

BIBAFAX

No. 69, 2004

March

April

Magazine of the British Isles Backgammon Association

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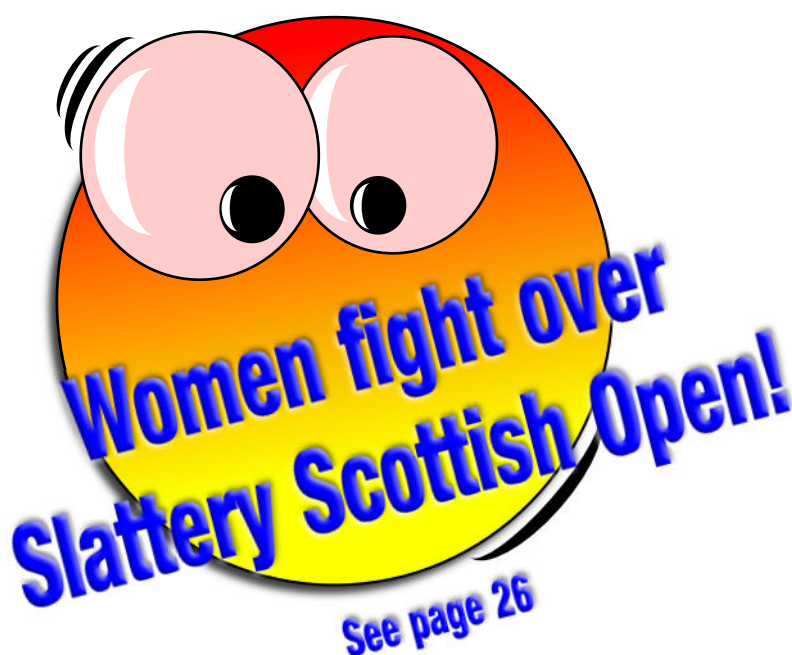
Sorry about this, but if it's not on the front page you'll say, "Well I never saw it!"

Hanover have asked that to avoid missing out on a room that you should book well in advance of each tournament.

At the Slattery Scottish Open several players couldn't get any accommodation.

Do not try and book it a few days before.

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[Index on page 31](#)



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Archive - Before GammonVillage.Com

By Michael Crane

This archive match is taken from the extensive Biba database of recorded matches and is from the November 21/22 1992 match at the Town Harbour trophy in Solihull between Paul Money and Dave McNair. It was recorded by Jim Johnson and was transferred to a 5" floppy using Joon's Backgammon Base V2.2. *Anyone know what became of this programme?*

Paul Money is better known these days for his excellent work on GammonVillage where his regular columns are required reading.

Although he left Biba and his home in London for one in the Greek islands (he's to be found with his boat sailing around the Aegean hopping from island to island) he had a distinguished 'career' at Biba: Bonus No2 1997, Consolation. Mary Rose 1996, Main. SAC 1991, Main. Sandy Osborne 1991, Main. Sandy Osborne 1993, Suicide.

Dave McNair is no slouch either, his Biba record stands at: British Open 1997, Main. British Open 1998, Consolation. British Open 2003, Last Chance. Hilton Trophy 1997, Suicide. Mary Rose 1997, Consolation. Sandy Osborne 1993, Last Chance. Sandy Osborne 1998, Suicide.

In the actual competition neither did particularly well. They each won only four games and were placed 23rd Dave and 26th Paul. The event was won by Nev Hyde, who, after winning this one seemed to disappear without trace? *Anyone know what he's doing nowadays?*

In the positions below Paul plays black and Dave plays white.

11 point match

Game 1

Paul Money : 0 Dave McNair : 0
 01) 21: 13/11 6/5
 02) 43: 24/20* 13/10 21: 25/23 6/5*
 03) 33: 25/22 13/10 8/5 8/5 42: 11/7 7/5
 04) 33: 8/5 6/3 6/3 5/2*

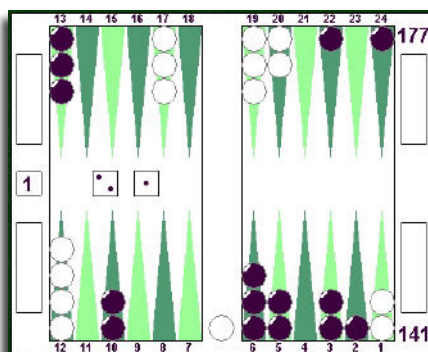
Not long into the game and we come to our first position in the next column.



Paul Money

Dave McNair

Game 1, Position 4



11 point match
 Black 0 White 0
 White to play 21

Well the 2 is easy, it's got to be played off the bar and clobbering the blot. So, 25/23* is half the move, but what about the second half?

If the 2 is played as above then we are left with just three sensible moves for the 1: 8/7 or 6/5 or 24/23. Let's take a look at them.

8/7: So, what are the chances of being hit after this play? Out of the thirty-six rolls, 4 dance (11%), 14 enter but don't hit (39%) and the remaining 19 (50%) enter and hit. Not too good.

Although being hit back could mean making a second anchor in black's home board it isn't worth it.

6/5: Quite a passive move this, it's almost like, "Ah, well, I've got a 1 to move, so I'll move it here!" It doesn't risk anything nor does it gain anything either.

24/23: Almost by a process of elimination we come to this play. It should have been the first choice, though. It makes a handy anchor and encourages black to play onto his 1-point and thus take checkers out of the game.

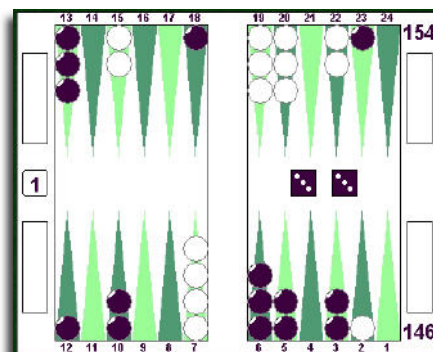
It won't come as a surprise that Snowie

favoured the last move; and Dave favoured the aggressive move.

25/23* 24/23 -0.075
 25/23* 6/5 -0.143 -0.068
 25/23* 8/7 -0.249 -0.174

21: 25/23* 8/7
 05) 42: 25/23 22/18* 32: 25/23 13/10
 06) 42: 24/22 22/18 55: 23/18(2) 8/3(2)
 07) 42: 23/21 21/17 53: 13/8* 8/5
 08) 53: 63: 24/18 13/10
 09) 62: 25/23 18/12* 62: 25/23 24/18

Game 1, Position 10



11 point match
 Black 0 White 0
 Black to play 33

Not a good roll for black, most of his checkers are blocked. He has three spare men that can be moved, on the 13-, 12- and 6-points; and it is from two of these that the actual play is made: 13/10 12/3.

However, Snowie thinks this too passive and doesn't really affect white. It favours switching points by playing 5/2* and coming down 12/6.

Although the actual play puts (slight) pressure on the white blot on the next roll, the preferred play does it immediately. It robs white of half a roll and that could be an advantage to black. Giving up the 'Golden Point' is always a hard thing to do, but in this instance it's perhaps the correct thing to do . . . at least according to Snowie it is!

According to Paul Lamford in his excellent book, *Improve your backgammon* switching is correct if:

- 1 It increases the number of gammons and they count
- 2 It buys time to escape a back checker
- 3 When the alternative leads to an awkward stacked position



Point 1 slightly increases the gammons - from 18% to 19.4%.

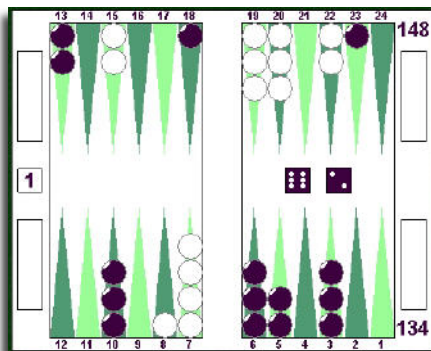
Point 2 is relevant as it could lessen pointing on the two black blots.

Point 3 isn't true because it doesn't leave it awkward or stacked.

12/6 5/2* 0.211
13/10 12/3 0.064 -0.147

10) 33: 13/10 12/6 6/3 51: 23/18 18/17

Game 1, Position 11



11 point match
Black 0 White 0
Black to play 62

We need to go as far down as Snowie 5th for the actual play. Here's a few candidates, see if you can spot it:

- 10/4 6/4: Making this point looks good but it does leave the two blots on white's side of the board under a lot of pressure.
- 10/8* 8/2: Putting white on the bar does at least protect the two blots, but what about the direct hit with 2s off the bar?
- 18/12 10/8*: Another move that hits (good idea, for reason above) but it is very risky as far as return hits are concerned with 16 hitting rolls (44.4%).
- 23/17 10/8*: Similar to above but this time with 15 (41.7%) reentry hits.
- 18/10: Makes one of the blots safe, but it does leave the remaining blot under the gun a bit.

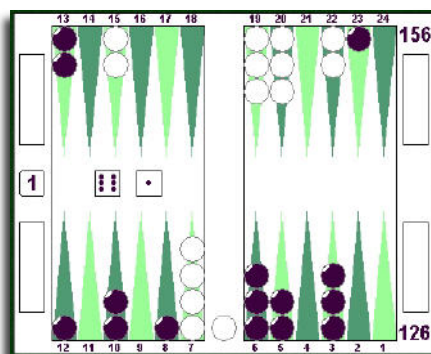
Well, did you spot the actual play? It was 18/12 10/8*. The difference between this play and Snowie 1st of 23/17 10/8* is that with the latter move return hits off the bar won't have to break off a point to hit whereas with the actual play the 13- and 10-points might have to be broken.

23/17 10/8* 0.272
10/4 6/4 0.162 -0.110
10/8* 8/2 0.152 -0.121
18/10 0.145 -0.127
18/12 10/8* 0.111 -0.162

11) 62: 18/12 10/8*

We don't have to wait long for the next one!

Game 1, Position 11a



11 point match
Black 0 White 0
White to play 61

Only two moves here, 25/18 or 25/24 10/4. One of these two moves loses 0.122 equity.

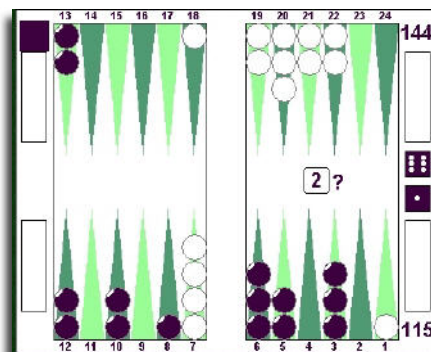
Black has a couple of blots on and with this throw white can't touch him. Playing safe with 25/18 is Snowie's choice. The actual move is far too aggressive and is almost giving black a free hand.

Although the idea behind getting hit is to make an anchor in black's board, the risk isn't worth it. It increases gammon chances for white from 10.2% to 13.6%, a small gain, but it also increases black's gammon chances from 14.1% to almost double at 26.6%.

25/18 -0.315
25/24 10/4 -0.437 -0.122

61: 25/24 10/4
12) 65: 23/17 17/12 32: 10/7 6/4

Game 1, Position 13



11 point match
Black 0 White 0
Black cube action?

Slight error here for black. This is No double/Take according to Snowie.

No double 0.584
Double/Take 0.510 -0.074

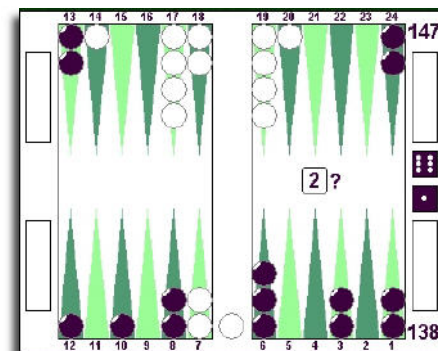
From hereon the game continues without any major errors or blunders.

13) Doubles to 2 Takes
14) 51: 13/8 13/12 42: 18/14 14/12
15) 41: 6/2 3/2 11: 12/10 10/9 7/6
16) 43: 12/8 8/5 55: 9/4 6/1(3)
17) 54: 10/5 10/6 66: 24/18 18/12(2) 12/6
18) 54: 6/1 5/1 43: 6/2 5/2
19) 32: 6/3 3/1 32: 4/1 12/10
20) 62: 8/2 8/6 32: 10/7 7/5
21) 32: 6/3 3/1 11: 5/4 4/3 3/2 2/1
22) 61: 12/6 12/11 41: 18/14* 18/17
23) 65: 25/19 6/1 61: 14/8 8/7
24) 31: 6/3 19/18* 21:
25) 21: 18/16 16/15 52:
26) 42: 15/11 5/3 61: 25/19 17/16
27) 61: 11/5 1/0 54: 19/14 16/12
28) 52: 5/0 2/0 22: 14/10 10/6
29) 53: 5/0 3/0 41: 12/8 8/7
30) 64: 5/1 3/0 63: 7/4 6/0
31) 31: 3/0 1/0 62: 5/0 2/0
32) 42: 3/0 2/0 42: 4/0 2/0 (concedes)
33) wins 2 points

Game 2

Paul Money : 2 Dave McNair : 0
01) 52: 13/8 13/11
02) 32: 13/10 13/11 66: 24/18(2) 13/7(2)
03) 31: 11/8 13/12* 31: 25/22 6/5
04) 55: 8/3* 8/3 6/1 6/1 31:

Game 2, Position 5



11 point match
Black 2 White 0
Black cube action?

Once again an error in giving away the cube.

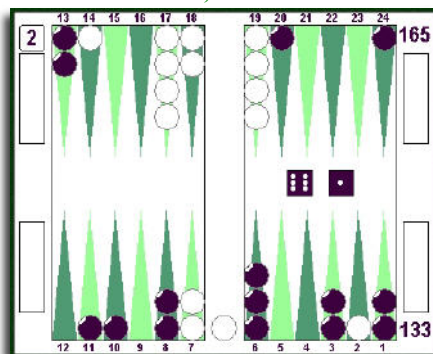
No double 0.422
Double/Take 0.365 -0.057

05) Doubles to 2 Takes
06) 41: 24/20* 12/11 21: 25/23

Here we are on move 7 and black has to make a decision. How to play a 61.



Game 2, Position 7



11 point match
Black 2 White 0
Black to play 61

Unlucky for some, the actual play of 8/2* 2/1 comes out at Snowie 13th and loses a mammoth 0.255 in equity!

Although hitting the 2-point blot is favoured by Snowie at 6th, 7th, 9th, 10th and 12th position, the one coming in at 13th just continues on uselessly and plays ultra safe.

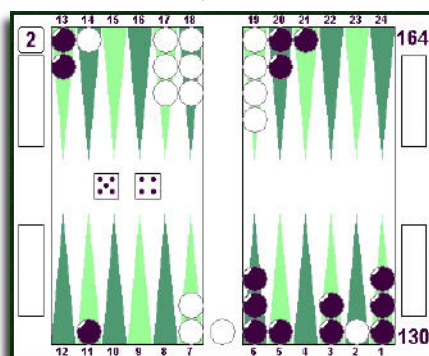
Making the 5-point isn't bad at all, but the *numero uno* play is 20/14* 11/10. Now white has two on the bar and black is nice and tidy blocking on two points in the outer board, the 10- and 8-points.

20/14* 11/10	0.542	
11/5 6/5	0.530	-0.012
24/23 20/14*	0.508	-0.034
20/14* 10/9	0.496	-0.047

20/14* 14/13	0.489	-0.053
11/10 8/2*	0.489	-0.053
8/2* 3/2	0.475	-0.067
20/14* 13/12	0.446	-0.096
24/23 8/2*	0.444	-0.098
10/9 8/2*	0.433	-0.109
20/14* 6/5	0.394	-0.148
13/12 8/2*	0.375	-0.168
8/2* 2/1	0.287	-0.255

07) 61: 8/2* 2/1	52: 25/20 25/23
08) 43: 24/20 8/5*	51: 25/20* 8/7
09) 54: 25/21 10/5*	

Game 2, Position 9



11 point match
Black 2 White 0
White to play 54

Well, whatever is played it's going to be a double hit. The question is, do you want to hit loose in your home board? The play 25/20* 8/4* does just this. The idea being that it (almost) stops black anchoring on the 4-point. But just how bad would that

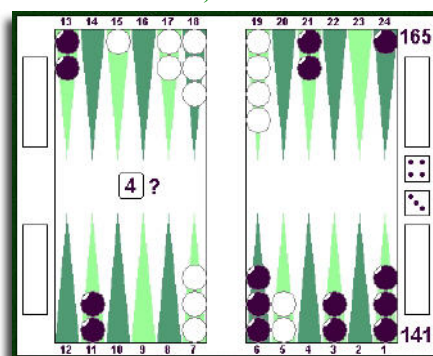
be? Not as bad as him anchoring on a lower point. At least at the top of the board he's going to be easy to leap over.

Snowie preferred the safer play of 25/20* 18/14*. The actual play gave away 0.153 equity, just too much for Snowie's taste.

For what it's worth, I prefer the actual play - but what do I know?

	54: 25/20* 8/4*
10) 22: 25/23(2) 23/21(2)*	32: 25/23 23/20
11) 65: 20/14* 20/15	55: 25/20 23/18 20/15 15/10*
12) 31: 25/24 14/11	

Game 2, Position 12



11 point match
Black 2 White 0
White cube action?

The cube errors keep creeping up. This recube to 4 loses 0.084 in equity. The black blot on white's 1-point could be a nuisance later, and although black has 3 men out of play on his 1-point, white has still a long way to go.

At approx 60/40 in white's favour for game winning chances, black has an easy take here. He might even be able to take advantage of his 11% gammon chances.

No redouble	0.551	
Redouble/Take	0.467	-0.084

	Re-doubles to 4
13) Takes	65: 18/13 13/7
14) 62: 21/15* 15/13	32: 25/23 23/20
15) 52: 21/16 24/22	66: 8/2(2) 7/1(2)
16) 62: 22/16 13/11	63: 20/17 17/11
17) 52: 16/11 16/14*	41: 25/21 6/5
18) 51: 11/6 14/13	31: 21/18 6/5
19) 54: 13/8 8/4	51: 18/13 7/6

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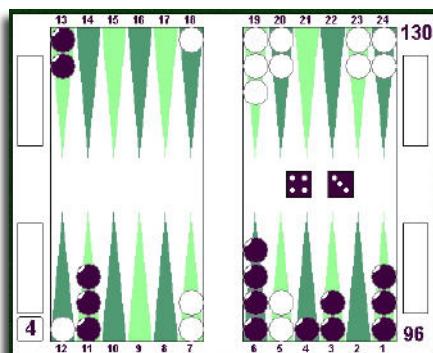
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Continued on the following page . . .



Game 2, Position 20



11 point match
Black 2 White 0
Black to play 43

The actual play might only be Snowie's 3rd choice but it loses a large 0.196 in equity.

By far the best move here is to make the 4-point, 11/4. White knows that if he's hit with only three points closed he's favourite to re-enter with 27 rolls (75%) and if hit with the 4-point closed, he's still favourite but it's reduced to 20 rolls, (55.5%).

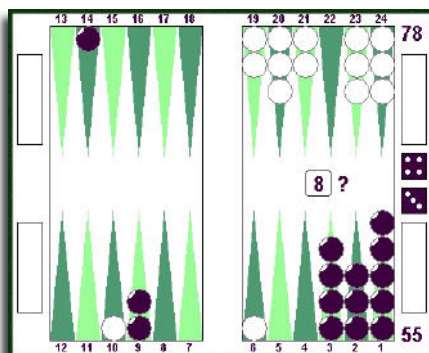
The seemingly messy 6/2 6/3 is still better than the actual play of 6/2 4/1. The actual play wastes a checker on the 1-point and reduces the chances of making another home board point.

11/4	0.398
6/2 6/3	0.237 -0.161
6/2 4/1	0.202 -0.196

From hereon the game continues without any major errors or blunders . . .

20) 43: 6/2 4/1	65: 13/7 7/2
21) 61: 11/10 10/4	22: 18/16(2) 7/5 6/4
22) 52: 6/1 4/2	52: 6/1 6/4
23) 32: 6/3 6/4	62: 16/10 10/8
24) 21: 11/9* 4/3	52: 25/20 8/6
25) 64: 9/3 11/7	62: 20/14 20/18*
26) 53: 25/22 22/17	
	44: 18/14 14/10(2) 10/6
27) 11: 17/16 16/15* 15/14 3/2	31:
28) 22: 13/11(2) 11/9(2)	65: 25/19 20/15

Game 2, Position 29



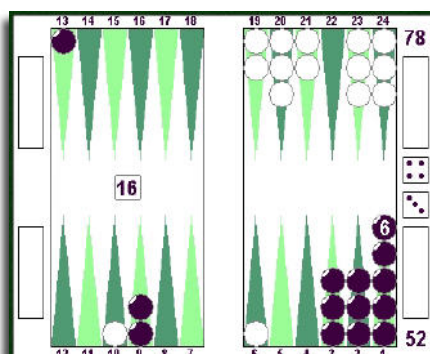
11 point match
Black 2 White 0
Black cube action?

At 11-away, 9-away, white's match winning chances are 40%. If he drops this recube he goes 6-0 down (11-away, 5-away) with just 19%. Taking this cube is the correct strategy - offering it isn't. Once he's taken this cube it'll be re-shipped back on 16 at the very first opportunity.

No redouble	0.658
Redouble/Take	0.553 -0.105

29) Doubles to 8 Takes
 30) 21: 3/1 14/13

Game 2, Position 30



11 point match
Black 2 White 0
White cube action?

Here's the recube and black has to take. Giving away the cube on his previous roll has now meant putting the match on the

line from this position.

Without the recube to 16, if white lost he'd go Crawford to zero down, at 11-away, 1-away this equates to a measly 3% in his favour whereas his game winning chances are currently at 58.4%; which, when the cube is taken become match winning chances. Black's recube has now rebounded and he has to decide: *Do I go 8-2 down (9-away, 3-away at 16%); or do I take and go for the match at 41.6%?*

He takes . . .

Re-doubles to 16

31) Takes
 11: 19/18 15/14 14/13 13/12*

Black is hit and then dances for the next three rolls

32) 54:	63: 12/6 18/15
33) 44:	64: 15/9 9/5
34) 65:	31: 5/2 1/0
35) 43: 25/22 9/5	42: 6/2 2/0
36) 62: 9/3 5/3	54: 6/1 6/2
37) 65: 22/16 16/11	

Just 13 pips down in the race black is forced to run. Can he win the race?

38) 31: 11/8 8/7	42: 4/0 2/0
39) 63: 7/1 3/0	43: 4/0 5/2
40) 61: 3/0 1/0	32: 5/2 2/0
41) 63: 3/0 3/0	42: 5/1 2/0
42) 64: 3/0 2/0	65: 2/0 2/0
	54: 2/0 2/0

With 8 checkers left black must roll two doubles to win. He rolls . . .

43) 31: 2/0 1/0 Wins 11 points and the match

This entire match is on the CD-ROM version of Bibafax PDF. Available from Biba for just £12 for 2004. Details from Biba HQ..

Colour Bibafax

The
 choice
 is yours

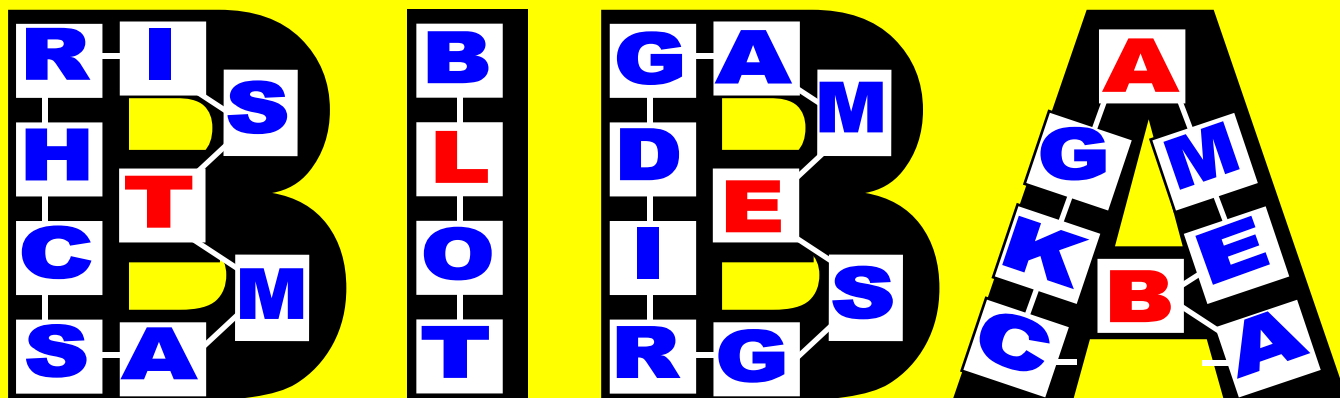
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BIBA X.M.A.S. Word Grid

The Solution

The word I was looking for was **TABLE**.

Well, did you get it right? Mark Heidenfeld got the closest, and now he is enjoying **Lifetime Biba Membership** and **Free Entry** for the **At-A-Glance™ British Open** in April. Well done, Mark.



Online version of this concept? ... **GAMESGRID**

The season to be jolly? ... **CHRISTMAS**

Playing in reverse? ... **BACKGAME**

Always getting hit? ... **BLOT**

The competition wasn't as straightforward as I'd thought. Mark writes: *As usual it was quite a pleasure to read the current edition of Bibafax. Your BIBA X.M.A.S. Word Grid was great fun, however it turned out to be a nightmare. After finding a few words, I thought it might be a challenge to take a systematic approach to the competition. So far I have found 312 words, of which I admittedly only know about 20%.*

Blimey, 312 words! I don't **know** 312 words! Mark, you deserve your prize for all your hard work.



Archive - Winning Strategies (Robin Clay)

By Michael Crane

There is a big difference between reading about how to play and actually using the

correct principles when it comes to playing the game. This quiz, taken from Robin Clay's *Backgammon - Winning Strategies*, is designed to enhance the analytical skills required to become a successful player.

There's not enough space to show all the moves. Robin's choices for each position

are designed to try and illustrate both the wrong and correct move. It is just as important to know why a move is wrong as it is to know why it is right.

The positions are all money games, not tournament play, and without the Jacoby Rule (*No gammon or backgammon can be won unless the cube has been turned*). Robin's moves have been rolled out by Snowie (in the book he used JellyFish 2.1, all that was available to him at the time) and have been updated where necessary.

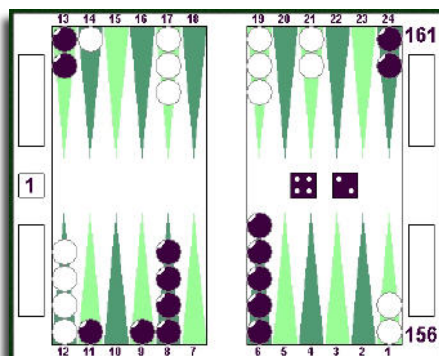
Tick your play for each position and then check your score on page xx, along with the analysis.

This issue will feature the first twenty positions and, at a later date, additional positions will feature.

Sadly, Robin Clay died in November 2000. No doubt he's looking down on us as we continue to play the game he loved so much.



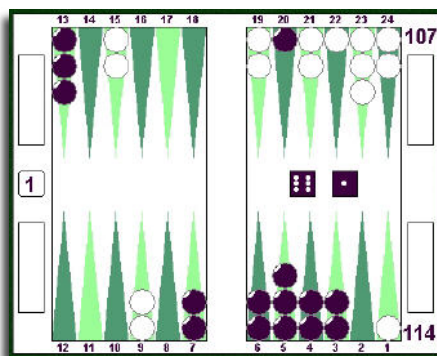
Problem 1



Black to play 42

- a 24/20 11/9
- b 13/11 13/9
- c 11/7 9/7 8/4 6/4

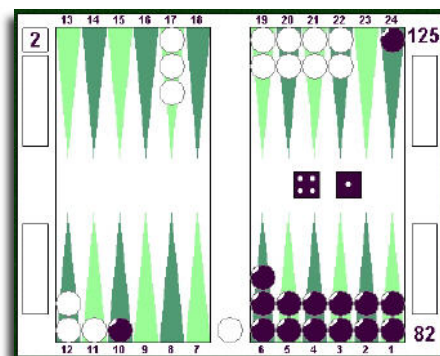
Problem 4



Black to play 61

- a 13/6
- b 20/13
- c 7/1* 7/6
- d 13/7 5/4

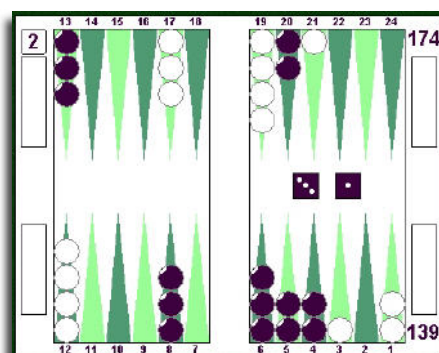
Problem 7



Black to play 41

- a 6/1
- b 6/2 10/9
- c 24/23 6/2
- d 24/23 10/6
- e 10/5

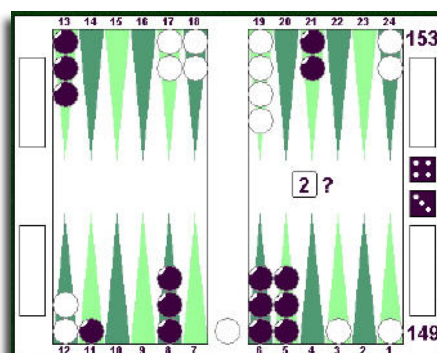
Problem 2



Black to play 31

- a 13/10 6/5
- b 8/7 6/3*
- c 8/5 5/4
- d 8/5 6/5

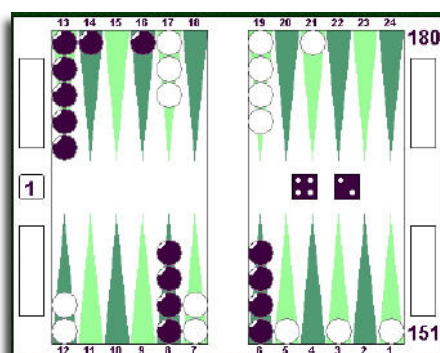
Problem 5



Black on roll

- Should Black double?
- a Yes
 - b No
- Should White take?
- c Yes
 - d No

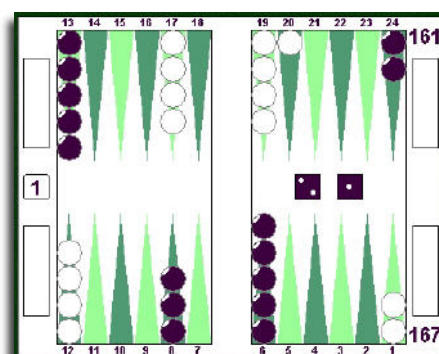
Problem 8



Black to play 42

- a 16/14 13/9
- b 16/14 8/4
- c 16/14 6/2
- d 8/4 6/4
- e 14/8

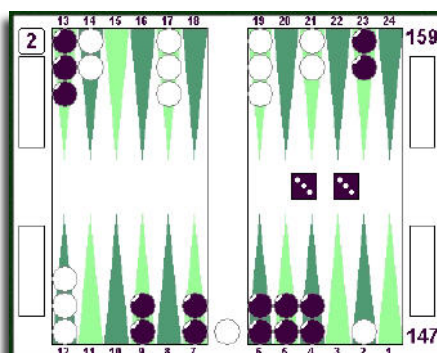
Problem 3



Black to play 21

- a 13/11 24/23
- b 13/11 6/5
- c 6/4 24/23
- d 13/10
- e 24/22 24/23
- f 24/21

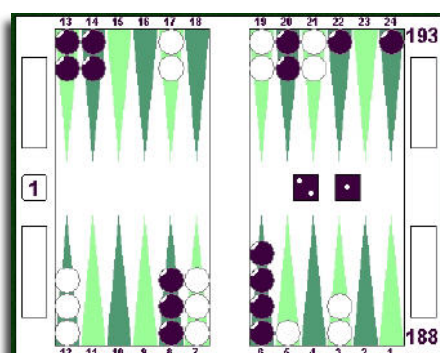
Problem 6



Black to play 33

- a 23/20(2) 13/7
- b 23/20(2) 13/10(2)
- c 13/4 9/6
- d 13/10(3) 10/7
- e 23/20(2) 9/6 13/10
- f 23/20(2) 5/2*(2)
- g 5/2*(2) 23/20 13/10
- h 9/3(2)

Problem 9

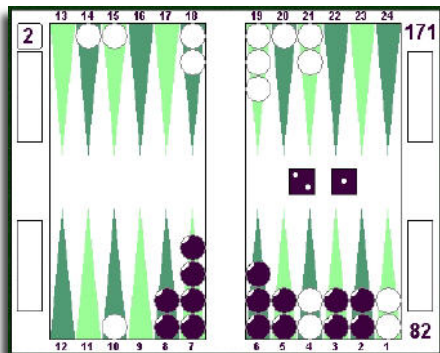


Black to play 21

- a 24/22 6/5*
- b 22/20 6/5*
- c 22/20 24/23



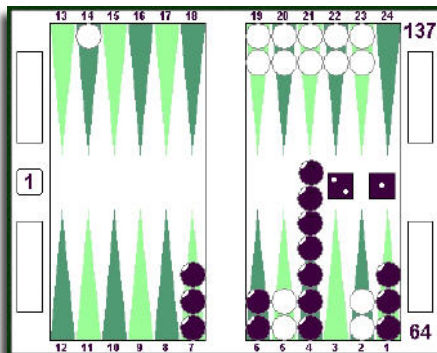
Problem 10



Black to play 21

- a 8/6 8/7
- b 7/6 7/5
- c 7/5 6/5
- d 6/3

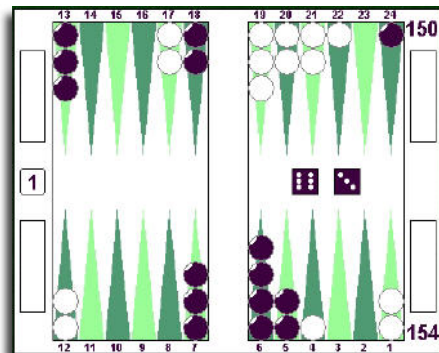
Problem 13



Black to play 21

- a 7/4
- b 4/1

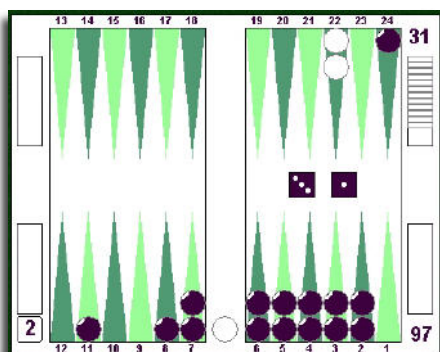
Problem 16



Black to play 63

- a 24/18 7/4*
- b 24/18 13/10
- c 24/18 18/15
- d 13/4*

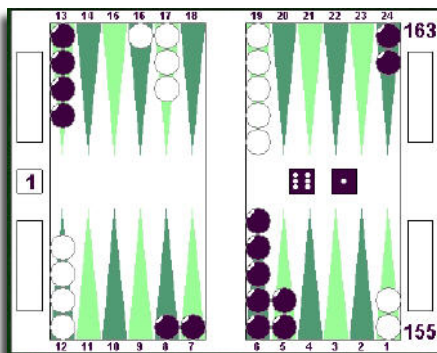
Problem 11



Black to play 21

- a 8/4
- b 24/20
- c 11/8 24/23
- d 8/7 24/21
- e 11/8 2/1

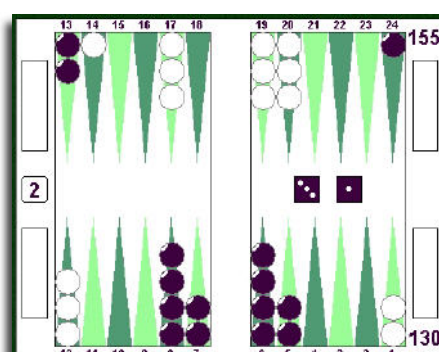
Problem 14



Black to play 61

- a 13/7 6/5
- b 24/18 8/7
- c 13/7 24/23
- d 13/7 8/7
- e 24/18 7/6

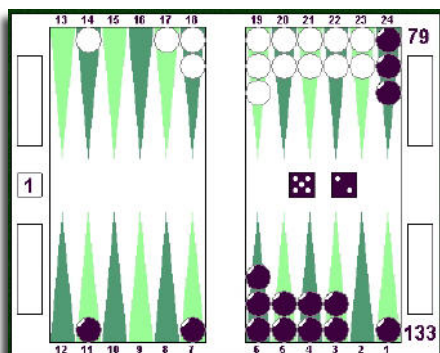
Problem 17



Black to play 31

- a 8/5 8/7
- b 8/4
- c 8/5 6/5
- d 13/10 6/5
- e 24/21 6/5
- f 8/5 24/23

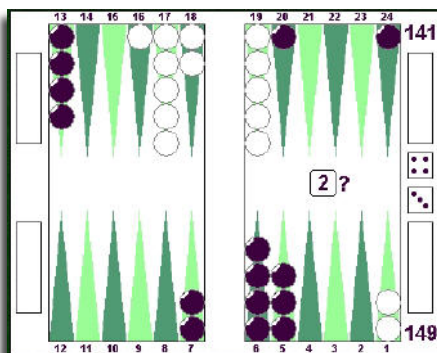
Problem 12



Black to play 52

- a 11/6 7/5
- b 11/4
- c 6/1 11/9
- d 7/2 6/4

Problem 15



Black on roll

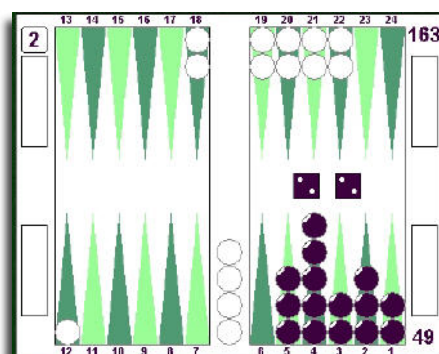
Should Black double?

- a Yes
- b No

Should White take?

- c Yes
- d No

Problem 18

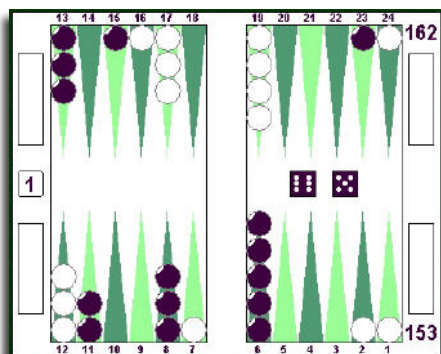


Black to play 22

- a 5/3 2/0(3)
- b 5/3 4/2 2/0(2)
- c 5/3(3) 2/0
- d 5/3(3) 4/2



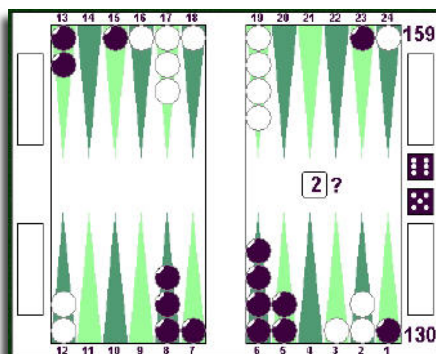
Problem 19



Black to play 65

- a 13/7* 7/2*
- b 13/7* 6/1*
- c 13/7* 15/10
- d 15/9 6/1*
- e 15/9 13/8

Problem 20

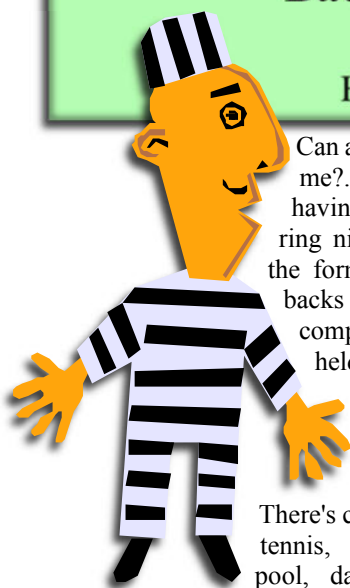


Black on roll

- Should Black double?
- a Yes
 - b No
- Should White take?
- c Yes
 - d No

Now that you've completed the quiz and have written down your answers, turn to page 12 to check your score.

Backgammon from the *Inside* - if you know wot I mean! Her Majesty's guest *Bad Boy* writes



Can anyone help me?...I've been having a recurring nightmare in the form of flash-backs about a competition held in this prison and it starts like this.

There's chess, table-tennis, snooker, pool, darts, dominoes, and quiz-zes. There are also numerous feats of strength, speed and endurance that are taking place in the gym. Have you spotted it yet? If you have, well done. I've left out my number one pastime, Backgammon (on purpose)!

Sometimes it can be a real pain helping other people because, being the nice guy I am, I've been lending some of the guys my backgammon books and copies of Bibafax to help them improve their game. In my nightmare one of those guys unceremoniously dumps me out of the backgammon competition 6-0! Being beaten was bad enough but 6-0.....once more for those at the back, 6-0!

I know exactly what you're thinking.. **no**

way! Kenroy's the man when it comes to Backgammon. What really upset me though is that in my nightmare, whenever I tried to speak to the Samaritans the lines were always busy and I couldn't find a Listener for love nor money. I tell you, there's nothing even remotely amusing about walking around with a permanent grin on your face and having to repeat "these things happen" to everybody that has heard you were stuffed 6-0 in the backgammon competition. In my nightmare there are people who now **want** to play me, I'm no longer feared, people offering to play me for chocolate, drinks, tobacco etc. This cloud may yet have had a silver lining, but then I remember the "no gambling allowed" rule and the gloom returns.

I'm still in the pool and table-tennis competitions and am at the quarter final stages in both, don't get me wrong, I'm not *that* good at either of these activities but quite a few of my upcoming opponents had either:

- Arranged their official 4-day home-leaves over the Christmas period and were unavailable to play.
- Arranged their unofficial home-leaves over the Christmas period, departing under the cover of darkness, and were unavailable to play.

- Got themselves put in the block, or shipped out for breaking prison rules, and were unavailable to play.

I'm not a proud man and I'll take a win anyway I can get it because at this stage I'm just trying to salvage a little pride.

I've sent a letter to Santa, (he *does* exist) asking him for two things, firstly, do not let my friend The "Dread", who beat me, go on to win the competition otherwise I'm going to need a transfer to another prison or face daily verbal abuse from him.

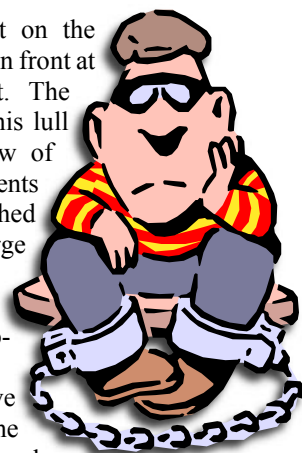
Secondly, I hope "The Dread" gets his parole which is due in the next few months because once he's gone perhaps this nightmare will end and I'll be able to get a good nights sleep and resume my rightful place at the top.

I hear barking...Is that you Toto? There's no place like home, there's no place like home, there's no place like home....!

It's all quiet on the Backgammon front at the moment. The reason for this lull is that a few of my opponents have reached their discharge date and have now left the establishment. Others have now become eligible for work in the community and are out most of the day. Things have got so bad that to prevent my game going into freefall I've started to play beginners just to keep my eye in. I use the term "play" loosely because in prison you don't actually "play" beginners, it's more a case of seeing how far you can push yourself mentally before you feel the need to hit something, however, as I'm not a violent person I just sit there and continue to play as my brain slowly turns to mush.

There isn't anything wrong with beginners, *per se*, I was one once, but I think I can, in all honesty, class myself as an intermediate now.

The thing with most beginners is that, although they can grasp the concept of Backgammon fairly quickly and are generally good at picking things up, they



nearly all have the infuriating habit of moving their pieces one space at a time when playing their moves. Am I being too hard? Should I lighten up a little? Can I ask the audience?

There have been numerous occasions where I've literally lost the will to live as my "opponent", (who only learned to walk upright that morning), counts out his latest move, "Er... I'm red and I'm going this way right?... Okay, 1,2,3, 4, no, no, wait, can I change that, was I there or there?"

Please believe me when I say that I am *not* a Backgammon snob and I like to think I'm a patient man, but having reached a certain standard of play I wish to maintain it.

"What about when you were a beginner?" I hear you ask, (This as just *one* of the worrying side-effects of playing beginners, voices that suddenly ask you questions for no apparent reason, and it can strike at any time).

What is even more worrying is that I shall now answer it!

When I was a beginner my opponents were taking money from me hand over fist so they had no reason to complain as they were being handsomely rewarded for putting up with me.

Another thing is that when you try and help some beginners who have a basic grasp of the game, they can become quite irate, and what started out as a simple game of Backgammon can escalate into something far more confrontational, "For those who are about to die we salute you".

OK! OK! I'm exaggerating slightly but you get my drift.

I could understand it if there were a wager on the outcome but were just playing to pass the time.

Unfortunately Backgammon is a habit I cannot break and despite all my misgivings, players of **any** level are **still** wel-

come. I do have one small rule though:

- Please leave **all** weapons at the door, you can collect them when you leave.

There's no such thing as being *too* careful in a place like this!

MC: Bad Boy will be back next issue . . . unless he he gets my cake with the file in; and makes a run for it!

Do you have any questions about Backgammon Inside? Bad Boy would love to hear from anyone who any backgammon related questions. Just send to them to Biba HQ f.a.o, Bad Boy, or send them via email to badboy@guesswhere!

He's got plenty if time on his hands - about another 15 months - so your correspondence will help to pass the time.



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Archive - Winning Strategies - The answers

Problem 1: This should not be a problem to anyone, the correct move is simply a combination of point priorities and distribution.

- a) **-1** Selection of this move shows no understanding of the position. Splitting the rear checkers simply passes the initiative to white who will attack the checker on the white 5-point with glee.
- b) **+1** Although this makes two good outfield points it gives up the mid-point too early in the game.
- c) **+2** This is the second best point to make; it leaves black badly placed to make further points and does nothing to bring the surplus checkers on the 8- and 6-points into play.
- d) **+3** The correct move. It turns the surplus checkers into a point and the 4-point takes priority over the 7-point. Here both point priority and distribution principles are satisfied and two builders are left on the 11- and 9-points to enhance the probability of making the bar-point next turn.

Problem 2: Black has established a winning position. An advanced anchor, a strong home board, is ahead in the race and has already doubled his opponent. In contrast white has a weak home board and two blots exposed. Black must now launch a vigorous attack before white has a chance to consolidate.

- a) **+0** This play is too feeble. It gives white the opportunity to make a forward anchor on the black 3-point. This position requires aggressive play.
- b) **+2** This is the best move. It attacks white when he is at his weakest. If black can cover the 3-point, or make the bar-point next turn, his four-point prime becomes a five-point prime. If black is hit there is a blot in the weak white home board waiting to be hit and with a safe forward anchor black is really taking no risk. After this move black's game winning chances expand to 73%.
- c) **+0** Like move A this is an ineffective move that does not make use of a vastly superior position.
- d) **-1** This move is quite the worst! It violates a fundamental principle - do not have your builders concentrated on the same point spread them over different points and remain flexible whenever you can.

Problem 3: A common opening situation in which black is now about 5 per cent underdog having failed to hit the white slot. Black has three possible types of responses: 1 To try for a forward anchor, 2 Split the runners and bring down a builder, 3 To slot his own 5- or 4-point.

- a) **+2** Splitting and bringing down a builder is the second best move, albeit by a small margin.
- b) **+3** Trying to make his own 5-point by slotting is the best move. The extra checker on the 11-point to cover on the 5-point makes this move far stronger than move C.
- c) **+0** Despite the duplication of threes to hit the blot or to cover on the 5-point this is one of the worst moves (along with E & F), black is hit too often, losing ground in the race.
- d) **+1** Bringing down a builder without splitting is cautious but it is the 3rd best move.
- e) **+0** There is no real benefit to be gained by this move. Part of the move should have been played to make, or enhance the chances of making, a point in his own board.
- f) **+0** Going for the forward anchor is the worst move by a fraction.

Problem 4: In a position like this (which black should have doubled) white is in trouble being badly stretched. Many dice containing a five or a six will force the exposure of more blots.

- a) **+3** This brings the spare from the 13-point and adds a builder for black to try and complete his prime next turn and, most importantly, leaves his checker on the 20-point to put pressure on any white blots that may be exposed. This move gives black a win in 82% of all games of which 31% are gammons.
- b) **+1** Making the checker on the 20-point safe is the wrong idea. The checker on the 20-point is in no real danger, but as long as it stays there it is a most painful thorn in white's side. This is not a bad move but it does result in the gammon rate falling from 31% with move A to 21%.
- c) **-1** This move shows no understanding of the position and is completely wrong, exposing black to return hits. Despite white being ahead in the race by seven pips black has such a superior position that he has no need to take risks.

- d) **+3** A move almost identical to move A and giving an almost identical result with the benefit of an outer board builder.

Problem 5: *Position:* Black has a superior position. *Threat:* To make another point or to point on a white checker putting two checkers on the bar against a three-point board. If this happens white will only have a 25 per cent probability of entering both checkers. The lack of an anchor is a major disadvantage for white. *Race:* Black 149, White 153.

- a) **+1**
- b) **+0**
- c) **-2**
- d) **+2**

A clear double for black. He will win 73% with almost 28% of them being gammons. The high incidence of gammons makes this a drop for white.

White's position must have just about every possible adverse feature. Two checkers out of play on his 1-point. Surplus checkers all piled upon the 6-point. Very little possibility of making any more points in front of the black anchor.

Should Black have played on for a gammon instead of doubling? Possibly - it would depend on the psychology of the opponent - but why not give him an opportunity to make a mistake and turn the gammon into four points rather than two!

Problem 6: The large choice of moves makes this a difficult problem. Black must decide whether to concentrate on attack or defence. A forward anchor on the 20-point would be nice. If white re-anchors quickly he could easily make further good points in front of black. With a superior position black should attack but if possible combine it with a forward anchor.

- a) **+3** A & E both combine making a forward anchor with moves to strengthen the attack and are quite close to B in equity. E is just a tad better than A.
- b) **+4** Although it is tempting to make another point with H, this play is the best one. Should white re-enter he'll be up against as formidable blockage of black checkers.
- c) **-2** C & D prove to be the weakest moves. The lack of a forward anchor is the main cause of these being the weakest moves.
- d) **-2** See C.
- e) **+3** See A.



- f) **+2** Shifting points to place two on the bar will work fine if black is able to quickly close out the vacated 5-point. This is a risky strategy loses 5% game winning chances over **A** but gains 9% more gammons.
- g) **+0** Another point shifting move, but this time it leaves quite a few blots on and black could become preoccupied with clearing them up if white re-enters quickly.
- h) **+1** Making another point in the home board isn't the best move. If white re-enters with a 2 he'll be fronting black's prime and can escape with double six.

Problem 7: This is a case of 'kill sixes or they will kill you'. To win black must select moves that will keep his board intact for as long as possible whilst he waits to escape his last checker. If he fails to throw a six, or 51, all moves have to be made in the home board and each time this happens the danger of the board breaking increases.

- a) **-1** **A, B & C** The choice of these moves shows no understanding of the position. They all fail to 'kill' sixes.
- b) **-1** See **A**
- c) **-1** See **A**
- d) **+3** The correct move. Now black can no longer play a six and five is the escaping number. By making this move only dice of four or less can be played in the home board, greatly reducing the danger of it collapsing before the last checker escapes.
- e) **+1** This move leaves thirteen escaping numbers as opposed to only eleven with move **D** but as all fives (other than 51) have to be played in the home board it still weakens the black home board too quickly.

Problem 8: The choice here is whether to make the 4 point leaving two blots exposed, or to cover on the 14 point and leave one blot exposed. If the choice is the latter where should the blot be left?

- a) **-1** This move duplicates the four and two which white needs to cover his blot on his 4-point but the blot on the 9-point is too vulnerable.
- b) **+1** Although this move slots the valuable 4-point it fails to duplicate any of white's hit and cover numbers and is exposed to a double shot.
- c) **+0** This is the worst move, black does not want to make the 2-point so early in the game so why slot it?
- d) **+3** The best move. The 4-point will be of great value in a game that will be long and complex. Leaving two

blots exposed to white is not important, firstly because if white hits he can only do so by giving up the vital mid-point, and secondly the four and two required to hit also duplicate his covering numbers on the white 4-point. This move also makes use of the surplus checkers on the 8- and 6-points.

- e) **+0** Again this does nothing to improve the home board.

Problem 9: Never play a back game unless you are forced into it! Here black is far from being forced into a back game.

- a) **+1** Securing a second point in the opponent's home board to be ready for a back game is wrong. Black should be creating a spare builder to improve his stretched position. Playing 6/5* is right, black must not give up the struggle for his 5-point.
- b) **+3** The correct move. Black creates a spare on the 20-point to relieve his stretched position and attacks on the 5-point.
- c) **+0** Although this move correctly creates a spare on the 20-point, moving 24/23 is wrong. Black must not give up the battle for his own 5-point; especially when he holds his opponent's 5-point.

Problem 10: White has a back game with plenty of timing and black must decide which point should be cleared first.

- a) **+0** Black should be preparing to clear the 7-point, not the 8-point. Should a blot be left on the 8-point there is only one direct shot, whereas if the blot is left on the 7-point it would be subject to two direct shots.
- b) **+3** This is the correct move preparing to clear the 7-point first. This play increased the gammon chances by 5%.
- c) **-1** Quite wrong. Black must keep his spares distributed over as many different points as possible.
- d) **+0** This again fails to increase the distribution of the spares and does nothing about clearing the 7 point.

Problem 11: A lucky hit at a late stage in a back game has produced this situation, but unless black can hit a second blot his winning probability is only about 7 per cent. How should black play to achieve the greatest probability of hitting a second blot?

- a) **+0** This does nothing to increase the probability of forcing white to expose another blot.
- b) **-1** This shows no understanding of the

position. The blot should remain on the 24-point waiting to hit another white checker.

- c) **+0** Making a seven-point prime is of no value if nothing is done to increase the probability of white re-entering. Moving the last checker 24/23 reduces the probability of hitting another blot.
- d) **-1** This suffers from the same defect as **B** above.
- e) **+3** This is the correct move. It actually walks the prime backwards and by exposing two blots increases the probability that white will re-enter and later expose a second blot. Black should be delighted to have further checkers sent back to increase the probability of hitting a second, or if very lucky, three of white's checkers.

Problem 12: Black is in serious trouble, but he might just save the position if he can stop his board from breaking before he gets a hit. Therefore he must find the move that will enable him to retain a strong board for as long as possible in the remote hope of turning the game round.

- a) **+2** This 'kills' all sixes and will slow down the rate at which his board breaks. This is the only correct move.
- b) **-1** c) & d) all fail to 'kill' sixes with the result that the board will break quickly.

Problem 13: Black is faced with white's perfectly timed back game and must find the move that will both clear the bar-point and leave the fewest shots next turn. There is nothing for it but to mentally go through all the dice permutations to find out which move is best.

- a) **+2** With this move black will have ten dice permutations that both clear the bar-point and leave no shots, (66, 63, 36, 61, 44, 33, 31 and 11). Black will win 49.2% of all games with 14.5% gammons or backgammons.
- b) **+0** This move gives only three dice permutations that both clear the bar point and leave no shots. (44, 33 and 11). Black wins 45.36% of all games and 12.9% gammons and backgammons.

In general having an even number of checkers on the highest point gives fewer shots than having an uneven number.

Problem 14: Black has made an excellent start and should now build on his superior position. His runners are in no serious danger so all his efforts should be concentrated on achieving a better distribution of



his surplus checkers and enhancing the probability of making a four-point board as quickly as possible.

- a) **+3** This is the ideal move. It improves distribution of the surplus checkers and produces the best position to extend the three-point prime into a four-point prime.
- b) **+2** The second best move but white will attack the 18-point blot making it difficult for black to extend his prime or bring his surplus checkers into a better position.
- c) **+2** Splitting the rear checkers always enhances the probability of making a forward anchor and/or enables one runner to escape more easily, but having already established a superior position black should be concentrating on strengthening it further, rather than using part of the move to improve the situation of the rear checkers.
- d) **+1** Wrong. This move reduces point-making probability when the blot on the 8-point is in no serious danger.
- e) **-1** The weakest of the five moves giving white the opportunity to attack on a point he wants to make.

Problem 15: Race: Black 149. White 141. **Threats:** 1 To hit the white blot on the 9 point (fifteen dice permutations). 2 To make a forward anchor (four dice permutations). 3 Escape and run with one checker (twelve dice permutations). 4 To make another point in the home board (five dice permutations). All dice permutations do something of benefit for black. **Position:** Black is in a good position to make points in front of white and has plenty of spares on his mid-point. In contrast white has lost his mid-point and his spares are badly stacked on the 8- and 6-points so many dice will result in a blot being exposed and White has no forward anchor.

This is a clear double for black who will win 69.3% of all games with 20.3% of them being gammons or backgammons. White, who wins 30.7% has a take. Black's home-board is yet to become established, and, if white's blot on his

9-point is hit, it could help form an advanced anchor. By taking white loses 0.012 in equity, whereas if he drops he loses 0.226.

- a) **+2**
- b) **-1**
- c) **+1**
- d) **+0**

Problem 16: A problem that contains good and bad news. The six escapes the last runner but the three creates another blot -where should the blot be left?

- a) **+0** This exposes another blot to white that may be hit on re-entry at a time when black has no anchor and is facing a stronger white home board.
- b) **+0** A move that creates another blot subject to a hit with any six.
- c) **+2** The correct move. The three needed to hit breaks the mid-point, it also duplicates the three that enables white to make a forward anchor or to cover his blot in his home board.
- d) **+0** The same defect as A.

Problem 17: If only black had an anchor the correct move could be to slot the 4-point.

- a) **+2** This is the correct move playing safe and spreading the spares into the best position. Note how a checker from the 7- or 8-point can now be used to make another point without exposing a direct shot.
- b) **-1** Slotting without an anchor is wrong.
- c) **+1** A safe move but the one should be moved 8/7, not 6/5. With the 8/7 move white can use a checker from the 8-point to make a point in the home board without exposing a direct shot and places a spare on the 7-point.
- d) **-1** This move exposes black to hits on the 13-point. The mid-point should not be broken at this stage of the game, it will probably be required as a landing point when the last checker runs out from the white home board.
- e) **+0** This improves the distribution of the spares but moving up to the 21-

point invites white to attack, whereas if the blot had remained on the 24-point white would be more reluctant to attack.

- f) **+1** This leaves the spare on the 8-point instead of the 7-point.

Problem 18: In this position white needs twenty-one cross-overs to save the gammon. Black needs fifteen to win. In a tournament with black two points from winning he would select safe moves to ensure a gammon win, but if black was three points from winning (or playing for money) he would select moves that slightly increased the risk but which increased the number of backgammon wins.

- a) **-1** Black must not open a point where White could enter and linger for a shot.
- b) **+2** Black wins 95.9% of all games (92.1% gammons and 19.7% backgammons). The cost is 1.4 % more losses than move D, but this is more than made up by the increase in backgammons.
- c) **+1** Black leaves himself open to exposing a blot if his next roll is 6:6, 5:5 or 4:4. Result: 96.4% wins, 93.4% gammons and 12.3% backgammons.
- d) **+0** This is the move to win a gammon but not a backgammon. Every move can be played safely. Result: 97.3% wins, 94.3% gammons, 9.4% backgammons.

This quiz is written on the assumption that you are playing for money so move **B** is correct. If in a tournament you were two points from winning move **D** would be correct, but if three points from winning move **B** would be correct.

Problem 19: Black must hit on the bar-point and then place a second checker on the bar in order to protect his many blots scattered around the board.

- a) **+3** The best move putting two checkers on the bar and is better than B because black would prefer to make the 2-point before the 1-point.
- b) **+2** Hitting on the bar-point and the

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Rollouts: Set up any position to have JellyFish play it thousands of times for an exact analysis				◆
Interactive Rollouts: Play one or both sides of a position, use JellyFish to calculate an exact analysis			◆	◆
Comments: Have JellyFish tell you when you make a bad move or wrong cube decision			◆	◆
Suggested moves: Get a list of all legal moves for a given roll, sorted by equity for player on roll			◆	◆
Evaluation: Calculate both players equity for any position			◆	◆
Editing: Set up any position for further analysis		◆	◆	◆
Files: Saving and loading positions, games and matches		◆	◆	◆
Full playing strength: Play against JellyFish on 7 different levels	◆	◆	◆	◆

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Tutor 3.5	£55
Player 3.5	£20
Lite 3.5	free

- ▶ 1-point to protect the blot on the bar-point. Now white has no dice that can re-enter two checkers and hit on the bar point. If the checker on the 1-point is hit re-entry is easy and it can be re-circulated round the board. However black does not want to make the 1-point so early in the game so move **A** is superior.
- c) **+1** Not aggressive enough, black must hit two checkers.
- d) **+0** Same argument as **C**.
- e) **-1** Failure to put any blots on the bar is the weakest move.

Problem 20: That black should double is obvious. **Position, race** and **threat** are all in his favour. Black will win 69.3% of all games of which 34.3% will be gammons

or backgammons. The high rate of gammon losses makes this a clear drop for White.

- a) **+1**
b) **-2**
c) **-2**
d) **+2**

Should black have played on for a gammon? No.

There is a small danger that white might yet establish a back game position and being badly behind in the race might even have enough timing. Double and give white the headache and the opportunity to make a mistake by taking or dropping incorrectly!

Rating your standard of play.

Maximum score = 52
Minimum score = -19

Advanced	52 to 46
Higher Intermediate:	45 to 31
Lower Intermediate:	30 to 16
Beginner	15 to 0
Weak Beginner	-1 to -19

MC: This quiz will continue in a later issue.



EUROPEAN BACKGAMMON NEWS

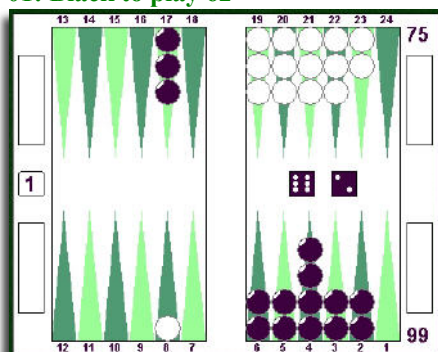


This quiz was featured in the above publication in June 1976. The winner received free flights, accommodation and entry into the 1976 World Championship in Monte Carlo. The winner, (one of three to get all 12 correct) was Guy Baguenault de Puchesse of Paris.

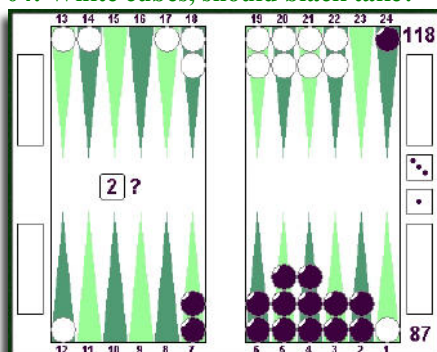
The answers to the quiz were decided by a jury consisting of Lewis Deyong, Joe Dwek and Stephen Raphael; all of whom decided unanimously on the solutions.

I have run all the positions through a Snowie 4 mini rollout and have reproduced the results along with the 'correct' solution for your information only - without comment. However, one of them, No 2, is an appalling move; so much so that I suspect there's a mistake in either the board set-up or the roll. When the solutions were printed the original boards were shown and there wasn't any mention of an error in this position. You can decide for yourself.

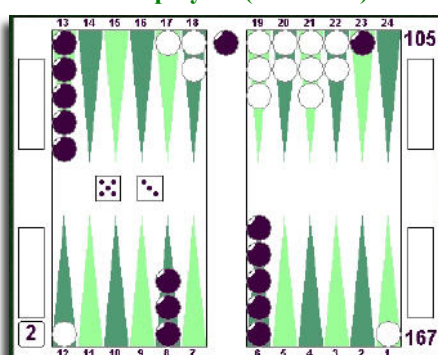
01: Black to play 62



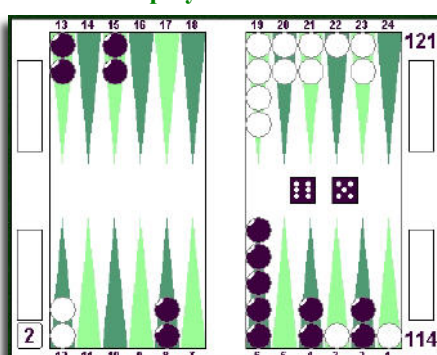
04: White cubes, should black take?



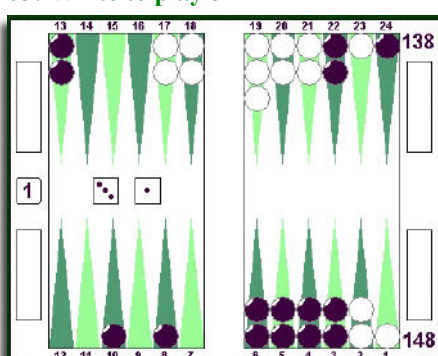
02: White to play 53 (see above)



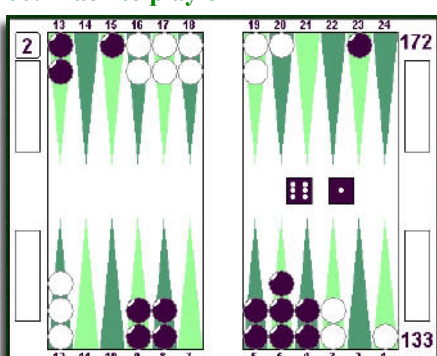
05: Black to play 65



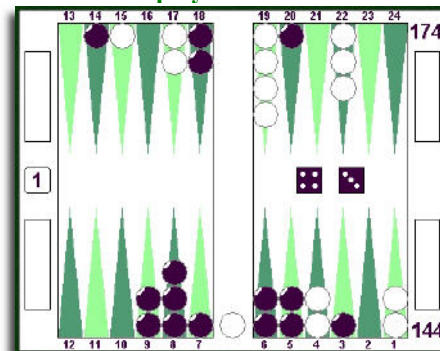
03: White to play 31



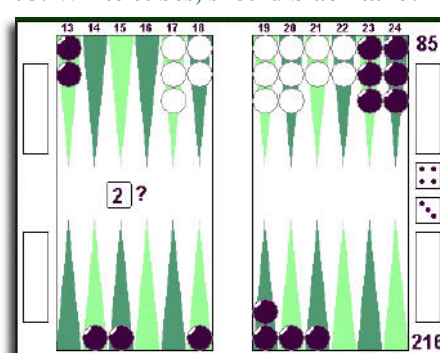
06: Black to play 61



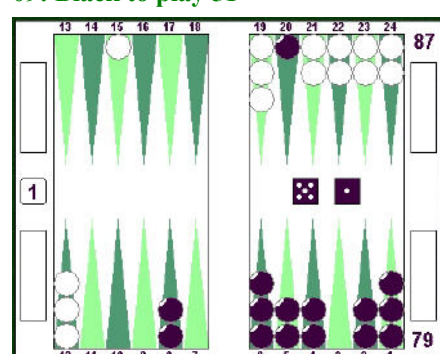
07: Black to play 43



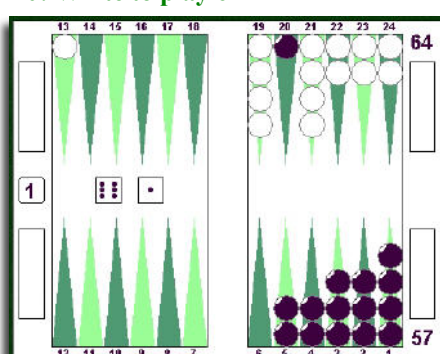
08: White cubes, should black take?



09: Black to play 51



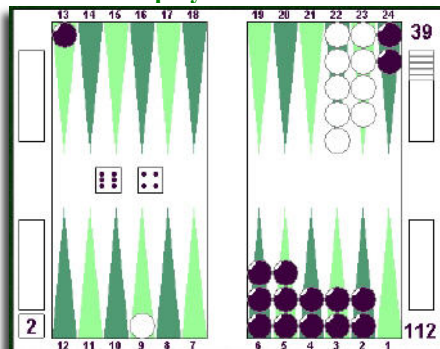
10: White to play 61



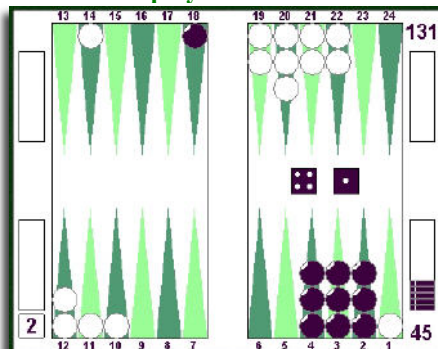
Continued on the following page.



11: White to play 64



12: Black to play 41



Regarding No 2. I would imagine the roll would have been 52, played 13/8 4/2*. This makes far more sense than the 'official' answer.

If anyone can recall this quiz or the now defunct publication it appeared in, perhaps they know the answer. If you do, let me know.

The solutions are on page 18

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Board when closed:

- Length : 530 mm
- Width : 355mm
- Depth : 85mm
- Weight : 4.4kg

Playing Area:

- Length : 565mm
- Width : 500mm
- Depth : 40mm
- Bar : 25mm

Cups:

- Height : 85mm
- Width : 75mm
- Depth : 50mm

Checkers:

- Diameter : 44mm
- Depth : 10mm

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I wanna be a celebrity - get me outta here!

Her Majesty's reluctant guest, *Bad Boy* writes

We're now into the second month of the New Year and things are really moving here at this prison. We appear to be losing prisoners quite rapidly and I don't mean just discharges and transfers.

It might just be my take on things but since all the furore about D category prisons and what "allegedly" goes on there seems to have been a reaction to all the negative press and people have found themselves shipped back to closed conditions.

Rumour has it that certain offences that were usually dealt with by loss of canteen and/or earnings and the loss of status under the Incentives and Earned Privileges Scheme, are now possible ship out offences.

Meanwhile, construction of the new astro turf pitch (located outside the snooker room) has begun. I asked one of the footballers what the difference is between grass and astro turf and he replied, "I don't know, I've never smoked astro turf, but I've been told that it doesn't show up in piss tests!"

I fear that once this information becomes generally known around this prison, some of the more curious inmates will be helping themselves to a few ounces of prime, homegrown, C-class astro turf. I dread to think of the resultant health problems in later life but I'd love to be there when these geezers attempt to light up because I'm fairly certain that the West Sussex air-ambulance service and the burns unit of the local hospital will be mystified by the unexplained increase (from 0 to about 4 a week) in spontaneous combustion cases in this establishment.

The mass release of prisoners throughout the land that we'd all anticipated following the release of the new Criminal Justice Act 2003 failed to materialise despite months of speculation, gossip and rumour about:

- Automatic parole for anyone doing under 12 years
- Tagging for all those doing under 7 years
- Tagging to be increased to 6 months, 9 months, etc.

All these rumours were blown out of the



water with this one sentence: "The new sentences **cannot** apply retrospectively and existing offenders will serve out their sentences in the normal way."

This was a real kick in the teeth for those of us that were expecting to get out of prison after serving 5% of our original sentence. I thought it was going to kick off in here after that because there was a mass Lie-in but then I realised it was the weekend and that nobody gets up anyway.

Isn't Backgammon a wonderful game? That question was rhetorical because, one way or another, I felt I needed to mention the word Backgammon at least three or four times to justify the title of this article, Backgammon, Backgammon!

All opinions and observations expressed in this article are the authors own and have no actual factual basis.

This has been a tongue-in-cheek production . . . **I thank you!**



Well, how did you do?

Check your answers with those chosen by Guy (handsome, isn't he?) and see if you'd have been winging your way to Monte Carlo in 1976.



Position 01

17/11 6/4	-1.000	
17/11 3/1	-1.000	-0.000
17/11 17/15	-1.000	-0.000
17/9	-1.000	-0.000
17/11 4/2	-1.000	-0.000
17/11 5/3	-1.000	-0.000

Position 02

8/5 7/2*	1.498	
13/10 7/2*	1.492	-0.006
24/21 7/2*	1.482	-0.016
7/2* 6/3	1.430	-0.068
7/2* 7/4	1.409	-0.089
13/8 5/2*	1.060	-0.438

NB: The actual play came out in 18th place reinforcing the possibility that an error had been made somewhere. I think it should have been 52 and not 53.

Position 03

6/2	-0.379	
8/5 8/7	-0.730	-0.351
4/1* 2/1	-0.753	-0.374
8/5 2/1*	-0.808	-0.429
7/4 7/6	-0.981	-0.601
7/4 2/1*	-0.994	-0.614

Position 04

Pass

Position 05

15/4	0.646	
8/2 8/3*	0.387	-0.258
13/2	0.366	-0.279
13/7 13/8	0.200	-0.446
15/9 15/10	0.139	-0.506
13/7 6/1*	0.122	-0.523

Position 06

23/22 15/9	0.288	
15/8	0.137	-0.151
15/9 5/4	0.065	-0.224
8/1*	-0.079	-0.368
13/7 8/7	-0.163	-0.451
15/9 8/7	-0.206	-0.494

Position 07

18/15* 7/3	1.000	
14/7	1.000	-0.000
14/11 7/3	0.997	-0.003
8/5 7/3	0.995	-0.005
18/14 18/15*	0.984	-0.016
9/6 7/3	0.983	-0.017

Continued overleaf



Position 08
Take

Position 09

20/15* 6/5	0.956	
20/15* 15/14	0.921	-0.034
20/15* 8/7	0.745	-0.211
20/15* 2/1	0.375	-0.580
20/15* 5/4	0.274	-0.682
20/15* 4/3	0.165	-1.121

Position 10

12/5*	0.434	
12/6 1/0	0.236	-0.198
12/6 4/3	0.053	-0.381
12/6 3/2	0.018	-0.416
12/6 2/1	-0.052	-0.486

Position 11

16/6	1.055	
16/12* 12/6	0.936	-0.120

Position 12

18/14* 2/1*	1.918	
18/14* 14/13	1.430	-0.489
18/14* 4/3	1.226	-0.692
18/14* 3/2	1.190	-0.728
18/13	0.307	-1.611

So, did you get all 12 correct? Bet you didn't get No 2!

Letter Box

Ron Havenhand writes in following the *Jarvis Trophy*: I liked the hotel better than the Hilton overall. My only complaint is that our tournament rooms were not cleaned between Saturday night and Sunday morning - remains of meals were left around and the tables were not wiped clean of sticky marks (drinks) and stuff.

As to the format, I'm not sure just now. Looking at the results, I was left wondering how those players in the Consolation with 5 points were feeling, having lost just one of their games (in Round 1 or Round 2). I noticed that some of the "top" players went into the Consolation (Dod Davies was a case in point, thanks to a bit of luck in Round 2 on my part I guess!), and still finished with 4/6 (as I did). Was there any prize money for the Consolation? And how did the pools work for Consolation players who finished well? In the circumstances, I was happy with the new format!

It will be interesting to see your summary of feedback in due course. A good and enjoyable tournament - thanks again to you and your staff. I am looking forward to next time.

MC: Yes, there was a Consolation Pool and most entrants went into it. The format worked well (see report on page xx) and the overall positions were not unduly affected.

On the same topic, Richard Granville emails: Thanks once again for an enjoyable tournament.



Concerning the new Swiss format, I agree with your philosophy that early losers should have something to play for (beyond individual matches), but I'm not convinced that your format is the best approach. I can think of three unsatisfactory features:

- For players who have lost in the first round, the second match is virtually irrelevant;

MC: Not if the pools are taken over the entire tournament; and there's a possibility of being 'upgraded' to the Main.

- The method of adding players to the top group is arbitrary;

MC: A random draw does seem a fair way to me. What would you suggest?

- At best (with 56 players) you need a 7th round to determine the winner of the consolation - at worst you might have 3 unbeaten players after 6 rounds.

MC: Countbacks or a 7th round (of 5 points) should do the trick. It did this weekend!

Bridge tournaments solve this problem by keeping the whole field together and having an "ascender's prize", for the team rising the greatest number of positions during the final session. This works because a bridge Swiss match is not a simple win-loss affair but has 20 victory points at stake, which can be divided anything between 20-0 (maximum win) and 10-10 (draw). Thus there will normally only be 1 or 2 teams which have risen the largest number of places.

You can't do the same for backgammon, but I feel that the following approach could work well:

- The field is kept together for the whole event.
- After 3 rounds, half of the field will have 2 or 3 wins, with some chance of winning the tournament. There is no change (from the standard Swiss approach) for these players.
- The other half of the field will have 0 or 1 wins and have no chance of winning the tournament. For these players, offer a bottle of wine for any who wins all three matches on the Sunday. In addition, set up a £5 (or £10) pool that is divided between those winning all three games. This will provide an

incentive to win on the Sunday, without the complication of a separate tournament.

What do you think? If you think it's reasonable, what do other players think?

MC: Not a bad idea; but I can't go changing it every two months. We need to see how the consolation works over a full year before we start changing it. I'll canvass opinion and let you know.

MC: Simon Kennedy Rose is a big fan of the PDF version of Bibafax:



Thanks for all the Biba CDs which have been coming to my house. I've been absent from it for a little while during an extended trip to northern California, and several shorter ones to Chicago, Las Vegas, and San Antonio.

I am ashamed to admit that I haven't popped any into my CD-Rom drive yet, until tonight, and I'm knocked out with how substantial and professionally done everything is! I wish I had more time to devote to them, as it looks like an awful lot has gone into their production. I have (in Istanbul) all the old paper copies I have from when I was last in the UK.

Since I have so much material to catch up on now, and in all honesty it might take me some time, please keep me on your 'list' - but I shall pay my dues when I am next in the UK (which hopefully might be within the next few months) and pick back up on things after this current membership expires.

MC: Well, Simon, I'm pleased you enjoyed the PC version of Bibafax; you are one of many that do. There's also a growing number of you that enjoy the full colour paper version as well. I'm happy to supply the Bibafax in any format a member requires - if at all possible!



2004 Details, Deals and Dates

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)**

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.

Contact Central Reservations

08457 444 123 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.

Date	Tournament	GP	UK	Venue	Type
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 24-25	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 30-31	12th Irish Open	GP	UK	Dublin	Combination
Nov 06-07	Townharbour Trophy	GP	UK	Hinckley	Swiss
Dec 04-05	UK Finals	.	.	Hinckley	Double KO

Local clubs

Anyone requiring a fuller list can see one on the Biba web site or via the mail from Biba HQ. If your club isn't on this list then send me the details (*see key*) either via Biba HQ or you can email information in the order below, to: clubs@backgammon-biba.co.uk

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

Brighton - <http://eilart.com/bbc/> - Tuesday 8pm until closing.

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

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 - 1st & 3rd Tuesday of each month.

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

Perth - Steve Wallace - perth_gammon@hotmail.com - 01738 552735 - Sundays, 7.00pm

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 - Richard Biddle - chelseamuffin@aol.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.

Key:

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

Forthcoming Events



At-A-Glance™ British Open 3/4 April

Once again, that Harry Potter of backgammon, Peter Bennet is the sponsor of this prestigious tournament. Following just one month after the Scottish Open, this event also includes the usual four elements plus Hot Pots and extras to keep you occupied all week-end.



Our sponsor, Peter, is hoping for a record turnout this year and that 13 (it's our 13th British Open) turns out to be lucky for him as he launches his bid to be the winner this year following his Runner-up position in 2003.

Due to the expected number of entrants it is envisaged that the Friday night Super Jackpot will soon fill up. If you want to enter, email me and register as soon as possible. An up-to-date list of entrants is posted on the Biba web site.

Manchester One Day Tournament - 25th April at Manchester Bridge Club.

Registration 9-30 to 10-30 Play starts 11 am prompt (finish about 11pm)

Entry Fee £20 - pre-entry by 19th April essential (numbers limited to 64)

5 qualifying rounds (Swiss format) then 8 or 16 player knock out

Consolation Event 5 point knock out
Last Chance 3 point knock out
1 point knock out event

Trophies - Prizes – Pools
Non-expert prizes
BIBA Grand Prix Points

All day buffet + Bar

Main room non-smoking (small smoking area available).

Contact Rodney Lighton (0161 445 5644) for further information

County Cups 8/9 May

The second Swiss format of the year to feature the experimental Consolation element.

Here's another chance to play 6 x 11 point matches and notch up few *Grand Prix* points and improve your rankings.

Hilton Trophy 5/6 June

Yep, even though we no longer play at the Hilton (not counting Brighton) we still play for the Hilton Trophy.

This knockout offers all the same stuff that all the other knockouts offer: four elements to satisfy you even if you lose in the 1st Round of everything!

The 9th Liverpool Open 24/25 June

Registration - Saturday: 10.00-10.45am to allow for a 11 am start.

Main Tournament * Consolation * Last
continued on page 23



BACKGAMMON

At the 8th Mind Sports Olympiad 21-30 August 2004

Beginner's Tournament
August 21
Play starts 09:30
(1 hour per round)

Qualification: Generally but not exclusively, the criteria for a beginner is anyone who has not previously won or has been highly placed in a backgammon tournament. The Director reserves the right to refuse entries if he thinks the entrant does not qualify for this category.
Entry Fee: £10 (Juniors £5 under 19 years old).
Format: One day Swiss Format of 5, 3 point matches without the doubling cube. Medals not given but 1st 2nd & 3rd will go through to join the Weekend Tournament on the Sunday, (subject to numbers the 4th placed player may also go into the Weekend Tournament).

Weekend Tournament
August 21, 22
Play starts 09:30
(2¼ hours per round)

Qualification: Open to all players (including top players from Saturday Beginner's Tournament - see above).
Entry Fee: £26 (Juniors £13 under 19 years old).
Format: Two day Swiss Format of 6, 11 point matches, three per day. 1st 2nd & 3rd will win Gold, Silver, Bronze.

1-point Wipeout
August 23
Play starts 09:30
(continuous play)

Qualification: Open to all players
Entry Fee: £18 (Juniors £9 under 19 years old).
Format: One day Round Robin of 1 point matches with cube. Entrant accruing the most points will be adjudged the winner, etc. 1st 2nd & 3rd will win Gold, Silver, Bronze.

Biba 1-Day Challenge
August 24
Play starts 09:30
(1¼ hours per round)

Qualification: Open to all players
Entry Fee: £18 (Juniors £9 under 19 years old).
Format: One day tournament of 5, 5 point matches. 1st 2nd & 3rd will win Gold, Silver, Bronze

Umist Cup
August 25
Play starts 09:30
(1½ hours per round)

Qualification: Open to all players
Entry Fee: £18 (Juniors £9 under 19 years old).
Format: One day Swiss Format of 5, 7 point matches. 1st 2nd & 3rd will win Gold, Silver, Bronze

Olympiad Championship
August 26, 27
Play starts 09:30
(2¼ hours per round)

Qualification: Open to all players.
Entry Fee: £26 (Juniors £13 under 19 years old).
Format: Two day Swiss Format of 6, 11 point matches, three per day. 1st 2nd & 3rd will win Gold, Silver, Bronze.

English Open
Play starts 09:30
August 28, 29
(2¼ hours per round)

Qualification: Open to all players.
Entry Fee: £26 (Juniors £13 under 16 years old).
Format: Two day Swiss Format of 6, 11 point matches, three per day. 1st 2nd & 3rd will win Gold, Silver, Bronze.

Manchester Blitz
August 30
Play starts 09:30
(45 minutes per round)

Qualification: Open to all players
Entry Fee: £18 (Juniors £9 under 19 years old).
Format: One day Swiss Format of 6, 3 point matches. 1st 2nd & 3rd will win Gold, Silver, Bronze.

Amateur Olympiad Champion
(based upon positions in above
using the Pentamind formula)

The Amateur Olympiad Backgammon Champion will be the player with the best aggregate result over four Backgammon tournaments (excluding the Beginners tournament). Aggregate results will be based on the number of Pentamind points scored for each of a player's four best results. No extra fee. The winner will be awarded a special trophy.

Tournament positions in all the above: In the event of a tie for position the sums of opponent's scores will determine final positions. The scores of players that fail to complete all rounds will be extrapolated to render a total score. E.G. Wins 2 out of 3, extrapolated to 4 out of 6.

IMPORTANT
Entrants must be in the playing
area no later than 15 minutes
prior to the start of Round One
to register with the Director for
entry into the draw.

Byes: Random byes will be chosen from the lowest scoring players in each round. No player will have more than one bye.

Rules: Full Biba Rules will apply throughout.

◀ Chance * One Point Shoot-Out *
Sweeps * Cash Prizes! * Bar

Fee: £25.00 includes Saturday Buffet
Venue: Liverpool Bridge Club,
Croxteth Road, Liverpool 8.

For catering purposes, pre-entry is required. Please make cheques payable to Simon Jones and forward prior to Saturday 17th July 2004. For details of local hotels available, please ask! Contact: Simon K Jones 0151 4283082. Email: the.vineries@virgin.net

August 21-30. 8th MSO Backgammon (see form on previous page)

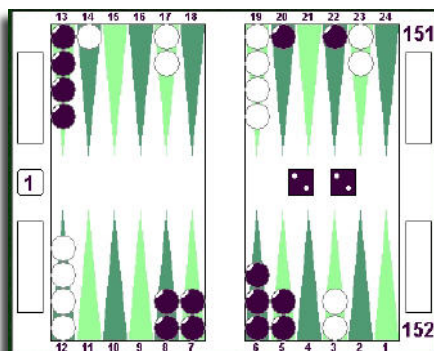
The 8th Mind Sports Olympiad will take place from Saturday August 21st to Monday August 30th inclusive in the Renold Building at Manchester Conference Centre. For further information visit the web site at www.msoworld.com or e-mail them at: entries@msoworld.com. Alternatively, make telephone enquiries to +44 1707 659080. For advice and help if you need a UK visa please e-mail Lady Mary Tovey at: mary@msoworld.com.

Please note that cash prizes and other prizes are against the law in England for Backgammon and Poker, except in licensed premises. We are not in licensed premises.

Rollout To Order

Your positions analysed by Snowie 4

Ron Bishop sends in this one:



3 point match
Score 0 - 0
Black to play 22

My simple Snowie on MasterGammon says 20/14 13/11. My simple mind says 13/9(2). Having a 5-prime that also blocks black's 6s surely outweighs the take and two builders? The resulting blot on the 14-point is also a worry.*

Firstly let's dispense the myth that Snowie on MasterGammon is simple - it isn't! It is a very powerful backgammon player and should not be taken lightly. Admittedly it's not as strong as Snowie 4, but in this instance it is correct with its move.

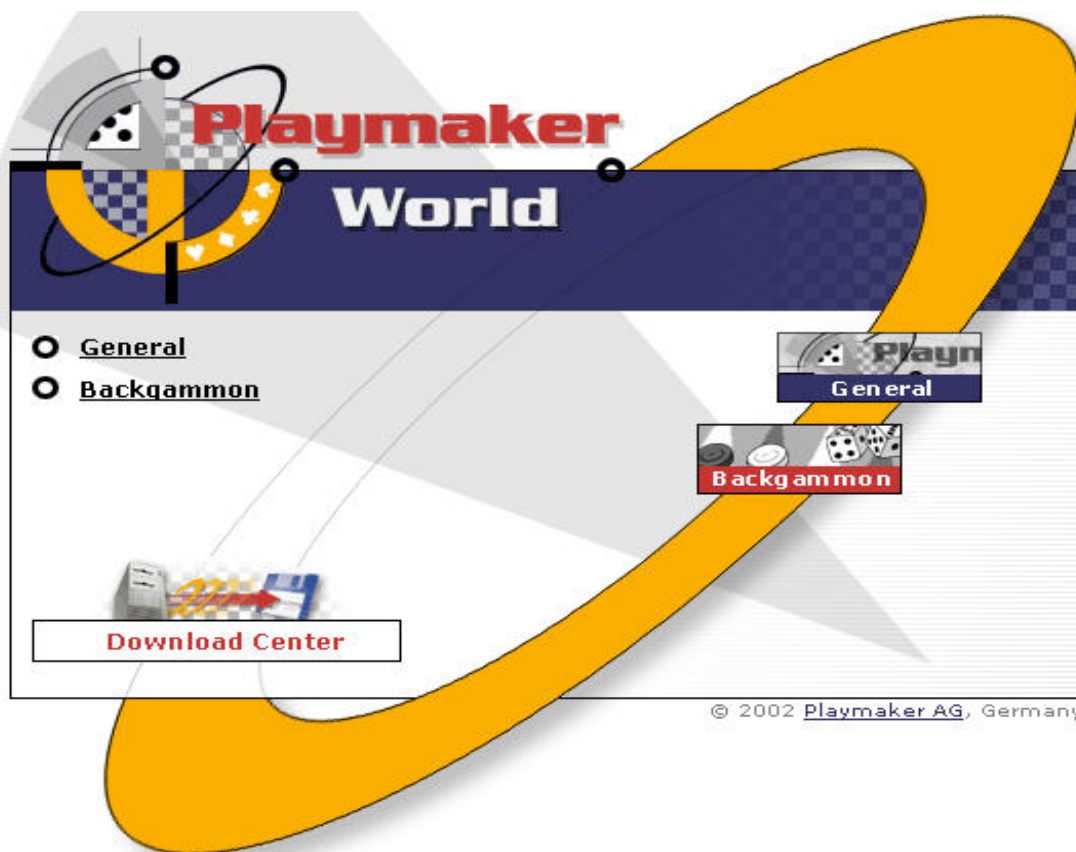
Although playing 13/9(2) makes a nice blocking prime, white isn't that bothered by it at the moment. He's hasn't a home-board worth boasting about and your going to give him the opportunity to make it a bit better; and he'd be quite happy to sit back and wait for you to try and clear your own 6s when the time comes.

Hitting him, as suggested, is much better. It takes another checker out of the battle for his 5-point and robs him of half a roll. You're only vulnerable to 2s off the bar with anything except a 6, and if you are hit back, well, what's to fear from his home-board, 6- and 2-points? Nothing!

20/14*	13/11	0.964
22/14*		0.950 -0.014
13/9(2)		0.924 -0.040

As you can see from the Snowie mini rollout above, you have made a blunder with your move with a difference of - 0.040.

Stick to MasterGammon, Ron. It'll not lead you far astray.



Cotswold Fireside - January 31

Report from Martin Hemming (photos by Cary Smart)

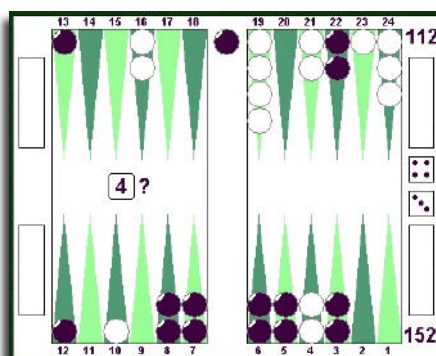


European Champion John Slatts added further to his formidable reputation by winning the Cotswold 'Fireside' Tournament at the Crown Inn Hotel, Blockley, Gloucestershire at the weekend. In a field of 23

Slatts fought his way past notables such as Julian Fetterlein and defending champion Tony Lee on the way to victory over Steve Pickard in the best-of-three 7pt match final. Congratulations also to Steve who won his £100 entry in a pre-qualifier and benefited from a handy payout in what I believe was his first national tournament final. The prize fund (boosted by the auction of 9 first round byes at the suggestion of Hong Kong-based Italian visitor Max Modesti) amounted to £2710, enough to pay even Myke Wignall's bar bill.

The best-of-three-match format, novel in the UK, appears popular with players of all skill levels: the experts believe it re-

Many of Slatts' matches were eventful, but this re-cube decision at 0-0 in his deciding set against Julian Fetterlein (black) provoked perhaps the most comment and analysis. Slatts shipped the cube to 4 and the discussion centred on whether Julian was correct in taking. He certainly wished he hadn't when Slatts went on to gammon him for the match, but what is correct?



7 Point match

Black 0 White 0

White (Slatts) recubes to 4

I thought at the time that Julian's take was good, but I admit I never considered

the possibility of John's cube being 'wrong'. Black has many threats: 2s and 3s send another man to the bar, 4s cover the 2-point blot, while 5s and especially 6s are good for escaping a checker. Double 1 is devastating. So how can Julian take, and why is John's cube questionable? I think the main factor is a big weakness in John's position. The buried checkers on his ace-point mean he has little ammo to block Julian's escape from his anchor. Also Julian has an important asset – his 4-prime blocking John's rear anchor – which humans often underestimate but which the bots value correctly.

Snowie rates John's cube as a big blunder, and responses when I posted the position on Kit Woolsey's *GammonLine* site suggest that no true expert would have cubed, and the take is trivial. One respondent even joked that he thought Fetterlein was on roll and considering whether to cube! On the take, Neil Kazaross offered this advice: "Those who thought this was a pass need to learn to look ahead a couple of rolls."

However Slatts is renowned for playing his own game and his results speak for themselves. Many of those gathered round the table would have dropped, and against any of them this cube would have been a big coup, gaining John a whopping 0.666 of equity for a risk of only 0.397. Canny cube by John (he just made it against too good a player), great take by Julian, but his reward was an early bath. That's backgammon.

The gods smiled on Julian in the consolation flight of single 11-point matches. Having dispatched yours truly in round one, he dealt with the stronger challenges of Malcolm Robertson, Brian Busfield and Myke Wignall (who had earlier beaten John Clark in typical Wignall style – on a 16-cube) to reach a round-robin final against Danny Cohen and Martin Barkwill. Julian beat both to win the flight and Danny relegated Martin, who had earlier beaten Tony Lee in the battle of the losing semi-finalists from the main, to third place.

The Saturday night poker was, as last year, a popular sideshow to the main event. Eighteen players sat down including 2003 Cotswold poker champ Terry Fix, who had returned to defend his title, but Tony Lee had been setting his stall out for the whole year to break the man he christened 'Terry the Tightarse'. Conserving his chips as carefully as always Terry reached the final table, but there he



John seen in a familiar pose - rolling, and Steve contemplates a move. Below John is seen with loadsamoney!

wards their skill and restricts the effect of a weaker opponent's run of luck to a single set of three, while the weaker players feel they are getting a fair run for their money by playing at least two main flight matches. All of John's opponents took him to the deciding match which meant he played fifteen 7-pointers in a 28-hour period – no mean feat of stamina and concentration, particularly considering that he also tried his luck in the Texas Holdem poker tournament on Saturday night!



succumbed and a delighted Tony Lee took first place, with dark horse Dave Fall in second and Terry third.

Generous to a fault, Tony parted with a chunk of his hard-won £490 first prize to buy champagne for his beaten final table opponents, before proposing a second tournament. Of course once the suggestion was made there was never any doubt

it was going to happen, and Myke Wignall took the spoils at around 5.30am – perhaps not early enough for Tony, who was shortly due to face Slatts in his semi-final.

Once again the tournament went off with barely a hitch, thanks no doubt to the players respecting the amateur TD's limitations and settling any disputes between

themselves. It's a pleasure to host a tournament that attracts such a happy crowd and I look forward eagerly to 28-30 January 2005 when the Crown will once again be our venue.

Jarvis Trophy - 7/8 February

Report by Michael Crane

Fifty-six players turned out for the new Swiss format, Jarvis Trophy. Were they attracted by the new Consolation element - or was it the £750 already in the Winner-Takes-All Prize Fund! The fund was almost double in the end to a grand total of £1,470 . . . not bad for a £15 stake.

Well, the competition got off to a good start for fourteen players, all winning 2/2. By consensus it was decided to 'promote' two players by random draw on 1/2 for two reasons:

1. It gave a nice even 16 to round off the event
2. It was an incentive to play on after losing the 1st Round

The two were Paul Barwick and Maureen Hart (new-member, playing in her first tournament). Now we split up into . . .

Main (16)

As you should already know after reading previous Bibafaxs that these 16 players now playoff for the title while the remainder of the field continue in the Consolation.

The 3rd Round (last one on the Saturday went ahead smoothly) but the 4th (and 5th) Rounds were complicated by one of the players not returning on the Sunday until the 6th Round was about to start. This necessitated two byes - which did not alter the overall outcome of the competition.

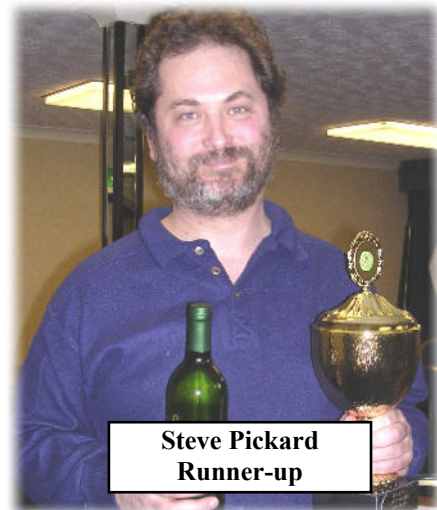
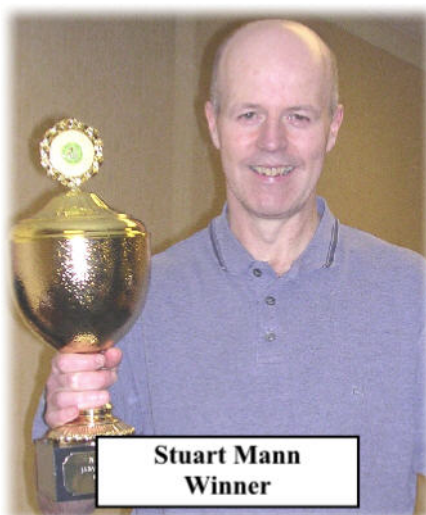
In the 4th Round we had seven on 3/3 and a perfect finish of two players on 5/5 in the 6th Round fell to the Peter Bennet vs Ron Havenhand match. But, life is never perfect and it was Ron that emerged the winner leaving us with three on 4/4; Danny Cohen, Stuart Mann and Steve Pickard. The latter two were drawn against each other and Danny was pitched against Peter Chan.

Could Peter be relied upon to lose and let Danny go through? It'd be a 'good' result for me for it would give me an uncomplicated finish with two on 5/5. But, as above with Ron, Peter had to go and spoil it by beating Danny. Meanwhile, Stuart had beaten Steve and was the only player on 5/5. His final opponent was Danny, chosen out of the 4s because he was on 4/4 with the other two.

So, we were facing a possible no one on 6/6 if Danny could beat Stuart - and then it'd all come down to tie-breaks for the final positions. Thankfully, for me at least (but not for Danny!), Stuart won his 6th match in a row and was declared the winner - and the happy recipient of the £1,470 Prize Fund.

Now all I had to do was sort out who of the remaining two players with five wins came out Runner-up. Following count-backs on the sum of opponents' wins it was Steve Pickard, pipping David Nathan by five points.

"What would have happened had I beaten Stuart?" asked Danny. Well, Danny, you'd have been taking home a whopping £1,470 instead of nothing! Stuart & Steve would have been joint 2nd.



Consolation (40)

To all intents and purposes this element was no different to all previous Swiss formats - players simply went on to play another four 11 point matches. The difference was in how the results were used. Starting from the 3rd Round, all the Consolation players were restarting another element in which those on 4/4 within it would be judged 1st & 2nd after tie-breaks. After the 6th (4th for the Consolation) we had two on 4/4: Paul Christmas and Tony Fawcett (both of whom had won 5/6 overall); from which Paul came out on top following a playoff.

Interest in the Consolation was in the separate pool just for them, and of course a chance to build up *Grand Prix* points and Ranking Scores.



Tony & Paul

Continued on the next page



Conclusion:

So, if you've been paying attention you'll have noticed that overall there were four players on 5/6: David & Steve in the Main and Paul & Tony in the Consolation. Now, the question you're asking is: If Danny had beaten Stuart who would have won overall out of those on 5/6? Well, I did a bit of manipulation and the result would have been:

1. Danny
2. Stuart & Steve
3. Paul
4. David
5. Tony

Therefore, the Consolation element didn't affect the overall outcome, but what it did do was place Paul and Tony into the position in which they 'won' an element and (one of them) took home a few quid from the Consolation pool. And before you ask, the alternative results didn't alter the eventual pool outcome either. However, I am contemplating making the pools (which were Main only) into overall instead. This would further encourage participation in the whole competition.

Friday Warm-up (18)

David Nathan and Jane Oxley met in the final of the 5-point event. David looking for his 6th Warm-up win and Jane her 1st. David, obviously having sussed it after winning it five times before made it his sixth, and went home with a weekend break for two. Hard luck, Jane.. Well done (again!) David.

Doubles (11)

You Can't Be Serious were not; and *Drunk & Disorderly* were too pissed to get past the 1st Round. The final saw *A Right Pair of Anchors* sitting down against *Methodical & Manic* from which the *Anchors* made sure the *Ms* sank without trace. Oh, and here's a special message to *Nothing To Do With Christmas (Whatsoever)* from the *Anchors*: "We're going for three-in-a-row next time!"

£100 Jackpot (8)

There was a surprise victor in this event organised by Slat and endorsed (and ranked) by Biba. Well, it didn't come as surprise to the victor, Paul Gilbertson - he knew he was going to win it - but it was a surprise to the Runner-up, Dod Davies! Good one, Paul.

Finally . . . Well, do I think the new Consolation element was a success? The quick answer based upon one airing is yes; but it is early days yet.

Slattery Scottish Open. 13/14 February

Report by Michael Crane

Main (53)

Here's one for the statisticians out there. What are the odds that two players meet each other in the 2nd Round of the 2003 & 2004 Scottish Opens, and that Player A beats Player B, and then goes onto the Final to come out as Runner-up for both years? Pretty high. I'd say; but that's exactly what happened!

Rosey Bensly (Player A) met Slat (Player B) in the 2nd Round this year and last year, and beat him for the second time, she then progressed to the Final, for the second time, and came out Runner-up, for the second time! Always a bridesmaid, never a bride.

In itself, this particular victory against Slat is quite an achievement, but it gets better. In Round 1 Rosey beat Jason Champion 11-0, she then beat Slat (European Champion 2003 plus a string of Biba titles), then Mardi Ohanessian (currently holding four Biba titles), then Ray Tannen (Scottish Open 2002 plus other Biba titles and international successes), then Masayuki "Mochy" Mochizuki (Las Vegas 2003 and one of the top players in Japan).

In her semi-final match against Mochy, Rosey went 9-3 down, then it went to 10-5 and she eventually bowed out the winner at 10-11. It was a remarkable come-back and I regret that it wasn't recorded.

So, who could stop Rosey from becoming the new Scottish Champion? Who was man enough to stand in her way? Well, having seen off the top men players over the weekend it fell to another female player to carry out the job - Rachel Rhodes (four Biba titles including British Open 2000).



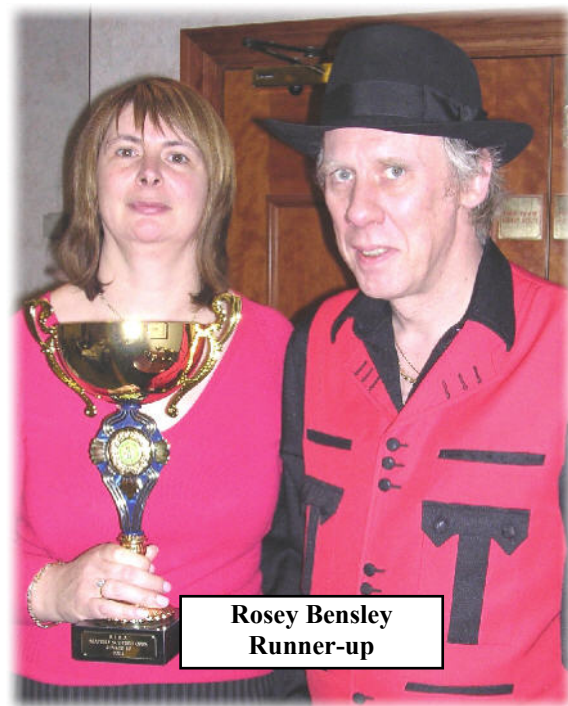
In what turned out to be an anti-climatic match, Rosey played well but just not well enough. When her stats are compared with last year's final against Peter Chan it is evident that there's been a vast improvement on her game. 2003 - Beginner, 2004 - Intermediate. Her error rate was well down too. Both matches can be found on GammonVillage (eventually) so you can see for yourselves where the improvements have been made. Of course, when you have the current European Champion giving you constant advice and encouragement, it does help!



Rachel Rhodes
Scottish Champion

After her defeat of Slat in Round 2 Rosey was heard to say, "I don't like to beat Slat, not in his own Scottish Open."

Slat aint too keen on it either!



Rosey Bensly
Runner-up



Finally, I'll let Mardi Ohannesian have the last word on Rosey's achievement. He was heard to say in her defence to someone saying she'd been lucky, "You might get lucky and beat one top player, but it's not luck when you beat Slat's, me, Ray and Mochy in a row - that takes skill!"

Consolation (49)

Could Slat's emulate last year's effort and win the Consolation? How spooky would that be? Well, the short answer, courtesy of Paul Fox, is No! Slat's went out in the 2nd Round.

On the non-prog side, Lawrence Powell and Paul Gilbertson fought it out for a place in the Final against the prog-side winner; a battle from which Lawrence emerged the victor.

He then had a looonnnng wait for the prog-side to catch up. From here Julian Minwalla and Tim Mooring vied for the position with Julian pippng Tim to the tape.

Julian, still warm from playing with Tim (but that's another story!) then took on a cold Lawrence who'd been trying to keep himself warm with chouette play. Unfortunately, Lawrence just couldn't reach match-playing temperature and Julian prevailed.

Last Chance (32)

If you think this is the last chance to win anything you'd be wrong! This is the penultimate element. Determined to take home a trophy from his own tournament, Slat's battled his way into the Final where his old adversary, Mardi awaited.

Whenever these two get it together over the board you can be sure of a good 'un; and this was . . . for Slat's. Yet another Scottish trophy to join the three already ensconced on the mantelpiece at home.

Haggis (32)

If I'm not mistaken I think David Nathan has cashed in almost every tournament he's entered. If it isn't every one, it's close enough. The Scottish Open was no exception. Here he met Paul Statter in the Final. Paul emerged the victor but at least



Consolation
Lawrence & Julian



Last Chance
Slat's & Mardi



Haggis
David & Paul

David took home a bit of cash as a consolation!

For what it's worth, Roy Hollands remarked that Paul is a player to watch. Mind you, such statements often come back to haunt you, so time will tell. No pressure, Paul, honest!

Friday Warm-up (24)

Well it is true to say that the Brits were pole-axed during this element. Three Polish players with names sorely tacking

in vowels and with a surfeit of cs and zs, entered the tournament on the recommendation of the current European Champion and sponsor, Mr. John Slattery.

Two of them, Zibiz and Adam (thankfully they had first names I could spell) both sat down in the Final and shared all the good-ies between them; leaving semi-finalists, Myke Wignall and Paul Gilbertson looking on with envy.

Doubles (8)

Winning the Warm-up wasn't enough for our Polish pals as they polished off all before them in a rout of the Doubles. *Powell Power* were powerless; *A Right Pair of Anchors* sank without trace; *Rivers* ran dry; *Virgin on the Ridiculous* were ridiculous; *Royal Redundant* were made redundant; *The Dragons* ran out of puff; and *Darryl & Jeff* just couldn't do it in the Final. *Caro* (don't know what it means - possibly something in Polish) carried all before them on their way to the top. The top name was *Powell Power* it being a good use of member's names.

£50 Jackpot (8)

Peter Bennet wrought his revenge on Myke Wignall following Myke's defeat of him in the Main 1st Round in the semi-finals. Nicky Check made sure of Mardi and reserved himself a place against Peter in the Final - of which he came out the winner; holding a big wedge . . . that's Nicky, all over!

Poker (8)

I'm not sure if the organiser, Martin Hemming wasn't telling me porkies about the poker. When I looked in I'd swear it was a smoking competition! I couldn't see a thing through the fug; and the smell? Yuk.

I took a big breath, plunged in, said, "howsitgoinginhereyoulot?howonearthdoyoubreath?" and left. Emerging out of the mist Ian Gwynne came out the winner and Adam Stocks the Runner-up.

Finally . . . Thanks to Slat's for his sponsorship and the fine trophies.

Continued on page 31 . . .



Tournament Results

Jarvis Trophy. February 7/8 2004

(pos / name / wins / gp)

Main (16/56)		wins (main) / gp		007	Ian Gwynne	3	4	9.29	036	Jo Curl	0	1	2.58
001	Stuart Mann	6	24.77	010	Myke Wignall	3	3	6.19	037	Martin Hemming	0	1	2.58
002	Steve Pickard	5	13.42	011	Tim Mooring	3	3	6.19	038	Chris Evans	0	1	2.58
003	David Nathan	5	13.42	011	John Slattery	3	3	6.19	039	Hubert De L'Epine	0	0	
004	Danny Cohen	4	9.29	011	Simonetta Barone	3	3	6.19	040	Kevin Stebbing	0	0	
005	Ron Havenhand	4	9.29	014	Jeff Barber	2	3	6.19	Friday Warm-up (18)				
006	Lawrence Powell	4	9.29	014	Simon K Jones	2	2	4.13					
006	Steffen Nowak	4	9.29	014	Emmanuel Di Bona	2	3	6.19					
008	Roy Hollands	4	9.29	017	Vicky Chandler	2	3	6.19					
008	Peter Bennet	4	9.29	018	Brian Lever	2	3	6.19	1	David Nathan			
010	Jeff Ellis	4	9.29	018	Bob Young	2	3	6.19	2	Jane Oxley			
011	Peter Chan	4	9.29	018	Kevin Berry	2	3	6.19	3/4	Paul Gilbertson			
012	Paul Gilbertson	3	6.19	018	Cedric Lytton	2	3	6.19	3/4	Emmanuel Di Bona			
013	Jane Oxley	3	6.19	018	David Startin	2	3	6.19	£100 Jackpot (8)				
014	Jason Champion	3	6.19	023	Rodney Lighton	2	3	6.19					
015	Maureen Hart	3	6.19	024	Uldis Lapikens	2	2	4.13					
016	Paul Barwick	2	4.13	024	Simon Fahoury	2	3	6.19					
Cons (40/56)				026	D. Ulyumdzhieva	2	2	4.13	1	Paul Gilbertson			
				027	Michael Vacarey	2	3	6.19	2	Dod Davies			
				028	Nick Check	1	2	4.13	3/4	Grahame Powell			
				029	Grahame Powell	1	1	2.58	3/4	Peter Bennet			
003	Mark Heidenfeld	3	4	9.29	030	Rosey Bensley	1	1	2.58	Doubles (11)			
004	Peter Christmas	3	3	6.19	030	Bryony Jessiman	1	2	4.13				
004	Richard Granville	3	4	9.29	032	Mardi Ohannessian	1	2	4.13				
006	Cliff Connick	3	4	9.29	033	Tony Lee	1	1	2.58				
007	Ian Tarr	3	4	9.29	033	David Markwick	1	1	2.58	Top name: Drunk & Diceorderly			
007	Dod Davies	3	4	9.29	035	Roland Herrera	1	1	2.58				

Slattery Scottish Open. March 13/14 2004

Main (53)	Last Chance (32)	Friday Warm-up (24)
1 Rachel Rhodes	1 John Slattery	1 Zibis Szczerek
2 Rosey Bensley	2 Mardi Ohannessian	2 Adam Robac
3/4 Mochy Mochizuki	3/4 Zibis Szczerek	3/4 Paul Gilbertson
3/4 Emmanuel Di Bona	3/4 Nicky Check	3/4 Myke Wignall
5/8 Tim Mooring	5/8 Darryl Kirk	5/8 Nicky Check
5/8 Ray Tannen	5/8 Paul Christmas	5/8 Paul Christmas
5/8 Kazu Niki	5/8 Dawn Colley	5/8 Jeff Barber
5/8 Ian Gwynne	5/8 Paul Statter	5/8 Kevin Stebbing
Consolation (49)	Haggis (32)	Doubles (8)
1 Julian Minwalla	1 Paul Statter	1 Caro
2 Lawrence Powell	2 David Nathan	2 Darryl & Jeff
3/4 Tim Mooring	3/4 Tony Fawcett	3/4 Rivers
3/4 Paul Gilbertson	3/4 Darryl Kirk	3/4 Royal Redundant
5/8 Brian Lever	5/8 Adam Robac	Top name: Powell Power
5/8 Mick Butterfield	5/8 Jeff Ellis	
5/8 Uldis Lapikens	5/8 Paul Barwick	£50 Jackpot (8)
5/8 Ray Tannen	5/8 Roy Hollands	1 Nicky Check
		2 Peter Bennet
		3/4 Myke Wignall & Mardi Ohannessian

Grand Prix Slattery Scottish Open

Rachel Rhodes	18.58	Myke Wignall	6.19	Joh Gilbertson	4.13
Rosey Bensley	18.58	Ian Gwynne	6.19	Zibia Szczerek	4.13
Lawrence Powell	13.42	Paul Statter	6.19	Paul Barwick	2.58
Julian Minwalla	13.42	Adam Robac	6.19	Martin Hemming	2.58
Kazu Niki	13.42	Jeff Ellis	4.13	Darryl Kirk	2.58
Mochy Mochizuki	13.42	Jeff Barber	4.13	Vicky Chandler	2.58
Brian Lever	9.29	Paul Christmas	4.13	Dawn Colley	2.58
Ray Tannen	9.29	Nick Check	4.13	Tom Alsop	2.58
Tim Mooring	9.29	Mike Greenleaf	4.13	Paul Fox	2.58
Emmanuel Di Bona	9.29	Kevin Stebbing	4.13	Peter Christmas	2.06
John Slattery	9.29	David Nathan	4.13	Peter Bennet	2.06
Paul Gilbertson	9.29	Stavros Elia	4.13	Tim Brown	2.06
Roy Hollands	6.19	Tony Fawcett	4.13	Mick Vacarey	2.06
Uldis Lapikens	6.19	Nigel Briddon	4.13	Jane Oxley	1.55
Mardi Ohannessian	6.19	Ron Havenhand	4.13	Stephen Cole	1.55
Mike Butterfield	6.19	Jason Champion	4.13		

Grand Prix Championship March 2004

Mark Heidenfeld	41.29	David Markwick	11.87	Adam Robac	6.19
John Slattery	40.25	Martin Hemming	11.35	Jo Curl	5.16
Steve Pickard	32.00	Vicky Chandler	11.35	Andrew Darby	5.13
Lawrence Powell	28.90	Mick Vacarey	10.83	Monica Beckerson	4.13
Myke Wignall	27.86	Malcolm Robertson	10.32	Tim Wilkins	4.13
Nick Check	26.84	Mike Butterfield	10.32	Bill Spiers	4.13
Peter Christmas	26.83	Paul Statter	10.32	John Broomfield	4.13
Emmanuel Di Bona	24.77	Jim Johnson	9.29	Dave Raynsford	4.13
Stuart Mann	24.77	John Thomas	9.29	Chris Bray	4.13
Eddie Barker	24.77	Alan Beckerson	9.29	Simon K Jones	4.13
Rosey Bensley	23.74	Ian Tarr	9.29	Mahmoud Jahanbani	4.13
David Nathan	23.74	Ralph Eskinazi	9.29	Kerry Jackson	4.13
Tony Fawcett	23.74	Peter Chan	9.29	Tim Taylor	4.13
Danny Cohen	22.71	Richard Granville	9.29	Colin Laight	4.13
John Clark	22.71	Raymond Kershaw	9.29	Geoff Conn	4.13
Dod Davies	22.71	Andreas Giannopoulos	9.29	Kevin Stebbing	4.13
Roy Hollands	21.67	Johan Sallfors	9.29	Paul Guy	4.13
Paul Gilbertson	21.67	Steffen Nowak	9.29	Stavros Elia	4.13
Julian Fetterlein	21.16	Alex Naylor	9.29	Colin Talbot	4.13
Paul Christmas	19.61	Kazu Niki	9.29	Simon Morecroft	4.13
Tim Mooring	19.61	Bryony Jessiman	8.26	Alison Lee	4.13
Mardi Ohannessian	19.61	Grahame Powell	6.71	Andrew Kindler	4.13
Rachel Rhodes	18.58	Paul Barwick	6.71	David Barker	4.13
Dave Robbins	18.58	Diane Sulimirski	6.19	Nigel Briddon	4.13
Peter Bennet	17.54	Miles Illott	6.19	Bob Bruce	4.13
Jeff Barber	16.51	Neil Webb	6.19	Vicky Gilbert	4.13
Tony Lee	16.00	Bob Young	6.19	Dan Boxall	4.13
Brian Lever	15.48	Kevin Berry	6.19	Dzhiga Ulyumdzhieva	4.13
Ian Gwynne	15.48	Brian Busfield	6.19	David Horner	4.13
Uldis Lapikens	14.45	Andrew Sarjeant	6.19	Sue Keeble	4.13
Jeff Ellis	13.42	John Hurst	6.19	Sean Williams	4.13
Ray Tannen	13.42	Barry McAdam	6.19	Robbie Richards	4.13
Mike Heard	13.42	Rodney Lighton	6.19	Joh Gilbertson	4.13
Martin Barkwill	13.42	David Fall	6.19	Zibia Szczerek	4.13
Mike Greenleaf	13.42	Cedric Lytton	6.19	Dale Taylor	2.58
Raj Jansari	13.42	Francine Brandler	6.19	Paul Lamford	2.58
Julian Minwalla	13.42	David Startin	6.19	Dave McNair	2.58
Elliot Smart	13.42	Tom Duggan	6.19	Sue Perks	2.58
Ron Havenhand	13.42	Steven Reddi	6.19	Chris Evans	2.58
Clyde Wolpe	13.42	Simonetta Barone	6.19	George Suilimirski	2.58
Mochy Mochizuki	13.42	Ann Pocknell	6.19	Hubert De L'Epine	2.58
Jason Champion	12.90	Simon Fahoury	6.19	Stefanie Rohan	2.58
Cliff Connick	11.87	Nodar Gagua	6.19	Michael Main	2.58
Jane Oxley	11.87	Maureen Hart	6.19	Darryl Kirk	2.58

Vianney Bourgios	2.58	Paul Fox	2.58	Zoe Cunningham	2.06
Roland Herrera	2.58	Jon Sharpe	2.06	Colin Harrocks	1.55
Sonia Spence	2.58	David Naylor	2.06	Lorenzo Naylor	1.55
Dawn Colley	2.58	Tim Brown	2.06	Stephen Cole	1.55
Tom Alsop	2.58	Chris F Roberts	2.06		

March 2004 Active Rankings

new / old / name

1982	1982	John Clark	1627	1627	Vincent Versteeg	1493	1481	Paul Gilbertson
1943	1943	Julian Fetterlein	1625	1604	Uldis Lapikens	1492	1492	Cliff Connick
1901	1900	Brian Lever	1625	1625	Dave Robbins	1487	1488	Darryl Kirk
1861	1861	Dod Davies	1624	1625	Peter Bennet	1484	1484	Anthony Coker
1853	1858	David Nathan	1624	1624	Rodney Lighton	1483	1483	David Horner
1823	1823	Jim Johnson	1620	1620	John Thomas	1482	1482	Ernie Pick
1800	1732	Rachel Rhodes	1619	1619	Bob Young	1475	1462	Tony Fawcett
1799	1799	Tony Lee	1618	1618	Francine Brandler	1472	1472	Johan Sallfors
1799	1799	Richard Granville	1611	1600	Jeff Barber	1467	1467	Arthur Williams
1797	1797	Steve Hallet	1598	1608	Nigel Briddon	1466	1466	Simonetta Barone
1795	1795	David Startin	1596	1586	Paul Christmas	1458	1372	Rosey Bensley
1791	1774	Ray Tannen	1594	1594	Steve Rimmer	1458	1458	Vianney Bourgios
1789	1770	Lawrence Powell	1584	1584	Ann Pocknell	1457	1472	Paul Barwick
1783	1795	John Slattery	1583	1583	John Wright	1456	1456	Monica Beckerson
1776	1776	Stuart Mann	1583	1583	Roland Herrera	1450	1465	Martin Hemming
1768	1760	Mardi Ohannessian	1581	1581	Kevin Berry	1448	1448	Kevin White
1765	1765	Dave McNair	1581	1581	Eddie Barker	1444	1444	Simon Fahoury
1757	1737	Emmanuel Di Bona	1577	1577	Ian Shaw	1443	1453	Jane Oxley
1749	1749	Ralph Eskinazi	1575	1575	Simon K Jones	1429	1429	Elliot Smart
1746	1746	Danny Cohen	1569	1569	Kerry Jackson	1425	1425	Will Richardson
1725	1725	Raj Jansari	1566	1566	Alistair Hogg	1414	1414	Wayne Felton
1708	1708	Ian Tarr	1562	1577	Grahame Powell	1409	1409	Hubert De L'Epine
1702	1702	Tim Wilkins	1560	1560	Raymond Kershaw	1407	1407	Cedric Lytton
1701	1712	Jeff Ellis	1557	1557	Peter Chan	1406	1406	Leslie Singleton
1689	1689	John Hurst	1557	1573	Mike Greenleaf	1405	1405	Kevin Nicholson
1687	1662	Nick Check	1551	1551	Mike Heard	1398	1398	David Naylor
1680	1680	Dale Taylor	1550	1550	Amir Mossanen	1397	1397	Chris Evans
1664	1664	Mike Grabsky	1543	1547	Ron Havenhand	1397	1397	Colin Laight
1652	1646	Roy Hollands	1533	1533	Dave Motley	1385	1385	Michael Main
1651	1651	Arthur Musgrove	1532	1532	Alan Beckerson	1374	1380	Tim Brown
1648	1648	Kevin Stebbing	1529	1510	Mick Butterfield	1366	1366	Liz Barker
1645	1668	Peter Christmas	1525	1525	Matthew Fisher	1363	1363	Alison Lee
1643	1643	Steve Pickard	1514	1514	Steven Reddi	1328	1328	Rebecca Bell
1643	1643	Brian Busfield	1513	1513	Pat Holly	1319	1319	Sue Perks
1642	1597	Tim Mooring	1510	1476	Julian Minwalla	1295	1295	Cath Kennedy
1641	1641	Mark Heidenfeld	1507	1507	Andrew Sarjeant	1292	1292	Jon Sharpe
1639	1639	Barry McAdam	1497	1497	David McNamara	1291	1291	John P Lewis
1630	1630	Steffen Nowak	1495	1442	Myke Wignall	1249	1249	Bryony Jessiman
1629	1629	Charlie Hetherington	1495	1495	Tom Duggan	1207	1207	Paul Sambell

Ranking Championship March 2004

played / points / name (3 or more played)

13	2012.62	Mark Heindenfeld	11	1636.55	Myke Wignall	9	1749.11	Ian Gwynne
13	1629.69	Nicky Check	11	1585.18	Uldis Lapikens	9	1745.11	Dod Davies
12	1874.92	Peter Christmas	11	1528.27	Jeff Barber	9	1537.33	Jane Oxley
12	1723.50	Rosey Bensley	11	1489.36	Mardi Ohannessian	9	1304.22	Grahame Powell
11	1880.64	David Nathan	10	1645.50	Lawrence Powell	9	1263.00	Byrony Jessiman
11	1792.27	Tony Fawcett	10	1353.70	Martin Hemming	8	1785.50	Ron Havenhand
11	1718.36	Roy Hollands	9	1807.44	Tim Mooring	8	1744.38	Jeff Ellis
11	1666.18	Emmanuel Di Bona	9	1773.22	Paul Christmas	8	1605.50	Peter Bennet



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8	1598.00	John Slattery	6	1684.83	Rodney Lighton	4	1886.75	John Thomas
8	1486.38	Mick Vacarey	6	1639.33	Kevin Berry	4	1853.50	Ray Kershaw
8	1483.63	Vicky Chandler	6	1638.83	David Startin	4	1804.50	Andreas Giannopoulos
8	1428.00	Paul Gilbertson	6	1565.50	Jason Champion	4	1790.00	Kazu Niki
8	1392.13	David Markwick	6	1560.83	Simon Fahoury	4	1785.25	Ralph Eskinazi
7	1596.57	Brian Lever	6	1543.83	Bob Young	4	1784.25	Johan Sallfors
7	1584.57	Cliff Connick	6	1503.00	Richard Granville	4	1755.25	Alex Naylor
7	1389.29	Tony Lee	6	1290.67	Chris Evans	4	1714.00	Alan Beckerson
7	1331.29	Dzhiga Ulyumdzhier	6	1241.00	Kevin Stebbings	4	1712.25	Jim Johnson
7	1280.71	Paul Barwick	6	926.33	Hubert de l'Epine	4	1583.75	Paul Statter
7	1139.43	Jo Curl	5	2153.40	Rachel Rhodes	4	1546.50	Mick Butterfield
6	2157.33	Stuart Mann	5	1966.80	Clyde Wolpe	3	1806.00	Neil Webb
6	1913.00	Steve Pickard	5	1904.60	Mike Heard	3	1780.67	Brian Busfield
6	1805.67	Steffen Nowak	5	1832.60	Mochy Hasayuki	3	1762.33	Adam Robac
6	1802.67	David Robbins	5	1653.80	Peter Chan	3	1759.67	Ann Pocknell
6	1775.17	Ian Tarr	5	1635.80	Ray Tannen	3	1706.67	John Hurst
6	1737.67	Danny Cohen	5	1428.60	Maureen Hart	3	1670.67	Steven Reddi
6	1736.50	Cedric Lytton	5	1241.60	Roland Herrera	3	1658.33	Francine Brandler
6	1693.83	Simonetta Barone	5	1180.80	Simon K Jones	3	1374.67	Mike Greenleaf



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Also thanks to the guys that traveled all the way from Poland and Japan to take part.

Well, I can't leave without saying what a fantastic show Keven Stebbing put on for the cabaret. It was magical!

He started off with emptying a glass of water into a newspaper; he then tore up the newspaper into several pieces (or did he) and then lo and behold, he unfolded the newspaper as a whole and then



poured the drink back into a glass from it and drank it! From here on things got even better.

In all we were treated to a host of never before seen tricks and illusions - all of which left us baffled and delighted.

Thank you, Kevin, for a great show; and thank you, Slats & Biba for paying for it!

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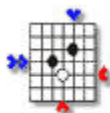
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