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EBN. Starting on page 19



**Dedicated To
Backgammon**



Rosey - The Roving Reporter

Starting in this issue
the exploits of Rosey



Bensley
and her
gang as they
play their backgammon way
around Europe.

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**Mike Greenleaf - Winner
At-A-Glance British Open 2004**

European Backgammon News



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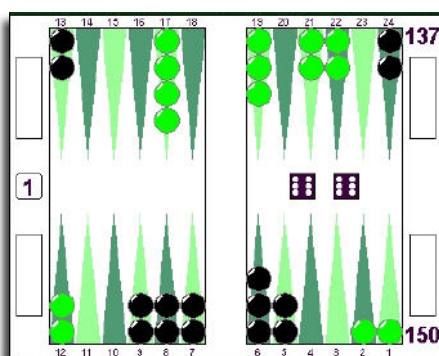
Competition 2004 No1, 6801-06 Answers

By Michael Crane

So, here I am, in the deep end as the arbiter and compiler of the 2004 competition series.

As when Richard Granville was doing it I have awarded points relative to the number of votes with adjustments influenced by argument, Snowie and my own opinions. As usual, Chris Bray/Snowie has the 'last' word.

Problem 6801



5 point match
White 0 Black 0
Black to play 66

Jeff Barber: 8/2(2) 7/1(2)

Hitting twice and starting a blitz to try and win a quick gammon; which should be attainable if Black can close out White before White anchors.

Jeff starts us off as a lone voice here with this play with two in the air. Our next entrant even calls this play, greedy!

Peter Bennet: 24/18(2) 13/7(2)

After this great roll, Black should be planning to win the game with a cube turn. The question is, should he try for more with 8/2(2)* 7/1(2)*? If White dances Black may have a play-on, but if White enters quickly things could turn very ugly. Better not to be too greedy here.

Peter is setting the trend here with this move. So we have greedy . .

Richard Biddle: 24/18(2) 13/7(2)

A fortunate roll that would have the aggressive player looking to blitz by putting two white checkers on the bar and building a 4-point home board, 8/2 (2)* 7/1(2)*. Certainly, this action would lead to a greater number of gammons won, however, the 5-point prime is suddenly now just a 3-point prime and offers little blockage should White re-enter quickly.

Surely it is better to keep the five-point prime by playing 24/18(2) 13/7(2). It escapes my back checkers and leaves the door open to pick up another White checker. I will then be better placed to make the 4-point in my home board.

And now aggressive. Richard wants to keep the 5-prime intact.

Richard Granville: 24/18(2) 13/7(2)

My first thought on seeing this position is to do the same as when 66 occurs on the second move of the game, namely 24/18(2) 13/7(2). This is a tidy move that extricates the back men and creates two well-placed builders.

One alternative is to blitz with 8/2(2)* 7/1(2)*, which might lead to a gammon victory, but I'm not so keen on this move as Black is short of ammunition to continue the blitz and his back men might also be blocked. Black could also consider 24/18(2) 9/3(2), which makes a new home board point, but this also creates a gap in his 5-point prime. So in this case I stick with my original thoughts and play 24/18(2) 13/7(2).

Richard now joins us as an entrant after abdicating his role as editor and passing on the mantle to me --- thank you, Richard (mmm, sarcasm doesn't translate well on paper, does it?) Richard's initial reaction is in agreement with most of the entrants, keep a 5-prime and builders at the same time running away. He also mentions but discards the best move chosen by Snowie, 24/18(2) 9/3(2).

Mark Oram: 24/18(2) 13/7(2)

I can't see anything intrinsically wrong with the move, and in addition it seems that we can easily claim with the cube if White fails to anchor (we are clearly back in the race with this roll). So why not hit? Surely the same arguments could be made for 8/2(2)* 7/1(2)*? I think that I like the look of our resulting positions quite a bit better should White get a 'miracle' saving roll. If we did hit twice the rest of our men would not be ideally placed to easily continue the attack, and we'd also have the continuing issue of our two back men to extricate. It looks like these could quickly become a real headache for us with some of White's good sequences. So on balance I play safe and stick with purity.

Safe and pure; that's Mark. He makes an argument albeit obliquely for 8/2(2) 7/1(2)* but doesn't choose it. But, some of our following entrants do.*

Rodney Lighton: 8/2(2)* 7/1(2)*.

The two main choices here seem to be to keep the 5-prime with 24/18(2), 13/7(2) or to blitz with 8/2(2) and 7/1(2). Keeping the prime is probably the safest way to win the game, but I think that going for the blitz has good gammon chances, which will more than compensate for some extra lost games.

Rodney flirts with the 5-prime move but fancies the gammon chances that his play offers. The gammon chances more than double with this play, 19.8% to 45.4%; but to win those gammons you've got to win the game, and with Rodney's play those chances fall from 70.3% to 65.9%.

Bob Young: 8/2(2)* 7/1(2)*

To hit once, twice or not at all is the question here. The hitting choices indicate a far superior gain for the double hit, for to break a prime, hitting once, and still giving twenty seven entering rolls seems to me to gain very little, where as hitting twice only gives four rolls that enter both, and therefore many rolls that keep White on the defensive trying to form an anchor, while Black has time to place his checkers where he wants them, for hitting and escaping.

The non hitting option, moving the rear checkers and mid-point checkers still doesn't guarantee an easy rolling in of the prime, or clearing the mid-point, and gives White a chance to stabilise his position by forming an anchor, or hitting a fly-shot in the future. Double hitting now stops White in his tracks, making Black's small lead after this roll in the pip count guarantee to increase as White struggles to re-enter, and increases gammon chances for Black significantly.

Just how much of a struggle is it for White to re-enter? Well with four points closed entering two checkers will use four rolls, and to get either or neither in would use sixteen rolls.

Steve Hallett: 8/2(2)* 7/1(2)*

After the roll Black will be 11 points ahead. Black is in a strong position his only problems might be escaping his two



men on the 24 point.

Possible plays are: 24/18(2) 13/7(2) - 25/18(2) 8/2(2)* - 24/18(2) 7/1(2)* - 8/2(2)* 7/1(2)*

With the cube in middle and score 0/0 Black should be able to win with the cube or play on for a gammon, so shouldn't worry too much about trying to escape his back two men. Putting two men on the bar is always good, with only 33 & 44 as White's only means of survival. If White dances, Black can play on for the gammon. If White only enters either one or both men and doesn't anchor then Black can double and White will have to drop.

*Why shouldn't Black worry about escaping his runners? Left where they are after this 66 could mean them trying to escape as singles rather than as a pair. Somebody who sees the importance of running and **not** hitting is our next 'virgin' entrant.*

Paul Statter: 24/18(2) 9/3(2)

With a 5-point prime Black can look to defence; 24/18(2) gets past the White defence and gives Black an advanced anchor that will come in very useful if the attack goes badly. With the other two 6s I considered playing 13/7(2), but then most 6s and 5s next roll force Black to break either the 5-point prime or the 18-point anchor. So instead I favour 9/3(2). Only if White establishes an anchor on the 4-point will Black give up playing for the gammon. The plan is to bring further builders down from the 13-point to help establish a full prime and eventually close White out for a gammon.

Good sound reasoning from Paul, demonstrating that two-in-the-air isn't always the correct way to go. His staying on the 13-point is correct.

Agreeing with Paul . . .

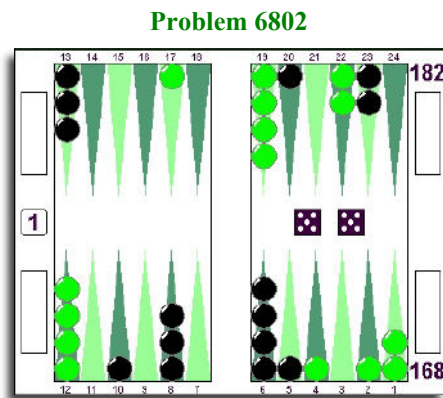
Chris Bray / Snowie: 24/18(2) 9/3(2)

The choice here is between the all out blitz play of 8/2(2)*, 7/1(2)* and other plays that combine escaping the back men and work on building the forward prime. Of the combination plays 24/18(2), 9/3(2) is better than 24/18(2), 13/7(2) as the former builds the next point black wants to make, i.e. the 3-point, whilst the latter just threatens to do so.

The blitzing play is committal whilst the combination play locks up the game and

still provides the option of playing on for the gammon until white manages to anchor. It is this flexibility that gives 24/18(2), 9/3(2) the edge over the blitz attempt. If white had a weaker home board the blitz would be the correct play but here the board is just strong enough to make the blitzing play too risky.

With the choice split 4/4 with two on their own I have awarded the maximum points to 24/18(2) 13/7(2) for correctly running the back checkers out. For their abandonment of the runners the blitzers are awarded fewer points.



5 point match
White 0 Black 1
Black to play 55

This is a two horse race movewise. The majority going with 23/18(2) 20/15 10/5 and the remaining three picking out 13/3 8/3 10/5. But, the majority move isn't even discussed by Snowie! I'll start with the shorter entries from the majority.

Jeff Barber: 23/18(2) 20/15 10/5

Black makes White's bar-point and his own five point; and brings a checker to attack any move by White into Black's outer board. White's home board is not a threat if this blot is hit.

Rodney Lighton: 23/18(2) 20/15 10/5

Covering the blot on the 5-point is obvious. Then getting our back men out is the next issue. 23/18(2), 20/15 looks best, leaving only one blot and keeping an anchor in case things go pear-shaped.

Peter Bennet: 23/18(2) 20/15 10/5

Three of the fives are fairly obvious - Black is well ahead in the race, so after covering 10/5, he should start his back men moving with 23/18 (2). The choices for the last five are 20/15 or 13/8 and the

former gives a more balanced position, retaining spares on both the mid- and the 8-point.

So far no-one has reasoned that the 20-point blot is a threat to White and if moved 20/15 it becomes less of a threat and more of a free hit.

Richard Biddle: 23/18(2) 20/15 10/5

It was easy to find my first choice move here that would make my opponent's bar-point and my own 5-point as well as safetying two of my blots, 23/18(2) 20/15 10/5. What more could I want? It is more difficult finding a second choice move to compare with the first choice. You could argue that it might be worthwhile making a three-point home board, 13/3 8/3 10/5 and keeping men in contact in the opponent's home board but the first choice move aims to bring my checkers in and I am 34 pips ahead after this roll.

Here's an entrant that discusses the best move and then decides not to play it! The game has along way to go yet, and a pip lead at the moment isn't that crucial. The weakness with this play is the 20/15 part.

Richard Granville: 23/18(2) 20/15 10/5

There's no need to look beyond 10/5 as the first 5. For the remaining three 5s, Black could make the 3-point with 13/3 8/3, but I don't regard this as urgent. It's better to advance to White's bar-point with 23/18(2). For the final 5, 20/15 is a good bid to escape the final back man.

Another entrant that discusses the best move and then decides not to play it! So far no mention of the second play mentioned by Snowie. However, our next entrant does.

Mark Oram: 23/18(2) 20/15 10/5

We have a huge racing lead after this roll, so presumably all we need to do is avoid anything rash and look hard at claiming with the cube next roll. Leaving the 5-point not covered seems to definitely fall into the 'rash' category, so 10/5 is a must. We then take White's bar to bring our back men closer to safety, and with the last five I play 20/15 rather than 13/8, as the blot has only one direct shot at it (and White's 3s are duplicated all over the board). In addition the spare man seems better placed on the 13-point rather than our 8-point. If we are hit, White cannot



hit *and* close his third inner board point, so we would be facing no worse than a two point board. From there, we'd have a reasonable chance our back man could reach the newly made anchor on White's bar. If we are not hit, our men are well placed to make fresh points in our outer or inner board even if a cube is not forthcoming.

At last, a mention of 13/8 instead of 20/15, Sadly, though, Mark doesn't play it. Also, claiming with the cube next roll isn't going to happen; this is no double, take!

Steve Hallett: 23/18(2) 20/15 10/5

Black is ahead in the race before this roll so after it he will be up 34 points. Black is unable to put White on the bar so must play positionally (if that's a word?). One 5 will be played 10/5 to cover the blot on Black's 5 point. After that we have a few choices: 23/18(2) 20/15 - 20/5 - 13/8 8/3(2). Being so far ahead in the race now is the time to disengage even though making another inner board point might have its advantages if White can't tidy up his blots. There is also a little bit of duplication of 3s to hit and 3s for an advanced anchor for White.

Good argument and I like the duplication bit; but what about another play that some of the above have mentioned and chosen to ignore? Bob starts us off.

Bob Young: 13/3 8/3 10/5

Get everything going from the back, or make a strong home board to weather any storm? Make the 5-point first of all, with the checker from the 10-point, ignoring all urges to drag the checker from the White 5-point to make your own 5-point. (It looks flash, but in this case I think it's the wrong checker to use.) With the bar point open, it's going to be hard work to bring it all home safely, so go for the strong home board, in readiness for future hitting contests.

Yes, playing 20/5 is flash and the wrong man for the job. Building home-board points is the way to go.

Paul Statter: 13/3 8/3 10/5

White would like to get a blitz going here (or rather continue the one that has started). Unfortunately, nothing hits, so he must bring up as much ammunition as he can ready for the next roll. Meanwhile White has an awkward time playing

checkers towards his home board - only 5s play well. Also Black should stay back on the 23-point so that White has few safe plays. So making the 3-point is better than the 18-point and fits in well with the plan of a blitz.

I'm not sure about the blitz, Paul, White can easily anchor with 1s, 2s or 3s. Seeing your back checkers as a threat to White is correct.

The combination of more home-board points and the threat from the 23-point gets my vote... but my vote doesn't count!

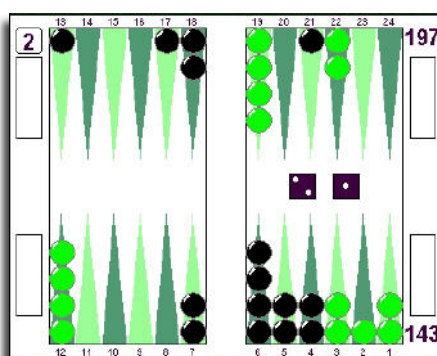
Chris Bray / Snowie: 13/3 8/3 10/5

There are two real candidates here, 23/18(2) 10/5 13/8 and 13/3 8/3 10/5. The blot on the 20-point should be seen as a threat to White's man on his 8-point, rather than as a weakness. Thus moves that include 20/15 should be discounted. Two of the fives will be played the same in both moves, 10/5 and 13/8, so the first step is to play them and then review the situation.

In essence Black must choose between offence and defence. He should quickly realise that it will be a long time before White can summon a credible threat on his own side of the board whereas if Black makes the 3-point and White rolls poorly next turn Black may get in a very powerful gammonish double. A gammon at the match score would be particularly effective. All of this should point Black towards the correct play 13/3 8/3 10/5.

See, the 'favourite' play isn't even mentioned! However, vox populi dictates where the big points go.

Problem 6803



5 point match
White 0 Black 1
Black to play 21

We'll let the 'individuals' start us off.

Paul Statter: 18/17 6/4

With White being forced into a back game, we are not too concerned about being hit - it will improve our timing. We would prefer White not to have a 3, 2 back game: 3,1 is not so strong. So we would like to attack and make the 2-point. But then I think, "What are White's good numbers?" 5s and 6s play well (a 6 is played 23/17 maintaining the 22-point anchor). If we play 18/17 then White will have to choose which way to play the 6, and 5s are no longer so good. So if we play the 1 as 18/17, what about the 2? Candidates are 13/11 and 6/4. White would like to play 24/23 with a 1, so again we find duplication if we leave the blot on the 13-point and play 6/4 giving us more numbers with which to attack, especially if White runs off the 22-point.

Perhaps being hit isn't too big a deal but it is an inconvenience and will rob you of half a roll. Perhaps more consideration should be given to making another outer-board point to contain White's checkers.

Jeff Barber: 17/14

Black's main aim must be to extend his prime and try to make the 8-point and this play brings an extra builder into the reckoning - White would probably not hit because of their back game looming - a hit would weaken his back-game timing.

Agreeing with Jeff...

Peter Bennet: 17/14

Things have obviously gone well for Black since position 6802, and Black's 8-point is now the focus of attention. White needs this point to remain open (or perhaps even make it himself) to provide an escape route for recirculated checkers. Black would like to make it to destroy White's fragile timing.

With this in mind, 17/14 gives Black double coverage of his outer board, including his 8-point. If White leaps, Black hopes to send him back, perhaps slotting his 8-point in the process. Leaving several blots is not too dangerous while White has so many men back and a relatively undeveloped front position.

So, they both want to make the 8-point but this play does leave a good few hits - and



Now you can do it @....



it's not necessary to do so in order to make another point.

Mark Oram: 21/18

(Are positions 2, 3 and 4 in this competition from the same game? If so, I'll have a further comment in just a moment.)

Yes, they are.

We'll leave at least two men exposed whatever we do, so we need to play so as to leave any hit as unattractive to White as possible. How can White win this game? A back game leaps to mind, so the first question to ask is, is this his best chance? He will find it hard to extricate his five back men from our prime if he goes forward, and the ten men he has to build a prime (which even though it can only be five points can still trap us) are not in the best positions to do so. Given this, I'm going to stick my neck out and play as if a back game *is* White's best option. From that, moving 21/18 leaves just the two men exposed to hits which would slow us down. This is not in keeping with the back game approach, so this move (even though the above argument seems horribly tenuous) gets my vote.

(OK, so if positions 2, 3 and 4 are from the same game, and assuming White were a human opponent rather than silicon, is it possible to get their comments from him/her as to how they read these positions from their side of the board? Even if that is not possible in this case, I'm guessing you will likely have future competitions when several positions in the same game crop up, as seems to have happened here. If so, might it be worth noting down the opponent's comments from such situations after the game? It strikes me this would be a valuable learning tool to publish alongside the competition answers.)

The opponent's are unable to comment, but it's a good idea.

I am not too happy with this move, it leaves White's home board and lets him do as he pleases. This was well down in Snowie's 'best moves' list - perhaps for this reason.

Here's yet another move, this one is looking for duplication.

Steve Hallett: 21/20 13/11

Black is way ahead in the race but with three loose blots and White having the start of a one/three back game. Any play leaves a minimum of two direct shots. At the moment White is short of timing for a one/three game but would be better off with a two/three back game and needing a one to achieve this, so duplication of 1s looks like a good play

The only moves which duplicate one's are

- 21/18: looks ok and safeties one blot
- 21/20 17/15: doesn't do much
- 21/20 13/11: also looks ok and puts one blot out of range of a direct shot
- 21/20 6/4: diversifies the checkers in White's home board but leaves three blots
- 17/14 : duplicates one's and two's which are White's best numbers, but still leaves three blots

I think reducing the direct shots should be a priority so it's a choice between 21/18 and 21/20 13/11 and I plump for the latter.

This might duplicate 1s but there's still a lot of rolls that hit. The better 1 to play is that as chosen by the remainder of the entrants.

Speaking first for the majority.

Richard Biddle: 13/11/6/5

In essence, we are playing against a back game so we do not mind getting hit as this will deteriorate our opponents timing. We have a solid four-point prime, which we should improve by splitting the builders on the 6-point. We can use the one rolled for this. Whereas we do not mind being hit once, we would rather not be hit twice so we decrease the chances of this happening by moving off the 13-point down to the 11-point with the two. Only an opponent rolling 54 will hit us twice now.

Minimise the hits and improve the home board distribution.

Richard Granville: 13/11/6/5

Black has the opportunity to save his back man with 21/18, but this still leaves him with two blots that White could hit to improve his timing, or possibly move into a forward game. A much more constructive way to tidy up is 13/11 6/5, which provides diversity for hitting on the 3-

point.

The 3 is a crucial roll and later could be important. Also, we don't need too many checkers on the 6-point.

Rodney Lighton: 13/11 6/5.

We're winning here, if only we can avoid getting hit. This throw hasn't done a lot for safetying our blots, but 13/11 gets one fairly safe. Might as well play 6/5 with the one to diversify, since we can't do anything useful to duplicate hits on the other side of the board.

Rodney's 6/5 seems to be a tad arbitrary with the 'Might as well play . . ' attitude! But it is correct, nonetheless.

Bob Young: 13/11 6/5

Ahead in the race, with a good home board, but too many blots. Make the bar blot safe from a direct shot, and then see where the best one is. The blot on the 17-point duplicates fives, hitting or escaping for White, so leave it there. No gain in moving up to the one point that White would like to hit on, the 5-point, so use the one to split the high stack on the 6-point.

Bob gets to 6/5 by a process of elimination - instead of getting directly to it!

Chris Bray / Snowie: 13/11 6/5

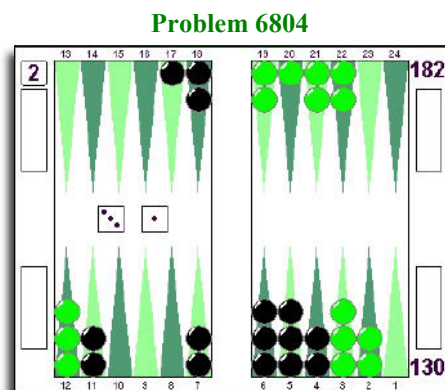
This must be the continuation of the previous position – notice Black must have made the weaker move in position 2 and allowed White to make Black's 3-point. There are so many possibilities here that you could write quite a few pages analysing them.

We can't do that so general principles must be applied. Black's initial plan is to make his 8-point or his 9-point thus further restraining White's back men. Being hit is more of an inconvenience than anything else but allowing White double hits gives him just the faintest chance of winning forwards. Another point to remember is that when playing against a 1-3 back game it is important to have men on the 5-point to provide some playable 3's later on. Evaluating the merits of 17/15, 6/5 or 17/14 against 13/11, 6/5 is virtually impossible over the board. Even after thousands of rollouts I'm not sure that 13/11, 6/5 is the best but that's what my silicon chips say.



Note that I wouldn't argue against anyone who wanted to play 18/16, 17/16 to give White the root number of double 4. All in all a very difficult position where the simple play turns out to be the best play.

The majority of entrants mention White's back game so the 6/5 split is going to get the most points.



5 point match
White 0 Black 1
White to play 31

With hindsight this position isn't that good for a quiz; not when all but one entrant has the same answer.

Richard Biddle: 13/9

This is a pretty lousy position for White, whose only chance of rescue is to play a back game off the 2 & 3-point. Not ideal but there is no other choice. Really White must leave the home board as it is, not wanting to crunch. Playing down from the 13-point will achieve this but leave White open to 20 rolls that hit. That's not too bad, as a hit does not dramatically ruin White's already lousy position. White does have the advantage of owning the cube should the situation improve later.

Twenty hitting rolls, but as he say, what else can you do? Well you could play safe as mentioned by our next entrant.

Richard Granville: 13/9

White could play safe with something like 5/2 3/2, but this is clearly anti-positional and could cause problems if he gets an early shot. Instead White should just develop naturally with 13/9. If this man is hit, there is a reasonable chance that one of White's back men can escape soon.

I'm pleased to see that the safe play was discarded - it didn't do much, and what it did do was short-term. Talking of short, this next one's succinct!

Rodney Lighton: 13/9

Ugh, but I'm not breaking my home board as I might never put it together again, so 13/9 is the only choice.

Short and sweet.

Mark Oram: 13/9

Regardless of whether this position grew from the previous ones or not, White is now clearly playing a back game. Closing the 5-point would be huge for White so a direct builder for this would be an asset. If it were hit, however, White then has a best case scenario (entering easily and re-circulating at least one man) or a worst case scenario (entering but getting trapped and then collapsing prematurely). Black only has three points closed and probably a couple of moves to go before he can easily make the fifth point in his prime, and both of these factors favour White's 'best case'.

So, the move 13/9 is builder for the 5-point! Mark's the first to mention this; as is the next entrant.

Jeff Barber: 13/9

If hit, White will improve the timing he has for a back game. He is well behind in the race; if not hit he can use fours to make the 5-point because fours would be awkward to play elsewhere.

Using 4s if rolled is a good enough reason, too.

Steve Hallett: 13/9

This position appears to follow on from the last. White has transposed to a 2/3 back game and has made three home board points. Black has managed to safety two of his blots. White has a spare checker on the 22-point ready to jump out and recirculate, but he is still short on timing for a successful back game, so he either has to win going forward or get more checkers hit.

To win going forward or in a back game he must make his 5-point so any plays like 5/1, or 5/2, 3/2 or 6/5, 6/3 can't be contemplated. The question is whether to strew a lot of blots about with 13/10, 13/12 or to just go quietly with 13/9

If White ends up with two or more men on the bar, Black will have time to extend his prime and White's board could easily crash unless he's extremely lucky and dances forever, so I rule out 13/12, 13/10. This leaves 13/9 as the best road to success, if hit it improves his timing and if not then it will act as a builder for the 5-point so it's a win/win play.

We have our first mention of the lone voice for the play 13/10 13/12. Bob puts it as only Bob can do...

Bob Young: 13/9

Puzzle no. 3 a few moves on I guess. That sort of convinces me that the player chose my choice of move above, but of course that probably means not a lot. The temptation in this situation is to try and loose a whole bundle of pips to go for the ideal timing in constructing a back game of worthy quality, by breaking the mid-point into three blots. Laying them out like nudists on the beach at Swanage, is the idea, but my feeling is that this simply gives Black the opportunity to pick up all of the blots, and while White is trying to re enter, Black can place his checkers as he pleases, and White finishes up struggling to run off the gammon. Best to leave the one blot, recycle it if it gets hit, and White can still win this game by going forwards for the moment, and revert to alternative plans if he fails to put a Black checker behind a prime that has the potential to be effective.

Nudists, indeed. We can all see where Bob's mind is!

Peter Bennet: 13/9

In this third instalment of the same game, White is still trying to extricate his spare back checker. With this 3-1, he should just play 13/9 rather than do damage to his nicely developing board. Spreading blots around with 13/12 13/10 is also not a good idea. Black will happily mop them up and probably complete his prime while White is busy entering.

Yes, they would be mopped up with alacrity; and with a nice word of thanks!

So, the move that Tennyson wrote a poem about, is championed by our next entrant.

Paul Statter: 13/10 13/12

White has the strongest of two point back games (3,2), his home board is reaching full strength, his only worry is timing: Black has more spare pips than White so White may end up crunching his home board before he gets a successful shot at a Black blot. The answer is to get more men sent back if you can. If Black misses - or chooses not to hit, White will give himself maximum chances of hitting any remaining Black blot and may well complete his own 4-point prime in the process. Some may object to this play on the grounds of too many match-losing gammons, but White is favourite to be gammoned already if he doesn't get a shot.



Black will not chose not to hit, he'll scoop up everything he can - and be grateful for it. With this play the gammon chance for Black are 43.6% whereas with the preferred play it is 35.8%. I fail to see what leaving three blots can do for White - - but I can see what it can do for Black!

Finally, our experts say:

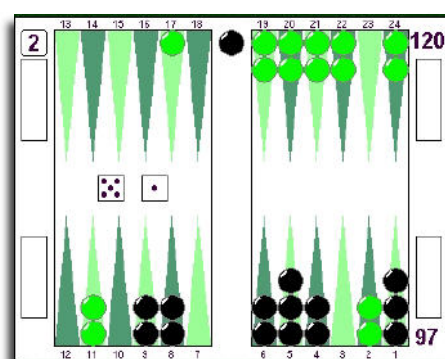
Chris Bray / Snowie: 13/9

Later the same game and the only problem that isn't really a problem. White shouldn't worry about being hit as his escape from Black's board isn't that difficult. Therefore moves like 6/5, 6/3 can quickly be discounted.

The logical move is 13/9 and that turns out to be the best move. Interestingly when I only did a few rollouts 13/10, 6/5 came out on top but this statistical anomaly was removed when the number of rollouts was increased. Even so 13/10, 6/5 is hardly a mistake.

Perhaps at Snowie 2nd 13/10 6/5 is as good as 13/9 but 13/10 13/12 at 17th is well out of it despite a good (but misguided) argument from Paul.

Problem 6805



5 point match
White 0 Black 1
White to play 51

Three entrants agree on the first choice.

Jeff Barber: 23/18 14/13

Fives are needed to escape the back men and the split of the 14-point gives better chances of covering the blot on the 8-point.

Richard Granville: 23/18 14/13

White could play 14/8 to block Black's 2-6 entry, but escaping the back men surely has higher priority, so the 5 should be used to play 23/18. For the 1, White must choose between 23/22, 14/13 and 8/7.

There are drawbacks to all three of these

moves. 23/22 puts a man on an inferior point, as it gives Black more return shots and reduces White's chance of moving to the bar point. 14/13 is a loose play that could lead to White being gammoned if Black throws well. 8/7 moves the man to a point not directly covered by a builder and also gives White a better chance to escape.

I choose 23/18 14/13 because if White can survive the next few moves, he has a good chance of containing Black's back man.

Rodney Lighton: 23/18 14/13

Here White could play 14/8 to avoid the 6-2 joker, but then runs the danger of getting his back checkers stuck. I think that 23/18 is essential with the 5 to avoid this, then 14/13 with the 1 to diversify for coverage of the 8-point.

Two of the above actually flirt with Snowie's best move, 14/8 and then they choose not to play it. If the 8-point were made then it's likely that Black's 8- and 9-points will crumble.

All of the above and a good few of those remaining want to escape the back checker with 23/18. It's where to play the 1 that separates them. Advocating 23/22 ...

Peter Bennet: 23/18 23/22

White's first priority is to escape his back checkers so 23/18 is essential with the five. None of the choices for the one is particularly appealing:

- 23/22 reduces the number of subsequent escaping rolls
- 14/13 risks disaster if Black enters with a hit
- 8/7 turns Black's 2-5 from a poor entering number into a joker

I would play 23/22 - White should have time to find a four if Black continues to dance.

Ah, but is escaping the back checkers the first priority? What about keeping the checker on the bar on the bar or at least making escape for it difficult?

Paul Statter: 23/18 23/22

White must get past Black's blockade and what better time to do it than when Black is on the bar? So that's 23/18. For the 1 we can reject 8/7: if Black comes on to the 2-point, White will want to attack the blot, but that means a 5 to attack and a 5 to escape the last checker. We need to diversify. That leaves 14/13 or 23/22.

14/13 leaves our position wide open without any diversification: a 5 is needed to cover on the 8-point, but we would use a 5 to escape our last checker. If Black then rolls 62 Black will be well placed for a match-winning gammon. So that leaves 23/22. Although this gives Black two more attacking shots (52), we also replace 32 with 22 as an attacking roll, but 22 was going to be bad for us anyway. *[On running the position through GNU I see that 23/18 is correct for a score of 0-0 (doubled or not), but at 0-1 it becomes a bad blunder, 14/8 being the correct play.]*

Another that wants to put all his eggs into one basket.

Richard Biddle: 23/18 23/22

One could easily fall into the trap of playing 14/8 to play super safe, however, this may lead to problems later if White does not throw a five within a few rolls. White needs to consider escaping the two back checkers while Black is favourite not to re-enter and escape. In order to be able to double on the next roll White should play the back men. Black would have an uneasy take.

The trap could be that Black's checker on the bar gets in and discovers three White blots!

Mark Oram: 23/18 23/22

The first moves which came to mind was to close our 8-point, or move the outer board men to let us close our bar-point next turn. We retain an anchor by this, and have a fair chance to continue with Black dancing for a while. However, on second look, 23/18 23/22 became a possibility. So what if we run? Black can now hit us with 21, 22, 25 and 26 (23 only hits us from his 6-point, and 24 misses) but only 22 and 26 (3 rolls) seem really crushing. Also, if he hits us with 25 from his side, or 21 he is now fairly open and will need to re-enter against our five point board. On balance, his hitting threats seem to have less sting than usual. In return, we are closer to extricating our back men from an awkward broken 5-prime, which could easily be a huge barrier for us if we don't grab our chance to partly escape while we have it.

Mark saw the best move but didn't really go into the benefits; he was side-tracked by The Great Escape!

Our next entrant goes back to his duplication strategy!

Steve Hallett: 23/18 23/22



This looks as if it could be a continuation of the last two positions with Black on the bar against a five point board but with White still behind in the race. But White still has a bit to do to win. His biggest problem might be escaping his last two men.

Possible plays being

- 23/22,23/18
- 23/18 14/13
- 14/13, 8/3
- 14/8

Playing safe with 14/13 8/3 gives double coverage if Black manages to jump out, but does nothing about the back checkers. Playing 14/8 is also safe and only gives Black 52 to jump out but you still have the problem with the back checkers.

With Black on the bar I think White should make his move now and try escaping the back men, you never know when another five might come along so I think you have to use this throw to get moving. So the five should be played 23/18. We now have a choice of one's and I think duplication will show us the right play, 23/22 cuts down on Blacks good numbers, 62, 52, 22 & 21 and is the way to go.

Steve says, "... you never know when another five might come along ... " No, you don't; it might even be the next roll - so with two spares on the 14-point you could wait and see!

On his own (with our resident expert), Bob is the lonely voice for the 'top' play.

Bob Young: 14/8

As per the previous, I think this is puzzle 3 and 4 now a few more rolls on. Again it does nothing to cast doubts on my move choice already made for no.4. This is the result of an untimely boxes roll by Black. P.S... I wish to name the 52 roll, Bobses, which will always feature heavily in any championship match, and how often does a Bob roll fail to hit a triple shot at 3, 4 and 6 pips away!!....only a Bob would miss... (Excluding Sallys...double 5 that is).

Anyway, back to the plot, Black on the bar has only one life line, to enter and escape, or enter and hit (well, that's two life lines then), and the strongest way of preventing either is to block the entering and hitting combinations, that is to cover the 8-point and not split the rear checkers. True, it is very tempting to split in a small or large way, but should Black enter next roll, he will probably self destruct, as White still has flexibility with his checker

back on the 14-point. Should Black not enter, White should be able to tilt the cup sufficiently to enable a five to roll out, or a one, followed by a four or a five . . it all seems so easy sat here . .

Good reasoning, and use of the 14-point checkers to wait for 5s is sound. Our final say rest with the expert.

Chris Bray / Snowie: 14/8

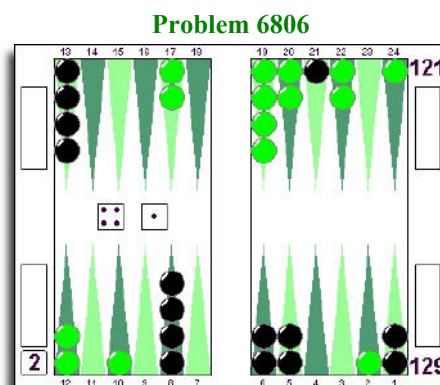
And still later the same game? This is a great problem. My human scribe got this one wrong as he would have played 23/18, 23/22. My first evaluation also chose that move but in fact it's a big mistake.

There are four key elements that make 14/8 the right play here. Firstly, making the 8-point is a big improvement in White's position as it creates a 5-prime and brings another builder into the attack. Secondly, White has fives to escape and ones to diversify his back men. Thirdly, if he does get stuck he very quickly won't have to play sixes so it will be easier to preserve his timing than you might think. Finally and very importantly the correct play wins more and loses fewer gammons. The overall win percentage is not as high but given the score winning a gammon is obviously very powerful.

I think most people would get this wrong over the board so it is a very instructive problem.

*Well, over the board, they **all** got it wrong - except for Bob, that is! I have awarded highest marks to moves that didn't panic into moving both back checkers - a knee-jerk reaction to Black sitting on the bar.*

For our final position we have just two entrants extolling the virtues of moving a back checker.



5 point match
White 2 Black 2
White to play 41

Peter Bennet: 15/11 23/22

Breaking the 8-point to attack now with 8/4* 4/3 cannot be right with four blots scattered around including one dangling on the 1-point. This leaves 6/1, 15/11 6/5, or 15/11 23/22. Building the stronger board with 6/1 has its attractions, but leaves Black direct threes to hit. Of the remaining two plays, 15/11 23/22 gives White an easier escape route.

It also gives Black good 5s.

Paul Statter: 15/11 23/22

What are the alternatives? 6/1 leaves a direct shot unnecessarily, 8/4* 4/3 does nothing to advance White's game, whereas 15/11, 6/5 leaves White ready to attack on his 4-point and only leaves an indirect shot for Black to aim at. Have I missed something? Thinking of the over-all plan, this is shaping up to be a race, so perhaps White should improve his chances of escaping his back checker: after 15/11, only 55 takes it to safety, but 23/22 gives four shots to safety. It's close, but I think I prefer this last option.

The remaining entrants preferred another move:

Jeff Barber: 15/11 6/5

This is to make best use of White's slender racing advantage. Black can hit only with a seven whereas the pick and pass would leave Black with 9 return shots on the blots on the 8- & 15-points

Richard Biddle: 15/11 6/5

I can see three major candidate moves here with one of them just pipping the other two in my choice. I think this problem will offer an even split between contestant entries. Firstly, a four-point board could be made with 5/1. This is my second choice as it poses a threat for Black who will have to think twice about hitting loose. My third choice is to move my back checker up one giving fours and sixes to escape and playing the other loose blot off the 15-point to the safety of an indirect shot. My first choice is similar but would split off the 6-point with a one. This brings a checker back into play and gives the most flexibility.

No even split here Richard, not unless 8-2 is even!

Richard Granville: 15/11 6/5

White could attack with 8/4* 4/3, but hitting loose is dubious with only one man back. It is preferable for White to use the 4 for the normal tidying up move of 15/11. For the 1, it is a close choice between 6/5 and 23/22. Advancing the back man is not crucial at this stage of the



game, so White should diversify his forward position with 6/5.

So far so good, the play 6/5 is better than 23/22. It gives us another good builder and the 6-point will soon replace it, I'm certain.

Rodney Lighton: 15/11 6/5

15/11 gets the blot out of direct range, then 6/5 with the 1 to diversify for attacking or picking and passing on Black's blot next turn (if it still there).

Mark Oram: 15/11 6/5

We could certainly get our back man up to Black's bar, but does that help us? The blot seems to be a target on a point Black would love to own: in addition by staying back Black will hesitate to hit us so deeply, when his 8-point spares would be better off making his bar-, 4- or 3-point. So we get one blot out of direct range, and shuffle our inner board spares to close our 4-point: ideally on Black's head if he hangs around. With an answer this short the thought leaps to mind I've missed something else here, but a careful look fails to reveal anything else obvious. Covering our 1-point blot seems to get us little while leaving two men still very exposed. 8/4* 6/5 is great on the too few occasions it works – but too rash for the rest of the times it doesn't! Finally, 15/10 creates one extra builder for our 4-point, but does not seem worth the direct shots it gives to Black. So 15/11 6/5 it is.

No Mark, you've missed nothing . . . and there's nothing wrong with short answers; so long as they're well argued!

Bob Young: 15/11 6/5

Can't hit without leaving a blot or two, so leave alone and take advantage of the slight race lead, with quiet moves, or go for creating the most hitting and pointing rolls should White still be there next roll

seems to be the two choices here. This clearly suggests moving the blot on the 15-point out of direct shot range, and then look for a one. Split the two checkers on the 6-point doubles the hit and cover rolls next time, while moving the rear checker up one point allows more escaping rolls next time. As the gammon could be very useful at this stage in the match, I opt for the maximum hitting options next roll, and chose 6/5. Escaping the rear checker will take a back seat for the moment.

Good reasoning, and correct as far as I'm concerned. Two good indirect builders; what more could you want?

Steve Hallett: 15/11 6/5

White is slightly ahead with a slightly stronger board, and a more flexible position but with three blots strewn round the board.

Possible plays: 23/22,15/11 - 15/11,6/5 - 8/4*, 4/3 - 6/1 - 5/4*, 5/1

Playing 6/1 looks nice allowing White to attack next time if he's not on the bar, but because White is ahead in the race I think he should minimise contact and move the blot on the 15-point out of direct range so the four should be played 15/11. We now have a choice of ones 23/22 or 6/5. 23/22 allows White to run with a 65, or escape into the outfield with a six or four, 6/5 concentrates on attack and in this position I think it is the correct move.

The authoritative response . . .

Chris Bray / Snowie: 15/11 6/5

A relatively easy one to finish with. No reason to leave a direct shot so 15/11 with the 4 looks straightforward. 6/1 would be a reasonable choice if it didn't leave the direct shot. Then it's a question of diversification or creeping up. In this instance with the possibility of an attack on Black's lone back man being a possible

game plan the diversification is stronger than the creep. 15/11, 6/5 is the right play.

So, that's my first one over with, and it's congratulations to Richard Granville for a full house, 60/60. Well done, Richard. Half price accommodation for you at a tournament of your choice.

I'd like to thank all the entrants for sharing their views and comments with us and I hope you can all do it again for the next one on the next page.

Fax	Month	Questions	Answers
70	May	7001-06	6801-06
72	Sep	7201-06	7001-06
74	Jan	7401-06	7201-06
76	May	7601-06	7401-06
78	Sep	7801-06	7601-06

No.	move	score
68.1	24/18(2) 13/7(2)	10
	24/18(2) 9/3(2)	8
	8/2(2)* 7/1(2)*	7
68.2	23/18(2) 20/15 10/5	10
	13/3 8/3 10/5	8
68.3	13/11 6/5	10
	17/14	8
	18/17 6/4	6
	21/20 13/11	2
	21/18	1
68.4	13/9	10
	13/10 13/12	4
68.5	23/18 14/13	10
	14/8	8
	23/18 23/22	6
68.6	15/11 6/5	10
	15/11 23/22	6

name	6801	6802	6803	6804	6805	6806	Tots
Richard Granville	24/18(2) 13/7(2)	23/18(2) 20/15 10/5	13/11 6/5	13/9	23/18 14/13	15/11 6/5	60
Rodney Lighton	8/2(2)* 7/1(2)*	23/18(2) 20/15 10/5	13/11 6/5	13/9	23/18 14/13	15/11 6/5	57
Richard Biddle	24/18(2) 13/7(2)	23/18(2) 20/15 10/5	13/11 6/5	13/9	23/18 23/22	15/11 6/5	56
Jeff Barber	8/2(2)* 7/1(2)*	23/18(2) 20/15 10/5	17/14	13/9	23/18 14/13	15/11 6/5	55
Snowie	24/18(2) 9/3(2)	13/3 8/3 10/5	13/11 6/5	13/9	14/8	15/11 6/5	54
Bob Young	8/2(2)* 7/1(2)*	13/3 8/3 10/5	13/11 6/5	13/9	14/8	15/11 6/5	53
Peter Bennet	24/18(2) 13/7(2)	23/18(2) 20/15 10/5	17/14	13/9	23/18 23/22	15/11 23/22	50
Mark Oram	24/18(2) 13/7(2)	23/18(2) 20/15 10/5	21/18	13/9	23/18 23/22	15/11 6/5	47
Steve Hallett	8/2(2)* 7/1(2)*	23/18(2) 20/15 10/5	21/20 13/11	13/9	23/18 23/22	15/11 6/5	45
Paul Statter	24/18(2) 9/3(2)	13/3 8/3 10/5	18/17 6/4	13/10 13/12	23/18 23/22	15/11 23/22	38

Competition 2004 No2, 7001-06 Questions

By Michael Crane

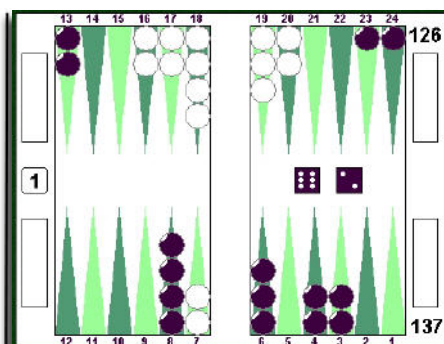
Welcome to the second of the three Competitions that make up the 2004 season.

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

Entries to be in by August 1st. 2004

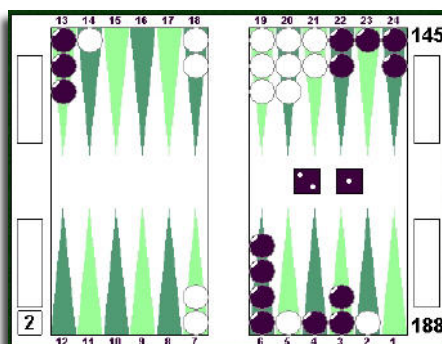
Email: to comps@backgammon-biba.co.uk
and all 'hard copy' to Biba HQ via Royal Mail.

7001



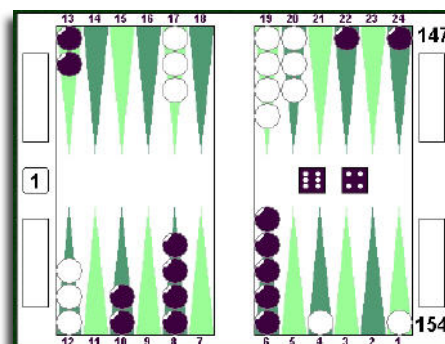
5 point match
White 0 Black 0
Black to play 62

7003



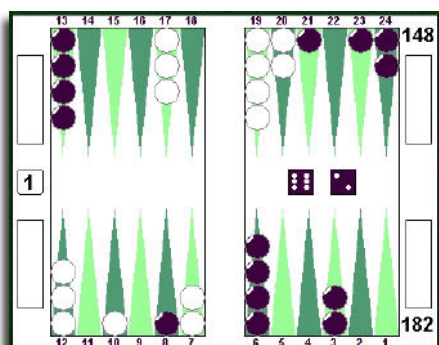
5 point match
White 0 Black 1
Black to play 21

7005



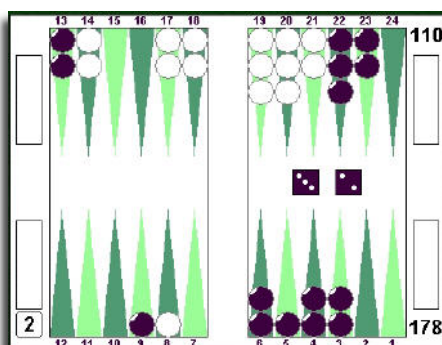
5 point match
White 2 Black 1
Black to play 64

7002



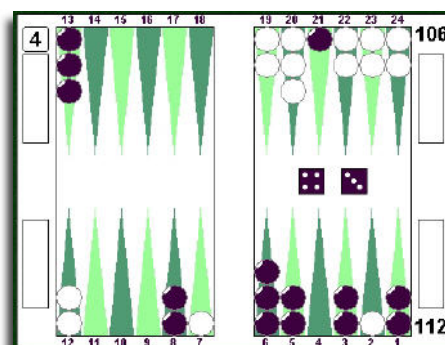
5 point match
White 0 Black 1
Black to play 62

7004



5 point match
White 0 Black 1
Black to play 32

7006



5 point match
White 2 Black 2
Black to play 43



The
choice
is yours



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

Her Majesty's guest, *Bad Boy* writes



As you stroll around the grounds of this establishment taking in the trimmed hedges and the landscaped garden area you could be forgiven for thinking you've just wandered on to a Quentin Tarantino film set.

I am of course referring to the sounds of gunfire, screeching tyres and people dying violent deaths emanating from the rooms and billets here.

Fear not good people, the inmates aren't revolting (although you may beg to differ) the noise is actually coming from the various games consoles that we are allowed in possession due to the fact that many of the rooms have in-cell electricity and we are a low security risk establishment.

Personally I much prefer the interaction of Backgammon, the witty repartee, the characters you get to meet, the multiple choices you are presented with after each throw of the dice, these are the type of things that gets my heart thumping.

Well they **were** until I received an **XBOX** at the end of February and now that I have it there's only one more thing I long for...**sleep!**

Backgammon has become a distant memory because... excuse me for a moment... *"Die Sucker Die!..Do You Want Some Too? Take That!...Yeah Baby, Level Two Here I Come."*

Sorry about that, ... even when I visit the few people that still play Backgammon I find that they are umbilically attached to their games consoles and in the middle of "a mission" and have no time for anything as trivial as conversation (or the fire alarm).

I trudge wearily back to my room, Backgammon board tucked under my arm but I return clutching *my* games controller which I plug in and then we switch to two player mode, well, if you can't beat them try taking them out with the sniper rifle

hidden on the upper level of the car park.

Alas, I fear that I am being drawn to the dark side ("Save me Obi-Wan") because I was never a big fan of these type of things...until now!

My sons, who are aged 10 and 11, could always shoot quicker, drive faster, and hit harder than me whenever I was foolish enough to pick up a controller and attempt to "join in."

My hands are like those of a boxer and my fingers are mere stumps when what you actually need are long thin fingers and the dexterity of a concert pianist to be able to execute the many combinations on the control pad.

It is not easy to get your character to do an upside down spinning propeller kick whilst driving and at the same time picking up one of the many hidden packages with his free hand as he leans out of his Cobra 5 litre, turbo-charged, fuel injected, pedestrian annihilator when you've got fingers the size of a *Yorkie bar*.

There's no need to panic though because Spring is just around the corner and once the weather picks up the inmates will start to emerge from hibernation and then there will be a riotous explosion of colour as Backgammon boards are dusted off and brought out into daylight again.

I'm slowly recovering from my bout of madness with the XBOX and I held my first pair of dice today.

It's still quite painful to be in the same room with my XBOX but not play on it and so far I've managed 2 hours 18 minutes but then I found myself back at the wheel of my Cobra mowing down pedestrians.

I guess it's like beating any addiction, you've got to take it one day at a time...excuse me for a moment..."*Who's The Daddy? Have Some Of That You Muppet, Yes!...Level 3!*"

CHANGING ROOMS

If there's one thing we prisoners are good at it's whingeing but let's face it, there's plenty to whinge about in this gaff.

Having said that, every now and then an

incident or a situation will occur that restores your faith in human nature and you realise that staff really are here to help, (*it's true I tell you!*).

"Poppycock" I hear you shout...actually it wasn't "Poppycock" I heard you shout it was a much ruder word than that but if I'd written the actual word used, this story wouldn't have made it into the magazine at all!

Anyway, on to the story... due to an honest mistake by wing staff one of the kitchen workers was not booked out as being in the kitchen for the Saturday 8.00am roll check and so the officers naturally assumed he had absconded when he could not be found. His room was cleared and all his worldly (volumetrically controlled) possessions were taken to reception for storage.

At the same time, another inmate who was on the waiting list for a single room was told that one was now "available" and he was told to pack up his belongings and move in.

Meanwhile the original occupant of the room was still working away in the kitchen completely oblivious to the fact that dark and sinister forces were at work.

The time is now approximately 11.30 am and the kitchen staff ring through the names of all those working in the kitchen so that the wing staff will know where they are once the 11.45 am roll check commences.

Imagine the scene if you will, an inmate who was thought to have absconded and whose room has been given to another inmate is in fact STILL in the prison and slaving over a hot stove! An officer is despatched to the kitchen to confirm that the prisoner in question is still here and once his identity has been confirmed the officer apologised for the mix-up.

This is not a story from the *X-Files* or the *Twilight Zone* and I swear I'm not making this up, trust me. it really happened...read on!

Now some of the more cynical amongst you might say, "bleeding typical", I however prefer to look at this incident as further proof that this place is slowly becoming more efficient, (*it's true I tell you*).

There was a time not so long ago when that room may well have remained empty



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Specifications

Board when closed:

- Length : 530 mm
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- 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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or contact hatrick@backgammon-biba.co.uk*

for 2 or 3 days. The inmate concerned did eventually get his room back that day and the staff did apologize but if they had also thrown in a free *Feng Shui* even I would have been impressed.

In the end no damage was done but just imagine what this incident could have led to.....

Since learning of this incident a few of the more paranoid inmates have taken to

carrying around all their personal items in laundry bags whenever they are going to be away from their rooms for more than half an hour.

I even saw one guy with his CD player tucked under his arm as he entered the toilet, I said to him, "that's a little bit over the top isn't it?" He replied, "just because I'm paranoid it doesn't mean they're not out to get me."

NUFF SAID





Archive - Winning Strategies (Robin Clay)

By Michael Crane

Here's the latest of Robin's quiz.

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.

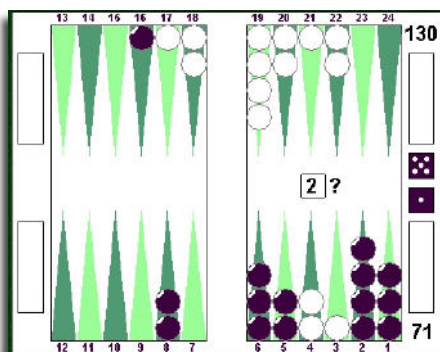
There's not enough space to show all the moves. Robin's choices for each position are designed to try and illustrate both the wrong and correct move. It is just as important to know why a move is wrong as it is to know why it is right.

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 with Snowie 4, Professional.

Tick your play for each position and then check your score on page xx, along with the analysis. More positions will appear at a later date.

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 21



Black on roll

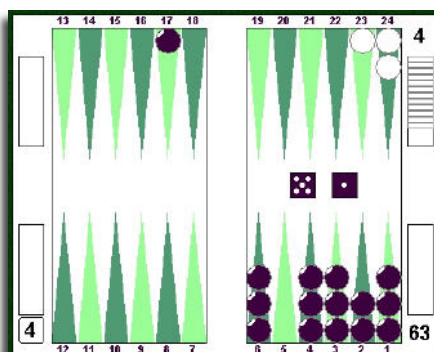
Should Black double?

- a Yes
- b No

Should White take?

- c Yes
- d No

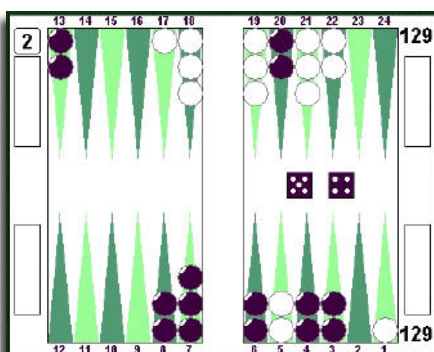
Problem 22



Black to play 51

- a 17/12 6/5
- b 17/11

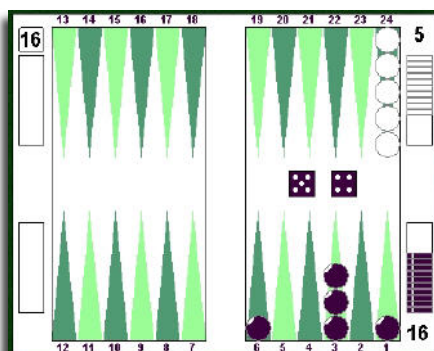
Problem 23



Black to play 54

- a 13/4
- b 8/4 8/3
- c 20/16 20/15

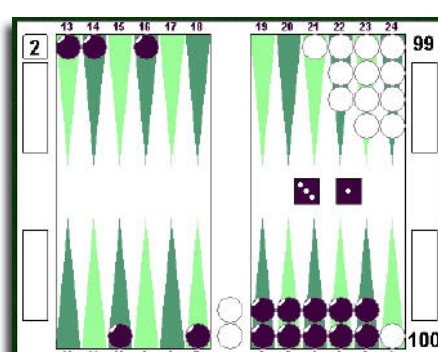
Problem 24



Black to play 54

- a 6/1 3/0
- b 6/2 3/0

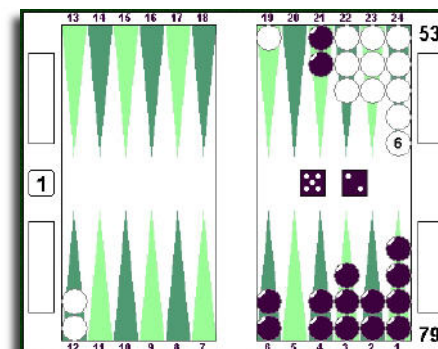
Problem 25



Black to play 31

- a 10/6
- b 10/7 16/15
- c 7/6 13/10
- d 13/9

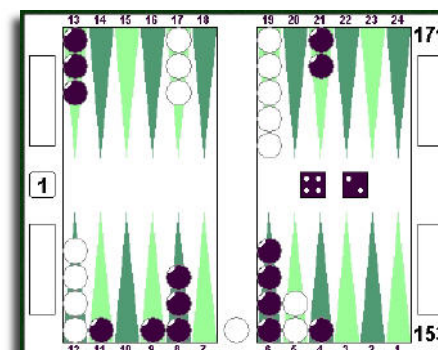
Problem 26



Black to play 52

- a 21/19* 19/14
- b 21/19* 21/16

Problem 27

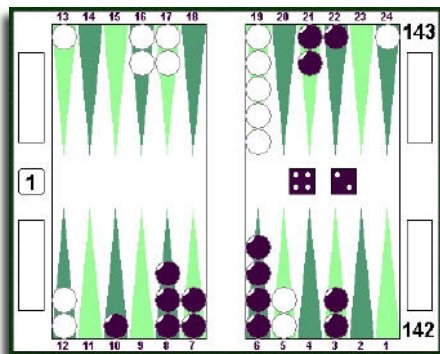


Black to play 42

- a 13/11 8/4
- b 13/9 6/4
- c 11/9 8/4
- d 11/7 9/7
- e 23/20(2) 9/6 13/10



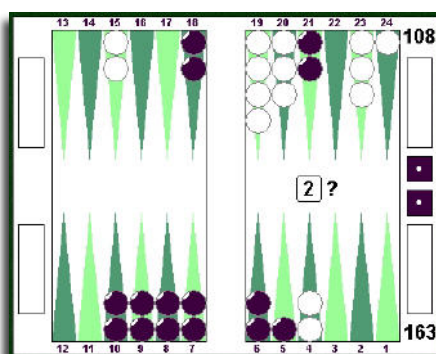
Problem 28



Black to play 42

- a 8/4 6/4
- b 22/20 10/6
- c 10/4

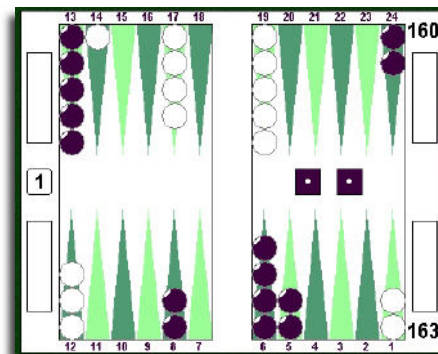
Problem 29



Black on roll
Should Black double?

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

Problem 30



Black to play 11

- a 8/7(2) 6/5 24/23
- b 6/4(2)
- c 24/22(2)

Answers on page 25





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 only: £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			Venue	Type
Jun 05-06	Hilton Trophy	GP	.	Hinckley	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 right*) 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 - Monday.
Brighton - <http://eiloart.com/bbc/> - Tuesday 8pm until closing.
Bristol - Ian Tarr 0117-9756349 brismgammon@blueyonder.co.uk 2nd 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.
Huddersfield - Rachel Rhodes - 07961 355433 - dicewitch@yahoo.co.uk - Tuesdays
Lincoln - Michael Crane - 01522 829649 - michael.a.crane@ntlworld.com - Every Tuesday.
Liverpool - John Wright - 0151 280 0075 - jpwright@cablenet.co.uk - Last Friday of each month
London - Fox Reformed - Robbie (020) 7254 5975 - robbie.richards@fox-reformed.co.uk - Mondays
London - Ealing -Grahame / Geoff - 020 8 968 6327 - Ealingbackgammon@netscape.net - 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.

- 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

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!

Keren Di Bona Memorial 3/4 July

Sponsored by Emmanuel Di Bona, this knockout tournament offers the usual events. This year its date is set so that it doesn't clash with the World Championships in Monte Carlo. They asked me to move it because they were down on entries last year!



The 9th Liverpool Open 24/25 June

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

Main Tournament * Consolation * Last 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

SAC Trophy 7/8 August

The third of the four Swiss formats this year. Another chance to play in 6 x 11-point matches and to better your chances of winning the *Grand Prix* and Ranking championships.

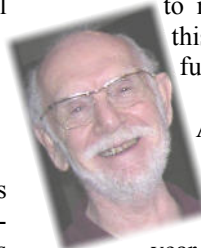
August 21-30. 8th MSO Backgammon (see form on the next page)

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.

Roy Hollands Pre-Memorial 4/5 Sept

Always looking ahead, Roy has decided to make it his *pre-memorial* this year! It's being so cheerful that keeps him going!



As usual there are the events one expects from a knockout tournament. But, it is possible that this year there might be a 'silly' theme - remember the shirt one a couple of years ago?

Roy will decide soon and we'll give you plenty of notice to get yourselves organised.

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.

EBN, the oldest and most reliable source of Backgammon information in Europe. Published in association with Bibafax

4th Città di Jesolo Backgammon & Gin Rummy Tournament

Denmark's Lars Trabolt, Winner over Austria Andreas Fisher

Our first attendance at the Città di Jesolo Tournament in the World-renowned Adriatic resort of Jesolo Italy, was not successful for us in the winners section, but otherwise most enjoyable.

Lorenzo Laganà chairman, and Dario de Toffoli, Alfonso Sara and Dario Zaccariotto were the directors of this event. As usually they organized a great tournament, with lots of side events, like Gin Rummy, and Poker every night. Winners and losers were all happy with this friendly and festive 4-day event, which has been made possible by the collaboration of the *Backgammon Club Venezia, Piccadilly Circolo*, the *City of Jesolo*, the *Hotel Casa Bianca al Mare* and *studiogiochi*.

The Hotel, Casa Bianca al Mare, located directly on a beautiful sandy beach, was exclusively reserved for the Backgammon players, who therefore had the run of the place. Though predominantly visited by Italians, there was a good sprinkling of Dutch, Suisse, Austrians, Armenians, Danish, Portuguese, Germans and even some Americans.

The winner of the Gold Cup was none other than Dario De Toffoli, (below) with Vincenzo Riciputi being the Finalist with Guido Flamignini and Andrea Bolzoni Semi Finalists. All Italians.

Peter Sarzynsky from Germany, a long time resident in Thailand won the Silver Cup. Runner up was Artur Muradian from Armenia; Semi Finalists were Carlo Facchetti again from Italy and Laura Nobile from Switzerland.

Now let's go to the main Championship itself: Lars Trabolt (top right) from Denmark was the number one Winner, Andreas Fisher from Austria the Finalist, Rolf Schreuder, (Holland) and Giulio Alessandri (Italian) were the Championship Semi Finalists. In the Championship Consolation, the Winner was Alexander Reichel from Vienna Austria, who defeated Finalist, Roberto Terenziani (Italy).



Lars Trabolt, Jesolo Champion

Great fun is always to be had by all, in the Double Consultation event. 23 Teams were the number of participants, and here we finally have two non-Italian winners: Lise Howard with her partner Marcel Liechti, both from Switzerland. The Finalists were: Andrea de Zandonati and Carlo Fassina (Italy).

Poker of course was not part of the tournament, so it is not known who was the big winner there, but let me tell you, that mind blowing amounts of money were being wagered, the two Poker tables were busy until the wee hours of the morning, including Sunday night long after the tournament itself was finished.

The only fly in the ointment was the weather, which just would not co-operate. Only Sunday, the last day of the tournament, did we have some sunshine, albeit a little wind marred the otherwise beautiful day.

Continued.>





Haratun Martyrosyan (above) a good friend of Armenia's top player Artur Muradian, won the Intermediate flight. While the Finalist, Antonio Sinigaglia, as well as Semi Finalists Alvise Checchini and Francesco Indomenico were all from Italy. As were the Consolation winner Stefano Chiosi and Finalist Lorenzo Borsoi. Even the last chance cup stayed with Italian Sandro Mescola.

Team Tournaments always being raucous events, with exotic names, there were 15 teams, and the winners were an Italian / Portuguese co production of Lorenzo Laganá – Valerio Scremin – Mario Sequeira as the "Piccadilly Team". "Vienna's Best" consisting of: Andreas Reichel with brother Alexander Reichel (from Vienna of course) with Germany's hottest, Tobias Hellwag, came in second.



**The Reichel Brothers
with team-mate Tobias's cup**

GIN-RUMMY (152 players in the re-entry tournament)

Winner JERRY WEISMEIJER (Nederland)

Finalist ROLF SCHREUDER (Nederland)

Semi-finalists STEFANO TODESCO (Italy)

Semi-finalists JERRY WEISMEIJER (Nederland)

The reason why you find Jerry as winner and Semi- finalist, is, that he entered various times, to ensure, his place on the last sheet, and therefore maximized his chances for his win. In effect in the Semi Finals he had to play against himself.

Below is Jesolo Tournament Winner Lars Trabolt trying his hand in the Gin Rummy Tournament. He didn't win in the Gin but it was great fun.



Doubles winners (below) were Lise Howard with her partner Marcel Liechti, I know Lisa, you are going to tell me that this is a horrible picture of you.... But, you have to admit it's a good one of Marcel. OK?



We are greatly looking forward to Dario De Toffoli's next tournament, which as always takes place one week before Monte Carlo, in the breath taking City of Venice. The dates: 8rd –11th of July. In the new Venice Casino, reachable by car. (You do not need to buy or rent a boat to get there). For more information, please visit Dario's web site : www.studiogiochi.com

We hope you all come in force, as Dario's tournaments are the most fun filled and friendly events

J J J...Bambi © EBN



PARTOUCHE
Casinos & Divertissements



PRÉSENTE
BACKGAMMON TOURNAMENT

RIVIERA'S 2
Challenge
NATIONS
Challenge

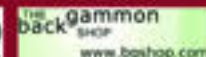
ADDED MONEY €40,000

20 - 25 JULY 2004
CANNES

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Une Production EPPGAMES



16th WBF EUROPEAN Backgammon Championship Velden Austria

The Man below with the big cup is none other than constant International winner and top French player François Tardieu. On his right is the Velden casino director, with Alberto de Pra, WBF President, on his left. Next to Alberto is Tournament Director and WBF general secretary Marcos Fornasir, who is standing next to two-time Paris Open winner Alain Babillon. Seems like both these Frenchmen, François or Alain are always in the winning circle lately.



François Tardieu is probably the most consistent winner in Europe. In the last year, he has not always been first, but he has scored in the money for a whopping 18 times in his last 21 tournaments. Quite an achievement for the quiet, likable, gentleman from Paris. His opponent in the finals was a young man we have written a lot about lately Frank Simon from Darmstadt Germany.

This is the second time François has won the WBF European Championship; the last time was in Nova Gorica in 2002. He is the first player in history to capture the title twice. Earlier this year he won the Super Jackpot at the Casino Barrière Open in Enghien les Bain just outside Paris. Not only that, but he was also the finalist in the main Enghien tournament, losing only to Danish superstar Lars Bonding. Over the years François' record grows and grows, and will continue to grow to even bigger heights in the future. His sights are now set on the World Championships in Monte Carlo, the one title that has eluded him up to now. My prediction is he is overdue.

16th EUROPEAN BACKGAMMON CHAMPIONSHIP

May 21-23, 2004
Austrian Casino - Velden Austria

Masters Main (46)

Winner	François Tardieu	France
Finalist	Frank Simon	Germany
Semi Finalist	Marcus Faltermann	Germany
Semi Finalist	Vincenzo Riceputi	Italy

Masters Consolation

Winner	Lorenzo Rusconi	Italy
Finalist	Rainer Spörk	Austria
Semi Finalist	Alain Babillon	France
Semi Finalist	Heimo Krainer	Austria

Masters Last Chance

Winner	Dod Davies	England
Finalist	Tobias Hellwag	Germany

Championship Main (46)

Winner	Hans-Uli Koch	Germany
Finalist	Roberto Catalano	Italy
Semi Finalist	Jessico Rusconi	Italy
Semi Finalist	Wolfgang Haas	Austria

Championship Consolation

Winner	Arda Findikoglu	Turkey
Finalist	Peter Winkler	Austria
Semi Finalist	Damian Plesec	Slovenia
Semi Finalist	Andrea Riebler	Austria

Championship Last Chance

Winner	Günther Hegglin	Germany
Finalist	Giuseppe Ricciardi	Italy
Ladies Prize:	Jessica Rusconi	Italy

Intermediate Main (38)

Winner	Alfredo Sperti	Italy
Finalist	Federico Ferrer	Italy
Semi Finalist	Jo Curl	England
Semi Finalist	Nong Simon	Thailand

Intermediate Consolation

Winner	Francesco Malvetani	Italy
Finalist	Peter Neumann	Germany

Intermediate Last Chance

Winner	Maria Croce	Italy
Finalist	Karol Szczerek	Poland

Ladies Prize: Jo Curl England

WARM-UP (55)

Winner	Thomas Löw	Germany
Finalist	Karol Szczerek	Poland

SUPER JACKPOT (16):

Winner	Tobias Hellwag	Germany
Finalist	Hans-Uli Koch	Germany

SPERTI TROPHY (53):

Winner	Karol Szczerek	Poland
Finalist	Heimo Krainer	Austria

PRESIDENT'S 1-POINT MATCH TOURNAMENTS

1 Winner	Thomas Lenz	Germany
2 Winner	Rudolf Prohaska	Austria
3 Winner	Rainer Spörk	Austria

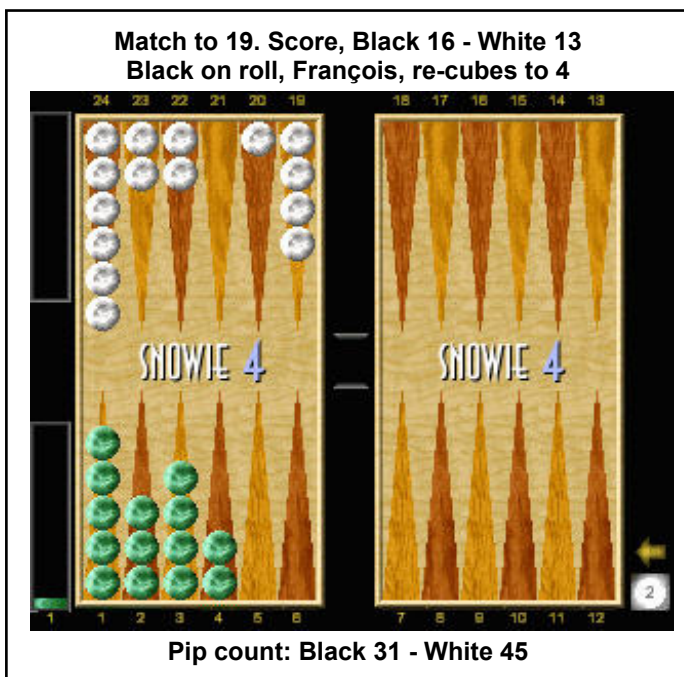


16th European Backgammon Championship Casino VELDEN Austria



Frank Simon Finalist and Winner François Tardieu

Frank Simon was more than thrilled to be in his first big international final, playing against one of Europe's leading players. He scored the first point and jumped to a 5 - 2 lead after 6 games. By the 10th game he was leading 8 to 4, which was before François finally caught fire. François showing his real skill won the next 5 games in a row, making the score 15 to 12 on the 15th game of the fascinating 19-point final. Then Frank won the next game for one point and was faced with this position in the following game.



Frank had already doubled early in a reasonable position that François could also take. With the score 16 in favour of the French champion and 13 for the young German, François slipped the cube back to 4. Now Frank 14 points behind was faced with a serious decision and took forever to make up his mind. What would you do.....? I ask Frank later, why he took so long when the position looked like an obvious drop. He said, "I was only considering taking the cube because if he dropped it would be 18 to 13 Crawford. Which meant, at 1 away to 6 away he would have to win the Crawford game, and at least 4 more games.

Knowing that François would drop any suspect cubes and only take ones in his favour". On the other hand if he took the cube and redoubled to 8 he would be playing for the match". Was it worth it.? What would you do..?

This is a situation that we are all faced with from time to time. I don't know how many times I took in this position and lost. On the other side, with a little luck I have also won a few. I can only tell you from experience that I have lost more than I have won. Snowie definitely says DROP, and after a very long consideration, Franks better judgment told him to go with Snowie and correctly drop.

As we all know now François won the next game and the European Title for the second time. It was only 3 years ago in Nova Gorica 2001, that he won his first WBF European title. Presently he is the only player to win the prestige title twice. Mark up another great win for François, he doesn't always win First Prize but he always seems to win something. According to The WBF he has won money in 18 of the last 21 attempts.

Keep your eye on young Frank Simon, he is very hard to beat and has a great future ahead of him. His wife Nong from Thailand also participating in her first big international tournament was a semifinalist in the intermediate division. Looks like we have a new backgammon family on the circuit. Guess who taught Nong how to play.? Frank of course.

Now amongst many there was another first time success story at the WBF European Championships. This time in the Intermediate Division. A young man just about 18, from Poland, came with his dad and younger brother to Velden to participate in his first tournament. His name is Karol Szczerek and he had never played in a tournament before. As a matter of fact he has only played with his dad and a few friends. Keep in mind that hardly anybody plays Backgammon in Poland. First Karol won the Sperti Trophy. He then went on to win second place in the warm-up. Not satisfied with 2 trophies he added the third one by coming in second in the intermediate last Chance. Not bad for a young lad attending his first tournament.



Alfredo Sperti the prominent Italian Backgammon board maker presenting his beautiful leather board, worth over €600 Euros to Karol for winning the Sperti Trophy. Congratulations are also in order to Alfredo who was the Intermediate winner. His wife Marie Croce also won the intermediate last chance beating Karol in the finals Congrats...

(More Velden on next page)



*Hans "Uli" Koch 2004 WBF European Champion
Championship division Winner Velden Austria*

Going back over 20 years ago to when I first started to play serious Backgammon, Uli Koch was a household name. He coined the phrase I am sure you have heard before. The "ULI Point" In the old days he was famous for making the one point early in the game and consequently the name stuck, and people have been calling the one point the Uli Point ever since. I was a real beginner in those days and Uli taught me a lot. We used to sit all night and play in the harbour at Puerto Banus, Marbella Spain. I can only say it was a costly education.

Due to business commitments in the film and video industry, Uli had dropped out of the competitive backgammon scene for over 10 years. Well he is back and back in big style. Not only was he crowned European Champion in the Champions Division, but he also came in second in the super jackpot, losing only to Germany super star Tobias Hellweg.



When I took the above picture at the prize giving ceremony he was completely overcome with joy and disbelief repeating over and over. I really did it I really won. Well-done Uli . . . Welcome back.

Hats off to, WBF President Alberto Da Pra and General Secretary Marco Fornasir for again organizing a great tournament. After many years they moved the European Championships from Nova Gorica to Velden. It looks like Velden will now be the permanent home of all the future WBF European Championships.

The lakeside Austrian Casino in Velden was one of the best tournament locations ever. All the action took place in the casino, with many hotels of all prices only a few steps away. The Velden Casino and staff went out of their way to create the best tournament facilities and environment possible. The Prize giving dinner was superb. All the players were very satisfied with the tournament and the location on the Wörthersee was phenomenal. 130 players from 25 countries competed for over €41,000 Euros in prize money, which was a big increase over last year. I can only say that the Austrian food and hospitality is some of the best in Europe. And if the tournament continues in the same vein it will certainly grow in popularity and stature.

The tournament Staff as always did a great job, working endless hours to make every thing run as quickly and smoothly as possible. The only complaint I heard about the

tournament was that it started too late, on the first two days. The public draw was at 10:30 PM the first night and many players had to play their 3rd match in the wee hours of the morning. For myself after winning 2 tough matches I had to start my 3rd match at 2:30 am in the morning, Too Late!

Although the tournament used quality tournament boards, the round cups were a disaster. No lips... and after a vigorous shake the bottom of just about all the cups, fell out.

The only other complaint I heard was again about the equipment. The Dice to be exact. All tournaments that I know of in Europe use 9/16" numbered precision dice. This means that each player has his own 9/16" numbered precision dice (EBN dice numbers are never repeated). The unnumbered dice offered in Velden were the larger size, 5/8" not seen at tournaments for over 15 years. Furthermore, instead of offering the FREE dice service, the players were charged €10. Euros for using the dice.?? EBN for over 15 years has offered a FREE numbered precision dice service to all tournament directors and players. If the Velden tournament organizers do not want to use the FREE numbered precision dice service of EBN they should at least try to obtain proper numbered precision dice and cups.

Change the Cups and the Dice and we will be at your Velden tournament again and again. It was Great !



Winner François, Da Pra, & 2003 winner John Slattery



Casino Director and winners are listening to François acceptance speech, the man in the red hat is John Slattery.

Martin de Bruin. Editor
European Backgammon News ©

Archive - Winning Strategies - The answers

Problem 21: Race: Black 71, White 130. Threat: To make the 3-point or pick and pass on the 3-point. Position: Neither side is likely to lose a gammon but black is very likely to leave at least one direct shot and possibly a couple of indirect shots.

Black should double and white should accept. Black wins 65.6% of all games.

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

Problem 22: Many inexperienced players, having ensured that their last checker is within a direct shot of home board, become mesmerized by the gap on the 5-point and fill it in to be able to remove a checker with a five. To save a gammon in this situation the player should find the move that activates the greatest number of dice that will remove one checker rather than worrying about making double fives a bear-off number.

- a) -1 This saves a gammon with 66, 65, 64, 63, 62, 61, 55, 44, 33, and 22: a total of fifteen dice permutations. The probability of saving a gammon with this move is 42%.
- b) +1 This saves the gammon with 66, 65, 64, 63, 62, 61, 54, 53, 52, 51, 44, 33, and 22: a total of twenty-two dice permutations. Now the probability of saving the gammon has jumped to 61%.

Problem 23: This looks like a simple problem - Black has the opportunity to escape with his last two runners. Is this correct?

- a) +2 This places a builder in the black home board and threatens to make the 1- or 2-point, putting the last white runner under some pressure, but has the defect that it opens the blot on the 13-point to hits with any eight (except 22), and also starts to dismantle the mid-point when it may still be required as a landing point for the last two checkers from the 20-point.
- b) +0 The worst move according to Snowie. It keeps the pressure on both of white's blots and so limits white's options next turn. But, it does rather waste two outer checkers who might be better kept where they are.

- c) +4 Probably the first move that catches the eye - an opportunity to escape the white home board and giving White only 65, 55 and 64 to hit. Black doesn't want to help white's timing by hitting his 8-point blot and so leaping over is the best move. It leaves black with no anchor, but the battle is going to take place in the outfield and these checkers can be better used there.

Problem 24: Of course this is easy to play, this is a quiz and because it is a quiz you look at the alternatives, you know there is a problem! But are you really sure that after a long session of backgammon, late at night in the heat and excitement of a close race, that you might not carelessly make the wrong move? Failure to fill in the 2-point will reduce winning probability by 28%. Now if black throws any two next turn white will be able to turn the cube to thirty-two.

Always look at the alternatives before you settle your move. Reducing your winning probability by 28% is a sure way to diminish a bank balance!

- a) -2 The wrong move that could cost the game if a two is thrown next turn.
- b) +1 The correct move that fills the vacant 2-point so that black is now favourite to win.

Problem 25: Should black make the bar-point to complete the prime or play to maximize his probability of hitting on the 1-point and winning a gammon if white fails to re-enter?

- a) +2 This is the correct move, if white fails to re-enter any six or five will now hit on the 1 point and with no re-entry problems black should go for a gammon.
- b) +0 Making the bar-point secures the position but is not the right play in these circumstances, priority should be given to hitting on the 1-point.
- c) +0 Now only a five will hit on the bar point and making the 10-point is of no use whatsoever.
- d) +1 This move gives no increase in hitting probability and does not make the bar-point, yet it is Snowie's choice above B & C.

Problem 26: White is far ahead in the race with 53 pips to black's 79, so without a hit black would lose the game. Even

with a hit black has a high point open so that a quick re-entry gives white an excellent chance of winning. At first sight there seems to be little difference in the two moves. In the case of A white can enter and hit with two numbers - 52. In the case of B white can again enter and hit with two numbers, this time 54.

The key to this problem is communication, keeping the two checkers six or fewer pips apart. If move A is chosen and white gets his magic enter and hit dice (52), black will only have three numbers that both enter and return hit - 65 and 55. If move B is selected and white gets his magic 54 to hit, black will now have 45, 43, 53 and 63 - a total of eight return hits. Keeping checkers in communication always gives an increase in return hits.

- a) +0 The wrong move with the two checkers no longer in communication resulting in fewer return hits off the bar.
- b) +1 The correct move giving maximum return hits and keeping the two checkers in communication.

Problem 27: Which points should black make and with which checkers?

- a) +0 This moves illustrates two major errors. Firstly black should not make the 11-point. Blocking white's double six is not a consideration in this position and the 11-point can prove very difficult to clear in the later stages of the game, often giving the opponent opportunities to hit when black is forced to move from this point. Secondly, black should keep all his checkers in play in front of the opponent's anchor, not behind it. Playing the four 8/4 simply adds to the checkers out of play behind the anchor.
- b) +2 Is the right move. It is more important to make the 9-point than the 11-point, keeping the outer points closer together, and it takes a surplus checker from the 6-point to cover the blot on the 4-point. When the opponent has made an anchor on the black 5-point putting the surplus checkers on the 6 point 'out of play' it is these checkers on the 6-point that should be used to make points behind the opponent's anchor, not checkers that can be kept in play in front of the anchor. The blot on the 11-point tempts white to hit with any six. He would be most unwise to do this and risk the loss of his forward anchor which is his only asset in this position.



- c) **-1** It is wrong (for reasons explained above) to make the 4-point with a checker from the eight point.
- d) **-1** With white on the bar black must cover the 4-point, not make the bar-point.

Problem 28: This problem is designed to see if the player understands how to tempt the opponent to abandon his anchor.

- a) **+2** This is the correct move, greatly strengthening the home board and inviting white to break his anchor and hit the blot left on the 10-point. White would be most unwise to give up his anchor which is his only real asset in the present position.
- b) **-1** Piling another builder on the 6-point does nothing significant to improve black's position.
- c) **-1** This is the worst of the moves. The 4-point is far stronger and white needs fives to hit and fives to cover.
- d) **+0** With white's home board being so poor this move isn't as bad as B & C, but it isn't that good either.

Problem 29: At first sight it looks as though position and threat (to complete his prime) are in black's favour and with a pip count of White 108, Black 163, white will be able to take on the race. This double is really based on timing,

Black hoping that white will run out of timing.

- a) **+2** Black should double. Although he has no builder available to make the 5-point and an outside prime is far weaker than it looks, he is still holding white on two fronts. If white rolls a 61 or 62, he could be in very serious trouble. Currently black is 75% favourite to win this game.
- b) **+0** If black waits and white does roll 61 or 62 then he'll have lost his market and it'll become double/pass.
- c) **+2** White, with such a large racing lead should take. Also, he needs up to 25% to take, and he has this already.
- d) **+0** White should not drop this cube for the reasons stated above.

Problem 30: A simple move that is frequently played incorrectly. Too many players, the moment they get a 11, use it unthinkingly to make the bar point.

- a) **+2** This is only the second best way to play this move. It results in a feeble three-point prime and 58% probability of winning the game.
- b) **+3** The correct move. Now black has a broken four-point prime that is far stronger than the three-point prime produced by move A. When white still has his runners back on the 24-point it is more important to make the

4-point than the bar-point. Now black should win 62.8% of all games.

- c) **+0** Black should not waste this excellent move making a 22-point anchor. The ideal anchor is on the 20- or 21-point. Here black should be concentrating on strengthening his forward position.
- d) **+0** Making a 23-point anchor is a waste of a good move. Black must concentrate on blocking up his home board with move B. Black already has the stronger board so concentrate on making it into a formidable one. Attack rather than defence is essential here.

Rating your standard of play.

Maximum score = 20

Minimum score = -5

Advanced	20 to 18
Higher Intermediate:	17 to 12
Lower Intermediate:	11 to 6
Beginner	5 to 1
Weak Beginner	0 to -5

This quiz will continue in other issues.

Letters

Cedric Lytton writes: Lots to think about and enjoy in Bibafax 69, pages 3-19 (could Bad Boy cut the jailhouse rock and show us some positions from his match with The Dread?) Pity Paul. Money vs. Dave McNair was over so quickly.

Robin Clay's test and commentary were most instructive. I scored 30 so am still lower intermediate; some day I shall follow the example of King William School, Isle of Man, and retake the test after the holidays. About these minus scores; they are consistent with a schoolmaster who "fines" pupils for wasting his time with daft answers, but what would RC have done with unlisted (presumably even worse) alternatives? Take problem G, where (before looking at RC's list) I wrote down 13/10, 9/6, 5/2*(2) which seems an even stronger move than (g) bringing down a 4th builder should white re-enter one man with a 5. (Please don't tell me he might roll 55, prohibitive odds say he won't.) Do I award myself 0 for a

move not mentioned, or -3 for a move "worse" than C or D, or +4 for the best move, or what? In these tests the worst alternative listed should be rescaled to 1 (so that in Problem 6, A and E score 6) and anything not mentioned can score zero.

MC: I only use Robin's moves and analysis; and his scoring method.

The 1976 European News quiz on page 16 was much easier, and I only got 05 wrong, leaving aside the mysterious 02. Still, any more?

MC: Sorry, just that one.

I was able to try out my time-limit scheme when at our last tournament I had six people, including myself, who wanted to play with the cube. We had a bit under 3 hours, including prize-giving, so I said "Right, 5-round all-play-all, matches to 3 points with the cube, we've got about ½ hour per round so I'll set my buzzer for 25 minutes, when it sounds do not start a new game, those in play finish and if

scores are tied toss a coin. It worked like a charm. Everybody understood, no-one complained and we had a winner. Had we had 8 players, I would have run a 3-round jackpot, matches to 5 points and buzzer at 45 minutes.

Finally you might enjoy this quote from David Hume, C18 Philosopher, who obviously got his priorities right! He said, "I dine, I play a game of backgammon, I converse, and am merry with my friends."

2004 At-A-Glance British Open

Report by Michael Crane

Main (80)

In the field of eighty players there were more National Champions around than you could shake a stick at. In total there were 10 players representing the British, Scottish, English and Irish Opens. In total we had 46 tournament titles held by 29 different players – a true Championship field. So, would one of the five ex-British Open winners become the first to do it twice or would there be a new boy (or girl) on the block?

Nigel Merrigan (1993) went out in the 1st Round thanks to Kevin Stebbing, and in the 2nd, also under the 'magic dice, of Kevin, Ian Shaw (2003) fell. Paul Christmas sent Steve Hallett (2001) out in his first match. Another first match loser was Rachel Rhodes (2000) who couldn't get past Simon Baker. Four down, one to go. Could Dave McNair (1997) do it? So far only one, Ian Shaw, had survived the first match, could Dave do better? Yes, he could, he got as far as winning three in a row and was then stopped in his tracks by Raj Jansari. So, no double this year!

Of our 29 title holders, 12 won no matches, 7 won one match, 3 won two matches, 4 won three matches, 1 won four matches and 2 won six matches – one of the latter being the winner and his opponent the Runner-up.

In the semi-final we had Roy Hollands vs Mick Butterfield; and Mike Greenleaf vs Raj Jansari. Both matches were true battles, each player being as careful as possible not to give too much away. In the end, Roy and Mike prevailed and relegated their opponents into 3/4 place.

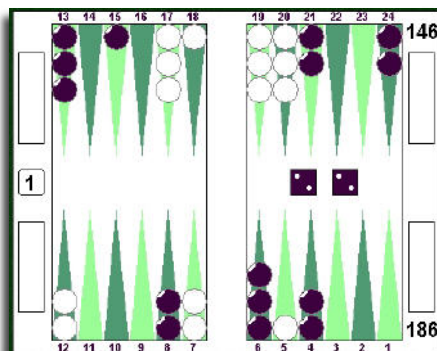
So, could that old rascal, Roy Hollands become Lincoln's first British Open winner, or would it go down south to Cheltenham? Roy took an early three points lead; and it was a good job he got them too, for they were the only points he got throughout the entire match. Mike came back from 3-0 down to win it 3-11.

Well done, Mike, I am sure you will be a great ambassador for the At-A-Glance British Open. Hard luck, Roy. Perhaps next year?



The Trophies

In a match stuffed to the gills with 38 checker errors and 7 blunders, it was evident that both players were not at their best. Playing as black, Roy's biggest blunder came in the 7th game when he lost a whopping 0.198 equity when playing a double-two. We have to go as far down as Snowie 14th to find it!

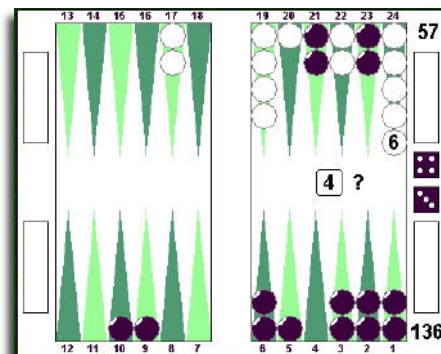


11 point match
Black 3 White 7
Black to play 22

Roy moved 15/13 13/11(2) 6/4. The best move according to Snowie was 24/22(2) 15/11; which is the move I was expect-

ing! At least the 24/22(2) part was.

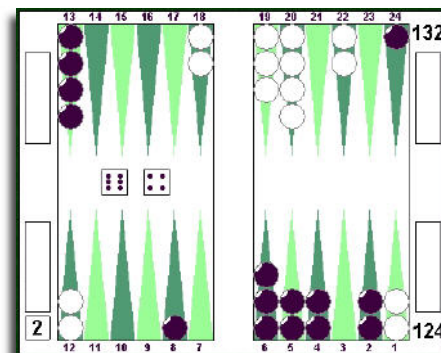
A few rolls later Roy gets a double shot during Mike's bearing in and he ships across a re-cube to 4. With Mike already on 7 points is this a good idea; after all, it'll give Mike the title if he wins the game.



11 point match
Black 3 White 7
Black cube action?

Snowie says, Redouble, take. I thought it very brave. (see below)

Mike didn't escape the whoppers either, here's one he made earlier in the 4th game that lost him 0.292 in equity!:



11 point match
Black 3 White 1
White to play 64

The best play here was 7/1* 5/1, making the 1-point. Mike chose to play 24/14 which came out in 3rd place on Snowie.

I am not passing comment on the above moves because Roy has been passed the Snowie files and will be reporting back for the Bibafax as soon as he can come up with some good excuses for losing!



Roy, Peter and Mike

Now for the good news - Mike wasn't



in the Prize Fund! So for the next tourney there's a whopping £810 in the kitty to start off with. This should mean that the County Cups will be well attended!

Progressive Consolation (76)

This element requires more fiddling than that employed by Nero whilst Rome burnt! Ah, how I yearn for the days before the Progressive came into being! But, we can't turn back the clock, so on with the show.

After a long night's poker, preceded by a two hour drive (see Poker below), and a bottle or two of his favourite red, Martin Hemming would normally spend Sunday morning in bed and let the weekend carry on without him. However, this time he was doing rather well in the Consolation and so made the effort to make the Sunday morning start – a ploy that turned out well for him.

Dave McNair, jumping into the last 16 from the Main, made his way into the Final beating Simon K Jones, Paul Barwick and Tony Lee in the process. Sat waiting for him was Martin having stopped Peter Chan in the semi-final. The very late night (or is that very early morning?) didn't affect Martin's play as he emerged the winner gaining his first ever 1st Trophy. Perhaps we'll see him a bit more often on Sunday mornings in the future – watch this space!

Last Chance (64)

Some people collect stamps, some collect coins, others collect cigarette cards, but someone we all know well collects trophies. This weekend he added another to his collection and he now proudly displays all 17 of them in a special trophy room in the Scottish Highlands. You've guessed it, it's John Slattery.

He was hoping for a winner's trophy but this hope was dashed by Frank Conway from Dublin. Frank, part of a strong Irish attack on the British Open was the only one of them to take home a trophy; so it had to be a winner's one, didn't it? Cheered, egged and willed on by his countrymen, Frank came out with the No. 1 place and Slats settled for the Runner-up one . . . but one none-the-less!

Sent To Daventry (64)

Not quite the same ring to it as *Sent To Coventry*, but sponsor, Peter Bennet of At-A-Glance Calendars wanted something a bit more uplifting than suicide – and who can blame him? Mind you, it was suicide on my mind after I'd lost a



Consolation: Dave, Peter and Martin



Last Chance: Frank, Peter and John



Sent To Daventry
Peter and Dawn



Poker: Martin and Rosey

backgammon in my 3-pointer semi-final match against Dawn Colley. But, if you thought I looked low you should have seen the face of her next victim in the Final. Nicky Check's face was a picture . . . Dorian Gray's in the attic!

Dawn and her partner, Tom, joined Biba via last year's **Mind Sports Olympiad** in which Dawn was the Beginner Gold Winner. Since then her game has improved and this year she will **not** be playing as a Beginner!

Poker (16)

This I leave in the capable hands of Martin Hemming. However, this time he came to Daventry straight from work on the Friday and he'd left his poker stuff at home in Gloucester. So, he had a two hour round trip on Saturday night to fetch it. To say the assembled players were chomping at the bit would be an understatement; the gee gees in the Grand National chomped less . . . and were a lot more patient!

The poker got off eventually with two tables (a testament to its popularity) and they were slowly whittled down to one and even slower down to three players: chip leader, Rosey Bensley, John Clark and Nigel Merrigan. A money split was suggested that would have given them all a good payout, and Rosey agreed but wanted to be declared the winner (to Rosey, the money is a bonus, it's the winning that counts) seeing as she was chip leader. This didn't sit well with JC and so they played on.

Rosey came out on top with loadsamoney (as you can see as she poses with it and Martin) and poor JC came out 3rd with just seventy quid!

Double (12)

Double Til You Drop dropped; *Skewen For Fish in Sketty* caught a crab; *Welsh Wizards* disappeared; and *Snowie is a Pussie* purred off to an early saucer of milk and a lick of its bits and pieces. *Play Fast and Lose* lived up to their name in only one aspect, the *lose* bit, for they lost to the *Pilgrims* in the Final. The *play fast* bit didn't materialise at all – in fact it was the opposite. So slow were they that while waiting for them to arrive in the Final the *Pilgrims* went back to their room for a sleep!

I'd just like to remind entrants that the Doubles is a bit of fun and you don't need to discuss *every single move*, just the ones you don't agree on. I watched some of the



matches and far too often team members were discussing a move they both wanted to play! Why?

Friday Warm-up (26)

I lost interest in this element the moment I was knocked out in the 1st Round by Jeff Barber! However, I did have some consolation for in the very next round Jeff was beaten by Brendan Burgess. Brendan then went onto the Final where Eddie Barker awaited him. In the Final, Eddie came out on top with Brendan as Runner-up. My consolation? I was beaten by the player that was beaten by the Runner-up!

Jackpots

In the £250 (4) Lawrence Powell beat Peter Bennet and John Slattery to take home a big wage packet. In the £100 (8) Paul Gilbertson won yet again, beating Simon Barget in the Final; and in the £50 (8) Rachel beat all the boys and made them cry!

Finally I

I'd like to express my gratitude to Peter Bennet and At-A-Glance Calendars for

sponsoring the British Open. He presented the winners with some beautiful engraved trophies that passed the *Dod Test* inasmuch as Dod Davies did not describe any as ashtrays or grave-things! Peter was hoping to take one home himself, but unfortunately he didn't win one this year. But, knowing Peter, he didn't go home empty handed for I'm certain he had a 'spare' one in the boot of his car – just waiting for such an occasion!

Finally II

From the very beginning (in fact even before the beginning) this weekend was fraught with problems – all to do with the hotel and its staff. I apologise to all of you that were affected by the attitude and surliness of some of the staff. I have voiced my disappointment in a very strong letter to the Area Sales Manager, Andrew Whiteley and I am hopeful of some action from him in the near future.

Finally III

This weekend saw **8mm Productions** filming the event for a Yorkshire TV 'documentary' on backgammon and

some of its more 'colourful' characters. Many of you were made aware that one of (if not *the*) stars was Ernie Pick. Those of you that know Ernie will know what I was talking about when I said (as the cameras rolled) that if Ernie's going to be the star then it must be a silent movie! I am confident that that part will end up on the editing room floor . . . hopefully along with any other frames starring me!

I am told it might be broadcast on Yorkshire perhaps as early as June with it going national some time later. Keep your eyes peeled for it.

I remember vividly the first time I appeared on TV in a 'backgammon' related programme, *The Backgammon Boy* in the Channel 4, *Movers and Shakers* series. I just hope this one turns out to be better for the game. . . but I don't think it will, after all, the game itself is very hard to follow . . . but the characters aren't!

The Final

By Roy Hollands

I had a dream . . .

My brother, Brian, died recently. Like me he was an atheist. No service, flowers or donations.

On the Saturday, April 3rd, I won all three of my games. In view of my advancing years I decided to miss the doubles tournament and have an early night. I soon fell asleep and this is what I dreamt.

Brian was chatting happily to God, much to my surprise. I thought that, as atheists we were bound to finish in the other place if we had got it wrong.

Brian explained "When I took the entrance test I said God had given me the brain that worked out that he could not possibly exist. It would therefore be most unfair if I was punished for what God had done. They let me in on probation."

"Any chance of some help with tomorrow's games, God, or is it unfair to get help?" I asked.

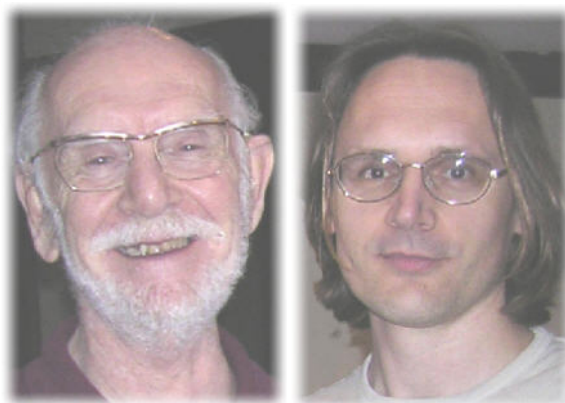
"No problem," said God. "I am always being asked for help and I am only too happy to give it to deserving cases."

"Am I a deserving case?" I asked. "That remains to be seen." He replied. "I will give you a sign if you qualify, but beware of accepting my suggestion if you are unworthy."

The next day my first match was against my friend, and adopted son, Emmanuel. I have never had such wonderful dice. As soon as I wished for a certain roll it arrived, or else something better that I had not thought of. Surely God was not responsible. I had not been given any sign and Emmanuel was a devout Catholic.

I then won the next two matches and was in the final, playing Mike Greenleaf. As Mike was not in the Prize Fund pool seventy-seven of the eighty players were rooting for Mike to win, as were the organisers, since the greatly increased Prize Fund would attract more entrants at the next tournament.

The three wanting me to win were Vince, who had bought me in the auction, myself and a lady who must remain nameless so she can avoid being lynched.



Roy Hollands & Mike Greenleaf

In the match over the next few pages I have commented on errors and blunders as decided by Snowie 4

An error is a play if its equity differs from the correct play by more than 0.030, and blunders are plays where it differs by 0.110.

I have omitted the word equity to avoid repetition. Thus "This loses 0.081 equity" is abbreviated to "This loses 0.081." If you are only interested in my encounter with God then go to Game 7 and my 12th move.

In the match below I am playing as black and Mike is playing as white. All positions are shown from a black perspective.



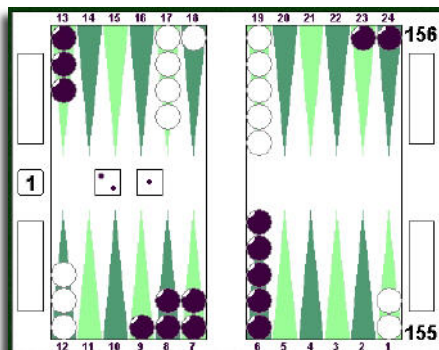
11 point match

Game 1

Roy Hollands : 0 Mike Greenleaf : 0
Black White

01) 61: 13/7 8/7 65: 13/7 13/8
02) 41: 13/9 24/23

White to play 21

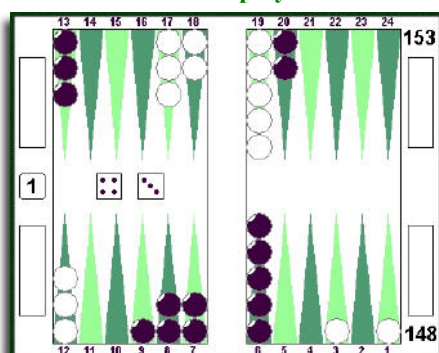


21: 24/22 8/7

Making black's 5-point is much stronger by 0.081.

03) 43: 24/20 23/20

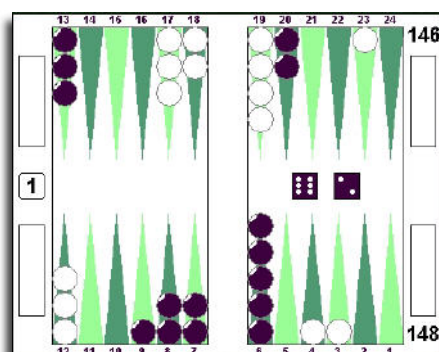
White to play 43



43: 6/2 24/21

The 20-point is more valuable than the 21-point and is no more vulnerable. Also the 3-point is better than the 2-point.

Black to play 62



04) 62: 13/7 9/7

My supersafe play is a blunder. The brave 9/3* 6/4* is necessary and better by 0.123.

61: 13/7 22/21

05) 64: 7/1 6/2

53: 8/3 6/3

06) 54: 6/1 6/2

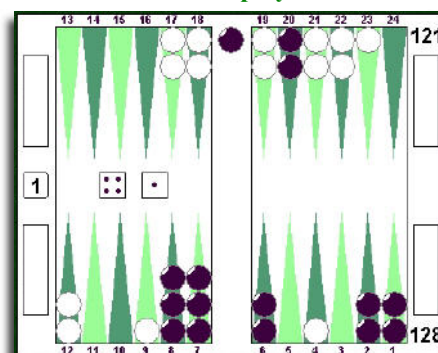
32: 7/4 6/4

07) 54: 13/8 13/9

41: 21/20 20/16*

08) 66:

White to play 41



41: 7/3 3/2

Maybe 7/3 7/2 was an oversight. 21/16 is obviously correct.

09) 62:

Doubles to 2

10) Takes

63: 21/15 16/13

11) 41: 25/24 24/20

53: 15/10 10/7

12) 33: 8/5(2) 7/4(2)

51: 13/8 8/7

13) 55: 20/15(3) 15/10

21: 8/6 6/5

14) 51: 8/3 10/9

53: 7/2 8/5

15) 65: 15/9 15/10

33: 13/10(2) 7/4(2)

16) 43: 10/6 7/4

43: 10/6 10/7

17) 61: 9/3 9/8

41: 7/6 4/0

18) 11: 8/7 7/6 1/0(2)

62: 6/0 2/0

19) 63: 6/0 3/0

63: 6/0 3/0

20) 51: 5/0 2/1

31: 4/1 1/0

21) 54: 5/0 4/0

43: 4/0 3/0

22) 52: 6/1 2/0

52: 5/0 2/0

23) 63: 6/0 3/0

61: 6/0 6/5

24) 52: 6/4 4/0

54: 5/0 4/0

25) 33: 4/1(2) 1/0(2)

31: 5/2 2/1

26) 21: 1/0(2)

Roy wins 2 points

Game Rating: Roy

Expert

Mike

Expert

Game 2

Roy Hollands : 2 Mike Greenleaf : 0

01)

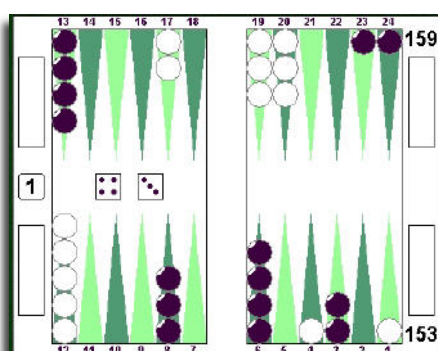
31: 8/5 6/5

02) 53: 8/3 6/3

31: 24/21 6/5

03) 51: 13/8 24/23

White to play 43



43: 6/2* 5/2

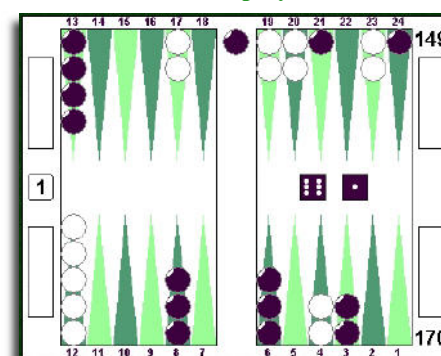
24/21 13/9 is better by 0.092. Almost rates as a blunder. The three point board is fine but the two point a bit too deep.

24/3 gives a good anchor and 13/9 unstacks the heavy mid-point.

04) 42: 25/21 6/4*

43: 25/21* 24/21

Black to play 61



05) 61: 25/24 21/15

25/24 13/7 is preferred. A checker on the 15-point allows white to unstack the mid-point if he gets a 4, but a checker on the 7-point can only be hit if white gives up his anchor.

32: 13/10* 13/11

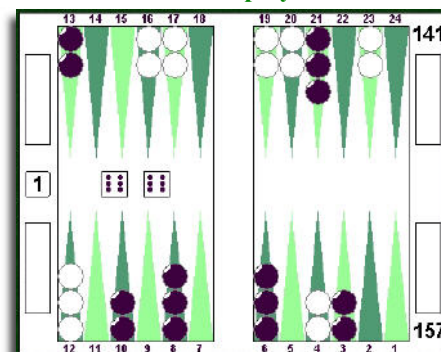
06) 31: 25/22 22/21

21: 11/9 10/9

Error; Double/take

07) 33: 24/21(2) 13/10(2)

White to play 66

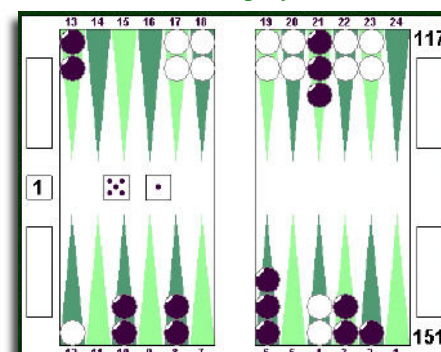


66: 13/7(2) 9/3(2)

This loses 0.082 compared to 13/7(3) 7/1. Making the 3-point puts two checkers behind black's anchor and leaves a blot on the 13-point.

08) 42: 6/2 8/6

White to play 51



51: 13/8 8/7

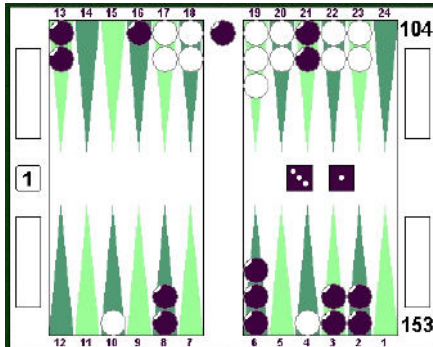
Mike played 13/7, as I would have done,



but Snowie says it is a blunder losing 0.151. Correct is 21/16 21/20. A matter of judging when to leave the anchor. Is black's position likely to get better whilst white's gets worse?

09) 51: 21/16 3/2 31: 21/18 7/6
10) 43: 10/7* 7/3 64: 25/21 21/15*

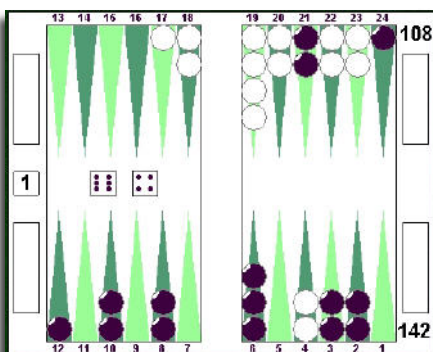
Black to play 31



11) 31: 25/24 13/10*
Doubling from the bar is something many players miss. In this case white's failure to double loses 0.128. A clear blunder? Yes. I failed to see it, too.

42: 25/21 8/6
12) 61: 16/10 13/12

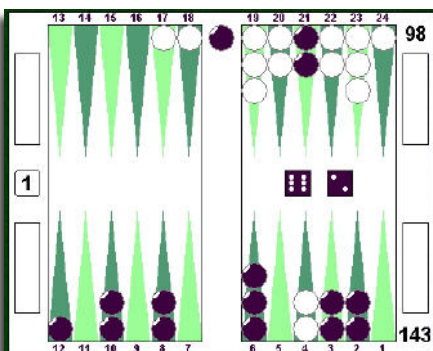
White to play 64



64: 7/1* 6/2
7/1* 7/3 is better by 0.141 so 7/1* 6/2 is a blunder. White is ahead by 34 pips so he should take the safer route rather than the more aggressive one.

13) 62:

Black dances

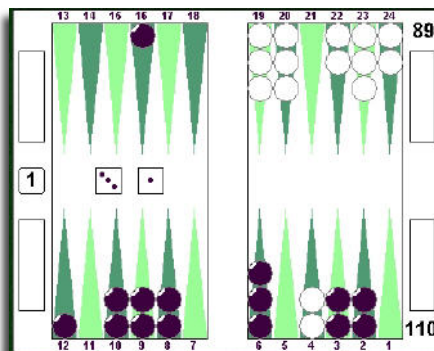


Not doubling here is a blunder losing 0.230.

42: 7/3 3/1 03) 32: 13/10* 10/8
21: 8/6 6/5 24/22 13/10* is better.

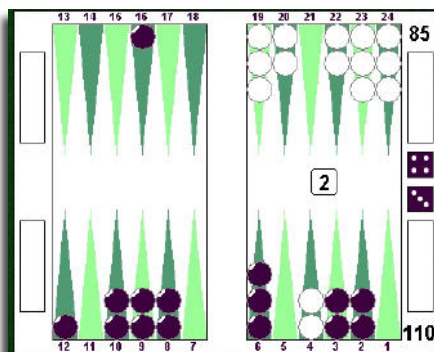
14) 54: 25/21 21/16
15) 66: 21/15(2) 15/9(2)

White to play 31



31: 5/2 2/1
Snowie's play is 21/18 21/20. As black has all the timing he needs white's position will only get worse if he holds the anchor. Like Mike, I would have incorrectly stayed. So much to learn!

Black cube action



16) Doubles to 2 Drops
Roy wins 1 point

An error to double, but what does Mike think? He passes, which is a massive blunder losing 0.504. White can win 34.5% of the time.

Game Rating: Roy Expert

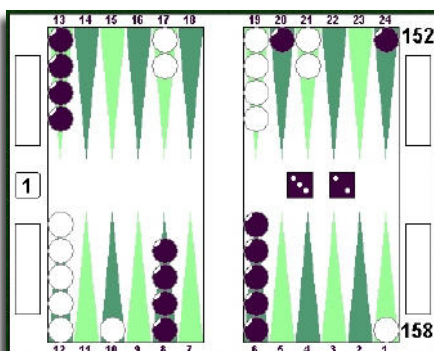
Mike Novice

Game 3

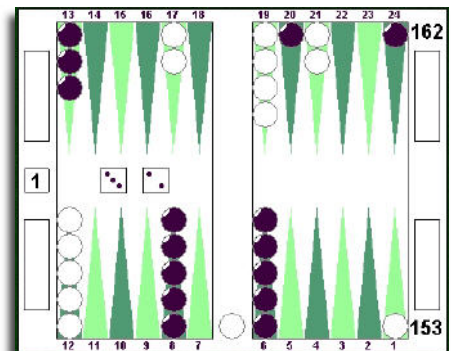
Roy Hollands : 3 Mike Greenleaf : 0

01) 42: 8/4 6/4
02) 54: 13/8 24/20 63: 24/18 18/15

Black to play 32



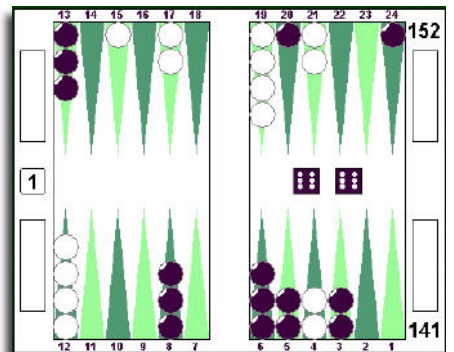
White to play 32



32: 25/23 24/21
Snowie prefers to make the anchor, 25/22 24/22. No big deal!

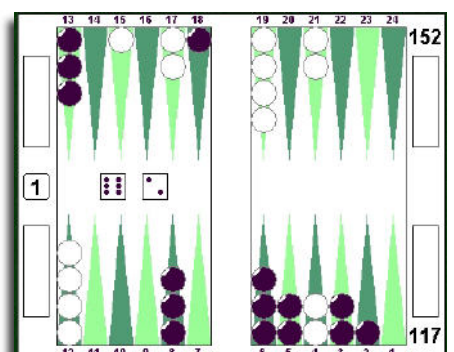
04) 33: 8/5(2) 6/3(2) 32: 13/10 23/21

Black to play 66



05) 66: 24/18 20/14 14/8 8/2
20/8 8/2(2) is slightly better.

White to play 62



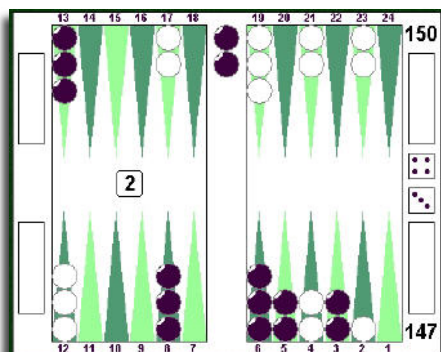
62: 13/7* 10/8
13/7* 13/11 is better by 0.105, it gives a far better distribution.

06) 61: 25/24 24/18* 21: 25/23* 8/7*
07) 62: 25/23 54: 7/2* 6/2
08) 66:

(continues on the next page)



White cube action



Doubles to 2

09) Drops

Mike wins 1 point

This really surprises me, Snowie says it is No double/take. It looks a very sound double to me and a clear drop. Shows how little I know! Apparently I can win 41.9% of the time. Back to square 1.

Game Rating: Roy

Novice

Mike

Beginner

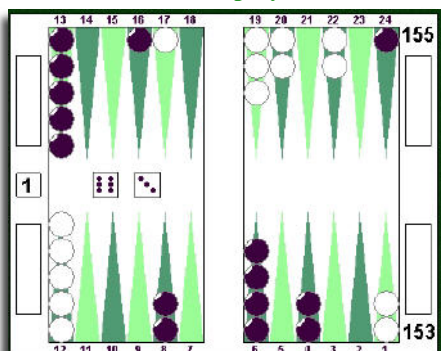
Game 4

Roy Hollands : 3 Mike Greenleaf : 1

01) 42: 8/4 6/4 33: 8/5(2) 6/3(2)

02) 62: 24/18 18/16

White to play 63

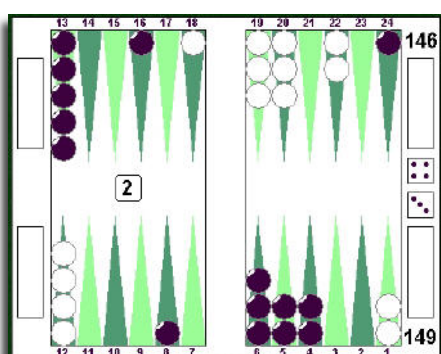


63: 13/7 8/5

24/18 8/5 is better by 0.087. It is better to split before black brings down more builders. Also any blot hitting contest is better for white while he has the stronger inner board.

03) 31: 8/5 6/5

White cube action



Doubles to 2

04) Takes

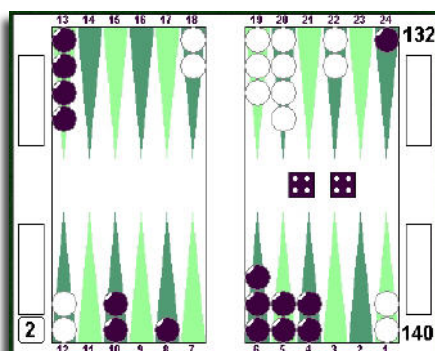
Premature cube action and a blunder. Black wins 47.7% of the games so the take is trivial.

05) 63: 16/10 13/10

51: 13/8 8/7

53: 13/8 8/5

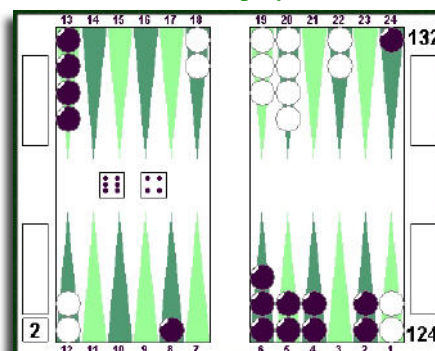
Black to play 44



06) 44: 10/6(2) 6/2(2)

Just qualifies as an error. 13/9(4) is better.

White to play 64



64: 24/18 18/14

A blunder costing 0.292. 7/1* 5/1 makes a four-point board, giving white chances to escape while black is on the bar. When wondering which of two candidates to use it is generally best to choose the more aggressive one.

07) 32: 24/21 13/11*

62:

08) 63: 21/15 11/8

31: 25/24 13/10*

09) 53:

64: 24/18 13/9

10) 55:

43: 6/2 5/2

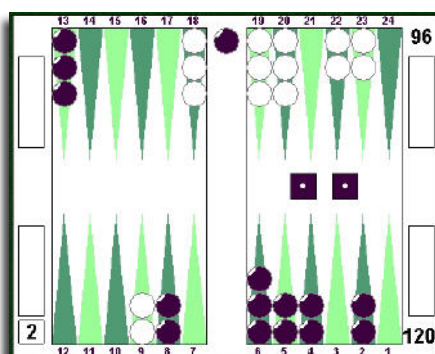
11) 53:

62: 24/18 9/7

12) 62:

22: 18/16(2) 10/8 8/6

Black to play 11



13) 11: 25/24 8/7 6/5 5/4

Snowie says 25/24 8/7(2) 6/5 is better by 0.083.

41: 7/3 3/2

14) 51: 8/3 4/3

22: 16/14(2) 3/1* (2)

15) 51:

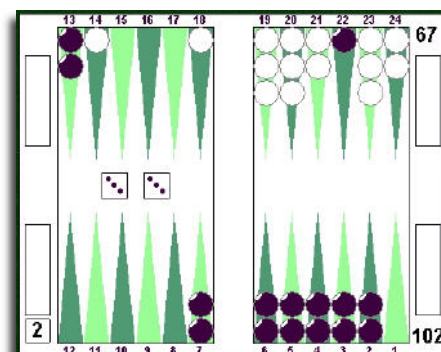
63: 14/8 14/11

16) 52:

43: 8/4 7/4

17) 63: 25/22 13/7

White to play 33



33: 11/2 7/4

I thought Mike's move very sound but Snowie says 7/4 6/3*(3) is better by 0.081. Why allow black the 65 joker which would change defeat into a sure win?

18) 31: 13/10 13/12

54: 5/0 6/2

19) 43: 10/6 12/9

11: 6/5 6/5 4/3* 3/2

20) 31: 25/22 9/8

61: 5/0 5/4

21) 61: 8/2 2/1

21: 4/3* 3/1

22) 21:

54: 5/0 5/1

23) 63: 25/22 7/1

42: 4/0 4/2

24) 11: 22/19 7/6

22: 2/0 (4)

25) 61: 19/13 13/12

51: 2/0 1/0

26) 64: 12/6 4/0

21: 2/0 1/0

Mike wins 2 points

Game Rating: Roy

World-class

Mike

Beginner

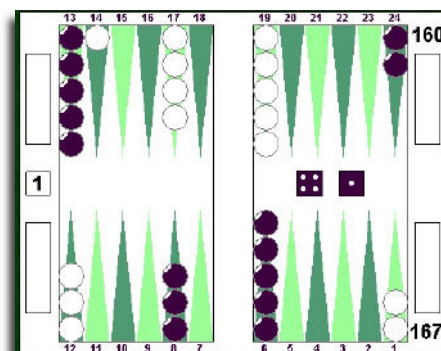
Game 5

Roy Hollands : 3 Mike Greenleaf : 3

01)

52: 13/8 13/11

Black to move 41



02) 41: 13/9 24/23

Snowie gives my move as an error, but only just. Can 13/9 6/5 really be any better by that amount when the score is even?



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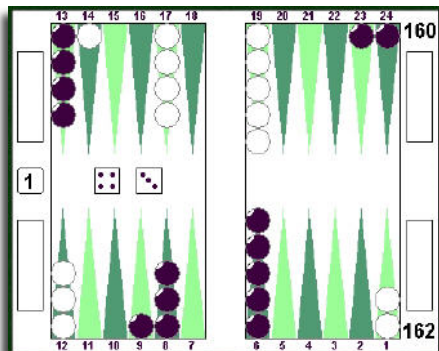
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Comments: Have JellyFish tell you when you make a bad move or wrong cube decision			♦	♦
Suggested moves: Get a list of all legal moves for a given roll, sorted by equity for player on roll			♦	♦
Evaluation: Calculate both players equity for any position			♦	♦
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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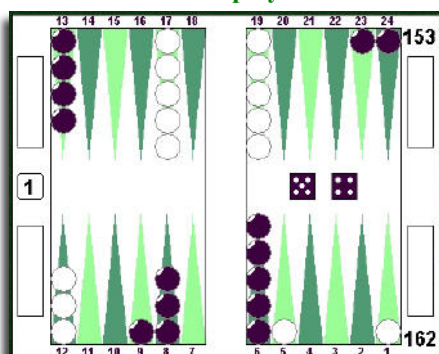
White to play 43



43: 24/20 11/8

24/21 6/2* is better by 0.064. I have always refrained from such loose hits on low points, which, again confirms how little I know!

Black to play 54



03) 54: 13/8 9/5*

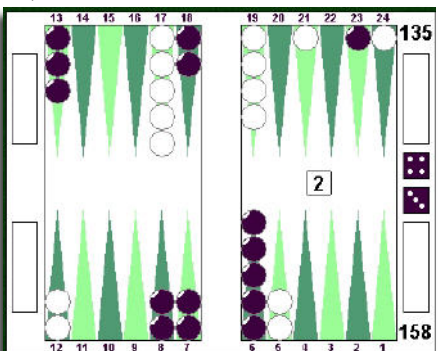
The solid 9/4 8/4 is better by 0.043. I did not want white to get an anchor on my 5-point.

54: 25/20* 24/20

04) 11: 25/24 24/23 8/7(2) 41: 13/9 9/8
05) 65: 24/18 23/18 54: 6/1 8/4

Black cube action

06) Doubles to 2 Takes

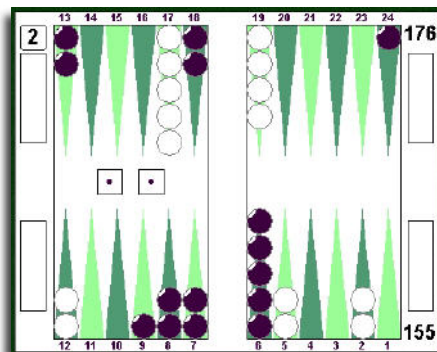


My worst blunder of the match, losing 0.408! My faulty reasoning was that I might hit on the 21-point with a 2, or escape my back checker into the outfield. My checkers on the bar-point and 13-point would give white a lot of problems when trying to safety his four back checkers. Being behind 23 pips in the race meant that white would have to chance it with his back checkers as I had a timing

advantage. Rubbish? Probably!

07) 42: 13/9 23/21* 42: 25/23 20/16*
08) 41: 25/24* 13/9* 52: 25/20 25/23
09) 62: 21/15 15/13

White to play 11

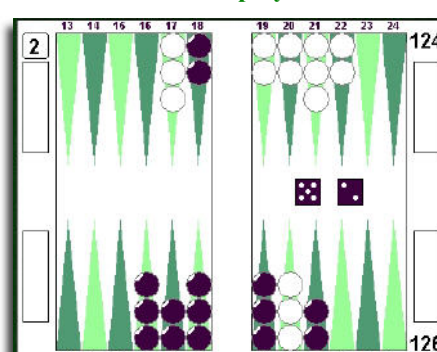


11: 23/21 6/5(2)

A very small error. 23/22(2) 6/5(2) is slightly better.

10) 54: 13/8 13/9 44: 13/9(2) 8/4(2)
11) 31: 6/3 3/2* 62: 25/23* 21/15
12) 43: 25/22 22/18 54: 15/10 10/6
13) 63: 24/18 18/15 11: 23/20 6/5
14) 21: 6/4 8/7 53: 20/15 8/5
15) 52: 15/10* 6/4 61: 25/24 9/3
16) 64: 18/12 10/6 21: 5/3 9/8
17) 21: 12/10 10/9 41: 24/20 5/4

Black to play 52

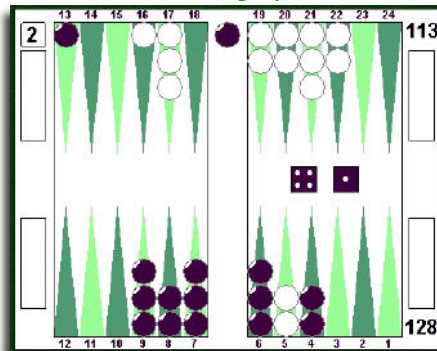


18) 52: 18/13 18/16

An error allowing the 65 and 62 jokers. I thought the risk worthwhile as it would, if it worked, make the rest of my game easier. 9/2 is safe and therefore better by 0.042.

65: 20/14 14/9*

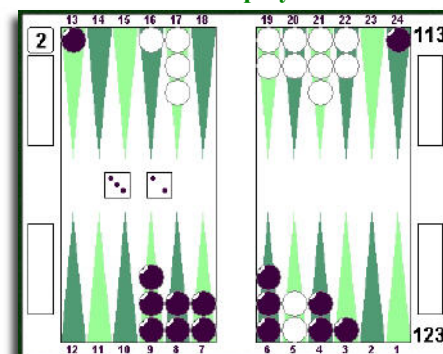
Black to play 41



19) 41: 25/24 7/3

This is a blunder. 25/24 13/5 is better by 0.184

White to play 32



32: 4/1* 9/7

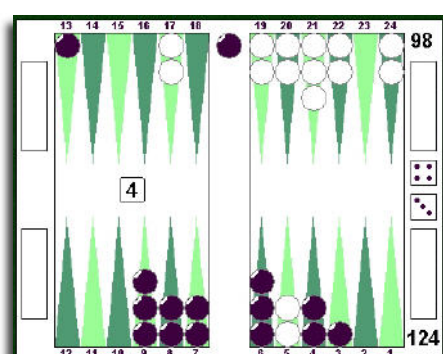
8/6 4/1* is better by 0.087

20) 64:

64: 7/1 8/4

21) 53:

White cube action



Doubles to 4

22) Drops

Mike wins 2 points

Snowie says it is too good to double and calls it a blunder, losing 0.255. I would have double as white, making the same mistake as Mike.

Game Rating: Roy
Novice

Mike
Beginner

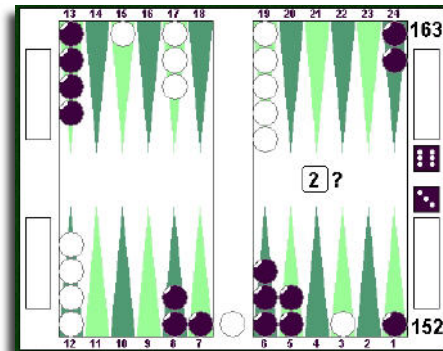
Game 6

Roy Hollands : 3 Mike Greenleaf : 5

01) 31: 8/5 6/5 63: 24/18 13/10
02) 65: 13/7* 6/1*

53: 25/22

Black cube action

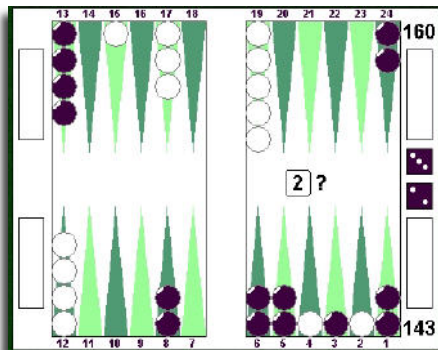


Correct is double/take here. White wins 37.7% and I did not think it was quite a double. I was wrong and it was a blunder costing 0.184.

03) 63: 7/1 6/3*

42: 25/21 25/23

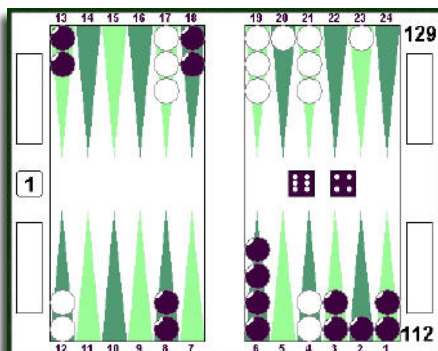
Black cube action



This time my failure to double cost 0.069. The lack of progress with my back checkers was the main reason for my chicken behaviour.

04) 32: 5/2* 5/3 43: 25/21 13/10
05) 53: 13/8 24/21 62: 10/4* 6/4
06) 43: 25/22 22/18 52: 13/8 10/8
07) 62: 24/18 8/6 42: 8/4 4/2
08) 43: 13/9 9/6 32: 8/5 6/4

Black to play 64



09) 64: 13/7 7/3

Snowie prefers 13/7 6/2. I though the duplication of 1s would be worthwhile.

51: 8/3 6/5
10) 52: 13/8 8/6 65: 8/2 8/3
11) 61: 8/2 8/7 64: 21/15 21/17
12) 43: 6/2 6/3 66: 17/11 15/9 11/5 9/3
13) 32: 7/4 6/4 65: 13/8 8/2
14) 54: 6/1 6/2 Doubles to 2
15) Takes 65: 13/8 8/2
16) 43: 18/14 14/11 65: 6/0 5/0
17) 32: 11/8 8/6 32: 3/0 2/0
18) 32: 18/15 15/13 61: 6/0 2/1
19) 51: 13/8 8/7 65: 5/0(2)
20) 41: 7/3 1/0 44: 4/0(3) 3/0

Mike wins 2 points

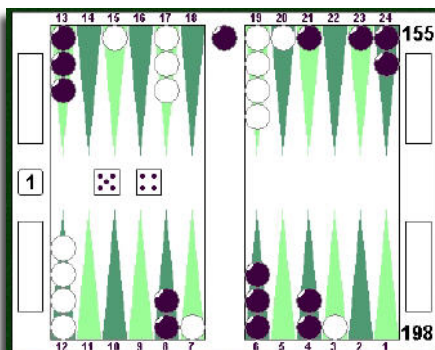
Game Rating: Roy
Intermediate

Mike
ET

Game 7

Roy Hollands : 3 Mike Greenleaf : 7
01) 42: 8/4 6/4 63: 24/18 13/10
02) 42: 13/9 9/7* 52: 25/20 20/18*
03) 65: 25/20 13/7* 63: 25/22 24/18*
04) 43: 25/21 6/3* 31: 25/22* 6/5*
05) 62: 25/23

White to play 54



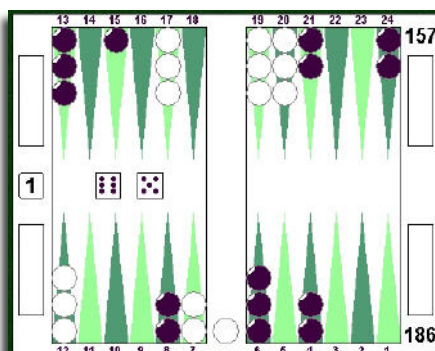
54: 10/5 22/18

Mike's move is very solid. With the lead he had in the match I thought it correct.

However, Snowie's choice is the more aggressive 10/5 8/4*, which is better by 0.079.

06) 42: 25/21 23/21 31: 13/10 6/5
07) 51: 21/16 16/15*

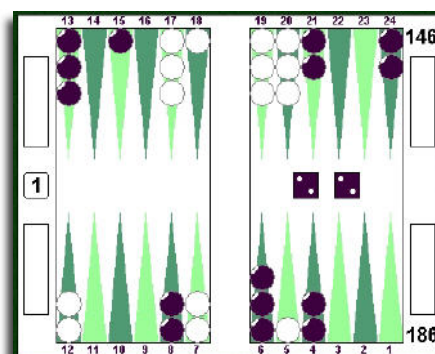
White to play 65



65: 25/20 13/7

25/14 is more thematic and better by 0.091.

Black to play 22



08) 22: 15/13 13/11(2) 6/4

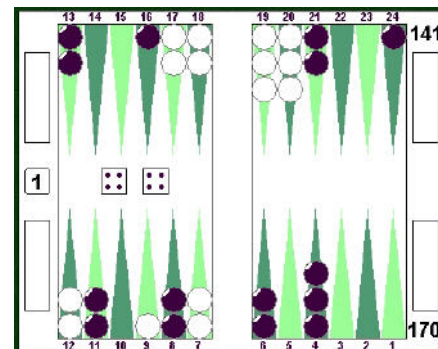
Another blunder but it all seemed so logical at the time. Being 40 pips behind in

the race I though I should stay as far back as possible, so I rejected 24/22(2). The 11-point seemed a valuable asset especially as it was six away from white's blot on his 20-point. I was quite confident that my 15/11 13/11(2) 6/4 was best. How wrong can I be? Snowie gives 24/22(2) 15/11 as better by 0.198. My mistakes I can hopefully correct but my faulty logic remains a problem.

41: 20/16 8/7

09) 53: 21/16 24/21

White to play 44



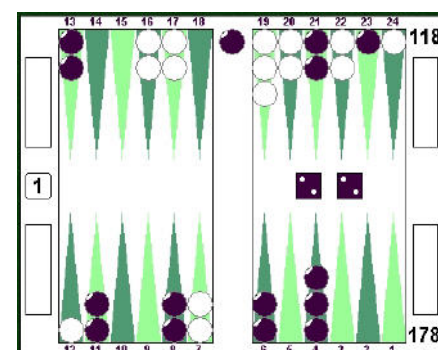
44: 13/9* 7/3(2) 5/1*

13/9* 9/5 5/1*(2) is far better, gaining 0.139 on Mike's move.

10) 52: 25/23

43: 13/9 16/13

Black to play 22

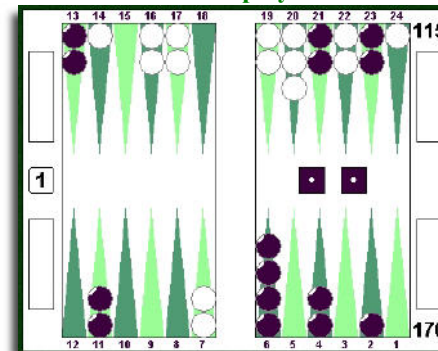


11) 22: 25/23 8/6(2) 4/2

Snowie gives 25/23 11/9(2) 8/6. I was not willing to leave the blot on my 8-point. More chicken than KFC!

21: 13/11 6/5

Black to play 11



12) 11: 6/5(2) 4/3 3/2

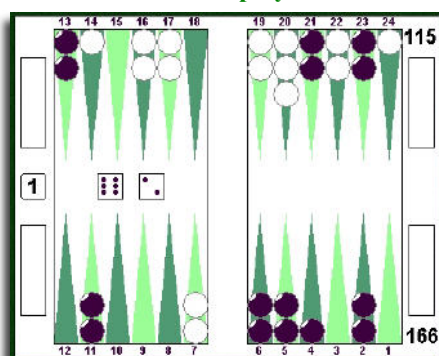
I felt a tap on my shoulder and turned round to see God smiling down on me. "Play 11/9 6/5(2)" he advised. I studied His suggestion regardless of it obviously being ridiculous. After all He could then control the dice so as to turn it into a winner. Then a pang of conscience hit me. How could I take advantage of help by God especially when playing such a nice guy as Mike? Also I would be letting down seventy-seven colleagues who deserved a crack at the extra Prize Fund money.

"No way, God" I said. "You must have decided I am not a deserving case." I played 6/5(2) 4/2 and picked up my dice.

Imagine my feelings when I got home and asked for Snowie's opinion. 11/9 6/5(2) as God had suggested.

Oh ye of little faith.

White to play 62

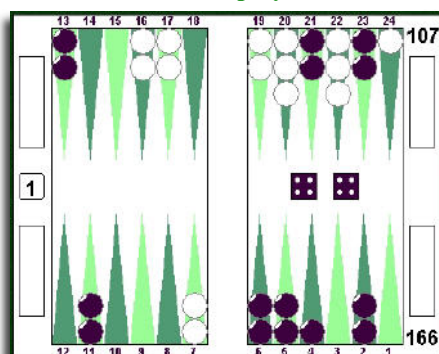


62: 11/5 5/3

Mike's 11/3 seemed absolutely right to me. Snowie gives 9/1 as far superior (by 0.106) despite leaving a direct shot.

Some of us live and learn, others (like me) just live!

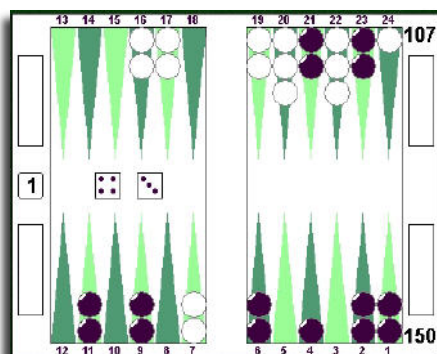
Black to play 44



13) 44: 13/9(2) 5/1(2)

13/5(2) is best. I thought it best to keep the extra blocking point in front of white's anchor.

White to play 43



43: 9/5 9/6

Despite being 43 pips up Snowie prefers 9/6 5/1, leaving black a direct hit if he rolls a five. Mike played safe, as I would have done, losing 0.088.

14) 31: 6/3 4/3

Doubles to 2

15) Takes

66: 18/12(2) 12/6(2)

16) 21: 9/7 7/6

42: 5/1 3/1

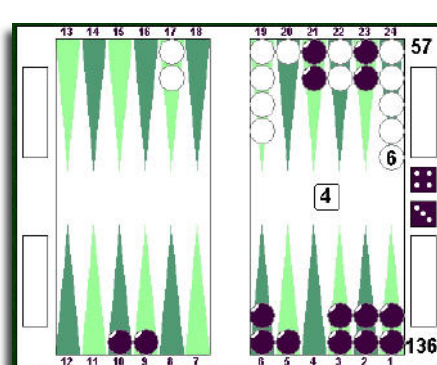
17) 31: 9/6 6/5

54: 6/1 5/1

18) 21: 11/9 11/10

64: 5/1

Black cubes to 4



I was very pleased to see that Snowie approved of my double.

19) Doubles to 4

Takes

20) 66: 21/15(2) 15/9(2)

55: 8/3(2) 6/1 5/0

21) 64: 10/4 9/5

54: 6/1

22) 61: 9/3 9/8

51: 6/1 6/5

23) 65: 23/17 17/12

32: 5/2* 2/0

24) 42: 25/23 8/4

51: 3/0 1/0

25) 42: 12/8 3/1

44: 3/0(3) 1/0

Mike wins 4 points and the match

Game Rating: Roy

Mike

Intermediate - Intermediate

Detailed below are the match details. I think Beginner is much too harsh a verdict for Mike's play, but on the plus side for him, he was the luckier with the luck factor being Mike +16.85 and Roy -16.85.

This entire match can be seen on the web at GammonVillage.com; also it is on the PDF version of Bibafax for the PC, £12 for 2004.

Match detailed statistics

Player	Hollands	Greenleaf
Rating	Intermediate	Beginner
Overall	9.564/15.266	14.254/23.693
Errors(blunders)	21(6)	30(9)
Checker play errors		
Checker play	5.007/9.078	8.537/14.394
Errors(blunders)	16(3)	22(4)
Double errors		
Overall	1.147/2.466	1.090/1.961
Missed double	1.035/1.625	2.020/3.064
Wrong double	1.797/2.455	1.538/3.546
Errors(blunders)	4(2)	7(4)
Take errors		
Overall	1.724/2.107	2.159/2.688
Wrong take	none	none
Wrong pass	1.724/2.107	2.159/2.688
Errors(blunders)	1(1)	1(1)
Hollands was 58.43% - 41.57% favorite.		

Manchester One Day Tournament - April 25th 2004

Report from Rodney Lighton

It is not often that it is warm enough in Manchester in April to play backgammon outside. But on a beautiful sunny day several tables were taken outside onto the patio at Manchester Bridge Club as play got under way in the second annual 1 day tournament on Sunday 25th. 42 players mainly from the North and Midlands entered the tournament (up from 36 last year) including Michael Elliot from Blackpool who is aged 13. In the afternoon five rounds of five point matches were played (Swiss format) with 16 players qualifying for the main final. This meant that the nine players who won four or five matches qualified and the 11 players who finished on three wins went into a draw for the last seven places. Michael Elliot did extremely well to win three of his matches (several illustrious names failed to achieve that) but was unlucky in the draw.

The main KO soon came down to a final between Simon Jones (on the left below) of Liverpool and relatively new tournament player Thomas Allsop of Mansfield. Simon won comfortably 7-2, but Thomas and his partner Dawn Colley were to achieve further success.

The consolation final was contested between two of the three Birmingham entrants, Fak Laight (on the left below) and David Mottley. David won the first game, when after getting his last checker hit in the bear off, Fak eventually closed him out after several attempted escapes. With all hope of a gammon gone David then remembered to cube Fak out, to the disappointment of the spectators who were looking forward to an exciting finish to the game. However, that was to be David's last point when Fak won the rest.

Dawn won the Last Chance final against Manchester's Peter Snape and in the one point shoot out tournament organiser Rodney Lighton's amazing run of luck came to an end when he lost to Thomas Allsop in the final.

The tournament was played in a very friendly atmosphere. Many thanks to Lorraine Lighton (seen below with yours truly) who worked very hard preparing a wonderful buffet tea and helped with the scoring and organisation.

I'd also like to thank Peter Chan of Liver-



**Main
Simon & Thomas**



**Consolation
Fak & Dave**



Rodney & Lorraine

pool who provided the Swiss movement sheets. We aim to run this tournament annually on the last Sunday of April (unless Easter is very late, when it will be a week earlier) and look forward to seeing another increased entry next year.

MC: See the Results pages for positions and Grand Prix points.

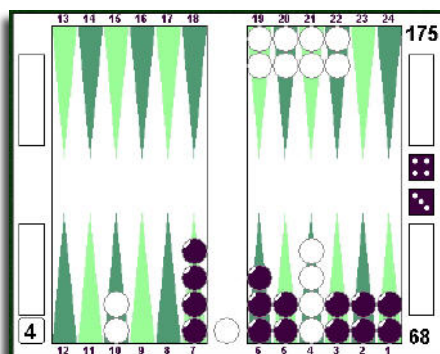


**Last Chance
Dawn & Peter**

Brits Win Five Trophies in Salzburg

The hills should have been alive with the Sound of Music as 4 out of the 7 Brits there picked up trophies in Salzburg. Jo Curl and Andy Bell were delighted at winning their first trophies. Jo, for winning the Amateur Consolation, and Andy, for winning the Intermediate Last Chance. Rosey Bensley was an Intermediate Main Finalist (always the bridesmaid never the bride!) and also picked up the Ladies Prize. Slatts (John Slattery) won the Super Jackpot. Andy also won the warm up tournament beating Rosey in the final. Whilst Dod didn't get a trophy he did win money in the Jackpots and won the After Tourney tourney! John Broomfield did well in the 1-pointers but probably would have won the Championship Consolation if he had only realised that when he lost in the Quarters of the Main he went into the progressive Consolation. As it was, he gave Francois Tardieu a bye.

Paul Gilbertson got off to a good start by winning his Quarter Entry into the Main (as did Slatts). However, in my opinion he must go down as the unluckiest player at the tournament. He played his Quarter Final round against Thomas Lenz, who has just won the Nordic Open. He got off to a good start and was leading 11-2 in a 17 point match before the first break. Thomas caught up and the score was 11-8 when he needed another nicotine break. At 13-10 Paul shipped over a 2-cube which by Thomas's admission was a drop. To Paul's surprise he took and immediately gave the cube back on 4. It transpired that he thought the match was to 15! Paul was heading for a near certain victory, 93% favourite, when he reached this position. Paul is black.



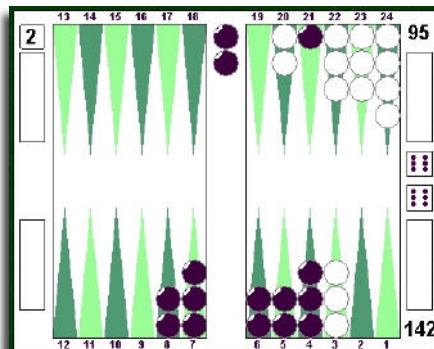
No prizes for guessing what he rolled! Paul lost the game to go 13-14 down. In the next game Paul got into a strong position having 3 of Thomas's men behind a broken 5 prime so he cubed to 2. Paul rolled badly and this, coupled with Thomas's good rolling, meant he ended up having 3 men on the bar against a

Rosey - The Roving Reporter

Follow the backgammon exploits of our intrepid reporter, Rosey Bensley as she rolls her way around the world - ably supported by Slatts!



closed board. At this stage of the game Thomas had 3 men behind an unbroken 5 prime (2 at the edge of the prime and 1 further back). He couldn't roll a 6 so had to break his board. After a few more rolls the position looked like this and Paul was 77% favourite to win.

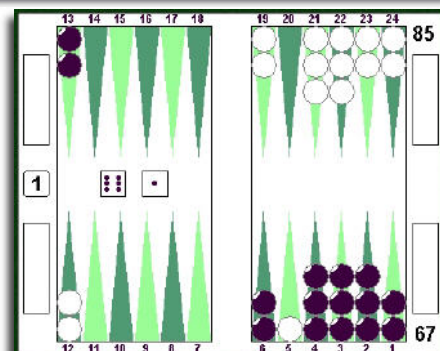


Thomas then threw the joker Double-6 and then doubled Paul to 4. Whilst this now made Thomas 65% favourite it was a No Double Take position. Paul had anchored on Thomas's 4-point so he took the cube and correctly played on for match. Paul's luck just wasn't in and he lost the match 13-17.

Slatts entered the Super Jackpot and faced Francois Tardieu in the first round. He wanted revenge as Francois had taken him out in the first round of the Consolation. Things didn't look too good when Slatts was 2-8 down in a 9-point match. However, in his usual flamboyant style Slatts came back from the dead winning 9-8. In the next round Slatts played Heinz Edy and led all the way to win 9-4. The final round was against Tobias Hellweg. Slatts looked sure to win when he went into a commanding 8-0 lead. However, Toby isn't the kind of BG player who goes down without a fight! He came back to 8-8 only to lose to Slatts in the last game.

I had a few hard luck stories of my own to tell but luckily for the readers I've lost my game positions! I can remember how I lost the match through what I thought was my bad play though! My opponent had a 61 to play in the position at the top of the next column.

Now I would have played safe here, but Harutun Martorisan played correctly 13 to 6. I then Doubled to 2 and went on to



lose the match. I was cross with myself as I thought that I shouldn't have cubed, however, having now put it through Snowie it seems it was a Double, Take position. I rolled 65 and he rolled the 1 to hit - end of story!

I apologise that I only have stories about the Brits but I was only asked to write the report by Michael Crane late on Saturday night!

MC: Thank you, Rosey. Let's hope this is the first of many!

There is one very nice Turkish gentleman I would like to write about - his name is Arda Findikoglu. I played him 4 times and managed to beat him each time. I think he was just being a gentleman and letting me win! Arda, if you read this, I still have the lucky coin you gave me. It will still be there for Velden providing I do not get hungry and eat it!

MC: I assure you, Rosey, Arda will indeed read this. I am so confident that he shall that here's a message for him - Fancy a game in Hisaronu in June?

A special thanks to Chiva for organising the tournament we all had a great time. I am looking forward to the next 3 tournaments, which are going to be in Turkey in September, Paris in October and Bregenz (near Lake Constance) in November.

Rosey. April 2004

MC: Pictures on the next page.



Andy, Rosey, Dod, Slats & Jo display their trophies and their lovely money!

Rosey watches Slats in a typical action pose as his dice hurtle out of the cup

Rosey at the prize-giving ceremony with her opponent and the organiser

Paul makes his move



County Cups

Report by Michael Crane

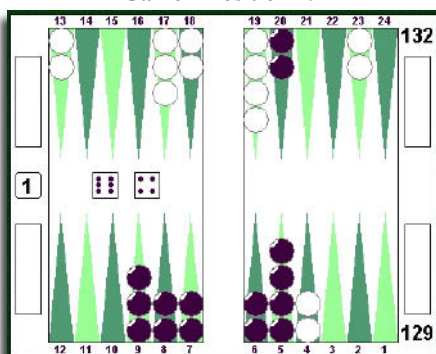
Main (16-60)

Sixteen players were soon settled upon for the Main part of the Swiss and on the Sunday morning we were down to a nice eight player field that would at least produce an outright winner.

In the last round, the task of deciding who would be *numero uno* went to Mick Butterfield and Tony Lee. In a match that produced 27 errors and 8 blunders it was Tony who took an early lead, and kept it.

Throughout, Mick was playing catch-up and it all started here with Mick's greatest blunder. He is white.

Game 1 Position 7.



11 point match
Black 0 White 0
White to play 64

Following a sequence of good rolls and good moves Tony (black) has built up a good prime and white is now on the edge of it. This roll of 64 draws white into making the biggest blunder of the match. Playing 21/15 8/4 is almost as bad as it gets. According to Snowie only three plays are worse - and only just at that.

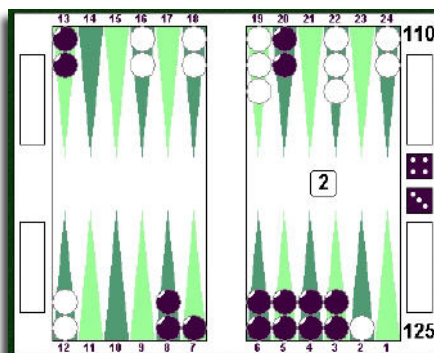
By far the best was clearing the 12-point. No danger, and white on his next roll would have to either move a runner out under a lot of pressure else perhaps destroy his prime.

White's play rightly drew a 2-cube from black which white dropped, yet another, lesser, blunder. White has 30% in this game and his take-point is less.

Later we came to this position in the next column.

This is Tony's biggest cube blunder. At 2-away, 6-away Mick has just a 19% chance to win the match. When the cube is taken and turned his chances go up to around 23%. However, it wasn't to be. Tony formed a 6-prime, and it progressed forward until Mick was on the bar. Tony began bearing off and eventually Mick re-entered with a 64 and 29 pips down in the race, but a double-four from Tony sealed his fate and he congratulated Tony on his victory.

Game 10 Position 9



11 point match
Black 9 White 5
Black cube action?

So, we had our winner, but what about Runner-up? Well, countbacks came into force when we had five players on five wins, and Mick was declared Runner-up.



Mick and Tony

Consolation (44-60)

This is the second Consolation we've had and it went along smoothly. We did face a sticky moment in the last round when we had a potential three players on 4/4 but it didn't materialise and we therefore had a playoff between Mike Heard and Tom Allsop from which Tom emerged the winner.



Tom and Mike

Friday Warm-up (16)

I was in with a chance until Myke Wignall knocked me out in the semi. He then went on (in my place!) to face Martin Hemming. Here he was unable to emulate his success over me and Martin took the weekend break prize and a good deal of the pool money as well.

Doubles (8)

A Right Pair of Anchors tore through the field after beating *Michael Crane's Secret Lovers* in

the first round. But, the *Lovers* took advantage of a buy-back and re-entered. They then fought their way to the final where the *Anchors* waited eagerly.

Buoyed by their 1st Round victory the *Anchors* were confident . . . but alas, they were sunk by the *Lovers* who took home the bigger share of the pool.

The best name went to; *And The Little One Said . . .*

Poker

Once again presided over by the very capable Martin Hemming, the poker had two tables of players sat around in a smoke filled room until the last one able to breathe won! Sorry, that's not true. Mick Butterfield and Dod Davies were declared Joint 1st with Paul Christmas in 3rd place.

Finally.

During the last round of the Main I was called upon for an adjudication. The dispute centred around whether or not it was DMP, the last game being a gammon or not being crucial.

A decision was reached by me on the basis that it was impossible to verify that the preceding game was or was not a gammon. One 'witness' was not able to say with certainty either way and therefore her 'testimony' was unacceptable. The argument then shifted from something we couldn't verify to something we could - the recorded scores.

I based my decision on two factors.

In accordance with:

5.1 Keeping Score. Each player shall keep a running match score and compare it with the opponent's at the start of each game. In the event of a scoring dispute the player not keeping score will be at a disadvantage.

It was impossible to verify a sequence of points scored with the score kept by Player 'A', whereas in 'B's case it was easy to see a progression to a 10-10 result. Whether or not this was the correct result is impossible to know, but, it did show clearly the score at a glance and it was laid out on the table in such a way that 'A' was able to check it and make any alterations to it if he knew it to be incorrect. 'A' did not challenge this score prior to the disputed game - nor did 'B' challenge his opponent's score; **both** players are guilty of not comparing scores after the end of the match.

However, in the absence of a clear record on 'A's behalf, that of 'B' was taken to be 'correct' and in accordance with the rule above.

My decision was also influenced by remarks made (or crucially, NOT made) by both players during a break prior to the disputed score. Upon leaving the table for a break 'B' clearly told me that it was DMP. This was said in front of and heard by 5 or 6 members including myself and 'A' (and later confirmed by



both players).

When upon hearing this I asked 'A', "Is it DMP?" he did not confirm nor deny, merely smiled as he left the playing room. I and those that had heard the comments from 'B' and in the absence of a denial from 'A' were left in no doubt that the next game was in fact DMP. Upon their return to the playing room I (and others) wished them both "Good luck" in the way that one does when it is the deciding game.

These two factors brought me to my decision that it was DMP. This decision was not accepted by 'A' and he appealed.

Following 'A's appeal I asked three players who had not been present during my deliberations for their decision. I did not tell them what I had decided, merely that one player was lodging an appeal. I explained the situation as above including the inability of the 'witness' being unable to be absolutely certain about the gammon, and the comments during the break and they asked to see both score cards. I did not debate or argue any particular

item with them so that I was unable to influence their decision. I did answer questions when asked but offered no advice or opinion.

I showed them the score cards keeping the names of those involved covered up in order to ensure an unbiased opinion. Each of the three players agreed that the score was to be considered DMP in accordance with my own decision based upon the information relayed to them.

Player 'A' has since remembered 'evidence' that supports his argument - no doubt 'B' could do the same. However, it is a moot point for the decision of the three players is final and has exhausted the right to appeal.

6.3 Appeals A player may appeal against the Director's ruling but must do so promptly, while timely redress may be obtained. To resolve an appeal, the Director shall convene a committee of three knowledgeable and disinterested players who shall hear the testimony and all relevant arguments from all parties and may overturn the Director's ruling by a unanimous vote. The committee's deci-

sion is final and thus exhausts the right to appeal.

On a personal level, deciding against 'A' has caused me a lot of anguish due to the nature of our relationship. However, I never have nor ever shall let such connections cloud my judgement or prevent me from making decisions I believe to be correct. When, as happened with 'A', my decision is questioned, it is then left with a committee to have the final say. They all agreed with my decision. In all the years I have been directing tournaments I have not once had any decision reversed.

As far as I am concerned the matter is now closed and I hope that a lesson has been learned by not only the two players directly involved but by those that were present at the time.

Really finally.

Overheard: "I've played three men and beat them all. I've played three women and they all kicked my arse!"

Sportsmanship Trophy 2004



**Stuart Mann
2004**

During the County Cups Trophy we voted for the Sportsmanship Trophy 2004.

This year it was a close vote and Stuart Mann edged his way into the front thanks to plenty of support from his fellow Bristol BG Club members.

Thanks to the generosity of its sponsor, Dod Davies, the Sportsmanship Trophy is a prize awarded by one's peers and therefore reflects the esteem in which the recipient is held. Stuart is a worthy winner.

Not only did Dod donate the trophy, but he also placed in it £100 too.

Thank you, Dod.

Tournament Results

At-A-Glance British Open, April 3/4 2004

Main (80)

1	Mike Greenleaf
2	Roy Hollands
3/4	Mick Butterfield
3/4	Raj Jansari
5/8	Kevin Stebbing
5/8	Paul Barwick
5/8	Simon K Jones
5/8	Dave McNair

Sent To Daventry (64)

1	Dawn Colley
2	Nicky Check
3/4	Michael Crane
3/4	Ray Kershaw
5/8	Liz Perry
5/8	Simonetta Barone
5/8	Mark Heidenfeld
5/8	Martin Barkwill

£50 Jackpot

1	Rachel Rhodes
2	David Marwick

Doubles (12)

1	The Pilgrims
2	Play Fast and Lose
3/4	Are You Sure It's Not Christmas?
3/4	Dennis

Best name: Snowie is a Pussie

Consolation (76)

1	Martin Hemming
2	Dave McNair
3/4	Peter Christmas
3/4	Tony Lee
5/8	Arthur Musgrove
5/8	Dzhiga
5/8	Simon Barget
5/8	Paul Barwick

Friday Warm-up (23)

1	Eddie Barker
2	Brendan Burgess
3/4	David Markwick
3/4	Steve Pickard

£250 Jackpot (4)

1	Lawrence Powell
2	John Slattery

Poker (16)

1	Rosey Bensley
2	Nigel Merrigan
3	John Clark

Last Chance (64)

1	Frank Conway
2	John Slattery
3/4	Paul Christmas
3/4	Rachel Rhodes
5/8	Steve Hallett
5/8	Nigel Merrigan
5/8	Steve Pickard
5/8	Grahame Powell

£100 Jackpot (8)

1	Paul Gilbertson
2	Simon Barget
3/4	Julian Minwalla
3/4	John Slattery

Grand Prix at British Open

Mike Greenleaf	24.77	Felix Vink	6.19	Tony Walters	4.13
Roy Hollands	24.77	Peter Bennet	6.19	Tom Allsop	4.13
Martin Hemming	24.77	Vicky Chandler	6.19	Ian Tarr	2.58
Dave McNair	13.42	Jo Curl	6.19	Uldis Lapikens	2.58
Raj Jansari	13.42	Jason Champion	6.19	Lawrence Powell	2.58
Kevin Stebbing	13.42	Michael Crane	4.13	Mardi Ohannessian	2.58
Mike Butterfield	13.42	Grahame Powell	4.13	Stuart Mann	2.58
Frank Conway	13.42	Simon Baker	4.13	Kevin White	2.58
Paul Barwick	9.29	Jon Sharpe	4.13	Rosey Bensley	2.58
Peter Christmas	9.29	Brendan Burgess	4.13	Liz Perry	2.58
Simon K Jones	9.29	Mike Grabsky	4.13	Stavros Elia	2.58
Tony Lee	9.29	Nigel Merrigan	4.13	Tony Fawcett	2.58
Emmanuel Di Bona	9.29	Steve Hallett	4.13	Simonetta Barone	2.58
Simon Barget	9.29	Alan Greenwood	4.13	Ken Gibson	2.58
John Slattery	9.29	Nick Check	4.13	Vince Poil	2.58
David Nathan	9.29	Steve Pickard	4.13	Stephen Cole	2.58
D Ulyumdzhieva	9.29	John Clark	4.13	Paul Fox	2.58
Dawn Colley	9.29	Julian Minwalla	4.13	Kerry Wells	2.58
Dave Coyne	6.19	Paul Gilbertson	4.13	Peter Chan	2.06
Martin Barkwill	6.19	Ian Shaw	4.13	Jeff Barber	2.06
Paul Christmas	6.19	Myke Wignall	4.13	Chris Evans	2.06
Tim Mooring	6.19	Johan Sallfors	4.13	Alison Lee	2.06
Rachel Rhodes	6.19	Adam Stocks	4.13	David Startin	2.06
Arthur Musgrove	6.19	Roland Herrera	4.13	John Gilbertson	2.06
David McNamara	6.19	Eamon Keogh	4.13	Mick Vacarey	1.55
Dod Davies	6.19	Mark Heidenfeld	4.13		
Raymond Kershaw	6.19	David Markwick	4.13		

Manchester One-day 2004

Main (42)

1	Simon Jones
2	Thomas Allsop
3/4	Paul Barwick
3/4	Ian Vaughan

Consolation (22)

1	Fak Laight
2	David Motley
3/4	Peter Chan
3/4	Grant Jewsbury

Last Chance (30)

1	Dawn Colley
2	Peter Snape

3/4	Irving Czechowicz
3/4	Lucy Jones

1-Pointer (64)

1	Thomas Allsop
2	Rodney Lighton
3/4	Ian Gwynne
3/4	Barry Teece

Grand Prix Points

Simon K Jones	9.29
Colin Laight	6.19
Dawn Colley	6.19
Tom Alsop	6.19
Peter Snape	4.13

Dave Motley	4.13
David Wallbank	2.58
Paul Barwick	2.58
Peter Chan	2.58
Martin Hemming	2.58
Grant Dewsbury	2.58
Nigel Merrigan	2.06
Barry Teece	2.06
David Fall	2.06
Ian Shinwell	2.06
Uldis Lapikens	1.55
Rodney Lighton	1.55
Kevin Williams	1.55

County Cups Trophy. May 8/9 2004

(pos / name / wins / gp)

Main (16/60)

		wins (main) / gp
001	Tony Lee	6 24.77
002	Mick Butterfield	5 18.58
003	Stuart Mann	5 18.58
003	Jason Champion	5 18.58
005	Paul Barwick	5 18.58
006	Steve Pickard	4 13.42
007	Roy Hollands	4 13.42
008	Simon K Jones	4 13.42
009	John Thomas	4 13.42
010	Ian Gwynne	4 13.42
011	John Slattery	4 13.42
012	Geoff Conn	3 9.29
013	Paul Gilbertson	3 9.29
014	Martin Hemming	3 9.29
015	Julian Fetterlein	2 6.19
016	Jo Curl	1 4.13

Cons (40/56)

		wins (con / main) / gp
001	Tom Allsop	4 4 13.42
002	Mike Heard	4 5 18.58
003	Kevin White	3 4 13.42
004	Paul Christmas	3 4 13.42
005	Lawrence Powell	3 4 13.42
005	Bob Young	3 4 13.42
005	Emmanuel Di Bona	3 4 13.42
005	Rosey Bensley	3 4 13.42

009	Mardi Ohannessian	3	4	13.42
009	David Startin	3	4	13.42
011	Steffen Nowak	3	3	9.29
012	Malcolm Wilson	3	3	9.29
013	Christopher Baxter	3	3	9.29
014	Dawn Colley	2	3	9.29
015	Vicky Chandler	2	3	9.29
015	Simonetta Barone	2	3	9.29
015	Paul Fox	2	2	6.19
018	Richard Granville	2	3	9.29
018	Dod Davies	2	3	9.29
018	Alison Lee	2	3	9.29
018	Cynthia Roberts	2	2	6.19
022	Peter Christmas	2	3	9.29
022	Rodney Lighton	2	3	9.29
022	Myke Wignall	2	3	9.29
025	Ron Havenhand	2	2	6.19
026	Uldis Lapikens	2	3	9.29
026	David Horner	2	3	9.29
028	Ian Tarr	2	3	9.29
028	Rachel Rhodes	2	3	9.29
030	Jane Oxley	2	2	6.19
031	John Gilbertson	1	2	6.19
032	Tony Fawcett	1	2	6.19
032	Bob Bruce1	1	4.13	
034	Stavros Elia	1	2	6.19
034	Stephen Cole	1	1	4.13

036	Paul Statter	1	2	6.19
037	Catherine Oldfield	1	2	6.19
038	Kevin Berry	1	1	4.13
038	Roland Herrera	1	1	4.13
040	Peter Chan	1	1	4.13
041	Jeff Barber	0	1	4.13
042	Simon Fahoury	0	0	
043	Julian Minwalla	0	0	
044	Andy Bell 0	1	4.13	

Friday Warm-up (16)

1	Martin Hemming
2	Myke Wignall
3/4	Michael Crane
3/4	John Slattery

£50 Jackpot (8)

1	John Slattery
2	Mardi Ohannessian
3/4	Mike Heard
3/4	Paul Statter

Doubles (11)

1	Michael Crane's Secret Lovers
2	A Right Pair of Anchors

Top name: And the little one said . .

May 2004 Active Rankings

1964	1964	John Clark	1794	1782	David Startin	1708	1708	Dave Coyne
1951	1943	Julian Fetterlein	1791	1791	Ray Tannen	1702	1702	Tim Wilkins
1901	1901	Brian Lever	1791	1791	Steve Hallet	1701	1701	Jeff Ellis
1895	1826	Tony Lee	1790	1733	Mardi Ohannessian	1694	1694	Kevin Stebbing
1868	1868	David Nathan	1787	1831	Rachel Rhodes	1689	1689	John Hurst
1858	1818	John Slattery	1782	1799	Richard Granville	1683	1683	Nick Check
1833	1861	Dod Davies	1749	1749	Ralph Eskinazi	1682	1651	Steve Pickard
1823	1823	Jim Johnson	1746	1746	Danny Cohen	1680	1680	Dale Taylor
1812	1804	Lawrence Powell	1745	1745	Raj Jansari	1679	1696	Ian Tarr
1809	1764	Stuart Mann	1737	1737	Simon Barget	1664	1664	Tim Mooring
1806	1806	Dave McNair	1731	1715	Roy Hollands	1659	1659	Mike Grabsky
1795	1780	Emmanuel Di Bona	1719	1719	Brendan Burgess	1654	1654	Mike Greenleaf



1652	1652	Arthur Musgrove	1550	1550	Amir Mossanen	1456	1456	Monica Beckerson
1652	1619	Bob Young	1540	1549	Paul Gilbertson	1449	1501	Julian Minwalla
1644	1620	John Thomas	1533	1533	Dave Motley	1446	1466	Tony Fawcett
1643	1643	Brian Busfield	1532	1532	Alan Beckerson	1429	1429	Elliot Smart
1639	1639	Barry McAdam	1532	1590	Jeff Barber	1425	1425	Will Richardson
1637	1608	Simon K Jones	1531	1527	Martin Hemming	1418	1474	Bob Bruce
1636	1576	Mick Butterfield	1528	1581	Kevin Berry	1417	1443	Jane Oxley
1630	1597	Paul Christmas	1525	1525	Matthew Fisher	1414	1414	Wayne Felton
1630	1630	Peter Christmas	1520	1483	David Horner	1412	1438	Andy Bell
1629	1629	Charlie Hetherington	1519	1575	Roland Herrera	1409	1409	Hubert De L'Epine
1629	1629	Mark Heidenfeld	1518	1543	Ron Havenhand	1407	1407	Cedric Lytton
1625	1625	Dave Robbins	1517	1517	David McNamara	1406	1406	Leslie Singleton
1624	1624	Rodney Lighton	1514	1514	Steven Reddi	1405	1405	Kevin Nicholson
1623	1630	Steffen Nowak	1513	1513	Pat Holly	1398	1398	David Naylor
1615	1614	Uldis Lapikens	1508	1535	Stavros Elia	1397	1397	Colin Laight
1614	1614	Peter Bennet	1507	1507	Andrew Sarjeant	1389	1389	Alan Greenwood
1613	1551	Mike Heard	1498	1484	Vicky Chandler	1385	1385	Michael Main
1598	1598	Nigel Briddon	1495	1495	Tom Duggan	1382	1382	Chris Evans
1595	1595	Francine Brandler	1492	1492	Cliff Connick	1374	1374	Tim Brown
1594	1594	Steve Rimmer	1492	1446	Rosey Bensley	1371	1360	Alison Lee
1592	1533	Jason Champion	1487	1487	Darryl Kirk	1366	1366	Liz Barker
1584	1584	Ann Pocknell	1484	1484	Anthony Coker	1364	1408	Jo Curl
1583	1583	John Wright	1482	1538	Peter Chan	1357	1444	Simon Fahoury
1578	1544	Ian Gwynne	1482	1482	Ernie Pick	1328	1328	Rebecca Bell
1576	1576	Ian Shaw	1473	1473	Johan Sallfors	1319	1319	Sue Perks
1575	1575	Raymond Kershaw	1471	1436	Kevin White	1295	1295	Cath Kennedy
1571	1571	Grahame Powell	1471	1476	Myke Wignall	1291	1291	John P Lewis
1569	1569	Kerry Jackson	1467	1467	Arthur Williams	1288	1288	Jon Sharpe
1566	1566	Alistair Hogg	1461	1449	Simonetta Barone	1249	1249	Bryony Jessiman
1560	1560	Eddie Barker	1458	1458	Vianney Bourgios	1207	1207	Paul Sambell
1554	1487	Paul Barwick	1457	1423	Geoff Conn			

May 2004 Ranking Championship (6 or more played)

Played / Average / Name

14	2095.43	Mark Heidenfeld	13	2010.15	Stuart Mann	8	1744.38	Jeff Ellis
14	2078.86	Roy Hollands	13	1807.92	Steve Pickard	8	1689.75	David Horner
14	2035.00	Emmanuel Di Bona	13	1654.15	David Startin	8	1363.25	John Gilbertson
14	1992.36	Peter Christmas	13	1627.92	Simonetta Barone	8	1318.00	Dzhiga Ulyumdzhier
14	1919.79	David Nathan	13	1205.69	Roland Herrera	8	1279.00	Paul Fox
14	1904.64	Rosey Bensley	12	1807.50	Tim Mooring	8	1259.63	Stephen Cole
14	1892.93	Paul Christmas	12	1729.17	Rachel Rhodes	7	1807.14	Ray Kershaw
14	1885.00	Mick Butterfield	12	1643.33	Bob Young	7	1614.43	Keven White
14	1869.86	Dod Davies	12	1612.75	Steffen Nowak	7	1596.57	Brian Lever
14	1811.50	Ian Gwynne	12	1611.92	Rodney Lighton	7	1584.57	Cliff Connick
14	1810.43	Tony Fawcett	12	1542.42	Richard Granville	7	1258.00	Chris Evans
14	1800.21	Jason Champion	12	1384.42	Kevin Berry	7	1093.43	Bob Bruce
14	1797.36	Lawrence Powell	12	1375.33	Peter Chan	6	1802.67	David Robbins
14	1788.21	Mardi Ohannessian	12	1283.25	Simon Fahoury	6	1737.67	Danny Cohen
14	1784.43	Tony Lee	11	1891.91	Mike Heard	6	1736.50	Cedric Lytton
14	1763.21	Paul Barwick	11	1564.36	Kevin Stebbings	6	1717.50	Raj Jansari
14	1753.86	John Slattery	11	1331.73	Grahame Powell	6	1692.33	Johan Sallfors
14	1740.64	Myke Wignall	10	1777.30	John Thomas	6	1469.17	Malcolm Wilson
14	1737.50	Vicky Chandler	10	1491.50	Paul Statter	6	1465.50	Cristopher Baxter
14	1713.14	Simon K Jones	9	1886.67	Mike Greenleaf	6	1402.33	Catherine Oldfield
14	1685.14	Uldis Lapikens	9	1649.78	Tom Alsop	6	1075.67	Cynthia Roberts
14	1671.29	Nicky Check	9	1559.00	Peter Bennet	6	926.33	Hubert de l'Epine
14	1621.43	Ron Havenhand	9	1497.89	Alison Lee			
14	1618.79	Martin Hemming	9	1435.00	Mick Vacarey			
14	1590.29	Paul Gilbertson	9	1398.67	Stavros Elia			
14	1531.43	Jeff Barber	9	1357.11	David Markwick			
14	1519.79	Jane Oxley	9	1263.00	Byrony Jessiman			
14	1433.29	Ian Tarr	8	1773.75	Dawn Colley			
14	1276.50	Jo Curl	8	1757.50	Geoff Conn			

May 2004 Grand Prix Championship (4.13 and above)

62.96	John Slattery	17.55	Julian Minwalla	6.19	Andrew Sarjeant
59.86	Roy Hollands	17.03	Rodney Lighton	6.19	John Hurst
50.06	Tony Lee	16.51	Paul Statter	6.19	Felix Vink
49.55	Steve Pickard	16.00	Dave McNair	6.19	Barry McAdam
47.99	Martin Hemming	16.00	David Markwick	6.19	Cedric Lytton
47.48	Emmanuel Di Bona	15.48	Brian Lever	6.19	Francine Brandler
45.93	Stuart Mann	15.48	Raymond Kershaw	6.19	Tom Duggan
45.42	Mark Heidenfeld	15.48	Alison Lee	6.19	Steven Reddi
45.41	Peter Christmas	15.48	Jo Curl	6.19	Ann Pocknell
44.90	Lawrence Powell	13.42	Jeff Ellis	6.19	Simon Fahoury
42.32	Mick Butterfield	13.42	Ray Tannen	6.19	Nodar Gagua
41.28	Myke Wignall	13.42	Geoff Conn	6.19	Maureen Hart
39.74	Rosey Bensley	13.42	Elliot Smart	6.19	Adam Robac
39.22	Paul Christmas	13.42	Johan Sallfors	6.19	Cynthia Roberts
38.19	Mike Greenleaf	13.42	Frank Conway	6.19	Catherine Oldfield
38.19	Dod Davies	13.42	Dzhiga Ulyumdzhieva	5.13	Andrew Darby
37.66	Jason Champion	13.42	David Horner	4.64	Chris Evans
37.16	Paul Barwick	13.42	Clyde Wolpe	4.13	Michael Crane
36.13	Simon K Jones	13.42	Mochy Masayuki	4.13	Monica Beckerson
35.61	Mardi Ohannessian	12.90	Stavros Elia	4.13	Simon Baker
35.09	Paul Gilbertson	12.38	Mick Vacarey	4.13	Tim Wilkins
34.06	Rachel Rhodes	12.38	John Gilbertson	4.13	Bill Spiers
33.03	David Nathan	11.87	Cliff Connick	4.13	John Broomfield
32.51	Tony Fawcett	11.35	Paul Fox	4.13	Brendan Burgess
32.00	Mike Heard	10.84	Grahame Powell	4.13	Mike Grabsky
30.97	Nick Check	10.84	Roland Herrera	4.13	Dave Raynsford
28.90	Ian Gwynne	10.32	Malcolm Robertson	4.13	Steve Hallet
27.87	Uldis Lapikens	10.32	Kevin Berry	4.13	Alan Greenwood
27.35	Julian Fetterlein	10.32	Colin Laight	4.13	Chris Bray
27.35	Dawn Colley	9.29	Jim Johnson	4.13	Mahmoud Jahanbani
26.84	John Clark	9.29	Alan Beckerson	4.13	Peter Snape
26.84	Raj Jansari	9.29	Ralph Eskinazi	4.13	Dave Motley
26.83	Vicky Chandler	9.29	Simon Barget	4.13	Kerry Jackson
26.32	Tom Allsop	9.29	Andreas Giannopoulos	4.13	Tim Taylor
25.80	Tim Mooring	9.29	Malcolm Wilson	4.13	Paul Guy
24.77	Eddie Barker	9.29	Alex Naylor	4.13	Ian Shaw
23.73	Peter Bennet	9.29	Kazu Niki	4.13	Colin Talbot
22.71	John Thomas	9.29	Christopher Baxter	4.13	Simon Morecroft
22.71	Danny Cohen	8.26	Bryony Jessiman	4.13	Andrew Kindler
22.70	Jeff Barber	8.26	Bob Bruce	4.13	David Barker
22.19	Kevin White	8.26	Stephen Cole	4.13	Adam Stocks
21.67	David Startin	8.25	David Fall	4.13	Nigel Briddon
21.16	Ian Tarr	6.19	Diane Sulimirski	4.13	Vicky Gilbert
19.61	Bob Young	6.19	Miles Illott	4.13	Dan Boxall
19.61	Ron Havenhand	6.19	Jon Sharpe	4.13	Eamon Keogh
18.58	Richard Granville	6.19	Neil Webb	4.13	Andy Bell
18.58	Dave Robbins	6.19	Dave Coyne	4.13	Sue Keeble
18.58	Steffen Nowak	6.19	Nigel Merrigan	4.13	Sean Williams
18.06	Peter Chan	6.19	Martin Barkwill	4.13	Robbie Richards
18.06	Simonetta Barone	6.19	Arthur Musgrove	4.13	Tony Walters
18.06	Jane Oxley	6.19	David McNamara	4.13	Zibia Szczerek
17.55	Kevin Stebbing	6.19	Brian Busfield		

play online

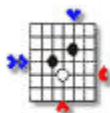
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