

BIBAFAX

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

01522 829649, 07900 916468, BB Messenger #31748A40

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



Dedicated To Backgammon



George Hall
Biba World Champion 2010

Biba Backgammon Tour - 2010

sponsored by

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

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

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

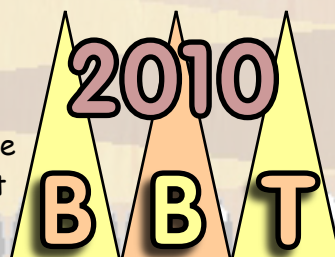
For the Last 8/16 of the Main in each of the tour events, points will be awarded thus: 1st = 20, 2nd = 16, 3rd & 4th = 12, 5th/8th = 9, 9th to 16th = 5. A running points total and leader board will be published on the Biba web site following each event, and in the Bibafax upon publication. After the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

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

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

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

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



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

Questions & Answers about the Biba Backgammon Tour

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

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

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

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

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

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

Q: Isn't it a bit like 'sleeping with the enemy' having a sponsor who can be seen as a rival?

A: Interesting thought. I don't see PlayWSOB.com as a rival, more as a partner. They are dedicated more to online events whereas Biba is solely about the social side of backgammon and face-to-face matches. We each depend upon the other to a certain degree and we have a mutual interest in promoting backgammon. PlayWSOB looks like a really exciting new online platform and an excellent partnership for Biba. PlayWSOB is not a gambling site, it is a skill gaming site with lots of tournaments, which is what Biba does. Already PlayWSOB.com have made an announcement on their NEWSROOM about the partnership and this can be seen as a positive for all backgammon.

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

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

Q: Are you restricting it to the last 8 or 16 of each Main event?

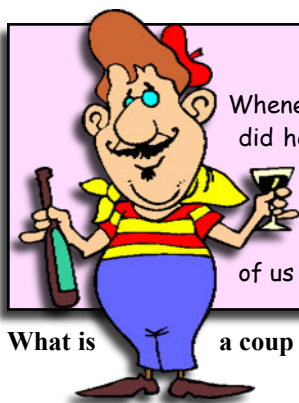
A: Not all events have a last 16; however, it will be extended to include 9-16 (where appropriate) and the points allocated will be 5 for 9th to 16th. The leader board reflects this with the Scottish Open and Manchester results, and the information sheet already shows this.

Q: It is possible that two or more of those topping the chart at year end could share the same number of points thus giving a greater field of 8 qualifiers. How do you decide who is in the Final?

A: I have decided to add 'attendance points' (AP) as a tie-breaker. All event entrants will get 1 AP for each event they enter. Those that support the tour the most will have more AP than those that enter only one or two events. Of course, if any entrants are not in the top 16 (or top 8) of any event then I might not have a record of their attendance, therefore it is incumbent upon such entrants to ensure the event TD informs Biba of their attendance or to notify me themselves. There will be a full list of BBT points and AP posted on the Biba web site following each event, check to see if you are mentioned - if you aren't, contact Biba.

Leader Board May after event #3, The English Open

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



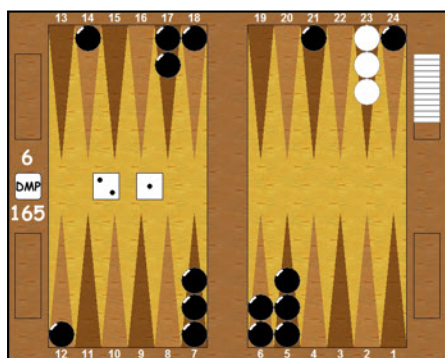
The Coup Classique, by Michael Crane

Whenever we need a bit of *je ne sais quoi* we always turn to the French (I just did here instead of saying, "when we need a bit of an intangible quality that makes something distinctive or attractive") for the French have a way with words, don't they? That's why this article isn't titled, *Coup Classic* - it just doesn't sound right, does it? And, when we think of French most of us think about the character on the left but I prefer Audrey Tautou!



What is a coup classique?

A *coup classique* starts in a position from which you (black) have to orchestrate a win! The coup part is your eventual win! Looks improbable? Well, it is, improbable but not impossible! The match is on Double Match Point (DMP) and this is where we begin:



White to play 21

This is white's nightmare, he has rolled 21 and he has to take off the 2 and hit with the 1 leaving two blots.

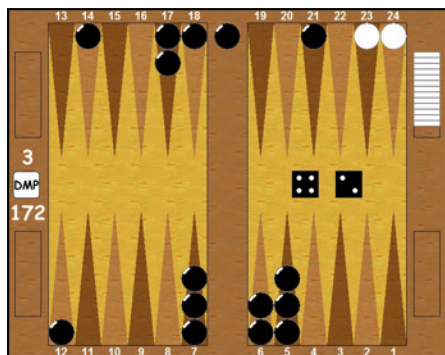
Black

01)

White

21: 2/0 2/1*

Prior to this roll you had little chance of winning the match (around 10%), now, after white's play, you have moved considerably up to around 43% after your roll in this position:



Black to play 42

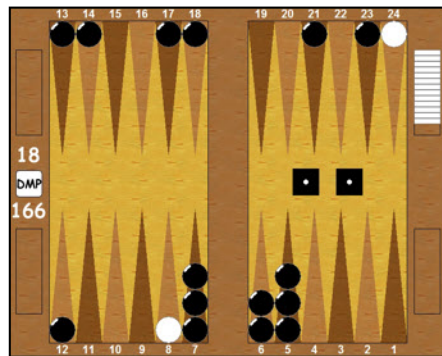
The knack of winning a coup classique is in getting both white checkers onto the bar, so this roll of 42 achieved half of that target as you happily hit 25/23*. Now, what to do with the 4? Bearing in mind

your objective - two on the bar - you need to provoke an opportunity to have a shot at the white 1-point blot, so the 4 is played 7/3, hoping that white doesn't have a choice and has to hit you. Unfortunately for us, black hasn't grasped this fact and wrongly played 17/13 instead!

02) 42: 25/23* 17/13

53: 25/17

Not slotting the 3-point with the 4 above has now meant that white has escaped his back checker without the forced hit that slotting would have provided, especially since your next roll was Snake Eyes, 11.



Black to play 11

With direct multiple shots of 4s, 5s, 6s and an indirect of 9, you roll your last-ditch number, 11 - but do you hit with this roll moving 12/8* or not?

You could block white's movement with 13/12, 17/14, and cut out 44 and 66 as winning rolls or you could opt out for 7/5, 5/4(2), making your 4-point and let white hit you in order to get a shot at his 1-point blot.

The problem with not hitting 12/8* is that white could roll a joker double and get past your checkers without leaving you any shots at all, so it is very important you hit in this position.

03) 11: 12/8*

42: 25/21

04) 61: 14/8 5/4*

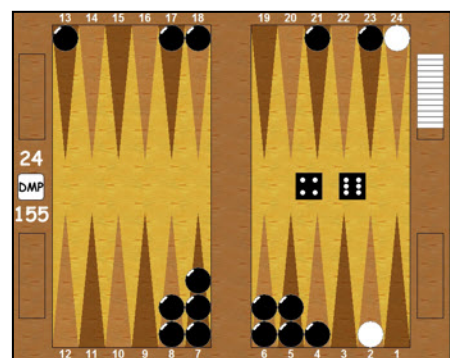
52: 25/23

After your 12/8* play, white re-enters but can't escape. Your roll of 61 is perfect, it hits the blot and improves your prime. Now that you have hit one white checker back you have two objectives to consider;

not only do you need to get the second checker, but, more importantly, you have to ensure the one you have already hit doesn't make it back to home and victory.

This 61 roll does both: You've made a 4-prime and given yourself the chance of being hit by white reentering with a 4. It might be worth reminding you here that if white were to roll a 4 with any other smaller number he cannot opt to play the smaller die and not hit you, he has to play the higher die if both cannot be played.

You fail to be hit by white's reply of 52 and you are now in this position:



Black to play 64

Not a bad roll. Given the choice between 21/15, 7/3 and 8/2*, 8/4, which would you play? Hitting looks good and it makes a good home board point at the same time giving white 2s off the bar to hit you.

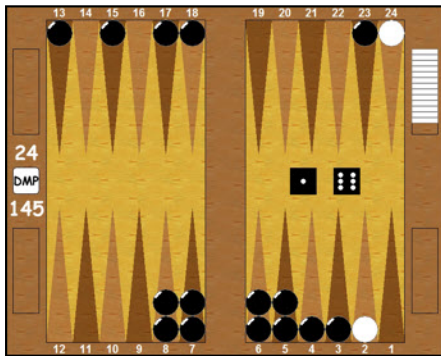
The problem now, however, is what happens if white rolls 63 or 53 and escapes? You aren't guaranteed to hit him if he does: At best 23 rolls would hit a roll of 63 off the bar and 19 with 53; both of these scenarios leave white too many chances to win the match, so hitting is not an option here.

Instead the first play, 21/15, 7/3 is better. Leaving 1s and 2s means that there are 20 rolls which force white to hit, and if he does so and escapes the 21/15 move gives good return shots with high rolls.

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05) 64: 21/15 7/3

53: Dances

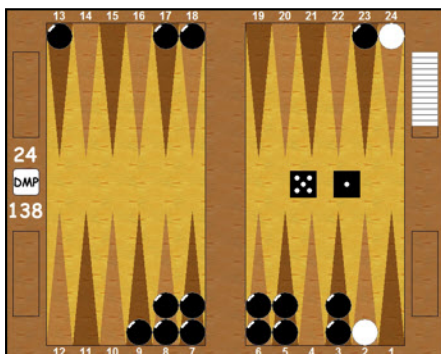
**Black to play 61**

Here, black makes an error and makes his 4-point using the 1 with 4/3 with 15/9, something he doesn't really want. Ideally you want to make your prime without gaps and this move actually lets white play everything except 52 without hitting.

The correct play here is 17/10 giving black a direct 6 to form a 5-prime. Once white is fully trapped work can begin in earnest in getting the last white checker on the bar.

06) 61: 15/9 4/3

63: No move

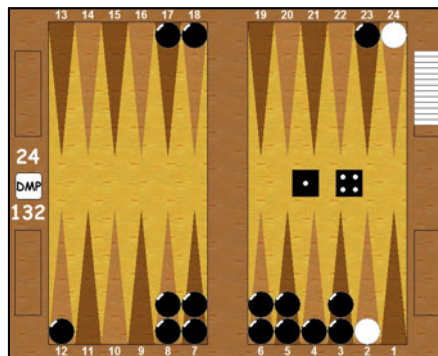
**Black to play 51**

Now that black's left a gap in his prime he needs to plug it and this means that the 5 is played 9/4. After it is slotted, if white doesn't hit with a 2 (black would prefer not to be hit at the moment, but wouldn't be too upset if he was!) black wants to cover it and get the 6-prime he's been aiming for, to this end the 1 is played 13/12.

It doesn't look much but it means that black can roll 8s (6 rolls) to cover instead of 9s (5 rolls). It might be just one extra roll, but when going for a coup classique the smallest of advantages can make all the difference. All too often players don't think such small differences matter, but they very often do. Backgammon is all about probabilities and the more times the probability of rolling a certain number favours you, the better it is.

07) 51: 9/4 13/12

41: No move

**Black to play 41**

Failing to roll an 8, black does the next best thing here and plays 8/4, making the 4-point and a continuous home-prime, and then hits 3/2*. White has to hit with twenty-one rolls (and double-one hits twice), and black is well placed to make his next preferred point, the 3-point.

If black didn't hit with the 1 white could roll 66 and win the match. Don't forget, you must try as often as you can to stop white rolling a winning double.

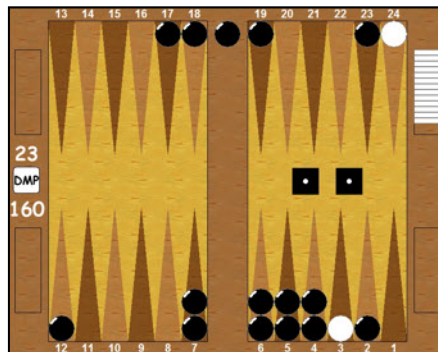
08) 41: 8/4 3/2*

32: 25/22*

09) 65: 25/19 8/3*

31: 25/22*

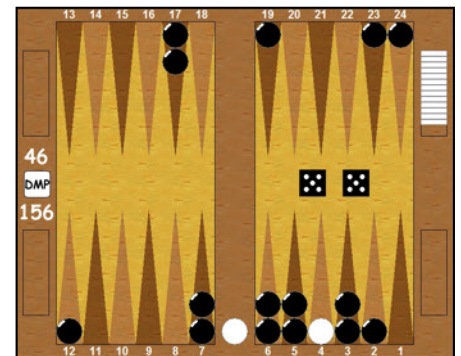
Twice black is hit and twice he misses the second checker. However, his next roll provides the hit he needs:

**Black to play 11**

Although black hits, 25/24*, he then goes on to make an error by going for the double hit, 4/3*(2), 18/17. All this does is punch a hole in the prime and little else. White now has a chance to roll 44 and reenter and escape at the same time. He'd rather move both checkers at once than apart. What black should have played was 25/24*, 18/15, giving good outer board cover should white escape. It is important that black keeps hitting back the white checkers - but not at the expense of breaking his prime up unless it is absolutely unavoidable.

10) 11: 25/24* 18/17 4/3*(2) 43: 25/21
White misses out on 44 and rolls 43.

Black now has to try and get back control of his 4-point.

Black to play 55

Black at least sees the move that attacks his 4-point, 19/4*, but then plays 17/12. This last move is wrong, it leaves two blots under threat from the bar and holding the 12-point doesn't do anything (at least not at the moment). The last 5 is better used 7/2 and block off one more entry point for white. Being hit now isn't a priority for black, making sure white has a hard time getting off the bar is. Unless black can cover at least one of his blots he could be in trouble.

11) 55: 19/4* 17/12

66: Dances

12) 66: 23/17 17/11(2) 12/6

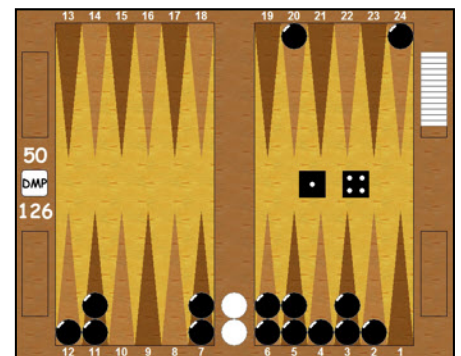
64: 25/21*

Black is hit and the 4-point problem created earlier is coming home to roost.

13) 52: 25/20 6/4*

66: Dances

Luckily for black, white rolls another 66 and dances, but on his next roll, black makes another error:

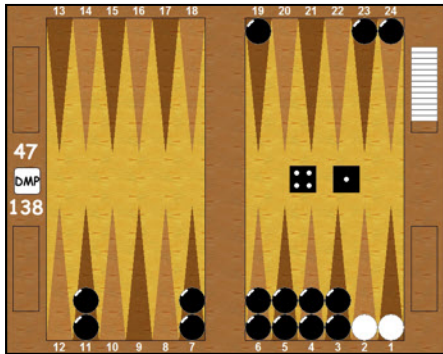
**Black to play 41**

Black moves 20/19, 12/8. The 12/8 gives good covering rolls for the 4- and 2-points . . . but why play this? Why not cover the 2-point now with the pure, 7/2? OK, so it leaves a gap in the prime and I've been banging on about plugging gaps, but, hey, use your commonsense! You don't want to have to use half your roll reentering off the bar if you can avoid it - and you can. Pure and simple.

14) 41: 12/8 20/19
15) 42: 25/23 8/4

62: 25/23*
51: 25/24

Black gets hit on his 2-point (avoidable!). Correctly makes his 4-point - at last! Then he ends up in this position:

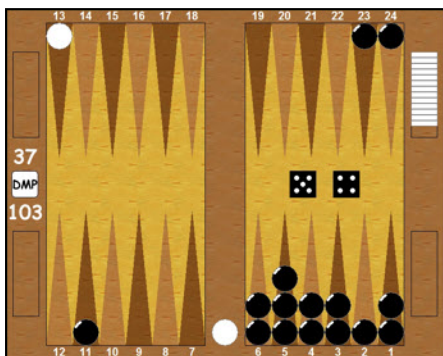


Black to play 41

If black anchors now, white will find it difficult to win the match. He needs white to be on separate points in order to control him. So, the play here is to hit 7/2*; so why does black play 19/14? His play gives you good outer board coverage but it misses the 'stop-white-anchoring' play.

16) 41: 19/14
17) 66: 14/8 11/5 7/1(2)*
18) 51: 8/2*
61: 23/16
42: 25/23 16/12
54: Dances

White gets an anchoring 1, but it comes with a 6 and he has to flee. Black's 66 fails to hit the 9-point blot, but at least the 1-point blot is on the bar now. White comes in with one checker and correctly (this time) hits 8/2*, and white obligingly dances.

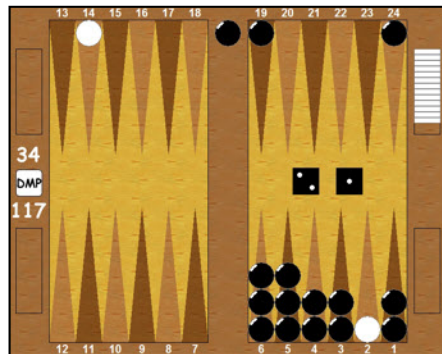


Black to play 54

What a great roll for black, 11/2 and he's got his full prime and just one white checker to Hoover up! But, instead black plays 23/19, 11/6. There's some merit in this move, 6s to hit on the 13-point and two builders for the 2-point, but making the prime now would, apparently be better. There's not a lot in, admittedly, but Snowie gives the prime the edge by a narrow margin. I prefer not to and would have gone with the actual play, looking for direct 6s at the white mid-point blot.

19) 54: 11/6 23/19
21: 25/23* 12/11

White comes in (black, and me!) must regret not making the 2-point!) and then black has his own 21 to play.

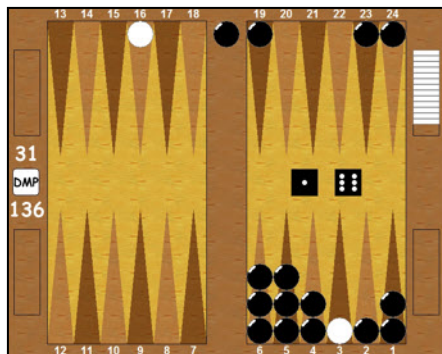


Black to play 21

The secret to the correct play here lies with white's possible 66 joker next roll. If he rolls 66 (he can, you know) he'll be in a great position to win the match, therefore the best 1 to play is 3/2*! Sending more black checkers back into the fray will not harm black.

20) 21: 25/23 3/2*
32: 25/22* 11/9

White renters and hits with 32; and then black makes another mistake:

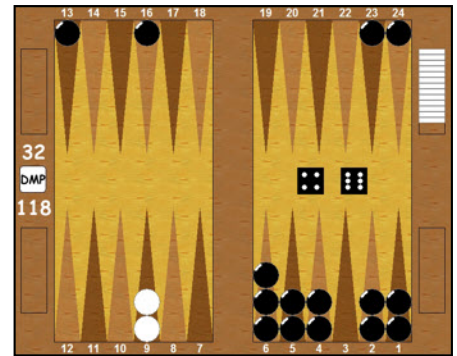


Black to play 61

By playing 25/18, black is getting fewer shots at white than with playing 25/19, 23/22, adding a direct 6 to the mix.

21) 61: 25/19 19/18
22) 53: 18/13 19/16*
23) 21: 5/3 3/2
42: 22/16
65: Dances
63: 25/16

White comes out with his 42; and black hits back with his 5/3. White dances and black's 21 covers his 2-point blot. White gets in with an excellent 63 and anchors on the black 9-point.

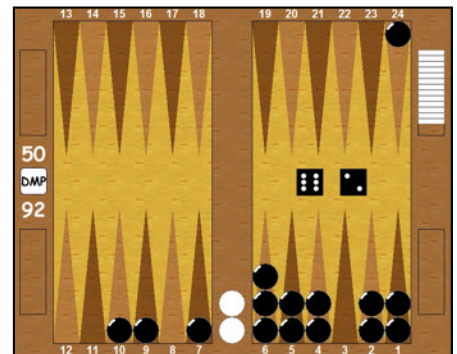


Black to play 64

So, what would you do? Play 23/13 and block off 44, or slot your 3-point with 13/3? Well, black did neither of these, instead he has played 23/19, 13/7. The mistake he has made is moving from the white 2-point; it is much better to leave both deep checkers where they are, white won't get past them (easily), and they are the last line of resistance for black. Black's move of 23/19, 13/7 does not achieve a great deal, unfortunately.

24) 64: 13/7 23/19
25) 64: 19/13 16/12*
26) 42: 13/9* 12/10
21: 16/13
16: Dances
41: Dances

White's 21 is a poor roll for him and he now has two vulnerable blots on. Black gets one and moves up to threaten the other. White dances and as a consequence ends up with two in the air and he dances again.



Black to play 62

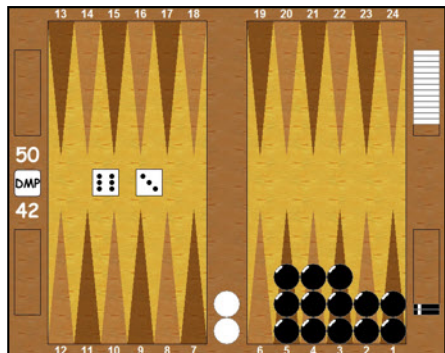
Black very correctly slots his 3-point, 10/8, 9/3 - he isn't too bothered about being hit now.

27) 62: 9/3 10/8
28) 53: 25/20 6/3*
29) 31: 7/4 4/3
43: 25/22*
22: Dances
66: Closed out

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Be in it to win it!

Although hit back, black keeps attacking until he rolls 31 and eventually closes white out.

30) 43: 20/16 24/21 66: Closed out
 31) 54: 21/12 66: Closed out
 32) 61: 12/6 8/7 66: Closed out
 33) 11: 7/5 16/15 66: Closed out
 34) 53: 15/7 66: Closed out
 35) 11: 7/3 66: Closed out
 36) 51: 6/0 66: Closed out
 37) 62: 6/0 6/4



White to play 63

Finally black opens up and white gets in immediately. At the moment it is still close and white is favourite at around 59%. Getting in first time here has helped, prior to this he was only about 30%.

With just one point open for him, white jumps in with a great 65. He is still favourite, and, as in many coup classique games, luck plays a big role.

40) 63: 5/0 3/0 51: 19/13

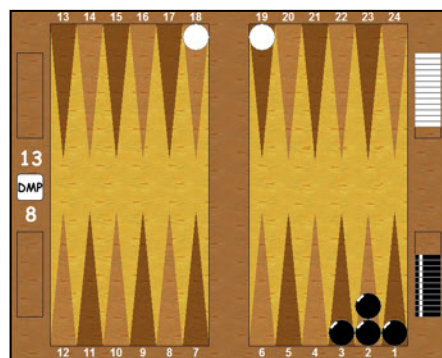
White needed two crossovers here.

41) 45: 5/0 4/0 21: 14/12 13/12

Again, only one crossover for white. He is down to about 13% now.

42) 61: 4/0 1/0 65: 12/6 12/7

A very useful roll for white and he has a slim chance to win the match if black doesn't roll a double smaller than 33.



Black on roll

55 or 44.

43) 52: 3/0 2/0

63: 7/4 6/0

White rolls 63 and the match goes to black with his coup classique!

So, remember, you need to get both checkers on the bar. Concentrate on one checker initially and try to trap it behind a good prime. When you have, go after the second checker (although don't ignore it if you get the chance without ruining your priming strategy).

Once you have both on the bar or in your home board go all out (within reason) to close them out, bearing in mind all the time about them escaping with big rolls.

Don't be afraid to slot a lot of the time and keep your attacking checkers within striking distance of where a white escape might end up.

You won't win many coup classique games, luck and good play are needed to succeed, but, when you do win one - Oh boy, does it feel good!

38) 63: 5/0 3/0 63: 25/19
 39) 11: 4/0 11: Dances 65: 25/14

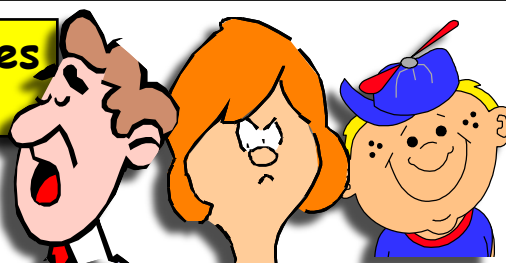
Black doesn't roll an outright winner with his roll of 52 and it's left to white to roll any one of his three winning doubles, 66,



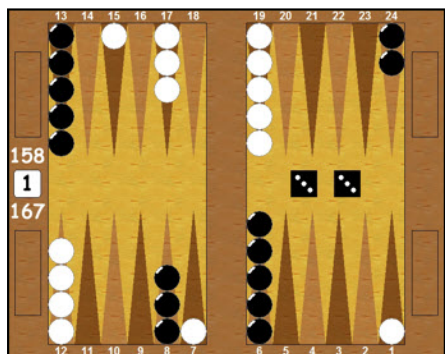
Goldiblots and the Three Bores

By R Umplestiltskin

Once upon a time there were three bores, Daddy Bore, Mummy Bore and Baby Bore. All day long they'd play backgammon on the webnet for peanuts, they liked peanuts - a lot. Each week, after a hard week's tap tap tapping away on their loptaps they would have a lovely bowl of soup and then settle down for the arrival of Goldiblots, their friendly next-door neighbour who would pose them three problems and she would award the winner with a nice massage and a rub down with the Sporting Times.



Position 01



11 point match
 Black 0 White 6
 Black to play 33

Daddy Bore rose from the sofa and began the evening's analysis. He was in a rather sombre mood due to the fact that he had been to the funeral of a friend earlier and he was still a bit upset. He began, "Well, it's a good job I've got first dibs at this one. There's only one move worth considering in my opinion, and that is the simple 13/7*(2). White's on the bar and I have made a very valuable point. What more can I say?" He sat down, visibly upset.

Baby Bore got up. He was in a cracking mood (he hadn't been to the funeral and he'd been playing with himself all day, on his new EyePad. He had wanted the new

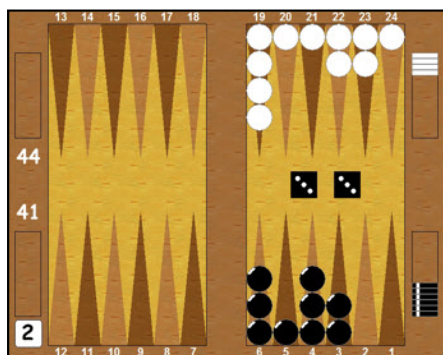
addition to the Apple EyePads range aimed at children but Mummy Bore told him the iTouch Children wasn't really a product!). He drew a breath and started. "Made a very valuable point? My play is so much better, I also hit, but with 13/7* and then I make my Golden Point, 8/5(2)," he stressed the word *Golden*, in Daddy Bore's direction, "whereas Daddy Bore has made his 'silver' point." He sat down to let Mummy Bore take the floor.

Mummy Bore had been to the funeral, but unlike Daddy Bore, she had also gone to the wake afterwards. "Well, as good as the two other moves look, I think it much better to shift a couple of checkers ►

off the heavy 6-point with 6/3(2), 13/7*. This has the benefit of making a good home board point and leaves plenty of scope to make others without leaving too many return shots like Baby Bore's move or stripping your mid-point like Daddy Bore's." She sat down on the sofa beside Daddy Bore, his face a picture of misery and grief.

No sooner had Mummy Bore's backside squashed in beside Daddy Bore's that she was up on her feet for the second position.

Position 02



11 point match
Black 6 White 0
Black to play 33

"Well," she began, "there's not a lot to pick from in the bearoff. Being first allows me to make the most obvious play of 6/3, 3/0(3) and clear three checkers off. Short and sweet - much like my little man." She smiled towards Baby Bore who cringed into his chair. Barely hiding his embarrassment, a red-faced Baby Bore dislodged himself from his chair and took his second turn.



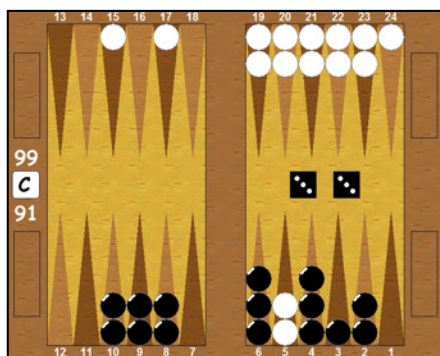
"Taking three off now looks pretty good, but it's a short term advantage, you now have to roll two 6s and a 5 to get the top three checkers off. It is better to play to take just two off with 6/0(2) leaving just a single 6 and a 5 to clear the top points."

He sat down as a morose Daddy Bore rose from the sofa.

"What you are both missing," he looked from Mummy Bore to Baby Bore, "is the gaps after your moves. Mummy Bore has got three gaps, 1, 2 and 3, and Baby Bore has two, 1 and 2. My play of 6/0, 4/1, 3/0 still takes off two checkers but leaves only a single gap on the 2-point. It's like having money in the bank." He sat down, a tear strolling down his cheek. Mummy Bore was quite moved by this show of personal loss. She was thinking what a splendid chap he was as Baby Bore rose for his final position.



Position 03



11 point match
Black 10 White 0 Crawford
Black to play 33

"If anyone plays anything except 10/7(2) with two of the 3s they must be barmy," he started, his glare daring Mummy Bore or Daddy Bore to come up with such a move. "After this clear play the only thing of any real value is to play 9/6(2) keeping as many checkers active as possible." He sat down happy with a winning solution. Daddy Bore got up, a sodden tissue clutched in his hand.

"OK, I agree, 10/7(2) is OK for the first two 3s, but I disagree about stacking" (he projected the word 'stacking' toward Ba-

by Bore like a javelin), "with the remaining two 2s. You need to contain white a bit longer so breaking off any of the outer board points is a mistake, it is better to play 4/1(2) and keep the 3-prime in front of white intact." He sat down the tissue lightly applied to a tearful eye; Mummy Bore's heart was wrenched. She got up for her final time.

"Well, not being a barmy person I too play 10/7(2), but I disagree with you both. Baby Bore's move does indeed stack the 6-point and is unnecessary; Daddy Bore's move leaves two home board blots and makes it very difficult to hit white should they decide to run out with a high roll. The solution is to play 6/3, 4/1 and cover up the 3-point blot and leave just a single blot on the one point." She was about to sit down but went on, "I would just like to say how brave I think Daddy Bore is in his time of grief over his friend's death. Only real men cry." She sat down on the sofa, her arm wrapping around Daddy Bore.

"Grief? What grief?" asked Daddy Bore. "I'm not mourning that old fart's passing, I'm upset about missing the wake and all that free food!" Mummy Bore tore her arm away, it cracking like a whip, "You miserable wretch you," she directed at Daddy Bore, "I'm pleased now that you fell into the grave in your haste to get to the wake. You, you," she hesitated to find the right word. "You fool," she spat at him. Goldiblots thought of another word beginning with F, but kept it to herself.

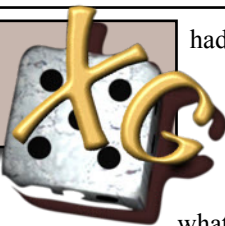


"Well," she said, "what an ending, to be sure. Each of you got one correct. But you got which one?"

So, dear reader, can you work out who got what? Turn to page 20 to find out.

New Kid on the Blot Michael Crane gets eXcited

Once upon a time we had **Paul Money** and his hand rollouts (you'll have to really reach deep into your memory to remember that!). Paul would spend endless hours shaking and rolling and moving his way through hundreds of positions in his pursuit of the 'correct play', until one day someone took pity on him; and then we

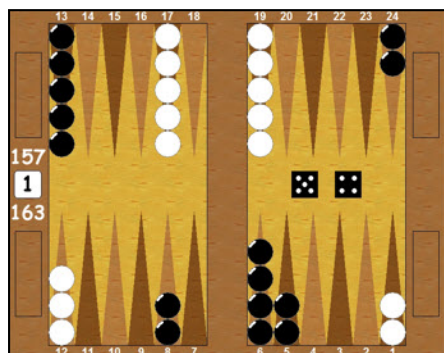


had **JellyFish**, a computer program with the brain power of a JellyFish (hence the name), that apparently was even better at what Paul was doing than Paul was!, but this soon became old hat; then along came **Snowie** with its fancy 3-ply analysis and hefty price tag - better than Paul and JellyFish merged together, but dear, so very dear; then we had **Gnu**, bigger, better, faster, but more important-

ly, cheaper (you can't get cheaper than free!), it did the lot and with style (though for a good while, without a nice friendly interface!) but it too was soon elbowed aside; and now we have **eXtreme Gammon**, which appears to be all of the above rolled into one package - the Linford Christie of the bots!

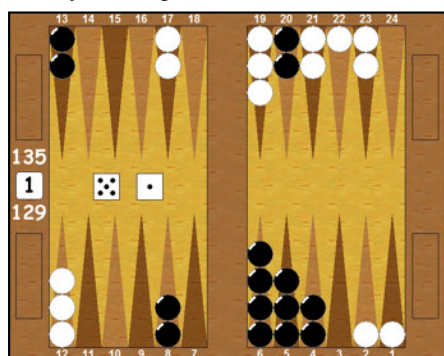
The new kid on the blot is really shaking the pros up, many now preferring it to any other bot, and so I thought I'd take a (non-scientific) look at it and see how it

compares to Snowie. I have used the recent County Cups 6th Round match between Marcus Wrinch (black) against Gerry Enslin (white) to see how they square up to each other. The match is to 11 points.



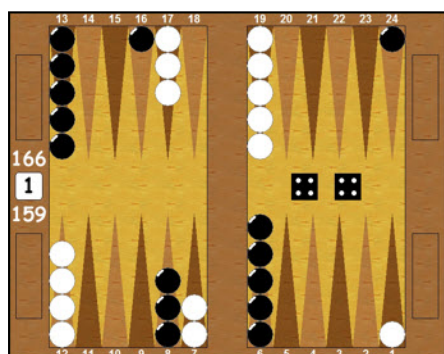
Black 0 White 0
Black to play 54

Having already made his own 5-point, Marcus makes a start on Gerry's with 24/20, 13/8. Both bots mark this as an error and each prefers to move off the mid-point with 13/8, 13/9. With only 53 or 62 able to hit the 9-point blot, black will have good chances of making another very useful point.



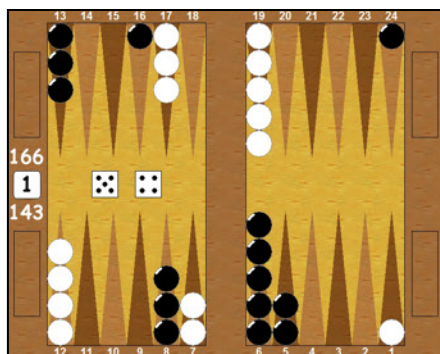
White to play 51

Playing 23/18, 4/3 is, without a doubt, a blunder, and both bots agree. Snowie rates it a little worse than XG but they both agree that the simple 24/23, 13/8 is the correct play. The actual play just gives too much away and gains almost nothing; both bots have this play as losing just over 2% game winning chances.



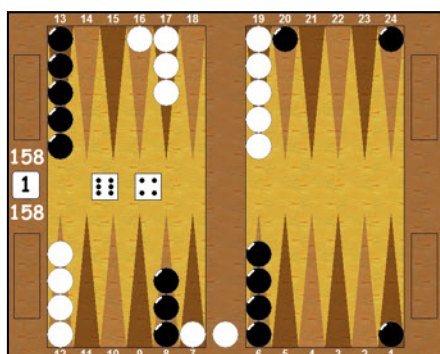
Black 2 White 0
Black to play 44

Black's play of 13/5(2) is good, but it is an error for both bots. With white holding black's bar-point, the 5-point hasn't the appeal it would normally have. The bots agree that 24/16, 13/9(2) is better. It safeties the 16-point blot and gives good black outer board cover.



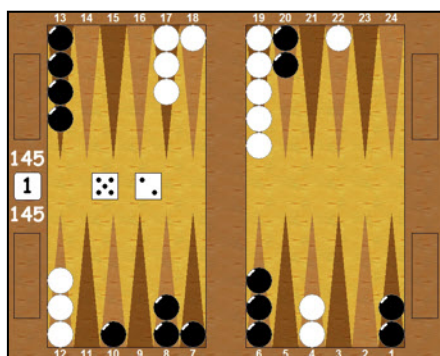
White to play 54

Directly after Marcus's error, Gerry comes up with one of his own. His move of double-hitting, 13/9*, 6/1* is an error with both bots. The bots agree that the second hit is unnecessary and opt for 13/8 instead, playing both off the mid-point.



Black 2 White 1
White to play 64

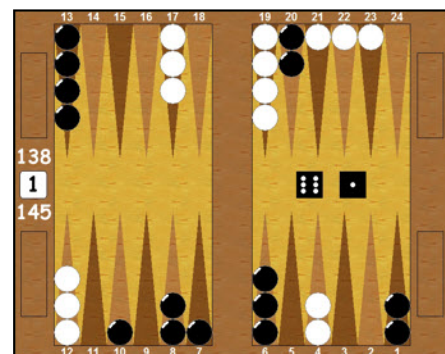
An agreed error with 25/21, 9/3. The 9/3 is wrong, the blot should remain where it is, 4 pips away from black's checker, which in turn is 4 pips away from being made into a strong advanced anchor. Both bots prefer running off the bar with 25/15. It looks dangerous but has great potential for white.



White to play 52

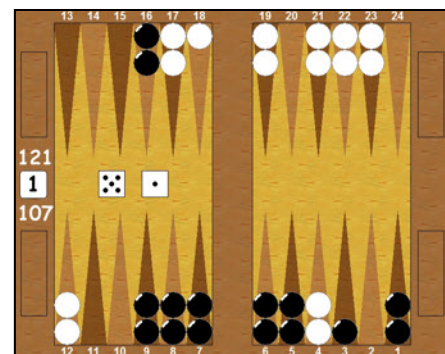
Both bots agree on the error with 7/2, 6/4,

each preferring 8/4, 6/2 making the 3-point. The actual play leaving three home board blots is very sloppy and gives black greater chances take risks and not be too fussed about return shots.



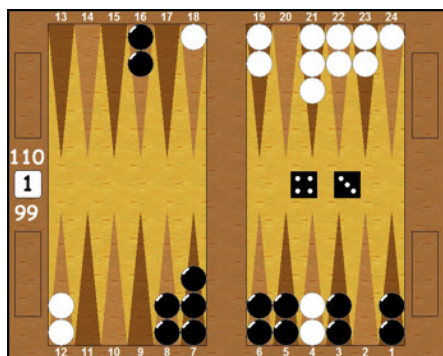
Black to play 61

On the very next roll we have the bots divided - not on the actual move or the better one, but on an error/blunder basis. The move of 13/7, 6/5 is inferior to that of 13/7, 10/9. The latter play leaves a blot that requires a direct 5 to hit, instead of two direct shots, 6 & 1, with the actual play. These two blots are rated a blunder by XG @ -0.087 (note, the thresholds are somewhat different: Error = Snowie 0.030, XG 0.020; Blunder = Snowie 0.110, XG 0.080) and with Snowie, not even an error @ -0.017! Extensive roll-outs and comparisons performed by top players and analysts have in fact placed XG (well) above Snowie in analysis and it is becoming the preference of many of the world's top players. This position is a prime example of XG's deeper analysis criteria.



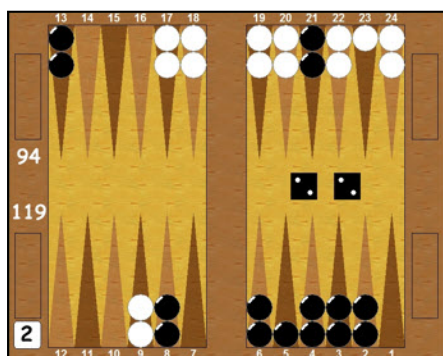
White to play 51

Both bots agree this is an error with the move 8/3, 8/7; and both agree that slotting the 1-point, 7/1, is the better play. With the actual play making the 1-point would require a roll of 62, whereas with the bots play any roll of 7 will suffice. Also, 6s for each player is going to prove crucial, so having the 1-point might just swing the match white's way if black rolls the first 6 and has to break off one of his occupied points.



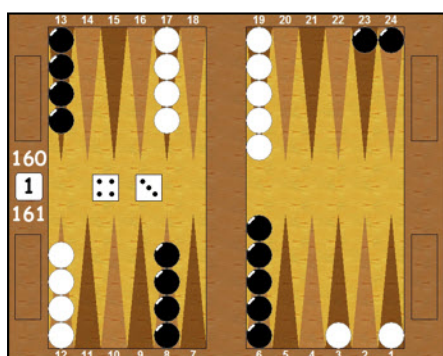
Black to play 43

Moving 8/5, 7/3 is a blunder with both bots and they both agree that 6/3, 6/2, is better. No risk with the bots' play, and with such a strong white home board, leaving any unnecessary shot now is quite wrong.



**Black 3 White 1
Black to play 22**

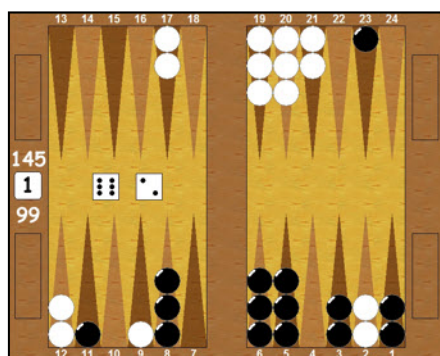
Moving 8/6(2), 3/1(2) is wrong with both bots (and a lot of players too, I'd imagine!). The 8/6(2) bit is OK but the 3/1(2) misses out on the fact that black's mid-point checkers might have to move off there with a 6 next roll, and if they remain where they are there's a chance of leaving a blot. By moving 13/11(2) there are fewer chances of this happening.



**White to play 43
Black 5 White 1**

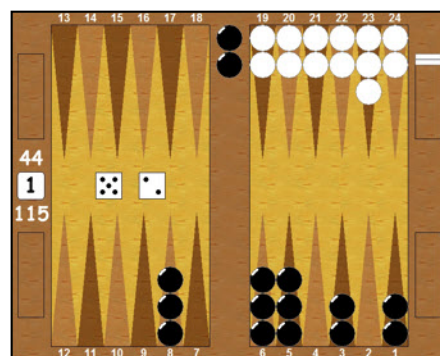
Once again, the bots agree that 22/18, 13/10 is wrong. Although there might be some merit in the 13/10 move, the 22/18 is just under the gun too much. The plain and simple running of 22/15 is preferred by the bots - it reduces the number of

hitting rolls from black and (if missed) helps cover the white outer board.



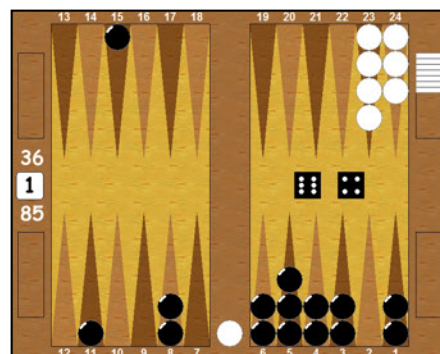
**Black 7 White 1
White to play 62**

This is a blunder with both bots: double-hitting, 16/14*, 8/2*. White already has two checkers trying to escape black's home board and the last thing he needs is another one! A much better move here is to hit, 16/14* and then carry on 14/8. This keeps the good block on 6s and gives a handy builder if needed.



White to play 52

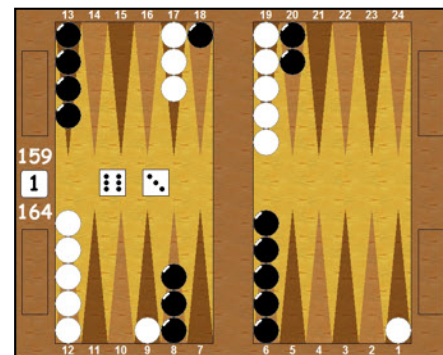
It's often the little things that mean a lot, and here, by playing 6/1, 6/4 and opening up an escape route for black, white has left himself three bad rolls next time, whereas with the bots play of 5/0, 5/3 he leaves just two.



Black to play 64

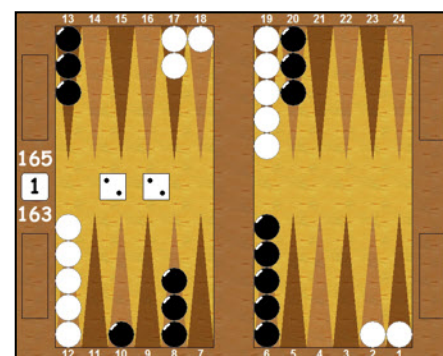
Slight error (XG) here but the play of 11/7, 8/2 can be bettered with 15/9, 11/7. The actual play gives white a direct shot on 2s (11 rolls): 62 or 52 will hit two black blots, a single 2 is bad enough. It would have been better to leave no direct

shots and have a good chance of making the point, or hitting loose if forced to do so; and it also blocks off the cock-shot escape roll, 62!



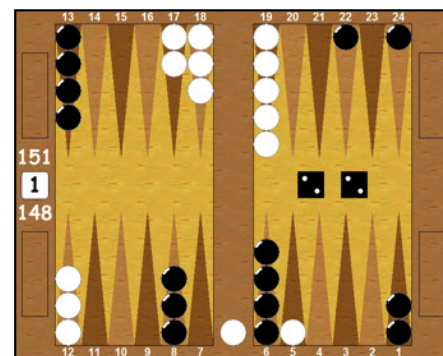
**Black 8 White 1
White to play 63**

Hitting 16/7* is an error with both bots; it does nothing but annoys black and is bettered by making the 10-point, 16/10, 13/10, as both bots will tell you.



White to play 22

White makes the mistake of making his bar-point, 13/7 and then slotting, 6/4. The bar-point isn't much use at the moment, black has an advanced anchor so playing the 'usual' 22 opening roll move, 13/11(2), 6/4(2) is far superior.

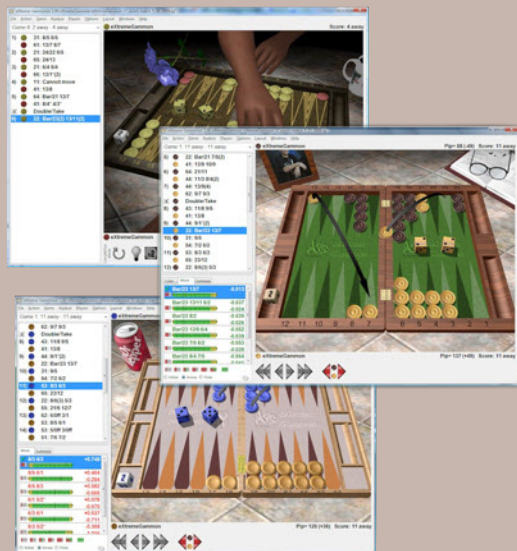


**Black 8 White 2
Black to play 22**

Both bots agree that black's move of 22/20, 8/6, 6/4(2) is wrong and that, as above with white's 22, the 'usual' play is the better one. Quite often an 'opening roll' can be played later in the game and it is always worth taking a look at them to see what they look like first.

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eXtreme Gammon

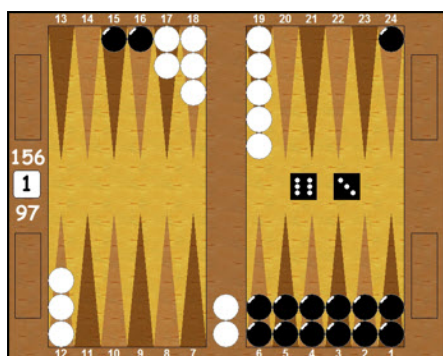


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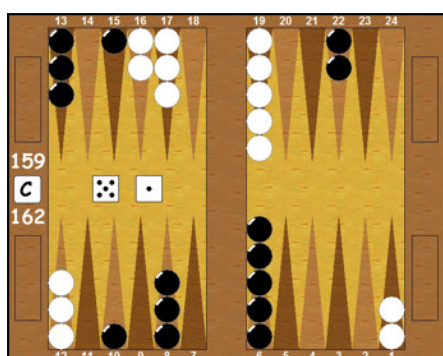
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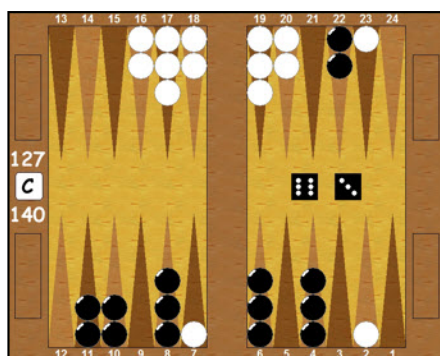
Black to play 63

Each bot makes the play of 24/21, 16/10 a marginal error. The problem with this play is the joker 33, it can't be played without opening the home board, whereas the preferred play of 24/15 just allows it to be played and keeps the home prime intact. Again, it's the little things . . .



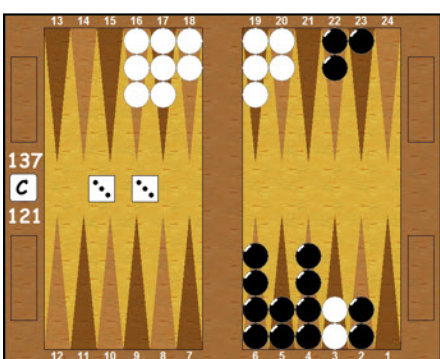
Black 10 White 2 Crawford
White to play 51

Another joint error with 24/23, 13/8. White needs to get a hit and this roll won't do it and he can't wait around too long, so he needs to provoke some sort of action by coming out 24/18 and mixing it. The race is close and, if he doesn't get the hit, the race could be his.



Black to play 63

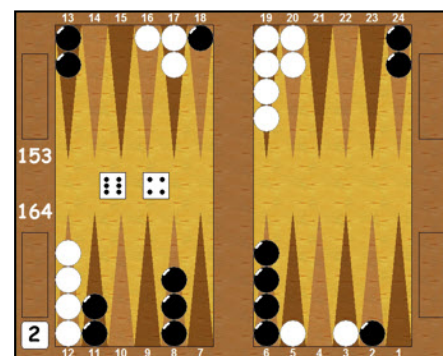
The actual play of 11/5, 8/5 is simply playing into white's hands - letting white have an easier escape route. Black really needs to hit here, and both bots agree it needs a double-hit: 10/7*, 8/2*, putting major pressure on the escaping white checkers and hoping to roll 1s in order to extricate the last two black checkers from white's home board.



White to play 33

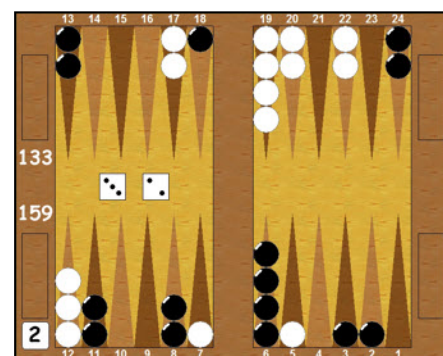
White has anchored and this 33 is bad news for him - he's going to have to break up his prime! Both bots give 8/2*(2) almost the same equity (-0.072, -0.073) but of course, with Snowie it's an error but with XG it's a blunder!

White needs black to dance as long as possible; now after playing 8/2*(2) black's escape becomes easier so the bots choose 8/2* putting black on the bar and then covering the 4-point with 7/4(2). Although this leaves a direct 2, this is offset by the extra home board point.



Black 10 White 3 Post-Crawford
White to play 64

One error (Snowie), one blunder (XG), same move: 22/18, 13/7*. Certainly the 13/7* part is correct, but running out 22/18 doesn't do much to help contain black's last checkers. This is best accomplished with 13/9, coving the 9-point blot and making a good blocking/building point.



White to play 32

Snowie Analysis for County Cups		
Player	Marcus Wrinch	Gerry Enslin
Rating	expert	advanced
Overall	4.597/12.472	6.771/20.885
Errors(blunders)	16(6)	22(7)
Checker play errors		
Checker play	2.000/5.636	3.831/10.659
Errors(blunders)	9(1)	18(4)
Double errors		
Overall	2.330/6.282	1.166/2.299
Missed double	1.668/3.320	0.828/1.570
Wrong double	0.663/2.962	0.338/0.730
Errors(blunders)	6(4)	3(2)
Take errors		
Overall	0.267/0.555	1.773/7.927
Wrong take	0.000/0.000	0.000/0.000
Wrong pass	0.267/0.555	1.773/7.927
Errors(blunders)	1(1)	1(1)
Marcus Wrinch was 58.41% - 41.59% favorite.		

eXtreme Gammon Analysis for County Cups		
Player	Category	Gerry Enslin
Expert	Total Error	Advanced
(-0.0107)		(-0.0198)
World Class	Checker Play	Expert
(-0.0056)		(-0.0124)
Casual Player	Cube Play	Beginner
(-0.0415)		(-0.0499)
17(3)	Move Errors	18(6)
-1.005(-6.54%)	Equity lost(cost)	-1.481(-9.32%)
9(5)	Double Error	4(3)
-1.099(-7.24%)	Equity lost(cost)	-0.569(-2.52%)
1(1)	Take Error	1(1)
-0.105(-0.52%)	Equity lost(cost)	-0.878(-9.36%)
27(9)	Total Error	23(10)
-2.209(-14.31%)	Equity lost(cost)	-2.929(-21.19%)
27	Jokers	16
+6.329(+36.68%)	Luck	-6.329(-36.68%)
Expert	Level of play	Advanced
2065	Elo Estimate	1895

Once again the bots agree that playing 20/18, 6/3 is wrong and that 20/18, 13/10 is better. Moving 6/3 takes a 5-point builder away, whereas 13/10 puts pressure on the bar-point blot.

As you might already know, Gerry is unable to claw his way back into the match and Marcus comes out the winner.

Take a look at the stats to see how the bots compare. The match is available for you to view in JF, Snowie, XG, html(Snowie/XG) or text from Biba HQ, just mention which format(s) you prefer.

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Backgammon Concepts



By Michihito Kageyama
and Roland Herrera

Backgammon Concepts is a new book in preparation by current Backgammon Giant #9, Michihito Kageyama, one of the leading professional players in the world, and keen UK amateur, Roland Herrera, who reached the Monte Carlo world championship semi-finals in 2009.

Michi and Roland became good friends after they met at the Abu Dhabi International Backgammon Competition in 2004, and the idea of an English book on backgammon finally materialized last year. Michi has written backgammon books in Japanese, and with Roland's encouragement, "Backgammon Concepts" finally



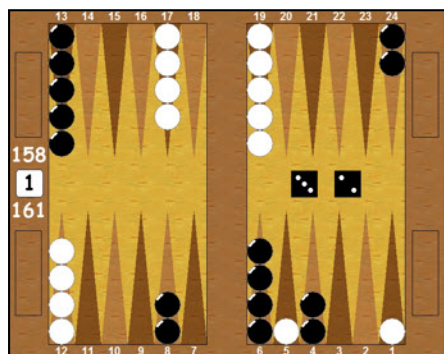
took shape and is now well underway. The reader will find that the positions and workings out in this book match up and concur with the findings of major backgammon software, eXtreme Backgammon, Gnu and Snowie. However, the real strength of the book lies in the fact that it channels and harmoniously combines Michi's highly disciplined and logical Japanese thinking into a fluid and comfortable writing style which will certainly strike a chord with "Western World" readers. They are past the halfway mark, and Roland informs me that this unique project has fascinated and totally engrossed him, as I believe it will its readers.

It is not aimed at the beginner, but rather the upper intermediate to advanced player who wishes to improve their game. The focus is on mid-game checker play the "bread and butter" of backgammon. Unlike many advanced books which deal with more and more obscure ideas Roland and Michi have strived to communicate the very heart and essence of everyday backgammon. Common, (though they can be tricky or ambiguous), situations are dealt with not rare and vague, one-in-a-million positions ... so that the book tackles the core techniques of good backgammon play, and only includes the most important concepts which most frequently appear. This is why they are sure all readers will quickly improve their game. Some positions and concepts were discarded on the grounds that they were not important enough to be included. Checker Freedom, however, is an example of an important concept that is dealt with extensively in the book, and here I reproduce a sample position from this category. The book will include a quiz section, and a humorous and nerdy cartoon character "Nono", who will illustrate and "lighten" this highly readable book. Computer rollout data will be included in the book, but presented in an optional format, for those wanting to delve deeper, and discover the exact "truth".



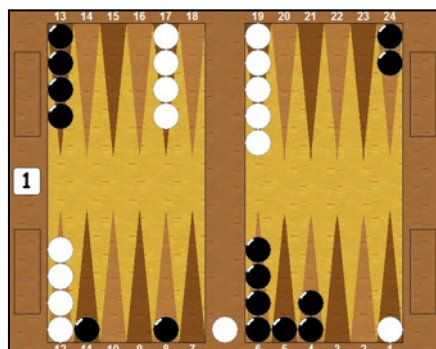
10: Mind The Gap

Question: We are playing as black. Black opened 42, and white replied 54. Black then throws 32. How should black play this move?



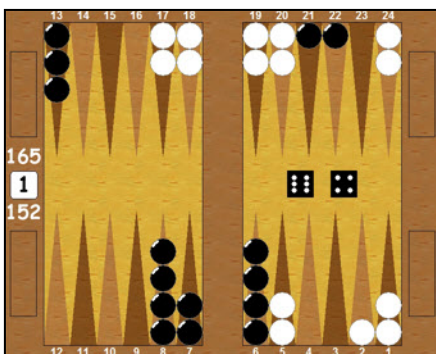
Discussion: Ideally, if black had to hit loose, he would like to do so with a 1, playing 6/5*. However black has rolled a 3 and must hit loose 8/5* in order to close the gap on his 5-point. Unfortunately, black sacrifices his 8-point in the process but in this case, it is worth breaking the 8-point. In the next column is the position after the correct play.

Solution: Black should hit on the 5-point and bring a man down from his mid-point, playing 8/5*, 13/11.



19: Checker Freedom

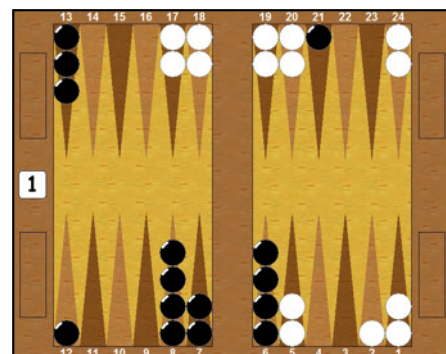
Question: How does Black play his 64?



Discussion: At first glance, making the 2-point looks like an attractive move; it puts a man on the bar and un-stacks the 6-

and 8-points. However, white has a good anchor on black's 5-point, so the 2-point is of little value to black. On the other hand, the escaping play 22/12 maintains black's freedom. For, although white has no builders with which to extend the prime, he does have a four-prime, which is already limiting black's movement. Lastly, landing on the 12-point leaves only indirect shots.

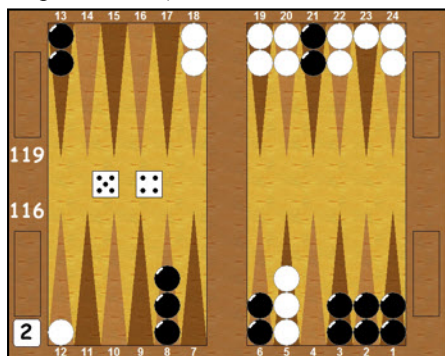
Solution: Black should play 22/12



MC: When the book is published, details will be posted on the Biba web site and in the Bibafax. My thanks to Roland and Michi for their permission to publish this preview.

Well, the double rollover made a difference, and not just in the turnout (up 21%) but that it brought one of the UK's top players out - Paul Lamford. Paul, the author of many books, not just on backgammon, but chess and bridge (and possibly others) was the favourite to win the tournament, and the one player that everyone dreaded meeting. Well, everyone except Peter Chan! Peter had a tough draw in the **Main (40)** and before he got to Paul he had beaten Nicky Check, Marcus Wrinch and Kevin Stebbing. The entire match against Paul came down to one roll, and it was Peter's and he needed a double-two or greater. Now, if you're not aware of Peter's shaking/rolling technique when it comes to doubles you should know he shakes and shakes and shakes and shakes and shakes . . . you've got the picture? Well, this roll was no different: he shook for 45 minutes (well, it seemed like 45 minutes!) and out popped double-two and out went Paul Lamford!

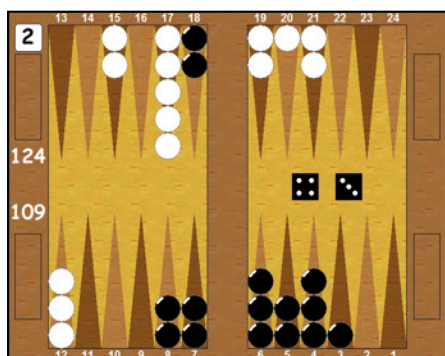
Peter was now in the Final and his opponent was just a tad less handy than Paul - Raj Jansari. If John Hurst was making a book on the outcome of this match he'd have given you good odds on Peter winning it . . . and he'd have lost a packet! Peter took an early 4-0 lead in the first game, a game in which Raj (white, in the 11 point match) made this blunder:



White to play 54

He took his time about it and tried a couple of moves eventually going with 7/3, 7/2 playing behind Peter's anchor. XG rates this a blunder and reckons that duplicating 4s with 20/16, 13/8 a better play. As a consequence his game winning chances (GWC) went down from 46.31% to 40.77%.

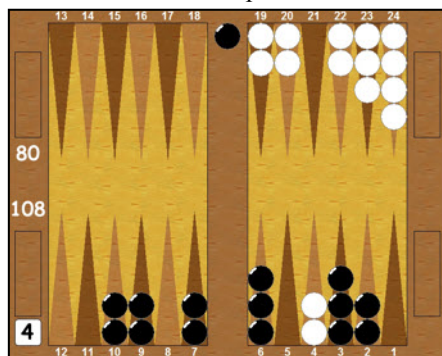
By Game #4, Peter led 5-1 and in this position he made an awful move, one that led to him being cubed out not long after:



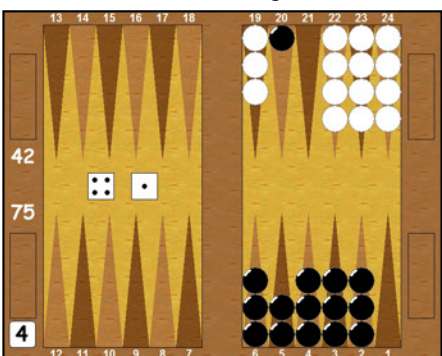
Black to play 43

Incredibly, Peter played 18/11, giving Raj the very thing he needed - a (multiple) shot! He rolled an excellent

65: 13/7*, 10/5; Peter did re-enter but was then cubed out. The score moves along a bit now and we get to 8-8; and it is here we get to the end bit. Raj slowly edges forward but a 66 spoiled his timing and he was left in this position:



He rolls 32 and his board starts to contract after he plays 5/2, 5/3. However, he is saved as Peter comes in with 51: 25/20, 3/2 and Raj replies with 44: 21/13(2). Raj gets his last two checkers in safely and the is now on roll in this position:



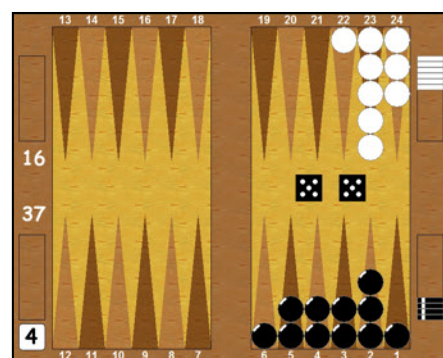
White to play 41

From here I will let Brian Lever tell you what happens as I reprint his comment from Daily Gammon: *Raj rolls 41. He can pick and pass Peter's checker on his 5-point, putting Peter on the bar but risking possible future jeopardy if Peter re-enters on Raj's 4-point or even if he dances and Raj can't safely clear his remaining two checkers on the 6-point - Peter's board is good enough to contain and win if he gets a hit.*

Raj has better distribution so barring miracle rolls he'll win - he opts not to pick

and pass but to play 6/2, 1/0. I haven't checked but it seems the right play - unless your opponent is Peter! [MC: It is correct.]

Did I mention miracle rolls? Peter's next roll is 66, which would have danced if Raj had hit him. But he still needs another double in the bear-off to win. We all know he rolled it

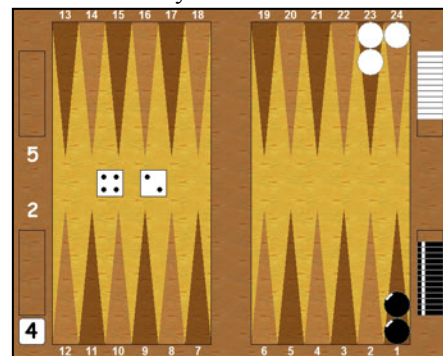


Peter rolls 55

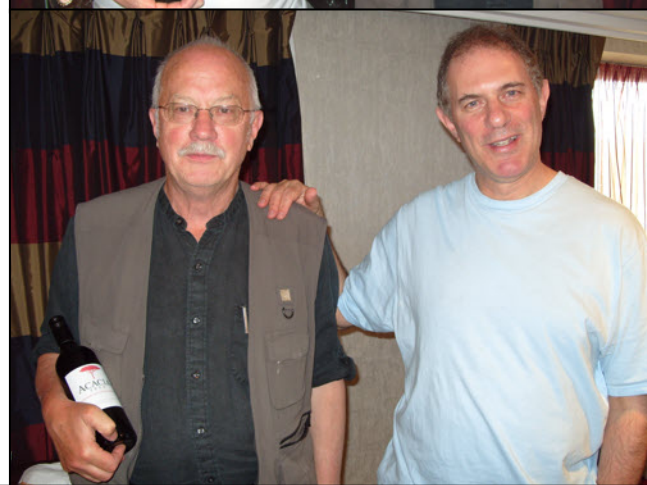
... otherwise we'd be posting "hard luck" rather than "well done".

Raj joins the long list of eminent players who can wear the tee-shirt with the legend "I've been Channed"!

It goes to the wire as each of them bears off, but, after his roll of 55 Peter edges nearer to victory.



Raj rolls 42 and Peter wins the title! So, there you have it. This is Peter's second national title, he won the 2003 Scottish Open (and the 2006 Backpacker), and now he is gunning for the Irish in October!



Top left: Main, Peter & Raj. Top right: Main semi-finalists Tony & Paul

Middle left: Consolation, Gheorghe & Danny

Middle right: Last Chance, Paul & George

Bottom left: Grammy, Paul and Paul. Bottom right: 1 Pointer, George & Brian

Meanwhile, in the **Consolation (36)**, Gheorghe Filipas beat Julian Fetterlein in the semi of the non-progressive side and Danny Cohen (doing a 'Lamford' and returning after some time away) beat Lawrence Powell in the progressive final. Danny proved to be the better player in the final and it was he that went home the Consolation winner.

Another George (see how it is spelt differently?), George Hall, made it into two

finals, the **Last Chance (16)** and the **1-pointer (40)**. He beat Paul Plumptre in the former, and Brian Lever in the latter to win both of them. In the **Grammy (32)** named in memory of our old mate, Grahame Powell (read his obit on the Biba web site) Paul Gilbertson beat Paul Lamford to take home another trophy to the wife, kids and dog!

Of course, it all kicked off with the **Friday 500 (18)** when Kevin Stebbing beat

Brian Lever in the final. In the listings, Andy Darby keeps his #1 slot leading Nicky Check by 13 points, an increase of 3. Don't forget, one of the Top 16 will take away £500 at the Christmas UK Finals in December.

And, over the weekend in the **Poker (17)**, Rosey Bensley came out on top with Simon K Jones 2nd and Paul Lamford 3rd. Of the qualifiers, the top two remain *in situ*: Vicki Pemberton and Mark 

Calderbank, Lawrence Powell moves up to #3, moving Andy Darby down one spot. I'd like to thank Mark and Vicki for running the poker now that Tony Fawcett has stepped down (to concentrate on his game - although he didn't play this week-end).

In the **Team (4)** Kevin Jones beat Irving Czechowicz in the final after they had previously beaten Nicky Check and me with some very lucky rolls!

Finally

Heard in the corridor: A family of mum and dad and two young kids were walking down the hotel corridor past the door leading to the backgammon playing rooms. One of the kids asked, "What's backgammon?" upon seeing the sign on

the wall. Like all dads, this one was no exception - he knew everything - and he confidentially replied, "It's a game like bingo!"

And before I go

Many thanks to Tony Fawcett for running the poker this last year or so, may your 'retirement' prove fruitful. Happily (for me), wife Deana is not retiring (phew! Thank God!) and she will be sat at my side keeping me in check for many week-ends to come.

OK, I'm off soon!

Also, thanks to Andy Bell of PlayWSOB for not only sponsoring the event and providing the trophies, but for also being the sponsor of the Biba Backgammon Tour, a part of which is the English Open.

The board that Peter is seen holding was also donated by Andy as part of his prize. The latest BBT news can be read in this Bibafax or online.



Some of the trophies (including the distinctive Main winner's trophy) that were provided by the sponsor.

In the Main final, Peter wanted one of his 'special' rolls. The score stood at 7-4 to him and he was holding a 4-cube. All Peter needs to win the title is to roll any one of 17 winning dice combinations. See it on YouTube here: www.youtube.com/watch?v=mAclB0G_LaY

eXtreme Gammon Analysis for English Open		
Peter Chan	Category	Raj Jansari
Advanced (-0.0173)	Total Error	World Class (-0.0087)
Advanced (-0.0169)	Checker Play	World Class (-0.0092)
Advanced (-0.0195)	Cube Play	World Class (-0.0076)
17(3) -1.005(-6.54%)	Move Errors Equity lost(cost)	8(2) -1.089(-7.95%)
2(1) -0.370(-3.53%)	Double Error Equity lost(cost)	2(1) -0.340(-3.35%)
0 +0.000	Take Error Equity lost(cost)	0 +0.000
20(4) -2.278(-24.35%)	Total Error Equity lost(cost)	10(3) -1.429(-11.30%)
16 +1.858(+58.55%)	Jokers Luck	14 -1.858(-58.55%)
Advanced 1944	Level of play Elo Estimate	World Class 2100



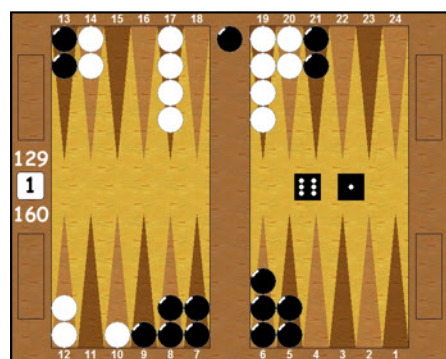
Biba World Championship - July 2010

Sponsored by CasinoRip.com and reported by Michael Crane

There's always a danger when you guarantee something that it could all go pear-shaped. When I was a double glazing sales manager the Company I worked for offered a lifetime guarantee backed by an insurance policy. Unfortunately for me my guarantee of £1000 first prize in the **Main (34)** wasn't backed by an insurance policy, and the quick-minded among you will have already calculated there was a shortfall of £320! You will be pleased to learn that I handed over £1000 to George Hall after he got the better of Chris Ternel in the exciting final. I keep my word.

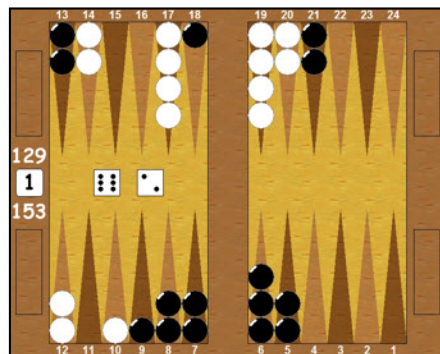
The Main was a draw of two halves. In the top half, 1/4 Finals, we had four very skilled players: Chris Ternel (defending champion) vs Nicky Check and Peter Bennet vs Lawrence Powell - an average ranking of 1893. In the bottom half we had an easier draw when compared to rankings, George Hall vs Danny Cohen and Gerry Enslin vs Paul Barwick, an average ranking of 1597. Chris prevailed in the top half and George in the bottom half. With ranking scores of 1936 and 1485, George was the underdog, and Chris was favourite to retain his world title.

But! It's not called the cruellest game for nothing. George played a blinder (aided by a smidgeon of luck) and he was rated by XG as Expert with an Elo estimated at 2038, and Chris was rated as World Class (which he is, incidentally) with an estimated Elo of 2092. George won the first game and went ahead 2-0, then Chris leveled it to 2-2. It was during this game that each of them made back-to-back blunders. The match is to 11 points and George is playing as black.



Black 2 White 0
Black to play 61

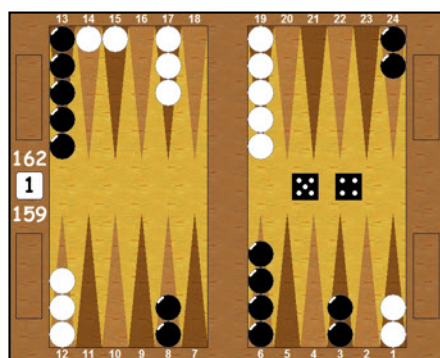
In this position the best move is the simplest and safest move: 25/24, 9/3; there's no need for heroics or rash positioning - so why did George play 25/18 giving away a triple shot? With the checker on the white 1-point it'll be hard for Chris to play checkers into his home board, meanwhile, George could concentrate on making his 3-point.



White to play 62

This is another move where the simplest is the best: 15/13, 8/2. No risk, keeping well ahead in the race and posing threats to black. Chris played 15/7* and lost a bucketful of equity into the bargain! As it turned out George didn't get the hit off the bar and eventually Chris bore in safely and won the bearoff thanks to a timely 66.

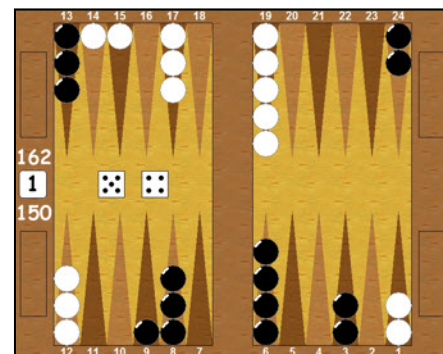
The match then continued with George leading at every game: 2-2, 4-2, 4-3, 5-3, 6-3, 7-3, 7-4, 7-6, 8-6, 9-6. It was here, in game 12 that we see another set of back-to-back blunders. George kicks off with:



Black 9 White 6
Black to play 54

George fails to see the hit, 24/15* and instead plays two off the mid-point. 13/9, 13/8. Soon after hitting the clock to conclude his move he realised the mistake - but it's too late. It might appear a little

churlish reproducing this position, after all, it wasn't so much a checkerplay blunder, more of a lapse in concentration - and that's why it's important to see these lapses, to remind us to always look before leaping.



White to play 54

It's the very next move and Chris plays 11/2 (I am not too sure why!) when he would have been better off playing 24/15, a move that, if missed, will be very useful in white's outer board. The irony is, if George had played correctly, Chris would have got himself a nice advanced anchor with this 54!

George goes on to win and the match moves to Crawford, leading 10-6. Chris saves the game and the score moves to 10-7, and at the very end it looks as if Chris is going to make it 10-9 when George rolls a cracking double-two to take off his last four checkers to win the title! Well done, George, and hard luck, Chris, robbed by two little ducks! The losing semi-finalist were Gerry Enslin and Lawrence Powell.

In the **Progressive Consolation (30)**, Paul Plumtre entered into the 2nd Round and played his way to the final where he met up with Peter Bennet who jumped in after losing his 1/4 Final match against Lawrence as mentioned above. It was Paul who prevailed as he took home the winner's trophy. The **Last Chance (16)** pitched Jeff Barber against Uldis Lapikens (two of Biba's longest-serving members), an encounter from which a happy Jeff emerged victorious. Being registered blind doesn't deter Eric Westbrook from playing backgammon and when he beat (returning to Biba) Al Hogg in the Final of the **World's End** ▶

casino^{rip}.com

(16) he was very pleased to win his first Biba final, and he gets to keep this lovely globe for a whole year!

In the **Friday 500 (16)**, Paul Gilbertson beat Andy Darby in the final, and Nicky Check, Andy's nearest rival for the #1 spot was knocked out in his first match by Myke Wignall, Nicky's nearest rival! The outcome of all this is that Andy remains at #1 and Nicky and Myke share #2 with 78 points each. Andy is away for next month - so perhaps he will return and find himself usurped. Check here next month after the SAC Trophy.

The **Poker (16)** was a decent turnout, and Vicki Pemberton is now preparing to leave these shores and return to her native USA. Before she finally leaves she's determined to get a good score to see her through to the end of the year. Unfortunately she was unable to better her score of 106 when she went out in 10th place. Of the top five placings this weekend, three of them were Tutchings! Al Hogg, the winner and Lawrence Powell, 4th, were the only two who were not called Tutchings! The others were Dan, Phil and Rob. Although Vicki remains at #1, Lawrence Powell and Mark Calderbank are snapping at her heels and it is going to be very difficult for her to remain in the top five for much longer without a couple of big wins.

The **Team (6)** saw me being thrashed in the semi-final by my old adversary, Richard Biddle and his teammate, Arthur Wright. Having gotten rid of me they sat down to battle it out - and it turned out to be as one-sided as my match, with Arthur taking the pot away from Richard's grasp. To finish off the Saturday night there was little **Jackpot (4)**, the winner of which was Peter Bennet.

Finally

Thanks to Casinorip for supplying the special 'world' trophies, they were admired by all. Thanks too to my little helper, Deana Fawcett and to Mark Calderbank for running the poker. And I think I am going to have to rethink my £1000 guarantee for the future - unless I win the national lottery, that is!

And I have saved the best news 'til last: George wasn't in the Winner-Takes-All prize fund so we have a Rollover of £225!

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



From the top: George & Chris, Paul & Peter, Uldis & Jeff, Al & Eric



Goldiblots drew a deep breath and announced, "Well, no one won and everyone won! Perhaps next time someone will end up coming first."

"It won't be me," ruefully mused Mummy Bore.

Position 1

13/7*(2)
13/7*, 8/5(2)
13/7*, 6/3(2)

Position 2

6/3, 3/0(3)
6/0, 4/1, 3/0
6/0(2)

Daddy Bore
Baby Bore
Mummy Bore

Mummy Bore
Daddy Bore
Baby Bore

Position 3

10/7(2), 9/6(2)
10/7(2), 6/3, 4/1
10/7(2), 4/1(2)

Baby Bore
Mummy Bore
Daddy Bore

Goldiblots finished off, "And good news for Peter Christmas - he won twenty squid for finding 32 fish references! Well done, Peter, what a soul you are"

LIVERPOOL BACKGAMMON CLUB

presents

The 15th Liverpool Open - Saturday 24, Sunday 25 July 2010

Venue: Liverpool Bridge Club, 7 Croxteth Road, Liverpool L8 5SE



Fee: £35.00 (under 18 - £20) includes Saturday Buffet
Entries after the deadline will incur an extra £10 additional fee



Reg: Saturday: 10.00-10.45am for a 11 am start. (NB: Limited to 64 players)

* Main * Consolation * Last Chance * One Point Shoot-Out *

* Sweeps * Cash Prizes! * Poker * Bar *

Details from: John Wright. 07931 553829 jpwright@blueyonder.co.uk

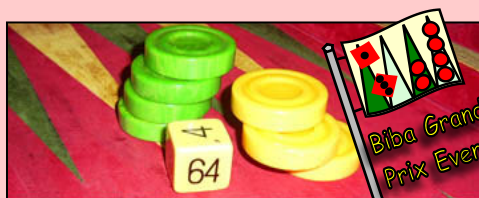
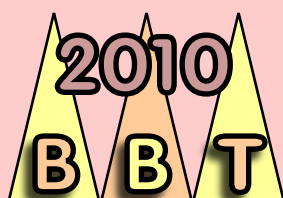
Peter Chan: 07879 837288 peedur8@hotmail.com

For catering purposes, pre-entry is required. Cheques payable to Simon Jones.

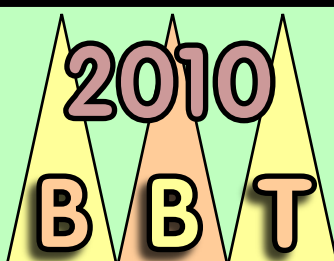
3 The Vineries, Liverpool, L25 6EU and forward prior to 17 July 2010

Please include your name, email address & telephone number

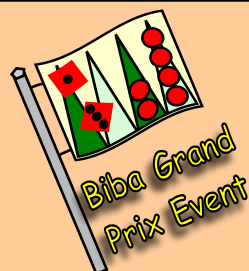
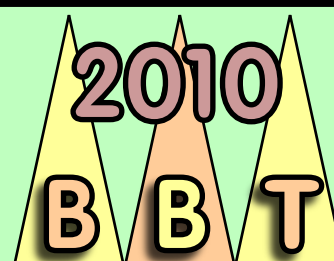
NB: Entries after 17 July will incur an additional £10 fee



The Coventry Open
Backgammon Tournament
Sunday, 17 October, 2010



The 18th Irish Open
Championship



Wynn's Hotel, Dublin
29-31 October 2010

**BIBA 2010
UK FINALS
QUALIFIER**



2010 Details, Deals and Dates

Registration: Saturday 1030 to 1230

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

Auctions: Group, Saturday 1245. Individual, Sunday 1015

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

All tournaments feature a free entry Friday 500 **

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

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

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

FRIDAY

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

SATURDAY

Registration 1030 / 1230
Play starts 1300 prompt

SUNDAY

Registration 1030
(penalty points apply @ 1035)

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

Dinner, bed and breakfast @ Barceló Hotels for 2010

The Barceló Hinckley Island or Barceló Daventry

Reservations: 0870 168 88 33 and quote 'backgammon'

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

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

There are a limited number of rooms made available to Biba at these rates for each of the hotels above and they will be allocated on a first come - first served basis. You are strongly advised to book your accommodation requirements as instructed on page ?? to avoid disappointment.



Introducing a new Biba Knockout event (usual four elements)

The Barceló Cup

The Hinckley Island Hotel

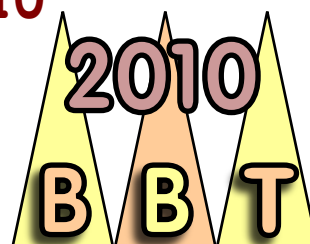
3, 4, 5 September 2010

Registration £20. Entry Fee: £10

First Prize £250



Barceló
HOTELS & RESORTS



Advice on Booking Accommodation for all 2010 events

The Biba calendar on this page lists all the Biba events (plus a few non-Biba events) for the year. The wise member books every tournament they want to enter in one block booking. If, nearer the date they are unable to attend, they simply cancel the room (at least one week's notice is required) and they are not charged a penny. This guarantees that you'll never have to worry about accommodation ever again and you can relax in the full knowledge that no matter what, you'll always have a room. Book it now - you know you want to!

What does sponsoring an event entail?

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

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

2010 Backgammon Calendar

Jul 24,25	15th Liverpool Open (non-Biba event)	GP	-	-	Liverpool	Combination
Aug 6,7,8	SAC Trophy	GP	UK	-	Hinckley	Swiss
Aug 21-30	14th Mind Sports Olympiad (non Biba event)	-	-	-	London	Swiss
Aug 21-23	The Bristol Open (non-Biba event)	-	-	-	Bristol	Knockout
Sep 3,4,5	The Barcelo Cup	GP	-	BBT	Hinckley	Knockout
Sep 24,25,26	The London Open (non-Biba event)	-	-	-	London	Knockout
Oct 1,2,3	Sandy Osborne Memorial	GP	-	BBT	Hinckley	Knockout
Oct 17	The Coventry Open (non-Biba event)	GP	-	BBT	Coventry	Knockout
Oct 29,30,31	18th Irish Open (non-Biba event)	GP	UK	BBT	Dublin	Knockout
Nov 5,6,7	Townharbour Trophy	GP	UK		Hinckley	Swiss
X Dec 3,4,5	The UK Finals Christmas Party	GP	-		Hinckley	Double KO
* <u>Sponsored by Peter & Paul Christmas</u> *						

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6, 7, 8 August, 2010 - S.A.C. Trophy @ Barceló Hinckley Island Hotel

The third of the year's four Swiss Format events. Not only do entrants get to play 6 x 11 point matches, but the winner qualifies for the Christmas UK Finals in December with entry into the Last 16 plus one night's free accommodation. Also, this is a great opportunity to rack up a good few Grand Prix points. In addition to the Main & Consolation there will also be a 31 Point Knockout between rounds for those that fancy something extra! Not forgetting the Poker Grand Prix and backgammon Saturday night.

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

BIBA WORDOKU

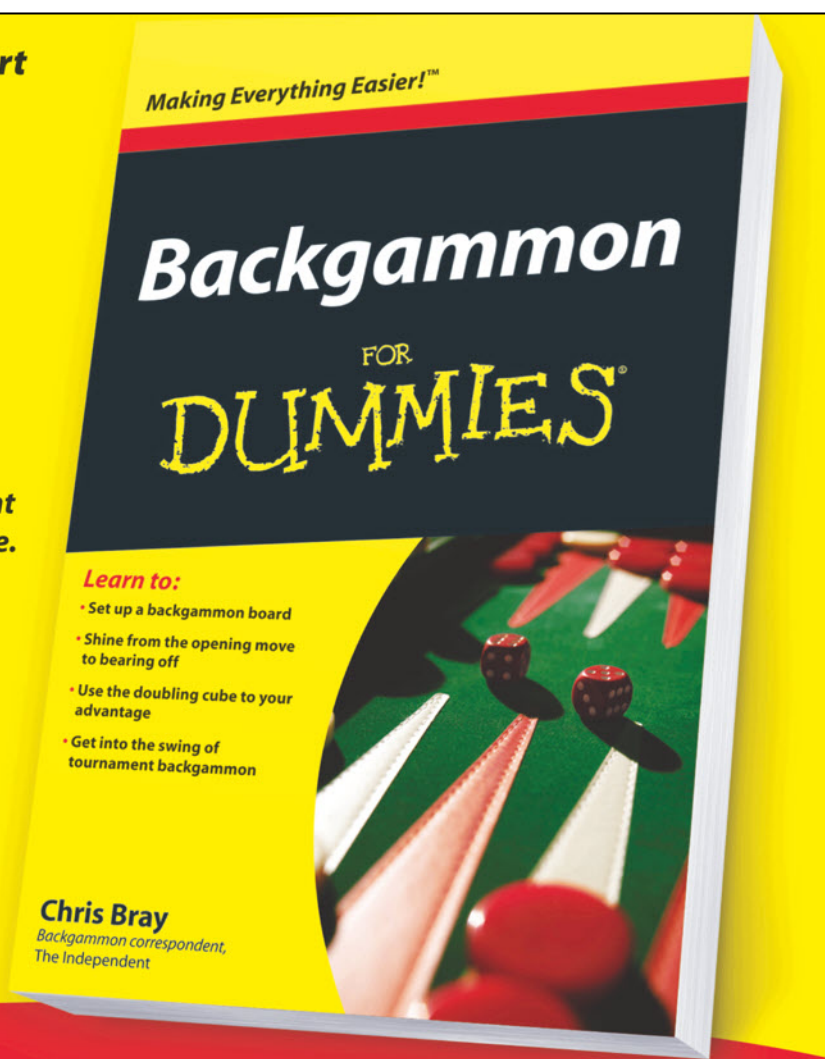
Complete the puzzle and the first correct entry opened on 1 August will win £20 towards accommodation at the SAC Trophy plus a bottle of wine.

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

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

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

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



The English Open, 4, 5, 6 June, 2010

Main (40)		Last Chance (16)		Friday 500 (18)		GP & BBT @ English Open		
1	Peter Chan	1	George Hall	1	Kevin Stebbing	18.58	Peter Chan	20
2	Raj Jansari	2	Paul Plumptre	2	Brian Lever	13.42	Raj Jansari	16
3&4	Tony Fawcett	3&4	Vicky Pemberton	3&4	Myke Wignall	13.42	Tony Fawcett	12
3&4	Paul Lamford	3&4	Myke Wignall	3&4	Bob Brinig	13.41	Danny Cohen	5
5to8	Martin Barkwill			5to8	Mardi Ohannessian	9.29	Paul Lamford	12
5to8	Lawrence Powell			5to8	Mick Vacarey	9.29	Martin Barkwill	9
5to8	Kevin Stebbing			5to8	Rosey Bensley	9.28	Julian Fetterlein	
5to8	Paul Gilbertson			5to8	Simon K Jones	9.28	Gheorghe Filipas	
						6.19	Lawrence Powell	9
						6.19	Kevin Stebbing	9
						6.19	Paul Gilbertson	9
						6.19	David Startin	5
						6.19	Paul Plumptre	5
						6.17	George Hall	
						4.13	Tony Lee	
						4.13	David Motley	5
						4.13	Julian Minwalla	
						4.13	Myke Wignall	5
						4.13	Adrian Jones	
						4.13	Irving Czechowicz	5
						4.13	Marcus Wrinch	5
						4.13	Neil Everitt	5
						4.12	Paul Barwick	
						4.12	Nicky Check	
						4.12	Andrew Darby	
						4.12	Mark Calderbank	
						2.58	Simon K Jones	
						2.58	Peter Bennet	
						2.58	Kevin Jones	
						2.58	Mick Harris	
						2.57	Vicki Pemberton	
						2.06	Jeff Barber	
						2.06	Mardi Ohannessian	
						2.05	Gerry Enslin	
						1.55	Brian Lever	
						1.55	Phil Tutchings	

Ranking changes @ English (new/old)

1972	1988	Peter Bennet	1685	1670	Paul Plumptre
1957	1947	Paul Lamford	1651	1600	Tony Fawcett
1942	1944	Adrian Jones	1646	1643	David Motley
1928	1943	Julian Fetterlein	1622	1639	Phil Tutchings
1922	1937	Brian Lever	1604	1614	Andrew Darby
1906	1903	Paul Gilbertson	1603	1618	Gerry Enslin
1903	1920	Chris Ternel	1593	1608	Mark Calderbank
1872	1863	Lawrence Powell	1561	1579	Jeff Barber
1864	1867	Tony Lee	1545	1545	Julian Minwalla
1853	1863	Marcus Wrinch	1536	1532	Irving Czechowicz
1852	1819	Raj Jansari	1529	1526	Gheorghe Filipas
1839	1834	Kevin Stebbing	1510	1525	Paul Barwick
1829	1809	Martin Barkwill	1471	1463	Myke Wignall
1793	1808	Simon K Jones	1440	1448	Kevin Jones
1789	1781	David Startin	1430	1445	Andy Bell
1775	1790	Stewart Pemberton	1428	1440	Mick Harris
1755	1771	Nicky Check	1413	1422	Vicki Pemberton
1750	1748	Danny Cohen	1391	1378	Neil Everitt
1731	1645	Peter Chan	1387	1393	George Hall
1724	1739	Mardi Ohannessian	1377	1385	Mick Vacarey

Biba World Championship, 2, 3, 4 July 2010

Main (34)		Friday 500 (18)		Last Chance (16)		GP @ World	
1	George Hall	1	Paul Gilbertson	1	Jeff Barber	18.58	George Hall
2	Chris Ternel	2	Andy Darby	2	Uldis Lapikens	18.58	Chris Ternel
3&4	Lawrence Powell	3&4	Rachel Rhodes	3&4	Arthur Wright	13.41	Paul Plumptre
3&4	Gerry Enslin	3&4	Robin Swaffield	3&4	Kevin Jones	9.29	Lawrence Powell
5to8	Nicky Check	5to8	Myke Wignall			9.29	Gerry Enslin
5to8	Peter Bennet	5to8	Simon K Jones			6.19	Paul Barwick
5to8	Danny Cohen	5to8	Jeff Barber			6.19	Danny Cohen
5to8	Paul Barwick	5to8	Paul Barwick			6.19	Nicky Check
						6.19	Peter Bennet
						6.18	Jon Barnes
						6.18	Andrew Darby
						6.17	Jeff Barber
						4.13	Rachel Rhodes
						4.13	Paul Gilbertson
						4.13	Myke Wignall
						4.13	Arthur Wright
						4.13	Phil Tutchings
						4.13	Stewart Pemberton

Consolation (30)		Poker (16)		World's End (16)		Team (6)		Jackpot (4)	
1	Paul Plumptre	1	Al Hogg	1	Eric Westbrook	1	Arthur Wright	1	Peter Bennet
2	Peter Bennet	2	Dan Tutchings	2	Al Hogg	2	Richard Biddle		
3&4	Andy Darby	3	Phil Tutchings	3&4	Steve Rimmer				
3&4	Jon Barnes	4	Lawrence Powell	3&4	Jon Barnes				
5to8	Marcus Wrinch	5	Rob Tutchings						
5to8	Richard Biddle	6	Mark Calderbank						
5to8	Paul Gilbertson	7	Mick Harris						
5to8	Paul Barwick	8	Andy Darby						

4.13	Neil Everitt	4.12	Marcus Wrinch	2.58	Alistair Hogg	2.57	Uldis Lapikens
4.13	Robin Swaffield	4.1	Eric Westbrook	2.58	Rosey Bensley	2.57	Kevin Jones
4.12	Richard Biddle	2.58	Steve Rimmer	2.58	Mark Calderbank	2.06	Dorothy Lee

Ranking changes @ World (new/old)			1723	1709	Jon Barnes	1513	1515	Richard Biddle
1991	1972	Peter Bennet	1718	1742	Uldis Lapikens	1509	1532	Dorothy Lee
1936	1903	Chris Ternel	1712	1685	Paul Plumptre	1485	1387	George Hall
1913	1906	Paul Gilbertson	1700	1713	Steve Rimmer	1470	1490	Eric Westbrook
1898	1928	Julian Fetterlein	1625	1603	Gerry Enslin	1460	1471	Myke Wignall
1893	1872	Lawrence Powell	1613	1604	Andrew Darby	1444	1458	Rosey Bensley
1867	1876	Rachel Rhodes	1600	1622	Phil Tutchings	1424	1440	Kevin Jones
1846	1853	Marcus Wrinch	1584	1561	Jeff Barber	1406	1428	Mick Harris
1763	1793	Simon K Jones	1578	1593	Mark Calderbank	1391	1413	Vicki Pemberton
1762	1775	Stewart Pemberton	1574	1562	Robin Swaffield	1390	1391	Neil Everitt
1752	1755	Nicky Check	1537	1560	Alistair Hogg	1369	1357	Arthur Wright
1750	1750	Danny Cohen	1527	1510	Paul Barwick			

Friday 500 July 2010

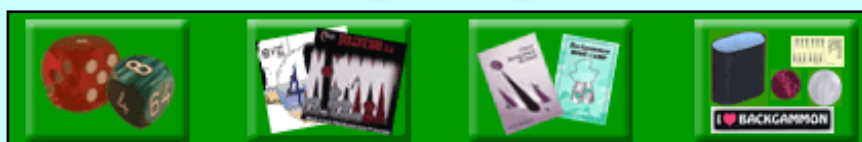
100	Andy Darby	14	Ed Turner	7	Eddie Barker
78	Myke Wignall	14	Julian Fetterlein	7	Gareth Timms
78	Nicky Check	13	Paul Barwick	7	Ian Tarr
56	Mardi Ohannessian	13	Vaidas Movicenko	7	Jon Barnes
45	Simon K Jones	12	Robin Swaffield	7	Paul Lamford
44	Peter Bennet	12	Ann Pocknell	7	Stef Rohan
38	Jeff Barber	12	Bob Brinig	7	Stewart Wilson
37	Mick Harris	12	John Hedge	7	Stuart Pemberton
37	Phil Tutchings	11	Gerry Enslin	4	Angie Dell
37	Andreas Sophocleous	11	Kevin Jones	4	Billy Sharp
36	Tony Fawcett	11	Anne Ryder	4	Chas Perry
35	Brian Lever	11	Arthur Wright	4	Dave Ablett
31	Paul Gilbertson	9	Cecilia Sparke	4	Dorothy Lee
29	Rosey Bensley	9	Jonathan Frame	4	Ian Hesketh
25	Rachel Rhodes	9	Lawrence Powell	4	Irving Czechowicz
25	Mick Vacarey	9	Michael Crane	4	John Frame
25	Mark Calderbank	9	Ray Kershaw	4	Malcolm Robertson
23	Richard Biddle	9	Rob Tutchings	4	Paul Gillam
20	Kevin Stebbing	9	Sean Casey	4	Peter Chan
16	George Hall	9	Tony Walters	4	Peter Christmas
16	John Wright	9	Vicki Pemberton	4	Roy Hollands
16	Marcus Wrinch	7	Carl Dell	4	Simon Morecroft
16	Martin Birkhahn	7	Chris Ternel	4	Steve Taylor
15	Martin Barkwill	7	Danny Cohen		
			Dave McNamara		

Andy remains at #1 and Nicky and Myke share #2 with 78 points each. Andy is away for next month - so perhaps he will return and find himself usurped. There are four months left to make an impression on the listing and getting into the Top 16 and a shot at the £500 first prize. At least half of the present Top 16 are in positions that can easily be altered. Just a couple of good placings on a Friday night could see you up there with 30 to 40 points extra!



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Poker Grand Prix July 2010

Poker Grand Prix July 2010			Pts	Player	Entries	Pts	Player	Entries
Pts	Player	Entries	39	Martin Barkwill	3	12	Paul Gillam	1
106	Vicki Pemberton	Q	37	John Wright	3	11	Cecilia Sparke	1
101	Lawrence Powell	Q	31	Rob Tutchings	3	10	John Frame	1
99	Mark Calderbank	Q	31	Paul Gilbertson	3	10	Chris Evans	1
97	Simon K Jones	Q	29	Carl Dell	2	10	Eddie Barker	1
90	Andy Darby	Q	26	Al Hogg	1	9	Mick Vacarey	4
77	Phil Tutchings	Q	25	Ann Pocknell	4	9	Danny Cohen	1
53	Myke Wignall	Q	25	Dave McNamara	1	8	Julian Fetterlein	1
45	George Hall	Q	23	Paul Lamford	1	7	Angie Dell	1
44	Marcus Wrinch	Q	23	Vaidas Novicenko	1	6	Stewart Pemberton	1
43	Mick Harris	Q	20	Jonathan Frame	1	5	Kevin Stebbing	2
80	Rosey Bensley	4	17	Raj Jansari	1	5	Tony Lee	1
67	Tony Fawcett	4	15	John Batty	2	3	Carol	1
44	Dan Tutchings	2	14	Billy Sharp	1	3	Roy Hollands	1
			13	John Hedge	2	2	Alexis Hogg	1

Although Vicki remains at #1, Lawrence Powell and Mark Calderbank (swapping positions) are snapping at her heels and it is going to be very difficult for her to remain in the top five for much longer without a couple of big wins. Andy Darby drops down to #5 as Simon K Jones takes over his #4 slot and Phil Tutchings is just elbowed out. We are just halfway through now (it ends in December), so there is bound to be a few more changes in the Top 5 as each entrant jockies for position.

Grand Prix Championship July 2010 (7.74 and above)

Grand Prix Championship July 2010 (7.74 and above)						10.30	Stuart Mann
59.34	Nicky Check	30.93	Mardi Ohannessian	19.58	Irving Czechowicz	9.81	David Motley
57.26	Adrian Jones	29.92	Gerry Enslin	18.57	Andreas Sophocleous	9.29	Paul Lamford
54.13	Mark Calderbank	29.41	Peter Chan	18.54	Eric Westbrook	9.29	Brendan Burgess
53.13	Rachel Rhodes	28.89	Julian Fetterlein	18.03	Mick Vacarey	9.29	Sean Williams
52.11	Marcus Wrinch	27.87	Simon K Jones	17.55	Julian Minwalla	9.28	Monica Beckerson
51.09	Phil Tutchings	25.27	John Wright	14.94	Peter Christmas	9.27	Peter Snape
51.04	Andy Darby	24.77	John Hurst	13.93	Arthur Wright	8.77	Rosey Bensley
50.06	Stewart Pemberton	24.77	Sean Casey	13.92	Carl Dell	8.77	Robert Tutchings
50.03	Chris Ternel	24.25	Neil Everitt	13.42	Raj Jansari	8.26	Bob Young
45.40	Paul Barwick	24.23	Martin Barkwill	13.41	Gheorghe Filipas	8.26	John Hedge
44.86	George Hall	24.22	Uldis Lapikens	13.41	Neil Webb	8.25	Kevin Stebbing
42.31	Lawrence Powell	23.69	Jon Barnes	12.38	Richard Biddle	8.24	David Phillips
42.29	Jeff Barber	23.22	Kevin Jones	12.35	Dorothy Lee	7.74	Brian Metcalf
41.26	Vicki Pemberton	22.70	Brian Lever	11.87	Ray Kershaw		
40.76	Paul Plumptre	22.70	Vaidas Novicenko	11.86	Angie Dell		
37.16	Paul Gilbertson	21.66	Ann Pocknell	11.83	Peter Finnimore		
35.61	Myke Wignall	20.65	Mick Harris	11.35	Ian Hesketh		
32.50	Tony Fawcett	19.60	Danny Cohen	10.32	Tony Lee		

Ranking Championship July 2010

Q 2131.71	Paul Barwick			8	1279.63	Ed Turner
Q 2094.29	Marcus Wrinch	Q 1620.86	Tony Fawcett	8	1278.50	Gheorghe Filipas
Q 2077.93	Lawrence Powell	Q 1611.43	Neil Everitt	7	1944.86	Julian Minwalla
Q 2068.64	Phil Tutchings	12 1706.58	Simon K Jones	7	1578.71	Rosey Bensley
Q 2058.07	Nicky Check	12 1703.00	Julian Fetterlein	7	1547.86	Rob Tutchings
Q 2040.Q	Stewart Pemberton	12 1430.75	Kevin Jones	7	936.43	Anne Ryder
Q 1987.29	Jeff Barber	11 1892.36	Gerry Enslin	6	2201.33	John Hurst
Q 1967.57	George Hall	11 1571.36	Uldis Lapikens	6	2196.50	Sean Casey
Q 1967.43	Myke Wignall	10 1754.50	Sean Williams	6	1836.83	Vaidas Novicenko
Q 1960.71	Chris Ternel	10 1724.10	Martin Barkwill	6	1773.17	Brian Lever
Q 1938.71	Paul Gilbertson	10 1626.00	Ann Pocknell	6	1589.50	John Wright
Q 1899.93	Peter Bennet	10 1490.30	Andreas Sophocleous	6	1577.67	Brian Metcalf
Q 1898.29	Vicky Pemberton	9 2051.22	Peter Chan	6	1536.17	Dan Tutchings
Q 1895.93	Mark Calderbank	9 1740.78	Adrian Jones	6	1498.17	Richard Holness
Q 1889.71	Andy Darby	9 1489.56	Mick Vacarey	6	1473.00	Bob Young
Q 1880.71	Rachel Rhodes	9 1396.44	Arthur Wright	6	1376.67	Jean Wade
Q 1798.71	Paul Plumptre	8 1560.50	Ray Kershaw	6	1203.17	Linda Taylor
Q 1743.71	Mardi Ohannessian	8 1547.13	Eric Westbrook	6	1031.00	Michelle Ford
Q 1626.79	Mick Harris	8 1465.63	Peter Christmas	List only shows 6 entries and		

List only shows 6 entries and above



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DECEMBER 2010**