

BIBAFAX

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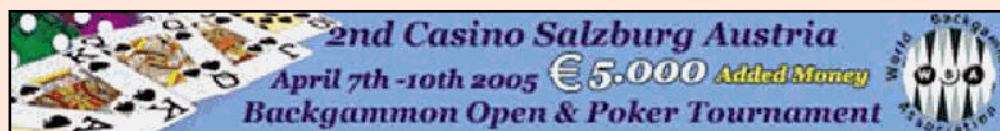
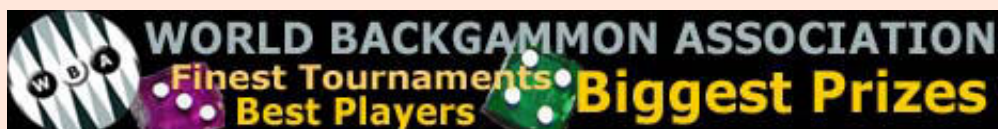
April

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Dedicated To Backgammon



Uldis Lapikens - Winner

Jarvis Trophy 2005

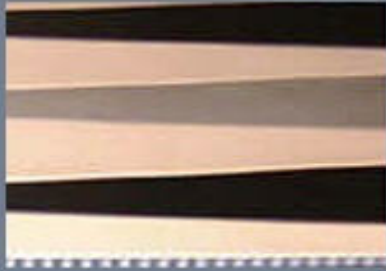
See page 12



Peter Christmas - Winner

Slattery Scottish Open 2005

See page 25



Anatomy of a David Naylor Board

made by
David Naylor



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Could Do Better

By Michael Crane

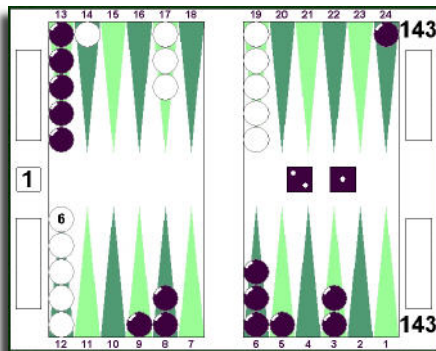


During their Bright 'n' Breezy finals match, Mike's Main and Grabsky made several moves that could

have been played better. I enlisted the help of Snowie Pro 4 to look through some of them and to see what would have been a better play.

The match was to 11 points and Mike Main is white and Mike Grabsky is black.

Game 01 Position 04

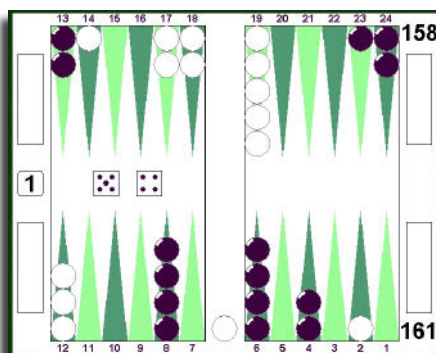


Black 0 White 0
Black to play 21

Certainly moving 6/5 is part of this roll but the actual move of 6/5 9/7 isn't quite good enough. There's no need at the moment to make the bar-point and therefore the two is better used 13/11 and lessening the number of checkers on the heavy 13-point.

9/7 6/5 -0.111 -0.013

Game 03 Position 04



Black 1 White 2
White to play 54

Well, with only one play for the 5, it's

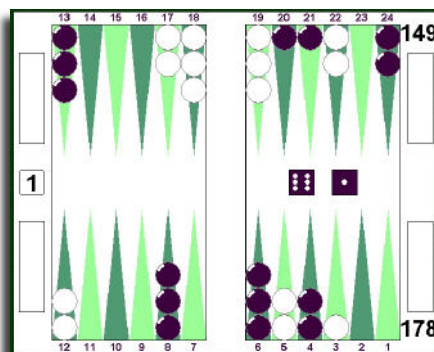
25/20; so what about the 4? White decided that 11/7 was the move; but is it?

All it does is place a checker on the bar-point, a checker which was only under threat from four rolls, 36 and 64. More importantly it is making escaping rolls of 7s, 8s and 9s difficult for black to play without giving a double shot in return.

It's better to keep the same checker going and play 20/16. Although it is a direct four off black's mid-point it will succeed in stripping it to the bone if hit and would leave black's outer board cover very poor indeed.

25/20 11/7 0.036 -0.072

Game 03 Position 12



Black 1 White 2
Black to play 61

Perhaps the strongest points on the board are the 5-points (opponent's 20-point) and it is for this reason that Paul Magriel refers the 20-point as *The Golden Point*. So, with this roll the 1 should be played 21/20 creating a very strong advanced anchor and in the process protecting the two blots from being pointed on; and the two runners on the 24-point can now use the anchor as a stopping point on their way out of white's home board. Once this anchor is made the 6 can then be played 13/7.

This looks very risky but it isn't really. To hit white must use one of his two checkers in black's home board on the 20- or 22-points. If he uses the 20-point checker then he'll have to give up the Golden

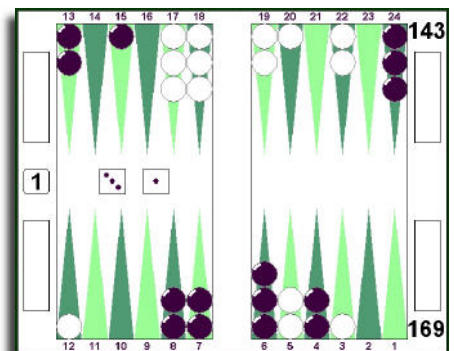
Point to do it. If hit black now has the benefit of an advanced anchor on which to re-enter and launch his runners from.

Black's actual play of 13/7 8/7 has failed to see the value of the advanced anchor and he is now under the gun on the opposite side of the board.

13/7 8/7 -0.500 -0.159

On his next roll white rolled 51 and correctly played 13/8 6/5* placing black on the bar. He re-entered with 61 and had no real choice but to play 25/24 21/15. It was here that . . .

Game 03 Position 13



Black 1 White 2
White to play 31

. . . this simple 31 for white became a huge blunder when played. Moving 13/10* 7/6 he missed a great chance to make a good prime and to put black under pressure. He should have made the 5-point playing 8/5 and then simply moved 7/6 with the 1.

The actual play saw white's game winning chances drop from 71.3% to 61.5%. The blot on his 5-point is far more important than hitting the blot on his 10-point. The 5-point is a crucial point to hold.

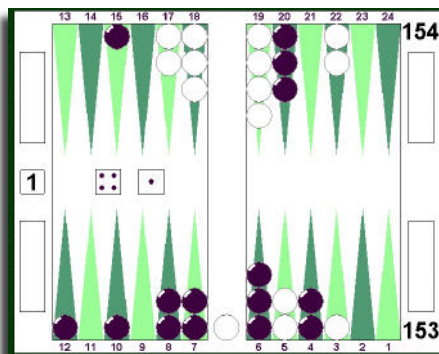
13/10* 7/6 0.505 -0.417

Black's reply of 51, 25/20* 24/23 rightly punished white's failure to make the important 5-point.

Continued on the following page



Game 03 Position 17



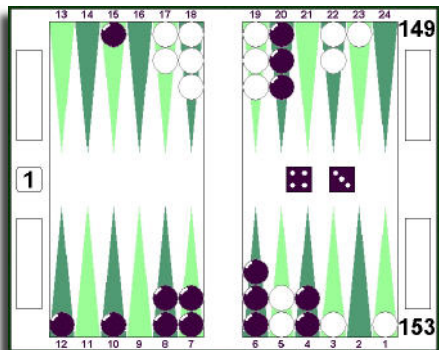
Black 1 White 2
White to play 41

A simple 25/20 move here is by far the best play. Anything else is too poor even to consider. But, white plays it 25/24 6/2. It is the 6/2 that is wrong here. The next point that white should be slotting/building is the 4-point (or at a pinch the 3-point) not the deep 2-point. Playing to the 2-point is a point too far.

25/24 6/2 -0.543 -0.195

Of course, white might be harbouring thoughts of anchoring on black's 3-point, but it is black's roll first . . .

Game 03 Position 18



Black 1 White 2
Black to play 43

At the moment black has a few loose checkers around and he now takes advantage of this roll to make them safe by moving 12/8 10/7. This looks very tidy but he's missed a great opportunity to ensure that any designs white might have had on his 3-point are dashed - he should have been bold and played 7/3* 6/3.

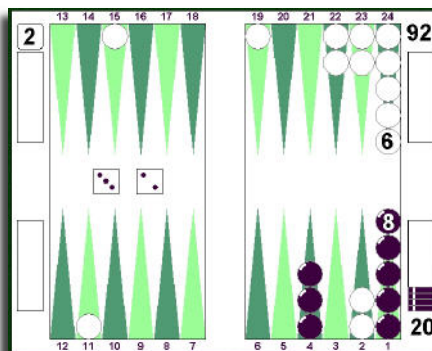
Even giving black 39% re-entry hitting rolls this is still the better play. Many of the hitting rolls have to come off the 20-point (5s) and all of them are combination rolls so the blot on white's 2-point can't be made safe. Also, and this is most important, with the advanced anchor in

white's board being on the bar and escaping aren't that much of a problem.

12/8 10/7 0.380 -0.106

On his next roll white rolled 64 and would have danced. Instead he moved 20/10* and gave away 0.574 in equity!

Game 03 Position 39



Black 1 White 2
White to play 32

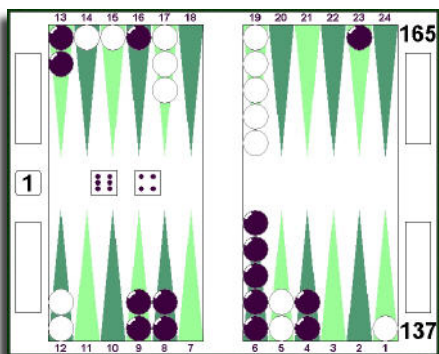
Little things mean a lot . . . and it's 2s here that could mean danger for black; but only if white forces him to move them! If white were to move off the 23-point look how badly the majority of them play - eight of them leave two blots and just three of them play well, 22 and 21.

The best move here is 23/20 14/12 maximising hitting and covering chances but white moves 14/9; which, although offers good covering rolls for his home board, without a blot to hit it's useless.

14/9 -1.594 -0.088

Black rolled 62, which he was grateful to play 4/0 instead of leaving a nice double hit! White's reply was 64 which would have missed anyway; but that's not the point. Had he played the 3 with a runner he'd have had 2s and 4s to turn the game around with. The fact that he didn't roll a hitting number doesn't mean he was right to remain where he was.

Game 04 Position 04



Black 5 White 2
White to play 64

At the moment white doesn't have a home board so making a point seems like a good idea - but is it? Two moves achieve this:

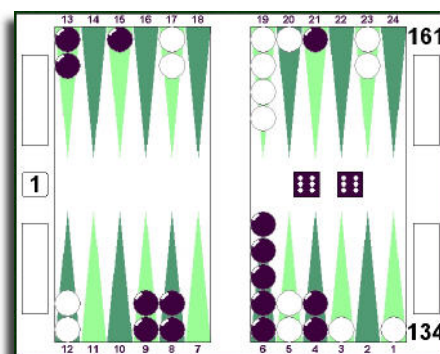
- 8/2* 6/2 placing the blot on the bar; but it is a very deep point and black is favourite to re-enter.
- 10/4 8/4 making a better point which can soon form part of a prime.

Of the two above the latter is the better one; but it isn't the best play, the double hit 13/9* 8/2* is. White already holds The Golden Point and this play robs black of an entire roll and puts him on the defensive. White's actual play was the 2-point move.

8/2* 6/2* -0.292 -0.064

Black's reply of 41 was played 25/21 16/15* and white ended up on the bar. From here he rolled 63 and played 25/22 11/5 leaving this position:

Game 04 Position 16



Black 5 White 2
Black to play 66

After this lovely big roll black will have a lead of 54 pips. Unfortunately his play of 15/9 9/3*(3) is just a tad too safe and isn't taking advantage of white's poor home board.

6/3*(2) is correct, and to back it up making the 2-point 8/2(2) is correct.

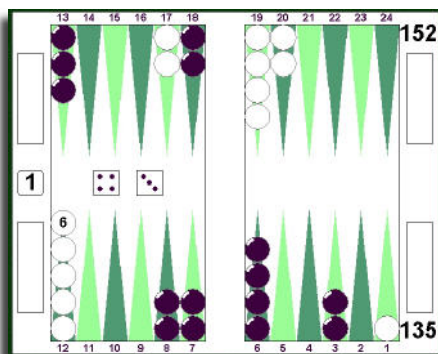
Now black has doubled his home board points and white is struggling.

15/9 9/3*(3) 0.883 -0.044

White dances with double fours and then black rolls his own double six and playing 13/1* places a second white checker on the bar. White dances and soon after he is doubled out of the game.



Game 05 Position 03



Black 6 White 2
White to play 43

A few years ago Paul Magriel told me that you're born with the 8-point and not to give it up lightly. I have always remembered this. It's a pity that white wasn't there at the time to hear him. If he was he'd not have played 8/4 8/5!

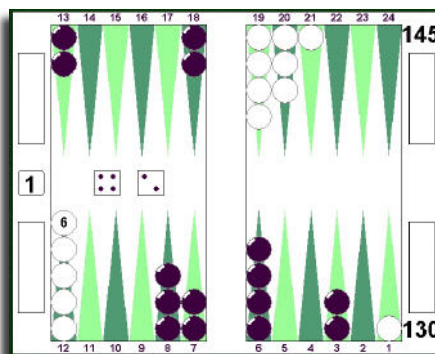
The lonely little runner on the 24-point should be moved up playing 24/21 and a checker from the mid-point should be played 13/9. This, to some extent duplicates 2s and if hit on his 9-point would give white a chance to make an advanced

anchor and/or hit back a black checker.

8/4 8/5 -0.514 -0.065

Black's next roll of 41, 13/8 would have missed either blot and then white's next roll of 42 would have been a good roll. But, it wasn't:

Game 05 Position 04



Black 6 White 2
White to play 42

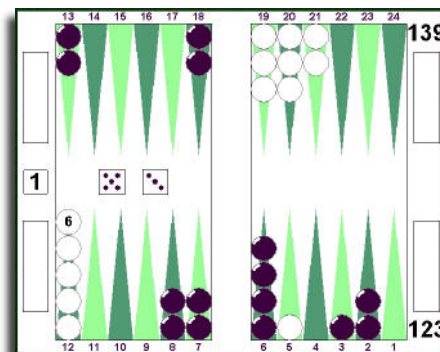
Now white decides that moving the runner, 24/20 is the play with the 4 and then 6/4 covering the blot. But it isn't a good use of the four. This time black has a

spare checker on his 8-point and would even consider hitting loose to keep white on his side of the board. White has six checkers on his mid-point and playing one of them 13/9 (with 6/4 covering his 4-point) is a teaser. If missed (over 60% of the time) he'll have a chance to make the point himself.

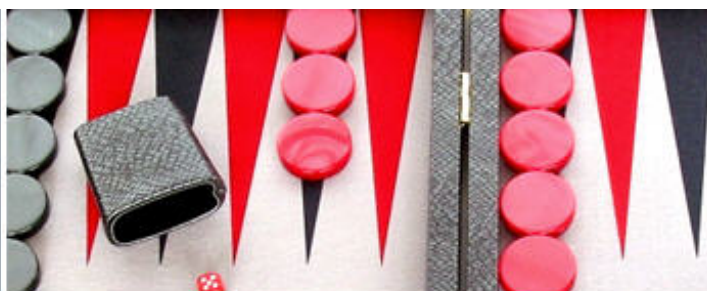
24/20 6/4 -0.491 -0.039

Black then rolls 61 and plays 8/2 3/2, shifting points . . .

Game 05 Position 05



Black 5 White 2
White to play 53



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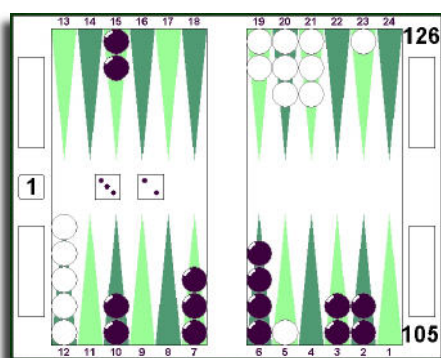
Black is very flat in the outer boards and none of his checkers are real threats because he'll have to break off a point to use them. Neither is his two-point board and 3-point blot that scary. So, with this in mind the last thing that white should do is play ultra safe, 13/8!

Now's the time to take advantage of white's assets: A three-prime and lots of timing/builders - not to mention black's poor position. So moving 20/15 13/10 is tempting black to break off one of his points to hit - if he dare!

13/5 -0.283 -0.012

Had white made the 'teasing' play he'd have been missed by black's roll of 51 which he misplayed 8/3 8/7 instead of 8/3 6/5*. Then white rolled 41 and played 6/2 5/4 followed by double three from black: 18/15(2) 13/10(2). White is now under pressure . . .

Game 05 Position 07



**Black 6 White 2
White to play 32**

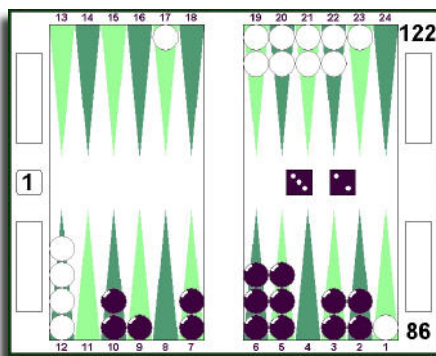
It's mostly a good rule to make any points in your home board if you can, especially if the only way you're going to win is to hit and contain an opponent's checker. This concept, and the fact that his blot on black's 5-point is in real danger of being pointed on seems to have passed white by for he plays 13/8.

Much better would have been 4/2 and cover up the blot, and then 20/17 to see if he can get the hit he needs to change the course of this game.

13/8 -0.973 -0.106

White's failure to see the danger in being pointed on comes back to haunt him when black rolls 52 and plays 10/5* 7/5 and plonks him on the bar. From here he rolls 62 and dances. He later re-enters and black is on roll . . .

Game 05 Position 11



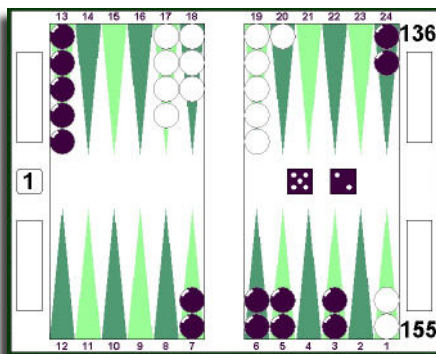
**Black 6 White 2
Black to play 32**

Not a big error here from black but playing 9/6 is just adding another checker onto an already heavyish point. He then plays 5/3. A better move would be playing 9/7 and increasing the builders on the 7-point and then 6/3.

9/6 5/3 1.008 -0.011

White rolls 61 and makes his 2-point, 8/2 13/12. Black then panics and doubles him and white takes an easy drop!

Game 06 Position 03



**Black 8 White 2
Black to play 52**

White's prime is getting better and better . . . but at the same time his back checkers are standing still and are in danger of being trapped resulting in a crumble on his side of the board. In order to aid this possibility black needs to make it difficult for white to move the runners out; and therefore moving 13/8 13/11 is a good play. Being hit by a combination roll will give black 5s and 4s to get a third white checker back; or if missed, good chances to further tighten the screws on white's back men.

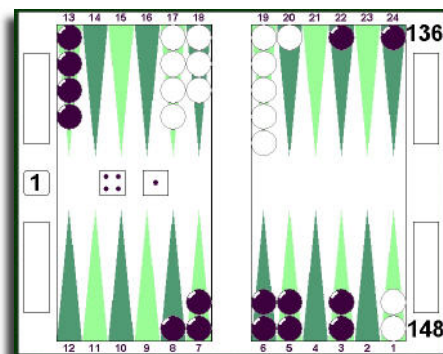
Black doesn't see this and decides that now is the time to move one of his own runners, 24/22, with 13/8. The 24/22 puts his blot under enormous pressure and it is

very much in danger of being pointed on.

24/22 13/8 0.186 -0.048

White then is left here . . .

Game 06 Position 03b



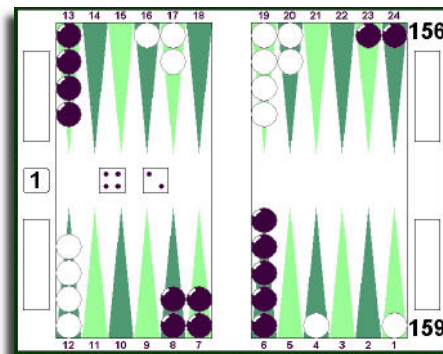
**Black 8 White 2
White to play 41**

Quite rightly white makes the 5-point, 6/5 but then he misses an opportunity to stop black either making the 3-point or escaping the runner with a six by passively playing 6/2. Now would be a good time to hit, 7/3* and leave yourself plenty of covering rolls if missed.

6/2 6/5 -0.360 -0.197

White eventually prevails and he doubles black out to win his third point.

Game 07 Position 03



**Black 8 White 3
White to play 42**

Once again white gets half a roll correct. The half correct this time is 24/22. Black will have to break off a good point to hit/point and it leaves 6s and 5s as escaping rolls for white. The half played incorrect was 9/5 when it should have been made 13/9.

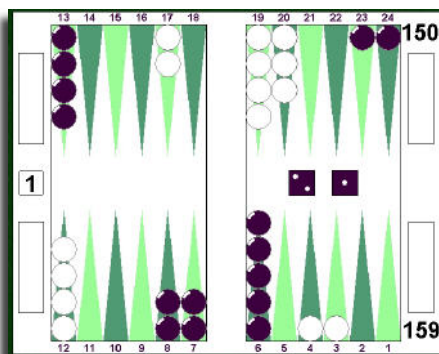
Moving 9/5 is a waste of a builder and, with it being a combination shot away it was fairly safe.

24/22 9/5 0.342 -0.157



Black now rolls a perfect number to consolidate his runners and make an anchor . . .

Game 07 Position 04



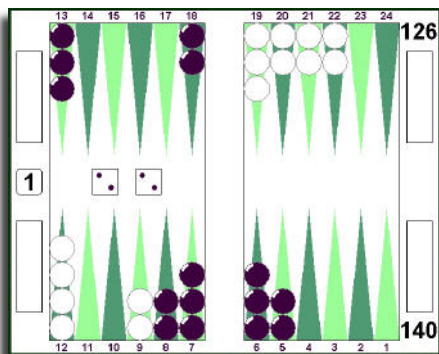
Black 8 White 3
Black to play 21

. . . by playing 24/22 23/22 but he doesn't. Instead he goes for the double hitting play 6/4* 4/3*. This is unnecessary and is just a minor inconvenience to white. Making his 3-point would have been far more inconvenient.

6/4* 4/3* -0.369 -0.061

White doesn't have any trouble getting both checkers in. Later in the game . . .

Game 07 Position 12



Black 8 White 3
White to play 22

Whenever a player rolls a double and doesn't make full use of it I think it's a waste. White wastes half his roll here. Correctly he moves 16/14(2), but then instead of backing it up with 13/11(2) he moves 6/2 and slots!

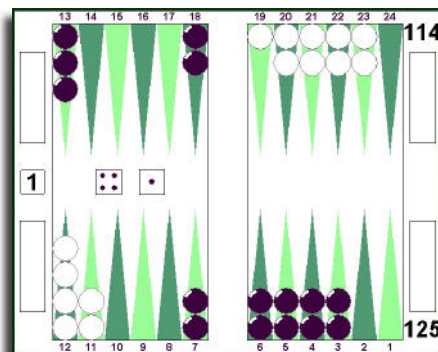
If he'd moved 13/11 he'd have somewhere to land upon with checkers from black's outer board and he'd make it difficult for black to shift off white's bar-point.

16/14(2) 6/2 0.275 -0.107

The moves progress thus:

Black 43: 8/4 7/4
53: 8/3 6/3 after which white has to play a simple 41:

Game 07 Position 14



Black 8 White 3
White to play 41

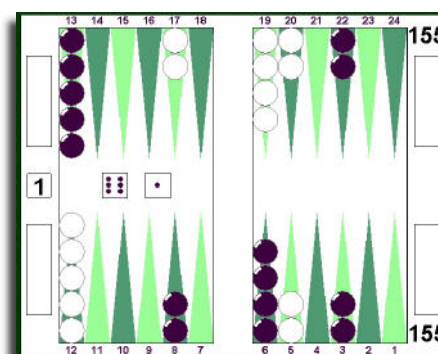
Black's 5-prime is very scary and white has to avoid leaving any blots at all; so it is a surprise to see him play 13/8 giving black eleven good rolls to hit and win the game! Luckily for him black rolls double fives.

Because he's trying desperately to avoid leaving blots a much better play would have been 5/1 2/1 and just wait it out.

13/8 -0.097 -0.150

The remainder of the game develops into a race and towards the end black ships across a suspect cube that was not a double; and white dropped!

Game 08 Position 04



Black 10 White 3
Crawford
White to play 61

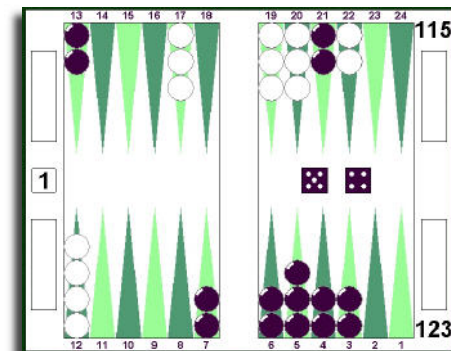
Trailing 8-away, 1-away white has to be bold now and his move of running a back checker 20/13 is very poor. Now's the time to start putting your checkers where you want them: 13/7 6/5. At this match score white's match equity is just 6% and so almost anything he can do to better this

in this game is worth doing.

20/13 0.0247 -0.092

Black then rolls 22 and makes his 11- and 6-points. White then rolls a second seven and runs his lone checker to his mid-point letting black move whatever he wants on his side of the board.

Game 08 Position 10



Black 10 White 3
Crawford
Black to play 54

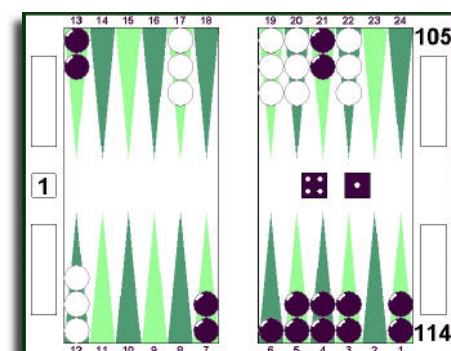
When there's still a chance of contact it's a good idea to keep your prime intact if possible. Certainly keeping the 6-point for as long as possible is a good idea. However black decides to shift points here and plays 6/1 5/1 opening up his 6-point.

Playing two off the mid-point 13/8 13/9 would have been better and kept the timing he needs.

6/1 5/1 -0.283 -0.021

White rolls 64 and correctly play 13/3. Then . . .

Game 08 Position 11



Black 10 White 3
Crawford
Black to play 41

Given a chance to remake his 6-point black abandons it altogether with 6/2 3/2.



He should have just played both checkers off his 7-point, 7/3 7/6. He's still got timing with his mid-point checkers.

6/2 3/2 -0.378 -0.025

Some time later white was forced to leave a flyshot of nine after running his second last checker in. Instead of hitting off white's 4-point black rolled double six and scurried past the final white checker and became hot favourite going from 30% to 52% in one roll. It then became a race for the finish.

White almost took the first checker off but a roll of 44 failed to take anything off, his 4-point being the point recently vacated by black's 66. A roll of 22 put white ahead in the race and favourite on 85%, but black pulled some of it back with double four.

White shifted to 78% favourite then black rolled a Joker 55 and went into the lead

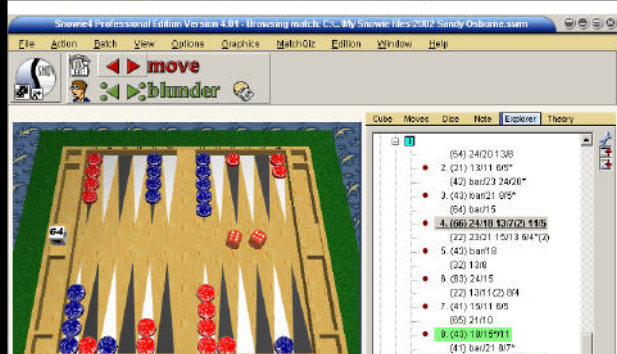
on 90% with three checkers left and white with six and needing a double three or higher to save the match. Alas, when he needed a double most he failed to roll one and black emerged the winner.

I am certain that both Mikes can play better backgammon than they did in this match; but, when you're playing under the spotlight it is hard to focus and it is in these situations where concentration makes the biggest difference. As Kipling said when referring to a game of backgammon. "If you can keep your head while all about you are losing theirs, you'll be a backgammon player, my son!"

Match detailed statistics		
Player	Grabsky	Main
Rating	Expert	Beginner
Overall	5.182/8.719	16.729/27.835
Errors(blunders)	13(3)	25(11)
Checker play errors		
Checker play	2.899/5.140	10.130/17.029
Errors(blunders)	7(1)	18(7)
Double errors		
Overall	1.930/3.062	1.619/3.114
Missed double	1.650/2.640	1.318/2.599
Wrong double	0.280/0.422	0.302/0.515
Errors(blunders)	5(2)	4(2)
Take errors		
Overall	0.353/0.517	4.979/7.691
Wrong take	none	4.979/7.691
Wrong pass	0.353/0.517	none
Errors(blunders)	1(0)	3(2)
Grabsky was 69.12% - 30.88% favorite.		

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Fetterlein takes 3rd Cotswold Title

Myke 'Mad Mullah' Wignall dominates Poker

Report by Martin Hemming

Julian Fetterlein's name was the first out of the hat from 32 players in the draw for the 3rd Cotswold Fireside Backgammon Championship held at the Crown Inn Hotel, Blockley, Gloucestershire on 28, 29 and 30 January. The draw proved prophetic as Julian overcame Andreas Giannopoulos, Dave Fall, former champion Tony Lee and John Broomfield, before prevailing over Bristol's Blaine Buchanan in the final. Blaine reached the final at the expense of John Gilbertson, Malcolm Robertson, Roland Herrera and current British Open champion Mike Greenleaf, the latter win putting paid to the chance of an all-Cheltenham final.

Fetterlein's victory almost seemed pre-ordained. He's entered all three Cotswold tournaments (a statistic that also applies to 2003 champ Tony Lee, 2004 winner John Slattery, as well as Rosey Bensley, John Hurst, John Broomfield and Elliot Smart). Julian reached the final of the consolation in 2003, won the consolation in 2004 and was half-expecting to continue his gradual progression by being runner-up in 2005 before winning the title in 2006! However his success this year cements the tradition of Cotswold champions coming from the elite ranks of British backgammon.

Blaine's appearance in the final represents a major breakthrough for him. A regular stalwart in on the Bristol club scene, this is Blaine's first final appearance in a national tournament. His weekend was a success from the start: he won half his entry fee in a pre-tournament satellite and also took time out on Friday night to win a local league match against his Bristol club director Ian Tarr. The score was 2 sets to nil in the best-of-three 7pt match final, but is that suggests a one-sided encounter it does Blaine an injustice. Blaine led the first match until, with the cube on 4 and Blaine on match point, Julian escaped with a 55 joker. In the second set Blaine again shipped a four-cube with Julian on the bar facing a 5-point board and a blot. Julian took, anticipating two chances to hit because Blaine had no immediate cover numbers. He needed both chances, but hit at the second attempt and went to Crawford from which he proved too strong. In fact Blaine could have denied Julian his second opportunity. Rolling an ace gave

Blaine the chance to lift the blot in his inner board, but instead he chose to leave the blot for one more roll and try to cover it instead. Some observers questioned this decision, but your correspondent had no time to record the position for analysis.

The perfect 32 entry meant a hassle-free 11pt progressive consolation in which the losing main semi-finalists joined at the last 8 stage. Mike Greenleaf took advantage of his scheduled consolation opponent John Broomfield sadly having to leave early and scratching from the tournament. Progressing immediately to the semi-final, Mike beat Tony Lee before meeting Danny Cohen in the final. Danny had earlier scored wins over Paul Money, Malcolm Robertson, Ralph Eskinazi and Andrew Sarjeant. It was Mike won the final match, thus ensuring that Julian Fetterlein's car contained great wads of cash on its short journey carrying him and Mike back to Cheltenham.

The Last Chance began on Sunday morning, taking the form of an open 32 draw with rebuys and an optional side-pool to boost the prize money. Further incentive was provided by the Crown Inn's manager, Giovanni, offering the kind donation of a rather nice Italian gent's wristwatch as a prize for the Last Chance winner. Dave Fall was beaten in the first round by Kevin Stebbing, but his persistence in re-entering paid off when he beat Ernie Pick, Myke Wignall, John Hurst and Chris Ternel to reach the final. There he met Andreas Giannopoulos, who had come past Paul Gilbertson, Kevin White, Simonetta Barone and John Slattery. Dave won the final, taking home a nice cash prize as well as the watch.

While the Cotswold Fireside is attractive to the UK's strongest players, it also seems to appeal to players new to the national tournament scene. At the first Cotswold, Paul Statter came from nowhere to perform creditably, and is now seen regularly at Gammonitis and BIBA events. It is hoped the same will prove true of Paul and Leanne Myers and Jolyon Wardle, all of whom made the trip from London to make their live tournament debuts. I'm not sure how the Cotswold comes to the notice of new players, or why it is chosen by so many for their debuts, given that the entry fee is substan-

tially higher than those of Gammonitis or BIBA. However it's great to see new players on the scene, and I know all three will have benefited greatly from their experience, even though only Leanne tasted victory in the tournament proper (she beat Elliot Smart in the first round of the Last Chance before going out of the tournament at the hands of John Slattery). Jolyon and Paul also benefited from the experience of defeats at the hands of Slatts.

Andrew Sarjeant, director of Gammonitis, kindly donated a year's free membership to the player adjudged to have shown the most "Courage in the Cotswolds". The criteria Andrew used to find the winner were persistence and spirit in the face of adversity, and after a difficult decision the prize was awarded to Paul Myers, who entered every competition open to him including two satellites, winning a match (over Mark Dixon) in one of them.

This year the tournament featured two Texas Hold 'em poker tournaments, but only one winner. Myke 'Mad Mullah' Wignall won both the 10-player warm-up on Friday and the 24-player main event on Saturday. Myke's play, always exciting to watch because of his fearlessness, seems also to have improved since his surprise win in the wind-down late-night poker tournament at last year's Cotswolds. As chip leader at the final table, your correspondent unwisely tried to force the Mullah to give up a hand in this year's main event and ended up going out in sixth place. Holding A5 suited, I raised pre-flop and Myke called. The flop brought 9-9-10 and I made a big bet, representing either a 9 or a 10 in my hand. The Mullah called and we saw the turn, another 9. At this point I bet all my remaining chips, a huge bet, continuing to represent a 9 in my hand but also knowing that even if I was called, so long as Myke did not have the fourth 9 I had an 'out' as an ace on the river would give me the nut full house.

The semi-bluff, otherwise known as 'betting with an out' is a technique favoured and used with success by Doyle 'Texas Dolly' Brunson, and described in his landmark tome *Super System*. It didn't work, however, as Myke held a 10 in his hand and not many people are going to



fold a full house when pot committed, as Myke was. The Mullah immediately went all-in and I know at once that either I was beat (if he held the fourth 9) or at best needed an ace on the river. It wasn't to be and Myke raked in my chips. The hand illustrates an elementary poker error, which I don't mind admitting to. When chip leader, and three places off the money, it's not clever to take on second stack in a marginal hand. *Mea culpa* and out.

Second place in the Saturday poker was taken by Ernie Pick, playing for the first time, and third was taken by John Gilbertson, playing for (guess what?) the first time. So much for the value of experience. It should be noted that the in each

tournament the Mullah made generous (mad?) deals with his final two opponents and then spent a good deal of his winnings buying drinks for the crowd. Congratulations and thanks for the headache Myke.

I'm glad to say that, once again, the wonderfully friendly crowd that always attends this event succeeded in giving the tournament director no tough decisions, making the newcomers feel welcome and competing in a fantastic spirit and good humour, even when a technical fault caused the hotel's fire alarms to sound on and off for over an hour on Sunday. Three wags independently re-dubbed the tournament the Cotswold Fire Alarm

Tournament – hmph! Not so funny was the fact that your correspondent and Martin Barkwill stayed an extra night on Sunday (no, in different rooms!), and the fire alarm went off at 4.15am and continued for 20 minutes. I was dog-tired by the end of the tournament and am still dog-tired as I write this. Nevertheless I'm already anticipating the 4th Cotswold Fireside on 27, 28 and 29 January 2006, where entry will be limited to the first 32 players to pre-register and pay the £100 entry fee. I expect the tournament to be fully subscribed so make contact early to avoid disappointment.



Here's the latest of Robin's quiz.

There is a big difference between reading about how to play and actually using the correct principles when it comes to playing the game. This quiz, taken from Robin Clay's *Backgammon - Winning Strategies*, is designed to enhance the analytical skills required to become a successful player.

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

The positions are all money games, not tournament play, and without the Jacoby Rule (*No gammon or backgammon can be won unless the cube has been turned*). Robin's moves have been rolled out by Snowie (in the book he used JellyFish 2.1, all that was available to him at the time) and have been updated where necessary with Snowie 4, Professional.

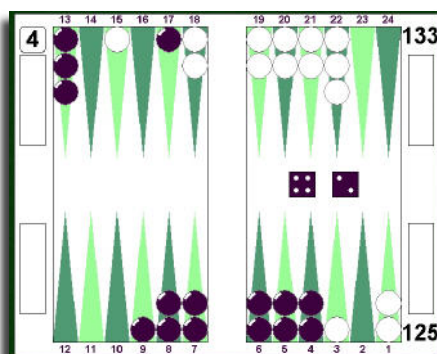
Tick your play for each position and then check your scores on page 17, along with the analysis. More positions will appear at a later date. This issue we deal with positions 41 to 60.

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

Archive - Winning Strategies (Robin Clay)

By Michael Crane

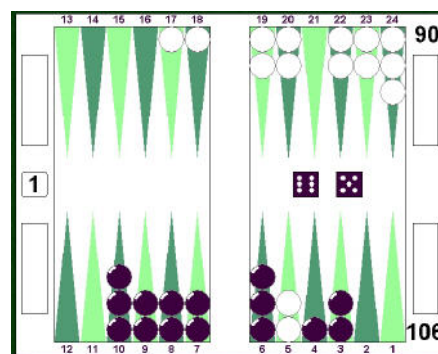
Problem 41



Black to play 42

- a) 9/3*
- b) 13/* 17/15*
- c) 17/13 9/7
- d) 17/15* 7/3*
- e) 17/15* 9/5

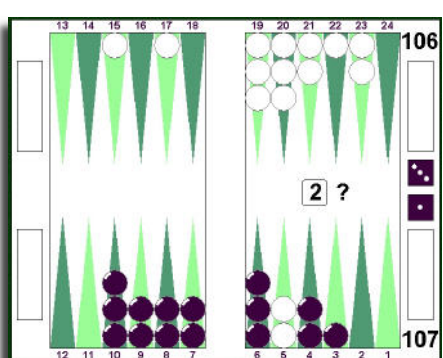
Problem 43



Black to play 65

- a) 9/3 9/4
- b) 10/4 6/1
- c) 7/2 7/1
- d) 8/3 8/2

Problem 42



Cube Action?

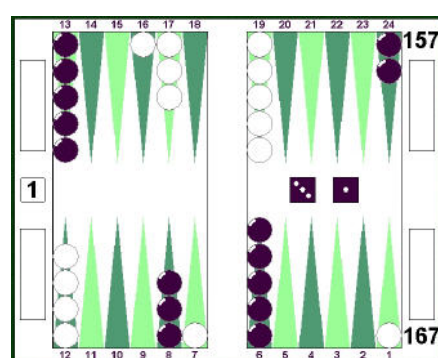
Should Black Double?

- a) Yes
- b) No

Should White Take

- c) Yes
- d) No

Problem 44a



Black to play 31

- a) 8/5 6/5
- b) 8/7* 13/10
- c) 8/7* 24/21

MC: This is a two-part problem and will produce two scores; a,b,c and d,e. It continues on the page 14.



Backgammon Players Aid Tsunami Victims

Press Release January 27th 2005



Members of the British Isles Backgammon Association, whose headquarters are based in Lincoln, collected £1,185 for the Tsunami Appeal after holding a raffle for a 'David Naylor' Italian leather backgammon board, and a backgammon book auction.

It was the kind donation of the backgammon board and books by Dr. Roy Hollands from Lincoln that prompted BIBA Director, Michael Crane to organise the raffle and auction. John Slattery, a former European backgammon champion also donated one of his stylish 'Hatrick' boards to help swell the fund to £1,185.

Added to the £1,185 was £142 collected by members of the Lincoln Backgammon Club following a seminar by Dr Hollands at their club on Tuesday evening, January 18th, to make a grand total of £1,327. This was handed over to The Rotary Club of Bailgate, Lincoln.

The Rotary club will be sending out Shelterboxes which will provide temporary housing, cooking facilities, sleeping bags and water purification equipment for ten people each.



(from right to left): Dr. Roy Hollands - Sharen Crane - Michael Crane, Biba Director - Roger Honey, President Elect of the Bailgate Rotary Club - Bob Pilling, Fund Raiser for the Bailgate Rotary Club.



Jarvis Trophy (Liverpool Looters Take Away The Loot!) Report by Michael Crane

It was certainly Liverpool's greatest hour with their club members winning or sharing in most of the trophies and prize money. Read on for more details.

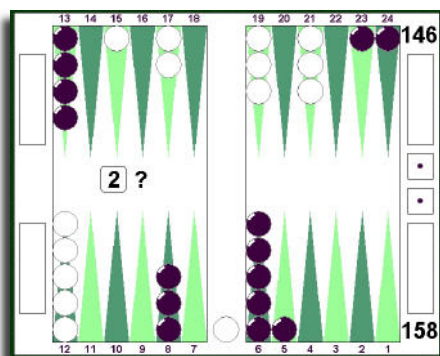
Main (8/30)

With a field of thirty players it was always possible that 5/6 could be enough to win the title. Sure enough, it was! By Round Five just one player was on 4/4, Liverpool's Simon K Jones. It was down to Uldis Lapikens to stop him getting 5/5; which he did. That then left four players on 4/5. Ideally they would have been paired off and that would have been the end to it; but Simon had played the other three so I had to juggle the pairings a bit. David Nathan played Mardi Ohannessian (more on this match later), Simon played Bob Young and Uldis, Bob Young.

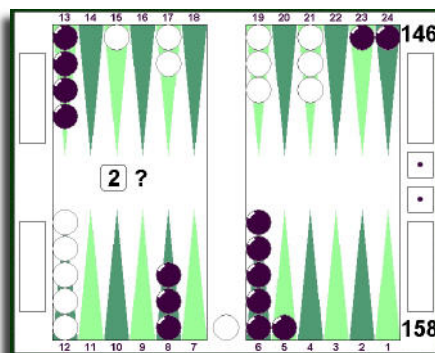
From this encounter three players on 5/6 emerged. It was decided before any count-backs were used that if there was a tie on count-backs for 1st place then there would be a playoff - and that's that happened. Mardi came last in the count-backs and was declared 3rd, leaving a 'second-time' match between Simon and Uldis. From this playoff Uldis came out on top to take his first ever Main title since joining Biba in March, 1993.

Both Uldis and Simon are from the Liverpool BG Club, and this is just the first of the LBC's victories!

The Mardi vs David match was recorded (for I thought that the title winner might well be one of these two) and can be found on GammonVillage in all its glory. Although it was an encounter Mardi (black) won, he did drop some very easy cubes from David (white). Here's two notable ones in the 11 point match:



Black 5 White 1



Black 5 White 2

MC: More on these positions later. See page xx

Consolation (22/30)

Players losing one of their first two matches end up in the Consolation. Because their 'pool' interest is dependent upon the entire six rounds even those that end up in the Consolation can still win their pool - so they have an incentive to keep going!

Just two players managed to come through with 4/4, John Slattery and Peter

Chan. They went into a playoff from which emerged Peter winning at DMP. Peter is the next of LBC winners.

TooT (Three out of Three)

This was a new bit. All players on 0/3 on Saturday were encouraged to enter a pool for winning 3/3 on the Sunday. This proved quite popular and pot was shared between Roy Hollands and Nicky Check.

Friday Warm-up (8)

One man is making it a habit of winning the Warm-up at the Jarvis; David Nathan. He won it last year, and this year he beat Rosey Bensley in the final to win it again! I wonder if he'll do it next year?

Doubles (8)

What a Nice Pair of Bristols were exposed by a *Prickly Pair*; *We're Forever Blowing Doubles* were blown away by *Sgt. Bobby's Lonely Blots Club Band*; *Welsh Fockers* were focked by *Hair Raisers*.

In the final, the *Prickly Pair* proved problematic for the *Hair Raisers* and the *Pair* came out on top. I never divulge names but one of the *Pair* (it might be *Prickly*) is another LBC player?

£100 Jackpot (8)

The two 'finalists' John Gilbertson and Ron Havenhand decided that the glory was secondary to the dosh and so, without playing it they divided the dosh between them and had an early night.

Finally

Re. Liverpool's success. A few years back a couple of 'pool players went to the Southport. Club (not there now) to try their luck. They were so successful that they were asked to leave and to never come back! Apparently a lot of the Southport players moaned that the 'pool pair were too good and kept winning everything! Thus Peter Chan and Simon Jones were barred from Southport. So, if there are enough complaints from players present this weekend I will consider doing a 'Southport' on them!

If you think your hard enough to tackle a whole roomful of Liverpool players then on the next page you'll find details of the 2005 Liverpool Open. Fancy your chances?

LIVERPOOL BACKGAMMON CLUB

present

THE 10th LIVERPOOL OPEN

Saturday 23rd and Sunday 24th July 2005

Registration

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

**** Main Tournament ** Consolation ****

**** Last Chance ** One Point Shoot-Out ****

**** Sweeps ** Cash Prizes! ** Bar ****

Entry Fee

£25.00 (*under 18 - £15 only*) includes Saturday Buffet

Venue

Liverpool Bridge Club, 7 Croxteth Road, Liverpool L8 5SE

Details From

Simon K Jones 0151 428 3082 / 07788 443123

3 The Vineries, Liverpool, L25 6EU

vineries@btinternet.com

or any Liverpool Backgammon Club player at a Biba tournament.

For catering purposes, pre-entry is required.

Please make cheques payable to Simon Jones and forward prior to Saturday 16th July 2005

Name.....

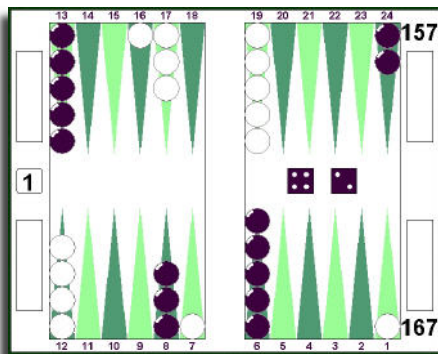
Address.....

Phone

Mobile.....

Email.....

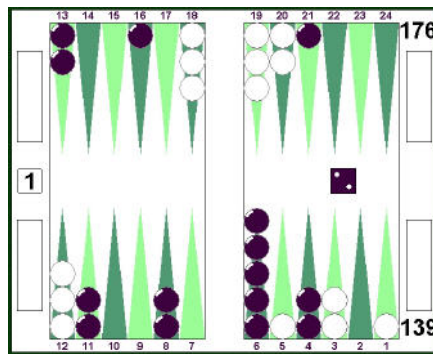
Problem 44b



Black to play 42

- c) 8/4 6/4
- d) 13/7*

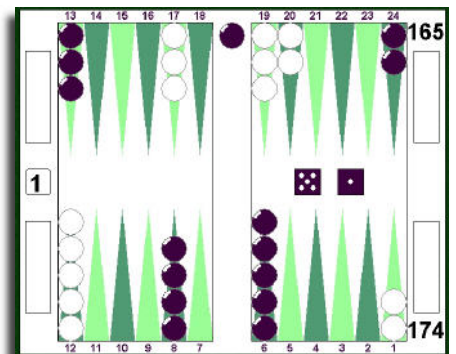
Problem 47



Black to play a 2

- a) 6/4
- b) 16/14

Problem 50

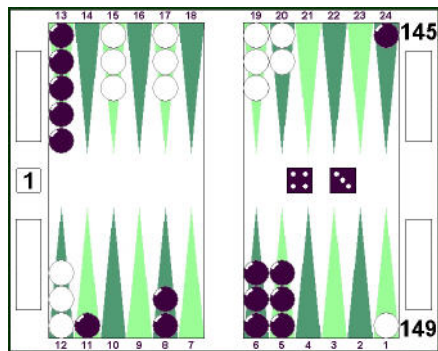


Black to play 51

- a) 25/24 8/3
- b) 25/24 13/8

MC: This is the second part of Problem 44. Don't forget that it will result in two scores and not one single one.

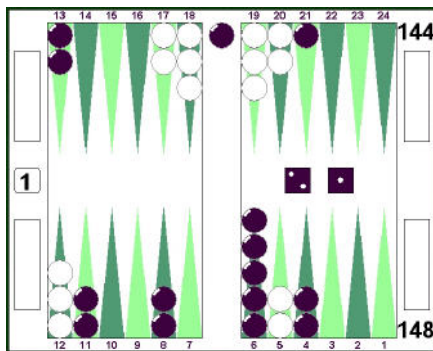
Problem 45



Black to play 43

- a) 6/2 5/2
- b) 13/10 11/7
- c) 13/10 13/9
- d) 11/4
- e) 11/8 13/9
- f) 24/21 5/1*

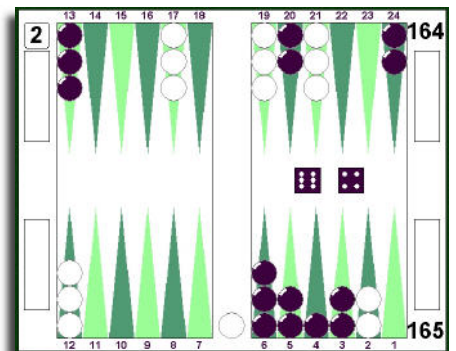
Problem 48



Black to play 21

- a) 25/24 24/22
- b) 25/24 6/4

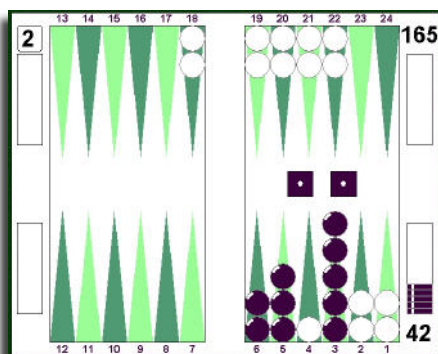
Problem 51



Black to play 64

- a) 24/14
- b) 20/10
- c) 13/7 24/20
- d) 24/18 24/20
- e) 13/9 24/18

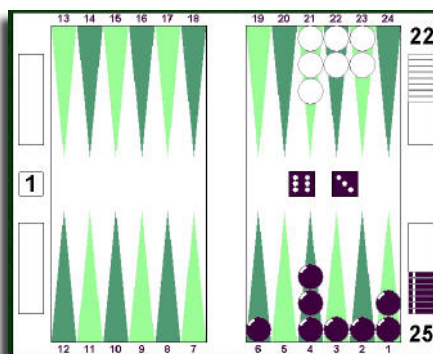
Problem 46



Black to play 11

- a) 6/4*(2)
- b) 5/4*(3) 4/3
- c) 6/5(2) 5/4* 4/3

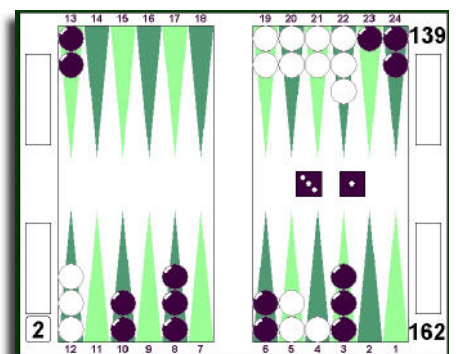
Problem 49



Black to play 63

- a) 6/3 4/0
- b) 6/0 3/0

Problem 52

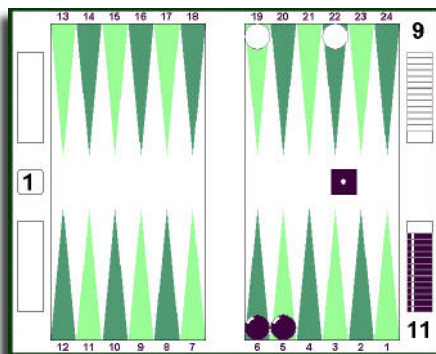


Black to play 31

- a) 8/4*
- b) 13/10 3/2
- c) 10/7 8/7
- d) 24/23 13/10



Problem 53a

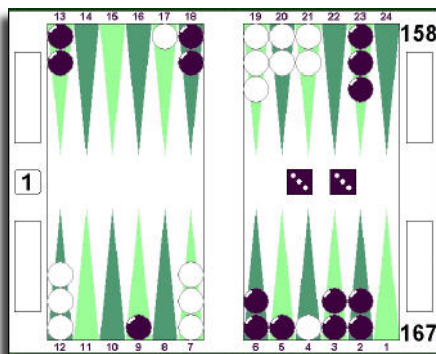


Black to play a 1

- a) 6/5
- b) 5/4

MC: This is a two-part problem and will produce two scores; a,b, and c,d. It continues on the next page.

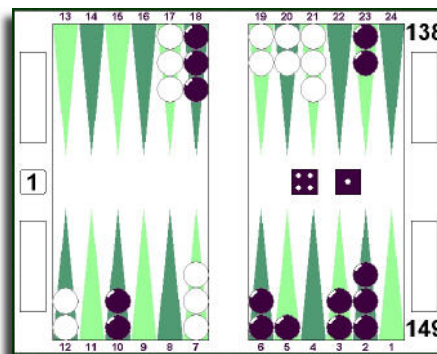
Problem 55



Black to play 33

- a) 18/15(2) 13/10(2)
- b) 18/15(2) 9/3
- c) 9/6 5/2 18/15(2)
- d) 13/10(2) 9/3
- e) 13/10(2) 9/6 5/2

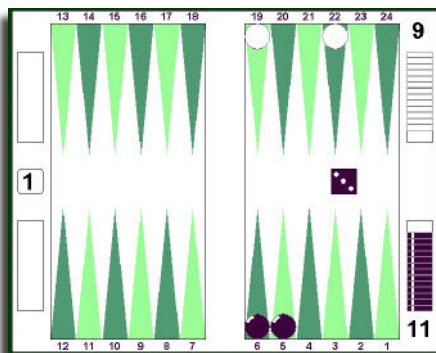
Problem 58



Black to play 41

- a) 23/18
- b) 18/13
- c) 10/5
- d) 5/1 2/1

Problem 53b

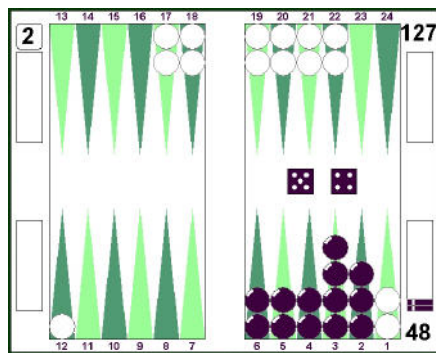


Black to play a 3

- a) 6/3
- b) 5/2

MC: This is the second part of Problem 53. Don't forget that it will result in two scores and not one single one.

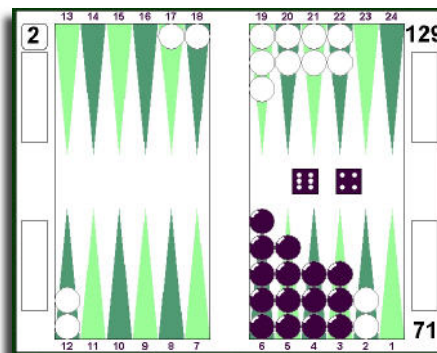
Problem 56



Black to play 54

- a) 6/2 5/0
- b) 5/0 4/0

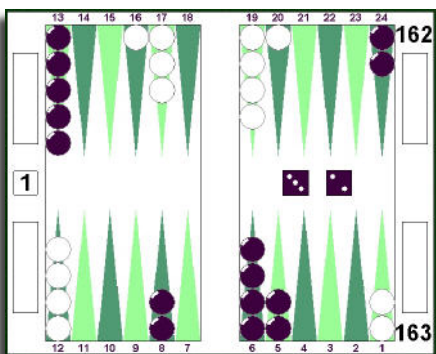
Problem 59



Black to play 64

- a) 6/0 4/0
- b) 6/0 5/1

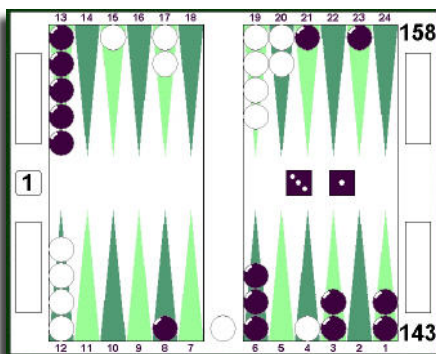
Problem 54



Black to play 32

- a) 24/21 6/4
- b) 13/8
- c) 13/10 6/4
- d) 6/3 24/22
- e) 6/3 13/11

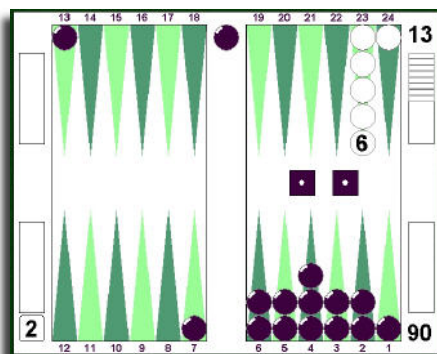
Problem 57



Black to play 31

- a) 8/4*
- b) 13/9
- c) 8/5 6/5
- d) 13/10 23/22
- e) 13/10 8/7

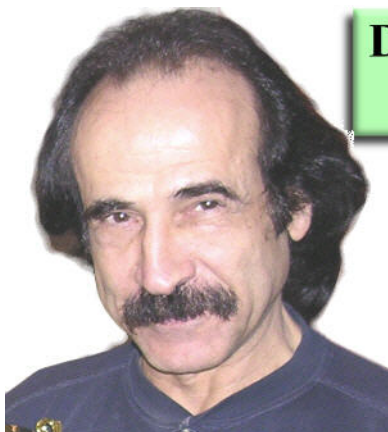
Problem 60



Black to play 11

- a) 25/24* 4/1
- b) 25/24* 13/12 7/5
- c) 25/24* 13/11 4/3
- d) 25/24* 7/6 13/11

MC: When you have recorded all your answers go to page 17 and check your scores.



Mardi Ohannessian

Double, Double, Toil and Trouble

By Roy Hollands

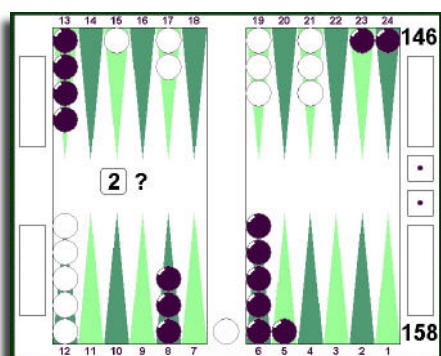


David Nathan

A seminar on doubling was held in support of the tsunami appeal at the Lincoln Backgammon Club. The well known approach via position, race and threat **PRaT** was extended by adding score(S) and ability(A).

Place a piece of paper at the bottom of the diagram below, so as to cover up the writing below the diagram and apply **PRATS** to the position. What is the correct cube action? Calculate, or take a guess at the doubling window. Remove the paper and continue.

Ohannessian (Black) vs. Nathan (White)



11 point Match
Black 5 White 1
White on roll
Cube action

PRATS

Position: White has the better board.

Race: White is 12 pips ahead and on roll, which is worth another 4 pips.

Ability: No real difference in ability. However this can be a major factor in many cases. For example the weaker player should be doubling with less of an advantage than he would with an opponent of equal strength.

Threats: To get a gammon (20% chance). To make a valuable point, such as his 5- or 7-point, or the rather less 3-, 9- or 10- point. To point on, or hit loose, on his 1- or 2- point. To build a prime. To enter on the 20 point with a hit.

Score: Very significant. Being 6-away, 10-away means that White should be doubling far more readily than he would if the scores were closer. Similarly Black will be more cautious about taking or when considering a redouble.

No doubt you will have found the Double, Take decision fairly easy. But exactly what percentage should White have in order to justify a double?

In order to answer this question we need to calculate White's minimum doubling point. Kit Woolsey's 'Match Equity Table' is used to find the match equity at the different scores and hence the values of the **GAIN** and **RISK**.

White doubles and wins.
Score 5-3. Equity 62% - 38%.

White doubles and loses.
Score 7-1. Equity 83% - 17%.

White does not double and wins.
Score 5-2. Equity 67% - 33%.

White does not double and loses.
Score 6-1. Equity 77% - 23%.

The **GAIN** by doubling is 5% (38% - 33%). The **RISK** by doubling is 6% (23% - 17%).

White's doubling point is **RISK** divided by **RISK** + **GAIN**, which is 6/11 or 54.5%.

Similarly we can calculate Black's take point. This comes to approximately 24%, which is 76% for White.

The range from 54.5% to 76% is called White's doubling window. Less than 54.5% and White should not double. More than 76% and Black should not take.

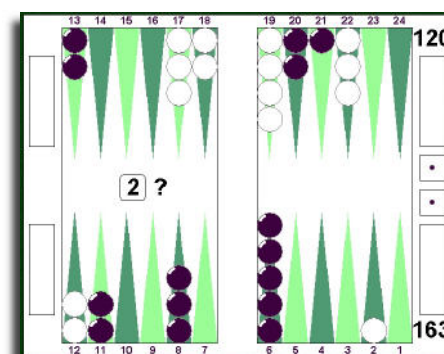
As we can see from the Snowie 4 (1296) rollout on the next page White can expect to win 61.9% of the time. This is well within the doubling window so the double is correct.

Black can win 38.1% of the time so the take is also correct.

Note that the calculations do not allow for the fact that Black owns the cube. The calculation to take this into consideration is complicated. White should thus make sure he is well past the minimum doubling point. Similarly Black can take when a little below his given take point.

Here's a second position:

Ohannessian (Black) vs. Nathan (White)



11 point Match
Black 5 White 1
White on roll
Cube action

As you can see from the rollout data (1296) on the next page, it is such a close call that both Double-Take and No Double are both acceptable. Double-Pass would be a major blunder, of course. The doubling window, to the nearest whole numbers, is 45% to 74%.

Note that just because White can win far more than 45% it does not mean that it is a mistake not to double.



Black's ownership of the cube and the considerations in **PRATS** must be taken into account.

Cube Action. Position 1.

Rollout Money equity: 0.351
1.2% 20.0% 61.9% 38.1% 9.6% 0.4%

Evaluations

- | | | | |
|----|--------------|-------|----------|
| 1. | Double, take | 0.597 | |
| 2. | No double | 0.593 | (-0.004) |
| 3. | Double, pass | 1.000 | (+0.403) |

Proper cube action: Double, Take

Live cube

- | | | | |
|----|--------------|-------|----------|
| 1. | Double, take | 0.596 | |
| 2. | No double | 0.591 | (-0.004) |
| 3. | Double, pass | 1.000 | (+0.404) |

Proper cube action: Double, Take

Cube Action. Position 2.

Rollout Money equity: 0.365
0.7% 19.0% 62.2% 37.8% 7.4% 0.3%

Evaluations

- | | | | |
|----|--------------|-------|----------|
| 1. | No double | 0.580 | |
| 2. | Double, take | 0.568 | (-0.013) |
| 3. | Double, pass | 1.000 | (+0.420) |

Proper cube action: No Double, Take

Live cube

- | | | | |
|----|--------------|-------|----------|
| 1. | Double, take | 0.569 | |
| 2. | No double | 0.564 | (-0.005) |
| 3. | Double, pass | 1.000 | (+0.431) |

Proper cube action: Double, Take

Archive - Winning Strategies (Robin Clay) Solutions By Michael Crane

Problem 41: One of those glorious backgammon situations where your opponent is caught in a back game with woefully inadequate timing and the cube at four. A good chance of a gammon here and a greatly improved bank balance!

- a) **+1** If you are still making moves like this I can only suggest you go back to the beginning of the book and start reading it all over again. If this move is made and White gets a return hit you may be caught in a disastrous prime versus prime situation.
- b) **+3** This is the correct move. It will not matter if white makes the 22-point for a 3 and 1 point back game because his lack of timing will ruin his home board before he gets a hit. By putting four checkers back black improves his gammon chances very considerably.
- c) **-1** If white had adequate timing this could be the right move to stop white making a good back game position, but here, where white has run out of timing, it is the wrong move that could enable white to save the gammon.
- d) **-2** Two blots on the bar is very attractive but would be wrong in this position where white has a five-point prime and black has no anchor. A hit by white could easily cost the game. This move exposes too many blots and could be a disaster if white can get loose amongst them.
- e) **+2** Another good move that aims to make the 3-point if white fails to cover it on re-entry. The prime created by move **B** is better.

Problem 42: If this position is judged by the three criteria position, race and threat, it becomes obvious that black should not double. The race is virtually equal with a pip count of Black 107, White 106. Black has no immediate threat and only position is slightly in his favour inasmuch as all his checkers have escaped from the opponent's home board to make a five-point outside prime in front of the white anchor. An outside prime is not nearly as effective as it looks! It follows that white, if doubled, should accept the cube.

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

Problem 43: A simple bearing-in problem. Being behind in the race black needs to hold his five-point prime as long as possible to restrain the white runners, and to cover the blots in his home board so that when white is forced to run with one checker he may be able to hit and trap the last one.

- a) **+0** Covers the blot on the 4-point but only at the cost of opening the prime. It also leaves the odd checker on the outside point.
- b) **+3** This is the best move, covering the blot and retaining a five-point prime to restrain white for as long as possible. This prepares to clear the prime from the outside point.
- c) **-2** The wrong move, opening a point in front of the white runners and exposing three blots in the home board.
- d) **-1** The same defects as move **C** leaving two blots exposed in the home board.

Problem 44: Hit or make a point? A dilemma that frequently arises in backgammon.

- a) **+3** Almost all players make the 5-point and Snowie agrees with this move.
- b) **-1** Although white may make a defensive anchor on the bar-point it's still better to make the golden 5-point rather than hit.
- c) **+0** Making the 5-point takes priority over splitting the rear checkers.
- d) **+1** The jury is still out on this move. Experiment with this move and the next one and make up your own mind.
- e) **+2** It is debatable whether it is better to hit or make the point, but Snowie thought that the hit was best.

Problem 45: A single checker on its own is as slippery as a wet bar of soap and almost as difficult to hold!

- a) **+1** Making the 2-point with this move is wrong for two reasons. 1, it leaves the big stack of undeployed checkers on the mid-point. 2, It uses up black's spares to make a point that is not very effective in trapping the last runner.
- b) **-1** Giving white a direct shot increases the probability of white being able to hit and escape the runner while black re-enters.
- c) **+2** This unloads the undeployed checkers and places them where, if they are not hit, there is an excellent chance of making either the 4- or bar-point next turn. This move exposes too many blots to indirect hits. The second best move.
- d) **+0** Slotting without an anchor is wrong. (See move **B**).
- e) **+3** This keeps blots to a minimum, unloads the mid-point and gives reasonable point-making power without undue risk.



- f) **-1** This ingenious move attempts to place the last runner in a position to escape while White is occupied trying to re-enter, but risks return hits on the 1- and 21-points and so is too dangerous.

Problem 46: White has a perfect back game with ideal timing. Black has a sure gammon but an almost certain loss of two points if he is hit

- a) **+0** This move looks nice filling the gap and clearing the 6-point, but, on the next turn, no fewer than twenty-three dice leave one or more blots exposed: 66, 65, 64, 62, 61, 55, 54, 52, 51, 43, 42, 33, 21. Black wins 50.9% of all games with 29.5% being gammons and 11.5% backgammons.
- b) **-1** Now twenty-two dice will leave one or more blots: 65, 64, 61, 54, 53, 52, 51, 43, 42, 31, 21. Black wins only 48.5% of all games with 28.7% gammons and 10.7% backgammons.
- c) **+3** By far the best move. Now only eight dice, 61, 51, 31 and 21, will expose a blot. When playing against an anchor clear points and pile up the checkers on the remaining points. Every point cleared reduces the probability of leaving a blot. Black wins 56.3% of all games with 34.1% being gammons and 13.3% backgammons. There is no need to rush, play safe and a gammon can be won.

Problem 47: Should black spread one of the surplus checkers from the 6-point to the 4-point or move up the checker on the 16-point?

- a) **+0** At first sight this looks the more attractive move, it leaves the two rear checkers in communication and takes a spare off the overloaded 6-point. Leaving the two rear checkers in communication is not very attractive. If black, on his next turn, covers the checker on the 16-point with a move like 4/1 he will find himself very stretched. Any six will force him to break an outside point, probably leaving white many attacking shots.
- b) **+2** This is the better move. If not hit black should be able to create an outside spare giving himself the flexibility that would not be available to him if he were stretched. With this move white can only hit by stripping his mid-point. It also duplicates the two white needs to make the advanced anchor on the black 5-point, or the two he needs to hit on the 4-point. More importantly, if white hits from his mid-point it does not place a builder in

a position where it can immediately be used to build an inner board point, whereas if white hits on his 9-point it will place a builder in an excellent position to make an inner board point.

Problem 48: The danger facing black is that if he selects the wrong move he could find himself being trapped on the 24-point behind a rapidly growing white prime.

- a) **+2** This avoids the danger of being trapped on the 24-point. If white attacks on the 21-point it may be possible to make an advanced anchor on the 22-point or escape one checker. The possibility of making a forward anchor is far more urgent than diversifying to the 4-point. This move gives black 35.9% probability of winning the game. Snowie liked this move.
- b) **+0** This is wrong. No matter how much black might like to take a spare off his overloaded 6-point, it is far more important to be placing his runners in a position where they are least likely to be trapped on the 24-point. With this move black's winning probability falls to 33.2%.

Problem 49: A simple bear-off problem.

- a) **+0** The rules for bearing off the checkers are quite simple. If possible remove two checkers rather than waste a move within the home board. If only one checker is removed black will have an odd number seven checkers, which normally require 3.5 throws of the dice to remove them. As white also has seven checkers the advantage will clearly swing to white. After this move black has a 34.9% probability of winning the game.
- b) **+2** This is the correct move, leaving black with six checkers to remove and the possibility of getting them all off with three throws of the dice. Contrast this with white who needs 3.5 throws to remove seven checkers. Now black will have a 53.2% probability of winning the game. A huge difference.

Problem 50: A test to make see if the 8-point should be over-stacked.

- a) **-1** Leaving a direct hit will give black 33.2% winning chances, which is very close to the correct play.
- b) **+1** Although this play creates two ugly stacks on the 8- and 6-points and strips the mid-point it gives slightly better winning chances, 33.3%.

Problem 51: Black has two objectives here, to try and enhance the probability of making the 4-point and to get the checkers

on the 24-point moving.

- a) **+3** This gets a rear checker moving and places it so that the two white needs to hit also duplicates the two needed to hit on the 4-point.
- b) **-1** This places a builder on the 10-point to enhance the probability of covering on the 4-point next turn but only at the cost of breaking the vital forward anchor and so is the wrong move.
- c) **+0** By playing 13/7 black enhances the probability of covering on the 4-point and at the same time slots the bar. 24/20 prepares to escape a back checker and retains the vital 20-point anchor. The two blots get hit too often.
- d) **+1** Although this does nothing to increase covering power for the 4-point it addresses the need to get the rear checkers moving and proves to be the third best move.
- e) **+2** Placing a checker to cover on the 4-point and starting a rear checker on its way is very attractive.

Problem 52: The dominating feature of this position is the urgent need for black to capture an anchor on the edge of the opponent's prime.

- a) **+3** The aggressive move, hitting on the 4-point may look attractive. A slight problem is white's powerful home board which will make re-entry difficult if either blot is hit. Surprisingly Robin's Jellyfish thought that after it had rolled out the position 1,296 times it established that move **D** was superior - when in fact it came out as Snowie's second.
- b) **-1** A move that achieves nothing except to expose three blots around the board that will give white the freedom to attack as he pleases.
- c) **+0** Making the bar-point in this position is not very attractive and simply exposes the blot on the 10-point to attack by any six or five.
- d) **+1** Black urgently needs to anchor on the edge of the opponent's prime. JellyFish rated this best but Snowie knows better!

Problem 53: A simple problem dealing with the best position for removing the last two checkers.

- a) **+0** This is the wrong move. Two checkers on the same point is always the most adverse position for removing the last two checkers. After this move only six dice permutations remove them both.
- b) **+1** Keeping the last two checkers on



different points, gives eight dice permutations that remove them both.

- c) **+1** Keeping the last two checkers between one and three points apart almost always gives the best probability of removal. Now fourteen dice remove both checkers.
- d) **+0** Although keeping the checkers three points apart normally produces the best probability of removal, this position, when the highest checker is on the 6-point, is an exception. Move **C** with the checkers one point apart is superior because the higher checker can now be removed with any six or five. With this move thirteen dice remove both checkers.

Problem 54: Black failed to hit the white slot and so must assume white will cover it next turn to equalize the two boards. Black needs to find an aggressive move that, if it succeeds, will leave him with a superior position.

- a) **+3** The second best move; splitting the rear checker and slotting the 4-point. It duplicates white's three that hits on the 4-point and the three to cover on his own 5-point.
- b) **+2** The third best move but not the bold play this position requires.
- c) **+4** This aggressive move is Snowie's top: to try and make and cover on the 4-point. This play gave black 52% winning chances as opposed to **A**, 51.6% and **B**, 50.7%.
- d) **+1** Trying to make the 3-point rather than the 4-point proves to be weak because it does not duplicate the threes.
- e) **+0** By far the weakest move, giving black the worse chances with 48.3%.

Problem 55: The problem is to find the best move that does not leave the three checkers isolated on the 23-point without a safe landing spot

- a) **-1** This move takes away any landing point for the rear checkers and leaves two blots exposed.
- b) **+0** Again the rear checkers have no safe landing point and this move still leaves a blot exposed.
- c) **+1** The third best move but still leaves no landing point for the rear checkers. It does at least make all the blots safe.
- d) **+2** This keeps a landing point but still leaves one blot exposed to hits.
- e) **+3** The best move. No blots exposed and a landing point for the runners.

Problem 56: Of all possible dice this is the horror throw! No matter what move is selected black must expose two blots.

How should black play this move to ensure the lowest probability of leaving more blots exposed next turn - if white fails to hit?

- a) **+3** This is the better move. As almost always, external blots leave fewer checkers exposed on the subsequent turn. After this move black will leave one blot exposed after 55, 51 and 44, a total of four permutations.
- b) **-1** Quite the worst move. With two internal blots black will leave two blots exposed with eight dice permutations and one blot with another nine, a total of seventeen dice that leave one or more blots exposed.

Always beware of internal blots.

Problem 57: Should Black continue the blitz or make the 5-point?

- a) **-1** When a blitz succeeds it is a delight but when it goes wrong the player is nearly always left in a very adverse situation. Here black has several reasons for not continuing the blitz. Firstly, he has no anchor, secondly, he has two checkers out of play on the 1-point so that he will have to play the rest of the game with only thirteen checkers and thirdly he has no builders on his outer board with which to continue the blitz. Lastly white has made his 5-point and so has developed a strong forward position. Continuing the blitz gives black 51.7% winning chances.
- b) **-1** Bringing down another builder to the outer board to continue the blitz is wrong. It gives white four blots to attack if he re-enters and only 46%.
- c) **+3** This is by far the best move making a four-point board and the vital 5-point. Now if white fails to re-enter black will have a board strong enough to continue a blitz if he has the right dice next turn. This move takes black's chances to 54.3%.
- d) **-1** Has the same defects as **B**.
- e) **-1** Has the same defects as **B**.

Problem 58: Black has a strong instinct to make his 5-point. Is this the correct move?

- a) **+2** Black cannot risk giving up his anchor. White has a superior inner board.
- b) **+1** Giving white two direct shots makes this move too risky.
- c) **+0** Making the 5-point at the cost of exposing a blot to a single shot looks attractive but is still wrong.
- d) **+3** This is one of the rare exceptions

when making the 1-point is superior to making the 5-point. This move takes the surplus checker on the 2-point and brings it back into play to create a four-point board and leaves no blots. Now white will be forced to leave a blot with dice like 65, 63, 62 and 61 giving black the opportunity to hit.

Problem 59: Black has two considerations here. Depending on which move he selects, black will be left with either thirteen or fourteen crossovers to remove all his checkers. White needs thirteen crossovers to save the gammon. White has excellent timing, if he hits a blot he will almost certainly win the game. How should black play this move?

- a) **+1** This is the best move to win a gammon and has the second advantage that if black is hit late in the game he may have removed so many checkers that he can survive the close-out and still win. This move will give black 89% game winning chance with 23.7% being gammons and 9% back-gammons.
- b) **+0** With white holding the 2-point the probability of black exposing a blot is almost 70%. A rough estimate is that white will hit the blot one third of the time to give him a 23% probability of winning the game.

Problem 60: How can black be sure of winning when the opponent has already removed eight checkers? Before he rolled his dice black had only a 15% probability of winning.

- a) **+2** This is the right move. Hitting and closing the board is the safest way to win. A second checker back looks attractive but goes wrong too often. The moment black hits on the 24-point and closes the board he becomes 56.2% favourite to win the game. If he can remove three checkers whilst white is still on the bar black can re-double and will be almost 75% to win.
- b) **-1** Black leaves his blot exposed on the 1-point in the hope that white will re-enter, and expose a second blot in his home board. Black moves from the bar-point to the 5-point to avoid white's miracle 61. This move loses the game too often, leaving **C** just ahead.
- c) **+1** A move very similar to **B** but slightly better.
- d) **+0** Again the wrong move. By moving 7/6 black gives up hope of making the 7-point to complete his prime. Black



Online Tournament - February 6th 2005

Reports from Clyde Wolpe and Anthony Patz

Ninety-four backgammon players competed online for a share of the \$ 10 000 prize fund jointly sponsored by Betfair and Truemoneygames.

A truly international field lined up on the Truemoneygames website with participants representing five continents. The final was contested between a South African (Anthony Patz) and a New Zealander (Murray Richards) with the latter prevailing, although they agreed to split the top two prizes, each picking up \$3300.

One of the attractions of online backgammon to many players is the ability to remain anonymous, so real names could not have been mentioned without the players' permission. Both Anthony and Murray were delighted with their success and happy to be named.

The sponsors were also happy as they both signed up new clients by virtue of the conditions of entry which made it compulsory to join their respective sites, although no entry fee was required to participate.

The online Backgammon revolution has begun and although online backgammon activity has been possible for a good few years, there is a growing feeling (particularly in the UK) that this is the new poker.

Backgammon can learn from the poker example and strive to emulate its spectacular success. In many ways, it has even more potential, particularly as a television spectacle. A hand of poker is meaningless to someone who doesn't understand the game whereas even to those who don't understand the finer points, backgammon can be appreciated and understood on a basic level as a race and an appealing visual spectacle.

Time will tell if backgammon reaches the online heights scaled by poker but I wouldn't bet against it.

Clyde Wolpe

Backgammon Executive

My Betfair Tournament

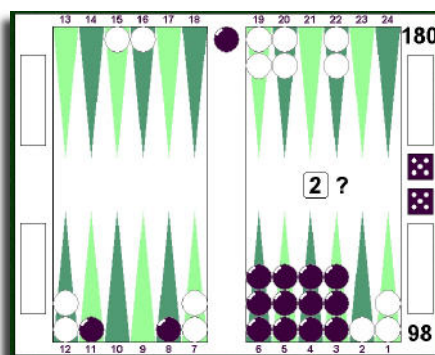
By Anthony Patz

Sunday, February 6th.

Sunday was a good day. I'd had a great workout in the morning and spent the rest of it watching the South African eleven best England in an exciting one day match (maybe not a good idea to mention this?). Now it was seven pm local time and I settled down to experience my first real-time internet competition on TMG.

The tournament was jointly sponsored by Betfair and Truemoneygames to the tune of \$10,000 in prizes. I registered just before the start and watched the entrants climb to 94. Being new at this I wasn't quite sure what the exact procedure would be when suddenly my screen pinged and there I was facing my first (Italian) opponent.

He was almost my last, as I was soon trailing 1-3 in a match to 5 but finding myself (black) in the following strong position:



Usually hesitant to double from the bar, I was trailing and it was a great opportunity to notch up another point. To my surprise and Snowie's disdain my opponent took without hesitation.

It turns out I'm only about 55% to win here but my gammon chances 37% of the time make it a huge drop and certainly a correct double at 4-away 2-away.

Suddenly things were looking quite exciting as this promised to be a pivotal game and the adrenalin started to pump my side at least. I entered and hit with a 64 and he returned the compliment with 62 (which incidentally Snowie defined as

Continued from page 19.

should only consider leaving the checker on the 1-point uncovered if he has made a prime.

MC: Well, how did you do?

Rating your standard of play.

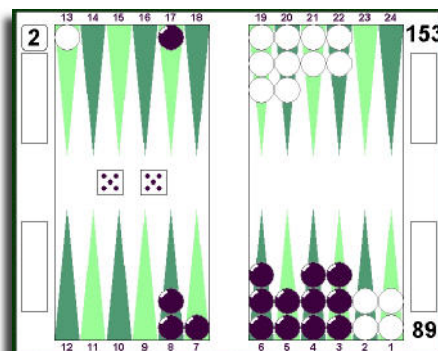
Maximum score = 55

Minimum score = -14

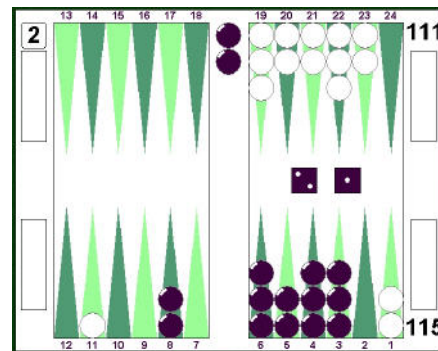
Advanced	55 to 45
Higher Intermediate	44 to 34
Lower Intermediate	33 to 23
Beginner	22 to 12
Weak Beginner	11 to 1
Even Weaker Beginner	0 to -14

a blunder, preferring him to keep the 2-point made).

About ten moves later I had improved my position quite a bit to here, when things started to unravel. Firstly he threw a double five depriving me of a large part of my hostages, and giving himself some desperately needed timing (never mind putting two of my checkers on the bar):



At this point Snowie considers us even, but I sat on the bar for some time to reach the following position, where my only real hope is that my opponent would not be able to extricate his last two checkers on my 1-point:

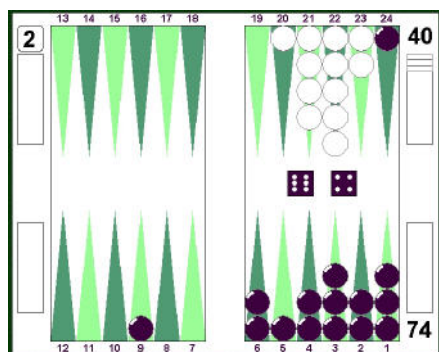


The dice had other ideas, and put me out of my misery the very next roll by giving him a double six. By now my equity had

dropped from 1.48 after the double-take to -0.76.

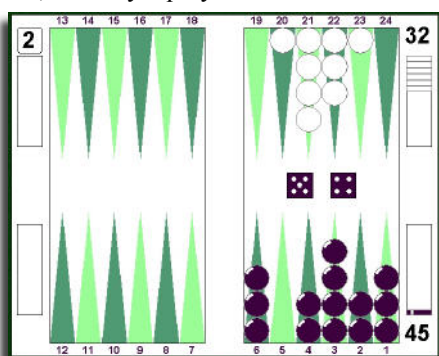
And things did get worse when I found myself in this position with my opponent nearing bearoff and my home board beginning to collapse, taking away what little hope I had of containing a possible late hit. My equity at this point being -0.90.

That hit came when my opponent had only taken off three pieces and after I'd 'only' buried two pieces, so, if I could cover the slotted 5-point with one of my two remaining spares, I would be about 90% favourite. As it was my winning chance was a reasonable 62% from here:

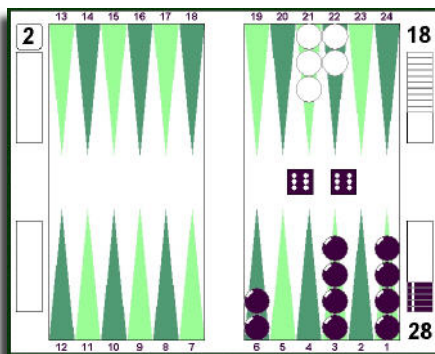


That euphoria lasted exactly two rolls, with me being unable to cover, and he rolling the dreaded double five.

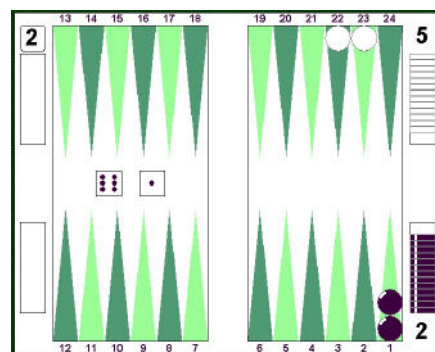
I finally started to bear off trailing my opponent by 13 pips and five checkers off, with my equity back down to -0.90:



The situation didn't improve much 'till I was thrown this consolation roll which still left me trailing with an equity of -0.25 (win chance of 37%, equal to my original gammon chances when I'd doubled so long ago):



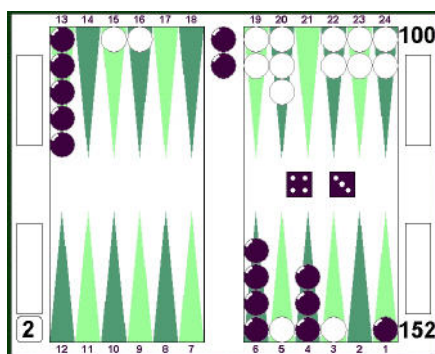
I managed to hold on to the end with the following deciding last roll coming out in my favour:



I went on to win the match 5-4 from a clearly disappointed opponent (some of the Italian he used in-between the wishes of good luck I still need to look up).

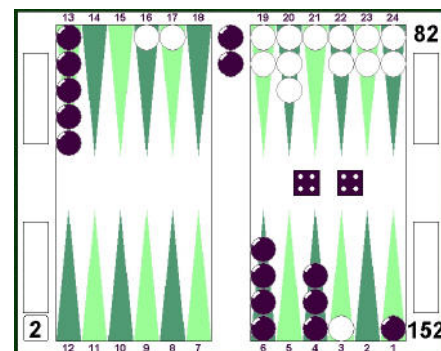
There was no respite between matches so it wasn't long before I was in serious trouble again:

At this point in the first game I am sitting in familiar territory on the bar with two checkers, staring a certain gammon in the face (My opponent's odds being 91% to win 81% gammons).



I managed to get the odd checker in only to be hit loose until I rolled the following

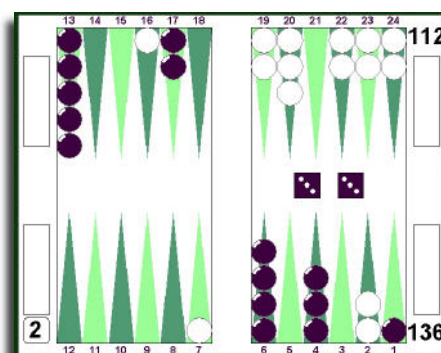
joker, entering and eagerly hitting his blot on the 17-point:



Although I was still trailing, my equity had improved hugely from -2.0 to -0.17. Snowie preferred not to hit the second checker, but rather to bring down two builders/blockers from the midpoint:

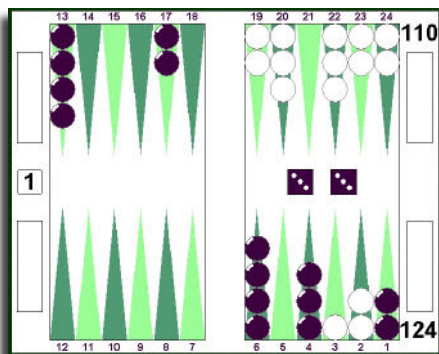
I'm pretty sure its reasoning is as follows. If he hits my blot on the 1-point I lose most of the gain from the joker. By holding a point in his home allows some guarantee of re-entry which might otherwise be threatened by the two 'spare' checkers in the outer board. Also, with a bit of luck, I do get a shot at one of those checkers at least, which puts me in a safer position if I can simultaneously cover the blot.

He immediately came on with a double two, but I was offered compensation in the form of a double three, allowing me to hit his loose checker from the midpoint and cover my liability on my 1-point:



I had so wanted to improve my board by making my 3-point by unstacking the 6-point, and had only to wait for the next roll to be able to do so:

Continued on the next page



That led to an easy win with the final match score 6 – 2.

After those close brushes with extinction the next round was uneventful, except that by reaching the final 16 (my first round being a bye) I was in the money to the tune of \$100. While in itself not a fortune, it was still a milestone, a sort of mini trophy that would forever signify that I had actually got somewhere. I was playing from my home office in the garden and tried at this point to raise some interest from my wife who was in the house somewhere. She had never seen me play (and still hasn't) but this didn't seem to raise too much excitement. Although in fairness by the time I made the semi-final I was being fed supportive warm snacks from the house.

I won that round 5–2 and then had my first time out. Using the outstanding TMG tournament chart I was able to see that my potential opponents were only just beginning their 4th round match. Judging this an excellent opportunity to observe their respective styles I joined as a spectator. What was of additional interest was that one of the players was a fellow South African, but I didn't recognize the username. He recognized my initials however and quickly identified himself as Neville Eber, probably South Africa's strongest player (reaching the semi-finals of Monte Carlo a few years back).

While this brought home the obvious fact that the more one progressed the tougher the competition was likely to be, it didn't stop me holding thumbs up for a fellow Johannesburger playing only a couple of miles away from me. When he unexpectedly lost I naturally assumed that my new opponent was going to be a difficult hurdle to overcome. Surprisingly it was one of my easier encounters with a 5–1 outcome although Snowie did credit me with quite a few bad moves. It was also at this point that John Clark joined the spectators. Have yet another champion player observing my play puts another form of pressure on one, although I was immensely grateful for his warm encouragement.

That was one of the really nice elements of the tournament, have friends and acquaintances from all over being able to watch. In addition to the aforementioned, a quick telephone call resulted in two of the top players in my club hurriedly joining the spectators (one had to install TMG software and has since been a regular user) and I received telephonic congratulations from Clyde Wolpe also in London who was following my progress.

Reaching the semi-finals had the added advantage of lengthening the matches to 7 points, slightly reducing the luck element. Winning the first game 4 points by gammoning on his initial cube was useful and I soon found myself 6–1 on Crawford. At this point my opponent decided to make a come back winning a natural gammon and the next automatic cube to reach 6–5 and double match point.

In the decisive game it took me a while to pull ahead, at the time of the automatic double on the first roll I was 50.4% to win, and by move nineteen I was still 50.4%! After that I pulled ahead steadily until I was in a dominant position and it

began to dawn on me that I was in all probability into the finals.

I had some time to reflect on my good fortune as my opponent was still involved in his semi-final. In all I had played opponents from Italy, Germany (2), Sweden and Denmark and was going to meet a New Zealander in the final. All this in the space of about 2½ hrs sitting at home.

My opponent, and the eventual winner, immediately suggested we split the pot, which I thought was a very good idea otherwise it was tantamount to playing a 9 point match for a \$1,600 stake. This was followed by frenetic calls and messages, with the spectators getting involved with help and opinions, until the sysop confirmed that this was official.

With \$3,300 pre-guaranteed the finals were very relaxed affair. Initially the sysop wanted one of us to resign so he could settle the amounts but we were still fairly hyped up and almost needed to play the match out. I tried to win but it wasn't to be but I really enjoyed the match.

According to Snowie my opponent had the preponderance of luck, rolling ten jokers to my four, but we tend to focus on these normal short-term runs. If you're going to have a 'reversal' the best place is at the end, because if it comes at the beginning you get knocked out. Looking back at my tremendous good fortune to survive the two early rounds I can only feel fortunate.

Of course I enjoyed the tournament immensely; who wouldn't with an additional \$3,300 in one's account and one's club mates playing with a bit more respect. It was well organised and efficient, and I recommend everyone keep an eye open for the next one.

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Innsbruck Has a New Event (or backgammon has a new destination)

Report by Chiva Tafazzoli

It was a nice backgammon weekend in the Olympic town of Innsbruck, February 17th to 20th.



Tafazzoli had no problems smoothly running a nice tournament with lots of playing action for the money.

Two days prior to the "1st Casino Innsbruck Backgammon Open", snowstorms and cold temperatures had hit Central Europe. Good for winter sports, bad for travellers.

The weather Gods showed some mercy over the weekend and we had 4 days of sunshine in the Tyrolean Alps, a paradise for ski amateurs who could enjoy the facilities fully. Attendance was lower than expected due to several reasons apart from the weather conditions:

- Generally, backgammon is losing players to poker and lower attendance can be observed on all events, even the majors and established ones.
- The first edition of a tournament is never a big hit and it takes patience and time to make it grow.
- The clash with "Paris Masters & Open" was not helpful. Although I had tried to adjust the dates already in November 2004 while preparing the event in Innsbruck, the organizers of Paris failed to communicate their "last minute" tournament in time in order to avoid collisions. Very unfortunate, since rumours are spread that Paris had the lowest attendance in its six years history (to be confirmed). A loss for the backgammon community and for both of the organizers, as we had stated during a meeting in Monte-Carlo after the clash of Venice/SanRemo and Prague/Cannes. Too bad the TDCE initiated by Liz Barker haven't been respected.



Nodar Gagua & Harald Johanni (right) on their way to victory over the Veres brothers.



Nevertheless, players from ten different nations attended the first edition in Innsbruck, some of them travelling from as far away as Turkey and Russia and the field was packed with excellent players (Harald Johanni, Nodar Gagua, Tobias Hellwag, just to name a few).

Andrea Hollmann, first-time co-director of a WBA event, and director Chiva

While in the Amateur division, a "Round-Robin" - format was played, Intermediates enjoyed their first round to 11-points, ending with a final to 15, and the Champions started with 15 with a final to 19 points. Side events (1-point-blitz, double consultation, jackpots, warm-up) and money action were surrounded by casino gambling (the playing room was right next to the tables and some players found a craps table which was used as decoration to shoot some dice late at night).

Spacious playing rooms and a no-smoking-rule created a comfortable competition facility for all players, being able to breath while some steamed... A daily dinner break of two hours allowed the players to grab some food and some fresh air and to discover some of the many restaurants of Innsbruck and the Tyrolean hospitality, although some addicts even used the hotel sauna and steam-bath to continue their backgammon challenge.

The warm-up event was decided in a final between Nedin Yardimci of Turkey and Heimo Krainer of Austria. Yardimci succeeded in defeating his opponent and was given the prize graciously sponsored by Games-Grid (www.gamesgrid.com), the number one online gaming site.

The victory in the President's Tournament (1-point-blitz) went to Matthias Körner, an excellent player from Germany who defeated Haluk Oral from Turkey, one of the most loyal attendants to WBA tournaments.

The Double-Consultation event was very



interesting. One never-ending semi-final was played between the team Hellwag/Keil (Keil is a player from the old days of backgammon in Germany and one of the funniest and most pleasant players around) and Gagua/Johanni [MC: *Nodar and Harald are both BIBA members*] while the other one was played between two teams of two brothers, the Reichel Bros. from Austria, facing the Veres Bros. from Romania. In the final, Gagua/Johanni managed to win over the Veres Bros. to cash in the prize money and the trophies.

In the Amateurs division, Domenico Torrielli from Italy, who almost got scratched from the tournament because of his late arrival to the playing rooms (he misread the program and was skiing during the day) scored six victories out of seven matches, while the Argentinian player Alberto Bertot scored five victories as well as Remus Veres from Romania who finished 3rd since he had lost in a direct match to Bertot. Remus also experienced an injury from winter sports during the event and had to be away from

the tournament for several hours for medical treatment (double fracture of his right leg).

In the Intermediate division, Peter Winkler from Innsbruck won the consolation and Peter Blachian from Germany defeated Kristoffer Hötzeneder from Austria in the main field. This breath-taking final to 15 points went all the way to 14-14 and was unluckily decided by an error in bearoff from Kristoffer which left an avoidable shot for Peter who didn't miss and won the game and the match.

The consolation final of the Champions Division faced two German players, Herbert Keil from Munich, and Ronald Reinhardt from Ulm. Reinhardt prevailed and cashed his prize after almost two years of absence from the live-backgammon circuit.

Marcus Reinhard from Germany had a tough final match to 19 points in the main bracket of the Champions and he had to catch up with a comfortable lead of his Austrian opponent, Heimo Krainer. After

surviving the Crawford game at a score of 18-12, Marcus was able to equalize to 18-18 and keep the thrill until the very last roll of the Double Match Point, but luck was on Heimo's side and he turned to become the first champion in Innsbruck.

The directors' very short nights and hurting feet were compensated with the smiles and gratitude of the players and the happy faces of the sponsors.

I would like to thank all online and offline backgammon publications for their help, as well as the host and main sponsor of this event, Casino Innsbruck and Ken Arnold of GamesGrid and his staff for their support.

We are looking forward to meeting all our backgammon friends at the next WBA tournament in Salzburg (April 07th – 10th, 2005) and to repeat Innsbruck in 2006.

Auf Wiedersehen from Austria....

2nd
**Casino Salzburg International
 Backgammon Open
 & Poker Tournament**

07th – 10th April 2005
Casino Salzburg Schloss Klessheim

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World Backgammon Association



Mick Butterfield's 50th Birthday Bash!

The Oddfellows Inn, Sat 14th May & Sun 15th May.

Sat 11-30am start, Mini jackpots from £5 to £100, enter as many as you like, lots of money to be won and lost! Not for widows & orphans or players south of Watford, (quote from Ernie Pick)!

Saturday night is party night. Black tie preferred but not essential. Live music in the marquee, buffet and lots to drink. NB: The bar will not shut until the last man walks i.e. either Myke Wignall or Paul Gilbertson!

Sunday 11am, Main tournament starts. 32 players down to a winner! £25 to enter, also auctions and 'winner takes all' pot! There will also be added prize money! Mick will disclose the amount on Sunday am. Anyone who gets knocked out will go into the Consolation. Trophies for winners and runners up!

Accommodation details: All rooms at the Three Acres Inn, Roydhouse Shelley, have been provisionally booked, £55 for a single, £75 for a double including full English breakfast, you can share a room, no extra cost!. Tel: Mick to book the backgammon, 01484 603568 / 07760405139 then Tel: Three Acres to confirm your room, 01484 602606. Don't leave your booking too late - only a few places left!

Directions: Come off the M1 at Junction 38, take the A637 Huddersfield West Bretton road, 1/2 mile over mini roundabout, 1/2 mile large roundabout, 1st exit A636 Demby Dale, down steep hill 1/2 mile, road levels, turn right sign for Emley 1 1/2 miles. Three Acres Inn 3 1/2 miles, dont turn off this road, drive through Emley, you will find the Three Acres on the right 2 miles on.

To find the Oddfellows, turn right from the Three Acres car park, less than 1 mile, turn right at the junction, Oddfellows 300 yards on right.

No presents, just turn up! Good luck to all!

Slattery Scottish Open Report by Michael Crane

Main (43)

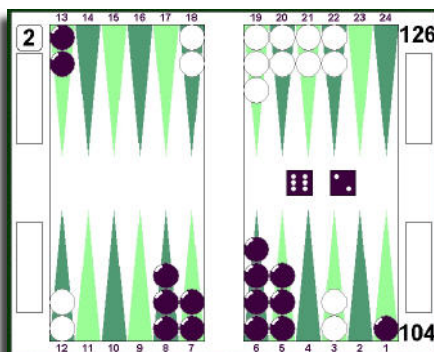
Sunday morning. Last eight - and Lincoln Backgammon Club were guaranteed a semi-finalist when Tim Mooring played Stephen Drake. Being the director I have to remain impartial but I wanted Stephen to go all the way. Why? I'd bought him in the auction; so it was purely greed! As it was, it was Tim that went through to meet Jason Champion (who beat Vicky Chandler) in the semi. Of the others, Brian Lever fell to Chris Ternel and Uldis Lapikens fell to Peter Christmas. Then Peter triumphed over Chris and Lincoln's 'finest' fell to Jason.

So, could Jason live up to his name? Would it be curtains for Christmas? Well, most players trailing 5-0 to Jason would have thought 'that's it' and striven to catch

up; but Peter did better. He caught up and levelled it at 5-5; and then continued to take the match and the Scottish title. Well played, that man.

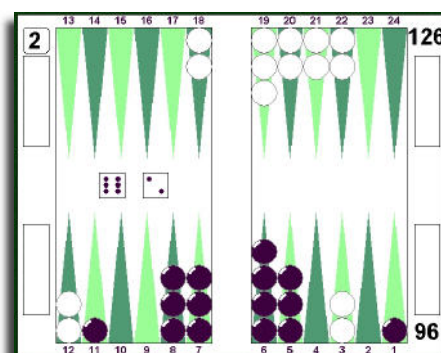
Cockshot or no cockshot? That is the question.

With the scores at 6-5 to Peter (white) there was a sequence of 62s from both players. First Jason to play his:



Jason moves, as expected, 13/8 13/11 and

leaves a cockshot for Peter:



Peter hits, as expected from this cockshot . . . but is it a true cockshot? Well, yes, in my opinion (and I am the 'inventor' of the cockshot and the Encarta Dictionary backgammon consultant responsible for its definition!), it is for it enables Peter to offer a 4-cube which Jason has to drop.

The full match will appear on Gammon-Village soon so you will be able to judge



for yourselves.

Consolation (39)

For its second outing the new Progressive format drawsheet proved its worth and the Consolation bowled along without too many players waiting too long. It's only taken me twenty years to get this far!

Julian Fetterlein went the farthest from the non-progs; getting as far as the semis. But it was a Progressive final between Uldis Lapikens and Vicky Chandler, both of them entering into the last eight.

Vicky was a girl on a mission; even more so after her victory over Stephen Drake in the semis where she came back from 0-6 down to win 7-6. This victory galvanised her into a determined state and, despite a few hairy moments against Uldis she emerged to take her first ever Biba 1st place.

Last Chance (32)

Last year's Main winner, Rachel Rhodes didn't fair too well in the Main, being beaten in her first match by the eventual Runner-up, Jason. And in the Consolation she went out in her third match courtesy of Nigel Merrigan. So, the Last Chance was her next event in pursuit of a trophy.

David Nathan did exactly the same as Rachel - except it was Mike Greenleaf and Jeff Barber doing it to him. It was via that spooky route that they faced each other in the final; a match from which it was David who took first place.

Haggis! (48)

The open draw of 48 ensured that there were plenty of re-entries into the 3-pointer. One grateful player was Myke Wignall. It took Myke three attempts to get past Round 1; but then there was no stopping him. He played like a man possessed and found himself in the final facing new-member, Stephen Ferrer.

Stephen needed just the one entry on his journey. The final, although it went Stephen's way, was hard fought and Myke almost made it - always a bridesmaid . . . !



John's mum hands out the trophies to (top to bottom) Main, Consolation, Last Chance, Haggis

Doubles (8)

Dab Dab Dash were sunk by the *Anchors*, who in turn were made extinct by the *Aztecs* on their way into the final.

The imaginative *M+R* had already seen off another set of initials, *VIP*, and they were hoping to finish off the *Aztecs*; but they proved more resilient than their ancestors and it was the *Aztecs* that reigned . . . once more!

Poker (9)

Once again, Martin Hemming was in complete control of the card-sharps. So much so that he managed to wheedle his way into the final against Paul Gilbertson. Paul had decided not to play backgammon this weekend, instead he concentrated on the poker. This was a wise decision for he emerged top dog with Martin in 2nd place and Nigel Merrigan coming in at 3rd.

£50 Jackpot (8)

Roy Hollands and Jason Champion narrowly missed playing each other in the final when they lost to Julian Fetterlein and Chris Ternel respectively. Julian and Chris decided that instead of playing for the bigger share of the pot they'd share it between them; and thus they were both 1st!

Friday warm-up (18)

Emmanuel Di Bona added to his 'weekend break' prizes by actually winning one as opposed to buying one at a cut-down rate! He and Chris Ternel came to an 'arrangement' over the prize money and break, and it was Emmanuel who was declared the winner.

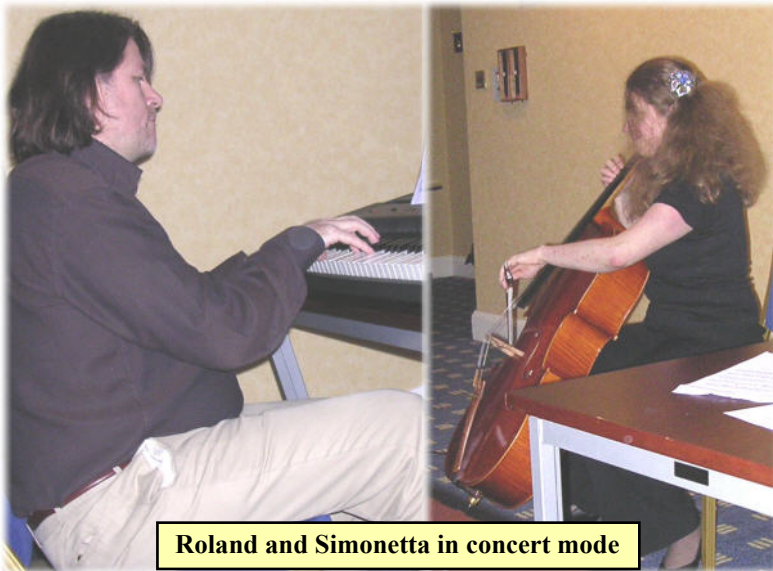
The Cabaret

What a night. Music and poetry. Sounds boring? It wasn't, I can assure you.

Simonetta Barone and Roland Herrera entertained us with some glorious music; Simonetta on the cello and Roland on the keyboard. Ranging from classical to jigs it was a wonderful performance. I was only sad that they didn't have an encore.

They were followed by Cedric Lytton playing the treble recorder accompanied by Fanika Petkovska on keyboard. Cedric proved that the





Roland and Simonetta in concert mode



Martin in his silly hat



Fanika and Cedric - isn't he tiny?



Helen Christmas



Janet & John ... And is that Nip?



It seems that whenever anything Scottish is going on the men have to dress up in silly tartan hats and ginger wigs.

Martin Hemming, Myke Wignall, Paul Gilbertson, Slats, Mick Butterfield

humble 'school' recorder was capable of greater things and Fanika showed us her talent for music.

Finally, Martin Hemming paid tribute to John and Scotland with his own rendition of 'Wee Timourous Beastie' with the aid of Snowie and an overhead projector! It was so good I reproduce it on page the next page.

Finally

Mother's Day was celebrated this Sunday, and, giving his mum (and dad) a treat, John Slattery had them flown down from Bonnie Scotland for the weekend. I thought at first this was a kind act of love

for his dear old mum; but I suspect John had an ulterior motive! John let his mum hand out the trophies; while he continued playing! Crafty bugger! If it wasn't for his resemblance to his dad I'd have suspected that John was adopted! His mum and dad are so quiet it's hard to imagine that John is their son! According to mum he's always been a bit on the loud side . . . and she wasn't referring to his clothes!

Talking of John's clothes, his waistcoat designer, Janet was also present this weekend; and John gave her a lovely picture to say Thank You for the waistcoats. There was also a competition to design a new waistcoat for John which

Janet would produce. Although Janet personally liked my design, John vetoed it saying he didn't want to look silly. As if! Instead he opted for a design by Helen Christmas - and it was she that took home the bottle of bubbly; which was apt, for no doubt it was used to celebrate Peter's victory as well.

So, all I need to say now is Thank You to all involved in yet again making the Slatery Scottish Open a fun experience and one not to be missed. Make sure you attend next year - you'll miss a good 'un if you don't.



To a Pigeon, on leaping over his 5-prime with a 6-1 from the bar *By Martin Hemming (with apologies to Robbie Burns)*

~ 1 ~

Wee, sleekit, cow'rin', tim'rous beastie!
Oh, what a panic's in thy breastie!
Ah think you seen this re-cube comin',
You surely must...
Your fine position, built so careful,
Just bit the dust!

~ 2 ~

Just now, you know, you had me thinkin'
Mah chances in this game were sinkin',
So on the bar, mah dice a-spinnin'
Ah thought "six, ace!"
They came, you danced, my goodness!
Ah'm a lucky face!

~ 3 ~

Ah think you maybe heard o' me...
You've read my name, it's Slattery.
No, no, Ah don't want flattery,
Ah want your blood!
That's why Ah give this sixty-four cube
Wi' such a thud!

~ 4 ~

Ah see you're sweatin'. Should you take?
You're runnin' scared, you cannae fake.
It's tough for you, you have to make
Your own decision,
Wi'out recourse to Snowie's
Famous intuition.

~ 5 ~

Your thoughts to me are no surprise:
You're gonna drop, it's in your eyes.
Ah know Ah'm gonna take the prize,
Despite the chance
You'll put me back upon the bar
An' watch me dance.

~ 6 ~

Mah friend, although your game is good,
And planned as well as Snowie could
Eventually, because you knew Ah would,
Ah've won the day...
You see Ah'd Snowie ninety-four
To help ma play!

~ 7 ~

But fellow, thou art no thy lane
In proving planning may be vain;
The best-laid schemes o' mice an' men
End in a wank,
For you, they've led to grief an' pain
An' broken bank,

~ 8 ~

Still, there's a lesson to be learnt,
Although you've had your fingers burnt:
Equity tables, books and bots
Give Slatts nae fear,
Usin' them, when playin' me
Will cost you dear.



Local clubs

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

Birmingham - Dave Motley - 0121 476 4099 - davemotley@blueyonder.co.uk - Monday.
Brighton - <http://eiloart.com/bbc/> - Tuesday 8pm until closing.
Bristol - Ian Tarr 0117-9756349 brismgammon@blueyonder.co.uk 2nd Thursday of the month.
Dublin - Brendan Burgess - 603 0891 - wildlife@indigo.ie - 2nd Monday of every month.
Eastbourne & Bexhill - John Thomas - 01424 219415 - Jtprincesgaragelimited@btinternet.com - Mondays 19.30.
Halifax/West Yorkshire - Rachel Rhodes - 07961 355433 - dicewitch@yahoo.co.uk - Sporadic.
Herne Bay/Broomfield - Bob Bruce - 01227 362181 or mobile 07754 549 576 - Monday.
Huddersfield - Rachel Rhodes - 07961 355433 - dicewitch@yahoo.co.uk - Tuesdays
Lincoln - Michael Crane - 01522 829649 - michael.a.crane@ntlworld.com - Every Tuesday.
Liverpool - John Wright - 0151 280 0075 - jpwright@cablenet.co.uk - Last Friday of each month
London - Fox Reformed - Robbie (020) 7254 5975 - robbie.richards@fox-reformed.co.uk - Mondays
London - Ealing -Grahame / Geoff - 020 8 968 6327 - Ealingbackgammon@netscape.net - Every Sunday 3.00pm.
Manchester - Rodney Lighton - 0161 445 5644 lighton@btinternet.com - Tuesdays
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
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

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.



Manchester One-Day, April 24: Pre-entry by 18th April essential. Manchester Bridge Club, 30 Palatine Road, Withington, Manchester M20 3JJ. Registration 9-30 to 10-30 Play starts 11am prompt (finish about 11pm). Entry Fee £20 (£10 Juniors), (numbers limited to 64). Please bring your own board if you have one. Main event 5 qualifying rounds (Swiss format 5 point matches) then 8 or 16 player knockout. Consolation Event 5 point knockout. Last Chance 3 point knockout. 1 point knockout event. Contact Rodney on 0161 445 5644 email lighton@btinternet.com

Mick Butterfield's 50th Birthday Bash: See page ?? for details

County Cups, May 7/8: The second of four, Swiss Format tournaments where you get to play 6 x 11 point matches and top up your Ranking Score and *Grand Prix* points.

Hilton Trophy, June 4/5: Usual knockout format offering Main, Progressive Consolation, Last Chance and Paris On Video - 3-point matches!



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)**

FRIDAY

***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	UK	Venue	Type
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

Tournament Results

Jarvis Trophy. February 5/6 2005

Main (8/28)

1	Uldis Lapikens	5	13.42
2	Simon K Jones	5	13.42
6	Bob Young	3	6.19
3	Mardi Ohannessian	5	13.42
4	David Nathan	4	9.29
8	Paul Gilbertson	2	6.19
5	Neil Young	4	9.29
6	Adrian Jones	3	6.19

13	Jason Champion	1	2	4.13
15	Edwin Turner	1	2	4.13
16	Tim Mooring	1	2	4.13
16	Rosey Bensley	1	2	4.13
16	John Gilbertson	1	2	4.13
19	Myke Wignall	1	2	4.13
20	Tony Walters	1	1	2.58
21	Fanika Petkovska	0	1	2.58
22	Chris Ternel	0	1	2.58

Consolation (22/28)

1	Peter Chan	4	4	9.29
2	John Slattery	4	4	9.29
3	Mick Vacarey	3	3	6.19
4	Jeff Barber	3	4	9.29
5	Roy Hollands	3	3	6.19
6	Alan Greenwood	3	4	9.29
7	Nicky Check	3	4	9.29
8	Rodney Lighton	2	3	6.19
9	Connor Dickinson	2	2	4.13
10	Paul Barwick	2	3	6.19
11	Vicky Chandler	2	3	6.19
12	Stephen Cole	1	1	2.58
13	Ron Havenhand	1	2	4.13

Friday Warm-up (18)

1	David Nathan
2	Rosey Bensley

£100 Jackpot (8)

1	John Gilbertson
2	Ron Havenhand

Doubles (8)

1	Prickly Pair
2	Hair Raisers

Top name: We're Forever Blowing Doubles

Slattery Scottish Open. March 5/9 2005

Main (43)

1	Peter Christmas
2	Jason Champion
3/4	Tim Mooring
3/4	Chris Ternel
5/8	Stephen Drake
5/8	Vicky Chandler
5/8	Brian Lever
5/8	Uldis Lapikens

Last Chance (32)

1	David Nathan
2	Rachel Rhodes
3/4	Stephen Ferrer
3/4	Kevin White
5/8	Nicky Check
5/8	Peter Chan
5/8	Paul Barwick
5/8	Mike Greenleaf

Doubles (8)

1	Aztecs
2	M+R

Top Name: Dab Dab Dash

£50 Jackpot (8)

1	Chris Ternel & Julian Fetterlein
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Poker (9)

1	Paul Gilbertson
2	Martin Hemming
3	Nigel Merrigan

Friday Warm-up (18)

1	Emmanuel Di Bina
2	Chris Ternel
3/4	Jane Oxley
3/4	Cedric Lytton

Consolation (39)

1	Vicky Chandler
2	Uldis Lapikens
3/4	Stephen Drake
3/4	Julian Fetterlein
5/8	John Slattery
5/8	Brian Lever
5/8	Nigel Merrigan
5/8	Roland Herrera

Haggis! (48)

1	Stephen Ferrer
2	Myke Wignall
3/4	Simonetta Barone
3/4	Roy Hollands
5/8	Mike Greenleaf
5/8	Chris Ternel
5/8	Jeff Barber
5/8	Peter Bennet

Grand Prix at Scottish Open

18.58	Peter Christmas	6.19	Peter Bennet	2.58	Nicky Check
13.42	Tim Mooring	6.19	Mick Butterfield	2.58	Emmanuel Di Bona
13.42	Jason Champion	6.19	Roland Herrera	2.58	Myke Wignall
9.29	Stephen Drake	6.19	Stepehn Ferrer	2.58	Simonetta Barone
9.29	Julian Fetterlein	4.13	Paul Barwick	2.58	Ron Havenhand
9.29	John Slattery	4.13	Roy Hollands	2.58	Juanita Ferrer
9.29	David Nathan	4.13	Nigel Merrigan	2.06	Cedric Lytton
9.29	Chris Ternel	4.13	Jeff Barber	2.06	Mark Dixon
9.29	Vicky Chandler	4.13	Mike Greenleaf	2.06	Martin Hemming
6.19	Brian Lever	4.13	Rosey Bensley	2.06	Ann Pocknell
6.19	Uldis Lapikens	4.13	Jane Oxley	2.06	Mick Vacarey
6.19	Rachel Rhodes	4.13	Stephen Cole	2.06	Fanika Petkovska
6.19	Mardi Ohannessian	4.13	Adrian Jones		
6.19	Kevin White	2.58	Peter Chan		

Grand Prix after Scottish Open

40.25	Julian Fetterlein	13.42	Chris Bray	6.19	Rachel Rhodes	4.13	Andy Bell
30.45	Chris Ternel	13.42	Simon K Jones	6.19	Bob Young	4.13	Chris F Roberts
26.32	Mardi Ohannessian	13.42	Tony Lee	6.19	Richard Biddle	4.13	Sean Williams
25.29	Nicky Check	13.42	Andrew Sarjeant	6.19	Raj Jansari	4.13	Howard Furr-Barton
24.77	Mike Grabsky	13.42	Geoff Conn	6.19	Rodney Lighton	4.13	Suzy Crabb
24.77	John Slattery	13.42	David Fall	6.19	Mick Butterfield	4.13	Mourad Wahba
24.77	Mike Main	12.90	John Gilbertson	6.19	Zoe Cunningham	4.13	Gino
23.74	Uldis Lapikens	12.38	Malcolm Robertson	6.19	Paul Statter	2.58	Jon Sharpe
23.74	Adrian Jones	12.38	Peter Bennet	6.19	David Markwick	2.58	Paul Christmas
22.71	Jeff Barber	10.84	Stephen Cole	6.19	Kazu Niki	2.58	Emmanuel Di Bona
22.71	Peter Christmas	10.83	Mick Vacarey	6.19	Rene Van Der Pluijm	2.58	Paul Sambell
22.71	David Nathan	10.32	Brian Lever	6.19	Mike Ziemann	2.58	Colin Talbot
21.68	Mike Greenleaf	10.32	Paul Barwick	6.19	Stepehn Ferrer	2.58	Liz Barker
20.13	Rosey Bensley	9.29	David Edwards	5.16	Tony Walters	2.58	Bob Bruce
18.58	Brian Busfield	9.29	Paul Lamford	4.64	Martin Hemming	2.58	Jo Curl
18.58	Blaine Buchanan	9.29	Alan Greenwood	4.13	Paul Money	2.58	David Horner
18.58	Neil Young	9.29	Stephen Drake	4.13	Miles Illott	2.58	Vince Poil
17.55	Danny Cohen	9.29	Lawrence Powell	4.13	Dave McNair	2.58	Kerry Wells
17.55	Tim Mooring	9.29	Andreas Giannopoulos	4.13	Nigel Merrigan	2.58	Ray Fard
17.55	Paul Gilbertson	9.29	Steve John	4.13	Arthur Musgrove	2.58	Juanita Ferrer
17.55	Jason Champion	9.29	Wayne Felton	4.13	Connor Dickinson	2.06	Philip Jones
16.51	Roy Hollands	9.29	Rogier Van Gemert	4.13	Dod Davies	2.06	Cedric Lytton
16.00	Ron Havenhand	8.26	Kevin White	4.13	Kevin Stebbing	2.06	Mark Dixon
15.48	John Hurst	6.71	Edwin Turner	4.13	Stefanie Rohan	2.06	Karl Simpson
15.48	Vicky Chandler	6.71	Simonetta Barone	4.13	Rebecca Bell	2.06	Ann Pocknell
15.48	Roland Herrera	6.70	Fanika Petkovska	4.13	Tim Brown	2.06	Paul Van Dijke
14.97	Myke Wignall	6.19	Dale Taylor	4.13	David Barker	2.06	Diane Iveson
13.93	Peter Chan	6.19	John Thomas	4.13	Jane Oxley		
13.42	Ian Tarr	6.19	Ralph Eskinazi	4.13	Vicky Gilbert		
13.42	John Broomfield	6.19	Martin Barkwill	4.13	Ian Gwynne		

Active Rankings after Scottish Open

1964	1964	John Clark	1690	1690	Dale Taylor	1583	1583	John Wright
1962	1947	Julian Fetterlein	1685	1662	Stephen Drake	1583	1583	Ken Gibson
1947	1947	Tony Lee	1680	1706	Ann Pocknell	1578	1529	Jason Champion
1906	1903	Brian Lever	1673	1631	Tim Mooring	1576	1576	Ian Shaw
1889	1881	John Slattery	1666	1695	Jeff Ellis	1575	1575	Alistair Hogg
1840	1822	David Nathan	1666	1644	Uldis Lapikens	1575	1575	Raymond Kershaw
1833	1825	Rachel Rhodes	1663	1663	Brian Busfield	1572	1572	John Gilbertson
1831	1831	Stuart Mann	1657	1657	Connor Dickinson	1571	1571	Grahame Powell
1822	1822	Dod Davies	1654	1647	Mike Greenleaf	1558	1558	Paul Gilbertson
1809	1809	Lawrence Powell	1649	1649	Bob Young	1552	1491	Vicky Chandler
1802	1802	Dave McNair	1642	1642	Ian Tarr	1543	1543	Stavros Elia
1801	1801	David Startin	1638	1658	Ron Havenhand	1543	1543	Eddie Barker
1791	1791	Steve Hallet	1637	1626	Mick Butterfield	1542	1521	Roland Herrera
1782	1782	Richard Granville	1633	1633	Ian Gwynne	1536	1554	Martin Hemming
1777	1785	Mardi Ohannessian	1629	1629	Mark Heidenfeld	1528	1528	Kevin Berry
1761	1780	Emmanuel Di Bona	1624	1624	Barry McAdam	1520	1520	Dave Motley
1749	1749	Steve Pickard	1623	1621	Peter Bennet	1517	1517	Matthew Fisher
1748	1748	Danny Cohen	1623	1623	Steffen Nowak	1517	1517	David McNamara
1746	1746	Raj Jansari	1619	1619	Steve Rimmer	1514	1514	Steven Reddi
1734	1734	Mike Grabsky	1615	1615	Rodney Lighton	1514	1514	David Horner
1734	1734	John Hurst	1613	1613	Mike Heard	1492	1492	Cliff Connick
1729	1657	Peter Christmas	1610	1576	Chris Ternel	1490	1490	Neil Young
1727	1727	Kazu Niki	1604	1596	Adrian Jones	1486	1491	Rosey Bensley
1726	1726	Kevin Stebbing	1600	1600	Kerry Jackson	1483	1483	Richard Biddle
1725	1735	Roy Hollands	1599	1595	Jeff Barber	1481	1481	Ernie Pick
1721	1721	Arthur Musgrove	1599	1599	Edwin Turner	1475	1494	Peter Chan
1719	1719	Brendan Burgess	1598	1598	Paul Christmas	1473	1473	Johan Sallfors
1708	1708	Dave Coyne	1593	1593	Nigel Briddon	1472	1486	Simonetta Barone
1706	1713	Nicky Check	1590	1590	Paul Barwick	1471	1471	Rebecca Bell
1698	1698	John Thomas	1587	1587	Geoff Conn	1465	1448	Kevin White
1696	1696	Simon K Jones	1587	1587	Paul Statter	1464	1464	Mike Main



1461	1475	Myke Wignall	1426	1426	Tony Walters	1367	1385	Cedric Lytton
1460	1460	Anthony Coker	1422	1422	Leslie Singleton	1367	1367	Jo Curl
1459	1486	Darryl Kirk	1415	1415	Andy Bell	1357	1357	Simon Fahoury
1458	1458	Vianney Bourgios	1409	1409	Hubert De L'Epine	1357	1358	Stephen Cole
1457	1450	Jane Oxley	1407	1407	Bob Bruce	1351	1374	Mick Vacarey
1453	1453	Wayne Felton	1396	1396	Colin Laight	1344	1344	Tony Fawcett
1446	1446	David Sanders	1388	1388	Paul Fox	1337	1337	Alison Lee
1439	1439	Steve John	1388	1410	Fanika Petkovska	1322	1322	Jon Sharpe
1438	1457	Julian Minwalla	1382	1382	Chris Evans			
1430	1430	Alan Greenwood	1381	1381	Tim Brown			

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- 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

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Pending Rankings after Scottish Open

1823	Jim Johnson	1526	Felix Vink	1429	Elliot Smart
1791	Ray Tannen	1520	Paul Guy	1428	George Plant
1749	Ralph Eskinazi	1520	Kyriacous Kyriacou	1428	Peter Murrell
1737	Simon Barget	1519	David Hale	1425	Will Richardson
1708	David Gallagher	1517	Andrew Darby	1425	Ian Sadler
1702	Tim Wilkins	1513	Pat Holly	1425	Rowland Brindley
1700	Harry Bhatia	1510	Ian Hill	1420	Kevin Carter
1680	Graham Brittain	1509	Melvyn Abrahams	1417	Sarah Rosich
1666	Richard Beagarie	1507	Andrew Sarjeant	1414	Jeremy Limb
1644	Helen Helm-Sagar	1502	Miles Ilott	1412	Paul Jenkins
1641	Paul Turnbull	1500	John Napier	1408	Catherine Oldfield
1634	Bill Pope	1495	Tom Duggan	1405	Kevin Nicholson
1629	Charlie Hetherington	1495	Gabor Weiner	1404	Evan Williams
1627	Vincent Versteeg	1493	David Fall	1400	Nick Hamar
1625	Dave Robbins	1485	Kevin Williams	1398	David Naylor
1614	Peter Fallows	1484	Spencer Close	1388	Paul Watts
1613	Mike Waxman	1483	Sunni Nicholson	1381	Rebecca Brindley
1610	Rod Jones	1477	Stuart Parmley	1376	Tony Pryor
1608	Corinne Sellers	1474	Brendan Bensley	1375	Malcolm Hey
1603	Bill Spiers	1473	Niclas Wigstrom	1368	Peter Wilson
1602	James Hatt	1472	Brendan Gasparro	1363	Liz Barker
1595	Francine Brandler	1472	Blaine Buchanan	1355	Colin Harrocks
1586	Neil Webb	1468	Suart Dewis	1354	Richard Winston
1580	Karl Simpson	1467	Lorenzo Rusconi	1351	Liz Makepeace
1574	Simon Gasquoine	1467	Arthur Williams	1342	Amy Woodward
1568	Ricardo Falconi-Puig	1467	David Markwick	1336	Don Hatt
1566	Mark Lemon	1465	Dzhiga Ulyumdzhieva	1326	Martin Blindell
1557	Jacek Brzezinski	1462	Neil Davidson	1319	Sue Perks
1550	Amir Mossanen	1459	Roz Nathan	1295	Cath Kennedy
1549	Phil Caudwell	1456	Monica Beckerson	1291	John P Lewis
1546	Dave Raynsford	1450	David Winston	1277	Bob Parmley
1533	Mark McCluskey	1450	John Renicks	1249	Bryony Jessiman
1532	Alan Beckerson	1450	Jonathan Lamb	1197	Paul Sambell
1532	David Barker	1447	Steve Lynch		
1527	Theo	1435	Grant Dewsbury		

Ranking Championship after Scottish Open

13	1679.00	Adrian Jones	6	1978.83	Peter Christmas	2	1739.00	David Barker
12	1814.25	Jeff Barber	6	1877.83	Brian Busfield	2	1684.00	Roland Herrera
12	1749.50	Nicky Check	6	1688.00	Alan Greenwood	2	1656.50	Jane Oxley
12	1749.25	Chris Ternel	6	1674.67	Paul Gilbertson	2	1649.50	Tim Brown
11	1863.64	Uldis Lapikens	6	1644.33	Bob Young	2	1635.50	Nigel Merrigan
11	1854.00	Mardi Ohannessian	6	1585.00	Rodney Lighton	2	1625.50	Tony Lee
11	1644.00	Tim Mooring	6	1381.67	Connor Dickinson	2	1618.50	Vicky Gilbert
11	1601.64	Roy Hollands	6	1381.50	Ed Turner	2	1617.00	Richard Biddle
11	1521.00	Ron Havenhand	6	1269.00	Tony Walters	2	1610.50	Rogier Van Gemert
10	1739.30	Jason Champion	4	2012.50	Dave Edwards	2	1608.00	Gino
10	1638.80	Vicky Chandler	4	1878.50	Steve John	2	1587.50	Andy Bell
9	1889.78	Neil Young	4	1826.00	John Hurst	2	1565.00	Rene Van Der Pluym
9	1660.78	David Nathan	4	1788.50	Stephen Drake	2	1555.50	Mourad Wahba
9	1370.00	Myke Wignall	4	1668.50	Wayne Felton	2	1540.00	Howard Furr-Barton
9	1265.00	Stephen Cole	4	1573.50	Brian Lever	2	1508.00	Stephen Ferrer
8	1613.75	John Gilbertson	4	1453.75	Peter Bennet	2	1506.50	Danny Cohen
8	1561.50	Peter Chan	3	1803.67	Malcolm Robertson	2	1496.50	Stef Rohan
8	1498.75	Mick Vacarey	3	1756.00	Kazu Niki	2	1481.50	Chris F Roberts
8	1207.00	Fanika Petkovska	3	1719.00	Paul Statter	2	1472.50	Rebecca Bell
7	1844.43	Mike Main	3	1714.67	Dale Taylor	2	1457.00	Paul Lamford
7	1578.86	John Slattery	3	1689.33	David Markwick	2	1435.00	Zoe Cunningham
7	1556.43	Paul Barwick	3	1665.00	Kevin White	2	1415.00	Arthur Musgrove
7	1510.57	Rosey Bensley	3	1660.67	Mick Butterfield	2	1067.00	Martin Hemming
6	2000.50	Mike Grabsky	3	1622.67	Raj Jansari	2	1052.00	Julian Fetterlein
6	1985.50	Simon K Jones	3	1459.33	Mike Greenleaf	1	9893.00	John Thomas

1	1542.00	Mike Ziemann	1	1111.00	Jon Sharp	1	1000.00	Diane Iveson
1	1448.00	Paul Van Dyke	1	1111.00	Liz Barker	1	991.00	Emmanuel Di Bona
1	1316.00	Karl Simpson	1	1102.00	Jeff Ellis	1	980.00	Kerry Wells
1	1285.00	Julian Minwalla	1	1080.00	Jo Curl	1	969.00	David Horner
1	1251.00	Lawrence Powell	1	1054.00	Ian Gwynne	1	962.00	Geoff Conn
1	1246.00	Kerry Jackson	1	1035.00	Chris Baxter	1	956.00	Jackie Griffiths
1	1245.00	Vince Poil	1	1029.00	Rachel Rhodes	1	943.00	Paul Money
1	1216.00	Chris Bray	1	1028.00	Paul Sambell	1	914.00	Bob Bruce
1	1189.00	Barry McAdam	1	1027.00	Dave McNair	1	899.00	Sean Williams
1	1172.00	Miles Ilott	1	1024.00	Dod Davies	1	885.00	Alison Lee
1	1159.00	Philip Jones	1	1021.00	Ann Pocknell	1	874.00	Paul Christmas
1	1144.00	Darryl Kirk	1	1011.00	Suzy Crabb	1	868.00	Eddie Barker
1	1137.00	Colin Talbot	1	1000.00	Cedric Lytton	1	858.00	Juanita Ferrer
1	1131.00	Simonetta Barone	1	1000.00	Alastair Simpson			
1	1126.00	Mark Dixon	1	1000.00	Ray Fard			

Ranking Scores of Top 200 Players - Active & Inactive

1964	John Clark	1700	Harry Bhatia	1631	Laura Dell	1592	Graham Greensit
1962	Julian Fetterlein	1698	John Thomas	1629	John Broomfield	1591	Alan Papier
1947	Paul Lamford	1697	Darren Kernighan	1629	Charlie Hetherington	1591	Martin Sims
1947	Tony Lee	1696	Simon K Jones	1629	Mark Heidenfeld	1590	Paul Barwick
1906	Brian Lever	1693	Marc Steyvers	1628	Colin Owen	1589	Andrew Grkow
1889	John Slattery	1690	Dale Taylor	1627	Vincent Versteeg	1589	Guy Rankin
1840	David Nathan	1687	Mochy Masayuki	1626	Derek Matheson	1589	James Grenier
1833	Rachel Rhodes	1685	Stephen Drake	1625	Dave Robbins	1588	Murat Imamoglu
1831	Stuart Mann	1684	Nodar Gagua	1624	Barry McAdam	1587	Tom Breheny
1823	Jim Johnson	1680	Graham Brittain	1623	Peter Bennet	1587	Geoff Conn
1822	Dod Davies	1680	Sean Casey	1623	Steffen Nowak	1587	Kevin McDonough
1809	Lawrence Powell	1680	Ann Pocknell	1622	Martin Barkwill	1587	Paul Statter
1802	Dave McNair	1679	Mark Teltscher	1621	John Bazigos	1586	Neil Webb
1801	David Startin	1677	David Brown	1621	Keir Fitz-Gibbon	1585	Ed Perry
1791	Ray Tannen	1676	Geoff Hall	1619	Steve Rimmer	1583	John Wright
1791	Steve Hallet	1675	Michael Brereton	1616	Paul Grant	1583	Martin Kendall
1786	Mark Adkins	1673	Tim Mooring	1615	John Mackay	1583	Brian McDonald
1782	Richard Granville	1667	Paul Money	1615	Rodney Lighton	1583	Ken Gibson
1779	Steve Bibby	1666	Jeff Ellis	1614	Peter Fallows	1582	Adam Jacobs
1777	Mardi Ohannessian	1666	Richard Beagarie	1614	George Sulimirski	1582	Simon Osborne
1773	David Levi	1666	Uldis Lapikens	1613	Mike Heard	1581	Adrian Hills
1768	Thomas Connor	1665	Peter Ozanne	1613	Mike Waxman	1580	Adrian Chambers
1761	Emmanuel Di Bona	1664	Joachim Johannsson	1611	Nigel Merrigan	1580	Karl Simpson
1749	Ralph Eskinazi	1663	Michael Crane	1611	Stefan Paliwoda	1578	Jason Champion
1749	Steve Pickard	1663	Brian Busfield	1610	Rod Jones	1577	Paul Ashley
1748	Danny Cohen	1662	Richard Wenban	1610	Chris Ternel	1577	Gary Jackson
1746	Raj Jansari	1662	Tomax Neto	1608	Corinne Sellers	1576	Glen Bollington
1742	Tim Cross	1657	Connor Dickinson	1607	Michael Earnshaw	1576	Ian Shaw
1737	Simon Barget	1656	Chris Bray	1606	Alison Jones	1575	Peter Girdler
1735	David Eggert	1654	Mike Greenleaf	1605	Manlam Wong	1575	Alistair Hogg
1734	Mike Grabsky	1654	Neil Kazaross	1605	Gavin Crawley	1575	Raymond Kershaw
1734	John Hurst	1653	Adam Robac	1604	Simon Baker	1575	Rew Francis
1732	Salvador Leong	1649	Bob Young	1604	Murray Sharp	1574	Simon Gasquoine
1731	Geoff Oliver	1646	Mike Loughman	1604	Adrian Jones	1574	Neil Clarke
1730	Philip Ward-Ackland	1645	Ed Rogers	1603	Bill Spiers	1573	David Barker
1729	Peter Christmas	1644	Helen Helm-Sagar	1602	James Hatt	1573	Nev Hyde
1727	Kazu Niki	1642	Ian Tarr	1602	Kamal Verma	1572	Damon Dennis
1726	Kevin Stebbing	1641	Paul Turnbull	1601	Michael Steingold	1572	John Gilbertson
1725	Roy Hollands	1641	Zibi Szczerek	1600	Roger Porter	1571	Grahame Powell
1721	Arthur Musgrove	1638	Gerry Corolan	1600	Kerry Jackson	1570	Andy Zajczyk
1719	Brendan Burgess	1638	Ron Havenhand	1599	Jeff Barber	1570	Andrew Wedgebury
1712	Stephen Turner	1637	Mick Butterfield	1599	Edwin Turner	1570	Joseph Levy
1710	Barry Williams	1635	Zbigniew Papierniak	1599	Clyde Wolpe	1569	Julian Hayhurst
1709	Rick Janowski	1634	Dan O'Farrell	1598	Paul Christmas	1569	Paul Arnott
1708	Dave Coyne	1634	Bill Pope	1597	Ray Ager	1568	Ken Staines
1708	David Gallagher	1634	Mike Ridley	1596	Graham Sievers	1568	Ray Pelly
1706	Nicky Check	1634	Richard Webb	1596	Tim Found	1568	Diana Lines
1702	Tim Wilkins	1634	Cato Fordham	1595	Francine Brandler	1568	Ricardo Falconi-Puig
1702	Peter Cruickshank	1633	Shahid Baig	1593	Paul Stebbing	1566	Anthony Patz
1701	Andrew Plater	1633	Ian Gwynne	1593	Nigel Briddon	1566	Shay Shannon

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