit with either Black checker is a no gain situation. So compromising with a balance of structural gain verses return hits seems to dominate the choices here.

This can't be bad. Black clearly has no moves that are especially attractive, but this one could work very well if White is unable to hit. Coming to the same conclusion



Now you can do it @....

after flirting with more adventurous moves:

Mark Oram: 17/11 20/15. I considered three plays here (24/13, 8/2* 6/1* or 13/2*) as well as my chosen move. The first seems a little too inflexible whereas the second seems a little too risky. In fact, after both these possibilities we seem to be a little too open to a serious blitz if White rolls well. 13/2* might work if we could either keep White off-balance or get the man re-circulated and then seize his 5-point, but on reflection it seems the most likely thing we would end up doing is giving up our racing lead for not that much in return.

With 20/15 17/11 we have now only one direct shot against us and (if this is missed) many more chances to make a new point in our outer (or inner) board. Some of White's fly shots break his anchor, and he still only has a 1-point board if we do get hit.

Bringing in yet another option:

Richard Biddle: 17/11 moves Black's blot from direct to indirect range and creates a useful builder. One option for the five is to move 20/15. This reduces the risk of a hit and cover and White making his 5-point. Black's strategy is to get home now, but doesn't mind leaving blots or getting hit and there is no real need to make a 5-point anchor unless White can improve his home board. Correct move 17/11 20/15

One competitor actually chooses Richard's suggested alternative:

Rodney Lighton: 17/11 13/8. Again Black has a good racing lead, this time with an awful structure. However, this throw doesn't help to improve the structure, so it seems right to safety the most threatened blot with 17/11, then 13/8 with the 5 gives a better chance to improve the structure than 11/6 at the expense of leaving quite a few fly shots.

Peter also considers 17/11 13/8 but ends up voting with the others:

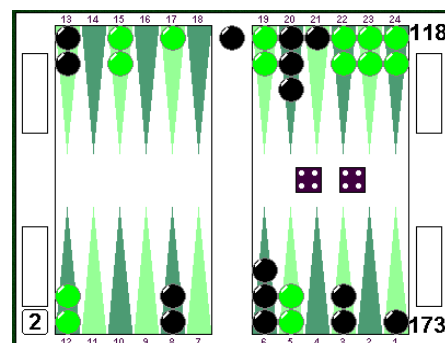
Peter Bennet: 17/11 20/15. The two plays which strike the right balance between flexibility and safety are 17/11 20/15 and 17/11 13/8. After 17/11, 20/15 connects the two blots resulting in many point making rolls if both are missed. Any outer board point would be a valuable asset for Black. Moving off the 20-point also deprives White of the opportunity to attack on the point he most wants to make.

It's interesting that Jellyfish much prefers 17/11 13/8 to 17/11 20/15 – I wonder why. Obviously Snowie understands why the latter is better:

Snowie: White's position is very disjointed so Black shouldn't worry about safety but make the play that is most likely to lead to the effective future development of his position. He should therefore reject 17/6 and 24/13 and look at 17/11 13/8 and 17/11 20/15.

Of these the latter is much better. It maintains connectivity and doesn't stack another man on the 8-pt.

Problem 64.4



11 point match
White 3 Black 5
Black to play 44

As often happens with doubles, there are many possibilities here:

Bob Young: 25/21 20/16 8/4(2). To enter and hit is inviting a salvo from White unless both checkers are moved up together. This would leave only one safe entry point for Black if in subsequent rolls Black were hit. (He would still have another four to play and the only safe four is 6/2, and that can't be right when Black is planning to eventually hit White, and here he is burying more checkers...) Bringing the mid-point checkers together to the 9-point disconnects the rear checkers from the front, so a better option is to make the 4-point, which will have lasting benefits when contact is finally made with White, whilst still giving outfield control by leaving the mid-point in place.

The final four would be the moving forward of the spare on the advanced anchor, which if hit simply re enters via either anchor and recycles. The strong home board of White demands respect. As White is ahead in the race, he will have to leave his anchor first, and Black needs to be ready to hit and



have a strong board to benefit from any hitting.

This is obviously a defensive type of move, emphasising the long-term issues in the game. Arguing in similar vein:

Richard Biddle: I do not think, that in this instance, it is wise for Black to hit the blot on the 17-point. 25/17* 21/17 20/16 is the move most players will go for. However, Black only has a two-point board with a blot on the 1-point. Black needs to *prepare for the hit* rather than hit now. 25/21 plays itself. By playing 8/4 8/4, White is now in the situation where leaving a blot can cause problems. White will leave a blot the majority of rolls next time. The last four I would place on the 16-point, again causing problems for White even if he does hit it. This blot is recyclable and preserves Black's timing. The strength of this move is the two Black anchors in White's home board and the Black mid-point that will make it extremely difficult for White to come home without being hit. Correct move 25/21 20/16 8/4 8/4.

Our next competitor almost chooses 25/17 21/17 20/16 but spoils it with an inept choice of fourth four:*

Rodney Lighton: 25/17* 21/13. After entering with the four it is conceivable that 20/16(3) is best, waiting for better opportunities to hit a blot. I can't resist hitting blots though, even with only a two-point board and a blot on the 1-point. So 21/17* next and then 21/13 gives a nice spare on the mid-point and leaves our blot in front of stripped points, with some duplication of entering and hitting numbers.

This is wrong for two reasons: leaving two blots is dangerous in this position, while the 17-point could be a useful asset in the near future. The next competitor chooses Rodney's alternative:

Mark Oram: 25/21 20/16(3). We clearly will not be winning any races and, as we need to play the game to a finish we need to find an aggressive way to contain White, such as keep hitting his back men as they come home. The only back game open to us is the 4-5 version (which is not appealing) and while it is tempting to see six of White's men out of play (arguing for a long complex approach) his resultant 4-point board must be treated with great respect. Our 1-point blot has two fates; we can either hope to re-circulate it (certainly consistent with our idea to maintain a long game where we continually pound White) or cover it and simply rely on the closed ace-point to earn its keep. Either one of these must be done before we start the serious attempt to mop up White's stragglers. With all this in mind the move Bar/21 20/16(3) looks tempting, aiming to avoid a true back game and play a more conventional 4-point holding game instead. We keep a slightly deeper anchor (the golden point seems less effective than normal here with so many of White's men deep in his inner board), a fully connected army and out-field flexibility. After this move White's big numbers start to look awkward for him, and in a couple of moves we can have an expectation of an inner board approaching his in strength.

This is a very solid choice of move, giving White no immediate help. For the majority:

Peter Bennet: 25/21 20/16 8/4(2). From White's point of view, being

hit on the 17-point is not so much a setback as an opportunity for some target practice. Behind in the match and having already doubled, White will attack with relish. Black could soon find himself with several men on the roof, this time against a five point board. The double anchor is currently Black's strongest asset, which he should not abandon lightly. As long as he holds both anchors, being hit is of little consequence because he is already far behind in the race. His goals should be to build his board first, and then hit a shot.

With this in mind the play which stands out is Bar/21 20/16 8/4(2). Black should soon make his ace point and then, with his four point board, he will be ready for action. It will be White who has to negotiate a mine field as he tries to bring his position home.

Once again Jellyfish's preferred choice attracts only minimal support:

Snowie: This is much more difficult. Firstly given the match score the cube is not quite dead but Black can't redouble as in a money game as his opponent will be able to take and ship it back again, with very little excuse, for the match.

Black has two game potential game plans:

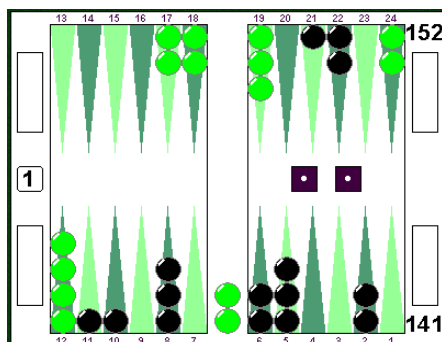
- (a) play a 4-5 back game in which case he should consider bar/21 20/16 8/4(2);
- (b) try to go forwards in which case the choice is between bar/21/17* 8/4(2) and bar/21/17* 21/17 20/16.

He hasn't quite got the timing for the back game but it's close. For plan (b) it's a close call but the connectivity theme is the right one here and bar/21/17*, 21/17, 20/16

is the correct play. It keeps all the men linked and does the most to hinder White as he comes around the board.

Note that with my neural nets I can easily “see” these plays. With a play as complex as this you lesser mortals should try the moves out over the board so that you can inspect them visually. Backgammon is a game of pattern recognition – if you don’t test the patterns you won’t recognise them.

Problem 64.5



11 point match
White 10 Black 8 (crawford)
Black to play 11

This time Black has even more options:

Peter Bennet: 22/20 21/20 8/7. If a gammon mattered I would probably play 22/21 11/9 8/7, diversifying for the attack but still guarding against White’s jokers. However, because a gammon is of little value to Black at this score, escaping takes a higher priority. I would therefore advance the anchor instead of playing 11/9.

This is clearly a position in which the score is of great importance. But some were prepared to go for the blitz in any case:

Rodney Lighton: 11/9 8/7 22/21. Although this is a Crawford game where Black’s only advantage in winning a gammon is taking away White’s free drop, it seems right to

go for the blitz as the best way of winning the game. So 8/7, 11/9 to maximise builders. The last one could be played 8/7 or 22/21. The latter is better, since it gives a better anchor, more escaping numbers for later in the game and makes White’s 4-4 joker not so bad.

An even more aggressive choice:

Bob Young: 10/9 8/7(2) 7/6. Two on the bar, maximise blitz possibilities, even though it is the match IF White should win. If White anchors, he will always be a threat, so attack, attack, attack. Black can even win the match from here, so go for the close out. Use the three checkers on the 8-point to spread them out to the maximum, and that uses three of the four ones. The remaining one is best used by bringing the checker in range to the 9-point, which will provide all hitting numbers should White roll a three or a four. Even double six hits from the rear if White comes in with a three or a four. Leave the rear men alone until the battle is won on the other side of the board.

I suppose that an all-out attack could be justified if it results in Black’s winning a backgammon, but it’s unusual to base a game plan around this possibility. Agreeing with Peter’s quieter choice:

Richard Biddle: White has two men on the bar so Black should maintain some form of blitz. As backup first, the five-point anchor needs to be made with 22/20 21/20 just in case the blitz backfires. Then quite safely 8/7 can be played to spread the builders to attack any White checkers entering. Black could play 22/21 11/9 8/7 to have an even better spread of builders at the cost of the 5-point anchor but it makes more

sense to have a full proof backup plan and easy escape route. Correct move 22/20 21/20 8/7.

Our final competitor makes a rather odd selection:

Mark Oram: 10/9 8/7 2/1(2). If we win one point in this game we go into the final game two behind: giving White a free drop if he wishes to use it. If we can gammon him here, however, we take away this advantage from him. In any case, we need to make *any* chances White has of winning this game as tiny as possible. So we should work very hard to blitz him, and get as many builders as possible for as many of our open inner board points as possible in this turn. 11/9 10/9 8/7 gives four builders for each of our 4- and 3-points but leaves only two for the final (ace) point. 10/9 8/7 2/1(2), however, leaves four builders for the 4- and 3-points as before but gives us three for the final (two) point. Since a great deal hinges on the outcome of our attack, other considerations (such as the loss of ‘purity’ by making our ace point, or shuffling our back men to make escape easier for us) seem to be secondary matters in this position.

It’s true that shifting points increases the prospects of making new points, but Black can also win this game without blitzing. Black should not fear White’s anchoring on the 1-point as White may find it difficult to escape, while if White can anchor on the 2-point Black will suffer from having two men out of play. I had to search Jellyfish’s list rather carefully before finding this move.

This time the majority are in line with the experts:

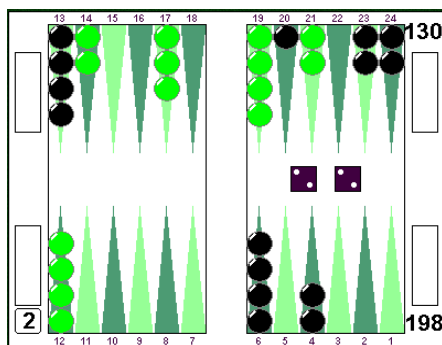
Snowie: Virtually impossible to

get right over the board. The position is an exercise in balancing a blitz attack with the security of the back men. Black has three back men so it is important that their fate is not ignored and they are prepared for their exit.

This comes down to going for the all out blitz with 11/9 8/7 22/21 and the balanced play 22/21 21/20(2) 8/7. The fact that Black has three back men that cannot immediately take part in the blitz gives the nod to the balanced play. Black can continue his blitz with the 12 men he has in the attack zone but if that fails he will have a solid defensive position.

Surprisingly my rollouts rate the all out blitz play as a blunder. It is impossible to generalise such positions but always consider how many men you still have in your opponent's board when you start a blitz. Your strategy will vary depending upon this number.

Problem 64.6



11 point match
White 0 Black 2
Black to play 22

Although Black again has many options, they are in practice greatly reduced because two of the twos virtually play themselves:

Richard Biddle: I think whatever moves we consider we need to make the five-point anchor, as presumably that is what was originally intended by leaving the blot

there. Black has got a little back game on his hands and White is most likely to leave some blots at some stage. Five rolls next time leave blots, 6-5 leaves two blots. 13/9 is marginally worse than 13/11 13/11 as the nine-point is not a point we really want to make anyway. 13/11 13/11 has these two builders bearing in on the points we eventually want to make first the seven and five points. Correct move 24/20 13/11 13/11

One competitor almost avoids playing 24/20 before coming to his senses:

Peter Bennet: 24/20 13/11(2). Black must first decide whether to make the 22, the 20 or the 18-point. Although the seventies player in me is screaming to go for a full blooded 2-3 backgame, the 20-point will give Black a reasonable holding game with far less gammon risk. It is also the point White most wants to make. The 18-point doesn't have much going for it – Black needs the second defensive point inside White's board rather than outside.

If Black is to contain White after an early hit, he urgently needs his 5-point. Playing 13/11(2) with the other half of the roll prepares to slot and make this point. Also reasonable is 13/11 6/4.

Opting for Peter's "reasonable" move:

Bob Young: 24/20 13/11 6/4. Things are not so desperate that Black needs to consider the last line of winning, a full-blown back game. However, if White should point on Black, then a lot of options go out the fenetre. An anchor can be made either on the golden point, or the bar point, but to get the anchor on the bar point, all four twos need to be used. This

would be a good holding position, but the home board needs to be ready for any hit, and at present it is poor to say the least. A compromise can be achieved by securing the golden point with two twos, and then starting work on improving the home board with the remaining brace of twos. Bring one down from the mid point to cover the 5-point, and move the spare checker off the 6-point to provide flexibility in arranging the checkers for coverage of the lower points after the 5-point is made. Leaving the rear checker on the 1-point also means that White has nowhere to dump checkers with awkward rolls.

Moving to the 4-point is slightly anti-positional, but it does provide more short-term chances to make a new point. Choosing Richard's suggested alternative:

Rodney Lighton: 24/20 13/9. Black could play for a back game here by leaving the checkers on the 24 and 23 points. The timing doesn't look quite good enough and there are alternatives (I've no idea how to play back games anyway from either side!). I would play 24/20 to get the advanced anchor, leave the checker on the 24-point and play 13/9 rather 13/11(2) because the 5-point is the next point that I want to build. Sixes can possibly be played profitably with the back checker, whereas fours possibly can't.

Providing the most justification for the majority choice:

Mark Oram: 24/20 13/11(2). As in 64.04 we seem to be forced into some kind of holding or back game to give us any winning chances. 24/20 stops White from priming us and at least maintains two points in his board (not the best ones for a back game it is

true). In addition, with the three men way back on his one and two points it will be very hard for White to play safely behind our golden point, and he may soon get cramped. Up front, we also need to be making our inner board points, so we can start to bring down the mid point builders. We have sufficient flexibility (as White has no men in our half of the board – at least from our 11 point down) so we can place our checkers pretty much anywhere in our outer board as the dice dictate. I do not see leaving a spare on the mid-point gains us much. Two small additional points in favour of 13/11(2) (over 13/9) is that a subsequent 6-6 for us still plays smoothly, and if White is forced to leave a shot next roll which we hit, we will not be giving him any fly shots when he re-enters.

Finally, some analysis which appears to be beyond the competitors:

Snowie: Another tricky one! 1-2 backgames are virtually impossible to time and should be avoided whenever possible. Therefore black should make his opponent's 5-pt with two of the 2's without much thought. Having played the "forced" part of his move he has three choices for the other two 2's. He can reinforce the 20-pt with 24/20. He can make his 11-pt with 13/11 (2).

The first option should be discarded. I have taught you before that when playing a backgame maintain your flexibility – don't pile men on points. The choice is between the other two plays. One part is common to both plays, 13/11 so play it. The choice then is to bring another man down or start the 22-pt.

The plays are close but consider that the 3-5 backgame is better ranked than the 2-5. Therefore if Black can get a 3-5 game he should do so. Starting the 22-pt gives him the best chance of making it so by a whisker the right play is 24/20 24/22 13/11.

Congratulations to Peter Bennet for a perfect score of 60. Once again, I would like to thank all the competitors for taking the time and trouble to enter the competition. Any chance of more entries in the future? Having only five competitors makes my life relatively easy, but a larger entry means gives more scope for contrasting views.

Peter wins a half-price Saturday night stay, and in the process, knocks Bob Young down into 3rd place just behind Richard Biddle.

(continued on the next page)

Jellyfish equities (level 7)			
64.1	1	-0.426	24/21 24/23
	2	-0.431	11/8 24/23
	3	-0.448	8/4
	4	-0.455	8/5 24/23
	5	-0.474	11/8 11/10
64.2	1	0.182	11/6 24/23
	2	0.178	7/2 24/23
	3	0.168	11/5
	4	0.160	11/6 7/6
	5	0.160	24/18
64.3	1	0.250	17/11 13/8
	2	0.223	17/11 20/15
	3	0.220	17/6
	4	0.219	17/11 6/1*
	5	0.207	24/13
64.4	1	-0.286	25/17(2)* 20/16
	2	-0.317	25/21 20/16(3)
	3	-0.328	25/21 20/16 8/4(2)
	4	-0.342	25/21 20/16 13/9(2)
	5	-0.360	25/17* 21/13
64.5	1	0.414	22/21 11/9 8/7
	2	0.406	11/9 8/7(2)
	3	0.406	22/20 21/20 8/7
	4	0.405	22/21 10/9 8/7(2)
	5	0.4	21/20 11/9 8/7
	6	0.397	11/9 10/9 8/7
	7	0.396	10/9 8/6 8/7
	49	0.326	10/9 8/7 2/1(2)
64.6	1	-0.398	24/20 13/9
	2	-0.4	24/20 13/11(2)
	3	-0.413	24/20 24/22 13/11
	4	-0.415	24/20 13/11 6/4
	5	-0.427	24/20(2)

competitor	64.1	64.2	64.3	64.4	64.5	64.6	Score
Peter Bennet	24/2124/23	11/5	17/11 20/15	25/21 20/16 8/4(2)	22/20 21/20 8/7	24/20 13/11(2)	60
Richard Biddle	24/2124/23	7/2 24/23	17/11 20/15	25/21 20/16 8/4(2)	22/20 21/20 8/7	24/20 13/11(2)	53
Bob Young	8/4	11/5	17/11 20/15	25/21 20/16 8/4(2)	10/9 8/7 8/6	24/20 13/11 6/4	42
Mark Oram	11/10 11/8	11/5	17/11 20/15	25/21 20/16(3)	10/9 8/7 2/1(2)	24/20 13/11(2)	41
Rodney Lighton	24/2124/23	11/5	17/11 13/8	25/17* 21/13	22/21 11/9 8/7	24/20 13/9	36
Snowie	24/2124/23	7/2 24/23	17/11 20/15	25/17* 21/17 20/16	22/20 21/20 8/7	24/20 24/22 13/11	33



No.	move	score
64.1	24/21 24/23	10
	8/4	3
	11/10 11/8	3
64.2	11/5	10
	7/2 24/23	3
64.3	17/11 20/15	10
	17/11 13/8	3
64.4	25/21 20/16 8/4(2)	10
	25/17* 21/13	4
	25/21(3)	4
64.5	22/20 21/20 8/7	10
	22/21 11/9 8/7	5
	10/9 8/6 8/7	5
	10/9 8/7 2/1(2)	4
64.6	24/20 13/11(2)	10
	24/20 13/9	4
	24/20 13/11 6/4	4

Competition 2003				
	Scores	Tot.		
Peter Bennet	44 60 -	104		
Richard Biddle	50 53 -	103		
Bob Young	54 42 -	96		
Rodney Lighton	52 36 -	88		
Snowie	34 33 -	67		
Steve Hallett	43 -	43		
Mark Oram	- 41 -	41		

Questions and answers for Competition 2003 is made up of 62n, 64n and 66n, it starts in January 2003 and ends in January 2004 when the next one starts.

Fax	Month	Questions	Answers
64	May	6401-06	6201-06
66	Sep	6601-06	6401-06
68	Jan	6801-06	6601-06
70	May	7001-06	6801-06
72	Sep	7201-06	7001-06
74	Jan	7401-06	7201-06

Backgammon from the *Inside* - if you know wot I mean!

Her Majesty's guest, *Bad Boy* writes



Inside Backgammon

Backgammon to me is essentially a gambling game, of course you can play for fun but where's the fun in that?

There needs to be some sort of a wager on the outcome whether it be monetary, a set number of points leading to a trophy and kudos or simply that the loser gets the drinks in which, sadly in my case, isn't going to be anything stronger than a coffee, but, due to my increased consumption of the said beverage and my constant trips to the toilet I'm now known as George Michael.

My predicament is that being a resident of one of Her Majesties' establishments gambling is not allowed and when you consider that this is the reason why some men are here it's understandable.

There are various groups and organisations within prison such as Narcotics Anonymous, Gamblers Anonymous etc. but I've never quite understood the anonymous part, I mean are you stilt able to indulge as long as you use a false name?

My efforts to try and introduce the doubling dice into the proceedings have met with stubborn resistance and its sole purpose these days is to stop the score sheet blowing away when I'm playing outside which means every game must be played to the bitter end; but the one saving grace is that my backgame has improved no end.

Unlike myself most of my backgammon partners only play the game when they're *working*

abroad, (a popular euphemism for **in jail**).

Although the *maximum-5-on-a point* system preferred in jail is challenging in it's own way I still look forward to my fix of real backgammon when my copy of Bibafax arrives and I'm able to pore over the various games featured and test myself in the quiz section.

In prison no one can hear you scream . . . **"I'm telling you, in proper backgammon you can have as many as you want on a point!"**

I feel very conspicuous as I walk around my *new* prison with my tournament sized backgammon board tucked under my arm. The reason it is under my arm is because it has no handle so I got it on the cheap from some dodgy geezer named Michael Crane, or MC to his friends.

It's not a new prison it's just that I was in a different prison this morning, but due to my low security category I was fortunate enough to be transferred here.

I'm walking around trying to find out if there are any backgammon players here but after an hour I'm still unable to find anyone who plays and as there are over 500 *residents* here. I'm buggered if I'm gonna call on each one individually.

I have a cunning plan - a note on



the communal dining room wall might do the trick and so I compose a brief poster throwing down the gauntlet to all and sundry:

Do you play backgammon?

I'm a member of BIBA and am an excellent player, I play conventional backgammon but can also play the *only 5 men on a point* version preferred in prison. If you fancy your chances you can find me in N3-22. I don't give lessons, only beatings!

That evening when I returned to my room the other lads on my landing approached me saying:

"Oy bruv, there was an Iranian guy looking for you earlier."

"Are you the backgammon player? There were 3 Turks here about 20 minutes ago they said they'd call back later."

"Some Greek geezer was looking for you mate . . . he didn't look too pleased."

In total I'd had about 8 *visitors* all looking for the guy who had put the note up in the dining room.

I eventually caught up with **all** the guys and explained that I'd worded the note the way I had because I needed my daily fix of backgammon and this seemed a good way to flush out the good players. They went into a huddle and after a minute or so my explanation was grudgingly accepted and I was allowed to live, they then left and I went back to my room to change my underwear.

My new backgammon partners call 'round all the time now and I've even managed to convert two of them to **proper backgammon**,

they are learning some of the finer points of checker play and I can now swear in 4 different languages because sadly some of my opponents are not good losers and the anger management classes here are now booked solid for the next 3 months.

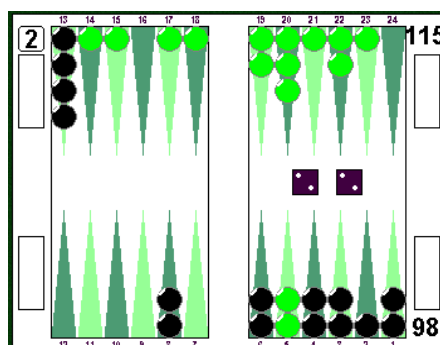
It has also become quite expensive as I have to keep replacing my dice as yet another set go sailing over my head and through the open window. I must remember to close it **prior** to playing!

In conclusion I'd just like to say that despite my flippancy, prison is **not** a nice place to be. You lose your freedom, and much, much more. And of all the things I have lost, I miss my mind the most!



Rollout to Order

Michael Crane & Snowie 4



11 point match
White 4 Black 6
Black to play 22

Rodney Lighton writes: *This position, or something similar to it, came up in my match against Richard Granville at the County Cups in May. Richard (Black) threw a double 2 and thought for a while before playing 13/11(4).*

At the end of the game I asked Richard about his choice, he said that his play left fewer points to clear. I suggested that 13/9(2) may be better, leaving two landing places for the remaining checkers on the mid-point and not leaving a point six away from my anchor to clear. Who was correct?

My solution:

Jellyfish level 7 gives the plays as almost exactly the same (a Snowie roll out would be interesting). In practice Richard's choice was much better as a few throws later I threw 6-6 and was unable to use the whole roll as the pieces on the 20-point were blocked!

On a 3-ply evaluation it came out thus:

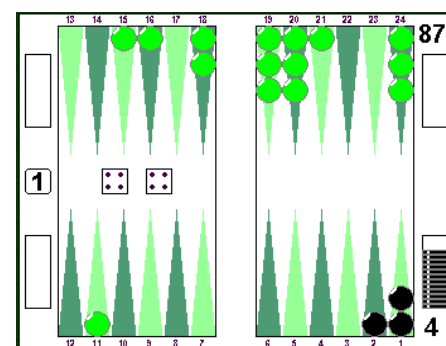
13/9(2)	0.316
13/11(4)	0.284 (-0.032)

So it looks like you're correct, Rodney. But, when a mini-rollout is applied the equities change to:

13/11(4)	0.327
13/9(2)	0.322 (-0.004)

So, whilst Richard's play was better it was by a gnats - too close to make a significant difference; unless, of course, you roll a double-six!

This teaser came up recently. Paul Gilbertson (White) on roll against John Slattery in the County Cups Trophy. The score is 7-7 to 11.



White to play 44



Paul moved three 3s, 14/10 10/6(2) and then he paused before deciding which will be his 4th move. He deliberates for quite a while before moving 7/3.

This is a mistake. Plainly he needs a double next roll to save the gammon. As the board stands at the moment he has double 4s, 5s and 6s. Therefore he needs to utilise as many of the remaining doubles as possible. The actual play of 7/3 adds double 3s to the moves, but there is a better move that includes double 2s as well.

He should have moved 9/5. It adds double 3s, and double 2s. By playing 7/3 Paul gave himself 11.11% chances to save the gammon. If he played 9/5 he'd have increased this to 13.88%.

Snowie says:

14/10 10/6(2) 9/5 -2.115

14/10 10/6(2) 7/3 -2.170 (-0.054)

Backgammon is a game where often the slightest advantage can be crucial, even a gain as small as 2.77% can make a huge difference. As it turned out Paul didn't roll any double and he lost the gammon. He's lucky he didn't roll double-two!

Alan Beckerson has the shortest one!

Having read in Bibafax No 64 about Chris March's attempt at the shortest game of backgammon, where white wins with a pip count of 167 and blacks pip count is 27, Alan pointed out that he had a game published in Games Gazette issue No.2 May 1983.

In this game white also had a pip count of 167 but where black's pip

count is less at only 24.

White

01) 65: 13/7 13/8 21: 13/11 24/23
02) 66: 24/18(2) 13/7(2)
21: 24/22 23/22
03) 66: 13/7 8/2(3)
21: 13/11 13/12
04) 66: 7/1(4) 21: 13/11 13/12
05) 66: 18/6(2) 21: any move
06) 66: 8/2 6/0(3) 21: any move
07) 66: 6/0(4) 21: any move
08) 22: 2/0(4) 21: any move
09) 11: 1/0(4)

Wins

17 turns, 17 throws

Pip-counts: Total 191

White 167

Black 24

According to Alan this is the shortest no hit game . . . unless, of course, you know of a shorter one!



4 Blunders from the Biggies!

By Michael Crane



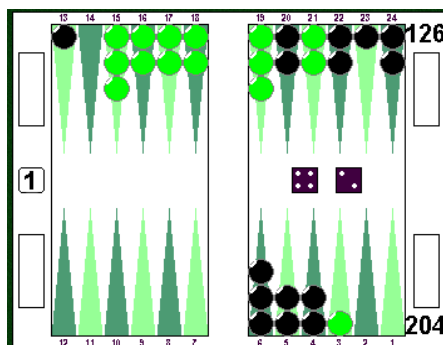
Elliot Winslow

This 21 points match took place in San Francisco in 1979 between the late, Chuck Papazian (white) and Elliot Winslow (black). The pictures are from Elliot's own web pages:

www.backgam.com/#2001Gone

With the aid of Snowie 4 I have taken a look at some of the blunders that Snowie has identified.

Game 4, Position 13



**Black 8 White 4
Black to play 42**

Well, being placed in 16th position with an equity loss of -0.361 this is obviously a blunder . . . or is it?

This play is speculative and is per-



Chuck Papazian

haps seeking a cube for a drop. Having more checkers back won't make much difference to the gammon chances for white, already at 33.1%. However, the game still has a long way to go and that gammon might not materialise.



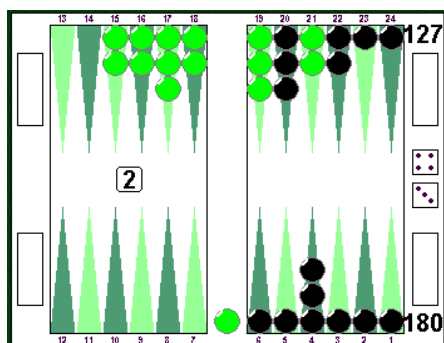
White rolls a 21 off the bar and decides that he's enough black checkers back for the moment and concentrates on threatening the blot on his 2-point by playing 25/24 10/8.

This play annoys black who, rolling a 54, goes for the 'worst' move that Snowie could find and hits, 13/9 6/1*. Now try and miss he, he taunts, leaving five blots on for the re-entry!

White sticks up two fingers and rolls double-four!

Black rolls 54 and plays 24/20 9/4.

Game 4, Position 15

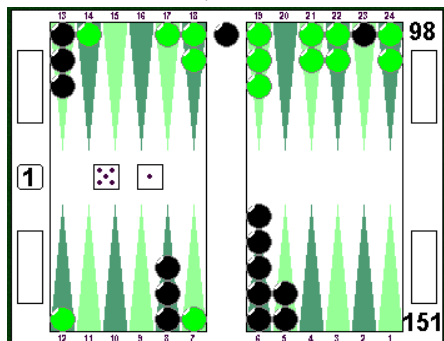


**White doubles ...
... and black drops.**

Snowie says this is too good to double and an easy pass. White loses 0.086 by doubling instead of playing on for the gammon in which his chances are now at 42.8%.

Black's plan came to fruition and he lost the single point he'd considered lost anyway.

Game 7, Position 8



Black 9 White 7 White to play 51

White is well ahead here, not just in the race, 53 pips is a good lead, but in position and threat. It is clear that to remain in the game, black needs to anchor - and either vacant point will do. Therefore white should be hitting at least or perhaps a pick-&-pass.

Slotting isn't necessary at the moment even though black has a meagre two-point board. Pick-&-Pass is the favourite.

White however, decides to keep it all tidy and plays 18/13 8/7. It does tidy it up, but it is also a blunder, giving away 0.159 equity. At Snowie 7th, this move allows black to anchor 36.1% of the time.

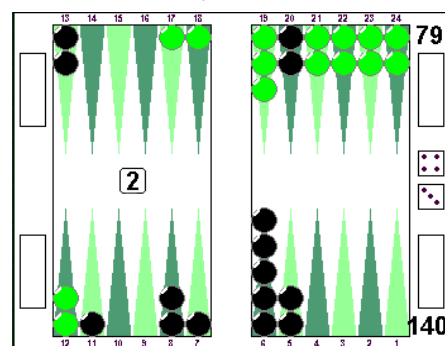
The following sequence ensues:

Black	51: 25/20 8/7
32: 7/5*/2*	65: 25/20
53: 11/8 7/2	52: 25/20 13/11

Black eventually makes the anchor - the Golden Point. This quite

correctly prompts a double from white:

Game 7, Position 11



**White doubles ...
... Black takes**

Black's chances of winning this game from this position are 24.4%, and therefore it is a drop. However, black blunders and takes giving away 0.185 equity.

From here on white keeps out of danger and wins the two points without much effort.

(continued on the next page)



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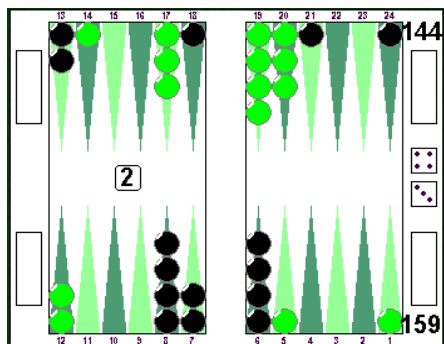
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Game 8, Position 6

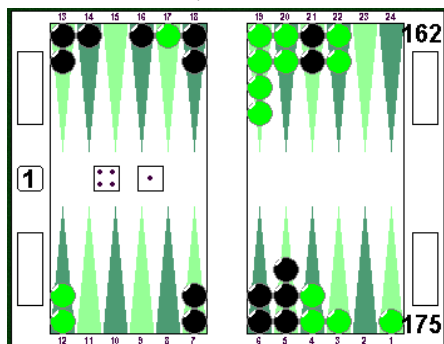


Score 9 all
White cube action?

White doubles and black passes, and in the process, black loses an extra 0.214 in equity.

At double/take his equity is 0.786, and, obviously by dropping it is 1.000. Therefore his loses are less by playing on with the cube.

Game 9, Position 17



Black 9 White 10
White to play 41

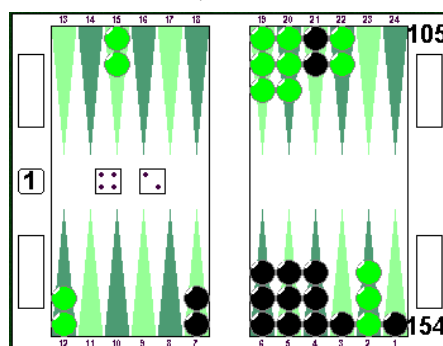
White's play of 22/21 6/2, leaving the blot on the 8-point doesn't really achieve an awful lot. The 22-point blot wasn't under any real threat and playing too far. This play cost white 0.289 equity; quite a lot, and at 6th position.

The best play here was the pick-&-pass play, 13/9*/8. Except for 22/17 (-0.218) all other better plays included playing 13/9*.

In reply black rolled 11, 18/17*(2) 16/14.

Several rolls later both players decide to make consecutive blunders!

Game 9, Position 29



White to play 42

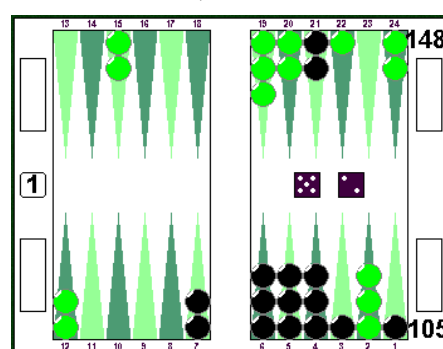
Once black has made his 3-point he'll be wanting to get his runners out, so, the best play here is one that teases him now, before the point is made. This is 13/7.

Two-fold, it duplicates 3s as a covering roll and threatens to make the 7-point. White, however, decides to throw away 0.245 equity on the 5th best move and makes his 1-point by playing 5/1 3/1!

Of the other better plays, they all include playing off the mid-point with one or both men.

So, now it's black's turn to blunder ...

Game 9, Position 30



Black to play 52

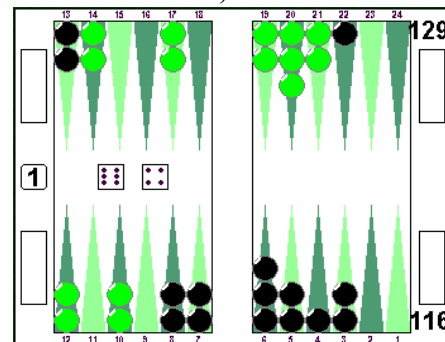
Black goes for the obvious move here, making both open points, 6/1 5/3. This, says Snowie, is a blunder giving away 0.172 equity. Snowie prefers the provocative,

21/16 5/3.

With three checkers already residing on black's 2-point, white will be hesitant to hit and risk a re-entry hit in reply. Also, when one compares the two plays for game winning percentages, the safe play comes in with 65.0% and 24.5% gammons, and the provocative play jumps in with 69.5% and 30.3% gammons.

White rolls double-five, he starts to crunch and black doubles, and white passes.

Game 15, Position 9



Black 14 White 12
White to play 64

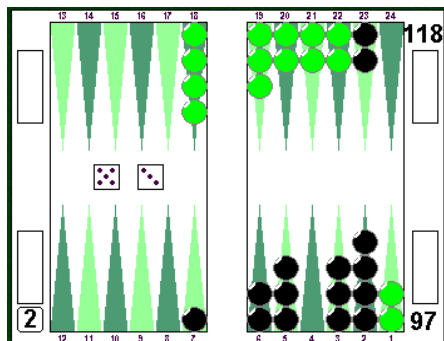
Although the actual play, 15/9 15/11, is in 3rd position, it still manages to give away 0.283 equity. The trouble with this is that it gives a direct shot but gets nothing for leaving it.

Much better plays are 13/7 11/7. This still gives a direct shot (1s, plus 62 and 64) but it at least gets a decent point for the exchange.

Second best with, losing just 0.113 equity is 13/3*. The bonus here is that black might dance or miss and this'll put white well into the frame.

Black rolled a 43 and legged it, 22/15. White hit him back with a 41, 11/10* 9/5. Black obligingly rolls 65 and dances and white ships across the cube for a correct all-round, double/pass.

Game 21, Position 9



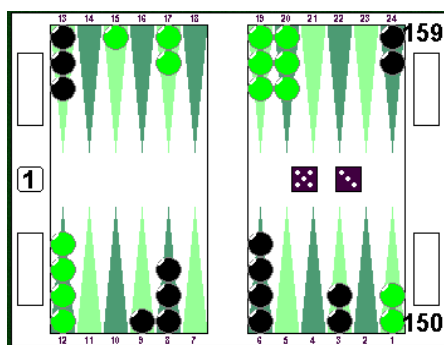
**Score 16 all
White to play 53**

No doubt white looked at running 24/16 but he chose instead to play 7/4 6/1. This cost him 0.320 in equity.

Black will find it difficult to point white out, and he sure as hell wouldn't want another of his checkers back; so running is fairly safe.

Admittedly the actual play does give white an extra builder should black poke his nose out with his only 6, but 5s next roll for white could be a cruncher.

Game 23, Position 3



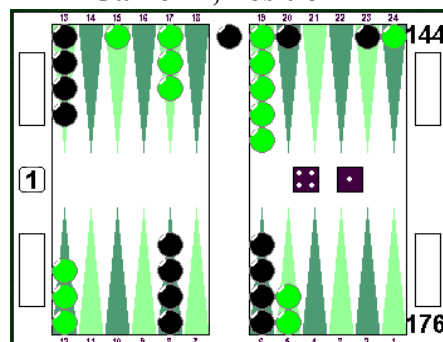
**Black 17 White 18
Black to play 53**

Playing 13/8 6/3 gives away 0.231 in equity and doesn't really do a lot for black. Snowie places it in 8th position. preferring the running move, 24/16.

Although hit by 4s and 1s, this isn't too bad because the same roll would have made a decent point for white anyway.

White rolls 55 (which would have been used in part to hit the 1-point blot had the 'best' move been played) and plays 13/3(2). A couple more non-productive rolls from black and white doubles and correctly, black drops.

Game 24, Position 4



**Black 17 White 19
Black to play 41**

Hitting off the bar and making the 20-point has got to be correct here - and that is Snowie's choice; especially with another juicy blot ripe for the picking.

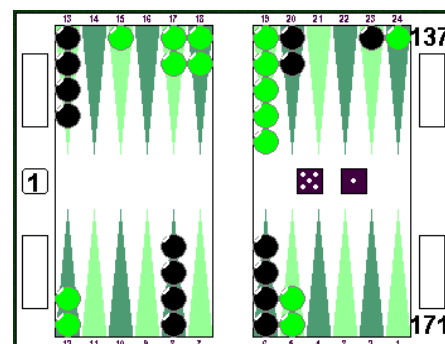
But, although black makes the 20-point he doesn't pick up the blot! History doesn't record whether or not this was on purpose or that he just forgot to pick it up; but it does

record it as a blunder giving away 0.207 in equity.

Early days, it might well be, but hitting is clearly correct. Coming in at 5th out of 8 moves confirms its status.

White replies with a 61 and makes his bar-point, and then black decides to make another blunder . . .

Game 24, Position 5



Black to play 51

To hit or not to hit, that is the dilemma. Snowie's says, hit, with its top three moves, 20/15* 8/7, 23/22 20/15*, 20/15*/14; the latter two with minimum equity loss. Playing Snowie's 6th best, 23/22 8/3, black gives away 0.168 equity.

All gets out of this play is a checker behind white's anchor; and it isn't even a point he'd like to hold - at least not yet.

Hitting robs white of half a roll and gives black an opportunity to take command of the outer-tables.

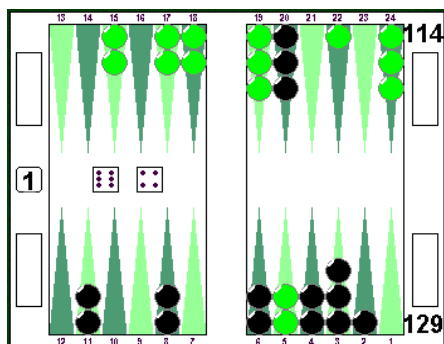
White's reply was 53 which he played 13/10 6/1 (although ▷

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making the 1-point was poor).

Game 24, Position 10



Black 17 White 19
White to play 64

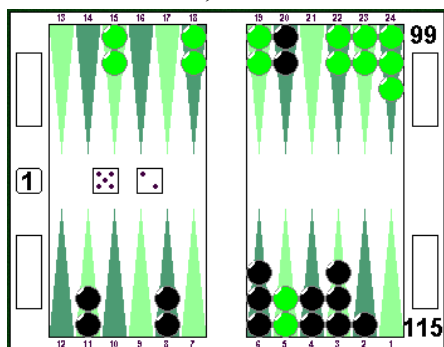
Making the 2-point (Snowie 5th) gives away 0.279 equity. A big loss. Much better is to play it safe at the moment and move 10/4 10/6.

The actual play doesn't gain much: the 2-point (bit too deep), and it gives direct shots at the blot left behind in the process.

Black's reply is 42 which he correctly runs with playing 20/14.

A few rolls later . . .

Game 24, Position 12



White to play 52

Losing 0.179 equity, white strips his 6-point, playing 6/1 6/4! He'd had a better move playing both runners out, 20/15 20/18.

Take a look at it. It looks dangerous, but it isn't really. OK, so the two blots are exposed to double hits, but, the hits are 1s and 4s, the

same rolls needed to cover the 2-point blot! Excellent duplication!

Stripping the 6-point is a very short-term solution and not even a good one at that.

Black rolled a 42, of which the 4 would have been used to hit, but it would have left return shots. However, in the absence of any blots, black moves 8/2 to cover the blot, no doubt bolstered by white's poor home board and 4-point blot.

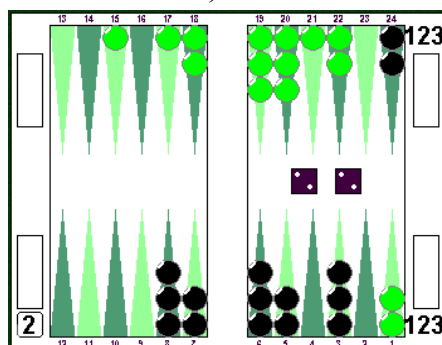
A couple of rolls later white crunches, he launches both his runners out and is promptly doubled out of the game.

The remainder of the match continues without major errors.

In Game 23 white takes the score to 17-19 in his favour. For the next two games black pulls even to 19-19 going into Game 26.

Two jokers, 11 for white with which he made his 7- and 6-points; and a 55 for black that damaged his timing, gave white the advantage he needed to double at 2-away, 2-away. Black correctly took.

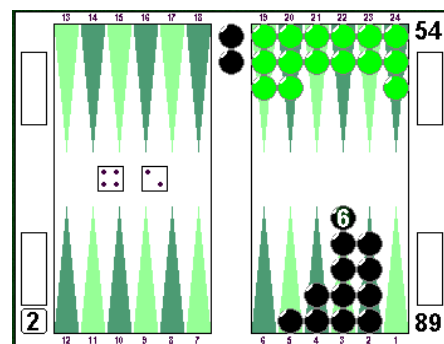
Game 26, Position 7



DMP
Black rolls 22

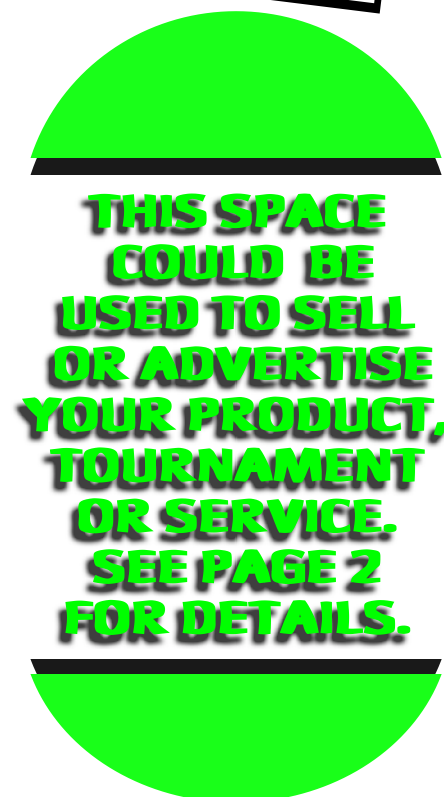
Black starts to crunch . . .

Game 26, Position 17



White plays 42
6/2 5/3

The crunch is complete and black's chances of victory are as low as 2.1%. The miracle doesn't occur and Chuck comes out the winner.



In a discussion the other day the topic of The Grosvenor Club in London came up.

Browsing through some back copies of the *Las Vegas Magazine* (June 1981 edition) I came across the attached.

Take note that £50 was worth just a little bit more in 1981 than it is today.

Chris Bray

GROSVENOR

London's New Backgammon Club

The Grosvenor Backgammon Club, at 49 Grosvenor Street, just off Grosvenor Square, is the first club in Britain to be formed exclusively for backgammon. A handsome drawing-room on the first floor of the Sesame Club has been equipped at a cost of over £10,000, with the best possible lighting and design. The Sesame is a large residential club, with a restaurant, bistro, and numerous bedrooms. The St. James's Bridge Club has a card room on the same premises and the backgammon club is a division of the bridge club.

The moving spirit of the new club is Terence Reese, the famous bridge player and author of more than fifty books on bridge, poker, canasta, backgammon, and casino games. Mr. Reese is chairman of the backgammon committee. His wife, Alwyn, played a leading part in the design and promotion of the new club.

The club is open every day from 3:00 p.m. Charges are moderate and the club does not follow the dubious practice of increasing charges in proportion to the stake. The following knock-out tournaments are held:

First Monday and Tuesday of every month, a £50 tournament played over two days with an auction and a consolation event.

Every Friday, an open £ tournament.

Every Wednesday, a £10 tournament, experts barred.

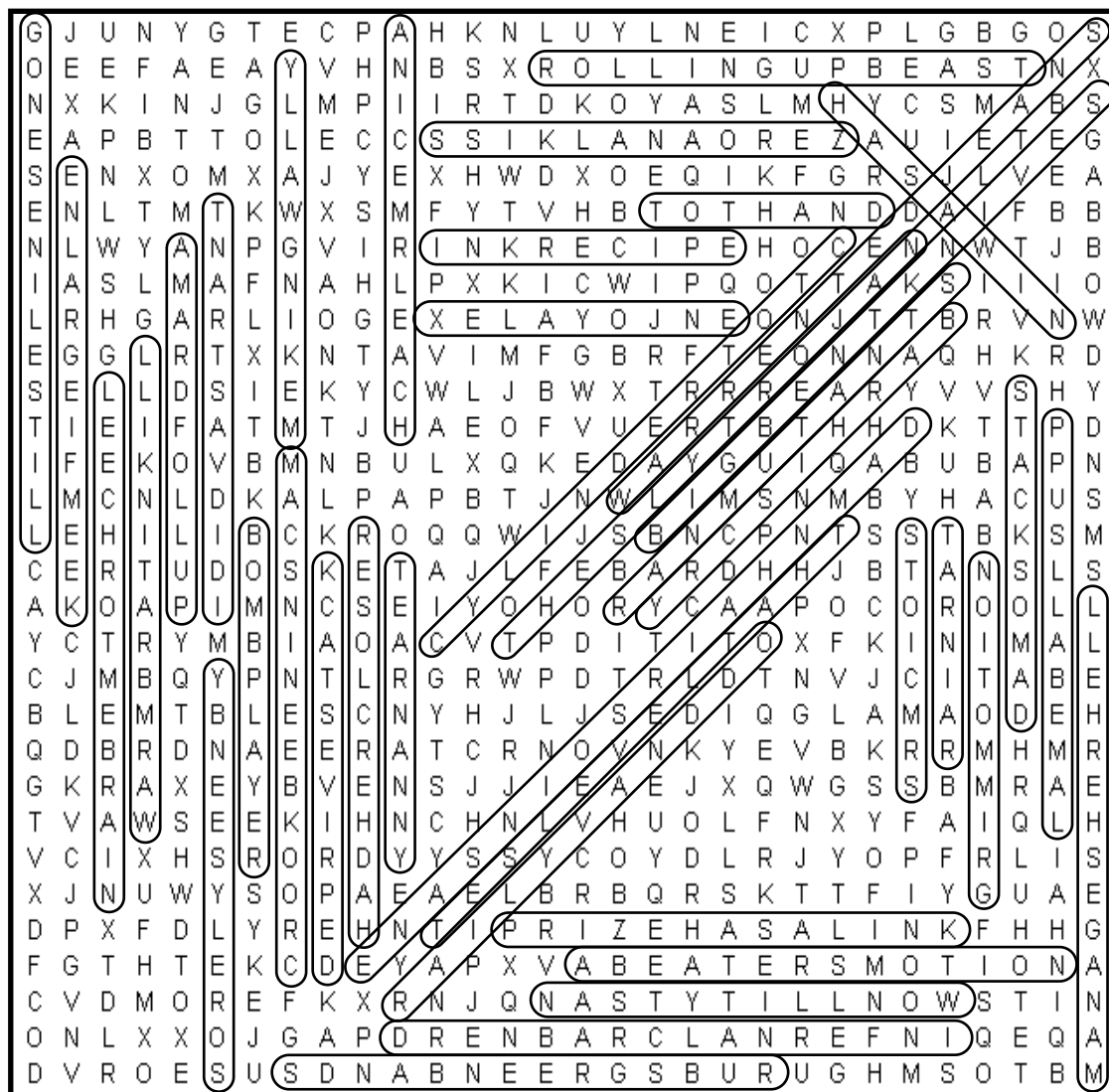
All tournaments are 8.0 registration for 8.30 start.

Visitors can book bedroom accommodation, mostly single rooms, at half current prices in the West End. The phone number of the Sesame, with an extension to the backgammon is **01-629-4473**. ★★



Grosvenor Backgammon Club

Word Search 03 - The Solution



Kerry Jackson wins free entry
to all 2004 Biba tournaments

a beaters motion
Simonetta Barone

a nice Mr Leach
Michael Crane

bar his cry
Chris Bray

big bent knives
Kevin Stebbing

bomb player
Bob Parmley

crook been in scam
Monica Beckerson

cylinder to tc
Cedric Lytton

damn hair so insane
Mardi Ohannessian

deprive stack
Steve Pickard

enjoy alex
Jane Oxley

enlarge if meek
Mike Greenleaf

gone senile still
Lelsie Singleton

grim motion
Tim Mooring

had her closer
Rachel Rhodes

has a win
Ian Shaw

i did vast rant
David Startin

infernal crab nerd
Francine Brandler

ink recipe
Ernie Pick

lame balls up
Paul Sambell

leech rot me brain
Michael Brereton

manages her hell
Helen Helm-Sagar

me king wally
Mike Wynnall

nasty till now
Willy Stanton

odd navy liar
David Naylor

prize has a link
Ralph Eskinazi

pull of drama
Paul Lamford

rain rat
Ian Tarr

ran mutants
Stuart Mann

rolling up beast
Paul Gilbertson

rubs green bands
Brendan Burgess

sorely seen by
Rosey Bensley

stack so mad
Adam Stocks

stoic mrs
Tim Cross

tear nanny
Ray Tannen

that level set
Steve Hallett

the sly trojan
John Slattery

Tot hand
Don Hatt

warm brat in kill
Martin Barkhill

warrented jeans
Andrew Sarjeant

zero anal kiss
Neil Kazaross

Obituary - Gerry Smith

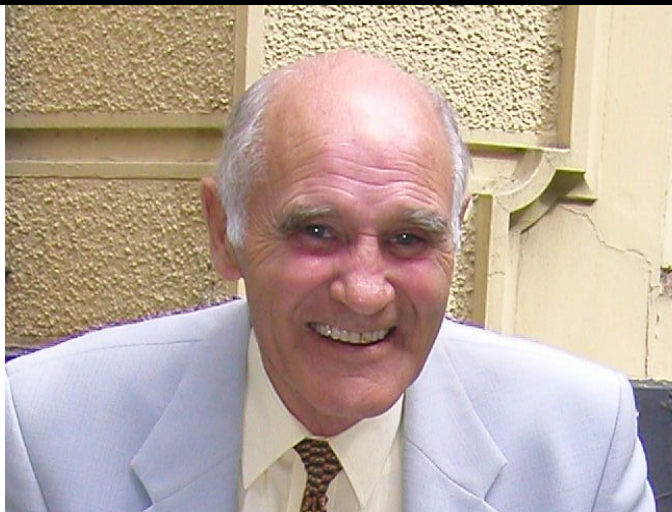
It is with great sadness that I have to report the sudden death of Gerry Smith, from Blackburn. Gerry died in the early hours of Bank Holiday Monday, 25 August, in hospital following an operation.

I first met Gerry in March 1992 when he became a member of Biba. He'd come late in life to backgammon but, what he lacked in experience he more than made up for in enthusiasm. It was quite obvious that he enjoyed playing the game, so much so that he taught his wife, Daphne to play and then encouraged her to join in 1997 so that they could both attend tournaments.

His greatest claim to backgammon fame was his Runner-up position in the 1999 British Open when he was beaten in the Final by one of the best players in the world (then and now), Neil Kazaross. It was evident that he was nervous, and his excessive shaking of his dice cup was an indication of that nervousness. However, when it was all over he beamed one of his smiles across at me and reported, "Put Neil down for a win, Michael!"

He once told me that he was a boxer in his youth and that he had sparred a few rounds with the legendary, Freddie Mills. Looking at the shape of his nose I didn't doubt it for a minute.

In later life he worked a market stall in Blackpool selling jewellery (a far cry from the boxing



Gerry Smith
04/09/1935 - 25/08/2003

ring). He even retired from the business and became a man of leisure. But, Gerry wasn't a man of leisure type - he was a man of action. His time each day was spent reading the newspaper, but it wasn't long before he was prowling his home in Blackpool looking for something to keep him occupied. The lure of the jewellery trade beckoned and he gave in - much to Daphne's relief.

He was a generous man who treated his friends well. When I purchased a diamond ring from him for Sharen it wasn't until we had it valued for insurance purposes that we realised its true value. When I offered to pay more he gently but resolutely refused to accept a penny.

Gerry was a gentleman to the ladies and a man to the men. A product from a previous era he was the most charming of men, and the ladies loved him for his manners and respectful attitude. Men respected him for his forthright attitude and no nonsense approach to life.

Daphne died earlier this year and it was painful to see how much he missed her. I doubt if any blow from Freddie Mills could have hurt him as much as the loss of his dear Daphne. I don't think he ever came out of shock, and, when he did reappear at backgammon tournaments, his smile was that bit diminished and the sparkle in his eyes was never so bright as when they were together.

I like to think that he and Daphne are once again reunited. I can see them, playing backgammon, being looked down upon by the dice Gods, as they in turn look down upon us, their friends and family.

It wasn't hard to like Gerry. I for one will greatly miss his bone-crushing handshake, his wide, beaming smile and his self-effacing sense of humour. I am proud that he looked upon Sharen and me as friends - we shall always remember him and Daphne.

Tributes from fellow members

Brian Lever: I am really sorry to hear the news of Gerry's death. I've known Gerry all my backgammon playing life, from the early days in the Manchester casino tournaments. Win or lose, he was an absolute gentleman and would have made a fitting recipient of Dod's sportsmanship trophy. To think we only lost his wife Daphne a matter of months ago. Perhaps they're on a white cloud somewhere, enjoying a ce-



lestial chouette with our other departed friends!

Ricardo & Maria Isabel Falconi-Puig: Our deepest condolences.

Ian Tarr: Very sad news indeed. You summed it up. A perfect gentleman.

Dave Coyne: It is with great regret that I received the news.. Backgammon has lost one of it's greatest gentlemen players, whenever I met Jerry he made me feel so relaxed, when playing that the result was irrelevant. He shall be sadly missed by all that knew him.

Adam Stocks: I am very sad to hear of Gerry's death. He was such a personable guy, and it was always a pleasure to be in his company. He will be greatly missed by all his backgammon friends.

Rosey Bensley: I was very sad to hear of Gerry's death, and can only hope that his spirit is reunited with Daphne. I agree with Michael, Gerry was a gentleman to the ladies. He always made me feel special when we met at BIBA. Every time I played him I seemed to get into a command-

ing position, only to have him come back and pip me to the post - I don't think I ever did get that win against him! He was always very apologetic, but never lost that smile. I shall miss seeing him.

John Slattery: How sad for backgammon to lose such an excellent ambassador. He will be missed.

Peter Chan: Sorry to hear the sad news of Gerry passing away. Gerry will be missed, so will his jokes!

Paul Money: I remember Gerry well. He had the largest hands I have ever seen and his congratulatory handshake was indeed fraught with danger! He had a big heart as well and delightful manners. There's more to life than bg and there's more to bg than match equity tables. A true sportsman, he will be missed.

Steve & Sue Hallett: He will be remembered always for the gentleman he was.

Alan Greenwood: Life was better for knowing you, A true gentleman.

Danny Cohen: I am very sorry to hear about the sudden and recent passing away of Gerry. I have

known Gerry for over 25 years and he along with his late wife Daphne were such nice friendly people who were always very welcoming.

I first met Gerry at weekly tournaments that were held in Manchester and after they stopped holding them it was quite a few years before I saw him again. However, that didn't stop him being typically Gerry - very warm and friendly. It was as if I hadn't seen him for a couple of weeks.

Gerry worked very hard in the summer months in Blackpool where he ran a market stall for many years and in the winter looked forward to playing backgammon. He and Daphne were very close and her death within the last 12 months made life very hard for him.

I would like to convey my sincere condolences to his family and I am sure that those Backgammon players who knew him over the years will agree that we have lost a very decent and genuine person.

*Photographed at Liverpool
Open by Peter Chan.*

Several of Gerry's friends have already pledged money in his memory. So far to date (10/09/03) I have collected £165.00 with another £95.00 to come in. There will also be a collection at the forthcoming Sandy Osborne Trophy in October for those of you who wish to remember him.

I have purchased a wreath costing £45.00 and the remaining money collected will go to the Blackpool Lifeboat. Being an ex-naval man, Gerry had great respect for the crews and I am sure he'd be delighted at our support of them in his memory.

Further details can be seen on the Biba web site www.backgammon-biba.co.uk.

Competition 2003 No 3 6601-06

Compiled by Richard Granville

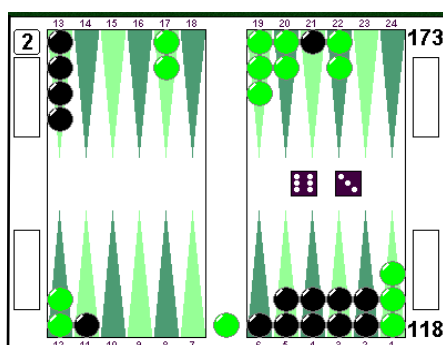
Welcome to the final one of the three Competitions that make up the 2003 season. Peter Bennet won the second one and has won half price accommodation for any Saturday night. Who will win the final competition?

The winner will win half price Saturday accommodation at any one tournament of their choice. The member with the highest points total at the end of the year will win £75.

Entries to be in by October 15th. 2003.

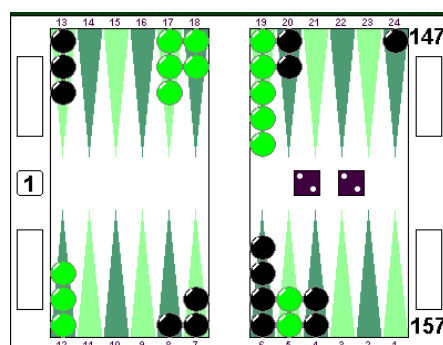
Email: richard.granville@tinyworld.co.uk and a cc to comps@backgammon-biba.co.uk and all 'hard copy' to Biba HQ via Royal Mail.

6601



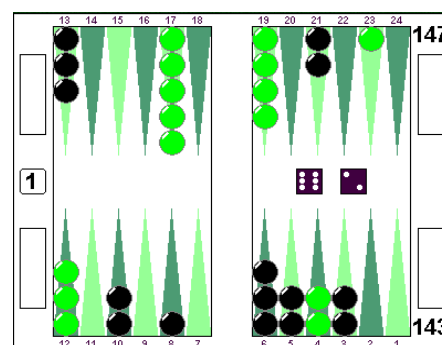
11 point match
White 2 Black 0
Black to play 63

6603



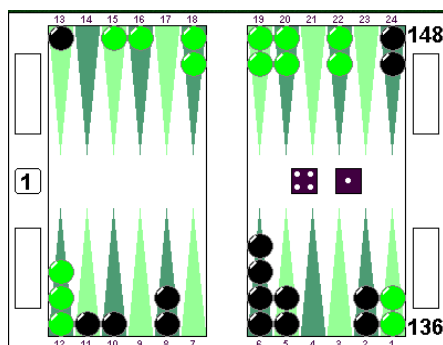
11 point match
White 2 Black 2
Black to play 22

6605



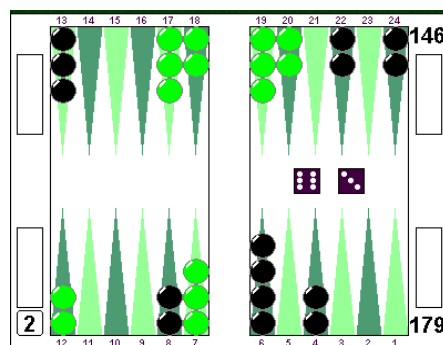
11 point match
White 6 Black 6
Black to play 62

6602



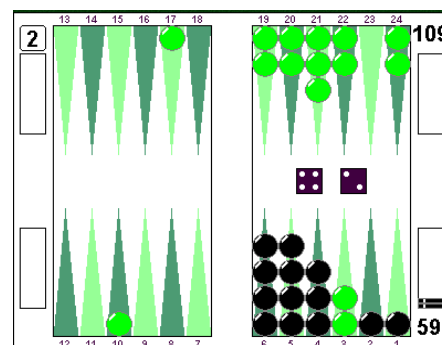
11 point match
White 2 Black 0
Black to play 41

6604



11 point match
White 6 Black 0
Black to play 63

6606



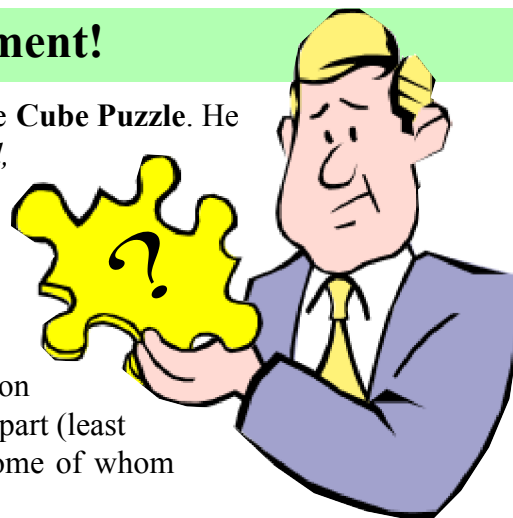
11 point match
White 9 Black 3
Black to play 42

As most of you know by now, Richard is standing down as compiler and editor of the competition for 2004. So, I'm looking for a replacement. Anyone interested in carrying on Richard's work? He is willing to assist the new compilers in getting started and will be available for 'back-up' should it be required. If you feel you can take it on please let me know via email on iwilldoit@backgammon-biba.co.uk or via snail mail at Biba HQ.

Mmm. What a Puzzlement!

Rodney Light was the first one opened with the correct answer to the **Cube Puzzle**. He writes: *The missing 8 words are: Drop, Home, Levi, Roll, Slot, Wind, Dice, Sari. However, if the T in square 3, row 3, column 4 is replaced by an I, then Sari and Dice can be found, leaving the intended 6 words missing.*

I haven't retained the original typewritten copy sent in by compiler Cedric Lytton so I am unable to verify whether or not the transposition mentioned above is an error on my part (most likely) or on Cedric's part (least likely). At least it didn't put Rodney off nor the other entrants (some of whom 'phoned in to ask if there was a typo in the cube) so no harm done!



Rodney wins full Biba membership for 2004. Well done, Rodney.

2004 Dates, Deals and Venues

Starting in 2004, Biba tournaments will be moving from Hilton to the Hanover International chain of hotels. The events will be shared between the **Hinckley** and **Daventry** hotels - see below for details for which event is in which hotel. * *denotes unconfirmed*

Accommodation costs: (D, B&B, standard room, *no single supplement*)

1 night £55 per person
2 nights (*or two people sharing 1 night*) £50 per person
Members can be upgraded to deluxe rooms for just £20 per night upon arrival at the hotel.

To reserve accommodation call
(Central Reservations)
08457 444 123
and quote 'backgammon'

The **Bright 'n' Breezy** is at the **Hilton Metropole, Brighton**. The rates for D, B&B per person are:

Single:

1 night £76, 2 nights £140

Double/twin:

1 night £132, 2 nights £240

To reserve accommodation call
(Central Reservations)
08705 201 201
and quote 'backgammon'

2004 Calendar

Date	Tournament			Venue	Type
Jan 09-11	Bright 'n' Breezy	GP	UK	Brighton	Knockout
Jan 30-Feb 01	2nd Cotswold 'Fireside'	GP	.	Blockley	Knockout
Feb 07-08	Jarvis Trophy	GP	UK	Hinckley	Swiss
Mar 13-14	Slattery Scottish Open	GP	UK	Daventry	Knockout
Apr 03-04	At-A-Glance British Open	GP	UK	Daventry	Knockout
Apr 25	Manchester 1-Day	GP	.	Manchester	Knockout
May 08-09	County Cups Trophy	GP	UK	Hinckley	Swiss
Jun 05/06	Hilton Trophy	GP	.	Daventry	Knockout
Jul 03/04	Keren Di Bona Memorial	GP	.	Hinckley	Knockout
Jul ??	* Liverpool Open	GP	.	Liverpool	Combination
Aug 07/08	SAC Trophy	GP	UK	Hinckley	Swiss
Aug 21/30	Mind Sports Olympiad	GP	.	Manchester	Swiss
Sep 04/05	Roy Hollands Trophy	GP	.	Daventry	Knockout
Oct 09/10	Sandy Osborne Memorial	GP	.	Daventry	Knockout
Oct/Nov ??	* 12th Irish Open	GP	UK	Dublin	Combination
Nov 06/07	Townharbour Trophy	GP	UK	Hinckley	Swiss
Dec 06/07	UK Finals		.	Hinckley	Double KO

Biba Backgammon Calendar 2003

Date	Tournament	Venue	Type	Accommodation	Info
Sep 20/21	Hi-Rollers Event		Moved to November		
Oct 04/05	Sandy Osborne Memorial	Coventry	Knockout	08705 201 201	01522 888676
Oct 11	Bristol "50"	Bristol	Knockout	call Ian Tarr on .	07940 284652
Oct 18/19	National Team Challenge		CANCELLED		
Nov 01/02	11th Irish Open	Dublin	Combination	+ 353 1 6030891	+ 353 1 6030891
Nov 08/09	Townharbour Trophy	Coventry	Swiss	08705 201 201	01522 888676
Nov 22/23	Hi-Rollers £2000 Event	Daventry	Knockout x 2	08457 444 123	01522 888676
Dec 06/07	UK Finals	Coventry	Combination	08705 201 201	01522 888676

Hi - Rollers - Double Entry Jackpot

November 22-23, 2003

First Prize £2000, Runner-up £800, 3/4 £600 each

Entry Fee: £250 (Main only). 100% entry fees returned in all events.

Entry is restricted to 16 players on a first-come-first-accepted basis*

Saturday - Main Qualifier: Knockout of 15 point matches. 1st Round losers go into an 11 point, Double Entry draw for a two-player Main entry, 2nd Round losers go into a 7 point Double Entry draw for a second two-player Main entry. This will leave 8 players for the Sunday Main Jackpot.

Sunday - Consolation (separate entry fee tba): Random draw Knockout to include progressive entry of 1st Round losers from the Main.

In addition to the above events, jackpots and other diversions will be available throughout the weekend upon demand. It is anticipated that demand for this event will be over subscribed, therefore you are urged to register as soon as you can. A pre-registration fee (refundable if unable to attend) of £15 should be sent to Hi-Rollers. *Once we get to 16 players a 'stand-by' list will be maintained which will be used to replace entrants that drop out or alternatively, may enable us to increase the field in increments of 8 players at a time. If the latter is the case, then the format will be revised to accommodate a higher entry.

For further details see the web site

www.users.globalnet.co.uk/~biba/Hi-Rollers.html

or telephone 01522 888676

Sandy Osborne Trophy, 4/5 October : Knockout format offering the usual four elements plus jackpots and side action.

Bristol '50' 11 October : Limited to an entry of 32. Details from Ian Tarr, 07940 284652

Forthcoming Events

Hanover, National Team Challenge 18/19 October : I said last issue, **"If there's not a significant increase in entry levels this event will be cancelled."** There wasn't, so it is!

11th Irish Open, 1/2 November: Popular Knockout event held in the centre of Dublin. Details from Brendan Burgess +353 1 6030891.

Townharbour Trophy 8/9 November : Last of the four, Swiss format events. A last chance to pump up the rankings! ▷

Local clubs

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 (*see key*) 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
brisgammon@blueyonder.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.

Eastbourne

Eastbourne & Bexhill BG Club
John Thomas. Tel: 01424 219415
Jtprincesgaragelimited@btinternet.com
Mondays 19.30

Halifax

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

Herne Bay

Broomfield BG Club
Bob Bruce 01227 362181
or mobile 07754 549 576
Monday

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@cableinet.co.uk
Last 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

Ealing Backgammon League
Grahame Powell 020-8968 6327,
abband@aol.com.net or
sagusb@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
kevin@profundus.com & +0118-
971-2948,
Alternate Wednesdays

St. Albans

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

Tunbridge Wells

Liz Park email:
LizP@parksconsulting.com
Every Tuesday

York

Leo Waters is hoping to start a
club in York. Contact him on
watersleo@hotmail.com

Forthcoming Events continued

Hi-Rollers Double Entry Jackpot
22/23 November : See previous
page.

UK Finals 6/7 December

Qualifiers to date:
Bright 'n' Breezy - Edwin Turner
Jarvis Trophy - Bob Young
Scottish Open - Peter Chan
British Open - Ian Shaw
County Cups - John Slattery
SAC - Tony Lee
Irish Open - tba
Townharbour - tba

Liverpool Open, July 2003

A personal report by Michael Crane

First to arrive, last to leave. That was the Lincoln Four over the weekend. Tim (Mooring) and I were in Liverpool to play some backgammon and the girls, Sharen (the lovely Mrs. Crane) and Julie (the lovely Mrs. Mooring) were there to shop - and boy, did they shop!



We're here to kick ass!

With the credit and store cards maxing out in the City Centre, the pressure was upon us to win some money to stave off the bailiffs upon our return to Lincoln. I got off to a cracking start, winning my first match against Rodney Lighton, but, the euphoria of this first victory evaporated like a summer puddle after I went on to lose the next four matches!

Tim faired a little better. By the 5th he'd won two and was hoping for a 3rd to go into the hat for a last-16-draw on the Sunday. However, my favourite little lady, Monica Beckerson soon showed Tim the Consolation drawsheet as she emerged victorious from their encounter.

Unfortunately Monica squandered this precious gift from Tim and allowed David Wallbank to beat her in the 1st Round. Tim could have whupped him, I'm certain! David's run of wins continued and he sat down in the Final to face Darryl Arrt (winner in 2001). Darryl artfully (do you like that?) played David into 2nd place and he joined Slats in the annals of LBC history with two Liverpool Open titles to his name.

Meanwhile, Tim was still in the Saturday 1-Pointer with a shot at a hundred quid; which was more

semi-final and ended up with nowt! Pam went on to play an on-from Darryl Arrt who walked off with the hundred quid and a nice trophy. Pam also got a nice trophy - which she was quite rightly proud of.

So, already we were a few quid down and the shopping expedition bundled along oblivious to our pending penury! We

returned to our hotel that night with heavy hearts (us) and heavy shopping bags (them) to contemplate our fate for the Sunday. It was during dinner in the restaurant that we saw a young couple scarper without paying their bill. I looked at Tim and wondered if he too had considered doing a runner; it had crossed my mind!



**Darryl & David. .
pose for Crime Watch**

Sunday saw a change of fortune. Yippee! I organised a Sunday 1-Pointer, and, after buying back in five times I walked away the winner. Lubbly jubbly! Mind you, I'd done a split with Darren Kerrigan on the money, but, hey, it'll at least pay for one of the bras Sharen bought.

In the Consolation we both did equally well - we both went out in the last 8! Someone called John Slattery beat another unknown, Brian Lever, in the Final . . . but I wasn't interested in that. No, I was embroiled in a desperate battle to take some money out of the Last Chance!

I beat Rodney Lighton in the 1st Round (I'm glad *he* came), I then beat Monica in the 2nd, only to be beaten by Connor Dickinson in the 4th. Undeterred and spurred on by



**Darryl cries with relief after
winning the 1-pointer**

than I was. I was out despite two attempts to get past Round 1. (Jumping ahead a bit here. Tim was beaten by Pam Wright in the

the fact that the girls had totally refused to listen to reason (and threats!) and had returned to their task of emptying the stores of Liverpool, I re-entered.

In quick succession I dispatched Steve Hallet, Nigel Merrigan and Juliet Fennel. I then faced Connor for the second time. I was ready for him. Driven by fear that **Sharen Marcos** would be purchasing yet another pair of shoes I stormed through Connor in the Semi-Final, leaving him shell-shocked in my wake. Now, for Carl Dell in the Final.

How stupid am I? Earlier in the day, 11:30 to be precise, Carl had been knocked out of the Main and was considering going home because their wasn't any room for him in the Consolation (or for anyone else from the Main. Yep, I'll bet he wished I was running one of my famous Progressive Consolations!). I persuaded him to stay

saying that he could enter the Last Chance soon. If only I'd have minded my own business. If I had I'm sure I'd have beaten anyone else - but I couldn't beat Carl. But, I did get some lovely money for being Runner-up, not to mention a lovely trophy as well.

So, the bailiffs were off my back. Tim however . . .



Slatts & Brian



Michael & Carl



Darren & Michael



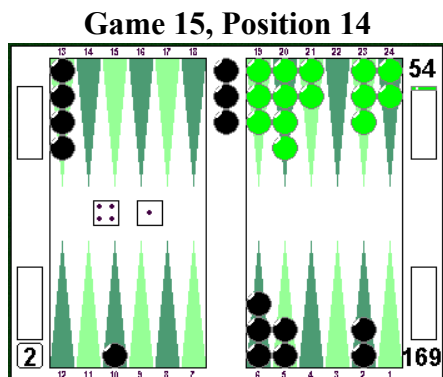
John Slattery and Mark Flannagan battle it out in Liverpool in the 'Most Colourful Costume' competition.

After much consideration, and before they went blind, the judges decided to call it a draw!

SAC Trophy, August 2003

Report by Michael Crane

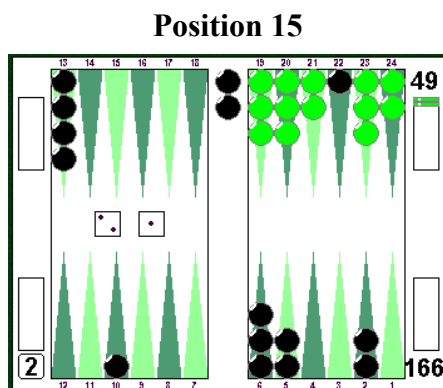
They think it's all over . . .



**Double Match Point
White to play 41**

Peter Christmas (white) has played well so far, winning 5-5 matches. He now sits down in the 6th Round to play Tony Lee (black) who also has a perfect 5-5 score. Peter plays the correct move 5/0, Tony then rolls 43 and re-enters one of his three men off the bar.

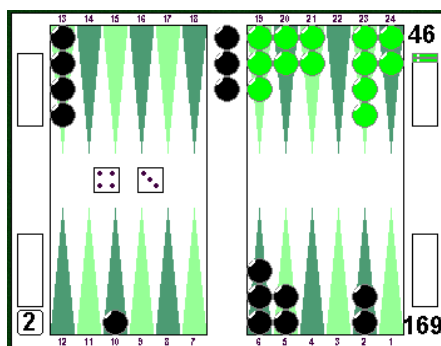
. . . it isn't now!



White to play 21

This is the most important 21 that Peter has ever played, and he plays 5/3* 3/2. This is Snowie's 6th choice and loses Peter 0.70 in equity. But it isn't the loss in equity that's important it's the resulting position afterwards. This one play has a knock-on effect on following rolls.

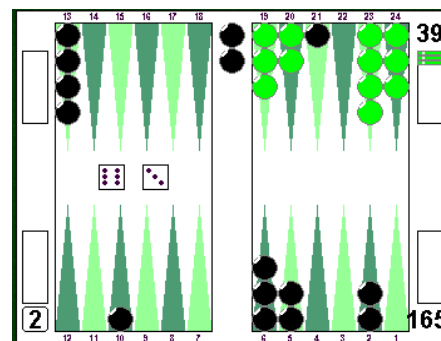
Position 16



White to play 43

Tony has danced rolling a 64, and now Peter is facing a difficult 43. He clears the 4-point, Tony enters one man with 54, and then Peter rolls 63 in this position:

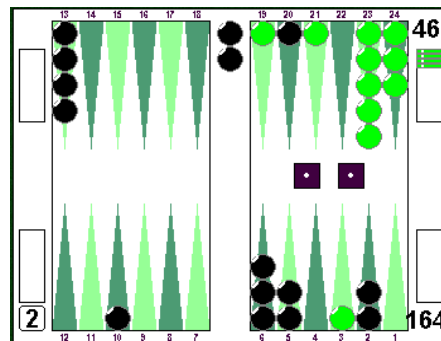
Position 17



White to play 63.

He plays 6/0 5/2 and leaves a blot on the 5-point. Tony rolls 65 and hits. Peter re-enters rolling a nightmare 32 and leaves this . . .

Position 19



Black rolls 11

snake-eyes (double one)!

Peter next rolls 53 in the position above, and runs one man out and the other 4/1. This is another big mistake, he should have made both blots safe. Tony hits and eventually rolls out in the bearoff to win the game and the match.



Tony Lee

In another universe, another Peter played the 21 . . .

Peter

21: 5/4 6/4
43: 4/0 4/1
63: 6/0 6/3*
32: 5/2 5/3
53: 4/0 4/1
64: 3/0(2)

Tony

64: can't move
54: can't move
65: 25/19
11: can't move
61: 25/19
62: Resigns



Peter Christmas

. . . and Tony obligingly rolls As it turned out, Peter came in at



2nd place relegating an expectant Jeff Barber into 3rd.

Jane Oxley, having been pipped at the post in her last Swiss made it this time as **Top Intermediate**.



Jane Oxley

Well done, Jane, it was richly deserved. Another player that should be mentioned in despatches is Martin Potter - a young player with a lot of potential, just ask some of his opponents!

Jeff Barber had some consolation, he knocked out Emmanuel Di Bona in the **Friday Warm-up**

(10) Final to win the free weekend. Jane, too, had some consolation. She and partner, (*nod!, nod!, wink!, wink!*) Paul Gilbertson won the doubles playing as *Oh! What a Lovely Pair!* They beat *T Leafs* who were a much stronger pair and had a much better chance to win the final than *Pair* - according to *T*. How wrong he was!



Paul & Jane give Paul & Jane the Doubles Trophy

For their efforts Jane and Paul each took home a trophy donated by . . . Jane and Paul! To celebrate the anniversary of their meeting (SAC 2002) they donated a trophy

for the doubles (they were 2nd last year) and ended up winning it themselves!

The top name went to *Barker's Intuition* **Bennet's Ability**.

Finally, Cliff Connick was in attendance to receive his **Sportsmanship Trophy 2003** award. I don't know what got the bigger smile, the trophy or the hundred quid! Both were kindly donated by Dod Davies.



Cliff Connick

7th Mind Sports Olympiad, August 16-25

Report by Michael Crane

Well, here we are, the 7th Games and the 7th location. I am beginning to feel like an American tourist; if it's 2003 it must be Manchester! This year we are playing at The Conference Centre, University of Manchester Institute of Science and Technology (UMIST). Apparently we are to be based here for the next four or five years thank to support from UMIST and Manchester City Council.

Beginners' (5)

With an entry of just five this event was made a Round-Robin rather than a Swiss format. Playing 3 x 3-point matches, each

player was aiming for maximum wins and a place in Sunday's **Weekend Tournament**, the top two going through.

Dawn Colley made it with 3-4, but there were three others tied on 2-4 and no amount of tie-breakers could separate them – so they had a playoff for the vacant position in the Weekender. Eventually, after some canny playing and a little help from the dice Gods, this was filled by David Rudolf (13 years old Junior) – who beat his mother, Pauline to do so!

So, Dawn and David will go into the Weekend Tournament, where,



Beginners' - David & Dawn

if he wins his next Round, David could well meet his father, John who is already there on 3-3!

It does appear that playing 3-point matches without the cube is a good way to ensure that 'ringers' are deterred from entering. This format will be used in future Beginner events.

Weekend Tournament (20)

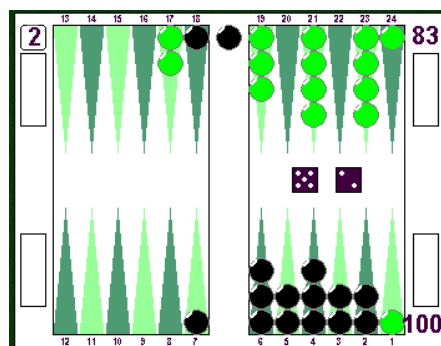
Playing 6 x 11-point matches (3 each day) saw a couple of surprises. The 2nd Round of this event saw a few surprises: John Slattery and Jeff Barber both went down 11-0, thanks to Richard Biddle and John Rudolf respectively. Richard then faced Jeff Barber, (elevated at random to the leaders bracket to even off the draw); a match from which Richard emerged a little bruised, losing 7-11. John fared better beating Bijan Mehdinejad to go through to the second day with 3-3. He was joined by Martyn Hamer who despatched Mahmoud Jahanbani in Round 3.

Joining the 'big boys' on the second day from the Beginners' were David Rudolf (a 13 years old player with a lot of potential) and Dawn Colley (an 'online' player experiencing her first ever 'face-to-face' tournament – discovering that she had to physically move her own checkers!). These two were paired off as was John (David's father) and Martyn.

Martyn prevailed; and David beat Dawn at DMP to go into the 5th Round with Martyn. David evaded two chances of playing his father – which seemed to have pleased both parties! Against Martyn, David went into a 4 point lead, Martyn clawed back a point then David edged away further still to 5-1.

David took it to Crawford-3. From here on it was Martyn all the way to DMP – David's lack of experience being a big factor in Martyn's favour. However, the last point

swung back and forth, neither player getting a significant advantage. The deciding roll came here:



David (b) to play 52

David played 25/18. Quite a few of the assembled onlookers thought that 25/20 7/5 was the correct play. Snowie agreed with David, the latter move losing 0.077 equity.

Martyn did indeed roll the 6 . . . unfortunately it was part of a pair! He hit but couldn't cover his 1-point blot. David rolled the joker, 61 . . . match over!

Now all that stood between David and Olympic Gold was his dad! John didn't play the good father and let David win, quite the contrary, John emerged the winner by a good margin – but David took defeat well.



Weekend Gold - Martyn Hamer

So, after all the matches were completed and the final positions were known it transpired that Mar-

ty Hamer won the Gold, pipping John Rudolf into Silver by 1 point.



Weekend Silver - John Rudolf

Veteran MSO player, Steve Rimmer took Bronze.



Weekend Bronze - Steve Rimmer

David, in 4th place went home with a Gold medal, though; he was the Top Junior, albeit the only Junior, but he wasn't awarded it for that alone, but for his position in the event and his 2nd place in the Beginners' Tournament.

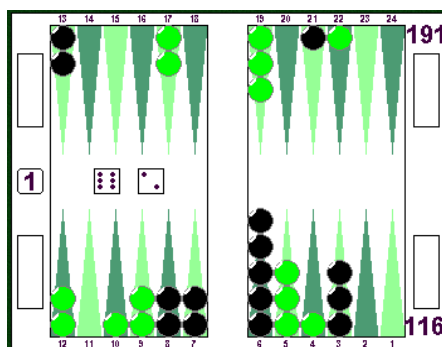
This seemed a fitting end to David's first ever experience of competition backgammon and it clearly demonstrates the egalitarian ideals of the Mind Sports - everyone competing on an even basis. Gaining entry via the begin-

ners' event might have been a 'backdoor' entry, but, once there he had to play as well or better than his opponents to get into the top four. He earned his Gold medal - and he took great pleasure in its presentation as the picture below shows.



**Weekend Junior Gold
David Rudolf**

Finally . . . In Round 4 this little poser popped up.



**11 point match
Black 6 White 0
Jeff Barber (w) to play 62**

Jeff, trailing 6-0 to John Slattery, has fallen behind somewhat in the race (75 pips) and has to decide how best to play this 62.

The 6 is straight forward, it's the 2 that needs consideration. So, 21/15 it is. Now to the 2 . .

After due consideration Jeff opted for 13/11, a move that Snowie considers a mistake losing 0.55 equity, relegating it to 7th place.

Jeff needs to attack here. He needs a deeper anchor (or at least a second one) in John's home board; and he needs to make some home board points of his own. The bold play of 6/4* is the correct play here. Get another anchor and put the pressure on.

Olympiad Championship (18)

Qualifying – Day 1

Trawling from an entry of 14 players today's mission was to get as many Gold and Silver Category entries for the Finals as possible.

The first to complete the task and get into Gold was John Broomfield, he was followed by Inoue Yutaka, Jeff Barber and John Slattery (the defending Champion 2000 & 2001).

This left Steve Rimmer, Rodney Lighton, Mahmoud Jahanbani and Richard Biddle on Silver looking to elevate themselves to Gold, and the remaining entrants languishing on Bronze.

With two days left for qualifying, there are some doubts as to whether or not there will be sufficient entrants to allow for all those chasing higher status to attain it. It is quite possible that Wednesday's batch might be starved of opponents to get any further than Silver, and, although I hope against it, some may even remain upon Bronze, the default Category.

Day 2

Well, it looks as if the 14 players from Day 1 are to be the majority of entrants – only two more turned up today giving a potential 16 for the Finals. Of the Silvers above

seeking Gold, only Richard Biddle and Rodney Lighton managed to achieve it. Mahmoud will remain on Silver and Steve's last chance will come tomorrow.

Joining the Golds in addition to the three already mentioned are: Dario de Toffoli and Kevin Stebbing.

Day 3

Well, there were a couple more entrants today taking the overall entry to 17. Not as many as we'd like but, with this being the first time in Manchester perhaps it'll take some time to build up the numbers – time will tell.

The categories are as follows:

Gold (9) John Broomfield, Jeff Barber, Inoue Yutaka, John Slattery, Richard Biddle, Rodney Lighton, Dario de Toffoli, Kevin Stebbing, Paul Gilbertson.

Silver (5) Mahmoud Jahanbani, John Rudolf, Andrew Havery, Steve Rimmer, Jane Oxley.

Bronze (4) Barry Teece, Phil Williams, Tim Brown and Joey Ho who bypassed the qualifying and took a Bronze category entry.

Finally . . . The 3 day qualification format isn't working too well. I am considering an open entry, 2 day Olympiad Championship for 2004, and I'll then fill in the remaining days with something else – I am open to suggestions (and bribes!).

Olympiad Championship Finals

Gold Category – Gold, Silver & Bronze medals. With an entry of 9 players it was decided to have a *Round Robin* event; a decision agreed upon by the majority of entrants. So, it was an all-play-all of 7-point matches from which

we'd have our Gold, Silver and Bronze. Rodney Lighton, a local player from Manchester BG Club went into an early lead being the only player to win 4 out of 4. His 5th opponent was John Slattery with one less win on 3-4. Could John stop Rodney's rampage through the field or would he be victim number 5?

Well, John halted Rodney's reign, but the celebrations were short-lived because John then went down to Inoue Yutaka in the next game. Rodney fared less well, losing a second consecutive match, this time to Paul Gilbertson. So, at this moment we have two on 4-6, John Slattery & Rodney, but, a couple of rounds behind are Richard Biddle and Kevin Stebbing, either one (or both) heading for a similar or better score – time will tell. Kevin beat Richard and now Kevin alone was the only one who could take their score to 5-6 if he were to win his next two matches – John Broomfield couldn't halt him, 4-5, so now it fell to Dario . . . and he fell to Kevin, 5-6. Could Inoue, his next opponent stop Kevin's conquistadorial search for Gold?

Meanwhile, John Slattery got to 5-7, with one more round to go he was hoping for a 6th win – all he had to do was defeat John Broomfield, not an easy task. Mr. Broomfield put a stop to John's medal chances, and this left two contenders, Rodney Lighton, already home with 6-8, and Kevin.

Inoue couldn't stop Kevin and he went into his final match against Jeff Barber with a score of 6-7 (level with Rodney) and looking for victory and a Gold medal. Jeff - working under orders from Rodney! – did the business and Kevin suffered his second loss of the competition.



**Rodney Lighton
Olympiad Gold**



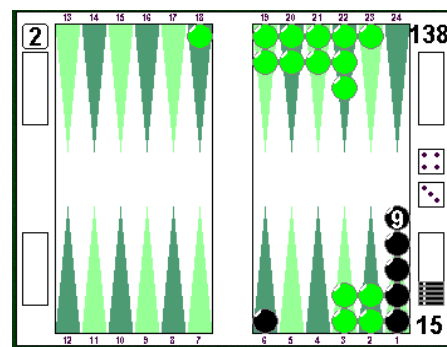
**Kevin Stebbing
Olympiad Silver**



**John Slattery
Olympiad Bronze**

So, we had two on 6-8, Rodney and Kevin. On the tie-break *head-to-head* encounter, Rodney was the victor, and hence he took the Gold and Kevin settled for Silver. John Slattery came in 3rd and added a Bronze to his collection of medals.

During his match against Richard Biddle, Rodney had a doubling decision to make:



**7 point match
Biddle (b) 3 Lighton (w) 2
White on roll – Cube action?**

Rodney doubles, and Richard takes. Rodney then rolls 53, hits and covers. Was the redouble/take correct? Yes.

According to Snowie. This is a redouble/take, but only by a narrow margin of 0.037.

Richard is just a little over 50% for the game, and, even after he is hit and the blot covered he's at around 27%. Richard did re-enter but was hit back, Rodney contained the blot and went on to win the bearoff and the game. Following that, he won the Crawford and the match.

This is a very good double from Rodney. He's figuring that at this match score, 5-away, 4-away, and facing a possible gammon loss of four points he might as well put all his eggs into one basket. Richard really doesn't have a choice - unless he wants to pass and lose what is a good winning position.

Paul Money comments: *The position you show us overleaf is quite interesting. It is one that intermediates often get wrong. Their thinking goes "I am going to be gammoned if I don't hit, so I may as well double and hope that I hit." This thinking ignores all the times when they hit, but still lose a plain game, which now costs them the match. Redoubling here is a sizeable error. White's winning chances from here are closer to 44% than the 49% that Snowie evaluations give. Correct cube action is to wait until you hit, then cube if Red flunks. If he has entered on the ace, it might be a double in, otherwise it's a cash, in spite of Red's five men off. Always beware of offering the cube, where a take brings your opponent exactly to victory and always beware of taking Snowie evaluations at face value.*

Silver Category – Silver & Bronze medals. Jane Oxley led the field with 2-2. For her 3rd match she was drawn against Mahmoud Jahanbani on 1-2. He could match her wins and go equal with her on 2-3 . . . and this is precisely what happened! So, here we are, down to the deciding matches. I won't confound you with the permutations, it all boiled down to some players having to win whilst others lost. Steve Rimmer had finished on 2-4 and three of the remaining players were on 2-3 . . . the medals could go anywhere!

Mahmoud beat Andrew Havery, giving him 3-4; and John Rudolf beat Jane, also giving him 3-4. Now it was the time of the tie-break. When two players are level we look at the *head-to-head*, and in this instance it was John that took the Silver leaving Mahmoud in Bronze. Jane, who had to win to get a medal, eventually came 3rd.



John Rudolf - Silver



Mahmoud Jahanbani - Bronze

Bronze Category – Bronze medal. This Round Robin event was soon concluded, there being just 3 games to play. The 'final' was between Tim Brown and Barry Teece. Barry took an early 4-0 lead, Tim pulled back taking the score to 7-4 to Barry, but he was unable to get those remaining points and Barry emerged as the Bronze Category Bronze medal winner.

MSO English Open (39)

Playing 6 x 11-point matches over two days, it got off to a good start for Rosey Bensley, the defending Champion. She won her first match against Josef Kollar, but, she fell to Rodney Lighton in the 2nd and from thereon she was out of the medal chances.

After the Saturday matches were over, those on 3-3 were Bijan Mehdinejad, Jeff Barber, Vicky Chandler, John Slattery and Simon K Jones. If one were pushed to make a book on these five players the biggest odds would be for Bijan & Vicky, neither has any form to speak of, but, with 3-3 each they were playing as well as anyone.

Bijan was pitched against John, a match from which he emerged the happy victor, winning 11-2; a good result against anyone, but against Slats, a result to savour. Vicky and Jeff battled it out with Vicky knocking Jeff down the table with a satisfying cheer. Simon, was drawn against Ian Gwynne – a match that went to Ian thus leaving us with two on 4-4, Vicky and Bijan.

In a match that swung back and forth, and included some good cube handling on both sides of the board, it was Bijan that took his score to 5-5. So, would we have an outright 6-6 or would we have to rely upon count-backs to determine the medal positions?

If Bijan failed to win the 6th Round match against Jon Barnes (a random choice from a pool of six candidates) then we were facing at least four on 5-6, and at best five on 5-6. It all depended on the last match. Bijan went into a good lead 9-2, but, after some early cube turns by Jon, the score began moving, 9-4, 9-6. Bijan had to stem the flow of points else the guaranteed Gold would slip from his grasp. Jon's scores kept increasing, 9-7, 9-9. Bijan accepts an early double and we hit DMP.

Just to keep me on my toes, Bijan decides to lose this match and we end up with five on 5-5. Using the *count-back* method based upon the



sum of opponents' wins we whittled these down to three: Bijan nipped in to take the Gold by .01 from Rodney Lighton in Silver; who in turn left Vicky Chandler in Bronze by the same amount! This left Jon Barnes and Simon K Jones 4th and 5th respectively.

Manchester Blitz (12)

Short, sharp and sweet; that's the Blitz, a new event for the MSO – and one to be repeated next year, for sure.

With an entry of 12 it was always on the cards that the end result would rely upon the *tie-break* of sums of opponents' scores, therefore it was wide open right until the end.

Due to poor results and the poker starting at 11:00 a couple of players dropped out, but the rest remained until the bitter end, fighting tooth and nail for a medal position.

Irving Czechowicz went into a commanding lead on 4-4 and it was left to Uldis Lapikens to block his path to the Gold medal – a task too far. Irving rolls out the winner 5-5 and, with no-one else even on 4 wins, he's the Gold winner no matter what. This leaves a bunch of players vying for the Silver and Bronze medals, all hoping to upgrade their scores from 3-5 to 4-6.

After the dust had settled we were left with our Silver and Bronze winners - Uldis Lapikens took the Silver and Simonetta Barone went home with the Bronze.

Champion of Champions (7)

Normally the entrants of this are the Gold & Silver winners from the four events - Beginners', Weekend, Olympiad and English Open, but, due to other commitments a Bronze crept in by default!



English Open Medal Winners. Bijan Mehdinejad - Gold, Rodney Lighton - Silver, Vicky Chandler - Bronze

The field was comprised of: David & John Rudolf, Steve Rimmer, Dawn Colley, Kevin Stebbing, Rodney Lighton and Vicky Chandler. With an entry of 7 we decided to play a *Round Robin* competition of 5-point matches. Vicky Chandler sped into a 3-3 lead and was hoping for a 4-4 when she ground to a halt thanks to David. During this match and leading 3-1 Vicky shipped over a 2-cube, David scooped it up and a little while later re-cubed to 4; Vicky took and lost!

So, Round 4, and already Vicky is on 3-4; Steve and David were the only two that could equal her score – and they were not playing each other! David failed to get his 3rd win but Steve managed it. The next round pitted Steve against Vicky – the winner from this match would on 4-5 and the event leader.

Steve came out the winner taking Gold, leaving Vicky on Silver and Dawn Colley on Bronze.



**Manchester Blitz
Irving, Simonetta & Uldis**



**Steve Rimmer receives his trophy
from Lady Mary Tovey**

See page the following page for full results.



7th Mind Sports Olympiad Results

Championship Finals	Medal
01 Steve Rimmer	Gold
02 Vicky Chandler	Silver
03 Dawn Colley	Bronze

Blitz	Award
01 Dawn Colley	Gold
02 David Rudolf (jnr)	Silver
03 Pauline Rudolf	Bronze
04 Tim Brown	
05 Robert Pells	

Weekend	Wins	Medal	Pent.
01 Martyn Hamer	5.22	Gold	100.00
02 John Rudolf	5.21	Silver	95.24
03 Steve Rimmer	5.17	Bronze	90.48
04 David Rudolf	5.13	Gold (J)	85.71
05 Richard Biddle	4.21		80.95
06 John Slattery	4.19		76.19
07 Demis Hassabis	4.15		69.05
07 Thomas Allsop	4.15		69.05
09 Jeff Barber	3.23		61.90
10 Irving Czechowicz	3.21		57.14
11 Mahmoud Jahanbani	3.20		52.38
12 Uldis Lapikens	3.19		47.62
13 Peter Chan	3.18		42.86
14 Kevin Stebbing	3.17		35.71
14 Martin Barkwill	3.17		35.71
16 Dawn Colley	3.13		28.57
17 John Broomfield	3.12		23.81
18 Bijan Mehdinejad	2.22		19.05
19 Ron Havenhand	2.16		14.29
20 Philip Swanton	1.17		9.52
21 John Lysons	1.16		4.76
22 George Lane	0.00		0.00

Championship	Wins	Medal	Pent.
01 Rodney Lighton	6.10	Gold	100.00
02 Kevin Stebbing	6.00	Silver	94.12
03 John Slattery	5.00	Bronze	88.24
04 Inoue Yukata	4.10		82.35
05 Jeff Barber	4.00		76.47
06 Paul Gilbertson	3.20		70.59
07 John Broomfield	3.10		64.71
07 Dario De Toffoli	3.00		58.82
09 Richard Biddle	2.00		52.94
10 John Rudolf	3.10	Silver	47.06
11 Mahmoud Jahanbani	3.00	Bronze	41.18
12 Jane Oxley	2.10		35.29
13 Steve Rimmer	2.00		29.41
14 Andrew Havery	0.00		23.53
14 Barry Teece	3.00	Bronze	17.65
16 Tim Brown	2.00		11.76
17 Phil Williams	1.00		5.88
18 Joey Ho	0.00		0.00

Weekend	Wins	Medal	Pent.
01 Bijan Mehdinejad	5.24	Gold	100.00
02 Rodney Lighton	5.23	Silver	97.30
03 Vicky Chandler	5.22	Bronze	94.59
04 Jon Barnes	5.19		91.89
05 Simon K Jones	5.18		89.19
06 John Slattery	4.23		86.49
07 Lawrence Powell	4.20		83.78
07 Rosemary Bensley	4.19		81.08
09 Alexander Baron	4.18		75.68
10 Brian Lever	4.18		75.68
11 Paul Gilbertson	4.18		75.68
12 Steve Rimmer	4.16		70.27
13 Rachel Rhodes	4.13		67.57
14 Ian Gwynne	3.24		64.86
14 Jeff Barber	3.22		62.16
16 Jan Stastna	2.18		58.11
17 Michael Warden	3.18		58.11
18 Irving Czechowicz	3.17		54.05
19 Roland Herrera	3.16		51.35
20 Dawn Colley	3.15		48.65
21 Thomas Allsop	3.14		45.95
22 Uldis Lapikens	3.14		45.95
23 Mahmoud Jahanbani	2.24		40.54
24 Adam Stocks	2.19		37.84
25 Simonetta Barone	2.18		35.14
26 Cedric Lytton	2.18		32.43
27 Richard Biddle	2.27		29.73
28 Kevin Jones	2.15		24.32
29 Kevin Williams	2.15		24.32
30 Paul Cohen	2.15		24.32
31 Alan Farrell	2.13		18.92
32 Kevin Stebbing	1.16		16.22
33 Martin Thompson	1.16		16.22
34 Josef Kollar	1.12		10.81
35 Jane Oxley	1.10		8.11
36 Dario De Toffoli	1.09		5.41
37 David Pearce	1.06		2.70
38 John Broomfield	0.11		0.00

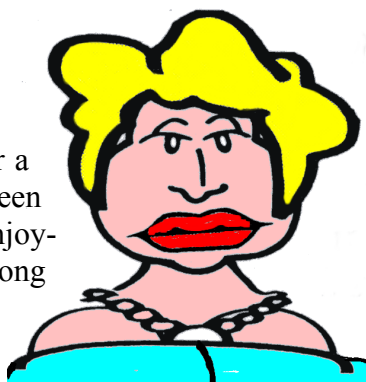


Pentamind: Although it uses the official formula for calculation, this is purely for Biba purposes to determine its own *unofficial* Pentamind Backgammon Champion. Four events make up the Biba Pentamind, Weekend, Olympiad Championship, English Open and the Manchester Blitz.

	Blitz	Wins	Medal	Pent.
01	Irving Czechowicz	5.21	Gold	100.00
02	Uldis Lapikens	5.20	Silver	90.91
03	Simonetta Barone	4.19	Bronze	81.82
04	John Slattery	4.18		72.73
05	Mahmoud Jahanbani	3.23		63.64
06	Roland Herrera	2.19		54.55
07	Inoue Yutaka	2.16		45.45
07	Thomas Allsop	3.14		36.36
09	Jeff Barber	1.17		27.27
10	Pauline Rudolf	1.16		18.18
11	Rosemary Bensley	1.09		9.09
12	Richard Biddle	1.08		0.00

Lady Lovely's Chatter

I'm back! I've been off the scene for a while, have you missed me? I've been around a bit (as you might expect) enjoying myself at the MSO thing among other things.



In sunny Manchester at the MSO thing (I was there for non-bg events) I looked in now and again to see what was going on. Apart from low turnout, poor location, frayed tempers and really small boards it seemed to be OK. Mind you, **Michael Crane** changed the format so many times it was impossible to know what was going on. A word of advice, Michael, if you want to get a few more next year stick to the format they entered for. . . Going on in Manchester at the same time - Bank Holiday weekend - was the *Gay Pride* gala event. That was an eye- (not to mention, leg-) opener, I can tell you! One of the little darlings wandered into the backgammon on Sunday afternoon, espied Michael and, turning to me he asked, "Does he swing both ways?" I looked at him, I looked at Michael, I looked back at him and said, "My dear, in *those* shorts he's swinging in *all* directions! . . . Finally, I couldn't get to **Gerry Smith's** funeral but I was there in spirit. Now there was a man who knew how to treat a lady, and he'll be missed by many of them; myself included.

	Pentamind	Score
01	John Slattery	323.65
02	Jeff Barber	227.80
03	Irving Czechowicz	211.19
04	Mahmoud Jahanbani	197.74
05	Rodney Lighton	197.30
06	Steve Rimmer	190.16
07	Uldis Lapikens	184.48
08	Richard Biddle	163.62
09	Thomas Allsop	151.36
10	Paul Gilbertson	146.27
11	Kevin Stebbing	146.05
12	John Rudolf	142.30
13	Inoue Yukata	127.80
14	Bijan Mehdinejad	119.05
15	Simonetta Barone	116.96
16	Roland Herrera	105.90
17	Martyn Hamer	100.00
18	Vicky Chandler	94.59
19	Jon Barnes	91.89
20	Rosemary Bensley	90.17
21	Simon K Jones	89.19
22	John Broomfield	88.52
23	David Rudolf	85.71
24	Lawrence Powell	83.78
25	Dawn Colley	77.22
26	Alexander Baron	75.68
27	Brian Lever	75.68
28	Demis Hassabis	69.05
29	Rachel Rhodes	67.57
30	Ian Gwynne	64.86
31	Dario De Toffoli	64.32
32	Jan Stastna	58.11
33	Michael Warden	58.11
34	Jane Oxley	43.40
35	Peter Chan	42.86
36	Adam Stocks	37.84
37	Martin Barkwill	35.71
38	Cedric Lytton	32.43
39	Kevin Jones	24.32
40	Kevin Williams	24.32
41	Paul Cohen	24.32
42	Andrew Havery	23.53
43	Alan Farrell	18.92
44	Pauline Rudolf	18.18
45	Barry Teece	17.65
46	Martin Thompson	16.22
47	Ron Havenhand	14.29
48	Tim Brown	11.76
49	Josef Kollar	10.81
50	Philip Swanton	9.52
51	Phil Williams	5.88
52	John Lysons	4.76
53	David Pearce	2.70
54	George Lane	0.00
55	Joey Ho	0.00

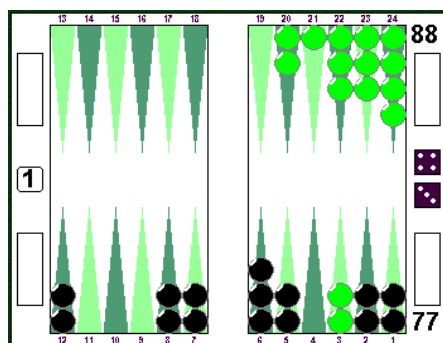
Roy Hollands Trophy, 6/7 September 2003

Report by Michael Crane

Main (24)

Twenty-four! It was only twenty-three but Tony Lee persuaded me to enter to make it an even number - which I did. This turned out to be a mistake . . . for Tony! We met in the quarter-final and he lost. I then went on to lose to David Nathan in the semi.

During these two matches there were a couple of position we put through Snowie. The first is against Tony. I am playing as black:



13 point match
Black 8 White 4

Black on roll - Cube action?

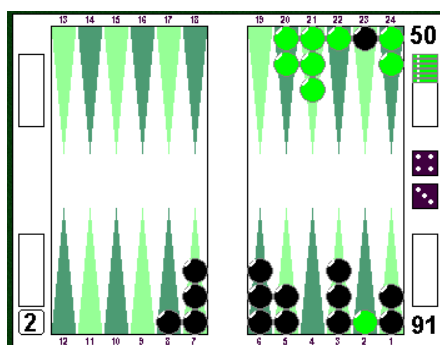
Following some good rolls on my part and some not-so-good on Tony's I found myself with an opportunity to ship across the cube. Tony thought for a while and then dropped. Snowie's verdict was **Double/Take**.

Tony was at 25.6% and his take-point was 26.1%, so it was a narrow pass losing him 0.057 equity.

The next is against David and was also a doubling decision and I am once again, black (see next column).

David had just been hit during the bearoff and had re-entered after rolling 21, playing 25/23 4/3. I was holding a 2-cube and I pushed across the 4-cube as soon as he'd

made the move. I doubled quickly exuding confidence in getting the second man back, or at least hitting or pointing out the blot on my 2-point. He thought a long time about it and eventually passed - much to my relief!



13 point match

Black 5 White 7

Black on roll - Cube action?

I didn't believe 100% that it was a double in the first place, *ipso facto*, it was a take. Snowie said, **No redouble/Take** and tells me I lose 0.125 equity on the redouble. Ah, but Snowie doesn't know David like I do! I had a damn good idea he'd pass. He'd not been happy when I hit him bearing off and now, facing 13 pointing numbers or 23 hitting numbers he decided to pack it in even though he couldn't be gammoned and I could - just over 38% of the time.

David, though, had the last laugh and he won the match - aided by six double fours in the final game!

He then faced off against John Wright who had dispatched Uldis Lapikens in the semi-final. Due to technical difficulties I was unable to record the entire match, however I did manage to get some of it (which shall appear on Gammon-Village as soon as I can get it shoved into Snowie.

David took an early 9-2 lead in the

13-point match (which is when the recording starts) and then John begins to pull back taking it to 9-9. David pulled away to 10-9, a game during which he won a gammon and the match.

John's fear of a long, drawn out match (David has a reputation for meeting a lot of slow players!) were unfounded, in fact so unfounded were they he was heard to comment that he actually enjoyed it!



David & John

Consolation (22)

The final of this element saw the exponent of *dynamic* backgammon, Myke Wignall pitched against a man that can call his dice to order, Emmanuel Di Bona! Myke's style of play (self-named *dynamic*) is to confound the opponent with unexpected moves and hit aggressively whenever possible; and it works well for him. Emmanuel is somewhat more circumspect but he does rely heavily on calling his rolls out of the cup - many of which seem to obey his command!

So, could *dynamics* overcome the ability to call out rolls? No way. It was a trouncing for poor old Myke



as he reeled under the onslaught of *roll-calling*. Emmanuel emerged, smiling and stating he was very lucky to have won it. Oh yeah?



Emmanuel & Myke

Last Chance (16)

One-time *Roy Hollands* Main winner, Peter Christmas was hoping to take home another 1st place *Roy Hollands* trophy, but, Jeff Barber, already owning two such trophies wanted to make it a hat-trick and decided his mantelpiece needed another one. Jeff got his third and Peter had to settle for the Runner-up trophy instead.



Jeff & Peter

Suicide! (32)

I know what you're thinking, how can you get 32 entrants when you only had 24 to start with? Easy, make it an open draw.

Beaten in the 1st Round, Rachel Rhodes took good advantage of this draw and re-entered, playing on this occasion into the final. Here waited Roy Hollands, finally making it on his 3rd attempt. I had knocked him out at DMP when I hit his last checker during the bearoff and then went on to bearoff before he could do so - very satisfying.

One again it went to DMP against Rachel this time; and once again Roy came out second! At least he got one of his own trophies.

Friday KO (8)

The encounter between Roy and me wasn't the first of the weekend, we also met in the final of the 5-pointer on Friday night. I emerged the victor; which made the second victory in the Suicide even sweeter.

Doubles (8)

Two deaf old duffers playing as



Rachel, surrounded by a brace of Roy Hollands'

What? Eh? had an early night, as did *Tickled Pink* and *Double & Squeak*. In the final, *Heaven Lee* faced *Boxing Day Massacre* and, no amount of heavenly virtue could stem the massacre as they fell, in a crumpled heap under the smoking dice of *Boxing Day Massacre*.

Double & Squeak won the top name.

Finally, many thanks to Roy for sponsoring the tournament and providing some great trophies.

Biba's Own, European Backgammon Champion 2003

By Martin Hemming & Michael Crane

I want to celebrate what must be the most notable achievement by a Brit on the international scene for many years. John Slattery (Slatts) has won the European Championship of Backgammon at Nova Gorica, Slovenia.

Slatts is a flair player rather than a technical guru. He plays instinctively and intuitively with a mix of psychology and a good ability to



tailor his plays and particularly his cubes to his opponent's weaknesses. Playing to his strengths means

he never plays online. How could an online opponent react to his dazzling outfits and wry observations? 'Did we have money on it?', he'll ask an opponent chuffed to bits at having beaten him. On receipt of a negative he'll riposte 'Oh, I feel like a winner now.' ... And then he'll offer a rematch with a 'bit of interest'.

I doubt Slatts has ever studied a



match equity table. I've seldom if ever seen him pore over an interesting position at the club. And his opinion of Snowie is summed up by his offer to outplay anyone for cash if they promise to follow S3's 3-ply suggestions against him in a backgame. Despite (?) this he's had some successes all over the world. But Slatts is famous for his character and his dress sense as much as for his wins. He's one of the great bg personalities and it's great that he's won this title for Scotland and for Britain.

Could this be the start of something for the under-achieving Brits?

Just watch

MC: John's opponent in the final of the 64 field was Rolf Vetsch of Switzerland. He clinched the title in the Crawford with the score 19-12. Not only did he win a great big trophy and a load of dosh, but the respect of his peers, all of whom gave him a standing ovation at the gala dinner and prize presentation.

And to think, just a few years ago, he started his backgammon career with Biba at the 1998 Scottish Open, reaching the dizzying heights of Runner-up in the Consolation. Who'd have thought he'd be European Champion five years later?

It's about time Biba members made their mark in Europe - let's hope Slatts is the vanguard of British Backgammon.

Tournament Results

SAC Trophy 9/10 August 2003

(pos / name / wins / gp)

001	Tony Lee	6	15.3	014	Cliff Connick	3	1.0	027	Ryuzo Suzuki	2
002	Peter Christmas	5	10.2	015	Ian Tarr	3	1.0	028	Stuart Mann	2
003	Jeff Barber	5	7.1	016	Myke Wignall	3	1.0	028	Brendan Gasparro	2
004	Roland Herrera	5	7.1	016	Liz Barker	3	1.0	028	Paul Sambell	2
005	Jane Oxley	4	4.2	016	Ron Havenhand	3	1.0	031	Peter Bennet	2
006	Martin Potter	4	4.2	019	Paul Barwick	3	1.0	032	Simon Fahoury	2
007	Emmanuel Di Bona	4	4.2	019	Dave Motley	3	1.0	032	David Horner	2
008	Julian Fetterlein	4	4.2	019	Rosey Bensley	3	1.0	034	Paul Gilbertson	1
008	Simonetta Barone	4	4.2	022	Tim Mooring	3	1.0	036	Mariko Suzuki	1
010	John Thomas	4	4.2	022	Rachel Rhodes	3	1.0	036	Paul Smith	0
011	Roy Hollands	4	4.2	024	Alison Lee	3	1.0	037	Mike Greenleaf	1 *
012	Steffen Nowak	4	4.2	025	Uldis Lapikens	3	1.0	* spare man		
013	John Slattery	3	1.0	026	John P Lewis	2				

September 2003 Pending Rankings

1725	Simon Barget	1509	Melvyn Abrahams	1428	George Plant
1719	Brendan Burgess	1499	Miles Ilott	1428	Peter Murrell
1699	Dave Coyne	1485	Kevin Williams	1425	Ian Sadler
1666	Richard Beagarie	1484	Spencer Close	1425	Rowland Brindley
1610	Rod Jones	1483	Sunni Nicholson	1412	Paul Jenkins
1608	Corinne Sellers	1474	Brendan Bensley	1407	Geoff Conn
1602	James Hatt	1472	Brendan Gasparro	1404	Evan Williams
1574	Simon Gasquoine	1472	Blaine Buchanan	1381	Rebecca Brindley
1574	Dave Robbins	1470	Steve Lynch	1379	Alan Greenwood
1568	Ricardo Falconi-Puig	1468	Suart Dewis	1376	Tony Pryor
1557	Dave Raynsford	1467	Lorenzo Rusconi	1368	Peter Wilson
1533	Mark McCluskey	1466	Simon Fahoury	1354	Richard Winston
1527	Theo	1459	Roz Nathan	1351	Liz Makepeace
1524	Felix Vink	1450	David Winston	1342	Amy Woodward
1520	Kyriacous Kyriacou	1444	Ron Havenhand	1326	Martin Blindell
1510	Ian Hill	1435	Grant Dewsbury		

Roy Hollands Trophy 6/7 September 2003

Pos / name / gp

Main (24)

1	David Nathan	9.3
2	John Wright	8.2
3/4	Uldis Lapikens	6.1
3/4	Michael Crane	6.1
5/8	Paul Christmas	3.0
5/8	Rachel Rhodes	3.0
5/8	Tony Lee	1.0
5/8	Emmanuel Di Bona	1.0

Cons (22)

1	Emmanuel Di Bona	6.2
2	Myke Wignall	5.1
3/4	Paul Barwick	3.0
3/4	Uldis Lapikens	2.0
5/8	Leslie Singleton	2.0
5/8	Bob Young	2.0
5/8	Paul Christmas	1.0
5/8	Michael Crane	1.0

Last Chance (16)

1	Jeff Barber	4.1
2	Peter Christmas	2.0

3/4	Dave Motley	1.0
3/4	Leslie Singleton	1.0

Suicide! (32)

1	Rachel Rhodes	2.0
2	Roy Hollands	1.0
3/4	Peter Chan	
3/4	Paul Christmas	

Friday KO (8)

1	Michael Crane	
2	Roy Hollands	
3/4	Emmanuel Di Bona	
3/4	Paul Christmas	

Doubles (8)

1	Boxing Day Massacre	
2	Heaven Lee	
3/4	Jefbosal	
3/4	Mistletoe & Berries	

Top name: *Double & Squeak*

September 2003 Grand Prix

(3 or more GP Points)

60.3	John Slattery	11.1	Michael Crane	6.0	Tony Fawcett
30.4	Uldis Lapikens	11.1	Leslie Singleton	6.0	Adam Stocks
29.8	Julian Fetterlein	10.3	Julian Minwalla	5.2	Cliff Connick
23.4	Tony Lee	10.3	Paul Gilbertson	5.2	Ian Tarr
22.8	Emmanuel Di Bona	10.2	David Wallbank	5.2	Kevin White
22.5	David Nathan	10.2	Barry McAdam	5.2	Simonetta Barone
22.3	Peter Bennet	10.1	Dave McNair	5.0	Paul Christmas
21.5	Bob Young	9.4	Roy Hollands	5.0	Nick Check
20.3	Peter Chan	9.1	John Clark	5.0	Mark Lemon
20.3	Edwin Turner	8.2	Paul Barwick	4.2	John Thomas
20.3	Ian Shaw	8.2	Steve Rimmer	4.2	Danny Cohen
19.5	Kevin Stebbing	8.2	Brian Busfield	4.2	Ann Pocknell
19.3	Lawrence Powell	8.1	Mike Butterfield	4.2	Martin Potter
18.2	David Startin	8.1	Myke Wignall	4.0	Dave Motley
17.5	Mike Greenleaf	7.3	Ernie Pick	4.0	Paul Sambell
17.2	Peter Christmas	7.1	Tim Wilkins	4.0	Amir Mossanen
17.1	Simon K Jones	7.1	Nigel Merrigan	4.0	Ron Havenhand
16.2	Roland Herrera	7.1	Andrew Sarjeant	3.0	Steve Hallet
15.3	Darryl Arrt	7.0	Rachel Rhodes	3.0	Mardi Ohannessian
14.3	Jane Oxley	6.2	Rodney Lighton	3.0	Martin Hemming
14.2	John Wright	6.1	Carl Dell	3.0	Andrew Darby
12.2	Jeff Barber	6.1	Raymond Kershaw	3.0	Ricardo Falconi-Puig
11.3	Steffen Nowak	6.1	Paul Watts	3.0	Justin Jospeh
11.2	Brian Lever	6.1	Francine Brandler		
11.2	Rosey Bensley	6.0	Tim Mooring		

September 2003 Active Rankings

(new / old / name)

1961 1961 Julian Fetterlein	1616 1616 Barry McAdam	1473 1473 Niclas Wigstrom
1959 1959 John Clark	1614 1618 Peter Christmas	1473 1473 Vianney Bourgios
1920 1920 Brian Lever	1614 1614 Peter Fallows	1468 1468 Simonetta Barone
1911 1911 John Slattery	1613 1613 Mike Waxman	1467 1467 Arthur Williams
1874 1881 Tony Lee	1606 1606 Francine Brandler	1462 1462 Neil Davidson
1829 1829 Dod Davies	1603 1585 Jeff Barber	1452 1452 Rosey Bensley
1828 1828 Dave McNair	1601 1632 Roy Hollands	1451 1451 Monica Beckerson
1806 1806 David Startin	1600 1600 Steffen Nowak	1450 1450 John Renicks
1797 1797 Steve Hallet	1594 1594 Steve Rimmer	1450 1450 Jonathan Lamb
1794 1729 David Nathan	1585 1585 Steve Pickard	1447 1447 Will Richardson
1790 1790 Jim Johnson	1583 1530 John Wright	1446 1446 Cliff Connick
1775 1775 Lawrence Powell	1575 1575 Ann Pocknell	1444 1444 Ron Havenhand
1768 1768 Ray Tannen	1566 1566 Alistair Hogg	1440 1440 Johan Sallfors
1767 1767 Richard Granville	1566 1566 Mark Lemon	1438 1438 Wayne Felton
1738 1702 Emmanuel Di Bona	1565 1565 Kerry Jackson	1436 1436 Steven Reddi
1732 1742 Rachel Rhodes	1557 1557 Jacek Brzezinski	1427 1427 Julian Minwalla
1731 1731 Kevin Stebbing	1556 1556 John Thomas	1427 1410 Myke Wignall
1730 1730 Ralph Eskinazi	1556 1556 Ian Shaw	1421 1421 David Naylor
1711 1711 Dale Taylor	1550 1577 Mike Greenleaf	1420 1420 Kevin Carter
1708 1708 David Gallagher	1549 1549 Phil Caudwell	1417 1417 Sarah Rosich
1707 1707 Ian Tarr	1548 1529 Paul Christmas	1414 1414 Steve John
1700 1700 Harry Bhatia	1543 1543 Tim Mooring	1414 1414 Jeremy Limb
1695 1695 Stuart Mann	1535 1535 Eddie Barker	1414 1414 Tim Brown
1691 1691 Jeff Ellis	1534 1534 Nigel Briddon	1413 1413 Jerry Smith
1688 1688 John Hurst	1528 1537 Dave Motley	1410 1410 Paul Gilbertson
1688 1688 Rodney Lighton	1527 1527 Amir Mossanen	1406 1404 Leslie Singleton
1680 1680 Graham Brittain	1527 1527 Jane Oxley	1405 1405 Kevin Nicholson
1670 1670 Raj Jansari	1526 1526 Raymond Kershaw	1400 1400 Nick Hamar
1666 1660 Bob Young	1525 1525 Matthew Fisher	1399 1399 Michael Main
1664 1664 Mike Grabsky	1525 1525 Mike Butterfield	1395 1395 Elliot Smart
1663 1663 Tim Wilkins	1523 1544 Peter Chan	1388 1388 Paul Watts
1662 1662 Stephen Drake	1519 1516 Paul Barwick	1378 1378 Colin Laight
1653 1653 Mardi Ohannessian	1519 1519 David Hale	1377 1377 Liz Barker
1651 1651 Arthur Musgrove	1507 1507 Andrew Sarjeant	1375 1375 Malcolm Hey
1646 1646 Nick Check	1506 1506 Alan Beckerson	1370 1370 Tony Fawcett
1644 1644 Helen Helm-Sagar	1504 1504 Martin Hemming	1368 1368 Neil Young
1643 1643 Peter Bennet	1502 1502 Mike Heard	1363 1375 Alison Lee
1641 1641 Paul Turnbull	1500 1500 John Napier	1336 1336 Don Hatt
1635 1635 Connor Dickinson	1497 1497 David McNamara	1328 1328 Rebecca Bell
1634 1634 Bill Pope	1495 1495 Tom Duggan	1326 1326 Sue Perks
1633 1633 Simon K Jones	1495 1495 Gabor Weiner	1314 1314 Jon Sharpe
1630 1630 Brian Busfield	1493 1493 David Fall	1295 1295 Cath Kennedy
1629 1629 Charlie Hetherington	1484 1484 Anthony Coker	1291 1291 John P Lewis
1627 1627 Vincent Versteeg	1482 1482 Ernie Pick	1277 1277 Bob Parmley
1626 1626 Edwin Turner	1481 1481 Hubert De L'Epine	1250 1269 Bryony Jessiman
1622 1622 Roland Herrera	1479 1479 Kevin White	1212 1212 Paul Sambell
1618 1585 Uldis Lapikens	1477 1477 Stuart Parmley	

September 2003 Ranking Championship

(3 or more played) (played / average / name)

John Slattery	18	2093.39	John Thomas	14	1481.71	Brian Lever	6	1648.33
Peter Bennet	18	2047.50	Edwin Turner	13	1781.31	Danny Cohen	6	1628.50
Uldis Lapikens	18	1949.44	Ian Tarr	13	1670.08	Niclas Wigstrom	6	1585.50
Roland Herrera	18	1947.94	Dave Motley	13	1467.69	Gabor Weiner	6	1481.00
Emmanuel Di Bona	18	1901.94	Simon K Jones	12	1753.42	Phil Rouse	6	1461.33
Julian Fetterlein	18	1884.83	Ann Pocknell	12	1738.17	Faten Issa	6	1438.67
Jane Oxley	18	1867.56	Rodney Lighton	12	1648.00	Matthew Fisher	6	1379.50
David Startin	18	1863.56	Cliff Connick	12	1599.92	David Horner	6	1377.67
Paul Gilbertson	18	1789.83	Richard Granville	12	1518.33	Ryuzo Susuki	6	1372.83
Rosey Bensley	18	1786.89	Julian Minwalla	12	1446.08	Kerry Jackson	6	1372.50
Tony Lee	18	1782.94	Amir Mossanen	11	1568.45	Jonathan Lamb	6	1368.00
Myke Wignall	18	1735.17	Simon Fahoury	11	1439.91	Bob Bruce	6	1355.83
Steffen Nowak	18	1718.06	John Clark	10	1845.70	Malcolm Hey	6	1243.83
Mike Greenleaf	18	1686.39	Ernie Pick	10	1681.90	Brendan Gasparro	6	1225.17
Tim Mooring	18	1671.67	Peter Christmas	10	1531.80	Mairko Susuki	6	1192.33
Roy Hollands	18	1668.78	Kath Kennedy	10	1286.00	John Azraq	6	1056.00
Jeff Barber	18	1636.78	Ian Shaw	9	1993.78	Paul Smith	6	1045.17
Liz Barker	18	1576.78	Peter Chan	9	1755.00	Nigel Merrigan	5	1917.60
Mardi Ohannessian	18	1538.50	Andrew Sarjeant	9	1661.11	Steve Hallett	5	1863.60
Simonetta Barone	18	1532.56	Leslie Singleton	9	1566.33	Jon Sharp	5	1733.00
Ron Havenhand	18	1377.61	Kevin Nicholson	9	1451.00	Anthony Coker	5	1711.00
John P Lewis	18	1352.61	Bryony Jessiman	9	998.67	Arthur Musgrove	5	1678.40
Paul Sambell	18	1351.28	Alison Lee	8	1313.25	Spencer Close	5	1582.80
Lawrence Powell	17	1604.71	Elliot Smart	8	1283.50	Steve Rimmer	4	2092.25
Stuart Mann	17	1587.94	Dave McNair	7	1810.71	Harry Bhatia	4	1792.00
Kevin Stebbing	16	1782.06	John Wright	7	1725.29	R. Falconi-Puig	4	1744.50
Rachel Rhodes	16	1596.63	Grahame Powell	7	1666.86	Martin Hemming	4	1648.50
Brian Busfield	16	1521.81	Nigel Briddon	7	1542.29	Pat Holly	4	1591.75
Kevin White	15	1637.80	Wayne Felton	7	1446.71	Dale Taylor	4	1591.00
Paul Christmas	15	1604.00	Aboudi Al-Halabi	7	1281.86	Ray Kershaw	4	1588.75
Paul Barwick	15	1555.07	Barry McAdam	6	1914.17	Ralph Eskinazi	4	1501.75
Mike Butterfield	15	1482.47	Tim Wilkins	6	1872.00	Al Hogg	4	1306.25
Johan Sallfors	15	1455.53	Martin Potter	6	1842.83	Dod Davies	4	1247.50
Bob Young	14	1900.21	Tony Fawcett	6	1752.17			
David Nathan	14	1559.00	Nick Check	6	1744.83			

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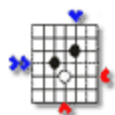
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