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European Backgammon News

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Founder and Editor/Publisher of the European Backgammon News, Martin de Bruin has decided to hand over the responsibility of the publication of his backgammon magazine to Michael Crane of Biba. Michael is pleased to be chosen for this responsibility and he thanks Martin and his wife Bambi for their confidence in his abilities and Biba's reputation. Biba has always striven to provide the best in backgammon and this addition is seen as a recognition of that aim.

For the next few issues the EBN as it is known, will be an insert in the middle of the Bibafax; in all its versions, black & white, full colour or PDF on CD-ROM. Eventually, when negotiations are complete it is envisaged that the EBN will become a 'stand-alone' magazine in its own right . . . and thus going back to its roots.

NB: All content and pictures within the EBN are Martin's responsibility. All comments therein are Martin's and I reproduce them without censorship or comment unless asked to do so in any Editorial. MC



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How Good Is Your Backgammon?

Asks Michael Crane

Yet again we continue with the 1991 Monte Carlo World Championship ¼ Final between Neil Kazaross and Michael Meyburg. We pick up the action in Game 8 in which Kazaross plays as white and Meyburg black.

When you come to ??? cover up the text below the diagram and work out your move before continuing. At the end of the article you can check your score to see how good you are.

Game 9

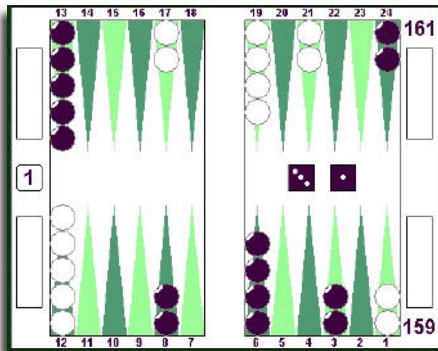
Kazaross : 5

Meyburg : 9

01)

53: 8/3 6/3

02) 42: 8/4 6/4



???

Black to play 31

Not long into the game and here's one to get you started with a few points under your belts.

From earlier positions I've explained how important the *Golden Point* is; that is, the 5-point, yours or your opponents'. So the correct play here is to make your own 5-point.

If you considered moving a runner to the 20-point to - hopefully - make it next time, you'd be squandering a good move. If you considered moving a runner with the 1 and off the mid-point with the 3, then the same applies.

Once you've made your own 5-point it's almost a point for life. You'll probably only break it to bear your checkers off or down in the bearoff. It is undoubtedly the strongest point on the board.

8/5 6/5

5 A

24/23 13/10

3

24/20

2

anything else

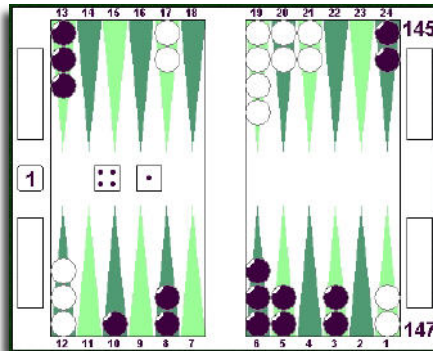
-3

03) 44: 13/5 13/5

See, if you'd slotted the 20-point you'd be on the bar now!

31: 8/5 6/5

53: 13/8 13/10



??? White to play 41

The race is very even, just 2 in it at the moment. Black has a slight advantage with the builder on his 8-point. This is threatening to make either the bar- or 4-point. White's response can be one of two plays:

Create more builders to deter black from running the back checkers out or slot with the 1 with a runner and come over from the mid-point. If you've found a third response, playing all the move off the mid then be prepared for fewer points award!

The actual play of 13/9 6/5 is good. It enables white to make some good points, notably the bar- and 3-point. Also, into the bargain, the 9-point blot is fairly safe, the 62 roll that hits is more useful for black in making his 4-point. Slotting with the 1, 24/23 is a little under the gun, but it's almost as good a roll as the actual play made by white.

13/9 6/5

5 A

24/23 13/9

4

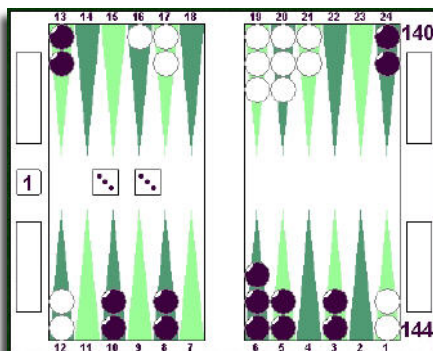
13/8

2

24/23 8/4

1

04) 41: 13/9 6/5 21: 13/10



??? White to play 33

I'll narrow this down for you, to two bar-point moves: 13/7(2) making your bar-point, or 24/18(2) making black's bar-point. If you chose another play, expect to get nil points for your effort.

So, what to do? Would you rather make your own bar-point and stop his runners running or make his bar-point before he does?

Did you spot the clue there? You've got to stop black making his bar-point else you're gonna be stuck. Admittedly the 5-prime sure looks inviting, but, if you can't get your back checkers moving all it's going to do is fall apart.

By moving to his bar-point you've taken control of the outer-board and made it difficult for him to move any of his checkers off his 13-, 10- or 9-points without possibly leaving a shot.

If you made your own bar-point you'd be well down the list! Playing 24/21(2) is better; firstly with 13/10(2) and then with 9/3. What? I hear you gasp, 9/3?

Yes. I know it exposes a direct shot to 2s, but with your new anchor it's not too bad if you're hit. It'll help your timing if you are. But, although he can hit you 33.33% of the time, when he misses 66.66% of the time you'll have every roll except 44 and 66 that'll cover it one way or another - and 66 is good for you anyway!

24/18(2)

5 A

24/21(2) 13/10(2)

3

24/21(2) 9/3

3

24/21(2) 13/10 9/6

2

13/7

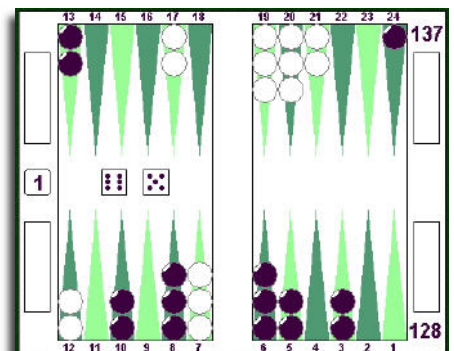
1

05) 33: 24/18 24/18

62: 24/16*

06) 43: 25/18

53: 16/8



??? White to play 65

Whatever move you make here you're going to leave a blot. The question is, where?

Generally, in these positions it's prudent



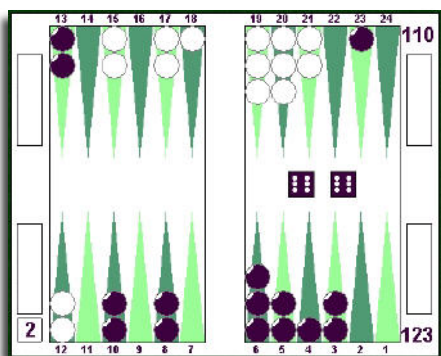
to do one of three things: put it where it'll do you the most good if missed, or put it as close to the potential assailant as you can to minimise hitting rolls, or hit first.

Hitting first is out of the running, where could you possibly play the 6 without leaving another shot?

Playing 13/2 will certainly achieve the 'nearer-safer' play by duplicating 1s. But, top of the plays is, put it where you need it. This is by playing the spare checker 18/7; the best of a bad roll.

18/7	5 A
13/2	3
18/13 8/2	2
13/7 6/1*	1

07) 65: 18/7	41: 8/4 24/23
08) Doubles to 2	Takes
09) 44: 18/10 18/10	



??? **Black to play 66**

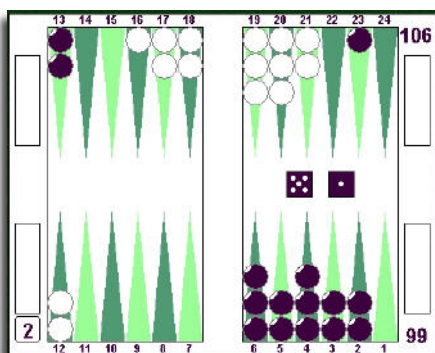
Great roll, now's the time to make an intimidating 6-prime by moving 13/7(2) 10/4(2) ... or is it?

It does rather leave the lone runner a loooong way to get safe and leaves white's last two checkers free to move and cover the bar-point blot safely with 61.

The better play here is to make both the 4- and 2-points, a 5-prime with the advantage that it leaves the mid-point occupied to give better timing and a safe haven for the last checker.

10/4(2) 8/2(2)	5 A
13/7(2) 10/4(2)	4
13/7(2) 10/4 8/2 3	
13/7(2) 8/2(2)	2
13/1(2)	1

66: 10/4 10/4 8/2 8/2
10) 31: 10/7 10/9



??? **Black to play 51**

To many of you this isn't a problem at all. The move is quite obvious; but to a good few of you your obvious differs from that of others. The correct move here is to play the 1, 23/22 and get to the front of white's prime. When you've made this move then 6/1 with the 5 becomes your only safe five.

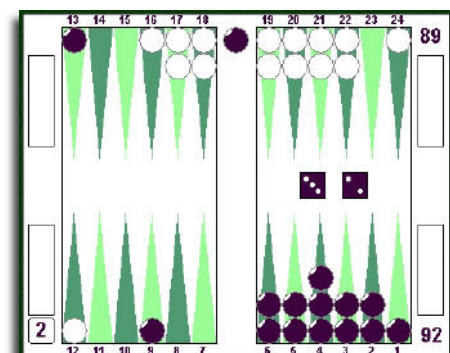
Why move within shot of so many white men? Well, by moving here you're putting pressure on white to make the 6-prime or point on you if he can't. In all he has 28 rolls (77.8%) that cover or point on you.

Others could hit loose but your own home-board is quite effective in making him think twice about hitting loose. You have a 22.2% chance of being left alone and not primed, and then 11 rolls (30.6%) to escape with a six next roll.

Making your 1-point, 6/1 2/1 isn't too bad, nor is 6/1 4/3, but they let white off the hook. Also consider your timing, if you are hit or pointed on it'll mean your checkers remaining where they are for the duration and giving you better containment chances following a hit.

23/22 6/1	5 A
6/1 2/1	3
6/1 4/3	3
6/1 6/5	2
13/7	1

11) 62: 9/3* 5/3
12) 54: 6/1* 13/9



??? **Black to play 32**

Only half a move here; the 2 is forced, 25/23. But what about the remaining 3?

Three candidates:

- 4/1: making a full prime
- 9/6: playing one into your home board
- 13/10: keeping it all safe

If you opted for the 1st one, you'd be wrong. If you do happen to hit black during the bear-in or bear-off he'll just sit tight until your lovely prime falls apart! You need to keep the 1-point open for as long as you can.

The 2nd move aint too bad, but it does rather ruin your timing by removing a potential six; in addition to being an error according to Snowie.

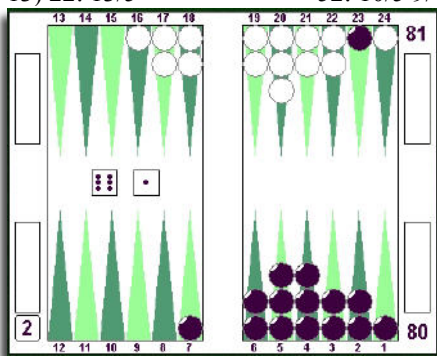
Yes, the last is first. Keep it all safe and hope for a hit before you have to crunch up your board.

25/23 13/10	5 A
25/23 9/6	4
25/23 4/1	3
25/23 6/3	-1
25/23 5/2	-2



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13) 22: 13/5
32: 25/23 13/10
52: 10/5 9/7



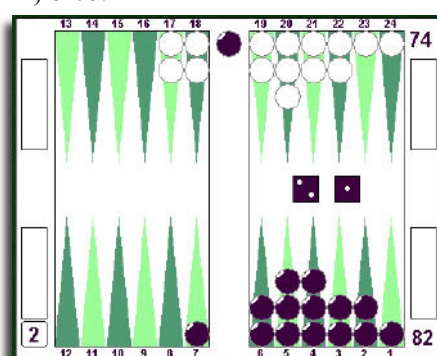
??? White to play 61

Hands up all those that hit and covered by playing 8/2* 2/1. Sorry, no maximum points for that play! If he rolls a *Cockshot* (62 off the bar) you've lost it. In this position it is better to hit loose 9/2* than to pick & pass.

If you hit loose you'll keep your prime and with any luck you'll be on the bar when black crunches.

9/2* 5 A
8/2* 2/1 3
9/3 5/4 2
7/1 7/6 -3

14) 61: 9/2*



??? Black to play 21

Two re-entry choices here: 25/24* or 25/23*. The re-entry move hinges on how the rest of the roll is moved; therefore we have to look at what's happening elsewhere.

If we play 25/24* to get a chance at the second blot, where do we move the 2? The only choice you have is 7/5 onto an already loaded point. You need to move this checker because if you roll a 6 you'll be forced into making your 1-point, and white will sit happily on the bar until you fall apart.

Actually, playing 25/24* is very poor. The actual play of 25/23* 7/6 is very good. It hits a blot, fronts the prime and

stops 6s being used to complete your prime.

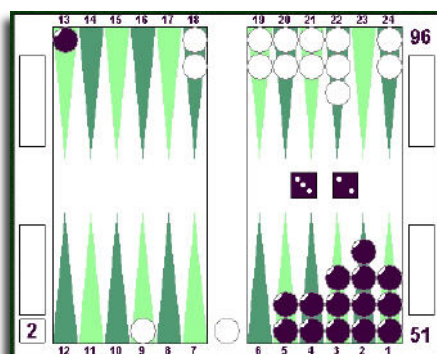
25/23* 7/6 5 A
25/23* 4/3 4
25/26* 5/4 3
25/24* 7/5 2
25/23 2/1 1

15) 31: 25/24* 5/2* 21: 25/23* 7/6
16) 51: 25/24 8/3 32: 25/23*
52: 25/23

Black comes in and cannot play the 5. He's suddenly become favourite to win this game with 61%. This is a tremendous improvement on the position above when he moved the 21 and was on 18.3%.

Black is looking good, now. With 6s to escape, and 5s unable to play, he's in little danger of crunching before white does.

17) 52: 8/1 53: 5/2
18) 62: 24/16 31: 4/1* 2/1
19) 21: 21: 6/3
20) 21: 41: 6/2 6/5
21) 44: 31: 5/1
22) 21: 65: 23/12
23) 52: 55: 12/2
24) 52: 64: 23/13
25) 42:



??? Black to play 32

The actual play here is 13/10 3/1. Just take a look at that. This is risking four hits off the bar, 64 & 61, whereas the safer play of 13/8 only leaves two shots, 62.

So, why would you want to leave twice as many shots?

The answer is, to be totally safe next roll. With the 'safer' play black has 8 rolls that leave a shot for white on the bar: 66, 65, 64, 55 & 54. The actual; play leaves none!

13/10 3/1 5 A
13/8 4
4/1 4/2 2
5/2 5/3 1

26) 32: 32: 13/10 3/1
64: 10/0
The 64 is played safely whereas it would have left a blot on the 5-point. A lot of players would have moved the safer play above and then moaned that they'd been unlucky and rolled a 64 leaving a shot!

27) 41: 43: 5/1 5/2
28) 51: 25/20 7/6 42: 4/0 2/0
29) 32: 20/17 16/14 33: 4/1 3/0 3/0 2/0
30) 63: 17/11 14/11 41: 2/0 1/0
31) 52: 11/6 7/5 33: 2/0 2/0 1/0 1/0
32) 65: 11/0 21: 1/0 1/0

Wins 2 points

Kazaross : 5

Meyburg : 11

So, are you a great player or are you just a player? Check out your scores below.

50 Cheating again?
40-49 You are Michael Meyburg
30-39 You are Neil Kazaross
20-29 Not a bad effort!
10-20 Snakes & ladders for you!
0-10 Fancy playing in a chouette?

This game was a remarkable one in which both players got it right each move. Will it continue for the next game? Time will tell!

8th Mind Sports Olympiad
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Archive - England Expects . . .

By Michael Crane

England expected (well, hoped!) that Dale Taylor, a Biba member would beat Paul Magriel, ex-World Champion in this 17-point match recorded by Mark Adkins at the 17th World Championships in, Monte Carlo, 1992.

The World Championships were in July of '92, and it was in this year that Dale won the Biba Championship.

It's not clear what round they were playing in, and some of the recording is truncated in parts where some games progressed to a climax - some of them with unexpected results!

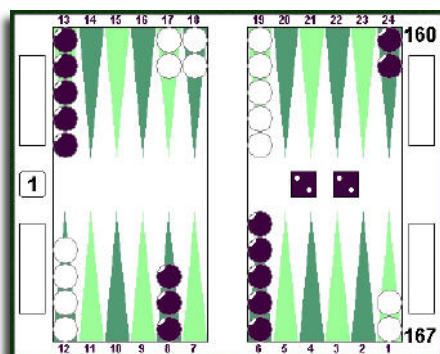
In the match Dale was playing as black.

17 point match

Game 1

Paul Magriel : 0 Dale Taylor : 0
01) 61: 13/7 8/7

Game 1, Position 2



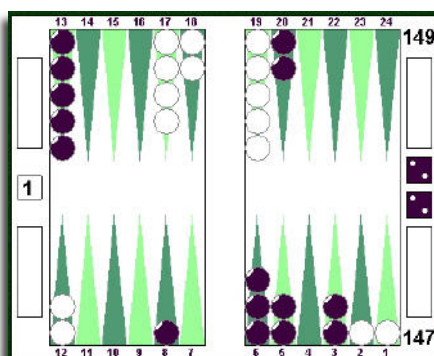
Black 0 White 0
Black to play 22

Black played 24/20(2). This is a typical knee-jerk reaction to the 61 played by white. It is a little panicky and unnecessary at the moment. Although the Golden Point is desirable, the 'usual' double two play of 13/11(2) 6/4(2) is the best move - but only by a gnat's; however, the actual play is in 4th place with a loss of 0.033 over the top move.

13/11(2) 6/4(2)	0.120
24/22(2) 6/4(2)	0.118 -0.002
24/22 13/11 6/4(2)	0.092 -0.028
24/20(2)	0.087 -0.033

02) 54: 13/8 24/20	22: 24/20(2)	33: 8/5*(2) 6/3(2)
03) 52: 25/23 13/8		

Game 1, Position 4



Black 0 White 0
Black cube action

With just a few moves played and with a pip lead of two, black decides to cube. This is seen as an error by Snowie who views this as No double, take, losing 0.030 in equity (not a lot, really). White compounds the error by dropping and in doing so gives black a nice chunk of equity.

Let's look at PRAT
(Position, Race and Threat).

P: Black has an advanced anchor (thanks to the 'error' earlier!) and a good heavy mid-point.

R: Nothing in it with just two points keeping them apart.

T: Black is threatening to make the 8-point or 4-point or hit and cover the 2-point.

Clearly black has 2 out of 3 and will no doubt go further ahead in the pipcount after this roll. But, he isn't assured of carrying out any of his threats and white could get a hit or anchor. It is early in the game and giving away the cube could turn out to be a mistake.

No double	0.654
Double, take	0.623 -0.030
Double, pass	1.000 +0.346

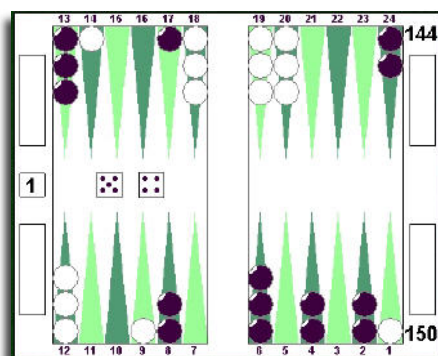
No double, take

04) Drops
Doubles to 2
Wins 1 point

Game 2

Paul Magriel : 0 Dale Taylor : 1
01) 52: 13/8 13/11 54: 13/8 13/9
02) 31: 8/5 6/5 44: 8/4(2) 8/4 6/2(2)
03) 62: 24/16* 62: 25/23 24/18
04) 11: 8/7*(3) 6/5 61: 25/24 23/17

Game 2, Position 5



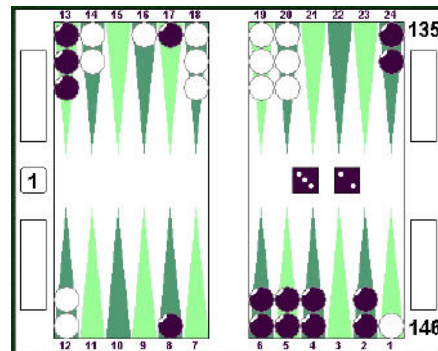
Black 1 White 0
White to play 54

White opts for the Snowie 1st choice, 24/20 16/11, resisting the temptation to hit playing 24/20 13/8*. I agree with white on this. By hitting the blot, not only does white get a chance to re-enter and hit back with five rolls, he could also make a more advanced anchor.

24/20 16/11	0.553
24/20 13/8*	0.491 -0.062
13/8* 11/7	0.473 -0.080
13/8* 8/4	0.347 -0.205

05) 54: 24/20 16/11 11: 8/5* 6/5
06) 41: 25/24 13/9

Game 2, Position 7



Black 1 White 0
Black to play 32

Not a good roll, this. Nor is it an easy one to decide on which is the better move. Whatever white does he's going to be under the gun somewhere. Wanting to minimise my blots and make a point I chose 13/8. White plumped for 8/5 17/15; minimising the hits. These two plays didn't go down too well with our frigid friend, Snowie preferred 24/21 8/6, relegating our choices to 7th for me and 6th for white.

Let's look at the preferred play. Why



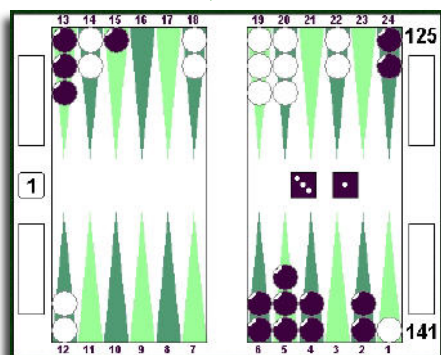
move to the 21-point? Well the idea behind it is to make an advanced anchor or threaten white's 9-point blot. If you're going to get hit you might as well make something out of it!

24/21 8/6 -0.376
 24/21 24/22 -0.413 -0.036
 13/11 8/5 -0.460 -0.084
 13/10 8/5 -0.462 -0.086
 24/21 17/15 -0.470 -0.094
8/5 17/15 -0.481 -0.105

32: 8/5 17/15

07) 64: 9/3 7/3

Game 2, Position 8



Black 1 White 0
Black to play 31

Only two real options here, hit 5/1* or split, 24/21 24/23.

Does black want another checker back? This isn't the question? The reason behind the hit is to give the 15-point checker a chance to come round - and it duplicates 1s and white's stripped mid-point will leave return shots.

5/1* -0.678
 24/21 24/23 -0.695 -0.018
 13/9 -0.798 -0.120
 13/10 5/4 -0.902 -0.224

31: 5/1*

08) 64: 32: 24/21 15/13
 09) 63: 25/22 11/5

Snowie reckons running out to the 16-point a better move. Leaving a blot on the 11-point is too risky. As it turns out, Snowie was correct for on his next roll black chucked out a 52 and hit.

52: 21/14*

10) 63: 25/22 13/7

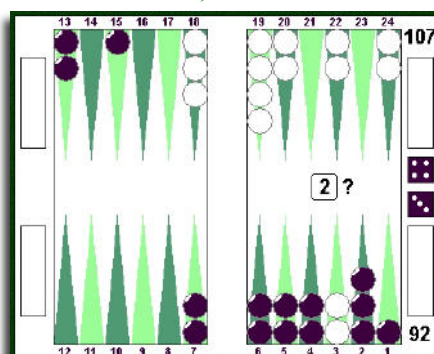
Another 63 off the bar. This time white plays off the mid-point, 25/22 13/7. Another error (-0.039); the play here was to hit playing 7/1*. Black has a blot that can be picked up and it stops him getting a

double shot that the blot on the mid-point for free. As it turned out, black rolled 66 and would have danced.

11) 22: 5/1*(2)
 12) 61: 13/6

66: 14/2 13/7(2)
 64: 25/15

Game 2, Position 13



Black 1 White 0
Black cube action

P: Position looks good, but is it? He's coming round to white at the moment, not the other way around.

R: The race is black's by 15 pips; not a massive lead, but he is on roll and that should add 8ish.

T: There's no real threat here except perhaps the 75.9% he has in this game.

With 24.1% white has a take . . . and black has a double.

Double, take 0.955
 No double 0.890 -0.065
 Double, pass 1.000 +0.045

Double, take

Doubles to 2

13) Takes 43: 13/6
 14) 62: 7/1 7/5

It would have been prudent to keep 6s on for a little longer by playing 7/1 6/4.

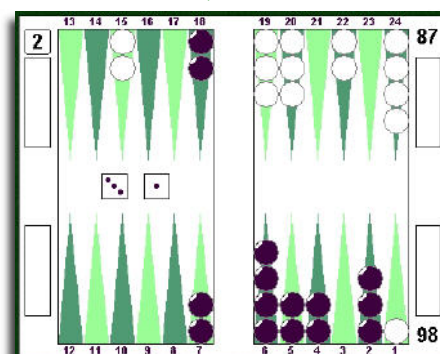
43: 13/6

There now follows a remarkable sequence of hit, counter hit and re-counter hit as both sides get embroiled in a blot-hitting contest from which only one shall emerge the victor.

15) 66: 22/10*(2) 43: 25/18*
 16) 51: 25/24* 6/1 52: 25/18

"Blunder!" shouts the Cold One, "this is my 5th best move and loses 0.111 in equity," in reply to white's move of the 31 at the top of the next column,

Game 2, Position 17



Black 1 White 0
White to play 31

White is still hankering after a hit and taking two checkers off the valuable 6-point isn't going to help keep a black checker dancing on the bar. What's really needed is another point, and therefore the top four plays favour slotting the 4- or 2-points; else playing it 5/1.

6/2 -0.459
 5/2 3/2 -0.470 -0.011
 6/3 5/4 -0.484 -0.025
 5/1 -0.490 -0.031
6/3 6/5 -0.569 -0.111

17) 31: 6/3 6/5 65: 18/12 18/13
 18) 42: 10/6 24/22 63: 13/7 6/3*
 19) 42: 52: 6/1 3/1
 20) 61: 63: 12/6 7/4
 21) 53: 25/17 53: 7/2 7/4
 22) 22: 17/9 64: 6/0 4/0
 23) 63: 10/4 9/6 65: 6/0 5/0
 24) 62: 6/0 6/4 22: 2/0(4)
 25) 51: 5/0 1/0 33: 6/0 5/2 4/1
 26) Resigns **Wins 2 points**

Although mathematically possible for black to win the match recorder, Mark Adkins,, does not record any further moves. This shorthand method is prevalent throughout the match and therefore at the times of resignation the outcome isn't always gin.

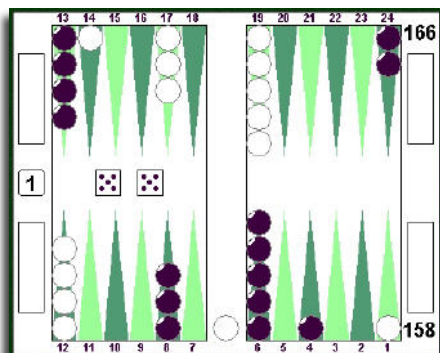
Game 3

Paul Magriel : 0 Dale Taylor : 3
 01) 32: 24/21 13/11 63: 13/4*

Continued on the next page . . .



Game 3, Position 2



Black 3 White 0
White to play 55

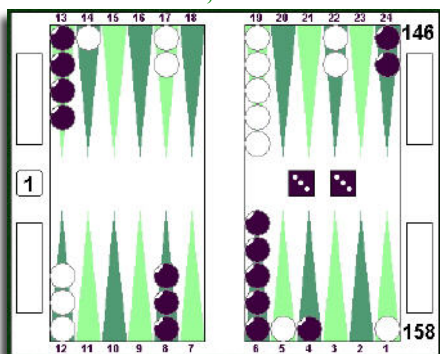
White re-enters and then plays 13/8 8/3(2) making his 3-point whereas Snowie says play it safeish, 25/10 13/8.

25/10 13/8	0.154	
25/20 13/8 8/3(2)	0.129	-0.026
25/5	0.118	-0.037
25/10 11/6	0.060	-0.094

It works out that Snowie is correct for on his next move black rolls 33 and white ends up with two on the bar!

02) 55: 25/20 13/8 8/3(2)

Game 3, Position 3



Black 3 White 0
Black to play 33

Making the 5-point is clearly correct, it's what you do with the remaining two 3s that's the issue. Using one of them to hit on the 1-point is frowned upon by Snowie and at its best it only comes out at 3rd choice (the actual play).

Making two more home-board points comes out on top, and by a good margin. It makes sense and it also makes good use of the spare checkers on the loaded 6-point.

OK, white has a few re-entry rolls that hit (16, 44.44%), but when he misses the remaining 55.56% of the time, black has 25 covering rolls (69.44%), which is well worth the risk.

8/5*(2) 6/3(2)	0.294	
24/21(2) 8/5*(2)	0.138	-0.156
13/10 8/5*(2) 4/1*	0.131	-0.163
24/21 8/5*(2) 4/1*	0.109	-0.184

33: 13/10 8/5*(2) 4/1*

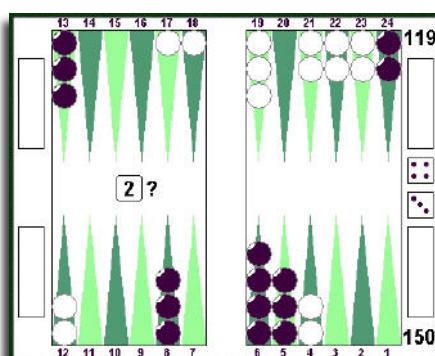
White's response is 61 and then both sides have a checker on the bar!

03) 61: 25/24*	11: 25/24 10/8 6/5
04) 43: 25/21 24/21	65: 24/13
05) 54: 13/8 6/2	62: 24/18 13/11
06) 44: 11/7* 8/4(2) 6/2	

A brilliant roll of double four puts white in a great position.

31: 25/24 11/8

Game 3, Position 7



Black 3 White 0
White cube action

P: Looks good but volatile. The two builders on the 7- and 8-points might or might not become a good point but the four remaining checkers are flat and will possibly leave a blot.

R: Ahead by 31 pips, plus this roll; good lead.

T: A possible bar-point or 5-point on the next roll.

The double or not is close, 0.020 in it; but a pass is a big loss giving away 0.264. Black is still in this game, and, with a cube on his side of the board things could change dramatically.

No double	0.736
Double, take	0.715 -0.020
Double, pass	1.000 +0.264
No double, take	

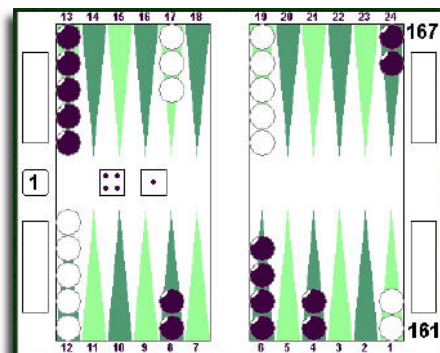
07) Doubles to 2
Wins 1 point

Drops

Game 4

Paul Magriel : 1 **Dale Taylor : 3**
01) 42: 8/4 6/4

Game 4, Position 1



Black 3 White 1
White to play 41

White's first roll and already contention over the move. The Big Ball Of Snow wants to put pressure on black's 8-point by splitting the back checkers 24/23, and then playing 13/9 to inhibit the movement of black's runners. White, however makes an error and slots his own 5-point, 6/5 and then brings in a builder for it 13/9.

24/23 13/9	-0.240	
24/20 24/23	-0.286	-0.043
13/9 6/5	-0.297	-0.057
13/8	-0.302	-0.062

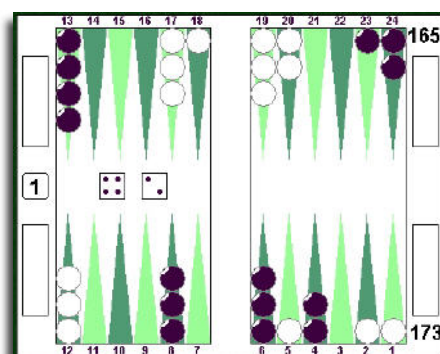
02) 41: 13/9 6/5

51: 13/8 6/5

Nicely duplicating 4s.

03) 61: 13/7 6/5	42: 24/18*
04) 22: 25/23 24/20* 9/7*	21: 25/23 25/24

Game 4, Position 4



Black 3 White 1
White to play 42

The obvious play here is to make the bar-point, but white eschews this move in favour of 24/20 7/5, placing emphasis on the Golden Point. After all, it is Paul Magriel, and perhaps he feels obliged to do it having extolled its virtues in his 1973 opus, *Backgammon!*

But wrong is wrong; according to Snowie this is a BIG blunder and gives away a shitload of equity; -0.173!



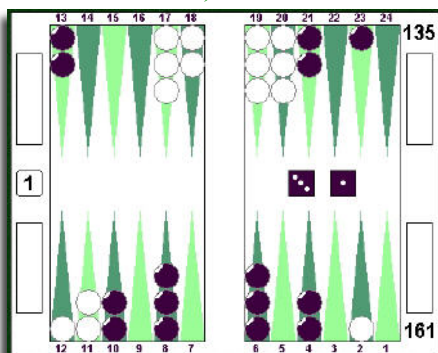


13/7 0.632
24/20 7/5 0.459 -0.173
 8/4 6/4 0.216 -0.416
 24/20 13/11 0.202 -0.430

It's ironic, but black's reply was a double three, which, had white played the 'correct' move would have placed his Golden Point blot on the bar and facing a 3-prime from the 6-point down!

05) 42: 24/20 7/5 33: 24/21(2) 13/10(2)
 06) 66: 20/14(2) 13/7(2)

Game 4, Position 6



Black 3 White 1
Black to play 31

Yet again Snowie screams Blunder! as black plays off the mid-point, 13/12* 12/9. The 31 would have been of far more use on the 5- or bar-points and thus mak-

ing it more difficult for white to escape the lone runner. At least if you're gonna hit, move both checkers off the mid-point to do it.

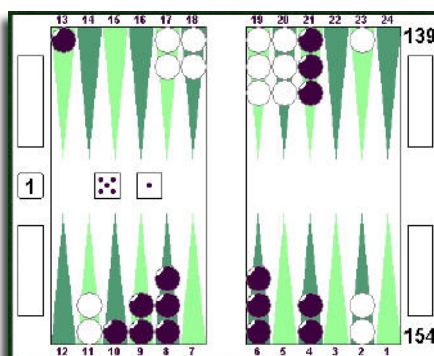
Hitting here is a minor irritant to white and might even work to his advantage should he anchor.

8/5 6/5 -0.160
 13/10 13/12* -0.291 -0.131
 10/7 8/7 -0.299 -0.139
13/12* 12/9 -0.305 -0.146

07) 62: 25/23 8/2* 31: 13/12* 12/9
 41: 25/21 10/9

Covering the 9-point blot playing 25/24 13/9 is a better move. Moving the 1 from 10- to 9- doesn't actually do anything.

Game 4, Position 7



Black 3 White 1
White to play 51

Snowie goes all provocative with this one; he plays 23/18 23/22 and teases black no end! White doesn't go down the same route, he picks 23/18 2/1. However, I do think some sort of movement with a runner is called for here but to poke both noses out is asking for at least one to be nipped!

23/18 23/22 -0.160
23/18 2/1 -0.253 -0.093
 23/22 6/1 -0.285 -0.125
 6/1 2/1 -0.285 -0.125

08) 51: 23/18 2/1 63: 13/7* 10/7
 09) 64: 64: 8/2* 6/2
 10) 31: 25/22 25/24 61: 21/14
 11) 51: 7/1 Doubles to 2
 12) Drops Wins 1 point

Double, pass 1.000
 No double 0.784 -0.216
 Double, take 1.001 +0.001
Correct action by both players.

Game 5

Paul Magriel : 1 Dale Taylor : 4
 01) 31: 8/5 6/5 51: 13/8 6/5

This is an aggressive 1 from black. It is better to split the runners.

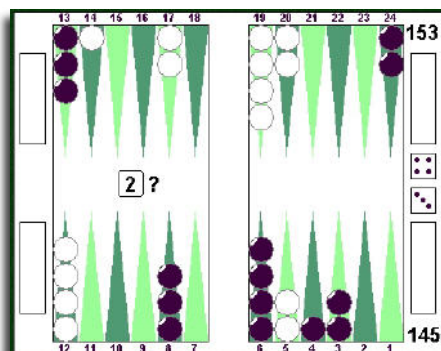


02) 21: 13/11 24/23 52: 8/3 5/3

Black fails to cover his 5-point and so settles for the 3-point instead.

03) 43: 24/20 23/20 54: 13/4

Game 5, Position 4



Black 4 White 1
White cube action

P: The only positional advantage is holding both 5-points.

R: No racing lead, 8 pips behind.

T: Slight chance of making the bar-point.

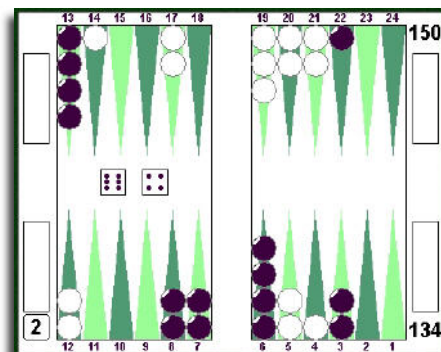
Too early to ship across a cube, black should snap it up; it could come in useful later on.

No double 0.618
Double, take 0.592 -0.026
Double, pass 1.000 +0.382

No double, take

04) Doubles to 2 Takes
05) 65: 11/5 13/8 61: 13/7 8/7
06) 21: 6/4 5/4 65: 24/13
07) 21: 13/11 8/7 42: 24/18*
08) 31: 25/21* 53: 25/22 18/13

Game 5, Position 9



Black 4 White 1
White to play 64

What to do? What to do? Make the bar-point? Hit loose? Make the 11-point?

13/7 11/7: Looks good, makes a good prime and makes it difficult for black to escape. But, hold on, where's black going

anyway? In the current position he only has 54 & 63 to get safe, so he's not going anywhere easily. Plus, do you really want to give white eleven direct shots (all 1s) and two indirect (64) at the 13-point blot?

13/3*: Off the bar black has got 27 rolls that re-enter (75%) of which 14 (51.85%) hit a blot. So, the odds are he'll re-enter, and, when he does, more than half of the time he's going to put white on the bar.

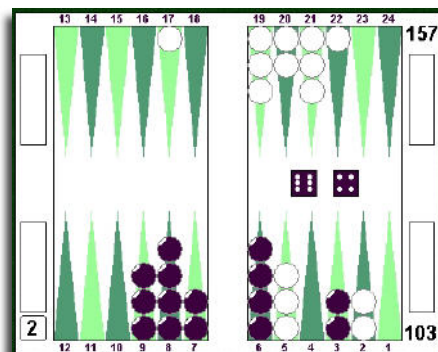
21/11: No risk at all. A good point to have inasmuch as it makes it difficult for the black runner to poke his head out; and most importantly of all, it doesn't give away any equity.

21/11 0.120
13/3* **0.048 -0.072**
13/7 11/7 0.032 -0.152
21/15 11/7 0.057 -0.176

Black rolled 21 and white did end up on the bar.

09) 64: 13/3* 21: 25/22*
10) 62: 25/23 21/15 32: 13/10* 10/8
11) 63: 43: 22/15
12) 62: 25/23 11/5 21: 15/12*
13) 51: 25/20 5/4 44: 13/9(3) 12/8
14) 32: 8/3

Game 5, Position 15



Black 4 White 1
Black to play 64

Only two sensible options here, play safe, 7/1 7/3 or leave a shot 9/3 8/4?

Well, I'd keep it safe, and this is what black did; but, the Frozen Fiend said that the blot play was better, the actual play losing 0.097 in equity!

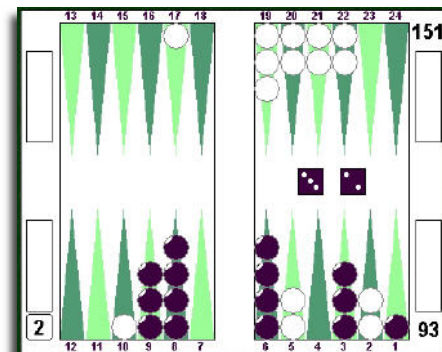
After this move black will have a pip lead of 93 and a 64.6% chance of winning the point, including 16.2% gammons. If he plays safe he goes down to 60.9% and 14.2% respectively. If white does hit (30.55% of the time or as I like to read it, he misses 69.45% of the time) he's got to break of a good anchor to do so.

9/3 8/4 0.555
7/1 7/3 **0.458 -0.097**

15) 51: 20/15 4/3

64: 7/1 7/3

Game 5, Position 16



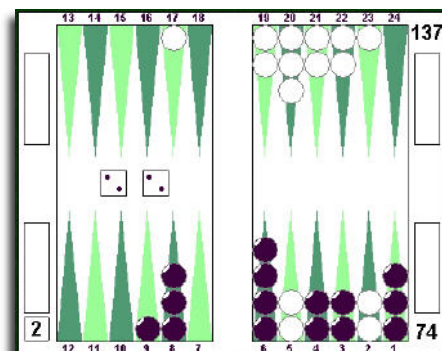
Black 4 White 1
Black to play 32

As soon as black's outer-board points are stripped he's going to be in danger of being hit, especially when his 6s off the 9-point get too low. Therefore the 32 is best played to cover the 1-point; it keeps 6s safe and is in preparation for later on when he might well need a few home-board points.

6/1 0.457
9/6 3/1 **0.404 -0.053**
8/3 0.372 -0.085
9/6 8/6 0.342 -0.115

32: 9/6 3/1
16) 43: 15/8 43: 8/1
17) 43: 6/2 8/5 52: 9/4 6/4

Game 5, Position 18



Black 4 White 1
White to play 22

Well, two of them are used up in the hit, 20/16*; where do you move the remaining 2s?

Snowie says, move the whole roll off from the 20-point; and black only moves one, continuing onto the 12-point. The actual move is to offer an extra cover for the 2-point blot with 55 (or failing that,



the 8-point blot); and to act as a hitter when the black runner pops his head out.

Snowie's move offers up one less blot for black to pick up on his way around, and to cover the mid-points. Despite the loss in equity I chose the actual play.

20/16*(2)	0.046
20/18(2) 18/16* 16/14	-0.002 -0.048
20/18(2) 18/16* 8/6	-0.019 -0.064
20/16* 16/12	-0.026 -0.072

18) 22: 20/16* 16/12	54:
19) 33: 23/20(2) 12/9 5/2	53:
20) 55: 20/10 20/15(2)	41: 25/24 8/4
21) 21: 9/7 8/7	Resigns

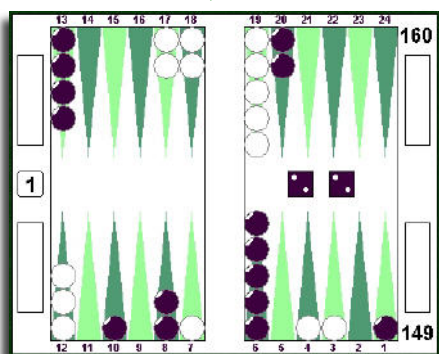
Wins 2 points

I know that when black resigned the game was far from over, but we have to assume that the recorder didn't bother to write down any more moves other than that black obviously saved the gammon.

Game 6

Paul Magriel : 3	Dale Taylor : 4
01) 61: 13/7 8/7	43: 24/20 13/10
02) 53: 13/5*	54: 25/20* 24/20
03) 63: 25/22 24/18	52: 8/3* 3/1*
04) 43: 25/21 25/22	

Game 6, Position 5



Black 4 White 3
Black to play 22

Quite obviously hitting and pointing 6/4*(2) is two of them, but what about the remaining twos?

Surprisingly, moving them 10/6 is 'marginally' better than the actual move of 13/11 10/8 by 0.003. However Snowie plays 13/11(2) and leaves the 10-point blot/builder where he is. Black is now at risk to 3s, 1s and 55 (17 rolls, 47.22%). But, white's remaining rolls all play well,

in fact apart from the dancing rolls of 66, 64 and 44, all of white's rolls except 65 and 62 play well - they either make a point or hit a blot. To sum up: Hits = 17, Covers = 11, Entries = 4, Dancing = 4.

Now the actual play. Hits = 22, Covers = 7, Entries = 3, Dancing = 4. So, with the actual play white gets 22 hits, which is almost 30% more but has less covers.

I prefer the 'best' move. It does threaten the bar-point and it does make another point, the 11-point, and it leaves a few less shots off the bar with greater potential for later.

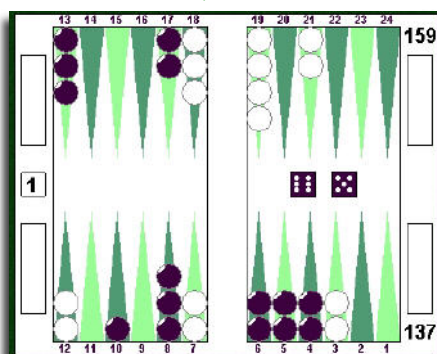
13/11(2) 6/4*(2)	0.390
10/6 6/4*(2)	0.351 -0.039
13/11 10/8 6/4*(2)	0.348 -0.042

White's response was 61; and I'm sure black wishes he'd made the extra point now.

22: 13/11 10/8 6/4*(2)

05) 61: 25/24* 24/18	63: 25/16
06) 32: 7/4 6/4	51: 16/11 6/5
07) 61: 13/7 8/7	63: 11/5 20/17*
08) 64:	31: 20/17 11/10
09) 21: 25/22	

Game 6, Position 10



Black 4 White 3
Black to play 65

Black chooses to play the six behind white's anchor, but this is an error. Very soon white is going to run out of 6s and the more checkers black has in contention the better.

13/8 10/4	0.568
8/2 10/5	0.533 -0.034
13/2	0.517 -0.050
17/6	0.506 -0.062

65: 8/2 10/5

54: 17/8

21: 17/14

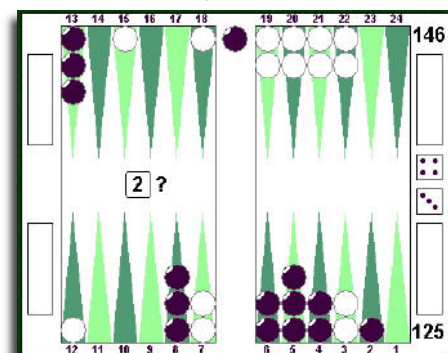
53:

10) 41: 7/3 6/5

11) 41: 7/3 6/5

12) 21: 13/11* 11/10

Game 6, Position 13



Black 4 White 3
White cube action

P: Apart from a 4 point board, what has white got? Two builders which most likely will cover the 7-point, and two anchors.

R: He's behind in the race by 21 pips less this roll. If he rolls the average of 8 he'll still be trailing.

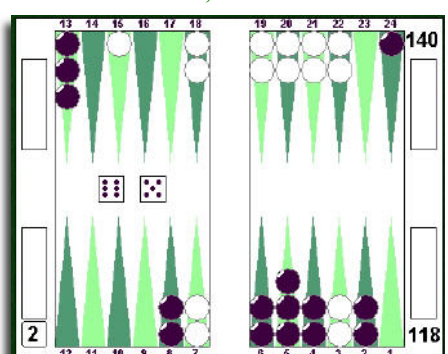
T: None to speak of except that black is on the bar. If anything, if black re-enters soon enough he'll be threatening white's last four checkers.

No double	0.564
Double, take	0.463 -0.101
Double, pass	1.000 +0.436

No double, take

13) Doubles to 2	Takes
14) 42: 13/7	61: 25/24 8/2

Game 6, Position 15



Black 4 White 3
White to play 65

Clearly the six cannot be played off the 15-point for it would not leave a sensible



five. So, the six has to be played off one of the back two anchors.

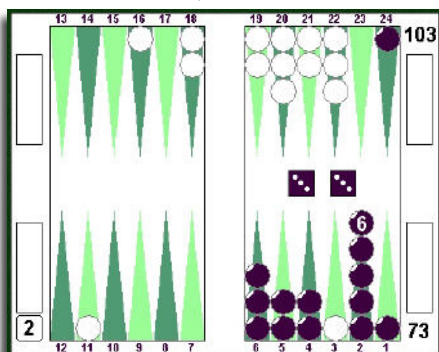
Running of the 18-point looks sensible because at least there's an anchor to land upon; but is it better than running from the anchor now? Icicle Chops says run off the anchor while you can!

Look at black's position. His lone runner's going nowhere, though of course, if he were to roll a 61 he'd most likely pop out with it; and playing off the 18-point would rather scuttle that plan due to duplication. If you did vacate the 22-point black is hardly likely to hit loose, is he? Also, it gives white excellent chances of completing a full prime or maximising hits should black dare to escape with a 61.

22/11 0.320
18/7 0.212 -0.107
 18/13 10/4 0.064 -0.256
 22/16 10/5 -0.047 -0.366

15) 65: 18/7 63: 13/7* 13/10
 16) 42: 22: 13/7 10/8
 17) 63: 25/16 65: 7/1 7/2
 18) 54: 16/11 7/3 63: 8/2 5/2
 19) 61: 11/5 10/9 62: 8/2 8/6
 20) 62: 22/14

Game 6, Position 21



Black 4 White 3
Black to play 33

Getting hit prior to taking the 2-cube has really put the kibosh on black's game. Now he's got to leave a blot or play ultra safe moving 5/2(2) 4/1(2). He chooses ultra safe . . . for the short-term!

He's got to hit here else white will take advantage of black's 1-point blot and his own 5-prime and hit loose on his 1-point. If black hits with (a) 6/3*(3) 4/1 he'll have a 13.4% chance to win the game. If

he plays (b) 6/3*(2) 4/1(2) he'll have a 14% chance, but if he does neither and plays (c) 5/2(2) 4/1(2) then he drops down to 10.7%. However, there are gammon decisions to make here. (a) 2%, (b) 2.5%, (c) 1.1%.

Winning from this position is difficult, so perhaps the actual play was made to lessen the gammons.

6/3*(3) 4/1 -0.863
 6/3*(2) 4/1(2) -0.872 -0.009
5/2(2) 4/1(2) -0.978 -0.115
 6/3*(3) 5/2 -1.084 -0.220

33: 5/2(2) 4/1(2)
 21) 65: 14/8 9/4 61: 24/17*

What a roll!

22) 42: 25/21 4/2 42: 17/11
 23) 53: 22/14*

Gotcha!

24) 33: 14/2 65:

Just a tad too late with this cockshot!

25) 64: 21/15 5/1 54:
 26) 54: 15/6 62:
 27) 66: 7/1(2) 6/0(2) 42:
 28) 51: 6/0

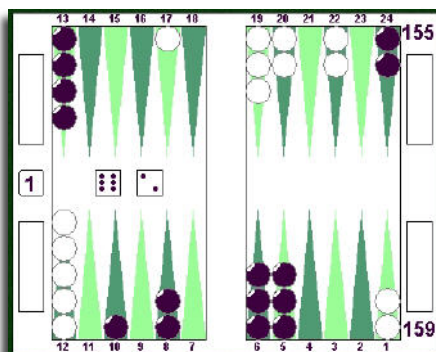
Wins 2 points

Once again the recorder didn't bother to write down any more moves other than that black obviously saved the gammon yet again!

Game 7

Paul Magriel : 5 Dale Taylor : 4
 01) 53: 8/3 6/3 31: 8/5 6/5
 02) 31: 8/5 6/5 31: 13/10 6/5

Game 7, Position 3



Black 4 White 5
White to play 62

I picked out 13/5 here without considering other moves. White picked out two off the mid-point in a brazen attempt to make the bar-point. This move creates lots of hits for black, 6s, 7s and 10s. This means that 20 (55.55%) actually hit any of the blots. So, when black rolls one of the non-hitting rolls white has 100% rolls that make a point, including 29 that cover the bar-point.

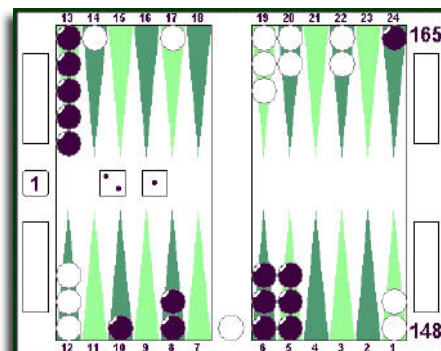
So, with this much going for it you'd think it was highly regarded by Snowie wouldn't you? It wasn't, it came out 6th! Obviously the number of blots white has in the outer board work against him. The preferred roll is 24/18 13/11 keeping direct 6s away from the white bar-point and directed towards the black one.

As far down the list as the actual play is, it only loses 2.8% game winning chances, but as much as 0.108 in equity.

24/18 13/11 -0.006
 13/5 -0.023 -0.017
 24/16 -0.027 -0.021
 24/18 8/6 -0.028 -0.022
 24/18 24/22 -0.080 -0.074
13/7 13/11 -0.114 -0.108

03) 62: 13/7 13/11 65: 24/18* 18/13

Game 7, Position 4



Black 4 White 5
White to play 21

Having made one attempt at making his bar-point, white has another, playing 25/23 8/7, slotting the bar. All the 6s except 22 will hit, plus 64 hits two blots.

Making the 23-point anchor is Snowball's choice, then slotting the 22-point, then



Now you can do it @....



moving 11/10 and finally 6/5; all before the actual play. What has the bot got against the bar-point? Or is it aggressive play that he's adverse to? Needless to say, white's continued assault on his bar-point isn't going down too well.

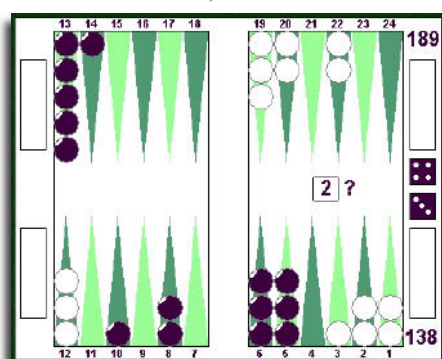
25/23 24/23 -0.446
 25/22 -0.456 -0.009
 25/23 11/10 -0.459 -0.012
 25/23 6/5 -0.503 -0.057
25/23 8/7 -0.504 -0.058

04) 21: 25/23 8/7 64: 24/18* 18/14*

Told you 64 would hit 'em both!

05) 32: 25/22 25/23

Game 7, Position 6



Black 4 White 5
Black cube action

P: Not a lot to write home about. A two-point home board as opposed to black's three; and with white ensconced on black's lower points he's there for some time, and it's time that black has in short supply - at least by comparison.

R: Up by 51 pips plus whatever this roll brings, but it isn't a racing game so the pip lead isn't that significant.

T: Making another point; but is that enough of a threat to offer a cube?

It all points to a double and a take, so it's surprising that white passes this cube. Mind you, black's gammon chances are high at 25.5% and perhaps white thought it better to give away 0.144 in equity and just one point.

Double, take 0.856
 No double 0.816 -0.040
Double, pass 1.000 -0.144

Doubles to 2

06) Drops

Wins 1 point

Game 8

Paul Magriel : 5

Dale Taylor : 5

01) 41: 13/9 6/5

White goes straight in with an aggressive opening 41; often the preferred play against a weaker player!

62: 24/16*
 02) 66: 61: 13/7 8/7
 03) 54: 25/20 24/20 52: 16/11 13/11
 04) 53: 13/5

After leading a charmed life, the 5-point blot is covered at last; and just in time for white's double two would have soon sorted him out!

22: 11/9(2) 6/4(2)

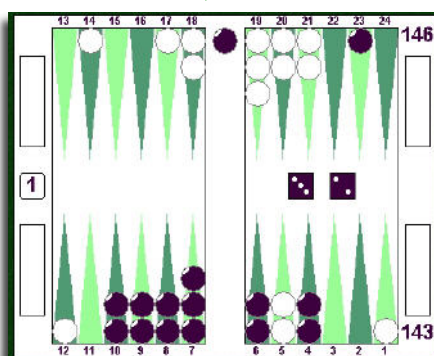
A great roll.

05) 42: 8/4 6/4 33: 13/7 13/10 13/10
 06) 11: 13/11 8/7(2) 51: 6/1* 24/23

Most players here would have perhaps broken off the 8- or 9-points but this would be a mistake. The blot on black's 1-point is a pain in the arse and now's the time to shift him before white develops a better home board. The 1 played 24/23 now lets black escape with sixes.

07) 51: 25/24* 13/8

Game 8, Position 8



Black 5 White 5
Black to play 32

The crucial move here is off the bar. The actual play of 25/23 means that black is now stuck on escaping the runners if white rolls any of his 25 covering rolls for his 8-point builder. If this happens, and it's likely 78% of the time, black's holding

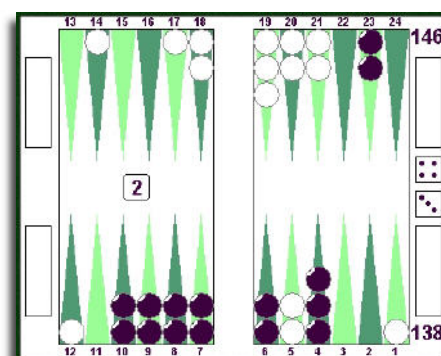
prime is going to collapse for want of timing. Snowie's solution is to boldly play 25/22 and 4/2 thus keeping some element of timing at the same time as keeping the all-important prime intact.

25/22 4/2 -0.714
 25/22 10/10 -0.756 -0.042
25/23 7/4 -0.862 -0.148
 25/23 4/1* -0.918 -0.204

The actual move tempted white into a 2-cube.

32: 25/23 7/4

Game 8, Position 8b



Black 5 White 5
White cube action?

P: White's position has potential, but perhaps only in the short-term. If he does construct a blocking prime then he's got to roll a sixes very soon else it'll fold; and if he does roll a six and it's not 64 then he might have to leave the 18-point and leave black a shot.

R: Nothing in it, just 8 pips behind (average roll).

T: See P above. Might make a block but for how long?

This is a take for black. By passing he throws away 0.137 in equity.

Double, take 0.863
 No double 0.766 -0.097
 Double, pass 1.000 +0.137

Double, take

08) Doubles to 2
Wins 1 point

Drops

Continued on the following page . . .



Game 9

Paul Magriel : 6

Dale Taylor : 5

01)

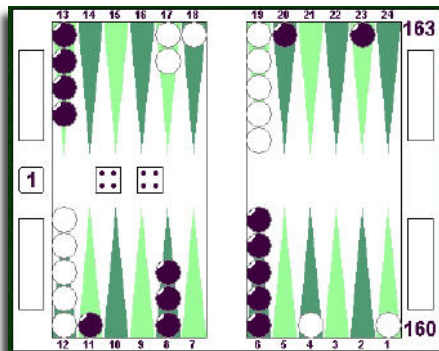
62: 24/18 13/11

02) 31: 24/21 8/7*

51: 25/20 24/23

So far each move has been more or less played to the optimum, however, when doubles come into play there's always lots of room for error. The following move is no exception.

Game 9, Position 2



Black 6 White 5
White to play 44

Playing 13/58(2) looks the logical play here; after all the Golden Point is important. But, take a look at it again and see if you can't come up with a slightly better play.

With two checkers open in white's home board black is ripe for a blitz. The blitzing play of 13/5* 6/4*(2) puts two on the bar and leaves just 5s for a return hit from black. White, if missed has a good chance to cover the 5-point with 1s, 2s 3s and double four, else make another point or make it safe; and he will get a crack at the 3rd black blot on his 13-point.

13/5 6/2*(2) 0.475
13/5*(2) 0.445 -0.030

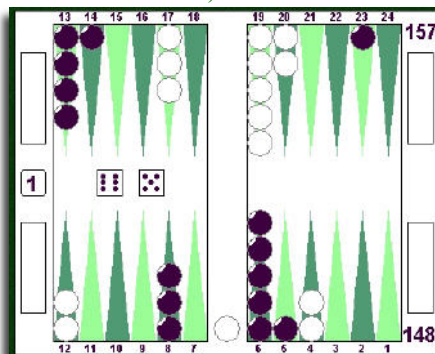
03) 44: 13/5*(2) 62: 25/23 11/5

Now you can see the benefit of the blitz play. Black anchors with his 2 instead of dancing.

04) 53: 13/8 24/21 54: 23/18* 18/14

In the next position at the top of the next column, white bounces off the bar and misses yet another blitzing play when he continues with the same checker. He'd have been better off hitting 6/2* and putting two black checkers back onto the bar.

Game 9, Position 4

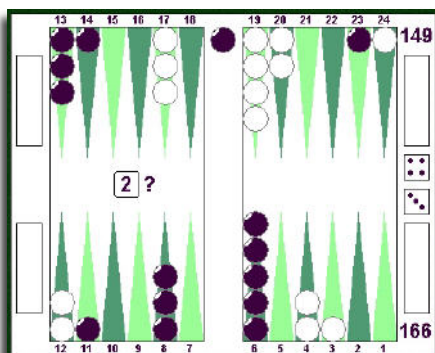


Black 6 White 5
White to play 65

05) 65: 25/20* 20/14 21: 25/24 13/11*
06) 53: 25/22 6/1* 65:

Thanks to the Joker roll black dances and white decides to cash . .

Game 9, Position 6



Black 6 White 5
White cube action?

P: White has the superior position at the moment with black not making any progress at all.
R: White is 17 pips ahead (approx 2 rolls on average)
T: BLITZ! And to scoop up two more black blots.

Correct action here is double, pass; but no-one told black!

07) Doubles to 2 Takes

If black had passed he'd have lost 0.147, but, because he took his loss increases to 0.160.

Double, pass 1.000
No double 0.853 -0.147
Double, take 1.160 -0.160
Double, Take

08) 41: 6/2* 2/1 63: 25/22
09) 32: 6/3* 13/11* 62: 25/23
10) 61: 8/2* 3/2 61:

Consecutive 61s and black has got three

on the bar and faces four closed points and a 75.9% chance of a gammon.

11) 65: 13/7 11/6 21:
12) 62: 22/14*

Now black has four on the bar and the gammon chances are in white's favour 82.4%.

64: 25/21
13) 54: 14/9 8/4* 42: 25/21*
14) 42: 25/21 6/4* 53: 25/22
15) 64: 9/3* 7/3 43: 25/21*
16) 32: 25/23 21/18 65:
17) 33: 21/15(2)5 53:
18) 22: 15/11 6/4* 6/4
Wins 2 points

Disappointingly the game record finishes here and a single win is notched up for white. How on earth did black save the gammon?

Game 10

Paul Magriel : 8

Dale Taylor : 5

01) 21: 13/11 6/5

42: 24/20* 13/11

02) 43: 25/21 8/5*

22: 25/23 24/20* 6/4*

03) 44: 25/21*(2) 13/5*

44: 25/21(2) 13/9(2)

Wins 1 point

Yet another unsatisfactory end to the recording. But, the next game sees a better run and the cube being shifted to four.

Game 11

Paul Magriel : 8

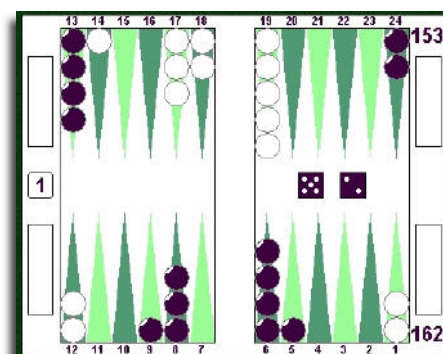
Dale Taylor : 6

01) 61: 13/7 8/7

41: 13/9 6/5

02) 52: 13/8 13/11

Game 11, Position 3



Black 8 White 6
Black to play 52

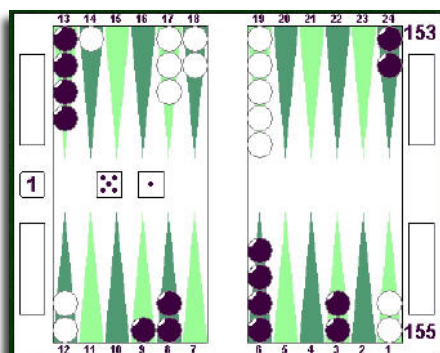
Surprisingly, after slotting the 5-point and it being left unscathed for one roll black decides not to make the 4-point moving 9/4 6/4, but to make the slightly deeper 3-point by playing 8/3 5/3. This is a blunder according to Snowie.



9/4 6/4 -0.019
8/3 5/3 -0.180 -0.161

52: 8/3 5/3

Game 11, Position 3b



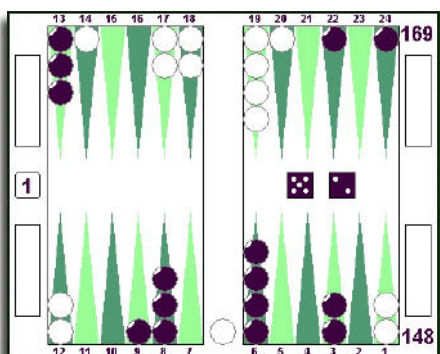
Black 8 White 6
White to play 51

White then makes his own blunder and inexplicably plays 8/3 6/5! This is well down in Snowie's list at 6th place, the preference being 11/5 slotting the 5-point and duplicating 4s.

11/5 -0.090
 24/18 -0.097 -0.007
 24/23 11/6 -0.099 -0.061
 11/6 8/7 -0.151 -0.061
 13/7 -0.177 -0.087
8/3 6/5 -0.208 -0.118

03) 51: 8/3 6/5 52: 13/8 24/22*
 04) 63:

Game 11, Position 5



Black 8 White 6
Black to play 52

This is a good roll, surely making the 4-point is the best play? Well it isn't. White is still favourite to re-enter and he could even make his own 5-point. The better play here is to hit a second checker, 22/20 and to continue to threaten the next white blot whilst playing 13/8 with the 5. Black played the latter in Snowie 2nd and rightly left the 4-point alone in 5th place.

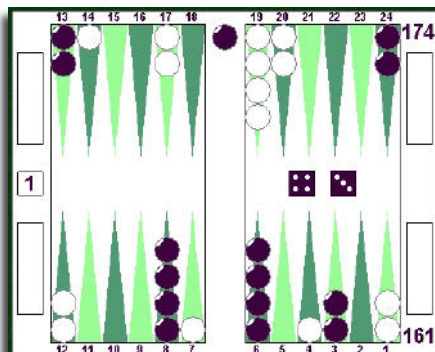
22/20* 20/15 0.824
22/20* 13/8 0.806 -0.018

22/20* 9/4 0.686 -0.138
 22/20* 8/3 0.675 -0.149
 9/4 6/4 0.610 -0.214

52: 13/8 22/20*

05) 22: 25/23(2) 7/5*(2) 51: 25/24 9/4
 06) 52: 23/18 23/21*

Game 11, Position 7



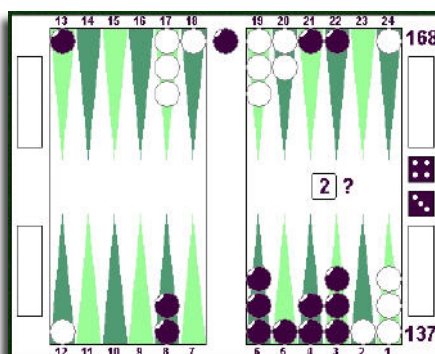
Black 8 White 6
Black to play 43

Playing 25/22 8/4* black opts for Snowie 2nd; and loses a massive 0.195 in equity! Quite clearly the anchoring play of 25/21 24/21 is vastly superior. Nothing can be gained by the actual play and I'm surprised it was played.

25/21 24/21 0.032
25/22 8/4* -0.162 -0.195

07) 32: 25/23 24/21* 43: 25/22 8/4*
 08) 33: 32: 25/22 6/4*
 09) 61: 25/24 63: 13/7* 7/4
 54: 22/13
 10) 31: 25/24 23/20 52: 8/3 24/22
 11) 53: 6/1* 11/8 44: 25/21 22/18 13/5*
 12) 62: 25/23 13/7*

Game 11, Position 13



Black 8 White 6
Black cube action?

P: Although black is on the bar both players have three checkers back.
 R: Black has a good lead of 31 pips.
 T: On roll, black is threatening to send a fourth checker back with any 1; but he does leave the possibility of a return hit with all 5s or 24.

If black were not to double here his equity would be 0.590, a loss of 0.193; and if he does double it goes up to 0.783. If white drops he will lose 0.217. So, it is Double, take.

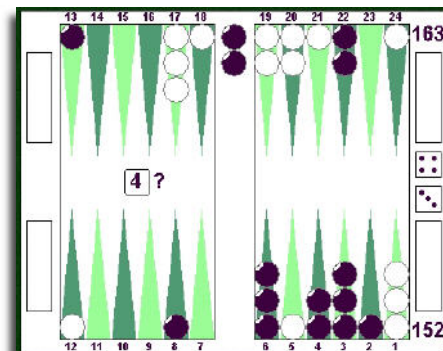
Double, take 0.783
 No double 0.590 -0.193
 Double, pass 1.000 -0.217

Double, take.

Doubles to 2

13) Takes 63: 25/22 8/2*
 14) 52: 25/20* 6/4* 65:

Game 11, Position 15



Black 8 White 6
White cube action?

After a couple of poor moves it's black's turn on the bar, this time with two men and he then rolls the joker 65 and dances. Sensing a quick two points here, white recubes to 4.

P: White has a great position - in his half of the board; black has the better in his half.

R: White has a slender 11 pip lead, but . .

T: Everything is going white's way at the moment and one might ask, why not play on for the gammon? Black has three more blots on and could be facing a gammon easily.

In the face of whites Position and Threat black has a clear drop here . . .

15) Doubles to 4 Takes

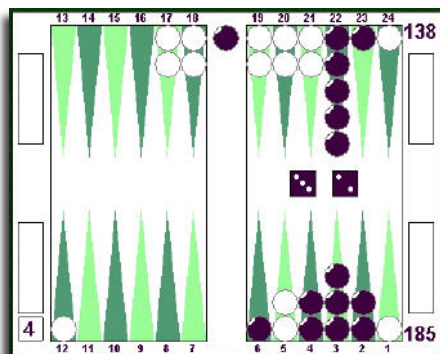
. . . so he takes; and he is currently facing 42.4% gammon losses.

16) 31: 7/4 24/23* 33: 25/22(3) 8/5*
 17) 53: 25/20* 23/20 22: 25/23 13/7
 18) 61: 13/7 8/7 54: 7/2 6/2
 19) 62: 24/16 41: 6/1*
 20) 11: 25/24* 16/13

Continued on the next page . . .



Game 11, Position 21



Black 8 White 6
Black to play 32

With just a 11.3% chance of winning the game and facing a 56.5% chance of losing a gammon and eight points, black hits lose of the 4-point. Playing 6/3 isn't all that much better . . .

25/23 6/3 -1.156
25/23 4/4* -1.133 -0.010

32: 25/23 4/1*
21) 55: 25/15 20/15 20/15 33: 6/3 4/1
22) 43: 13/9 15/12 21: 3/1 3/2
23) 64: 15/9 15/11

Wins 8 points

White completes his 6-prime and goes on to win the gammon. The recube to four taken by black is a bigger blunder than first thought for white now takes a commanding lead at Crawford, 16-6.

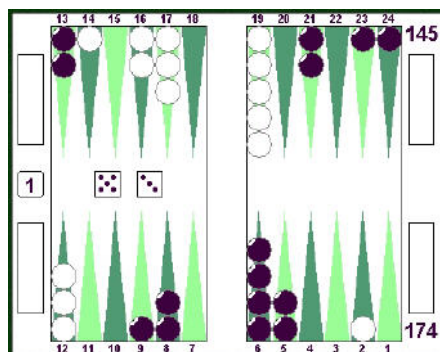
Game 12 Crawford

Paul Magriel : 16 Dale Taylor : 6

In a game of just five errors the loss of equity isn't as significant as the rating that Snowie apportions to some of them.

01) 64: 24/18 13/9 63: 13/7* 24/21
02) 62: 25/23 24/18* 43: 25/21 13/10
03) 21: 18/15* 21: 25/23 6/5
04) 62: 15/9 13/11 43: 13/9 8/5

Game 12, Position 5



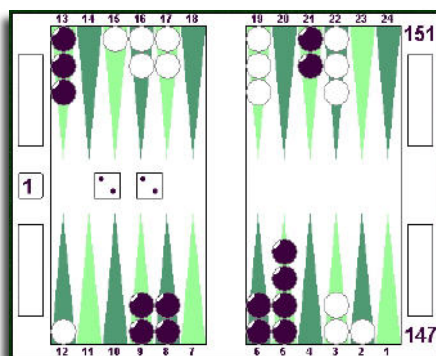
Black 16 White 6
White to play 53

The actual play of making the 3-point is at Snowie 3rd (the highest of the errors) but, at -0.091 is close to being a blunder. Snowie much prefers to run the back checker out and confronting the stripped black mid-point.

23/15 0.033
23/18 11/8 0.081 -0.052
8/3 6/3 0.042 -0.091

05) 53: 8/3 6/3 54: 23/14*
06) 31: 25/22 23/22 51: 14/9 6/5
07) 63: 13/7 6/3 61: 24/18* 6/5
08) 64: 25/15 41: 18/13
09) 64: 15/5 51: 21/20* 20/15
10) 32: 25/23 13/10* 31: 25/21
11) 22: 9/5(2) 55: 21/11(2)

Game 12, Position 11



Black 8 White 6
White to play 22

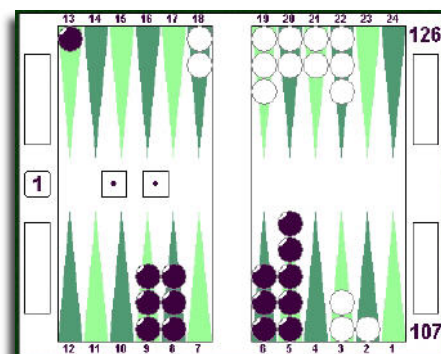
Another high equity loss, -0.076; but what is interesting is the position that Snowie places the move in; 14th! It prefers to keep things nice and tidy and plays 23/21 13/9 10/8 gaining an extra 3% in winning chances.

23/21 13/9 10/8 -0.347
13/9 10/8 3/1 -0.364 -0.017
23/21 13/11 10/6 -0.379 -0.032
13/9 10/6 -0.380 -0.033
23/21 13/11 10/8 3/1 -0.383 -0.037
13/11 10/8 9/7(2) -0.387 -0.040
23/21 10/8 9/7(2) -0.391 -0.044
13/11 10/6 3/1 -0.403 -0.057
13/11 10/8 3/1(2) -0.408 -0.061
23/21 10/6 3/1 -0.409 -0.062
13/7 10/8 -0.412 -0.065
23/21 10/8 3/1(2) -0.416 -0.069
23/21 13/11 9/7(2) -0.419 -0.072
9/5(2) -0.422 -0.076

12) 61: 13/7 8/7 63: 11/5 11/8
13) 42: 8/4 6/4 32: 13/8
14) 31: 10/6 42: 13/9 8/6

Black's move is -0.052 but isn't worth analysis at Snowie 3rd, however, white's next roll comes it at 19th!

Game 12, Position 15



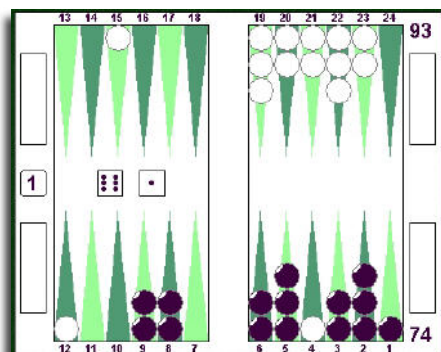
Black 8 White 6
White to play 11

The top play here, according to Snowie is moving the spare off the 6-point to the 2-point hoping to make another useful point to block any black hits later on. In 19th position the actual play of playing all three runners top the 21-point loses just 0.041 in equity.

6/2 -0.512
6/4 3/2(2) -0.512 -0.000
23/21 6/5 3/2 -0.513 -0.001
7/4 3/2 -0.515 -0.003
22/21(2) 6/5 3/2 -0.517 -0.005
6/5 4/3 3/2(2) -0.519 -0.007
23/21 7/6 3/2 -0.523 -0.011
7/6(2) 6/5 3/2 -0.524 -0.012
23/21 3/2(2) -0.525 -0.013
23/21 6/4 -0.527 -0.015
7/5 3/2(2) -0.527 -0.015
7/6 6/5(2) 3/2 -0.527 -0.015
22/21(2) 3/2(2) -0.529 -0.017
22/21(2) 7/6 3/2 -0.530 -0.018
23/22 7/5 3/2 -0.533 -0.021
22/21(2) 7/5 -0.533 -0.021
23/21 3/1 -0.538 -0.026
23/21 7/5 -0.540 -0.028
23/22 22/21(3) -0.561 -0.041

15) 11: 23/21 22/21(2) 21: 9/7 8/7
16) 51: 7/2 3/2 52: 13/8 5/3
17) 31: 7/3 43: 6/2 5/2
18) 65: 21/10 65: 7/1 7/2
19) 53: 21/13 41: 8/3

Game 12, Position 20



Black 8 White 6
White to play 61

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Board when closed:

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- Weight : 4.4kg

Playing Area:

- Length : 565mm
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- Bar : 25mm

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- Width : 75mm
- Depth : 50mm

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It's Monte Carlo Time Again

Beyond a doubt, July is the busiest month of the European Backgammon season. The action starts in Venice on July 8th and lasts until July 11th. Local Italian player, Giorgio Caldera will be defending his hard earned 2003 title. The 16th City of Venice Tournament will again be sponsored by the Casino di Venice, but this year it will be held at the new Venice Casino at ca'noghera. This great location is close to the Venice airport and can be easily reached by plane, car, train or boat. Furthermore the new luxurious Laguna Palace Hotel is close by, so all the action takes place in close proximity.

From Venice the battle of experts will move on to fabulous Monte Carlo Grand Hotel where on the 10th and 11th of July, Sue and Les Boyd start off the action with a warm up week end and non-stop jackpots. The 29th edition of the Monte Carlo World Backgammon Championships actually start on the 12 of July and the suspense continues until the 18th when the last two of the normally 500 plus players will compete for the World Championship title, and of course the huge cash prizes that go with it. What I like best about Monte Carlo is that it is the only tournament that I know of that has two equal progressive Consolation Tournaments. In other words you have the possibility to win 4 prizes in the Main, 8 prizes in the 2 Consolations, as well as 4 prizes in the Last Chance. Sixteen big prizes in each of the three separate competitive divisions, Championship, Intermediate, and Beginners. Plus many more big money and merchandise prizes for special tournaments. Like the beautiful expensive Fortis watches awarded each year for the Fortis World Team tournament.

Some people think the registration fees are too high, (€220 this year) but I assure you that its one tournament that you get your moneys worth. The registration fee includes a Golf tournament, a Tennis tournament, two incredible cocktails with all you can eat and drink. Plus Fabulous Trophies and watches, and of course the spectacular Gala Dinner at the world famous Monte Carlo Sporting Club. The superb dinner and show at the Sporting Club is well worth the price of the registration fee not counting all the other offerings.

Interestingly enough in the last 29 competitions only three of the Worlds top players have ever managed to win the coveted title twice, nobody has ever done it three times. You can be sure that William Robertie, Michael Meyburg and Jörgen Granstedt will be trying their best to become the first three time winner in history. It is a very compelling challenge as hundreds of intentional players will also be rolling for the coveted 1st Prize.

Norwegian Champion Jon Royset (seen on the right) will be back this year trying to make it two in a row. It seems like the Scandinavians have been walking away with all the honors for the last few years. Since 1997 only one German, Michael Meyburg (1998), and only one American, Katie Scalamandre (2000), have been able to enter the winners circle. Who's going to win this year.....? Could be you.....?

Past Winners

1976 Joe Dwek (UK)
1977 Jean Noed Grinda (France)
1978 Richard de Surmount (France)
1979 Luigi Villa (Italy)
1980 Walter Coratella (Mexico)
1981 Lee Genud (USA)
1982 Jacques Michel (Switzerland)
1983 William Robertie (USA)
1984 Michael Svobodny (USA)
1985 Charles-Henri Sabet (Italy)
1986 Clement Palacci (Italy)
1987 William Robertie (USA)
1988 Phillip Marmorstein (Germany)
1989 Joseph Russel (USA)
1990 Hal Heinrich (Canada)
1991 Michael Meyburg (Germany)
1992 Ion Ressu (Rumania)
1993 Peter Thomsen (Denmark)
1994 Frank Frigo (USA)
1995 David Ben Zion (Israel)
1996 David Nahmad (Italy)
1997 Jerry Grandell (Sweden)
1998 Michael Meyburg (Germany)
1999 Jörgen Granstedt (Sweden)
2000 Katie Scalamandre (USA)
2001 Jörgen Granstedt (Sweden)
2002 Mads Andersen (Denmark)
2003 Jon Royset (Norway)



Right after Monte Carlo, July 20 to 25th, is the Giant €40,000 added Riviera's Challenge 2 in Cannes, at the Partouche Palm Beach Casino... Don't Miss it.

Rhine Main Club Standing January 17th to July 3 2004

2004	17.01	07.02	06.03	03.04	08.05	05.06	03.07	Total
Thomas Staub	62	36	56	5	54	36		249
Jimmy Anywar	25	49	5	38	32	23		172
Frank Simon	-	14	60	5	56	34		169
Axel Müller	38	-	52	-	60	16		166
Birgit/Conny	34	23	16	43	38	5		159
Stefan Bohr	14	5	32	-	41	60		152
Olivier Böhm	-	56	5	59	27	-		147
Michael Grabarczyk	16	16	-	49	32	32		145
Stefan Scherer	23	16	38	5	25	38		145
Klaus Bierhenkel	27	32	5	5	27	36		132
Peter v. Rooy	45	-	43	25	-	-		113
Martin de Bruin	25	23	49	-	14	-		111
Mathias Jörg	23	5	25	14	-	14		81
Dieter Hirte	-	45	14	-	16	5		80
Axel Schürmann	-	38	14	25	-	-		77
Heribert Lindner	51	14	-	-	-	-		65
Cemal Deminiz	65	-	-	-	-	-		65
Niek Kitanow	5	16	16	5	-	23		65
Michael Schnieper	-	5	14	38	-	-		57
Heinz-Werner Schulte	16	34	5	-	-	-		55
Siegfried Brücken	-	-	-	23	27	5		55
Bambi de Bruin	16	25	5	-	5	-		51
Christian Schmidt	25	5	5	14	-	-		49
Dr. Afchani	-	-	-	-	49	-		49
Michael Schweitzer	-	-	-	-	-	45		45
Uwe Schrader	16	-	27	-	-	-		43
Mathias Lubke	14	23	-	-	5	-		42
Engin Tanriverdi	-	-	41	-	-	-		41
Josef Zenisek	23	-	-	-	-	16		39
Jerzey Benke	-	-	27	-	5	-		32
Georg Veicht	-	-	-	16	-	14		30
Serge Engelhardt	-	27	-	-	-	-		27
Noniyuki Hosaka	-	-	-	27	-	-		27
Karl Specht	5	-	-	16	-	5		26
Richard Menger	-	-	-	25	-	-		25
Klaus Duben	16	-	-	-	-	-		16
Hans Weber	-	-	-	-	34	-		16
Oliver Mall	-	-	-	-	16	-		16
Rene Koch	14	-	-	-	-	-		14
Norbert Häring	14	-	-	-	-	-		14
Nong Simon	-	-	-	-	14	-		14
Edith Afchani	-	-	-	-	14	-		14
Uli Schreiber	5	-	-	-	-	-		5
Jürgen Lenz	5	-	-	-	-	-		5
Andreas Jacobs	5	-	-	-	-	-		5
Ulf Janson	-	-	5	-	-	-		5
Klaus Host	-	-	5	-	-	-		5
Davide Fazzone	-	5	-	-	-	-		5
Mario Sidiropoulos	-	-	-	-	5	-		5
Ulrike Storkebaum	-	-	-	-	5	-		

Rhine Main Cup Wiesbaden Germany

The Rhine Main Cup is a monthly knock out tournament which takes place the first Saturday of each month, at the (Youth Center) Jugendzentrum Biebrich at, Bunsenstr. 6, Biebrich is a close suburb of Wiesbaden.

Points are accumulated for the big year end tournament, which counts as double points and decides the yearly winner. With a reasonable registration fee of only € 55.00 (Champion) of which € 5.00. Goes toward the year end tournament.: There is also a € 5.00 Euro Monthly side pool and beginners tournament. Be sure and try to addend if your ever in the Frankfurt Wiesbaden area.

Thomas Staub, if you will note by the statistics, is a constant winner and is currently leading yearly ranking. At the moment he is favored to win the yearly trophy and prize money.

The June winner Stefen Bohr, who is currently rated sixth is surely the best local Wiesbaden player. In the past he has played in many international tournaments but lately he seldom ventures from the Rhine Main area. He was winning the 2003 trophy only to be knocked out by tenacious Dutchman Peter van Rooy in the last tournament of the 2003 season.



Stefen Bohr June 5th winner

Winners 5. June 2004 (18)

1.) Stefan Bohr 2.) Stefan Scherer

Consolation:

1.) Michael Schweitzer 2.) Thomas Staub

8. May 2004 (24)

1.) Axel Müller 2.) Dr. Afchani

Consolation:

1.) Frank Simon 2.) Thomas Staub

3. April 2004 (19)

1.) Michael Grabarczyk 2.) Jimmy Anywar

3./4.) Michael Schnieper / Noniyuki Hosaka

Consolation:

1.) Oliver Böhm 2.) Conny/Birgit

Information by Jürgen Lenz. Birgit/Conny. Martin de Bruin

An Open letter to all our readers from the publisher. Time Fly's

For almost 20 years I have had the great pleasure of writing, publishing, editing, printing and mailing our independent backgammon newsletter, the European Backgammon News.

As I am now 74, and not ready to retire completely, I have been looking for a way to cut down on my time-consuming, publishing, printing, and advertising work. That is In order to still have plenty of time to play the games, (backgammon & golf) I have enjoyed for over the past 40 years. As you get older (and hate to admit it) you unfortunately realize, that there is too much to do, and not enough time to do it all.

At the latter part of 2003, I quit publishing my own EBN newsletter. I made an arrangement to continue writing and to supply ads and subscriptions, as well as jointly publish EBN in conjunction with another magazine. However the commitments made to me by the principle, were not honored as presented and agreed. As I have always believed in complete honesty, fair play and transparency, I was shocked to find that, some people are not as good as their word. I guess you never get too old to learn. A good lesson to remember in Backgammon

I have therefore withdrawn all support for this magazine. On the surface the magazine looked very good in the beginning of our association, but after doing a little checking, it seems to be mostly *Window Dressing. Few Customers, Few Advertisers* and *very few International readers*, with the exception of the ones I provided.

In checking with a multitude of EBN subscribers, I now find out, that the editorial content with the exception of a few English articles was mostly compiled from other sources. There was not much up to date original information, with the exception of the EBN articles and information that I previously supplied.

After receiving complaints In March and April, because readers and advertisers did no receive the #8 February issue until 3rd or 4th week in March. I was horrified to find out from many subscribers and readers that they received the joint EBN magazine, with St Moritz and Gstaadt Organizers tournament ads, after the tournaments were over. Very embarrassing for me the advertisers and readers.

In particular we are talking about the St Moritz, Gstaadt and Cannes Festival of Games ads, which I placed months before. These were received by the subscribers' weeks after the tournaments were over. In other words the Magazine did not and does not come out on the advertised distribution dates as promised.

(Promised distribution date for issue # 8 was Feb. 23rd, In fact most issues were postmarked and mailed the first weeks in March and received by the subscribers the latter part of March. A very long time after the Gstaadt, St Moritz, and Cannes tournaments.)

If the so called publisher knew they could not produce and send out the magazine well before the advertiser's tournament dates, in all honesty they should not have accepted the ads. Unfortunately I had paid the publisher in cash in advance for the St Moritz, Gstaadt and Cannes Festival of Games ads. When I complained to the unscrupulous publisher and asked for a full refund. I received the following answer from the publisher, *dated May 17th 2004*

"Regarding receipt of magazines after events have occurred – I sent you a full list of publication and distribution dates for 2004 (advertised distribution date was Feb.23rd) which I am sure you passed to your advertisers. These magazines were distributed within the published dates." "Therefore, I published these adverts as I said I would and no refund is payable"..... (after checking the postal dates stamped on the magazines, so unfortunately I found this to be all lies)

"Any queries on adverts would clearly be expected within a reasonable timeframe... 3 months after payment is quite simply too late"

(The Issues were received in March, Complaints in April, timeline to May is less than a Month ??? that is from the time it was brought to my intention and I notified the publisher.) I also notified the advertisers accordingly and offered to refund the money out of my own pocket.

No legitimate publisher or serious businessperson I know would be so Brazen and Greedy.

All the above information is supplied to let you know that officially I have no association whatsoever with the greedy little publisher or her magazine. Fortunately I have now made an arrangement with a legitimate and dependable publisher.

MC: The above comments are those of Martin de Bruin.

Good News!

We do have the pleasure to let you know that from now on European Backgammon News will continue to be published in conjunction with the British Isle Backgammon Association (BIBA) Magazine, BIBAFAX. Which is the largest, oldest and most reliable source of backgammon information in Europe.

This will give EBN much greater readership and flexibility, with its own direct link to the BIBA comprehensive website.

Furthermore EBN readers will have the following choices.

1. Receive the combined EBN BIBA Fax on a CD PDF format (easily opened with Acrobat Reader)
or
2. Receive the combined EBN BIBA Fax in print.
or
3. Receive the combined EBN BIBA Fax in print and on a CD

As we have always in the past, we will strive to supply, the international backgammon Community with interesting, reliable, up to date, and honest backgammon Information.

Many thanks for your past and continued cooperation. We certainly appreciate your patronage and with the help of BIBA we look forward to producing a bigger and better European Backgammon News. It is my great pleasure to make this arrangement with Michael Crane and the British Isles Backgammon Association

Martin and Bambi de Bruin
Publishers of;
European Backgammon News.



The Next combined issue of European Backgammon News BIBAFAX
will cover the following European tournaments.

16th City of Venice international Backgammon tournament

July 8th to 11th

Monte Carlo World Championships

July 12th to 18th

Riviera's Challenge 2 and Nations Challenge €40,000 Added

July 20th to 25th

***Don't miss out on all the latest Backgammon news
If you are not a subscriber - subscribe now !***

**See Martin or Bambi at any of the above tournaments
Or Email. - backgammon@wanadoo.es**

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Updated in each issue with your help !

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Holland	Schaak Café Lange Leidsedwardsstraat 134	n/k	n/k	+31 020 624 3133
Holland	Café De Twee Klaveren De Clerqstraat 136	n/k	n/k	+31 020 618 9125
Holland	Café Van Dijk Stadionplein 19	n/k	n/k	+31 020 6792771
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Please Help Us Out!

Tell us where and when you play, giving all the information listed above

Remember our readers are Traveling Backgammon Players

They want to know where and when to play, and who to contact, when they are visiting a strange city.

If you have any additional information **SEND IT NOW!**

In the event that any of the information is incorrect

please send me the updated information.....

So..... We can list it correctly in the next issue.

Many THANKS! Martin de Bruin backgammon@wanadoo.es Tel & Fax + 34 951 133 009

Continued from page 16

Nineteen pips down in the race white decides to go for it and goes for a double crossover, 21/15 13/12. This comes out in 11th place! Although white won't be getting a shot at black on the next roll the ten rolls 'better' than the actual one all say, leave the runner where it is.

13/7 6/5	-0.575	
13/7 3/2	-0.576	-0.002
13/7 10/9	-0.578	-0.003
10/4 6/5	-0.581	-0.006
10/4 3/2	-0.581	-0.007
13/12 10/4	-0.582	-0.008
13/6	-0.584	-0.010
13/7 2/1	-0.600	-0.026
10/3	-0.603	-0.029
10/4 2/1	-0.613	-0.038
21/15 13/12	-0.618	-0.043

As it transpired none of the above moves would have been of much use for black rolled double six and went on to save the gammon.

20) 61: 21/15 13/12 66: 9/3(2) 8/2(2)
Wins 1 point

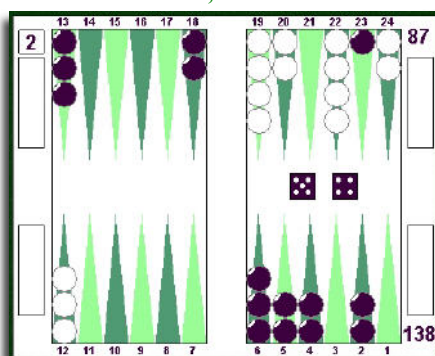
Game 13

Paul Magriel : 16 Dale Taylor : 7
01) 53: 8/3 6/3 Doubles to 2

Post-Crawford, this is a correct double.

02) Takes	44: 24/20(2) 13/9(2)
03) 65: 24/13	51: 6/1* 8/7
04) 61: 25/24* 24/18*	42: 25/21 25/23
05) 61: 13/6	42: 13/7*
06) 31: 25/24 6/3	11: 9/7 6/5(2)
07) 21: 24/22 3/2*	21: 25/23* 21/20
08) 61: 25/24 22/16*	21: 25/24 23/21
09) 32: 24/21 6/4*	43: 25/21* 24/21
10) 42: 25/21 16/14	51: 20/14
11) 63: 21/15 14/11*	62: 25/23 20/14*
12) 64: 25/15	32: 14/9
13) 33: 13/10(2) 8/5*(2)	32: 25/23 9/6
14) 41: 13/9 10/9	42: 8/4* 6/4
15) 43: 25/22 10/6	33: 21/18(2) 8/2
16) 54: 22/13	52: 23/18 7/5
17) 66: 15/3(2)	31: 5/2 7/6
18) 64: 9/3 9/5	41: 18/13
19) 42: 5/1 3/1	

Game 13, Position 20



Black 16 White 7
Black to play 54

This blunder in which black plays 23/18 13/9 costs him the game and the match. His only hope of turning the game around is to hit black as he scrabbles for home. Playing the back checker safe makes this an easier task for white.

13/4	-0.156	
13/8 13/9	-0.166	-0.010
13/9 6/1	-0.205	-0.049
13/8 6/2	-0.224	-0.067
23/14	-0.275	-0.118
6/1 5/1	-0.284	-0.128
23/18 13/9	-0.292	-0.135
54: 23/18 13/9		

Following this blunder, white rolls 65 and would have given black a hit off the bar with 2s. The fact that white rolled 65 and would have missed but danced, and then white rolled double-five leaving the blot on once more is testament to the fact that he gave away his only chance of keeping in the match.

20) 65: 13/2 65: 9/3 18/13
21) 55: 13/3(2)
Wins 2 points and the match

MC: This match is featured on the PDF version of Bibafax for the PC in JellyFish and Snowie formats.

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Email Michael Crane on GV@backgammon-biba.co.uk about our special offer and get three extra months FREE



Oops! Where did they go?

Those of you that subscribe to the black & white version of Bibafax might have noticed a few gaps in the previous issue. For reasons unknown to me but no doubt known to my PC, a few pictures were missing. One was the Jelly-Fish advert and another the calendar, both of which are repeated within this issue; the others were a bit more important:

Page 10: The moves and scores from the Competition and the issues in which the questions and answers will appear.

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

Page 20: Archive - The Answers. This is missing the rating for your score.

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

Page 30: The Snowie Match Analysis of the Open.

Sorry about these missing bits but I don't know what happened to them in the black and white version because they were all present in the full colour version!

My advice, is subscribe to the full colour version and miss nothing!

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
68.4	21/18	1
	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

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.		

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 Hallet	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

Backgammon Club Ranking Scheme

After consultation with various club organisers it has been agreed to expand the Biba ranking system to include club play as well as Biba tournament play. Therefore, starting immediately the following scheme will become available to all registered backgammon clubs:

There must be a minimum of eight members in your club and all registered matches must be official club matches not ones organised by the players themselves.

Conditions:

- Both players must be Biba members (active or inactive)
- Biba Nos. will be used to determine acceptance
- Official Club matches only. No head-to-head or chouettes
- Only 11-, 9-, 7- or 5-point matches will be ranked
- There is no minimum number of players required - matches can be ranked with as few as two players
- Full Biba Rules of Play to be used (or rules based upon them)
- The Club Match Organiser is responsible for the administration and recording of results
- A request for ranking must be placed with the Club Match Organiser prior the the match starting
- All ranked matches must be recorded on the club's official registered score sheet (available from Biba) showing the date of the match, the names of the players, their Biba No, match length and is signed off by the Club Match Organiser
- The record sheets must be posted (or emailed) to Biba HQ to arrive before the end of the month for the results to be calculated on the 1st of the following month. However, clubs are allowed to wait until their sheet is full if it prefers to do so
- Club matches will not count towards the Biba Ranking Championship nor shall they count as qualifying matches for Active Ranking status or towards the 1000-to1; they are simply a supplement to rankings of the monthly Biba tournaments

So, how does a club go about getting its players' matches ranked? First of all the club, via a recognised club official, has to register with Biba for ranking status for which there is a one-off charge of £5 ¹. Upon acceptance to the scheme the club will be sent one record sheet for 32 matches ², (64 entries). Each record sheet is unique to each club and will bear the club name and sequential numbers. Only results on these record sheets will be valid and ranked. Subsequent record sheets can be ordered from Biba at the price of £3 per sheet to cover the cost of administration etc. ² **Record sheets will be sent as PDF files unless postage is requested.**

The Club Organiser will be responsible for checking that each recorded match is genuine and that neither player has agreed on the outcome prior to the match in line with full Biba Rules of Play. Any Club found abusing the scheme will be barred from the scheme and all players that gained ranking points will have them reset to their original score - and, if they result in a loss then the lower one remains valid.

Following the alterations to the rankings based upon club matches, a table will appear on the Biba web site showing the affects on each participant's ranking score. These new rankings will be used as the 'old' or 'starting' ranking for the following tournament that month.

For Club Organisers Only: Filling in the record sheet is quite simple. Here is a sample:

Date	Player name & Biba No.		beat	Player name & Biba No.		Pts
May 12/04	Michael Crane	1	beat	Roy Hollands	219	11
May 12/04	Roy Hollands	219	beat	Michael Crane	1	5

NB: Results must be entered in the order played so that the correct score can be calculated. Don't forget to sign the sheet at the bottom.

¹ **Cheques payable to BIBA. Or pay Michael at any tournament.**

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

Bristol - Ian Tarr 0117-9756349 brisgammon@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@cableinet.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

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

Regrettably Roy has withdrawn this event following a ruling dispute and appeal with which he was unhappy. However, stepping in to promote his own unique style of tournament directing, Mike (Mad Monk) Main has decided to treat us to one of his events:

Backpackers Backgammon Trophy, 4/5 Sept.

It will be a knockout format with the usual bits and pieces - but it is going to be restricted to 64 entries (I should be so lucky!). Full details are being placed on www.backpacker-backgammon.com/biba/home.html.

IMPORTANT: To register for this tournament please do so online or via telephone or mail to Biba HQ.

Sandy Osborne Trophy. 9/10 Oct

Yet again another knockout format including all the good stuff you've come to expect.

Did you know that this issue of Bibafax is available on a CD, and that if you prefer it to the paper version it is completely free? Not only is this issue on the CD but all of the 2004 issues to date are also on it! And it gets better. Also included are JellyFish and Snowie match files of all the matches featured in each issue - and you can open them even if you don't have JellyFish or Snowie using Acrobat Reader . . . and that's on the CD too. Oh, and don't forget, it is all in fantastic full colour. Mmmm, nice!

If you'd like have the CD but wanna keep the paper version then it'll set you back just £6 to take you to the end of the year. What a bargain!!!

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 without the 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.



2004/5 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**

SATURDAY

Registration 1030 / 1230

SUNDAY

**Play resumes 1030
(penalty points apply)**

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)

Contact Central Reservations: 08457 444 123 and quote 'backgammon'

Hanover accommodation costs 2004 & 2005:

Dinner, Bed & Breakfast, standard room, single occupancy

Saturday: **2004**, £55 per person. **2005** £57 per person

Friday & Saturday: **2004**, £100 per person. **2005** £104 per person

Dinner, Bed & Breakfast, standard room, double occupancy

Saturday: **2004**, £55 per person. **2005** £47 per person

Friday & Saturday: **2004**, £100 per person. **2005** £94 per person

Members can be upgraded to deluxe rooms for just £20 per night upon arrival at the hotel.

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
2005					
Jan ??	Bright 'n' Breezy	GP	UK	Brighton	Knockout
Feb 05-06	Jarvis Trophy	GP	UK	Hinckley	Swiss
Mar 05-06	Slattery Scottish Open	GP	UK	Hinckley	Knockout
Apr 02-03	At-A-Glance British Open	GP	UK	Hinckley	Knockout
May 07-08	County Cups Trophy	GP	UK	Hinckley	Swiss
Jun 04-05	Hilton Trophy	GP	.	Daventry	Knockout
Jul 02-03	Keren Di Bona Memorial	GP	.	Daventry	Knockout
Jul ??	Liverpool Open	GP	.	Liverpool	Combination
Aug 06-07	SAC Trophy	GP	UK	Hinckley	Swiss
Aug ??	Mind Sports Olympiad	GP	.	Manchester	Swiss
Sep 03-04	tba	GP	.	Hinckley	Knockout
Oct 08-09	Sandy Osborne Memorial	GP	.	Daventry	Knockout
Oct ??	13th Irish Open	GP	UK	Dublin	Knockout
Nov 05-06	Townharbour Trophy	GP	UK	Hinckley	Swiss
Dec 03-04	UK Finals		.	Hinckley	Double KO

16th European Backgammon Championship and the 3rd Velden Backgammon Open. May 21 – 23 2004

John Slattery (Slatts), Simonetta Barone, Roland Herrera and myself set off for Stanstead airport on May 20th 2004 full of high spirits (we think - it was too early to tell!) for the tournament in Velden. This was a place none of us had been to before so we were looking forward to discovering a new venue. The party should have also consisted of those two sober-living gentleman Paul Gilbertson and Myke Wygnall, but they had both pulled out at the last minute because of work (?) commitments! At Stanstead we bumped into Martin Barkwill who had been to Velden twice before and had always enjoyed his stay there.

The journey from the airport was very picturesque with snow-capped mountains in the distance, a clear blue sky and on arriving in Velden the view of the beautiful blue lake was definitely something to be seen. (After this description I am expecting a much bigger British contingent next year!!) The taxi ride into Velden itself was uneventful until we arrived just outside the town, where we encountered a traffic jam – on a Thursday at midday? It turned out to be a German/Austrian bank holiday and Velden was hosting a Golf weekend. Why the traffic then? You may ask! Well, it was not sprightly old (or young for that matter) men wielding golf clubs but a VW Golf car exhibition. Youngsters were driving round and around the town in their cars and scantily clad young lovelies were lining the street to gaze at the lovingly looked after VW's!

This led to quite a noisy day and night with lots of screeching of brakes and honking of horns! It added to the party atmosphere though and by the time any of us backgammon players were going to bed it was usually quiet again!

Dod Davies, Jo Curl, Nigel Merrigan and his wife, Katrina, had already arrived and John Broomfield arrived on Friday.

So, on to the tournament for the Quarter entries, Warm-Up and Sperti trophy. For those of you not familiar with Sperti, he provides a very nice leather backgammon board as a prize for a 5-point tournament. Slatts was there to defend his title, of course, but was a bit put out that he had only retained the title European Champion for 8 months instead of 12. Marco Fornasir (tournament director) assured him that his name will always appear as

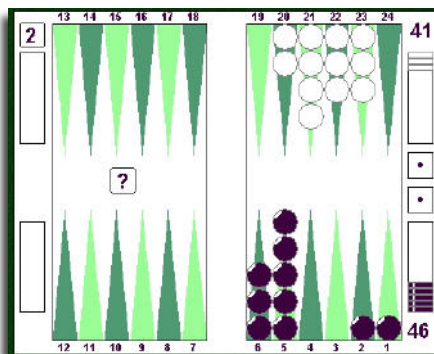
Rosey - The Roving Reporter

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



the 2003 champion! Slatts had been having a bad run of luck with his backgammon prior to the tournament in Velden but was determined to put on a good show and beat the dice gods! We shall see!

There were 3 flights, Masters, Championship and Intermediate. I decided to do a quarter-entry for the Championship and sat down to play a German named Karl in a 7-point match. At 4 – 4 I was in a good position and cubed to 2 which my opponent took. As luck would have it, I rolled badly in the bear-in and ended up with this position.

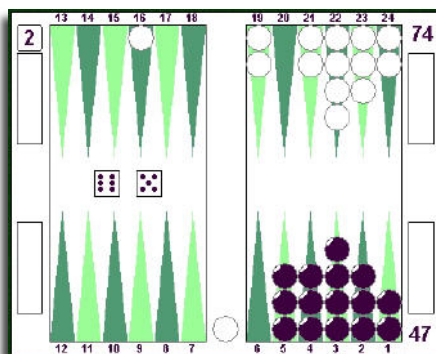


What was the cube decision?

I went on to lose the match (which was a sign of things to come, unfortunately!)

Meanwhile, Slatts had started his quarter entry for the Masters. This was not without a lot of controversy! The opponent shall remain nameless, but referred to here as Player A.

The position was like this:



Player A rolled 65. He picked up his man from his own 9-point and puts it on

Slatts' 11-point and picks up his dice. Slatts went to roll, when Player A suddenly picks up the checkers and alters the board to bring the man from the board in on Slatts' 6-point and play a 5 to the 11-point. Of course, anyone who is a seasoned backgammon player knows this is not allowed, however, Player A insisted he could do it! He called Antonio (assistant TD) over and asked for a ruling. Antonio explained that once the dice are picked up that move stands. Play continued. Player A then continually complained about the way Slatts rolled his dice, insinuating that he was rolling without properly shaking the dice! Now, anyone that watches Slatts play, knows he has own style, but no one can say he doesn't shake and roll the dice properly. The complaints continued to such an extent that Arda, one of the tournament committee members, was asked to sit and watch the match through to the end. Slatts eventually won the match.

After day one of play, Dod and Martin were still flying the flag for Britain in the Masters, and Jo in the Intermediates. Dod had a bye in the first round and then had a great win against Harald Johanni. His next match was against Pryadkin. Martin beat Lenz (Nordic Open Winner 2004) and Kohn to face Fisher on Day 2. The rest of us were looking forward to the Consolation.

Martin de Bruin was a real giant killer on Day one beating the 2003 European Champion (Slatts!) in the first round and Tobias Hellwag in the 2nd round. Unfortunately, his luck didn't hold out and he lost in the 3rd. Dod and Martin continued their good work but unfortunately both went out in the 4th. Dod has a habit of losing in the Quarter Finals, just before the cash. However, he is canny enough to do deals along the way and this tourney was no exception. He went out to a dear friend of mine, Frank Simon from Germany, who I met in Thailand (he was a Finalist there). Frank went on to the Final of this tourney as well, earning some money for Dod!

Having been beaten by Dod in round 2 Harald Johanni was dismayed to discover



he had drawn another Brit in the first round of the Consolation – John Broomfield. I heard him remarking that he can't beat the Brits in the European Championship! Slatts beat him last year and Simon Gascoigne the year before! Sure enough, JB beat him!

Speaking to Martin Barkwill, I asked him if he had any interesting stories for me. He reported that he heard the officials being called for when a German player complained that his opponent wouldn't shake the dice properly. The offender was asked to shake the dice 3 times before rolling. This he proceeded to do, however, on one occasion when he rolled a bad number, he declared that he had only shaken the dice twice, so could he roll again!!!! I assume his request was denied!

In the Last Chance, which we had all now qualified for (!) Slatts won his first two matches 5 – 0 and felt more like his usual self. He sat down to face Tobias Hellwag in the 3rd round. With Slatts 4 – 1 ahead, Toby won the Crawford game. Post Crawford, he held off automatically cubing first roll until he went "too good to double" and missed out on winning the match on that game, as he eventually won a gammon. Score now 4 – 4. This is a tactic Slatts uses quite often to steal a point and go on to an odd score, however, this should be done before any market losers are thrown. Toby went on to win the final point and after a few more rounds faced Dod in the final, who had beaten Lars Bonding along the way. Once again, Toby decided to play the bluff double and it probably cost him the match as he got the double game again but missed out on cubing, making the score 4 - 4.

On this occasion, Dod prevailed and went onto bring home a trophy and a nice wad of cash! Jo meanwhile was a semi-finalist in the Intermediate, adding another 2 trophies to the one she got in Salzburg last month, as she also got the Ladies Prize. Well done to Dod and Jo! I would like to think that my pep talk to Dod enabled him to beat his jinx and get past the quarters. He had come up to me just prior to playing it and said "here I go again, getting to the quarters!" I told him to forget about it being that round and pretend it was the round before. He had already assured me that if he ever gets past the Quarters he has no trouble going on to win. I am glad this time was no exception!

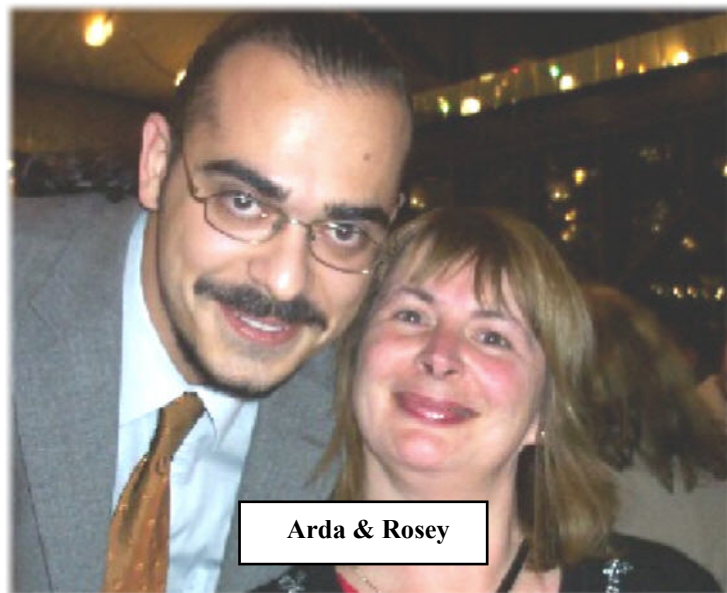
Unfortunately, I didn't see any of the final, but I did hear the big cheer when Francois won the European Championship for the 2nd time in 3 years.

I would like to congratulate my newly found friend that I found in Salzburg – Arda – for winning the Championship Consolation. I put it down to the fact that I let him have his lucky chocolate casino chip back when he played! He has now given it back to me for the next tourney!!

Marco had done an excellent job of organising and running the tournament with his team.

Masters Main - 46		
Winner	Francois Tardieu *	France
Finalist	Frank Simon	Germany
Masters Consolation		
Winner	Lorenzo Rusconi *	Italy
Finalist	Rainer Spork	Austria
Masters Last Chance		
Winner	Dod Davies *	UK
Finalist	Tobias Hellwag	Germany
Championship Main - 46		
Winner	Hans Koch	Germany
Finalist	Roberto Catalano	Italy
Championship Consolation		
Winner	Alda Findikoglu *	Turkey
Finalist	Peter Winkler	Austria
Championship Last Chance		
Winner	Gunther Hegglin	Germany
Finalist	Guisepe Ricciardi	Italy
Ladies Prize	Jessica Rusconi	Italy
Intermediate Main - 38		
Winner	Alfredo Sperti	Italy
Finalist	Federico Carrer	Italy
Intermediate Consolation		
Winner	Francesco Malvetani	Italy
Finalist	Peter Neumann	Germany
Intermediate Last Chance		
Winner	Maria Croce	Italy
Finalist	Karol Szezerek	Poland
Ladies Prize	Jo Curl *	UK
Super Jackpot	Tobias Hellwag	Germany

* = Biba Member



Arda & Rosey

There were 130 players from 22 countries (although Slatts would argue that there was 23 countries as Scotland and England were put down as the UK!) The after tournament sit-down meal was excellent, and such good value, considering the registration fees were so low. The wine flowed

without stopping (I am sure Simonetta will vouch for that!) A jolly good time was had by all – and we are all looking forward to next year's tournament already.

Rosey.

More pictures on the next page . . .





Clockwise: Slats is worried about Rosey's play. Dod and Jo having a larf. Dod with his hands full and loving every minute of it.

Hilton Trophy Report by Michael Crane

Main (38)

*I wandered lonely as a cloud
That floats on high o'er vale and hill,
When all at once I saw a crowd,
A host of backgammoners - none still.
Beside the lake, beneath the trees,
Shaking and rolling in the breeze!*



As you can see the weather was perfect for outdoor backgammon. It meant a lot of walking about for me to keep tabs on them all but, hey, it was a beautiful day and I got a little bit sunshine to my pale, white body! Mind you, as bright as the

sun was, there was one brighter at the tournament - Nodar Gagua. He didn't lose a single match all weekend. He won the Friday Warm-up and split the £50 Jackpot - see reports below.

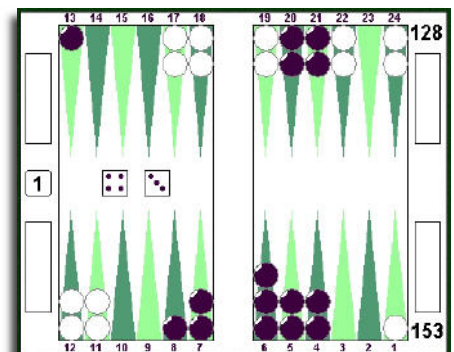
His way to the Main final was thwart with danger, but he side-stepped it all to face Steve Pickard. Steve has had a good year so far and he was confident he could take Nodar in the Final. He was wrong.

I video'd the match but Gremlins attacked the camera and it stopped recording after Game 8 with the score on Nodar 8, Steve 7. I eventually got it all working again to record the Crawford, which turned out to be the last game too.

In Game 7 there was an attempt by both players to make the 5-point which ended up becoming a blot hitting contest.

There were 12 hits in just 16 moves after which Steve had managed to anchor on Nodar's 5-point with three checkers . . . and three on Nodar's 1-point! Quite a cost.

Game 7, Position 28. It was in this position . . .



Black 3 White 4
White to play 43

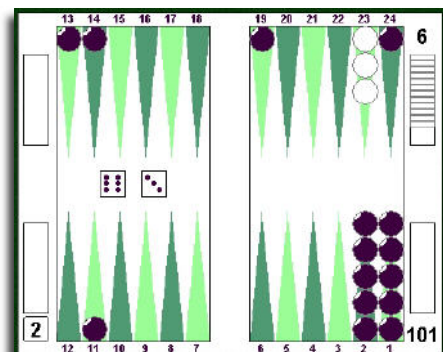
. . . that Nodar (white) made quite a blunder. He moved 14/10 13/10 and gave Steve a double shot and lost 0.228 in equity. But, as it turned out, in the long run it was a move that proved awkward for Steve for it tied down his runners and made it very difficult for him the escape them.

Faced with the double shot with 1s and 2s, following Nodar's 43 move, plus indirects of 44, 54, 55, 63 Steve decided to cube to two prior to his roll. A correct



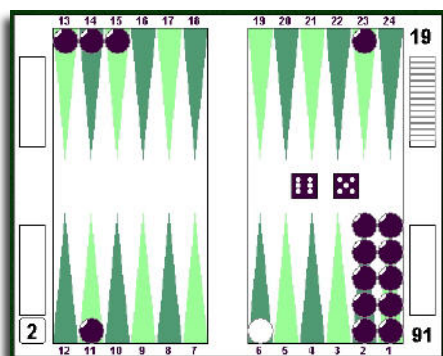
decision, as was the take. It wasn't until move 47 that he finally cleared out of white's home board. Steve then went on the win a gammon and taking the score to 7-4 in his favour. This was the longest game of the match and went on for 116 moves!

In Game 8, Position 35 . . .



Black 7 White 4
White to play 63

. . . black had been facing an almost certain gammon loss of 89.5% and a backgammon loss of 32.8% when white rolled 63 leaving a shot. Much to Steve's relief he rolled 41 and knocked the last white checker onto the bar. White re-entered with a 42, 25/19 and then Steve faced a 65 move in this position:



Black to play 65

His play of 23/18 11/5 lost him 0.186 in equity and it allowed black to take the whole of his next roll, 64. The best play according to Snowie was 23/17 11/6* robbing him of half a roll and the possibility (albeit slight) of dancing. As it turned out, the 64 followed by black's failure to roll a 2 enabled Nodar to get the gammon and to take the match to 7-8 in his favour.

It was at this point that the video camera played up and we rejoined the match at 9-10 in Nodar's favour at Crawford. On the JellyFish and Snowie match files I have added two 'extra' games to bring the score up to date for the Crawford. The effect of this action is that both players have a couple more cube blunders. This



Nodar and Steve

was a game fraught with errors on both sides but it was Nodar (on left below) who prevailed and was proclaimed the Hilton Trophy winner.

Directly he'd won, he shook Steve's hand and then got onto his mobile and called his friends in Moscow. I don't speak much Russian but I believe he said, "You must come over here to play at Biba. They are like children - I have won everything this weekend!"

Consolation (36)

I got a complaint from one of the Progressive entrants over the length of time he was having to wait for his next match. I soon stopped him. I showed him the two draw-sheets, Prog and Non-



Tim and Martin

Prog and said, pointing to the Prog, "once upon a time we didn't have a Progressive side, we just had this," and I threw away the sheet bearing his name and thrust the Non-Prog at him. I continued, "in those days you'd have gone home by now!"

Tim Mooring, having failed in the Main (as did the rest of the bunch from Lincoln) was determined to do better in the Consolation. This he did, getting to the final on the non-side to face Martin

Hemming who'd fought his way there from the 1st Round of the Progressive. The match swung back and forth and ended up at DMP. Unfortunately Tim (on left) couldn't quite make it and he had to watch as Martin took 1st place.

Last Chance (32)

This year's winner seems to be making her way up from the bottom to the top. Last year she won the Suicide and this year

she won the Last Chance. If she wins the Consolation next year then 2006 is going to be her year! Jane Oxley beat a path to final leaving a bevy of bruised and battered men in her wake.



Jane and Kevin

In the final, Kevin Stebbing stood in her way. Kevin was to give Jane a lift back 'up north' in his car; a favour he no doubt thought worthy of her 'losing' to him; but she was having nothing to do with it. She'd walk home if she had to, but at least she'd be walking home with a winner's trophy! The gentleman, as always, Kevin took her and her lovely trophy back home.

Suicide (16)

Due to the beautiful weather and the



Simon and Mick



fact that a lot had decided to go home early and spend their time sunbathing and B-B-Qing the entry for this event was a bit low. Mind you, this didn't bother Simon K Jones; he powered his way to the final and then swept Mick Vacarey away to scoop up the winner's trophy before scuttling off back to Liverpool and the B-B-Qs.

Mick wasn't to bother about losing . . . see below to find out why.

Doubles (5)

We played a Round Robin fixture this time, from which *Smack The Cube* emerged with maximum wins. The top name went to *Footloose and Fancy Dice*.

£50 Jackpot (8)

By all accounts this was a hard one, and it took a bit longer than the organiser, Peter Bennet had anticipated. Nodar was waiting to play the final before Peter even began his semi-final; so, Nodar went to bed and they agreed to play it Sunday. But, Nodar was in the last eight and didn't have the time to play it against Peter, so they split the pot between them.

Poker

Once again, Martin Hemming hosted a well attended Poker Tournament. Getting onto the table at the last possible moment Mick Vacaery played like a madman to get down to the last three: Mick, Myke Wignall and Ian Gwynne. Myke, with the fewest chips was the first to fall, and then it was 'deal' time. Not deal as in cards, but deal as in how much of the pot shall we split between us? It was soon apparent that Mick didn't need to negotiate a split and he therefore played on. Ian couldn't keep in with him and therefore left Mick the winner.

In the bar afterwards (at about 1.00 in the morning), Mick kindly stood the poker players present a drink to celebrate his win. That was generous of him - he must be a fan of Tony Lee!

Friday Warm-up (16)

Well you must have guessed by now that the man of the moment, Nodar won this Friday night event. He knocked out David Markwick in the final after I failed to stop him in the 1st Round.

Finally.

Small but beautifully formed. No, not me (although it could be!), the tournament. The weekend went along swimmingly and there were no problems of adjudication - unlike the County Cups last month.

For those of you that don't know, Roy Hollands has decided to leave Biba over last month's ruling against him. It is his opinion that I (and the Appeals Committee) made an error of judgement in using the score sheets in a scoring

dispute, and, because I am not willing to admit that I made a mistake, he has decided to leave. It is sad that it's come to this but it is Roy's decision despite the attempts of myself and his many friends to persuade him to reconsider. As a

consequence he has asked that the Roy Hollands Trophy be withdrawn. I am currently looking for alternative sponsors. If you are interested in the September slot, please let me know as soon as possible.



*Overcome by the heat and excitement of it all,
Peter Chan relaxes at the end of the day.*



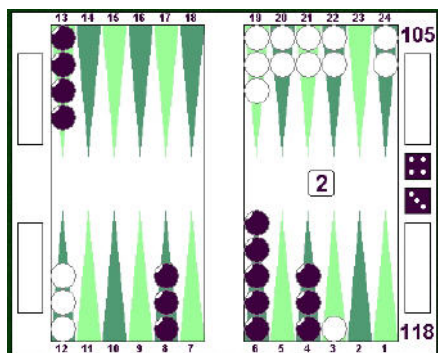
Has no-one told Nick Stoop that Myke Wignall is a hitman?
There's a clue in the picture but Nick's got his back to it!

Keren Di Bona Memorial Trophy July 3/4 Report by Michael Crane

Main (32)

It's always good to see a new name on the winner's list, and, it's always better when the 'underdog' prevails. This was the case this weekend. Sitting down to her first Biba final was Ann Pocknell; facing up to Peter Bennet, a veteran of five Main finals, of which he has won two.

It's always a bit of a bugger when you take what you believe to be a good cube only to have it turn against you the very next roll. Here's what happened to Peter with the score tied at eight all.



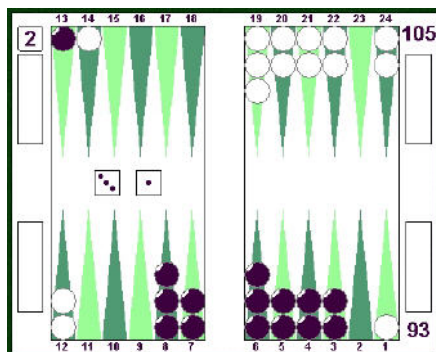
Ann (black) cubes

Quite why Ann cubed here, I'm not sure. She was behind in the race by 13 pips (although 8ish could be clawed back on average on this roll), she only had 9 pointing rolls on the 3-point blot, and Peter had a far better home-board. So, with a speed lacking in other cubing decisions Peter almost tore her hand off in his eagerness to own the cube.

And rightly so. This is a clear, No Double/Take. Ann loses 0.693 equity and allows Peter to hold a very potent 4-cube return if and when he wants to cash in.

Ah, but you know it all goes pear-shaped, don't you? Otherwise, why would I single it out?

Well, Ann rolls 31: 6/3* 4/3; Peter dances with 63. Ann rolls another 31: 8/5 6/5 and has already now got four points in a row; Peter plays along with 64 and stays on the bar. The sequence then goes: 54: 13/8 13/9, 21: 25/24 13/11, 62: 13/7 9/7 and Peter finds himself here . . .



. . . behind a 6-prime. Despite being hit a bit later on Ann maintains this 6-prime long enough to keep Peter on the bar with another little white chappy for company. During Ann's bear-off he gets two chances to hit off the bar and misses them both; and then goes on to lose the gammon and the match!

Well played Ann, and hard luck, Peter. According to Snowie Ann played as Beginner and Peter Intermediate.

Last Chance (16)

With such a small field to pick from (although the entry had increased from last year's 22) the Last Chance was a baby one. Steve Rimmer and Paul (Statts) Statter fought it out between them, but Paul wasn't a match for the current World Amateur Backgammon Champion (See Minds Sports Olympiad 2003 for details) and he had to settle for the Runner-up prize.



Suicide! (26)

Couldn't quite squeeze a 32 draw out of this one so we settled for 26. Taking advantage of a re-entry, Uldis Lapikens played his way into the Final on his second attempt. Here, waiting for him on his first attempt was tournament sponsor, Emmanuel Di Bona; eager to gain a winner's trophy in his wife's memorial event. Uldis didn't buckle under the pressure and he came out on top denying Emmanuel the winning position.

Consolation (30)

Despite his protestations that he wouldn't be the last to finish on the Sunday, David Nathan was - no change there, then! He'd entered to Progressive side and for his reward he met Martin Barkwill in the Final. Martin, suitably refreshed following a leisurely lunch in the restaurant emerged the victor.



Uldis was also last year's Suicide winner . . . I wonder if he can do it again next year?

Doubles (6)

With an entry of 6 we had two 1st Round but-backs, one of which was taken up by *The Dashing Cubers*. In the 1st they were beaten by *The Barber of Biddle*, but, after winning their 1st Round buyback, they actu-



ally faced the *Barber* a second time. This time they trimmed his locks and they progressed to the final. Here, waiting patiently were *The Pyjama Game*, so called because one member wore what appeared to be pyjama bottoms and the other a shirt very similar to his colleagues PJ bottoms! This fact was enough to win the Top Name.

Obviously not quite ready for bed, the *PJs* soon sent the *Dashers* dashing as they pocketed the dosh in their PJ pockets - and then retired to bed for a well earned rest . . . and they also saved a fair amount

of time doing so because they were half dressed for it!

Friday Warm-up (16)

Watch out for Martin Hemming, especially if you see him at Friday Warm-up. For the second time this year he's walked off with the Weekend Break for two. This time it was Richard Biddle who tried to stop him, but to no avail.

£25 Jackpot (8)

ITMA . . . now, if you know what that means you're older than you look! Yes, it's that man again; the man in question

being Martin Hemming. Yet again, Martin cashes in the Jackpot leaving Ann Pocknell trailing 11-7. Mind you, Ann had the last laugh; she won the Wiener-Takes-All prize fund . . . all to herself!

Finally.

Small but beautifully formed; no not me (although I have been described thus in my youth!) the tournament. It was a good weekend and Emmanuel's trophies were magnificent. Thanks to him and to all of you that turned out to play in his event. I couldn't have done it without you.

Tournament Results

Hilton Trophy June 5/6 2004

Main (38)

1	Nodar Gagua
2	Steve Pickard
3/4	David Startin
3/4	Jeff Barber
5/8	Ian Gwynne
5/8	Tom Allsop
5/8	Richard Biddle
5/8	Rosey Bensley

Consolation (36)

1	Marin Hemming
2	Tim Mooring
3/4	Mick Vacarey
3/4	Jeff Barber
5/8	Kevin White
5/8	Simon K Jones
5/8	Renie Pick
5/8	Tom Allsop

Last Chance (32)

1	Jane Oxley
2	Kevin Stebbing
3/4	David Markwick
3/4	Myke Wignall
5/8	Uldis Lapikens
5/8	Jeff Ellis
5/8	Emmanule Di Bona
5/8	Dawn Colley

Suicide (16)

1	Simon K Jones
2	Mick Vacarey
3/4	Kevin White
3/4	David Markwick

Friday Warm-up (16)

1	Nodar Gagua
2	David Markwick

Doubles (5)

1	Smack The Cube
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£50 Jackpot (8)

1 (split)	Nodar Gagua & Peter Bennet
3/4	Simon K Jones
3/4	Steve Rimmer

Poker

1	Mick Vacarey
2	Ian Gwynne
3	Myke Wignall

Grand Prix at Hilton Trophy

Nodar Gagua	18.58	Mick Vacarey	6.19	Myke Wignall	4.13
Steve Pickard	18.58	Tom Allsop	6.19	Rebecca Bell	4.13
David Startin	13.42	Jeff Ellis	4.13	Ernie Pick	4.13
Martin Hemming	13.42	Peter Chan	4.13	David Markwick	4.13
Jeff Barber	9.29	Simon K Jones	4.13	Uldis Lapikens	2.58
Tim Mooring	9.29	Steve Rimmer	4.13	David Nathan	2.58
Jane Oxley	9.29	Mardi Ohannessian	4.13	Darryl Kirk	2.58
Tony Lee	6.19	Emmanuel Di Bona	4.13	Dawn Colley	2.58
Richard Biddle	6.19	Kevin White	4.13	Peter Bennet	2.06
Rosey Bensley	6.19	Paul Gilbertson	4.13	Nick Stoop	2.06
Kevin Stebbing	6.19	Steve Lynch	4.13		
Ian Gwynne	6.19	Mick Butterfield	4.13		

Keren Di Bona Trophy July 3/4 2004

Main (28/32)

1	Ann Pocknell
2	Peter Bennet
3/4	Ken Gibson
3/4	David Nathan
5/8	Emmanuel Di Bona
5/8	Rachel Rhodes
5/8	Martin Hemming
5/8	Steve Pickard

Last Chance (16)

1	Steve Rimmer
2	Paul Statter
3/4	Simon K Jones
3/4	John Gilbertson

£50 Jackpot (8)

1	Martin Hemming
2	Ann Pocknell
3/4	Paul gilbertson
3/4	Steve Pickard

Suicide (26)

1	Uldis Lapikens
2	Emmanuel Di Bona
3/4	Richard Biddle
3/4	Simon K Jones
5/8	Rosey Bensley
5/8	Jeff Barber
5/8	Myke Wignall
5/8	Cedric Lytton

Doubles (6)

1	The Pyjama Game
2	The Dashing Cubers

Top name: The Pyjama Game

Consolation (30)

1	Martin Barkwill
2	David Nathan
3/4	Brian Lever
3/4	Martin Hemming
5/8	David Sanders
5/8	Darryl Kirk
5/8	Steve Pickard
5/8	Ken Gibson

Friday Warm-up (16)

1	Martin Hemming
2	Richard Biddle

Grand Prix at Keren Di Bona Trophy

Ann Pocknell	18.58	Emmanuel Di Bona	6.19	John Gilbertson	4.13
Martin Barkwill	13.42	Steve Pickard	6.19	John Kwee	4.13
Peter Bennet	13.42	Martin Hemming	6.19	Tim Mooring	2.58
David Nathan	9.29	David Sanders	6.19	Simon K Jones	2.58
Ken Gibson	9.29	Jeff Barber	4.13	Richard Biddle	2.58
Brian Lever	6.19	Myke Wignall	4.13	John Slattery	2.58
Uldis Lapikens	6.19	Darryl Kirk	4.13	Rosey Bensley	2.58
Steve Rimmer	6.19	Vicky Chandler	4.13	Cedric Lytton	2.06
Rachel Rhodes	6.19	Paul Statter	4.13	Mick Vacarey	1.55

July 2004 Grand Prix Championship (4.13 and above)

Steve Pickard	74.32	Uldis Lapikens	32.51	Dave Robbins	18.58
John Slattery	65.54	Tony Fawcett	32.51	Steffen Nowak	18.58
Martin Hemming	62.44	Tom Allsop	32.51	Simonetta Barone	18.06
Roy Hollands	59.86	Mike Heard	32.00	Jeff Ellis	17.55
Tony Lee	56.25	Nick Check	30.97	Julian Minwalla	17.55
Emmanuel Di Bona	53.67	Vicky Chandler	30.96	Rodney Lighton	17.03
Mick Butterfield	46.45	Dawn Colley	29.93	John Gilbertson	16.51
Stuart Mann	45.93	Julian Fetterlein	27.35	Dave McNair	16.00
Rosey Bensley	45.93	Jane Oxley	27.35	Raymond Kershaw	15.48
Mark Heidenfeld	45.42	John Clark	26.84	Alison Lee	15.48
Peter Christmas	45.41	Raj Jansari	26.84	Jo Curl	15.48
Lawrence Powell	44.90	Kevin White	26.32	Ray Tannen	13.42
David Nathan	44.90	Eddie Barker	24.77	Geoff Conn	13.42
Simon K Jones	42.84	Ann Pocknell	24.77	Elliot Smart	13.42
Myke Wignall	41.28	Nodar Gagaa	24.77	Johan Sallfors	13.42
Rachel Rhodes	40.25	Kevin Stebbing	23.74	Frank Conway	13.42
Mardi Ohannessian	39.74	John Thomas	22.71	Dzhiga	13.42
Paul Christmas	39.22	Danny Cohen	22.71	David Horner	13.42
Paul Gilbertson	39.22	Peter Chan	22.19	Clyde Wolpe	13.42
Peter Bennet	39.21	Brian Lever	21.67	Mochy Masayuki	13.42
Mike Greenleaf	38.19	Ian Tarr	21.16	Stavros Elia	12.90
Dod Davies	38.19	Paul Statter	20.64	Cliff Connick	11.87
Tim Mooring	37.67	David Markwick	20.13	Ken Gibson	11.87
Jason Champion	37.66	Mick Vacarey	20.12	Paul Fox	11.35
Paul Barwick	37.16	Martin Barkwill	19.61	Grahame Powell	10.84
David Startin	35.09	Bob Young	19.61	Roland Herrera	10.84
Ian Gwynne	35.09	Ron Havenhand	19.61	Steve Rimmer	10.32
Jeff Barber	34.06	Richard Granville	18.58	Malcolm Robertson	10.32



Kevin Berry	10.32	Andrew Sarjeant	6.19	Mahmoud Jahanbani	4.13
Colin Laight	10.32	John Hurst	6.19	Peter Snape	4.13
Jim Johnson	9.29	Felix Vink	6.19	Dave Motley	4.13
Alan Beckerson	9.29	Barry McAdam	6.19	Kerry Jackson	4.13
Ralph Eskinazi	9.29	Francine Brandler	6.19	Tim Taylor	4.13
Simon Barget	9.29	Tom Duggan	6.19	Paul Guy	4.13
A. Giannopoulos	9.29	Steven Reddi	6.19	Steve Lynch	4.13
Darryl Kirk	9.29	Simon Fahoury	6.19	Ian Shaw	4.13
Malcolm Wilson	9.29	Maureen Hart	6.19	Rebecca Bell	4.13
Alex Naylor	9.29	Adam Robac	6.19	Colin Talbot	4.13
Kazu Niki	9.29	David Sanders	6.19	Simon Morecroft	4.13
Christopher Baxter	9.29	Cynthia Roberts	6.19	Ernie Pick	4.13
Richard Biddle	8.77	Catherine Oldfield	6.19	Andrew Kindler	4.13
Bryony Jessiman	8.26	Andrew Darby	5.13	David Barker	4.13
Bob Bruce	8.26	Chris Evans	4.64	Adam Stocks	4.13
Stephen Cole	8.26	Michael Crane	4.13	Nigel Briddon	4.13
David Fall	8.25	Monica Beckerson	4.13	Vicky Gilbert	4.13
Cedric Lytton	8.25	Simon Baker	4.13	Dan Boxall	4.13
Diane Sulimirski	6.19	Tim Wilkins	4.13	Eamon Keogh	4.13
Miles Illott	6.19	Bill Spiers	4.13	Andy Bell	4.13
Jon Sharpe	6.19	John Broomfield	4.13	Sue Keeble	4.13
Neil Webb	6.19	Brendan Burgess	4.13	Sean Williams	4.13
Dave Coyne	6.19	Mike Grabsky	4.13	Robbie Richards	4.13
Nigel Merrigan	6.19	Dave Raynsford	4.13	Tony Walters	4.13
Arthur Musgrove	6.19	Steve Hallet	4.13	Zibia Szczerek	4.13
David McNamara	6.19	Alan Greenwood	4.13	John Kwee	4.13
Brian Busfield	6.19	Chris Bray	4.13		

July 2004 Ranking Championship (6 or more played)

Played / Average / Name

14	2111.36	Steve Pickard	14	1621.43	Ron Havenhand	8	1757.50	Geoff Conn
14	2109.86	David Nathan	14	1433.29	Ian Tarr	8	1689.75	David Horner
14	2095.43	Mark Heidenfeld	14	1403.64	Peter Chan	8	1534.13	Keven White
14	2082.93	Emmanuel Di Bona	14	1276.50	Jo Curl	8	1318.00	Dzhiga Ulyumdzhier
14	2078.86	Roy Hollands	13	2010.15	Stuart Mann	8	1259.63	Stephen Cole
14	2035.71	Rosey Bensley	13	1627.92	Simonetta Barone	7	1807.14	Ray Kershaw
14	1992.36	Peter Christmas	13	1205.69	Roland Herrera	7	1643.29	Cedric Lytton
14	1991.29	Mick Butterfield	12	1697.83	Tom Alsop	7	1584.57	Cliff Connick
14	1969.43	Ian Gwynne	12	1643.33	Bob Young	7	1258.00	Chris Evans
14	1929.86	Tony Lee	12	1612.75	Steffen Nowak	7	1093.43	Bob Bruce
14	1892.93	Paul Christmas	12	1611.92	Rodney Lighton	6	1920.17	Nodar Gagua
14	1873.79	Mardi Ohannessian	12	1542.42	Richard Granville	6	1802.67	David Robbins
14	1869.86	Dod Davies	12	1514.17	Kevin Stebbings	6	1737.67	Danny Cohen
14	1859.71	Martin Hemming	12	1384.42	Kevin Berry	6	1717.50	Raj Jansari
14	1835.14	Uldis Lapikens	12	1283.25	Simon Fahoury	6	1692.33	Johan Sallfors
14	1832.57	David Startin	11	1891.91	Mike Heard	6	1469.17	Malcolm Wilson
14	1810.43	Tony Fawcett	11	1472.91	Paul Statter	6	1465.50	Cristopher Baxter
14	1809.07	Myke Wignall	11	1427.45	David Markwick	6	1402.33	Catherine Oldfield
14	1808.36	Jeff Barber	11	1378.91	Mick Vacarey	6	1075.67	Cynthia Roberts
14	1802.29	Jason Champion	11	1331.73	Grahame Powell	6	926.33	Hubert de l'Epine
14	1799.21	Vicky Chandler	10	1777.30	John Thomas			
14	1797.36	Lawrence Powell	10	1437.70	John Gilbertson			
14	1790.21	John Slattery	9	1886.67	Mike Greenleaf			
14	1788.00	Rachel Rhodes	9	1686.89	Dawn Colley			
14	1763.21	Paul Barwick	9	1664.67	Jeff Ellis			
14	1726.43	Simon K Jones	9	1623.67	Brian Lever			
14	1724.93	Peter Bennet	9	1497.89	Alison Lee			
14	1710.36	Tim Mooring	9	1398.67	Stavros Elia			
14	1671.29	Nicky Check	9	1263.00	Byrony Jessiman			
14	1666.50	Paul Gilbertson	9	1238.78	Paul Fox			
14	1651.00	Jane Oxley	8	1947.63	Ann Pocknell			

July 2004 Active Rankings

Old / New / Name

1964	1964	John Clark	1639	1639	Barry McAdam	1492	1492	Cliff Connick
1951	1951	Julian Fetterlein	1630	1630	Paul Christmas	1486	1479	Darryl Kirk
1915	1901	Brian Lever	1630	1630	Peter Christmas	1484	1484	Anthony Coker
1894	1894	Tony Lee	1630	1630	Mick Butterfield	1481	1481	Ernie Pick
1856	1845	David Nathan	1629	1629	Charlie Hetherington	1475	1475	Kevin White
1833	1833	Dod Davies	1629	1629	Mark Heidenfeld	1474	1474	Peter Chan
1823	1823	Jim Johnson	1625	1625	Dave Robbins	1473	1473	Johan Sallfors
1818	1858	John Slattery	1624	1624	Rodney Lighton	1467	1467	Arthur Williams
1812	1812	Lawrence Powell	1623	1623	Steffen Nowak	1461	1461	Simonetta Barone
1809	1809	Stuart Mann	1618	1628	Simon K Jones	1460	1460	Jane Oxley
1806	1806	Dave McNair	1613	1613	Mike Heard	1458	1458	Vianney Bourgios
1801	1801	David Startin	1604	1577	Steve Rimmer	1457	1457	Geoff Conn
1791	1791	Ray Tannen	1598	1598	Nigel Briddon	1456	1456	Monica Beckerson
1791	1791	Steve Hallet	1595	1595	Francine Brandler	1449	1449	Julian Minwalla
1789	1787	Rachel Rhodes	1590	1606	Uldis Lapikens	1446	1446	Tony Fawcett
1789	1790	Emmanuel Di Bona	1589	1589	Ian Gwynne	1443	1464	Myke Wignall
1782	1782	Richard Granville	1583	1583	John Wright	1429	1429	Elliot Smart
1762	1762	Mardi Ohannessian	1576	1576	Ian Shaw	1425	1425	Will Richardson
1749	1749	Ralph Eskinazi	1575	1575	Raymond Kershaw	1418	1418	Bob Bruce
1746	1746	Danny Cohen	1571	1571	Grahame Powell	1414	1414	Wayne Felton
1745	1745	Raj Jansari	1570	1571	Jeff Barber	1412	1412	Andy Bell
1737	1737	Simon Barget	1569	1569	Kerry Jackson	1409	1409	Hubert De L'Epine
1733	1731	Steve Pickard	1568	1568	Jason Champion	1406	1406	Leslie Singleton
1731	1731	Roy Hollands	1566	1566	Alistair Hogg	1405	1405	Kevin Nicholson
1719	1719	Brendan Burgess	1560	1560	Eddie Barker	1398	1398	David Naylor
1708	1708	Dave Coyne	1554	1554	Paul Barwick	1397	1397	Colin Laight
1704	1704	Jeff Ellis	1550	1550	Amir Mossanen	1389	1389	Alan Greenwood
1702	1702	Tim Wilkins	1533	1533	Dave Motley	1385	1407	Cedric Lytton
1700	1700	Kevin Stebbing	1532	1532	Alan Beckerson	1385	1385	Michael Main
1689	1689	John Hurst	1528	1528	Kevin Berry	1382	1382	Chris Evans
1683	1683	Nick Check	1525	1525	Matthew Fisher	1374	1374	Tim Brown
1682	1584	Ann Pocknell	1520	1520	David Horner	1371	1371	Alison Lee
1680	1680	Dale Taylor	1519	1531	Paul Gilbertson	1366	1366	Liz Barker
1679	1679	Ian Tarr	1519	1519	Roland Herrera	1364	1364	Jo Curl
1659	1659	Mike Grabsky	1518	1518	Ron Havenhand	1357	1357	Simon Fahoury
1657	1681	Tim Mooring	1517	1517	David McNamara	1332	1332	Rebecca Bell
1654	1654	Mike Greenleaf	1515	1516	Rosey Bensley	1319	1319	Sue Perks
1652	1652	Arthur Musgrove	1514	1514	Steven Reddi	1295	1295	Cath Kennedy
1652	1652	Bob Young	1513	1513	Pat Holly	1291	1291	John P Lewis
1648	1614	Peter Bennet	1508	1508	Stavros Elia	1288	1288	Jon Sharpe
1644	1644	John Thomas	1507	1507	Andrew Sarjeant	1249	1249	Bryony Jessiman
1643	1643	Brian Busfield	1498	1498	Vicky Chandler	1207	1207	Paul Sambell
1642	1579	Martin Hemming	1495	1495	Tom Duggan			

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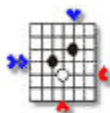
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