

No. 67, 2003 November December

Magazine of the British Isles Backgammon Association

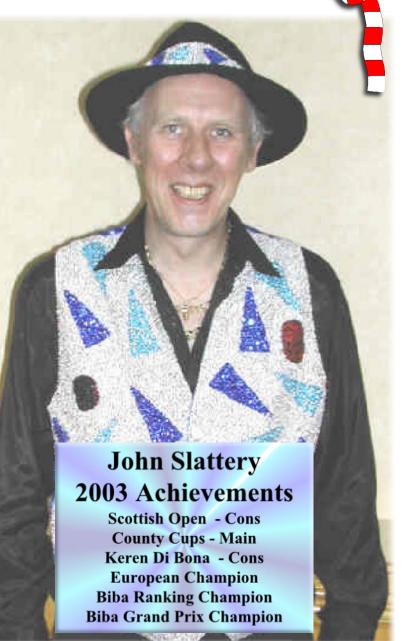
Editor/Publisher: Michael Crane, 2 Redbourne Drive, Lincoln. LN2 2HG Office/Fax: 01522 888676, Home: 01522 829649, Mobile: 07900 916468 info@backgammon-biba.co.uk, www.backgammon-biba.co.uk



Dedicated To

Backgammo





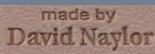




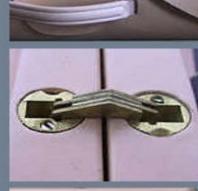


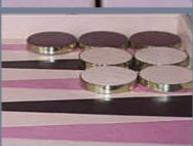


Anatomy of a **David Naylor Board**









Discover the Beauty of Leather in its Noblest Form - BACKGAMMON David has been building leather backgammon boards for over 22 years at his workshops in the Italian Alps and now London. All leather used is finest Tuscan quality selected personally by David himself.

Info Email:info@backgammon-boards.co.uk Tel: Within UK 07930 460647 Tel: Outside UK +44 7930 460647

Advertising Rates

£80 / €120 Full Page: £45 / €70 Half Page: Quarter Page: £30 / €45 For details contact Biba HQ or email:

adverts@backgammon-biba.co.uk

Issue Dates

Mid: January March May July

> September November

Bibafax is read worldwide by backgammon players; all looking for tournaments, merchandise or backgammon related items. All looking for what you have!

Advertising in Bibafax in full colour is by far the most economical and cost-effective paper based advertising available to promote your event, product or service, reaching hundreds of customers around the world.

To see an example of our colour adverts see pages within this issue.

NB: If you have not received a full colour edition of this Bibafax then you can do so for the one-off payment of just £7 / €10 which shall be refunded when you place vour first advert.

Ask about our discounted rates for multiple issues and make even bigger savings!

Championships

The first big change here is prize money! The 2004 Grand Prix Champion will receive £250 and the Runner-up, £50, with 3rd getting £25 This, and a similar amount for the 2004 Ranking Champion etc,. will be funded via £1 being added to the Registration Fee taking it to £16. If the money collected is less then it will be made up and if it is more then it'll be divided between the 'winners'.

Other changes in the Grand Prix are in the number of points awarded and the threshold for attaining them. As you can see from the chart, GP points will be awarded for each round won. Also, the number of points has been changed. They are based (loosely) upon the Mind Sports Olympiad, Pentamind formula, and have been adapted for use within the Grand Prix. Unlike 2003, the GP points will not be the sum of all GP points within the event but the highest attained.

Using three Swiss tournaments (18 x 11 point matches) I have done a comparison between the existing and the

new points system.

Qualification for the Ranking Championship will be reduced to 14 from 18 x 11point matches after discussions with several players.

Swiss Format + Consolation

It is quite simply two competitions in one. There is the Main which everyone starts in, and then there is the Con**solation** for those players that have not won 2/2.

Firstly I'll deal with the **Main**:

Players that remain in the Main at Round 3 will be placed into a wholly separate section and will play within this section only. If you were wondering why anyone losing their first match would want to play a second, read on. If those entering Round 3 is an odd number then a random draw from those with 1 win will decide the even player. Likewise, if those continuing in the Main number less than 8, then random 1s will be drawn to make them up to eight. From this section will emerge the Main winner, runner-up, etc.

The Main Swiss, except for the above differences, will remain unchanged: Wins and sum of opponents' wins to decide position (*). In the event of a tie for 1st or 2nd place there will be a 3 point

Format 2004 - Changes -

Grand Prix - Knockout										
Element:	Main	Cons	LC	Sui						
7	32.00	24.77	18.58	13.42						
uo 6	24.77	18.58	13.42	9.29						
≥ 5	18.58	13.42	9.29	6.19						
spi 4	13.42	9.29	6.19	4.13						
Rounds 2	9.29	6.19	4.13	2.58						
≥ 2	6.19	4.13	2.58	2.06						
1	4.13	2.58	2.06	1.55						

	Swis	S
	7	32.00
1	6	24.77
Von	5/6*	18.58
>	5	13.42
spuho	4	9.29
loy	3	6.19
~	2	4.13
	1	2.58

out of 6

* 5 consecutive wins

zero (*) and they continue playing another 4 x 11 point matches.

The Consolation Swiss, except for the above differences, will remain unchanged except that only wins and sum of opponents' wins to decide position will be counted from the Consolation section. In the event of a tie for 1st or 2nd place, one of two tie-breaks will be applied.

- If the tied players have met within the Consolation, the player that won will be judged the winner. If this fails then
- A comparison will be made on players met (Main and Consolation) and, where both players have met the same player, the tied player who won the most will be deemed 1 point ahead of their rival. If, after this comparison the tied players remain tied, they will be judged joint 1st.

Subject to demand there will be a £5 and £10 Consolation pool.

Irrespective of what section a player is in,

the allocation of Grand Prix points will be unaffected, based upon total wins within the weekend's competition(s). Similarly, the 1000-To-1 will be based upon both sections.

Ranking points remain as usual, based upon wins and losses within both sections.

(*) For Main positional purposes only all wins, both within the Main and Consolation are counted for the sum of opponents' wins.

Existing system John Slattery 26.50 **Bob Young** 19.50 Tony Lee 15.30 Roland Herrera 15.20 Julian Fetterlein 14.40 Emmanuel Di Bona 12.60 Jane Oxley 12.30 Lawrence Powell 11.30 Steffen Nowak 11.30 10.20 Peter Christmas

49.54 John Slattery Bob Young 34.06 33.03 Roland Herrera Jane Oxley 28.90 Emmanuel Di Bona 27.87 Julian Fetterlein 27.87 Steffen Nowak 26.84 Tony Lee 24.77 Lawrence Powell 22.71 Jeff Barber 20.13

Proposed system

match to decide the eventual position (and pool payout if affected).

The initial prize pools will be deemed Main Only and will be paid out within the Main section. If one or none of the pool entrants are not within this section then the pool(s) affected will be paid out in the Consolation section relative to 1st and/or 2nd position in the Main pool entry. Likewise, any Saturday Group Auction purchases are Main Only and paid out within the Main section. The Sunday Player Auction remains as before with those on 3-3 being auctioned and paid out within these players.

Now to the **Consolation**:

Any player not on 2/2 is entered into a new, Swiss competition wherein their first two match wins (1 or 0) are reset to

Friday Night

As an alternative to the existing Warmup Knockout there will be, subject to demand, an 8-player Super Jackpot with an entry fee of £250 and a 1st prize of £2,000 (winner-takes-all). If possible the 8 can be expanded to 16 wherein the prize money will be doubled or two sets of eight - players will vote for their choice. Super Jackpot matches will be for 15 points and will continue on the Saturday night if necessary. Entrants of the Super Jackpot are not excluded from the Warmup Knockout but the Warm-up must take precedence.

Saturday

Starting with the UK Finals in December 2003 (see page 9 For full details of the first one) Rosey's Rollout will become a regular feature of all Biba tournaments.

Sporting a new name, The Rolling Rollout, the format will remain the same but each roll taken will cost just 50p with the winner taking the whole pot. If the re-

corded roll is not matched at the unveiling at 14:30 Sunday then the entire kitty will be rolled over until the next tournament.

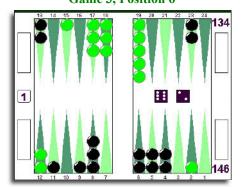
Finally, please note that the starting time for Friday night is 21:30, as is the starting time for the Doubles on the Saturday night.

Cockshot . . . Cockup

Michael Crane looks at the Roy Hollands match between John Wright and David Nathan.

It seems that John (playing as black) has a problem with playing 62s. During the recorded part of his Finals match against David, three of his biggest blunders were from playing a 62. In a match where he had seven checker play blunders to David's three, that many 62s is worth focussing upon. The first came in

Game 3, Position 6



13 point match Black 4 White 9 Black to play 62

Here are the Top Six from Snowie:

23/15*	0.920	
23/21 8/2*	0.452	-0.468
11/9 8/2*	0.450	-0.471
9/7 8/2*	0.438	-0.482
13/7 9/7	0.394	-0.526
13/11 8/2*	0.362	-0.558

The first thing one notices is that in five of the six plays Snowie advocates a hit. The best one being 23/15*. This play not only gets a runner out but it hits the blot on white's 10-point leaving only a direct 3 to hit back - and that 3 is also a re-entry roll resulting in some duplication. As you've probably guessed, the only roll that doesn't hit was in fact John's play. He preferred to make the bar-point playing 13/7 9/7. It looks good but it is only a temporary measure. White now has direct 1s to hit (30.55%) or 16 (44.44%) rolls that make his 5-point without having to break his holding prime.

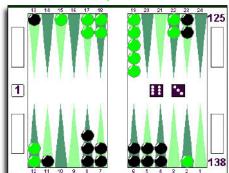
If black were able to escape one of his back checkers the remaining checker would be under the gun and in grave danger of being pointed on and perhaps even being pointed out.



By going for a 5-prime, John has lost his timing and isolated his runners. This play reduced his game winning chances from 72.1% to 58.2% and resulted in an equity loss of 0.526, the biggest checker play loss in the entire match.

White rolled 53 and made his 3-point, then black rolled a 63 in this position:

Game 3, Position 7



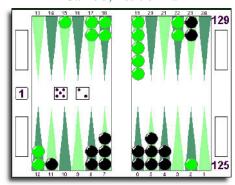
Black 4 White 9 Black to play 63

Once again, John misses the opportunity for a hit and a threat on the 15-point blot by playing 8/2* 23/20 and instead plays 13/7 8/5 losing 0.091 equity, decent builders but nowhere near as good as the hit & threat.

White then makes a blunder (see position in the next column) by moving 13/8 13/11 and he loses 0.175 equity, deciding to move Snowie 5th.

John sees an opportunity to cube, and David accepts - two correct actions.

Game 3, Position 7a

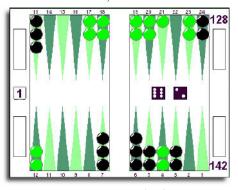


Black 4 White 9 White to play 52

The game progresses to a conclusion with John just edging ahead in the bearoff to win the two points.

John's second 62 is a similar position to the previous one inasmuch as the best play is to run a man out or at the very least, to get one of them moving.

Game 5, Position 10



Black 7 White 9 Black to play 62

Here's what Snowie thinks:

24/16	-0.477	
24/22 13/7	-0.593	-0.116
13/5	-0.847	-0.370
24/22 7/1	-0.871	-0.394

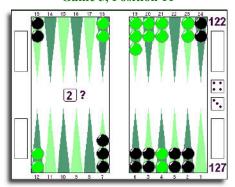
Black's back checkers are in serious trouble. Eighteen rolls (50%), 4s or 9s from white next roll will cover the 4-point blot and, although four leave a shot on the 13-point, white's advanced anchor is far superior to black's 1-point anchor ensuring an easy re-entry and exit.

John played 13/5. The benefit of the extra builder on black's 5-point is offset by his poor timing and black's back checkers. Running out will make it harder for white to hit and to cover his 4-point. The actual play cost John 0.370 in equity and reduced his game winning chances from 41.5% to 32.2%.

David covered the blot on his next roll, John made his 2-point and then David shipped across the cube in the position shown at the top of the next column.

John considered this double for some time, but he makes a further blunder and takes giving away 0.446 in equity according to Snowie who says this is a **Double/Pass**.

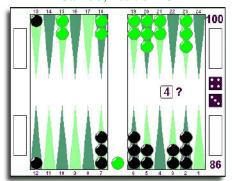
Game 5, Position 11



Black 7 White 9 White cube action

The game continues with white as the favourite until he's hit by a 64 joker from black who played 22/12 and plonked him on the bar. David danced with a 52 . . .

Game 5, Position 18

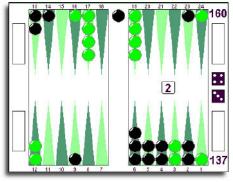


Black 7 White 9 Black cube action

. . . John correctly re-cubed to 4 and David correctly (but reluctantly) passed.

The next couple of games pass without comment then John ships across the cube in:

Game 7, Position 7

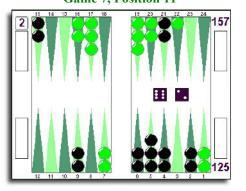


Black 9 White 10 Black cube action

David takes and in doing so gives away a massive 0.785 in equity. This is a mammoth pass. Snowie says, **Too good to double/Pass**, and you'd think that John would be onto a winner here, wouldn't you? Ah, but you're forgetting the 62s that keep giving John trouble!

Four rolls later . . . John's last (and least costly in loss of equity terms) 62 blunder came in:

Game 7, Position 11



Double match point Black to play 62

Snowie's best plays were:

9/3 5/3	0.625	
21/13	0.503	-0.123
13/5	0.339	-0.287
21/15 5/3	0.315	-0.310

Yet another position where a running play is a candidate, here as second choice. This time John decides to run and loses 0.123 in equity; the best play being making the 3-point. This play would give him a very strong 5-point home board prime and, although the blot left on the 9-point is vulnerable to 2s (33.33%) his advanced anchor on white's 4-point (and whites 2-prime) should count well in his favour. Also, if hit he is likely to get a shot with a 6, a roll that cannot be used to re-enter.

David rolled 44 and hit and covered the home board blot, and, although he did re-enter a couple of times, John never recovered from the hit and lost a gammon and the match.

Although the loss of equity in this instance was his lowest of the three positions it turned out to be a 100% loss in game and match winning chances.

So, there it is. Playing 62s can be a problem - especially for John. Do you think he's shy about the consequences of rolling a *true* cockshot!!

This match is online at **Gammon-Village**.

Early/Late Ratio

By Tom Keith

First a brief history of the terminology. The "early/late cost ratio" is a term I used in a 1996 article (www.bkgm.com/articles/mpd.html). When the computer program Snowie came out (1998), it included the ability to report this ratio for a given match score. Snowie called it the "early-late ratio."

Douglas Zare has written a column on early-late ratio in the July 2002 issue of GammonVillage

(www.gammonvillage.com/), which explains the concept very nicely. MC: GammonVillage is available only by subscription. Biba members who subscribe to the Gold or Diamond service via Biba can get 3 months free. Email GV@backgammon-biba.co.uk for details. A subscription gives you access to past articles.

One way to view the doubling decision in backgammon is that it depends on four things:

- 1 Your current game-winning changes (GWC).
- 2 Opponent's take point (the point at which his equally well of taking or dropping your double).
- 3 The volatility of the position (how much can change between now and your next turn).
- 4 The early-late ratio.

Your goal is to double as close to the opponent's take point as possible. A double made at exactly the opponent's take point is said to be an "efficient" double. Early doubles (where opponent has a clear take) and late doubles (where the opponent has a clear pass) are "inefficient." But inefficiency is not equal on both sides of the take/drop line.

That's the purpose of the early-late ratio, to compare the inefficiency of doubling early to the inefficiency of doubling late.

For example, in money play it turns out that the early-late ratio of an **initial double** (when the cube is centered) is 0.5 -- an early double is only half as inefficient as a late double. If opponent's take point is, say, 75%, then doubling at 74% GWC is half as inefficient as doubling at 76% GWC. Or, another way of looking at it, doubling 2% early is just as good as doubling 1% late, and vice versa.

For a **redouble** (when you own the cube), the early-late ratio is 1.0. An early redouble is just as inefficient as a late redouble. You are equally well off redoubling 1% early as you are redoubling 1% late.

Why the difference? The reason is that owning the cube has value; as long as you hold the cube your opponent can't use it. This fact has recognized by players for a long time; the early-late ratio just puts a number to it.

In match play things are more complicated. The early-late ratio depends on not only on who owns the cube, but also on the score of the match, the level of the cube, and the fraction of wins in the cur-

rent game that will be gammons. These are a lot of factors, and unfortunately a single table doesn't encompass them all, so the tables below are for various match situations.

Martin Krainer asks:

Let's say I'm 2 away and opponent is 8 away. When there are no gammon chances I would like to have 83% to double. Now the cost ratio says at this score a number of 1.7. How do I manage this number now?

The table presented in the article your refer to assumes that 20% of the wins in the current game are gammons, so we can't use that here. Instead refer to the first table above (initial double, no gammons).

This table says that the early-late ratio is 1.04. 1.04 is higher than normal (normal being 0.5) and reflects the fact that you are ahead in the match and will have to be more careful than usual about letting the cube go too high. An early-late ratio of 1.04 is actually about the same as for a **redouble** in money play.

Going back to factors that influence the doubling decision, the primary indicators are your current game-winning chances (GWC) and the opponent's takepoint (TP). You've computed your opponent's TP as 83%.

As long as you have no market losers (no chance that before your next turn your GWC will exceed opponent's TP), then you have no decision to make and can leave the cube alone. But once you have market losers, you have to decide (a) how many there are, (b) how big they are, and (c) how costly they are.

How big your market losers are depends on how close you are to opponent's TP. It also depends on the volatility of the position. If you are getting close to opponent's TP and the position is volatile, then you will certainly have some big market losers. High volatility argues for doubling early.

How costly your market losers are depends on the early-late ratio. If you have a low E/L ratio, then losing your market is more costly than normal and you want to be extra sure to double while your opponent is still willing to take.

Notes

The Snowie definition of early-late ratio is not quite the same as my definition. If A is the cost of doubling early and B is

 \triangleright

	Early	ı/Late (Cost Ratio.	Cube at 1.	No (Gammon
--	-------	----------	-------------	------------	------	--------

Early/Late Cost Ratio, Cube at 1, 25% Gam

	-2	-3	-4	-5	-6	-7	-8	-9	-10		-2	-3	-4	-5	-6	-7	-8	-9	-10
-2:	0.00	0.84	1.72	1.35	0.89	1.02	1.04	1.05	0.93	-2:	0.00	0.57	1.03	1.14	1.14	1.56	1.83	1.70	1.43
-3:	0.29	0.85	1.42	0.94	0.76	0.77	0.83	0.79	0.77	-3:	0.22	0.64	0.96	0.84	0.89	1.06	1.30	1.14	1.09
-4:	0.36	0.74	1.06	0.88	0.71	0.72	0.74	0.74	0.72	-4:	0.27	0.58	0.80	0.76	0.77	0.90	1.06	1.03	0.96
-5:	0.35	0.51	0.76	0.64	0.61	0.62	0.65	0.65	0.65	-5:	0.32	0.41	0.56	0.54	0.61	0.71	0.83	0.82	0.82
-6:	0.22	0.37	0.56	0.56	0.56	0.58	0.61	0.62	0.63	-6:	0.26	0.34	0.43	0.46	0.52	0.61	0.71	0.74	0.76
-7:	0.27	0.33	0.48	0.47	0.50	0.52	0.56	0.57	0.58	-7:	0.35	0.32	0.39	0.40	0.47	0.53	0.61	0.64	0.67
-8:	0.22	0.29	0.40	0.42	0.45	0.48	0.51	0.53	0.55	-8:	0.30	0.31	0.36	0.36	0.42	0.47	0.54	0.58	0.61
-9:	0.25	0.28	0.39	0.40	0.43	0.46	0.49	0.50	0.52	-9:	0.33	0.28	0.34	0.34	0.39	0.43	0.49	0.52	0.56
-10:	0.19	0.26	0.36	0.38	0.42	0.44	0.47	0.49	0.50	-10:	0.24	0.25	0.30	0.31	0.36	0.40	0.46	0.49	0.53

Early/Late Cost Ratio, Cube at 2, No Gammons

	-3	-4	-5	-6	-7	-8	-9	-10
-3:	0.48	0.94	1.41	1.79	2.48	3.21	2.83	2.62
-4:	0.39	0.91	1.29	1.63	2.15	2.75	2.60	2.38
-5:	0.41	0.78	1.04	1.32	1.70	2.18	2.06	2.07
-6:	0.30	0.63	0.85	1.06	1.37	1.75	1.79	1.81
-7:	0.31	0.58	0.75	0.92	1.17	1.47	1.52	1.59
-8:	0.25	0.51	0.67	0.82	1.02	1.27	1.37	1.43
-9:	0.25	0.47	0.59	0.72	0.89	1.10	1.19	1.28
-10:	0.20	0.41	0.53	0.64	0.78	0.96	1.06	1.15

Early/Late Cost Ratio, Cube at 2, 25% Gammons

	-3	-4	-5	-6	-7	-8	-9	-10
-3:	0.32	0.57	1.05	1.46	2.04	2.64	2.60	2.72
-4:	0.27	0.56	0.92	1.30	1.75	2.25	2.30	2.35
-5:	0.28	0.49	0.77	1.05	1.40	1.80	1.84	1.98
-6:	0.21	0.41	0.62	0.84	1.13	1.45	1.57	1.69
-7:	0.22	0.38	0.56	0.73	0.97	1.24	1.34	1.47
-8:	0.17	0.34	0.49	0.65	0.85	1.07	1.20	1.31
-9:	0.18	0.31	0.44	0.56	0.73	0.92	1.03	1.15
-10:	0.15	0.28	0.38	0.49	0.63	0.79	0.91	1.02

the cost of doubling late, then my early-late ratios are reported as A/B. Snowie early-late ratios are A/(A+B). Either method works; in both cases a low number means you should double earlier than usual.

In his article on early-late ratio, Douglas Zare offers the following suggestion for

how you can relate the early-late ratio to actual play. "The [Snowie] early-late ratio tells you roughly what fraction of doubles should be passed in nongammonish positions. That is, roughly 1/3 of initial doubles should be passed, while 1/2 of the redoubles should be passed." Perhaps this is a good argument for using the Snowie definition of early-late ratio,

since it gives you something to relate to actual play.

Tom Keith's Backgammon Galore is online: http://www.bkgm.com/ where you'll find a sh*tload of interesting articles and features.

Special Christmas Offer on JellyFish

Can't afford to buy Snowie 4?

Why not purchase a copy of JellyFish 3.5?

3.5

Not interested because the Fish isn't as strong as the Snowman? Boy, you're hard to please! Just how difficult an opponent do you want for sixty-three quid? The Fish plays as well as or better than most players you'll ever play

against in real life. Try and get Bill Robertie to come 'round your house for £55 and play against you on demand.

JellyFish Tutor and Analyser versions will not only beat you on a regular basis but they will both tell you why you are losing by pointing out better plays and all your doubling mistakes. With the Analyser version you can even rollout positions to be sure of playing the correct move.

Order today from Biba HQ. Cheques payable to M. Crane.

* JellyFish 3.5 Xmas Off	er *
* Analyzer 3.5	£126
Upgrade A 2.0/3.0 to A 3.5	£33
* Tutor 3.5	£55
Upgrade T 2.0/3.0 to T 3.5	£17
Upgrade T 2.0/3.0 to A 3.5	£88
* Player 3.5	£20
Upgrade P 2.0/3.0 to P 3.5	£15
Upgrade P 2.0/3.0 to T 3.5	£54
Upgrade P 2.0/3.0 to A 3.5	£127

	IND	EX	
26	11th Irish Open Report	3	Format 2004 - Changes
28	1st Sharm El Sheikh Open Advert	20	Forthcoming Events
21	2004 Calendar	7	JellyFish Xmas Offer
21	2004 Dates	15	Letter Box
18	2004 Membership Renewals and Colour Bibafax	20	Local clubs
19	2004 Tournament Details	22	Nevada BG Association Advert
23	2004 Wall Calendar	17	Rollout to Order
2	Advertising rates & Deals	9	Rosey's Rollout
11	Archive - Before They Were (Really) Famous	24	Sandy Osborne Report
8	Backgammon from the Inside	13	Snowie Xmas Offer
7	BGShop.Com	19	Swedish BG Federation Advert
9	BIBA X.M.A.S. Word Grid	10	Sydney Backgamon Advert
25	Bristol '50' Report	16	The Swiss BG Group Advert
4	Cockshot Cockup	30	Tournament Results
2	David Naylor Boards	29	Townharbour Trophy Report
5	Early/Late Ratio	19	Twin Cities Backgammon Advert

You want it?

We've got it!

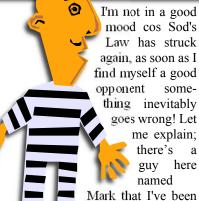


www.bgshop.com

The one-stop backgammon shop

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

Her Majesty's guest, Bad Boy writes



playing for the last month or so and for the first 3 weeks I've had such a beating

that if it had been a boxing match the referee would have stopped it to save me further punishment.

Mark is a bit of a wide boy and although (to my knowledge) he's never played on the Biba tournament circuit or any other tournament circuit for that matter, I'm reliably informed that he was a frequent visitor to the type of after hour establishments where winning at backgammon could be very financially rewarding but the problem was that getting your winnings and yourself **safely** back to your vehicle required a combination of martial arts, the ability to run 100 metres in 12 seconds and a good knowledge of the local area!

Despite my 3 week mauling I stuck in there cos I'm from "Sarf Lundun" and as a "Sarf Lunduner" I don't know the meaning of the word concede, in fact I don't know the meanings of lots of words cos I left school without completing my education, but I digress (don't know what that means either!).

I spotted a chink in Mark's armour and that is he tends to *steam* when things aren't going his way and starts to play recklessly but one of the things I like about him is that when we're playing there are in fact 2 battles going on, 1 on the board and then there's the verbal jousting that always accompanies our matches. Finally my patience paid off and he's been getting stuffed for the last 9 days . . . then disaster struck!!

Mark was found with a mobile phone at 11:30am last Saturday, the phone was confiscated and Mark duly received his charge sheet which read "Having an unauthorised item in his possession."

The adjudication would be on the Monday in front of the Governor but 12 hours and 45 minutes later (15 minutes past midnight) Mark was caught with yet another mobile phone and a can of super strength lager by the night patrol

The inevitable charge sheet duly arrived on the Sunday afternoon and Mark was now facing 3 serious breaches of prison rules, he started packing all his possessions on the Sunday night as he was certain he would be shipped out following his adjudication the next day. The day of judgement arrived and to everyone's surprise Mark only received 2 weeks loss of wages and 2 weeks loss of canteen and so it was handshakes and pats on the back from friends and associates at this unexpected good fortune.

Mark however was not convinced and

refused to unpack his possessions as he had beaten about 6 previous charges and knew he wasn't on any of the officers' Christmas card lists and his misgivings about the leniency of his punishment were justified when 4 days later the officers turned up at his room with written authorisation to transfer him back to a closed prison (as opposed to the open conditions he was currently enjoying).

Some guys actually prefer closed conditions but I prefer this type of prison, being able to walk around freely and having your own room is a luxury plus this place has quite a well stocked library whereas in quite a lot of closed prisons the only reading material is other prisoners tattoos or what previous prisoners have written on the wall of your cell, (*Psycho of East London was here 2001*)

My last memory of Mark is his face staring out of the back of the Ford Granada minicab as it drove out of the main gates. Mark's a grafter and no matter where he ends up he'll land on his feet cos he's that type of guy, old school, nothing seems to faze him.

As for me, my search for another backgammon player with the gift of the gab goes on.

MC: Should any of you wish to correspond with Bad Boy, I would be pleased to forward any letters to him. Just send them to Biba HQ or via email to badboy@youknow!

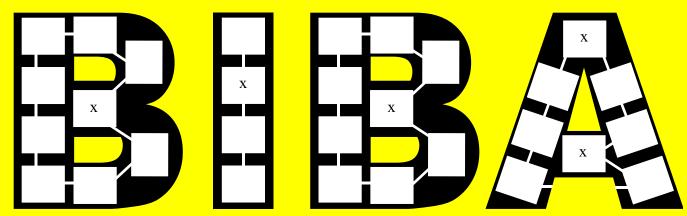
The Biba team of
Michael, Sharen, Tim and Julie
wish you all a
Merry Christmas
and a Happy 2004

BIBA X.M.A.S. Word Grid

Welcome to a special word grid. One to test your word skills, for which one of you will be handsomely rewarded with Lifetime Biba Membership and Free Entry for the At-A-GlanceTM British Open in April.

X.M.A.S. Stands for, **X** Marks **A** Spot within this Word Grid in which the letters when rearranged will spell out another word. To win the above goodies all you have to do is answer the clues below (send these as well when you enter), and place them in the Grid in such a way that the letters in the *x* squares can spell out the special word. Although it might be possible to make more than one word, (I've not bothered to search for any other than *my* word), I will accept multiple entries and will award a special prize for extra words.

Your word(s) and answer must be sent to Biba HQ or email grid@youknowwherebynow to arrive no later than January 31st (which is my birthday - cards and presents gratefully accepted!).



Online version of this concept? (9)
The season to be jolly? (9)

Playing in reverse? (8)

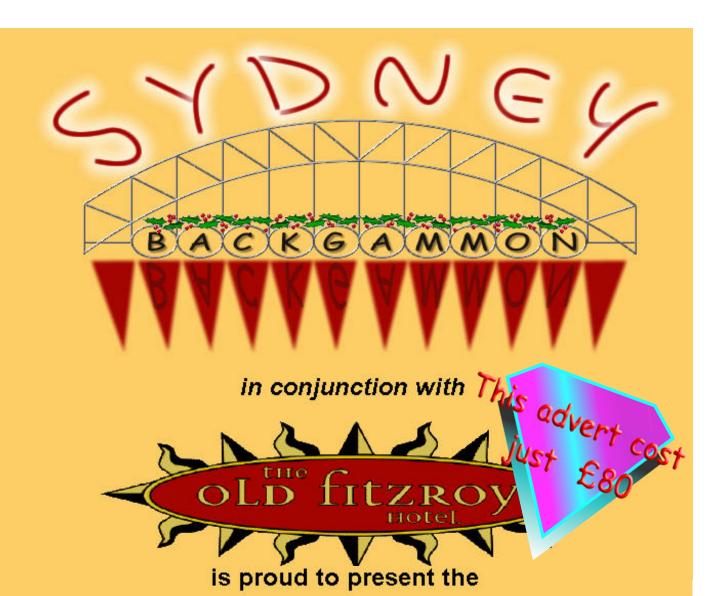
Always getting hit? (4)

Rosey's Rollout

O, Rosey Bensley is going to give away a magnum of champagne to some lucky person at the UK Finals on December 6th.

Rosey is going to roll four dice, total them all up and write it down. All you have to do to get the champers is to match that total.

When registering for the tournament, every entrant will be asked to roll four dice, and, if your roll matches Rosey's, the champagne is yours!



2003 Sydney Backgammon Championships

医乳腺素 医多种性性性性性性性性 医神经性性性性性性性性炎

Venue - The Old Fitzroy Hotel, Woolloomooloo, Sydney
Date - Sunday December 7th 2003. Start time - 10:30 am.

Format - Two Divisions; Single Elimination Knockout

Championship Division - field of 32 players; 9-point matches.

Intermediate Division - field of up to 64 players; 3-point matches (cube-less).

Entry Fees and Prize Money

Championship Division \$100 each entry. Total prize pool - 32 players x \$100 = \$3200.

Archive - Before They Were (Really) Famous

By Michael Crane & Dr. Roy Hollands

We've all heard of Jerry Grandell. He won the Olympiad in Venice (1996), Istanbul (1997), Dallas US Open (1998), and both of the biggest events in Istanbul, the World's Giant Jackpot and the World Cup Challenge (1999). But, perhaps he's best known as the 1997 World Champion (Monte Carlo).

Rick Janowski is responsible for **Janowski's Formula**: A formula devised by him for estimating match equity at a given match score. He is also the author of a learned paper, **Take-Points in Money Games**, (38 pages, details upon request). He has won the following Biba Main tournaments: Townharbour 1991, British Open 1992, Hilton Trophy 1996 and Townharbour 1996.

In addition to all this also helped The Snowie Group develop complex mathematical formulas to compute an accurate cubeful estimate from the cubeless equity, for Snowie 4.

This particular match was played between these two in the 4th Nordic Open, April 1992. It was recorded by Wolfgang Griese of Hamburg. In the match to 9 points, Rick Janowski is playing as black, and Jerry Grandell is white.

We have picked out plays that differ from the Snowie No.1 move (checker, MC & cube play, RH), and, although the authors offer comments we do not draw any conclusions from them.

Our comments are for discussion and Biba welcomes any replies from members; which will feature in a later edition.

Rick himself has said:

The date of this match would indicate it is before Jellyfish [or Snowie] was available. Consequently, the tighter play which neural network programmes have taught us, would not have been an issue then. I expect that the play is much "purer" as was the received knowledge at that time (text books, video commentaries from the likes of Joe Sylvester, Kent Goulding, Bill Robertie, etc). Rick Janowski, October 2003.

The first position comes about in the first game after several moves had been made on both sides of the board::

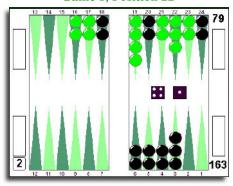


Rick Janoswski picture from Odense BG Klub



Jerry Grandell picture from GammonVillage

Game 1, Position 22



9 point match Black 0 White 0 Black to play 41

Not the biggest error ever made at just -0.023, but enough for Snowie to relegate the move into 3rd place.

Breaking off the 6-point is hardly ever on the top of Snowie's list, nor anyone else's, usually. However, playing 6/2 3/2 Rick does just that.

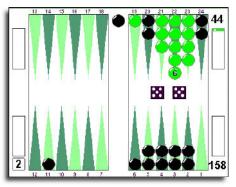
Jerry will not leave a shot next roll no matter what he rolls so it is possible to cover the open point quite quickly. However, there's no guarantee of this happening and the blot could well remain if Rick does leave a blot.

Snowie much prefers moving off the 18-point and slotting the 2-point, playing 18/14 3/2. Once again, Jerry will not be leaving a blot on his next roll and the 14-point black checker is as many pips away from the 2-point as the 18-point one was from the 6-point in the actual move.

Between these two moves, Snowie placed 18/13, still maintaining that moving off the 18-point is better than not. As it turned out, the actual play proved a winner!

On his next roll, Jerry rolled 43 and had to clear his 6-point of the two spare checkers; Rick then rolled 52 and ran off the 18-point after which Jerry then rolled his own 52 and played 9/4 9/7*. Rick danced for two moves and then rolled a Joker double five in this position:

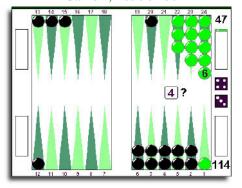
Game 1, Position 26



Black 0 White 0 Black rolls 55

Although Jerry entered immediately with a 41 he just couldn't get out and eventually Rick shipped across the 4-recube at this point:

Game 1, Position 30



Black 0 White 0 Black on roll Cube action?

First we will find the <u>Take</u> <u>Point</u>. White takes and wins. 4-0, 73% White takes and loses. 0-4, 27%. White drops. 0-2., 39%.

White risks losing 12% to gain 34%.

TP = Loss / (Gain + Loss)

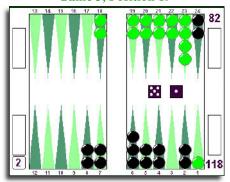
= 12/46 = 26.1% approx..

Using Kit Woolsey's criteria it is a double. Snowie's initial evaluation and a roll-out confirm this as **Redouble/Take**. To pass would lose 0.094 or more which is a serious error and not far from being a blunder.

Snowie says that white will win about 23% of the time. This is below the 26.1% TP so why is it a take? The answer lies in the volatility. White is 67 pips ahead, a huge advantage if it ever becomes a straight race. As black brings his checkers round white might roll a 6 together with a hitting number, or he might roll a 6 and black fail to hit. In either event white would have a massive recube which black would have to drop. Another scenario is if black eventually has to hit loose on his 1 point and white hits back.

Although these possibilities add up to enough for white to eke out a take, Jerry dropped giving Rick 2 points.

Game 3, Position 19



Black 2 White 1 Black to play 51

Hit by a flyshot 52 on move 15, Jerry finds himself with a holding 6-prime and Rick's only hope is that it'll crunch -soon!. Jerry might well crunch first with any of 10 rolls, but not until Rick has played this 51.

Jerry has a 14.4% chance of the gammon in this position so Rick really doesn't want a 3rd checker back right now . . . or does he? Playing 8/3 8/7 and slotting the 3-point is preferred by Snowie for its 1st choice with 8/3 6/5 and 8/3 4/3 next in that order. All Snowie's choices leave a direct shot whereas Rick's play of 8/2 leaves an indirect; but it comes out 4th and loses 0.136 in equity!

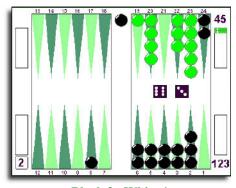
So, why is the risk worth it? Timing. Snowie's play ensures that whatever roll exits the last white checker it'll have to hit on its way out. Odds are that black won't re-enter too soon and in the meantime his board remains a threat.

If white rolls a 62 after the actual move then black's board is going to crunch quickly.

White does escape a few rolls later via a 64 which hit on its way out. Rick dances

for a couple of rolls and then we come to this position:

Game 3, Position 23

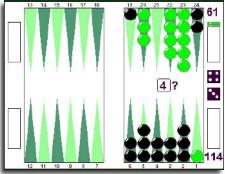


Black 2 White 1 Black to play 63

A forced error following a 44 roll from white leaves Rick an easy 6, but then he misplays the 3 according to Snowie. He moves it 8/5 and in doing so drops down to Snowie 3rd and loses 0.024 equity.

Not a big loss, granted, but consider the better play of moving 24/21. Now, if white re-enters he'll find it impossible to move a four without leaving a shot and, if he rolls a 61 then at least black won't have played past him. As it turns out he does re-enter, with a 21 playing 25/24, 5/3. At this point, Rick ponders some cube action:

Game 3, Position 24



Black 2 White 1 Black on roll Cube action?

First we calculate the TP. White takes and wins. 5-2, 70%. White takes and loses. 1-6, 20%. White drops. 1-4, 32%. White risks losing 12% to gain 38%.

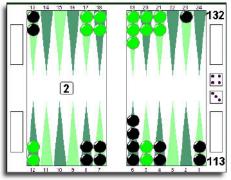
TP = Loss / (Gain + Loss)= 12/50 = 24%.

Is it a redouble? Use Kit's criteria and make up your mind. Snowie says No redouble/Take (equity 0.641 on rollout) with redouble, take equity 0.483. This makes the redouble a blunder, losing

0.157 equity. Note that the equity before doubling was only 0.37, not enough for a double.

The take is clear as white wins 28.2% (rollout) and only needs 24% to have a take. Black is 53 pips behind and must hit loose on his 1 point whenever the opportunity arises. White could then hit back on reentry, or escape with a 6 before black can hit. Since black is ahead in the match he would do better to hold onto the cube for now. The prospect of an 8-cube coming back, after some favourable moves for white, is very daunting. Jerry correctly took the 4-cube, and rolled out to win the bearoff and 4 points. (see *)

Game 4, Position 7



Black 2 White 5 White on roll Cube action?

Let's calculate the TP.

Black takes and loses. 2-7, 15%.

Black takes and wins. 4-5, 42%.

Black drops. 2-6, 24%.

Black risks losing 9% to gain 18%.

TP = Loss / (Gain + Loss)

= 9/7=33.3% approx.

Using Kits criteria it is definitely a double. Snowie's money equity and a rollout both show over 0.6 with white winning over 72% of the games and more than 15% as gammons. Cube action: Double/Pass according to Snowie. Black is definitely not up to the 33.3% TP and the take qualifies as a blunder.

Why did black take? He is 19 pips ahead in the race with white on roll. He is behind in the match and hence can take at a lower level than when equal or ahead. Unfortunately for black it is not yet a simple race so the timing advantage is with white. This is far more important than the race since they are in a holding game. Black's game is likely to collapse before white's does. White's five prime is formidable and unless black rolls a 1 soon, followed by a 6, he is in dire trouble.

A very clear Double/Pass. However, Rick takes and the game continues.

Game 4, Position 10

Black 2 White 5 White to play 55

Taking advantage of the fact he has a perfect prime straddling his bar-point, Jerry decides to play 20/15(2) and then continue one checker 15/5. Although exposing the 15-point blot to direct 3s this play does at least threaten the lone runner and, to a smaller extent, the mid-point

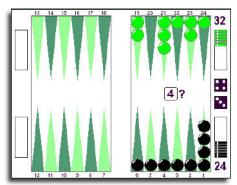
blot too. However, in its infinite wisdom, Snowie awards it 2nd place with an equity loss of an enormous 0.223.

Without a doubt this play would prove embarrassing if black rolled 33 - it might even lead to white crunching!

The better play was the hit & point and the extra inner point play of 8/3(2) 7/ 2*(2). This still leaves good chances of the mid-point blot being picked up (8s now with perhaps more to come) without any jokers springing out of the woodwork.

Black rolls a 21 and hits the 15-point blot; and as a consequence of this action, white's board does, a little later, begin to fall apart. Eventually black rolls a cockshot, escapes and gets to start bearing off first. White catches up and we then reach this position in the next column:

Game 4, Position 21



Black 2 White 5 Black on roll Cube action?

First we will work out the TP. White takes and wins. 9-2, 100% White takes and loses. 5-6, 41%. White drops. 5-4, 58%. White risks losing 17% to gain 42%.

Loss / (Gain + Loss)

17/59 = 28.8%.



Special Christmas Offer

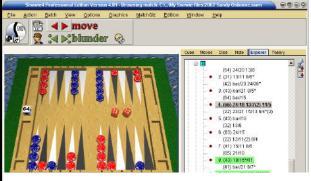
Purchase Snowie 4 from the Biba website and get one year's free Full Biba membership (on all orders placed before 24 December 2003) Direct link to web site:

www.bgsnowie.com/howtobuy/howtobuy.dhtml?distributor=MC23

BUCKCUMUN SHOMIE 4

Available now from Biba





Order your copy now from Biba (\$380, €400) £240:

snowie@backgammon-biba.co.uk 01522 829649

From the Biba Shop online: www.backgammon-biba.co.uk

Professional edition 4, full version \$380 Student edition, 4 full version \$100 Professional edition 4, upgrade from any previous Professional edition \$190 Professional edition 4, upgrade from Snowie 4 Student \$300 Professional edition 4, upgrade from any previous Snowie Student \$340 Professional edition 4, upgrade from any previous Snowie Champion \$250 Student edition 4, upgrade from any previous Snowie Student \$ 50 Professional edition 3, full \$190 Now let us look at Kit Woolsey's says, "If it is not 100% clear that your opponent has a take it is always correct to double."

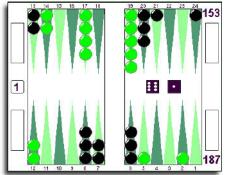
This makes it a redouble, which is confirmed by Snowie's initial view and also by a rollout. The rollout gives black 83.6% wins and a money game equity of 0.671. The problem is whether or not it is a take. The 16.4% wins given by the rollout is nowhere near the 28.8% which is the TP, so Snowie's **Redouble/Pass** is very clear cut, but Jerry takes instead.

The take loses a massive 0.395 equity, which represents a massive blunder. So why does an outstanding player like Jerry Grandell get it wrong? Even the greatest players make occasional blunders so maybe it was just a hasty decision that was way off target. However there are some features that might suggest a take.

Black's four checkers on his 1 point will produce wastage. Imagine these are the last four checkers. If he rolled, for instance, 54 he would bear off two checkers but use 9 pips, a wastage of seven pips. Thus the pip count of 24 to 32 is not quite as serious as it first seems. Then there is the probability of serious gaps in the boards of both players. Suppose black rolls 42, if he takes off two checkers be has gaps on his 2- and 4-points and an odd number of checkers left. Should he just bear off one checker from the 6point? Possibly Grandell hoped such problems would cause Rick to make errors. White could also get lucky and outroll black. These hopes do not, however, add up to a take as white can also have serious gaps and black might do the outrolling.

Rick, as expected, wins the bearoff with the added bonus of doubling his points from two to four!





Black 6 White 7 Black to play 61

Paul Magriel always referred to the 20-

point as **The Golden Point**, and so with Rick already holding his, and Jerry threatening to hold his with a 3, hitting 6/5* would appear to be the play with the 1 to stop white making the important advanced anchor.

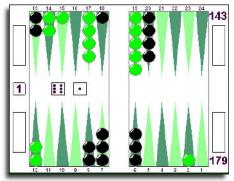
Rick didn't see it this way, and, although he did move the 6 correctly, 21/15 he played the 1 passively, 8/7.

This play was down to Snowie 4th and lost Rick 0.196 in equity. The importance Snowie attaches to stopping white establishing the anchor is reflected in the plays, 13/7 6/5*, 24/18 6/5* in 2nd and 3rd place.

Rick's play is just too safe. One is reminded of another Magriel rule regarding **safe play vs bold play**: This was a bold play position.

Jerry's reply was a 64, played 20/10*... a play only possible due to the 8/7 play of Rick's. Rick rolls 65 and is 'forced' to play 25/18; and then is promptly hit back...

Game 7, Position 9



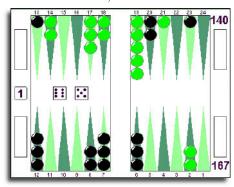
Black 6 White 7 White to play 61

... with a 61, 13/7* 8/7.

But, Snowie doesn't agree. This play leaves far too many return shots, almost 50% (17) and loses 0.247 equity into the bargain. Preferences for Snowie lie with safety and/or escape. Playing 23/22 allows a direct 6 escape and 10/4 picks up the 10-point blot. Or simply moving 10/3. Pointing on the bar-point looks good, but it's not that good and could well lead to future difficulties.

Those difficulties manifest themselves immediately as Rick replies of the bar with a 21, 25/23 13/12*. Jerry rolls 62 and plays 25/23 10/4 (remember this 10/4 play from a couple of moves back?). Rick then moves two men 20/12(2) following a 44 to make his blot safe, to which Jerry replies with a 65.

Game 7, Position 11



Black 6 White 7 White to play 65

Surprisingly the play made is 7/1 6/1 making the undesirable 1-point. This play resulted in a loss of equity of 0.089 at Snowie 2nd. The far better play was pointing on the 2-point 8/2* 7/2.

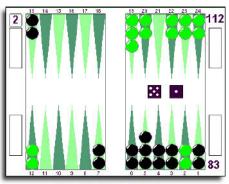
Although both plays leave direct shots the pointing play leaves three fewer with the added bonus of a chance of dancing, albeit slim.

As it turned out, neither play would have been made a difference because Rick rolled 52 and played 23/21* 13/8 placing white on the bar. White rolled 65, 25/14 and was then doubled and he dropped - both being perfectly correct actions.

In the last game, Game 8, with the score tied at 2-away, 2-away, Rick offers up an early 2-cube and Jerry takes what should have been a slender pass (-0.004).

For a long time Rick appears to be leading until an awkward 51 is rolled.

Game 8, Position 11



Double Match Point Black to play 51

Correctly he moves 13/7. Jerry rolls 31 and hits the blot. The next move recorded by Paul Money is 66 which, had Rick moved the other choice for 51, 6/1 6/5, could have been a winning roll . . . or would it?

No-one can remember if 66 was the actual roll thrown by Rick or one of convenience recorded by Wolfgang to show a dancing roll. However, when one looks over the previous dancing rolls they are recorded as 54, 31 21, etc., we could assume that Rick did indeed roll a double six. **Possibly!**

MC:* This match is available on the PDF, CD-ROM version of Bibafax. However, due to technical difficulties (and I'm too dim to correct them!) Game 3 is rolled to a conclusion in which black wins instead of white. In reality the recording stopped at move 36, 21 for black. White then apparently rolls a shitload of doubles to win. Unfortunately they are not recorded, but, Snowie, for reasons known only to itself decided to complete the game and alter the course of history!

Letter Box

Roy Hollands replies to Paul Money's comments on Roy's comments in Bibafax 65, page 31.



Money talks. Money misquotes.



Paul Money should be ashamed of himself. Regarding the Bennet v Clark match he says (quote) Roy argues that

these players lack class, because they got an advanced mark here. I said no such thing. Here are my actual words.

(Quote) Players in finals of Biba tournaments are consistently getting this grade, suggesting that our best are not yet up to (the) level needed to have any chance of winning the World Championship.

That is a far cry from saying that Peter and John lack class. I will wait, probably in vain, for an apology from Paul.

He also says (Quote) Taking Snowie ratings for a single match is not a good guide. I agree, as he would know if he had read my article You Too Can Be a World Class Player - Guaranteed (see Bibafax 61,page 4). But my comments were based on fourteen Biba finals and not on one match.

Have you ever given a backgammon lesson and been paid money (Money) for it?

If so what would you think if your pupil complained that many of your chosen moves were not Snowie's choice after he had done long rollouts on each of your suggestions? Do you think that articles such as Michael's **How Good Is Your Backgammon?**, should be criticised by someone going over every move with an extensive rollout?

There is a place for articles based on Snowie's suggestions and occasional rollouts are valuable to clarify close decisions. In Classic Backgammon Revisited Jeremy Bagai uses Snowie 2 and 3 to unearth errors made in the writings of Jacoby and Crawford, Magriel, Dwek, Cooke and Robertie. I look forward to a correction to this book, by Paul, based on Snowie 4. My great-grandson, at present aged 3, can then correct Paul's book using Snowie 9.

I will continue to write articles because of the Ray Kershaws (see Bibafax 65, page 31) and despite the Paul Moneys.

MC: I am looking forward to Paul's reply!

Douglas Zare on more-orless the same topic: Rather than repeating Snowie's evaluations, I think a modern analyst needs to provide reasons. Why is a decision



correct? What are the important features of the position? How could you modify the position or match score to make the other play correct, or is it always wrong? Although some reasons were given above, I'd like to see more.

For example, the bad take that was castigated as the worst blunder of the match had a cubeless equity of 0.693 according to evaluations. Gammonish positions with a cubeless equity of 0.600 are usually takes for money, so I would expect a position with a cubeless equity of 0.700 to be at worst a 1.2 pass for money, rather than a 1.542 pass. The reason this was such a large blunder is the match score. Trailing 4-away 5-away, the trailer needs to be more cautious about taking even in races, and particularly in gammonish positions. This is counterintuitive, since many people expect the trailer to be able to take positions that would have to be passed for money. People who don't recognize the effects of the match score will get incorrect feedback.

Keep in mind that a long rollout may be wrong in rare situations, but evaluations are often incorrect. For example, rollouts say the position is worth more than 0.750 cubeless, so I suspect the take was even worse

Both players have a lower average error rate than what they had during this match. That is necessary for succeeding competitively in the long run. It is hard to tell much from a single match; in my last 50 matches on GamesGrid, I've had error rates ranging from 0.5 to 9.4.

Although it is unclear to me that the above positions indicate a conservative trend among backgammon players in the UK, Chris Bray's excellent book, *What Colour is the Wind?* supports that idea. It is tough to get the right feedback over the board, playing against people who might also be too conservative, but analysis using the more objective bots can be helpful in breaking out of that pattern. The overall caliber of human play will improve as more people analyze their own play with the help of bots.

Julian Minwalla has something to say about leaving Hilton: By the way, I think you're dead right to move Biba from the Coventry Hilton next year. The "bar service" has always been second-rate but has now become intolerable, to the extent that it's just not worth asking for anything anymore. The restaurant food is also very poor at times, although I think the staff in there do their best. Feel free to pass on this email to our account manager at Hilton, in case it does any good for the balance of year.

MC: I did pass on this email to Hilton, and, for the last couple of weekends things have been better. However, it is too little, too late. I have signed contracts for 2004 with Hanover and I am looking forward to the new calendar.

Ric Gerace sends in details of his backgammon club:

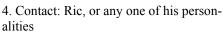
1. Name: Asylum BG

Group

2 Venue: Ric's Living

2. Venue: Ric's Living Room

3. Address: Falmouth, Cape Cod, Massachusetts



- 5. Club Web Page: None. The spider died.
- 6. Club Nights: Call to see if Ric is awake.
- 7. Format/Activities: Polite drooling over Liz Hurley, and fierce backgammon
- 8. Fees: Whatever Ric needs for rent and



cat litter

9. Playing Standard: Be awake and relatively sober

10: Beginners/Guests: Got cash?

11: Comments: Women welcome. Young ones. With money. And skimpy clothes.

MC: I'm on my way

Ron Havenhand is talking a load of BS:

I was fascinated by Roy Holland's article in Bibafax 65 about the Schidtt Family. He didn't mention two other well-known members of the family, viz. Hoss Schidtt and Chick N. Schidtt. I first became aware of these gurus when I was in full time employment in the software industry. My boss at the time introduced me to Hoss - he frequently told me that pieces of work I had done were Hoss Schidtt - so I knew at once just how important Hoss was and I followed his teachings in life generally, as did many of my colleagues.

Chick N. Schidtt was a favourite of a special colleague of mine, a friend of my boss who was rescued from the oblivion of having been made redundant by his previous employer given a high-powered job with our company. He soon proved

his worth and he was indeed a disciple of Chick N. Schidtt and this showed in all aspects of his work.

When I started playing backgammon last year, I continued with Hoss Schidtt's methods and those BIBA members who have played against me at BIBA tournaments will, I am sure, have noticed that I am a leading exponent of the Hoss Schidtt style of play.

Doubtless there are other members of this famous family known to your readers - I hope they will tell us about them.

MC: What a load of Schidtt, that was!

Bob Young springs to my defence: I don't

think you have to defend your spelling of Slats with one t, it is based on good English. Just offer them the comparison - pigs, piggery - Slats, Slattery - hens, Hennery (as in Hennery the Eighth I am).



MC: Ta, Bob.

Ron Havenhand (again) points out: I was going through the 2004 calendar on page 28 of Bibafax 66 and noticed that the UK Finals (6/7 Dec) are on a Monday and Tuesday. Is this an innovation?

MC: Yes....Er, no! OK, it was an error!!

Martin Hemming sends in this plug: This is advance notification of the 2004 tournament to be held at the Crown Inn Hotel Blockley, near Moreton-in-Marsh on the weekend of 30 January to 1 February 2004. I am pleased to say that the hotel rates are slightly lower this time around and the deposit needed to book a room is only £20. I know the £50 non-returnable deposit put some off last time, but this time I expect the rooms to go more quickly so although it's well in advance I do urge you to book early.

Once again this is a genuine not-forprofit event. All of your entry fee will contribute to the prizes and the room rate is discounted and contains no extras.

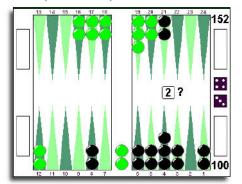
MC: See page 20 for details.



Rollout to Order

Snowie 4 gives the verdict

This position from the Liverpool Club, one evening September, comes from Rodney Lighton. Black (Rodney) against white (Tim Brown).



3 point match Score 0-0 Cube action?

Prime v Prime situations are considered amongst the trickiest at backgammon. In this position I expect that you could get opinions from No Double/Take to too good to double. But what is correct?

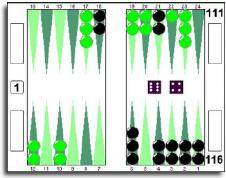
Solution: Jellyfish gives No Double/Take at Level 7, but a GNU rollout gives Double/Pass. In practice I doubled and Tim took quickly. He obviously realised that there were no sixes on my dice as I didn't roll any for several rolls and lost quickly when my board crunched.

Snowie agrees with Jelly, Double/Take. Here's the equities:

Double/Take 0.834

No double 0.640 (-0.195)

Now, did Tim work this out or was it a lucky break for him? Only he knows!



11 point match Black 8 White 6 Black to play 64

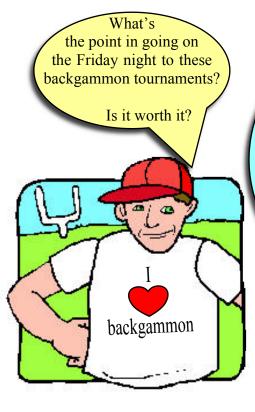
This happened at the Lincoln BG Club a week or two ago. I was playing as white against Darryl Kirk.

With just a choice of two moves, 21/11 or 18/8 (unless he leaves loads of shots), Darryl decided to play 21/11 and leave the anchor. Was it correct? Yes, according to Snowie.

21/11 0.027 18/8 0.087 (-0.260)

With a blot in my board, hitting Darryl isn't that attractive, especially with his five points closed. This play focuses my last four checkers, and it gives his lone 21-point blot a safe haven on the 18-point.





First of all, at all the
Hanover Hotel events (11 of 'em) you can
win a weekend break for two at any Hanover
Hotel. It's worth about two hundred quid and it's free
to enter; which is amazing equity!

Also, you could enter the Super Jackpot for £250 and end up taking home two thousand quid all by yourself after winning just three matches. Now that's a bargain, isn't it?

And, don't forget, you'll get a good night's sleep and be refreshed in the morning ready for the Main events.



2004 Membership Renewals and Colour Bibafax

Bibafax in full colour. Not just a bit here and there or the odd picture, but the entire publication - in rich, bright, gorgeous colour! The new, colour Bibafax is stunning: boards are easier to see - text is emphasised and more striking - photos are more realistic (Slats' waistcoats can be seen in all their glory!) - tables and diagrams are clearer - adverts have more impact. Page by page it is a far better publication than in the old black & white version. Some of you are already reading the colour version!

Now that there is a colour option to the Bibafax there has been a few changes to membership subscriptions for 2004. These changes also reflect not just the colour option but increased costs of photocopying in general, postal charges and trophies which can no longer be absorbed or covered by the current subscription rate. I had toyed with the idea of making the Bibafax a 'stand alone' subscription but decided to keep it a members-only publication. Here's the 2004 membership and 'extra' price list.

Full Membership: £30 Includes black & white Bibafax or PDF version (see PDF below).

PDF Bibafax: £12 (6 issues for 2004) This is a full colour, PC version accompanied by Snowie html files of featured matches (readable without Snowie, all the files you need are on the CD), JellyFish matchfiles (needs JellyFish Tutor or above), and all Bibafaxs from Bibafax 58 to the present issue, which is currently No. 67. The PDF version goes out 6 times a year for the one-ff payment of £12. Colour Bibafax: £38 It does exactly what is says on the tin . . . Full colour Bibafax at your fingertips! NB: Does not include black & white version.

NB: Honorary and Lifetime members will receive black & white issues or PDF versions, but can choose the stand-alone colour versions instead subject to the costs above.

Take out a Colour Bibafax membership today and you will be entered into a Prize Draw for one of the following three prizes to be drawn on 1.00 p.m., Saturday 10th January, 2004 at the Bright 'n' Breezy tournament:

A refund of your membership and colour subscription
A refund of your membership
Free entry into the Bright 'n' Breezy, 2004

2004 Tournament Details

Registration: Saturday 1030 to 1230

Play Starts: Friday 2130, Saturday 1300, Sunday 1030

Auctions: Group, Saturday 1245, Individual, Sunday 1015

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

Formats: Knockouts - 11, 7, 5, & 3 point matches, Swiss - 6 x 11 point matches
All tournaments feature a Friday night Warm-up and Super Jackpot (8 players, £250

entry fee) with £2000 1st prize, Saturday night Doubles Knockout and Jackpots on demand.

FRIDAY

*Warm-up Knockout & Super Jackpot

Play starts 2130, *1st prize, Weekend break for two at Hanover events, plus first byes in next Main knockout

SATURDAY

Registration 1030 / 1230

Players arriving after close of registration only accepted at Director's discretion.

All jackpot pools will close promptly at 1230

SUNDAY

Play resumes 1030

(penalty points apply)

Presentation 1630 - 1730

Registration Fees: Members: £16 (you can join on the day)
Entrants not residing at the hotel, £10 extra to cover facilities
(all fees and surcharges to be paid on the day - prepayment not required)



Swedish Backgammon Federation presents

The 23rd Swedish Open

30th October to 2nd November in central Stockholm at Clarion Hotel.



presents the Minnesota Open Backgammon Championships

October 31 - November 2, 2003 Mystic Lake Casino Hotel

County Roads 42 & 83, Prior Lake, MN (952) 445-3000 or 1 - 800 - 813-7349

Tournament Directors
Steve Brown & Fred Kalantari

Tournament Committee

Carol Joy Cole Bill Davis Dana Nazarian



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@backgammonbiba.co.uk

Birmingham - Dave Motley - 0121 476 4099 - davemotley@blueyonder.co.uk - Every Monday.

Brighton - http://eiloart.com/bbc/ - Tuesday 8pm until closing.

Bristol - Ian Tarr 0117-9756349 brisgammon@blueyonder.co.uk Second Thursday of the month

Colchester- Mersea Island & District - Ron. Bishop - 01206 384651 - ronbish@mersea25.fsnet.co.uk - Tuesdays most weeks.

Key:

1 Club Name 2 Venue

Address/location

Club contact

Club nights

11 Comments

Club web page

Club format and activities Club fees or cost to join/play

Accepted playing standard

10 Can beginners/guests play

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

Eastbourne & Bexhill - John Thomas - 01424 219415 - Jtprincesgaragelimited@btinternet.com - Mondays 19.30.

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

Herne Bay/Broomfield - Bob Bruce - 01227 362181 or mobile 07754 549 576 - Monday.

Lincoln - Michael Crane - 01522 829649 - michael.a.crane@ntlworld.com - Every Tuesday.

Liverpool - John Wright - 0151 280 0075 - jpwright@cableinet.co.uk - Last Friday of each month

London - Fox Reformed - Robbie (020) 7254 5975 - robbie.richards@fox-reformed.co.uk - Mondays

London - Ealing - Helen Helm-Sagar - sagusb@aol.com - Every Sunday 3.00pm.

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

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

Preston - David Wallbank - d.wallbank@blueyonder.co.uk - Last Tues of every month.

Reading - 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

UK Finals 6/7 December

Qualifiers for Sunday Main:

Bright 'n' Breezy - Edwin Turner Jarvis Trophy - Bob Young Scottish Open - Peter Chan

British Open
County Cups
SAC
- Ian Shaw
- John Slattery
- Tony Lee

Irish Open -Townharbour -

The format will be as follows:

Saturday

Main Qualifier: Entrants will play 2 x 7pt matches of Swiss Format.

- Players that win 0/2 will go into the Sunday Consolation*.
- Players that win 1/2 will go into a 5pt Knockout to playoff for 4 players.
- Players that win 2/2 will go into a 7pt Knockout to playoff for 4 players

Here is a illustration of an entry of 64 players:

Entry of 64		Wins						
End of	0	1	2					
Round 1	32	32						
Round 2	16	32	16					
Next element:	Cons	KO 2	KO1					

The 8 from the Saturday Knockouts will play against the 8 Pre-Qualifiers from the UK tournaments. *All other players will be in the Consolation

Sunday

Main: 11pt Knockout.

Progressive Consolation: 7pt Knockout. Suicide!: Open draw 3pt Knockout.

Bright 'n' Breezy 10/11 January

The first Knockout of the year and the only one to be played at a Hilton Hotel. The format is as usual for Knockouts, Main, Progressive Consolation, Last Chance and, because we're at the seaside, the Tidal Wave!

A good start here will set you off onto the money trail of the Ranking and Grand Prix Championships, so, if you've not booked in yet, do so now!

Cotswold Fireplace 30 Jan/01 Feb

Tournament Organiser & Director, Martin Hemming

The 2nd Cotswold 'Fireside' Tournament will be held on the weekend of Friday 30th January to Sunday 1st February 2004 at the Crown Inn Hotel, Blockley, Moreton-in-Marsh. Accommodation at the Crown is available for two nights at a

special backgammon rate of £110 per person, dinner bed and breakfast. Single occupancy costs £140 for two nights. Rooms at the Crown can be reserved by telephoning the hotel on 01386 700245 and quoting 'backgammon'. The hotel is expected to fill in advance so you are advised to book early. A number of superior rooms are available on a first come, first served basis. A £20 deposit will reserve your room.

Blockley is situated 3 miles west of the Cotswold market town of Moreton-in-Marsh, which can be reached in about an hour's drive from London or by direct trains from Paddington. Blockley is a delightful, secluded honey-stoned village and the Crown lies at its heart. The hotel has fine award-winning food and comfortable bars warmed by open log fires. Rooms are full of character, and some have four-poster beds and extra sitting-rooms, ideal for those late chouettes!

The Tournament entry fee is £100 per player (all returned in prizes) and the programme is as follows:

Friday 4.30pm onwards: Quarter-entries (costing £25), eighth-entries (£12.50) and jackpots by demand.

Saturday 10.30am: Main flight draw. Matches will comprise best-of-three se-



ries, match length to be determined by number of entries. The Cotswold 'Fireside' Champion will receive 45% of the prize fund and the runner-up 25%.

Saturday 2.30pm: 11-point progressive consolation flight draw The consolation winner will receive 20% of the prize fund and the runner-up 10%.

Saturday evening: £10 buy-in unlimited re-buy pot-limit Texas Hold'em tournament. Winner 70% of stakes, runner-up 20%, third 10%.

Sunday: Last Chance tournament with separate pool.

Contact Martin Hemming on email at: mhemming@lineone.net

Jarvis Trophy 7/8 February

The first of the new, 2004 Swiss format tournaments to incorporate the Swiss Consolation. (see page 3 for full details)

It is also the first Biba event to be held in the new, Hanover International Hotel chain. This inaugural one is in the Hinckley one, just off the M69. A superb venue, you're assured of a great weekend's backgammon.

Playing 11 point matches, these formats are the ideal ones in which to boost up your Ranking Score - and have a shot at the Ranking Championship prize money.

Slattery Scottish Open 13/14 March

OK, so it's not actually *in* Scotland, but, when it was hardly any Socts turned up, so we're going to hold it the Hanover, Daventry.

The usual elements, Main, Progressive consolation, Last Chance and The Haggis!

Also, as last year, there will be an evening of magic and entertainment on the Saturday night. Be sure to book early and get ready to put on your party hats!

At-A-Glance™ British Open 3/4 April

Once again, that Harry Potter of backgammon, Peter Bennet is the sponsor of this prestigious tournament

Fuller details will be in the January edition of Bibafax. For now, all you need to know is it's a Knockout and will be at the Hanover Daventy.



2004 Dates, Deals and Venues

Hanover accommodation costs:

Dinner, Bed & Breakfast, 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. The Bright 'n' Breezy is at the Hilton Metropole, Brighton.

The rates for Dinner, Bed & Breakfas per person are:

Single: 1 night £76, 2 nights £140

Double/twin: 1 night £132, 2 nights £240

Contact Central Reservations 08457 444 123

and quote 'backgammon'

Contact Central Reservations 08705 201 201

and quote 'backgammon'

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 £10 to cover facilities provided.

2004 Calendar

Date	Tournament			Venue	Type
Jan 10-11	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 04/05	UK Finals			Hinckley	Double KO



The Nevada Backgammon Association Presents

the Las Vegas Open Backgammon Tournament
November 19 - 23, 2003

This tournament is presented by:
The Nevada Backgammon Association
Howard Markowitz, Director
3342 S. Sandhill #9 Box 423
Las Vegas, NV 89121

Phone: (702) 893-6025 Fax: (702) 893-0043 E-mail: howard1@lvcm.com

PLEASE BRING YOUR OWN BOARD

to the Las Vegas Open Backgammon Tournament.

The deadline for preregistration is November 10, 2003 (postmarked).

All Fees paid at the tournament must be in cash

Hotel Reservations

The Riviera Hotel offers tournament participants a special room rate of \$59 per night single or double occupancy.

ALL RESERVATIONS MUST BE MADE BY Monday November 10, 2003

Room requests after the cutoff date will be accepted on a space availability basis.

Call the Riviera at (800) 634-6753

Outside of the United States call (702) 734-5110.

Be sure to mention the Backgammon Tournament

Championship \$450
Intermediate Entry Fees 160
Beginner 60

7.0
-
Sec.
ents
-
ournam
-
-
60
-
-
_
H
_
~~~
-
•
Bib
$\mathbf{a}$
_
$\overline{}$
2004
( V
Contract Contract

		Sun	7	14	21	28	Open	ı		Sun	9	13	20	27	uc	ı			Sun	വ	12	19	26	qs	ı		Sun	വ	12	19	26	Finals
l		Sat	9	13	20	27		l		Sat	r D	12	19	56	Hilton	ı			Sat	4	11	18	52	Hollands	ı		Sat	4	11	18	22	
l		Fri	വ	12	19	26	Scottish	l		Fri	4	11	18	25		ı			Fri	က	10	17	24	Roy	ı		Fri	က	10	17	24	31
	Warch	잗	4	11	18	25		l	June	Thu	m	10	17	24		ı		September	모	2	6	16	23	30	ı	December	Thu	8	6	16	23	30
		Wed .	က	10	17	24	31	l	ט	Wed		6	16	23	30	ı	,	Sep	Wed .	1	œ	15	22	53	ı	Dec	Wed -	+	8	15	22	53
l	Н	Tue	2	6	16	23	30	l		Tue		<b>∞</b>		22		ı		H	Tue		7	14	21	28	ı		Tue V		7	14	21	<b>58</b>
l	Н	Mon	1	80	15	25	53	l		Mon		7	14	21		ı		Н	Mon		9	13	50	27	l		Mon		9	13	50	27
⊩	÷						╡	ŀ	-	F		_			,,	4	L	=							Ļ	-						
L		Sun	1	ω	15	22	53	ı	•	Sun	7	6	16	23	30	l		Sun	-	1 0	ο <u>†</u>	100	22	נא	Olympiaa		Sun	7	14	21	28	JOC
ı		Sat		7	14	21	<b>58</b>	ı		Sat		ω !	ဌာ	22	53	ı		Sat		1	,	4 2	2 8		_		Sat	9	13	20	27	Townharbour
	. II	Fri		9	13	20	27	l		Ē	ı	<b>,</b>	14	77	<b>58</b>	ı			•	•	<u>د</u>	7	2		Spor 18	<u> </u>	Fri	വ	12	19	<b>5</b> 6	Ļ
	Lebrade	모		വ	12	19	26	ŀ	May	<b>1</b>		9 ;	13	S 1	27	ı	August	Ę		L	ი ;	77	7	07		November	Thu	4	11	18	22	٦
	L	Wed		4	11	18	25	l		Wed	ı	വ (	15	7	56	ı	`	Wed		•	4 :	11	Σ ι	S	ı	ž	Wed	m	10	17	24	1
l		Tue	/is	က	10	17	24	l		Tue	Cups	4 ;	11	χ ι	52	1		Tue	ļ	· ·	م د	2 !	7 5	2 -	10		Tue	0	6	16	23	30
l		Mon	Jarv	2	0	16	23	l		Won	County	m ;	01	71	24	31		Won	۷ ۷		v c	ν;	16	3 6	200		Mon	-	8	15	22	53
	Ī	Sun	4	11	18	25	٦	Ì	_	Sun	-	11	18	25	İ	Ī	Ī		Sun	4	11	18	25	Ī	Ī		Sun	က	10	17	24	31
l		Sat	3	10	17	24	31	l		Sat		5	17	24		ı			Sat	က	10	17	24	31	ı		Sat	0	6	16	23	30
l	H	Fri	2	6	16	23	30	l		Fri		6	16	23	30	ı			٦ تا	2	6	16	23	30	ı		Fri	-	8	15	22	53
	⋛	나	1	œ	15	22	59	l	April			<b>∞</b>	15	22	59	ı	-		잗	1	œ	15	22	53	ı	October	Thu		7	14	21	<b>58</b>
	ל י	Wed	zy	7	14	21	<b>58</b>		4	Wed		7	14	21		ı		H	Wed	פַ	7	14	21	28		Oc	Wed	ne	9	13	50	-1
	-	Tue	n Breezy	9	13	20	-			Tue	ŏ	_		20 %		ı			Tue	Di Bona	9	13	20	27 2			Tue M	Sandy Osborne	2	12	19	92
	Н	Mon	Bright n				┨				E	_				ı				Karen Di								andy				-1
Į.	1	Ž	ā	വ	12	19	<b>5</b> 6		_	Mon		IJ	12	19	26	ı		l	Mon	¥	വ	12	19	<b>5</b> 6	ı	_	Mon	Ŋ	4	11	18	52

### Sandy Osborne Trophy 4/5 October

Report by Michael Crane



The expression, *It's a game of two halves* was very appropriate this weekend when referring to the draw. The top half was without doubt the toughest half to be in. To illustrate it these were the 1/4 Finalists: Julian Fetterlein, Ray Tannen (slowly recovering from his by-pass operation), Mardi Ohannessian and Peter Bennet. The average Ranking Score of these four is 1756 whereas for the lower four it was 167 lower at 1589.

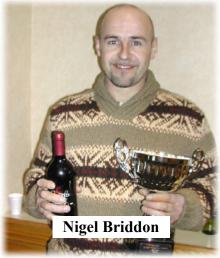
Happily, I was in the lower half, not that it made much difference to me because I was knocked out (yet again) by David Nathan; he in turn was knocked out by Uldis Lapikens, who went on to lose in the semi to Nigel Briddon. Nigel Briddon? Who the **** is Nigel Briddon?

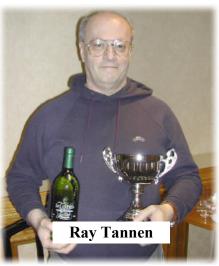
Nigel found himself in his first ever tournament Main Final. His opponent was no stranger to such heady heights - Ray Tannen. Ray had been in last year's final as well and ended up losing to John Clark, so this year he was hoping to do a bit better. In his semi-final match against Peter Bennet they were heard discussing the possibility of a deal with the other finalist, but, after studying the drawsheet they concluded that neither Uldis nor Nigel posed a big enough threat to warrant a deal. This proved a mistake for Ray - for he once again was a bridesmaid!

Nigel took the initiative in the early stages and soon established a 5-0 lead. Ray pulled back one game only to lose another. Ray went to 6-2 down and Nigel then pulled away again stretching his lead to 8-2 in the 8th Game.

In the 9th, Ray made a slight error, -0.047, when doubling. This eventually led to his downfall when, bearing off against opposition, Nigel rolled some perfect numbers and left Ray no shots at all. Nigel got the gammon and his first tournament trophy.

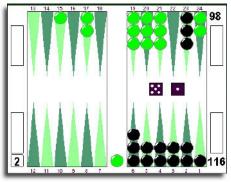
In a match that contained 32 errors including 15 blunders (Ray 16 & 7, Nigel 26 & 8) Ray was the favourite at 53.36%. However, as Ray suspected after the match, Nigel did roll more Jokers, 8 to Ray's 4. Question: when is a joker not a joker? Answer: When nothing is done to stop it!





It was in Game 2, Position 16 that Ray (black) made his biggest blunder by far and Nigel rolled his best joker:

#### 11 point match



Black 0 White 1 Black to play 51

With Nigel on the bar Ray rolls the perfect covering number, a 5. The 1 is also very handy for it greatly increases his chances of picking up the blot on white's 10-point and/or escaping a runner. Therefore, the favourite move among the

kibitzers was 6/1 23/22. So it was a surprise when he played 23/18 6/5 instead, losing 0.299 in equity!

I'm not sure why Ray didn't cover the blot; perhaps he was looking for the second checker back to increase his gammon chances. However, according to Snowie 4, his best gammon chances actually were with the cover, 23/22 6/1, 38.7%. Whereas he had 30.2% when not covering.

What is surprising about the play Ray made is that he increased Nigel's gammon chances from 4.2% to 12.3%. And, as you might have guessed Nigel rolled the joker 61, and won the gammon . . . but, it was only a joker because Ray didn't cover!

#### Consolation (34)

Losing in the Main 1st Round, Amir Mossanen played his way through the field on the non-progressive side into the Final. During this journey he had some long waits as the progressive side unfurled, spewing out the odd opponent every now and then. One of these, Jim Johnson, not known for his slow play, had a looonnnngggg wait for a couple of his matches (unavoidable on the progressive side). However, after waiting a fortnight Jimbo despatched David Nathan in the semi and then went on to lose a lightning match to Amir in the Final!



### Last Chance (32)

Thirty-four players and I launch a 32 entry Last Chance! I was told it couldn't be done, but I proved it could! Thanks to buy-backs into the pool the Last Chance paid out handsomely to the winner and

runner-up. Two players benefiting from the generosity of their fellow players were Brian Lever and Andrew Darby. Andrew took home the winner's trophy and Brian the runner-up . . . not to mention fifteen quid of my money as well!



### Suicide (32)

It's not often we get an 'all girlie' Final, but this weekend we did. It was a battle of the hair, and I'm not exaggerating. Would it be the grey hair of Pat Holly or the red of Jane Oxley? No-one knew for sure what colour would emerge triumphant from the encounter; the only thing we did know was that the photos would be colourful. The match went back and forth until Pat finally clinched it as she plucked the winner's trophy out of Jane's grasp.



### Friday KO (12)

Ray Tannen, putting his recent op behind for the weekend, showed Tim Mooring how to roll when he took the Weekend Break first prize.

### Doubles (4)

Another of them there Round Robin thingies! Thanks to Slats' £100 Jackpot we were robbed of a few more entrants, but those that went in for it had a couple of hours of engaging backgammon. After losing and winning we eventually

emerged with two teams with two wins. Following a rollout, Andy & The Two-timing, Two-faced Bitch emerged the winners leaving Anchoring For a Win still anchoring. The top name went to a clever pun on names: Marcing Thyme With Rosemary.

### Bristol '50'

Report by Ian Tarr Pictures by Rosey Bensley

## Steve Ferrer makes major breakthrough in Bristol

Thirty-two players, having pre-paid their £50 entry fees, gathered in the centre of Bristol on Saturday October 11th to contest the second Bristol "50" tournament, a three flight, single day event.

The field consisted of many of Britain's finest players, together with the cream of talent from in and around Bristol, which can now arguably be described as the nation's second city of backgammon.

Tournament Director Ian Tarr was pleased to welcome – among others – the new European champion John Slattery, multiple BIBA event winner Julian Fetterlein, multiple BIBA and Gammonitis event winner Peter Bennet, and 2001 BIBA British Open champion Steve Hallett, as well as other BIBA event winners Jeff Ellis, Jeff Barber and Ed Turner, Gammonitis event winners Roland Herrera and Wayne Felton, MSO Cambridge winner Uldis Lapikens, 2002 English Open champion Rosey Bensley, and 2001 BIBA British Open runner-up and new Bristol Premier League champion, Stuart Mann.

Reigning champion Tim Mooring was sadly not present to defend his title.

The format, a step up from the simple two flight one adopted in 2002, was designed to keep as many players as possible in contention for as long as possible, with an 11-point main flight, a 7-point progressive consolation, and a 5-point progressive last chance.

There was even the novelty of a "Lucky Losers 1-Point Shoot-out", which allowed the first sixteen last chance losers to fight for a single place back in the last chance at the quarter-final stage.

Steve Ferrer, a player who has made a

substantial impact on the domestic Bristol scene this year, with five semi-final appearances, scored what was probably the most notable victory of the opening round, despatching highly ranked BIBA stalwart Jeff Ellis into the consolation.

As the results rolled in, there was a good balance of local and national talent moving into the last sixteen.

In round two we had a re-run of the 2002 British Open final as Steve Hallett and Stuart Mann met. This time Stuart managed to turn the tables.

Meanwhile the European champion had been made to fight right to the wire by both Pat Holly and Jeff Barber, before claiming his place in the quarter-finals.

Then Slatts, Paul Gilbertson, Dave Motley and Steve Ferrer booked semi-final places by overcoming Uldis Lapikens, Stuart Mann, Julian Fetterlein and Steffen Nowak respectively.

Paul is the brother of Slatts' other half, Rosey Bensley, so there was a little added significance in their second half meeting, which eventually went Slatts' way.

In the other half of the draw Steve, who has appeared jinxed in so many semi-finals this year, chose the perfect time to break the mould, and eased past Dave into the final.

This was to be a battle of some sartorial quality. Slatts' fashion sense is well documented throughout the backgammon world. But not quite so well known – yet – is Steve's style, which owes a great deal to his time living in Mexico.

The final, as was to be expected, was a hard fought affair, but in the end it was Steve Ferrer who clinched the £700 cash first prize with an 11-7 victory, etching his name into the history books as the second Bristol "50" champion.



There was still plenty of action to be enjoyed, however, as the other flights approached the final stages.

In the progressive consolation, the sixteen main flight first round losers had to fight through three rounds to reach the quarter-finals, Martin Barkwill and Paul Watts coming through.

Simonetta Barone and Steve Hallett were the quarter-finalists to emerge from the next wave of main flight refugees, followed by Stuart Mann and Julian Fetterlein, then finally by Dave Motley and Paul Gilbertson.

The two Pauls, Simonetta and Stuart made the semis for a Bristol clean sweep. Paul Gilbertson and Simonetta then contested the final, where Paul – enjoying a recent spate of final appearances – came out on top.



Meanwhile, there was some doubt as to whether the last chance would ever finish! But things came together nicely enough, and the whole thing was wrapped up by midnight.

Uldis Lapikens managed to make two appearances in this flight by coming through the 1-point shoot-out. That was his lot, however, and the final was fought out between Kevin White, who had to overcome six opponents just to get there, and Stuart Mann, who had slotted in at the quarter-final stage.

Stuart won the final, and the second Bristol "50" had been successfully completed with barely a hitch.

From a purely Bristol perspective, the event was very satisfying. All six prize winners had Bristol connections. Steve Ferrer, Simonetta Barone, Stuart Mann and Kevin White have all played their

"bread and butter" backgammon in Bristol competition in recent years.

Slatts, of course, plays nearly everywhere, but Bristol is one of his favourite haunts, and he has twice won the Bristol Premier League title.

And Paul Gilbertson is also an occasional, but very welcome, visitor to Bristol Grand Prix tournaments.

Tournament Director Ian Tarr will now be looking to establish the event as a regular fixture in the annual British tournament calendar, possibly finding a home in September. And he will explore the possibility of expanding it into a two day event in future years.

### 11th Irish Open

Report by Michael Crane Pictures by Simonetta Barone

### **Powell Powers into Final**

#### Main (16 from 63)

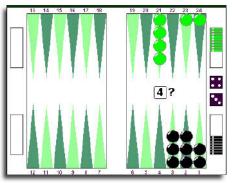
No-one could believe it, Grahame Powell had won 6/6 on the Saturday! It was the talk of the tournament. Grahame Powell was into the last eight of the Main sixteen. Mind you, a lot of the entrants there didn't know of Grahame's success in the early days of British backgammon, when we both played with the National Backgammon Player's Society of Great Britain. He beat me in the 5th Round of the UK Championships 17 years ago and stopped me taking the title, so he can move a checker or two when necessary.

Grahame's first opponent was Darryl Artt, who had beaten Peter Bennet in the 1st Round. No sooner had they sat down when Paul Waters, the Tournament Director was called across for a clock ruling: Darryl wanted, Grahame didn't. I was called over, along with Eric Guedj to adjudicate because Grahame wouldn't accept the initial decision that Darryl could request a clock under the rules of play.

Grahame, finally accepted the ruling but then contended which side of the board to place the clock. A roll of the dice decided in Darryl's favour. Two to Darryl, none to Grahame. Many thought this psychological defeat would affect Grahame's play but it didn't. He won that round and then went on to meet Eric Guedj in the 3rd Round. Many players there thought that

Eric was the favourite for the title, but in his 1st Round match with Stuart Mann it was a close thing.

In his 1st Round match against Stuart Mann (white) Eric Guedj was in this position and was offering a re-cube to 4.



11 Point match
Black 3 White 0
Black on roll - cube action?

Eric thought for a while about the recube; and Stuart thought a bit longer about whether to take or pass. He eventually decided to take. As it turned out this decision was right . . . and wrong! Right because Snowie evaluates it a No redouble/Take, and wrong because of the sequence of numbers following the take.



Eric (on the left above) rolled 44, Stuart rolled 31, and then Eric rolled 55 to take the score to 7-0. Stuart then went down 8-0 and then began his comeback, eventually losing the match on DMP after an exciting and very watchable encounter.

Another notable Main qualifier had the surname, Lee. But, if you're thinking, Tony, don't! It was his wife, Alison that made it, not he! She had a fantastic 5/6 on



the Saturday, well above Tony's score. Well done, Alison. She beat Ralph Eskinazi in the 1st Round of the Main, but lost to Eric in the 2nd. But, it was a great effort and one that Tony was proud of.

Following his match against Alison, Eric progressed to face Grahame, where, thanks to some good dice and even better checker-play and a bit of luck, Grahame placed another scalp under his belt.

Grahame's next opponent, in the Final, was Natalie Guez, friend (or wife/girlfriend/a.n. other - delete as applicable) of Eric. Natalie had despatched Simon K Jones, Mark Heidenfeld and Aubrey Tapley, and she was determined that Grahame would suffer the same fate.



But, this was not the case. In a match that went up and down like a tidal River Liffey, it was the Boy Wonder that emerged victorious, leaving Natalie as the Runner-up.



So, yet another new name on the Irish Trophy. Well done, Grahame.

#### Consolation (64 open draw)

The absence of a drawsheet made this 'knockout very hard to follow. No-one really knew where they were or whom their next opponent might be. But, that aside, it was soon filled and things became a little clearer.

In the semis, Tony Lee (salvaging some pride) beat John Batty, and Roland Herrera beat Blaine Buchanan. In an exciting match that oscillated between the pair, Roland emerged the winner.



#### **Team Event**

Unfortunately, unless one actually stood at the results board and took note of what's what throughout, then it is impossible to know who is playing who and whom they might meet next. It was apparent at the end that only two teams could win it, and it was Ralph Eskinazi's team that came out on top.



The final of the Super Jackpot was eventually played late Sunday afternoon. The Jackpot was not without a little controversy. I will not go into details but I will say I condemn the behaviour of two of the entrants for their underhand behaviour in seeking an advantage. Although there was a 'penalty' to pay, it was not, in my opinion, harsh enough.

The final, late though it was, was contested by Paul O'Kelly (auctioneer extraordinaire) and the ubiquitous (and, according to Sharen, very good looking) Eric Guedj. It was a 'winner-take-all' pot and Eric took it all; much to the chagrin of Paul. Well done, Eric. At least the trip over from Paris was worthwhile!

### Finally.

This was, as usual, another great tournament from the Dublin BG Club. There are many people to thank but I'd like to single out Paul Waters, the TD. As far as I am aware, this was his first major tournament, and he handled it very well indeed. As an adjudicator I was only called in twice to make a ruling, and in each case all I did was reinforce his own ruling. Well done, Paul. Great fun, isn't it?

Also, I can't finish without saying thanks to Brendan for his hospitality and generosity. He and the Dublin BG Club always make me very welcome and it is a pleasure to take part. My only hope is that it will be on the same weekend next year: more and cheaper flights and more and cheaper accommodation! You know it makes sense.

Here's a few piccies of the weekend . . .



This is a unique picture, it is of JB, playing JB, watched by JB!



Vicky Chandler, Rachel Rhodes and Joe Dooley showing that they are only there for the beer!



Chouette in the hotel bar between Ernie Pick, Julian Minwalla (seated) Slats and Frank Conway.



Asleep? No way, I am just resting, honestly! Ernie Pick reckoned my new goatee beard made me look like a convict! He should know!!

## 1st SHARM EL SHEIKH OPEN

### 23rd - 30th November, 2003

### International Backgammon Tournament & Gin Rummy & Texas Hold'Em & Omaha Hold'Em

Programme

Sunday, November 23rd Arrive in Sharm el Sheikh

Monday, November 24th
16.00 Registration
Quarter Entries-Jackpots
22.00 Double Consultation

Tuesday, November 25th 16.00 Quarter Entries-Jackpots

22.00 Aladin Casinò Trophy (no Consolation)

Wednesday, November 26th 16.00 Program continues

22.00 Sharm El Sheikh Open (all categories)

Thursday, November 27th 16.00 Program continues 22.00 Consolation starts (all categories)

Friday, November 28th 16.00 Program continues

18.00 Team Tournament

Saturday, November 29th 16.00 Last chance 18.00 Finals 21.00 Prize-giving and Gala Dinner

Sunday, November 30th Return

Small tournaments of Gym Rummy, Texas Hold Em and Omaha will be also organized











ADDED \$ 2,000

	fees	registration.
Champion	\$ 350	\$ 50
(quarter entry \$ 90) Intermediate	\$ 150	\$ 50
Amateur	N. 2222222	10000 100000
(on request)	\$ 50	\$ 30
Doppio (per team)	\$ 200	) <del>**</del>
Torneo a squadre (per team)	\$ 300	9 <del>7</del> 0
Trofeo Aladin Casinò (quarter entry \$ 130)	\$ 500	ded. 5%

- 100% of entry fees returned
- Over 30 trophies
- The management reserve the right to change the programm in any part

#### Organization & Direction

Dario De Toffoli, Lorenzo Laganà, Alfonso Sara, Claudio Pagano

#### Info

backgammon@studiogiochi.com

### Aladin Casinò

A magic and descreet atmosphere where fortune is waiting for you. The inevitable and misterious glamour of the gaming tables, of the slot-machines and of all the most famous games, in marvellous and refined sorroundings for an unforgettable evening at the court of the Godness Fortune.

The entrance is free for all of Domina Coral Bay Resort & Casino guests.

### **Townharbour Trophy 8/9 November**

Report by Michael Crane



I've not been well. Over the weekend I had a nose that dripped on a par with Niagara Falls, I sneezed at velocities that only *Concorde* could match, and I had an army of tiny people thuddering away at my cheekbones with toffee hammers trying to reshape my face *Mount Rushmore* style!

So, for a couple of the results within this report I have to thank my second-in-command, Tim, for his assistance.

#### Friday Knockout (5)

Whilst I laid in bed, resting my delicate, pain-wracked head between two pillows (I'd have preferred Sharen's bosom but she was a little put off by the runny nose!) Tim ran a Round Robin event with the five entrants. With a 1st prize worth £100, it represented good equity, especially as it is free entry (quick, go and tell John Clark!), and, Emmanuel Di Bona certainly thought so. It was he that took the weekend prize, leaving Jane Oxley in second place.

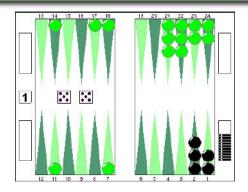
#### Main (30)

You'd have thought that an entry of just thirty would have depressed me, wouldn't you? Well it didn't. The pills and potions I dosed myself with over the weekend in an attempt to sample normal life again, ensured that nothing bothered me at all - I was in my own little world.

With such an entry it was always possible that 5/6 could win the event; and, my prediction proved correct. By Round 5, only one entrant had a perfect score, Steven Reddi. All he had to do was defeat his next opponent, Ron Havenhand, and he be the outright winner.

Ron had other ideas, for he knew that if he could stop Steven then he had a chance with 5/6. Playing at his very best, Ron did indeed win, and now he was on 5/6, as was Steven, Mardi Ohannessian (2001 TT Winner) and Tim Wilkins. Alas, countbacks soon discounted Ron's and Tim's claim to the title, and reinforced Steven's and Mardi's as relying on the outcome of the Tim Mooring vs David Horner encounter.

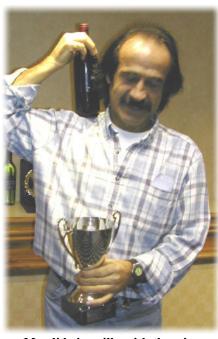
If Tim won, then Steven and Mardi would be tied, if David won, Steven would be the winner. It was during this match that Tim made an inspired move:



11 point match Black 8 White (Tim) 9 Tim to play 55

Well, David never saw this move, but Steven and I did. Tim played 14/9 9/4 11/6 and 18/12! Even Tim didn't see it! Tim saved the gammon, and eventually went on to win the match.

So, a playoff for 1st and 2nd was played from which Mardi triumphed to win his second TT title. Steven had some compensation, he not only took home the runner-up Trophy, but the Top Intermediate as well.



Mardi being silly with the wine

#### **Doubles (8 with buybacks)**

While I slept the sleep of the innocents (actually it was a drug induced stupor) Tim ran and played in the Doubles. *Her Bark is Worse Than His Bite* bit the dust early; and *We're Fak 'n' Reddi* were soon in *Fak 'n' bed*. Only *Mission Imp Possible* 

and *Double Distraction* were left standing, but, it did prove a mission too far for the *Imps*, and the *Distractions* pulled it off

Top name went to We're Fak 'n' Reddi carrying on the old Norfolk 'n' Chance tradition.



Steven displays two trophies and two bottles of wine!

#### Finally

So, now that the last Ranking and *Grand Prix* match of 2003 has been played, how does this leave the Championships?

### Grand Prix Championship (111 Entrants, 26 Qualifiers)

Once again, the Townharbour could have made changes to 2nd place (John Slattery was always going to be 1st), but Tony Lee and Peter Bennet failed to usurp an absent Uldis Lapikens from that position. So, for the second time, Slats is the 2003 Champion and Uldis the Runner-up for his first Championship showing.

### Ranking Championship (204 Entrants. 52 Qualifiers)

So, it's Slats, yet again. Making it a double for him. Peter Bennet was in a position to relegate him into 2nd place but he was unable to complete the Townharbour Trophy and thus he remained in 2nd place himself. Tony Lee was hoping to make it this year but a relatively poor performance at the TT let him down.

I'd like to thank all the players that took part in the tournaments and Championships; and, if you didn't win, perhaps you'll do it next year.

# Tournament Results

Sandy Osborne Trophy 9/10 October 2003											
(pos / name / wins / gp)											
Main (36) Last Chance (32) Friday KO (12)											
1 Nigel Briddon 12.3	1 Andrew Darby	5.1 1 Ray Tar	,								
2 Ray Tannen 8.2	2 Brian Lever	2.0 2 Tim Mo									
3	3/4 Bob Bruce										
3/4 Uldis Lapikens 5.1	3/4 Michael Crane	1.0 3/4 Jane Ox	liey								
5/8 Julian Fetterlein 2.0	5/8 Jeff Barber	D1-1 (4)									
5/8 Mardi Ohannessian 2.0	5/8 Cliff Connick	Doubles (4)	the Torontine Toron								
5/8 Paul Gilbertson 2.0	5/8 Dave Motley	•	the Two-timing, Two-								
5/8 David Nathan 2.0	5/8 Paul Barwick	faced B									
Consoletion (24)	S-1-11- (22)	2 Anchori	ing For a Win								
Consolation (34)	Suicide (32)	2.0									
1 Amir Mossanen 10.2	1 Pat Holly	2.0 Top name:									
2 Jim Johnson 6.1	2 Jane Oxley	1.0 Marcing Thy	me with Rosemary								
3/4 David Nathan 4.2	3/4 Mardi Ohannessian	2422 7 1	(0)								
3/4 Peter Bennet 3.1	3/4 Emmanuel Di Bona	£100 Jackpot									
5/8 Tim Mooring 3.1	5/8 Roy Hollands		Minwalla								
5/8 Roy Hollands 3.1	5/8 Dave MacNair	2 Dave M									
5/8 Julian Feterlein 2.0	5/8 Tim Mooring	3/4 Julian F									
5/8 Uldis Lapikens 2.0	5/8 Paul Barwick	3/4 Myke W	Vignall								
		·									
/ID	1 1 TE 1 0/0 N	1 2002									
Tow	nharbour Trophy 8/9 N										
	(pos / name / wins /	gp)									
001 Mardi Ohannessian 5 10.2	011 Kerry Jackson	<u> </u>	non Fahoury 2								
002 Steven Reddi 5 10.2	012 Ian Tarr		nonetta Barone 2								
002 Steven Reddi 5 10.2 003 Tim Wilkins 5 7.1	012 Idil Tall 012 Jeff Barber										
003 Ron Havenhand 5 7.1	012 Jeff Barber 3										
005 Grahame Powell 4 4.2	012 David Homei										
			al Gilbertson 1								
006 John Slattery 4 4.2 007 John Thomas 4 4.2	016 Roy Hollands 3		er Bennet 1								
	018 Emmanuel Di Bona										
$\mathcal{E}$											
009 Tony Lee 4 4.2	019 Myke Wignall		die Barker 1								
010 Colin Laight 3 1.0	020 Darryl Kirk 2	1 030 K0	dney Lighton 0								
	2003 Ranking Cham	nionshin									
	(204 Entrants, 26 Qua	-									
	` -	,									
	(pos / name / averag	ge)									
001 John Slattery 2133.89	010 Paul Gilbertson	930.39   019 Mi	ke Greenleaf 1686.39								
002 Peter Bennet 2082.56	011 Roy Hollands	879.67 020 Ro	n Havenhand 1661.06								
003 Uldis Lapikens 2076.39	<u> </u>	875.33 021 Ian	Tarr 1660.67								
004 Roland Herrera 2051.72	_		nonetta Barone 1651.72								
005 Julian Fetterlein 2044.83		863.56 023 Liz									
006 Tony Lee 2035.11			n Thomas 1619.44								
007 Emmanuel Di Bona 2017.89			nn P Lewis 1352.61								
008 Mardi Ohannessian 1971.67	<i>j E</i>		ul Sambell 1351.28								
009 Jane Oxley 1949.78		718.06	1551.20								
1777.70	1 010 Stellell Howak	710.00									
2003	<b>Grand Prix Champions</b>	hip (111 Entrants)									
60.3 John Slattery 27.4	Roland Herrera 19.5 H	Kevin Stebbing 17	2.2 Peter Christmas								
36.5 Uldis Lapikens 23.8		awrence Powell 17									
33.8 Julian Fetterlein 22.5	21111141141141 21 20114	Darryl Arrt 15									
33.7 Tony Lee 20.3		David Startin 15	2								
30.5 Peter Bennet 20.3	1 0001 011411	Grahame Powell 14									
20.5		Mike Greenleaf 14									
28.7 David Nathan 20.3	Ian Shaw 17.5 M	TIKE OFCERICAL 14	7.2 THE WHATES								

14.2	John Wright	10.2	Barry McAdam	7.3	Ernie Pick	5.2	Kevin White
14.2	Rosey Bensley	10.2	Steven Reddi	7.1	Nigel Merrigan	5.2	Simonetta Barone
13.5	Roy Hollands	10.1	Dave McNair	7.1	Andrew Sarjeant	5.0	Paul Christmas
13.3	Nigel Briddon	9.1	John Clark	7.0	Rachel Rhodes	5.0	Nick Check
13.2	Brian Lever	9.1	Aubrey Tapley	6.2	Ian Tarr	5.0	Alison Lee
13.2	Jeff Barber	8.4	John Thomas	6.2	Rodney Lighton	5.0	Mark Lemon
12.3	Tim Mooring	8.2	Paul Barwick	6.1	Carl Dell	5.0	John Batty
12.3	Paul Gilbertson	8.2	Ray Tannen	6.1	Raymond Kershaw	4.2	Danny Cohen
12.1	Michael Crane	8.2	Steve Rimmer	6.1	Paul Watts	4.2	Ann Pocknell
11.3	Steffen Nowak	8.2	Brian Busfield	6.1	Francine Brandler	4.2	Martin Potter
11.1	Leslie Singleton	8.1	Mike Butterfield	6.0	Tony Fawcett	4.0	Dave Motley
11.1	Ron Havenhand	8.1	Myke Wignall	6.0	Adam Stocks	4.0	Blaine Buchanan
10.2	David Wallbank	8.1	Andrew Darby	5.2	Cliff Connick	4.0	Paul Sambell

2003 November Active Rankings (new / old / name)												
1959	1959	John Clark	1614	1614	Peter Christmas	1476	1476	Julian Minwalla				
1957	1957	Julian Fetterlein	1614	1614	Peter Fallows	1473	1473	Niclas Wigstrom				
1921	1921	Brian Lever	1613	1613	Mike Waxman	1473	1473	Vianney Bourgios				
1901	1874	Tony Lee	1608	1608	Nigel Briddon	1467	1467	Arthur Williams				
1870	1884	John Slattery	1607	1610	Roy Hollands	1462	1462	Neil Davidson				
1829	1829	Dod Davies	1606	1606	Francine Brandler	1461	1461	Cliff Connick				
1819	1819	David Nathan	1601	1605	Jeff Barber	1451	1451	Monica Beckerson				
1816	1816	Jim Johnson	1600	1600	Steffen Nowak	1450	1450	John Renicks				
1809	1809	Ray Tannen	1594	1594	Steve Rimmer	1450	1450	Jonathan Lamb				
1806	1806	David Startin	1592	1556	John Thomas	1449	1507	Jane Oxley				
1803	1803	Dave McNair	1585	1585	Steve Pickard	1448	1448	Kevin White				
1797	1797	Steve Hallet	1583	1583	John Wright	1447	1447	Will Richardson				
1783	1783	Richard Granville	1576	1545	Tim Mooring	1444	1468	Simonetta Barone				
1775	1775	Lawrence Powell	1575	1575	Ann Pocknell	1440	1440	Johan Sallfors				
1732	1732	Rachel Rhodes	1572	1565	Kerry Jackson	1438	1438	Wayne Felton				
1731	1661	Mardi Ohannessian	1566	1566	Alistair Hogg	1436	1466	Simon Fahoury				
1731	1731	Kevin Stebbing	1566	1566	Mark Lemon	1435	1435	Rosey Bensley				
1730	1730	Ralph Eskinazi	1557	1557	Jacek Brzezinski	1421	1421	David Naylor				
1715	1735	Emmanuel Di Bona	1556	1556	Ian Shaw	1420	1420	Kevin Carter				
1711	1711	Dale Taylor	1550	1550	Mike Greenleaf	1417	1432	Paul Gilbertson				
1710	1663	Tim Wilkins	1550	1550	Amir Mossanen	1417	1417	Sarah Rosich				
1708	1708	David Gallagher	1549	1549	Phil Caudwell	1414	1414	Steve John				
1700	1700	Harry Bhatia	1548	1548	Paul Christmas	1414	1414	Jeremy Limb				
1695	1695	Stuart Mann	1533	1533	Dave Motley	1413	1413	Jerry Smith				
1691	1691	Jeff Ellis	1526	1526	Raymond Kershaw	1406	1406	Leslie Singleton				
1688	1688	John Hurst	1525	1525	Matthew Fisher	1405	1405	Kevin Nicholson				
1685	1707	Ian Tarr	1524	1535	Eddie Barker	1403	1378	Colin Laight				
1680	1680	Graham Brittain	1519	1519	David Hale	1403	1409	Myke Wignall				
1670	1670	Raj Jansari	1513	1513	Pat Holly	1400	1400	Nick Hamar				
1664	1664	Mike Grabsky	1508	1436	Steven Reddi	1399	1399	Michael Main				
1662	1662	Stephen Drake	1508	1444	Ron Havenhand	1395	1395	Elliot Smart				
1657	1666	Bob Young	1507	1507	Andrew Sarjeant	1388	1388	Paul Watts				
1651	1651	Arthur Musgrove	1506	1506	Alan Beckerson	1380	1399	Tim Brown				
1646	1646	Nick Check	1504	1504	Martin Hemming	1375	1375	Malcolm Hey				
1644	1660	Peter Bennet	1502	1502	Paul Barwick	1370	1370	Tony Fawcett				
1644	1644	Helen Helm-Sagar	1502	1502	Mike Heard	1368	1368	Neil Young				
1643	1643	Uldis Lapikens	1500	1500	John Napier	1366	1377	Liz Barker				
1641	1641	Paul Turnbull	1497	1497	David McNamara	1363	1363	Alison Lee				
1635	1635	Connor Dickinson	1496	1496	Peter Chan	1336	1336	Don Hatt				
1634	1634	Bill Pope	1495	1495	Mike Butterfield	1328	1328	Rebecca Bell				
1630	1630	Brian Busfield	1495	1495	Tom Duggan	1326	1326	Sue Perks				
1629	1629	Charlie Hetherington	1495	1495	Gabor Weiner	1314	1314	Jon Sharpe				
1627	1627	Vincent Versteeg	1493	1493	David Fall	1295	1295	Cath Kennedy				
1626	1626	Edwin Turner	1488	1507	Darryl Kirk	1291	1291	John P Lewis				
1623	1623	Simon K Jones	1484	1484	Anthony Coker	1277	1277	Bob Parmley				
1622	1688	Rodney Lighton	1483	1474	David Horner	1250	1250	Bryony Jessiman				
1621	1622	Roland Herrera	1482	1482	Ernie Pick	1212	1212	Paul Sambell				
1616	1616	Barry McAdam	1481	1481	Hubert De L'Epine							
1614	1586	Grahame Powell	1477	1477	Stuart Parmley	ı						

# play online

# backgammon & gin rummy

the best games in cyberspace!



wanna bet?
increase the fun with e-jackpots





