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Dedicated To Backgammon

Mike Grabsky
from Brighton
wins the 2005
Bright 'n' Breezy

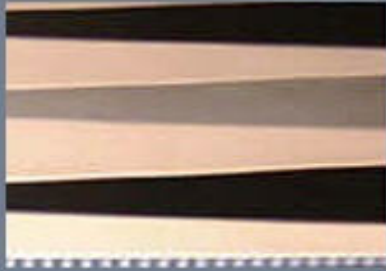
Full details on page 26



John Slattery adds
the UK Finals to
his list of tourna-
ment victories

Full details on page 28





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How Good is Your Backgammon?

Michael Crane asks

Welcome to the continuing battle between Neil Kazaross and Michael Meyburg from the 1991 Monte Carlo World Championship 1/4 Finals.

We pick up in Game 10 where Meyburg (black) leads 11-5 in a match to 21 points.

When you come to ??? cover up below the diagram and decide your move before going on. Keep a record of your score and see where you come at the end of the article.

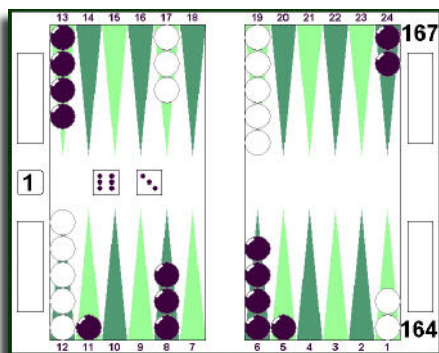
Game 10

Kazaross : 5
01)

Meyburg : 11
21: 13/11 6/5

An aggressive start by Meyburg leaves Kazaross with a dilemma on his first roll.

??? White to play 63



White decides to play 13/7 13/10 making a quick attempt to make his bar-point, hoping that black's blot on his 5-point might dissuade him from hitting. However, according to a rollout this play is 5th and an error. Snowie rates the run 24/15, duplicating 3s as the best play. In fact none of the moves rated better than the actual play feature moving from the mid-point except one.

24/15	5
24/21 13/7	4
24/18 13/10	3
24/18 24/21	2
13/7 13/10	1 A

02) 63: 13/7 13/10
66: 24/18* 13/7(2) 11/5
03) 51: 25/24 6/1* Doubles to 2

The 66 followed by the 51 lead to the double being given, and of course, it was a drop.

04) Drops **Wins 1 point**

Game 11

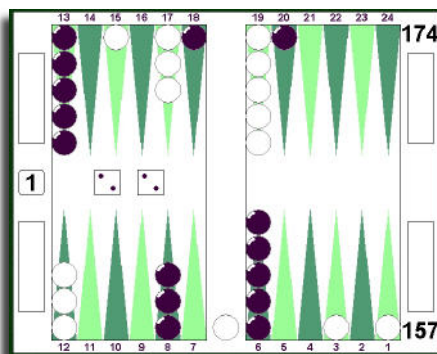
Kazaross : 5
01) 65: 24/13
02) 51: 13/7*

Meyburg : 12
51: 24/18

The double hit, 8/7* 6/1* wasn't too bad. It was just 0.007 worse than the actual play.

52: 25/18*
03) 33: 25/22 13/7* 13/10
65: 25/20 24/18*

??? White to play 22



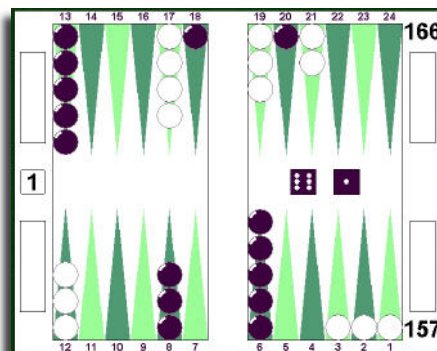
Well, does the blot-hitting contest continue or will white decide that 13/7 isn't an option? Here's some help, the first two is played 25/23!

The best play here is to get the 10-point blot safe and then make the 4-point. Making the 20-point with 24/22 22/20(2) isn't even in the top five, which is a surprise to me. The 4-point home-board point is better according to Snowie and white.

25/23 10/8 6/4(2)	5 A
25/23 22/20 6/4(2)	4
25/23 24/22 6/4(2)	3
25/21 6/4(2)	3
25/23 8/6 6/4(2)	1

04) 22: 25/23 10/8 6/4 6/4

??? Black to play 61



Here's one for the beginners. Make the bar-point 13/7 8/7 or the double hit 8/2* 2/1* or run out 20/13?

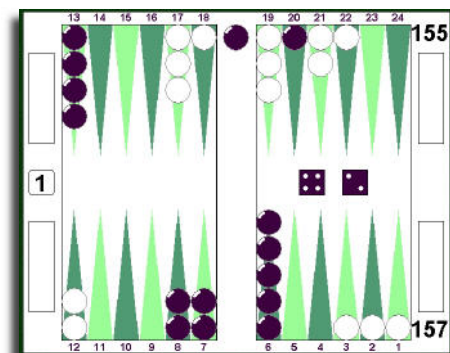
Well, it's the first one. The double hit isn't worth it, white is favourite to re-enter and black won't have made the valuable bar-point. Running isn't the answer because white has a good chance of making his 20-point (looking ahead slightly it will be seen that white actually rolls 65 and would undoubtedly have made black's bar-point!).

13/7 8/7	5 A
20/13	3
8/2* 2/1*	1

61: 13/7 8/7

05) 65: 13/7* 8/3

??? Black to play 42



Does black want white to anchor in his home board? Obviously he re-enters with 25/23, does he hit with four, 6/2* or play one of the other four possible moves?

Well, hitting 6/2* is correct, especially with white's blots at the moment. Left un-hit white has a lot of potential. If hit he is unlikely to re-enter and make good his blots and therefore black has to hit to stop white getting an advantage.

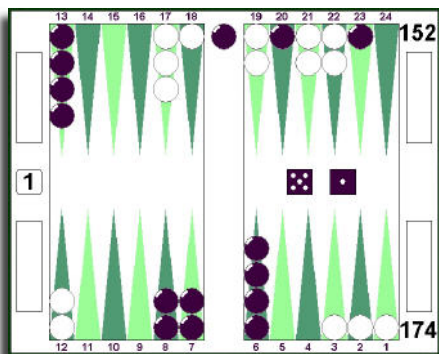
25/23 6/2*	5 A
25/23 20/16	4
25/23 13/9	2
25/23 7/3*	-1
any other play	-3

42: 25/23 6/2*
06) 32: 25/23* 6/3

(continued on the next page)



??? Black to play 51



The blot-hitting contest continues unabated, each player jockeying for a good position and consolidation. Once again half the roll is played for you, 25/24 or 25/20, but which is it to be?

25/20 looks really good until you notice that the only 1 that can be played without losing a point is 6/5 and it faces a triple shot wherein only 6s and 5s will miss.

So we are left with re-entering 25/24 and a 5 to play. White must be put under pressure and his roll disrupted, therefore hitting 23/18* is correct, even though he now has excellent chances of making a good anchor.

25/24 23/18* 5 A

25/20 6/5 -1
any other play -3

51: 25/24 23/18*
07) 64: 25/21 13/7* 52: 25/20 13/11
08) 54: 13/8 7/3

Finally a roll that isn't used to hit!

62: 24/18 13/11
09) 43: 24/20 23/20

At last white makes The Golden Point.

61: 18/11
10) 62: 21/13 51: 13/12* 12/7

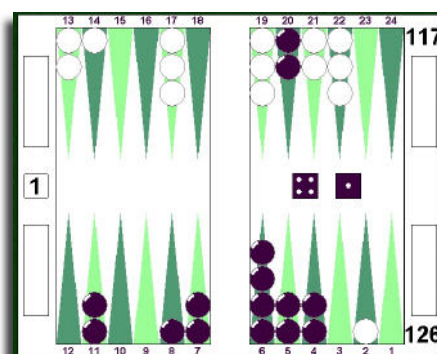
The double hit play 13/12* 8/3* is well down in Snowie's list - I hope you didn't consider it!

11) 31: 25/21 61: 13/6
12) 44: 20/12 20/12

White rolls 16 pips in the race and now threatens the movement of black's checkers on his 5-point.

32: 7/4* 6/4
13) 62: 25/23 22/16 63: 11/5 8/5
14) 52: 16/11 8/6

??? Black to play 41



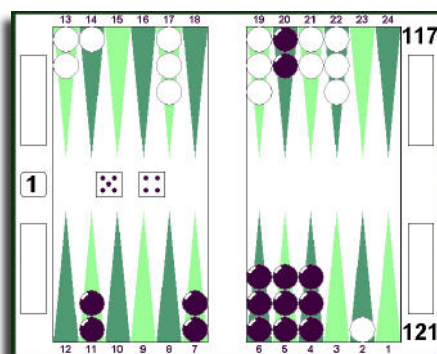
To hit or not to hit, that is the question. So, what is the answer? Well if white escapes the runner he'll be favourite to win and might even be able to cash with the cube; so hit? Yes. the alternative plays only hope he doesn't escape.

Of the non-hitting rolls the 'pure looking' actual play of 8/4 6/5 giving maximum blot hitting/making rolls next time is the best... but it is 5th in Snowie's list giving away 0.077 in equity.

8/7 6/2* 5
11/10 6/2* 5
6/2* 2/1 3
6/2* 6/5 3
8/4 6/5 1 A

41: 8/4 6/5

??? White to play 54



A great opportunity here to make the bar-point; so why is that white doesn't play it? He doesn't because it's of no use to him and won't make much difference to black escaping. Better to remain on the 12-point and safety the 11-point blot.

11/6 8/4 5
11/2 5 A
12/7 11/7 3
12/8 11/6 -2
any other play -3

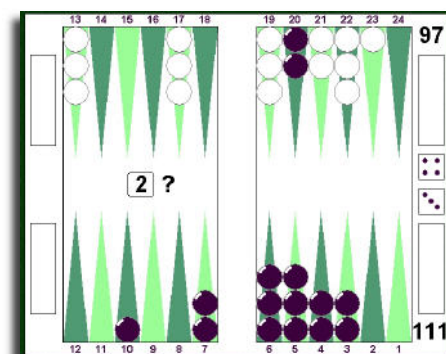
15) 54: 11/2 21: 5/3 4/3
16) 65: 23/12

White's roll of 65 has just moved him from underdog to favourite! Black's runners are fast becoming a liability.

61: 11/5 11/10

Just fourteen pips ahead in the race white decides to double. Your choices are: Double/Take, Double/Pass or No double.

??? White cube action?

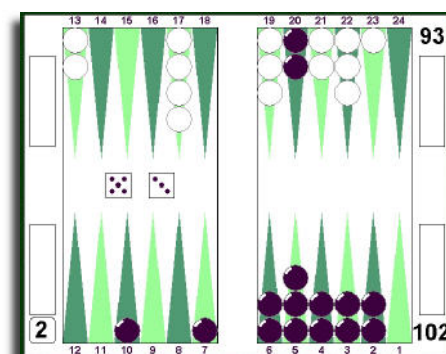


Clearly white has a double, but not by a large margin; but is it a take? Yes, black's take-point is around 22% and he is currently at about 27%, so it is Double/Take.

Double/Take 5 A
No double 3
Double/Pass -1

17) Doubles to 2 Takes
18) 31: 12/8 54: 7/2 6/2

??? White to play 53



Is this the time to run a back man home playing 12/4? If so it'll give black all the 7s to hit with (six rolls). Not bad odds, but what are the repercussions of being hit? Losing the game - and a possible gammon to boot! Now is not the time to leave black a chance to steal the game. Leave a shot when there's no alternative, not when you have other choices.

8/3 4/1 5
6/1 4/1 5
8/3 6/3 3
12/4 -1 A
any other play -3



19) 53: 12/4 44: 20/16 20/16 10/6 7/3

Black would have preferred 43 but at least he gets in four cross-overs and has slight hitting chances is white rolls 11 21 or 33 - and foresight tells us he rolls double-one!

20) 11: 12/10 8/7 6/5 64: 16/10 16/12

The 64 misses but it does allow two more cross-overs and makes the race almost level.

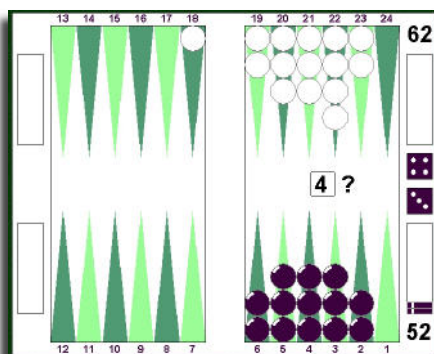
21) 65: 8/2 10/5 66: 12/0 10/4 6/0

A good 65 is wiped out by an even better 66; and black is primed to recube; but is it correct?

Once again your choices are:

Double/Take, Double/Pass or No double.

??? Black cube action?



Ten pips ahead, two checkers off and on roll are enough to solicit the correct response from both players. Meyburg moves further ahead, 5-14 to him.

Double/Pass	5 A
No Double	3
Double/Take	1

22) 53: 8/3 8/5

23) Drops

Doubles to 4
Wins 2 points

So, are you a Michael Meyburg or a Michael Meyberk!

50 Cheat!
40-49 Hello, Michael Meyburg
30-39 Hello Neal Kazaross
20-29 Hello Michael Crane
10-20 Ludo is more your game!
-0-10 Hello Michael Meyberk!

This game will continue in future issues. Can Karzaross pull back or will Meyburg continue winning? Don't miss the next exciting installment.

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The Great Prime

By Bill Davis

This article was first published in "Gammon" magazine 1980

The climax of each Friday evening Coastal Backgammon Club meeting is the late night money match between the Man and the Kid. There are always three principle character elements in this high stakes contest.

The Man is a dapper gentleman of nearly sixty years, possessing a methodical, yet creative style of play. Outwardly, he appears unconcerned with whether he wins or loses. For him, the game is a mental exercise to benefit his problem solving capabilities.

The Kid is a smart, young newcomer to the game with a rocket-like manner of play. His success stems from an intense desire to defeat his opponent; however, there are times when this strong desire gets in his way.

The spectators make up the third element of the match adding electricity to the air. For them, the confrontation is more than just a money game—it's a battle of wits.

On this particular Friday night, the net match score remained very close. After two hours of intense play, the Man had his young rival by only eight points. The next game made the contest a monetary

stalemate as the Kid bagged a redoubled gammon.

Five minutes later, the crowd of onlookers had doubled and strangely enough, neither player had thrown the dice. One of the regular spectators wandered over to the front table where the club director was seated.

"I'm not sure, but I think the old Man is hustling the Kid again."

"What's happening this time?" questioned the director.

"Just as they had completed the setup for a new game, the Man made an unusual challenging statement. He said that from the opening position, given four legal moves in a row, he could trap the Kid's back men behind a six point prime."

The director looked puzzled. "Let me see if I've got this straight. From the normal opening setup position, the Man will have any four legal moves of his choice, doubles included, to build a six point prime. I assume the Kid's pieces don't move."

"Correct," replied the spectator.

The director walked over to a vacant board and set up the starting position. Within a minute he had built the required prime.

"Here's a very simple sequence that does the trick" The director began to move the pieces as he showed the spectator his solution. "Make the bar and 5-point with

1-1; grab the 4-point with a 4-2; from the midpoint, bring two men down to the 8- and 9-point with 5-4; and complete the prime with another 5-4 throw, covering both blots. It's simple. I'm sure there are many ways to do it. Don't tell me the Kid missed this!"

"No, he found that line all right," responded the spectator. "But then the Man brought money into the picture. He wagered the Kid that he could build a prime—a 'Great Prime,' he called it—with only *three* moves and that it would overlay his 2-point through bar point inclusive."

Again, the director set up the board and began sliding the pieces into a variety of positions. After five minutes of fruitless effort, he sat back.

"The prime is just too deep into my home board to be built with only three moves. I say it's impossible."

Suddenly from across the floor, the Kid pounded his fist on the table, stood up, threw a couple of large bills toward the man and steamed out of the room.

"I guess the Kid said the same thing," smirked the spectator.

The problem is to construct the previously defined "Great Prime" in only three moves (doubles permissible).

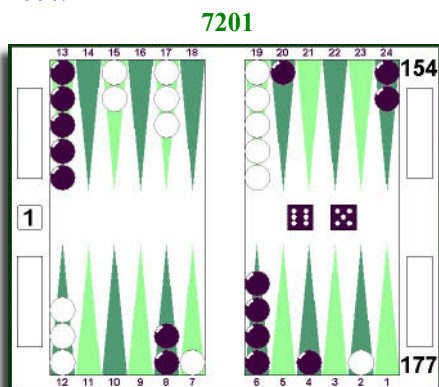
The solution can be seen on page 14.

Competition No.3 - 7201-06 The answers

By Michael Crane

Welcome to the final competition for 2004.

One is Steve Hallett:



5 point match
White 1 Black 0
Black to play 65

So, off we go and straight in at Number

Steve Hallett: 13/7* 7/2*

Black is behind in race with no structure at all, White's position is slightly better with builders on the 6-, 8- & 10-points ready to attack Black's blot on the 5-point. Black could run all the way with 20/9 which has the advantage of duplicating White's hitting numbers but otherwise does nothing about getting a forward anchor or stopping White from consolidation or making new points

Black has to attack either with 13/7* 13/8 or with 13/7* 7/2*

If Black plays 13/7*,13/8, White has many numbers which either hit the blots in Black's home board or attack Black's

blot on White's 5-point, (seven numbers do both). I think Black must fight for an advanced anchor and the best way of doing this is the double hit

Rodney Lighton: 13/7* 7/2*

White is threatening to escape here. Hitting two is risky since we leave two blots, but we are down in the race a long way anyway, so being hit back isn't too bad. Difficult to find a good alternative.

Difficult it might be, but one has been found . . . see later. In the meantime, the double hit is well reasoned for. Here's how Mark Oram approached it:

Mark Oram: 13/7* 7/2*

Seems very loose, but we are behind in the race anyway and unlike White we hold an anchor. With this play we have two of White's men on the bar so he won't be making any new points without doubles. Would we fear these too much?



His 11, 33 and 55 are excellent for him in any case, whether we hit twice or not. His 44, likely played 25/21*(2) 8/4(2), leaves us only one man to enter against a two point board, and this is at the cost of his 8-point: a key part of his developing blockade.

Only 22 is crushing, and this and his 42 are the only three rolls that send both our men back. The rest of his entering numbers do tend to send one man back, but here we enter against a one-point board and have a chance to make the golden point.

I think the main weakness with this play is not that we might get blown away with White's *next* roll, but we will be struggling in our subsequent roll or two to make our position sound. We may well not improve, or add to, our anchor(s) in White's board – in addition we may not get our own home board blots safe either.

However, any other play that I saw seems to leave us just as weak immediately. 24/13 does get one back man safe, but leaves the other two very vulnerable to being attacked. 20/14 13/7 threatens to make us a new outer board point but only if we avoid an immediate hit (I count at least 15 of these). 20/9 attempts to make us an inner board point, but again seems to be too exposed to hits to make this a viable option. 24/18 13/7, attempting to take White's bar point, seems even more likely to backfire. So the double hit it is, but I'd also love to read the other competitors' answers for this one.

And so you shall Mark.

Paul Statter: 13/7* 7/2*

Short comments this month, I promised Michael. Maybe I'm missing something, but I cannot find any alternatives. Put my opponent on the back foot, if I'm hit I get another chance at making the 20-point, missed and I could get a blitz going.

There are alternatives, Paul, but you won't consider them! Here's a couple that see things a little differently.

Richard Biddle: 13/7* 13/8

We are behind, without much of a board, so will be looking to mix the game up by creating some contact. Our strategy is to make some more points in White's home board, preferably the five-point. We also want to hamper White, by preventing our bar-point being made by White, I would suggest 13/7* first. It might be tempting to go on and lift the second White

checker with 7/2*, but we are more concerned with making the bar-point ourselves so we actually want to leave our blot there. Therefore, bringing a further builder down from the heavily stacked mid-point will give us the most flexibility. Are we concerned with being hit? Absolutely not. We are in for long battle with plenty of contact.

Richard concentrates on the bar-point, but Snowie looks to protect the 5-point.

Bob Young: 13/7* 13/8

With White ahead, and already striving for an advanced anchor, the hit with an as yet unstacked mid-point checker looks right. However, the double hit achieves nothing, two home board blots!, and who wants the 2-point anyway? As nothing can be done on the other side of the board, the simple extra builder from the mid-point is the best option. Probably one blot will be hit, but at least it tries to make one of the important points on the board, any casualties will be recycled and will probably help to secure an advanced anchor.

Not wanting to leave two blots, Bob agrees with Richard's move, even going as far as saying that the double hit achieves nothing!

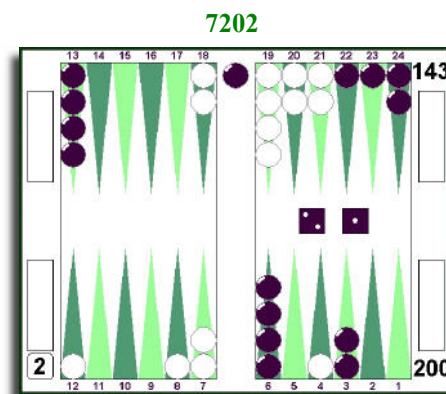
Snowie/Chris Bray: 13/7* 7/2*

It should be clear that hitting on the bar-point is mandatory. The only question then is whether to play purely with 13/8 for the 5 or hit with 7/2*. The key here is to protect the blot on white's 5-point as that is the point black would most like to make.

The best way of doing this is the double hit 13/7* 7/2*. If not hit back black may be able to start a blitz. If he is hit he will hope to anchor on white 5-point. A two-way game plan – just what you want in the opening.

So the latter two of the entrants went for the 'pure' play... but it wasn't the correct one. Two in the air is often a good play - not always, but often!

For our next problem we have one entrant out on his own with his move.



5 point match
White 0 Black 1
Black to play 21

Number One in a field of one, Bob Young swims upstream!

Bob Young: 25/23 6/5

A hit anywhere by Black is not going to trouble White at this stage. Best to put your checkers where you want them, having the security of a double anchor, so slot the 5-point and see how things go. Certainly a 1-2 back game will be promoted to a 2-3 game if the need or opportunity arises. Incidentally, I think the last time anyone won a 1-2 back game anywhere in the world was in 1947. (A very good year incidentally).

So Bob, born in 1947 were you? Although Bob talks about a 2-3 backgame if the need or opportunity arises he misses the opportunity to do it now! Everyone else is against you on this one, Bob. Sorry.

Paul Statter: 25/22

What are the candidates? 25/22, 25/23 13/12, 25/24 6/4. Do I want to hold up White and thereby improve his timing? Do I really think I'll be able to contain a hit checker at this stage? The plan for Black must be to get into a favourable back game (32 is best), recirculate spare and hit checkers and start building a home board. If Black gets one or two more checkers sent back, White's timing goes and Black may get a 321 back-game.

Steve Hallett: 25/22

Black is way behind in the race and lucky enough to throw a number to allow him the luxury to pick which back game position to play from. Either the 24-point and the 23-point or the 24-point and the 22-point.

Coming in on the 23-point looks good and allows Black to hit White's blot on the 13-point, but unless Black has a lot more checkers hit I don't think he has the timing for a 24-23-point back game and



must make the 22-point with 25/22 hoping to spring the checker on the 23-point or better still advance to a 23-22-point back game where you don't require as much timing.

Well reasoned.

Richard Biddle: 25/22

There can only be one move in this position. Is my traditional approach to the game preventing me from seeing a better move? Surely in this position we want to have the one and three-points in White's home board? We still have the opportunity to improve our timing for a back-game by forcing some more hits. We might even make a third point in White's home board which will further improve our winning chances, I believe.

Good old Richard, never one to break lightly with tradition.

Rodney Lighton: 25/22

Black is in some trouble here, well down in the race and with a poor home board. A back game looks like the best plan. The three one back game is the best, so I will make the three point.

Mmm, the 3-1 backgame is the best is it? I know someone who might disagree.

Mark Oram: 25/22

A back-game is looming here, but it won't be easy to win. Nevertheless, taking a second anchor seems a must – if for no other reason than moving 25/24 and the deuce on our side leaves us horribly weak in White's home board. So we can play either 25/23 and the ace on our side, or 25/22. Which one should it be?

As we stand, White has plenty of timing himself, so we are in danger of crunching before we get a chance to hit him in his bear-off. In addition, he may well close his 9-, 8- and/or 4-points during his progress coming home; further increasing that danger. Nor do we do not want to add to White's timing in any way, again to avoid as much as possible our collapse. So we have three aims here: (a) not hit White just yet, (b) do what we can to prevent any further extension to his 4-point blockade and (c) preserve our own timing: ideally by springing a man from his home board whenever we get the chance. 13/12* is definitely not consistent with any of these aims (particularly the first one!) and nor is 6/5, so this argues against the first possible move i.e. 25/23 ace/somewhere. On the other hand, three men on our 22-point (his 3-point)

would certainly address the second and third aims, and 25/22 clearly works towards this aim.

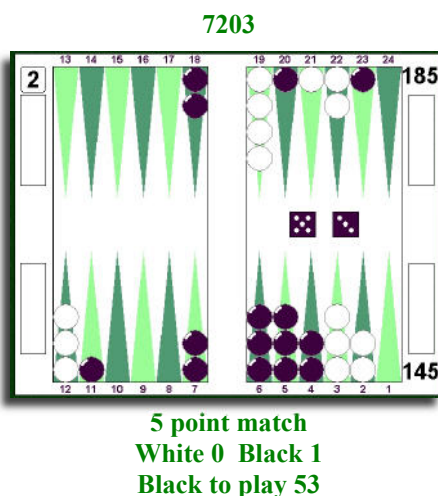
Still favouring the 3-1.

Snowie/Chris Bray: 25/22

This is not a difficult problem. Black is committed to a back game and this roll gives him every chance of getting a well-timed one. He must take white's 3-point by playing bar/22. Making white's 2-point and hitting on the 12-point or slotting the 5-point are both gross blunders.

In backgammon you must learn to take what the dice give you. Here they have been kind to you by letting you make the one point on the board you should be desperate to make in this position – don't pass up the opportunity.

Paul Magriel in 'Backgammon' says, "In the best backgames, you hold your opponent's two and three points, Next best is to hold his one and three points. The one-two-point backgame — which is considered the best by many players — actually tends to work out quite poorly in practice. The reason is that a key to a successful backgame — adequate time to hold these points and keeping your own inner board intact — is difficult to achieve with the one-two-point backgame. This is because it may be hard to recirculate your extra men if you are holding these two deep points. The one-four and the two-four-point backgames may also be excellent positions, although the one-four suffers somewhat because your two points should not be so far apart. Other combinations are generally inferior backgames although they can form excellent holding positions."



This next problem splits the panel into three factions. On his own is Richard:

Richard Biddle: 18/13 23/20

Not an ideal roll despite our solid position. This is not the time to play safe with 11/6 23/20, as this would remove any communication with our back checkers. A move to maximise communication would be 20/15 18/15 but that would be just too risky for our remaining blots. We need to create our insurance by making the five-point. This allows us now to play looser, especially with a White blot in White's home board. Our strategy should then be to build some more points in both outer boards. I like splitting our checkers on White's bar-point. If hit this gives us plenty of return shots.

Nobody else even considers this move. Is it that bad? It does leave a double shot but White's board isn't much to fear. It's what follows after this move that I am interested in.

Rodney heads a gang of two with an alternative move.

Rodney Lighton: 20/15 18/15

The problem here is what is the best way to extricate the back checkers. 23/20 11/6 is a possibility, safe for this turn, but will probably have to leave blots later, maybe after White has made the 4-point. I prefer 20/15 18/15 to get a landing place for the back checkers and to force an exchange of hits while White still has an inner board blot.

Paul Statter: 20/15 18/15

I want to make it awkward for White to recirculate checkers, so I would like to regain control of the middle of the board. 20/15, 18/15 does this, leaving a blot 6 away from White's mid-point - but White also wants 6s to recirculate. Leaving a checker deep in White's board also keeps pressure on the blot on the 4-point.

These two have different reasons for the same move. Rodney is concentrating upon getting his back checkers out and Paul wants to make it awkward for White to recirculate checkers. Of the two, I think Rodney is on the right track . . . but have they chose the 'best' play?

Bob, usually out on his own, has company this time.

Bob Young: 23/18 20/17

Black can create flexibility and duplicate White's fives that White needs to hit or escape the clutches of Black's prime with this play. To make the Golden Point will only be a roll or two away from having to vacate it again, so leapfrog the men round





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the board. Now is a good time to try this while White is seriously separated at the back from the front army, and a poor home board.

Good, clear reasons for the play. My arguments as well.

Steve Hallett: 23/18 20/17

Black is way ahead in race and needs to find the best way of getting his checkers home. Of the possible plays 23/18 20/17 and 20/15 18/15 look to be the best. 20/15 18/15 makes a nice point covering most of the outfield if White springs a back checker but leaves two blots which could allow White to get an attack going. 23/18 20/17 only leaves one blot which also duplicates one of White's springing numbers and reduces the risk of an accident.

Seen the benefit of duplication - a factor often overlooked by a lot of players. Make it difficult for your opponent to do two things at once - unless they roll a double, of course!

Mark Oram: 23/18 20/17

In some ways, this position is a reflection of the previous one, White is facing a

back-game approach, but one where we have a chance to take our own 9- and 8-points and forcing him to crunch. However we must play with care, as we could be hit ourselves and suddenly White could build a 3- or 4-point board himself, getting a chance to win this game going forward.

So I think we must work to safety our blots if we can while we come home and/or avoid leaving too many in subsequent rolls. For this reason, 23/20 11/6 seems a little weak. We lose the 11-point builder for our 9- and 8-points, and we'd have two stripped points a long way from home, which could easily force us to leave fresh blots in a move or two.

Instead, 23/18 20/17 looks to be more flexible in the short term. True we are exposed to a hit with any 5 from White; although a single 5 duplicates one of his ideal escaping numbers (his 53 'crusher' is similarly duplicated). White's 41 and 32 hit us of course, but these will allow him to do nothing else on this roll. Finally, if our 17-point blot is missed (and 21 rolls do just that) it is only six points away from our 11-point, giving it a reasonable hope of covering our other blot

there.

Can't argue with that . . . and nor does Snowie.

Snowie/Chris Bray: 23/18 20/17

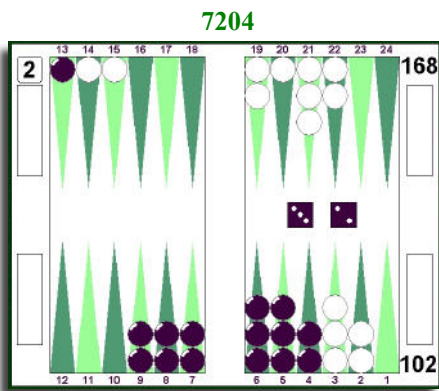
This must be later the same game looked at from the other side. As predicted the back-game player has got his well-timed game and Black is now seeking to get his men home.

The question in such positions is how open can Black be in how he brings the back men home? As usual, the answer is dictated by the rest of the position. Here Black has only a four-point block against White's back men and has two men out of play on top of that prime so he lacks some flexibility. White still has the possibility of winning by going forward so Black should exercise some care and not strew blots around.

It's a close call between 20/15 18/15 and 23/18 20/17. The latter turns out to be better as it limits Black to two blots rather than three and there is minor duplication of fives. This is not easy to find over the board but on detailed analysis my silicon circuits have 23/18 20/17 as the winner.



We have four different plays this time. Let's start with the two that are on their own.



5 point match
White 0 Black 1
Black to play 32

Paul Statter: 9/7 9/6

The time has come to break the prime, rather than waiting to be forced into it in a move or two and leaving a direct shot in the process. So should I clear the 9, 8 or 7-point? Some would automatically play 9/7, 9/6, but notice that only the White checkers on the 3-point threaten our 9-point, but the checkers on both the 3 and 2-points threaten our 8 and 7-points. So if I am later forced to leave a blot, I would rather it were on the 9-point than the 8 or 7. Clearing the 8-point leaves 3 shots, clearing the 7-point leaves only 2, but if I clear the 7-point, how would I play a 6 next roll? I could easily leave a double shot.

The other thing to consider is whether I want to make it easy for White to escape. Clearing the 9-point means only 6s escape, but clearing either the 8 or 7-point gives White two numbers to escape. Oh hell, and I was going to write short comments this time. I've gone round and round (most of the thinking omitted from these notes), decided that I still want to make things awkward for White, so I'll clear the 9-point. Phew.

Phew indeed! Snowie, our expert disagrees with this strategy. He wants no part of any move that helps White escape. It will only help his timing, and breaking your prime now is a bit too soon.

Our next Lone ranger is Mark Oram:

Mark Oram: 8/6 8/5

I think we have two approaches here. We can either maintain our prime as long as we can and hope to see White crunch, or we can start to clear our points now with enough flexibility to do so safely. We can

roll twenty-one pips on the dice before we are forced to clear our prime. This gives us two and a half rolls or so. In this time, White may well be at his maximum strength rather than crunched – he can play only two sixes before this number is killed for him, so his board will likely retain its strength while we use up our timing. We would then have to clear a completely stripped position, which may well open up a blot or two for him to hit.

By clearing our prime now – my favoured choice – we leave one remaining blot of course, creating a 'pay now or pay later' situation. I think the criteria argue that we pay now: if we are missed we will be pretty much home; his board will be stronger in a move or two, and if we wait we may be leaving more/worse shots as outlined above. More specifically, by opening our 9-, 8- or 7-points we give White 2, 3 or 4 fly shots respectively to hit our mid-point blot (64; 65 + 55; or 65 + 64).

This by itself argues for opening the 9-point first. However, what bad rolls will have with each of these options? We leave blots, when we clear from the 9-point, on 66, 65 and 55: 4 total. Similarly, clearing our 7-point gives 65 and 64 as blot making numbers: four rolls again. However, clearing the 8-point gives only 55 as immediately dangerous, so on balance I choose 8/6 8/5

Another play that breaks the prime and lets White get a checker out. Here's what the others have to say.

Bob Young: 6/1

If this had been served up in a "problems" book, I would have looked deeply for the right answer, but probably played the obvious 13/8 in a match with no suspicion that there was much choice. Next roll, White will have a four point home board, so the attention to the safety of Black's next roll is important. By playing 13/8, five rolls, 46, 55 and 56 would leave a blot. Breaking the prime from the rear gives an immediate indirect shot, as well as bad rolls for Black next time 11, 31 and 21 will still leave an indirect shot. Playing 6/1 just leaves 65 as a blotting roll, a marked improvement. With the Black prime intact, and a checker back on the mid-point, Black needs to roll small again next time and White should be collapsing, giving Black the added safety should he expose a blot any when soon.

I'll let you into a secret, Bob ignored the best move. He discounted it for it left five

rolls that left a blot; but he doesn't consider the thirty-one that don't!

Steve Hallett: 6/1

Continuing from the last position Black has a stranglehold on the game but White's front position hasn't collapsed yet, so the best way of trying to do this is to keep the five prime as long as possible; so dumping a chequer 6/1 is the best.

Dumping a checker? That sounds like a cop out to me. This is usually done when there's buggar all else to play; but that isn't the situation here. On the right tracks are the next pair.

Richard Biddle: 13/8

What a tough position to play! I think most players would play 13/8 or 6/1. However, over the next two rolls White will probably make a four point board and we may well leave a double shot. Argh! And White has the cube. These are great games to watch but not to play in. I am sure I have seen some players play this by breaking the prime at this stage. How about coming in off the 8-point with both, 8/6 8/5? Then, White needs a five or six to escape and a five or six to make the five-point. Not bad duplication, eh? Ooh, what if White threw double-fives? *And of course, that is what would happen to me if I tried to play this clever move.* Ah, call me a foolish coward.

Foolish? Never. Coward? You have the heart of a lion... a dandelion! The most obvious play is the best play as Richard has deduced. Another that agrees is Rodney.

Rodney Lighton: 13/8

I am sure that I would play this immediately over the board. Could it be right to get cute by pre-clearing with 8/6 8/5 or 9/7 9/6? In some cases this could be right, but here White's timing is dubious. Keeping the prime may well lead to White crunching with large numbers.

Over the board - that's the clue here to the best play. These competitions are designed to see what your 'over the board' play would be - not what you think after hours of studying the position. Snowie backs up Bob and Richard and pushes them into the top place with the 13/8 move.

Snowie/Chris Bray: 13/8

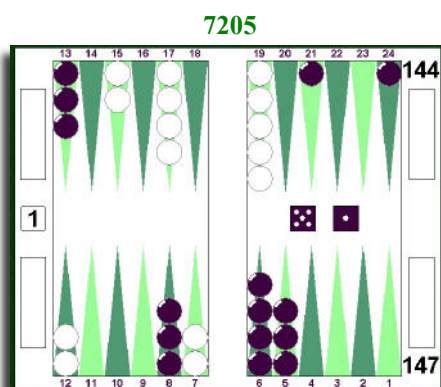
And still later the same game. Now white's timing hangs in the balance and the next couple of rolls will be critical. Eschew any idea of allowing white to



escape a man with some sort of trap play that involves 9/6. Also don't bury a man with 6/1. The spare men belong in front of white's anchors. The choices are 13/8 or 13/10, 6/4. Over time you learn to keep those spare men on the 5-point and 6-point – you never know when you might to have a spare 4 or 5 to play.

So the answer is the prosaic 13/8. Admit it, it was the move you first thought of, wasn't it?

At last we now have a problem that has split the panel into many pieces. Only two of them actually agree!



5 point match
White 1 Black 2
Black to play 51

Kicking off for the 'my play is best' is Paul:

Paul Statter: 8/3 21/20

I've left this one till last. In normal play I'd lament the fact that I can't do much with this roll and proceed to do not much, probably only thinking for a few seconds. I've now looked at this loads of times in three months and I'm still stuck.

White has an awkward position, with points either stacked or stripped, so he is close to leaving me a shot. I must not make things easier for him, so my last checker must stay back. I don't like the idea of stripping my own mid-point, I don't want to leave a blot in the outfield, nor do I want to slot more than one point in my home board. So I think I'm left with 8/3, 21/20, but I still don't like it.

Well at least he's being honest and almost makes it under duress. But he doesn't seem to have a plan. Even Bodrick has a plan!

Bob Young: 13/8 5/4

Sixteen of White's rolls will produce a direct shot next roll, as well as several indirect shots, so it is not advisable to place two slotting checkers in the home

board, with the intention of building a home board at the fastest possible speed at this time. While Black has good board control everywhere at present, I prefer to slot the next point in the prime, leave the rear checker where it is to cover any awkward rolls where White would otherwise dump checkers in his own home board, and play the five from the mid point, hoping to either aim at a White blot next time, or build the prime and slot again if White rolls safely. In a close race, Black should be able to use his stronger home board to good effect, providing he doesn't get blitzed by some sequence of good rolls by White, and there is nothing that Black can do about that this roll anyway.

Slotting 5/4 is fine, but if Black gets a shot and hits he doesn't want to risk sending back another checker.

Richard Biddle: 21/16 5/4

Our blot on the 21-point is, as described by Magriel, "coming under the gun". It might not be pretty, but we do not want to be pointed on so we want to move so that if we are hit, White is making the hit without doing anything else useful. 21/16 means that we that if we are hit, White will be leaving blots (barring 11, 22, 44). In fact, this will also give us better coverage of the outer boards with less risk. We will leave the other single blot out of range, but causing trouble, on the 24-point; so let's slot on the 4-point, with a view to making it on the next roll.

21/16. This is part of the solution; but not with 5/4, for the reasons given about Bob's move.

Rodney Lighton: 13/8 21/20

Could play 8/3 5/4 to try to build our inner board, but two blots is over doing it, when White could well be leaving shots next turn. 13/8 5/4 or 13/8, 21/20 or 8/3 21/20 are worthy of consideration. Playing behind White's anchor with 8/3, stripping the 8-point doesn't look right. Of the other two plays I prefer 13/8 21/20 going for the best anchor.

Rodney seems to consider everything except the 'best' move; but he does come up with 2nd best!

Steve Hallett: 21/16 6/5

The race is even and Black must leave at least two blots somewhere on the board. Working on the principle of not leaving blots in front of heavy points the five should be played 21/16, we then have a choice of one's 24/23, 6/5 or 5/4. 24/23

just reduces Black's escaping numbers and puts it in way of the 8- and the 6-points so reject that so we have a choice of 6/5 or 5/4.

5/4 starts the next point we want to make but leaves a blot and strips the 4-point of its builder and also is a blot to be hit, if we hit an indirect shot off the bar so I would play 6/5, which keeps builders on both the 6- and the 5-points and doesn't leave any blots.

So Steve misses out 5/4 from a stripping point of view; good. Moving 21/16 not wanting to be in front of heavy points is good strategy.

Mark Oram: 21/16 6/5

A close race but White has created an extra blocking point to hamper our men, while his runners have only two points opposing their progress. We cannot make a new point this roll, so need to work out how best to play the five. 8/3 5/4 would be great if we could guarantee a 32 next roll, but gains us little if we can't. Also, moving 13/8 doesn't gain us much: our back men are still isolated and we have stripped our mid-point. If we reject 24/18 (as I do since we will have two blots under the gun, either one of which would allow White to extend his blockade if it were pointed on) we have only 21/16 as a possibility.

This has some benefits however: it is under the gun anyway, so White could no longer hit us and close a second inner board point if we move it. Also, White would likely break one of his stripped outer board points to hit, and if he misses we would safety this man with any three or 21, and build a new point with 52, 63, 33 and even 44 (using our 24-point blot). For the ace I hesitate to move the back man to the 23-point as this makes him more vulnerable to being hit by one of White's large doubles than by staying back. Possibly 5/4 is better than 6/5 as it starts our next and best inner board point, but I think I was a little wary of having an inner board blot should this game become a blot hitting contest. So I play safe and opt for 6/5 instead.

It looks as if mark is taking over Bob's job of long answers. But he does go into some depth and it's good to hear what he thinks about moves he isn't going to make and why. By virtue of getting two 'votes' this move gained the most points . . . and before you start to moan and groan, it was the best chosen by Snowie (as far as the equities go, that is).



Snowie/Chris Bray: 13/8 6/5

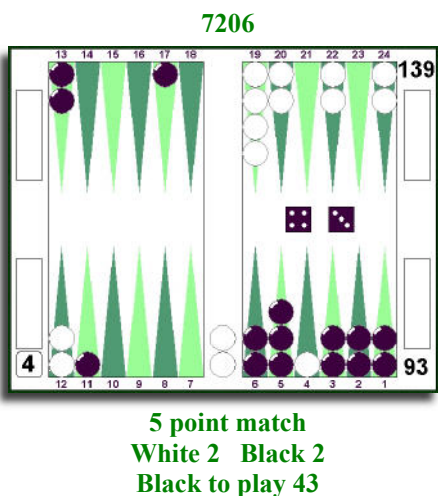
Not a great roll for black. What's his plan? Ideally he wants to anchor in white's board. This would indicate that running with 21/16 is the wrong idea. Therefore the 5 should be played 13/8.

What about the 1? In this sort of position you don't want to give your opponent the chance of making the point he really wants to make (i.e. his 5-point) with a tempo. Therefore moving up with 21/20 is wrong and the 1 should simply be played by moving 6/5.

Surprisingly 13/8 21/20 is quite a bad error in equity terms. Once you understand the plan for this type of position the actual move is easy to find. This proves yet again how critical it is to have a plan in every position – it makes playing so much easier!

Well at least there's a plan; and as he says, it's as well to have one for every position! But the equity for this move is well down hence its low mark.

The final problem has an entrant on his won again . . .



Once again, against the flow we have Bob Young:

Bob Young: 11/7 7/4*

I've obviously got my aggressive hat on again, but it is called "Backgammon", not "Pussyfooting About". I have a stronger home board, White has a high position open in his prime if hit, 29 rolls either cover or lift the blot next roll, so hit. Yes, I know, Black is almost home, may never need to leave a shot, and this is the last game, but, and it is a big but....Black still has four checkers to get home, two points to clear in front of the possible anchor, and there are no points for a long drawn out game (check with Michael for confir-

mation), so hit, and make White roll an immediate four. If hit, eleven rolls only, Black would have twenty entering rolls, while White will still have to roll two more fours before becoming a threat.

Bob's play is really a gammon play and at DMP gammons are worth nowt. According to Snowie this is the weakest of the plays, perhaps because it is leaving a direct shot. But, as you will see later, that doesn't mean a low score, simply a lower one.

We have two (or three if you count Snowie) for this next play. Steve begins.

Steve Hallett: 17/14 13/9

Black is in complete control of the game but would like to make his 4-point and also avoid losers like 44 so any play leaving a chequer on the 8-point can be discounted

So we have a choice of

17/10
17/13, 11/7
17/14, 13/9
13/10, 13/9

13/10 13/9 brings in most builders but if Black throws 55 he loses his 6-point 17/10 and 17/13 11/7 brings a back checker round but otherwise doesn't do much about closing White out.

17/14 13/9 starts the back checker moving and brings another checker to bear on the 4-point and also makes Blacks bogey of 55 a winning throw if White hasn't entered and doesn't destroy his board if white has entered.

Richard Biddle: 17/14 13/9

At Double Match Point, gammons do not count. We are playing just for the single win. Our strategy should be just to come home safely. Had we been playing for the gammon, I think 11/4 would have been the best move. As much as we do not want White to make the four-point, we should be able to come home safely before both White checkers are off the bar. As long as we do not leave ourselves open to White double fours, we should aim to spread our checkers.

Our strategy is to hit the blot on the four-point with a hit and cover or pick & pass. Or to build valuable points in the outer board, preferably the 11-point which will be the easiest to come in from without leaving a direct shot. 13/9 13/10 gives us more builders bearing in on the four-point, but only gives us a duplicated six to make the 11-point. Double fives would be awkward for us next time. 13/9

17/14 does not give us any awkward doubles next roll and gives us any twos and threes to make the 11-point; with 51, 55 to hit and cover, 52, 53 for a pick & pass.

Lots of good reasoning there from Steve and Richard, and according to Snowie it's the best play.

Here's an alternative, playing from the 17-point.

Rodney Lighton: 17/10

Hitting with 11/4 is wrong, getting hit back is too dangerous, we are likely to win this game anyway and don't need a gammon. 13/10 13/9 brings in the most builders for the 4-point, but leaves us with a problem next time if we throw 55. 17/10 looks to be the best balanced move combining point making/pick and pass ability with safety.

Paul Statter: 17/10

Do I hit or not? Playing for a gammon I think I would hit, but at DMP more caution is called for. The race is almost won, so if I can bear in and off safely, that's good enough. Of course, if I get a chance to close out White, I will, but not by taking unnecessary risks. We need to ensure that we can still play safely after White's best roll of 44, or any roll containing a 4. So don't leave a blot on the 8-point. I don't want to leave blots everywhere, so don't play 13/10, 13/9. I seem to be left with 17/10 or 17/14, 11/7. Both plays bring one more checker to bear on the 4-point, I feel the former will be easier to tidy up if White rolls a 4 next go.

Mark Oram: 17/10

If we can avoid being hit and bring our men in smoothly we are far enough ahead in the race to win this game and the match itself. Naturally making our 4-point will be huge for us: how do we best do this? We can either hit White immediately (with 11/4*); or hope he does not anchor next roll and bring extra builders in range to hit and/or close the point on a subsequent turn.

If we hit him now, we need to roll an ace or a 9 before he rolls a 4: since he will roll first he will have an advantage. If he then hits us, we face a four point board, and while we will likely enter our one man before he enters the remaining two of his, we will be very unlikely to hit him again before he anchors. In other words I don't see a sequence where we are favourite to prevent White anchoring if we hit directly.



So how about bringing in more fire-power? 13/10 13/9 looks appealing initially: the trouble starts when White anchors quickly. We are then scrambling to bring four blots to safety before White rolls one more four. Even one hit then could be extremely costly for us if we have more than one blot exposed. Two more reasonable possibilities are 17/13 11/8 or 17/10.

Firstly, each one leaves a position reasonably easy to clear should White anchor. Secondly, each one creates one more direct builder for the crucial 4-point, and thirdly each has two numbers (41 or 61 respectively) to close the 4-point directly. However, I see two additional points in favour of 17/10: it leaves no jokers for White (whereas 17/13 11/8 leaves him 44); and 17/13 11/8 leaves us 1s, 4s and 9s to hit White (all the time assuming he does not anchor) or thirteen rolls total. 17/10 gives us 1s, 6s and 9s, or fifteen rolls total.

Lots of good points here from the final three but it's just nosed ahead of Bob. The final word rests with Snowie.

Snowie/Chris Bray: 17/14 13/9

By far the most difficult of the problems (although in some ways also the easiest). The match score is critical because the cube is on 4 and black needs only to win the game rather than strive to win a gammon, which would be the case in a money game.

In a money game 11/4* would be clear as it wins another 9% gammons over the other plays. Needing only to win black can choose between at least six plays:

- (a) 17/14, 13/9
- (b) 13/6
- (c) 17/14, 11/7
- (d) 13/9, 13/10
- (e) 17/10
- (f) 11/4*

After a huge number of rollouts the equity difference between the best and worst of these plays is a mere 0.13, still within the realms of statistical error! Over the board this is just not solvable and I wouldn't criticise any of the above plays.

My silicon circuits give the nod to 17/14 13/9 but I'd take that with a pinch of salt. 11/4* comes out as the weakest of the six

plays but as noted above whilst it is difficult to choose between the plays this problem is also easy because nearly any play is OK!

With the equity spread being so close I have decided to award points based upon the equities this time.

So, that's my first year over as compiler and I must admit, it's no the piece of cake I thought it was!

Let's tot up the scores and see who has won what. Well Steve Hallett wins half price accommodation (£25) for any tournament he wants; but the overall winner for the year is Rodney Lighton. I know Chris Bray/Snowie has more points but they aren't part of the entrants but part of the solution. So, Rodney, a cheque for £75 is wining its way to you as your prize. Well done.

I'd like to thank all the entrants for their contributions over the year and I hope you - and others - will continue to share your thoughts and reasoning with us for 2005.

name	7201	7202	7203	7204	7205	7206	Tots
Steve Hallett	13/7* 7/2*	25/22	23/18 20/17	6/1	21/16 6/5	17/14 13/9	57
Rodney Lighton	13/7* 7/2*	25/22	20/15 18/15	13/8	13/8 21/20	17/10	54
Mark Oram	13/7* 7/2*	25/22	23/18 20/17	8/6 8/5	21/16 6/5	17/10	53
Snowie	13/7* 7/2*	25/22	23/18 20/17	13/8	13/8 6/5	17/14 13/9	52
Richard Biddle	13/7* 13/8	25/22	18/13 23/20	13/8	21/16 5/4	17/14 13/9	49
Paul Statter	13/7* 7/2*	25/22	20/15 18/15	9/7 9/6	8/3 21/20	17/10	47
Bob Young	13/7* 13/8	25/23 6/5	23/18 20/17	6/1	13/8 5/4	11/7 7/4*	43

No.	move	score
7201	13/7* 7/2*	10
	13/7* 13/8	8
7202	25/22	10
	25/23 6/5	6
7203	23/18 20/17	10
	20/15 18/15	8
	18/13 23/20	6
7204	13/8	10
	6/1	7
	9/7 9/6	5
	8/6 8/5	4
7205	21/16 6/5	10
	13/8 21/20	7
	21/16 5/4	5
	8/3 21/20	5
	13/8 5/4	4
7206	13/8 6/5	2
	17/14 13/9	10
	17/10	9
	11/7 7/4*	8

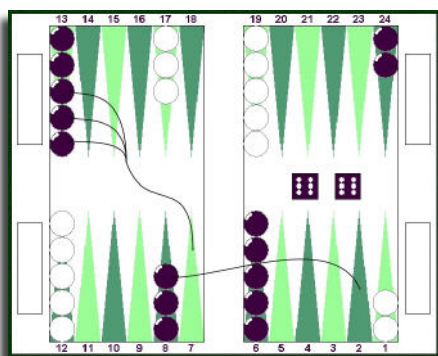
Name	Scores	Tots
Snowie	54 60 52	166
Rodney Lighton	57 52 54	163
Richard Biddle	56 54 49	159
Steve Hallett	45 53 57	155
Bob Young	53 58 43	154
Mark Oram	47 54 53	154
Paul Statter	38 50 47	135
Jeff Barber	55 53 0	108
Richard Granville	60 0 0	60
Peter Bennet	50 0 0	50

Fax	Month	Questions	Answers
74	Jan	7401-06	7201-06
76	May	7601-06	7401-06
78	Sep	7801-06	7601-06
80	Jan	8001-06	7801-06
82	May	8201-06	8001-06

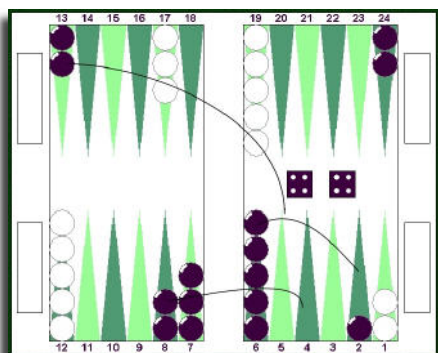
Competition No.1, 2005: 7401-06
The Questions can be seen on page 21

Solution to "The Great Prime Problem" on page 6.

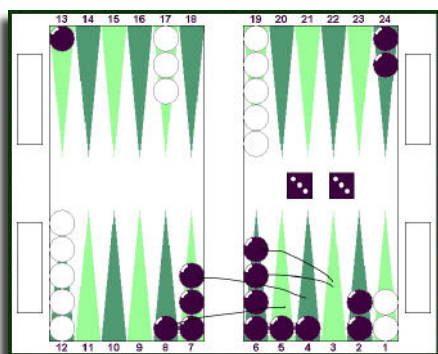
A correct sequence of moves is:



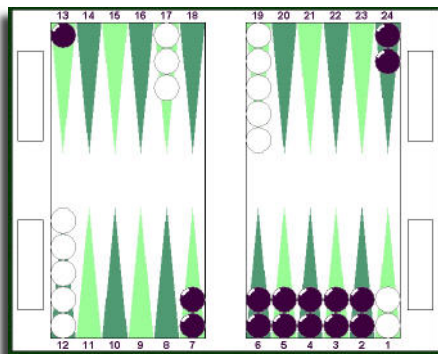
6-6 (13 to 7 three times and 8 to 2)



4-4 (13 to 5, 8 to 4, and 6 to 2)



3-3 (8 to 5, 7 to 4, and 6 to 3 twice)

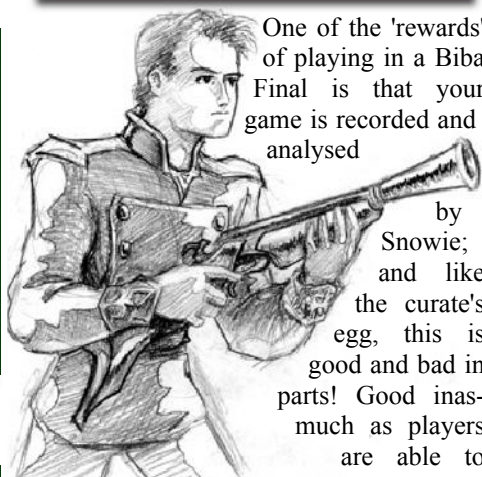


Other solutions are possible, but they all involve the plays of 6-6, 4-4 and 3-3.

Bill Davis

Blunderbusses

By Michael Crane

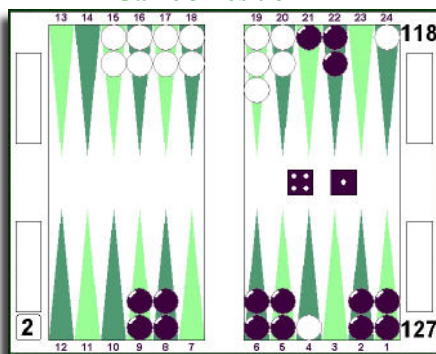


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inasmuch as so can everyone else!

During their 6th Round match at the **Townharbour Trophy** in November, Connor Dickinson and David Nathan made a few blunders, and here they are. David is playing as black and the match is to 11 points.

Game 3 Position 14



Black 2 White 0
Black to play 41

In this position the race is close, David will be just four pips down; but this isn't a level playing field for David is stuck behind a 6-prime with three checkers. His only hope of escape is if Connor crunches. With this in mind the best play with the 1 is 22/21, fronting the prime ready for the crunch. The 4 is then used to hit, 8/4*.

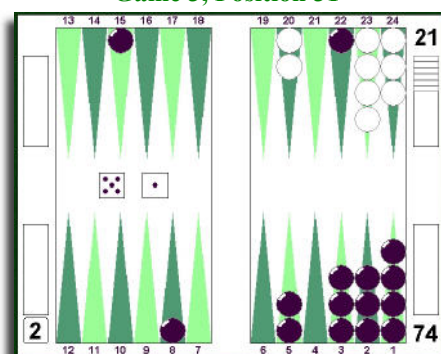
You might not agree with Snowie's choice of play but it was arrived at after an extensive rollout. This play gives black just over 21% game winning chances whereas the actual play of 9/4* gives just 14.6%, a loss of 30% over the best move. In fact the actual play comes out in 12th place losing 0.230 in equity; a

big blunder.

22/21 8/4*	-0.691	
22/21 9/5	-0.724	-0.033
22/21 5/1	-0.779	-0.088
22/21 6/2	-0.780	-0.089
9/5 9/8	-0.791	-0.101
6/2 6/5	-0.838	-0.148
8/3	-0.840	-0.149
8/4* 8/7	-0.875	-0.184
8/4* 4/3	-0.886	-0.195
8/4* 5/4	-0.899	-0.208
6/1	-0.899	-0.209
9/4*	-0.921	-0.230

Making the 21-point would have made a difference to black's game for he never got a chance to hit white until Position 31 when Connor rolled 51 in this position:

Game 3, Position 31

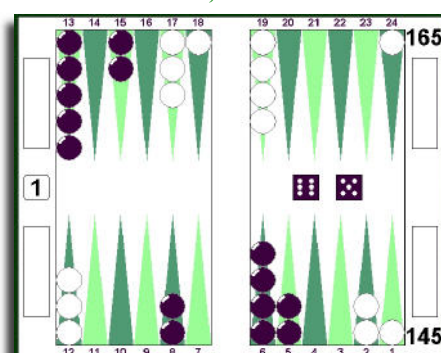


White rolls 51

He correctly played 5/0 1/0, eschewing what appears to be the safer 5/0 5/4 (worse by 0.58) but as luck would have it David rolled 32 and hit him. I must confess my play would have been 5/0 5/4 leaving minimum shots and an even number of checkers. The gammon chances for the actual play were approx 41% and my play 36%. If missed, the dice rolls that followed would have made no difference for black rolled a double-six and saved the gammon anyway.

Our next blunder is with black still. It is:

Game 4, Position 4



Black 2 White 2
Black to play 65



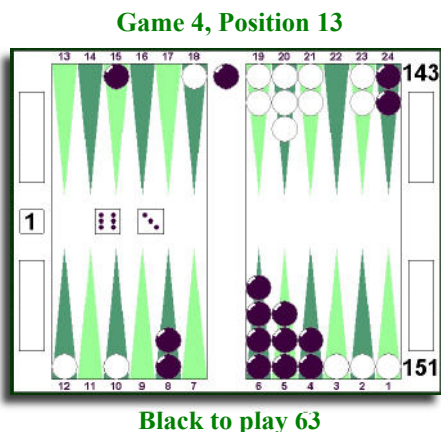
Black is currently 20 pips ahead in the race and will be 31 after this move so the last thing he wants to be doing is letting white have an easy hit to destroy this good lead. Or so you'd think, but black plays the 5, 6/1* giving white 11 chances of sending the blot onto the bar; or a total of 19 rolls (50%) that will hit one or more of blacks blots. The 6 played 13/7 is at least better than playing it 15/9, but it is not by a long chalk the best play.

Leaving indirect shots is the way to go here, and clearing the 15-point is the way to do it, 15/9 15/10. Leaving indirect shots means that white might be able to hit but will be unable to make his two blots safe leaving black eleven 1s plus 52 and 43 off the bar to return the favour.

15/9 15/10	0.950	
15/9 13/8	0.940	-0.010
13/7 13/8	0.878	-0.072
13/7 6/1*	0.765	-0.185

The actual play gained a gnat's 0.01% in gammon chances and lost 5% in game winning chances and 0.185 in equity. Surprise, surprise, white rolls one of his 19 hitting rolls, 52 and black is sent packing.

The game swings back and forth until we get to here:

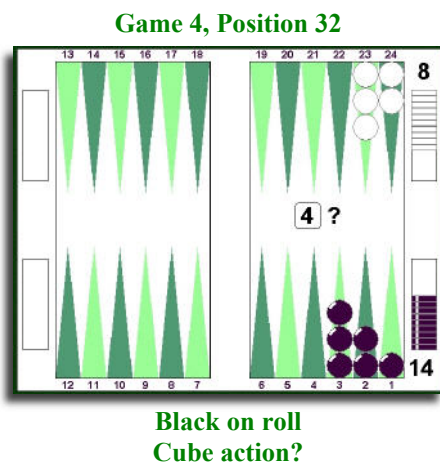


It's now Connor's turn to show us what he's made of. He's made of lettuce, I can tell you! If he was made of sterner stuff he'd have hit with the three playing 13/10* and then, seeing that David's best-roll would be double-three he'd have moved out playing 22/16. Instead of this best play he decided to leave the blot alone and played 15/12 13/7. Just what it achieves is hard to fathom, but I do know it loses 0.249 in equity. In at Snowie 5th, the four above all advocate the hit.

22/16 13/10*	1.042	
24/18 13/10*	1.013	-0.029

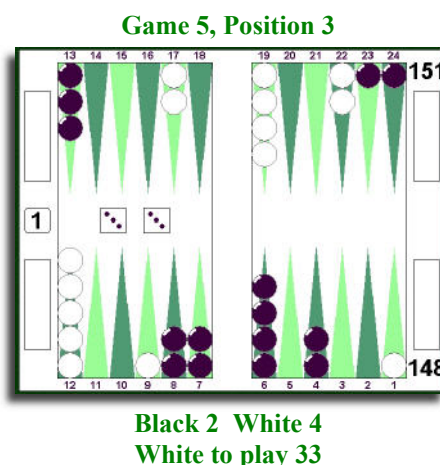
15/9 13/10*	0.971	-0.071
13/10* 10/4	0.919	-0.122
15/12 13/7	0.793	-0.249

The game went its merry way right down to the last few rolls in the bearoff where we find this position:



It was in this position that a kibitzer came up to me and said that David lost the game because with a three-roll finish he didn't recube and Connor would have dropped. As it turned out according to Snowie re-cubing would have been a mistake, and the reason is, the single checker on the 1-point. Move a checker from the 3- to the 1- and it then becomes correct to recube . . . and to take! In fact in both positions it is a take. No doubt David was very happy not to have offered the 4-cube because Connor (had he correctly taken) rolled 66 and won the game.

Connor's next blunder came a short time later.



Most players over the board would use this roll to make their bar-point, leaving the 16-point blot to its fate. However, doing this will lose 0.077 in equity. Snowie wants to make it safe and it prefers 16/13 13/10(3) bearing down on the bar-, 5- and 4-points. If you have to leave

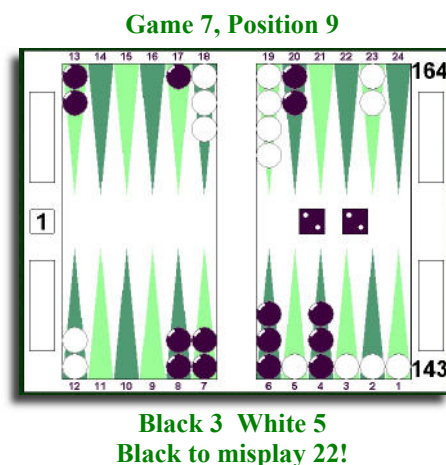
it there, Snowie advocates making the 5-point and the 10-point; and with just a loss of 0.009 in equity it is a good move.

What is not a good move is the actual play 16/13 (at least the blot is safe!) 8/5(2) 6/3. In at Snowie 7th it loses 0.177 in equity. In fact the 6/3 is a complete waste of a three, at the very least it should have been played off the mid-point. The actual play gives up the blocking 8-point and then leaves the outer board free of any white checkers.

16/13 13/10(3)	-0.050	
13/10(2) 8/5(2)	-0.058	-0.009
16/10 8/5(2)	-0.114	-0.065
13/7(2)	-0.127	-0.077
16/13 13/10(2) 6/3	-0.178	-0.132
8/2*(2)	-0.181	-0.132
16/13 8/5(2) 6/3	-0.226	-0.177

Three rolls later black rolls a Joker 33 and on his next roll doubles out for the game.

I have been unable to set Snowie to show more than 20 candidate rolls so I don't know for certain just how bad this next play actually is! It is 20/20, losing 0.264 in equity with Snowie; but I have set JellyFish at 99, and it comes out at 36th. See if you can spot it:



Well did you spot it? It was 8/4 4/2*(2). The first thirteen moves chosen by Snowie all play 7/5*(2) with two of the twos; and this is clearly correct. The best of the bunch was 17/15 7/5*(2) 4/2* putting two on the bar and great pressure on white.

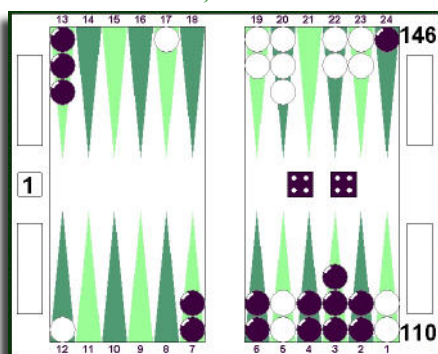
17/15 7/5*(2) 4/2*	1.117	
13/11 7/5*(2) 4/2*	1.110	-0.006
17/15 13/11 7/5*(2)	1.098	-0.019
7/5*(2) 6/2*	1.097	-0.020
7/5* 5/3*(2)	1.083	-0.034
17/13 7/5*(2)	1.083	-0.034
13/9 7/5*(2)	1.082	-0.034
13/11(2) 7/5*(2)	1.075	-0.042



8/6 7/5*(2) 4/2*	1.072	-0.045
7/5*(2) 4/2*(2)	1.048	-0.069
17/15 7/5*(2) 6/4	1.044	-0.073
13/11 7/5*(2) 6/4	1.042	-0.074
17/15 8/6 7/5*(2)	1.022	-0.095
13/11 7/5* 5/3* 3/1*	0.986	-0.130
7/5* 6/4 4/2*(2)	0.984	-0.133
17/15 7/5* 5/3* 3/1*	0.978	-0.138
13/9(2)	0.947	-0.169
8/6 7/5* 5/3* 3/1*	0.905	-0.212
13/11(2) 7/5* 5/3*	0.870	-0.247
8/4 4/2*(2)	0.853	-0.264

The actual play puts white under no pressure at all. He has (as any beginner should know) twenty-seven rolls that'll enter one man off the bar with three open points, nineteen of which make the important 20-point (5-point)! Just to put it into perspective, if black had played Snowie 1st he'd have 76.5% chances to win the game whereas with his play it drops dramatically to 32%. However, despite this blunder David prevails in the end to win the game.

Game 8, Position 19



Black 4 White 5
Black to play 44

Normally your 5-point is a point for life; or at least until you bearoff or are forced to vacate it; so why does black vacate it now by playing 13/9(2) 6/2(2)? I suppose

he's keeping his blots down to a minimum, but in doing so he chooses Snowie 4th and loses 0.241 in equity and nearly 6% winning chances.

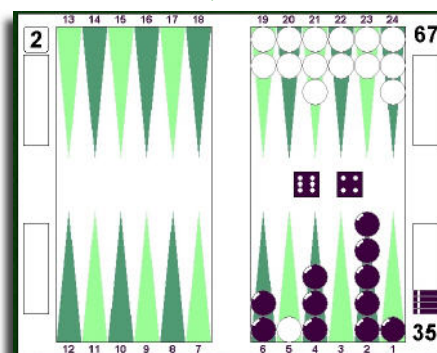
13/9(3) 7/3	-0.220	
13/9(2) 7/3(2)	-0.252	-0.032
13/9(3) 6/2	-0.438	-0.218
13/9(2) 6/2(2)	-0.461	-0.241

Home board points, especially the 5- are best kept intact if possible and to this end Snowie says move 13/9(3) 7/3 and entice white off an anchor before his home board improves.

As it turned out white rolled 42 and would have certainly hit the bar-point blot, but this wasn't possible so he hits the one on his 1-point instead! However, he overcomes this and eventually cubes white out to win the point.

Later on, in Game 11 we come to our last two blunders, one each, which were mentioned in the last issue.

Game 11, Position 19



Black 6 White 6
Black to play 64

Given a choice of two moves David goes for the worst and takes two off, 6/0 4/0 giving away 0.553! Why? His gammon

chances are slight at 0.2% at best with 6/0 6/2, but by leaving Connor a shot they could well be 0%.

6/0 6/2	-0.999	
6/0 4/0	-0.446	-0.553

Connor then rolls 51; and doesn't pick up the blot! He plays 20/14 without hitting, giving David 100% chance of winning the point whereas if he'd have hit him he'd lessen that to 29.8% and leave himself as favourite with 70.2%. This blunder lost Connor 1.785 in equity; and nearly cost him a gammon. It is likely that Connor never even saw the hit . . . which is worse than playing it so badly!

20/19* 19/14	0.784	
20/19* 6/1	-0.067	-0.850
20/14	-1.001	-1.785

Of course it is easy to see things sat at home with a cuppa reading the Bibafax, but, on the day, across the board and with everyone watching your every move it's not so easy. Lapses of concentration account for a good many 'blunders' rather than poor checker play and I reckon the latter falls into that category . . . and I'm sure Connor agrees!

So, on a 'high' the blunders come to an end. But I will leave you with the one game throughout the match in which both players made the best move each time:

Game 10:
Black 6 White 5

01) 62: 24/18 13/11 55: 8/3(2) 6/1*(2)
02) 33: Dances Doubles to 2
03) Drops

Short and sweet!

Devilish Dice

By J P White

One of the first things that comes to mind for most backgammon players when playing against a computer for the first time is that it must be cheating. Specifically, rolling the dice it needs when it needs it and failing to give us the dice we need.



For some reason we trust computers less than we would a real live opponent. Presumably because we think we can observe any slight of hand from a human

opponent, whereas the computer rolls the dice unseen.

Imagine if you played against someone and they declared that they would roll the dice for both sides. He would do so into a box only he was allowed to look into, declaring the rolls as he went. Would you trust this opponent? I wouldn't! This is, of course, what computer backgammon games do! They automatically generate the dice for us, sight unseen. The computer is doing all the work but is it really trustworthy?

Time and again readers of the rec.games.backgammon newsgroup (RGB) will see this question raised,

mostly by newcomers, but long-standing contributors have also raised questions and concerns. There has been much debate, which over time has caused polarization of attitudes. Typically whenever I see peoples' attitudes opposed to each other like this, I immediately suspect that the 'truth' is somewhere between the two extremes.

So what is the 'truth'? I wish I knew, but for this article I'd like to address common concerns in a question and answer format.

Q. Do computer programs cheat?

A. I very much doubt computer programs have been programmed to cheat on purpose.



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Q. Why do you say this?

A. Well, most backgammon programs are either commercial or some form of shareware. The author of the program would risk losing future revenues or be subject to legal proceedings if it were ever to be exposed that the program was programmed to cheat.

Much more likely would be a program "bug", an unintentional programming error that could potentially favor the computer. Whilst unlikely, it cannot be ruled out altogether.

To answer the constant criticism of cheating, the authors of backgammon programs have often allowed the entry of dice via the keyboard or by mouse selection. Jellyfish for instance does so through its 'manual dice' option. David's backgammon allows you to play the next game with the dice throws swapped.

One problem with 'manual dice' is that it is inconvenient and slow to use the keyboard or mouse to enter dice throws. An alternative for those that do not trust the computer is to force feed the program electronically. I have been told that Jellyfish 3.5 will accept dice rolls via a simple

text file, and <http://www.random.org> can provide very good random numbers in that format.

Q. Are the dice biased?

A. Yes, I believe they are! Computers don't normally generate true random numbers. Quite often you hear computer random number generators being called 'pseudo random', which of course means they are not random. They are generated from a formula or a pre-calculated list.

Q. Does this mean computers cheat?

A. No. Just because the dice are biased doesn't mean they are biased in favor of the computer. The bias could apply to either the computer or human opponent. Bias does not equate to cheating.

Q. Is it possible for a computer to generate 'true' random numbers?

A. Yes it is. To do so the computer must get random data from an outside source. Intel has announced they will incorporate a random number generator that will sample 'thermal noise' in future chip designs. Until these chips are available, true random numbers will be relegated to the computer labs and unavailable for home

computers. For a discussion on true random numbers, look up <http://www.random.org/essay.html>

Q. I swear that the computer knows the next roll it will receive. It always seems to double prior to rolling a double or joker.

A. It is always possible that the author has intentionally or unintentionally done this within the program. However for the reasons I have already given above, I believe the mainstream authors of programs like Snowie or Jellyfish will have ensured this is not the case.

We remember vividly the doubles where this happens, but easily forget the doubles where the computer gets an average or poor dice roll afterwards.

Q. The computer always gets lucky and hits my blots, and I can never get the rolls to hit his. This has to be cheating right?

A. Probably not.

A good backgammon player (which includes many computer games) will place their pieces strategically, maximizing good rolls for himself and attempt to minimize good rolls for his opponent. Diversification and increasing active



builders are ways a good player can ensure good things happen more often than not. The good player may also use techniques such as duplication to reduce the effectivity of your good rolls. For the novice and intermediate player I can recommend the book 'Backgammon' by Paul Magriel to understand these concepts.

Q. I played a game the other day, and the computers dice were unreal! I calculated that to get the exact sequence of doubles it did was a 1:60,000 chance! It must be cheating!

A. An old saying comes to mind. 'Stranger things have happened at sea'.

Human perception of randomness is typically very poor. Many people would say that if you got 'heads' six times in a row tossing a coin, then the next toss is most likely to be a 'tails'. Of course we know that the coin doesn't have a mind of its own, or have knowledge of previous tosses. Such perceptions are incorrect; the chance of 'tails' is the same as for the first toss.

A common trick math teachers play on their students is to ask them for a show of hands to the question, 'Who thinks it's likely that 2 or more people in this room have the same birthday' (Assume a class of just over 40 students). Few people (if any) would be bold enough to raise their hands without the knowledge of the nature of probability. In fact for a class of 42 students, the chances of 2 or more having the same birthday is 90%!

The same applies to dice, just because something 'unlikely' happened doesn't mean it was rigged. Truly random dice will occasionally include long runs of 'unlikely' dice. For a long string of random numbers not to include an 'unlikely' run would in fact be proof enough that the numbers were not random!

Even very good backgammon players can have trouble determining the fairness of dice at times. This is a product of the number of games played. The more games you play, the more likely that something 'unlikely' will happen. The computer gives us an opportunity to play more backgammon games than we would have in earlier times. Therefore it is likely you will see some strange things happen.

Maybe instead of saying 'Stranger things have happened at sea' we should say 'Stranger things have happened over a backgammon board!'

Q. Do internet backgammon servers as such cheat?

A. Highly unlikely. Just as a software author would not want to be exposed for manipulating dice, the internet server owners wouldn't want to get caught favouring one individual over another. Some people are convinced that the internet servers use the ratings system as a method to determine the outcome of a match. Although this has been discussed many times on R.G.B., and several 'experiments' have been undertaken, no one has been able to show that this occurs.

Q. Do people cheat on internet backgammon servers?

A. Yes they do! The internet is an ideal place for immoral people to lurk and take advantage of others. They have virtual anonymity and are faceless! The most common types of cheating are 'Dropping' and setting up multiple aliases. The dropper can assure he never loses a match and hence boost his rating, whilst the cheater with multiple accounts can boost a favorite alias by intentionally allowing it to win against another alias.

The commercial servers are beginning to address these issues. Gamesgrid for instance 'auto completes' matches that remain unfinished after a long time using Snowie as an impartial 'judge'. Droppers will therefore fair poorly in their attempt to boost their ratings.

Other forms of cheating such as 'angling' are more difficult to deal with. An angler is a player who intentionally picks on lower ranked players to pick up 'easy points' to boost their rating. This is a gray area as far as cheating goes. No blatant cheating takes place, but it is an immoral and small-minded approach to playing on the web. If you're a novice player, beware of strangers with very high ratings!

Using a computer program to play your moves without your opponents' knowledge is another form of cheating, and is most likely to be done during matches for money. It can be difficult for the average player to detect. The only way to determine if this is being done is to analyze matches with Snowie afterwards. If the suspect gets an 'extraterrestrial' rating throughout the match then it is likely that he used a computer to make his moves. The operators of the servers are cooperative in dealing with cheats if you can provide this type of evidence they can corroborate. Unfortunately the average player doesn't have Snowie analysis available to catch the cheat.

Q. Do people 'hack' into the internet backgammon servers and cheat that way?

A. Probably not.

A hacker will get his kicks out of 'atta-boy's' from his peers. Hacking into government and fortune 500 companies' computers will attract a lot of admiration from fellow hackers. Hacking into a backgammon server and winning a few extra rating points is little incentive for these guys. The backgammon world is small enough that it is unlikely that those with the technical skills to break into a backgammon server will be motivated to do so. After all not everyone is out there trying to cheat, it is a minority.

The commercial servers will take measures to protect their systems from hackers as they have their reputation and livelihoods to protect.

In summary I have to say it is tragic to see people get so eaten up by the topic of computers cheating. It diverts their attention away from the real joy of playing backgammon into an underworld of deception and paranoia. Truly this must be the devil toying with our minds and robbing us of the joy of backgammon. Devilish dice indeed!

Don't let it happen to you! It is my intention by writing this article to answer many of the nagging doubts we naturally have when playing a computer backgammon game. I hope I have been able to help keep your mind away from thoughts of 'silicon cheating' and focused upon the more rewarding aspects of playing and improving at backgammon.

Happy rolls!

MC: This article first appeared on GammonVillage.com 12 December 1999, and is reprinted here with their permission. The artwork was by "Lanfit".



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Letters

Ron Havenhand emails in:

I have just read the BibaFax 73 article on precision dice (EBN supplement). I have 2 questions. First, does the inclusion of a logo or number on one face of a die unbalance it (I assume not or it would not be done)? This has been raised as an issue at the Manchester club.



As far as I am aware a logo does not upset the balance of precision dice. In fact many top players will not play with dice that have not been 'numbered'.

Second, the article says that precision dice are NORMALLY (my caps) transparent. At my advanced age, I sometimes have difficulty reading transparent dice (due to high reflectivity and the ability to see other numbers than the top number, i.e. through the sides of the dice). Therefore, I acquired a set of opaque precision dice which I find easier to read. When I purchased them (from USA) I was told "British players are paranoid about

loaded dice and won't use these in tournaments". That has proved to be right at BIBA events except for Emmanuel di Bona (who uses a set himself). Why is there such paranoia, do you think?

If I want to use these dice, and roll my opponent for choice of dice and win the roll, would my opponent be within his/her rights to refuse to play with my opaque dice at BIBA tournaments? How would you rule as Tourney Director?

I have no personal objection to opaque dice. But, if there is a dispute then players will roll for choice. So long as there are four dice to choose from I see no problem ... especially if the opponent is given first choice.

Ron continues with another question: Could you please clarify something for me? According to BIBA rule 4.5 a turn is over when a player picks up his dice. Apparently, touching dice rolled onto the board is allowed only with notice to opponent. Does touching dice without notice to opponent constitute picking up?

I ask this because we had an incident at a

club game where a player rolled 62, moved the 2 and thought he couldn't play the 6. He started to pick up, knocked over 1 of the dice (to show a 4) in the process, then realised his 6 was playable and moved it (by then the dice were showing 4-2). The 6 move was crucial since it got him out from behind a 5-prime.

In the circumstances, should his opponent have allowed him to play the 6 or could he have reasonably said "too late"? In the event, the late move was allowed but led to a discussion about picking up which nobody could resolve.

If neither die has actually left the board surface then the roll is unfinished and the move can be replayed. However, if either die was lifted from the board surface then the opponent can accept the move as it stands or ask that it be played legally.

Kerry Wells sends in this letter: Just got my BIBA Fax, the end of my 1st year as a BIBA member. Like many people other commitments prevent me from getting to all the tournaments I would like, but I have enjoyed those that I have made it to



immensely. Thanks for all the work you and the team have put in this year.

Thank you, Kerry.

Mark Heidenfeld proudly proclaims: Dzhiga and I are delighted to announce the birth of our daughter Danara. Danara was born yesterday (December 1st) on



her due date at 09:43am with a birth weight of 3.5 kg. Both Danara and Dzhiga are well and are currently recovering from a hard day of work.



Congratulations to you all. She's a lovely baby.

Tony Lee emails in regarding the UK Finals. I have commented on his content and have also added those sent to me by **Brendan**



Burgess:

Feedback from me on the recent UK finals tournament:

Pool entry (esp. winner takes all pool): as you know I managed to qualify for this year's UK final by winning two tournaments. Unfortunately I was asked to pay more than expected to participate in the WTA pool as I was a round ahead of all other qualifiers. I understand the need for this as it would seem like bad equity for anyone else, although I must admit to feeling penalised for being successful. As a solution, perhaps, the UK final pools should be made up from contributions during the year, similar to the ranking and grand prix. Then anyone who has been successful won't be penalised, and everyone has an equal chance to win this end of year bonanza, just like the other year-long prizes;

Brendan: I don't like your solution. The people entering on the Saturday would not be getting good value. The people who have contributed all year, would need to attend the tournament to get value. But the idea of a big pool is very attractive.

I agree with Brendan (now how often do you hear that!?)

Shortened matches: I'd like to raise an observation on this year's final matches (Sunday ones) which were reduced to seven pointers. Given that this is, in my opinion, the premier tournament of the year, and that the play-off matches on Sunday tend to be contested by the 'better' players (fair assumption since they either had to win a tournament or the Saturday qualifier), it's a bad decision to reduce the length of the matches. I appreciate that there is a schedule to be followed, but I understood the reason was due to the late auction on Sunday. If you need to start on time, then just start on time. If there is no auction, then it's the players' loss if they weren't there. Seven point matches for the UK finals title turns it into a crap shoot;

Brendan: I was delighted to see that matches get shortened in tournaments other than the Irish Open. I don't know what the schedule was, but sometimes it is simply inevitable. I presume that Michael would only shorten a match if it was absolutely essential. I don't know the statistics, but it's not right to describe a 7 point match as a crap shoot. If your chances of winning an 11 point match against me are 55/45, it's a bit of a crapshoot anyway. Shortening it to 7 points, probably changes it to 53/47 or thereabouts. I think people seem to think that they will always win a longer match against a weaker player.

Getting through four, 11-point matches on the Sunday is a tall order. I shortened them to 7 points at the beginning - the auction wasn't the (only) reason.

Slow matches: another observation was that I was kept waiting a very long time for my consolation semi-final match. Again, I appreciate that there were mitigating circumstances (the previous match was also delayed), but as TD you're aware of the likelihood of a slow match given your knowledge of the players' history. I don't want to point fingers, but I was waiting for the result of a match between 2 well known players who have a history for being thorough in their plays (i.e. Slower than average). Perhaps, as TD, you should impose a clock on matches where the likelihood of slow play is very high? I think this action would benefit everyone.

Brendan: I agree with you that the TD should impose a clock if he has a suspi-

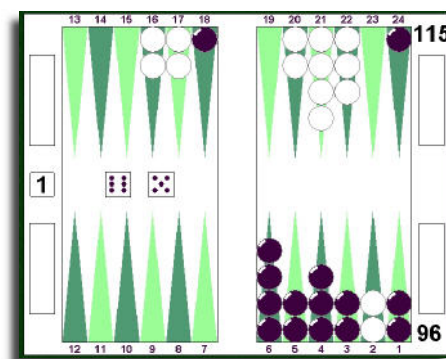
cion that the match may delay a tournament. But the overall problem of slow play does really need to be addressed. It has damaged the Irish Open to the point, where I am wondering whether or not I will bother running it next year. I stopped going to the Liverpool Open, which is otherwise a great tournament, because there wasn't even the slightest sense of urgency.

Clocks were issued when necessary (and the game you mentioned was not late finishing, merely taking up its full allocation of time allowed).

I am saddened to see that Brendan is considering not running the Irish Open this year. I hope he decides to run it. If it is of any help then I will gladly run it in his place or assist him as Joint TD.



Leslie Singleton has a question about a position in **Bibafax 73**: Rosey informs us on page 31, 3rd position what Snowie says is 3rd best, but which is best? Both out?



11 point match - Crawford Game
Black 8 White 10

Yes, playing 23/17 23/18 is best by a long chalk; 0.408 to be precise (or thereabouts).

An Apology

In Bibafax 71, page 3 of the EBN supplement an article appeared which made certain allegations towards an unnamed party. I have since been informed that there was no foundation for these allegations and if this is true then I unreservedly apologise to the party concerned for any distress caused. As a gesture of goodwill I have made a small donation to the Tsunami/Quake fund.

Michael Crane
Publisher, Bibafax

Competition 2005 No1, 7401-06 Questions

By Michael Crane

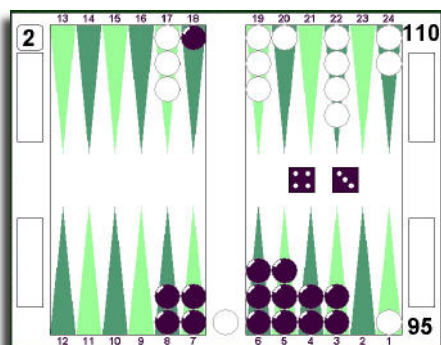
Welcome to the first of the three Competitions that make up the 2005 season.

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

Entries to be in by March 1st. 2005

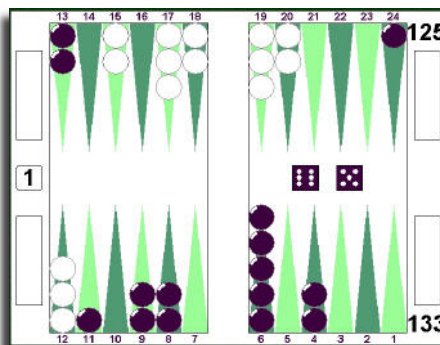
Email: to comps@backgammon-biba.co.uk
and all 'hard copy' to Biba HQ via Royal Mail.

7401



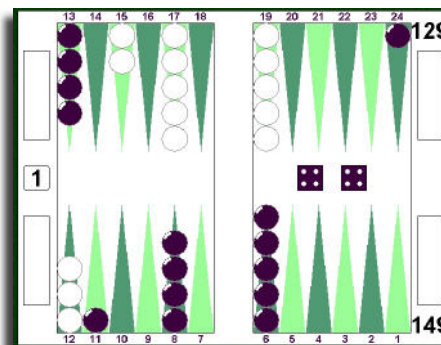
11 point match
White 2 Black 2
Black to play 43

7403



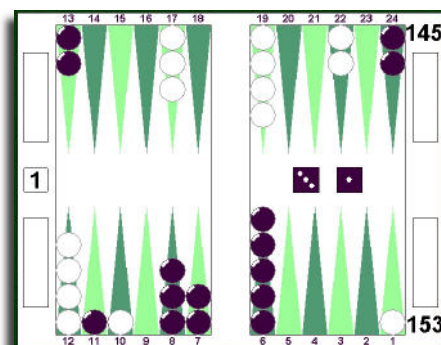
11 point match
White 2 Black 4
Black to play 65

7405



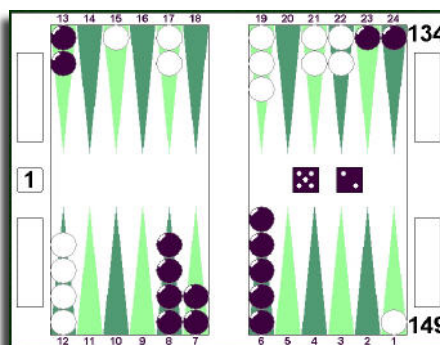
11 point match
White 2 Black 4
Black to play 44

7402



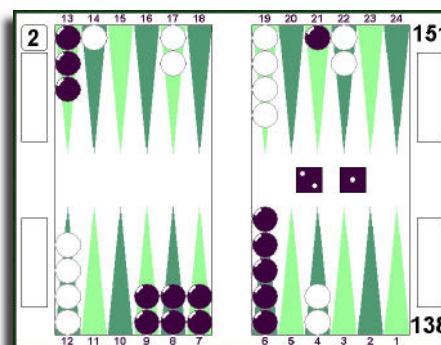
11 point match
White 4 Black 4
Black to play 31

7404



11 point match
White 4 Black 4
Black to play 52

7406



11 point match
White 2 Black 2
Black to play 21

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Brian Lever replies to Brendan Burgess' comments on the Irish Open

The immediate aftermath of the Irish Open has not always been kind to me. Three years ago I snapped my Achilles tendon and ended up in plaster. In 2003 I was hospitalised with pneumonia. Last year, a double whammy - hospital again, plus the wrath of the usually genial tournament director, Brendan Burgess.

In his comments on the 2004 Irish Open Brendan expressed concerns about the time taken to play the final rounds on the Sunday. Clocks have had a major influence on the outcome of three out of the last four tournaments. The time element is, perhaps, more important for the Irish Open because several players have night flights to catch. He compares this situation to BIBA Tournaments where flights are not usually an issue. He might also have added that BIBA often only has three rounds on the Sunday whereas the Irish Open always has four, so there is the certainty of a later finish.

The root of the trouble, Brendan perceives, is persistently slow players. He singles out me as one of two players who he regards as having, this year, as he puts it, interfered with the smooth running of the tournament.

Brendan calls me the second slowest player in BIBA. This is quite a disappointing comedown for me, since his description a few years back was that I was the "slowest player in Christendom". Obviously I've lost ranking points somewhere, perhaps to my potential quarter final opponent at Slovenia in September, whose match started at the same time as mine but finished 3 hours later. It's as well he lost, or we might still be playing now.

As it happens, it isn't slow play that Brendan charges me with, but turning up late to play one match and then clearing my hotel room in the middle of another.

Just to get this out of the way, I turned up early not late, too early for Brendan who was standing next to me but concentrating on sorting cards for the knockout draw. After a few minutes hanging around I went to the loo. When I came back the draw had been made. So if I started my match late it was because the draw was late. And yes, I did check out of my room mid-match with Rachel - but this was simply part of the one break (apart from toilet) I took in the tournament; it lasted probably 10/15 minutes. If I'd said I was going for a c**p, Brendan wouldn't have had anything to write about. The match, incidentally, finished with plenty of time left on our clocks & long before Rachel had to play her next one.

None of this delayed the tournament. Did it interfere with the tournament? I don't think so, but as I'm perceived as a "slow" player I probably come under more scrutiny when I take a break. Others allegedly not so slow don't merit the same attention, yet many took far longer breaks than I did.

I think Brendan has got it slightly wrong. Slow players can be coped with; you simply put a clock on them (all the knockout rounds at the Irish have clocks) and perhaps you shorten the time allowed - but what you certainly **must** do is restrict the breaks. One of my matches on the Saturday started 15 minutes late because my opponent (I won't name him but it was the festive season and he's an Apostle) took a fag break - probably had the

whole packet. When Slatts took a break during his semi with Ralph, he was gone so long that Rosey went to find him. This isn't meant as a criticism of either of these worthy gentlemen, simply an illustration of where the time can go.

Brendan's solution to the late finish is to propose 5 minutes per point. Even my grade 6 'O' Level maths can work out that a 10am start means a potential 5.30pm finish at the earliest, ignoring any breaks. Everyone has some time off, whether during or at the end of a match, for drink/food etc, so we're really looking at 6.30pm here - if there's a limit on breaks. This seems consistent with the Bright & Breezy last weekend, where the 4 round knockout started at 10.30am and the final began around 5.15pm. So go with the 5 minutes, Brendan, but reinforce the break rules.

Lastly (I'm nearly finished) and since Brendan mentions it, I don't think winning on the clock tarnished Slatts' victory at all - but then I would say that because I won the Irish on the clock in 2001. There are other similarities with Slatts' win. Like Slatts, I also played Stuart, though not in the final; like Slatts I and others also had a plane to catch at 9.00pm that night. But that's where the similarities end. No mad dash for the airport for us. We had time to go out for a meal before setting off. So much for my slow play!

Brian Lever

Local clubs

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

Birmingham - Dave Motley - 0121 476 4099 - davemotley@blueyonder.co.uk - Monday.
Brighton - <http://eiloart.com/bbc/> - Tuesday 8pm until closing.
Bristol - Ian Tarr 0117-9756349 brigrammon@blueyonder.co.uk 2nd Thursday of the month.
Dublin - Brendan Burgess - 603 0891 - wildlife@indigo.ie - 2nd Monday of every month.
Eastbourne & Bexhill - John Thomas - 01424 219415 - Jtprincesgaragelimited@btinternet.com - Mondays 19.30.
Halifax/West Yorkshire - Rachel Rhodes - 07961 355433 - dicewitch@yahoo.co.uk - Sporadic.
Herne Bay/Broomfield - Bob Bruce - 01227 362181 or mobile 07754 549 576 - Monday.
Huddersfield - Rachel Rhodes - 07961 355433 - dicewitch@yahoo.co.uk - Tuesdays
Lincoln - Michael Crane - 01522 829649 - michael.a.crane@ntlworld.com - Every Tuesday.
Liverpool - John Wright - 0151 280 0075 - jpwright@cablenet.co.uk - Last Friday of each month
London - Fox Reformed - Robbie (020) 7254 5975 - robbie.richards@fox-reformed.co.uk - Mondays
London - Ealing -Grahame / Geoff - 020 8 968 6327 - Ealingbackgammon@netscape.net - Every Sunday 3.00pm.
Manchester - Rodney Lighton - 0161 445 5644 lighton@btinternet.com - 1st & 3rd Tuesday of each month.
Nottingham - Conrad Cooper - 0115 9113281 - conrad_cooper@excite.com - Monday, 9.00 pm.
Perth - Steve Wallace - perth_gammon@hotmail.com - 01738 552735 - Sundays, 7.00pm
Preston - David Wallbank - d.wallbank@blueyonder.co.uk - Last Tues of every month.
Reading - Kevin Carter - kevin@profundus.com - 0118-971 2948 - Alternate Wednesdays.
St. Albans - Richard Biddle - chelseamuffin@aol.com - Every Tuesday 19.45.- 01442 885246
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

3rd Cotswold Fireside. Jan 28-30. There are still some places left for this popular addition to the backgammon calendar. Contact Martin Hemming on mhemming@lineone.net for details.

Jarvis Trophy. February 5-6. The first chance to enter the new, 2005 Swiss Consolation with the 'Last Chance' pool for those who cannot win the Consolation on the Sunday.



Slattery Scottish Open. March 5-6.

Once again Slats is sponsoring the Scottish Open and it promises to be another successful event. Hopefully there will be the usual cabaret of magic, mirth and mayhem to add to the weekend's enjoyment.



At-A-Glance™ British Open. April 2-3.

Peter Bennet, aka, At-A-Glance™ Calendars will be sponsoring the premier UK title in British Backgammon.

This is *the* biggie of the year and you are urged to book accommodation as soon as you can to avoid disappointment.





2005 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.

**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)**

***Warm-up Knockout &
Super Jackpot**

**SATURDAY
Registration 1030 / 1230**

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

Contact Central Reservations:

Hanover 08457 444 123
and quote 'backgammon'

Hanover accommodation costs 2005

Dinner, Bed & Breakfast, standard room, single occupancy

Saturday: £57 per person

Friday & Saturday: £104 per person

Dinner, Bed & Breakfast, standard room, double occupancy

Saturday: £47 per person

Friday & Saturday: £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	GP		Venue	Type
Jan 28-30	3rd Cotswold 'Fireside'	GP	.	Blockley	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
Apr 24	Manchester 1 Day event	GP	.	Manchester	Combination
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 20-29	Mind Sports Olympiad	GP	.	Manchester	Swiss
Sep 03-04	Backpacker Trophy	GP	.	Hinckley	Knockout
Oct 08-09	Sandy Osborne Memorial	GP	.	Daventry	Knockout
Oct ??	13th Irish Open	GP	UK	Dublin	Combination
Nov 05-06	Townharbour Trophy	GP	UK	Hinckley	Swiss
Dec 03-04	UK Finals	-	.	Hinckley	Double KO

2005 Biba Tournaments

?? = Bibafax due

January						
Mon	Tue	Wed	Thu	Fri	Sat	Sun
Bright 'n' Breezy						
3	4	5	6	7	8	9
10	11	12	13	14	15	16
17	18	19	20	21	22	23
24	25	26	27	28	29	30
31						

April						
Mon	Tue	Wed	Thu	Fri	Sat	Sun
British Open						
4	5	6	7	8	9	10
11	12	13	14	15	16	17
18	19	20	21	22	23	24
25	26	27	28	29	30	

July						
Mon	Tue	Wed	Thu	Fri	Sat	Sun
Karen Di Bona						
4	5	6	7	8	9	10
11	12	13	14	15	16	17
18	19	20	21	22	23	24
25	26	27	28	29	30	31

October						
Mon	Tue	Wed	Thu	Fri	Sat	Sun
3	4	5	6	7	8	9
10	11	12	13	14	15	16
17	18	19	20	21	22	23
24	25	26	27	28	29	30
31				Sandy Osborne		

February						
Mon	Tue	Wed	Thu	Fri	Sat	Sun
7	8	9	10	11	12	13
14	15	16	17	18	19	20
21	22	23	24	25	26	27
28						Jarvis

May						
Mon	Tue	Wed	Thu	Fri	Sat	Sun
County Cups						
2	3	4	5	6	7	8
9	10	11	12	13	14	15
16	17	18	19	20	21	22
23	24	25	26	27	28	29
30	31					

August						
Mon	Tue	Wed	Thu	Fri	Sat	Sun
1	2	3	4	5	6	7
8	9	10	11	12	13	14
15	16	17	18	19	20	21
22	23	24	25	26	27	28
29	30	31	Mind Sports Olympiad			
SAC						

November						
Mon	Tue	Wed	Thu	Fri	Sat	Sun
7	8	9	10	11	12	13
13	14	15	16	17	18	19
20	21	22	23	24	25	26
27	28	29	30	Townharbour		

March						
Mon	Tue	Wed	Thu	Fri	Sat	Sun
7	8	9	10	11	12	13
14	15	16	17	18	19	20
21	22	23	24	25	26	27
28	29	30	31	Scottish Open		

June						
Mon	Tue	Wed	Thu	Fri	Sat	Sun
6	7	8	9	10	11	12
13	14	15	16	17	18	19
20	21	22	23	24	25	26
27	28	29	30	Hilton		

September						
Mon	Tue	Wed	Thu	Fri	Sat	Sun
Backpacker						
5	6	7	8	9	10	11
12	13	14	15	16	17	18
19	20	21	22	23	24	25
26	27	28	29	30		

December						
Mon	Tue	Wed	Thu	Fri	Sat	Sun
UK Finals						
5	6	7	8	9	10	11
12	13	14	15	16	17	18
19	20	21	22	23	24	25
26	27	28	29	30	31	

The Gilbertson UK Finals 2004

Report by Michael Crane

For those of you that don't know her, Rosey, the *Biba Roving Reporter*, is Rosey Gilbertson; and she and her two brothers, Paul and John were the sponsors of the 2004 UK Finals. They donated some lovely trophies and one or two other things, more about which later on.

Main 16(38)

Unlike last year this year there wasn't any confusion over the format; quite simply if you won three out of three matches you went into the Main. If you won one out of two you had to win three in a row to get into the Main, and if you won zero out of two you went into the Consolation. Easy, isn't it?

Because Mark Heidenfeld was unable to make it (his wife had just given birth to their first child, a daughter, Danara) we had room for nine from the Saturday (Tony Lee had procured himself a bye by winning two qualifying events). The nine and their Pre-qualifying opponents (denoted by *) were:



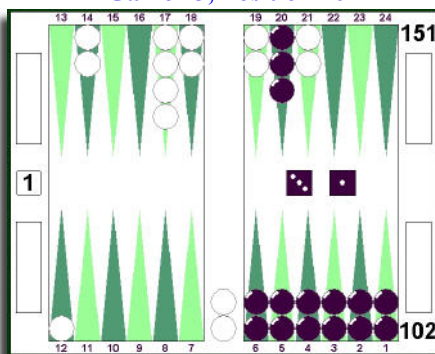
Chris Ternel vs John Slattery *
 Jeff Ellis vs Connor Dickinson *
 Ron Havenhand vs Mike Greenleaf *
 Jane Oxley vs Rachel Rhodes *
 Paul Fox vs Stuart Mann *
 Jason Champion vs Ian Gwynne
 Nodar Gagaa vs David Nathan
 Bye vs Tony Lee *

From this emerged Jeff vs Slats; Mike vs Rachel; Paul vs Ian; Nodar vs Tony. Slats and Rachel met in the semis as did Ian and Nodar and it was Slats and Ian that sat down in the Final.

Slats went into a 7-3 lead after which Ian won a gammon to make it 7-7. The score then moved in turn, 8-7 to Slats, 8-8; 8-9 to Slats, 9-9; at this score Ian went out of turn and took it to Crawford in his favour. Unfortunately for Ian he was unable to press home his advantage and the match moved to DMP.

Slats got the better of the rolls and, being the top player that he is, moved them well enough to find himself in this position:

Game 13, Position 16



Black to play 31

Although his board opens up, Ian never gets a chance of a hit and Slats rolls out to take the UK title . . . and one of Rosey's trophies!

Progressive Consolation (34)

Meanwhile, whilst the battle for the title was raging those that fell along the way battled it out in the Consolation.

David Nathan, who lost to Nodar in the 1st Round of the Main emerged into the final from the prog side; where his opponent, Zibi Szczerek from the non side waited. Zibi beat Simonetta Barone in the semi; and for a time it looked as if she might have just made it. David, in his semi beat last year's UK winner, Tony Lee.

The match went back and forth but it was David who prevailed, leaving Zibi the Runner-up.

Kamikaze (32)

Steve John & Martin Hemming, and Chris Ternel & Paul Barwick were the semi-finalists; from which the two latter mentioned went into the Final. Here, Martin came out on top and left Paul holding the Runner-up trophy.

Champion of Champions (5)

Mike Greenleaf didn't arrive at the hotel until late Saturday night so the five Champions present had a Round Robin tournament to decide their Champion.

It was down to two players, Slats or Stuart Mann. For once Slats was unable to

carry off a trophy and it went to Stuart instead. Stuart got his name on the trophy and fifty quid to spend on Christmas presents for his family!

So.

That was the UK Finals, but there were extras as well. One was **Rosey's Rollout** for a bottle of champagne. The winner of this was Myke Wignall. Myke had rolled twenty and all weekend he'd thought he'd won because he had rolled the highest total. What he didn't realise was that the 'winner' would have to match Rosey's roll of the dice. When he learned this Myke urged her to roll 20; and she did!

John Slattery donated a **Hatrick** backgammon board as a raffle prize and the lucky winner was Ron Havenhand. So pleased was Ron with his new acquisition that he went straight to his car and put the board in the boot for safe keeping - he didn't even have the pleasure of playing on it in the Main.

The 'Bonus Ball' was won by Jeff Barber. Jeff did a 'Bob' (named after Bob Young) and purchased the very last number (14) which proved to be the winner (as it was for Bob last month!).

Friday Warm-up (16)

Despite being outnumbered 8/1 it was a couple of gurlies that played off in the Final of this 5-pointer. Showing the men how to do it, Jane Oxley and Rosey battled away for the weekend break and pool money with Jane being triumphant.

(continued after the photographs)

Match detailed statistics		
Player	Slattery	Gwynne
Rating	Intermediate	Expert
Overall	11.618/37.814	5.529/22.030
Errors(blunders)	38(10)	23(5)
Checker play errors		
Checker play	7.704/21.528	4.851/20.469
Errors(blunders)	28(7)	22(4)
Double errors		
Overall	1.517/4.411	0.678/1.561
Missed double	1.517/4.411	0.016/0.081
Wrong double	none	0.662/1.480
Errors(blunders)	7(1)	1(1)
Take errors		
Overall	2.398/11.875	none
Wrong take	none	none
Wrong pass	2.398/11.875	none
Errors(blunders)	3(2)	none
Gwynne was 65.78% - 34.22% favourite		





Photo Gallery

(clockwise from the top left)

Main - Hatrick Raffle - Rosey's Rollout - Champion of Champions - Kamikaze - Consolation

Doubles (8)

For the second time a last minute pairing made it into the final; *Last Minute.com* faced *The Italian Stallion* and his *Spanish Senorita*. It would appear that the *Spanish Senorita's* rolling in the earlier rounds left her and it was the scratch team of *Last Minute.com* that finished first.

£50 Jackpot (8)

Ian Gwynne, empowered by the fact that he was into the Main faced Rachel Rhodes for the big money. Ian, came out with the lion's share leaving Rachel with enough to keep her happy!

£100 Jackpot (8)

This jackpot didn't actually produce a winner, instead the two finalists, Chris

Ternel and Connor Dickinson shared the pot and went to bed earlyish.

Finally.

Overall it was a good tournament. One or two minor adjudications were needed but nothing that taxed me. I think the format was OK (unless *you* think different!) and it seemed to work without a hitch. A few of you were a little unsure but not many. I might make a few tweaks to it for 2005 but nothing too drastic.

I'd like to thank **The Gilbertsons** for their generous sponsorship and John for the **Hatrick** board; and all those that entered. Also, thank you to Nodar for a great bottle of vodka and caviar. Yum yum!



And last but by no means least, a big thank you to Sharen and Julie for their help over the year in running the tournaments.

Bright 'n' Breezy

Report by Michael Crane

Now, don't confuse this picture of the west pier with the hotel;



the hotel is in a much better condition! Which is just as well for ninety-one backgammon players would have mutinied if they'd been forced to play on the pier.

Mind you, the pier wasn't the only thing to crumble in Brighton this weekend. Some of the toppest players around crumbled in their first or second match: Paul Lamford, M2; Paul Money, M1; Brian Lever M1; Barry McAdam, M1; Chris Bray, M1; Dod Davies, M1; Mardi Ohannessian, M2; Julian Fetterlein, M1.

Down to 16 on the Sunday we had:

Mike Main vs Wayne Felton
Adrian Jones vs Steve John
Brian Busfield vs John Hurst
Chris Ternel vs Ron Havenhand
Mike Grabsky vs John Gilbertson
Jeff Barber vs Tony Lee
Nicky Check vs Malcolm Robertson
Dave Edwards vs Peter Bennet

From these fixtures the first mentioned won to go into the last eight. Here we had:

Mike Main vs Adrian Jones
Brian Busfield vs Chris Ternel
Mike Grabsky vs Jeff Barber
Nicky Check vs Dave Edwards

As above the first mentioned prevailed (and it is in this sequence on the draw-sheet!) leaving the semi thus:

Mike Grabsky - Mike's only previous success with Biba was in 1997 Mary Rose when he won the Suicide.

Nicky Check - Nicky's faired rather better at Biba tournaments; he won the 1997 Mary Rose, he won the 2000 Bright 'n' Breezy Consolation, and was Runner-up in the Main last year.

Brian Busfield - He was Runner-up in the Bright 'n' Breezy 1998 and the winner in 2002; and the Runner-up at the 1998 Bonus Tourney No.1

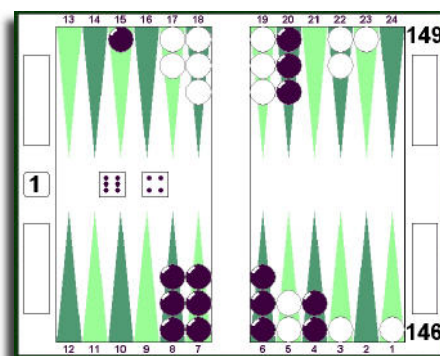
Mike Main - Mike is the virgin amongst the semis; not having won a trophy at any Biba tournament.

So, would Mike Main lose his cherry and take home a trophy for the first time or would Brian be adding to his collection and be the first player to win it twice? Well, I can reveal that Mike is no longer *virgo intacto*! His opponent in the final, Mike Grabsky made certain that Nicky never made it to the final.

The final was a little one-sided inasmuch as every time I looked across at the action, Mike G seemed to be rolling big doubles! Mind you he did have a large luck factor according to Snowie.

Mike G went on to win the final but I don't ascribe it all to luck. What might have made the difference was the fact that he played as Expert whereas Mike M played as Beginner.

Here's Mike M's biggest checker play blunder (playing as white), it comes in Game 3, Position 18:



11 point match
Black 1 White 2
White to play 64

Given that the race is almost even before this move, 146-149 in Mike M's favour, the last thing he should be doing is hitting loose with a blot on his 2-point; but this is exactly what he does playing 20/10* coming off the valuable advanced anchor to do so. We have to dredge down as far as Snowie 12th to get the equity for this play, and it comes in with a miserable -0.574. The best play was to keep the 20-point anchor and to launch the runners, 24/20 22/16.

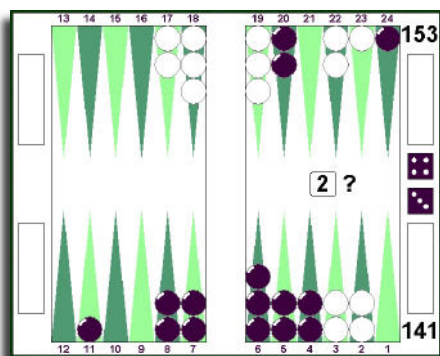
Mike G then rolled 51 off the bar hitting the blot, 25/24 20/15*, Mike M then rolled another 64 and danced, Mike G rolled a lovely 21 playing it 7/5 6/5* and Mike M has two in the air. A bit later on Mike M accepts a 2-cube: (see next page for position)

This is way to good to double, and white should drop this like a hot potato . . . but he takes giving black a massive 0.754 in equity! Eventually Mike M ends up with five men back and he ends up losing a gammon and eventually the match, 11-3.

So it's congratulations to *local boy done*



well, Mike Grabsky and hard luck to Mike (*Mad Monk*) Main.



11 point match
Black 1 White 2
Black cube action?

Consolation (87)

This element gave me a chance to try out my new improved Progressive Drawsheet - one in which all but the last four from the Main fit in; the 32, 16, 8 and 4 from the Main slotting into appropriate boxes where non-progressive opponents awaited. It proved to be a success and certainly made it clearer as to where each player was.

Not one Non-progressive entrant got through to the last eight. New member, Mike Ziemann had a cracking start taking out Paul Van Dyke, Dave McNair and David Markwick before falling in the 4th Round to Neil Young. Neil, who had entered from the Main 16 then went on to beat Wayne Felton and Paul Statter to gain a place in the last eight. Here he met Adrian Jones taking advantage of the last main entry (4 players); an encounter that Adrian won.

Chris Ternel vs John Hurst: both from the Main, Chris Main 4 and John Main 8, fought it out and John came out on top. Tony Lee vs Jeff Barber: Jeff straight in from Main 4 and Tony via Main 8; a match from which Tony emerged victorious.

Finally, Dave Edwards vs Peter Bennet: Dave from Main 4 and Peter from Main 8. Due to my inattention to where I was placing players in the Consolation these two had already played in the Main where Dave won . . . and he won this one as well, (I will try to avoid second pairings next time).

In the semis: Dave beat Tony and Adrian beat John. And in the Final, it was Adrian that pipped Dave to the post to take 1st place.

Last Chance (64)

In the open draw of 64 there a few re-entries. Two of the semi-finalists, John Thomas and Chris Bray had each taken advantage of the open draw; but it was Chris's re-entry that proved to be the better buy; he went into the Final after beating Lawrence Powell. John was knocked out by 1st entry, Paul Lamford. So, we had a battle of the giants for our Last Chance final: Chris vs Paul - a match from which I am sure both players will find plenty to write about!

In the final it was Chris that came out on top . . . so keep an eye out in *The Independent* for Chris's backgammon column on Saturdays.

Tidal Wave (64)

OK, so this isn't perhaps the most sympathetic element title in the circumstances, but it has always been called this and I saw no reason to change it (the trophies had been inscribed weeks before).

Another open draw, and once again we have Lawrence Powell in the semi (once again on his 1st entry, as were all the semi-finalists) where he met (and beat) Miles Illott. Zoe Cunningham met and beat Richard Biddle; and in the Final it was Lawrence that came out the winner. Zoe wasn't too distraught, she had a 'consolation' prize later on!

Doubles (16)

Two Dodge Dutchmen were knocked out by a postcode, *GL52*. The *Jolly Jokers* stopped laughing when *The Undecided* knocked them out. The *Blue Boar Dream Team* went to bed early and *Dick & Dum in da bungalow* stopped *The Only Gays in the Village* from mincing past the 1st Round. As recompense, *The Gays* got a bottle of wine each for the best name . . . and the best walk and best limp wrist!

In the Final, *Dick & Dum* decided that *Undecided* would come second . . . and they did!

Poker (30)

A good turnout for organiser, Martin Hemming. He handled them all with his usual charm; even when red wine was spilt on the tablecloth. No, it wasn't Martin - he *never* spills wine!

After a few hours of play Martin's expertise paid off and he came 3rd. Amy Woodward (captivating the male entrants with her winning smile and stunning hair) came 2nd, and Dod Davies (almost a pro poker player) came 1st.

Jackpot (8)

If your name wasn't Chris then you didn't stand a chance. Chrises Bray and Ternel called it a night in the final and split the pot between them.

Friday Warm-up (40)

Not a bad turnout for a Friday night. In fact I think it is possible a record; if it were then that would make it two things to celebrate, a record turnout and the return of Roy Hollands.

Back with a vengeance, Roy played his way through the field to meet Ron Havenhand in the final. Nothing was going to stop Roy's return and it was he that took home the weekend break prize and some lovely money. Ron wasn't too upset, he picked up the 'winner-takes-all' £20 pool because Roy wasn't in it!

Finally.

During this weekend Biba had organised a collection for the tsunami victims after Roy Holland asked me to auction off his David Naylor board and some books he'd donated. Rosey Bensley also donated a Hatrick board and I bunged in a few books as well.

It proved to be very successful. Overall we raised a total of £1,185*; made up of: board raffles of £870, book sales of £57 and personal donations of £121 and Biba donation of £137. This sum will be donated to the Lincoln Rotary Club who will pass it onto their counterparts in the region. I have chosen this method because the Rotarians are all volunteers and they do not make deductions for 'staff' wages etc. The whole amount will be put to full use. **At the time of going to press £120 is as yet unpaid by email donors. However, I am confident that all the money expected will be paid in full very soon.*

The lucky recipients of the boards were Howard Furr-Barton, David Naylor; and Zoe Cunningham, Hatrick.

I'd like to say a big thank you to Roy for his donations and idea; another one to Rosey for the Hatrick board and to everyone who bought a ticket, or a book or made a donation. I am sure we'll make a difference somewhere.

Pictures on the following page . . .





**Above, Mike Grabsky, The Winner
(clockwise) Mike Main, Runner-up**

**Consolation
Adrian Jones & Dave Edwards**

**Last Chance
Chris Bray & Paul Lamford**

**Tidal Wave
Lawrence Powell & Zoe Cunningham**



Tournament Results

UK Finals. December 2004

Main 16 (38)

- 1 John Slattery
- 2 Ian Gwynne
- 3/4 Nodar Gagua
- 3/4 Rachel Rhodes
- 5/8 Jeff Ellis
- 5/8 Mike Greenleaf
- 5/8 Paul Fox
- 5/8 Tony Lee

Consolation (34)

- 1 David Nathan
- 2 Zibi Szczerek
- 3/4 Simonetta Barone
- 3/4 Tony Lee
- 5/8 Tim Mooring
- 5/8 Adrian Jones
- 5/8 Stuart Mann
- 5/8 Jeff Ellis

Kamikaze (32)

- 1 Martin Hemming
- 2 Paul Barwick
- 3/4 Steve John
- 3/4 Chris Ternel
- 5/8 Uldis Lapikens *
- 5/8 Arthur Williams
- 5/8 Rosey Bensley
- 5/8 Uldis Lapikens *
- * Re-entered

Champion of Champions (5)

- 1st Stuart Mann

Friday Warm-up (16)

- 1 Jane Oxley
- 2 Rosey Bensley
- 3/4 Myke Wignall
- 3/4 Nodar Gagua

Doubles (8)

- 1 Last Minute.com
- 2 The Italian Stallion and his Spanish Senorita

Top name: Art Jeffunkle

£50 Jackpot

- 1 Ian Gwynne
- 2 Rachel Rhodes

£100 Jackpot

- 1 Chris Ternel & Connor Dickinson

Bright 'n' Breezy January 15/16

Main (91)

- 1 Mike Grabsky
- 2 Mike Main
- 3/4 Nicky Check
- 3/4 Brian Busfield
- 5/8 Adrian Jones
- 5/8 Chris Ternel
- 5/8 Jeff Barber
- 5/8 Dave Edwards

Consolation (87)

- 1 Adrian Jones
- 2 Dave Edwards
- 3/4 John Hurst
- 3/4 Tony Lee
- 5/8 Neil Young
- 5/8 Chris Ternel
- 5/8 Jeff Barber
- 5/8 Peter Bennet

Last Chance (64)

- 1 Chris Bray
- 2 Paul Lamford
- 3/4 John Thomas
- 3/4 Lawrence Powell
- 5/8 Mike Greenleaf
- 5/8 Ian Gwynne
- 5/8 Suzy Crabb
- 5/8 Peter Christmas

Tidal Wave (64)

- 1 Lawrence Powell
- 2 Zoe Cunningham
- 3/4 Richard Biddle
- 3/4 Miles Ilott
- 5/8 Paul Christmas
- 5/8 Brian Lever
- 5/8 Ray Fard
- 5/8 Jon Sharp

Friday Warm-up (40)

- 1 Roy Hollands
- 2 Ron Havenhand
- 3/4 Chris Ternel
- 3/4 Paul Lamford

£50 Jackpot

- 1 Chris Ternel & Chris Bray (split)

Poker (30)

- 1 Dod Davies
- 2 Amy Woodward
- 3 Martin Hemming

Doubles (16)

- 1 Dick & Dum in da bungalow
- 2 The Undecided

Grand Prix after Bright 'n' Breezy

- 24.77 Mike Grabsky
- 24.77 Michael Main
- 18.58 Brian Busfield
- 13.42 Chris Bray
- 13.42 Nick Check
- 13.42 Geoff Conn
- 13.42 Adrian Jones
- 9.29 David Edwards
- 9.29 Paul Lamford
- 9.29 Jeff Barber
- 9.29 Lawrence Powell
- 9.29 John Hurst
- 9.29 Steve John
- 9.29 Chris Ternel
- 9.29 Wayne Felton
- 9.29 Neil Young

- 9.29 Ron Havenhand
- 9.29 Rogier Van Gemert
- 6.19 Dale Taylor
- 6.19 John Thomas
- 6.19 Roy Hollands
- 6.19 Julian Fetterlein
- 6.19 Malcolm Robertson
- 6.19 Richard Biddle
- 6.19 Raj Jansari
- 6.19 Peter Bennet
- 6.19 Zoe Cunningham
- 6.19 Paul Statter
- 6.19 David Markwick
- 6.19 John Gilbertson
- 6.19 Kazu Niki
- 6.19 Rene Van Der Pluijm

- 6.19 Mike Ziemann
- 4.13 Brian Lever
- 4.13 Miles Ilott
- 4.13 Danny Cohen
- 4.13 Dave McNair
- 4.13 Uldis Lapikens
- 4.13 Peter Christmas
- 4.13 Tony Lee
- 4.13 Arthur Musgrove
- 4.13 Mardi Ohannessian
- 4.13 Mike Greenleaf
- 4.13 Dod Davies
- 4.13 David Nathan
- 4.13 Paul Gilbertson
- 4.13 Stef Rohan
- 4.13 Myke Wignall



4.13	Rebecca Bell	4.13	Gino	2.58	Vince Poil
4.13	Tim Brown	2.58	Jon Sharpe	2.58	Mick Vacarey
4.13	David Barker	2.58	Paul Christmas	2.58	Tony Walters
4.13	Vicky Gilbert	2.58	Rosey Bensley	2.58	Kerry Wells
4.13	Ian Gwynne	2.58	Edwin Turner	2.58	Ray Fard
4.13	Andy Bell	2.58	Paul Sambell	2.06	Peter Chan
4.13	Chris F Roberts	2.58	Colin Talbot	2.06	Philip Jones
4.13	Sean Williams	2.58	Martin Hemming	2.06	Karl Simpson
4.13	Stephen Cole	2.58	Liz Barker	2.06	Fanika Petkovska
4.13	Howard Furr-Barton	2.58	Bob Bruce	2.06	Paul Van Dyke
4.13	Suzy Crabb	2.58	Jo Curl	2.06	Diane Iveson
4.13	Mourad Wahba	2.58	David Horner		

Ranking Championship after Bright 'n' Breezy

(name / played / average)

Mike Main	7	1844.43	Andy Bell	2	1587.50	Liz Barker	1	1111.00
Mike Grabsky	6	2000.50	Rene Van Der Pluym	2	1565.00	Jo Curl	1	1080.00
Brian Busfield	6	1877.83	Paul Gilbertson	2	1557.50	Brian Lever	1	1055.00
Nicky Check	5	1837.80	Mourad Wahba	2	1555.50	Ian Gwynne	1	1054.00
Adrian Jones	5	1768.20	David Nathan	2	1550.00	Ed Turner	1	1048.00
Dave Edwards	4	2012.50	Howard Furr-Barton	2	1540.00	Chris Baxter	1	1035.00
Steve John	4	1878.50	Myke Wignall	2	1514.50	Paul Sambell	1	1028.00
John Hurst	4	1826.00	Danny Cohen	2	1506.50	Dave McNair	1	1027.00
Jeff Barber	4	1819.50	Stef Rohan	2	1496.50	Dod Davies	1	1024.00
Ron Havenhand	4	1797.25	Chris F Roberts	2	1481.50	Suzy Crabb	1	1011.00
Chris Ternel	4	1780.75	Rebecca Bell	2	1472.50	Julian Fetterlein	1	1008.00
Wayne Felton	4	1668.50	Paul Lamford	2	1457.00	Mick Vacarey	1	1003.00
Malcolm Robertson	3	1803.67	Zoe Cunningham	2	1435.00	Alastair Simpson	1	1000.00
John Gilbertson	3	1801.33	Arthur Musgrove	2	1415.00	Fanika Petkovska	1	1000.00
Kazu Niki	3	1756.00	John Thomas	1	9893.00	Ray Fard	1	1000.00
Neil Young	3	1754.67	Mike Ziemann	1	1542.00	Diane Iveson	1	1000.00
Roy Hollands	3	1741.33	Paul Van Dyke	1	1448.00	Kerry Wells	1	980.00
Paul Statter	3	1719.00	Karl Simpson	1	1316.00	Martin Hemming	1	972.00
Dale Taylor	3	1714.67	Lawrence Powell	1	1251.00	David Horner	1	969.00
David Markwick	3	1689.33	Kerry Jackson	1	1246.00	Peter Chan	1	964.00
Peter Bennet	3	1624.67	Vince Poil	1	1245.00	Geoff Conn	1	962.00
Raj Jansari	3	1622.67	Peter Christmas	1	1231.00	Jackie Griffiths	1	956.00
Uldis Lapikens	2	2013.00	Tony Walters	1	1219.00	Paul Money	1	943.00
Mardi Ohannessian	2	1894.50	Chris Bray	1	1216.00	Bob Bruce	1	914.00
David Barker	2	1739.00	Barry McAdam	1	1189.00	Mike Greenleaf	1	912.00
Tim Brown	2	1649.50	Rosey Bensley	1	1180.00	Sean Williams	1	899.00
Tony Lee	2	1625.50	Miles Illott	1	1172.00	Alison Lee	1	885.00
Vicky Gilbert	2	1618.50	Philip Jones	1	1159.00	Paul Christmas	1	874.00
Richard Biddle	2	1617.00	Colin Talbot	1	1137.00	Eddie Barker	1	868.00
Rogier Van Gemert	2	1610.50	Stephen Cole	1	1137.00			
Gino	2	1608.00	Jon Sharp	1	1111.00			

Active Rankings after Bright 'n' Breezy

(new / old/ name)

1964	1964	John Clark	1791	1791	Steve Hallet	1721	1719	Arthur Musgrove
1947	1948	Tony Lee	1782	1782	Richard Granville	1719	1719	Brendan Burgess
1947	1951	Julian Fetterlein	1780	1780	Emmanuel Di Bona	1710	1710	Connor Dickinson
1903	1915	Brian Lever	1753	1751	Mardi Ohannessian	1708	1708	Dave Coyne
1883	1883	John Slattery	1750	1731	Roy Hollands	1707	1672	Nick Check
1831	1831	Stuart Mann	1749	1749	Steve Pickard	1706	1706	Ann Pocknell
1825	1825	Rachel Rhodes	1748	1746	Danny Cohen	1698	1691	John Thomas
1822	1833	Dod Davies	1746	1745	Raj Jansari	1695	1695	Jeff Ellis
1809	1791	Lawrence Powell	1737	1737	Simon Barget	1690	1680	Dale Taylor
1808	1816	David Nathan	1734	1659	Mike Grabsky	1667	1637	Ron Havenhand
1802	1806	Dave McNair	1734	1689	John Hurst	1666	1666	Tim Mooring
1801	1801	David Startin	1727	1716	Kazu Niki	1663	1611	Brian Busfield
1791	1791	Ray Tannen	1726	1726	Kevin Stebbing	1657	1657	Peter Christmas

1648	1648	Bob Young	1559	1528	Jeff Barber	1457	1457	Julian Minwalla
1647	1651	Mike Greenleaf	1554	1560	Martin Hemming	1456	1465	Peter Chan
1642	1642	Ian Tarr	1553	1553	Jason Champion	1453	1414	Wayne Felton
1639	1639	Simon K Jones	1549	1524	John Gilbertson	1450	1450	Jane Oxley
1633	1642	Ian Gwynne	1548	1548	Paul Gilbertson	1448	1448	Kevin White
1629	1629	Mark Heidenfeld	1543	1543	Stavros Elia	1446	1446	David Sanders
1626	1626	Mick Butterfield	1543	1560	Eddie Barker	1439	1399	Steve John
1624	1639	Barry McAdam	1528	1528	Kevin Berry	1422	1422	Leslie Singleton
1623	1623	Steffen Nowak	1521	1521	Roland Herrera	1417	1368	Neil Young
1621	1611	Peter Bennet	1520	1520	Dave Motley	1415	1412	Andy Bell
1619	1619	Steve Rimmer	1517	1517	Matthew Fisher	1409	1409	Hubert De L'Epine
1619	1619	Rodney Lighton	1517	1517	David McNamara	1407	1404	Bob Bruce
1613	1613	Mike Heard	1514	1514	Steven Reddi	1406	1409	Stephen Cole
1602	1535	Adrian Jones	1514	1520	David Horner	1396	1396	Colin Laight
1600	1614	Kerry Jackson	1498	1480	Myke Wignall	1389	1389	Alan Greenwood
1598	1610	Paul Christmas	1492	1492	Cliff Connick	1388	1388	Paul Fox
1595	1595	Francine Brandler	1489	1493	Rosey Bensley	1385	1385	Cedric Lytton
1593	1593	Nigel Briddon	1489	1489	Vicky Chandler	1382	1382	Chris Evans
1591	1555	Uldis Lapikens	1486	1486	Darryl Kirk	1381	1374	Tim Brown
1587	1554	Geoff Conn	1486	1486	Simonetta Barone	1367	1364	Jo Curl
1587	1554	Paul Statter	1483	1462	Richard Biddle	1357	1357	Simon Fahoury
1583	1583	Paul Barwick	1481	1481	Ernie Pick	1344	1344	Tony Fawcett
1583	1583	John Wright	1473	1473	Johan Sallfors	1343	1335	Mick Vacarey
1583	1583	Ken Gibson	1471	1472	Rebecca Bell	1337	1352	Alison Lee
1576	1576	Ian Shaw	1464	1385	Michael Main	1322	1327	Jon Sharpe
1575	1575	Alistair Hogg	1463	1462	Tony Walters	1249	1249	Bryony Jessiman
1575	1575	Raymond Kershaw	1460	1460	Anthony Coker			
1571	1571	Grahame Powell	1458	1458	Vianney Bourgios			

Pending Rankings after Bright 'n' Breezy

1823	Jim Johnson	1527	Theo	1447	Steve Lynch
1749	Ralph Eskinazi	1526	Felix Vink	1435	Grant Dewsbury
1708	David Gallagher	1520	Paul Guy	1429	Elliot Smart
1702	Tim Wilkins	1520	Kyriacous Kyriacou	1428	George Plant
1700	Harry Bhatia	1519	David Hale	1428	Peter Murrell
1680	Graham Brittain	1517	Andrew Darby	1425	Will Richardson
1666	Richard Beagarie	1513	Pat Holly	1425	Ian Sadler
1662	Stephen Drake	1510	Ian Hill	1425	Rowland Brindley
1644	Helen Helm-Sagar	1509	Melvyn Abrahams	1420	Kevin Carter
1641	Paul Turnbull	1507	Andrew Sarjeant	1417	Sarah Rosich
1634	Bill Pope	1502	Miles Illott	1414	Jeremy Limb
1629	Charlie Hetherington	1500	John Napier	1412	Paul Jenkins
1627	Vincent Versteeg	1495	Tom Duggan	1408	Catherine Oldfield
1625	Dave Robbins	1495	Gabor Weiner	1405	Kevin Nicholson
1617	Edwin Turner	1493	David Fall	1404	Evan Williams
1614	Peter Fallows	1485	Kevin Williams	1400	Nick Hamar
1613	Mike Waxman	1484	Spencer Close	1398	David Naylor
1610	Rod Jones	1483	Sunni Nicholson	1388	Paul Watts
1608	Corinne Sellers	1477	Stuart Parmley	1381	Rebecca Brindley
1607	Chris Ternel	1474	Brendan Bensley	1376	Tony Pryor
1603	Bill Spiers	1473	Niclas Wigstrom	1375	Malcolm Hey
1602	James Hatt	1472	Brendan Gasparro	1368	Peter Wilson
1586	Neil Webb	1472	Blaine Buchanan	1363	Liz Barker
1580	Karl Simpson	1468	Suart Dewis	1355	Colin Harrocks
1574	Simon Gasquoine	1467	Lorenzo Rusconi	1354	Richard Winston
1568	Ricardo Falconi-Puig	1467	Arthur Williams	1351	Liz Makepeace
1566	Mark Lemon	1467	David Markwick	1342	Amy Woodward
1557	Jacek Brzezinski	1465	Dzhiga Ulyumdzhieva	1336	Don Hatt
1550	Amir Mossanen	1462	Neil Davidson	1326	Martin Blindell
1549	Phil Caudwell	1459	Roz Nathan	1319	Sue Perks
1546	Dave Raynsford	1456	Monica Beckerson	1295	Cath Kennedy
1533	Mark McCluskey	1450	David Winston	1291	John P Lewis
1532	Alan Beckerson	1450	John Renicks	1277	Bob Parmley
1532	David Barker	1450	Jonathan Lamb	1197	Paul Sambell

Biba Win Percentage Top 100
(24 or more 11 point matches played: name / played / won / win%)

Mike Heard	26	20	76.92
Julian Fetterlein	90	66	73.33
Paul Lamford	242	172	71.07
Ann Pocknell	24	17	70.83
Simon Barget	43	30	69.77
Rick Janowski	168	117	69.64
Salvador Leong	46	32	69.57
Mark Adkins	78	54	69.23
Dod Davies	184	127	69.02
John Hurst	45	31	68.89
Steve Bibby	96	66	68.75
Jim Johnson	252	173	68.65
Stephen Turner	93	63	67.74
Brendan Burgess	130	88	67.69
Derek Matheson	181	122	67.40
Michael Brereton	24	16	66.67
Dave Coyne	42	28	66.67
Dale Taylor	248	165	66.53
Tim Cross	195	129	66.15
Brian Lever	315	208	66.03
David Levi	38	25	65.79
Helen Helm-Sagar	35	23	65.71
Nigel Merrigan	32	21	65.63
Chris Bray	29	19	65.52
Ray Tannen	95	62	65.26
Thomas Connor	169	110	65.09
John Broomfield	249	162	65.06
Geoff Oliver	120	78	65.00
Dave McNair	188	122	64.89
Stefan Paliwoda	37	24	64.86
Philip Ward-Ackland	105	68	64.76
John Clark	232	150	64.66
Tony Lee	149	96	64.43
Murray Henderson	28	18	64.29
Gerry Corolan	25	16	64.00
Nev Hyde	36	23	63.89
Graham Sievers	91	58	63.74
Ian Shaw	33	21	63.64
Stuart Mann	148	94	63.51
Mardi Ohannessian	241	153	63.49
Michael Crane	90	57	63.33
Arthur Musgrove	60	38	63.33
Richard Granville	190	120	63.16
Mick Butterfield	97	61	62.89
Connor Dickinson	40	25	62.50
Joseph Levy	32	20	62.50
Brian Busfield	96	60	62.50
Paul Cohen	24	15	62.50
David Startin	93	58	62.37
Edwin Turner	42	26	61.90

Ralph Eskinazi	219	135	61.64
Paul Money	112	69	61.61
Adrian Chambers	52	32	61.54
Simon Osborne	132	81	61.36
Barry Williams	105	64	60.95
Raj Jansari	69	42	60.87
David Nathan	130	79	60.77
Stephen Drake	28	17	60.71
Gavin Crawley	28	17	60.71
Lawrence Powell	137	83	60.58
Mike Waxman	167	101	60.48
Mark Leah	43	26	60.47
Andrew Grkow	48	29	60.42
Tim Found	48	29	60.42
Mike Grabsky	179	108	60.34
Steve Hallet	136	82	60.29
Andrew Plater	25	15	60.00
Ron Havenhand	50	30	60.00
Paul Turnbull	159	95	59.75
Roger Porter	154	92	59.74
Danny Cohen	191	114	59.69
Dan O'Farrell	84	50	59.52
Steffen Nowak	42	25	59.52
John Wright	160	95	59.38
Richard Beagarie	123	73	59.35
John Slattery	246	146	59.35
Rachel Rhodes	184	109	59.24
Richard Wenban	76	45	59.21
Peter Bennet	156	92	58.97
Charlie Hetherington	119	70	58.82
Tim Wilkins	213	125	58.69
Michael Steingold	29	17	58.62
John Napier	31	18	58.06
Geoff Hall	38	22	57.89
Jeff Ellis	277	160	57.76
Adam Jacobs	66	38	57.58
Marc Steyvers	40	23	57.50
Mike Loughman	68	39	57.35
Nigel Gibbions	68	39	57.35
Ian Tarr	289	165	57.09
Tom Breheny	102	58	56.86
Jeff Barber	366	208	56.83
Peter Ozanne	88	50	56.82
Roy Hollands	345	196	56.81
Simon Baker	136	77	56.62
David Gallagher	177	100	56.50
Ken Staines	117	66	56.41
Graham Brittain	149	84	56.38
Kevin Stebbing	135	76	56.30
Ewan McLeod	32	18	56.25

Ranking Scores of Top 300 Players - Active & Inactive

1964	John Clark	1662	Tomax Neto	1591	Alan Papier	1549	Phil Caudwell
1947	Paul Lamford	1657	Peter Christmas	1591	Martin Sims	1549	Jens Neregaard
1947	Tony Lee	1656	Chris Bray	1589	Andrew Grkow	1549	John Gilbertson
1947	Julian Fetterlein	1654	Neil Kazaross	1589	Guy Rankin	1548	Diane Sulimirski
1903	Brian Lever	1653	Adam Robac	1589	James Grenier	1548	Paul Gilbertson
1883	John Slattery	1648	Bob Young	1588	Murat Imamoglu	1546	Dave Raynsford
1831	Stuart Mann	1647	Mike Greenleaf	1587	Tom Breheny	1546	Ahmet Baydar
1825	Rachel Rhodes	1646	Mike Loughman	1587	Geoff Conn	1545	Romolo Mudu
1823	Jim Johnson	1645	Ed Rogers	1587	Kevin McDonough	1545	Jay Lewis
1822	Dod Davies	1644	Helen Helm-Sagar	1587	Paul Statter	1545	Ayhan Balli
1809	Lawrence Powell	1642	Ian Tarr	1586	Neil Webb	1545	Jim Salter
1808	David Nathan	1641	Paul Turnbull	1585	Ed Perry	1545	R. De La Nougerede
1802	Dave McNair	1641	Zibia Szczerek	1583	Paul Barwick	1545	Alex Aronsohn
1801	David Startin	1639	Simon K Jones	1583	John Wright	1545	Mahmoud Jahanbani
1791	Ray Tannen	1638	Gerry Corolan	1583	Martin Kendall	1544	Hercules
1791	Steve Hallet	1635	Zbigniew Papierniak	1583	Brian McDonald	1544	Alan Lennox-Smith
1786	Mark Adkins	1634	Dan O'Farrell	1583	Ken Gibson	1544	Maurice Moore
1782	Richard Granville	1634	Bill Pope	1582	Adam Jacobs	1543	Paul Edwards
1780	Emmanuel Di Bona	1634	Mike Ridley	1582	Simon Osborne	1543	Conrad Cooper
1779	Steve Bibby	1634	Richard Webb	1581	Adrian Hills	1543	Stavros Elia
1773	David Levi	1634	Cato Fordham	1580	Adrian Chambers	1543	Eddie Barker
1768	Thomas Connor	1633	Shahid Baig	1580	Karl Simpson	1542	Richard Gibney
1753	Mardi Ohannessian	1633	Ian Gwynne	1577	Paul Ashley	1542	Barry Bradshaw
1750	Roy Hollands	1631	Laure Dell	1577	Gary Jackson	1542	James Vogl
1749	Ralph Eskinazi	1629	John Broomfield	1576	Glen Bollington	1541	Chris Liston
1749	Steve Pickard	1629	Charlie Hetherington	1576	Ian Shaw	1541	Henry Lewis
1748	Danny Cohen	1629	Mark Heidenfeld	1575	Peter Girdler	1541	Wayne Auty
1746	Raj Jansari	1628	Colin Owen	1575	Alistair Hogg	1540	Murray Henderson
1742	Tim Cross	1627	Vincent Versteeg	1575	Raymond Kershaw	1540	Tim Taylor
1737	Simon Barget	1626	Derek Matheson	1575	Rew Francis	1539	Philip Tabberer
1735	David Eggert	1626	Mick Butterfield	1574	Simon Gasquoine	1539	Nigel Gibbions
1734	Mike Grabsky	1625	Dave Robbins	1574	Neil Clarke	1538	Peter Walker
1734	John Hurst	1624	Barry McAdam	1573	David Barker	1538	Brian Kenny
1732	Salvador Leong	1623	Steffen Nowak	1573	Nev Hyde	1537	Ian Hutson
1731	Geoff Oliver	1622	Martin Barkwill	1572	Damon Dennis	1537	Andreas Giannopoulos
1730	Philip Ward-Ackland	1621	John Bazigos	1571	Grahame Powell	1537	Bill Harding
1727	Kazu Niki	1621	Peter Bennet	1570	Andy Zajczyk	1536	Cait Skelly
1726	Kevin Stebbing	1621	Keir Fitz-Gibbon	1570	Andrew Wedgebury	1535	Martha Littlehailes
1721	Arthur Musgrove	1619	Steve Rimmer	1570	Joseph Levy	1534	Gerry Cornish
1719	Brendan Burgess	1619	Rodney Lighton	1569	Julian Hayhurst	1534	Alan Sammonds
1712	Stephen Turner	1617	Edwin Turner	1569	Paul Arnott	1534	Rosemary Hicks
1710	Barry Williams	1616	Paul Grant	1568	Ken Staines	1534	Nick Bromfield
1710	Connor Dickinson	1615	John Mackay	1568	Ray Pelly	1534	Paul Martin
1709	Rick Janowski	1614	Peter Fallows	1568	Diana Lines	1534	Wolf Pfeiffer
1708	Dave Coyne	1614	George Suilimirski	1568	Ricardo Falconi-Puig	1534	Chris Rogers
1708	David Gallagher	1613	Mike Heard	1566	Anthony Patz	1534	Freddy Mossanen
1707	Nick Check	1613	Mike Waxman	1566	Shay Shannon	1533	Jim Moore
1706	Ann Pocknell	1611	Stefan Paliwoda	1566	Nigel Buchan	1533	Miriam Harper
1702	Tim Wilkins	1610	Rod Jones	1566	Mark Lemon	1533	Mark McCluskey
1702	Peter Cruickshank	1608	Corinne Sellers	1565	Martin Lee	1533	Martin Sloane
1701	Andrew Plater	1607	Michael Earnshaw	1564	Jackie Littlewood	1532	Alan Beckerson
1700	Harry Bhatia	1607	Chris Ternel	1561	Erik Sorensen	1532	David Barker
1698	John Thomas	1606	Alison Jones	1560	John Dean	1531	Phil Charlton
1697	Darren Kernighan	1605	Manlam Wong	1559	David Edwards	1531	Simon Morris
1695	Jeff Ellis	1605	Gavin Crawley	1559	Jeff Barber	1531	John Jacobs
1693	Marc Steyvers	1604	Simon Baker	1559	Paul Taylor	1530	Jenny May
1690	Dale Taylor	1604	Murray Sharp	1559	Shaun Herd	1530	Alex Naylor
1687	Mochy Masayuki	1603	Bill Spiers	1558	Len Brailey	1530	Rogier Van Gemert
1684	Nodar Gagaa	1602	James Hatt	1558	Paul Waters	1529	Peter Gittins
1680	Graham Brittain	1602	Nigel Merrigan	1557	Jacek Brzezinski	1528	Kevin Berry
1680	Sean Casey	1602	Kamal Verma	1556	Martin Potter	1528	Rene Van Der Pluijm
1679	Mark Teltscher	1602	Adrian Jones	1556	James Eibisch	1527	Theo
1677	David Brown	1601	Michael Steingold	1555	Tom Allsop	1526	Barry Teece
1676	Geoff Hall	1600	Roger Porter	1554	Jon Barnes	1526	Felix Vink
1675	Michael Brereton	1600	Kerry Jackson	1554	Martin Hemming	1526	Steve Rudall
1667	Ron Havenhand	1599	Clyde Wolpe	1553	David Halstead	1526	Juliet Fennell
1667	Paul Money	1598	Paul Christmas	1553	Simon Macbeth	1525	Joseph Saab
1666	Richard Beagarie	1597	Ray Ager	1553	Jason Champion	1525	Ray Mills
1666	Tim Mooring	1596	Graham Sievers	1552	Ewan McLeod	1525	Paul O'Kelly
1665	Peter Ozanne	1596	Tim Found	1552	Howard Barlow	1525	Nigel Belton
1664	Joachim Johannsson	1595	Francine Brandler	1551	Peter Howe	1525	Don Howard
1663	Michael Crane	1593	Paul Stebbing	1551	Lynne Sim	1525	Finlay Greirson
1663	Brian Busfield	1593	Nigel Briddon	1550	Brian Tilley	1525	Malcolm Pinfold
1662	Richard Wenban	1592	Graham Greensit	1550	Amir Mossanen	1525	Simon Jones
1662	Stephen Drake	1591	Uldis Lapikens	1549	Richard Howes	1525	Paul Shirley

Hatrick Boards

A new design of bespoke leather backgammon board.



The leather is of the finest quality and every board is handmade to our specification



- 100% leather board and cups
- Slimline attache case
- Robust, secure combination locks
- Light and easy to carry, only 4.4kg
- Hidden hinges ensures the board stands flat when closed
- Space for up to a 1.5" cube
- Marbled resin checkers
- Leather lipped cups

Specifications

Board when closed:

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

Playing Area:

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

Cups:

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

Checkers:

- Diameter : 44mm
- Depth : 10mm

Hatrick Boards

now available from Biba

*For prices see our website at www.hatrickboards.co.uk
or contact hatrick@backgammon-biba.co.uk*

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